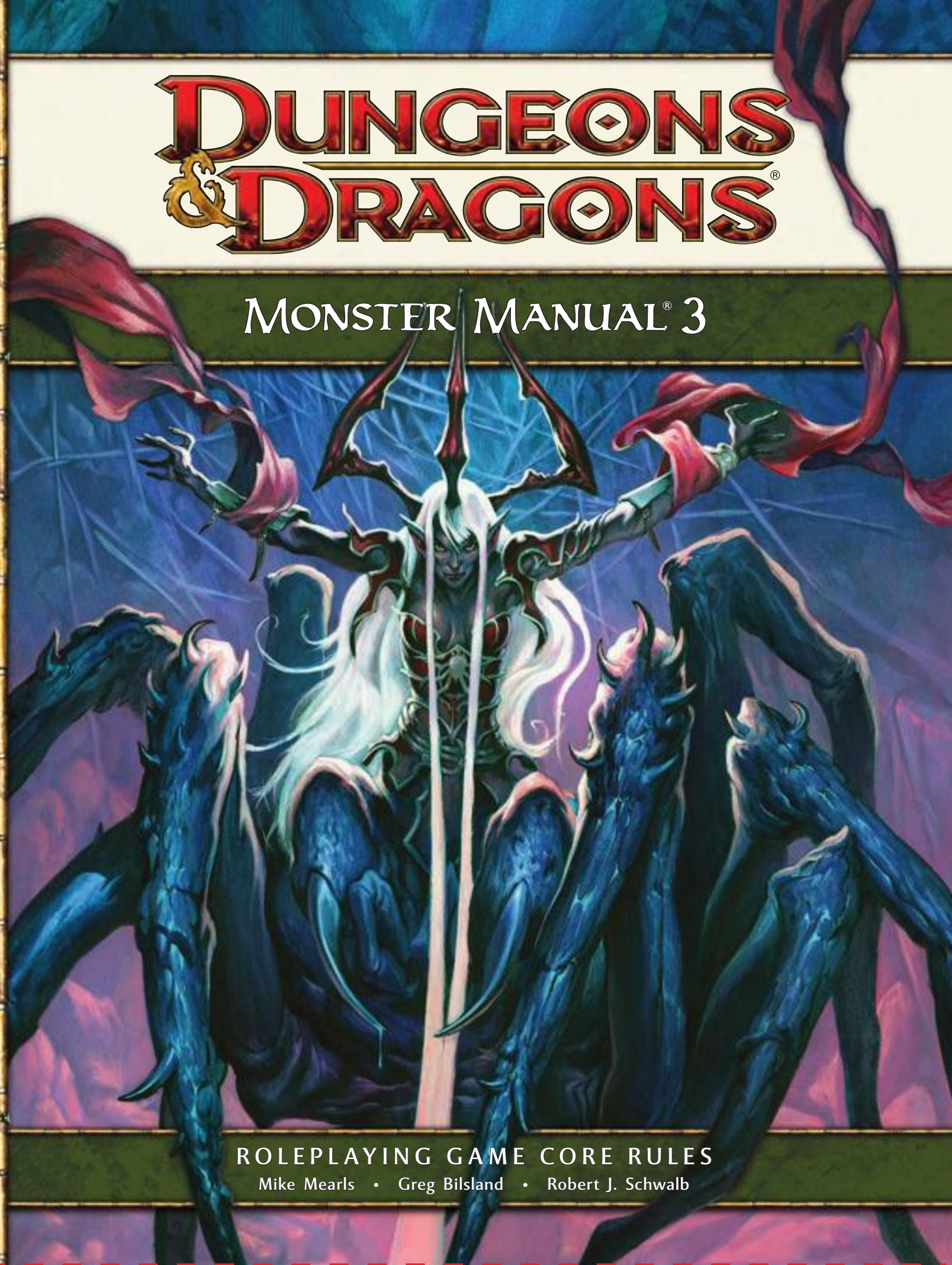
# Dungeons & Dragons®

## Monster Manual® 3



ROLEPLAYING GAME CORE RULES

Mike Mearls • Greg Bilsland • Robert J. Schwalb

# Dungeons & Dragons®

## Monster Manual® 3

ROLEPLAYING GAME CORE RULES

Mike Mearls • Greg Bilsland • Robert J. Schwalb

# CREDITS


Design
**Mike Mearls (lead), Greg Bilsland, Robert J. Schwalb**

Additional Design
**Logan Bonner, Matt Goetz, Gwendolyn F.M. Kestrel, Clifton Laird, Peter Lee, Stephen Radney-MacFarland, Matthew Sernett, Steve Townshend**

Development
**Rodney Thompson (lead), Stephen Radney-MacFarland, Peter Schaefer**

Additional Development
**Greg Bilsland, Logan Bonner, Jennifer Clarke Wilkes, Jeremy Crawford, Stephen Schubert, Chris Sims**

Editing
**Greg Bilsland (lead), Dawn J. Geluso, Scott Fitzgerald Gray, Miranda Horner**

Additional Editing
**Michele Carter, Andy Collins, Torah Cottrill**

Managing Editing
**Kim Mohan**

Director of D&D R&D and Book Publishing
**Bill Slavicsek**

D&D Creative Manager
**Christopher Perkins**

D&D Design Manager
**James Wyatt**

D&D Development and Editing Manager
**Andy Collins**

D&D Senior Art Director
**Jon Schindehette**

Art Director
**Mari Kolkowsky**

Graphic Designer
**Bob Jordan**

Cover Illustration
**Jesper Ejsing**

Interior Illustrations
**Rob Alexander, Dave Allsop, Thomas M. Baxa, Chippy, Brian Despain, Matt Dixon, Vincent Dutrait, Steve Ellis, Wayne England, Jason A. Engle, Jason Felix, Adam Gillespie, Tomás Giorello, E.M. Gist, Woodrow Hinton III, Ralph Horsley, Howard Lyon, Jim Nelson, Wayne Reynolds, Chris Seaman, John Stanko, Arnie Swekel, Matias Tapia, Franz Vohwinkel, Eva Widermann, Ben Wootten**

D&D Brand Team
**Liz Schuh, Jesse Decker, Kierin Chase, Laura Tommervik, Hilary Ross, Shelly Mazzanoble, Chris Lindsay**

Publishing Production Specialist
**Erin Dorries**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Sven Bolen**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).

620-25384000-001 EN
9 8 7 6 5 4 3 2 1
First Printing:
June 2010
ISBN: 978-0-7869-5490-2

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277



Dungeons & Dragons, D&D, d20, d20 System, Wizards of the Coast, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *D&D Insider*, *Divine Power*, *Eberron*, *Draconomicon*, *Forgotten Realms*, *Hammerfast*, *Martial Power*, *Primal Power*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2010 Wizards of the Coast LLC.


VISIT OUR WEBSITE AT WWW.DUNGEONSANDDRAGONS.COM

# CONTENTS


MONSTERS A TO Z ..... 4
The Statistics Block ..... 5
GLOSSARY ..... 216
MONSTERS BY LEVEL ..... 222


## ALPHABETICAL LISTING OF MONSTERS


Abyssal hulk ..... 199
Adept of Orcus ..... 95
Air elementals ..... 80
Allabar, Opener of the Way ..... 186
Ambush spider ..... 182
Apes ..... 10
Apocalypse spells ..... 12
Arcanians ..... 16
Aspect of Lolth ..... 128
Astral hulk ..... 199
Astral kraken ..... 123
Autumn nymph ..... 151
Babau (demon) ..... 40
Banderhobbs ..... 18
Battle weaver ..... 203
Behemoths ..... 20
Beholders ..... 22
Blizzard dragons ..... 64
Bone crown behemoth ..... 20
Cambions ..... 24
Catastrophic dragons ..... 64
Catoblepas ..... 26
Cave fishers ..... 28
Chained cambion ..... 25
Chitines ..... 30
Choldrith ..... 33
Chosen of Imix ..... 117
Chosen of Yeenoghu ..... 105
Chthonic apostle ..... 165
Chthonic stoneshaper ..... 165
Cinderhoof trampler ..... 140
Cloakers ..... 34
Coil of Zehir ..... 212
Conflagration orb ..... 116
Corrupted followers ..... 53
Corruption devils ..... 52
Crauds ..... 36
Dark ones ..... 38
Delphar nerra ..... 147
Derros ..... 48
Draegloth abomination ..... 77
Dread warriors ..... 74
Dream hag ..... 109
Drow ..... 76
Earth cultist ..... 163
Earth elementals ..... 81
Earth weird ..... 164
Earthquake dragons ..... 68
Eclavdra, Exarch of Lolth ..... 128
Elder brain ..... 139
Elementals ..... 80
Emissary of Caiphon ..... 185
Enigma of Vecna ..... 170
Eye of shadow ..... 22
Feyspitter spider ..... 183
Fire elementals ..... 82
Fire giants ..... 96
Fire Lord cultist ..... 114
Fire temple champion ..... 115
Fire temple elect ..... 115
Fist of the Stone Tyrant ..... 163
Flameborn ..... 115
Forsaken ..... 85
Foulspawn ..... 88
Frogs ..... 90
Frost giants ..... 98
Gargoyles ..... 92
Ghast ..... 95
Ghouls ..... 94
Ghost beholder ..... 23
Girallons ..... 102
Gnolls ..... 104
Godslayer inferno ..... 14
Golden slaad ..... 178
Great ape ..... 10
Gremlins ..... 106
Hags ..... 108
Hell knight devil ..... 57
Hellwasp devils ..... 58
Herald of colorless fire ..... 13
Herald of Kyuss ..... 181
Hex knight ..... 38
Hex weaver ..... 205
Hill giants ..... 100
Hornstone gargoyle ..... 92
Howlers ..... 110
Hyena spirit ..... 105
Imix ..... 112
Imix's cultists ..... 114
Impersonator mimic ..... 135
Infernal girallon ..... 103
Intellect devourers ..... 118
Ironskin warrior ..... 141
Ironstone gargoyle ..... 92
Jackalweres ..... 120
Kalareem nerra ..... 146
Klurichir (demon) ..... 41
Krakens ..... 122
Kuo-toas ..... 124
Light of Amoth ..... 15
Lolth ..... 126
Lolth's reaver ..... 183
Maw demon ..... 42
Meazels ..... 130
Meenlocks ..... 132
Meerak nerra ..... 145
Mimics ..... 134
Mind flayers ..... 136
Minotaurs ..... 140
Mist hag ..... 109
Molt of Zehir ..... 215
Molydeus (demon) ..... 43
Mossling creeper ..... 155
Mossling grower ..... 157
Mossling guardian ..... 155
Mossling hurler ..... 156
Mossling vinecaller ..... 157
Murklord frog ..... 91
Nagpas ..... 142
Nalfeshnee (demon) ..... 44
Nerras ..... 144
Norkers ..... 148
Nymphs ..... 150
Object mimic ..... 134
Oblivion moss ..... 154
Obsidian gargoyle ..... 93
Ogres ..... 158
Ogrémoch ..... 160
Ogrémoch's cultists ..... 162
Pact hag ..... 108
Pale bloodfiend ..... 140
Passion devil ..... 59
Prison of Mual-Tar ..... 12
Putrid slaad ..... 179
Quasit (demon) ..... 46
Rage devil ..... 60
Rot grubs ..... 166
Runic gargoyle ..... 93
Scarecrows ..... 168
Sea kraken ..... 122
Secrets of Vecna ..... 170
Serpent of Nihal ..... 186
Servant of the Fire Lord ..... 114
Shadow bolter ..... 39
Shadow speaker ..... 39
Shadows ..... 172
Shard of Uralinda ..... 14
Shardhorn hunter ..... 141
Shardminds ..... 174
Silverback ape ..... 11
Sire of corruption ..... 53
Skinwing behemoth ..... 21
Skulks ..... 176
Sillit nerra ..... 146
Slaads ..... 178
Slime devil ..... 61
Son of Kyuss ..... 180
Spawn of Kyuss ..... 180
Spawn of Ulban ..... 184
Spell howler of Vecna ..... 170
Spell weaver ..... 203
Spiderling ..... 182
Spiders ..... 182
Spirehorn behemoth ..... 21
Sporeback frog ..... 90
Spring nymph ..... 151
Star spawn ..... 184
Stone thrall ..... 163
Su monsters ..... 188
Summer nymph ..... 153
Swarm devil ..... 62
Tanarukks ..... 190
Teltarym nerra ..... 147
Thoon hulk ..... 138
Thornskin frog ..... 90
Thought weaver ..... 204
Thri-kreen ..... 192
Tulgars ..... 194
Ultrodemon schemer ..... 47
Umber hulks ..... 198
Umber ravager ..... 198
Ustilagor ..... 118
Varoot nerra ..... 145
Verbeegs ..... 200
Vizier devil ..... 63
Volcanic dragons ..... 71
Warped slave ..... 51
Water elementals ..... 83
Weavers ..... 202
Wilden ..... 206
Winter nymph ..... 152
Wood nymph ..... 152
Wretch of Kyuss ..... 181
Xivorts ..... 208
Yetis ..... 210
Yuan-ti ..... 212

# Monsters A to Z

**You can** never have enough monsters in a Dungeons & Dragons® campaign. With more than 300 new creatures contained within its pages, *Monster Manual*® 3 features a fiendish array of clever tricksters, hulking brutes, and diabolical villains to vex player characters. From the treacherous jackalwere to the insane derro, a number of classic Dungeons & Dragons monsters join 4th Edition with the arrival of this book.

If you've read the first two books of this series, you'll probably notice a number of differences in this book's approach to describing monsters. For instance, the "flavor" text that accompanies a creature's statistics block relies more on story material rather than game mechanics to get its message across. We made this change because many monsters have vivid stories tied to the game's setting. As we move forward and explore monsters, both new and old, we want to do more to showcase the background, history, and unique characteristics that make a monster interesting. Our goal is to ensure that new monsters earn a place in your campaign not only through fun and innovative mechanics but also because of a compelling story that ignites the imagination.

Another big change is the layout of a monster's statistics block, which we've redesigned to make it easier for you to play the creature (and all of its allies) at the table. See the next four pages for a full discussion of how to read and use the statistics blocks.

At the end of this book is a comprehensive, up-to-date glossary of game terms that appear in *Monster Manual 3* as well as in other rule books.

RALPH HORSLEY

# THE STATISTICS BLOCK

Monster statistics are presented in a format designed to be easy to use and reference. A typical statistics block is formatted as follows.

| **Monster Name** | **Level and Role** |
|---|---|
| Size, origin, and type (keywords), race | XP value |
| **HP** maximum; **Bloodied** value | **Initiative** modifier |
| **AC**, **Fortitude**, **Reflex**, **Will** | **Perception** modifier |
| **Speed** | Special senses |
| **Immune** type/effect; **Resist** type; **Vulnerable** type | |
| **Saving Throws** modifier; **Action Points** number | |
| TRAITS | |
| ☼ **Aura Name** (keywords) ✦ **Aura** size | |
| Effect. | |
| **Trait Name** (keywords) | |
| Effect. | |
| STANDARD / MOVE / MINOR / FREE ACTIONS | |
| [Icon] **Power Name** (keywords) ✦ **Usage** | |
| *Requirement:* | |
| *Attack:* Type range (target); bonus vs. defense | |
| *Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:* | |
| TRIGGERED ACTIONS | |
| [Icon] **Power Name** (keywords) ✦ **Usage** | |
| *Requirement:* | |
| *Trigger:* | |
| *Attack (Action):* Type range (target); bonus vs. defense | |
| *Hit/Miss/Effect (Action)/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:* | |
| **Skills** skill modifiers | |
| **Str** score (modifier) **Dex** score (modifier) | **Wis** score (modifier) |
| **Con** score (modifier) **Int** score (modifier) | **Cha** score (modifier) |
| **Alignment** **Languages** | |
| **Equipment** | |

## Level and Role

A monster's level and role are tools for you to use when building an encounter. Chapter 4 of the *Dungeon Master's Guide* explains how to use these tools.

**Level:** A monster's level summarizes how tough it is in an encounter. Level determines most of the monster's statistics as well as the experience point (XP) award the PCs earn for defeating it (*Dungeon Master's Guide*, pages 56-57).

**Role:** A monster's role describes its preferred combat tactics, much as a character class's role suggests tactics for characters of that class. Monster roles are artillery, brute, controller, lurker, skirmisher, and soldier (*Dungeon Master's Guide*, pages 54-55).

A monster might have a second role: elite, solo, or minion. Elite monsters and solo monsters are tougher than standard monsters, and minions are weaker. For the purpose of encounter building, an elite monster counts as two standard monsters of its level, a solo monster counts as five, and four to six minions count as one—four at heroic tier, five at paragon tier, and six at epic tier.

In addition, a monster might have the leader subrole, indicating that it grants some sort of boon to its allies, such as a beneficial aura.

## Size

A creature's size determines its space as well as its reach. A creature might have a greater reach depending on the characteristics of its body.

| Monster Size | Space | Typical Reach |
|---|---|---|
| Tiny | 1/2 × 1/2 | 0 |
| Small | 1 × 1 | 1 |
| Medium | 1 × 1 | 1 |
| Large | 2 × 2 | 1 or 2 |
| Huge | 3 × 3 | 2 or 3 |
| Gargantuan | 4 × 4 or larger | 3 or 4 |

**Space:** This is the area (measured in squares) that a creature occupies on the battle grid.

**Reach:** In statistics blocks released before *Monster Manual 3*, when a creature's reach was other than 1, it was noted at the beginning of a melee attack power. In the new format, the range entry contains this information. If you need to determine a creature's reach, such as for a grab attack or an attempt to pick up an object, refer to the table above.

Even if a creature's reach or melee range is greater than 1, the creature can't make opportunity attacks against targets that aren't adjacent to it.

A creature that has a melee attack with a range of 0 (such as the quasit) cannot normally make melee attacks against targets outside its own space.

## Origin

A monster's origin—aberrant, elemental, fey, immortal, natural, or shadow—describes its place in the DUNGEONS & DRAGONS cosmology. See the glossary for information about each origin.

## Type

A creature's type—animate, beast, humanoid, or magical beast—summarizes some basic facts about its appearance and behavior. See the glossary for information about each type.

### Keywords/Race

Some monsters have keywords that further define them. These keywords represent groups of monsters, such as demon, devil, dragon, and undead. This part of the entry might also include a monster's race if its race is not included in the monster's name.

### XP Value

The experience point award for defeating this creature is given beneath its level and role.

## HP/Initiative

The monster's maximum hit points, bloodied value, and modifier to initiative checks are on the top line of its statistics.

## Defenses/Perception

All four defense scores are on the next line, along with the monster's Perception modifier (often used at the start of an encounter).

## Speed

A monster's speed represents the number of squares it can move when taking a move action to walk. If a monster has alternative movement modes, such as fly, climb, or swim, that fact is noted in its speed entry. Special modes of movement are defined in the glossary.

## Senses

Some monsters have special senses, such as darkvision or tremorsense. Any such senses are noted below a monster's Perception modifier, and these terms are defined in the glossary.

## Immune

If a monster is immune to a damage type (such as cold or fire), it doesn't take that type of damage. If a monster is immune to a condition or another effect (such as the dazed condition or forced movement), it is unaffected by that condition or effect. If a monster is immune to charm, fear, illusion, poison, or sleep, it is unaffected by the nondamaging effects of a power that has that keyword.

Immunity to one part of a power does not make a monster immune to other parts of the power. For example, a thunder power deals no thunder damage to a creature that is immune to thunder, but the power could still push the creature.

## Resist

A creature that has resistance takes less damage from a specific damage type. For example, a creature that has resist 10 fire takes 10 less damage when an attack deals fire damage to it or when it takes ongoing fire damage.

**Against Combined Damage Types:** A creature's resistance is ineffective against combined damage types unless the creature has resistance to each of the damage types, and then only the weakest of the creature's resistances applies. For example, a power that deals 15 lightning and thunder damage hits a a creature that has resist 10 lightning and resist 5 thunder. The creature takes 10 damage, because the resistance to the combined damage types is limited by the lesser of the two resistances.

**Not Cumulative:** Resistances to the same damage type are not cumulative. Only the highest resistance applies. For example, if a creature has resist 5 cold and then gains resist 10 cold, the creature has resist 10 cold, not resist 15 cold.

See also "Damage Type," page xx.

## Vulnerable

A creature that is vulnerable to a particular damage type takes a specific amount of extra damage when it takes damage of that type, the creature is subject to a specific effect, or both. For example, a creature that has vulnerable 10 radiant takes 10 extra radiant damage when an attack deals radiant damage to it or when it takes ongoing radiant damage.

**Against Combined Damage Types:** A creature's vulnerability to a specific damage type applies even when that damage type is combined with another. For example, if a creature has vulnerable 5 fire, the creature takes 5 extra damage when it takes ongoing fire and radiant damage.

**Not Cumulative:** Vulnerabilities to the same damage type are not cumulative. Only the highest vulnerability applies. For example, if a creature has vulnerable 5 psychic and then gains vulnerable 10 psychic, the creature has vulnerable 10 psychic, not vulnerable 15 psychic.

See also "Damage Type," page xx.

## Saving Throws

Some monsters have bonuses to saving throws. A monster adds its bonuses to its saving throw result to see if an effect ends.

## Action Points

Elite and solo monsters typically have action points they can spend to take extra actions, just as player characters do. Unlike characters, a monster can spend more than 1 action point in an encounter, but only 1 per round.

## Traits

| Traits |
| --- |
| ☼ **Aura Name** (keywords) ✦ **Aura** size |
| Effect. |
| **Trait Name** (keywords) |
| Effect. |

The Traits section includes characteristics of the creature that are not powers. Many traits are always in effect, such as regeneration or the ability to deal extra damage on certain attacks. Others can be turned on or off, such as an aura or a benefit for a creature's mount or rider.

### Aura
An aura is a continuous effect that emanates from a creature. It's denoted by a special icon (☼), and the aura's size is noted to the right of its name. A creature's aura affects each square within line of effect and within the specified distance from that creature. A creature's aura does not affect the creature itself, unless otherwise noted, and is unaffected by terrain or environmental phenomena.

A creature can deactivate or reactivate its aura as a minor action. If a creature dies, its aura ends immediately.

If auras overlap and impose penalties to the same roll or game statistic, a creature affected by the overlapping auras is subjected to the worst penalty; the penalties are not cumulative. For instance, if a creature is affected by three overlapping auras that each impose a –2 penalty to attack rolls, the creature takes a –2 penalty, not a –6 penalty.

## Action Type

Standard / Move / Minor / Free Actions
**[Icon] Power Name** (keywords) ✦ **Usage**
*Requirement:*
*Attack:* Type range (target); bonus vs. defense
*Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:*

A monster's standard, move, minor, and non-triggered free actions are organized by action type.

### Powers
A monster's powers are presented under their respective action type in order of frequency of usage, from at-will to recharge to encounter powers.

#### Icon/Type
The name line of an attack power includes an icon (if applicable) that represents the power's type: melee (⸸), ranged (➶), close (✧), or area (✵).

A basic attack has a circle around its icon, denoting a melee basic attack ⓘ or ranged basic attack ➴.

#### Usage
A monster power is usable at will, once per encounter (or rarely once per day), or it recharges in certain circumstances.

**Recharge** ⚁ ⚄ ⚅: The power has a random chance of recharging during each round of combat. At the start of each of the monster's turns, roll a d6. If the roll is one of the die results shown in the power description, the monster regains the use of that power. The power also recharges after a short rest.

**Recharge if/when . . . :** The power recharges in a specific circumstance, such as when the monster is first bloodied during an encounter. The power also recharges after a short rest.

#### Requirement
Some powers have a precondition that must be met for a monster to use the power.

#### Attack
A monster power that has an attack roll is an attack power. Sometimes an attack entry includes special information about a component of that entry.

#### Type and Range
A power's type and range are given first on the power's Attack entry. The types are melee, ranged, area, and close. Each type has rules for range and targeting, detailed on pages 270–273 of the *Player's Handbook*.

#### Targets
In parentheses after the attack type and range is information that describes which or how many creatures a power targets.

#### Attack Bonus/Defense
Usually, the last element in a power's attack entry is the monster's attack bonus and the defense the power targets.

#### Hit
This entry describes what happens to each target that a monster hits with a power's attack.

#### Miss
This entry describes what happens to each target that a monster misses with a power's attack.

"Half damage" in this entry refers to rolled damage. Roll the damage specified in the "Hit" entry and deal half of that damage to each target the monster misses. "Half damage" does not apply to ongoing damage or any other damaging effects in the "Hit" entry.

#### Effect
Anything that appears in an "Effect" entry occurs when the monster uses the power, whether or not it hits with it.

#### Secondary Attack
Some powers allow a monster to make secondary attack. A "Hit," a "Miss," or an "Effect" entry tells you if a monster makes a secondary attack. Unless otherwise noted, the attack type and the range of a secondary attack are the same as the power's, and the secondary attack doesn't require a separate action. As with normal attack powers, the target of a secondary attack is identified after the attack's type and range.

#### Sustain
If a power has a "Sustain" entry, the monster can keep part of that power active by taking a specific type of

action before the end of each of its turns. A monster can't take the sustaining action until the turn after it uses the power. The entry's name specifies the action type that must be taken—most often minor, move, or standard. See "Durations," page 278 in the *Player's Handbook*, for more about sustaining powers.

### Aftereffect

An aftereffect automatically occurs after another effect ends. In a power description, an "Aftereffect" entry follows the effect it applies to.

A target is sometimes subjected to an aftereffect after a save. If that save occurs when the target is rolling multiple saving throws, the aftereffect takes effect after the target has rolled all of them.

### Failed Saving Throw

Sometimes an effect changes as a target fails saving throws against it. The new effect, specified in a "First Failed Saving Throw" or a "Second Failed Saving Throw" entry, takes effect after the target fails a saving throw against the previous effect at the end of the target's turn. A few effects also specify something that happens on "Each Failed Saving Throw." This is a new effect that is repeated whenever a target fails a saving throw against the effect during the end of its turn.

An effect doesn't change if the creature fails a saving throw against it at a time other than the end of its turn.

### Special

Any unusual information about the use of a power appears in this entry. For example, some powers can be used as basic attacks, which is noted in a "Special" entry.

## Triggered Actions

**Triggered Actions**

**[Icon] Power Name** (keywords) ✦ **Usage**

*Requirement:*

*Trigger:*

*Attack (Action):* Type range (target); bonus vs. defense

*Hit/Miss/Effect (Action)/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:*

This section contains powers that have triggers. These powers have a few entries that other powers don't.

### Trigger

A trigger defines when a monster is able to use a power. A monster must still be able to take the power's required action and meet any requirements.

### (Action)

A triggered power's action type is given in parentheses at the start of its Attack entry or its Effect entry. The type might be an immediate reaction, an immediate interrupt, an opportunity action, or a free action. Some powers require no action to use; they simply occur in response to a trigger.

## Skills

The skills section of a monster's statistics block includes only trained skills or skills for which the monster has an unusual modifier. A monster's Perception modifier isn't repeated here, even if Perception is trained.

## Ability Scores

A monster's six ability scores are included toward the bottom of its statistics block. Following each score in parentheses is the adjusted ability score modifier, including one-half the monster's level, which is useful whenever the monster needs to make an untrained skill check or an ability check.

## Alignment

A monster's most typical alignment is noted in its statistics block. Chapter 2 of the *Player's Handbook* contains information on the various alignments.

## Languages

This entry gives the languages that a monster can speak and understand. An individual monster might know additional languages, such as Common or the languages of its companions. See the *Dungeon Master's Guide*, page 171, for more information about the languages of the Dungeons & Dragons world.

## Equipment

A monster's "Equipment" entry notes important items a monster is carrying. A monster might carry equipment that is not noted in the "Equipment" section. Equipment that is unimportant to a monster is left for the Dungeon Master to decide.

If a character gains a monster's equipment, he or she can use it as normal gear. A character does not gain the powers that a monster uses through a piece of equipment.

A piece of equipment that player characters use does not necessarily have the same properties for monsters. For example, a greataxe has the high crit property, but a monster using the item does not benefit from the property unless noted in its statistics.

## Healing Surges

Monsters have healing surges. However, few monsters have powers that let them spend healing surges. The number of healing surges a monster has is based on its level: 1–10, one healing surge; 11–20, two healing surges; 21 or higher, three healing surges.

Because they rarely come into play, healing surges are not included in a monster's statistics block.

# Ape

The rustling of trees and a glimpse of dark shapes descending from the canopy are the prelude to many explorers' deaths. Adventurers who return from deep jungles tell of the great beasts protecting lost tribes, ruined temples, or vast stores of treasure. Apes fight viciously to defend their homes, for they have lived in jungles since the dawn of creation. Some humanoids revere them as manifestations of primal spirits; others enslave them to use as laborers and war beasts.

## Lore

**Nature DC 17:** Although apes fight viciously to defend their territory and families, they are not savage beasts. Apes kill because trespassers have entered ape territory or attacked creatures or sites that the apes protect. Adventurers who wish to avoid conflict with apes should keep alert when traveling through jungles, watching for signs of the beasts' passage.

## Encounters

Jungle tribes have long known about apes and made use of them. Tribes of goblins kidnap young apes, training the beasts to defend the goblins and their homes. Some humanoids use apes as slave laborers. In addition, spellcasters occasionally manage to capture apes, which they train for use as shock troops and bodyguards.

## Great Ape

The jungle's hot, humid air pulls at the lungs, while dense underbrush and thick mists conceal great apes stalking their quarry. They surround unwary travelers and block all escape routes. Trapped creatures have little choice but to battle them. With meaty fists, the apes dent armor and shatter bones as they attack.

| **Great Ape** | | **Level 4 Skirmisher** |
|---|---|---|
| Medium natural beast | | XP 175 |
| **HP** 55; **Bloodied** 27 | | **Initiative** +6 |
| **AC** 18, **Fortitude** 18, **Reflex** 16, **Will** 16 | | **Perception** +4 |
| **Speed** 7, climb 6 | | Low-light vision |
| **Traits** | | |
| **Swift Climber** | | |
| The ape does not provoke opportunity attacks by climbing. | | |
| **Standard Actions** | | |
| ⊕ **Slam ✦ At-Will** | | |
| *Attack:* Melee 1 (one creature); +9 vs. AC | | |
| *Hit:* 2d6 + 5 damage. | | |
| ↓ **On the Run ✦ At-Will** | | |
| *Effect:* The ape shifts or climbs half its speed and uses *slam* at any point during the move. | | |
| ↓ **Felling Blow ✦ Recharge** ⚅ | | |
| *Effect:* The ape uses *slam* twice against the same target. If both attacks hit, the target falls prone. | | |
| **Skills** Athletics +11 | | |
| **Str** 19 (+6) | **Dex** 15 (+4) | **Wis** 14 (+4) |
| **Con** 15 (+4) | **Int** 2 (-2) | **Cha** 8 (+1) |
| **Alignment** unaligned | **Languages** – | |

### Great Apes in Combat

Using the landscape to their advantage, great apes surround foes, descending on their prey from the treetops. They bellow furiously as they charge around the battlefield, using their fists to pummel intruders.

JIM NELSON

# Silverback Ape

At the head of each ape family is an ancient silverback. With a notched brow and a crooked jaw, a silverback's face is a mask of rage. Ropes of muscle and scar tissue bunch beneath its silvery pelt, and its canines are the size of daggers. Standing broad and slapping its chest with leathery palms, a silverback roars and crashes forward through the jungle, followed by a group of apes. Silverbacks sometimes become legend among jungle tribes, which give them names that are whispered in warning to any travelers who wander in ape territory.

| **Silverback Ape** | **Level 5 Brute (Leader)** |
|---|---|
| Medium natural beast | XP 200 |
| **HP** 75; **Bloodied** 37 | **Initiative** +3 |
| **AC** 17, **Fortitude** 19, **Reflex** 15, **Will** 17 | **Perception** +4 |
| **Speed** 6, climb 4 | Low-light vision |
| **Traits** | |
| **Swift Climber** | |
| The ape does not provoke opportunity attacks by climbing. | |
| **Standard Actions** | |
| ⊕ **Slam** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +8 vs. AC | |
| *Hit:* 2d10 + 5 damage, and the target grants combat advantage until the end of the ape's next turn. | |
| ⸸ **Fling** ✦ **Recharge** ⚅ | |
| *Attack:* Melee 1 (one creature); +6 vs. Reflex | |
| *Hit:* 3d10 + 8 damage, and the ape slides the target 3 squares and knocks it prone. | |
| **Minor Actions** | |
| **Chest Beat** ✦ **Encounter** | |
| *Effect:* Each beast ally within 5 squares of the ape gains a +2 power bonus to attack rolls until the end of the ape's next turn. | |
| **Skills** Athletics +12, Intimidate +6 | |
| **Str** 20 (+7) **Dex** 13 (+3) **Wis** 15 (+4) | |
| **Con** 15 (+4) **Int** 2 (-2) **Cha** 8 (+1) | |
| **Alignment** unaligned **Languages** – | |

## Silverback Apes in Combat

Silverbacks lead groups of apes into battle. A silverback charges headlong into its foes and attempts to throw its prey off a high ledge or into another hazard. If a group of apes is losing a battle, silverbacks bark cries that encourage the other apes to escape.

# Ape Temple Guardian

A temple long forgotten to the outside world is crusted with the roots of massive trees. The bones of dozens of interlopers lie broken around the temple's base. From high in the jungle canopy, pairs of golden eyes gaze down at the building's entrance. They were once humanoids. Now, twisted by foul magic, these savage beasts covetously guard the objects of their idolatry.

| **Ape Temple Guardian** | **Level 6 Soldier** |
|---|---|
| Medium natural beast | XP 250 |
| **HP** 75; **Bloodied** 37 | **Initiative** +9 |
| **AC** 22, **Fortitude** 21, **Reflex** 19, **Will** 17 | **Perception** +5 |
| **Speed** 7, climb 5 | Low-light vision |
| **Traits** | |
| **Swift Climber** | |
| The ape does not provoke opportunity attacks by climbing. | |
| **Standard Actions** | |
| ⊕ **Club** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +13 vs. AC | |
| *Hit:* 2d6 + 7 damage, and the target falls prone. | |
| ⸸ **Swaying Strike** ✦ **At-Will** | |
| *Effect:* The ape uses *club* and then shifts 3 squares. | |
| ⸸ **Feast** ✦ **At-Will** | |
| *Attack:* Melee 1 (one prone creature); +11 vs. Fortitude | |
| *Hit:* 1d10 + 9 damage, and the ape gains 10 temporary hit points. | |
| **Skills** Athletics +14, Intimidate +7 | |
| **Str** 22 (+9) **Dex** 19 (+7) **Wis** 15 (+5) | |
| **Con** 19 (+7) **Int** 3 (-1) **Cha** 9 (+2) | |
| **Alignment** unaligned **Languages** understands Common | |

## Ape Temple Guardians in Combat

Temple guardians are the fiercest apes of the jungle. Killers and carnivores, they team up to distract and flank foes. When outnumbered, temple guardians focus on one enemy, attempting to bring down the most threatening foe first. If a temple guardian is separated from its allies, it attempts to regroup with its comrades.

When an enemy approaches a location or an object that temple guardians covet, the apes focus entirely on that intruder's destruction. After they kill the interloper, the guardians hack at its corpse, taking trophies they later braid into their fur.

# APOCALYPSE SPELL

Over the ages, a few spells of epic magnitude have reverberated throughout history. Spells that provide enough power to slay gods, bind primordials, annihilate empires, and create astral dominions leave behind some of their essence. In time, that essence can form a living spell, which stalks the universe and destroys everything in its path. Some of these spells become adaptive, learning from millennia of experience and gaining the intelligence to conspire with like-minded creatures.

## Lore

**Arcana DC 32:** Apocalypse spells are spontaneous creations; each spell has simple motivations associated with the source of its creation.

Apocalypse spells can be controlled through rituals, powerful artifacts, and cunning persuasion. Carefully controlled apocalypse spells have wrought the destruction of empires. Scholars speculate that one of the creatures was present at the fall of Bael Turath. According to ancient scrolls, the creature's controller lost hold of the monster, and the spell rampaged across the remnants of both Bael Turath and Arkhosia.

Other creatures seek to harness the power of apocalypse spells to turn the tide of battle or seize neighboring lands. The forsaken, a group of powerful humanoids that loathe the gods, comb the universe in search of apocalypse spells. It is whispered that they possess a relic from the dawn of creation that allows them to maintain control of numerous apocalypse spells at once.

## Encounters

By their nature, apocalypse spells are destructive, but some individuals can control or focus an apocalypse spell's harmful impulses. Angels, devils, and demons can sometimes influence or direct the spells. Both forsaken and tulgar frequently ally with apocalypse spells in attempts to seize astral dominions and other territories within the planes. On rare occasions, a mortal is powerful enough to command an apocalypse spell, perhaps intending to use its might to bring down empires and challenge gods.

## Prison of Mual-Tar

When the primordial Mual-Tar was taken captive and bound with Moradin's mighty chains, a spell was cast to seal the prison. Mual-Tar strained against the chains, and shards of metal and magic broke away to land in the Astral Sea, where they gained life. Now, remnants of that spell—creatures made of metal, stone, and magic—rage through the cosmos, seeking to imprison or destroy.

| **Prison of Mual-Tar** | **Level 26 Soldier** |
|---|---|
| Large immortal animate (construct) | XP 9,000 |
| **HP** 242; **Bloodied** 121 | **Initiative** +22 |
| **AC** 41, **Fortitude** 39, **Reflex** 38, **Will** 36 | **Perception** +17 |
| **Speed** 6 | |
| **Resist** 15 force | |
| **Traits** | |
| ☼ **Cloying Chains ✦ Aura** 5 | |
| Any enemy that starts its turn within the aura is marked by the prison of Mual-Tar until the start of the enemy's next turn. | |
| **Agent of Divine Will** | |
| The prison of Mual-Tar ignores insubstantial, concealment, and cover (but not total concealment or superior cover). | |
| **Standard Actions** | |
| ⨁ **Fettering Lash ✦ At-Will** | |
| *Attack:* Melee 4 (one creature); +31 vs. AC | |
| *Hit:* 3d8 + 21 damage. If the target makes an attack that doesn't include the prison of Mual-Tar before the end of the target's next turn, the prison of Mual-Tar pulls the target 10 squares to the nearest square as a free action. | |
| ⨁ **Double Attack ✦ At-Will** | |
| *Effect:* The prison of Mual-Tar uses *fettering lash* twice, making each attack against a different target. | |
| **Triggered Actions** | |
| **Reactive Coils ✦ At-Will** | |
| *Trigger:* An enemy pushes, pulls, or slides the prison of Mual-Tar. | |
| *Effect (Immediate Reaction):* The prison of Mual-Tar pulls the triggering enemy 10 squares to a square adjacent to the prison of Mual-Tar. The triggering enemy is immobilized until the end of its next turn. | |
| **Unfettered Apocalypse ✦ Encounter** | |
| *Trigger:* An enemy scores a critical hit against the prison of Mual-Tar or the prison of Mual-Tar is first bloodied. | |
| *Effect (No Action):* The prison of Mual-Tar creates a duplicate of itself, which appears in the nearest unoccupied squares. The duplicate has the same hit points as the prison of Mual-Tar, is considered to have expended the same powers as the prison of Mual-Tar, and acts during the prison of Mual-Tar's next turn. Any effects on the prison of Mual-Tar do not transfer to the duplicate. At the end of the prison of Mual-Tar's next turn, the duplicate disappears. | |
| **Str** 29 (+22) | **Dex** 24 (+20) | **Wis** 18 (+17) |
| **Con** 26 (+21) | **Int** 11 (+13) | **Cha** 15 (+15) |
| **Alignment** unaligned | **Languages** Supernal | |

### Prisons of Mual-Tar in Combat

As it rampages across the planes, a prison of Mual-Tar utilizes few tactics in combat. The monster lashes out at enemies with the fury of a thunderstorm. If controlled by an external influence, it fights for its master's purpose, destroying anyone who interferes.

Whether from an echo of its original divine purpose or by its own sentience, a prison of Mual-Tar avoids attacking divine characters, preferring to focus on enemies that have the elemental origin and foes that wield elemental powers. Characters who have divine powers might, with an appropriate skill challenge or Diplomacy check, even be able to turn the prison against elemental creatures.

# Herald of Colorless Fire

Legends tell of a colossal war that ended with the annihilation of an empire. After a long struggle, one faction used a mighty ritual infused with divine power to rain colorless fire on its enemy's lands. It turned an entire civilization into a sea of ash and dust. The downpour eventually ended, but the power remained in the motes of ash and dust, and soon heralds of colorless fire began emerging to wander the planes.

| **Herald of Colorless Fire** | **Level 27 Skirmisher** |
|---|---|
| Medium natural animate (construct, fire) | XP 11,000 |
| **HP** 244; **Bloodied** 122 | **Initiative** +25 |
| **AC** 41, **Fortitude** 37, **Reflex** 40, **Will** 37 | **Perception** +19 |
| **Speed** 8, fly 6 | |
| **Resist** 15 fire | |
| **Traits** | |
| **Frozen in Place** | |
| Whenever the herald of colorless fire takes cold damage, it cannot use *flickering flame* until the end of its next turn. | |
| **Standard Actions** | |
| ⨁ **Caress of Flame** (fire, force) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +32 vs. AC | |
| *Hit:* 3d10 + 19 fire and force damage. | |
| ✣ **Storm of Colorless Fire** (fire, force) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Effect:* The herald makes the following attack twice, shifting half its speed between the attacks. The herald cannot target the same creature with both attacks. | |
| *Attack:* Close burst 1 (creatures in burst); +30 vs. Reflex | |
| *Hit:* 4d10 + 16 fire and force damage, and ongoing 15 fire damage (save ends). | |
| **Minor Actions** | |
| **Flickering Flame** ✦ **At-Will** | |
| *Effect:* The herald shifts 4 squares. | |
| **Triggered Actions** | |
| **Unfettered Apocalypse** ✦ **Encounter** | |
| *Trigger:* An enemy scores a critical hit against the herald or the herald is first bloodied. | |
| *Effect (No Action):* The herald creates a duplicate of itself, which appears in the nearest unoccupied square. The duplicate has the same hit points as the herald, is considered to have expended the same powers as the herald, and acts during the herald's turn. Any effects on the herald do not transfer to the duplicate. At the end of the herald's next turn, the duplicate disappears. | |
| **Str** 17 (+16) **Dex** 30 (+23) **Wis** 23 (+19) | |
| **Con** 20 (+18) **Int** 15 (+15) **Cha** 14 (+15) | |
| **Alignment** unaligned **Languages** Primordial | |

## Heralds of Colorless Fire in Combat

A herald of colorless fire wanders the wastelands of the planes in search of creatures and settlements to obliterate. The malice and wrath that powered the original spell roils in its mind, driving the monster to toy with prey. It prefers to lure impetuous attackers into ambushes. A herald darts forward to attack and then slips away, luring foes into a gully or a canyon where its allies wait.

FRANZ VOHWINKEL

***Prison of Mual-Tar and herald of colorless fire***

A herald normally kills of its own volition. On rare occasions, some mighty spellcaster has compelled one into service. Once bound, a herald of colorless fire becomes a faithful servant.

# Shard of Uralinda

Within the Court of Stars, the archfey use subtle manipulation to get their way, only rarely resorting to violence. However, Rodielle of the Winter Fey was not a typical archfey. After being spurned by a member of the Summer Court whom he had attempted to woo, Rodielle crafted a terrible spell to express his rancor. He created a rain of jagged ice above the eladrin city of Uralinda, a place his love often visited and fondly spoke of. The spell ripped the city apart, killing thousands, but that was not the worst part of Rodielle's magic. The archfey was reckless in creating the spell, and as a result, the shards gained a life of their own. They became animated by the souls of the slain eladrin and spread across the universe, killing and destroying.

**Shard of Uralinda** **Level 28 Minion Soldier**
Medium fey animate (cold, construct) XP 3,250
**HP** 1; a missed attack never damages a minion. **Initiative** +22
**AC** 44, **Fortitude** 40, **Reflex** 40, **Will** 40 **Perception** +18
**Speed** 6
**Resist** 15 cold

**Standard Actions**

**Seething Cold** (cold, psychic) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +33 vs. Fortitude
*Hit:* 18 cold and psychic damage, and the target is immobilized until the end of the shard's next turn.

**Triggered Actions**

**Unfettered Apocalypse** ✦ **Encounter**
*Trigger:* An enemy scores a critical hit against the shard or drops the shard to 0 hit points.
*Effect (No Action):* The shard creates a duplicate of itself, which appears in the nearest unoccupied square. Any effects on the shard do not transfer to the duplicate. The duplicate cannot use this power. At the end of the shard's next turn, the duplicate disappears.

| | | |
|---|---|---|
| **Str** 16 (+17) | **Dex** 22 (+20) | **Wis** 18 (+18) |
| **Con** 27 (+22) | **Int** 13 (+15) | **Cha** 30 (+24) |

**Alignment** unaligned **Languages** Elven

## Shards of Uralinda in Combat

The souls within the shards of Uralinda have a death wish, and they exert just enough control over their icy prisons to throw themselves at foes. Although the spirits of the slain eladrin control the shards, their power is fairly weak. These fragments often submit to the control of strong-willed masters.

# Godslayer Inferno

In the Dawn War, the primordials slew many deities. Wielding torrential elemental spells, they blasted the gods, tearing away their divine essence. One such spell created churning white and violet flames that prevented a deity from discorporating and suppressed its immortal nature.

When the spell's flames licked across the gods, they absorbed some of their divine essence, which sparked life within the fires. They have since split many times, and they continue to burn across the universe, seeking to purge the gods and their agents in an elemental blaze.

**Godslayer Inferno** **Level 28 Artillery**
Medium elemental animate (construct, fire) XP 13,000
**HP** 194; **Bloodied** 97 **Initiative** +24
**AC** 42, **Fortitude** 40, **Reflex** 42, **Will** 39 **Perception** +21
**Speed** 6
**Resist** 15 fire

**Traits**

**Elemental Inferno** ✦ **Aura** 2
Enemies within the aura do not benefit from fire resistance and cannot save against effects that include ongoing fire damage.

**Standard Actions**

**Fiery Claw** (fire) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +31 vs. AC
*Hit:* Ongoing 20 fire damage (save ends).

**Fire Bolt** (fire) ✦ **At-Will**
*Attack:* Ranged 10 (one or two creatures); +31 vs. Reflex
*Hit:* Ongoing 25 fire damage (save ends).

**Cloying Flames** (fire) ✦ **At-Will**
*Effect:* Each enemy within 10 squares taking ongoing fire damage immediately takes fire damage equal to its ongoing fire damage.

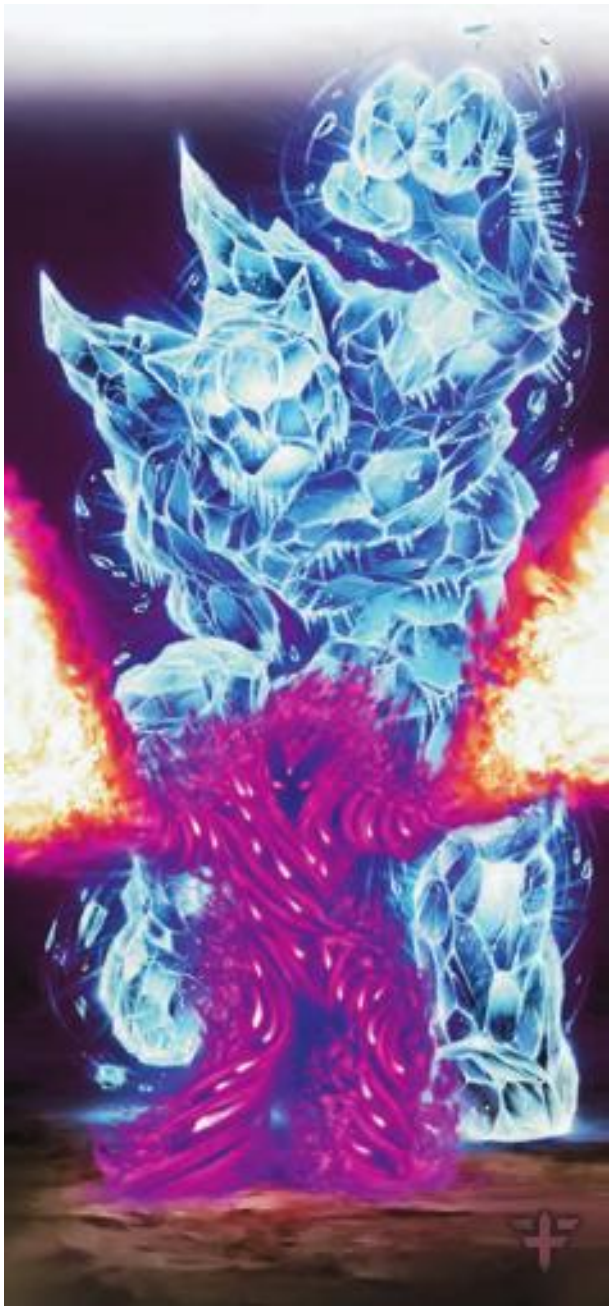
**Godsbane Inferno** (fire) ✦ **Recharge** when first bloodied
*Attack:* Area burst 2 within 10 (enemies in burst); +31 vs. Reflex
*Hit:* 2d10 + 5 fire damage, and ongoing 15 fire damage (save ends).
*Aftereffect:* Ongoing 10 fire damage (save ends).

**Triggered Actions**

**Unfettered Apocalypse** ✦ **Encounter**
*Trigger:* An enemy scores a critical hit against the inferno or the inferno is first bloodied.
*Effect (No Action):* The inferno creates a duplicate of itself, which appears in the nearest unoccupied square. The duplicate has the same hit points as the inferno, is considered to have expended the same powers as the inferno, and acts during the inferno's turn. Any effects on the inferno do not transfer to the duplicate. At the end of the inferno's next turn, the duplicate disappears.

| | | |
|---|---|---|
| **Str** 23 (+20) | **Dex** 30 (+24) | **Wis** 24 (+21) |
| **Con** 26 (+22) | **Int** 13 (+15) | **Cha** 21 (+19) |

**Alignment** unaligned **Languages** Primordial



*Godslayer inferno and light of Amoth*

## Godslayer Infernos in Combat

A godslayer inferno seeks to fulfill its millennia-old mission to destroy all aspects of divinity. In combat, it focuses on agents of the gods. It hangs back and unleashes a barrage of elemental flames, going out of its way to attack icons and objects of divinity. Godslayer infernos sometimes come together to assault divine bastions, such as the Astral Sea locations Hestavar and Celestia. A deity that suffers from the ongoing fire damage of a godslayer inferno might be unable to discorporate, making these creatures valuable weapons for enemies of the gods.

FRANZ VOHWINKEL

## Light of Amoth

When the demon princes Orcus, Demogorgon, and Rimmon stormed the astral dominion of Kalandurren to slay the god Amoth, they did not know that the assault would spawn monsters. In the moment before Amoth died, he cast a self-sacrificing apocalyptic spell, hoping to destroy the three demon lords. Orcus and Demogorgon narrowly escaped, using Rimmon as a shield against the chill radiance that shattered the essences of both god and demon. In the days following the battle, specks of bitterly cold light began to rise from Kalandurren's landscape. The light formed semisentient creatures that fused the wrath of the slain god with the fury of the dead demon lord. The creatures dispersed across the cosmos, fueled by an insatiable desire to destroy immortals and elementals alike.

| **Light of Amoth** | **Level 30 Brute** |
|---|---|
| Large immortal animate (construct) | XP 19,000 |
| **HP** 341; **Bloodied** 170 | **Initiative** +22 |
| **AC** 40, **Fortitude** 44, **Reflex** 41, **Will** 42 | **Perception** +23 |
| **Speed** 6 | |
| **Traits** | |
| **Wave of Retribution** | |
| Whenever the light of Amoth takes damage, any enemy within 2 squares of that creature takes 5 damage. | |
| **Standard Actions** | |
| **Fist of Wrath ✦ At-Will** | |
| *Attack:* Melee 2 (one creature); +35 vs. AC | |
| *Hit:* 4d10 + 20 damage. | |
| **Fury of the Dead ✦ Recharge** ⚅ | |
| *Effect:* The light of Amoth uses *fist of wrath* against each enemy within 2 squares of it. | |
| **Minor Actions** | |
| **Legacy of Kalandurren** (cold) **✦ Encounter** | |
| *Attack:* Close burst 2 (enemies in burst); +32 vs. Fortitude | |
| *Hit:* 4d10 + 20 cold damage, and the target is immobilized (save ends). | |
| **Triggered Actions** | |
| **Unfettered Apocalypse ✦ Encounter** | |
| *Trigger:* An enemy scores a critical hit against the light of Amoth or the light of Amoth is first bloodied. | |
| *Effect (No Action):* The light of Amoth creates a duplicate of itself, which appears in the nearest unoccupied squares. The duplicate has the same hit points as the light of Amoth, is considered to have expended the same powers as the light of Amoth, and acts during the light of Amoth's turn. Any effects on the light of Amoth do not transfer to the duplicate. At the end of the light of Amoth's next turn, the duplicate disappears. | |
| **Str** 28 (+24) | **Dex** 25 (+22) **Wis** 27 (+23) |
| **Con** 31 (+25) | **Int** 9 (+14) **Cha** 24 (+22) |
| **Alignment** unaligned | **Languages** Supernal |

## Lights of Amoth in Combat

A light of Amoth is fierce and vindictive, attacking the foes that harm it most. A light of Amoth focuses its attacks on elementals, although a successful skill challenge or Diplomacy check might allow opponents to reason with the creature. Demons and angels use these brutes as shock troops in their battles against each other.

# ARCANIAN

To gain their arcane powers, warlocks traffic with otherworldly entities, and sorcerers draw on the power of ancient bloodlines. Wizards, in contrast, must endure years of apprenticeship and toil, because their arcane knowledge is the reward of diligence. Yet not every inexperienced wizard is willing to wait.

Experiments that require arcane energy beyond a spellcaster's ability typically end with an impotent sputter. At rare times, a spell surges with wild energy and obliterates its caster, leaving a messy warning to other wizards.

Once in a great while, though, something truly horrid comes to pass. In a vain attempt to master power beyond his or her control, a wizard absorbs too much raw energy, which warps the caster's personality and memory and kills his or her body. A spark of life remains, though, and the spell, or at least its essence, animates the caster's corpse and gives it new purpose as an arcanian.

## Lore

**Arcana DC 22:** When raw arcane energy kills a wizard, the power sometimes animates the corpse and gives birth to an arcanian. Empowered with a will and a vessel, an arcanian is driven along a path etched by the dying impulses of the wizard. Red arcanians entertain impassioned fiery desires, blue arcanians try to preserve life in frozen perfection, and green arcanians despise physical beauty. Other arcanians might also exist, the warped products of failed spells using lightning, thunder, or necrotic energy. When tales spread of entire villages destroyed overnight by arcane energy, there are always whispers about the dark obsessions of arcanians.

## Encounters

Arcanians ally with any creatures willing to share their cause. They have been sighted fighting alongside undead and demons, as well as with marauding orcs and gnolls. In the end, though, an arcanian always turns its powers on its living allies. Undead are the only creatures exempt from an arcanian's terrible agenda.

## Green Arcanian

Acid glistens on a green arcanian's body, casting a leprous sheen across its skin. Acid seeps from tortured pores, covering its partially melted face and limbs. Its hands tremble as it clutches a crystal orb. With each step, a green arcanian leaves behind the seared prints of its acid-coated feet.

**Green Arcanian** **Level 8 Artillery**
Medium natural humanoid (undead) XP 350

**HP** 67; **Bloodied** 33 **Initiative** +4
**AC** 20, **Fortitude** 17, **Reflex** 20, **Will** 21 **Perception** +7
**Speed** 6

**Standard Actions**

**Acid Touch** (acid) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +9 vs. Reflex
*Hit:* 2d6 + 9 acid damage.

**Acid Bolt** (acid, implement) ✦ **At-Will**
*Attack:* Ranged 10 (one creature); +11 vs. Reflex
*Hit:* 2d10 + 3 acid damage, and each enemy adjacent to the target takes 3 acid damage.

**Stream of Acid** (acid, implement) ✦ **Recharge** ⚄ ⚅
*Attack:* Ranged 10 (one creature); +11 vs. Reflex
*Hit:* 2d6 + 10 acid damage, and the target takes a –2 penalty to AC and ongoing 5 acid damage (save ends both).

**Triggered Actions**

**Orb of Denial** (implement) ✦ **Encounter**
*Trigger:* An enemy makes a successful saving throw.
*Attack (Immediate Interrupt):* Ranged 10 (one creature); +13 vs. Will
*Hit:* The target fails the saving throw.

**Arcane Surge** ✦ **Encounter**
*Trigger:* The arcanian hits an enemy with an implement attack.
*Effect (Free Action):* The attack deals maximum damage to the enemy.

**Skills** Arcana +13
**Str** 10 (+4) **Dex** 11 (+4) **Wis** 17 (+7)
**Con** 13 (+5) **Int** 19 (+8) **Cha** 10 (+4)
**Alignment** chaotic evil **Languages** Common
**Equipment** orb

### Green Arcanians in Combat

A green arcanian is a bitter creature. It loathes living beings for their relatively flawless bodies. It collects finely crafted objects and beautiful creatures; then it destroys them. In its eyes, beauty masks the twisted horror that lurks within all living things. A green arcanian believes that a dose of acid exposes the truth in every creature.

A green arcanian despises charismatic foes. It shoots acid from a distance, targeting the prettiest and most spirited creatures. When a creature ventures close, a green arcanian wraps its dripping limbs around a victim and licks its foe with what remains of its tongue.

## Blue Arcanian

A blue arcanian shivers constantly and violently. Its teeth chatter as it clutches a staff to its chest. Its blue skin is covered with ice, and frost forms along its brow and on the hem of its robe. When a blue arcanian walks, it leaves a trail of frost behind it.

MATIAS TAPIA

| **Blue Arcanian** | **Level 10 Controller** |
|---|---|
| Medium natural humanoid (undead) | XP 500 |
| **HP** 105; **Bloodied** 52 | **Initiative** +5 |
| **AC** 24, **Fortitude** 22, **Reflex** 21, **Will** 19 | **Perception** +6 |
| **Speed** 5 | |
| **Standard Actions** | |
| ⊕ **Frost Staff** (cold, weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +13 vs. Fortitude | |
| *Hit:* 2d8 + 9 cold damage, and the arcanian pushes the target 2 squares. The target is immobilized until the end of the arcanian's next turn. | |
| ⊗ **Bolt of Frost** (cold, implement) ✦ **At-Will** | |
| *Attack:* Ranged 5 (one creature); +13 vs. Fortitude | |
| *Hit:* 2d8 + 9 cold damage, and the target's space and all squares adjacent to it are difficult terrain until the end of the arcanian's next turn. | |
| ✲ **Swirling Blizzard** (cold, implement) ✦ **Encounter** | |
| *Attack:* Area burst 2 within 5 (enemies in burst); +13 vs. Reflex | |
| *Hit:* 2d8 + 9 cold damage. | |
| *Miss:* Half damage. | |
| **Triggered Actions** | |
| **Staff of Shielding** ✦ **Encounter** | |
| *Trigger:* An attack hits the arcanian. | |
| *Effect (Immediate Interrupt):* The arcanian gains a +4 bonus to all defenses against the triggering attack. | |
| **Arcane Surge** ✦ **Encounter** | |
| *Trigger:* The arcanian hits an enemy with an implement attack. | |
| *Effect (Free Action):* The attack deals maximum damage to the enemy. | |
| **Skills** Arcana +14 | |
| **Str** 10 (+5) **Dex** 11 (+5) **Wis** 13 (+6) | |
| **Con** 17 (+8) **Int** 19 (+9) **Cha** 10 (+5) | |
| **Alignment** chaotic evil **Languages** Common | |
| **Equipment** staff | |

## Blue Arcanians in Combat

A blue arcanian detests the warmth in the world, including the heat that emanates from warm-blooded beings. It believes that a frozen creature remains forever perfect, never aging and never changing while in the protective grip of frigid cold. A blue arcanian turns its power on injured foes in a misguided attempt to preserve them.

# Red Arcanian

A red arcanian is a walking conflagration, its skin alight with flames. The charred husk of a robed humanoid is visible amid the flames. Although a red arcanian's corpse burns, it is never reduced to ash. The wrath that festers in a red arcanian's soul fuels the undying fires.

| **Red Arcanian** | **Level 19 Artillery** |
|---|---|
| Medium natural humanoid (undead) | XP 2,400 |
| **HP** 131; **Bloodied** 65 | **Initiative** +13 |
| **AC** 31, **Fortitude** 27, **Reflex** 30, **Will** 28 | **Perception** +10 |
| **Speed** 6 | |
| **Standard Actions** | |
| ⊕ **Fiery Touch** (fire) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +20 vs. Reflex | |
| *Hit:* 3d10 + 11 fire damage. | |
| ✲ **Scorching Burst** (fire, implement) ✦ **At-Will** | |
| *Attack:* Area burst 1 within 10 (creatures in burst); +22 vs. Reflex | |
| *Hit:* 3d6 + 8 fire damage. | |
| ⇢ **Burning Hands** (fire, implement) ✦ **Encounter** | |
| *Attack:* Close blast 5 (enemies in blast); +22 vs. Reflex | |
| *Hit:* 4d8 + 9 fire damage, and the arcanian pushes the target 3 squares. | |
| **Minor Actions** | |
| **Wand of Accuracy** ✦ **Encounter** | |
| *Effect:* The arcanian gains a +4 bonus to its next attack roll before the end of the arcanian's next turn. | |
| **Triggered Actions** | |
| **Arcane Surge** ✦ **Encounter** | |
| *Trigger:* The arcanian hits an enemy with an implement attack. | |
| *Effect (Free Action):* The attack deals maximum damage to the enemy. | |
| **Skills** Arcana +20 | |
| **Str** 10 (+9) **Dex** 18 (+13) **Wis** 13 (+10) | |
| **Con** 11 (+9) **Int** 23 (+15) **Cha** 10 (+9) | |
| **Alignment** chaotic evil **Languages** Common | |
| **Equipment** wand | |

## Red Arcanians in Combat

A red arcanian wants to see the world burn. Shades of orange silhouette a blazing city's ruins, turning them into a merry playground for a red arcanian. The scent of charred meat wafts along streets as a red arcanian sears fleeing inhabitants with its cleansing fire. A red arcanian sings under its breath as it sends souls to the Shadowfell.

# BANDERHOBB

As the day recedes, shadows lengthen over the world like grasping claws. That's when the banderhobbs come. Beneath the stars, in the dead of moonless nights, they march in ones and twos from the land of death and darkness. A banderhobb's snaking tongue ensnares its victim, drawing it into the creature's distended maw before it is swallowed into the banderhobb's cavernous stomach. Then the creature departs to where its master waits for it to regurgitate its still-living cargo. For what purpose? A banderhobb never tells.

## Lore

**Arcana DC 25:** Parents tell children that if they misbehave, banderhobbs will come to take them away. According to stories, the torsos of banderhobbs are carved with ritual markings that allow them to pass between worlds at places where the veil is thin and shadows are thick. Their home is the Shadowfell, where their ancient master dwells in a dark tower.

People speculate that the banderhobbs' captives work as slaves in the Shadowfell until they eventually transform into banderhobbs. Fragments of lore tell of vast feeding pits where banderhobbs feast. In the dark reaches of this place, no god watches.

## Encounters

Even the other fell creatures of the Shadowfell shun banderhobbs. When banderhobbs do ally with other creatures, they are most often seen in the company of shadow wolves and howlers.

## Banderhobb Warder

Lurking in shadow, such as the dark of the cellar and the black abyss beneath the bed, are the banderhobb warders. No place in the world is safe from warders, for it is in the brightest light that the darkest shadows are cast. No matter how far a person flees, a warder finds its prey.

| **Banderhobb Warder** | **Level 16 Soldier** |
|---|---|
| Large shadow magical beast | XP 1,400 |
| **HP** 160; **Bloodied** 80 | **Initiative** +16 |
| **AC** 32, **Fortitude** 30, **Reflex** 28, **Will** 26 | **Perception** +15 |
| **Speed** 6, swim 6 | Darkvision |
| **Standard Actions** | |
| **Longfinger Claw ✦ At-Will** | |
| *Attack:* Melee 2 (one creature); +21 vs. AC | |
| *Hit:* 3d8 + 11 damage, and the target is marked until the end of the warder's next turn. | |
| **Lightning Tongue** (lightning) **✦ At-Will** | |
| *Attack:* Ranged 5 (one creature); +19 vs. Reflex | |
| *Hit:* 2d8 + 7 lightning damage, and the target falls prone. | |
| **Longfinger Clutch ✦ At-Will** | |
| *Attack:* Melee 2 (one or two creatures); +21 vs. AC | |
| *Hit:* 2d8 + 7 damage, and the target is marked until the end of the warder's next turn. | |
| **Triggered Actions** | |
| **Swallow ✦ At-Will** | |
| *Trigger:* A Large or smaller enemy marked by the warder makes an attack that does not include the warder as a target. | |
| *Effect (Immediate Reaction):* The warder shifts 3 squares to a space adjacent to the triggering enemy and makes the following attack. | |
| *Attack:* Melee 1 (triggering enemy); +19 vs. Fortitude | |
| *Hit:* The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the warder. The effect ends when the warder drops to 0 hit points or when the warder ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the warder. | |
| **No Escape** (teleportation) **✦ Encounter** | |
| *Trigger:* An enemy marked by the warder ends its move. | |
| *Effect (Immediate Reaction):* The warder teleports 10 squares to a space adjacent to the triggering enemy. | |
| **Skills** Athletics +21 | |
| **Str** 26 (+16) **Dex** 23 (+14) **Wis** 24 (+15) | |
| **Con** 24 (+15) **Int** 22 (+14) **Cha** 11 (+8) | |
| **Alignment** evil **Languages** understands Goblin | |

### Banderhobb Warders in Combat

The mortals run. Panicked and exhausted, sweating and breathless, they rush to the safety of a secret refuge. They throw open their hideaway, but the banderhobb warders are already there, waiting to swallow its prey.

HOWARD LYON

# Banderhobb Filch

Like a lizard, a shadowy thing scuttles down chimneys, through windows in walls and holes in thatch to the bedsides of sleepers.

Something is dragged across the floor.

A shadow is hunched, hefting an awkward sack stretched from its shoulder to the earth.

Something is dragged through the woods.

The creature moves over stones, through brambles. The sack whimpers, and the thing draws it tight, draws it silent.

Someone is dragged away.

| **Banderhobb Filch** | **Level 17 Skirmisher (Leader)** |
|---|---|
| Small shadow magical beast | XP 1,600 |
| **HP** 164; **Bloodied** 82 | **Initiative** +18 |
| **AC** 31, **Fortitude** 28, **Reflex** 32, **Will** 27 | **Perception** +14 |
| **Speed** 6, climb 3, swim 6 | Darkvision |
| **Standard Actions** | |
| **Quick Claw ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +22 vs. AC | |
| *Hit:* 3d6 + 15 damage, and the filch shifts 1 square. | |
| **Stinking Gob ✦ At-Will** | |
| *Attack:* Ranged 5 (one creature); +22 vs. AC | |
| *Hit:* 2d12 + 4 damage. | |
| *Effect:* The filch shifts 1 square. | |
| **Hook Strike ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +20 vs. Reflex | |
| *Hit:* 3d6 + 4 damage, and the filch grabs the target. | |
| **Shadow Blink** (teleportation) **✦ Recharge** ⚄ ⁞⁞ | |
| *Attack:* Melee 1 (one creature); +22 vs. AC | |
| *Hit:* 4d8 + 20 damage. | |
| *Effect:* The filch teleports 5 squares before or after the attack. | |
| **Distracting Frenzy ✦ Encounter** | |
| *Attack:* Close burst 1 (enemies in burst); +22 vs. AC | |
| *Hit:* 2d8 + 5 damage. | |
| *Effect:* An ally within 5 squares of the filch immediately takes a standard action as a free action. | |
| **Move Actions** | |
| **Drag Away ✦ At-Will** | |
| *Requirement:* The filch must have a creature grabbed. | |
| *Effect:* The filch moves its speed, pulling the grabbed creature with it. The filch and the creature grabbed by it do not provoke opportunity attacks from each other for this movement. | |
| **Skills** Athletics +20, Stealth +21 | |
| **Str** 24 (+15) **Dex** 27 (+16) **Wis** 23 (+14) | |
| **Con** 20 (+13) **Int** 21 (+13) **Cha** 10 (+8) | |
| **Alignment** evil **Languages** understands Goblin | |

## Banderhobb Filches in Combat

A watchman's lantern catches it in the light: a froglike creature with thin, angular ears, dragging a heavy sack.

"Who goes there?"

It panics and jumps at the guard, clawing and swiping at the guard's face in a frenzy of bony claws.

The creature crams the bleeding guard into the sack: another slave for the master. Then the thief hauls its cargo away.

# Banderhobb Abductor

They find the places where shadows are thick. On flat feet, banderhobb abductors silently slip into the world to steal and feed. They lurk in the seams between this world and the shadow realm, looking into this world, waiting for the right opportunity.

| **Banderhobb Abductor** | **Level 18 Brute** |
|---|---|
| Large shadow magical beast | XP 2,000 |
| **HP** 211; **Bloodied** 105 | **Initiative** +17 |
| **AC** 30, **Fortitude** 29, **Reflex** 32, **Will** 30 | **Perception** +16 |
| **Speed** 6, swim 6 | Darkvision |
| **Standard Actions** | |
| **Bite ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +23 vs. AC | |
| *Hit:* 3d12 + 13 damage. | |
| **Grasping Tongue ✦ At-Will** | |
| *Attack:* Ranged 5 (one creature); +21 vs. Reflex | |
| *Hit:* 2d12 + 3 damage, and the abductor pulls the target 4 squares to a space adjacent to the abductor and grabs the creature. | |
| **Gobble ✦ At-Will** | |
| *Requirement:* The abductor must be bloodied. | |
| *Attack:* Melee 1 (one creature); +23 vs. AC | |
| *Hit:* 4d12 + 7 damage, and the abductor grabs the target. If the target is bloodied, the abductor recharges *swallow* and uses it against the target. | |
| **Swallow ✦ Recharge** ⚄ ⁞⁞ | |
| *Attack:* Melee 1 (one bloodied creature grabbed by the abductor); +21 vs. Fortitude | |
| *Hit:* The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the abductor. The effect ends when the abductor drops to 0 hit points or when the abductor ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the abductor. | |
| **Triggered Actions** | |
| **Cross into Shadow** (teleportation) **✦ Encounter** | |
| *Trigger:* The abductor is first bloodied. | |
| *Effect (No Action):* The abductor is removed from play until the start of its next turn. The abductor then appears in an unoccupied space within 10 squares of its last location. | |
| **Skills** Athletics +20, Stealth +22 | |
| **Str** 22 (+15) **Dex** 27 (+17) **Wis** 25 (+16) | |
| **Con** 21 (+14) **Int** 22 (+15) **Cha** 12 (+10) | |
| **Alignment** evil **Languages** understands Goblin | |

## Banderhobb Abductors in Combat

In a soundless second, a long, muscular tongue encircles a body and yanks it forward. The monster's head snaps backward, and its jaws unhinge. Then the victim's body disappears down the creature's gullet. A second later, the creature vanishes.

# BEHEMOTH

Behemoths were among the first creatures to roam the world. The earth trembles under their heavy steps, and sunshine dims as their leathery winged shapes pass across the sky.

At the head of an advancing army, a massive beast towers on legs the size of ancient tree trunks. Opening a mouth lined with hundreds of daggerlike teeth, the behemoth releases a terrible roar as it thunders ahead. Its handlers' whips and spears harry the brute along. Its huge feet leave bloody tracks through trails of broken bodies.

## Lore

**Nature DC 18:** Behemoths are massive, stupid, and ill-tempered—traits that trainers covet in war beasts. Leaders across the world are willing to pay a handsome price for a behemoth young enough to train. The risk in capturing a behemoth is high; just surviving the trek into the jungles and mountains where these beasts live can be difficult. Behemoths fight most fiercely when they're protecting their nests or hatchlings.

A bridle on a behemoth rarely means the creature is tame. Given a moment's freedom, a behemoth assaults warriors on both sides of a conflict. Afterward, it thunders off into the wild.

## Encounters

Troglodytes and hobgoblins use behemoths as war machines and beasts of burden. The ranks of behemoth hunters have swelled as prices for the beasts have climbed. Tribes across the world clamor for their own behemoths, and these once rare creatures now appear in conflicts far from their nesting grounds.

## Bone Crown Behemoth

Even a well-trained bone crown resists its bridle. Its handlers frequently go missing; the only signs of their fate are the chunks of flesh stuck in the small horns that ring a bone crown's thick skull. For warriors who have the skill and bravery, bone crowns are swift and powerful mounts.

| **Bone Crown Behemoth** | **Level 6 Soldier** |
|---|---|
| Large natural beast (mount, reptile) | XP 250 |
| **HP** 71; **Bloodied** 35 | **Initiative** +7 |
| **AC** 22, **Fortitude** 19, **Reflex** 17, **Will** 17 | **Perception** +4 |
| **Speed** 7 | |
| **Standard Actions** | |
| ⊕ **Head Butt** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +11 vs. AC | |
| *Hit:* 2d8 + 5 damage, and the target is marked until the end of the bone crown's next turn. When charging, the bone crown also pushes the target 1 square. | |
| *Special:* Whenever the bone crown hits a creature with an opportunity attack, that creature falls prone. | |
| **Triggered Actions** | |
| ↯ **Threatening Bash** ✦ **At-Will** | |
| *Trigger:* An enemy marked by the bone crown shifts. | |
| *Effect (Immediate Interrupt):* The bone crown uses *head butt* against the triggering enemy. | |
| **Insult to Injury** (mount) ✦ **At-Will** | |
| *Trigger:* The bone crown has a friendly rider of 6th level or higher mounted on it, and the rider hits with a charge attack. | |
| *Effect (Free Action):* The bone crown pushes the target of the charge 1 square. | |
| **Str** 19 (+7) **Dex** 14 (+5) **Wis** 12 (+4) | |
| **Con** 15 (+5) **Int** 2 (-1) **Cha** 6 (+1) | |
| **Alignment** unaligned **Languages** – | |

VINCENT DUTRAIT

### Bone Crown Behemoths in Combat

The sounds of cracking limbs and shrieks of agony accompany a bone crown behemoth's movement. A bone crown gallops into combat, entrails covering it as though they were party ribbons, and uses *head butt* against any creature it sees. Plenty of armies have broken under a bone crown assault. If a mounted bone crown's rider is killed, the bone crown often goes wild, charging recklessly around the battlefield.

## Skinwing Behemoth

Skinwing behemoths nest in craggy mountains and high cliffs. Thieves steal skinwing eggs or hatchlings to sell to armies and mercenaries seeking an aerial advantage. Skinwings are vicious, however, and careless nest robbers have lost more than their livelihood when a hatchling's parents have returned to find the thieves.

| **Skinwing Behemoth** | **Level 7 Skirmisher** |
|---|---|
| Large natural beast (mount, reptile) | XP 300 |
| **HP** 79; **Bloodied** 39 | **Initiative** +9 |
| **AC** 21, **Fortitude** 19, **Reflex** 21, **Will** 19 | **Perception** +3 |
| **Speed** 2 (clumsy), fly 8 (hover) | |
| **Traits** | |
| **Strafe** (mount) | |
| When the behemoth uses *flyby attack* while it has a friendly rider of 7th level or higher mounted on it, its rider can make a melee basic attack in place of the skinwing's *bite*. | |
| **Drag Off** | |
| When the behemoth moves, it pulls with it any creature grabbed by it. In addition, the creature remains grabbed, and the behemoth does not provoke an opportunity attack from the grabbed creature. | |
| **Standard Actions** | |
| ⊕ **Bite** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +12 vs. AC | |
| *Hit:* 2d6 + 8 damage. | |
| ⸸ **Flyby Attack** ✦ **At-Will** | |
| *Effect:* The skinwing flies its speed and uses *bite* at any point during the movement. The skinwing does not provoke an opportunity attack from the target when moving away from it. | |
| ⸸ **Grasping Talons** ✦ **Recharge** ⚄ ⚅ | |
| *Requirement:* The skinwing must be flying. | |
| *Effect:* The skinwing uses *flyby attack*, and if the attack hits, the skinwing grabs the target of the attack. | |
| **Str** 14 (+5) **Dex** 19 (+7) **Wis** 11 (+3) | |
| **Con** 15 (+5) **Int** 2 (-1) **Cha** 6 (+1) | |
| **Alignment** unaligned **Languages** – | |

### Skinwing Behemoths in Combat

A skinwing behemoth circles on the fringes of a battle, swooping down on the flanks of an enemy force. A skinwing's bite shreds leather and flesh. A skinwing uses its claws to seize an enemy and lift it into the sky before dropping the creature in front of the feet of its behemoth allies. Although a skinwing glides with great agility, it is awkward and slow while earthbound. If a skinwing crashes or is forced to land, it does everything in its power to return to the sky, even if doing so means abandoning its rider.

## Spirehorn Behemoth

Barbarian chieftains and hobgoblin warmasters yearn to master their own spirehorn behemoths. Dozens of trackers and warriors are lost in vain pursuit of adult spirehorns, which are rumored to be the fiercest behemoths when properly trained. Crafty leaders send thieves among the spirehorns' enormous nests to steal eggs, so that they can rear the behemoths from the shell.

| **Spirehorn Behemoth** | **Level 9 Elite Brute** |
|---|---|
| Huge natural beast (mount, reptile) | XP 800 |
| **HP** 234; **Bloodied** 117 | **Initiative** +6 |
| **AC** 21, **Fortitude** 23, **Reflex** 19, **Will** 21 | **Perception** +7 |
| **Speed** 6 | |
| **Saving Throws** +2; **Action Points** 1 | |
| **Traits** | |
| **Beastmaster** (mount) | |
| While the behemoth has a friendly rider of 9th level or higher mounted on it, the rider gains a +1 bonus to AC and Reflex. | |
| **Standard Actions** | |
| ⊕ **Gore** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +14 vs. AC | |
| *Hit:* 3d10 + 5 damage. | |
| ⸸ **Double Attack** ✦ **At-Will** | |
| *Effect:* The spirehorn uses *gore* twice. | |
| ⸸ **Trample** ✦ **Encounter** | |
| *Effect:* The spirehorn shifts twice its speed and can enter enemies' spaces during the move. Each time the spirehorn enters an enemy's space for the first time during the move, it can use *gore* against that enemy. | |
| **Str** 20 (+9) **Dex** 14 (+6) **Wis** 16 (+7) | |
| **Con** 17 (+7) **Int** 4 (+1) **Cha** 9 (+3) | |
| **Alignment** unaligned **Languages** – | |

### Spirehorn Behemoths in Combat

The nature of a spirehorn behemoth's rider determines the beast's battle tactics. Some spirehorns are treated like trophies, nothing more than glorified thrones for their masters. Others serve as mobile fortresses, hanging near the rear of a conflict while carrying someone of great importance. When spirehorns are used in the midst of battle, handlers equip each of the beasts to carry a dozen warriors.

# BEHOLDER

At the head of roiling chaotic storms, beholders arrive in the world. Some aberrant creatures stumble upon the world by accident, and others arrive as destroyers. Beholders come as conquerors, seeking to swallow up everything with their greed and ambition.

## Lore

**Dungeoneering DC 25:** Beholders do not belong in the world or in any of the planes. They are beings of the Far Realm, a place so antithetical to rational thought and existence that most who glimpse it go mad.

Beholders come a host of varieties. The only thing one can be certain of when dealing with beholders is that all possess some malignant intent and the desire to rule. They are treacherous creatures that cannot be trusted.

## Encounters

Beholders are rarely willing to serve other creatures or even be in the company of their own kind. When beholders work together, the world is in peril. Beholders believe they deserve to rule, so any creatures willing to risk being thralls to them can find a place at their side—albeit not a safe one.

## Beholder Spawn

The means by which beholders procreate is best left a mystery to those who wish to retain their sanity and the contents of their stomachs. Beholder spawn rarely survive the cruelty of their parents; those that do are sometimes found in the company of one. Their youth does nothing to diminish their malevolence, however.

| **Beholder Spawn** | **Level 15 Minion Artillery** |
|---|---|
| Medium aberrant magical beast | XP 300 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +13 |
| **AC** 27, **Fortitude** 26, **Reflex** 28, **Will** 27 | **Perception** +15 |
| **Speed** 0, fly 6 (hover) | Darkvision |
| **Traits** | |
| **All-Around Vision** | |
| Enemies can't gain combat advantage by flanking the beholder spawn. | |
| **Standard Actions** | |
| **Bite ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +18 vs. AC | |
| *Hit:* 9 damage. | |
| **Eye Rays** (varies) **✦ At-Will** | |
| *Attack:* Ranged 10 (one or two creatures); +18 vs. Reflex | |
| *Hit:* 11 acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder damage. This attack deals damage of the same type as the eye rays of the spawn's parent. | |
| **Triggered Actions** | |
| **Desperate Flight ✦ At-Will** | |
| *Trigger:* The spawn is hit or missed by a close or an area attack. | |
| *Effect (Immediate Interrupt):* The spawn shifts 2 squares. | |
| **Str** 18 (+11) **Dex** 22 (+13) **Wis** 17 (+10) | |
| **Con** 17 (+10) **Int** 20 (+12) **Cha** 20 (+12) | |
| **Alignment** evil **Languages** Deep Speech | |

## Beholder Spawn in Combat

A young beholder floats in the shadows of its parent's lair, trying to avoid notice. Every beholder spawn fights for its own preservation.

## Eye of Shadow

Eyes of shadow are beholders that have been warped by too much time spent in the tangled paths leading to the Shadowfell.

| **Eye of Shadow** | **Level 12 Elite Lurker** |
|---|---|
| Large aberrant magical beast | XP 1,400 |
| **HP** 194; **Bloodied** 97 | **Initiative** +16 |
| **AC** 26, **Fortitude** 24, **Reflex** 25, **Will** 24 | **Perception** +15 |
| **Speed** 0, fly 6 (hover) | Darkvision |
| **Saving Throws** +2; **Action Points** 1 | |
| **Traits** | |
| **All-Around Vision** | |
| Enemies can't gain combat advantage by flanking the eye of shadow. | |
| **Combat Advantage** | |
| The eye of shadow deals 2d6 extra damage to any creature granting combat advantage to it. | |
| **Shadow Surge** (healing) | |
| The eye of shadow regains 20 hit points at the end of its turn if it has remained invisible since the start of its turn. | |
| **Standard Actions** | |
| **Bite ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +15 vs. AC | |
| *Hit:* 2d8 + 11 damage. | |
| **Eye Rays ✦ At-Will** | |
| *Effect:* The beholder uses one or two of the following eye rays without provoking an opportunity attack. Each eye ray must target a different enemy. | |
| **1. Blinding Ray** (radiant) | |
| *Attack:* Ranged 10 (one creature); +15 vs. Reflex | |
| *Hit:* 1d8 + 6 radiant damage, and the target is blinded until the end of its next turn. | |
| **2. Thundering Ray** (thunder) | |
| *Attack:* Ranged 10 (one creature); +15 vs. Fortitude | |
| *Hit:* 3d6 + 10 thunder damage, and the target is deafened until the end of its next turn. | |
| **3. Shadowbond Ray** (necrotic) | |
| *Attack:* Ranged 10 (one creature); +15 vs. Will | |
| *Hit:* 3d6 + 5 necrotic damage, and the target is immobilized (save ends). Until the effect ends, the beholder and shadow creatures have concealment while within 5 squares of the target. | |
| **Move Actions** | |
| **Vanish into Shadow** (illusion, teleportation) **✦ Recharge** ⚅ ⚄ ⚃ | |
| *Effect:* The beholder teleports 20 squares and becomes invisible until it attacks or until the end of its next turn. | |
| **Minor Actions** | |
| **Central Eye** (fear) **✦ At-Will** (1/round) | |
| *Attack:* Ranged 5 (one creature); +15 vs. Will | |
| *Hit:* The target grants combat advantage until the end of the beholder's next turn. | |
| **Skills** Stealth +17 | |
| **Str** 18 (+10) **Dex** 22 (+12) **Wis** 19 (+10) | |
| **Con** 19 (+10) **Int** 19 (+10) **Cha** 16 (+9) | |
| **Alignment** evil **Languages** Deep Speech | |

JIM NELSON

## Eyes of Shadow in Combat

With a body made of little more than darkness and hate, an eye of shadow delights in its victims' terror. It lurks in the darkness, waiting as its foes' panic increases; then it strikes swiftly and viciously.

# Ghost Beholder

Death need not be an end to avarice and ambition. As living creatures, beholders must eventually fall from the air to rot on the hated earth. Yet some have the willpower and anger to float again, returning as ghost beholders.

## Ghost Beholders in Combat

A ghost beholder has died once already and is now cautious. It hides in the ground or behind ceilings and walls, using a single eye stalk to spy. Then it emerges, shooting eye rays at its surprised foes.

**Ghost Beholder** **Level 18 Elite Controller**
Large aberrant magical beast (undead) XP 4,000

**HP** 254; **Bloodied** 127 **Initiative** +16
**AC** 30, **Fortitude** 29, **Reflex** 30, **Will** 30 **Perception** +17
**Speed** 0, fly 6 (hover), phasing Darkvision
**Immune** disease, poison; **Resist** insubstantial; **Vulnerable** 10 radiant
**Saving Throws** +2; **Action Points** 1

**Traits**

**All-Around Vision**
Enemies can't gain combat advantage by flanking the ghost beholder.

**Standard Actions**

⨁ **Bite** (necrotic) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +21 vs. Reflex
*Hit:* 3d8 + 13 necrotic damage.

↝ **Eye Ray** ✦ **At-Will**
*Effect:* The beholder uses one of the following eye rays without provoking an opportunity attack.

**1. Chill of the Grave** (cold, necrotic)
*Attack:* Ranged 10 (one creature); +21 vs. Fortitude
*Hit:* 4d8 + 8 cold and necrotic damage, and the target is slowed (save ends).
*First Failed Saving Throw:* The target is immobilized instead of slowed (save ends).

**2. Ghostly Possession** (psychic)
*Attack:* Ranged 10 (one creature); +21 vs. Will
*Hit:* Ongoing 15 psychic damage (save ends).
*First Failed Saving Throw:* In addition to the ongoing damage, the target is dazed (save ends both).
*Second Failed Saving Throw:* The target is dominated instead of dazed and continues to take the ongoing damage (save ends both). The beholder is removed from play until the effect ends. When the effect ends, the beholder reappears in an unoccupied space within 10 squares of the target. The beholder can end the effect as a free action.

**3. Killing Thought** (psychic)
*Attack:* Ranged 10 (one creature); +21 vs. Will
*Hit:* 1d8 + 9 psychic damage, and the target makes a melee basic attack against itself as a free action. If the target is not wielding a melee weapon, it drops a held item and draws a melee weapon as a free action and then makes the attack.

**Minor Actions**

↝ **Central Eye** (fear) ✦ **At-Will** (1/round)
*Attack:* Ranged 10 (one creature); +21 vs. Will
*Hit:* The beholder slides the target 5 squares, and the target gains vulnerable 5 necrotic and vulnerable 5 psychic until the start of the beholder's next turn.

**Triggered Actions**

↝ **Eyes of the Beholder** ✦ **At-Will**
*Trigger:* An enemy starts its turn within 5 squares of the beholder.
*Effect (Free Action):* The beholder uses *eye ray* against the triggering enemy. Determine which ray it uses by rolling a d4, rerolling the die on a result of 4.

| | | |
|---|---|---|
| **Str** 12 (+10) | **Dex** 25 (+16) | **Wis** 16 (+12) |
| **Con** 19 (+13) | **Int** 22 (+15) | **Cha** 25 (+16) |

**Alignment** evil **Languages** Deep Speech

# CAMBION

Mortal females and males who make deals with devils are often exploited and made to serve as progenitors to cambions. Although their mortal parents might find these creatures to be abhorrences, infernal parents dote on the conceived cambions. These immortal offspring spend their lives in homage to Asmodeus, repaying evil with evil, taking advantage of weakness, and seeking power.

## Lore

**Arcana DC 21:** The Nine Hells has a society of sorts. The powerful rule. The foolish are fodder. Cultists and lesser devils serve their masters, even when it comes to procreation. A cambion is born from a union between a mortal and a devil. Such creatures mature quickly and are used as pawns to further the goals of powerful devils.

Fierna and her father, Belial, are often accompanied by cambions in their service. Other cambions dedicate themselves to Levistus to act as guardians or torturers. Most cambions, hoiwever, are dedicated to Asmodeus and pursue their own goals as they reap sorrow and destruction.

## Encounters

Cambions consort with a multitude of creatures. A cambion can be found in the company of any maleficent creatures in the world or the Nine Hells, including gangs of humanoids and lesser devils. Pompous cambions surround themselves with guards and advisors. Often an oni or a rakshasa advisor is the true power behind a cambion leader.

## Cambion Wrathborn

A cambion wrathborn plots to attain power in the world. It dons the appearance of its mortal heritage and orchestrates uprisings in great cities to glorify itself or its diabolic overlord.

| **Cambion Wrathborn** | **Level 9 Skirmisher** |
|---|---|
| Medium immortal humanoid (devil) | XP 400 |
| **HP** 100; **Bloodied** 50 | **Initiative** +11 |
| **AC** 23, **Fortitude** 21, **Reflex** 24, **Will** 18 | **Perception** +6 |
| **Speed** 6, fly 8 (clumsy) | Darkvision |
| **Resist** 10 fire | |
| **Traits** | |
| ☼ **Burning Anger** (fire) ✦ **Aura** 1 | |
| While the wrathborn is bloodied, any enemy that ends its turn within the aura takes 5 fire damage. | |
| **Standard Actions** | |
| ⊕ **Pain Blade** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +14 vs. AC | |
| *Hit:* 2d8 + 8 damage, and the target grants combat advantage until the end of the wrathborn's next turn. | |
| ⸸ **Path of Pain** (weapon) ✦ **At-Will** | |
| *Effect:* The wrathborn shifts 4 squares and uses *pain blade* at any point during the shift. | |
| ⊛ **Fire Bolt** (fire, implement) ✦ **At-Will** | |
| *Attack:* Ranged 5 (one creature); +12 vs. Reflex | |
| *Hit:* 2d6 + 5 fire damage. | |
| ✧ **Burst Skyward** (fire, implement) ✦ **Encounter** | |
| *Requirement:* The wrathborn must be bloodied. | |
| *Attack:* Close burst 2 (enemies in burst); +12 vs. Reflex | |
| *Hit:* 2d10 + 5 fire damage, and the wrathborn flies 8 squares without provoking opportunity attacks. | |
| **Minor Actions** | |
| **Wicked Guise** (illusion) ✦ **At-Will** | |
| *Requirement:* The wrathborn must not be bloodied. | |
| *Effect:* The wrathborn assumes the appearance of a specific Medium humanoid. | |
| **Skills** Acrobatics +14, Bluff +14, Intimidate +14 | |
| **Str** 17 (+7) **Dex** 21 (+9) **Wis** 14 (+6) | |
| **Con** 20 (+9) **Int** 15 (+6) **Cha** 20 (+9) | |
| **Alignment** evil **Languages** Supernal | |
| **Equipment** leather armor, short sword, wand | |

### Cambion Wrathborns in Combat

A cambion wrathborn dances away from foes as it attacks. Barely contained rage drives the half-breed devil in battle. A wrathborn sees the smallest slight as a grave insult. It attacks without fear of retribution. A wrathborn usually takes the appearance of an individual from its mortal parent's race, but it bursts into its diabolic form when seriously injured or when enemies surround it. In an injured state,

JASON A. ENGLE

the wrathborn becomes enshrouded in flames and grows even more vindictive.

## Chained Cambion

Wrapped in chains and masked with a gruesome iron visage, a chained cambion radiates pain, rage, and frustration. A chained cambion's body is completely bound and unmoving. Its bindings hold it aloft; the chain contraption walks spiderlike along the ground. The chains act as a conduit to a cambion's tortured psyche, and the metal's touch shoots the minds of its victims into the frozen dark of Stygia, where they suffer briefly before returning.

| **Chained Cambion** | **Level 10 Controller** |
|---|---|
| Medium immortal humanoid (devil) | XP 500 |
| **HP** 110; **Bloodied** 55 | **Initiative** +8 |
| **AC** 24, **Fortitude** 22, **Reflex** 20, **Will** 24 | **Perception** +9 |
| **Speed** 6 | Darkvision |
| **Resist** 10 fire | |
| **Traits** | |
| ☼ **Binding Field** ✦ **Aura** 3 | |
| Squares within the aura are difficult terrain for enemies. | |
| **Child of Chains** | |
| While immobilized or restrained, the chained cambion gains a +2 bonus to attack rolls and gains a +2 bonus to attempts to escape a grab and to saving throws against effects that immobilize or restrain. | |
| **Standard Actions** | |
| ⓘ **Chain Lash** ✦ **At-Will** | |
| *Attack:* Melee 3 (one creature); +15 vs. AC | |
| *Hit:* 3d6 + 8 damage, and a dazed target is immobilized (save ends). | |
| ⸸ **Vile Fetters** (psychic) ✦ **At-Will** | |
| *Attack:* Melee 5 (one creature); +13 vs. Will | |
| *Hit:* 2d6 + 6 psychic damage, and if the target ends its next turn closer to the chained cambion, it is dazed (save ends). | |
| ✧ **Unfettered Scream** (psychic) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Close blast 3 (creatures in blast); +13 vs. Fortitude | |
| *Hit:* 2d6 + 6 psychic damage, and the chained cambion pushes the target 2 squares. The target is also dazed (save ends). | |
| **Minor Actions** | |
| **Mind Shackles** (psychic) ✦ **Recharge** when first bloodied | |
| *Effect:* Two enemies adjacent to each other in a close burst 5 are psychically shackled (save ends; each enemy makes a separate saving throw against this effect). While psychically shackled, an enemy takes 10 psychic damage at the start and the end of its turn if it isn't adjacent to the other creature that was affected by this power. | |
| *Aftereffect:* The effect persists, and the damage decreases to 5 (save ends). | |
| **Str** 17 (+8) **Dex** 16 (+8) **Wis** 19 (+9) | |
| **Con** 22 (+11) **Int** 18 (+9) **Cha** 18 (+9) | |
| **Alignment** evil **Languages** Supernal | |

### Chained Cambions in Combat

A chained cambion's reigning emotion is hate. It hates its life, its captors, and its enemies who roam free. A chained cambion screams its despair within the minds of nearby foes. When a chained cambion is bloodied, it howls even louder as its iron mask falls off.

## Cambion Infernal Scion

When the blood of a mortal ruler mingles with that of a devil, a terrible conqueror can be born. A cambion infernal scion is driven by greed and ambition. It covets Asmodeus's position in the Nine Hells and plots to supplant him.

| **Cambion Infernal Scion** | **Level 12 Elite Soldier** |
|---|---|
| Medium immortal humanoid (devil) | XP 1,400 |
| **HP** 250; **Bloodied** 125 | **Initiative** +14 |
| **AC** 28, **Fortitude** 24, **Reflex** 21, **Will** 25 | **Perception** +10 |
| **Speed** 6, fly 8 (clumsy) | Darkvision |
| **Resist** 10 fire | |
| **Saving Throws** +2; **Action Points** 1 | |
| **Standard Actions** | |
| ⓘ **Burning Longsword** (fire, weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +17 vs. AC | |
| *Hit:* 2d8 + 11 fire damage. | |
| *Effect:* The target is marked until the end of the scion's next turn. | |
| ⸸ **Fiend Razor** ✦ **At-Will** | |
| *Requirement:* The scion must be bloodied. | |
| *Effect:* The scion uses *burning longsword* twice. | |
| **Minor Actions** | |
| ⚚ **Dread Command** (charm) ✦ **At-Will** (1/round) | |
| *Requirement:* The scion must not be bloodied. | |
| *Attack:* Ranged 5 (one enemy marked by the scion); +15 vs. Will | |
| *Hit:* The target is dominated until the end of the scion's next turn. | |
| **Oath of the Nine** ✦ **At-Will** (1/round) | |
| *Effect:* One creature within 3 squares of the scion is marked and gains vulnerable 10 fire until the end of the scion's next turn. | |
| **Triggered Actions** | |
| ⸸ **Majestic Stride** ✦ **At-Will** | |
| *Trigger:* An enemy marked by the scion and within 5 squares of it makes an attack that does not include the scion as a target. | |
| *Effect (Immediate Reaction):* The scion teleports to a square adjacent to the triggering enemy and uses *burning longsword* against it. | |
| **Skills** Diplomacy +17, History +15, Intimidate +17 | |
| **Str** 19 (+10) **Dex** 22 (+12) **Wis** 18 (+10) | |
| **Con** 21 (+11) **Int** 19 (+10) **Cha** 23 (+12) | |
| **Alignment** evil **Languages** Supernal | |
| **Equipment** chainmail, longsword | |

### Cambion Infernal Scions in Combat

An infernal scion's sword slashes in fiery arcs. It begins combat imperiously, cutting down foes and commanding enemies to impale themselves on their own blades lest they suffer torture and humiliation. The devil strides across the battlefield, secure in its authority over its allies and confident that it is incapable of losing.

When bloodied, an infernal scion sheds its veneer of dominance in exchange for rage, dealing blows at twice its previous speed.

# CATOBLEPAS

With its head low to the ground, a catoblepas roams the land, leaving death in its wake. The catoblepas is a rare creature made of shadows and death; its gaze can wither those it has injured. Each creature plods between worlds, surfacing unexpectedly. So strong is the catoblepas's association with death that the beasts sometimes accompany the Raven Queen and her entourage.

## Lore

**Religion DC 23:** Steadfast souls who hunt a catoblepas might resist its call, but when faced with its deadly gaze or toxic breath, most choose cowardice over bravery.

A ritualistic hunt of a catoblepas can earn the hunters the Raven Queen's blessing. Knights hunt the creatures for honor and glory, and a knight who returns with a catoblepas's head earns great esteem among his or her fellowship. A knight who displays the catoblepas badge on a coat of arms commands deep respect on the battlefield.

When the creatures of the Feywild embark on the Wild Hunt, it is often a catoblepas they seek. The catoblepas's ability to shift between worlds makes it one of the most challenging quarries.

A catoblepas cannot truly be destroyed, nor can its ill tidings be disavowed. A catoblepas, if slain, forms again in the Shadowfell and continues its plodding journey through the planes.

Adventurers can track a catoblepas by following the trail of death in its wake. If they work to mend the sorrowful places where the beast has passed, they might look upon the eyes of a catoblepas without fear of death. For these champions, the Raven Queen might release a soul to life again or grant someone the ability to foresee his or her own death and thereby avoid it.

## Encounters

Every catoblepas is a herald of the Raven Queen, but the creatures are not her only messengers. In the days before a catoblepas appears, specters of legendary kings walk their palace halls, ghosts of women who died in childbirth whisper warnings to their children, and in places where the worst tragedies shall strike, wraiths of ancient tyrants rise again, hoping to see the dark hopes of their former lives realized.

WAYNE ENGLAND

# Catoblepas Harbinger

A catoblepas harbinger appears suddenly in a throne room, a town square, a banquet hall—anywhere hubris thickens the air. Its approach foretells impending death, famine, plague, or war and sends prophets and seers into panicked frenzies.

A harbinger treads where the seeds of tragedy have been sown. It feeds on despair, pride, and anguish, growing larger on its journeys. This diet of vitriolic emotions causes a harbinger to exhale noxious fumes; creatures suffocate in its presence.

| **Catoblepas Harbinger** | **Level 10 Elite Controller** |
|---|---|
| Large shadow beast | XP 1,000 |
| **HP** 220; **Bloodied** 110 | **Initiative** +7 |
| **AC** 24, **Fortitude** 22, **Reflex** 20, **Will** 22 | **Perception** +15 |
| **Speed** 6 | Blindsight 5 |
| **Resist** 5 necrotic | |
| **Saving Throws** +2; **Action Points** 1 | |
| **Traits** | |
| ☼ **Raven Queen's Presence** ✦ **Aura** 5 | |
| Any creature within the aura that fails a death saving throw takes damage equal to half its bloodied value. | |
| **Standard Actions** | |
| ⊕ **Gore** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +15 vs. AC | |
| *Hit:* 2d8 + 9 damage. | |
| ⇾ **Poison Breath** (poison) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Close blast 5 (creatures in blast); +13 vs. Fortitude | |
| *Hit:* 2d6 + 6 poison damage, and ongoing 5 poison damage (save ends). | |
| **Triggered Actions** | |
| ⇾ **Final Glance** (charm, necrotic) ✦ **At-Will** | |
| *Trigger:* An enemy within 5 squares of the harbinger willingly moves away from it. | |
| *Attack (Opportunity Action):* Close burst 10 (triggering enemy in burst); +13 vs. Will | |
| *Hit:* 5 necrotic damage, and the target is immobilized and gains vulnerable 5 to all damage (save ends both). | |
| *Aftereffect:* 10 necrotic damage. | |
| **Str** 18 (+9) **Dex** 15 (+7) **Wis** 21 (+10) | |
| **Con** 22 (+11) **Int** 3 (+1) **Cha** 11 (+5) | |
| **Alignment** unaligned **Languages** – | |

## Catoblepas Harbingers in Combat

A catoblepas harbinger emanates death. The beast attempts to end the lives of everything it encounters. With a look, it cuts down those who run. With its horns, it gouges those who face it. A harbinger feels no fear in battle. It knows that to die again will be just another turn of the wheel, so it focuses on dealing final blows to weak or frightened foes.

# Catoblepas Tragedian

At the world's end, a river of souls flows into the Shadowfell through a jungle poisoned by the corruption of tainted souls. Along the river's bank, a catoblepas tragedian grazes beneath the full moon, growing enormous before it passes through the veil to the Raven Queen's realm. A tragedian's bowed, hidden face is formed in the shape of a humanoid tragedian's mask, an agonized accumulation of the strife it has witnessed.

| **Catoblepas Tragedian** | **Level 18 Elite Controller** |
|---|---|
| Huge shadow beast | XP 4,000 |
| **HP** 360; **Bloodied** 180 | **Initiative** +15 |
| **AC** 32, **Fortitude** 30, **Reflex** 28, **Will** 30 | **Perception** +15 |
| **Speed** 6 | Blindsight 5 |
| **Resist** 10 necrotic | |
| **Saving Throws** +2; **Action Points** 1 | |
| **Traits** | |
| ☼ **Raven Queen's Presence** ✦ **Aura** 5 | |
| Any creature within the aura that fails a death saving throw takes damage equal to half its bloodied value. | |
| **Standard Actions** | |
| ⊕ **Gore** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +23 vs. AC | |
| *Hit:* 3d8 + 13 damage. | |
| ⇾ **Poison Breath** (poison) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Close blast 5 (creatures in blast); +21 vs. Fortitude | |
| *Hit:* 2d6 + 9 poison damage, and ongoing 10 poison damage (save ends). | |
| ⇾ **Withering Gaze** ✦ **Recharge** when no enemy is affected by this power | |
| *Attack:* Close burst 10 (one bloodied creature in burst); +21 vs. Will | |
| *Hit:* 1d8 + 9 necrotic damage, and the target is weakened (save ends). | |
| *First Failed Saving Throw:* The target is weakened and blinded (save ends both). | |
| *Second Failed Saving Throw:* The target's hit points drop to -1. | |
| **Minor Actions** | |
| ⇾ **Inevitable Call** (charm) ✦ **At-Will** | |
| *Effect:* Choose one enemy within 20 squares. The tragedian pulls that enemy 3 squares. | |
| **Triggered Actions** | |
| ⇾ **Final Glance** (charm, necrotic) ✦ **At-Will** | |
| *Trigger:* An enemy within 5 squares of the tragedian willingly moves away from it. | |
| *Attack (Opportunity Action):* Close burst 10 (triggering enemy in burst); +21 vs. Will | |
| *Hit:* 10 necrotic damage, and the target is immobilized and gains vulnerable 5 to all damage (save ends both). | |
| *Aftereffect:* 20 necrotic damage. | |
| **Str** 24 (+16) **Dex** 22 (+15) **Wis** 23 (+15) | |
| **Con** 28 (+18) **Int** 3 (+5) **Cha** 25 (+16) | |
| **Alignment** unaligned **Languages** – | |

## Catoblepas Tragedians in Combat

A catoblepas tragedian's deep humming works like a siren's song, calling living creatures to their dooms. A tragedian's victims walk forward and rest their heads against its shaggy flank. The victims who inhale a tragedian's deadly breath or look upon its visage wither into husks.

# CAVE FISHER

Perched in a shadowy niche high up in a limestone cavern, a cave fisher waits and watches. More than one explorer has been stricken when he or she gazed up to see an insectlike creature staring back, pincers ready. A long, noselike appendage juts from a cave fisher's body. From this protuberance, a fisher can release a strangling line or shoot lengths of filament to capture prey for its young.

## Lore

**Nature DC 15:** Cave fishers live by instinct. They spread across a swath of caverns and form loose collectives. After a male and a female mate, they move off to an uninhabited ledge. A cave fisher nest is high from the ground and usually looks out over frequently traveled paths.

Cave fisher spawn hatch after several weeks in the egg. During that time, the angler does not leave the nest unless provoked. The spiker goes out in search of food to bring back to the nest. Cave fishers are mindless creatures without mercy, so when a cave fisher spawn is weak, its nestmates eat it.

## Encounters

Although cave fishers are dangerous predators, a number of Underdark creatures have turned them into useful pets and guardians. A cave fisher is driven by instinct and hunger. A passing group of orcs that tosses fresh meat to a fisher can appease it while the band passes unmolested.

Humanoid tribes use this baiting method to lure cave fishers into key locations and make them natural guardians. The fishers create a defensive perimeter that foils wandering monsters and careless adventurers.

## Cave Fisher Spawn

Once a cave angler finds a secure ledge from which to hunt, it lays its eggs. A cave fisher spiker hunts to provide for a cave fisher angler until the eggs hatch.

| **Cave Fisher Spawn** | **Level 2 Minion Brute** |
|---|---|
| Small natural beast | XP 31 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +2 |
| **AC** 15, **Fortitude** 13, **Reflex** 14, **Will** 12 | **Perception** +0 |
| **Speed** 5, climb 4 (spider climb) | Darkvision |
| **Standard Actions** | |
| ⊕ **Pincers ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +5 vs. AC | |
| *Hit:* 6 damage, or 9 against an immobilized, restrained, or helpless target. | |
| **Str** 11 (+1) **Dex** 13 (+2) **Wis** 8 (+0) | |
| **Con** 11 (+1) **Int** 2 (-3) **Cha** 5 (-2) | |
| **Alignment** unaligned **Languages** – | |

Once the spawns are loose, the angler helps gather food. An adventurer dragged to a cave fisher's ledge faces a cadre of ravenous young.

### Cave Fisher Spawn in Combat

A cave fisher spawn lurks near its nest, waiting for a grown fisher to provide a corpse for it and its nestmates to eat. Territorial and aggressive, a spawn rushes forward to attack enemies that threaten the nest. Although not born strong enough to snatch prey with its filament, a spawn is adroit at using its pincers.

## Cave Fisher Angler

In silence, a cave fisher angler releases its long, sticky filament toward the cave floor, dangling the end a hairsbreadth above a creature's head. Then, with a quick snap, an angler's filament wraps around a victim's neck, pulling tight. The angler drags its writhing prey upward to the maws of its hungry spawn.

| **Cave Fisher Angler** | **Level 3 Lurker** |
|---|---|
| Medium natural beast | XP 150 |
| **HP** 37; **Bloodied** 18 | **Initiative** +7 |
| **AC** 18, **Fortitude** 16, **Reflex** 15, **Will** 14 | **Perception** +7 |
| **Speed** 6, climb 5 (spider climb) | Darkvision |
| **Traits** | |
| **Sniper** | |
| Whenever the angler is hidden and misses with a ranged attack, it remains hidden. | |
| **Standard Actions** | |
| ⊕ **Pincers ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +8 vs. AC | |
| *Hit:* 1d10 + 6 damage. | |
| **Filament Strangle ✦ At-Will** | |
| *Attack:* Ranged 5 (one creature); +7 vs. Reflex | |
| *Hit:* 1d6 + 4 damage, and the angler pulls the target 3 squares. The target is restrained (save ends). The effect also ends if the target teleports or if the target or another creature hits the filament in the target's square. The filament uses the angler's defenses. An attack against the filament deals no damage or effects to the angler. Only one creature can be restrained by this attack at a time. The angler can pull the target vertically, and the target can end the pull suspended in air. | |
| *Sustain Standard:* The target takes 1d6 + 4 damage, and the angler pulls the target 3 squares. | |
| **Skills** Stealth +8 | |
| **Str** 16 (+4) **Dex** 15 (+3) **Wis** 12 (+2) | |
| **Con** 13 (+2) **Int** 2 (-3) **Cha** 5 (-2) | |
| **Alignment** unaligned **Languages** – | |

### Cave Fisher Anglers in Combat

A cave fisher angler prefers to attack from above, dragging its prey into the air. It leaves a creature dangling as it squeezes the life from it. When its prey is dead, a cave angler draws it close to offer to its young. Then the creature goes back to searching–it must eat too. If a cave angler believes its young are at risk, it screeches to draw its mate back to the nest.

# Cave Fisher Spiker

While a cave fisher angler lays eggs and readies a nest, the male spiker sets out in search of food. Unlike the angler, this hunter hurls wriggling lengths of filament at its prey. The filament contracts and bores into the spiker's target. Once a spiker has slain its victim, the insect drags its catch back to its mate's nest.

| **Cave Fisher Spiker** | **Level 3 Artillery** |
|---|---|
| Medium natural beast | XP 150 |
| **HP** 37; **Bloodied** 18 | **Initiative** +4 |
| **AC** 15, **Fortitude** 14, **Reflex** 15, **Will** 13 | **Perception** +2 |
| **Speed** 6, climb 5 (spider climb) | Darkvision |
| **Traits** | |
| **Camouflage** | |
| The spiker gains a +2 bonus to all defenses against ranged and area attacks. | |
| **Sniper** | |
| Whenever the spiker is hidden and misses with a ranged attack, it remains hidden. | |
| **Standard Actions** | |
| **Pincers ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +8 vs. AC | |
| *Hit:* 1d10 + 3 damage. | |
| **Filament Spike ✦ At-Will** | |
| *Attack:* Ranged 10 (one creature); +8 vs. Reflex | |
| *Hit:* 1d10 + 4 damage. | |
| **Filament Wrap ✦ Recharge** ⚄ ⁞⁞ | |
| *Attack:* Ranged 10 (one creature); +8 vs. Reflex | |
| *Hit:* The target is immobilized and takes ongoing 5 damage (save ends both). | |
| **Skills** Stealth +9 | |
| **Str** 15 (+3) **Dex** 17 (+4) **Wis** 12 (+2) | |
| **Con** 13 (+2) **Int** 2 (-3) **Cha** 5 (-2) | |
| **Alignment** unaligned **Languages** – | |

## Cave Fisher Spikers in Combat

A spiker's noselike appendage is muscular, and the insect is adept at aiming wads of wriggling filament at its targets. The filament stretches out and encircles its prey, drawing it tight in a crushing grip. A spiker fires shards of filament at an ensnared enemy to further wound it. The insect focuses on an immobilized creature, hoping to drain its life so it can drag the creature's corpse back to its nest.

# Cave Fisher Line Spiker

Hobgoblins are renowned for their desire to capture, breed, and modify all kinds of monsters. Hobgoblin leaders instruct lackeys to steal cave fisher eggs. A group might breed some cave fishers and train them for use as artillery units that break apart enemy formations.

| **Cave Fisher Line Spiker** | **Level 4 Minion Artillery** |
|---|---|
| Medium natural beast | XP 44 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +5 |
| **AC** 16, **Fortitude** 14, **Reflex** 16, **Will** 15 | **Perception** +9 |
| **Speed** 6, climb 5 (spider climb) | Darkvision |
| **Standard Actions** | |
| **Pincers ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +9 vs. AC | |
| *Hit:* 4 damage. | |
| **Slowing Spike ✦ At-Will** | |
| *Attack:* Ranged 10 (one creature); +7 vs. Reflex | |
| *Hit:* 4 damage, and the target is slowed until the end of the spiker's next turn. | |
| **Toppling Spike ✦ Encounter** | |
| *Attack:* Ranged 10 (one creature); +7 vs. Reflex | |
| *Hit:* 6 damage, and the target falls prone. | |
| **Str** 13 (+3) **Dex** 17 (+5) **Wis** 14 (+4) | |
| **Con** 13 (+3) **Int** 2 (-2) **Cha** 5 (-1) | |
| **Alignment** unaligned **Languages** – | |

## Cave Fisher Line Spikers in Combat

Cave fisher handlers position groups of line spikers in trees and along ridges near a battlefield. The creatures rain their spiky filaments down on enemy ranks, tripping up combatants one by one. A line spiker avoids the thick of a battle, but when forced into combat, it uses *pincers*. As soon as an escape route opens, the spiker flees to safety.

WOODROW HINTON III

# CHITINE

The first chitines emerged from vats of ooze and flesh. Sewn together by the magic of drow warlocks, the chitines are a failed attempt to create the perfect slave race. The first chitines rampaged through the drow city in which they were created, fighting their would-be masters. Afterward, they struck out to create their own domain in the uppermost reaches of the Underdark.

As a strange hybrid of spider and humanoid, chitines praise Lolth for imbuing them with a heart of violence and rebellion. They believe they are far closer to Lolth's perfect race than drow are. This philosophical schism sparks deep hatred between the two races. Though both races revere the Queen of Spiders, their members ruthlessly slaughter each other. As befits a goddess as treacherous and bloodthirsty as Lolth, her most dedicated followers aim their deepest hatred at their fellow worshipers.

## Lore

**History DC 17:** Drow warlocks created chitines to be slaves. Chitines are humanoids crafted from a mixture of arcane spells, prayers to Lolth, and the souls, flesh, and ichor of elves, spiders, and demons.

In a fit of passion, perhaps anger at the drow for playing at godhood, Lolth conspired to free the chitines and teach the drow a lesson. Choldriths, the chitine priestess caste, emerged from the chitine creation pools, and the priestesses proceeded to rouse rebellion among the chitines. Overwhelmed by the number of chitines, the drow withdrew as chitines spread out across the Underdark.

Chitines believe that they are Lolth's favorites. They are quick to point out that despite Lolth's drow appearance, she also adopts the guise of a spider. According to chitine dogma, the spider form, not her humanoid form, is Lolth's true aspect.

## Encounters

The chitine race is young, and its members are gullible. Because of their ignorance of the world above, they see unusual humanoids and objects from the surface as the stuff of speculation and mystery. The shifter illusionist Mylara Stormroarer managed to convince a chitine colony that she was an aspect of Lolth. She set them against a nearby drow outpost, using them to slay her enemy Ulquara.

Chitines form alliances with Underdark races in exchange for weapons, arcane lore, magic items, and other tools, most of which they use against the drow. Duergar hire chitines as mercenaries and scouts. Occasionally chitines and duergar join forces against drow outposts.

In the depths of the Feydark, chitines are common. They traffic with spriggans and other fey that oppose the drow.

### CHITINE LAIRS

Chitines spin thick, tough webbing that ranges in color from dull white to stone gray. Webs are used to fortify lairs or create structures. When chitines occupy dungeon chambers, chasms, or other narrow places, they spin webbing that is sticky like a spider's web. When chitines build structures in large caverns, the webbing is hard but lacks stickiness.

The dwarves of Greysmere were shocked to discover that within days of a chitine war band breaking into their lower mines, the invaders had constructed a small keep that cut off access to the richest vein of gold. The dwarves had to transport wood deep into the caves and build battering rams, ballistae, and trebuchets to dislodge the invading spiderfolk.

Chitine structures are built with enemies in mind.

**Suspended Fortresses:** Chitines climb to the ceiling of a large cave and suspend saclike structures from it. Each sac is anchored to the ceiling at a single point, and within it are two or three floors of chambers. Skilled web crafters can produce doors and hinges from webbing.

The uppermost floor of a suspended fortress is a living chamber. It has doorways that offer easy access to the cave ceiling. The middle floor is living space. It has barracks, dining chambers, and storage areas. The bottom floor sports murder holes that allow chitines to rain projectiles down on attackers. Openings are also cut along the walls to provide firing positions against flying enemies and climbing foes.

**Walkways:** When a chitine settlement has multiple suspended fortresses, the chitines construct bridges between the structures. Vital sections of the colony have only one or two walkways leading to them so that the bridges can be quickly collapsed in the event of an attack. A gang of four or more chitines working at one end of a bridge can collapse it in 5 rounds of work.

# Chitine Grunt

Assaulting a chitine lair is like poking a stick into a hornet's nest. Every chitine, from newborn to laborer, surges forward to annihilate intruders. "Drowned in chitines" is a drow saying that refers to an ignominious death at the hands of one's inferiors.

| **Chitine Grunt** | **Level 5 Minion Brute** |
|---|---|
| Medium natural humanoid (spider) | XP 50 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +4 |
| **AC** 17, **Fortitude** 17, **Reflex** 17, **Will** 16 | **Perception** +3 |
| **Speed** 6, climb 6 (spider climb) | Darkvision |
| **Standard Actions** | |
| **Daggers** (weapon) ✦ **At-Will** | |
| *Effect:* The grunt makes the following attack twice. | |
| *Attack:* Melee 1 (one creature); +10 vs. AC | |
| *Hit:* 4 damage. | |
| **Flying Daggers** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 5/10 (one creature); +10 vs. AC | |
| *Hit:* 5 damage. | |
| **Move Actions** | |
| **Web Line** ✦ **Encounter** | |
| *Requirement:* The grunt must be climbing. | |
| *Effect:* The grunt flies 5 squares. | |
| **Triggered Actions** | |
| **Dying Shriek** | |
| *Trigger:* The grunt drops to 0 hit points. | |
| *Effect (Immediate Interrupt):* Each enemy adjacent to the grunt takes a -2 penalty to all defenses until the end of its next turn. | |
| **Str** 15 (+4) **Dex** 14 (+4) **Wis** 12 (+3) | |
| **Con** 10 (+2) **Int** 8 (+1) **Cha** 9 (+1) | |
| **Alignment** chaotic evil **Languages** Common, Elven | |
| **Equipment** 4 daggers | |

## Chitine Grunts in Combat

Grunts surge forward in waves to overwhelm foes, scuttling across the floor and dropping from walls and crevices. When a grunt dies, it emits an acrid, foul stench that staggers nearby foes and drives chitines into a fury.

# Chitine Warrior

Slashing, stabbing, and parrying with four daggers at once, a chitine warrior is a blur of blades. Warriors defend a chitine lair, forming the main body of the clutch's combatants.

| **Chitine Warrior** | **Level 5 Brute** |
|---|---|
| Medium natural humanoid (spider) | XP 200 |
| **HP** 72; **Bloodied** 36 | **Initiative** +5 |
| **AC** 17, **Fortitude** 17, **Reflex** 18, **Will** 16 | **Perception** +3 |
| **Speed** 6, climb 6 (spider climb) | Darkvision |
| **Standard Actions** | |
| **Dagger** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +10 vs. AC | |
| *Hit:* 1d4 + 6 damage. | |
| **Flying Dagger** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 5/10 (one creature); +10 vs. AC | |
| *Hit:* 1d4 + 6 damage. | |
| **Four Blade Strike** (weapon) ✦ **At-Will** | |
| *Effect:* The warrior makes the following attack four times. | |
| *Attack:* Melee 1 (one creature); +10 vs. AC | |
| *Hit:* 1d4 + 3 damage. | |
| **Move Actions** | |
| **Web Line** ✦ **Encounter** | |
| *Requirement:* The warrior must be climbing. | |
| *Effect:* The warrior flies 5 squares. | |
| **Skills** Acrobatics +10 | |
| **Str** 15 (+4) **Dex** 16 (+5) **Wis** 13 (+3) | |
| **Con** 12 (+3) **Int** 8 (+1) **Cha** 10 (+2) | |
| **Alignment** chaotic evil **Languages** Common, Elven | |
| **Equipment** 8 daggers | |

## Chitine Warriors in Combat

A chitine warrior rarely remains on the ground. To a warrior, the walls and ceiling are as accessible as the floor. It scurries along the ceiling before lowering itself using coils of spider silk rope. In areas that are narrow or have low ceilings, a warrior remains on the walls as it fights. At times, two warriors gang up on the strongest invader, shredding that foe with a combination of eight whirling blades.

BRIAN DESPAIN

# Chitine Scout

The first group of dwarf prospectors that ventured into chitine territory fled as waves of crossbow bolts rained down on them. The dwarves later discovered that their estimates were wrong: A few dozen chitines guarded the passage, not several hundred.

| **Chitine Scout** | **Level 5 Artillery** |
|---|---|
| Medium natural humanoid (spider) | XP 200 |
| **HP** 48; **Bloodied** 24 | **Initiative** +6 |
| **AC** 17, **Fortitude** 17, **Reflex** 17, **Will** 16 | **Perception** +3 |
| **Speed** 6, climb 6 (spider climb) | Darkvision |
| **Standard Actions** | |
| **Dagger** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +10 vs. AC | |
| *Hit:* 1d4 + 3 damage. | |
| **Hand Crossbow** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 10/20 (one creature); +12 vs. AC | |
| *Hit:* 1d6 + 4 damage. | |
| **Furious Volley** (weapon) ✦ **At-Will** | |
| *Effect:* The scout uses *dagger* twice or *hand crossbow* twice. | |
| **Poisoned Bolt** (poison, weapon) ✦ **Encounter** | |
| *Attack:* Ranged 10/20 (one creature); +10 vs. Fortitude | |
| *Hit:* 1d6 + 4 damage, and ongoing 10 poison damage (save ends). | |
| **Move Actions** | |
| **Web Line** ✦ **Encounter** | |
| *Requirement:* The scout must be climbing. | |
| *Effect:* The scout flies 5 squares. | |
| **Skills** Acrobatics +11 | |
| **Str** 13 (+3) **Dex** 18 (+6) **Wis** 13 (+3) | |
| **Con** 12 (+3) **Int** 8 (+1) **Cha** 10 (+2) | |
| **Alignment** chaotic evil **Languages** Common, Elven | |
| **Equipment** 2 daggers, 2 hand crossbows, 40 bolts | |

## Chitine Scouts in Combat

A scout keeps to walls, ceilings, and murder holes, peppering foes with crossbow bolts while warriors and marauders engage enemies in melee. It uses webbing to access areas that enemies cannot reach on foot, such as high stalactites or the far side of a fissure. A scout reserves *poisoned bolt* for any ranged attackers.

# Chitine Marauder

Any chitine offspring born beyond the first eight in a clutch are cast out of the lair to become marauders. If they are still alive after one year, they are allowed return to the family. Most choose instead to remain with the other castoffs of their kind.

| **Chitine Marauder** | **Level 6 Skirmisher** |
|---|---|
| Medium natural humanoid (spider) | XP 250 |
| **HP** 72; **Bloodied** 36 | **Initiative** +9 |
| **AC** 20, **Fortitude** 18, **Reflex** 19, **Will** 17 | **Perception** +10 |
| **Speed** 6, climb 6 (spider climb) | Darkvision |
| **Traits** | |
| **Combat Advantage** | |
| The marauder deals 1d6 extra damage against any creature granting combat advantage to it. | |
| **Standard Actions** | |
| **Short Sword** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +11 vs. AC | |
| *Hit:* 1d6 + 4 damage. | |
| **Quick Jabs** ✦ **At-Will** | |
| *Effect:* The marauder uses *short sword* twice. It can shift 2 squares after each attack. | |
| **Move Actions** | |
| **Web Line** ✦ **Encounter** | |
| *Requirement:* The marauder must be climbing. | |
| *Effect:* The marauder flies 5 squares. | |
| **Skills** Acrobatics +12, Stealth +12 | |
| **Str** 12 (+4) **Dex** 18 (+7) **Wis** 15 (+5) | |
| **Con** 16 (+6) **Int** 11 (+3) **Cha** 10 (+3) | |
| **Alignment** chaotic evil **Languages** Common, Elven | |
| **Equipment** 2 short swords | |

## Chitine Marauders in Combat

These savage chitines dwell in burrows along the ceilings of dungeons and Underdark passages. The tunnels are concealed with camouflaged trapdoors of thick webbing (Perception DC 20). When enemies pass beneath, marauders fan out, emerging from the trapdoors to leap among their prey and surround their victims.

The eyes of a marauder glow a baleful red. Veterans of Underdark travel know that by the time you spot its glowing eyes, it is too late to escape.

# Chitine Web Crafter

Chitine web crafters are smiths and builders. They erect structures of webbing that hang from cavern ceilings. Their kind is a dominant power in chitine society, surpassed only by the choldrith priestesses. Even warriors avoid angering web crafters. Chitines that cross the crafters' guild might find that their living chambers soon come crashing to the ground.

**Chitine Web Crafter** **Level 6 Controller**
Medium natural humanoid (spider) XP 250

**HP** 72; **Bloodied** 36 **Initiative** +7
**AC** 19, **Fortitude** 17, **Reflex** 18, **Will** 16 **Perception** +10
**Speed** 6, climb 6 (spider climb) Darkvision

**Standard Actions**

**Spear** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +11 vs. AC
*Hit:* 2d8 + 5 damage, and the target is slowed until the end of the web crafter's next turn.

**Poisoned Web Orb** (poison) ✦ **At-Will**
*Attack:* Ranged 5 (one creature); +11 vs. AC
*Hit:* 2d10 + 3 poison damage, and the target is slowed until the end of the web crafter's next turn.

**Web Ball** ✦ **Recharge** ⚅ ⚄ ⚃
*Attack:* Ranged 5 (one creature); +9 vs. Reflex
*Hit:* 2d10 + 5 damage, and the target is restrained (save ends).

**Wall of Webs** ✦ **Encounter**
*Effect:* The web crafter creates an area wall 6 within 10 squares that lasts until the end of the encounter or until the wall is destroyed. The wall can be up to 3 squares high. The wall is blocking terrain, and it can be attacked. Any creature adjacent to the wall that hits it with a melee attack is immobilized (save ends). The wall has the web crafter's defenses, and each square of the wall has 10 hit points. The wall has vulnerable 5 fire.

**Move Actions**

**Web Line** ✦ **Encounter**
*Requirement:* The web crafter must be climbing.
*Effect:* The web crafter flies 5 squares.

**Skills** Acrobatics +12, Stealth +12
**Str** 15 (+5) **Dex** 18 (+7) **Wis** 15 (+5)
**Con** 16 (+6) **Int** 13 (+4) **Cha** 10 (+3)
**Alignment** chaotic evil **Languages** Common, Elven
**Equipment** spear

## Chitine Web Crafters in Combat

In battle, a web crafter builds walls to trap invaders and force them to fight chitine warriors. It shoots poisonous orbs of webbing at escaping foes. Web crafters sometimes aim their powers at battlefield terrain, working together to collapse a building or bring down a stalactite.

Web crafters are forced into battle at the insistence of choldriths; the priestesses use this conscription to keep a check on the web crafters' influence. Saving or sparing a web crafter's life can earn the guild's favor.

# Choldrith

Chitines regard choldriths as aspects of Lolth's will. So great is their devotion to these priestesses that, in one case, when faced with an invading force of troglodytes, the chitines collapsed their entire nest atop the brutes. The troglodytes and most of the chitine colony died, but the choldrith priestesses survived, and that was what mattered to the chitines.

Choldriths are always female, and they resemble driders, except their skin is pale.

**Choldrith** **Level 8 Controller (Leader)**
Large natural humanoid (spider) XP 350

**HP** 90; **Bloodied** 45 **Initiative** +6
**AC** 22, **Fortitude** 19, **Reflex** 21, **Will** 17 **Perception** +14
**Speed** 6, climb 6 (spider climb) Darkvision

**Standard Actions**

**Claws** (poison) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +13 vs. AC
*Hit:* 2d8 + 7 poison damage, and the target is immobilized until the end of the choldrith's next turn.

**Web** ✦ **At-Will**
*Attack:* Ranged 5 (one creature); +11 vs. Reflex
*Hit:* 1d10 + 7 damage, and the target is restrained until the end of the choldrith's next turn.

**Shadow Spider Curse** (poison) ✦ **At-Will**
*Attack:* Ranged 10 (one creature); +11 vs. Will
*Hit:* 2d10 + 5 poison damage, and the target grants combat advantage to spiders (save ends).

**Choking Vapors** (poison, zone) ✦ **Encounter**
*Attack:* Area burst 1 within 10 (creatures in burst); +11 vs. Fortitude
*Hit:* 2d6 + 4 poison damage, and ongoing 5 poison damage (save ends).
*Effect:* The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or ends its turn there takes 5 poison damage.

**Triggered Actions**

**Spider Queen's Enforcer** ✦ **At-Will**
*Trigger:* An ally within 5 squares of the choldrith misses with an attack roll.
*Effect (Immediate Interrupt):* The triggering ally takes 5 damage and rerolls the attack roll.

**For the Spider Queen** ✦ **Recharge** when first bloodied
*Trigger:* A melee or a ranged attack hits the choldrith.
*Effect (Immediate Interrupt):* The triggering attack instead hits one of the choldrith's adjacent allies.

**Skills** Diplomacy +12, Intimidate +12, Religion +12
**Str** 15 (+6) **Dex** 15 (+6) **Wis** 20 (+9)
**Con** 18 (+8) **Int** 16 (+7) **Cha** 17 (+7)
**Alignment** chaotic evil **Languages** Common, Elven
**Equipment** holy symbol of Lolth

## Choldriths in Combat

A choldrith surrounds itself with grunts and other chitines, relying on the press of bodies to shield it from harm. The choldrith and the chitines believe that it is Lolth's will that chitines die to preserve choldriths. A choldrith creates choking poison among invaders and brandishes curses and webs to distract and entangle them. If the battle appears lost, choldriths flee to set up a new colony elsewhere.

# CLOAKER

A POPULAR TALE at the Black Dragon Inn recounts the death of Sticky Fingers Malone, a notorious rogue and thief. A veteran spelunker and tomb robber, Sticky Fingers had a reputation for letting his companions do battle while he skulked about scooping up valuables. Of course, eventually Sticky Fingers paid for his selfish behavior.

While delving in the Lost Caverns of Tsojcanth, old Fingers spotted a rich leather cloak hanging from a peg. While his allies fought off fire bats, Sticky Fingers plucked the cloak from the hook and threw it over his shoulders. To his shock, the cloak came alive and enveloped him, killing Sticky Fingers before any allies could help.

## Lore

**Dungeoneering DC 18:** A cloaker prefers isolation to the company of other cloakers. A creature might set aside its distaste of other cloakers long enough to form alliances if its survival depends on doing so. Most cloakers take advantage of other creatures, regardless of whether those creatures are even aware of the relationship. A cloaker might follow behind a band of other monsters, slinking through the shadows while its adopted pack searches for prey. The beast then descends from its shadowy haunts to wrap around isolated targets, using the battle's chaos to mask its presence until it is too late for its victim's allies to interfere.

On rare occasions, cloakers gather in conclaves. Dozens converge on a site and bind together into a massive sphere. Sages believe these conclaves are convened to exchange information about suitable hunting grounds, new dangers, and any regional developments that could affect the beasts. Not long after their clumping, the cloakers break apart to venture back into isolation.

## Encounters

Cloakers are loners, but they recognize the benefit of working in concert with other creatures. Few of them are interested in long-term arrangements, though.

Older cloakers sometimes take over small bands of humanoids through bullying and threats. Primitive tribes might worship the monster, but most see a cloaker as a powerful tyrant that they must appease. Derros and quaggoths commonly serve older cloakers, and goblins and drow sometimes number among their thralls.

## Cloaker Ambusher

Writhing shadows and plaintive moans are a cloaker ambusher's hallmarks. To the untrained spelunker, however, these signs are nothing more than the tricks of the light and the queer noises that are common in dark places.

| **Cloaker Ambusher** | **Level 12 Lurker** |
|---|---|
| Large aberrant magical beast | XP 700 |
| **HP** 95; **Bloodied** 47 | **Initiative** +13 |
| **AC** 24, **Fortitude** 24, **Reflex** 23, **Will** 20 | **Perception** +13 |
| **Speed** 2 (clumsy), fly 8 (hover) | Darkvision |
| **TRAITS** | |
| ☼ **Unnerving Moan** (fear) ✦ **Aura** 2 | |
| Nondeafened enemies within the aura take a -2 penalty to attack rolls. | |
| **STANDARD ACTIONS** | |
| ⊕ **Tail Slap** ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +17 vs. AC | |
| *Hit:* 2d8 + 11 damage. | |
| ⸸ **Envelop** ✦ **At-Will** | |
| *Requirement:* The ambusher must not have a creature grabbed. | |
| *Attack:* Melee 1 (one creature); +15 vs. Reflex | |
| *Hit:* The ambusher slides the target 1 square to a square within the ambusher's space, and the target is grabbed. While the target is grabbed by the ambusher, it is blinded, dazed, restrained, and takes ongoing 10 damage. In addition, whenever an attack deals damage to the ambusher while it has the target grabbed, the attack deals half damage to the ambusher and half damage to the target. | |
| **MINOR ACTIONS** | |
| **Shadow Shift** (illusion) ✦ **At-Will** | |
| *Effect:* The ambusher gains concealment until the start of its next turn. If the ambusher is in an obscured square, it gains total concealment until the start of its next turn. | |
| **Skills** Stealth +14 | |
| **Str** 21 (+11) **Dex** 16 (+9) **Wis** 15 (+8) | |
| **Con** 17 (+9) **Int** 8 (+5) **Cha** 11 (+6) | |
| **Alignment** unaligned **Languages** Deep Speech | |

BEN WOOTTEN

## Cloaker Ambushers in Combat

A cloaker ambusher clings to the ceiling, flitting between stalactites beyond the light's reach. It watches its hunting ground through ravenous eyes, though its natural cowardice inhibits aggressive action. The monster lingers out of view, remaining silent until its prey is injured, alone, or beset by other Underdark perils. Then, the beast utters a moan and strikes, fluttering down from the ceiling, extending its bony tail to snap up a victim and draw it into a consuming embrace.

# Cloaker Lord

A cloaker rarely lives to reach old age. Those that do achieve longevity become adept at using their baleful moan as a weapon. The beast modifies the tone and the volume of its moan to psychologically hound its prey. Creatures that are unsuitable as food are enslaved by the cloaker lord, becoming a lure to draw in more delectable quarry.

| **Cloaker Lord** | **Level 18 Controller** |
|---|---|
| Large aberrant magical beast | XP 2,000 |
| **HP** 172; **Bloodied** 86 | **Initiative** +12 |
| **AC** 30, **Fortitude** 30, **Reflex** 29, **Will** 27 | **Perception** +16 |
| **Speed** 2 (clumsy), fly 8 (hover) | Darkvision |
| **Traits** | |
| ☼ **Unnerving Moan** (fear) ✦ **Aura** 2, or 5 while the lord is bloodied | |
| Nondeafened enemies within the aura take a –2 penalty to attack rolls. | |
| **Standard Actions** | |
| ⊕ **Tail Slap** ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +23 vs. AC | |
| *Hit:* 2d10 + 15 damage, and the target is grabbed. | |
| ⸸ **Envelop** ✦ **At-Will** | |
| *Requirement:* The lord must not have a creature grabbed. | |
| *Attack:* Melee 1 (one creature); +21 vs. Reflex | |
| *Hit:* The lord slides the target 1 square to a square within the lord's space, and the target is grabbed. While the target is grabbed by the lord, it is blinded, dazed, restrained, and takes ongoing 20 damage. In addition, whenever an attack deals damage to the lord while it has the target grabbed, the attack deals half damage to the lord and half damage to the target. | |
| ✧ **Terrifying Moan** (fear, psychic) ✦ **Recharge** ⚅ ⚄ ⚃ | |
| *Attack:* Close burst 2, or 5 while the lord is bloodied (enemies in burst); +21 vs. Will | |
| *Hit:* 3d8 + 8 psychic damage, and the target moves its speed away from the lord. | |
| ✧ **Hypnotic Moan** (psychic) ✦ **Encounter** | |
| *Attack:* Close burst 2, or 5 while the lord is bloodied (enemies in burst); +21 vs. Will | |
| *Hit:* The target is stunned until the end of the lord's next turn. | |
| *Miss:* The target is dazed until the end of the lord's next turn. | |
| **Minor Actions** | |
| **Shadow Shift** (illusion) ✦ **At-Will** | |
| *Effect:* The lord gains concealment until the start of its next turn. If the lord is in an obscured square, it gains total concealment until the start of its next turn. | |
| **Skills** Stealth +17 | |
| **Str** 25 (+16) **Dex** 16 (+12) **Wis** 15 (+11) | |
| **Con** 20 (+14) **Int** 11 (+9) **Cha** 22 (+15) | |
| **Alignment** unaligned **Languages** Deep Speech | |

BRIAN DESPAIN

## Cloaker Lords in Combat

A cloaker lord is not as cowardly as its lesser kin, but its eagerness to hunt and kill does not make it reckless. A cloaker lord keeps thralls, which engage enemies while their master descends on an isolated foe behind enemy lines. A cloaker lord envelops its prey. While feasting on the creature, the lord modulates its moan to dissuade others from drawing near.

# CRAUD

Armored with thick chitin and equipped with powerful claws, crauds threaten anyone who tampers with the delicate balance of the ocean. A craud stands as high as a halfling, and it flickers with brilliant colors as it scuttles across the sand on an array of needle-sharp legs. Seafarers call crauds the locusts of the sea, because when they attack, they clatter up from the water's edge to kill and devour anything in their path. Those who have survived craud attacks recount how the creatures swarm over the land with eerie coordination.

Crauds are thought by many to be a punishment meted out by Melora to those who squander her gifts. When an area becomes overfished or polluted, an attack by crauds is often imminent.

## Lore

**Nature DC 12:** Superstitious seafarers have a host of myths related to crauds. Some legends suggest that they are a product of divine retribution levied against those who fail to give the goddess Melora due respect. Other tales say that the crauds are the forerunners of an invading army from the ocean floor. More pragmatic observers suggest that crauds are as mindless as any other beast, and they attack surface-dwellers only when fishing vessels deprive them of sufficient food sources.

Whatever the case, crauds are opportunistic predators. They repeatedly raid the same seaside communities. On rare occasions, crauds lurk in the shallows near an abandoned settlement to prey on travelers who venture near the area.

## Encounters

Occasionally, a cruel and capricious pirate captain captures a craud king. Then, when the pirates are about to face an enemy, the captain torments the king and forces it to provide more of its kind for battle.

Humanoids, particularly those who worship Melora, have discovered a less malicious way to utilize crauds. Dedicated humanoids train young crauds to serve as underwater guardians that protect ships and coastal settlements.

## Craud Impaler

As the sleek, armored bodies of craud impalers rise out of the water, gleaming in the moonlight, those who chance to see them might think the sight beautiful and alien. Impalers rarely act alone, though. Once viewers glimpse the creatures' talons and the other crauds rising up behind them, they realize that the impalers are only the vanguard of a craud attack.

JIM NELSON

| **Craud Impaler** | **Level 3 Skirmisher** |
|---|---|
| Medium natural beast (aquatic) | XP 150 |
| **HP** 51; **Bloodied** 25 | **Initiative** +7 |
| **AC** 17, **Fortitude** 15, **Reflex** 15, **Will** 13 | **Perception** +3 |
| **Speed** 6, swim 6 | Darkvision |
| **Traits** | |
| **Aquatic** | |
| The impaler can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures. | |
| **Standard Actions** | |
| ⊕ **Claw ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +8 vs. AC | |
| *Hit:* 1d6 + 4 damage. | |
| ⸸ **Scissor Claws ✦ At-Will** | |
| *Effect:* The impaler uses *claw* twice. If both attacks hit, the impaler recharges *impale* and uses it as a free action. | |
| ⸸ **Impale ✦ Encounter** | |
| *Attack:* Melee 2 (one creature); +10 vs. AC | |
| *Hit:* 1d4 + 4 damage, and ongoing 5 damage (save ends). | |
| **Triggered Actions** | |
| **Scuttle ✦ At-Will** | |
| *Trigger:* The impaler misses with an attack. | |
| *Effect (Free Action):* The impaler shifts 2 squares. | |
| **Str** 16 (+4) **Dex** 19 (+5) **Wis** 14 (+3) | |
| **Con** 19 (+5) **Int** 3 (-3) **Cha** 9 (+0) | |
| **Alignment** unaligned **Languages** – | |

### Craud Impalers in Combat

As the first wave of creatures falls upon its enemies, impalers attempt to tie up defenders until more powerful crauds enter the fray. Impalers are not particularly brave, so once an impaler is bloodied, it targets outnumbered or injured opponents. Whenever a wounded impaler misses with an attack, it uses *scuttle* to retreat and give its allies the opportunity to provide assistance.

## Craud Crusher

Craud crushers typically arrive on the battlefield after the craud impalers. They engage the impalers' foes, allowing their allies to move into more strategic positions. Stouter than the first attackers, crushers have claws nearly as wide as a human's torso. Lashing out with these claws, these beasts can seize enemies or send them flying backward.

| **Craud Crusher** | **Level 4 Brute** |
|---|---|
| Medium natural beast (aquatic) | XP 175 |
| **HP** 70; **Bloodied** 35 | **Initiative** +5 |
| **AC** 16, **Fortitude** 17, **Reflex** 16, **Will** 15 | **Perception** +4 |
| **Speed** 5, swim 6 | Darkvision |

**Traits**

**Aquatic**
The crusher can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

**Red Tide**
Whenever the crusher reduces a target to 0 hit points or fewer, the crusher gains a +5 bonus to its next damage roll before the end of the encounter.

**Standard Actions**

**Claw ✦ At-Will**
*Attack:* Melee 1 (one creature); +9 vs. AC
*Hit:* 1d12 + 2 damage, and the crusher grabs the target. The crusher can grab only one creature at a time.
*Sustain Minor:* The crusher sustains the grab, and the grabbed creature takes 1d6 + 3 damage.

**Hammerclaw ✦ Encounter**
*Attack:* Melee 2 (one creature); +7 vs. Reflex
*Hit:* 2d12 + 10 damage, and the crusher pushes the target 1 square and knocks it prone.

| | | |
|---|---|---|
| **Str** 17 (+5) | **Dex** 16 (+5) | **Wis** 14 (+4) |
| **Con** 20 (+7) | **Int** 3 (-2) | **Cha** 9 (+1) |

**Alignment** unaligned **Languages** –

### Craud Crushers in Combat

A crusher favors sweeping up a foe in its massive claws and cracking bones as it crushes down on the prey. It targets the largest physical threat in a battle and gains a visceral satisfaction out of besting that creature.

Crushers move together in clusters, surrounding opponents in order to annihilate them more quickly. When alone, a crusher moves in behind a wave of impalers to finish off any wounded foes.

## Craud King

Once the impalers and the crushers have engaged foes, the craud king strides forth to survey the slaughter. As this beast rises from the surf, its strange appendages flash patterns of light that urge the impalers and the crushers to act at its behest.

| **Craud King** | **Level 5 Soldier (Leader)** |
|---|---|
| Medium natural beast (aquatic) | XP 200 |
| **HP** 67; **Bloodied** 33 | **Initiative** +7 |
| **AC** 21, **Fortitude** 16, **Reflex** 15, **Will** 17 | **Perception** +4 |
| **Speed** 5, swim 6 | Darkvision |

**Traits**

**Blood in the Water ✦ Aura** 3
Allies within the aura gain a +2 bonus to attack rolls against bloodied creatures.

**Aquatic**
The king can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

**Standard Actions**

**Claw ✦ At-Will**
*Attack:* Melee 1 (one creature); +10 vs. AC
*Hit:* 2d6 + 6 damage, and the king slides the target 1 square to another square adjacent to the king.

**Claw Flurry ✦ Recharge** ⚄ ⁞⁞
*Effect:* The king uses *claw* against two different creatures. If the king slides a target with this attack, one ally adjacent to the target after the slide can make a melee basic attack against the target as a free action.

**Minor Actions**

**Angler's Lure** (charm) **✦ At-Will** (1/round)
*Attack:* Close burst 5 (one creature in burst); +10 vs. Will
*Hit:* The king pulls the target 3 squares, and the target is marked until the end of the king's next turn.

**Triggered Actions**

**For the King ✦ Encounter**
*Trigger:* The king is first bloodied.
*Effect (No Action):* Each ally within 5 squares of the king shifts 4 squares as a free action and must end the shift closer to the king than it was when it began the shift. It then can make a melee basic attack as a free action.

| | | |
|---|---|---|
| **Str** 18 (+6) | **Dex** 16 (+5) | **Wis** 14 (+4) |
| **Con** 19 (+6) | **Int** 3 (-2) | **Cha** 6 (+0) |

**Alignment** unaligned **Languages** –

### Craud Kings in Combat

The champion of a craud force, a craud king stands near the center of a conflict, urging its cohorts on. A craud king retreats only when opposed by an overwhelming force. Otherwise, it presses forward and focuses its allies' attacks on finishing off injured foes.

# DARK ONE

To dark ones, the bright lands of the world are a verdant field littered with spoils. Venturing forth from the Shadowfell, dark ones come to steal the richest treasures, the greatest secrets, and the most talented artisans and crafters from the mortal realm.

## Lore

**History DC 17:** The origin of the dark ones is shrouded in mystery. Speculators believe the small shadow creatures are the descendants of a band of halflings that fled into the Shadowfell in ages past. Others say dark ones are a race native to the shadow realm.

Dark ones are infamous for their inability to craft beautiful or useful objects. Their workmanship is always shoddy. Their armor crumples, and their weapons break. Thus, these creatures have become the ultimate thieves. They steal everything, including skilled artisans, whom they force to produce everything from clothing to magic items.

Since they have no stable alliances with creatures of the world, which they call the Blinding Realm, the dark ones target outcasts, such as thieves' guilds, bandits, and other raiders. An adventuring band hired to recover a stolen object might find the thieves slain and the treasure they stole carried off to the dark ones' warrenlike lairs in the Shadowfell.

TOMÁS GIORELLO

## Encounters

When it comes to profit, dark ones are utter mercenaries. Cults of Graz'zt use them as spies and killers, while other dark ones join or even lead temples to Vecna. Members of the race are commonly found in the company of shadar-kai.

Dark ones have an inexplicable hatred of skulks, and the two races invariably come to blows. A town caught in the crossfire of such a shadow war can be reduced to an empty shell, as what began as a simple gang conflict quickly devolves to a war of attrition.

## Hex Knight

Dark one society exalts in cheating, underhanded dealings, and treachery and has little use for chivalry. Among dark ones, a hex knight is the closest thing to a noble warrior. When hex knights deal with others not of their kind, however, any notions of honor or nobility do not apply.

| **Hex Knight** | **Level 4 Soldier** |
|---|---|
| Small shadow humanoid, dark one | XP 175 |
| **HP** 54; **Bloodied** 27 | **Initiative** +7 |
| **AC** 20, **Fortitude** 15, **Reflex** 16, **Will** 15 | **Perception** +3 |
| **Speed** 6 | Darkvision |
| **Standard Actions** | |
| **Short Sword** (weapon) ✦ **At-Will** | |
| *Effect:* The hex knight makes the following attack twice. | |
| *Attack:* Melee 1 (one creature); +9 vs. AC | |
| *Hit:* 1d6 + 4 damage, and the target is slowed until the end of the hex knight's next turn. | |
| **Hand Crossbow** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 10/20 (one creature); +9 vs. AC | |
| *Hit:* 1d6 + 4 damage. | |
| **Vicious Flurry** (weapon) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Melee 1 (one or two creatures); +9 vs. AC | |
| *Hit:* 1d6 + 4 damage, and the target is slowed and takes ongoing 5 damage (save ends both). | |
| **Move Actions** | |
| **Dark Step** ✦ **At-Will** | |
| *Effect:* The hex knight moves 4 squares, gains a +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of the hex knight's next turn. | |
| **Minor Actions** | |
| **Shadow Hex** ✦ **At-Will** | |
| *Effect:* One creature within 3 squares of the hex knight is marked until the end of the encounter or until the hex knight uses *shadow hex* again. While the creature is marked by the hex knight, whenever it makes an attack that does not include the hex knight as a target, it grants combat advantage until the end of its next turn. | |
| **Triggered Actions** | |
| **Killing Dark** | |
| *Trigger:* The hex knight drops to 0 hit points. | |
| *Effect (No Action):* Each enemy adjacent to the hex knight is blinded until the end of his or her next turn. | |
| **Skills** Athletics +9, Stealth +10 | |
| **Str** 15 (+4) **Dex** 16 (+5) **Wis** 12 (+3) | |
| **Con** 14 (+4) **Int** 11 (+2) **Cha** 11 (+2) | |
| **Alignment** unaligned **Languages** Common | |
| **Equipment** hide armor, 2 short swords, hand crossbow, 10 bolts | |

### Hex Knights in Combat

A hex knight snarls insults as it moves around the battlefield, dancing between enemies that are slowed or overwhelmed. It jeers at its foes, calling out the strongest enemy before dashing away.

## Shadow Bolter

Steeped in darkness and subterfuge, a shadow bolter attempts to merely injure a foe when something can be gained from not killing it. A shadow bolter's goal is usually to acquire a certain secret, bauble, weapon, or person. Once the object of its desire is attained, a bolter tends to turn on allies and enemies alike.

**Shadow Bolter** **Level 5 Artillery**
Small shadow humanoid, dark one XP 200

**HP** 50; **Bloodied** 25 **Initiative** +6
**AC** 17, **Fortitude** 16, **Reflex** 17, **Will** 16 **Perception** +9
**Speed** 6 Darkvision

**Traits**

**Combat Advantage** (necrotic)
Whenever the shadow bolter hits a creature granting combat advantage to it, the bolter deals 5 extra necrotic damage, and each of that creature's adjacent allies takes 5 necrotic damage.

**Deadly Precision**
The shadow bolter's ranged attacks have combat advantage against any enemy that the bolter's allies are flanking.

**Standard Actions**

**Dagger** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +10 vs. AC
*Hit:* 1d4 + 5 damage.

**Black Bolt** (weapon) ✦ **At-Will**
*Attack:* Ranged 15/30 (one creature); +10 vs. Fortitude
*Hit:* 1d8 + 5 damage, and the target takes 5 damage each time it provokes an opportunity attack (save ends).

**Move Actions**

**Dark Step** ✦ **At-Will**
*Effect:* The bolter moves 4 squares, gains a +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of the bolter's next turn.

**Triggered Actions**

**Killing Dark**
*Trigger:* The bolter drops to 0 hit points.
*Effect (No Action):* Each enemy adjacent to the bolter is blinded until the end of his or her next turn.

**Skills** Stealth +11
**Str** 11 (+2) **Dex** 18 (+6) **Wis** 15 (+4)
**Con** 14 (+4) **Int** 11 (+2) **Cha** 11 (+2)
**Alignment** unaligned **Languages** Common
**Equipment** dagger, crossbow, 20 bolts, silk rope (50 ft.), grappling hook

### Shadow Bolters in Combat

A shadow bolter hunkers in a high, inaccessible place with the aid of ropes and grappling hooks. From there, it rains bolts on its enemies. Trained in its craft for years, a shadow bolter has patience and deadly precision.

## Shadow Speaker

A shadow speaker totes small, clay jugs filled with Shadowfell soil to serve as the focus for its dark powers. A shadow speaker acts like a chaperone for a group of dark ones that have invaded the world. When a raid is finished, the speaker gathers its people and their loot, then guides them back to the Shadowfell.

**Shadow Speaker** **Level 6 Controller**
Small shadow humanoid, dark one XP 250

**HP** 70; **Bloodied** 35 **Initiative** +7
**AC** 20, **Fortitude** 16, **Reflex** 18, **Will** 18 **Perception** +7
**Speed** 6 Darkvision

**Standard Actions**

**Short Sword** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +11 vs. AC
*Hit:* 2d6 + 7 damage.

**Shadow Curse** (implement, necrotic) ✦ **At-Will**
*Attack:* Ranged 5 (one creature); +9 vs. Reflex
*Hit:* 2d6 + 7 necrotic damage, and the target grants combat advantage and takes 5 damage each time it provokes an opportunity attack (save ends both).

**Choking Shadow** (implement, necrotic) ✦ **Recharge** ⚄ ⚅
*Attack:* Ranged 5 (one creature); +9 vs. Will
*Hit:* 3d6 + 11 necrotic damage, and the target is immobilized until the end of the speaker's next turn.

**Move Actions**

**Dark Step** ✦ **At-Will**
*Effect:* The speaker moves 4 squares, gains a +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of the shadow speaker's next turn.

**Triggered Actions**

**Killing Dark**
*Trigger:* The speaker drops to 0 hit points.
*Effect (No Action):* Each enemy adjacent to the speaker is blinded until the end of his or her next turn.

**Skills** Arcana +10, Religion +10
**Str** 11 (+3) **Dex** 18 (+7) **Wis** 18 (+7)
**Con** 14 (+5) **Int** 15 (+5) **Cha** 13 (+4)
**Alignment** unaligned **Languages** Common
**Equipment** short sword, wand, 3 jars of Shadowfell soil

### Shadow Speakers in Combat

A shadow speaker keeps to the edge of a battle, loosing spells to confuse enemies and allow other dark ones to bombard them. While avoiding hand-to-hand combat, the spellcaster focuses its attacks on enemies that appear to be gaining the upper hand over a dark one. During a fight, it searches for a position that provides cover and an escape route. A shadow speaker never intentionally attracts attention.

# DEMON, BABAU

Evil wears many masks, from seething carnage demons that hoot and caper through the Abyss to bloodthirsty fiends driven to slaughter. The Abyss is inexhaustible in its wickedness. Not all demons are so obvious or bold in their tactics, though. A few work evil in subtler ways, plucking foes from battlefields to later torture at the demon's leisure. Such fiends are rare, and the most notorious of them are babaus.

## Lore

**Arcana DC 23:** Even in the tempestuous Abyss, subtlety and discretion have their place. Babaus aren't the toughest demons, but their superior cunning and devious stratagems are assets that nearly every demon lord values. Babaus serve as assassins, saboteurs, and spies. They infiltrate enemy lands to eliminate targets or to gather information crucial to their masters' plans.

Babaus' unusual cunning is linked to their origin: When Graz'zt's invasion into the Abyss was stalled, the archdevil surrendered to the plane's corruption. Glasya, Asmodeus's daughter, descended to the Plain of Yawning Pits to punish Graz'zt and complete his mission. When Glasya and Graz'zt met, their armies clashed in yet another battle of the Blood War.

Glasya plunged her sword through the new demon prince, but it didn't kill him. Where Graz'zt's blood splattered on the ground, babaus arose, each filled with the subtlety of a devil and the bloodlust of a demon. Their sudden appearance helped rout Glasya and secured Graz'zt's place as one of the preeminent demon lords of the Abyss.

## Encounters

Babaus dwell throughout the Abyss, and the majority are loyal to Graz'zt. They attach to larger demonic forces, working alongside vrocks and mezzodemons. Their unique talents make them attractive servants, even if they aren't fully trusted.

| **Babau** | **Level 13 Skirmisher** |
|---|---|
| Medium elemental humanoid (demon) | XP 800 |
| **HP** 127; **Bloodied** 63 | **Initiative** +13 |
| **AC** 26, **Fortitude** 23, **Reflex** 25, **Will** 24 | **Perception** +10 |
| **Speed** 7 | Darkvision |
| **Resist** 5 acid | |
| **Traits** | |
| ☼ **Protective Slime** (acid) ✦ **Aura** 1 | |
| Any enemy within the aura that hits the babau with a melee attack takes 5 acid damage. | |
| **Standard Actions** | |
| ⊕ **Bite** (acid) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +18 vs. AC | |
| *Hit:* 2d6 + 3 damage. The target also takes ongoing 5 acid damage, or ongoing 10 acid damage while the babau is bloodied (save ends). | |
| ⊕ **Claws** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +18 vs. AC | |
| *Hit:* 2d6 + 3 damage, and the babau shifts 1 square. | |
| ⸸ **Babau's Advantage** ✦ **At-Will** | |
| *Effect:* The babau uses *bite* and *claws* against a creature granting combat advantage to it. | |
| **Minor Actions** | |
| **Murderous Abduction** (teleportation) ✦ **Recharge** when the babau reduces an enemy to 0 hit points or fewer | |
| *Effect:* The babau teleports one creature adjacent to it 7 squares and then teleports to a square adjacent to that creature. The creature grants combat advantage to the babau until the end of the babau's next turn. | |
| **Triggered Actions** | |
| **Variable Resistance** ✦ **2/Encounter** | |
| *Trigger:* The babau takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The babau gains resist 20 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again. | |
| **Skills** Athletics +14 | |
| **Str** 17 (+9) **Dex** 21 (+11) **Wis** 19 (+10) | |
| **Con** 15 (+8) **Int** 12 (+7) **Cha** 14 (+8) | |
| **Alignment** chaotic evil **Languages** Abyssal | |

### Babaus in Combat

A babau prowls through rubble and bones in war-torn landscapes. The fiend is cautious and tempers its brimming aggression with cunning and subterfuge. A babau strikes only when it's advantageous to do so. The demon moves quickly and without warning, snatching its prey and teleporting across the field.

BEN WOOTTEN

# DEMON, KLURICHIR

Conquest and strife define life in the Abyss. Legions tear hordes apart; demon lords scheme and betray one another. Yet despite the abuse and destruction, the Abyss's powerful figures hold each other in check. Each is unable to advance its aims without risking devastating reprisals.

Klurichirs break this paralysis, doing what demon lords cannot. They lead the unclaimed demon masses into battle and shake up the plane. Born in the deepest layers of the Abyss, klurichirs embody the evil shard festering in the heart of the plane. Klurichirs have no fear of retribution. They spend their armies in stunning numbers, throwing wave after wave of attackers into combat regardless of whether the battle can actually be won.

## Lore

**Arcana DC 33:** Sages say klurichirs are proto-demon lords, powerful fiends on the cusp of attaining true power in the Abyss. They are different from figures such as Yeenoghu and Baphomet, because they were never primordials.

The corrupting influence of the Abyss's shard birthed klurichirs from the plane's lowest layers. Scholars believe that the evil fragment produced klurichirs out of a desire to wrest the Abyss from the demon lords and supplant them with more consistent and agreeable servants.

## Encounters

A klurichir emerges from the Abyss's lowest layers and keeps company with powerful demons, including balors, nalfeshnees, and outcast demon lords. Klurichirs lead legions to invade layer after layer of the Abyss. Such violence attracts more followers, swelling the horde's numbers.

| **Klurichir** | **Level 28 Soldier** |
|---|---|
| Huge elemental humanoid (demon) | XP 13,000 |
| **HP** 258; **Bloodied** 129 | **Initiative** +19 |
| **AC** 42, **Fortitude** 42, **Reflex** 37, **Will** 40 | **Perception** +19 |
| **Speed** 8, fly 12 (clumsy) | Blindsight 5 |
| **Immune** fear | |
| **Traits** | |
| ☼ **Malign Influence** (fear) ✦ **Aura** 2 | |
| Enemies within the aura cannot regain hit points. | |
| **Standard Actions** | |
| ⊕ **Klurichir's Axe** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 3 (one creature); +33 vs. AC | |
| *Hit:* 3d8 + 13 damage, or 4d8 + 18 while the klurichur is bloodied, and the target is marked until the end of the klurichir's next turn. | |
| ⇙ **Savage Hew** (weapon) ✦ **Recharge** ⚄ ⚅ | |
| *Attack:* Close burst 3 (enemies in burst); +33 vs. AC | |
| *Hit:* 3d8 + 13 damage, or 4d8 + 18 while the klurichur is bloodied, and the target is marked until the end of the klurichir's next turn. | |
| **Triggered Actions** | |
| ⸸ **Pincers** ✦ **At-Will** | |
| *Requirement:* The klurichir must not have a creature grabbed. | |
| *Trigger:* An enemy marked by the klurichir moves. | |
| *Attack (Immediate Reaction):* Melee 2 (triggering enemy); +31 vs. Reflex | |
| *Hit:* 2d8 + 13 damage, and the target is grabbed. | |
| *Sustain Minor:* The klurichir sustains the grab, and the target takes 2d8 + 13 damage. | |
| **Variable Resistance** ✦ **3/Encounter** | |
| *Trigger:* The klurichir takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The klurichir gains resist 30 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again. | |
| ⇙ **Blasphemous Utterance** (necrotic) ✦ **Encounter** | |
| *Trigger:* The klurichir is first bloodied. | |
| *Attack (Free Action):* Close blast 5 (enemies in blast); +31 vs. Will | |
| *Hit:* 3d6 + 8 necrotic damage, and the target is dazed (save ends). | |
| **Str** 31 (+24) **Dex** 16 (+17) **Wis** 21 (+19) | |
| **Con** 26 (+22) **Int** 21 (+19) **Cha** 26 (+22) | |
| **Alignment** chaotic evil **Languages** Abyssal | |
| **Equipment** greataxe | |

ARNIE SWEKEL

### Klurichirs in Combat

A klurichir releases its horde into battle; then it stomps toward the toughest enemy. If a foe attempts to flee, the demon's snapping pincers trap it in place.

A klurichir is aggressive, but it has a measure of control. The massive demon focuses its attacks on one or two enemies at a time. If a klurichir is bloodied, it becomes a destructive juggernaut, as reckless as the maddest demons.

# DEMON, MAW

Some demons are cunning; others are strong. A maw demon is neither. Its simple brain understands two concepts: hunger and food. Its body consists of little more than a bulbous belly, a massive mouth, and stumpy legs that carry it from meal to meal.

## Lore

**Arcana DC 19:** Maw demons are rather dim. They prefer to feast on food over engaging enemies in combat. Hunger, not anger or bloodlust, drives them into combat. It's said that a piece of meat might distract a maw demon long enough for opponents to retreat. However, these creatures prefer the flesh of a living creature.

## Encounters

Maw demons lack the capacity to form true alliances with other creatures. They usually serve other demons or mortal spellcasters.

| **Maw Demon** | **Level 2 Brute** |
|---|---|
| Medium elemental humanoid (demon) | XP 125 |
| **HP** 42; **Bloodied** 21 | **Initiative** +1 |
| **AC** 14, **Fortitude** 14, **Reflex** 13, **Will** 12 | **Perception** +2 |
| **Speed** 6 | Darkvision |
| **Traits** | |
| ☼ **Snapping Jaws ✦ Aura** 1 | |
| Enemies within the aura grant combat advantage. | |
| **Standard Actions** | |
| ⨁ **Bite ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +5 vs. AC | |
| *Hit:* 1d12 + 5 damage. | |
| **Move Actions** | |
| **Ravenous Advance ✦ At-Will** | |
| *Effect:* The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy. | |
| **Triggered Actions** | |
| **Variable Resistance ✦ Encounter** | |
| *Trigger:* The demon takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The demon gains resist 10 to the triggering damage type until the end of the encounter. | |
| **Str** 17 (+4) **Dex** 11 (+1) **Wis** 13 (+2) | |
| **Con** 12 (+2) **Int** 5 (-2) **Cha** 6 (-1) | |
| **Alignment** chaotic evil **Languages** understands Abyssal | |

### Maw Demons in Combat

A maw demon's tactics are as simple as its appearance suggests. It rushes to the nearest bleeding, moving creature, chomps at its flesh until it stops moving, and then rushes to the next nearest bleeding creature.

A greater maw demon might be larger and tougher than its smaller cousin, but it is no more clever.

THOMAS M. BAXA

| **Greater Maw Demon** | **Level 16 Brute** |
|---|---|
| Medium elemental humanoid (demon) | XP 1,400 |
| **HP** 187; **Bloodied** 93 | **Initiative** +8 |
| **AC** 28, **Fortitude** 28, **Reflex** 27, **Will** 26 | **Perception** +9 |
| **Speed** 6 | Darkvision |
| **Traits** | |
| ☼ **Snapping Jaws ✦ Aura** 1 | |
| Enemies within the aura grant combat advantage. | |
| **Standard Actions** | |
| ⨁ **Bite ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +19 vs. AC | |
| *Hit:* 3d12 + 11 damage. | |
| ⇦ **Howling Hunger** (thunder) **✦ Encounter** | |
| *Requirement:* The demon must be bloodied. | |
| *Attack:* Close burst 3 (enemies in burst); +18 vs. Will | |
| *Hit:* 3d10 + 8 thunder damage, and the target falls prone. | |
| **Move Actions** | |
| **Ravenous Advance ✦ At-Will** | |
| *Effect:* The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy. | |
| **Triggered Actions** | |
| **Variable Resistance ✦ 2/Encounter** | |
| *Trigger:* The demon takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The demon gains resist 20 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again. | |
| **Str** 22 (+14) **Dex** 11 (+8) **Wis** 13 (+9) | |
| **Con** 17 (+11) **Int** 5 (+5) **Cha** 6 (+6) | |
| **Alignment** chaotic evil **Languages** understands Abyssal | |

# DEMON, MOLYDEUS

| **Molydeus** | **Level 29 Elite Soldier** |
|---|---|
| Large elemental humanoid (demon) | XP 30,000 |
| **HP** 544; **Bloodied** 272 | **Initiative** +22 |
| **AC** 45, **Fortitude** 44, **Reflex** 39, **Will** 43 | **Perception** +26 |
| **Speed** 8 | Blindsight 5 |
| **Immune** fear | |
| **Saving Throws** +2; **Action Points** 1 | |

**Traits**

**Demonic Weight ✦ Aura** 2
Any enemy that starts its turn within the aura is slowed and cannot teleport until the start of its next turn.

**All-Around Vision**
Enemies can't gain combat advantage by flanking the molydeus.

**Double Actions**
The molydeus rolls initiative twice and takes its turn on both results. It regains the use of its immediate action at the start of each turn.

**Dual Brain**
At the end of each of its turns, the molydeus automatically saves against dazing or stunning effects that a save can end, and against any charm effect that a save can end.

**Standard Actions**

**Battleaxe** (weapon) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +34 vs. AC
*Hit:* 4d10 + 15 damage, and the target is marked until the end of its next turn.

**Wolf Bite ✦ At-Will**
*Attack:* Melee 2 (one creature); +34 vs. AC
*Hit:* 4d8 + 19 damage, and the molydeus slides the target 6 squares to a square adjacent to the molydeus.

**Snake Bite** (poison) ✦ **At-Will**
*Attack:* Melee 3 (one creature); +34 vs. AC
*Hit:* 1d6 + 10 damage, and the target grants combat advantage and takes ongoing 20 poison damage (save ends both).

**Dread Word** (fear) ✦ **Encounter**
*Attack:* Close burst 5 (enemies in burst); +32 vs. Will
*Hit:* The target is dazed (save ends).
*Miss:* The target is slowed and takes a -2 penalty to attack rolls (save ends both).

**Triggered Actions**

**Variable Resistance ✦ 3/Encounter**
*Trigger:* The molydeus takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The molydeus gains resist 30 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

**Skills** Bluff +28, History +24, Insight +26, Intimidate +28

| | | |
|---|---|---|
| **Str** 30 (+24) | **Dex** 22 (+20) | **Wis** 24 (+21) |
| **Con** 32 (+25) | **Int** 21 (+19) | **Cha** 28 (+23) |

**Alignment** chaotic evil **Languages** Abyssal
**Equipment** battleaxe

Tharizdun created the Abyss when he lodged a shard of pure evil within the Elemental Chaos. He charged seven angels to safeguard his treasure, but the angels proved unable to resist the foulness and corruption of the shard. Proximity to the item twisted the guardians, changing them into the two-headed, demonic abomination known as the molydeus.

## Lore

**Arcana DC 33:** History tells little of the seven angels that protected the evil shard, except to say that they were unwilling guardians. Their natural obedience guaranteed they would protect his treasure, while their doubts about their master left them tortured and frustrated. When evil caressed their angelic forms, it seized on this division and wrenched their forms apart. The wolf was a manifestation of the angels' aggression and ferocity, and the snake represented the angels' uncertain loyalty. The axe a molydeus wields is a relic of the demon's former existence, for it contains the bright, unspoiled light of creation.

## Encounters

A molydeus is encountered alone or with a small retinue of lesser demons. A molydeus prefers to work with mariliths but might take up with balors and klurichirs. A demon lord sometimes uses a molydeus as an enforcer or a guardian, but such arrangements do not last long and usually end in violence.

### Molydeus Demons in Combat

The wolf and snake heads of a molydeus work in concert, taking turns snapping at nearby opponents. The wolf head jerks an enemy into position, and the serpent head injects the foe with a debilitating toxin.

ARNIE SWEKEL

Molydeus demons are bound to their battleaxes. If a molydeus is slain, its weapon dissolves into a putrid slime. If a molydeus lose its axe while in combat, the demon goes mad with rage until it regains its weapon or can forge a new one.

# DEMON, NALFESHNEE

Nalfeshnees hail from the Woeful Escarand, the Abyss's four hundredth layer. There, the greatest and eldest of them rule as the Lords of Woe. Having exhausted their kingdom of its resources, nalfeshnees turn hungry eyes toward other layers. They bargain with demon lords, offering guard services in exchange for slaves, materials, treasure, and the choicest victuals harvested from across the planes.

## Lore

**Arcana DC 28:** Nalfeshnees are the corpulent scions of Tantagaras, a demon lord killed during Tharizdun's uprising against the gods. Before Tantagaras died in single battle against Kord, the demon lord sired thousands of demons that embodied his hunger and his sloth.

The Waddling Legions, as they came to be known, were crestfallen over their father's demise. They brought his corpse back to the Woeful Escarand and showed honor to him by feasting upon the body. After devouring the rubbery flesh, the demons evolved from simple-minded servants into cunning and wicked fiends, each with a fragment of their maker's consciousness.

Tantagaras's memories soon turned the demons against each other, and a great war consumed the nalfeshnees. It ended when six powerful nalfeshnees arose as the Lords of Woe. They carved the layer into domains. Within each realm, lesser nalfeshnees created fiefs, swearing service to their lords in exchange for the freedom to rule as they saw fit. In the end, the Woeful Escarand became a tapestry of petty realms filled with treacherous, bickering "nobles."

Not all nalfeshnees were willing to submit to the Lords of Woe; a few left the Woeful Escarand and found new homes elsewhere in the Abyss. These demons became seneschals, courtiers, and advisors to the likes of Baphomet, Yeenoghu, and Graz'zt. A few established petty kingdoms on unclaimed layers, holding court over whatever demons they could lure into their service.

## Encounters

Nalfeshnees divide creatures into three groups:

The first, and their favorite, is "fit to eat." This group includes animals, most humanoids (particularly halflings), and lesser demons. A nalfeshnee won't bother negotiating with any creature it wants to eat. Sometimes a nalfeshnee takes humanoids prisoner, adding them to its pantry for later consumption. Nalfeshnees prefer the taste of terrified creatures.

The next group is "fit to use." This group contains creatures nalfeshnees can't stomach, including insects, spiders, gnomes, immortals, certain other demons, powerful humanoids, and elemental creatures.

The last group is "fit to serve." This distinction is reserved for creatures far more powerful than nalfeshnees. It includes demon lords, primordials, balors, and powerful elementals such as efreets. When a nalfeshnee is serving another creature, its gloating, malicious nature melts away, revealing a whining wretch that bows and wheedles at every opportunity.

## Nalfeshnee Swine Guard

Nalfeshnees became a force in the Abyss during the Great Settling, a time when the demons evolved after consuming their slain leader, Tantagaras. Most nalfeshnees become swine guards, which are renowned throughout the Abyss. Brutish and savage, a swine guard swears service to a particular lord and fights on its master's behalf. A swine guard might take up life as a palace guard or foot soldier, but most form into mercenarylike companies that are exchanged among demon lords throughout the Abyss. Praised for their resilience and obedience, swine guards are highly coveted.

| **Nalfeshnee Swine Guard** | **Level 20 Brute** |
|---|---|
| Huge elemental humanoid (demon) | XP 2,800 |
| **HP** 237; **Bloodied** 118 | **Initiative** +11 |
| **AC** 32, **Fortitude** 34, **Reflex** 32, **Will** 32 | **Perception** +16 |
| **Speed** 6, fly 4 (clumsy) | Darkvision |
| **Resist** 10 poison | |
| **Standard Actions** | |
| ⊕ **Halberd** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 3 (one creature); +25 vs. AC | |
| *Hit:* 3d12 + 16 damage, and the swine guard pushes the target 2 squares. | |
| ⊕ **Noisome Bite** (poison) ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +25 vs. AC | |
| *Hit:* 3d8 + 12 damage, and ongoing 10 poison damage (save ends). | |
| **Triggered Actions** | |
| **Variable Resistance** ✦ **2/Encounter** | |
| *Trigger:* The swine guard takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The swine guard gains resist 20 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again. | |
| ✧ **Shattered Minds** (psychic) ✦ **Encounter** | |
| *Trigger:* The swine guard is first bloodied. | |
| *Attack (Free Action):* Close burst 3 (enemies in burst); +23 vs. Will | |
| *Hit:* 2d8 + 6 psychic damage, and the target is dazed (save ends). | |
| *First Failed Saving Throw:* The swine guard slides the target 3 squares. The target is stunned instead of dazed (save ends). | |
| **Skills** Intimidate +20 | |
| **Str** 26 (+18) **Dex** 12 (+11) **Wis** 22 (+16) | |
| **Con** 27 (+18) **Int** 13 (+11) **Cha** 20 (+15) | |
| **Alignment** chaotic evil **Languages** Abyssal | |
| **Equipment** plate armor, halberd | |

FRANZ VOHWINKEL

## Nalfeshnee Swine Guards in Combat

Although less powerful than other nalfeshnees, a swine guard is no less cruel. Waddling forward, it prods foes with its halberd, herding them toward allies. Any creature coming too close to the demon must contend with its dripping, poisonous saliva.

A swine guard lacks training in the arcane arts, but its latent talent manifests when the demon is seriously injured, bringing forth a burst of psychic energy that fragments an opponent's thoughts and memories.

# Nalfeshnee Tyrant

The greatest nalfeshnees are adept at ritual magic, and they possess great libraries filled with ancient, arcane tomes. A nalfeshnee tyrant might part with a ritual in exchange for a gift of greater worth than the scroll. A tyrant is a glutton, so if properly plied—say, with a brace of plump halflings—the fiend might be amenable to an alliance or some other favor.

| **Nalfeshnee Tyrant** | **Level 23 Controller** |
|---|---|
| Huge elemental humanoid (demon) | XP 5,100 |
| **HP** 215; **Bloodied** 107 | **Initiative** +12 |
| **AC** 37, **Fortitude** 35, **Reflex** 34, **Will** 36 | **Perception** +22 |
| **Speed** 6, fly 4 (clumsy) | Darkvision |
| **Standard Actions** | |
| **Claws ✦ At-Will** | |
| *Attack:* Melee 3 (one creature); +28 vs. AC | |
| *Hit:* 4d6 + 17 damage, and the tyrant slides the target 2 squares. | |
| **Black Lightning** (necrotic) **✦ At-Will** | |
| *Attack:* Ranged 10 (one creature); +26 vs. Reflex | |
| *Hit:* 2d6 + 9 necrotic damage, and until the end of the tyrant's next turn, the target is slowed and gains vulnerable 15 psychic. | |
| **Unholy Whispers** (psychic) **✦ Recharge** ⁙ ⁝⁝ | |
| *Attack:* Area burst 2 within 10 (enemies in burst); +26 vs. Will | |
| *Hit:* 3d6 + 14 psychic damage, and the target is dazed (save ends). | |
| *Miss:* Half damage. | |
| **Minor Actions** | |
| **Vile Glare ✦ Recharge** ⁝⁝ | |
| *Attack:* Ranged 5 (one creature); +26 vs. Will | |
| *Hit:* The only attacks the target can make are basic attacks (save ends). | |
| *Each Failed Saving Throw: Vile glare* recharges. | |
| **Triggered Actions** | |
| **Variable Resistance ✦ 3/Encounter** | |
| *Trigger:* The tyrant takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The tyrant gains resist 20 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again. | |
| **Skills** Arcana +23, Bluff +24, Insight +22, Intimidate +24 | |
| **Str** 25 (+18) **Dex** 13 (+12) **Wis** 23 (+17) | |
| **Con** 23 (+17) **Int** 23 (+17) **Cha** 27 (+19) | |
| **Alignment** chaotic evil **Languages** Abyssal, Common | |

## Nalfeshnee Tyrants in Combat

Bloated on rotted meat, a tyrant prefers not to lift its ponderous bulk to fight its foes directly. Instead, it commands its servants to attack while it reclines on a bed of flesh and slime, hurling crackling lightning. If an intruder dares to attack a tyrant, the demon savages the interloper's body and mind with dread power, relenting only when its foe's corpse falls to the ground.

# DEMON, QUASIT

Although the Abyss focuses on annihilating creation, certain demons drift into the natural world to wreak havoc in subtler ways. Quasits target those who dabble in the occult, luring them to evil through the powers that lurk in forbidden texts, dark rituals, and cursed items. These tiny demons crave the destruction and chaos that spellcasters can unleash.

## Lore

**Arcana DC 19:** Abyssal lords create quasits to bring evil and chaos to the world. Consummate spies, they sneak about searching for spellcasters who display weak will and little self-control. A quasit bargains with a mortal spellcaster and works to persuade the mortal into accepting it as a familiar. The quasit then goads the mortal into committing increasingly destructive and heinous acts until the mortal eventually destroys himself or herself. If a mortal dies while in possession of a quasit familiar, the quasit attempts to ferry the mortal's soul to the Abyss, so it can offer the soul as a gift to its patron demon lord.

| **Quasit** | **Level 7 Controller** |
|---|---|
| Tiny elemental humanoid (demon) | XP 300 |
| **HP** 75; **Bloodied** 37 | **Initiative** +8 |
| **AC** 23, **Fortitude** 16, **Reflex** 21, **Will** 19 | **Perception** +10 |
| **Speed** 8 | Darkvision |
| **Traits** | |
| ☼ **Tempter's Influence** ✦ **Aura** 2 | |
| Enemies within the aura take a -2 penalty to saving throws. | |
| **Standard Actions** | |
| ⊕ **Bite** (poison) ✦ **At-Will** | |
| *Attack:* Melee 0 (one creature); +12 vs. AC | |
| *Hit:* 2d6 + 5 damage, and the target grants combat advantage (save ends). | |
| **Minor Actions** | |
| ⇢ **Evil Temptation** ✦ **At-Will** (1/round) | |
| *Attack:* Close burst 3 (one creature in burst); +10 vs. Will | |
| *Hit:* The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies. | |
| **Invisibility** (illusion) ✦ **At-Will** (1/round) | |
| *Effect:* The quasit becomes invisible until it makes an attack roll. | |
| **Triggered Actions** | |
| **Variable Resistance** ✦ **Encounter** | |
| *Trigger:* The quasit takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The quasit gains resist 10 to the triggering damage type until the end of the encounter. | |
| **Skills** Arcana +8, Bluff +11, Stealth +13 | |
| **Str** 8 (+2) **Dex** 21 (+8) **Wis** 14 (+5) | |
| **Con** 11 (+3) **Int** 10 (+3) **Cha** 16 (+6) | |
| **Alignment** chaotic evil **Languages** Abyssal, Common | |

THOMAS M. BAXA (2)

## Encounters

When among other demons, quasits remain invisible, skulking about while their larger kin shoulder the work. Carnage demons and neldrazus are common allies. However, quasits have greater success finding allies in the natural world. They sometimes act as advisors to evil humanoids, such as orcs, gnolls, and hobgoblins, but they prefer to work with destructive spellcasters, especially arcanians.

### Quasits in Combat

A quasit fights indirectly. The demon manipulates an enemy into serving its interests, tempting the foe with great power in exchange for a nebulous benefit. Once a mortal spellcaster accepts a quasit, that individual begins taking actions that are morally questionable. The quasit, meanwhile, remains invisible, coaxing the mortal on.

# DEMON, ULTRODEMON

Ultrodemons lead mezzodemon and nycademon armies through the Abyss. Infamous for their endless plotting, ultrodemons have little loyalty to their patrons and even less to each other. They wage brutal wars of intrigue and betrayal, growing in wealth and power as they move toward their own ends.

## Lore

**Arcana DC 29:** Ultrodemons are unusual because they, like mezzodemons, covet gold. Ultrodemons enjoy reckless destruction as much as the next demon, but they will pursue material possessions rather than engage in carnage. Ultrodemons are clever manipulators and plotters. They create intricate plans to achieve riches and assert their position within the Abyss.

## Encounters

Ultrodemons are every bit as greedy and rapacious as their mezzodemon warriors. They broker lopsided deals with other factions and sell their services in exchange for exorbitant sums, magic items, and dire favors. Ultrodemons are found among all kinds of demons and powerful humanoids, but they are rarely loyal to those creatures. An ultrodemon's arrangement is never binding. It turns against its employer when a deal ceases to be profitable.

**Ultrodemon Schemer** **Level 22 Controller (Leader)**
Medium elemental humanoid (demon) XP 4,150

**HP** 205; **Bloodied** 102 **Initiative** +15
**AC** 36, **Fortitude** 32, **Reflex** 34, **Will** 34 **Perception** +21
**Speed** 7, phasing Blindsight 5

**Standard Actions**

**Longsword** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +27 vs. AC
*Hit:* 3d8 + 10 damage, and the target is dazed until the end of the schemer's next turn.

**Fiery Rays** (fire) ✦ **At-Will**
*Attack:* Ranged 10 (one or two creatures); +25 vs. Reflex
*Hit:* 3d6 + 7 fire damage.

**Demonic Authority** ✦ **Recharge** when first bloodied
*Effect:* Each ally adjacent to the schemer makes a melee basic attack with combat advantage as a free action.

**Minor Actions**

**Hypnotic Gaze** (charm) ✦ **Recharge** ⚅ ⚄ ⚃
*Attack:* Ranged 5 (one creature); +25 vs. Will
*Hit:* The target is immobilized (save ends).
*Effect:* The target cannot attack the schemer until the end of the target's next turn.

**Treacherous Gaze** (charm) ✦ **Recharge** ⚃
*Attack:* Ranged 5 (one creature); +25 vs. Will
*Hit:* The target is dominated until the end of the schemer's next turn.

**Triggered Actions**

**Variable Resistance** ✦ **Encounter**
*Trigger:* The schemer takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The schemer gains resist 20 to the triggering damage type until the end of the encounter.

**Self-Preservation** (illusion, teleportation) ✦ **Encounter**
*Trigger:* An enemy bloodies the schemer.
*Effect (Immediate Reaction):* The schemer teleports, swapping places with an ally it can see within 10 squares. The schemer becomes invisible until the end of its next turn, and the ally can make a melee basic attack as a free action against the enemy that bloodied the schemer if it is within the ally's reach.

**Skills** Arcana +22, Bluff +23, Intimidate +23, Stealth +20
**Str** 13 (+12) **Dex** 18 (+15) **Wis** 20 (+16)
**Con** 21 (+16) **Int** 23 (+17) **Cha** 25 (+18)
**Alignment** chaotic evil **Languages** Abyssal
**Equipment** longsword

### Ultrodemon Schemers in Combat

A schemer is a mastermind, working to twist events to its benefit. The demon orchestrates the battle while allies form a guard around the creature. A schemer lashes out at its enemies' minds while driving allies to attack quickly and brutally. When an enemy presses it, a schemer strikes out with *longsword* and then walks safely away while the attacker is reeling.

A schemer avoids battle unless it cannot escape or unless the battle is necessary to achieve its long-range goals. If a fight sours, a schemer abandons the scene, bringing only its favorite allies with it. The demon orders its expendable troops to delay enemies until it has safely retreated.

# DERRO

Derros are warped descendants of a mad, power-hungry civilization that nearly ripped apart the planes when the world was still young. Craving primordial power but unwilling to bend their knees to any master, the derros created portals to the Far Realm in hopes of harnessing its power. The madness and horror they unleashed caused the World Serpent to drag their lands beneath the surface to halt their machinations.

When a band of drow first encountered the survivors of the derros' civilization, only one of the dark elves escaped. When she returned to her people, her severed limbs and lunatic ravings convinced the drow that the derros must be destroyed.

Centuries spent languishing in their ruined cities have not dissuaded the derros from their deviant activities. They regularly raid neighboring civilizations and make forays to the surface world. Derro raiders snatch up slaves to spawn aberrant horrors. Their world is one of suffering and desire, of unchecked paranoia and brutal treachery. Even the decadent drow cannot tolerate the derros and have sworn eternal war against them.

## Lore

**Dungeoneering DC 23:** Derros linger in their civilization's ruins and crawl about the rubble like vermin on a bloated carcass. Derros exist only in small numbers, supplementing their population with slaves. Quaggoth, drow, humans, and goblins can be found toiling in fields or gracing feast tables. Derros exult in their power and kill their thralls in reaction to the slightest offense.

Derro savants are powerful mystics attuned to the Far Realm, and they rule derro settlements. They rarely guide or supervise, however, preferring to advance their understanding of aberrant power. Therefore, the strongest derros govern in the savants' stead and enforce their whims with cold steel and savage brutality. Derros work in bands to police and abuse their slaves and to raid nearby humanoid settlements, including communities of other derros.

## Encounters

Derros have no allies among Underdark civilizations; they are regarded as enemies by all other races that make their home in the dark. Humanoids that fight alongside derros serve under pain of death. Slaves taken by derros to serve as soldiers include surface folk and Underdark dwellers alike. However, such conscripts are sometimes unreliable and attack nearby derros if doing so might lead to an escape.

Derros do enter alliances with some non-humanoids and aberrants. They work with grells, mind flayers, and beholders, and they readily serve aboleths, which they see as the ultimate expression of the Far Realm's power.

BEN WOOTTEN

# Derro Warrior

Abandoned outposts, shattered merchant trains, and razed strongholds litter the Underdark. Derros subscribe to the notion of preemptive strikes, so patrols of warriors make frequent raids into neighboring lands to keep their enemies guessing. Derro warriors regard service in a patrol as an honor, and derro savants use these teams to remove troublesome rivals and unruly servants.

**Derro Warrior** **Level 13 Artillery**
Small natural humanoid XP 800

**HP** 101; **Bloodied** 50 **Initiative** +12
**AC** 27, **Fortitude** 24, **Reflex** 27, **Will** 24 **Perception** +9
**Speed** 5 Darkvision
**Saving Throws** +2 against fear effects

**Traits**

**Combat Advantage**
The warrior deals 2d6 extra damage against any creature granting combat advantage to it.

**Standard Actions**

**Dagger** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +18 vs. AC
*Hit:* 3d4 + 9 damage.

**Bolt Spray** (weapon) ✦ **Recharge** ⚄ ⁞⁞
*Requirement:* The warrior must be wielding a repeating hand crossbow.
*Attack:* Close blast 5 (creatures in blast); +20 vs. AC
*Hit:* 2d8 + 7 damage, and the warrior pushes the target 1 square.

**Minor Actions**

**Repeating Hand Crossbow** (weapon) ✦ **At-Will**
*Attack:* Ranged 10/20 (one creature); +20 vs. AC
*Hit:* 1d8 + 5 damage.

**Free Actions**

**Strength of Madness** ✦ **Encounter**
*Requirement:* The warrior can use *strength of madness* only during its turn.
*Effect:* Roll a d6 and add the result as a power bonus to the warrior's attack rolls until the end of its next turn. In addition, the warrior grants combat advantage until the end of its next turn.

**Skills** Intimidate +13, Stealth +17
**Str** 11 (+6) **Dex** 22 (+12) **Wis** 6 (+4)
**Con** 17 (+9) **Int** 10 (+6) **Cha** 14 (+8)
**Alignment** chaotic evil **Languages** Common, Deep Speech
**Equipment** leather armor, dagger, repeating hand crossbow, 4 magazines of 10 bolts each

## Derro Warriors in Combat

Reckless and aggressive, a derro warrior sprays the battlefield with bolts, hitting allies and enemies alike. Its purpose is to kill, and if dropping a rival in the field gives it a step up the chain of command, that's even better.

# Derro Thug

Madness defines a derro's existence, and even the lowliest derro is caught up in strange delusions. A derro thug roams remote tunnels, cackling as it seeks creatures with whom it shares its fiendish fantasies.

**Derro Thug** **Level 14 Minion Brute**
Small natural humanoid XP 250

**HP** 1; a missed attack never damages a minion. **Initiative** +9
**AC** 26, **Fortitude** 25, **Reflex** 24, **Will** 25 **Perception** +5
**Speed** 5 Darkvision

**Standard Actions**

**Club** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +19 vs. AC
*Hit:* 14 damage.

**Triggered Actions**

**Mad Sacrifice** ✦ **Encounter**
*Trigger:* The thug misses with an attack.
*Effect (Free Action):* The attack instead hits, and the thug drops to 0 hit points.

**Str** 13 (+8) **Dex** 14 (+9) **Wis** 6 (+5)
**Con** 18 (+11) **Int** 8 (+6) **Cha** 16 (+10)
**Alignment** chaotic evil **Languages** Common, Deep Speech
**Equipment** leather armor, light shield, club

## Derro Thugs in Combat

A derro thug shrieks and howls in battle, lunging at foes like a starving, rabid dog. A thug obeys only its leaders, though its obedience is limited by the thug's sanity at any given moment.

# Derro Fanatic

Derro savants value fanaticism. The deadliest warriors are brought into the savants' inner sanctums and forced to peer into the Far Realm. Derros that don't have their minds blasted away become the fanatical warriors that form the derro army.

**Derro Fanatic** **Level 14 Skirmisher**
Small natural humanoid XP 1,000

**HP** 140; **Bloodied** 70 **Initiative** +13
**AC** 27, **Fortitude** 26, **Reflex** 25, **Will** 25 **Perception** +5
**Speed** 6 Darkvision

**Traits**

**Unleashed Madness**
While the fanatic is bloodied, it takes a -2 penalty to attack rolls and deals 2d6 extra damage.

**Standard Actions**

**Battleaxe** (weapon) ✦ **At-Will**
*Effect:* The fanatic ends any mark on it, shifts 2 squares, and makes the following attack.
*Attack:* Melee 1 (one creature); +19 vs. AC
*Hit:* 2d10 + 11 damage.

**Free Actions**

**Strength of Madness** ✦ **Encounter**
*Requirement:* The fanatic can use *strength of madness* only during its turn.
*Effect:* Roll a d6 and add the result as a power bonus to the fanatic's attack rolls until the end of its next turn. In addition, the fanatic grants combat advantage until the end of its next turn.

**Triggered Actions**

**Insane Bloodlust** ✦ **At-Will**
*Trigger:* The fanatic bloodies an enemy.
*Effect (Free Action):* The fanatic uses *battleaxe* against the enemy.

**Skills** Intimidate +15
**Str** 12 (+8) **Dex** 19 (+11) **Wis** 6 (+5)
**Con** 20 (+12) **Int** 10 (+7) **Cha** 16 (+10)
**Alignment** chaotic evil **Languages** Common, Deep Speech
**Equipment** leather armor, battleaxe

## Derro Fanatics in Combat

Screaming and frothing, a fanatic leaps into battle, savaging its enemies with *battleaxe*. A derro fanatic fights without fear, heedless of its injuries. Even when at death's door, it never walks away from a slaughter.

# Derro Harvester

Toil is beneath derros, especially when humanoids can be forced to work in their stead. Slaves are vital to derro society. Derro harvesters gather chattel to work the fungus fields and to serve as subjects for experiments. Harvesters slink into the tunnels beyond their cities' ruins to waylay travelers and ambush merchant trains.

**Derro Harvester** **Level 15 Lurker**
Small natural humanoid XP 1,200

**HP** 116; **Bloodied** 58 **Initiative** +17
**AC** 30, **Fortitude** 27, **Reflex** 28, **Will** 26 **Perception** +10
**Speed** 6 Darkvision

**Traits**

**Combat Advantage**
The harvester deals 2d6 extra damage against any creature granting combat advantage to it.

**Standard Actions**

⊕ **War Pick** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +20 vs. AC
*Hit:* 3d8 + 10 damage.

⸸ **Harvest** (weapon) ✦ **At-Will**
*Requirement:* The harvester must have started its turn hidden from the target.
*Attack:* Melee 1 (one creature); +18 vs. Fortitude
*Hit:* The target falls unconscious (save ends).

**Flee to the Shadows** ✦ **At-Will**
*Effect:* The harvester moves its speed. If it has concealment at the end of its move, it can attempt a Stealth check to become hidden.

**Life in Chains** ✦ **Encounter**
*Requirement:* The harvester must be holding shackles.
*Effect:* The harvester shackles one Medium or smaller helpless creature that is adjacent to it until the creature succeeds at using the escape action against the harvester. While shackled, the creature is restrained. In addition, it falls prone whenever it is hit by a melee attack.

**Free Actions**

**Strength of Madness** ✦ **Encounter**
*Requirement:* The harvester can use *strength of madness* only during its turn.
*Effect:* Roll a d6 and add the result as a power bonus to the harvester's attack rolls until the end of its next turn. In addition, the harvester grants combat advantage until the end of its next turn.

**Skills** Stealth +18
**Str** 10 (+7) **Dex** 22 (+13) **Wis** 6 (+5)
**Con** 20 (+12) **Int** 11 (+7) **Cha** 17 (+10)
**Alignment** chaotic evil **Languages** Common, Deep Speech
**Equipment** leather armor, war pick, 1 set of shackles

## Derro Harvesters in Combat

While its cohorts slaughter enemy guards, a harvester enlists suitable thralls, knocking them unconscious and binding them in shackles. If a shackled creature escapes its bindings, the harvester and its slaves focus on beating that enemy into submission.

# Derro Ironguard

Paranoia prompts derros to use elite ironguard warriors to protect their crumbling homes. A derro ironguard's extensive training with the hooked spear allows it to dispatch enemies and take down the rare slave that tries to flee. An ironguard undergoes special indoctrination to harden its mind and resist errant thoughts, making it more disciplined than other derros.

**Derro Ironguard** **Level 15 Soldier**
Small natural humanoid XP 1,200

**HP** 150; **Bloodied** 75 **Initiative** +9
**AC** 31, **Fortitude** 27, **Reflex** 24, **Will** 27 **Perception** +5
**Speed** 5 Darkvision

**Standard Actions**

⊕ **Spear** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +20 vs. AC
*Hit:* 3d8 + 10 damage, or 3d8 + 15 against prone targets.

⸸ **Hooking Jab** (weapon) ✦ **At-Will**
*Requirement:* The ironguard must not have a creature grabbed.
*Attack:* Melee 1 (one creature); +20 vs. AC
*Hit:* 2d8 + 5 damage, or 2d8 + 10 against prone targets, and the target is grabbed.

**Minor Actions**

⸸ **Unbalancing Thrust** (weapon) ✦ **At-Will** (1/round)
*Requirement:* The ironguard must be wielding a spear.
*Attack:* Melee 1 (one creature grabbed by the ironguard); +20 vs. Fortitude
*Hit:* The target falls prone.

**Free Actions**

**Strength of Madness** ✦ **Encounter**
*Requirement:* The ironguard can use *strength of madness* only during its turn.
*Effect:* Roll a d6 and add the result as a power bonus to the ironguard's attack rolls until the end of its next turn. In addition, the ironguard grants combat advantage until the end of its next turn.

**Skills** Intimidate +17, Thievery +12
**Str** 17 (+10) **Dex** 10 (+7) **Wis** 6 (+5)
**Con** 22 (+13) **Int** 15 (+9) **Cha** 20 (+12)
**Alignment** chaotic evil **Languages** Common, Deep Speech
**Equipment** scale armor, spear

## Derro Ironguards in Combat

Although an ironguard is every bit as unbalanced as other derros, it channels its unstable mind toward cowing enemies. An ironguard mocks its foes, issuing insults with every strike. After knocking a foe to the ground, an iron guard laughs and repeatedly drives a spear into the victim's flesh until the creature stops moving.

# Derro Savant

The derro empire fell long ago, but derro savants keep alive ancient traditions and lore, twisting history to discourage subversive plotting. Deep inside ruins, incomprehensible horrors guard the savants that gather to work dire magic. They struggle to gain power by reopening portals to the Far Realm.

| **Derro Savant** | **Level 16 Controller** |
|---|---|
| Small natural humanoid | XP 1,400 |
| **HP** 154; **Bloodied** 77 | **Initiative** +10 |
| **AC** 30, **Fortitude** 27, **Reflex** 28, **Will** 29 | **Perception** +6 |
| **Speed** 5, teleport 3 | Darkvision |
| **Standard Actions** | |
| **Scourge** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +21 vs. AC | |
| *Hit:* 3d8 + 11 damage, and the target takes a -2 penalty to attack rolls until the end of the savant's next turn. | |
| **Mind Scourge** (implement, psychic) ✦ **At-Will** | |
| *Attack:* Ranged 5 (one creature); +19 vs. Will | |
| *Hit:* 3d6 + 8 psychic damage, and the target chooses either to take ongoing 10 psychic damage (save ends) or be dazed (save ends). | |
| **Window to Madness** (implement, psychic, zone) ✦ **Recharge** when this power's zone ends | |
| *Effect:* The savant creates a zone in an area burst 1 within 10 squares centered on an ally. The zone lasts until the end of the encounter. A nonderro that enters the zone or ends its turn there takes 10 psychic damage. The savant can end the zone as a minor action. | |
| **Minor Actions** | |
| **Dance of Madness** ✦ **At-Will** | |
| *Effect:* The savant slides each creature within the zone created by *window to madness* 2 squares. | |
| **Free Actions** | |
| **Strength of Madness** ✦ **Encounter** | |
| *Requirement:* The savant can use *strength of madness* only during its turn. | |
| *Effect:* Roll a d6 and add the result as a power bonus to the savant's attack rolls until the end of its next turn. In addition, the savant grants combat advantage until the end of its next turn. | |
| **Skills** Arcana +18 | |
| **Str** 9 (+7) **Dex** 14 (+10) **Wis** 6 (+6) | |
| **Con** 18 (+12) **Int** 21 (+13) **Cha** 23 (+14) | |
| **Alignment** chaotic evil **Languages** Common, Deep Speech, telepathy 10 | |
| **Equipment** scourge, orb | |

## Derro Savants in Combat

When enemies approach, a derro savant throws open a portal to the Far Realm. The horrors that leer from that gate blast the sanity from the savant's foes. The strange energy that flows from it causes bursts of lunacy in creatures, forcing their bodies into a dance they can't control. A savant uses its teleport speed to avoid enemies that try to close with it.

# Warped Slave

Derros use captives and unruly slaves as fodder for experiments. These victims, warped by the magic of the Far Realm, become abominable aberrant creatures. Their flesh expands, becoming rubbery and misshapen. Tentacles, extra eyes, bone spikes, and oozing boils cover their bodies. They lose much of their ability to speak or communicate, and their eyes grow dead and lifeless.

| **Warped Slave** | **Level 16 Brute** |
|---|---|
| Large aberrant humanoid | XP 1,400 |
| **HP** 193; **Bloodied** 96 | **Initiative** +11 |
| **AC** 28, **Fortitude** 29, **Reflex** 26, **Will** 29 | **Perception** +7 |
| **Speed** 6 (can't shift) | Darkvision |
| **Traits** | |
| **Disintegrating Mind** (psychic) ✦ **Aura** 1 | |
| Any enemy that ends its turn within the aura takes 5 psychic damage. Whenever a derro within the aura uses *strength of madness*, the warped slave can use *tentacle* as a free action. | |
| **Standard Actions** | |
| **Bite** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +21 vs. AC | |
| *Hit:* 3d12 + 6 damage. | |
| **Tentacle** ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +19 vs. Reflex | |
| *Hit:* 2d12 + 6 damage, and the warped slave grabs the target. The warped slave then pulls the target 1 square. | |
| **Flailing Tentacles** ✦ **At-Will** | |
| *Requirement:* The warped slave must be bloodied. | |
| *Attack:* Close burst 2 (enemies in burst); +21 vs. AC | |
| *Hit:* 2d12 + 6 damage, and the warped slave pulls the target 1 square. | |
| **Str** 18 (+12) **Dex** 16 (+11) **Wis** 8 (+7) | |
| **Con** 23 (+14) **Int** 4 (+5) **Cha** 23 (+14) | |
| **Alignment** chaotic evil **Languages** Common, Deep Speech | |

## Warped Slaves in Combat

After having their minds stripped down to the most savage instincts, slaves remember only to follow the orders of their derro masters. Derros don't always supply reasonable or intelligible commands, though, so their slaves often rampage about the battlefield, flailing around and causing havoc.

# DEVIL, CORRUPTION

Corruption devils, or paeliryons, are bloated, infernal masterminds of graft, sleaze, and vice. Most serve the archdevil Dispater, lord of the second hell. Corruption devils spend their time overseeing lesser devils on the urban outskirts of Dis and tormenting the damned. The fiends enforce Dispater's will among the fetid hives and warrens that writhe beneath the Iron Tower's long shadow.

## Lore

**Arcana DC 29:** A corruption devil's grotesque features mask a nimble and creative intellect. The Nine Hells is politically treacherous, but with a paeliryon pulling the strings, the scene turns into a dangerous maze of double-dealings, false turns, and broken promises.

A corruption devil is a bogeyman in the flesh. It hides in the shadows, manipulating cutthroats and bureaucrats. The effect of a corruption devil's web of intrigue is felt long before the fiend materializes on the scene.

## Encounters

A corruption devil is a shrewd judge of talent, and it sees each creature as a means to an end. It manipulates powerful creatures from a distance, while its closest allies are fawning sycophants and expendable muscle. Corruption devils have been known to ally with a diverse group of creatures. A corruption devil's underlings might include cambions, vizier devils, tieflings, mortals, and succubi, though few ever realize their master is a paeliryon.

## Corruption Devil

Although physically imposing, a corruption devil prefers manipulation to violence. It bargains rather than fighting when in peril, buying time to gain some advantage. Once it has an advantage, a corruption devil does not hesitate to exact revenge.

| **Corruption Devil** | **Level 22 Controller (Leader)** |
|---|---|
| Large immortal humanoid (devil) | XP 4,150 |
| **HP** 208; **Bloodied** 104 | **Initiative** +13 |
| **AC** 36, **Fortitude** 34, **Reflex** 34, **Will** 35 | **Perception** +19 |
| **Speed** 4, fly 6 (hover) | Darkvision |
| **Saving Throws** +5 against fear or charm effects | |
| **Traits** | |
| ☼ **Corruptive Presence** ✦ **Aura** 5 | |
| Enemies within the aura take a -2 penalty to saving throws. | |
| **Standard Actions** | |
| ⊕ **Corrupting Claws** (psychic) ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +27 vs. AC | |
| *Hit:* Ongoing 10 psychic damage (save ends). | |
| ⊛ **Word of Corruption** (psychic) ✦ **At-Will** | |
| *Attack:* Ranged 20 (one creature); +25 vs. Will | |
| *Hit:* Ongoing 5 psychic damage (save ends). | |
| **Minor Actions** | |
| **Sway the Corrupt** (charm) ✦ **At-Will** (1/round) | |
| *Effect:* One enemy within 10 squares of the devil that is taking ongoing psychic damage is dominated until the end of its next turn. | |
| **Doom the Corrupt** (psychic) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Effect:* One ally or dominated creature within 10 squares of the devil makes a melee basic attack against a creature of the devil's choice. If that attack hits, the target of the attack is also immobilized (save ends). | |
| **Desperate Measures** ✦ **Recharge** when first bloodied | |
| *Effect:* One of the devil's allies within 5 squares of it can make a basic attack as a free action and can score a critical hit on a roll of 19-20 with this attack. The ally grants combat advantage until the devil's next turn. While the devil is bloodied, this power affects each of the devil's allies within 5 squares. | |
| **Skills** Bluff +23, Diplomacy +23, Insight +24 | |
| **Str** 22 (+17) **Dex** 15 (+13) **Wis** 27 (+19) | |
| **Con** 24 (+18) **Int** 25 (+18) **Cha** 24 (+18) | |
| **Alignment** evil **Languages** Supernal | |

### Corruption Devils in Combat

A corruption devil is an arrogant tactician that fights from behind a wall of disposable underlings while it hurls epithets at its enemies. It casts powerful curses that rend a victim's mind and allow the devil to play marionette with the foe's body.

When a battle turns against a corruption devil, its onslaught of insults becomes more vicious. The devil whips its allies into a slathering pack of fiends. After the devil's allies are spent, it uses its bat wings to flee the battlefield, already plotting revenge.

WAYNE REYNOLDS

# Sire of Corruption

Sires of corruption are the most powerful corruption devils. They spread malign influence through the world by coercing humanoids into agreeing to foul contracts that transform them into corrupted. A sire of corruption's goal might be simple: Send a town spiraling into corruption and vile deeds. Instead, it could be working toward a much greater goal, perhaps the downfall of a lawful kingdom or organization. Sires of corruption resent those whose morals and reputations are immaculate, so they conspire to corrupt such people or else perpetrate their death.

**Sire of Corruption** **Level 29 Elite Controller (Leader)**
Medium immortal humanoid (devil) XP 15,000

**HP** 530; **Bloodied** 265 **Initiative** +21
**AC** 44, **Fortitude** 40, **Reflex** 42, **Will** 43 **Perception** +22
**Speed** 6
**Resist** 15 fire
**Saving Throws** +2; **Action Points** 1

**Traits**

☼ **Lasting Corruption ✦ Aura** 5
Enemies within the aura take a -2 penalty to saving throws against charm effects.

**Standard Actions**

⊕ **Corrupting Touch** (psychic) **✦ At-Will**
*Attack:* +32 vs. Will (one or two creatures)
*Hit:* 4d6 + 10 psychic damage, and the target takes a -2 penalty to defenses against charm effects until the end of the sire of corruption's next turn.

⸸ **Touch of Vice** (charm, psychic) **✦ Recharge** ⚅ ⚄ ⚃
*Attack:* Melee 1 (one or two creatures); +32 vs. Will
*Hit:* 4d6 + 10 psychic damage, and choose one of the following:
- ✦ Lust: The target is marked by one enemy within 5 squares of it (save ends).
- ✦ Excess: The target is dazed (save ends).
- ✦ Greed: The sire of corruption slides the target 5 squares to a square adjacent to one of the target's allies. The target must make an opportunity attack against any ally that takes an action that would provoke opportunity attacks from enemies (save ends).
- ✦ Fear: The sire of corruption pushes the target 5 squares. The target cannot willingly move nearer to the sire than the square where the target started its turn (save ends).
- ✦ Sloth: The target is immobilized (save ends).
- ✦ Vengeance: The target takes 2d10 + 10 damage whenever it uses an attack power (save ends).

**Call to Corruption ✦ Recharge** when first bloodied
*Effect:* Six corrupted followers appear in unoccupied squares within 5 squares of the sire of corruption. The corrupted followers act immediately after the sire of corruption in the initiative order.

**Minor Actions**

**Spread Depravity ✦ At-Will** (1/round)
*Effect:* One corrupted follower within 10 squares of the sire of corruption can make a basic attack as a free action.

**Triggered Actions**

⇜ **Lasting Vice** (charm, psychic)
*Trigger:* The sire of corruption drops to 0 hit points.
*Attack (immediate Interrupt):* Close burst 5 (enemies in burst); +32 vs. Will
*Hit:* 4d6 + 10 psychic damage, and the target is subject to one of *touch of vice*'s effects chosen by the sire of corruption.

| | | |
|---|---|---|
| **Str** 22 (+20) | **Dex** 25 (+21) | **Wis** 27 (+22) |
| **Con** 25 (+21) | **Int** 28 (+23) | **Cha** 30 (+24) |

**Alignment** evil **Languages** Supernal

## Sires of Corruption in Combat

A sire of corruption surrounds itself in battle using its ability to bring forth corrupted followers. The diabolic contracts it creates with corrupted humanoids allow the sire to call upon those creatures at any time for assistance. A sire of corruption fights on its own terms. It tends to work from the shadows, sending out corrupted followers and other allies to do its bidding. When a sire of corruption faces foes in combat, there's a good chance it is prepared with traps and allies. When it directs its powers against enemies, it varies its targets, trying to spread its awful touch among many foes.

# Corrupted Follower

The souls collectively known as corrupted followers usually serve powerful creatures, those who embody or command the vice they are related to. Usually this means they are in the service of corruption devils. When a humanoid lives a life with utter devotion to a vice, that person risks becoming a corrupted follower. Corruption devils watch from afar as individuals lose themselves in the throes of lust, excess, or hatred. A corruption devil carefully studies these individuals, assessing their weaknesses and figuring out how to pull their strings. Then, when a person is miserable and seemingly inconsolable, the devil offers that individual the object of his or her desire. Contracts are written up, carefully worded to fool the unwitting humanoid. Once the pact is signed, the script burns red, scrawling the infernal contract onto the humanoid's flesh and transforming him or her into a reflection of vice.

## Lore

**Arcana DC 28:** Corrupted appear within repressed societies, and their very presence causes the spread of iniquity. Where there is one corrupted, there are usually more. Each corrupted has its own story, but they usually have become so entirely transformed that they don't recall their former lives. A corrupted is the result of infernal contracts whispered during the lowest moments of a person's life. The contract gives the corrupted the object of its desire in exchange for its soul. It is possible to bring a corrupted back to its former state, but it requires the infernal contract to be nulled and for the corrupted to forsake its vices.

## Encounters

Corrupted followers exist among all humanoids, so they find allies among all creatures. Allying with a corrupted follower requires only that another

creature be willing to appeal to the follower's desires. Corrupted followers perpetuate vice among others, so they usually gather together. They are often put into service by powerful humanoid rulers, or by creatures hoping to upset the order of a civilization, such as devils, demons, forsaken, or fomorians. Corrupted followers are most commonly found among corruption devils, who are usually responsible for their creation. Corruption devils in the Nine Hells often have vast retinues of corrupted followers that obey their every whim.

## Corrupted Lecher

A new woman arrives in a city, attracting the attention of the city's male inhabitants. She is beautiful, wealthy, and charming. Soon, she becomes a source of obsession for several of the town's residents. They watch her with lascivious eyes, leering as she walks down the street. Some follow her, but they never get too close. They lie awake at night, thinking about her. They lose sleep, their eyes becoming dull and sunken. They stop working and taking care of themselves. Thus, when the corruption devil offers these onlookers the fulfillment of their desires, they eagerly accept without realizing the deception.

**Corrupted Lecher** **Level 24 Minion Lurker**
Medium natural humanoid XP 1,513

**HP** 1; a missed attack never damages a minion. **Initiative** +22
**AC** 38, **Fortitude** 36, **Reflex** 36, **Will** 37 **Perception** +16
**Speed** 6

**Traits**

**Focused Carnality**
The lecher cannot be targeted by an attack unless it is the nearest enemy to an attacker.

**Standard Actions**

**Touch of Lust** (charm) ✦ **At-Will**
*Attack:* Melee 1 or Ranged 10 (one creature); +27 vs. Will
*Hit:* 16 damage. Choose one of the lecher's allies within 5 squares of the target. Until the end of the target's next turn, the target is marked by that creature. In addition, if the target has any creatures marked, those marks end.

**Triggered Actions**

**Spread of Passion**
*Trigger:* An enemy reduces the lecher to 0 hit points.
*Effect (No Action):* The triggering enemy moves its speed as a free action to a square adjacent to its nearest enemy.

| | | |
|---|---|---|
| **Str** 17 (+15) | **Dex** 23 (+18) | **Wis** 18 (+16) |
| **Con** 25 (+19) | **Int** 14 (+14) | **Cha** 28 (+21) |

**Alignment** evil **Languages** Common

## Corrupted Glutton

It might begin with wealth, being able to afford to eat rich foods. Or the source of excess might be an obsession with a particular food or drink. Whatever the case, an individual doomed to become a corrupted glutton grows fat on gastronomical indulgence. As months pass, the person's gluttony leaves him or her unable to move or work. The person feels constantly starved. Then, when a corruption devil offers a morsel of some delicacy, the victim gladly accepts the devil's conditions without realizing his or her dire fate.

**Corrupted Glutton** **Level 25 Minion Soldier**
Medium natural humanoid XP 1,750

**HP** 1; a missed attack never damages a minion. **Initiative** +16
**AC** 41, **Fortitude** 38, **Reflex** 37, **Will** 36 **Perception** +13
**Speed** 6

**Standard Actions**

**Bite** ✦ **At-Will**
*Requirement:* The glutton must not have a creature grabbed.
*Attack:* Melee 1 (one creature); +30 vs. Will
*Hit:* 12 damage, and the target is grabbed.

**Chew** ✦ **At-Will**
*Effect:* One creature grabbed by the glutton takes 12 damage.

**Triggered Actions**

**Spread of Excess**
*Trigger:* An enemy reduces the glutton to 0 hit points.
*Effect (No Action):* If the triggering enemy does not regain hit points before the end of its next turn, it takes 16 damage.

| | | |
|---|---|---|
| **Str** 25 (+19) | **Dex** 14 (+14) | **Wis** 12 (+13) |
| **Con** 28 (+21) | **Int** 16 (+15) | **Cha** 20 (+17) |

**Alignment** evil **Languages** Common

WAYNE REYNOLDS

MICHAEL PHILLIPI

## Corrupted Monger

A person doomed to become a corrupted monger is focused on wealth to the exclusion of all else. The person hates the poor and resents the wealthy. His or her greed might begin by coveting a single, precious item. A man might have a single gold coin, given to him by a generous adventurer. After this taste of wealth, greed takes hold within him. He begins doing anything to gain more money, taking up crime and other evil acts. His eyes grow wide and unblinking as he stares at his wealth. Soon, his skin becomes sickly and pale from spending too much time in quiet seclusion with his treasures. Then, when a corruption devil offers an item that puts to shame all his other treasures, the poor soul quickly submits to any terms, not realizing the horrible transformation soon to take place.

| **Corrupted Monger** | **Level 26 Minion Artillery** |
|---|---|
| Medium natural humanoid | XP 2,250 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +20 |
| **AC** 40, **Fortitude** 37, **Reflex** 38, **Will** 39 | **Perception** +16 |
| **Speed** 6 | |
| **Standard Actions** | |
| ⨁ **Touch of Greed** (charm) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +28 vs. Will | |
| *Hit:* 12 damage, and the monger slides the target 5 squares to a square adjacent to one of the monger's allies. | |
| ⚚ **Filch Magic** ✦ **At-Will** | |
| *Attack:* Ranged 10 (one creature); +31 vs. Reflex | |
| *Hit:* 16 damage, and the target loses one of its daily magic item uses until the end of the encounter. | |
| **Triggered Actions** | |
| **Dying Theft** | |
| *Trigger:* An enemy's attack reduces the monger to 0 hit points. | |
| *Effect (No Action):* If the triggering attack was made with a magic item that has any encounter or daily powers, those powers are expended. | |
| **Str** 15 (+15) **Dex** 24 (+20) **Wis** 16 (+16) | |
| **Con** 24 (+20) **Int** 17 (+17) **Cha** 26 (+21) | |
| **Alignment** evil **Languages** Common | |

## Corrupted Idler

A mother with a dozen children is tired of working, worn out from a life she can't escape. She feels like a victim, and she pities herself. Her life doesn't improve, it only seems to worsen, so eventually she gives up. She confines herself to her room, forcing her children onto the streets to panhandle to support themselves. She relies on them to feed her and dress her. Soon they barely even do that, though. Thus, when infernal powers whisper of an opportunity to live the life she deserves, she accepts without realizing the creature she'll become.

| **Corrupted Idler** | **Level 27 Minion Soldier** |
|---|---|
| Medium natural humanoid | XP 2,750 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +16 |
| **AC** 43, **Fortitude** 40, **Reflex** 39, **Will** 38 | **Perception** +22 |
| **Speed** 6 | |
| **Traits** | |
| ☼ **Aura of Weariness** ✦ **Aura** 1 | |
| Any enemy that starts its turn within the aura is slowed until the end of its next turn. | |
| **Standard Actions** | |
| ⨁ **Slothful Touch** (charm) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +30 vs. Will | |
| *Hit:* 17 damage, and the target cannot take move actions until the end of the idler's next turn. | |
| **Triggered Actions** | |
| **Spread of Indolence** (sleep) | |
| *Trigger:* An enemy reduces the idler to 0 hit points. | |
| *Attack (No Action):* Close burst 10 (triggering enemy in burst); +30 vs. Will | |
| *Hit:* The target falls unconscious until the end of its next turn. | |
| **Str** 17 (+16) **Dex** 12 (+14) **Wis** 29 (+22) | |
| **Con** 25 (+20) **Int** 20 (+18) **Cha** 22 (+19) | |
| **Alignment** evil **Languages** Common | |

## Corrupted Lunatic

It begins with one act, a simple offense. A passerby accidentally trips another person, sending him tumbling into a puddle of filth. The person who fell is angry, and the person who tripped him doesn't apologize. They go their separate ways. Days pass, and the one who fell can't let go of his anger. He becomes consumed by fury toward the offender. He tries to find the other, to make him apologize, but he can't. With no outlet for his anger, it burns away at his soul. Then, when his rage threatens to drive the individual crazy, a figure appears, offering to reveal the location of the offender. Gladly accepting the opportunity for vengeance, the person becomes a corrupted lunatic.

| **Corrupted Lunatic** | **Level 28 Minion Brute** |
|---|---|
| Medium natural humanoid | XP 3,250 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +21 |
| **AC** 40, **Fortitude** 41, **Reflex** 40, **Will** 39 | **Perception** +17 |
| **Speed** 6 | |
| **Standard Actions** | |
| ⨭ **Touch of Wrath** (charm) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +31 vs. Will | |
| *Hit:* 8 damage, and the target makes a basic attack as a free action against its nearest ally. | |
| **Triggered Actions** | |
| ⨭ **Retributive Strike** ✦ **At-Will** | |
| *Trigger:* An enemy misses the lunatic. | |
| *Effect (Immediate Reaction):* The lunatic uses *touch of wrath* against the triggering enemy. | |
| **Spread of Wrath** | |
| *Trigger:* An enemy reduces the lunatic to 0 hit points. | |
| *Effect (No Action):* The triggering enemy makes a basic attack as a free action against its nearest ally. | |
| **Str** 30 (+24) **Dex** 25 (+21) **Wis** 17 (+17) | |
| **Con** 20 (+19) **Int** 15 (+16) **Cha** 26 (+22) | |
| **Alignment** evil **Languages** Common | |

## Corrupted Craven

A soldier huddles nervously in a lone outpost, keeping an eye out for orc marauders. Days spent alone eat away at her resolve, and she begins to contemplate abandoning her post. Then, one day, she spots a horde of orcs rolling over one of the distant hills. She knows she must run to town to warn the residents, but she is paralyzed by fear. As the orcs grow closer, she is unable to move. Then, fortune seems to smile as another helmeted soldier appears, offering to help—she need only sign a contract that relieves her of duty.

| **Corrupted Craven** | **Level 29 Minion Controller** |
|---|---|
| Medium natural humanoid | XP 3,750 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +24 |
| **AC** 43, **Fortitude** 39, **Reflex** 41, **Will** 42 | **Perception** +22 |
| **Speed** 6 | |
| **Standard Actions** | |
| ⨭ **Touch of the Coward** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +32 vs. Will | |
| *Hit:* 15 damage, and the target moves its speed away from the craven, avoiding danger if possible. | |
| **Triggered Actions** | |
| **Fear of Retribution** | |
| *Trigger:* An enemy reduces the craven to 0 hit points. | |
| *Effect (No Action):* The triggering enemy moves its speed away from the nearest enemy. | |
| **Str** 20 (+19) **Dex** 30 (+24) **Wis** 26 (+22) | |
| **Con** 26 (+22) **Int** 14 (+16) **Cha** 17 (+17) | |
| **Alignment** evil **Languages** Common | |

## Corrupted Followers in Combat

In combat, corrupted followers spread out, trying to sow discord among as many enemies as possible. They take full advantage of their charming effects to put multiple enemies under their influence. If different types of corrupted are in combat, they might gang up on a single opponent, afflicting him or her with various debilitating effects.

Corrupted followers are often subordinate to other creatures. They are obedient and subject to the whims of their masters. A mortal who originally made a deal with infernal powers has little freedom and only scattered memories of his or her former self.

STEVE PRESCOTT

# DEVIL, HELL KNIGHT

Almost every land has a legend about black riders that serve as harbingers of doom. Many of these stories refer to hell knights, members of hell's cavalry that are loosed on the world.

The first hell knights, or narzugons, were servants of the nameless god Asmodeus once served. Asmodeus tricked them into betraying He Who Was before slaying the god. Their betrayal damned them to serve Asmodeus for eternity, despite their hatred for the Nine Hells' lord.

Not every hell knight serves Asmodeus directly, however. Each archdevil, duke, and petty baron in the Nine Hells has hell knights at its disposal. Some hell knights are part of a company called the Order of the Nightmare, which is named after the steeds its members ride.

## Lore

**Arcana or History DC 23:** Narzugons are fueled by anger because they cannot gain forgiveness for betraying their master. Bound to eternally follow orders for a cause they know is wrong, these devils hate everything. They hate their new masters; they hate themselves; they hate their immortality; and they hate free mortals. Hell knights are a form of devil reserved for servants tricked into committing treason against their deity. Asmodeus was responsible for tricking the first humanoids who became hell knights, and since then, the ranks of the narzugons have only swelled.

CHRIS SEAMAN

## Encounters

Narzugons are clannish and associate infrequently with other forces of hell. They ally with other devils only when a master compels them to do so. A hell knight's mount is its most important ally. Traditionally, the mount of choice is a nightmare. Hell knights sometimes choose other mounts, though. The elite narzugon guard of Cania rides mammoths, and the ash riders of Avernus patrol skies atop wyverns.

| **Hell Knight** | **Level 15 Soldier** |
|---|---|
| Medium immortal humanoid (devil) | XP 1,200 |
| **HP** 146; **Bloodied** 73 | **Initiative** +15 |
| **AC** 31, **Fortitude** 27, **Reflex** 28, **Will** 26 | **Perception** +11 |
| **Speed** 6 | Darkvision |
| **Immune** fear; **Resist** 20 fire | |
| **Traits** | |
| **Hell's Rider** | |
| While the hell knight is mounted, its mount can make Athletics, Acrobatics, or Stealth checks using the hell knight's skill modifiers rather than its own. | |
| **Standard Actions** | |
| ⨺ **Mace** (fire, weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +20 vs. AC | |
| *Hit:* 2d8 + 9 damage plus 5 fire damage, and the target falls prone. | |
| ⨺ **Flame Lance** (weapon) ✦ **At-Will** | |
| *Requirement:* The hell knight must be wielding a lance. | |
| *Attack:* Melee 2 (one creature); +20 vs. AC. When the hell knight charges while mounted, this attack can score a critical hit on a roll of 19-20. | |
| *Hit:* 2d10 + 12 fire damage. | |
| **Minor Actions** | |
| **Eyes of the Narzugon** ✦ **At-Will** | |
| *Effect:* One creature within 10 squares of the hell knight is marked and slowed until the end of the hell knight's next turn. | |
| **Skills** Athletics +17, Intimidate +15, Stealth +18 | |
| **Str** 20 (+12) **Dex** 22 (+13) **Wis** 18 (+11) | |
| **Con** 18 (+11) **Int** 15 (+9) **Cha** 17 (+10) | |
| **Alignment** evil **Languages** Supernal | |
| **Equipment** plate armor, heavy shield, mace, lance | |

## Hell Knights in Combat

A hell knight is rarely found without its mount, which is usually a nightmare (*Monster Manual*, page 196). While mounted, a hell knight circles the battle like a vulture, looking for weaknesses within enemy ranks. Once a hell knight chooses its prey, the devil fixes its eyes upon that creature and charges. When on foot, a hell knight holes up with allies in choke points to limit the enemy's mobility.

# DEVIL, HELLWASP

Hellwasp devils are members of a huge colony that makes its home in the Garden of Delights in Malbolge. Ruthless and logical, with an alien intelligence and the unquestioning instincts of a colony insect, these devils live to serve the whims of their queen.

Hellwasp devils were once demons akin to mezzodemons. While in the Abyss, Glasya defeated their master and took them back to the Nine Hells. There, she transformed them into devils, making them shock troops and bodyguards.

## Lore

**Arcana DC 28:** Hellwasp devils were once demons in service to a wasplike demon lord. During the Blood War, Glasya defeated the demon lord, and its curious spawn flocked to her as their new queen.

Now, the hellwasp devil colony is an unwavering implement of Glasya's will. Unlike many of her other minions, hellwasps do not need to be seduced or manipulated. They see service to Glasya as an honor and a reward.

When encountered outside Malbolge, hellwasp devils are either on a mission for their queen or on loan to one of Glasya's allies.

## Encounters

Since they unquestioningly follow the orders of Glasya, hellwasp devils can be found with any creature that serves the daughter of Asmodeus. On rare occasions, Glasya loans out groups of hellwasp devils to her allies.

| **Hellwasp Colony Guard** | **Level 19 Minion Skirmisher** |
|---|---|
| Medium immortal magical beast (devil) | XP 600 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +18 |
| **AC** 33, **Fortitude** 29, **Reflex** 31, **Will** 28 | **Perception** +18 |
| **Speed** 0, fly 8 (hover) | Darkvision |
| **Standard Actions** | |
| ⊕ **Sword Talons** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +24 vs. AC | |
| *Hit:* 13 damage. | |
| *Effect:* The guard shifts half its speed before or after the attack. | |
| ⸸ **Hellwasp Sting** (fire, poison) ✦ **Encounter** | |
| *Attack:* Melee 1 (one creature); +22 vs. Fortitude | |
| *Hit:* 13 fire and poison damage, and the target is slowed and can't shift until the end of the guard's next turn. | |
| **Str** 23 (+15) **Dex** 25 (+16) **Wis** 18 (+13) | |
| **Con** 19 (+13) **Int** 16 (+12) **Cha** 22 (+15) | |
| **Alignment** evil **Languages** Supernal | |

| **Hellwasp Devil** | **Level 23 Skirmisher** |
|---|---|
| Large immortal magical beast (devil) | XP 5,100 |
| **HP** 212; **Bloodied** 106 | **Initiative** +21 |
| **AC** 37, **Fortitude** 34, **Reflex** 35, **Will** 32 | **Perception** +20 |
| **Speed** 0, fly 8 (hover) | Darkvision |
| **Traits** | |
| **Drag Off** | |
| When the hellwasp moves while it has a creature grabbed, it can pull that creature with it. In addition, the creature remains grabbed, and the hellwasp does not provoke an opportunity attack from the creature. | |
| **Standard Actions** | |
| ⊕ **Sword Talons** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +28 vs. AC | |
| *Hit:* 2d8 + 7 damage. | |
| ⊕ **Talon Skewer** ✦ **At-Will** | |
| *Requirement:* The hellwasp must be flying. | |
| *Effect:* The hellwasp flies its speed. At any point during its movement, the hellwasp can use *sword talons* twice. If both attacks hit the same target, that target is grabbed. The devil does not provoke an opportunity attack for moving away from the target of the attacks. | |
| ⸸ **Hellwasp Sting** (fire, poison) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Melee 1 (one creature); +26 vs. Fortitude | |
| *Hit:* 2d10 + 10 poison damage, and the target is slowed, cannot shift, and takes ongoing 15 fire damage (save ends all). | |
| **Str** 24 (+18) **Dex** 26 (+19) **Wis** 19 (+15) | |
| **Con** 20 (+16) **Int** 15 (+13) **Cha** 23 (+17) | |
| **Alignment** evil **Languages** Supernal | |

## Hellwasp Devils in Combat

Every member of a hive works toward Glasya's desires. Hellwasp devils operate as a unit to kill or grab foes. Colony guards swarm the battlefield, stabbing at enemies with their stingers. The larger hellwasp devils swoop in behind the guards, attempting to pierce foes and carry them off.

TOMÁS GIORELLO

# DEVIL, PASSION

Coercion, deception, and blackmail are weapons in a devil's arsenal, but seduction and passion can be as well. Seduction might be the domain of a succubus, but raw, hellfire-charged passion burns in the eyes of a passion devil, created in the image of Fierna, the queen of Phlegethos.

These powerful manipulators amplify others' passions into tidal waves of raging desire. Although passion devils can take the shape of other creatures, they lack the patience and subtlety of succubi. Their disguises burn away when their base and manipulative desires take control.

## Lore

**Arcana DC 25:** Passion devils are burning reflections of Fierna's vanity. Although formed in the image of its mistress, each devil manifests a physical flaw that is absent on the archdevil. The flaw can be as slight as a mole or as extreme as a hunchback.

Fierna sends these devils out to infiltrate her enemies' ranks. Eventually, though, a passion devil succumbs to its desire for violence and domination, revealing its true form. Fierna also uses passion devils to supplant her cult's leadership and keep an eye on its activities.

DAVE ALLSOP

## Encounters

Passion devils are found wherever their mistress bids them to go. They work with any ally they can manipulate. Fierna uses them as ambassadors to the courts of other archdevils or dukes of the Nine Hells. Groups of bearded devils often serve as bodyguards for these emissaries.

| **Passion Devil** | **Level 16 Controller** |
|---|---|
| Medium immortal humanoid (devil, shapechanger) | XP 1,400 |
| **HP** 156; **Bloodied** 78 | **Initiative** +14 |
| **AC** 30, **Fortitude** 27, **Reflex** 28, **Will** 29 | **Perception** +12 |
| **Speed** 6, fly 6 (hover) | Darkvision |
| **Resist** 20 fire | |
| **Traits** | |
| ☼ **Object of Desire** (charm) ✦ **Aura** 1 | |
| Enemies within the aura take a -2 penalty to saving throws against effects that daze. | |
| **Standard Actions** | |
| ⨺ **Claws** (fire) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +19 vs. Reflex | |
| *Hit:* 3d8 + 11 fire damage. | |
| ⨺ **Fiery Touch** (charm, fire) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature dazed by this devil's *beckoning whispers*); +19 vs. Reflex | |
| *Hit:* 1d8 + 11 fire damage, and the target is dominated until the end of the devil's next turn. | |
| ⇜ **Beckoning Whispers** (charm) ✦ **At-Will** | |
| *Attack:* Close blast 5 (enemies in blast); +19 vs. Will | |
| *Hit:* The devil pulls the target 5 squares, and the target is dazed (save ends). | |
| ⇜ **Passion's Flames** (fire) ✦ **Recharge** ⚄ ⚅ | |
| *Attack:* Close burst 3 (one creature in burst); +19 vs. Reflex | |
| *Hit:* The target takes ongoing 15 fire damage (save ends). If the target is dominated by the devil, the target also makes a melee basic attack as a free action against a creature of the devil's choice. | |
| **Minor Actions** | |
| **Change Shape** (polymorph) ✦ **At-Will** | |
| *Effect:* The devil alters its physical form to appear as a Medium humanoid until it attacks, until it uses *change shape* again, or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the devil must have seen that individual. Other creatures can make a DC 36 Insight check to discern that the form is a disguise. | |
| **Skills** Bluff +20, Diplomacy +20, Insight +17 | |
| **Str** 17 (+11) **Dex** 22 (+14) **Wis** 18 (+12) | |
| **Con** 20 (+13) **Int** 16 (+11) **Cha** 24 (+15) | |
| **Alignment** evil **Languages** Common, Supernal | |

## Passion Devils in Combat

A passion devil calls a victim with seductive words infused with eldritch power. Once its smitten foe is near, a passion devil attacks with *passion's flames*. Manipulative and impulsive, a passion demon regularly succumbs to its desire to watch an enemy rage out of control. Sometimes, passion devils are sent into battle as a diversion while their master launches more tactically precise attacks.

# DEVIL, RAGE

Rage devils were created to fight the Blood War, the intermittent conflict between the Abyss and the Nine Hells.

A rage devil's thick, stonelike skin is imbued with Supernal hieroglyphics expressing rage and hate. When these symbols flare, they erode an enemy's resistances. A rage devil is so named because it flies into a joyful rage when it smells enemy blood or feels an enemy's resolve weaken under the crush of its great maul.

Packs of rage devils roam the desolation of Avernus searching for enemies. Even though demons are their preferred victims, since the cooling of the Blood War, rage devils have been known to battle creatures not of the Abyss.

## Lore

**Arcana DC 21:** These glyph-covered, tusked brutes are the result of an experiment. Demon ichor was injected into the bodies of hell knights in the hope of creating devils capable of combating the brute force of demons. The experiment instead created uncontrollable creatures of carnage that rage against devils and demons alike. It was not until the ritualists bound their chaotic nature with Supernal hieroglyphs that they became true devils.

## Encounters

Rage devils wander the first layer of hell in packs, allying with any devil or agent of the hells as long as a battle is guaranteed. Rage devils admire hell knights and unquestionably follow them into battle, even though the hell knights treat them like mindless chattel. Legion devils are often paired with rage devils, who enjoy watching the legion devils be slaughtered in battle.

When found in the world, a rage devil is usually under the sway of an infernal warlock, a crazed despot, or a rampaging warlord. Diabolical cults might call a rage devil to take revenge on a hated foe. Controlling a rage devil, however, requires a strong and steady hand, and an out-of-control devil can cause as much damage to a weak cult as it does to the enemy it was called upon to destroy.

| **Rage Devil** | **Level 11 Brute** |
|---|---|
| Large immortal humanoid (devil) | XP 600 |
| **HP** 138; **Bloodied** 69 | **Initiative** +7 |
| **AC** 23, **Fortitude** 24, **Reflex** 21, **Will** 23 | **Perception** +9 |
| **Speed** 6 | Darkvision |
| **Resist** 20 fire | |
| **Traits** | |
| **Blood Rage** | |
| The rage devil deals 2d6 extra damage against bloodied enemies. | |
| **Standard Actions** | |
| **Disrupting Maul** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +16 vs. AC | |
| *Hit:* 2d12 + 5 damage, and the target loses all resistances until the end of its next turn. | |
| **Maul Storm** (weapon) ✦ **At-Will** | |
| *Attack:* Close burst 2 (enemies in burst); +16 vs. AC | |
| *Hit:* 1d12 + 5 damage, and the devil pushes the target 3 squares. If the target is bloodied after this attack, it falls prone. | |
| **Demonscourge Crush** (weapon) ✦ **Recharge** ⚅ ⚄ ⚃ | |
| *Attack:* Melee 2 (one creature); +14 vs. Fortitude | |
| *Hit:* 2d12 + 5 damage, and the target is weakened and loses all resistances (save ends both). | |
| **Skills** Athletics +15, Endurance +14 | |
| **Str** 21 (+10) **Dex** 15 (+7) **Wis** 18 (+9) | |
| **Con** 18 (+9) **Int** 9 (+4) **Cha** 11 (+5) | |
| **Alignment** evil **Languages** Supernal | |
| **Equipment** maul | |

## Rage Devils in Combat

A rage devil believes that the best offense is an unyielding rush of gnarled muscle and stone. It is unrelenting in combat, offering no quarter to foes. It delights in the spray of blood and relishes the feeling of crushing bone. Joyful, almost childlike in its love of violent play, the devil flies into a *blood rage* when the assault reaches a deadly endgame.

WAYNE ENGLAND

# DEVIL, SLIME

FRANZ VOHWINKEL

VAGUELY HUMANOID-SHAPED AMALGAMS of sludge and hate, slime devils act as spies and interrogators for archdevils. A slime devil can engulf a creature and pull thoughts from its mind, making these devils a valuable commodity among the denizens of the Nine Hells. They are the favored servants of Mammon, lord of the third hell, and many of the slithering devils inhabit Minauros's muck-covered caverns.

## LORE

**Arcana DC 25:** Slime devils are born of loathing, intrigue, and anger. They use their talents to rip thoughts from the minds of their enemies. Unlike most devils, slime devils are neither former angels nor immortal servants being punished for transgressions against their gods. They are the amalgamation of the corrupt souls of inquisitors who came to rest in the swamps of Minauros. Filled with arrogance and hate, these souls are pulled indelibly toward Minauros until coming to rest in the swamps. There, each soul's roiling mess of emotion seeps into the acidic black sludge, and from it, a slime devil emerges.

| **Slime Devil** | **Level 16 Lurker** |
|---|---|
| Medium immortal humanoid (devil, ooze) | XP 1,400 |
| **HP** 123; **Bloodied** 61 | **Initiative** +18 |
| **AC** 30, **Fortitude** 28, **Reflex** 29, **Will** 28 | **Perception** +13 |
| **Speed** 6, swim 6 | Darkvision |
| **Resist** 20 acid | |
| **TRAITS** | |
| **Mercurial Body** | |
| The slime devil ignores difficult terrain and does not provoke opportunity attacks by moving. | |
| **STANDARD ACTIONS** | |
| ⊕ **Caustic Slam** (acid) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +19 vs. Fortitude | |
| *Hit:* 3d8 + 11 acid damage. | |
| ⸸ **Diabolical Engulfment** (acid) ✦ **At-Will** | |
| *Attack:* Melee 1 (one Medium or smaller enemy); +19 vs. Reflex | |
| *Hit:* The devil grabs the target and shifts 1 square into the target's square. Until the grab ends, the target is dazed and takes ongoing 10 acid damage. While the devil has the target grabbed, attacks against the devil deal half damage to it and half damage to the grabbed creature. When the devil moves, it pulls the target with it. In addition, the target remains grabbed, and the devil does not provoke an opportunity attack from the target. | |
| ⸸ **Acidic Tendrils** (acid) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Melee 3 (one, two, or three creatures); +19 vs. Reflex | |
| *Hit:* 1d8 + 7 acid damage, and ongoing 10 acid damage (save ends). In addition, the devil pulls the target 2 squares. | |
| **MINOR ACTIONS** | |
| ⸸ **Scour the Mind** (psychic) ✦ **At-Will** (1/round) | |
| *Attack:* Melee 1 (one creature grabbed by the devil); +19 vs. Will | |
| *Hit:* The devil telepathically asks the target a question, and the target must answer the question truthfully or else take 3d8 + 11 psychic damage. | |
| **Skills** Bluff +12, Acrobatics +19, Stealth +19 | |
| **Str** 18 (+12) **Dex** 22 (+14) **Wis** 20 (+13) | |
| **Con** 21 (+13) **Int** 17 (+11) **Cha** 8 (+7) | |
| **Alignment** evil **Languages** Supernal, telepathy 5 | |

## ENCOUNTERS

Within Minauros, a slime devil typically travels with shock troops, legion devils, or similar soldiery. It conceals its psychic ability whenever possible. A slime devil prefers to work with withering devils (*Monster Manual 2*) because of their complementary abilities.

In the world, a slime devil is the favored tool of devil-worshiping regents who covet the creature's ability to pull out answers from enemies.

## SLIME DEVILS IN COMBAT

Favoring ambush over direct assault, a slime devil lurks near enemy leaders. It waits for its allies to distract foes and watches for an opening. At a ripe moment, the slime devil strikes, pulling a victim close. The creature engulfs its prey and scours its mind for valuable information.

# DEVIL, SWARM

Swarm devils are the agents and assassins of Baalzebul, the Lord of Flies. Starving groups of these devils, made of ravenous files swarming in humanoid-shaped masses, crowd tunnels and stagnate lakes in the seventh hell. Each colony awaits its master's call so it can feed on flesh and souls. Adventurers or solitary devils who have the misfortune of crossing into a swarm devil lair can fall victim to a colony's hunger.

## Lore

**Arcana DC 25:** A swarm devil forms when an angel caught lying to its master is torn asunder. The angel's soul coalesces in the Nine Hells and becomes trapped in a mass of flies that buzz around the form of Baalzebul. From there, a swarm devil moves to the stagnant pools in Maladomini, where it slowly starves but can never die. Over time, each swarm devil grows desperate and voracious as it awaits its master's orders. When it is sent on an errand of death, a swarm devil is a zealous agent of Baalzebul's will, because the mission offers the creature a rare opportunity to fly free and feed.

## Encounters

Swarm devils ally with any creature their master demands, commonly including pit fiends and war devils. Though they prefer living creatures of flesh and blood, swarm devils consider any creature not in service to Baalzebul as potential food.

Swarm devils are also sent to cults that worship Baalzebul. They guard powerful sites or exact revenge on enemies of the cult.

| **Swarm Devil** | **Level 18 Skirmisher** |
|---|---|
| Large immortal magical beast (devil, swarm) | XP 2,000 |
| **HP** 174; **Bloodied** 87 | **Initiative** +18 |
| **AC** 32, **Fortitude** 30, **Reflex** 31, **Will** 29 | **Perception** +14 |
| **Speed** 0, fly 10 (hover) | Darkvision |
| **Resist** 20 acid, half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks | |
| **Traits** | |
| ☼ **Swarm Attack** (acid) ✦ **Aura** 1<br>Any enemy that starts its turn within the aura takes 10 acid damage and is slowed until the end of its next turn. | |
| **Swarm**<br>The swarm devil can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm devil cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises. | |
| **Standard Actions** | |
| ⊕ **Slam** (acid) ✦ **At-Will**<br>*Attack:* Melee 1 (one creature); +21 vs. Reflex<br>*Hit:* Ongoing 10 acid damage (save ends). | |
| **Acidic Curse** (psychic) ✦ **At-Will**<br>*Attack:* Ranged 10 (one creature taking ongoing acid damage); +21 vs. Will<br>*Hit:* 3d8 + 13 psychic damage, and the target takes a -2 penalty to attack rolls until the end of the devil's next turn. | |
| **Spew of Flies** (acid) ✦ **Recharge** when first bloodied<br>*Attack:* Close blast 3 (enemies in blast); +21 vs. Fortitude<br>*Hit:* The target takes ongoing 10 acid damage and grants combat advantage (save ends both). | |
| **Swarm Shift** (acid) ✦ **Recharge** ⚄ ⚅<br>*Effect:* The devil shifts its speed and can move through enemies' spaces during the shift. Each time the devil enters an enemy's space for the first time during the move, the enemy takes 15 acid damage. | |
| **Str** 19 (+13) | **Dex** 24 (+16) | **Wis** 20 (+14) |
| **Con** 22 (+15) | **Int** 17 (+12) | **Cha** 8 (+8) |
| **Alignment** evil | **Languages** Supernal, telepathy 10 | |

## Swarm Devils in Combat

A swarm devil is a buzzing throng of death that trails acid over its foes. It screams vile thoughts into the minds of enemies and slams its mass around the battlefield. A swarm devil is a canny combatant that works in concert with its allies. It watches for opportunities to aid its allies' attacks by distracting and inhibiting foes. The faster an enemy falls, the sooner the swarm can feed on the dead.

BEN WOOTTEN

# DEVIL, VIZIER

Rarely found in the Nine Hells, vizier devils are infernal emissaries to the world. They infiltrate governments, worm their ways into the halls of power, and become advisors to royalty, spreading their influence in places ranging from local tribes of orcs to elven enclaves and human baronies.

Virtually indistinguishable from tieflings, vizier devils serve as counsel to both the unwitting and the initiated. They guide their masters toward the will of the Nine Hells and usher the souls of those luminaries along a path of damnation.

## Lore

**Arcana or History DC 19:** A vizier devil's chief goal is to corrupt the souls of mortals and send them off to their final hellish destination. Braver, bolder, and more politically savvy than an imp, a vizier devil is a master at finding seemingly virtuous solutions that eventually twist to iniquity.

Historians assert that these amoral political masterminds orchestrated the fall of Bael Turath. Others believe that the humans who caused that empire to fall under the sway of the Nine Hells were rewarded by being transformed into vizier devils.

## Encounters

A vizier devil might ally with any creature. Its honeyed words are, at first, seen as a boon by the individual it professes to serve. The devil's true allegiance is to a power of the Nine Hells, often an evil mastermind, such as a corruption devil.

CHRIS SEAMAN

| **Vizier Devil** | **Level 7 Controller (Leader)** |
|---|---|
| Medium immortal humanoid (devil) | XP 300 |
| **HP** 80; **Bloodied** 40 | **Initiative** +4 |
| **AC** 21, **Fortitude** 19, **Reflex** 19, **Will** 21 | **Perception** +6 |
| **Speed** 6, teleport 4 | Darkvision |
| **Resist** 10 fire | |
| **Standard Actions** | |
| **Scepter** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +12 vs. AC | |
| *Hit:* 2d8 + 4 damage, and the devil slides the target 1 square. | |
| **Hellfire Bolt** (fire) ✦ **At-Will** | |
| *Attack:* Ranged 5 (one creature); +10 vs. Reflex | |
| *Hit:* 2d10 + 2 fire damage, and the target grants combat advantage until the end of the devil's next turn. | |
| **Word of Command** (charm) ✦ **At-Will** | |
| *Effect:* Choose one creature within 2 squares of the devil. The devil slides that creature 3 squares, and the creature makes a melee basic attack as a free action against a creature of the devil's choice. | |
| **Minor Actions** | |
| **Hellfire Enchantment** (fire) ✦ **At-Will** | |
| *Effect:* One ally within 5 squares of the devil deals 5 extra fire damage with melee attacks until the end of the ally's next turn. | |
| **Triggered Actions** | |
| **Infernal Advice** ✦ **Recharge** ⚅ | |
| *Trigger:* An ally within 10 squares of the devil misses with an attack roll or fails a skill check. | |
| *Effect (Immediate Interrupt):* The triggering ally can reroll the attack roll or the skill check, gaining a +2 bonus to the reroll. | |
| **Skills** Bluff +12, Diplomacy +12, Insight +11 | |
| **Str** 13 (+4) **Dex** 12 (+4) **Wis** 16 (+6) | |
| **Con** 16 (+6) **Int** 22 (+9) **Cha** 18 (+7) | |
| **Alignment** evil **Languages** Supernal | |
| **Equipment** scepter | |

## Vizier Devils in Combat

A vizier devil avoids direct combat. It manipulates the battlefield to its allies' advantage, acting from a defensible position. The devil maintains its charade of being a simple spellcaster for as long as possible.

A vizier devil is a creature of contingencies. It always has a backup plan, an escape route, or a way to call up reinforcements. If the situation is dire, it goes on the offensive long enough to secure its own escape.

Accounts vary on how catastrophic dragons arose, but one point is certain: They seem to have appeared first during the Dawn War after the death of Io. The most common story recounts how a group of dragons, after seeing their deity so utterly destroyed by the power of the primordials, believed that the gods would lose the war. Rather than follow Tiamat or Bahamut, whom they regarded as weak and selfish, these dragons turned to the primordials for leadership. The primordials embraced the defectors with welcome arms, transforming them into manifestations of chaos and destruction.

During the war, these catastrophic dragons offered their services to their primordial benefactors, battling those who had once been their brethren. The metallics and the chromatics regarded the catastrophic dragons as abominations, and combined forces in an attempt to destroy them. Some catastrophic dragons survived, though, and when the primordials were defeated, they turned toward their own selfish purposes. Most retreated to the Elemental Chaos, where they crafted lairs from the churning forces; a few remained on other planes, occasionally emerging to wreak destruction on those planes' inhabitants.

Stories persist of the mightiest of the catastrophic dragons—beasts capable of leveling entire astral domains and whose power rivaled that of the greatest dragons. Ancient carvings found in ruins from the Dawn War show scaled beasts sinking continents beneath devouring waves and sundering astral domains with colossal shock waves. Whether these creatures are the product of an imaginative storyteller or actual combatants in the Dawn War, none can say. Even the gods refuse to answer such questions.

## Blizzard Dragon

After the death of Io, a number of disaffected dragons received guidance from Umboras, Lord of the Rimefire. This primordial attracted those dragons who had cold, cruel hearts, who enjoyed toying with their prey before destroying the unfortunate morsels. Umboras carried them away to the deepest reaches of the Elemental Chaos, where neither sun nor volcano could heat the air. The ice coated their bodies, entombing them in hoarfrost. Umboras took his time, working terrible magic to transform the creatures in his image. After a year and a day, the dragons emerged from their frosty tombs, transformed into blizzard dragons.

### Lore

**Arcana DC 25:** Near the end of the Dawn War, the Raven Queen claimed the winter domain from the slain goddess Khala. Umboras had been a reluctant ally of Khala in her attempt to seize the world for herself. When the Raven Queen claimed the winter domain, the Lord of the Rimefire was infuriated. He tolerated Khala's stewardship of the domain, since her machinations aligned with his goals. But the idea of a god who had once been a mortal gaining command over winter was more than he could bear.

Umboras approached some of the dragons discouraged by the death of Io. He saw them as a potential tool in destroying the Raven Queen. He created blizzard dragons to deliver his ice archons and frost titans to the goddess's doorstep. In a bold move, he personally led the assault against Letherna. His audacity proved his undoing. The Raven Queen pretended to flee before his forces, luring them to Pandemonium. There, in the labyrinthine corridors of the realm, she managed to separate Umboras from his host of dragons and titans. She cleverly trapped Umboras in one of that domain's empty vaults, where he still remains.

With their master shackled, the blizzard dragons spread across the cosmos. Some remained in Pandemonium, while other returned to the Elemental Chaos. A few have found their way into the coldest parts of the world, occasionally venturing forth to wreak havoc upon civilization.

JOHN STANKO

## Encounters

In the dark, cold places of the cosmos, blizzard dragons band together with other creatures of cold, including frost giants, frost titans, ice archons, and arctic beasts such as winter wolves, winterclaw owlbears, and rimefire griffons. Blizzard dragons mold their environment to their will, whether sculpting the snow and glaciers on a mountainside or filling an underground chamber with ice. The dragons also find allies among those with destructive and tyrannical ambitions. Should their goals align, a blizzard dragon might take up with a lich and its undead horde or with a winter fey host in the Feywild.

Blizzard dragons do not hesitate to work alongside other blizzard dragons or even other kinds of catastrophic dragons. These dragons sometimes band together under the leadership of a dragon or a humanoid to attempt to free primordials, to unleash more powerful dragons into the world, or to exact vengeance upon the gods, particularly the Raven Queen. Not surprisingly, blizzard dragons are scarcest in the Shadowfell.

| **Blizzard Dragon Wyrmling** | **Level 2 Controller** |
|---|---|
| Medium elemental magical beast (cold, dragon) | XP 125 |
| **HP** 38; **Bloodied** 19 | **Initiative** +3 |
| **AC** 16, **Fortitude** 14, **Reflex** 15, **Will** 13 | **Perception** +2 |
| **Speed** 6 (ice walk), fly 6 (clumsy) | Darkvision |
| **Traits** | |
| ☼ **Freezing Winds ✦ Aura** 1 | |
| The dragon slides any enemy that ends its turn in the aura 1 square. | |
| **Standard Actions** | |
| ⨾ **Bite** (cold) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +7 vs. AC | |
| *Hit:* 1d8 + 2 cold damage, and the target is immobilized until the end of the dragon's next turn. | |
| ⨾ **Claw** (cold) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +7 vs. AC | |
| *Hit:* 1d6 + 4 cold damage, and the dragon slides the target 1 square. | |
| ⨾ **Wyrmling Fury ✦ At-Will** | |
| *Requirement:* The dragon must be bloodied. | |
| *Effect:* The wyrmling uses *bite* and *claw*. | |
| **Triggered Actions** | |
| **Sudden Flurry ✦ At-Will** | |
| *Trigger:* The dragon is hit by a cold attack. | |
| *Effect (Free Action)*: The dragon slides each enemy in its aura 1 square. | |
| **Str** 11 (+1) **Dex** 15 (+3) **Wis** 12 (+2) | |
| **Con** 14 (+3) **Int** 12 (+2) **Cha** 9 (+0) | |
| **Alignment** unaligned **Languages** Draconic, Primordial | |

**Young Blizzard Dragon** **Level 7 Elite Controller**
Large elemental magical beast (cold, dragon) XP 600

**HP** 166; **Bloodied** 83 **Initiative** +8
**AC** 21, **Fortitude** 19, **Reflex** 20, **Will** 18 **Perception** +6
**Speed** 8 (ice walk), fly 8 (clumsy) Darkvision
**Saving Throws** +2; **Action Points** 1

**Traits**

☼ **Freezing Winds** ✦ **Aura** 1
The dragon slides any enemy that ends its turn in the aura 1 square.

**Standard Actions**

⨭ **Bite** (cold) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +12 vs. AC
*Hit:* 2d8 + 3 cold damage, and the target is immobilized until the end of the dragon's next turn.

⨭ **Claw** (cold) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +12 vs. AC
*Hit:* 2d6 + 8 cold damage, and the dragon slides the target 2 squares.

⨭ **Double Attack** ✦ **At-Will**
*Effect:* The dragon uses *bite* and *claw* or uses *claw* twice.

**Minor Actions**

**Rising Winds** (cold) ✦ **Recharge** at the start of any turn when *freezing winds* is aura 1
*Effect:* The *freezing winds* expands to aura 3. At the start of the dragon's next turn, the *freezing winds* expands to aura 5. At the start of its following turn, the dragon makes the following attack.
*Attack (No Action):* Close burst 5 (enemies in burst); +10 vs. Fortitude
*Hit:* 2d8 + 5 cold damage, and the target is slowed and blinded (save ends both).
*Effect*: The *freezing winds* aura reverts to its original state and size (aura 1).

**Triggered Actions**

**Chill Rebuke** (cold) ✦ **Recharge** when first bloodied
*Trigger:* An enemy's melee attack deals damage to the dragon.
*Attack (Immediate Reaction):* Close blast 5 (enemies in blast); +11 vs. Fortitude
*Hit:* 1d10 + 5 cold damage, and the target is slowed (save ends).

**Sudden Flurry** ✦ **At-Will**
*Trigger:* The dragon is hit by a cold attack.
*Effect (Free Action)*: The dragon slides each enemy in its aura 1 square.

| | | |
|---|---|---|
| **Str** 16 (+6) | **Dex** 20 (+8) | **Wis** 17 (+6) |
| **Con** 19 (+7) | **Int** 17 (+6) | **Cha** 14 (+5) |

**Alignment** unaligned **Languages** Common, Draconic, Primordial

**Adult Blizzard Dragon** **Level 12 Elite Controller**
Large elemental magical beast (cold, dragon) XP 1,400

**HP** 252; **Bloodied** 126 **Initiative** +12
**AC** 26, **Fortitude** 24, **Reflex** 25, **Will** 23 **Perception** +11
**Speed** 8 (ice walk), fly 8 (clumsy) Darkvision
**Saving Throws** +2; **Action Points** 1

**Traits**

☼ **Freezing Winds** ✦ **Aura** 1
The dragon slides any enemy that ends its turn in the aura 1 square.

**Standard Actions**

⨭ **Bite** (cold) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +17 vs. AC
*Hit:* 2d8 + 6 cold damage, and the target is immobilized until the end of the dragon's next turn.

⨭ **Claw** (cold) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +17 vs. AC
*Hit:* 3d6 + 10 cold damage, and the dragon slides the target 2 squares.

⨭ **Double Attack** ✦ **At-Will**
*Effect:* The dragon uses *bite* and *claw* or uses *claw* twice.

**Minor Actions**

**Rising Winds** (cold) ✦ **Recharge** at the start of any turn when *freezing winds* is aura 1
*Effect:* The *freezing winds* expands to aura 3. At the start of the dragon's next turn, the *freezing winds* expands to aura 5. At the start of its following turn, the dragon makes the following attack.
*Attack (No Action):* Close burst 5 (enemies in burst); +15 vs. Fortitude
*Hit:* 3d8 + 6 cold damage, and the target is immobilized and blinded (save ends both).
*Effect*: The *freezing winds* aura reverts to its original state and size (aura 1).

**Triggered Actions**

**Chill Rebuke** (cold) ✦ **Recharge** when first bloodied
*Trigger:* An enemy's melee attack deals damage to the dragon.
*Attack (Immediate Reaction):* Close blast 5 (enemies in blast); +15 vs. Fortitude
*Hit:* 1d10 + 9 cold damage, and the target is slowed (save ends).

**Sudden Flurry** ✦ **At-Will**
*Trigger:* The dragon is hit by a cold attack.
*Effect (Free Action)*: The dragon slides each enemy in its aura 1 square.

| | | |
|---|---|---|
| **Str** 19 (+10) | **Dex** 23 (+12) | **Wis** 20 (+11) |
| **Con** 22 (+12) | **Int** 20 (+11) | **Cha** 17 (+9) |

**Alignment** unaligned **Languages** Common, Draconic, Primordial

**Elder Blizzard Dragon** **Level 17 Elite Controller**
Huge elemental magical beast (cold, dragon) XP 3,200

**HP** 338; **Bloodied** 169 **Initiative** +16
**AC** 31, **Fortitude** 29, **Reflex** 30, **Will** 28 **Perception** +14
**Speed** 10 (ice walk), fly 10 (clumsy) Darkvision
**Saving Throws** +2; **Action Points** 1

**Traits**

**Freezing Winds ✦ Aura** 1
The dragon slides any enemy that ends its turn in the aura 2 squares.

**Standard Actions**

**Bite** (cold) ✦ **At-Will**
*Attack:* Melee 3 (one creature); +22 vs. AC
*Hit:* 3d8 + 6 cold damage, and the target is immobilized until the end of the dragon's next turn.

**Claw** (cold) ✦ **At-Will**
*Attack:* Melee 3 (one creature); +22 vs. AC
*Hit:* 4d6 + 11 cold damage, and the dragon slides the target 3 squares.

**Double Attack ✦ At-Will**
*Effect:* The dragon uses *bite* and *claw* or uses *claw* twice.

**Minor Actions**

**Rising Winds** (cold) ✦ **Recharge** at the start of any turn when *freezing winds* is aura 1
*Effect:* The *freezing winds* expands to aura 3. At the start of the dragon's next turn, the *freezing winds* expands to aura 5. At the start of its following turn, the dragon makes the following attack.
*Attack (No Action):* Close burst 5 (enemies in burst); +20 vs. Fortitude
*Hit:* 4d8 + 8 cold damage, and the target is restrained and blinded (save ends both).
*Effect:* The *freezing winds* aura reverts to its original state and size (aura 1).

**Triggered Actions**

**Chill Rebuke** (cold) ✦ **Recharge** when first bloodied
*Trigger:* An enemy's melee attack deals damage to the dragon.
*Attack (Immediate Reaction):* Close blast 5 (enemies in blast); +20 vs. Fortitude
*Hit:* 1d10 + 12 cold damage, and the target is slowed (save ends).

**Sudden Flurry ✦ At-Will**
*Trigger:* The dragon is hit by a cold attack.
*Effect (Free Action):* The dragon slides each enemy in its aura 2 squares.

| | | |
|---|---|---|
| **Str** 22 (+14) | **Dex** 26 (+16) | **Wis** 23 (+14) |
| **Con** 25 (+15) | **Int** 23 (+14) | **Cha** 20 (+13) |

**Alignment** unaligned **Languages** Common, Draconic, Primordial

## Blizzard Dragons in Combat

Blizzard dragons are fast but clumsy fliers, so in combat, they prefer to land rather than fight from the air. As soon as a blizzard dragon approaches, the air cools and the ground ices over.

Blizzard dragons take advantage of their surroundings. A blizzard dragon might try to trigger an avalanche or cause icicles to come cascading down upon foes. Blizzard dragons harbor an ancient animosity toward agents of the Raven Queen, so anyone bearing her symbol or invoking her name attracts these dragons' ire.

**Ancient Blizzard Dragon** **Level 22 Elite Controller**
Huge elemental magical beast (cold, dragon) XP 8,300

**HP** 422; **Bloodied** 211 **Initiative** +20
**AC** 36, **Fortitude** 34, **Reflex** 35, **Will** 33 **Perception** +18
**Speed** 10 (ice walk), fly 10 (clumsy) Darkvision
**Saving Throws** +2; **Action Points** 1

**Traits**

**Freezing Winds ✦ Aura** 1
The dragon slides any enemy that ends its turn in the aura 3 squares.

**Standard Actions**

**Bite** (cold) ✦ **At-Will**
*Attack:* Melee 3 (one creature); +27 vs. AC
*Hit:* 3d8 + 10 cold damage, and the target is immobilized until the end of the dragon's next turn.

**Claw** (cold) ✦ **At-Will**
*Attack:* Melee 3 (one creature); +27 vs. AC
*Hit:* 4d6 + 16 cold damage, and the dragon slides the target 4 squares.

**Double Attack ✦ At-Will**
*Effect:* The dragon uses *bite* and *claw* or uses *claw* twice.

**Deep Freeze** (cold) ✦ **Encounter**
*Requirement:* The dragon must be bloodied.
*Attack:* Close burst 5 (enemies in burst); +25 vs. Fortitude
*Hit:* 3d10 + 5 cold damage. The target is immobilized and takes a -5 penalty to Fortitude (save ends both).
*Miss:* Half damage. The target is immobilized and takes a -5 penalty to Fortitude until the end of the dragon's next turn.

**Minor Actions**

**Rising Winds** (cold) ✦ **Recharge** at the start of any turn when *freezing winds* is aura 1
*Effect:* The *freezing winds* expands to aura 3. At the start of the dragon's next turn, the *freezing winds* expands to aura 5. At the start of its following turn, the dragon makes the following attack.
*Attack (No Action):* Close burst 5 (enemies in burst); +25 vs. Fortitude
*Hit:* 4d8 + 12 cold damage, and the target falls unconscious (save ends).
*Effect:* The *freezing winds* aura reverts to its original state and size (aura 1).

**Triggered Actions**

**Chill Rebuke** (cold) ✦ **Recharge** when first bloodied
*Trigger:* An enemy's melee attack deals damage to the dragon.
*Attack (Immediate Reaction):* Close blast 5 (enemies in blast); +25 vs. Fortitude
*Hit:* 1d10 + 16 cold damage, and the target is slowed (save ends).

**Sudden Flurry ✦ At-Will**
*Trigger:* The dragon is hit by a cold attack.
*Effect (Free Action):* The dragon slides each enemy in its aura 2 squares.

| | | |
|---|---|---|
| **Str** 24 (+18) | **Dex** 28 (+20) | **Wis** 25 (+18) |
| **Con** 27 (+19) | **Int** 25 (+18) | **Cha** 22 (+17) |

**Alignment** unaligned **Languages** Common, Draconic, Primordial

# Earthquake Dragon

When the ground tremors start, most mortals breathe whispered prayers to the gods or make offerings to the primal spirits to quiet the earth. When people begin disappearing on the fringes of a settlement, the remaining inhabitants begin to suspect a more sinister cause. The arrival of an earthquake dragon in a region is heralded by minor tremors. In subsequent days, the shaking grows increasingly violent. Soon buildings are crumbling and people are disappearing into chasms that spontaneously appear in roads and fields.

Earthquake dragons are menaces to civilization. They move from settlement to settlement, hunting mortals as much for sport as for food. An earthquake dragon might leave a town in ruins for no other reason than the fact that it can. Once it has ruined a city and chased away or eaten the inhabitants, an earthquake dragon might dwell in the ruins for months, digesting its food and basking in the destruction it has wrought. Then, when it tires of this sedentary activity, it moves on to the next region to repeat the process.

## Lore

**Arcana DC 25:** When Erek-Hus, the King of Terror, slew Io, many dragons felt the touch of fear as they never had before. In reaction, some searched for protection in the form of a patron who could defend them. These dragons found an ally in the primordial Balcoth, the Groaning King. This primordial of impenetrable stone welcomed them . . . and fulfilled his promise to guard them by swallowing them up in his great maw. Within the burning furnace of his stomach, the dragons became petrified. Some Balcoth vomited up to serve him, using the powers he granted them to swim through the earth and tear it asunder; others escaped years later, when Balcoth was decapitated in a battle against the gods.

## Encounters

Earthquake dragons are temperamental creatures that enjoy hunting on their own, so they rarely tolerate allies for long. However, an earthquake dragon might form a loose alliance with earth archons, elementals, stone giants and titans, earth giants and titans, and other relatively inedible creatures. A group of humanoids that manages to contact an earthquake dragon might persuade it to serve them if they offer it an opportunity for devastation. Galeb duhrs,

CHIPPY

genasi, and goliaths seek to ally with earthquake dragons, conspiring toward various ends—often the destruction of a neighboring city or tribe. Earthquake dragons grow restless quickly, though, and if a dragon thinks an ally has outlived its usefulness, the dragon quickly turns on that creature. Earthquake dragons do have a weakness for gems, though, so their continued cooperation can sometimes be bought with sufficient wealth.

**Earthquake Dragon Wyrmling** **Level 4 Soldier**
Medium elemental magical beast (earth, dragon) XP 175

**HP** 58; **Bloodied** 29 **Initiative** +7
**AC** 20, **Fortitude** 17, **Reflex** 17, **Will** 15 **Perception** +4
**Speed** 6 (earth walk), burrow 2, fly 2 (clumsy) Darkvision, tremorsense 5

**Traits**

☼ **Quaking Earth ✦ Aura** 1
When any enemy within the aura makes an attack that does not include the dragon as a target, that enemy falls prone and takes 5 damage.

**Standard Actions**

⊕ **Bite ✦ At-Will**
*Attack:* Melee 1 (one creature); +9 vs. AC
*Hit:* 1d8 + 4 damage.

⊕ **Claw ✦ At-Will**
*Attack:* Melee 1 (one creature); +11 vs. AC
*Hit:* 1d6 + 2 damage.

⊕ **Wyrmling Fury ✦ At-Will**
*Requirement:* The dragon must be bloodied.
*Effect:* The wyrmling uses *bite* and *claw*.

**Triggered Actions**

**Sudden Quake ✦ At-Will**
*Trigger:* The dragon is pulled, pushed, slid, or knocked prone.
*Effect (Free Action):* Each enemy in the dragon's aura falls prone.

**Str** 16 (+5) **Dex** 17 (+5) **Wis** 15 (+4)
**Con** 18 (+6) **Int** 14 (+4) **Cha** 12 (+3)
**Alignment** unaligned **Languages** Draconic, Primordial

**Young Earthquake Dragon** **Level 9 Elite Soldier**
Large elemental magical beast (earth, dragon) XP 800

**HP** 206; **Bloodied** 103 **Initiative** +12
**AC** 25, **Fortitude** 22, **Reflex** 22, **Will** 20 **Perception** +9
**Speed** 8 (earth walk), burrow 4, fly 4 (clumsy) Darkvision, tremorsense 10
**Saving Throws** +2; **Action Points** 1

**Traits**

☼ **Quaking Earth ✦ Aura** 1
When any enemy within the aura makes an attack that does not include the dragon as a target, that enemy falls prone and takes 5 damage.

**Standard Actions**

⊕ **Bite ✦ At-Will**
*Attack:* Melee 2 (one creature); +14 vs. AC
*Hit:* 2d8 + 8 damage.

⊕ **Claw ✦ At-Will**
*Attack:* Melee 2 (one creature); +16 vs. AC
*Hit:* 2d6 + 6 damage.

⊕ **Double Attack ✦ At-Will**
*Effect:* The dragon uses *bite* and *claw* or uses *claw* twice.

⊕ **Earthen Maw ✦ Recharge** ⁞⁞
*Attack:* Melee 2 (one creature); +14 vs. Reflex
*Hit:* 2d10 + 6 damage, and the target is restrained (save ends).
*First Failed Saving Throw:* The target is instead petrified (save ends).

**Minor Actions**

**Rising Tremors ✦ Recharge** at the start of any turn when *quaking earth* is aura 1
*Effect:* The *quaking earth* expands to aura 3. At the start of the dragon's next turn, the *quaking earth* expands to aura 5. At the start of its following turn, the dragon makes the following attack.
*Attack (No Action):* Close burst 5 (enemies in burst); +12 vs. Reflex
*Hit:* 3d8 + 5 damage, and the target falls prone and cannot stand up (save ends).
*Effect:* The *quaking earth* aura reverts to its original state and size (aura 1).

**Triggered Actions**

**Sudden Quake ✦ At-Will**
*Trigger:* The dragon is pulled, pushed, slid, or knocked prone.
*Effect (Free Action):* Each enemy in the dragon's aura falls prone.

**Str** 21 (+9) **Dex** 22 (+10) **Wis** 20 (+9)
**Con** 23 (+10) **Int** 19 (+8) **Cha** 17 (+7)
**Alignment** unaligned **Languages** Common, Draconic, Primordial

**Adult Earthquake Dragon** **Level 14 Elite Soldier**
Large elemental magical beast (earth, dragon) XP 2,000

**HP** 288; **Bloodied** 144 **Initiative** +15
**AC** 30, **Fortitude** 27, **Reflex** 27, **Will** 25 **Perception** +12
**Speed** 8 (earth walk), burrow 4, fly 4 (clumsy) Darkvision, tremorsense 10
**Saving Throws** +2; **Action Points** 1

**Traits**

☼ **Quaking Earth ✦ Aura** 1
When any enemy within the aura makes an attack that does not include the dragon as a target, that enemy falls prone and takes 10 damage.

**Standard Actions**

⊕ **Bite ✦ At-Will**
*Attack:* Melee 2 (one creature); +19 vs. AC
*Hit:* 3d8 + 9 damage.

⊕ **Claw ✦ At-Will**
*Attack:* Melee 2 (one creature); +21 vs. AC
*Hit:* 3d6 + 6 damage.

⊕ **Double Attack ✦ At-Will**
*Effect:* The dragon uses *bite* and *claw* or uses *claw* twice.

⊕ **Earthen Maw ✦ Recharge** ⁘ ⁞⁞
*Attack:* Melee 2 (one creature); +19 vs. Reflex
*Hit:* 3d10 + 6 damage, and the target is restrained (save ends).
*First Failed Saving Throw:* The target is instead petrified (save ends).

**Minor Actions**

**Rising Tremors ✦ Recharge** at the start of any turn when *quaking earth* is aura 1
*Effect:* The *quaking earth* expands to aura 3. At the start of the dragon's next turn, the *quaking earth* expands to aura 5. At the start of its following turn, the dragon makes the following attack.
*Attack (No Action):* Close burst 5 (enemies in burst); +17 vs. Reflex
*Hit:* 3d8 + 9 damage, and the target falls prone and cannot stand up (save ends).
*Effect:* The *quaking earth* aura reverts to its original state and size (aura 1).

**Triggered Actions**

**Sudden Quake ✦ At-Will**
*Trigger:* The dragon is pulled, pushed, slid, or knocked prone.
*Effect (Free Action):* Each enemy in the dragon's aura falls prone.

**Str** 22 (+13) **Dex** 23 (+13) **Wis** 21 (+12)
**Con** 24 (+14) **Int** 20 (+12) **Cha** 18 (+11)
**Alignment** unaligned **Languages** Common, Draconic, Primordial

| Elder Earthquake Dragon | Level 19 Elite Soldier |
|---|---|
| Huge elemental magical beast (earth, dragon) | XP 4,800 |
| **HP** 374; **Bloodied** 187 | **Initiative** +19 |
| **AC** 35, **Fortitude** 32, **Reflex** 32, **Will** 30 | **Perception** +16 |
| **Speed** 8 (earth walk), burrow 4, fly 6 (clumsy) | Darkvision, tremorsense 10 |
| **Saving Throws** +2; **Action Points** 1 | |

**Traits**

**Quaking Earth ✦ Aura 1**
When any enemy within the aura makes an attack that does not include the dragon as a target, that enemy falls prone and takes 10 damage.

**Standard Actions**

**Bite ✦ At-Will**
*Attack:* Melee 2 (one creature); +24 vs. AC
*Hit:* 4d8 + 9 damage.

**Claw ✦ At-Will**
*Attack:* Melee 3 (one creature); +26 vs. AC
*Hit:* 4d6 + 6 damage.

**Double Attack ✦ At-Will**
*Effect:* The dragon uses *bite* and *claw* or uses *claw* twice.

**Earthen Maw ✦ Recharge** ⚄ ⁞⁞
*Attack:* Melee 2 (one creature); +24 vs. Reflex
*Hit:* 3d10 + 11 damage, and the target is restrained (save ends).
*First Failed Saving Throw:* The target is instead petrified (save ends).

**Minor Actions**

**Rising Tremors ✦ Recharge** at the start of any turn when *quaking earth* is aura 1
*Effect:* The *quaking earth* expands to aura 3. At the start of the dragon's next turn, the *quaking earth* expands to aura 5. At the start of its following turn, the dragon makes the following attack.
*Attack (No Action):* Close burst 5 (enemies in burst); +22 vs. Reflex
*Hit:* 4d8 + 9 damage, and the target falls prone and cannot stand up (save ends).
*Effect*: The *quaking earth* aura reverts to its original state and size (aura 1).

**Triggered Actions**

**Sudden Quake ✦ At-Will**
*Trigger:* The dragon is pulled, pushed, slid, or knocked prone.
*Effect (Free Action)*: Each enemy in the dragon's aura falls prone.

| | | |
|---|---|---|
| **Str** 25 (+16) | **Dex** 26 (+17) | **Wis** 24 (+16) |
| **Con** 27 (+17) | **Int** 23 (+15) | **Cha** 21 (+14) |

**Alignment** unaligned **Languages** Common, Draconic, Primordial

| Ancient Earthquake Dragon | Level 24 Elite Soldier |
|---|---|
| Huge elemental magical beast (earth, dragon) | XP 12,100 |
| **HP** 456; **Bloodied** 228 | **Initiative** +22 |
| **AC** 40, **Fortitude** 37, **Reflex** 37, **Will** 35 | **Perception** +19 |
| **Speed** 8 (earth walk), burrow 4, fly 6 (clumsy) | Darkvision, tremorsense 10 |
| **Saving Throws** +2; **Action Points** 1 | |

**Traits**

**Quaking Earth ✦ Aura 1**
When any enemy within the aura makes an attack that does not include the dragon as a target, that enemy falls prone and takes 15 damage.

**Threatening Reach**
The dragon can make opportunity attacks using *claw* against enemies within 3 squares of it.

**Standard Actions**

**Bite ✦ At-Will**
*Attack:* Melee 2 (one creature); +29 vs. AC
*Hit:* 4d8 + 14 damage.

**Claw ✦ At-Will**
*Attack:* Melee 3 (one creature); +31 vs. AC
*Hit:* 4d6 + 10 damage.

**Double Attack ✦ At-Will**
*Effect:* The dragon uses *bite* and *claw* or uses *claw* twice.

**Earthen Maw ✦ Recharge** ⚄ ⁞⁞
*Attack:* Melee 2 (one creature); +29 vs. Reflex
*Hit:* 4d10 + 11 damage, and the target is restrained (save ends).
*First Failed Saving Throw:* The target is instead petrified (save ends).

**Minor Actions**

**Rising Tremors ✦ Recharge** at the start of any turn when *quaking earth* is aura 1
*Effect:* The *quaking earth* expands to aura 3. At the start of the dragon's next turn, the *quaking earth* expands to aura 5. At the start of its following turn, the dragon makes the following attack.
*Attack (No Action):* Close burst 5 (enemies in burst); +27 vs. Reflex
*Hit:* 4d8 + 14 damage, and the target falls prone and cannot stand up (save ends).
*Effect*: The *quaking earth* aura reverts to its original state and size (aura 1).

**Triggered Actions**

**Sudden Quake ✦ At-Will**
*Trigger:* The dragon is pulled, pushed, slid, or knocked prone.
*Effect (Free Action)*: Each enemy in the dragon's aura falls prone.

| | | |
|---|---|---|
| **Str** 26 (+20) | **Dex** 27 (+20) | **Wis** 25 (+19) |
| **Con** 28 (+21) | **Int** 24 (+19) | **Cha** 22 (+18) |

**Alignment** unaligned **Languages** Common, Draconic, Primordial

## Earthquake Dragons in Combat

When an earthquake dragon is looking for quarry, it suppresses its *quaking earth* aura. Using its tremorsense, it locates a singular creature to pursue. Then the dragon savors the hunt. An earthquake dragon prefers to burrow instead of fly. Once in combat, it emerges from the ground and unleashes the full extent of its powers. The dragon typically focuses on any enemies that look as though they're fleeing. An earthquake dragon might toy with such a creature, following it slowly enough to keep from overtaking it until the dragon tires of the chase. If it faces defeat, an earthquake dragon might retreat into the ground, where it can use its tremorsense to monitor the foes' departure.

# Volcanic Dragon

Volcanic dragons are foul-tempered, cruel, hateful, and ambitious. They are as destructive as earthquake dragons, but they veil their lust for devastation with the pursuit of a more lofty goal, such as rulership over a kingdom in the Elemental Chaos or revenge for a petty slight half a century in the past. In the end, these goals are all justifications. The volcanic dragons' true credo is: All things burn, and nothing burns more sweetly than flesh.

## Lore

**Arcana DC 25:** When Io fell, one group of dragons present became consumed with a burning wrath. His demise clearly proved to them that Io was weak. And, since they had been made in Io's image, the dragons considered themselves to be weak as well. This idea filled the dragons with fury, and they turned to the primordials for the raw power they wanted. Vezzuvu, the Burning Mountain, answered their demands. Vezzuvu told the dragons that if they bathed in the white-hot lava of his volcanic domain, they would be cleansed of their weak flesh and gain more powerful bodies. The dragons heeded Vezzuvu's words and submerged themselves in the lava. Many died during the process, but those that survived arose from the pools of lava with new bodies.

At first, the new volcanic dragons were satisfied, but many soon came to think that they had not been given as great a gift as they were promised, or as much as they deserved. They spent their wrath on both the gods and Vezzuvu for a time, allying with both and betraying both. Today, neither god nor primordial accepts a volcanic dragon as anything more than a mercenary and a weapon, a tool to be used with extreme caution.

## Encounters

The perceived betrayal associated with their creation has left a legacy of mistrust among volcanic dragons. Volcanic dragons prefer to ally with elemental creatures, those that share their hatred of the world and its denizens. Volcanic dragons frequently ally with demons, fire giants and fire titans, efreets, fire archons, and salamanders, though they are not opposed to allying with nonfire creatures. A volcanic dragon might take up with nonelemental creatures if they can offer it power in exchange for service. Volcanic dragons have a one-track mind, so anyone who can make a compelling offer—and survive long enough to present it—can usually persuade a volcanic dragon to join an alliance for a limited time. Tracking down a volcanic dragon might require venturing into the heart of a volcano or delving into the burning depths of the Elemental Chaos.

CHIPPY

**Volcanic Dragon Wyrmling** **Level 5 Brute**
Medium elemental magical beast (fire, dragon) XP 200

**HP** 77; **Bloodied** 38 **Initiative** +5
**AC** 17, **Fortitude** 18, **Reflex** 16, **Will** 17 **Perception** +6
**Speed** 6, fly 6 (clumsy) Darkvision

**Traits**

☼ **Noxious Fumes** (poison) ✦ **Aura** 1
Any enemy that ends its turn within the aura takes 3 poison damage.

**Standard Actions**

⨭ **Bite** (fire) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +9 vs. AC
*Hit:* 1d10 damage, and ongoing 5 fire damage (save ends).

⨭ **Claw** ✦ **At-Will**
*Attack:* Melee 1 (one creature); +11 vs. AC
*Hit:* 1d8 damage, and the target loses all fire resistance until the end of the dragon's next turn.

⨭ **Wyrmling Fury** ✦ **At-Will**
*Requirement:* The dragon must be bloodied.
*Effect:* The wyrmling uses *bite* and *claw*.

**Triggered Actions**

**Sudden Flare** (fire) ✦ **At-Will**
*Trigger:* The dragon is hit by a fire attack.
*Effect (Free Action):* Each enemy in the dragon's aura takes 5 fire damage.

**Str** 19 (+6) **Dex** 16 (+5) **Wis** 18 (+6)
**Con** 17 (+5) **Int** 13 (+3) **Cha** 15 (+4)
**Alignment** unaligned **Languages** Draconic, Primordial

**Young Volcanic Dragon** **Level 10 Elite Brute**
Large elemental magical beast (fire, dragon) XP 1,000

**HP** 264; **Bloodied** 132 **Initiative** +10
**AC** 22, **Fortitude** 23, **Reflex** 21, **Will** 22 **Perception** +11
**Speed** 8, fly 8 (clumsy) Darkvision
**Saving Throws** +2; **Action Points** 1

**Traits**

☼ **Noxious Fumes** (poison) ✦ **Aura** 1
Any enemy that ends its turn within the aura takes 5 poison damage.

**Standard Actions**

⨭ **Bite** (fire) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +14 vs. AC
*Hit:* 2d10 + 4 damage, and ongoing 5 fire damage (save ends).

⨭ **Claw** ✦ **At-Will**
*Attack:* Melee 2 (one creature); +16 vs. AC
*Hit:* 2d8 + 4 damage, and the target loses all fire resistance until the end of the dragon's next turn.

⨭ **Double Attack** ✦ **At-Will**
*Effect:* The dragon uses *bite* and *claw* or uses *claw* twice.

**Minor Actions**

**Growing Heat** (fire) ✦ **Recharge** at the start of any turn when *noxious fumes* is aura 1
*Effect:* The *noxious fumes* expands to aura 3. At the start of the dragon's next turn, the *noxious fumes* expands to aura 5. At the start of its following turn, the dragon makes the following attack.
*Attack (No Action):* Close burst 5 (enemies in burst); +13 vs. Reflex
*Hit:* 2d10 + 4 fire damage, and ongoing 5 fire damage (save ends).
*Effect:* The *noxious fumes* aura reverts to its original state and size (aura 1).

**Lava Vent** (fire, zone) ✦ **Recharge** when first bloodied
*Effect:* The dragon creates a zone in an area burst 1 within 10 squares that lasts until the end of the encounter. Any creature that enters the zone or starts its turn there takes 5 fire damage.

**Triggered Actions**

**Sudden Flare** (fire) ✦ **At-Will**
*Trigger:* The dragon is hit by a fire attack.
*Effect (Free Action):* Each enemy in the dragon's *noxious fumes* aura takes 5 fire damage.

**Str** 24 (+12) **Dex** 21 (+10) **Wis** 23 (+11)
**Con** 22 (+11) **Int** 18 (+9) **Cha** 20 (+10)
**Alignment** unaligned **Languages** Common, Draconic, Primordial

**Adult Volcanic Dragon** **Level 15 Elite Brute**
Large elemental magical beast (fire, dragon) XP 2,400

**HP** 362; **Bloodied** 181 **Initiative** +12
**AC** 27, **Fortitude** 28, **Reflex** 26, **Will** 27 **Perception** +13
**Speed** 8, fly 8 (clumsy) Darkvision
**Saving Throws** +2; **Action Points** 1

**Traits**

☼ **Noxious Fumes** (poison) ✦ **Aura** 1
Any enemy that ends its turn within the aura takes 5 poison damage.

**Standard Actions**

⨭ **Bite** (fire) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +19 vs. AC
*Hit:* 2d10 + 5 damage, and ongoing 10 fire damage (save ends).

⨭ **Claw** ✦ **At-Will**
*Attack:* Melee 2 (one creature); +21 vs. AC
*Hit:* 2d89 + 5 damage, and the target loses all fire resistance until the end of the dragon's next turn.

⨭ **Double Attack** ✦ **At-Will**
*Effect:* The dragon uses *bite* and *claw* or uses *claw* twice.

**Minor Actions**

**Growing Heat** (fire) ✦ **Recharge** at the start of any turn when *noxious fumes* is aura 1
*Effect:* The *noxious fumes* expands to aura 3. At the start of the dragon's next turn, the *noxious fumes* expands to aura 5. At the start of its following turn, the dragon makes the following attack.
*Attack (No Action):* Close burst 5 (enemies in burst); +18 vs. Reflex
*Hit:* 2d10 + 5 fire damage, and ongoing 10 fire damage (save ends).
*Effect:* The *noxious fumes* aura reverts to its original state and size (aura 1).

**Lava Vent** (fire, zone) ✦ **Recharge** when first bloodied
*Effect:* The dragon creates a zone in an area burst 1 within 10 squares that lasts until the end of the encounter. Any creature that enters the zone or starts its turn there takes 10 fire damage.

**Triggered Actions**

**Sudden Flare** (fire) ✦ **At-Will**
*Trigger:* The dragon is hit by a fire attack.
*Effect (Free Action):* Each enemy in the dragon's *noxious fumes* aura takes 10 fire damage.

**Str** 23 (+13) **Dex** 20 (+12) **Wis** 22 (+13)
**Con** 21 (+12) **Int** 17 (+10) **Cha** 19 (+11)
**Alignment** unaligned **Languages** Common, Draconic, Primordial

**Elder Volcanic Dragon** **Level 20 Elite Brute**
Huge elemental magical beast (fire, dragon) XP 5,600

**HP** 468; **Bloodied** 234 **Initiative** +16
**AC** 32, **Fortitude** 33, **Reflex** 31, **Will** 32 **Perception** +17
**Speed** 10, fly 10 (clumsy) Darkvision
**Saving Throws** +2; **Action Points** 1

**Traits**

☼ **Noxious Fumes** (poison) ✦ **Aura** 1
Any enemy that ends its turn within the aura takes 10 poison damage.

**Standard Actions**

⨾ **Bite** (fire) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +24 vs. AC
*Hit:* 3d10 + 5 damage, and ongoing 10 fire damage (save ends).

⨾ **Claw** ✦ **At-Will**
*Attack:* Melee 2 (one creature); +26 vs. AC
*Hit:* 3d8 + 5 damage, and the target loses all fire resistance until the end of the dragon's next turn.

⨾ **Double Attack** ✦ **At-Will**
*Effect:* The dragon uses *bite* and *claw* or uses *claw* twice.

**Minor Actions**

**Growing Heat** (fire) ✦ **Recharge** at the start of any turn when *noxious fumes* is aura 1
*Effect:* The *noxious fumes* expands to aura 3. At the start of the dragon's next turn, the *noxious fumes* expands to aura 5. At the start of its following turn, the dragon makes the following attack.
*Attack (No Action):* Close burst 5 (enemies in burst); +23 vs. Reflex
*Hit:* 3d10 + 4 fire damage, and ongoing 10 fire damage (save ends).
*Effect:* The *noxious fumes* aura reverts to its original state and size (aura 1).

**Lava Vent** (fire, zone) ✦ **Recharge** when first bloodied
*Effect:* The dragon creates a zone in an area burst 2 within 10 squares that lasts until the end of the encounter. Any creature that enters the zone or starts its turn there takes 15 fire damage.

**Triggered Actions**

**Sudden Flare** (fire) ✦ **At-Will**
*Trigger:* The dragon is hit by a fire attack.
*Effect (Free Action):* Each enemy in the dragon's *noxious fumes* aura takes 15 fire damage.

**Str** 26 (+18) **Dex** 23 (+16) **Wis** 25 (+17)
**Con** 24 (+17) **Int** 20 (+15) **Cha** 22 (+16)
**Alignment** unaligned **Languages** Common, Draconic, Primordial

**Ancient Volcanic Dragon** **Level 25 Elite Brute**
Huge elemental magical beast (fire, dragon) XP 14,000

**HP** 574; **Bloodied** 287 **Initiative** +20
**AC** 37, **Fortitude** 38, **Reflex** 36, **Will** 37 **Perception** +21
**Speed** 10, fly 10 (clumsy) Darkvision
**Saving Throws** +2; **Action Points** 1

**Traits**

☼ **Noxious Fumes** (poison) ✦ **Aura** 1
Any enemy that ends its turn within the aura takes 15 poison damage.

**Standard Actions**

⨾ **Bite** (fire) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +29 vs. AC
*Hit:* 3d10 + 8 damage, and ongoing 10 fire damage (save ends).

⨾ **Claw** ✦ **At-Will**
*Attack:* Melee 2 (one creature); +31 vs. AC
*Hit:* 3d8 + 8 damage, and the target loses all fire resistance until the end of the dragon's next turn.

⨾ **Double Attack** ✦ **At-Will**
*Effect:* The dragon uses *bite* and *claw* or uses *claw* twice.

**Minor Actions**

**Growing Heat** (fire) ✦ **Recharge** at the start of any turn when *noxious fumes* is aura 1
*Effect:* The *noxious fumes* expands to aura 3. At the start of the dragon's next turn, the *noxious fumes* expands to aura 5. At the start of its following turn, the dragon makes the following attack.
*Attack (No Action):* Close burst 5 (enemies in burst); +28 vs. Reflex
*Hit:* 4d10 + 4 fire damage, and ongoing 15 fire damage (save ends).
*Effect:* The *noxious fumes* aura reverts to its original state and size (aura 1).

**Fiery Fissure** (fire, zone) ✦ **Recharge** ⚄ ⚅
*Effect:* The dragon creates a zone of hindering terrain in 6 contiguous unoccupied squares. At least one of the squares must be within 10 squares of the dragon. The zone lasts until the end of the dragon's next turn. Any enemy that enters the zone or starts its turn there takes 20 fire damage. This power does not provoke opportunity attacks.

**Lava Vent** (fire, zone) ✦ **Recharge** when first bloodied
*Effect:* The dragon creates a zone in an area burst 2 within 10 squares that lasts until the end of the encounter. Any creature that enters the zone or starts its turn there takes 15 fire damage.

**Triggered Actions**

**Sudden Flare** (fire) ✦ **At-Will**
*Trigger:* The dragon is hit by a fire attack.
*Effect (Free Action):* Each enemy in the dragon's *noxious fumes* aura takes 15 fire damage.

**Str** 29 (+21) **Dex** 26 (+20) **Wis** 28 (+21)
**Con** 27 (+20) **Int** 23 (+18) **Cha** 25 (+19)
**Alignment** unaligned **Languages** Common, Draconic, Primordial

## Volcanic Dragons in Combat

Volcanic dragons are an utterly destructive force on the battlefield. Although they are fast fliers, they prefer to swoop in and fight on a solid surface where they can take advantage of their powers. A volcanic dragon prefers to focus its attention on any foes that are dragons or draconic humanoids. Otherwise, it simply sows as much chaos and destruction as possible. The dragon uses its powers to make the battlefield a hellish landscape, forcing enemies to maneuver around fissures and volcanoes. Volcanic dragons are reluctant to leave combat if doing so means showing weakness. A volcanic dragon talks to its enemies only when they can offer it the chance to cause much greater havoc and consume many more lives.

# DREAD WARRIOR

Unholy rituals that call forth undead hulks usually raise shambling, mindless creatures. Dread warriors, on the other hand, rise to unlife possessed of enough martial skill to serve as formidable guardians. Each dread warrior is created with an unbreakable connection to its master that makes it utterly loyal.

Every dread warrior is bonded to a master or an item defined by the Dungeon Master. Some of a dread warrior's powers and traits relate to its master.

## Lore

**Religion DC 17:** Although dread warriors are faithful, they are notorious for their inability to follow orders more complex than "Guard" or "Attack." They are incapable of scheming or turning against their master. They need neither sleep nor air. If a dread warrior's master is slain, the warrior might collapse into an inanimate heap, or it might go berserk, attacking whoever dealt the killing blow to its master. Some masters bond the creatures to magic items so that the warriors continue their watch even after a caster's death.

## Encounters

In some forgotten, dusty tombs, dread warriors might keep watch over the slumbering form of their lich master or a forgotten shrine to a dark god. Most dread warriors are found in the service of powerful spellcasters and priests. Legend holds that the priests of Bane were the first to craft these warriors, creating them from the corpses of potent enemies.

## Dread Protector

Stories tell of powerful necromancers creating a dozen dread protectors to scatter about their bedrooms and workstations. There's a comfort, and an unfortunate stench, in the presence of these vigilant, sleepless guardians.

| **Dread Protector** | **Level 3 Soldier** |
|---|---|
| Medium natural animate (undead) | XP 150 |
| **HP** 47; **Bloodied** 23 | **Initiative** +3 |
| **AC** 19, **Fortitude** 16, **Reflex** 13, **Will** 14 | **Perception** +1 |
| **Speed** 5 | Low-light vision |
| **Traits** | |
| ☼ **Shield of Undeath** ✦ **Aura** 1 | |
| While the dread protector's master is within the protector's aura, the master takes half damage from melee and ranged attacks. | |
| **Eyes of Undeath** | |
| The dread protector's master can see or hear anything the protector can see or hear. The master can also speak through the protector. | |
| **Standard Actions** | |
| ⊕ **Greataxe** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +8 vs. AC | |
| *Hit:* 1d12 + 4 damage, and the target is marked until the end of the protector's next turn. | |
| **Move Actions** | |
| **Protector's Call** (teleportation) ✦ **At-Will** | |
| *Effect:* The protector teleports its speed to a square adjacent to its master. | |
| **Str** 16 (+4) **Dex** 10 (+1) **Wis** 11 (+1) | |
| **Con** 15 (+3) **Int** 4 (-2) **Cha** 8 (+0) | |
| **Alignment** unaligned **Languages** understands Common | |
| **Equipment** scale armor, greataxe | |

### Dread Protectors in Combat

A dread protector's dull eyes reveal its near-mindless state. It cares nothing for its body or its undead allies. A protector lurches into attacks aimed at its master, causing the blows to slam into its dead flesh.

## Dread Marauder

Clad in moldering leathers and carrying a pair of short swords, a dread marauder serves as an undead scout and skirmisher. Its master can see through its eyes, allowing him or her to remain in the safety of a tower while the marauders hunt down intruders.

### Dread Marauders in Combat

Adventurers have mistaken a dread marauder's seemingly suicidal tendencies for a design flaw. In truth, a cunning necromancer uses dread marauders to gather intelligence on foes.

MATIAS TAPIA

| **Dread Marauder** | **Level 5 Skirmisher** |
|---|---|
| Medium natural animate (undead) | XP 200 |
| **HP** 63; **Bloodied** 31 | **Initiative** +7 |
| **AC** 19, **Fortitude** 17, **Reflex** 17, **Will** 16 | **Perception** +9 |
| **Speed** 6 | Low-light vision |

**Traits**

**Combat Advantage**
The dread marauder deals 1d6 extra damage against any creature granting combat advantage to it.

**In the Master's Defense**
The dread marauder has combat advantage against each target adjacent to its master.

**Eyes of Undeath**
The dread marauder's master can see or hear anything the marauder can see or hear. The master can also speak through the marauder.

**Standard Actions**

**Short Sword** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +10 vs. AC
*Hit:* 2d6 + 6 damage.

**Longbow** (weapon) ✦ **At-Will**
*Attack:* Ranged 20/40 (one creature); +10 vs. AC
*Hit:* 1d10 + 4 damage.

**Skirmish Strike** ✦ **At-Will**
*Effect:* The marauder shifts 3 squares and uses *short sword* or *longbow*.

| | | |
|---|---|---|
| **Str** 16 (+5) | **Dex** 16 (+5) | **Wis** 14 (+4) |
| **Con** 15 (+4) | **Int** 4 (-1) | **Cha** 9 (+1) |

**Alignment** unaligned **Languages** understands Common
**Equipment** leather armor, short sword, longbow, 20 arrows

# Dread Archer

A necromancer creates dread archers to shoot anyone who attempts to approach the spellcaster or his or her fortification.

| **Dread Archer** | **Level 6 Artillery** |
|---|---|
| Medium natural animate (undead) | XP 250 |
| **HP** 57; **Bloodied** 28 | **Initiative** +6 |
| **AC** 18, **Fortitude** 18, **Reflex** 18, **Will** 17 | **Perception** +5 |
| **Speed** 6 | Low-light vision |

**Traits**

**Eyes of Undeath**
The dread archer's master can see or hear anything the archer can see or hear. The master can also speak through the archer.

**Channel of Undeath**
While the dread archer's master has line of sight to the archer, the master can make implement attacks as if it occupied the archer's square.

**Standard Actions**

**Short Sword** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +11 vs. AC
*Hit:* 1d6 + 7 damage.

**Longbow** (weapon) ✦ **At-Will**
*Attack:* Ranged 20/40 (one creature); +13 vs. AC
*Hit:* 1d10 + 3 damage.

**Arcing Volley** (weapon) ✦ **Encounter**
*Attack:* Area burst 1 within 10 (enemies in burst); +13 vs. AC
*Hit:* 1d10 + 3 damage.

**Triggered Actions**

**Sustained Attack** (weapon) ✦ **At-Will**
*Trigger:* An enemy is hit by the archer's master.
*Attack (Immediate Reaction):* Ranged 10 (triggering enemy); +13 vs. AC
*Hit:* 1d10 + 3 damage.

| | | |
|---|---|---|
| **Str** 16 (+6) | **Dex** 16 (+6) | **Wis** 14 (+5) |
| **Con** 15 (+5) | **Int** 4 (+0) | **Cha** 9 (+2) |

**Alignment** unaligned **Languages** understands Common
**Equipment** short sword, longbow, 40 arrows

## Dread Archers in Combat

A dread archer serves a simple purpose. It whittles away at an enemy's force with its arrows. The archer also has a second purpose. The bond between archer and master works as a conduit for powers, enabling a master to hurl spells through the archer.

# Dread Guardian

Safe behind a dread guardian's heavy shield, a necromancer or a priest of a dark god can hurl powers without fear of interference.

| **Dread Guardian** | **Level 7 Soldier** |
|---|---|
| Medium natural animate (undead) | XP 300 |
| **HP** 79; **Bloodied** 39 | **Initiative** +6 |
| **AC** 23, **Fortitude** 19, **Reflex** 17, **Will** 18 | **Perception** +5 |
| **Speed** 5 | Low-light vision |

**Traits**

**Shield of Undeath** ✦ **Aura** 1
While the dread guardian's master is within the guardian's aura, the master takes half damage from all attacks.

**Eyes of Undeath**
The dread guardian's master can see or hear anything the guardian can see or hear. The master can also speak through the guardian.

**Standard Actions**

**Longsword** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +12 vs. AC
*Hit:* 2d8 + 6 damage.
*Effect:* The target is marked until the end of the guardian's next turn.

**Longbow** (weapon) ✦ **At-Will**
*Attack:* Ranged 20/40 (one creature); +12 vs. AC
*Hit:* 1d10 + 6 damage.
*Effect:* The target is marked until the end of the guardian's next turn.

**Triggered Actions**

**Iron Rebuke** (weapon) ✦ **At-Will**
*Trigger:* An enemy marked by the guardian attacks the guardian's master.
*Attack (Opportunity Action):* Melee 1 (triggering enemy); +14 vs. AC
*Hit:* 2d8 + 6 damage.

| | | |
|---|---|---|
| **Str** 16 (+6) | **Dex** 12 (+4) | **Wis** 14 (+5) |
| **Con** 15 (+5) | **Int** 4 (+0) | **Cha** 9 (+2) |

**Alignment** unaligned **Languages** understands Common
**Equipment** scale armor, heavy shield, longsword, longbow, 20 arrows

## Dread Guardians in Combat

A guardian appears slack and vacant-eyed, even in the midst of battle. When its master is threatened, however, its appearance undergoes a startling transformation. It growls like a beast and moves with the agility and power of a leaping panther.

# DROW

Lurking in the darkest reaches of the Demonweb are the most devoted followers of Lolth, the drow. Abyssal drow collect into factions, each establishing its own domain within the Demonweb. Rather than vowing allegiance to a particular house in a city, these drow support powerful personalities, bold warriors, high priestesses, and the like. Each faction secures its holding with loyal drow, demons such as nycademons, ultrodemons, mariliths, and draegloths, and demonic spiders, yochlols, and other fiendish terrors.

## Lore

**Religion DC 23:** The drow are a cursed people, a deviant and evil race firmly in Lolth's grip. Exiled from the Feywild for rising up against their eladrin kin, the drow nurse ancient grudges. They wallow in lies and cruelty, plotting vengeance against their ancestral enemies. Few drow escape their treacherous communities, instead finding an early death on the end of a poisoned blade or strapped to an altar of Lolth. A fraction of drow attain lasting power through an invitation to join the Spider Queen in the Demonweb.

## Encounters

Unlike dark elves in the world, abyssal drow are more likely to form stable alliances. They are no less treacherous, but the stakes in the Abyss are higher. If a drow joins the ranks of an exarch such as Eclavdra, he or she must set aside petty disputes to help seize victories and attain greater rank within the Abyss.

The Spider Queen's exarchs work to spread the goddess's influence across the planes. While in the Abyss, Eclavdra keeps the company of favored drow and Ladies of Spiders. Outside the Abyss, these exarchs might insinuate themselves into the societies of other races, serving as envoys to giants in the Shadowfell, treating with devils in the Nine Hells, or acting as ambassadors to efreets in the City of Brass.

Drow abominations lurk in the gloom of the Abyss, hunting for intruders and serving only those mighty enough to bend the creatures' wills. Draegloths and driders are usually in the direct service of Lolth, working alongside mariliths, yochlols, and glabrezus.

## Drow Zealot

The lowliest of abyssal drow are the zealots, drow warriors warped by magic to manifest a spider curse. The ranks of zealots are filled by drow who failed to serve with the proper mix of deference, gratitude, and obedience.

| **Drow Zealot** | **Level 23 Brute** |
|---|---|
| Medium fey humanoid | XP 5,100 |
| **HP** 265; **Bloodied** 132 | **Initiative** +18 |
| **AC** 35, **Fortitude** 36, **Reflex** 35, **Will** 33 | **Perception** +11 |
| **Speed** 7 | Darkvision |
| **Resist** 10 poison | |
| **Traits** | |
| ☼ **Spider Host** (poison) ✦ **Aura** 1 | |
| While the zealot is bloodied, any enemy within the zealot's aura that becomes bloodied takes ongoing 20 poison damage (save ends). | |
| **Standard Actions** | |
| ⊕ **Fullblade** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +28 vs. AC | |
| *Hit:* 3d12 + 19 damage. | |
| *Miss:* The zealot gains a +2 bonus to melee attack rolls and a +5 bonus to melee damage rolls until the end of its next turn. | |
| **Minor Actions** | |
| ➢ **Darkfire** ✦ **Encounter** | |
| *Attack:* Ranged 10 (one creature); +26 vs. Reflex | |
| *Hit:* The target grants combat advantage and cannot benefit from invisibility or concealment until the end of the zealot's next turn. | |
| **Triggered Actions** | |
| **Spider Burst** (poison, zone) | |
| *Trigger:* The zealot drops to 0 hit points. | |
| *Effect (No Action):* The zealot's death creates a zone in a close burst 1 that lasts until the end of the encounter. The zone is difficult terrain, and any creature that starts its turn within the zone takes 10 poison damage. | |
| **Str** 27 (+19) | **Dex** 24 (+18) | **Wis** 10 (+11) |
| **Con** 25 (+18) | **Int** 12 (+12) | **Cha** 21 (+16) |
| **Alignment** chaotic evil | **Languages** Abyssal, Common, Elven | |
| **Equipment** fullblade | | |

### Drow Zealots in Combat

Combat is a drow zealot's chance to prove his or her devotion to Lolth, so these warriors hurl themselves into the thick of battle. Zealots harbor a demonic spider infestation. These spiders scuttle out from the zealots' orifices and crawl onto their host's opponents, infecting them with poison. As the zealot's injuries mount, the spiders become agitated. When a zealot falls, the spiders erupt from the corpse, filling the area with toxic webbing.

# Draegloth Abomination

Abyssal dark elves have a connection with demons. Most drow are content to summon and bind demons, but a few deranged priestesses call fiends for foul rituals that mingle demonic blood with that of driders. The horrendous products of these unions are both drider and draegloth, and they are among the most feared creatures in the Abyss.

| **Draegloth Abomination** | **Level 24 Lurker** |
|---|---|
| Huge elemental magical beast (demon) | XP 6,050 |
| **HP** 175; **Bloodied** 87 | **Initiative** +23 |
| **AC** 38, **Fortitude** 37, **Reflex** 35, **Will** 33 | **Perception** +20 |
| **Speed** 8, climb 8 (spider climb) | Darkvision, tremorsense 10 |
| **Standard Actions** | |
| **Claw ✦ At-Will** | |
| *Attack:* Melee 3 (one creature); +29 vs. AC | |
| *Hit:* 2d10 + 10 damage, or 4d10 + 10 against dazed creatures. | |
| **Slashing Claws ✦ At-Will** | |
| *Effect:* The abomination uses *claw* against two different targets. | |
| **Tethering Web** (poison) **✦ At-Will** | |
| *Attack:* Ranged 5 (one creature, or two creatures while the abomination is bloodied); +27 vs. Reflex | |
| *Hit:* 1d10 + 10 poison damage, and the target is tethered (save ends). While the target is tethered, it is dazed, and the abomination can pull the target to a square adjacent to it during the abomination's turn as a free action. | |
| **Minor Actions** | |
| **Maddening Darkness** (psychic, zone) **✦ Encounter** | |
| *Attack:* Close burst 2 (creatures in burst); +27 vs. Will | |
| *Hit:* The target is slowed and dazed until the end of the abomination's next turn. | |
| *Effect:* The burst creates a zone that lasts until the end of the abomination's next turn. The zone blocks line of sight for all creatures except the abomination. Any creature other than the abomination is blinded while within the zone. | |
| **Triggered Actions** | |
| **Variable Resistance ✦ 3/Encounter** | |
| *Trigger:* The abomination takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The abomination gains resist 20 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again. | |
| **Dark Leap** (teleportation) **✦ Recharge** when first bloodied | |
| *Trigger:* An enemy damages the abomination. | |
| *Effect (Immediate Reaction): Maddening darkness* recharges, and the abomination uses it. The abomination then teleports 8 squares. | |
| **Skills** Religion +23, Stealth +24 | |
| **Str** 27 (+20) **Dex** 24 (+19) **Wis** 17 (+15) | |
| **Con** 25 (+19) **Int** 22 (+18) **Cha** 19 (+16) | |
| **Alignment** chaotic evil **Languages** Abyssal, Elven | |

## Draegloth Abominations in Combat

With its long, wicked claws, spiderlike legs, and gnashing teeth, the heritage of a draegloth abomination is apparent. An abomination combines drider cunning with demonic ferocity, making it a patient hunter and a brutal killer. A draegloth stalks its prey from the shadows until the opportune moment arrives to leap out and coat its victim in webbing. The monster then yanks its prisoner to within reach of its eviscerating claws.

BEN WOOTTEN

## Draegloth Abomination Lore

**Arcana DC 29:** The practice of making draegloths is not exclusive to drow. Driders also perform the profane creation rituals. A drider-born draegloth is an impressive creature, representing the height of Lolth's favor and the most perverse of creations. These fiends cannot be controlled, however, and they usually bring ruin to their creators. For that reason, most draegloth abominations are gifted to Lolth, so that the creatures threaten only those who dare venture into the Demonweb Pits.

# Drow Shadowblade

Cloaked in darkness, a shadowblade steals through the dark corridors of the Demonweb, fulfilling some sinister charge from the powers there. Few drow dare to follow the path to becoming a shadowblade, but those who have the audacity and the skill are rewarded with Lolth's personal blessing. Lolth encourages strife and treachery among her people, so when a drow assassin succeeds in killing the ruling high priestess of a drow city, she brings that individual to her court. The Spider Queen rewards her most cunning, treacherous, and deadly assassins with the power of the shadowblade.

| Drow Shadowblade | Level 24 Lurker |
|---|---|
| Medium fey humanoid | XP 6,050 |
| **HP** 171; **Bloodied** 85 | **Initiative** +24 |
| **AC** 39, **Fortitude** 34, **Reflex** 37, **Will** 36 | **Perception** +24 |
| **Speed** 7, phasing | Darkvision |

**Standard Actions**

**Short Sword** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +29 vs. AC
*Hit:* 2d6 + 15 damage.

**Shadow Strike** (necrotic, weapon, zone) ✦ **At-Will**
*Attack:* Melee 1 (one creature flanked by the shadowblade and its animated shadow); +29 vs. AC
*Hit:* 2d6 + 15 damage plus 10 necrotic damage, and the animated shadow ends and creates a zone in a close burst 2 centered on its square and including its square. The zone lasts until the end of the shadowblade's next turn. The zone blocks line of sight for all creatures except the shadowblade. Any creature other than the shadowblade is blinded while within the zone.

**Animated Shadow** ✦ **Recharge** when the shadowblade's *animated shadow* ends
*Effect:* The shadowblade creates an animated shadow in an unoccupied square within 10 squares of it. The shadow lasts until the end of the shadowblade's next turn. The shadow counts as an ally for the purpose of flanking with the shadowblade. When the shadowblade moves on its turn, it slides the shadow an equal number of squares.

**Minor Actions**

**Soulrot Venom** (necrotic, poison) ✦ **Recharge** when first bloodied
*Effect:* The next enemy the shadowblade hits before the end of the encounter is weakened (save ends).
*First Failed Saving Throw:* The enemy takes ongoing 15 necrotic and poison damage (save ends).
*Second Failed Saving Throw:* The enemy cannot benefit from immunities or resistances (save ends).

**Triggered Actions**

**Persistent Blade** ✦ **Recharge** ⚄ ⚄ ⚅
*Trigger:* The shadowblade misses an enemy with a melee attack.
*Effect (Free Action):* The shadowblade uses *short sword* against a different enemy.

**Skills** Acrobatics +25, Stealth +25, Thievery +25

| | | |
|---|---|---|
| **Str** 16 (+15) | **Dex** 27 (+20) | **Wis** 24 (+19) |
| **Con** 21 (+17) | **Int** 22 (+18) | **Cha** 19 (+16) |

**Alignment** chaotic evil **Languages** Abyssal, Common, Elven
**Equipment** leather armor, short sword

## Drow Shadowblades in Combat

A drow shadowblade stays out of view, watching and waiting for the perfect time to strike. While hidden, it might poison its blade and bring forth an animated shadow to aid in its next assassination attempt. When the time is right, the shadowblade darts into combat with its shadow and strikes down an isolated opponent with speed and precision. A shadowblade aims to eliminate either the weakest enemy, reducing the foe's numbers, or the strongest enemy, hoping that its allies can handle the others.

# Drow Archmage

The most powerful and perverse drow mages are welcomed into the Abyss, where they can serve Lolth directly. There, they warp their flesh and souls toward Lolth's depraved ends.

| Drow Archmage | Level 25 Artillery |
|---|---|
| Medium fey humanoid | XP 7,000 |
| **HP** 178; **Bloodied** 89 | **Initiative** +19 |
| **AC** 37, **Fortitude** 36, **Reflex** 37, **Will** 39 | **Perception** +14 |
| **Speed** 7 | Darkvision |

**Standard Actions**

**Dagger** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +30 vs. AC
*Hit:* 2d4 + 15 damage, and the target takes a -4 penalty to attack rolls until the end of the archmage's next turn.

**Abyssal Bolt** (acid, poison) ✦ **At-Will**
*Attack:* Ranged 20 (one creature); +30 vs. Reflex
*Hit:* 4d8 + 15 acid and poison damage.

**Cruel Banishing** (teleportation) ✦ **Encounter**
*Attack:* Melee 1 (one creature); +30 vs. Fortitude
*Hit:* The archmage teleports the target 7 squares, and the target is dazed (save ends).

**Demonic Grasp** (poison) ✦ **Encounter**
*Attack:* Ranged 10 (one creature); +30 vs. Fortitude
*Hit:* The target is immobilized and suspended 1 square up (save ends both). While this effect lasts, whenever the target or one of its allies deals damage to a demon, drow, or spider, the target takes 10 poison damage.

**Minor Actions**

**Unwholesome Sacrifice** (necrotic) ✦ **Recharge** ⚄ ⚅
*Effect:* The archmage deals 20 damage to an ally adjacent to it. In addition, the archmage recharges one encounter power or deals 10 extra damage on its next ranged attack before the end of its next turn.

**Darkfire** ✦ **Encounter**
*Attack:* Ranged 10 (one creature); +30 vs. Reflex
*Hit:* The target grants combat advantage and cannot benefit from invisibility or concealment until the end of the archmage's next turn.

**Skills** Arcana +23

| | | |
|---|---|---|
| **Str** 13 (+13) | **Dex** 25 (+19) | **Wis** 14 (+14) |
| **Con** 22 (+18) | **Int** 22 (+18) | **Cha** 28 (+21) |

**Alignment** chaotic evil **Languages** Abyssal, Common, Elven
**Equipment** dagger

## Drow Archmages in Combat

A drow archmage commands abyssal power through force of personality. Despite their power, drow archmages fear death and the torment that awaits their souls. Thus, an archmage will abandon his or her thralls if a battle goes poorly.

# Drow Exalted Consort

Male drow have few ways to distinguish themselves in the matriarchal culture of their people. Most are consigned to ignoble ends, used and then discarded by the priestesses. The few male drow who rise above their station as slaves or artisans might serve as warriors, or, if blessed, gain places as consorts.

Exalted consorts are among the greatest drow warriors, possessing a blend of combat prowess and beauty. Lolth gathers such warriors in the Demonweb, where she infuses them with divine power to make them worthy to serve her and her mightiest priestesses.

| Drow Exalted Consort | Level 25 Skirmisher |
|---|---|
| Medium fey humanoid | XP 7,000 |
| **HP** 224; **Bloodied** 112 | **Initiative** +23 |
| **AC** 39, **Fortitude** 35, **Reflex** 39, **Will** 37 | **Perception** +17 |
| **Speed** 6 | Darkvision |

**Standard Actions**

**Longsword** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +30 vs. AC
*Hit:* 2d8 + 9 damage.

**Warding Blades** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +30 vs. AC
*Hit:* 4d8 + 9 damage, and the consort gains a +6 bonus to AC against opportunity attacks until the start of its next turn.

**Blurring Steel** ✦ **Recharge** when the consort moves at least 3 squares during its turn.
*Effect:* The consort uses *longsword* three times. Two of these attacks can target the same creature.

**Minor Actions**

**Darkfire Revelation** (fire) ✦ **Encounter**
*Attack:* Close burst 1 (enemies in burst); +28 vs. Reflex
*Hit:* 2d8 + 9 fire damage.
*Effect:* The target grants combat advantage and cannot benefit from invisibility or concealment (save ends both).

**Triggered Actions**

**Lolth's Favor** (teleportation) ✦ **Encounter**
*Trigger:* The consort becomes bloodied.
*Effect (Immediate Reaction):* The consort teleports 7 squares, and each enemy adjacent to the consort after the teleport grants combat advantage until the end of the encounter.

| | | |
|---|---|---|
| **Str** 21 (+17) | **Dex** 29 (+21) | **Wis** 20 (+17) |
| **Con** 16 (+15) | **Int** 14 (+14) | **Cha** 25 (+19) |

**Alignment** chaotic evil **Languages** Abyssal, Common, Elven
**Equipment** 2 longswords

## Drow Exalted Consorts in Combat

In battle, drow exalted consorts press the attack against enemies, maneuvering to interfere with foes who attempt to affront their mistresses. Exalted consorts chase down any opponents who bypass them, using *warding blades* to keep up their defenses. Consorts are selfless combatants, throwing themselves willingly upon enemy weapons to delay or hinder foes.

# Drow Lady of Spiders

The greatest of Lolth's priestesses hope to attain the title of Lady of Spiders. Only sixty-six of these fearsome priestesses exist. The only way for an ambitious priestess to attain the title is to slay one of those sixty-six in order to clear room for herself.

## Ladies of Spiders in Combat

A Lady of Spiders commands a force of demons, drow, or spiders. She shrieks orders to her servants to engage the enemy, while she provides support from the rear. From cocoons of shadow, she brings forth demonic spiders to thwart her foes. In battle, opponents constantly hear her sinister whispers compelling them to obey her commands or suffer excruciating mental pain.

| Drow Lady of Spiders | Level 27 Elite Controller (Leader) |
|---|---|
| Medium fey humanoid | XP 22,000 |
| **HP** 494; **Bloodied** 247 | **Initiative** +21 |
| **AC** 41, **Fortitude** 37, **Reflex** 40, **Will** 42 | **Perception** +20 |
| **Speed** 7 | Darkvision |
| **Saving Throws** +2; **Action Points** 1 | |

**Traits**

**Lolth's Blessings** (healing) ✦ **Aura** 2
Any bloodied demon, drow, or spider ally that starts its turn within the aura regains 10 hit points.

**Sensitive to Light**
Whenever the Lady of Spiders takes radiant damage, her *Lolth's blessings* aura doesn't function until the end of her next turn.

**Standard Actions**

**Scourge** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +32 vs. AC
*Hit:* 3d8 + 22 damage, and the Lady of Spiders slides the target 2 squares.

**Conjure Venom** (poison) ✦ **At-Will**
*Attack:* Ranged 10 (one creature); +30 vs. Fortitude
*Hit:* 2d10 + 15 poison damage.

**Cocooning Webs** (poison) ✦ **At-Will**
*Attack:* Ranged 5 (one creature); +30 vs. Reflex
*Hit:* The target is restrained and takes ongoing 25 poison damage (save ends both).
*Aftereffect:* The target is slowed (save ends).

**Irrefutable Command** (charm) ✦ **Recharge** ⚄ ⚅
*Attack:* Close burst 3 (one or two creatures in burst); +32 vs. Will
*Hit:* The target chooses either to take 50 psychic damage or to charge a creature that the Lady of Spiders designates.

**Bring Forth the Widows** (poison) ✦ **Recharge** when the created spider drops to 0 hit points
*Effect:* The Lady of Spiders creates a Medium demonic spider in an unoccupied square within 10 squares of her. The spider occupies 1 square and lasts until the end of the encounter or until it drops to 0 hit points. The spider has 100 hit points and uses the Lady of Spiders' defenses. The spider has speed 8 and climb 8 (spider climb), and it can move its speed when the Lady of Spiders takes a move action. The spider must remain on a solid surface.

**Minor Actions**

**Widow Attack** ✦ **At-Will** (1/round)
*Effect:* The demonic spider created by the Lady of Spiders makes the following attack.
*Attack:* Melee 1 (one creature adjacent to the spider); +32 vs. AC
*Hit:* 2d8 + 9 damage, and ongoing 10 poison damage (save ends).

**Triggered Actions**

**Widow Counterattack** ✦ **At-Will**
*Trigger:* An enemy would provoke an opportunity attack from the demonic spider created by the Lady of Spiders.
*Attack (Opportunity Action):* Melee 1 (the triggering enemy); +32 vs. AC
*Hit:* 2d8 + 9 damage, and ongoing 10 poison damage (save ends).

**Fearsome Wrath** (fear) ✦ **Recharge** when first bloodied
*Trigger:* An enemy hits the Lady of Spiders with a melee attack.
*Attack (Immediate Reaction):* Close blast 5 (enemies in blast, which must include the triggering enemy); +31 vs. Will
*Hit:* The Lady of Spiders pushes the target 5 squares, and the target is stunned until the end of its next turn.

**Skills** Bluff +27, Diplomacy +27, Intimidate +27

| | | |
|---|---|---|
| **Str** 14 (+15) | **Dex** 26 (+21) | **Wis** 25 (+20) |
| **Con** 23 (+19) | **Int** 25 (+20) | **Cha** 29 (+22) |

**Alignment** chaotic evil **Languages** Abyssal, Common, Elven
**Equipment** scourge

The Elemental Chaos constantly births creatures of air, earth, water, and fire. They run as wild as nymphs, drowning, burning, burying, and spinning. These elementals split and collide, creating and destroying in equal parts. Water beats against earth and douses fire; air sends earth up in a flurry; fire flares under air's light touch. This is the natural way of the elements and the creatures they comprise.

## Lore

**Arcana DC 21:** Air, earth, fire, and water elementals are the purest of their kind. Any spellcaster who wants to dabble in the summoning and binding of elemental entities first starts with these simple elemental creatures. Although the ritual required to summon them is easy, the one used to bind them in servitude is more complex. Sometimes, a young spellcaster's ambition leads him or her to call forth creatures that cannot be controlled. Unbound elementals invariably go on a destruction spree.

## Encounters

The four simplest elementals are found either under the control of someone who brought them forth with a ritual or in areas where the raw power of the Elemental Chaos intrudes into the world.

Cults of the Elder Elemental Eye frequently use elementals as guards or participants in sacrificial rituals. Aside from elemental cults, spellcasters who have a talent for summoning magic—from the lowliest kobold shaman to the most skilled drow sorcerer—use these creatures as disposable guards and marauders.

| **Lesser Air Elemental** | **Level 1 Lurker** |
|---|---|
| Small elemental magical beast (air) | XP 100 |
| **HP** 23; **Bloodied** 11 | **Initiative** +7 |
| **AC** 15, **Fortitude** 12, **Reflex** 14, **Will** 13 | **Perception** +0 |
| **Speed** 0, fly 6 (hover) | |
| **Vulnerable** 5 fire | |
| **Traits** | |
| **Phantom on the Wind** | |
| The lesser air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks. | |
| **Standard Actions** | |
| **Slam ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +6 vs. AC | |
| *Hit:* 1d6 + 4 damage. | |
| **Grasp of Storms ✦ At-Will** | |
| *Attack:* Melee 1 (one creature that can't see the elemental); +4 vs. Reflex | |
| *Hit:* 2d6 + 4 damage, and elemental grabs the target. Until the grab ends, the target takes ongoing 5 damage, and any ranged or melee attacks that hit the elemental deal half damage to the target. | |
| **Skills** Stealth +8 | |
| **Str** 16 (+3) **Dex** 17 (+3) **Wis** 11 (+0) | |
| **Con** 11 (+0) **Int** 5 (-3) **Cha** 8 (-1) | |
| **Alignment** unaligned **Languages** understands Primordial | |

## Air Elemental

Howling winds, dirt, and debris fly from the ground as an air elemental lobs a foe into the sky. Then the creature vanishes, and only beings that have keen

| **Air Elemental** | **Level 10 Lurker** |
|---|---|
| Medium elemental magical beast (air) | XP 500 |
| **HP** 81; **Bloodied** 40 | **Initiative** +15 |
| **AC** 24, **Fortitude** 21, **Reflex** 23, **Will** 22 | **Perception** +5 |
| **Speed** 0, fly 8 (hover) | |
| **Vulnerable** 5 fire | |
| **Traits** | |
| **Phantom on the Wind** | |
| The air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks. | |
| **Standard Actions** | |
| **Slam ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +15 vs. AC | |
| *Hit:* 2d8 + 5 damage. | |
| **Rampant Storm ✦ At-Will** | |
| *Attack:* Close blast 3 (enemies in blast); +13 vs. Reflex | |
| *Hit:* 3d8 + 5 damage, and the target is dazed until the end of the air elemental's next turn if it could not see the elemental before the attack. | |
| **Skills** Stealth +16 | |
| **Str** 20 (+10) **Dex** 22 (+11) **Wis** 11 (+5) | |
| **Con** 15 (+7) **Int** 5 (+2) **Cha** 8 (+4) | |
| **Alignment** unaligned **Languages** understands Primordial | |

| **Greater Air Elemental** | **Level 20 Lurker** |
|---|---|
| Large elemental magical beast (air) | XP 2,800 |
| **HP** 143; **Bloodied** 71 | **Initiative** +22 |
| **AC** 34, **Fortitude** 31, **Reflex** 33, **Will** 32 | **Perception** +10 |
| **Speed** 0, fly 10 (hover) | |
| **Vulnerable** 10 fire | |
| **Traits** | |
| **Phantom on the Wind** | |
| The greater air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks. | |
| **Standard Actions** | |
| **Slam ✦ At-Will** | |
| *Attack:* Melee 2 (one creature); +25 vs. AC | |
| *Hit:* 3d10 + 8 damage. | |
| **Engulfing Winds ✦ At-Will** | |
| *Attack:* Melee 2 (one creature that can't see the elemental); +23 vs. Fortitude | |
| *Hit:* The elemental slides the target 1 square into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 20 damage. When the elemental moves, the grabbed creature moves with it, remaining in the elemental's space. The elemental moves at full speed while it has a creature grabbed, and it need not spend a standard action or make an attack roll to move a grabbed creature. | |
| **Skills** Stealth +23 | |
| **Str** 22 (+16) **Dex** 27 (+18) **Wis** 11 (+10) | |
| **Con** 17 (+13) **Int** 5 (+7) **Cha** 8 (+9) | |
| **Alignment** unaligned **Languages** understands Primordial | |

eyes and ears can hope to spot it. An air elemental is a capricious creature that delights in sending earth-bound foes hurtling through the air. The mightiest air elementals sometimes congregate in fierce storms that scour areas clean of life.

### Air Elementals in Combat

An air elemental delights in battering its enemies in a howling cyclone. The creature lurks near the edges of melee, waiting until everyone has lost track of it before blasting into the fray.

The strongest air elemental approaches its prey like the barest wisp of a breeze; then it explodes with hurricane force to grasp its prey in rending winds. The victim is borne aloft, perhaps falling to its death if it manages to escape.

## Earth Elemental

Composed of rock and infused with a glimmer of sentience, earth elementals form the vanguard of cults associated with Ogrémoch (page 160) and other creatures of earth and stone. When yanked from its home, an earth elemental harbors the rumbling fury of an earthquake.

The smallest earth elementals are humanoid-shaped masses of rock and earth that fight alongside the cultists and the spellcasters who summon them. The largest earth elementals bow only to the will of powerful elementals or the most skilled spellcasters.

**Lesser Earth Elemental** — **Level 2 Soldier**
Small elemental magical beast (earth) — XP 125

**HP** 42; **Bloodied** 21 — **Initiative** +1
**AC** 17, **Fortitude** 15, **Reflex** 12, **Will** 13 — **Perception** +1
**Speed** 5, burrow 5 — Tremorsense 5

**Traits**

**Earth Glide**
The lesser earth elemental can pass through earth and rock as if it were phasing.

**Brittle Skin**
Whenever the lesser earth elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.

**Standard Actions**

**Slam ✦ At-Will**
*Attack:* Melee 1 (one creature); +7 vs. AC
*Hit:* 1d8 + 5 damage, and the target cannot shift until the end of the elemental's next turn.

**Triggered Actions**

**Overwhelming Stone ✦ Recharge** when first bloodied
*Trigger:* An enemy adjacent to the elemental hits an ally of the elemental with a melee attack.
*Effect (Immediate Reaction):* The triggering enemy falls prone.

**Str** 17 (+4) — **Dex** 6 (-1) — **Wis** 11 (+1)
**Con** 18 (+5) — **Int** 5 (-2) — **Cha** 6 (-1)
**Alignment** unaligned — **Languages** understands Primordial

**Earth Elemental** — **Level 11 Soldier**
Medium elemental magical beast (earth) — XP 600

**HP** 119; **Bloodied** 59 — **Initiative** +5
**AC** 26, **Fortitude** 24, **Reflex** 21, **Will** 22 — **Perception** +5
**Speed** 7, burrow 7 — Tremorsense 5
**Vulnerable** thunder (see *brittle skin*)

**Traits**

**Earth Glide**
The earth elemental can pass through earth and rock as if it were phasing.

**Brittle Skin**
Whenever the earth elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.

**Standard Actions**

**Slam ✦ At-Will**
*Attack:* Melee 1 (one creature); +16 vs. AC
*Hit:* 3d8 + 6 damage, and the target cannot shift until the end of the elemental's next turn.

**Quake Stomp ✦ Recharge** when first bloodied
*Attack:* Close burst 4 (enemies in burst); +14 vs. Fortitude
*Hit:* 2d8 + 6 damage, and the elemental slides the target 2 squares and knocks it prone.

**Str** 22 (+11) — **Dex** 6 (+3) — **Wis** 11 (+5)
**Con** 23 (+11) — **Int** 5 (+2) — **Cha** 6 (+3)
**Alignment** unaligned — **Languages** understands Primordial

**Greater Earth Elemental** — **Level 22 Soldier**
Large elemental magical beast (earth) — XP 4,150

**HP** 212; **Bloodied** 106 — **Initiative** +11
**AC** 37, **Fortitude** 35, **Reflex** 32, **Will** 33 — **Perception** +11
**Speed** 9, burrow 9 — Tremorsense 5
**Vulnerable** thunder (see *brittle skin*)

**Traits**

**Earth Glide**
The greater earth elemental can pass through earth and rock as if it were phasing.

**Brittle Skin**
Whenever the greater earth elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.

**Standard Actions**

**Slam ✦ At-Will**
*Attack:* Melee 2 (one creature); +27 vs. AC
*Hit:* 4d8 + 12 damage, and the target cannot shift until the end of the elemental's next turn.

**Flattening Stomp ✦ Recharge** when first bloodied
*Attack:* Melee 2 (one creature); +25 vs. Reflex
*Hit:* 5d8 + 20 damage.
*Effect:* The target and each enemy within 2 squares of it falls prone.

**Str** 27 (+19) — **Dex** 6 (+9) — **Wis** 11 (+11)
**Con** 28 (+20) — **Int** 5 (+8) — **Cha** 6 (+9)
**Alignment** unaligned — **Languages** understands Primordial

### Earth Elementals in Combat

A cultist or a spellcaster calls an earth elemental into battle, where it stands at the forefront of combat. The elemental is at one with the landscape and disconcerts foes when it moves through walls and rocks. The creature manipulates the earth to unbalance foes, and it uses its mass to pummel them. Although incredibly strong, an earth elemental is far from clever. The creature must have a target clearly defined, or it might rampage against any creature or structure on the battlefield.

# Fire Elemental

A fire elemental hungers for fresh fuel. It darts from enemy to enemy, igniting each in turn. Survivors who have faced these creatures claim that the elementals cackle gleefully with each new flame. The weakest of the fire elementals is barely the size of a campfire, but the energy that roils inside it can quickly burn a house to the ground.

| **Lesser Fire Elemental** | **Level 1 Skirmisher** |
|---|---|
| Small elemental magical beast (fire) | XP 100 |
| **HP** 27; **Bloodied** 13 | **Initiative** +6 |
| **AC** 14, **Fortitude** 12, **Reflex** 14, **Will** 13 | **Perception** +1 |
| **Speed** 8, fly 4 (clumsy) | |
| **Traits** | |
| **Frozen in Place** | |
| Whenever the lesser fire elemental takes cold damage, it cannot shift until the end of its next turn. | |
| **Standard Actions** | |
| ⨁ **Slam** (fire) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +4 vs. Reflex | |
| *Hit:* Ongoing 5 fire damage (save ends). | |
| **Minor Actions** | |
| **Flickering Flame** ✦ **At-Will** | |
| *Effect:* The elemental shifts 1 square. | |
| **Triggered Actions** | |
| **Heart of Flame** (fire) | |
| *Trigger:* An enemy adjacent to a lesser fire elemental misses it with a melee attack. | |
| *Effect (No Action):* That enemy takes 3 fire damage. | |
| **Str** 10 (+0) **Dex** 19 (+4) **Wis** 13 (+1) | |
| **Con** 11 (+0) **Int** 5 (-3) **Cha** 6 (-2) | |
| **Alignment** unaligned **Languages** understands Primordial | |

| **Fire Elemental** | **Level 11 Skirmisher** |
|---|---|
| Medium elemental magical beast (fire) | XP 600 |
| **HP** 107; **Bloodied** 53 | **Initiative** +14 |
| **AC** 24, **Fortitude** 22, **Reflex** 24, **Will** 23 | **Perception** +6 |
| **Speed** 10, fly 6 (clumsy) | |
| **Vulnerable** cold (see *frozen in place*) | |
| **Traits** | |
| **Frozen in Place** | |
| Whenever the fire elemental takes cold damage, it cannot shift until the end of its next turn. | |
| **Standard Actions** | |
| ⨁ **Slam** (fire) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +14 vs. Reflex | |
| *Hit:* Ongoing 10 fire damage (save ends). | |
| **Minor Actions** | |
| **Flickering Flame** ✦ **At-Will** | |
| *Effect:* The elemental shifts 2 squares. | |
| **Triggered Actions** | |
| **Seething Fire** (fire) ✦ **At-Will** | |
| *Trigger:* An attack hits the elemental. | |
| *Effect (Free Action):* Each enemy adjacent to the elemental takes 5 fire damage. | |
| **Str** 10 (+5) **Dex** 24 (+12) **Wis** 13 (+6) | |
| **Con** 11 (+5) **Int** 5 (+2) **Cha** 6 (+3) | |
| **Alignment** unaligned **Languages** understands Primordial | |

## Fire Elementals in Combat

Driven only to ignite and burn, a fire elemental enters battle with little heed for its own existence. It seeks out the densest concentration of enemies and darts among them, setting each alight. With a wrathful temperament that befits its nature, a fire elemental hounds a foe that injures it unless held in close command.

JIM NELSON

| Greater Fire Elemental | Level 21 Skirmisher |
|---|---|
| Large elemental magical beast (fire) | XP 3,200 |
| **HP** 187; **Bloodied** 93 | **Initiative** +21 |
| **AC** 34, **Fortitude** 32, **Reflex** 34, **Will** 33 | **Perception** +11 |
| **Speed** 12, fly 8 | |
| **Vulnerable** cold (see *frozen in place*) | |
| **Traits** | |
| **Frozen in Place** | |
| Whenever the greater fire elemental takes cold damage, it cannot shift until the end of its next turn. | |
| **Standard Actions** | |
| **Slam** (fire) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +24 vs. Reflex | |
| *Hit:* Ongoing 15 fire damage (save ends). | |
| **Minor Actions** | |
| **Flickering Flame** ✦ **At-Will** | |
| *Effect:* The elemental shifts 6 squares. | |
| **Triggered Actions** | |
| **Hungry Flames** (fire) ✦ **At-Will** | |
| *Trigger:* An enemy attacks the elemental. | |
| *Attack (Immediate Reaction):* Close burst 3 (enemies in burst); +24 vs. Reflex | |
| *Hit:* 2d6 + 2 fire damage. | |
| **Str** 10 (+10) **Dex** 29 (+19) **Wis** 13 (+11) | |
| **Con** 11 (+10) **Int** 5 (+7) **Cha** 6 (+8) | |
| **Alignment** unaligned **Languages** understands Primordial | |

# Water Elemental

A swirling creature of living liquid, a water elemental derives sustenance from the dying gasps of creatures that drown in its grip. Spellcasters often place water elementals in innocent-seeming pools. Whether in an enclosed body of water or in the seas of the Elemental Chaos, water elementals overturn vessels out of spite.

| Lesser Water Elemental | Level 1 Controller |
|---|---|
| Small elemental magical beast (aquatic, water) | XP 100 |
| **HP** 29; **Bloodied** 14 | **Initiative** +2 |
| **AC** 15, **Fortitude** 14, **Reflex** 13, **Will** 12 | **Perception** +0 |
| **Speed** 6, swim 6 | |
| **Traits** | |
| **Aquatic** | |
| The lesser water elemental can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures. | |
| **Sensitive to Cold** | |
| Whenever the lesser water elemental takes cold damage, it gains vulnerable 5 against the next attack that hits it before the end of its next turn. | |
| **Standard Actions** | |
| **Slam** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +4 vs. Reflex | |
| *Hit:* 1d6 damage, and ongoing 5 damage (save ends). | |
| **Whelm** ✦ **Encounter** | |
| *Attack:* Close blast 3 (enemies in blast); +4 vs. Fortitude | |
| *Hit:* 2d6 + 2 damage, and the elemental pushes the target 2 squares and knocks it prone. | |
| **Minor Actions** | |
| **Drowning Essence** ✦ **At-Will** (1/round) | |
| *Effect:* The elemental slides each creature that has ongoing damage from its *slam* 1 square. | |
| **Str** 16 (+3) **Dex** 14 (+2) **Wis** 11 (+0) | |
| **Con** 13 (+1) **Int** 5 (-3) **Cha** 8 (-1) | |
| **Alignment** unaligned **Languages** understands Primordial | |

| Water Elemental | Level 11 Controller |
|---|---|
| Medium elemental magical beast (aquatic, water) | XP 600 |
| **HP** 111; **Bloodied** 55 | **Initiative** +8 |
| **AC** 25, **Fortitude** 24, **Reflex** 23, **Will** 22 | **Perception** +5 |
| **Speed** 6, swim 6 | |
| **Vulnerable** cold (see *sensitive to cold*) | |
| **Traits** | |
| **Aquatic** | |
| The elemental can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures. | |
| **Sensitive to Cold** | |
| Whenever the water elemental takes cold damage, it gains vulnerable 5 against the next attack that hits it before the end of its next turn. | |
| **Standard Actions** | |
| **Slam** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +14 vs. Reflex | |
| *Hit:* 2d6 damage, and ongoing 10 damage (save ends). | |
| **Whirlpool** ✦ **Encounter** | |
| *Attack:* Close burst 2 (enemies in burst); +14 vs. Fortitude | |
| *Hit:* 4d6 + 7 damage, and the elemental slides the target 3 squares. | |
| **Minor Actions** | |
| **Drowning Essence** ✦ **At-Will** (1/round) | |
| *Effect:* The elemental slides each creature that has ongoing damage from its *slam* 2 squares. | |
| **Str** 20 (+10) **Dex** 16 (+8) **Wis** 11 (+5) | |
| **Con** 15 (+7) **Int** 5 (+2) **Cha** 8 (+4) | |
| **Alignment** unaligned **Languages** understands Primordial | |

| Greater Water Elemental | Level 20 Controller |
|---|---|
| Large elemental magical beast (aquatic, water) | XP 2,800 |
| **HP** 185; **Bloodied** 92 | **Initiative** +15 |
| **AC** 34, **Fortitude** 33, **Reflex** 32, **Will** 31 | **Perception** +10 |
| **Speed** 8, swim 8 | |
| **Vulnerable** cold (see *sensitive to cold*) | |
| **Traits** | |
| **Aquatic** | |
| The elemental can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures. | |
| **Sensitive to Cold** | |
| Whenever the greater water elemental takes cold damage, it gains vulnerable 10 against the next attack that hits it before the end of its next turn. | |
| **Standard Actions** | |
| **Slam** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +23 vs. Reflex | |
| *Hit:* 4d6 damage, and ongoing 15 damage (save ends). | |
| **Surging Waves** ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Close blast 3 (enemies in blast); +23 vs. Fortitude | |
| *Hit:* 5d6 + 7 damage, and the elemental slides the target 5 squares. | |
| **Minor Actions** | |
| **Drowning Essence** ✦ **At-Will** (1/round) | |
| *Effect:* The elemental slides each creature that has ongoing damage from its *slam* 4 squares. | |
| **Str** 22 (+16) **Dex** 20 (+15) **Wis** 11 (+10) | |
| **Con** 17 (+13) **Int** 5 (+7) **Cha** 8 (+9) | |
| **Alignment** unaligned **Languages** understands Primordial | |

## Water Elementals in Combat

A water elemental forces part of its essence into an enemy's lungs, slowly drowning it. A water elemental toys with its victims, using its power over water to briefly control foes.

# Forsaken

The Dawn War saw countless immortals slain. Gods were torn asunder by the chaotic power of the primordials. In death, their essence was dispersed across the Astral Sea, diffused to nothingness or absorbed by other immortals. However, a number of gods, their names now lost to time, were slain while inhabiting the world. Their divine energy could not pass to the Astral Sea. Instead, it sought out new vessels—creatures now known as the forsaken.

## Lore

**History DC 31:** During the war between the gods and the primordials, the dispersed power of dead gods eventually found a home in the earliest humanoid tribes. This divine might filled these primitive creatures, sharpening their intellect and strengthening their bodies. However, these boons carried a high cost. Although the dead gods had no lingering consciousness and no control over their unlikely descendants, these humanoids gained the memory of what it was to be immortal.

This echo of the gods' consciousness overwhelmed those it possessed, becoming a source of torment. Calling themselves the forsaken, these humanoids ritually removed their eyes and bound the sockets in bandages. They loathed to look upon the mortal realm, for it was a constant reminder of the immortality that they had been denied.

In time, distinct tribes of forsaken arose throughout the world. These groups spread out to scour the planes, haunted by the memory of what it is to be a god. The forsaken are obsessed with attaining immortality. Those creatures that possess the gift of everlasting life are their sworn enemies, whether angels, devils, devas, or gods.

The forsaken have established outposts in Shom, where they skirmish with adventurers and Vecna worshipers for knowledge and magic. Covert sects of forsaken have infiltrated numerous astral dominions, including Hestavar, Celestia, and even Cania, the eighth hell. In these places, the forsaken seek to slake their hunger for divine essence by consuming the power of ancient relics and immortal creatures.

Forsaken believe that if they absorb enough divine power and knowledge, they can finally sate the emptiness of their creation and achieve godhood. Although cells of forsaken are rare, whispered rumors tell of a vast conspiracy among them to slay a god and absorb its essence.

JASON A. ENGLE

## Encounters

Forsaken work with a wide range of allies, from elementals and primordial cults to humanoid tyrants. Some even work with aberrants. Forsaken rarely take up with a cause unless they have an ulterior motive. They might help conspire with a tyrant to bring about the downfall of a mortal kingdom, but their ultimate goal is to undermine a deity's power in the aftermath.

More often than not, forsaken are the leaders of nefarious plots backed up by brutish followers bent to their will. A cell of forsaken might hire tulgars as mercenaries, harness the power of an apocalypse spell, or recruit or bind powerful devils and demons to its cause.

## Forsaken Fearwrack

A small group of forsaken fearwracks patrols the outer shores of Celestia. Though their presence is abhorrent to the residents of this astral dominion, they are given a wide berth. Exalted and angels watch from a distance, monitoring the broken creatures for any signs of hostility. Although these immortals despise the forsaken, they know that their divine essence will be consumed if they are slain by one of the doomed creatures.

| **Forsaken Fearwrack** | **Level 26 Artillery (Leader)** |
|---|---|
| Medium natural humanoid (blind) | XP 9,000 |
| **HP** 150; **Bloodied** 75 | **Initiative** +20 |
| **AC** 38, **Fortitude** 37, **Reflex** 39, **Will** 39 | **Perception** +21 |
| **Speed** 6 | Blindsight 20, blind |
| **Immune** blinded, gaze | |

**Traits**

**Inspire Fear** (fear) ✦ **Aura** 1
Enemies within the aura take a -2 penalty to all defenses against fear attacks.

**Standard Actions**

**Fear Strike** (fear, implement, psychic) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +29 vs. Will
*Hit:* 2d6 + 7 psychic damage, and the target moves its speed away from the fearwrack. The fearwrack chooses the path the target takes, but each square it moves must take it farther away from the fearwrack.

**Terror Bolt** (fear, implement, psychic) ✦ **At-Will**
*Attack:* Ranged 10 (one or two creatures); +31 vs. Will
*Hit:* 2d6 + 7 psychic damage, and one of the fearwrack's allies adjacent to the target can make a melee basic attack against the target as a free action.

**Curse of Mortality** (fear, implement) ✦ **Recharge** ⚅ ⚄ ⚃
*Attack:* Ranged 20 (one creature); +31 vs. Fortitude
*Hit:* Ongoing 20 damage (save ends). The target takes a -2 penalty to the saving throw.
*Each Failed Saving Throw:* The ongoing damage increases by 5, to a maximum of ongoing 30 damage.

**Sign of Death** (implement) ✦ **Encounter**
*Attack:* Area burst 2 within 10 (enemies in burst); +29 vs. Fortitude
*Hit:* Until the end of the fearwrack's next turn, the next attack made against the target gains a +5 power bonus to the attack roll.

**Triggered Actions**

**Cleansing Wounds** ✦ **Encounter**
*Trigger:* The fearwrack is first bloodied.
*Effect (No Action):* Enemy effects on the fearwrack end.

**Fragment of Immortality** ✦ **Encounter**
*Trigger:* The fearwrack drops to 0 hit points.
*Effect (No Action):* The fearwrack is removed from play until the start of its next turn. The fearwrack then appears within 5 squares of its last location with 37 hit points and without any effects on it.

**Skills** Intimidate +27

| | | |
|---|---|---|
| **Str** 23 (+19) | **Dex** 25 (+20) | **Wis** 26 (+21) |
| **Con** 26 (+21) | **Int** 28 (+22) | **Cha** 29 (+22) |

**Alignment** evil **Languages** Common, Supernal
**Equipment** rod

## Forsaken Fearwracks in Combat

Fearwracks lair at the center of wide expanses, often inhabiting ruined towers from which they patrol on flying mounts. They are vocal in combat; in rasping voices, they invoke terrible oaths and declare the imminent doom of their adversaries. Many are half mad, screaming in delight when any creature falls dead, whether ally or enemy.

At your option, a forsaken fearwrack's attacks might have some ability to overcome immunity or resistance to fear. The forsaken are obsessed with the nature of fear and have studied it thoroughly. Fearwracks have developed powers able to strike terror into even angels and other divine agents. Only the most powerful heroes and divine beings can resist them.

# Forsaken Infiltrator

The forsaken had always seemed a distant threat and no more. Then, the clerics of Pelor found the first infiltrator within their ranks; later, a secret cult of Vecna was rumored to have turned up another. These creatures' gift for impersonation is said to be a power granted by the deity whose essence birthed them.

Forsaken infiltrators have been tasked with insinuating themselves into shrines, temples, and orders of faith. They seek positions of power to gain access to privileged materials and to undermine the authority of the faithful they deceive.

| **Forsaken Infiltrator** | **Level 27 Skirmisher** |
|---|---|
| Medium natural humanoid (blind) | XP 11,000 |
| **HP** 200; **Bloodied** 100 | **Initiative** +22 |
| **AC** 41, **Fortitude** 38, **Reflex** 39, **Will** 39 | **Perception** +21 |
| **Speed** 6 | Blindsight 20, blind |
| **Immune** blinded, gaze | |

**Traits**

**Combat Advantage**
Whenever the infiltrator hits a creature granting combat advantage to it, that creature is immobilized until the end of its next turn and the infiltrator can shift 2 squares.

**Punishing Response**
Whenever an enemy hits the infiltrator with an opportunity attack, that enemy takes damage equal to the damage dealt by that attack plus 5 extra damage.

**Standard Actions**

**Khopesh** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +32 vs. AC
*Hit:* 4d8 + 17 damage.

**Hand Crossbow** (weapon) ✦ **At-Will**
*Attack:* Ranged 10/20 (one creature); +31 vs. AC
*Hit:* 4d6 + 12 damage.

**Careful Attack** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +32 vs. AC
*Hit:* 3d8 + 15 damage, and the infiltrator gains a +2 bonus to all defenses against the target until the end of the infiltrator's next turn.

**Triggered Actions**

**Fragment of Immortality** ✦ **Encounter**
*Trigger:* The infiltrator drops to 0 hit points.
*Effect (No Action):* The infiltrator is removed from play until the start of its next turn. The infiltrator then appears within 5 squares of its last location with 50 hit points and without any effects on it.

**Skills** Bluff +27, Diplomacy +27, Insight +26, Stealth +25

| | | |
|---|---|---|
| **Str** 24 (+20) | **Dex** 25 (+20) | **Wis** 26 (+21) |
| **Con** 27 (+21) | **Int** 28 (+22) | **Cha** 29 (+22) |

**Alignment** evil **Languages** Common, Supernal
**Equipment** leather armor, khopesh, hand crossbow, 10 bolts

## Forsaken Infiltrators in Combat

Forsaken infiltrators are seldom forced into combat. Their imitations and duplicity are so perfect that few are ever exposed. An infiltrator does not use illusion to disguise itself. Instead, through a unique ritual

of transformation, the creature painfully sculpts its flesh into the likeness of another. Infiltrators often work in pairs so that if one's true nature is revealed, the other can continue to operate. An infiltrator might give away one of its allies to curry favor or divert suspicion away from itself.

## Forsaken Loreseeker

In the great cities of the Astral Sea, vast libraries and impregnable vaults hold the ancient texts and powerful artifacts of the gods. Inaccessible to all but the most holy and devoted, these bastions of the deities are constantly besieged by a subtle and deadly foe. Forsaken loreseekers infiltrate and loot these ancient sites on the orders of their masters. Their secret schemes constantly test the cunning and defenses of their enemies as they search for holy relics and divine power. It is rumored that a creature that dies by a loreseeker's hand surrenders all its knowledge to the loreseeker.

| **Forsaken Loreseeker** | **Level 27 Minion Soldier** |
|---|---|
| Medium natural humanoid (blind) | XP 2,750 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +22 |
| **AC** 43, **Fortitude** 40, **Reflex** 38, **Will** 39 | **Perception** +22 |
| **Speed** 6 | Blindsight 20, blind |
| **Immune** blinded, gaze | |
| **Standard Actions** | |
| **Theft of Memory** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +32 vs. AC | |
| *Hit:* 14 damage. During the target's next turn, the target treats all enemies except the loreseeker as invisible unless the loreseeker is affected by *fragment of immortality.* | |
| **Hand Crossbow** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 10/20 (one creature); +32 vs. AC | |
| *Hit:* 12 damage, and the target is marked until the end of the target's next turn. | |
| **Triggered Actions** | |
| **Fragment of Immortality** ✦ **Encounter** | |
| *Trigger:* The loreseeker drops to 0 hit points. | |
| *Effect (No Action):* The loreseeker is removed from play until the start of its next turn. The loreseeker then appears within 5 squares of its last location with 1 hit point and without any effects on it. | |
| **Skills** Arcana +26, History +26, Religion +26 | |
| **Str** 26 (+21) **Dex** 24 (+20) **Wis** 28 (+22) | |
| **Con** 29 (+22) **Int** 27 (+21) **Cha** 23 (+19) | |
| **Alignment** evil **Languages** Common, Supernal | |
| **Equipment** chainmail, khopesh, hand crossbow, 10 bolts | |

### Forsaken Loreseekers in Combat

Although loreseekers spend much of their time searching libraries, ruins, and vaults, they are deadly combatants on the battlefield. Years spent absorbing knowledge from relics and tomes grants them the power to erase an enemy's perception of other threats.

## Forsaken Slaughterer

The memory of immortality is too much for some forsaken to bear. The unrealized power of the gods eats away at the sanity of these creatures until their minds snap. Rather than exiling their kin, however, the forsaken turn these warped individuals into weapons. A forsaken slaughterer is more sensitive to the presence of divine magic than other forsaken are, and such magic drives a slaughterer into a bloodthirsty frenzy. A forsaken slaughterer is charged with annihilating the relics and agents of the gods. When it is done, it feasts on the divine power of the creature or item it destroyed.

| **Forsaken Slaughterer** | **Level 28 Brute** |
|---|---|
| Medium natural humanoid (blind) | XP 13,000 |
| **HP** 253; **Bloodied** 126 | **Initiative** +22 |
| **AC** 40, **Fortitude** 41, **Reflex** 40, **Will** 39 | **Perception** +22 |
| **Speed** 6 | Blindsight 20, blind |
| **Immune** blinded, gaze | |
| **Traits** | |
| **Relentless Slaughter** ✦ **Aura** 1 | |
| Enemies within the aura gain only half the benefit of healing effects. | |
| **Proximal Resistance** | |
| While no enemy is adjacent to it, the slaughterer gains resist 10 against ranged and area attacks. | |
| **Standard Actions** | |
| **Khopesh** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +33 vs. AC | |
| *Hit:* 6d8 + 18 damage. | |
| **Unstoppable Cut** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +33 vs. AC | |
| *Hit:* 3d8 + 18 damage, and one enemy adjacent to the target takes the same amount of damage. | |
| **Triggered Actions** | |
| **Blood for Blood** (weapon) ✦ **Encounter** | |
| *Trigger:* The slaughterer is first bloodied. | |
| *Attack (Free Action):* Close burst 1 (enemies in burst); +33 vs. AC | |
| *Hit:* The target takes damage equal to its healing surge value. | |
| **Fragment of Immortality** ✦ **Encounter** | |
| *Trigger:* The slaughterer drops to 0 hit points. | |
| *Effect (No Action):* The slaughterer is removed from play until the start of its next turn. The slaughterer then appears within 5 squares of its last location with 63 hit points and without any effects on it. | |
| **Skills** Athletics +29, Intimidate +26 | |
| **Str** 30 (+24) **Dex** 26 (+22) **Wis** 27 (+22) | |
| **Con** 27 (+22) **Int** 29 (+23) **Cha** 24 (+21) | |
| **Alignment** evil **Languages** Common, Supernal | |
| **Equipment** scale armor, 2 khopeshes | |

### Forsaken Slaughterers in Combat

Given the opportunity, forsaken focus their enmity on divine agents. This quality is even stronger in forsaken slaughterers. A slaughterer goes out of its way to hunt down any enemy that uses the divine power source or has an immortal origin. Once that target is engaged, the slaughterer attacks and pursues it relentlessly. Although most forsaken fear death, a

slaughterer welcomes it, for its madness has driven it beyond reason. Despite the risks, battle against a forsaken slaughterer can be a boon, because the creature's babble can reveal important information about the activities and plots of its masters and allies.

## Forsaken Mastermind

In the heart of a city's criminal underworld, a forsaken cell is led by a mastermind, who carefully monitors the rumors and events of the surrounding territories. A mastermind coordinates a vast network of spies that extends well beyond city walls. Its purpose is a matter of much speculation, for its members are waiting for something: perhaps the imminent arrival of a divine emissary from Hestavar, or maybe an upcoming alignment of stars. No matter what a mastermind is waiting for, the creature's purpose is always sinister.

**Forsaken Mastermind** **Level 29 Controller (Leader)**
Medium natural humanoid (blind) XP 15,000

**HP** 213; **Bloodied** 106 **Initiative** +22
**AC** 43, **Fortitude** 40, **Reflex** 42, **Will** 41 **Perception** +22
**Speed** 6 Blindsight 20, blind
**Immune** blinded, gaze

**Traits**

**Inspire Resilience ✦ Aura** 5
Allies within the aura that use *fragment of immortality* also gain 40 temporary hit points.

**Standard Actions**

**Khopesh** (weapon) **✦ At-Will**
*Attack:* Melee 1 (one creature); +34 vs. AC
*Hit:* 4d8 + 19 damage, and the target is marked by one of the mastermind's allies within 5 squares of the mastermind until the end of the target's next turn.

**Hand Crossbow** (weapon) **✦ At-Will**
*Attack:* Ranged 10/20 (one creature); +34 vs. AC
*Hit:* 4d6 + 14 damage.

**Tainted Wave ✦ At-Will**
*Attack:* Close blast 3 (enemies in blast); +32 vs. Fortitude
*Hit:* 2d8 + 12 damage. The target loses any temporary hit points and cannot regain hit points until the end of the mastermind's next turn.

**Delayed Retribution ✦ Recharge** ⚄ ⁞⁞
*Attack:* Area burst 1 within 10 (enemies in burst); +32 vs. Reflex
*Hit:* 3d10 + 16 damage, and if the target attacks the mastermind during the target's next turn, the target is stunned until the end of its subsequent turn.
*Miss:* Half damage.

**Triggered Actions**

**Wrath of the Forsaken ✦ At-Will**
*Trigger:* An enemy uses a divine power within 10 squares of the mastermind.
*Effect (Immediate Reaction):* The mastermind ends any enemy effects on one ally within 10 squares of it, and that ally can make a recharge roll to regain one expended recharge power.

**Fragment of Immortality ✦ Encounter**
*Trigger:* The mastermind drops to 0 hit points.
*Effect (No Action):* The mastermind is removed from play until the start of its next turn. The mastermind then appears within 5 squares of its last location with 53 hit points and without any effects on it.

**Skills** Arcana +29, History +29, Insight +27, Religion +29
**Str** 24 (+21) **Dex** 27 (+22) **Wis** 26 (+22)
**Con** 27 (+22) **Int** 30 (+24) **Cha** 29 (+23)
**Alignment** evil **Languages** Common, Supernal
**Equipment** khopesh, hand crossbow, 10 bolts

### Forsaken Masterminds in Combat

A mastermind that does its job correctly should never see combat. Adventurers, however, have ways of upsetting even the most devious of the forsaken's plots. Masterminds lurk in the shadows, dispatching their underlings to do their dirty work. These followers include both other forsaken and unwitting members of other races. Only when a mastermind can no longer abide a foe's interference does it emerge to unleash its full fury. Even then, a mastermind is cold and calculating. It tries to ensure that it always has an escape route.

JASON A. ENGLE

# FOULSPAWN

Born of the Far Realm, foulspawn are the loathsome enemies of all that is natural. Their increasing attacks on the world have become a deadly threat as they raid defenseless settlements, lonely enclaves, and borderland keeps. Most who stand against foulspawn die quickly. However, these creatures sometimes keep victims alive, dragging them back to the Far Realm or to secret lairs in the Underdark.

## Lore

**Arcana DC 21:** Foulspawn cross over from the Far Realm, entering the mortal world in places of madness such as forgotten prisons, overcrowded slums, and ancient ruins. In such places, the barrier between the Far Realm and the natural world is dangerously thin.

*Foulspawn warpcaller and mockery*

Foulspawn are driven to destroy the creatures of the natural world. However, they sometimes take captives back to the Far Realm or the Underdark. Most creatures exposed to the Far Realm's influence succumb to death or madness; the unfortunate few that survive become foulspawn.

## Encounters

Few natural creatures work with foulspawn. The insane cultists of Tharizdun and Demogorgon are notable exceptions. Such cults provide foulspawn with rituals and other magic, sometimes helping to create the breaches by which these creatures enter the world. For their efforts, the allies often become the first victims of a foulspawn invasion.

Gibbering mouthers and other aberrants sometimes accompany foulspawn. Foulspawn that remain in the mortal realm almost always dwell in the Underdark. They frequently capture and train balhannoths and gricks as guardians and mounts.

## Foulspawn Wretch

Somewhere within a distant ruin, a rift to the Far Realm opens. Like cosmic vermin, foulspawn wretches pour out in an unrelenting swarm. Alone, several adventurers fight them, but the longer they do battle, the more of these foul creatures appear.

| **Foulspawn Wretch** | **Level 7 Minion Skirmisher** |
|---|---|
| Small aberrant humanoid | XP 75 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +10 |
| **AC** 21, **Fortitude** 19, **Reflex** 20, **Will** 19 | **Perception** +5 |
| **Speed** 6, teleport 2 | Low-light vision |
| **Traits** | |
| **Ceaseless Murmurs** | |
| Any enemy adjacent to two or more foulspawn wretches takes a -2 penalty to Will. | |
| **Standard Actions** | |
| ⊕ **Claw ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +12 vs. AC | |
| *Hit:* 7 damage, and a foulspawn wretch ally within 6 squares can teleport to a square adjacent to the target. | |
| **Triggered Actions** | |
| **Screaming Echo** (teleportation) | |
| *Trigger:* The wretch drops to 0 hit points. | |
| *Effect (Immediate Interrupt):* The wretch teleports a nonminion ally within 6 squares of itself to the square the wretch occupies. | |
| **Str** 14 (+5) **Dex** 20 (+8) **Wis** 14 (+5) | |
| **Con** 16 (+6) **Int** 16 (+6) **Cha** 17 (+6) | |
| **Alignment** evil **Languages** Deep Speech, telepathy 10 | |

### Foulspawn Wretches in Combat

Foulspawn wretches lurk just beyond the borders of reality, waiting for a chance to slip through. Once an opportunity presents itself, they pour into the world in large numbers, laying waste to everything. Individually, a wretch is cowardly and weak. In large numbers, these creatures are deadly and fearless.

DAVE ALLSOP

# Foulspawn Mockery

Those who fought against the foulspawn incursion described vicious spellcasters that forced enemies to fight in close quarters. With mocking laughter, these terrible creatures blasted tightly ranked foes with maddening spells. Those who survived the battle remain mentally scarred, living in constant fear of the lurking horrors of the Far Realm.

| **Foulspawn Mockery** | **Level 10 Controller** |
|---|---|
| Medium aberrant humanoid | XP 500 |
| **HP** 104; **Bloodied** 52 | **Initiative** +8 |
| **AC** 24, **Fortitude** 19, **Reflex** 22, **Will** 20 | **Perception** +9 |
| **Speed** 6, teleport 3 | Low-light vision |
| **Standard Actions** | |
| **Bite** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +15 vs. AC | |
| *Hit:* 3d6 + 6 damage. | |
| **Mind Harrier** (psychic) ✦ **At-Will** | |
| *Attack:* Ranged 5 (one creature); +13 vs. Will | |
| *Hit:* 2d6 + 6 psychic damage. At the end of the target's next turn, if it is not adjacent to any of its allies, it takes 10 psychic damage and ongoing 10 psychic damage (save ends). | |
| **Maddening Burst** (psychic) ✦ **Recharge** ⚄ ⚅ | |
| *Attack:* Area burst 1 within 10 (enemies in burst); +13 vs. Will | |
| *Hit:* 2d6 + 6 psychic damage, and the target is dazed (save ends). | |
| **Str** 18 (+9) **Dex** 17 (+8) **Wis** 18 (+9) | |
| **Con** 16 (+8) **Int** 15 (+7) **Cha** 21 (+10) | |
| **Alignment** evil **Languages** Deep Speech, telepathy 10 | |

## Foulspawn Mockeries in Combat

Mockeries are the most evil and sadistic of foulspawn. By forcing their enemies to stay in close quarters, they maximize the effect of *maddening burst*. These dazed foes then become ripe targets as the mockery's allies tear into them.

# Foulspawn Warpcaller

The discordant tones of a pipe are faint over the clamoring chaos of battle. Then, all at once, the defenders' lines are broken. The eerie music shatters the minds of warriors and mages alike. At the head of the attack, a foulspawn warpcaller approaches, driven by its hatred of the natural world.

| **Foulspawn Warpcaller** | **Level 12 Controller (Leader)** |
|---|---|
| Medium aberrant humanoid | XP 700 |
| **HP** 126; **Bloodied** 63 | **Initiative** +9 |
| **AC** 26, **Fortitude** 24, **Reflex** 22, **Will** 24 | **Perception** +9 |
| **Speed** 6, teleport 3 | Darkvision |
| **Traits** | |
| **Droning Pipe** ✦ **Aura** 3 | |
| Enemies within the aura gain vulnerable 5 psychic. | |
| **Standard Actions** | |
| **Bite** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +17 vs. AC | |
| *Hit:* 3d8 + 5 damage. | |
| **Warped Sending** (psychic, teleportation) ✦ **At-Will** | |
| *Attack:* Ranged 10 (one creature); +15 vs. Fortitude | |
| *Hit:* 2d8 + 5 psychic damage, and one of the warpcaller's aberrant allies within 5 squares of the target teleports to a square adjacent to the target. | |
| **Twisted Dismissal** (psychic, teleportation) ✦ **At-Will** | |
| *Attack:* Melee 1 (one enemy); +15 vs. Will | |
| *Hit:* 2d8 + 5 psychic damage, and the target is immobilized (save ends). The warpcaller then teleports the target 2 squares. | |
| **Warpmind Field** (psychic, zone) ✦ **Encounter** | |
| *Attack:* Area burst 2 within 5 (enemies in burst); +15 vs. Will | |
| *Hit:* 2d6 + 6 psychic damage. | |
| *Effect:* The burst creates a zone that lasts until the end of the warpcaller's next turn. Any enemy that enters the zone or ends its turn there takes 10 psychic damage. In addition, any enemy within the zone can attack only targets within 3 squares of it. As a move action, the warpcaller can move the zone up to 4 squares. | |
| *Sustain Minor:* The zone persists. | |
| **Skills** Arcana +15 | |
| **Str** 19 (+10) **Dex** 16 (+9) **Wis** 17 (+9) | |
| **Con** 22 (+12) **Int** 18 (+10) **Cha** 19 (+10) | |
| **Alignment** evil **Languages** Deep Speech, telepathy 10 | |
| **Equipment** musical pipe | |

## Foulspawn Warpcallers in Combat

A warpcaller uses its eerie music to create psychic conduits into the Far Realm. In the thick of combat, its droning pipe heightens the mental anguish caused by its attacks. The warpcaller moves its allies around, forcing foes caught up in the song to concentrate on the new threats.

# Frog

The sign at the swamp's edge cautioning travelers to beware of frogs was thought by many to be a joke. Those who disregard it soon learn of their error, as they fight for their lives against territorial amphibians the size of hounds. Survivors who escape the swamp find new respect for these creatures.

Found wherever the water meets the land, frogs run the gamut from harmless pests to genuine threats. The largest frogs are those that have escaped extinction because of their size, their ferocity, and their isolated habitats. Reminders of a bygone age, these beasts either dwell in the muddy waters of deep swamps or eke out an existence in freshwater pools within the Underdark. These creatures threaten anyone who travels through their territory without caution. They gladly consume any prey foolish enough to come to them.

## Lore

**Nature DC 10:** After a frog kills its prey, it swallows the body whole. Afterward, the frog returns to a safe location where it regurgitates any indigestible bits. In the case of animals, this material usually amounts to little more than bones and fur, but a sentient creature often has items such as gold and jewelry, which the frog cannot process. Thus, a frog's home can be a treasure trove of rings, necklaces, and coins. Adventurers willing to brave the swamps to find a frog den can reap a significant return for their efforts. Occasionally a family offers a reward to adventurers willing to recover an irreplaceable heirloom lost when a family member fell victim to a frog.

## Encounters

Bullywugs are the uncontested masters at capturing and training wild frogs. Swamp-dwelling kobolds and goblins have learned from bullywugs and now train frogs as well. However, only the bullywugs have learned to domesticate the various breeds of frogs. Bullywugs use them like dogs to hunt or guard. Other humanoids must tether the frogs or keep them in cages until the frenzied creatures are ready to be released among enemy ranks. A bullywug sometimes offers a trained war frog as a gift to a tribe with which it wants to establish a trade relationship.

## Thornskin Frog

The explorer backed against the trunk of a mossy tree. In front of him, a trio of slimy beasts hopped closer, lidless eyes watching him hungrily. Their mud-colored skin was covered with thick spines, making them resemble slick, bloated brambles.

The hand of his halfling guide protruded from the largest beast's broad mouth. The fingers twitched faintly. A moment later the hand was gone, disappearing as the frog swallowed the guide—and the explorer's only hope of finding his way out of the swamp.

| **Thornskin Frog** | **Level 1 Brute** |
|---|---|
| Medium natural beast (aquatic) | XP 100 |
| **HP** 35; **Bloodied** 17 | **Initiative** +4 |
| **AC** 13, **Fortitude** 12, **Reflex** 13, **Will** 11 | **Perception** +2 |
| **Speed** 4, swim 6 | Low-light vision |
| **Traits** | |
| **Aquatic** | |
| The thornskin can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures. | |
| **Standard Actions** | |
| **Bite ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +6 vs. AC | |
| *Hit:* 1d10 + 6 damage. | |
| **Pounce ✦ Recharge** ⚄ ⁞⁞ | |
| *Effect:* The thornskin shifts its speed and makes the following attack. | |
| *Attack:* Melee 1 (one creature); +4 vs. Reflex | |
| *Hit:* 2d6 + 6 damage, and the target falls prone. | |
| **Minor Actions** | |
| **Tongue Grab ✦ At-Will** | |
| *Attack:* Melee 3 (one creature); +4 vs. Reflex | |
| *Hit:* The thornskin pulls the target 2 squares. | |
| **Str** 16 (+3) **Dex** 18 (+4) **Wis** 14 (+2) | |
| **Con** 15 (+2) **Int** 3 (-4) **Cha** 9 (-1) | |
| **Alignment** unaligned **Languages** – | |

### Thornskin Frogs in Combat

Too stupid to be cautious, thornskin frogs leap into battle. Usually encountered in small groups, thornskins gang up on the nearest enemy, devouring it and then pouncing at the next foe. Unable to comprehend concepts such as fear or tactics, a single thornskin continues to fight against overwhelming odds. If a foe threatens the frog's eggs, the frog turns its attention to that enemy.

## Sporeback Frog

The sluggish sporeback frogs have developed a symbiotic relationship with a swamp fungus. The fungus grows on the backs of the frogs, gaining nourishment from their skin while providing natural camouflage and defense against any creatures that would prey on the frogs. When a sporeback dies, the fungus releases spores that cloud the mind and blur vision. This natural defense encourages predators to seek other quarry.

| **Sporeback Frog** | **Level 2 Controller** |
|---|---|
| Medium natural beast (aquatic) | XP 125 |
| **HP** 42; **Bloodied** 21 | **Initiative** +4 |
| **AC** 16, **Fortitude** 14, **Reflex** 13, **Will** 12 | **Perception** +3 |
| **Speed** 3, swim 5 | Low-light vision |
| **Traits** | |
| **Aquatic** | |
| The sporeback can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures. | |
| **Standard Actions** | |
| **Bite ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +7 vs. AC | |
| *Hit:* 1d8 + 6 damage, and the target is slowed until the end of the sporeback's next turn. | |
| **Barbed Tongue ✦ At-Will** | |
| *Attack:* Melee 3 (one creature); +5 vs. Reflex | |
| *Hit:* 2d6 + 2 damage, and the sporeback pulls the target 2 squares and knocks it prone. | |
| **Triggered Actions** | |
| **Spore Release** (poison) | |
| *Trigger:* The sporeback drops to 0 hit points. | |
| *Attack (No Action):* Close burst 2 (creatures in burst); +5 vs. Fortitude | |
| *Hit:* 1d6 + 7 poison damage, and the target takes a -2 penalty to attack rolls (save ends). | |
| **Str** 15 (+3) **Dex** 16 (+4) **Wis** 15 (+3) | |
| **Con** 18 (+5) **Int** 3 (-3) **Cha** 9 (+0) | |
| **Skills** Stealth +9 | |
| **Alignment** unaligned **Languages** – | |

## Sporeback Frogs in Combat

Quite possibly the laziest hunter imaginable, a sporeback frog is content to stay in one place and pull an enemy closer. Most creatures that would pose a threat to sporebacks learned long ago to avoid them, so these frogs seldom feel a pressing need to avoid conflict. When a sporeback does find itself in danger, it retreats to the nearest body of water, where it gains a slight mobility advantage. Otherwise, a sporeback lashes out with its tongue, pulling prey close enough to devour it.

# Murklord Frog

Watched from afar, murklord frogs are a breath-taking sight. Their sleek, glistening black bodies cut through the muddy water that gave them their name. Each murklord has a pair of luminescent stripes running down its back that flare when it is agitated or startled by a creature's approach.

| **Murklord Frog** | **Level 2 Skirmisher** |
|---|---|
| Medium natural beast (aquatic) | XP 125 |
| **HP** 39; **Bloodied** 19 | **Initiative** +7 |
| **AC** 16, **Fortitude** 13, **Reflex** 14, **Will** 13 | **Perception** +4 |
| **Speed** 6, swim 6 | Low-light vision |
| **Traits** | |
| **Aquatic** | |
| The murklord can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures. | |
| **Standard Actions** | |
| **Bite ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +7 vs. AC | |
| *Hit:* 1d6 + 5 damage, or 1d12 + 5 while the murklord is bloodied. | |
| **Leapfrog ✦ Recharge** ⚅ ⚄ ⚃ | |
| *Effect:* The murklord shifts 3 squares, makes the following attack, and shifts 3 squares again. | |
| *Attack:* Melee 1 (one creature); +5 vs. Reflex | |
| *Hit:* 2d6 + 4 damage, or 2d12 + 4 while the murklord is bloodied. | |
| **Minor Actions** | |
| **Tongue Lash ✦ At-Will** | |
| *Attack:* Melee 2 (one creature); +5 vs. Reflex | |
| *Hit:* The murklord slides the target 1 square. | |
| **Skills** Acrobatics +10 | |
| **Str** 16 (+4) **Dex** 18 (+5) **Wis** 16 (+4) | |
| **Con** 15 (+3) **Int** 4 (-2) **Cha** 8 (+0) | |
| **Alignment** unaligned **Languages** – | |

## Murklord Frogs in Combat

The nearest thing to clever frogs, murklords attack from the edge of the water. Typically, a murklord strikes an enemy when it approaches the murklord's pool, and then the murklord quickly returns to the water to avoid counter-attacks. If a murklord is forced from its watery habitat, or if it's near death, it croaksfor assistance from other nearby frogs. A bloodied murklord leaves tactics behind and throws itself at enemies in an attempt to injure or kill as many as possible.

JIM NELSON

# GARGOYLE

None can say where or how the first gargoyles appeared. These deadly creatures are as old as the world, perhaps spawned when the primordials first shaped earth and rock.

## Lore

**Arcana DC 19:** Gargoyles are found throughout the natural world, but they are most common in the Elemental Chaos. The cruelest efreet lords train packs of gargoyles to hunt down captured humanoids for sport. The gargoyles' tendency to play with their victims provides endless entertainment for these sadistic elemental lords.

In the wilds of the Elemental Chaos, gargoyles are more often victims than predators. Relatively weak compared to many other creatures of that plane, they skulk in caves and attack only when they outnumber foes.

In the world, gargoyles are legendary for their aggressive and territorial behavior. For this reason, temples dedicated to the Elder Elemental Eye recruit, train, and breed gargoyles.

## Encounters

Gargoyles roam wild in the mortal world and the Elemental Chaos. They are commonly found in the service of other creatures in both realms. Unless they are directed, gargoyles lack the intelligence to formulate strong tactics. Instead, they lurk in wait for unwary humanoids traveling in small numbers.

The cults of the Elder Elemental Eye employ these creatures as watchers and guardians, as do evil wizards, psions, and sages who want to conduct their research without interference. In towns and cities, gargoyles serve criminal gangs as lookouts and scouts in return for fresh meat and trinkets.

## Ironstone Gargoyle

Identified by the rusty streaks that cover their bodies, ironstone gargoyles are patient raiders. Caravans and travelers in remote mountainous regions often become victims of these deadly gargoyles, as do adventurers who explore ruined towers and castles.

| **Ironstone Gargoyle** | **Level 7 Skirmisher** |
|---|---|
| Medium elemental humanoid (earth) | XP 300 |
| **HP** 80; **Bloodied** 40 | **Initiative** +9 |
| **AC** 21, **Fortitude** 19, **Reflex** 19, **Will** 17 | **Perception** +5 |
| **Speed** 6, fly 8 | Darkvision |
| **Immune** petrification | |
| **Traits** | |
| **Lurking Presence** | |
| The ironstone gargoyle gains a +10 bonus to Stealth checks against enemies' passive Perception. | |
| **Standard Actions** | |
| **Claw ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +12 vs. AC | |
| *Hit:* 2d6 + 4 damage. | |
| **Crashing Stride ✦ Recharge** ⚄ ⚅ | |
| *Effect:* The gargoyle shifts 4 squares and uses *claw* against two different targets at any point during the shift. When an attack hits, the gargoyle slides the target 1 square and knocks it prone. | |
| **Move Actions** | |
| **Leaping Glide ✦ At-Will** | |
| *Effect:* The gargoyle flies 4 squares without provoking opportunity attacks. | |
| **Skills** Athletics +12, Stealth +12 | |
| **Str** 19 (+7) **Dex** 18 (+7) **Wis** 14 (+5) | |
| **Con** 16 (+6) **Int** 7 (+1) **Cha** 11 (+3) | |
| **Alignment** evil **Languages** Primordial | |

### Ironstone Gargoyles in Combat

In the world, ironstone gargoyles lurk along mountain passes or infest stone towers. They are active at night, lurking motionless as they wait for victims to pass. The gargoyles attack as a pack, killing victims outright or driving them toward the edges of cliffs.

## Hornstone Gargoyle

The hornstone gargoyle is named for its deadly stone horns. The mere sight of a hornstone gargoyle can cause the strongest warriors to break ranks, each fearing to become the target of its deadly charge.

WOODROW HINTON III

| **Hornstone Gargoyle** | **Level 8 Brute** |
|---|---|
| Medium elemental humanoid (earth) | XP 350 |
| **HP** 107; **Bloodied** 53 | **Initiative** +7 |
| **AC** 20, **Fortitude** 22, **Reflex** 19, **Will** 19 | **Perception** +12 |
| **Speed** 6, fly 8 | Darkvision |
| **Immune** petrification | |
| **Traits** | |
| **Lurking Presence** | |
| The hornstone gargoyle gains a +10 bonus to Stealth checks against enemies' passive Perception. | |
| **Standard Actions** | |
| ⊕ **Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +13 vs. AC | |
| *Hit:* 2d10 + 5 damage, and the gargoyle can use *skewering drag* as a free action. | |
| ⸸ **Impaling Charge** ✦ **At-Will** | |
| *Effect:* The gargoyle charges and makes the following attack in place of a melee basic attack. | |
| *Attack:* Melee 1 (one creature); +14 vs. AC | |
| *Hit:* 2d12 + 5 damage, and the target is grabbed and takes ongoing 5 damage until the grab ends. | |
| **Move Actions** | |
| **Skewering Drag** ✦ **At-Will** | |
| *Effect:* The gargoyle moves half its speed, pulling a creature grabbed by the gargoyle with it. The gargoyle and the creature grabbed by it do not provoke opportunity attacks from each other for this movement. | |
| **Skills** Stealth +12 | |
| **Str** 22 (+10) **Dex** 16 (+7) **Wis** 16 (+7) | |
| **Con** 17 (+7) **Int** 5 (+1) **Cha** 11 (+4) | |
| **Alignment** evil **Languages** Primordial | |

## Hornstone Gargoyles in Combat

These creatures swoop down in packs, impaling foes on their horns. They ignore counterattacks, preferring to return to the air to seek a new victim if a charge fails.

# Obsidian Gargoyle

Flocks of obsidian gargoyles sweep through the sky like storm clouds across the Elemental Chaos. In the world, followers of the Elder Elemental Eye keep these creatures as servants.

| **Obsidian Gargoyle** | **Level 8 Minion Soldier** |
|---|---|
| Medium elemental humanoid (earth) | XP 88 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +8 |
| **AC** 24, **Fortitude** 22, **Reflex** 20, **Will** 19 | **Perception** +7 |
| **Speed** 6, fly 8 | Darkvision |
| **Immune** petrification | |
| **Traits** | |
| **Cruel Claws** | |
| Whenever an enemy leaves a square adjacent to the obsidian gargoyle, that enemy takes 4 damage. | |
| **Lurking Presence** | |
| The obsidian gargoyle gains a +10 bonus to Stealth checks against enemies' passive Perception. | |
| **Standard Actions** | |
| ⊕ **Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +13 vs. AC | |
| *Hit:* 8 damage. | |
| **Skills** Athletics +14, Stealth +11 | |
| **Str** 20 (+9) **Dex** 15 (+6) **Wis** 16 (+7) | |
| **Con** 15 (+6) **Int** 5 (+1) **Cha** 11 (+4) | |
| **Alignment** evil **Languages** Primordial | |

## Obsidian Gargoyles in Combat

Every edge on an obsidian gargoyle's body is a deadly weapon, hindering and rending enemies that try to escape it in combat. Selective breeding by the cultists of the Elder Elemental Eye has imbued these creatures with suicidal bravery. They gladly form a living barrier against the cult's enemies.

# Runic Gargoyle

These creatures of white marble were first created to serve the cult of the Elder Elemental Eye. Some gargoyles broke from the cult's control and found service with other foul cultists and spellcasters. The creature's alabaster hide is covered with arcane runes that bond the gargoyle to its master.

| **Runic Gargoyle** | **Level 8 Soldier** |
|---|---|
| Medium elemental humanoid (earth) | XP 350 |
| **HP** 87; **Bloodied** 43 | **Initiative** +8 |
| **AC** 24, **Fortitude** 20, **Reflex** 19, **Will** 22 | **Perception** +12 |
| **Speed** 6, fly 8 | Darkvision |
| **Immune** petrification | |
| **Standard Actions** | |
| ⊕ **Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +13 vs. AC | |
| *Hit:* 2d8 + 7 damage. | |
| *Effect:* The target is marked until the end of the gargoyle's next turn. | |
| ⸸ **Avenging Claws** ✦ **Recharge** when the gargoyle's master is first bloodied. | |
| *Attack:* Melee 1 (one creature); +13 vs. AC | |
| *Hit:* 2d8 + 7 damage, and the target is dazed until the end of the gargoyle's next turn. | |
| **Move Actions** | |
| **To the Master** (teleportation) ✦ **At-Will** | |
| *Effect:* The gargoyle teleports to a square within 2 squares of its master. | |
| **Triggered Actions** | |
| **Shielding Wings** ✦ **At-Will** | |
| *Requirement:* The gargoyle must be adjacent to its master. | |
| *Trigger:* The gargoyle's master takes damage. | |
| *Effect (Immediate Interrupt):* The gargoyle takes the damage instead of its master. | |
| **Skills** Athletics +14, Stealth +11 | |
| **Str** 20 (+9) **Dex** 15 (+6) **Wis** 16 (+7) | |
| **Con** 15 (+6) **Int** 10 (+4) **Cha** 11 (+4) | |
| **Alignment** evil **Languages** Common, Primordial | |

## Runic Gargoyles in Combat

Mages or priests that have a runic gargoyle at their command keep the creature out of sight at first. Though a runic gargoyle is sometimes sent on missions to retrieve relics or slay enemies, it is strongest when fighting alongside its master.

# Ghoul

A priest of Orcus performs ritual sacrifices to the Demon Prince of the Undead, calling forth ghouls from within a town's graveyard. A mighty warlock preparing for battle finds dozens of these creatures howling at the edges of her army's encampment, eager to join in the slaughter that is to come. Like flies drawn to rotting flesh, ghouls feel the stirring power of evil and flock to it in droves.

## Lore

**History DC 17:** As the progeny of cannibalism and other less than savory practices, ghouls are creatures of pure evil. Whenever dark powers arise beneath the earth, ghouls are inexorably drawn to their presence, digging miles of twisting tunnels between ancient dungeons, lost caverns, long-buried crypts, and forgotten temples. These ghoul warrens make tempting routes for adventurers exploring the Underdark. However, such passages are dangerous. The winding tunnels and tight quarters favor the ghouls, which usually prefer to engage their foes one at a time.

Evil spellcasters and priests from various fell religions form alliances with ghouls, paying them in live captives. These villains might seek access to lost relics or Underdark sites that the ghouls have uncovered. In the farthest reaches of a ghoul warren, crude earthen burrows often give way to chambers of finely sculpted marble or obsidian. Ghouls have uncovered lost temples of the Chained God, tombs dating back to the Dawn War, and even forgotten fanes to the demon princes.

## Encounters

Although these creatures traditionally serve Orcus, a ghoul's allegiance is controlled entirely by its hunger for living flesh. Ghouls fight alongside any allies that can supply them with a steady stream of fresh victims. However, living masters that ignore a ghoul's appetite pay a deadly price.

## Ghoul Flesh Seeker

The fight had already gone on too long when the flesh seekers' attack tipped the balance. The sage had warned of these creatures—mortal followers of Orcus that had undergone a horrific, cannibalistic initiation into the demon lord's cult. The battlefield soon became a profane altar as countless were slaughtered in Orcus's name.

| **Ghoul Flesh Seeker** | **Level 4 Lurker** |
|---|---|
| Medium natural humanoid (undead) | XP 175 |
| **HP** 45; **Bloodied** 22 | **Initiative** +10 |
| **AC** 18, **Fortitude** 14, **Reflex** 16, **Will** 15 | **Perception** +9 |
| **Speed** 8 | Darkvision |
| **Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant | |
| **Traits** | |
| **Shadow Skulk** | |
| The ghoul flesh seeker can make a Stealth check to become hidden when it has cover or concealment instead of needing superior cover or total concealment. | |
| **Standard Actions** | |
| ⊕ **Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +9 vs. AC | |
| *Hit:* 1d6 + 4 damage, and the target is immobilized (save ends). | |
| ⸸ **Prepare for Sacrifice** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature the flesh seeker was hidden from at the start of the flesh seeker's turn); +9 vs. AC | |
| *Hit:* 2d6 + 4 damage, and the flesh seeker knocks the target prone and grabs it. The target takes a –2 penalty to attempts to escape the grab and cannot stand up until the grab ends. | |
| ⸸ **Render unto Orcus** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one prone creature grabbed by the flesh seeker); +9 vs. AC | |
| *Hit:* 2d8 + 9 damage. | |
| **Skills** Acrobatics +11, Stealth +11 | |
| **Str** 12 (+3) **Dex** 19 (+6) **Wis** 14 (+4) | |
| **Con** 15 (+4) **Int** 10 (+2) **Cha** 11 (+2) | |
| **Alignment** chaotic evil **Languages** Common | |
| **Equipment** dagger | |

### Ghoul Flesh Seekers in Combat

Whether in full battle or stalking the streets concealed in heavy robes, a flesh seeker hangs back in the shadows. It targets lone foes at the edge of the fray, leaping out from hiding to pin its victims to the ground. Under the flesh seeker's inhuman grasp, an enemy is quickly hacked to death as a sacrifice in Orcus's name.

Woodrow Hinton III

# Adept of Orcus

In the dark shrine, they spoke in whispers of the fallen priest who had died with a prayer to Orcus on his lips. He might have remained dead, his soul to become a plaything of Orcus, except that he had killed and consumed a priest of Bahamut when he was alive. After his death, he underwent a horrid and unholy transformation. Now, as he rises again, the priest's gruesome form strikes terror even into the hearts of his former faithful.

**Adept of Orcus** **Level 6 Controller (Leader)**
Medium natural humanoid (undead), ghoul XP 250

**HP** 71; **Bloodied** 35 **Initiative** +7
**AC** 20, **Fortitude** 16, **Reflex** 19, **Will** 18 **Perception** +5
**Speed** 8 Darkvision
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

**Traits**

**Uneasy Grave ✦ Aura** 5
Any nonminion ghoul ally within the aura that drops to 0 hit points becomes a zombie rotter (*Monster Manual*, page 274) at the start of its next turn.

**Standard Actions**

**Claw ✦ At-Will**
*Attack:* Melee 1 (one creature); +11 vs. AC
*Hit:* 2d6 + 4 damage, and the target is immobilized (save ends).

**Grave Grasp** (implement) **✦ At-Will**
*Attack:* Ranged 5 (one creature); +9 vs. Reflex
*Hit:* The target is restrained (save ends).

**Call to Feast** (implement) **✦ Recharge** ⚄ ⚅
*Attack:* Ranged 5 (one creature); +9 vs. Will
*Hit:* The target is immobilized (save ends). One of the adept's allies that is adjacent to the target can make a melee basic attack against the target as a free action.

**Grave Dust Cloud** (implement, necrotic, zone) **✦ Encounter**
*Attack:* Area burst 1 within 5 (living creatures in burst); +9 vs. Fortitude
*Hit:* 2d6 + 7 necrotic damage.
*Effect:* The burst creates a zone that lasts until the end of the encounter. Any living creature that enters the zone or ends its turn there takes 5 necrotic damage.

**Skills** Religion +9, Stealth +12
**Str** 14 (+5) **Dex** 19 (+7) **Wis** 14 (+5)
**Con** 15 (+5) **Int** 12 (+4) **Cha** 17 (+6)
**Alignment** chaotic evil **Languages** Abyssal, Common
**Equipment** rod, holy symbol of Orcus

## Adepts of Orcus in Combat

An adept chants the *Litanies of Flesh Devoured*—a series of oaths dedicated to Orcus—while it attempts to prepare the enemy's flesh for consumption. As the adept's raspy voice echoes across the battlefield, it paralyzes enemies to allow its undead allies to mob them.

# Ghast

The rogue thought herself clever when she opened the leaden doors to the lost tomb, saw a dozen slavering ghouls in the antechamber, and quickly sealed the sepulcher. Ten years later—long enough for the ghouls to starve to death, according to her research—she returned to the place. True, the ghouls had met their end. However, their transformation into ghasts wasn't something she hadn't accounted for.

**Ghast** **Level 6 Brute**
Medium natural humanoid (undead) XP 250

**HP** 85; **Bloodied** 42 **Initiative** +6
**AC** 18, **Fortitude** 18, **Reflex** 17, **Will** 16 **Perception** +5
**Speed** 6 Darkvision
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

**Traits**

**Stench of Death ✦ Aura** 1
Any living creature that starts its turn within the aura is slowed until the end of the ghast's next turn.

**Standard Actions**

**Bite ✦ At-Will**
*Attack:* Melee 1 (one creature); +11 vs. AC
*Hit:* 1d12 + 6 damage, and the target is immobilized until the end of the ghast's next turn.

**Rabid Claws ✦ At-Will**
*Effect:* The ghast makes the following attack twice.
*Attack:* Melee 1 (one immobilized creature); +11 vs. AC
*Hit:* 1d12 + 4 damage.

**Devouring Bite ✦ Recharge** if the power misses
*Attack:* Melee 1 (one immobilized or unconscious creature); +11 vs. AC
*Hit:* 3d12 + 7 damage.

**Triggered Actions**

**Death Burst** (necrotic)
*Trigger:* The ghast drops to 0 hit points.
*Attack (No Action):* Close burst 2 (living creatures in burst); +9 vs. Fortitude
*Hit:* 1d12 + 5 necrotic damage, and ongoing 5 necrotic damage (save ends).

**Skills** Athletics +12, Stealth +11
**Str** 19 (+7) **Dex** 16 (+6) **Wis** 14 (+5)
**Con** 15 (+5) **Int** 7 (+1) **Cha** 13 (+4)
**Alignment** chaotic evil **Languages** Common

## Ghasts in Combat

When ghouls go too long without humanoid flesh, they rot away from the inside out. The insatiable hunger that accompanies this transformation grants ghasts a desperate strength and ferocity. A ghast's awful stench sickens and slows its enemies, allowing it to quickly overwhelm creatures attempting to flee. Ghasts hunt in packs, teaming up on defenders to turn even the most powerful warrior into a horrid feast.

Fire giant society values power and might above all else. Although most fire giants revere the discipline of muscle and steel, others of their kind instead follow paths of mysticism and magic.

## Lore

**History DC 25:** In a long-lost age, mighty strongholds built on the rims of volcanoes served as the centers of power of a fire giant empire. Allied with the efreets, the fire giants enslaved many humanoid races. The labor of dragonborn, humans, and orcs helped build vast fortresses and roads, and the magic of drow and tieflings aided in creating a portal network linking the great fire giant citadels.

Though their empire fell long ago, fire giants yearn to reclaim this lost heritage. Exploring their fallen fortresses, the giants hope to reignite the portal system and create a staging ground for an invasion of their former territories. However, since fire giants have little interest in or aptitude for the rituals involved in reactivating the magic, they seek slaves to do their bidding.

## Encounters

Fire giants think of themselves as the lords of flame. In truth, however, they hold only a middling amount of power. Though they are able to command azers, hell hounds, and magma beasts, fire giants are often subservient to more powerful creatures of flame such as red dragons, efreets, devils, and fire titans. Whether they lead or follow, fire giants believe first and foremost in their own superiority. As a result, they typically take on the role of brutal and bullying commanders, or of untrustworthy and vacillating subordinates.

## Fire Giant Lavamaster

They had faced fire giants in combat enough times, but this war band was led by lavamasters. Shapers of fire, lavamasters upheld ancient traditions dating from the Dawn War. Those traditions served them well on the battlefield that day, as the adventurers' assault was driven back time and again. Calling on the power of elemental fire, the lavamasters unleashed flames that scoured foes and empowered allies.

**Fire Giant Lavamaster** **Level 17 Controller (Leader)**
Large elemental humanoid (giant) XP 1,600

**HP** 164; **Bloodied** 82 **Initiative** +12
**AC** 31, **Fortitude** 31, **Reflex** 27, **Will** 28 **Perception** +13
**Speed** 8
**Resist** 15 fire

**Traits**

☼ **Hearthflames** (fire, healing) ✦ **Aura** 2
Any enemy that enters the aura or ends its turn there takes 10 fire damage. Any bloodied ally of the lavamaster that starts its turn within the aura regains 10 hit points.

**Standard Actions**

⨭ **Molten Sword** (fire, weapon) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +22 vs. AC
*Hit:* 2d10 + 4 fire damage.

**Magma Lash** (fire) ✦ **Recharge** when no creature is grabbed by the lavamaster
*Attack:* Ranged 5 (one creature); +20 vs. Reflex
*Hit:* 2d8 + 10 fire damage, and the lavamaster pulls the target 4 squares. If the target ends the pull adjacent to the lavamaster, the lavamaster grabs it.

**Magma Burst** (fire, zone) ✦ **At-Will**
*Attack:* Area burst 1 within 10 (enemies in burst); +20 vs. Fortitude
*Hit:* 2d6 + 10 fire damage.
*Effect:* The burst creates a zone that lasts until the end of the lavamaster's next turn. The zone is difficult terrain. Any enemy that enters the zone or ends its turn there takes 10 fire damage.

**Triggered Actions**

**Fiery Vendetta** ✦ **At-Will**
*Trigger:* An enemy grabbed by the lavamaster attacks it.
*Effect (Immediate Reaction):* The lavamaster or one of its allies can make a melee basic attack against the triggering enemy as a free action.

| | | |
|---|---|---|
| **Str** 24 (+15) | **Dex** 19 (+12) | **Wis** 21 (+13) |
| **Con** 20 (+13) | **Int** 15 (+10) | **Cha** 16 (+11) |

**Alignment** evil **Languages** Giant
**Equipment** chainmail, greatsword

### Fire Giant Lavamasters in Combat

Drawing forth the power of the fiery heart of the world, lavamasters shape the battlefield to their allies' advantage. A lavamaster stays in the thick of the fray initially. However, once its allies begin to flag, it retreats and focuses on using *magma burst* to hinder enemies while its own forces are rejuvenated within its *hearthflames* aura.

HOWARD LYON

# Fire Giant Flamedancer

The stories seemed unbelievable, telling of fire giants fighting with uncanny elemental grace. These so-called flamedancers were said to have forged alliances with the efreets long-ago, learning a devastating fighting style that fused their martial prowess with elemental magic.

| **Fire Giant Flamedancer** | **Level 18 Skirmisher** |
|---|---|
| Large elemental humanoid (giant) | XP 2,000 |
| **HP** 174; **Bloodied** 87 | **Initiative** +17 |
| **AC** 32, **Fortitude** 31, **Reflex** 29, **Will** 27 | **Perception** +13 |
| **Speed** 8 | |
| **Resist** 15 fire | |
| **Traits** | |
| **Nimble Reaction** | |
| The flamedancer gains a +4 bonus to AC against opportunity attacks. | |
| **Standard Actions** | |
| ⨺ **Whirling Spear** (fire, weapon) ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +23 vs. AC | |
| *Hit:* 2d8 + 8 fire damage, and the flamedancer shifts 2 squares. | |
| ⨺ **Double Attack** ✦ **At-Will** | |
| *Effect:* The flamedancer uses *whirling spear* twice, making each attack against a different target. | |
| **Move Actions** | |
| **Flameburst Leap** (fire, teleportation) ✦ **Encounter** | |
| *Effect:* The flamedancer teleports 8 squares. Any enemy adjacent to the flamedancer at the start of the teleport takes ongoing 10 fire damage (save ends). | |
| **Skills** Athletics +21, Acrobatics +20 | |
| **Str** 25 (+16) **Dex** 22 (+15) **Wis** 18 (+13) | |
| **Con** 22 (+15) **Int** 12 (+10) **Cha** 15 (+11) | |
| **Alignment** evil **Languages** Giant | |
| **Equipment** hide armor, spear | |

## Fire Giant Flamedancers in Combat

Tactics learned from the efreets allow a fire giant flamedancer to stay in constant motion on the battlefield, gracefully maneuvering its massive form as it repeatedly wades into its enemies. Its *whirling spear* appears ineffectual compared to the heavier weapons of its kin, but a flamedancer wields it with deadly skill. It reserves its *flameburst leap* for a surprise escape or a suicidal final attack.

# Fire Giant Smokecaller

Survivors of fire giant assaults tell many tales of the giants' brutality. Few have ever seen the more subtle tactics of the smokecallers, and even fewer have lived to tell of these deadly warriors. A fire giant smokecaller eschews the furious fighting of its kin, using its ability to manipulate smoke to take enemies by surprise. A smokecaller creates ashen smoke that spreads across the battlefield. For the warriors that face smokecallers, death lurks inside this unearthly haze.

| **Fire Giant Smokecaller** | **Level 19 Lurker** |
|---|---|
| Large elemental humanoid (giant) | XP 2,400 |
| **HP** 140; **Bloodied** 70 | **Initiative** +18 |
| **AC** 33, **Fortitude** 32, **Reflex** 31, **Will** 30 | **Perception** +13 |
| **Speed** 10 | |
| **Resist** 15 fire | |
| **Standard Actions** | |
| ⨺ **Smoldering Whip** (fire, weapon) ✦ **At-Will** | |
| *Attack:* Melee 5 (one creature); +22 vs. Reflex | |
| *Hit:* 3d8 + 10 fire damage, and the smokecaller pulls the target 3 squares. | |
| ⇢ **Cindersmoke** (fire) ✦ **At-Will** | |
| *Requirement:* The smokecaller must be within a *smokecloud* zone. | |
| *Attack:* Close blast 5 (enemies in blast); +22 vs. Fortitude | |
| *Hit:* 3d8 + 8 fire damage. | |
| *Effect:* The *smokecloud* zone ends. | |
| **Smokecloud** (zone) ✦ **Recharge** when this power ends | |
| *Effect:* The smokecaller creates a zone in a close burst 3 that lasts until the end of the smokecaller's next turn. The zone blocks line of sight for all creatures except the smokecaller. | |
| **Skills** Acrobatics +19, Stealth +19 | |
| **Str** 23 (+15) **Dex** 20 (+14) **Wis** 19 (+13) | |
| **Con** 20 (+14) **Int** 15 (+11) **Cha** 15 (+11) | |
| **Alignment** evil **Languages** Giant | |
| **Equipment** chainmail, whip | |

## Fire Giant Smokecallers in Combat

Smokecallers employ the typical tactics of scouts, spies, and sneaks. An initial *smokecloud* allows a smokecaller to fall back while its bolder kin storm the battlefield. It then strikes from concealment, focusing on opponents it can blind with *cindersmoke* or pull close with *smoldering whip*.

# GIANT, FROST

A remote village is found deserted after a brutal winter; the spring's first lambs succumb to a late, bitter frost; autumn crops fall to frigid winds instead of to the scythe. Amid these portents, peasants glance toward the northern mountains and speak in whispers of the frost giants. Then they ready themselves for a battle they cannot hope to win.

## Lore

**Arcana DC 25:** Once powerful servants of the primordials, the frost giants were released into the world to wage war against the gods and their servants. They dwell in frozen peaks and snowy wastes, where they foster a hatred of the warmth of the mortal world. Emerging from their fortresses of ice and stone, frost giants raid settled lands or venture out to sea in ice-carved longships. Frost giants are also sometimes encountered sailing similar ships on the roiling seas of the Elemental Chaos.

Frost giant raids are devastating, and many humanoids fear that such attacks on civilized lands are a part of a greater plan. The frost giants are rumored to be constantly working toward some mandate passed down from their long-vanquished primordial masters.

## Encounters

Although frost giants ally with storm giants and ice archons (particularly in the Elemental Chaos), they typically keep their own counsel. Fiercely devoted to their primordial heritage, frost giants never interact with servants of the gods, and they avoid the creatures of the natural world except those they take as servants and slaves. Minotaurs, dragonborn, goliaths, and warforged are commonly found as slaves of frost giants. Most other races are too weak to survive long in the giants' frigid fortresses.

## Frost Giant Berserker

They came in a frenzy, moving so quickly that the garrison could scarcely count their numbers. They attacked not with a coordinated frontal assault but with hit-and-run tactics. They howled and hooted as they went, leaving none living in their wake.

| **Frost Giant Berserker** | **Level 16 Skirmisher** |
|---|---|
| Large elemental humanoid (cold, giant) | XP 1,400 |
| **HP** 157; **Bloodied** 78 | **Initiative** +17 |
| **AC** 30, **Fortitude** 26, **Reflex** 29, **Will** 28 | **Perception** +14 |
| **Speed** 8 (ice walk) | |
| **Resist** 15 cold | |
| **Traits** | |
| **Icebound Footing** | |
| When an effect pulls, pushes, or slides the berserker, it moves 2 squares less than the effect specifies. In addition, the berserker can make a saving throw to avoid falling prone. | |
| **Standard Actions** | |
| ⊕ **Freezing Greataxe** (cold, weapon) ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +21 vs. AC | |
| *Hit:* 1d12 + 10 damage plus 2d6 cold damage. | |
| ⸸ **Storm Charge** (cold, weapon) ✦ **At-Will** | |
| *Effect:* The berserker charges without provoking opportunity attacks and makes the following attack in place of a melee basic attack. | |
| *Attack:* Melee 2 (one creature); +22 vs. AC | |
| *Hit:* 2d12 + 12 damage. | |
| ⸸ **Primordial Rage** ✦ **Encounter** | |
| *Effect:* The berserker shifts its speed and uses *freezing greataxe* three times during the shift, making each attack against a different target. | |
| **Move Actions** | |
| **Giant Stride** ✦ **Recharge** ⚁ ⚂ ⚀ | |
| *Effect:* The berserker shifts 6 squares and can move through enemies' spaces during the shift. | |
| **Skills** Athletics +20 | |
| **Str** 19 (+12) **Dex** 25 (+15) **Wis** 22 (+14) | |
| **Con** 21 (+13) **Int** 15 (+10) **Cha** 16 (+11) | |
| **Alignment** evil **Languages** Giant | |
| **Equipment** hide armor, greataxe | |

### Frost Giant Berserkers in Combat

Frost giants too young or undisciplined to join the ranks of their clan's warriors fall back on sheer brutality. A frost giant berserker throws itself into the fray, moving unhindered through foes. What it lacks

VINCENT DUTRAIT

in tactical sense, a berserker makes up for in sheer destructive force.

## Frost Giant Shield Bearer

The first wave of brutish frost giant warriors is bad enough, but when the shield bearers arrive hard on their heels, that spells doom for defenders. These powerful and loyal warriors are the protectors of a frost giant chieftain. They represent the killing stroke of a raiding party.

| **Frost Giant Shield Bearer** | **Level 18 Soldier** |
|---|---|
| Large elemental humanoid (cold, giant) | XP 2,000 |
| **HP** 174; **Bloodied** 87 | **Initiative** +17 |
| **AC** 34, **Fortitude** 32, **Reflex** 31, **Will** 28 | **Perception** +14 |
| **Speed** 8 (ice walk) | |
| **Resist** 15 cold | |
| **Traits** | |
| **Coordinated Attack** | |
| The shield bearer has combat advantage against an enemy while another frost giant shield bearer is adjacent to that enemy. | |
| **Icebound Footing** | |
| When an effect pulls, pushes, or slides the shield bearer, it moves 2 squares less than the effect specifies. In addition, the shield bearer can make a saving throw to avoid falling prone. | |
| **Standard Actions** | |
| **Icy Battleaxe** (cold, weapon) ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +23 vs. AC | |
| *Hit:* 3d10 + 10 cold damage, and the target is marked until the end of the shield bearer's next turn. | |
| **Protective Strike** ✦ **Encounter** | |
| *Effect:* The shield bearer uses *icy battleaxe*. On a hit, the attack deals 10 extra cold damage, and one ally within 10 squares of the shield bearer gains 25 temporary hit points. | |
| **Minor Actions** | |
| **Defensive Stand** ✦ **At-Will** (1/round) | |
| *Effect:* Choose one enemy within 10 squares of the shield bearer that is not marked by it. If that enemy moves adjacent to the shield bearer before the end of the shield bearer's next turn, the shield bearer can use *icy battleaxe* against the enemy as a free action. | |
| **Skills** Athletics +21, Intimidate +16 | |
| **Str** 24 (+16) **Dex** 22 (+15) **Wis** 20 (+14) | |
| **Con** 22 (+15) **Int** 15 (+11) **Cha** 14 (+11) | |
| **Alignment** evil **Languages** Giant | |
| **Equipment** hide armor, heavy shield, battleaxe | |

### Frost Giant Shield Bearers in Combat

Frost giant shield bearers let nothing stand in their way on the battlefield, and they fight to the death in the defense of their clan's territory or chieftain. A shield bearer stays close to its allies in melee, maximizing the effectiveness of *coordinated attack* and *protective strike*.

## Frost Giant Chieftain

A sudden blizzard seals a mountain pass, trapping travelers in a shroud of howling wind. Through the storm comes the sound of booming laughter. The voice of a frost giant chieftain announces that these peaks belong to its people, and that all others who journey there must surrender or die. Of course, those who surrender might be killed anyway as cowards.

| **Frost Giant Chieftain** | **Level 20 Controller** |
|---|---|
| Large elemental humanoid (cold, giant) | XP 2,800 |
| **HP** 190; **Bloodied** 95 | **Initiative** +15 |
| **AC** 34, **Fortitude** 33, **Reflex** 29, **Will** 30 | **Perception** +14 |
| **Speed** 8 (ice walk) | |
| **Resist** 15 cold | |
| **Traits** | |
| **Emanating Cold** ✦ **Aura** 2 | |
| Enemies within the aura grant combat advantage to cold creatures. | |
| **Icebound Footing** | |
| When an effect pulls, pushes, or slides the chieftain, it moves 2 squares less than the effect specifies. In addition, the chieftain can make a saving throw to avoid falling prone. | |
| **Standard Actions** | |
| **Icy Greataxe** (cold, weapon) ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +25 vs. AC | |
| *Hit:* 2d12 + 5 cold damage. | |
| **Eye of the Storm** (cold) ✦ **At-Will** | |
| *Attack:* Ranged 5 (one creature); +23 vs. Reflex | |
| *Hit:* 2d8 + 9 cold damage, and the target takes ongoing 10 cold damage and is slowed (save ends both). | |
| **Minor Actions** | |
| **Pillar of Ice** ✦ **At-Will** (1/round) | |
| *Effect:* The chieftain creates a Medium or Large pillar of ice on a solid surface in an unoccupied square within 10 squares of it. The pillar occupies the space in which it's created, and it lasts until the end of the chieftain's next turn. Any enemy that starts its turn adjacent to the pillar is slowed until the start of its next turn. The pillar blocks line of sight, and while adjacent to the pillar, an enemy grants combat advantage. | |
| **Grip of Winter** (cold, zone) ✦ **Recharge** when first bloodied | |
| *Effect:* The chieftain creates a zone in an area burst 2 within 10 squares that lasts until the end of the encounter. The zone is difficult terrain, and any enemy that ends its turn within the zone takes 15 cold damage. | |
| **Skills** Athletics +22, Intimidate +21 | |
| **Str** 25 (+17) **Dex** 20 (+15) **Wis** 18 (+14) | |
| **Con** 22 (+16) **Int** 15 (+12) **Cha** 23 (+16) | |
| **Alignment** evil **Languages** Giant, Primordial | |
| **Equipment** hide armor, greataxe | |

### Frost Giant Chieftains in Combat

A frost giant chieftain uses its elemental powers to reshape the battlefield and hinder its foes. From behind the protection of shield bearers, the chieftain creates pillars of ice and zones of deadly frost.

# Giant, Hill

Caravan drivers plying ancient roads know the wisdom of employing strong bands of guards. On the immediate outskirts of civilization, bandits are a constant threat—but the deeper wilds hold far more deadly dangers. Countless draft horses have ended up on the roasting spit of a hill giant band—as have many merchants who didn't heed the reputation of these giants.

## Lore

**Nature DC 21:** Like all of giantkind, hill giants were created by the primordials as warriors in their battles against the gods. While fire giants and frost giants cling to shreds of their former purpose and a hatred of mortal humanoids, hill giants have long since accepted life in the natural world. Hill giant clans even engage in trade and long-term relations with brutish humanoid tribes.

Though most giants are brutish and coarse, hill giants are particularly unrefined and unpredictable. The race's minimal social skills inhibit the creation of hill giant societies. Most hill giant groups consist of a single family. On the rare occasions when hill giants band together under the leadership of a powerful chief, their lairs (known as steadings) resound with near-constant quarreling and infighting. In many cases, boisterous hill giants all but ignore the sound of attackers within their own homes.

## Encounters

Hill giants are not well regarded by the rest of giantkind, because they long ago turned their backs on their primordial origin and purpose. Though hill giants are sometimes employed as thugs and minions by storm giants or death giants, the relationship is always rocky. Hill giants avoid the inclement environments favored by frost giants and fire giants. However, those giants sometimes take hill giants as slaves.

Hill giants are found in the ranks of evil humanoid armies or raiding bands, where they serve as frontline troops. The smasher is the hill giant most likely to ally with humanoid tribes, accepting service with any evil humanoid that can promise a steady food supply. However, when marching under the banner of Bane, Gruumsh, or another god, the giants often turn against their allies, perhaps out of some ancient fragment of loyalty to their primordial creators.

## Hill Giant Smasher

The goblin bandits of the borderlands were scarcely a match for the human militia that guarded the settlement. However, when the goblin chief launched his most recent attack, he revealed a new weapon—a hill giant smasher. The giant cut through the defenders' ranks with brutal efficiency, and soon word had spread of the town's slaughtered inhabitants.

CHIPPY

| **Hill Giant Smasher** | **Level 11 Brute** |
|---|---|
| Large natural humanoid (giant) | XP 600 |
| **HP** 137; **Bloodied** 68 | **Initiative** +7 |
| **AC** 23, **Fortitude** 24, **Reflex** 20, **Will** 23 | **Perception** +8 |
| **Speed** 8 | |
| **Traits** | |
| **Mobility** | |
| At the start of each of its turns, the smasher can make a saving throw against one effect that a save can end. The effect must include the immobilized, restrained, or slowed condition. | |
| **Standard Actions** | |
| **Greatclub** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +16 vs. AC | |
| *Hit:* 2d10 + 10 damage, and a different enemy adjacent to the smasher takes 7 damage. | |
| **Brutal Smash** (weapon) ✦ **Recharge** if the power misses | |
| *Attack:* Melee 2 (one creature); +16 vs. AC | |
| *Hit:* 4d10 + 14 damage. | |
| **Whirling Crush** (weapon) ✦ **Encounter** | |
| *Attack:* Close burst 2 (enemies in burst); +16 vs. AC | |
| *Hit:* 2d10 + 8 damage. | |
| **Triggered Actions** | |
| **Persistent Smash** | |
| *Trigger:* The smasher drops to 0 hit points. | |
| *Effect (Immediate Interrupt):* The smasher moves half its speed and uses *greatclub*. | |
| **Skills** Athletics +15 | |
| **Str** 21 (+10) **Dex** 14 (+7) **Wis** 16 (+8) | |
| **Con** 17 (+8) **Int** 7 (+3) **Cha** 11 (+5) | |
| **Alignment** chaotic evil **Languages** Giant | |
| **Equipment** hide armor, greatclub | |

## Hill Giant Smashers in Combat

A paragon of rage and violence, the hill giant smasher is frequently recruited into the ranks of brutish humanoid forces. Though its allies might worry about tactics, the smasher is most effective when rampaging unpredictably through enemy ranks.

# Hill Giant Rockthrower

Frontier scouts move warily through the foothills. When they spy a single hill giant hiding beneath a low bluff, they charge the lone bandit, intent on ending its harassment of local caravans. Before they can reach the giant, a barrage of boulders rains down. Shouting in triumph, the rockthrowers rise from their hiding places, and the real assault begins.

| **Hill Giant Rockthrower** | **Level 12 Artillery** |
|---|---|
| Large natural humanoid (giant) | XP 700 |
| **HP** 97; **Bloodied** 48 | **Initiative** +10 |
| **AC** 24, **Fortitude** 25, **Reflex** 25, **Will** 22 | **Perception** +9 |
| **Speed** 8 | |
| **Standard Actions** | |
| **Greatclub** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +17 vs. AC | |
| *Hit:* 2d10 + 4 damage. | |
| **Knockdown Throw** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 10/20 (one creature); +17 vs. Reflex | |
| *Hit:* 2d8 + 7 damage, and the rockthrower pushes the target 2 squares or knocks it prone. | |
| **Shattering Rockburst** (weapon) ✦ **Recharge** ⚅ ⚅ | |
| *Attack:* Area burst 1 within 10 (creatures in burst); +17 vs. Fortitude | |
| *Hit:* 2d8 + 6 damage, and the target is dazed (save ends). | |
| **Skills** Athletics +17 | |
| **Str** 22 (+12) **Dex** 18 (+10) **Wis** 16 (+9) | |
| **Con** 19 (+10) **Int** 9 (+5) **Cha** 14 (+8) | |
| **Alignment** chaotic evil **Languages** Giant | |
| **Equipment** hide armor, greatclub, 10 rocks | |

## Hill Giant Rockthrowers in Combat

A hill giant rockthrower prefers high ground that offers clear sight of its enemies, usually behind a stretch of rough terrain or atop a cliff. When ambushing, a rockthrower leads with *shattering rockburst* to disrupt its foes' tactics. The giant then targets mobile foes with *knockdown throw*, thwarting the enemy's attempts to close for melee.

# Hill Giant Avalancher

When the hill giants were first spotted, the patrol welcomed the fight. This was their sixth sortie in as many days. Each time, these great brutes had been predictable, and the fast-moving knights had cut them down. The final fight was different, though. Those who survived the battle cursed the hill giant avalanchers, who fell on them in a barrage of rocks and crushing club attacks. The survivors warned their comrades about these new foes, who were as tough as any other hill giant and much more cunning.

| **Hill Giant Avalancher** | **Level 14 Skirmisher** |
|---|---|
| Large natural humanoid (giant) | XP 1,000 |
| **HP** 139; **Bloodied** 69 | **Initiative** +15 |
| **AC** 28, **Fortitude** 25, **Reflex** 27, **Will** 24 | **Perception** +10 |
| **Speed** 8 | |
| **Standard Actions** | |
| **Greatclub** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +19 vs. AC | |
| *Hit:* 2d10 + 11 damage. | |
| **Rolling Rock** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 8 (one creature); +17 vs. Reflex | |
| *Hit:* 2d10 + 4 damage, and the avalancher slides the target 4 squares and knocks it prone. | |
| **Crushing Charge** (weapon) ✦ **Recharge** ⚅ ⚅ ⚅ | |
| *Effect:* The avalancher charges and makes the following attack in place of a melee basic attack. | |
| *Attack:* Melee 1 (one creature); +20 vs. AC | |
| *Hit:* 2d10 + 11 damage, and the target falls prone. | |
| **Move Actions** | |
| **Stomping Shift** ✦ **At-Will** | |
| *Effect:* The avalancher shifts 4 squares and can move through prone enemies' spaces. Each time the avalancher enters a prone enemy's space for the first time during the shift, that enemy takes 8 damage. | |
| **Skills** Athletics +17 | |
| **Str** 21 (+12) **Dex** 23 (+13) **Wis** 17 (+10) | |
| **Con** 19 (+11) **Int** 15 (+9) **Cha** 11 (+7) | |
| **Alignment** chaotic evil **Languages** Giant | |
| **Equipment** hide armor, greatclub | |

## Hill Giant Avalanchers in Combat

An avalancher avoids direct confrontation with powerful combatants. It prefers to take out enemies that are weak or on the ground. The giant uses *crushing charge* as its default attack, but it uses *rolling rock* to break up ranged attacks or target spellcasters at the edge of the fray. Avalanchers take advantage of their kin's predictable tactics, using *stomping shift* to plow through foes at every opportunity.

# Girallon

The dreaded girallon is a vicious predator whose hunting grounds are marked by the horrid remains of its victims. At home in dark forests and dread ruins, a girallon hunts not just for food but also for the sheer pleasure of slaughter. In territories where girallons are known to roam, humanoid patrols follow a simple rule: Advance with caution, and at the first sign of blood or viscera, run for your lives.

## Lore

**Nature DC 25:** Entering a girallon's territory is never an easy task, and many guides and trackers refuse to lead outsiders into such areas. The fearful silence of a girallon-inhabited area casts a pall over the forest, and in girallon hunting grounds, blood stains even the highest branches.

Girallons typically keep to the trees, watching for prey from on high. Though of low intelligence, girallons demonstrate extreme cunning. They create trails through undergrowth to herd victims into an ambush.

Some humanoid tribes worship girallons as flesh-bound demons whose wrath must be appeased. By leaving out fresh meat for these beasts, the tribesfolk are able to lair within girallon hunting grounds.

Though girallons are at home in the trees, their great bulk makes sleeping there difficult. The creatures seek out caves and ruins for their lairs. Numerous ancient maps pointing to some lost hoard have inadvertently led treasure seekers into a sleeping girallon, which, upon waking, finds an easy meal.

Infernal girallons were originally bred by servants of Mephistopheles. The endless battles of the Blood War caused these creatures to become dispersed across the planes.

## Encounters

Their savage nature means that girallons never willingly seek out allies. However, creatures such as hill giants, trolls, and fomorians hunt and capture these beasts for use as pets and guards. Such brutish creatures are the only ones capable of doling out the regular, near-fatal beatings needed to win a girallon's subservience.

Girallons raised from a young age can be more easily trained. Renegade spellcasters, temples dedicated to Gruumsh and Bane, and the cults of savage demons such as Baphomet and Yeenoghu acquire girallon young to train as guards and fighting beasts.

Roving packs of infernal girallons haunt the Elemental Chaos and the Nine Hells, where powerful elementals, immortals, and cultists sometimes manage to tame them as beasts of war.

## Girallon Marauder

Unlike other girallons, marauders know no boundaries. These young girallons leave their packs at an early age, for tarrying means ending up as meals for their parents. A girallon marauder roams freely until it grows to become a girallon alpha. Some travelers fear marauders more than other girallons, because they lack the predictable behavior of their kin.

| **Girallon Marauder** | **Level 12 Brute** |
|---|---|
| Large natural beast | XP 700 |
| **HP** 145; **Bloodied** 72 | **Initiative** +11 |
| **AC** 24, **Fortitude** 24, **Reflex** 23, **Will** 22 | **Perception** +10 |
| **Speed** 8, climb 6 | |
| **Traits** | |
| ☼ **Threatening Claws ✦ Aura** 1 | |
| Enemies within the aura grant combat advantage. | |
| **Combat Climber** | |
| The marauder does not provoke opportunity attacks by climbing. | |
| **Standard Actions** | |
| ⨺ **Claw ✦ At-Will** | |
| *Attack:* Melee 2 (one creature); +16 vs. AC | |
| *Hit:* 2d12 + 10 damage. | |
| ⨺ **Claw Flurry ✦ Recharge** ⚄ ⁞⁞ | |
| *Effect:* The marauder makes the following attack four times. | |
| *Attack:* Melee 2 (one creature); +16 vs. AC | |
| *Hit:* 1d12 + 6 damage. | |
| **Skills** Acrobatics +16, Athletics +18 | |
| **Str** 24 (+13) **Dex** 20 (+11) **Wis** 18 (+10) | |
| **Con** 15 (+8) **Int** 3 (+2) **Cha** 10 (+6) | |
| **Alignment** chaotic evil **Languages** – | |

ERIC L. WILLIAMS

## Girallon Marauders in Combat

A girallon marauder wades into the midst of its enemies, allowing itself to be flanked or surrounded so that it can attack as many targets as possible. A marauder takes advantage of its superior climbing skill to move around the battlefield or surprise foes.

# Girallon Alpha

Among some of the savage humanoid tribes of the deepest forests that fear girallons, the fear transforms into a kind of dark worship. The powerful alpha is revered as a spiritual gatekeeper. When the oldest hunters of the tribe near the end of life, they might journey out into the jungle rather than suffer infirmity. Undergoing a solemn ritual of passage, they leave their people for one last hunt, stalking the deadly girallon alpha. When a hunter finds an alpha, the beast grants the hunter a worthy death.

| **Girallon Alpha** | **Level 17 Brute** |
|---|---|
| Large natural beast | XP 1,600 |
| **HP** 195; **Bloodied** 97 | **Initiative** +14 |
| **AC** 29, **Fortitude** 29, **Reflex** 28, **Will** 27 | **Perception** +17 |
| **Speed** 8, climb 6 | |
| **Traits** | |
| ☼ **Threatening Claws ✦ Aura** 1 | |
| Enemies within the aura grant combat advantage. | |
| **Combat Climber** | |
| The alpha does not provoke opportunity attacks by climbing. | |
| **Standard Actions** | |
| ⊕ **Claw ✦ At-Will** | |
| *Attack:* Melee 2 (one creature); +21 vs. AC | |
| *Hit:* 3d12 + 10 damage. | |
| ⸸ **Claw Flurry ✦ Recharge** ⚄ ⁞⁞ | |
| *Effect:* The alpha makes the following attack four times. | |
| *Attack:* Melee 2 (one creature); +21 vs. AC | |
| *Hit:* 1d12 + 8 damage. | |
| ⌖ **Rend and Tear ✦ Recharge** ⚄ ⁞⁞ | |
| *Attack:* Close blast 3 (enemies in blast); +19 vs. Fortitude | |
| *Hit:* 3d12 + 10 damage, and the alpha slides the target 3 squares. | |
| **Triggered Actions** | |
| **Whirling Claws ✦ At-Will** | |
| *Trigger:* An enemy starts its turn within 2 squares of the alpha. | |
| *Effect (Free Action):* The alpha slides the target 1 square. | |
| **Skills** Acrobatics +19, Athletics +20 | |
| **Str** 24 (+15) **Dex** 22 (+14) **Wis** 19 (+12) | |
| **Con** 15 (+10) **Int** 3 (+4) **Cha** 14 (+10) | |
| **Alignment** chaotic evil **Languages** – | |

## Girallon Alphas in Combat

The alpha is the most dangerous of natural girallons, tearing into its foes with a rabid intensity. In its forest home, an alpha travels through the trees, dropping to the ground in the midst of its enemies. This bloodthirsty hunter stays in the thick of combat to take on as many targets as possible, using *whirling claws* to drag foes close.

# Infernal Girallon

The Blood War between devils and demons is little more than legend in the mortal world, but sages warn that fiendish ruins hold dark reminders of that deadly conflict. The legendary infernal girallons were bred to serve as slave troops. Their considerable bloodlust became enhanced as they were warped and twisted by devilish power. Adventurers who scoff at such tales rarely return from the infernal ruins they hope to plunder.

| **Infernal Girallon** | **Level 22 Brute** |
|---|---|
| Large immortal beast (devil) | XP 4,150 |
| **HP** 249; **Bloodied** 124 | **Initiative** +18 |
| **AC** 34, **Fortitude** 34, **Reflex** 30, **Will** 32 | **Perception** +16 |
| **Speed** 8, climb 6 | Darkvision |
| **Traits** | |
| ☼ **Threatening Claws ✦ Aura** 1 | |
| Enemies within the aura grant combat advantage. | |
| ☼ **Burning Soul** (fire) **✦ Aura** 2 | |
| Any enemy that starts its turn within the aura takes 10 fire damage, or 20 fire damage if the girallon is bloodied. | |
| **Combat Climber** | |
| The infernal girallon does not provoke opportunity attacks by climbing. | |
| **Standard Actions** | |
| ⊕ **Claw ✦ At-Will** | |
| *Attack:* Melee 2 (one creature); +26 vs. AC | |
| *Hit:* 3d12 + 10 damage. | |
| ⸸ **Claw Flurry ✦ At-Will** | |
| *Effect:* The alpha makes the following attack four times. | |
| *Attack:* Melee 2 (one creature); +26 vs. AC | |
| *Hit:* 1d12 + 8 damage. | |
| ⌖ **Burning Ichor** (fire) **✦ Recharge** ⚄ ⁞⁞ | |
| *Attack:* Close blast 3 (enemies in blast); +24 vs. Reflex | |
| *Hit:* 3d10 + 15 fire damage, and ongoing 10 fire damage (save ends). | |
| **Skills** Acrobatics +23, Athletics +24 | |
| **Str** 27 (+19) **Dex** 24 (+18) **Wis** 20 (+16) | |
| **Con** 19 (+15) **Int** 3 (+7) **Cha** 12 (+12) | |
| **Alignment** chaotic evil **Languages** – | |

## Infernal Girallons in Combat

Fire flares around an infernal girallon, searing enemies that stand against these creatures. An infernal girallon throws itself against the most powerful opponents, allowing itself to be surrounded so that its *claw flurry* and *burning ichor* devastate the largest number of foes.

# GNOLL

Accounts from the hollow-eyed survivors of gnoll raids paint a similar picture of death and destruction. As gnoll packs grow in number and strike deeper into settled lands, fear spreads with the sound of their cackling laughter echoing through the night.

## Lore

**Nature DC 17:** Packs of gnolls war against each other constantly, usually when one group encroaches on another's hunting grounds. The victors of these battles sometimes take survivors from the losing pack as slaves, treating them with the same cruelty as they do the slaves of other races.

The chosen of Yeenoghu are the seers and mystics of a pack. They compete with the war fangs for the ear of their leaders. The chosen are often responsible for raids and other despicable acts performed in the name of their demon lord.

## Encounters

Gnolls have no natural allies aside from the hyenas they train as beasts of war. However, when cults to Yeenoghu arise among other cultures, gnolls can contain their violent tendencies long enough to form alliances. More commonly, gnolls appear as mercenaries and brigands after breaking with their war bands.

ARNIE SWEKEL

## Gnoll Skulker

Gnoll skulkers are the runts of gnoll bloodlines. They lurk at the edge of the fray, striking only when their more powerful kin force them forward. Even when they are driven by fear, their blades form a wall of blood and steel that is not easily broken.

| **Gnoll Skulker** | **Level 5 Lurker** |
|---|---|
| Medium natural humanoid | XP 200 |
| **HP** 51; **Bloodied** 25 | **Initiative** +10 |
| **AC** 19, **Fortitude** 17, **Reflex** 19, **Will** 15 | **Perception** +4 |
| **Speed** 7 | Low-light vision |
| **Traits** | |
| **Peerless Camouflage** | |
| The skulker can make a Stealth check to become hidden when it has cover or concealment instead of needing superior cover or total concealment. If the skulker is hidden from one or more creatures and moves to a square that does not provide it any cover or any concealment, it remains hidden from those creatures until the start of its next turn. | |
| **Something to Prove** | |
| The skulker deals 5 extra damage on ranged and melee attacks against a target that has none of the skulker's allies adjacent to it. | |
| **Standard Actions** | |
| **Dagger** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +10 vs. AC | |
| *Hit:* 2d4 + 8 damage. | |
| **Shortbow** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 15/30 (one creature); +10 vs. AC | |
| *Hit:* 2d8 + 4 damage. | |
| **Triggered Actions** | |
| **Hit and Run** ✦ **At-Will** | |
| *Requirement:* The skulker must be hidden. | |
| *Trigger:* The skulker hits with *shortbow*. | |
| *Effect (Free Action):* The skulker shifts 2 squares. | |
| **Skills** Stealth +11 | |
| **Str** 18 (+6) **Dex** 19 (+6) **Wis** 15 (+4) | |
| **Con** 15 (+4) **Int** 15 (+4) **Cha** 14 (+4) | |
| **Alignment** chaotic evil **Languages** Abyssal, Common | |
| **Equipment** dagger, shortbow, 20 arrows | |

### Gnoll Skulkers in Combat

Skulkers start a fight by sniping from the edge of combat. A skulker is easily daunted by its allies, so it avoids attacking foes that are engaged in combat with other gnolls.

## Gnoll War Fang

The attackers had almost broken through the gnoll defenses when the war fang appeared. Clad in heavy armor scarred with demonic sigils, the sinister champion of Yeenoghu raised the pack's standard and howled a challenge that was echoed by the other surviving gnolls.

| **Gnoll War Fang** | **Level 6 Soldier (Leader)** |
|---|---|
| Medium natural humanoid | XP 250 |
| **HP** 72; **Bloodied** 36 | **Initiative** +7 |
| **AC** 22, **Fortitude** 17, **Reflex** 16, **Will** 20 | **Perception** +5 |
| **Speed** 7 | Low-light vision |

**Traits**

**☼ War Fang Defense ✦ Aura** 1
Allies within the aura gain a +2 bonus to AC.

**Pack Attack**
The war fang's melee attacks deal 5 extra damage against an enemy that has two or more gnoll allies adjacent to it.

**Standard Actions**

**⨺ Longsword** (weapon) **✦ At-Will**
*Attack:* Melee 1 (one creature); +13 vs. AC
*Hit:* 1d8 + 6 damage, or 1d8 + 10 while the war fang is bloodied.

**Minor Actions**

**Demonic Challenge** (fire) **✦ At-Will** (1/round)
*Effect:* The war fang marks one enemy within 3 squares until the end of the enconter or until the war fang uses this power again. Until the mark ends, whenever the marked enemy makes an attack that does not include the war fang as a target, the marked enemy takes 10 fire damage.

**Triggered Actions**

**No Mercy ✦ At-Will**
*Trigger:* An enemy misses the war fang with a melee attack.
*Effect (Immediate Reaction):* One ally adjacent to the triggering enemy can make a melee basic attack against it as a free action.

**Skills** Intimidate +12

| | | |
|---|---|---|
| **Str** 19 (+7) | **Dex** 14 (+5) | **Wis** 15 (+5) |
| **Con** 16 (+6) | **Int** 16 (+6) | **Cha** 18 (+7) |

**Alignment** chaotic evil **Languages** Abyssal, Common
**Equipment** plate armor, longsword

## Gnoll War Fangs in Combat

A war fang fights from behind the front ranks, goading its charges forward. When battle is met, a war fang targets the most powerful enemy defenders and strikers.

# Chosen of Yeenoghu

The advancing gnoll was a wretched figure, bent with age and cloaked in moldering humanoid skins. When it raised its staff and gave a bark, four howling shapes rose from the shadows around it. The pack of undead hyenas then spread out to devour foes.

| **Chosen of Yeenoghu** | **Level 7 Elite Controller** |
|---|---|
| Medium natural humanoid, gnoll | XP 600 |
| **HP** 156; **Bloodied** 78 | **Initiative** +5 |
| **AC** 21, **Fortitude** 19, **Reflex** 17, **Will** 19 | **Perception** +8 |
| **Speed** 7 | Low-light vision |
| **Saving Throws** +2; **Action Points** 1 | |

**Traits**

**Pack Attack**
The chosen of Yeenoghu's melee attacks deal 5 extra damage against an enemy that has two or more gnoll allies adjacent to it.

**Standard Actions**

**⨺ Staff** (weapon) **✦ At-Will**
*Attack:* Melee 1 (one creature); +12 vs. AC
*Hit:* 2d8 + 4 damage.

**⨳ Bolt of Ruination** (implement, necrotic, teleportation) **✦ At-Will**
*Attack:* Ranged 5 (one creature); +10 vs. Fortitude
*Hit:* 2d6 + 4 necrotic damage, and one hyena spirit within 10 squares of the chosen teleports to a square adjacent to the target.

**Minor Actions**

**Call Beyond the Grave ✦ Encounter**
*Effect:* Four hyena spirits appear in unoccupied squares within 10 squares of the chosen. The chosen takes 5 damage whenever one of its hyena spirits drops to 0 hit points. The spirits disappear at the end of the encounter.

**Hyena Spirit ✦ At-Will** (1/round)
*Effect:* One hyena spirit appears in an unoccupied square within 10 squares of the chosen. The chosen takes 5 damage when the hyena spirit drops to 0 hit points. The spirit disappears at the end of the encounter.

**Spirit Strike ✦ At-Will** (1/round)
*Effect:* One hyena spirit within 10 squares of the chosen can make a *bite* attack as a free action, with a +2 bonus to the attack roll.

**To the Front** (teleportation) **✦ At-Will** (1/round)
*Effect:* Each ally adjacent to the chosen can teleport 10 squares.

**Skills** Arcana +13, Religion +13

| | | |
|---|---|---|
| **Str** 16 (+6) | **Dex** 14 (+5) | **Wis** 20 (+8) |
| **Con** 14 (+5) | **Int** 20 (+8) | **Cha** 17 (+6) |

**Alignment** chaotic evil **Languages** Abyssal, Common
**Equipment** hide armor, staff

## Chosen of Yeenoghu in Combat

A chosen of Yeenoghu fights from the back, teleporting gnolls into the fray. A chosen calls up hyena spirits to form a protective cordon around it.

# Hyena Spirit

A hyena spirit is the undead vestige of a prized gnoll war beast. Bound to a tribe by dark magic, it continues to fight on after death.

| **Hyena Spirit** | **Level 7 Minion Soldier** |
|---|---|
| Medium shadow beast (undead) | XP 75 or 0 if created by the chosen of Yeenoghu |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +9 |
| **AC** 21, **Fortitude** 19, **Reflex** 19, **Will** 17 | **Perception** +5 |
| **Speed** 8 | Darkvision |

**Traits**

**☼ Spectral Jaws ✦ Aura** 1
Any enemy that starts its turn within the aura is slowed until the end of its next turn.

**Standard Actions**

**⨺ Bite ✦ At-Will**
*Attack:* Melee 1 (one creature); +12 vs. AC
*Hit:* 7 damage.

| | | |
|---|---|---|
| **Str** 19 (+7) | **Dex** 19 (+7) | **Wis** 14 (+5) |
| **Con** 14 (+5) | **Int** 2 (-1) | **Cha** 7 (+1) |

**Alignment** chaotic evil **Languages** –

## Hyena Spirits in Combat

Hyena spirits called into combat have their actions dictated by the creature controlling them. Unbound hyena spirits engage enemies that are already in combat with other gnolls.

# Gremlin

In cities and towns across settled lands, unexplained events make citizens edgy. Valuables disappear under the eyes of trustworthy guards. Messages appear sealed with the marks of lords and nobles, yet the contents are vehemently disavowed by those who seemingly wrote them. People whisper of dark conspiracies or curses, yet few suspect the true source of this villainy.

## Lore

**Arcana DC 19:** The fomorian king Thrumbolg created the first gremlins in the aftermath of his assault on Mag Tureah. On his orders, captured goblin slaves were transformed and corrupted by powerful rituals. The gremlins that resulted were the tools by which Thrumbolg sowed unease and dissent within the cities of the eladrin. Using them, he broke up powerful fey alliances that were joined against him.

However, Thrumbolg overestimated his ability to control the gremlins, and they wreaked havoc within the fomorian king's own court before being driven out. Now scattered across the Feydark, the Feywild, and the mortal realm, gremlins wreak havoc wherever they can.

## Encounters

Gremlins can be found living openly among goblins, orcs, lizardfolk, and other humanoids that can tolerate their chaotic presence. However, these creatures most often dwell unseen within the settlements of those they terrorize, taming vermin and animals to their service. Demons and gremlins are natural allies, sowing destruction wherever they are found.

## Gremlin Deceiver

Within the innermost circle of the royal court, documents and heirlooms are brazenly stolen and then traced to the quarters of visiting nobles. Threats and protestations of innocence quickly give rise to discord and violence. Meanwhile, a gremlin deceiver watches gleefully from the shadows.

### Gremlin Deceivers in Combat

Gremlin deceivers avoid combat if possible. However, when pressed, they rely on allies to protect them while they lock down enemies across the battlefield.

WAYNE ENGLAND

| **Gremlin Deceiver** | **Level 5 Controller** |
|---|---|
| Small fey humanoid | XP 200 |
| **HP** 63; **Bloodied** 31 | **Initiative** +4 |
| **AC** 19, **Fortitude** 16, **Reflex** 18, **Will** 17 | **Perception** +10 |
| **Speed** 6 | Low-light vision |
| **Traits** | |
| ☼ **Sabotaging Presence** ✦ **Aura** 5 | |
| Enemies within the aura take a -5 penalty to skill checks. | |
| **Standard Actions** | |
| ⊕ **Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +10 vs. AC | |
| *Hit:* 2d6 + 6 damage. | |
| **Befuddling Burst** (charm, psychic) ✦ **Recharge** ⚅ ⚄ ⚃ | |
| *Attack:* Area burst 2 within 10 (enemies in burst); +8 vs. Will | |
| *Hit:* 1d8 + 5 psychic damage, and the target cannot shift or stand up (save ends). | |
| *Miss:* The target cannot shift or stand up until the end of its next turn. | |
| **Minor Actions** | |
| **Slip Up** ✦ **At-Will** (1/round) | |
| *Attack:* Ranged 5 (one creature); +8 vs. Will | |
| *Hit:* The target falls prone. | |
| **Triggered Actions** | |
| **Gremlin Tactics** ✦ **At-Will** | |
| *Trigger:* An enemy adjacent to the deceiver misses it with a melee attack. | |
| *Effect (Immediate Reaction):* The deceiver swaps positions with the triggering enemy. | |
| **Skills** Bluff +8, Stealth +9, Thievery + 9 | |
| **Str** 12 (+3) **Dex** 15 (+4) **Wis** 16 (+5) | |
| **Con** 15 (+4) **Int** 18 (+6) **Cha** 13 (+3) | |
| **Alignment** chaotic evil **Languages** Common, Elven, Goblin | |

# Gremlin Skulker

A blacksmith is found dead after his shop burns to the ground around him. A tavern owner whispers of being watched and is found clawed to death as if by some foul beast. A rash of unsolved murders has the city on edge, and no one realizes the true killer.

| **Gremlin Skulker** | **Level 7 Lurker** |
|---|---|
| Small fey humanoid | XP 300 |
| **HP** 64; **Bloodied** 32 | **Initiative** +11 |
| **AC** 21, **Fortitude** 18, **Reflex** 21, **Will** 18 | **Perception** +6 |
| **Speed** 6 | Low-light vision |
| **Traits** | |
| ☼ **Sabotaging Presence** ✦ **Aura** 5 | |
| Enemies within the aura take a -5 penalty to skill checks. | |
| **Shadow Sneak** (illusion) | |
| While adjacent to any enemy, the skulker is invisible. | |
| **Opportunistic Advantage** | |
| The skulker deals 2d6 extra damage with opportunity attacks. | |
| **Standard Actions** | |
| ⊕ **Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +12 vs. AC | |
| *Hit:* 2d6 + 4 damage. If the target moves away from the skulker before the end of its next turn, the target falls prone at the end of its move. | |
| **Triggered Actions** | |
| **Gremlin Tactics** ✦ **At-Will** | |
| *Trigger:* An enemy adjacent to the skulker misses it with a melee attack. | |
| *Effect (Immediate Reaction):* The skulker swaps positions with the triggering enemy. | |
| **Shadow Skulk** ✦ **Encounter** | |
| *Trigger:* An enemy adjacent to the skulker moves. | |
| *Effect (Immediate Reaction):* The skulker shifts 6 squares, moving with the triggering enemy as it completes the move. The skulker remains adjacent to the enemy during the move and must end the shift adjacent to the enemy. | |
| **Skills** Stealth +12, Thievery +12 | |
| **Str** 13 (+4) **Dex** 19 (+7) **Wis** 17 (+6) | |
| **Con** 16 (+6) **Int** 16 (+6) **Cha** 14 (+5) | |
| **Alignment** chaotic evil **Languages** Common, Elven, Goblin | |

## Gremlin Skulkers in Combat

A gremlin skulker is a cowardly opportunist that waits for the optimal moment to attack. When that time comes, it conceals itself in the thick of combat.

# Gremlin Conniver

The assassins' guild leader had told his comrades that he wanted peace between his guild and the thieves' guild. However, the letter that was delivered to the leader of the thieves' guild said differently. Before the confusion could be sorted out, a bloody street battle ensued, leaving both leaders dead. The survivors could only guess at who—or what—was responsible.

## Gremlin Connivers in Combat

A conniver lingers in the shadows to work its magic undetected, directing a dominated target against his or her allies. Once its ruse is discovered, a conniver uses bursts of *beguiling fog* to inhibit its foes.

| **Gremlin Conniver** | **Level 17 Controller** |
|---|---|
| Small fey humanoid | XP 1,600 |
| **HP** 162; **Bloodied** 81 | **Initiative** +13 |
| **AC** 31, **Fortitude** 28, **Reflex** 31, **Will** 29 | **Perception** +18 |
| **Speed** 6 | Low-light vision |
| **Standard Actions** | |
| ⊕ **Claw** (teleportation) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +22 vs. AC | |
| *Hit:* 4d6 + 10 damage, and the conniver teleports the target 5 squares. | |
| ⚚ **Connive** (charm) ✦ **At-Will** | |
| *Attack:* Ranged 10 (one creature); +20 vs. Will | |
| *Hit:* The target is dominated (save ends). The conniver can have only one creature dominated at a time. | |
| **Minor Actions** | |
| ✲ **Beguiling Fog** ✦ **Recharge** ⚅ | |
| *Attack:* Area burst 2 within 10 (enemies in burst); +20 vs. Will | |
| *Hit:* The target is dazed (save ends). | |
| *Miss:* The target is dazed until the end of its next turn. | |
| **Triggered Actions** | |
| **Gremlin Tactics** ✦ **At-Will** | |
| *Trigger:* An enemy adjacent to the conniver misses it with a melee attack. | |
| *Effect (Immediate Reaction):* The conniver swaps positions with the triggering enemy. | |
| **Skills** Bluff +16, Stealth +18, Thievery +18 | |
| **Str** 15 (+10) **Dex** 21 (+13) **Wis** 20 (+13) | |
| **Con** 18 (+12) **Int** 24 (+15) **Cha** 17 (+11) | |
| **Alignment** chaotic evil **Languages** Common, Elven, Goblin | |

# Gremlin Prankster

Though fully possessed of their kin's capacity for trickery, gremlin pranksters are far less subtle in their actions.

| **Gremlin Prankster** | **Level 17 Minion Controller** |
|---|---|
| Small fey humanoid | XP 400 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +14 |
| **AC** 31, **Fortitude** 27, **Reflex** 30, **Will** 29 | **Perception** +18 |
| **Speed** 6 | Low-light vision |
| **Traits** | |
| ☼ **Sabotaging Presence** ✦ **Aura** 5 | |
| Enemies within the aura take a -5 penalty to skill checks. | |
| **Standard Actions** | |
| ⊕ **Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +22 vs. AC | |
| *Hit:* 12 damage. | |
| **Minor Actions** | |
| ⚚ **Slip Up** ✦ **At-Will** (1/round) | |
| *Attack:* Ranged 5 (one creature); +20 vs. Will | |
| *Hit:* The prankster slides the target 3 squares and knocks it prone. | |
| **Skills** Stealth +19, Thievery +19 | |
| **Str** 16 (+11) **Dex** 22 (+14) **Wis** 21 (+13) | |
| **Con** 19 (+12) **Int** 20 (+13) **Cha** 16 (+11) | |
| **Alignment** chaotic evil **Languages** Common, Elven, Goblin | |

## Gremlin Pranksters in Combat

The most frail of their kind, gremlin pranksters throw themselves into battle with abandon, hoping to cause chaos before they retreat to the shadows.

# HAG

Though native to the Feywild, the vile race of hags can be found throughout the planes. Hags' mastery of dark fey magic and their propensity to gather secrets makes them coveted as spellcasters and oracles. However, these deadly creatures are as treacherous as they are powerful.

## Lore

**Arcana DC 27:** Hags are the keepers of secrets, all of which they jealously guard from other creatures. These secrets are gained through foul divinations, pacts with humanoids, and a network of portals that connects hags throughout the Feywild and the mortal world.

Adventurers who enter into a bargain with a hag must often undertake a minor quest against the hag's enemies, including an archfey, devils or demons, or the hags of competing covens.

A dream hag uses magic to send dreams to its victims, providing clues to a journey the recipient must make, such as landmarks that can guide a hero to desperately needed magic or lore. The dream hag, working in concert with the victim's enemies, sows traps and other hazards along the way. A hag has only partial control over the visions it sends. Even the most devious of hags cannot prevent scraps of useful information from appearing to their victims.

## Encounters

Hags seldom undertake more labor than they need to, and they surround themselves with guards and servants to do their bidding. Undead, evil fey, aberrant creatures, and brutish humanoids can be found in a hag's service. Characters who seek out a hag's counsel or divination typically face a gauntlet of such attackers first.

Mist hags ally with devils, serving as caretakers of the greatest treasures of the dukes and princes of the Nine Hells. However, mist hags are prone to turning against their masters and making off with particularly valuable items.

## Pact Hag

The pact hag's crude hut lies out of sight of the village, close enough to draw those seeking its secrets but

| **Pact Hag** | **Level 11 Controller (Leader)** |
|---|---|
| Medium fey humanoid | XP 600 |
| **HP** 115; **Bloodied** 57 | **Initiative** +7 |
| **AC** 25, **Fortitude** 23, **Reflex** 23, **Will** 24 | **Perception** +15 |
| **Speed** 6 | Low-light vision |
| **Traits** | |
| ☼ **Pact of Obedience** ✦ **Aura** 5 | |
| Any ally within the aura that misses with a melee attack can take 5 damage to gain a +2 power bonus to the attack roll. | |
| **Standard Actions** | |
| ⊕ **Compelling Staff** (charm, weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +16 vs. AC | |
| *Hit:* 1d6 + 5 damage, and the target makes a melee basic attack as a free action against a creature of the hag's choice. | |
| ☆ **Pact of Compelled Alliance** (charm) ✦ **At-Will** | |
| *Attack:* Ranged 10 (one creature); +14 vs. Will | |
| *Hit:* The target is dominated until the end of the hag's next turn. | |
| ☆ **Pact of Choked Aggression** (charm, psychic) ✦ **Recharge** when no creature is affected by this power | |
| *Attack:* Ranged 10 (one creature); +14 vs. Will | |
| *Hit:* The target is affected by a pact of choked aggression until the end of the encounter or until the hag or one of its allies attacks the target. While affected by the pact, the target takes 10 psychic damage the first time it hits a creature during each of its turns. | |
| ☆ **Pact of Shared Agony** (psychic) ✦ **Recharge** if the power misses | |
| *Requirement:* The hag must be bloodied. | |
| *Attack:* Ranged 10 (one creature); +14 vs. Fortitude | |
| *Hit:* Until the end of the encounter, while the target is within 10 squares of the hag, the target takes 10 psychic damage whenever the hag takes damage. | |
| **Skills** Arcana +14, Bluff +13, Diplomacy +13, Insight +15 | |
| **Str** 12 (+6) **Dex** 14 (+7) **Wis** 21 (+10) | |
| **Con** 19 (+9) **Int** 19 (+9) **Cha** 16 (+8) | |
| **Alignment** unaligned **Languages** Common, Elven, Giant | |
| **Equipment** staff | |

CHRIS SEAMAN

distant enough to hold the curious at bay. Many come in search of the power, knowledge, and rituals the hag possesses. However, such things come at a price, which is named in the pacts the hag forges.

### Pact Hags in Combat

A pact hag prefers negotiation to violence, though usually such negotiation favors the hag. A pact hag relies on its monstrous servants to do the fighting. It often has a few beasts that it keeps as pets, or a group of ogres, trolls, and other brutish slaves that it has bent to its will.

## Dream Hag

Nightmares and strange visions plague an individual during sleep, seeming to provide disturbing hints of the future. In truth, these visions have been crafted by a dream hag to manipulate and destroy its prey.

| **Dream Hag** | **Level 19 Controller** |
|---|---|
| Medium fey humanoid | XP 2,400 |
| **HP** 179; **Bloodied** 89 | **Initiative** +11 |
| **AC** 33, **Fortitude** 29, **Reflex** 31, **Will** 32 | **Perception** +21 |
| **Speed** 6 | Low-light vision |

**Traits**

**Nightmare Weaver** (charm) ✦ **Aura** 3
Any unconscious enemy that starts its turn within the aura stands up and is dominated until the end of its next turn. The enemy remains unconscious but takes a single action during its turn, chosen by the dream hag.

**Standard Actions**

**Staff of Mindless Reverie** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +24 vs. AC
*Hit:* 2d6 + 10 damage, and the target is dazed until the end of the hag's next turn.

**Nightmare Visions** (charm, implement, psychic) ✦ **At-Will**
*Attack:* Ranged 5 (one creature); +22 vs. Will
*Hit:* 3d8 + 14 psychic damage, and the hag slides the target 5 squares.

**Dust of Dreams** (charm, sleep) ✦ **Recharge** ⚄ ⁞⁞
*Attack:* Close blast 5 (enemies in blast); +22 vs. Will
*Hit:* The target is dazed (save ends).
*First Failed Saving Throw:* The target falls unconscious (save ends).

**Sleep's Undeniable Grasp** (implement, sleep) ✦ **Encounter**
*Attack:* Close blast 5 (enemies in blast); +22 vs. Will
*Hit:* The target falls unconscious (save ends). This effect also ends if the target is attacked by the hag or one of its allies.

**Skills** Bluff +18, Diplomacy +18, Insight +21

| | | |
|---|---|---|
| **Str** 10 (+9) | **Dex** 14 (+11) | **Wis** 24 (+16) |
| **Con** 19 (+13) | **Int** 21 (+14) | **Cha** 19 (+13) |

**Alignment** unaligned **Languages** Common, Elven, Supernal
**Equipment** staff

### Dream Hags in Combat

A dream hag revels in sending its enemies into a deadly slumber. By influencing the unconscious thoughts of a creature, the hag controls its body like a puppeteer. It gathers and enslaves cruel creatures, including renegade drow and worshipers of Torog.

## Mist Hag

In the Feywild's deepest forests dwell the mist hags, near-legendary spellcasters that stole countless secrets and artifacts from the mortal realm in ages past. Adventurers and heroes now search for the remote lairs where mist hags have hidden this wealth. However, the hags still jealously guard their relics and secrets, so those who go in search of these caches often end up as trophies.

| **Mist Hag** | **Level 27 Controller (Leader)** |
|---|---|
| Medium fey humanoid | XP 11,000 |
| **HP** 247; **Bloodied** 123 | **Initiative** +17 |
| **AC** 41, **Fortitude** 37, **Reflex** 38, **Will** 39 | **Perception** +27 |
| **Speed** 8 | Low-light vision |

**Traits**

**Mist Shroud** ✦ **Aura** 1
Allies within the aura are insubstantial.

**Standard Actions**

**Mist Staff** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +32 vs. AC
*Hit:* 3d6 + 10 damage, and the mist hag pushes the target 5 squares. The hag can push the target through creatures or through solid objects as if the target were phasing. The hag does not need line of effect to any of the squares to which it pushes the target.

**Mist on the Wind** (implement, teleportation) ✦ **At-Will**
*Attack:* Ranged 10 (one creature); +30 vs. Fortitude
*Hit:* 1d10 + 7 damage, and the target is removed from play until the start of the hag's next turn. The target then appears in an unoccupied square of the hag's choice within 4 squares of its last location.

**Choking Mist** (implement) ✦ **Recharge** ⚄ ⁞⁞
*Attack:* Ranged 10 (one creature); +30 vs. Reflex
*Hit:* 3d10 + 15 damage, and ongoing 20 damage (save ends).
*Each Failed Saving Throw:* The hag slides the target 3 squares as a free action.

**Triggered Actions**

**Maze of Mist** ✦ **At-Will**
*Trigger:* An enemy enters a square within 2 squares of the hag.
*Effect (No Action):* Roll a d20. On a 10 or higher, the hag slides the enemy 1 square.

**Skills** Arcana +25, Bluff +24, History +25, Insight +27, Religion +25

| | | |
|---|---|---|
| **Str** 10 (+13) | **Dex** 18 (+17) | **Wis** 28 (+22) |
| **Con** 23 (+19) | **Int** 25 (+20) | **Cha** 23 (+19) |

**Alignment** unaligned **Languages** Common, Elven, Supernal
**Equipment** staff

### Mist Hags in Combat

When faced with a direct threat, a mist hag relies on the haze of fey-touched mist that surrounds it to keep foes at bay. The hag sends servants against foes while striking from the edge of the fray. It prefers to enlist the aid of undead and creatures that are tough and brutish.

# HOWLER

In the dead of night, the awful baying begins. It rises across the fields and through the forests, eventually spilling out onto the cobblestone streets. As long as the folk of the village remain terrified, the howlers are content to drag only one or two screaming victims to their doom, for howlers feed not on flesh but on fear.

## Lore

**Arcana DC 23:** Howlers derive sustenance from the raw fear of the creatures they hunt. A painful, brutal death yields a delicious spike of fear, and younger howlers are quick to kill. The adult howlers, the doom mastiffs, are intelligent enough to recognize that a foe left to live in fear offers far more sustenance in the long term.

Howler packs target isolated settlements, from human frontier villages to dwarven enclaves in the Underdark. They attack while folk sleep, terrorizing a settlement's inhabitants but taking care to avoid killing too many of their foes. In this way, a pack of howlers harvests a steady diet of fear from its victims. However, any show of defiance brings down the howlers' dread wrath. They circle the homes and shops of those who stand against them, their cries shattering the darkness. When they finally attack, they leave none alive.

The greatest of howlers are the terror incarnates, but these living embodiments of fear are rare. A terror incarnate is seldom found leading its lesser kin. Instead, these creatures ally themselves with powerful masters, including death giants, liches, and other intelligent undead.

## Encounters

Although howlers typically run in their own death packs, they sometimes serve other creatures. Young dread hounds are captured by troglodytes, shadar-kai, and drow, who train them as beasts of war. Older doom mastiffs cannot be broken, but they are shrewd enough to accept service with drow or intelligent undead in return for a steady stream of victims. When kept as allies, howlers lair in prisons and torture chambers, where fear is rife. In battle, a doom mastiff accepts only a powerful ally as a rider.

Terror incarnates serve death giants and powerful undead lords as guards, watchers, and hunters. They sometimes wander the planes in packs, chasing down weaker creatures to slake their endless hunger for fear.

## Howler Dread Hound

Dread hounds are young howlers eager to feed on the fear and terror their baying sparks. They run in packs, descending on isolated villages and Underdark outposts like a dark wave.

| **Howler Dread Hound** | **Level 9 Minion Controller** |
|---|---|
| Medium elemental magical beast | XP 100 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +7 |
| **AC** 23, **Fortitude** 22, **Reflex** 22, **Will** 21 | **Perception** +6 |
| **Speed** 8 | Darkvision |
| **Traits** | |
| **Piercing Spines** | |
| Whenever a creature adjacent to the dread hound misses it with a melee attack, that creature takes 6 damage. | |
| **Standard Actions** | |
| ⊕ **Bite** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +14 vs. AC | |
| *Hit:* 6 damage, and the dread hound slides the target 1 square. | |
| ⇢ **Dread Howl** (fear, psychic) ✦ **Encounter** | |
| *Attack:* Close blast 5 (enemies in blast); +12 vs. Will | |
| *Hit:* 4 psychic damage, and the target grants combat advantage until the end of its next turn. | |
| **Str** 15 (+6) **Dex** 17 (+7) **Wis** 14 (+6) | |
| **Con** 16 (+7) **Int** 5 (+1) **Cha** 12 (+5) | |
| **Alignment** evil **Languages** understands Abyssal | |

JIM NELSON

### Howler Dread Hounds in Combat

Dread hounds are pups driven by their elders to prove themselves in battle. They spread out as they attack, hemming in their foes to maximize the effect of *dread howl*.

## Howler Doom Mastiff

As a howler becomes larger, its hunger for fear and terror grows with it. Doom mastiffs stalk underground tunnels and forgotten dungeons in small packs, seeking creatures they can terrify.

| **Howler Doom Mastiff** | **Level 13 Skirmisher** |
|---|---|
| Large elemental magical beast (mount) | XP 800 |
| **HP** 129; **Bloodied** 64 | **Initiative** +12 |
| **AC** 27, **Fortitude** 25, **Reflex** 25, **Will** 24 | **Perception** +9 |
| **Speed** 8 | Darkvision |
| **Traits** | |
| **Guarding Spines** (mount) | |
| The doom mastiff's rider gains a +2 bonus to AC. | |
| **Piercing Spines** | |
| Whenever a creature adjacent to the doom mastiff misses it or its rider with a melee attack, that creature takes 10 damage. | |
| **Standard Actions** | |
| **Bite** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +18 vs. AC | |
| *Hit:* 2d8 + 7 damage. | |
| **Loping Bite** ✦ **At-Will** | |
| *Effect:* The doom mastiff shifts half its speed and uses *bite*. | |
| **Terrifying Howl** (fear, psychic) ✦ **Recharge** ⚅ | |
| *Attack:* Close blast 5 (enemies in blast); +16 vs. Will | |
| *Hit:* The target takes ongoing 10 psychic damage and grants combat advantage (save ends both). The target cannot save against this effect while it is adjacent to any doom mastiff. | |
| **Str** 20 (+11) **Dex** 19 (+10) **Wis** 16 (+9) | |
| **Con** 17 (+9) **Int** 9 (+5) **Cha** 13 (+7) | |
| **Alignment** evil **Languages** understands Abyssal | |

### Howler Doom Mastiffs in Combat

A doom mastiff typically hunts alongside others of its kind. With *terrifying howl*, it can cripple even the strongest foes with fear. Once a foe is reeling from terror, the doom mastiff closes in to keep that fear alive.

## Howler Terror Incarnate

Legends tell of a great howler that devoured the terror of an entire army and was transformed into a living embodiment of fear. In time, this creature sired more of its kind, and many howler terror incarnates now wander the planes or serve powerful masters.

| **Howler Terror Incarnate** | **Level 22 Lurker** |
|---|---|
| Large shadow magical beast | XP 4,150 |
| **HP** 155; **Bloodied** 77 | **Initiative** +22 |
| **AC** 36, **Fortitude** 34, **Reflex** 34, **Will** 35 | **Perception** +16 |
| **Speed** 8, fly 6 | Darkvision |
| **Traits** | |
| **Terror Incarnate** (fear, psychic) ✦ **Aura** 3 | |
| Any enemy that starts and ends its turn within the aura takes 10 psychic damage. | |
| **Shadow Spines** (necrotic) | |
| Whenever a creature adjacent to the terror incarnate misses it or its rider with a melee attack, that creature takes 15 necrotic damage. | |
| **Standard Actions** | |
| **Bite** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +27 vs. AC | |
| *Hit:* 2d8 + 7 damage. | |
| **Shadow of Terror** (charm, psychic) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature that cannot see the terror incarnate and has not yet been dominated by it during this encounter); +25 vs. Will | |
| *Hit:* The target is dominated and its at-will attacks deal 1d8 extra psychic damage and target Will (save ends; the target takes a –4 penalty to the saving throw; the effect ends if the target takes radiant damage). Until the effect ends, the howler is removed from play. When the effect ends, the howler appears in the unoccupied space nearest to the target. | |
| *Aftereffect:* The target is dazed (save ends). | |
| **Death Howl** (fear, psychic) ✦ **Encounter** | |
| *Attack:* Close blast 5 (enemies in blast that cannot see the terror incarnate); +25 vs. Will | |
| *Hit:* 3d8 + 5 psychic damage, and the target is dazed (save ends). | |
| **Move Actions** | |
| **Shadow Lope** (illusion) ✦ **Recharge** ⚄ ⚅ ⚅ | |
| *Effect:* The terror incarnate becomes invisible and can move its speed. It remains invisible until the end of its next turn. | |
| **Skills** Stealth +23 | |
| **Str** 18 (+15) **Dex** 24 (+18) **Wis** 20 (+16) | |
| **Con** 17 (+14) **Int** 14 (+13) **Cha** 23 (+17) | |
| **Alignment** evil **Languages** Abyssal, Giant | |

### Howler Terror Incarnates in Combat

Terror incarnates fall on their enemies with *shadow lope*. The shock of an unexpected attack adds to the fear they cause. Terror incarnates are faithful servants, and one that has taken up with a dark master gladly gives up its life to protect that creature.

# Imix

A primordial far older than the world, Imix is raging fire, malice, and obliteration. His dire touch is felt by thralls to passion, slaves to wrath, and those who surrender to blind hate. He dwells within the Elemental Chaos, where his depravity and thirst for violence rival that of the worst demons.

Imix is known by many names—Fire Lord Imix, the Eternal Flame, Prince of Elemental Fire. He is one of several primordials that serve the Elder Elemental Eye. Unbeknownst to these primordials, though, the Elder Elemental Eye is a device through which Tharizdun, the Chained God, gains power and influences the world.

## Imix Lore

**Arcana DC 33:** In raging wildfires that spread across the wilderness and in brutal murders enacted in the heat of passion, one can find the Fire Lord's touch. Imix embodies fire's most destructive attributes, promoting rash action, wanton violence, and arson. The Fire Lord's followers hear their master's whispers in the crackle of flames, in the ragged exhalations of burned victims, and in the crunch of char beneath their feet.

As the self-styled Prince of Elemental Fire, Imix claims dominion over fire creatures in the Elemental Chaos. Elementals pay homage to him, though many resent his power, which remains strong despite his exile.

## Imix Encounters

Imix has an unusually strong following in the mortal world for a primordial. His followers are misanthropes, lunatics, and murderers, those who seek power in exchange for dread oaths. Many of his cultists work in isolation, but small temples of devotees are concealed in towns and cities across the world. The most dangerous temples are those that worship Imix's master, the Elder Elemental Eye. These cults work unwittingly to free the Chained God.

The Fire Lord rules from deep within an active volcano in the Elemental Chaos. Its fissures vent noxious plumes, and lava spills down the fractured slopes to mingle with molten lakes that extend for miles. Roiling black clouds spew cinders, while ash rains down on the desolate landscape.

Adventurers who crest the volcano's caldera can catch sight of Imix's palace. A black inverted pyramid hovers over the magma, its tip tracing a jagged spiral, the symbol of the Elder Elemental Eye, into the rock. Although Imix is not bound within the volcano, he lives like a prisoner: He fled at the end of the Dawn War and has remained safe within his volcanic stronghold.

## Imix in Combat

Liquid fire erupts in a massive column, washing the area with punishing heat. After a moment, a huge humanoid armed with a blazing blade steps from the flames. Imix mocks his enemies, his voice crackling with the sound of killing fire.

With every dread elemental power he unleashes, Imix derides his enemies. Yet in spite of his boasts,

WAYNE ENGLAND

**Imix** **Level 32 Solo Controller**
Huge elemental humanoid (fire, primordial) XP 135,000

**HP** 1,140; **Bloodied** 570 **Initiative** +27
**AC** 47, **Fortitude** 42, **Reflex** 45, **Will** 44 **Perception** +29
**Speed** 10, fly 8 (hover) Darkvision
**Immune** disease, fire
**Saving Throws** +5; **Action Points** 3

**Traits**

☼ **Withering Flames** ✦ **Aura** 5
Enemies within the aura do not benefit from fire resistance.

**Standard Actions**

⊕ **Blazing Blade** (fire, weapon) ✦ **At-Will**
*Attack:* Melee 3 (one creature); +37 vs. AC
*Hit:* 2d10 + 9 fire damage, and ongoing 20 fire damage (save ends).

⸸ **Blazing Arc** ✦ **At-Will**
*Effect:* Imix uses *blazing blade* against each enemy within reach.

✧ **Volcanic Circle** (fire, zone) ✦ **At-Will**
*Effect:* Imix reduces a fire grue within 10 squares of him to 0 hit points and makes the following attack centered on the grue.
*Attack:* Close burst 1 (creatures in burst); +35 vs. Reflex
*Hit:* 6d6 + 19 fire damage.
*Effect:* The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or ends its turn there takes 20 fire damage.

**Servants of Elemental Fire** (fire) ✦ **Recharge** when no fire grue is within 10 squares of Imix at the start of his turn
*Effect:* Imix creates four fire grues, or six while Imix is bloodied, each in an unoccupied square within 10 squares of him. The grues cannot take actions. Any creature that starts its turn adjacent to one or more grues takes 15 fire damage. The grues have defenses equal to Imix's and 1 hit point each. A missed attack never damages a grue. Each grue lasts until the end of the encounter or until Imix ends his turn more than 10 squares from it. As a minor action, Imix can move each grue up to 6 squares.

**Minor Actions**

✧ **Blinding Flare** (fire) ✦ **Recharge** when first bloodied
*Attack:* Close burst 10 (enemies adjacent to fire grues); +35 vs. Fortitude
*Hit:* 3d6 + 10 fire damage, and the target is blinded (save ends).
*Miss:* Half damage, and the target takes a -2 penalty to attack rolls until the end of Imix's next turn.

✧ **Hungry Flames** (fire) ✦ **Encounter**
*Attack:* Close burst 10 (enemies taking ongoing fire damage); +35 vs. Fortitude
*Hit:* The target is weakened (save ends). Each creature adjacent to at least one target takes 10 fire damage.

**Triggered Actions**

✧ **Demand Focus** ✦ **At-Will**
*Trigger:* An enemy willingly moves away from a fire grue without shifting.
*Attack (Opportunity Action):* Close burst 10 (triggering enemy in burst); +35 vs. Will
*Hit:* The target is dazed until the end of its next turn.

**Formed of Fire** (fire) ✦ **At-Will**
*Trigger:* An enemy misses Imix with a melee attack.
*Effect (Immediate Reaction):* The triggering enemy and each of its adjacent allies take 10 fire damage.

**Eternal Resilience** ✦ **At-Will**
*Trigger:* Imix is affected by an effect that a save can end.
*Effect (No Action):* Imix makes a saving throw against the effect.

**Skills** Arcana +31, Bluff +30, Intimidate +30, Religion +31
**Str** 23 (+22) **Dex** 33 (+27) **Wis** 26 (+24)
**Con** 21 (+21) **Int** 30 (+26) **Cha** 28 (+25)
**Alignment** chaotic evil **Languages** Primordial
**Equipment** greatsword

Imix is quick to bring up reinforcements. Gouts of flame burst around him and coalesce into fire grues, blazing forms that dance to Imix's whims, caressing foes with fire as they gloat and cackle.

Throughout battle, Imix occasionally throws up his hands, causing one of his grues to explode. He uses his grues to create bubbling pools of molten rock to scorch his foes while unleashing tongues of flame that immolate victims.

Imix isn't afraid to engage enemies in melee, wielding a blade formed from his elemental essence. Imix is cunning, but he is also arrogant and views mortals as no threat. Imix presses the attack even after a battle turns against him, fleeing only when his death becomes a real possibility.

## THE ELDER ELEMENTAL EYE

The Elder Elemental Eye is an artifice designed by Tharizdun to deceive primordials and mortals into offering power to him. Followers of the Elder Elemental Eye unwittingly aid in the effort to release the Chained God from his divine prison. A group of primordials including Imix and Ogrémoch heed the orders of the Elder Elemental Eye, not realizing the dark entity they serve is in fact the Chained God.

During the Dawn War, the gods hunted down the primordials and destroyed them one by one. Few primordials were willing to work together against the gods. However, a small number of primordials, including Imix and Ogrémoch, managed to briefly set aside their differences under the auspices of an entity called the Elder Elemental Eye. These primordials, which became known as the Elemental Princes, believed the Elder Elemental Eye was the first of the primordials. The entity whispered dark promises about destroying the gods, so the Elemental Princes sought to free it. Although the princes failed in their endeavor, their temporary alliance did spare them defeat at the hands of the gods. Imix and the others in the alliance managed to escape to the far reaches of the Elemental Chaos, where they remain in exile.

From his prison, Tharizdun has little influence on the planes and must depend on his servants to carry out his schemes. Thus, it falls to the Elemental Princes to spread the dark god's influence and expand his power. The Elemental Princes still believe that the Elder Elemental Eye is an ancient primordial. They continue to try to free the entity, but their old rivalries and grudges prevent them from fully working together.

The Elemental Princes' penchant for treachery is reflected by their representatives in the world. Their followers form different factions aligned with one of the four classic elements: air, earth, fire, or water. Just as their elemental masters do, each temple breeds paranoia and betrayal, and the various factions spend much of their time sabotaging one another.

# IMIX'S CULTISTS

When a few hovels burned to the ground, no one thought anything of it. When flames engulfed a library of Ioun, townsfolk began to suspect foul play. However, the town constable dismissed the catastrophe as a tragic accident—as a new member of the cult of the Fire Lord, he was in a perfect position to deflect suspicion away from the cultists.

Insane priests lead the Fire Lord's cults with support from elemental creatures. A cult of Imix oftren attracts the worst kind of people—criminals, bandits, and murderers—but many devotees are common folk who are drawn to the cult based on false promises or fears.

## Lore

**History DC 23:** Imix commands a sizable following of deviants and killers. Cults of the Fire Lord hide within unsuspecting communities, where they operate out of cellars and ruins. A cult undermines a settlement, sowing division and discord among the people and encouraging them to rebel. The presence of a cult of Imix is marked by burned-out buildings and the charred remains of anyone who threatened to reveal its existence.

Few large temples of Imix exist. Most cultists settle in crumbling fortresses and dungeons, which they vigilantly guard against both outsiders and other factions of the cult. Most large temples are dedicated to the Elder Elemental Eye rather than just to Imix, and they house two or three factions of the Elemental Princes. The greatest of these shrines, the Temple of Elemental Evil, includes representatives of all four. Imix is the most sinister of the Elemental Princes, however, and so his cult tends to be responsible when internal strife erupts in one of these temples.

## Encounters

Small fire cults recruit true believers from local communities, and conscripts can be of any race or background. Few groups have the resources or talents to summon an elemental creature. Those cults that try sometimes meet with disastrous results when a demon or other hostile elemental appears. Practiced ritualists bind carnage demons to serve as warriors, but these arrangements have a way of backfiring.

Humanoid cultists make up the membership of the larger temples as well. Most of these followers are treacherous, though, so cult leaders ally with other savage humanoids to bolster the cult's defenses. A leader might enlist such creatures as mercenaries or attempt to convert them to serve the cult's ends. Orcs and gnolls are common partners, and ogres, trolls, and oni are also found in groups of cultists.

The most powerful temples bring elementals into the natural world. Planar portals, planar rifts, and binding rituals allow cultists to bring forth elemental legions. These temples receive service from salamanders, azers, fire titans, and other fire creatures. Like the smaller cells, these cults also supplement their forces with demonic servants.

## Fire Lord Cultist

The foolish and insane fill the ranks of the Fire Lord's cults. Through grueling indoctrination, these cultists lose their identities, replacing personal desire with absolute devotion to Imix.

| **Fire Lord Cultist** | **Level 5 Minion Brute** |
|---|---|
| Medium natural humanoid, human | XP 50 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +3 |
| **AC** 16, **Fortitude** 17, **Reflex** 16, **Will** 15 | **Perception** +1 |
| **Speed** 6 | |
| Standard Actions | |
| ⊕ **Club** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +10 vs. AC | |
| *Hit:* 6 damage, or 10 while the cultist is adjacent to any ally. | |
| ⸸ **Ignite** (fire) ✦ **Encounter** | |
| *Attack:* Melee 1 (one creature); +8 vs. Reflex | |
| *Hit:* Ongoing 5 fire damage (save ends). | |
| **Str** 15 (+4) **Dex** 13 (+3) **Wis** 8 (+1) | |
| **Con** 10 (+2) **Int** 9 (+1) **Cha** 10 (+2) | |
| **Alignment** chaotic evil **Languages** Common | |
| **Equipment** club | |

### Fire Lord Cultists in Combat

Armed with torches and clubs, Fire Lord cultists look on their opponents with hollow eyes as they ignite them in flames. When working with fire temple elects, these cultists will even ignite their allies.

## Servant of the Fire Lord

As Imix seethes in the Elemental Chaos, the cinders of his influence fall in the world, igniting fires. These blazes are the servants of the Fire Lord. They establish temples across the world, recruiting followers and cleansing civilization with flames. A servant of the Fire Lord might masquerade as the follower of a god or adopt a position in which he or she can subvert a community's populace.

### Servants of the Fire Lord in Combat

A servant of the Fire Lord invokes Imix's name as it recklessly slashes at foes. A servant shrieks and gibbers when it misses and barks with animalistic laughter when its weapon connects. Flames seem to lick the servant's heels as it moves around combat, imbuing its attacks with fiery potency and bestowing the blessing of the Fire Lord on its allies.

| **Servant of the Fire Lord** | **Level 6 Skirmisher (Leader)** |
|---|---|
| Medium natural humanoid, half-elf | XP 250 |
| **HP** 73; **Bloodied** 36 | **Initiative** +8 |
| **AC** 20, **Fortitude** 18, **Reflex** 18, **Will** 17 | **Perception** +3 |
| **Speed** 6 | Low-light vision |

**Traits**

**Wildfire Stride** (fire)
Whenever the servant of the Fire Lord moves at least 3 squares from where it began its turn, its melee attacks deal 5 extra fire damage until the end of its next turn.

**Standard Actions**

**Scimitar** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +12 vs. AC
*Hit:* 1d8 + 6 damage.

**Immolating Slash** (fire, weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +10 vs. Reflex
*Hit:* 1d8 damage, and ongoing 5 fire damage (save ends).

**Minor Actions**

**Gift of Fire** (fire) ✦ **Recharge** ⚄ ⚅
*Effect:* The servant grants each ally within 5 squares the gift of fire until the end of the servant's next turn. These allies' melee attacks deal 5 extra fire damage.

**Skills** Diplomacy +10

| | | |
|---|---|---|
| **Str** 10 (+3) | **Dex** 17 (+6) | **Wis** 10 (+3) |
| **Con** 17 (+6) | **Int** 11 (+3) | **Cha** 15 (+5) |

**Alignment** chaotic evil **Languages** Common, Elven, Primordial

# Fire Temple Elect

Through intense mental manipulation, cult leaders burn away an individual's identity until all that remains is a fire temple elect–a raving zealot who sees a fiery death as the ultimate expression of faith.

| **Fire Temple Elect** | **Level 7 Minion Skirmisher** |
|---|---|
| Medium natural humanoid, human | XP 75 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +6 |
| **AC** 19, **Fortitude** 18, **Reflex** 17, **Will** 17 | **Perception** +2 |
| **Speed** 7 | |

**Standard Actions**

**Short Sword** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +12 vs. AC
*Hit:* 7 damage.

**Triggered Actions**

**Self-Immolation** (fire)
*Trigger:* The elect drops to 0 hit points. If fire damage reduces the elect to 0 hit points, it can move its speed before making the following attack.
*Attack (Immediate Interrupt):* Close burst 1 (creatures in burst); +10 vs. Reflex
*Hit:* 5 fire damage.

| | | |
|---|---|---|
| **Str** 15 (+5) | **Dex** 13 (+4) | **Wis** 8 (+2) |
| **Con** 10 (+3) | **Int** 9 (+2) | **Cha** 12 (+4) |

**Alignment** chaotic evil **Languages** Common
**Equipment** leather armor, short sword

## Fire Temple Elects in Combat

Death is welcome to a fire temple elect. Each sees sacrifice by fire as a sacred duty to his or her master. Elects douse themselves in oil so that when the time comes, they can serve their master by becoming shrieking pillars of fire.

# Fire Temple Champion

Charged with protecting key cultists and safeguarding temples, fire temple champions have little free will. Like lesser cultists, these champions live only to serve their master and the Elder Elemental Eye. For this service, they receive the blessing of Imix.

| **Fire Temple Champion** | **Level 8 Soldier** |
|---|---|
| Medium natural humanoid, dragonborn | XP 350 |
| **HP** 88; **Bloodied** 44 | **Initiative** +6 |
| **AC** 24, **Fortitude** 22, **Reflex** 17, **Will** 21 | **Perception** +5 |
| **Speed** 5 | |

**Traits**

**Wildfire Stride** (fire)
Whenever the fire temple champion moves at least 3 squares from where it began its turn, its melee attacks deal 5 extra fire damage until the end of its next turn.

**Standard Actions**

**Fullblade** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +13 vs. AC
*Hit:* 1d12 + 8 damage, and the target is marked until the end of the champion's next turn.

**Minor Actions**

**Dragon Breath** (fire) ✦ **Encounter**
*Attack:* Close blast 3 (creatures in blast); +11 vs. Reflex
*Hit:* 3d6 + 5 fire damage, and the target is marked (save ends).

**Triggered Actions**

**Fiery Assault** (fire, weapon) ✦ **At-Will**
*Trigger:* An enemy marked by the champion moves on its turn.
*Attack (Opportunity Action):* Melee 1 (triggering enemy); +13 vs. AC
*Hit:* 1d12 + 8 damage, and ongoing 5 fire damage (save ends).

**Fiery Rebuke** (fire) ✦ **At-Will**
*Trigger:* An enemy marked by the champion makes an attack that does not include the champion as a target.
*Attack (Immediate Reaction):* Close blast 3 (triggering enemy in blast); +11 vs. Reflex
*Hit:* 2d6 + 5 fire damage.

| | | |
|---|---|---|
| **Str** 21 (+9) | **Dex** 11 (+4) | **Wis** 12 (+5) |
| **Con** 16 (+7) | **Int** 10 (+4) | **Cha** 18 (+8) |

**Alignment** chaotic evil **Languages** Common, Draconic
**Equipment** plate armor, fullblade

## Fire Temple Champions in Combat

Lurking near the entrances to shrines, fire temple champions keep a vigilant watch for intruders and spies. They retain just enough sanity to be useful protectors for cults.

# Flameborn

A cult of the Fire Lord operates on a small scale, working its evil against a single community. Loyal to their master's fiery aspect, flameborn erect temples from which to raise forces to burn neighboring lands. Cults of the Fire Lord that thrive and gain Imix's blessing might eventually be set to work on the goal of freeing the Elder Elemental Eye. These temples might temporarily join forces with rival cults of earth or air to enact some greater evil.

*Chosen of Imix, fire temple champion, and conflagration orb*

| **Flameborn** | **Level 15 Artillery (Leader)** |
|---|---|
| Medium natural humanoid, human | XP 1,200 |
| **HP** 111; **Bloodied** 55 | **Initiative** +8 |
| **AC** 27, **Fortitude** 28, **Reflex** 28, **Will** 28 | **Perception** +11 |
| **Speed** 6 | |
| **Resist** 10 fire | |
| **Traits** | |
| ☼ **Fire Within** ✦ **Aura** 5 | |
| Allies within the aura gain resist 5 fire. | |
| **Standard Actions** | |
| ⊕ **Flail** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +20 vs. AC | |
| *Hit:* 1d10 + 10 damage. | |
| ⚹ **Fire Bolt** (fire) ✦ **At-Will** | |
| *Attack:* Ranged 10 (one creature); +20 vs. Reflex | |
| *Hit:* 2d6 + 6 fire damage, and ongoing 10 fire damage (save ends). | |
| ✧ **Blessing of Imix** (fire) ✦ **Encounter** | |
| *Attack:* Close burst 3 (enemies in burst); +18 vs. Reflex | |
| *Hit:* 3d6 + 6 fire damage, and the flameborn pushes the target 3 squares. | |
| *Effect:* Each ally in the burst gains 10 temporary hit points. | |
| **Minor Actions** | |
| ⚹ **Fiery Eye** ✦ **At-Will** (1/round) | |
| *Attack:* Ranged 10 (one creature taking ongoing fire damage); +20 vs. Will | |
| *Hit:* The flameborn slides the target 2 squares, and the target grants combat advantage (save ends). | |
| **Skills** Arcana +15, Intimidate +18 | |
| **Str** 20 (+12) **Dex** 12 (+8) **Wis** 18 (+11) | |
| **Con** 15 (+9) **Int** 17 (+10) **Cha** 23 (+13) | |
| **Alignment** chaotic evil **Languages** Common, Primordial | |
| **Equipment** flail | |

## Flameborn in Combat

A flameborn issues crazed commands to Fire Lord cultists and servants of the Fire Lord while remaining safely at the rear. When a divine character offers prayers to a god, he or she draws the wrath of a flameborn, which leaps at the chance to deliver fiery death to a divine servant. The eye of a flameborn seems to erupt in flame as it wields the power of Imix to inspire madness in those it ignites.

# Conflagration Orb

Coaxed from the Elemental Chaos through heinous rituals, a conflagration orb is an avatar of Imix and a manifestation of the Fire Lord's approval. A conflagration orb's presence gives Imix an opportunity to take a direct hand in mortal events. As with the aspects of gods, a primordial's avatar contains a fragment of the primordial's power and is loyal only to its maker. A conflagration orb is unpredictable and has little concern for Imix's servants, incinerating them along with enemies.

## Conflagration Orbs in Combat

A conflagration orb is a miniature sun that hurls flames from its superheated mass. An orb avoids melee combat. It flies high above the battlefield, from where it can rain down white bursts of flame on ally and foe alike. As its cloying flames char the skin of enemies, it glows bright and lets out a gleeful, sizzling cackle that emanates from its core.

CHRIS SEAMAN

**Conflagration Orb** **Level 20 Artillery**
Medium elemental animate (fire) XP 2,800

**HP** 143; **Bloodied** 71 **Initiative** +17
**AC** 34, **Fortitude** 30, **Reflex** 35, **Will** 34 **Perception** +13
**Speed** 6, fly 8 (hover)
**Immune** disease; **Resist** 20 fire

Standard Actions

**Roiling Flame** (fire) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +23 vs. Reflex
*Hit:* 2d6 + 6 fire damage, and ongoing 10 fire damage (save ends).
*Effect:* The conflagration orb shifts 1 square.

**Scorching Bolts** (fire) ✦ **At-Will**
*Attack:* Ranged 10 (one or two creatures); +25 vs. Reflex
*Hit:* 3d6 + 8 fire damage, and ongoing 10 fire damage (save ends).

**Fire Tempest** (fire) ✦ **Recharge** ⚄ ⚅
*Effect:* The conflagration orb makes the following attack three times, and each burst must have an area of effect that doesn't share any squares with the attack's other bursts.
*Attack:* Area burst 1 within 10 (creatures in burst); +25 vs. Reflex
*Hit:* 2d6 + 7 fire damage, and if the target has ongoing fire damage, the ongoing damage increases by 5.

**Waves of Flame** (fire, zone) ✦ **Recharge** when first bloodied
*Attack:* Close burst 3 (creatures in burst); +23 vs. Reflex
*Hit:* 3d6 + 7 fire damage, and the conflagration orb pushes the target 3 squares.
*Effect:* The burst creates a zone that lasts until the end of the orb's next turn. The zone is lightly obscured, and any creature that enters the zone or ends its turn there takes 10 fire damage.

**Str** 19 (+14) **Dex** 25 (+17) **Wis** 17 (+13)
**Con** 17 (+13) **Int** 15 (+12) **Cha** 22 (+16)
**Alignment** chaotic evil **Languages** Primordial

# Chosen of Imix

Imix views his mortal followers as expendable, and he offers them power only as long as they remain useful. Devotees who prove their commitment can attain special status within his cults, rising to become priests within the Fire Lord's mightiest temples.

## Chosen of Imix in Combat

As the highest-ranking members of the Fire Lord's temples, the chosen of Imix wield great power. A chosen of Imix has humanoid forces and elemental thralls at his or her command. Within the confines of temples, the chosen commune directly with the Prince of Elemental Fire, translating their master's desires into orders for their servants. Chosen rarely emerge from their inner sanctums, preferring to engage foes where they can empower their fiery assaults with elemental energy (see "Font of Power," *Dungeon Master's Guide*, page 68). They bring forth servitors to deal with intruders and hurl blazing fireballs from a distance. In the throes of death, a chosen calls out to Imix before erupting into flames.

**Chosen of Imix** **Level 22 Controller (Leader)**
Medium elemental humanoid, genasi XP 4,150

**HP** 207; **Bloodied** 103 **Initiative** +15
**AC** 34, **Fortitude** 33, **Reflex** 32, **Will** 36 **Perception** +12
**Speed** 6
**Resist** 15 fire

Traits

**Fire Within** ✦ **Aura** 5
Allies within the aura gain resist 10 fire.

Standard Actions

**Dagger** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +27 vs. AC
*Hit:* 2d4 + 10 damage, and the target gains vulnerable 10 fire until the end of the chosen's next turn.

**Fiery Orb** (fire) ✦ **At-Will**
*Attack:* Ranged 5 (one creature); +25 vs. Reflex
*Hit:* 3d8 + 15 fire damage, and each enemy adjacent to the target takes 5 fire damage.

**Servants of Elemental Fire** (fire) ✦ **Recharge** when no fire grue is within 10 squares of the chosen at the start of its turn
*Effect:* The chosen creates four fire grues, or six while the chosen is bloodied, each in an unoccupied square within 10 squares of it. The grues cannot take actions. Any creature that starts its turn adjacent to one or more grues takes 10 fire damage. The grues have defenses equal to the chosen's and 1 hit point each. A missed attack never damages a grue. Each grue lasts until the end of the encounter or until the chosen ends its turn more than 10 squares from it. As a minor action, the chosen can move each grue up to 6 squares.

**Fire's Fury** (fire) ✦ **Encounter**
*Effect:* The chosen reduces a fire grue within 10 squares of it to 0 hit points and makes the following attack centered on the grue.
*Attack:* Close burst 1 (enemies in burst); +25 vs. Reflex
*Hit:* 2d8 + 8 fire damage, and the target is dazed (save ends).

Triggered Actions

**Demand Focus** ✦ **At-Will**
*Trigger:* An enemy willingly moves away from a fire grue without shifting.
*Attack (Opportunity Action):* Close burst 10 (triggering enemy in burst); +25 vs. Will
*Hit:* The target is slowed until the end of its next turn.

**Firepulse** (fire) ✦ **Encounter**
*Trigger:* An enemy hits the chosen with a melee attack.
*Attack (Immediate Reaction):* Melee 1 (triggering enemy); +25 vs. Reflex
*Hit:* 3d6 + 9 fire damage.

**Claimed by Imix** (fire)
*Trigger:* The chosen drops to 0 hit points.
*Attack (No Action):* Close burst 3 (enemies in burst); +25 vs. Reflex
*Hit:* 2d8 + 9 fire damage, and the target is dazed (save ends).

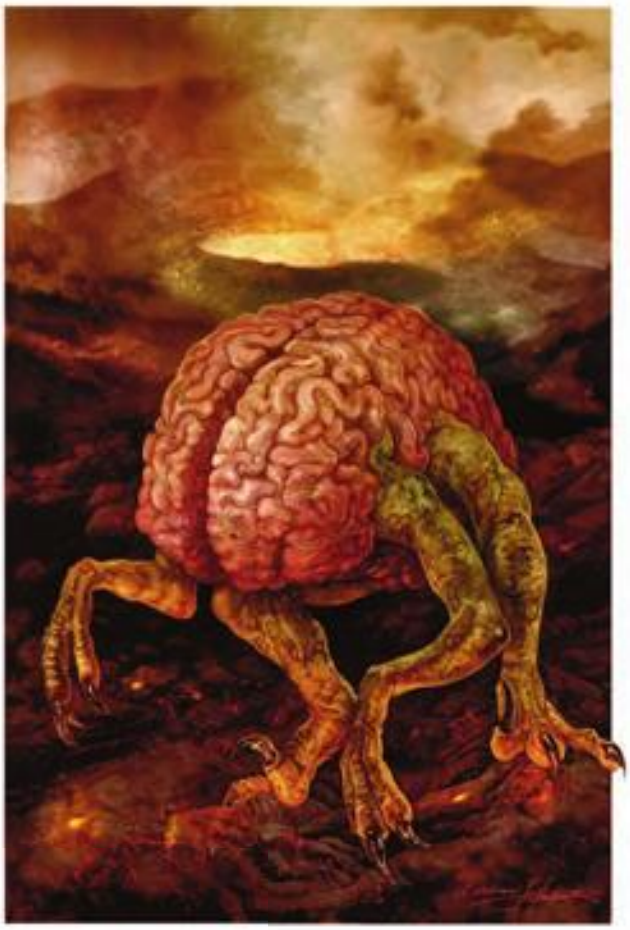
**Skills** Arcana +18, Intimidate +25
**Str** 14 (+13) **Dex** 18 (+15) **Wis** 12 (+12)
**Con** 23 (+17) **Int** 15 (+13) **Cha** 28 (+20)
**Alignment** chaotic evil **Languages** Common, Primordial
**Equipment** dagger

# Intellect Devourer

Of all the terrors of the Underdark, intellect devourers are among the most feared. These hideous creatures carry the taint of the Far Realm, roaming deep tunnels and dank caverns in search of sentient prey. When it attacks, an intellect devourer consumes a foe's psychic energy, drinking deep until only an empty husk remains.

## Lore

**Dungeoneering DC 23:** Intellect devourers are psychic parasites birthed from the madness of the Far Realm. In their larval form, called ustilagors, they are little more than ratlike vermin that skulk in the shadows and feed on the psychic energies of larger creatures. They are said to be formed from the brain tissue of creatures killed by other intellect devourers. As adults (intellect predators), they are more akin to wolves, hunting in packs or serving more intelligent creatures as guard beasts. Those rare few that survive long enough metamorphose a second time, becoming the truly monstrous intellect gluttons, which are also called brain collectors.



## Encounters

Intellect devourers can be found wherever aberrant creatures gather, either among their own kind or in service to more powerful masters. Mind flayers frequently keep intellect devourers as pets and sentries. The largest intellect gluttons sometimes serve as steeds for mind flayers and other cruel creatures.

## Ustilagor

The dwarves at the last outpost had warned the explorers of the ustilagors—the intellect devourer's larval form. It was said that these young lacked the potent powers of their parents. However, when three of the group's vanguard fell shrieking beneath a pack of these horrid creatures, the other explorers were forced to rethink their endeavor.

| **Ustilagor** | **Level 7 Lurker** |
|---|---|
| Small aberrant magical beast (blind) | XP 300 |
| **HP** 59; **Bloodied** 29 | **Initiative** +9 |
| **AC** 21, **Fortitude** 19, **Reflex** 17, **Will** 20 | **Perception** +11 |
| **Speed** 6 | Blindsight 10, blind |
| **Immune** blinded, gaze | |
| **Standard Actions** | |
| ⊕ **Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +12 vs. AC | |
| *Hit:* 3d6 + 5 damage. | |
| ⸸ **Clinging Menace** (psychic) ✦ **At-Will** | |
| *Requirement:* The ustilagor must not have a creature grabbed. | |
| *Effect:* The ustilagor jumps 4 squares without provoking opportunity attacks and then makes the following attack. | |
| *Attack:* Melee 1 (one creature granting combat advantage to the ustilagor); +12 vs. AC | |
| *Hit:* 1d6 + 3 damage, and the ustilagor grabs the target. While the target is grabbed by the ustilagor, the target is dazed and takes ongoing 5 psychic damage. | |
| ⸸ **Thought Lash** (psychic) ✦ **At-Will** | |
| *Attack:* Ranged 10 (one creature); +10 vs. Will | |
| *Hit:* 2d6 + 5 psychic damage, and the target grants combat advantage until the end of the ustilagor's next turn. | |
| **Minor Actions** | |
| ⸸ **Cloud Thoughts** (illusion) ✦ **At-Will** (1/round) | |
| *Attack:* Ranged 10 (one creature); +10 vs. Will | |
| *Hit:* The ustilagor becomes invisible to the target (save ends). | |
| **Triggered Actions** | |
| **Mind's Resilience** ✦ **At-Will** | |
| *Trigger:* The ustilagor takes damage while subject to an effect that a save can end. | |
| *Effect (No Action):* The ustilagor makes a saving throw. | |
| **Skills** Stealth +10 | |
| **Str** 16 (+6) **Dex** 15 (+5) **Wis** 16 (+6) | |
| **Con** 11 (+3) **Int** 6 (+1) **Cha** 21 (+8) | |
| **Alignment** chaotic evil **Languages** telepathy 10 | |

## Ustilagors in Combat

Ustilagors hunt in small packs, warily following their prey for hours as they wait for an opportune time to strike. They use *thought lash* against different enemies and then gang up on the first foe to grant combat advantage, until one of them gets an enemy in its clutches with *clinging menace*. A creature grabbed by

WOODROW HINTON III

an ustilagor finds its mind becoming hazy and unfocused as the ustilagor robs it of thought.

## Intellect Predator

The predator paced its attacks at first, its rending claws seeming to judge the strength of each target. Then suddenly the creature was gone. The paladin, who had been parrying the creature's attacks a moment earlier, abruptly let out a mad shriek and turned her sword on her companions.

**Intellect Predator** **Level 14 Controller**
Medium aberrant magical beast (blind) XP 1,000

**HP** 140; **Bloodied** 70 **Initiative** +12
**AC** 25, **Fortitude** 26, **Reflex** 23, **Will** 27 **Perception** +18
**Speed** 8 Blindsight 10, blind
**Immune** blinded, gaze

**Standard Actions**

**Claw ✦ At-Will**
*Attack:* Melee 1 (one creature); +19 vs. AC
*Hit:* 4d6 + 8 damage.

**Body Thief** (charm, psychic) **✦ At-Will**
*Attack:* Melee 1 (one stunned creature); +17 vs. Will
*Hit:* 2d6 + 6 psychic damage, and the target is dominated (save ends; the target takes a -2 penalty to the saving throw). While the target is dominated by the predator, the predator occupies the target's space and cannot be targeted or take damage. The predator cannot use *claw* while the target is dominated. When the target saves, the predator appears in the unoccupied space nearest to the target.
*Aftereffect:* The target is dazed (save ends).

**Thought Lance ✦ Recharge** ⚄ ⁞⁞
*Attack:* Ranged 10 (one creature); +17 vs. Will
*Hit:* The target is stunned until the end of the predator's next turn.

**Mind Shock** (psychic) **✦ Encounter**
*Attack:* Close burst 5 (enemies in burst); +17 vs. Will
*Hit:* 1d6 + 6 psychic damage, and the target is dazed (save ends). In addition, the predator slides the target 1 square.

**Minor Actions**

**Puppet Master** (charm) **✦ At-Will** (1/round)
*Effect:* The predator causes the creature dominated by its *body thief* power to take a move action or a minor action.

**Triggered Actions**

**Mind's Resilience ✦ At-Will**
*Trigger:* The predator takes damage while subject to an effect that a save can end.
*Effect (No Action):* The predator makes a saving throw.

**Skills** Stealth +17
**Str** 16 (+10) **Dex** 20 (+12) **Wis** 16 (+10)
**Con** 20 (+15) **Int** 8 (+6) **Cha** 22 (+13)
**Alignment** chaotic evil **Languages** telepathy 10

## Intellect Predators in Combat

An intellect predator initially savages its foes with melee attacks to downplay the deadliness of its mental powers. After striking with *thought lance*, a predator then merges with a stunned enemy, dominating it and forcing the creature to attack its own allies.

## Intellect Glutton

The intellect devourers that the adventurers had faced before did not prepare them for the heaping creature that stood before them. The monstrosity had grown bloated from all the intelligence it had consumed. Spiderlike legs supported its swollen bulk. Its crusty carapace bore strange patterns reminiscent of faces—perhaps a last trace of its victims.

**Intellect Glutton** **Level 21 Controller**
Large aberrant magical beast (blind) XP 3,200

**HP** 196; **Bloodied** 98 **Initiative** +16
**AC** 35, **Fortitude** 32, **Reflex** 33, **Will** 35 **Perception** +20
**Speed** 8, climb 6 (spider climb) Blindsight 10, blind
**Immune** blinded, gaze

**Traits**

**Thought Static ✦ Aura** 5
Enemies within the aura take a -2 penalty to Will.

**Standard Actions**

**Claw ✦ At-Will**
*Attack:* Melee 2 (one creature); +26 vs. AC
*Hit:* 3d8 + 16 damage.

**Mind Rend** (fear, psychic) **✦ At-Will**
*Attack:* Ranged 10 (one creature); +23 vs. Will
*Hit:* 1d12 + 7 psychic damage, and the intellect glutton slides the target 1 square.
*Special:* While the intellect glutton has a creature dominated, it can use this power once per round as a minor action.

**Mockery of Life** (charm, healing) **✦ Recharge** when no creature is dominated by this power
*Effect:* One dead creature regains 20 hit points and is dominated until the end of the encounter or until it drops to 0 hit points or fewer.

**Thought Feast** (charm, psychic) **✦ Recharge** when no creature is dominated by this power
*Attack:* Ranged 10 (one creature); +23 vs. Will
*Hit:* The target is dominated and takes ongoing 10 psychic damage (save ends both). While the target is dominated by the intellect glutton, the intellect glutton is insubstantial.

**Triggered Actions**

**Mind's Resilience ✦ At-Will**
*Trigger:* The intellect glutton takes damage while subject to an effect that a save can end.
*Effect (No Action):* The intellect glutton makes a saving throw.

**Skills** Arcana +16, Bluff +23, Insight +20, Stealth +21
**Str** 16 (+13) **Dex** 23 (+16) **Wis** 21 (+15)
**Con** 20 (+15) **Int** 12 (+11) **Cha** 26 (+18)
**Alignment** chaotic evil **Languages** telepathy 10

## Intellect Gluttons in Combat

An intellect glutton's powers develop to such an extent that it no longer needs to merge with a victim. Instead, it can siphon a prey's mind from a distance. While it forces a foe to attack its own allies, a glutton hammers away at other targets with *claw* and *mind rend* attacks. If an enemy or ally is slain, a glutton uses *mockery of life* to revitalize the creature and keep it in combat.

# JACKALWERE

All lands were ravaged when the war between the gods and the primordials shook the world. Primal humanoid tribes were hard-pressed to survive, fighting fiercely with the predators for control of the scattered herds.

In one fierce series of battles, a tribe of ancient humans fought and destroyed a great nation of primal jackals—cunning creatures that had intelligence exceeding that of normal beasts. Alone and destitute, the few surviving jackals howled their fear and fury to the heavens, never suspecting that the primal spirit called Dark Sister would hear their cries. She gave the jackals her gifts, and they became jackalweres.

## Lore

**Nature DC 15:** Jackalweres can be found across the frontiers of humanoid lands; they seldom settle in cities. Though they are skilled hunters, jackalweres exult in deception and cunning as much as in the eventual kill. They are noted for establishing themselves in remote villages, frontier roadhouses, and isolated trading posts. A jackalwere has two forms. In human form, it welcomes visitors, gaining their trust. In jackal form, it can unleash a bloody massacre.

Wild packs of jackalweres forego the trappings of civilization to hunt as their ancestors did. These creatures use their shapechanging talents to throw off suspicion when their attacks on frontier settlements and trade caravans are noticed. Adventurers who are called to investigate a massacre at a wayside inn or the destruction of a small farming community might encounter another party of humans already searching for the killers. Some have accepted an offer from such a group, only to have the group's members transform and tear out the adventurers' throats in the night.

## Encounters

Jackalweres typically travel in packs consisting of a mated pair of deceivers, a coterie of bravos, and a mob of feral harriers—either young jackalweres or wounded survivors from a clash with another pack. Jackalweres in humanoid form often hire mercenaries to aid them, hoping to conceal their true nature in the event of a bandit raid or orc attack. Half-orcs, warforged, and goliaths are favored as mercenaries, because jackalweres have little appetite for the flesh of such creatures.

Lone jackalweres can sometimes be found among followers of Zehir, cults of Asmodeus, and other groups that value treachery and deception. Such jackalweres are typically more civilized than their frontier kin, serving as spies, informants, or assassins.

## Jackalwere Bravo

The younger members of a jackalwere pack are beholden to their elders, acting as servants and menial laborers. These young bravos resent their status, but they cannot slake their thirst for blood until their masters allow it. When they are ordered to attack, their pent-up fury turns them into ravening beasts that never back down.

**Jackalwere Bravo** **Level 3 Brute**
Medium natural humanoid (shapechanger) XP 150

**HP** 56; **Bloodied** 28 **Initiative** +3
**AC** 15, **Fortitude** 16, **Reflex** 15, **Will** 14 **Perception** +1
**Speed** 6

**Traits**

**Bravo's Fury**
The bravo's attacks deal 1d6 extra damage against dazed, helpless, or prone creatures.

**Standard Actions**

⊕ **Bite** ✦ **At-Will**
*Requirement:* The bravo must be in jackal form.
*Attack:* Melee 1 (one creature); +8 vs. AC
*Hit:* 2d6 + 2 damage, and the target falls prone.

⊕ **Falchion** (weapon) ✦ **At-Will**
*Requirement:* The bravo must be in human form.
*Attack:* Melee 1 (one creature); +8 vs. AC
*Hit:* 4d4 + 4 damage. If the bravo scores a critical hit, this attack instead deals 2d4 + 20 damage.

↯ **Howling Frenzy** ✦ **Recharge** when first bloodied
*Effect:* The bravo uses *bite* twice. If both attacks hit the same target, the target is dazed until the end of the bravo's next turn.

**Minor Actions**

**Change Shape** (polymorph) ✦ **At-Will**
*Effect:* The bravo alters its physical form to appear as a Medium jackal or a human until it uses *change shape* again or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the bravo must have seen that individual. Other creatures can make a DC 26 Insight check to discern that eithet form is a disguise.

**Skills** Athletics +9, Bluff +8, Stealth +8

| | | |
|---|---|---|
| **Str** 17 (+4) | **Dex** 15 (+3) | **Wis** 11 (+1) |
| **Con** 16 (+4) | **Int** 10 (+1) | **Cha** 14 (+3) |

**Alignment** evil **Languages** Common
**Equipment** falchion

### Jackalwere Bravos in Combat

A jackalwere bravo enters combat in a blood rage. It focuses on targets susceptible to *bravo's fury*. Otherwise, it attacks at random as it tears across the battlefield. Only under the direction of an elder jackalwere do bravos adopt more complex tactics.

## Jackalwere Harrier

Jackalwere packs on the fringes of humanoid society use dark cunning to sate their bloodlust in secret. However, the lowly harriers eschew the trappings of humanoid culture, running as wild as the primal beasts from which they were descended.

*Jackalwere bravo*

| **Jackalwere Harrier** | **Level 3 Minion Soldier** |
|---|---|
| Medium natural humanoid (shapechanger) | XP 38 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +5 |
| **AC** 19, **Fortitude** 16, **Reflex** 17, **Will** 14 | **Perception** +1 |
| **Speed** 6 | |
| **Traits** | |
| **Combat Advantage** | |
| Whenever the harrier hits a creature granting combat advantage to it, that creature falls prone. | |
| **Standard Actions** | |
| ⓘ **Bite** ✦ **At-Will** | |
| *Requirement:* The harrier must be in jackal form. | |
| *Attack:* Melee 1 (one creature); +8 vs. AC | |
| *Hit:* 5 damage. | |
| ⓘ **Dagger** (weapon) ✦ **At-Will** | |
| *Requirement:* The harrier must be in human form. | |
| *Attack:* Melee 1 (one creature); +8 vs. AC | |
| *Hit:* 3 damage, and the target grants combat advantage to the next attack made against it before the start of the harrier's next turn. | |
| **Minor Actions** | |
| **Change Shape** (polymorph) ✦ **At-Will** | |
| *Effect:* The harrier alters its physical form to appear as a Medium jackal or a human until it uses *change shape* again or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the harrier must have seen that individual. Other creatures can make a DC 26 Insight check to discern that either form is a disguise. | |
| **Skills** Athletics +9, Stealth +8 | |
| **Str** 17 (+4) **Dex** 15 (+3) **Wis** 11 (+1) | |
| **Con** 14 (+3) **Int** 10 (+1) **Cha** 14 (+3) | |
| **Alignment** evil **Languages** Common | |
| **Equipment** dagger | |

## Jackalwere Harriers in Combat

As befits their lowly status, harriers are cautious fighters that attack in large groups or not at all. A harrier flanks if fighting alongside bravos or deceivers, forgoing its own attack to aid its more powerful kin.

# Jackalwere Deceiver

In sparsely traveled lands, a frontier roadhouse offers respite for the weary, its proprietor a retired adventurer who welcomes travelers. However, those who pass within the inn's doors stay longer than they intended, interred in deep furrows in the cellar. After the jackalwere deceiver that runs this lonely establishment buries its latest victims, it patiently awaits its next visitors.

| **Jackalwere Deceiver** | **Level 4 Controller** |
|---|---|
| Medium natural humanoid (shapechanger) | XP 175 |
| **HP** 54; **Bloodied** 27 | **Initiative** +5 |
| **AC** 18, **Fortitude** 15, **Reflex** 16, **Will** 16 | **Perception** +3 |
| **Speed** 6 | |
| **Standard Actions** | |
| ⓘ **Bite** ✦ **At-Will** | |
| *Requirement:* The deceiver must be in jackal form. | |
| *Attack:* Melee 1 (one creature); +9 vs. AC | |
| *Hit:* 1d6 + 4 damage, and the target falls prone. | |
| ⓘ **Short Sword** (weapon) ✦ **At-Will** | |
| *Requirement:* The deceiver must be in human form. | |
| *Attack:* Melee 1 (one creature); +9 vs. AC | |
| *Hit:* 2d6 + 5 damage. | |
| **Vicious Howl** (thunder) ✦ **At-Will** | |
| *Requirement:* The deceiver must be in jackal form. | |
| *Attack:* Close blast 3 (enemies in blast); +7 vs. Fortitude | |
| *Hit:* 1d6 + 3 thunder damage, and the target falls prone. | |
| **Gaze of Sleep** (sleep) ✦ **Recharge** ⚄ ⚅ | |
| *Attack:* Ranged 5 (one creature); +7 vs. Will | |
| *Hit:* The target falls unconscious (save ends). Whenever the target takes damage, it can make a saving throw against the effect. | |
| **Minor Actions** | |
| **Change Shape** (polymorph) ✦ **At-Will** | |
| *Effect:* The deceiver alters its physical form to appear as a Medium jackal or a human until it uses *change shape* again or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the deceiver must have seen that individual. Other creatures can make a DC 26 Insight check to discern that either form is a disguise. | |
| **Skills** Bluff +10, Diplomacy +10, Insight +8, Streetwise +10 | |
| **Str** 15 (+4) **Dex** 17 (+5) **Wis** 13 (+3) | |
| **Con** 14 (+4) **Int** 14 (+4) **Cha** 16 (+5) | |
| **Alignment** evil **Languages** Common | |
| **Equipment** short sword | |

## Jackalwere Deceivers in Combat

Whether hunting alone or leading a jackalwere pack, a deceiver is a cunning and patient foe. It avoids combat for as long as possible, using its humanoid form to gain the trust of its enemies. A deceiver singles out a foe as the target of *gaze of sleep*. With that enemy unconscious, it calls the rest of its pack to attack that foe. If pressed, a deceiver adopts its jackal form to harry foes with *vicious howl*.

TOMÁS GIORELLO

# KRAKEN

In the uncharted darkness, alien monstrosities dream of the destruction of all things. At the beginning of time, the monstrous krakens escaped the Far Realm and made their way across the Astral Sea and the mortal realm, trailing the detritus of broken worlds. Krakens emerge from time to time from their dark demesnes, slaughtering at will and leaving nothing but ruin in their wake.

## Lore

**Arcana DC 21:** Krakens existed before mortal life began, at a time when the planes were filled with the mad creatures of the Far Realm. Some say that the Blood War or the Dawn War was the cataclysm that saw these dread creatures scattered and lost. Whatever the cause, krakens are rare in both the world and the Astral Sea.

The sea kraken is a herald of chaos and a primeval force of destruction. It is said to bring forth storms that smash seawalls, topple towers, and drag the bodies of the drowned out to sea. Mighty warships caught in such storms vanish in the grasp of tentacles. The few survivors suffer visions of a great beast rising from the darkness.

The appearance of a kraken in the mortal realm or the Astral Sea is often connected with cult activity, and the foolish ignore the plots of such groups at their peril.

## Encounters

Some of the foulest cults of the mortal and immortal realms worship krakens, and when one of these monstrosities appears, its twisted followers are rarely far behind it. Aberrant creatures see krakens as living avatars of the madness of the Far Realm. With dark rituals, they awaken these creatures from their slumber beneath the waves or in the vast emptiness of the Astral Sea. Like all creatures of the Far Realm, krakens hunger for the destruction of living things. No matter where they first appear, they are inevitably drawn to concentrations of sentient creatures, whether the smallest seaside settlement or a great astral dominion teeming with life.

## Sea Kraken

Beneath the waves it sleeps for untold ages, awaiting some fell sign or calling. The mortal races blithely sail their ships across the sea and build shining cities on its shores. Praying to the gods of the sea and the primal spirits for protection, they forget that the dark water holds terrors older than both.

**Sea Kraken** **Level 10 Solo Soldier**
Gargantuan aberrant magical beast (aquatic) XP 2,500

**HP** 432; **Bloodied** 216 **Initiative** +13
**AC** 24, **Fortitude** 26, **Reflex** 22, **Will** 22 **Perception** +15
**Speed** 6, swim 10 Darkvision
**Saving Throws** +5; **Action Points** 2

**Traits**

**Aquatic**
The sea kraken can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

**Threatening Reach**
The sea kraken can make opportunity attacks against all enemies within 3 squares of it.

**Standard Actions**

**Crushing Tentacles ✦ At-Will**
*Attack:* Melee 3 (one creature); +15 vs. AC
*Hit:* 2d8 + 5 damage, and the kraken grabs the target. The kraken can grab up to eight creatures at one time.
*Sustain Minor:* The kraken sustains all its grabs, and each creature grabbed by the kraken takes 5 damage.

**Devourer of Ships ✦ At-Will**
*Attack:* Melee 3 (one vehicle); +13 vs. Fortitude
*Hit:* 2d10 + 10 damage, and the target is restrained while the kraken remains within 3 squares of it. While restrained by this power, the vehicle takes 20 damage at the start of the kraken's turn. The pilot of the vehicle can spend a standard action to give the vehicle a saving throw. On a save, the vehicle is no longer restrained.

**Coils of Doom ✦ At-Will**
*Effect:* The kraken uses *crushing tentacles* twice and *devourer of ships* once.

**Wavewrack** (zone) **✦ Encounter**
*Effect:* The kraken creates a zone in a close burst 3 that lasts until the end of the encounter. The zone is difficult terrain. Any creature that starts its turn within the zone takes 5 damage and is slid 2 squares. Once per round as a minor action, the kraken can move the zone up to 3 squares.

**Minor Actions**

**Fatal Plunge ✦ At-Will**
*Attack:* Melee 1 (one creature grabbed by the kraken); +13 vs. Fortitude
*Hit:* 1d8 + 5 damage, and the kraken slides the target 3 squares.

**Fling ✦ At-Will**
*Effect:* The kraken slides a creature grabbed by it 5 squares to a square adjacent to a creature. The grab ends, and the kraken makes the following melee attack against both creatures.
*Attack:* +13 vs. Fortitude
*Hit:* 1d8 + 5 damage, and the target falls prone.

**Venom Bolt** (poison) **✦ At-Will** (1/round)
*Attack:* Ranged 10 (one creature); +13 vs. Fortitude
*Hit:* 2d8 + 4 poison damage, and the target is blinded (save ends).

**Triggered Actions**

**Vengeful Constriction ✦ At-Will**
*Trigger:* A creature grabbed by the kraken deals damage to it.
*Effect (Immediate Reaction):* Each creature grabbed by the kraken takes 5 damage.

| | | |
|---|---|---|
| **Str** 23 (+11) | **Dex** 22 (+11) | **Wis** 20 (+10) |
| **Con** 20 (+10) | **Int** 18 (+9) | **Cha** 19 (+9) |

**Alignment** chaotic evil **Languages** telepathy 20

PETER BERGTING

## Sea Krakens in Combat

A sea kraken rises from a storm-tossed sea to attack a ship and its crew with *coils of doom*. It targets grabbed enemies with *fatal plunge* to pull them into the water as it squeezes the ship to splinters. The kraken refrains from movement to maximize its attacks, striking with *venom bolt* and *fling*.

# Astral Kraken

The stars shimmer and shift as a form materializes from the void. Its writhing, luminescent body appears to be made of stars and shadow, set with the pits of two unblinking black eyes. The astral kraken is a horror of the Far Realm, its tentacles striking to drag mortal creatures into screaming madness.

## Astral Krakens in Combat

Madness precedes an astral kraken and follows in its wake. As the creature's tentacles lash out to surround an *astral skiff* and its crew, the minds of those it seizes are rent by *absorb psyche* and *touch of madness*. An astral kraken makes a full slate of attacks each turn as its sustains its grabs. It dazes foes with *nullifying pulse*, while dominated enemies or those touched by its madness are turned against their own allies.

**Astral Kraken** **Level 25 Solo Controller**
Gargantuan aberrant magical beast XP 35,000

**HP** 928; **Bloodied** 464 **Initiative** +19
**AC** 39, **Fortitude** 41, **Reflex** 37, **Will** 39 **Perception** +24
**Speed** fly 10 (hover) Blindsight 20
**Saving Throws** +5; **Action Points** 2

### Traits

**Threatening Reach**
The astral kraken can make opportunity attacks against all enemies within 4 squares of it.

### Standard Actions

**Tentacles from Beyond** (psychic) ✦ **At-Will**
*Attack:* Melee 4 (one creature); +30 vs. AC
*Hit:* 3d8 + 9 damage, and the kraken grabs the target. The kraken can grab up to eight creatures at one time.
*Sustain Minor:* The kraken sustains all its grabs, and each creature grabbed by the kraken takes 15 psychic damage.

**Absorb Psyche** (psychic) ✦ **At-Will**
*Attack:* Melee 4 (each creature grabbed by the kraken); +28 vs. Will
*Hit:* 2d8 + 9 psychic damage, and until the end of the encounter, the kraken gains a +5 bonus to attack rolls with *touch of madness* against the target.

**Devourer of Ships** ✦ **At-Will**
*Attack:* Melee 4 (one vehicle); +28 vs. Fortitude
*Hit:* 2d10 + 10 damage, and the target is restrained while the kraken remains within 4 squares of it. While restrained by this power, the vehicle takes 20 damage at the start of the kraken's turn. The pilot of the vehicle can spend a standard action to give the vehicle a saving throw. On a save, the vehicle is no longer restrained.

**Touch of Madness** ✦ **At-Will**
*Attack:* Melee 4 (one creature); +28 vs. Will
*Hit:* The target uses its highest-level encounter attack power against a creature or creatures of the kraken's choice. This use of the power does not expend it. The target uses the power even if the power has been expended.

### Minor Actions

**Nullifying Pulse** ✦ **Recharge** ⚄ ⚅
*Attack:* Close blast 4 (enemies in blast); +28 vs. Will
*Hit:* The target is dazed (save ends).

### Triggered Actions

**Psychic Scream** (psychic) ✦ **Encounter**
*Trigger:* The kraken is first bloodied.
*Attack (No Action):* Close burst 10 (enemies in burst); +28 vs. Will
*Hit:* 4d10 + 9 psychic damage, and the target is stunned (save ends).
*Miss:* Half damage, and the target is dazed (save ends).

**Behold the Horror** (charm, psychic) ✦ **At-Will**
*Trigger:* An enemy misses the kraken.
*Attack (Immediate Reaction):* Close burst 10 (triggering enemy in burst); +28 vs. Will
*Hit:* 3d8 + 9 psychic damage, and the target is dominated until the end of its next turn.

**Skills** Stealth +26

| | | |
|---|---|---|
| **Str** 28 (+21) | **Dex** 25 (+19) | **Wis** 25 (+19) |
| **Con** 24 (+19) | **Int** 27 (+20) | **Cha** 28 (+21) |

**Alignment** chaotic evil **Languages** telepathy 20

# KUO-TOA

The foul and loathsome kuo-toas view themselves as superior to all other creatures. Adventurers and explorers who challenge their mastery of the black seas of the Underdark risk torture, enslavement, and sacrifice at the hands of this unfeeling race.

## Lore

**History DC 23:** Although their inherent madness makes them unpredictable, kuo-toas apply reasonably coherent tactics in combat. Kuo-toa whips and monitors direct the attacks of lashes, cutters, and drowners, all of which fight in concert while they remain under control. If the kuo-toa leaders are overcome, the warriors quickly devolve to a disorganized mob. Some might flee in shock; others willingly sacrifice themselves in doomed attempts to bring down those who killed their leaders.

## Encounters

Kuo-toa war bands incorporate various kinds of foul creatures. On rare occasions, the insular kuo-toas ally with other races out of dark need or for short-term gain. Drow exiles sometimes seek out kuo-toas to help them strike back against their own kind, and githyanki enlist kuo-toas for raids against their former illithid masters. The kuo-toas demand great rewards for their assistance, and these alliances are never long-lived.

## Kuo-Toa Mad One

Many tales are told of the mad ones. The infectious insanity that plagues the kuo-toa race manifests strongly in these specimens. Hidden within crumbling temples and ancient ruins lie artifacts and weapons from the earliest days of the race. Such relics are worth a fortune to any who can find them, but fortune means little when the vengeful mad ones come looking for you.

| **Kuo-Toa Mad One** | **Level 12 Minion Skirmisher** |
|---|---|
| Medium natural humanoid (aquatic) | XP 175 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +12 |
| **AC** 26, **Fortitude** 23, **Reflex** 23, **Will** 25 | **Perception** +7 |
| **Speed** 6, swim 6 | Darkvision |
| **Traits** | |
| ☼ **Spreading Madness** ✦ **Aura** 1 | |
| Enemies within the aura gain vulnerable 5 psychic. | |
| **Aquatic** | |
| The mad one can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures. | |
| **Standard Actions** | |
| ⊕ **Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +17 vs. AC | |
| *Hit:* 10 damage, and the mad one shifts 1 square. | |
| ⇢ **Eldritch Scream** (psychic) ✦ **At-Will** | |
| *Attack:* Close blast 3 (enemies in blast); +15 vs. Will | |
| *Hit:* 5 psychic damage. | |
| **Str** 15 (+8) **Dex** 19 (+10) **Wis** 13 (+7) | |
| **Con** 19 (+10) **Int** 1 (+1) **Cha** 22 (+12) | |
| **Alignment** evil **Languages** – | |

### Kuo-Toa Mad Ones in Combat

Mad ones attack any creatures that enter their cities, ganging up on targets with rending claws and mindless shrieking. When a foe falls, a mad one quickly loses interest in it. Savvy adventurers overwhelmed by kuo-toas can sometimes save themselves by feigning death during a battle and hoping that the mad ones wander away.

## Kuo-Toa Drowner

They swarmed the boat like shadows—powerful kuo-toas armed with wicked hooks and barbed nets. These were the drowners the explorers had been warned of—patient foes that haul their prey down into the murky depths of the Underdark's seas. In dwarven outposts, it is said that the last thing the victim of a drowner sees are its baleful eyes and wicked grin, growing ever darker as the water closes in.

### Kuo-Toa Drowners in Combat

A drowner attacks first with *barbed net,* keeping its foes pinned down as the drowner and its allies move in. It uses *dredging hook* to drag a target into the water, where it gains the advantages of aquatic combat and attempts to drag the victim down.

JASON FELIX

**Kuo-Toa Drowner** **Level 14 Soldier**
Medium natural humanoid (aquatic) XP 1,000

**HP** 137; **Bloodied** 68 **Initiative** +15
**AC** 30, **Fortitude** 26, **Reflex** 26, **Will** 24 **Perception** +8
**Speed** 6, swim 6 Darkvision

**Traits**

**Aquatic**
The drowner can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

**Standard Actions**

**Hook** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +19 vs. AC
*Hit:* 3d8 + 9 damage.

**Dredging Hook** (weapon) ✦ **At-Will**
*Requirement:* The drowner must be wielding a hook.
*Attack:* Melee 1 (one creature); +17 vs. Reflex
*Hit:* 3d8 + 9 damage, and the drowner slides the target 3 squares to a square adjacent to it.

**Barbed Net** (weapon) ✦ **At-Will**
*Attack:* Ranged 5/10 (one creature); +17 vs. Reflex
*Hit:* 2d6 + 6 damage. The target takes 8 extra damage if it moves willingly before the start of the drowner's next turn.

**Move Actions**

**Slick Maneuver** ✦ **At-Will**
*Requirement:* The drowner must be adjacent to an enemy.
*Effect:* The drowner shifts 3 squares to another square adjacent to the enemy.

**Str** 19 (+11) **Dex** 23 (+13) **Wis** 13 (+8)
**Con** 17 (+10) **Int** 13 (+8) **Cha** 18 (+11)
**Alignment** evil **Languages** Deep Speech
**Equipment** hook, 4 barbed nets

# Kuo-Toa Lash

The surprise assault was led by the kuo-toa lashes—a lesser caste of priests tasked with overseeing sacrifices. If the scout and his party weren't careful, they would become that sacrifice.

**Kuo-Toa Lash** **Level 15 Artillery**
Medium natural humanoid (aquatic) XP 1,200

**HP** 115; **Bloodied** 57 **Initiative** +12
**AC** 27, **Fortitude** 28, **Reflex** 27, **Will** 26 **Perception** +10
**Speed** 6, swim 6 Darkvision

**Traits**

**Aquatic**
The lash can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

**Standard Actions**

**Trident** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +20 vs. AC
*Hit:* 2d8 + 9 damage.

**Lightning Trident** (weapon) ✦ **At-Will**
*Attack:* Ranged 3/6 (one creature); +22 vs. AC
*Hit:* 3d8 + 10 lightning damage.
*Effect:* The trident returns to the lash.

**Fill Lungs** ✦ **At-Will**
*Attack:* Ranged 20 (one creature); +20 vs. Fortitude
*Hit:* 2d6 + 7 damage, and the target is slowed and takes ongoing 5 damage (save ends both).

**Forked Lightning** (lightning) ✦ **Recharge** when the lash bloodies an enemy or reduces an enemy to 0 hit points or fewer
*Attack:* Area burst 2 within 10 (one, two, or three creatures in burst); +20 vs. Fortitude
*Hit:* 2d6 + 6 lightning damage, and the target is blinded until the start of the lash's next turn.

**Move Actions**

**Slick Maneuver** ✦ **At-Will**
*Requirement:* The lash must be adjacent to an enemy.
*Effect:* The lash shifts 3 squares to another square adjacent to the enemy.

**Skills** Dungeoneering +15, Religion +14
**Str** 23 (+13) **Dex** 20 (+12) **Wis** 17 (+10)
**Con** 19 (+11) **Int** 15 (+9) **Cha** 18 (+11)
**Alignment** evil **Languages** Deep Speech
**Equipment** trident, ceremonial knife

## Kuo-Toa Lashes in Combat

A lash catches as many enemies as possible with *forked lightning*, invoking the divine wrath of that power each time it recharges. Powerful melee combatants are stricken with *fill lungs*, slowing them so the lash's allies can deal with them.

# Kuo-Toa Cutter

The defenders fought valiantly against the tide of kuo-toa slavers. None noticed the sleek shape that darted behind them until it was too late. The cutter's barbed dagger was a black blur as it struck.

**Kuo-Toa Cutter** **Level 16 Skirmisher**
Medium natural humanoid (aquatic) XP 1,400

**HP** 151; **Bloodied** 75 **Initiative** +17
**AC** 30, **Fortitude** 28, **Reflex** 30, **Will** 27 **Perception** +12
**Speed** 6, swim 6 Darkvision

**Traits**

**Aquatic**
The cutter can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

**Standard Actions**

**Barbed Dagger** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +21 vs. AC
*Hit:* 4d4 + 14 damage.

**Crippling Strike** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature granting combat advantage to the cutter); +21 vs. AC
*Hit:* 2d4 + 4 damage, and the target is slowed and takes ongoing 10 damage (save ends both).

**Move Actions**

**Slick Maneuver** ✦ **At-Will**
*Requirement:* The cutter must be adjacent to an enemy.
*Effect:* The cutter shifts 3 squares to another square adjacent to the enemy.

**Triggered Actions**

**Swift Strike** ✦ **At-Will**
*Trigger:* An enemy misses the cutter with a melee attack.
*Effect (Immediate Reaction):* The cutter shifts 4 squares and uses *barbed dagger*.

**Skills** Acrobatics +20, Stealth +20
**Str** 21 (+13) **Dex** 24 (+15) **Wis** 19 (+12)
**Con** 15 (+10) **Int** 17 (+11) **Cha** 17 (+11)
**Alignment** evil **Languages** Deep Speech
**Equipment** dagger

## Kuo-Toa Cutters in Combat

A kuo-toa cutter stays in constant motion on the battlefield, using *swift strike* to dart from target to target.

# LOLTH

A TEMPESTUOUS REALM where demons carve out empires, the Abyss is home to fiends of every kind, including the dark goddess of the drow, Lolth. Known also as the Demon Queen of Spiders, the Mistress of Lies, and the Lady of Shadows, this exiled goddess is one of the most powerful entities in the Abyss. In its shadowy depths, she nurses ancient hatreds and plans the downfall of those responsible for her exile.

## LORE

**Religion DC 37:** Lolth is a capricious goddess. She subverts and manipulates those in her service, expending them without thought. Her cruelty is legendary. She feasts on the misfortune and misery of her subjects, propagating betrayal and deceit.

Lolth favors the guise of a lithe dark elf woman dressed in a gossamer gown woven from the silk of spiders. Her long, silvery hair cascades down her back and frames a face of exquisite beauty. This appearance is a deception, though; Lolth's true form captures her corrupt nature. In reality, Lolth is a massive spider, a black widow with dripping fangs and eight chitinous legs that support her body, which is bloated on devoured souls.

Lolth lairs in the sixty-sixth layer of the Abyss, a terrible realm known as the Demonweb. In this

### DISCORPORATION

When Lolth drops to one-quarter of her hit points, her mind leaves her body and she is unable to assume physical form for a time. This discorporation usually lasts at least a few months, and it can last up to several years. During this time, Lolth's power is weaker, but it is far from negligible.

If PCs wish to truly kill Lolth, they must fulfill one or more conditions specific to her. This could require destroying her most prominent temple or finding an artifact that can deliver the killing blow. If the specific conditions are satisfied, Lolth cannot discorporate and instead remains present. Here are some sample quests.

**Loom of Fate:** Hidden in Nath Seldarie, Corellon's palace in Arvandor, is the Loom of Fate. Once used by the Spider Queen, this artifact can be used to rearrange the threads of Lolth's destiny. Corellon keeps the artifact safe from Lolth but fears to use it.

**Egg of Lolth:** Finding and destroying the *Egg of Lolth*, an ancient and mysterious artifact, can seal the gates in the Demonweb Pits and prevent the goddess's escape.

**Lolth's Prison:** The adventurers must travel to Lolth's Prison, a demiplane beyond the Demonweb Pits. There, they must destroy the Bone Colossus to recover the *pendant of truth*. Holding this relic before Lolth prevents her discorporation.

**Lolth** — **Level 35 Solo Lurker**
Medium immortal humanoid, drow (shapechanger, god) — XP 235,000

**HP** 634; **Bloodied** 317 — **Initiative** +33
**AC** 51, **Fortitude** 46, **Reflex** 49, **Will** 49 — **Perception** +31
**Speed** 8, climb 8 (spider climb), teleport 8 — Darkvision, blindsight 20
**Immune** poison
**Saving Throws** +5; **Action Points** 2

**TRAITS**

**Lolth's Retribution** (poison)
Whenever an enemy taking ongoing poison damage attacks Lolth, that enemy cannot save against ongoing poison damage until its next turn.

**STANDARD ACTIONS**

**Scourge** (poison, weapon) ✦ **At-Will**
Attack: Melee 3 (one creature); +40 vs. AC
*Hit:* 4d4 + 13 damage, and Lolth slides the target 3 squares.
*Effect:* The target takes ongoing 20 poison damage (save ends).

**Insidious Poison** (charm, poison) ✦ **Recharge** ⚅ ⚄ ⚃
*Effect:* Choose one enemy within 10 squares of Lolth that is taking ongoing poison damage. That enemy makes a basic attack against a creature of Lolth's choice, and the attack deals 3d10 + 9 extra poison damage.

**MINOR ACTIONS**

**Lolth's Kiss** (poison) ✦ **At-Will** (1/round)
*Attack:* Melee 1 (one creature); +38 vs. Reflex
*Hit:* 2d10 + 12 damage, and the target takes ongoing 20 poison damage (save ends).
*Aftereffect:* The target is dazed (save ends).

**Poison Strands** (poison) ✦ **At-Will** (1/round)
*Attack:* Ranged 10 (one creature); +38 vs. Reflex
*Hit:* The target is immobilized (save ends).
*First Failed Saving Throw:* The target is restrained instead of immobilized (save ends).
*Second Failed Saving Throw*: The target is instead restrained and takes ongoing 50 poison damage (save ends both).

**Impenetrable Darkfire** (fire, zone) ✦ **Encounter**
*Attack:* Close burst 5 (creatures in burst); +36 vs. Will
*Hit:* The target is blinded, takes ongoing 20 fire damage and cannot benefit from invisibility or concealment (save ends all).
*Effect:* The burst creates a zone that lasts until the end of Lolth's next turn. The zone blocks line of sight for all creatures but Lolth. Any creature other than Lolth is blinded while within the zone.

**TRIGGERED ACTIONS**

**Dominating Rebuke** (charm) ✦ **At-Will**
*Trigger:* An enemy hits Lolth.
*Effect (Immediate Reaction):* The triggering enemy is dominated until the end of the enemy's next turn.

**Immortal Resilience** ✦ **At-Will**
*Trigger:* Lolth is subjected to an effect that a save can end.
*Effect (No Action):* Lolth makes a saving throw against the effect.

**Form of the Spider Queen** (fear, polymorph) ✦ **Encounter**
*Trigger:* Lolth drops to 0 hit points.
*Attack (No Action):* Close burst 10 (enemies in burst); +36 vs. Will
*Hit:* The target is stunned and gains vulnerable 20 to all damage (save ends both).
*Aftereffect:* Lolth pushes the target its speed, and the target is dazed until the end of its next turn.
*Effect:* Lolth assumes the form of the Spider Queen until the end of the encounter. While in the form of the Spider Queen, she gains new powers and cannot use powers from her former form.

**Skills** Arcana +31, Bluff +34, Diplomacy +34, Insight +31, Intimidate +34, Religion +31, Stealth +34

| | | |
|---|---|---|
| **Str** 27 (+25) | **Dex** 34 (+29) | **Wis** 28 (+26) |
| **Con** 29 (+26) | **Int** 29 (+26) | **Cha** 34 (+29) |

**Alignment** chaotic evil — **Languages** Supernal, telepathy 20
**Equipment** scourge

interminable black void, webs stretch in an elaborate network that supports ruined cities and relics stolen from other worlds. The webs change constantly, shifting as Lolth spins new threads and destroys old ones. The Demonweb Pits yawn below, and it is there that Lolth holds court and hatches her hideous plans.

The Demonweb Pits boast a number of portals that link the Abyss to other planes. Using these gateways, Lolth extends her influence across the cosmos, conquering unsuspecting communities with demonic armies or subverting them into her service.

**Lolth the Spider Queen** **Level 35 Solo Brute**
Huge immortal magical beast (shapechanger, spider) XP –

**HP** 634; **Bloodied** 317 **Initiative** +29
**AC** 49, **Fortitude** 46, **Reflex** 49, **Will** 49 **Perception** +31
**Speed** 8, climb 8 (spider climb), teleport 8 Darkvision, blindsight 20
**Immune** poison
**Saving Throws** +5; **Action Points** 2

**Standard Actions**

**Bite** (poison) ✦ **At-Will**
*Attack:* Melee 3 (one creature); +40 vs. AC
*Hit:* 4d10 + 12 damage.
*Effect:* The target takes ongoing 20 poison damage (save ends).

**Insidious Poison** (charm, poison) ✦ **Recharge** ⚅
*Effect:* Choose one enemy within 10 squares of Lolth that is taking ongoing poison damage. That enemy makes a basic attack against a creature of Lolth's choice, and the attack deals 4d10 + 18 extra poison damage.

**Minor Actions**

**Burning Webs** (acid) ✦ **At-Will** (1/round)
*Attack:* Close blast 5 (enemies in blast); +38 vs. Reflex
*Hit:* 2d8 + 12 acid damage, and the target is immobilized (save ends).
*First Failed Saving Throw:* The target is instead immobilized and takes ongoing 30 acid damage (save ends both).

**Triggered Actions**

**Impaling Legs** (poison) ✦ **At-Will**
*Trigger:* An enemy enters a square within 3 squares of Lolth.
*Attack (Immediate Interrupt):* Melee 3 (one creature); +40 vs. AC
*Hit:* 4d8 + 12 damage, and the target is restrained and takes ongoing 20 poison damage (save ends).

**Immortal Resilience** ✦ **At-Will**
*Trigger:* Lolth is subjected to an effect that a save can end.
*Effect (No Action):* Lolth makes a saving throw against the effect.

**Divine Discorporation** ✦ **Encounter**
*Trigger:* Lolth drops to 317 hit points or fewer.
*Effect (No Action):* Lolth discorporates (see "Discorporation" sidebar).

**Skills** Arcana +31, Bluff +34, Diplomacy +34, Insight +31, Intimidate +34, Religion +31, Stealth +34

| | | |
|---|---|---|
| **Str** 27 (+25) | **Dex** 34 (+29) | **Wis** 28 (+26) |
| **Con** 29 (+26) | **Int** 29 (+26) | **Cha** 34 (+29) |

**Alignment** chaotic evil **Languages** Supernal, telepathy 20

JOHN STANKO

## Lolth in Combat

Lolth guards herself with demonic servants and the most powerful of her loyal drow servitors, and relies on these bodyguards to dispatch those who dare to challenge her in her home. Any adventurers who defeat her guards earn her grudging respect, and her first inclination is to seduce such heroes to her side, weaving intricate webs of deceit and flattery. Those who prove intractable, however, soon discover that her reluctance to join in battle is no indication of weakness.

Lolth fights in her drow form, wielding a terrible barbed scourge that secretes a virulent venom. She uses poison to wrack the bodies and wrench the minds of her foes, turning them upon each other and punishing them when they attack her. When Lolth is seemingly slain, she undergoes a terrible transformation into her true spider form, striking fear into her enemies' hearts. As a spider, she fights with her bite and her blade-tipped legs, spewing acid-coated webs.

## Aspect of Lolth

Lolth does not visit the mortal world, fearing destruction at the hands of Corellon and his allies. Instead, she commands her priestesses to act on her behalf. Sometimes she sends a yochlol as an advisor or a draegloth as an enforcer. To her most devoted servants, she offers a piece of her essence—an aspect of herself.

### Lore

**Religion DC 31:** Most mortals gladly receive their deities' aspects, but Lolth's servants fear to draw the Spider Queen's attention. Lolth instead uses her aspects to influence drow society. An aspect might murder a high-ranking noble and replace that individual. If Lolth disfavors the noble's house, the aspect acts like a cancer on it, consuming its resources and fostering betrayal until the house eventually topples.

### Aspects of Lolth in Combat

An aspect of Lolth moves through drow society, hiding its true form beneath the guise of a beautiful drow female. It might reveal its true nature to the priestesses, or it might hide among them, observing their actions and weighing their worth. When drawn into battle, it discards its disguise and reveals its terrible spider form.

**Aspect of Lolth** **Level 25 Elite Lurker**
Large immortal magical beast (shapechanger, spider) XP 14,000

**HP** 368; **Bloodied** 184 **Initiative** +24
**AC** 38, **Fortitude** 37, **Reflex** 36, **Will** 34 **Perception** +23
**Speed** 6, climb 6 (spider climb) Darkvision, blindsight 5
**Resist** 30 poison
**Saving Throws** +2; **Action Points** 1

**Traits**

**Combat Advantage**
When the aspect of Lolth hits a creature granting combat advantage to it, that creature is weakened and takes ongoing 20 poison damage (save ends both).

**Standard Actions**

**Bite** ✦ **At-Will**
*Attack:* Melee 1 (one creature); +30 vs. AC
*Hit:* 4d6 + 19 damage.

**Acid Webs** (acid) ✦ **Recharge** ⚅ ⚄ ⚃
*Attack:* Close blast 5 (enemies in blast); +28 vs. Reflex
*Hit:* 3d8 + 8 acid damage, and the target is slowed (save ends).
*First Failed Saving Throw:* The target takes ongoing 20 acid damage (save ends).

**Worthy Sacrifice** (zone) ✦ **Recharge** when first bloodied
*Attack:* Area burst 2 within 10 centered on a nonminion demon, drow, or spider ally (enemies in burst); +28 vs. Reflex
*Effect:* The demon, drow, or spider drops to 0 hit points.
*Hit:* The target is immobilized (save ends).
*Effect:* The burst creates a zone that lasts until the end of the encounter. The zone is difficult terrain, and any nonspider that ends its move within the zone is immobilized (save ends).

**Minor Actions**

**Cloud of Darkness** (zone) ✦ **At-Will** (1/round)
*Effect:* The aspect creates a zone in a close burst 1 that lasts until the end of the aspect's next turn. The zone blocks line of sight for all creatures except the aspect. Any creature other than the aspect is blinded while within the zone.

**Change Shape** (polymorph) ✦ **At-Will**
*Effect:* The aspect alters its physical form to appear as a Medium drow until it uses *change shape* again or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the aspect must have seen that individual. Other creatures can make a DC 43 Insight check to discern that the form is a disguise.

**Triggered Actions**

**Impaling Legs** (poison) ✦ **At-Will**
*Trigger:* An enemy moves to a square adjacent to the aspect.
*Attack (Immediate Interrupt):* Melee 1 (triggering enemy); +30 vs. AC
*Hit:* 2d6 + 4 damage, and the target is grabbed. Until the grab ends, the target takes ongoing 10 poison damage.

**Skills** Bluff +26, Diplomacy +26, Insight +23, Intimidate +26
**Str** 29 (+21) **Dex** 27 (+20) **Wis** 23 (+18)
**Con** 28 (+21) **Int** 22 (+18) **Cha** 28 (+21)
**Alignment** chaotic evil **Languages** Supernal

## Eclavdra, Exarch of Lolth

No other of Lolth's servants better reflect the goddess's cruelty and cunning than Eclavdra. This drow priestess won her place at Lolth's side by betraying the Demon Queen, proving she had the intelligence and wherewithal to outwit a goddess. Eclavdra's

EVA WIDERMANN

influence in the world is so great that her name evokes fear to rival that of Lolth.

## Lore

**History DC 28:** Eclavdra embodies the quintessential drow, and as a result, she is the Spider Queen's greatest ally and staunchest foe. Twice, Eclavdra has schemed to depose Lolth. The first time, she allied with the cult of the Elder Elemental Eye, and the second time with Graz'zt. Her machinations failed both times, yet her charm and charisma have helped her remain in good standing with Lolth. Most believe that Lolth, as the mistress of strife and lies, cannot help but admire Eclavdra's audacity.

## Eclavdra in Combat

Eclavdra might prefer gowns and jewelry to armor and shields, but she is no less a warrior. She wields her beauty as a weapon, using seduction to cut through her enemies' resolve. Foes must resist her intoxicating presence; those who cannot deny her allure are dominated or destroyed.

**Eclavdra** **Level 28 Elite Soldier (Leader)**
Medium fey humanoid, drow XP 26,000

**HP** 508; **Bloodied** 254 **Initiative** +26
**AC** 44, **Fortitude** 38, **Reflex** 42, **Will** 40 **Perception** +20
**Speed** 7 Darkvision
**Saving Throws** +2; **Action Points** 1

**Traits**

☼ **Spider Queen's Emissary** ✦ **Aura** 5
Any demon, drow, or spider ally within the aura gains a +2 power bonus to attack rolls and can shift 1 square as a minor action.

**Standard Actions**

⊕ **Tentacle Rod** (weapon) ✦ **At-Will**
*Requirement:* Eclavdra must be wielding a tentacle rod.
*Attack:* Melee 3 (one creature); +33 vs. AC
*Hit:* 3d8 + 18 damage.

⸸ **Tentacle Lash** (weapon) ✦ **At-Will**
*Requirement:* Eclavdra must be wielding a tentacle rod.
*Attack:* Melee 3 (one, two, or three creatures); +33 vs. AC
*Hit:* 3d8 + 18 damage, and the target cannot benefit from immunity or resistance to poison until the end of the encounter. In addition, the target is slowed (save ends).
*First Failed Saving Throw:* The target is immobilized instead of slowed (save ends).
*Second Failed Saving Throw*: The target is immobilized and weakened instead of immobilized (save ends both).

↝ **Insidious Offer** (charm, psychic) ✦ **Recharge** when first bloodied
*Attack:* Ranged 10 (one creature); +31 vs. Will
*Hit:* 1d10 + 9 psychic damage, and the target chooses either to take 30 extra psychic damage or to become dominated (save ends).

**Minor Actions**

⇜ **Entrancing Beauty** (charm, psychic) ✦ **At-Will** (1/round)
*Attack:* Close burst 5 (enemies in burst); +31 vs. Will
*Hit:* 1d6 + 9 psychic damage, and Eclavdra pulls the target 2 squares.

⸸ **On Your Knees** (weapon) ✦ **Recharge** ⚄ ⚅
*Requirement:* Eclavdra must be wielding a tentacle rod.
*Attack:* Melee 3 (one creature); +33 vs. Will
*Hit:* The target falls prone and cannot stand up (save ends).

**Triggered Actions**

**Blinking Escape** (teleportation) ✦ **At-Will**
*Trigger:* Eclavdra is hit by an area or a close attack.
*Effect (Immediate Reaction):* Eclavdra teleports 6 squares and gains concealment until the end of her next turn.

**Skills** Bluff +27, Insight +25, Intimidate +27, Religion +26
**Str** 17 (+17) **Dex** 30 (+24) **Wis** 23 (+20)
**Con** 22 (+20) **Int** 25 (+21) **Cha** 26 (+22)
**Alignment** chaotic evil **Languages** Abyssal, Common, Elven
**Equipment** tentacle rod

Although Eclavdra uses guile and charm, she is also armed with a traditional weapon. She carries a deadly *tentacle rod*, a relic from her days of serving the Elder Elemental Eye. The rod's touch saps strength, slowing foes and robbing them of power.

Like her mistress, Eclavdra avoids situations that are beyond her capabilities. She uses servants to contain her enemies while she remains safe. If diplomacy and magic fail, she blinks away, seeking safety to plot her revenge.

# MEAZEL

Experienced adventurers know the dark tales of the meazels, but most are lucky enough to never encounter proof of those legends. Wretched survivors of a cruel pact with an archdevil, the diseased and disfigured meazels feast on living beings, craving humanoid flesh above all else.

## Lore

**History DC 21:** In ages past, a plague wreaked havoc across an isolated human city. Terror and rage engulfed the residents as riots and fires flared out of control. Just when all seemed lost, a soothing voice was heard in the ears and minds of the city's panicked people.

"Your gods have fled this place. The spirits of the world no longer walk your streets. Your mages' spells have failed you. In your hour of need, I alone hear your pleas." To the wretched victims, this apparition made a simple bargain. In exchange for their fealty, the people of the city would enjoy limitless food, and the plague would cause no more deaths.

History does not record whether these doomed folk made any effort to discover the true nature of their would-be savior, or whether they were too desperate to care. In the end, however, they struck a pact with Baalzebul, duke of Maladomini, the seventh hell. In their desperation to survive, the folk of the city became the first meazels. They were not slain by the plague, as Baalzebul had promised, but instead were stricken with the weeping sores and endless hunger that were its hallmarks.

The meazels found that the food they formerly ate did not nourish them anymore. In search of the limitless food Baalzebul had promised, they left their city for the wide world, where they soon discovered that the flesh of sentient humanoids was the only thing that could nourish their ravening appetites.

## Encounters

Meazels rarely ally with intelligent humanoids, owing to their appearance and their morbid appetite. They do keep wild beasts, including spiders and drakes, as pets and guards. Powerful meazel hunters use ritual magic to summon and bind elementals.

Occasionally, meazels set aside their hunger to work with a group that promises to rid them of their curse. Cults dedicated to Baalzebul's rivals, such as Levistus, sometimes ally with meazels.

## Meazel Bravo

From the shelter of the ruins, a pack of bravos attacked. With no room to spread out, the scouts felt the wretched curse of the meazels like the cold touch of death. As the battle went on, the defenders felt their ability to protect themselves seemingly stripped away.

| **Meazel Bravo** | **Level 11 Brute** |
|---|---|
| Medium natural humanoid | XP 600 |
| **HP** 136; **Bloodied** 68 | **Initiative** +7 |
| **AC** 23, **Fortitude** 24, **Reflex** 22, **Will** 22 | **Perception** +7 |
| **Speed** 6 | Darkvision |
| **Immune** disease | |
| **Traits** | |
| ☼ **Wretched Curse of Baalzebul** ✦ **Aura** 1 | |
| Any enemy that starts its turn within the aura is affected by the curse of Baalzebul until the end of its next turn. While a creature is affected by the curse of Baalzebul, it takes a -2 penalty to all defenses and gains vulnerable 5 to all damage. In addition, any ally of that creature that starts its turn adjacent to the cursed creature becomes affected by the curse of Baalzebul until the end of its next turn. Multiple curses do not stack. | |
| **Standard Actions** | |
| ⊕ **Morningstar** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +16 vs. AC | |
| *Hit:* 2d10 + 10 damage. | |
| ⸸ **Gut Shot** (weapon) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Melee 1 (one creature); +14 vs. Fortitude | |
| *Hit:* 2d10 + 6 damage, and the target is weakened until the end of the bravo's next turn. | |
| **Skills** Athletics +14, Stealth +12 | |
| **Str** 19 (+9) **Dex** 15 (+7) **Wis** 15 (+7) | |
| **Con** 16 (+8) **Int** 10 (+5) **Cha** 12 (+6) | |
| **Alignment** chaotic evil **Languages** Common | |
| **Equipment** leather armor, morningstar | |

JASON FELIX

## Meazel Bravos in Combat

Meazel bravos fight under the direction of a tribe's hunters, shielding the hunters and the stranglers from enemies. Their hatred and hunger keeps them in the thick of combat, where they willingly lay down their lives for the tribe.

# Meazel Hunter

The dwarf patrol was in the deepest sublevels of the Nerath ruins when the first volley of black-fletched shafts arced out of the darkness. They took few enough hits, but the dwarves soon discovered that the hunters had coated their arrows with the diseased blood of meazels. The dwarves' best warriors were suddenly doubled over in pain, barely able to move as the shrieking creatures began their full assault.

**Meazel Hunter** **Level 12 Artillery**
Medium natural humanoid XP 700

**HP** 88; **Bloodied** 44 **Initiative** +11
**AC** 24, **Fortitude** 23, **Reflex** 25, **Will** 25 **Perception** +14
**Speed** 6, climb 6 Darkvision
**Immune** disease

**Traits**

☼ **Wretched Curse of Baalzebul ✦ Aura** 1
Any enemy that starts its turn within the aura is affected by the curse of Baalzebul until the end of its next turn. While a creature is affected by the curse of Baalzebul, it takes a -2 penalty to all defenses and gains vulnerable 5 to all damage. In addition, any ally of that creature that starts its turn adjacent to the cursed creature becomes affected by the curse of Baalzebul until the end of its next turn. Multiple curses do not stack.

**Standard Actions**

⊕ **Spear** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +17 vs. AC
*Hit:* 2d8 + 5 damage.

➶ **Longbow** (poison, weapon) ✦ **At-Will**
*Attack:* Ranged 20/40 (one creature); +19 vs. AC
*Hit:* 2d8 + 5 poison damage, and the target is slowed until the end of the hunter's next turn.

➶ **Distracting Shot** (weapon) ✦ **At-Will**
*Requirement:* The hunter must be wielding a ranged weapon.
*Attack:* Ranged 20/40 (one creature); +17 vs. Will
*Hit:* 2d8 + 5 damage, and the target grants combat advantage until the end of the hunter's next turn.

➶ **Plague-Tainted Shot** (necrotic, weapon) ✦ **Encounter**
*Requirement:* The hunter must be wielding a ranged weapon.
*Attack:* Ranged 20/40 (one creature); +17 vs. Fortitude
*Hit:* 2d8 + 5 damage, and ongoing 10 necrotic damage (save ends). Until the target saves, any ally of the target that starts its turn adjacent to the target takes 10 necrotic damage.

**Skills** Stealth +16
**Str** 15 (+8) **Dex** 20 (+11) **Wis** 17 (+9)
**Con** 10 (+6) **Int** 11 (+6) **Cha** 10 (+6)
**Alignment** chaotic evil **Languages** Common
**Equipment** spear, longbow, 40 arrows

## Meazel Hunters in Combat

Hunters attack from ambush. They climb up rubble and walls to snipe from above. A hunter focuses *distracting shot* on heavily armored targets, granting an advantage to its allies fighting in melee.

# Meazel Strangler

Meazels like their humanoid prey fresh, whole, and screaming. Explorers have learned from grim experience that a meazel strangler's job is to ensure that the choicest targets are snatched from the edge of battle and dragged kicking and screaming to a tribe's bloody feast.

**Meazel Strangler** **Level 13 Controller**
Medium natural humanoid XP 800

**HP** 125; **Bloodied** 62 **Initiative** +11
**AC** 27, **Fortitude** 24, **Reflex** 26, **Will** 24 **Perception** +9
**Speed** 6 Darkvision
**Immune** disease

**Traits**

☼ **Wretched Curse of Baalzebul ✦ Aura** 1
Any enemy that starts its turn within the aura is affected by the curse of Baalzebul until the end of its next turn. While a creature is affected by the curse of Baalzebul, it takes a -2 penalty to all defenses and gains vulnerable 5 to all damage. In addition, any ally of that creature that starts its turn adjacent to the cursed creature becomes affected by the curse of Baalzebul until the end of its next turn. Multiple curses do not stack.

**Standard Actions**

⊕ **Short Sword** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +18 vs. AC
*Hit:* 2d6 + 10 damage.

⸸ **Garrote** (weapon) ✦ **At-Will**
*Requirement:* The strangler must not have a creature grabbed.
*Attack:* Melee 1 (one creature granting combat advantage to the strangler); +16 vs. Reflex
*Hit:* 1d10 + 5 damage, and the strangler grabs the target.
*Sustain Standard:* The strangler sustains the grab, and the target takes 3d10 + 5 damage.

⸸ **Plague Touch** (necrotic) ✦ **Encounter**
*Attack:* Melee 1 (one creature); +16 vs. Fortitude
*Hit:* 2d6 + 5 damage, and the target is blinded and takes ongoing 5 necrotic damage (save ends both).

**Move Actions**

**Drag to the Feast ✦ At-Will**
*Effect:* The strangler moves its speed, pulling a creature it has grabbed with it. In addition, the creature remains grabbed, and the strangler does not provoke an opportunity attack from the grabbed creature. Any opportunity attacks against the strangler for this movement that miss the meazel instead hit the grabbed creature.

**Skills** Athletics +14, Stealth +16, Thievery +16
**Str** 16 (+9) **Dex** 20 (+11) **Wis** 16 (+9)
**Con** 13 (+7) **Int** 11 (+6) **Cha** 11 (+6)
**Alignment** chaotic evil **Languages** Common
**Equipment** leather armor, short sword, garrote

## Meazel Stranglers in Combat

A meazel strangler is driven by hunger but compelled to keep a victim alive so that its elders in the tribe can feed first. Stranglers flank with each other or with their kin. Once a strangler has an enemy by the neck, it starts dragging the creature away.

# MEENLOCK

The Far Realm has unleashed countless horrors on the world, but few are as feared by the common folk as the meenlocks. The cabins of woodcutters, trappers, and hunters are typically built to be as tough as their inhabitants. However, such folk know enough to line their floors with thick stones, carefully selected and protected by the blessings of gods or primal spirits. These people have heard the old tales of creatures that burrow up from beneath the earth. The meenlocks come to snatch the unguarded, leaving only an empty bed and a dark tunnel plunging into the earth.

## Lore

**Dungeoneering DC 19:** Folk tales speak of various creatures that burrow beneath the homes of woodland settlers. The least threatening of these tales tell of faerie creatures that seek out ale, wine, candies, and other treats, which they carry deep into their burrows for debauched celebrations. The worst of these stories talk about meenlocks, which hunger to transform humanoids into their own corrupt kind. These loathsome mockeries dwell in hidden lairs in the Underdark. They are masters of fey magic and psionic power, infecting victims with a foul psychic corruption that calls them inexorably to the meenlocks' lairs.

These lairs are located in shafts dug deep into the earth in remote dungeons or in isolated swamps and forests. A meenlock lair is well hidden and well guarded, its entrance sealed behind a large rune-covered stone. Spy holes give advance warning of any approach. Pushing aside the stone is easily done (Strength DC 14), but anyone who does so or who enters the lair is exposed to meenlock corruption.

Meenlocks in their lair flee from danger, but they fight to the death if cornered. If a group of meenlocks manages to get safely out of sight, it forms a hunting party that can trail interlopers for days. The creatures wait for the right moment to exact retribution.

Creatures infected with and dominated by meenlock corruption inevitably return to the lair of the meenlocks that exposed them to the disease. A dominated creature kept within the meenlocks' lair for more than two days becomes one of these loathsome creatures. If the meenlock that dominated a creature is slain and its body burned, the victim can be restored to life by the use of both the Remove Affliction and Raise Dead rituals.

## Encounters

Meenlocks usually ally only with other aberrations. They commonly fight alongside foulspawn for the promise of victims to convert to their kind. On rare occasions, a meenlock pack takes up with an evil wizard, a psion, or some other expert in the arcane or psionic arts.

## Meenlock Stalker

The stalker's dark thoughts cut their way into the hunter's mind like a knife, weaving a horrid landscape of chilling visions and maddening whispers. The hunter knew the power by which this creature harvested fresh victims for its nest: a blend of fey magic and the dark power of the Far Realm. As hard as he fought, however, his fear summoned up the whispered tales of what happened to those who fell to a stalker's power—becoming a meenlock first in mind, then in body.

| **Meenlock Stalker** | **Level 9 Controller** |
|---|---|
| Small aberrant humanoid | XP 400 |
| **HP** 97; **Bloodied** 48 | **Initiative** +8 |
| **AC** 23, **Fortitude** 20, **Reflex** 21, **Will** 22 | **Perception** +4 |
| **Speed** 5 | Darkvision |
| **Immune** meenlock corruption | |
| **Standard Actions** | |
| ⊕ **Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +14 vs. AC | |
| *Hit:* 2d6 + 7 damage. | |
| **Maddening Whispers** (psychic) ✦ **At-Will** | |
| *Attack:* Ranged 10 (one creature affected by this stalker's *horrid link*); +12 vs. Will | |
| *Hit:* 1d6 + 4 psychic damage, and the target is dazed (save ends). | |
| **Twisting Whispers** (charm, disease, psychic) ✦ **At-Will** | |
| *Attack:* Ranged 10 (one creature affected by this stalker's *horrid link*); +12 vs. Will | |
| *Hit:* 1d6 + 4 psychic damage, and the target makes a basic attack against one creature of the stalker's choice. The target is then exposed to meenlock corruption (see page xx). | |
| **Move Actions** | |
| **Dimension Step** (teleportation) ✦ **Recharge** ⚅ ⚄ ⚃ | |
| *Effect:* The stalker teleports 8 squares. | |
| **Minor Actions** | |
| **Horrid Link** (psychic) ✦ **Recharge** ⚅ ⚄ ⚃ | |
| *Effect:* The stalker forges a link with one creature within 10 squares of it. The link lasts until the start of the stalker's next turn or until the stalker uses *horrid link* again. Whenever the stalker takes damage, the target of its *horrid link* takes 1d10 + 5 psychic damage. | |
| **Skills** Athletics +9, Stealth +13 | |
| **Str** 10 (+4) **Dex** 18 (+8) **Wis** 11 (+4) | |
| **Con** 17 (+7) **Int** 13 (+5) **Cha** 20 (+9) | |
| **Alignment** chaotic evil **Languages** Common, Deep Speech | |

### Meenlock Stalkers in Combat

A meenlock stalker's battleground is the mind of its victim. A creature affected by the stalker's *horrid link* experiences a waking nightmare of suffocating horror. A stalker focuses on the target of that link, dazing a foe or turning it against its own allies.

## Meenlock Corruptor

The adventurers had seen no sign of any other creatures for the last mile of twisting tunnels, yet the rogue sensed the presence of meenlocks just the same. Meenlock corruptors lurked somewhere in the darkness, using their magic to warp her view of reality. Then suddenly, she drew her sword without knowing why. A nightmarish landscape appeared before her, filled with deadly creatures. She plunged her blade into one, only to realize she had just buried her blade in her companion's back.

**Meenlock Corruptor** **Level 11 Lurker**
Small aberrant humanoid XP 600

**HP** 89; **Bloodied** 44 **Initiative** +13
**AC** 25, **Fortitude** 22, **Reflex** 23, **Will** 24 **Perception** +6
**Speed** 5 Darkvision
**Immune** meenlock corruption

**Standard Actions**

**Claw ✦ At-Will**
*Attack:* Melee 1 (one creature); +16 vs. AC
*Hit:* 3d6 + 5 damage.

**Corrupting Mind** (charm, disease, illusion) **✦ At-Will**
*Attack:* Ranged 10 (one creature); +14 vs. Will
*Hit:* The target is exposed to meenlock corruption. In addition, the target is affected by mental disarray (save ends). While the target is affected by mental disarray, it is dominated, it deals 2d6 extra damage with all attacks, and the corruptor is invisible to the target.
*First Failed Saving Throw:* The target is affected by mental disarray until the end of the encounter. Whenever the target takes 10 damage or more, the corruptor takes an equal amount of damage, and the target can make a saving throw to end the mental disarray.

**Psychic Shriek** (psychic) **✦ Encounter**
*Attack:* Close blast 5 (enemies in blast); +14 vs. Will
*Hit:* 2d6 + 5 psychic damage, and the target falls prone.
*Miss:* Half damage.

**Move Actions**

**Dimension Step** (teleportation) **✦ Recharge** ⚅ ⚄ ⚃
*Effect:* The corruptor teleports 8 squares.

**Skills** Athletics +10, Stealth +14

| | | |
|---|---|---|
| **Str** 10 (+5) | **Dex** 18 (+9) | **Wis** 13 (+6) |
| **Con** 17 (+8) | **Int** 13 (+6) | **Cha** 20 (+10) |

**Alignment** chaotic evil **Languages** Common, Deep Speech

### Meenlock Corruptors in Combat

A meenlock corruptor stays well behind its allies, keeping to the shadows and waiting until the battle begins. A corruptor dominates the strongest melee combatants, turning them against their allies and exposing them to the taint of meenlock corruption.

## Meenlock Corruption

A meenlock's attack can crush a foe's mind, turning it into a puppet under the meenlock's control. Even if the attack is shaken off, the target feels the lingering effect of the psychic corruption these creatures inflict.

**Meenlock Corruption** Level 9 Disease **Insight** improve DC 20, maintain DC 15, worsen DC 14 or lower

The target is cured. ◀ **Initial Effect:** The target takes a -4 penalty to Will. ◀▶ The target grants combat advantage. ▶ **Final State:** Unless prevented from doing so, the target moves toward the lair of the meenlocks that infected it. Treat the target as dominated by meenlocks until the disease is cured.

DAVE ALLSOP

# Mimic

The legend seems little more than a joke when told across a tavern table: A chest of treasure in the deepest recesses of a dungeon suddenly transforms into a monstrosity, attacking those who had been set to loot it a moment earlier. The adventurers who know the true origin of the mimic do not laugh at its deadly threat.

## Lore

**Arcana DC 19:** For countless ages, these creatures of the Far Realm have assumed apparently harmless forms, infiltrated settled lands, and hunted sentient humanoids. Impersonator mimics absorb the language and memories of the creatures they devour, sometimes carrying on the victim's life as normal while scouting for new prey. As an impersonator kills, it eventually splits into new object mimics and mimic spawn, which mature to become impersonator mimics and continue the cycle.

## Encounters

Mimics ally with few creatures other than their own kind and more powerful aberrant monsters. However, mimics in the world and in the Underdark can form a kind of symbiotic relationship with other creatures. Mimics sometimes inhabit the lairs of constructs or incorporeal undead, lurking within the shadows to devour the remains of victims that those monsters cannot consume. Dragons and other powerful creatures sometimes keep object mimics to guard their treasure in return for a steady diet of intruders and explorers.

## Object Mimic

A plain, unadorned chest holds the ancient riches of a long-forgotten king. A barred oak door leads to a chamber of arcane secrets. A priceless work of art hangs within easy reach. The object mimic is a deadly predator, using curiosity and greed to lure duped prey into its ravenous maw.

| **Object Mimic** | **Level 8 Lurker** |
|---|---|
| Medium aberrant magical beast | XP 350 |
| **HP** 71; **Bloodied** 35 | **Initiative** +11 |
| **AC** 23, **Fortitude** 21, **Reflex** 19, **Will** 21 | **Perception** +14 |
| **Speed** 5 | Darkvision, tremorsense 5 |
| **Resist** 5 acid | |

**Traits**

**Ambush**

The object mimic deals 2d6 extra damage against surprised creatures.

**Standard Actions**

**Slam ✦ At-Will**

*Attack:* Melee 1 (one creature); +13 vs. AC

*Hit:* 2d8 + 7 damage.

**Crushing Tendrils** (acid) **✦ At-Will**

*Attack:* Melee 3 (one creature); +13 vs. AC

*Hit:* 1d8 + 4 damage, and the mimic grabs the target. The target takes a -5 penalty to attempts to escape the grab.

*Sustain Standard:* The object mimic sustains the grab, and the target takes 15 acid damage.

**Ravening Maw ✦ Recharge** ⚄ ⁞⁞

*Attack:* Melee 2 (one creature); +13 vs. AC

*Hit:* 2d8 + 11 damage, and the target is slowed (save ends).

**Minor Actions**

**Shapeshift** (polymorph) **✦ At-Will** (1/round)

*Effect:* The mimic assumes one of the following forms. It can't change its size. It remains in the chosen form until it uses this power again.

*Ooze Form:* The mimic becomes an ooze. When it squeezes while it is in this form, it moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing,

*Object Form:* While in this form, the mimic has resist 10 to all damage, is immobilized, and cannot attack. In addition, a creature must succeed on a DC 24 Perception check to notice that the mimic is a living creature.

**Skills** Bluff +11, Stealth +12

| | | |
|---|---|---|
| **Str** 20 (+9) | **Dex** 16 (+7) | **Wis** 21 (+9) |
| **Con** 17 (+7) | **Int** 19 (+8) | **Cha** 15 (+6) |

**Alignment** unaligned **Languages** Common, Deep Speech

### Object Mimics in Combat

An object mimic initiates combat by posing as an object designed to entice its prey close. When it senses a potential meal, the mimic abandons its object form and attacks. When multiple object mimics lair together, they coordinate their forms according to the features of the area.

When sorely pressed, an object mimic flees combat. Once out of sight, it transforms into a rock or some other nondescript object. Many adventurers, hot in pursuit of a fleeing mimic, have run past it and later been attacked from behind.

THOMAS M. BAXA

# Impersonator Mimic

A young girl begs for bread at the door, and an old lady's act of kindness is her last. Then, in the form of the old lady, an impersonator mimic lures a passing farmhand inside, begging for help moving a table. Next, as the farmhand, it accompanies a team of woodcutters. For the mimic, each persona it assumes means another victim's unmarked grave.

**Impersonator Mimic** **Level 16 Controller**
Medium aberrant magical beast XP 1,400

**HP** 160; **Bloodied** 80 **Initiative** +14
**AC** 30, **Fortitude** 27, **Reflex** 28, **Will** 27 **Perception** +13
**Speed** 6 Darkvision, tremorsense 5
**Resist** 10 acid

**Standard Actions**

**Slam ✦ At-Will**
*Attack:* Melee 2 (one creature); +21 vs. AC
*Hit:* 3d8 + 11 damage.

**Forcible Conversion** (charm) ✦ **Recharge** ⚄ ⁞⁞
*Attack:* Melee 2 (one creature); +19 vs. Fortitude
*Hit:* The target is dominated (save ends).

**Minor Actions**

**Call to Harvest** (charm) ✦ **At-Will** (1/round)
*Attack:* Ranged 10 (one creature); +19 vs. Will
*Hit:* The mimic slides the target 4 squares, and the target grants combat advantage until the end of the mimic's next turn.

**Shapeshift** (polymorph) ✦ **At-Will** (1/round)
*Effect:* The mimic assumes one of the following forms. It can't change its size. It remains in the chosen form until it uses this power again.
*Ooze Form:* The mimic becomes an ooze. When it squeezes while it is in this form, it moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing,
*Humanoid Form:* The mimic gains a +4 bonus to Bluff checks. In addition, it can use all the languages known by the last humanoid creature it killed.
*Object Form:* While in this form, the mimic has resist 10 to all damage, is immobilized, and cannot attack. In addition, a creature must succeed on a DC 31 Perception check to notice that the mimic is a living creature.

**Free Actions**

**Absorb ✦ At-Will** (1/round)
*Requirement:* The mimic can use *absorb* only during its turn.
*Effect:* The mimic reduces one mimic spawn that is adjacent to it or occupying its space (see the mimic spawn's *one with master* power) to 0 hit points. When it does so, it gains 1 action point.

**Skills** Bluff +20 (+24 while the mimic is in humanoid form), Stealth +19
**Str** 21 (+13) **Dex** 22 (+14) **Wis** 20 (+13)
**Con** 24 (+15) **Int** 26 (+16) **Cha** 24 (+15)
**Alignment** unaligned **Languages** Common, Deep Speech

## Impersonator Mimics in Combat

An impersonator mimic hunts by luring prey into a trap. In ruins and other remote locations, an impersonator's lair is inhabited by mimic spawn posing as objects suited to the environment.

# Mimic Spawn

They scuttle and crawl through windows, doors, and chimneys in search of prey. Each mimic spawn shares the horrid form of an impersonator mimic, shifting shape under its master's direction.

**Mimic Spawn** **Level 16 Minion Lurker**
Medium aberrant magical beast XP 350

**HP** 1; a missed attack never damages a minion. **Initiative** +18
**AC** 30, **Fortitude** 27, **Reflex** 29, **Will** 26 **Perception** +13
**Speed** 6 Darkvision, tremorsense 5
**Resist** 10 acid

**Traits**

**One with Master**
The mimic spawn can end its move in the same space as an impersonator mimic. While it occupies an impersonator mimic's space, the mimic spawn moves with the impersonator mimic and cannot attack, be targeted, or take damage. Up to four mimic spawns can occupy an impersonator mimic's space.

**Standard Actions**

**Slam ✦ At-Will**
*Attack:* Melee 1 (one creature); +21 vs. AC
*Hit:* 12 damage.

**Minor Actions**

**Shapeshift** (polymorph) ✦ **At-Will** (1/round)
*Effect:* The mimic assumes one of the following forms. It can't change its size. It remains in the chosen form until it uses this power again.
*Ooze Form:* The mimic becomes an ooze. When it squeezes while it is in this form, it moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing,
*Object Form:* While in this form, the mimic has resist 10 to all damage, is immobilized, and cannot attack. In addition, a creature must succeed on a DC 31 Perception check to notice that the mimic is a living creature.

**Skills** Stealth +19
**Str** 21 (+13) **Dex** 22 (+14) **Wis** 20 (+13)
**Con** 24 (+15) **Int** 26 (+16) **Cha** 24 (+15)
**Alignment** unaligned **Languages** Common, Deep Speech

## Mimic Spawn in Combat

Mimic spawn stay in object form until prey is engaged in combat. The spawn stay close to their impersonator master, ready to sacrifice themselves for its sake.

# MIND FLAYER

Within their dismal cities in the Underdark, these aberrant monstrosities watch as their thralls dutifully erect monuments glorifying them and the dark creatures they revere. Mind flayers communicate their foul plans to each other without words, plotting raids against the subterranean cities of the drow and dwarves or undertaking dark experiments filled with madness and death.

## Lore

**Dungeoneering DC 27:** Even the most malign races of the Underdark are loath to deal with mind flayers. Drow and duergar can recount the legends of illithid assaults against their settlements, their kin taken prisoner or left as brainless corpses scattered throughout the ruined remains of their cities. Illithids seek the downfall and subjugation of all other races. They might work to accomplish this through a single mind flayer heading a clandestine cabal of dark magic, or through a host of dread creatures led by the peerless intellect of an elder brain.

Although all mind flayers inspire fear in combat, the Thoon hulks strike terror into the hearts of even hardened Underdark explorers. Thoon is an entity that remains a mystery to all except the mind flayers, which speak of it with a reverence normally accorded to a god. The process of transformation that creates a Thoon hulk drives the creature mad, but in its insanity, it seems to attain a better understanding of what Thoon is.

An elder brain controls all the creatures within a collective—an extended community of mind flayers and their slaves. Each brain coordinates the defenses of its city or enclave, and its link to its servants provides the creature with intelligence across a wide area. All elder brains have an insatiable appetite for knowledge, and they dedicate vast resources to pillaging ancient libraries, capturing lost artifacts and relics, and kidnapping followers of Ioun and Vecna.

When a group of illithids passes a specific tipping point in size and knowledge, its wisest member is chosen to undergo a transformation. The mind flayer's head is severed from its body and placed in a vat of protoplasmic fluid. Psionic crystals act as conduits that allow members of the collective to pour their knowledge into the brain of the chosen. Over decades, the creature grows larger and more powerful. Eventually, it becomes an elder brain—repository for the illithid collective's lore and a mastermind for the collective's schemes.

## Encounters

Most allies of mind flayers are weak-willed thralls that have been bent to service. Although a lone mind flayer or a small group might occasionally work with renegade drow, devils, star spawn, or other twisted humanoids, the illithids do so only on their own terms. Mind flayers are known to enslave virtually any humanoid race, using the creatures as soldiers or laborers. Common thralls include troglodytes, grimlocks, kuo-toas, trolls, derros, foulspawn, and duergar. A mind flayer collective might also control aberrant beasts such as carrion crawlers, gricks, chuuls, balhannoths, and neogi.

EVA WIDERMANN

# Mind Flayer Inquisitor

Even the thieves' guild steered clear of the dark caverns that spread beneath the city, so when the first bodies were found, no one knew who to blame. Nobles, sages, and spellcasters had begun disappearing, each found days or weeks later washed up in the sewer channels with his or her brains torn out. Some in the city guard suspected demon cultists, while others searched for evidence of an evil cabal of spellcasters. None suspected the more horrifying truth—or could guess at the full extent of its threat.

| **Mind Flayer Inquisitor** | **Level 20 Controller** |
|---|---|
| Medium aberrant humanoid | XP 2,800 |
| **HP** 190; **Bloodied** 95 | **Initiative** +15 |
| **AC** 34, **Fortitude** 31, **Reflex** 33, **Will** 33 | **Perception** +16 |
| **Speed** 7 | Darkvision |

**Standard Actions**

**Tentacles ✦ At-Will**
*Requirement:* The inquisitor must not have a creature grabbed.
*Attack:* Melee 1 (one creature); +23 vs. Reflex
*Hit:* 3d6 + 13 damage, and the inquisitor grabs the target.

**Implant Delusions** (charm, psychic) **✦ At-Will**
*Attack:* Melee 1 (one creature grabbed by the inquisitor); +23 vs. Will
*Hit:* 3d8 + 15 psychic damage, and the target begins suffering delusions (save ends). While the target is suffering delusions, allies adjacent to it take a -2 penalty to attack rolls and a -2 penalty to all defenses.

**Mind Blast** (psychic) **✦ Recharge** ⚄ ⁞⁞
*Attack:* Close blast 5 (enemies in blast); +23 vs. Will
*Hit:* 2d8 + 6 psychic damage, and the target is dazed (save ends).
*Miss:* Half damage.

**Own Worst Enemy** (charm) **✦ Recharge** when first bloodied
*Effect:* Each enemy in an area burst 2 within 10 squares uses one of its ranged or melee at-will attack powers of the mind flayer's choice against itself as a free action.

**Minor Actions**

**Unwilling Confession** (charm) **✦ At-Will** (1/round)
*Attack:* Close burst 10 (one creature in burst); +23 vs. Will
*Hit:* The target is dazed, cannot be the target of healing powers, and cannot be affected by powers that grant a saving throw (save ends all).

**Triggered Actions**

**Forceful Submission ✦ At-Will**
*Trigger:* An enemy the inquisitor can see succeeds on a saving throw.
*Effect (Immediate Interrupt):* The triggering enemy makes the saving throw again with a -2 penalty.

**Skills** Bluff +22, Insight +21

| | | |
|---|---|---|
| **Str** 20 (+15) | **Dex** 20 (+15) | **Wis** 22 (+16) |
| **Con** 22 (+16) | **Int** 24 (+17) | **Cha** 25 (+17) |

**Alignment** evil **Languages** Deep Speech, telepathy 10

## Mind Flayer Inquisitors in Combat

A mind flayer inquisitor surrounds itself with lesser creatures, typically soldiers or brutes, which protect it while it sows chaos and strife among its foes. An inquisitor that grabs an enemy implants delusions that cause the target to hinder its own allies in combat. *Unwilling confession* can draw secrets from an enemy's mind, which the mind flayer then reveals telepathically during battle, hoping to sow conflict between the victim and its allies.

# Mind Flayer Scourge

As the psionic powers of the mind flayers were honed over countless generations, inhabitants of the surface were also learning and refining psionic disciplines. The first psions, battleminds, and ardents were tested in the Underdark. They sought out the lairs of the mind flayers, trying to steal the secrets of psionic power. Mind flayers began training warriors specialized in dealing with these psionic interlopers, and from that effort, the mind flayer scourge arose.

| **Mind Flayer Scourge** | **Level 21 Skirmisher** |
|---|---|
| Medium aberrant humanoid | XP 3,200 |
| **HP** 199; **Bloodied** 99 | **Initiative** +18 |
| **AC** 35, **Fortitude** 31, **Reflex** 34, **Will** 33 | **Perception** +16 |
| **Speed** 7 | Darkvision |
| **Resist** 10 psychic | |

**Traits**

**Mind Leech**
Whenever the mind flayer scourge starts its turn with a creature grabbed, the scourge can make a saving throw or an extra recharge roll. It can recharge *psychic assault* but must roll a 6 on the recharge roll.

**Standard Actions**

**Tentacles ✦ At-Will**
*Requirement:* The scourge must not have a creature grabbed.
*Attack:* Melee 1 (one creature); +24 vs. Reflex
*Hit:* 2d8 + 5 damage, and the scourge grabs the target. Until the grab ends, the target is dazed.

**Mind Blast** (psychic) **✦ Recharge** ⚄ ⁞⁞
*Attack:* Close blast 5 (enemies in blast); +24 vs. Will
*Hit:* 2d8 + 5 psychic damage, and the target is dazed (save ends).
*Miss:* Half damage.

**Psychic Assault** (charm) **✦ Encounter**
*Attack:* Melee 1 (one creature grabbed by the scourge); +24 vs. Will
*Hit:* 1d8 + 5 damage, and the target is dominated (save ends; the target takes a -4 penalty to the saving throw).
*Miss:* Half damage, and the target is dominated (save ends).

**Minor Actions**

**Alter Reality** (teleportation) **✦ At-Will**
*Effect:* The scourge teleports a creature adjacent to it 2 squares.

| | | |
|---|---|---|
| **Str** 20 (+15) | **Dex** 23 (+16) | **Wis** 22 (+16) |
| **Con** 23 (+16) | **Int** 26 (+18) | **Cha** 25 (+17) |

**Alignment** evil **Languages** Deep Speech, telepathy 10

## Mind Flayer Scourges in Combat

Scourges guard the perimeters of mind flayer territories in the Underdark. They also make up the raiding parties that strike select targets both belowground and on the surface. A scourge uses its powers to evade and distract its enemies, preventing it from being tied down in melee. *Mind blast* softens up foes

for its allies. The scourge then uses *psychic assault* to dominate a spellcaster or a psionic creature, forcing that individual to unleash its powers against its comrades.

## Thoon Hulk

The darkest legends of the illithids speak of the dire experiments they put their slaves and captives through. However, explorers of the deepest Underdark inevitably discover that these vile creatures have no compunction against performing the same experiments on their own kind. Thoon hulks are the product of generations of alchemical and psychic enhancement. Their minds are dulled, their powers enhanced, and their bodies stretched to the limits of physical endurance. A Thoon hulk is wholly obedient to the whims of its masters, but its dread transformation keeps it permanently on the brink of madness.

### Thoon Hulks in Combat

Thoon hulks can be encountered in the service of other aberrants, including mind flayers, star spawn, and aboleths. A Thoon hulk tears across the battlefield, using *mind blast* to hinder its foes as it grabs and eviscerates one of them. It uses *call of Thoon* to draw in a ranged attacker or a spellcaster lurking at the edge of the fray, but otherwise it focuses on the nearest foes.

| **Thoon Hulk** | **Level 22 Brute** |
|---|---|
| Large aberrant humanoid, mind flayer | XP 4,150 |
| **HP** 255; **Bloodied** 127 | **Initiative** +18 |
| **AC** 34, **Fortitude** 35, **Reflex** 33, **Will** 32 | **Perception** +19 |
| **Speed** 6 | Darkvision |
| **Resist** 10 psychic | |

**Standard Actions**

**Eviscerate ✦ At-Will**
*Attack:* Melee 2 (one creature); +27 vs. AC
*Hit:* 4d10 + 16 damage (6d10 + 16 against a creature grabbed by the Thoon hulk).

**Mind Blast** (psychic) ✦ **Recharge** ⚅
*Attack:* Close blast 5 (enemies in blast); +25 vs. Will
*Hit:* 1d12 + 7 psychic damage, and the target is dazed (save ends).

**Call of Thoon** (charm, psychic) ✦ **Encounter**
*Attack:* Ranged 10 (one creature); +25 vs. Will
*Hit:* 4d12 + 20 psychic damage.
*Effect:* The Thoon hulk pulls the target 10 squares to a square adjacent to it.

**Minor Actions**

**Tentacles ✦ At-Will**
*Requirement:* The Thoon hulk must not have a creature grabbed.
*Attack:* Melee 1 (one creature); +25 vs. Reflex
*Hit:* The Thoon hulk grabs the target.

**Triggered Actions**

**Psychic Explosion** (psychic)
*Trigger:* The Thoon hulk drops to 0 hit points.
*Attack (No Action):* Close burst 2 (enemies in burst); +26 vs. Will
*Hit:* Ongoing 15 psychic damage (save ends).

| | | |
|---|---|---|
| **Str** 28 (+20) | **Dex** 24 (+18) | **Wis** 26 (+19) |
| **Con** 25 (+18) | **Int** 6 (+19) | **Cha** 23 (+17) |

**Alignment** evil **Languages** Deep Speech, telepathy 10

DAVE ALLSOP

# Elder Brain

The many forays the dwarves had made against the mind flayers could not have prepared them for what they faced in the end. The legends of the elder brain were true, but the worst of those legends could not convey the intellect and terrible cunning of this aberrant horror. Lurking at the heart of the illithids' vast city, the elder brain shared a psychic connection with the creatures that served it. By the time the dwarves arrived at the elder brain's lair, it had called up an army to repel the team's assault.

| **Elder Brain** | **Level 23 Elite Controller** |
|---|---|
| Large aberrant magical beast (blind) | XP 10,200 |
| **HP** 436; **Bloodied** 218 | **Initiative** +17 |
| **AC** 37, **Fortitude** 33, **Reflex** 35, **Will** 37 | **Perception** +19 |
| **Speed** 2, teleport 6 | Blindsight 10, blind |
| **Immune** blinded, gaze | |
| **Saving Throws** +2; **Action Points** 1 | |
| **Traits** | |
| ☼ **Warp Reality** ✦ **Aura** 5 | |
| Any enemy that teleports while within the aura takes 10 damage. | |
| **Absorb Thoughts** | |
| Whenever a nonminion ally within 10 squares of the elder brain drops to 0 hit points, the elder brain makes a saving throw or a power recharge roll. | |
| **Unseeing Telepathy** | |
| The elder brain can communicate with other creatures telepathically even if it does not have line of effect to those creatures. | |
| **Standard Actions** | |
| ⊕ **Tentacle Warp** (teleportation) ✦ **At-Will** | |
| *Attack:* Melee 3 (one creature); +26 vs. AC | |
| *Hit:* 1d8 + 8 damage. The elder brain teleports the target 3 squares, and the target is immobilized until the end of the elder brain's next turn. | |
| ⊕ **Flailing Warp** ✦ **At-Will** | |
| *Effect:* The elder brain uses *tentacle warp* three times, making each attack against a different target. | |
| ✧ **Mind Burst** (psychic) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Close burst 5 (enemies in burst); +27 vs. Will | |
| *Hit:* 3d8 + 6 psychic damage, and the target is dazed (save ends). | |
| *Miss:* Half damage. | |
| **Minor Actions** | |
| ✧ **Sensory Overload** (psychic, teleportation) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Close burst 5 (enemies in burst); +27 vs. Will | |
| *Hit:* 2d8 + 6 psychic damage, and the target is blinded and deafened until the end of the elder brain's next turn. The elder brain then teleports the target 3 squares. | |
| **Triggered Actions** | |
| **Baleful Transfer** ✦ **At-Will** | |
| *Trigger:* The elder brain saves against an effect. | |
| *Effect (No Action):* An enemy within 5 squares of the elder brain is subjected to the same effect the elder brain saved against (save ends). | |
| **Skills** Arcana +25, Bluff +24, Diplomacy +24, Dungeoneering +24, | |
| **Str** 23 (+17) **Dex** 23 (+17) **Wis** 26 (+19) | |
| **Con** 26 (+19) **Int** 28 (+20) **Cha** 27 (+19) | |
| **Alignment** evil **Languages** Deep Speech, telepathy 50 | |

FRANZ VOHWINKEL

## Elder Brains in Combat

An elder brain is typically encountered at the center of an illithid city or enclave. It lies in a pool of ooze that enhances its powers, allowing it to communicate with its followers across vast distances. An elder brain exercises absolute authority over the creatures under its command, and it is always heavily guarded. However, an elder brain's arrogance inevitably pulls it into combat. It hits its foes as often as possible with *mind burst*, using *flailing warp* and *sensory overload* against the nearest melee combatants. If an elder brain's allies are defeated and it is bloodied, the creature tries to save itself, offering knowledge or wealth in exchange for its life.

# MINOTAUR

The history of the bestial minotaurs is red with slaughter and rife with secrets as dark and twisted as the labyrinths in which they dwell. The most potent of these secrets are kept by the minotaurs of the Blood League—warriors that steal the power of other creatures by consuming their still-beating hearts.

## Lore

**Arcana DC 23:** Only the most depraved minotaurs are inducted into the Blood League, a group that practices rituals that can steal the power of other creatures by consuming their beating hearts. Victims are hunted, pushed to the limits of their endurance, within a labyrinth under the league's control.

## Encounters

Minotaurs of the Blood League work with servants of Torog and Baphomet, whose ideals and methods mesh with their own. Mind flayers also work alongside the league. In exchange for their service, the illithids get to devour the brains of victims.

## Pale Bloodfiend

Those who know of the blasphemous ritual that creates these vampiric creatures fear the bloodfiend minotaurs, and stories of their battle prowess make the creatures all the more terrifying.

| **Pale Bloodfiend** | **Level 12 Brute** |
|---|---|
| Medium natural humanoid, minotaur | XP 700 |
| **HP** 140; **Bloodied** 70 | **Initiative** +11 |
| **AC** 24, **Fortitude** 25, **Reflex** 24, **Will** 23 | **Perception** +10 |
| **Speed** 8 | Darkvision |
| **Standard Actions** | |
| ⊕ **Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +17 vs. AC | |
| *Hit:* 2d8 + 6 damage. | |
| ⸸ **Double Claw** ✦ **At-Will** | |
| *Requirement:* The bloodfiend must not have a creature grabbed. | |
| *Effect:* The bloodfiend uses *claw* twice against the same target. If both attacks hit, the bloodfiend grabs the target. | |
| ⸸ **Goring Charge** ✦ **At-Will** | |
| *Effect:* The bloodfiend charges and makes the following attack in place of a melee basic attack. | |
| *Attack:* Melee 1 (one creature); +18 vs. AC | |
| *Hit:* 2d10 + 10 damage, and the target falls prone. | |
| **Minor Actions** | |
| ⸸ **Heart of the Vampire** (healing) ✦ **Recharge** at the end of the bloodfiend's turn if the power misses | |
| *Attack:* Melee 1 (one creature grabbed by the bloodfiend); +15 vs. Fortitude | |
| *Hit:* 2d6 + 6 damage, and the target is dazed and weakened (save ends both). The bloodfiend regains 20 hit points. | |
| **Triggered Actions** | |
| ⸸ **Bloodfiend Ferocity** | |
| *Trigger:* The bloodfiend drops to 0 hit points. | |
| *Effect (Immediate Interrupt):* The bloodfiend uses *claw*. If the attack hits, the target is dazed until the end of the target's next turn. | |
| **Skills** Athletics +17, Intimidate +15 | |
| **Str** 22 (+12) **Dex** 20 (+11) **Wis** 19 (+10) | |
| **Con** 20 (+11) **Int** 19 (+10) **Cha** 19 (+10) | |
| **Alignment** evil **Languages** Common | |

### Pale Bloodfiends in Combat

A pale bloodfiend charges howling into battle, ignoring all threats as it lays into foes with *double claw*. Once bloodied, it seeks out a suitable target for *heart of the vampire*.

## Cinderhoof Trampler

This minotaur smells of brimstone and burning hair. A cinderhoof trampler has the qualities of the nightmare whose heart it consumed. As the creature charges, its hooves ignite with hellfire.

| **Cinderhoof Trampler** | **Level 13 Skirmisher** |
|---|---|
| Medium natural humanoid, minotaur | XP 800 |
| **HP** 132; **Bloodied** 66 | **Initiative** +14 |
| **AC** 27, **Fortitude** 26, **Reflex** 26, **Will** 23 | **Perception** +10 |
| **Speed** 8 | |
| **Resist** 10 fire | |
| **Traits** | |
| **Combat Advantage** (fire) | |
| Whenever the trampler hits a creature granting combat advantage to it, that creature takes ongoing 10 fire damage (save ends). | |
| **Standard Actions** | |
| ⊕ **Gore** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +18 vs. AC | |
| *Hit:* 2d10 + 5 damage. | |
| ⸸ **Goring Charge** ✦ **At-Will** | |
| *Effect:* The trampler charges and makes the following attack in place of a melee basic attack. | |
| *Attack:* Melee 1 (one creature); +19 vs. AC | |
| *Hit:* 2d10 + 10 damage, and the target falls prone. | |
| ⸸ **Heart of the Nightmare** (fire) ✦ **Recharge** ⚅ | |
| *Effect:* The trampler moves its speed and can move through enemies' spaces during the move. Any creature that hits the trampler with an opportunity attack provoked by this movement takes 10 fire damage. Each time the trampler enters an enemy's space for the first time during the move, it makes the following attack against that enemy. | |
| *Attack:* Melee 0; +16 vs. Reflex | |
| *Hit:* 3d6 + 7 damage, and the enemy falls prone. | |
| **Triggered Actions** | |
| ⸸ **Trampler Ferocity** | |
| *Trigger:* The trampler drops to 0 hit points. | |
| *Effect (Immediate Interrupt):* The trampler uses *gore*. If the attack hits, the trampler pushes the target 2 squares and knocks it prone. | |
| **Skills** Athletics +17, Stealth +17 | |
| **Str** 22 (+12) **Dex** 22 (+12) **Wis** 19 (+10) | |
| **Con** 20 (+11) **Int** 19 (+10) **Cha** 22 (+12) | |
| **Alignment** evil **Languages** Common | |

### Cinderhoof Tramplers in Combat

A cinderhoof trampler charges constantly across the battlefield, using *heart of the nightmare* as often as possible. It focuses its attacks on prone targets, which feel the fury of its fiery hooves.

## Ironskin Warrior

The most powerful members of the Blood League worship the gorgon as the epitome of a bull's form.

| **Ironskin Warrior** | **Level 14 Soldier** |
|---|---|
| Medium natural humanoid, minotaur | XP 1,000 |
| **HP** 140; **Bloodied** 70 | **Initiative** +15 |
| **AC** 30, **Fortitude** 27, **Reflex** 26, **Will** 25 | **Perception** +13 |
| **Speed** 6 | |
| **Resist** 10 poison | |
| **Standard Actions** | |
| ⊕ **Greataxe** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +19 vs. AC | |
| *Hit:* 2d12 + 9 damage, and the target is slowed and cannot shift (save ends both). | |
| ⸸ **Goring Charge** ✦ **At-Will** | |
| *Effect:* The warrior charges and makes the following attack in place of a melee basic attack. | |
| *Attack:* Melee 1 (one creature); +20 vs. AC | |
| *Hit:* 2d10 + 11 damage, and the target falls prone. | |
| ✧ **Heart of the Gorgon** (poison) ✦ **Encounter** | |
| *Attack:* Close blast 5 (enemies in blast); +17 vs. Fortitude | |
| *Hit:* 3d6 + 5 poison damage, and the target is slowed (save ends). | |
| *First Failed Saving Throw:* The target is immobilized instead of slowed (save ends). | |
| *Second Failed Saving Throw:* The target is petrified. | |
| **Triggered Actions** | |
| ⸸ **Ironskin Ferocity** | |
| *Trigger:* The warrior drops to 0 hit points. | |
| *Effect (Immediate Interrupt):* The warrior uses *greataxe*. If the attack hits, the target is immobilized until the end of the target's next turn. | |
| **Skills** Athletics +18, Endurance +17 | |
| **Str** 23 (+13) **Dex** 23 (+13) **Wis** 23 (+13) | |
| **Con** 20 (+12) **Int** 20 (+12) **Cha** 20 (+12) | |
| **Alignment** evil **Languages** Common | |
| **Equipment** greataxe | |

### Ironskin Warriors in Combat

An ironskin warrior stays in motion with *goring charge*, positioning itself close to as many foes as possible before unleashing *heart of the gorgon*.

## Shardhorn Hunter

The most feared assassins of the Blood League are said to feast on the hearts of unicorns. Wielding the creature's horn, they twist the unicorn's magical properties for their own murderous ends.

### Shardhorn Hunters in Combat

Shardhorn hunters are cruel, even by minotaur standards. A hunter alternates *heart of the unicorn* with *backstab*, striking different targets each turn.

| **Shardhorn Hunter** | **Level 15 Lurker** |
|---|---|
| Medium natural humanoid, minotaur | XP 1,200 |
| **HP** 116; **Bloodied** 58 | **Initiative** +17 |
| **AC** 29, **Fortitude** 27, **Reflex** 28, **Will** 26 | **Perception** +13 |
| **Speed** 8 | Darkvision |
| **Standard Actions** | |
| ⊕ **Horn Dagger** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +20 vs. AC | |
| *Hit:* 4d4 + 10 damage. | |
| ⸸ **Backstab** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature granting combat advantage to the hunter); +20 vs. AC | |
| *Hit:* 4d4 + 10 damage, and ongoing 10 damage (save ends). | |
| ⸸ **Goring Charge** ✦ **At-Will** | |
| *Effect:* The hunter charges and makes the following attack in place of a melee basic attack. | |
| *Attack:* Melee 1 (one creature); +21 vs. AC | |
| *Hit:* 2d10 + 10 damage, and the target falls prone. | |
| **Move Actions** | |
| **Heart of the Unicorn** (illusion, teleportation) ✦ **Recharge** when the hunter uses *backstab* | |
| *Effect:* The hunter teleports 6 squares and becomes invisible until the end of its next turn or until it makes a melee attack roll. | |
| **Triggered Actions** | |
| ⸸ **Shardhorn Ferocity** | |
| *Trigger:* The hunter drops to 0 hit points. | |
| *Effect (Immediate Interrupt):* The hunter uses *horn dagger*. If the attack hits, the target is dazed until the end of the target's next turn. | |
| **Skills** Intimidate +17, Stealth +18 | |
| **Str** 23 (+13) **Dex** 23 (+13) **Wis** 23 (+13) | |
| **Con** 20 (+12) **Int** 20 (+12) **Cha** 20 (+12) | |
| **Alignment** evil **Languages** Common | |
| **Equipment** unicorn horn dagger | |

WAYNE ENGLAND

# NAGPA

The nagpas once served the primordials but betrayed their masters when the gods' victory was imminent. In retribution, the primordials levied a terrible curse on these creatures. Most nagpas lust endlessly after gold, gems, and magic items, but none can ever touch that which their hearts crave.

## Lore

**Arcana DC 19:** When the primordials created the nagpas, they sought to give their new servants true sentience. In their battles against the gods, the primordials found that the elementals they commanded were too limited in intellect and appearance to be of any worth except as shock troops. The nagpas were thus created and bestowed with the cunning of devils and the beauty of nymphs. The scheming nagpas quickly showed their worth, wreaking havoc on the gods and their followers with ambush, seduction, and trickery.

As the Dawn War approached its end, the nagpas were clever enough to see that the primordials' defeat was inevitable. They struck a pact with the gods to betray their masters. Their treachery was discovered, though, and the primordials levied a horrid curse on their creations. The primordials transformed them into hideous creatures with an insatiable appetite for wealth and bodily comforts.

Nagpas are immortal, heightening the torment of their existence. When slain, they reincarnate within a few decades with all the memories of their past lives and deaths. Because nagpas hate the hideous appearance that the primordials bestowed on them, they destroy any mirrors that might reveal their faces.

## Encounters

With its combination of magical prowess and cunning charm, a nagpa recruits bandits, thieves, and other servants to obtain the wealth and comforts it desires. Nagpas are commonly served by trolls, ogres, and other dim and brutish creatures. A nagpa's natural arrogance leads it to treat humanoids in its service as little better than beasts. This behavior can work in an adventuring group's favor, for a nagpa's servants have little loyalty to the creature and tend to flee quickly if the fight goes bad.

Nagpas are known to work with and respect oni, employing them to oversee their brutish servants. Adventurers who eliminate a cult or a gang led by an oni might soon discover that the group was in fact led by a nagpa when the vengeful creature exacts punishment on them for their interference.

## Nagpa Corruptor

In the heart of the ruins, the adventurers found themselves in what seemed to be the salon of a wealthy connoisseur of the arts. Cordoned off by partitions and lengths of rope, paintings hung from whitewashed walls and marble busts sat atop polished wooden stands. The explorers were ready to leap in and start taking the treasures, until their guide halted them and advised the adventurers of what they had really found: the lair of a nagpa.

| **Nagpa Corruptor** | **Level 9 Controller** |
|---|---|
| Medium elemental humanoid | XP 400 |
| **HP** 97; **Bloodied** 48 | **Initiative** +6 |
| **AC** 23, **Fortitude** 19, **Reflex** 21, **Will** 21 | **Perception** +8 |
| **Speed** 6 | Low-light vision |
| **Standard Actions** | |
| **Withering Staff** (necrotic, weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +13 vs. Reflex | |
| *Hit:* 2d6 + 10 necrotic damage, and the nagpa pushes the target 2 squares. | |
| **Withering Blast** (implement, necrotic) ✦ **At-Will** | |
| *Attack:* Ranged 5 (one creature); +13 vs. Will | |
| *Hit:* 2d8 + 4 necrotic damage, and the target is immobilized (save ends). | |
| **Devouring Fire** (implement, fire) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Ranged 5 (one creature); +13 vs. Fortitude | |
| *Hit:* 2d10 + 10 fire damage, and ongoing 5 fire damage (save ends). | |
| *Each Failed Saving Throw:* Each ally within 3 squares of the target takes 5 fire damage. | |
| **Corrupting Curse** (necrotic, zone) ✦ **Encounter** | |
| *Attack:* Area burst 3 within 10 (enemies in burst); +13 vs. Fortitude | |
| *Hit:* 2d6 + 5 necrotic damage. | |
| *Effect:* The burst creates a zone that lasts until the end of the encounter. Any enemy within the zone cannot regain hit points. | |
| **Minor Actions** | |
| **Enervating Blast** (implement) ✦ **Encounter** | |
| *Attack:* Close blast 5 (enemies in blast); +13 vs. Will | |
| *Hit:* The target is weakened until the end of the nagpa's next turn. | |
| **Skills** Arcana +13, Bluff +12, Diplomacy +12, History +13 | |
| **Str** 12 (+5) **Dex** 14 (+6) **Wis** 19 (+8) | |
| **Con** 17 (+7) **Int** 19 (+8) **Cha** 16 (+7) | |
| **Alignment** evil **Languages** Common, Primordial | |
| **Equipment** staff | |

### Nagpa Corruptors in Combat

Nagpa corruptors prefer to let hired thugs do the fighting for them, and they are careful to keep one or two such servants nearby. A corruptor uses *withering blast* and *devouring fire* from the edge of the fray. If it is surrounded, it uses *enervating blast* before retreating to a safer location.

If a fight breaks out in a corruptor's lair, it devotes its resources to protecting its beloved wealth. An item in a nagpa's collection can be destroyed by any ranged or melee attack that targets the item. The first

time an item in its collection is destroyed, a nagpa is dazed until the end of its next turn.

Once its allies are slain, a corruptor flees or begs for its life unless it has a good chance of defeating its foes. A corruptor freely bargains with information and lore, but it fights to the death before it parts with its treasure.

## Nagpa Carrion Lord

The mouthwatering scent of a finely cooked meal coming from a remote desert camp was entirely out of place, but welcome. When the travelers entered the carrion lord's camp, hoping for a delicious meal, they had no idea of the grave danger the meal brought with it. This legendary nagpa lived for the pleasures of the flesh, fine food, and strong drink. Yet the creature's ancient curse meant that it could never fully enjoy those sensual delights, and the frustration filled it with madness and rage.

| **Nagpa Carrion Lord** | **Level 14 Artillery** |
|---|---|
| Medium elemental humanoid | XP 1,000 |
| **HP** 111; **Bloodied** 55 | **Initiative** +9 |
| **AC** 28, **Fortitude** 23, **Reflex** 25, **Will** 26 | **Perception** +11 |
| **Speed** 6 | Low-light vision |
| **Standard Actions** | |
| ⊕ **Rotting Staff** (necrotic, weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +17 vs. Fortitude | |
| *Hit:* 2d6 + 8 necrotic damage. | |
| ⊗ **Bolt of Putrescence** (implement, necrotic) ✦ **At-Will** | |
| *Attack:* Ranged 20 (one creature); +19 vs. Reflex | |
| *Hit:* 2d10 + 10 necrotic damage. | |
| **Rain of Ruin** (acid, implement) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Ranged 10 (two or three creatures); +19 vs. Reflex | |
| *Hit:* 2d10 + 5 acid damage. | |
| **Consuming Shadows** (implement, necrotic, zone) ✦ **Encounter** | |
| *Attack:* Area burst 1 within 10 (enemies in burst); +19 vs. Fortitude | |
| *Hit:* 4d6 + 5 necrotic damage, and ongoing 5 necrotic damage (save ends). | |
| *Effect:* The burst creates a zone that lasts until the end of the carrion lord's next turn. The zone blocks line of sight for the carrion lord's enemies. | |
| *Sustain Minor:* The zone persists. | |
| **Minor Actions** | |
| **Ghostly Escape** ✦ **Encounter** | |
| *Effect:* The carrion lord is insubstantial and phasing until the end of its next turn. | |
| **Skills** Arcana +17, Bluff +17, Diplomacy +17, History +17 | |
| **Str** 12 (+8) **Dex** 14 (+9) **Wis** 19 (+11) | |
| **Con** 21 (+12) **Int** 21 (+12) **Cha** 20 (+12) | |
| **Alignment** evil **Languages** Common, Primordial | |
| **Equipment** staff | |

NAGPA

### Nagpa Carrion Lords in Combat

Bloated and fattened on its fine but foul-tasting meals, a nagpa carrion lord holds court in its dining hall, where it is usually encountered. A carrion lord is likely to start combat from the comfort of its chair, letting its servants and *ghostly escape* protect it from foes attempting to get close. A carrion lord fights with calm deliberation. Attacking the same foes relentlessly with *rain of ruin* and *bolt of putrescence*, it savors their pain and torment like a full-course meal.

If overwhelmed, a carrion lord escapes to a defensible location, where more guards or traps await characters who pursue it.

STEVE ELLIS

# Nerra

Deep in the Astral Sea, hidden from the well-traveled routes of voyaging merchants and githyanki pirates, the Constellation of Eyes is an astral dominion unlike any other. This strange realm is a sphere of reflective crystal orbited by countless massive, curved mirrors. Images from across the planes flash across these mirrors—images observed and recorded by the nerras. Within the Constellation's ancient halls, these creatures use their lore to perform mysterious raids across the planes and into the mortal realm.

## Lore

**History DC 27:** The nerras are an enigmatic race that appeared shortly after the Dawn War. They were created from a group of powerful invokers known as the Sect of Seventy, whose members believed that the gods were too detached from worldly affairs to protect mortals from the threats that lingered in the war's aftermath. Even though they did not oppose the gods, they believed that only mortals could properly defend their world.

The Sect of Seventy built the Constellation of Eyes to watch over the mortal realm. With mighty rituals, they granted themselves the power to see across the cosmos. The Constellation of Eyes was intended to be the first of many such observatories. Ultimately, the sect's ambition proved to be its downfall.

Unknown to the leaders of the sect, a handful of priests of Asmodeus infiltrated their ranks, planning to use the powerful planar magic of the Constellation of Eyes to open a gate to the Nine Hells. The sect uncovered this plot only after the final ritual had begun. Divine magic flared as the two factions fought, creating a beacon so bright that the gods dispatched exarchs and angels to investigate.

By the time the divine servants arrived, it was too late. As the Sect of Seventy stood on the verge of defeat, its surviving members made a fateful decision. By corrupting the ritual used to create the Constellation of Eyes, they could channel its magic against Asmodeus's followers—and themselves. This process destroyed the priests and the invokers who fought them, transforming them into the first nerras. These strange beings reflect their surroundings even in shadow and darkness.

From their home in the Constellation of Eyes, the nerras keep watch over the world and the planes—uncaring observers recording events on fragile shards of mirrored glass. The nerras control an incalculable catalog of lore, but a nerra record can be read only when viewed at a specific angle.

Over long centuries, the nerras began to show a discontent with simply watching history. At first, a few nerras used their mirrors to travel across the planes. Since the earliest of these missions, the nerras have seized important and powerful figures, carrying them back to the Constellation of Mirrors. The nerras' power is then used to create a physically exact but morally opposite copy of the victim. Both the copy and the victim are then freed into the world to do as they wish.

Though such kidnappings remain relatively rare, more than a few ancient kingdoms are known to have undergone historic upheavals as their newly minted twin leaders struggled for power. As the duplicates they craft scheme and do battle against one another, the nerras dispatch warriors and spellcasters to join the fight on both sides.

The nerras strike at good and evil in equal measure, but their overall goals remain unknown. Some theorize that since this race was spawned from both good and evil invokers, an internal struggle rages among these creatures. A few scholars have speculated that the nerras want to answer the age old question—whether good or evil is stronger. To this effect, they create the duplicates to measure the outcome. Other scholars suggest that the nerras support both good and evil to manipulate history and preserve tension. Whatever the nerras' origins, however, their involvement in mortal affairs usually results in chaos.

The nerras undertake expeditions across the planes, seeding spies and warriors into areas that appear to be of possible significance. These scouts record their explorations, but they also strike at random against various factions and powerful creatures. These attacks sometimes end wars and sometimes start them. The nerras seem unconcerned with which side wins.

## Encounters

Nerras fight alongside most other creatures, though they abhor demons, devils, and the beings spawned by the Far Realm. They are close to the weavers, with which they share a mastery of planar magic. However, few of their allies know their motives, for nerras keep that information to themselves.

# Varoot Nerra

Lurking at the edge of the fray, a varoot nerra takes a role in combat that belies its importance to its people. The varoots are elite scouts and vanguards. They venture forth from the Constellation of Eyes to lay the groundwork for the nerras' campaigns in the world. A varoot is said to be a spy beyond compare, able to capture the form of any humanoid creature and create an all but impenetrable disguise.

| **Varoot Nerra** | **Level 16 Lurker** |
|---|---|
| Medium immortal humanoid (shapechanger) | XP 1,400 |
| **HP** 116; **Bloodied** 58 | **Initiative** +17 |
| **AC** 30, **Fortitude** 27, **Reflex** 30, **Will** 28 | **Perception** +14 |
| **Speed** 6 | |
| **Standard Actions** | |
| ⨁ **Shard Blade** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +21 vs. AC | |
| *Hit:* 2d8 + 15 damage. | |
| **Reflection Theft** (polymorph) ✦ **At-Will** | |
| *Effect:* The varoot becomes a perfect duplicate of one enemy within 10 squares of it. The effect lasts until the end of the encounter or until the varoot attacks. While the varoot is in this form and adjacent to the duplicated enemy, whenever a creature other than the duplicated enemy makes a melee or a ranged attack against the varoot, roll a d20. On a result of 10 or higher, the attack targets the enemy instead of the varoot. In addition, the varoot gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against the enemy it duplicated. | |
| **Move Actions** | |
| **Mirror Step** (teleportation) ✦ **At-Will** | |
| *Effect:* The varoot teleports 5 squares to a square adjacent to a mirror or another nerra. | |
| **Minor Actions** | |
| **Mirrored Grasp** (teleportation) ✦ **At-Will** | |
| *Effect:* One Tiny or smaller unattended object of up to 20 pounds that the varoot can see and is within 10 squares of it is teleported to the varoot's hand. | |
| **Skills** Bluff +20, Diplomacy +20, Insight +14, Thievery +18 | |
| **Str** 20 (+13) **Dex** 21 (+13) **Wis** 13 (+9) | |
| **Con** 14 (+10) **Int** 13 (+9) **Cha** 24 (+15) | |
| **Alignment** unaligned **Languages** Supernal | |
| **Equipment** longsword | |

## Varoot Nerras in Combat

A varoot approaches a chosen target and adopts its guise, creating a mystical link between the two. As long as the nerra and its foe remain near each other, outside observers see their images appear to shift and swap places, playing havoc with melee and ranged attacks.

# Meerak Nerra

Meeraks make up the brunt of a nerra force. Their bodies are composed of jagged shards that hinder and slash foes they engage. Packs of meeraks cluster at the vanguard of each assault, crippling the first lines of defenders as their more powerful kin crash in behind them.

| **Meerak Nerra** | **Level 18 Minion Soldier** |
|---|---|
| Medium immortal humanoid | XP 500 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +16 |
| **AC** 34, **Fortitude** 30, **Reflex** 29, **Will** 29 | **Perception** +14 |
| **Speed** 6 | |
| **Standard Actions** | |
| ⨁ **Mirror Slash** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +23 vs. AC | |
| *Hit:* 13 damage, and the target is marked until the end of the meerak's next turn. | |
| **Move Actions** | |
| **Mirror Step** (teleportation) ✦ **At-Will** | |
| *Effect:* The meerak teleports 5 squares to a square adjacent to a mirror or another nerra. | |
| **Triggered Actions** | |
| **Mirror Defense** | |
| *Trigger:* An enemy hits the meerak with a melee attack. | |
| *Effect (Immediate Interrupt):* The meerak deals 10 damage to a different enemy within 10 squares that it can see. | |
| **Str** 23 (+15) **Dex** 21 (+14) **Wis** 20 (+14) | |
| **Con** 15 (+11) **Int** 8 (+8) **Cha** 8 (+8) | |
| **Alignment** unaligned **Languages** Supernal | |

## Meerak Nerras in Combat

A meerak throws itself into battle with suicidal bravery, trusting in the destructive potential of its fractured body to leave a foe reeling. Against powerful combatants, meeraks form an impenetrable cordon, forcing an enemy to tear itself to shreds as it claws its way through them.

FRANZ VOHWINKEL

# Kalareem Nerra

The attackers knew that "kalareem" was a title given to respected nerra knights, but that knowledge did not hint at the deadliness of these creatures in battle. Their blades were forged of sharpened glass, and their bodies seemed to flow like molten metal as they struck. The kalareems proved almost impossible to attack. Their rippling forms turned back blows and then hardened to unleash clouds of steel shards that cut even the strongest warriors to bloody shreds.

**Kalareem Nerra** **Level 19 Soldier**
Medium immortal humanoid XP 2,400

**HP** 175; **Bloodied** 87 **Initiative** +17
**AC** 34, **Fortitude** 32, **Reflex** 31, **Will** 30 **Perception** +14
**Speed** 6

**Standard Actions**

**Shard Blade** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +24 vs. AC
*Hit:* 3d8 + 14 damage, and the target is marked until the end of the kalareem's next turn.

**Shard Blast** ✦ **At-Will**
*Attack:* Close blast 3 (enemies in blast); +24 vs. AC
*Hit:* 3d6 + 8 damage, and the target is marked until the end of the kalareem's next turn.

**Move Actions**

**Mirror Step** (teleportation) ✦ **At-Will**
*Effect:* The kalareem teleports 5 squares to a square adjacent to a mirror or another nerra.

**Triggered Actions**

**Mirror Image** ✦ **At-Will**
*Trigger:* An enemy marked by the kalareem and adjacent to it makes a melee or a ranged attack that does not include the kalareem as a target.
*Effect (Immediate Interrupt):* The triggering enemy targets the kalareem instead.

**Mirror Defense** ✦ **Recharge** if the power misses
*Trigger:* An enemy hits the kalareem with a melee attack.
*Attack (Immediate Interrupt):* Melee 1 (triggering enemy); +25 vs. Will
*Hit:* The target takes the same damage dealt by its attack.

**Skills** Insight +19
**Str** 24 (+16) **Dex** 22 (+15) **Wis** 20 (+14)
**Con** 15 (+11) **Int** 16 (+12) **Cha** 10 (+9)
**Alignment** unaligned **Languages** Supernal

## Kalareem Nerras in Combat

A kalareem acts as a bodyguard for other nerras, and it gladly gives its life to protect those it defends. It uses *mirror image* to misdirect attacks intended for its allies as it lays into foes with *shard blade*. A kalareem reserves *mirror defense* until hit by a powerful attack. Then, the nerra's entire body shimmers with the reflection of the enemy as the attack's power is turned against the creature.

# Sillit Nerra

The sillits are the most mysterious of the nerra forces. These powerful spellcasters plan their intrigues across the planes, serving as field agents and deadly scouts. In the thick of battle, sillits show their true strength when the best enemy warriors suddenly vanish—stolen away within the reflections that ripple across the nerras' deadly forms.

**Sillit Nerra** **Level 19 Controller**
Medium immortal humanoid XP 2,400

**HP** 181; **Bloodied** 90 **Initiative** +10
**AC** 31, **Fortitude** 30, **Reflex** 31, **Will** 32 **Perception** +11
**Speed** 6

**Standard Actions**

**Mirror Portal** (teleportation) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +22 vs. Will
*Hit:* 3d8 + 9 damage, and the sillit teleports the target to a space adjacent to one of the sillit's allies within 10 squares of the sillit.

**Warped Image** (teleportation) ✦ **At-Will**
*Attack:* Ranged 5 (one creature); +22 vs. Fortitude
*Hit:* 2d10 + 16 damage, and the sillit teleports the target 3 squares.

**Captured Image** ✦ **Recharge** ⚄ ⚅
*Attack:* Ranged 10 (one creature); +22 vs. Will
*Hit:* The target is removed from play (save ends). Until the effect ends, whenever the sillit takes damage from an enemy, the target takes 20 damage. When the effect ends, the target appears in an unoccupied square of the sillit's choice within 5 squares of the sillit. If the sillit drops to 0 hit points, the effect ends.

**Move Actions**

**Mirror Step** (teleportation) ✦ **At-Will**
*Effect:* The sillit teleports 5 squares to a square adjacent to a mirror or another nerra.

**Minor Actions**

**Mirrored Grasp** (teleportation) ✦ **At-Will**
*Effect:* One Tiny or smaller unattended object of up to 20 pounds that the sillit can see and is within 10 squares of it is teleported to the sillit's hand.

**Skills** Arcana +20, Bluff +18, Diplomacy +18, Insight +16
**Str** 12 (+10) **Dex** 13 (+10) **Wis** 14 (+11)
**Con** 21 (+14) **Int** 22 (+15) **Cha** 19 (+13)
**Alignment** unaligned **Languages** Supernal

## Sillit Nerras in Combat

A sillit's powers draw on the reflected images that course across its body. By warping and shifting those reflections, it manipulates the creatures and objects they depict, hurling foes across the battlefield and snatching objects into its own hands. *Captured image* is a sillit's most dangerous power, for it can trap a creature within the walls of a mirrored prison.

# Delphar Nerra

Nerra forces attack on the orders of the delphars. A delphar spends long years leading strike teams across the planes, hardening its resolve and honing its tactics. The soldiers under its command shatter defensive lines like a living wave, and the delphar's shimmering blade cuts a bloody swath as it leads the way.

| **Delphar Nerra** | **Level 20 Soldier (Leader)** |
|---|---|
| Large immortal humanoid | XP 2,800 |
| **HP** 187; **Bloodied** 93 | **Initiative** +16 |
| **AC** 35, **Fortitude** 32, **Reflex** 30, **Will** 32 | **Perception** +20 |
| **Speed** 8 | |
| **Traits** | |
| ☼ **Mirrored Rampart** ✦ **Aura** 5 | |
| Nerras within the aura can teleport 10 squares with *mirror step* instead of 5. | |
| **Standard Actions** | |
| ⊕ **Shard Blade** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +25 vs. AC | |
| *Hit:* 4d8 + 10 damage, and the target is marked until the end of the delphar's next turn. | |
| ⊁ **Razor Blast** ✦ **At-Will** | |
| *Attack:* Ranged 10 (one creature); +23 vs. Reflex | |
| *Hit:* 4d6 + 7 damage, and the target is marked until the end of the delphar's next turn. | |
| **Move Actions** | |
| **Mirror Step** (teleportation) ✦ **At-Will** | |
| *Effect:* The delphar teleports 5 squares to a space adjacent to a mirror or another nerra. | |
| **Triggered Actions** | |
| ⇦ **Mirrored Grasp** (teleportation) ✦ **At-Will** | |
| *Trigger:* An enemy marked by the delphar makes an attack that does not include the delphar as a target. | |
| *Attack (Immediate Reaction):* Close burst 10 (triggering enemy in burst); +25 vs. Will | |
| *Hit:* The delphar teleports the target adjacent to it. | |
| **Skills** History +21, Insight +20 | |
| **Str** 26 (+18) **Dex** 18 (+14) **Wis** 21 (+15) | |
| **Con** 19 (+14) **Int** 23 (+16) **Cha** 15 (+12) | |
| **Alignment** unaligned **Languages** Supernal | |
| **Equipment** longsword | |

## Delphar Nerras in Combat

A delphar fights at the center of combat, its allies staying close to increase the potency of their *mirror step*. It marks powerful melee combatants with *shard blade*, hindering their attacks against its less powerful allies. When a marked enemy ignores a delphar, it uses that foe's reflection to bring the creature over to it.

# Teltarym Nerra

The teltaryms were the nerras' laborers. Though humanoid in form, these simple brutes fight more like crazed animals. Their massive fists can pound enemies to a bloody pulp. However, their most potent power is their ability to reflect the pain of their enemies' attacks.

| **Teltarym Nerra** | **Level 21 Brute** |
|---|---|
| Large immortal humanoid | XP 3,200 |
| **HP** 237; **Bloodied** 118 | **Initiative** +15 |
| **AC** 33, **Fortitude** 33, **Reflex** 30, **Will** 31 | **Perception** +16 |
| **Speed** 8 | |
| **Standard Actions** | |
| ⊕ **Hammer Fist** ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +26 vs. AC | |
| *Hit:* 2d10 + 10 damage, and the teltarym pushes the target 1 square. | |
| ⸸ **Hammer Flurry** ✦ **At-Will** | |
| *Effect:* The teltarym uses *hammer fist* twice. | |
| **Move Actions** | |
| **Mirror Step** (teleportation) ✦ **At-Will** | |
| *Effect:* The teltarym teleports 5 squares to a space adjacent to a mirror or another nerra. | |
| **Triggered Actions** | |
| **Reflected Pain** ✦ **Recharge** when first bloodied | |
| *Trigger:* An enemy hits the teltarym with a melee attack. | |
| *Effect (Immediate Reaction):* The triggering enemy takes damage equal to half the damage of the attack. | |
| **Str** 26 (+18) **Dex** 21 (+15) **Wis** 23 (+16) | |
| **Con** 17 (+13) **Int** 8 (+9) **Cha** 10 (+10) | |
| **Alignment** unaligned **Languages** Supernal | |

## Teltarym Nerras in Combat

A teltarym is a stoic warrior, its mouthless face registering no sign of injury or pain. It uses *hammer flurry* against powerful-looking melee combatants, trusting in *reflected pain* to deter enemies from attacking it. Each time that power triggers, an enemy's reflected image appears to lash out at the attacker.

FRANZ VOHWINKEL

# NORKER

The surging magic and unearthly power of the Elemental Chaos can transmute the very essence of living creatures that dwell there. Bizarre mutations arise when such creatures are exposed to planar energy over the course of generations. The power of the elements suffuses their bodies, becoming an intrinsic part of their being.

The norkers arose from goblins that ventured from the world into the planes. Too weak to survive for long in the open Elemental Chaos, they sought shelter in the deep caverns of mountains and islands of elemental earth. In time, they gained the strength and resilience of that earth.

## Lore

**History DC 23:** Although the norkers of the Elemental Chaos share the small stature of their goblin forebears, the strength of earth gives them the ability to survive even in that cruel plane. Norkers have also crossed back to live in the mortal realm. These worldly norkers retain the abilities of their kin, dwelling in and exploring the Underdark.

Norkers in the world are found near sites of elemental power, including volcanoes and planar rifts. Likewise, they are drawn to temples and shrines of Elemental Evil. Their limited intellect makes norkers perfect laborers and frontline troops.

The connection between norkers and the Cult of Elemental Evil is thought by some sages to be more than coincidence. Scholars speculate that the goblins that became the first norkers might have dwelled in earthen domains that were fonts of power for Ogrémoch or his master, the Elder Elemental Eye. Norkers in the service of the Cult of Elemental Evil spend much of their time seeking out forgotten temples and hidden shrines to the Elder Elemental Eye.

## Encounters

Norkers make devoted servants and slaves. A norker pack is typically encountered under the command of a priest of Elemental Evil, a demon, or some other powerful elemental leader. The acolytes of the Elder Elemental Eye use norkers to defend their temples, to serve as bodyguards, and as expendable physical labor. These dimwitted brutes make excellent servants of the cult, because they are typically too dense to understand or inadvertently pass along secrets.

## Norker Stone Shield

An unruly mob, armed only with simple clubs and shields, approached the norkers, intent on putting them down for their service to the Elder Elemental Eye. The more heavily armed and armored humans shuffled toward the creatures, decrying them as mere goblin rabble. A handful of veterans remained silent, though. They had faced these creatures before, and they knew that the norkers were more of a threat than they appeared to be.

| **Norker Stone Shield** | **Level 12 Soldier** |
|---|---|
| Small elemental humanoid | XP 700 |
| **HP** 124; **Bloodied** 62 | **Initiative** +12 |
| **AC** 28, **Fortitude** 25, **Reflex** 23, **Will** 23 | **Perception** +8 |
| **Speed** 6 | Low-light vision |
| **Standard Actions** | |
| **Club** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +17 vs. AC | |
| *Hit:* 3d6 + 8 damage, and the target is marked until the end of the stone shield's next turn. | |
| **Javelin** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 10/20 (one creature); +17 vs. AC | |
| *Hit:* 2d6 + 4 damage, and the target is marked until the end of the stone shield's next turn. | |
| **Triggered Actions** | |
| **Elemental Rebuke** ✦ **At-Will** | |
| *Trigger:* An enemy hits the stone shield with a melee attack. | |
| *Attack (Immediate Reaction):* Melee 1 (triggering enemy); +19 vs. AC | |
| *Hit:* 1d8 + 4 damage. | |
| **Shield Slam** ✦ **At-Will** | |
| *Trigger:* An enemy marked by the stone shield and adjacent to it shifts. | |
| *Attack (Opportunity Action):* Melee 1 (triggering enemy); +15 vs. Fortitude | |
| *Hit:* 2d6 + 4 damage, and the target falls prone. | |
| **Str** 19 (+10) **Dex** 19 (+10) **Wis** 15 (+8) | |
| **Con** 20 (+11) **Int** 8 (+5) **Cha** 17 (+9) | |
| **Alignment** chaotic evil **Languages** Common | |
| **Equipment** light shield, club, 3 javelins | |

### Norker Stone Shields in Combat

Cults of the Elder Elemental Eye, worshipers of Ogrémoch, and others devoted to elemental earth recruit, equip, and train norker stone shields. These norkers serve as the first line of defense. They fight in tight formations, battering foes with *club* and *shield slam*.

## Norker Grunt

Lowly grunts make up the vast majority of the norker forces. They attack in waves, and though their blows are weak, a foe mobbed by these creatures quickly finds itself overwhelmed.

| **Norker Grunt** | **Level 15 Minion Brute** |
|---|---|
| Small elemental humanoid | XP 300 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +11 |
| **AC** 28, **Fortitude** 28, **Reflex** 25, **Will** 27 | **Perception** +11 |
| **Speed** 6 | Low-light vision |
| **Traits** | |
| **Harassing Brute** | |
| An enemy adjacent to the grunt takes extra damage from the grunt's allies' attacks equal to twice the number of grunts adjacent to it. | |
| **Standard Actions** | |
| **Club** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +18 vs. AC | |
| *Hit:* 11 damage. | |
| **Str** 17 (+10) **Dex** 19 (+11) **Wis** 18 (+11) | |
| **Con** 23 (+13) **Int** 6 (+5) **Cha** 11 (+7) | |
| **Alignment** chaotic evil **Languages** Common | |
| **Equipment** club | |

### Norker Grunts in Combat

Grunts lack the initiative and insight to employ any tactics other than charging into the thick of battle. However, they follow the commands laid down by their leaders, clearing the way for more powerful allies. An opponent surrounded by grunts can quickly fall under the increasingly powerful attacks of the grunts and their allies.

## Norker Stone Walker

The power of elemental earth flows through all norkers, yet their warriors are typically too dull to learn to use such power. The stone walkers are a deadly exception. Trained by powerful disciples of elemental power, a stone walker has the ability to move through earth as though it wasn't there.

| **Norker Stone Walker** | **Level 15 Skirmisher** |
|---|---|
| Small elemental humanoid | XP 1,200 |
| **HP** 150; **Bloodied** 75 | **Initiative** +14 |
| **AC** 29, **Fortitude** 27, **Reflex** 25, **Will** 26 | **Perception** +11 |
| **Speed** 6 | Low-light vision |
| **Traits** | |
| **Combat Advantage** | |
| The stone walker's attacks deal 5 extra damage against any creature granting combat advantage to it. | |
| **Nimble Reaction** | |
| The stone walker gains a +4 bonus to AC against opportunity attacks. | |
| **Standard Actions** | |
| **Handaxe** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +20 vs. AC | |
| *Hit:* 3d6 + 13 damage. | |
| **Handaxe** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 5/10 (one creature); +20 vs. AC | |
| *Hit:* 3d6 + 8 damage. | |
| **Move Actions** | |
| **Earth Glide** ✦ **At-Will** | |
| *Effect:* The stone walker moves its speed and can pass through earth and rock as if it were phasing. | |
| **Triggered Actions** | |
| **Elemental Rebuke** ✦ **At-Will** | |
| *Trigger:* An enemy hits the stone walker with a melee attack. | |
| *Attack (Immediate Reaction):* Melee 1 (triggering enemy); +20 vs. AC | |
| *Hit:* 1d8 + 2 damage. | |
| **Str** 17 (+10) **Dex** 20 (+12) **Wis** 19 (+11) | |
| **Con** 22 (+13) **Int** 8 (+6) **Cha** 11 (+7) | |
| **Alignment** chaotic evil **Languages** Common | |
| **Equipment** 3 handaxes | |

### Norker Stone Walkers in Combat

Norker stone walkers typically enter combat under the command of a more powerful ally. On command, a norker uses *earth glide* to phase into melee, making *handaxe* attacks and counting on *elemental rebuke* to inhibit counterattacks against it.

STEVE ELLIS

# Nymph

Among the great primal spirits of the world, four sisters came into being in the world's youth, more beautiful and more wild than any other spirit of nature. The sisters were the seasons—Summer, Autumn, Winter, and Spring—and they played a riotous game, chasing one another through the world even as the chaos of the Dawn War raged through the cosmos. In their play, they encountered brothers of the wind, who were shrouded in shimmering rain and fog and rich ocean scents. The children of the four seasons and these four wind brothers were the nymphs, fey beings who embody both their mothers' ties to the seasons and their fathers' fickle and tempestuous nature.

*Spring nymph and autumn nymph*

When the Dawn War came to a close, the spirits of the seasons faced a new task: maintaining the orderly progression of nature's cycles in a new world liberated from divine meddling and primordial destruction. The nymphs withdrew at first into the Feywild, where they could live free and wild in harmony with nature, but such wild spirits were not content to live quietly forever. Their attention was drawn to the mortal creatures of the world, and they were amused. They laughed at how easily trifling words could sway mortal hearts to action, how mortals became distressed by a change of winds and favor, how profoundly they were affected by the nymphs' wild beauty, how fervently they swore oaths of loyalty and devotion to win the nymphs' favor. The nymphs played with mortals, especially mortal men, toying with their minds and hearts, and they were pleased by such diverting toys.

If the toys sometimes broke, what of it? The nymphs learned that breaking their toys could be fun—either turning mortals into brokenhearted husks of their former selves or simply shattering their feeble bodies when their capacity to amuse their mistresses ended. The nymphs were unconcerned: Life is abundant, a game in constant renewal. Only the fun of the game mattered to the nymphs, nothing else. Nothing at all.

## Lore

**Nature DC 23:** Of the fey, the nymphs are the wildest and most capricious. Their beauty—the splendor of raw, unbridled nature—is so sublime that even demigods and divine exarchs have sought the nymphs as brides.

Winter nymphs cling to the pragmatic view that the strongest survive. Spring nymphs see new life always budding forth to replace the old. Summer nymphs live in contemplative wonder of the mysteries of eternity. Autumn nymphs are prone to melancholy, for they see life in perpetual decline.

In sadness, some autumn nymphs cast off their forms and games and give themselves up to their wild nature. Wood nymphs are the first stage in the transformation of these despairing fey, but some go on to become dryads. These former nymphs retain an illusion of their previous selves, a veil of wind and rain they use to beguile mortals who are intent on harming the natural world. Fierce and violent in their sadness, these fallen nymphs protect the woodlands and other wild places, all but forgotten by their playful sisters.

## Encounters

Lusty satyrs and stately treants inhabit spring nymphs' meadows, and gnomes and elves enjoy the playful nymphs' sports. Winter nymphs hunt astride

HOWARD LYON

the backs of wolves, howling and sounding horns beneath the full moon. Although male humanoids seek nymphs as companions or wives, these unions normally end in heartbreak or anger when a mercurial nymph pledges her troth to another, swept away by a fancy.

## Spring Nymph

She stands near the river in the meadow, a collar of colored petals encircling her smiling, perfect face. Her gown is adorned with roses and daisies, crocuses and daffodils, and apple and cherry blossoms. The warm spring breeze wafts thick with the fragrance of her attire.

In the sunshine, she beckons with a single finger. As an observer approaches, she laughs, turns, and skips away. Intrigued, the mortal follows.

| **Spring Nymph** | **Level 5 Controller** |
|---|---|
| Medium fey humanoid | XP 200 |
| **HP** 63; **Bloodied** 31 | **Initiative** +6 |
| **AC** 19, **Fortitude** 16, **Reflex** 17, **Will** 18 | **Perception** +3 |
| **Speed** 6 (forest walk) | Low-light vision |
| **Traits** | |
| **Charmed Defense** | |
| The spring nymph gains a +3 bonus to all defenses while it is adjacent to a creature dominated by it. | |
| **Standard Actions** | |
| ⓘ **Passion's Kiss** (charm, psychic) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +8 vs. Will | |
| *Hit:* 1d6 + 3 psychic damage, and the target is dazed (save ends). | |
| ⓘ **Song of the Spring** (charm, psychic) ✦ **At-Will** | |
| *Attack:* Ranged 5 (one creature); +8 vs. Will | |
| *Hit:* 1d8 + 5 psychic damage, and the target is slowed (save ends). | |
| **Floral Perfume** (charm) ✦ **Recharge** when no enemy is dominated by this power | |
| *Attack:* Ranged 10 (one slowed or dazed creature); +8 vs. Will | |
| *Hit:* The nymph pulls the target 3 squares, and the target is dominated (save ends). | |
| **Cloud of Blossoms** (sleep) ✦ **Encounter** | |
| *Attack:* Area burst 2 within 10 (nondominated enemies in burst); +10 vs. Will | |
| *Hit:* The target is slowed (save ends). | |
| *First Failed Saving Throw:* The target falls unconscious (save ends). | |
| **Skills** Bluff +13, Diplomacy +13, Nature +8 | |
| **Str** 16 (+5) **Dex** 18 (+6) **Wis** 13 (+3) | |
| **Con** 15 (+4) **Int** 15 (+4) **Cha** 22 (+8) | |
| **Alignment** unaligned **Languages** Common, Elven | |

### Spring Nymphs in Combat

Myriad sensation is a spring nymph's one desire. When her tantalizing mind games grow tiresome, a spring nymph longs for pleasure derived from the physical games mortals play. A spring nymph revels in longing, love, and struggle. She delights in watching mortals fight one another in her defense or for a promised token of her regard. The death of one means nothing to her; spring always brings new life. However, a spring nymph does make an effort to spare one of the combatants. She dominates the most comely or entertaining mortal. Outside combat, a spring nymph can make this dominance permanent through continual exposure to her mesmerizing scent.

## Autumn Nymph

In autumn, after the harvest, the wind turns cold, and old leaves press together. As they await their fall, they whisper stories about how they drank up storms in springtime, bathed in summer's eternal light, bore fruit, and shed seeds. Such is the narrative of every living thing, and collecting the intimate details of these stories is an autumn nymph's pleasure.

Autumn nymphs count the rings in the stumps of fallen trees and gather ancient stories from the wood. They trade in secrets, one for one, gleefully exchanging intricate facts of a mortal's life for the life-dreams of a great old tree that has witnessed the triumphs and follies of hundreds of mortal years.

| **Autumn Nymph** | **Level 8 Skirmisher** |
|---|---|
| Medium fey humanoid | XP 350 |
| **HP** 89; **Bloodied** 44 | **Initiative** +11 |
| **AC** 22, **Fortitude** 21, **Reflex** 19, **Will** 20 | **Perception** +7 |
| **Speed** 6, fly 6 (clumsy) | Low-light vision |
| **Standard Actions** | |
| ⓘ **Oaken Strength** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +13 vs. AC | |
| *Hit:* 2d6 + 9 damage, and the nymph pushes the target 1 square. | |
| **Dark Revelation** (charm, psychic) ✦ **Recharge** ⁞⁞ | |
| *Attack:* Melee 1 (one creature); +11 vs. Will | |
| *Hit:* 1d8 + 4 psychic damage, and the target is stunned (save ends). | |
| **Whisper Game** (psychic) ✦ **Recharge** if the power misses | |
| *Attack:* Ranged 10 (one creature); +11 vs. Will | |
| *Hit:* 1d8 + 4 psychic damage, and ongoing 5 psychic damage (save ends). Until the end of the encounter or until the nymph drops to 0 hit points, whenever any creature saves against this ongoing damage, the nearest ally within 10 squares of it gains the ongoing damage. When the nymph drops to 0 hit points, the effect ends and the creature currently affected by the ongoing damage takes 15 psychic damage. | |
| **Move Actions** | |
| **Autumn Wind** ✦ **At-Will** (1/round) | |
| *Effect:* The nymph either shifts 1 square or moves its speed and then uses *oaken strength*. | |
| **Triggered Actions** | |
| **Secret of Autumn Leaves** ✦ **At-Will** | |
| *Trigger:* An enemy misses the nymph with a melee attack. | |
| *Effect (Immediate Reaction):* The nymph shifts 3 squares. | |
| **Skills** Acrobatics +14, Bluff +14, Nature +12 | |
| **Str** 16 (+7) **Dex** 20 (+9) **Wis** 17 (+7) | |
| **Con** 17 (+7) **Int** 22 (+10) **Cha** 21 (+9) | |
| **Alignment** unaligned **Languages** Common, Elven | |

### Autumn Nymphs in Combat

She whispered to the male the secret he sought, but he refused to offer one of his own in trade. So the nymph told him other tales, gossips true and gossips

false, nourishing the seeds of doubt and fear buried in the heart of every mortal. Though the full force of this *dark revelation* has passed, he still hears her whisper on every gust of wind and in the rustling of the leaves, warning him of events that might or might not come to pass, of false friends, and of untrue loves. She reminds him that happiness and beauty are fleeting. He regrets ever speaking to the nymph, for her vengeance is as persistent as the wind. He longs once more for the comfortable security of ignorance.

# Wood Nymph

Deep in the wilderness, a traveler spies a tree in the vague shape of a human female. Its branches stretch heavenward, entreating the sky. Sometimes, only an imprecise pattern on the bole or the grain is reminiscent of a female's face. She looks trapped inside the wood, her eyes dull and haunted. Scholars say the spirit of a cursed maiden dwells inside the trunk of such a tree, doomed to live out her existence in isolation. Adventurers, however, speak of lost autumn nymphs who have grown tired of their games or lost their hearts in futile love for mortals who escaped their clutches. These autumn nymphs became wood nymphs, caught midway in a transformation from nymph to tree.

| **Wood Nymph** | **Level 10 Soldier** |
|---|---|
| Medium fey humanoid | XP 500 |
| **HP** 104; **Bloodied** 52 | **Initiative** +10 |
| **AC** 26, **Fortitude** 21, **Reflex** 21, **Will** 24 | **Perception** +13 |
| **Speed** 6 (forest walk) | Low-light vision |
| **Traits** | |
| **Regeneration** (healing) | |
| Whenever the wood nymph has at least 1 hit point and starts its turn adjacent to or within its tree, it regains 5 hit points. | |
| **Treebound** | |
| Each wood nymph is bound to a tree that occupies 1 square. The wood nymph can enter this square and has superior cover while there. In addition, the wood nymph treats the tree as an ally for the purpose of flanking. | |
| **Standard Actions** | |
| **Wooden Hands** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +15 vs. AC | |
| *Hit:* 3d8 + 5 damage, and the target is slowed until the end of the nymph's next turn. | |
| **Trapped in the Wood** (teleportation) ✦ **Recharge** when no enemy is within the nymph's tree | |
| *Attack:* Melee 1 (one creature); +13 vs. Reflex | |
| *Hit:* The nymph teleports the target 6 squares to the square containing the nymph's tree, and the target is removed from play (save ends). When the effect ends, the target appears in an unoccupied square of its choice adjacent to the tree. | |
| *Effect:* The nymph teleports 8 squares to a square adjacent to its tree. | |
| **Lonely Keening** (charm, psychic) ✦ **Encounter** | |
| *Attack:* Ranged 20 (one creature); +15 vs. Will | |
| *Hit:* 2d8 + 9 psychic damage. | |
| *Effect:* Until the end of the encounter or until the nymph drops to 0 hit points, the target is marked and takes 5 damage at the end of any turn in which it is not either adjacent to the nymph or closer to the nymph than when it began its turn. | |
| **Minor Actions** | |
| **Tree Home** (teleportation) ✦ **At-Will** | |
| *Requirement:* The nymph must be within 6 squares of its tree. | |
| *Effect:* The nymph teleports to a square adjacent to its tree. | |
| **Skills** Diplomacy +15, Insight +13, Nature +13 | |
| **Str** 18 (+9) **Dex** 17 (+8) **Wis** 16 (+8) | |
| **Con** 16 (+8) **Int** 18 (+9) **Cha** 21 (+10) | |
| **Alignment** unaligned **Languages** Common, Elven | |

## Wood Nymphs in Combat

Woodcutters talk in fearful tones about the time they angered a wood nymph. The workers' faces drain of color, and their eyes grow large. They say the forest's trees came to life, beating at them with massive limbs while gouging eyes and skin. They tell how the nymph embraced one of them, and both then disappeared into a tree, never to reappear.

On winter nights, the woodcutters raise a toast to their comrade's empty seat and tell each other that perhaps somewhere he survives, trapped in the wood with the lonely nymph.

# Winter Nymph

In the remote hills and mountains where winter nymphs reside, they play a predatory game. Winter nymphs run wild in the wind, whooping and shouting, as they bring down the strongest quarry. The weak are of little concern to them; the nymphs have time to wait for calves to mature into worthy prizes. The heads of their kills decorate the frost-lined valleys that the nymphs call home.

| **Winter Nymph** | **Level 15 Artillery** |
|---|---|
| Medium fey humanoid | XP 1,200 |
| **HP** 116; **Bloodied** 58 | **Initiative** +15 |
| **AC** 27, **Fortitude** 27, **Reflex** 28, **Will** 26 | **Perception** +19 |
| **Speed** 7 (forest walk), fly 10 | Low-light vision |
| **Standard Actions** | |
| **Hunter's Knife** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +20 vs. AC | |
| *Hit:* 2d6 + 8 damage, and the nymph shifts 1 square. | |
| **Winter Wind** (cold, weapon) ✦ **At-Will** | |
| *Attack:* Ranged 20/40 (one or two creatures); +22 vs. AC | |
| *Hit:* 2d6 + 5 cold damage, and the target is slowed (save ends). | |
| **Nettling Wind** ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Close blast 5 (one, two, or three creatures in blast); +20 vs. AC | |
| *Hit:* 2d6 + 7 damage, and the target is immobilized (save ends). | |
| **Hail of Arrows** (weapon) ✦ **Encounter** | |
| *Attack:* Area burst 3 within 20 (enemies in burst); +22 vs. AC | |
| *Hit:* 2d8 + 5 damage, and ongoing 5 damage (save ends). | |
| **Skills** Athletics +18, Endurance +17, Nature +19, Stealth +20 | |
| **Str** 23 (+13) **Dex** 26 (+15) **Wis** 25 (+14) | |
| **Con** 20 (+12) **Int** 20 (+12) **Cha** 19 (+11) | |
| **Alignment** unaligned **Languages** Common, Elven, Giant | |
| **Equipment** dagger, longbow, 40 arrows | |

### Winter Nymphs in Combat

Winter nymphs run at the head of the Wild Hunt. They are dressed in buckskin, and the wind carries them. Their hair, composed of green and brown nettles, spreads out behind them as the wind speeds them toward their prey. Not just any quarry satisfies a winter nymph. Only the most cunning and worthy humanoid or beast entices these creatures. They are winter's sharp scythes, chopping down old life to make room for new.

## Summer Nymph

Oldest and wisest of the seasons' children, a summer nymph sees everything as it comes to pass. Her eyes are the color of the sun. She radiates warmth like that of summer days in childhood. She delights in an ancient game that spans all time and all worlds. From her home in the Feywild, she reaches into the world, the Shadowfell, the Astral Sea, and the Elemental Chaos. She plays with gods and dragons, and creatures from each world do her bidding. She is the child of the first living thing, and her memories are rooted deep in antiquity. The wind, her father, is at her disposal.

| **Summer Nymph** | **Level 25 Controller (Leader)** |
|---|---|
| Medium fey humanoid | XP 7,000 |
| **HP** 233; **Bloodied** 116 | **Initiative** +16 |
| **AC** 39, **Fortitude** 36, **Reflex** 37, **Will** 38 | **Perception** +25 |
| **Speed** 6 (forest walk) | Low-light vision |
| **Traits** | |
| ☼ **Renewing Growth** ✦ **Aura** 5 | |
| Squares within the aura are difficult terrain for enemies. Any enemy within the aura that does not move during its turn is slowed until the end of its next turn. | |
| **Standard Actions** | |
| ⓘ **Wisdom's Touch** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +28 vs. Will | |
| *Hit:* 3d8 + 10 damage, and the target is dazed until the end of the nymph's next turn. | |
| ⓡ **Eyes of Summer** (radiant) ✦ **At-Will** | |
| *Attack:* Ranged 10 (one creature); +28 vs. Reflex | |
| *Hit:* 3d6 + 3 radiant damage, and the target is blinded (save ends). | |
| ✧ **Call Storm Winds** (lightning, thunder, zone) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Area burst 3 within 20 (enemies in burst); +28 vs. Fortitude | |
| *Hit:* 4d8 + 10 thunder and lightning damage, and the nymph slides the target 3 squares. | |
| *Effect:* The burst creates a zone that lasts until the end of the nymph's next turn. | |
| *Sustain Minor:* The zone persists, and the nymph slides each enemy within the zone 3 squares. | |
| **Move Actions** | |
| **Omniscient Strategy** ✦ **At-Will** | |
| *Effect:* The nymph shifts 1 square, and one ally within 5 squares of it moves its speed as a free action. | |
| **Skills** Arcana +26, History +26, Insight +25, Nature +25 | |
| **Str** 16 (+15) **Dex** 19 (+16) **Wis** 26 (+20) | |
| **Con** 25 (+19) **Int** 28 (+21) **Cha** 20 (+17) | |
| **Alignment** unaligned **Languages** Common, Draconic, Elven | |

HOWARD LYON

*Winter nymph and summer nymph*

### Summer Nymphs in Combat

When King Radain the Bull laid siege to the lumber cities of Kort, the attackers stood amazed when a host of bears, wolves, and walking trees joined them against their enemies.

Miles away, in another time, villagers near the peaceful harbor of Anolath were befuddled when lightning, wind, flooding, and a horde of savage animals obliterated the riverside port.

It is not for the game pieces to know the player's mind, and summer nymphs reveal neither their secrets nor their motivations. The elements, the beasts of the earth, and the land are theirs to command to any end they choose.

# Oblivion Moss

The mossy forests of the fey wilderlands seem an idyllic place, possessed of plentiful wildlife and bordering on fertile farmland. However, even tribes of hardened orc raiders fear to enter the deep woods.

The hunters who brave the darkness within the trees and return to speak about it describe sensing hazy flashes of horror. They recount how twisted humanoid shapes rose from the mossy forest floor, while a disembodied presence gleefully stole their memories.

## Lore

**Nature DC 21:** An oblivion moss is never content to devour the memories of a field mouse or a flying squirrel. This foul creature instead seeks out the minds of foes whose plans extend beyond the search for a next meal on the forest floor. Many elves, eladrin, and devas live in fear of the oblivion moss, which considers such long-lived creatures and their extensive memories a delicacy.

In most cases, a person who survives an oblivion moss attack suffers no permanent effect. An adventurer's specialized knowledge often returns even before the fight is done, with mundane memories returning after a few hours' rest. However, random memories, from recently discovered information to the names and faces of a character's oldest acquaintances, can take weeks to return.

When an oblivion moss is destroyed, the memories of those it has slain linger within it. By eating a portion of the moss, an individual can temporarily gain the memories of the oblivion moss's recent victims. These memories are difficult to recall, often taking the form of vague visions and daydreams. A character who consumes oblivion moss that has absorbed the memories of a bandit scout will not immediately know the location of the bandits' lair. However, he or she might remember the secret door's triggering mechanism once it is found. Such memories usually last until the creature who consumes the moss takes an extended rest.

## Encounters

In areas heavy with oblivion moss, lost forest ruins tend to stay lost. Explorers who attempt to map hidden paths in the deepest mossy woods often stumble out days later with only hazy memories of their journey, and with little inclination to attempt the trek again. For their own protection, dryads and

*Oblivion moss mindmaster and mosslings*

TOMÁS GIORELLO

treants cultivate memory moss near them. They hope that outsiders who stumble upon their domains will be unable to return.

## Oblivion Moss Mindmaster

The oblivion moss mindmaster is a foul plant that feeds on the memories of its foes. Though it moves slowly and seldom ventures far from its concealed lair in the deep forest, a mindmaster can shed chunks of its own body, creating mossy simulacra to torment other creatures. These simulacra rise up from the moss carpet like bodies from the grave, born of the memories that their master steals.

A mindmaster sinks its mental tendrils deep into the mind of its prey, seeking out the specialized training and experience unique to its victims. By plundering these facets of a creature's mind, a mindmaster can create simulacra that can use the enemy's power.

**Oblivion Moss Mindmaster** **Level 12 Elite Controller**
Large fey magical beast (plant) XP 1,400

**HP** 250; **Bloodied** 125 **Initiative** +6
**AC** 26, **Fortitude** 24, **Reflex** 22, **Will** 25 **Perception** +12
**Speed** 2 (forest walk), climb 2 Blindsight 20
**Saving Throws** +2; **Action Points** 1

**Traits**

☼ **Mind Blindness** ✦ **Aura** 1
Any enemy that starts its turn within the aura treats the mindmaster as invisible until the start of the enemy's next turn.

**Standard Actions**

⊕ **Corroding Touch** (acid) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +17 vs. AC
*Hit:* 1d8 + 5 acid damage, and ongoing 10 acid damage (save ends).

⊛ **Scramble the Mind** (psychic) ✦ **At-Will**
*Attack:* Ranged 10 (one creature); +15 vs. Will
*Hit:* 3d6 + 7 psychic damage, and the mindmaster slides the target 5 squares.

⊛ **Scour the Mind** (psychic) ✦ **At-Will**
*Attack:* Ranged 10 (one creature); +15 vs. Will
*Hit:* 3d6 + 7 psychic damage, and the mindmaster or one of its allies is invisible to the target until the end of the mindmaster's next turn.

⊛ **Absorb Memories** (psychic) ✦ **Recharge** when no mossling duplicate remains
*Attack:* Ranged 5 (one enemy); +15 vs. Will
*Hit:* The target is dazed and cannot use its encounter or daily attack powers (save ends both).
*Effect:* The mindmaster creates a mossling duplicate of the target within 5 squares of the mindmaster. Choose the mossling minion that best reflects the target's role and powers.

**Minor Actions**

**Direct Mossling** ✦ **At-Will** (1/round)
*Effect:* One mossling minion within 10 squares of the mindmaster can move its speed as a free action.

**Triggered Actions**

**Absorb Damage** ✦ **At-Will**
*Trigger:* A mossling within 20 squares of the mindmaster takes damage.
*Effect (Immediate Interrupt):* The mindmaster takes the damage instead of the mossling.

| | | |
|---|---|---|
| **Str** 17 (+9) | **Dex** 10 (+6) | **Wis** 23 (+12) |
| **Con** 21 (+11) | **Int** 19 (+10) | **Cha** 16 (+9) |

**Alignment** unaligned **Languages** Common, telepathy 10

## Mossling Guardian

The caravan guard should have made short work of the mossy interloper, but his best combat moves had fled his mind. As the mossling's lashing tendrils forced him across the forest floor, he took the brunt of an attack with a gnarled wooden greatsword. It was a twisted mockery of his own weapon.

**Mossling Guardian** **Level 12 Minion Soldier**
Medium fey humanoid (plant) XP 175

**HP** 1; a missed attack never damages a minion. **Initiative** +11
**AC** 28, **Fortitude** 25, **Reflex** 22, **Will** 23 **Perception** +10
**Speed** 6 (forest walk) Blindsight 10

**Traits**

☼ **Forgotten Purpose** ✦ **Aura** 1
Any enemy that starts its turn within the aura is slowed until the end of its next turn.

**Mindmaster's Thrall**
If the guardian was created by an oblivion moss mindmaster, it acts immediately after its creator's turn.

**Standard Actions**

⊕ **Tendril Strike** ✦ **At-Will**
*Attack:* Melee 1 (one creature); +17 vs. AC
*Hit:* 10 damage, and the guardian shifts 1 square and slides the target 1 square into the space it occupied.

⸸ **Simulacrum Attack** ✦ **At-Will**
*Effect:* When the guardian first acts during the encounter, choose one at-will melee attack power belonging to an enemy that the guardian can see. If the mossling was created by an oblivion moss mindmaster, choose one at-will melee attack power belonging to the enemy that the mindmaster hit to create the guardian.
*Attack:* Melee 1 (one creature); +17 vs. AC
*Hit:* The target takes damage and is subject to effects as though it were hit by the chosen attack. The damage roll uses the ability score modifier of the creature from whom the power was chosen. The damage does not include any bonuses or penalties to the damage roll that the owner of the power might have. In addition, the guardian gains any benefits from the power's Hit entry, using the ability score modifiers of the creature from whom the power was chosen but not including any bonuses or penalties.

| | | |
|---|---|---|
| **Str** 18 (+10) | **Dex** 16 (+9) | **Wis** 18 (+10) |
| **Con** 22 (+12) | **Int** 3 (+2) | **Cha** 15 (+8) |

**Alignment** unaligned **Languages** –

## Mossling Creeper

Bursting from the mass of oblivion moss, the simulacrum adopted a representation of the rogue, right down to his dangling earring and his dagger's distinctive guard. He struck with all his speed, but the mossling was gone—sidestepping his attack and returning it as if the creature was a deadly reflection.

| Mossling Creeper | Level 12 Minion Skirmisher |
|---|---|
| Small fey humanoid (plant) | XP 175 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +14 |
| **AC** 26, **Fortitude** 23, **Reflex** 25, **Will** 24 | **Perception** +11 |
| **Speed** 8 (forest walk) | Blindsight 10 |

**Traits**

**Combat Advantage**

The creeper deals 2 extra damage against any creature granting combat advantage to it.

**Mindmaster's Thrall**

If the creeper was created by an oblivion moss mindmaster, it acts immediately after its creator's turn.

**Standard Actions**

**Tendril Strike ✦ At-Will**

*Attack:* Melee 1 (one creature); +17 vs. AC

*Hit:* 10 damage.

*Effect:* The creeper shifts 2 squares.

**Simulacrum Attack ✦ At-Will**

*Effect:* When the creeper first acts during the encounter, choose one at-will melee attack power belonging to an enemy that the creeper can see. If the creeper was created by an oblivion moss mindmaster, choose one at-will melee attack power belonging to the enemy that the mindmaster hit to create the creeper.

*Attack:* Melee 1 (one creature); +17 vs. AC

*Hit:* The target takes damage and is subject to effects as though it were hit by the chosen attack. The damage roll uses the ability score modifier of the creature from whom the power was chosen. The damage does not include any bonuses or penalties to the damage roll that the owner of the power might have. In addition, the creeper gains any benefits from the power's Hit entry, using the ability score modifiers of the creature from whom the power was chosen but not including any bonuses or penalties.

**Triggered Actions**

**Mossy Slide ✦ At-Will**

*Trigger:* An attack misses the creeper.

*Effect (Immediate Reaction):* The creeper shifts 2 squares.

**Skills** Acrobatics +17

| | | |
|---|---|---|
| **Str** 16 (+9) | **Dex** 22 (+12) | **Wis** 20 (+11) |
| **Con** 18 (+10) | **Int** 3 (+2) | **Cha** 16 (+9) |

**Alignment** unaligned **Languages** –

# Mossling Hurler

Time after time, she evaded the simulacrum's *eldritch blast*—her *eldritch blast*, stolen from her own mind—even as the feral creature drew strength from its master to stay on its feet. However, when she finally dropped the mossling, her satisfaction was short-lived as the creature's death shriek sent a torrent of painful memories through her mind.

| Mossling Hurler | Level 12 Minion Artillery |
|---|---|
| Small fey humanoid (plant) | XP 175 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +6 |
| **AC** 24, **Fortitude** 22, **Reflex** 22, **Will** 26 | **Perception** +12 |
| **Speed** 6 (forest walk) | Blindsight 10 |

**Traits**

**Mindmaster's Thrall**

If the hurler was created by an oblivion moss mindmaster, it acts immediately after its creator's turn.

**Standard Actions**

**Bash ✦ At-Will**

*Attack:* Melee 1 (one creature); +17 vs. AC

*Hit:* 8 damage.

**Simulacrum Attack ✦ At-Will**

*Effect:* When the hurler first acts during the encounter, choose one at-will ranged attack power belonging to an enemy that the hurler can see. If the hurler was created by an oblivion moss mindmaster, choose one at-will ranged attack power belonging to the enemy that the mindmaster hit to create the hurler.

*Attack:* Ranged 10 (one creature); +19 vs. AC

*Hit:* The target takes damage and is subject to effects as though it were hit by the chosen attack. The damage roll uses the ability score modifier of the creature from whom the power was chosen. The damage does not include any bonuses or penalties to the damage roll that the owner of the power might have. In addition, the hurler gains any benefits from the power's Hit entry, using the ability score modifiers of the creature from whom the power was chosen but not including any bonuses or penalties.

**Triggered Actions**

**Memory Deathstorm** (psychic)

*Trigger:* The hurler drops to 0 hit points.

*Attack (No Action):* Close burst 2 (enemies in burst); +15 vs. Reflex

*Hit:* 8 psychic damage, and the target is dazed (save ends).

| | | |
|---|---|---|
| **Str** 14 (+8) | **Dex** 11 (+6) | **Wis** 22 (+12) |
| **Con** 15 (+8) | **Int** 3 (+2) | **Cha** 16 (+9) |

**Alignment** unaligned **Languages** –

## Using Oblivion Moss in Your Game

When designing encounters around oblivion moss, you might worry about the logistics of having to know and use the PCs' at-will powers when a mossling makes its *simulacrum attack*. You can avoid this extra work by having the player of the PC make the mossling's attack and damage rolls. Doing so also heightens the sense that PCs in combat with mosslings are fighting themselves. It's also a good idea to pick at-will attack powers that are simple to use and don't have a lot of effects that are difficult to track.

The aftermath of an encounter with an oblivion moss can trigger minor quests or side treks, when PCs who eat the remains of an oblivion moss gain the hazy memories of other creatures. A character might recall an important message being relayed by an eladrin scout killed by the oblivion moss, or might dream of a fomorian vault deep within the Feydark. However, such visions must be acted on quickly. Once a party rests, these memories are usually lost, and instinctive information such as the appearance of the eladrin's contact or how to avoid the vault's traps cannot always be recalled clearly enough to be written down.

The remains of an oblivion moss can also be part of a treasure parcel. Raw moss can be sold to an alchemist or herbalist, or can be used as a component in rituals requiring Arcana or Nature checks.

## Mossling Grower

As the mossling grower stood next to its allies, it seemed to shield them with a constant influx of new, mossy growth. When the adventurers finally turned their attention to killing the grower, the creature proved easy enough to dispatch. However, upon its death, it burst in a spray of vigor, augmenting other plant creatures around it.

**Mossling Grower** **Level 12 Minion Controller (Leader)**
Small fey humanoid (plant) XP 175

**HP** 1; a missed attack never damages a minion. **Initiative** +10
**AC** 26, **Fortitude** 23, **Reflex** 24, **Will** 25 **Perception** +9
**Speed** 8 (forest walk) Blindsight 10

**Traits**

**☼ Shield of Vines ✦ Aura** 1
Plant allies within the aura gain a +2 bonus to all defenses.

**Mindmaster's Thrall**
If the grower was created by an oblivion moss mindmaster, it acts immediately after its creator's turn.

**Standard Actions**

**⊕ Tendril Strike ✦ At-Will**
*Attack:* Melee 1 (one creature); +17 vs. AC
*Hit:* 10 damage, and the target is slowed until the end of its next turn.

**⚕ Simulacrum Attack ✦ At-Will**
*Effect:* When the grower first acts during the encounter, choose one at-will melee attack power belonging to an enemy that the grower can see. If the grower was created by an oblivion moss mindmaster, choose one at-will melee attack power belonging to the enemy that the mindmaster hit to create the grower.
*Attack:* Melee 1 (one creature); +17 vs. AC
*Hit:* The target takes damage and is subject to effects as though it were hit by the chosen attack. The damage roll uses the ability score modifier of the creature from whom the power was chosen. The damage does not include any bonuses or penalties to the damage roll that the owner of the power might have. In addition, the grower gains any benefits from the power's Hit entry, using the ability score modifiers of the creature from whom the power was chosen but not including any bonuses or penalties.

**Triggered Actions**

**Cultivating Burst**
*Trigger:* The grower drops to 0 hit points.
*Effect (No Action):* Each nonminion plant ally within 3 squares of the grower gains 20 temporary hit points.

| | | |
|---|---|---|
| **Str** 14 (+8) | **Dex** 18 (+10) | **Wis** 16 (+9) |
| **Con** 16 (+9) | **Int** 3 (+2) | **Cha** 20 (+11) |

**Alignment** unaligned **Languages** –

## Mossling Vinecaller

A mix of moss and vines, the vinecaller is a writhing mess of plant life. The forest floor twists and pulls at its behest, slowing any foes that approach. The creature's appearance is misleading, for although its arms look small and feeble, they contain vines that can strike like a viper and toss a foe around like a rag doll.

**Mossling Vinecaller** **Level 12 Minion Controller**
Small fey humanoid (plant) XP 175

**HP** 1; a missed attack never damages a minion. **Initiative** +9
**AC** 26, **Fortitude** 24, **Reflex** 23, **Will** 25 **Perception** +10
**Speed** 8 (forest walk) Blindsight 10

**Traits**

**☼ Writhing Moss ✦ Aura** 1
Enemies treat squares within the aura as difficult terrain.

**Mindmaster's Thrall**
If the vinecaller was created by an oblivion moss mindmaster, it acts immediately after its creator's turn.

**Standard Actions**

**⊕ Tendril Strike ✦ At-Will**
*Attack:* Melee 3 (one creature); +17 vs. AC
*Hit:* 10 damage, and the vinecaller slides the target 2 squares.

**Simulacrum Attack ✦ At-Will**
*Effect:* When the vinecaller first acts during the encounter, choose one at-will ranged attack power belonging to an enemy that the vinecaller can see. If the vinecaller was created by an oblivion moss mindmaster, choose one at-will ranged attack power belonging to the enemy that the mindmaster hit to create the vinecaller.
*Attack:* Ranged 10 (one creature); +17 vs. AC
*Hit:* The target takes damage and is subject to effects as though it were hit by the chosen attack. The damage roll uses the ability score modifier of the creature from whom the power was chosen. The damage does not include any bonuses or penalties to the damage roll that the owner of the power might have. In addition, the vinecaller gains any benefits from the power's Hit entry, using the ability score modifiers of the creature from whom the power was chosen but not including any bonuses or penalties.

**Triggered Actions**

**Vine Call**
*Trigger:* The vinecaller drops to 0 hit points.
*Effect (No Action):* The vinecaller's square and each square adjacent to it become difficult terrain until the end of the encounter.

| | | |
|---|---|---|
| **Str** 14 (+8) | **Dex** 16 (+9) | **Wis** 19 (+10) |
| **Con** 18 (+10) | **Int** 3 (+2) | **Cha** 16 (+9) |

**Alignment** unaligned **Languages** –

## Oblivion Mosses in Combat

The first sign of an oblivion moss mindmaster is the wrenching sensation of memories being stolen as the creature lies in wait, unseen. The attack of a mossling follows. The mindmaster then splits its time between its own attacks and keeping the mossling in the thick of the fray. The longer the fight drags on, the more of these foul simulacra a party will face.

Oblivion mosses are drawn to longer-lived creatures because of their extensive memories. Elves, eladrin, devas, and other races that have long life spans are often targeted first by an oblivion moss.

Against an oblivion moss attack, the most grizzled veteran and the keenest tyro are reduced to making the clumsiest attacks as they are dragged across the battlefield. All the while, the unearthly laughter of the oblivion moss mindmaster echoes in their thoughts as their memories disappear.

# Ogre

Ogres have a reputation for mindless brutality, but those who write these creatures off as unthinking brutes do so at their peril. The most powerful ogres nurture a spark of cunning that ranks them among the deadliest foes an adventurer can face.

## Lore

**Nature DC 21:** An ogre's size and ferocity usually allow it to take what it wants, but intelligent ogres quickly learn to negotiate when foes display significant power. Ogres respect physical strength, and they enjoy loud displays of rock throwing, tree falling, and wrestling. An outsider who can best an ogre tribe's champion gains significant respect and might even negotiate a short-term alliance or an end to hostilities.

## Encounters

Ogres seldom engage in long-term alliances, but warriors sometimes take up as mercenaries, typically in exchange for armor and weapons they cannot make themselves. Young ogre dreadnoughts are more commonly found in the free service of other creatures, including giants that can provide the weapons and armor that allow a dreadnought to one day challenge for the leadership of a tribe. Ogres sometimes raise dire animals and other large beasts as guards or companions. Such monsters that prove too difficult to train are kept in pit traps within an ogre tribe's lair.

## Ogre Cave Hunter

The adventurers pursued the ogre raiders for a week through the wilderness before finding their cave at last. Four of them sat crouched around a fire, as if hoping to make themselves easy targets. Too late did the heroes see the rest of the pack waiting in the shadows.

**Ogre Cave Hunter** — **Level 8 Lurker**
Large natural humanoid — XP 350

**HP** 70; **Bloodied** 35 — **Initiative** +12
**AC** 22, **Fortitude** 20, **Reflex** 19, **Will** 18 — **Perception** +4
**Speed** 8

**Standard Actions**

⊕ **Club** (weapon) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +13 vs. AC
*Hit:* 2d8 + 7 damage.

⸸ **Skull Bash** (weapon) ✦ **At-Will**
*Attack:* Melee 2 (one dazed creature); +13 vs. AC
*Hit:* 4d8 + 7 damage.

⸸ **Smash and Swing** (weapon) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +13 vs. AC
*Hit:* 1d8 + 3 damage, and the target is dazed until the end of the cave hunter's next turn. In addition, the cave hunter slides the target 5 squares to a square within 2 squares of the ogre.

**Triggered Actions**

**Victim Shield** ✦ **At-Will**
*Requirement:* A dazed enemy must be within 2 squares of the cave hunter.
*Trigger:* The cave hunter is hit by a melee or a ranged attack.
*Effect (Immediate Interrupt):* The cave hunter gains a +4 bonus to all defenses against the attack. If the attack misses the cave hunter, one dazed enemy takes damage as if it had been hit by the attack. The cave hunter then slides that enemy 4 squares to a square within 2 squares of it.

**Str** 21 (+9) — **Dex** 18 (+8) — **Wis** 10 (+4)
**Con** 16 (+7) — **Int** 8 (+3) — **Cha** 6 (+2)
**Alignment** chaotic evil — **Languages** Giant
**Equipment** hide armor, club

### Ogre Cave Hunters in Combat

A cave hunter stays in the thick of combat, keeping as many targets within reach as it can. It alternates between attacks, first using *smash and swing* to daze creatures and then targeting them with *skull bash* on the next turn. It uses dazed creatures as living shields against their own allies whenever an attack might otherwise hit the cave hunter.

## Ogre Ironclad

In place of the skins and hides that normally clad their kind, ogre ironclads wear piecemeal armor of chain and plate. They advance with the precision and force of cavalry, breaking through enemies' front lines like a hammer blow.

**Ogre Ironclad** — **Level 9 Soldier**
Large natural humanoid — XP 400

**HP** 96; **Bloodied** 48 — **Initiative** +9
**AC** 26 (24 while the ironclad is bloodied), **Fortitude** 24, **Reflex** 21, **Will** 19 — **Perception** +3
**Speed** 8

**Traits**

**Barreling Charge**
While bloodied, the ironclad uses a melee basic attack against one or two targets at the end of a charge instead of against one target.

**Standard Actions**

⊕ **Maul** (weapon) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +14 vs. AC
*Hit:* 2d8 + 8 damage, and the target is marked until the end of the ironclad's next turn.

**Triggered Actions**

⸸ **Ironclad Reaction** (weapon) ✦ **At-Will**
*Trigger:* An enemy marked by the ironclad makes an attack that does not include the ironclad as a target.
*Attack (Immediate Reaction):* Melee 2 (triggering enemy); +14 vs. AC
*Hit:* 2d8 + 8 damage, and the ironclad pushes the target 1 square and knocks it prone.

**Str** 22 (+10) — **Dex** 17 (+7) — **Wis** 8 (+3)
**Con** 16 (+7) — **Int** 6 (+2) — **Cha** 6 (+2)
**Alignment** chaotic evil — **Languages** Giant
**Equipment** chainmail, maul

## Ogre Ironclads in Combat

An ogre ironclad fights with a degree of tactical precision unknown to its more brutish kin. Its armor affords it initial protection as it charges around the battlefield. As the battle goes on, though, the armor weakens from repeated blows.

# Ogre Storm Shaman

The ogres had been raiding the frontier outposts for the better part of a month, aided by strange storms that made it all but impossible to track them. The younger defenders shrugged it off, but the veterans knew the signs of a storm shaman.

| **Ogre Storm Shaman** | **Level 11 Controller** |
|---|---|
| Large natural humanoid | XP 600 |
| **HP** 114; **Bloodied** 57 | **Initiative** +8 |
| **AC** 25, **Fortitude** 23, **Reflex** 20, **Will** 22 | **Perception** +8 |
| **Speed** 8 | |

**Standard Actions**

**Thunder Staff** (thunder, weapon) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +16 vs. AC
*Hit:* 3d6 + 9 thunder damage. A blinded or deafened target is also dazed (save ends).

**Thunder Blast** (thunder) ✦ **Recharge** ⚄ ⚅
*Attack:* Close blast 5 (enemies in blast); +14 vs. Fortitude
*Hit:* 2d6 + 6 thunder damage, and the target is deafened (save ends).

**Call Lightning** (lightning) ✦ **Recharge** when first bloodied
*Attack:* Area burst 1 within 10 (enemies in burst); +14 vs. Reflex
*Hit:* 3d8 + 6 lightning damage, and the target is blinded (save ends).

**Minor Actions**

**Drenching Rain** ✦ **At-Will**
*Effect:* The storm shaman creates a zone in an area burst 3 within 10 squares that lasts until the end of the encounter or until the storm shaman uses this power again. Any enemy within the zone takes a -2 penalty to attack rolls and a -2 penalty to all defenses.

| | | |
|---|---|---|
| **Str** 23 (+11) | **Dex** 16 (+8) | **Wis** 16 (+8) |
| **Con** 18 (+9) | **Int** 12 (+6) | **Cha** 11 (+5) |

**Alignment** chaotic evil **Languages** Giant
**Equipment** hide armor, staff

## Ogre Storm Shamans in Combat

Storm shamans lead their tribes in a primal faith that brings the fury of the storm to bear against their foes. A storm shaman first traps enemies within a zone of *drenching rain*. It then wades into combat with its kin, using *thunder staff* against targets blinded by *call lightning* or deafened by *thunder blast*.

# Ogre Dreadnought

Throughout the long night, the gate held against the ogre assault. However, at dawn's first light, the dreadnought approached, and the defenders felt fear for the first time. Its howl shook the high walls, echoed by the lesser ogres as they closed ranks and prepared for a final assault.

| **Ogre Dreadnought** | **Level 14 Soldier** |
|---|---|
| Large natural humanoid | XP 1,000 |
| **HP** 140; **Bloodied** 70 | **Initiative** +12 |
| **AC** 30, **Fortitude** 28, **Reflex** 24, **Will** 26 | **Perception** +12 |
| **Speed** 8 | |

**Traits**

**Threatening Reach**
The dreadnought can make opportunity attacks against all enemies within 2 squares of it.

**Standard Actions**

**Greatsword** (weapon) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +19 vs. AC
*Hit:* 1d12 + 16 damage, and the target is immobilized until the end of the dreadnought's next turn.

**Triggered Actions**

**Dreadnought Resolve** ✦ **Recharge** ⚀ ⚄ ⚅
*Trigger:* The dreadnought fails a saving throw.
*Effect (No Action):* The dreadnought rerolls the saving throw with a +2 bonus.

**Skills** Athletics +19

| | | |
|---|---|---|
| **Str** 24 (+14) | **Dex** 16 (+10) | **Wis** 20 (+12) |
| **Con** 20 (+12) | **Int** 8 (+7) | **Cha** 23 (+13) |

**Alignment** chaotic evil **Languages** Common, Giant
**Equipment** plate armor, greatsword

## Ogre Dreadnoughts in Combat

A fully equipped ogre dreadnought is a terror on the battlefield, laying into foes with *greatsword* and shrugging off the effects of enemy powers.

CHIPPY

# OGRÉMOCH

With his passage, the ground trembles. Known by many names—the Stone Tyrant, Lord of the Black Earth, Prince of Elemental Earth—Ogrémoch is one of several primordials who serves the Elder Elemental Eye. Through his devotion, he unwittingly grants power to Tharizdun, the Chained God. (See "The Elder Elemental Eye" sidebar on page xx for more information.) Although other primordials scorn the Elemental Princes for their service to the mysterious entity, Ogrémoch nevertheless demands their fear and respect. Still, despite his power, Ogrémoch met with defeat during the Dawn War. Now he is bound, shackled to his realm and working toward the day when both he and his master will be freed to wreak vengeance against the hated gods.

**Ogrémoch** **Level 34 Solo Soldier**
Gargantuan elemental humanoid (earth, primordial) XP 195,000

**HP** 1,244; **Bloodied** 622 **Initiative** +24
**AC** 50, **Fortitude** 48, **Reflex** 45, **Will** 47 **Perception** +26
**Speed** 8 (earth walk), burrow 8, climb 8 Darkvision, tremorsense 20
**Immune** disease, poison, sleep
**Saving Throws** +5; **Action Points** 3

**Traits**

**Jagged Earth ✦ Aura 5**
Squares within the aura are difficult terrain. The first time any creature enters a square within the aura during its turn, it must succeed on a DC 32 Athletics or Acrobatics check or take 20 damage. Creatures that have earth walk ignore the aura's effects.

**Earthbound**
While standing on a solid surface, Ogrémoch can ignore forced movement and cannot be knocked prone.

**Earth Glide**
Ogrémoch can pass through earth and rock as if it were phasing.

**Standard Actions**

**Slam ✦ At-Will**
*Attack:* Melee 4 (one creature); +39 vs. AC
*Hit:* 4d8 + 24 damage, and each enemy adjacent to the target is dazed until the end of Ogrémoch's next turn.

**Ogrémoch's Fury ✦ At-Will**
*Effect:* Ogrémoch uses *slam* twice, or three times while he is bloodied. If Ogrémoch hits the same target more than once, he pushes the target 10 squares and the target is treated as having failed a saving throw against *encasing shards* if he or she is currently affected by it.

**Earth Smash ✦ At-Will**
*Attack:* Close blast 5 (creatures in blast); +37 vs. Reflex
*Hit:* 2d8 + 12 damage, and the target falls prone and is dazed (save ends).
*Miss:* Half damage.

**Tremendous Quake ✦ Recharge** when first bloodied
*Attack:* Close burst 10 (creatures in burst); +37 vs. Fortitude
*Hit:* 5d8 + 12 damage, and Ogrémoch slides the target 4 squares and knocks it prone. In addition, the target cannot stand up and is dazed (save ends both).
*Miss:* Half damage, and Ogrémoch slides the target 1 square and knocks it prone.

**Minor Actions**

**Earthshatter ✦ At-Will** (1/round)
*Requirement:* Ogrémoch must be bloodied.
*Target:* A petrified creature within 10 squares of Ogrémoch
*Effect:* The creature is no longer petrified, and Ogrémoch makes the following attack centered on the creature and including the creature.
*Attack:* Close burst 3 (creatures in burst); +37 vs. Fortitude
*Hit:* 3d8 + 12 damage.

**Encasing Shards ✦ Recharge** ⚄ ⁞⁞
*Attack:* Close blast 5 (creatures in blast); +37 vs. Fortitude
*Hit:* The target is immobilized (save ends).
*First Failed Saving Throw*: The target is stunned (save ends).
*Second Failed Saving Throw*: The target is petrified (save ends; the target takes a -5 penalty to the saving throw).

**Triggered Actions**

**Jagged Eruption ✦ At-Will**
*Trigger:* An enemy hits Ogrémoch with a melee attack.
*Attack (Immediate Reaction):* Close burst 3 (enemies in burst); +37 vs. Reflex
*Hit:* 2d8 + 12 damage, and the target is immobilized (save ends).
*Aftereffect*: The target takes 10 damage.

**Eternal Resilience ✦ At-Will**
*Trigger:* Ogrémoch is subjected to an effect that a save can end.
*Effect (No Action)*: Ogrémoch makes a saving throw against the effect.

**Variable Resistance ✦ 3/Encounter**
*Trigger:* Ogrémoch takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* Ogrémoch gains resist 20 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

| | | |
|---|---|---|
| **Str** 34 (+29) | **Dex** 21 (+22) | **Wis** 29 (+26) |
| **Con** 31 (+27) | **Int** 24 (+24) | **Cha** 27 (+25) |

**Alignment** chaotic evil **Languages** Primordial

## Lore

**Arcana DC 33:** Before the natural world came to be, there was formless substance: roiling, clashing, and billowing matter. The first to stir in this chaotic sea were the primordials, beings formed from the substance but possessed of cunning and awareness. These first few sired other primordials and together fashioned the world from creation's building blocks.

The Stone Tyrant has lived since the dawn of time and has witnessed the rise and fall of his children. He has seen the formation of a world and endured when it was ripped from his scions' hands to be reshaped and populated by the hated gods. He has waited. He has watched. Through it all, his anger has grown.

Like other primordials, Ogrémoch had little use for the gods and their designs, but he grew worried by their burgeoning interests in the natural world. Such concern made it possible for the Stone Tyrant to set aside his distrust of his fellow Elemental Princes and ally with them in an attempt to free the Elder Elemental Eye, whom they believed to be the first primordial. Despite this alliance, the gods proved triumphant and the Elemental Princes were beaten, their power shattered.

MATIAS TAPIA

Ogrémoch fell back to the Elemental Chaos at the war's end, where he languishes in his great flat-topped mountain deep in the plane, a prisoner in his own realm. Moradin forged the chains that would hold the Elemental Prince, binding him with the whipping winds that rage in the heart of his mountain home. Still, Ogrémoch's confinement doesn't prevent him from touching the mortal world. Cults dedicated to him toil to free both him and the Elder Elemental Eye, which holds the promise of absolute power.

## Encounters

Ogrémoch has many followers, but when confronting a foe, he prefers to do so alone. He fights on vast plains of earth or in enormous caverns, where he can use terrain to his advantage. He causes cave-ins and sunders great chasms in the ground. If any of his followers attempt to assist him, they know that Ogrémoch is an unforgiving lord and will not usually distinguish between them and enemies.

## Ogrémoch in Combat

The Stone Tyrant is not subtle. At his approach, the ground shakes and shatters. He slams enemies with rocky fists and wades through foes, causing the land to shudder with every step.

Ogrémoch's mere presence disrupts the earth, making the ground quickly drop away or rise up in deadly shafts. The earth obeys Ogrémoch's commands, and with a rumbling word, Ogrémoch can order the stone to encase his foes.

When Ogrémoch is attacked, he exudes jagged spikes with a thought, impaling his foes. The earth cracks and groans under his demands, yet it always yields. When Ogrémoch's fury is greatest, he calls for a quake that throws creatures in every direction.

Ogrémoch is every bit as violent and unpredictable as his peers, but age gives the ancient primordial wisdom. If the Elemental Prince becomes severely injured and beset by too many enemies, he burrows to safety.

# Ogrémoch's Cultists

In hidden grottos, old root cellars, and ruins deep within the Underdark's warrens lurk the cultists of Elemental Earth. Followers find the Stone Tyrant an uncaring master who displays a distant and sometimes cruel power. Yet the exiles and lunatics that worship Ogrémoch recognize that he rewards his greatest servants with dread power. For such a boon, they gladly pay homage to the Elemental Prince.

Ogrémoch is sparing with the power he grants, forcing cultists to rely on servitors to protect their altars. Cult leaders prey on rustic folk, manipulating their superstitions and beliefs to lure them into Ogrémoch's smothering embrace. Deluded into believing the primordial to be a benevolent power of earth, many join these cults. By the time they realize their error, it is far too late to escape the cult's clutches.

## Lore

**History DC 17:** Ogrémoch's cults are primitive, mysterious, and, in the eyes of those who revere the divine, backward. Ceremonies are particular to each cult. Some bloodthirsty groups offer living sacrifices to the uncaring primordial, while more cerebral followers see Ogrémoch as the lord of mysteries and secrets, of hidden places, and of dark moist earth and the creatures within it. Ogrémoch attracts diverse servants, from hedge witches in isolated hamlets to troglodyte tribes that offer gifts by throwing captives into black chasms.

Ogrémoch sometimes gains followers from unexpected sources. Some worship the primordial as an alternative to the gods. As a mighty power, hidden from mortal eyes, the Stone Tyrant represents strength and endurance. As the lord of earth, he also claims dominion over hidden treasures. Those seeking gold, silver, and gemstones offer him sacrifices, making him popular with greedy prospectors, miners, and, of course, dwarves.

Temples devoted to elemental earth are always buried, sequestered from rival forces to enable the followers to revel in the Elemental Prince's power in its purest form. The smallest cells might claim old cellars or dungeons, while larger groups congregate in the Underdark's desolate regions.

Ogrémoch's most devout followers are eventually imparted with knowledge of the existence of Ogrémoch's master, the Elder Elemental Eye. Once initiated, these enlightened cultists take up the cause of freeing the Eye, seeing it as the absolute expression of elemental power. They come to understand that Ogrémoch is one facet of that great force, along with Imix and the other Elemental Princes. Rivalries between elemental cults fade away at the highest levels, with all devotees focused on the same goals: empowering their masters and freeing the Elder Elemental Eye.

Since most earth temples form in uncivilized communities such as grimlock and troglodyte settlements, these groups also attract a wide range of monstrous allies. Ogres, giants, and ettins give service to these temples even if they do not embrace the faith. They act as grunts, shock troops, and guardians, blocking access to hidden shrines through their powerful build and menacing appearance.

Earth elemental creatures are quite common too. Galeb duhrs create new shrines and might claim Ogrémoch as their maker. Gargoyles, gorgons, and ropers also support earth temples, usually as incidental allies, but some take stronger roles. Underdark fauna infests these temples, including bulettes, basilisks, and even aberrant creatures and undead. Few Ogrémoch cultists use demonic servants. They rely on elemental allies instead, finding them more reliable and useful in the end.

## Earth Cultist

Earth cultists are common servitors, those simple folk who obey because they know nothing else. Few cultists understand their peril at first, but as their knowledge about the primordial grows, Ogrémoch's malevolence slowly corrupts them until it overwhelms them entirely.

**Earth Cultist** **Level 8 Minion Controller**
Medium natural humanoid, human XP 88

**HP** 1; a missed attack never damages a minion. **Initiative** +7
**AC** 22, **Fortitude** 23, **Reflex** 21, **Will** 18 **Perception** +3
**Speed** 5

**Standard Actions**

**Warhammer** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +11 vs. AC
*Hit:* 8 damage.

**Triggered Actions**

**Petrifying Fount**
*Trigger:* The cultist drops to 0 hit points.
*Effect (No Action):* Each enemy adjacent to the cultist is slowed (save ends).
*First Failed Saving Throw:* The target is petrified (save ends).

| | | |
|---|---|---|
| **Str** 21 (+9) | **Dex** 16 (+7) | **Wis** 8 (+3) |
| **Con** 16 (+7) | **Int** 10 (+4) | **Cha** 11 (+4) |

**Alignment** evil **Languages** Common
**Equipment** leather armor, warhammer

### Earth Cultists in Combat

Earth cultists appear human, but dark rituals and blasphemous ceremonies have stripped away their fundamental nature. Dark blood flows like mud in their veins, their eyes turning to black orbs as the clinging earth slowly fills their bodies. When they fall in battle, putrid soil and broken rubble erupts from their flesh to wash everything around them with debris.

## Fist of the Stone Tyrant

During the Age of Chains, dwarves served the primordials as slaves. Although the dwarves eventually threw off the shackles of their enslavement, a few emerged from their captivity resentful not of the primordials but of the gods. These dwarves believed the gods had betrayed them, so they turned to the Stone Tyrant for revenge. They whispered terrible oaths to Ogrémoch, vowing eternal war against their kin and the gods they worship.

**Fist of the Stone Tyrant** **Level 9 Soldier (Leader)**
Medium natural humanoid, dwarf XP 400

**HP** 98; **Bloodied** 49 **Initiative** +6
**AC** 25, **Fortitude** 23, **Reflex** 18, **Will** 21 **Perception** +7
**Speed** 5 (earth walk) Low-light vision

**Traits**

**Rotting Earth ✦ Aura** 1
Any enemy that starts its turn within the aura is slowed until the start of its next turn.

**Stone Tyrant's Boon ✦ Aura** 1
Allies within the aura gain a +2 power bonus to AC and Fortitude.

**Stand the Ground**
Whenever the fist of the Stone Tyrant is pulled, pushed, or slid, it can move 1 square less than the effect specifies.

**Standard Actions**

**War Pick** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +14 vs. AC
*Hit:* 2d8 + 7 damage, and the target is marked until the end of the fist's next turn.

**Triggered Actions**

**Stone Tyrant's Grasp** (necrotic) ✦ **At-Will**
*Trigger:* An enemy marked by the fist leaves the *rotting earth* aura.
*Effect (Immediate Reaction):* The fist shifts 1 square and makes the following attack.
*Attack:* Melee 1 (triggering enemy); +16 vs. AC
*Hit:* 1d8 + 5 damage plus 5 necrotic damage, and the target is immobilized until the end of the fist's next turn.

**Steady Footed ✦ At-Will**
*Trigger:* An effect knocks the fist prone.
*Effect (No Action):* The fist makes a saving throw. If the fist saves, it remains standing.

| | | |
|---|---|---|
| **Str** 21 (+9) | **Dex** 11 (+4) | **Wis** 16 (+7) |
| **Con** 18 (+8) | **Int** 9 (+3) | **Cha** 11 (+4) |

**Alignment** chaotic evil **Languages** Common, Dwarven, Primordial
**Equipment** plate armor, heavy shield, war pick

### Fists of the Stone Tyrant in Combat

Fists of the Stone Tyrant fight with fervor, vying for the favor of Ogrémoch. Bellowing war songs as they launch attacks, the fists revel in each sickening crunch of their war picks. They ignore injuries, claiming supremacy even as enemies strike them down.

## Stone Thrall

Giants associated with earth have long venerated Ogrémoch, and their devotion spreads to their servants. Many ogres that share lands with hill giants embrace Ogrémoch not out of any special kinship, but instead because they are foolish and gullible. Cults take advantage of these thralls, using them as guards for their hidden grottos.

*Fist of the Stone Tyrant and chthonic stoneshaper*

| **Stone Thrall** | **Level 15 Brute** |
|---|---|
| Large natural humanoid, ogre | XP 1,200 |
| **HP** 184; **Bloodied** 92 | **Initiative** +9 |
| **AC** 26, **Fortitude** 29, **Reflex** 24, **Will** 24 | **Perception** +9 |
| **Speed** 7 | |
| **Standard Actions** | |
| **Maul** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +20 vs. AC | |
| *Hit:* 4d8 + 6 damage, and the target grants combat advantage until the end of the thrall's next turn. | |
| **Crushing Smash** (weapon) ✦ **At-Will** | |
| *Requirement:* The thrall must have combat advantage against the target. | |
| *Attack:* Melee 2 (one creature); +20 vs. AC | |
| *Hit:* 4d8 + 11 damage, the target falls prone, and it cannot stand up and is immobilized (save ends both). | |
| **Wild Swing** (weapon) ✦ **Recharge** when first bloodied | |
| *Attack:* Melee 2 (one or two creatures); +18 vs. AC | |
| *Hit:* 4d8 + 11 damage, and the target is dazed (save ends). | |
| **Str** 23 (+13) **Dex** 15 (+9) **Wis** 15 (+9) | |
| **Con** 24 (+14) **Int** 6 (+5) **Cha** 8 (+6) | |
| **Alignment** chaotic evil **Languages** Giant, understands Primordial | |
| **Equipment** hide armor, maul | |

## Stone Thralls in Combat

A stone thrall is somewhat smarter and more alert than other ogres, but it remains a dim creature, driven by base needs. Thralls fight as their masters bid, smashing enemies in exchange for food, drink, and shiny baubles that appeal to their greedy nature. If their benefactors are killed, stone thralls are not above fleeing to find easier prey.

# Earth Weird

The Lord of the Black Earth is a distant master, offering little to those who fight in his name. Mortals are specks, not important enough to stir the ancient primordial from his stony prison. Yet from time to time, a wicked mortal displays an affinity for earth so profound that even the Stone Lord takes notice. Ogrémoch rewards such power with a small infusion of his own might, knowing that by their very nature the earth weirds will advance his cause.

| **Earth Weird** | **Level 16 Controller** |
|---|---|
| Medium elemental humanoid, genasi | XP 1,400 |
| **HP** 148; **Bloodied** 74 | **Initiative** +10 |
| **AC** 30, **Fortitude** 26, **Reflex** 28, **Will** 28 | **Perception** +12 |
| **Speed** 5 (earth walk) | |
| **Standard Actions** | |
| **Morningstar** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +21 vs. AC | |
| *Hit:* 2d10 + 13 damage, and the weird pushes the target 1 square. | |
| **Quake Bolt** ✦ **At-Will** | |
| *Attack:* Ranged 5 (one creature); +19 vs. Reflex | |
| *Hit:* 3d6 + 8 damage, and the target falls prone. | |
| **Bury** ✦ **At-Will** | |
| *Attack:* Ranged 5 (one prone enemy); +19 vs. Fortitude | |
| *Hit:* The target cannot stand up, is immobilized, and takes ongoing 10 damage (save ends all). | |
| *Aftereffect:* The target is slowed until the end of its next turn. | |
| **Stoneburst** (zone) ✦ **At-Will** | |
| *Attack:* Area burst 1 within 5 (creatures in burst); +19 vs. Reflex | |
| *Hit:* 2d10 + 7 damage. | |
| *Effect:* The burst creates a zone of difficult terrain that lasts until the end of the earth weird's next turn. | |
| **Minor Actions** | |
| **Earthshock** ✦ **Encounter** | |
| *Attack:* Close burst 1 (enemies in burst touching a solid surface); +19 vs. Fortitude | |
| *Hit:* The target falls prone. | |
| **Skills** Arcana +19 | |
| **Str** 15 (+10) **Dex** 15 (+10) **Wis** 18 (+12) | |
| **Con** 12 (+9) **Int** 22 (+14) **Cha** 23 (+14) | |
| **Alignment** chaotic evil **Languages** Common, Primordial | |
| **Equipment** morningstar | |

## Earth Weirds in Combat

Earthen debris trembles at an earth weird's approach, shuddering and skittering toward the elemental mage. Drawing deep on elemental power, an earth weird wields stone and soil as weapons, hurling seething orbs of kinetic energy and causing the

MATIAS TAPIA

ground to split and the earth to grasp at its enemies. Creatures allied with an earth weird see it as a living example of Ogrémoch's blessings and rally to the cause in the weird's proximity.

## Chthonic Apostle

Hill giants are not known for their devotion. Like most giants, they serve the primordials out of fear, not loyalty. A few hill giants and their stone giant comrades might work with an earth cult, having been drawn by omens that seemed to guide them toward a great destiny. The cult leaders bind these hulking beasts with dark magic, infusing them with elemental power to make them more useful servants.

**Chthonic Apostle** **Level 24 Soldier**
Large natural humanoid (giant), hill giant XP 6,050

**HP** 225; **Bloodied** 112 **Initiative** +17
**AC** 40, **Fortitude** 37, **Reflex** 32, **Will** 35 **Perception** +18
**Speed** 8

**Traits**

**Stone Cursed**
While bloodied, the chthonic apostle has speed 4 and resist 10 to all damage.

**Standard Actions**

**Greatspear** (weapon) ✦ **At-Will**
*Attack:* Melee 3 (one creature); +29 vs. AC
*Hit:* 2d12 + 14 damage, and the target is marked until the end of the apostle's next turn.

**Impale** (weapon) ✦ **At-Will**
*Attack:* Melee 3 (one creature the apostle has marked); +29 vs. AC
*Hit:* 1d12 + 8 damage, and the target enters the apostle's space. The target is immobilized and takes ongoing 10 damage (save ends). The target automatically moves with the apostle while immobilized, and each time the apostle hits with a *greatspear* attack, the immobilized target takes 10 damage and is dazed until the end of the apostle's next turn. When an immobilized creature saves against the effect, it shifts to a square adjacent to the apostle.

**Triggered Actions**

**Petrification**
*Trigger:* The apostle drops to 0 hit points.
*Effect (No Action):* The apostle permanently becomes a stone statue and counts as blocking terrain. If a creature is immobilized by the apostle's impaling thrust when this occurs, that creature is trapped in the apostle's space and becomes restrained (save ends). When a restrained creature saves, it appears in an unoccupied space of its choice adjacent to the apostle.

**Str** 27 (+20) **Dex** 16 (+15) **Wis** 22 (+18)
**Con** 25 (+19) **Int** 10 (+12) **Cha** 11 (+12)

**Alignment** chaotic evil **Languages** Giant, Primordial
**Equipment** plate armor, greatspear

### Chthonic Apostles in Combat

Ogrémoch's blessings awaken new awareness in som hill giants, stirring their consciousness to make them smarter and far more dangerous than other such giants. A chthonic apostle establishes a defensive position, blocking passage to its allies. When an enemy comes into reach, the apostle impales the creature, raising its weapon so the enemy slides down the length. One by one, the apostle skewers its foes until it collects a brace of enemies.

An apostle contains elemental energy through force of will and concentration. As a chthonic apostle takes damage, its body assumes a stony appearance. The petrifaction worsens the more damage the giant takes until when it is killed, it becomes a stone statue.

## Chthonic Stoneshaper

Worship of Ogrémoch is an old faith, one whose legacy extends back to the world's formation. Shrines to the Prince of Elemental Earth persist in the deep earth, lost in cool caverns far from the highways. Those who have earned their master's blessing sometimes seek out these ancient sites, braving the Underdark's perils to tease forth their distant master's secrets. Few survive such expeditions, but those who do prove their worth. As a reward, they lose something of their essential nature, their consciences fading and leaving behind cold hatred and renewed commitment to serving their elemental lord.

**Chthonic Stoneshaper** **Level 24 Artillery**
Medium natural humanoid, human XP 6,050

**HP** 175; **Bloodied** 87 **Initiative** +16
**AC** 34, **Fortitude** 36, **Reflex** 34, **Will** 36 **Perception** +18
**Speed** 6 (earth walk)

**Standard Actions**

**Warhammer** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +29 vs. AC
*Hit:* 2d10 + 13 damage.

**Stony Embrace** ✦ **At-Will**
*Attack:* Ranged 10 (one creature); +29 vs. Reflex
*Hit:* 2d6 + 7 damage, and the target is restrained and takes ongoing 10 damage (save ends both).

**Rending Earth** ✦ **At-Will**
*Attack:* Ranged 20 (one creature restrained by the stoneshapers's *stony embrace*); +29 vs. Fortitude
*Hit:* 2d8 + 7 damage, and the target is stunned (save ends).

**Minor Actions**

**Unruly Earth** ✦ **Recharge** ⚅ ⚄ ⚃
*Attack:* Close burst 2 (enemies in burst); +29 vs. Reflex
*Hit:* 2d6 + 8 damage, and the stoneshaper pushes the target 3 squares and knocks it prone.

**Skills** Arcana +19, Endurance +24, Intimidate +26
**Str** 19 (+16) **Dex** 19 (+16) **Wis** 23 (+18)
**Con** 25 (+19) **Int** 14 (+14) **Cha** 28 (+21)

**Alignment** chaotic evil **Languages** Common, Primordial
**Equipment** warhammer, ceremonial knife

### Chthonic Stoneshapers in Combat

Stone bends to a chthonic stoneshaper's touch, flowing like water, obeying its every whim. A stoneshaper uses its absolute mastery to bind enemies in earthen chains that tighten as a foe struggles. Once a victim is encased in rock, the stoneshaper gestures and the chains twist around the creature to pulp flesh and splinter bones.

# Rot Grub

Lurking within the rotting flesh of a slain adventurer, a rot grub poses a deadly threat to those who venture into ancient crypts and abandoned dungeons. Some claim that they are Torog's spawn and that these ever-hungry worms seek only to cause pain and death in Torog's name. Orcs abandon dungeons that rot grubs infest, while gnolls capture rot grubs and use them to torment captives in bizarre rites to Yeenoghu.

A rot grub is a deadly parasite that feasts on both living and dead flesh. Its voracious appetite leads it to burrow into a living creature, gorging itself on its victim's muscles and innards. A victim of rot grubs suffers wracking pain that ends only when a rot grub reaches and devours its victim's heart.

## Lore

**Dungeoneering DC 17:** A menace in underground regions for untold years, rot grubs are held in check by the same hunger that makes them a threat. The inhabitants of dungeons vigilantly guard against rot grub infestations, squashing them before they become a great threat. When an infestation rages out of control, the survivors flee elsewhere, while the grubs gorge themselves on those left behind. When food runs short, the grubs die out, and only a few hardy specimens survive to find a new hunting ground.

Rumors persist of vast Underdark caverns filled with undulating seas of rot grubs. Supposedly, the grubs in these living seas feed on the decaying flesh of a forgotten god.

## Encounters

Rot grubs are too indiscriminate in the carnage they spread to have allies, but other creatures sometimes make use of them. Kobolds brave and stupid enough to hunt these creatures sometimes keep them in small, ceramic containers that they hurl at intruders. Bugbears keep pits filled with rot grubs to dispose of corpses and make their traps more deadly.

## Rot Grub Swarm

When a rot grub swarm first enters an area, it brings down several victims and then retreats to the center of its prey's decaying corpses and begins to lay eggs. A single rot grub swarm can lay ten thousand eggs before it dies. Unless the body is burned, within a month it spawns a new swarm of ravenous rot grubs.

| **Rot Grub Swarm** | **Level 4 Brute** |
|---|---|
| Medium natural beast (swarm) | XP 175 |
| **HP** 63; **Bloodied** 31 | **Initiative** +3 |
| **AC** 15, **Fortitude** 15, **Reflex** 14, **Will** 15 | **Perception** +2 |
| **Speed** 5 | Darkvision |
| **Resist** half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks | |
| **Traits** | |
| ☼ **Swarm Attack ✦ Aura** 1 | |
| Any enemy that starts its turn within the aura takes 5 damage plus 2 extra damage for each additional rot grub swarm adjacent to the enemy. | |
| **Swarm** | |
| The rot grub swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The rot grub swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises. | |
| **Clumsy Attacker** | |
| The rot grub swarm lacks a melee basic attack. | |
| **Standard Actions** | |
| ⸸ **Infesting Bite ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +9 vs. AC | |
| *Hit:* Ongoing 5 damage (save ends). | |
| *First Failed Saving Throw:* Ongoing 10 damage (save ends). | |
| *Second Failed Saving Throw*: Ongoing 15 damage (save ends). | |
| **Str** 10 (+2) **Dex** 13 (+3) **Wis** 11 (+2) | |
| **Con** 13 (+3) **Int** 2 (-2) **Cha** 4 (-1) | |
| **Alignment** unaligned **Languages** – | |

### Rot Grub Swarms in Combat

A rot grub swarm surges toward the closest living creature. Relentless in its overpowering urge to eat, the swarm ignores environmental dangers such as fire or water. A victim covered by rot grubs suffers horrible pain. Humanoid monsters sometimes lure swarms into hotly contested dungeon corridors, relying on the victims' screams to serve as a crude alarm system.

JASON FELIX

# Rot Grub Zombie

Long after a victim has died from a rot grub infestation, the creatures continue to eat away at the rotting flesh. From time to time, the corpse reanimates into a dark parody of life, creating a zombie that acts as a carrier for a swarm of rot grubs.

| **Rot Grub Zombie** | **Level 8 Skirmisher** |
|---|---|
| Medium natural humanoid (undead) | XP 350 |
| **HP** 86; **Bloodied** 43 | **Initiative** +9 |
| **AC** 22, **Fortitude** 20, **Reflex** 19, **Will** 17 | **Perception** +2 |
| **Speed** 6 | |
| **Immune** rot grub infestation | |
| **Standard Actions** | |
| **Slam ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +13 vs. AC | |
| *Hit:* 2d6 + 9 damage. | |
| **Flailing Slam ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +13 vs. AC | |
| *Hit:* 2d6 + 9 damage. | |
| *Effect:* Before or after the attack, the zombie shifts 1 square. | |
| **Rot Grub Hunger** (disease, necrotic) **✦ Recharge** ⚄ ⁞⁞ | |
| *Attack:* Melee 1 (one creature); +13 vs. AC | |
| *Hit:* 2d6 + 9 damage plus 2d6 necrotic damage. | |
| *Effect:* If the target is bloodied, it is exposed to rot grub infestation (see page xx). | |
| **Triggered Actions** | |
| **Corpse Collapse** | |
| *Trigger:* The zombie drops to 0 hit points. | |
| *Effect (No Action):* A rot grub swarm appears in an unoccupied square adjacent to the zombie. | |
| **Str** 20 (+9) **Dex** 16 (+7) **Wis** 6 (+2) | |
| **Con** 14 (+6) **Int** 4 (+1) **Cha** 13 (+5) | |
| **Alignment** unaligned **Languages** – | |

## Rot Grub Zombies in Combat

A rot grub zombie is unusually spry for its undead state because the body reanimates quickly after death by rot grubs. Scholars debate whether a rot grub swarm exerts control over a zombie. They cite evidence that a rot grub zombie seeks out those who have sustained injuries and are more susceptible to infestation.

# Awakened Rot Grub Swarm

Tales persist of strange, roiling masses of rot grubs that have acquired an extraordinary sentience. Some believe that these rot grubs devoured a psionic creature. Others speculate that these swarms are the result of duergar efforts to turn rot grubs into beasts of war.

| **Awakened Rot Grub Swarm** | **Level 10 Brute** |
|---|---|
| Medium natural beast (swarm) | XP 500 |
| **HP** 123; **Bloodied** 61 | **Initiative** +6 |
| **AC** 21, **Fortitude** 20, **Reflex** 19, **Will** 22 | **Perception** +5 |
| **Speed** 5 | Darkvision |
| **Resist** half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks | |
| **Traits** | |
| **Swarm Attack ✦ Aura** 1 | |
| Any enemy that starts its turn within the aura takes 10 damage plus 2 extra damage for each additional rot grub swarm adjacent to the enemy. | |
| **Swarm** | |
| The awakened rot grub swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The awakened rot grub swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises. | |
| **Clumsy Attacker** | |
| The awakened rot grub swarm lacks a melee basic attack. | |
| **Standard Actions** | |
| **Infesting Bite ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +15 vs. AC | |
| *Hit:* Ongoing 10 damage (save ends). | |
| *First Failed Saving Throw:* Ongoing 15 damage (save ends). | |
| *Second Failed Saving Throw:* Ongoing 20 damage (save ends). | |
| **Psychic Shock ✦ Recharge** ⚄ ⚄ ⁞⁞ | |
| *Attack:* Close burst 2 (enemies in burst); +13 vs. Will | |
| *Hit:* The target is immobilized until the end of the awakened swarm's next turn. | |
| **Minor Actions** | |
| **Telepathic Lure ✦ At-Will** (1/round) | |
| *Attack:* Ranged 5 (one creature); +13 vs. Will | |
| *Hit:* The swarm pulls the target 4 squares. | |
| **Str** 10 (+5) **Dex** 13 (+6) **Wis** 11 (+5) | |
| **Con** 13 (+6) **Int** 8 (+4) **Cha** 4 (+2) | |
| **Alignment** evil **Languages** Deep Speech, telepathy 10 | |

## Awakened Rot Grub Swarms in Combat

The motion of an awakened swarm has a strange symmetry, as if each grub were moving in perfect formation with the rest. The swarm's telepathy manifests as a constant chatter of moans and simple phrases in Deep Speech, such as "All must join, all must find sanctuary," and "Without us, within them, reap their flesh." The psyches of those devoured by a swarm sometimes crop up among these thoughts as well.

**Rot Grub Infestation** Level 4 Disease **Endurance** improve DC 18, maintain DC 12, worsen DC 11 or lower

The target is cured.

◀ **Initial Effect:** The target loses a healing surge and gains vulnerable 5 necrotic.

◀▶ The target loses two healing surges, which cannot be regained until he or she is cured. The target also takes a -4 penalty to skill checks until he or she is cured.

▶ **Final State:** The target dies and immediately becomes a rot grub zombie.

# SCARECROW

A visitor to the Feywild might see a line of scarecrows and assume that a farmer or a hunter set them up to mark the edge of his or her territory. When a human or a dragonborn might blunder on ahead, heedless of the danger, an eladrin, gnome, or other native of the Feywild retreats in fear. Although people in the world place scarecrows to scare off birds, in the Feywild they serve as a dire warning of the consequences of trespass. Unlike the mundane scarecrows of the world, a scarecrow in the Feywild can clamber down from its perch to rip the entrails from anyone foolish enough to ignore it.

Hags constructed the first animated scarecrows by weaving them from straw stolen from a farmer at the stroke of midnight, clothes taken from a freshly slain corpse, and thread made from the hair of a nightmare's mane. Years have passed since the creation of these creatures, and now animated scarecrows are common in the world as well as the Feywild.

## Lore

**Arcana DC 22:** Although scarecrows are constructs, they are smarter and wilier than golems, homunculi, and other creatures created from inanimate materials. This cunning is further enhanced by the bond between the scarecrow and its creator.

When a scarecrow spots enemies, its creator instantaneously becomes aware of that fact. When a scarecrow hits a creature with an attack, its creator receives a clear mental image of the foe's appearance and location. The creator sees the target as the scarecrow sees it, though it still cannot distinguish invisible or hidden creatures.

The connection between creator and scarecrow makes these creatures ideal sentinels. Powerful hags and ritualists post them as sentinels at the edge of their domains, and they mix them in with mundane scarecrows.

## Encounters

Eladrin, gnomes, fomorians, hags, and ritual casters employ scarecrows as guardians and sentinels. Within isolated ruins, deep Feywild woods, the Underdark, and the forests of the world, large numbers of scarecrows hold an endless vigil. When the master of a scarecrow dies, the construct remains fully functional and continues to carry out its creator's last commands.

ADAM GILLESPIE

## Scarecrow Shambler

Normally the process of crafting a scarecrow requires months of careful, precise work. Each stitch, each handful of straw, and each scrap of cloth must be positioned, trimmed, and assembled to serve as a proper vessel for the magic that animates a scarecrow. However, a skilled ritual caster might instead create dozens of crude but effective scarecrows. The magic that animates a scarecrow shambler barely holds it together, yet its shoddy construction belies the ferocity and strength of its attacks.

| **Scarecrow Shambler** | **Level 10 Minion Brute** |
|---|---|
| Medium fey animate (construct) | XP 125 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +7 |
| **AC** 22, **Fortitude** 22, **Reflex** 21, **Will** 21 | **Perception** +7 |
| **Speed** 6 | Low-light vision |
| **Immune** disease, poison, sleep | |
| **Standard Actions** | |
| ⊕ **Claws** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +13 vs. AC | |
| *Hit:* 11 damage. | |
| **Triggered Actions** | |
| **Toxic Straw** (poison, zone) | |
| *Trigger:* The shambler drops to 0 hit points. | |
| *Effect (No Action):* The shambler's death creates a zone in a close burst 1 that lasts until the end of the encounter. The zone is lightly obscured, and any creature that ends its turn within the zone takes 10 poison damage. | |
| **Str** 18 (+9) **Dex** 14 (+7) **Wis** 15 (+7) | |
| **Con** 15 (+7) **Int** 11 (+5) **Cha** 10 (+5) | |
| **Alignment** unaligned **Languages** Common | |

### Scarecrow Shamblers in Combat

When shamblers fall like wheat before the scythe in battle, their destruction creates swirling clouds of straw, rags, and other debris. The straw within a shambler contains a poisonous mold that leaves creatures reeling.

## Scarecrow Guardian

A guardian resembles a normal scarecrow, except for the tough, burlap sack that covers its head. Two holes in this sack reveal a pair of glowing, red eyes that burn with simmering hatred. Hags hang scarecrow guardians on high trees, posts, and ruins near their lairs. From such a vantage point, a scarecrow guardian watches over the hag's domain. When it spots intruders, it tears itself from its perch to launch an attack.

| **Scarecrow Guardian** | **Level 13 Soldier** |
|---|---|
| Medium fey animate (construct) | XP 800 |
| **HP** 107; **Bloodied** 53 | **Initiative** +10 |
| **AC** 29, **Fortitude** 25, **Reflex** 23, **Will** 24 | **Perception** +14 |
| **Speed** 6 | Low-light vision |
| **Immune** disease, poison, sleep; **Vulnerable** 10 fire | |
| **Standard Actions** | |
| **Claws ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +18 vs. AC | |
| *Hit:* 2d6 + 9 damage, and the target is marked until the end of the guardian's next turn. | |
| **Luring Gaze** (charm, psychic) **✦ At-Will** | |
| *Attack:* Ranged 10 (one creature); +16 vs. Will | |
| *Hit:* 1d6 + 5 psychic damage, and the guardian pulls the target 5 squares. | |
| **Minor Actions** | |
| **Horrid Gaze** (fear) **✦ Encounter** | |
| *Attack:* Close blast 3 (enemies in blast); +18 vs. Will | |
| *Hit:* The target is immobilized until the end of the guardian's next turn. | |
| **Triggered Actions** | |
| **Malleable Straw ✦ At-Will** | |
| *Trigger:* An attack damages the guardian. | |
| *Effect (Immediate Interrupt):* The guardian takes half damage from the triggering attack. | |
| **Skills** Acrobatics +13 | |
| **Str** 18 (+10) **Dex** 14 (+8) **Wis** 17 (+9) | |
| **Con** 15 (+8) **Int** 11 (+6) **Cha** 10 (+6) | |
| **Alignment** unaligned **Languages** Common | |

### Scarecrow Guardians in Combat

Scarecrow guardians seek to divide their enemies so that each creature can occupy one foe in battle. The straw and other innards stuffed into a guardian move within it to turn a grievous blow into a glancing hit.

## Scarecrow Haunter

Scarecrow haunters are crafted using the same process as for other scarecrows, except for one critical difference: A haunter's creator sews the heart of a humanoid that died at the hands of a scarecrow into the creature's interior. The fear that the victim felt in those last few seconds pours forth from the scarecrow in waves, instilling terror into the haunter's victims.

| **Scarecrow Haunter** | **Level 13 Lurker** |
|---|---|
| Medium fey animate (construct) | XP 800 |
| **HP** 99; **Bloodied** 49 | **Initiative** +14 |
| **AC** 27, **Fortitude** 24, **Reflex** 26, **Will** 25 | **Perception** +9 |
| **Speed** 6 | Low-light vision |
| **Immune** disease, poison, sleep; **Vulnerable** 10 fire | |
| **Traits** | |
| **Lurking Horror** | |
| When the haunter hits a creature that cannot see it, the attack deals 5 extra damage and increases any of the attack's forced movement by 2 squares. | |
| **Standard Actions** | |
| **Claws ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +18 vs. AC | |
| *Hit:* 2d6 + 9 damage. | |
| **Haunting Echoes** (charm, fear, psychic) **✦ At-Will** | |
| *Attack:* Area burst 2 within 10 (enemies in burst); +18 vs. Will | |
| *Hit:* The haunter slides the target 2 squares. The target then makes a melee or a ranged basic attack against a creature of the haunter's choice. | |
| **Fluttering Straw** (polymorph) **✦ At-Will** | |
| *Effect:* The haunter shifts 6 squares and then is invisible and insubstantial until the end of its next turn. | |
| **Minor Actions** | |
| **Terrifying Gaze** (fear, psychic) **✦ Recharge** ⚄ ⚅ | |
| *Attack:* Close blast 3 (enemies in blast); +16 vs. Will | |
| *Hit:* 1d6 + 5 psychic damage, and the haunter pushes the target 2 squares. | |
| **Skills** Stealth +15 | |
| **Str** 14 (+8) **Dex** 18 (+10) **Wis** 17 (+9) | |
| **Con** 15 (+8) **Int** 11 (+6) **Cha** 10 (+6) | |
| **Alignment** unaligned **Languages** Common | |

### Scarecrow Haunters in Combat

A haunter lives up to its name, wielding powerful fey magic that creates disturbing moans, flashes of horrid, ghostly figures, and other unnerving distractions that erode its enemies' sanity. During combat, a scarecrow haunter can focus its energy and explode into a cloud of rotting hay and tattered rags that can later re-form beyond the reach of enemies. The haunter uses this ability defensively and also as a tactic for surprising foes. While in this unseen form, the creature evokes visions and noises that send enemies running.

# SECRET OF VECNA

A secret of Vecna is the shell of a petitioner who has angered Vecna by sharing secrets or otherwise failing the god. In its normal form, it appears as a bald human with plain features. A secret of Vecna wears simple robes and carries a dagger or a staff. Once bloodied, it undergoes a horrific transformation. The creature's skin sloughs away, and it sprouts long claws, which it uses to rip away its face and reveal a fanged, twisted visage.

## Lore

**Arcana DC 23:** Each secret of Vecna was once a follower who possessed knowledge that Vecna valued. The Maimed God punished that follower when he or she betrayed him by sharing that knowledge. Powerful spellcasters and clerics seek to capture secrets of Vecna to try to reconstruct their shattered minds and learn Vecna's secrets. The creatures possess a maddening intellect, though, and no one has yet succeeded in restoring their sanity. A ritual to mend a secret of Vecna is rumored to exist, but it is supposedly guarded by Vecna's most devoted followers.

## Encounters

A secret of Vecna guards locations important to Vecna and aids the god's followers in their clandestine endeavors. Few in the lower ranks of Vecna's cult trust a secret of Vecna to do anything other than look after Vecna's long-term interests. This mistrust is earned, because a secret of Vecna lacks any will of its own. As an empty husk, it goes where its god and his high-ranking priests command, and it never reveals more than Vecna allows.

## Enigma of Vecna

The typical enigma of Vecna was once a spellcaster who sought to unlock the Maimed God's secrets. The spellcaster grew too greedy and offered to sell or share what he or she had learned. As a result, the spellcaster paid the price for betraying his or her god.

### Enigmas of Vecna in Combat

In its humanoid form, an enigma of Vecna delights in suppressing knowledge, especially in those it faces in combat. The enigma's power to blast away memory gives it an advantage in combat. Anyone affected by an enigma's mental assault describes the feeling as an agonizing severing, as if something were painfully torn from one's mind. When the memories slam back into place, the shock leaves a victim reeling.

Enigmas of Vecna keep away from the fray, using ranged attacks to wear down foes. When a bloodied enigma transforms, the horror of witnessing the gruesome change causes its enemies to recoil. The enigma uses this opportunity to leap forward and tear into its foes' flesh.

**Enigma of Vecna** — **Level 6 Controller**
Medium natural humanoid — XP 250

**HP** 68; **Bloodied** 34 — **Initiative** +5
**AC** 20, **Fortitude** 17, **Reflex** 18, **Will** 19 — **Perception** +10
**Speed** 6

**Standard Actions**

**Dagger** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +11 vs. AC
*Hit:* 2d4 + 7 damage.

**Rend Flesh** ✦ **At-Will**
*Requirement:* The enigma must be affected by *horrific visage.*
*Attack:* Melee 1 (one creature); +11 vs. AC
*Hit:* 2d12 + 5 damage.

**Memory Ripper** (psychic) ✦ **At-Will**
*Attack:* Ranged 5 (one creature); +10 vs. Will
*Hit:* 1d6 + 5 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends).
*Aftereffect:* The target is dazed until the end of its next turn.

**Shock Bolt** (lightning) ✦ **At-Will**
*Attack:* Ranged 10 (one creature); +9 vs. Reflex
*Hit:* 1d10 + 5 lightning damage, and the target is slowed until the end of the enigma's next turn.

**Triggered Actions**

**Horrific Visage** (healing, psychic) ✦ **Encounter**
*Trigger:* The enigma is first bloodied.
*Attack (No Action):* Close burst 2 (enemies in burst); +10 vs. Will
*Hit:* 1d8 + 3 psychic damage, and the enigma pushes the target 3 squares.
*Effect:* Until the end of the encounter, the enigma cannot use any power except *rend flesh.*

**Skills** Arcana +13
**Str** 12 (+4) — **Dex** 15 (+5) — **Wis** 15 (+5)
**Con** 12 (+4) — **Int** 20 (+8) — **Cha** 16 (+6)
**Alignment** evil — **Languages** Common
**Equipment** dagger

## Spell Howler of Vecna

A spell howler is an accomplished arcane spellcaster who failed Vecna. Perhaps the spellcaster failed to discover a secret and then give it to Vecna, or maybe he or she foolishly peered into a tome forbidden to one of his or her rank. Whatever the case, the spellcaster suffered punishment for the transgression and became a spell howler. A spell howler is a mindless, gibbering husk that continually whispers broken fragments of Vecna's secrets. In combat, this speech reaches a fevered pitch as the spell howler unleashes blasts of arcane energy.

### Spell Howlers of Vecna in Combat

In battle, a spell howler screams and shrieks as if wracked with pain. It focuses its attacks on enemy spellcasters, particularly wizards and warlocks, because it covets the power it once wielded.

| **Spell Howler of Vecna** | **Level 18 Artillery** |
|---|---|
| Medium natural humanoid | XP 2,000 |
| **HP** 130; **Bloodied** 65 | **Initiative** +10 |
| **AC** 30, **Fortitude** 28, **Reflex** 30, **Will** 30 | **Perception** +11 |
| **Speed** 6 | |

**Standard Actions**

**Maddening Touch** (psychic) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +21 vs. Will
*Hit:* 2d8 + 12 psychic damage.

**Word of Force** (force) ✦ **At-Will**
*Attack:* Ranged 10 (one creature); +23 vs. Fortitude
*Hit:* 2d10 + 15 force damage.

**Word of Doom** (psychic) ✦ **At-Will**
*Requirement:* The spell howler must be affected by *horrific visage.*
*Attack:* Ranged 10 (one creature); +23 vs. Will
*Hit:* 2d8 + 6 psychic damage, and the target is dazed until the end of the spell howler's next turn.

**Word of Madness** (psychic) ✦ **Recharge** if the power misses
*Attack:* Melee 1 (one creature); +21 vs. Will
*Hit:* 2d8 + 5 psychic damage. The spell howler slides the target 3 squares, and the target makes a basic attack as a free action against a creature of the spell howler's choice.

**Word of Pain** (necrotic) ✦ **Encounter**
*Attack:* Ranged 10 (one creature); +23 vs. Fortitude
*Hit:* 4d10 + 10 necrotic damage.
*Miss:* Half damage.

**Triggered Actions**

**Horrific Visage** (psychic) ✦ **Encounter**
*Trigger:* The spell howler is first bloodied.
*Attack (No Action):* Close burst 2 (enemies in burst); +22 vs. Will
*Hit:* 2d6 + 4 psychic damage, and the spell howler pushes the target 3 squares.
*Effect:* Until the end of the encounter, the spell howler cannot use any power except *word of doom* and *maddening touch*.

| | | |
|---|---|---|
| **Str** 15 (+11) | **Dex** 13 (+10) | **Wis** 15 (+11) |
| **Con** 16 (+12) | **Int** 22 (+15) | **Cha** 18 (+13) |

**Alignment** chaotic evil **Languages** Common

# Secret of Vecna

A secret of Vecna is a priest of the god of secrets who allowed a piece of hidden doctrine to fall into a non-believer's hands. Vecna personally attends to such failures, blasting his erstwhile follower's mind into mush and transforming the person into a monster of lightning and thunder.

| **Secret of Vecna** | **Level 19 Skirmisher** |
|---|---|
| Medium natural humanoid | XP 2,400 |
| **HP** 176; **Bloodied** 88 | **Initiative** +18 |
| **AC** 33, **Fortitude** 31, **Reflex** 31, **Will** 31 | **Perception** +11 |
| **Speed** 8, teleport 4 | |

**Standard Actions**

**Shocking Grasp** (lightning) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +24 vs. AC
*Hit:* 2d10 + 16 lightning damage, plus 10 extra lightning damage if the secret is invisible to the target.

**Thundering Claws** (thunder) ✦ **At-Will**
*Requirement:* The secret must be affected by *horrific visage.*
*Attack:* Melee 1 (one creature); +24 vs. AC
*Hit:* 3d10 + 17 thunder damage. The secret slides the target 1 square and knocks it prone.

**Cloak of Ignorance** (charm, psychic) ✦ **At-Will**
*Attack:* Close burst 3 (enemies in burst); +22 vs. Will
*Hit:* 3d6 + 6 psychic damage, and the secret is invisible to the target (save ends).

**Triggered Actions**

**Horrific Visage** (psychic) ✦ **Encounter**
*Trigger:* The secret is first bloodied.
*Attack (No Action):* Close burst 2 (enemies in burst); +22 vs. Will
*Hit:* 2d6 + 4 psychic damage, and the secret pushes the target 3 squares.
*Effect:* Until the end of the encounter, the secret cannot use any power except *thundering claws.*

| | | |
|---|---|---|
| **Str** 15 (+11) | **Dex** 24 (+16) | **Wis** 15 (+11) |
| **Con** 16 (+12) | **Int** 13 (+10) | **Cha** 18 (+13) |

**Alignment** chaotic evil **Languages** Common

## Secrets of Vecna in Combat

A secret of Vecna slips through folds in space, leaving a rumble of thunder and the scent of ozone in its wake. Its hands crackle with lightning as it slips unseen through enemy ranks. In keeping with Vecna's desire to punish transgressors, a secret has an irresistible urge to rush foes and claw at them.

DAVE ALLSOP

Lurking in the Shadowfell are many strange and dark monsters. Foremost among these threats are shadows, flickering motes of darkness that subsist on the shadows cast by living creatures. Thought by many to be undead, shadows are in fact creatures that stand on the thin line between life and death. In a shadow's eyes, the world is a web of darkness pierced by annihilating light. The creature views the shadow cast by a living creature as a captive that it must devour in order to liberate it.

## Lore

**Arcana DC 18:** Many folk mistake shadows for undead creatures, but they are instead creatures native to the Shadowfell. They venture into the world to devour and manipulate the stuff of shadows. Some wish to feed off it, while others seek to collect its power to wield for their own sinister purposes.

Shadows hate bright light, and radiant energy is lethal to them. They have no particular weakness to daylight other than the light's ability to reveal their presence. The creatures' reliance on stealth and darkness keeps them confined to dungeons and other dark places.

The number of shadows in the world is increasing each year, as if a powerful force is driving them. Expeditions to the Shadowfell have yet to uncover a power behind them, so perhaps the shadows' increased presence is only a product of their propagation.

## Encounters

Shadows ally with any creature that offers them the chance to slay living foes. Evil wizards, devotees of dark gods, and humanoid tribes work with shadows, though they view the creatures as unreliable. Shadows have consistently shown that alliances and gods hold little sway over them. A shadow fights alongside a mortal because the relationship is convenient, not because the creature shares a sense of service or duty.

Although few mortals traffic in shadow magic, those who do follow that perilous practice gain the ability to command shadows. Shadows are eager to serve such mortals, as if the shadows know a horrid secret that their mortal master cannot yet comprehend.

## Shadow Stalker

A shadow stalker walks between darkness and light. It flits from shadow to shadow, taking care to avoid the horrid pain of illumination. The creature preys on the shadows of living creatures, devouring them for sustenance. However, it cannot feast upon a shadow while the shadow's owner lives.

**Shadow Stalker** **Level 3 Lurker**
Medium shadow humanoid XP 150

**HP** 25; **Bloodied** 12 **Initiative** +9
**AC** 15, **Fortitude** 14, **Reflex** 16, **Will** 14 **Perception** +3
**Speed** 8 Darkvision
**Resist** insubstantial; **Vulnerable** 5 radiant

**Traits**

**Born of Shadows**
The stalker can make a Stealth check to become hidden when it has concealment instead of needing total concealment.

**Standard Actions**

⨁ **Shadowy Touch** (necrotic) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +6 vs. Reflex
*Hit:* 1d8 + 6 necrotic damage.

⨁ **Shadow Stalk** (necrotic) ✦ **Recharge** when the stalker uses *shadow step*
*Attack:* Melee 1 (one creature); +8 vs. Reflex
*Hit:* 1d6 + 8 necrotic damage, and the stalker shifts into the target's space and melds with its shadow (save ends). While the stalker is melded with the target's shadow, it moves when the target moves without provoking opportunity attacks, and it gains a +4 bonus to all defenses and a +5 bonus to attack rolls against the target. When the target saves, the stalker shifts to a square adjacent to the target.

**Triggered Actions**

**Shadow Step** (teleportation) ✦ **At-Will**
*Trigger:* A living creature within 5 squares of the stalker drops to 0 hit points or fewer.
*Effect (Free Action):* The stalker teleports to a square adjacent to the triggering creature and gains a +2 bonus to attack rolls until the end of its next turn.

**Skills** Stealth +10

| | | |
|---|---|---|
| **Str** 12 (+2) | **Dex** 19 (+5) | **Wis** 14 (+3) |
| **Con** 13 (+2) | **Int** 12 (+2) | **Cha** 11 (+1) |

**Alignment** evil **Languages** Common

### Shadow Stalkers in Combat

While hunting for prey in the world, a shadow stalker lurks in places where mortals commonly battle. It skulks in the darkness, waiting for living creatures to die so that it can devour their shadows. A creature, whether dead or on the brink of death, turns an unhealthy, pale gray when its shadow is devoured. Only by killing the creature that devoured his or her shadow can the victim regain it.

## Shadow Strangler

Like a spellcaster among its kind, a shadow strangler uses the magic of the Shadowfell to control and manipulate darkness. A strangler uses the shadows it devours as fuel for its magic, so it must feed frequently.

**Shadow Strangler** **Level 9 Artillery**
Medium shadow humanoid XP 400

**HP** 53; **Bloodied** 26 **Initiative** +8
**AC** 23, **Fortitude** 18, **Reflex** 21, **Will** 22 **Perception** +6
**Speed** 8 Darkvision
**Resist** insubstantial; **Vulnerable** 5 radiant

**Traits**

**Born of Shadows**
The strangler can make a Stealth check to become hidden when it has concealment instead of needing total concealment.

BEN WOOTTEN

| Standard Actions |
|---|
| ⊕ **Shadowy Touch** (necrotic) ✦ **At-Will** |
| *Attack:* Melee 1 (one creature); +12 vs. Reflex |
| *Hit:* 2d6 + 5 necrotic damage, and the strangler becomes invisible to the target until the end of the strangler's next turn. |
| **Blinding Shadows** (necrotic) ✦ **At-Will** |
| *Attack:* Ranged 10 (one creature); +14 vs. Reflex |
| *Hit:* 2d6 + 5 necrotic damage, and the target cannot see anything more than 3 squares away from it until the end of the strangler's next turn. |
| **Strangling Darkness** (necrotic) ✦ **Recharge** ⚄ ⚅ |
| *Attack:* Ranged 10 (one creature); +14 vs. Fortitude |
| *Hit:* The target is restrained and takes ongoing 15 necrotic damage (save ends both). |
| **Devouring Dark** (necrotic) ✦ **Encounter** |
| *Attack:* Area burst 2 within 10 (enemies in burst); +14 vs. Reflex |
| *Hit:* 1d10 + 7 necrotic damage, and the target is blinded until the end of the strangler's next turn. |
| *Miss:* Half damage. |
| **Skills** Arcana +10, Stealth +13 |
| **Str** 12 (+5) **Dex** 19 (+8) **Wis** 14 (+6) |
| **Con** 17 (+7) **Int** 12 (+5) **Cha** 19 (+8) |
| **Alignment** evil **Languages** Common |

## Shadow Stranglers in Combat

At a shadow strangler's command, the stuff of raw darkness reaches out to attack and claw at its enemies. Tendrils of shadow wrap around a creature's face and legs, blinding the prey while holding it in place. Victims of these attacks hear the shadow's strange whispers, which tell them that they must die to allow their shadows, their "true forms," to escape.

# Shadow Puppeteer

Although other shadows devour the umbra cast by living creatures, a shadow puppeteer seeks subtler delights. It absorbs the fleeting and almost imperceptible shadows cast by souls as they depart for the afterlife.

| **Shadow Puppeteer** | **Level 14 Lurker** |
|---|---|
| Medium shadow humanoid | XP 1,000 |
| **HP** 74; **Bloodied** 37 | **Initiative** +17 |
| **AC** 24, **Fortitude** 25, **Reflex** 26, **Will** 26 | **Perception** +9 |
| **Speed** 8 | Darkvision |
| **Resist** insubstantial; **Vulnerable** 5 radiant | |
| **Traits** | |
| **Born of Shadows** | |
| The puppeteer can make a Stealth check to become hidden when it has concealment instead of needing total concealment. | |
| **Standard Actions** | |
| ⊕ **Shadow Touch** (necrotic, zone) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +17 vs. Reflex | |
| *Hit:* 3d6 + 12 necrotic damage, or 3d6 + 17 necrotic damage against a target that cannot see the puppeteer. | |
| *Effect:* The puppeteer creates a zone in the target's space and each square adjacent to it. The zone is lightly obscured, and it lasts until the end of the puppeteer's next turn. | |
| **Shadow Puppet** (charm, necrotic) ✦ **Recharge** when the shadow hits a creature that cannot see it | |
| *Attack:* Melee 1 (one creature); +17 vs. Will | |
| *Hit:* 2d6 + 5 necrotic damage, or 2d6 + 10 necrotic damage against a target that cannot see the puppeteer. The target is dominated until it starts its turn not adjacent to the shadow. | |
| **Skills** Stealth +18 | |
| **Str** 12 (+8) **Dex** 22 (+13) **Wis** 14 (+9) | |
| **Con** 17 (+10) **Int** 12 (+8) **Cha** 19 (+11) | |
| **Alignment** evil **Languages** Common | |

## Shadow Puppeteers in Combat

A shadow puppeteer rarely leaps into the front of any battle. Instead, it lingers at the edge of combat and hides from one enemy's vision. Then it darts through the battlefield and delivers a strike to seize control of that creature's shadow. The creature forces its new puppet to charge across the battlefield as the shadow and its allies attack the creature while its guard is down. The puppeteer sticks close to its puppet. When the domination ends, the shadow attempts to retreat back to the darkness until it can find another opportunity to turn an enemy into its puppet.

# SHARDMIND

In the days of the war between gods and primordials, the Living Gate stood as a sentinel against the horrid Far Realm. Under the Gate's watchful eye, the Far Realm's power remained in check. In time, mind flayers, beholders, and other aberrant monstrosities sundered the Gate and surged forth to conquer, kill, and enslave.

The Living Gate was not defeated so easily. Though its shattered pieces were spread across the cosmos, its will lived on. From its wreckage arose shardminds, psionic creatures whose bodies were composed of crystal. Driven by a racial memory as old as the cosmos, the shardminds seek to rebuild the Living Gate and end the Far Realm's foul influence.

Some shardminds follow the philosophy of the Shard Slayer. They believe that killing shardminds helps restore the Living Gate. They also see other humanoids as disposable resources useful for eliminating and outmaneuvering their rivals.

## Lore

**Arcana DC 19:** If shardminds can be said to have a common weakness, it is their inability to understand charity and sacrifice. This weakness gives rise to the Shard Slayer philosophy. This belief system is the one with which most common folk are familiar, because it is the most visible of the three shardmind philosophies. Shardminds of this philosophy scour the planes in search of others of their kind to recruit or slay, all in a deluded mission to restore the Living Gate. In addition, they hunt for psionic artifacts and pieces of the Living Gate.

## Encounters

Shardminds prefer to work with creatures they can outwit. Ogres, trolls, and orcs are just a few of the brutes that shardminds consider easy to control.

## Shardmind Warseeker

A warseeker wanders from town to town, never lifting the visor on its plate armor. It asks people if they have seen creatures of living crystal or have heard tales of "wizards" who work magic through the power of their

| **Shardmind Warseeker** | **Level 6 Soldier** |
|---|---|
| Medium immortal humanoid (living construct) | XP 250 |
| **HP** 70; **Bloodied** 35 | **Initiative** +5 |
| **AC** 22, **Fortitude** 18, **Reflex** 16, **Will** 20 | **Perception** +5 |
| **Speed** 5 | |
| **Resist** 5 psychic | |
| **Standard Actions** | |
| **Broadsword** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +11 vs. AC | |
| *Hit:* 1d10 + 9 damage. | |
| *Effect:* The target is marked until the end of the warseeker's next turn. | |
| **Crossbow** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 15/30 (one creature); +11 vs. AC | |
| *Hit:* 1d8 + 5 damage. | |
| *Effect:* The target is marked until the end of the warseeker's next turn. | |
| **Move Actions** | |
| **Shardswarm** (teleportation) ✦ **Encounter** | |
| *Effect:* Each enemy adjacent to the warseeker grants combat advantage until the end of the warseeker's next turn. The warseeker then teleports 2 squares. | |
| **Triggered Actions** | |
| **Psionic Rebuke** (psychic) ✦ **At-Will** | |
| *Trigger:* An enemy marked by the warseeker and within 5 squares of it makes an attack that does not include the warseeker as a target. | |
| *Effect (Immediate Reaction):* The triggering enemy takes 5 psychic damage and is dazed until the end of its next turn. | |
| **Furious Mind** ✦ **At-Will** | |
| *Trigger:* The warseeker is first bloodied. | |
| *Effect (No Action):* The warseeker gains 10 temporary hit points. Until the end of the encounter, the warseeker takes a -2 penalty to attack rolls and gains a +4 bonus to damage rolls. | |
| **Skills** Diplomacy +8, Insight +10, Intimidate +8 | |
| **Str** 17 (+6) **Dex** 10 (+3) **Wis** 14 (+5) | |
| **Con** 14 (+5) **Int** 13 (+4) **Cha** 11 (+3) | |
| **Alignment** evil **Languages** Common, Deep Speech, telepathy 5 | |
| **Equipment** plate armor, broadsword, heavy crossbow, 20 bolts | |

VINCENT DUTRAIT

mind. Its impassive tone matches the dull, iron visage of its faceplate.

When a warseeker hears such stories, it becomes agitated and demands more information. If the tale-teller cannot offer a satisfactory answer, it draws its sword, shrieks in rage, and hacks the person to death. Its fury sated, the warseeker disposes of the body and continues its search.

### Shardmind Warseekers in Combat

Early in a fight, a warseeker is an impassive, calculating tactician. As the battle progresses and it sustains injuries, it becomes increasingly enraged and frustrated. Eventually, its impassive facade collapses and a berserker's fury overcomes it.

## Shardmind Dominator

A shardmind dominator perceives the ebb and flow of psychic energy through a creature's mind. To a dominator, seizing control of another creature is as simple and morally acceptable as picking up a rock and throwing it into a pond.

| **Shardmind Dominator** | **Level 8 Controller** |
|---|---|
| Medium immortal humanoid (living construct) | XP 350 |
| **HP** 86; **Bloodied** 43 | **Initiative** +4 |
| **AC** 22, **Fortitude** 17, **Reflex** 19, **Will** 21 | **Perception** +13 |
| **Speed** 6 | |
| **Resist** 5 psychic | |
| **Standard Actions** | |
| **Dagger** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +13 vs. AC | |
| *Hit:* 3d4 + 9 damage. | |
| **Overwhelming Mind** (charm) ✦ **At-Will** | |
| *Effect:* One creature within 5 squares of the dominator makes a melee or a ranged basic attack as a free action against a target of the dominator's choice. If the attack hits, the dominator slides the attacking creature 3 squares. | |
| **Psionic Puppet** (charm) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Ranged 10 (one creature); +11 vs. Will | |
| *Hit:* The target is dominated (save ends). | |
| **Mind Swarm** (psychic, zone) ✦ **Encounter** | |
| *Attack:* Area burst 1 within 5 (enemies in burst); +11 vs. Will | |
| *Hit:* 2d10 + 7 psychic damage. | |
| *Effect:* The burst creates a zone that lasts until the end of the encounter. When any enemy ends its turn within the zone, the dominator can slide it 3 squares as a free action. | |
| **Move Actions** | |
| **Shardswarm** (teleportation) ✦ **Encounter** | |
| *Effect:* Each enemy adjacent to the dominator grants combat advantage until the end of the dominator's next turn. The dominator then teleports 3 squares. | |
| **Skills** Arcana +12, Bluff +10 | |
| **Str** 11 (+4) **Dex** 10 (+4) **Wis** 18 (+8) | |
| **Con** 14 (+6) **Int** 17 (+7) **Cha** 13 (+5) | |
| **Alignment** evil **Languages** Common, Deep Speech, telepathy 5 | |
| **Equipment** dagger, orb | |

### Shardmind Dominators in Combat

A dominator believes that its victory in a fight is inevitable. The creature laughs haughtily as its attacks render enemies helpless and force them to smash allies.

## Shardmind Executioner

A shardmind executioner is a skilled killer dispatched to eliminate rival shardminds before they pose a threat. Shardmind executioners rarely mix with other humanoids unless they are on a mission. They rarely speak aloud, preferring telepathy.

| **Shardmind Executioner** | **Level 10 Lurker** |
|---|---|
| Medium immortal humanoid (living construct) | XP 500 |
| **HP** 81; **Bloodied** 40 | **Initiative** +11 |
| **AC** 22, **Fortitude** 18, **Reflex** 20, **Will** 21 | **Perception** +14 |
| **Speed** 6 | |
| **Resist** 5 psychic | |
| **Standard Actions** | |
| **Shardblade** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +15 vs. AC | |
| *Hit:* 2d10 + 7 damage. | |
| **Mind Shadows** (psychic) ✦ **At-Will** | |
| *Attack:* Ranged 10 (one creature); +13 vs. Will | |
| *Hit:* 1d8 + 4 psychic damage, and the target is blinded until the end of the executioner's next turn. | |
| **Psychic Infiltration** (psychic, weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature that cannot see the executioner); +13 vs. Will | |
| *Hit:* The target takes ongoing 20 psychic damage and is dazed (save ends both). Until the target saves against this effect or drops to 0 hit points or fewer, the executioner is removed from play. When this effect ends, the executioner appears in an unoccupied square of its choice adjacent to the target. | |
| **Move Actions** | |
| **Shardswarm** (teleportation) ✦ **Encounter** | |
| *Effect:* Each enemy adjacent to the executioner grants combat advantage until the end of the executioner's next turn. The executioner then teleports 3 squares. | |
| **Triggered Actions** | |
| **Psionic Boost** (psychic) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Trigger:* The executioner hits with *shardblade* or *mind shadows*. | |
| *Effect (Free Action):* The attack deals 2d6 extra psychic damage. | |
| **Skills** Athletics +11, Bluff +11, Stealth +12 | |
| **Str** 12 (+6) **Dex** 15 (+7) **Wis** 19 (+9) | |
| **Con** 15 (+7) **Int** 20 (+10) **Cha** 12 (+6) | |
| **Alignment** evil **Languages** Common, Deep Speech, telepathy 5 | |
| **Equipment** greatsword | |

### Shardmind Executioners in Combat

A shardmind executioner relentlessly pursues its chosen foe. It assaults its quarry's mind, sending the enemy to a strange dreamscape of endless corridors and shadowy chambers. In this maze of the mind, the executioner remains on its prey's heels, fostering feelings of helplessness and terror in its victim.

# Skulk

The skulks come at night, prowling the streets and seeking victims, from the richest merchant to the poorest laborer. Long ago, they were a caste of slaves who toiled for the empire of Bael Turath. When the empire forged a pact with devilkind, it left the skulks out of the agreement. The slaves responded with a night of rage that left cities in flames and nobles, merchant princes, and other slave masters dead, their throats slashed while they slept. The demon lord Graz'zt, delighted by the slaves' treachery, granted those who survived that night the gift of supernatural stealth. To this day, the skulks forsake the trappings of civilization that once kept them in chains. Like predators in the wild, they slink through alleys and streets, stalking their prey until they close in for the kill.

## Lore

**History DC 16:** As Bael Turath crumbled, the skulks danced in their former masters' ruins, yet even the empire's destruction was not enough. The surviving tieflings spread far and wide, and the skulks followed them. Here and there, new tiefling realms took root, but invariably assassinations and murders shattered these nascent societies. When a tiefling champion emerged to reestablish a realm for his or her people, that individual invariably met an untimely and inglorious death in a bed chamber or a back alley. Even today, renowned tieflings, from heroic paladins to devious rogues, disappear more often than other adventurers in the rougher quarters of towns and cities.

In combat, skulks target tieflings in preference over other humanoids. All other things being equal, a skulk would rather sink its blade into the descendants of those who once enslaved and mistreated its ancestors.

## Encounters

The skulks' debt to Graz'zt is encoded in the *Tome of the Blinded Eye*, a manual that established the compact between the demon lord and the skulks. Followers of the Dark Prince demand and receive absolute obedience from skulks. They dispatch skulks to slay and terrorize enemies of Graz'zt. The mysterious death of the demon Kurland, an enemy of Graz'zt that was found decapitated in his palace of molten iron, points to a terrifying prospect: mighty skulk assassins personally serving the Dark Prince.

## Skulk Mesmerist

A group of drunken bravos cheers as one of its number stumbles down an alley to the waiting arms of a beautiful maiden. As the pair disappears into a nearby doorway, the revelers continue on their way. After a guard finds their friend's mutilated corpse the next day, the poor serving wench that a skulk mesmerist mimicked becomes the skulk's second victim as a vengeful mob turns on her.

| **Skulk Mesmerist** | **Level 3 Controller** |
|---|---|
| Medium natural humanoid | XP 150 |
| **HP** 45; **Bloodied** 22 | **Initiative** +4 |
| **AC** 16, **Fortitude** 14, **Reflex** 15, **Will** 16 | **Perception** +3 |
| **Speed** 6 | Low-light vision |
| **Traits** | |
| **Stealthy Step** | |
| The mesmerist does not take a penalty to Stealth checks for moving more than 2 squares or for running. | |
| **Standard Actions** | |
| ⊕ **Short Sword** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +8 vs. AC | |
| *Hit:* 1d6 + 6 damage. | |
| ⊰ **Luring Charm** (charm, implement) ✦ **At-Will** | |
| *Attack:* Ranged 5 (one creature); +6 vs. Will | |
| *Hit:* The mesmerist slides the target 4 squares, and the target is dazed until the end of the mesmerist's next turn. | |
| ⊰ **Mesmerize** (charm, implement, psychic) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Ranged 5 (one creature); +6 vs. Will | |
| *Hit:* 2d6 + 6 psychic damage, and the target cannot see enemies other than the mesmerist (save ends). | |
| **Minor Actions** | |
| **Deceptive Veil** (illusion) ✦ **At-Will** | |
| *Effect:* The mesmerist can disguise itself to appear as any Medium or Small humanoid. A creature that succeeds on a DC 26 Insight check can see through the illusion. | |
| **Skills** Arcana +7, Bluff +10, Stealth +9 | |
| **Str** 12 (+2) | **Dex** 17 (+4) | **Wis** 14 (+3) |
| **Con** 13 (+2) | **Int** 12 (+2) | **Cha** 19 (+5) |
| **Alignment** chaotic evil | **Languages** Common | |
| **Equipment** short sword, wand | | |

### Skulk Mesmerists in Combat

A skulk mesmerist relies on other skulks, usually murderers, to trail a victim and pick out an appropriate disguise. The mesmerist then appears to its victim as a would-be lover, a hated rival, or a cherished friend, drawing it into an ambush. It particularly likes dilapidated buildings that have weak floors, holes, and other dangerous spots that can make a death seem an accident.

## Skulk Murderer

One murder rarely provokes fear, particularly in a rough town, but the second, third, and fourth cast a chill across the town. Citizens carry daggers with them and look upon strangers with a watchful eye. Nobles remain confined to their homes, leaving only with a couple of bodyguards in tow. Meanwhile, the skulk murderers slip unnoticed through town, seeking their next victim.

| **Skulk Murderer** | **Level 3 Lurker** |
|---|---|
| Medium natural humanoid | XP 150 |
| **HP** 37; **Bloodied** 18 | **Initiative** +8 |
| **AC** 17, **Fortitude** 14, **Reflex** 16, **Will** 15 | **Perception** +3 |
| **Speed** 6 | Low-light vision |

**Traits**

**Peerless Camouflage**
The murderer can make a Stealth check to become hidden when it has cover or concealment instead of needing superior cover or total concealment. The murderer remains hidden after moving if it has cover or concealment after it ends the move.

**Stealthy Step**
The murderer does not take a penalty to Stealth checks for moving more than 2 squares or for running.

**Unseen Strike**
The murderer deals 5 extra damage to any target that couldn't see it at the start of the skulk's turn.

**Standard Actions**

**Short Sword** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +8 vs. AC
*Hit:* 1d6 + 6 damage.

**Shuriken Volley** (weapon) ✦ **Encounter**
*Effect:* The murderer makes the following attack three times.
*Attack:* Ranged 6/12 (one creature); +8 vs. AC
*Hit:* 1d4 + 2 damage, and the target is immobilized (save ends).

**Skills** Bluff +6, Stealth +14, Streetwise +6, Thievery +9

| | | |
|---|---|---|
| **Str** 12 (+2) | **Dex** 17 (+4) | **Wis** 15 (+3) |
| **Con** 13 (+2) | **Int** 10 (+1) | **Cha** 11 (+1) |

**Alignment** chaotic evil **Languages** Common
**Equipment** leather armor, short sword, 3 shurikens

TOMÁS GIORELLO

## Skulk Murderers in Combat

Only death can slake a skulk murderer's hatred of civilization. These fiends eagerly stop to deliver a coup de grace against a fallen foe. Sometimes, the town guard manages to capture or kill a skulk murderer only because the creature was too intent on hacking at a fallen victim.

# Skulk Hunter

The town guard faces pressure from nobles and merchants to step up its investigations into the mysterious murders that plague the town. When someone finds the guards' best investigators slashed to death in a back alley, even the bravest member of the guard feels the temptation to pin the murder on an unpopular foreigner.

| **Skulk Hunter** | **Level 5 Soldier** |
|---|---|
| Medium natural humanoid | XP 200 |
| **HP** 61; **Bloodied** 30 | **Initiative** +6 |
| **AC** 21, **Fortitude** 18, **Reflex** 16, **Will** 17 | **Perception** +9 |
| **Speed** 6 | Low-light vision |

**Traits**

**Stealthy Step**
The hunter does not take a penalty to Stealth checks for moving more than 2 squares or for running.

**Standard Actions**

**Baffling Blade** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +10 vs. AC
*Hit:* 1d8 + 6 damage, and the hunter remains hidden from the target if it was hidden from the target when it attacked.
*Effect:* The target is marked until the end of the hunter's next turn.

**Invisible Blade** (weapon) ✦ **Recharge** ⚄ ⁞⁞
*Attack:* Melee 1 (one creature that cannot see the hunter); +10 vs. AC
*Hit:* 2d8 + 6 damage, and ongoing 5 damage (save ends).
*Effect:* The target is marked until the end of the hunter's next turn.

**Triggered Actions**

**Watchful Hunter** ✦ **At-Will**
*Trigger:* An enemy marked by the hunter shifts.
*Effect (Opportunity Action):* The hunter can use *baffling blade* against the triggering enemy.

**Skills** Arcana +9, Bluff +12, Stealth +9

| | | |
|---|---|---|
| **Str** 12 (+3) | **Dex** 15 (+4) | **Wis** 14 (+4) |
| **Con** 13 (+3) | **Int** 12 (+3) | **Cha** 19 (+6) |

**Alignment** chaotic evil **Languages** Common
**Equipment** leather armor, longsword

## Skulk Hunters in Combat

Hunters circle their enemies like sharks, hiding from sight as they move ever closer. When they launch an ambush, they spread out, and each takes on a foe. Skulk hunters pride themselves on slaying the toughest foe, so they usually engage heavily armored fighters and paladins first. Each hunter carries bits of broken armor on its belt, tokens of its former victims.

# SLAAD

Untouched by the writhing tendrils of chaos storms, slaads ride these destructive phenomena and revel in their ruin and mayhem. Yet not all slaads escape the tempests untouched; a few undergo profound transformations by absorbing the storm's power. Some collapse into jellied pools, their forms reduced to iridescent slime. Others transform into creatures that embody chaos, changing constantly in hue.

## Lore

**Arcana or Religion DC 27:** A golden slaad is created when a chaos storm washes across a member of its chromatic kin. The creature's form is unstable, though. A golden slaad collapses into a viscous creature after physical wounds weaken its body.

Necromancers sometimes transform living slaads into undead slaads called putrid slaads. They preserve the slaads' essential chaotic nature, making these creatures deadly but difficult to control. The slaad retains its hunger for wanton destruction, consuming life around it, which is then putrefied and later regurgitated upon foes.

Mages and necromancers create most putrid slaads, but some come into being on their own. Slaads destroyed in the Abyss can rise spontaneously. Such putrid slaads are often forced to submit to the wills of demon lords.

## Encounters

Slaads gather around their golden kin in the same way that they dance merrily amid chaos storms. A golden slaad shows little interest in forming alliances with nonslaads, though it fights alongside demons and elementals if the mood strikes it.

Putrid slaads are servants and never masters. Necromancers, dark mages, and anyone else that traffics with the undead keep putrid slaads, but only powerful creatures have any hope of controlling one. Putrid slaads do not mingle with their living kin, with one exception: the void slaad.

## Golden Slaad

A chaos storm burns within the essence of a golden slaad, also known as a chaos slaad. Its gleaming body shines vibrantly as the slaad spreads destruction and

| **Golden Slaad** | **Level 20 Controller** |
|---|---|
| Huge elemental humanoid | XP 2,800 |
| **HP** 193; **Bloodied** 96 | **Initiative** +15 |
| **AC** 32, **Fortitude** 33, **Reflex** 30, **Will** 29 | **Perception** +12 |
| **Speed** 8, teleport 6 | Low-light vision |
| **Immune** chaos phage | |

**Standard Actions**

**Bite** ✦ **At-Will**
*Attack:* Melee 3 (one creature); +25 vs. AC
*Hit:* 2d10 + 13 damage. If the attack roll is odd, the slaad slides the target 3 squares. If the attack roll is even, the target is dazed until the end of the slaad's next turn.

**Chaos Croak** (disease, psychic) ✦ **Recharge** ⚄ ⁞⁞
*Attack:* Close burst 5 (enemies in burst); +23 vs. Will
*Hit:* 2d6 + 8 psychic damage. For each target, roll a d6 to determine an additional effect.
1. The target teleports 1d6 squares in a random direction (roll a d8 to determine the direction).
2. The target makes a melee basic attack as a free action against a random creature adjacent to it.
3. The target is stunned until the end of its next turn.
4. The target is slowed (save ends).
5. The target takes 10 damage of a random type. Roll a d10: (1) acid, (2) cold, (3) fire, (4) force, (5) lightning, (6) necrotic, (7) poison, (8) psychic, (9) radiant, (10) thunder.
6. The target is exposed to chaos phage (see page xx). In addition, if the target is dazed by the slaad's *bite*, it becomes dazed (save ends).

**Triggered Actions**

**Amniotic Transformation** (polymorph) ✦ **At-Will**
*Trigger:* The slaad is first bloodied.
*Effect (No Action):* The slaad collapses into a viscous heap until the end of the encounter. While in this form, the slaad cannot teleport and its speed drops to 4.

**Corrosive Pseudopodia** (acid, healing) ✦ **At-Will**
*Requirement:* The slaad must be affected by *amniotic transformation*.
*Trigger:* An enemy adjacent to the slaad moves or makes an attack.
*Attack (Opportunity Action):* Melee 1 (triggering enemy); +25 vs. AC
*Hit:* 1d6 + 8 acid damage, and the slaad grabs the target.
*Sustain Minor:* The slaad sustains all its grabs, and each creature grabbed by the slaad takes 2d6 + 8 acid damage. The slaad regains 5 hit points for each creature grabbed by it.

**Skills** Athletics +23, Intimidate +19

| | | |
|---|---|---|
| **Str** 26 (+18) | **Dex** 20 (+15) | **Wis** 15 (+12) |
| **Con** 25 (+17) | **Int** 13 (+11) | **Cha** 18 (+14) |

**Alignment** chaotic evil **Languages** Primordial

DAVE ALLSOP (2)

| Chaos Phage | Level 16 Disease | Endurance improve DC 25, maintain DC 20, worsen DC 19 or lower |
|---|---|---|

The target is cured. | **Initial Effect:** A slaad embryo is implanted in the target. | The target takes a –2 penalty to Will. While bloodied, the target succumbs to madness and attacks the nearest creature. | **Final State:** The target dies, and a slaad tadpole burrows out of its skull.

mayhem. The slaad's eldritch croaks add a dissonant quality to the crash of chaos storms, though even a golden slaad cannot abide a storm's touch for long. A chaos storm draws power and vigor from the slaad. If a slaad becomes too damaged, it loses the ability to hold its chaotic form together and transforms into an oozy mass.

### Golden Slaads in Combat

A golden slaad seeks to share the wonder of a chaos storm with its enemies. It teleports about the battlefield, sinking its fangs into foes to impart madness. Enemies who hear the baleful croak of a golden slaad find themselves experiencing bizarre and unexpected effects, as if they were within a chaos storm.

## Putrid Slaad

Elemental creatures are not immune to necromantic magic. Unlike other natives to the Elemental Chaos, slaads are formed from chaos, so when life flees one's corpse, decay consumes the remains in a matter of hours. Thus, to create a putrid slaad, a necromancer must capture a slaad and infuse it with shadow magic while it's still alive. The process is lethal, but the undead creature retains its shape and is as resilient as any other kind of slaad.

| **Putrid Slaad** | **Level 19 Brute** |
|---|---|
| Large elemental animate (undead) | XP 2,400 |
| **HP** 227; **Bloodied** 113 | **Initiative** +14 |
| **AC** 30, **Fortitude** 34, **Reflex** 30, **Will** 29 | **Perception** +13 |
| **Speed** 5, teleport 3 | Darkvision |
| **Immune** disease, poison; **Resist** 20 acid, 20 necrotic; **Vulnerable** 10 radiant | |

**Standard Actions**

**Claw ✦ At-Will**
*Attack:* Melee 2 (one creature); +24 vs. AC
*Hit:* 2d10 + 10 damage, and the slaad pulls the target 1 square.

**Grasping Claws ✦ At-Will**
*Requirement:* The slaad must not have a creature grabbed.
*Effect:* The slaad uses *claw* twice against one creature. If both attacks hit, the slaad grabs the target.

**Cast Aside ✦ At-Will**
*Requirement:* The slaad must have a creature grabbed.
*Effect:* The slaad pushes a creature grabbed by it 5 squares, and the pushed creature takes 2d6 + 7 damage. The slaad then makes the following attack centered on the pushed creature.
*Attack:* Close burst 1 (enemies in burst); +22 vs. Reflex
*Hit:* 2d6 + 7 damage, and the target falls prone.

**Horrific Spew** (acid, necrotic) **✦ Recharge** ⚅
*Attack:* Close blast 3 (creatures in blast); +22 vs. Fortitude, or +24 against a creature grabbed by the slaad
*Hit:* 2d12 + 5 acid and necrotic damage, and ongoing 20 acid and necrotic damage (save ends).

| | | |
|---|---|---|
| **Str** 25 (+16) | **Dex** 20 (+14) | **Wis** 18 (+13) |
| **Con** 27 (+17) | **Int** 6 (+7) | **Cha** 8 (+8) |

**Alignment** chaotic evil **Languages** Primordial

### Putrid Slaads in Combat

Faint, mewling croaks emanate from a putrid slaad. It waddles into battle, its claws pulling enemies close. When it catches a victim, it leans close, opens its cavernous maw, and spews a blend of rot and digestive juices onto its enemy.

# SPAWN OF KYUSS

LIKE A CANCER IN THE EARTH, spawn of Kyuss rise from the depths to spread suffering and anguish across the land. Driven by their maker's obscene will, they infect the living and the dead with bright green worms that bend creatures to the will of Kyuss, the Worm that Walks. In frightened whispers, seers prophesize the presence of the spawn as heralding the Age of Worms, the world's apocalyptic end.

Spawn of Kyuss come from the insane fools who heeded Kyuss's diseased vision when he was mortal. After Kyuss slew them to fuel his apotheosis, the worms of his new body spread to their bloated corpses, awakening the creatures to undeath. These grim messengers then became carriers of Kyuss's dark desires and added new victims to their numbers.

## LORE

**Religion DC 23:** The Leprous Chronicles tell of the Age of Worms and the final days before squirming legions annihilate the living. Scribed by the prophet Corbius, who dwelled in seclusion on the Island of Fear, the legend holds that the world will be devoured by an endless hunger, and all that now lives shall be dead and yet walk the world in twisted, writhing forms. Corbius claimed to have witnessed apocalyptic events revealed to him by a dark angel from the endless heavens. One figure dominates his ravings: Kyuss.

If the portents are right, an endless swarm of Kyuss's undead will overrun the strongholds of the living, casting the world into an endless night. Who can say what kingdoms might have already fallen on the borders of the known world? The Age of Worms could already be near.

## ENCOUNTERS

Spawn of Kyuss serve only the Worm that Walks and his minions. The only reason they work with others is to further their own ambitions. Alliances with spawn of Kyuss are brief and dangerous, because the spawn see everything in the world as worthy of only one of two fates: death or infection.

## SON OF KYUSS

Even when a host is destroyed, Kyuss's worms tend to escape by burrowing into the earth or clinging to their enemies' clothing. When the worms find a new

| **Son of Kyuss** | **Level 13 Brute** |
|---|---|
| Medium natural animate (undead) | XP 800 |
| **HP** 158; **Bloodied** 79 | **Initiative** +7 |
| **AC** 25, **Fortitude** 25, **Reflex** 23, **Will** 24 | **Perception** +6 |
| **Speed** 5 | Darkvision |
| **Immune** disease, fear, poison; **Resist** 15 necrotic; **Vulnerable** 5 fire, 5 radiant | |

**TRAITS**

☼ **Fear of Worms** (fear) ✦ **Aura** 1
Living creatures within the aura take a -2 penalty to attack rolls against the son of Kyuss.

**STANDARD ACTIONS**

⊕ **Slam** (disease) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +18 vs. AC
*Hit:* 2d10 + 10 damage, and the target is exposed to touch of Kyuss (see page xx).

**MINOR ACTIONS**

**Burrowing Worm** (disease, necrotic) ✦ **Recharge** ⚄ ⚅
*Attack:* Close burst 1 (one living enemy in burst); +16 vs. Fortitude
*Hit:* The target takes ongoing 10 necrotic damage (save ends). In addition, the target is exposed to touch of Kyuss (see page xx).
*First Failed Saving Throw:* The ongoing damage increases to 15.
*Second Failed Saving Throw:* The target is stunned, and the ongoing damage increases to 20 (save ends both).
*Special:* The corpse of any humanoid killed by this attack becomes a wretch of Kyuss at the start of the son of Kyuss's next turn. The wretch must be destroyed before the creature can be raised.

| | | |
|---|---|---|
| **Str** 21 (+11) | **Dex** 13 (+7) | **Wis** 11 (+6) |
| **Con** 18 (+10) | **Int** 6 (+4) | **Cha** 18 (+10) |
| **Alignment** chaotic evil | **Languages** – | |

| **Touch of Kyuss** | Level 16 Disease | **Endurance** improve DC 25, maintain DC 20, worsen DC 19 or lower |
|---|---|---|

◀ The target is cured.

**Initial Effect:** The target regains only half the normal hit points when it spends a healing surge. If it dies, it rises immediately as a wretch of Kyuss.

◀▶ The target loses two healing surges. If it drops to 0 or fewer healing surges, it dies and rises immediately as a son of Kyuss.

▶ **Final State:** The target dies and immediately becomes a son of Kyuss.

THOMAS M. BAXA

carcass, they plunge into the corpse and infuse it with terrible power. After a few moments, a new son of Kyuss is born.

### Sons of Kyuss in Combat

Sons of Kyuss stumble forth from the wild's darkness and descend on isolated villages, where they drift from hovel to hovel, bestowing Kyuss's gift upon young and old, living and dead. Many mistake their single-minded purpose for mindlessness. A glimpse into the wriggling eye sockets of a son of Kyuss gives an impression of chilling and intelligent malignity.

## Wretch of Kyuss

Legends persist of ancient kingdoms of the walking dead, where an outbreak of the touch of Kyuss spawned thousands upon thousands of these wretches. In crumbling cities and villages, these creatures await the signal to begin their long march on civilization. When news of these creatures spreads, people flee the area before the wretches' contagion can touch them.

**Wretch of Kyuss** **Level 13 Minion Brute**
Medium natural animate (undead) XP 200

**HP** 1; a missed attack never damages a minion. **Initiative** +7
**AC** 25, **Fortitude** 26, **Reflex** 23, **Will** 24 **Perception** +8
**Speed** 5 Darkvision
**Immune** disease, fear, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

**Standard Actions**

**Slam** (necrotic) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +18 vs. AC
*Hit:* 13 necrotic damage.

**Triggered Actions**

**Final Gift** (disease, necrotic)
*Trigger:* A melee or a ranged attack drops the wretch to 0 hit points.
*Attack (No Action):* Close burst 1 (creatures in burst); +16 vs. Fortitude
*Hit:* 10 necrotic damage, and the target is exposed to touch of Kyuss (see page xx).

| | | |
|---|---|---|
| **Str** 21 (+11) | **Dex** 13 (+7) | **Wis** 15 (+8) |
| **Con** 18 (+10) | **Int** 4 (+3) | **Cha** 6 (+4) |

**Alignment** chaotic evil **Languages** –

### Wretches of Kyuss in Combat

A wretch of Kyuss lurches toward the nearest living foe, eager to die and spill forth a bounty of writhing, infectious worms.

## Herald of Kyuss

When Kyuss casts his baleful gaze and raises a shuddering finger to direct his children, his heralds go forth to announce the coming doom. Kyuss created heralds from the legion angels dispatched by the gods to slay him. He infused each one with a profane worm plucked from his squirming body.

**Herald of Kyuss** **Level 16 Artillery**
Medium immortal animate (undead) XP 1,400

**HP** 116; **Bloodied** 58 **Initiative** +12
**AC** 28, **Fortitude** 26, **Reflex** 27, **Will** 28 **Perception** +11
**Speed** 6, fly 6 (hover) Darkvision
**Immune** disease, fear, poison; **Resist** 15 necrotic; **Vulnerable** 5 fire, 5 radiant

**Traits**

**Fear of Worms** (fear) ✦ **Aura** 1
Living creatures within the aura take a –2 penalty to attack rolls against the herald of Kyuss.

**Writhing Host** (necrotic) ✦ **Aura** 1
Any enemy that starts its turn within the aura takes 10 necrotic damage.

**Standard Actions**

**Rotting Caress** (disease, necrotic) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +21 vs. AC
*Hit:* 2d6 + 4 necrotic damage, and the target is exposed to touch of Kyuss (see page xx).

**Writhing Pronouncement** (disease, necrotic) ✦ **At-Will**
*Attack:* Ranged 20 (one creature); +21 vs. Fortitude
*Hit:* 2d6 + 10 necrotic damage, and ongoing 5 necrotic damage (save ends). In addition, the target is exposed to touch of Kyuss.
*First Failed Saving Throw:* The ongoing damage increases to 10, and the target is dazed (save ends both).
*Second Failed Saving Throw:* The ongoing damage increases to 15, and the target is stunned instead of dazed (save ends both).
*Special:* The corpse of any humanoid killed by this attack becomes a wretch of Kyuss at the start of the herald of Kyuss's next turn. The wretch must be destroyed before the creature can be raised.

**Eruption of Maggots** (disease, necrotic, zone) ✦ **Encounter**
*Attack:* Area burst 2 within 10 (living creatures in burst); +21 vs. Fortitude
*Hit:* 2d6 + 6 necrotic damage, and ongoing 5 necrotic damage (save ends). In addition, the target is exposed to touch of Kyuss (see page xx).
*Effect:* The burst creates a zone that lasts until the end of the encounter. Any living creature that enters the zone or ends its turn there takes 15 necrotic damage.

| | | |
|---|---|---|
| **Str** 11 (+8) | **Dex** 19 (+12) | **Wis** 17 (+11) |
| **Con** 14 (+10) | **Int** 6 (+6) | **Cha** 22 (+14) |

**Alignment** chaotic evil **Languages** –

### Heralds of Kyuss in Combat

When a herald of Kyuss appears, all hear its master's name in the susurrus created by the herald's attendant swarms. If listeners ignore the glory of its master's name, the herald focuses its wrath upon those people. It calls forth worms and maggots to devour foes, producing more wretches of Kyuss to spread misery and disease.

# SPIDER

Spiders have a sinister reputation, since the evil goddess Lolth has long been acknowledged as their queen. Whether prodded into battle by drow or goblins, or hunting alone in the dim reaches of a dungeon, spiders have claimed the lives of an untold numbers of adventurers.

## Encounters

Evil humanoids that dwell in subterranean depths use spiders as beasts of war. The spriggans of the Feywild use spiders to create web barriers in their haunted forests. In the Elemental Chaos, drow agents of Lolth rarely travel anywhere without a pack of spider guardians.

## Ambush Spider

These wily hunters hide among the hidden niches of rock formations and behind curtains of webbing until prey comes near.

### Ambush Spiders in Combat

An ambush spider weaves thick sheets of webbing in its lair to cover the walls and ceilings. From behind these curtains, it leaps forward, attacking its prey with lightning-fast precision before scurrying back into the darkness. In the secure shadows, it allows its poison to affect quarry before attacking again.

| **Ambush Spider** | **Level 2 Lurker** |
|---|---|
| Medium natural beast (spider) | XP 125 |
| **HP** 28; **Bloodied** 14 | **Initiative** +8 |
| **AC** 16, **Fortitude** 12, **Reflex** 14, **Will** 13 | **Perception** +8 |
| **Speed** 8, climb 8 (spider climb) | Tremorsense 5 |
| **Traits** | |
| **Camouflage** | |
| The spider can make a Stealth check to become hidden when it has cover or concealment instead of needing superior cover or total concealment. | |
| **Standard Actions** | |
| ⊕ **Bite** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +7 vs. AC | |
| *Hit:* 1d8 + 5 damage. | |
| ⸸ **Venomous Bite** (poison) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature the spider is hidden from); +7 vs. AC | |
| *Hit:* 1d8 + 5 damage, and the target is slowed and takes ongoing 5 poison damage (save ends both). | |
| *First Failed Saving Throw:* The target is immobilized instead of slowed and takes ongoing 5 poison damage (save ends both). | |
| *Special:* When charging, the spider can use this power in place of a melee basic attack. | |
| **Skills** Acrobatics +9, Stealth +9 | |
| **Str** 13 (+2) **Dex** 17 (+4) **Wis** 14 (+3) | |
| **Con** 10 (+1) **Int** 4 (-2) **Cha** 7 (-1) | |
| **Alignment** unaligned **Languages** – | |

## Spiderling

This immature spider might appear to be a minor threat at first, but poison from multiple spiderling bites can bring down a minotaur.

| **Spiderling** | **Level 4 Minion Skirmisher** |
|---|---|
| Small natural beast (spider) | XP 44 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +6 |
| **AC** 18, **Fortitude** 14, **Reflex** 16, **Will** 15 | **Perception** +3 |
| **Speed** 6, climb 6 (spider climb) | Tremorsense 5 |
| **Standard Actions** | |
| ⊕ **Bite** (poison) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +9 vs. AC | |
| *Hit:* 2 poison damage, and the target gains vulnerable 5 poison until the end of the spiderling's next turn. If the target already has vulnerability to poison damage, increase the vulnerability by 2. | |
| **Skills** Acrobatics +9 | |
| **Str** 11 (+2) **Dex** 15 (+4) **Wis** 12 (+3) | |
| **Con** 10 (+2) **Int** 4 (-1) **Cha** 7 (+0) | |
| **Alignment** unaligned **Languages** – | |

### Spiderlings in Combat

Spiderlings attack in waves, streaming from their nest to overwhelm prey with their venom. Although they possess only animal intelligence, spiderlings are clever enough to pile onto one target, and they know to avoid prey in heavy armor.

JASON FELIX

# Feyspitter Spider

Travelers to the Feywild learn to avoid forest clearings that have been trampled. Flowers and small plants crushed by the marks of dozens of bootprints indicate the presence of deadly feyspitter spiders. These spiders have feytouched venom that sends its victims into a dreamlike dance.

| **Feyspitter Spider** | **Level 7 Controller** |
|---|---|
| Medium fey beast (spider) | XP 300 |
| **HP** 80; **Bloodied** 40 | **Initiative** +6 |
| **AC** 21, **Fortitude** 19, **Reflex** 19, **Will** 18 | **Perception** +5 |
| **Speed** 6, climb 6 (spider climb) | Tremorsense 5 |
| **Standard Actions** | |
| **Bite** (poison) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +12 vs. AC | |
| *Hit:* 1d6 + 7 damage, and ongoing 5 poison damage (save ends). | |
| *Each Failed Saving Throw:* The spider slides the target 3 squares. | |
| **Poison Spittle** (poison) ✦ **At-Will** | |
| *Attack:* Close blast 3 (creatures in blast); +10 vs. Will | |
| *Hit:* Ongoing 10 poison damage (save ends). | |
| *Each Failed Saving Throw:* The spider slides the target 3 squares. | |
| **Triggered Actions** | |
| **Fey Leap** (teleportation) ✦ **Recharge** ⚄ ⚅ | |
| *Trigger:* An enemy hits the spider with a melee attack. | |
| *Effect (Immediate Interrupt):* The spider teleports 3 squares. | |
| **Skills** Acrobatics +11 | |
| **Str** 13 (+4) **Dex** 16 (+6) **Wis** 14 (+5) | |
| **Con** 16 (+6) **Int** 7 (+1) **Cha** 11 (+3) | |
| **Alignment** unaligned **Languages** – | |

## Feyspitter Spiders in Combat

A feyspitter spider uses fey magic to compel its victims to dance into traps, pits, and other hazards. Kobolds, goblins, sprites, and spriggans recruit these spiders with gifts of food and treasure, hoping to have them guard areas sown with perils.

# Lolth's Reaver

The most favored among Lolth's spiders are weaned on the blood of elves, eladrin, angels, and demons. In time, they grow to monstrous size. These beasts serve as pets, guardians, and mounts in Lolth's mightiest temples.

| **Lolth's Reaver** | **Level 25 Brute** |
|---|---|
| Large elemental beast (mount, spider) | XP 7,000 |
| **HP** 287; **Bloodied** 143 | **Initiative** +14 |
| **AC** 37, **Fortitude** 37, **Reflex** 34, **Will** 35 | **Perception** +19 |
| **Speed** 8, climb 6 (spider climb) | Tremorsense 5 |
| **Traits** | |
| **Web Saddle** (mount) ✦ **At-Will** | |
| While a friendly rider of 25th level or higher is mounted on the Lolth's reaver, the rider cannot be dismounted from the reaver by forced movement. | |
| **Standard Actions** | |
| **Bite** (poison) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +30 vs. AC | |
| *Hit:* 3d10 + 5 damage, and ongoing 20 poison damage (save ends). | |
| **Grasping Thread** ✦ **At-Will** | |
| *Attack:* Ranged 10 (one creature); +28 vs. Reflex | |
| *Hit:* The reaver pulls the target 5 squares, and the target is restrained (save ends). | |
| *Each Failed Saving Throw:* The reaver pulls the target 5 squares. | |
| **Web Leap** ✦ **Encounter** | |
| *Effect:* The reaver jumps 8 squares without provoking opportunity attacks. The reaver then makes the following attack. | |
| *Attack:* Close blast 3 (enemies in blast); +28 vs. Reflex | |
| *Hit:* 3d12 + 12 damage, and the target falls prone and cannot stand up (save ends). | |
| **Str** 28 (+21) **Dex** 15 (+14) **Wis** 25 (+19) | |
| **Con** 27 (+20) **Int** 14 (+14) **Cha** 14 (+14) | |
| **Alignment** chaotic evil **Languages** Elven, Abyssal | |

## Lolth's Reavers in Combat

In battle, a reaver attacks elves and eladrin before any other targets. Raised on the blood of such creatures, it hungers for a fresh meal. It launches long, ropy strands of webbing and drags prey into its deadly mandibles.

## Spider Webs

Spiders can spin walls of thick webbing, though the process is too long and involved for the spider to do so during a battle. You can use the following terrain features to represent the webbing found in a spider's lair. Use DCs appropriate for the encounter's level based on the table on page 42 of the *Dungeon Master's Guide*.

**Web Sheets:** A spider can weave a nearly invisible wall of sticky webbing to catch unwary intruders. A Perception check (hard DC) allows a character to spot the webbing. A creature that enters the web's space is subject to an attack (encounter level + 3 vs. Reflex). On a hit, the target is immobilized (save ends). A close or area fire attack destroys the web, and a melee fire attack can destroy 1 square of the sheet.

**Cobwebs:** A spider can weave thick webs to cover the walls and ceilings to conceal its presence. These webs provide total concealment, though the spider's tremorsense allows it to "see" through them without penalty. Spiders use these webs to sneak up on victims or drop on them from above, using the Acrobatics skill to avoid falling prone and taking damage.

# STAR SPAWN

Distant stars glimmer in the reaches of the cosmos, portending the advent of sinister creatures, the culmination of dark conspiracies, and the occurrence of catastrophes. In the world, a green star flares brightly in the night, watched only by cloistered scholars and mad warlocks. With the sound of a thousand screams, a rift tears through the fabric of reality, releasing an aberrant monstrosity into the world. It surveys the surroundings and spots the glimmer of lantern light from a nearby farm. The creature then creeps forward, advancing on its target.

Star spawn come in all shapes and sizes, but most bear a semblance of humanoid features. The stars are their only masters. Although nihilistic cultists offer frenzied petitions to star spawn, the creatures follow their own ambitions. Warped by proximity to the Far Realm, the creatures have a purpose incomprehensible to even the most unbalanced humanoids. Regardless, one can be sure that the appearance of a star spawn is a harbinger of terrible things to come.

## Lore

**Dungeoneering DC 33:** Before his disappearance, the warlock Thulzar posed a question to the scholars and philosophers of the world. "Why do some stars hate the world?" he asked. None could answer the question, because the stars and their spawn have remained quiescent about what motivates their loathing.

A silent war has persisted between the stars and the world for millennia. Sometimes called the Forgotten War, owing to the subtlety of the conflict compared to the Dawn War, this battle is more significant than most believe. Star spawn are the stars' soldiers in this battle, and through these creatures' influence in the world, the stars seek to unravel civilization—and, ultimately, life.

With the aid of powerful looking-glasses, a few warlocks have dared to search the deepest parts of the sky for the answer to Thulzar's question. Those who have retained their sanity—who have seen the place where the Far Realm meets the oblivion of space—have seen dark, sinister creatures stirring. Forgotten by the gods and the primordials, these malevolent creatures wait for something. They watch as Allabar, Opener of the Way, glides patiently across the sky, inciting the stars to war.

## Encounters

When a star spawn descends from the sky, it has no allies. Soon after, it might have an entire cult or town under its thrall. A spawn such as an emissary of Caiphon might disguise its form to insinuate itself within a town, gaining powerful allies there. Because star spawn seek to cause chaos and destruction, they find allies among demons, tulgars, undead, elementals, beholders, mind flayers, and aboleths. Whether they are leaders or servants to such creatures, the spawn hold no allegiance to their allies; whether those creatures live or die is of little concern. Self-interest and the interest of the star it represents is a star spawn's only motivation.

## Spawn of Ulban

A bolt of blue fire comes streaking down from the cosmos, racing across the night sky above a peaceful kingdom. The kingdom's citizens look on with awe, yet soon they see the significance of the event. Rebellions spring up in the realm's borders, and soothsayers cannot sense the future or provide guidance to the kingdom's leaders.

The spawn of Ulban is a cunning star spawn whose presence upsets creatures' ability to distinguish friend from foe.

| **Spawn of Ulban** | **Level 26 Controller** |
|---|---|
| Medium aberrant humanoid | XP 9,000 |
| **HP** 241; **Bloodied** 120 | **Initiative** +22 |
| **AC** 40, **Fortitude** 37, **Reflex** 39, **Will** 38 | **Perception** +25 |
| **Speed** 8 | Darkvision |
| **Immune** dominate (any enemy that hits with a power that would dominate the spawn is instead dominated by it [save ends]) | |
| **Standard Actions** | |
| ⊕ **Bluefire Strike** (cold, fire) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +29 vs. Reflex | |
| *Hit:* 3d8 + 12 cold and fire damage, and the target is dazed until the end of its next turn. | |
| ⸸ **Touch of Strife** (charm) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +29 vs. Will | |
| *Hit:* 2d10 + 5 psychic damage, and the target makes a melee or a ranged basic attack as a free action against a creature of the spawn's choice. | |
| ✧ **Ripple of Betrayal** (charm, psychic) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Close burst 1 (enemies in burst); +29 vs. Will | |
| *Hit:* 3d10 + 5 psychic damage, and the target is dominated (save ends). | |
| **Minor Actions** | |
| **Far Realm Reflection** ✦ **At-Will** | |
| *Effect:* Choose one creature the spawn of Ulban can see. The spawn forms an eldritch bond with that creature until the end of the encounter or until the spawn uses this power again. Whenever the target of this power shifts, the spawn can shift an equal number of squares as a free action. | |
| **Triggered Actions** | |
| **Psionic Boost** (psychic) ✦ **Recharge** when the spawn takes psychic damage | |
| *Trigger:* The spawn hits with *bluefire strike* or *touch of strife*. *Effect (Free Action):* The attack deals 3d10 extra psychic damage. | |
| **Skills** Bluff +26, Diplomacy +26, Insight +25 | |
| **Str** 22 (+19) **Dex** 29 (+22) **Wis** 24 (+20) | |
| **Con** 25 (+20) **Int** 26 (+21) **Cha** 27 (+21) | |
| **Alignment** evil **Languages** Common, Deep Speech | |

*Spawn of Ulban*

## Spawns of Ulban in Combat

A spawn of Ulban assures itself a place of security while it undermines those around it. Foes must fight their way through traps and lackeys before they can confront one of these creatures. Even then, the spawn is a nimble combatant. For these reasons, a spawn of Ulban makes an excellent villain or villain's sidekick.

# Emissary of Caiphon

Caiphon lurks on the horizon and watches the world day and night. With each passing year, it bides its time, providing guidance. As times grow hard and a community is beset by famine, plague, or oppression, Caiphon grows bright, as if to remind people of its reassuring presence. When prayers to gods fail, people offer whispered pleas to the star for help. And Caiphon listens. When their calls grow loud enough, Caiphon sends one of its emissaries.

A stranger might arrive in town one day, offering hints for how the people might end their suffering: The stranger subtly suggests that because the lord of the town hasn't been afflicted by the plague yet, perhaps he has a cure. Soon, those who whispered pleas to Caiphon lie strewn across a vacant battlefield or at the walls of a fortress, victims of a desperate revolt they staged at the suggestion of the stranger.

| **Emissary of Caiphon** | **Level 28 Controller (Leader)** |
|---|---|
| Medium aberrant humanoid | XP 13,000 |
| **HP** 257; **Bloodied** 128 | **Initiative** +23 |
| **AC** 42, **Fortitude** 38, **Reflex** 41, **Will** 41 | **Perception** +21 |
| **Speed** 6 | Darkvision |

**Traits**

**Aura of Ruin** ✦ **Aura** 2
Enemies within the aura take a -2 penalty to saving throws.

**Blinding Backfire**
Any enemy that hits with a power that would blind the emissary of Caiphon is instead blinded (save ends).

**Standard Actions**

**Touch of Despair** (psychic) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +31 vs. Reflex
*Hit:* 4d6 + 12 damage, and the target takes 20 psychic damage the first time it fails a saving throw before the start of the emissary's next turn.

**Blinded by Greed** (charm, psychic) ✦ **At-Will**
*Attack:* Ranged 10 (one creature); +31 vs. Will
*Hit:* 3d6 + 8 psychic damage, and the emissary slides the target 2 squares. The target then makes a melee basic attack as a free action against a target of the emissary's choice.

**Blinded by Need** (charm, psychic) ✦ **At-Will**
*Attack:* Ranged 10 (one creature); +31 vs. Will
*Hit:* 3d8 + 18 psychic damage, and the emissary chooses one of its allies. The target is marked by this ally. Until the end of the emissary's next turn, the emissary and all its allies except the chosen ally are invisible to the target.

**Minor Actions**

**Deceptive Veil** (illusion) ✦ **At-Will**
*Effect:* The emissary can disguise itself to appear as any Medium or Small humanoid. A creature that succeeds on a DC 40 Insight check can see through the illusion.

**Invocation of Calamity** ✦ **Recharge** when first bloodied
*Attack:* Ranged 5 (one creature); +33 vs. Will
*Hit:* The target fails any saving throws it makes until the end of the emissary's next turn.

**Triggered Actions**

**Psionic Boost** (psychic) ✦ **Recharge** when the emissary takes psychic damage
*Trigger:* The emissary hits with *blinded by greed* or *blinded by need*.
*Effect (Free Action):* The attack deals 3d10 extra psychic damage.

**Foretelling of Doom**
*Trigger:* The emissary drops to 0 hit points.
*Effect (Immediate Interrupt):* One enemy within 10 squares of the emissary that is subject to an effect that a save can end takes a -5 penalty to all saving throws against that effect until the end of the encounter.

**Skills** Bluff +26, Diplomacy +26, Insight +25

| | | |
|---|---|---|
| **Str** 22 (+20) | **Dex** 29 (+23) | **Wis** 24 (+21) |
| **Con** 25 (+21) | **Int** 26 (+22) | **Cha** 27 (+22) |

**Alignment** evil **Languages** Common, Deep Speech

## Emissaries of Caiphon in Combat

An emissary of Caiphon magically disguises itself as a humanoid while it works to bring about the downfall of those around it. The creature operates covertly within a society, studying its inhabitants and learning their weaknesses. Thus, when one confronts an emissary of Caiphon, the creature already knows a good deal about its enemies. An emissary might jeer during combat to incite its foes to be reckless, or it perhaps has gathered allies that are resistant to the types of attacks its enemies make.

EVA WIDERMANN

*Serpent of Nihal and emissary of Caiphon*

## Serpent of Nihal

The dreaded serpents of Nihal have long held a place of infamy in the annals of history. The jungle nation of Az-Kiral once had a mighty presence in the world due to backing from Zehir and his snaketongue cultists and yuan-ti. The leaders of the nation sought more power than Zehir alone could offer, and they began to search the stars for a force that would help them grow their nation into an empire. They found their solution in the form of Nihal, sometimes called the Serpent Star because of its slithering route across the sky. They created a portal to the star, and through it they brought serpents made of star-stuff into the world. Nihal had different plans, though, and the onslaught of serpents consumed the nation's inhabitants, leaving its cities desolate. The dreaded serpents still wander the jungles of the cosmos, swallowing any prey they find, feeding Nihal's unceasing hunger.

| **Serpent of Nihal** | **Level 29 Minion Lurker** |
|---|---|
| Medium aberrant beast | XP 3,750 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +28 |
| **AC** 43, **Fortitude** 40, **Reflex** 43, **Will** 40 | **Perception** +22 |
| **Speed** 7 | Darkvision |
| **Resist** 20 all damage | |
| **Standard Actions** | |
| ⨁ **Mindbite** (psychic) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +32 vs. Will | |
| *Hit:* 15 psychic damage, and if the target has two or more of the serpent's allies adjacent to it, the target takes 8 extra damage and cannot spend action points or power points (save ends). | |
| **Triggered Actions** | |
| **Depart Reality ✦ At-Will** | |
| *Trigger:* An enemy misses the serpent. | |
| *Effect (Immediate Reaction):* The serpent is removed from play until the start of its next turn. The serpent then appears in an unoccupied square within 20 squares of its original location and adjacent to an enemy. | |
| **Sudden Reality Warp ✦ Encounter** | |
| *Trigger:* The serpent rolls initiative. | |
| *Effect (Free Action):* The serpent is removed from play. At the start of the serpent's first turn, it appears in an unoccupied square within 20 squares of its original location and adjacent to an enemy. | |
| **Str** 26 (+22) | **Dex** 30 (+24) | **Wis** 26 (+22) |
| **Con** 24 (+21) | **Int** 3 (+10) | **Cha** 17 (+17) |
| **Alignment** chaotic evil | **Languages** – | |

### Serpents of Nihal in Combat

Where one serpent of Nihal is present, more lurk nearby. A serpent blinks in and out of reality, so in combat, a group of them might appear initially, only to be followed by more and more as the first round unfolds. A serpent on its own acts at the behest of Nihal. A powerful master might control a group of serpents, sending a slithering mass against its foes.

## Allabar, Opener of the Way

As it wanders the sky, Allabar seeks to fulfill a dire vision of the cosmos. A few stars are not confined to stationary positions, bound to watch distant worlds and exert minimal influence. Allabar is one such star, and it has used its mobility to generate strife between the creatures of the stars and those of the world. In the early days of creation, the primordials created Allabar as a planet like the mortal world. The gods noticed the primordials' new creation and experimented with it, attempting to create a thinking, living planet. The gods managed to ignite a spark of life within the planet, but they feared the power that their creation possessed. Thus, they cast away the planet, Allabar, into the Far Realm.

In the Far Realm, Allabar was warped in body and mind, so when it returned to the cosmos millennia later, it came full of cunning and malevolence. In the intervening years, Allabar has instigated the stars' hatred of the world. It has used its power to help create star spawn and transport them into the world

EVA WIDERMANN

| **Allabar, Opener of the Way** | **Level 30 Solo Soldier** |
|---|---|
| Gargantuan aberrant animate | XP 95,000 |
| **HP** 1,100; **Bloodied** 550 | **Initiative** +25 |
| **AC** 45, **Fortitude** 43, **Reflex** 41, **Will** 43 | **Perception** +25 |
| **Speed** 6, fly 6 (hover) | Darkvision |
| **Saving Throws** +5; **Action Points** 2 | |

**Traits**

**Gravity Well ✦ Aura** 20
Any enemy that starts its turn within the aura is pulled a number of squares depending on Allabar's current hit points: 776 to 1,100, 1 square; 551 to 775, 2 squares; 226 to 550, 4 squares; 1 to 225, 8 squares.

**All-Around Vision**
Enemies can't gain combat advantage by flanking Allabar.

**Bloodied Fury**
Whenever Allabar is bloodied, it gains an extra standard action during each turn, even if it is dazed.

**Standard Actions**

**Tentacle ✦ At-Will**
*Attack:* Melee 4 (one creature); +35 vs. AC
*Hit:* 3d8 + 15 damage, and the target is restrained until the end of Allabar's next turn.

**Triple Attack ✦ At-Will**
*Effect:* Allabar uses *tentacle* three times, making each attack against a different target.

**Devour Body ✦ At-Will**
*Attack:* Close burst 1 (enemies in burst at 0 hit points or fewer); +33 vs. Fortitude
*Hit:* Allabar pulls the target into its space, the target dies, and *psionic boost* recharges.

**Wrath of the Forsaken World** (psychic) **✦ Recharge** ⚄ ⁞⁞
*Attack:* Close blast 5 (enemies in blast); +33 vs. Fortitude
*Hit:* 4d10 + 25 psychic damage, and the target sprouts a hostile tentacle (save ends). While the target is affected by the hostile tentacle, any ally of the target that ends its turn within 2 squares of the target takes 20 damage.

**Minor Actions**

**Unravel Essence ✦ Recharge** when no enemy is affected by this power
*Attack:* Melee 4 (one creature); +33 vs. Fortitude
*Hit:* Ongoing 20 damage (save ends).
*First Failed Saving Throw:* The ongoing damage increases to 25.
*Second Failed Saving Throw*: The target is also weakened and insubstantial (save ends all).
*Third Failed Saving Throw*: The target drops to 0 hit points unless it is already below 0 hit points.

**Triggered Actions**

**Psionic Boost** (psychic) **✦ Recharge** when Allabar takes psychic damage
*Trigger:* Allabar hits with *tentacle*.
*Effect (Free Action):* The attack deals 4d10 extra psychic damage.

**Psychic Feedback ✦ At-Will**
*Trigger:* An enemy damages Allabar.
*Effect (Immediate Reaction):* The triggering enemy is dazed (save ends).

**Skills** Arcana +29, Dungeoneering +30, History +29, Religion +29

| | | |
|---|---|---|
| **Str** 30 (+25) | **Dex** 26 (+23) | **Wis** 31 (+25) |
| **Con** 27 (+23) | **Int** 29 (+24) | **Cha** 28 (+24) |

**Alignment** evil **Languages** Deep Speech, telepathy 50

*Allabar*

to sow chaos. Its ultimate goal might be nothing short of the world's destruction, or it might plot something more sinister—perhaps to transform the world into a perverted semblance of life, much like itself.

## Allabar in Combat

Allabar is intelligent and cunning, so it tries to fight on its own terms. Allabar works to keep its foes close so that when they inevitably die, it can absorb them into its fleshy bulk. When Allabar is bloodied and senses that its enemies pose a true threat, it sprouts more tentacles and enters into a flurry of attacks.

## Using Allabar in Your Game

Allabar should figure into a campaign as a climactic villain that enters the world through an eldritch portal, or it should be an entity the characters encounter in the far reaches of the Astral Sea. Allabar is the type of creature that works from afar, manipulating star spawn and other lackeys within the world. When confronted, the creature communicates in combat, foretelling the dire fate of the world and each of its enemies. Although the ravages of the Far Realm have rendered the creature half insane, it still possesses a keen intellect and cruelty.

As a planetary entity, Allabar is Gargantuan. However, you can also increase or reduce its size to modify the scale of the encounter. Obviously, the characters can't fight something that is the size of a real planet, so you have a couple of options for framing the encounter's narrative. The creature that the characters fight could be an avatar of Allabar, and upon its defeat, Allabar might disappear from the sky—its light forever snuffed out. Alternatively, Allabar could reduce its size before the fight, condensing its form into a creature better suited for confronting its audacious enemies.

ROB ALEXANDER

# SU MONSTER

Known as the "wolf of the treetops," a su monster is a territorial creature with unnatural cunning. It moves unheard among the trees, communicating silently by using its strong, prehensile tail to make gestures. A su monster kills far more than it can eat. It buries the remains of an unfinished meal just below the ground, marking the location with whatever treasures the victim might have. More than one adventurer has stumbled into one of these natural meat lockers after spotting the valuables hanging on trees.

## Lore

**History DC 19:** Su monsters come from the Isle of Dread, a jungle island based in the Feywild. A wizard named Halkith created the creatures to guard his tower from the island's other inhabitants, including yuan-ti and hostile humanoid tribes. To create su monsters, Halkith combined the intellect and cunning of primates with the strength and stealth of fey panthers. Halkith also gifted the su monsters with a psychic link, which allowed him to monitor the island's activities from his tower. However, when an event sent psionic energy flooding into the world, the power overwhelmed the creatures, transforming their psyches and driving them mad. Halkith disappeared soon after that, either killed by his creations or forced to flee to another demesne. Once the su monsters broke from the bond of their creator, they spread across the planes and took up residence in jungles and around sources of psionic power.

## Encounters

When not encountered in the wild, su monsters serve spellcasters and powerful psionic creatures as guards. A warlock or a wizard might array su monsters in the forest around a stronghold or tower, or the spellcaster could have a menagerie where he or she keeps the beasts. Su monsters are smart enough to create their own collectives, though, and sometimes su monsters form primitive alliances with other beasts in their territory.

## Su Sentinel

Most of a su tribe's members are su sentinels. One su sentinel watches over a vast swath of jungle from a hollow it created in the trunk of a large tree. A su sentinel might watch an area for several days before returning to a tribe's lair. If it spots potential prey, it returns to report the quarry to the tribe.

| **Su Sentinel** | **Level 10 Skirmisher** |
|---|---|
| Medium fey beast | XP 500 |
| **HP** 107; **Bloodied** 53 | **Initiative** +12 |
| **AC** 24, **Fortitude** 22, **Reflex** 24, **Will** 21 | **Perception** +13 |
| **Speed** 7 (forest walk), climb 7 | Darkvision |
| **Traits** | |
| **Skirmish** | |
| If the sentinel moves at least 4 squares away from its starting square, its attacks deal 5 extra damage until the start of its next turn. | |
| **Standard Actions** | |
| ⊕ **Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +15 vs. AC | |
| *Hit:* 3d6 + 7 damage. | |
| ⸸ **Flashing Talons** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +15 vs. AC | |
| *Hit:* 2d6 + 4 damage, and if the target moves willingly into a space adjacent to the sentinel before the end of the target's next turn, the sentinel can use this attack against the target as an immediate reaction. | |
| *Effect:* The sentinel shifts 2 squares. | |
| ⸸ **Mind-Rending Bite** (psychic) ✦ **Recharge** ⚅ ⚄ ⚃ | |
| *Attack:* Melee 1 (one creature); +15 vs. AC | |
| *Hit:* 1d6 + 5 damage, and ongoing 10 psychic damage (save ends). | |
| **Triggered Actions** | |
| **Psionic Boost** (psychic) ✦ **Recharge** when the sentinel takes psychic damage | |
| *Trigger:* The sentinel hits with *claw* or *flashing talons*. | |
| *Effect (Free Action):* The attack deals 2d6 extra psychic damage. | |
| ⸸ **Tribal Fury** ✦ **At-Will** | |
| *Trigger:* An ally within 3 squares is first bloodied. | |
| *Effect (Free Action):* The sentinel uses *claw*. | |
| **Skills** Acrobatics +15, Athletics +13, Stealth +15 | |
| **Str** 16 (+8) **Dex** 21 (+10) **Wis** 17 (+8) | |
| **Con** 19 (+9) **Int** 2 (+1) **Cha** 14 (+7) | |
| **Alignment** unaligned **Languages** – | |

ARNIE SWEKEL

## Su Sentinels in Combat

Su sentinels are patient creatures that wait for the perfect opportunity to drop down from treetops, tree hollows, walls, or cliff sides. They use terrain to their advantage, waiting until prey enters an area where the sentinels can use their climb speed and forest walk.

# Su Ambusher

A long palisade points toward a dense forest, protecting a settlement's inhabitants from the creatures that lurk in the woods. In the night, a couple of lone members of the militia keep a lookout, searching for movement. The fields that stand between the settlement and the forest are wide and open, yet only when a militia member hears the anxious whinny of a nearby horse does the group detect movement. The warning bell is never rung. In the morning, a half-dozen trails of blood lead back to the forest, grim evidence of the night's events.

| **Su Ambusher** | **Level 11 Minion Soldier** |
|---|---|
| Medium fey beast | XP 150 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +13 |
| **AC** 27, **Fortitude** 21, **Reflex** 25, **Will** 23 | **Perception** +14 |
| **Speed** 7 (forest walk), climb 7 | Darkvision |
| **Standard Actions** | |
| ⊕ **Claw ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +18 vs. AC | |
| *Hit:* 8 damage. | |
| ⸸ **Seize Prey ✦ At-Will** | |
| *Effect:* The ambusher moves its speed and makes the following attack at any point during the move. | |
| *Attack:* Melee 1 (one creature); +14 vs. Fortitude | |
| *Hit:* 8 damage. If the ambusher continues the move after the attack, it pulls the target with it and does not provoke opportunity attacks from the target. | |
| **Triggered Actions** | |
| ⸸ **Tribal Fury ✦ Encounter** | |
| *Trigger:* An ally within 3 squares is first bloodied. | |
| *Effect (Free Action):* The ambusher uses *claw*. | |
| ⸸ **Grasping Claws ✦ Death** | |
| *Trigger:* The ambusher drops to 0 hit points. | |
| *Effect (Immediate Interrupt):* The ambusher uses *claw*. | |
| **Skills** Acrobatics +16, Athletics +13, Stealth +16 | |
| **Str** 16 (+8) **Dex** 22 (+11) **Wis** 19 (+9) | |
| **Con** 17 (+8) **Int** 2 (+1) **Cha** 14 (+7) | |
| **Alignment** unaligned **Languages** – | |

## Su Ambushers in Combat

A group of su ambushers lurks around a clearing, waiting for a herd of animals or a company of adventurers to walk through. In combat, su ambushers work with allies to isolate prey by seizing foes and carrying them to the far reaches of the battlefield. Su ambushers focus their attacks on smaller creatures, such as halflings and gnomes.

# Su Alpha

Competition is fierce in su tribes because ascending to the alpha position requires both strength and cunning. Contests for dominance in a tribe result in the death or exile of the loser. Battles between su monsters rage across the jungles, and evidence of a recent fight is left in the scars on tree trunks and the trampled foliage. A large tribe might have several su alphas.

| **Su Alpha** | **Level 12 Brute** |
|---|---|
| Medium fey beast | XP 700 |
| **HP** 149; **Bloodied** 74 | **Initiative** +11 |
| **AC** 24, **Fortitude** 25, **Reflex** 24, **Will** 23 | **Perception** +10 |
| **Speed** 7 (forest walk), climb 7 | Darkvision |
| **Standard Actions** | |
| ⊕ **Claw ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +17 vs. AC | |
| *Hit:* 3d10 + 7 damage. | |
| ⸸ **Backhand Slam ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +15 vs. Fortitude | |
| *Hit:* 3d8 + 7 damage, and the alpha pushes the target 1 square. | |
| ⇜ **Su Howl** (psychic) ✦ **Recharge** when the alpha takes psychic damage | |
| *Attack:* Close burst 3 (enemies in burst); +15 vs. Will | |
| *Hit:* 2d10 + 3 psychic damage, and the target gains vulnerable 5 to all damage (save ends). | |
| *Miss:* Half damage, and the target gains vulnerable 5 to all damage until the end of the alpha's next turn. | |
| **Triggered Actions** | |
| ⸸ **Flesh-Ripper ✦ At-Will** | |
| *Trigger:* An enemy is pulled, pushed, or slid to a square adjacent to the alpha. | |
| *Attack (Immediate Reaction):* Melee 1 (one creature); +17 vs. AC | |
| *Hit:* 1d12 + 6 damage. | |
| ⸸ **Tribal Fury ✦ At-Will** | |
| *Trigger:* An ally within 3 squares is first bloodied. | |
| *Effect (Free Action):* The alpha uses *claw*. | |
| **Psionic Boost** (psychic) ✦ **Recharge** when the alpha takes psychic damage | |
| *Trigger:* The alpha hits with *claw*, *flesh-ripper*, or *backhand slam*. | |
| *Effect (Free Action):* The attack deals 2d8 extra psychic damage. | |
| **Skills** Acrobatics +16, Athletics +17, Stealth +16 | |
| **Str** 22 (+12) **Dex** 20 (+11) **Wis** 18 (+10) | |
| **Con** 19 (+10) **Int** 2 (+2) **Cha** 15 (+8) | |
| **Alignment** unaligned **Languages** – | |

## Su Alphas in Combat

A su alpha lumbers out into combat to try to draw attacks away from its allies. An alpha sometimes enters an area alone, hoping to bring its foes near it before its stealthy allies spring out.

# TANARUKK

TANARUKKS ARE A COMBINATION OF ORC FLESH, the blood of demons, and the fiery stuff of the Abyss's most forbidding regions. For centuries, demon lords and ambitious mortal spellcasters have created these creatures. Blasphemous rituals spawn dozens of tanarukks from vats of pulsing flesh and ichor. A newly created tanarukk is welcomed to the world with a vicious blow to the head to keep it from immediately going on a murderous rampage.

## LORE

**Arcana DC 20:** Luckily for the civilized realms, tanarukks cannot breed. Although the rituals used in their creation spawn dozens of these fiends at a time, the steady attrition of wars and infighting keep their numbers in check. In addition, tanarukks are so inherently violent that only the mightiest or most foolish spellcaster attempts to keep more than a dozen. Although tanarukks are relatively rare in the mortal world, a demon cult might have a few of them among its ranks.

The best method for defeating a tanarukk lies in coordination and teamwork, traits that tanarukks rarely exhibit or understand. When death draws near, a tanarukk's strength increases. Thus, the best tactic for dispatching a tanarukk is for comrades to make two or three attacks in quick succession. This way, the tanaukk never has a chance to unleash its wrath upon foes.

## ENCOUNTERS

Demon lords given to wrath, most notably Baphomet, create tanarukks in large numbers. These creatures rarely exist outside the grasp of whatever titan, demon lord, or spellcaster created them. However, a few wandering bands of tanarukks do exist. They serve as mercenaries, working with anything or anyone that gives them treasure and regular opportunities to pillage and kill.

When tanarukks enter the mortal world, they exult in the rarity of warriors who can match them. They rampage, leveling villages and towns, until suitable champions arise to slay them.

## TANARUKK MARAUDER

Only by the thorough application of corporal punishment do tanarukk marauders learn not to attack their allies. When marauders finally face an enemy, their pent-up rage spills forth and they become mindless berserkers.

**Tanarukk Marauder** **Level 17 Skirmisher**
Medium elemental humanoid (demon), orc XP 1,600

**HP** 165; **Bloodied** 82 **Initiative** +12
**AC** 31, **Fortitude** 29, **Reflex** 28, **Will** 28 **Perception** +11
**Speed** 6 Darkvision
**Resist** 5 fire

**TRAITS**

**Nimble Reaction**
The marauder gains a +4 bonus to AC against opportunity attacks.

**STANDARD ACTIONS**

⊕ **Greataxe** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +22 vs. AC
*Hit:* 2d12 + 12 damage.

⸸ **Brutal Rampage** ✦ **At-Will**
*Effect:* The marauder moves its speed and can move through enemies' spaces during the move. At any point during the move, the marauder can use *greataxe*. The marauder gains a +5 bonus to the damage roll for each opportunity attack made against it during the move before the attack.

⊗ **Hand Axe** (weapon) ✦ **At-Will**
*Attack:* Ranged 5/10 (one creature); +22 vs. AC
*Hit:* 2d6 + 12 damage.

⸸ **Flame Harrower** (fire, weapon) ✦ **Encounter**
*Attack:* Melee 1 (one creature); +20 vs. Fortitude
*Hit:* 2d12 + 10 fire damage, and the target takes ongoing 15 fire damage and grants combat advantage (save ends both).

**TRIGGERED ACTIONS**

**Indomitable Fury**
*Trigger:* The marauder drops to 0 hit points for the first time.
*Effect (No Action):* The marauder instead has 1 hit point, and it gains a +2 bonus to attack rolls and a +4 bonus to damage rolls until the end of the encounter.

**Skills** Athletics +19

| | | |
|---|---|---|
| **Str** 22 (+14) | **Dex** 15 (+10) | **Wis** 17 (+11) |
| **Con** 21 (+13) | **Int** 8 (+7) | **Cha** 10 (+8) |

**Alignment** chaotic evil **Languages** Abyssal, Common
**Equipment** hide armor, greataxe, 3 handaxes

WAYNE ENGLAND

### Tanarukk Marauders in Combat

Marauders throw themselves into battle with suicidal bravery. In the moments before an enemy lands a killing blow, marauders enter a crazed state of wrath and might. They relish this state, and they see death as a small price to pay for spreading carnage.

## Tanarukk Steel Warrior

The toughest of tanarukks, those that take the most punishment during their creation, are set aside to be trained as steel warriors. Steel warriors have plate armor riveted into their hides. This method of equipping them with armor grants them a deadly combination of protection and agility.

**Tanarukk Steel Warrior** **Level 18 Soldier**
Medium elemental humanoid (demon), orc XP 2,000

**HP** 177; **Bloodied** 88 **Initiative** +13
**AC** 33, **Fortitude** 30, **Reflex** 29, **Will** 30 **Perception** +12
**Speed** 5 Darkvision
**Resist** 5 fire

**Standard Actions**

**Broadsword** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +23 vs. AC
*Hit:* 3d10 + 10 damage.
*Effect:* The target is marked until the end of the steel warrior's next turn.

**Crossbow** (weapon) ✦ **At-Will**
*Attack:* Ranged 15/30 (one creature); +23 vs. AC
*Hit:* 3d8 + 6 damage.

**Burning Cage** (fire, weapon) ✦ **Recharge** ⚄ ⁞⁞
*Attack:* Melee 1 (one creature); +21 vs. Reflex
*Hit:* 3d10 + 20 fire damage, and the target takes 5 fire damage whenever it enters a square during its turn (save ends).

**Triggered Actions**

**Combat Awareness** ✦ **At-Will**
*Trigger:* An enemy marked by the steel warrior shifts or makes an attack that does not include the steel warrior as a target.
*Effect (Opportunity Action):* The steel warrior can use *broadsword* against the triggering enemy.

**Indomitable Fury**
*Trigger:* The steel warrior drops to 0 hit points for the first time.
*Effect (No Action):* The steel warrior instead has 1 hit point, and it gains a +2 bonus to attack rolls and a +4 bonus to damage rolls until the end of the encounter.

**Skills** Athletics +20
**Str** 22 (+15) **Dex** 15 (+11) **Wis** 17 (+12)
**Con** 25 (+16) **Int** 8 (+8) **Cha** 10 (+9)
**Alignment** chaotic evil **Languages** Abyssal, Common
**Equipment** plate armor, heavy shield, broadsword, crossbow, 10 bolts

### Tanarukk Steel Warriors in Combat

Steel warriors have a slender measure of control over their fury. This control makes them more fearsome, because they can unleash their wrath in focused bursts. Steel warriors love to corner weaker enemies and cut into them if the creatures try to escape.

## Tanarukk Flame Speaker

The ritual used to spawn tanarukks involves an infusion of fiery energy harvested from the Abyss. This spark grants the tanarukks their essence of life. It also gives some of them the ability to manipulate fire.

A flame speaker is a tanarukk that shows an especially developed talent for magic. Fire dances and rages at its command, making it a spellcaster among its kind.

**Tanarukk Flame Speaker** **Level 17 Artillery**
Medium elemental humanoid (demon), orc XP 1,600

**HP** 129; **Bloodied** 64 **Initiative** +11
**AC** 29, **Fortitude** 29, **Reflex** 29, **Will** 29 **Perception** +11
**Speed** 6 Darkvision
**Resist** 10 fire

**Standard Actions**

**Staff** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +22 vs. AC
*Hit:* 3d6 + 10 damage.

**Fire Bolt** (fire, implement) ✦ **At-Will**
*Attack:* Ranged 10 (one creature); +22 vs. Reflex
*Hit:* 3d8 + 12 fire damage.

**Fire Barrage** (fire, implement) ✦ **Recharge** ⚄ ⁞⁞
*Attack:* Ranged 10 (one, two, or three creatures); +22 vs. Reflex
*Hit:* 2d10 + 7 fire damage.

**Winds of Fire** (fire, implement, zone) ✦ **Encounter**
*Attack:* Area burst 2 within 20 (creatures in burst); +22 vs. Reflex
*Hit:* 3d6 + 6 fire damage.
*Effect:* The burst creates a zone that lasts until the end of the encounter. Any creature that enters the zone or ends its turn there takes 10 fire damage and is pulled 1 square toward the burst's origin square.

**Triggered Actions**

**Indomitable Fury**
*Trigger:* The flame speaker drops to 0 hit points for the first time.
*Effect (No Action):* The flame speaker instead has 1 hit point, and it gains a +2 bonus to attack rolls and a +4 bonus to damage rolls until the end of the encounter.

**Avenging Fire** (fire)
*Trigger:* An enemy reduces the flame speaker to 0 hit points for the second time.
*Effect (No Action):* The triggering enemy takes 2d10 + 5 fire damage.

**Skills** Arcana +15
**Str** 20 (+13) **Dex** 17 (+11) **Wis** 17 (+11)
**Con** 21 (+13) **Int** 14 (+10) **Cha** 12 (+9)
**Alignment** chaotic evil **Languages** Abyssal, Common
**Equipment** staff

### Tanarukk Flame Speakers in Combat

Flame speakers have no fear of death. When a flame speaker's body is struck down, the fire within it leaps back to the Abyss, scouring the flame speaker's killer on its way.

# Thri-kreen

Thri-kreen inhabit the world's arid climes, scratching out a living across vast tracts of remorseless land. The creatures' hard carapace reflects their steely, rugged temperament. Tribes are usually composed of one or two dozen thri-kreen, which depend upon one another for survival. They regard those who live beyond their blasted lands as weak, for only one who has been tested by the desert is worthy of respect. Thri-kreen draw no lines on maps to mark their borders, but woe be to the foolish traveler or adventurer who stumbles into their territory without paying proper homage to the tribe that calls those lands home.

## Lore

**History DC 14:** Thri-kreen believe that the primal spirit Old Grandfather, whom they call Sand Father, created them. They say that when the world was young, Sand Father looked across the vast deserts of the world and, seeing they were so empty, plucked a small desert beetle from the sands. From that beetle, he made the first thri-kreen. Realizing the beetle needed more than just a hard shell to protect itself, he gave the thri-kreen the wisdom of the lizard and the cunning of the desert fox.

For thousands of years, thri-kreen lived in small nomadic bands. Then, centuries ago, they came together to form a nation that spanned the world's greatest desert. The nation, known as Val-Karri, remained strong for about a century before a larger and more ambitious nation overshadowed it: The dragonborn empire of Arkhosia subjugated the lands of the thri-kreen and disassembled their empire. The thri-kreen remained vassals of the dragonborn until, at last, the conflict between Arkhosia and Bael Turath brought both of those empires to their knees, which enabled the thri-kreen to free themselves. After attaining their freedom, the thri-kreen returned to a nomadic life.

## Encounters

Thri-kreen lead lives of isolation, sometimes going for years without encountering other humanoids. Because of their strong primal and psionic sensibilities, thri-kreen find allies among beasts and among other psionic creatures. Thri-kreen find a common cause with druids and wardens in their defense of the land. Some groups of thri-kreen become corrupted by evil primal spirits and join with demon worshipers, ogres, giants, lizardfolk, and gnolls to form cults that willfully transform or corrupt the land.

## Thri-Kreen Ambusher

Even arid deserts and scrublands abound with life if one knows where to look. Thri-kreen ambushers spend their youth learning the ways of the land until, at adolescence, they are cast out to survive for one year on their own. During this time of solitude, they travel widely, putting into practice the skills they have learned.

**Thri-Kreen Ambusher** **Level 6 Lurker**
Medium natural humanoid XP 250

**HP** 58; **Bloodied** 29 **Initiative** +11
**AC** 20, **Fortitude** 17, **Reflex** 19, **Will** 17 **Perception** +11
**Speed** 8 Low-light vision

**Standard Actions**

**Spear** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +11 vs. AC
*Hit:* 2d8 + 4 damage.

**Spinning Spears** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +11 vs. AC
*Hit:* 1d8 + 2 damage, and the ambusher gains a +5 bonus to all defenses until the end of its next turn. In addition, the ambusher's *psionic boost* recharges.

**Mind Stab** (psychic) ✦ **At-Will**
*Attack:* Ranged 5 (one creature); +9 vs. Will
*Hit:* 1d6 + 2 psychic damage, and the target is dazed until the end of the ambusher's next turn.

**Move Actions**

**Mantis Jump** ✦ **Encounter**
*Effect:* The ambusher jumps a number of squares equal to its speed. This movement does not provoke opportunity attacks.

**Triggered Actions**

**Psionic Boost** (psychic) ✦ **Encounter**
*Trigger:* The ambusher hits with *spear* or *mind stab*.
*Effect (Free Action):* The attack deals 2d6 extra psychic damage.

**Skills** Endurance +11, Stealth +12

| | | |
|---|---|---|
| **Str** 14 (+5) | **Dex** 19 (+7) | **Wis** 17 (+6) |
| **Con** 16 (+6) | **Int** 16 (+6) | **Cha** 11 (+3) |

**Alignment** unaligned **Languages** Common
**Equipment** 2 spears

### Thri-Kreen Ambushers in Combat

No tracks mark the land where an ambusher has trod. Extended periods of time spent in solitude have developed the creature's psionic abilities, allowing it to strike out at the mind of an unwary foe.

## Thri-Kreen Scout

A lone thri-kreen stands vigilant atop a sand dune, staring off at the horizon. For hours she is still while the sun passes overhead. Then, she suddenly turns and focuses on a distant point, as though beckoned by an invisible force. She then sets off to warn her tribe of intruders.

### Thri-Kreen Scouts in Combat

Thri-kreen scouts act cautiously at first, preparing traps or maintaining a safe distance while they

JASON A. ENGLE

| Thri-Kreen Scout | Level 7 Skirmisher |
|---|---|
| Medium natural humanoid | XP 300 |
| **HP** 80; **Bloodied** 40 | **Initiative** +9 |
| **AC** 21, **Fortitude** 20, **Reflex** 20, **Will** 18 | **Perception** +10 |
| **Speed** 8 | Low-light vision |
| **Standard Actions** | |
| **Spear** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +12 vs. AC | |
| *Hit:* 2d8 + 5 damage. | |
| **Shuriken** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 10/20 (one creature); +12 vs. AC | |
| *Hit:* 2d4 + 7 damage. | |
| **Leaping Strike** (weapon) ✦ **At-Will** | |
| *Effect:* The scout moves its speed and makes the following attack at any point during the move. | |
| *Attack:* Melee 2 (one creature); +12 vs. AC | |
| *Hit:* 3d8 + 5 damage. | |
| **Move Actions** | |
| **Mantis Jump** ✦ **Encounter** | |
| *Effect:* The scout jumps a number of squares equal to its speed. This movement does not provoke opportunity attacks. | |
| **Triggered Actions** | |
| **Sudden Recoil** ✦ **At-Will** | |
| *Trigger:* The scout is hit by an attack. | |
| *Effect (Immediate Reaction):* The scout shifts 1 square (or 4 squares if the attack bloodies the scout). | |
| **Psionic Boost** (psychic) ✦ **Recharge** ⚄ ⚅ | |
| *Trigger:* The scout hits with *spear* or *shuriken*. | |
| *Effect (Free Action):* The attack deals 2d6 extra psychic damage. | |
| **Skills** Athletics +12, Endurance +11 | |
| **Str** 19 (+7) **Dex** 18 (+7) **Wis** 15 (+5) | |
| **Con** 16 (+6) **Int** 14 (+5) **Cha** 11 (+3) | |
| **Alignment** unaligned **Languages** Common | |
| **Equipment** spear, 10 shurikens | |

monitor potential threats. Once battle begins, however, scouts are frenetic combatants, scurrying in and out of melee while focusing on bringing down a single tough enemy.

## Thri-Kreen Desert Talker

The desert's laws are harsh, and a thri-kreen tribe's desert talker passes judgment on those who violate them. In a smoky tent, the desert talker sits before a group of trespassers, citing ancient rules handed down from Sand Father. The desert talker eventually pronounces judgment—either execution or exile to the deep reaches of the desert.

| Thri-Kreen Desert Talker | Level 8 Controller |
|---|---|
| Medium natural humanoid | XP 350 |
| **HP** 88; **Bloodied** 44 | **Initiative** +6 |
| **AC** 22, **Fortitude** 19, **Reflex** 20, **Will** 21 | **Perception** +9 |
| **Speed** 7 | Low-light vision |
| **Standard Actions** | |
| **Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +13 vs. AC | |
| *Hit:* 2d6 + 6 damage. | |
| **Shuriken** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 10/20 (one or two creatures); +13 vs. AC | |
| *Hit:* 2d4 + 4 damage. | |
| **Shifting Dune Rend** ✦ **At-Will** | |
| *Attack:* Area burst 1 within 10 (enemies in burst); +11 vs. Reflex | |
| *Hit:* The target falls prone. | |
| *Effect:* The desert talker slides the target 2 squares. | |
| **Desert Tempest** ✦ **Recharge** when first bloodied | |
| *Attack:* Close blast 5 (enemies in blast); +11 vs. Reflex | |
| *Hit:* 1d6 + 5 damage, and the desert talker pushes the target 2 squares. In addition, the target is blinded (save ends). | |
| **Move Actions** | |
| **Mantis Jump** ✦ **Encounter** | |
| *Effect:* The desert talker jumps a number of squares equal to its speed. This movement does not provoke opportunity attacks. | |
| **Minor Actions** | |
| **Sand Trap** ✦ **Recharge** when all this power's sand traps have ended | |
| *Effect:* The desert talker creates sand traps in three unoccupied squares within 10 squares of it. The sand traps must be created on a solid surface. Until the end of the encounter, any enemy that enters a sand trap's square is restrained until the end of its next turn, and that sand trap disappears. | |
| **Skills** Diplomacy +12, Insight +14, Nature +14 | |
| **Str** 12 (+5) **Dex** 14 (+6) **Wis** 20 (+9) | |
| **Con** 16 (+7) **Int** 18 (+8) **Cha** 17 (+7) | |
| **Alignment** unaligned **Languages** Common | |
| **Equipment** 10 shurikens | |

### Thri-Kreen Desert Talkers in Combat

A desert talker prefers to watch coolly from afar while combat unfolds. Whorls of sand might dance about the thri-kreen while he gathers his power. Then, with all four arms outstretched, he appeals to Sand Father and the spirits of the land to bring down their wrath upon his tribe's enemies.

# TULGAR

For those who can pay the price, tulgars are a resource that can turn the tide of war, deliver a brutal blow to an unsuspecting enemy, or raze even the best-guarded vaults. Born in the days of the Dawn War, these savage creatures can be found across the planes, from lost archipelagos in the mortal world, to abandoned astral dominions, to massive earthmotes drifting through the Elemental Chaos. These tall, muscular humanoids live in clans ranging in size from a few dozen to several hundred. Tulgars accept pay from any masters in exchange for their specialty service—violence and destruction.

## Lore

**Nature DC 29:** The tulgars were once primal spirits. They embodied a place of primal power that was eradicated by a cataclysm during the Dawn War. Devoid of purpose, the primal spirits once bound to these sites were cast into the world and abandoned by their own kind, who were focused on their conflict with the gods. Filled with resentment toward the deities that made their sacred sites into battlegrounds and toward the mortals who had transformed those sites into cities, mines, and farms, these primal spirits made a pact to destroy everything the gods and their followers had created.

To that end, the spirits took on forms of flesh and abandoned their primal heritage. Their enmity shaped their new bodies, giving them height and strength beyond those of normal mortals. Vengeance eluded the first of the tulgars, however. In the aftermath of the Dawn War, the gods stayed safe in their astral dominions, even as the mortal races spread and grew. Unable to consummate their rage, the tulgars became bitter and barbaric, transforming over centuries into a race of powerful mercenaries. Today, the tulgars are divided into countless clans. Some tulgars have all but abandoned their ancient pact; others curse the weak hearts of their kin and hold revenge against the gods as a central tenet of their lives.

The first tulgars' decision to place their spirits within mortal bodies came at a great cost. Rejected by the gods and the primal spirits alike, a tulgar that dies is forced to return to flesh, often far from its comrades and clan. In this way, tulgars maintain a cycle of swift reincarnation. Their minds and memories survive the process intact, keeping the tulgars' ancient enmity alive forever.

Nowadays, with the Dawn War a distant memory, it is rare for a primal spirit to lose its place and identity as the tulgars once did. However, when a spirit is left adrift, all tulgars sense it. Such an event represents one of the few circumstances under which the tulgar clans take action on their own behalf. They travel in search of the displaced spirit to offer it refuge among them—and to destroy any mortal creatures that stand in their way.

The great warriors of the past guide the actions of the tulgars, with spirit talkers and other powerful leaders interpreting their will. It is said that a spirit talker can look into the eyes of another tulgar and see the spirits of fallen warriors incarnated within it. Spirit talkers are more in touch with their primal essence than other tulgars are, but the long-ago schism that gave birth to the race means that this power drives many spirit talkers mad. Tulgars call the malady "spirit sickness," and they ritually murder any tribe member that shows signs of it. With the body's death, a tulgar's troubled spirit is cleansed and can be reborn.

Tulgars covet trophies taken from the enemies they slay. Warriors and flesh hunters seize weapons and armor from fallen foes, lashing these items to themselves even if they cannot use the items. Half-spirits and spirit talkers collect totems, fetishes, and religious icons that demonstrate their superiority over the faithful of gods and primordials alike. Tulgars sometimes carry magic items whose powers they remain unaware of, and they guard even the most worthless of their treasures with their lives.

## Encounters

Tulgars are found across the planes and in the company of virtually any intelligent creature that has enough power and wealth to hire them. Tulgars sometimes work toward their own ends, pillaging cities or delving into ruins in search of artifacts or displaced primal spirits.

MATT DIXON

The tulgars' eternal hatred toward the gods that destroyed them and the primal spirits that rejected them manifests as enmity for immortals and natural creatures alike. As such, many tulgars work freely with factions that try to undermine those groups, including the forsaken, aberrants, demon cults, and elementals. However, some tulgars have no such inhibitions, taking up service with devils or the devotees of Bane, Gruumsh, Tiamat, and other dark gods.

## Tulgar Flesh Hunter

When they come for you, the only thing to do is run. The problem is, they want you to run. Generations spent hunting down humanoids have granted tulgar flesh hunters an acute sense of smell. A flesh hunter is a relentless tracker, leading the other members of a tulgar tribe as they close in on their foes.

**Tulgar Flesh Hunter** **Level 22 Skirmisher**
Medium natural humanoid XP 4,150

**HP** 209; **Bloodied** 104 **Initiative** +21
**AC** 36, **Fortitude** 34, **Reflex** 35, **Will** 33 **Perception** +22
**Speed** 7 (forest walk)

**Traits**

**On the Hunt**
Whenever the flesh hunter hits an enemy, until the end of its next turn the flesh hunter does not provoke opportunity attacks when it moves.

**Standard Actions**

**Spear** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +27 vs. AC
*Hit:* 2d8 + 10 damage.

**Handaxe** (weapon) ✦ **At-Will**
*Attack:* Ranged 5/10 (one creature); +27 vs. AC
*Hit:* 2d6 + 8 damage.

**Hunter's Onslaught** ✦ **At-Will**
*Effect:* The flesh hunter uses *spear* and then uses *handaxe* against a different target.
*Special:* Using *handaxe* as part of this power does not provoke opportunity attacks. When charging, the flesh hunter can use this power in place of a *spear* attack.

**Rotting Strike** (necrotic, weapon) ✦ **Recharge** ⚄ ⚅
*Attack:* Melee 1 (one creature); +27 vs. AC
*Hit:* 2d8 + 8 damage, and the target is dazed and takes ongoing 10 necrotic damage (save ends both).

**Triggered Actions**

**Unbroken Spirit**
*Trigger:* The flesh hunter drops to 0 hit points.
*Effect (No Action):* The flesh hunter's nearest ally gains 10 temporary hit points and a +2 bonus to attack rolls, damage rolls, and all defenses until the end of its next turn.

**Skills** Stealth +24
**Str** 24 (+18) **Dex** 26 (+19) **Wis** 23 (+17)
**Con** 25 (+18) **Int** 23 (+17) **Cha** 20 (+16)
**Alignment** unaligned **Languages** Common
**Equipment** hide armor, spear, 4 handaxes

### Tulgar Flesh Hunters in Combat

A flesh hunter focuses on a single foe, whether the leader of an adventuring party pursued by a tulgar war band or a target hunted at the behest of a patron. A flesh hunter is more cautious than other tulgars, often studying or tracking a foe for hours or days before attacking. The tulgar's keen olfactory sense allows it to determine useful information about a foe, including what other creatures it travels with, its health, its race, and even what the creature's armor and weapons are made of.

## Tulgar Savage

The angels cut through the tulgars' ranks, yet always more tulgars approached to fill the spaces, possessed of the strength of the greatest tulgar warriors that had lived and died before them. Each tulgar savage that fell embraced its death with an unholy purpose, its spirit strengthening its allies as they closed steadily in.

**Tulgar Savage** **Level 22 Minion Brute**
Medium natural humanoid XP 1,038

**HP** 1; a missed attack never damages a minion. **Initiative** +17
**AC** 34, **Fortitude** 35, **Reflex** 33, **Will** 35 **Perception** +24
**Speed** 7 (forest walk)

**Traits**

**Critical Threat**
The savage can score a critical hit on a roll of 19-20. When the savage scores a critical hit with *greataxe*, one ally within 2 squares of it can make a melee basic attack as a free action.

**Standard Actions**

**Greataxe** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +27 vs. AC
*Hit:* 18 damage.

**Handaxe** (weapon) ✦ **At-Will**
*Attack:* Ranged 5/10 (one creature); +27 vs. AC
*Hit:* 12 damage.

**Triggered Actions**

**Unbroken Spirit**
*Trigger:* The savage drops to 0 hit points.
*Effect (No Action):* The savage's nearest ally gains 10 temporary hit points and a +2 bonus to attack rolls, damage rolls, and all defenses until the end of its next turn.

**Str** 27 (+19) **Dex** 23 (+17) **Wis** 26 (+19)
**Con** 24 (+18) **Int** 20 (+16) **Cha** 23 (+17)
**Alignment** unaligned **Languages** Common
**Equipment** hide armor, greataxe, handaxe

### Tulgar Savages in Combat

Tulgar savages charge headlong into combat, mobbing targets with *greataxe*. A savage's bloodcurdling war cry turns to a shout of triumph as it falls dead. A savage feels victorious if it can lend the strength of its spirit to a nearby ally.

# Tulgar Half-Spirit

When their best warriors began to disappear from the edge of the fray, the general knew the battle had taken a deadly turn. The tulgars had unleashed their half-spirits, rare warriors able to take a form that reflected their primal origin. Striking unseen from the shadows, these stealthy killers could turn the tide of any fight.

| **Tulgar Half-Spirit** | **Level 23 Lurker** |
|---|---|
| Medium natural humanoid | XP 5,100 |
| **HP** 116; **Bloodied** 58 | **Initiative** +23 |
| **AC** 35, **Fortitude** 35, **Reflex** 36, **Will** 36 | **Perception** +24 |
| **Speed** 7, phasing | |
| **Resist** insubstantial | |
| **Traits** | |
| **Spirit Shock** | |
| Whenever the half-spirit hits an enemy that cannot see the half-spirit, that enemy is dazed until the end of its next turn. | |
| **Standard Actions** | |
| **Claw** (illusion, necrotic) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +28 vs. AC | |
| *Hit:* 1d6 + 8 necrotic damage, and the target is immobilized until the end of the half-spirit's next turn. | |
| *Effect:* The half-spirit becomes invisible until the end of its next turn. | |
| **Handaxe** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 5/10 (one creature); +28 vs. AC | |
| *Hit:* 2d6 + 8 damage. | |
| **Triggered Actions** | |
| **Unleash the Inner Spirit** (illusion, necrotic, teleport) ✦ **Encounter** | |
| *Trigger:* The half-spirit is first bloodied. | |
| *Attack (Free Action):* Close burst 3 (enemies in burst); +26 vs. Fortitude | |
| *Hit:* 2d6 + 3 necrotic damage, and the target is stunned until the end of the half-spirit's next turn. | |
| *Effect:* The half-spirit becomes invisible until the end of its next turn. The half-spirit can then teleport 5 squares. | |
| **Unbroken Spirit** | |
| *Trigger:* The half-spirit drops to 0 hit points. | |
| *Effect (No Action):* The half-spirit's nearest ally gains 10 temporary hit points and a +2 bonus to attack rolls, damage rolls, and all defenses until the end of its next turn. | |
| **Skills** Stealth +24 | |
| **Str** 25 (+18) **Dex** 27 (+19) **Wis** 26 (+19) | |
| **Con** 22 (+17) **Int** 24 (+18) **Cha** 23 (+17) | |
| **Alignment** unaligned **Languages** Common | |
| **Equipment** 2 handaxes | |

## Tulgar Half-Spirits in Combat

A tulgar half-spirit phases through combat, immobilizing foes and striking unseen. Although half-spirits fight alongside their kin, they have a vindictive nature that is all but impossible to control. Even after other tulgars have retreated or agreed to a parley, half-spirits keep on fighting, intent only on wreaking destruction.

# Tulgar Warrior

The initial assault had been tough enough, but the fury of the lesser tulgars was forgotten quickly as the advance of the tulgar warriors began. The bloodthirsty howls and whirling axes of these great brutes sent the defenders scattering.

| **Tulgar Warrior** | **Level 23 Brute** |
|---|---|
| Medium natural humanoid | XP 5,100 |
| **HP** 265; **Bloodied** 132 | **Initiative** +18 |
| **AC** 35, **Fortitude** 36, **Reflex** 34, **Will** 35 | **Perception** +24 |
| **Speed** 7 (forest walk) | |
| **Traits** | |
| **Inveterate Warrior** | |
| The warrior can score a critical hit on a roll of 19-20 and deals 3d12 extra damage on a critical hit. | |
| **Standard Actions** | |
| **Greataxe** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +28 vs. AC | |
| *Hit:* 2d12 + 19 damage, and the target takes a -2 penalty to AC until the end of the warrior's next turn. | |
| **Whirling Frenzy** (weapon) ✦ **Encounter** | |
| *Primary Attack:* Close burst 1 (enemies in burst); +28 vs. AC | |
| *Hit:* 3d12 + 6 damage. | |
| *Effect:* The warrior shifts 3 squares and makes a secondary attack. | |
| *Secondary Attack:* Close burst 1 (enemies in burst not hit by the primary attack); +26 vs. AC | |
| *Hit:* 2d12 + 6 damage. | |
| **Triggered Actions** | |
| **Unbroken Spirit** | |
| *Trigger:* The warrior drops to 0 hit points. | |
| *Effect (No Action):* The warrior's nearest ally gains 10 temporary hit points and a +2 bonus to attack rolls, damage rolls, and all defenses until the end of its next turn. | |
| **Str** 28 (+20) **Dex** 24 (+18) **Wis** 26 (+19) | |
| **Con** 25 (+18) **Int** 21 (+16) **Cha** 23 (+17) | |
| **Alignment** unaligned **Languages** Common | |
| **Equipment** hide armor, greataxe | |

## Tulgar Warriors in Combat

A tulgar warrior seeks out powerful foes against which to test its mettle. However, its hubris in combat means that a warrior can sometimes be drawn away from its chosen target by taunts or threats.

# Tulgar Spirit Talker

The shrieking voice of a spirit talker rings out over the crash of combat, offering up oaths to the primal power from which the tulgars were spawned. The archers take the brunt of the spirit talkers' attacks while the spirit talkers call forth minions to contend with the enemy's melee combatants. Despite the best attempts of the defending spellcasters, they could not keep their defensive magic up. The spirit talker shattered their zones of magic, its cackling laughter echoing among the ruins.

| **Tulgar Spirit Talker** | **Level 24 Controller** |
|---|---|
| Medium natural humanoid | XP 6,050 |
| **HP** 225; **Bloodied** 112 | **Initiative** +18 |
| **AC** 37, **Fortitude** 35, **Reflex** 37, **Will** 37 | **Perception** +25 |
| **Speed** 7 (forest walk) | |
| **Traits** | |
| ☼ **Primal Barrier** ✦ **Aura** 2 | |
| Squares within the aura are difficult terrain to creatures that are not phasing or do not have forest walk. | |
| **Standard Actions** | |
| ⊕ **Spear** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +29 vs. AC | |
| *Hit:* 4d8 + 14 damage, and the target is marked by an ally within 10 squares of the spirit talker until the end of the spirit talker's next turn. | |
| ⊕ **Incite Savagery** (psychic) ✦ **At-Will** | |
| *Attack:* Ranged 10 (one creature); +27 vs. Will | |
| *Hit:* 4d10 + 10 psychic damage. If the target does not make a melee attack during its next turn, it grants combat advantage until the end of its following turn. | |
| **Minor Actions** | |
| **Dismissal** ✦ **Recharge** ⚅ ⚄ ⚃ | |
| *Special:* Choose a conjuration, a summoned creature, or a zone that is within 10 squares of the spirit talker, which then makes the following attack. | |
| *Attack:* Ranged 10 (creator of the chosen effect); +29 vs. Will | |
| *Hit:* The chosen effect ends. | |
| **Call Spirit Warrior** ✦ **Recharge** ⚃ | |
| *Effect:* A tulgar savage appears within 5 squares of the spirit talker. The savage's initiative follows the spirit talker's. | |
| **Triggered Actions** | |
| **Death's Embrace** (zone) | |
| *Trigger:* The spirit talker drops to 0 hit points. | |
| *Effect (No Action):* The spirit talker's nearest ally gains 10 temporary hit points and a +2 bonus to attack rolls, damage rolls, and all defenses until the end of its next turn. | |
| The spirit talker's death creates a zone in a close burst 2 that lasts until the end of the encounter. The zone is difficult terrain for creatures that aren't phasing or don't have forest walk. | |
| **Str** 22 (+18) **Dex** 23 (+18) **Wis** 27 (+20) | |
| **Con** 25 (+19) **Int** 26 (+20) **Cha** 28 (+21) | |
| **Alignment** unaligned **Languages** Common | |
| **Equipment** spear | |

MATT DIXON

## Tulgar Spirit Talkers in Combat

A spirit talker draws on the primal spirits that are its people's lifeblood, shouting oaths and appeals in combat to the great tulgar leaders of the past. It calls forth spirit warriors, surrounding itself with these minions as it avoids combat and uses *incite savagery*. It makes use of *dismissal* to clear away zones and conjurations that hinder its allies or grant protection to enemies.

# UMBER HULK

Umber hulks are indirectly responsible for some of the greatest clashes in the history of the Underdark. As umber hulks hunt, they leave labyrinthine burrows in their wake. Over time, the lattice of tunnels they build draws creatures that perhaps would prefer isolation into contact with each other. For this reason, most intelligent creatures of the Underdark hunt umber hulks to capture or slay them. In their mindless burrowing, umber hulks prefer to tunnel through veins of metal ore, making them dangerous to miners and prospectors. Umber hulks make good guard beasts, and if well fed they are both obedient and easily trained.

## Lore

**Dungeoneering DC 18:** Umber hulks are among the oldest creatures in the cosmos. Writings recovered from before the Dawn War mention them, and some sages believe that umber hulks emerged from the raw stuff of the world before the primordials finished crafting it. The tunnels they dig form an important network of passages in dungeons and in regions of the Underdark.

"Chasing an umber hulk" is a dwarf expression for a dangerous plan that could, with luck, offer a great reward. It refers to the prospector's strategy of trailing after umber hulks in the hope of finding veins of gold and mithral that the beasts uncover.

## Encounters

Umber hulks are too dim to seek out allies of their own. Instead, other creatures trap, feed, and train umber hulks. Although they are incapable of speaking, umber hulks can understand verbal messages n Deep Speech, which allows them to follow complex commands. Grimlocks and orcs use umber ravagers as hunting beasts, and abyssal hulks are found in the ranks of almost every demon lord's army.

HOWARD LYON

## Umber Ravager

The smallest of the umber hulks are called umber ravagers. They range through the upper layers of the earth, burrowing into dungeons in search of a meal. Although nearly as large as their kin, they are weaker and less capable of employing the mind-bending gaze for which the umber hulk is renowned.

| **Umber Ravager** | **Level 7 Brute** |
|---|---|
| Medium natural magical beast | XP 300 |
| **HP** 95; **Bloodied** 47 | **Initiative** +4 |
| **AC** 19, **Fortitude** 20, **Reflex** 18, **Will** 19 | **Perception** +5 |
| **Speed** 5, burrow 2 (tunneling) | Darkvision, tremorsense 5 |
| **Standard Actions** | |
| **Claw ✦ At-Will** | |
| *Attack:* Melee 2 (one creature); +12 vs. AC | |
| *Hit:* 1d10 + 5 damage. | |
| **Claw Flurry ✦ At-Will** | |
| *Effect:* The ravager uses *claw* twice. | |
| **Crushing Gaze** (psychic) **✦ At-Will** | |
| *Attack:* Close blast 3 (enemies in blast); +10 vs. Will | |
| *Hit:* 3d8 psychic damage, and the target falls prone. | |
| **Minor Actions** | |
| **Disarming Gaze ✦ Recharge** ⚅ | |
| *Attack:* Ranged 3 (one creature); +10 vs. Will | |
| *Hit:* The target is stunned (save ends). | |
| **Str** 19 (+7) **Dex** 13 (+4) **Wis** 14 (+5) | |
| **Con** 15 (+5) **Int** 5 (+0) **Cha** 11 (+3) | |
| **Alignment** unaligned **Languages** understands Deep Speech | |

### Umber Ravagers in Combat

An umber ravager is motivated primarily by hunger. It uses *disarming gaze* to render a foe helpless so that it can then feast on its prey at its leisure. An umber ravager attempts to isolate a single enemy. If pressed on all sides, it sends a few opponents staggering with *crushing gaze*, giving the creature time to retreat.

Although they are occasionally encountered alone, umber ravagers usually hunt in packs. The brutes in a pack will attack groups of travelers, with each creature initially selecting a single opponent to focus on to the exclusion of all other targets.

# Abyssal Hulk

Although umber hulks are most common within the Underdark, their scourge long ago spread across the planes. According to legend, the earliest umber hulks burrowed deeper and deeper into the world until they finally emerged in other planes, where they ate the strange new creatures they encountered. Umber hulks that ventured into the Elemental Chaos found that the Abyss was a teeming hunting ground. Even though many of their number died, enough survived to feast on demon flesh, warping them to reflect their new environment. The stuff of the Abyss gave these hulks acidic blood, and their gaze became more maddening than hypnotic. A creature that falls under an abyssal hulk's control howls and shrieks as if crazed.

| **Abyssal Hulk** | **Level 15 Controller** |
|---|---|
| Large elemental magical beast | XP 1,200 |
| **HP** 152; **Bloodied** 76 | **Initiative** +9 |
| **AC** 29, **Fortitude** 28, **Reflex** 26, **Will** 27 | **Perception** +11 |
| **Speed** 5, burrow 2 (tunneling) | Darkvision, tremorsense 5 |
| **Resist** 10 acid | |
| **Standard Actions** | |
| ⊕ **Claws** ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +20 vs. AC | |
| *Hit:* 2d10 + 12 damage. | |
| ✧ **Gaze of Chaos** (charm, psychic) ✦ **At-Will** | |
| *Attack:* Close blast 3 (enemies in blast); +19 vs. Will | |
| *Hit:* 1d6 + 5 psychic damage, and the hulk slides the target 3 squares. The target then makes a melee basic attack as a free action against a creature of the hulk's choice. | |
| ✧ **Acidic Spew** (acid) ✦ **Recharge** ⚅ | |
| *Attack:* Close blast 5 (enemies in blast); +19 vs. Fortitude | |
| *Hit:* Ongoing 10 acid damage (save ends). | |
| **Minor Actions** | |
| ✧ **Gaze of Crushed Will** (fear) ✦ **At-Will** (1/round) | |
| *Attack:* Close blast 5 (enemies in blast); +19 vs. Will | |
| *Hit:* The hulk slides the target 3 squares, and the target takes a -5 penalty to any saving throws it makes during the move. | |
| **Str** 29 (+16) **Dex** 15 (+9) **Wis** 18 (+11) | |
| **Con** 24 (+14) **Int** 7 (+5) **Cha** 13 (+8) | |
| **Alignment** chaotic evil **Languages** understands Deep Speech | |

## Abyssal Hulks in Combat

These hulks burrow through layers of the Abyss, sometimes creating new passages between different layers. Yeenoghu's minions have gathered many of these creatures as guardians and watchers. These abyssal hulks lurk beneath the ground along well-traveled paths in the Abyss. They rise up to hack their foes to death with claws or else send them plummeting over a cliff edge.

# Astral Hulk

Just as umber hulks somehow migrated to the Abyss, they have also come to inhabit the Astral Sea, where they plague settlements large and small. Perhaps the result of a primordial's mad scheme to undermine the gods, these creatures devour the very substance of astral dominions in the manner of oversized termites. They rip and tear into a domain, and in time, splinter and rend the domain into a cloud of massive rocks and floating detritus. Throughout the Astral Sea, these enormous debris clouds serve as a grim reminder of the threat these beasts pose and the fate of dominions they infest.

| **Astral Hulk** | **Level 17 Soldier** |
|---|---|
| Large immortal magical beast | XP 1,600 |
| **HP** 167; **Bloodied** 83 | **Initiative** +13 |
| **AC** 33, **Fortitude** 29, **Reflex** 28, **Will** 29 | **Perception** +12 |
| **Speed** 5, burrow 2 (tunneling) | Darkvision, tremorsense 5 |
| **Standard Actions** | |
| ⊕ **Claws** ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +22 vs. AC | |
| *Hit:* 2d10 + 14 damage, and the target is marked until the end of the hulk's next turn. | |
| ✧ **Gaze of Lassitude** (charm) ✦ **At-Will** | |
| *Attack:* Close blast 5 (enemies in blast); +20 vs. Fortitude | |
| *Hit:* 2d6 + 3 damage, and the hulk pulls the target 4 squares. In addition, the target is slowed (save ends). | |
| ✧ **Gaze of Annihilation** ✦ **Encounter** | |
| *Attack:* Close blast 5 (enemies in blast); +20 vs. Fortitude | |
| *Hit:* 2d10 + 5 damage. | |
| *Miss:* Half damage. | |
| *Effect:* The target is marked until the end of the hulk's next turn. | |
| **Triggered Actions** | |
| ⸸ **Entrapping Mandibles** ✦ **At-Will** | |
| *Requirement:* The hulk must not have a creature grabbed. | |
| *Trigger:* An enemy marked by the hulk shifts. | |
| *Attack (Immediate Interrupt):* Melee 1 (triggering enemy); +22 vs. Fortitude | |
| *Hit:* The target is grabbed. | |
| **Str** 30 (+18) **Dex** 17 (+11) **Wis** 18 (+12) | |
| **Con** 23 (+14) **Int** 8 (+7) **Cha** 13 (+9) | |
| **Alignment** evil **Languages** understands Deep Speech | |

## Astral Hulks in Combat

Concerned only with annihilation, astral hulks seek to destroy everything with which they come into contact. The gaze of an astral hulk induces a dangerous lethargy in its prey, slowing reactions and suppressing the instinct of self-preservation. The victim of an astral hulk's gaze can be made to walk directly into the beast's waiting mouth.

Some cruel torturers, particularly servants of Zehir and Vecna, capture astral hulks and train them to torture captives.

# VERBEEG

Although verbeegs are physically powerful, they view clever tricks and deception as tactics far superior to clubbing an enemy over the head. A verbeeg loves to mimic the expectations of its prey, pretending by its speech and actions to be, for example, the densest ogre or giant. Once its enemies are convinced that they have outwitted the giant, the verbeeg turns the tables on them. If a verbeeg can prey on another creature's sense of honor, fairness, or justice, so much the better.

One of the most famous tales among the verbeegs concerns Jack Longears, a verbeeg who lived near a bridge in the Feywild. Jack would sit by the bridge and charge travelers a toll. The toll, however, applied only if the travelers returned to his side of the bridge. If they swore to pay him, Jack would let the travelers pass. When the travelers were halfway across the bridge, Jack grabbed the rails of the bridge and tilted it toward him. When the targets of his swindle slid down the bridge and landed at his feet, he demanded his toll.

## Lore

**Streetwise DC 21:** Although verbeegs are utter rascals, they do possess a warped sense of honor. Verbeegs obey the following two rules: First, a verbeeg never gives a sucker an even break. Second, a verbeeg must keep its word. It might twist, turn, and torture the phrasing of a promise, but once it makes a pledge, it must uphold it.

## Encounters

Verbeegs seek out big, dense creatures, most notably ogres and hill giants. If such creatures aren't available, verbeegs turn their attention to less powerful allies that they can bully into service, such as orcs, goblins, and unscrupulous fey.

Because of their greed, verbeegs also readily hire themselves out as mercenaries. They work for almost anyone, as long as they need to fight only rarely and are kept well supplied with food and strong drink.

## Verbeeg Rowdy

Most verbeegs seek an easy life that features more food, drink, and rest than battle or labor. Despite their great strength, verbeegs would much rather steal a purse of coins than fight for one. The rowdy is a typical verbeeg thug, intent on getting what it wants with little effort or risk.

EVA WIDERMANN

| **Verbeeg Rowdy** | **Level 9 Skirmisher** |
|---|---|
| Large fey humanoid (giant) | XP 400 |
| **HP** 99; **Bloodied** 49 | **Initiative** +8 |
| **AC** 23, **Fortitude** 21, **Reflex** 20, **Will** 18 | **Perception** +4 |
| **Speed** 8 | Low-light vision |
| **Traits** | |
| **Combat Advantage** | |
| The rowdy deals 5 extra damage against any creature granting combat advantage to it. | |
| **Verbeeg Stealth** | |
| The rowdy can make a Stealth check to become hidden as long as one square it occupies has superior cover or total concealment from the creature it is attempting to hide from. | |
| **Standard Actions** | |
| ⊕ **Spear** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +14 vs. AC | |
| *Hit:* 2d8 + 8 damage. | |
| ⸸ **Skewering Strike** (weapon) ✦ **Encounter** | |
| *Attack:* Melee 2 (one creature); +12 vs. Reflex | |
| *Hit:* 2d12 + 8 damage, and the rowdy slides the target 5 squares to a square within 2 squares of the rowdy. | |
| **Move Actions** | |
| **Bounding Maneuver** ✦ **At-Will** | |
| *Effect:* The rowdy is no longer marked, and it shifts 3 squares and can move through enemies' spaces during the shift. | |
| **Minor Actions** | |
| ⸸ **Cunning Trick** ✦ **Recharge** ⚄ ⚅ | |
| *Attack:* Melee 3 (one creature); +12 vs. Will | |
| *Hit:* The rowdy knocks the target prone or slides it 3 squares. | |
| **Skills** Bluff +11, Stealth +11, Thievery +11 | |
| **Str** 24 (+11) **Dex** 14 (+6) **Wis** 11 (+4) | |
| **Con** 19 (+8) **Int** 13 (+5) **Cha** 14 (+6) | |
| **Alignment** evil **Languages** Common, Elven, Giant | |
| **Equipment** hide armor, light shield, spear | |

## Verbeeg Rowdies in Combat

When a rowdy fights, it does so because it has no other choice or because it thinks it can easily overpower an enemy. Even against a weaker foe, though, it rarely remains still. Rowdies move constantly to avoid counterattacks, gladly throwing their allies in front of their opponents to escape unharmed. Rowdies laugh and jeer at their foes, especially when *cunning trick* lets them embarrass an enemy. To fool a foe, a rowdy might make a quick feint, use deceptive footwork, or even crack a joke or give a false shout of warning.

# Verbeeg Ringleader

Just as verbeegs bully and cajole service from dense brutes, so too do they jostle for dominance among themselves. The ringleader is the cleverest verbeeg in a gang, the one responsible for plotting heists and concocting schemes.

| **Verbeeg Ringleader** | **Level 11 Artillery (Leader)** |
|---|---|
| Large fey humanoid (giant) | XP 600 |
| **HP** 91; **Bloodied** 45 | **Initiative** +15 |
| **AC** 25, **Fortitude** 23, **Reflex** 23, **Will** 24 | **Perception** +10 |
| **Speed** 8 | Low-light vision |
| **Traits** | |
| **Cunning Insight ✦ Aura** 5 | |
| Any ally within the aura gains a +5 power bonus to damage rolls against any creature granting combat advantage to that ally. | |
| **Verbeeg Stealth** | |
| The ringleader can make a Stealth check to become hidden as long as one square it occupies has superior cover or total concealment from the creature it is attempting to hide from. | |
| **Standard Actions** | |
| **Spear** (weapon) **✦ At-Will** | |
| *Attack:* Melee 2 (one creature); +16 vs. AC | |
| *Hit:* 2d8 + 5 damage. | |
| **Longbow** (weapon) **✦ At-Will** | |
| *Attack:* Ranged 15/30 (one creature); +18 vs. AC | |
| *Hit:* 2d10 + 8 damage, and the target grants combat advantage until the end of the ringleader's its next turn. | |
| **Distracting Shot ✦ Recharge** ⚄ ⁞⁞ | |
| *Effect:* The ringleader uses *longbow*. If the attack hits, one of the ringleader's allies can make a melee basic attack against the target of the attack as a free action. | |
| **Get Them! ✦ Encounter** | |
| *Effect:* Three of the ringleader's allies within 5 squares of it can charge one creature of the ringleader's choice as a free action. | |
| **Skills** Arcana +13, Stealth +12, Thievery +12 | |
| **Str** 24 (+12) **Dex** 14 (+7) **Wis** 11 (+5) | |
| **Con** 19 (+9) **Int** 19 (+9) **Cha** 19 (+9) | |
| **Alignment** evil **Languages** Common, Elven, Giant | |
| **Equipment** hide armor, spear, longbow, 40 arrows | |

## Verbeeg Ringleaders in Combat

A ringleader expects its followers to do the dirty work. It shouts orders, usually punctuated with oaths and insults, to direct them. Accustomed to leading ogres and hill giants, a ringleader knows that the most effective orders are loud, crude, and simple. A verbeeg ringleader's high initiative modifier ensures that it will likely go first, allowing it to call its brethren quickly into combat with *get them!* A verbeeg ringleader is a consummate ambusher; it loves nothing more than to lie in wait for opponents before springing a clever trap.

# Verbeeg Trickster

Although few verbeegs have the patience or energy to master magic, a few manage to steal spellbooks and learn a few tricks. A verbeeg trickster has the barest understanding of magic, relying on its own instincts and cunning to use spells that are useful for theft and stealth.

| **Verbeeg Trickster** | **Level 11 Controller** |
|---|---|
| Large fey humanoid (giant) | XP 600 |
| **HP** 115; **Bloodied** 57 | **Initiative** +7 |
| **AC** 25, **Fortitude** 23, **Reflex** 21, **Will** 19 | **Perception** +5 |
| **Speed** 8 | Low-light vision |
| **Traits** | |
| **Verbeeg Stealth** | |
| The trickster can make a Stealth check to become hidden as long as one square it occupies has superior cover or total concealment from the creature it is attempting to hide from. | |
| **Standard Actions** | |
| **Spear** (weapon) **✦ At-Will** | |
| *Attack:* Melee 2 (one creature); +16 vs. AC | |
| *Hit:* 2d8 + 10 damage, and the target falls prone. | |
| **Staggering Bolt** (force, implement) **✦ At-Will** | |
| *Attack:* Ranged 5 (one creature); +14 vs. Reflex | |
| *Hit:* 3d6 + 9 force damage, and the trickster slides the target 1 square. | |
| **Blinding Blast** (implement, radiant) **✦ Recharge** ⚄ ⁞⁞ | |
| *Attack:* Close blast 5 (enemies in blast); +14 vs. Fortitude | |
| *Hit:* 1d6 + 5 radiant damage, and the target is blinded until the end of the trickster's next turn. | |
| **Bewildering Bolt** (implement, psychic) **✦ Encounter** | |
| *Attack:* Ranged 10 (one creature); +14 vs. Will | |
| *Hit:* 1d10 + 7 psychic damage, and the target cannot attack (save ends). | |
| **Concealing Mist** (zone) **✦ Encounter** | |
| *Effect:* The trickster creates a zone in a close burst 2 that is lightly obscured and lasts until the end of the encounter. Any verbeeg that starts its turn within the zone gains combat advantage against creatures outside the zone until the end of the verbeeg's turn. | |
| **Skills** Arcana +13, Stealth +12, Thievery +12 | |
| **Str** 24 (+12) **Dex** 14 (+7) **Wis** 11 (+5) | |
| **Con** 19 (+9) **Int** 17 (+8) **Cha** 16 (+8) | |
| **Alignment** evil **Languages** Common, Elven, Giant | |
| **Equipment** hide armor, spear, wand | |

## Verbeeg Tricksters in Combat

A trickster loathes moving into close range with its enemies. Instead, it prefers to remain at the edge of any brawl, using magic to incapacitate foes. A trickster lets other lackeys handle melee combat. Driven by greed, a trickster is likely to rifle an unconscious enemy's pockets and flee the battle with a fistful of coins.

# WEAVER

The ancient pyramid was abandoned, or so Brandis thought. After all, Coldfall Mountain was an inhospitable place. It wasn't until he reached the heart of the pyramid that Brandis saw any signs of life.

The creatures had mirrorlike skin, and they were dismantling a cracked furnace and transporting it through a portal that glowed with azure light. When Brandis turned to retreat, he found a cloaked, six-armed creature standing before him.

He had hoped he wouldn't need his magic. Before he could summon up the arcane power, though, the six-armed creature slammed Brandis against the wall with a wave of its hand. The creature then raised a multicolored disk and pointed it in his direction.

*Battle weaver and spell weaver*

Before Brandis could do anything, he felt the disk sucking away his soul.

## Lore

**Arcana or Religion DC 24:** The great and ancient weaver civilization was destroyed long ago. All parts of the weavers' civilization seem to have been shattered and twisted. What remain are a few ruins, highly prized by treasure hunters for the valuables that lie within them. The ruins that have been explored have proved illuminating to scholars.

The writings describe how the weaver civilization stood against a terrible incursion from the Far Realm. The weavers tried to prevent a seed of chaos from entering the cosmos. They failed to stop it entirely, and the seed ruptured, breaking their homeland apart and scattering it across the planes.

The weavers say that their civilization predates the gods and the primordials, though most scholars discount these claims. For this reason, weavers believe they are above the gods, and they care nothing for mastering divine power. Weavers suggest that the planar disjunction that toppled their society created the Astral Sea and the Elemental Chaos.

Weavers work constantly to rebuild their lost civilization. They seek out their lost ruins and gather energy for a dangerous plan. The ruins that the weavers repair and reactivate become powerful nodes linked together by a network of planar gates. Deep within these nodes are huge furnaces that harness the life force of mortals and magic items. The weavers gather this energy from across the cosmos, using chromatic disks that function only for them. The purpose of these furnaces is shrouded in mystery, but sages suggest that the network of nodes will eventually be used in an attempt to reunite the planes—an event so catastrophic that not even the gods would survive it.

## Encounters

Weavers are self-reliant, but they do use members of other races as servants. The nerras are powerful allies of the weavers, because their ability to construct plane-spanning gates makes the connections between the nodes possible. Some scholars believe that weavers created the nerras through complex ceremonies involving the metallic blue blood of the weavers.

Because the weavers' primary opponents to the unification of the planes are the gods, weavers often work with creatures that are thorns in the sides of deities, such as tulgars and forsaken. Efreets and other elemental forces are sometimes assisted by a battle weaver or a spell weaver. On the few occasions when weavers have been amenable to negotiations with other races, the meetings have taken place in the City of Brass.

JOHN STANKO

# Spell Weaver

For a spell weaver, arcane thought is second nature; its mind and body are so in tune with arcane power that a spell weaver can cast a spell in the blink of an eye. The creature can rain down magical fire with one pair of arms while using the others to throw back foes with thundering waves of energy.

## Spell Weavers in Combat

Spell weavers use rituals to create temporary portals into otherwise well-defended locations to steal magic items used to power their gigantic furnaces. These attacks are unexpected, fast, and frequently successful. Spell weavers patiently plan a raid months in advance, using rituals or underlings to spy on the target.

Spell weavers are usually in charge of raiding parties, while subordinate allies take on supporting tasks, such as tying up opponents or guarding an escape portal. A spell weaver methodically presses toward its goal, most often a powerful magic item or an arcane soul it can siphon into its chromatic disk. Once a spell weaver has what it wants, the creature teleports back to the portal and escapes. A spell weaver is a master of teleportation and can move itself and its enemies across the battlefield as it wishes.

| **Spell Weaver** | **Level 28 Elite Artillery** |
|---|---|
| Medium immortal humanoid | XP 26,000 |
| **HP** 400; **Bloodied** 200 | **Initiative** +22 |
| **AC** 40, **Fortitude** 38, **Reflex** 41, **Will** 41 | **Perception** +27 |
| **Speed** 6, teleport 6 | Darkvision |
| **Saving Throws** +2; **Action Points** 1 | |
| **Traits** | |
| **Multitasking Brain** | |
| While dazed, the spell weaver can spend a standard action and a minor action instead of only a standard action, and it can still take immediate actions. | |
| **Standard Actions** | |
| **Chilling Echo** (cold) ✦ **At-Will** | |
| *Effect:* One or two creatures that the weaver has damaged since the start of its turn take 15 cold damage. | |
| **Minor Actions** | |
| ⊕ **Esoteric Touch** (force) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +31 vs. Reflex | |
| *Hit:* 2d10 + 4 force damage, and the weaver pushes the target 5 squares. | |
| ⊛ **Dimensional Ray** (teleportation) ✦ **At-Will** | |
| *Effect:* The weaver teleports 2 squares and makes the following attack. | |
| *Attack:* Ranged 20 (one creature); +33 vs. Fortitude | |
| *Hit:* 2d8 + 4 damage, and the weaver teleports the target 2 squares. | |
| ⊛ **Esoteric Blast** (fire) ✦ **At-Will** | |
| *Attack:* Ranged 20 (one creature); +33 vs. Fortitude | |
| *Hit:* 2d6 + 4 fire damage, and each creature adjacent to the target takes 10 fire damage. | |
| ⊁ **Extract Arcane Soul** (healing, psychic) ✦ **Recharge** ⚄ ⚅ | |
| *Requirement:* The weaver must be holding a chromatic disk. | |
| *Attack:* Ranged 10 (one bloodied creature that has arcane powers); +33 vs. Will | |
| *Hit:* 2d8 + 9 psychic damage, and the target is dazed (save ends). | |
| *Miss:* Half damage. | |
| *Effect:* The weaver regains 20 hit points. | |
| **Triggered Actions** | |
| **Defensive Jaunt** (illusion, teleportation) ✦ **Encounter** | |
| *Trigger:* The weaver takes damage. | |
| *Effect (Immediate Reaction):* The weaver becomes invisible until the end of its next turn. In addition, the weaver teleports 20 squares. | |
| **Skills** Arcana +29, Insight +27 | |
| **Str** 17 (+17) **Dex** 26 (+22) **Wis** 26 (+22) | |
| **Con** 26 (+22) **Int** 31 (+24) **Cha** 19 (+18) | |
| **Alignment** unaligned **Languages** telepathy 40 | |
| **Equipment** chromatic disk | |

*Thought weaver*

RAVEN MIMURA

# Battle Weaver

Battle weavers are masters of melee combat, acting out a well-rehearsed ballet of blades. Their weapons are as graceful as their movements. A battle weaver hunts down the best fighters in existence with the goal of drawing a master fighter's soul into its chromatic disk.

| Battle Weaver | Level 26 Elite Soldier |
|---|---|
| Medium immortal humanoid | XP 18,000 |
| **HP** 488; **Bloodied** 244 | **Initiative** +20 |
| **AC** 42, **Fortitude** 39, **Reflex** 36, **Will** 39 | **Perception** +22 |
| **Speed** 6, teleport 6 | Darkvision |
| **Saving Throws** +2; **Action Points** 1 | |

**Traits**

☼ **Blade Mastery** ✦ **Aura** 1
Any enemy that starts its turn within the aura takes 10 damage and is marked until the end of the battle weaver's next turn.

**Multitasking Brain**
While dazed, the battle weaver can spend a standard action and a minor action instead of only a standard action, and it can still take immediate actions.

**Standard Actions**

⨺ **Longsword** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +31 vs. AC
*Hit:* 3d8 + 11 damage.

**Minor Actions**

⨺ **Quick Jab** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +31 vs. AC
*Hit:* 1d8 + 11 damage, and the weaver slides the target 3 squares to a square adjacent to it.

⨺ **Sidestep Stab** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +31 vs. AC
*Hit:* 1d8 + 11 damage.
*Effect:* The weaver shifts 3 squares to a square adjacent to the target.

⚚ **Extract Martial Soul** (healing, psychic) ✦ **Recharge** ⚄ ⁞⁞
*Requirement:* The weaver must be holding a chromatic disk.
*Attack:* Ranged 5 (one bloodied creature that has martial powers); +29 vs. Will
*Hit:* 2d12 + 12 psychic damage, and the target is dazed (save ends).
*Miss:* Half damage.
*Effect:* The weaver regains 24 hit points.

**Triggered Actions**

⸸ **Marked Assault** (teleportation) ✦ **At-Will**
*Trigger:* An enemy marked by the weaver and within 10 squares of it makes an attack that does not include the weaver as a target.
*Effect (Immediate Interrupt):* The weaver teleports to a square adjacent to the triggering enemy and makes a melee basic attack against the enemy as a free action.

**Skills** Acrobatics +23, Athletics +25, Endurance +27

| | | |
|---|---|---|
| **Str** 25 (+20) | **Dex** 21 (+18) | **Wis** 28 (+22) |
| **Con** 28 (+22) | **Int** 23 (+19) | **Cha** 19 (+17) |

**Alignment** unaligned **Languages** telepathy 40
**Equipment** chromatic disk, 4 longswords

## Battle Weavers in Combat

A master fighter would sooner take on an army of orcs than meet the steel of a single battle weaver. A battle weaver's blades are so synchronized that parrying one shot leaves a fighter open to another. It is impossible to escape combat with a battle weaver unscathed. Battle weavers are disciplined and graceful warriors that follow orders to the letter. Once the goal of a combat is lost, a battle weaver withdraws to protect its allies. A battle weaver willingly gives up its own life to make sure a mission is successful.

# Thought Weaver

Each weaver has its own area of expertise. Spell weavers are masters of magic, and battle weavers are

| Thought Weaver | Level 27 Elite Controller (Leader) |
|---|---|
| Medium immortal humanoid | XP 22,000 |
| **HP** 500; **Bloodied** 250 | **Initiative** +20 |
| **AC** 41, **Fortitude** 38, **Reflex** 38, **Will** 41 | **Perception** +24 |
| **Speed** 6, teleport 6 | Darkvision |
| **Saving Throws** +2; **Action Points** 1 | |

**Traits**

**Multitasking Brain**
While dazed, the thought weaver can spend a standard action and a minor action instead of only a standard action, and it can still take immediate actions.

**Standard Actions**

**Command the Puppet** (charm, psychic) ✦ **At-Will**
*Effect:* One creature dominated by the weaver within 10 squares of it takes 2d6 + 10 psychic damage. In addition, the weaver slides the creature 5 squares. The creature then uses an at-will attack of the weaver's choice against one of its allies of the weaver's choice.

⚚ **Mental Puppet** (charm) ✦ **Recharge** when no creature is dominated by this power
*Attack:* Ranged 10 (one creature); +32 vs. Will
*Hit:* The weaver slides the target 5 squares. The target then makes a basic attack against one of its allies of the weaver's choice. In addition, the target is dominated (save ends).

**Minor Actions**

⨺ **Quick Strike** ✦ **At-Will**
*Attack:* Melee 1 (one creature); +32 vs. AC
*Hit:* 2d6 + 10 damage.

⚚ **Mind Spike** (psychic) ✦ **At-Will**
*Attack:* Ranged 10 (one creature); +31 vs. Will
*Hit:* 2d6 + 10 psychic damage, the target takes a -2 penalty to all defenses until the end of the thought weaver's next turn, and the thought weaver slides the target 3 squares.

⚚ **Extract Psionic Soul** (healing, psychic) ✦ **Recharge** ⚄ ⁞⁞
*Requirement:* The weaver must be holding a chromatic disk.
*Attack:* Ranged 5 (one bloodied creature that has psionic powers); +30 vs. Will
*Hit:* 2d12 + 12 psychic damage, and the target is dazed (save ends).
*Miss:* Half damage.
*Effect:* The weaver regains 25 hit points.

**Standard Action, Move Action, or Minor Action**

**Coordinated Strike** ✦ **At-Will** (1/round)
*Requirement:* The weaver can use this power only during its turn.
*Effect:* The weaver grants an action of the same type as the one used to activate this power to an ally within 5 squares of it. That ally then immediately uses an action of that type as a free action.

**Triggered Actions**

**Guardian Puppet** (charm) ✦ **At-Will**
*Trigger:* An enemy willingly leaves a square adjacent to a creature dominated by the weaver.
*Effect (Immediate Interrupt):* The dominated creature makes a basic attack against the triggering enemy.

**Skills** Insight +29

| | | |
|---|---|---|
| **Str** 17 (+16) | **Dex** 24 (+20) | **Wis** 32 (+24) |
| **Con** 26 (+21) | **Int** 26 (+21) | **Cha** 24 (+20) |

**Alignment** unaligned **Languages** telepathy 40
**Equipment** chromatic disk

masters of the body. Thought weavers are the masters of the mind. Thought weavers rarely accompany their brethren on raids, but they are frequently found in remote ruins, trying to accomplish the weavers' ultimate goal of reuniting the planes. They are often the masterminds behind far-reaching schemes and can coordinate the actions of their many allies both on and off the battlefield.

### Thought Weavers in Combat

A thought weaver is nearly motionless in combat. Subtle movements of its arms and hands result in the eyes of an enemy glazing over as he swings at his nearby ally. The rare thought weaver that accompanies a raiding party coordinates its allies' escape once the raid is complete.

## Hex Weaver

Commanding magic drawn from the Shadowfell, hex weavers sometimes oversee portals that connect to that plane. The most autonomous among the weavers, hex weavers lead small bands of followers on specific tasks rather than getting closely involved with the greater goals of the weaver race. Even other weavers find hex weavers complicated and difficult to understand.

### Hex Weavers in Combat

Hex weavers are terrifying in battle, preferring to utilize stealth and surprise. They are consummate schemers and always go into a fight knowing what they want to achieve. Once its goal is met, a hex weaver and its allies retreat. If there's no reward for combat, a hex weaver avoids battle entirely.

Cabals led by hex weavers pursue inscrutable missions. Hex weavers forge alliances with death titans and lich vestiges, but also employ the services of retrievers and similar servants. Hex weavers don't always care what the rest of their race is working toward. They frequently ignore their duties to pursue personal goals. When a hex weaver's ambitions collide with those of other weavers, a terrible conflict can erupt.

**Hex Weaver** **Level 27 Elite Lurker**
Medium immortal humanoid XP 22,000

**HP** 382; **Bloodied** 191 **Initiative** +26
**AC** 41, **Fortitude** 37, **Reflex** 40, **Will** 40 **Perception** +18
**Speed** 6, teleport 6 Darkvision
**Saving Throws** +2; **Action Points** 1

**Traits**

**Multitasking Brain**
While dazed, the hex weaver can spend a standard action and a minor action instead of only a standard action, and it can still take immediate actions.

**Standard Actions**

**Shadow Grasp** ✦ **At-Will**
*Attack:* Ranged 10 (one or two creatures); +30 vs. Fortitude
*Hit:* 3d6 + 9 damage.
*Effect:* The weaver is invisible to the target until the end of the weaver's next turn.

**Stinging Shroud** (necrotic) ✦ **At-Will**
*Attack:* Close burst 1 (enemies in burst); +30 vs. Fortitude
*Hit:* 2d8 + 9 necrotic damage. The attack deals 20 extra damage if the target is granting combat advantage to the weaver.

**Shadow Mask** (illusion) ✦ **Encounter**
*Effect:* The weaver becomes invisible until the end of its next turn.

**Minor Actions**

**Shrouded Eye** ✦ **At-Will** (1/round)
*Attack:* Melee 1 (one creature); +30 vs. Reflex
*Hit:* 2d10 + 9 damage.
*Effect:* The weaver is invisible to the target until the end of the weaver's next turn.

**Extract Shadow Soul** (healing, psychic) ✦ **Recharge** ⚄ ⁞⁞
*Requirement:* The weaver must be holding a chromatic disk.
*Attack:* Ranged 10 (one bloodied creature that has shadow powers); +30 vs. Will
*Hit:* 2d8 + 9 psychic damage, and the target is dazed (save ends).
*Miss:* Half damage.
*Effect:* The weaver ends one condition currently affecting it.

**Triggered Actions**

**Step into Shadow** (illusion, teleportation) ✦ **Recharge** ⚅ ⚄ ⁞⁞
*Trigger:* The weaver takes damage.
*Effect (Immediate Reaction):* The weaver is insubstantial until the end of its next turn. The weaver then teleports its speed.

**Skills** Arcana +25, Stealth +27
**Str** 18 (+17) **Dex** 29 (+22) **Wis** 20 (+18)
**Con** 23 (+19) **Int** 25 (+20) **Cha** 29 (+22)
**Alignment** unaligned **Languages** telepathy 40
**Equipment** chromatic disk

# WILDEN

The wilden have only recently emerged from the Feywild to battle the corrupting influence of the Far Realm. They are still new to the world and finding their place among other creatures. Some turn to elves, gnomes, and eladrin for guidance. Others are more feral, patterning their behavior on that of wild beasts. The latter pose a deadly threat to adventurers. They are territorial, aggressive, and xenophobic, traits that lead to armed clashes between wilden and the explorers that enter their territories.

## Lore

**Nature DC 17:** Wilden tribes rely on their ancients for guidance. Wilden have little communal lore to draw upon when making decisions or plans for the future. For this reason, wilden can be a threat when they enter a new area. A group of loggers might be mistaken for a despoiling force that must be destroyed, and a hunter who ventures into wilden territory risks death. The wilden are also vulnerable to charismatic, manipulative folk who would turn them to evil.

The best way to sway a wilden tribe away from an evil path is to convince the tribe's ancients to seek a new course of action. The ancients might require a test or another demonstration of skill, such as a quest to defeat a green dragon that menaces the forest. Although the quest might be deadly, its success ensures the friendship of the wilden.

## Encounters

As creatures that are new to the world, wilden have attracted a mixed bag of allies. Many of them fight alongside elves, eladrin, and gnomes to defend their Feywild homes. In some areas, the wilden fall in with fomorians, xivorts, and other evil creatures. These wilden become as villainous as their allies.

Most wilden tribes keep beasts for use in hunting, particularly drakes, spiders, and wolves.

## Wilden Destroyer

The warriors of a wilden tribe wield elaborately carved war clubs that reflect their past battles and deeds. Each time a destroyer survives a battle, it meditates upon the conflict while carving an image or a symbol of the battle into its weapon.

| **Wilden Destroyer** | **Level 2 Soldier** |
|---|---|
| Medium fey humanoid | XP 125 |
| **HP** 39; **Bloodied** 19 | **Initiative** +4 |
| **AC** 18, **Fortitude** 14, **Reflex** 13, **Will** 16 | **Perception** +4 |
| **Speed** 6 | Low-light vision |
| **Traits** | |
| **Furious Retribution** | |
| Whenever an enemy marked by the destroyer makes an attack that does not include the destroyer as a target, the destroyer gains a +4 bonus to attack rolls and damage rolls against the triggering enemy until the end of the destroyer's next turn. | |
| **Standard Actions** | |
| **Greatclub** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +7 vs. AC | |
| *Hit:* 2d4 + 4 damage. | |
| *Effect:* The target is marked until the end of the destroyer's next turn. | |
| **Handaxe** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 5/10 (one creature); +7 vs. AC | |
| *Hit:* 1d6 + 4 damage. | |
| **Triggered Actions** | |
| **Wrath of the Destroyer** ✦ **Encounter** | |
| *Trigger:* A bloodied enemy attacks the destroyer or one of the destroyer's allies adjacent to it. | |
| *Effect (Immediate Reaction):* The destroyer uses *greatclub* against the triggering enemy. If the attack hits, the target is also stunned until the end of the triggering enemy's next turn. | |
| **Skills** Athletics +9 | |
| **Str** 16 (+4) **Dex** 13 (+2) **Wis** 16 (+4) | |
| **Con** 15 (+3) **Int** 10 (+1) **Cha** 11 (+1) | |
| **Alignment** unaligned **Languages** Common, Elven | |
| **Equipment** hide armor, greatclub, 3 handaxes | |

### Wilden Destroyers in Combat

As the warriors of a tribe, wilden destroyers seek out the toughest enemies. They take pride in recording deeds of bravery and skill on their weapons. When multiple destroyers fight together, they prefer to split the enemies among them. To a destroyer, single

TOMÁS GIORELLO

combat is the best measure of one's skill. Destroyers gang up only against larger enemies or if they outnumber their foes.

## Wilden Hunter

Wilden are creatures of the woods, excellent hunters and trackers. Travelers can move through a forest for days without realizing that wilden hunters are on their trail.

| **Wilden Hunter** | **Level 2 Lurker** |
|---|---|
| Medium fey humanoid | XP 125 |
| **HP** 33; **Bloodied** 16 | **Initiative** +8 |
| **AC** 16, **Fortitude** 13, **Reflex** 15, **Will** 14 | **Perception** +9 |
| **Speed** 6 | Low-light vision |

**Traits**

**Camouflage**
The hunter can attempt a Stealth check to hide when it has cover or concealment instead of needing superior cover or total concealment.

**Sniper**
Whenever the hunter is hidden and misses with a ranged attack, it remains hidden.

**Hidden Shot**
The hunter deals 5 extra damage against enemies from which it is hidden.

**Standard Actions**

**Short Sword** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +7 vs. AC
*Hit:* 1d6 + 5 damage.

**Longbow** (weapon) ✦ **At-Will**
*Attack:* Ranged 20/40 (one creature); +7 vs. AC
*Hit:* 1d10 + 3 damage.

**Triggered Actions**

**Pursuit of the Hunter** ✦ **Encounter**
*Trigger:* An enemy ends its movement within 2 squares of the hunter.
*Effect (Immediate Reaction):* The hunter shifts 3 squares. Until the end of its next turn, the hunter's ranged attacks against the triggering enemy deal 5 extra damage and ignore cover and concealment.

**Skills** Athletics +6, Stealth +9

| | | |
|---|---|---|
| **Str** 11 (+1) | **Dex** 16 (+4) | **Wis** 17 (+4) |
| **Con** 15 (+3) | **Int** 11 (+1) | **Cha** 10 (+1) |

**Alignment** unaligned **Languages** Common, Elven
**Equipment** leather armor, short sword, longbow, 20 arrows

### Wilden Hunters in Combat

Hunters prefer to ambush foes. They scout out the best places to hide along a path and then wait there, sometimes for days at a time. A hunter is a consummate sharpshooter and resorts to its short sword only as a desperate measure.

## Wilden Ancient

The wilden refer to their shamans as ancients. According to wilden lore, an ancient can cast its mind back through the collective history of the Feywild and some regions of the world. When an ancient slips into one of these trances, activity in its tribe comes to a halt. The ancient invariably awakens with an important prophecy that guides the tribe's actions.

| **Wilden Ancient** | **Level 4 Artillery (Leader)** |
|---|---|
| Medium fey humanoid | XP 175 |
| **HP** 45; **Bloodied** 22 | **Initiative** +2 |
| **AC** 16, **Fortitude** 13, **Reflex** 12, **Will** 15 | **Perception** +11 |
| **Speed** 6 | Low-light vision |

**Standard Actions**

**Spear** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +9 vs. AC
*Hit:* 1d8 damage, and one ally adjacent to the target can make a melee basic attack against the target as a free action with a +4 bonus to the attack roll.

**Spectral Vine** (implement) ✦ **At-Will**
*Attack:* Ranged 20 (one creature); +9 vs. Reflex
*Hit:* 1d8 + 7 damage, and the ancient pulls the target 2 squares.

**Rumbling Earth** (implement) ✦ **Recharge** ⚄ ⚅
*Attack:* Area burst 1 within 10 (creatures in burst); +9 vs. Will
*Hit:* 1d6 + 4 damage, and the target is immobilized (save ends).

**Lightning Storm** (lightning, implement) ✦ **Encounter**
*Attack:* Area burst 1 within 20 (enemies in burst); +9 vs. Fortitude
*Hit:* 3d6 + 4 lightning damage.
*Miss:* Half damage.

**Minor Actions**

**Wisdom of the Ancient** ✦ **At-Will** (1/round)
*Effect:* One ally within 5 squares of the ancient gains a +2 power bonus to attack rolls until the end of the ally's next turn.

**Triggered Actions**

**Voyage of the Ancients** (teleportation) ✦ **Encounter**
*Trigger:* The ancient hits an enemy with a close or an area attack.
*Effect (Free Action):* The ancient teleports 3 squares. One enemy of the ancient's choice that was hit by the attack grants combat advantage until the end of the ancient's next turn.

**Skills** Arcana +9, History +9, Nature +11

| | | |
|---|---|---|
| **Str** 12 (+3) | **Dex** 10 (+2) | **Wis** 19 (+6) |
| **Con** 15 (+4) | **Int** 15 (+4) | **Cha** 14 (+4) |

**Alignment** unaligned **Languages** Common, Elven
**Equipment** hide armor, spear, totem

### Wilden Ancients in Combat

An ancient is almost always accompanied by several destroyers that serve as its bodyguards. An ancient fights near the front ranks, far enough from its enemies to use its ranged attacks and area attacks without fear of provoking opportunity attacks. As it fights, an ancient shouts words of encouragement, invoking prophecies of victory while also providing sound tactical advice.

# XIVORT

Xivorts are the warped cousins of gnomes. In ages past, they were captured by fomorians, tortured, and changed by fell magic. Over time, they adapted to their home in the Shadowdark by developing blue skin and saucerlike, leering yellow eyes.

In some ways, xivorts are pathetic creatures that can hardly be held accountable for their malice. Although some are still slaves to the fomorians, many have escaped to the Feywild and the world. They raid villages for food and treasure, seeking to dole out the same pain they endured at the fomorians' hands.

## Lore

**History DC 15:** After the xivorts escaped from the clutches of the fomorians, they slipped into the Shadowfell as part of a bargain they made with a cabal of hags. The journey exaggerated the xivorts' already twisted forms, leaving them with glowing eyes, blue skin, and dark hair.

The hags had little use for the xivorts. They freed them solely to deal a blow to the fomorians. Cast adrift into the world, the xivorts took to pillaging. They harbor hatred for larger creatures and particularly enjoy tormenting goliaths and half-orcs.

## Encounters

Xivorts have a natural affinity for creatures of the shadows, particularly dark ones. Evil gnomes and halflings recruit xivorts as spies and minions. Xivorts hate ogres and giants, which enslave the creatures and use them as laborers and cannon fodder.

Xivorts have the ability to speak with bats and rats, and they use these beasts as allies and beasts of burden. Some xivorts even ride the creatures into battle.

## Xivort Slasher

A slasher fights not for the thrill of victory or to defend its home, but simply to inflict pain. Each cut of its blade is like a stroke of an artist's brush, carefully guided to cause the most agony.

| **Xivort Slasher** | **Level 1 Skirmisher** |
|---|---|
| Small fey humanoid | XP 100 |
| **HP** 26; **Bloodied** 13 | **Initiative** +4 |
| **AC** 15, **Fortitude** 12, **Reflex** 13, **Will** 13 | **Perception** +1 |
| **Speed** 5 | Darkvision |
| **Standard Actions** | |
| **Short Sword** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +6 vs. AC | |
| *Hit:* 1d6 + 5 damage. | |
| **Dagger** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 5/10 (one creature); +6 vs. AC | |
| *Hit:* 1d4 + 3 damage. | |
| **Triggered Actions** | |
| **Cunning Step** ✦ **At-Will** | |
| *Trigger:* An enemy adjacent to the slasher is hit by an attack. | |
| *Effect (Free Action):* The slasher shifts 1 square. | |
| **Shadow Step** (teleportation) ✦ **At-Will** | |
| *Trigger:* An enemy adjacent to the slasher hits it. | |
| *Effect (Immediate Reaction):* The slasher teleports to another square adjacent to the triggering enemy. | |
| **Skills** Bluff +5, Stealth +7 | |
| **Str** 13 (+1) **Dex** 14 (+2) **Wis** 12 (+1) | |
| **Con** 10 (+0) **Int** 10 (+0) **Cha** 11 (+0) | |
| **Alignment** evil **Languages** Common, Elven | |
| **Equipment** leather armor, short sword, 4 daggers | |

### Xivort Slashers in Combat

Xivort slashers prefer to fight in close quarters, such as in the confines of their burrows and lairs. They use *shadow step* to gain flanking against a foe. They love to gang up on one enemy using *cunning step*.

## Xivort Darter

Many xivorts learned the advantage of using small weapons that are easily hidden while fighting their fomorian masters decades ago. Instead of using large, bulky bows and crossbows, xivort darters hurl small, poisoned darts at foes.

| **Xivort Darter** | **Level 1 Artillery** |
|---|---|
| Small fey humanoid | XP 100 |
| **HP** 22; **Bloodied** 11 | **Initiative** +2 |
| **AC** 13, **Fortitude** 12, **Reflex** 13, **Will** 13 | **Perception** +1 |
| **Speed** 5 | Darkvision |
| **Standard Actions** | |
| **Dagger** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +6 vs. AC | |
| *Hit:* 1d4 + 3 damage. | |
| **Dart** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 5/10 (one creature); +6 vs. Reflex | |
| *Hit:* 1d4 + 3 damage. | |
| **Dart Volley** (weapon) ✦ **At-Will** | |
| *Effect:* The darter uses *dart* twice. | |
| **Dream Venom Dart** (poison, weapon) ✦ **Encounter** | |
| *Attack:* Ranged 5/10 (one creature); +6 vs. Reflex | |
| *Hit:* 1d4 + 3 damage, and the target is dazed (save ends). | |
| **Triggered Actions** | |
| **Darter's Step** (teleportation) ✦ **At-Will** | |
| *Trigger:* An enemy adjacent to the darter hits it. | |
| *Effect (Immediate Reaction):* The darter teleports 2 squares. | |
| **Str** 13 (+1) **Dex** 14 (+2) **Wis** 12 (+1) | |
| **Con** 10 (+0) **Int** 10 (+0) **Cha** 11 (+0) | |
| **Alignment** evil **Languages** Common, Elven | |
| **Equipment** dagger, 4 darts | |

### Xivort Darters in Combat

Darters focus on heavily armored warriors. Although their narrow darts rarely score a deadly blow, darters are skilled at hitting gaps between armor plates.

# Xivort Net Caster

In their battles against larger creatures, xivorts have learned a simple lesson: A larger foe brought to the ground is easier to overwhelm. The net caster's tactics reflect that lesson.

| **Xivort Net Caster** | **Level 1 Controller** |
|---|---|
| Small fey humanoid | XP 100 |
| **HP** 26; **Bloodied** 13 | **Initiative** +3 |
| **AC** 15, **Fortitude** 12, **Reflex** 13, **Will** 13 | **Perception** +1 |
| **Speed** 5 | Darkvision |
| **Traits** | |
| **Cruel Slasher** | |
| The net caster gains a +2 bonus to damage rolls against prone, immobilized, slowed, or restrained enemies. | |
| **Standard Actions** | |
| **Short Sword** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +6 vs. AC | |
| *Hit:* 1d6 + 5 damage. | |
| **Net** (weapon) ✦ **At-Will** | |
| *Attack:* Area burst 1 within 5 (creatures in burst); +5 vs. Reflex | |
| *Hit:* The target is restrained (save ends). | |
| **Minor Actions** | |
| **Bolas** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 5 (one creature); +5 vs. Reflex | |
| *Hit:* The target falls prone and cannot stand up until the end of the net caster's next turn. | |
| **Triggered Actions** | |
| **Shadow Step** (teleportation) ✦ **At-Will** | |
| *Trigger:* An enemy adjacent to the net caster hits it. | |
| *Effect (Immediate Reaction):* The net caster teleports to another square adjacent to the triggering enemy. | |
| **Str** 13 (+1) **Dex** 16 (+3) **Wis** 12 (+1) | |
| **Con** 10 (+0) **Int** 10 (+0) **Cha** 11 (+0) | |
| **Alignment** evil **Languages** Common, Elven | |
| **Equipment** leather armor, short sword, 2 bolas, 4 nets | |

## Xivort Net Casters in Combat

A net caster's code of ethics reflects the xivorts' long years of slavery: A net caster believes that a weakened, helpless enemy is the best foe to attack. Net casters crowd around enemies downed by their bolas to put a quick end to them.

# Xivort Shadow Caller

Xivort spellcasters use a form of shadow magic. They gladly send parts of their souls to the Shadowfell in exchange for magic they can use to shield their warrens and slay their enemies.

## Xivort Shadow Callers in Combat

A shadow caller can animate and bind its enemies' shadows. *Shadow strangler* causes a foe's shadow to come to life and strangle its host. *Shadow phantoms* is a spell known only to xivorts. The eyes of the target's enemies glow with a horrid light that causes the target to shriek and cower.

STEVE ELLIS

| **Xivort Shadow Caller** | **Level 2 Artillery (Leader)** |
|---|---|
| Small fey humanoid | XP 125 |
| **HP** 32; **Bloodied** 16 | **Initiative** +2 |
| **AC** 14, **Fortitude** 14, **Reflex** 14, **Will** 13 | **Perception** +5 |
| **Speed** 5 | Darkvision |
| **Standard Actions** | |
| **Dagger** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +7 vs. AC | |
| *Hit:* 1d4 + 4 damage. | |
| **Shadow Phantoms** (fear, implement, psychic) ✦ **At-Will** | |
| *Attack:* Ranged 10 (one creature); +7 vs. Will, with a +1 bonus per creature adjacent to the target | |
| *Hit:* 1d8 + 4 psychic damage, and the target grants combat advantage until the end of the shadow caller's next turn. | |
| **Deathmark Bolt** (implement, necrotic) ✦ **Recharge** ⚅ ⚄ ⚃ | |
| *Attack:* Ranged 10 (one creature); +7 vs. Will | |
| *Hit:* 1d8 + 4 necrotic damage, and one of the shadow caller's allies adjacent to the target can make a melee basic attack against the target as a free action. | |
| **Shadow Strangler** (implement) ✦ **Encounter** | |
| *Attack:* Ranged 10 (one creature); +7 vs. Reflex | |
| *Hit:* The target is immobilized and takes ongoing 5 damage (save ends both). | |
| **Triggered Actions** | |
| **Shadow Step** (teleportation) ✦ **At-Will** | |
| *Trigger:* An enemy adjacent to the shadow caller hits it. | |
| *Effect (Immediate Reaction):* The shadow caller teleports to another square adjacent to the triggering enemy. | |
| **Str** 11 (+1) **Dex** 14 (+3) **Wis** 11 (+1) | |
| **Con** 14 (+3) **Int** 17 (+4) **Cha** 16 (+4) | |
| **Alignment** evil **Languages** Common, Elven | |
| **Equipment** dagger, wand | |

# Yeti

The mournful cries of a yeti carry a chill across the rugged land and evoke fear in the hearts of the mountain folk. A yeti stalks mountain passes with others of its kind. Some say its eerie howls are meant to send prey fleeing, giving the creatures a scent to follow. The wise people of the mountains say otherwise. They say the howls are a reminder to civilized folk that in the mountains, the yetis reign.

## Lore

**Nature DC 17:** Although yetis are a constant danger to those who inhabit the hills, people have adapted to their presence. A yeti's sense of smell is uncanny, and hunters have discovered that the yeti's greatest strength is also its weakness. Because yetis find the scent of rotting flesh abhorrent, they can be repelled from an area if it is festooned with spoiled meat.

To keep from being surprised by a yeti attack, mountain folk carefully monitor their herds of deer, goats, and bighorn sheep. When these creatures become agitated or seek refuge, it's a sure bet that yetis are near.

## Encounters

In the wild, yetis live only among their own kind. However, captive yetis might be found fighting in an arena among a menagerie of beasts.

Army commanders sometimes capture groups of wild yetis to release upon enemy encampments. Wicked feudal lords have learned to manipulate the environment by diminishing the wild game in an area so that the hungry yetis move into neighboring lands, ripening them for conquest. Other evil humanoids, such as orcs, hobgoblins, gnolls, and bugbears, keep yetis captive. They use the beasts to dispose of disloyal subordinates and prisoners.

## Yeti Hunter

The people of the high mountains travel in armed groups, because a yeti can smell flesh fifteen miles away. A yeti hunter is aware when its prey struggles up an icy incline, picks a careful path around a drop-off, or takes shelter in an abandoned mining camp. It moves swiftly and effortlessly over ice and stone, whooping and howling as it closes in.

| **Yeti Hunter** | **Level 3 Soldier** |
|---|---|
| Medium natural beast | XP 150 |
| **HP** 49; **Bloodied** 24 | **Initiative** +6 |
| **AC** 19, **Fortitude** 17, **Reflex** 15, **Will** 13 | **Perception** +8 |
| **Speed** 6 (ice walk) | Low-light vision |
| **Resist** 5 cold | |
| **Standard Actions** | |
| **Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +8 vs. AC | |
| *Hit:* 1d6 + 2 damage. | |
| **Twin Claw Grab** ✦ **At-Will** | |
| *Effect:* The hunter uses *claw* twice. If both attacks hit the same target, the hunter grabs the target. | |
| **Howl of Challenge** (psychic) ✦ **At-Will** | |
| *Attack:* Ranged 5 (one creature); +8 vs. Fortitude | |
| *Hit:* 1d6 + 2 psychic damage, and the target is marked until the end of the hunter's next turn. | |
| **Call for Blood** (psychic) ✦ **Recharge** when first bloodied | |
| *Attack:* Close burst 3 (enemies in burst); +6 vs. Will | |
| *Hit:* 2d6 + 2 psychic damage, and the target is marked (save ends). | |
| **Fearsome Howl** (fear, thunder) ✦ **Encounter** | |
| *Attack:* Close blast 4 (enemies in blast); +6 vs. Will | |
| *Hit:* 1d6 + 3 thunder damage, and the hunter pushes the target 3 squares. | |
| **Skills** Intimidate +7 | |
| **Str** 18 (+5) **Dex** 17 (+4) **Wis** 15 (+3) | |
| **Con** 17 (+4) **Int** 9 (+0) **Cha** 13 (+2) | |
| **Alignment** unaligned **Languages** – | |

### Yeti Hunters in Combat

A yeti hunter's howls echo from peak to peak, making it impossible for listeners to tell the creature's direction or proximity. The travelers flee in terror over the treacherous ground until one falls to a twisted ankle. Most of the travelers choose to leave their injured companion behind. A few virtuous

JASON A. ENGLE

members might stay to fight—and perhaps to die. It matters little to the yetis; cowards and warriors taste the same. The hunt ends quickly. A chorus of euphoric howls signals the outcome of the fight. Soon, the red-tinged snow and white bones disappear under a coat of fresh snow, erasing the evidence of those who stayed to fight the yetis.

## Yeti Howler

The mountain folk tell stories of wailing ghosts—the spirits of loved ones tragically killed in avalanches and blizzards. They believe that yetis are embodiments of angry ghosts. The creatures' howls tell of the sad injustice of their premature deaths.

Before an avalanche, a blizzard, or a deadly frost, ghastly shrieks emanate from the mountaintops. Without fail, the yetis sweep down, riding the icy wind to hunt the low mountains. Some believe the howls to be a warning, a prescient call from a departed companion. Others say they are merely the wails of ravenous monsters.

| **Yeti Howler** | **Level 4 Controller** |
|---|---|
| Medium natural beast | XP 175 |
| **HP** 58; **Bloodied** 29 | **Initiative** +5 |
| **AC** 18, **Fortitude** 16, **Reflex** 15, **Will** 16 | **Perception** +11 |
| **Speed** 6 (ice walk) | Low-light vision |
| **Resist** 5 cold | |
| **Traits** | |
| **Chilling Wail** ✦ **Aura** 3 | |
| Any enemy that ends its turn within the aura takes 5 psychic damage and takes a -2 penalty to defenses until the end of its next turn. | |
| **Standard Actions** | |
| **Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +9 vs. AC | |
| *Hit:* 1d6 + 5 damage. | |
| **Hurl Boulder** ✦ **Recharge** ⚄ ⚅ | |
| *Attack:* Area burst 1 within 5 (creatures in burst); +9 vs. AC | |
| *Hit:* 1d10 + 3 damage. | |
| **Fearsome Howl** (fear, thunder) ✦ **Encounter** | |
| *Attack:* Close blast 4 (enemies in blast); +7 vs. Will | |
| *Hit:* 1d8 + 4 thunder damage, and the yeti pushes the target 3 squares. | |
| **Piercing Shriek** (thunder) ✦ **Encounter** | |
| *Attack:* Close burst 3 (enemies in burst); +7 vs. Will | |
| *Hit:* 1d10 + 5 damage, and if the target ends its next turn within 5 squares of the yeti, it takes 5 thunder damage. | |
| **Skills** Intimidate +9 | |
| **Str** 18 (+6) **Dex** 16 (+5) **Wis** 18 (+6) | |
| **Con** 18 (+6) **Int** 10 (+2) **Cha** 15 (+4) | |
| **Alignment** unaligned **Languages** – | |

### Yeti Howlers in Combat

The wail of mountain winds carries with it the terrorizing, dissonant call of yeti howlers. At the noise, cats hiss and arch their backs, dogs whine and pace, and even a stalwart warrior feels his or her hair standing on end.

## Yeti Rampager

The prospect of gold and silver sends miners to the hills, filling them with dreams of wealth. From nothing, a mining town arises; its founders seek to build a life of luxury and privilege upon a rugged, inhospitable foundation. The prospectors might be able to endure despite collapsing mines, lethal gas, avalanches, and blizzards—but they are sorely tested by the one force of nature that actively seeks them out. A yeti rampager is a horned creature of fang, fur, claw, and terror, and it delivers death to those who venture into its domain.

| **Yeti Rampager** | **Level 5 Skirmisher** |
|---|---|
| Medium natural beast | XP 200 |
| **HP** 67; **Bloodied** 33 | **Initiative** +7 |
| **AC** 19, **Fortitude** 19, **Reflex** 17, **Will** 15 | **Perception** +11 |
| **Speed** 7 (ice walk) | Low-light vision |
| **Resist** 5 cold | |
| **Traits** | |
| **Furious Charger** | |
| The rampager deals 5 extra damage on charge attacks. | |
| **Standard Actions** | |
| **Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +10 vs. AC | |
| *Hit:* 1d6 + 6 damage. | |
| **Battle Howl** (fear, psychic) ✦ **At-Will** | |
| *Attack:* Ranged 7 (one creature); +8 vs. Will | |
| *Hit:* 1d6 + 4 psychic damage, and the rampager charges the target. | |
| **Trample** ✦ **Encounter** | |
| *Effect:* The rampager shifts its speed and can enter enemies' spaces during the shift. Each time the rampager enters an enemy's space for the first time during the shift, it makes the following attack against that enemy. | |
| *Attack:* Melee 0; +8 vs. Reflex | |
| *Hit:* 1d6 + 4 damage, and the enemy falls prone. | |
| **Fearsome Howl** (fear, thunder) ✦ **Encounter** | |
| *Attack:* Close blast 4 (enemies in blast); +8 vs. Will | |
| *Hit:* 1d10 + 6 thunder damage, and the rampager pushes the target 3 squares. | |
| **Str** 19 (+6) **Dex** 17 (+5) **Wis** 19 (+6) | |
| **Con** 19 (+6) **Int** 11 (+2) **Cha** 16 (+5) | |
| **Alignment** unaligned **Languages** – | |

### Yeti Rampagers in Combat

When food is scarce, not even the strongest defenses can deter yeti rampagers. They break down gates and tear apart buildings, moving quickly from meal to meal, never staying long before darting away in search of more fresh meat.

# YUAN-TI

Through dark ruins, yuan-ti slither and slide, twining themselves around ancient statues of their dark god, Zehir. They might lurk beneath the floorboards of a tavern, in the sewers under the streets, and in the echoing halls of an abandoned manse. Their plots are devious and expansive. Yuan-ti send assassins to kill enemies of the faith, equipping the rogues with venom from their serpentine bodies. They act from the darkness, corrupting or killing anyone who stands in their way.

Among Zehir's followers are snaketongue cultists, who pay homage to Zehir by seeking to remake themselves in the dark god's image. As Zehir's followers spread like poison through the veins of the world, the god plots and plans in the Astral Sea. The mightiest of the yuan-ti, those who have proven themselves to be the most clever and the most capable, are privy to Zehir's divine machinations. While most of his followers seek to topple political structures of the world, Zehir and his most trusted devotees have a greater objective: absolute authority over the cosmos.

Zehir believes that only a single, powerful ruler can check the primordials' return to power. Other deities are content to let Zehir spread havoc among their enemies. Still, they keep an eye on him, lest his plans grow to threaten their own grips on power.

## Lore

**Nature DC 28:** As a baby snake devours small prey and grows in strength and size, so too does a yuan-ti start with small victories, feeding and nurturing itself to increase the overall might of its race. The greatest yuan-ti exhibit strength, cunning, and adaptability, and those that attain great victories in the name of Zehir receive blessings from the dark god.

A cult of Zehir works to spread the will of its god surreptitiously in communities both large and small. People living in a settlement might not notice the presence of a cult until it has worked its way into a position to strike. Then, using either force or the area's local politics, the cult coerces a community's citizens into converting. Once the yuan-ti gain control, they gather useful resources such as weapons, food, and magic items, and they send the goods to other sects or even through portals to Zehir's realm. The objective of these cultists is to spread Zehir's control over the world by fostering burgeoning groups of worshipers.

JIM NELSON

## Encounters

Although yuan-ti believe that their race knows no equal, they wisely use any allies they can obtain. Medusas and nagas hold a place of honor among yuan-ti because of their serpentine physiques. As a means to an end, yuan-ti might join rakshasas or jackalweres for short times. Monsters of more rudimentary intelligence, such as snakes, behirs, and cockatrices, are welcome pets and guardians. Creatures that are deaf to the dark god's persuasion or blind to the merits of allying with yuan-ti become either hirelings or food for hatchlings.

## Coil of Zehir

More snake than humanoid, a coil of Zehir uses its arms and legs infrequently, preferring to slither rather than walk. Other yuan-ti admire a coil of Zehir's grace and form.

| Coil of Zehir | Level 26 Controller |
|---|---|
| Large magical beast (reptile) | XP 9,000 |
| **HP** 235; **Bloodied** 117 | **Initiative** +17 |
| **AC** 39, **Fortitude** 38, **Reflex** 39, **Will** 38 | **Perception** +15 |
| **Speed** 7, climb 7 | |
| **Resist** 15 poison | |
| **Standard Actions** | |
| **Slam ✦ At-Will** | |
| *Attack:* Melee 3 (one creature); +31 vs. AC | |
| *Hit:* 3d10 + 10 damage, and the coil of Zehir pulls the target 2 squares and grabs it. The coil of Zehir can have only one creature grabbed at a time. | |
| **Crushing Coils ✦ At-Will** | |
| *Attack:* Melee 3 (one creature grabbed by the coil of Zehir); +31 vs. Fortitude | |
| *Hit:* 40 damage, and the target is dazed until the end of the coil of Zehir's next turn. | |
| **Minor Actions** | |
| **Tail Sweep ✦ Recharge** ⚅ | |
| *Attack:* Close burst 3 (enemies in burst); +31 vs. Reflex | |
| *Hit:* The target falls prone. | |
| **Str** 22 (+19) **Dex** 19 (+17) **Wis** 15 (+15) | |
| **Con** 19 (+17) **Int** 12 (+14) **Cha** 10 (+13) | |
| **Alignment** evil **Languages** Draconic | |

## Coils of Zehir in Combat

A coil of Zehir relishes twining its body around a foe and squeezing the life out of it. As the pressure increases, the last sensation the prey feels is the darting tongue of the coil of Zehir.

# Yuan-ti Abomination Berserker

Zehir gifted his berserkers with muscles instead of minds. A berserker of Zehir understands combat and little else. It knows not to attack other yuan-ti and cultists. Other yuan-ti treat a berserker gently, as they would treat a child—a dangerous, rabid child.

| Yuan-ti Abomination Berserker | Level 26 Brute |
|---|---|
| Large natural magical beast (reptile) | XP 9,000 |
| **HP** 293; **Bloodied** 146 | **Initiative** +15 |
| **AC** 37, **Fortitude** 38, **Reflex** 37, **Will** 36 | **Perception** +16 |
| **Speed** 7 | |
| **Resist** 15 poison | |
| **Standard Actions** | |
| **Slam ✦ At-Will** | |
| *Attack:* Melee 2 (one creature); +31 vs. AC | |
| *Hit:* 4d10 + 15 damage. | |
| **Roundhouse Slam ✦ Recharge** ⚅ | |
| *Effect:* The berserker uses *slam* against each enemy adjacent to it. | |
| **Triggered Actions** | |
| **Berserk Attack ✦ At-Will** | |
| *Requirement:* The berserker must be bloodied. | |
| *Trigger:* An attack hits the berserker. | |
| *Effect (Immediate Reaction):* The berserker uses *slam*. | |
| **Str** 28 (+22) **Dex** 15 (+15) **Wis** 17 (+16) | |
| **Con** 23 (+19) **Int** 7 (+11) **Cha** 10 (+13) | |
| **Alignment** evil **Languages** Draconic | |

## Yuan-ti Abomination Berserkers in Combat

Rampaging across the battlefield with little regard for tactics, berserkers strike at whatever enemy is nearest or obvious. They attack foes that mark them, more from a primitive impulse than because of good sense.

# Yuan-ti Malison Guard

Yuan-ti battle plans almost always rely on yuan-ti malison guards. Though a malison guard must deal with the stigma of appearing more humanoid than others of its kinfolk, it carries itself with pride and confidence.

| Yuan-ti Malison Guard | Level 27 Soldier (Leader) |
|---|---|
| Medium natural humanoid (reptile) | XP 11,000 |
| **HP** 242; **Bloodied** 121 | **Initiative** +21 |
| **AC** 42, **Fortitude** 39, **Reflex** 38, **Will** 37 | **Perception** +15 |
| **Speed** 7 | |
| **Resist** 15 poison | |
| **Traits** | |
| **Overlapping Scales ✦ Aura** 1 | |
| Allies within the aura gain a +2 power bonus to AC. | |
| **Standard Actions** | |
| **Scimitar** (poison, weapon) **✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +32 vs. AC | |
| *Hit:* 2d8 + 11 damage, and the target is marked and takes ongoing 15 poison damage (save ends both). | |
| **Longbow** (poison, weapon) **✦ At-Will** | |
| *Attack:* Ranged 20/40 (one creature); +32 vs. AC | |
| *Hit:* 2d10 + 4 damage, and ongoing 15 poison damage (save ends). | |
| **Skills** Athletics +23, Endurance +22 | |
| **Str** 21 (+18) **Dex** 22 (+19) **Wis** 15 (+15) | |
| **Con** 18 (+17) **Int** 10 (+13) **Cha** 19 (+17) | |
| **Alignment** evil **Languages** Draconic | |
| **Equipment** scimitar, longbow, 20 arrows | |

## Yuan-ti Malison Guards in Combat

Teamwork is the hallmark of malison guards. With fervor for its dark god coursing through its veins, a guard performs a sinuous dance of sword and scale, defending allies and threatening foes.

# Yuan-ti Abomination Spitter

These creatures are also known as cobra strikers because of their flaring hoods and dangerous venom. A spitter's exposure to powerful divine magic gives its poison a virulence far exceeding that of a normal serpent.

| Yuan-ti Abomination Spitter | Level 27 Artillery |
|---|---|
| Large natural magical beast (reptile) | XP 11,000 |
| **HP** 186; **Bloodied** 93 | **Initiative** +18 |
| **AC** 39, **Fortitude** 39, **Reflex** 39, **Will** 37 | **Perception** +22 |
| **Speed** 7, climb 7 | |
| **Resist** 15 poison | |
| **Standard Actions** | |
| ⊕ **Bite** (poison) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +32 vs. AC | |
| *Hit:* 2d6 + 8 damage, and ongoing 15 poison damage (save ends). | |
| **Spit Venom** (poison) ✦ **At-Will** | |
| *Attack:* Ranged 20 (one creature); +32 vs. Reflex | |
| *Hit:* 3d6 + 9 poison damage, and ongoing 15 poison damage (save ends). | |
| **Venom Spray** (poison) ✦ **Recharge** ⚅ ⚄ ⚃ | |
| *Attack:* Close burst 5 (enemies in burst); +32 vs. Fortitude | |
| *Hit:* 2d8 + 5 poison damage, and the target is dazed (save ends). | |
| *Miss:* Half damage. | |
| **Triggered Actions** | |
| **Cobra Hood** ✦ **At-Will** | |
| *Trigger:* An attack hits the spitter. | |
| *Effect (Immediate Reaction):* The spitter gains a +4 bonus to AC until the end of its next turn. | |
| **Str** 22 (+19) **Dex** 20 (+18) **Wis** 19 (+17) | |
| **Con** 18 (+17) **Int** 7 (+11) **Cha** 10 (+13) | |
| **Alignment** evil **Languages** Draconic | |

## Yuan-ti Abomination Spitters in Combat

Nothing pleases a spitter more than to punish those who resist Zehir. It considers the poison coursing through it to be divine, so it seeks to unleash the venom upon nonbelievers. Enemies affected by the poison feel a slight prickle and then a sudden jolt, as if a million tiny shards of ice were moving throughout the body. Spitters call this moment "seeking the dark god's punishment."

# Yuan-ti Malison Blessed

Members of Zehir's priesthood aspire to become his blessed. A blessed receives power from the deity to further Zehir's ambition across the planes.

| Yuan-ti Malison Blessed | Level 28 Controller (Leader) |
|---|---|
| Medium natural humanoid (reptile) | XP 13,000 |
| **HP** 250; **Bloodied** 125 | **Initiative** +23 |
| **AC** 39, **Fortitude** 36, **Reflex** 39, **Will** 38 | **Perception** +27 |
| **Speed** 7 | |
| **Resist** 15 poison | |
| **Traits** | |
| ☼ **Zehir's Favor** ✦ **Aura** 3 | |
| Any ally within the aura can reroll one failed power recharge roll at the start of its turn. | |
| ☼ **Zehir's Agony** (poison) ✦ **Aura** 5 | |
| Any enemy that starts its turn within the aura takes 15 poison damage. | |
| **Slither Away** | |
| While the blessed is bloodied, it gains a +2 bonus to speed and a +5 bonus to all defenses. | |
| **Standard Actions** | |
| ⊕ **Scimitar** (poison, weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +33 vs. AC | |
| *Hit:* 3d8 + 8 damage, and the target loses poison resistance and takes a -2 penalty to saving throws against poison effects (save ends both). | |
| **Minor Actions** | |
| **Zehir's Command** ✦ **Recharge** ⚃ | |
| *Effect:* One or two allies within 5 squares of the blessed can each either make a melee basic attack as a free action or shift its speed as a free action. | |
| **Triggered Actions** | |
| **Shifting Feet** ✦ **At-Will** | |
| *Trigger:* An enemy within 5 squares of the blessed shifts. | |
| *Effect (Immediate Reaction):* The blessed slides the triggering enemy 2 squares. | |
| **Skills** Athletics +23, Religion +25 | |
| **Str** 18 (+18) **Dex** 28 (+23) **Wis** 26 (+22) | |
| **Con** 18 (+18) **Int** 22 (+20) **Cha** 21 (+19) | |
| **Alignment** evil **Languages** Draconic | |
| **Equipment** scimitar | |

## Yuan-ti Malison Blesseds in Combat

Honored by its deity with a gift that enables it to instill fervor in its allies, a blessed collaborates with malison guards to capture and control yuan-ti anathemas, which they imprison and force into service.

# Yuan-ti Malison Assassin

Zehir has the patience of a god, but when his plans are foiled, that patience is replaced by unbridled rage. He tasks his elite assassins with tracking and slaying those who defy his power. These warriors believe they are reincarnated repeatedly and are fated to serve their lord for eternity.

JIM NELSON

| Yuan-ti Malison Assassin | Level 28 Lurker |
|---|---|
| Medium natural humanoid, yuan-ti (reptile) | XP, 13,000 |
| **HP** 194; **Bloodied** 97 | **Initiative** +28 |
| **AC** 41, **Fortitude** 39, **Reflex** 40, **Will** 40 | **Perception** +26 |
| **Speed** 8 | |
| **Resist** 15 poison | |

**Standard Actions**

**Longsword** (poison, weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +33 vs. AC
*Hit:* 2d8 + 9 damage, and the target is blinded until the end of the assassin's next turn.

**Death Strike** (poison) ✦ **At-Will**
*Attack:* Melee 1 (one creature that cannot see the assassin); +33 vs. AC
*Hit:* 4d8 + 18 damage, and the target takes ongoing 15 damage and a -2 penalty to saving throws (save ends both).
*First Failed Saving Throw:* The ongoing damage increases by 5, and the penalty to saving throws worsens by 1.

**Triggered Actions**

**Shield of Zehir** ✦ **At-Will**
*Trigger:* A ranged or a melee attack hits the assassin.
*Effect (Immediate Reaction):* The triggering attack also hits a blinded enemy adjacent to the assassin of the assassin's choice.

**Skills** Athletics +23, Bluff +22, Stealth +29

| | | |
|---|---|---|
| **Str** 19 (+18) | **Dex** 30 (+24) | **Wis** 24 (+21) |
| **Con** 20 (+19) | **Int** 19 (+18) | **Cha** 17 (+17) |

**Alignment** evil **Languages** Common, Draconic
**Equipment** longsword

## Yuan-ti Malison Assassins in Combat

Malison assassins strike from ambush, and their brazen attacks draw the ire of the gods whose domains they enter. To gain access to astral dominions, an assassin or group of assassins adopts an innocent disguise, such as a traveling monk or a merchant and his retinue. The assassins then act with deadly speed and flee before they can be brought to justice.

# Yuan-ti Malison Stalker

The stalkers are Zehir's instrument of vengeance, favored warriors that pursue enemies of the yuan-ti. They hunt those who have defiled yuan-ti holy places, stolen sacred artifacts, or hurt yuan-ti young or adolescents.

| Yuan-ti Malison Stalker | Level 28 Skirmisher |
|---|---|
| Medium natural humanoid (reptile) | XP 13,000 |
| **HP** 254; **Bloodied** 127 | **Initiative** +24 |
| **AC** 42, **Fortitude** 40, **Reflex** 40, **Will** 41 | **Perception** +21 |
| **Speed** 8 | |
| **Resist** 15 poison | |

**Traits**

**Doom of Zehir**
If the only creature adjacent to the stalker is the target of its melee attack, the stalker rolls the attack twice and takes the higher of the two results.

**Standard Actions**

**Greataxe** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +33 vs. AC
*Hit:* 3d12 + 17 damage.

**Minor Actions**

**Serpent's Dance** (teleportation) ✦ **At-Will**
*Effect:* The stalker teleports 3 squares.

**Skills** Athletics +23, Religion +21, Stealth +27

| | | |
|---|---|---|
| **Str** 19 (+18) | **Dex** 27 (+22) | **Wis** 24 (+21) |
| **Con** 22 (+20) | **Int** 14 (+16) | **Cha** 15 (+16) |

**Alignment** evil **Languages** Common, Draconic
**Equipment** greataxe

## Yuan-ti Malison Stalkers in Combat

Stalkers use stealth and speed to close in on their targets. They prefer to fight one-on-one, placing *doom of Zehir* upon their prey. A stalker typically uses *serpent's dance* to pursue a foe, but it also employs that power to withdraw into hiding and thereby gain a tactical advantage.

# Molt of Zehir

The sloughed skin of a powerful yuan-ti attracts hordes of snakes that fill the cast-off form, animating it and creating a molt of Zehir.

| Molt of Zehir | Level 26 Minion Skirmisher |
|---|---|
| Medium natural beast (reptile) | XP 2,250 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +21 |
| **AC** 39, **Fortitude** 38, **Reflex** 39, **Will** 37 | **Perception** +16 |
| **Speed** 7 | |
| **Resist** 15 poison | |

**Standard Actions**

**Bite** ✦ **At-Will**
*Attack:* Melee 1 (one creature); +31 vs. AC
*Hit:* 17 damage.

**Triggered Actions**

**Horde of Snakes** (poison)
*Trigger:* The molt drops to 0 hit points.
*Attack (No Action):* Close burst 1 (enemies in burst); +30 vs. Fortitude
*Hit:* 10 damage, and ongoing 15 poison damage (save ends).

| | | |
|---|---|---|
| **Str** 22 (+19) | **Dex** 22 (+19) | **Wis** 17 (+16) |
| **Con** 17 (+16) | **Int** 3 (+9) | **Cha** 10 (+13) |

**Alignment** evil **Languages** –

## Molts of Zehir in Combat

The surface of a molt's skin isn't still. Instead, it ripples because of the snakes that slither within the former yuan-ti's skin. Some who have watched the final moments of a molt of Zehir claim that seeing the form collapse into a writhing pile of snakes is worse than being bitten by the mass that pours forth.

# GLOSSARY

This glossary defines some of the game terms used in this book, as well as terms related to them. The material here assumes you're familiar with Chapter 5 (Skills) and Chapter 9 (Combat) in the *Player's Handbook*.

This information supersedes previous sources and incorporates clarifications and new rules.

**aberrant [origin]:** Aberrant creatures are native to or shaped by the Far Realm.

**acid [keyword]:** A damage type. See also **damage type**.

**air [keyword]:** An air creature is strongly connected to the element of air.

**angel [keyword]:** Angels are immortal creatures native to the Astral Sea. They don't need to breathe, eat, or sleep.

**animate [type]:** Animate creatures are given life through magic. They don't need to breathe, eat, or sleep.

**aquatic [keyword]:** Aquatic creatures can breathe underwater. In aquatic combat, an aquatic creature gains a +2 bonus to attack rolls against nonaquatic creatures. See also "Aquatic Combat," *Dungeon Master's Guide*, page 45.

**beast [type]:** Beasts are either ordinary animals or creatures akin to them. They behave instinctively.

**blind [keyword]:** A blind creature relies on special senses, such as blindsight or tremorsense, to see within a specified range, beyond which the creature can't see. The creature is immune to gaze attacks and cannot be blinded.

**blinded [condition]:** While a creature is blinded, it can't see, which means its targets have total concealment against it, and it takes a –10 penalty to Perception checks. It also grants combat advantage and can't flank.

**blindsight:** A creature that has blindsight can clearly see creatures or objects within a specified range and within line of effect, even if they are invisible or obscured. The creature otherwise relies on its normal vision.

**blocking terrain:** A type of terrain that blocks squares, often by filling them. *Examples:* Walls, doors, and large pillars. Blocking terrain provides cover, interferes with movement around it, and blocks line of effect. It also blocks line of sight, unless it's transparent. See also "Terrain and Obstacles," *Player's Handbook*, page 283.

**burrow speed:** A creature that has a burrow speed can move through loose earth at a specified speed, and the creature can move through solid stone at half that speed. The creature can't shift or charge while burrowing.

**charm [keyword]:** An effect type. A charm power controls a creature's actions in some way. This control is often represented by the creature being forced to attack its ally or being subjected to the dominated condition.

**climb speed:** A creature that has a climb speed moves on vertical surfaces at that speed without making Athletics checks to climb. While climbing, the creature ignores difficult terrain, and climbing doesn't cause it to grant combat advantage.

**clumsy:** Some creatures are clumsy while using a specific movement mode (noted next to that mode in the creature's "Speed" entry), and others are clumsy while on the ground (noted next to the creature's speed). While a creature is clumsy, it takes a –4 penalty to attack rolls and all defenses.

**cold [keyword]:** A damage type. A creature that has this keyword is at least partially composed of ice. See also **damage type**.

**construct [keyword]:** Constructs are not living creatures, so effects that specifically target living creatures do not work against them. They don't need to breathe, eat, or sleep.

**damage type:** Many attacks deal a specific type of damage. Each damage type has a keyword associated with it. If a power has such a keyword, the power deals that type of damage (the exception is poison, the keyword for which refers to damage, a nondamaging effect, or both).

**darkvision:** A creature that has darkvision can see in dim light and darkness without penalty. This means the creature ignores the –2 penalty to attack rolls when it attacks a target that has concealment as a result of dim light and the –5 penalty to attack rolls when it attacks a target that has total concealment as a result of darkness.

**dazed [condition]:** While a creature is dazed, it can take either a standard, a move, or a minor action on its turn. It can still take free actions, but it can't take immediate or opportunity actions. It also grants combat advantage and can't flank.

**deafened [condition]:** While a creature is deafened, it can't hear, and it takes a –10 penalty to Perception checks.

**demon [keyword]:** Demons are chaotic evil elemental creatures native to the Abyss. They don't need to sleep.

**devil [keyword]:** Devils are evil immortal creatures native to the Nine Hells. They don't need to sleep.

**disease [keyword]:** Some powers expose a creature to a disease. If a creature is exposed to a disease one or more times during an encounter, it makes one saving throw at the end of the encounter to determine if it contracts that disease. If the saving throw fails, the creature is infected. See also "Disease," *Dungeon Master's Guide*, page 49.

**dominated [condition]:** While a creature is dominated, it can't take actions. Instead, the dominator chooses a single action for the creature to take on its turn: a standard, a move, or a minor action. The only powers the dominator can make the creature use are at-will powers. The creature also grants combat advantage and can't flank.

**dragon [keyword]:** Dragons are reptilian creatures. Most of them have wings as well as a breath weapon.

**earth [keyword]:** An earth creature is strongly connected to the element of earth.

**earth walk:** A type of terrain walk. A creature that has earth walk ignores difficult terrain that is rubble, uneven stone, or an earthen construction.

**elemental [origin]:** Elemental creatures are native to the Elemental Chaos.

**extra damage:** Many powers and other effects grant the ability to deal extra damage. Extra damage is always in addition to other damage. This means an attack that deals no damage, such as the wizard power *sleep*, can't deal extra damage.

**fear [keyword]:** An effect type. A fear power inspires fright. This fright is often represented by a creature being forced to move, taking a penalty to attack rolls, or granting combat advantage.

**fey [origin]:** Fey creatures are native to the Feywild.

**fire [keyword]:** A damage type. A creature that has this keyword is strongly connected to the element of fire. See also **damage type**.

**fly speed:** A creature that has a fly speed can fly a number of squares up to that speed as a move action. To remain in the air, the creature must move at least 2 squares during its turn, or it crashes at the end of its turn. While flying, the creature can't shift or make opportunity attacks, and it crashes if it's knocked prone. See also "Flying," *Dungeon Master's Guide*, page 47.

**force [keyword]:** A damage type. See also **damage type**.

**forest walk:** A type of terrain walk. A creature that has forest walk ignores difficult terrain that is part of a tree, underbrush, or some other forest growth.

**gaze [keyword]:** A kind of attack. Blind or blinded creatures are immune to gaze attacks, and a creature cannot make a gaze attack while blinded.

**giant [keyword]:** Giants are Large or larger humanoid creatures.

**grabbed:** See "Escape" and "Grab," *Player's Handbook*, pages 288 and 290.

**half damage:** When a power or another effect deals half damage, apply all modifiers to the damage, including resistances and vulnerabilities, and then divide the damage in half.

**healing [keyword]:** An effect type. A healing power restores hit points, usually either by restoring hit points immediately or by granting regeneration.

**heavily obscured:** A measure of visibility and a type of obscured terrain. A creature has total concealment when it is in a heavily obscured square, although it has only concealment against an enemy adjacent to it. *Examples:* Heavy fog, smoke, or foliage. Contrast with **lightly obscured** and **totally obscured**.

**helpless [condition]:** While a creature is helpless, it grants combat advantage and can be the target of a coup de grace (*Player's Handbook*, page 288).

**hidden:** When a creature is hidden from an enemy, the creature is silent and invisible to that enemy. A creature normally uses the Stealth skill to become hidden. See also **invisible**.

**hindering terrain:** A type of terrain that hinders creatures, usually by damaging them. *Examples:* Pits, lava, and deep water. A creature can make a saving throw when it is pulled, pushed, slid, or teleported into hindering terrain. See also "Falling," *Player's Handbook*, page 284, and **teleportation**.

**homunculus [keyword]:** Homunculi are animate constructs tasked with guarding a creature, an area, or an object.

**hover:** If a creature can hover, it can remain in the air without moving during its turn. It can also shift and make opportunity attacks while flying. See also **fly speed**.

**humanoid [type]:** Humanoid creatures vary greatly in how much they resemble humans. Most are bipedal.

**ice walk:** A type of terrain walk. A creature that has ice walk ignores difficult terrain that is ice or snow.

**illusion [keyword]:** An effect type. An illusion power deceives the mind or the senses. Illusions often obstruct vision or redirect attacks. If an illusion power deals damage, the damage itself is not an illusion.

**immobilized [condition]:** When a creature is immobilized, it can't move, unless it teleports or is pulled, pushed, or slid.

**immortal [origin]:** Immortal creatures are native to the Astral Sea. Unless they are killed, they live forever.

**implement [keyword]:** An accessory type. This keyword identifies a power that can be used through an implement. A monster's statistics block notes the implements it uses. See also "Adding Equipment," *Dungeon Master's Guide*, page 174.

**insubstantial:** When a creature is insubstantial, it takes half damage from any damage source, including ongoing damage. See also **half damage**.

**invisible:** If a creature is invisible, it has several advantages against creatures that can't see it: It has total concealment against them, it does not provoke opportunity attacks from them, and they grant combat advantage to it.

**lightly obscured:** A measure of visibility and a type of obscured terrain. A creature has concealment when it is in a lightly obscured square. *Examples:* Dim light, foliage, fog, smoke, and heavy rain or falling snow. Contrast with **heavily obscured** and **totally obscured**.

**lightning [keyword]:** A damage type. See also **damage type**.

**living construct [keyword]:** Unlike other constructs, living constructs are living creatures.

**low-light vision:** A creature that has low-light vision can see in dim light without penalty. This means the creature ignores the –2 penalty to attack rolls when it attacks a target that has concealment as a result of dim light.

**magical beast [type]:** Magical beasts resemble beasts but often behave like people.

**marked [condition]:** When a creature marks a target, that target takes a –2 penalty to attack rolls for any attack that doesn't include the creature as a target. A creature can be subjected to only one mark at a time, and a new mark supersedes an old one.

**minion:** A minion is destroyed when it takes any damage. If a minion is missed by an attack that deals damage on a miss, the minion doesn't take that damage.

**mount [keyword]:** A creature that has the mount keyword has at least one mount power. A mount power is usable only when the creature's rider has the Mounted Combat feat. See also "Mounted Combat," *Dungeon Master's Guide*, page 46.

**move:** Whenever a creature, an object, or an effect leaves a square to enter another, it is moving, whether that move is done willingly or is forced. This means shifting, teleporting, and being pushed are all moves, for example.

If a power notes a distance that a creature or any of its allies move willingly (for example, "shift 2 squares"), the creature allowed to move can decide to move all, some, or none of that distance. Similarly, if a power forcibly moves an enemy (for example, "push the target 3 squares"), the creature using that power can decide to move the enemy all, some, or none of that distance.

If a power specifies the destination for a creature or an ally's move (for example, "a square adjacent to the target"), the creature allowed to move decides either to move to that destination or not. It can't move partway. Similarly, if a power specifies where a creature forces an enemy to move, the creature decides either to move the enemy there or not.

See also "Movement and Position," *Player's Handbook*, page 282.

**natural [origin]:** Natural creatures are native to the natural world.

**necrotic [keyword]:** A damage type. See also **damage type**.

**once per round:** Some effects are usable only once per round (sometimes noted as "1/round"). If a creature uses such an effect, it can't use the effect again until the start of its next turn.

**ooze [keyword]:** Oozes are amorphous creatures.

**phasing:** While phasing, a creature ignores difficult terrain and can move through obstacles and other creatures, but it must end its movement in an unoccupied space.

**plant [keyword]:** Plant creatures are composed of vegetable matter. They don't need to sleep.

**poison [keyword]:** A damage and effect type. A poison power delivers a nondamaging poisonous effect, deals poison damage, or both. See also **damage type**.

**polymorph [keyword]:** An effect type. Polymorph powers change a creature's physical form in some way.

*One Polymorph at a Time:* If a creature is affected by more than one polymorph power, only the most recent one has any effect. The other powers' effects remain on the creature

and their durations expire as normal, but those effects don't apply. However, when the most recent effect ends, the next most recent one that is still active applies to the creature. For example, if a jackalwere is under the effect of *change shape* and a character uses a polymorph power against the jackalwere, the effect of *change shape* is suppressed until the character's polymorph effect ends on the jackalwere.

*Changing Size:* If a polymorph power reduces a creature's space, the creature does not provoke opportunity attacks for leaving squares as it shrinks.

If a polymorph effect would make a creature too large to fit in the available space, the effect fails against the creature, but the creature is stunned (save ends).

*Death Ends:* Polymorph effects end on a creature immediately when it dies.

**prone [condition]:** When a creature is prone, it is lying down. It takes a –2 penalty to attack rolls, and the only way it can move is by crawling, teleporting, or being pulled, pushed, or slid. In addition, it grants combat advantage to enemies making melee attacks against it, but it gains a +2 bonus to all defenses against ranged attacks from enemies that aren't adjacent to it.

If a creature is flying when it falls prone, it safely descends a distance equal to its fly speed. If it doesn't reach a solid surface, it falls.

A creature can drop prone as a minor action.

**psychic [keyword]:** A damage type. See also **damage type**.

**radiant [keyword]:** A damage type. See also **damage type**.

**regeneration:** See *Player's Handbook*, page 293.

**reliable [keyword]:** If a creature misses every target with a reliable power, the use of that power isn't expended.

**removed from play:** Some effects can temporarily remove a creature from play. While a creature is removed from play, its turns start and end as normal, but it can't take actions. In addition, it has neither line of sight nor line of effect to anything, and nothing has line of sight or line of effect to it.

**reptile [keyword]:** Reptiles are cold-blooded creatures that have scaly skin.

**restrained [condition]:** While a creature is restrained, it is immobilized, and it can't be pulled, pushed, or slid. It also takes a –2 penalty to attack rolls, and it grants combat advantage. See also **immobilized**.

**save:** A successful saving throw. A save ends an effect that includes one of the following notations in parentheses: "save ends," "save ends both," or "save ends all." See also "Saving Throws," *Player's Handbook*, page 279.

*Identical Effects That a Save Can End:* If a creature is subjected to identical effects that a save can end, including ongoing damage, it ignores all but one of those effects. For example, if a creature is dazed (save ends) and then is attacked and again dazed (save ends), it ignores the second effect, since it is identical to the effect it is already suffering.

A creature never makes multiple saving throws against identical effects. It does, however, make separate saving throws against effects that aren't identical, even if they contain the same condition. For example, dazed (save ends) and dazed and immobilized (save ends both) are not identical effects, so a creature must make separate saving throws against them. See also "Ongoing Damage," *Player's Handbook*, page 278.

*Overlapping Durations:* When a creature is subjected to identical effects that end at different times, it ignores all the effects but the one that has the most time remaining. Effects that a save can end work differently, since it's unknown when they're going to end. You, therefore, track effects that a save can end separately from effects that end at specific times. See also "Durations," *Player's Handbook*, page 278.

**shadow [origin]:** Shadow creatures are native to the Shadowfell.

**shapechanger [keyword]:** Shapechangers have the ability to alter their form, whether freely or into specific forms.

**sleep [keyword]:** An effect type. Sleep powers cause creatures to fall unconscious. Unless a power says otherwise, this unconsciousness is not normal sleep, so a creature that is subjected to it cannot be simply awakened; the power specifies how the unconsciousness ends. See also **unconscious**.

**slowed [condition]:** When a creature is slowed, its speed becomes 2 if it was higher than that. This speed applies to all of the creature's movement modes (walking, flying, and so on), but applies to neither forced movement against it nor teleportation. The creature also cannot benefit from bonuses to speed, although it can take actions, such as the run action, that allow it to move farther than its speed. If a creature is subjected to this condition while it is moving, it must stop if it has already moved at least 2 squares.

**spider [keyword]:** Spider creatures include spiders as well as creatures that have spiderlike features: eight legs, web spinning, and the like.

**spider climb:** A creature that can spider climb can use its climb speed to move across overhanging horizontal surfaces (such as ceilings) without making Athletics checks. See also **climb speed**.

**stunned [condition]:** While a creature is stunned, it can't take actions. It also grants combat advantage and can't flank.

**Supernal:** An immortal creature that has the Supernal language can understand speech and writing in any language. In addition, when an immortal speaks Supernal, it can choose to speak so that any creature that understands language can understand it.

A nonimmortal that has the Supernal language can read writing in Supernal and can understand an immortal speaking Supernal, regardless of whether the immortal wants to be understood.

**surprised [condition]:** While a creature is surprised, it can't take actions. It also grants combat advantage and can't flank.

**swamp walk:** A type of terrain walk. A creature that has swamp walk ignores difficult terrain that is mud or shallow water.

**swarm [keyword]:** A swarm is composed of multiple creatures but functions as a single creature. A swarm can occupy the same space as another creature, and an enemy can enter a swarm's space, which is difficult terrain. A swarm cannot be pulled, pushed, or slid by melee or ranged attacks.

A swarm can squeeze through any opening large enough for even one of its constituent creatures. For example, a swarm of bats can squeeze through an opening large enough for one of the bats to squeeze through.

**swim speed:** A creature that has a swim speed moves through water at that speed without making Athletics checks to swim.

**telepathy:** A creature that has telepathy can communicate mentally with any creature that has a language, even if they don't share the language. The other creature must be within line of effect and within a specified range. Telepathy allows for two-way communication.

**teleportation [keyword]:** An effect type. A teleportation power transports creatures or objects instantaneously from one location to another. Use these rules when a creature uses a teleportation power on a target, which might be itself, another creature, or an object.

*Instantaneous:* Teleportation is instantaneous. The target disappears and immediately appears in the destination space chosen by the user of the teleportation power. The movement is unhindered by intervening creatures, objects, or terrain.

*Destination Space:* The destination of the teleportation must be an unoccupied space that the target can occupy without squeezing. If arriving in the destination space would cause the target to fall or if that space is hindering terrain, the target can make a saving throw. On a save, the teleportation is negated.

*Line of Sight:* The user of the teleportation power must have line of sight to the destination space.

*No Line of Effect:* Neither the target nor the user of the teleportation power needs line of effect to the destination space.

*No Opportunity Actions:* The target does not provoke opportunity actions for leaving its starting position.

*Immobilized or Restrained:* Being immobilized or restrained doesn't prevent a target from teleporting. If a target teleports away from a physical restraint, a monster's grasp, or some other immobilizing effect that is located in a specific space, the target is no longer immobilized or restrained. Otherwise, the target teleports but is still immobilized or restrained when it reaches the destination space.

## ABOUT THE DESIGNERS

MIKE MEARLS is the lead designer for the Dungeons & Dragons roleplaying game. His recent credits include *Player's Handbook® 3*, *Hammerfast™*, and *Primal Power™*.

GREG BILSLAND is a game editor at Wizards of the Coast. His design credits include the *Forgotten Realms® Player's Guide*, *Monster Manual® 2*, *Divine Power™*, and *Primal Power*. His recent editing credits include *Player's Handbook 2*, *Monster Manual 2*, and the *Eberron® Player's Guide*. He welcomes anyone to keep up with his work at twitter.com/gregbilsland

ROBERT J. SCHWALB is an award-winning game designer who has contributed design to or developed over one hundred roleplaying game titles for Dungeons & Dragons, *Warhammer Fantasy Roleplay*, *A Song of Ice and Fire*, and the *Star Wars* roleplaying game. Some of his more recent work for Wizards of the Coast can be found in *Player's Handbook 3*, *Martial Power™ 2*, and *Draconomicon™: Metallic Dragons*. In addition, he's a regular contributor to both *Dragon* and *Dungeon* magazines. Robert lives, works, and will probably die in Tennessee.

**threatening reach:** A creature that has threatening reach can make an opportunity attack against any enemy within its reach that provokes an opportunity attack.

**thunder [keyword]:** A damage type. See also **damage type**.

**totally obscured:** A measure of visibility and a type of obscured terrain. A creature has total concealment when it is in a totally obscured square. *Example:* Total darkness. Contrast with **heavily obscured** and **lightly obscured**.

**tremorsense:** A creature that has tremorsense can clearly see creatures or objects within a specified range, even if they are invisible, obscured, or outside line of effect, but both they and the creature must be in contact with the ground or the same substance, such as water or a web. The creature otherwise relies on its normal vision.

**tunneling:** A creature that has tunneling leaves tunnels behind it as it burrows. The creature, as well as smaller creatures, can move through these tunnels without any reduction in speed. Creatures of the same size as the tunneling creature must squeeze through these tunnels, and larger creatures cannot move through them at all. See also **burrow speed**.

**unconscious [condition]:** While a creature is unconscious, it is helpless, it can't take actions, and it takes a –5 penalty to all defenses. It also can't flank. When a creature is subjected to this condition, it falls prone, if possible. See also **helpless** and **prone**.

**undead [keyword]:** Undead are not living creatures, so effects that specifically target living creatures don't work against them. They don't need to breathe or sleep.

**water [keyword]:** A water creature is strongly connected to the element of water.

**weakened [condition]:** While a creature is weakened, its attacks deal half damage, but ongoing damage that it deals is not affected. See also **half damage**.

**weapon [keyword]:** An accessory type. This keyword identifies a power that is used with a weapon, which can be an unarmed strike. Monster attacks don't use proficiency bonuses. See also "Adding Equipment," *Dungeon Master's Guide*, page 174.

**zone [keyword]:** An effect type. Powers that have the zone keyword create zones, magical areas that last for a round or more.

*Fills an Area of Effect:* A zone is created within an area of effect and fills each square in the area that is within line of effect of the origin square.

*Unaffected by Attacks and the Environment:* A zone cannot be attacked or physically affected, and terrain and environmental phenomena have no effect on it. For example, a zone that deals fire damage is unaffected by cold damage.

*Movable Zones:* If the power used to create a zone allows the zone to be moved, it's a movable zone. At the end of its creator's turn, the movable zone ends if it is not within range of at least 1 square of it (using the power's range) or if the creator doesn't have line of effect to at least 1 square of it.

A zone can't be moved through blocking terrain.

*Overlapping Zones:* If zones overlap and impose penalties to the same roll or game statistic, a creature affected by the overlapping zones is subjected to the worst penalty. Similarly, a creature in the overlapping area takes damage only from the zone that deals the most damage, regardless of damage type.

*Death Ends:* A zone ends immediately when its creator dies.

## PLAYTESTERS

The following players and Dungeon Masters from the Dungeons & Dragons community reviewed the new statistics block format presented in the book, providing valuable feedback from both in-game and out-of-game discussions on usability, clarity, and presentation. Our thanks go out to everyone who took part, including:

Konrad Brandemuhl, Travis Wolcott, Keith Symcox, Paul Alexander, Tyler Burroughs, Sean Herring

Christian Chaney, Joanna Chaney, Daniel Gordon, Jodi Gordon, Christopher Wright, Danny Joe Jarman Jr.

Sean Molley, Heidi Pritchett, Brian Schoner, Paige Leitman, Bryan Leclair, Dee Leclair

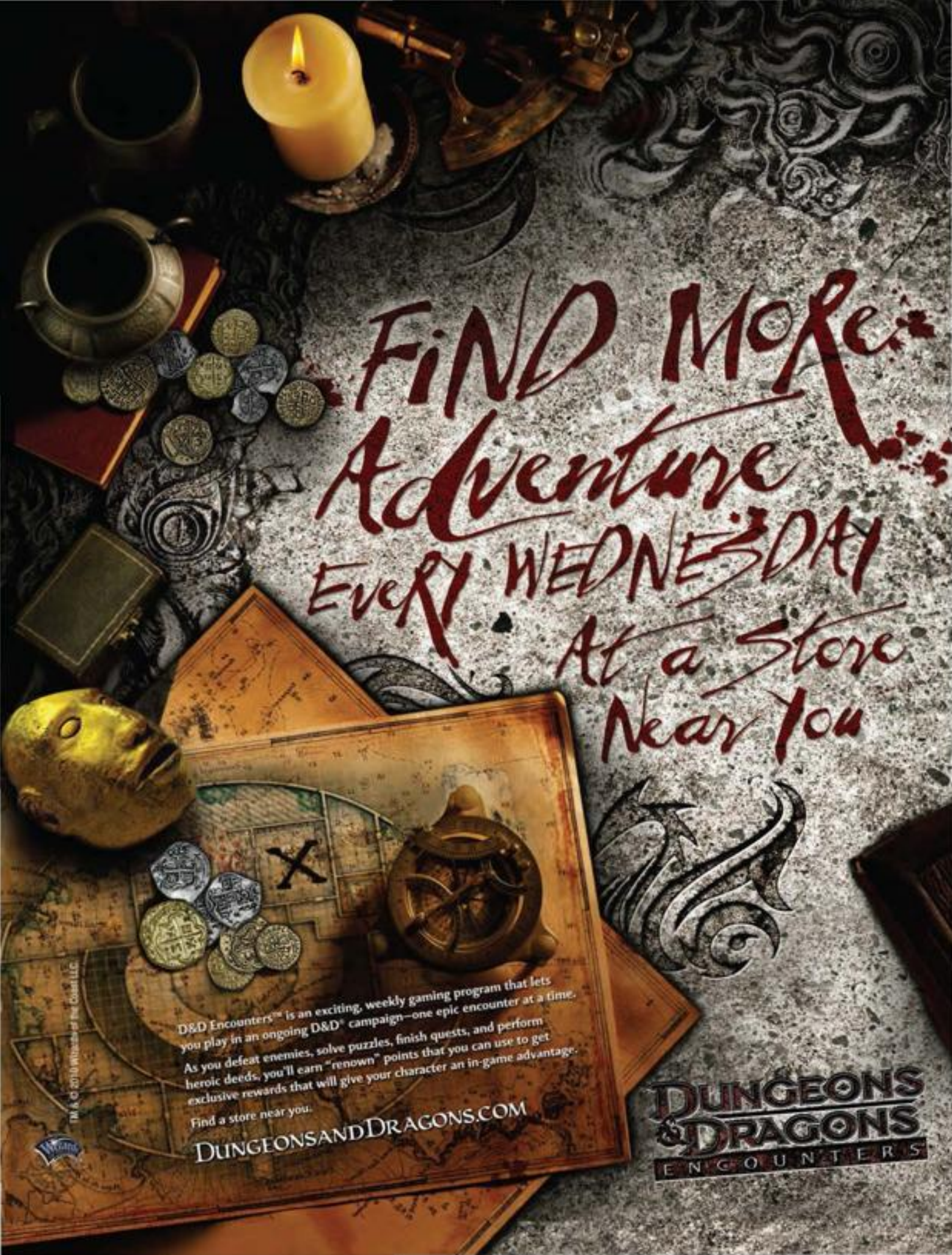
Renout van Rijn, Mark Knobbe, John-Alan Pascoe, Yourik Voogd, Eva Orta, Yannick Braat, Pieter Sleijpen

# MONSTERS BY LEVEL

Every monster in the book appears on this list, which is sorted alphabetically by level and monster role. Monster leaders are indicated with an (L).

| Monster | Level and Role | Page |
|---|---|---|
| Xivort Darter | 1 Artillery | 208 |
| Thornskin Frog | 1 Brute | 90 |
| Lesser Water Elemental | 1 Controller | 83 |
| Xivort Net Caster | 1 Controller | 209 |
| Lesser Air Elemental | 1 Lurker | 80 |
| Lesser Fire Elemental | 1 Skirmisher | 82 |
| Xivort Slasher | 1 Skirmisher | 208 |
| Xivort Shadow Caller | 2 Artillery (L) | 209 |
| Maw Demon | 2 Brute | 42 |
| Blizzard Dragon Wyrmling | 2 Controller | 65 |
| Sporeback Frog | 2 Controller | 91 |
| Ambush Spider | 2 Lurker | 182 |
| Wilden Hunter | 2 Lurker | 207 |
| Cave Fisher Spawn | 2 Minion Brute | 28 |
| Murklord Frog | 2 Skirmisher | 91 |
| Lesser Earth Elemental | 2 Soldier | 81 |
| Wilden Destroyer | 2 Soldier | 206 |
| Cave Fisher Spiker | 3 Artillery | 29 |
| Jackalwere Bravo | 3 Brute | 120 |
| Skulk Mesmerist | 3 Controller | 176 |
| Cave Fisher Angler | 3 Lurker | 28 |
| Shadow Stalker | 3 Lurker | 172 |
| Skulk Murderer | 3 Lurker | 177 |
| Jackalwere Harrier | 3 Minion Soldier | 121 |
| Craud Impaler | 3 Skirmisher | 36 |
| Dread Protector | 3 Soldier | 74 |
| Yeti Hunter | 3 Soldier | 210 |
| Wilden Ancient | 4 Artillery (L) | 207 |
| Craud Crusher | 4 Brute | 37 |
| Rot Grub Swarm | 4 Brute | 166 |
| Jackalwere Deceiver | 4 Controller | 121 |
| Yeti Howler | 4 Controller | 211 |
| Ghoul Flesh Seeker | 4 Lurker | 94 |
| Cave Fisher Line Spiker | 4 Minion Artillery | 29 |
| Spiderling | 4 Minion Skirmisher | 182 |
| Great Ape | 4 Skirmisher | 10 |
| Earthquake Dragon Wyrmling | 4 Soldier | 69 |
| Hex Knight | 4 Soldier | 38 |
| Chitine Scout | 5 Artillery | 32 |
| Shadow Bolter | 5 Artillery | 39 |
| Chitine Warrior | 5 Brute | 31 |
| Silverback Ape | 5 Brute (L) | 11 |
| Volcanic Dragon Wyrmling | 5 Brute | 72 |
| Gremlin Deceiver | 5 Controller | 106 |
| Spring Nymph | 5 Controller | 151 |
| Gnoll Skulker | 5 Lurker | 104 |
| Chitine Grunt | 5 Minion Brute | 31 |
| Fire Lord Cultist | 5 Minion Brute | 114 |
| Dread Marauder | 5 Skirmisher | 75 |
| Yeti Rampager | 5 Skirmisher | 211 |
| Skulk Hunter | 5 Soldier | 177 |
| Craud King | 5 Soldier (L) | 37 |
| Dread Archer | 6 Artillery | 75 |
| Ghast | 6 Brute | 95 |
| Chitine Web Crafter | 6 Controller | 33 |
| Shadow Speaker | 6 Controller | 39 |
| Enigma of Vecna | 6 Controller | 170 |
| Adept of Orcus | 6 Controller (L) | 95 |
| Thri-Kreen Ambusher | 6 Lurker | 192 |
| Chitine Marauder | 6 Skirmisher | 32 |
| Servant of the Fire Lord | 6 Skirmisher (L) | 115 |
| Ape Temple Guardian | 6 Soldier | 11 |
| Bone Crown Behemoth | 6 Soldier | 20 |
| Shardmind Warseeker | 6 Soldier | 174 |
| Gnoll War Fang | 6 Soldier (L) | 105 |
| Umber Ravager | 7 Brute | 198 |
| Quasit | 7 Controller | 46 |
| Feyspitter Spider | 7 Controller | 183 |
| Vizier Devil | 7 Controller (L) | 63 |
| Young Blizzard Dragon | 7 Elite Controller | 66 |
| Chosen of Yeenoghu | 7 Elite Controller | 105 |
| Gremlin Skulker | 7 Lurker | 107 |
| Ustilagor | 7 Lurker | 118 |
| Foulspawn Wretch | 7 Minion Skirmisher | 88 |
| Fire Temple Elect | 7 Minion Skirmisher | 115 |
| Hyena Spirit | 7 Minion Soldier | 105 |
| Skinwing Behemoth | 7 Skirmisher | 21 |
| Ironstone Gargoyle | 7 Skirmisher | 92 |
| Thri-Kreen Scout | 7 Skirmisher | 193 |
| Dread Guardian | 7 Soldier | 75 |
| Green Arcanian | 8 Artillery | 16 |
| Hornstone Gargoyle | 8 Brute | 93 |
| Shardmind Dominator | 8 Controller | 175 |
| Thri-Kreen Desert Talker | 8 Controller | 193 |
| Choldrith | 8 Controller (L) | 33 |
| Object Mimic | 8 Lurker | 134 |
| Ogre Cave Hunter | 8 Lurker | 158 |
| Earth Cultist | 8 Minion Controller | 163 |
| Obsidian Gargoyle | 8 Minion Soldier | 93 |
| Autumn Nymph | 8 Skirmisher | 151 |
| Rot Grub Zombie | 8 Skirmisher | 167 |
| Runic Gargoyle | 8 Soldier | 93 |
| Fire Temple Champion | 8 Soldier | 115 |
| Shadow Strangler | 9 Artillery | 172 |
| Meenlock Stalker | 9 Controller | 132 |
| Nagpa Corruptor | 9 Controller | 142 |
| Spirehorn Behemoth | 9 Elite Brute | 21 |
| Young Earthquake Dragon | 9 Elite Soldier | 69 |
| Howler Dread Hound | 9 Minion Controller | 110 |
| Cambion Wrathborn | 9 Skirmisher | 24 |
| Verbeeg Rowdy | 9 Skirmisher | 200 |
| Ogre Ironclad | 9 Soldier | 158 |
| Fist of the Stone Tyrant | 9 Soldier (L) | 163 |
| Awakened Rot Grub Swarm | 10 Brute | 167 |
| Blue Arcanian | 10 Controller | 17 |
| Chained Cambion | 10 Controller | 25 |
| Foulspawn Mockery | 10 Controller | 89 |
| Young Volcanic Dragon | 10 Elite Brute | 72 |
| Catoblepas Harbinger | 10 Elite Controller | 27 |
| Air Elemental | 10 Lurker | 80 |
| Shardmind Executioner | 10 Lurker | 175 |
| Scarecrow Shambler | 10 Minion Brute | 168 |
| Su Sentinel | 10 Skirmisher | 188 |
| Wood Nymph | 10 Soldier | 152 |
| Sea Kraken | 10 Solo Soldier | 122 |
| Verbeeg Ringleader | 11 Artillery (L) | 201 |
| Rage Devil | 11 Brute | 60 |
| Hill Giant Smasher | 11 Brute | 100 |
| Meazel Bravo | 11 Brute | 130 |
| Water Elemental | 11 Controller | 83 |
| Ogre Storm Shaman | 11 Controller | 159 |
| Verbeeg Trickster | 11 Controller | 201 |
| Pact Hag | 11 Controller (L) | 108 |
| Meenlock Corruptor | 11 Lurker | 133 |
| Su Ambusher | 11 Minion Soldier | 189 |
| Fire Elemental | 11 Skirmisher | 82 |
| Earth Elemental | 11 Soldier | 81 |
| Hill Giant Rockthrower | 12 Artillery | 101 |
| Meazel Hunter | 12 Artillery | 131 |
| Girallon Marauder | 12 Brute | 102 |
| Pale Bloodfiend | 12 Brute | 140 |
| Su Alpha | 12 Brute | 189 |
| Foulspawn Warpcaller | 12 Controller (L) | 89 |
| Adult Blizzard Dragon | 12 Elite Controller | 66 |
| Oblivion Moss Mindmaster | 12 Elite Controller | 155 |
| Eye of Shadow | 12 Elite Lurker | 22 |
| Cambion Infernal Scion | 12 Elite Soldier | 25 |
| Cloaker Ambusher | 12 Lurker | 34 |
| Mossling Hurler | 12 Minion Artillery | 156 |
| Mossling Vinecaller | 12 Minion Controller | 157 |
| Mossling Grower | 12 Minion Controller (L) | 157 |
| Kuo-Toa Mad One | 12 Minion Skirmisher | 124 |
| Mossling Creeper | 12 Minion Skirmisher | 156 |
| Mossling Guardian | 12 Minion Soldier | 155 |
| Norker Stone Shield | 12 Soldier | 148 |
| Derro Warrior | 13 Artillery | 49 |
| Son of Kyuss | 13 Brute | 180 |

| | | |
|---|---|---|
| Meazel Strangler | 13 Controller | 131 |
| Scarecrow Haunter | 13 Lurker | 169 |
| Wretch of Kyuss | 13 Minion Brute | 181 |
| Babau | 13 Skirmisher | 40 |
| Howler Doom Mastiff | 13 Skirmisher | 111 |
| Cinderhoof Trampler | 13 Skirmisher | 140 |
| Scarecrow Guardian | 13 Soldier | 169 |
| Nagpa Carrion Lord | 14 Artillery | 143 |
| Intellect Predator | 14 Controller | 119 |
| Adult Earthquake Dragon | 14 Elite Soldier | 69 |
| Shadow Puppeteer | 14 Lurker | 173 |
| Derro Thug | 14 Minion Brute | 49 |
| Derro Fanatic | 14 Skirmisher | 49 |
| Hill Giant Avalancher | 14 Skirmisher | 101 |
| Ironskin Warrior | 14 Soldier | 141 |
| Kuo-Toa Drowner | 14 Soldier | 125 |
| Ogre Dreadnought | 14 Soldier | 159 |
| Flameborn | 15 Artillery (L) | 116 |
| Kuo-Toa Lash | 15 Artillery | 125 |
| Winter Nymph | 15 Artillery | 152 |
| Stone Thrall | 15 Brute | 164 |
| Abyssal Hulk | 15 Controller | 199 |
| Adult Volcanic Dragon | 15 Elite Brute | 72 |
| Derro Harvester | 15 Lurker | 50 |
| Shardhorn Hunter | 15 Lurker | 141 |
| Beholder Spawn | 15 Minion Artillery | 22 |
| Norker Grunt | 15 Minion Brute | 149 |
| Norker Stone Walker | 15 Skirmisher | 149 |
| Derro Ironguard | 15 Soldier | 50 |
| Hell Knight | 15 Soldier | 57 |
| Herald of Kyuss | 16 Artillery | 181 |
| Greater Maw Demon | 16 Brute | 42 |
| Warped Slave | 16 Brute | 51 |
| Derro Savant | 16 Controller | 51 |
| Passion Devil | 16 Controller | 59 |
| Impersonator Mimic | 16 Controller | 135 |
| Earth Weird | 16 Controller | 164 |
| Slime Devil | 16 Lurker | 61 |
| Varoot Nerra | 16 Lurker | 145 |
| Mimic Spawn | 16 Minion Lurker | 135 |
| Frost Giant Berserker | 16 Skirmisher | 98 |
| Kuo-Toa Cutter | 16 Skirmisher | 125 |
| Banderhobb Warder | 16 Soldier | 18 |
| Tanarukk Flame Speaker | 17 Artillery | 191 |
| Girallon Alpha | 17 Brute | 103 |
| Gremlin Conniver | 17 Controller | 107 |
| Fire Giant Lavamaster | 17 Controller (L) | 96 |
| Elder Blizzard Dragon | 17 Elite Controller | 67 |
| Gremlin Prankster | 17 Minion Controller | 107 |
| Tanarukk Marauder | 17 Skirmisher | 190 |
| Banderhobb Filch | 17 Skirmisher (L) | 19 |
| Astral Hulk | 17 Soldier | 199 |
| Spell Howler of Vecna | 18 Artillery | 171 |
| Banderhobb Abductor | 18 Brute | 19 |
| Cloaker Lord | 18 Controller | 35 |
| Ghost Beholder | 18 Elite Controller | 23 |
| Catoblepas Tragedian | 18 Elite Controller | 27 |
| Meerak Nerra | 18 Minion Soldier | 145 |
| Swarm Devil | 18 Skirmisher | 62 |
| Fire Giant Flamedancer | 18 Skirmisher | 97 |
| Frost Giant Shield Bearer | 18 Soldier | 99 |
| Tanarukk Steel Warrior | 18 Soldier | 191 |
| Red Arcanian | 19 Artillery | 17 |
| Putrid Slaad | 19 Brute | 179 |
| Dream Hag | 19 Controller | 109 |
| Sillit Nerra | 19 Controller | 146 |
| Elder Earthquake Dragon | 19 Elite Soldier | 70 |
| Fire Giant Smokecaller | 19 Lurker | 97 |
| Hellwasp Colony Guard | 19 Minion Skirmisher | 58 |
| Secret of Vecna | 19 Skirmisher | 171 |
| Kalareem Nerra | 19 Soldier | 146 |
| Conflagration Orb | 20 Artillery | 117 |
| Nalfeshnee Swine Guard | 20 Brute | 44 |
| Greater Water Elemental | 20 Controller | 83 |
| Frost Giant Chieftain | 20 Controller | 99 |
| Mind Flayer Inquisitor | 20 Controller | 137 |
| Golden Slaad | 20 Controller | 178 |
| Elder Volcanic Dragon | 20 Elite Brute | 73 |
| Greater Air Elemental | 20 Lurker | 80 |
| Delphar Nerra | 20 Soldier (L) | 147 |
| Teltarym Nerra | 21 Brute | 147 |
| Intellect Glutton | 21 Controller | 119 |
| Greater Fire Elemental | 21 Skirmisher | 83 |
| Mind Flayer Scourge | 21 Skirmisher | 137 |
| Infernal Girallon | 22 Brute | 103 |
| Thoon Hulk | 22 Brute | 138 |
| Ultrodemon Schemer | 22 Controller (L) | 47 |
| Corruption Devil | 22 Controller (L) | 52 |
| Chosen of Imix | 22 Controller (L) | 117 |
| Ancient Blizzard Dragon | 22 Elite Controller | 67 |
| Howler Terror Incarnate | 22 Lurker | 111 |
| Tulgar Savage | 22 Minion Brute | 195 |
| Tulgar Flesh Hunter | 22 Skirmisher | 195 |
| Greater Earth Elemental | 22 Soldier | 81 |
| Drow Zealot | 23 Brute | 76 |
| Tulgar Warrior | 23 Brute | 196 |
| Nalfeshnee Tyrant | 23 Controller | 45 |
| Elder Brain | 23 Elite Controller | 139 |
| Tulgar Half-Spirit | 23 Lurker | 196 |
| Hellwasp Devil | 23 Skirmisher | 58 |
| Chthonic Stoneshaper | 24 Artillery | 165 |
| Tulgar Spirit Talker | 24 Controller | 197 |
| Ancient Earthquake Dragon | 24 Elite Soldier | 70 |
| Draegloth Abomination | 24 Lurker | 77 |
| Drow Shadowblade | 24 Lurker | 78 |
| Corrupted Lecher | 24 Minion Lurker | 54 |
| Chthonic Apostle | 24 Soldier | 165 |
| Drow Archmage | 25 Artillery | 78 |
| Lolth's Reaver | 25 Brute | 183 |
| Summer Nymph | 25 Controller (L) | 153 |
| Ancient Volcanic Dragon | 25 Elite Brute | 73 |
| Aspect of Lolth | 25 Elite Lurker | 128 |
| Corrupted Glutton | 25 Minion Soldier | 54 |
| Drow Exalted Consort | 25 Skirmisher | 79 |
| Astral Kraken | 25 Solo Controller | 123 |
| Forsaken Fearwrack | 26 Artillery (L) | 85 |
| Yuan-ti Abomination Berserker | 26 Brute | 213 |
| Spawn of Ulban | 26 Controller | 184 |
| Coil of Zehir | 26 Controller | 213 |
| Battle Weaver | 26 Elite Soldier | 204 |
| Corrupted Monger | 26 Minion Artillery | 55 |
| Molt of Zehir | 26 Minion Skirmisher | 215 |
| Prison of Mual-Tar | 26 Soldier | 12 |
| Yuan-ti Abomination Spitter | 27 Artillery | 214 |
| Mist Hag | 27 Controller (L) | 109 |
| Drow Lady of Spiders | 27 Elite Controller (L) | 79 |
| Thought Weaver | 27 Elite Controller (L) | 204 |
| Hex Weaver | 27 Elite Lurker | 205 |
| Corrupted Idler | 27 Minion Soldier | 55 |
| Forsaken Loreseeker | 27 Minion Soldier | 86 |
| Herald of Colorless Fire | 27 Skirmisher | 13 |
| Forsaken Infiltrator | 27 Skirmisher | 85 |
| Yuan-ti Malison Guard | 27 Soldier (L) | 213 |
| Godslayer Inferno | 28 Artillery | 14 |
| Forsaken Slaughterer | 28 Brute | 86 |
| Emissary of Caiphon | 28 Controller (L) | 185 |
| Yuan-ti Malison Blessed | 28 Controller (L) | 214 |
| Spell Weaver | 28 Elite Artillery | 203 |
| Eclavdra, Exarch of Lolth | 28 Elite Soldier (L) | 129 |
| Yuan-ti Malison Assassin | 28 Lurker | 215 |
| Corrupted Lunatic | 28 Minion Brute | 56 |
| Shard of Uralinda | 28 Minion Soldier | 14 |
| Yuan-ti Malison Stalker | 28 Skirmisher | 215 |
| Klurichir | 28 Soldier | 41 |
| Forsaken Mastermind | 29 Controller (L) | 87 |
| Sire of Corruption | 29 Elite Controller (L) | 53 |
| Molydeus | 29 Elite Soldier | 43 |
| Corrupted Craven | 29 Minion Controller | 56 |
| Serpent of Nihal | 29 Minion Lurker | 186 |
| Light of Amoth | 30 Brute | 15 |
| Allabar, Opener of the Way | 30 Solo Soldier | 187 |
| Imix | 32 Solo Controller | 113 |
| Ogrémoch | 34 Solo Soldier | 160 |
| Lolth | 35 Solo Lurker | 126 |


FIND MORE
Adventure
EVERY WEDNESDAY
At a Store
Near You
D&D Encounters™ is an exciting, weekly gaming program that lets you play in an ongoing D&D® campaign—one epic encounter at a time.
As you defeat enemies, solve puzzles, finish quests, and perform heroic deeds, you'll earn "renown" points that you can use to get exclusive rewards that will give your character an in-game advantage.
Find a store near you.
DUNGEONSANDDRAGONS.COM
TM & © 2010 Wizards of the Coast LLC
DUNGEONS & DRAGONS
ENCOUNTERS

# Guess What's Coming to Dinner

A wide-eyed band of heroes stands before a gaping archway—the dark maw of an ancient dungeon filled with treasures yet to be plundered. Haunting the chambers and corridors of this forlorn oubliette are vile monsters the likes of which the heroes have never faced. . . .

This Dungeons & Dragons® core rulebook introduces an innovative monster stat block format that makes running monsters easier for the Dungeon Master. *Monster Manual® 3* also presents a horde of iconic monsters that fit easily into any campaign, including:

- New variants of existing monsters, such as the gnoll war fang, the ogre dreadnought, and the putrid slaad.
- Updates of popular and iconic monsters from previous editions, including the cloaker, the nalfeshnee demon, the mimic, the quasit, the rot grub, and the thrikreen.
- Catastrophic dragons, including the earthquake dragon and the volcanic dragon.
- Epic threats, including Lolth (Demon Queen of Spiders) and Imix (Prince of Elemental Fire), along with evil underlings and cultists.

For use with these 4th Edition Dungeons & Dragons® products:

*Player's Handbook®* core rulebooks

*Dungeon Master's Guide®* core rulebooks

*Monster Manual®* core rulebooks

*D&D® Miniatures* *D&D® Dungeon Tiles*

GET MORE AT
D&D INSIDER™
www.dndinsider.com

d20 SYSTEM™

Wizards®

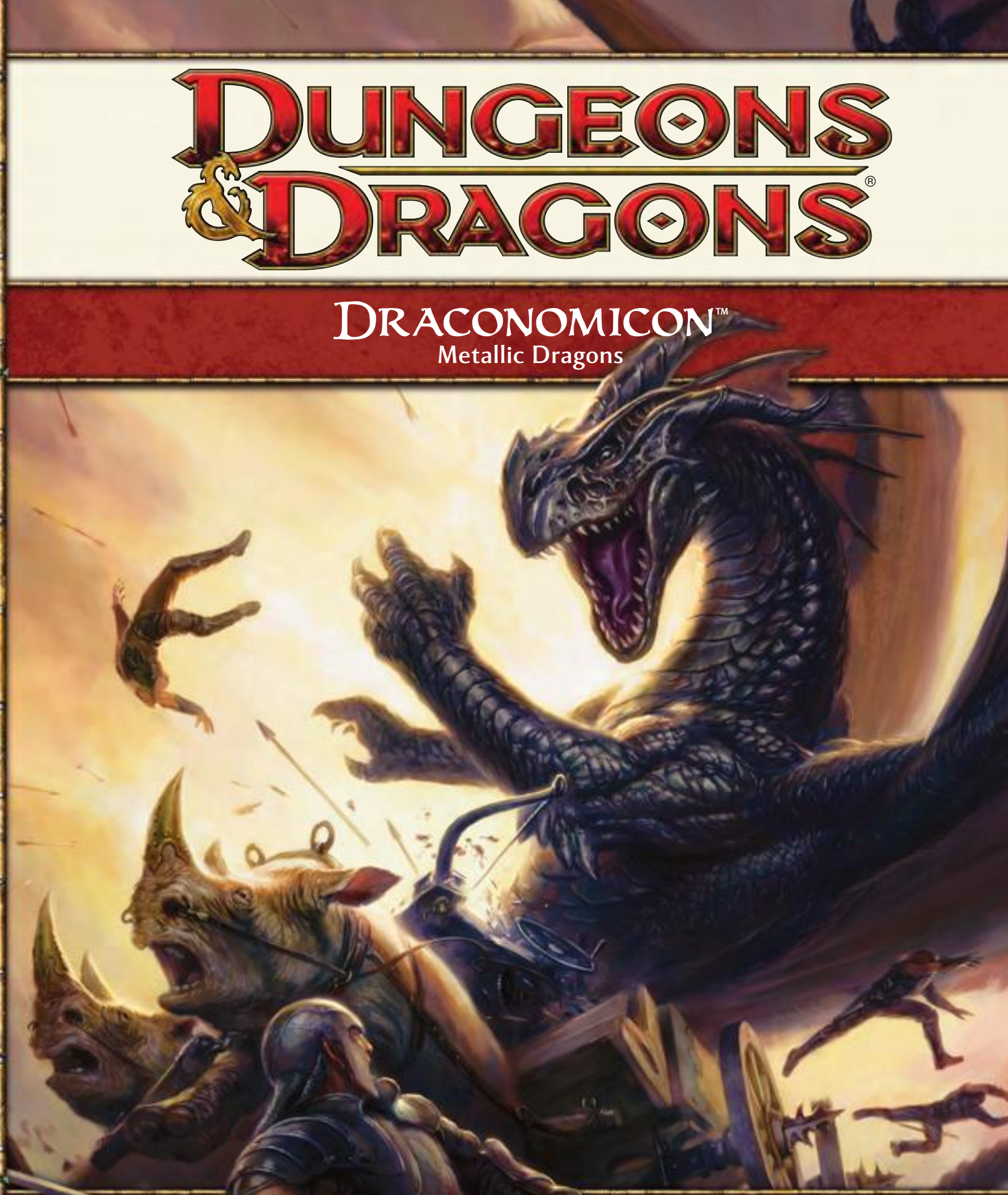
ISBN: 978-0-7869-5490-2

9 780786 954902 53495 EAN

Sug. Retail: **US $34.95** CAN $41.00
Printed in the U.S.A. **253840000**

# Dungeons & Dragons®

## Draconomicon™
### Metallic Dragons



ROLEPLAYING GAME SUPPLEMENT

Richard Baker • Ari Marmell

# Dungeons & Dragons®

## Draconomicon™

### Metallic Dragons

ROLEPLAYING GAME SUPPLEMENT

Richard Baker • Ari Marmell

# CREDITS


Design
**Richard Baker (lead), Ari Marmell, Peter Lee, David Noonan, Robert J. Schwalb**

Additional Design
**Logan Bonner, Kolja Raven Liquette, Stephen Radney-MacFarland, Chris Youngs**

Development
**Stephen Radney-MacFarland (lead), Logan Bonner, Peter Schaefer**

Editing
**Logan Bonner (lead), Dawn J. Geluso, Joanna G. Hurley, Jessica Kristine, Jean Nelson**

Managing Editing
**Kim Mohan**

Director of D&D R&D and Book Publishing
**Bill Slavicsek**

D&D Creative Manager
**Christopher Perkins**

D&D Design Manager
**James Wyatt**

D&D Development and Editing Manager
**Andy Collins**

D&D Senior Art Director
**Jon Schindehette**

Art Director
**Mari Kolkowsky**

Cover Illustration
**Todd Lockwood (front), Chippy (back)**

Graphic Designers
**Keven Smith, Leon Cortez, Emi Tanji**

Additional Graphic Design
**Mari Kolkowsky**

Interior Illustrations
**Dave Allsop, Kerem Beyit, Zoltan Boros & Gabor Szikszai, Chippy, Wayne England, Jason A. Engle, Tomás Giorello, Lars Grant-West, Ralph Horsley, Howard Lyon, William O'Connor, Chris Seaman, Franz Vohwinkel**

Cartographers
**Jason A. Engle, Stephen Radney-MacFarland**

Publishing Production Specialist
**Erin Dorries**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Carmen Cheung**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).

620-24210000-001 EN
9 8 7 6 5 4 3 2 1
First Printing:
November 2009
ISBN: 978-0-7869-5248-9

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277



Dungeons & Dragons, D&D, d20, d20 System, Wizards of the Coast, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *Draconomicon*, Eberron, Forgotten Realms, Dragonlance, *D&D Insider*, *Divine Power*, *Manual of the Planes*, *Martial Power*, *Scepter Tower of Spellgard*, Magic: the Gathering, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast LLC in the U.S.A. and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Other trademarks are property of their respective owners. Printed in the U.S.A. ©2009 Wizards of the Coast LLC.


VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

# CONTENTS


1: DRAGON LORE ..... 4
Origins ..... 6
Physiology ..... 10
Life Cycle ..... 12
Outlook and Psychology ..... 16
Society ..... 20
Religion ..... 24
Metallic Dragons in Detail ..... 26
Adamantine Dragons ..... 26
Brass Dragons ..... 27
Bronze Dragon ..... 28
Cobalt Dragon ..... 30
Copper Dragons ..... 31
Gold Dragons ..... 32
Iron Dragons ..... 33
Mercury Dragon ..... 34
Mithral Dragons ..... 35
Orium Dragons ..... 36
Silver Dragons ..... 38
Steel Dragons ..... 39

2: DM'S GUIDE TO DRAGONS ... 40
Dragons in the World ..... 42
Metallic Dragon Patrons ..... 42
Other Campaign Roles for a Metallic Dragon ..... 44
Dragons in the Background ..... 47
Draconic Encounters ..... 48
Combat Encounters ..... 48
Subdual Encounters ..... 49
Social Encounters ..... 50
Draconic Traps ..... 56
Adventures ..... 62
Adventure Hooks and Quests ... 62
The Secret Audition ..... 62
The Golden Facade ..... 62
The Inside-Out Lair ..... 63
Shell Game ..... 64
Unmask the Conspirator ..... 65
The Good of the Many ..... 65
Draconic Campaigns ..... 66
Awaken the Sleepers ..... 66
Prophecy of Doom ..... 67
A Little Knowledge ..... 68
An Age of Endless Storms ..... 69
The Broken Throne ..... 70
The Pontifex Wyrm ..... 71
Draconic Organizations ..... 72
The Blood of Barastiss ..... 72
The Guardians of the Gates ..... 73
The Grand Assemblage of the League of Eternal Discovery ..... 75
The Solemn Order of the Knights of Saint Vercesien the Gold ..... 76
Artifacts ..... 78
Blood of Io ..... 78
Seal of the Lawbringer ..... 80

3: DRAGON LAIRS ..... 82
Designing a Dragon Lair ..... 84
Purpose ..... 84
Attendants ..... 85
Unusual Lairs ..... 85
Goblin Folly ..... 86
Escaping Goblins ..... 88
Uneasy Sentries ..... 89
Standoff ..... 90
The Terror of Prospect Hill ..... 92
Entering the Fort ..... 94
The Central Lair ..... 96
Tulkau Shayn ..... 98
Approaching the Cave ..... 100
Cave Entrance ..... 102
Stirge Chamber ..... 104
Zanathakla's Wrath ..... 106
Mines of Bolmarzh ..... 108
The High Hall ..... 112
Chasm Battle ..... 114
Vanathia's Lair ..... 116
The Breaking Tide ..... 118
Feeding Frenzy ..... 120
On the Rocks ..... 122
Methenaera the Mead-Keeper ..... 124
Upper Chamber ..... 126
Lower Chamber ..... 128
The Edge of Chaos ..... 130
Rage of Angels ..... 132
Radiant Array ..... 134
Agent of Prophecy ..... 136
Citadel of the Golden Architect ..... 138
Mute Sentinels ..... 142
Night Haunt ..... 144
Gold Madness ..... 146
The Earthen Dagger ..... 148
Fire at Will ..... 150
Poisoned Pit ..... 152

4: NEW MONSTERS ..... 154

METALLIC DRAGONS ..... 156
Brass Dragon ..... 156
Bronze Dragon ..... 158
Cobalt Dragon ..... 161
Mercury Dragon ..... 163
Mithral Dragon ..... 166
Orium Dragon ..... 169
Steel Dragon ..... 172
Metallic Wyrmlings ..... 174
Adamantine Dragon Wyrmling ..... 174
Brass Dragon Wyrmling ..... 175
Bronze Dragon Wyrmling ..... 176
Cobalt Dragon Wyrmling ..... 176
Copper Dragon Wyrmling ..... 177
Gold Dragon Wyrmling ..... 178
Iron Dragon Wyrmling ..... 179
Mercury Dragon Wyrmling ..... 180
Mithral Dragon Wyrmling ..... 180
Orium Dragon Wyrmling ..... 182
Silver Dragon Wyrmling ..... 182
Steel Dragon Wyrmling ..... 183

HOLLOW DRAGONS ..... 184

OTHER CREATURES ..... 186
Couatl ..... 186
Couatl Rogue Serpent ..... 186
Couatl Redeemer ..... 186
Draconian ..... 188
Adamaaz Draconian ..... 188
Aurak Draconian ..... 189
Baaz Draconian ..... 189
Bozak Draconian ..... 190
Ferak Draconian ..... 191
Kapak Draconian ..... 191
Kobaaz Draconian ..... 192
Sivak Draconian ..... 192
Drake ..... 194
Liondrake ..... 194
Vulture Drake ..... 194
Drakkensteed ..... 196
Drakkensteed ..... 196
Grave-Born Drakkensteed ..... 196
Cobalt Dragon-Bred Drakkensteed ..... 196
Kobold ..... 198
Dragonkin Kobold ..... 198
Wyrmguard Kobold ..... 199
Three-Tooth ..... 201

DRAGON HALL OF FAME ... 202
Andraemos ..... 202
Bahamut ..... 204
The Old Man with the Canaries ..... 204
Bahamut's Dragon Form ..... 207
Aspect of Bahamut ..... 208
Kuyutha, Exarch of Bahamut ... 209
Jalanvaloss ..... 210
Niflung ..... 212
Silvara ..... 214
Valamaradace ..... 216

ELITE DRAGONS ..... 218
Sample Elite Dragon ..... 218

ALTERNATIVE POWERS ..... 219

CHAPTER 1

# Dragon Lore

*If a man wishes to become a hero, then the serpent must first become a dragon: otherwise he lacks his proper enemy.*
—Friedrich Nietzsche

**Few creatures** can match the power and splendor of dragons. Armed with claws and fangs that can rend steel, armored in scales as tough as iron, faster than an eagle in flight, and strong enough to shatter castle gates, a full-grown dragon is an awesome foe. Dragons would be exceedingly dangerous creatures even if they were dumb, ordinary beasts, because of their size and power. But they are also gifted with cold, calculating reason and furnaces of elemental energy that provide them with terrible breath weapons.

In some places and times, dragons are scarcely more than legend, creatures so rare and mysterious that centuries pass without a sighting of one. In other times, dragons rule over the world, darkening the skies and destroying or subjugating lesser beings. The current age falls somewhere between these extremes. In the few centers of civilization, dragons are a rare sight. The typical farmer or merchant might see a dragon only once or twice in his life. But in the borderlands or the great wide wildernesses surrounding those domains, dragons are much more common.

This chapter explores the nature of metallic dragons and their place in the world. It includes the following topics.

- **Origins:** How metallic dragons arose in the world, and why they differ from their chromatic kin.
- **Physiology:** A summary of the physical traits that give dragons their unique strengths.
- **Life Cycle:** The stages of a dragon's life, from conception to death.
- **Outlook and Psychology:** A look at the workings of a typical dragon's mind, and how a dragon's power and self-absorption color its personality.
- **Society:** A discussion of the interactions of the highly social metallic dragons.
- **Religion:** How these prideful creatures view the deities, and which ones they consent to worship.
- **Metallic Dragons in Detail:** A brief look at each of the twelve kinds of metallic dragons.

RALPH HORSLEY

RCH
8·09

Dragons have soared through the skies of the world and roamed the far reaches of the cosmos since the earliest days of creation. They are the greatest of mortal creatures, although few in number compared to the myriad hosts of humankind or the numberless hordes of goblins or orcs. Although scores, perhaps hundreds, of dragons are remembered in the myths and the legendary histories of the mortal world, only a handful of sages know the tale of the world's first dragons.

## First Dragons

In the beginning of the world, the gods gave life to the naked substance of the world forged by the primordials. During the days of creation, the gods forged countless mortal vessels, giving rise to all the races, beasts, and plants that would populate the world. But the deity Io chose to bend his will toward creating mortal vessels that would not only live in the world of elements, but would give life and soul to the elements themselves. To contain the awesome power of elements given life, Io had to shape mortal vessels of tremendous strength and hardiness. And so he created the most powerful of all mortal creatures: the dragons.

Learned metallic dragons believe that each time Io created new dragons, he was in a different mood. The god's demeanor laid the seeds that determined what those dragons would eventually become. When Io was filled with compassion and the desire to help others, he created dragons that transformed into metallics after his death. When Io spawned dragons to sate his avaricious or destructive impulses, the god's dark emotions eventually warped those dragons into the first chromatic and catastrophic dragons. In the ages following Io's death, these seeds altered dragonkind into its various kindreds.

Naturally, catastrophic and chromatic dragons do not hold with this version of Io's story. Scourge dragons like it even less—according to this legend, scourge dragons are poor imitations of true dragons, created by jealous godlings that lacked Io's secret of fusing elemental energy with mortal form and soul. Scourge dragons detest this ages-old "slander," and deal harshly with any sage or scholar they find propagating the tale.

## Children of Io

Foremost among the gods in valor and physical power, Io fought and defeated many primordials in the Dawn War. Similarly, his mighty children stood at the forefront of all mortal beings in the fight to preserve creation from the unchecked elemental forces of the angry primordials. But Io finally met an enemy who was his match: the primordial Erek-Hus, the King of Terror. The King of Terror slew Io, and the primordials seemed on the verge of victory. Then, from Io's shattered body, two new gods arose: Bahamut, the Platinum Dragon, and Tiamat, the Chromatic Dragon.

Bahamut and Tiamat together defeated the King of Terror, but then Tiamat turned against the noble Bahamut and attempted to seize dominion over all dragons. Io was a deity who incorporated both honor and fury, ambition and resolve, a love of beauty and a desire to possess it. Tiamat inherited many of Io's darker traits, and she could not suffer the existence of an equal or allow any other creature to reign over dragonkind. Bahamut obtained more of Io's noble qualities and the greater part of Io's strength. The Platinum Dragon defeated Tiamat, and she retreated to the dark depths of Tytherion. She took little part in the rest of the war against the primordials. Bahamut went on to become a champion for the gods nearly as noble and powerful as Io had been.

## The War of Dragons

The bitter strife between Io's heirs carried over to all of dragonkind. For a long age of the world, chromatic dragons battled furiously to throw down Bahamut and elevate Tiamat as the Queen of All Dragons. More than once, metallic dragons established wise

### The Legend of Perfection

Though most dragons believe the different types of dragons arose after Io's death, many metallic dragons claim otherwise. According to the tales they favor, Io created each kindred in turn, growing in skill and understanding with each effort. The catastrophic dragons were Io's first effort to shape mortal vessels that could incorporate living elemental power. They were slaves to their own elemental natures; the elements within warped and twisted the draconic vessel. Io set them aside and shaped the chromatic dragons next, giving them bodies better suited to containing the elemental energy without being changed by it. But these dragons, while true to the physical form that Io intended, had souls that could not master the base passions of their own elemental nature. These too Io set aside. Finally Io forged the metallic dragons, now perfected in both body and soul to be masters of their nature, and not slaves to it. Naturally, the metallic dragons are Io's last and finest creation—or so the old and proud among metallic dragons claim.

KEREM BEYIT

and justly ruled kingdoms over the lesser mortals of the world only to watch their realms destroyed by furious hordes led by wrathful flights of chromatic dragons. But in time, the battles of dragon against dragon grew sporadic, and then ebbed to a rarely remembered collection of old challenges and vendettas. Dragons had grown fewer in number, and those that remained grew more strong-willed, more suspicious, and more self-absorbed as the ages passed. Io had made dragonkind too strong, too proud, to surrender its will to any cause for long, or to acknowledge the dominion of others—even their own kind.

Dragons have rarely united for any great cause. Old rivalries and suspicions dating back to the earliest days of Bahamut and Tiamat's war divide the races of dragonkind irreparably. Although the fiercest feuds are between chromatic and metallic dragons, plenty of suspicions exist between different varieties within each family. Silver dragons hate red dragons, but they also distrust the imperial ambitions of gold dragons and dislike the avarice of copper dragons. White dragons hate and fear the much stronger silver dragons, which often push them out of their chosen territory, but they are just as wary around red dragons, which are likely to demand tribute or kill them. In fact, for many dragons, their worst enemies are other dragons of their own color or kind.

## Io's Charge

Tiamat's drive for dominion over dragonkind is not the only cause of strife between the various types of dragons. Metallic dragons see the world and their place in it differently from how their chromatic or catastrophic cousins do. They remember the words of Io and the stories of his deeds, and discern in them a great purpose for dragonkind. Metallic dragons believe that Io created dragons with their awesome strength, intelligence, and magical might in order to inspire and protect all the lesser mortals of the world. They believe that dragonkind is charged with defending the world against primordial forces that would destroy it, leading mortal civilization, and shaping the world's affairs to someday create the world that Io decreed long ago. Metallic dragons refer to this high purpose as Io's Charge—a great philosophy of existence shaped by ancient prophecies and revelations.

Not all metallic dragons know of Io's Charge, and some that do know of it don't care. Iron, adamantine, and cobalt dragons lead savage and reclusive existences and have little knowledge of the ancient history of their own kind. These dragons make their way in the world by their own wit, power, and judgment, seizing whatever territory or treasure they can and holding it for as long as possible. Other metallics regard Io's Charge as a dream of childlike naïveté, long ago poisoned by Tiamat's greed and ambition and lost forever in the sundering of dragonkind. The cynical among metallic dragons ignore Io's Charge outright, seeing no reason why they should exert themselves on any other creature's behalf. But though some dragons have forgotten it and others have abandoned it, Io's Charge still guides the actions of many of the world's most powerful metallic dragons. Gold, silver, mithral, and orium dragons are especially likely to honor Io's Charge and allow its ancient wisdom to inform their actions.

Those dragons that accept Io's Charge differ greatly (and sometimes violently) on what exactly it means and how it should be met. Gold dragons often interpret Io's Charge as a mandate to rule over lesser

creatures as a just monarch. Steel dragons tend to believe that Io's Charge is best served by safeguarding the freedom of lesser mortals to find their own path. Some dragons think that Io's Charge requires them to crusade mercilessly against races, societies, or institutions they find objectionable. Others believe that Io's Charge is best answered through providing guidance and inspiring examples to the other races of the world.

The other families of dragonkind have different views of Io's Charge. Catastrophic dragons regard the whole idea as pure fancy (if they've heard of it at all) and believe that Io left no great philosophy to guide dragonkind. Chromatic dragons and scourge dragons, on the other hand, believe that the great purpose of dragons is to do as they please with the world and its people. In their view, might makes right, and Io made them the most powerful creatures in the world so that they could subjugate, plunder, and destroy to their hearts' content. When chromatic dragons debate philosophy (a rare occasion, but it's been known to happen), they argue that metallic dragons have fatally misinterpreted and embellished the pure and simple purpose of Io's Charge, which is nothing more or less than the divine mandate to dominate the world and revel in its riches.

## Good and Evil

Given their drive to dominion, the age-old war against chromatic dragons, and the complexities of Io's Charge, metallic dragons play many roles on the world stage. They are kings, counselors, and teachers that seek to bring out the best in others; prophets, visionaries, and oracles that steer the course of events to come; meddlers and manipulators, toying with the fates of kingdoms; protectors and guardians, sometimes benevolent and sometimes absolutely ruthless; gluttons and misers; tyrants and destroyers; great champions and wicked schemers. Just as humans and members of other mortal races do, dragons walk many paths in life.

More so than most other types of dragons, metallics discover and pursue great causes and high purposes. Some are just as brutish and shortsighted as the worst chromatics, of course, but most seek something more than comfortable lairs and plentiful food. Of course, the combination of powerful, long-lived, highly rational beings and great purposes is not necessarily beneficial for the rest of the world. It's unusual for metallic dragons to embrace wantonly evil causes, but many of the purposes they do conceive can be callous, ruthless, destructive, or tyrannical in the eyes of the lesser creatures caught up in draconic dreams.

Metallic dragons are much more likely than other dragons to incorporate humans and members of other sentient races in their machinations. An old, powerful red wyrm might look at a rich dwarven kingdom and plan to despoil it, but a gold wyrm might plot something potentially worse: ways in which it can seize control of that realm for centuries to come and direct its growth and resources to the dragon's purposes. The red wyrm eventually leaves, but the gold wyrm might never finish its work.

With this example in mind, the three salient truths that one should keep in mind about the so-called "good" metallic dragons are these:

**1. Not all metallic dragons are good.**
Some metallic dragons are, in fact, of evil or chaotic evil alignment. Silver and gold dragons are not often evil, but it's not uncommon to find truly evil representatives of the baser metallic dragons, such as iron or cobalt dragons. Some evil metallic dragons regard weaker creatures as miserable rabble to be enslaved, plundered, or toyed with on a whim. Other evil metallic dragons harbor a twisted view of Io's Charge and shape human realms to fit their own dark desires, using whatever means are effective.

**2. Unaligned metallic dragons often pursue dangerous objectives.**
Dragons that aren't committed servants of evil might prove just as dangerous as those that are. Many of the more brutish dragons are highly territorial, quick to anger, or easily lured into hostile actions by the promise of rich rewards. Others regard the power and fortunes of their favored human tribes or realms to be a reflection of their own power. They build up the strongest, most loyal kingdoms to govern, whether these realms are savage, oppressive, warlike, corrupt, or decadent. Wiser, more patient dragons might easily become caught up in the game of toying with kingdoms and history, often to the great detriment of the people who attract their interest.

**3. Even good dragons can be terrible enemies.**
Powerful metallic dragons that serve good in the world can still pose threats to heroic characters. A good dragon might choose to destroy a band of heroes to defend some site or artifact, to fulfill an ancient oath, or to prevent a great evil. Given their long lives and their overwhelming pride and confidence, dragons think little of making the hard choices for lesser creatures and sacrificing the few for the good of the many. True compassion is rare indeed among dragonkind.

## DRAGONS IN HERALDRY

As you might expect of the world's most majestic and powerful creatures, dragons are featured in all manner of heraldic devices and coats of arms. Though culture in the world isn't monolithic enough for widespread, unified systems of heraldry, everyone is familiar with the traits of dragons. Images of dragons can appear as charges (appearing in one of the divisions of a shield) or supporters (figures that stand to either side of the shield and appear to be holding it upright). Dragons are also used as crests, small figurines that top helmets.

Each variety of dragon symbolizes different qualities or virtues. Chromatic dragons in heraldry are viewed as martial, aggressive devices and usually belong to individuals or families who made themselves known through battle. Metallic dragons are regarded as devices signifying dominion and status, and they often reflect titles bestowed for loyalty and accomplishment. However, exceptions abound, and the dragons featured carry no real connotation of the owners' alignment or trustworthiness. A family whose coat of arms features a red dragon is as likely to be honorable and good as one whose coat of arms includes a gold dragon.

The dragons most commonly used in heraldry, and their heraldic qualities, are these:

**Adamantine:** Pride, immovability, or stoicism. Heroes who successfully defend some place against attack are often associated with this device.

**Black:** Death, tragedy, or terror. A black dragon device usually bears a negative connotation, but families that endure curses or heroes renowned for fearlessness in the face of the supernatural sometimes choose this device.

**Blue:** Ambition, superiority, knowledge. The blue dragon device often suggests arcane magic, but might also suggest arrogance. Families that include famous wizards often choose this device.

**Copper:** Wealth, prosperity, or mercantile interests, possibly also luck or good fortune. Families that have roots as merchants often choose copper dragons.

**Gold:** Divine right, nobility, or law. Gold dragon devices are considered royal in many lands and are usually reserved for the highest levels of the nobility.

**Green:** Cunning, revenge, beauty, or fey. Families sworn to overturn some ancient wrong might bear this device, as might those who claim eladrin or elven kinship.

**Iron:** Determination, courage, or zeal. The iron dragon connotes single-mindedness and ardor for battle, but it can also stand for mercilessness.

**Red:** Strength, power, or destruction. Families that took their lands by conquest often feature a red dragon in their heraldry.

**Silver:** Honor, duty, or sacrifice. The silver dragon is a favorite of families that include famous knights or paladins.

**White:** Rage, ferocity, or the hunt. The white dragon device often connotes a willingness to feud or a refusal to overlook slights.

WAYNE ENGLAND

Like their chromatic cousins, metallic dragons contain elemental magic bound inside their brawny reptilian frames. All varieties of dragons wield breath weapons directly related to the elemental energy that courses through their hearts and blood. Elemental energy also powers their magical abilities.

Metallic dragons advance through age categories as chromatic dragons do, growing stronger in every way as they progress through millennia of life.

## The Dragon's Scales

While a chromatic dragon relies on tough, leathery scales to repel attacks, the scales of a metallic dragon are partly composed of metal. Large, overlapping, platelike scales armor the dragon's back and head, growing smaller and more flexible along its limbs. Softer, smoother scales lie side by side on the dragon's belly. Each scale is infused with whichever metal is natural to that dragon. For example, the scales of a gold dragon are infused with a more durable form of gold, and the scales of a bronze dragon are mineralized with an alloy of copper and tin. A metallic dragon's scales are innately magical, as intrinsic to its elemental nature as its heart or blood.

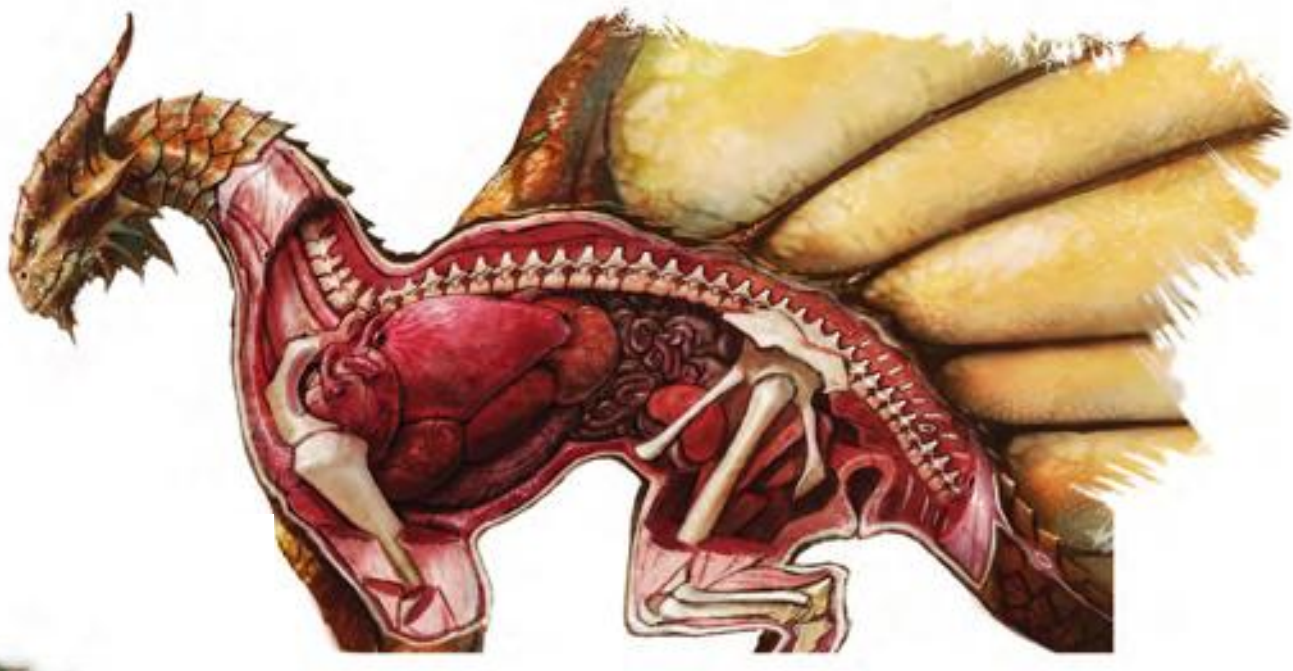
Although a metallic dragon's scales are largely inorganic, the dragon's body produces powerful enzymes that actively bond with and diffuse the metal content throughout their blood. Not only do these enzymes keep scales flexible, they also nourish the living parts of each scale and constantly thicken and replenish the nonliving parts throughout the dragon's life. When a scale is lost through injury or natural molting, it gradually becomes less organic and its metallic content solidifies as the enzymes dry out. This process leaves a dead, brittle scale interlaced with fine veins of pure inorganic metal. If properly smelted, a large detached scale can yield traces of pure metal. However, it is extremely tedious and time-consuming to separate the pure metal from the scales of a dead dragon, and in practice metallic dragon hides aren't worth any more than chromatic dragon hides.

Metallic dragon scales harvested for armor already benefit from being harder than steel, but lose their flexibility and become rigid. The residual metal content is weaker than the natural hardness of a dragon scale. Therefore, metallic dragon scales (with the exception of adamantine scales) do not greatly improve the protection value of armor made from dragon hide.

Many sages have noticed that in addition to its regular diet, a metallic dragon occasionally ingests metal objects appropriate to its kind. For example, a steel dragon can devour a mundane sword (with some care) and metabolize its substance. Although eating metal is by no means required for a metallic dragon, doing so increases the rate at which it regenerates lost scales.

## Internal Anatomy

As with most aspects of their external anatomy, chromatic and metallic dragons share the same organs with virtually no exceptions. Much of what makes a dragon an elemental force to be reckoned with begins with its dense heart, the single most powerful muscle of a dragon's body. Both chromatic and metallic



CHIPPY

dragons have the same vocal range, enormous lung capacity, a fundamentum (a unique organ that concentrates elemental power in the blood), an upper stomach for gathering *breath weapon* blasts, and a gizzard for digestion. Moreover, both chromatic and metallic dragons boast a large brain mass with an extra lobe for controlling their *frightful presence* ability and their capacity for instinctive learning.

The parallels between chromatic and metallic dragons continue in the muscular and skeletal structures that shape their feline postures, from which only the decidedly reptilian neck and tail deviate. A dragon's heart pumps elemental energy throughout its body, making actions possible that would otherwise be impossible. The energy lets it instill fear, stave off exhaustion, and fly on membranous wings. Flushed with elemental blood pumped from the heart, a metallic dragon can stave off fatigue while remaining airborne for hours or days at a stretch. Dragon bones are hollow like those of birds, but immensely strong. The pectoral muscles of a dragon are among the strongest muscle groups in the body, and the tendons and ligaments are exceptionally tough and supple.

The elemental heart of a metallic dragon regulates body temperature regardless of external altitude, environment, or weather. Its heart can also slow down enough to permit hibernation, sometimes for hundreds of years. The elemental energy that flows through the body of a metallic dragon allows it to digest, process, and even subsume virtually anything it eats.

Looking for the origin of moral impulses, some sages have devoted considerable study to the variances in brain composition between chromatic and metallic dragons. Specifically, they have searched for any part of the brain that controls the inclination for good or evil tendencies. The truth, however disappointing, is that no such moral center exists. Dragons are good-natured or evil-minded based on the whims of personality, fate, and experience, much like humans and members of other mortal races, although some varieties of dragon are inclined to be more violent, domineering, and irascible than others.

### Draconic Anatomy

*Draconomicon: Chromatic Dragons* features a more extensive discussion of draconic musculature, skeletal structure, organs, and more. Metallic dragons are much like chromatic dragons in most of these particulars; refer to that supplement for more information.

## Shapechanging Metallic Dragons

Most metallic dragons cannot assume the shapes of humanoids. Those that can have a considerable advantage over their peers, especially in matters of stealth and subterfuge. Shapechanged dragons normally assume the same appearance each time they change form. Other than that, no visual cues betray their true identities—they appear to be normal members of the creatures they imitate. However, some shapechanging dragons naturally include cosmetic characteristics that are borrowed from their metallic dragon bodies, such as eye or hair color that matches their scales. Age and gender of humanoid forms do not have to match those of dragons' natural forms. A male elder steel dragon, for example, could appear as a sprightly young female elf. Moreover, despite the radical difference in size between metallic dragons and humanoids, a disguised dragon's weight accurately reflects the dimensions of its current form. A dragon disguised as a bent and crooked old male human would weigh perhaps 150 pounds, not the thousands of pounds of its true draconic form.

Though a disguised dragon looks the same as a humanoid at a glance, telltale physical quirks can give them away. Although metallic dragons lose their bite, claw, tail, wings, and *breath weapon* in humanoid form, they retain their hit points, defense scores, resistances, and ability scores, leading savvy opponents to surmise that their target is a lot more resilient than appearances indicate.

When a dragon changes shape into humanoid form, the brain and heart make the polymorphic transition and function exactly the same way, pumping a font of magic-infused blood throughout the humanoid form. Sages have surmised that although a humanoid form lacks the mass of a metallic dragon, its elemental heart maintains the density of one. Finally, in addition to the brain, the extra lobe for controlling the *frightful presence* ability also crosses between forms, giving metallic dragons access to this one magical power in either body.

Though some varieties always develop the ability, every metallic lineage has a chance to produce shapeshifters. (See "Alternative Powers," page 219).

# LIFE CYCLE

To truly understand dragons, one must imagine lifetimes that play out across thousands of years. Empires come into power, thrive, and fade into antiquity while ancient metallic dragons indulge the dream of blissfully long sleep. In many respects, dragons are creatures for which the passage of time holds little meaning. Although most are not immortal, the oldest of their kind living today have witnessed the rise and fall of ancient empires.

Dragons of any kind have the potential to live for several thousand years, but metallic dragons are the longest-lived of the dragon families, and often live half again as long as chromatic dragons do (barring death by violence, of course). Conjecture on the reason for this difference is rampant, but most sages believe that the metallic content infusing the scales, blood, organs, and flesh of metallic dragons concentrates the dragons' innate elemental power as they age, and helps them to resist the onset of decrepitude. The baser varieties of metallic dragons, such as brass and steel dragons, often reach ages of 2,500 to 3,000 years. Nobler, more powerful metallic dragons (silver, gold, and mithral) can live two to three times that span.

As with chromatics, metallic dragons experience six stages of life: wyrmling, young, adult, elder, ancient, and twilight. Although metallic dragons mature at the same rate as chromatics and reach adulthood at about the same time, they age more slowly after that and do not grow to elder or ancient status as quickly. (Of course, they remain ancient dragons long after chromatic dragons slip into twilight.)

## Mating

Similar to chromatic dragons, metallic dragons become capable of mating halfway through their young stage of life, peak as adults, and diminish as elders and ancients. Not all dragons engage in the same mating rituals, but some patterns are common to most metallic dragons. Young dragons have little impulse to seek a long-term partner, but sometimes indulge in brief dalliances. These brief relationships rarely produce eggs, but if they do, the eggs are often fostered with older kin (or occasionally nondragons).

Adult dragons slowly awaken to a strong parental drive after establishing themselves in suitable lairs. Both parents closely watch the eggs, with either one becoming the caretaker while the other hunts for the couple, ensuring that one parent maintains a vigilant guard over the clutch. Because familial bonds are stronger among metallic dragons than among chromatics, these relationships rarely end until well after the wyrmlings hatch. Although either parent can raise wyrmlings alone, some metallic dragons—particularly orium, silver, and gold—stay together until their wyrmlings become young dragons.

Elder dragons, although still capable of reproduction, rarely mate. They are more inclined to foster or mentor the offspring of their own children. Ancient dragons do not normally seek out mates, but dragons that have not found a mate or produced descendants earlier in life sometimes choose to mate and lay eggs long after the time when most dragons do so. This

CHRIS SEAMAN

is especially true for ancient dragons that hold wide dominions or great power over the world and want to pass that power on to worthy heirs. Unlike with chromatic dragons, the desire for parenthood never truly goes away and finds many forms of expression throughout metallic dragons' lives.

Monogamy between metallic dragons is common, but each individual of a mated pair almost always maintains a separate lair, and the two spend most of their time apart. On rare occasions, mates form especially strong bonds and choose to reside together, sharing a lair for a few decades or even a century or two. Bronze, gold, orium, and silver dragons are the most likely to form these close bonds. However, once their wyrmlings have grown, most such pairs eventually separate—without young to hold them together, the dragons revert to their solitary ways.

## Eggs

Female dragons control whether or not mating produces fertile eggs. If a female is not satisfied with the circumstances—for example, the size or location of the lairs, or the selection of possible mates—she rarely produces eggs.

Chromatic and metallic dragons are somewhat similar when it comes to laying eggs, with the exception that metallic dragons are more protective of their unhatched eggs. Female dragons lay eggs in small clutches of one to five; the precise count depends on the dragon's variety. Metallic dragons lay their eggs less frequently than chromatic dragons because their eggs' incubation time is considerably longer. Female metallic dragons keep their eggs within their bodies for 18 to 24 months. Eggs typically incubate for two to five years before hatching.

Egg shape and size are comparable to those of chromatic dragons, and egg color resembles that of the parents' scales. Eggs are highly resistant to damage from the *breath weapons* of the parents, but weaken as the wyrmlings grow ready to hatch.

## Hatching

Metallic dragon wyrmlings slowly leech nutrition from the mineral content of the inner shell wall while hibernating during most of their incubation period. Metallic dragons are known to carry on conversations with their eggs. The metal shells weaken during this time, until the wyrmlings rouse from their sleep ready to hatch. An awakened wyrmling quickly grows impatient, clawing, pushing against, and blasting what remains of the inner shell with an early version of its *breath weapon*. Hatching usually takes less than an hour.

Metallic dragon wyrmlings that hatch into the world as orphans are exceedingly rare. Such an event happens only when both parents have been killed but their eggs remained well hidden. Moreover, most metallic dragons are willing to foster orphaned wyrmlings of their own line, so grandparents, aunts, or uncles can step in at need. Even evil metallic dragons are inclined to regard wyrmlings of their family line as potentially valuable minions or allies, and might go to the trouble of minding wyrmlings.

## Wyrmling

Wyrmlings hatch from their eggs as predators that have instinctive knowledge imprinted on their minds. They are not automatically born with the knowledge of bygone generations, but they understood much of what their parents said to them while they were still in the egg. Consequently, after years of incubation, most dragons hatch with an understanding of their familial connections and basic lessons about hoards, hunting, lairs, and territory.

Wyrmlings are not merely born into the mantle of presumed superiority, but are hatched with a tailored understanding of how their supreme presence fits into the hierarchy of the world. They waste no time using their limbs, can usually fly halfway through their first day, and are eager to hunt by day's end. Indeed, after hatching, there is little that gives metallic wyrmlings pause; they are highly precocious creatures.

Wyrmlings live with a parent or parents for several years, but are already willfully independent, exploring outside the territory of their parents as they grow bolder and larger. They seek out and form relationships with other dragons of their familial line, although some especially territorial metallics such as adamantine and cobalt dragons have little tolerance for wandering wyrmlings. It isn't uncommon for wyrmlings to approach humanoids as well, drawn by curiosity, a desire for companionship, or some meddlesome impulse.

If a metallic dragon wyrmling does hatch on its own without the protection of a parent, it can easily survive into adulthood on its own, relying heavily on its inherited instincts and physical bearing. Even a small wyrmling is roughly equal to a large mountain lion in size and power. Its instincts, however, cause an orphaned metallic wyrmling to fixate on a parental figure should one be offered. Even if raised by dragons of a different kind or by lesser creatures, the wyrmling's powerful instincts keep it true to its kind, regardless of how contrary teachings might otherwise lead it astray.

## Young

Although young chromatic dragons leave home and must immediately fight for survival against a world hostile to their presence, a young metallic dragon can take measured steps away from its parent and be more discriminating about how it leaves home. When a metallic wyrmling grows into a young dragon, it becomes eager to find its own lair. Its mind has been intractably gripped by a primal desire to make

a home for itself and gather a hoard on which to sleep. It is now a powerful predator the size of a large horse, with deadly fangs and claws, and wings that can carry it for hours at a time. Once a young dragon departs from its parents' lair, it cannot return without an invitation, which is almost never offered.

Fortunately for the wyrmling, its years as an independent-minded creature were not idly spent. A young metallic dragon usually leaves its parental lair knowing exactly where it wants to establish its own territory, having already done the necessary reconnaissance as a wyrmling. Moreover, this lair will not be a temporary or transitional residence. The wyrmling studies the lands that interest it carefully to ensure that it can fulfill its needs for a draconic lifetime. Naturally, the young dragon strives to find territory that is rich, full of game, and unclaimed by other dragons—or at least larger and more powerful ones.

## Adult

By the time a young metallic dragon comes into its own as an adult, it has established a lair that will serve it for the rest of its life. It is well on its way to gathering a significant hoard. If a metallic dragon plans to involve itself in humanoid affairs, either in its natural form or in a shapechanged guise, it sets the groundwork for those relationships during this time.

Although a metallic dragon becomes fertile approximately halfway through its "young" stage, a metallic dragon reaches its reproductive prime as an adult. After achieving the grandeur, independence, and predatory status of dragonhood it has so desperately craved since the earliest days of its life, an adult dragon begins to feel the drive to procreate. For one dragon this compulsion might be nothing more the urging of instinct, for another it could be a calm and calculated assessment of its biological needs, and for yet another it might manifest as a desire to achieve even greater fame and renown by creating worthy heirs. As a metallic dragon enters the springtime of its life, a female studies potential suitors, and a male competes for and even fights over the right to mate with a desirable female.

In years when mates are not available, the dragon devotes its energy to relentlessly expanding its territory, adding to its hoard, and establishing itself as the master of all it surveys. Adulthood is the time when a metallic dragon conceives its grand purposes and plans and begins to put them into motion. A member of one of the less intelligent or determined varieties—for example, an iron dragon—might not contemplate any great purpose until much later in life, but a silver or gold dragon begins fulfilling its own interpretation of Io's Charge in the flower of adulthood.

## Elder

Maturing into an elder dragon after several centuries of adulthood, a metallic dragon sits atop a veritable mountain of treasure, large enough to humble the wealth of a small barony. Regardless of this fact, the dragon's desire for more wealth remains insatiable. Any humanoid relationships established as an adult have long since come to fruition. An elder dragon holds a position of influence or leadership, as directly or indirectly involved in great affairs and endeavors as it cares to be.

As an elder, a metallic dragon can look back over multiple generations of progeny and feel pride and satisfaction in the families it has spawned. The drive to reproduce and the desperate need to establish territory have ebbed, which means an elder dragon is supremely self-confident. It is more patient and tolerant than a younger dragon. Even a violent and evil elder dragon is inclined to toy with weak enemies, or to solve problems by using subtle manipulation rather than sudden onslaughts.

CHRIS SEAMAN

Likewise, some elder wyrms find satisfaction in passing on their wisdom and life lessons to younger creatures—precocious wyrmlings and young dragons of their own familial lines, or sometimes humanoids of exceptional worth and charisma. Elder wyrms see the value in laying the foundations of legacies that will endure through the centuries, whether those legacies are in the form of destroyed enemies, mighty realms, or protégés that might go on to accomplish great deeds. They are sometimes willing to take under their wings younger descendants and orphaned dragons (provided they arrive with appropriate gifts) that are eager for their valuable and wizened insights about the world. A wyrmling raised by an elder dragon greatly benefits from the elder's experience and can become a formidable presence in the world.

## Ancient

Metallic dragons that attain this robust age are at the height of their power. They can defeat entire armies or lay waste to whole kingdoms. They are not merely forces to be reckoned with, they are the standard by which cataclysms are measured. In the end, dealing with a metallic dragon of this stature becomes less about slaying the creature and more about appeasing its whims. Cities have been abandoned to accommodate their demands, religions have paid homage to their self-proclaimed divinity, and barbaric tribes have launched great raids to garner plunder fit to offer ancient draconic patrons.

It's not surprising that lesser creatures chafe under the influence of ancient dragons. Rare is the accord that strikes a comfortable balance with these oldest of wyrms. Even the best-intentioned ancient dragon monarch or guardian is inflexible and unapproachable by human standards. This is not to say that ancient metallics are incapable of friendship, but that they have reached a point in their lives when only the most heroic and worthy of lesser mortals are worth their attention.

An ancient dragon has mastered every endeavor that caught its interest over the centuries, from simple games to planar rituals. It no longer has patience for trivial details or petty machinations. Most ancient metallics want to build a legacy of gold, magic, and accomplishment that will last forever, sustained by their fearsome reputations. Others think nothing of indulging any appetite or whim that comes to them, utterly heedless of the effects on lesser creatures nearby. Humans and other folk are too frail and ephemeral to merit concern.

## Twilight

Metallic dragons entering their twilight years diminish in power for the first time in their lives. Although twilight dragons are a little less effective in battle, only the foolhardy would consider dragons in this chapter of the life cycle to be vulnerable. A metallic dragon in this stage knows it is slowly dying, and is prepared for this eventuality. It has created a legacy that spawned legends and listened as these stories proliferated, were forgotten, and reemerged as myth.

Not the least part of this legacy is the dragon's hoard. Every metallic dragon handles this matter differently, but regardless of a dragon's kind, the distribution of its hoard will never be left to chance. Some metallic dragons bequeath their hoards to descendants. Some leave entire inheritances to promising heirs or favored charges. Still others place their hoards into the hands of organizations they fostered, ensuring that their influence will persist in perpetuity. In any event, these preparations will have been set into motion long before a twilight dragon succumbs to the ravages of old age. In one instance, a mercury dragon created an elaborate web of clues, puzzles, and traps rumored to span continents, oceans, and planes of existence, parceling out its treasure one piece at a time. It took centuries to arrange, and only after its completion did the mercury dragon finally allow itself to die.

## Death

Despite life spans that border on immortality, almost all dragons succumb to old age. (The exception is mithral dragons, which age but do not die; see page 166.) A metallic dragon, however, can choose the time and place of its demise. Whereas chromatic dragons often go out fighting, metallic dragons play out their final days exactly as planned: ceremonially, privately, publicly, religiously, or even by seeking out gods they worship. Few metallic dragons are interested in lying down to die without first arranging their personal matters. Some metallic wyrms are similar to chromatic dragons in their desire for glory, and those seek out a great rival for one last magnificent battle.

When a metallic dragon finally dies and its body is permitted to decompose naturally, its metal content breaks down and seeps into the ground, permeating the earth with veins of metal. Like chromatic dragons, metallic dragons are prone to environmental diffusion after death. The nature of the environmental change depends on the elemental energy of the dragon. For example, a gold dragon might diffuse into a fiery geyser or a scorching plain of stone.

### Dragons in Twilight

Dragons in twilight fall to one to three levels lower than ancient dragons (see "Increasing or Decreasing Level," page 174 of the *Dungeon Master's Guide*). You can also decrease their ability to recharge powers, or give a penalty to initiative and Perception checks to represent the encroachment of age.

Only a foolish or inept sage would ascribe humanoid traits to dragons. Moral precepts that people apply are based on the incorrect assumption that these creaturs have consciences. Most behave as they will, whether compassionately or pitilessly, not owing to alignment, but rather because their actions serve a larger purpose tied in with their goals. It would be fair to say that alignments have been imposed on dragons by humanoids to quantify the dragons' behavior and put themselves at ease.

## Draconic Dominion

Metallic dragons, unlike their chromatic or catastrophic kindred, rarely prey on humankind or rampage through human realms. They are not driven by the instinct to plunder or destroy. Instead, metallic dragons embody the draconic desire to dominate lesser creatures. A red wyrm might look on a human kingdom as a rich source of plunder and prey, but a gold wyrm sees that kingdom as something to be ordered to its own satisfaction. If it is especially benevolent, that gold dragon sees itself as a wise counselor, a loyal defender, and a stalwart ally of the realm. A different gold dragon might choose to reign openly over the realm, and another could be an inflexible tyrant and oppressor of the worst sort.

Even those metallic dragons that do not seek dominion over lesser races are often bound to them in other ways. Some are champions of good or evil, some are obsessed with old magic or ancient causes, and some are subtle manipulators engaged in a great game spanning the centuries. More than any other dragons, metallic dragons are interested and involved in the affairs of humanity.

## Drives

Most metallic dragons, with the exception of those that can change shape, share little in common with humanoids when it comes to their base desires and needs. In the end, chromatic and metallic dragons share similar motivations, especially when they pertain to hunting. If prey runs, a dragon feels drawn to pursue and run the creature down—but not without caution if pursuing an intelligent creature. Having the mobility and stamina to travel great distances means a metallic dragon can chase a fleeing opponent indefinitely. It stops only when its food has been caught and eaten, because there is no excuse for returning home with an empty belly.

Metallic dragons, however rational when calm, have a primal imperative to attack and kill chromatic dragons on sight, sparing little thought for their own safety and pausing only when the likelihood of failure—not death, but failure—is blatantly apparent. So powerful is this urge that if a metallic dragon reckons it can kill a nest of chromatic dragons at the expense of its own life, its instinctive mind deems that outcome acceptable. The compulsion to battle regularly causes metallic dragons to take on more than they can typically handle. Though dragons of all ages feel this urge, it's more powerful among young and adult metallics. Although chromatic dragons feel the same way toward metallic dragons, they already fight to survive in a world that vilifies their presence. For that reason alone, chromatic dragons pick their battles more carefully than metallic dragons do.

### The Family Line

Although the bonds of family are stronger among metallic dragons than among chromatic dragons, the bond between two metallic dragons that mate is limited to a finite time spent together for the wyrmlings' sake. After their offspring have departed from the lair, mated dragons are strongly drawn apart, back to solitude. If it wasn't for its powerful desire to extend its family line, a dragon would happily keep its own company. Even those dragons that have assumed humanoid forms for extended periods of time observe with bewilderment how humanoid couples and families can spend their entire lives with each other.

Although all dragons breed to ensure survival of their kind, the urge is particularly strong in metallic dragons. Sages attribute the reason to their longer gestation time and the innate awareness of how often their numbers are reduced by conflict against chromatic dragons. Metallic dragons also keep communication open among extended families. The more that a metallic dragon stays in contact with other metallics, though they are still separated by their respective territories, the easier it becomes to aid one's kin when the drive to fight chromatic dragons comes over them.

### The Hoard

Dragons of any kind deem their hoards—cascading piles of glittering coins, gems, and magic items—the marrow of existence. The hoard is why they hunt; it is the bed on which they sleep; it is the source of their self-worth. Dragons never grow bored with the acquisition of untold riches, even after thousands of years. This desire is, without a doubt, the single most important motivation in their lives. Even dragons that resist the natural inclination to possessively hoard wealth can still feel the instinct scratching in the backs of their minds, as if they are somehow missing out on treasure to which they are rightfully entitled.

LARS GRANT-WEST

Despite the constant lure of hoard-building, metallic dragons can still enjoy meaningful lives not consumed or overshadowed by the lust for wealth. Denying their nature, especially to themselves, would be futile. Better to remain introspectively aware of their weakness, to avoid letting it become an instrument of manipulation. As wyrmlings, dragons develop a psychological connection to treasure from which they never completely break free. More than leaving their parents, leaving the lair in which they were raised also means leaving the hoard around which they have played, not one coin of which travels with them abroad. When a wyrmling comes of age, it transitions from the considerable hoard of its parents to no hoard at all. This fact goes a long way toward explaining why young metallic dragons desperately start amassing wealth the moment they leave home.

### The Status Imperative

Any time a dragon interacts with a new creature socially, it immediately assesses how much of a struggle the new creature would put up in a fight. Dragons cannot suppress this instinct, even while conversing peacefully, because their predatory appetite creeps into the subtext of every spoken word. Try as they might to hide their hunting instinct, it translates through their unconscious body language. They size up creatures the way a humanoid might examine a piece of fruit in a marketplace.

For a dragon, establishing where it stands with a creature in combat allows it to adjust its posture accordingly. It lets the dragon know whether to behave arrogantly superior or—in the presence of more powerful opponents—to resort to bluster and subterfuge. Although one metallic dragon might keep this drive more in check than another, getting to know any potential prey is an automatic reaction that can't be controlled.

For this reason, disguising martial prowess is an effective way for some other creature to maintain the rapt attention of a dragon, which might otherwise categorize that creature as an insignificant threat or, worse yet, a possible meal. Not knowing where it stands against a new creature can infuriate or intrigue a metallic dragon. The dragon might invite an adventurer to a play a game of strategy, or make a sudden move to startle him or her into a revealing combat posture.

The benefits and downsides of someone concealing his or her true strength from a dragon are mostly situational. The dragon, driven by curiosity, will want to learn more about a mysterious adventurer, but then that person is the center of draconic attention, desired or not. A metallic dragon might initiate combat strictly for sparring purposes (but often without saying as much beforehand).

If adventurers intend to misrepresent themselves to a dragon, consider a skill challenge designed to fool the creature. Convincing a dragon to underestimate a potential foe might grant a bonus to attack rolls or initiative rolls. If a dragon is led to overestimate its foe, an adventurer might gain a bonus to Diplomacy or Intimidate checks. However, failing at such a ruse likely incenses the dragon, which brings an entirely different set of perils.

## Behavior

Metallic dragons exhibit a broad range of dispositions, ranging from violent territoriality to predatory inquisitiveness to simple bemusement at humanoid antics. Most metallic dragons take great pride in their powers of observation and logical faculties. They see

themselves as dispassionate and rational—though some are just as short-tempered and easily provoked as the most antagonistic of red dragons.

## Habitual Condescension

All dragons have an exceedingly high opinion of themselves. When they deign to engage in conversation with weaker creatures, dragons think they are demonstrating exceptional tolerance, and they expect that those they meet will be flattered by their attentions. Humanoids that find themselves in conversation with dragons would do well to show great appreciation for the honor; metallic dragons want their praises not only sung, but heralded loudly. Their need for affirmation does not stem from insecurity, but rather from a sense of entitlement. Metallic dragons that refrain from subjugating or preying upon humans do so because they're making a deliberate choice that goes against their true instincts. As such, they believe that in exchange for the gift of not being hunted and regularly eaten, humanoids should praise metallic dragons, and some dragons expect nothing less than outright worship.

Little separates the way chromatic and metallic dragons think. All dragons are supremely arrogant, incredibly self-centered, and strongly inclined to view lesser creatures strictly in the light of what possible uses they offer. It does not occur to dragons that humanoids exist for any other purpose than to serve the dragons' designs. The brief and trifling time that humanoids spend breathing requires direction, which they are gracious enough to provide. In the case of chromatic dragons, this attitude means they see humans and other humanoids as sources of food, treasure, or entertainment to be cruelly or callously exploited at will. Most metallic dragons, on the other hand, see humanoids as valuable resources, and carefully cultivate them over the centuries in order to achieve goals they deem appropriate. The rarest and kindest metallic dragons feel obligated to help humanoids build worthy realms and prosper.

Although it's not hard to imagine why dragons elevate themselves above virtually every other kind of creature (going by their physical stature and elemental power alone), pinning down the metallic dragons' inclination to nurture rather than neglect humanoids is more difficult. The divine answer points to Bahamut as the source, because the Platinum Dragon embodies all that was altruistic, charitable, logical, and patient in Io. The mundane answer, however, is that most metallic dragons are supremely rational creatures that see cruelty and callousness as wasteful. They therefore regard their humanoid neighbors with cold, dispassionate logic, which dictates that resources such as humanoids are best used with care. Some dragons come to believe that empowered humanoids are productive humanoids. Whether humanoids' power is real or imagined, they can achieve more when they are not devoured or robbed at random. Truly good dragons might still manipulate and sacrifice lesser creatures, but at least they do so based on the firm conviction that their guidance makes the world a better place.

The only time metallic dragons make any effort to suppress their natural arrogance toward lesser creatures is when they assume humanoid form to infiltrate their societies. To describe these occasions as trying for the dragon would be an understatement. A metallic dragon must constantly bite its tongue to blend in among the rabble. It takes practice, sometimes perfected over centuries, before a metallic dragon can make this transition seamlessly.

## A Dragon Does as a Dragon Will

Dragons are oblivious to societal impositions. The idea that a dragon would base a decision on anything other than its personal desires is entirely foreign. Even the most compassionate and fair-minded silver dragons choose to live by such virtues, not because other silver dragons or societies pressure them to do so, but because those qualities facilitate the achievement of their personal goals.

Where chromatic and metallic dragons differ is in how they interact with lesser creatures, and intelligent humanoids in particular. Although metallic dragons will not be swayed by humanoids' moral arguments, they at least recognize that people inhibit their own behavior with arbitrary laws and ethical rules (which goes a long way toward explaining why metallic dragons also regard them as lesser creatures).

When a metallic dragon listens to what a humanoid has to say, the dragon considers such an act as a privilege philanthropically bestowed, with the expectation that the dragon's time will not be wasted. A humanoid that uses this opportunity as an attempt to evoke a sense of duty in the dragon is doing nothing more than insulting the dragon, and might provoke a violent reaction. Unless a dragon favors a group of humanoids or an individual in some way, it will almost never be motivated to action by kindness.

This is not say that metallic dragons never grant aid or succor when requested, but that the supplicant must understand the dragon's egotistical disposition. The first step is for the requester to find a way to align his or her goals with the ambitions of the metallic dragon. Beyond that point, he or she must describe a way in which those goals can actively benefit the dragon. The benefit to the dragon need not be immediate. Even if it does not manifest until years or decades after an accord has been reached, the benefit is as valued by the dragon as if it had occurred right away.

It helps to think of metallic dragons not as good-natured, but rather exceedingly patient creatures that will not reflexively eat humanoids when they're hungry. If an adventurer manages to annoy a metallic dragon, there is little socially, and virtually nothing morally, that will stop the dragon from picking its teeth clean with the offender's bones.

## Anything Worth Doing Is Worth Contemplating

A metallic dragon is no more inclined than any other dragon to rush into a new endeavor. As a creature whose life spans centuries, it relishes the ability to thoroughly analyze a matter, dissecting the subject with its impressive intellect. It means to figure out all the ways in which it can either command the situation, profit from the undertaking, or both. Assuming that neither its life nor the lives of those it favors are hanging in the balance, a metallic dragon will not be hurried.

Maintaining intense focus, a metallic dragon can remain immersed in thought as it goes about its daily routine. In this state, it is aware of threats but unconcerned with how its presence and size might impact any environment through which it is passing. It doesn't acknowledge the immediate world around it, since it's too busy calculating all the possible advantages and drawbacks of some venture.

When a metallic dragon does finally arrive at a decision, it has not merely formulated a plan of attack, but also has several backup plans in case the main stratagem is somehow undermined. It has devoted considerable time to predicting any obstacles its plans might face and preemptively eliminating those hurdles before they can manifest. Mithral dragons are perhaps the most methodical when it comes to advance planning, but all dragons want absolute control over their schemes before taking a single step. They mean to win the battle before it begins, whether in business, negotiation, or warfare.

All that said, if a young or adult metallic dragon should encounter a chromatic dragon, it casts all its forethought aside and likely finds itself in a fight before assessing whether or not it can win the battle.

## Temper

Metallic dragons choose to interact with humanoids peaceably only as an effective means to achieve their desires. Sting the pride of a metallic dragon, scorn its aid, or stretch its patience too thin, and it can unleash a force every bit as destructive as any chromatic dragon.

It doesn't take much to upset a metallic dragon. Perhaps too many intrusions have been made into its territory without proper acknowledgment, or the tribute for allowing humanoids to coexist in its domain has been consistently undercut. Whatever the case, the latest insult is merely the final straw in a series of perceived offenses, throwing the metallic dragon into a rage. Even if the offense is reasonable by humanoid standards, the dragon's reaction might seem completely out of proportion to the offense. For example, when a wandering wyrmling is killed by a poacher, its metallic dragon parent might raze the closest village for not policing its residents better.

WILLIAM O'CONNOR

Although individual metallic dragons might encounter each other accidentally, peaceably, or violently, dragon society is little more than a loose collection of familial relationships. Metallic dragons fulfill their own ambitions and serve their own purposes. They do not exist within societies so much as let societies take shape around them. Putting aside legendary occasions when metallic dragons of many kinds band together to oppose a common enemy, the closest they ever come to forming a rudimentary society is represented by their loyalties to children and kin. These lasting connections have tenuously united even the most territorial metallic dragons together.

The following four sections summarize how metallic dragons think and behave when they interact with other kinds of dragons or any kinds of humanoids.

## Other Metallic Dragons

When metallic dragons oppose one another, they remain tense and ready for battle. Whether the confrontation is over territory, treasure, or a mate, metallic dragons usually defer to (or flee from) more powerful wyrms, and demand submission from (or attempt to slay) weaker rivals. Evil or ill-tempered dragons are quick to attack when they have the advantage. Two dragons that recognize each other as equals often settle on cool, wary civility, watching carefully for mistakes or signs of treachery. However, the moment blood is spilled between metallic dragons, they no longer have any use for words. In any event, dragons won't compromise. A dragon that has the advantage over its rival claims the entire prize, whatever it might be. A dragon at a disadvantage retreats with nothing.

Negotiations between metallics follow this pattern: First, the two dragons instantly assess each other's age based on size, because seniority rules supreme. Second, a contest of knowledge ensues, in which the dragons compare what they know about a sought-after prize. Superior knowledge improves the standing of a dragon to its next older age category. The metallic dragon that has the oldest "effective age" is considered the rightful victor. Although many dragons respect this outcome and acquiesce to the superior wyrm, some dragons (usually brass, iron, mercury, or cobalt) raise the stakes one step further by challenging their rivals to trial by ritual combat, the result of which trumps all negotiations. Though these battles have been known to result in death, they usually end at first blood.

### Territorial Disputes

When a metallic dragon accidentally enters the established territory of another, the average wyrm forgives the intrusion, but still boldly asserts its rightful claim. A more territorial metallic dragon, on the other hand, treats such an infraction as an opportunity to teach a younger wyrm a lesson—possibly a fatal one. Forgiveness, when offered, comes because a metallic dragon considers accidentally blundering into another dragon's territory to be a mortifying embarrassment. Metallic dragons consider territory, once staked by a metallic dragon of equal strength, to be sacrosanct. However, a covetous metallic dragon that desires the territory of a wyrm two or more age categories its junior considers such a domain ripe for the taking.

Metallic dragons of equal strength meet by invitation only (though older dragons often disregard this formality when associating with younger wyrms). If a message requests an audience, such as when a young dragon seeks tutelage from an older wyrm, a gift of treasure should accompany the request. The value of this treasure forever defines the relationship between the two dragons.

Metallic dragons that encounter each other in the wild outside their respective territories normally acknowledge one another openly, but travel their separate ways. Although some metallic dragons have been observed giving each other this respectful distance, many evil or bad-tempered metallic dragons use these opportunities to eliminate younger dragons that might eventually threaten their resources.

Generally speaking, the purpose of doing so must be extremely important for a metallic dragon to leave its territory and hoard. All metallic dragons accept that they suffer from a powerful attachment to their hoards. When they meet, unless they're actively attempting to thin the competition for resources or territory, they clear a path for one another. They silently acknowledge how vital a purpose must be to lure another dragon from its home. Although a metallic dragon would never characterize its attachment as a weakness, separating it from its hoard for too long can nonetheless be a tool of manipulation.

### The Council of Wyrms

Obscure texts refer to an event known as "the Council of Wyrms." Much of the lore surrounding this event has been lost to history. What little can be assembled tells of the first metallic dragons coming together to form an accord shortly after Bahamut and Tiamat arose from Io's death. These dragons immediately recognized the chromatic spawn as their shared enemy and forged a lasting pact. They vowed to put aside their differences and monetary obsessions to wage war against chromatic dragons whenever the chromatics became a collective threat.

## Chromatic Dragons

With few exceptions, a metallic dragon's rational persona disappears when it spots a chromatic dragon. It engages the dragon on sight, regardless of the consequences to itself or others. If the chromatic dragon is too daunting for one metallic dragon to handle, the metallic immediately seeks out allies and returns with greater numbers to assail the threat.

When battle is joined, metallic dragons fight savagely, eviscerating bellies, gouging eyes, and hamstringing legs. They slaughter chromatic dragon males, females, and wyrmlings without prejudice. After the slaughter ends, a metallic dragon resumes its normal personality as if nothing unusual had transpired, despite being covered in blood and gore. Once, when asked about its astonishing outburst of wrath, a silver dragon replied, "They cannot be allowed to reach critical numbers." Despite their drive to kill, most metallic dragons do not crusade against chromatic dragons. They merely deal with such wyrms as they appear.

Metallic dragons regard stories of cooperation and even forbidden love between the two groups of dragons as tales of fiction. Denials aside, reliable historical records document occasions when ancient and twilight metallic dragons cowed or manipulated chromatic dragons into their service, culminating with the chromatic dragons betraying their own kind, and resulting in the death of even more chromatic dragons.

## Catastrophic and Scourge Dragons

Metallic dragons no more acknowledge catastrophic or scourge dragons than they would violent storms or enduring pestilences. In the eyes of metallic dragons, these other dragons fill necessary roles in the cyclical pattern of the world that metallic dragons witness countless times throughout their lives. Only when catastrophic and scourge dragons fail to respect this objectivity do metallic dragons take umbrage and offer resistance. A metallic doesn't care if a catastrophic or a scourge dragon runs roughshod over the world, as long as that dragon's interests aren't in its path.

## Humanoids

Metallic dragons see value in cultivating relationships with humanoids. This desire is so profound that after millennia of observing humanoid activities, some metallic dragons (including almost all mercury and steel dragons) have developed the innate magical ability to assume humanoid shapes. Their motivation

JASON A. ENGLE

is surprisingly simple: All metallic dragons crave power or wealth, and they frequently crave both. Indeed, whenever they seek influence or treasure, dragons are straightforward. As humanoids began propagating throughout the world, metallic dragons saw great potential in the scurrying little creatures, not for the sake of fostering their desperately short existences, but as creatures that could further the dragons' own agendas. Seeing this potential right away, metallic dragons realized that their goals could be more efficiently achieved through interaction rather than destruction.

Metallic dragons learned early on that to conduct any meaningful business with humanoids, they needed to relate (and be relatable) to them. Although that sometimes means assuming a friendly face, it can also mean impressing them with the majesty of draconic presence. After all, humanoids respond well to fear. In fact, many formidable metallic dragons greatly enjoy commanding armies of reliable humanoid minions to do their bidding.

Metallic dragons that can shapeshift have two faces: One for the social world (their humanoid guise) and one for the solitary life (their dragon form). As dragons, they want to be regarded with awe and feared by nations, but also left to their own devices. In their humanoid forms, they want to be easy to approach, to be respected by merchants, and to travel without fanfare. When they forge relationships with humanoids, shapeshifting dragons usually do so in humanoid form.

## Societal Roles

When they interact with humanoids, metallic dragons can take on many types of roles, from helpful to tyrannical.

### Advisor

Metallic dragons that treat knowledge as the greatest treasure become sources of obscure information from which the rest of the world can benefit. These dragons act as oracles that foresee the future or librarians that share the lore stored in their minds. A dragon in the business of advising humanoids might stay highly accessible to encourage solicitation of their experiences or skills. Alternatively, a dragon might sequester itself from prying questions to meditate or research in peace. Gaining an audience with such a dragon is difficult, and usually requires braving treacherous terrain, but the knowledge it imparts is always valuable.

### Customer

Metallic dragons that value quality over quantity rely on humanoids that specialize in acquiring rare goods. Humanoid crafters make a higher grade of product, and can make treasure to order. A business that supplies a dragon connoisseur can earn a profit for countless generations. These transactions are usually conducted in settled or metropolitan regions. Alternatively, metallic dragons might hire adventuring humanoids to seek out coveted treasures. In such cases, metallic dragons that can change shape maintain their humanoid disguises while interacting with people.

### Gatekeeper

Metallic dragons sometimes stake claims to territory along dangerous or well-traveled humanoid routes. Once established, such a dragon demands tribute from humanoids that want to pass through the region. If they don't pay the toll, the dragon prevents movement through its domain. If the region is dangerous, the tribute guarantees that the dragon will protect travelers through the hostile area. Gatekeeper dragons can become integral parts of trading economies, regarded as yet another levy, tax, or toll.

### God

If primitive humanoids want to worship a metallic wyrm as their deity, the dragon won't argue. Evil metallic dragons prefer having this type of relationship with humanoids, since it requires little effort in exchange for the praise and wealth that is heaped at their feet. In return for worship, metallic dragons grow fiercely protective of their worshipers. Dragonspawn, kobolds, lizardfolk, and troglodytes often become metallic dragon worshipers.

### Guardian

Metallic dragons that feel inclined to guide and protect lesser creatures adopt burgeoning centers of civilization, from small villages to teeming capitals. In exchange for the constant presence of the metallic dragon, the community directs major portions of its revenue to the dragon's hoard. The investment, however steep, is advantageous to both parties. With a dragon looking out for the populace, the community is shielded against outside threats, and its standing army (if it has one) becomes largely redundant. The civilization can focus on its own prosperity. This was the case in the dragonborn empire of Arkhosia, whose capital city became a meeting place for all metallic dragons. In addition to dragonborn, metallic dragons are likely to become guardians of dwarves, elves, halflings, humans, and tieflings.

### Manipulator

Whether puppeteering the politics of empires or bending the ears of prominent decision makers, metallic dragons operate behind the scenes, and as a result their influence is often not suspected. These dragons traffic in blackmail, favors, kickbacks, and (most important) knowledge. Such dragons nest near

WILLIAM O'CONNOR

the humanoid populations they control, and those that can change shape disguise themselves to blend in among the population. Metallic dragons either worm into the jeweled capitals of thriving nations or encourage humanoids to build in the dragons' domains, enticing the people by granting permission to harvest valuable minerals found there. As these settlements grow over time, the metallic dragon quietly remains in the background, pulling the strings of city leaders as needed.

### Tyrant

Some metallic dragons find that nothing motivates lesser creatures more than fear. These dragons behave more like chromatics, with little regard for lives other than their own. Humanoids serve as mere tools, with a finite ability to manipulate, extract, and refine valuable minerals out of the ground. They are resources to be expended rather than individuals to be acknowledged. People in draconic regimes live under the constant threat of death or persecution, but metallics do recognize that some hope must be allowed. As such, they empower select humanoids with limited authority, if for no other reason than to police others of their own kind.

### Language

Although chromatic and metallic dragons are instinctive enemies, they aren't dissimilar enough to have developed independent languages. Chromatic and metallic dragons speak and write identical versions of Draconic. Some sages claim that the two types of dragons emphasize different parts of the same words, but these idiosyncrasies can also be attributed to personality and mood. See the "Language Details" and "Basic Vocabulary" sections on pages 24 and 25 of *Draconomicon: Chromatic Dragons*.

Metallic dragons follow the same naming conventions that chromatic dragons do. They can be named before birth, name themselves, adopt names they are given, or change their names to reflect major events in their lives. Metallic dragons that take humanoid forms, however, choose names for their shapes befitting the races and cultures they infiltrate. The only constant with these names is that they reflect the personas of the humanoids the metallic dragons become, as if the names help the dragons remember to stay in character.

Dragons of any variety worship deities only reluctantly, and they do so in a much different spirit from that of devout humanoids. Instead of humbling themselves before the deities, they strike bargains, seeing divine beings as strong allies and examples worth emulating. Dragons have little patience for pious rituals and behavioral restrictions. They tolerate such limitations only if it helps their pursuit of divine knowledge and righteous power.

## Bahamut

The celestial platinum dragon who embodies the fairness, nobility, and strength of Io, Bahamut represents the foundation of metallic dragon worship and is universally respected by all metallic dragons, regardless of their faith. Strip away everything else, and Bahamut will always be the wyrm who drove Tiamat into a frightened retreat. Metallic dragons that battle against chromatics draw inspiration from his original struggle. When his worshipers conduct themselves in the world, they do so with the dignity of Bahamut. As they dispense justice onto lesser creatures, they ask what Bahamut would do in their place. When they charge into battle against those that oppress the weak, they believe that Bahamut invigorates their attacks.

**Typical Followers:** Bronze and silver dragons. Virtually all metallic dragons invoke Bahamut's name for strength as they launch into battle against chromatics.

## Bane

The god of warmongering, subjugation, and tribute, Bane appeals to metallics that rule by fomenting fear. By honing their martial skill, his followers master fear and spread terror. Since dragons inspire fear merely by existing, Bane favors them. They can single-handedly wage war against an army or decide the outcome of a battle. Metallic dragons pay homage to Bane by fighting when they have not been asked to do so, and then demanding payment for their service. Metallic dragons also honor Bane by making sure neither side of a conflict definitively wins. They do so by switching sides to sustain the war or by leaking information to opposing sides.

**Typical Followers:** Brass, iron, and mercury dragons.

## Erathis

Nothing is more important to dragon followers of Erathis than achieving stability through invention and lawfulness. Although dragons usually avoid living within societies, certain metallics protect civilizations they have deemed worthy. Metallic dragons that protect rising empires as stalwart guardians, or that invisibly manipulate dynasties by guiding them toward prosperity, serve the goals of Erathis whether they mean to or not. As such, metallic dragons study her teachings to take advantage of any divine sanction their plans might already warrant.

**Typical Followers:** Gold and bronze dragons (which have expansionist tendencies), and silver dragons (which believe in the value of civilization).

## Ioun

Virtually all metallic dragons embrace the god of knowledge and prophecy. As creatures of incredible patience and extended life, dragons seek Ioun's insights into both the nature of creation and the unforetold future. If metallic dragons hold any one deity in equal reverence to Bahamut, it would be Ioun for this reason. All dragons have an interest in the ability to accurately predict the future, especially those that work machinations that unfold across centuries. Dragons consider all the angles of a long-term venture before committing to a course of action. Despite how highly metallic dragons regard their own intellect, even they must acknowledge that complications can arise that they couldn't foresee. The ability to minimize those problems by looking into the future is more prized than platinum to many dragons.

**Typical Followers:** Mithral and orium dragons.

## Pelor

A seasonal god who exemplifies summer, the sun, and time, Pelor opposes evil in all forms. Though many dragons are not moved by definitions of good and evil, metallic dragons that feel compassion for lesser creatures and save communities from suffering are quintessential forces for good. If the light of Pelor can help protect their charges, then so much the better.

**Typical Followers:** Gold, silver, and steel dragons.

## Tiamat

A metallic dragon would have to catastrophically lose its way before following the path of Tiamat, yet many have done exactly that. Tiamat represents all that is antithetical to metallic dragons, and especially to their predatory imperative to attack and kill chromatic dragons on sight. Still, with enough self-loathing, metallic dragons can become willing thralls of the draconic god. Although Tiamat is always a strict deity, she demands even more from her metallic converts than from the chromatics that revere her.

She constantly requires proof of their loyalty, usually by asking them to turn on their own kind. If a metallic dragon knows where to find wealth, regardless of familial bonds or lasting friendships, the dragon must plunder in Tiamat's name. In return, she promises the strength to prevail against those that would seek reprisal, and a swift death to weaker opponents.

**Typical Followers:** Iron dragons, and particularly greedy or envious adamantine and copper dragons.

## Exarchs

Deities operate in the mortal world primarily by proxy through their exarchs. In addition to heeding the prayers of worshipers, exarchs serve as divine intermediaries, determining what mortal events are worth mentioning to their patron gods.

The following are a few of the more prominent metallic dragon exarchs.

### Athearsauriv, Eye of Heaven

**Deity:** Ioun
**Dragon Variety:** Mithral
Athearsauriv was an oracle who saw the future not as a fixed path but as an obstacle to be overcome. No venture was wasted, because she knew well in advance whether it would succeed or fail. No battle was lost, because she foresaw every feint or lunge before her opponents attacked. Eventually, Athearsauriv could foresee the future of an idea she idly contemplated: She no longer predicted the future, but could define what would happen. Ioun opened her realm to Athearsauriv out of necessity, and the dragon now guides the fates of mortals remotely.

Dragons that revere Athearsauriv request her visions, the bewildering accuracy of which is regarded as a mixed blessing.

### Edarmirrik

**Deity:** Erathis
**Dragon Variety:** Gold
Edarmirrik, a glutton and master manipulator, infiltrated the family of a great dynasty while he was still a young wyrm. As an adult, he brokered commerce between every capital city on his territorial continent. Now an elder dragon, he manages the gold trade by proxy through a global merchant guild, shaving every gold coin in circulation to supplement his hoard. Erathis, pleased with the civilization the dragon had fostered, invited Edarmirrik to her domain. The dragon refused at first, but then the god assured him that he could still remain active in the world and sleep on his mountains of gold.

Dragons that revere Edarmirrik commend his single-mindedness and his expert management of humanoid societies.

### Thurkearvaeri the Nightdancer

**Deity:** Bane
**Dragon Variety:** Mercury
Thurkearvaeri manipulated wars in the world, but never revealed her agenda to any mortal creature while doing so. She orchestrated battles in which opposing armies would clash, and ensured that the combatants would be enraged on a personal level by having their loved ones assassinated and framing a neighboring kingdom for the deeds. When a battle reached fever pitch, the mercury dragon would appear for the first time, admit her part in causing the hostilities, then join in the bloodshed. Bane fell in love with Thurkearvaeri and successfully enticed her to his realm.

Dragons that revere Thurkearvaeri are drawn by her mystery and her wickedly rational mind, as well as her bloodthirsty nature and her ability to manipulate humanoids into war on a grand scale.

### Vivexkepesk

**Deity:** Bahamut
**Dragon Variety:** Brass
Vivexkepesk challenged every chromatic dragon he could find, young and ancient alike, and relentlessly hunted these creatures. As a side effect, his battles leveled towns, shook the earth, and shattered the landscape. The gods readied to smite Vivexkepesk to prevent this destruction, but Bahamut intervened, volunteering to personally fight the brass dragon and calm its dangerous rage. Miraculously, Vivexkepesk managed to keep the god constantly off balance. Seeing that the brass dragon merely wanted a challenging opponent, Bahamut offered him the opportunity to become an exarch, so he could fight Bahamut's greatest foes.

Dragons that revere Vivexkepesk respect his ferocious combat prowess and his refusal to back down, even when he's fighting a clearly superior opponent.

### No Deity at All?

Metallic dragons are prone to hubris when they compare themselves to gods, seeing the potential for their own deification. Although all dragons carry themselves with an arrogant sense of entitlement, metallic dragons' interactions with lesser creatures feed their ambitions. Metallics are often worshiped as gods in their own right. So although metallic dragons devoted to a deity do exist, they number far fewer than chromatic dragons, whose constant fight to survive causes them to seek a higher power's aid more frequently.

For the most part, the previous material in this chapter applies to all metallic dragons. What follows discusses each kind individually, offering further insight into their personalities, mannerisms, environment, and preferred means of hunting and fighting. These are not ironclad assertions; each kind of metallic dragon might prefer a certain type of treasure or environment, but metallics don't necessarily restrict themselves to the examples given.

In addition to the "main" metallic dragons, seven new varieties appear in this book. Some have appeared previously under other names, while others are recent discoveries, but all are as much a part of the metallic dragon family as the famous gold and silver dragons.

## Adamantine Dragons

Also known as cave dragons, or occasionally Underdark dragons, adamantine dragons are little known on the surface world. Although not the most intelligent of dragons, adamantine dragons are far smarter than their brutish, short-tempered behavior would suggest.

### Lairs and Terrain

Adamantine dragons treat their territories as their personal fiefdoms, ruling over all creatures within. Although they demand obedience and respect at all times, they also take their duty as "ruler" seriously, protecting their subjects (or at least the obedient ones) from attack.

Most adamantine dragons dwell in the Underdark, in lairs filled with great caverns and twisting tunnels. The central lair has ledges or chambers at multiple heights, with at least two or three means of egress large enough for the dragon's bulk.

If Underdark (or at least underground) "kingdoms" aren't available, adamantine dragons lair in rocky mountain ranges, making their homes in caves surrounded with the comforting weight of rock. These adamantine dragons sometimes come into conflict with the equally territorial blue dragons that dwell in high, storm-shrouded mountains.

### Favored Treasure

Adamantine dragons prefer treasures that remind them of, or are native to, their home territory. For instance, an adamantine dragon whose Underdark "kingdom" includes rich veins of silver likely prefers silver treasures over other valuable metals or gems.

### Physical Characteristics

Adamantine dragons are a dark metallic hue. Some underground dwellers that have never seen a true black dragon call adamantines by that name. Their scales protrude in a bladelike fashion, ruffling like feathers when the dragon is irritated or hunting. An adamantine dragon has no horns per se, unless you count the row of spines that begins at the back of its head and runs the length of its body and tail. Its snout is sleeker than those of other dragons, vaguely resembling a snapping turtle's. Oddly, adamantine dragons smell not only like metal, but also vaguely oily, like a well-maintained blade or suit of armor.

### Diet

Adamantine dragons prefer large amounts of smaller prey, a predilection developed over long years underground, where larger game is often unavailable. They particularly enjoy the taste of giant spiders and insects, but anything large enough for them to notice is large enough for them to eat. They don't make a habit of hunting sentient prey, but most won't turn it down if it's available. An adamantine dragon won't consume any of its "subjects" (see "Lairs and Terrain"), unless the only other option is starvation.

Unsurprisingly, given their physical abilities and favored terrain, adamantine dragons prefer to fight and hunt from the ground, flying to close on prey but then landing for the duration of the battle. That said, an adamantine dragon knows the terrain of its territory well and uses short flights to pass over obstacles intended to injure or impede its foes. Even in large caverns or mountain passes, an adamantine dragon prefers to patrol its territory on foot, the better to become familiar with the region.

### Dragons You Can Fight

In previous editions of the Dungeons & Dragons® game, metallic dragons were portrayed as staunch defenders of good, and player characters rarely found reason to battle them. That's changed now. Although some metallics—especially among the silver and gold dragons—are fearsome champions against evil, you can't tell a metallic dragon's alignment just by looking at it anymore. Some metallic dragons are evil, and many are unaligned—which means they won't hesitate to battle heroes who intrude in their territory or interfere in their business.

Even otherwise benevolent dragons might find themselves at odds with good heroes. For example, a copper dragon might be momentarily overcome by its natural avarice, while a silver dragon might decide that honor demands that it slay intruders it catches in a shrine it is sworn to protect. Every dragon poses a potential threat to a party of player characters, regardless of the sheen on its scales.

### Personality and Motivations

Highly territorial and exceptionally proud (even for a dragon), an adamantine dragon demands obedience and respect in its petty kingdom, and it might kill intruders without question. That said, if an explorer talks quickly and is respectful, an adamantine dragon won't necessarily be hostile. It might be willing to enter into treaties, agreements, or alliances with its neighbors.

On the other hand, offering a single insult is often enough to sour negotiations or trigger an instant attack. Adamantine dragons brook disrespect from nobody, and ignorance or carelessness is not an acceptable excuse.

### Relations with Other Creatures

Adamantine dragons rarely encounter other metallic dragons, except when those that live in caves delve too deeply into the Underdark. However, they frequently clash with purple dragons, since the two kinds prefer the same type of territory. Although adamantine dragons are more powerful (assuming comparable age), purple dragons tend to be smarter, wilier, and more likely to use minions, making the contests more even.

Most frequently, adamantine dragons interact with other Underdark-dwelling sentient creatures, particularly humanoids. These include grimlock and troglodyte tribes, which adamantine dragons typically annex, and drow and duergar communities, with which they frequently war. Although adamantine dragons demand obedience from all creatures in their "kingdoms," they don't demand that their "subjects" do anything. (They're far less likely than purple dragons, for instance, to use humanoid spies or assassins.)

## Brass Dragons

Although weaker than many other varieties of dragonkind, brass dragons are still powerful creatures by any measure. They have a strong mercenary streak and often agree to serve as guardians or battle-champions for anyone willing to pay suitably well.

### Lairs and Terrain

Brass dragons crave sunlight and dry heat, so naturally they prefer deserts, arid savannahs, and similar areas. They spend hours lying on sunning rocks high above the desert floor. Brass dragons also live in lands where hot, dry conditions are seasonal—for example, a temperate forest that sees little rainfall in the summertime. Brass dragons residing in such lands either migrate to warmer climes or retreat to subterranean lairs during the cool, rainy months.

Brass dragons make their lairs in rocky caves atop mesas, steep hills, or the walls of inaccessible canyons—preferably facing east, so they can enjoy the morning sun. Typically, an intruder can access the lair only by scrambling or climbing up a long, exposed, barren slope that offers the dragon plenty of opportunity to spot the visitor's approach.

TOMÁS GIORELLO

### Favored Treasure

Although they value all precious items, brass dragons are especially fond of handcrafted work in materials such as bone, wood, stone, or fabric (particularly weaving).

### Physical Characteristics

A prominent head crest shaped like a plowshare distinguishes brass dragons from other varieties. Young brass dragons are a dull, mottled brown. As they age, their color becomes more brassy, taking on a warm luster. They have a faintly acrid odor reminiscent of hot, oiled metal.

### Diet

Brass dragons typically hunt on the wing and prefer to eat mountain goats, sheep, antelope, and other

such creatures. Only the most evil of brass dragons would choose to devour an intelligent creature, but a brass isn't above helping itself to a traveler's mount and leaving him or her stranded on foot. Well adapted for desert life, brass dragons can survive on almost no water.

### Personality and Motivations

Placid and curious, brass dragons are among the most talkative of dragons and are slow to anger. Even in battle, brass dragons are rarely cruel or vengeful, and they frequently allow beaten enemies to retreat. However, they are still dragons—conceited, proud, touchy creatures. Like other dragons, brass dragons take offense at rude or disrespectful behavior. However, when other dragons might lash out in anger, brass dragons are more likely to break off a conversation and leave. Anyone foolish enough to persist in the face of such a clear warning sign deserves whatever he or she gets.

Shameless mercenaries, brass dragons readily strike deals to fight in exchange for rich rewards. The better ones rigorously fulfill their bargains, but less honorable members of the race are lazy and dishonest and have a nasty habit of breaking inconvenient deals if something better comes along. Pure self-interest governs most brass dragons, and they never take sides without first asking, "What's in this for me?"

### Relations with Other Creatures

Brass dragons associate with desert-dwelling humanoids—usually dragonborn, humans, or gnolls. Older, more powerful dragons strike alliances with azers, fire giants, or efreets. Brass dragons make many acquaintances, ranging from other intelligent monsters such as sphinxes or nagas to notable humanoid princes, wizards, or bards. Evil brass dragons create networks of minions and informants instead. Either way, a brass dragon is exceptionally well informed about events in nearby territory.

Brass dragons strongly dislike brown dragons, since they prefer the same environments and compete for territory and influence.

## Bronze Dragon

Duty-bound and honorable to a fault, bronze dragons commit themselves to order and are among the greatest and most devout champions of that ideal. To a bronze dragon, there is no greater calling than to ensure a universe governed by law, where chaos and corruption can gain no foothold. For most bronze dragons, enforcing justice in their lands is enough. But for a few, only absolute order can sate their ethical hunger—even if it means they must act as despots and tyrants, for the ends justify the means. As a

ZOLTAN BOROS & GABOR SZIKSZAI

result, bronze dragons come into conflict with other peoples, even when their values and beliefs are not worlds apart.

## Lairs and Terrain

Bronze dragons choose lairs on rocky islands, granite cliffs overlooking the sea, or other coastal locales. Some bronze dragons eschew land altogether and stake out underwater territory in kelp beds, submerged caverns, or sunken ships. In rare cases, a bronze dragon might protect or rule a community of underwater creatures.

Freshwater bodies can sustain bronze dragons too, though adapting to these environments is slow and painful. Though rare in these environs, a bronze dragon might dwell in a large lake, inland sea, or even a deep river if the available prey can sustain it. Bronze dragons have little love for cold, and are unlikely to live in arctic climes, ceding those areas to cobalt and white dragons.

A bronze dragon's lair is usually accessible by water, its entrances concealed by the waves. Water-filled passages connect to dank and dripping mazes. The dragon uses natural caves to house servants, store treasure, and trap intruders. It might incorporate traps in the form of deadfalls, slides, and shifting tunnels. Often a secondary entrance, usually a chimney, allows the dragon an escape route. Such a passage, often disused and overgrown with creepers or buried under debris, can be even harder to find than the main entrance.

## Favored Treasure

A bronze dragon's hoard consists of whatever the dragon can scavenge from the sea, sunken cities, lost ships, or vessels it attacks. Since saltwater can corrode most metals and other valuables, the dragon's hoard often consists largely of ceramics, statuary, and gemstones—durable goods that are immune to the effects of the dragon's environment.

## Physical Characteristics

A ribbed and fluted crest sweeps back from a bronze dragon's cheeks and eyes, and the ribs end in curving horns, the largest growing from the top of its head. Webbing along its limbs and between its claws helps it swim. A bronze dragon's scales are a metallic dark brown, with a few highlights that look more like polished bronze.

## Diet

Bronze dragons have voracious appetites, so they can't be too selective about what they eat. Most live on the sea's bounty, with kelp, fish, and crustaceans as their dietary staples. They prefer shark to other sea creatures, and often deplete local populations, leaving no sharks alive for leagues around. Like other metallic dragons, bronze dragons don't consume intelligent creatures, though many make an exception for sahuagin, whose flesh is similar to shark meat.

## Personality and Motivations

Bronze dragons have an elevated sense of purpose, believing their way is the proper way. Disagreement, they believe, arises from willful ignorance, and they have little patience for fools. A bronze dragon doesn't debate and doesn't argue, and if someone pushes the dragon, it might react with violence. In fact, most conflicts with bronze dragons arise from misunderstandings.

Bronze dragons see the world in black and white, right and wrong, and they choose not to appreciate the subtlety of gray. Disappointment and frustration with humanoid subterfuge might lead a bronze dragon to act rashly, destroying an entire population out of misapprehension. Even if it is later shown to have been wrong, the dragon would not feel regret and would see the tragedy as being brought on by the dishonesty of its victims.

## Relations with Other Creatures

Bronze dragons are territorial creatures, and they do not tolerate trespassers or explorers in their lands—unless the interlopers offer some sort of tribute. A bronze dragon that settles near shipping lanes or in busy waters often demands payment to protect passing ships against sharks, sahuagin, pirates, and other dangers. Such dragons can be fierce guardians, but their prices are high, and many merchants go bankrupt meeting their demands.

On occasion, a bronze dragon might adopt a community and enforce its laws with an iron fist. It doesn't take long for the dragon to replace the ruler, and when it does, the community must abide by the dragon's rules or face extinction. Bronze dragons might rule over kobold, human, goblin, merfolk, or lizardfolk tribes. Older dragons extend their empires onto other planes, ruling devils, archons, and the like.

Bronze dragons detest evil aquatic creatures, and sahuagin are among their worst enemies. Blue dragons, though, are worse than even the sea devils, and their territories often overlap with those of bronze dragons. When a blue and a bronze meet, they clash violently, and if one retreats, it's never for long. Legends tell of bronze and blue dragons waging war for decades or centuries, with neither getting the upper hand. They spar and raid, striking and retreating until one gives up and flees for safer waters or, more likely, falls in battle.

# Cobalt Dragon

Grim and sullen in demeanor, the fierce cobalt dragons measure success by the territories they rule and the lesser creatures they subjugate. They suffer no traveler to pass through their lands without bending knee and acknowledging their power, and anyone who refuses quickly comes to regret that error. Most cobalts rule over barbaric tribes or small, remote settlements, exacting instant obedience through claw, fang, and icy breath.

## Lairs and Terrain

Cobalt dragons hate hot weather, preferring cold, gloomy lands—snowy forests, tundra, icebound mountains, or windswept downs and hills in northerly lands. Many cobalt dragons live in the Shadowfell, especially in the borderlands of Letherna or other portions that correspond to cold lands in the mortal world. They have little interest in spirits of the dead or necromantic power, instead dominating tribes or settlements of shadowborn humanoids such as shadar-kai.

Cobalt dragons make their lairs in glacial rifts, in low-lying caves hidden in wet gorges, or deep under the north-facing slopes of steep hills. Foes approaching a cobalt's lair on foot might face a difficult climb down an ice- or moss-covered cliff or might have to cross a swift, icy torrent to reach their destination. Cobalts think nothing of splashing through freezing water to enter or leave their lairs, but they rarely choose lairs that are accessible only by extended swimming.

## Favored Treasure

Cobalts prize lavishly decorated arms and armor, admiring the combination of workmanship and practicality. Bejeweled weapons litter their hoards, especially if the weapons feature blue or white gemstones. Cobalt dragons delight in arms and armor taken from long-dead challengers.

## Physical Characteristics

In addition to its dark, rich blue scales, a cobalt dragon's forward-curving, ramlike horns and its stocky build distinguish the creature. Its wing membranes are a pale blue, flecked with spots of darker blue. A cobalt has wide feet and diamond-shaped scales.

## Diet

Cobalt dragons favor large game, especially moose, elk, and reindeer. They also have a taste for bear meat, and many a cobalt carries the scars of its early encounters with full-grown brown bears or dire bears. They prefer to hunt by night, when their keen senses give them a distinct edge over warm-blooded, diurnal prey. Since they're not strong fliers, they rarely try to take prey on the wing. Good-aligned cobalt dragons don't eat intelligent creatures, but unaligned and evil ones do—especially those they regard as pests or adversaries.

## Personality and Motivations

The best way to describe the demeanor of cobalt dragons is possessive. They have a fierce, unyielding desire to hold and control anything they deem important—principally their wealth and their station. Wealth is easy to measure, of course. Like other dragons, cobalts are infatuated with their hoards, and they dream constantly of enlarging them. Cobalts measure their station by the extent of the lands they hold sway over, the strength of the people and creatures they dominate, and the tenacity with which they cling to power. Driven to demand the fear and respect of all others, cobalt dragons fiercely resist any development that might weaken their control.

Cobalt dragons are extremely forceful and demanding creatures. On meeting other intelligent creatures, they engage in physical intimidation and tests of will, determined to dominate any possible rival. Good-aligned cobalt dragons do so to determine the courage and worth of those they face; those who stand up to them win respect. Other cobalt dragons enjoy bullying the weak and are quick to maim or kill those foolish enough to show defiance without having the strength to back up their words.

Although many cobalt dragons are brutal, callous tyrants, the race isn't inherently evil. The best of them are indefatigable, defending the people they have come to rule, and they would rather die than permit an enemy to harm their subjects. However, most cobalt dragons defend their territories and subjects mainly to satisfy their own sense of station and their craving for respect, while feeling little moral obligation toward those they rule. To a cobalt, strength is the ultimate measure of worth. Minions and foes that prove strong win its grudging respect, and the dragon despises those that turn out to be weak.

## Relations with Other Creatures

Cobalt dragons assert themselves as the masters of all they survey. From a young age, they begin to subjugate neighbors that are too weak to win their respect. They count most cold-dwelling races among their subjects, including barbaric dwarves or humans, lycanthropes, orcs, ogres, minotaurs, and trolls—the fiercer the better. More powerful cobalt dragons might rule over oni or frost giants, or force monsters such as manticores or wyverns into their service.

Among dragons, cobalts compete with white dragons, silver dragons, and shadow dragons. They sneer at white dragons, seeing them as stupid weaklings (although a young cobalt is smart enough to stay away from adult or older whites), and they resent the

WAYNE ENGLAND

superior strength of silver dragons. Shadow dragons make for deadly enemies, since they are strong enough to dominate all but the oldest and most powerful cobalt dragons. To a cobalt dragon, nothing matches the ignominy of serving as another dragon's thrall.

## Copper Dragons

Charismatic, sly, and witty, copper dragons are by far the cleverest and most interesting of dragons—or so they say. Schemers and thieves, coppers tend to be charming scoundrels. Even the evil members of the race flaunt their glibness and ironic sense of humor.

### Lairs and Terrain

Copper dragons dwell in temperate hills and mountains. As exceptionally quick and nimble fliers, they prefer terrain that allows them to take advantage of their natural ability. They establish their territories near human settlements or frontiers. In fact, many copper dragons choose to live in the midst of human cities. Most have no natural ability to take on human shape, so city-dwelling copper dragons either hide in deep dungeons or vaults beneath the streets, or they come to an understanding with the local rulers that allows them to take up residence in outlying estates or royal palaces as "nobles," protectors, or advisors.

Copper dragons that have no such arrangements make their lairs in abandoned structures or ruins. An old castle, dungeon, or monastery is perfect, since such a place has thick walls and is highly defensible. Lairs with commanding views of the nearby countryside are especially prized.

### Favored Treasure

Copper dragons value fine art of any kind, especially beautiful metalwork. Well-made jewelry captivates most copper dragons, inflaming the avarice in their hearts.

### Physical Characteristics

A copper dragon is lean and sinuous. It has a prominent pair of swept-back, scale-covered horns, cheek ridges, and jaw frills. Its scales are large, glossy bands or plates, smooth to the touch. Its eyes are bright turquoise. As a copper dragon ages, its scales take on a green tinge, like verdigris on an old statue.

### Diet

In the wild, copper dragons eat small game and fowl. However, they often live close enough to civilized settlements to acquire a taste for human foods, especially wine. Not even the cruelest and most vile of copper dragons would deign to eat an intelligent humanoid. After all, a devoured victim can't appreciate the dragon's wit and beauty.

### Personality and Motivations

Quick-witted, clever creatures, copper dragons cultivate their lively senses of humor. They delight in

outfoxing and deceiving enemies, and they love a good jest—as long as it isn't directed at them. Most are insincere and facile in their dealings with other creatures, and a few are cruel and deceitful, deliberately spreading mayhem with malicious lies and subtle manipulation. The race suffers from covetousness—its chief weakness. All dragons are avaricious to one degree or another, but copper dragons are by far the greediest of the metallic dragons. So taken are they with their own charm, they can't help but believe that they deserve to have whatever they want.

### Relations with Other Creatures

Humankind and the other civilized races fascinate copper dragons. The more covetous copper dragons associate with bandits, thieves, or brigands. More than one thieves' guild is secretly ruled by a copper dragon. Coppers also have good relations with fey creatures such as eladrins, elves, satyrs, and centaurs. Copper dragons don't like to associate with stupid or bloodthirsty monsters. They want to surround themselves with followers that can appreciate their cleverness and humor.

Red dragons are natural enemies of copper dragons. Reds sometimes compete with coppers for territory, and they have no appreciation at all for the wit and charm of their smaller rivals.

## Gold Dragons

Also called royal dragons or imperial dragons, gold dragons are the apex of an already unimaginably powerful race. Of all metallic and chromatic dragons, only mithral dragons might be more powerful—but they don't often overtly involve themselves in mortal events as golds do.

### Lairs and Terrain

Gold dragons tend to favor gently rolling hills and open plains as sites for their lairs, but exceptions to this tendency abound. Gold dragon lairs can also be found in craggy mountains, in deep caves, and even in the midst of humanoid communities (though this last sort of lair is less common for gold dragons than for steel or silver). A gold dragon often settles near a society it has involved itself with or near a great source of magic it has chosen to protect. The actual terrain or climate is often a secondary concern, but golds do dislike living in frigid regions.

Though they have a few preferences, gold dragons can live almost anywhere. And, frankly, if a gold dragon wants to live somewhere, who's going to tell it otherwise? Territorial disputes are the most common cause of conflict between golds and other dragons, and unless there's a major age discrepancy in favor of the opposing dragon, the gold usually proves victorious.

### Favored Treasure

Gold dragons prefer magic items to other valuables, but a gold's hoard isn't likely to consist entirely of magic items. Gold dragons also enjoy well-crafted works of art they can admire, as well as collections of gems and raw ore that are not merely valuable but can serve as a backup larder.

### Physical Characteristics

Gold dragons are born with dull coloration that shifts to gleaming gold—and then to illuminated radiance—as they age. A gold is one of the most sinuous of dragons, graceful and flexible, and its wings are almost fanlike, running the length of its body. It has impressive horns, but they are ineffective as weapons. Facial tendrils, thin strands of muscle that appear almost mustachelike, descend from around its mouth and nostrils. These tendrils are neither strong nor dexterous, but are just prehensile enough to aid the dragon in cleaning food from around its mouth or between its teeth.

A gold dragon gives off a faint scent, which some adventurers liken to the smell of molten metal. They say this aroma is one of the few hints that a humanoid might be a shapechanged gold dragon in disguise.

### Diet

Gold dragons prefer larger prey and deliberately hunt down dangerous monsters. In so doing, they combine their biological needs with their ethical leanings. When appropriate prey isn't available, a gold dragon is more willing than other dragons to subsist on inanimate matter—preferring gems and valuable metals, which befit its high status.

### Personality and Motivations

Gold dragons are strong believers in the rule of order and the greater good, but they are also arrogant and dismissive, more concerned with unfathomable goals than with the needs of "lesser creatures." For every gold dragon champion that aids a community of humanoids, or rules it with a just and benevolent hand, there is another that has become a tyrant, demanding the obedience it deserves "by right," or crushing individual freedoms and creativity in the name of law. Even these dragons tend to view themselves as morally in the right, making the hard choices nobody else can.

Even when cooperating with or benevolently ruling other creatures, gold dragons seem dismissive of the concerns of lesser beings. This attitude isn't necessarily a sign that they don't care for the good of their subjects or allies (though some might not); rather, it's because gold dragons believe in their superiority over other races but don't necessarily understand what that means. A gold dragon watching over a community might not acknowledge the

complaints, needs, or troubles of citizens because it truly doesn't realize how bad things are. Even after dwelling for years among humans, gold dragons are frequently shocked at just how weak and fragile such creatures are.

### Relations with Other Creatures

A gold dragon sees itself as the pinnacle of living creatures and almost never acknowledges any other creature as its superior. It might do so for an older dragon, but that's only temporary. If a gold dragon serves as a mere advisor to a ruler or chooses to stay uninvolved in a region's events, it's because that dragon doesn't feel like taking on the burden of leadership, never because the dragon doesn't think it could do a better job.

Gold dragons and red dragons have a particularly strong rivalry—in part because reds resent the more powerful golds and scheme or gang up against them. Gold dragons rarely consume humanoids, unless the people in question are blatantly evil (or pose some threat to the dragon or its domain). Even a starving gold dragon won't consume a sentient being that it doesn't think deserves to die—though, of course, the definition of who deserves to die varies from dragon to dragon.

## Iron Dragons

Violent and ill-tempered, iron dragons are undoubtedly the most brutish and vicious of the metallic races. Many iron dragons are evil, and most of the rest are, at best, a particularly hungry and dangerous variety of unaligned.

### Lairs and Terrain

Iron dragons naturally favor settings that offer plenty of game and good cover. They build lairs in dense forest or broken hills—terrain that offers many hiding places for a large predator.

Iron dragons hide their lairs well. In the absence of truly inaccessible terrain, an iron dragon settles for the most difficult and tangled ground cover it can find. Caves in brush-filled forest ravines or briar-choked gulches are common iron dragon lairs. Given their tough, thick scales, iron dragons have no qualms about plunging through the thickest patches of thorny foliage. The lair usually consists of several large, unimproved antechambers—natural caves with uneven floors, jagged rocks, or hindering vegetation hanging down from the outside, often festooned with the rotting remains of previous meals—and a deeper, more comfortable den.

JASON A. ENGLE

### Favored Treasure

Treasure of any sort fascinates dragons, but iron dragons particularly love the luster and feel of gold and silver coins—the more the better.

### Physical Characteristics

Iron dragons have coarse, heavy, dark gray metallic scales. Although they might be confused with silver or mithral dragons, the other metallics tend to be much brighter in color, and their scales are smaller and finer. As it ages, an iron dragon develops rusty-brown streaks, especially on scales near major joints and on its wings.

### Diet

Iron dragons prey on midsized game, such as boar, deer, or antelope. Most regard humanoids as prey too, and they prefer small, comparatively weak creatures, such as goblins, kobolds, gnomes, and halflings. Natural ambush predators, they lie hidden in deep thickets or old ruins alongside roads until a tempting target wanders within reach of a sudden charge. Good-aligned iron dragons refrain from devouring intelligent creatures (except for the occasional goblin), but evil ones prize intelligent prey and often roam far from their native forests in search of humanoid settlements, well-traveled roads, and other suitable hunting grounds.

### Personality and Motivation

Iron dragons are governed by their base passions—hunger, greed, creature comforts (of the sort that appeal to dragons, anyway), and the desire to be feared and respected. The best of the race are sullen and reclusive, preferring their own company to that of others. Most iron dragons seek to sate their brutish impulses by devouring or robbing any creature foolish enough to intrude on their demesnes. They are not especially clever and can sometimes be outwitted through bribery, flattery, and other such tactics—their greed can easily override their natural sullenness.

### Relations with Other Creatures

Young iron dragons are easily enticed into serving other monsters as guardians or champions. Goblins and their kin especially prize iron dragons for their fierceness and their susceptibility to bribes, gifts, and flattery. Larger and more powerful monsters, such as giants, can easily bully iron dragons. No matter how their allegiance is won, iron dragons make dangerous and unreliable servants. The larger they grow, the more demanding they become. Few goblin realms successfully keep an iron dragon under control for long after the dragon reaches adulthood, and only the most powerful of masters can retain the loyalty of an elder or an ancient iron dragon.

Iron dragons dislike all other dragons, but they especially resent green dragons. Both prefer the same types of forest environs, and the sly, malicious greens frequently frustrate and outwit iron dragons with their exceptional intelligence.

## Mercury Dragon

Mercury dragons are a little bit crazy—but there's definitely a method to their madness. A mercury dragon craves variety above all else. If another creature offers a wide array of food to hunt and the opportunity to gather a hoard, a mercury dragon will serve that creature in an arrangement of convenience. Thus, mercury dragons can be found as champions, bodyguards, and assassins in the employ of greater powers.

### Lairs and Terrain

Mercury dragons hail from volcanic mountain ranges in tropical climates, and though many of them remain in such locales throughout their lives, the variety has spread far and wide. Many a mercury dragon spends its youth scheming for a way to reach the Elemental Chaos and establish a lair there. For a creature that craves variety, the ever-changing landscape of the Elemental Chaos is the perfect place to construct a lair.

But the most common lair for a mercury dragon is one provided and maintained by someone else. As long as they receive the variety they crave, mercury dragons serve as bodyguards, messengers, or assassins for powerful mages, priests, or rulers—and sometimes more sinister forces. When a mercury dragon works for another creature, the dragon takes part of a larger fortress and makes a section its own, filling it with traps to frighten off any curious lackeys and to keep its personal hoard safe.

Like any dragon, a mercury dragon hates when interlopers or thieves enter its lair. But that hatred is tempered with curiosity about why "lesser creatures" would dare to invade its domain. The traps and guardians on the periphery of a mercury dragon's lair are often nonlethal, intended to capture, wound, or frighten intruders rather than kill them outright. These protections enable the mercury dragon to toy with intruders and extract some sort of unusual experience from the event, instead of just cleaning more corpses out of the bottom of a pit trap.

### Favored Treasure

It should surprise no one that mercury dragons aren't good at assembling matched sets or cohesive collections. A mercury dragon's hoard is a hodgepodge of coins, jewelry, and items from scores of lands and dozens of eras. Older mercury dragons might seek out some items they've heard about but never seen, and they're avid treasure traders. If adventurers can

acquire some rare item from a far-off land, a mercury dragon is often willing to part with treasures from its hoard in exchange, especially if the dragon is trading away a duplicate.

### Physical Characteristics

A mercury dragon has scales of whitish-silver and a sleek and serpentine body. Its frame lacks some of the muscular bulk that other dragons have, and its scales are smaller and more closely set. Mercury dragons are peerless shapechangers, capable of taking both a humanoid form (to blend in among civilized people) and an amorphous, liquid form (for defense and to slither where others cannot go).

### Diet

A carnivore through and through, a mercury dragon always craves something different from whatever it just ate. This compulsion is more than just instinct; a mercury dragon forced to eat the same food meal after meal quickly becomes listless and difficult to awaken from sleep. Mercury dragons are enthusiastic hunters, cunning enough to plan elaborate traps for their prey. They toy with weaker prey before killing and eating it. From the viewpoint of the prey, this behavior amounts to cruelty. To the mercury dragon, it's another expression of its need to experience something different.

### Personality and Motivations

A mercury dragon acts differently from time to time, depending on how much variety it has experienced lately.

If the dragon feels as though it's in a rut, it might attack an adversary right away, then snarl, "Tell me why I shouldn't finish you off." Because the magic of its breath weapon renders a mercury dragon invisible to its prey, it can boast while hidden. What sounds like garden-variety draconic arrogance is, from the dragon's perspective, legitimate questioning. If its adversaries can engage the dragon's interest, it might regard them as more than just a meal and a momentary diversion.

If a mercury dragon thinks its life has been varied enough lately, it talks first and fights later, using its *breath weapon*, natural maneuverability, and *quicksilver form* to elude those who challenge it. Even if the challengers are trying to kill it, the dragon talks to them to understand the stakes. After all, it would be a shame to kill someone who's more interesting when alive. And a mercury dragon shows some cunning when placed in the position of prey. It happily engages in a cat-and-mouse game with hostile pursuers, confounding them and getting them to exhaust themselves before turning the tables and attacking with its full might.

An adult or older mercury dragon can magically alter its shape to appear as an ordinary humanoid, and these dragons tend to be more circumspect when not in their draconic forms. A mercury dragon might take humanoid form when hunting, serving its master on a specific mission, or when it craves to experience "life among the lesser races" for a time. But a mercury dragon lacks the steel dragon's affinity for civilized life, and the nuances of specific cultures are often beyond its understanding. Sometimes, even the basics of humanoid life are foreign to a mercury dragon. For instance, a shapechanged mercury dragon might walk into a butcher shop craving something new to eat, purchase a leg of lamb, and consume it raw on the spot while the butcher looks on in horror.

### Relations with Other Creatures

A mercury dragon will enter into a working arrangement with almost any creature stronger or smarter than itself. Such arrangements tend to be feudal in nature: The mercury agrees to serve as a guardian, messenger, or hired killer in exchange for some combination of lair space, treasure, food, and the promise of varied experience. Such relationships last as long as the master can maintain the mercury dragon's interest—and not one moment longer. Draconic folklore is replete with tales of mercury dragons that eventually turned on their masters "just to see what happens."

Mercury dragons have a natural affinity with other creatures that split their time between the natural world and the Elemental Chaos, such as efreets. Mercury dragons often bargain with efreets for passage to the Elemental Chaos (and eventually for a place to start a lair). But efreets don't offer favors lightly, they and tend to be more shrewd negotiators than mercury dragons. Many a mercury dragon seeks vengeance on a particular efreet for a bargain that didn't turn out the way the dragon thought it would.

## Mithral Dragons

No metallic dragon rivals the mithral for power and majesty. (Though golds are loath to acknowledge their inferiority to anyone.) Natives of the Astral Sea, mithral dragons have uncanny insight. Driven by visions and by Io's will, mithrals interact with other creatures only when doing so is necessary to advance their own enigmatic purposes. The few mithral dragons that appear in the mortal world do so to aid religious organizations or great causes—though such dragons can disappear as suddenly as they appear. Other mithrals traverse astral realms, inhabited or otherwise.

### Lairs and Terrain

No two mithral dragons have the same type of lair, nor do mithrals regularly spend a great deal of time

on any given terrain. When a mithral does remain in one place, it dwells in a mine (where it can sense remnants of Io's divine will by reading gemstone deposits or veins of ore) or an abandoned temple (where it can attune itself to echoes of ancient faith).

On the Astral Sea, mithral dragons live in the domains of deities. Mithrals residing in such places maintain ties to their own deities, but also experience visions related to the dead god's existence.

### Favored Treasure

Mithral dragons do not discriminate about the types of treasure they collect: They take anything that furthers their goals. Unless their goals require wealth, mithrals don't hoard treasure.

### Physical Characteristics

A mithral dragon's scales flex with the muscles beneath them, and they glow faintly. As a mithral ages, the icy white scales of youth darken to silver with white streaks. At the height of a mithral's power, intricate white striations sharply contrast its darker base color. Patterns along the dragon's claws flare with energy during combat.

A ring of spikes crowns a mithral's head, and smaller spikes extend down its neck. The spikes stand on end when the dragon is excited—particularly when it's enraged. The dragon's wings consist of radiant energy instead of flesh.

### Diet

Since living in the Astral Sea can make hunting difficult, mithral dragons developed as creatures that need little food to survive. As befits their omnivorous nature, many mithrals (both in the world and in the Astral Sea) create gardens or instruct followers to tend flocks. This delegation of tasks allows them to stay in their lairs and concentrate on their visions instead of hunting far and wide to find sustenance. Mithrals that have larger appetites make their lairs on verdant earthbergs within the Astral Sea, and they fiercely guard these precious properties.

### Personality and Motivations

Mithral dragons retain strong connections to their home plane, the Astral Sea. They speak seldom, impressing upon listeners a sense of purpose too great for words—a purpose beyond mortal comprehension. Visions from Io guide mithrals of varied faiths and callings toward an end planned millennia ago.

Mithral dragons that live in the dominions of dead deities commune directly with Io's spirit. They take action when roused from ageless slumber by visions and dreams of vast import.

A mithral dragon might associate itself with any good or unaligned deity. Mithral dragons that follow evil deities usually venerate Zehir. Some mithrals disfavor Bahamut, believing that Bahamut fails to further Io's plans and thus does not deserve devotion.

Mithrals destroy without hesitation any creatures that stand between them and their goals. Clever creatures can sway a determined mithral dragon only by convincing it that its goals—and, by extension, Io's will—are served by a temporary alliance.

### Relations with Other Creatures

Mithral dragons that associate themselves with deities also associate with creatures that share their faith. Mithrals without deities keep to themselves, except when their long-term plans benefit from others' assistance. Mithrals that allow others to serve them are commonly evil.

Mithrals deride other dragons, particularly those that collect material goods solely to enlarge their hoards, such as copper dragons and red dragons.

## Orium Dragons

Named after a crimson-hued metal used by ancient empires, orium dragons are likewise obsessed with the secrets of bygone ages. Orium dragons dwell among the crumbling ruins of forgotten fortresses and temples deep in the jungle. But those ruins are more than just a lair to these dragons. An orium dragon regards its home ruins as its most prized possession—a hoard composed of more than just coins and jewels. For an orium dragon, a life spent wresting the secrets from ancient ruins and restoring those ruins to their former glory is a life well spent. And woe to anyone that would trespass in an orium dragon's lair or try to thwart its efforts at reconstruction.

Why the obsession with the ruins of the past? More so than other kinds of dragon, orium dragons feel a strong drive to emulate the ancestral dragons in their bloodline. Many of those bloodlines were sworn to the service of ancient empires (and a few members of orium bloodlines even ruled kingdoms themselves). Thus, the present-day orium dragon sees the reconstruction of its ruined lair as act of homage, not an act of archaeology.

### Lairs and Terrain

Orium dragons favor jungles because they like the climate and love the ruins hidden within those places. In particular, river deltas and sheltered valleys attract orium dragons, since those are locales where long-forgotten civilizations likely dwelled in ages past.

The lure of unexplored ruins sometimes draws orium dragons beyond their jungle homes. Colder climes make orium dragons less comfortable (and thus more irritable), but any orium dragon will put up with great discomfort if the lure of ancient secrets is strong enough. Although an orium dragon in a

polar region would be rare indeed, it's not unusual to encounter one in a temperate climate. Orium dragons aren't accomplished swimmers or climbers, so ocean and mountain locales are unusual, though not unheard of.

After exploring a ruin and killing or subjugating any of its denizens, an orium dragon takes up residence in whatever structure was grandest in the ruin's heyday, often a temple, inner keep, or palace—even if that building is a shambles now. The dragon's servants start to reconstruct the building. If necessary, the workers take building materials from other parts of the ruins, and their reconstruction isn't necessarily accurate. As long as the building evokes the grandeur of a long-dead era, the reconstruction will please the orium dragon.

Still, the dragon might insist on changes to the structure for more practical reasons. For instance, older dragons need wider doorways to accommodate their bulk. And like any dragon, orium dragons want their treasure well protected, so many install traps or magic guardians to watch over their hoards. Orium dragons won't countenance changes that somehow diminish any remaining magic in the ruins or make it more difficult for the dragon to muse upon the ancient mysteries of the ruin.

Though the majority of orium dragons live in the natural world, more than a few call the Feywild home. Most of those are obsessed with the ancient societies of the Feywild and the strange magic of those civilizations. Some older orium dragons try to transport entire ancient ruins from the world to the Feywild, where they can then dream of bygone ages amid the vibrancy and splendor of that plane. Adventurers who encounter the architecture of Nerath or Bael Turath in the depths of the Feywild haven't discovered an extraplanar outpost of those ancient empires—they've stumbled upon the lair of an orium dragon.

## Favored Treasure

An orium dragon follows one simple rule when gathering treasure: the older the better. Antique jewelry, coins bearing unfamiliar portraits and mottos, and magic items with archaic decorations fill its hoard. The dragon gathers much of its hoard from the vicinity of its lair, but sometimes acquires items from distant places, especially if it sends its servants far afield in search of ancient mysteries.

## Physical Characteristics

An orium dragon is somewhat feline in appearance, with a lithe body and feet that look more like paws than reptilian appendages. Elder and ancient oriums use their long, prehensile tails as an extra weapon in battle. An orium dragon takes inordinate pride in its red metallic scales and spends much of its time grooming itself so that its scales gleam amid the mud of the jungle and the dust of the ruins. Older orium dragons sometimes inlay jade designs on their larger scales—part jewelry, part tattoo.

## Diet

Orium dragons, though they are able hunters and true omnivores, would rather study the secrets of the ancients than gather food for themselves. As soon as it's old enough to make its way in the world, an orium dragon intimidates and browbeats other creatures—often a tribe indigenous to the area—into bringing food as tribute. This relationship quickly becomes symbiotic, with the orium dragon providing protection for the tribe in exchange for frequent "sacrifices" of wild game—and, in some cases, captives from rival tribes or trespassing adventurers.

## Personality and Motivations

When characters first meet an orium dragon, they might be surprised at how taciturn it seems. Unlike other dragons, an orium dragon won't bluster or threaten when it first encounters strangers. Instead, it asks simple questions such as "Who are you?" and "Why have you come here?"

The orium dragon's questions are designed to categorize the strangers for its purposes. The vast majority of creatures that an orium dragon encounters fall into one of three categories: thieves, future servants, and food. The orium dragon's mild (for a dragon) demeanor lasts until it has figured out which category the strangers belong in. Then, food and thieves typically are attacked without warning, while future servants are treated to a display of power and intimidation that the orium dragon hopes will cow them into servitude. A typical orium dragon treats only other dragons as equals—and even then, it does so only after it's sure that the other dragon isn't out to steal from the orium's lair.

In the first few rounds of a battle, an orium dragon is quiet, uttering only the occasional grunt of pain (when hit) or derisive chuckle (when hitting). But as the battle goes on, the orium dragon will taunt and countertaunt adversaries who address it in Draconic. Most of an orium dragon's insults play on how young and inexperienced the opponents are—how they have no idea of the ancient power that surrounds them, couldn't possibly comprehend the magic of centuries ago, and so on.

Fundamentally, an orium dragon could be a useful ally for player characters. After all, adventurers and orium dragons tend to do the same things: go into ancient places and abscond with ancient treasure, lore, and powerful magic. But it takes superlative negotiation to persuade an orium dragon to see it that way, because its instinct to classify others into inflexible categories is so strong.

### Relations with Other Creatures

Once a creature demonstrates a basic degree of loyalty and tractability, an orium dragon adopts it as a servant and protects it from others in exchange for tribute and labor in the dragon's lair. Humans (often hunter-gatherer tribes) and lizardfolk are the most common servants, but any creature capable of understanding commands and performing manual labor is a potential servant to an orium dragon.

Once it has moved into a lair, an orium dragon faces two main problems. First, in its zeal to establish a lair, it gives less interesting parts of the ruin only a cursory search. Thus, the remnants of the ancient civilization, any guardians it might have left behind, and other creatures that moved into the ruins before the orium dragon can threaten it—or at the least harass its servants.

Second, members of the orium dragon's servant tribe might reveal the existence of their master's lair, attracting the attention of adventurers and other dragons. An orium dragon has no compunctions about taking another orium dragon's lair, and other kinds of dragons might attempt to steal a jungle lair as well.

## Silver Dragons

Silver dragons embody all that is honorable about dragonkind. Good silver dragons protect weaker creatures. The few silvers that turn to evil maintain their honor and reputation; they do not slaughter unworthy foes or engage in acts of petty malice.

### Lairs and Terrain

Silver dragons love open spaces and lofty heights. They make their homes in mountain ranges, in castles constructed among the clouds, and in the Elemental Chaos. During periods of warm weather, they retreat to the coolest, loftiest heights.

Silver dragons spend less time in their lairs than other dragons do. Wanderlust and curiosity spur them to engage in far-ranging patrols. From time to time, silvers embark on months-long journeys to the corners of the world. Because they spend so much time away from their lairs, silver dragons choose lairs among the highest, least accessible mountain peaks. Those lairs bristle with defenses and traps to protect hoards from other dragons.

### Favored Treasure

Silver dragons especially appreciate exceptionally crafted works of art. They collect carefully cut gems and intricate carvings, textiles, and jewelry.

### Physical Characteristics

The luster of a mature silver dragon accentuates its prominent neck frills, a beaklike snout, plated facial armor, and long, backswept horns. From a distance, the exceptionally fine scales appear to blend together, lending the dragon the appearance of a sculpture.

Silver dragons have a scent reminiscent of rain and evergreen needles. Their powerful build places them among the strongest members of dragonkind.

### Diet

Silver dragons, gifted with keen eyesight, hunt wild game such as mountain goats and deer. They fly gracelessly but dive with great accuracy and power. A silver commonly makes its kill by swooping from a mountainside perch. Silver dragons eat lightly for their size, taking prey only three or four times a month. They do not devour intelligent creatures, because they consider such behavior savage.

### Personality and Motivations

Silver dragons are the knights-errant of dragonkind—fierce champions of great causes. Good silvers defend innocents, assure the prosperity of civilized kingdoms, and protect and nurture noble families and young heroes. Evil silvers are rare in the extreme; those that do exist serve tyrants, guard temples of evil deities, or attempt to use evil artifacts to reshape the world.

To a silver dragon, honor means more than life. Silvers choose silence over lies and keep their word, even when doing so places them in opposition against creatures of their alignment. For example, a good-aligned silver dragon sworn to guard an oracle from all intruders discourages any adventurers from consulting the oracle, regardless of their reason, and attempts to destroy those who disregard the warning—after offering them the option to retreat.

### Relations with Other Creatures

Silver dragons admire civilized races, particularly individuals that have noble or heroic backgrounds. Silvers commonly associate with dwarves and dragonborn. In the Elemental Chaos, silvers ally with azers and djinns.

When a silver dragon wants to observe a lesser creature, it keeps its distance. A few silvers perform rituals to disguise themselves so they can walk among creatures of interest.

Silver dragons are natural enemies of red dragons, and they consider the formidable reds to be the worthiest of adversaries. In return, red dragons, which hate anything that has the potential to match or better them, kill silvers indiscriminately.

Silver dragons favor similar terrain to white dragons. When a white dragon catches wind of a silver, it stays out of the way.

KEREM BEYIT

# Steel Dragons

The sociable steel dragons prefer the company of humanoids to that of other dragons. Their reasons range from admiration to greed. Steels take humanoid form more often they remain in than their natural shape.

## Lairs and Terrain

Because steel dragons live in towns and cities, they live as humanoids do—in houses—and establish humanoid histories and families. In case an enemy discovers its identity, a steel maintains a secondary lair in a ruin, such as a crumbling temple, castle, or tower. The harder it is for other creatures to reach such a site, the better. Wards, traps, and guardians protect these refuges.

## Favored Treasure

Steel dragons invest in property and business. A steel that maintains multiple identities might hold controlling shares in two or more enterprises. Steels outfit their homes with art, antiquities, tomes, magic items, finery, and servants.

## Physical Characteristics

Compared to other metallic dragons, a steel dragon has a slight build and a small head. Swordlike frills grow from its head, elbows, and digits. Its wings consist of overlapping blades that look like feathers, and the scales on the dragon's chest resemble shields. When a steel dragon adopts humanoid form, it retains something of its draconic nature: gray eyes, pale skin, hair the color of steel, or affectations such as steel jewelry.

## Diet

A steel dragon adapts its omnivorous diet to suit its surroundings. A young steel, unaccustomed to assuming humanoid form, might take a while to realize that it needs less to eat in that form than when it's in dragon form. To the disgust and amazement of those around it, such a dragon might consume two to three times more food than a normal humanoid.

## Personality and Motivations

Steel dragons favor humans over other humanoids because of the race's adaptability and cleverness. For this reason, they live in human cities when possible.

For all their fascination with humanoid races, steel dragons cannot tolerate authority. To them, the law serves its purpose only when it maintains order flexibly, so that the dragons can protect their interests and advance their aims. A steel might spark a rebellion to overthrow an oppressive regime, even if doing so could lead to the destruction of its adopted community.

## Relations with Other Creatures

Steel dragons primarily keep the company of humans but also coexist with elves, half-elves, and dwarves. Steels particularly favor adventuring groups that operate on the fringes of established order and fight the despots that the dragons also oppose.

Opposition to tyranny pits steel dragons against gold dragons, bronze dragons, and chromatics. Disagreements with other dragons rarely blossom into violence, however; steel dragons cause trouble for their kin in subtler ways.

CHAPTER 2

# DM's Guide to Dragons

*The woman winked, and the flesh of her face started to flow like water. Her head lengthened as her auburn hair faded into thin air. Then her skin rippled, transforming into gray scales, and she loomed taller as her body stretched to accommodate its new, serpentine dimensions.*

*The voice, though an octave lower, was unmistakably the same: "Were you expecting me to be curled up on a pile of gold coins or something?"*

**Every dragon** in a D&D game is there because a DM put it there. Some await intruders at the center of trap-infested lairs. Others cast long shadows across the countryside, pillaging at will. But metallic dragons in particular are too versatile to be defined by stereotypes. They can be wise counselors, deadly assassins, intermittent allies, or frustrating rivals.

In this chapter, you'll see ways to nudge metallic dragons off their piles of treasure and into the narrative of your game. In particular, you'll learn about:

- **Dragons in the World:** The many campaign roles a dragon can fulfill give you an arsenal of plot elements for any sort of campaign.
- **Draconic Encounters:** Because dragons are solo monsters, crafting encounters with them requires some care. In addition to the standard combat encounter, you'll see examples of social challenges, subdual battles in which the object is to convince the dragon of your worthiness, and traps used by dragons to guard their lairs.
- **Adventures:** In these adventure outlines, you'll see how dragons can be enemies, allies, neutral parties, or objects around which the entire narrative revolves.
- **Draconic Campaigns:** The players will admire and loathe the dragons they meet in these campaign arcs. As each campaign reaches its climax, the players will realize that some dragons are worthy of both admiration and condemnation.
- **Draconic Organizations:** Metallic dragons surround themselves with worthy allies, whether the dragons are trying to be a force for good in the world, to overthrow tyrants, or to safeguard an old prophecy. The characters might be just the allies they need.

RALPH HORSLEY

RICH

Metallic dragons are everywhere in the world of D&D, both geographically and thematically. A metallic dragon can be the most steadfast ally the characters have, or their most confounding enemy. Dragons have what adventurers want, whether that's ancient lore, access to power, or just a big pile of treasure. And metallic dragons specifically have a more nuanced, versatile history than their chromatic counterparts. They're not just "the good dragons." Some are noble, wise, and true, but others are as scheming, arrogant, and venal as any chromatic dragon.

## Metallic Dragon Patrons

A copper dragon working with the characters might be an advisor, suggesting future adventures and providing key clues. The dragon that sees itself as a customer, hiring the characters and insisting that they adhere to its contracts, will behave in a much different way. If the dragon wants to be treated as a god and issues edicts that it expects the heroes to follow without question, it adds a different flavor to your campaign. Yet in all three cases, the dragon's campaign role is the same: patron.

A patron is a powerful creature that sends the characters on missions, provides key campaign information, and sometimes delivers rewards. Played well, a metallic dragon patron can be one of the DM's best friends. It can deliver exposition and explain to the characters (and by extension the players) how the world works. Its lair can serve as the characters' headquarters. The dragon can provide rewards out of its hoard, and it can send characters on all sorts of quests.

Dragons have a lot of attributes that make them good patrons. They have wide-ranging interests, so it's easy to justify almost any quest you want to send the characters on. They live in lairs, so they tend to stay in one place. And they're haughty and arrogant enough that you should have no problem hamming it up when you portray a dragon patron.

But dragon patrons also have some drawbacks. Because dragons are themselves powerful, consider ahead of time why the dragon sends the characters on quests. You want an answer ready when a character asks, "How come you don't just fly over there and do it yourself?" And because a dragon's power is tied to its age, a dragon patron doesn't increase in power at the same rate that the characters do. When the relationship between the patron and the characters changes with growing character power, you can decide whether you want that relationship to evolve into an alliance among equals or into a rivalry that the characters must contend with.

*Draconomicon: Chromatic Dragons* introduced the notion of draconic patrons. This campaign role is a relatively rare occurrence among chromatic dragons, but metallic dragons serve as adventuring patrons with far greater frequency. Some do so as a means of exercising their own power and authority through proxies, rather than risking their own lives or expending their own effort. Some do so purely for the social interaction. Some, such as chromatic

ZOLTAN BOROS & GABOR SZIKSZAI

dragons that serve as patrons, have their own agendas or evil schemes. And others, as in the tragic tale of the dragon known to mortals as Silvara (page 214), do so because they genuinely want to help other races overcome the evils that beset them on a daily basis.

Regardless of motivation, a metallic dragon patron normally provides the characters with funding, shelter, knowledge, and advice. (The latter often takes the form of cryptic hints rather than overt information, especially if the dragon wants to obscure its true motives, nature, or reasons for helping.) Only rarely does a draconic patron assist its adventurers in any physical capacity.

## Missions and Endeavors

Since metallic dragons tend to be both more subtle and more social than chromatic dragons, their reasons for using adventurers as proxies are rather broader and can be adapted to fit the needs of your campaign. Some of the most common reasons that dragons use proxies include the following:

- The dragon thinks the objective isn't terribly important or is too time-consuming to warrant the dragon's full attention.
- The dragon can't accomplish the objective on its own.
- The dragon thinks the objective is too dangerous to attempt itself.

There are times when a dragon might want to keep its involvement in an overall endeavor secret. The dragon might then engage proxies to pursue missions related to larger endeavors such as these:

- Guiding the fate of a mortal family, community, or organization from behind the scenes.
- Acquiring a magic item that the dragon doesn't want its rivals to know it has.
- Completing a goal or task that borders on violating (but doesn't quite break) an oath or religious precept.
- Thwarting an enemy without that foe knowing who was responsible.

Sometimes, the objective is a secondary reason for a dragon to use proxies. The dragon's actual reason might be something such as the following:

- To know if the characters can be trusted with a more important endeavor in the future.
- To learn if the mortals of the region might be able to develop sufficient skill and power to pose a threat, either to the dragon itself or to its allies or enemies.
- To determine if the characters are part of a particular prophecy or religious revelation and, if they are, how best to manipulate them to the dragon's ends.

Another possibility is for the endeavor to be something the dragon wants the characters to find for their own good. Possibilities include:

- A magic item the characters can use to thwart some great evil (or some enemy of their patron's).
- A piece of knowledge or lore the characters will stumble across on their way to completing their assigned mission.
- An opportunity for the characters to grow more skilled (that is, gain levels), perhaps to make them ready for a particular enemy or so the dragon can make more effective use of them later.

## Individual Patrons

Unlike chromatic dragons, which tend to connect with humanoid adventurers only as adults or elder dragons, even very young metallic dragons might employ humanoids. This might be because they don't feel powerful enough to accomplish their objectives, or it might be a means of learning how to interact with the more powerful individuals in humanoid society. Similarly, although ancient chromatic dragons tend either to be loners or to have already established a network of slaves and servants as they age, metallic dragons retain their social nature even into their twilight years and, thus, might continue to take up the role of patron to adventurers.

Bronze, gold, mithral, orium, silver, and steel dragons are more likely to become patrons of adventurers than other kinds of metallic dragons. Bronze and gold dragons often prefer to have a few trusted operatives rather than a wider variety of proxies. Cobalt dragons contact humanoids only when the strength and power of a particular party impresses them, and copper dragons do so only when it seems more profitable than other alternatives. Brass, iron, and mercury dragons, which often find themselves working for others, almost never take up with adventurers, and adamantine dragons do so only when a party involves itself in events in or near the dragon's domain.

*Draconomicon: Chromatic Dragons* offered a number of sample chromatic patrons intended to serve as models for specific types of patrons. That book goes into detail, but here is a quick summary:

- The open patron is up front and honest with the characters about its purposes and draconic nature.
- The hidden patron keeps its draconic nature hidden and might work through proxies, but is otherwise truthful with the adventurers.
- The deceptive patron hides its true nature and also deceives the adventurers as to the true objectives of the quests it offers. It means to use

the characters to further a goal they might not approve of.

- The intimidating patron demands obedience and expects, by virtue of its strength and power, to be obeyed.

These types of patrons are quite common among metallic as well as chromatic dragons. The roles of guiding patron and controlling patron (detailed below) can appear among chromatic dragons, but they are more common among metallic dragons.

As with the samples in *Draconomicon: Chromatic Dragons*, you can use these characters as they are or as models for designing your own patrons.

**Jolvadiris, Guiding Patron:** An adult steel dragon who has held multiple humanoid identities in several major cities, Jolvadiris serves as a patron for adventurers who have widespread reputations. In part, he enjoys interacting with impressive humanoids, but he also—like other guiding patrons—seeks to aid individuals and communities in bettering themselves. He does so partly to alleviate suffering and partly to maintain peace and stability in the region.

Many guiding patrons are up front about their draconic nature. Others, such as Jolvadiris, prefer to maintain a human guise, believing that those with whom they interact are more honest and cooperative that way. Unlike truly open patrons, guiding patrons have no compunctions about lying to or misleading their adventurers, often withholding the true purpose of their missions or the true nature of their endeavors. But unlike a deceptive patron, Jolvadiris believes that he does so for the good of the adventurers, allowing them to gain power and uncover secrets at their own rate.

**Omalikos, Controlling Patron:** A controlling patron, such as the elder orium dragon Omalikos, tends to be straightforward and to expect obedience from its associates. Unlike intimidating patrons that use personal strength and threats to enforce their dictates, Omalikos and his ilk rely on a sense of external authority. Some dragons, for instance, claim rulership of a region that includes the areas where the characters are operating, while others—such as Omalikos—take advantage of their greater knowledge of regional events, using that information to bribe, threaten, or browbeat others into obedience. Omalikos uses adventurers primarily to collect lost lore but also to expand his influence and knowledge of distant regions.

Most relationships with controlling patrons last a short time, unless the dragon holds some legal, moral, or religious authority over the characters. (Those dragons that do not, but that continue to attempt to enforce obedience, tend to shift into intimidating patrons.)

## Other Campaign Roles for a Metallic Dragon

If you don't develop a dragon as a patron for the characters, there are still plenty of ways to use a dragon—or more than one—in interactions or relationships with the adventurers.

Dragons have a wide array of tools. They are smart, conversational, and social enough to gather other monsters around them in order to engage in plots and schemes that eventually include adventurers. And they're physically dangerous. A dragon has the defenses and hit points to stand toe-to-toe with the toughest characters, but it's maneuverable enough that it doesn't have to. Many dragons are magically potent as well, and higher-level dragons have centuries of experience behind them.

Dragons also come with lairs, adventure sites you can populate in whatever way you want. And a lair provides adventurers with at least one inherent motivator: the pile of shiny coins and magic items the dragon sits on. Delving into a dragon's lair delivers a memorable session of D&D. If you want to use a metallic dragon as more than a monster the characters fight for one encounter, try some of the campaign roles described in the following sections.

Chapter 1 discusses the different ways in which metallic dragons interact with humanoids (such as the characters). But you also want to think about how the dragon interacts with your overall narrative—the role it plays in your campaign. A metallic dragon's campaign role doesn't limit it to interacting with the characters only in certain ways.

### Mysterious Stranger

One way a metallic dragon can keep your ongoing narrative in flux is by not appearing at all—or at least, not appearing as a dragon. Some metallic dragons, notably the steel and mercury dragons, can change shape into humanoid forms. A metallic dragon can be the hooded stranger in the corner of the bar, the old crone yelling words of prophecy in the bazaar, or the cloaked thief who absconds with the idol just as the characters reach the temple chamber.

If you introduce a dragon as a mysterious stranger, consider carefully the pacing of the "reveals" you do. You want the dragon to be mysterious, but you don't want it to stay mysterious indefinitely. This is a mystery the characters should solve over time. Let each interaction with a shapechanged dragon provide the characters with another clue about what the mysterious stranger is and why it's skulking about.

Also consider the payoff: the moment when the characters realize that they've been in the company of a dragon all along. Does that knowledge lead to a fight? A social challenge? A rescue from an otherwise catastrophic situation? No matter how it plays out,

this is a moment rich with drama. Try to clear some space in your plot for the characters to enjoy the moment when the dragon ceases to be a mysterious stranger.

More so than other roles, the mysterious stranger role evolves into another role; the dragon, once it's revealed, becomes a rival, a patron, an occasional ally, or some other campaign role. In terms of the plot, it was performing that role all along. But for the players, confounded by the "Who is that guy?" puzzle, the dragon is a mysterious stranger until the moment they solve the mystery.

A metallic dragon without the ability to shapechange can be a mysterious stranger, too. In this case, it stays mysterious by keeping just out of reach. At first, the characters don't encounter the dragon at all. They come across the fresh corpses of enemies the dragon just defeated. Fast-forward a few sessions, and the heroes find smashed treasure chests and some reptilian footprints leading to a stained-glass window with a gaping hole in the middle. They stay one step behind the mysterious stranger for a long time, but each time they come a little closer and gain another clue to solving the mystery. Eventually, they might meet a survivor of the dragon's attacks. Perhaps after that they spy a glimpse of the dragon at a distance. The characters are now primed for the climactic scene: an actual confrontation with the no longer mysterious dragon.

## Occasional Ally

Sooner or later, the characters are going to get in over their heads. When that happens, a metallic dragon can serve as the metaphorical cavalry, flying over the hill and forcing the characters' enemies to flee.

With their intelligence, physical potency, and maneuverability, dragons bring a lot to the table as allies for the characters. A dragon can fight, relay information, give transportation, and provide a safe place to stay when black-clad assassins are burning down every village the characters visit.

What metallic dragons don't do well is fight alongside the characters for extended periods of time. You have enough work to do without dealing with a solo monster as the characters' constant ally. Putting a dragon on the heroes' side in a battle is a fun change of pace once in a while, but when repeated, it loses its luster for the players and becomes a burden for you.

The key part of this campaign role is the word "occasional." Know ahead of time what factors prevent the metallic dragon from working with the characters full-time. Perhaps the dragon won't venture far from its lair, nor stay away too long. Maybe it has other allies that need its help more. Or maybe

CHRIS SEAMAN

it exacts a price (literal or figurative) for its assistance that the characters aren't always willing to pay. Finally, the dragon's personality might render it inherently unreliable.

## Vexing Ally

Characters naturally want a dragon on their side, and this campaign role plays on that inclination. A vexing ally seems like an asset at first, but eventually grows to be more trouble for the characters than it's worth.

A vexing ally might be overzealous, seeking the same overall goal as the characters but seeking it in a way the characters regard as beyond the pale. The dragon might be more militantly religious than the characters, trying to convert everyone it meets. Or the dragon might be so arrogant, short-tempered, or indiscriminate in its diet that the characters can't deal with it even to reach a common goal.

The dragon might also be working toward a goal that seems to be in concert with the characters' goal at first, but gradually diverges over time. A copper dragon can find common cause with characters who are trying to drive ogres out of the nearby foothills, but when the dragon starts constructing a fortress-lair on the hill that overlooks the characters' home town, the characters might wish the ogres were still around.

Like the mysterious stranger campaign role, consider how you'll gradually reveal the vexing aspect of the dragon ally. Eventually, you want the heroes to face the fundamental choice: What do they do about this dragon? Should they rein it in somehow, keep it at arm's length, or confront it once and for all? That choice takes on added richness when the characters have had several interactions with the vexing ally, and each interaction has widened the gap between the characters and the dragon a little more.

Prepare the dragon's response to each of the possible solutions the characters could use to deal with their vexing ally. At this point, the metallic dragon takes on a new campaign role. Whether the dragon becomes an occasional ally, a rival, a villain, or something else entirely is up to you and your players.

## Uncaring Obstacle

Sometimes you want a powerful figure in your campaign that fundamentally doesn't care about your campaign. It starts to look a little suspicious if every creature in the world is consumed with the drow incursions into the surface world (or whatever the overall conflict is in your campaign). It can be useful to have a powerful figure that isn't going to be drawn into the ongoing conflict—neither as an enemy nor as an ally. A metallic dragon's long outlook and tendency to hole up in its lair make it a good uncaring obstacle that the characters must contend with outside of your core narrative, which already has plenty of scheming factions and adversaries.

When you use a metallic dragon in this role, answer three key questions: What does the dragon have? How do the characters find out what the dragon has? What hoops will the dragon make them jump through to get it?

Metallic dragons own all sorts of stuff that adventurers want: rare magic items, powerful rituals, ancient lore, and so on. And you can seed a clue in an early part of your campaign that lets the characters know where to go to obtain these things. They might have to piece together several clues to figure out where the uncaring obstacle dragon is, or it might be as simple as another character telling them, "Only the iron dragon Arthanaclaur knows the secrets of the Twelve Portals."

Figure out what it takes for the characters to get what they want. The simplest solution is for them to battle the dragon in its lair, slay it, and reap the reward they came for. But a dragon might also give up what the characters want after negotiation (a skill challenge), after they answer three riddles (or solve any sort of puzzle), or after they undertake a quest for the dragon (a specific adventure).

How does this role differ from that of the occasional ally? It requires less work in terms of plotting, because the dragon is indifferent to the various machinations of the heroes and villains. It's also less likely to be a recurring campaign role. This dragon is in your campaign to make the characters solve a puzzle or undertake a quest, and it remains offstage thereafter. It's merely a delivery mechanism for a plot element, not a plot element in and of itself.

## Rival

Metallic dragons often have nuanced personalities, and it's easy to have them ride the fence between ally and enemy. A metallic dragon rival might be working toward the same goal as the characters, or it might have schemes of its own that merely run parallel to their plans. The dragon might have the same patron as the characters, and might try to curry favor with the patron and make the characters look incompetent or untrustworthy in the process.

The key element to an ongoing rivalry is providing variety in each interaction with the characters. If the heroes simply fight the rival dragon each time they meet, the dragon just feels like a recurring enemy, not a full-fledged rival. Sometimes the rival dragon merely makes mischief when the characters are engaged in another challenge and then escapes before the characters can confront it directly. Sometimes the rival dragon is the opponent in a skill challenge or in another situation in which it will trade insults but not blows with the heroes. And don't forget one of the oldest plot twists in fiction: two rivals who are forced into a reluctant, temporary alliance to defeat a foe that neither could withstand alone.

That isn't to say you shouldn't let the characters fight their rival. They're going to ache for the chance after a while, and you should satisfy that urge. You have several tools to make sure that the battle doesn't end in death. You can make it a duel of honor (see page 50), have a more powerful creature intervene near the end of the battle, or merely play the rival dragon cautiously enough that it can escape a losing fight of its own volition.

As you introduce a rival dragon, have some idea of when you want to resolve the rivalry—one way or another. The characters become more powerful over time, but dragons tend to stay the same for decades. Make sure your rivalry comes to a dramatic conclusion before the characters' level is high enough to render the dragon rival inconsequential.

This campaign role differs from the vexing ally mostly in that it's not a gradual reveal. The characters feel the rivalry right away and must deal with it throughout the campaign. But a vexing ally can become a rival once the characters realize just how wrong they were to make it their ally.

### Villain

Metallic dragons are less likely to be evil than are chromatic dragons, but even so, there are more than a few bad apples among them. Good and unaligned creatures can make effective villains, too.

Just because a dragon is good doesn't make it wise or honorable. It can be as haughty, quick to anger, and driven by ignoble emotions as humanoids—or other dragons. A good dragon might see the characters as evildoers (whether that's accurate or not), as obstacles to its ongoing schemes, or as necessary sacrifices in order for good to triumph over evil.

An unaligned dragon can likewise be a centerpiece villain in your ongoing campaign. It's easy to justify a dragon that's a callous mercenary, because draconic greed is legendary. And a metallic dragon could be egomaniacal enough to see itself as the arbiter of some sort of cosmic balance, battling the characters lest the forces of good become too powerful.

Truly evil metallic dragons are out there, too. Some are outwardly evil, but others play on the metallic dragons' heritage as children of Bahamut. They hide their evil behind metallic scales, sending their minions out on quests that appear beneficial but have a darker purpose. You can start a dragon in the patron or vexing ally campaign role, and then switch the dragon to a villain role when the characters realize that the dragon they've been fighting with or working for was evil all along.

## Dragons in the Background

Metallic dragons can be important when they aren't directly interacting with the player characters. Even when they're in the background, dragons are bound to catch the interest of the characters.

**Strategic Weapon:** When you need to threaten a town or a city with destruction, nothing does the job better than dragons circling in the sky overhead. Faced with this threat, the characters can try to negotiate with the dragons to keep them on the sidelines, find a magic countermeasure for an impending dragon attack, preempt the villain as he's about to launch the dragon attack, or evacuate the city. None of those responses involves a direct battle with dragons, and only one of them interacts with the dragons at all. The dragons are a plot element that remains in the background but drives the story forward.

**Mass Transit:** Dragons have fast overland flight speeds, making them an effective way to move characters from place to place—when used sparingly. There's something inherently cool about traveling on the back of a dragon, but that sense of the fantastic loses its luster if it becomes commonplace.

**Border:** The *terra incognita* at the edge of the map marked "Here be dragons" is a cartographic cliché. But viewed through the lens of the game world, that cliché becomes far more real: a far-off ridge that people dare not explore because they see brass dragons soaring overhead, for example. You can use the presence of powerful dragons to channel characters' explorations elsewhere until the heroes are powerful enough to face the dragons. At that point, they will have earned the right to cross the border you've set up.

**Scenery:** Dragons have a symbolic value that the players instinctively understand. A dragon signifies power, and it signifies the fantastic. You can put a dragon in the literal background of a scene to add power and a sense of the fantastic to what you're describing. Players are likely to respect a general who has a sleeping dragon curled up behind his tent, even if the dragon never wakes up and neither the general nor the characters mention the dragon in conversation.

When you put a dragon in front of the characters, you'll definitely get the players' attention. More so than any other monster, a dragon makes any encounter something the players will be talking about in the weeks and months to come. Players know that they'll be dealing with a solo monster that has potent attacks, high defenses, and at least some maneuverability. And they probably suspect that where there's a dragon, there's probably a dragon hoard.

But a dragon—especially a metallic dragon—is more than just a statistics block. You have a lot of tools at your disposal, including mixes of dragons and other monsters, subdual encounters, and social challenges.

## Combat Encounters

The obvious way to build a combat encounter with a dragon is to pick a dragon of an appropriate level and use only that dragon. Dragons are solo monsters, after all. Just because that approach is simple doesn't mean it isn't effective. A dragon has enough powers in its arsenal to keep the characters on their toes, and if they can defeat a solo dragon, they've earned their experience points and their treasure. More to the point, a dragon is designed to place roughly the same demands on the characters as five normal monsters would. Play that solo dragon, play it well, and that's all the encounter-building you need to do.

But sometimes the ongoing adventure (or your own sense of creativity) demands that you mix it up a little. Making a solo monster part of a larger encounter is tricky because you face two limiting factors: the experience-point budget for the encounter and the limits of what you can bring to life at the game table.

### Managing the XP Budget

The following tips can help you manage a dragon encounter without ruining the XP budget.

**Raise the Encounter Level:** A solo monster of a level equal to the party's level takes up the entire budget for an encounter of that level. So if you want to add monsters, you can make the encounter tougher (and they're fighting a dragon, so doing so makes some dramatic sense). Adding one standard monster of the dragon's level puts the encounter on the cusp of being one level tougher. If you add two standard monsters or one elite, you're at least one level tougher and sometimes almost two levels tougher.

**Lower the Level, Then Add Monsters:** If you want to add monsters without breaking the budget, you can use a lower-level dragon to begin with. If you use a dragon one level lower than the party's level, you can definitely add one monster and sometimes two monsters and keep the overall encounter at the same level as that of the characters. If you use a dragon two levels lower, then you can add at least two—and often three—standard monsters.

And you can both downshift the dragon and raise the encounter level if you want an encounter in which the dragon is only a small part of the monster mix. (But be aware of the complexity issues described in "Managing the Encounter's Complexity.")

**Use an Elite Dragon:** Turn a normal solo dragon into an elite using the advice given on page 218.

**Give the Characters an Advantage:** If you want to add monsters to a solo dragon encounter without raising the encounter level, you can provide advantageous terrain or other equalizing factors to make for a fair fight. How you pull off this trick depends on the specifics of your adventure, but it's easy to justify the presence of almost anything in a dragon's lair. The characters might benefit from any of these advantages:

- Fantastic terrain such as blood rock, a font of power, or a pillar of life (all described on pages 67–68 of the *Dungeon Master's Guide*). Such terrain is an advantage for the characters only if they seize it before the monsters do. A small piece of terrain such as a single pillar of life might work against the characters if they cluster around it, letting the dragon use its *breath weapon* on everyone at once.
- A distraction that the dragon or some of the monsters must deal with. If the monsters must keep one of their number tending an ongoing ritual every round, for example, they can't focus their full attention on the characters. Although you don't need to immediately explain to the players how the distraction works, what's going on should be apparent after a few rounds of observation. If, for example, the dragon always flies back to the blue orb in the round after the orb flashes, then the characters can put that knowledge to work for them—and they'll have an interesting puzzle (what does the blue orb do?) when the fight ends.
- Reinforcements that enter the fight gradually. If the door opens at the start of round four and kobold cultists start pouring into the dragon's chamber, then you've added monsters but given the characters a key advantage: three rounds of focused attacks against the dragon.
- An unusual victory condition. The characters might be able to overcome the challenge of the encounter without beating every single monster down to 0 hit points. If the dragon yields as soon as it's bloodied, for example, it's not a solo monster. It's more like a supercharged elite, and your encounter planning should reflect that. Likewise, if the other monsters flee or surrender as soon as the dragon goes down, then the characters have a significant advantage.

ZOLTAN BOROS & GABOR SZIKSZAI

If you include an unusual victory condition, realize that it's more meaningful if the players know about it ahead of time. If the characters are tenaciously fighting the dragon, hoping to take it down and thus cow the kobolds into submission, that's tactically useful and a recipe for a dramatic encounter. But if they don't suspect that the kobolds will surrender, they might kill the kobolds first, denying themselves the advantage you intended and making the encounter more difficult than you planned.

### Managing the Encounter's Complexity

Although it's tempting to build a dragon encounter with other monsters, interesting terrain, reinforcements, and an unusual victory condition, it's your ability to manage all those elements that determines whether anyone has fun in your game—including you. By itself, a solo dragon isn't too complicated, but don't mistake that solo dragon for an ordinary monster. When you start adding more monsters, complex terrain, and other factors to your encounter, it's easy for the overall complexity to creep past the point where you (or anyone) can comfortably manage it.

Just as you can give your encounter a bigger XP budget by increasing its level, you can allow yourself more complexity in your encounter by spending time preparing for it beforehand. One overlooked aspect of preparation is practice: running through the fight ahead of time. If you've practiced with the dragon a few times, you can run through its attacks without a lot of thought, position it favorably for *breath weapon* attacks without a lot of contemplation, and remember the details such as auras and recharges that a harried DM can easily forget. Another way you can improve your ability to handle complexity is by having good notes behind your screen. If you've pulled out all the relevant rules text and terrain information, you'll spend less time flipping through books and more time making the fight a challenge for the players.

One final consideration: As you build your dragon encounter, take a critical look at complexity that's invisible to the players, because it's rarely worth the effort. If reinforcements arrive through the north door, there's little point in having them arrive in a random round (the players aren't going to go through the encounter more than once, so it won't be a random round to them). Nor would it be worthwhile to have the type of reinforcements depend on a die roll or the specific situation in the dragon's lair. To the players, it's just monsters coming through a door.

## Subdual Encounters

D&D has a long tradition of dragons that can somehow be subdued—defeated instead of killed. Subduing a dragon makes particular sense in the case of metallic dragons, which are usually less antagonistic than their chromatic counterparts. A subdual encounter provides the players with a fight that's out of the ordinary. And by preserving the dragon for future encounters, a subdual encounter can assist the ongoing narrative.

At its simplest, a subdual encounter is one in which the dragon stops fighting—and the characters win—when the dragon is bloodied. But the degree of the victory matters, so you will need to keep track of how many characters were bloodied during the course of the battle.

Why would a dragon fight this way? For two main reasons: honor and survival. Some dragons abhor needless bloodshed as inherently dishonorable, and those dragons are more likely to be metallic than chromatic. Other dragons will fight a subdual encounter

for more pragmatic reasons. It's likely that the second half of the battle would go the same way as the first half, and if the dragon is bloodied, it's better to pay off or otherwise placate the intruders than to risk its life.

### Building a Subdual Encounter

A dragon four levels higher than the characters is appropriate for a typical subdual encounter. If the battle ends when the dragon is bloodied, it effectively has fewer hit points than a typical solo of the party's level, but its defenses will be higher and its attacks more potent. But it's fundamentally a fair challenge, and the characters deserve the XP and treasure rewards for their victory. Award experience points for an encounter of the party's level, and account for an appropriate treasure parcel either directly (by having the dragon give the characters a gift from its hoard) or indirectly (by increasing the treasure elsewhere in the adventure). You can make part of the treasure reward depend on how many characters avoided becoming bloodied.

A subdual encounter is also a good way for the characters to earn assistance from a dragon. If they beat the dragon in a subdual encounter, the dragon is often inclined to be helpful. After all, those characters might start a fight to the death the next time. A subdued dragon will grant passage through its territory, part with important lore or clues, or end alliances with foes of the characters. Again, you can provide a graduated award. The dragon might part with only cryptic clues if the characters were all bloodied, offer more detailed lore if just one or two were bloodied, and give them an accurate map of their next destination if none of the characters became bloodied.

Many good and some unaligned dragons perform subdual battles as a matter of course; it's how they prefer to deal with hostile humanoids. They'll fight the characters normally until they're bloodied, at which point they'll stop attacking for a round, praise the characters for an honorable defeat, and then make arrangements for a reward. You don't have to tell the players ahead of time that it's a subdual battle, and if the characters want to continue the fight and deal with the consequences, they certainly can. Subdual battles usually work better, though, when characters know the ground rules: They're trying to remain unbloodied, and the battle will end when either the dragon is bloodied or all the characters are.

### Duels of Honor

A duel of honor functions as a subdual encounter—everyone knows ahead of time what the ground rules are. There's an additional complication for the characters: The dragon won't attack bloodied characters, but it expects that bloodied characters will retreat and observe the rest of the battle as spectators. A given dragon might or might not engage in duels of honor. There's no mandate that it has to, and an untrustworthy dragon might claim a duel of honor until defeat seems likely, at which point it breaks the rules and fights a standard battle.

Assuming that everyone follows the rules, a duel of honor makes the battle easier for the dragon than a normal subdual encounter would be, because it's easier for the dragon to knock characters out of the fight. A dragon three levels higher than the party's level is an appropriate challenge for a duel of honor.

When you run a duel of honor, consider its effect on the players—not just their characters. If you focus the dragon's attacks and spend action points early, the dragon might bloody one of the heroes in the first round or two. That player, assuming the characters adhere to the duel's rules, doesn't have anything to do except sit and listen until the fight is over. Spreading the dragon's damage around isn't optimal play, but it makes for better drama. Ideally, you want everyone to be just one attack away from being bloodied and to be sweating each roll of the dice.

Just as with a subdual encounter, if the characters break the rules in a duel of honor, there's a natural consequence: They have to deal with an angry dragon that's three or more levels higher than they are.

## Social Encounters

Countless exceptions exist, but characters are more likely to negotiate with a metallic dragon than a chromatic one. When the characters are talking to a dragon, you've already marked the interaction as important. Dragons have a gravitas unlike other monsters. Dragons demand respect. Including a social encounter with a dragon means you need to deliver on the implicit promise that talking to a dragon is something special.

Let your dragons truly be dragons. Make them casually arrogant, occasionally inscrutable, and perpetually scheming. Have each dragon demonstrate for the characters that it's the whole package: physically powerful, magically potent, and (in the case of older dragons) backed up with the experience of centuries. Dragons can still inadvertently display their weaknesses, though. A dragon should always underestimate smaller creatures (such as the characters), obsess about the treasures in its hoard, and harbor sinister ambitions against its rivals.

### Unmasking the Dragon

*"What do you mean, 'Am I really just a minstrel?' " she asks, revealing a glimpse of a wry grin as she tosses her hair back. "Are you really just a soldier? And is your companion really just a priest?"*

In this challenge, the characters are talking to a dragon that has used its *change shape* power or other magic to appear humanoid.

You can run this challenge in one of two ways. If the characters know that the individual they're conversing with isn't what he or she appears to be, then this challenge is an overt effort to figure out just what they're dealing with.

But it's also possible that the characters' suspicions are more vague: They know that something is amiss, but they don't know for sure that they're dealing with a shapechanged creature, much less that a dragon is in the mix. In this case, you should mix the skill checks called for below with other actions and checks. As the characters simultaneously work on the surface conversation (whatever the dragon is talking about), they're also probing to figure out what's unusual about the stranger they're conversing with. You can combine this social challenge with a negotiation and run two social challenges simultaneously.

Start the skill challenge as soon as a player expresses some suspicion or doubt that the social interaction taking place is as ordinary as it appears.

**Level:** 9 (800 XP).

**Complexity:** 2 (requires 6 successes before 3 failures).

**Primary Skills:** Diplomacy, Insight, Nature, Perception.

*Diplomacy (DC 19, standard action)*: The character's quick talking or smooth manner has coerced some information out of the dragon that hints at its true nature. It could be that the dragon is beginning to trust the characters, or perhaps the hint was unintentional.

*Insight (DC 14, minor action):* The character picks up a clue from body language or a vocal mannerism that's decidedly not humanoid. With each success, reveal a further clue about what lies under the disguise. For example, "She's older than she appears," then "She's not human," then "Whatever she is, she's accustomed to being on all fours," and so on.

*Nature (DC 19, minor action):* The character notices something specifically draconic, such as a slow blink or a sinuous, reptilian stretch of the neck and shoulders. Only 1 success can be gained in this way.

*Perception (DC 19, minor action):* The character spots a strictly physical flaw in the dragon's disguise: a bit of telltale magical blur, or the faint outline of a scale on exposed skin. As with Insight checks, try to show the characters the truth gradually. First reveal evidence that suggests that they're indeed dealing with a disguised creature, and then provide better and better clues about what's under that disguise.

**Secondary Skills:** Bluff, Arcana, Dungeoneering, Religion.

*Bluff (DC 8, standard action):* The character isn't bluffing directly so much as he or she is using adroit conversation to draw the dragon into a lively, fast-paced exchange during which it might inadvertently reveal something. A successful Bluff check doesn't provide a success, but it grants a +2 bonus to the next Insight or Perception check.

*Arcana, Dungeoneering, or Religion (DC 19, minor action):* Success with any of these skills on a monster knowledge check doesn't provide a success in the challenge, but it eliminates the possibility that the creature has one of the origins associated with the skill in question. If the skill check is successful, tell the player, "You don't see any clues that would suggest a creature like the ones you've studied." Each of these skill checks can be attempted only once.

**Success:** The dragon admits what the characters are about to figure out: It's a dragon. If conditions are right, it changes back into its real form and deals with the characters as a dragon.

**Failure:** The characters get no indication they're dealing with a disguised dragon, but they might retain the suspicions they already have. The dragon cuts the interaction short if it can, and is uncommunicative if it can't get away from the characters.

## Begging for Mercy

*As you scatter to avoid the dragon's breath, it circles around, casually tossing your unconscious comrade to the ground at your feet. "You've proved your tenacity," the dragon growls. "But you're about to prove your foolishness. Do you want further demonstrations of how overmatched you are?"*

There's no ironclad guarantee that an encounter with a dragon will be fundamentally fair. In this social encounter, the characters must negotiate a ceasefire with the dragon they're fighting—while surviving long enough to reach the end of the skill challenge.

Don't underestimate the players' willingness to press onward in the face of their near-certain demise. Before you bring this skill challenge into play, make sure you have a way of suggesting to the players that a social encounter might save their characters' lives. This might be as blatant as a "You might be able to talk your way out of this" clue.

This skill challenge begins when a character makes a Bluff, Diplomacy, History, Insight, or Religion check in hopes of ending hostilities. The dragon continues to fight the characters during this skill challenge, but it does so cautiously. If the characters do well (as described in the "Success" paragraph below), the dragon refrains from attacking for a round.

**Level:** 14 (XP 2,000).

**Complexity:** 2 (requires 6 successes before 3 failures).

**Primary Skills:** Bluff, Diplomacy, History, Insight.

*Bluff (DC 18, standard action):* The character engages in deception, trying to make the dragon believe the heroes are either weaker or more capable than they are. A failed check grants the dragon a +2 bonus to attack rolls against that character on the dragon's next turn.

*Diplomacy (DC 18, standard action):* The character tries to persuade the dragon to end the conflict peacefully.

*History (DC 18, standard action):* Reciting a past case in which a dragon spared mortals' lives and benefited from doing so, the character tactfully reminds the dragon of that event.

*Religion (DC 23, standard action):* The character quotes some analects of Bahamut about the nature of honorable mercy. This skill can be used to gain only 1 success.

**Secondary Skills:** Insight, special.

*Insight (DC 11, minor action):* By assessing the dragon's mood, the character gets an idea of how best to convince it to let the party live. Success on an Insight check does not provide a success in the challenge, but it grants a +2 bonus to either Bluff or Diplomacy checks until the end of the character's next turn; the DM determines which skill gains the advantage against the dragon. The character can share this information with allies.

*Special:* If no character has attacked the dragon for a full round, each character gains a +2 bonus to Diplomacy, History, and Insight checks. The first time the characters bloody the dragon, they earn 1 failure in the challenge. If the dragon attacks in a given round but doesn't hit anyone, the party earns 1 success.

**Success:** If the characters achieve 3 or more successes in a single round, the dragon waits for them to continue their argument and doesn't attack on its next turn. It still maneuvers, rolls recharges for its *breath weapon,* and otherwise prepares for the battle to resume. When the characters reach 6 successes, the dragon announces that the battle is at an end. It then converses with the characters—not as equals, but as creatures wise enough to know their proper place in the world.

**Failure:** The dragon won't grant the characters even a temporary respite from its attacks. If the characters want to survive, they must retreat.

## Requesting Transport

*The dragon raises up on its hind legs and unfolds its leathery wings. "It is indeed true that none can travel through the Sorrowflame mountain passes," the dragon intones. "But we dragons spurn such petty inconveniences. The mountains cannot hinder dragons on the wing."*

In this skill challenge, the characters negotiate with a dragon (or possibly several dragons) to persuade it to take them someplace using overland flight.

This encounter assumes a few facts: Travelers can't easily reach the destination (so the dragon knows that its service is valuable), getting there is neither easy nor impossibly difficult, and the destination isn't someplace the dragon often visits, so any wayfinding guidance the characters can provide will be useful. The skill challenge is most effective if the characters are under time constraints.

For the dragon to agree to take the characters where they want to go, they must convince it both that the journey is worth it and that they deserve of the honor of riding a dragon.

**Level:** 15 (2,400 XP).

**Complexity:** 2 (requires 6 successes before 3 failures).

**Primary Skills:** Diplomacy, Intimidate, Nature.

*Diplomacy (DC 18, standard action):* The character makes a direct appeal to the self-interest of the dragon, pointing out advantages of journeying with the characters and employing the obligatory flattery.

FRANZ VOHWINKEL

*Intimidate (DC 18, standard action):* As soon as one character uses Intimidate to argue that he or she is worthy of riding a dragon, have all the characters make Intimidate checks as the dragon assesses them collectively. If the dragon has seen the characters defeat an enemy, give them a +1 bonus to this check; give them a +2 bonus to this check if the characters have previously defeated the dragon. The heroes earn 1 success in the challenge if more characters succeed than fail. Intimidate can be used only once in this way, but it has an alternate use.

*Intimidate (DC 23, standard action):* The character delivers a threat or an ultimatum to the dragon, with a +2 bonus to this check if the characters have previously defeated the dragon. If this check succeeds, perform the Intimidate group check (described above), if you haven't already done so. If this group check fails to earn a success in the challenge, the dragon makes an attack roll against the character who delivered the threat or ultimatum. If that attack hits, the character is knocked prone or slammed into a wall, but takes no damage. This is only a warning: The dragon is punishing the character's temerity.

*Nature (DC 18, standard action):* The character demonstrates his or her knowledge of the journey ahead and its rigors and hazards. This skill can be used to gain only 1 success in the challenge.

**Success:** The dragon agrees to take the characters where they want to go, using overland flight. If battles happen during the journey, the dragon fights alongside the characters.

**Failure:** The dragon is unconvinced that the characters' journey is worthwhile, or that the characters are worthy of flying with it. The dragon will take the characters where they want to go only if they undertake a quest on the dragon's behalf first (see page 62 for some quest ideas). During the journey, it fights only when its own survival is at stake; the characters are otherwise on their own.

## Debating the Scholar

*"Your point about the eldritch connection is well taken, if artlessly expressed," the dragon says, slithering toward a bookstand in the corner.*

*"A dragon named Lorroch-Turhelion spoke of that connection more than twenty of your lifetimes ago—as part of a theory about interactions with the Feywild. She pointed out that the strength of the connection isn't nearly as important as its exact nature. She identified twelve categories, each divided by the relevant influence, origin point, and . . ."*

With their native intellect and centuries-long life spans, dragons are natural sages and lore-keepers. Convincing a dragon to part with that wisdom is no easy task. Nor is it easy to teach an elder or an ancient dragon something new, but that's exactly the goal of characters who find themselves drawn into an academic debate with a dragon.

This skill challenge deliberately doesn't specify the nature of the academic debate. That's a matter for you and your campaign to determine. Ultimately, the specific proposition under debate doesn't matter; it might be relevant to the characters' goals or it might just be a topic chosen by the dragon to test the lesser creatures that have the brashness to question draconic wisdom. Dragons are arrogant enough to savor an argument for its own sake, after all.

**Setup:** For the characters to convince the dragon that they're right, they must win the debate by using arguments that the dragon understands and respects.

**Level:** 24 (12,100 XP).

**Complexity:** 2 (requires 6 successes before 3 failures).

**Primary Skills:** Arcana, History, and whichever knowledge skill is relevant to the debate.

*Specific Knowledge Skill (DC 24, standard action):* The characters argue the merits of the proposition. This will involve an Arcana, Dungeoneering, History, Nature, or Religion check most of the time. History and Nature can be used in other ways to advance the characters' argument, as described below. Characters who speak Draconic gain a +1 bonus to the skill check.

*History (DC 24, standard action):* In his or her argument, the character references ancient authorities and obscure texts—but authorities and texts that a long-lived dragon would know and respect. A character who speaks Draconic gain a +1 bonus to the skill check.

*Nature (DC 29, standard action):* The character applies a uniquely draconic spin on the argument, mimicking dragon speech patterns and picking up on subtle behavior cues that only those who have studied dragons would spot. The characters can earn only 1 success with this approach.

**Secondary Skills:** Insight, special.

*Insight (DC 24, minor action):* The character reads the demeanor of the dragon, learning which lines of argument it finds particularly compelling. Use of this skill doesn't provide a success or failure in the challenge, but a successful check grants a +2 bonus to the next knowledge check a character attempts in the challenge.

*Special:* If the Consult Oracle ritual is performed before engaging the dragon in debate, it can give the characters a head start on constructing a compelling argument. It grants 1 automatic success on the skill challenge for every two questions answered by the oracular spirit.

**Success:** The dragon is convinced by the characters' arguments and impressed by their knowledge. The reward for success is usually something specific to your campaign, but it's reasonable for the dragon to offer a service or boon at this point. Furthermore, the characters earn a +1 bonus to skill checks in future skill challenges with this dragon.

**Failure:** The dragon contemptuously dismisses the characters' arguments, and if possible ends the interaction altogether. The characters take a –1 penalty to future Diplomacy checks or Intimidate checks made to influence this dragon.

## Enemy of My Enemy

*Water drips from the ceiling. Burning naphtha pools cast queer shadows on the cavern walls, throwing red light across the dragon's scales. One moment, a pale membrane covers its great golden eyes; the next, it stares at you, unimpressed by your swords and spells. "Speak quickly, little fools. It has been hours since my last meal."*

Enemies threaten a nearby city, and although the citizens are willing to give their lives toward their community's defense, they are too few to stand against the approaching doom. Allies promise aid, but it will take a week at least for the reinforcements to arrive. The characters need to buy them time, and what better way to gain a few extra days than by stirring a dragon to fight on their behalf? Naturally, the dragon has little interest in the affairs of such feeble creatures, especially when they haven't paid it tribute in generations, and it would take a good argument to persuade the monster to stir from its lair.

The heroes must convince the dragon that the threat to the city is also a threat to itself.

**Level:** 8 (700 XP).

**Complexity:** 2 (6 successes before 3 failures).

**Primary Skills:** Bluff, Diplomacy, History, Insight, Nature.

*Bluff (DC 19, standard action):* The character fabricates a reason why aiding the heroes is in the dragon's best interest.

*Diplomacy (DC 14, standard action):* The character describes how the troubles affecting the city will ultimately trouble the dragon or flatters the dragon and makes it think the city has no chance to stand against the impending doom without its help. The characters might also offer treasure, service, or something of value in exchange for the dragon's assistance. A particularly generous offering can reduce the DC to 8 for a single check.

*History (DC 14, standard action):* The character reminds the dragon of a time when it has come to the aid of good people in the past, or when other dragons have done so, and how the legends of such events are flattering to the dragon and good for its reputation. This skill can be used to gain 1 success in this challenge.

*Insight (DC 14, minor action):* Careful attention helps the character know what the dragon wants to hear, whether it seeks an excuse to help or needs to see the benefit to itself. This skill can be used to gain 1 success in this challenge. A success also grants the party a +2 bonus to either Bluff or Diplomacy checks (characters' choice) for the duration of the challenge.

*Nature (DC 14, standard action):* The character recalls a useful fact about the dragon's diet, lair, or physiology for use as an advantage during the negotiation. This skill can be used to gain 1 success in this challenge.

**Success:** The dragon agrees to aid the community and promises to strike the enemies to slow their progress. If the characters completed the challenge with no failures, the dragon also helps defend the city when the menace finally arrives.

**Failure:** The dragon decides the characters and the city aren't worth the trouble and demands that the characters leave its lair at once, resorting to violence if they don't leave. If the characters achieved no successes in the challenge, the dragon automatically attacks.

## Restoring the Peace

*Through the smoke and the burning buildings, you spy a gleaming beast, its scales shining in the light cast by the flames. The dragon turns its head toward you, revealing a bestial grimace that contorts its astonishing features into a visage of wrath.*

A dragon known to be nonviolent is attacking a town that it had never bothered before. The townsfolk seek a peaceful solution, because the dragon's presence has kept vicious creatures away for many years. The adventurers must discover why the dragon is attacking and restore the peace. The dragon is still rampaging during this challenge, and the characters might be rescuing people or trying to delay the dragon as they play out the challenge. Each character can attempt only one skill check in the challenge per turn.

### Changing Levels for Social Encounters

You can adapt any of these social encounters to fit the level of the characters in your current adventure. Doing so is a simple matter of substitution. Replace the DCs noted in the skill challenges with the appropriate ones in the table below. First, use the table to determine whether the check for each skill used in a challenge is easy, moderate, or hard. Then replace that DC with the easy, moderate, or hard DC at the level appropriate for your game.

| Party Level | Easy | Moderate | Hard |
|---|---|---|---|
| 1st-3rd | 5 | 10 | 15 |
| 4th-6th | 7 | 12 | 17 |
| 7th-9th | 8 | 14 | 19 |
| 10th-12th | 10 | 16 | 21 |
| 13th-15th | 11 | 18 | 23 |
| 16th-18th | 13 | 20 | 25 |
| 19th-21st | 14 | 22 | 27 |
| 22nd-24th | 16 | 24 | 29 |
| 25th-27th | 17 | 26 | 31 |
| 28th-30th | 19 | 28 | 33 |

**Level:** 20 (8,400 XP).

**Complexity:** 3 (requires 8 successes before 3 failures).

**Primary Skills:** Diplomacy, Heal, History, Insight, Bluff, Perception.

*Diplomacy (DC 27, standard action):* Using careful questions so as not to anger the dragon further, the character tries to learn the reason for the dragon's wrath. This skill can be used to gain a maximum of 4 successes in this challenge, but each character can attempt a Diplomacy check only once.

*Heal (DC 14, standard action):* The character offers to treat the injuries the dragon has sustained in battle. A successful check grants the characters 1 success and removes 1 failure. The characters can gain only 1 success (and remove 1 failure) with this skill.

WAYNE ENGLAND

*History (DC 22, standard action):* The character reminds the dragon of the long alliance between it and the people of the land. This skill can be used to gain a maximum of 3 successes in this challenge.

*Insight (DC 27, minor action):* Examining the dragon's words and body language, a character can gain in inkling about the dragon's frustration. A character who succeeds on an Insight check can make a Bluff check during the following round (see below). A failed Insight check, in addition to counting as a failure in the challenge, also imposes a –2 penalty to Diplomacy checks until a successful Insight check is made. This skill can be used to gain a maximum of 3 successes in this challenge.

*Bluff (DC 27, minor action):* After a character gets a sense of the reasons behind the attack with an Insight check, he or she might downplay the severity of the dragon's problem or make false promises to aid the creature. A failed Bluff check, in addition to counting as a failure in the challenge, also imposes a –2 penalty to the next two skill checks in the challenge. This skill can be used to gain a maximum of 3 successes in this challenge.

*Perception (DC 22, standard action):* The character assesses the dragon's victims, the buildings or objects it has destroyed, and any other pertinent details to learn why the dragon is attacking. This skill can be used to gain a maximum of 2 successes in this challenge.

**Secondary Skills:** Intimidate, Nature.

*Intimidate (DC 27, minor action):* The character threatens the dragon with promises of retribution. A successful check grants the characters 1 success, but imposes a –2 penalty to Diplomacy checks and prevents further use of the Heal skill to gain success in this challenge. A failed check blocks further use of the Heal and Intimidate skills to gain success in this challenge. This skill can be used to gain 1 success in this challenge.

*Nature (DC 25, minor action):* The character searches his or her memory for useful lore about the dragon. A successful check grants a +2 bonus to all Diplomacy checks or Insight checks made until the end of the challenge.

**Success:** The dragon's wrath abates, and it confides in the characters the reason for its attack. If the characters offer to help the dragon with its predicament, it stops razing the countryside, but if the characters fail or don't resolve the problem fast enough, the dragon will right the wrongs committed against it, no matter the cost. If the characters completed the challenge with no failures, the dragon gives them a longer time in which to resolve the problem.

**Failure:** The dragon grows frustrated with the characters and turns its full wrath against them. The dragon fights until it becomes bloodied, at which point it flies away. If the characters achieved no successes, the dragon fights to the death.

# Draconic Traps

All dragons value their progeny and their possessions—whether treasure, minions, or territory. They go to great lengths to safeguard those things from rivals and adventurers alike. Though not all dragons use traps, many metallic dragons employ a clever mix of traps and followers to protect their treasure. Copper dragons, in particular, delight in using traps in unexpected ways, finding dark humor in the plight of those that would dare rob them.

**Niter Patch** **Level 5 Lurker**
Hazard XP 200

*When exposed to fire, the white encrustations covering the cavern's walls explode in fiery death.*

**Hazard:** Ten squares scattered across the room's walls bear niter encrustations. When exposed to a fire or lightning attack, they explode into flame and create a zone of caustic salts to burn any creature that enters their area.

**Perception**

✦ DC 7: The character notices a glittering crust covering patches on the walls in its line of sight.

**Additional Skill:** Dungeoneering

✦ DC 12: The character identifies the encrustation as being niter.

**Trigger**

When a niter patch is caught in the area of a fire or a lightning attack, the patch makes an opportunity attack. Each trapped square explodes only once. A triggered niter patch can trigger other niter patches in the blast's area.

**Attack ✦ Acid, Fire, Zone**

**Opportunity Action** **Close** blast 3
**Targets:** Each creature in the blast
**Attack:** +7 vs. Reflex
**Hit:** 1d6 + 4 fire damage.
**Effect:** The blast creates a zone of caustic salt that lasts until the end of the encounter. Any creature that enters the zone or starts its turn there takes 5 acid damage and grants combat advantage to all enemies (save ends). Creatures that are flying are immune to the zone's effect.

**Countermeasures**

✦ A character can neutralize one square of niter with a radiant melee or ranged attack, and he or she can neutralize multiple zones by using a close or area radiant power that encompasses more than one of them.

✦ A character can leap over the zone of caustic salt by making a DC 30 Athletics check (or DC 15 with a running start).

**Upgrade to Elite (400 XP)**

✦ Increase the attack bonus by 2.

✦ The hazard attacks when caught in the area of any close or area attack.

## Tactics

A brass or a bronze dragon prefers to place niter patches at strategic locations in its lair, usually near the entrance or entrances. The dragon then uses its breath weapon to set off an entire patch. Orium and black dragons will sometimes nest on piles of niter, letting their enemies set them off.

**Support Pillar** **Level 6 Blaster**
Hazard XP 250

*A pillar supporting the ceiling shatters, causing rocks to fall from above.*

**Hazard:** Soon after the support pillar is damaged, it falls, causing the rocks above to fall in the immediate area.

**Perception**

No check is required to see the support pillar.

**Additional Skill: Dungeoneering**

✦ DC 12: The character notices structural imperfections in the pillar, indicating that it could easily shatter and cause the ceiling to collapse.

**Initiative** +6

**Trigger**

When the support pillar is damaged by any attack (AC 8, other defenses 6; hp 1), the support pillar rolls initiative. The trap makes a single attack on its initiative count, and then the trap is destroyed.

**Attack ✦ Zone**

**Standard Action** **Close** burst 3
**Target:** Each creature in burst
**Attack:** +11 vs. Reflex
**Hit:** 3d8 + 6 damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of difficult terrain that lasts until removed.

**Countermeasures**

✦ At your discretion, certain powers or items could delay the support pillar's collapse—for example, *web*, *Bigby's icy grasp*, or a wall power.

## Tactics

Support pillars are the type of hazard of which a dragon isn't always aware. When it is, it either shores up the ceiling to protect the lair or prepares to take advantage of it with intruders. The dragon's *breath weapon* is the safest way for it to activate the pillar. While waiting for the right time to activate the pillar, the dragon stays out of its area of effect in case a character gets any bright ideas.

When many support pillars are near each other, it creates a domino effect: One pillar collapsing triggers the next, and so on, which can make for a neat scene or bring down an entire cavern.

**Dragontooth Passageway** **Level 7 Lurker**
Trap XP 300

*Fang-shaped blades arc out of a slit in the floor to slice into those that pass through this hallway.*

**Trap:** A section of hallway—up to 4 squares by 1 square—contains a slit in the floor that giant blades slice through. A beam of light spans the corridor as a trigger.

**Perception**

✦ DC 14: The character notices the slit in the floor where the blades are hidden.

✦ DC 19: The character notices illuminated dust in the air where the triggering light shines through.

**Additional Skill:** Insight

✦ DC 14: A character notices an enemy moving oddly to avoid crossing the beam of light.

**Trigger**
When a character moves into a trapped square and breaks a beam of light, a rotating blade comes out of the floor and slices through all the trapped squares.

**Attack**
**Opportunity Action** **Melee**
**Targets:** Each creature in the trapped squares
**Attack:** +12 vs. AC
**Hit:** 1d12 + 5 damage.

**Countermeasures**
- ✦ A creature that flies or jumps 5 feet above the trapped squares does not trigger the trap. Jumping it requires a DC 25 Athletics check (with a running start). A failed check triggers the trap.
- ✦ A creature can make a DC 19 Acrobatics check to avoid the blades or a DC 14 check if it is aware of the beam of light and avoids that instead. A failed check triggers the trap.
- ✦ A character can climb around the trapped squares with a DC 15 Athletics check. This climb takes 6 squares of movement.
- ✦ Invisible creatures do not break the light beam, so they do not trigger the trap.

## Tactics

The blades of a dragontooth passageway are in the shape of a dragon's teeth, and such a trap is frequently edged with the teeth of dragons the lair's owner killed. This trap is often handy when the characters are in a hurry and are bound to be less cautious. It can be combined with another trap that requires quick action, such as a crushing walls room (see page 68 of *Dungeon Master's Guide 2*). Monsters that push characters into the beams of light can make this trap more deadly, but that action also can be seen as unfair.

**Scatter Trap** **Level 8 Obstacle**
Trap XP 350

*Infused with ancient magic, the room sports hidden wards to scatter and frustrate intruders.*

**Trap:** Six randomly positioned squares contain nearly invisible glyphs that damage and teleport creatures that enter their spaces. Once a square of the trap attacks, that glyph moves to a different square in the room.

**Perception**
- ✦ DC 19: The character notices a faint glow emanating from the closest square containing a glyph.

**Additional Skill:** Arcana (trained only)
- ✦ DC 24: The character perceives the glyph from which the faint light shines and identifies the space as containing some sort of teleportation trap.

**Trigger**
When a creature enters or begins its turn in a square containing a glyph, the scatter trap attacks that creature.

**Attack ✦ Teleportation**
**Opportunity Action** **Melee** 1
**Target:** The triggering creature
**Attack:** +11 vs. Reflex
**Hit:** 1d8 + 5 damage, and the target teleports 1d4 squares to a random unoccupied space (roll 1d8: 1, north; 2, northeast; 3, northwest; 4, east; 5, west; 6, south; 7, southeast; 8, southwest) and is stunned and invisible until the end of its next turn.
**Effect:** The glyph moves to a random adjacent square (roll 1d8: 1, north; 2, northeast; 3, northwest; 4, east; 5, west; 6, south; 7, southeast; 8, southwest).

**Countermeasures**
- ✦ A character who makes a successful Athletics check (DC 10 or DC 5 with a running start) can jump over a single trapped square.
- ✦ An adjacent character can disable one trapped square with a DC 19 Arcana or Thievery check.
- ✦ With a DC 14 Arcana or Thievery check, an adjacent character can discharge one trapped square without being caught in the effect.

**Upgrade to Elite (700 XP)**
- ✦ Increase the DCs for Arcana, Perception, and Thievery checks by 2.
- ✦ The trap's attacks deal 2d8 + 6 damage, and the target is stunned (save ends).

## Tactics

Dragons place scatter traps in chambers where they anticipate future battles and know they have enough room to stay off the floor, either by flying or using another form of movement (such as climbing). Other dragons inscribe glyphs that only they can see, allowing them to navigate the trapped area and lure enemies into the glyphs. If a dragon can see invisible objects and creatures, it specifically targets the invisible, stunned enemies.

**Fire Egg Fabrication** **Level 9 Warder**
Trap XP 400

*The nest contains what looks like barrel-sized dragon eggs. But once an individual moves close, the eggs explode in a fiery burst.*

**Trap:** One square is filled with a nest containing three to six artificial dragon eggs, primed to explode if disturbed.

**Perception**
- ✦ DC 19: The character notices that the dragon eggs are not real.

**Trigger**
When a creature moves adjacent to the square containing the fire egg fabrication or when the eggs in the nest are moved, the trap attacks.

**Attack**
**Opportunity Action** **Close** blast 3
**Targets:** Each creature in the blast
**Attack:** +12 vs. Reflex
**Hit:** 3d8 + 5 fire damage and ongoing 5 fire damage (save ends).

**Countermeasures**
- ✦ A character can attack the fire egg fabrication (AC 18, other defenses 13; hp 1). If it is damaged, the trap attacks. A character who hits the trap from a sufficient distance, using a ranged, area, or close attack, can set off the trap without causing damage to himself or herself.
- ✦ A character can leap over the nest (and surrounding squares) by making a DC 30 Athletics check (or DC 15 with a running start).

## Tactics

Many dragons use fire egg fabrications to safeguard their eggs. Often, they will leave them in fake hatcheries or among their treasure.

*Dragontooth passageway*

| **Curse of the Dragon's Death** | **Level 10 Lurker** |
|---|---|
| Hazard | XP 500 |

*The spirit of a dragon lives on long after its death, twisted by hate and anger.*

**Hazard:** When a nondragon enters the room, a Medium invisible curse moves its speed toward the closest living creature and attacks to possess that creature.

**Perception**

✦ DC 16: The character notices a shimmering presence in the curse's square.

**Additional Skill:** Religion

✦ DC 15: The character identifies the shimmering presence as a curse of the dragon's death.

**Initiative** +7 **Speed** 5

**Trigger**

When characters enter the area, the hazard rolls initiative, moves, and attacks on its turn.

**Attack ✦ Charm, Psychic**

**Standard Action** **Melee** 1

**Target:** One living creature

**Attack:** +13 vs. Will

**Hit:** 1d8 + 5 psychic damage, and the curse enters the target's space without provoking an opportunity attack. If the target starts its turn with the curse in its space, it is dominated until the end of its turn. The curse usually compels the target to attack one of its adjacent allies or make a charge attack against the closest ally.

**Countermeasures**

✦ A character can attack the curse (AC 24, other defenses 22; hp 20; vulnerable 5 radiant; the curse is invisible). Destroying the curse ends the hazard.

✦ If the curse is hit by an attack against Will, it can't dominate a creature until the end of the attacker's next turn.

✦ If the curse is hit by a radiant attack, it moves up to its speed away from its attacker. If the radiant attack scores a critical hit, the curse is destroyed.

✦ A creature can attempt an Arcana, Intimidate, or Religion check (DC 16) as a standard action to force the curse to shift 1 square to leave a creature's space.

**Upgrade to Elite (1,000 XP)**

✦ Increase the initiative modifier and speed by 2.

✦ Increase the attack bonus by 2.

✦ When the curse is in a creature's space and the creature charges, the curse moves with the target.

## Tactics

Pairing a curse of the dragon's death with creatures or traps that immobilize targets makes it easier for the curse to keep a creature dominated or to keep targets in range of the dominated creature's attacks.

FRANZ VOHWINKEL

**Fake Lair Entrance** **Level 12 Solo Warder**
Trap XP 3,500

*A passageway into the dragon's lair suddenly reaches a large wooden door. When the door is opened to reveal nothing but a dead end, a heavy bronze door falls closed behind the intruders, trapping them as poisonous gas flows into the room.*

**Trap:** A hallway approximately 2 squares wide and 6 squares long has a trapped wooden door at the end that, when triggered, causes a smooth bronze plate to be dropped, entombing the targets in a small area slowly filling with poisonous gas.

**Perception**
✦ DC 16: The character notices the sliding bronze door before it is dropped.
✦ DC 21: The character notices that the wooden door is trapped.
**Additional Skill:** Dungeoneering
✦ DC 21: The character notices that the passageway is not heavily trafficked.
**Initiative** +15

**Trigger**
The trap rolls initiative when the wooden door is opened. Immediately, the sliding bronze door falls and traps those inside the area. Poisonous green gas starts erupting from six hidden nozzles in the walls of the corridor.

**Attack ✦ Poison**
**Standard Action** **Melee**
**Target:** Each creature in the sealed corridor
**Attack:** +17 vs. Fortitude
**Hit:** 1d6 poison damage for each round the trap has been active, up to a maximum of 6d6.
**Miss:** Half damage.
**Effect:** After 10 rounds, the bronze door lifts and the wooden door automatically closes itself, resetting the trap.

**Countermeasures**
✦ A character can disarm the wooden door's triggering trap with a DC 21 Thievery check. The character can now open the wooden door to reveal the blank wall.
✦ A character can try to slow the gas from exiting a vent with a DC 16 Athletics check. If successful, the damage rolled for the next attack is not increased by 1d6 this round.
✦ A character can try to permanently disable a gas vent with a DC 21 Thievery check. If successful, the damage rolled for the next attack is not increased by 1d6, and the maximum damage is 1d6 less per disabled vent.
✦ A character can try to lift the bronze door with a DC 21 Athletics check; one other person can assist from the inside, and two people can assist from the other side of the door.
✦ A character can attack the bronze door (AC 20, other defenses 16; hp 100; resist 10 all). Destroying the door allows characters to leave the trapped area.

## Tactics

A fake lair entrance is designed to kill unwanted visitors without forcing the dragon to rouse from its rest. Even so, a dragon needs to know when the trap has been triggered in order to at least clear it of bodies. Some fake lair entrances ring alarms in the lair or magically alert the dragon. A dragon that investigates the alert might find heroes escaping from its trap.

A dragon that has a poisonour breath weapon might use a fake lair entrance as the real entrance to its lair. Once the trap has run its course, the blank stone wall behind the door clicks open. The dragon then refills the trap's gas supply from its own breath weapon.

**Webs of Elemental Ice** **Level 13 Obstacle**
Hazard XP 800

*Strands of silvery ice spread across the cavern, stretching from floor to ceiling and wall to wall, forming a vast crystalline web.*

**Hazard:** This trap covers a 7-by-7-by-7-square area, filling it with a web of elemental ice. Creatures entering spaces containing the ice trigger an attack from the trap.

**Perception**
No check is necessary to notice the webs of elemental ice.
**Additional Skill:** Arcana
✦ DC 25: The character recognizes the elemental ice for what it is, and that character and all allies gain a +2 bonus to Acrobatics checks made to navigate its spaces.

**Trigger**
When a creature enters a space containing the elemental ice web, the hazard attacks.

**Attack**
**Opportunity Attack** **Melee** 1
**Targets:** Each creature in a square containing the hazard
**Attack:** +18 vs. AC
**Hit:** 1d10 + 6 damage, and the target is slowed and takes a -2 penalty to Will defense (save ends both). If the creature is already slowed, it becomes dazed (save ends) instead.

**Countermeasures**
✦ A character entering one of the hazard's spaces can make a DC 18 Acrobatics check to gain a +4 bonus to AC against the hazard's attacks until the start of the character's next turn.
✦ A character can attack a space containing the elemental ice web (AC 23, other defenses 18; hp 50; vulnerable 10 necrotic). Reducing the hazard's hit points to 0 clears the webbing from the space attacked.

**Upgrade to Elite (1,600 XP)**
✦ Increase the attack bonus by 2.
✦ Increase the hazard's hit points to 100.

## Tactics

Carefully procured and harvested by cobalt, silver, and, occasionally white dragons, webs of elemental ice are considered both pleasing and useful in the defense of a dragon's lair. Often, one of these dragons will place these webs close to its favorite perch—to control those trying to attack it—or in areas close to its hoard—to slow down potential thieves.

**Dragon Simulacrum** **Level 15 Blaster**
Trap XP 1,200

*Exquisitely carved from black basalt, the stone dragon's eyes glitter with malevolence.*

**Trap:** The dragon simulacrum occupies a 2-by-2-square space. It triggers when caught in the area of a dragon's breath weapon and periodically spews a ball of explosive energy to scatter and punish the dragon's enemies.

**Perception**
No check is necessary to see the simulacrum.
**Additional Skill:** Arcana (trained only)
✦ DC 23: The character recognizes the dragon simulacrum's nature.
**Initiative** +9

**Trigger**
When a dragon catches the dragon simulacrum in the area of its breath weapon, the trap rolls initiative and attacks on its turn. The trap continues to attack until no nondragons remain in the room.

**Attack ✦ Special (see text)**
**Standard Action** **Area** burst 1 within 10
**Targets:** Each creature in the burst
**Attack:** +16 vs. Reflex
**Hit:** 2d6 + 6 damage, and the simulacrum slides the target 2 squares.
**Special:** The trap's attack gains the same damage type as the breath weapon used to trigger it.

**Countermeasures**
✦ Characters standing in a space adjacent to the simulacrum gain a +2 bonus to defenses against the trap's attack.
✦ A character can attack the simulacrum (AC 23, other defenses 18; hp 125; resist 10 all).
✦ A character that catches the simulacrum in a close or area attack can choose to change the trap's damage type so that it matches the power's damage type. The power must have a damage type to alter the simulacrum's damage type.

**Upgrade to Elite (2,400 XP)**
✦ Increase the initiative bonus by 2.
✦ Increase the attack bonus by 2.
✦ Increase the area of the burst by 1.

## Tactics

A dragon places a simulacrum in a hall that leads to its lair and uses it to harry intruders. The dragon uses its *breath weapon* on the simulacrum to activate it, then retreats—possibly to recharge its *breath weapon* and return—while the heroes are busy with the statue.

**Echo Gems** **Level 17 Lurker**
Trap XP 1,600

*Glittering crystals stab out from the room's walls and attune to energy created in their presence. Dragons keep these gems to further beef up their breath weapons.*

**Trap:** This trap consists of eight 2-by-2 clusters of echo gems placed throughout the room. Creatures adjacent to the gems gain vulnerability to certain damage types.

**Perception**
No check is necessary to notice the echo gems.
**Additional Skill:** Dungeoneering
✦ DC 25: The character identifies the echo gems' function.
**Initiative** +0

**Trigger**
Whenever a space containing an echo gems cluster is in the area of a close or area attack, that cluster becomes attuned to the attack's damage type, if the attack has one. Each creature adjacent to that cluster gains vulnerable 10 to that damage type while adjacent to the cluster. Each time a cluster is in the area of a close or area attack that has a damage type, it becomes reattuned to the damage type of that attack.

The first time any of the trap's clusters is triggered, the trap rolls initiative. Each time the trap's initiative comes up, a random cluster that has been attuned makes an attack.

**Attack ✦ Zone**
**Standard Action** **Close** burst 2
**Targets:** Each creature in the burst
**Attack:** +20 vs. Reflex
**Hit:** 2d8 + 7 damage of the type to which the cluster is attuned.

**Countermeasures**
✦ A character can attack the echo gems cluster (AC 31, other defenses 29; hp 80; vulnerable 10 thunder). If this attack hits the cluster and deals damage that has a type, the cluster becomes attuned to that damage type. Reducing the cluster to 0 hit points causes it to make the attack described above before it is destroyed, if the cluster was attuned.
✦ A character can make an Arcana check (DC 20) as a standard action to cause a cluster within 5 squares of the character to lose its attunement.

**Upgrade to Elite (3,200 XP)**
✦ Activate two different attuned clusters on the echo gems' initiative.
✦ Increase the vulnerability by 5.

## Tactics

Dragons place echo gems in their lairs to use the gems to amplify the effects of their breath weapons. A dragon keeps its clusters of gems constantly attuned to the damage type of its *breath weapon*, so the echo gem clusters in a dragon's lair have already been triggered.

Use a dragon with a breath weapon that has forced movement or that prevents the target from moving (such as adamantine, brass, bronze, cobalt, and iron dragons) to keep characters in range of the clusters' attacks. If the dragon has allies, include those that use the same damage type.

**Lightning Siphon** **Level 19 Blaster**
Trap XP 2,400

*Crackling bolts of lightning lash out from the object and pull individuals closer.*

**Trap:** When a character steps within 5 squares of a statue of a Large iron dragon, the statue starts blasting nearby creatures with ensnaring bolts of lightning.

**Perception**
✦ DC 22: The character notices an occasional spark coming from the mouth of the dragon statue.
**Additional Skill:** Arcana
✦ DC 27: The character identifies the trap as a lightning siphon.
**Initiative** +11

**Trigger**
When a creature comes within 5 squares of the dragon statue, the trap activates and rolls initiative.

**Attack ✦ Lightning**
**Standard Action** **Close** blast 5
**Target:** Each creature in the blast
**Attack:** +22 vs. Reflex
**Hit:** 2d10 + 7 lightning damage, the trap pulls the target 3 squares, and the target is slowed until the end of its next turn.

**Countermeasures**
✦ An adjacent character can disable the trap with a DC 22 Thievery check.
✦ A character can attack the statue (AC 33, other defenses 31; hp 80; resist 5 all). Destroying the statue disables the trap.

**Upgrade to Elite (4,800 XP)**
✦ Increase the initiative bonus by 2.
✦ Increase the attack bonus by 2.
✦ Use two statues (activating only one each round), or make the statue Huge or Gargantuan.

## Tactics

A lightning siphon is usually created by an iron dragon's allies or underlings. Encounters with lightning siphons rarely include actual dragons. Consider using monsters that have forced movement effects and customizing them with lightning resistance so they can survive fighting near lightning siphons. These traps are frequently placed near doorways to important areas or in long hallways, where it's difficult for creatures to walk around them without coming within 5 squares.

**Grasping Stalagmites** **Level 21 Obstacle**
Trap XP 3,200

*Magically animated rocky tendrils come out of the floor and grab unsuspecting individuals.*

**Trap:** Four stalagmites have been animated by a magic ritual to attack and restrain intruders.

**Perception**
No check is required to see the stalagmites.
**Additional Skill:** Arcana
✦ DC 31: The character notices that the stalagmites are animated.
**Initiative** +10

**Trigger**
When a creature moves within 2 squares of one of the grasping stalagmites, the trap activates and rolls initiative.

**Attack**
**Standard Action** **Melee** 2
**Target:** One creature within melee reach
**Attack:** +24 vs. Reflex
**Hit:** 3d6 + 8 damage, and the target is grabbed. Only one target can be grabbed by a single stalagmite at a time, and the stalagmite cannot attack another target while it has a target grabbed.

**Countermeasures**
✦ A character can attack a stalagmite (AC 32, other defenses 29; hp 25; resist 15 all). Destroying a stalagmite does not affect other stalagmites.

**Upgrade to Elite (6,400 XP)**
✦ Increase the initiative bonus by 2.
✦ Increase the attack bonus by 2.
✦ Add four additional stalagmites to the room.

## Tactics

Grasping stalagmites are a favorite ward of adamantine dragons and other dragons that lair in the deep. Often, dragons will watch areas with these traps from high above, and pounce on those that become ensnared.

**Haunting Conscience** **Level 24 Warder**
Trap XP 6,050

*The dragon's hoard glimmers in the half light. But when it's approached, serpentine tendrils of golden mist curl from the coins and antiquities to doom those that would plunder the dragon's treasure.*

**Trap:** The trap protects a dragon's hoard, occupying each square adjacent to the hoard and all squares containing the hoard. When the trap is triggered, it attacks and compels the triggering creature to protect the treasure at all costs.

**Perception**
✦ DC 24: The character notices a faint chemical smell emanating from the hoard.
**Additional Skill:** Nature
✦ DC 29: The character recognizes the odor as belonging to haunting conscience—an arcane mixture that can charm a dragon's enemies.

**Trigger**
When a creature other than the hoard's owner enters a trapped space, the trap attacks.

**Attack ✦ Charm, Poison, Psychic**
**Opportunity Action** **Melee** 1
**Target:** Each creature in a trapped square
**Attack:** +27 vs. Will
**Hit:** 1d8 + 8 poison damage, and the target is dominated (save ends). A dominated creature screams at the top of its lungs to warn the dragon of the impending robbery (a free action), and attacks (or readies an attack against) the creature closest to the hoard that is not the dragon.
**Aftereffect:** The target is stunned until the end of its next turn.

**Countermeasures**
✦ A character forcibly moved away from the hoard can immediately make a saving throw to end the dominated effect.
✦ Slaying the dragon automatically disables the trap.

**Upgrade to Elite (12,100 XP)**
✦ A dominated creature deals 5 extra damage on its melee attacks.

## Tactics

Haunting conscience, sometimes called dragoncall mist, is used by any dragon that can obtain it to guard the dragon's hoard. More territorial dragons, such as red dragons and adamantine dragons, will also use this strange substance at strategic spots around their territories, allowing the ruckus it causes to rouse them to violent action.

Metallic dragons are versatile enough creatures that you can drop them into an adventure without deeply connecting them to the framework of your ongoing campaign.

Many adventures that use metallic dragons play on the ambiguous nature of the creatures. Because a metallic dragon doesn't have the same reputation as a chromatic dragon, characters are likely to hesitate when they encounter one (rather than immediately charge into battle). As an adventure designer, you can play with that moment of discovery. Your adventure can reward characters who take the time to figure out what the metallic dragon is up to and whether the dragon's purpose is benign or sinister.

## Adventure Hooks and Quests

You can use the following quests and hooks as written or as a guide. The number before each title refers to the level of the most potent dragon in the hook. Use this level as a rough guide for setting encounter levels.

### 4: The Secret Audition

The young gold dragon Yathnikarius leads a knightly order called the Sable Lancers, and is seeking recruits.

One of the values that Yathnikarius treasures most in his lancers is integrity. If a Sable Lancer pledges to do something, Yathnikarius expects him or her to carry out the pledge no matter how tempting the alternatives might be.

Accordingly, Yathnikarius has established a test for those he believes might make good Sable Lancers. He has a confederate hire the prospective recruits to deliver a sealed box to another confederate in a city two weeks' travel away. Yathnikarius engineers several ethical dilemmas that the prospects must resolve along the way.

- **Mother in Distress:** A woman tells the heroes that goblins ran off with her child. In a skill challenge, the characters must follow the tracks and find the child. There are no goblins, and the woman is one of the Sable Lancers, but the child is real. If the characters can't find the child, or if they spurn the woman, they fail.
- **Peacemaking:** Two travelers (both secretly Sable Lancers) are arguing about a wagon collision at a one-lane bridge, and the argument is about to turn violent. The prospects must engage in a skill challenge to defuse the situation. If violence erupts or if the prospects ignore the argument, they fail.
- **Found Money:** The characters find an unconscious male human (a Sable Lancer) in a ditch. A cursory examination reveals that he has several hundred gold coins on him. If the characters take the cash or if they don't revive him, they fail the test.
- **The Box Itself:** If the prospects open the box, its magic summons Yathnikarius, who reclaims it and scolds the prospects for lacking integrity.

Not every encounter is staged; some of the dangers of the road are all too real. The prospects must also deal with bandits on the road, various monsters that attack their camp at night, and a copper dragon that regards the road as its personal hunting grounds.

**Quest Hook:** Yathnikarius identifies some or all of the characters as potential members of the Sable Lancers (or a different organization in your campaign), so he arranges for them to deliver the golden box and face the tests along the way. You can reveal the truth at the end of the adventure, or seed clues along the way that it's all a pretense (such as the absence of goblins, the rich traveler's dubious story, or some flaws in the bridge incident that suggest it was staged). At the end of the adventure, Yathnikarius can become an active patron if the Sable Lancers have a role in your campaign, or membership in the Lancers can be merely a ceremonial honor.

*Quest XP:* Delivering the box and resolving the ethical dilemmas to the satisfaction of Yathnikarius earns a major quest reward of 875 XP.

**Quest Hook:** If the characters are already Sable Lancers, Yathnikarius might want them to stage one of the above ethical dilemmas for potential recruits who are delivering the box.

*Quest XP:* If the characters are convincing in their roles, they earn a minor quest reward of 175 XP.

**Quest Hook:** The copper dragon, Ghalladara, is infuriated and regards Yathnikarius's "tests" as trespassing on her territory. She sends the characters to disrupt Yathnikarius's test and frighten off his prospects. She doesn't want them dead, just out of her territory and out of Yathnikarius's clutches.

*Quest XP:* If the characters can mess up the test and scare off the would-be Sable Lancers, they earn a major quest reward of 875 XP.

### 9: The Golden Facade

It's a feud that has raged for centuries, one that makes a human rivalry look like a child's game. On one side are the descendants of Ravolensurax, an ancient gold dragon; on the other are the members of the bloodline of Inselios, a powerful shadow dragon (*Draconomicon: Chromatic Dragons,* page 199) who has an unmatched mastery of necromantic ritual magic. Nobody outside the two families knows what started the conflict, and, indeed, it might have been nothing

WILLIAM O'CONNOR

more than a territorial or moral dispute. Whatever the case, the families have warred on and off for generations in a struggle that shows no signs of abating.

One of Ravolensurax's bloodline, a young gold named Rovoluserras, was exploring the port city of Ylsinar in human form when the brood of Inselios learned of her presence. Now she remains in hiding, seeking some way to leave the city without revealing her true form or encountering the agents—living and undead, humanoid and draconic—of the enemy.

**Quest Hook:** While the characters are in or near Ylsinar, a stranger approaches and introduces himself as "Rav." He explains to them that his younger sister is somewhere in Ylsinar, and that she is in great danger. Without yet revealing their true nature as dragons, Rav explains that his family's enemies have learned his sister is somewhere in the city, and they are hunting her down. He needs the characters to find her, secretly escort her from the city, and remain at her side until others from his family can arrive to guard her. He offers 2,100 gp (two level 9 treasure parcels) for the safe rescue of his sister.

If an opportunity arises, he takes the heroes outside the city, reveals his true form, and explains his sister's dilemma. The characters must escort her to freedom without counting on her aid, since she must remain in human form for her own safety.

*Quest XP:* If the characters manage to escort Rovoluserras to safety without getting into such trouble that she's forced to reveal her true nature, they earn a major quest reward of 2,000 XP. If Rovoluserras is forced to reveal herself along the way, that reward is reduced to 1,500 XP.

**Quest Hook:** Many of the agents of Inselios are subtle, but others are not so secretive. In their search for Rovoluserras, they have caused a number of mysterious deaths in Ylsinar. The characters might be caught up in the search for the perpetrators, either by chance or at the request of the city watch.

*Quest XP:* If the characters unearth and defeat Inselios's chief operatives in Ylsinar, they earn a major quest reward of 2,000 XP. Although Inselios can call upon a great many powerful creatures and will do so if Rovoluserras is exposed, his current agents in the city are not nearly so potent. If the characters identify these operatives and warn the city government but do not deal with the operatives, they earn only a minor quest reward of 400 XP.

## 12: The Inside-Out Lair

Obsessed with defending his lair, the adult adamantine dragon Bothurion is something of a hobbyist among metallic dragons. For years, he has advertised the wealth of his hoard in an effort to entice thieves to test his defenses.

At first, this tactic brought Bothurion the challenge he wanted. But after many upgrades, Bothurion's lair became practically impregnable. The lair's reputation is well known, so few thieves dare try to steal something now. The few who made such

attempts died in the outer ring of defenses, leaving some of Bothurion's more fiendish traps untested.

With no one to test his obsession, Bothurion resorted to drastic measures. He kidnapped several capable adventurers, threw them atop his treasure hoard, and dared them to reach safety.

Bothurion observes their efforts from a scrying chamber within the lair. He has taken measures to prevent them from short-circuiting his test. For example, the adventurers have no *residuum* or other reagents to manage a portal ritual or other magical escape. But they do have their weapons, armor, and other key items, because Bothurion wants to see how his guardians fare against determined thieves. Bothurion won't reveal himself until the adventurers reach the periphery of his lair—if they last that long.

**Quest Hook:** The characters are among the captives who awaken to find themselves atop an immense pile of coins and jewels. They have no idea where they are, and must find their way out of Bothurion's lair. Along the way, they must navigate elaborate traps, various servants and guardians of Bothurion, and eventually Bothurion himself. If you want to add a strong social element to the adventure, you can include a number of nonplayer character captives, some with sinister motives of their own.

*Quest XP:* Escaping Bothurion's lair earns the characters a major quest reward of 3,500 XP—and all the treasures they manage to carry out with them.

**Quest Hook:** If you have enough players in your campaign (or additional friends who are willing to take part in a one-shot adventure), you can split the characters into two groups. The first group plays the adventure as described above. The second group is the rescuers, who quickly figure out what happened to their friends and then delve into Bothurion's lair from the outside.

Alternate playing sessions (or use two DMs simultaneously) between the groups until they're about to reunite, and then run a combined session in which both groups simultaneously fight Bothurion.

*Quest XP:* Characters who take part in only the escape or the rescue receive minor quest rewards of 700 XP per player in the group, since they have to get only halfway in or halfway out of Bothurion's lair.

## 14: Shell Game

Olenvale is the central and largest town in a network of more than a dozen coastal villages and hamlets that make up one large community. People travel freely among them (during the day, at least), and the various community leaders meet in council before making decisions that might affect their neighbors or the open trade that all the villages enjoy.

Olenvale and its communities also have a sort of guardian angel, albeit a guardian angel for hire. The bronze dragon Vahalapras protects the villages from attack in exchange for a regular tribute of coin and cattle. Those towns that choose not to pay don't gain the benefit of the dragon's protection, but Vahalapras doesn't torment them.

Two days ago, Vahalapras returned to her lair after dealing with a small cadre of bandits to find all her defenses penetrated and her new clutch of eggs missing.

The dragon held onto her temper only through willpower and an intense focus on the duty she owes to those who pay for her protection. Rather than tear apart Olenvale and the other villages looking for her missing clutch, she has made the community leaders an ultimatum: They have one week to locate and return the eggs and to identify the party responsible for taking them. The leaders balked at the short time, but who argues with an enraged dragon that has lost its clutch? If they are unsuccessful, she'll hunt down the eggs and the perpetrators, going through anyone and anything in her way to do it.

**Quest Hook:** With only five days left, the Reeve of Olenvale and the other community leaders turn to outside help—the characters. The townsfolk are too poor to offer much in the way of financial reward. They can pony up a mere 500 gp among them (one-quarter the value of the smallest level 14 treasure parcel). Still, they beg the characters for their help and offer to let them keep the perpetrators' possessions as part of their reward. They have found one clue: an eggshell shard just off the northern road.

Obviously, you must decide who the responsible party is. It could be a group of citizens angry about the extra taxes imposed to pay the dragon's fee—if so, how could they possibly have overcome the dragon's defenses? Were the eggs stolen by evil wizards or by cultists of Tiamat, perhaps with the intention of corrupting the hatchlings into draconians? If so, how long do the characters have before the villains smuggle their prize out of the region?

*Quest XP:* If the characters track down the perpetrators, defeat them or deliver them to the dragon, and return her eggs, they earn a major quest reward of 5,000 XP. If the characters identify the perpetrators and deliver that information to Vahalapras along with her eggs but do not succeed in defeating or delivering the perpetrators, they instead earn 3,000 XP.

**Quest Hook:** In the process of hunting down the eggs and the thieves, the characters might learn how the thieves circumvented Vahalapras's traps and defenses. Alternatively, the dragon might ask them to find this out after the eggs are safely back in her lair.

*Quest XP:* If the characters learn how the thieves broke into the dragon's lair and deliver that information to her, they earn a minor quest reward of 1,000 XP.

**Quest Hook:** If the characters are unable to find the perpetrators in time, they might need to convince Vahalapras to postpone her attack on the villages (by succeeding on a very complex skill challenge) or fight

the dragon themselves in order to protect the people of Olenvale.

*Quest XP:* If the characters successfully protect the people from Vahalapras, they earn two minor quest rewards totaling 2,000 XP. They should not gain both this quest XP and the quest XP offered for tracking down the perpetrators. They undertake this last quest only if the first one fails.

## 18: Unmask the Conspirator

Lord Naumonshra Kell has grand ambitions. Since his father's untimely death two decades ago, Lord Kell has repeatedly added to his lands through subterfuge or outright conquest. Now he's on the verge of declaring himself monarch of the Kingdom of Kell.

In many ways, the duchy of Kell is already acting like a full-fledged kingdom. It has a standing army, a knightly order devoted to defense of the realm, and a court where diplomacy and intrigue rule.

Naumonshra's ambitions have been thwarted of late, seemingly by simple bad luck. Some ambassadors from neighboring duchies have died of untimely but apparently natural causes. War plans locked in Lord Kell's map room disappeared, causing a season's delay in a key border war. The accumulation of power has always come easily to Lord Kell, so when things become difficult, he is certain that it's more than bad fortune holding him back. There must be a spy in his court, Lord Kell reasons—probably a saboteur in the pay of a duchy that's about to be absorbed.

Kell's suspicions aren't far from the truth. A steel dragon named Ralahirah has been lurking on the edge of Kell's court for several months, using shapechanging and espionage techniques to thwart Kell's dreams. Ralahirah has succeeded thus far, but hers is a dangerous game. She's simultaneously pretending to be two courtiers, and if they're ever expected in the same place at the same time, she risks being unmasked.

**Quest Hook:** Naumonshra Kell hires the characters to spend time in his court and find the spy. He figures that because they're new to the court, the characters can't be part of the conspiracy. Eventually, clues will lead to Ralahirah in one of her guises.

*Quest XP:* If the characters expose Ralahirah, they earn a major quest reward of 10,000 XP—even if she escapes to cause future trouble for Lord Kell.

**Quest Hook:** Ralahirah has been trying to singlehandedly prevent the creation of the Kingdom of Kell, but now she has decided that it's too big a task for her to do alone. She directs the characters (either through subterfuge, through persuasion, or by hiring them outright) to foment revolution outside the castle walls. The characters must stay one step ahead of Kell's agents while periodically sneaking back into the castle to receive further instructions from Ralahirah.

*Quest XP:* Each time the heroes strike a blow against Lord Kell and his royal ambitions, they earn a minor quest reward of 2,000 XP.

## 22: The Good of the Many

Locrecean, an elder silver dragon who has devoted his life to opposing the cults and dragons devoted to Tiamat, finds himself in a terrible quandary.

For years, he has pitted himself against the efforts of Ezrian Vakka, a dragonborn warlock and priest of one of Tiamat's cults. Vakka and his humanoid and dragon congregants hatched vile schemes, and time and again, Locrecean—sometimes alone, sometimes with allies—was able to stop them. Locrecean was, however, never able to slay or capture Vakka.

And now it might be too late.

Vakka and his associates have hidden themselves somewhere within the metropolis of Kaddastrei. Once a major city in the empire of Nerath, it is still an enormous community with more than 20,000 inhabitants. Ensconced within, protected against divination and scrying rituals, the cult of Tiamat could remain hidden for years.

But Locrecean doesn't have years to find them. Vakka is mere weeks away from completion of a dark ritual that threatens not only every person in Kaddastrei, but all the communities for thousands of miles, if not farther. (The precise nature of this threat is left for you to develop as best suits your campaign.) He desperately doesn't want to do it, but if he has to, Locrecean will level Kaddastrei itself—killing tens of thousands of innocents—to ensure Vakka's destruction and to prevent the rise of an even greater evil.

What he needs is someone to offer him a better alternative.

**Quest Hook:** The characters have several ways to become involved in the hunt for Vakka's sect. At their level, they doubtless have a widespread reputation, so Locrecean could approach them for aid directly. Alternatively, the authorities of Kaddastrei might have become aware that something's not right in their city—perhaps Vakka's plan requires sacrifices or test subjects, so people have disappeared. The leaders then ask the characters to intervene. Once they have begun to do so, the silver dragon approaches them and explains what's happening.

*Quest XP:* If the characters locate Vakka's hideout, Locrecean can take on the cultists without destroying the city, but there will still be substantial loss of life. If Locrecean is badly wounded in the ensuing battle, he allows much of the cult to escape. In this instance, the characters earn a quest reward of 10,000 XP. If they aid Locrecean in this battle, or find some way to drive Vakka and his people from the city so the dragon can avoid collateral damage, they earn a quest reward of 14,000 XP. If the characters defeat Vakka and his cult without endangering the citizens or forcing Locrecean to take action, they instead earn the full major quest reward of 20,750 XP.

There's almost no limit to how much you can employ metallic dragons in your campaign. They're varied in alignment, motivation, level, campaign role, and the challenges they offer to players. The following campaign outlines feature dragons in a spectrum of roles.

## Awaken the Sleepers

The city of Shurral Deraen has long relied on a brood of silver dragons inhabiting the city's central spire to protect citizens against the predations of hordes of giants in the mountains to the north.

Recently, however, the dragons have spent more and more time in deep slumber, and the mages who serve as emissaries between the dragons and the city are worried that soon they'll be unable to awaken the dragons. Meanwhile, a frost giant jarl is attacking outlying communities, and growing ever more bold as his attacks don't provoke reprisals.

In this campaign, the connection to dragons isn't apparent at first. Only over time will the characters realize that what appears to be a giant invasion has its origin in an ancient rivalry between a cobalt wyrm and a silver wyrm.

### Heroic Tier: Smoke on the Horizon

The giants in the Karralak Mountains, a mix of hill giants and frost giants, are restless. A few weeks after the mountain passes are clear of snow, everyone in the lowlands can see plumes of smoke floating south from the foothills—a sign that someone is occupying the old forts built by the giants centuries ago.

The farming communities of the lowlands aren't sure who's rebuilding the old forts, but the denizens of the mountains aren't waiting to find out. In a series of adventures, the characters must protect the farming villages against banditry from worg-riding goblins, hobgoblins, and bugbears. Through interrogation and evidence, the characters learn that giants from the northern wilds crossed the passes and pushed the goblins out of their mountain warrens.

In the final adventure in this tier, a band of ogres seizes the town of Harranton and declares it the "Throne City of Banakar the Ogre." The characters infiltrate the city and defeat the ogres, even as bandits, goblinoids, and other enemies of Shurral Deraen start gathering under Banakar's banner.

### Paragon Tier: Behind the Curtain

By defeating Banakar, the characters learn that he was acting under the direction of a frost giant jarl inhabiting Fort Ankherang in the Karralak Mountains. The characters travel to Shurral Deraen and inform the city leaders that the giants intend to march on the lowlands in a few months or sooner.

Because the heroes saved the town of Harranton, the city leaders invite them to enter the forbidden Tower of Dragons in the center of Shurral Deraen. They climb to the top in the company of the city's mages and find the silver dragons asleep. Even though the mages perform rituals of awakening over and over again, only one dragon regains consciousness: Launacathra. She reaffirms her commitment to defend Shurral Deraen and flies off to attack Fort Ankherang.

FRANZ VOHWINKEL

The city fathers, in a state of near panic, swear the characters to secrecy and send them into the Feywild to ask an orium dragon named Ossirian why the silver dragons won't awaken.

The journey to Ossirian's lair is an adventure itself through a Feywild domain ruled by fomorians and filled with hostile natives. After a tense negotiation, Ossirian provides a more powerful ritual that should enable the city's mages to counter whatever is making the silver dragons slumber.

The characters return to Shurral Deraen to find out that Launacathra hasn't returned and that one of the tower mages is missing. They must find the mage before he escapes the city or reveals that the dragons are sleeping, which would panic the citizenry.

While the mages start preparing the new awakening ritual, the characters must find a way to slow down the giants. They travel to Fort Ankherang, disrupt the giants' preparations there, and rescue a captured and groggy Launacathra. They also learn that the giants are offering tribute to a dragon—of an unknown variety—named Valkathator, whose lair lies far north of the mountain passes.

### Epic Tier: Invaders Both Overt and Subtle

The characters and Launacathra return to Shurral Deraen with the invading giant horde only days behind them. The giants put the city under siege, and the adventurers must attack repeatedly to keep the invaders off balance long enough for the city's mages to complete the ritual. When the ritual is nearly finished, a huge cobalt dragon appears above the Tower of Dragons and flies inside. The characters run through the trap- and ward-filled tower interior and drive off the cobalt dragon before it kills all the mages and disrupts the ritual. The combined effort of the mages and the characters is sufficient to complete the ritual and awaken the silver dragons. They fly out of the tower and unleash their fury on the giants, who have just breached the city walls.

The giants die in battle with the silver dragons, but the dragons start to fall from the sky as the battle winds down. They're falling asleep again, and this time in full view of the citizens of Shurral Deraen—sparking a citywide riot. Amid the chaos, the characters follow the only clue they have: the cobalt dragon. The dragon is Valkathator, who was an ancient rival of the silver dragon that fathered Launacathra and the city's other dragons.

The characters and an increasingly sleepy Launacathra travel north through the remnants of the giant horde, over the mountain passes, and eventually up to Valkathator's lair, which lies within a blizzard cloud to the north. Launacathra succumbs to slumber just as the characters realize how Valkathator is making the other dragons sleep: by infusing the northern wind itself with magic. In a titanic battle, the characters defeat Valkathator, who is cast out of his lair into the brunt of the northern wind and suffers the fate he intended for all other dragons—a magically induced, unending slumber.

## Prophecy of Doom

For centuries, a loose conclave of mithral dragons has protected the eight *Wells of Futures Foretold*, powerful artifacts capable of not only revealing the future but altering it. Now something is killing those dragons one by one, and the remaining mithral dragons are in a panic because their prophecies aren't revealing who conspires against them. If all eight *Wells* fall into the wrong hands, the forces of evil will be able to remake the future into a dark, terrifying place.

### Heroic Tier: The Oracle Is Closed

Throughout most of this tier, the heroes undertake typical adventures: They fight bandits, delve into undead-infested tombs, and explore ancient ruins. Near the end of the tier, they find themselves caught up in a mystery involving a missing person, and they travel to the lair of a mithral dragon named Ahmidarius, because he is known as a peerless oracle.

After negotiating with Ahmidarius's dragonborn servants, they obtain permission to ascend into the clouds where his lair floats. They discover that despite the promises of Ahmidarius's trusted servants, the dragon has all the traps in his lair engaged, and he attacks the characters as soon as they reach his inner sanctum. After an abbreviated battle, the characters discover why Ahmidarius attacked them: He's expecting an attack from forces that he cannot identify even through his own divinations.

### Paragon Tier: Seeking the Dracoliches

With Ahmidarius's help, the characters resolve their missing-person mystery, but Ahmidarius receives an urgent mental message from his father, an ancient wyrm named Porothelion. The message says, "Come to my lair—you must save the *Wells of Future Foretold*."

Ahmidarius takes the characters into his confidence and makes whatever promises it takes to persuade them to venture into the Astral Sea with him to seek out his father's lair. They arrive to find Porothelion's lair occupied by hordes of undead led by a dreambreath dracolich (*Draconomicon: Chromatic Dragons,* page 202) known as Rhao the Skullcrusher. The characters and Ahmidarius take Porothelion's lair, but not before Rhao escapes, disappearing and taking one of Porothelion's towers with him. Porothelion is nowhere to be found—physically or psychically.

Ahmidarius receives another psychic message, this time informing him that "the conclave approaches."

Three ancient mithral dragons appear and explain that Porothelion was the guardian for one of the *Wells of Future Foretold*, stationary artifacts of unimaginable prophetic power. Dreambreath dracoliches are trying to seize all eight *Wells*, and have found a way to mask themselves from the scrying power of the artifacts.

The ancient mithral wyrms send Ahmidarius in search of Rhao the Skullcrusher. Then they tell the heroes to explore what lies beyond the planar portals in a heavily warded part of Porothelion's lair. The wyrms explain that before his disappearance (and presumed death), Porothelion was trying to track the dracoliches back to their lair. The newly constructed portals might indicate that he had succeeded.

The characters have various adventures beyond the portals. Eventually, they find the lair of a dreambreath dracolich in the Shadowfell.

### Epic Tier: Cataclysm on the Shadowfell

The characters report back to the ancient mithral dragons to find Ahmidarius absent. After receiving the characters' news, the conclave hastily assembles an invading force of dragons and allies the heroes were able to befriend in their adventures beyond the planar portals.

The campaign concludes with an assault on a black fortress in the Shadowfell where the dreambreath dracoliches dwell. The dracoliches can bend reality with the power of the five *Wells* they have seized, so the characters contend with the black fortress as much as they battle the dracoliches. The dracoliches have warped Ahmidarius to their cause, using the power of their corrupted *Wells* to turn him into an insane dracolich.

## A Little Knowledge . . .

Despite its grandiose, even ostentatious, name and customs, the Grand Assemblage of the League of Eternal Discovery—or the Assemblage for short—receives respect far and wide. The guild has knowledge of all manner of ancient wisdom and arcane secrets. From its universitylike hall in the ancient city of Pravarum, the Assemblage's members and reputation have spread almost unimaginably far in these days of dangerous roads and fearful travel.

And why not? The members of the Assemblage are among the most experienced adventurers, explorers, and arcane researchers the world has known since the fall of the great empires. Its members motivated by a shared desire to see all that can be seen, the Assemblage has grown from a tiny adventurers' guild into an organization that has scores of members.

Only those inducted into the Assemblage's highest orders know that several of the organization's patrons are members of an orium dragon family that uses adventurers as its eyes and ears in the world. Yet even these few, and most of the dragons, remain unaware of a threat in their midst, a particularly driven orium wyrm who has goals for the organization far more sinister than the simple accumulation of knowledge.

A synopsis of the Assemblage, allowing you to use the organization in any campaign, can be found on page 75.

### Heroic Tier: Apprentice

After several early successes in their adventures, the characters are approached by a tiefling named Olfien. He says he is a member of the Assemblage and an emissary for Yuniosu, one of the Assemblage's greatest patrons. The characters have come to the patrons' attention, and they would like to work with the party on a freelance basis to better judge the characters' skills. To that end, Olfien hires the heroes for several adventures, nearly all of which revolve around the discovery or recovery of ancient magic or lore.

### Paragon Tier: Journeyman

After the characters undertake several adventures on his behalf, Olfien invites them to the city of Pravarum, where they will be officially inducted as members of the Assemblage. He introduces them to several valuable contacts, but the truly important meeting occurs after the ceremonies, when he takes them to meet Yuniosu—one of the orium dragons.

There, Yuniosu acknowledges that the characters would not normally have been told the secret of the group's patrons so soon, but the patrons needed to swiftly bring in people they could trust from outside. Several members of the Assemblage have vanished or died in recent months. Yuniosu and her relatives believe that someone within the guild might be responsible. The characters will continue to undertake adventures and explorations on behalf of the Assemblage, but their true objective is to get to know the members of the Assembly and attempt to learn who among them is the murderer—and why.

Over the course of their paragon adventures, the characters uncover several instances of corruption and conspiracy within the group, but all seem to be for prestige or power. None appears related to the murders, which increase in frequency. They also meet the other dragons of Yuniosu's family, including Konoktolta, the brood's mighty patriarch.

### Epic Tier: Master

Finally, as the murders and disappearances grow so frequent than the entire membership becomes aware of them, the characters learn that the perpetrator is Konoktolta. The secret-obsessed (and vaguely mad) orium wyrm has become convinced that knowledge of arcane magic is, in itself, too dangerous for the mortal races to have. He assisted his offspring in

manipulating the Assemblage to use its members to hunt down arcane casters. Part of the plan is to assemble the most skilled arcanists in the region so they would be easy to exterminate.

With Yuniosu's help, the characters escape his initial attack. The early levels of the epic tier are spent attempting to save the lives of his other targets and to survive (or at least hide from) his wrath until the party has gained enough power that it can confront the dragon directly. Unwilling to fight to the death, Konoktolta escapes, leaving the characters to track him down before he can start his schemes over.

## An Age of Endless Storms

For centuries, Alkesandreth—a mighty silver dragon and a skilled ritual caster—has battled the evils of the mortal world. Demons, wicked cults, powerful necromancers, rival dragons—Alkesandreth fought them all, and won. Yet for all his efforts, the world is as wretched as ever, and the dragon has grown desperate.

In that desperation, Alkesandreth has turned to a sect called the Scions of the Unclouded Sun. A group consisting of powerful mortals, other dragons, and various sorts of angels, its members believe devoutly that evil flourishes in the world because dark forces—devils, demons, exarchs of vile gods—roam free while the gods of good maintain a "hands off" approach, leaving the fate of mortals to mortals.

Their goal is to force the gods to intercede in the day-to-day functioning of the world. In his study of the slow orbits of the planes, Alkesandreth believes he has discovered just how to do it. Soon, the gods will have no choice but to intervene in the world of mortals, stamping out evil once and for all. And the thousands—maybe millions—who must die to make it happen? They're simply a price that must be paid.

### Heroic Tier: Flood

The party's first adventures are of a standard variety. The only common theme is the weather: The region, wherever the characters travel, is beset with constant violent storms. Winds howl, rains flood low-lying regions, and lightning wreaks havoc as though deliberately targeting the structures of mortal races. As the season turns but the weather grows no better, the characters become aware that something is wrong. They begin encountering a variety of elemental creatures, such as slaad tadpoles running wild, or demons in the service of warlords or criminal guilds.

At the end of the heroic tier, perhaps seeking aid from sages or wizards, the characters learn that the world has come into conjunction with the Elemental Chaos—and that some mystical effect is holding the world there, turning what should have been only a brief period of turbulence into an ongoing danger.

### Paragon Tier: Fire

Even as the heroes search for the cause of the prolonged conjunction, the Elemental Chaos's effect on the mortal realm grows stronger. The weather becomes unnatural, including rains of fire and snows of stone. Elementals, archons, and demons grow more common, demonic and primordial cults increase in power, and elemental dragons (*Draconomicon: Chromatic Dragons*, page 191) hunt the lakes and skies.

Staking out favorable areas, a number of dragons expand their territories, taking advantage of environments that do not harm them but prove hostile to invaders. It is during the characters' encounters with some of these dragons—perhaps while the characters defend besieged communities from their new would-be overlords—that they first hear of Alkesandreth. The silver dragon recently surrounded himself with

KEREM BEYIT

a cabal of powerful creatures and has spent the past several years gathering up enormous amounts of arcane reagents. The characters might assume he is a potential ally trying to end the conjunction, rather than the source who's maintaining it, but either way they have few options but to seek him out.

### Epic Tier: Inferno

The conjunction trembles, and entire communities break loose from the earth and float into the skies, surrounded by clouds of gaseous flame. The characters must hunt down Alkesandreth, and only when they find him do they finally learn that the silver dragon is keeping the conjunction in effect. Although the characters are not quite powerful enough to take him on at his full strength, his devotion to maintaining the ritual allows the party to disrupt his plans, defeating many of his allies and demolishing the components necessary to continue the magic.

Even when the two worlds finally begin to drift apart, Alkesandreth refuses to give up on forcing the deities to intervene in the mortal world. Using the last of his great magics, he flees into the Astral Sea—and eventually to the Nine Hells. Whether to prevent him from finding some way to unleash an army of devils into the world or to keep one of the archdevils from gaining power over an already desperate and faltering silver dragon's soul, the characters pursue him into this realm of torment and suffering.

Here they must overcome him once and for all, even as they struggle to ensure that his death or defeat in Hell doesn't trap his soul there as a weapon for the devils to exploit.

## The Broken Throne

At the height of the Empire of Nerath, one of its greatest kingdoms was the nation of Kindras, a heavily structured military power. Kindrasan soldiers made up a good portion of Nerath's armies, and its codex of laws heavily influenced the empire's code of justice. For all its might, however, when Nerath toppled, Kindras fell along with all the rest of the empire's subject regions. It left behind many independent towns and a few cities, all struggling to survive, all interconnected by a network of roads that has slowly deteriorated over the subsequent years. Where law once reigned, banditry is now the order of the day. Where caravans traversed roads in safety, now those few merchants brave or foolish enough to travel long distances do so with hired guards and one eye ever alert for the monsters that lurk in the overgrown wilds.

The bronze dragon Pelsemesios hopes to change all that. Working through a young local champion, a would-be queen by the name of Lady Casmerra, Pelsemesios hopes to see Kindras reborn into a kingdom of laws and civilization, a bastion of order and society in this wild, chaotic realm.

### Heroic Tier: Consolidation

A variety of patrons commission several groups, including the characters, to clear the region of dangers. After a few simple missions, their employer reveals herself as Lady Casmerra. She aims to consolidate the region into the kingdom of New Kindras. Using the characters to put the local criminals and robber barons on the defensive will allow Casmerra time to establish a permanent capital. She offers the characters long-term employment, perhaps positions in the new kingdom's military, if they assist her in establishing the rule of law.

"Queen" Casmerra frequently sends the characters to the outskirts of the slowing growing kingdom—little more than a few towns and cities so far—so they can deal with monstrous threats or local tyrants who refuse to yield to a larger authority. It is during these adventures that the characters first learn of Pelsemesios, the power behind Casmerra, and that he, too, seeks the return of order and civilization for the good of all who dwell in the region.

Pelsemesios's presence also inspires interference from his rivals. Throughout all the tiers, these enemies (some of them dragons and other monsters) ally with the leaders of rebellious communities to fight against the growing kingdom.

### Paragon Tier: Revolution

The heroes discover during their infiltrations of the surrounding communities that Casmerra and Pelsemesios have been using their soldiers not only against military threats, but against any community that rejects the rule of New Kindras. The two have tried to avoid civilian casualties, and once they've gained control over a region, its citizens are granted the same rights and freedoms that residents anywhere else in the kingdom have. Nonetheless, Casmerra and Pelsemesios are using martial force to conquer those who reject their rule. Several villages have banded together and threaten the newly formed kingdom with armed revolt—a revolt that will fail, but that might destabilize the new government in the process.

If the characters confront them, the dragon and the queen point out that New Kindras can't enforce its rule over regions in which it lacks power. Under the watchful eyes of their soldiers, citizens of areas they conquer gain the benefits of codified laws and protection from the monsters and criminals that still lurk in the wild.

Do the characters stand with Pelsemesios and Queen Casmerra, acknowledging that the rule of law and safety of all take precedence over the rights of self-government for communities that want to maintain their independence? Or do they stand with the rebels against an expanding kingdom that seeks to make the world a safer place for all without regard for those who do not wish to be ruled?

### Epic Tier: Retaliation

Regardless of the characters' decision, attacks by Pelsemesios's enemies intensify. The creators of New Kindras aren't the only would-be monarchs rising to power, and the growth of nations brings an outbreak of war. Many of the leaders hope to conquer other rising kingdoms before they reach their full potential.

These rival kingdoms span the planes, and magical warfare is the order of the day. Among the most dangerous rivals are:

- The efreet Sharamadras, whose dictatorship is based in the Elemental Chaos. Violent weather heralds her slave army's march into battle.
- Akkliar, a vicious devil who built his kingdom in the world so he could avoid the meddling of other devils. Rumors suggest that an archdevil—perhaps Asmodeus himself—is the power behind Akkliar's throne.
- Yorantadrios, the rival most strongly opposed to New Kindras. A much older sibling of Pelsemesios, Yorantadrios long ago became a dracolich. He has grown sinister and cruel since his transformation. Once this enemy is revealed, Pelsemesios claims he began building a kingdom to stop his brother's army of undead and draconic creatures.

The characters can fight alongside a kingdom, or they can try to end the conflict without taking sides.

## The Pontifex Wyrm

Few full-fledged nations or kingdoms remain in a dark and lawless world, but surely Avaat Mahn comes close. A powerful, centuries-old city-state, Avaat Mahn claims dominion over every community within several days' travel of its great stone walls. Thousands of people in more than a dozen communities swear fealty to the Pontifex Council of Avaat Mahn. And, yes, perhaps their taxes are a bit higher, and perhaps their freedom to worship as they choose is curtailed. But at least the roads are far safer, the watch is more efficient, and the priests are ever ready with magic.

And those priests are common indeed, for Avaat Mahn is a strict theocracy, one in which the ruling clergy—the pontifices of the council—hold absolute power. Devoted exclusively to the god Ahn-Sur, the Pontifex Council rules in his name and teaches the people absolute obedience to the deity and to the theocratic authority of the state.

It's all a lie.

There is no deity named Ahn-Sur, even if most of the pontifices believe that there is. The gold dragon Suvankotha, who serves on the council in human form, concocted the entire religion. When he was much younger, Suvankotha decided to rule over the "lesser beings" of the region—for their own good, of course—and chose religious indoctrination rather than overt power as the means to achieve that rule. Today, the temple of Ahn-Sur uses rituals to grant false divine power to its priests, and the Pontifex Council of Avaat Mahn rules over its people with an iron fist—keeping them safe, yes, but only in exchange for their worship and unquestioning obedience.

### Heroic Tier: Followers

The characters begin the campaign as citizens of, or newcomers to, Avaat Mahn. So far in their lives, they've seen only the positive side of life in the city-state. The roads are safe, the peasants in the fields largely unmolested. Indeed, the heroes must travel a good distance to find adventure, and they are encouraged and supported by the Pontifex Council, which is eager to employ people capable of ensuring the region's safety.

Slowly, the characters learn more about some of the "threats" they're dealing with. Certain criminal gangs are, in fact, factions rebelling against the council's tyranny. Citizens of Avaat Mahn often disappear after questioning the council's rulings.

### Paragon Tier: Apostates

Whether or not the characters act on what they have learned, the mere fact that they know it—that they've consorted with "heretics"—comes to the council's attention. Friends of the party begin to disappear, and the characters find themselves attacked by those they thought of as allies. Early in the tier, the characters must fight for their freedom and survival, even as they slowly begin to learn the truth of the Pontifex Council, the dragon in its midst, and the false god Ahn-Sur. They might have to escape Suvankotha's secret dungeon or rescue potential allies from deep within it.

In the latter levels of the tier, the characters are pitted directly against the forces of the Council. They cannot stand alone, but with the evidence they've found, perhaps they can convince enough citizens of the truth to raise a revolt against the theocracy. But even if they manage this, can they defeat Suvankotha?

### Epic Tier: Believers

Now what? Perhaps the characters have thrown off the yoke of Suvankotha and the Pontifex Council, but they've left this theocracy with neither a government nor a spiritual center. They must find a way to maintain the rule of law and to introduce worship of the true gods (or at least some of them) to a populace bitter and betrayed by the one god they knew.

Furthermore, the characters must protect Avaat Mahn from other forces that have learned of its vulnerability. Warriors of dark gods see a chance to grab power, and portions of the populace that refuse to accept the truth see the heroes as heretics against Ahn-Sur. Lurking behind nearly all these threats are the offspring of Suvankotha. This entire family of dragons seeks blood vengeance on the characters and on the culture that betrayed their golden sire.

Some metallic dragons are social creatures. Some enjoy lording over "lesser beings," or at least believe they have the right and responsibility to do so. Some are determined to teach the humanoid races to fend for themselves. And some just need allies or servants that can reach places they cannot. Whatever the case, metallic dragons are far more likely than their chromatic counterparts to found, take over, or at least participate in humanoid organizations and factions. For the dragon, this offers a degree of influence and a pool of potential agents that it might not otherwise have. For the players, it offers the opportunity for their characters to interact, knowingly or unknowingly, with one of these great, potentially campaign-altering creatures.

The following examples can be used as is, or can serve as models for creating your own organizations.

## The Blood of Barastiss

**Goal:** The Blood of Barastiss, a community and religious sect that started out as an extended clan of lizardfolk, is motivated by religious zealotry in the name of a dragon that claims to be a primitive spirit-god. The Blood wants to swiftly expand its tribal borders, enslave and assimilate any communities in its way, and spread its particular religion.

**Size:** Small, located in a secluded region. The sect has not yet encroached on larger communities.

**Alignment:** Unaligned.

**Philosophy:** "Great Barastiss! Bring us meat and bone! Show us the weak so we can take what they do not protect! Great spirit, we bring more to worship at your idol!"

**History:** The Barastiss lizardfolk lived on a small island and worshiped ancestors and regional spirits. They warred with other primitive tribes, and the clan might have disintegrated had the iron dragon Ogthorilak not shown up to lead them. The dragon took the name Barastiss to emulate the clan's spirit-god and turned the group into the sect called the Blood of Barastiss. The Blood then assimilated other races into its ranks and spread to other islands and the nearby coast.

**Leadership:** The leader of the Blood is the iron dragon Barastiss. (He keeps his real name secret.) He poses as the avatar of the spirit the sect worships, communicating his wishes to the tribe's shaman, a greenscale lizardfolk named Varhisthist. The shaman relays those orders to Kromarrok, an orc who serves as the tribe's war leader and secular chieftain.

**Headquarters:** The heart of the Blood's territory lies on the island where the lizardfolk lived for hundreds of generations. Their greatest idol also stands atop the rocky hills of that island, making it the center of their worship.

**Membership Requirements:** The clan accepts members of all races. Petitioners must prove themselves with shows of might and participate in rituals with blood oaths to serve Barastiss.

**Structure:** The Blood's members come from various families and tribes that worship Barastiss. Other than the leaders mentioned above, the Blood doesn't have a hierarchy. The elder of a family holds authority over the younger members, and shamans have authority over the elders. When the sect conquers a region, it takes locals as slaves. Some of these slaves are married into tribal families, and their offspring are raised as members of the Blood.

**Activities:** The Blood's members can be brutal combatants, slave-takers, thieves, and (at times) cannibals. However, they aren't deliberately wicked, and they prefer to avoid the slaughter of noncombatants. Their slaves are well fed, worked hard but not abusively, and punished only when they show deliberate disobedience. The tribe occasionally trades with others beyond its borders, if it would be too difficult to take over those communities.

### Blood of Barastiss Lore

**History DC 8:** The Blood of Barastiss, formerly Clan Barastiss, is an extended family of lizardfolk, kobolds, orcs, shifters, primitive humans, an occasional dragonborn, and a few other random humanoids. Members are united in religious worship of a being called Barastiss; they believe him to be the emissary—perhaps avatar—of a savage, primitive god. Although this fanaticism links them, the Blood's members also reinforce their family bonds through various blood-letting and blood-sharing ceremonies—such as the mingling of open wounds—and marriages between different creatures that would be considered taboo in most civilized cultures.

**History DC 14:** Clan Barastiss was a tribe of greenscale lizardfolk that worshiped a stone idol on a jungle island. An opportunistic iron dragon arrived to lead them, in the name of their god. Under his guidance, the clan became the Blood of Barastiss and spread to encompass all the tribes on the isle. It then grew, reaching the nearest shores of the mainland.

### Adventure Hooks

The obvious purpose for the Blood of Barastiss is that of an adversary, pitting the characters against the soldiers of the tribe and perhaps, eventually, against the expansionist agenda of the iron dragon who rules them. Some possibilities include:

- The characters might be sent to rescue a noble shipwrecked on the tribe's island, only to discover that the noble has been captured by the Blood

ZOLTAN BOROS & GABOR SZIKSZAI

and is in imminent peril of being sacrificed to the "avatar" of the idol. The characters might discover that an artifact or treasure they seek is hidden in the buried vaults of a subterranean temple beneath the idol on a mysterious jungle isle; naturally, the Blood defends its sacred idol from any sort of intrusion. Or the Blood of Barastiss might launch a raid on a nearby coastal town at the dragon's direction, perhaps using a forgotten teleportation circle buried in the vaults beneath its idol.

- The tribe might not be simple adversaries in some adventures. Although many characters will want to see the spread of the Blood checked eventually, the sect is not the most evil power in the region. The heroes might find themselves forced to ally with members of the Blood against a more vile, more dangerous enemy—possibly the cult of a demon or an evil god, or maybe the servants of a dragon far worse than Barastiss himself. The characters would have to keep their allies in check, preventing them from unleashing their violence on those who don't deserve it, all the while walking on eggshells to avoid giving so much offense that the clan revokes its shaky alliance.
- The characters might be forced to prove themselves to the Blood, by a show of strength or prowess, or else negotiate with or bribe them, in order to pass through their territory on the way to an unrelated objective, to win back prisoners taken in a raid, or to earn the right to speak with, and gain certain information from, Barastiss or Varhisthist.
- Finally, the characters might take it upon themselves to end the threat of the Blood of Barastiss by proving to the members that the iron dragon is not, in fact, an avatar of their god. Precisely how the characters would accomplish this is up to them, but creative thinking on their part should be rewarded. Even if they succeed, though, will the tribe return to its old borders, or will someone or something else, perhaps with equally violent aims, take Ogthorilak's place?

## The Guardians of the Gates

**Goal:** A diverse group called the Guardians of the Gates seeks out portals to other planes of existence. In truth, its leader Irthossalur wants to control the portals that access Sigil, the City of Doors (see Chapter 6 of *Dungeon Master's Guide 2* or page 25 of *Manual of the Planes*). This steel dragon believes she is the first line of defense for the city, and she wants to uphold the balance of power the Lady of Pain (see page 190 of *Dungeon Master's Guide 2*) has established.

**Stated Goal:** The Guardians are dedicated to watching over the portals that bridge the planes. In Sigil, the nature of the Guardians' work is more widely known. The Guardians allow natives of Sigil to pass through portals freely, since the society has no with to anger the Lady of Pain.

**Size:** Moderate, with most members clustered in small groups at portal sites rather than gathered in one

central location. Even the main headquarters has no more than two dozen members.

**Alignment:** Unaligned.

**Philosophy:** "The world should look after the world, just as the Feywild should care for the Feywild and the Shadowfell should keep to the Shadowfell. When the grasp of evil extends between the planes, all planes are put in danger."

**History:** The Guardians of the Gates formed shortly after the god Vecna managed what no deity had ever done: He entered the City of Doors. Though Vecna was eventually thrown out of Sigil, the steel dragon Virtraxentyr started the Guardians of the Gates to protect the City of Doors. At first, he and his draconic children protected only gates into Sigil, but he quickly realized how economically powerful a mapped network of dimensional portals would be.

The society quietly constructed sites that would disguise the presence of portals, sites that also became lairs for Virtraxentyr's siblings and hatchlings. As the network grew, Virtraxentyr and his kin brought in more and more assistance by reaching out to humans, elves, and dragonborn.

**Leadership:** A protective steel dragon named Irthossalur is the current leader of the Guardians of the Gates. She spends most of her time disguised as a human known as Suzandra. The network of portals created over centuries of work has allowed Irthossalur to amass a great fortune in both material goods and interplanar knowledge. A council of twenty advisors, scattered across the planes, meets once a year to discuss business. Most of these advisors are Watchers, individuals who oversee specific portal sites.

**Headquarters:** Two buildings linked by a planar portal make up the Guardians' headquarters. A small building in Sigil connects to a similar structure in the world, nestled within the quiet village of Hornburg. In Sigil, the Guardians of the Gates use a front organization called the Planar Explorer Society, whose headquarters is within the Clerk's Ward. These two buildings also serve as Irthossalur's lair, since she loves the cosmopolitan nature of Sigil as well as the quiet and reserved inhabitants of Hornburg.

**Membership Requirements:** Characters must prove themselves to a Watcher. When one of the Guardians' permanent sites comes under attack by extraplanar foes, those who fend off the threat might be offered membership.

**Structure:** Around each portal the Guardians find, they set up a permanent enclave to guard and watch it. The Watchers who oversee these locations have a great deal of autonomy.

**Activities:** Most society members are explorers, spies, and scouts who secretly scour the world seeking functioning gates to other planes. Once a gate is discovered, the society establishes an appropriate cover operation to guard the location, such as an inn or a guard tower. Many of these sites also include teleportation circles, but the keys to operating these portals are kept secret. Teleportation circles that might have been compromised are destroyed. Portal seeking is a dangerous lifestyle, and those who undertake the challenge are richly rewarded by the Guardians.

**Enemies:** Any group or entity that plans an invasion between planes has reason to hate the Guardians. Fortunately for the Guardians, none of their enemies has devoted its full resources to dismantling the organization.

**Rivals:** Many powers within Sigil, and a smaller number in the world, oppose the restrictions the Guardians impose. Though natives of Sigil can pass freely, many travelers oppose the Guardians on principle, believing others should have the same right.

## Guardians of the Gates Lore

**History DC 13:** Guardians of the Gates members scour the world for portals to other planes and protect those portals against incursions. Since the presence of a portal could incite panic in a quiet village, the society works in secret.

**History DC 20:** The society is spread throughout the planes, maintaining a vigilant watch over planar traffic. When the Guardians find an active portal, they set up a permanent site to guard it. Each site has an established leader, known as a Watcher. Each Watcher is in charge of a small team that works to ensure that the local communities are not affected by the presence of the portal. Members of any race can belong to the society, but individuals are assigned to locations where they will blend in with the local communities. It is believed their main headquarters is located within Sigil, the City of Doors.

## Adventure Hooks

Once the characters are ready for travel between the planes, they can partner with the Guardians.

- The characters come across a ruined tower invaded by a shadar-kai cult that has slipped into the world from the Shadowfell. If the heroes successfully fight off the invaders, the Guardians become patrons to the characters and provide further chances for adventures. The characters are tasked with tracking down additional portals to Sigil in unexplored lands. As the characters rise in power, they might be awarded an audience with Suzandra and be given more complex missions, such as destroying an archon stronghold that blocks traffic to the City of Brass or liberating a temple on a remote island in the Astral Sea that has been captured by devils.
- A Watcher decides that the characters shouldn't be allowed access to the gate hidden deep within an abandoned mine. This Watcher is a relative of Irthossalur and might fight the characters if they press the issue. If the characters cause the death of

this relative, Irthossalur uses all her power to track down the murderers of her kin.

## The Grand Assemblage of the League of Eternal Discovery

The Assemblage appears as part of the "A Little Knowledge . . ." campaign arc (page 68), but you can use it in any campaign.

**Goal:** The Grand Assemblage is a highly respected—if, as the name suggests, rather flamboyant—guild for adventurers and arcane scholars. The Assemblage doesn't have any secret motives.

**Size:** Small. Though it's large compared to other adventuring guilds, there aren't that many adventurers out there to fill its ranks.

**Alignment:** Unaligned.

**Philosophy:** "There's so much to learn from the lore of the ancients, and we need brave souls to delve into forgotten ruins and retrieve it. We all benefit from their heroic deeds."

**History:** The Assemblage formed as a circle of sages and wizards sharing occult and arcane lore. It grew slowly, until the founders began allowing more and more members after they realized doing so was the best way to obtain more lore. At this stage in the Assemblage's history, the orium dragon Yuniosu and her siblings approached the organization, becoming its greatest patrons. With their funding and guidance, the organization was able to spread and grow into the respected establishment of today.

**Leadership:** The official leader of the Assemblage is an elected guildmaster who holds the post for 10 years. The current guildmaster is Leore Esennarian.

The organization's true leaders, however, are members of an orium dragon family—the offspring and siblings of the ancient Konoktolta—who serve as the organization's primary patrons. The dragon Yuniosu is the primary contact with the organization. Like other orium dragons, members of Konoktolta's family gather knowledge and lore, and it is this purpose to which they put the members of the Assemblage.

**Headquarters:** The Assemblage's primary headquarters is its sprawling, multistructure campus in the city of Pravarum. It serves as a university to a few rich students. The Assemblage also maintains a few chapterhouses in villages and hamlets on the outskirts of civilization.

**Membership Requirements:** The Assemblage occasionally approaches adventurers who have solid reputations and invites them to join. Most members, however, petition to join (a process requiring them to supply a sufficient record of past accomplishments and discoveries).

**Structure:** The guildmaster decides policy, and each chapterhouse has an overseer. All other members are essentially equal. Yuniosu exerts her influence over whomever she sees fit, putting the right ideas in the right minds to get her way.

**Activities:** Members share information and rumors, offer advice and suggestions for the successful completion of adventures, and sometimes aid one another in their explorations (for a share of the profit, of course). The Assemblage makes membership as attractive to adventurers as possible. It provides access to libraries of lore, disseminates rumors and tales that might lead to rich dungeons, and introduces adventurers to allies who might prove useful on a given endeavor. At rare times, the Assemblage sells rituals and magic items to its members.

### Grand Assemblage Lore

**History or Streetwise DC 7:** The Grand Assemblage of the League of Eternal Discovery is one of the most widespread adventurers' guilds. It's said that members have access to a library of lore, rumors of great treasures and challenges, and the advice of their peers. Accomplished adventurers can join for a minimal fee and the promise to turn over any ancient lore or lost knowledge they come across.

**History or Streetwise DC 12:** The Assemblage began as a small gathering of arcanists and sages who thought it more productive to share their knowledge. Slowly, as more and more individuals joined, the Assemblage expanded its membership to adventurers and explorers of all sorts, realizing that such individuals were most likely to make impressive discoveries.

**History or Streetwise DC 17:** Several wealthy patrons help bankroll the Assemblage in exchange for access to the information the group acquires. To the best of anyone's knowledge—and quite a few people have looked into it—there's nothing particularly sinister behind this, just genuine curiosity and fascination with lost lore.

### Adventure Hooks

The Assemblage can introduce a wide variety of plot hooks to the characters—particularly if they become members. Want to feed them a rumor about a lost tomb, a rampaging dragon, an ancient artifact, or a forgotten shrine? Want to put them in touch with a particular employer? The halls of the Assemblage are the perfect place for doing so. The guildmaster might hire the characters to escort a scholar to a dangerous ruin so that the scholar can make a record of the mysterious hieroglyphics decorating the crumbling palace, entrust the characters with the task of recovering a treasure stolen from the organization's vaults decades ago by a rapacious lich, or even dispatch them on a planar journey to ask a question of a sphinx-guarded oracle. That said, the Assemblage doesn't have to be just a middleman; it can itself be the source of plots.

- Several members of the Assemblage vanished while pursing related goals. As the characters investigate, they discover that Handrakka, a moderately powerful dragonborn within the Assemblage, is behind the conspiracy. He was turned mad during an adventure into a deep mine. The solution to curing him—and thereby discovering where he has imprisoned the missing adventurers—requires delving back into the mine and facing the aberrant creatures dwelling there.
- Once within the ranks of the Assemblage, the characters find the political situation more complicated than they expected. They receive poor (or especially dangerous) assignments from the current guildmaster, Leore. Her term will be up soon, but her lackey Martoli is the frontrunner to replace her. Can the heroes find a suitable candidate who will give them more respect? If they find out about the orium dragons behind the Assemblage, they might be able to pull support from them.
- Other adventurers in the Assemblage might compete with the characters to acquire a specific treasure, or engage in political maneuvering to get one of their own elected as the next guildmaster.
- If the characters aren't members, the Assemblage can become an enemy—well, at least a rival—as its members constantly seek to beat the characters to their prizes and to outdo them in the public eye.

## The Solemn Order of the Knights of Saint Vercesien the Gold

**Goal:** Founded in memory of the gold dragon Vercesien, paladin and champion of Bahamut, the Solemn Order of the Knights of Saint Vercesien the Gold—or just the Knights of Vercesien—stands fast against the evils of the world. Its members struggle not merely to lighten the darkness between civilization's points of light but to expand those points, working for the day when the humanoid (and draconic) races can once again claim a wide empire where the people live safely, peacefully, and under the rule of law. The people of Four Winds and the other cities and roads the knights patrol swear that they've made a difference. In truth, the Knights of Vercesien are effective only on a local level. Their numbers are too small and their methods—patrolling roads and borders, hunting monsters and highwaymen—too narrow to have more than a localized effect.

**Size:** Small. The order is effective only in the areas around a few cities.

**Alignment:** Lawful good.

**Philosophy:** "We will remake the world as it was in the bright age of the past, when the light of just law illuminated all. The cities of peace will grow to become beacons that drive the darkness far away."

**History:** Vercesien lived several hundred years before the rise of the Empire of Nerath. Though not fond of humanoids on a personal level, the gold dragon took to heart the teachings of Bahamut and championed the cause of justice for all creatures. When he fell fighting in Bahamut's name, defending the city of Four Winds, followers of Bahamut revered his memory. It was only a few years later when several of Bahamut's knights, wanting to fight evil as freely as Vercesien had, formed the Solemn Order. The order spread from Four Winds to several major cities.

**Leadership:** The Aureate Shield—a council of three humanoids and a gold dragon—leads the order. By tradition, at least one of those humanoids must be a holy person devoted to Bahamut. Technically, the dragon leads the Aureate Shield, but a unanimous vote by the humanoids can overrule him. Currently, the members include Aureate Lord Emphanetrix, an adult gold dragon; Shield Lord Kelgas Evraine, a human warrior devoted to Bahamut; Shield Lady Renna Hyst, a half-elf arcanist and swordmaster; and Shield Lord Mahess, a dragonborn priest of Pelor.

**Headquarters:** An enormous, stone-walled fortress in the trade city of Four Winds houses the Knights' largest chapterhouse and the meeting hall of the Aureate Shield.

**Membership Requirements:** Knights frequently visit military and religious establishments, attempting to convince experienced "soldiers for good" to join. A sizable minority of enlisters simply approached a chapterhouse and petitioned to test for membership. Such tests measure both prowess and moral standing. Even gold dragons, with which the order maintains a reverent relationship, must be judged. By ancient tradition, only the Aureate Lord and other dragons (if any are members at the time) can judge them.

**Structure:** Beyond the Aureate Shield, rank is determined primarily by seniority, though the Aureate Shield or a chapterhouse's knight-prelate can grant advancement for exceptional service. Members are expected to obey higher-ranking knights without question, unless given an immoral order.

**Activities:** The Knights of Vercesien is an open organization. Though a few of its internal procedures and ceremonies remain secret, its existence and its goals are not. Vercesien chapterhouses accept visitors and hopeful applicants at all times.

### Knights of Vercesien Lore

**History or Religion DC 15:** Members of the Knights of Vercesien, an order made up primarily of fighters and paladins, fight against the monsters of the wilderness and expand the rule of civilization. Though its numbers aren't large enough to make a huge difference, the organization has rendered certain cities and highways relatively safe. The Knights

WILLIAM O'CONNOR

are associated peripherally with the worship of Bahamut, but there's no formal affiliation.

**History or Religion DC 20:** Saint Vercesien was a gold dragon devotee of Bahamut who fell in battle defending a human city from chromatic dragons. To this day, the gold dragon is the symbol of the order, and it's said that gold dragons participate in governing the organization.

The order is known for its use of drakkensteed mounts (see page 196) by its most skilled warriors.

**History or Religion DC 25:** Although most of the organization's members mean well, at times in the history of the group the self-interest of its leaders—or their unyielding interpretation of what "the rule of law" means—has resulted in the knighthood briefly becoming a tool of tyranny. Today, the knights look back on those days with shame and guard against the same thing happening again.

## Adventure Hooks

The most effective use of the Knights of Vercesien in a campaign is to make the characters members, or at least allies, of the order. After all, what is it if not a group devoted to the same principles as many adventuring parties? The order can provide information and point the characters toward objectives they might not otherwise encounter. For example:

- The minions of Tiamat are natural enemies of the Knights; as members, the characters might be assigned to quash a cult of Tiamat causing trouble in a distant city, to recover a holy relic stolen by a cultist, or destroy an evil artifact that granted the cult the ability to command chromatic dragons to do their bidding.
- By interacting with the knights, the characters eventually meet with the Solemn Order's gold dragon leaders. A mission requires the heroes to travel to the frozen north. An ancient cobalt dragon lives there, and it holds a grudge against Aureate Lord Emphanetrix. The characters will need to speak to the dragon for its assistance, and navigate the twisting paths of draconic politics.
- The Knights of Vercesien can serve as foils or rivals for the characters instead of allies. They might both go after the same goal—a powerful artifact, perhaps—but for different reasons. A particularly stern leadership might have the knights seeking justice in the case of a "criminal" whose actions the characters thought were justified. Or a local knight-prelate's pride might be stung if the characters defeat an evil that his Knights could not, and he might then decide to move against them politically.

Dragons have created countless artifacts though the ages. Artifacts link directly to the dragons' essences or, in a few cases, to the power of dragon deities. Two of the more potent artifacts of dragonkind are described below.

## Blood of Io

The *Blood of Io* is appropriate for characters of the epic tier.

**Blood of Io** Epic Level

*This dragon-shaped crystal vessel contains droplets of blood spilled when a primordial's axe divided Io into the twin deities Bahamut and Tiamat. The user of this ichor taps into Io's ancient strength.*

**Wondrous Item**

**Property:** Gain resist 5 acid, resist 5 cold, resist 5 fire, resist 5 lightning, and resist 5 poison.

**Property:** Your attacks deal 2d8 extra damage against targets of the elemental origin.

**Property:** You can speak and understand Draconic and can read Iokharic.

**Power (Encounter ✦ Acid, Cold, Fire, Lightning, or Poison):** Minor Action. You sip from the *Blood of Io*. Until the end of the encounter, you gain an at-will attack power that requires a standard action to use: close blast 5; +30 vs. Reflex; 4d6 + Constitution modifier damage of a type you choose from among acid, cold, fire, lightning, and poison.

**Power (Encounter ✦ Healing):** Minor Action. You sip from the *Blood of Io* and spend a healing surge. Instead of the hit points you would normally regain, you regain 50 hit points, and you gain resist 10 to all damage until the start of your next turn.

### Goals of the Blood of Io

- ✦ Serve and protect chromatic and metallic dragons.
- ✦ Destroy draconic abominations such as draconians, dragonspawn, and dragons touched by the Far Realm.
- ✦ Oppose elemental creatures and their designs.
- ✦ Restore Io to proper form by merging his sundered halves—Bahamut and Tiamat—into one being.

### Roleplaying the Blood of Io

This small quantity of blood came from Io, the progenitor of dragons, and residual traces of the arrogant deity's will and intelligence still smolder within. Only the *Blood*'s owner can hear its whispers, at the rare times when it communicates verbally. The artifact prefers to convey its wishes through dreams. The *Blood* tries to fill its owner with the same burning hatred it feels against the primordials and elementals by showing flashes of past events: glimpses of the horrific first war between the deities and the primordials, of Io's sundering, and of the birth of Bahamut and Tiamat from Io's divided body. It intersperses subliminal hints into these dreams, presenting visions of the course it wants its owner to take and the goals it wants to achieve. The *Blood* tests its possessor, urging the character to resume the war against primordials, to destroy elemental creatures, and to search for a way to knit together Io's halves.

**CONCORDANCE**

| Starting score | 5 |
|---|---|
| Owner gains a level | +1d10 |
| Owner is a dragonborn | +2 |
| Owner performs a service for a chromatic or metallic dragon | +1 |
| Owner kills an elemental (maximum 1/day) | +1 |
| Owner attacks a dragon (maximum 1/encounter) | -1 |
| Owner uses one of the artifact's powers | -1 |

### Pleased (16–20)

*"Drinking the ichor reveals my true path and nourishes me. Nothing in the world can stand against me."*

The *Blood* sees its owner as the catalyst of its rebirth and lends greater power to the character in hopes of restoring Io's ascendancy.

**Property:** Gain resist 10 acid, resist 10 cold, resist 10 fire, resist 10 lightning, and resist 10 poison.

**Property:** Gain a +5 bonus to Diplomacy checks and Insight checks against dragons.

**Power (At-Will):** Move Action. Fly a number of squares equal to your speed + 2. You must land at the end of the movement.

**Power (Daily):** Immediate Interrupt. Use this power when an enemy scores a critical hit against you or against an ally you can see. The hit is a normal hit instead.

**Power (Daily ✦ Healing, Polymorph):** No Action. Use this power when an attack reduces you to 0 hit points. You split into two identical creatures. Place a token for your duplicate in a space adjacent to you. You regain hit points equal to your bloodied value. The duplicate has hit points equal to your bloodied value.

Your duplicate acts immediately after you in the initiative order. It has the same senses, defenses, and other characteristics (such as speed and resistances) that you do.

You and your duplicate share your powers; for example, if one of you uses an encounter power, the other cannot use that power during that encounter.

Whenever one of you starts a turn in a space adjacent to the other, the one whose turn it is grants combat advantage to all attackers until the start of its next turn. If one of you is reduced to 0 hit points, that one fades away. Otherwise, the two of you merge at the end of a short or an extended rest.

FRANZ VOHWINKEL

### Satisfied (12–15)

*"I have proven my worth to the Blood and so have proven my worth to all dragons."*

The wielder erases the *Blood*'s doubts, so the *Blood* sees the wielder as a possible agent of its rebirth and thus grants a measure of greater power.

**Property:** Gain a +2 bonus to Diplomacy checks and Insight checks against dragons.

**Power (Daily ✦ Fear):** Standard Action. You roar with terrifying wrath: Close burst 1; Charisma vs. Will; the target is dazed (save ends). *Aftereffect:* The target takes a -2 penalty to attack rolls until the end of the encounter.

### Normal (5–11)

*"I have yet to prove myself to the Blood. I must strive to live up to its expectations."*

The artifact finds fault with its owner. It encourages the character to discard it so it can find a worthier champion.

### Unsatisfied (1–4)

*"Little fluid remains in the vessel. I fear I have exhausted the Blood's patience."*

Fighting dragons or excessively drinking the *Blood* erodes the artifact's goodwill. The owner must make amends soon, or the *Blood* will leave.

**Property:** Gain vulnerable 5 to all damage.
**Property:** Take a -5 penalty to Diplomacy checks and Insight checks against dragons.
**Special:** The *Blood* places you in harm's way. While marked by any creature, you grant combat advantage to all attackers.

### Angered (0 or Lower)

*"The phial is empty of even the Blood's scorn."*

The *Blood* abandons all hope that its wielder will help it attain its goals. It withdraws its gifts and actively seeks to eliminate the character in favor of one better suited to its purpose.

**Property:** Gain vulnerable 10 to all damage.
**Property:** Take a -5 penalty to Bluff, Diplomacy, Insight, and Intimidate checks against dragons.
**Property:** Take a -5 penalty to death saving throws and to saving throws against effects from enemies that have the elemental origin.
**Property:** You can no longer use powers granted by the *Blood of Io*. (Its properties are still in effect.)

### Moving On

*"The Blood boils in the phial, signaling its imminent departure. I can take heart in having furthered its goals."*

The *Blood of Io* has achieved all it can accomplish in mortal hands and is ready to complete its holy mission. It asks its bearer to deliver it to any ancient dragon that will carry the *Blood* to Bahamut or Tiamat when the dragon passes from the world.

If the owner finds an ancient dragon and the dragon accepts the *Blood of Io*, the owner gains a permanent +2 bonus to Bluff, Diplomacy, Insight, and Intimidate checks against dragons and permanently gains resist 10 acid, resist 10 cold, resist 10 fire, resist 10 lightning, and resist 10 poison.

If the owner gains a level before beginning a quest to find an ancient dragon or gains a second level without completing the quest, the artifact leaves the owner with a curse: In each encounter, the first time the character is hit by an attack that has a damage type, the character gains vulnerable 15 to that damage type until the end of the encounter. Remove Affliction can lift this curse if performed by an epic-tier ritual caster who worships Bahamut or Tiamat.

Until it moves on, the *Blood* retains all powers and properties appropriate for its concordance (or as if it is pleased, if its score is 21 or higher).

# Seal of the Lawbringer

The *Seal of the Lawbringer* is appropriate for characters of 16th level or higher.

**Seal of the Lawbringer** Paragon Level

*This round, platinum medallion features the holy symbol of Bahamut surrounded by seven stylized golden canaries. A fine platinum chain allows its owner to wear it as a pendant.*

The *Seal of the Lawbringer* is a +5 *symbol of hope*. It has the following properties and powers.

**Implement (Holy Symbol)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +5d6 damage

**Property:** You can speak and understand Draconic and can read Iokharic.

**Power (Encounter ✦ Cold):** Minor Action. You attack with the *breath of Bahamut*: close blast 3; Constitution + 5 vs. Reflex; 2d6 + Constitution modifier cold damage, and the target is immobilized until the end of your next turn.

**Power (Daily):** Immediate Reaction. Use this power when an effect that a save can end targets you or an ally within 5 squares of you. The target gains a +5 bonus to saving throws against that effect.

## Goals of the Seal of the Lawbringer

- ✦ Fight Tiamat and her servants.
- ✦ Protect the weak from evil.
- ✦ Defend civilization from chaos.

## Roleplaying the Seal of the Lawbringer

The *Seal of the Lawbringer* speaks in a calm, authoritative voice that only its bearer can hear. The owner's devotion to Bahamut's tenets increases the artifact's power. The *Seal* encourages its owner to pray to Bahamut often, especially after victory in battle. The *Seal*'s ultimate gift is the ability for the character to transform temporarily into a platinum dragon; however, the transformation drains the *Seal*'s power. The *Seal* seeks out not only owners who are already followers of Bahamut, but also heroes who have capably slain chromatic dragons and might be receptive to the power the *Seal* offers.

### CONCORDANCE

| Starting score | 5 |
|---|---|
| Owner gains a level | +1d10 |
| Owner is a follower of Bahamut | +2 |
| Owner kills a servant of Tiamat (maximum 1/encounter) | +1 |
| Owner furthers a cause of Bahamut | +1 |
| Owner, while above 0 hit points, allows an ally in combat to be reduced to 0 hit points | -1 |
| Owner furthers a cause of Tiamat | -2 |
| Owner uses the *Seal*'s power to transform into a dragon | -5 |

### Pleased (16–20)

*"I am one with the Lawbringer; his will is my will. I must protect the world from evil."*

The bearer and the *Seal of the Lawbringer* are in tune with each other. Bahamut's power infuses the bearer.

**Property:** Gain resist 10 cold and resist 10 fire.

**Property:** On a missed attack from *breath of Bahamut*, the target takes half damage and is not immobilized.

**Power (Daily ✦ Implement, Polymorph):** Minor Action. Push each creature adjacent to you 1 square, and then transform into a Huge platinum dragon until the end of the encounter or until you end the transformation as a minor action. While you are in this form:

- ✦ Gain a fly speed equal to your speed + 2.
- ✦ Your hands are claws with a reach of 3 squares, granting you a +2 proficiency bonus to attack rolls while unarmed and making your unarmed attacks deal 1d10 damage.
- ✦ You cannot use an implement or a weapon other than the *Seal of the Lawbringer*.
- ✦ The *Seal*'s enhancement bonus applies to all powers and unarmed attacks you use.
- ✦ Gain *dragon claw strike* and *platinum presence* (see below).

WAYNE ENGLAND

**Dragon Claw Strike** Seal of the Lawbringer Attack

*You lash out with platinum claws.*

**At-Will ✦ Implement**
**Standard Action** **Melee** 3
**Effect:** Make two melee basic attacks, each of which deals 1d10 + Strength modifier damage.
*Level 21:* 2d10 + Strength modifier damage.

**Platinum Presence** Seal of the Lawbringer Attack

*Your imposing stature fills foes with dread.*

**Daily ✦ Implement**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Charisma vs. Will
**Hit:** The target is stunned (save ends). *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

### Satisfied (12–15)

*"The dawn of a new day nears."*

The *Seal of the Lawbringer* recognizes its wielder's strength and trusts the wielder with a portion of Bahamut's might.

**Property:** *Breath of Bahamut* is a close burst 5 attack.
**Power (Daily):** Minor Action. Spend a healing surge to encase your skin in platinum scales. Gain resist 5 to all damage until the end of the encounter.

### Normal (5–11)

*"I walk the path to freedom and strength, but the journey is long."*

The *Seal* patiently and watchfully guides the wielder on the best course of action.

### Unsatisfied (1–4)

*"I lack discipline and self-control. The Platinum One thinks I am a coward."*

The *Seal* communicates with its bearer only through dreams. In them, Bahamut takes the form of an authority figure in the character's life, such as a parent or tutor, and scolds the bearer. At the end of such dreams, Bahamut takes his true form.

**Property:** Take a -2 penalty to all defenses.
**Special:** Once per day during combat, the *Seal* can make you attack a target within 5 squares of you. Roll a d20 + your level vs. Will; if the attack hits, you mark the target until the end of your next turn, slide 5 squares to a space adjacent to the target, and are dazed (save ends).

### Angered (0 or Lower)

*"The voice that once filled my soul is silent with contempt."*

The *Seal of the Lawbringer* communicates with its bearer only in dreams and only symbolically. The bearer dreams of ignoring an innocent's plight and then trying to reach Bahamut to no avail—drowning in an ocean or being lost as a child. At the end of such a dream, an image of Bahamut takes the place of the dreamer but still does not become aware of the dreamer's troubles; the bearer suffers the same abandonment the innocent suffered.

**Property:** At the start of each encounter, you lose a healing surge.
**Property:** Take a -5 penalty to all defenses.

### Moving On

*"I am ready for the Lawbringer's final trial."*

When the *Seal of the Lawbringer* prepares to move on, it assigns a final task to its bearer. It might ask the bearer to restore a lost temple of Bahamut, to protect endangered innocents from a force of immense power, or to stop machinations of Tiamat's followers. Each morning after the *Seal* assigns the task, one of the golden canaries on the *Seal* morphs into a ghostly gold dragon, flies into the sky, and vanishes.

If the bearer finishes the task before the last canary leaves, the bearer gains 1 point of concordance for each remaining canary. If the bearer does not finish the task, the bearer loses 3 points of concordance. If, during the final encounter of the task, the bearer uses the *Seal*-granted power to turn into a dragon, the level of concordance does not change because the *Seal* moves on at the end of the encounter.

When the *Seal* moves on, if it has a normal or higher level of concordance, the final canary becomes a gold dragon that thanks the bearer for devotion to Bahamut before flying off. A +4 *symbol of hope* marked with the holy symbol of Bahamut remains in the bearer's possession. The bearer gains a permanent +2 bonus to Charisma-based checks and a permanent +3 bonus to his or her healing surge value.

If the *Seal* is unsatisfied or angered when it moves on, the final canary transforms into an elder gold dragon (see *Monster Manual 2*, page 82), and the *Seal* shatters and crumbles into worthless dust. The dragon attacks the bearer, calling the bearer "the Betrayer" and focusing its attacks on that character even if other characters attack it. When the character is reduced to 0 hit points, the dragon flies off, ending the encounter. The character takes a permanent -2 penalty to Charisma-based checks and a permanent -3 penalty to his or her healing surge value.

The *Seal of the Lawbringer* returns to the world only when a need for it develops.

CHAPTER 3

# Dragon Lairs

The dragon's lair is the most iconic adventure locale in the Dungeons & Dragons game. It challenges the characters with one of the toughest monsters in the game and provides one of the richest rewards—the dragon's hoard. Consequently, any dragon lair should be a spectacular and awe-inspiring encounter setting. This is especially true for metallic dragons, which have more refined tastes than their chromatic counterparts and seek out lairs that reflect their appreciation for aesthetics and the trappings of power. A younger and more brutish metallic dragon might settle for a dank cave, but any mature dragon that has even the most meager appreciation of beauty hungers for opulence and splendor in its lair.

Metallic and chromatic dragons often use the same settings for their lairs, with natural caverns and complexes proving the most common. Metallic dragons are more likely than chromatics to make their lairs near, or within, the communities of other creatures, or to dwell in specially constructed structures. (The latter are often built by humanoids employed, ruled, or enslaved by the dragon in question.) Because metallic dragons tend to be more social than chromatics—with other creatures, not just other dragons—they're more likely to choose lairs that other creatures can reach and enter on foot.

In this chapter, you'll find:

- **Designing a Dragon Lair:** A brief look at some of the characteristics of metallic dragon lairs.
- **Heroic Tier Lairs:** Encounters for characters of 1st–10th level.
  - Goblin Folly (iron, 3rd level)
  - The Terror of Prospect Hill (copper, 5th level)
  - Tulkau Shayn (orium, 7th level)
- **Paragon Tier Lairs:** Encounters for characters of 11th–20th level.
  - Mines of Bolmarzh (adamantine, 13th level)
  - The Breaking Tide (bronze, 13th level)
  - Methenaera the Mead-Keeper (silver, 18th level)
- **Epic Tier Lairs:** Encounters for characters of 21st level or higher.
  - The Edge of Chaos (mithral, 23rd level)
  - Citadel of the Golden Architect (gold, 24th level)
  - The Earthen Dagger (mercury, 26th level)

CHIPPY

# DESIGNING A DRAGON LAIR

In many respects, a dragon's lair is as vital to a dragon-based encounter or adventure as the dragon itself. Whether it's a simple cave in a rocky mountain range, a great castle as ornate as any constructed by elves or dwarves, or a palace literally built of clouds and flames, a dragon's lair says everything about its master's persona, power, and goals.

At its simplest, a dragon's lair must serve as a repository for the beast's hoard and a relatively safe sanctum in which the dragon can relax without constantly worrying about intruders and thieves. Most such lairs, however, are far more. When you design a dragon's lair, try to consider the dragon's personality and goals as thoroughly as you would when building an adventure around the wyrm's activities. Is it almost impossible to access without the ability to fly? Is it riddled with traps or interwoven with twisting tunnels? Is it occupied by intelligent creatures that serve the dragon out of awe or fear or greed? Is it distant from communities of humanoids, or does it lie near them, so that the dragon can watch over these "lesser creatures"? Make each lair as unique and memorable as each dragon.

Metallic dragons often concern themselves with the comfort and convenience of their lairs more than with defensibility, but dragons as a rule are highly intelligent and suspicious creatures. Building formidable obstacles and carefully laid defenses for their lairs is one of the few menial tasks that dragons can apply themselves to without growing bored or impatient.

## Purpose

Although chromatic dragons choose lairs that offer the best defensive advantages, metallics care about how convenient a location is in relation to the dragon's purpose. The first step in designing a lair is to ask why a dragon chooses to live in that spot. Some possible answers are discussed below.

**Guarding a Site:** The dragon is the appointed guardian of an important site: the vault of a wizards' guild, a sacred shrine, the sealed prison of a mighty demon, or a magic fountain. Whether the dragon was appointed to its duty or seized the locale for its own benefit, it must remain close to the place it intends to guard. Many such sites are inside the dragon's lair (or, to be more precise, the dragon establishes its lair around the site it guards). These lairs have fewer traits of draconic style because the dragon has to work around a site that was likely created by someone else.

**Protecting Something:** The dragon guards some item or secret instead of a site. The item it protects is portable, so the dragon can choose to live anywhere it likes, as long as it keeps the item safe. Sometimes the item is the dragon's hoard. Most lairs chosen for this purpose are exceedingly well hidden—for example, a natural cavern with a concealed entrance in a remote place or a lair disguised in the middle of some other site, such as a necropolis or ruined stronghold.

**Ruling Others:** The dragon has established itself as the lord or master of lesser creatures nearby—a human tribe or city, a goblin stronghold, a dragonborn village, or some settlement of humanoids. Some dragons are "talons-off" rulers that live in secluded, remote locations far from those they govern, relying on intermediaries to look after the day-to-day details of their realms. However, most dragons that rule over a domain enjoy basking in the fear, love, adulation, or tribute of their subjects; therefore, they choose to live somewhere highly conspicuous near their subjects.

With the resources of a community at its command, a dragon ruler can have a lair constructed or modified to its exacting standards. For example, a

### EXTENDED ABSENCES

A metallic dragon might have a reason for leaving its lair for a extended time. A shapechanging gold dragon might spend years immersed in the court of a kingdom that interests it, while a silver dragon sworn to some great quest could scour the world for decades searching for someone or something. Other dragons might be lured away from their homes to ally with great heroes or spy out the secrets of hated rivals. A dragon contemplating an extended absence takes every precaution to make sure its home and hoard remains safe.

**Concealment:** Remote, natural lairs might be concealed by carefully contrived cave-ins, landslides, floods, or drifting snow or sand.

**Guardians:** Dragons that have access to the proper rituals or resources might use other monsters to safeguard their homes while they are away. Dragons that can't obtain suitable guardians might entrust the protection of their lairs to loyal minions or subjects, or ally with local powers willing to protect their lairs.

**Warding Rituals:** Likewise, dragons use ritual magic to bar entrance to their lairs or create alarms. The most powerful rituals let dragons teleport back to their lairs from wherever they might be wandering.

**Removed Valuables:** A dragon that expects to be gone for a long time might relocate its hoard to a new hiding place. This might be a place the dragon would want to live—for example, a cobalt dragon might burrow a tunnel into a glacier, stash its hoard inside, and then flood and freeze the passage to ensure that no other creature will approach its treasure while it's away.

ruling dragon might live in a spire at the city's center, a golden palace on a hill overlooking the town, a temple dedicated to its glory, or a magnificent cavern decorated by the work of generations of stonemasons.

**Spying on Others:** Many metallic dragons, especially copper and steel dragons, find humans and similar races fascinating. Some establish lairs in places where they can keep a close watch on people, especially if the dragons also have the ability to shapechange and mingle with crowds. A lair intended for spying might be built in a reconditioned sewer chamber, a deserted or ruined portion of a city, an abandoned fortification, or a noble estate (where a mysterious "lord" carefully guards the dragon's secret identity from all but a handful of loyal retainers). In the wilderness, a dragon might use a rarely visited area such as a sacred grove, a holy mountain, or a "taboo" valley as a lair, counting on tribal fears or laws to protect it from discovery.

**Creating Comfort:** Metallic dragons that have no other purpose to affect their choice of lair choose the most comfortable lairs they can find. A place offering a combination of natural beauty, a striking view, and restricted access is always serviceable. Dragons vary in their tastes, but any dragon is happy with a lair that is comfortable, defensible, and filled with items that it finds beautiful and interesting.

## Attendants

Some metallic dragons value solitude, but many find room in their lairs for attending creatures that are anxious to please their draconic masters.

**Sentries:** Weak combatants aren't necessarily useless to a dragon. Even if they can't stand against enemies strong enough to challenge the dragon, they can sound alarms, seal gates, operate traps, and provide crucial time for organizing a lair's defenses.

**Bodyguards:** Creatures strong enough to stand beside their master in battle are obviously valuable. Dragons are careful not to use guards that are too powerful, since they don't want to become servants in their own homes. Bodyguards might include griffons or gargoyles, giants, elementals, or humanoids.

**Counselors and Companions:** Dragons are long-lived, highly intelligent, curious beings. The more sociable ones surround themselves with people whose company they enjoy, ranging from jesters or musicians hired for a few days' entertainment, to artists or scholars whose work is worth patronizing, to lifelong friends. Most attendants of this sort have no business in a battle, and they flee from attack.

**Servants:** A dragon might indulge itself with a staff of bodyservants—valets, cooks, maids, and other such trappings of wealth and luxury. Dragons that live near cities are more likely to maintain servants than those that live in remote wildernesses. Servants, though usually loyal and industrious, take no part in combat if they can avoid it.

## Unusual Lairs

Dungeons, caves, or strongholds are all commonplace lairs for metallic dragons, but the most powerful and intelligent dragons are sometimes unwilling to settle for some dark, dank hole in the ground.

**Draconic Palace:** A draconic palace is a large, strong building constructed specifically to the directions of a powerful dragon monarch. Like the grand castle of a human king or queen, it combines practical defenses, awe-inspiring audience chambers, and decadent luxuries. A draconic palace normally stands atop a high hill, on a harbor or river island, or behind high walls in a wide field. Such a place uually has at least one side of the palace facing terrain the dragon can fly over, but that enemies on foot can't easily negotiate.

A draconic palace usually includes a spire or a high keep accessible only through flight, providing the dragon and its immediate family with an opulent retreat where they can sleep in safety. Portions of the draconic palace meant for both dragon and human access include wide hallways, spacious staircases, and huge, airy chambers that provide plenty of room to move for large, flying creatures. Some draconic palaces might also include humans-only portions (usually servants' quarters or barracks) with halls and doors scaled to human size. However, these are something of a defensive liability, and no dragon wants to leave places in its home where enemies might be able to lurk or move about outside its reach or knowledge.

**Cloud Castles:** Long, tedious, and extraordinarily expensive rituals can create a completely aerial home. A cloud castle is the gold standard of draconic homes. Some are free-floating, carried along wherever the wind takes them. Others are tethered so they roam only over a small area or remain motionless over a particular spot. Many dragons that dwell in such places still desire to have humanoid attendants, guards, and courtiers, so cloud castles routinely touch down at high hilltops or mountainsides where nonflyers can embark or disembark. A cloud castle might feature a well-guarded teleportation circle, stables for flying mounts, or a magic bridge that can bring visitors up from the ground at the master's will.

**Demiplanes:** Dragons of exceptional magical power might be able to create pocket dimensions to call their own. Few are much larger than several miles across, but their contents could include strange islets floating in mist; vast labyrinths or mazes; or cavern-worlds filled with lakes, forests, or anything else the creator desires. A demiplane lair is normally connected to the rest of the cosmos by some sort of magic gate. Intruders seeking access must first find where the door lies. Most of these are well hidden, accessed only through one specific, well-guarded locale in the world.

# GOBLIN FOLLY

**Iron dragon lair for five 3rd-level adventurers**

Beneath the forest canopy of a secluded valley, a goblin band learns a fatal lesson when it foolishly "captures" an iron dragon. The game grows tiresome for the beast, which is confined in the goblins' lair. It's just a matter of time before its amusement turns into anger.

## Background

**History DC 7:** The goblins covet a forested vale, and they have long fought with the other inhabitants for mastery over these lands. Failure after failure diminished their numbers, driving them to desperate measures. A goblin hexer, a favored advisor within the tribe, proposed acquiring additional muscle to drive off the competition. In a rare moment of bravado, he suggested they capture a dragon and compel it into service. They set out to ensnare a young dragon, since the adults are too hard to handle.

**History DC 12:** The plan worked surprisingly well, and after a few days of searching, the goblins netted a young iron dragon named Thraesk. With their superior numbers, they marched the beast to their lair, but they didn't quite know what to do next. Now that the dragon is in their home, the goblins have begun to realize their mistake.

## Environment

This "lair" includes both wilderness terrain and subterranean chambers.

The goblins live in a small cave complex beneath hills that extend north from a heavily forested valley. The hills feature more trees, moss-covered rocks jutting from the rocky soil, and occasional piles of bone and debris. Inside the cave complex, which is accessed through a tunnel at the base of the hills, the muddy floors are dotted with rank puddles. The goblins excavated the place, and their lack of crafting ability shows. Orange, hairlike roots thread through the walls and hang from the ceiling. Scattered about are stones, small shelves filled with human skulls, crude altars, and offerings to dark forces.

**Illumination:** Outside the cave complex, lighting depends on the time of day and the tree cover. Inside the warren, crude lanterns burn animal fat to fill the rooms with bright light.

### THRAESK, THE IRON WIND

Young Thraesk is a curious iron dragon, inquisitive almost to a fault. Having escaped his mother's clutch only a century ago, Thraesk is intrigued by humanoids, and this fascination tends to get him into difficulty.

Thraesk was amused by the goblins' fumbling—yet daring—efforts, and he went along with them without any trouble. But being stuck in a dank and smelly cave was not how he intended to spend his time. Bored with the goblins' posturing, arguing, and occasional threats, the dragon is ready to leave. He might have left peacefully, but one of the goblins struck him—an unforgivable offense.

**As the characters draw near the lair, read:**
*Along the sides of the road, you see trees marked with crude warnings to trespassers. Animal carcasses litter the ground.*

If the characters have been tracking the dragon and his goblin captors, you might consider running a complexity 1 or 2 skill challenge. Use Endurance, Nature, and Perception as primary skills, with moderate DCs. If the characters fail the challenge, they might run afoul of a wandering monster, be delayed by a natural hazard, or become temporarily turned around and arrive at the goblin warren later, only to find a rampaging dragon that has an axe to grind against all humanoids.

### Area 1: Old Wood

Underbrush grows between and around the trees blanketing the valley, making the going slow. The goblins have attempted to warn off intruders with skulls nailed to trees, rotting viscera hanging from low-hanging branches, and graffiti painted on rocks and trunks.

**Tactical Encounter:** "Escaping Goblins," page 88.

### Area 2: Entry Gate

The sentries at the entry gate are under strict orders to protect the chambers beyond and to make sure no one interferes. The goblins keep several wolves here for added security.

**Tactical Encounter:** "Uneasy Sentries," page 89.

### Area 3: Central Chamber

Chambers and tunnels make up the rest of the warren.

The main area, between the sleeping quarters to the east and the room to the west that has been cleared to hold the dragon, is a general storage room where the goblins keep food, water, and the junk they've stolen from caravans and other travelers. At the end of a short tunnel leading away to the southwest is a refuse pit that holds nothing of interest.

### Area 4: Sleeping Chamber

A steep staircase descends 20 feet to the east and opens up into the goblins' cooking area and sleeping quarters, a room choked with lice-ridden blankets and bedrolls.

### Area 5: Chieftain's Chamber

To the west, the central chamber widens as it forms the chieftain's hall. This room holds the dragon and many frightened goblins. Crude scaffolding rings the room, reachable by a ladder. Pieces of the chieftain and other goblins litter the floor, leavings from the angry dragon.

**Tactical Encounter:** "Standoff," page 90.

## Treasure

This set of encounters should provide the characters with three level 3 treasure parcels, one a magic item parcel and the other two monetary parcels.

## Dealing with the Dragon

When the adventurers reach the third encounter, they find the dragon squaring off against the goblins. The dragon is uncertain about the characters' motives, and they need to prove their good intentions to have a chance of forming an alliance with Thraesk.

The characters need not refrain from combat in order to engage in this skill challenge. As long as they engage the goblins without affecting Thraesk, the dragon doesn't attack them unless it is provoked.

**Level:** 4 (XP 175).

**Complexity:** 1 (requires 4 successes before 3 failures).

**Primary Skills:** Bluff, Diplomacy, Insight.

*Bluff (DC 10, standard action):* The character offers aid under false pretenses, vowing to assist but plotting something else. On a failure, the dragon sees through the lies and uses one of its attacks against the character. Each character can attempt this skill check only once during the challenge.

*Diplomacy (DC 15, standard action):* The character earnestly vows to help the dragon defeat the goblins. Each character can attempt this skill check only once during the challenge.

*Insight (DC 10, minor action):* The first character who succeeds on an Insight check can tell that the dragon is angry about the situation the goblins have put it in and seems about evenly matched against them. This skill can be used to gain only 1 success in the challenge. A successful Insight check also grants a +2 bonus to the character and his or her allies when making Diplomacy checks for the remainder of the skill challenge. On a failed check, in addition to gaining 1 failure in the challenge, the character misreads the situation, seeing the dragon either as overmatched or in complete control of the situation.

**Success:** The dragon agrees not to attack the characters and works with them in fighting the goblins.

**Failure:** If the characters achieve 3 failures, the dragon sees them as threats and includes them in its attacks. Once all the goblins are defeated, the dragon turns on the adventurers.

JASON A. ENGLE

# Escaping Goblins

**Encounter Level 2 (625 XP)**

## Setup

**1 goblin underboss (U)**
**1 goblin cursespewer (C)**
**6 goblin cutters (G)**

The goblin underboss and several of his underlings are fleeing the warren for their safety. The goblins want to escape the dragon, but they can't allow the adventurers to despoil their lair. The characters approach from the south along the road.

**When the PCs notice the goblins, read:**
*Goblins are fleeing away from a hole in the base of the hillside ahead. Their fear turns into wrath when they see you.*

**Goblin Underboss (U)** **Level 4 Elite Controller (Leader)**
Small natural humanoid XP 350

**Initiative** +4 **Senses** Perception +8; low-light vision
**HP** 110; **Bloodied** 55; see also *survival instinct*
**AC** 18; **Fortitude** 17, **Reflex** 15, **Will** 16
**Saving Throws** +2
**Speed** 5; see also *superior goblin tactics*
**Action Points** 1

**Short Sword** (standard; at-will) ✦ **Weapon**
+9 vs. AC; 1d6 + 4 damage. *Miss:* An adjacent ally makes a free basic attack.

**Superior Goblin Tactics** (immediate reaction, when missed by a melee attack; at-will)
The goblin underboss and up to two allies within its line of sight shift 1 square.

**Survival Instinct**
A goblin underboss gains a +3 bonus to defenses while bloodied.

**Alignment** Evil **Languages** Common, Goblin
**Skills** Stealth +10, Thievery +10
**Str** 18 (+6) **Dex** 14 (+4) **Wis** 13 (+3)
**Con** 15 (+4) **Int** 11 (+2) **Cha** 16 (+5)
**Equipment** chainmail, short sword

**Goblin Cursespewer (C)** **Level 2 Artillery (Leader)**
Small natural humanoid XP 125

**Initiative** +2 **Senses** Perception +2; low-light vision
**HP** 68; **Bloodied** 34
**AC** 14; **Fortitude** 14, **Reflex** 13, **Will** 15
**Speed** 6

**Sacrificial Knife** (standard; at-will) ✦ **Weapon**
+7 vs. AC; 1d4 + 3 damage.

**Confounding Curse** (standard; at-will)
Ranged 10; targets two creatures; +7 vs. Will; 1d6 + 3 damage, and the target grants combat advantage to allies until the end of the cursespewer's next turn.

**Goblin Doom** (immediate interrupt, when a goblin within 5 squares is hit by a melee attack; at-will) ✦ **Poison**
Area burst 2 within 10, centered on the goblin that was hit; the goblin explodes: +5 vs. Reflex; 1d10 + 3 poison damage, and ongoing 5 poison damage (save ends).

**Goblin Tactics** (immediate reaction, when the goblin cursespewer is missed by a melee attack; at-will)
The goblin shifts 1 square.

**Alignment** Chaotic evil **Languages** Common, Goblin
**Skills** Religion +5
**Str** 11 (+1) **Dex** 14 (+2) **Wis** 12 (+2)
**Con** 16 (+4) **Int** 9 (+0) **Cha** 17 (+4)
**Equipment** leather armor, sacrificial knife, wand

**6 Goblin Cutters (G)** **Level 1 Minion**
Small natural humanoid XP 25 each

**Initiative** +3 **Senses** Perception +1; low-light vision
**HP** 1; a missed attack never damages a minion.
**AC** 16; **Fortitude** 12, **Reflex** 14, **Will** 11
**Speed** 6; see also *goblin tactics*

**Short Sword** (standard; at-will) ✦ **Weapon**
+5 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target).

**Goblin Tactics** (immediate reaction, when missed by a melee attack; at-will)
The goblin shifts 1 square.

**Alignment** Evil **Languages** Common, Goblin
**Skills** Stealth +5, Thievery +5
**Str** 14 (+2) **Dex** 17 (+3) **Wis** 12 (+1)
**Con** 13 (+1) **Int** 8 (-1) **Cha** 8 (-1)
**Equipment** leather armor, short sword

## Tactics

At the start of combat, the underboss stands near the cursespewer and attacks any enemies who move adjacent to it. The cursespewer uses *confounding curse* and *goblin doom* each round on the cutters, which swarm the characters.

The underboss fights until either the cursespewer or all the cutters are defeated. The others flee if the underboss is slain.

## Features of the Area

**Underbrush:** Squares of underbrush are difficult terrain.

**Trees:** Squares containing trees are difficult terrain and provide cover. Each tree requires a DC 7 Athletics check to climb.

# Uneasy Sentries

**Encounter Level 3 (750 XP)**

## Setup

**2 goblin sentries (S)**
**4 gray wolves** (W)

Goblin sentries watch the warren's entrance, even as their fellows contend with the dragon inside the lair. The gray wolves are trained to attack any nongoblin that comes within 5 squares of the entrance. The goblins are more concerned about what's going on behind them than they are about watching for intruders, especially since the underboss fled just a few moments before. Thus, the goblin sentries (though not the gray wolves) are automatically surprised.

**When the PCs enter this area, read:**
*Three wolves near the cave entrance turn toward you, bristling and growling. Beyond them, you see two goblins dressed in mail and hefting spears. Another wolf is with them. One of the goblins stands in front of a crude, red-painted wooden wall, and the other is visible behind the wall through a gate. Shrieks and growling noises sound from deeper inside the tunnel, and the sentries are totally distracted by the commotion.*

| **2 Goblin Sentries (S)** | | **Level 2 Soldier** |
|---|---|---|
| Small natural humanoid | | XP 125 each |
| **Initiative** +5 | **Senses** Perception +6; low-light vision | |
| **HP** 41; **Bloodied** 20 | | |
| **AC** 18; **Fortitude** 15, **Reflex** 14, **Will** 12 | | |
| **Speed** 5 | | |
| ⊕ **Spear** (standard; at-will) ✦ **Weapon** | | |
| +9 vs. AC; 1d8 + 3 damage, and the goblin slides the target 1 square. | | |
| ➳ **Hand Crossbow** (standard; at-will) ✦ **Weapon** | | |
| Ranged 10/20; +9 vs. AC; 1d6 + 3 damage. | | |
| ↓ **Trip Up** (standard; recharge ⚅) | | |
| +7 vs. Reflex; 1d8 + 4 damage, and the target is knocked prone. | | |
| **Goblin Tactics** (immediate reaction, when missed by a melee attack; at-will) | | |
| The goblin shifts 1 square. | | |
| **Alignment** Evil | **Languages** Common, Goblin | |
| **Str** 12 (+2) | **Dex** 16 (+3) | **Wis** 11 (+1) |
| **Con** 17 (+4) | **Int** 9 (+0) | **Cha** 8 (+0) |
| **Equipment** chainmail, light shield, spear, hand crossbow with 10 bolts | | |

| **4 Gray Wolves (W)** | | **Level 2 Skirmisher** |
|---|---|---|
| Medium natural beast | | XP 125 each |
| **Initiative** +5 | **Senses** Perception +7; low-light vision | |
| **HP** 38; **Bloodied** 19 | | |
| **AC** 16; **Fortitude** 14, **Reflex** 14, **Will** 13 | | |
| **Speed** 8 | | |
| ⊕ **Bite** (standard; at-will) | | |
| +7 vs. AC; 1d6 + 2 damage, or 2d6 + 2 damage against a prone target. | | |
| **Combat Advantage** | | |
| If a gray wolf has combat advantage against the target, the target is also knocked prone on a hit. | | |
| **Alignment** Unaligned | **Languages** – | |
| **Str** 13 (+2) | **Dex** 14 (+3) | **Wis** 13 (+2) |
| **Con** 14 (+3) | **Int** 2 (-3) | **Cha** 10 (+1) |

## Tactics

The gray wolves attack the closest nongoblin, working in pairs to gain combat advantage so that they can knock their targeted enemies prone.

A goblin sentry lures the characters near the wall so its ally can help by stabbing with its spear. Failing this, the goblin behind the wall peppers controllers and leaders with crossbow bolts while the other goblin uses *trip up* to set up the gray wolves' attacks. The wolves fight to the death, but one or both of the goblins might decide to run off.

## Features of the Area

**Ceiling:** The ceiling is 10 feet high.

**Wall and Gate:** Across the tunnel leading into the cave is a crude wooden wall with a gate in its center. The gate hangs on leather hinges. Pulling the gate open requires a DC 10 Strength check as a standard action. Openings in the gate and the wall allow creatures to attack through the barrier. Creatures on either side of the wall have superior cover against attacks originating from the other side of the wall. A 1-square wall section has AC 5, Fortitude 10, Reflex 5, and 20 hit points.

# Standoff

**Encounter Level 5 (1,100 XP)**
**or**
**Encounter Level 8 (1,975 XP)**
**with Thraesk**

## Setup

**Thraesk, young iron dragon** (T)
**1 goblin hexer** (H)
**3 goblin skullcleavers** (S)
**5 goblin warriors** (W)

This encounter is designed to unfold in area 5, where a group of relatively powerful goblins are trying to hold their own against an unhappy iron dragon. The characters should be drawn toward this area by the sounds of shrieks and growling they heard while they were involved with the sentries in the previous encounter.If the adventurers can win over Thraesk by succeeding on the skill challenge (see page 87), the dragon helps them fight the goblins. Otherwise, the characters become the third side in a three-way fight.

**If the PCs head into area 4 right away, read:**
*Amid a clutter of bedding and dirty animal skins, you see several weak-looking goblins cowering before your approach.*

**Thraesk (T)** **Level 4 Solo Lurker**
Young iron dragon
Large natural magical beast (dragon) XP 875

**Initiative** +10 **Senses** Perception +8; darkvision
**HP** 212; **Bloodied** 106; see also *bloodied breath*
**AC** 18; **Fortitude** 16, **Reflex** 18, **Will** 15
**Resist** 15 lightning
**Saving Throws** +5
**Speed** 6, fly 6 (hover), overland flight 8
**Action Points** 2

**Bite** (standard; at-will) ✦ **Lightning**
Reach 2; +9 vs. AC; 2d6 + 3 damage plus 1d8 lightning damage.

**Claw** (standard; at-will)
Reach 2; +9 vs. AC; 1d10 + 3 damage.

**Double Attack** (standard; at-will)
Thraesk makes two claw attacks.

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Lightning**
Close blast 5; +5 vs. Reflex; 2d8 + 3 lightning damage, and Thraesk pulls the target 3 squares. *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and Thraesk uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +5 vs. Will; the target is stunned until the end of Thraesk's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Confounding Surge** (move; recharge ⚄ ⚄ ⚅) ✦ **Fear**
Thraesk gains concealment and shifts 3 squares. All enemies adjacent to him at the end of this movement grant combat advantage until the end of Thraesk's next turn.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Acrobatics +11, Athletics +9, Stealth +11
**Str** 14 (+4) **Dex** 18 (+6) **Wis** 12 (+3)
**Con** 13 (+3) **Int** 12 (+3) **Cha** 12 (+3)

**Goblin Hexer (H)** **Level 3 Controller (Leader)**
Small natural humanoid XP 150

**Initiative** +3 **Senses** Perception +2; low-light vision
**HP** 46; **Bloodied** 23
**AC** 17; **Fortitude** 14, **Reflex** 15, **Will** 16; see also *lead from the rear*
**Speed** 6; see also *goblin tactics*

**Hexer Rod** (standard; at-will) ✦ **Weapon**
+7 vs. AC; 1d6 + 1 damage.

**Blinding Hex** (standard; at-will)
Ranged 10; +7 vs. Fortitude; 2d6 + 1 damage, and the target is blinded (save ends).

**Stinging Hex** (standard; recharge ⚄ ⚅)
Ranged 10; +7 vs. Will; the target takes 3d6 + 1 damage if it moves during its turn (save ends).

**Vexing Cloud** (standard; sustain minor; encounter) ✦ **Zone**
Area burst 3 within 10; no attack roll; all enemies within the zone take a -2 penalty to attack rolls. The zone grants concealment to the goblin hexer and its allies. The goblin hexer can sustain the zone as a minor action, moving it up to 5 squares.

**Incite Bravery** (immediate reaction, when an ally uses *goblin tactics*; at-will)
Ranged 10; the targeted ally can shift 2 more squares and make an attack.

**Goblin Tactics** (immediate reaction, when missed by a melee attack; at-will)
The goblin shifts 1 square.

**Lead from the Rear** (immediate interrupt, when targeted by a ranged attack; at-will)
The goblin hexer can change the attack's target to an adjacent ally of its level or lower.

**Alignment** Evil **Languages** Common, Goblin
**Skills** Stealth 10, Thievery +10
**Str** 10 (+1) **Dex** 15 (+3) **Wis** 13 (+2)
**Con** 14 (+3) **Int** 9 (+0) **Cha** 18 (+5)
**Equipment** leather robes, hexer rod

If the characters try to engage the warriors in combat, the goblins all flee toward area 5. (They would rather join up with their allies and risk the dragon's wrath than be dispatched on the spot.)

**When the PCs approach area 5 and can see the dragon, read:**
*Goblins face off with an iron dragon that is backed into the far corner of this chamber. A robed goblin standing on scaffolding above the beast issues commands to other goblins.*

When the characters arrive, roll initiative. Refer to "Tactics" for a summary of how the battle unfolds.

## Tactics

When the characters appear on the scene, the goblins and the dragon stop arguing and start fighting. Thraesk uses his *frightful presence* on the goblins, spends an action point to use his *breath weapon*, and then moves to engage the nearest enemy in melee. The dragon singles out the characters for attacks only if they attack him first or otherwise provoke him.

While some of the characters involve themselves with the skill challenge, others might decide to attack the goblins or protect the characters who are

| 3 Goblin Skullcleavers (S) | Level 3 Brute |
|---|---|
| Small natural humanoid | XP 150 each |
| **Initiative** +3 | **Senses** Perception +2; low-light vision |
| **HP** 53; **Bloodied** 26; see also *bloodied rage* | |
| **AC** 16; **Fortitude** 15, **Reflex** 14, **Will** 12 | |
| **Speed** 5; see also *goblin tactics* | |
| ⨺ **Battleaxe** (standard; at-will) ✦ **Weapon** | |
| +6 vs. AC; 1d10 + 5 damage, or 2d10 + 5 while bloodied. | |
| **Bloodied Rage** (while bloodied) | |
| The goblin skullcleaver loses the ability to use *goblin tactics* and can do nothing but attack the nearest enemy, charging when possible. | |
| **Goblin Tactics** (immediate reaction, when missed by a melee attack; at-will) | |
| The goblin shifts 1 square. | |
| **Alignment** Evil | **Languages** Common, Goblin |
| **Skills** Stealth +9, Thievery +9 | |
| **Str** 18 (+5) | **Dex** 14 (+3) **Wis** 13 (+2) |
| **Con** 13 (+2) | **Int** 8 (+0) **Cha** 8 (+0) |
| **Equipment** chainmail, battleaxe | |

| 5 Goblin Warriors (W) | Level 1 Skirmisher |
|---|---|
| Small natural humanoid | XP 100 each |
| **Initiative** +5 | **Senses** Perception +1; low-light vision |
| **HP** 29; **Bloodied** 14 | |
| **AC** 17; **Fortitude** 13, **Reflex** 15, **Will** 12 | |
| **Speed** 6; see also *mobile ranged attack* and *goblin tactics* | |
| ⨺ **Spear** (standard; at-will) ✦ **Weapon** | |
| +6 vs. AC; 1d8 + 2 damage. | |
| ⨺ **Javelin** (standard; at-will) ✦ **Weapon** | |
| Ranged 10/20; +6 vs. AC; 1d6 + 2 damage. | |
| ⨺ **Mobile Ranged Attack** (standard; at-will) ✦ **Weapon** | |
| The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking opportunity attacks. | |
| **Great Position** | |
| If, on its turn, a goblin warrior ends its move at least 4 squares away from its starting point, it deals 1d6 extra damage on its ranged attacks until the start of its next turn. | |
| **Goblin Tactics** (immediate reaction, when missed by a melee attack; at-will) | |
| The goblin shifts 1 square. | |
| **Alignment** Evil | **Languages** Common, Goblin |
| **Skills** Stealth +10, Thievery +10 | |
| **Str** 14 (+2) | **Dex** 17 (+3) **Wis** 12 (+1) |
| **Con** 13 (+1) | **Int** 8 (-1) **Cha** 8 (-1) |
| **Equipment** leather armor, spear, 5 javelins in sheaf | |

not fighting. Once the skill challenge is resolved, Thraesk will be either an ally or an enemy of the characters. Either way, the goblins have a stiff fight on their hands.

As the fight progresses, Thraesk moves toward and then into area 3, intending to make his way out of the goblin warren (but not before taking down as many of his adversaries as possible).

The goblin warriors focus their attacks on the characters. Until the heroes attack them, the skullcleavers and the hexer devote all their effort to attacking the dragon. Goblins, especially the warriors, might not hang around until the end of the encounter.

## Features of the Area

**Ceiling:** The ceiling is 10 feet high in area 3, 40 feet high in area 4, and 30 feet high in area 5.

**Plunder:** The squares in area 3 containing a mix of boxes, barrels, and crates count as difficult terrain.

**Scaffolding:** The northern, southern, and western walls of area 5 have scaffolding built to allow more goblins to attend the now-dead chieftain. It stands 10 feet above the floor. A character can ascend the ladder along the southern wall by spending 3 squares of movement, or can climb up the side of the scaffold with a DC 15 Athletics check. Scaffolding squares have AC 5, Fortitude 10, Reflex 5, and 20 hit points. If three or more squares are destroyed, the scaffolding collapses, dealing 3d6 + 4 damage to any creature underneath it.

# THE TERROR OF PROSPECT HILL

**Copper dragon lair for five 5th-level adventurers**

Deep in the northlands stands an imposing wooden stockade. Initially a source of horror and death for the surrounding communities, over the years it has been conquered, adapted to protect those that were once tormented, and finally left to the ravages of nature.

And now, like nature, the steading has come full circle. The fort on Prospect Hill has become the home of a band of highwaymen, led by a brutal tiefling warlock and accompanied by a copper dragon whose greed is much stronger than her small size and young age would suggest.

## Background

**History DC 7:** Some months ago, a gang of bandits moved into the principality of Kurich, an array of towns and hamlets a few miles from the permafrost of the north. Operating from an old fort atop a rise called Prospect Hill, and led by Chevkos, a sadistic tiefling, the bandits embarked on a campaign to rob and murder the locals.

While Kurich mobilized a militia to hunt down the bandits, Chevkos joined with a copper dragon named Korzinalikur. In exchange for a substantial share of the gang's profits, she became their primary enforcer and soldier, initially proving her worth by destroying the militia.

Today, the bandit gang all but rules the area from the fort on Prospect Hill, taking what they want from whom they want.

**History DC 12:** Chevkos worries that he might have made a devil's bargain. So far, Korzinalikur follows his orders and seems content to operate as an employee. However, she has begun suggesting the gang's next moves, and neither the tiefling nor his bandits have any doubt who would come out on top if–when–the dragon decides to run the show.

## Environment

Anyone in the fortress's tower has a clear view of the surroundings, making it difficult for interlopers to approach undetected. The slope of Prospect Hill is not steep, but in combination with the thick grasses and soft soil, it counts as difficult terrain. The road leading up to the gate and the packed dirt inside the structure, however, are not difficult terrain.

**When the PCs approach Prospect Hill, read:**
*The woods grow thin ahead, and the ground slopes up to form a large hillock. Atop it looms a fort. Enormous planks of wood form a stockade surrounding buildings constructed on an equally large scale. A great tower rises just east of the main gate, providing a clear view of the surroundings.*

### Area 1: The Front Gate

A wide gate in the wooden wall of the fort is the most obvious (and easiest) way to gain access to the inside. For details of how to open or break down the gate, see "Features of the Area" in the tactical encounter that begins on page 94. If the characters decide to try getting in by scaling the wall, that section of the encounter also has the necessary information.

**Tactical Encounter:** "Entering the Fort," page 94.

### Area 2: The Courtyard

The large area extending to the south and east from inside the front gate is devoid of any significant features except for a few trees. High walls, interrupted in a few places by doors, separate other parts of the fort from the courtyard.

**Tactical Encounter:** "Entering the Fort," page 94.

### Area 3: The Tower

The tower on the northern side of the fort stands 40 feet high and has a functioning ballista at its top. The

### KORZINALIKUR

Korzinalikur isn't nearly as potent as she might seem at first glance. Since her birth she has been a somewhat sickly copper dragon, weaker than her clutchmates. Her family drove Korzinalikur out of their territory, forcing her to go find her own place to live. Seething at this treatment, and terrified that her weakened nature might prevent her from attaining the hoard and the respect that are hers "by right," Korzinalikur wandered the wilds for several years, feeding on roving animals and hunting desperately for an opportunity that lay within her capabilities.

She found it in Chevkos's offer. Korzinalikur sees her cooperation with the bandit gang not merely as the chance to build up her own wealth, but also a way to test the limits of her power. Slowly but steadily, she is becoming aware that, though she is weak for a dragon of her age, she is still the most potent force in the region. Like others of her kind, she is patient, willing to let the tiefling keep command of the bandits for now. In her heart, though, she has already begun to think of the fort, the treasure, and the bandits as hers–and she is developing designs on the entirety of Kurich. Korzinalikur works for the day when all the people of the region are devoted to enriching her hoard, and she can vent her simmering resentment upon those weaker than she is, in vengeance for the slights and abuses her family heaped on her.

interior of the tower is hollow, containing nothing but a set of stairs leading upward. (The map shows only the top of the tower.)

**Tactical Encounter:** "Entering the Fort," page 94.

## Area 4: Dining Room

Several of Chevkos's bandits currently occupy this dining room. The tableware, such as it is, is worthless, consisting of mismatched wooden and ceramic pieces.

**Tactical Encounter:** "Entering the Fort," page 94.

## Area 5: Barracks

This disheveled area—nothing more than an elongated room with sleeping pallets and tables scattered throughout—is the living quarters of the surviving members of Chevkos's bandit gang.

**Treasure:** The bandits have 50 gp among them.

**Tactical Encounter:** "Entering the Fort," page 94.

## Area 6: The Audience Chamber

This room borders the lairs of both Korzinalikur and Chevkos. A wide pit in the center gives access to Korzinalikur's lair below (area 9), ringed by columns that extend to the floor below.

The secret door in the east wall, which provides an emergency exit, requires a DC 17 Perception check to locate.

**Tactical Encounter:** "The Central Lair," page 96.

## Area 7: Chevkos's Quarters

This large bedroom serves as the living quarters for Chevkos and his four bugbear bodyguards.

The secret door (Perception DC 17 to locate) leads to spiral stairs that descend to a corridor that leads to area 9.

**Tactical Encounter:** "The Central Lair," page 96.

## Area 8: Treasure Room

This room is kept locked. Chevkos and the bugbears each have a key. The bandit gang's treasures, other than the shares given to the various members, are kept here. The doors require a DC 18 Thievery check to unlock.

**Treasure:** This chamber contains wealth equivalent to one level 5 monetary treasure parcel.

## Area 9: Korzinalikur's Lair

The open chamber beneath area 6 serves as Korzinalikur's lair. It's smaller than the chamber above. A 5-foot-wide corridor (not shown on the map) leads underneath area 6 to the base of the spiral staircase that connects to the side of Chevkos's quarters.

When the fort was built, this area served as a gladiatorial arena, surrounded by an elevated concourse (area 6) from where spectators could watch the battles taking place below them. The corridor that connects this area with the spiral staurcase outside area 7 provided a means for combatants to enter and exit the arena floor. Now, the pit makes a serviceable lair for Korzinalikur. The columns provide support for thick planks that form the walls of the pit, keeping the sides from collapsing.

**Treasure:** Korzinalikur's lair contains wealth or a magic item equivalent to one level 5 treasure parcel.

**Tactical Encounter:** "The Central Lair," page 96.

JASON A. ENGLE

# Entering the Fort

**Encounter Level 6 (1,315 XP)**

## Setup

**2 Chevkos's crossbowmen** (C)
**3 Chevkos's guards** (G)
**10 Chevkos's lackeys** (L)

To reach Chevkos, the characters need to find a way to enter the fort, probably through the gate. There's little cover, and the guards on the tower have a ballista they can fire at the characters. Two minions stand guard outside the gate. Once the characters enter, the bandits swarm out of their dining and sleeping rooms to intercept them before they reach area 6.

As written, this encounter assumes that the characters approach the fort from along the road and enter through the main gate. If they do not, the encounter can still occur largely as presented; adjust descriptions and tactics for the terrain, and possibly add ranged penalties for the crossbowmen.

**When the PCs come within sight of the gate, read:**
*The tall wooden gates are barred. The entrance is guarded by a pair of bandits, and you can see two crossbow-wielding guards looking down from a tower a short distance to the east. You hear shouts of challenge and alarm from up ahead as the occupants take note of your approach.*

**When the crossbowmen first fire the ballista, read:**
*A heavy thump resounds from the tower, as a bolt the size of an ogre's spear flies toward you.*

**When the PCs enter the courtyard, read:**
*The earth inside this large area has been packed down, providing firm footing even on the hillside's slope. A pair of doors on the south side of the tower lead into the ground level of that structure. You also see a row of doors on the west wall and two other pairs of doors that give access to the southwestern portion of the complex.*

**When the bandits come out to fight, read:**
*Doors burst open across the western wall, and a tide of unwashed, unshaven bandits rushes at you.*

**If the PCs enter area 4, read:**
*You're standing in what looks like a slapdash dining room and beer hall. A long table and benches fill the center of the room, and shelves full of food are set into the walls.*

**If the PCs enter area 5, read:**
*A fireplace crackles away, warming a disorganized barracks. Scattered throughout are cots and sleeping pallets. A few rickety tables and old chairs are also visible.*

**2 Chevkos's Crossbowmen (C)** **Level 4 Artillery**
Medium natural humanoid, human XP 175 each

**Initiative** +6 **Senses** Perception +4
**HP** 45; **Bloodied** 22
**AC** 16; **Fortitude** 16, **Reflex** 18, **Will** 16
**Speed** 6

**Short Sword** (standard; at-will) ✦ **Weapon**
+9 vs. AC; 1d6 + 2 damage.

**Crossbow** (standard; at-will) ✦ **Weapon**
Ranged 15/30; +11 vs. AC; 1d8 + 5 damage.

**Quick Shot** (standard; encounter)
The crossbowman makes crossbow attacks against two different targets.

**Alignment** Unaligned **Languages** Common
**Skills** Stealth +11
**Str** 11 (+2) **Dex** 18 (+6) **Wis** 14 (+4)
**Con** 15 (+4) **Int** 11 (+2) **Cha** 11 (+2)
**Equipment** leather armor, short sword, crossbow with 20 bolts

**3 Chevkos's Guards (G)** **Level 4 Soldier**
Medium natural humanoid, human XP 175 each

**Initiative** +6 **Senses** Perception +3
**HP** 56; **Bloodied** 28
**AC** 20; **Fortitude** 18, **Reflex** 16, **Will** 15
**Speed** 5

**Longspear** (standard; at-will) ✦ **Weapon**
Reach 2; +11 vs. AC; 1d10 + 4 damage, and the target is marked until the end of the guard's next turn.

**Crossbow** (standard; at-will) ✦ **Weapon**
Ranged 15/30; +10 vs. AC; 1d8 + 3 damage.

**Powerful Strike** (standard; requires a reach weapon; encounter) ✦ **Weapon**
Reach 2; +11 vs. AC; 2d10 + 4 damage, and the target is knocked prone.

**Alignment** Unaligned **Languages** Common
**Str** 18 (+6) **Dex** 15 (+4) **Wis** 12 (+3)
**Con** 16 (+5) **Int** 11 (+2) **Cha** 13 (+3)
**Equipment** chainmail, longspear, crossbow with 20 bolts

**10 Chevkos's Lackeys (L)** **Level 4 Minion Skirmisher**
Medium natural humanoid, human XP 44 each

**Initiative** +4 **Senses** Perception +3
**HP** 1; a missed attack never damages a minion.
**AC** 18; **Fortitude** 18, **Reflex** 15, Will 16
**Speed** 6

**Short Sword** (standard; at-will) ✦ **Weapon**
+9 vs. AC; 5 damage.

**Hand Crossbow** (standard; at-will) ✦ **Weapon**
Ranged 10/20; +9 vs. AC; 4 damage.

**Combat Advantage**
A lackey deals 2 extra damage against any creature granting combat advantage to it.

**Alignment** Unaligned **Languages** Common
**Skills** Stealth +7
**Str** 16 (+5) **Dex** 11 (+2) **Wis** 12 (+3)
**Con** 14 (+4) **Int** 10 (+2) **Cha** 13 (+3)
**Equipment** leather armor, short sword, hand crossbow with 20 bolts

### Ballista

The ballista on top of the tower can be fired by any creature adjacent to it. The creature can use the following attack.

**Ballista Shot** (standard; recharge special) ✦ **Weapon**
Ranged 20/40; +9 vs. Reflex; 3d8 + 4 damage, and the target is pushed 2 squares and knocked prone.

Make recharge rolls for the ballista at the start of the turn of the creature that last fired it. The power recharges on ⚄ ⚅ if two creatures are adjacent to the ballista (that is, loading it), or on ⚅ if only one creature is adjacent. The power doesn't recharge if no one is adjacent to the ballista.

## Tactics

The crossbowmen use the ballista to attack once the characters have come within roughly 30 feet of the fortress (as soon as the players place their miniatures on the road at the edge of the tactical map). They continue firing after the characters move into the courtyard. The lackeys try to stand their ground near the gate, but they don't stay put if they notice ranged weapons or magic implements in the characters' hands.

When the characters are inside the walls, the guards and lackeys open the doors leading from the dining room and barracks and move a short distance into the courtyard.

When their numbers have been reduced to one guard or one crossbowman and two or three lackeys, the bandits surrender and beg for mercy.

The guards run out mainly to stop the characters from moving toward the southern end of the fort (where their leader is located). The guards protect the lackeys by marking foes and knocking enemies prone, giving the lackeys combat advantage.

A few lackeys might stop in doorways to fire their hand crossbows. If the characters come near, they retreat into the barracks.

## Features of the Area

**Illumination:** Bright light outside and inside the fort at all times. (At night, lanterns illuminate the exterior and interior of the structure.)

**Hillside Slope:** The slope outside the fortress, with the exception of the road, is difficult terrain.

**Trees:** Squares containing trees inside and outside the fort are difficult terrain and provide cover. A tree can be climbed with a DC 12 Athletics check, and the trees range between 10 and 20 feet in height.

**Doors:** The entry gate to the fortress is barred (DC 12 Strength check to break or DC 17 Thievery check to jimmy the bar out of place). The doors to the tower are locked (DC 12 Strength check to break or DC 17 Thievery check to pick the lock). The doors leading to areas 4 and 5 are unlocked. The doors to area 6 are locked (see the next encounter).

**Tower:** The tower rises 20 feet above the top of the walls. Climbing the side of the tower requires a DC 18 Athletics check.

**Outer Walls:** The walls are 20 feet high and require a DC 17 Athletics check to climb. The tops of the wooden posts that form the walls are spiked; anyone who reaches the top of the wall is subject to an attack: +9 vs. AC; 1d4 + 2 damage, and the character must make a successful DC 17 Athletics check or fall.

**Ceiling:** Areas 4, 5, 7, and 8 have 20-foot-tall ceilings.

**Benches, Tables, and Chairs:** These features are difficult terrain. Jumping onto a bench or a table requires 2 squares of movement. In area 4, a character can tip over the long table to gain superior cover.

**Fireplaces:** At night, the two fireplaces in area 5 hold small fires; a character who enters a fire or begins his turn there takes 1d6 + 3 fire damage.

# The Central Lair

**Encounter Level 7 (1,550 XP)**

## Setup

**Korzinalikur, elite young copper dragon** (K)
**Chevkos, tiefling heretic** (C)
**4 bugbear warriors** (B)

During the previous encounter, none of the bandit gang's leaders emerged from their lair in the fort's central keep. Perhaps they assumed that their underlings could handle whatever the problem might be (and after all, it's not that hard to recruit new thieves and mercenaries). But once the characters gain control of the courtyard, neutralize the ballista, and move deeper into the complex, Chevkos and Korzinalikur fight back.

Each of the descriptions below assumes the characters first spot each foe at or near its starting point. Adjust the read-aloud text as needed if any of the monsters move before they are encountered, or if the characters manage to get into area 7 or 8 before going through area 6.

**When the PCs enter area 6, read:**
*The center of the room drops away into a wide pit, from which wafts a vaguely reptilian scent. Several pillars rise from within the pit, clearly marking the edge.*

*Two bugbears instantly move toward you, morningstars raised high, and something begins to stir loudly in the shadowy depths of the pit.*

**When the PCs enter area 7, read:**
*This chamber serves as a lavish living area, far more extravagant than this place would seem to warrant. An old canopied bed sits in one corner, with several additional bedrolls scattered on the floor nearby. A heap of embers glows dully in the fireplace, radiating warmth throughout the room.*

**When the PCs see Chevkos, read:**
*Before you stands a short tiefling, clad in several layers of fancy clothes. Tiny bits of jewelry pierce his horns all over. He has a menacing glint in his eyes, and balefire crackles across his fingers. Two more bugbears loom nearby, clutching morningstars and grinning viciously.*

**When Korzinalikur first appears, read:**
*An enormous metallic form bursts upward from the pit, wings outspread and jaws agape. The light glints off its copper scales, and thin tendrils of sizzling spittle drip from the corners of its mouth.*

**Korzinalikur (K)** **Level 6 Elite Skirmisher**
Young copper dragon
Large natural magical beast (dragon) XP 500

**Initiative** +10 **Senses** Perception +10; darkvision
**HP** 148; **Bloodied** 74; see also *bloodied breath*
**AC** 20; **Fortitude** 18, **Reflex** 19, **Will** 16
**Resist** 15 acid
**Saving Throws** +2
**Speed** 8, fly 10 (hover), overland flight 15; see also *flyby attack*
**Action Points** 1

⊕ **Bite** (standard; at-will) ✦ **Acid**
Korzinalikur shifts 2 squares before and after making the attack. Reach 2; +11 vs. AC; 1d10 + 4 damage plus 1d6 acid damage.

⊕ **Claw** (standard; at-will)
Reach 2; +11 vs. AC; 1d8 + 4 damage.

⨽ **Double Attack** (standard; at-will)
Korzinalikur makes two claw attacks and then shifts 2 squares.

⨽ **Flyby Attack** (standard; at-will)
Korzinalikur flies up to 10 squares and makes one melee basic attack at any point during that movement. She doesn't provoke opportunity attacks when moving away from the target.

✧ **Breath Weapon** (standard; encounter) ✦ **Acid**
Close blast 5; +7 vs. Reflex; 2d10 + 4 acid damage, and the target is slowed (save ends). *Miss:* Half damage.

✧ **Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and Korzinalikur uses it.

✧ **Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +7 vs. Will; the target is stunned until the end of Korzinalikur's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Acrobatics +13, Bluff +9, Insight +10
**Str** 16 (+6) **Dex** 20 (+8) **Wis** 14 (+5)
**Con** 18 (+7) **Int** 12 (+4) **Cha** 12 (+4)

**Chevkos (C)** **Level 6 Artillery**
Medium natural humanoid, tiefling XP 250

**Initiative** +8 **Senses** Perception +6; low-light vision
**HP** 60; **Bloodied** 30
**AC** 20; **Fortitude** 17, **Reflex** 18, **Will** 18
**Resist** 11 fire
**Speed** 6

⊕ **Dagger** (standard; at-will) ✦ **Weapon**
+10 vs. AC (+11 against a bloodied target); 1d4 + 2 damage.

⊛ **Balefire** (standard; at-will) ✦ **Fire**
Ranged 10; +9 vs. Reflex (+10 against a bloodied target); 1d8 + 5 fire damage, and ongoing 5 fire damage (save ends).

⊹ **Serpent Curse** (standard; encounter) ✦ **Illusion, Psychic**
Ranged 10; illusory snakes appear and attack the target; +9 vs. Will (+10 against a bloodied target); 1d6 + 5 psychic damage, and ongoing 5 psychic damage (save ends).

**Cloak of Escape** (immediate reaction, when Chevkos is hit by a melee attack; at-will) ✦ **Teleportation**
Chevkos teleports 5 squares.

**Infernal Wrath** (minor; encounter)
Chevkos gains a +1 power bonus to his next attack roll against an enemy that hit him since his last turn. If the attack hits and deals damage, Chevkos deals 5 extra damage.

**Alignment** Evil **Languages** Common
**Skills** Bluff +15, Insight +11, Stealth +15
**Str** 15 (+5) **Dex** 20 (+8) **Wis** 16 (+6)
**Con** 18 (+7) **Int** 13 (+4) **Cha** 20 (+8)
**Equipment** dagger

| 4 Bugbear Warriors (B) | Level 5 Brute |
|---|---|
| Medium natural humanoid | XP 200 each |
| **Initiative** +5 | **Senses** Perception +4; low-light vision |
| **HP** 76; **Bloodied** 38 | |
| **AC** 18; **Fortitude** 17, **Reflex** 15, **Will** 14 | |
| **Speed** 6 | |
| ⊕ **Morningstar** (standard; at-will) ✦ **Weapon** | |
| +7 vs. AC; 1d10 + 7 damage. | |
| ǂ **Skullthumper** (standard; requires a morningstar and combat advanage against the target; encounter) ✦ **Weapon** | |
| +5 vs. Fortitude; 1d10 + 7 damage, and the target is knocked prone and dazed (save ends). | |
| **Predatory Eye** (minor; encounter) | |
| The bugbear warrior deals 1d6 extra damage on the next attack it makes against a target granting combat advantage to it. It must apply this bonus before the end of its next turn. | |
| **Alignment** Evil | **Languages** Common, Goblin |
| **Skills** Intimidate +9, Stealth +11 | |
| **Str** 20 (+7) | **Dex** 16 (+5) **Wis** 14 (+4) |
| **Con** 16 (+5) | **Int** 10 (+2) **Cha** 10 (+2) |
| **Equipment** hide armor, morningstar | |

## Tactics

Assuming the characters begin the encounter in area 6, the two bugbears in that area rush to attack. The bugbears that start in area 7 join the combat as soon as they can get there. All the bugbears try to stay in melee with the characters, to keep them away from Chevkos. The bugbears retreat if doing so is tactically sound, but they do not flee.

Korzinalikur erupts from the pit on her initiative count in the first round (requiring 4 squares of movement to do so). She initiates combat with her *breath weapon*, if she can use it without catching either of the bugbears in the blast. She then relies on *flyby attacks*, moving in and out of the chamber and through the entire fort, using the courtyard to circle around and attack from different angles.

If she becomes bloodied, Korzinalikur no longer cares about keeping the bugbears out of the area of her *breath weapon*. She attempts to escape if reduced to 40 or fewer hit points—she's not prepared to risk her life for the bandits—and surrenders if escape proves impossible.

Chevkos hangs back, using his ranged attacks to harry the characters. He uses *cloak of escape* whenever he is hit with a melee attack, teleporting to a place of relative safety in area 6 or even out into the courtyard if possible. He doesn't allow himself to be cornered in area 8. Even though Chevkos does his best to avoid being hit repeatedly, he does not abandon the fort and fights to the death.

## Features of the Area

**Illumination:** Brightly lit, by sunlight or by lanterns.

**Ceiling:** The ceiling in areas 7 and 8 is 20 feet high.

**Beds:** A character can step up onto a bed with 1 extra square of movement. A DC 17 Strength check topples a bed over, allowing it to serve as cover for standing characters, and knocking prone any creatures standing on it.

**Doors:** Most of the interior doors are unlocked and designed to open from either direction. The doors to area 8 are locked and require a DC 18 Thievery check to open. Chevkos and the bugbears each carry keys.

**Fireplace:** At night, this spot holds a small fire; a character who enters the fire or begins his turn there takes 1d6 + 3 fire damage.

**Pit:** The pit is 20 feet deep. Climbing out requires a DC 20 Athletics check.

**Secret Door:** A DC 17 Perception check detects the secret door.

**Spiral Stairs:** The spiral stairs are difficult terrain. They lead to an underground passage that connects to Korzinalikur's lair.

# TULKAU SHAYN

**Orium dragon lair for five 7th-level adventurers**

From the steamy jungles of the south come rumors of the Alabaster City, a place lost to the mists of time, where every citizen was a sage and powerful magic fulfilled every whim of the city's denizens. No explorer can claim to know the location of the city, but lizardfolk wearing strange alabaster jewelry have been captured recently. Eager to save their own lives, the lizardfolk said they served an orium dragon named Zanathakla. She lives in the bottom of a vertical cave deep in the jungle known as Tulkau Shayn ("Gullet Cave" in the lizardfolk's dialect).

The captive lizardfolk claim that Zanathakla doesn't know where the Alabaster City is either, but she searches for it day and night and sends bands of loyal lizardfolk far and wide to look for it. So far, they have found the ruins of several smaller communities, and Zanathakla says the city will soon be theirs.

## Background

**History DC 14:** Zanathakla made Tulkau Shayn her lair about a year ago and quickly seized control of a large tribe of lizardfolk, which now treat her with reverence approaching outright worship. Most of the lizardfolk are in the jungle looking for clues to help find the vast ruins called the Alabaster City, because Zanathakla is obsessed with claiming the ruin's secrets for her own. Only a few of her followers are guarding Tulkau Shayn at any given time.

**History DC 19:** Gullet Cave has long been the source of superstition among the indigenous humans and lizardfolk. A stone outcropping resembling teeth runs along the north edge of the cave mouth, and the cave itself is 200 feet deep. For years, brave youths have crawled to the edge of Tulkau Shayn and peered into the inky blackness below. But until Zanathakla moved in with the lizardfolk tribe, no one knew how deep the cave was—or if it even had a bottom.

## Hook: Discover the Alabaster City

Somewhere within the deep jungle lie the ruins Zanathakla seeks—the last remnants of the Alabaster City. People living near the jungle, or in the safer areas around its outskirts, know many rumors about the city but few facts. If the characters can find the location of the city, they might be able to recover what remains in its vaults, or the greater treasures of forgotten knowledge that lie in the vast libraries rumored to exist within the city.

**Quest XP:** 1,500 XP (major quest).

## Hook: Recover the Trade Goods

A massive nearby river that winds through the jungle carries many merchant ships to towns and cities that dot the shoreline. The creatures under Zanathakla's command have begun attacking these merchants, usually taking preserved food and drink. They have also been known to steal tools. The river merchants ask the characters to retrieve their stolen goods and to end the threat of the lizardfolk raiders. See the descriptions of areas 2 and 7 in the following text for information about the items that belong to the traders.

**Quest XP:** 300 XP (minor quest).

## Environment

Tulkau Shayn is a deep, vertical cave. The entrance opens in the center of the cave's ceiling, and the space within drops straight down 200 feet to a flat, rocky floor. The cave walls angle slightly outward; viewed from the side, the cave looks like an upright cone with the top chopped off.

Several side chambers branch off from the main chamber. Until the lizardfolk constructed the wooden pathway that spirals down the interior cave walls, those chambers were home only to flying creatures—mostly bats and stirges—that would ascend out of the cave each day to find food in the jungle.

**Illumination:** If there's daylight outside, the top 50 feet of the cave are in bright light and the next 50 feet in dim light. It's dark at the 120-foot mark, where the second encounter, "Stirge Chamber," takes place.

**Walls:** The cave walls are rough and have many handholds and footholds, but they slope outward, making a climb more difficult than it would otherwise be. Unless otherwise noted, climbing the cave walls in either direction requires a DC 20 Athletics check.

**Side Chambers:** Most of the side chambers don't contain encounters. Once the characters defeat the guards at the cave mouth, they have to pass a dangerous cave inhabited by stirges and gricks before reaching Zanathakla and accessing Tulkau Shayn's treasures.

Eventually lizardfolk search parties will return to the cave, but they might be too disheartened by Zanathakla's death to fight. (Or perhaps they're mad for vengeance; you make the call.)

### Area 1: Cave Entrance

When the characters make their way through the jungle and finally reach Tulkau Shayn (see the "Approaching the Cave" skill challenge on page 100),

they find the cave's entrance guarded by lizardfolk that revere Zanathakla.

**Tactical Encounter:** "Cave Entrance," page 102.

## Area 2: Living Cave

About 50 feet down inside the cave, connected to the entrance by way of the lashed wooden scaffolding the lizardfolk have built, is a large cave that serves as the lizardfolk's main living chamber.

**When the PCs enter this cave, read:**

*The lizardfolk's bedding—mostly furs and fronds—lies in piles along the walls of this cave. In one corner, barrels contain fresh water and dried meat. In the center of the chamber lie several felled trees, rough wooden planks, and carpentry tools. The planks match those used in the walkway outside. A stone altar stands against the far wall, topped by a reddish statue of a dragon.*

The barrels of food and water and the carpentry tools were stolen from river traders and can be returned as part of the "Recover the Trade Goods" minor quest.

**Ceiling:** The ceiling is 15 feet high along the perimeter of this area, rising to a peak of 25 feet near the chimney.

**Treasure:** A crude stone altar against the far wall holds a jade carving of a dragon worth 250 gp. The lizardfolk have smeared reddish mud on the idol to make it look more like Zanathakla, but a cursory examination reveals the jade underneath.

## Area 3: Stirge Den

This cave of pesky stirges has been easily bypassed by the lizardfolk, but now gricks also lurk inside, making it difficult for the characters to descend deeper into Tulkau Shayn.

**Tactical Encounter:** "Stirge Chamber," page 104.

## Area 4: Artifact Cave

Zanathakla and the lizardfolk keep the evidence of the Alabaster City in this side cave, which is 50 feet above the main cave floor and accessed by way of the wooden walkway. The artifacts include several chunks of alabaster masonry and stonework: cornices, column sections, and so on. Dozens of ceramic urns and pots litter the room, all painted in a distinctive zigzag pattern.

**When the PCs enter the cave, read:**

*Ceramics and chunks of alabaster stonework litter this room, and a map hangs on one wall. Made of pieces of parchment stuck together with tree sap, the map shows the jungle nearby. It's divided into sections based on natural features and shows several ruins. Many of the areas have red "X" shapes marking them. Only a few areas are not struck through.*

The large, patchwork jungle map created by Zanathakla shows civilized communities on the fringe of the jungle and Tulkau Shayn in the middle. Several sketches depict ruins, but almost all of these have "X" marks through them. More important for the characters, the jungle is divided into sections bounded by natural features such as rivers and mountain ridges. It should be obvious to the characters why most of the ruins sections are struck through—and what parts of the jungle Zanathakla and the lizardfolk haven't explored yet.

This map could be useful to the heroes if they're engaged in the "Discover the Alabaster City" quest. It doesn't tell them where to look for the Alabaster City, but it tells them something almost as useful: where not to look.

**Ceiling:** The ceiling is 10 feet high throughout this cave.

## Area 5: Approaching the Bottom

As the characters come closer to the bottom of the cave, Zanathakla becomes aware of their presence. She is careful and cunning, and waits until they reach this point in the cave complex to attack.

**Tactical Encounter:** "Zanathakla's Wrath," page 106.

## Area 6: Cave Floor

Zanathakla spends most of her time sleeping on the cave floor or examining particularly interesting objects discovered by the lizardfolk. Like all orium dragons, Zanathakla is keenly interested in uncovering the secrets of the past. In fact, her zeal has become an obsession, and she spends untold hours coiled up on the cave floor, dreaming of the day when she finds the Alabaster City, builds a new lair in the grandest building still standing, and has her servants bring her book after book full of ancient wisdom.

## Area 7: Treasure Cave

This chamber, level with the cave floor, is where Zanathakla has amassed a typical hoard for a young dragon. It's a good place for three level 7 treasure parcels: one magic item parcel and two parcels made up of art

### Expanding the Lair

As written, "Tulkau Shayn" is the first step on an adventure that could take the characters to the Alabaster City. As a story element, the cave is a receptacle for a useful clue: the map in the artifact cave (area 4). You can easily turn this lair into a complete adventure site in its own right by enlarging and extending the side chambers. One or more of them could connect to an extensive cave network, full of all the monsters, traps, hazards, and treasure you can manage.

objects and coins. Lizardfolk captured the coins from river merchants who explored too deep in the jungle, and recovered the art objects and the magic item from the ancient ruins they've found. The lizardfolk don't enter this chamber; it is for Zanathakla alone.

If the characters return the coins to the traders (part of the "Recover the Trade Goods" minor quest), the traders compensate them with a magic item of equal value, which is more difficult to sell and therefore less valuable to the traders.

**Ceiling:** The ceiling is 15 feet high throughout this area.

## Approaching the Cave

Getting to Tulkau Shayn is no easy task—the characters must journey across miles of trackless jungle to find the entrance to the deep cave. Each character can attempt up to two skill checks per day.

**Level:** 8 (XP 700).

**Complexity:** 2 (requires 6 successes before 3 failures).

**Primary Skills:** Endurance, Perception, Nature.

*Endurance (DC 14, or DC 8 if the group is under the effect of an Endure Elements ritual):* Select two characters in the group at random to make Endurance checks at the start of each day. They attempt to resist the effects of the oppressive heat and humidity, along with the general rigors of an overland hike through the wilderness. A failed check indicates that all members of the group grow weary and lose a healing surge, in addition to counting as 1 failure in the challenge. (If both characters fail their checks, all members of the group lose two healing surges and the characters gain 2 failures.)

*Perception (DC 14, or DC 8 if the characters have a map):* The character makes sure the group stays on course—or at least moves in a consistent direction. Success represents a relatively straight path through the jungle, and failure means the characters become lost or travel in circles. This skill can be used to gain a maximum of 2 successes per day.

*Nature (DC 14):* The jungle's many natural hazards—including quicksand pits, bogs, poisonous plants, and thorny undergrowth—can slow forward progress to a standstill. A successful Nature check maneuvers the characters around these hazards, while a failure represents delays as characters extricate themselves from the hazard and takes a longer path around it. This skill can be used to gain a maximum of 2 successes per day.

**Secondary Skills:** Streetwise.

*Streetwise (DC 14):* This check can be attempted only once, at the start of the skill challenge, while the characters are still in a civilized area. A character can try to secure a map to aid the party in locating Tulkau Shayn. Succeeding on this check does not count as a success in the challenge, but it reduces the DCs for subsequent Perception checks, as shown above.

**Success:** The characters reach the entrance of Tulkau Shayn. After the final successful skill check, put the characters on the edge of the tactical map of area 1 and start the "Cave Entrance" encounter (page 102).

**Failure:** The characters walk into a monster lair. Choose one of the entries on the table below or roll a d6 to generate a random result. After handling the monster encounter, the characters still haven't reached Tulkau Shayn. They must repeat the skill challenge as a complexity 1 test (worth 350 XP and requiring 4 successes before 3 failures) to get there. With another 3 failed checks, they become hopelessly lost and are unable to find Tulkau Shayn without first returning to their starting point. However, they might discover some other strange ruin or adventure site deep in the jungle—maybe the Alabaster City itself.

**JUNGLE ENCOUNTERS**

| d6 | Encounter |
|---|---|
| 1 | 3 grells (*MM* 144) |
| 2 | 2 macetail behemoths (*MM* 31) and 3 ogre savages (*MM* 199) |
| 3 | 2 bloodspike behemoths (*MM* 31) and 2 shambling mounds (*MM* 232) |
| 4 | 2 spectral panthers (*MM* 213) and 3 displacer beasts (*MM* 70) |
| 5 | 3 trolls (*MM* 254) and 2 bog hags (*MM* 150) |
| 6 | 1 berbalang (*MM* 34) |

### The Alabaster City

The Alabaster City can have whatever traits work for your game, or it can be replaced with a different location you want the characters to go to next. Here are a few possible story hooks for the Alabaster City.

- Once ruled by rakshasa barons, the Alabaster City served as a library for dark lore and a site of ritual sacrifices. Ghosts of those slain still haunt the forgotten city, seeking those who can destroy their former captors.
- The Alabaster City fell into a giant sinkhole long ago and was covered over by the boughs of enormous trees. The great city is now inhabited only by ignorant troglodytes. They dwell amid the smashed alabaster ruins and have destroyed many of the tomes held within, burning them for warmth.
- The land where the Alabaster City lies is part of a worldfall (see *Manual of the Planes*, page 34) that links the world and the Feywild. When the Feywild's connection to the site is strong, the city becomes covered in vegetation and dangerous creatures spill over. The periods of Feywild influence last only a brief time, but make the city uninhabitable by civilized creatures.

JASON A. ENGLE

# Cave Entrance

**Encounter Level 6 (1,450 XP)**

## Setup

**1 greenscale marsh mystic** (M)
**2 blackscale bruisers** (B)
**4 greenscale hunters** (H)

The characters emerge from the jungle at the edge of a small clearing and find the entrance to Tulkau Shayn, but they must contend with lizardfolk guardians determined to drive them off.

**When the PCs achieve the final success on the skill challenge to reach Tulkau Shayn, read:**
*The jungle canopy opens up as you enter a clearing. You see a massive pit dead ahead. An outcropping of rock on the pit's edge looks vaguely like a carnivore's teeth.*

**Perception Check**
**DC 14** *You spot a crest—like something you'd see on a reptile's head—over the edge of the pit for a brief moment, but then it's gone.*

**When the PCs reach the edge of the pit, read:**
*Beyond the edge of the pit, you see a great cave that expands outward the deeper it goes. A wooden walkway attached to the cave walls spirals downward. You can see only a short way down before the cave becomes dark.*

The lizardfolk are hidden just behind the edge of the pit, standing on the wooden platform when the encounter starts. It's possible the characters are hiding at the edge of the jungle. The lizardfolk guards are ready but not alert (*DMG* 36).

If both sides are trying to be sneaky, determine surprise:

- The character who has the lowest Stealth modifier makes a Stealth check against the bruisers' passive Perception check of 19.
- The lizardfolk make one Stealth check (using a +4 bonus) against the passive Perception checks of the party.
- If one group noticed the other one and wasn't noticed at the same time, that first group has surprise. Otherwise, no one has surprise.

**Greenscale Marsh Mystic (M)** **Level 6 Controller (Leader)**
Medium natural humanoid (reptile) XP 250

**Initiative** +4 **Senses** Perception +7
**Marsh Blessing (Healing)** aura 5; each ally that starts his or her turn in the aura regains 3 hit points.
**HP** 70; **Bloodied** 35
**AC** 19; **Fortitude** 15, **Reflex** 14, **Will** 19
**Speed** 6 (swamp walk)

⊕ **Spear** (standard; at-will) ✦ **Weapon**
+7 vs. AC; 1d8 + 2 damage.

**Swamp's Grasp** (standard; encounter) ✦ **Zone**
Area burst 2 within 10; +9 vs. Reflex; the target is immobilized (save ends). The zone is difficult terrain until the end of the encounter.

**Bog Cloud** (standard; recharge ⚄ ⚅) ✦ **Poison**
Area burst 2 within 10; +9 vs. Fortitude; 2d8 + 4 poison damage, and the target is dazed until the end of the marsh mystic's next turn.

**Alignment** Unaligned **Languages** Draconic
**Skills** Athletics +10, Nature +12

| | | |
|---|---|---|
| **Str** 15 (+5) | **Dex** 13 (+4) | **Wis** 19 (+7) |
| **Con** 14 (+5) | **Int** 10 (+3) | **Cha** 12 (+4) |

**Equipment** spear, bone breastplate

**2 Blackscale Bruisers (B)** **Level 6 Brute**
Large natural humanoid (reptile) XP 250 each

**Initiative** +6 **Senses** Perception +9
**HP** 86; **Bloodied** 43
**AC** 18; **Fortitude** 19, **Reflex** 16, **Will** 14
**Speed** 8 (swamp walk)

⊕ **Greatclub** (standard; at-will) ✦ **Weapon**
Reach 2; +9 vs. AC; 1d10 + 6 damage, and the target is pushed 1 square.

**Tail Slap** (standard; at-will)
+7 vs. Reflex; 1d8 + 6 damage, and the target is knocked prone.

**Alignment** Unaligned **Languages** Draconic
**Skills** Athletics +14

| | | |
|---|---|---|
| **Str** 22 (+9) | **Dex** 16 (+6) | **Wis** 12 (+4) |
| **Con** 16 (+6) | **Int** 5 (+0) | **Cha** 6 (+1) |

**Equipment** greatclub

**4 Greenscale Hunters (H)** **Level 4 Skirmisher**
Medium natural humanoid (reptile) XP 175 each

**Initiative** +6 **Senses** Perception +8
**HP** 54; **Bloodied** 27
**AC** 17; **Fortitude** 15, **Reflex** 14, **Will** 13
**Speed** 6 (swamp walk)

⊕ **Spear** (standard; at-will) ✦ **Weapon**
+9 vs. AC; 1d8 + 3 damage.

**Sidestep Attack** (standard; at-will)
The lizardfolk shifts 1 square and makes a melee basic attack.

**Alignment** Unaligned **Languages** Draconic
**Skills** Athletics +10, Nature +8

| | | |
|---|---|---|
| **Str** 17 (+5) | **Dex** 15 (+4) | **Wis** 12 (+3) |
| **Con** 14 (+4) | **Int** 8 (+1) | **Cha** 8 (+1) |

**Equipment** light shield, spear

## Tactics

The lizardfolk fight with tenacity; they're on their home turf, and they fear disappointing Zanathakla far more than they fear the adventurers.

The marsh mystic uses *swamp's grasp* as soon as it can, trying to lock down as many enemies as possible. Next it puts a *bog cloud* atop the area of *swamp's grasp* in the second round, then trails behind the hunters and bruisers so it can heal them.

The blackscale bruisers charge into battle, using their greatclub attacks to keep melee combatants far enough away to avoid counterattacks. Remember that they regain 3 hit points if they start their turns within 5 squares of the marsh mystic.

The greenscale hunters maneuver for flanking and combat advantage with *sidestep attack* as often as they can, and they're particularly alert for chances to attack characters who have been knocked prone by the bruisers. They have swamp walk, so they can move through the *swamp's grasp* area, but they aren't immune to poison, so they avoid the marsh mystic's *bog cloud*.

## Features of the Area

**Illumination:** Bright light during the daytime, or dim light at night.

**Platform:** The area where most of the monsters are lurking is 5 feet below ground level. It takes 2 squares of movement to get from the platform to the clearing.

**Walkway:** The gently sloping walkway that trails downward from the platform is difficult terrain. The path is 5 feet wide (meaning that Large creatures must squeeze to move along it).

**Cave:** It's a 200-foot fall to the cave floor (20d10 falling damage), which is almost certainly fatal for anyone in this encounter. But in addition to the saving throw any creature receives if it's pushed, pulled, or slid off an edge, a creature that falls down the pit can make an Athletics check (DC 15) to grab onto the wooden walkway on the way down (as though it were falling while climbing). If the creature succeeds on the check, it takes 3d10 falling damage and lands on the wooden walkway 30 feet below the lip of the cave entrance. It takes 12 squares of movement upward along the walkway to reach the top of the cave.

### Falling Creatures

The precarious dropoff in this encounter is dangerous, and the blackscale bruisers have a power that pushes. Let the characters know this early by having a blackscale knock back a character who isn't near the edge. Treat that event as a warning to the characters; anyone who goes close to the edge after that is a fair target.

After a creature falls and catches itself, it takes more than one move action for that creature to return to the top of the pit. For the lizardfolk, you can remove the monster from the map (and not tell the players that it caught itself), then bring it back after skipping one of its turns.

TULKAU SHAYN

**Brambles:** The large areas of brambles bordering the jungle to the southwest and the east are difficult terrain.

**Rocks:** The rock outcropping next to the slope on the northern end of the pit is an area of difficult terrain.

**Cave Walls:** The walls of the cave near the top of the opening are relatively easy to climb, requiring a DC 10 Athletics check.

## Conclusion

If the characters engage in the time-honored tradition of throwing objects (especially torches and sunrods) down into the cave, they don't see Zanathakla, who is curled up below the wooden walkways. The characters do see the wooden walkway spiraling down into the cave and thus get a general idea of the cave's dimensions.

# Stirge Chamber

**Encounter Level 7 (1,700 XP)**

## Setup

**2 gricks** (G)
**2 dire stirges** (D)
**2 cave stirge swarms** (S)

The jungles around Tulkau Shayn are infested with stirges and other flying beasts. Some of these creatures enter the chambers within the great cave by traveling through the smaller openings and chimneys that reach to the surface. When Zanathakla and the lizardfolk first moved into the cave, they tried to eradicate the dangerous pests in the stirge chamber to no avail. When they killed a group of them, another would take their place. Now the lizardfolk bypass the danger by smearing a pungent salve on themselves when they plan to pass by the chamber. The salve, which smells like dung mixed with rotten eggs (and that might be what it's made of), covers their scent and allows them to pass without attracting the stirges.

**When the PCs approach the pots filled with the smelly salve, read:**

*A pair of pots sit on each side of the walkway just ahead of an opening on the north wall. A makeshift sconce with a single torch hangs over the pot closest to the cave wall. Even from a distance, you can smell that something rancid is in those pots.*

**Nature Check**
**DC 16** *After examining the contents of the pots, you figure out that it is some sort of scent-blocking salve used by lizardfolk hunters.*

If the characters stop and rub the salve on themselves, they can pass the cave without causing the stirges to immediately attack. However, a new threat has recently moved into the caves. A pair of gricks now prowl the chamber, attacking any creature attempting to pass. If the gricks bloody a character, the scent of blood draws the stirges, which then join the fight.

**2 Gricks (G)** **Level 7 Brute**
Medium aberrant beast XP 300 each

**Initiative** +4 **Senses** Perception +10; darkvision
**HP** 96; **Bloodied** 48
**AC** 19; **Fortitude** 19, **Reflex** 14, **Will** 15
**Resist** 5 against effects that target AC
**Speed** 6, climb 4

⨺ **Tentacle Rake** (standard; at-will)
+10 vs. AC; 2d6 + 4 damage, and ongoing 5 damage (save ends).

**Expert Flanker**
A grick gains a +2 bonus to attack rolls against an enemy it is flanking.

**Alignment** Unaligned **Languages** –
**Skills** Endurance +11, Stealth +9

| | | |
|---|---|---|
| **Str** 18 (+7) | **Dex** 13 (+4) | **Wis** 14 (+5) |
| **Con** 16 (+6) | **Int** 2 (-1) | **Cha** 7 (+1) |

**2 Dire Stirges (D)** **Level 7 Lurker**
Small natural beast XP 300 each

**Initiative** +10 **Senses** Perception +3; darkvision
**HP** 60; **Bloodied** 30
**AC** 21; **Fortitude** 17, **Reflex** 19, **Will** 16; see also *bite*
**Speed** 2, fly 6 (hover)

⨺ **Bite** (standard; at-will)
+12 vs. AC; 1d6 damage, and the target is grabbed and takes ongoing 10 damage until the grab ends. A dire stirge doesn't make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex.

**Alignment** Unaligned **Languages** –
**Skills** Stealth +11

| | | |
|---|---|---|
| **Str** 10 (+3) | **Dex** 16 (+6) | **Wis** 10 (+3) |
| **Con** 12 (+4) | **Int** 1 (-2) | **Cha** 4 (+0) |

**2 Cave Stirge Swarms (S)** **Level 6 Brute**
Medium natural beast (swarm) XP 250 each

**Initiative** +6 **Senses** Perception +7; darkvision
**Swarm Attack** aura 1; each enemy that starts its turn within the aura takes 5 damage.
**HP** 84; **Bloodied** 42
**AC** 18; **Fortitude** 15, **Reflex** 16, **Will** 17
**Resist** half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks
**Speed** 2, fly 6 (hover)

⨺ **Bloodsucking Swarm** (standard; at-will)
+9 vs. AC; 1d8 + 4 damage, and ongoing 5 damage (save ends).

**Alignment** Unaligned **Languages** –
**Skills** Stealth +11

| | | |
|---|---|---|
| **Str** 8 (+2) | **Dex** 16 (+6) | **Wis** 19 (+7) |
| **Con** 14 (+5) | **Int** 1 (-2) | **Cha** 4 (+0) |

## Tactics

Simple hunters, the creatures that issue forth from this chamber use straightforward tactics as they try to claim their next meal.

When the characters enter the side chamber or travel along the walkway to the midpoint between the two entrances, the gricks attack. Skilled hunters, they attempt to find a soft target, flank that target, and fell it before moving on to the next. The gricks know the deep cave is dangerous, and they try not to come too close to the edge. They also attempt to bull rush (+10 vs. Fortitude) creatures that stand on the edge.

The stirges latch onto the closest creature until that creature is dead or has escaped.

The cave stirge swarms flutter in a position where they can deal damage to the most enemies. If enemies are not clustered together, a swarm usually stays near a dire stirge that has grabbed a creature, keeping the grabbed enemy in its *swarm attack* aura.

The stirges and the swarms are not intelligent, but have enough of a survival instinct to flee into the two narrow tunnels to the north if they are reduced to one-quarter or fewer of their hit points.

## Features of the Area

**Illumination:** Darkness. The characters can light the torch above the pot of salve, providing bright light in a 5-square radius.

**Walkway:** The gently sloping walkway along the southern edge of this area is difficult terrain. From here to the bottom of the cave, the path is 10 feet wide.

**Rubble and Guano:** Large areas of rubble are mixed with bat and stirge guano in the cave. These squares are difficult terrain.

### BATS!

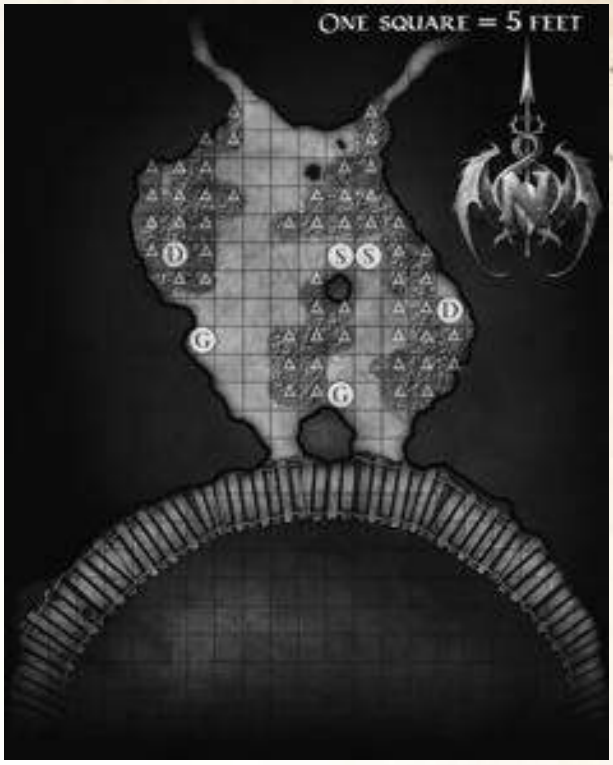
Dozens, possibly hundreds, of bats live in this cave and try to avoid the dangerous stirges and gricks that have moved into their territory. The sounds of combat or the intrusion of bright light startles them. You can use these bats to add some variety to the encounter.

Create a 4-square-by-4-square area of bats along the north wall of the chamber at the end of the first round in which an attack is made or a bright light hits the back of the cave. At the end of each round, determine whether the bats move and what effect they have. Roll separately for movement and behavior, or choose the bats' behavior. The bats don't take sides, and often have both characters and monsters within the squares they occupy.

| d6 | Move | Behavior |
|---|---|---|
| 1-2 | 0 | Swarm creatures (creatures in squares of bats take a -2 penalty to defenses) |
| 3-4 | 3 | Cloud vision (creatures in squares of bats gain concealment) |
| 5-6 | 6 | Impede movement (squares of bats require 1 extra square to move into) |

You'll also need to decide how the bats are affected by powers used in their area (especially burst or blast powers). For instance, if a character uses *fireball* on the area, you might shrink the area of bats to 2 squares on a side or eliminate it entirely.

**Salve (Optional Rule):** Creatures wearing the pungent salve from the pots outside the cave are unaffected by the bats.




TULKAU SHAYN

**Cave:** As in the previous encounter, it's possible a monster might be pushed off the edge of the walkway. In addition to the saving throw any creature receives if it's pushed, pulled, or slid off an edge, a creature that falls down the pit can make an Athletics check (DC 15) to grab onto the wooden walkway on the way down (as though it were falling while climbing). If the creature succeeds on the check, it takes 3d10 falling damage and lands on the wooden walkway 30 feet below. It takes 12 squares of movement upward along the walkway to get back to the location of the stirge lair. A creature that fails the Athletics check falls 80 feet (and takes 8d10 falling damage).

**Narrow Tunnels:** The passages leading northwest and northeast away from the stirge chamber are only large enough for the stirges and the swarms to negotiate. The characters and the gricks cannot move through them, not even by squeezing.

## Conclusion

Once they have made it past the stirge chamber, the characters are free to make their way toward the bottom, where Zanathakla lies in wait. They might stop off in area 4 (see page 99) before moving all the way to the cave floor.

# Zanathakla's Wrath

**Encounter Level 9 (2,150 XP)**

## Setup

**Zanathakla, young orium dragon** (Z)
**2 greenscale darters** (D)

As the characters descend into Tulkau Shayn, they attract the ire of Zanathakla, the orium dragon who makes her lair here. They battle Zanathakla while perched on increasingly unstable platforms.

**When the characters descend to the 60-foot-high platform, read:**
*A series of wooden platforms has been affixed to the inside walls of the cave with pegs and wooden beams. Shallow flights of stairs connect the platforms, making a spiraling pathway down into the darkness.*

**Perception Check**
**DC 21** *There are alcoves in the rock wall on the far side of the cave, and you can see a twitch of movement in them. There's definitely something alive in there.*

Under ordinary circumstances, there's no way the characters can sneak down to the alcoves or the cave floor. The wooden platforms creak loudly, and the characters are silhouetted against the open sky above.

The characters can't see Zanathakla. She remains on the periphery of the cave floor, where the platforms block the heroes from getting a look at her even if they have a powerful light source.

The battle begins when one of two events occurs: A character heads down the stairs from the 60-foot-high platform, or a character spots the creatures in the alcoves to the south (the greenscale darters) and attacks them. Zanathakla flies up through the middle of the cave, lands on a platform, and breathes at the biggest cluster of enemies she can find.

| **Zanathakla (Z)** | **Level 9 Solo Soldier** |
|---|---|
| Young orium dragon | |
| Large natural magical beast (dragon) | XP 2,000 |
| **Initiative** +9 | **Senses** Perception +9; darkvision |
| **HP** 392; **Bloodied** 196; see also *bloodied breath* | |
| **AC** 25; **Fortitude** 23, **Reflex** 21, **Will** 20 | |
| **Resist** 15 acid | |
| **Saving Throws** +5 | |
| **Speed** 6, fly 8 (hover), overland flight 12 | |
| **Action Points** 2 | |
| ⨺ **Bite** (standard; at-will) ✦ **Acid** | |
| Reach 2; +16 vs. AC; 1d10 + 6 damage plus 1d6 acid damage. | |
| ⨺ **Claw** (standard; at-will) | |
| Reach 2; +16 vs. AC; 1d8 + 6 damage, and the target is marked until the end of the dragon's next turn. | |
| ⨺ **Stone Rend** (standard; usable only while a wall is within reach; at-will) | |
| Zanathakla tears stones from the walls and throws them: ranged 10; +14 vs. AC; 2d6 + 5 damage. | |
| ⨺ / ⨺ **Draconic Fury** (standard; at-will) | |
| Reach 2; Zanathakla makes two claw attacks and one bite attack, or makes one bite attack and one *stone rend* attack. | |
| ⨺ **Breath Weapon** (standard; recharges when one of Zanathakla's vaporous spirits is reduced to 0 hit points) ✦ **Acid** | |
| Close blast 5; +14 vs. Fortitude; 2d8 + 4 acid damage, and a Zanathakla vaporous serpent minion (see below) appears in any single unoccupied square in the blast. It acts just after the dragon in the initiative order. | |
| ⨺ **Bloodied Breath** (free, when first bloodied; encounter) | |
| *Breath weapon* recharges, and Zanathakla uses it. | |
| ⨺ **Frightful Presence** (standard; encounter) ✦ **Fear** | |
| Close burst 5; targets enemies; +14 vs. Will; the target is stunned until the end of Zanathakla's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends). | |
| **Alignment** Unaligned | **Languages** Common, Draconic |
| **Skills** History +10, Insight +9, Intimidate +11 | |
| **Str** 21 (+9) | **Dex** 17 (+7) **Wis** 11 (+4) |
| **Con** 18 (+8) | **Int** 12 (+5) **Cha** 15 (+6) |

| **Zanathakla Vaporous Serpent** | **Level 9 Minion Brute** |
|---|---|
| Medium elemental beast | XP – |
| **Initiative** as dragon | **Senses** Perception +1 |
| **HP** 1; a missed attack never damages a minion. | |
| **AC** 21; **Fortitude** 20, **Reflex** 19, **Will** 18 | |
| **Resist** 15 acid | |
| **Speed** 6, fly 4 | |
| ⨺ **Bite** (standard; at-will) ✦ **Acid** | |
| +13 vs. AC; 10 acid damage. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 17 (+7) | **Dex** 10 (+4) **Wis** 4 (+1) |
| **Con** 12 (+5) | **Int** 4 (+1) **Cha** 4 (+1) |

| 2 Greenscale Darters (D) | Level 5 Lurker |
|---|---|
| Medium natural humanoid (reptile) | XP 200 each |

**Initiative** +10 **Senses** Perception +9
**HP** 50; **Bloodied** 25
**AC** 18; **Fortitude** 14, **Reflex** 17, **Will** 14
**Speed** 6 (swamp walk)

⨁ **Club** (standard; at-will) ✦ **Weapon**
+10 vs. AC; 1d6 + 1 damage.

⤙ **Blowgun** (standard; at-will) ✦ **Poison, Weapon**
Loading the blowgun takes a minor action; ranged 6/12; +10 vs. AC; 1 damage, and the greenscale darter makes a secondary attack against the same target. *Secondary Attack:* +8 vs Fortitude; the target takes ongoing 5 poison damage and is slowed (save ends both).

**Sniper**
A hidden lizardfolk darter that misses with a ranged attack remains hidden.

**Alignment** Unaligned **Languages** Draconic
**Skills** Athletics +8, Stealth +11

| | | |
|---|---|---|
| **Str** 13 (+3) | **Dex** 18 (+6) | **Wis** 15 (+4) |
| **Con** 14 (+4) | **Int** 8 (+1) | **Cha** 8 (+1) |

**Equipment** club, blowgun with 20 poisoned darts

## Tactics

Part of the challenge for the characters is the acid-damaged platforms along the cave walls, so make the monsters move even when they don't need to. That will entice the characters to run—and eventually jump—from platform to platform.

Zanathakla prefers to perch on the platform either ahead of or behind the characters, then breathe her corrosive breath. She's surprised by the damage to the platforms, but she quickly realizes what an advantage it is, and she's proud enough to taunt characters who are standing on a damaged platform. When one of her vaporous serpents appears, she sends it along the platforms to engage the characters in melee. (Unlike ordinary vaporous serpents, a serpent created by Zanathakla's breath has a fly speed.)

Zanathakla fights to the death.

The greenscale darters stay in their alcoves as long as possible, then retreat (either to their alcoves or to the ground below) once they see a platform collapse. The darters try to ascend and escape into the jungle when Zanathakla dies, and they surrender if they can't escape.

## Features of the Area

**Illumination:** Darkness.

**Floor:** The cave floor is difficult terrain—a jumble of rocks and bones from Zanathakla's meals or sacrificial victims thrown into the pit in ancient times.

**Stairs:** The stairs are difficult terrain for a creature ascending them, but normal terrain for a creature descending.

**Platforms:** Each section of platform is marked with its elevation above the cave floor. If a creature is pushed, pulled, or slid off a platform, it takes 1d10 falling damage per 10 feet as normal.

Zanathakla's corrosive breath weakens the pegs holding the platforms to the wall or to other sections of platform. Each section of platform or staircase (marked off with dashed lines on the map) can withstand Zanathakla's breath weapon twice before collapsing.

Each platform or staircase follows the same pattern as it is hit multiple times.

1. The wood visibly weakens.
2. The platform or staircase begins to sway and lurch. It's now challenging terrain, requiring a DC 14 Acrobatics check to cross. A creature that fails the check falls prone in the first space it tries to move into.
3. The third hit causes the platform or staircase to fall apart, and any creature standing on it plummets to the cave floor and takes falling damage. (The height of a fall from a staircase depends on which end of the staircase the creature is closer to when it collapses.)

*Getting Back Up:* A creature can get back to a platform by climbing. The sloping walls make the climb tough, requiring a DC 20 Athletics check.

## Conclusion

When Zanathakla is defeated, the characters are free to explore Tulkau Shayn and have unfettered access to the other locales described in the overview (pages 98-99)—unless you decide to make this lair into a full-blown adventure site, in which case their adventure is just beginning.

### Dangerous Platforms

The unstable platforms in this encounter make it exciting. You want the characters to have an inkling of what's going to happen, so make sure you describe the effect of Zanathakla's *breath weapon* on the platforms, and track how many times Zanathakla's *breath weapon* touches each part of the structure. The *breath weapon* is a close blast 5, so Zanathakla will often hit multiple platforms and staircases with her breath each time she uses it.

**Stunts:** Also keep the rules for Acrobatic stunts in mind. Though the base DC is normally 15, adjust it as needed to make this encounter fun. The standard DCs for 7th level are 8 (easy), 14 (moderate), and 19 (hard). Describe various hanging ropes, fortuitous handholds, and other objects the characters can use to move quickly from one section of the scaffolding to another. The rubble at the bottom of the pit can contain handy objects—such as grappling hooks—that a character could use after being removed from the fight by a fall.

# MINES OF BOLMARZH

**Adamantine dragon lair for five 13th-level adventurers**

In the deeps of the Underdark lie the long-abandoned duergar mines of Bolmarzh. These are now the domain of the adamantine dragon Vanathia, who rules over the grimlocks and gargoyles infesting the chambers and passages of the old gray dwarf delving.

## Background

**History DC 11:** A few years ago, a young adamantine dragon named Vanathia discovered the old duergar mine while searching for a suitable lair. Vanathia settled into her new home and grew to adulthood in the hidden mines.

In recent months, she has plundered several caravans and demanded tribute from nearby villages in the surface lands, creating a serious problem for the local merchants and townsfolk. The call has gone out for someone to best the dragon before her depredations cause utter ruin.

**History DC 18:** Decades ago, a clan of duergar discovered a great chasm in the Underdark. Its walls glittered with veins of gold, and the gray dwarves quickly established a mining outpost they called Bolmarzh—in their tongue, "Secret Treasure." For years, the duergar worked the hidden mine, carving out living spaces for themselves in the surrounding caverns. Eventually, a large and fierce tribe of grimlocks discovered the duergar outpost. The grimlocks pillaged Bolmarzh and erected a crude shrine to the dark god Torog, in celebration of their victory over the gray dwarves. The outpost lay abandoned for a long time, visited occasionally by grimlocks that came to worship at their shrine.

## Environment

The old duergar stronghold alternates between finished chambers and natural tunnels. Chambers that have "straight" walls are at least partially finished, with flagstone floors and walls of dressed stone blocks. Natural caverns have rough rock walls, but the floors have been smoothed and leveled. The exception is the floor of the Great Chasm (area 5), which is littered with heaps of broken rock from the duergar mining.

Although most of the monsters in the mines don't need light, Vanathia prefers a little illumination; several *everburning torches* are located in the lair at the locations indicated on the map. The sound of falling water echoes loudly throughout most of the complex, so Perception checks made to listen take a -5 penalty everywhere except areas 1, 2, and 3.

Vanathia uses grimlocks of the tribe she defeated as her guards and servants. She also commands the loyalties of a large clutch of gargoyles that inhabit the upper reaches of the chasm. At any given time, several small parties of grimlocks and gargoyles are out hunting in the caves and passages surrounding the old mines. (In fact, it might be an encounter with one of these raiding parties that reveals Bolmarzh's existence to a group of adventurers.) In addition, several monsters—a galeb duhr, a beholder, and others lurking in the far corners of the mines—are under the dragon's dominion and serve her loyally.

### Entering the Mine

The old duergar mines can be accessed from below or from above. Surface explorers are likely to discover the doors in area 1, which lie in a deep crevice or alcove of an otherwise unremarkable cavern. The cavern outside the doors of Bolmarzh might lie beneath another dungeon or connect through a series of natural caverns to a lonely mountainside

### VANATHIA, THE BLACK STORM

The mines of Bolmarzh offered Vanathia a strong, secret, defensible home, while the upper reaches of the adjoining chasm provided her with easy access to passages leading up to the abundant hunting of the surface world. In time, the grimlocks discovered the dragon's presence and launched a furious attack to drive Vanathia out of her home. However, the dragon repelled their assault, followed the grimlocks back to their own lair, and slew their chieftain. Vanathia demanded the tribe's fealty, and the grimlocks yielded to her. The best warriors of the tribe must serve the dragon in her lair, doing her bidding. The grimlocks serve Vanathia grudgingly, but they dare not defy her—or disappoint her.

An adamantine dragon newly grown to adulthood, Vanathia is proud and ambitious. The draconic hunger to hoard items of value and to dominate lesser creatures burns brighter in her heart every day.

Vanathia is not cruel or malicious, but she is ruthless and quick to anger—any show of defiance provokes her into a furious attack. Intruders in her domain can expect no mercy, although supplicants who come bearing gifts might be given a chance to respectfully present their requests. Vanathia has a haughty, calculating demeanor, but she is a dragon of her word and sticks to any bargain she agrees to. Of course, that means she expects others to do the same. She hunts down and destroys anyone breaking their word to her.

cave. Vanathia's servants scour the nearby caverns and dungeons regularly, hunting game and gathering various edible fungi and lichens.

Travelers approaching from the deep Underdark are more likely to stumble across the southwest end of the Great Chasm and follow it up to the Lower Gate (area 8). Grimlocks and gargoyles in Vanathia's service roam the tunnels and caverns that connect the chasm to the deeper parts of the Underdark, patrolling against raids by other Underdark monsters.

This lair description assumes that the characters are approaching from the upper side (area 1).

The mines extend for several hundred yards to the southwest, following the chasm. Vanathia's lair occupies only part of the old excavations.

## Area 1: The Front Door

The old duergar-forged doors to the mines still stand. The doors are not locked or barred; the grimlocks go in and out frequently, and they've fallen out of the habit of securing the doors.

**When the PCs see the doors, read:**
*A deep alcove leading down from this cavern ends in a strong set of iron doors, covered in faded Dwarven runes. You can make out the distant sound of falling water from somewhere beyond.*

**If any PCs know Dwarven:**
*The doors read: "Herein lie the Halls of Bolmarzh. Death to those who enter uninvited."*

**Rusty Doors:** A character who makes a DC 23 Perception check realizes that the doors are no longer seated evenly on their posts, and they will scrape loudly over the stone when pulled open. This noise alerts the monsters in area 2 unless the characters lift the doors slightly while opening them or take other measures to open the doors quietly.

**Hidden Window:** A small spy-hole at the back of an alcove near area 2 (Perception DC 27 to notice) looks down on the door from about 15 feet overhead. No one is keeping watch at the spy-hole the first time the characters venture into this area.

## Area 2: The High Hall

This room once served as the banquet room and audience chamber for the duergar lord that ruled Bolmarzh. For Vanathia, it is a guardroom where grimlocks and gargoyles stand watch to intercept intruders. In addition, Vanathia is entertaining a small delegation of duergar visitors that are interested in working Bolmarzh's rich veins again. The dragon has instructed her minions to allow the gray dwarves to camp here while she considers their offer.

The doorways that connect this area with areas 1 and 4 open into the hall underneath the balcony; creatures moving into the room can't see anything on the balcony on their side of the room, although they could see across the room to the balcony on the far side.

A short passage from the balcony leads to a hidden window overlooking the doors in area 1. The window is about 1 foot square and 15 feet above the floor of area 1.

**Tactical Encounter:** "The High Hall," page 112.

**Development:** If the characters leave the mines and return later, Vanathia replaces slain guards with new ones (see the tactical encounter for more information).

## Area 3: Storerooms

**When the PCs enter the area, read:**
*These chambers look like old storerooms. The floors are littered with rank furs, gnawed bones, stone flakes, and other such detritus.*

**Development:** If Vanathia sends for more guards after the characters make their initial foray into the mines, twelve grimlock minions and three grimlock berserkers occupy these rooms.

## Area 4: The Smelter

Long ago, this chamber served as the center of the mining operation in the chasm. The remnants of the duergar excavations are still here.

**When the PCs enter the area, read:**
*A ramshackle old sluice box bisects this room, fed by a dark, swift stream that spills out of a crevice high on the north wall. A waterwheel stands at the front of the sluice, connected by rotting pulleys to a bellows and furnace, both of which have rusted away to junk. Below the sluice box, a small footbridge crosses the stream, which flows southward out of the cavern to the sound of a waterfall. East of the stream, a double door leads out of the room to the south.*

The stream is not deep; a character can wade it easily. The waterfall is in the portion of the stream south of area 4 and north of the pool in the end of the chasm. A character who makes a DC 18 Athletics check can ride out the waterfall (it's only a 20-foot drop) without incident. A character who fails this check takes 1d10 damage. In either case, the character ends up in the shallow pool on the other side of the waterfall.

**Secret Door:** A secret door (Perception DC 27 to notice) is set in the southeast corner of the room, leading into area 7.

## Area 5: The Great Chasm

This long rift is 300 feet high. A shallow stream meanders through it. Two bridges cross the stream and the rubble-covered terrain adjacent to it. The ledges that border the chasm are 60 feet above the lower surface. Characters who travel down the waterfall from area 4 and find themselves in the pool must scale one of the sides of the ledge (Athletics DC 15)

to reach the higher terrain. Staircases that descend toward the south are cut into the ledges, following the slope of the chasm as it contonues south and west.

The chasm continues off the far edge of the map, leading into more excavations and eventually connecting with passages in the deeper Underdark. (You can map out and populate this area as you see fit, if you want this area to extend beyond the immediate vicinity of Vanathia's lair.) In the roof over the higher reaches of the chasm, vertical chimneys wind another hundred feet or so to exits hidden in the steep hills that lie on the surface. The dragon can't fly through these passages, but she can climb them easily enough. (These chimneys are not depicted on the map; they serve only to provide Vanathia with a way of leaving the mines if she manages to escape.)

**Tactical Encounter:** "Chasm Battle," page 114.

## Area 6: Torog's Shrine

Off to the side of the chasm, 60 feet above the floor, is a cave that holds a small shrine dedicated to Torog. The grimlocks venerate the King that Crawls, although Vanathia could care less about the grimlock's religious observances. Before the dragon conquered them, the grimlocks occasionally raided the surface world for suitable sacrificial victims.

**When the PCs enter this area, read:**
*This chamber has a high, stalactite-covered roof 30 feet overhead. In the far end of the area stands a pair of twisted rock pillars fitted with rusty manacles; the south wall of the cave has been crudely chiseled into the image of a monstrous, eyeless face with a fanged maw and writhing tentacles. Humanoid bones—mostly skulls and crushed ribcages—litter the floor.*

**Tactical Encounter:** "Chasm Battle," page 114.

## Area 7: Secret Tunnel

The duergar built this tunnel to serve as an escape route in case some enemy seized the Lower Gate (area 8) and trapped them in the large southern chamber. The secret doors on either end are well hidden (Perception DC 27). The 5-foot-wide and 5-foot-high passageway between them is interrupted by staircases that descend from north to south. Vanathia knows about the secret tunnel, but she has never used it because it would be a difficult squeeze for her to get through it.

**When the PCs enter the area, read:**
*This is a low and cramped passageway. The stairs are covered with thick dust.*

## Area 8: The Lower Gate

The heart of the old duergar stronghold was the cavern that now serves as Vanathia's lair. Here, the miners lived in barracks-buildings. To protect their dwellings, the gray dwarves walled off the mouth of the cavern and built another strong gate, which now suits Vanathia quite well. The doors are not locked or barred, but hidden sentries keep watch inside.

**When the PCs enter this area, read:**
*The steps descending the chasm wall meet a much lower ledge here, only 10 feet above the chasm floor. To the south and west, the chasm continues off into darkness. To the east stands a double door of iron, at the top of a short flight of stairs.*

**Development:** If the characters leave the complex and return, the doors are barred (break DC 28) and several grimlock guards are posted here to defend the entry.

## Area 9: Vanathia's Lair

The duergar called this great cavern the Glimmervault, after the luminous crystals dotting its ceiling. It is so large that they were able to build free-standing buildings of thick stone blocks in this room to serve as the miners' barracks, their chieftain's home, and their chapel. Vanathia has knocked down most of the buildings to give her plenty of elbow room, but the stone footings remain.

The dragon keeps one of her loyal gargoyles close at hand at all times, to act as a messenger and major domo. Vanathia also has another ally in her lair—a galeb duhr that works slowly to shape and sculpt the lair to suit the adamantine dragon's whims. In exchange for its service as a guard, miner, and interior decorator, Vanathia allows the galeb duhr to feed on the rare crystals and rich veins found in the old duergar mines.

**Tactical Encounter:** "Vanathia's Lair," page 116.

## Area 10: Dragon's Hoard

This stone building once served as the personal quarters of the duergar chieftain of Bolmarzh. It is now Vanathia's private den, as well as the location of her hoard.

**When the PCs inspect the building, read:**
*Unlike the other buildings in this cavern, this one is mostly still intact. Inside the wide doorway, a great pile of silver and gold coins lies in the center of the room, with several eye-catching gems and pieces of jewelry carefully arranged around it.*

**Treasure:** Vanathia's hoard consists of a level 16 magic item, 6,000 gp, 22,000 sp, a sapphire-studded gold bracelet worth 800 gp, five diamonds worth 500 gp each, and a mithral goblet fashioned in the shape of dancing nymphs, worth 500 gp. This pile of valuables equals parcels 3 and 5 of a level 14 treasure.

JASON A. ENGLE

# The High Hall

**Encounter Level 14 (5,000 XP)**

## Setup

**2 gargoyle harriers** (G)
**2 duergar hellcallers** (D)
**4 grimlock ambushers** (A)

If the characters managed to open the door from area 1 silently, they surprise the monsters. The positions of the grimlocks and duergar on the map assume that the characters gain surprise. Otherwise, the noise of the old door squealing open alerts them. The grimlocks hide along the wall under the balcony to either side of the archway and surprise the characters with a sudden rush as soon as a character enters the room, while the duergar take cover behind the stalagmites. In either event, don't place the monsters on the map until the characters enter the room.

**When the PCs enter the room, read:**
*This chamber is a natural cavern improved by careful stonework, its floor paved with flagstones, and three of its four walls finished in plain stone blocks. The ceiling still has its glistening stalactites, and the wall to the south is made of pale white stone. A balcony circles the room about fifteen feet above the floor, and a couple of stone statues gaze down on the floor below. An old stone dais stands in the northern part of the room.*

**If the PCs surprise the monsters, read:**
*Several gray-skinned savages with eyeless faces crouch in scattered locations near the west wall of this rom. On the other side of the room, a pair of dwarflike creatures sit near a small, dimly glowing fire, conversing in their guttural language.*

Place the duergar and the grimlocks in the squares indicated, and resolve the surprise round.

**If the monsters surprise the PCs, read:**
*Several gray-skinned savages with eyeless faces and greataxes rush the archway, shrieking in battle fury. Behind them, a pair of dwarflike creatures with red-black skin and beards of stiff, rust-colored hair jump out from behind stalagmites and begin hurling quills plucked from their beards.*

Allow the characters Perception checks (DC 25) to detect the gargoyles for what they are. If the gargoyles go undetected, don't place them on the map. The gargoyles have combat advantage against the characters the first time the gargoyles act in the battle.

**2 Gargoyle Harriers (G)** **Level 11 Lurker**
Medium elemental humanoid (earth) XP 600 each

**Initiative** +13 **Senses** Perception +13; darkvision
**HP** 89; **Bloodied** 44
**AC** 27; **Fortitude** 23, **Reflex** 21, **Will** 21
**Immune** petrification
**Speed** 6, fly 8

⊕ **Claw** (standard; at-will)
+16 vs. AC; 2d6 + 6 damage.

↓ **Flyby Attack** (standard; recharges after using *stone form*)
The gargoyle flies up to 8 squares and makes a melee basic attack at any point during the move, without provoking an opportunity attack from the target. If the attack hits, the target is knocked prone.

**Stone Form** (standard; at-will)
The gargoyle becomes a statue and gains resist 25 to all damage, regeneration 3, and tremorsense 10. It loses all other senses and can take no actions in stone form other than reverting to its normal form (as a minor action).

**Alignment** Evil **Languages** Deep Speech, Primordial
**Skills** Stealth +13
**Str** 21 (+10) **Dex** 17 (+8) **Wis** 17 (+8)
**Con** 17 (+8) **Int** 9 (+4) **Cha** 17 (+8)

**2 Duergar Hellcallers (D)** **Level 12 Artillery**
Medium natural humanoid, dwarf (devil) XP 700 each

**Initiative** +10 **Senses** Perception +13; darkvision
**HP** 96; **Bloodied** 48
**AC** 24; **Fortitude** 23, **Reflex** 23, **Will** 25
**Resist** 10 fire, 10 poison
**Speed** 5

⊕ **Mace** (standard; at-will) ✦ **Weapon**
+19 vs. AC; 1d8 + 5 damage.

**Infernal Quills** (standard; at-will) ✦ **Fire, Poison**
Ranged 10; +19 vs. AC; 1d8 + 3 fire and poison damage, and the target takes ongoing 5 fire and poison damage and a -2 penalty to attack rolls (save ends both).

**Quick Quill Strike** (minor; encounter)
The duergar hellcaller makes an *infernal quills* attack.

**Asmodeus's Ruby Curse** (standard; encounter) ✦ **Fear, Psychic**
Close blast 5; targets enemies; +16 vs. Will; 3d8 + 5 psychic damage, and the duergar hellcaller slides the target to the nearest space outside the blast. This forced movement provokes opportunity attacks.

**Quill Storm** (standard; encounter) ✦ **Fire, Poison**
Area burst 2 within 10; +17 vs. Reflex; 1d8 fire and poison damage, and the target takes ongoing 10 fire and poison damage and a -2 penalty to attack rolls (save ends both).

**Devilish Sacrifice** (immediate interrupt, when an enemy makes a melee attack roll against the duergar hellcaller; encounter)
The hellcaller shifts to the nearest space beyond the triggering enemy's reach. A legion devil hellguard (*MM* 64) appears in the hellcaller's former space and becomes the target of the enemy's attack. The devil acts immediately after the hellcaller's initiative count.

**Alignment** Evil **Languages** Common, Deep Speech, Dwarven
**Skills** Arcana +11, Dungeoneering +13, Religion +11
**Str** 14 (+8) **Dex** 19 (+10) **Wis** 14 (+8)
**Con** 18 (+10) **Int** 11 (+6) **Cha** 22 (+12)
**Equipment** leather armor, mace

| 4 Grimlock Ambushers (A) | Level 11 Skirmisher |
|---|---|
| Medium natural humanoid (blind) | XP 600 each |
| **Initiative** +9 | **Senses** Perception +7; blindsight 10 |
| **HP** 110; **Bloodied** 55; see also *offensive shift* | |
| **AC** 26; **Fortitude** 25, **Reflex** 23, **Will** 23 | |
| **Immune** gaze | |
| **Speed** 6 | |
| ⊕ **Greataxe** (standard; at-will) ✦ **Weapon** | |
| +16 vs. AC; 1d12 + 5 damage (crit 2d12 + 17). | |
| ↯ **Offensive Shift** (immediate reaction, when an enemy moves within 2 squares of the grimlock ambusher and attacks an ally of the grimlock; recharges when first bloodied) | |
| The grimlock ambusher shifts and makes a melee basic attack against the enemy. | |
| **Alignment** Evil | **Languages** Common, Deep Speech |
| **Skills** Athletics +15, Endurance +12 | |
| **Str** 20 (+10) | **Dex** 14 (+7) **Wis** 15 (+7) |
| **Con** 14 (+7) | **Int** 9 (+4) **Cha** 9 (+4) |
| **Equipment** greataxe | |

## Tactics

The grimlock ambushers try to overwhelm the heroes with a quick rush. After that, they fight in a loose pack, so that two or three can use their *offensive shift* reaction at once when an enemy provokes it. The ambushers try to save a move action to shift away from enemies after attacking, so that enemies have to move up to attack them and provoke the *offensive shift* of their allies. The grimlocks happily mob any foes knocked prone by the gargoyles' attacks.

The gargoyles prefer *flyby attack*, beginning and ending each swoop on the balcony. They are patient and cunning foes, and they are willing to forego a turn of attacking to assume *stone form*. This act recharges *flyby attack*, so the gargoyles end up attacking every other round.

The duergar begin the battle by using *quill storm*, but only if they can catch at least two enemies in the burst. *Infernal quills* is their default attack. They try to hang back away from the melee, and they are quick to use *devilish sacrifice* or *Asmodeus's ruby curse* to keep enemies from closing on them. If necessary, they climb the stairs up to the balcony to stay out of easy melee reach. The duergar have no particular loyalty to Vanathia or their grimlock allies, and they don't hesitate to flee by any convenient exit once most of the dragon's servants have fallen.

## Features of the Area

**Illumination:** Glowing coals from the duergar campfire provide 5 squares of dim light.

**Ceiling:** The ceiling in this chamber is 30 feet above the floor (15 feet above the balcony).

**Balcony:** The room is ringed by a stone balcony 15 feet above the floor. The squares directly underneath the balcony are open, so creatures can move under the overhang. The overhang blocks line of sght and line of effect between creatures on the balcony and beneath it on the same side of the room.

**Iron Doors:** The iron double doors connecting to areas 1 and 4 are not locked. They have AC 5, Fortitude 10, Reflex 5, and 60 hit points.

**Stalagmites:** Stalagmites are difficult terrain. They provide cover to Medium or smaller creatures. Each stalagmite has AC 5, Reflex 5, Fortitude 10, and 40 hit points.

**Dais and Throne:** This square is difficult terrain. The throne provides cover to Medium or smaller creatures. The throne has AC 5, Reflex 5, Fortitude 10, and 20 hit points.

**Fire Pit:** The square containing these embers is difficult terrain. A creature that enters the fire pit or starts its turn there takes 5 fire damage.

**Spy-Hole Window:** The spy-hole offers superior cover against attacks from area 1.

## Development

If the characters leave the mines and return later, Vanathia sends for more grimlocks to serve as guards. Four grimlock berserkers and two additional gargoyle harriers are alert against future intrusions. The door leading to area 1 is barred (DC 28 to break it down), and one of the gargoyles is posted at the spy-hole to keep watch for intruders. Any duergar slain in this room are not replaced.

## Treasure

The duergar carry substantial wealth in their belt pouches: 25 pp, 300 gp, and a total of three fine emeralds worth 400 gp each. These valuables equal parcel 9 of a level 14 treasure.

# Chasm Battle

**Encounter Level 13 (4,800 XP)**

## Setup

**1 beholder eye of flame** (B)
**1 eidolon** (E)
**3 grimlock berserkers** (G)

The beholder and the grimlocks can see (or sense) the doors leading from areas 3 and 4 from their positions, and are also aware if anyone enters this area by coming down the waterfall, so it's unlikely that the characters can surprise them. If a character attempts to get into this area without attracting notice, allow the character a Stealth check (DC 27). On a success, the character has slipped through the door or into the pool unseen, but any subsequent movement puts the character in view of the monsters—without some means of staying unseen, the character is noticed.

**If the PCs enter this area through the doors in area 4, read:**
*You stand on a landing overlooking an illuminated chamber to the south and a rubble-strewn chasm leading off to the southwest. A steep dropoff separates the chamber from the floor of the chasm. In the distance, you can make out a wooden bridge that spans the chasm and the stream that runs through it.*

**If the PCs enter this area through the door leading from area 3, read:**
*Ahead of you is a wide ledge with a set of ascending stairs that frames one side of a huge chasm. You can see light beyond the top of the stairs to the northeast, and another torch to the south casts light on a wooden bridge that crosses the chasm.*

**If any PCs enter this area through the waterfall, read:**
*You find yourselves in a shallow pool looking south into a giant crevasse that continues as far as you can see. Overhead, a bulbous monster covered in chitinous plates of fiery red glares down at you, prepared to attack.*

**If the PCs move into area 6, read the text on page 110 and continue:**
*Three more of the eyeless savages you encountered earlier are stationed in various spots throughout the shrine. Although they can't possibly see you, each one turns in your direction and snarls as you come closer.*

Place the grimlocks and the beholder on the map. Allow the characters to attempt DC 23 Perception checks; if any character succeeds on this check, place the eidolon, too—the character realized that it was another creature. If all the characters fail these checks, mark the position of the eidolon, but don't acknowledge that it's another creature. Until the eidolon takes its first action, the characters mistake it for an idol of some kind.

**Beholder Eye of Flame (B)** — **Level 13 Elite Artillery**
Large aberrant magical beast — XP 1,600

**Initiative** +11 — **Senses** Perception +15; all-around vision, darkvision
**Eyes of the Beholder** aura 5; at the start of each enemy's turn, if that creature is within the aura and in the eye of flame's line of sight, the eye of flame uses one random *eye ray* power against that creature.
**HP** 204; **Bloodied** 102; see also *fiery burst*
**AC** 26; **Fortitude** 26, **Reflex** 27, **Will** 28
**Saving Throws** +2
**Speed** fly 6 (hover)
**Action Points** 1

⊕ **Bite** (standard; at-will)
+18 vs. AC; 2d6 damage.

**Central Eye** (minor; at-will)
Ranged 8; the target gains vulnerable 10 fire, and any attack that deals fire damage to the target also deals ongoing 5 fire damage (save ends both).

**Eye Rays** (standard; at-will) ✦ **see text**
The eye of flame can use up to two *eye ray* powers (chosen from the list below), at least one of which must be a *fire ray*. Each power must target a different creature. Using *eye rays* does not provoke opportunity attacks.
**1—Fire Ray (Fire):** Ranged 8; +17 vs. Reflex; 2d8 + 6 fire damage.
**2—Telekinesis Ray:** Ranged 8; +17 vs. Fortitude; the target slides 4 squares.
**3—Fear Ray (Fear):** Ranged 8; +17 vs. Will; the target moves its speed away from the eye of flame by the safest route possible and takes a -2 penalty to attack rolls (save ends).

**Fiery Burst** (when first bloodied and again when the eye of flame drops to 0 hit points) ✦ **Fire**
Close burst 2; +17 vs. Reflex; 2d8 + 6 fire damage.

**Alignment** Evil — **Languages** Deep Speech
**Str** 10 (+6) — **Dex** 20 (+11) — **Wis** 19 (+10)
**Con** 18 (+10) — **Int** 14 (+8) — **Cha** 23 (+12)

**3 Grimlock Berserkers (G)** — **Level 13 Brute**
Medium natural humanoid (blind) — XP 800 each

**Initiative** +7 — **Senses** Perception +8; blindsight 10
**HP** 156; **Bloodied** 78
**AC** 25; **Fortitude** 27, **Reflex** 22, **Will** 23
**Immune** gaze
**Speed** 6

⊕ **Greataxe** (standard; at-will) ✦ **Weapon**
+16 vs. AC; 1d12 + 6 damage (crit 2d12 + 18).

**Power Attack** (standard; requires greataxe; at-will) ✦ **Weapon**
+14 vs. AC; 1d12 + 12 damage (crit 2d12 + 24).

**Frenzied Attack** (standard; at-will)
The grimlock berserker makes two greataxe attacks against a bloodied enemy.

**Grimlock Rage**
When a grimlock berserker bloodies an enemy, it gains 10 temporary hit points.

**Alignment** Evil — **Languages** Common, Deep Speech
**Skills** Athletics +17, Endurance +14
**Str** 22 (+12) — **Dex** 12 (+7) — **Wis** 15 (+8)
**Con** 16 (+9) — **Int** 7 (+4) — **Cha** 9 (+5)
**Equipment** greataxe

| **Eidolon (E)** | **Level 13 Controller (Leader)** |
|---|---|
| Large natural animate (construct) | XP 800 |

**Initiative** +8 **Senses** Perception +9
**Fearless Followers** aura 5; each ally in the aura is immune to fear.
**HP** 132; **Bloodied** 66
**AC** 28; **Fortitude** 26, **Reflex** 22, **Will** 23
**Immune** disease, fear, sleep
**Speed** 5

⊕ **Slam** (standard; at-will)
Reach 2; +19 vs. AC; 2d8 + 6 damage.

↯ **Divine Retribution** (immediate reaction, when an enemy attacks the eidolon while *hallowed stance* is active; at-will) ✦ **Radiant**
Divine radiance strikes the creature that attacked the eidolon: ranged 20, +17 vs. Reflex; 2d8 + 5 radiant damage. *Miss:* Half damage. This attack does not provoke opportunity attacks.

↯ **Vengeful Flames** (immediate reaction, when an enemy kills one of the eidolon's allies in the eidolon's line of sight; at-will) ✦ **Fire**
Divine fire engulfs the enemy: ranged 20; +17 vs. Reflex; 1d8 +5 fire damage, and ongoing 5 fire (save ends). This attack does not provoke opportunity attacks.

**Hallowed Stance** (standard; at-will) ✦ **Radiant**
The eidolon assumes a meditative stance. Until the end of its next turn, the eidolon gains resist 20 to all damage, and all allies in its line of sight deal 1d8 extra radiant damage on their melee attacks. If the eidolon moves, the effect ends.

**Alignment** Unaligned **Languages** –

| | | |
|---|---|---|
| **Str** 22 (+12) | **Dex** 14 (+8) | **Wis** 16 (+9) |
| **Con** 20 (+11) | **Int** 7 (+4) | **Cha** 11 (+6) |

## Tactics

The grimlock berserkers prefer to hack their enemies to death with axes, but they are well aware of the opportunity the ledge over the chasm offers—they begin the battle with a charge and a bull rush against any enemies next to the edge (+13 vs. Fortitude, counting the charge bonus). The grimlocks use *power attack* with abandon unless they have trouble scoring hits. The grimlocks fight to the death.

The eidolon remains in the shrine, assuming its *hallowed stance* (which grants its allies 1d8 extra radiant damage on their melee attacks). It remains in *hallowed stance* until one of the grimlocks falls, using *divine retribution* if attacked or *vengeful flames* when its allies fall. After the first grimlock falls, the eidolon abandons its stance and wades into battle, pummeling enemies. The eidolon fights until it is destroyed.

The beholder hovers out over the chasm, staying out of melee reach of enemies on the ledge and 10 to 20 feet above the level of the ledge. It concentrates its *central eye* and *fire ray* on enemies who are capable of hitting it at range, and it uses its *telekinesis ray* to hurl other foes into the chasm. If the rest of the monsters have been defeated, the beholder retreats once it becomes bloodied, flying up into the higher reaches of the chasm until it is safely out of sight.

## Features of the Area

**Illumination:** *Everburning torches* (shown on the map) provide bright light to a radius of 5 squares.

**Waterfall Noise:** The sound of the waterfall spilling out into the chasm is loud here. Perception checks made to listen for sounds take a –5 penalty.

**Ceiling:** The ceiling of the chasm (area 5) is about 200 feet above the ledge. The ceiling of the shrine (area 6) is 20 feet high.

**The Chasm:** The ledge outside area 6 is 60 feet above the chasm floor. Any creature that falls off the ledge takes 6d10 falling damage. A creature forced over the edge by a push, pull, or slide effect is allowed a saving throw before going over the edge; on a success, the creature falls prone at the edge. The chasm walls are rough (Athletics DC 15 to climb).

**Bridges:** The bridges are rickety wooden spans that creak under any amount of weight. Small creatures can move across a bridge without difficulty. Medium creatures treat a bridge as difficult terrain. Large creatures must attempt a DC 15 Acrobatics check to cross. A bridge has AC 4, Fortitude 12, Reflex 4, and 20 hit points.

**Debris:** The chasm floor is littered with broken rock and heavy rubble. It counts as difficult terrain.

**Stream:** The stream is only 2 feet deep, but the bottom is slippery; it counts as difficult terrain.

**Stalagmites:** Stalagmites are difficult terrain. They provide cover to Medium or smaller creatures. Each stalagmite has AC 5, Reflex 5, Fortitude 10, and 40 hit points.

**Doors:** The iron doors connecting with areas 3 and 4 are not locked. They have AC 5, Fortitude 10, Reflex 5, and 60 hit points.

## Development

If the beholder survives the fight, it hides near the top of the chasm until it recovers. If the characters leave the mines without slaying the dragon and return later, the beholder is back at its post, guarding the bridges.

# Vanathia's Lair

**Encounter Level 15 (6,200 XP)**

## Setup

**1 galeb duhr rockcaller** (R)
**1 gargoyle harrier** (G)
**Vanathia, adult adamantine dragon** (V)

The doors at area 8 are unlocked; Vanathia's servants come and go at all times, although they're in the habit of knocking respectfully and waiting to be invited inside. The dragon has a good view of the Lower Gate and won't be surprised by anyone entering the room from that direction.

Characters who descend through the secret tunnel (area 7) can surprise the monsters, since Vanathia doesn't expect anyone to enter from that direction, and the other monsters don't know about the tunnel. Allow characters who carefully open the secret door a Stealth check against the dragon's passive Perception (DC 25) to get the drop on her.

**When the PCs enter area 9 through the double doors, read:**

*This grand cavern climbs toward the east in three stepped tiers, separated by steep 10-foot escarpments. The ceiling glitters with luminous crystals, and a small pool feeds a swift stream that flows out through a culvert. An old flagstone pathway leads up to the middle and upper tiers, where the ruins of several small stone buildings stand. Most of the buildings have been reduced to empty, rubble-filled shells.*

*A dragon with dark, glossy, metallic scales lies at the far end of the cavern, surveying the chamber from the highest ledge. A winged gargoyle crouches near the dragon, attending its master.*

Place the dragon and the gargoyle as shown on the map. Don't place the galeb duhr until a character climbs to the second tier of the room or it takes an action, since it's not visible from the entrance of the room.

**When the PCs see the galeb duhr, read:**

*Amid the ruins of the building to the north, a strange rock-creature lurks. It has a roughly humanoid shape but no discernible head—its face is in the center of its stony chest.*

**If the PCs address the dragon, read:**

*"Fools!" the dragon hisses. "You dare to invade the domain of Vanathia? Beg for your lives, and I may spare you. Otherwise . . . prepare to die."*

Vanathia is willing to allow the characters to surrender, but only if they do so at once. If any character fails to throw down his or her weapon or implement, the dragon attacks.

**Vanathia (V)** **Level 14 Solo Soldier**
Adult adamantine dragon
Large natural magical beast (dragon) XP 5,000

**Initiative** +14 **Senses** Perception +16; darkvision
**HP** 564; **Bloodied** 282; see also *bloodied breath*
**AC** 30; **Fortitude** 27, **Reflex** 26, **Will** 25
**Resist** 20 thunder
**Saving Throws** +5
**Speed** 8, fly 10 (hover), overland flight 15
**Action Points** 2

⊕ **Bite** (standard; at-will)
Reach 2; +19 vs. Reflex; 2d6 + 6 damage, and ongoing 5 damage (save ends).

⊕ **Claw** (standard; at-will)
Reach 2; +19 vs. Reflex; 1d10 + 6 damage.

↓ **Draconic Fury** (standard; at-will)
Vanathia makes two claw attacks and then makes a bite attack against a different target.

↓ **Wing Buffet** (immediate reaction when an enemy enters or leaves an adjacent square)
Reach 2; +19 vs. Fortitude; 1d8 + 6 damage, and the target is knocked prone.

↓ **Tail Snap** (minor action; at-will)
Reach 2; targets a prone creature; +19 vs. Reflex; 1d10 + 6 damage, and the target is slowed and weakened (save ends both).

✧ **Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Thunder**
Close blast 5; +17 vs. Fortitude; 3d8 + 6 thunder damage, and the target is knocked prone. *Miss:* Half damage.

✧ **Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and Vanathia uses it.

✧ **Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +17 vs. Will; the target is stunned until the end of Vanathia's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Insight +16, Intimidate +13
**Str** 23 (+13) **Dex** 21 (+12) **Wis** 18 (+11)
**Con** 21 (+12) **Int** 11 (+7) **Cha** 12 (+8)

**Gargoyle Harrier (G)** **Level 11 Lurker**
Medium elemental humanoid (earth) XP 600

**Initiative** +13 **Senses** Perception +13; darkvision
**HP** 89; **Bloodied** 44
**AC** 27; **Fortitude** 23, **Reflex** 21, **Will** 21
**Immune** petrification
**Speed** 6, fly 8; see also *flyby attack*

⊕ **Claw** (standard; at-will)
+16 vs. AC; 2d6 + 6 damage.

↓ **Flyby Attack** (standard; recharges after using *stone form*)
The gargoyle flies up to 8 squares and makes a melee basic attack at any point during the move without provoking an opportunity attack from the target. If the attack hits, the target is knocked prone.

**Stone Form** (standard; at-will)
The gargoyle becomes a statue and gains resist 25 to all damage, regeneration 3, and tremorsense 10. It loses all other senses and can take no actions in stone form other than revert to its normal form (as a minor action).

**Alignment** Evil **Languages** Deep Speech, Primordial
**Skills** Stealth +13
**Str** 21 (+10) **Dex** 17 (+8) **Wis** 17 (+8)
**Con** 17 (+8) **Int** 9 (+4) **Cha** 17 (+8)

| Galeb Duhr Rockcaller (R) | Level 11 Controller |
|---|---|
| Medium elemental humanoid (earth) | XP 600 |

**Initiative** +5 **Senses** Perception +12; tremorsense 10
**HP** 118; **Bloodied** 59
**AC** 25; **Fortitude** 26, **Reflex** 21, **Will** 22
**Immune** petrification, poison
**Speed** 4 (earth walk), burrow 6

⊕ **Slam** (standard; at-will)
+16 vs. AC; 2d8 + 4 damage.

**Rolling Attack** (standard; at-will)
The galeb duhr rockcaller moves up to 4 squares and then attacks an adjacent target; +14 vs. Fortitude; 2d8 + 6 damage, and the target is pushed 1 square and knocked prone.

**Earthen Grasp** (standard; at-will)
An earthen fist rises up to restrain the target. Ranged 10; +14 vs. Fortitude; the target is restrained (save ends). The target must be in direct contact with the ground, or the attack fails. The rockcaller can use *earthen grasp* against only one creature at a time.

**Rocky Terrain** (minor; at-will)
Ranged 10; up to 4 squares within range become difficult terrain. The squares need not be contiguous, but the affected terrain must consist of earth or stone.

**Alignment** Unaligned **Languages** Dwarven, Giant
**Skills** Stealth +10

| | | |
|---|---|---|
| **Str** 19 (+9) | **Dex** 10 (+5) | **Wis** 15 (+7) |
| **Con** 22 (+11) | **Int** 13 (+6) | **Cha** 13 (+6) |

## Tactics

Vanathia is an aggressive and overly confident combatant. She begins a battle by rushing into the middle of her foes and using her *breath weapon*, and then uses *tail snap* against an enemy on the ground. Then she spends an action point to use *frightful presence*. In the next round, she mauls foes with *draconic fury* and moves to attack the enemy who seems most dangerous to her. She saves her last action point for when her *breath weapon* recharges, so that she can use her *draconic fury* and *breath weapon* in the same round.

If Vanathia is reduced to 100 hit points or fewer, she attempts to flee by the nearest exit, or she surrenders if flight is not possible. If she has to, she'll squeeze to flee up the secret passage.

The gargoyle stays well away from the dragon, harrying any character who tries to hang back out of the fight. It uses *flyby attack* on its first attack, and it retreats to use *stone form* if it becomes bloodied or finds two or more characters attacking it at the same time.

The galeb duhr seeks to hinder characters attacking the dragon in melee. It uses *rocky terrain* to make it difficult for enemies to shift around Vanathia and *earthen grasp* to restrain any defender trying to mark the dragon. It avoids melee until the dragon becomes bloodied or it is attacked directly by enemies.

## Features of the Area

**Illumination:** The luminous crystals of this cavern fill the room with dim light. In addition, *everburning torches* at the locations shown on the map provide bright light in a 5-square radius.

**Ceiling:** The ceiling of the cavern is 40 feet above the lower portion of the room, 30 feet above the middle portion, and 20 feet above the uppermost portion.

**Ruined Walls:** Crossing a wall counts as moving into a square of difficult terrain, even if the square on the opposite side is clear. The walls provide cover against attacks that cross the walls.

**Stalagmites:** Stalagmites are difficult terrain. They provide cover to Medium or smaller creatures. Each stalagmite has AC 5, Reflex 5, Fortitude 10, and 40 hit points.

**Escarpment:** The escarpments are 10 feet tall (Athletics DC 15 to climb). Any creature pushed off an escarpment takes 1d10 damage from the fall.

**Pool:** The pool is 5 feet deep. It counts as difficult terrain.

**Doors:** The iron double doors leading to area 8 are not locked. They have AC 5, Fortitude 10, Reflex 5, and 60 hit points.

## Treasure

Vanathia's hoard lies in the intact stone building in the southeast corner of this cavern (area 10). For details, see page 110.

# THE BREAKING TIDE

**Bronze dragon lair for five 13th-level adventurers**

Off the coast of the great Aelathric Ocean, near the Bay of Fins and the multitude of small port towns that line its shores, stands an array of small islands and protruding reefs. Tiny fishing villages, communities that trade their catch with the citizens of the larger towns on shore or the merchants who pass by in their galleons, inhabit some of them.

Others are inhabited by dwellers far less friendly.

Here, the dangers to passing ships go far beyond hidden sandbars and daggerlike reefs waiting to gouge the hulls of unsuspecting ships. For it is here, in a deep grotto on one of these isles, that a savage pack of sahuagin make their home—and here, too, dwells Xyphreneus, the bronze dragon who rules them.

## Background

**History DC 11:** A few years ago, Xyphreneus, a bronze dragon, expanded his territory across portions of the coast and the Aelathric Ocean, including the Bay of Fins. When he learned of the constant sahuagin raids that had been going on for generations, he decided to take steps.

Not quite, as it turned out, the steps that the people of the surrounding communities might have hoped for.

With a few swift shows of strength (and of the consequences for those that disobeyed), Xyphreneus usurped command of the sahuagin tribe. The sahuagin baron, Uvokula, has managed to save face by claiming he has taken on Xyphreneus as a partner, a fellow predator who has seen the wisdom in the ways of Sekolah the shark god.

Today, the sahuagin tribe does not conduct random raids on villages and ships. Rather, it has become Xyphreneus's tax collector, levying tribute from every citizen, every town, every passing ship. After all, as the dragon sees it, he's performing a service, preventing the sahuagin from engaging in their bloody raids. The least the locals can do is show their appreciation and make it worth his while. And as for those who don't? Well, if they won't pay for the service, he's hardly going to keep the sahuagin from attacking them, is he?

The result is that, although the violence and bloodshed have decreased, the economic damage to the communities in the Bay of Fins is staggering. The villages are already poverty-stricken, and shortages might soon become an issue. What the people here need is someone who can deal with the dragon and the sahuagin both . . .

**History DC 18:** For as long as humans and halflings have dwelt on the Bay of Fins, they have had to suffer the depredations of the sahuagin, as well as the giant sharks they use as mounts and hunting animals. The earliest communities here were wiped out entirely, slain to the last individual. But as the Empire of Nerath grew, the Bay of Fins became ever more important to seaborne traffic, and ever larger towns sprung up around it. Before long, the land-dwellers greatly outnumbered the sea devils; the sahuagin attacks changed from wars of extermination to hit-and-run raids, intended to steal valuables and carry off handfuls of citizens as food, as blood sacrifices to their shark god, or both. And if the humans and halflings were too numerous for the sahuagin to pose a terminal threat, so were the sahuagin too stealthy and too brutal for the land-dwellers to defeat.

The result was a peculiar equilibrium. This isn't to say that the local magistrates and militias were happy about losing citizens to the sea devils. They took what steps they could to impede the sahuagin, but the occasional raids and fatalities were accepted as a risk of dwelling in the area; one might as well rail against the weather as expect the sahuagin to relent. On rare occasions, the sahuagin sent a few of their number to trade with the locals for goods they could not acquire in their raids, and the people—though often simmering with anger over those they lost—knew better than to attack those emissaries, lest the sahuagin retaliate with attacks far more fearsome than those that had come before. And so it went, for generations uncounted.

## Environment

The waters around the chain of islands (outside the area depicted on the map) are rough, requiring a DC 15 Athletics check to swim. The tidal currents around and between the islands all have a strength of 3 squares, the direction depending on whether the tide is going out (flowing north) or coming in (flowing south). (See "Aquatic Combat," *DMG* 45.) Ledges and rocky outcrops on the isles are slippery, requiring a DC 25 Athletics check to climb.

Most of the sahuagin tribe is elsewhere, not within the grotto that contains the dragon's lair. As the characters search the island chains for the grotto, they might have additional encounters with sahuagin (*MM* 224), war sharks (see the statistics block on page 120), or a few citizens of the island-based fishing villages who worry that the characters will only antagonize the dragon and make matters worse.

**As the PCs approach the grotto entrance, read:**
*Almost invisible behind a veil of chopping waves and the occasional jagged outcropping, a wide cave entrance gapes open, leading into the darkened interior of the stony isle.*

## Area 1: The Inlet

About half the area in and around the lair is aquatic, taking the form of an inlet that provides access to the caverns along the shore. The water here is deep and the tide strong (as potent as it is outside the grotto). The former leaders of the sahuagin tribe dwell here, eager to take out their frustrations on intruders.

**Tactical Encounter:** "Feeding Frenzy," page 120.

## Area 2: The Shores

The edges of the earth in these areas of the caverns are waterlogged, with layers of pebbles above soft and shifting sands. Although these areas offer a way to reach the higher ground deeper inside the grotto, the soggy terrain makes travel slow and difficult.

**Tactical Encounter:** "Feeding Frenzy," page 120, or "On the Rocks," page 122.

## Area 3: Rocky Slopes

Other than climbing the slippery, sheer sides of the cliffs that border most of the inlet, the only way to get up to the cavern's higher levels is by ascending these steep slopes. The rock in and around the areas marked 3 on the map is challenging terrain, requiring a character to make a DC 18 Athletics check in order t move across it in either direction.

**Tactical Encounter:** "Feeding Frenzy," page 120, or "On the Rocks," page 122.

## Area 4: Xyphreneus's Lair

This cavern, 20 feet above the water level and separated from the rest of the grotto by several thin but strong rock walls, is the home of the bronze dragon.

**Treasure:** Xyphreneus's lair contains wealth and magic items equivalent to one level 14 treasure parcel and half of another one.

**Tactical Encounter:** "On the Rocks," page 122.

## Area 5: The Cavern Below

This cavern, smaller than the one that houses Xyphreneus, is the home of the dragon's lieutenant—a dragonborn raider—as well as the sahuagin leaders, when they're not in the water. This cave runs beneath a portion of the dragon's lair and under the ledge leading from the southern slope up to the lair. The entrance is marked by the semicircle of dashed lines between the two other sets of dashed lines that describe the northern and southern edges of the area.

**Treasure:** The cave contains wealth equivalent to half of a level 14 treasure parcel, partly on the floor and partly on the person of the dragonborn.

**Tactical Encounter:** "On the Rocks," page 122.

JASON A. ENGLE

# Feeding Frenzy

**Encounter Level 14 (5,000 XP)**

*Note:* The XP value for this encounter is slightly higher than normal, due to the aquatic environment, which greatly favors the monsters.

## Setup

**2 Aelathric sahuagin priests** (P)
**Uvokula, sahuagin baron** (U)
**1 war shark** (W)

Moving into the grotto is hard enough, given the tides and the various rocky isles. It becomes harder once the leaders of the sahuagin tribe engage the characters with the full intent of slaughtering them and then consuming the flesh from their bones. In fact, they'll probably eat the bones, too.

The following descriptions assume that the characters are using boats or other aquatic vessels. If they're swimming, flying, or riding aquatic or aerial mounts, adjust the information accordingly.

**When the PCs enter the cave, read:**

*The choppy waters swirl around you, waves rebounding off the stone wall and tides threatening to yank and spin your boat this way and that. Jagged reefs and small isles protrude from the dark sea, threatening to stave in the side of your vessel with the slightest contact. Great walls of stone rise up to either side, coated with ocean salt and bouncing echoes in all directions.*

**Perception Check**

**DC 26 (or 21 if the PCs are underwater)** *Barely visible beneath the violent waters, you catch a glimpse of a dark-scaled creature, humanoid yet inhuman, moving swiftly toward your hull.*

**DC 27 (or 22 if the PCs are underwater)** *Beyond them, a third creature—larger, with four gaunt arms and grasping claws—rises from the darkened depths.*

**DC 29 (or 24 if the PCs are underwater)** *What at first seemed to be an undersea boulder suddenly moves, its body twisting sharply and cutting through the sea in your direction. A dorsal fin slicing the surface of the water like a blade is all the evidence you need that the beast must be a shark of prodigious size.*

## Tactics

The sahuagin and the shark move to attack, leaving their starting points, once the characters have moved a reasonable distance into the grotto. (Assume they attack once the characters move to the east or west side of the large island. If, however, the characters attempt to moor their boat to the shore or climb up onto land before reaching either of those points, the monsters move in to attack anyway.)

**2 Aelathric Sahuagin Priests (P)** **Level 13 Artillery**
Medium natural humanoid (aquatic) XP 800 each

**Initiative** +11 **Senses** Perception +12; low-light vision
**HP** 102; **Bloodied** 51
**AC** 25; **Fortitude** 24, **Reflex** 25, **Will** 26
**Speed** 6, swim 8

⨺ **Trident** (standard; at-will) ✦ **Weapon**
+18 vs. AC; 1d8 + 6 damage.

⤙ **Trident** (standard; at-will) ✦ **Weapon**
Ranged 3/6; +20 vs. AC; 2d8 + 6 damage. The sahuagin priest must retrieve its trident before it can throw it again.

⤙ **Water Bolt** (standard; at-will)
Ranged 10 (20 while in water); +20 vs. AC; 2d6 + 4 damage (3d6 + 6 while in water).

⤙ **Spectral Jaws** (standard; recharges when a target saves against this effect)
Ranged 20; spectral shark jaws appear and bite the target; +18 vs. Will; 3d8 + 4 damage, and the target takes ongoing 5 damage and a -2 penalty to all defenses (save ends both).

**Blood Frenzy**
A sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.

**Alignment** Chaotic evil **Languages** Abyssal, Common
**Skills** Intimidate +15

| | | |
|---|---|---|
| **Str** 18 (+10) | **Dex** 20 (+11) | **Wis** 22 (+12) |
| **Con** 18 (+10) | **Int** 13 (+7) | **Cha** 18 (+10) |

**Equipment** trident, holy symbol, kelp robe

**Uvokula (U)** **Level 14 Elite Brute (Leader)**
Large natural humanoid (aquatic) XP 2,000

**Initiative** +12 **Senses** Perception +9; low-light vision
**Blood Healing (Healing)** aura 10; each ally within the aura that starts its turn adjacent to a bloodied enemy regains 5 hit points.
**HP** 340; **Bloodied** 170
**AC** 26; **Fortitude** 28, **Reflex** 26, **Will** 25
**Saving Throws** +2
**Speed** 6, swim 8
**Action Points** 1

⨺ **Trident** (standard; at-will) ✦ **Weapon**
Reach 2; +17 vs. AC; 3d4 + 4 damage.

⨺ **Claw** (standard; at-will)
Reach 2; +17 vs. AC; 1d6 + 3 damage, and ongoing 5 damage (save ends).

⤙ **Trident** (standard; at-will) ✦ **Weapon**
Ranged 3/6; +17 vs. AC; 3d4 + 4 damage. Uvokula must retrieve his trident before he can throw it again.

⸸ **Baron's Fury** (standard; at-will)
Uvokula makes a trident attack and two claw attacks.

**Blood Hunger**
Uvokula gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against bloodied enemies.

**Alignment** Chaotic evil **Languages** Abyssal, Common
**Skills** Intimidate +16

| | | |
|---|---|---|
| **Str** 24 (+14) | **Dex** 20 (+12) | **Wis** 14 (+9) |
| **Con** 20 (+12) | **Int** 14 (+9) | **Cha** 18 (+11) |

**Equipment** trident, headdress

The priests remain at a distance, lobbing ranged attacks at the characters. They prefer to focus on obvious ranged combatants, allowing Uvokula and the shark to deal with the party's front-liners.

Uvokula attempts to drag or knock foes into the water, where he has the advantage. If doing this proves impossible, he makes melee attacks against characters in a boat or on the shore.

| War Shark (W) | Level 14 Skirmisher |
|---|---|
| Large natural beast (aquatic, mount) | XP 1,000 |
| **Initiative** +16 **Senses** Perception +9 | |
| **HP** 139; **Bloodied** 69 | |
| **AC** 28; **Fortitude** 26, **Reflex** 28, **Will** 23 | |
| **Speed** swim 11 | |
| ⊕ **Bite** (standard; at-will) | |
| +17 vs. AC; 3d6 + 5 damage. | |
| **Deft Swimmer** (while mounted by a friendly rider of 14th level or higher; at-will) ✦ **Mount** | |
| The war shark's rider gains a +2 bonus to AC against opportunity attacks. While in water, the rider also gains a +2 bonus to attack rolls against creatures without a swim speed. | |
| **Waterborn** | |
| While in water, a war shark gains a +2 bonus to attack rolls against creatures without a swim speed. | |
| **Alignment** Unaligned **Languages** – | |
| **Str** 21 (+12) **Dex** 24 (+14) **Wis** 14 (+9) | |
| **Con** 19 (+11) **Int** 2 (+3) **Cha** 9 (+6) | |

Uvokula prefers to keep close enough to his allies for his *blood healing* aura to benefit them, but he does not give up any tactical advantage, or retreat from melee, to do so.

All three of the sahuagin fight to the death.

The shark goes after any character in the water, preferring wounded targets over those who have not been damaged by the sahugain.

The shark attempts to flee if the sahuagin are dead and it is reduced to 34 or fewer hit points.

## Features of the Area

**Illumination:** The grotto is dimly lit, by sunlight coming in through the opening and by phosphorescent fungi along the rocks and the walls.

**Ceiling:** The ceiling of the grotto stands 70 feet overhead.

**Current:** The current pushes each creature and object in or on the water 3 squares at the start of its turn, unless they spend movement to prevent it. (See "Aquatic Combat," *DMG* 45.) The boat moves on its pilot's turn. (If the characters haven't designated a pilot, have them do so at the start of combat.) The current moves either north or south, as you choose, for the duration of the encounter. A creature or object pushed up against the shoreline inside the grotto stops moving in the square adjacent to the shore.

### Ramming the Boat

Uvokula or the war shark might attempt to ram any vessel the characters occupy. Treat this as a bull rush attack against the Fortitude defense of each character in the boat, and against AC 26 for the boat (roll once for each character and again for the boat, as though it were an area attack). If the boat is hit, it moves 1 square, as with a normal bull rush. This movement might cause the boat to beach itself on one of the low-lying patches of wet sand. It might also push the boat into one of the island reefs (see "Features of the Area"). A character who is hit must make a saving throw. Those who save are knocked prone in the boat; those who fail the saving throw are knocked overboard into the water. A character who is already prone inside the boat does not risk falling overboard during such an attack.

**Echoes and Waves:** Due to the ambient sounds of water inside the cavern, all creatures take a -2 penalty to Perception checks to listen.

**Island Reefs:** If the characters' boat is pushed into one of the islands, either by a bull rush or by the tidal currents, roll a +14 attack against the boat's AC of 26. On a hit, the hull is damaged, and the boat begins to sink. The process takes 1d4 + 1 rounds, at which point, if they have not already climbed onto land, the characters find themselves in the water.

**Cliffs:** It requires a DC 23 Athletics check to climb any of the cliffs at the water's edge.

**Sandy Shores:** Areas of wet sand on the shoreline (marked with triangles on the map) are difficult terrain.

**Stone Outcrops:** Blackened areas on the map are upthrust stone that blocks line of sight and serves as impassable terrain.

**Water:** The water is rough (DC 15 to swim), due to the waves and currents. The water is 10 to 15 feet deep along the shores, but it swiftly drops off to as deep as 90 feet near the cave entrance.

# On the Rocks

**Encounter Level 15 (6,675 XP)**

## Setup

**1 dragonborn raider** (D)
**5 Aelathric sahuagin guards** (S)
**Xyphreneus, adult bronze dragon** (X)

Once the characters emerge from the waters and begin exploring, it's only a matter of time before they encounter the draconic master of the sahuagin band—and unless they've come to offer great riches in tribute, he's not especially pleased to see them.

The read-aloud text below assumes that the characters first encounter each creature at its starting point as indicated on the map, but this won't always be the case. Modify your descriptions accordingly.

**When the PCs first land on any area 2, read:**
*The soft sand squelches out from beneath your feet. Beyond, the earth appears firmer, the rocks—and the footing—more steady.*

**When the PCs approach any area 3, read:**
*A slope rises ahead; it looks slick, but not too hard to traverse. Beyond, stretches of rocky floor lead to several caves.*

**When the PCs enter area 4, read:**
*Atop the slopes stands a cavern, divided into several smaller chambers by winding walls of natural, water-carved stone. Beyond the scent of the ocean, you can make out a musky odor, faintly reptilian in nature.*

*As your eyes adjust, you spot something moving deep in the darkness of the cave, something with a long, sinuous neck and unfolding wings.*

*In a voice that sounds like the crashing of the waves against unyielding rock, the great beast speaks. "I am Xyphreneus. I trust you have come to offer me proper tribute."*

**When the PCs approach area 5, read:**
*An opening in the cliff wall leads beneath the ledges on the western side of the grotto.*

**When the PCs enter area 5, read:**
*The cavern under the grotto smells strongly of fish. In the shadows, several scaled humanoids similar to those who attacked you in the water glare in your direction.*

**Perception Check**
**DC 26** *Another figure, covered not in fishlike scales but reptilian ones of glossy black, creeps toward you, a dagger clutched in each clawed hand.*

## Tactics

The dragonborn and the sahuagin attack as soon as they see the characters, unless the characters are

**Xyphreneus (X)** **Level 14 Solo Brute (Leader)**
Adult bronze dragon
Large natural magical beast (aquatic, dragon) XP 5,000

**Initiative** +12 **Senses** Perception +13; darkvision
**HP** 507; **Bloodied** 253; see also *bloodied breath*
**AC** 26; **Fortitude** 28, **Reflex** 25, **Will** 25
**Resist** 20 lightning
**Saving Throws** +5
**Speed** 6, fly 8 (hover), overland flight 10, swim 6
**Action Points** 2

**Bite** (standard; at-will) ✦ **Lightning**
Reach 2; +17 vs. AC; 2d8 + 8 damage plus 3d6 lightning damage.

**Claw** (standard; at-will)
Reach 2; +17 vs. AC; 2d8 + 10 damage.

**Double Attack** (standard; at-will)
Xyphreneus makes two claw attacks.

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Lightning**
Close blast 3; +15 vs. Reflex; 3d8 + 5 lightning damage, and Xyphreneus pushes the target 2 squares. If the attack hit at least one target, Xyphreneus makes a secondary attack against a creature within 10 squares that was not a target of the primary attack. *Miss:* Half damage. *Secondary Attack:* +15 vs. Reflex; 2d10 + 5 lightning damage, and Xyphreneus pushes the target 1 square.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and Xyphreneus uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +13 vs. Will; the target is stunned until the end of Xyphreneus's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Xyphreneus's Command** (immediate reaction, when an enemy moves adjacent to an ally; at-will)
The ally can make a melee basic attack against the triggering creature and then shift 1 square.

**Restorative Dive** (minor; while bloodied and completely submerged in water; encounter) ✦ **Healing**
Xyphreneus regains 120 hit points, and each ally in water within 5 squares regains 20 hit points.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** History +13, Intimidate +16
**Str** 26 (+15) **Dex** 21 (+12) **Wis** 13 (+8)
**Con** 21 (+12) **Int** 12 (+8) **Cha** 20 (+12)

### Two Fights or One

This encounter unfolds in one of two ways, depending on what happens first.

If the characters enter area 5 before meeting Xyphreneus, then they find the dragonborn and the sahuagin in their positions as indicated on the map, and combat takes place between the two groups. (When the characters resolve this battle, they should realize that there's still a dragon to be dealt with somewhere in the grotto.)

If the characters find the lair and confront Xyphreneus before entering area 5, the dragon lets out a roar that brings the dragonborn and the sahuagin running. At the start of the fourth round after the characters begin conversing or fighting with Xyphreneus, two of the other creatures enter the lair through the southern opening and join the fray. Two more appear in the fifth round and the final two a round later.

Regardless of the order of events, the encounter isn't over until all the monsters are dealt with.

| Dragonborn Raider (D) | Level 13 Skirmisher |
|---|---|
| Medium natural humanoid | XP 800 |
| **Initiative** +13 **Senses** Perception +13 | |
| **HP** 129; **Bloodied** 64; see also *dragonborn fury* | |
| **AC** 27; **Fortitude** 23, **Reflex** 24, **Will** 21 | |
| **Speed** 7 | |
| ⨺ **Katar** (standard; at-will) ✦ **Weapon** | |
| +19 vs. AC (+20 while bloodied); 1d6 + 4 damage (crit 2d6 + 10). | |
| ⨺ **Twin Katar Strike** (standard; at-will) | |
| If the dragonborn raider doesn't take a move action on its turn, it shifts 1 square and makes two katar attacks, or vice versa. | |
| ⨳ **Dragon Breath** (minor; encounter) ✦ **Acid** | |
| Close blast 3; +14 vs. Reflex (+15 while bloodied); 1d6 + 3 acid damage. | |
| **Combat Advantage** | |
| A dragonborn raider deals 1d6 extra damage against any creature granting combat advantage to it. | |
| **Dragonborn Fury** (only while bloodied) | |
| A dragonborn gains a +1 racial bonus to attack rolls. | |
| **Infiltrating Stride** (move; recharges after the dragonborn raider attacks two different enemies with *twin katar strike*) | |
| The dragonborn raider shifts 3 squares. | |
| **Alignment** Unaligned **Languages** Common, Draconic | |
| **Skills** History +8, Intimidate +9, Stealth +16 | |
| **Str** 18 (+10) **Dex** 21 (+11) **Wis** 14 (+8) | |
| **Con** 17 (+9) **Int** 10 (+6) **Cha** 12 (+7) | |
| **Equipment** leather armor, 2 katars | |

| 5 Aelathric Sahuagin Guards (S) | Level 12 Minion |
|---|---|
| Medium natural humanoid (aquatic) | XP 175 each |
| **Initiative** +9 **Senses** Perception +8; low-light vision | |
| **HP** 1; a missed attack never damages a minion. | |
| **AC** 26; **Fortitude** 24, **Reflex** 23, **Will** 22 | |
| **Speed** 6, swim 6 | |
| ⨺ **Trident** (standard; at-will) ✦ **Weapon** | |
| +17 vs. AC; 6 damage. | |
| ⨳ **Trident** (standard; at-will) ✦ **Weapon** | |
| Ranged 3/6; +17 vs. AC; 6 damage. The sahuagin guard must retrieve its trident before it can throw it again. | |
| **Blood Frenzy** | |
| A sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies. | |
| **Alignment** Chaotic evil **Languages** Abyssal, Common | |
| **Str** 22 (+12) **Dex** 17 (+9) **Wis** 14 (+8) | |
| **Con** 20 (+11) **Int** 10 (+6) **Cha** 12 (+7) | |
| **Equipment** trident | |

conversing with the dragon. Once Xyphreneus attacks, the other creatures engage in combat. They fight to the death while Xyphreneus lives, but if the dragon is slain and they are bloodied, they attempt to escape.

Unless the characters try to offer Xyphreneus tribute (which might require a skill challenge), he grows irritated that they've bothered him (not to mention that they've slain some of his most potent servants, if they visited area 5 first) and attacks.

Xyphreneus prefers to engage in melee, opening with a breath attack and *frightful presence* (using an action point to do both in the same round), and then making claw, bite, and *wing smash* attacks until his *breath weapon* recharges. If more complex tactics are necessary, he circles through the cavern to attack from multiple angles, or else grabbing foes, moving over the water, and dropping them or diving in.

Xyphreneus is proud and refuses to accept defeat. Only if all his allies are slain and he is reduced to fewer than 40 hit points does he try to escape.

## Features of the Area

**Illumination:** Dim light from phosphorescent fungi along the rocks and the walls.

**Ceiling:** The ceiling inside area 5 is 15 feet tall.

**Stone Outcrops:** The blackened areas in and around Xyphreneus's lair are upthrust stone that blocks line of sight and serves as impassable terrain.

**Other Features:** See the previous encounter.

# Methenaera the Mead-Keeper

**Silver dragon lair for five 18th-level adventurers**

Twelve casks of mead—a gift from the dwarven deity Moradin—once filled the hoard of the ancestors of the elder silver dragon Methenaera. Anyone who drank it saw visions of the future. Methenaera's line kept the mead safe for centuries.

Two casks remain. Methenaera will grant them only to seekers she deems worthy of drinking this elixir of deities.

## Background

**History DC 20:** After the defeat of the primordials in their war against the gods, Moradin spent time in the northern mountains, constructing a fortress of polar ice. He befriended the local silver dragons, including Methenaera's ancestors, that loved his mead. In time, Moradin tired of the snow and, leaving casks of the mead as a gift to the dragons, returned to his dominion in the Astral Sea.

Centuries of blizzards transformed Moradin's ice fortress into a glacier indistinguishable from other glaciers in the mountain range. The dragons tapped the casks only when they needed prophetic power.

During the fall of Nerath, powerful heroes traveled north in search of Methenaera's mother and the casks, hoping to find a way to forestall the empire's collapse. Those who drank from the casks saw the future and returned to their ruined homes, sadder and wiser.

After the empire's fall, few sought the casks. Methenaera guards the last two, waiting for the day when she might honor Moradin and her ancestors by ensuring that the last of the mead goes toward a worthy cause.

## Hook: Drink of Methenaera's Mead

When the characters search for clues about their ongoing quests, they can learn about Methenaera and the mead casks and then seek the mead for assistance. As they discover (if they find Methenaera and gain her trust or at least her cooperation), the mead serves as a component in prophetic rituals known by Moradin's high priests. Who better to fetch the casks from Methenaera than the adventurers? Other uses for the mead might develop as your storyline proceeds.

**Quest XP:** 2,000 XP (minor quest).

## Hook: The Roll of Claims

In addition to the remaining casks of mead, Methenaera maintains a chronicle of all who have claimed casks of mead in the past. Her ancestors passed down a scroll called the Roll of Claims, which identifies each person or group that claimed a cask of mead and gives the reason each sought the mead, a brief personal history, and the destination where the recipient was planning to go.

The character who takes on this minor quest might be seeking information about a hero from ages past. A more self-serving character might want to add his or her name to the list simply to gain more fame or greater pride.

**Quest XP:** 2,000 XP (minor quest).

### Methenaera, the Mead-Keeper

Like the other dragons of her line, Methenaera worships Moradin above all other gods. She honors the wishes of her ancestors, who personally knew the god and drank his mead when it was still plentiful. Over the years, the casks have diminished in number as worthy crusaders have come seeking the mead's prophetic visions. Methenaera compels herself to live up to her family's legacy. The greatest shame she could suffer would be letting evil or meek creatures drink from the mead. The silver dragon's test of combat guarantees that any people who comes to collect will prove their dedication with blood.

After dwelling in her lonely cave for so long, Methenaera has little talent for conversation and no tolerance at all for idle chatter. When she does speak, her voice is stern, bordering on aggressive (at least when she's talking to those she hasn't yet fought). She peppers her speech with references to Moradin and invokes his name for success in battle.

Methenaera creates formations of ice crystals with her breath, and these creations jut up from the floor of her cave. Forming these abstract shapes is both a way to pass the time and a way to worship Moradin as the god of creation.

## Environment

A journey to Methenaera's cave by land begins in the logging town of Nordkell, about a hundred miles south of the cave. Characters must contend with winding mountain roads, bad weather (snowstorms and blizzards, even in the summer), and a monster-infested landscape.

For those seeking to use magic to reach Methenaera's cave, the nearest teleportation circle is in Himmerdun, a dwarven fortress about fifty miles south of the cave. The dwarves have trained hippogriffs that can fly through the mountains in good weather.

**Frost Giants:** A clan of frost giants knows of the legend of Moradin's mead and would love to find the cave entrance. They have seen Methenaera flying at a distance, but she stays far enough away from them that they have not attacked her.

**Moradin's Ice Fortress:** One of the dozens of glaciers within a few leagues of Methenaera's cave is Moradin's fortress. Avalanches, blizzards, and the accumulation of ice have worn away the spires and battlements and covered the entrances. Interior chambers remain intact.

Who knows what ancient treasure—and guardians—the fortress might contain? Methenaera wants access; she might send the characters on a quest to find and map the fortress, which could help to convince her that the characters are worthy to drink the mead.

**Cave Entrance:** Methenaera's cave entrance, covered with a crust of snow, is barely wide enough for the silver dragon to squeeze through. It lies at the edge of a snow-covered alpine meadow.

**Ice Stream:** A cold stream from a spring higher up the mountain runs underneath the snow and into the cave. Within the cave, a thin sheet of ice covers the stream, which meanders through the upper chamber before dropping down a chute to emerge farther down the mountain.

### Area 1: Upper Chamber

Four ice archons have served Methenaera's line of dragons since Moradin left for his dominion. The archons guard this chamber. They rest within the two black obelisks on the chamber floor.

**Tactical Encounter:** "Upper Chamber," page 126.

### Area 2: Lower Chamber

When she is not soaring over the mountains and surveying glaciers in a search for intruders or food, Methenaera sleeps in the northern part of the lower chamber, curled around the two casks of mead.

**Tactical Encounter:** "Lower Chamber," page 128.

JASON A. ENGLE

# Upper Chamber

**Encounter Level 17 (9,000 XP)**

## Setup

**1 ice archon frostshaper** (F)
**1 ice archon hailscourge** (H)
**2 ice archon rimehammers** (R)

Before the characters reach Methenaera, they must contend with her ice archons.

**When the PCs reach the cave entrance, read:**
*You enter the cave and stop at the edge of a 20-foot cliff. The stream pours down the cliff face and continues below, to the northwest. The irregularly shaped cave is about 70 feet long and nearly as wide. Rock protrusions block parts of the cave from view.*

*In the middle of the cave floor, a black stone obelisk glows briefly. Two dark-armored creatures made of living ice and wielding massive mauls appear and move slowly toward you.*

**Perception Check**
**DC 20** *In a reflection on an icicle, you see a dark shape around the corner to your left—perhaps another obelisk?*

The dark shape is a second obelisk—one that's producing a frostshaper and a hailscourge.

**Arcana Check**
**DC 20** *Calling upon a sliver of knowledge from your memory, you discern that the obelisks are directly associated with the guardian creatures they spawn. It's possible that you can dismiss the creatures by ruining the obelisks.*

**2 Ice Archon Rimehammers (R)** **Level 19 Soldier**
Medium elemental humanoid (cold) XP 2,400 each

**Initiative** +15 **Senses** Perception +12
**Icy Ground (Cold)** aura 1; enemies treat squares within the aura as difficult terrain.
**HP** 185; **Bloodied** 92
**AC** 35; **Fortitude** 35, **Reflex** 32, **Will** 31
**Immune** disease, poison; **Resist** 30 cold
**Speed** 6 (ice walk)
⊕ **Maul** (standard; at-will) ✦ **Cold, Weapon**
+25 vs. AC; 2d6 + 7 damage plus 1d6 cold damage, and the target is slowed (save ends). Against a slowed target, the ice archon rimehammer deals 2d6 extra cold damage.
**Alignment** Chaotic evil **Languages** Primordial
**Str** 24 (+16) **Dex** 18 (+13) **Wis** 16 (+12)
**Con** 25 (+16) **Int** 14 (+11) **Cha** 15 (+11)
**Equipment** plate armor, maul

**Ice Archon Frostshaper (F) Level 20 Controller (Leader)**
Medium elemental humanoid (cold) XP 2,800

**Initiative** +14 **Senses** Perception +14
**Icy Aura (Cold)** aura 5 (while not bloodied); cold creatures within the aura gain regeneration 10. Enemies treat the squares within the aura as difficult terrain.
**HP** 190; **Bloodied** 95
**AC** 34; **Fortitude** 32, **Reflex** 28, **Will** 32
**Immune** disease, poison; **Resist** 30 cold
**Speed** 6 (ice walk)
⊕ **Ice Blade** (standard; at-will) ✦ **Cold, Weapon**
+23 vs. AC; 2d6 + 8 cold damage.
↗ **Ice Javelin** (standard; at-will) ✦ **Cold, Weapon**
Ranged 5; +23 vs. AC; 2d6 + 8 cold damage, and the target is slowed until the end of the ice archon frostshaper's next turn.
✲ **Icy Burst** (standard; recharges when the ice archon frostshaper hits with a melee attack) ✦ **Cold**
Area burst 1 within 5; +23 vs. AC; 3d8 + 8 cold damage, and the target is slowed (save ends). *Miss:* Half damage, and the target is not slowed.
**Alignment** Chaotic evil **Languages** Primordial
**Skills** Intimidate +23
**Str** 26 (+18) **Dex** 19 (+14) **Wis** 18 (+14)
**Con** 22 (+16) **Int** 14 (+12) **Cha** 27 (+18)

**Ice Archon Hailscourge (H)** **Level 16 Artillery**
Medium elemental humanoid (cold) XP 1,400

**Initiative** +11 **Senses** Perception +10
**HP** 120; **Bloodied** 60
**AC** 30; **Fortitude** 28, **Reflex** 27, **Will** 26
**Immune** disease, poison; **Resist** 20 cold
**Speed** 6 (ice walk)
⊕ **Slam** (standard; at-will) ✦ **Cold**
+19 vs. AC; 1d6 + 4 cold damage.
↗ **Ice Shuriken** (standard; at-will) ✦ **Cold**
Ranged 6/12; +21 vs. AC; 1d6 + 4 damage plus 1d6 cold damage.
↗ **Double Attack** (standard; at-will)
The ice archon hailscourge makes two *ice shuriken* attacks.
✲ **Hail Storm** (standard; recharge ⚄ ⚅) ✦ **Cold**
Area burst 1, 2, 3, or 4 within 20; +21 vs. AC; 2d8 + 4 cold damage. *Miss:* Half damage. The ice archon hailscourge determines the burst radius.
**Frost Shield** (immediate interrupt, when attacked by a ranged, close, or area attack; encounter) ✦ **Cold**
The ice archon hailscourge gains resist 20 to all damage against the triggering attack.
**Alignment** Chaotic evil **Languages** Primordial
**Str** 18 (+12) **Dex** 16 (+11) **Wis** 14 (+10)
**Con** 18 (+12) **Int** 14 (+10) **Cha** 15 (+10)
**Equipment** plate armor

## Tactics

Only a direct order from Methenaera can call off the ice archons. Because they have ice walk, the archons do not make Acrobatics checks to avoid slipping.

The rimehammers move slowly toward the characters; they would rather fight in the chamber than in the entrance, so they can lure characters onto the ice over the stream. Once engaged in melee, the rimehammers focus their attacks on slowed characters. Knowing the ice is thin, the rimehammers shift every round to avoid breaking through it. Their *icy ground*

aura can keep the characters from shifting and puts them at greater risk for falling through the ice.

The frostshaper comes around the corner and drops an *icy burst* on as many characters as possible, even if that means catching other ice archons (which have cold resistance) in the burst. Next, the frostshaper moves 5 squares behind the rimehammers to envelop them in its *icy aura*. It uses *ice javelins* against characters who are not slowed.

The hailscourge stays near the frostshaper and drops *hail storms* on the characters. (Again, the rimehammers' cold resistance should protect them.) When it cannot use *hail storm*, the hailscourge makes a *double attack*.

Although the archons are of chaotic evil alignment, they don't always behave accordingly (see the section about the obelisks in "Features of the Area").

## Features of the Area

**Illumination:** During the day, the upper chamber has bright light at the top of the cliff and dim light below it, because the icy sheen on the walls is reflective. At night, the chamber is dark.

**Obelisks:** One of Methenaera's ancestors, after fending off a group of intruders that proved especially troublesome, used a ritual to construct these obelisks and bind a pair of ice archons into each one. The archons appear and attack when anyone not authorized by Methenaera enters the upper chamber. Each obelisk has AC 5, other defenses 10, and 40 hit points. Destroying an obelisk releases the archons that were bound to it, whereupon those creatures flee out the entryway.

**Walls:** The cave walls are rough, but omnipresent ice makes climbing difficult. A character attempting to climb the walls must make a DC 25 Athletics check.

**Cliffs:** The cliffs at the entrance and dividing the upper chamber from the lower chamber are 20 feet high and require a DC 25 Athletics check to ascend or descend.

**Thin Ice:** The ice-covered stream that runs through the chamber is challenging terrain. When a character enters the first ice square in a turn, the character must succeed on a DC 17 Acrobatics check or fall prone in that square.

In addition, the ice is thin enough to be dangerous. A character who stays in a particular ice square from the start of his or her turn until the end of that turn hears the crack of ice and makes a saving throw. Success results in the character falling prone in an adjacent square as the ice gives way in the square he or she had occupied. On a failed saving throw, a character falls through the ice in his or her location and slides to a randomly determined adjacent square.

The water under the ice is 10 feet deep. A DC 10 Athletics check as a move action allows the character to swim to a square that contains open water. After that, a DC 20 Athletics check as a move action allows the character to climb into an adjacent, unoccupied square.

The stream runs west and then north, cascading from the upper chamber to the lower chamber.

**Ice Crystals:** To amuse herself in her spare time, Methenaera delicately breathes on the ground to coax jagged and complex ice crystal sculptures from it. Ice crystal stands are difficult terrain and provide cover. Each square of ice crystals has AC 8, other defenses 8, and 3 hit points.

**Pit:** The pit in the northwest corner is 50 feet deep. The walls are especially icy (Athletics DC 28 to climb). A narrow passage at the bottom of the pit slopes downward and emerges from the mountain a quarter-mile away.

# Lower Chamber

**Encounter Level 18 (10,000 XP)**

## Setup

**Methenaera, elder silver dragon** (M)

Methenaera wants to fight; even if the characters try diplomacy, a battle ensues. Methenaera fights until bloodied, at which point she offers to surrender a cask of mead. Because this is a subdual encounter (described on page 49), Methenaera is the equivalent of an 18th-level adversary, and the encounter is worth a corresponding amount of XP.

**When the PCs reach the point where the stream seeps into crevices in the wall, read:**

*The cavern seems to be at least 100 feet long. You can tell that the northern part has a lower floor, because you cannot see the floor of that part from where you stand. The near part of the cavern is empty except for stands of ice crystals.*

*An immense silver dragon rises into view in the northern end of the chamber.*

*"You have come for the casks of mead so potent it quenches the thirst of a deity," says the dragon. "I, Methenaera, do not surrender them meekly. Prove your worthiness in battle, or perish."*

## Tactics

Because this is a subdual encounter, Methenaera is effectively a creature with 525 hit points. Show off a variety of powers and tactics quickly to give the characters a full display of her draconic power in the short time they'll be fighting her.

Methenaera opens with a *breath weapon* attack against as many characters as possible. She uses this power in combination with *Methenaera's onslaught* and plays a game of cat and mouse while she's waiting for these powers to recharge.

Methenaera uses *Methenaera's onslaught* as often as she can, usually targeting characters who have vulnerable 10 to all damage thanks to her *breath weapon*.

If neither of her main two attacks has recharged, Methenaera strikes at one enemy, then flies to the north or south part of the chamber. She lets the characters contend with the cliff and the ice crystals, and counts on her *threatening reach* to keep melee combatants at bay. If she's fighting against a powerful ranged attacker, she flies to within 2 squares of that character and attacks it with *tail slam*.

Methenaera uses *frightful presence* early, as soon as characters flank her or otherwise hem her in. After she uses *frightful presence*, Methenaera flies away, landing behind ranged combatants and far from stunned defenders and melee strikers. She drops into a central location (rather than along a wall or in a corner) and uses *wing slice* and opportunity attacks (with *threatening reach*) against characters who surround her. Because Methenaera is a solo monster with a four-level advantage on the heroes, her defenses are high: She can provoke opportunity attacks with little worry about the consequences.

**Methenaera (M)** **Level 22 Solo Brute**
Elder silver dragon
Huge natural magical beast (dragon) XP 20,750

**Initiative** +14 **Senses** Perception +18; darkvision
**HP** 1,050; **Bloodied** 525; see also *bloodied breath*
**AC** 34; **Fortitude** 36, **Reflex** 34, **Will** 34
**Resist** 25 cold
**Saving Throws** +5
**Speed** 8, fly 8 (hover), overland flight 15
**Action Points** 2

⊕ **Bite** (standard; at-will)
Reach 3; +25 vs. AC; 3d8 + 8 damage.

⊕ **Claw** (standard; at-will)
Reach 2; +25 vs. AC; 2d8 + 8 damage.

↓ **Tail Slam** (standard; at-will)
Reach 4; +23 vs. AC; 4d6 + 8 damage, and the target is dazed (save ends).

↓ **Methenaera's Onslaught** (standard; recharge ⚅ ⚄ ⚃)
Methenaera makes a claw attack against each enemy within reach. She also makes one bite attack or *tail slam* attack.

↓ **Wing Slice** (immediate reaction, when an enemy flanking Methenaera attacks her; at-will)
Reach 2; targets the triggering enemy and an enemy flanking with the triggering enemy; +25 vs. AC; 2d8 + 8 damage.

✧ **Breath Weapon** (standard; recharge ⚄ ⚃) ✦ **Cold**
Close blast 5; +25 vs. Reflex; 3d8 + 8 cold damage, and the target gains vulnerable 10 to all damage (save ends). *Miss:* Half damage.

✧ **Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and Methenaera uses it.

✧ **Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +21 vs. Will; the target is stunned until the end of Methenaera's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Threatening Reach**
Methenaera can make opportunity attacks against each enemy within her reach (3 squares).

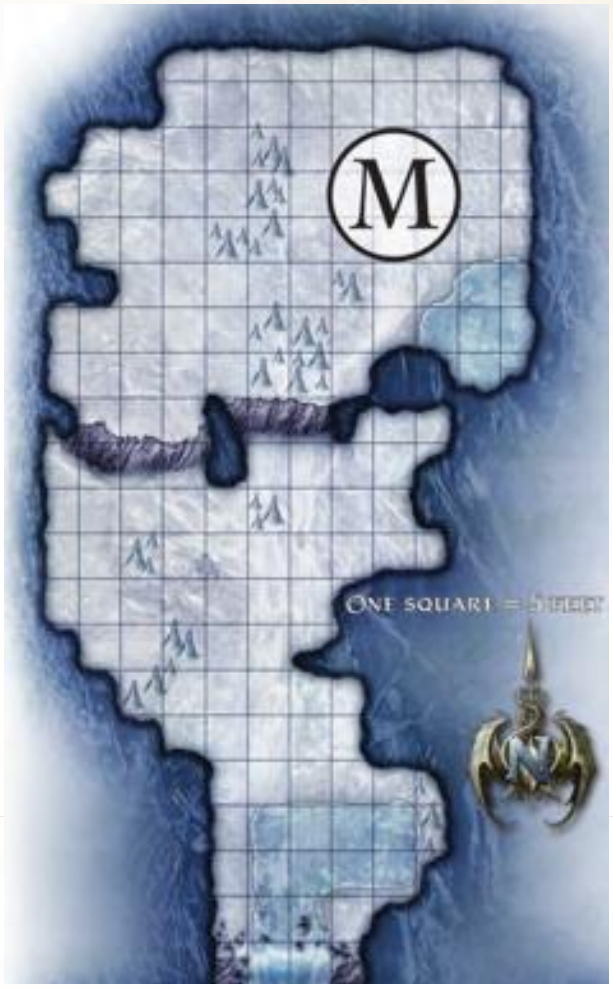
**Unstoppable**
Methenaera makes saving throws against ongoing damage at the start of her turn as well as at the end of her turn.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Athletics +26, Insight +18
**Str** 30 (+21) **Dex** 16 (+14) **Wis** 14 (+13)
**Con** 26 (+19) **Int** 14 (+13) **Cha** 15 (+13)

## Features of the Area

**Illumination:** Darkness.

**Ice Crystals:** To amuse herself in her spare time, Methenaera delicately breathes on the ground to coax jagged and complex ice crystal sculptures from it. Ice crystal stands are difficult terrain and provide cover. Each square of ice crystals has AC 8, other defenses 8, and 3 hit points. If faced with a choice of foes to attack and finding no tactical advantage to attacking one over another, Methenaera attacks characters who damage her ice crystals.




**Casks:** Methenaera keeps the mead casks at the base of the eastern cliff, hidden amid stands of ice crystals. If a character picks up a cask (which weighs 20 pounds) without permission, Methenaera attacks that individual, even if another character has marked her.

**Cliffs:** The cliffs bisecting the lower chamber are 30 feet high and require a DC 25 Athletics check to ascend or descend.

**Icy Floor:** Unlike the ice-covered stream in the upper chamber, the stream in the lower chamber has thick ice that does not break under the characters' feet. The stream seeps into the eastern wall.

The ice over the stream and over the pool east of the cliffs is challenging terrain. When a character enters the first ice square in a turn, the character must succeed on a DC 17 Acrobatics check or fall prone in that square.

## Treasure

Methenaera's hoard is concealed at the bottom of the frozen pond in the southeast corner of the area where she begins the encounter. It consists of one level 19 magic item and 29,000 gp in monetary treasure.

Of course, her hoard also includes the two remaining casks of mead. A character who takes a drink of the mead gains the information he or she would receive from a Consult Oracle ritual (see page 302 of the *Player's Handbook*) and a Voice of Fate ritual (see page 314 of the *Player's Handbook*). The amount of information gained, as normal, depends on the result of the drinker's Religion check.

One cask contains enough mead for every member of the party to have one drink. If a character drinks from a particular cask more than once, the mead has no further effect for that character. The mead retains its potency if the casks are taken from the lair.

Also present with the casks, if you see fit, is the Roll of Claims (see the adventure hook on page 124).

## Conclusion

When Methenaera becomes bloodied, she cries, "Enough! I yield. Let this bloodshed end, and I will release a cask to you." On her next turn, she flies away from the characters—to the casks if no characters are near them—and waits for the heroes to stand down. If they stop fighting, Methenaera performs the Raise Dead ritual on any slain character.

If the characters continue to fight, they draw the silver dragon's anger. She becomes more aggressive and focuses fire on individual enemies. She usually targets healers first, and becomes willing to make coup de grace attacks against anyone she drops. When Methenaera falls to fewer than 200 hit points, she repeats her offer of a cask. If the characters decline this offer, she flies to the casks, grabs them up, and attempts to escape. Now the characters will need to destroy her if they want to retrieve the mead.

Methenaera takes her duty seriously—and that duty is not merely to attack those who enter the chamber. Her aim is to ensure that Moradin's mead is used for a good cause. She respects anyone who is able to defeat her, and might even serve as a patron to the characters after her defeat. Since Methenaera's ancestors imbibed Moradin's mead, she has occasional, faint glimpses of the future and notions of Moradin's will. She can provide the characters with quests that advance the will of the god of creation and hints about how to best accomplish their goals.

Methenaera also needs heirs to guard the mead after her death. If she truly trusts the characters, she might charge them with protecting the mead while she travels far away to find a mate.

# THE EDGE OF CHAOS

**Mithral dragon lair for five 23rd-level adventurers**

The strange bastion of Vyc Zaleeth sits upon an earth mote swaying between competing tides of a sea of fire and an ocean of water amid a particularly turbulent area at the edge of the Elemental Chaos. For centuries the Vyc Zaleeth monastery has been a place of ascetic contemplation, where githzerai ponder the nature of chaos at its very edge and develop its counterbalance through their mental discipline. Its strange disciplines were progressed peacefully by generations of monks and initiates that called this place home. Murmuring a constant concert of chants and mantras, the monks of Vyc Zaleeth found sanctuary from the universe and its petty conflicts. That is, until a mithral dragon and a small army of angelic mercenaries murdered them and took over their monastery to pursue a prophecy.

In less than a day, the dragon Astridaria and her angels destroyed all that the githzerai had built and defended for more than half a millennium. As despicable as these actions are, worse still are the dragon's ultimate plans for Vyc Zaleeth—to reignite the war between the creatures of the Elemental Chaos and the powers of the Astral Sea.

## Background

Given enough time, or if the story of how the characters come to Vyc Zaleeth gives them an opportunity, the characters can learn the following background information about Astridaria and her assault on the monastery. Even if the characters stumble upon Vyc Zaleeth, they might discover these plot threads through clues or by interrogating the mithral dragon's allies, or Astridaria might reveal them herself when the characters battle the dragon.

**Arcana or History DC 22:** Since she hatched, Astridaria has received visions of war between the Elemental Chaos and the Astral Sea. Urged by these auguries, she called together a force of angel mercenaries cast adrift when their deity died. Thus she took control of Vyc Zaleeth. A dark naga named Galzaik, for reasons unknown, has also aided Astridaria.

**Arcana or History DC 26:** At the heart of Vyc Zaleeth is a psychic resonance crystal. Astridaria's visions beckon for her to convert the crystal into a weapon of radiant energy powered by her fundamentum.

**Arcana or History DC 28:** The conversion is nearly complete. Astridaria awaits new visions to guide her next step.

### MEMORY CRYSTALS

When Astridaira attacked Vyc Zaleeth, she carefully preserved the githzerais' memory crystals. Repositories of the monastery's wisdom, these crystals come in many sizes, but none are larger than a short sword. Creatures trained in Arcana can make a DC 25 Arcana check to access a crystal as a standard action and then can "read" its memories in a manner similar to how a literate creature might read a book. The smallest crystals hold 1 to 10 pages worth of information, while the largest can hold the equivalent of 10,000 pages of information. These crystals can be used as both ritual books and scrolls.

## Hook: Prevent Astridaria's War

If you run an adventure in or around the Elemental Chaos, the heroes can come upon Vyc Zaleeth—a seeming beacon of order and radiance in the churning chaos—during their explorations. Because the monastery has a permanent teleportation circle, characters might hope to teleport safely from there to the Plane Below, only to find cosmic skulduggery unfolding there. Alternatively, a divine agent or a deity such as Ioun can catch wind of Astridaria's plans and encourage the characters to perform the Planar Portal ritual to travel to the monastery and stop Astridaria.

**Quest XP:** 28,000 XP (major quest).

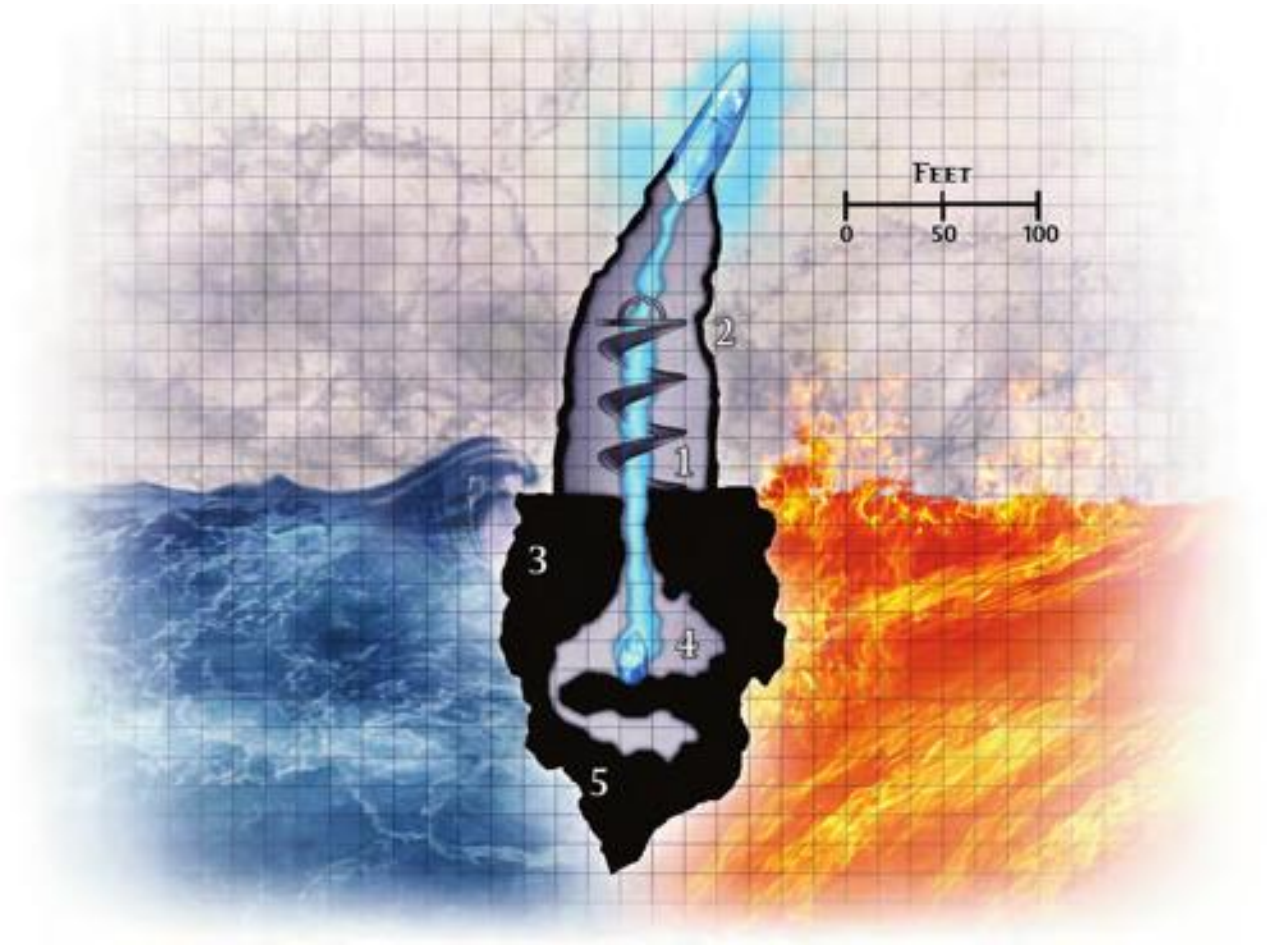
## Environment

Whether the characters arrive by the Planar Portal ritual or by other means, they first clearly see Vyc Zaleeth from the teleportation circle. The circle lies just outside the Chamber of Meditation entrance that faces the ocean of water. That entrance—and two others on either side of the crooked tower, each 20 feet wide—slants down into the tower, which winds from the top of the earth mote to a crown of crystal that once served as a psychic beacon. The crystal bristles with radiant energy so powerful that it sears the flesh of those who come near it and kills creatures that touch it.

The monastery's outer walls consist of pocked black stone flecked with iridescent blue crystals. Pools of primordial water or liquid fire—depending upon which sea a wall faces—collect in the pockets.

**Teleportation Circle:** When creatures use the teleportation circle to arrive at the monastery, the sound of a gong echoes down the nearest corridor to alert those within the Chamber of Meditation. Emblazoned at the edges of the circle is the sigil sequence needed to mke use of this circle for permanent teleportation. The characters can transcribe the pattern in 5 minutes.

**Crowning Crystal:** A creature that starts its turn within 10 feet of the crowning crystal takes 25




radiant damage. A creature that starts its turn touching the crystal takes 100 radiant damage.

**Outer Walls:** The outer walls' organic shape and puddles of dangerous liquid make them difficult to climb, requiring a DC 25 Athletics check.

## Area 1: Chamber of Meditation

The Chamber of Meditation was once the focal point of monastic life at Vyc Zaleeth. Ringed with numerous alcoves that served as the githzerai's living quarters, it features an altar, a spiral staircase ascending to a platform, and a central chasm. Astridaria's angels wait in this chamber until Astridaria unleashes the next part of her plan.

**Tactical Encounter:** "Rage of Angels," page 132.

## Area 2: Platform

From a platform high in the tower, made of blue translucent energy, a select group of angels and the dark naga Galzaik constantly repair and modify overburdened arrays at the base of the tower's crowning crystal. The team must continue to work even when the monastery falls under attack. When confronted, the team defends the array, using part of the apparatus as a weapon. The characters must disrupt the machine and the dragon powering it.

**Tactical Encounter:** "Radiant Array," page 134.

## Area 3: Chasm

Once a conduit for psychic energy generated by githzerai monks, a 100-foot chasm in the center of the Chamber of Meditation's floor now courses with radiant energy. Characters who try to descend the chasm without disrupting the radiant array will likely be disintegrated by radiant energy.

## Area 4: Lower Chamber

Before Astridaria's arrival, the resonance crystal at the center of the lower chamber amplified psychic energy from the monks and channeled that energy through the arcane array to the crystal that crowns the tower. Astridaria uses the chamber in the same way, breathing radiant energy into the crystal to create an amplified stream. Her intent is to create a weapon with which to attack the Elemental Chaos.

**Tactical Encounter:** "Agent of Prophecy," page 136.

## Area 5: Hoard Room

This cave houses the monastery's sacred memory crystals—and now also Astridaria's hoard. It contains at least eight treasure parcels of your choosing. Guarding this place are a pair of hoard guardian sentinels (see "Agent of Prophecy," page 136).

JASON A. ENGLE

# Rage of Angels

**Encounter Level 23 (26,500 XP)**

## Setup

**1 angel of authority** (A)
**10 angels of light** (L)
**2 angels of vengeance** (V)

If the characters used the teleportation circle, the angels have heard the sound of the gong. Otherwise, heroes who can beat the passive Perception of the angels of light with Stealth can surprise them.

The angels are dutifully waiting here until Astridaria unleashes the next part of her plan while waiting for the naga and the angels above at the radiant array to finish making repairs to its mechanisms.

**When the PCs enter the Chamber of Meditation, read:**

*A chamber spans the length, width, and height of the tower. An altar at the far side juts toward a pillar of radiant energy at the center. The energy flows up from below the chamber to a platform and an arcane array. A spiral staircase curls up around the radiant pillar, connecting the chamber's ground floor to the platform. Angelic figures—and one figure dark and serpentine—move about on the platform.*

**If the PCs arrived by the teleportation circle, add:**

*On the ground floor, more than a dozen angels, most the size of humans but others of giants' stature, move toward you.*

**If the angels do not know that the PCs approach, add the following instead:**

*On the ground floor lounge more than a dozen angels, most the size of humans but others of giants' stature. They watch the work on the array, practice with their weapons, or kneel in meditation.*

## Tactics

When the angels spot the characters, they rush to stop them from disrupting the work on the platform.

The angels of light lead the advance.

The angel of authority follows the angels of light. It looses a *lightning bolt* and then closes with the characters to use *majestic rally*. It repeats *majestic rally* whenever the power recharges.

Angels of vengeance use *sign of vengeance* to teleport next to controllers, leaders, and ranged-weapon users and harass them throughout combat.

Although the angels work to repel any intrusion into the monastery, their chief concern is stopping the intruders from disrupting the work being done on the radiant array.

**Angel of Authority (A)** **Level 22 Controller (Leader)**
Large immortal humanoid (angel) XP 4,150 each

**Initiative** +17 **Senses** Perception +18
**HP** 20; **Bloodied** 101
**AC** 36; **Fortitude** 32, **Reflex** 34, **Will** 35
**Immune** fear; **Resist** 15 radiant
**Speed** 8, fly 12 (hover)

⊕ **Quarterstaff** (standard; at-will) ✦ **Radiant, Weapon**
Reach 2; +27 vs. AC; 1d10 + 8 damage plus 1d10 radiant damage.

**Lightning Bolt** (standard; at-will) ✦ **Lightning**
Ranged 10; +26 vs. Fortitude; 2d10 + 8 lightning damage, and the target is dazed until the end of the angel of authority's next turn.

**Majestic Rally** (standard; recharge ⚄ ⚅) ✦ **Radiant, Thunder**
Close burst 5; targets enemies; +26 vs. Will; 1d10 + 8 radiant damage plus 1d10 thunder damage, and the target is weakened (save ends). *Miss*: Half damage. *Effect*: Each angel within the burst gains a +2 bonus to attack rolls until the end of the angel of authority's next turn.

**Angelic Presence** (while not bloodied)
Any attack against the angel of authority takes a -2 penalty to the attack roll.

**Alignment** Unaligned **Languages** Supernal
**Skills** Insight +23, Religion +23
**Str** 20 (+16) **Dex** 22 (+17) **Wis** 25 (+18)
**Con** 19 (+15) **Int** 24 (+18) **Cha** 27 (+19)
**Equipment** plate armor, quarterstaff

**10 Angels of Light (L)** **Level 23 Minion Skirmisher**
Medium immortal humanoid (angel) XP 1,275 each

**Initiative** +19 **Senses** Perception +19
**HP** 1; a missed attack never damages a minion; see also *death burst*.
**AC** 37; **Fortitude** 34, **Reflex** 34, **Will** 36
**Immune** fear; **Resist** 15 radiant
**Speed** 8, fly 12 (hover)

⊕ **Angelic Glaive** (standard; at-will) ✦ **Weapon**
Reach 2; +28 vs. AC; 10 damage.

**Death Burst** (when the angel of light drops to 0 hit points) ✦ **Radiant**
The angel of light explodes in a burst of radiant light: close burst 10; targets enemies; +26 vs. Fortitude; 10 radiant damage. *Effect:* Each angel in the burst gains 10 temporary hit points.

**Alignment** Unaligned **Languages** Supernal
**Str** 18 (+15) **Dex** 23 (+17) **Wis** 27 (+19)
**Con** 23 (+17) **Int** 15 (+13) **Cha** 23 (+17)
**Equipment** glaive

## Features of the Area

**Illumination:** The crowning crystal at the top of the monastery brightly illuminates the entire chamber.

**Ceiling:** The ceiling over this area is 220 feet high at the zenith (the crowning crystal).

**Platform:** The array platform is 120 feet above the floor of this chamber.

**Altar:** A creature that starts its turn on an altar square gains a +2 bonus to Will and a +5 bonus to saving throws against any effect that deals ongoing psychic damage or that dazes, dominates, or stuns. These bonuses last until the end of the creature's next turn.

| 2 Angels of Vengeance (V) | Level 19 Elite Brute |
|---|---|
| Large immortal humanoid (angel) | XP 4,800 each |

**Initiative** +13 **Senses** Perception +16
**HP** 446; **Bloodied** 223
**AC** 34; **Fortitude** 33, **Reflex** 29, **Will** 33; see also *cloak of vengeance*
**Immune** disease, fear; **Resist** 15 cold, 15 fire, 15 radiant; see also *coldfire pillar*
**Saving Throws** +2
**Speed** 8, fly 12 (hover); see also *sign of vengeance*
**Action Points** 1

**Longsword** (standard; at-will) ✦ **Cold, Fire, Weapon**
Reach 2; +25 vs. AC; 1d10 + 9 damage plus 1d8 fire damage plus 1d8 cold damage.

**Double Attack** (standard; at-will)
The angel of vengeance makes two longsword attacks.

**Sign of Vengeance** (minor; encounter) ✦ **Teleportation**
Ranged sight; the angel of vengeance places an invisible sign upon the target. Until the end of the encounter, as a move action, the angel of vengeance can teleport adjacent to the target.

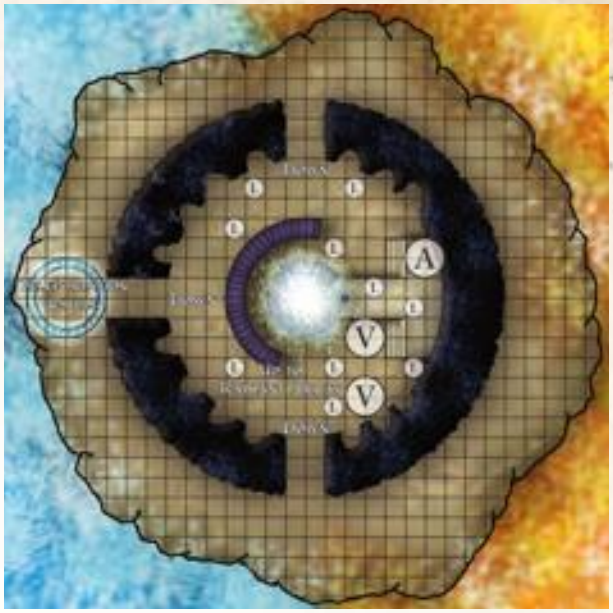
**Coldfire Pillar** (free, when first bloodied; encounter) ✦ **Cold, Fire, Polymorph**
The angel of vengeance transforms into a 30-foot-high pillar of blue flame. Close burst 2; +23 vs. Reflex; 1d8 + 9 cold damage plus 1d8 + 9 fire damage. The angel of vengeance is immune to all damage until the start of its next turn.

**Cloak of Vengeance** (until bloodied) ✦ **Cold, Fire**
Any character attacking the angel of vengeance takes a -2 penalty until the angel is bloodied. While *cloak of vengeance* is in effect, a creature that makes a successful melee attack against the angel of vengeance takes 1d8 fire damage and 1d8 cold damage.

**Alignment** Unaligned **Languages** Supernal
**Skills** Insight +21, Intimidate +22

| | | |
|---|---|---|
| **Str** 27 (+17) | **Dex** 18 (+13) | **Wis** 25 (+16) |
| **Con** 23 (+15) | **Int** 19 (+13) | **Cha** 26 (+17) |

**Equipment** plate armor, 2 longswords




**Energy Pillar:** The radiant energy comprising the pillar has the consistency of water and clings to creatures in contact with it. It flows from beneath the chamber floor up through the platform array to the crowning crystal. A creature entering the pillar or starting its turn within the pillar takes 20 radiant damage and slides 2 squares in the direction of the current (upward). With a DC 20 Athletics check, a creature within the pillar can swim down the current as if in water.

**Spiral Stairs:** This steep flight of stairs winds its way around the energy pillar upward to the platform and the radiant array. The stairs are difficult terrain.

## SCALING FLYING MONSTERS

Many of the monsters in this lair have a fly speed and can hover. Although at epic tier there is a greater possibility that characters have powers or magic items that grant them flight, their ability to fly is by no means certain. Even when they do have flight powers, most are either encounter or daily in frequency, and a procession of encounters with flying enemies that outmaneuver the characters and keep just out of reach of attacks can become frustrating very quickly.

When you run flying monsters, it's critical that you keep your character's fly powers in mind, and cater your monsters' movement tactics accordingly. This doesn't mean you have to make your flying monsters walk into battle. Having flying creatures dive bomb the characters with flying charges, or use their flight to bypass difficult terrain, are fun ways to showcase their fly speed without slowing the encounter to a maddening slog. Have your brute, soldier, and skirmisher fliers hover 1 square off the ground within melee reach of their foes; although this tactic has few mechanical differences from a ground assault, it can grant a tad more maneuverability when the monster is surrounded, and creates an interesting visual. Flying controllers and artillery can hover higher up, but not so high that they are out of reach of the controllers and ranged strikers among the characters. This type of flying will often open interesting options for cover and concealment, especially in a terrain-rich encounter environment.

If the PCs have a number of flight powers at their disposal, and are using them with great frequency in a given encounter, take off the kid gloves. Having the occasional frantic aerial battle that utilizes all three dimensions is one of the fun features of epic-level play.

STEPHEN RADNEY-MACFARLAND

# Radiant Array

**Encounter Level 24 (30,000 XP)**

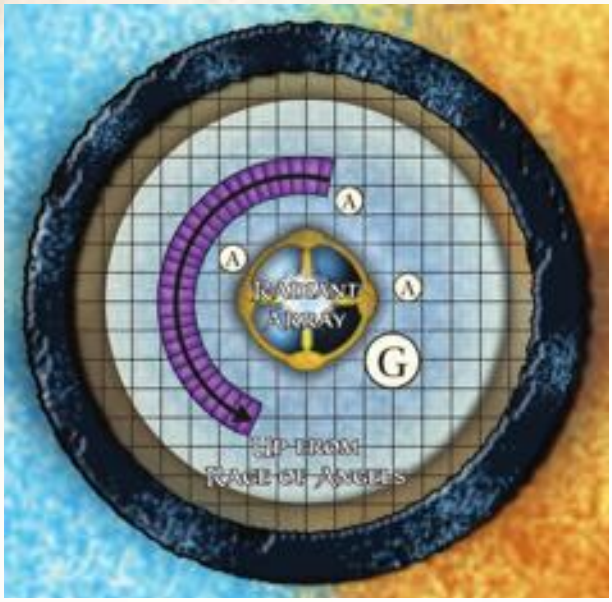
## Setup

**3 angels of the sigil and word** (A)
**Galzaik, dark naga** (G)

While the battle rages on the ground floor, 120 feet below this place, three angels and Galzaik, the dark naga, work to repair the overloaded radiant array. They continue to work on the array until the characters approach.

**When the PCs reach the platform, read:**
*In the middle of the platform, an array studded with crystal controls, strange levers, and eldritch diodes crackles every few moments with unstable bursts of radiant energy. A dark naga and three angels turn from their work on it to face you.*

*The naga hisses, "You are out of your depth here. Leave now, or perish."*




| **3 Angels of the Sigil and Word (A)** | **Level 23 Soldier** |
|---|---|
| Medium immortal humanoid (angel) | XP 5,100 each |
| **Initiative** +18 **Senses** Perception +23 | |
| **HP** 217; **Bloodied** 108 | |
| **AC** 39; **Fortitude** 35, **Reflex** 35, **Will** 35 | |
| **Speed** 6, fly 10 (hover) | |
| (+) **Radiant Sword** (standard; at-will) ✦ **Radiant, Weapon** | |
| +29 vs. AC; 2d10 + 8 radiant damage, and the target is under the effect of *angelic sigil* (save ends). | |
| **Dominating Word** (minor 1/round; encounter) ✦ **Charm** | |
| Close burst 5; targets one creature under the effect of *angelic sigil;* +25 vs. Will; the target is dominated (save ends). | |
| **Repelling Word** (minor 1/round; at-will) ✦ **Force** | |
| Close burst 5; targets one creature under the effect of *angelic sigil;* +25 vs. Fortitude; the angel pushes the target 4 squares, and the target is knocked prone. | |
| **Angelic Presence** (while not bloodied) | |
| Any attack against the angel takes a -2 penalty to the attack roll. | |
| **Angelic Sigil** | |
| Each creature under the effect of *angelic sigil* is marked by the angel and takes a -5 penalty to saving throws. | |
| **Alignment** Unaligned **Languages** Supernal | |
| **Skills** Arcana +22, Thievery +23 | |
| **Str** 22 (+17) **Dex** 24 (+18) **Wis** 24 (+18) | |
| **Con** 25 (+18) **Int** 22 (+17) **Cha** 25 (+18) | |
| **Equipment** plate armor, radiant sword | |

| **Galzaik (G)** | **Level 21 Elite Controller** |
|---|---|
| Large immortal magical beast (reptile) | XP 6,400 |
| **Initiative** +14 **Senses** Perception +21; darkvision | |
| **HP** 404; **Bloodied** 202 | |
| **AC** 35; **Fortitude** 33, **Reflex** 31, **Will** 35 | |
| **Saving Throws** +2 | |
| **Speed** 8 | |
| **Action Points** 1 | |
| (+) **Tail Sting** (standard; at-will) ✦ **Poison** | |
| Reach 2; +24 vs. AC; 2d6 + 8 poison damage (3d6 + 8 poison damage against a dazed target), and the target is slowed (save ends). | |
| **Lure** (minor; at-will) ✦ **Charm** | |
| Close burst 5; targets enemies; +25 vs. Will; the target is pulled 1 square and dazed (save ends). | |
| **Psychic Miasma** (standard; recharge ⚄ ⚅) ✦ **Psychic** | |
| Close burst 3; +26 vs. Will; 3d6 + 10 psychic damage, and the target is dazed (save ends). *First Failed Saving Throw:* The target is stunned (save ends). | |
| **Alignment** Evil **Languages** Common, Draconic, Supernal | |
| **Skills** History +22, Insight +21, Stealth +19 | |
| **Str** 26 (+18) **Dex** 18 (+14) **Wis** 22 (+16) | |
| **Con** 26 (+18) **Int** 24 (+17) **Cha** 30 (+20) | |

## Tactics

Angels of the sigil and word use their radiant swords to place *angelic sigils* on characters and then push those characters off the platform. If some of the characters have powers that enable them to push at will (such as fighters who have *tide of iron*), the angels target those characters with *dominating word* and have those characters knock other characters off the platform.

Galzaik uses *lure* and *psychic miasma* in concert with the angels' powers. He pulls and then dazes or stuns characters for the angels to push or dominate.

STEPHEN RADNEY-MACFARLAND

## Features of the Area

**Illumination:** The crowning crystal at the top of the monastery brightly illuminates the entire area.

**Ceiling:** The ceiling is 100 feet above the platform, ending at the crowning crystal.

**Spiral Stairs:** This steep flight of stairs winds its way around the energy pillar downward to the Chamber of Meditation. The stairs are difficult terrain.

**Platform Floor:** The platform floor consists of a translucent blue, glasslike material as hard as steel.

**Array:** Creatures adjacent to the array can manipulate it to make the following attacks.

**Radiant Ray** (standard; recharge ⚄ ⚅) ✦ **Radiant**
Ranged 10; +25 vs. Reflex; 2d12 + 8 radiant damage, and ongoing 10 radiant damage (save ends).

**Radiant Blast** (standard; recharge ⚅) ✦ **Radiant**
Close burst 5; +23 vs. Fortitude; 2d8 + 8 radiant damage, and the target is pushed 5 squares.

Each of the recharges is for the radiant array, and not the creature using the power. The angels and Galzaik know how to manipulate the array to make both of these attacks, but if another creature wants to make these attacks, it must succeed on a DC 31 Arcana or Thievery check as a minor action to determine how to manipulate the radiant array to make the attacks. A successful check allows the creature to make these attacks for the remainder of the expedition into Vyc Zaleeth.

## Disabling the Array

Once the characters have defeated the angels and the dark naga, their next task is to disrupt the array so they can reach the psychic resonance crystal at the bottom of Vyc Zaleeth. If the players have a hard time figuring this out, have them discover documents in the possession of one of the angels notes that include a side view map of the monastery.

**Setup:** To disable the array, characters must determine what makes it work, to the extent that they can switch it off or disconnect a vital mechanism.

**Level:** 22.

**XP:** 8,300.

**Complexity:** 2 (requires 6 successes before 3 failures).

**Primary Skills:** Arcana, Athletics, Thievery.

*Arcana (DC 17, standard action):* The character tries to determine which of the controls manipulate the streams of radiant energy. A successful check, in addition to counting as 1 success in the challenge, provides a +2 bonus to the next Thievery check made by an ally in this skill challenge. This skill can be used to gain a maxmum of 3 successes in the challenge.

*Athletics (DC 24, standard action):* The character uses brute force guided by the skill of his or her fellow party members to detach large chunks of the array. This skill can be used to gain a maximum of 2 successes in the challenge, but Athletics checks can be attempted only after the characters have already gained 3 successes in the challenge by using other skills.

*Thievery (DC 28, standard action):* The character attempts to disable part of the array. On a failed check, the array erupts, dealing 20 radiant damage to the character and to each creature within 5 squares of him or her.

**Secondary Skills:** Acrobatics, Endurance.

*Acrobatics (DC 28, immediate interrupt, when the array erupts; at-will):* The character shifts 4 squares to avoid the discharged energy. A successful check does not count as a success in the challenge.

*Endurance (DC 17, immediate interrupt, when the array erupts; at-will):* A character can shield an adjacent creature from the effect of the eruption. On a successful check, the shielded character takes no radiant damage. A successful check does not count as a success in the challenge.

**Success:** The radiant energy stream is disrupted. The chasm in the floor becomes a simple 100-foot shaft with sheer walls that require a DC 22 Athletics check to scale.

**Partial Success:** If the characters accrue at least 2 successes before getting 3 failures, the radiant energy stream is partially disrupted. A creature that enters the sputtering energy stream or starts its turn there takes 15 radiant damage instead of 20.

**Failure:** The radiant energy stream continues to flow freely. The characters can repeat the challenge, but all the DCs increase by 4.

# Agent of Prophecy

**Encounter Level 25 (40,600 XP)**

## Setup

**Astridaria, elder mithral dragon** (A)
**2 hoard guardian sentinels**

If the characters did not disrupt the radiant energy stream, they can surprise Astridaria and engage her before her *breath weapon* recharges. Otherwise, the disruption of the stream alerts Astridaria, at which point she teleports to a ledge overlooking the chamber and lies in wait for the characters.

**If the PCs have disrupted the energy pillar before entering the chamber, read:**
*At the center of this chamber, a crystal similar to the one crowning the monastery's tower, though much smaller, hums and sputters with radiant energy.*

**If the PCs have not disrupted the energy pillar, or have only partially disrupted it, read:**
*At the center of this chamber, a crystal similar to the one crowning the monastery's tower, though much smaller, glows intensely and beams the stream of radiant energy skyward.*

**If Astridaria is not prepared for the PCs, add:**
*Next to the crystal is a massive mithral dragon, long and snakelike. As you look on, she uses her breath weapon on the crystal.*

| **Astridaria (A)** | **Level 25 Solo Skirmisher** |
|---|---|
| Elder mithral dragon | |
| Huge immortal magical beast (dragon) | XP 35,000 |
| **Initiative** +24 | **Senses** Perception +24; darkvision |
| **HP** 916; **Bloodied** 458; see also *bloodied breath* | |
| **AC** 39, **Fortitude** 36, **Reflex** 38, **Will** 36 | |
| **Resist** 25 radiant | |
| **Saving Throws** +5 | |
| **Speed** 10, fly 12 (hover), overland flight 16, teleport 10 | |
| **Action Points** 2 | |
| ⊕ **Bite** (standard; at-will) ✦ **Radiant** | |
| Reach 3; +30 vs. AC; 2d8 + 10 damage, and the target takes ongoing 10 radiant damage (save ends). | |
| ⊕ **Claw** (standard; at-will) | |
| Reach 3; +30 vs. AC; 3d8 + 7 damage. | |
| ⨽ **Dimension Strike** (standard; at-will) ✦ **Teleportation** | |
| Astridaria teleports 5 squares, makes a claw attack, teleports 5 squares, and makes a claw attack against a different target. | |
| ⨽ **Wing Buffet** (minor; recharge ⚄ ⁞⁞) | |
| Reach 3; +28 vs. Fortitude; 3d10 + 7 damage, and Astridaria pushes the target 3 squares. | |
| ⤙ **Mithral Prescience** (minor; at-will) | |
| Ranged 10; the target takes a -2 penalty to all defenses against Astridaria's attacks until Astridaria uses this power on another target. | |
| ⇾ **Breath Weapon** (standard; recharge ⚄ ⁞⁞) ✦ **Radiant** | |
| Close blast 5; +28 vs. Reflex; 4d8 + 4 radiant damage, and the target is blinded (save ends). *Miss:* Half damage. | |
| ⇾ **Bloodied Breath** (free, when first bloodied; encounter) | |
| *Breath weapon* recharges, and Astridaria uses it. | |
| ⇾ **Dimensional Flurry** (standard; encounter) ✦ **Radiant, Teleportation** | |
| Close burst 10; targets up to four enemies; +28 vs. Reflex; 3d8 + 7 damage, and the target takes ongoing 10 radiant damage and is dazed (save ends both). *Effect:* Astridaria teleports to a space in the burst. | |
| ⇾ **Frightful Radiance** (standard; encounter) ✦ **Fear, Radiant** | |
| Close burst 10; targets enemies; +28 vs. Will; 2d8 + 9 radiant damage, and the target is stunned until the end of Astridaria's next turn. *Miss:* Half damage, and the target is blinded until the end of Astridaria's next turn. | |
| **Prophetic Defense** (immediate interrupt, when attacked; at-will) ✦ **Teleportation** | |
| Astridaria gains a +4 bonus to all defenses against the triggering attack. If the attack misses, Astridaria teleports 6 squares. | |
| **Alignment** Unaligned | **Languages** Common, Draconic, Supernal |
| **Skills** Diplomacy +23, History +23, Insight +24, Intimidate +23, Religion +27 | |
| **Str** 25 (+19) | **Dex** 30 (+22) **Wis** 25 (+19) |
| **Con** 21 (+17) | **Int** 23 (+18) **Cha** 23 (+18) |

## Tactics

Even if the adventurers surprise Astridaria, she uses the ledge as a staging area for her attacks. When flanked, she teleports to the ledge and then charges or swoops back down to loose her *breath weapon*.

Throughout the fight, Astridaria talks to herself about being the agent of prophecy and about her urgent need to restart the war between the Astral Sea and the Elemental Chaos. Even without an Insight check, the characters can tell she is insane.

Astridaria fights until bloodied, at which point she flees to her hoard room in the hope that one or both of her guardians (see below) remain to fight the characters. If confronted again, she fights until reduced to

### Astridaria's Ramblings

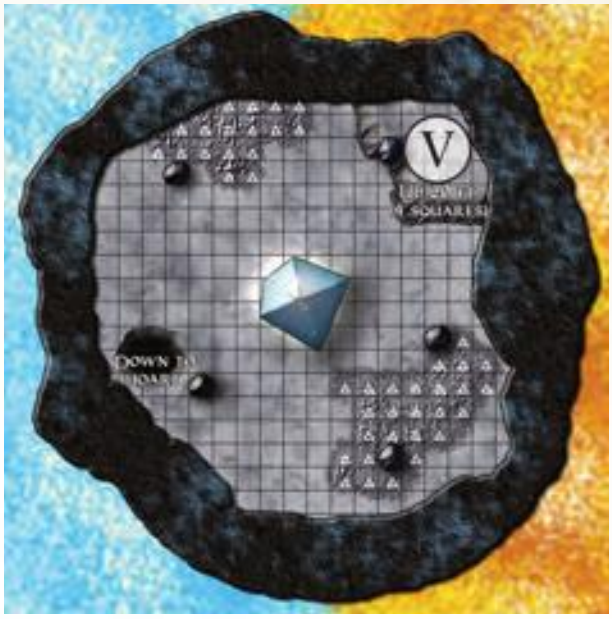
Astridaria is a chatty foe. She constantly quips and pontificates during her battle with the characters. Here are a few bits of dialogue for you to use during the battle.

*"You all are just the sickness of the universe made manifest. Crawling maggots trying to eat away and corrode the function that must occur."*

*"Please, this must be done. It is only through the crucible of this war that the universe can take on its true and just existence."*

*"The Chained One knew this to be true, but used the wrong implement to achieve the proper ends. It's not darkness that will bring everlasting harmony, but light!"*

*"Small-minded fools! You will see the light!"* (Usually uttered just before Astridaria uses her *breath weapon* against the characters).



one-quarter of her hit points (229), at which point she flees again. If cornered, she fights to the death.

## Features of the Area

**Walls:** The rugged stone of the walls is the same stone that comprises the outer walls of the monastery.

**Ledge:** The ledge consists of the same steel-hard, glasslike material as the floor of the array platform in the Chamber of Meditation. It is 20 feet high.

**Ceiling:** The ceiling is 60 feet high at the edges and 80 feet high toward the middle of the chamber. At the very center of the chamber, over the crystal, the monastery's chasm reaches skyward to the Chamber of Meditation.

**Stalagmites:** Stalagmites are blocking terrain and cover the entirety of their squares.

**Rubble:** Rubble is difficult terrain.

**Crystal:** The crystal is blocking terrain. Any creature touching it takes 50 radiant damage. If the crystal is within an area-of-effect attack that deals radiant damage, it flares up after that attack and makes the following attack.

**Radiant Feedback** (standard; recharge ⚄ ⚅) ✦ **Radiant**
Close burst 4; +25 vs. Fortitude; the target takes ongoing 15 radiant damage and is dazed (save ends both). Astridaria is immune to this effect.

## The Hoard Room

The cave just below this chamber is the site of Astridaria's hoard room. Guarding her hoard is a pair of constructs known as hoard guardians.

**2 Hoard Guardian Sentinels** **Level 20 Soldier**
Large natural animate (construct) XP 2,800 each

**Initiative** +15 **Senses** Perception +19, darkvision
**HP** 186; **Bloodied** 93
**AC** 34; **Fortitude** 32, **Reflex** 30, **Will** 28
**Immune** disease, poison, sleep
**Speed** 8

⊕ **Slam** (standard; at-will)
Reach 2; +23 vs. AC; 2d8 + 5 damage, and the sentinel marks the target (save ends) and pulls it 1 square.

↯ **No Escape** (immediate interrupt, when an enemy leaves an adjacent square; at-will)
+25 vs. Reflex; the target doesn't leave the square, and its movement ends.

**Concussive Breath** (standard; recharge ⚄ ⚅) ✦ **Force**
Close blast 5; +23 vs. Reflex; 2d10 + 5 force damage, and the sentinel slides the target 3 squares.

**Petrifying Eyes** (standard; recharge when no creature is affected by this power) ✦ **Cold, Gaze**
Ranged 5; +21 vs. Fortitude; 2d10 + 5 damage, and the target is dazed and slowed (save ends both). *First Failed Saving Throw:* The target is immobilized instead of dazed and slowed (save ends). *Second Failed Saving Throw:* The target becomes a statue of mithral and is petrified.

**Alignment** Unaligned **Languages** –
**Str** 24 (+15) **Dex** 17 (+11) **Wis** 19 (+12)
**Con** 18 (+12) **Int** 14 (+10) **Cha** 4 (+5)

### Tactics

If Astridaria is fighting with the sentinels, the pair form a defensive barrier between the characters and the mithral dragon, giving their mistress a degree of protection while she makes *dimensional strike* forays against soft targets.

Whether or not they are fighting in concert with Astridaria, the sentinels start their attack with *petrifying eyes* and then follow up with *concussive breath*. They use their slam attack only when their other powers are not available.

## Conclusion

Among Astridaria's hoard and the monastery's numerous memory crystals is a strange gray crystal. Though this gray crystal is also a memory crystal, it is not of githzerai make. It takes a DC 30 Arcana check to access its information, which is a jumble of fragmented memories and strange quotations in the Supernal language. By succeeding on the Arcana check, a character can learn that the crystal was constructed by Astridaria herself, and it details how she believes she could have succeeded in unifying the universe. It also explains a method for locating a wandering artifact called the *Crystal of the Ebon Flame* and a ritual to convert the artifact into an object of pure radiant energy, which was her next goal after reigniting the war between the Elemental Chaos and the Astral Sea.

STEPHEN RADNEY-MACFARLAND

# CITADEL OF THE GOLDEN ARCHITECT

**Gold dragon lair for five 24th-level adventurers**

In the Shadowfell, dark clouds tumble across the leaden skies over the Plain of Sighing Stones, but they bring no rain. Cerulean lightning lances between heaven and earth, scorching parched earth while thunder echoes for miles around. Legends tell of an angry god that lives in these clouds, a deity that betrayed its kin to bring comfort to death's scions, those giants that quit the mortal world to forge an empire in its dark reflection.

No god dwells in the perpetual storm, though. The clouds and lightning manifest a mighty dragon's suffering. Cursed with madness and condemned to live out its days as a prisoner of its own disinterest, compromising its once noble ideals to extend its existence in the company of those it detests, the dragon known as the Golden Architect is the doom of heaven, the fallen beast, and the scourge of the Shadowfell.

## Background

**Arcana or History DC 16:** Nearly a thousand years gone, and the Golden Architect's Citadel still roams the skies above the Plain of Sighing Stones, a grim testament to the evils worked in the lands it passes over. Ages ago, giants from the mortal world abandoned their holds to erect a new kingdom, a sprawling empire to immortalize their avarice and arrogance for all time. It was here, on this parched landscape, that some raised a great city, a walled monstrosity more massive than any city yet created by mortal hands. Its construction leached all the resources from the plain, turning it into the barren wasteland that it is today.

**History DC 20:** Though they were fully capable of constructing the city, the giants concerned themselves with combating the Shadowfell's influence and so left the work to their slaves. Cursed dark ones, shadowborn humans whose descendants still roam these lands, and others toiled endlessly to raise the death giants' city. Perhaps they might have fled, might have failed, but they could never falter—because always watching their progress was Golgorax the Golden Architect, a vile beast imprisoned in the floating Citadel, who designed the city and orchestrated its builders.

**History DC 27:** The Golden Architect was not always a cruel tyrant and was once counted among the most virtuous of his kind. Long had the dragon fought against Tiamat's servants, leading dragonborn against abishai, chromatic dragons, and dragonspawn. But each defeat and failure added to the dragon's bitterness, until one day—overcome with grief—the dragon fled the natural world to find the oblivion promised by the Shadowfell.

Not long after his arrival, the Shadowfell ran afoul of the death giants. Too weakened to fight, the dragon surrendered and swore oaths to his new masters, promising to build the city they desired. Though the dragon was already bound by his vows, the giants imprisoned the wyrm in a floating fortress so he could oversee the work and instruct their slaves. Confined in the structure and consumed with despair, the dragon went mad, and with his insanity came cruelty, callousness, and evil.

**History DC 30:** The dragon completed his task and the city was built. The giants did not dwell there long, however, because they proved unable to withstand the Shadowfell's influence. To buttress themselves against the approaching dissolution, they drained the souls from their thralls, which became horrific things trapped between life and death. Dark magic and darker deeds caused the city to crumble away. And after a generation, the once-grand city tumbled down to rubble and dust.

The dragon lived on even as the giants scattered, and he has languished in his fortress for centuries. Although the Citadel is more lair than prison now, the Golden Architect's broken spirit keeps him from leaving. A few death giants remain, captors turned servants. The dragon devours prisoners they capture while the giants consume their souls. They have persisted, but the magic in the Citadel is failing, and the denizens require more souls, more lives to continue their wretched existence. If they fail, they will find the oblivion they fear.

## Environment

The fortress is expertly crafted, assembled from sandstone blocks each as long and wide as a human is tall. Its great age and the Shadowfell's decaying influence have erased much of its splendor. The once-grand draconic images now look sinister and malformed, retaining only the barest suggestion of dragons festooning the exterior. Inside, the place is a collection of passages and chambers arranged as if by a madman. It stands as testament to Golgorax's state of mind as he added to its original structure.

Most of the place is dark, stained by wicked deeds. Light sources brought into its corridors and rooms seem dulled, deadened even though the range of their light is unchanged. Periodically, one can hear the high-pitched cackle of the mad dragon echoing through the passages, bouncing off the walls to distort in an unnerving manner.

From a distance, the Citadel is indistinguishable from a large, black cluster of cumulus clouds, and so it's easily mistaken for a storm. It is an error abetted by the bolts of lightning blasting the land below—those

same bolts had been used to shatter sandstone for the craftsmen to carve into bricks for the giants' city long ago. Reaching the Citadel is impossible unless a character has a way to fly or has patience enough to wait for the cloud to descend just before the death giants emerge to snatch up their next batch of victims. Flying characters can slip inside through the Eye in area 1 or through any of the gaps in the Citadel's floor.

The Citadel rises from the clouds, suspended in the air by ancient magic bound into the stones by the slaves' blood spilled when the structure was built. As presented, the Citadel is a freestanding structure, with other sections having long ago fallen or crumbled away. But you can expand the complex, adding extra levels below through which the adventurers must pass to reach the dragon in its lair.

The clouds supporting the Citadel are not natural phenomena but are instead warped souls trapped in the Shadowfell by death giant magic. Flying through them are all sorts of insubstantial undead, including wraiths, specters, and worse. Moving through the clouds does not draw the attention of these haunts, but those who linger might run into trouble in the form of five dread wraiths (*MM* 267).

**Illumination:** Unless otherwise noted, all rooms are dark.

**Ceiling:** Rooms and passages have ceilings 50 feet high, except where otherwise noted.

**Doors:** Stone doors are all closed and always open toward the west or south. Their size and weight require a DC 24 Strength check to open them, even when they are not locked.

**Gaps:** In places, the floor has fallen away. A creature that slips through the floor falls hundreds of feet until it lands on the Plain of Sighing Stones, likely taking 20d10 damage as a result.

### Golgorax, the Golden Architect

Golgorax is an emaciated gold dragon, a once-proud and mighty beast brought low by ennui and self-loathing. The Golden Architect can no longer muster the will to escape the Shadowfell and contents himself with inane conversation with the death giant attendants and those imagined ghosts from the dragon's past. Exposure to the Shadowfell and his soul's slow siphoning have weakened the Golden Architect, so now he is but a pale shadow of his former greatness.

The dragon rarely stirs from his lair, but his needs are considerable, and he and his death giant lackeys scour the Plain of Sighing Stones for chattel—those savage humanoids that inherited the lands wasted by the giants ages ago. As the cloudborne fortress skims the powdery landscape, giants disembark to round up victims, and feed their bodies to the dragon while keeping their souls for themselves.

## Area 1: The Dragon's Eye

A massive round chamber, this area features the Eye, an opening in the floor. In ancient days, Golgorax monitored his workers by peering through the opening.

To protect this chamber from unwanted guests, the death giants placed a number of sentinels to watch over the opening.

**Tactical Encounter:** "Mute Sentinels," page 142.

## Area 2: Hall of Curses

This hall tells the Golden Architect's tale in the paintings adorning its walls.

**When the PCs can see into this room, read:**
*Painted figures cover the walls in this long hallway. Two sets of stairs lead to exits. The stairs to the west are steep and end at massive stone doors, and the stairs to the north lead up to darkness. Part of the floor is missing here, and through the gap you can see dark clouds.*

Ordinarily this chamber is empty, but from time to time the death giants come here to check up on the undead in area 1.

**Western Doors:** Stone doors block passage to area 5. The doors are sealed, protected by a sturdy lock set in the center between each door. Opening the doors requires four successful Thievery checks before three failures against DC 29. If a character fails to open the door, it can thereafter be opened only by force (break DC 29, AC 4, Fortitude 12, Reflex 4, hp 80). Breaking open the doors automatically alerts all creatures in the complex.

## Area 3: The Portal Room

Once he had destroyed most of the death giants, Golgorax constructed this chamber as an escape route to the natural world. Malaise bred by long years spent in the Shadowfell has kept the dragon from using it. This fact has not prevented the dragon from protecting the room by setting a couple of traps and posting death giants nearby to prevent intrusion or escape.

Recently, a nightwalker has been roaming the complex, and it is puzzling over the traps in hopes of expanding its malign influence into the mortal world.

**Tactical Encounter:** "Night Haunt," page 144.

## Area 4: Stairs

The numerous staircases found in this chamber reveal the gold dragon's brimming madness. Death giant guards often linger here to escape the dragon's rages.

**When the PCs can see this room, read:**
*Staircases and landings fill this high-ceilinged chamber, constructed as if by a mad architect. Unfinished stairs extend out from walls painted with images of alcoves that seemingly serve no purpose. The southernmost staircase leads to an archway carved to resemble a dragon's maw.*

If the characters avoided facing the death giants during the "Night Haunt" encounter described on page 144, the giants make their stand here.

### Area 5: Lost Glory

The hallways here lead to different areas in the dungeon.

**When the PCs can see this area, read:**
*A tarnished copper statue in the center of this area captures a proud dragon's likeness. It wrought to depict the dragon in flight, wings extended out to either side and balanced on a long tail.*

*Four hallways extend away from the intersection. To the north, a short hall ends at descending stairs. The eastern and western halls end at doors. The southern hall extends for a bit before turning west.*

### Area 6: Storeroom

This storeroom holds barrels, boxes, crates, and empty shelves. All containers are empty and dry, though stains suggest they once held food, drink, and other supplies. No one in the complex comes here anymore; therefore, the characters, provided they are not fleeing from any of the Citadel's denizens, can take an extended rest in this room.

### Area 7: Slave Quarters

Long ago, dark ones, shadowborn humans, and other slaves languished in this room. Now the room holds only ghosts, figments from another time.

**When the PCs can see into this room, read:**
*Rotten, infested wood and brittle tangles of old bedding litter this chamber. Flitting about near the ceiling are ghostly forms.*

**Phantoms:** About a dozen or so harmless phantoms move about the ceiling. They do not respond to conversation.

**Secret Door:** The slaves built a secret passage in the wall (the door is visible with a DC 24 Perception check) to lead to the ovens so they could supplement their gruel with more substantial meals.

### Area 8: Death Chambers

Part barracks, part torture chambers, the death giants quarter here when not raiding for fresh victims or attending the Golden Architect in his sanctum.

**When the PCs can see these chambers, read:**
*A macabre scene stretches before you as you take in these chambers. The room near the doors is clearly a torture chamber, replete with a variety of implements used for inflicting pain.*

*Across the room is a short hall that opens into living quarters. There you see beds, chests, and a table, all sized for giants.*

These rooms are normally empty. The equipment here no longer functions, rusted or broken from hard use. The chamber beyond holds old furniture that has been equally abused. Blood stains the floor and is spattered on the walls. Nothing of value can be found in either chamber.

### Area 9: Ovens

Once serving as a kitchen for the living inhabitants, this room now serves to rid the complex of offal, bones, and other detritus.

**When the PCs enter this room, read:**
*Lining the northern and southern walls are two rows of black ovens. Crimson light shines through their grates and the fires fill the room with uncomfortable heat. Bits of rotten flesh, stains, and broken bones litter the floor.*

**Ovens:** Creatures touching the doors take 10 fire damage. Opening an oven door requires a DC 24 Strength check. A creature pushed or placed inside an oven takes 4d10 fire damage and ongoing 15 fire damage (save ends). A target cannot save against the ongoing damage if it ends its turn inside an oven.

### Area 10: Lair of the Golden Architect

Formerly a sumptuous chamber designed to house the dragon in comfort, long years of frustration and idle destruction have brought much of this room to ruin. The Golden Architect spends his time amid the wreckage, lamenting his fate and giving in to the insidious influence and malaise pervading the plane. Golgorax's attendants endure his insults and condemnations characterizing the long stretches between meals, and they shuffle about the room, tossing debris through the hole in the floor to keep the chamber free of rubble.

**Tactical Encounter:** "Gold Madness," page 146.

## Treasure

The lair contains four treasure parcels. Consider including two magic item parcels and two monetary parcels. You can place the treasure with the dragon or spread it around the Citadel. Here is sample treasure for a 24th-level party:

**Parcel 1:** Level 28 magic item from the players' wish lists.

**Parcel 2:** Level 27 magic item from the players' wish lists.

**Parcel 6:** 1,000 pp, a statue of a gold dragon carved from astral fire (worth 50,000 gp), a manuscript describing the lost arts of necromancy penned by Vecna (worth 50,000 gp), and a wooden coffer containing 10 emeralds (worth 5,000 gp each).

**Parcel 9:** A loose pile of 90,000 gp.

JASON A. ENGLE

# Mute Sentinels

**Encounter Level 24 (34,800 XP)**

## Setup

**2 death giant soulfire hurlers** (D)
**4 giant mummies** (M)

Positioned around the opening in the floor are four giant mummies, each the remains of a death giant that angered the Golden Architect. They stand here mutely, watchful for intruders as they stare through the opening at the nothing beyond.

Most of the time, the giant mummies are left alone, but when the characters enter the complex, a pair of death giant soulfire hurlers has come to check on them.

**When the PCs enter area 1, read:**

*A ledge extends out around the opening in the floor's center ending at the curved walls forming the room. Four hulking figures, each wrapped in fabric, stir with unlife. Green eyes flicker at your intrusion. You see a pair of doors behind one giant mummy. Beyond another, where a set of stairs climbs, you spy two coal-gray giants wreathed in ghostly shapes of what can only be souls.*

Place the miniatures where shown on the tactical map, and have the players place their miniatures in squares adjacent to the Eye. The creatures roll for initiative and attack when the first intruder enters. If the characters come to this room through area 2 or from some other direction, the mummies attack only if they or the death giants are first attacked.

## Tactics

The giant mummies each attack a different intruder to cast the widest net with their *despair* auras. On the first round, the giant mummies make bull rush attacks (+16 vs. Fortitude) against the characters to push them out over the opening in the floor. If one of the heroes attacks with a radiant power, all the giant mummies converge on that character and make *rotting slam* attacks until the character falls.

Given the somewhat cramped quarters in this room, the giant mummies likely catch one or more allies in their *dust of blinding death* attacks. The death giants are aware of this attack and try to keep at least

**2 Death Giant Soulfire Hurlers (D)** **Level 27 Artillery**
Large shadow humanoid (giant) XP 11,000 each

**Initiative** +22 **Senses** Perception +23; darkvision
**Soulsnatcher** aura 10; enemies within the aura take 5 necrotic damage and a -2 penalty to attack rolls and all defenses; a creature that dies within the aura bestows one soul shard to the death giant; see also *soul shroud*.
**HP** 180; **Bloodied** 90
**AC** 41; **Fortitude** 39, **Reflex** 41, **Will** 37
**Resist** 15 necrotic
**Speed** 7

⊕ **Greataxe** (standard; at-will) ✦ **Weapon**
Reach 2; +34 vs. AC; 2d6 + 11 damage (crit 6d6 + 18), and the target is pushed 1 square.

**Hurled Soulfire** (standard; at-will) ✦ **Necrotic**
Area burst 1 within 10; +32 vs. Reflex; 2d8 + 9 necrotic damage. The death giant can expend one soul shard to increase the power's damage to 4d8 + 9.

**Consume Soul Shard** (minor; at-will) ✦ **Healing**
The death giant expends one soul shard and regains 20 hit points.

**Soul Shroud**
The *soul shroud* contains soul shards that swirl around the death giant to protect and empower it. At the beginning of an encounter, the *soul shroud* contains four soul shards. When the *soul shroud* is depleted of soul shards, the death giant takes a -2 penalty to attack rolls.

**Alignment** Evil **Languages** Giant, Draconic
**Skills** Intimidate +22
**Str** 24 (+20) **Dex** 29 (+22) **Wis** 21 (+18)
**Con** 23 (+19) **Int** 12 (+14) **Cha** 18 (+17)
**Equipment** chainmail, greataxe

**4 Giant Mummies (M)** **Level 21 Brute**
Large natural humanoid (undead) XP 3,200 each

**Initiative** +12 **Senses** Perception +16; darkvision
**Despair (Fear)** aura 5; enemies within the aura take a -2 penalty to attack rolls against the giant mummy.
**HP** 240; **Bloodied** 120; see also *dust of death*
**Regeneration** 10 (if the giant mummy takes radiant damage, regeneration doesn't function on its next turn)
**AC** 33; **Fortitude** 34, **Reflex** 30, **Will** 31; see also *despair* above
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 fire
**Speed** 6

⊕ **Rotting Slam** (standard; at-will) ✦ **Disease, Necrotic**
+24 vs. AC; 3d8 + 6 necrotic damage, and the target contracts level 21 mummy rot (see below).

**Dust of Blinding Death** (when first bloodied and again when reduced to 0 hit points) ✦ **Acid**
The giant mummy releases a cloud of corrosive dust: close burst 2; +22 vs. Fortitude; 1d8 + 7 acid damage, and the target takes ongoing 10 acid damage and is blinded (save ends both).

**Alignment** Unaligned **Languages** Giant
**Str** 22 (+16) **Dex** 14 (+12) **Wis** 12 (+11)
**Con** 24 (+17) **Int** 6 (+8) **Cha** 16 (+13)

**Mummy Rot** Level 21 Disease **Endurance improve DC 29, maintain DC 24, worsen DC 23 or lower**

The target is cured ◀ **Initial Effect:** The target regains only half the normal number of hit points from healing effects. ◀▶ The target regains only half the normal number of hit points from healing effects. In addition, the target takes 10 necrotic damage, which cannot be healed until the target is cured of the disease. ▶ The target dies.

2 squares between them and their undead allies. If a giant mummy becomes blinded, it shifts in a random direction each round and attacks the closest creature it notices until it succeeds on a saving throw. The giant mummies fight until destroyed.

The death giant soulfire hurlers hang back in area 2 and use *hurled soulfire* against controllers and leaders lurking behind defenders. They use this tactic, falling back deeper into their room if needed, until they exhaust their soul shards. When they can't use their area attacks, they draw their greataxes and engage the lead characters in melee, slaying fallen characters to harvest new soul shards when possible.

The death giants fight until reduced to 44 or fewer hit points. One flees to enlist the death giants in area 4, while the other moves to area 10 to warn the gold dragon.

## Features of the Area

**Illumination:** Darkness.

**Doors:** Two sets of doors are set in the western walls, one off area 1 and the other leading from area 2. The doors off area 1 are unlocked and bear bas-reliefs of the death giant city, a jumble of towers, bridges, and steep walls. The doors leading from area 2 are described on page 139.

**Stairs:** A steep set of stairs climbs to area 2. Each space containing these stairs costs 3 squares of movement to enter. Both sets of stairs in area 2 also are steep and require 3 squares of movement to enter.

**Eye:** A 35-foot-diameter opening occupies the center of area 1. A character falling through the opening drops away to land on the Plain of Sighing Stones. The distance the character falls depends on how high the Citadel is flying (typically 200 feet).

**Damaged Floor:** The floor in area 2 is damaged. Any creature entering a space containing the damaged floor must succeed on a saving throw or fall through the crack to plummet to the plain as described on page 139.

**Statues:** Two statues flank the western doors in area 1. Each statue depicts a towering winged humanoid dressed in robes. In place of a head, each has a skull with green fire burning in the eye sockets. These statues contain necrotic power, and any undead creature starting its turn in a space adjacent to a statue gains 10 temporary hit points. Any living creature in a space adjacent to the statue regains only half its healing surge value when spending a healing surge.

A character can topple a statue with a DC 24 Strength check and cause any creature in the statue's path to be targeted by the following attack: reach 2; +24 vs. Reflex; 2d12 + 8 damage, and the target is knocked prone and is immobilized (save ends). A toppled statue loses its necrotic qualities. A statue has AC 4, Fortitude 10, Reflex 4, and 80 hit points. A DC 16 Athletics check is required to climb a statue.

**Hieroglyphics:** The walls throughout both rooms are painted in complex pictograms recounting the rise and fall of the death giant city. A character capable of reading the Davek or Supernal scripts can make out enough of their meaning to piece together the dragon's history as described in the "Background" entries on page 138.

# Night Haunt

**Encounter Level 24 (32,450 XP)**

## Setup

**1 that which should not be trap (W)**
**1 entropic collapse trap** (E)
**Askaran-Rus** (A)
**3 death giants** (G)

Askaran-Rus was once a mortal necromancer, but when his time ran out and his soul drifted to the Shadowfell, he refused to surrender to fate and instead gathered the stuff of shadow to construct a new body for himself—an obscene thing filled with cruelty, spite, and endless malice.

It was an accident that Askaran-Rus wound up in the Citadel. He, like others before him, sought to enslave the indigenous people wandering the Plain of Sighing Stones and was swept up with the rest when the Citadel descended. Neither the death giants nor the dragon has much interest in the nightwalker, and Askaran-Rus has little interest in them. What he seeks is escape, and he believes he has found it in the portal shining in this room.

This encounter can occur if the characters enter area 3 or area 4. See page 139 for details on area 4.

**When the PCs can see into area 3, read:**
*Beyond the doors, you see what looks to be a shrine of sorts. Strange pillars stretch fifty feet to the ceiling overhead, and a pale stone basin holds a bubbling noxious black slime. At the north end of the room, a shimmering window shines with blue light. You also see a towering figure of a black giant, composed of inky darkness except for its eyes, which burn with white light.*

## Tactics

Askaran-Rus goes on the offensive when he notices the characters. He makes a slam attack against any creature that comes within his reach and uses *void gaze* to rid himself of any defenders or melee strikers. He moves deeper into the room when possible, hoping to lure the adventurers into the area of entropic collapse or push them into that which should not be. He reserves *finger of death* for the character who annoys him the most. Askaran-Rus has no intention of dying today—or any other day. If he thinks he might lose, he'll look for an opportunity to escape.

The death giants respond to sounds of combat, starting on the second round, and move from their starting positions to investigate. Once the death giants join the fight, the nightwalker switches tactics. He uses *void gaze* to push enemies into squares adjacent to the death giants, so the giants can burn the adventurers with their burst attacks. The death giants rely on greataxe attacks until two or more enemies are in range of *soulfire burst*. The death giants fight until destroyed.

**Askaran-Rus (A)** **Level 24 Elite Brute (Leader)**
Large shadow humanoid (undead), nightwalker XP 12,100

**Initiative** +18 **Senses** Perception +17; darkvision
**Void Chill (Cold, Necrotic)** aura 5; each enemy that starts its turn in the aura takes 5 cold and necrotic damage and grants combat advantage until the start of the enemy's next turn.
**HP** 548; **Bloodied** 274
**AC** 35; **Fortitude** 37, **Reflex** 35, **Will** 37
**Immune** disease, poison; **Resist** 20 cold, 20 necrotic; **Vulnerable** 20 radiant
**Saving Throws** +2
**Speed** 8
**Action Points** 1

⊕ **Slam** (standard; at-will) ✦ **Cold, Necrotic**
Reach 2; +27 vs. AC; 1d8 + 8 damage plus 2d8 cold and necrotic damage, and the target is dazed until the end of Askaran-Rus's next turn.

↗ **Finger of Death** (standard; encounter) ✦ **Gaze, Necrotic**
Ranged 5; targets a bloodied creature; +25 vs. Fortitude; the target drops to 0 hit points. (Resistance to necrotic damage doesn't affect this power.)

✧ **Void Gaze** (minor 1/round; at-will) ✦ **Gaze, Necrotic**
Close blast 5; +25 vs. Will; 2d10 + 8 necrotic damage, Askaran-Rus pushes the target 4 squares, and the target takes a -2 penalty to all defenses (save ends).

**Alignment** Evil **Languages** Common, telepathy 20
**Skills** Stealth +23
**Str** 26 (+20) **Dex** 22 (+18) **Wis** 20 (+17)
**Con** 24 (+19) **Int** 16 (+15) **Cha** 26 (+20)

**3 Death Giants (G)** **Level 22 Brute**
Large shadow humanoid (giant) XP 4,150 each

**Initiative** +16 **Senses** Perception +19; darkvision
**Soulcatcher** aura 5; a creature that dies within the aura bestows one soul shard to the death giant (see *soul shroud*).
**HP** 255; **Bloodied** 127
**AC** 34; **Fortitude** 37, **Reflex** 33, **Will** 31
**Resist** 15 necrotic
**Speed** 7

⊕ **Greataxe** (standard; at-will) ✦ **Weapon**
Reach 2; +25 vs. AC; 4d6 + 9 damage (crit 4d6 + 33).

✧ **Soulfire Burst** (standard; at-will) ✦ **Necrotic**
Close burst 1; +23 vs. Reflex; 2d8 + 5 necrotic damage. The death giant must expend one soul shard to use this power.

**Consume Soul Shard** (minor; at-will) ✦ **Healing**
The death giant expends one soul shard and regains 20 hit points.

**Soul Shroud**
The *soul shroud* contains soul shards that swirl around the death giant to protect and empower it. At the beginning of an encounter, the *soul shroud* contains four soul shards. While the *soul shroud* is depleted of soul shards, the death giant takes a -2 penalty to attack rolls.

**Alignment** Evil **Languages** Giant
**Skills** Intimidate +18
**Str** 28 (+20) **Dex** 20 (+16) **Wis** 16 (+14)
**Con** 25 (+18) **Int** 12 (+12) **Cha** 15 (+13)
**Equipment** chainmail, greataxe

**Entropic Collapse (E)** **Level 23 Warder**
Trap XP 5,100

*This chamber swirls with dust, as though no one has disturbed the place in a long, long time.*

**Trap:** Golgorax relishes the idea of sharing his madness with creatures that would dare enter his Citadel. He had set his entropic collapse to release as soon as any creature—magical or not—comes within 2 squares of the portal. It creates a temporary unweaving of the strands of time. Although reality reasserts itself a few moments later, the damage to the psyches of those that glimpse beyond time takes longer to heal.

**Perception**
✦ DC 29: The character notices that the swirling dust appears to glow with faint luminescence.
**Additional Skill:** Arcana
✦ DC 24: The character notices and identifies the telltale dust glow that often presages entropic collapse.

**Trigger**
When a character moves into a square within 2 squares of the portal, or when a character 3 or fewer squares away uses an arcane power, the trap attacks.

**Attack ✦ Psychic**
**Opportunity Action** **Close** burst 3
**Target:** Each creature in burst
**Attack:** +29 vs. Will
**Hit:** 5d6 + 8 psychic damage, and the target is dazed (save ends).
**Miss:** Half damage, and the target is dazed (save ends).
**Special:** Immortals, animates, and undead are immune to the effects of an entropic collapse.

**That Which Should Not Be (W)** **Level 20 Blaster**
Trap XP 2,800

*A black soupy morass fills the basin and when a living creature draws near, it stirs into action.*

**Trap:** The basin ooze is a little touchy, and the trap springs as soon a living creature moves adjacent to it.

**Perception**
✦ DC 16: The character notices the foulness in the basin.
✦ DC 24: The character notices the fluids twitch and writhe.
**Initiative** +24

**Trigger**
When a character ends its movement in a space adjacent to the basin, the hazard rolls initiative and attacks on its turn.

**Attack ✦ Necrotic**
**Standard Action** **Melee** 5
**Target:** One creature
**Attack:** +23 vs. Reflex
**Hit:** 2d6 + 7 necrotic damage, and the target is grabbed. It takes a -5 penalty to attempts to escape the grab. The creature takes ongoing 10 necrotic damage as long as it is grabbed by that which should not be.
**Miss:** Half damage, and the target is knocked prone.
**Special:** That which should not be can have up to four creatures grabbed at once.

**Countermeasures**
✦ A creature can attack that which should not be with a fire attack (AC 32, other defenses 30). If that which should not be is hit with two fire attacks, it is disabled.
✦ With a DC 27 Strength check, a creature can knock the basin to the floor, spilling the ooze and disabling the trap.

## Features of the Area

**Illumination:** Light from the portal provides area 3 with dim light.

**Pillars:** Four 50-foot-tall pillars support the ceiling in area 3. Each pillar has AC 4, Fortitude 10, Reflex 4, and 80 hit points. Destroying a pillar causes it to create a zone of difficult terrain in a close burst 1 centered on the pillar that lasts until cleared. If three or more pillars fall, the ceiling starts to collapse. At the end of each round, make an attack against each creature in the room: +24 vs. Reflex; 2d6 + 7 damage, and the target is knocked prone. On a critical hit, the target is knocked prone and restrained (save ends). After 3 rounds of this, the entire ceiling collapses, automatically burying all creatures in the room. All creatures take 3d10 + 5 damage and are trapped. It takes a DC 26 Athletics check to crawl out of the rubble.

**Statues:** Two statues that depict fused bodies and faces trapped in stasis stand near the middle of area 3. Characters standing in spaces adjacent to these statues grant combat advantage to all enemies. Each statue has AC 4, Fortitude 10, Reflex 4, and 40 hit points. Reducing a statue to 0 hit points causes the statue to make the following attack: close burst 2: +24 vs. Will, and the target is pushed 3 squares and dazed (save ends).

**Permanent Portal:** The portal opens onto the natural world to a location of your choosing. A creature that moves through it passes to the natural world instantly, and the portal becomes inactive until the start of the next round.

**Stairs:** Characters climbing the stairs in area 4 must spend 3 squares of movement to enter their spaces.

# Gold Madness

**Encounter Level 26 (54,352 XP)**

## Setup

**Golgorax, the Golden Architect** (G)
**1 death titan** (T)
**2 voidsoul specters** (V)
**4 death thrall attendants** (D)

The Golden Architect coils around his treasure on the ledge overlooking the room, tossing insults and making impossible demands of his servants.

**When the PCs can see into this area, read:**
*Although this massive chamber stands in shambles, you can still see what this room once was. Walls bear gold leaf in strips. Intricate carvings evoke draconic imagery, wisdom, and architectural wonders—all captured in the complex pictographic patterns still visible in some places. The ceiling has largely given away, revealing ledges tens of feet in the air.*

*As you take in the scene, you notice shapes stirring in the room's shadows. Four large, shadowy humanoids turn eyes toward you, while n even larger one rises from its place to confront you from behind the bronze death mask concealing its features.*

*As the tension spikes, a shrill laugh sounds from above, and you see tarnished gold scales reflecting light dully from the draconic visage peering over the lip of the room's highest ledge.*

**Perception Check**
**DC 34** *You see pale figures swirling around inside the yawning hole in the floor.*

## Tactics

The battle here erupts swiftly. The giants and dragon converge on the adventurers in rage that their inner sanctum has been breached. The gold dragon descends from his ledge, using *fearsome presence* to daze the characters, and then he uses his *breath weapon*, not caring whether it catches his allies. The dragon maneuvers to keep allies inside his aura.

When the death titan exhausts its soul shards, the dragon uses *confer soul shard* to boost its ally's attacks. The death titan uses *soul devourer* against the lead character and then moves and spends its action point to make a melee or *soulfire burst* attack.

The death titan keeps moving to keep the largest number of adventurers inside its aura and fights alongside the thrall attendants so it can scoop up their soul shards when they are slain.

The voidsoul specters creep behind the characters' front lines to attack leaders, ranged strikers, and controllers. They avoid divine characters when possible, turning invisible to escape their notice. All the monsters fight until destroyed.

**Golgorax (G)** **Level 28 Elite Controller (Leader)**
Elder gold dragon
Huge natural magical beast (dragon, shapechanger) XP 26,000

**Initiative** +21 **Senses** Perception +23; darkvision
**Emboldening Flames (Fire)** aura 3; each ally within the aura deals 5 extra fire damage on its melee and ranged attacks.
**HP** 522; **Bloodied** 261; see also *bloodied breath*
**AC** 42; **Fortitude** 39, **Reflex** 42, **Will** 41
**Resist** 25 fire
**Saving Throws** +2
**Speed** 8, fly 12 (hover), overland flight 15
**Action Points** 1

⊕ **Bite** (standard; at-will) ✦ **Fire**
Reach 3; +33 vs. AC; 2d8 + 9 damage plus 2d8 fire damage.

⊕ **Claw** (standard; at-will)
Reach 3; +33 vs. AC; 2d8 + 9 damage.

⸸ **Double Attack** (standard; at-will)
The dragon makes two claw attacks.

✧ **Breath Weapon** (standard; encounter) ✦ **Fire**
Close blast 5; +30 vs. Reflex; 5d8 + 9 fire damage, and the target is weakened (save ends). *Miss:* Half damage.

✧ **Bloodied Breath** (immediate reaction, when first bloodied; encounter)
Golgorax's *breath weapon* recharges, and the dragon uses it immediately.

✧ **Fearsome Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +30 vs. Will; the target is dazed until the end of Golgorax's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

✧ **Fiery Rebuke** (immediate reaction, when hit by an attack; at-will) ✦ **Fire**
Close burst 5; +30 vs. Fortitude; the target is pushed 5 squares and takes ongoing 10 fire damage (save ends).

✧ **Shadow Gloom** (minor; recharge ⚄ ⁞⁞) ✦ **Necrotic**
Close burst 3; targets enemies; +30 vs. Will; the target slides 3 squares and is blinded (save ends).

✧ **Confer Soul Shard** (minor; encounter) ✦ **Necrotic**
The dragon donates part of his soul to a death giant: Ranged 5; targets death giants or death titans; the target gains one soul shard, and the dragon grants combat advantage until the start of his next turn.

**Change Shape** (minor; encounter) ✦ **Polymorph**
The dragon can alter its physical form to take on the appearance of any Medium humanoid or beast (see Change Shape, *MM* 280).

**Alignment** Evil **Languages** Common, Draconic, Giant
**Skills** Arcana +30, Athletics +28, Diplomacy +29, History +30, Insight +23, Intimidate +29, Religion +30

| | | |
|---|---|---|
| **Str** 28 (+23) | **Dex** 24 (+21) | **Wis** 19 (+18) |
| **Con** 29 (+23) | **Int** 32 (+25) | **Cha** 30 (+24) |

## Features of the Area

**Illumination:** Darkness.

**Ceiling:** A domed ceiling rises 100 feet overhead.

**Ledges:** The two ledges in this room are remnants of the multiple levels that made up this chamber. The northern ledge is 30 feet overhead, and the southern one is 60 feet above the floor. The lower ledge is unstable. Any Medium or larger creature that ends its movement there is subject to an attack: +30 vs. Reflex; the floor gives way, dropping the target to the floor below for 3d10 damage.

**Doors:** Unlocked stone doors lead into this room. Because of their size and weight, they require a DC 24 Strength check to open.

| **Death Titan (T)** | **Level 25 Elite Brute** |
|---|---|
| Huge shadow humanoid (giant) | XP 14,000 |

**Initiative** +18 **Senses** Perception +20; darkvision
**Soulburner** aura 5; enemies in the aura take a -2 penalty to attack rolls and defenses; a creature that dies within the aura bestows one soul shard to the death titan (see *soul shroud*).
**HP** 574; **Bloodied** 287
**AC** 39; **Fortitude** 42, **Reflex** 38, **Will** 35
**Resist** 30 necrotic
**Saving Throws** +2
**Speed** 8
**Action Points** 1

**Greataxe** (standard; at-will) ✦ **Weapon**
Reach 3; +28 vs. AC; 2d8 + 10 damage (crit 6d8 + 26).

**Double Attack** (standard; at-will)
The death titan makes two greataxe attacks.

**Soul Devourer** (standard; recharge ⚅) ✦ **Necrotic**
Ranged 5; +28 vs. Fortitude; the target loses a healing surge, and the death titan's soul shroud gains one soul shard. A target without healing surges takes damage equal to half its total hit points.

**Soulfire Burst** (standard; at-will) ✦ **Necrotic**
Close burst 1; +26 vs. Reflex; 2d12 + 6 necrotic damage. The death titan must expend one soul shard to use this power.

**Consume Soul Shard** (minor; at-will) ✦ **Healing**
The death titan expends one soul shard and regains 20 hit points.

**Soul Shroud**
The *soul shroud* contains soul shards that swirl around the death titan to protect and empower it. At the beginning of an encounter, the *soul shroud* contains four soul shards. While the *soul shroud* is depleted of soul shards, the death titan takes a -2 penalty to attack rolls.

**Alignment** Evil **Languages** Giant
**Skills** Intimidate +20
**Str** 31 (+22) **Dex** 23 (+18) **Wis** 17 (+15)
**Con** 27 (+20) **Int** 12 (+13) **Cha** 16 (+15)
**Equipment** plate armor, greataxe

**Statues:** Four obsidian statues depicting the likeness of the gold dragon flank each set of doors. These statues radiate malice, and fear attacks against creatures in spaces adjacent to the statues gain a +2 bonus to the attack rolls.

| **2 Voidsoul Specters (V)** | **Level 23 Lurker** |
|---|---|
| Medium shadow humanoid (undead) | XP 5,100 each |

**Initiative** +23 **Senses** Perception +16; darkvision
**Spectral Cold** (**Cold**) aura 1; each enemy that starts its turn within the aura takes 10 cold damage and takes a -2 penalty to all defenses until the start of its next turn.
**HP** 115; **Bloodied** 57
**AC** 35; **Fortitude** 32, **Reflex** 35, **Will** 34
**Immune** disease, poison; **Resist** 30 necrotic, insubstantial; **Vulnerable** 10 radiant
**Speed** fly 8 (hover); phasing

**Spectral Touch** (standard; at-will) ✦ **Necrotic**
+25 vs. Reflex; 2d12 + 6 necrotic damage.

**Life Siphon** (standard; encounter) ✦ **Healing, Necrotic**
Close blast 5; +25 vs. Fortitude; 2d12 + 6 necrotic damage, and the voidsoul specter regains 5 hit points for every creature damaged by the attack.

**Invisibility** (minor 1/round; at-will) ✦ **Illusion**
The voidsoul specter becomes invisible until it attacks or until it is hit by an attack. It remains invisible while using *life siphon*.

**Alignment** Chaotic evil **Languages** Common
**Skills** Stealth +24
**Str** 12 (+12) **Dex** 26 (+19) **Wis** 10 (+11)
**Con** 19 (+15) **Int** 11 (+11) **Cha** 23 (+17)

| **4 Death Thrall Attendants (D)** | **Level 22 Minion Brute** |
|---|---|
| Large shadow humanoid (giant) | XP 1,038 each |

**Initiative** +16 **Senses** Perception +19; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 34; **Fortitude** 36, **Reflex** 33, **Will** 32
**Resist** 15 necrotic
**Speed** 7

**Greataxe** (standard; at-will) ✦ **Weapon**
Reach 2; +25 vs. AC; 11 damage (crit 21 damage).

**Soulfire Explosion** (when reduced to 0 hit points) ✦ **Necrotic**
Close burst 1; +23 vs. Reflex; 5 damage and the target loses a healing surge. If the target doesn't have a healing surge available, it takes damage equal to its healing surge value.

**Soul Thrall**
An attendant gains a +2 bonus to attack rolls while in a death giant's or death titan's aura.

**Alignment** Evil **Languages** Giant
**Str** 28 (+20) **Dex** 20 (+16) **Wis** 16 (+14)
**Con** 25 (+18) **Int** 12 (+12) **Cha** 15 (+13)
**Equipment** chainmail, greataxe

Each statue has AC 4, Fortitude 10, Reflex 4, and 80 hit points. If a statue is destroyed, the gold dragon becomes enraged and will spend his action point during his next turn.

**Gap:** A hole in the floor drops away to open air. A character falling through the opening lands on the Plain of Sighing Stones. The distance the character falls depends on how high the citadel is flying (typically 200 feet).

**Damaged Floor:** Each space adjacent to the gap is considered damaged. Any creature that enters a space containing damaged floor must succeed on a saving throw or fall through the crack to plummet to the Plain.

# THE EARTHEN DAGGER

**Mercury dragon lair for five 26th-level adventurers**

Throughout the tempestuous realms of the Elemental Chaos, massive "earthbergs" float through seas of water or magma, and even through the smoke and the empty skies. Some are tiny, mere rocks defying gravity; others are the size of great islands. These are often inhabited by great elementals, by demons, by slaads, by archons, and, yes, by dragons.

One of these, a great inverted mountain called the Earthen Dagger, is perhaps among the most dangerous—not just because it is the home of an amoral dragon of ancient age and mercenary temperament, not merely due to the potent elementals that guard him, not even because of the molten flows and poisonous fumes that rise from the hollows of the mountain as though fed by eternal springs. No, the Earthen Dagger poses such a threat because, thanks to planar magics that infuse its every rock, its orbit carries the earthberg—at seemingly random but all too frequent intervals—from the Elemental Chaos to the clouded skies of the world.

## Background

**Arcana or History DC 17:** There's no telling who or what might have occupied the Earthen Dagger in epochs past. Maybe the mountain occurred naturally in the turbulent Elemental Chaos, or perhaps it was ripped away from a larger landmass and deliberately set afloat. Doubtless, it played home to a wide variety of creatures throughout the years, and it surely spent many more years bereft of inhabitants as it passed through realms of poison, ice, and fire. During its sporadic visits to the mortal realm, powerful wizards and lesser dragons established lairs in its caverns only to find themselves assailed by dangers for which they were woefully unprepared when the mountain returned to its home plane. And then it was found, during one of its mortal world excursions, by the mercury dragon Tananzinaen.

**History DC 22:** A young dragon at the time, Tananzinaen had worked alongside several other dragons, both metallic and chromatic. Rather than compete for his own treasure and territory, Tananzinaen elected to help other dragons establish their territories, in exchange for hunting rights and a small percentage of their collected hoards. At one point, two rival dragons learned that Tananzinaen had hired himself out to both of them, and they expressed their displeasure with him violently. Escaping with nothing more than his life—and only barely that—the mercury dragon stumbled upon the Earthen Dagger and took shelter in its crags, hoping its movements would take him beyond his enemies' territories. Like so many before him, he was swept along when it returned to the Elemental Chaos—but unlike those before him, Tananzinaen was rugged enough to survive the new environment.

**History DC 28:** The ever-pragmatic dragon immediately recognized the value of such a lair. A sanctum that would, on a regular and (after long-term observation) predictable basis, take him to another world where his enemies could not follow was worth a great deal. Tananzinaen made himself at home and continued to hire out his services—as soldier, scout, courier, enforcer, or assassin—to other dragons as well as to mortal kings, emperors, priests, and criminals. He made certain to never again hire himself out to both sides of a conflict, and he swiftly found himself rolling in riches with contacts amid the rich and powerful across the world.

**History DC 31:** As he grew older and became powerful enough that hiding and secrecy were no longer of great concern, Tananzinaen began accepting contracts from creatures of the Elemental Chaos. At times, he worked for various sorts of elementals, but his most frequent employer became the Caliph Ma'mun, a political rival of the efreet Sultan of the City of Brass. As part of his payment, Tananzinaen demanded that the caliph supply him with guards, loyal soldiers that would protect his treasures and his lair when he was away.

And thus it stands today: A mercenary dragon, ancient and powerful, lairs within a floating isle that takes him from the mortal world to the Elemental Chaos and back, keeping him mostly out of reach of the many parties he has wronged. Only the greatest of heroes can hope to reach the Earthen Dagger, let alone fight their way through Tananzinaen's elemental guards and finally end the threat of the ancient dragon.

## Environment

There's nothing remotely normal about the Earthen Dagger and its environs. The inverted mountain floats through the skies of both the mortal realm and the Elemental Chaos. You might decide to give the characters a break and have the winds and weather remain relatively clear. Or you might buffet them with powerful storms or, in the Elemental Chaos, gusts of fire and toxic rains.

The outside slope of the mountain requires a DC 30 Athletics check to climb—in part because of its rough stone and the movement of the mountain, and in part because anyone scaling the mountain must contend with the outward angle of the slope.

The mountain is cloaked in a faint haze, toxic and uncomfortably hot. In addition to its combat effects (defined in the tactical encounters), it has a long-term impact on creatures. This is considered an environmental danger (*DMG* 158) consisting of pervasive smoke, requiring characters to make DC 26 Endurance checks when they enter this area for the first time (or when they reenter it after leaving). Anyone who fails this check loses a healing surge. This danger comes from a combination of the toxic haze and the heat, neither of which is nearly as dangerous on its own. Any creature immune to either fire or poison is not harmed by the haze.

When you run these encounters, decide how high off the ground the mountain is flying. It is important to establish the earthberg's flying height because creatures might find themselves pushed off the edges of area 1 or into the hole and down the slope providing egress from area 2.

The map shows only two levels of the mountain, but others could continue below these, either extensions of Tananzinaen's lair or home to something else of which even the dragon is unaware.

**As the PCs approach the floating isle, read:**
*You see an enormous mass of stone hanging in the sky. It's in the shape of a great mountain, but it is widest on top and tapers to a twisted point hundreds of feet lower. A shimmering haze hovers above its surface, and thick plumes of dark smoke rise from caverns deep within.*

JASON A. ENGLE

### Area 1: The Upper Level

This topmost level of the earthberg is a rugged stone surface, replete with numerous gaping craters that provide access to the level (or levels, if you choose) below. A broad plateau of stone on the southern end rises higher than its surroundings. The efreet guards dwell in a separate area, but most spend their waking hours here.

**Tactical Encounter:** "Fire at Will," page 150, and possibly "Poisoned Pit," page 152.

### Area 2: The Lower Level

This is the lair of Tananzinaen. The efreets do not come here unless in pursuit of invaders. The dragon is guarded by strange creatures formed of toxic haze called venomous remnants, formed by means of an ancient ritual around the escaping essences of those slain by the poisonous smoke. Tananzinaen does not take kindly to intrusion into his lair, and if the characters make it this far without being politely escorted out by the efreets, he assumes that they are enemies.

**Tactical Encounter:** "Fire at Will," page 150, and "Poisoned Pit," page 152.

## Treasure

Hidden in the lower level—within the areas of liquid stone, necrotic crystal, and/or toxic smoke—the characters might find wealth and magic items equivalent to two level 28 treasure parcels.

# Fire at Will

**Encounter Level 26 (53,300 XP)**

## Setup

**3 efreet flamestriders** (F)
**1 efreet karadjin** (K)
**1 efreet pyresinger** (P)
**1 thunderblast cyclone** (C)

The efreets that stand watch over Tananzinaen's lair, as part of his long-term payment from the Caliph Ma'mun, are vicious combatants, and they take their responsibility as sentries seriously. If any strangers—such as the characters—set foot upon the dragon's isle, the efreet karadjin challenges them, demanding to know their purpose. If they don't answer properly—if they do not swiftly convince it that they have come to hire the dragon for some great purpose—the karadjin demands they leave and immediately moves to attack.

**When the PCs first set foot on the earthberg, read:**

*As you set foot on the floating isle, you can feel the heat radiating from the stone surface. An array of ledges and narrow bridges overlook a deep chasm shrouded in dense haze. You can't see what lies below.*

*A thunderous voice, with an undertone of roiling flame, calls through the haze.*

**If any of the PCs speak or understand Draconic, continue:**

*"You have trespassed upon the sovereign domain of the mighty and blessed Tananzinaen, He of the Quicksilver Hide. Explain yourselves swiftly, lest you burn."*

**When the efreets attack, read:**

*Several forms appear in the haze. They have flames flickering across their flesh. One is taller than an ogre and carries a blazing scimitar. The others are slender and move about in the distance. Atop the eastern mesa, you see a whirling cyclone that seems to have lights reminiscent of eyes inside its shapeless form. As you take in this scene, two more efreets rise on columns of fire through the haze below.*

**Arcana Check**
**DC 26** *The smoke that wafts up from below is particularly noxious, leading you to the conclusion that exposure to it would increase your susceptibility to poison.*

## Tactics

The efreet karadjin and the flamestriders close to melee, while the pyresinger and the thunderblast cyclone remain at range, flying back and forth between areas or hovering off the edge of the earthberg to prevent characters from drawing near.

**3 Efreet Flamestriders (F)** **Level 23 Skirmisher**
Large elemental humanoid (fire) XP 5,100 each

**Initiative** +20 **Senses** Perception +15
**Blazing Soul (Fire)** aura 1; each creature within the aura that is taking ongoing fire damage takes 5 extra ongoing fire damage.
**HP** 217; **Bloodied** 108
**AC** 37; **Fortitude** 36, **Reflex** 35, **Will** 34
**Immune** fire
**Speed** 6, fly 8 (hover); see also *fiery teleport*

⨺ **Scimitar** (standard; at-will) ✦ **Fire, Weapon**
Reach 2; +28 vs. AC; 2d10 + 8 damage (crit 6d10 + 28), and ongoing 5 fire damage (save ends).

↛ **Fiery Grasp** (standard; at-will) ✦ **Fire**
Ranged 20; a fiery hand appears and grabs the target; +25 vs. Reflex; 1d6 + 8 fire damage, and the target takes ongoing 10 fire damage and is immobilized (save ends both).

**Fiery Teleport** (move; at-will) ✦ **Teleportion**
The flamestrider can teleport 20 squares, reappearing in a puff of smoke; its destination must be adjacent to a fire creature or a fire.

**Alignment** Evil **Languages** Primordial
**Skills** Bluff +22, Insight +20, Intimidate +20
**Str** 27 (+19) **Dex** 24 (+18) **Wis** 18 (+15)
**Con** 25 (+18) **Int** 16 (+14) **Cha** 22 (+17)
**Equipment** scimitar

**Efreet Karadjin (K)** **Level 28 Soldier (Leader)**
Large elemental humanoid (fire) XP 13,000

**Initiative** +23 **Senses** Perception +23
**HP** 260; **Bloodied** 130
AC 44; **Fortitude** 45, **Reflex** 42, **Will** 42
**Immune** fire
**Speed** 6, fly 8 (hover)

⨺ **Scimitar of Horrendous Flame** (standard; at-will) ✦ **Fire, Weapon**
Reach 2; +35 vs. AC; 2d10 + 9 damage (crit 6d10 + 29) plus 1d10 fire damage, and the target takes ongoing 15 fire damage and is immobilized (save ends both). *Aftereffect:* Ongoing 15 fire damage (save ends). Saving throws against this power take a -2 penalty.

↯ **Fiery Vendetta** (immediate reaction, when an enemy within reach attacks one of the efreet karadjin's allies; at-will) ✦ **Fire, Weapon**
The efreet karadjin makes a melee basic attack against the triggering enemy.

**Elemental Command** (minor; at-will)
One allied elemental creature within 10 squares of the efreet karadjin (and within its line of sight) shifts.

**Alignment** Evil **Languages** Draconic, Primordial
**Skills** Arcana +25, Bluff +26, Insight +23, Intimidate +26
**Str** 28 (+23) **Dex** 25 (+21) **Wis** 18 (+18)
**Con** 30 (+24) **Int** 22 (+20) **Cha** 25 (+21)
**Equipment** scimitar

The melee combatants favor pushing characters off edges or the bridge if circumstances allow, since they can easily follow using flight or teleportation. All the creatures fight to the death.

**Efreet Pyresinger (P)** **Level 25 Controller**
Large elemental humanoid (fire) XP 7,000

**Initiative** +20 **Senses** Perception +16
**Fiery Soul (Fire)** aura 1; each creature that enters the aura or starts its turn there takes 10 fire damage; each creature within the aura that is taking ongoing fire damage takes 5 extra ongoing fire damage.
**HP** 233; **Bloodied** 116
**AC** 40; **Fortitude** 37, **Reflex** 36, **Will** 36
**Immune** fire
**Speed** 6, fly 8 (hover)

⊕ **Scimitar** (standard; at-will) ✦ **Fire, Weapon**
Reach 2; +30 vs. AC; 2d10 + 9 damage (crit 6d10 + 29), and ongoing 5 fire damage (save ends).

↗ **Fire Bolt** (standard; at-will) ✦ **Fire, Weapon**
Ranged 10; +31 vs. AC; 3d6 + 8 fire damage, and ongoing 5 fire damage (save ends).

↗ **Fiery Chains** (standard; recharge ⚅ ⚅ ⚅) ✦ **Fire**
Ranged 10; +28 vs. Reflex; 2d8 + 7 fire damage, and the target takes ongoing 20 fire damage and is restrained (save ends both). As a move action, the efreet pyresinger can slide a target wrapped in *fiery chains* 1 square.

✵ **Sheets of Flame** (standard; recharge ⚅ ⚅ ⚅) ✦ **Fire, Zone**
Area burst 3 within 20; the pyresinger fills the area with 20-foot-high sheets of roaring flame. Any creature that enters the area or begins its turn in it or adjacent to it takes 10 fire damage. The sheets of flame block line of sight and last until the end of the pyresinger's next turn.

**Alignment** Evil **Languages** Draconic, Primordial
**Skills** Arcana +22, Bluff +25, Diplomacy +25, Insight +21, Intimidate +25
**Str** 29 (+21) **Dex** 26 (+20) **Wis** 18 (+16)
**Con** 25 (+19) **Int** 20 (+17) **Cha** 26 (+20)
**Equipment** scimitar, scepter

**Thunderblast Cyclone (C)** **Level 26 Elite Artillery**
Huge elemental magical beast (air, water) XP 18,000

**Initiative** +24 **Senses** Perception +16
**HP** 382; **Bloodied** 191
**AC** 42; **Fortitude** 40, **Reflex** 42, **Will** 35
**Immune** disease, poison; **Resist** 30 lightning, 30 thunder
**Saving Throws** +2
**Speed** fly 10 (hover)
**Action Points** 1

⊕ **Lightning Arc** (standard; at-will) ✦ **Lightning**
Reach 3; +29 vs. Reflex; 2d8 + 11 lightning damage.

↗ **Lightning Bolt** (standard; at-will) ✦ **Lightning**
Ranged 10; +29 vs. Reflex; 2d8 + 11 lightning damage.

✧ **Thunderclap** (standard; at-will) ✦ **Thunder**
Close burst 2; +28 vs. Fortitude; 2d10 + 9 thunder damage.

✧ **Charged Mist** (standard; recharge ⚅ ⚅) ✦ **Lightning**
Close burst 3; no attack roll; 1d10 + 9 lightning damage, and the thunderblast cyclone becomes insubstantial until the end of its next turn.

✵ **Lightning Storm** (standard; begins uncharged; recharges when the fireburst cyclone uses *charged mist*) ✦ **Lightning, Thunder**
Area burst 3 within 20; +29 vs. Reflex; 6d8 + 9 lightning and thunder damage. *Miss:* Half damage.

**Alignment** Unaligned **Languages** Primordial
**Str** 25 (+20) **Dex** 32 (+24) **Wis** 17 (+16)
**Con** 29 (+22) **Int** 8 (+12) **Cha** 15 (+15)

## Features of the Area

**Illumination:** Bright light.

**Bridges:** The bridges run above the interior of the Earthen Dagger, which is represented in the "Poisoned Pit" encounter on the following page.

**Elevation:** The elevation numbers on the map indicate the distance above the floor of the poisoned pit.

**Ledges:** The dashed lines on the map represent places where a ledge drops off from area 1 into area 2. These vertical surfaces require a DC 28 Athletics check to climb.

**Pervasive Haze:** The entire earthberg is cocooned in a faint haze. Creatures treat all squares more than 5 squares away as lightly obscured. The area below the bridges is heavily obscured, meaning creatures can't see down into the poisoned pit.

**Slopes:** A slope counts as difficult terrain for creatures moving up, but not down. A creature that is pushed or that slides down a slope moves 1 extra square, and a character that falls prone on a slope slides 1 square in the direction of lower elevation.

**Toxic Smoke:** The purple blotches on one of the bridges and on the western edge of the largest hole represent toxic smoke billowing up from below. The smoke is also present in the squares on either side of the bridge and those adjacent to the western ledge. A creature that begins its turn in toxic smoke gains vulnerable 10 poison until the end of its next turn.

# Poisoned Pit

**Encounter Level 29 (88,500 XP)**

## Setup

**Tananzinaen, ancient mercury dragon** (T)
**6 venomous remnants** (V)

The lower level of the earthberg is Tananzinaen's lair, where he basks in the warmth and the toxic fumes of the isle's molten pools. Whether he remained unaware of the combat above or chose to allow his guards to handle it, he did not emerge during the initial combat–but once the characters reach the lower level, he deems them a true threat.

**When the PCs enter the lowest level, read:**
*The flickering of molten rock, roiling clouds of toxic fumes, and thick shadows transform the cavern into an echo of the deepest hells.*

**If the PCs arrive more than 10 squares away from the dragon, continue with:**
*The air here is so thick with fumes that you can barely make out the features in front of you.*

**If the PCs arrive or move to within 5 squares of any venomous remnant, continue with:**
*Here and there, a thick pocket of haze seems to be moving. Tendrils of smoke form coiling, winding arms, and burning embers slowly blink, revealing themselves as eyes.*

| **Tananzinaen (T)** | **Level 29 Solo Lurker** |
|---|---|
| Ancient mercury dragon<br>Gargantuan natural magical beast (dragon, shapechanger) | XP 75,000 |

**Initiative** +28 **Senses** Perception +22; darkvision
**HP** 1,044; **Bloodied** 522; see also *bloodied breath*
**AC** 43; **Fortitude** 42, **Reflex** 43, **Will** 39
**Resist** 10 fire, 30 poison
**Saving Throws** +5
**Speed** 9, fly 8 (hover), overland flight 15
**Action Points** 2

**Claw** (standard; at-will)
Reach 4; +32 vs. AC; 2d8 + 12 damage.

**Bite** (standard; at-will)
Reach 4; +32 vs. AC; 2d10 + 12 damage.

**Draconic Fury** (standard; at-will)
The dragon makes two claw attacks and one bite attack.

**Quick Snap** (immediate interrupt, when an enemy moves adjacent to the dragon; at-will)
Tananzinaen makes a bite attack against the triggering enemy. On a hit, the target also grants combat advantage to Tananzinaen (save ends).

**Breath Weapon** (standard; recharge ⚄ ⁞⁞) ✦ **Poison**
Close blast 5; +32 vs. Fortitude; 4d8 + 8 poison damage, and the target takes ongoing 15 poison damage and treats the mercury dragon as invisible (save ends both). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and Tananzinaen uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +32 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Caliph's Reward** (minor; usable only while bloodied; encounter) ✦ **Fire**
Close burst 10; targets enemies; +30 vs. Reflex; the target takes ongoing 15 fire damage and a -2 penalty to all defenses (save ends both).

**Fluid Shape** (immediate interrupt; when an enemy targets the dragon; requires a creature be adjacent to the dragon; recharge ⚄ ⁞⁞) ✦ **Polymorph**
The triggering attack targets a different creature adjacent to Tananzinaen.

**Quicksilver Form** (move action; encounter) ✦ **Polymorph**
Tananzinaen becomes a liquid wave of quicksilver and shifts 8 squares. He remains in quicksilver form until the end of his next turn. While in quicksilver form, Tananzinaen can't attack or fly, but gains a climb speed of 6, ignores difficult terrain, and doesn't provoke opportunity attacks. He can squeeze through any aperture a Tiny creature could fit through. Tananzinaen can return to his normal form as a free action on his turn. When he returns to normal, each creature within 2 squares grants combat advantage to him until the end of his next turn. *Sustain Minor:* The quicksilver form persists.

**Change Shape** (minor; at-will) ✦ **Polymorph**
Tananzinaen can alter his physical form to appear as any Medium or Large humanoid, including a unique individual (see "Change Shape," *MM2* 216).

**Combat Advantage**
Tananzinaen deals 3d6 extra damage against a target granting combat advantage to him.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Acrobatics +29, Bluff +26, Stealth +29

| | | |
|---|---|---|
| **Str** 26 (+22) | **Dex** 31 (+24) | **Wis** 17 (+17) |
| **Con** 21 (+19) | **Int** 15 (+16) | **Cha** 24 (+21) |

**If the PCs arrive or move to within 10 squares of the dragon, continue with:**

*In the darkest reaches of the cave, something stirs, something impossibly huge. It blends with the smoke, but you can see that its hide shimmers like liquid in the flickering light of the magma nearby.*

**6 Venomous Remnants (V)** **Level 26 Minion Artillery**
Medium elemental animate XP 2,250 each

**Initiative** +19 **Senses** Perception +18; darkvision
**Choking Aura (Poison)** aura 2; each living creature that enters the aura or starts its turn there takes 5 poison damage.
**HP** 1; a missed attack never damages a minion.
**AC** 38; **Fortitude** 37, **Reflex** 36, **Will** 39
**Immune** disease, poison
**Speed** fly 7 (hover)

**Toxic Touch** (standard; at-will) ✦ **Poison**
+31 vs. Reflex; 8 poison damage.

**Toxic Breath** (standard; at-will) ✦ **Poison**
Ranged 20; +33 vs. Fortitude; 12 poison damage.

**Venomous Rain** (standard; encounter) ✦ **Poison**
Area burst 3 within 20; targets enemies; +33 vs. Fortitude; the target loses any resistance to poison until the end of the venomous remnant's next turn and takes 10 poison damage.
*Effect:* Each venomous remnant in the area gains a +5 bonus to defenses until the end of the triggering remnant's next turn.

**Alignment** Unaligned **Languages** Abyssal, Draconic

| | | |
|---|---|---|
| **Str** 16 (+16) | **Dex** 22 (+19) | **Wis** 20 (+18) |
| **Con** 25 (+20) | **Int** 14 (+15) | **Cha** 28 (+22) |

## Tactics

When combat begins, the venomous remnants approach from multiple directions, possibly even departing the floor of the area and returning from another angle, rather than clumping up to offer characters the opportunity to take them down with a single area effect. They prefer to fight either in the toxic smoke or above the molten squares, because their ability to hover and their poison immunity grant them great tactical advantage in those areas. They take turns using *venomous rain* to make their and Tananzinaen's attacks more effective and to prolong their lives. Venomous remnants fight until destroyed.

Tananzinaen begins combat with his *breath weapon*, if doing so is tactically sound. Otherwise, he focuses an array of melee attacks against a single foe. In any case, Tananzinaen rarely engages in battle for more than a round or two at a time. By using *frightful presence*, his *breath weapon*'s invisibility, *quicksilver form*, or simple shift-and-move tactics, he moves away from melee after a round or two and departs the level. He either reenters with Stealth (keep in mind the concealment offered by the haze and smoke) or entices the characters to come after him—whatever it takes to become hidden or gain combat advantage.

Tananzinaen is a patient fighter, and he's quite content to force the characters to chase him up and down the two levels of the mountain as he watches for opportunities to ambush them (or possibly push them off the edges). He does not, however, grant them an opportunity for a rest; if it appears they aren't going to follow him after a minute or two, he reappears, engages in combat for a round or two, and retreats once more. Like the venomous remnants, he prefers to fight in the toxic smoke—or at least against foes that are in it.

This is Tananzinaen's lair, his treasure, and his place of business. Although he might seem to retreat, as described above, he never departs. He fights to the death to defend his home.

## Features of the Area

**Illumination**: Dim light.

**Ceiling:** Much of the lower level is open to the sky. In the east, the ceiling slopes, from as high as 70 feet to as low as 30 feet.

**Pervasive Haze:** The entire lower area of the earthberg is cocooned in a thick haze. Creatures treat all squares more than 5 squares away as lightly obscured and all squares more than 10 squares away as heavily obscured.

**Hole:** The hole drops roughly 20 feet straight down before turning into a steep slope that runs for another 40 feet to the southeast, leading to an exit from the mountain (not shown on the map). It requires a DC 28 Athletics check to climb.

**Walls and Pillars:** The various vertical surfaces here require a DC 28 Athletics check to climb.

**Molten Rock:** A creature that enters or starts its turn in a square of molten rock (the red areas) takes 10 fire damage and is slowed until the start of its next turn.

**Necrotic Crystal:** This deep violet crystal radiates necrotic magic. Any attack against a creature standing in a patch of necrotic crystal scores a critical hit on a roll of 18–20. On such a critical hit, half the damage is necrotic rather than the attack's normal damage type. (Flying creatures are unaffected, unless they land in such a square.)

**Toxic Smoke:** The smoke in the areas represented by purple blotches rises from the molten rock. A creature that begins its turn in this toxic smoke gains vulnerable 10 poison until the end of its next turn.

CHAPTER 4

# New Monsters

LARS GRANT-WEST

THE FIVE varieties of metallic dragon introduced in *Monster Manual 2*—the adamantine, iron, copper, silver, and gold—are the most common kinds. Many other metallic dragons roam the world and the planes beyond. Fiery brass dragons soar over the desert skies, fierce cobalt dragons lurk amid the cold mists of the Shadowfell, and shapechanging steel dragons roam the crowded cities of humankind in the guises of male and female humanoids.

Like the more commonly known metallic dragons, the members of these varieties run the gamut of alignment, motivation, and personality. Some are noble champions of good, while others are merciless tyrants or self-serving plunderers. Even the most benevolent and reasonable of metallic dragons are proud and inflexible creatures, rarely willing to alter their course at the urging of humans or their kind; more than a few societies have found that a "benevolent" dragon's ambitions signal disaster for lesser beings in the area. Few creatures in the world have the power to act for good or evil as dragons do.

Many creatures can trace their origins to metallic dragons, or claim some kinship with them. The fierce magical warriors known as draconians hatch from corrupted metallic dragon eggs, while vulture drakes and liondrakes are both distant cousins of dragons. Metallic dragons also attract servants and create constructs for their defense. Kobolds, known for their devotion to chromatic dragons, sometimes serve metallic dragons too.

In this chapter, you'll find the following:

- Descriptions of the rarer metallic dragons—brass, bronze, cobalt, mercury, mithral, orium, and steel.
- Wyrmlings of each metallic dragon variety.
- Creatures made from metallic dragons, including the evil race of draconians and hollow dragon constructs.
- Monsters that have draconic heritage or associations, such as couatls and liondrakes.
- Legendary metallic dragons of the world, and the god Bahamut, the Platinum Dragon.
- Methods of customization, including alternative powers and a method for making solo dragons into elites.

# Metallic Dragons

Adamantine, iron, copper, silver, and gold dragons are the most common and well-known metallic dragons (see *Monster Manual 2*). However, other varieties exist, including brass, bronze, cobalt, mercury, mithral, orium, and steel dragons.

## Brass Dragon

Fire-breathing monsters haunting deserts and other dry lands, brass dragons tend to be callous, violent, and selfish. The best are honorable mercenaries, brave and loyal if paid well. The worst are brigands that plunder any travelers who venture into their territory.

### Brass Dragon Lore

**Nature DC 12:** Brass dragons favor deserts and arid badlands. Their breath takes the form of a fiery blast that can force nearby foes to give ground or a jet of flame that can burn an enemy and all others around it.

**Nature DC 17:** Brass dragons have a pronounced mercenary streak and often strike bargains with neighboring monsters to fight on their behalf in exchange for treasure. They ally with azers, dragonborn, efreets, hill giants, humans, and yuan-ti.

### Brass Dragon Tactics

Brass dragons fight on the wing. They make good use of their hover ability to remain airborne and out of the reach of ground-bound enemies, scouring foes with blasts of fire—both their *breath weapon* and *fire stream* attacks. Once its foes are scattered, a brass dragon singles out the foe who poses the most dangerous threat at range and lands to attack. Normally the dragon lands next to its intended victim, attacks with *dragon ire*, and then spends an action point to stun its foes momentarily with *frightful presence* so that it can take to the air again before its enemies can threaten it on the ground.

An elder or ancient brass dragon usually waits to use *ignite* until after it hits multiple targets with its breath weapon.

### Encounter Groups

Brass dragons ally with well-organized humanoid bands that can meet their price (usually, the lion's share of any treasure they take). They prefer to hang back and provide devastating ranged fire, while their brute and soldier allies press the attack.

**Level 6 Encounter (XP 1,325)**
- 3 human guards (level 3 soldier, *MM* 162)
- 1 young brass dragon (level 4 solo artillery)

**Level 13 Encounter (XP 4,000)**
- 1 adult brass dragon (level 11 solo artillery)
- 2 minotaur warriors (level 10 soldier, *MM* 190)

**Young Brass Dragon** **Level 4 Solo Artillery**
Large natural magical beast (dragon) XP 875

**Initiative** +5 **Senses** Perception +9; darkvision
**HP** 232; **Bloodied** 116; see also *bloodied breath*
**AC** 17; **Fortitude** 17, **Reflex** 16, **Will** 15
**Resist** 15 fire
**Saving Throws** +5
**Speed** 8, fly 10 (hover), overland flight 12
**Action Points** 2

**Bite** (standard; at-will) ✦ **Fire**
Reach 2; +11 vs. AC; 1d8 + 3 damage plus 1d6 fire damage.

**Claw** (standard; at-will)
Reach 2; +11 vs. AC; 1d6 + 3 damage.

**Dragon Ire** (standard; at-will)
The dragon makes two claw attacks or one bite attack, and then shifts 1 square.

**Wing Buffet** (immediate reaction, when an enemy enters or leaves an adjacent square)
Targets the triggering enemy; +9 vs. Fortitude; 1d8 + 3 damage, the target is knocked prone, and the dragon shifts 2 squares.

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Fire**
Close blast 5; +9 vs. Reflex; 3d6 + 3 fire damage, and the dragon pushes the target 3 squares. *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

**Fire Stream** (standard; at-will) ✦ **Fire**
Ranged 5; +9 vs. Reflex; 1d8 + 5 fire damage. *Effect:* Each creature adjacent to the target takes 1d8 fire damage.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +9 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Athletics +10, Insight +9, Intimidate +8
**Str** 17 (+5) **Dex** 16 (+5) **Wis** 15 (+4)
**Con** 18 (+6) **Int** 13 (+3) **Cha** 12 (+3)

**Adult Brass Dragon** **Level 11 Solo Artillery**
Large natural magical beast (dragon) XP 3,000

**Initiative** +9 **Senses** Perception +13; darkvision
**HP** 464; **Bloodied** 232; see also *bloodied breath*
**AC** 24; **Fortitude** 24, **Reflex** 23, **Will** 22
**Resist** 20 fire
**Saving Throws** +5
**Speed** 8, fly 10 (hover), overland flight 12
**Action Points** 2

**Bite** (standard; at-will) ✦ **Fire**
Reach 2; +18 vs. AC; 1d10 + 5 damage plus 1d6 fire damage.

**Claw** (standard; at-will)
Reach 2; +18 vs. AC; 1d8 + 5 damage.

**Dragon Ire** (standard; at-will)
The dragon makes two claw attacks or one bite attack, and then shifts 1 square.

**Wing Buffet** (immediate reaction, when an enemy enters or leaves an adjacent square)
Targets the triggering enemy; +16 vs. Fortitude; 1d10 + 5 damage, the target is knocked prone, and the dragon shifts 2 squares.

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Fire**
Close blast 5; +16 vs. Reflex; 3d8 + 5 fire damage, and the dragon pushes the target 3 squares. *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it. If the dragon is flying, it can shift up to 5 squares before making this attack.

**Fire Stream** (standard; at-will) ✦ **Fire**
Ranged 10; +16 vs. Reflex; 2d6 + 5 fire damage. *Effect:* Each creature adjacent to the target takes 2d6 fire damage.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +16 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Athletics +14, Insight +13, Intimidate +11
**Str** 19 (+9) **Dex** 18 (+9) **Wis** 16 (+8)
**Con** 20 (+10) **Int** 15 (+7) **Cha** 13 (+6)

## Elder Brass Dragon — Level 18 Solo Artillery

Huge natural magical beast (dragon) — XP 10,000

**Initiative** +14 **Senses** Perception +18; darkvision
**HP** 704; **Bloodied** 352; see also *bloodied breath*
**AC** 31; **Fortitude** 31, **Reflex** 30, **Will** 29
**Resist** 25 fire
**Saving Throws** +5
**Speed** 8, fly 10 (hover), overland flight 15
**Action Points** 2

**Bite** (standard; at-will) ✦ **Fire**
Reach 3; +25 vs. AC; 2d6 + 7 damage plus 1d12 fire damage.

**Claw** (standard; at-will)
Reach 3; +25 vs. AC; 1d10 + 7 damage.

**Dragon Ire** (standard; at-will)
The dragon makes two claw attacks or one bite attack, and then shifts 1 square.

**Wing Buffet** (immediate reaction, when an enemy moves enters or leaves an adjacent square)
Targets the triggering enemy; +23 vs. Fortitude; 2d8 + 7 damage, the target is knocked prone, and the dragon shifts 2 squares.

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Fire**
Close blast 5; +23 vs. Reflex; 4d10 + 7 fire damage, and the dragon pushes the target 3 squares. *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it. If the dragon is flying, it can shift 10 squares before making this attack.

**Fire Stream** (standard; at-will) ✦ **Fire**
Ranged 15; +23 vs. Reflex; 2d8 + 7 fire damage. *Effect:* Each creature adjacent to the target takes 2d8 fire damage.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +23 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Ignite** (free, after using *breath weapon* or *fire stream*; encounter) ✦ **Fire**
Any creature hit by the triggering attack also takes ongoing 10 fire damage and is dazed (save ends both).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Athletics +20, Insight +18, Intimidate +16, Nature +18
**Str** 23 (+15) **Dex** 20 (+14) **Wis** 18 (+13)
**Con** 24 (+16) **Int** 17 (+12) **Cha** 15 (+11)

CHRIS SEAMAN

**Ancient Brass Dragon** **Level 26 Solo Artillery**
Gargantuan natural magical beast (dragon) XP 45,000

**Initiative** +20 **Senses** Perception +23; darkvision
**HP** 968; **Bloodied** 484; see also *bloodied breath*
**AC** 39; **Fortitude** 39, **Reflex** 38, **Will** 37
**Resist** 30 fire
**Saving Throws** +5
**Speed** 8, fly 12 (hover), overland flight 15
**Action Points** 2

**Bite** (standard; at-will) ✦ **Fire**
Reach 4; +33 vs. AC; 2d8 + 9 damage plus 2d8 fire damage.

**Claw** (standard; at-will)
Reach 4; +33 vs. AC; 2d8 + 9 damage.

**Dragon Ire** (standard; at-will)
The dragon makes two claw attacks or one bite attack, and then shifts 2 squares.

**Wing Buffet** (immediate reaction, when an enemy enters or leaves an adjacent square)
Targets the triggering enemy; +31 vs. Fortitude; 2d10 + 9 damage, the target is knocked prone, and the dragon shifts 2 squares.

**Breath Weapon** (standard; recharge ⚄ ⁞⁞) ✦ **Fire**
Close blast 7; +31 vs. Reflex; 5d10 + 9 fire damage, and the target is knocked prone. *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it. If the dragon is flying, it can shift 12 squares before making this attack.

**Fire Stream** (standard; at-will) ✦ **Fire**
Ranged 20; +31 vs. Reflex; 3d8 + 9 fire damage. *Effect:* Each creature adjacent to the target takes 3d8 fire damage.

**Fiery Strafe** (standard; recharge ⁞⁞) ✦ **Fire, Zone**
The dragon flies up to 12 squares and creates a wall of fire 1 square high on the ground directly beneath its path; area wall 12 within 10 (only in squares the dragon flew over); any creature that starts its turn in the wall's space or moves into it takes 25 fire damage. The wall lasts until the end of the dragon's next turn.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +31 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Ignite** (free, after using *breath weapon* or *fire stream*; encounter) ✦ **Fire**
Any creature hit by the triggering attack also takes ongoing 15 fire damage and is dazed (save ends both).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Athletics +26, Insight +23, Intimidate +21, Nature +23
**Str** 27 (+21) **Dex** 24 (+20) **Wis** 20 (+18)
**Con** 26 (+21) **Int** 19 (+17) **Cha** 17 (+16)

# BRONZE DRAGON

Order's sworn servants, bronze dragons can seem arrogant and haughty, with an inflated sense of self, a tendency that can put them at odds with those they meet. In rare cases, this self-righteousness grows into something far more sinister, and the bronze dragon takes over what it sees as lesser races, ruling as a cruel tyrant that demands worship and subservience from its subjects. Bronze dragons claim coastlines, inlets, and islands as their own, constructing lairs in coastal caves that have access to the sea. More aggressive bronze dragons purposely choose lairs near shipping lanes so they can claim tribute from merchant vessels as those craft pass by. All bronze dragons share a deep and abiding hatred for blue dragons, and they are vigilant in protecting their homes from these despised interlopers.

## Bronze Dragon Lore

**Nature DC 14:** Bronze dragons live in coastal areas, especially in places where they can collect tribute from other creatures. In combat, a bronze dragon dives directly into melee.

**Nature DC 19:** Arrogant and haughty, bronze dragons sometimes become tyrants over members of lesser races. Bronzes breathe lightning that blasts opponents back, then arcs off to hit others.

## Bronze Dragon Tactics

A bronze dragon is an unsubtle opponent that engages its enemies in close combat, when its attacks are the most effective. The dragon starts combat by moving to a position where it can catch two or more enemies with its *breath weapon*. It uses *frightful presence* to soften up the opposition, and then it spends an action point to use its *breath weapon*, blasting the close targets and then punishing cowards hiding in the back, as lightning arcs from one enemy to the next.

## Encounter Groups

A bronze dragon rarely keeps the company of other creatures, tolerating only those that show it the respect and honor it believes it is due.

**Level 16 Encounter (XP 7,000)**
- 1 adult bronze dragon (level 14 solo brute)
- 8 cyclops guards (level 14 minion, *MM* 46)

**Level 24 Encounter (XP 33,550)**
- 1 elder bronze dragon (level 21 solo brute)
- 1 storm devil (level 23 artillery, *Manual of the Planes* 127)
- 3 war devils (level 22 brute, *MM* 67)

**Young Bronze Dragon** **Level 7 Solo Brute**
Large natural magical beast (aquatic, dragon) XP 1,500

**Initiative** +6 **Senses** Perception +8; darkvision
**HP** 296; **Bloodied** 148; see also *bloodied breath*
**AC** 19; **Fortitude** 21, **Reflex** 18, **Will** 18
**Resist** 15 lightning
**Saving Throws** +5
**Speed** 6, fly 8 (hover), overland flight 10, swim 6
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Lightning**
Reach 2; +10 vs. AC; 1d10 + 6 damage plus 2d6 lightning damage.

⊕ **Claw** (standard; at-will)
Reach 2; +10 vs. AC; 2d6 + 8 damage.

⨽ **Double Attack** (standard; at-will)
The dragon makes two claw attacks.

⨽ **Wing Smash** (immediate reaction, when an enemy moves to a space where it flanks the dragon; at-will)
+8 vs. Fortitude; 1d12 + 6 damage, and the dragon pushes the target 1 square.

↼ **Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Lightning**
Close blast 3; +8 vs. Reflex; 2d8 + 4 lightning damage, and the dragon pushes the target 2 squares. If the attack hit at least one target, the dragon makes a secondary attack against a creature within 10 squares that was not a target of the primary attack. *Miss:* Half damage. *Secondary Attack:* +8 vs. Reflex; 2d8 + 4 lightning damage, and the dragon pushes the target 1 square.

↼ **Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

↼ **Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +8 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Restorative Dive** (minor; while bloodied and completely submerged in water; encounter) ✦ **Healing**
The dragon regains 74 hit points and gains a +2 bonus to attack rolls until the end of its next turn.

**Alignment** Unaligned **Languages** Common, Draconic
**Str** 23 (+9) **Dex** 17 (+6) **Wis** 11 (+3)
**Con** 18 (+7) **Int** 11 (+3) **Cha** 16 (+6)

**Adult Bronze Dragon** **Level 14 Solo Brute**
Large natural magical beast (aquatic, dragon) XP 5,000

**Initiative** +12 **Senses** Perception +13; darkvision
**HP** 507; **Bloodied** 253; see also *bloodied breath*
**AC** 26; **Fortitude** 28, **Reflex** 25, **Will** 25
**Resist** 20 lightning
**Saving Throws** +5
**Speed** 6, fly 8 (hover), overland flight 10, swim 6
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Lightning**
Reach 2; +17 vs. AC; 2d8 + 8 damage plus 3d6 lightning damage.

⊕ **Claw** (standard; at-will)
Reach 2; +17 vs. AC; 2d8 + 10 damage.

⨽ **Double Attack** (standard; at-will)
The dragon makes two claw attacks.

⨽ **Wing Smash** (immediate reaction, when an enemy moves to a space where it flanks the dragon; at-will)
+15 vs. Fortitude; 2d12 + 6 damage, and the dragon pushes the target 2 squares.

↼ **Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Lightning**
Close blast 3; +15 vs. Reflex; 3d8 + 5 lightning damage, and the dragon pushes the target 2 squares. If the attack hit at least one target, the dragon makes a secondary attack against a creature within 10 squares that was not a target of the primary attack. *Miss:* Half damage. *Secondary Attack:* +15 vs. Reflex; 2d10 + 5 lightning damage, and the dragon pushes the target 1 square.

↼ **Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

↼ **Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +13 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Restorative Dive** (minor; while bloodied and completely submerged in water; encounter) ✦ **Healing**
The dragon regains 126 hit points and gains a +2 bonus to attack rolls until the end of its next turn.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** History +13, Intimidate +16
**Str** 26 (+15) **Dex** 21 (+12) **Wis** 13 (+8)
**Con** 21 (+12) **Int** 12 (+8) **Cha** 20 (+12)

**Elder Bronze Dragon** **Level 21 Solo Brute**
Huge natural magical beast (aquatic, dragon) XP 16,000

**Initiative** +17 **Senses** Perception +17; darkvision
**HP** 723; **Bloodied** 361; see also *bloodied breath*
**AC** 33; **Fortitude** 35, **Reflex** 32, **Will** 32
**Resist** 25 lightning
**Saving Throws** +5
**Speed** 8, fly 10 (hover), overland flight 12, swim 8
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Lightning**
Reach 3; +24 vs. AC; 3d10 + 10 damage plus 4d6 lightning damage.

⊕ **Claw** (standard; at-will)
Reach 3; +24 vs. AC; 2d10 + 12 damage.

⨽ **Double Attack** (standard; at-will)
The dragon makes two claw attacks.

⨽ **Wing Smash** (immediate reaction, when an enemy moves to a space where it flanks the dragon; at-will)
+22 vs. Fortitude; 3d12 + 8 damage, and the dragon pushes the target 3 squares.

⨽ **Pinning Claw** (immediate reaction, when an adjacent enemy moves or shifts; at-will)
+24 vs. AC; 2d10 + 12 damage, and the dragon grabs the target. If the dragon uses *double attack* while grabbing a target, it must target a grabbed creature with at least one attack if it is able.

↼ **Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Lightning**
Close blast 3; +22 vs. Reflex; 3d10 + 8 lightning damage, and the dragon pushes the target 4 squares. If the attack hit at least one target, the dragon makes a secondary attack against a creature within 10 squares that was not a target of the primary attack. *Miss:* Half damage. *Secondary Attack:* +22 vs. Reflex; 2d12 + 7 lightning damage, and the dragon pushes the target 2 squares.

↼ **Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

↼ **Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +22 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Restorative Dive** (minor; while bloodied and completely submerged in water; encounter) ✦ **Healing**
The dragon regains 180 hit points and gains a +2 bonus to attack rolls until the end of its next turn.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** History +17, Intimidate +21
**Str** 30 (+20) **Dex** 24 (+17) **Wis** 14 (+12)
**Con** 25 (+17) **Int** 14 (+12) **Cha** 22 (+16)

**Ancient Bronze Dragon** **Level 29 Solo Brute**
Gargantuan natural magical beast (aquatic, dragon) XP 75,000

**Initiative** +23 **Senses** Perception +23; darkvision
**Living Tempest (Lightning)** aura 5; each creature that starts its turn within the aura takes 15 lightning damage.
**HP** 968; **Bloodied** 484; see also *bloodied breath*
**AC** 41; **Fortitude** 43, **Reflex** 40, **Will** 40
**Saving Throws** +5
**Speed** 10, fly 12 (hover), overland flight 15, swim 10
**Action Points** 2

**Bite** (standard; at-will) ✦ **Lightning**
Reach 4; +32 vs. AC; 2d12 + 13 damage plus 6d8 lightning damage.

**Claw** (standard; at-will)
Reach 4; +32 vs. AC; 3d12 + 10 damage.

**Double Attack** (standard; at-will)
The dragon makes two claw attacks.

**Wing Smash** (immediate reaction, when an enemy moves to a space where it flanks the dragon; at-will)
+30 vs. Fortitude; 3d12 + 13 damage, and the dragon pushes the target 3 squares.

**Pinning Claw** (immediate reaction, when an adjacent enemy moves or shifts; at-will)
+32 vs. AC; 3d12 + 10 damage, and the dragon grabs the target. If the dragon uses *double attack* while grabbing a target, it must target a grabbed creature with at least one attack if it is able.

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Lightning**
Close blast 3; +30 vs. Reflex; 4d10 + 10 lightning damage, and the dragon pushes the target 4 squares. If the attack hit at least one target, the dragon makes a secondary attack against a creature within 10 squares that was not a target of the primary attack. *Miss:* Half damage. *Secondary Attack:* +22 vs. Reflex; 3d12 + 9 lightning damage, and the dragon pushes the target 2 squares.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +30 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Restorative Dive** (minor; while bloodied and completely submerged in water; encounter) ✦ **Healing**
The dragon regains 242 hit points and gains a +2 bonus to attack rolls until the end of its next turn.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** History +22, Intimidate +27

| | | |
|---|---|---|
| **Str** 34 (+26) | **Dex** 29 (+23) | **Wis** 19 (+18) |
| **Con** 29 (+23) | **Int** 17 (+17) | **Cha** 27 (+22) |

LARS GRANT-WEST

# COBALT DRAGON

Brooding and distrustful, cobalt dragons respect only strength. They breathe bitterly cold clouds of vapor that freeze their victims in thick ice.

Cobalt dragons are usually found in frigid, gloomy lands, such as the forests of the far north or the mist-bound vales of the Shadowfell. They measure their power by the quality and quantity of lesser creatures they can subjugate; most cobalts take pride in the martial spirit and abilities of their minions, but the worst are brutal, bullying tyrants who demand fealty and tribute. This trait makes it dangerous for travelers to venture into lands claimed by cobalt dragons, since the dragons might attack passing travelers to establish their own strength. Good-aligned cobalt dragons are likely to accept a foe's surrender after a suitable show of force and allow them to go their way after a judicious bribe or promise of tribute. Wicked cobalt dragons are inclined to fall on travelers and simply devour them if the lesser creatures can't offer any worthwhile ransom for their lives.

**Young Cobalt Dragon** **Level 5 Solo Controller**
Large natural magical beast (dragon) XP 1,000

**Initiative** +4 **Senses** Perception +9; darkvision
**HP** 268; **Bloodied** 134; see also *bloodied breath*
**AC** 20; **Fortitude** 18, **Reflex** 16, **Will** 16
**Resist** 15 cold

**Saving Throws** +5
**Speed** 6 (ice walk), fly 8 (hover), overland flight 10
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Cold**
Reach 2; +11 vs. AC; 1d8 + 4 cold damage, and the target is slowed (save ends).

⊕ **Claw** (standard; at-will)
Reach 2; +11 vs. AC; 1d6 + 4 damage.

**Dragon's Pounce** (standard; at-will)
The dragon makes a bite attack, shifts 2 squares, and then makes two claw attacks against a different target.

**Wing Flurry** (immediate reaction, when an enemy misses the dragon with a melee or close attack; at-will)
Close burst 2; +7 vs. Fortitude; 1d6 + 4 damage, and the target is pushed 2 squares.

**Savage Mauling** (standard; recharges when first bloodied)
Close burst 2; targets slowed or restrained creatures; +11 vs. AC; 2d6 + 5 damage, the dragon pushes the target 3 squares, and the target is knocked prone. This forced movement can affect a creature restrained by the dragon's own breath weapon.

**Breath Weapon** (standard; recharge ⚄ ⁞⁞) ✦ **Cold**
Close blast 5; +9 vs. Fortitude; 1d6 + 4 cold damage, and the target is restrained (save ends). *Aftereffect:* The target is slowed (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +7 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Athletics +11, Endurance +11, Intimidate +9

| | | |
|---|---|---|
| **Str** 18 (+6) | **Dex** 14 (+4) | **Wis** 14 (+4) |
| **Con** 19 (+6) | **Int** 11 (+2) | **Cha** 15 (+4) |

HOWARD LYON

**Adult Cobalt Dragon** **Level 12 Solo Controller**
Large natural magical beast (dragon) XP 3,500

**Initiative** +9 **Senses** Perception +14; darkvision
**HP** 500; **Bloodied** 250; see also *bloodied breath*
**AC** 27; **Fortitude** 26, **Reflex** 23, **Will** 24
**Resist** 20 cold
**Saving Throws** +5
**Speed** 6 (ice walk), fly 8 (hover), overland flight 12
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Cold**
Reach 2; +18 vs. AC; 2d6 + 6 cold damage, and the target is slowed (save ends).

⊕ **Claw** (standard; at-will)
Reach 2; +18 vs. AC; 1d8 + 6 damage.

⊕ **Dragon's Pounce** (standard; at-will)
The dragon makes a bite attack, shifts 2 squares, and then makes two claw attacks against a different target.

⊕ **Wing Flurry** (immediate reaction, when an enemy misses the dragon with a melee or close attack; at-will)
Close burst 2; +14 vs. Fortitude; 1d8 + 6 damage, and the dragon pushes the target 2 squares.

**Savage Mauling** (standard; recharges when first bloodied)
Close burst 2; targets slowed or restrained creatures; +15 vs. AC; 2d8 + 6 damage, the dragon pushes the target 3 squares, and the target is knocked prone. This forced movement can affect a creature restrained by the dragon's own breath weapon.

**Breath Weapon** (standard; recharge ⚄ ⁞⁞) ✦ **Cold**
Close blast 5; +15 vs. Fortitude; 2d8 + 6 cold damage, and the target is restrained (save ends). *Aftereffect:* The target is slowed (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +14 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Athletics +17, Endurance +16, Intimidate +14
**Str** 22 (+12) **Dex** 16 (+9) **Wis** 16 (+9)
**Con** 21 (+11) **Int** 13 (+7) **Cha** 17 (+9)

**Elder Cobalt Dragon** **Level 19 Solo Controller**
Huge natural magical beast (dragon) XP 12,000

**Initiative** +12 **Senses** Perception +17; darkvision
**Aura of Chill Mist (Cold)** aura 2; each creature that enters the aura or starts its turn there takes 10 cold damage. The ground is coated with ice and becomes difficult terrain, and the squares of the aura are lightly obscured.
**HP** 736; **Bloodied** 368; see also *bloodied breath*
**AC** 33; **Fortitude** 33, **Reflex** 29, **Will** 31
**Resist** 25 cold
**Saving Throws** +5
**Speed** 8 (ice walk), fly 10 (hover), overland flight 15
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Cold**
Reach 3; +25 vs. AC; 2d8 + 8 cold damage, and the target is slowed (save ends).

⊕ **Claw** (standard; at-will)
Reach 3; +25 vs. AC; 1d10 + 8 damage.

⊕ **Dragon's Pounce** (standard; at-will)
The dragon makes a bite attack, shifts 3 squares, and then makes two claw attacks against a different target.

⊕ **Wing Flurry** (immediate reaction, when an enemy misses the dragon with a melee or close attack; at-will)
Close burst 3; +22 vs. Fortitude; 1d10 + 8 damage, and the dragon pushes the target 3 squares.

**Savage Mauling** (standard; recharges when first bloodied)
Close burst 3; targets slowed or restrained creatures; +22 vs. AC; 3d8 + 8 damage, the dragon pushes the target 3 squares, and the target is knocked prone. This forced movement can affect a creature restrained by the dragon's own breath weapon.

**Breath Weapon** (standard; recharge ⚄ ⁞⁞) ✦ **Cold**
Close blast 5; +22 vs. Fortitude; 3d8 + 8 cold damage, and the target is restrained (save ends). *Aftereffect:* The target is slowed (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +21 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Athletics +21, Endurance +21, Intimidate +19
**Str** 25 (+16) **Dex** 17 (+12) **Wis** 17 (+12)
**Con** 24 (+16) **Int** 14 (+11) **Cha** 21 (+14)

**Ancient Cobalt Dragon** **Level 27 Solo Controller**
Gargantuan natural magical beast (dragon) XP 55,000

**Initiative** +18 **Senses** Perception +22; darkvision
**Aura of Chill Mist (Cold)** aura 5; each creature that enters the aura or starts its turn there takes 20 cold damage. The ground is coated with ice and becomes difficult terrain, and the squares of the aura are lightly obscured.
**HP** 1,004; **Bloodied** 502; see also *bloodied breath*
**AC** 41; **Fortitude** 41, **Reflex** 37, **Will** 39
**Resist** 30 cold
**Saving Throws** +5
**Speed** 8 (ice walk), fly 12 (hover), overland flight 15
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Cold**
Reach 4; +33 vs. AC; 3d6 + 9 cold damage, and the target is slowed (save ends).

⊕ **Claw** (standard; at-will)
Reach 4; +33 vs. AC; 2d8 + 9 damage.

⊕ **Dragon's Pounce** (standard; at-will)
The dragon makes a bite attack, shifts 3 squares, and then makes two claw attacks against a different target.

⊕ **Wing Flurry** (immediate reaction, when an enemy misses the dragon with a melee or close attack; at-will)
Close burst 4; +28 vs. Fortitude; 2d8 + 9 damage, and the dragon pushes the target 3 squares.

**Savage Mauling** (standard; recharges when first bloodied)
Close burst 4; targets slowed or restrained creatures; +30 vs. AC; 4d8 + 9 damage, the dragon pushes the target 3 squares, and the target is knocked prone. This forced movement can affect a creature restrained by the dragon's own breath weapon.

**Breath Weapon** (standard; recharge ⚄ ⁞⁞) ✦ **Cold**
Close blast 5; +28 vs. Fortitude; 3d10 + 9 cold damage, and the target is restrained (save ends). *Aftereffect:* The target is slowed (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

**Rimedeath Fog** (standard; recharge ⚄ ⁞⁞) ✦ **Cold, Zone**
Area burst 3 within 20; +30 vs. Fortitude; 2d10 + 9 cold damage, and the target is slowed and weakened (save ends both). *Miss:* Half damage. *Effect:* The burst becomes a zone of freezing fog. It is difficult terrain and the squares within it are heavily obscured. The zone persists until the dragon uses this power again or until the end of the encounter.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +28 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Athletics +27, Endurance +26, Intimidate +25
**Str** 28 (+22) **Dex** 20 (+18) **Wis** 19 (+17)
**Con** 27 (+21) **Int** 16 (+16) **Cha** 24 (+20)

## Cobalt Dragon Lore

**Nature DC 12**: Cobalt dragons typically haunt cold lands or the borders of the Shadowfell. Their breath is a deadly cold fog that congeals around victims, imprisoning them in ice.

**Nature DC 17:** Cobalt dragons are savage and suspicious. They despise weaklings and respect little aside from strength. They often dominate nearby tribes of barbaric dwarves, humans, orcs, ogres, or giants. The best cobalt dragons are fierce protectors of their chosen people, but others tyrannize their minions as bloodthirsty and vindictive gods.

## Cobalt Dragon Tactics

Cobalt dragons are fierce in battle, throwing themselves into the midst of their foes with abandon. They are not strong fliers and prefer to stay on the ground, using their *breath weapon* and bite to restrain or slow foes, and *dragon's pounce* to attack multiple targets while their foes are slowed. Cobalt dragons often spend an action point to use *savage mauling* immediately after a successful breath weapon attack. They usually save *frightful presence* for stunning enemies when closely pressed, then move out into open ground again.

Older cobalt dragons are fond of pushing enemies right to the feet of their allies and minions. They rarely take any great care to protect their minions—in their eyes, followers that prove weak in battle are unworthy.

## Encounter Groups

Cobalt dragons often rule over tribes of savage or barbaric folk. Their minions are anxious to impress their draconic masters by careening recklessly into battle.

**Level 7 Encounter (XP 1,525)**
- ✦ 3 human berserkers (level 4 brute, *MM* 163)
- ✦ 1 young cobalt dragon (level 5 solo controller)

**Level 14 Encounter (XP 5,150)**
- ✦ 1 adult cobalt dragon (level 12 solo controller)
- ✦ 3 ogre thugs (level 11 minion, *MM* 198)
- ✦ 1 ogre warhulk (level 11 elite brute, *MM* 199)

**Level 21 Encounter (XP 16,800)**
- ✦ 1 elder cobalt dragon (level 19 solo controller)
- ✦ 3 frost giants (level 17 brute, *Monster Manual 2* 122)

# Mercury Dragon



Skilled scouts, emissaries, and assassins, mercury dragons are capable of shapechanging tricks that other dragons can't match. The breath of a mercury dragon poisons the body and the mind, rendering its victims unable to see the mercury dragon escape or circle around for a killing blow. A mercury dragon craves variety and new experiences.

**Young Mercury Dragon** **Level 6 Solo Lurker**
Large natural magical beast (dragon, shapechanger) XP 1,250

**Initiative** +12 **Senses** Perception +8; darkvision
**HP** 288; **Bloodied** 144; see also *bloodied breath*
**AC** 20; **Fortitude** 17, **Reflex** 19, **Will** 18
**Resist** 15 poison
**Saving Throws** +5
**Speed** 6, fly 6 (hover), overland flight 10
**Action Points** 2

**Bite** (standard; at-will)
Reach 2; +11 vs. AC; 1d10 + 6 damage.

**Claw** (standard; at-will)
Reach 2; +11 vs. AC; 1d8 + 6 damage.

**Draconic Fury** (standard; at-will)
The dragon makes two claw attacks and one bite attack.

**Quick Snap** (immediate interrupt, when an enemy moves adjacent to the dragon; at-will)
The dragon makes a bite attack against the triggering enemy. On a hit, the target also grants combat advantage to the dragon (save ends).

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Poison**
Close blast 5; +9 vs. Fortitude; 1d12 + 4 poison damage, and the target takes ongoing 5 poison damage and treats the dragon as invisible (save ends both). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +9 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Quicksilver Form** (move action; encounter) ✦ **Polymorph**
The dragon becomes a liquid wave of quicksilver and shifts 4 squares. It remains in quicksilver form until the end of its next turn. While in quicksilver form, the dragon can't attack or fly, but it gains a climb speed of 6, ignores difficult terrain, and doesn't provoke opportunity attacks. It can squeeze through any aperture a Tiny creature could fit through. The dragon can return to its normal form as a free action on its turn. When it returns to normal, each creature within 2 squares grants combat advantage to the dragon until the end of the dragon's next turn. *Sustain Minor:* The quicksilver form persists.

**Combat Advantage**
The dragon deals 1d6 extra damage against a target granting combat advantage to it.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Acrobatics +13, Bluff +12, Stealth +13
**Str** 16 (+6) **Dex** 21 (+8) **Wis** 11 (+3)
**Con** 16 (+6) **Int** 13 (+4) **Cha** 19 (+7)

**Adult Mercury Dragon** **Level 13 Solo Lurker**
Large natural magical beast (dragon, shapechanger) XP 4,000

**Initiative** +16 **Senses** Perception +11; darkvision
**HP** 516; **Bloodied** 258; see also *bloodied breath*
**AC** 27; **Fortitude** 26, **Reflex** 27, **Will** 23
**Resist** 20 poison
**Saving Throws** +5
**Speed** 7, fly 7 (hover), overland flight 10
**Action Points** 2

**Bite** (standard; at-will)
Reach 2; +18 vs. AC; 1d12 + 7 damage.

**Claw** (standard; at-will)
Reach 2; +18 vs. AC; 1d10 + 7 damage.

**Draconic Fury** (standard; at-will)
The dragon makes two claw attacks and one bite attack.

**Quick Snap** (immediate interrupt, when an enemy moves adjacent to the dragon; at-will)
The dragon makes a bite attack against the triggering enemy. On a hit, the target also grants combat advantage to the dragon (save ends).

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Poison**
Close blast 5; +16 vs. Fortitude; 2d8 + 4 poison damage, and the target takes ongoing 5 poison damage and treats the dragon as invisible (save ends both). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +16 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Quicksilver Form** (move action; encounter) ✦ **Polymorph**
The dragon becomes a liquid wave of quicksilver and shifts 4 squares. It remains in quicksilver form until the end of its next turn. While in quicksilver form, the dragon can't attack or fly, but it gains a climb speed of 6, ignores difficult terrain, and doesn't provoke opportunity attacks. It can squeeze through any aperture a Tiny creature could fit through. The dragon can return to its normal form as a free action on its turn. When it returns to normal, each creature within 2 squares grants combat advantage to the dragon until the end of the dragon's next turn. *Sustain Minor:* The quicksilver form persists.

**Change Shape** (minor; at-will) ✦ **Polymorph**
The dragon can alter its physical form to appear as any Medium or Large humanoid, including a unique individual (see "Change Shape," *MM2* 216).

**Combat Advantage**
The dragon deals 2d6 extra damage against a target granting combat advantage to it.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Acrobatics +17, Bluff +16, Stealth +17

| | | |
|---|---|---|
| **Str** 19 (+10) | **Dex** 23 (+12) | **Wis** 11 (+6) |
| **Con** 17 (+9) | **Int** 13 (+7) | **Cha** 20 (+11) |

ZOLTAN BOROS & GABOR SZIKSZAI

**Elder Mercury Dragon** **Level 21 Solo Lurker**
Huge natural magical beast (dragon, shapechanger) XP 16,000

**Initiative** +22 **Senses** Perception +16; darkvision
**HP** 780; **Bloodied** 390; see also *bloodied breath*
**AC** 35; **Fortitude** 34, **Reflex** 35, **Will** 31
**Resist** 25 poison
**Saving Throws** +5
**Speed** 8, fly 8 (hover), overland flight 12
**Action Points** 2

⊕ **Bite** (standard; at-will)
Reach 3; +26 vs. AC; 2d6 + 9 damage.

⊕ **Claw** (standard; at-will)
Reach 3; +26 vs. AC; 1d12 + 9 damage.

✦ **Draconic Fury** (standard; at-will)
The dragon makes two claw attacks and one bite attack.

✦ **Quick Snap** (immediate interrupt, when an enemy moves adjacent to the dragon; at-will)
The dragon makes a bite attack against the triggering enemy. On a hit, the target also grants combat advantage to the dragon (save ends).

✧ **Breath Weapon** (standard; recharge ⚄ ⁞⁞) ✦ **Poison**
Close blast 5; +24 vs. Fortitude; 3d8 + 6 poison damage, and the target takes ongoing 10 poison damage and treats the dragon as invisible (save ends both). *Miss:* Half damage.

✧ **Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

✧ **Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +24 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Quicksilver Form** (move action; encounter) ✦ **Polymorph**
The dragon becomes a liquid wave of quicksilver and shifts 6 squares. It remains in quicksilver form until the end of its next turn. While in quicksilver form, the dragon can't attack or fly, but it gains a climb speed of 6, ignores difficult terrain, and doesn't provoke opportunity attacks. It can squeeze through any aperture a Tiny creature could fit through. The dragon can return to its normal form as a free action on its turn. When it returns to normal, each creature within 2 squares grants combat advantage to the dragon until the end of the dragon's next turn. *Sustain Minor:* The quicksilver form persists.

**Change Shape** (minor; at-will) ✦ **Polymorph**
The dragon can alter its physical form to appear as any Medium or Large humanoid, including a unique individual (see "Change Shape," *MM2* 216).

**Combat Advantage**
The dragon deals 3d6 extra damage against a target granting combat advantage to it.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Acrobatics +23, Bluff +21, Stealth +23
**Str** 21 (+15) **Dex** 26 (+18) **Wis** 13 (+11)
**Con** 19 (+14) **Int** 13 (+11) **Cha** 22 (+16)

**Ancient Mercury Dragon** **Level 28 Solo Lurker**
Gargantuan natural magical beast (dragon, shapechanger) XP 65,000

**Initiative** +28 **Senses** Perception +21; darkvision
**HP** 1,012; **Bloodied** 506; see also *bloodied breath*
**AC** 42; **Fortitude** 41, **Reflex** 42, **Will** 38
**Resist** 30 poison
**Saving Throws** +5
**Speed** 9, fly 8 (hover), overland flight 15
**Action Points** 2

⊕ **Bite** (standard; at-will)
Reach 4; +33 vs. AC; 2d10 + 11 damage.

⊕ **Claw** (standard; at-will)
Reach 4; +33 vs. AC; 2d8 + 11 damage.

✦ **Draconic Fury** (standard; at-will)
The dragon makes two claw attacks and one bite attack.

✦ **Quick Snap** (immediate interrupt, when an enemy moves adjacent to the dragon; at-will)
The dragon makes a bite attack against the triggering enemy. On a hit, the target also grants combat advantage to the dragon (save ends).

✧ **Breath Weapon** (standard; recharge ⚄ ⁞⁞) ✦ **Poison**
Close blast 5; +31 vs. Fortitude; 4d8 + 7 poison damage, and the target takes ongoing 15 poison damage and treats the dragon as invisible (save ends both). *Miss:* Half damage.

✧ **Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

✧ **Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +31 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Fluid Shape** (immediate interrupt, when an enemy attacks the dragon; recharge ⚄ ⁞⁞) ✦ **Polymorph**
The triggering attack instead targets a different creature adjacent to the dragon.

**Quicksilver Form** (move action; encounter) ✦ **Polymorph**
The dragon becomes a liquid wave of quicksilver and shifts 8 squares. It remains in quicksilver form until the end of its next turn. While in quicksilver form, the dragon can't attack or fly, but it gains a climb speed of 6, ignores difficult terrain, and doesn't provoke opportunity attacks. It can squeeze through any aperture a Tiny creature could fit through. The dragon can return to its normal form as a free action on its turn. When it returns to normal, each creature within 2 squares grants combat advantage to the dragon until the end of the dragon's next turn. *Sustain Minor:* The quicksilver form persists.

**Change Shape** (minor; at-will) ✦ **Polymorph**
The dragon can alter its physical form to appear as any Medium or Large humanoid, including a unique individual (see "Change Shape," *MM2* 216).

**Combat Advantage**
The dragon deals 3d6 extra damage against a target granting combat advantage to it.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Acrobatics +29, Bluff +26, Stealth +29
**Str** 25 (+21) **Dex** 30 (+24) **Wis** 15 (+16)
**Con** 21 (+19) **Int** 15 (+16) **Cha** 24 (+21)

## Mercury Dragon Lore

**Nature DC 12:** Mercury dragons often make their homes in volcanoes, mountain peaks, and the Elemental Chaos. But these born travelers sometimes spend months away from their lairs.

**Nature DC 17:** The poison breath of a mercury dragon can render creatures unable to see the dragon for several seconds. And because the poisoned creature can see everything else, the dragon's enemy might not realize that the dragon is effectively invisible. When threatened, a mercury dragon can turn its body into a liquid pool of quicksilver that moves like an ooze.

## Mercury Dragon Tactics

A mercury dragon is stealthy and prefers to observe its quarry for a time before attacking when terrain or timing gives it an advantage. It breathes on its enemies as soon as it can, then attacks those who can't see it. It often uses *frightful presence* in the second round of a fight if its *breath weapon* missed some of its foes, or if some were out of range.

A mercury dragon uses *quicksilver form* either to escape or to move to advantageous terrain, such as a place its adversaries cannot reach. Then it resumes its normal form and alternates between its *breath weapon* and *draconic fury* attacks.

When most enemies shake off the poison breath, the mercury dragon breathes again if the breath weapon has recharged, or the dragon moves away to encourage a foe to move adjacent and thus trigger *quicksilver form*.

An ancient mercury dragon's shapechanging is so effective that it can use *fluid shape* to entice one enemy into attacking another. An older mercury dragon can adopt a humanoid shape and disguise itself as a member of a "lesser" race. Mercury dragons don't have a steel dragon's affinity for civilization, however, and often spoil their disguises by demonstrating their ignorance of customs or manners.

## Encounter Groups

Unlike many other dragons, mercury dragons don't crave social dominance for its own sake. Many a mercury dragon is happier serving as a ruler's grandmaster assassin, special emissary, or mysterious spy than it would be if it had to rule from its lair. With the ability to change shape and use *quicksilver form* to reach places other creatures cannot go, mercury dragons make peerless thieves and scouts as well.

**Level 16 Encounter (XP 7,000)**
- 1 adult mercury dragon (level 13 solo lurker)
- 1 drow priest (level 15 controller, *MM* 95)
- 3 drow warriors (level 11 lurker, *MM* 94)

**Level 23 Encounter (XP 29,400)**
- 1 elder mercury dragon (level 21 solo lurker)
- 1 efreet cinderlord (level 23 artillery, *MM* 98)
- 2 efreet fireblades (level 22 soldier, *MM* 98)

# Mithral Dragon

The mysterious mithral dragons can glimpse the future. Devoted to causes and deities, these dragons involve themselves in the affairs of the faithful, appearing to a select few and then disappearing suddenly. Single-minded in pursuit of its cause, a mithral can be an implacable foe or an unflinching ally.

## Mithral Dragon Lore

**Religion DC 16:** Mithral dragons work for causes, particularly religious ones, and are natives of the Astral Sea. In battle, they attack only when it's advantageous for them to do so, even if a fight drags on.

**Religion DC 21:** Mithral dragons can see into the future and teleport. A mithral might abandon its faith without notice at the behest of a higher calling. Mithral dragons breathe streams of radiant energy.

## Mithral Dragon Tactics

Mithral dragons fight only on battlefields of their choosing. They prefer areas that feature obstructions and difficult terrain, to capitalize on their teleportation abilities and to limit the mobility of earthbound foes.

A mithral dragon spreads its attacks around, herding enemies into a group before unleashing its *breath weapon* or using *dimensional flurry*. It uses *dimension strike* to appear suddenly in the midst of ranged attackers.

Elder and ancient mithrals have *mithral prescience*, which forces slivers of their foresight into their enemies' minds and causes strange draconic visions to overlay their senses. A dragon reserves that attack for formidable foes that prove resilient to its other attacks.

**Young Mithral Dragon** **Level 11 Solo Skirmisher**
Large immortal magical beast (dragon) XP 3,000

**Initiative** +13 **Senses** Perception +14; darkvision
**HP** 444; **Bloodied** 222; see also *bloodied breath*
**AC** 25; **Fortitude** 23, **Reflex** 25, **Will** 23
**Resist** 15 radiant
**Saving Throws** +5
**Speed** 8, fly 10 (hover), overland flight 12, teleport 10
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Radiant**
Reach 2; +16 vs. AC; 2d8 + 4 damage, and the target takes ongoing 5 radiant damage (save ends).

⊕ **Claw** (standard; at-will)
Reach 2; +16 vs. AC; 2d8 + 4 damage.

↟ **Dimension Strike** (standard; at-will) ✦ **Teleportation**
The dragon teleports 5 squares, makes a claw attack, teleports 5 squares, and makes a claw attack against a different target.

↟ **Wing Buffet** (minor; recharge ⚄ ⁞⁞)
Reach 2; +14 vs. Fortitude; 2d8 + 6 damage, and the dragon pushes the target 3 squares.

✧ **Breath Weapon** (standard; recharge ⚄ ⁞⁞) ✦ **Radiant**
Close blast 5; +14 vs. Reflex; 2d6 + 4 radiant damage, and the target is blinded (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

**Dimensional Flurry** (standard; encounter) ✦ **Radiant, Teleportation**
Close burst 10; targets up to four enemies; +14 vs. Reflex; 2d8 + 4 damage, and the target takes ongoing 5 radiant damage and is dazed (save ends both). *Effect:* The dragon teleports to a space in the burst.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +14 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Prophetic Defense** (immediate interrupt, when the dragon is hit by an attack; at-will) ✦ **Teleportation**
The dragon gains a +4 bonus to all defenses against the triggering attack. If the attack misses, the dragon teleports 6 squares.

**Alignment** Unaligned **Languages** Common, Draconic, Supernal
**Skills** Diplomacy +13, History +13, Insight +14, Intimidate +13, Religion +13
**Str** 18 (+9) **Dex** 23 (+11) **Wis** 18 (+9)
**Con** 15 (+7) **Int** 16 (+8) **Cha** 16 (+8)

## Adult Mithral Dragon — Level 18 Solo Skirmisher

Large immortal magical beast (dragon) XP 10,000

**Initiative** +19 **Senses** Perception +20; darkvision
**HP** 684; **Bloodied** 342; see also *bloodied breath*
**AC** 32; **Fortitude** 29, **Reflex** 31, **Will** 29
**Resist** 20 radiant
**Saving Throws** +5
**Speed** 8, fly 10 (hover), overland flight 12, teleport 10
**Action Points** 2

**Bite** (standard; at-will) ✦ **Radiant**
Reach 2; +23 vs. AC; 2d8 + 7 damage, and the target takes ongoing 5 radiant damage (save ends).

**Claw** (standard; at-will)
Reach 2; +23 vs. AC; 2d8 + 7 damage.

**Dimension Strike** (standard; at-will) ✦ **Teleportation**
The dragon teleports 5 squares, makes a claw attack, teleports 5 squares, and makes a claw attack against a different target.

**Wing Buffet** (minor; recharge ⚄ ⁞⁞)
Reach 2; +21 vs. Fortitude; 3d8 + 6 damage, and the dragon pushes the target 3 squares.

**Breath Weapon** (standard; recharge ⚄ ⁞⁞) ✦ **Radiant**
Close blast 5; +21 vs. Reflex; 3d8 + 4 radiant damage, and the target is blinded (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

**Dimensional Flurry** (standard; encounter) ✦ **Radiant, Teleportation**
Close burst 10; targets up to four enemies; +14 vs. Reflex; 2d8 + 7 damage, and the target takes ongoing 5 radiant damage and is dazed (save ends both). *Effect:* The dragon teleports to a space in the burst.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +21 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Prophetic Defense** (immediate interrupt, when the dragon is hit by an attack; at-will) ✦ **Teleportation**
The dragon gains a +4 bonus to all defenses against the triggering attack. If the attack misses, the dragon teleports 6 squares.

**Alignment** Unaligned **Languages** Common, Draconic, Supernal
**Skills** Diplomacy +19, History +19, Insight +20, Intimidate +19, Religion +19
**Str** 22 (+15) **Dex** 27 (+17) **Wis** 22 (+15)
**Con** 19 (+13) **Int** 20 (+14) **Cha** 20 (+14)

## Elder Mithral Dragon — Level 25 Solo Skirmisher

Huge immortal magical beast (dragon) XP 35,000

**Initiative** +24 **Senses** Perception +24; darkvision
**HP** 916; **Bloodied** 458; see also *bloodied breath*
**AC** 39, **Fortitude** 36, **Reflex** 38, **Will** 36
**Resist** 25 radiant
**Saving Throws** +5
**Speed** 10, fly 12 (hover), overland flight 16, teleport 10
**Action Points** 2

**Bite** (standard; at-will) ✦ **Radiant**
Reach 3; +30 vs. AC; 2d8 + 10 damage, and the target takes ongoing 10 radiant damage (save ends).

**Claw** (standard; at-will)
Reach 3; +30 vs. AC; 3d8 + 7 damage.

**Dimension Strike** (standard; at-will) ✦ **Teleportation**
The dragon teleports 5 squares, makes a claw attack, teleports 5 squares, and makes a claw attack against a different target.

**Wing Buffet** (minor; recharge ⚄ ⁞⁞)
Reach 3; +28 vs. Fortitude; 3d10 + 7 damage, and the dragon pushes the target 3 squares.

**Mithral Prescience** (minor; at-will)
Ranged 10; the target takes a -2 penalty to all defenses against the dragon's attacks until the dragon uses this power on another target.

**Breath Weapon** (standard; recharge ⚄ ⁞⁞) ✦ **Radiant**
Close blast 5; +28 vs. Reflex; 4d8 + 4 radiant damage, and the target is blinded (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

**Dimensional Flurry** (standard; encounter) ✦ **Radiant, Teleportation**
Close burst 10; targets up to four enemies; +28 vs. Reflex; 3d8 + 7 damage, and the target takes ongoing 10 radiant damage and is dazed (save ends both). *Effect:* The dragon teleports to a space in the burst.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +28 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Prophetic Defense** (immediate interrupt, when the dragon is hit by an attack; at-will) ✦ **Teleportation**
The dragon gains a +4 bonus to all defenses against the triggering attack. If the attack misses, the dragon teleports 6 squares.

**Alignment** Unaligned **Languages** Common, Draconic, Supernal
**Skills** Diplomacy +23, History +23, Insight +24, Intimidate +23, Religion +23
**Str** 25 (+19) **Dex** 30 (+22) **Wis** 25 (+19)
**Con** 21 (+17) **Int** 23 (+18) **Cha** 23 (+18)

## IMMORTAL DRAGONS

Unlike other creatures of the immortal origin, immortal dragons age. However, they do not diminish in old age. An immortal dragon never moves into the twilight stage of dragon development (see page 15).

**Ancient Mithral Dragon** **Level 31 Solo Skirmisher**
Gargantuan immortal magical beast (dragon) XP 115,000

**Initiative** +28 **Senses** Perception +29; darkvision
**HP** 1,120; **Bloodied** 560; see also *bloodied breath*
**AC** 45, **Fortitude** 42, **Reflex** 44, **Will** 42
**Resist** 30 radiant
**Saving Throws** +5
**Speed** 12, fly 14 (hover), overland flight 18, teleport 10
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Radiant**
Reach 4; +36 vs. AC; 2d8 + 12 damage, and the target takes ongoing 15 radiant damage (save ends).

⊕ **Claw** (standard; at-will)
Reach 4; +36 vs. AC; 3d8 + 10 damage.

**Dimension Strike** (standard; at-will) ✦ **Teleportation**
The dragon teleports 5 squares, makes a claw attack, teleports 5 squares, and makes a claw attack against a different target.

**Wing Buffet** (minor; recharge ⚄ ⁞⁞)
Reach 4; +34 vs. Fortitude; 4d10 + 7 damage, and the dragon pushes the target 3 squares.

**Mithral Prescience** (minor; at-will)
Ranged 10; the target takes a -2 penalty to all defenses against the dragon's attacks until the dragon uses this power on another target.

**Breath Weapon** (standard; recharge ⚄ ⁞⁞) ✦ **Radiant**
Close blast 5; +34 vs. Reflex; 4d10 + 5 radiant damage, and the target is blinded (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

**Dimensional Flurry** (standard; encounter) ✦ **Radiant, Teleportation**
Close burst 10; targets up to four enemies; +34 vs. Reflex; 4d8 + 5 damage, and the target takes ongoing 15 radiant damage and is dazed (save ends both). *Effect:* The dragon teleports to a space in the burst.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +34 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Prophetic Defense** (immediate interrupt, when the dragon is hit by an attack; at-will) ✦ **Teleportation**
The dragon gains a +4 bonus to all defenses against the triggering attack. If the attack misses, the dragon teleports 6 squares.

**Alignment** Unaligned **Languages** Common, Draconic, Supernal
**Skills** Diplomacy +28, History +28, Insight +29, Intimidate +28, Religion +28

| | | |
|---|---|---|
| **Str** 28 (+24) | **Dex** 33 (+26) | **Wis** 28 (+24) |
| **Con** 24 (+22) | **Int** 26 (+23) | **Cha** 26 (+23) |

## Encounter Groups

On the rare occasions when mithral dragons team up with other creatures, they fight alongside soldiers or brutes—allies that fight toe-to-toe with enemies and free the dragon to teleport in and out of combat.

**Level 14 Encounter (XP 5,000)**
- 1 young mithral dragon (level 11 solo skirmisher)
- 4 dragonborn gladiators (level 10 soldier, *MM* 86)

**Level 30 Encounter (XP 95,000)**
- 1 elder mithral dragon (level 25 solo skirmisher)
- 2 godforged colossi (level 29 elite brute, *MM* 44)

KEREM BEYIT

# ORIUM DRAGON

ORIUM DRAGONS LIVE AMONG RUINS of ancient civilizations, commanding lesser creatures to rebuild the glories of yesteryear and recapture the magic of fallen empires. To those under its protection, an orium dragon is a wise but sometimes harsh monarch. Those who threaten the dragon's dreams of renewed empire find themselves choking on its corrosive breath—while they watch the vapor coalesce into a smoky serpent that attacks at the dragon's command.

## ORIUM DRAGON LORE

**Nature DC 14:** Orium dragons make their lairs in ancient ruins, especially those in jungles and other warm environments. They gather and guard the treasure and lore they salvage from the ruins.

**Nature DC 19:** Unlike most breath weapons, an orium dragon's acidic breath doesn't disperse. It collapses in on itself, creating a serpent of magic vapor that attacks the dragon's enemies.

## ORIUM DRAGON TACTICS

The orium dragon's *breath weapon* stands out as its most potent and most versatile ability. It deals damage as other breath weapons do, but then transforms into a vaporous serpent that can move and attack right after the dragon's turn. The *breath weapon* recharges when the minion is destroyed. (Give the players a visual cue when this happens, so they know the consequences of destroying the minion—though the minion also deals enough damage to make it dangerous if it sticks around).

Elder and ancient orium dragons have unusually long tails, which they can coil around an enemy. They use *tail coil* against the first enemy to move adjacent to them, then continue to squeeze every round. If dangerous terrain is nearby, an orium dragon can move a grabbed target, making a Strength attack against the target's Fortitude. If the dragon hits, it can move at half speed and pull the target behind it. Being grabbed by an ancient orium is particularly dangerous if the target is moved inside the dragon's *corrosive fumes* aura.

## ENCOUNTER GROUPS

The typical orium dragon lives in jungle ruins, surrounded by a tribe of monsters that treat it like a god.

**Level 9 Encounter (XP 2,400)**
- 1 young orium dragon (level 8 solo soldier)
- 2 greenscale darters (level 5 lurker, *MM* 178)
- 1 greenscale marsh mystic (level 6 controller, *MM* 179)

**Level 16 Encounter (XP 7,000)**
- 1 adult orium dragon (level 13 solo soldier)
- 3 medusa archers (level 10 elite controller, *MM* 186)

HOWARD LYON

**Young Orium Dragon** **Level 8 Solo Soldier**
*Large natural magical beast (dragon)* *XP 1,750*

**Initiative** +9 **Senses** Perception +9; darkvision
**HP** 360; **Bloodied** 180; see also *bloodied breath*
**AC** 24; **Fortitude** 22, **Reflex** 20, **Will** 19
**Resist** 15 acid
**Saving Throws** +5
**Speed** 6, fly 8 (hover), overland flight 12
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Acid**
Reach 2; +15 vs. AC; 1d10 + 6 damage plus 1d6 acid damage.

⊕ **Claw** (standard; at-will)
Reach 2; +15 vs. AC; 1d8 + 6 damage, and the target is marked until the end of the dragon's next turn.

⸸ **Draconic Fury** (standard; at-will)
The dragon makes two claw attacks and one bite attack.

✧ **Breath Weapon** (standard; recharges when one of the dragon's vaporous spirits is reduced to 0 hit points) ✦ **Acid**
Close blast 5; +13 vs. Fortitude; 2d8 + 4 acid damage, and a young vaporous serpent minion (see below) appears in any single unoccupied square in the blast. It acts just after the dragon in the initiative order.

✧ **Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

✧ **Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +13 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** History +10, Insight +9, Intimidate +11
**Str** 20 (+9) **Dex** 16 (+7) **Wis** 11 (+4)
**Con** 18 (+8) **Int** 12 (+5) **Cha** 15 (+6)

**Young Vaporous Serpent** **Level 8 Minion Brute**
Medium elemental beast XP –

**Initiative** as dragon **Senses** Perception +1
**HP** 1; a missed attack never damages a minion.
**AC** 21; **Fortitude** 20, **Reflex** 19, **Will** 18
**Resist** 15 acid
**Speed** 6

⊕ **Bite** (standard; at-will) ✦ **Acid**
+13 vs. AC; 10 acid damage.

**Alignment** Unaligned **Languages** –
**Str** 17 (+7) **Dex** 10 (+4) **Wis** 4 (+1)
**Con** 12 (+5) **Int** 4 (+1) **Cha** 4 (+1)

**Adult Orium Dragon** **Level 13 Solo Soldier**
Large natural magical beast (dragon) XP 4,000

**Initiative** +13 **Senses** Perception +12; darkvision
**HP** 532; **Bloodied** 266; see also *bloodied breath*
**AC** 29; **Fortitude** 27, **Reflex** 25, **Will** 24
**Resist** 20 acid
**Saving Throws** +5
**Speed** 6, fly 8 (hover), overland flight 12
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Acid**
Reach 2; +20 vs. AC; 1d10 + 6 damage plus 2d6 acid damage.

⊕ **Claw** (standard; at-will)
Reach 2; +20 vs. AC; 1d12 + 6 damage, and the target is marked until the end of the dragon's next turn.

⸸ **Draconic Fury** (standard; at-will)
The dragon makes two claw attacks and one bite attack.

✧ **Breath Weapon** (standard; recharges when one of the dragon's vaporous spirits is reduced to 0 hit points) ✦ **Acid**
Close blast 5; +16 vs. Fortitude; 2d8 + 4 acid damage, and an adult vaporous serpent minion (see below) appears in any single unoccupied square in the blast. It acts just after the dragon in the initiative order.

✧ **Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

✧ **Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +15 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** History +13, Insight +12, Intimidate +14
**Str** 23 (+12) **Dex** 20 (+11) **Wis** 13 (+7)
**Con** 21 (+11) **Int** 14 (+8) **Cha** 17 (+9)

**Adult Vaporous Serpent** **Level 13 Minion Brute**
Medium elemental beast XP –

**Initiative** as dragon **Senses** Perception +3
**HP** 1; a missed attack never damages a minion.
**AC** 26; **Fortitude** 25, **Reflex** 24, **Will** 23
**Resist** 20 acid
**Speed** 6

⊕ **Bite** (standard; at-will) ✦ **Acid**
+18 vs. AC; 13 acid damage.

**Alignment** Unaligned **Languages** –
**Str** 20 (+11) **Dex** 12 (+7) **Wis** 4 (+3)
**Con** 15 (+8) **Int** 4 (+3) **Cha** 4 (+3)

**Elder Orium Dragon** **Level 20 Solo Soldier**
Huge natural magical beast (dragon) XP 14,000

**Initiative** +18 **Senses** Perception +17; darkvision
**HP** 768; **Bloodied** 384; see also *bloodied breath*
**AC** 36; **Fortitude** 34, **Reflex** 32, **Will** 30
**Resist** 25 acid
**Saving Throws** +5
**Speed** 8, fly 10 (hover), overland flight 15
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Acid**
Reach 3; +26 vs. AC; 2d6 + 7 damage plus 2d6 acid damage.

⊕ **Claw** (standard; at-will)
Reach 3; +26 vs. AC; 2d6 + 7 damage, and the target is marked until the end of the dragon's next turn.

⸸ **Draconic Fury** (standard; at-will)
The dragon makes two claw attacks and one bite attack.

⸸ **Tail Coil** (immediate reaction, when an enemy moves into an adjacent square; at-will)
Targets the triggering enemy; +24 vs. Reflex; 3d6+7 damage, and the target is grabbed. A creature grabbed by this attack takes 15 damage at the start of each of its turns. The dragon can grab only one creature with *tail coil* at a time.

## BEHIND THE SCREEN: VAPOROUS SERPENT MINIONS

The minions created by an orium dragon's breath are designed to be more powerful than standard minions. They deal more damage, effectively acting as an extra attack for the dragon. They aren't meant to be used on their own or dropped into other encounters.

**Breath Weapon** (standard; recharges when one of the dragon's vaporous spirits is reduced to 0 hit points) ✦ **Acid**
Close blast 5; +21 vs. Fortitude; 3d6 + 6 acid damage, and an elder vaporous serpent minion (see below) appears in any single unoccupied square in the blast. It acts just after the dragon in the initiative order.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +19 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** History +18, Insight +17, Intimidate +19
**Str** 26 (+18) **Dex** 23 (+16) **Wis** 14 (+12)
**Con** 24 (+17) **Int** 16 (+13) **Cha** 18 (+14)

## Elder Vaporous Serpent — Level 20 Minion Brute
Medium elemental beast — XP –

**Initiative** as dragon **Senses** Perception +7
**HP** 1; a missed attack never damages a minion.
**AC** 33; **Fortitude** 32, **Reflex** 31, **Will** 30
**Resist** 25 acid
**Speed** 6

**Bite** (standard; at-will) ✦ **Acid**
+25 vs. AC; 17 acid damage.

**Alignment** Unaligned **Languages** –
**Str** 23 (+16) **Dex** 15 (+12) **Wis** 4 (+7)
**Con** 18 (+14) **Int** 4 (+7) **Cha** 4 (+7)

## Ancient Orium Dragon — Level 28 Solo Soldier
Gargantuan natural magical beast (dragon) — XP 65,000

**Initiative** +24 **Senses** Perception +22; darkvision
**Corrosive Fumes (Acid)** aura 3; any creature that enters the aura or starts its turn there takes 20 acid damage.
**HP** 1,040; **Bloodied** 520; see also *bloodied breath*
**AC** 44; **Fortitude** 42, **Reflex** 40, **Will** 38
**Resist** 30 acid
**Saving Throws** +5
**Speed** 12, fly 12 (hover), overland flight 15
**Action Points** 2

**Bite** (standard; at-will) ✦ **Acid**
Reach 4; +37 vs. AC; 2d10 + 10 damage plus 4d6 acid damage.

**Claw** (standard; at-will)
Reach 4; +34 vs. AC; 2d10 + 10 damage, and the target is marked until the end of the dragon's next turn.

**Draconic Fury** (standard; at-will)
The dragon makes two claw attacks and one bite attack.

**Tail Coil** (immediate reaction, when an enemy moves into an adjacent square; at-will)
Reach 4; +32 vs. Reflex; 3d10 + 10 damage, and the target is grabbed. A creature grabbed by this attack takes 20 damage at the start of each of its turns. The dragon can grab only one creature with *tail coil* at a time.

**Breath Weapon** (standard; recharges when one of the dragon's vaporous spirits is reduced to 0 hit points) ✦ **Acid**
Close blast 5; +29 vs. Fortitude; 3d10 + 8 acid damage, and an ancient vaporous serpent minion (see below) appears in any single unoccupied square in the blast. It acts just after the dragon in the initiative order.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +18 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Insight +23, Intimidate +25, Nature +22
**Str** 30 (+24) **Dex** 27 (+22) **Wis** 17 (+17)
**Con** 28 (+23) **Int** 19 (+18) **Cha** 22 (+20)

## Ancient Vaporous Serpent — Level 28 Minion Brute
Medium elemental beast — XP –

**Initiative** as dragon **Senses** Perception +12
**HP** 1; a missed attack never damages a minion.
**AC** 41; **Fortitude** 40, **Reflex** 39, **Will** 38
**Resist** 30 acid
**Speed** 6

**Bite** (standard; at-will) ✦ **Acid**
+33 vs. AC; 20 acid damage.

**Alignment** Unaligned **Languages** –
**Str** 29 (+24) **Dex** 18 (+19) **Wis** 4 (+12)
**Con** 22 (+21) **Int** 4 (+12) **Cha** 4 (+12)

## THE SECRETS OF ORIUM

Though seldom used today, the red-gold metal orium figures prominently in ancient lore. Many adventurers, and their enemies, look for relics created with this metal.

**Uses:** When prepared properly, using long-lost crafting methods, orium greatly increases the power of magic channeled through it. Most often, ancient crafters used orium to make implements. Some tales, though, describe other magic items made from the metal. A popular legend describes a cabal of ancient wizards who carried spellbooks made up of hundreds of thin sheets of orium. The metal is too soft for weapons or armor, but those items can have orium studs or gilding to enhance their magic.

**History:** Evidence indicates that orium originated in the Feywild, smelted in the workshops of the cyclopses from ore found deep in the Feywild's Underdark. In time, eladrin stole the secret of crafting orium and brought it back to their cities, and eventually to the world. It's said empires as recent as Bael Turath still held the secret, but most extant orium items date from more ancient times.

**Orium's Poison:** The ability to craft orium never entirely disappeared. In fact, smelting it is simple. But unless the crafter purifies the ore during smelting, using the secret techniques of the ancients, the resulting orium is highly poisonous. Even the greatest precautions prove ineffective against unpurified orium, because its subtle, magical emanations contaminate the body and mind over prolonged use. Only the most ambitious spellcasters (especially liches) use implements or magic items made with this substance. Since an orium dragon's breath draws its poison from the metal infused in the dragon's blood, some dragons explore ruins in search of the purified form of the metal. They hope to transfer its secret—and its power—to their own bodies.

# STEEL DRAGON

In humanoid cities, steel dragons conceal their identities by adopting humanoid forms. In battle, steel dragons are quick and employ a wide array of attacks.

## Steel Dragon Lore

**Nature DC 14:** Steel dragons take humanoid form, retaining some evidence of their coloration—gray hair, gray eyes, or steel jewelry. A steel dragon might take any role from a noble to a favored servant of a powerful and charismatic master. Steel dragons work within their communities to promote freedom and undermine authoritarian forces.

**Nature DC 19:** Steel dragons have difficulty with all kinds of absolute authority, even authority that has the best of intentions. Because other kinds of metallic dragons—especially gold dragons—use their power and experience to justify their actions, steel dragons dislike them.

## Steel Dragon Tactics

Steel dragons try to avoid being cornered. When drawn into combat, they keep to areas that offer plenty of maneuvering room.

A steel dragon uses its *breath weapon* to knock foes senseless, then skirts the battlefield's edges. It bites to give itself space and strikes with its claws to bring enemies down. Elder and ancient steel dragons can weave loose bits of energy from their *breath weapons* to ensnare enemies in prisons of crushing force. If a steel dragon is outmatched, it uses *change shape* to hide in crowds of humanoids or to surround itself with innocent bystanders.

## Encounter Groups

Steel dragons primarily keep the company of humans. They join adventuring groups, serve powerful wizards, or ally with revolutionaries.

**Level 8 Encounter (XP 1,800)**
- 1 young steel dragon (level 7 solo skirmisher)
- 4 human lackeys (level 7 minion, *MM* 162)

**Level 22 Encounter (XP 20,800)**
- 1 elder steel dragon (level 21 solo skirmisher)
- 3 rakshasa assassins (level 17 skirmisher, *MM* 217)

**Young Steel Dragon** **Level 7 Solo Controller**
Large natural magical beast (dragon, shapechanger) XP 1,500

**Initiative** +5 **Senses** Perception +11; darkvision
**HP** 324; **Bloodied** 162; see also *bloodied breath*
**AC** 22; **Fortitude** 19, **Reflex** 17, **Will** 20
**Resist** 15 force
**Saving Throws** +5
**Speed** 8, fly 10 (hover), overland flight 12
**Action Points** 2

**Bite** (standard; at-will) ✦ **Force**
Reach 2; +12 vs. AC; 2d8 + 4 damage plus 1d8 force damage, and the dragon slides the target 1 square.

**Claw** (standard; at-will)
Reach 2; +12 vs. AC; 2d6 + 4 damage.

**Double Attack** (standard; at-will)
The dragon makes two claw attacks.

**Wing Scatter** (immediate reaction, when an enemy moves into an adjacent square; at-will)
Targets the triggering enemy; +11 vs. Fortitude; 1d8 + 4 damage, and the target is knocked prone. *Effect:* The dragon shifts 1 square and flies 3 squares.

**Dragon's Suggestion** (minor 1/round; at-will) ✦ **Charm**
+9 vs. Will; the dragon slides the target 1 square, and the target grants combat advantage until the end of the dragon's next turn. *Effect:* The dragon shifts 1 square.

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Force**
Close blast 5; +11 vs. Fortitude; 2d10 + 4 force damage, and the target is dazed (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +11 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Change Shape** (minor; at-will) ✦ **Polymorph**
The dragon can alter its physical form to appear as a unique human (see "Change Shape," *MM2* 216).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Bluff +13, Diplomacy +13, Insight +11
**Str** 19 (+7) **Dex** 14 (+5) **Wis** 16 (+6)
**Con** 17 (+6) **Int** 13 (+4) **Cha** 21 (+8)

**Adult Steel Dragon** **Level 14 Solo Controller**
Large natural magical beast (dragon, shapechanger) XP 5,000

**Initiative** +11 **Senses** Perception +16; darkvision
**HP** 560; **Bloodied** 280; see also *bloodied breath*
**AC** 29; **Fortitude** 26, **Reflex** 24, **Will** 27
**Resist** 20 force
**Saving Throws** +5
**Speed** 8, fly 10 (hover), overland flight 12
**Action Points** 2

**Bite** (standard; at-will) ✦ **Force**
Reach 2; +19 vs. AC; 2d8 + 6 damage plus 1d10 force damage, and the dragon slides the target 2 squares.

**Claw** (standard; at-will)
Reach 2; +19 vs. AC; 2d8 + 6 damage.

**Double Attack** (standard; at-will)
The dragon makes two claw attacks.

**Wing Scatter** (immediate reaction, when an enemy moves into an adjacent square; at-will)
Targets the triggering enemy; +18 vs. Fortitude; 2d8 + 6 damage, and the target is knocked prone. *Effect:* The dragon shifts 1 square and flies 3 squares.

**Dragon's Suggestion** (minor 1/round; at-will) ✦ **Charm**
+16 vs. Will; the dragon slides the target 1 square, and the target grants combat advantage until the end of the dragon's next turn. *Effect:* The dragon shifts 1 square.

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Force**
Close blast 5; +18 vs. Fortitude; 4d6 + 6 force damage, and the target is dazed (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter) ✦ **Force**
*Breath weapon* recharges, and the dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +18 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a –2 penalty to attack rolls (save ends).

**Change Shape** (minor; at-will) ✦ **Polymorph**
The dragon can alter its physical form to appear as a unique human (see "Change Shape," *MM2* 216).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Bluff +19, Diplomacy +19, Insight +16
**Str** 22 (+13) **Dex** 18 (+11) **Wis** 19 (+11)
**Con** 20 (+12) **Int** 15 (+9) **Cha** 24 (+14)

## Elder Steel Dragon — Level 21 Solo Controller

Huge natural magical beast (dragon, shapechanger) XP 16,000

**Initiative** +17 **Senses** Perception +20; darkvision
**HP** 800; **Bloodied** 400; see also *bloodied breath*
**AC** 36; **Fortitude** 33, **Reflex** 32, **Will** 34
**Resist** 25 force
**Saving Throws** +5
**Speed** 10, fly 12 (hover), overland flight 15
**Action Points** 2

**Bite** (standard; at-will) ✦ **Force**
Reach 3; +26 vs. AC; 3d6 + 8 damage plus 2d6 force damage, and the dragon slides the target 2 squares.

**Claw** (standard; at-will)
Reach 3; +26 vs. AC; 3d6 + 8 damage.

**Double Attack** (standard; at-will)
The dragon makes two claw attacks.

**Wing Scatter** (immediate reaction, when an enemy moves into an adjacent square; at-will)
Targets the triggering enemy; +24 vs. Fortitude; 3d6 + 8 damage, and the target is knocked prone. *Effect:* The dragon shifts 1 square and flies 3 squares.

**Dragon's Suggestion** (minor 1/round; at-will) ✦ **Charm**
+23 vs. Will; the dragon slides the target 2 squares, and the target grants combat advantage until the end of the dragon's next turn. *Effect:* The dragon shifts 1 square.

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Force**
Close blast 5; +25 vs. Fortitude; 4d8 + 8 force damage, and the target is dazed (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter) ✦ **Force**
*Breath weapon* recharges, and the dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +25 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a –2 penalty to attack rolls (save ends).

**Force Prison** (standard; recharges when the dragon uses *breath weapon*) ✦ **Force, Zone**
Area burst 1 within 10; +25 vs. Reflex; 3d10 + 8 force damage. *Effect:* The burst becomes a zone of force until the end of the dragon's next turn. A creature within the zone can't leave it.

**Change Shape** (minor; at-will) ✦ **Polymorph**
The dragon can alter its physical form to appear as a unique human (see "Change Shape," *MM2* 216).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Bluff +24, Diplomacy +24, Insight +20
**Str** 26 (+18) **Dex** 24 (+17) **Wis** 21 (+15)
**Con** 24 (+17) **Int** 17 (+13) **Cha** 28 (+19)

CHRIS SEAMAN

| Ancient Steel Dragon | Level 29 Solo Controller |
|---|---|
| Gargantuan natural magical beast (dragon, shapechanger) | XP 75,000 |
| **Initiative** +23 | **Senses** Perception +26; darkvision |
| **HP** 1,072; **Bloodied** 536; see also *bloodied breath* | |
| **AC** 44; **Fortitude** 41, **Reflex** 40, **Will** 42 | |
| **Resist** 30 force | |
| **Saving Throws** +5 | |
| **Speed** 12, fly 14 (hover), overland flight 20 | |
| **Action Points** 2 | |
| ⓘ **Bite** (standard; at-will) ✦ **Force** | |
| Reach 4; +34 vs. AC; 3d8 + 11 damage plus 3d8 force damage, and the target slides 3 squares. | |
| ⓘ **Claw** (standard; at-will) | |
| Reach 4; +34 vs. AC; 3d6 + 11 damage. | |
| ⨽ **Double Attack** (standard; at-will) | |
| The dragon makes two claw attacks. | |
| ⨽ **Wing Scatter** (immediate reaction, when an enemy moves into an adjacent square; at-will) | |
| Targets the triggering enemy; +32 vs. Fortitude; 3d6 + 11 damage, and the target is knocked prone. *Effect:* The dragon shifts 1 square and flies 3 squares. | |
| ⨽ **Dragon's Suggestion** (minor 1/round; at-will) ✦ **Charm** | |
| +31 vs. Will; the dragon slides the target 3 squares, and the target grants combat advantage until the end of the dragon's next turn. *Effect:* The dragon shifts 1 square. | |
| ⨳ **Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Force** | |
| Close blast 5; +33 vs. Fortitude; 5d8 + 9 force damage, and the target is dazed (save ends). *Miss:* Half damage. | |
| ⨳ **Bloodied Breath** (free, when first bloodied; encounter) ✦ **Force** | |
| *Breath weapon* recharges, and the dragon uses it. | |
| ⨳ **Frightful Presence** (standard; encounter) ✦ **Fear** | |
| Close burst 10; targets enemies; +33 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends). | |
| ✲ **Force Prison** (standard; recharges when the dragon uses *breath weapon*) ✦ **Force, Zone** | |
| Area burst 1 within 10; +33 vs. Reflex; 4d8 + 9 force damage. *Effect:* The burst becomes a zone of force until the end of the dragon's next turn. A creature within the zone can't leave it. | |
| **Hidden Steel** (minor; encounter) ✦ **Charm** | |
| The dragon becomes invisible until the end of its next turn or until it attacks. *Sustain Minor:* The effect persists. | |
| **Change Shape** (minor; at-will) ✦ **Polymorph** | |
| The dragon can alter its physical form to appear as a unique human (see "Change Shape," *MM2* 216). | |
| **Alignment** Unaligned | **Languages** Common, Draconic |
| **Skills** Bluff +30, Diplomacy +30, Insight +26 | |
| **Str** 31 (+24) | **Dex** 28 (+23) **Wis** 25 (+21) |
| **Con** 28 (+23) | **Int** 21 (+19) **Cha** 32 (+25) |

# METALLIC WYRMLINGS

Even immediately after hatching, dragons are powerful creatures, capable of unleashing formidable bite, claw, and *breath weapon* attacks. An impetuous or bored wyrmling still having the curiosity and playfulness of youth can be extremely dangerous.

## Adamantine Dragon Wyrmling

Adamantine wyrmlings are born starving, and they swiftly set out to hunt for food. Dependent on darkness and shadows to hide from larger predators, these creatures might not see light for the first months or years of life. They quickly develop the territoriality and temper of their parents, and this aspect of their nature occasionally results in adamantine wyrmlings killing one another.

These wyrmlings are a dark, dull gray. Their scales are already heavy, but they lie flat, rather than forming overlapping edges as they do on older dragons.

| Adamantine Dragon Wyrmling | Level 5 Elite Soldier |
|---|---|
| Medium natural magical beast (dragon) | XP 400 |
| **Initiative** +6 | **Senses** Perception +3; darkvision |
| **HP** 126; **Bloodied** 63 | |
| **AC** 21; **Fortitude** 20, **Reflex** 18, **Will** 17 | |
| **Resist** 5 thunder | |
| **Saving Throws** +2 | |
| **Speed** 5, fly 6 (hover), overland flight 8 | |
| **Action Points** 1 | |
| ⓘ **Bite** (standard; at-will) ✦ **Thunder** | |
| +10 vs. Reflex; 1d6 + 5 damage plus 1d6 thunder damage. | |
| ⓘ **Claw** (standard; at-will) | |
| +10 vs. Reflex; 1d8 + 5 damage. | |
| ⨽ **Double Attack** (standard; at-will) | |
| The dragon makes two claw attacks. | |
| ⨳ **Breath Weapon** (standard; recharges when first bloodied) ✦ **Thunder** | |
| Close blast 4; +8 vs. Fortitude; 3d6 + 4 thunder damage. | |
| **Alignment** Unaligned | **Languages** Draconic |
| **Skills** Insight +8 | |
| **Str** 18 (+6) | **Dex** 15 (+4) **Wis** 13 (+3) |
| **Con** 15 (+4) | **Int** 10 (+2) **Cha** 10 (+2) |

### Adamantine Dragon Wyrmling Lore

**Nature DC 12:** Adamantine wyrmlings hatch underground and often do not see light for months. Their scales are already remarkably tough.

### Adamantine Wyrmling Tactics

An adamantine wyrmling focuses on a single foe, chewing and chewing on its target until it drops and only then moving on to the next one. It blasts all its foes with its *breath weapon* when it can.

*Top: Cobalt wyrmling. Below, left to right: Bronze, brass, and adamantine wyrmlings*

## Encounter Groups

When they don't remain in family groups, adamantine dragon wyrmlings are found in the company of creatures they can bully or creatures that have stolen and coerced them.

**Level 5 Encounter (XP 1,200)**

- 1 adamantine dragon wyrmling (level 5 elite soldier)
- 1 troglodyte impaler (level 7 artillery, *MM* 252)
- 2 troglodyte maulers (level 6 soldier, *MM* 252)

## Brass Dragon Wyrmling

Most brass dragon wyrmlings live in the dry lands in which they are born. Though they have extremely deadly ranged breath weapons, they are more fragile than other dragons. As a result, they make alliances with small groups of intelligent creatures, such as tribes of nomadic dragonborn. To creatures other than their allies, brass dragons are belligerent bullies with a strong territorial instinct.

At birth, a brass dragon wyrmling's scales are a dull matte brown. As the dragon ages, new metallic scales replace the matte scales.

| **Brass Dragon Wyrmling** | **Level 2 Elite Artillery** |
|---|---|
| Medium natural magical beast (dragon) | XP 250 |
| **Initiative** +3 | **Senses** Perception +7; darkvision |
| **HP** 68; **Bloodied** 34 | |
| **AC** 16; **Fortitude** 16, **Reflex** 15, **Will** 14 | |
| **Resist** 5 fire | |
| **Saving Throws** +2 | |
| **Speed** 6, fly 8 (hover), overland flight 10 | |
| **Action Points** 1 | |
| ⨺ **Bite** (standard; at-will) ✦ **Fire** | |
| +9 vs. AC; 1d8 + 2 damage plus 1d6 fire damage. | |
| ⨺ **Claw** (standard; at-will) | |
| +9 vs. AC; 1d6 + 2 damage. | |
| ⨺ **Dragon Ire** (standard; at-will) | |
| The wyrmling makes two claw attacks, and then shifts 1 square. | |
| ⇙ **Breath Weapon** (standard; recharges when first bloodied) ✦ **Fire** | |
| Close blast 4; +5 vs. Reflex; 3d6 + 2 fire damage, and the wyrmling pushes the target 1 square. *Miss:* Half damage. | |
| ⇘ **Fire Stream** (standard; at-will) ✦ **Fire** | |
| Ranged 20; +7 vs. Reflex; 1d8 + 4 fire damage, and any creature adjacent to the target takes 1d6 fire damage. | |
| **Alignment** Unaligned | **Languages** Draconic |
| **Skills** Athletics +8, Insight +7, Intimidate +6 | |
| **Str** 15 (+3) | **Dex** 14 (+3) **Wis** 13 (+2) |
| **Con** 16 (+4) | **Int** 11 (+1) **Cha** 10 (+1) |

FRANZ VOHWINKEL

## Brass Dragon Wyrmling Lore

**Nature DC 10:** A brass dragon lays its eggs in caves hidden in arid, rocky outcroppings or desert hills. These caves are usually close to civilized areas, and brass dragon wyrmlings often become leaders of mercenary bands. Brass dragon wyrmlings have powerful breath weapons they can use at a distance, but are weak in close combat.

## Brass Dragon Wyrmling Tactics

When compared to other wyrmlings, the brass dragon wyrmling is relatively fragile. It uses tougher allies as a defense from melee combatants. A brass dragon wyrmling attacks foes from a distance using *fire stream*. It uses its *breath weapon* once it is in melee, and then retreats from foes. Once forced into melee, the dragon fights with its bite attack and *dragon ire*.

## Encounter Groups

At such a young age, a brass dragon wyrmling seeks out other intelligent creatures for protection, especially those that see the benefit of an alliance with a dragon. Dragonborn and humans are common allies.

**Level 2 Encounter (XP 650)**

- 2 human bandits (level 2 skirmisher)
- 1 human guard (level 3 soldier)
- 1 brass dragon wyrmling (level 2 elite artillery)

# Bronze Dragon Wyrmling

Although it must still learn the precepts of duty from a parent, a bronze wyrmling has a strong sense of responsibility from the moment it leaves the egg—one that causes it to seek out purpose as thoroughly as it hunts for sustenance. Although this is normally fine, it occasionally causes a bronze wyrmling to "fall in with a bad crowd."

Bronze dragon wyrmlings are bright in color when born, easily mistaken for copper dragons. Their scales swiftly darken, however, and before they reach the young stage, they are unmistakably bronze.

## Bronze Dragon Wyrmling Lore

**Nature DC 12:** Bronze dragons lay their eggs near the coast, in dark caves or buried in wet sand. They occasionally compete for territory with blue dragons, which obliterate bronze nests when they find them—or steal the eggs and raise the wyrmlings as servants.

## Bronze Dragon Wyrmling Tactics

A bronze wyrmling acts as though it were already far older and larger when it moves and engages its enemy. It leads off with its *breath weapon* unless foes are too spread out to make it rewarding. Even when hard-pressed, the wyrmling probably won't flee, since it hasn't yet learned to balance its innate senses of purpose and self-preservation.

| **Bronze Dragon Wyrmling** | **Level 5 Elite Brute** |
|---|---|
| Medium natural magical beast (dragon) | XP 400 |
| **Initiative** +3 | **Senses** Perception +2; darkvision |
| **HP** 152; **Bloodied** 76 | |
| **AC** 17; **Fortitude** 19, **Reflex** 16, **Will** 16 | |
| **Resist** 5 lightning | |
| **Saving Throws** +2 | |
| **Speed** 6, fly 6 (hover), swim 6, overland flight 8 | |
| **Action Points** 1 | |
| ⊕ **Bite** (standard; at-will) ✦ **Lightning** | |
| +8 vs. AC; 2d8 + 4 lightning damage. | |
| ⊕ **Claw** (standard; at-will) | |
| +8 vs. AC; 2d6 + 6 damage. | |
| ⸸ **Bronze Flurry** (standard; at-will) | |
| The wyrmling makes a bite attack and a wing attack. If both hit the same target, the target is also knocked prone. | |
| ⇙ **Breath Weapon** (standard; recharges when first bloodied) ✦ **Lightning** | |
| Close blast 3; +6 vs. Reflex; 2d6 + 6 lightning damage. If the attack hit at least one creature, the wyrmling makes a secondary attack against a creature within 5 squares that was not a target of the primary attack. *Secondary Attack:* +6 vs. Reflex; 1d6 + 6 lightning damage, and the target is pushed 1 square. | |
| **Alignment** Unaligned | **Languages** Draconic |
| **Skills** Athletics +11 | |
| **Str** 18 (+6) | **Dex** 13 (+3) **Wis** 10 (+2) |
| **Con** 16 (+5) | **Int** 10 (+2) **Cha** 12 (+3) |

## Encounter Groups

Bronze wyrmlings rarely leave the family, but they occasionally work with other creatures—either when learning the basics of service, while watched over by their parents, or when forced into servitude.

**Level 5 Encounter (XP 1,100)**

- 2 blue wyrmlings (level 4 elite artillery, *Draconomicon: Chromatic Dragons*, page 180)
- 1 bronze wyrmling (level 5 elite brute)

# Cobalt Dragon Wyrmling

Born from nests carved in glaciers near snowy taiga terrain or in shallow underground caves hidden in the Shadowfell, cobalt dragon wyrmlings are vicious savages. A cobalt dragon's hunting grounds lie anywhere prey collects within its territory, such as melting glaciers or cold mountain springs. Although normally isolated, cobalt wyrmlings do form hunting parties when food is scarce or when a more powerful threat appears (such as the encroachment of civilization or the appearance of a hungry young white or black dragon).

Its scales are a reflective, metallic blue that blends in with the dragon's arctic surroundings, allowing the wyrmling to escape or to ambush opponents.

| Cobalt Dragon Wyrmling | Level 3 Elite Controller |
|---|---|
| Medium natural magical beast (dragon) | XP 300 |
| **Initiative** +2 | **Senses** Perception +7; darkvision |
| **HP** 98; **Bloodied** 49 | |
| **AC** 18; **Fortitude** 16, **Reflex** 14, **Will** 14 | |
| **Resist** 5 cold | |
| **Saving Throws** +2 | |
| **Speed** 6 (ice walk), fly 6, overland flight 8 | |
| **Action Points** 1 | |
| ⊕ **Bite** (standard; at-will) ✦ **Cold** | |
| +8 vs. AC; 1d10 + 4 cold damage, and the target is slowed (save ends). | |
| ⊕ **Claw** (standard; at-will) | |
| +8 vs. AC; 1d6 + 5 damage. | |
| ⊹ **Dragon's Pounce** (standard; at-will) | |
| The wyrmling makes a bite attack, shifts 2 squares, and makes a claw attack against a different target. | |
| ✧ **Savage Mauling** (standard; encounter) | |
| Close burst 1; targets slowed or restrained creatures; +9 vs. AC; 3d6 + 3 damage, and the wyrmling pushes the target 3 squares and knocks it prone. This forced movement can affect a creature restrained by the wyrmling's own breath weapon. | |
| ✧ **Breath Weapon** (standard; recharges when first bloodied) ✦ **Cold** | |
| Close blast 4; +7 vs. Fortitude; 1d6 + 3 cold damage, and the target is restrained (save ends). *Aftereffect:* The target is slowed (save ends). | |
| **Alignment** Unaligned | **Languages** Draconic |
| **Skills** Athletics +9, Endurance +9, Intimidate +7, Stealth +7 | |
| **Str** 16 (+4) | **Dex** 12 (+2) **Wis** 12 (+2) |
| **Con** 17 (+4) | **Int** 10 (+1) **Cha** 13 (+2) |

## Cobalt Dragon Wyrmling Lore

**Nature DC 10:** Cobalt dragons nest in cold, forested areas, especially near glaciers or deep in the Shadowfell. Shortly after hatching, cobalt dragon wyrmlings are abandoned to fend for themselves.

## Cobalt Dragon Wyrmling Tactics

A cobalt dragon wyrmling hides in wait and ambushes unsuspecting foes. It restrains as many enemies as possible with its *breath weapon* before following up with its *savage mauling* attack, and might spend its action point to do both in the same round. If quickly overpowered by superior strength and firepower, the wyrmling might be impressed by such a victory and surrender, pledging to help those that defeated it.

## Encounter Groups

Even at a young age, a cobalt dragon wyrmling might be found in charge of a small group of savages. Occasionally, a cobalt wyrmling is subjugated by tougher foes, such as a band of hobgoblin mercenaries. In the Shadowfell, cobalt dragon wyrmlings can be found with undead, especially chillborn zombies.

**Level 3 Encounter (XP 750)**
- ✦ 1 cobalt dragon wyrmling (level 3 elite controller)
- ✦ 1 hobgoblin archer (level 3 artillery, *MM* 139)
- ✦ 2 hobgoblin soldiers (level 3 soldier, *MM* 139)

# Copper Dragon Wyrmling

Copper wyrmlings prefer to dwell in, and hunt from, the safety of rocky terrain that features great crags and protrusions. This environment allows them to hide from threats or to mimic the tactics of older coppers when attacking prey. They develop their covetous nature early, and some copper parents encourage this by rewarding one offspring in view of the others, stoking jealousy and—they believe—the urge to perform better for greater reward.

Unlike many other dragons, copper dragons don't dramatically change in color or shape as they age. Their scales are a lustrous copper at birth, and their wings are fully developed.

| Copper Dragon Wyrmling | Level 4 Elite Skirmisher |
|---|---|
| Medium natural magical beast (dragon) | XP 350 |
| **Initiative** +8 | **Senses** Perception +3; darkvision |
| **HP** 112; **Bloodied** 56 | |
| **AC** 18; **Fortitude** 16, **Reflex** 17, **Will** 14 | |
| **Resist** 5 acid | |
| **Saving Throws** +2 | |
| **Speed** 8, fly 10 (hover), overland flight 10 | |
| **Action Points** 1 | |
| ⊕ **Bite** (standard; at-will) ✦ **Acid** | |
| The wyrmling shifts 2 squares before and after making the attack: +9 vs. AC; 1d6 + 4 damage plus 1d4 acid damage. | |
| ⊕ **Claw** (standard; at-will) | |
| +9 vs. AC; 1d8 + 4 damage. | |
| ⊹ **Double Attack** (standard; at-will) | |
| The wyrmling makes two claw attacks and then shifts 2 squares. | |
| ⊹ **Flyby Attack** (standard; at-will) | |
| The wyrmling flies up to 8 squares and makes one melee basic attack at any point during that movement. The wyrmling doesn't provoke opportunity attacks when moving away from the target. | |
| ✧ **Breath Weapon** (standard; recharges when first bloodied) ✦ **Acid** | |
| Close blast 4; +7 vs. Reflex; 1d8 + 4 acid damage, and the target is slowed (save ends). | |
| **Alignment** Unaligned | **Languages** Draconic |
| **Skills** Acrobatics +11, Bluff +9 | |
| **Str** 14 (+4) | **Dex** 18 (+6) **Wis** 14 (+4) |
| **Con** 16 (+5) | **Int** 11 (+2) **Cha** 12 (+3) |

## Copper Dragon Wyrmling Lore

**Nature DC 15:** Copper dragons lay their eggs in caves or narrow ravines among mountains, rocky hills, or badlands. The hatchlings often hide among the various crags, cracks, and crevices. Hatchlings

*Left to right: Mercury, copper, gold, and iron wyrmlings*

eventually leave the nest when their growing covetousness begins to compete with their parents'. They can sometimes be lured away by promises of treasure they can hide from the family.

## Copper Dragon Wyrmling Tactics

A copper wyrmling imitates its elders, making frequent use of *flyby attack* and saving its *breath weapon* for enemies that clump together. It uses *double attack*—an undeveloped form of the copper dragon's various mobility powers—against lone targets.

## Encounter Groups

Copper wyrmlings work with other creatures any time they are likely to receive higher rewards for the risk and as long as they aren't required to do anything too distasteful.

**Level 5 Encounter (XP 1,100)**

- 1 copper dragon wyrmling (level 4 elite skirmisher)
- 2 dwarf bolters (level 4 artillery, *MM* 97)
- 2 dwarf hammerers (level 5 soldier, *MM* 97)

# Gold Dragon Wyrmling

As befits the mighty (and perhaps arrogant) race of gold dragons, their wyrmlings are born with a wide suite of abilities, including fully functional wings and breath weapons. Gold wyrmlings often challenge one another in games. They take such activities seriously, competing for small territories and prizes (such as prime prey). These efforts help train them for adulthood so that they will be capable—and worthy—of ruling true domains. A gold wyrmling is torn between a burning desire to prove itself to its parents and an innate belief that it is already superior—or destined to be so—to all other creatures it encounters.

A gold wyrmling's scales are dull, almost sand-hued, and grow brighter as the dragon ages.

## Gold Dragon Wyrmling Lore

**Nature DC 15:** Gold dragon eggs are found in caves deep in the hills alongside rolling plains or in the foothills of larger mountain ranges. Gold wyrmlings grow up in the presence of great riches and magic. Even at only a few days old, gold wyrmlings have a strong sense of self and try to command other creatures (including, at times, their siblings).

JASON A. ENGLE

| **Gold Dragon Wyrmling** | **Level 7 Elite Controller** |
|---|---|
| Medium natural magical beast (dragon) | XP 600 |
| **Initiative** +4 | **Senses** Perception +5; darkvision |
| **HP** 156; **Bloodied** 78; see also *breath weapon* | |
| **AC** 21; **Fortitude** 19, **Reflex** 21, **Will** 19 | |
| **Resist** 5 fire | |
| **Saving Throws** +2 | |
| **Speed** 7, fly 9 (hover), overland flight 14 | |
| **Action Points** 1 | |
| ⨭ **Bite** (standard; at-will) ✦ **Fire** | |
| +12 vs. AC; 1d6 + 5 damage plus 1d6 fire damage. | |
| ⨭ **Claw** (standard; at will) | |
| +12 vs. AC; 1d10 + 4 damage. | |
| ⨮ **Double Attack** (standard; at-will) | |
| The wyrmling makes two claw attacks. | |
| ⨳ **Breath Weapon** (standard; recharges when first bloodied) ✦ **Fire** | |
| Close blast 4; +11 vs. Reflex; 2d6 + 5 fire damage, and the target is weakened until the end of the wyrmling's next turn. | |
| **Alignment** Unaligned | **Languages** Common, Draconic |
| **Skills** Athletics +11, Insight +10, Intimidate +11 | |
| **Str** 16 (+6) | **Dex** 12 (+4) **Wis** 14 (+5) |
| **Con** 14 (+5) | **Int** 20 (+8) **Cha** 17 (+6) |

## Gold Dragon Wyrmling Tactics

A gold wyrmling seeks to control a battle from the moment it begins, initiating combat with its *breath weapon* and then moving in to engage foes that have been weakened. A gold wyrmling rarely retreats unless severely injured. The notion of another creature proving superior is alien to the dragon's instincts, even if it can intellectually understand the possibility.

## Encounter Groups

Gold wyrmlings associate with creatures they can boss around (though they would call it "learning how to command").

**Level 4 Encounter (XP 900)**
- ✦ 1 gold wyrmling (level 7 elite controller)
- ✦ 1 griffon (level 7 brute, *MM* 147)

# Iron Dragon Wyrmling

Iron wyrmlings are some of the weakest wyrmlings, but they are born in larger clutches and have a stronger tendency toward social behavior when first hatched. They rarely come out of hiding, except to swiftly strike at the prey they are learning to hunt before diving back into the shadows. They prefer caves but are almost as comfortable hiding beneath the underbrush and dead leaves on the forest floor. They emerge to attack only if they greatly outsize or outnumber their target, and they try to avoid prolonged battles.

An iron wyrmling's scales are a dark rust color that flakes off in a sort of molting as the dragon approaches the young stage of its development.

| **Iron Dragon Wyrmling** | **Level 3 Elite Skirmisher** |
|---|---|
| Medium natural magical beast (dragon) | XP 300 |
| **Initiative** +4 | **Senses** Perception +3; darkvision |
| **HP** 96; **Bloodied** 48 | |
| **AC** 17; **Fortitude** 17, **Reflex** 15, **Will** 14 | |
| **Resist** 5 lightning | |
| **Saving Throws** +2 | |
| **Speed** 6, fly 8 (hover), overland flight 7 | |
| **Action Points** 1 | |
| ⨭ **Bite** (standard; at-will) ✦ **Lightning** | |
| +8 vs. AC; 2d6 + 3 damage plus 1d6 lightning damage. | |
| ⨭ **Claw** (standard; at will) | |
| +8 vs. AC; 1d10 + 3 damage. | |
| ⨮ **Swift Claws** (standard; at-will) | |
| The wyrmling makes two claw attacks and shifts 2 squares. | |
| ⨳ **Breath Weapon** (standard; recharges when first bloodied) ✦ **Lightning** | |
| Close blast 4; +6 vs. Reflex; 2d6 + 2 lightning damage, and the wyrmling pulls the target 1 square. | |
| **Alignment** Unaligned | **Languages** Draconic |
| **Skills** Stealth +9 | |
| **Str** 18 (+6) | **Dex** 15 (+4) **Wis** 13 (+3) |
| **Con** 16 (+5) | **Int** 10 (+2) **Cha** 10 (+2) |

## Iron Dragon Wyrmling Lore

**Nature DC 10:** Iron dragons hide their eggs in caves or darkened woods. Sometimes, the wyrmlings spend their first few days of life without ever emerging into the open. Iron dragons are born in larger clutches than most other varieties of dragons, and they hunt in packs until they grow strong enough to survive on their own. Iron wyrmlings are instinctive ambush predators.

## Iron Dragon Wyrmling Tactics

An iron wyrmling bursts from concealment and attacks quickly before retreating back to a safer position. It flees immediately if the attack proves ineffective. Otherwise, it takes advantage of the maneuverability provided by *swift claws* and its fast fly speed to circle its prey and make opportunistic strikes.

## Encounter Groups

Iron wyrmlings hunt in teams or alongside creatures pressed into service by their parents.

**Level 5 Encounter (XP 1,150)**
- ✦ 3 iron wyrmlings (level 3 elite skirmisher)
- ✦ 2 kobold dragonshields (level 2 soldier, *MM* 168)

# Mercury Dragon Wyrmling

The nests of mercury dragons are found near poisonous volcanic vents and noxious sulfurous springs. These inhospitable conditions require mercury wyrmlings to travel great distances to hunt for food, instilling a desire to explore the world at an extremely young age. As a result, a mercury dragon wyrmling can often be found a great distance from its home.

A mercury dragon wyrmling's form is incredibly fluid, and its reflective appearance makes it difficult to spot in areas that have homogeneous surroundings.

**Mercury Dragon Wyrmling** **Level 4 Elite Lurker**
Medium natural magical beast (dragon, shapechanger) XP 350

**Initiative** +10 **Senses** Perception +2; darkvision
**HP** 90; **Bloodied** 45
**AC** 18; **Fortitude** 15, **Reflex** 17, **Will** 16
**Resist** 5 poison
**Saving Throws** +2
**Speed** 6, fly 6 (hover), overland flight 8
**Action Points** 1

⊕ **Claw** (standard; at-will)
+9 vs. AC; 1d8 + 5 damage.

⸸ **Double Attack** (standard; at-will)
The wyrmling makes two claw attacks.

✧ **Breath Weapon** (standard; recharges when first bloodied) ✦ **Poison**
Close blast 4; +7 vs. Fortitude; 1d12 + 3 poison damage, and the target takes ongoing 5 poison damage and treats the wyrmling as invisible (save ends both).

**Combat Advantage**
The wyrmling deals 1d6 extra damage against a target granting combat advantage to it.

**Quicksilver Form** (move; encounter) ✦ **Polymorph**
The wyrmling becomes a liquid wave of quicksilver and shifts 4 squares. It remains in quicksilver form until the end of its next turn. While in quicksilver form, the wyrmling can't attack or fly, but gains a climb speed of 6, ignores difficult terrain, and doesn't provoke opportunity attacks. It can squeeze through any aperture a Tiny creature could fit through. The wyrmling can return to its normal form as a free action on its turn. When it returns to normal, each creature within 2 squares grants combat advantage to the wyrmling until the end of the wyrmling's next turn.

**Alignment** Unaligned **Languages** Draconic
**Skills** Acrobatics +11, Bluff +10, Stealth +11
**Str** 15 (+4) **Dex** 18 (+6) **Wis** 11 (+2)
**Con** 15 (+4) **Int** 12 (+3) **Cha** 16 (+5)

## Mercury Dragon Wyrmling Lore

**DC 12:** A mercury dragon wyrmling's lair has many small tunnels and narrow passageways filled with noxious gases from deep underground. Since these lairs are usually found near inhospitable lands, a mercury dragon hunts across a large area. A wyrmling's bite isn't developed at such a young age, but its vicious claws can quickly tear apart its enemies, especially when those enemies are caught unaware. A mercury dragon wyrmling can turn into a swiftly moving wave of liquid metal.

## Mercury Dragon Wyrmling Tactics

Those battling a mercury wyrmling within its lair find themselves at a disadvantage. These volcanic caves are typically pocked with smaller caves that only Tiny creatures can access, enabling the wyrmling to take on *quicksilver form* and escape aggressors. Then it flows out of some other seemingly unconnected hole, takes on its normal form, and gains combat advantage against its foes.

## Encounter Groups

A mercury dragon wyrmling nurtures its underlings so they will protect its lair while it's out exploring. Powerful thieves sometimes steal mercury dragon eggs, planning to raise the wyrmling to be an expert spy or assassin.

**Level 3 Encounter (XP 750)**
- 1 mercury dragon wyrmling (level 4 elite lurker)
- 2 needlefang drake swarms (level 2 soldier, *MM* 90)
- 1 spitting drake (level 3 artillery, *MM* 91)

**Level 4 Encounter (XP 900)**
- 1 mercury dragon wyrmling (level 4 elite lurker)
- 2 doppelganger sneaks (level 3 skirmisher, *MM* 71)
- 1 halfling prowler (level 6 lurker, *MM* 153)

# Mithral Dragon Wyrmling

The rare occasion when a mithral dragon wyrmling leaves the Astral Sea signifies the beginning of a time of change. The wyrmling has seen the importance of the moment and has come to guide the world through a chaotic time. A mithral wyrmling's horns are short, as is the ridge of spikes that runs the length of its neck. The ridge stands out only when the wyrmling is angered.

## Mithral Dragon Wyrmling Lore

**Nature DC 15:** Mithral dragon wyrmlings hatch in the Astral Sea and rarely visit the world. A mithral dragon wyrmling can teleport but cannot attack with its wings. Its *breath weapon* blinds foes with radiant light.

*Left to right: Orium, steel, mithral, and silver wyrmlings*

| **Mithral Dragon Wyrmling** | **Level 9 Elite Skirmisher** |
|---|---|
| Medium immortal magical beast (dragon) | XP 800 |
| **Initiative** +11 | **Senses** Perception +7; darkvision |
| **HP** 186; **Bloodied** 93 | |
| **AC** 23; **Fortitude** 21, **Reflex** 23, **Will** 21 | |
| **Resist** 5 radiant | |
| **Saving Throws** +2 | |
| **Speed** 8, fly 8 (hover), overland flight 10, teleport 5 | |
| **Action Points** 1 | |
| ⊕ **Bite** (standard; at-will) ✦ **Radiant** | |
| +14 vs. AC; 2d6 + 4 damage, and the target takes ongoing 5 radiant damage (save ends). | |
| ⊕ **Claw** (standard; at-will) | |
| +14 vs. AC; 2d6 + 4 damage. | |
| ⸸ **Dimension Strike** (standard; at-will) ✦ **Teleportation** | |
| The wyrmling teleports half its speed, makes a claw attack, teleports half its speed, and makes a claw attack against a different target. | |
| ✧ **Breath Weapon** (standard; recharges when first bloodied) ✦ **Radiant** | |
| Close blast 4; +12 vs. Reflex; 2d6 + 2 radiant damage, and the target is blinded (save ends). | |
| **Alignment** Unaligned | **Languages** Common, Draconic, Supernal |
| **Skills** Insight +12, Intimidate +11, Religion +11 | |
| **Str** 17 (+7) | **Dex** 21 (+9) **Wis** 17 (+7) |
| **Con** 13 (+5) | **Int** 14 (+6) **Cha** 14 (+6) |

HOWARD LYON

## Mithral Dragon Wyrmling Tactics

An extremely mobile fighter, a mithral dragon wyrmling incapacitates enemies with its *breath weapon* and then focuses attacks upon enemies that are still able to see. A favorite tactic is to use *dimension strike* against two targets and then teleport out of reach.

## Encounter Groups

Mithral dragon wyrmlings fight with allies that allow them their full range of mobility, such as soldiers and controllers that have the ability to slow enemies.

**Level 8 Encounter (XP 1,850)**

- 1 mithral dragon wyrmling (level 9 elite skirmisher)
- 2 angels of valor (level 8 soldier, *MM* 16)
- 1 eladrin twilight incanter (level 8 controller, *MM* 102)

**Level 11 Encounter (XP 3,100)**

- 1 mithral dragon wyrmling (level 9 elite skirmisher)
- 1 githyanki mindslicer (level 13 artillery, *MM* 128)
- 2 githyanki warriors (level 12 soldier, *MM* 128)

# Orium Dragon Wyrmling

As orium dragons accumulate knowledge, they discover the locations of additional crumbling ruins. Not having the time to investigate each potential site, a dragon sends its children to investigate and potentially create their own lairs.

Orium dragon wyrmlings are surprisingly mature for their age. Unlike other wyrmlings, they act cautiously and methodically. They won't fight until threatened, but they believe that threats to their lairs are just as dangerous as threats to themselves.

| **Orium Dragon Wyrmling** | **Level 6 Elite Soldier** |
|---|---|
| Medium natural magical beast (dragon) | XP 500 |
| **Initiative** +7 | **Senses** Perception +3; darkvision |
| **HP** 146; **Bloodied** 73 | |
| **AC** 22; **Fortitude** 20, **Reflex** 18, **Will** 17 | |
| **Resist** 5 acid | |
| **Saving Throws** +2 | |
| **Speed** 6, fly 8 (hover), overland flight 10 | |
| **Action Points** 1 | |
| ⊕ **Bite** (standard; at-will) ✦ **Acid** | |
| +13 vs. AC; 1d8 + 6 damage plus 1d6 acid damage. | |
| ⊕ **Claw** (standard; at-will) | |
| +13 vs. AC; 1d6 + 6 damage, and the target is marked until the end of the wyrmling's next turn. | |
| ⸸ **Draconic Fury** (standard; at-will) | |
| The wyrmling makes two claw attacks and one bite attack. | |
| ⟡ **Breath Weapon** (standard; recharges when first bloodied) ✦ **Acid** | |
| Close blast 3; +11 vs. Fortitude; 2d6 + 3 acid damage, and a wyrmling vaporous serpent minion (see below) appears in any single unoccupied square in the blast. It acts just after the wyrmling in the initiative order. | |
| **Alignment** Unaligned | **Languages** Draconic |
| **Skills** History +8, Insight +8, Intimidate +9 | |
| **Str** 19 (+7) | **Dex** 15 (+5) **Wis** 10 (+3) |
| **Con** 17 (+6) | **Int** 10 (+3) **Cha** 13 (+4) |

| **Wyrmling Vaporous Serpent** | **Level 6 Minion Brute** |
|---|---|
| Medium elemental beast | XP – |
| **Initiative** as wyrmling | **Senses** Perception +0 |
| **HP** 1; a missed attack never damages a minion. | |
| **AC** 19; **Fortitude** 18, **Reflex** 17, **Will** 16 | |
| **Resist** 10 acid | |
| **Speed** 6 | |
| ⊕ **Bite** (standard; at-will) ✦ **Acid** | |
| +11 vs. AC; 6 acid damage. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 16 (+6) | **Dex** 10 (+3) **Wis** 4 (+0) |
| **Con** 12 (+4) | **Int** 4 (+0) **Cha** 4 (+0) |

## Orium Dragon Wyrmling Tactics

An orium dragon wyrmling uses its *breath weapon* as soon as it's possible to catch multiple foes in the area of effect, then flanks with its vaporous serpent and makes a *double attack*.

## Orium Dragon Wyrmling Lore

**Nature DC 15:** Orium dragon wyrmlings prize knowledge and are found near areas of archaeological significance, such as ancient temples or decayed ruins of lost civilizations. At a young age, orium wyrmlings are extremely protective over their unexplored lairs. Orium dragon wyrmlings do not have the physical strength that older versions have, but their breath weapons are fully developed.

## Encounter Groups

The lairs of orium dragon wyrmlings have spent centuries hidden away in the wilderness, so they are filled with dangerous wild animals. In ruins formed when civilizations were lost to the Feywild, orium dragons find fey allies. A wyrmling might awe a tribe of intelligent savages into worshiping it.

**Level 6 Encounter (XP 1,250)**
- ✦ 1 orium dragon wyrmling (level 6 elite soldier)
- ✦ 1 dire boar (level 6 brute, *MM* 35)
- ✦ 1 greenscale marsh mystic (level 6 controller, *MM* 179)
- ✦ 1 blackscale bruiser (level 6 brute, *MM* 179)

**Level 7 Encounter (XP 1,600)**
- ✦ 1 orium dragon wyrmling (level 6 elite soldier)
- ✦ 1 vine horror spellfiend (level 7 artillery, *MM* 260)
- ✦ 2 unicorns (level 9 skirmisher, *MM* 257)

# Silver Dragon Wyrmling

From birth, silver wyrmlings learn the importance of forthrightness and righteous combat. They and their siblings engage in vicious mock battles that rarely result in lasting injury. Silver dragon parents take their responsibilities more seriously than other dragon parents do, but still encourage their offspring to spend time in the world.

**Silver Dragon Wyrmling** **Level 5 Elite Brute**
Medium natural magical beast (dragon) XP 400

**Initiative** +4 **Senses** Perception +3; darkvision
**HP** 152; **Bloodied** 76
**AC** 17; **Fortitude** 19, **Reflex** 16, **Will** 15
**Resist** 5 cold
**Saving Throws** +2
**Speed** 5, fly 6 (clumsy), overland flight 8
**Action Points** 1

⊕ **Bite** (standard; at-will)
+8 vs. AC; 2d8 + 4 damage.

⊕ **Claw** (standard; at-will)
+8 vs. AC; 1d6 + 4 damage.

⸸ **Dragon Onslaught** (standard; at-will)
The wyrmling makes a claw attack against each enemy adjacent to it.

✧ **Breath Weapon** (standard; recharges when first bloodied) ✦ **Cold**
Close blast 4; +6 vs. Reflex; 1d6 + 5 cold damage, and the target gains vulnerable 5 to all damage (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Athletics +12
**Str** 20 (+7) **Dex** 15 (+4) **Wis** 12 (+3)
**Con** 16 (+5) **Int** 11 (+2) **Cha** 13 (+3)

## Silver Dragon Wyrmling Lore

**Nature DC 12:** Silver dragons hide their eggs in frozen caves, buried in snow. Hatchlings venture from the nest as soon as they can walk. A silver dragon wyrmling uses its *breath weapon* in melee combat, fighting on the ground when possible.

## Silver Dragon Wyrmling Tactics

A silver dragon wymling lands in the midst of enemies and uses *wing slice*. It prefers to fight with allies that can slow or immobilize foes, so the dragon can use *wing slice* and *breath weapon* most effectively.

## Encounter Groups

Silver dragon wyrmlings ally with other creatures to learn combat tactics and to defeat more potent dangers than they can face alone.

**Level 5 Encounter (XP 1,200)**
- 1 silver dragon wyrmling (level 5 elite brute)
- 3 human guards (level 3 soldier, *MM* 162)
- 2 human mages (level 4 artillery, *MM* 163)

# Steel Dragon Wyrmling

Steel dragon parents, entrenched in human affairs, hide their wyrmlings and instruct them secretly until the wyrmlings' shapechanging powers develop. However, a wyrmling's intense curiosity tempts it to escape a watchful parent's eye to hunt and to cause mischief.

A steel wyrmling is extremely slender. The spines on its head are shorter than those of a full-grown steel.

**Steel Dragon Wyrmling** **Level 5 Elite Controller**
Medium natural magical beast (dragon) XP 400

**Initiative** +3 **Senses** Perception +9; darkvision
**HP** 126; **Bloodied** 63
**AC** 20; **Fortitude** 17, **Reflex** 15, **Will** 18
**Resist** 5 force
**Saving Throws** +2
**Speed** 6, fly 8 (hover), overland flight 10
**Action Points** 1

⊕ **Bite** (standard; at-will) ✦ **Force**
+10 vs. AC; 1d8 + 4 damage plus 1d6 force damage, and the wyrmling slides the target 1 square.

⊕ **Claw** (standard; at-will)
+10 vs. AC; 1d10 + 3 damage.

⸸ **Double Attack** (standard; at-will)
The wyrmling makes two claw attacks.

⸸ **Dragon's Suggestion** (minor 1/round; at-will) ✦ **Charm**
+9 vs. Will; the wyrmling slides the target 1 square, and the target grants combat advantage until the end of the wyrmling's next turn.

✧ **Breath Weapon** (standard; recharges when first bloodied) ✦ **Force**
Close blast 5; +9 vs. Fortitude; 2d10 + 2 force damage, and the target is dazed (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Bluff +11, Diplomacy +11, Insight +9
**Str** 17 (+5) **Dex** 12 (+3) **Wis** 14 (+4)
**Con** 15 (+4) **Int** 11 (+2) **Cha** 19 (+6)

## Steel Dragon Wyrmling Lore

**Nature DC 12:** Steel dragon wyrmlings cannot change shape. Wyrmlings hatched in civilization are hidden until they learn to blend in with the local population. Steel dragon wyrmlings fight carefully, so they don't harm their allies.

## Steel Dragon Wyrmling Tactics

A steel dragon wyrmling relishes teamwork in combat. It uses *dragon's suggestion* to slide enemies into flanked positions. When it uses its *breath weapon*, it avoids hurting allies.

## Encounter Groups

A steel dragon wyrmling relies on a tight group of associates, possibly a group of bandits and thieves. If far from society, a steel wyrmling befriends the closest group of intelligent humanoids.

**Level 4 Encounter (XP 824)**
- 1 steel dragon wyrmling (level 5 elite controller)
- 1 doppelganger sneak (level 3 skirmisher, *MM* 71)
- 4 human rabble (level 2 minion, *MM* 162)
- 1 wererat (level 3 skirmisher, *MM* 180)

**Level 5 Encounter (XP 1,050)**
- 1 steel dragon wyrmling (level 5 elite controller)
- 1 bugbear strangler (level 6 lurker, *MM* 136)
- 2 bugbear warriors (level 5 brute, *MM* 135)

# Hollow Dragons

A metallic dragon can become a construct called a hollow dragon: an empty shell of the dragon's scales and hide animated by powerful magic and the dragon's essence. Unlike evil chromatic dragons, which turn to the magic of shadow and undeath to prolong their existence (see the dracoliches in the *Monster Manual* and other undead dragons in *Draconomicon: Chromatic Dragons*), metallic dragons use elemental magic to become eternal guardians of great treasures, ancient artifacts, and holy sites.

A hollow dragon lacks bones and organs. Draconic essence and elemental power leak, glowing, from its mouth and eyes, from between its scales, and from runes carved into its scales. The flesh might wither, but the magic, the draconic essence, and the scales endure.

A hollow dragon's attacks have a damage type based on the kind of dragon it was when alive. For instance, gold hollow dragons have fire-based attacks, but those of a steel hollow dragon would be force-based.

**Gold Hollow Dragon** **Level 16 Solo Brute**
Huge natural magical beast (construct, dragon) XP 7,000

**Initiative** +12 **Senses** Perception +17; darkvision
**Manifest Essence (Fire)** aura 3; each creature that starts its turn in the aura takes 5 fire damage. The damage increases to 10 while the dragon is bloodied.
**HP** 640; **Bloodied** 320; see also *bloodied fury*
**AC** 28; **Fortitude** 29, **Reflex** 27, **Will** 28
**Immune** disease, poison; **Resist** 30 fire
**Saving Throws** +5
**Speed** 6, fly 10 (clumsy)
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Fire**
Reach 3; +19 vs. AC; 1d8 + 7 damage, and ongoing 10 fire damage (save ends).

**Tail Slap** (minor; at-will)
Reach 3; +18 vs. AC; 3d8 + 7 damage.

**Bloodied Fury** (free, when first bloodied; encounter)
The dragon makes a bite attack and two *tail slaps*.

**Breath of Power** (standard; recharge ⚄ ⚅) ✦ **Fire**
Close blast 5; +17 vs. Reflex; 2d10 + 7 fire damage, and the target takes ongoing 10 fire damage and is dazed (save ends both). *Miss:* Half damage.

**Burst of Essence** (immediate reaction, when an enemy hits the dragon with a melee or ranged attack; at-will) ✦ **Fire**
The dragon's skin ruptures, releasing a gout of its essence: close blast 3; +17 vs. Reflex; 3d8 + 7 fire damage.

**Essence Explosion** (when reduced to 0 hit points; encounter) ✦ **Fire**
Close burst 5; +17 vs. Reflex; 2d10 + 7 fire damage, and the target is knocked prone. *Miss:* Half damage.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Arcana +16, Insight +17, Intimidate +18
**Str** 22 (+14) **Dex** 19 (+12) **Wis** 18 (+12)
**Con** 24 (+15) **Int** 17 (+11) **Cha** 21 (+13)

**Gold Hollow Wyrm** **Level 24 Solo Soldier**
Gargantuan natural magical beast (construct, dragon) XP 30,250

**Initiative** +21 **Senses** Perception +23; darkvision
**Manifest Essence (Fire)** aura 3; each creature that starts its turn in the aura takes 10 fire damage. The damage increases to 15 while the wyrm is bloodied.
**HP** 904; **Bloodied** 452; see also *bloodied fury*
**AC** 39; **Fortitude** 37, **Reflex** 36, **Will** 36
**Immune** disease, poison; **Resist** 35 fire
**Saving Throws** +5
**Speed** 8, fly 12 (clumsy)
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Fire**
Reach 4; +31 vs. AC; 2d6 + 9 fire damage, and ongoing 10 fire damage (save ends).

**Tail Slap** (minor; at-will)
Reach 4; +29 vs. AC; 4d6 + 8 damage.

**Bloodied Fury** (free, when first bloodied; encounter)
The dragon makes a bite attack and two *tail slaps*.

**Consume** (standard; recharge ⚄ ⚅) ✦ **Fire**
The wyrm traps an enemy inside itself: reach 4; +29 vs. Reflex; 3d8 + 9 damage, and the target is swallowed. While the target is swallowed, it is dazed and restrained, and it takes 20 fire damage at the start of the wyrm's turn. The target has line of sight and line of effect only to the wyrm, and no creature has line of sight or line of effect to the target. The swallowed creature can make only melee or close basic attacks. The wyrm's aura does not affect the target.
As a move action, the target can escape with an Athletics check vs. Fortitude or an Acrobatics check vs. Reflex. If the target escapes this way, it appears in a space adjacent to the wyrm. The target also escapes when the wyrm uses *breath of power,* appearing in a space within the blast after the attack. When the wyrm dies, the target is no longer swallowed and can escape as a move action, appearing in the wyrm's former space.

**Breath of Power** (standard; recharge ⚄ ⚅) ✦ **Fire**
Close blast 7; +29 vs. Reflex; 4d6 + 9 fire damage, and the target takes ongoing 15 fire damage and is dazed (save ends both). *Miss:* Half damage.

**Burst of Essence** (immediate reaction, when an enemy hits the dragon with a melee or ranged attack; at-will) ✦ **Fire**
The dragon's skin ruptures, releasing a gout of its essence: close blast 3; +29 vs. Reflex; 4d8 + 9 fire damage.

**Essence Explosion** (when reduced to 0 hit points; encounter) ✦ **Fire**
Close burst 5; +29 vs. Reflex; 3d10 + 7 fire damage, and the target is knocked prone. *Miss:* Half damage.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Arcana +21, Insight +23, Intimidate +24
**Str** 28 (+21) **Dex** 23 (+19) **Wis** 23 (+18)
**Con** 26 (+20) **Int** 19 (+16) **Cha** 25 (+19)

## Hollow Dragon Lore

**Arcana or Nature DC 20:** The essence of a formerly living dragon animates the otherwise empty hide of a hollow dragon. Dragons that seek immortality but do not want to become dracoliches become hollow dragons. Only a few spellcasters and worshipers of draconic deities know the process to create hollow dragons and hollow wyrms.

**Arcana or Nature DC 25:** Hollow dragons keep to themselves. Though they do not need to eat, old or evil ones might become so far removed from the living that they lose all empathy and become violent predators.

## Hollow Dragon Tactics

A hollow dragon fights up close, allowing enemies to surround it so that it has many targets. It makes multiple melee attacks each round and uses *breath of power* as soon as it can catch several foes with it. It mauls targets with bites and *tail slaps* and then launches *breath of power* in the same round by spending an action point. When bloodied, it spends a second action point and fights to the death.

A hollow wyrm fights like a hollow dragon, with the addition of the *consume* power. It uses *breath of power* even if it has a foe swallowed, unless it has a limited number of targets nearby.

## Encounter Groups

Hollow dragons enjoy their solitude but might accompany other guardians.

**Level 19 Encounter (XP 12,200)**
- 1 hollow dragon (level 16 solo brute)
- 1 cambion hellfire magus (level 18 artillery, *MM* 39)
- 1 stone golem (level 17 elite soldier, *MM* 142)

**Level 26 Encounter (XP 50,350)**
- 1 hollow wyrm (level 24 solo soldier)
- 1 angel of authority (level 22 controller, *MM2* 8)
- 6 angels of light (level 23 minion skirmisher, *MM2* 9)
- 2 marut executioners (level 22 brute, *MM2* 162)

### The Hollow Transformation

Becoming a hollow dragon requires a ritual that unbinds the elemental energy present in a dragon. If performed correctly, it reshapes the subject into an eternal channel for energy funneled directly from the Elemental Chaos. The particulars of the ritual of transformation are widespread among metallic dragons, but known to few others.

**Physical Effects:** When a dragon transforms into a hollow dragon, it lets its internal elemental forces consume its entire body. It endures tremendous pain as every bit of its flesh disintegrates, leaving only a core of vibrant energy contained within a shell of metal scales. Dragons in twilight might be the most desperate to prolong their lives, but also run the greatest risk. The transformation can rend a weaker dragon, causing the creature to explode in a flash of elemental energy. Though the dragon retains much of its former knowledge and personality, it no longer has the magical attributes of its former body. A hollow dragon can no longer shapeshift, nor can a formerly agile dragon move as quickly as it could in life. The transformation even robs the dragon of its *frightful presence*.

**Mental Repercussions:** Few metallic dragons are willing to become hollow dragons, partly because the practice of transformation has a bad reputation. The number of stories of dragons driven mad by the pain of transformation or rent asunder by the force of the process itself are too numerous. Still, the transformation is less risky than transforming into a dracolich. Even those who make it through find their personalities change over time. They grow less and less familiar with the mindset of the living. Without needing to eat, sleep, mate, or fulfill other biological needs, hollow dragons develop a different sense of time, and become inscrutable to normal mortals.

CHIPPY

# Other Creatures

This section covers a selection of creatures that might ally with metallic dragons.

## Couatl

All but a few couatls fight for the forces of good. Evil couatls, perhaps jaded by endless battles, find the allure of power too difficult to resist.

**Couatl Rogue Serpent** **Level 14 Skirmisher**
Large immortal magical beast XP 1,000

**Initiative** +14 **Senses** Perception +8
**HP** 134; **Bloodied** 67
**AC** 28; **Fortitude** 24, **Reflex** 26, **Will** 24
**Speed** 8, fly 10 (hover)

⊕ **Bite** (standard; at-will) ✦ **Poison, Radiant**
+19 vs. AC; 2d6 + 5 damage, and the target takes ongoing 5 poison and radiant damage and takes 5 poison and radiant damage each time it makes an opportunity attack (save ends both).

**Passing Bites** (standard; recharge ⚄ ⚅)
The couatl rogue serpent makes a bite attack, shifts its speed, and makes another bite attack.

**Venomous Teleport** (move; recharge ⚄ ⚅) ✦ **Teleportation**
The couatl rogue serpent swaps positions with a creature within 10 squares of it that is taking ongoing poison and radiant damage.

**Radiant Absorption** ✦ **Radiant**
If a couatl rogue serpent takes radiant damage, its attacks deal 5 extra radiant damage until the end of its next turn.

**Twist Free**
A couatl makes saving throws against immobilizing or restraining effects at the start of its turn as well as at the end of its turn. In addition, a couatl can make saving throws against immobilizing or restraining effects that do not allow saving throws and would normally end at the end of its turn or at the end of an enemy's turn.

**Alignment** Evil **Languages** Supernal
**Skills** Bluff +15, Diplomacy +15, Nature +13, Stealth +17
**Str** 19 (+10) **Dex** 22 (+12) **Wis** 15 (+8)
**Con** 14 (+8) **Int** 18 (+10) **Cha** 19 (+10)

### Couatl Rogue Serpent Tactics

A couatl rogue serpent tries to bite as many enemies as possible with its venom, so it can use *venomous teleport*. Its bite allows it to move away safely. It uses *passing bites* to damage two enemies, and might follow up with *venomous teleport* to put them closer together.

**Couatl Redeemer** **Level 24 Artillery**
Large immortal magical beast XP 6,050

**Initiative** +16 **Senses** Perception +19
**HP** 174; **Bloodied** 87
**AC** 37; **Fortitude** 33, **Reflex** 36, **Will** 36
**Speed** 8, fly 8 (hover)

⊕ **Bite** (standard; at-will) ✦ **Poison, Radiant**
+30 vs. AC; 2d6 + 5 damage, the target is immobilized until the end of the couatl redeemer's next turn, and the target takes ongoing 10 poison and radiant damage (save ends).

**Brilliant Beam** (standard; at-will) ✦ **Radiant**
Ranged 20; +29 vs. Reflex; 2d10 + 10 radiant damage.

**Soul Sear** (standard; encounter) ✦ **Poison, Radiant**
Area burst 2 within 20; +27 vs. Fortitude; 2d6 + 5 poison and radiant damage, the target is weakened, and the target takes ongoing 10 poison and radiant damage (save ends both). *Miss:* Half damage, and the target takes ongoing 5 poison and radiant damage (save ends).

**Whirlwind** (standard; encounter)
Area burst 2 within 20; +27 vs. Reflex; 3d10 + 5 damage, and the target is immobilized in a whirlwind (save ends).

**Radiant Absorption** ✦ **Radiant**
If a couatl redeemer takes radiant damage, its attacks deal 5 extra radiant damage until the end of its next turn.

**Twist Free**
A couatl makes saving throws against immobilizing or restraining effects at the start of its turn as well as at the end of its turn. In addition, a couatl can make saving throws against immobilizing or restraining effects that do not allow saving throws and would normally end at the end of its turn or at the end of an enemy's turn.

**Alignment** Unaligned **Languages** Supernal
**Skills** Arcana +26, Bluff +20, Diplomacy +20, Insight +24
**Str** 18 (+16) **Dex** 19 (+16) **Wis** 24 (+19)
**Con** 24 (+19) **Int** 28 (+21) **Cha** 17 (+15)

### Couatl Redeemer Tactics

A couatl redeemer engages enemies at maximum range, opening with *soul sear* on a cluster of enemies and falling back with *brilliant beam*. It uses *whirlwind* when enemies approach or to help its allies. When forced to enter melee, it immobilizes its foe with a bite and then withdraws.

### Couatl Lore

**Religion DC 18:** A couatl rogue serpent can switch places with any creature suffering from a couatl's venom, and it injects a magic venom that burns more strongly when the couatl's allies are endangered.

**Religion DC 24:** Couatl redeemers can see into other creatures' hearts and know their intentions. Their venom is especially virulent. They can manipulate wind, holding foes in columns of air.

## Encounter Groups

Couatls mistrust other creatures; however, they value potent allies. Couatls lair near powerful creatures, such as dragons, that view interlopers as hostile. Couatls might band with creatures that want to procure the same secrets, treasure, or information that the couatls seek. Couatls ally with less intelligent creatures for greater ease in keeping secrets.

**Level 15 Encounter (XP 6,000)**
- 1 adult orium dragon (level 13 solo soldier)
- 2 couatl rogue serpents (level 14 skirmisher)

**Level 25 Encounter (XP 36,300)**
- 2 couatl redeemers (level 24 artillery)
- 2 angels of supremacy (level 24 soldier, *MM2* 10)
- 2 fell wyverns (level 24 skirmisher, *MM* 268)

### COUATL THEMES

Metallic dragons and couatls share some similar attributes, including the single-minded pursuit of their goals and a tendency to be benevolent. Couatls ally with dragons that guard ancient sites, and you can create themed encounters or adventures around these areas.

**Jungle Ruins:** Orium dragons and couatl rogue serpents or star serpents (see *Monster Manual* 2) guard cyclopean ruins deep within steaming jungles. The mammoth stone ziggurats hold secrets from ancient times. The characters might come to the ruins to seek artifacts they need and find themselves opposed by the dragon and the couatls. Or the creatures might call on the characters for assistance to drive out yuan-ti, demons, or undead that dwell in the tunnels beneath the ruins.

**Domains of Light:** To guard their astral lairs as they meditate, mithral dragons employ couatl allies. These couatls (usually redeemers) believe ardently that the visions of a mithral dragon foretell good fortune, so they aggressively guard the dominions these dragons call home. The characters might run across guardian couatls while sailing through the Astral Sea, and defeating them could draw a mithral dragon's wrath. If the characters merely seek the dragon's help—even if they're invited to an audience—the couatls might try to fight them off to keep the master's reverie unbroken.

**Golden Serpents:** Imperious gold dragons sometimes take couatls on as trusted lords or advisors. To give a sense of prosperity to its domain, a gold might commission beautiful architecture adorned with precious metals, rare pigments, and gems. The couatls also help keep up this appearance (whether deserved or artificial), as the dragon sends out the magnificent serpents to strike awe into its subjects. The characters might have a gold dragon patron that lives in such a domain, or might discover that the place is a facade that masks the misery and starvation of the people.

FRANZ VOHWINKEL

# DRACONIAN

Evil spellcasters and priests create cruel servitors known as draconians by using a ritual that corrupts metallic dragon eggs. The kind of draconian depends on the egg it hatched from. For instance, a gold dragon egg produces a small number of the prized aurak draconians, and a bronze dragon egg can spawn up to a dozen bozak draconians.

The transformation that changes a dragon into a draconian causes the energy transference between the dragon's heart and fundamentum to become unstable. While the draconian lives, the pumping heart keeps a dragon's elemental energy in check, but once the heart stops, the energy exponentially increases and alters the draconian's corpse. Some undergo a minor transformation, such as turning to stone, but in others the elemental forces grow so immense that they cause an explosive overload of destructive energy.

**DRACONIANS AND METALLIC DRAGON EGGS**

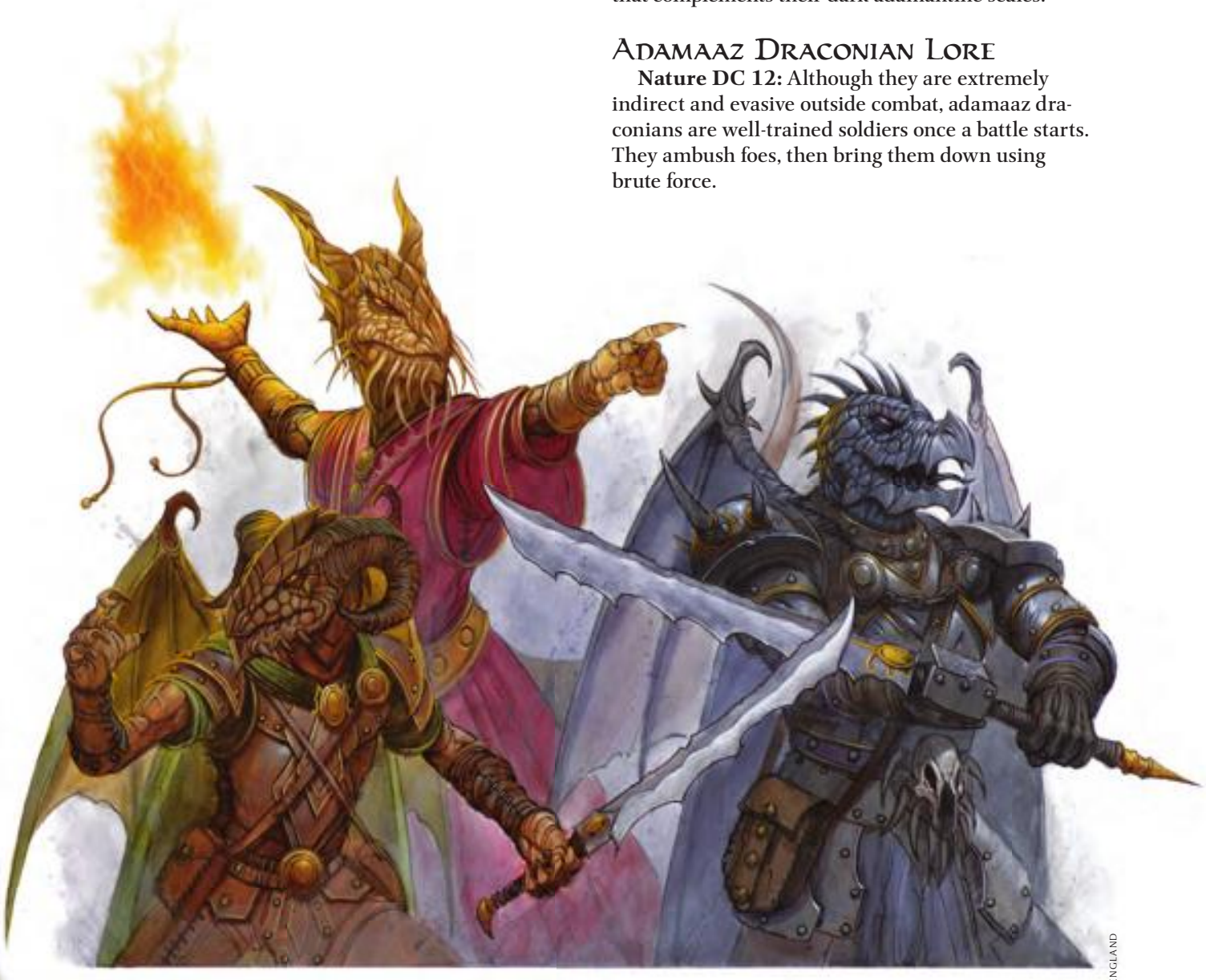
| Draconian Kind | Corrupted Egg |
|---|---|
| Adamaaz | Adamantine |
| Aurak | Gold |
| Baaz | Brass |
| Bozak | Bronze |
| Ferak | Iron |
| Kapak | Copper |
| Kobaaz | Cobalt |
| Sivak | Silver |

## Adamaaz Draconian

Adamaaz draconians are fierce creatures that relish ambushes and melee combat. They stalk their prey in the dead of night, wearing pitch-black armor that complements their dark adamantine scales.

### Adamaaz Draconian Lore

**Nature DC 12:** Although they are extremely indirect and evasive outside combat, adamaaz draconians are well-trained soldiers once a battle starts. They ambush foes, then bring them down using brute force.



*Left to right: Baaz, aurak, and adamaaz draconians*

WAYNE ENGLAND

| **Adamaaz Draconian** | **Level 6 Soldier** |
|---|---|
| Medium natural humanoid (reptile) | XP 250 |
| **Initiative** +9 | **Senses** Perception +5; darkvision |
| **HP** 74; **Bloodied** 37; see also *thunderous throe* | |
| **AC** 22; **Fortitude** 19, **Reflex** 19, **Will** 17 | |
| **Speed** 5, fly 5 (clumsy) | |
| (+) **Falchion** (standard; at-will) ✦ **Weapon** | |
| +13 vs. AC; 2d4 + 5 damage (crit 2d4 + 12). | |
| **Thunderous Throes** (when the draconian drops to 0 hit points) ✦ **Thunder** | |
| Close burst 2; +11 vs. Fortitude; 2d8 + 3 thunder damage, the target is knocked prone, and the target is deafened (save ends). | |
| **Marauding Step** (immediate reaction, when an adjacent enemy shifts; at-will) | |
| The draconian shifts 1 square and makes a melee basic attack against the triggering enemy. | |
| **Alignment** Evil | **Languages** Common, Draconic |
| **Skills** Athletics +12, Intimidate +10, Stealth +12 | |
| **Str** 19 (+7) | **Dex** 18 (+7) **Wis** 14 (+5) |
| **Con** 18 (+7) | **Int** 13 (+4) **Cha** 15 (+5) |
| **Equipment** plate armor, falchion | |

**Nature DC 17:** When an adamaaz draconian is slain, elemental energy is released in a thunderous explosion that deafens and knocks down nearby creatures.

### Adamaaz Draconian Tactics

Surprisingly quick and nimble, an adamaaz draconian prefers to ambush its foes from higher ground—typically a cliff edge or rooftop. A gutsy combatant, it lands in the middle of its foes. It then ducks and weaves through the fray, reacting to its enemy's attacks with *marauding step*, and cutting them down with its powerful falchion.

## Aurak Draconian

Masters of the mind, aurak draconians assault their foes with psychic urgings and twisting thoughts. Aurak draconians are wingless, but they can teleport short distances.

Aurak draconians are also incredibly hard to kill. Before dying, an aurak draconian immolates itself in green flames and flies into a burning, bloody frenzy. It strikes its enemy with savage claws before finally falling.

### Aurak Draconian Lore

**Nature DC 14:** Aurak draconians are rare. They are masters of magic that can twist the mind of a foe to do their bidding.

**Nature DC 19:** When an aurak draconian is killed, it is consumed by a frenzy that transforms the creature into a terrifying, fiery horror. It fights until it burns out or a particularly powerful blow finally downs the creature.

| **Aurak Draconian** | **Level 8 Controller (Leader)** |
|---|---|
| Medium natural humanoid (reptile) | XP 350 |
| **Initiative** +5 | **Senses** Perception +9; darkvision |
| **Fiery Frenzy** (**Fire**) aura 1; only when the aurak draconian drops to 0 hit points; each enemy that starts its turn within the aura takes 5 fire damage. See also *death frenzy*. | |
| **HP** 70; **Bloodied** 35; see also *death frenzy* | |
| **AC** 22; **Fortitude** 19, **Reflex** 21, **Will** 21 | |
| **Speed** 6 | |
| (+) **Claw** (standard; at-will) | |
| +13 vs. AC; 2d6 + 5 damage. | |
| **Fiery Blast** (standard; at-will) ✦ **Fire** | |
| Ranged 5; +12 vs. Reflex; 1d10 + 7 fire damage. | |
| **Mindbend** (standard; encounter) ✦ **Charm, Psychic** | |
| Ranged 10; +12 vs. Will; 1d6 + 5 psychic damage, and the target is dominated (save ends). | |
| **Death Frenzy** (when the draconian drops to 0 hit points) | |
| The draconian does not fall dead, but instead flies into a savage and fiery rage. Its *fiery frenzy* aura is activated. The draconian can make only melee basic attacks, but it deals 1d6 extra damage on those attacks. At the end of each of its turns, the draconian makes a saving throw. If it fails, it dies. It also dies if an enemy scores a critical hit against it. | |
| **Dimensional Step** (move; recharge ⚅) ✦ **Teleportation** | |
| The aurak draconian teleports 5 squares. | |
| **Defend Me!** (minor; at-will) | |
| One ally within 5 squares shifts 1 square. | |
| **Change Shape** (minor; encounter) ✦ **Polymorph** | |
| An aurak draconian can alter its physical form to appear as any Medium humanoid (see "Change Shape," *MM2* 216). | |
| **Alignment** Evil | **Languages** Common, Draconic |
| **Skills** Diplomacy +13, Insight +14 | |
| **Str** 13 (+5) | **Dex** 13 (+5) **Wis** 20 (+9) |
| **Con** 17 (+7) | **Int** 20 (+9) **Cha** 18 (+8) |
| **Equipment** robes | |

### Aurak Draconian Tactics

Arrogant to the extreme, an aurak draconian guides its allies to build a defensive barrier between it and its foes. The aurak then tries to dominate the most powerful enemy, while striking at others with its *fiery blasts*. It constantly moves nearby allies to defensive and offensive positions with its *defend me!* power, while using *dimensional step* to gain a better spot on the battlefield from which to pepper enemies with fiery death.

Once it enters its *death frenzy*, any notion of subtle tactics leaves the aurak. It spends its last actions wreaking as much havoc as possible against as many enemies as it can.

## Baaz Draconian

Baaz draconians serve as rank-and-file troopers of draconian armies. Although lacking the intelligence of other draconians, they are not without guile. Hiding under heavy masks and cloaks, baaz draconians slip into civilized areas to further the draconian cause.

*Bozak draconian*

| **Baaz Draconian** | | **Level 2 Soldier** |
|---|---|---|
| Medium natural humanoid (reptile) | | XP 125 |
| **Initiative** +5 | **Senses** Perception +2; darkvision | |
| **HP** 41; **Bloodied** 20; see also *stone dead* | | |
| **AC** 18; **Fortitude** 15, **Reflex** 14, **Will** 13 | | |
| **Speed** 5, fly 5 (clumsy) | | |
| ⊕ **Longsword** (standard; at-will) ✦ **Weapon** | | |
| +9 vs. AC; 1d8 + 5 damage, and the target is marked until the end of the draconian's next turn. | | |
| ⸸ **Leaping Charge** (standard; at-will) ✦ **Weapon** | | |
| The draconian makes a charge attack, ignoring difficult terrain; +10 vs. AC; 2d8 + 5 damage, and the target is marked until the end of the draconian's next turn. | | |
| ⸸ **Stone Dead** (when the draconian drops to 0 hit points) ✦ **Polymorph** | | |
| The draconian turns into a statue, and the square it occupies becomes difficult terrain that provides cover. If the draconian was reduced to 0 hit points by a melee attack using a weapon, it makes the following attack against that weapon's wielder: +7 vs. Reflex; the target is disarmed, and the weapon is stuck partially inside the statue. An adjacent creature can yank out the weapon as a standard action. The statue crumbles to dust at the end of the encounter. | | |
| **Alignment** Evil | **Languages** Common, Draconic | |
| **Skills** Athletics +7, Bluff +7, Intimidate +7 | | |
| **Str** 13 (+2) | **Dex** 14 (+3) | **Wis** 12 (+2) |
| **Con** 17 (+4) | **Int** 8 (+0) | **Cha** 13 (+2) |
| **Equipment** scale armor, longsword | | |

| **Baaz Draconian Foot Soldier** | | **Level 8 Minion Soldier** |
|---|---|---|
| Medium natural humanoid (reptile) | | XP 88 |
| **Initiative** +9 | **Senses** Perception +4; darkvision | |
| **HP** 1; a missed attack never damages a minion; see also *stone dead*. | | |
| **AC** 24; **Fortitude** 22, **Reflex** 20, **Will** 19 | | |
| **Speed** 5, fly 5 (clumsy) | | |
| ⊕ **Longsword** (standard; at-will) ✦ **Weapon** | | |
| +15 vs. AC; 6 damage, and the target is marked until the end of the draconian's next turn. | | |
| ⸸ **Stone Dead** (when the draconian drops to 0 hit points) ✦ **Polymorph** | | |
| The draconian turns into a statue, and the square it occupies becomes difficult terrain that provides cover. If the draconian was reduced to 0 hit points by a melee attack using a weapon, it makes the following attack against that weapon's wielder: +12 vs. Reflex; the target is disarmed, and the weapon is stuck partially inside the statue. An adjacent creature can yank out the weapon by spending a standard action. The statue crumbles to dust at the end of the encounter. | | |
| **Alignment** Evil | **Languages** Common, Draconic | |
| **Skills** Athletics +11, Bluff +11, Intimidate +11 | | |
| **Str** 15 (+6) | **Dex** 16 (+7) | **Wis** 10 (+4) |
| **Con** 20 (+9) | **Int** 9 (+3) | **Cha** 15 (+6) |
| **Equipment** scale armor, longsword | | |

### Baaz Draconian Lore

**Nature DC 10:** Baaz draconians are the most common draconian variety, and they serve as foot soldiers in a draconian army.

**Nature DC 15:** A slain baaz draconian instantly transforms into a rocky statue. This transformation happens so quickly that the creature can trap the weapon that killed it.

### Baaz Draconian Tactics

Baaz draconians rely on strength in numbers. A group pins down a single opponent, usually a striker, to allow more mobility for the baaz draconians' allies. Baaz draconians do not hesitate to attack enemies that have been disarmed.

## Bozak Draconian

The intelligent bozak draconians become gifted sorcerers and cunning warriors. They hold respected positions in draconian society.

### Bozak Draconian Lore

**Nature DC 12:** Bozak draconians are natural leaders and accomplished in the arcane arts. They can fire bolts of lightning.

**Nature DC 20:** When a bozak draconian is slain, its scaly skin shrivels, revealing a bleached skeleton that explodes in a shower of razor-sharp bone shards.

### Bozak Draconian Tactics

Bozak draconians attack from a distance, relying on allies to tie up enemies. They use *lightning lash* to break apart clustered enemies and *lightning burst* if their foes insist on staying in a close group. When

WAYNE ENGLAND

| Bozak Draconian | Level 5 Artillery |
|---|---|
| Medium natural humanoid (reptile) | XP 200 |
| **Initiative** +4 | **Senses** Perception +6; darkvision |
| **HP** 51; **Bloodied** 25; see also *shrapnel skeleton* | |
| **AC** 17; **Fortitude** 16, **Reflex** 17, **Will** 18 | |
| **Speed** 6, fly 6 (clumsy) | |
| (standard; at-will) ✦ **Weapon**: **Short Sword** +10 vs. AC; 1d6 + 7 damage. | |
| (standard; at-will) ✦ **Lightning**: **Lightning Lash** Ranged 10; +10 vs. Reflex; 1d8 + 4 lightning damage, and all creatures adjacent to the target slide 1 square and take 5 lightning damage. | |
| (when the draconian drops to 0 hit points): **Shrapnel Skeleton** The draconian's flesh crumbles to dust, revealing a skeleton that explodes in a shower of bone shards: close burst 2; +10 vs. Reflex; 2d10 + 4 damage. *Miss:* Half damage. | |
| (standard; encounter) ✦ **Lightning**: **Lightning Burst** Area burst 2 within 20; +10 vs. Reflex; 2d8 + 4 lightning damage. *Miss:* Half damage. | |
| **Alignment** Evil | **Languages** Common, Draconic |
| **Skills** Diplomacy +9, Insight +11 | |
| **Str** 14 (+4) | **Dex** 15 (+4) **Wis** 18 (+6) |
| **Con** 15 (+4) | **Int** 17 (+5) **Cha** 14 (+4) |
| **Equipment** leather armor, short sword | |

it faces imminent death, a bozak draconian moves closer to its enemies, so it can hit creatures with *shrapnel skeleton*.

# Ferak Draconian

Ferak draconians revel in brutal hand-to-hand combat, and use jagged short swords. Highly aggressive but less intelligent than other draconians, they are used as rank-and-file troops.

| Ferak Draconian | Level 3 Brute |
|---|---|
| Medium natural humanoid (reptile) | XP 150 |
| **Initiative** +1 | **Senses** Perception +3; darkvision |
| **HP** 55; **Bloodied** 27; see also *rust cloud* | |
| **AC** 15; **Fortitude** 17, **Reflex** 13, **Will** 15 | |
| **Speed** 7, fly 7 (clumsy) | |
| (standard; at-will) ✦ **Weapon**: **Short Sword** +6 vs. AC; 1d6 + 4 damage. | |
| (standard; at-will): **Double Slash** The draconian makes two short sword attacks. | |
| (when the draconian drops to 0 hit points) ✦ **Zone**: **Rust Cloud** The draconian explodes into a cloud of rust: close burst 2; +4 vs. Fortitude; 2d6 + 3 damage. *Effect:* The draconian's square and all squares in the burst become a zone of lightly obscured squares until the end of the encounter. | |
| **Alignment** Evil | **Languages** Common, Draconic |
| **Skills** Athletics +10, Intimidate +5, Stealth +6 | |
| **Str** 18 (+5) | **Dex** 11 (+1) **Wis** 15 (+3) |
| **Con** 15 (+3) | **Int** 7 (-1) **Cha** 8 (+0) |
| **Equipment** hide armor, 2 short swords | |

## Ferak Draconian Lore

**Nature DC 10:** Ferak draconians are brutal fighters that relish close combat. They are the shock troops of the draconian armies, used to bring about the most casualties possible.

**Nature DC 15:** When a ferak draconian dies, its body bursts into a cloud of rust that hangs in the air.

## Ferak Draconian Tactics

Ferak draconians are not subtle fighters. They ambush enemies by gliding down out of trees or other high structures and landing in the middle of a group of foes, next to fragile targets such as controllers or strikers.

# Kapak Draconian

Kapak draconians serve in draconian armies as stealthy infiltrators and ranged infantry. Their expertise in stealth, and their poisonous saliva, makes them sought-after assassins.

## Kapak Draconian Lore

**Nature DC 12:** Kapak draconians have soft, padded feet that allow them to move quietly. They exude poisonous saliva; when a kapak draconian licks its weapon, it intends to kill.

*Ferak draconian*

TOMÁS GIORELLO

| Kapak Draconian | Level 4 Lurker |
|---|---|
| Medium natural humanoid (reptile) | XP 175 |
| **Initiative** +10 | **Senses** Perception +3; darkvision |
| **HP** 45; **Bloodied** 22; see also *acid pool* | |
| **AC** 18; **Fortitude** 15, **Reflex** 17, **Will** 15 | |
| **Speed** 6, fly 6 (clumsy) | |
| **Short Sword** (standard; at-will) ✦ **Weapon** | |
| +9 vs. AC; 1d6 + 4 damage. | |
| **Shortbow** (standard; at-will) ✦ **Weapon** | |
| Ranged 15/30; +9 vs. AC; 1d8 + 4 damage. | |
| **Acid Pool** (when the draconian drops to 0 hit points) ✦ **Acid, Zone** | |
| The draconian dissolves into a pool of acid: close burst 1; +7 vs. Reflex; 2d8 + 4 acid damage. *Effect:* The draconian's square and all squares in the burst become a zone that lasts until the end of the encounter. Any creature that enters the zone or starts its turn there takes 5 acid damage. | |
| **Apply Poison** (standard, at-will) ✦ **Poison** | |
| The draconian gains a +4 bonus to all defenses and to Stealth checks until the start of its next turn, and it applies poison to its short sword or shortbow by licking the weapon. The next attack with that weapon deals 2d6 extra poison damage. | |
| **Draconian Sniper** | |
| A hidden kapak draconian that misses with a ranged attack remains hidden. | |
| **Alignment** Evil | **Languages** Common, Draconic |
| **Skills** Stealth +11 | |
| **Str** 14 (+4) | **Dex** 19 (+6) **Wis** 14 (+4) |
| **Con** 15 (+4) | **Int** 10 (+2) **Cha** 12 (+3) |
| **Equipment** leather armor, short sword, shortbow with 20 arrows | |

**Nature DC 17:** A kapak draconian transforms into a pool of acid when it is slain, spraying acid on nearby creatures.

## Kapak Draconian Tactics

At first, a kapak draconian engages enemies from a distance, attacking with poisoned arrows. After using a poisoned arrow, it uses *apply poison*, then moves to hide. If it ends up in melee, it uses *apply poison* to increase its defenses, then moves out of the combat.

# Kobaaz Draconian

Kobaaz draconians have a serious temperament that makes them perfect troops. Wielding their sharp glaives, kobaaz draconians are terrifying fighters trained in combating crowds of foes. Kobaaz draconians are uncommon, and more capable than the majority of other draconians variants, so they are afforded better training and equipment.

## Kobaaz Draconian Lore

**Nature DC 12:** Whenever a draconian army needs reliable warriors, the duty falls to the kobaaz draconians. Their expertise with the glaive can keep even the most vicious foes back.

**Nature DC 17:** When a kobaaz draconian is slain, the elemental energy held within it transforms its body into a statue made of ice.

| Kobaaz Draconian | Level 4 Controller |
|---|---|
| Medium natural humanoid (reptile) | XP 175 |
| **Initiative** +4 | **Senses** Perception +3; darkvision |
| **HP** 57; **Bloodied** 28; see also *ice statue* | |
| **AC** 18; **Fortitude** 17, **Reflex** 15, **Will** 14 | |
| **Speed** 5, fly 5 (clumsy) | |
| **Glaive** (standard; at-will) ✦ **Weapon** | |
| Reach 2; +9 vs. AC; 2d4 + 4 damage, and the target slides 3 squares. | |
| **Arching Blade** (standard; encounter) | |
| The kobaaz draconian makes a *glaive* attack against each enemy within reach. If an attack hits, the target is also knocked prone. After these attacks are made, the draconian can shift 1 square. | |
| **Ice Statue** (when the kobaaz draconian drops to 0 hit points) ✦ **Cold, Polymorph** | |
| The kobaaz draconian crystallizes into an icy statue. It becomes blocking terrain, and any creature that starts its turn within 2 squares of the statue takes 5 cold damage and is slowed until the end of its current turn. | |
| **Threatening Reach** | |
| A kobaaz draconian can make opportunity attacks against all enemies within its weapon's reach. | |
| **Alignment** Evil | **Languages** Common, Draconic |
| **Skills** Athletics +11 | |
| **Str** 18 (+6) | **Dex** 14 (+4) **Wis** 12 (+3) |
| **Con** 17 (+5) | **Int** 11 (+2) **Cha** 11 (+2) |
| **Equipment** scale armor, glaive | |

## Kobaaz Draconian Tactics

A kobaaz draconian wades into the middle of combat, supporting other melee combatants with its versatile attacks and keeping enemies from moving within its reach.

# Sivak Draconian

Sivak draconians are the largest and most physically imposing draconians. Due to their large wings, sivaks are the only draconians that can truly fly. Their ability to transform into creatures they have slain makes them useful spies in civilized society.

| Sivak Draconian | Level 8 Skirmisher |
|---|---|
| Large natural humanoid (reptile) | XP 350 |
| **Initiative** +11 | **Senses** Perception +7; darkvision |
| **HP** 90; **Bloodied** 45; see also *death mask* | |
| **AC** 22; **Fortitude** 20, **Reflex** 21, **Will** 19 | |
| **Speed** 7, fly 7 | |
| **Greatsword** (standard; at-will) ✦ **Weapon** | |
| Reach 2; +13 vs. AC; 1d12 + 6 damage. | |
| **Leaping Strike** (standard; recharge ⚄ ⚅) ✦ **Weapon** | |
| The draconian shifts 3 squares and makes an attack: reach 2; +13 vs. AC; 2d12 + 6 damage. | |
| **Death Mask** (when the draconian drops to 0 hit points; targets the creature that reduced the draconian to 0 hit points) ✦ **Fear, Psychic, Polymorph** | |
| The draconian dies, and changes its form to that of the creature that killed it; +9 vs. Will; 2d6 + 5 psychic damage, and the target is dazed until the end of its next turn. The draconian's body decomposes into dust after three days. | |
| **Flying Charge** | |
| When it is charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space. | |

**Steal Appearance** (immediate reaction, when the sivak draconian kills a humanoid; at-will) ✦ **Polymorph**
The draconian alters its physical form to appear as the slain creature (see "Change Shape," *MM2* 216). The draconian can end the transformation as a minor action.

**Alignment** Evil **Languages** Common, Draconic
**Skills** Bluff +10, Streetwise +10

| | | |
|---|---|---|
| **Str** 18 (+8) | **Dex** 20 (+9) | **Wis** 16 (+7) |
| **Con** 18 (+8) | **Int** 12 (+5) | **Cha** 12 (+5) |

**Equipment** plate armor, greatsword

## Sivak Draconian Lore

**Nature DC 14:** Sivak draconians are surprisingly agile flyers, able to quickly shift their center of mass and charge foes in a manner hard to predict. They can on the appearance of people they slay, making them excellent infiltrators.

**Nature DC 19:** When killed, a sivak draconian transforms into the appearance of the person that slew it. This can shock and unsettle the killer.

## Sivak Draconian Tactics

Sivak draconians charge over opponents and drop into flanking positions, giving them better chances to hit with their serrated greatswords. When surrounded, a sivak draconian makes a short *leaping strike* to free itself.

# Encounter Groups

Draconians are most often encountered with their own kind. Due to their military background, they also associate with other martial races, such as hobgoblins. They frequently work for chromatic dragons. Only the most evil among metallic dragons would ever work alongside draconians.

**Level 3 Encounter (XP 752)**
- 2 baaz draconians (level 2 soldier)
- 1 bozak draconian (level 5 artillery)
- 4 hobgoblin grunts (level 3 minion, *MM* 138)
- 1 hobgoblin soldier (level 3 soldier, *MM* 139)

**Level 7 Encounter (XP 1,550)**
- 2 adamaaz draconians (level 6 soldier)
- 1 aurak draconian (level 8 elite controller)
- 1 sivak draconian (level 8 skirmisher)

**Level 9 Encounter (XP 2,202)**
- 4 baaz draconian foot soldiers (level 8 minion soldier)
- 1 sivak draconian (level 8 skirmisher)
- 1 young red dragon (level 7 solo soldier, *MM* 82)

*Left to right: Kapak, kobaaz, and sivak draconians*

WAYNE ENGLAND

# DRAKE

Drakes are smaller and less powerful than dragons, but the larger ones are far easier to train to use as mounts. Metallic dragons often train these creatures and either give them to their humanoid servants or use them to guard hoards, lairs, or strongholds.

## Liondrake

Liondrakes are fierce, intelligent desert hunters that blend the characteristics of a brass dragon and a great lion. They are fast, powerful adversaries armed with a devastating roar.

Though liondrakes understand Draconic and can manage a few words of Common, they rarely speak.

| **Liondrake** | **Level 12 Skirmisher** |
|---|---|
| Large natural magical beast (mount, reptile) | XP 700 |
| **Initiative** +12 | **Senses** Perception +14; darkvision |
| **HP** 122; **Bloodied** 61 | |
| **AC** 26; **Fortitude** 26, **Reflex** 24, **Will** 23 | |
| **Speed** 7, fly 10 (clumsy) | |
| ⊕ **Bite** (standard; at-will) | |
| Reach 2; +17 vs. AC; 2d6 + 6 damage. | |
| ⊕ **Claw** (standard; at-will) | |
| Reach 2; +17 vs. AC; 1d8 + 3 damage. | |
| ⸸ **Battle Leap** (standard; at-will) | |
| The liondrake shifts 4 squares and makes two claw attacks or a bite attack. | |
| ✧ **Terrifying Roar** (standard; recharge ⚄ ⚅) ✦ **Fear, Thunder** | |
| Close burst 5; targets enemies; +13 vs. Fortitude; 2d8 + 4 thunder damage, and the target is dazed (save ends). | |
| **Fierce Steed** (while mounted by a friendly rider of 12th level or higher) ✦ **Mount, Thunder** | |
| When it makes charge attacks, the liondrake and its rider gain a +4 to defense against opportunity attacks. | |
| **Alignment** Unaligned | **Languages** Common, Draconic |
| **Skills** Athletics +17 | |
| **Str** 22 (+12) | **Dex** 19 (+10) **Wis** 16 (+9) |
| **Con** 18 (+10) | **Int** 6 (+4) **Cha** 11 (+6) |

### Liondrake Tactics

A liondrake's wings are not strong, and it is a poor flier. Therefore, it prefers to fight on the ground. However, a drake is capable of great wing-assisted leaps. A liondrake begins a battle by rushing into the middle of its foes with *battle leap* and then using *terrifying roar*. It fights a highly mobile battle, using *battle leap* to keep from being surrounded. The drake follows *battle leap* with a move action if it needs to completely disengage.

### Liondrake Lore

**Nature DC 16:** Liondrakes are related to dragons, but only distantly. They favor warm, arid environs, especially deserts. They have a largely undeserved reputation for devouring hapless travelers lost in the wastelands.

**Nature DC 21:** Liondrakes are the product of magical experimentation by wizards of a long-lost kingdom. These mages infused lions with the essence of brass dragons in an effort to create powerful steeds and guard beasts for their overlord. The drakes have bred true in the centuries since.

## Vulture Drake

Vulture drakes were originally natural creatures of the world, but they have been corrupted by the dark energy of the Shadowfell. Cunning scavengers that love the taste of carrion, they are favored flying mounts of the shadar-kai and other creatures in the service of the Raven Queen.

A vulture drake is gaunt and menacing, with long, cumbersome wings. Its skin stretches taut on its skeletal frame.

| **Vulture Drake** | **Level 9 Brute** |
|---|---|
| Large natural beast (mount, reptile) | XP 400 |
| **Initiative** +7 | **Senses** Perception +12 |
| **HP** 119; **Bloodied** 59 | |
| **AC** 21; **Fortitude** 22, **Reflex** 21, **Will** 21 | |
| **Resist** 10 necrotic | |
| **Speed** 6, fly 8 (clumsy) | |
| ⊕ **Bite** (standard; at-will) ✦ **Necrotic** | |
| +12 vs. AC; 1d8 + 5 damage, and ongoing 5 necrotic damage (save ends). | |
| ⊕ **Claw** (standard; at-will) | |
| +12 vs. AC; 1d6 + 5 damage. | |
| ⸸ **Swooping Charge** (standard; at-will) | |
| The vulture drake makes a charge attack, starting in the air and ending on the ground. It can make two claw attacks against the target it charges, instead of making one melee basic attack. If both attacks hit, the target is knocked prone. | |
| ✧ **Death Shriek** (immediate reaction, when first damaged; encounter) ✦ **Fear, Necrotic, Thunder** | |
| Close blast 5; +10 vs. Will; 2d8 + 5 thunder damage, and the target takes ongoing 5 necrotic damage and a -2 penalty to attack rolls and saving throws (save ends both). | |

DAVE ALLSOP

**Death Scent**
Creatures taking ongoing necrotic damage gain no benefit from concealment or total concealment when they are attacked by a vulture drake.

**Shadow Mount** (when mounted by a friendly rider of 7th level or higher; at-will)
The vulture drake grants its rider resist 10 necrotic and a +4 bonus to saving throws against fear effects.

**Alignment** Unaligned **Languages** –

| | | |
|---|---|---|
| **Str** 18 (+8) | **Dex** 16 (+7) | **Wis** 16 (+7) |
| **Con** 19 (+8) | **Int** 3 (-1) | **Cha** 10 (+4) |

## Vulture Drake Tactics

A vulture drake charges directly into combat from the air, making use of its *swooping charge* and deliberately setting itself up to be hit so that it can use its *death shriek*. It focuses its attacks on a single target, and then takes off to charge another enemy once the first one is no longer a threat.

## Vulture Drake Lore

**Nature DC 14:** Vulture drakes are also known as deathwings. They are common in areas of the Shadowfell, and it is believed that when one is sighted in the world, it portends great ill.

**Nature DC 19:** A cabal of cobalt dragons known as the Conclave of the Black Frost first bred vulture drakes in the Shadowfell. The conclave eventually came into conflict with the Raven Queen, and her shadowsworn agents eradicated them. Those same agents spared the vulture drakes, seeing them as useful in the Raven Queen's war against the powers of undeath.

## Encounter Groups

Aggressive, intelligent, and territorial, liondrakes are highly valued guardians. They sometimes agree to serve worthy champions as steeds.

Vulture drakes are often found as mounts of the shadar-kai and other creatures that follow the Raven Queen.

**Level 10 Encounter (XP 2,950)**
- 3 shadar-kai warriors (level 8 soldier, *MM* 231)
- 1 shadar-kai witch (level 7 controller, *MM* 231)
- 4 vulture drakes (level 9 brute)

**Level 12 Encounter (XP 3,900)**
- 1 human wizard lich (level 14 elite controller, *MM* 176)
- 1 liondrake (level 12 skirmisher)
- 2 mezzodemons (level 11 soldier, *MM* 58)

KEREM BEYIT

# DRAKKENSTEED

Drakkensteeds are fierce, remarkably cunning reptilian predators. A drakkensteed's broad, sharp wings and long neck evoke flying predators of bygone epochs, yet its four-legged stance—complete with dagger-sharp claws—and its fanged snout are clearly draconic in nature. From their lairs in high peaks and caves, families of drakkensteeds claim a wide region as their own hunting ground, tolerating no competition.

Drakkensteed eggs and young are worth more than their weight in gold, since drakkensteeds can be trained to serve as mounts for particularly strong-willed riders.

**Drakkensteed** **Level 16 Skirmisher**
Large natural magical beast (mount, reptile) XP 1,400

**Initiative** +15 **Senses** Perception +12; low-light vision
**HP** 157; **Bloodied** 78
**AC** 30; **Fortitude** 29, **Reflex** 27, **Will** 26
**Speed** 8, fly 10, overland flight 15

⨺ **Claw** (standard; at-will)
+21 vs. AC; 2d8 + 7 damage.

⨺ **Wing Swipe** (standard; at-will)
+21 vs. AC; 1d6 + 7 damage.

↓ **Flyby Attack** (standard; at-will)
The drakkensteed flies up to 10 squares and makes one claw attack, or two wing swipes against different creatures, at any point during that movement. The drakkensteed doesn't provoke opportunity attacks when moving away from the targets of the attacks.

✧ **Fearsome Roar** (standard; encounter) ✦ **Fear**
Close burst 3; targets enemies; +19 vs. Fortitude; the target is dazed (save ends).

**Drakkensteed Action** (while mounted by a friendly rider of 16th level or higher; encounter) ✦ **Fear, Mount**
When the rider spends an action point to take an extra action, the drakkensteed's *fearsome roar* recharges, and the drakkensteed uses it as a free action.

**Alignment** Unaligned **Languages** –
**Str** 24 (+15) **Dex** 21 (+13) **Wis** 19 (+12)
**Con** 21 (+13) **Int** 3 (+4) **Cha** 10 (+8)

## Drakkensteed Tactics

Drakkensteeds initiate combat with a *fearsome roar*, hoping to cripple foes early, and then follow with a *flyby attack*. Drakkensteeds fight on the ground if circumstances warrant, but they prefer to keep to the air and rely on hit-and-run tactics.

### Drakkensteeds of a Different Breed

The cobalt dragon-bred drakkensteed described here is just one variety of this creature. These drakkensteeds can be "bred" from the blood of almost any kind of dragon. Those created from other dragons tend to have a simple breath weapon keyed to the damage type of the parent dragon and resistances that mirror the dragon of their origin.

**Grave-Born Drakkensteed** **Level 21 Artillery**
Large natural magical beast (mount, undead) XP 3,200

**Initiative** +16 **Senses** Perception +15; darkvision
**HP** 155; **Bloodied** 77
**AC** 33; **Fortitude** 34, **Reflex** 32, **Will** 31
**Immune** disease, poison; **Resist** 15 necrotic
**Speed** 6, fly 8, overland flight 14

⨺ **Claw** (standard; at-will) ✦ **Necrotic**
+26 vs. AC; 1d6 + 7 damage, and ongoing 10 necrotic damage (save ends).

⚚ **Eyes of the Grave** (standard; at-will) ✦ **Fear, Gaze, Necrotic**
Ranged 10; +26 vs. Fortitude; 3d8 + 8 necrotic damage, and the target takes a -2 penalty to attack rolls made against the drakkensteed or its rider until the end of the drakkensteed's next turn.

✧ **Breath of the Grave** (standard; encounter) ✦ **Necrotic**
Close blast 4; +26 vs. Fortitude; 3d8 + 8 necrotic damage, and the target is weakened (save ends).

**Gift of the Grave** (while mounted by a friendly rider of 21st level or higher; encounter) ✦ **Fear, Gaze, Necrotic, Mount**
When the rider spends an action point to take an extra action, the drakkensteed's *breath of the grave* recharges, and the drakkensteed uses it as a free action.

**Grave Resistance** (while mounted by a friendly rider of 21st level or higher) ✦ **Mount**
The mounted rider gains resist 15 necrotic and resist 15 poison.

**Alignment** Unaligned **Languages** –
**Str** 26 (+18) **Dex** 23 (+16) **Wis** 21 (+15)
**Con** 23 (+16) **Int** 2 (+6) **Cha** 7 (+8)

## Grave-Born Drakkensteed Tactics

Grave-born drakkensteeds retain their instincts to protect and cooperate with their riders. They fight from a distance, making use of *eyes of the grave* and *breath of the grave*, engaging in melee only when commanded or forced to do so. Since they are already dead, they fight until destroyed unless commanded otherwise.

**Cobalt Dragon-Bred Drakkensteed** **Level 26 Skirmisher**
Large natural magical beast (dragon, mount) XP 9,000

**Initiative** +23 **Senses** Perception +19; darkvision
**HP** 240; **Bloodied** 120
**AC** 38; **Fortitude** 39, **Reflex** 38, **Will** 36
**Resist** 15 cold
**Speed** 8, fly 10, overland flight 15

⨺ **Claw** (standard; at-will) ✦ **Cold**
+31 vs. AC; 2d6 + 8 damage plus 1d6 cold damage.

⨺ **Wing Swipe** (standard; at-will) ✦ **Cold**
+31 vs. AC; 1d6 + 8 damage plus 1d6 cold damage.

↓ **Flyby Attack** (standard; at-will)
The drakkensteed flies up to 10 squares and makes one claw attack, or two wing swipes against different creatures, at any point during that movement. The drakkensteed doesn't provoke opportunity attacks when moving away from the targets of the attacks.

| | | |
|---|---|---|
| ⊹ **Breath Weapon** (standard; encounter) ✦ **Cold** | | |
| Close blast 6; +29 vs. Reflex; 4d12 + 6 cold damage. | | |
| ⊹ **Fearsome Roar** (standard; encounter) ✦ **Fear** | | |
| Close burst 4; deafened creatures are immune; +29 vs. Fortitude; the target is dazed (save ends). A friendly rider of 22nd level or higher is immune. | | |
| **Gift of the Dragon** (while mounted by a friendly rider of 22nd level or higher; encounter) ✦ **Mount** | | |
| When the mounted rider spends an action point to take an extra action, the drakkensteed's *fearsome roar* or *breath weapon* recharges (rider's choice), and the drakkensteed uses it as a free action. | | |
| **Draconic Resistance** (while mounted by a friendly rider of 22nd level or higher) ✦ **Mount** | | |
| The mounted rider gains resist 15 cold. | | |
| **Alignment** Unaligned | **Languages** Draconic | |
| **Str** 28 (+22) | **Dex** 26 (+21) | **Wis** 23 (+19) |
| **Con** 24 (+20) | **Int** 7 (+11) | **Cha** 13 (+14) |

## Dragon-Bred Drakkensteed Tactics

Dragon-bred drakkensteeds follow a *fearsome roar* with a *breath weapon* attack if their foes are sufficiently clumped together. They then rely on *flyby attacks*, fighting like standard drakkensteeds.

## Drakkensteed Lore

**Nature DC 20:** Drakkensteeds are reptilian creatures, somewhat akin to drakes. They are believed to have diverged from the same line that produced wyverns and other modern drakes, but much farther back during their development. Although not especially intelligent, they are cunning and, if their innate stubbornness can be overcome, trainable as mounts. They can be trained to understand a spoken language—normally Common or Draconic—even though they cannot speak. A drakkensteed egg can be worth as much as 6,000 gp to the right buyer (a level 17 treasure parcel).

**Nature DC 27:** A few powerful spellcasters have developed a ritual to reanimate drakkensteeds as a particular form of undead. These undead creatures generate internal necrotic energy and retain many of the instincts that make drakkensteeds such coveted mounts.

Not bred, but rather created through a secret process in which the egg of a drakkensteed is infused with the blood of a metallic dragon, dragon-bred drakkensteeds are more dangerous and more intelligent than their mundane kin, but they remain highly trainable. Some serve their creators, although others live in the wild and breed true. A dragon-bred drakkensteed egg can be worth up to 90,000 gp (a level 27 treasure parcel.)

## Encounter Groups

Wild drakkensteeds fight only in family groups, but when trained, they fight alongside their riders and any creatures they are commanded to accompany.

**Level 17 Encounter (XP 8,600)**
- ✦ 3 drakkensteeds (level 16 skirmisher)
- ✦ 2 yuan-ti malison disciples of Zehir (level 17 controller, *MM* 270)
- ✦ 1 yuan-ti malison incanter (level 15 artillery, *MM* 269)

**Level 25 Encounter (XP 36,000)**
- ✦ 2 cobalt dragon-bred drakkensteeds (level 26 skirmisher)
- ✦ 2 dragonborn champions (level 26 soldier, *MM* 87)

DAVE ALLSOP

Most kobolds revere chromatic dragons. Relatively few kobolds get along with or serve metallic dragons, but those that do are often a cut above the rabble that sides with the chromatics. Such kobolds are not common fodder, monsters that run when an ally falls in combat. They are encountered along with metallic dragon masters or powerful servitors of those masters. When they team up with other kobolds, they usually lead their inferiors.

## Dragonkin Kobold

A DRAGONKIN KOBOLD BINDS itself to the service of a dragon, sealing its allegiance by grafting one of its master's discarded scales into the flesh of its chest. It gains powers tied to its master's elemental energy, but surrenders its individuality and free will.

Dragonkin kobolds were introduced in *Draconomicon: Chromatic Dragons*. The kobolds presented here are suitable for an iron or bronze dragon. You can customize dragonkin kobolds by changing the energy they wield to match the breath weapon of the dragon they serve.

**Dragonkin Channeler** **Level 5 Controller**
Small natural humanoid, kobold (reptile) XP 200

**Initiative** +5 **Senses** Perception +4; darkvision
**HP** 61; **Bloodied** 30
**AC** 19; **Fortitude** 16, **Reflex** 18, **Will** 17
**Resist** 5 lightning
**Speed** 6

⨁ **Shocking Staff** (standard; at-will) ✦ **Lightning**
+9 vs. Reflex; 1d6 + 3 lightning damage, and the target is dazed until the end of the kobold's next turn.

↷ **Channel Lightning** (immediate reaction, when attacked with a lightning power; at-will) ✦ **Lightning**
The channeler uses the lightning around it to charge its *shocking staff* and make an attack: ranged 10; +9 vs. Reflex; 3d6 + 3 lightning damage.

✲ **Electrify** (standard; recharge ⚄ ⚅) ✦ **Lightning, Zone**
Area burst 2 within 10; +9 vs. Reflex; 1d6 + 3 lightning damage, and the target is dazed (save ends). *Effect:* The area becomes a zone of difficult terrain until the start of the channeler's next turn. Each creature that enters the zone takes 5 lightning damage.

**Shifty** (minor; at-will)
The kobold shifts 1 square.

**Trap Sense**
A kobold gains a +2 bonus to all defenses against traps.

**Alignment** Unaligned **Languages** Common, Draconic
**Str** 10 (+2) **Dex** 17 (+5) **Wis** 15 (+4)
**Con** 13 (+3) **Int** 10 (+2) **Cha** 14 (+4)
**Equipment** leather armor, staff

### Dragonkin Channeler Tactics

A channeler wields its draconic master's elemental energy through a mystic connection. In battle, the dragonkin stays near its master's enemies, hoping to be caught in a *breath weapon* attack that will allow it to use *channel lightning*. Otherwise, it uses *electrify* to guard its master's flanks or enters melee if it has nothing else to do.

**Dragonkin Zealot** **Level 5 Lurker**
Small natural humanoid, kobold (reptile) XP 200

**Initiative** +10 **Senses** Perception +8; darkvision
**HP** 49; **Bloodied** 24
**AC** 20; **Fortitude** 16, **Reflex** 19, **Will** 16
**Resist** 5 lightning
**Speed** 6

⨁ **Dagger** (standard; at-will)
+11 vs. AC; 2d4 + 4 damage.

↷ **Shuriken** (standard; at-will)
Ranged 6/12; +10 vs. AC; 1d6 + 6 damage.

**Run Away and Hide** (immediate reaction, when the dragonkin zealot takes damage; recharges when the zealot uses *electric zeal*)
The dragonkin zealot shifts its speed. If it reaches a square where it has cover or concealment, it can make a Stealth check to become hidden.

**Electric Zeal** (minor; recharges when the zealot uses *run away and hide*) ✦ **Lightning**
The dragonkin zealot deals 3d6 extra lightning damage on melee attacks until the start of its next turn.

**Shifty** (minor; at-will)
The kobold shifts 1 square.

**Trap Sense**
A kobold gains a +2 bonus to all defenses against traps.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Stealth +11
**Str** 10 (+2) **Dex** 19 (+6) **Wis** 13 (+3)
**Con** 13 (+3) **Int** 8 (+1) **Cha** 10 (+2)
**Equipment** leather armor, dagger, 5 shuriken

### Dragonkin Zealot Tactics

The zealot spies on intruders in a dragon's territory, trailing them in secret until it is time for an assault. The dragonkin zealot enters battle near cover or concealment so it can use *electric zeal* to empower its attack before dashing away and hiding.

**Dragonkin Champion** **Level 7 Brute**
Small natural humanoid, kobold (reptile) XP 300

**Initiative** +6 **Senses** Perception +5; darkvision
**HP** 94; **Bloodied** 47
**AC** 18; **Fortitude** 19, **Reflex** 18, **Will** 17
**Resist** 5 lightning
**Speed** 6

⨁ **Spear** (standard; at-will) ✦ **Weapon**
+10 vs. AC; 2d6 + 6 damage.

↯ **Shocking Spear** (standard; recharges when the kobold's draconic master uses *breath weapon*) ✦ **Lightning, Weapon**
The kobold makes two attacks: reach 2; +10 vs. AC; 3d6 + 6 lightning damage.

**Draconic Inspiration**
A kobold deals 1d6 extra lightning damage against any creature adjacent to one of the kobold's dragon allies.

**Shifty** (minor; at-will)
The kobold shifts 1 square.
**Trap Sense**
A kobold gains a +2 bonus to all defenses against traps.
**Alignment** Unaligned **Languages** Common, Draconic
**Str** 19 (+7) **Dex** 17 (+6) **Wis** 16 (+5)
**Con** 14 (+5) **Int** 12 (+4) **Cha** 10 (+3)
**Equipment** spear

## Dragonkin Champion Tactics

Dragonkin champions fight poorly when caught away from their draconic masters. When in their preferred circumstances, dragonkin champions fight more shrewdly than most brutes, waiting until their masters have pressed the enemy before engaging in melee. They use *shifty* to avoid becoming trapped, knowing that the longer they survive, the more harm they'll be able to inflict on their master's enemies.

## Dragonkin Kobold Lore

**Nature DC 12:** Dragonkin kobolds protect the lairs and interests of dragons. Each kobold has a scale from its master permanently embedded in its chest. A dragonkin kobold is fanatically loyal and thinks nothing of sacrificing itself for its master's sake.

DAVE ALLSOP

## Encounter Groups

Dragonkin kobolds live only to serve their masters' wishes.

**Level 8 Encounter (XP 1,900)**
- 3 dragonkin kobold champions (level 7 brute)
- 1 young cobalt dragon (level 5 solo controller)

**Level 9 Encounter (XP 2,100)**
- 1 dragonkin kobold channeler (level 5 controller)
- 2 dragonkin kobold zealots (level 5 lurker)
- 1 young bronze dragon (level 7 solo brute)

# Wyrmguard Kobold

Brave and trustworthy (by kobold standards), wyrmguard kobolds guard their dragon masters zealously. Wyrmguards single out one creature or object—usually a dragon, one of the dragon's lieutenants, or one of its prized possessions—to protect, forcing enemies to take care of them before harming those they guard.

Wyrmguard kobolds wear armor decorated with runes of warding. Their gear is a combination of mundane items and magic tools—all wyrmguards practice some amount of magic.

**Wyrmguard Sentinel** **Level 7 Soldier**
Small natural humanoid, kobold (reptile) XP 300
**Initiative** +8 **Senses** Perception +6; darkvision
**HP** 80; **Bloodied** 40
**AC** 23; **Fortitude** 20, **Reflex** 19, **Will** 19
**Speed** 6
⊕ **Dragontooth Spear** (standard; at-will) ✦ **Weapon**
+14 vs. AC; 2d8 + 2 damage, and the target is marked until the end of the sentinel's next turn.
**Sentinel's Ward** (minor; at-will)
The wyrmguard sentinel designates an ally or object within 10 squares as its ward, and any creature it was already warding is no longer its ward. The ward takes half damage from creatures marked by the sentinel.
**Combat Superiority**
A sentinel has a +3 bonus to attack rolls on opportunity attacks. If a move provoked the attack, an enemy struck by the wyrmguard's opportunity attack stops moving. If it still has actions remaining, the enemy can use them to resume moving.
**Shifty** (minor; at-will)
The sentinel shifts 1 square.
**Trap Sense**
A sentinel gains a +2 bonus to all defenses against traps.
**Alignment** Unaligned **Languages** Common, Draconic
**Str** 19 (+7) **Dex** 16 (+6) **Wis** 16 (+6)
**Con** 16 (+6) **Int** 10 (+3) **Cha** 13 (+4)
**Equipment** scale armor, dragontooth spear

## Wyrmguard Sentinel Tactics

A wyrmguard sentinel stands tireless guard or walks regular patrols near a place or object it protects. It attempts to keep foes nearby using *combat superiority*. *Sentinel's ward* allows a sentinel to protect one ally at a time. Frequently, wyrmguard sentinels are grouped

with leaders, who keep them alive in exchange for the protection they provide.

| **Wyrmguard Scout** | **Level 9 Artillery** |
|---|---|
| Small natural humanoid, kobold (reptile) | XP 400 |
| **Initiative** +11 | **Senses** Perception +12; darkvision |
| **HP** 75; **Bloodied** 37 | |
| **AC** 21; **Fortitude** 19, **Reflex** 22, **Will** 20 | |
| **Speed** 6 | |
| **Dagger** (standard; at-will) ✦ **Weapon** | |
| +16 vs. AC; 2d4 + 3 damage. | |
| **Dragon Bolt** (standard; at-will) ✦ **Poison** | |
| Ranged 20; +14 vs. Reflex; 2d6 + 5 poison damage. | |
| **Dragon Clash** (standard; targets enemies; recharges when the scout's ward is damaged by an enemy) ✦ **Poison** | |
| Area burst 1 within 20; +12 vs. Fortitude; 3d6 + 5 poison damage. | |
| **Scout's Ward** (minor; at-will) | |
| The wyrmguard sentinel designates an ally or object within 10 squares as its ward, and any creature it was already warding is no longer its ward. The scout deals 2d6 extra damage against the enemy nearest to its ward. | |
| **Shifty** (minor; at-will) | |
| The scout shifts 1 square. | |
| **Trap Sense** | |
| A scout gains a +2 bonus to all defenses against traps. | |
| **Alignment** Unaligned | **Languages** Common, Draconic |
| **Str** 10 (+4) | **Dex** 20 (+9) **Wis** 17 (+7) |
| **Con** 15 (+6) | **Int** 12 (+5) **Cha** 15 (+6) |
| **Equipment** leather armor, dagger | |

## Wyrmguard Scout Tactics

Scouts prefer to remain at the outer edge of their range, usually on ledges or other high terrain, sniping at foes while their allies move in closer. They choose wards as early as possible, and then concentrate on protecting their wards using *dragon clash* when possible (even if they can hit only one target) and *dragon bolt* the rest of the time.

Different scouts use different damage types. The example scout's damage type is based on using it with a mercury dragon, but it can change to fit alongside other dragons.

## Wyrmguard Lore

**Arcana or Nature DC 14:** Wyrmguard kobolds are normally used as bodyguards for their creators or assigned to guard a specific location, individual, or treasure. Some have been assigned to guard a dragon's clutch of eggs.

**Arcana or Nature DC 19:** Wyrmguard kobolds guard those they admire and learn minor magic that lets them place protective wards. When they are without dragons or leaders to guard, they guard each other effectively. Most wyrmguard kobolds serve dragons, and might be encountered alongside them.

## Encounter Groups

Wyrmguards are usually found in mixed groups of creatures, all loyal to the same dragon. It's rare to find more than a couple of wyrmguards in a single group of monsters—and they aggravate players if too many appear in the same encounter.

**Level 7 Encounter (XP 1,600)**
- 2 wyrmguard sentinels (level 7 soldier)
- 1 young cobalt dragon (level 5 solo controller)

**Level 9 Encounter (XP 2,300)**
- 2 dragonborn gladiators (level 10 soldier, *MM* 86)
- 1 portal drake (level 10 controller, *Draconomicon: Chromatic Dragons*, page 223)
- 2 wyrmguard scouts (level 9 artillery)

DAVE ALLSOP

# Three-Tooth

Though kobolds that could reasonably be called "heroes" are few and far between, Three-Tooth has made herself known by attacking the people of the bigger, tougher races and surviving, often with the help of her dragon ally.

| **Three-Tooth** | **Level 10 Elite Artillery** |
|---|---|
| Small natural humanoid, kobold (reptile) | XP 1,000 |
| **Initiative** +11 | **Senses** Perception +8; darkvision |
| **HP** 176; **Bloodied** 88 | |
| **AC** 22; **Fortitude** 19, **Reflex** 21, **Will** 22 | |
| **Saving Throws** +2 | |
| **Speed** 6 | |
| **Action Points** 1 | |
| **Dagger** (standard; at-will) ✦ **Weapon** | |
| +17 vs. AC; 2d4 + 5 damage. | |
| **Venom Bolt** (standard; at-will) ✦ **Implement, Poison** | |
| Ranged 20; three attacks against up to three different targets; +15 vs. Reflex; 1d8 + 5 poison damage, and Three-Tooth pushes the target 3 squares. | |
| **Resonating Orb** (standard; recharge ⚄ ⚅) ✦ **Force, Implement** | |
| Area burst 2 within 20; +15 vs. Reflex; 2d8 + 5 force damage, and the target is knocked prone. Damage from this attack ignores temporary hit points. | |
| **Kobold Sorcery** | |
| When Three-Tooth rolls an even number on an attack roll with an implement power (whether the attack hits or misses), she slides the target 1 square after the attack. | |
| **Blinking Shifty** (minor; at-will) ✦ **Healing, Teleportation** | |
| Three-Tooth teleports 2 squares and regains 3 hit points. | |
| **Teleport Escape** (move; encounter) ✦ **Teleportation** | |
| Three-Tooth teleports 10 squares. | |
| **Trap Sense** | |
| Three-Tooth gains a +2 bonus to all defenses against traps. | |
| **Alignment** Unaligned | **Languages** Common, Draconic |
| **Str** 14 (+7) | **Dex** 22 (+11) **Wis** 16 (+8) |
| **Con** 19 (+9) | **Int** 14 (+7) **Cha** 24 (+12) |
| **Equipment** dagger | |

## Three-Tooth's Tactics

Three-Tooth makes a great recurring villain or rival. She isn't particularly bloodthirsty, just extremely good at pushing enemies away from things she wants and teleporting away from danger to prepared escape positions. Thanks to her *blinking shifty* power, she's both more mobile and more resilient than most spellslinging artillery.

## Three-Tooth Lore

**Arcana or Nature DC 16:** Three-Tooth, a great kobold hero—or villain, depending on her mood—is reputed to be the only survivor of a kobold nest that adopted a mercury wyrmling. The other kobolds died in battle or in the dragon's jaws, but Three-Tooth lived to become a powerful magician. She sometimes travels alongside her mercury dragon friend, which stays shapeshifted into a kobold form.

**Arcana or Nature DC 21:** Three-Tooth garners great respect from other kobolds, and her legend is deeper and larger than most realize. In fact, many of her adventures are attributed to previous aliases, such as Four-Tooth and Six-Tooth. She tends to pick fights, and brutal beatings at the hands of tough monsters have necessitated several name changes.

## Encounter Groups

Three-Tooth takes work as a mercenary, usually accompanied by her mercury dragon ally, Drokona. The characters might run into Three-Tooth while she's fighting a monstrous enemy, and then end up in a chaotic battle between three forces.

**Level 8 Encounter (XP 1,500)**

- ✦ Drokona, elite young mercury dragon (level 6 elite lurker; see the young mercury dragon on page 163 and the material on elite dragons on page 218)
- ✦ Three-Tooth (level 10 elite artillery)

## Spawn of Ringing Eggs

Once in a while, a kobold lays an extremely rare egg that rings like metal when struck with a claw. The tribe keeps its special eggs hidden until they hatch. The kobolds that emerge from metal eggs grow up to become the strongest kobolds of their generation. Often, they become champions in the service of a metallic dragons, as if that was their destiny.

Kobolds never speak publicly about the "ringing eggs." It's a secret that is referred to only by euphemisms, even in a well-known kobold folk tale, in which a kobold champion in the service of a gold dragon returns to slay all her relatives and crèche mates. Some kobolds consider this story a good reason to track down and destroy anyone else's ringing eggs, but the selfish creatures wouldn't think of destroying their own.

Chromatic dragons that know of ringing eggs do what they can to find and destroy them. They seldom find enough suspect eggs to make it worth their trouble. Few metallic dragons admit to caring about an oddity of kobold reproduction, but that doesn't mean they haven't noticed the situation and sought a way to exploit it. Explanations for the magic behind the phenomenon range from a hidden blessing of Bahamut to a curse by an ancient archmage.

# Dragon Hall of Fame

Few dragons are truly anonymous. Any dragon that survives to adulthood becomes a figure of local fame (or notoriety), at the least. However, some dragons earn truly legendary reputations that extend for hundreds, sometimes thousands, of miles beyond their homelands. The waking of an ancient dragon is an event that stirs fearful gossip in taverns and alehouses across half a continent. Here, then, are a few dragons whose reputations precede them.

## Andraemos

Many dragons achieve a certain level of fame—or infamy—for terrorizing a local populace and demanding or seizing its wealth. These relationships, between a dragon and a fearful region, are the subjects of countless stories told in scores of inns. Many dragons are content to make a name for themselves in just a township or two. But others have larger plans.

Andraemos's ambitions began at a young age. Legend tells that he was one of four hatchlings in a brood, but he outlived each of his siblings, stealing their food behind the back of their mother. It wasn't long before he had learned everything he thought he could from his parent and set off into his harsh desert home to make his own way.

But Andraemos wasn't done with his mother yet. She had seen the quiet ambition in his eyes and knew about the theft of food that enabled him to grow strong at the expense of his siblings. Such is the way of the desert, she knew, so she let it lie. But before Andraemos could escape her desert territory, she decided she did not relish the thought of a competitor dragon—especially one so hungry for power—lairing near her. She attacked, so the stories say, and caught the young dragon by surprise. But Andraemos was cleverer than even his mother had given him credit for being, and when their battle led into a narrow ravine filled with fragile, towering spires of rock, Andraemos finally found his advantage. He spun in mid-flight and fired a blast of fire at a precarious boulder perched atop a delicate spire of stone. The spire splintered and collapsed, and with perfect timing, the boulder fell on Andraemos's mother, crushing her skull and driving her body to the ravine floor below.

**Andraemos** **Level 15 Solo Artillery**
Adult brass dragon
Large natural magical beast (dragon) XP 6,000

**Initiative** +12 **Senses** Perception +15; darkvision
**HP** 600; **Bloodied** 300; see also *bloodied breath*
**AC** 28; **Fortitude** 28, **Reflex** 27, **Will** 26
**Resist** 20 fire
**Saving Throws** +5
**Speed** 8, fly 10 (hover), overland flight 12
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Fire**
Reach 2; +22 vs. AC; 1d10 + 7 damage plus 1d6 fire damage.

⊕ **Claw** (standard; at-will)
Reach 2; +22 vs. AC; 1d8 + 7 damage.

**Dragon Ire** (standard; at-will)
Andraemos makes two claw attacks or one bite attack, and then shifts 1 square.

**Wing Buffet** (immediate reaction, when an enemy enters or leaves an adjacent square)
Targets the triggering enemy: +20 vs. Fortitude; 1d10 + 7 damage, the target is knocked prone, and Andraemos shifts 2 squares.

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Fire**
Close blast 5; +20 vs. Reflex; 3d8 + 7 fire damage, and the target is knocked prone. *Miss:* Half damage.

ZOLTAN BOROS & GABOR SZIKSZAI

**Bloodied Breath** (free, when first bloodied; encounter) ✦ **Fire**
*Breath weapon* recharges, and Andraemos uses it. If he is flying, he can shift 5 squares before making this attack.

**Fire Stream** (standard; at-will) ✦ **Fire**
Ranged 10; +20 vs. Reflex; 3d6 + 6 fire damage, and any creature adjacent to the target takes 2d10 fire damage.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +20 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a –2 penalty to attack rolls (save ends).

**Mark of Death**
Andraemos's attacks deal 1d6 extra damage to any target marked by one of his allies.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Arcana +16, Athletics +17, Insight +15, Intimidate +16
**Str** 21 (+12) **Dex** 20 (+12) **Wis** 16 (+10)
**Con** 22 (+13) **Int** 18 (+11) **Cha** 19 (+11)

## Andraemos Lore

**Nature DC 18:** The brass dragon Andraemos rules a large swath of the desert. His domain is bordered on several sides by trade routes. He collects tribute from several of the towns on these routes, content to claim their money rather than destroy them outright.

Andraemos has established himself as a powerful force to be reckoned with in the region. During a scouting trip around his territory, he noticed a group of desert nomads. They were in the process of capturing a caravan that had been passing through the area, and Andraemos was captivated by their fighting style, which involved redirecting an enemy's attacks against the enemy and its allies. Curious about their presence, Andraemos landed and demanded that they give him the tribute he deserved as master of the desert. But the bandits—a group of eladrin—were unimpressed. They had recently come to the desert through a portal from the Feywild, and they had braved many dangers to make it to Andraemos's desert. Confronted with the dragon, they were prepared to die trying to survive.

Thinking quickly, the dragon recognized the value in employing the services of the clever and morally ambiguous eladrin, and their partnership endures to this day. Calling them the Sand Knives, he began to use them to enforce his will across the region. The eladrin have brought in more of their kind from the Feywild portal—which Andraemos now controls—and his territory has expanded tremendously.

**Nature DC 23:** The dragon has cowed a large tribe of goblins into a truce. Andraemos eventually plans to bring the goblins under his rule, but he is content to let them bribe him with tribute until he feels secure enough in his enlarged territory to destroy their leaders and take over leadership of the tribe.

Perhaps the dragon's biggest coup, however, was the capture of the desert city of Kashtaph. A corrupt merchant elected from an even more corrupt council ran the city. When this leader—a female human named Azril Illaenon—sent her eldest daughter to woo the son of a prince in a neighboring city-state, Andraemos's eladrin brigands captured her. In exchange for sparing her daughter's life, Andraemos wanted the city gates opened to his eladrin and the names and addresses of each member of the merchant council.

A bloody night followed Azril's capitulation to the dragon's demands, and the woman now rules the city in Andraemos's name, sending him a healthy cut of all the city's lucrative business ventures. Most of the citizens have no clue that their city is now run by a dragon, and Andraemos prefers it that way—for now.

**Nature DC 28:** It is whispered that Andraemos's mother once captured one of the fabled *Broken Blades of Banatruul*. He discovered the artifact in her hoard years after her death. He has sent his Sand Knives out into the world over many years, trying to find the matching blade, and rumor has it that one of them recently returned with it after being away for nearly three years.

**Sand Knives Bandit** **Level 13 Minion Soldier**
Medium fey humanoid, eladrin XP 200

**Initiative** +15 **Senses** Perception +8; low-light vision
**HP** 1; a missed attack never damages a minion.
**AC** 29; **Fortitude** 24, **Reflex** 27, **Will** 23
**Saving Throws** +5 against charm effects
**Speed** 6

**Scimitar** (standard; at-will) ✦ **Weapon**
+20 vs. AC; 6 damage (crit 9).

**Longbow** (standard; at-will) ✦ **Weapon**
Ranged 20/40; +20 vs. AC; 6 damage.

**Mark of Knives** (minor; at-will)
Melee 1; the target is marked until the end of its next turn.

**Fey Step** (move; encounter) ✦ **Teleportation**
The bandit teleports 5 squares.

**Alignment** Unaligned **Languages** Common, Elven
**Str** 18 (+10) **Dex** 25 (+13) **Wis** 14 (+8)
**Con** 16 (+9) **Int** 15 (+8) **Cha** 17 (+9)
**Equipment** leather armor, scimitar, longbow with 20 arrows

## Andraemos's Tactics

Andraemos is nearly always within hailing distance of a group of his Sand Knives. Nevertheless, he does make regular excursions to the limits of his domain, so it is possible to catch him alone. In battle, the dragon prefers to fight from a distance. He uses his *breath weapon* at the first opportunity, then *frightful presence* to incapacitate as many enemies as possible. He reserves *fire stream* for a particularly pesky foe.

## Encounter Groups

Andraemos is most likely encountered with a group of Sand Knives.

**Level 17 Encounter (XP 8,800)**
- Andraemos (level 15 solo artillery)
- 2 eladrin bladesingers (level 11 skirmisher, *MM2* 97)
- 8 sand knives bandits (level 13 minion soldier)

# Bahamut

The god of honor, justice and nobility, Bahamut is known as the Grandfather of Dragons or Lawbringer, but most often called the Platinum Dragon. Though the deity can appear in many forms, he is usually portrayed as a powerful dragon with platinum scales, the form he takes on when he goes to battle.

Adventurers often worship Bahamut, who is called to protect the weak, fight evildoers, and defend outposts of justice and civilization across the world. Paladins in particular often bear his heraldry—a platinum dragon head in profile—on their shields or as a holy symbol. And although not all metallic dragons show obeisance to the Platinum Dragon, those working at cross-purposes are careful to avoid the attention of Bahamut or the legions of crusading dragons and worshipers at his command.

## Bahamut Lore

**Arcana or Religion DC 5:** Bahamut is the lawful god of justice and honor. Those who worship the Platinum Dragon seek to emulate him by defending the weak and ensuring that the guilty receive fair and immediate punishment.

Many metallic dragons, even if they don't worship Bahamut outright, regard him as the most revered elder among the ancient dragons. Many dragonborn bend their knee in fealty to Bahamut, as do paladins of all races.

**Arcana or Religion DC 15:** Bahamut holds court in a shining castle on the slopes of Mount Mertion, one of the seven mystic mountains in the domain of Celestia, amid the Astral Sea. Some powerful paladins and clerics make pilgrimages there in hopes of receiving a powerful blessing from the Platinum Dragon.

**Arcana or Religion DC 20:** Over the centuries, folk tales have persisted of Bahamut walking the world while magically disguised as a sage or hermit. He travels with seven trained canaries, which transform into gold dragons if anyone is foolish enough to threaten the docile old man.

The folk tale is well known enough among Bahamut's faithful that priests sometimes undertake pilgrimages in the company of trained canaries, seeking to emulate their god.

Bahamut sometimes tests the worthiness of his champions by directly engaging in battle with them. Bahamut doesn't pull any punches, and the battle ends when the champions are bloodied or when Bahamut yields. Powerful healers are on hand in case Bahamut's zeal for testing his champions overcomes their defenses.

**Arcana or Religion DC 25:** A council of seven ancient metallic dragons advises Bahamut on matters of honor and acts as a jury when Bahamut sits in direct judgment of an evildoer—often one apprehended by his champions. Because Bahamut walks the world in disguise, he has less need for exarchs than most deities. The best-known of his few exarchs is Kuyutha, Bahamut's emissary to dragonborn clans everywhere.

## The Old Man with the Canaries

When he's not holding court in his shining castle, Bahamut walks the natural world in the most unassuming of disguises: an elderly man accompanied by seven trained canaries. This old man, variously called a sage or a hermit in folklore, travels from place to place with no apparent purpose. He's quick to offer advice, information, or assistance to other travelers.

One folk tale in particular is told with a hundred variations: The sage with the canaries shares a campfire with roadside travelers, offering mysterious advice that borders on prophecy. Still, the travelers would have regarded the old man as nothing more than a curiosity if it weren't for the monsters that attacked

### Seeking Worthiness

Few folk tales reveal why Bahamut disguises himself in the way he does—they're more concerned with the plot twist when the old man with the canaries becomes something much more. Bahamut sometimes travels the world in disguise to assist his followers directly, especially if one of Tiamat's insidious plots needs to be thwarted. But more often, he walks the natural world to seek out "worthiness"—a subject he waxes philosophical about, and the topic of much of the sage advice he dispenses to those he meets.

When Bahamut walks the world, he tries to discern the worthiness of everything he encounters—"worthiness" viewed through a lens of justice, nobility, and honor. Consequently, he uses his deific power to help others fight, rather than just turning into his platinum dragon form and tearing through enemies in the blink of an eye. Bahamut wants to assess the worthiness of those he's fighting alongside, and so he blesses and heals his fellow travelers but does little direct fighting.

It's possible that Bahamut wants to assess the worthiness of the characters, but you can also make a meeting with Bahamut a chance encounter. Bahamut might be assessing the worthiness of other travelers, of the route itself, or of the dangers along the way.

the camp. Were they ever surprised when the old man started throwing around unfathomably powerful magic and turning his canaries into gold dragons.

## Encounters with the Old Man

The folk tale of a disguised Bahamut is the quintessential encounter with the deity, and you can bring the kernel of that story to life in your game. The "sage with the canaries" can meet the characters during an adventure, act mysterious and inscrutable, and then reveal his true nature when the heroes must face monsters they could never hope to defeat without a god's aid.

If the characters have befriended Bahamut, he'll fight alongside them in his old man form, turning what would otherwise be a merciless slaughter of the characters into a fair fight. A group of characters plus Bahamut should be able to take on opponents of around ten levels higher than the characters.

Note what Bahamut does and doesn't do well in this form. He can effortlessly heal multiple characters, purge harmful effects, and improve the characters' attacks so they can hit and damage monsters that would otherwise be almost invulnerable, but Bahamut doesn't directly improve defenses or hit points, so the heroes are going to feel the full brunt of powerful monster attacks. That's when the drama occurs: The characters are not only doing much more than they're ordinarily capable of, they're taking the worst beating of their lives.

A fight against Bahamut tests the players' tactical acumen: Can they focus their attacks on specific enemies while preventing the monsters from focusing their attacks in the same way? If a character dies while in Bahamut's company, it's often because that character was wiped out in a single round by multiple monster attacks before Bahamut could respond with his powerful healing magic.

Although a fight against Bahamut while he is at the characters' side is a good tactical test, it's not worth the full XP award for an encounter ten levels higher. The presence of a full-blown god does level the playing field. When the encounter is over, award the characters one-quarter of the usual experience award (the value for a fight two levels higher than the party). If Bahamut sticks around for more than an encounter or two, choose treasure parcels appropriate for the characters at the level they are, not ones typical of the tough monsters they're facing.

Encounters using Bahamut work best when the characters, perhaps unsure exactly what's up with the old man, take the battle seriously and fight with their usual vigor. If the characters realize that they have a god in their midst, they might not take the battle seriously. Bahamut can (and probably will) use the Raise Dead ritual on any characters who fall in battle, after all. The heroes need Bahamut to win the battles you have planned, but Bahamut doesn't need them. In these battles, Bahamut isn't at risk, but for reasons of his own, he remains in the guise of an old man and lets the characters do most of the fighting.

You can try to conceal Bahamut's nature, making the characters unsure whether they're faced with Bahamut, an aspect of Bahamut, or a mysterious-but-powerful spellcaster of some sort. Longtime D&D players will recognize the canaries—they were part

### The Seven Gold Wyrms

Bahamut's closest servants are seven gold dragons that guard his palace and sometimes travel with him disguised as canaries. For important tasks that aren't quite important enough to demand his personal attention, Bahamut dispatches one of these dragons. Each works on specific tasks, and no one knows if there's any sort of hierarchy among these servants. These are the current wyrms in Bahamut's inner circle; many have died and been replaced over time.

**Borkadd the Claw:** Compulsive and obstinate, Borkadd represents Bahamut as the hand of justice. He chronicles the laws of many lands, as well as Bahamut's personal code. He's more than a glorified secretary, though: Borkadd enforces Bahamut's law against those who can't be stopped by other means.

**Kuria the Eye:** This sleek, serpentine dragon remains aloof—sometimes threatening—even to those she knows well. Her tasks require secrecy, taking advantage of her suspicious nature.

**Sonngrad the Wing:** Bahamut's messenger, Sonngrad, has powerful wings that let her fly at great speed. She is the most commonly encountered of the seven dragons. Though focused and businesslike while on a mission, she's also a curious thrill-seeker. Bahamut usually gives her a bit of time after each task she completes to explore the places she's visiting.

**Gruemar the Voice:** The slender Gruemar is a master negotiator, sent out to settle disputes and prevent bloodshed. Though his speech sounds tranquil and warm, it never reveals a hint of weakness.

**Marroshok the Tail:** Massive and genial, Marroshok is the closest thing Bahamut has to a bodyguard. Though he's usually friendly, he's merciless in combat.

**Troannaxia the Presence:** A magnificent, shining creature, Troannaxia is sent to cow the proud into submission using the majesty of her presence. Unlike Gruemar, she intimidates instead of conversing. Bahamut sends her out when he encounters obstinate resistance that requires a blunt approach.

**Urgala the Fang:** When Bahamut musters a great army, Urgala leads them. Her knowledge of tactics is unsurpassed, and she flies over the battlefield to scout and command. Normally proud and uncompromising, Urgala sometimes becomes stubborn or rude when she is in a bad mood.

of Bahamut's backstory in the 1st Edition *Monster Manual*—but you can change the trappings of the old man to make his disguise less obvious.

## Tactics

When Bahamut is disguised as the old man with the canaries, his priorities are to level the playing field between the characters and the monsters. In his first two or three turns, he uses *Bahamut's blessing* on attacking characters, then a combination of *Bahamut's cleansing* and *Bahamut's mercy* on the most wounded characters. If possible, have Bahamut use *blessing* and *cleansing/mercy* on different individuals so no player thinks Bahamut is ignoring him or her. Using *Bahamut's blessing* twice is a good way for Bahamut to spend his first action point; heroes will have a hard time hitting the monsters without the *blessing* in place.

Once the characters have all received *Bahamut's blessing*, Bahamut uses *Bahamut's mercy* once or twice per turn, and releases one of his seven canaries—at which point it turns into a gold dragon. He can use a canary in two ways. *Gold dragon rescue* moves a nearly dead character out of harm's way. The gold dragon swoops down, stuns nearby assailants so they can't make opportunity attacks—and then the character can fly away during his next turn. If the characters aren't dealing enough damage to the monster or they're being outflanked, Bahamut uses *summon gold dragon* in whatever place is most inconvenient for the monsters. That's the closest Bahamut comes to attacking the monsters directly. He prefers to use his own melee attack only for opportunity attacks.

**The Old Man with the Canaries** **Level 36 Solo Soldier (Leader)**
Medium immortal humanoid XP –

**Initiative** +24 **Senses** Perception +32
**HP** 1,645; **Bloodied** 822; see also *discorporation*
**AC** 52; **Fortitude** 47, **Reflex** 45, **Will** 47
**Resist** 20 cold, 20 fire
**Saving Throws** +5; whenever an attack causes an effect on Bahamut that a save can end, he immediately makes a saving throw. Bahamut also makes saving throws at the end of his turn as normal.
**Speed** 8, teleport 5
**Action Points** 2

⨁ **Unarmed Attack** (standard; at-will) ✦ **Weapon**
+41 vs. AC; 1d12 + 20 damage, and the target is dazed until the end of its next turn.

**Gold Dragon Rescue** (standard; uses one canary)
Area burst 1 within 30, centered on ally; +41 vs. AC; the target is stunned (save ends). *Effect:* The ally in the origin square gains fly 10 until the end of its next turn.

**Summon Gold Dragon** (standard; uses one canary) ✦ **Summoning**
Ranged 20; Bahamut summons a Large gold dragon in an unoccupied space within range. The dragon has speed 8, fly 10 (hover) and, unlike a typical summoned creature, has its own defenses and hit points (all defenses 34; hp 120).
*Minor Action:* +27 vs. AC; 1d12 + 10 damage.
*Opportunity Attack:* +27 vs. AC; 1d12 + 10 damage.

**Bahamut's Blessing** (standard; at-will)
Ranged 30; two targets; each target gains a +10 bonus to attack rolls, a +10 bonus to skill checks, and a +10 bonus to damage rolls.

**Bahamut's Cleansing** (minor; at-will)
Ranged 30; two targets; each target can end one effect a save can end.

**Bahamut's Mercy** (minor; at-will) ✦ **Healing**
Ranged 30; two targets; each target can spend a healing surge and regain an additional 25 hit points.

## Discorporation

When a deity is bloodied, the deity's mind leaves its body and the deity is unable to assume physical form for some time. The discorporation usually lasts at least a few months, but it can sometimes take several years before the deity can resume its form. During this time, the deity's power is weaker, but it is far from negligible. If characters wish to truly kill a deity, they must fulfill one or more conditions specific to that deity. This could require destroying the deity's most prominent temple, or finding an artifact that can deliver the killing blow. If the specific conditions are satisfied, the deity cannot discorporate and instead becomes bloodied as normal. Here are some sample quests the characters could undertake (if they, for some reason, need to kill Bahamut) or thwart (if evil forces are attempting to destroy the Platinum Dragon).

**The Corrupted Ritual:** Bahamut offers his protection when ritually called by high priests of his faith, manifesting in his draconic form. Sinister forces could alter key parts of that ritual, obtain access to one of Bahamut's grand temples to perform it, then battle the summoned Bahamut to the death.

**The Prodigal Son:** There's a reason Bahamut is called the Grandfather of Dragons and not the Father of Dragons. It is whispered that Bahamut has a son—somewhere among the planes—who has rebelled against his father, for reasons unknown. That child, if found, could face down his father in battle and claim his birthright, taking Bahamut's place among the deities. But thus far, even the most powerful evil soothsayers have been unable to learn the name or location of Bahamut's son. Their ritual divinations continue, however, and agents of Tiamat are alert for rumors about this child.

**Dishonor and Trickery:** Bahamut regards himself as honor, virtue, and justice coalesced into a living form. If Bahamut could be tricked into doing something inherently and irrevocably dishonorable, he would have no choice but to cast off his mantle of godhood lest the very concept of honor be forever tainted. Once bereft of godhood, the mortal shell of Bahamut could be destroyed as easily as any ancient dragon.

ZOLTAN BOROS & GABOR SZIKSZAI

**Bahamut Runs Rampant** (standard; encounter) ✦ **Polymorph**
Bahamut assumes his draconic form (described below).

**Seven Canaries**
Bahamut has seven trained canaries, which he can transform into gold dragons. Some of his powers use up these canaries. All the canaries return during a short rest.

**Discorporation** (when bloodied)
When Bahamut becomes bloodied, he discorporates and is unable to take physical form for a time.

**Alignment** Lawful good **Languages** Supernal
**Skills** Arcana +31, Athletics +33, Diplomacy +32, Endurance +34, Heal +32, History +31, Insight +32, Intimidate +32, Religion +31

| | | |
|---|---|---|
| **Str** 31 (+28) | **Dex** 23 (+24) | **Wis** 28 (+27) |
| **Con** 33 (+29) | **Int** 27 (+26) | **Cha** 29 (+27) |

**Equipment** robe

## Bahamut's Dragon Form

Although his magically disguised form is the most likely way that the characters will experience Bahamut, epic-tier characters could encounter Bahamut in his full glory. His battle form is a magnificent dragon, shimmering with platinum scales tougher than any shield. If the characters encounter Bahamut in his court (where he might be in any form, including his draconic form) or otherwise meet in friendship, it's unlikely that a fight is going to break out—unless Bahamut wants to test their worthiness in direct combat.

Because Bahamut is a 36th-level solo, he represents a fundamentally unfair fight for all but the most powerful D&D characters. A test of worthiness might make a satisfying final hurdle for characters about to achieve the immortality feature of their epic destiny, for example.

When Bahamut fights a character, he explains ahead of time that he won't attack bloodied characters, but those individuals would dishonor themselves and their comrades if they continue to fight while bloodied. And Bahamut will yield before he discorporates, because discorporation would give Tiamat and other villains a few months or weeks of free rein without an active god of justice and honor to oppose them.

### Tactics

For all his power, Bahamut in his dragon shape fights much like any dragon. He uses his breath weapons as often as he can, choosing *polar breath* when beset by multiple melee adversaries, *misty breath* if he's intentionally being merciful or there are noncombatants among his enemies, and *disintegration breath* when he wants to deal a lot of damage.

Bahamut uses *frightful majesty* if he finds himself in a disadvantageous position and none of his breath weapons is available. Whenever he can, he uses *Bahamut's clutches* against a defender or a melee striker. His bite attack deals damage and steals healing surges, and can quickly deplete the health of even an epic defender. And although Bahamut is honorable, he's cunning enough to move with a grabbed enemy, flying upward before releasing that enemy for a painful (but nonfatal) plummet.

**Bahamut** **Level 36 Solo Soldier (Leader)**
Huge immortal magical beast (dragon) XP 275,000

**Initiative** +24 **Senses** Perception +32; darkvision
**HP** 1,316; **Bloodied** 658; see also *bloodied breath* and *discorporation*
**AC** 52; **Fortitude** 47, **Reflex** 45, **Will** 47
**Immune** attacks by creatures of lower than 20th level
**Resist** 20 cold, 20 fire
**Saving Throws** +5; whenever an attack causes an effect on Bahamut that a save can end, he immediately makes a saving throw against that effect. Bahamut also makes saving throws at the end of his turn as normal.
**Speed** 10, fly 15 (hover), teleport 10
**Action Points** 2

⊕ **Bite** (standard; at-will)
Reach 3; +42 vs. AC; 3d12 + 10 damage, and the target loses two healing surges.

⊕ **Claw** (standard; at-will)
Reach 3; +41 vs. AC; 2d12 + 10 damage.

↯ **Bahamut's Clutches** (immediate interrupt; when an enemy moves into a square adjacent to Bahamut; at-will)
+41 vs. Reflex; 2d12 + 10 damage, and the target is grabbed. *Failed Escape Attempt:* Bahamut automatically hits the target with his bite attack.

↷ **Polar Breath** (minor; recharge ⚄ ⁞⁞; all breath weapons share one recharge roll) ✦ **Cold**
Close blast 10; +40 vs. Reflex; 4d12 + 10 cold damage, and the target is pushed 6 squares and immobilized (save ends); *Miss:* Half damage, and the target is pushed 3 squares.

↷ **Disintegration Breath** (minor; recharge ⚄ ⁞⁞; all breath weapons share one recharge roll)
Close blast 10; +40 vs. Fortitude; 4d12 + 10 damage, and 15 ongoing damage (save ends).; *Aftereffect:* Ongoing 10 damage (save ends).

↷ **Misty Breath** (minor; recharge ⚄ ⁞⁞; all breath weapons share one recharge roll) ✦ **Polymorph**
Close blast 10; +40 vs. Will; the target is stunned, weakened, and transformed into fine mist (save ends all). While the target is in this mist form, enemies can move through the target's space freely.

↷ **Bloodied Breath** (free; when first bloodied; encounter) ✦ **Cold**
Bahamut's breath weapon recharges, and he uses *polar breath, disintegration breath,* or *misty breath.*

↷ **Frightful Majesty** (minor; encounter) ✦ **Fear**
Close burst 20; targets enemies; +38 vs. Will; the target is stunned until the end of Bahamut's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Discorporation** (when bloodied)
When Bahamut becomes bloodied, he discorporates and is unable to take physical form for a time.

**Alignment** Lawful good **Languages** Supernal
**Skills** Arcana +31, Athletics +33, Diplomacy +32, Endurance +34, Heal +32, History +31, Insight +32, Intimidate +32, Religion +31
**Str** 31 (+28) **Dex** 23 (+24) **Wis** 28 (+27)
**Con** 33 (+29) **Int** 27 (+26) **Cha** 29 (+27)

# Aspect of Bahamut

Bahamut can create an aspect of himself from the willing sacrifice of a powerful metallic dragon worshiper. The dragon dies, but rises anew as an aspect of the Platinum Dragon itself, remembering all of its previous life and now utterly bound to Bahamut.

Bahamut prefers for his dragon worshipers to remain dragons rather than sacrificing themselves in this manner, but he sometimes uses aspects as long-term guardians, ambassadors for crucial diplomatic efforts, or extraplanar authorities who bring to justice villains too powerful for anything less than an aspect of the god of justice.

**Aspect of Bahamut** **Level 18 Solo Soldier (Leader)**
Huge immortal magical beast (dragon) XP 10,000

**Initiative** +11 **Senses** Perception +18; darkvision
**HP** 704; **Bloodied** 352; see also *bloodied breath*
**AC** 35; **Fortitude** 32, **Reflex** 29, **Will** 30
**Resist** 20 cold, 20 fire
**Saving Throws** +5; whenever an attack causes an effect on an aspect of Bahamut that a save can end, it immediately makes a saving throw. The aspect of Bahamut also makes saving throws at the end of its turn as normal.
**Speed** 10, fly 10 (hover), teleport 5
**Action Points** 2

⊕ **Bite** (standard; at-will)
Reach 3; +25 vs. AC; 2d10 + 8 damage, and ongoing 10 damage.

⊕ **Claw** (standard; at-will)
Reach 3; +25 vs. AC; 2d10 + 8 damage.

↯ **Draconic Fury** (standard; at-will)
The aspect of Bahamut makes two claw attacks and one bite attack.

↯ **Snatch** (immediate interrupt, when an enemy moves into a square adjacent to the aspect of Bahamut; at-will)
+20 vs. Reflex; 2d10 + 8 damage, and the target is grabbed. *First Failed Escape Attempt: The aspect of* Bahamut automatically hits the target with its bite attack.

↷ **Polar Breath** (standard; recharge ⚄ ⁞⁞; all breath weapons share one recharge roll) ✦ **Cold**
Close blast 5; +20 vs. Reflex; 3d12 + 10 cold damage, and the target is immobilized (save ends). *Miss:* Half damage.

↷ **Disintegration Breath** (standard; recharge ⚄ ⁞⁞; all breath weapons share one recharge roll)
Close blast 5; +20 vs. Fortitude; 3d12 + 10 damage, and 10 ongoing damage (save ends).

↷ **Misty Breath** (standard; recharge ⚄ ⁞⁞; all breath weapons share one recharge roll)
Close blast 5; +20 vs. Will; the target is stunned, weakened, and transformed into fine mist (save ends all). While the target is in this mist form, enemies can move through the target's space freely.

↷ **Bloodied Breath** (free; when first bloodied; encounter)
The aspect of Bahamut's breath weapon recharges, and it uses *polar breath, disintegration breath,* or *misty breath.*

## Bahamut's Palace

The shining castle Bahamut calls home rests atop Mertion, one of the seven mountains of Celestia, the astral domain of the good and just. This grand structure is more than just a palace—it's also Bahamut's hoard. The walls, inlaid with copper and ivory on the inside and platinum on the outside, reflect the eternal light of Celestia and make the castle appear like a beacon on the horizon. The walls are made of mithral tiles, and the windows of gemstones set in silver and gold. Bahamut viciously pursues (usually by proxy) anyone who attempts to steal from his great castle. He might be a good god, but he's also dedicated to justice *and* is a dragon. It's best not to mess with his hoard.

**Frightful Majesty** (minor; encounter) ✦ **Fear**
Close burst 10; targets enemies; +20 vs. Will; the target is stunned until the end of the aspect of Bahamut's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Lawful good **Languages** all
**Skills** Arcana +18, Diplomacy +19, History +18, Insight +18, Intimidate +19, Religion +18
**Str** 22 (+15) **Dex** 14 (+11) **Wis** 19 (+13)
**Con** 24 (+16) **Int** 18 (+13) **Cha** 20 (+14)

## Aspect of Bahamut's Tactics

Like Bahamut, an aspect uses one of its breath weapons whenever able. The rest of the time it flies over its enemies and harries them with melee attacks. It uses one of its action points early in the battle to use both a breath weapon and *draconic fury*. It saves *frightful majesty* for the round after it uses *bloodied breath*, and saves its last action point for a getaway or a last-ditch attack.

# Kuyutha, Exarch of Bahamut

The last and greatest paladin from the ancient dragonborn empire of Arkhosia, Kuyutha did his best to gather and protect the scattered dragonborn clans after the empire's fall. In recognition of Kuyutha's ceaseless efforts to safeguard his people, Bahamut granted him a spark of divinity and bade him train a new order of knights on Mount Mertion itself.

Since that day centuries ago, Kuyutha has acted as Bahamut's ambassador to the dragonborn race. He crisscrosses the world, shepherding dragonborn clans that find themselves in dire straits and brokering honorable accords when two clans have a dispute they cannot resolve. Kuyutha also seeks out the bravest among the dragonborn to train with him on Mount Mertion—and takes the vilest dragonborn villains to face their judgment before Bahamut.

**Kuyutha, Exarch of Bahamut** **Level 23 Elite Controller (Leader)**
Large immortal humanoid, dragonborn XP 10,200
**Initiative** +15 **Senses** Perception +22; darkvision
**HP** 430; **Bloodied** 215
**Dragon Affinity** aura 10; each ally within the aura has resist 10 radiant.
**AC** 37; **Fortitude** 35, **Reflex** 34, **Will** 36
**Resist** 10 cold, 10 fire, 15 radiant
**Saving Throws** +2
**Speed** 6, fly 6 (clumsy)
**Action Points** 1

⊕ **Dragontalon Blade** (standard; at-will) ✦ **Weapon**
Reach 2; +28 vs. AC; 3d6 + 9 damage.

⸸ **Legion Attack** (standard; at-will)
Kuyutha makes a *dragontalon blade* attack, and one ally within 10 squares of Kuyutha and of 25th level or lower slides 1 square and makes a basic attack.

⸸ **Bahamut's Blade** (standard; recharges when first bloodied) ✦ **Radiant, Weapon**
Reach 2; +30 vs. AC; 4d6 + 9 damage, and the target takes ongoing 10 radiant damage and is blinded (save ends both).

**Draconic Healing** (minor; recharge ⚅) ✦ **Healing**
Ranged 20; targets one ally; the target regains 20 hit points.

**Coldfire Breath** (standard; recharge ⚄ ⚅) ✦ **Cold, Fire**
Close blast 6; +27 vs. Reflex; 4d12 cold and fire damage.

**Will of Bahamut** (standard; encounter)
Close burst 5; +25 vs. Will; the target is stunned until the end of Kuyutha's next turn.

**Dragonborn Fury** (only while bloodied)
Kuyutha gains a +1 racial bonus to attack rolls.

**Alignment** Lawful good **Languages** Common, Draconic
**Skills** Athletics +24, Diplomacy +25, Heal +22, History +23, Insight +22, Intimidate +25, Religion +23
**Str** 27 (+19) **Dex** 18 (+15) **Wis** 22 (+17)
**Con** 23 (+17) **Int** 25 (+18) **Cha** 28 (+20)

## Kuyutha's Tactics

Kuyutha's *coldfire breath* recharges quickly, so the "melee or breathe" decision comes up more frequently. In general, use *coldfire breath* if it has recharged and Kuyutha can hit at least two enemies with it; otherwise, attack with *legion attack* or *Bahamut's blade* (if you haven't used it yet). Occasionally, Kuyutha uses *legion attack* to move an ally out of danger, sliding the ally away from a foe and having that ally either skip the basic attack or make a ranged basic attack.

Otherwise, Kuyutha fights like a dragon, using *will of Bahamut* (his version of *frightful presence*) when beset by multiple flanking enemies, and then moving away to a place where he can catch as many stunned enemies as possible in his next blast of *coldfire breath*.

Kuyutha rarely fights alone, preferring to form a larger band so he can use his leader abilities. He uses *draconic healing* for his allies, and grants them attacks using *legion attack*. His *dragon affinity* aura protects his allies against enemies using radiant damage (usually users of the divine power source). This can come as a surprise to enemies who are accustomed to encountering foes that have other resistances.

# Encounter Groups

Treat Bahamut as a solo in the truest sense of the word. He's a god, and he should be just fine on his own. Kuyutha, on the other hand, fights alongside dragons (sometimes including Bahamut) and dragonborn.

**Level 21 Encounter (XP 20,200)**
- Kuyutha, exarch of Bahamut (level 23 elite controller)
- Aspect of Bahamut (level 18 solo soldier)

**Level 25 Encounter (XP 42,300)**
- Kuyutha, exarch of Bahamut (level 23 elite controller)
- 3 dragonborn champions (level 26 soldier, *MM* 87)
- 4 angels of light (level 23 minion skirmisher, *MM2* 9)

# JALANVALOSS

Because steel dragons respect humans' achievements, adaptability, and ambition, they protect humans and impel them to rise against tyranny. The interests of the steel dragon Jalanvaloss, however, reflect less lofty ideals. A schemer, trickster, and manipulator, she lives for upheaval and unpredictability, endeavoring to keep her city dynamic.

In human form, Jalanvaloss usually appears as a slim female human with long, straight, black hair and steel-gray eyes. With the trademark catlike grace of steel dragons, she wears the latest fashions, entertains guests at her homes, and attends parties of the city's elite.

Jalanvaloss alters her appearance to assume any of a dozen identities. She takes her dragon shape the least often of all her forms.

In her dragon form, Jalanvaloss is long and sleek, with glossy scales, spines that fall straight like hair, and delicate whiskers. Her large, intelligent silver eyes accent her expressive face.

**Jalanvaloss** **Level 18 Solo Controller**
Adult steel dragon
Large natural magical beast (dragon, shapechanger) XP 10,000

**Initiative** +13 **Senses** Perception +19; darkvision
**HP** 692; **Bloodied** 346; see also *bloodied breath*
**AC** 31; **Fortitude** 29, **Reflex** 27, **Will** 31; see also *illusory double*
**Resist** 20 force
**Saving Throws** +5
**Speed** 8, fly 10 (hover), overland flight 12; see also *dimension step*
**Action Points** 2

⊕ **Arcane Claw** (standard; at-will)
Reach 2; +23 vs. AC; 2d8 + 7 damage, and Jalanvaloss slides the target 2 squares.

⊕ **Bite** (standard; at-will) ✦ **Force**
Reach 2; +23 vs. AC; 2d8 + 7 damage plus 1d8 force damage.

ǂ **Double Attack** (standard; at-will)
Jalanvaloss makes two *arcane claw* attacks.

ǂ **Burst of Force** (immediate reaction, when an enemy moves into an adjacent square; at-will) ✦ **Force, Teleportation**
Close burst 1; +22 vs. Fortitude; 2d8 + 7 damage, and the target is knocked prone. *Effect:* Jalanvaloss teleports 4 squares.

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Force**
Close blast 5; +21 vs. Fortitude; 4d6 + 8 force damage, and the target is dazed (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and Jalanvaloss uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +22 vs. Will; the target is stunned until the end of Jalanvaloss's next turn. *Aftereffect:* The target takes a –2 penalty to attack rolls (save ends).

**Steel Sting** (standard; at-will) ✦ **Force**
Area burst 1 within 20; +22 vs. Reflex; 2d6 + 5 force damage.

**Scattergloom** (standard; encounter) ✦ **Necrotic, Zone**
Jalanvaloss makes three area burst attacks, and the bursts can't overlap: area burst 1 within 20; +22 vs. Fortitude; 2d6 + 5 necrotic damage. The burst becomes a zone of draining darkness until the end of Jalanvaloss's next turn. Any creature except Jalanvaloss that starts its turn within the zone takes 5 necrotic damage. The zone blocks line of sight for all creatures, and any creature entirely within the zone is blinded until it leaves the zone. Jalanvaloss is immune to the effects of the zone. *Sustain Minor:* The effect persists.

**Change Shape** (minor; at-will) ✦ **Polymorph**
Jalanvaloss alters her form to appear as a unique human (see "Change Shape," *MM2* 216).

**Dimension Step** (move; encounter) ✦ **Teleportation**
Jalanvaloss teleports 10 squares.

**Illusory Double** (minor; encounter) ✦ **Illusion, Teleportation**
Jalanvaloss becomes invisible and teleports 4 squares. In the space she left, an illusory double appears and moves 8 squares. The double vanishes and Jalanvaloss becomes visible at the end of Jalanvaloss's next turn.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Arcana +19, Bluff +22, Diplomacy +22, History +19, Insight +19, Streetwise +22
**Str** 24 (+16) **Dex** 18 (+13) **Wis** 20 (+14)
**Con** 21 (+14) **Int** 20 (+14) **Cha** 26 (+17)
**Equipment** fine clothing, wand, ritual book

## JALANVALOSS AND THE FORGOTTEN REALMS

Jalanvaloss originates from the city of Waterdeep in the Forgotten Realms setting. Fickle but not malicious, she manipulates merchants and adventurers in her efforts to expand her power and holdings.

In the years leading up to the Spellplague, Jalanvaloss's wealth and control over Waterdeep expanded, but the disaster dashed her economic fortunes along with the fortunes of other nobles and merchants. To make matters worse, she lost considerable arcane power to the blue fire. In the past century, she has spent her dwindling fortune in rebuilding what she lost.

## JALANVALOSS LORE

**History or Streetwise DC 13:** One of the best-known nobles in the city (Waterdeep, Sharn, or another city of your choosing), Lady Jalanvaloss is a powerful merchant. She commands a mercantile empire that has holdings throughout the city. Having come to prominence years ago, she retains her youthful beauty, which leads to speculation about her longevity. Rumors say that dark powers have touched her or that she is something other than she seems. Her vast fortune has saved the city, sponsored adventurers, recovered relics, and raised the city's prominence.

**History or Streetwise DC 20:** According to legend, a steel dragon protects the city from enemies inside and without; however, no one has seen the dragon since a great calamity (the Spellplague, the Mourning, or some other catastrophe) beset the land. At that time, the dragon, called the Wyrm of Many Spells, defended her community from unchecked

magic and destruction; however, tales paint the dragon as an avaricious busybody, noted more for manipulation and trickery than for noble deeds.

**History or Streetwise DC 25:** The legends are correct: the fabled Wyrm of Many Spells is Lady Jalanvaloss. She has lived here for two centuries, using guile and magic to amass a fortune from real estate, business ventures, and sponsored expeditions. Other citizens suspect a hidden identity, but only those close to her know the truth. She defends the city from attack, but protecting her investments is as important to her as safeguarding its citizens.

Jalanvaloss gained the moniker "Wyrm of Many Spells" because of her training with the mortal archmage Rythtalies. The wizard raised her from a hatchling and taught her the rudiments of magic so she could serve as his guardian and steed.

After Rythtalies's exceptionally long life, the young steel dragon traveled to a place abundant with humans, the creatures she knew best. She assumed the identity of a human traveler and forged connections in every echelon of society, favoring adventuring types because they reminded her of her deceased master. She gathered her hoard in the form of real estate and investment enterprises.

**History or Streetwise DC 30:** Jalanvaloss does not have a traditional lair. Comfortable as a human, she owns houses throughout the city and beyond, including residences for her other personas. If she is discovered, she can remain in the city in such a residence and cut her losses.

As greedy as a red dragon, Jalanvaloss justifies her behavior on the grounds that she grants everyone the opportunity for success. She dreams of founding a kingdom where she will rule as queen, so her people might live without fear; however, she likes her current arrangements and does little to disrupt her lifestyle.

## Jalanvaloss's Tactics

Jalanvaloss is a schemer, not a warrior. When she must fight, she chooses the time and place.

She opens combat by using *change shape* and smashing enemies with her *breath weapon*. If most foes avoid becoming dazed, she spends an action point to use *frightful presence*. Otherwise, she spends an action point to use *scattergloom*. While waiting for her *breath weapon* to recharge, she uses *dimension step* to gain an advantageous position and hits her enemies with *steel sting*. When near defeat, she uses *illusory double* to create a distraction and slip away undetected.

### Jalanvaloss's Enemies

Only when enemies threaten to ruin Jalanvaloss's way of life—when she reaches the brink of collapse—does she take dragon form and attack directly. Characters might incur such ire by acting on behalf of a third party that has a grudge against Jalanvaloss, by provoking Jalanvaloss as a side effect of a quest, or by trying to topple the dragon from her position.

## Encounter Groups

Jalanvaloss has connections throughout her city and calls on assistance from a variety of adventuring groups that owe her favors. To protect her lairs, she keeps battle guardians in top fighting form.

**Level 20 Encounter (XP 14,800)**

- 3 battle guardians (level 17 controller, *MM* 149)
- Jalanvaloss (level 18 solo skirmisher)

WILLIAM O'CONNOR

# NIFLUNG

In the distant, frigid north, the scattered communities have long lived in fear of a vicious, barbaric tribe the natives have named the Talons of Winter. For long generations, the Talons emerged but rarely, guided by their frost giant masters to raid and slaughter. But now, the tribe grants its fealty, its devotion, even its worship to a new lord, a draconic horror named Niflung dwelling deep in the nearby glacier, a creature whose only purpose is to see his "children" grow strong—at the expense of everyone else.

Niflung, who has accepted the title of god given him by the Talons of Winter, looks much like other cobalt dragons. Observation of the dragon in motion, however, or a close study of his fearsome form, reveals peculiar anomalies. His limbs, his neck, his tail, and his wings seem unduly long in proportion to his body—not dramatically so, just enough to give him an unnatural gait and a subtly disturbing silhouette. His scales hang loosely on his body, occasionally jutting out at odd angles, as though he had spent ravenous years starving inside his own shell. And perhaps he once did, for his obsession with proving his own strength, and that of his "worshipers," leads him to extremes that even other cobalt dragons would consider excessive.

Niflung never holds entirely still; when he is conversing with others, at rest, or even asleep, his tail twitches, his claws flex, his jaw clenches. When he speaks with other creatures, his attention seems frequently to wander, yet he appears fully capable of following the flow and details of the conversation.

## Niflung Lore

**History DC 15:** In the frozen north, a cobalt dragon named Niflung has recently emerged from the glacier called the Road of Sleet. He has taken over the Talons of Winter, a fearsome tribe of shifters and giants, and he has increased their raids against civilized communities fivefold.

**History DC 20:** What occurred in Niflung's life before he emerged from a long slumber within the caves of the glacier is unclear. Something, however, has made him different from other cobalt dragons. His abilities, although similar, differ in several profound respects, and his obsession with strength and dominance crosses the line into megalomania.

Niflung is not unwilling to speak to visitors, but they must show the proper deference. Any insult—any perceived insult—to his strength or abilities results in an immediate, enraged attack.

**History DC 25:** Niflung basks in the adulation of the Talons of Winter, using them to expand his own domain, but he also seems genuinely determined to make them as strong as they can be. He truly believes (or at least seems to believe) that he's doing what's best for his "children," and that he can guide them to a position of strength and dominance in the region. He allows outsiders to attack the tribe, hoping to strengthen them through combat, but he grows enraged if an enemy takes what he considers "unfair advantage" when battling them. (What that "unfair advantage" might be varies with Niflung's mood, but he does object strongly to the use of powerful fire magic against his tribe.)

**Niflung** **Level 20 Solo Controller**
Elder cobalt dragon
Huge natural magical beast (dragon) XP 14,000

**Initiative** +14 **Senses** Perception +19; darkvision
**Aura of Chill Mist (Cold)** aura 2; each creature that enters the aura or starts its turn there takes 10 cold damage. The ground in the aura is difficult terrain, and the squares of the aura are lightly obscured.
**HP** 772; **Bloodied** 386; see also *bloodied breath*
**AC** 34; **Fortitude** 34, **Reflex** 30, **Will** 31
**Resist** 25 cold
**Saving Throws** +5
**Speed** 8 (ice walk), fly 10 (hover), overland flight 15
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Cold**
Reach 3; +25 vs. AC; 2d6 + 8 damage, and ongoing 10 cold damage (save ends).

⊕ **Claw** (standard at-will)
Reach 3; +25 vs. AC; 1d10 + 8 damage.

⨽ **Niflung's Pounce** (standard; at-will)
Niflung makes a bite attack, shifts 2 squares, and then makes two claw attacks against a different target. If both claw attacks hit, Niflung pushes the target 5 squares, and the target is knocked prone. Niflung can push a creature restrained by his own breath weapon.

⨽ **Wing Crush** (immediate reaction, when an adjacent enemy hits Niflung with a melee attack; at-will)
+24 vs. Reflex; 2d6 + 8 damage, and the target is pushed 3 squares and falls prone. Niflung can push and knock prone a creature restrained by its own breath weapon.

↭ **Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Cold**
Close blast 5; +24 vs. Fortitude; 4d8 + 8 cold damage, and the target is restrained and takes ongoing 10 cold damage (save ends both). *Aftereffect:* The target is slowed (save ends). *Miss:* Half damage.

↭ **Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and Niflung uses it.

↭ **Chilling Presence** (standard; encounter) ✦ **Cold, Fear**
Close burst 10; targets enemies; +24 vs. Will; the target is stunned until the end of Niflung's next turn and gains vulnerable 10 cold (save ends).

**Savage Opportunist**
Niflung gains a +2 bonus to attack rolls, and deals 1d8 extra damage, when making a bite, claw, or *wing crush* attack against an enemy that is immobilized, slowed, or granting combat advantage to Niflung.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Athletics +23, Endurance +22, Intimidate +20

| | | |
|---|---|---|
| **Str** 27 (+18) | **Dex** 19 (+14) | **Wis** 19 (+14) |
| **Con** 25 (+17) | **Int** 14 (+12) | **Cha** 20 (+15) |

## Niflung's Tactics

Niflung's array of abilities differs from those of other cobalt dragons—perhaps due to the same experiences that altered his physical form. Despite his many controlling abilities, he prefers to fight from the midst of his enemies, moving in close, engaging them in melee, and allowing his aura to wreak havoc. He is not shy about using his *breath weapon*, but unlike other dragons, he prefers to save his *chilling presence* (his equivalent of *frightful presence*) until he's surrounded by strikers and defenders. He despises showing weakness, but if he's severely wounded and most allies are dead, self-preservation inspires him to flee.

## Encounter Groups

Encounters with the Talons of Winter don't normally involve Niflung. Only when invaders come near his lair on the glacier, or when he's accompanying his worshipers in battle against a truly devastating foe, does he participate.

**Level 22 Encounter (XP 21,200)**

- 3 frost giants (level 17 brute, *Monster Manual 2* page 122)
- 1 ice archon rimehammer (level 19 soldier, *MM* 20)
- Niflung (level 20 solo controller)

### History and Domain

Deep in the frozen regions sometimes called the Frostfell, one particular glacier stretches in a near straight line from a towering row of mountain peaks. Called the Road of Sleet, this glacier has long been known as the home of various fearsome creatures, including the barbarian tribe called the Talons of Winter. This tribe consists primarily of heavily furred shifters, far more vicious than their civilized cousins. The tribe is—or rather, was—ruled by a frost giant jarl (chieftain) named Eilchost. Eilchost was a shaman of some sort, though tales differ as to whether he devoted his worship to one of the primordials or to the demon prince Kostchtchie.

In recent years, the tribe has devoted itself to the dragon Niflung, whom they call the god in the glacier; Eilchost has become his lieutenant and high priest. Precisely why the frost giants chose to dub Niflung a god—a title that they bestowed upon him, not one he claimed on his own—is unclear. Perhaps Eilchost believed him to have been sent by whatever power the tribe previously worshiped. Whatever the case, Niflung's presence has had a profound effect on the tribe. Once, the Talons of Winter were known for their brutal but sporadic raids against the other communities that existed at the base of the glacier; now, those attacks have grown far more frequent, and spread far wider, than ever before.

Today, the tribe consists of a wide array of shifters (ranging from those detailed in the *Monster Manual* to far tougher, more advanced specimens), a number of frost giants and frost giant ice shapers related to Eilchost by blood or marriage, and a pack of trained winterclaw owlbears.

The Road of Sleet is as much of a mystery as the dragon who came from it. Legends say it has a great many tunnels throughout its frigid center and that an entire ancient city lies within, most of it crushed but portions perfectly preserved by the ice.

*Note:* This information is available with a DC 20 History check.

CHIPPY

# SILVARA

Some dragons—particularly silvers and benefi-cent golds—are great and noble protectors of lesser races. They might even grow too enamored, bringing about tragedies such as that of the dragon D'Argent, called Silvara.

In draconic form, Silvara looks like other silver dragons of her age. Her scales gleam, and her broad, muscled wings tense into great shields. Only her sor-rowful eyes suggest something unusual about her.

In her elf form, which she prefers, Silvara is a silver-haired woman. She wears tribal garb or leather armor.

| **Silvara** | **Level 24 Solo Soldier** |
|---|---|
| Elder silver dragon | |
| Huge natural magical beast (dragon, shapechanger) | XP 30,250 |
| **Initiative** +19 **Senses** Perception +23; darkvision | |
| **HP** 908; **Bloodied** 454; see also *bloodied breath* | |
| **AC** 40; **Fortitude** 37, **Reflex** 36, **Will** 36 | |
| **Resist** 30 cold | |
| **Saving Throws** +2 | |
| **Speed** 8, fly 8 (hover), overland flight 15 | |
| **Action Points** 2 | |
| ⊕ **Bite** (standard; at-will) | |
| Reach 3; +31 vs. AC; 4d6 + 9 damage. | |
| ⊕ **Silver Claw** (standard; at-will) | |
| Reach 3; +31 vs. AC; 3d6 + 9 damage. | |
| ⊕ **Dragon's Onslaught** (standard; at-will) | |
| Silvara makes a claw attack against each enemy in reach. | |
| ⊕ **Wing Slice** (immediate reaction, when an enemy attacks Silvara while flanking her or attacks one of Silvara's allies; at-will) | |
| Reach 3; +31 vs. AC; 3d6 + 9 damage. | |
| ✧ **Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Cold** | |
| Close blast 5; +29 vs. Reflex; 3d8 + 9 cold damage, and the target is slowed and gains vulnerable 5 to all damage (save ends both). *Miss:* Half damage. | |
| ✧ **Bloodied Breath** (free, when first bloodied; encounter) | |
| *Breath weapon* recharges, and Silvara uses it. | |
| ✧ **Frightful Presence** (standard; encounter) ✦ **Fear** | |
| Close burst 10; targets enemies; +29 vs. Will; the target is stunned until the end of Silvara's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends). | |
| **Enfolding Wings** (immediate interrupt, when an enemy within 3 squares of Silvara attacks an ally that is also within 3 squares; at-will) | |
| The target of the attack slides to a space adjacent to Silvara, and the attack targets Silvara instead. | |
| **Change Shape** (minor; at-will) ✦ **Polymorph** | |
| Silvara alters her form to appear as a unique female elf (see "Change Shape," *MM2* 216). | |
| **Alignment** Good **Languages** Common, Draconic, Elven | |
| **Skills** Arcana +22, Bluff +24, Diplomacy +24, Insight +23 | |
| **Str** 28 (+21) **Dex** 25 (+19) **Wis** 22 (+18) | |
| **Con** 27 (+20) **Int** 20 (+17) **Cha** 25 (+19) | |
| **Equipment** leather armor, hunting club, obsidian dagger | |

## Silvara Lore

**History or Nature DC 16:** A silver dragon named Silvara has dwelt among mortals for generations. She prefers the company of humanoids to that of other dragons. She is particularly fond of elves and eladrin, because, like her, they live long lives relative to other humanoids.

**History or Nature DC 24:** In her elf form, Sil-vara fell in love with an elf warrior-prince who fought alongside a band of heroes against Tiamat's armies. The prince returned her affections until circum-stances forced Silvara to reveal her true nature.

For a while, the pair remained together, despite the prince's inner turmoil as he sought to reconcile his conflicting emotions and to keep Silvara as an ally against Tiamat. In the end, he asked Silvara to depart.

Silvara still mourns the loss. In her battles against evil, her motivations conflict. Does she seek to protect

TOMÁS GIORELLO

the innocent, to impress and win back her lover, or to end her pain in death?

**History or Nature DC 29:** Silvara sporadically battles against Tiamat's forces (including Cyan Bloodbane; see *Draconomicon: Chromatic Dragons*, page 234). She has protected several elven communities and the tomb of an ancient hero, replete with relics. She helped to convince metallic dragons to join Bahamut's side rather than sit out the war. Evil chromatic dragons hate her for her role in the conflict.

**History or Nature DC 34:** Since the dissolution of her relationship with her lover, Silvara rarely joins in the conflict between good and evil—and then only in her elf form or in the form of a human knight. She reveals her true nature only in desperate circumstances.

"Silvara" is a name she frequently uses. Her birth name transliterates to Common as "D'Argent." Her first elven name, taken when she joined a primitive elven community, was "Silvart." Called "Silvara" by more civilized elves when the tribes began to interact, she adopted the name to avoid association with savagery. Finally, in her guise as a human knight, she answers to the name "Arlena Plata."

## Silvara's Tactics

Silvara in dragon form is less brutal and slower to attack than other silver dragons. Her time among mortals has rendered her more interested in protecting her allies than in slaying her enemies. She remains near her allies, guarding them with *wing slice* attacks and *enfolding wings*. She unleashes her *breath weapon* against foes that attack en masse.

As long as her allies are in danger, Silvara does not retreat from battle. If her allies escape, she flees with them. If she has no one to protect, Silvara sees little need for combat.

## Encounter Groups

Silvara favors solitude, where she can suffer alone and mourn what might have been, but she fights only alongside others. Any champion of good or of Bahamut is a potential ally.

**Level 25 Encounter (XP 39,850)**

- 3 ghaeles of winter (level 21 artillery, *MM* 103)
- Silvara (level 24 solo soldier)

## Silvara's Origins

Silvara appears throughout the Dragonlance series of novels. In her first appearance, in *Dragons of Winter Night*, she poses as one of the Kagonesti, the primitive "wild elves," and falls in love with the elf Gilthanas, ruler of the Qualinesti elves. During the war with Takhisis (Tiamat) and through the ages and trilogies to follow, she reappears as a tragic champion of good. In a later novel, Silvara and Gilthanas reunite, but the information given here predates that event.

The following text is an excerpt from *Dragons of Winter Night*, in which Silvara reveals her true nature.

"Hold the torch there . . ." she instructed, guiding his hand so that the light blazed right before her. "Now—look at my shadow on the wall behind me," she said in trembling tones.

The tomb was silent; only the sputtering of the flaming torch made any sound. Silvara's shadow sprang into life on the cold stone wall behind her. The companions stared at it and—for an instant—none of them could say a word.

The shadow Silvara cast upon the wall was not the shadow of a young elfmaid.

It was the shadow of a dragon.

"You're the dragon!" Laurana said in shocked disbelief. She laid her hand on her sword, but Theros stopped her.

"No!" he said suddenly. "I remember. That old man—" He looked at his arm. "Now I remember. He used to come into the Inn of the Last Home! He was dressed differently. He wasn't a mage, but it was him! I'll swear it! He told stories to the children. Stories about good dragons. Gold dragons and—"

"Silver dragons," Silvara said, looking at Theros. "I am a silver dragon. My sister was the Silver Dragon who loved Huma and fought the final great battle with him—"

"No!" Gilthanas flung the torch to the ground. It lay flickering for a moment at his feet, then he stamped on it angrily, putting out its light. Silvara, watching him with sad eyes, reached out her hand to comfort him.

Gilthanas shrank from her touch, staring at her in horror.

Silvara lowered her hand slowly. Sighing gently, she nodded. "I understand," she murmured. "I'm sorry."

Gilthanas began to shake, then doubled over in agony. Putting his strong arms around him, Theros led Gilthanas to a bench and covered him with his cloak.

"I'll be all right," Gilthanas mumbled. "Just leave me alone, let me think. This is madness! It's all a nightmare. A dragon!" He closed his eyes tightly as if he could blot out their sight forever. "A dragon . . ." he whispered brokenly. Theros patted him gently, then returned to the others.

"Where are the rest of the good dragons?" Theros asked. "The old man said there were many. Silver dragons, gold dragons—"

"There are many of us," Silvara answered reluctantly.

"Like the silver dragon we saw in Ice Wall!" Laurana said. "It was a good dragon. If there are many of you, band together! Help us fight the evil dragons!"

"No!" Silvara cried fiercely. Her blue eyes flared, and Laurana fell back a pace before her anger.

"Why not?"

"I cannot tell you." Silvara's hands clenched nervously.

# VALAMARADACE

In the skies above civilization and wilderness alike, an astounding sight floats amid the clouds: an enormous oval island of stone covered in jagged peaks. The Floating Mountain, as it is called, is the home of Valamaradace, a gold dragon who has become far more interested in vengeance against the forces of evil than in the safety and well-being of the lesser creatures she used to zealously protect.

The Queen of the Floating Mountain is longer than most gold dragons of her age (not that there are many to compare her to), but she has substantially less mass. Valamaradace is more serpentine in build than most other golds, and she seems to wind her way through the air like a snake when she flies. Her claws are long and narrow, looking almost like humanoid fingers, and grant her impressive manual dexterity and grace when casting rituals.

As with other ancient golds, her scales seem to gleam with an inner radiance. Her eyes do as well, with glowing slitted pupils that almost blend into the golden orbs that house them.

| **Valamaradace** | **Level 30 Solo Artillery** |
|---|---|
| Ancient gold dragon | |
| Gargantuan natural magical beast (dragon) | XP 95,000 |
| **Initiative** +22 | **Senses** Perception +27; darkvision |
| **Searing Flame (fire, radiant)** aura 2; each enemy that starts its turn within the aura takes 20 fire and radiant damage and takes a -2 penalty to attack rolls until the start of its next turn. | |
| **HP** 1,088; **Bloodied** 544; see also *bloodied breath* | |
| **AC** 42; **Fortitude** 40, **Reflex** 44, **Will** 42 | |
| **Resist** fire 30, radiant 20 | |
| **Saving Throws** +5 | |
| **Speed** 8, fly 12 (hover), overland flight 15 | |
| **Action Points** 2 | |
| (+) **Bite** (standard; at-will) ✦ **Fire, Radiant** | |
| Reach 4; +35 vs. AC; 1d8 + 13 damage plus 2d8 fire and radiant damage. | |
| (+) **Claw** (standard; at-will) | |
| Reach 4; +35 vs. AC; 2d8 + 13 damage. | |
| **Golden Light** (standard; at will) ✦ **Fire, Radiant, Teleportation** | |
| Ranged 20; +35 vs. Reflex; 2d8 + 13 fire and radiant damage, and Valamaradace teleports the target 4 squares. | |
| **Curtain of Light** (free, when an enemy starts its turn within 5 squares of Valamaradace; at-will) | |
| Valamaradace uses *golden light* against the triggering enemy. | |
| **Twin Gleaming** (standard; at will) | |
| Valamaradace makes two *golden light* attacks. | |
| **Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Fire, Radiant** | |
| Close blast 7; +35 vs. Reflex; 4d10 + 13 fire and radiant damage, and the target is blinded (save ends). *Miss:* Half damage. | |
| **Bloodied Breath** (free, when first bloodied; encounter) | |
| *Breath weapon* recharges, and Valamaradace uses it. | |
| **Beguiling Light** (minor; encounter) | |
| Until the end of Valamaradace's next turn, any creature that takes radiant damage from her attacks is dazed (save ends). | |
| **Searing Mark** (minor; recharge ⚄ ⚅) ✦ **Fire, Radiant** | |
| Ranged 20; +35 vs. Fortitude; the target gains vulnerable 20 fire and vulnerable 20 radiant (save ends). | |
| **Change Shape** (minor; at-will) ✦ **Polymorph** | |
| Valamaradace can alter her physical form to take on the appearance of any Large or smaller humanoid or beast (see "Change Shape," *MM2* 216). | |
| **Alignment** Unaligned | **Languages** Common, Draconic, Elven, Supernal |
| **Skills** Arcana +33, Diplomacy +29, History +33, Intimidate +29 | |
| **Str** 25 (+22) **Dex** 24 (+22) **Wis** 24 (+22) | |
| **Con** 24 (+22) **Int** 36 (+28) **Cha** 28 (+24) | |

## Valamaradace Lore

**History or Nature DC 28:** For long centuries, the Floating Mountain hovered over, or near, the community of Silverymoon (or any other city appropriate to your campaign). Valamaradace and her consort—a silver dragon whom the people below called "Silverwing"—served as guardians and protectors of the region, and they frequently collaborated with the city's ruler, a potent spellcaster in her own right.

Initially, Valamaradace saw herself as the queen of the region, as a guardian responsible for ensuring the healthy growth of all creatures in her domain. She sought to harm none, to understand all living beings, and to use her shapeshifting to better appreciate their lives. Eventually, however, her interest in her domain waned. She was more interested in countering possible evils than in safeguarding the good of any particular creatures, and she had come to think that she had learned all that the humanoids could teach her. Silverwing remained more involved with the people. Over the years, he grew more protective of them while Valamaradace grew more detached. Her focus shifted to her magic and to the spread of evil elsewhere in the world.

Valamaradace is an extremely skilled caster. It is said that her spellbooks hold every ritual known to mortals and several that no human, eladrin, or gnome has ever heard of. Legend claims that her skills at divination and scrying are so great that no enemy can possibly take her unawares.

**History or Nature DC 33:** Over the years, the two dragons grew apart as their interests and feelings for the people below diverged. The ruler of the city below, and all the other mortals Valamaradace knew, grew old and died. Their heirs proved ever less impressive in the gold dragon's eyes. Slowly but steadily, the Dragon Queen's interest in those below her waned further. Finally, when the region was rocked by a catastrophe that shook the foundations of the earth and of magic itself, Valamaradace dedicated herself to what she called "a greater purpose" than the protection of a few insignificant lives. She and Silverwing went their separate ways (though they still cooperate on occasion), and Valamaradace allowed the Floating Mountain to drift free so she could scour the land in search of great, world-shaking threats.

KEREM BEYIT

**History or Nature DC 38:** Valamaradace's efforts to destroy what she considers to be great threats—and none are quite certain what her criteria might be—do not take into account the good of other, lesser creatures. She is willing to obliterate innocent bystanders if doing so is the most effective way to defeat an enemy, and her zeal to defeat powerful tyrants has left more than one community in the throes of anarchy afterward. She expects all creatures to obey her without question, and those that do not risk being lumped in with her enemies in her mind.

Valamaradace rarely assumes humanoid form anymore, but when she must, she most often travels as an elf by the name of Targarda.

## Valamaradace's Tactics

Valamaradace prefers to devastate her enemies from a distance. Indeed, over many years—and many mystical endeavors—her abilities have diverged from those of other gold dragons, allowing her to do just that. She never engages her foes in melee if she can avoid it, partly because of her combat abilities, and partly because she wants to avoid "sullying herself" by close contact with lesser creatures.

She uses *beguiling light* and *searing mark* early in the fight to make her *golden light* and *twin gleaming* attacks more effective. She holds her *breath weapon* in reserve for foes that manage to move near her despite her *curtain of light*.

Valamaradace, despite her sense of innate superiority, is willing to flee combat if a foe proves too difficult or impossible to keep at a distance. She then uses her mastery of rituals to study that foe and better prepare her for their next encounter.

When you run Valamaradace in combat, portray her as though she already has a full understanding of the characters' abilities. The Dragon Queen is a master of almost every ritual known—including divinations and scrying—and unless her enemies have been incredibly secretive, odds are that she has learned of them and studied them from afar.

## Encounter Groups

Valamaradace fights alongside any creatures willing to follow her orders and swear fealty to her cause. She prefers allies that can move in close, allowing her to keep her distance from the fray.

**Level 32 Encounter (XP 143,000)**

- Valamaradace (level 30 solo artillery)
- 2 dragonborn champions (level 26 soldier, *MM* 87)
- 1 godforged colossus (level 29 elite brute, *MM* 44)

### The Origins of Valamaradace

Valamaradace first appeared in the Forgotten Realms campaign setting as the "Dragon Queen of Silverymoon." Allied with Alustriel, Valamaradace and Silverwing battled against many evil forces of that setting, including (among others) the Cult of the Dragon and the Zhentarim. However, Valamaradace rarely featured in these efforts, remaining in the background while her consort and Alustriel performed most of the great deeds. With the changes discussed here, however, Valamaradace becomes a far more active figure and can be the driving force behind many an adventure.

Valamaradace's story was written to fit into any campaign setting. If you choose to use her in Faerûn, however, the magical and natural catastrophe mentioned in the Lore section likely refers to the Spellplague.

# Elite Dragons

When a party fights a dragon, it's usually the entirety of the combat. But what should you do when you want to have the dragon accompanied by other creatures? You could use a dragon of a much lower level than the party, but that might result in a combat in which the dragon is mostly ineffectual—the dragon's attack bonuses and defenses will be too low to threaten the party. In these cases, you need an elite dragon.

Creating an elite dragon is similar to applying a template, with a few extra steps. Powers need to be simplified to tone down the dragon's strength. First, the dragon's ability to recharge a *breath weapon* in combat requires more tracking than an elite creature should require, so *breath weapon* becomes an encounter power. The second aspect that needs to be removed is the attack that occurs as an interrupt, minor, or move action; this ability is what allows a solo creature to have an extra attack aside from its standard action.

**Prerequisite:** Solo dragon

| **Elite Dragon** (Dragon) | **Elite Any** XP by level |
|---|---|
| **Saving Throws** +2 (instead of +5) | |
| **Action Points** 1 (instead of 2) | |
| **Hit Points** 16 + (Constitution score × 2) + (level × 16) | |
| **Breath Weapon** (standard; encounter) ✦ **(keywords unchanged)** | |
| Use the original *breath weapon*, but change it to an encounter power rather than a recharge power. | |
| **Nonstandard Attack Power** | |
| Remove an interrupt attack power, minor attack power, or move attack power from the dragon (see the tables). | |
| **Healing and Self-Damaging Powers** | |
| Adjust powers that heal the dragon or cause it to damage itself to half the original value. (For example, a young bronze dragon would regain 41 hit points instead of 82 hit points using *restorative dive*.) | |

Consider reducing the size of the dragon to indicate that it is a weaker member of the kind, especially if you intend to include the full-strength dragon as a solo encounter at another point during the adventure. Also, this system isn't perfect, so make a reality check to ensure that the monster's abilities are reasonable for its level and the party's capabilities.

## Changing Defenses

Monsters from before *Monster Manual 2* were created using a slightly different method, which gave elites and solos higher defenses than other monsters. If you're making an elite dragon based on one from the *Monster Manual*, *Draconomicon: Chromatic Dragons*, or a different older source, consider reducing its defenses so they're close to the values given in *Dungeon Master's Guide 2*. In a pinch, just reduce all the dragon's defenses by 2.

### Chromatic Adjustments

| Variety | Power Removed | Variety | Power Removed |
|---|---|---|---|
| Black | *Tail slash* | Green | *Tail sweep* |
| Blue | *Wingclap* (ancient only) | Purple | *Dominating gaze* |
| | | Red | *Tail strike* |
| Brown | *Sand spray* | White | — |
| Gray | *Warding tail* | | |

### Metallic Adjustments

| Variety | Power Removed |
|---|---|
| Adamantine | *Wing buffet* |
| Brass | *Wing buffet* |
| Bronze | *Wing smash* |
| Cobalt | *Wing flurry* |
| Copper | *Cutwing step* |
| Gold | *Fiery wing riposte* |
| Iron | *Wing block* |
| Mercury | *Quick snap* |
| Mithral | *Wing buffet* |
| Orium | *Tail coil* (elder or ancient only) |
| Silver | *Wing slice* |
| Steel | *Wing scatter* |

## Sample Elite Dragon

Turning a young iron dragon into an elite requires lowering its saving throw bonus and action points, reducing its hit points to 134, and cutting out the *wing block* immediate reaction attack power.

| **Elite Young Iron Dragon** Large natural magical beast (dragon) | **Level 5 Elite Lurker** XP 400 |
|---|---|
| **Initiative** +8 | **Senses** Perception +8; darkvision |
| **HP** 134; **Bloodied** 67; see also *bloodied breath* | |
| **AC** 19; **Fortitude** 19, **Reflex** 17, **Will** 16 | |
| **Resist** 15 lightning | |
| **Saving Throws** +2 | |
| **Speed** 8, fly 8 (hover), overland flight 10 | |
| **Action Points** 1 | |
| **Bite** (standard; at-will) ✦ **Lightning** | |
| Reach 2; +10 vs. AC; 2d8 + 4 damage plus 1d8 lightning damage. | |
| **Claw** (standard; at-will) | |
| Melee 2; +10 vs. AC; 1d10 + 4 damage. | |
| **Double Attack** (standard; at-will) | |
| The dragon makes two *claw* attacks. | |
| **Breath Weapon** (standard; encounter) ✦ **Lightning** | |
| Close blast 5; +6 vs. Reflex; 2d6 + 4 lightning damage, and the dragon pulls the target 3 squares. *Miss:* Half damage. | |
| **Bloodied Breath** (free, when first bloodied; encounter) | |
| *Breath weapon* recharges, and the dragon uses it. | |
| **Frightful Presence** (standard; encounter) ✦ **Fear** | |
| Close burst 5; targets enemies; +6 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends). | |
| **Alignment** Unaligned | **Languages** Common, Draconic |
| **Skills** Acrobatics +9, Athletics +8, Stealth +9 | |
| **Str** 13 (+3) | **Dex** 14 (+4) **Wis** 12 (+3) |
| **Con** 19 (+6) | **Int** 12 (+3) **Cha** 11 (+2) |

# Alternative Powers

The statistics blocks in this book and in *Monster Manual 2* show common, iconic powers of metallic dragons. Dragons might develop other powers through training, environment, or magic, allowing you to create surprising adversaries.

## Shapechanging Dragons

Mercury and steel dragons are natural shapechangers, but other metallic dragons, particularly golds and silvers, can also learn to change shape. Even a few chromatics have this ability.

Adding *change shape* (see *Monster Manual 2*, page 216) to a dragon does not dramatically increase the dragon's power, but shapechanging can serve your story. If you want to have a shapechanging dragon, you need not replace another power with it. If you want the characters to have a chance of being able to discern the dragon's true nature, you can limit the ability or have the dragon retain a hint of its draconic appearance. (Also see the "Unmasking the Dragon" skill challenge on page 50.)

## Adamantine Dragon Powers

Masters of surface caves and the caverns of the Underdark, adamantine dragons are tyrants that bring lightning to the depths. The following powers bring out their brash and destructive nature.

### Adamantine Charge

By forgoing its ranged attack prowess, an elder or ancient adamantine dragon can boost its melee attack. This power replaces *painful resonance*.

**✝ Adamantine Charge** (standard; at-will)
The dragon makes a charge attack: level + 5 vs. Fortitude; 1d10 + one-half level damage, and the target is knocked prone. The target cannot stand while the dragon remains adjacent to it.

### Punishing Thunder

An adamantine dragon can magically bind thunder from its breath to its scales and unleash the thunder when struck. This power replaces the "Effect" section of an adamantine dragon's *breath weapon*.

**✧ Punishing Thunder** (free, after using *breath weapon*) ✦ **Thunder**
Close burst 5; each enemy in the burst is marked by the dragon until the end of the dragon's next turn. Until the end of the dragon's next turn, any creature that hits the dragon with a melee attack takes 10 thunder damage.

## Brass Dragon Powers

Despite their curiosity, brass dragons avoid great pain and do not tolerate insolence. The following powers allow brass dragons to punish anyone that crosses those bounds.

### Burning Blood

A brass dragon can increase the temperature of an attacker's blood. This power replaces *wing slam*.

**Burning Blood** (free, when the dragon takes damage from a melee attack; at-will) ✦ **Fire**
The attacker takes ongoing fire damage equal to 5 + one-half the dragon's level (save ends).

### Fire Cloak

An elder or ancient brass dragon can gain a protective fire aura after using a flame attack. This power replaces *ignite*.

**Fire Cloak** (free, after hitting with *breath weapon* or *fire stream*; at-will) ✦ **Fire**
Until the end of its next turn, the dragon is hidden, and any creature that attacks it takes 10 fire damage.

## Bronze Dragon Powers

Bronze dragons do not suffer fools. A bronze's great sense of self-worth grants its words the power to twist thoughts or control elements.

### Imperious Command

Bronze dragons that want to subjugate others develop the following power instead of *frightful presence*. Any bronze can manifest this power, but young bronzes rarely do so.

**✝ Imperious Command** (immediate interrupt, when an enemy damages the dragon; recharges if *imperious command* misses) ✦ **Charm**
Level + 3 vs. Will; the dragon takes half damage from the attack, and the triggering enemy is dominated until the end of the dragon's next turn.

### Water Nimbus

Elder and ancient dragons can surround themselves with magical water that hangs in the air. This power replaces *pinning claw*.

**✧ Water Nimbus** (minor; recharge ⚄ ⁞⁞) ✦ **Zone**
Close burst 3; the dragon creates a zone of water in its space and in the burst. Any creature within the zone except the dragon gains vulnerable 5 lightning and uses its swim speed or Athletics (DC 15) to move. If the dragon is ancient, increase the vulnerability to 10, and the Athletics DC to 20.

# Cobalt Dragon Powers

Cold and sullen, a cobalt dragon believes that good fences make the best neighbors. It can form its breath into a frigid wall or draw upon dark powers of the Shadowfell.

## Ice Wall

An ancient cobalt can shape a wall of ice from its breath. This power replaces *rimedeath fog*.

**Ice Wall** (minor; encounter) ✦ **Cold, Conjuration**
Area wall 10 within 10; the dragon conjures a solid wall of ice 10 squares long and 10 squares high. The wall blocks line of sight and prevents movement through it. Any creature that starts its turn adjacent to the wall takes 15 cold damage and is slowed until the end of its turn.

## Shadow Hail

Cobalt dragons that live in the Shadowfell can mix their innate cold powers with necrotic energy from the realm of the dead. This power replaces *savage mauling*.

**Shadow Hail** (standard; recharges when first bloodied) ✦ **Cold, Necrotic**
Area burst 2 within 20; level + 5 vs. Fortitude and Reflex; if the attack hits Fortitude, one-half level necrotic damage, and the target takes a -2 penalty to attack rolls (save ends); if the attack hits Reflex, one-half level cold damage, and the target is knocked prone.

# Copper Dragon Powers

Copper dragons have tricks up their proverbial sleeves. The following powers allow coppers to stop foes in their tracks . . . or to outsmart them.

## Breath Weapon: Acidic Morass

A copper dragon's *breath weapon* can melt the earth into acidic mud. This power replaces the dragon's normal *breath weapon*.

**Breath Weapon** (standard; recharge ⚄ ⁞⁞) ✦ **Acid, Zone**
Close blast 5; level + 1 vs. Reflex; acid damage equal to that of the dragon's normal breath weapon. The blast creates a zone of acidic morass until the end of the encounter. The squares within the zone are difficult terrain. Any creature that starts its turn within the zone takes acid damage equal to one-half the dragon's level and must make an Acrobatics or Athletics check (DC 10 + one-half the dragon's level) or become immobilized until the start of its next turn. The creature can attempt another Athletics check as a move action.

## Caustic Escape

When a copper dragon moves, it can leave behind an acidic shadow of itself. This power replaces *cutwing step*.

**Caustic Escape** (immediate reaction, when an enemy moves adjacent to the dragon; recharge ⚄ ⁞⁞) ✦ **Acid, Zone**
The dragon flies its speed. The space it left becomes a zone of acidic mist until the end of the encounter. The zone is difficult terrain and lightly obscured. Any creature that enters the zone or starts its turn there takes 5 acid damage. For a dragon of 11th level or higher, the damage increases to 10, and for a dragon of level 21 or higher, the damage increases to 15.

# Gold Dragon Powers

Monarchs and other regents revere the gold dragon for its majesty, strength, fortitude, and luck. The following powers enhance a gold dragon's defenses or luck.

## Gold Barrier

A gold dragon can learn to manifest a golden sphere of protection instead of learning to counterattack. This power replaces *fiery wing riposte*.

**Gold Barrier** (immediate reaction, when hit by an adjacent creature; at-will)
The dragon gains resistance equal to one-half its level to all damage until the start of its next turn. If the triggering attack scored a critical hit, increase the resistance by 5.

## Treasured Luck

An adult or older gold dragon can hamper its foes' luck. This power replaces *burning tomb*.

**Treasured Luck** (minor; recharge ⁞⁞)
Area burst 2 within 20; targets enemies; level + 3 vs. Will; the first time the target attacks the dragon each round, the target rolls d20 twice and takes the lower result (save ends). If that attack misses, the target grants combat advantage to the dragon on the dragon's next attack.

# Iron Dragon Powers

The ill-tempered iron dragons value their privacy. The pricklier ones release arsenals of iron spikes or blinding breath upon creatures that dare to attack.

## Iron-Spark Lightning

An iron dragon can diffuse its lightning breath to create a blinding flash of light. This power replaces *frightful presence*.

**Iron-Spark Lightning** (standard, or minor if *breath weapon* is available; at-will) ✦ **Lightning, Radiant**
Ranged 20; level + 2 vs. Reflex; 1d6 + one-half level lightning and radiant damage, and the target is blinded until the end of the dragon's next turn.

KEREM BEYIT

### Iron Spike Defense

Elder and ancient iron dragons can transform their scales into jagged iron spikes. This power replaces *iron wing defense*.

**Iron Spike Defense** (minor; recharge ⚄ ⚅)
Until the end of the dragon's next turn, any creature adjacent to the dragon that attacks it takes ongoing damage equal to one-half the dragon's level.

## Mercury Dragon Powers

Fluid in body and disposition, mercury dragons can learn to exude versatile tendrils. Tendrils can grab, pierce, or drag enemies.

### Flowing Grapple

A mercury dragon can adapt its shapeshifting ability to ensnare and drag a creature. This power replaces *quicksilver form*.

**Flowing Grapple** (standard; encounter)
Level + 3 vs. Reflex; 4d6 + one-half level damage, and the target is grabbed. *Effect:* The dragon shifts its speed. If it is grabbing a creature, it pulls the creature with it and places the creature in any space adjacent to it at the end of the movement (and the creature is still grabbed).

### Mercury Tendril

A mercury dragon can create tendrils that pierce and stagger its enemies. This power replaces *frightful presence*.

**Mercury Tendril** (minor 1/round; at-will) ✦ **Poison**
Ranged 10/20; level + 3 vs. Reflex; 1d6 + one-half level poison damage, and the dragon slides the target 1 square.

## Mithral Dragon Powers

Mortal concerns of space and distance do not confine mithral dragons. These astral creatures can temporarily phase out of existence, gaining strength from mysteries that lie beyond.

### Interplanar Stasis

A mithral dragon can become trapped between the world and the Astral Sea and turn into a ghostlike figure frozen in time. This power replaces *wing buffet*.

**Interplanar Stasis** (minor; recharges when first bloodied) ✦ **Healing**
The dragon goes into stasis and is insubstantial, restrained, and weakened. If the dragon is in stasis at the start of its turn, it regains 2 hit points per level and is then no longer in stasis.

### Mithral Mists

An elder or ancient mithral dragon can teleport other creatures and rearrange a battle. This power replaces *mithral prescience*.

**Mithral Mists** (minor; encounter) ✦ **Teleportation**
Close burst 3; level + 5 vs. Will; the target is teleported to a square within 10 squares of the dragon. *Effect:* The dragon teleports 10 squares.

## Orium Dragon Powers

Reclusive masters, orium dragons sit among the ruins of lost empires. From ancient stories, they reproduce powers once used by dragons of old.

### Tail Swipe

An elder or ancient orium dragon can learn to attack with its tail more effectively than with its bite. This power replaces the dragon's bite attack. *Draconic fury* also uses this power instead of the bite attack.

**Tail Swipe** (standard; at-will)
Close blast 3; level + 6 vs. AC; 1d6 + one-half level damage, and the target is knocked prone.

### Vaporous Tentacle

An orium dragon can create a vaporous serpent that has acidic tentacles. This power replaces the bite attack of the dragon's vaporous serpent.

**Vaporous Tentacle** (standard; at-will) ✦ **Acid**
Level + 4 vs. Fortitude; acid damage equal to that of the vaporous serpent's bite attack - 5, and the target is grabbed by the vaporous serpent.

# Silver Dragon Powers

Compassionate and honorable to friends, silver dragons show no mercy to enemies. This ruthlessness can manifest in varying powers.

## Bloodied Onslaught

A silver dragon can gain a power similar to *bloodied breath* for its *dragon's onslaught* or *furious dragon's onslaught*. This works best for Huge and larger dragons because of their long reach. This power replaces *bloodied breath*.

**Bloodied Onslaught** (free, when first bloodied; encounter)
*Dragon's onslaught* or *furious dragon's onslaught* recharges, and the dragon uses it, gaining a +2 bonus to the attack rolls.

## Breath Weapon: Immobilizing Breath

Silver dragons can adapt their freezing breath to immobilize foes. This power replaces the dragon's normal *breath weapon*.

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Cold**
Close blast 5; level + 1 vs. Reflex; 1d10 + one-half level cold damage, and the target is immobilized (save ends). Each time the target makes a saving throw against this effect, it takes cold damage equal to one-half the dragon's level.

## Chill Recovery

When an elder or ancient silver dragon recovers from a harmful effect, it unleashes a triumphant burst of cold. This power replaces *unstoppable*.

**Chill Recovery** (when the silver dragon succeeds on a saving throw; at-will 1/round) ✦ **Cold**
Close burst 3; level + 3 vs. Reflex; the target is immobilized (save ends).

# Steel Dragon Powers

Living in disguise means being evasive. Steel dragons can grow paranoid and seek possible escapes in all situations.

## Entrapping Retreat

A skilled elder or ancient steel dragon can trap a foe in a sphere of force and then retreat. This power replaces *force prison*.

**Entrapping Retreat** (move; recharges when the dragon uses *breath weapon*) ✦ **Force, Zone**
5 + one-half level vs. Reflex; the target's space becomes a zone of force until the end of the dragon's next turn. The target doesn't have line of effect to squares outside the zone and can't leave the zone. No creature has line of effect to the target.
*Effect:* The dragon shifts its speed.

## Steel Swath

A steel dragon can develop its fighting ability in human form. This power replaces *dragon's suggestion*.

**Steel Swath** (standard, when the dragon is in human form; recharge ⚄ ⚅) ✦ **Weapon**
The dragon makes two attacks: level + 5 vs. AC; 2d8 + one-half level damage. The dragon shifts its speed between the two attacks.

## About the Designers

RICHARD BAKER is an award-winning game designer who has written scores of D&D® adventures and supplements, including *Manual of the Planes*™ and *Divine Power*™. Rich is also a best-selling author of Forgotten Realms® novels, including *Swordmage* and *Corsair* in the Blades of the Moonsea series.

PETER LEE works as a game designer for Wizards of the Coast, where he splits his time between RPG design and leading the design for *D&D® Miniatures*.

DAVID NOONAN has an extensive list of RPG credits, including *Martial Power*™, *Scepter Tower of Spellgard*™, and contributions to the 4th Edition core rules. He lives in Washington state with his wife and two children.

ROBERT J. SCHWALB works as a freelance designer for Wizards of the Coast. His recent credits include *Martial Power*, *Draconomicon*™: *Chromatic Dragons*, and the *Forgotten Realms Player's Guide*. Robert lives in Tennessee with his wife, Stacee.

ARI MARMELL is a novelist and freelance writer, who has been working on both fiction and role-playing games for almost ten years and has published material through companies such as Paizo, White Wolf, Green Ronin, and Wizards of the Coast. His 4th Edition D&D credits include *Draconomicon: Chromatic Dragons*, the *Eberron® Player's Guide*, the *Eberron® Campaign Guide*, and numerous articles for *D&D Insider*™. His fiction credits include *Agents of Artifice* for the Magic: The Gathering® line, and *The Conqueror's Shadow* (forthcoming from Bantam Spectra).

# NEW MONSTERS

Every new monster in this book appears on the following list, which is sorted alphabetically by level and monster role. Monster leaders are indicated with an (L).

| Monster | Level and Role | Page |
|---|---|---|
| Brass Dragon Wyrmling | 2 Elite Artillery | 175 |
| Goblin Cursespewer | 2 Artillery (L) | 88 |
| Baaz Draconian | 2 Soldier | 190 |
| Goblin Sentry | 2 Soldier | 89 |
| Ferak Draconian | 3 Brute | 191 |
| Cobalt Dragon Wyrmling | 3 Elite Controller | 177 |
| Iron Dragon Wyrmling | 3 Elite Skirmisher | 179 |
| Brass Dragon, Young | 4 Solo Artillery | 156 |
| Chevkos's Crossbowman | 4 Artillery | 94 |
| Kobaaz Draconian | 4 Controller | 192 |
| Kapak Draconian | 4 Lurker | 192 |
| Mercury Dragon Wyrmling | 4 Elite Lurker | 180 |
| Thraeshk | 4 Solo Lurker | 90 |
| Chevkos's Lackey | 4 Minion Skirmisher | 94 |
| Copper Dragon Wyrmling | 4 Elite Skirmisher | 177 |
| Chevkos's Guard | 4 Soldier | 94 |
| Bozak Draconian | 5 Artillery | 191 |
| Bronze Dragon Wyrmling | 5 Elite Brute | 176 |
| Silver Dragon Wyrmling | 5 Elite Brute | 183 |
| Cobalt Dragon, Young | 5 Solo Controller | 161 |
| Dragonkin Channeler (Kobold) | 5 Controller | 198 |
| Steel Dragon Wyrmling | 5 Elite Controller | 183 |
| Dragonkin Zealot (Kobold) | 5 Lurker | 198 |
| Iron Dragon, Elite Young | 5 Elite Lurker | 218 |
| Adamantine Dragon Wyrmling | 5 Elite Soldier | 174 |
| Chevkos | 6 Artillery | 96 |
| Cave Stirge Swarm | 6 Brute | 104 |
| Wyrmling Vaporous Serpent | 6 Minion Brute | 182 |
| Mercury Dragon, Young | 6 Solo Lurker | 163 |
| Korzinalikur | 6 Elite Skirmisher | 96 |
| Adamaaz Draconian | 6 Soldier | 189 |
| Orium Dragon Wyrmling | 6 Elite Soldier | 182 |
| Bronze Dragon, Young | 7 Solo Brute | 159 |
| Dragonkin Champion (Kobold) | 7 Brute | 198 |
| Gold Dragon Wyrmling | 7 Elite Controller | 179 |
| Steel Dragon, Young | 7 Solo Controller | 172 |
| Wyrmguard Sentinel (Kobold) | 7 Soldier | 199 |
| Vaporous Serpent, Young | 8 Minion Brute | 170 |
| Aurak Draconian | 8 Controller (L) | 189 |
| Sivak Draconian | 8 Skirmisher | 192 |
| Baaz Draconian Foot Soldier | 8 Minion Soldier | 190 |
| Orium Dragon, Young | 8 Solo Soldier | 170 |
| Wyrmguard Scout (Kobold) | 9 Artillery | 200 |
| Vulture Drake | 9 Brute | 194 |
| Zanathakla Vaporous Serpent | 9 Minion Brute | 106 |
| Mithral Dragon Wyrmling | 9 Elite Skirmisher | 181 |
| Zanathakla | 9 Solo Soldier | 106 |
| Three-Tooth (Kobold) | 10 Elite Artillery | 201 |
| Brass Dragon, Adult | 11 Solo Artillery | 156 |
| Gargoyle Harrier | 11 Lurker | 112 |
| Mithral Dragon, Young | 11 Solo Skirmisher | 166 |
| Cobalt Dragon, Adult | 12 Solo Controller | 162 |
| Aelathric Sahuagin Guard | 12 Minion | 123 |
| Liondrake | 12 Skirmisher | 194 |
| Aelathric Sahuagin Priest | 13 Artillery | 120 |
| Vaporous Serpent, Adult | 13 Minion Brute | 170 |
| Mercury Dragon, Adult | 13 Solo Lurker | 164 |
| Orium Dragon, Adult | 13 Solo Soldier | 170 |
| Sand Knives Bandit | 13 Minion Soldier | 203 |
| Bronze Dragon, Adult | 14 Solo Brute | 159 |
| Uvokula | 14 Elite Brute (L) | 120 |
| Xyphreneus | 14 Solo Brute (L) | 122 |
| Steel Dragon, Adult | 14 Solo Controller | 172 |
| Couatl Rogue Serpent | 14 Skirmisher | 186 |
| War Shark | 14 Skirmisher | 121 |
| Vanathia | 14 Solo Soldier | 116 |
| Andraemos | 15 Solo Artillery | 202 |
| Gold Hollow Dragon | 16 Solo Brute | 184 |
| Drakkensteed | 16 Skirmisher | 196 |
| Brass Dragon, Elder | 18 Solo Artillery | 157 |
| Jalanvaloss | 18 Solo Controller | 210 |
| Mithral Dragon, Adult | 18 Solo Skirmisher | 167 |
| Aspect of Bahamut | 18 Solo Soldier (L) | 208 |
| Cobalt Dragon, Elder | 19 Solo Controller | 162 |
| Vaporous Serpent, Elder | 20 Minion Brute | 171 |
| Niflung | 20 Solo Controller | 212 |
| Hoard Guardian Sentinel | 20 Soldier | 137 |
| Orium Dragon, Elder | 20 Solo Soldier | 170 |
| Grave-Born Drakkensteed | 21 Artillery | 196 |
| Bronze Dragon, Elder | 21 Solo Brute | 159 |
| Galzaik | 21 Elite Controller | 134 |
| Steel Dragon, Elder | 21 Solo Controller | 173 |
| Mercury Dragon, Elder | 21 Solo Lurker | 165 |
| Death Thrall Attendant | 22 Minion Brute | 147 |
| Methenaera | 22 Solo Brute | 128 |
| Kuyutha, Exarch of Bahamut | 23 Elite Controller (L) | 209 |
| Angel of the Sigil and Word | 23 Soldier | 134 |
| Couatl Redeemer | 24 Artillery | 186 |
| Askaran-Rus | 24 Elite Brute (L) | 144 |
| Gold Hollow Wyrm | 24 Solo Soldier | 184 |
| Silvara | 24 Solo Soldier | 214 |
| Astridaria | 25 Solo Skirmisher | 136 |
| Mithral Dragon, Elder | 25 Solo Skirmisher | 167 |
| Brass Dragon, Ancient | 26 Solo Artillery | 158 |
| Venomous Remnant | 26 Minion Artillery | 153 |
| Cobalt Dragon-Bred Drakkensteed | 26 Skirmisher | 196 |
| Death Giant Soulfire Hurler | 27 Artillery | 142 |
| Cobalt Dragon, Ancient | 27 Solo Controller | 162 |
| Vaporous Serpent, Ancient | 28 Minion Brute | 171 |
| Golgorax | 28 Elite Controller (L) | 146 |
| Mercury Dragon, Ancient | 28 Solo Lurker | 165 |
| Orium Dragon, Ancient | 28 Solo Soldier | 171 |
| Bronze Dragon, Ancient | 29 Solo Brute | 160 |
| Steel Dragon, Ancient | 29 Solo Controller | 174 |
| Tananzinaen | 29 Solo Lurker | 152 |
| Valamaradace | 30 Solo Artillery | 216 |
| Mithral Dragon, Ancient | 31 Solo Skirmisher | 168 |
| Bahamut | 36 Solo Soldier (L) | 208 |
| The Old Man with the Canaries | 36 Solo Soldier (L) | 206 |

# IMPROVE YOUR GAME WITH A BOOKMARK.

Add D&D Insider™ to your Favorites and bring more to your characters and campaigns with a constantly growing source of new content, tools, articles, applications, and more.

Whether you're a player, a DM—or both—D&DI™ will help you spend less time prepping for your game and more time playing it.

**SUBSCRIBE NOW AT DNDINSIDER.COM**

D&D INSIDER™

NEVER SPLIT THE PARTY

All trademarks are property of Wizards of the Coast LLC. ©2008 Wizards. Restrictions apply. See site for details.

# You Can't Judge a Dragon by Its Scales

*"Unlike their chromatic kin, metallic dragons are . . . complicated . . . their loyalties and motives difficult to ascertain. They can be gracious and just, secretive and conniving. Above all, one must never forget they are dragons—clever, covetous, dominating, proud, and devastatingly powerful. Be wary in your dealings with them."*

—Nimozaran, wizard of Fallcrest

This Dungeons & Dragons® supplement covers the adamantine, copper, gold, iron, and silver dragons described in *Monster Manual® 2* as well as several new metallic dragons, including cobalt, mercury, mithral, orium, and steel. Herein you'll find new dragon powers, tactics, lairs, and servitors. In addition, this book provides information about how metallic dragons fit into the D&D® game and how to play them as villains, along with ready-to-play material such as adventure hooks, quests, and traps.

For use with these 4th Edition Dungeons & Dragons products:

*Player's Handbook®* core rulebooks

*Dungeon Master's Guide®* core rulebooks

*Monster Manual®* core rulebooks

*D&D® Miniatures* *D&D™ Dungeon Tiles*

GET MORE AT D&D INSIDER www.dndinsider.com

d20 SYSTEM

Wizards

ISBN: 978-0-7869-5248-9

9 780786 952489 53995 EAN

Sug. Retail: **US $39.95** CAN $49.00

Printed in the U.S.A. **242100000**

# Dungeons & Dragons®

## Into the Unknown

The Dungeon Survival Handbook™

ROLEPLAYING GAME SUPPLEMENT

Logan Bonner ✦ Matt Sernett ✦ Jeff Morgenroth

# Dungeons & Dragons®

# Into the Unknown:
## The Dungeon Survival Handbook™

ROLEPLAYING GAME SUPPLEMENT

Logan Bonner ✦ Jeff Morgenroth ✦ Matt Sernett

# CREDITS

Design
**Logan Bonner (lead), Matt James, Jeff Morgenroth, Robert J. Schwalb, Matt Sernett**

Development
**Jeremy Crawford, Tanis O'Connor, Tom LaPille, Chris Sims, Rodney Thompson, Jennifer Clarke Wilkes**

Editing
**Jennifer Clarke Wilkes (lead), Scott Fitzgerald Gray, Ray Vallese, Miranda Horner**

Managing Editor
**Kim Mohan**

Producer
**Greg Bilsland**

D&D R&D Senior Producer
**Christopher Perkins**

D&D R&D Group Manager
**Mike Mearls**

D&D Senior Creative Director
**Jon Schindehette**

D&D Brand Team
**Liz Schuh, Laura Tommervik, Shelly Mazzanoble, Chris Lindsay, Hilary Ross**

Playtesters
**Jim Auwaerter, Jeff Barnes, Jordan Conrad, Tom Dale, Greg Hartman, Todd Keck, Mark Knobbe, Sarah LaValle, Steven Martin, Shawn Merwin, Galen Mullins, Patrick Neal, Ian Ramsey, C.J. Thrasher, Renout van Rijn, Gareth Wallace, Nick Wolfanger**

Art Director
**Kate Irwin**

Cover Illustrations
**Wayne Reynolds** (front)
**Ralph Horsley** (back)

Graphic Designers
**Soe Murayama, Emi Tanji**

Interior Illustrations
**Dave Allsop, Eric Belisle, Noah Bradley, Clyde Caldwell, Milivoj Ćeran, Julie Dillon, Jesper Ejsing, Wayne England, Ralph Horsley, Tyler Jacobson, William O'Connor, Adam Paquette, Wayne Reynolds, Craig J Spearing, Stephen Tappin, Eva Widermann, Ben Wootten, Kieran Yanner**

Cartographer
**Mike Schley**

Publishing Production Manager
**Angelika Lokotz**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Carmen Cheung**

Production Manager
**Cynda Callaway**

D&D 4th Edition Design
**Rob Heinsoo, Andy Collins, James Wyatt**

Building on the design of previous editions by
**E. Gary Gygax, Dave Arneson, David "Zeb" Cook, Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison**

620-39865000-001-EN
ISBN: 978-0-7869-6032-3

First Printing:
May 2012
9 8 7 6 5 4 3 2 1

For customer service, contact:

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
PO Box 707
Renton WA 98057-0707
+1-800-324-6496
www.wizards.com/customerservice

U.K., EIRE, & SOUTH AFRICA
Wizards of the Coast LLC
c/o Hasbro UK Ltd.
PO Box 43,
Newport, NP19 4YD, UK
Tel: +08457 12 55 99
Email: wizards@hasbro.co.uk

EUROPE
Wizards of the Coast
p/a Hasbro Belgium NV/SA
Industrialaan 1
1702 Groot-Bijgaarden, Belgium
Tel: +32.70.233.277
Email: wizards@hasbro.be

This book is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Published by Wizards of the Coast LLC. Hasbro SA, represented by Hasbro Europe, Stockley Park, UB11 1AZ, UK.

Dungeons & Dragons, D&D, Wizards of the Coast, Forgotten Realms, Eberron, D&D Insider, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast LLC in the USA and other countries. All characters in this book are fictitious. Any resemblance to actual persons, living or dead, is purely coincidental. All Wizards of the Coast characters and their distinctive likenesses are property of Wizards of the Coast LLC. PRINTED IN THE USA. ©2012 Wizards of the Coast LLC.

**Visit our websites at www.wizards.com**
**www.DungeonsandDragons.com**

# CONTENTS


Chapter 1
**DUNGEON DELVERS** ..... **4**
New Character Choices ..... 4
**Character Themes** ..... **6**
Bloodsworn ..... 8
Sample Bloodsworn: Meliera ..... 10
Deep Delver ..... 11
Sample Deep Delver: Karl Deepwalker ..... 14
Escaped Thrall ..... 15
Sample Escaped Thrall: Mord ..... 17
Trapsmith ..... 18
Sample Trapsmith: Thorry the Unlucky ..... 21
Treasure Hunter ..... 22
Sample Treasure Hunter: Ella ..... 24
Underdark Envoy ..... 25
Sample Underdark Envoy: Khiira ..... 28
Underdark Outcast ..... 29
Sample Underdark Outcast: Korag the Clanless ..... 31
**Races** ..... **34**
Goblin ..... 34
Kobold ..... 40
New Item: Hurler-Snatcher ..... 44
Svirfneblin ..... 46
**Dungeon-Themed Powers** ..... **52**
Fear of the Dark ..... 53
Improvising a Light ..... 54
Secrets of the Deep Guides ..... 55
Shadow of the Ziggurat ..... 58
Seekers of Lost Lore ..... 62
Thieves' Guild of Maelbrathyr ..... 64
From the Vault of the Drow ..... 67
Battle Tactics of Cor Talcor ..... 69

Chapter 2
**STRIVE TO SURVIVE** ..... **72**
Top Five Rules of Dungeon Delving ..... 72
Further Studies ..... 72
**Expert Delving Tactics** ..... **74**
Climbing ..... 74
Darkness ..... 74
Secret Doors ..... 75
Stealth ..... 75
Clear the Rooms ..... 75
Rest Stops ..... 76
Sustenance ..... 76
Water Dangers ..... 76
Traps ..... 77
Hazards ..... 78
Rituals ..... 78
**Dungeon Types** ..... **80**
Cave ..... 80
Crypt ..... 80
Death Trap ..... 82
Floating Castle ..... 82
For the DM: The Cloud Castle Environment ..... 84
Ice Palace ..... 84
Magic Laboratory ..... 85
Maze ..... 86
Mine ..... 86
Prison ..... 87
For the DM: Jailbreak! ..... 87
Sewer ..... 88
Volcano ..... 89
For the DM: Volcanic Terrain ..... 90
Warren ..... 90
**Dungeon Denizens** ..... **91**
Aboleths ..... 91
Ankhegs ..... 92
Beholders ..... 92
Carrion Crawlers ..... 92
Cave Fishers ..... 93
Grimlocks ..... 93
Hook Horrors ..... 93
Mimics ..... 93
Mind Flayers ..... 94
Myconids ..... 94
Oozes and Slimes ..... 94
Otyughs ..... 94
Purple Worms ..... 95
Ropers ..... 95
Rust Monsters ..... 95
Stirges ..... 96
Troglodytes ..... 96
Umber Hulks ..... 96
**Infamous Dungeons** ..... **97**
Castle Ravenloft ..... 97
Ghost Tower of Inverness ..... 100
The Lost City ..... 102
Pyramid of Amun-Re ..... 104
White Plume Mountain ..... 106
Tomb of Horrors ..... 108
Temple of Elemental Evil ..... 110
Gates of Firestorm Peak ..... 112
**Dungeoneers' Tools** ..... **114**
Adventuring Gear ..... 114
Using Equipment Effectively ..... 115
Alchemical Items ..... 116

Chapter 3
**MASTER OF THE DUNGEON** ..... **118**
Advice and Tools ..... 118
**Involving the Characters** ..... **120**
Themes and Adventure Hooks ..... 120
Exploration and Choices ..... 124
Mysteries and Puzzles ..... 125
**Creating an Underdark Adventure** ..... **127**
Descending into Darkness ..... 127
Infinite Scope ..... 127
An Underdark Overview ..... 128
The Setting's Role ..... 128
Crafting the Feel ..... 129
Sights and Sounds ..... 129
Developing a Plot ..... 130
Underdark Combat Encounters ..... 131
The Battlefield ..... 131
Light Sources ..... 132
Skill Challenge: An Underdark Trek ..... 132
Individual Checks: Making Progress ..... 132
Group Checks: Overcoming Hazards ..... 133
**Dungeon Makers** ..... **134**
Cultists ..... 134
Drow ..... 134
Duergar ..... 135
Dwarves ..... 137
Humans ..... 138
Kobolds ..... 139
Kuo-Toas ..... 140
Mind Flayers ..... 142
Minotaurs ..... 143
Wizards ..... 143
Yuan-Ti ..... 144
**Special Rewards** ..... **145**
Scrolls of Power ..... 145
For the DM: Be Careful What They Wish For ..... 147
Dungeon Companions ..... 148
Akaana Vir'tlar ..... 148
Meepo ..... 149
Thresher ..... 150
Ultok ..... 150

**APPENDIX 1: BUILD YOUR OWN DUNGEON** ..... **151**
Linear vs. Dynamic ..... 151
Rough it Out ..... 152
Draw it Up ..... 152
Dungeon Synergy ..... 153
Unique Challenges ..... 153
Words from the Master ..... 154

**APPENDIX 2: RANDOM DUNGEONS** ..... **155**
Involving the Characters ..... 155
Who, What, Where? ..... 156
Why and How? ..... 156
Populating a Dungeon ..... 157
Random Dungeon Example ..... 158

CHAPTER 1

# Dungeon Delvers

*Black passageways stretch out in all directions. The still, stifling air swirls gently with each cautious step forward. The clank of armor and the crunch of footsteps on gravel are the only sounds in the deep chambers, but their soft echoes seem deafening.*

*Around the next corner, faint lights are visible down the corridor. With no way to gauge distance in the darkness, they could be anything: far-off torches, nearby glowing fungi, or the eyes of a lurking beast reflecting the flame. After sharing a glance with the others, the party leader lifts the shutter of the bull's-eye lantern to reveal what lies ahead. . . .*

Dungeons hold everything an adventurer could want: untold riches to plunder, new areas to explore, dangerous beasts to challenge, and strange societies to interact with. An ordinary adventurer accustomed to a soft life in the surface world might get a short distance into a dungeon and consider it a glorious victory. But hardscrabble Underdark natives and veteran delvers know just how difficult survival is down there in the darkness, and that the tunnels keep descending into realms of ever greater danger.

A dungeon adventure is all about huge risks and even greater rewards. You (as well as your character) need careful preparation, problem-solving skills, nerves of steel, and a healthy dose of good luck to take on a dungeon crawl and succeed. Around every corner is some unexpected threat, deadly mystery, or never-before-seen Underdark horror. If you can't step up to the challenge, you'll never make it out.

## New Character Choices

The character options presented in this chapter can help increase your adventurer's chances of survival. Become familiar with the minds and methods of the most successful dungeon explorers, and maybe—just maybe—you'll stand a chance. Even so, death can strike at any time, and a party might have to improvise or bring in new recruits from the Underdark just to see the light once more.

**Character Themes:** To tie your character more closely to dungeons or the Underdark, you can choose a theme that fleshes out his or her backstory or represents a delving-related profession. Each theme's entry includes unique features, as well as optional powers that supplement the choices available to you at various levels. It also includes some suggestions about how to introduce the theme into a game and a sample character. As well, you'll find some in-world advice and background information in the form of sidebars in each entry.

**Races:** Three dungeon-dwelling races—the goblin, the kobold, and the svirfneblin—appear here, with complete descriptions, roleplaying hooks, and optional racial feats and powers. Their adaptation to a life underground and their specific survival skills make members of these races excellent candidates for the adventuring life, even though they might face suspicion or outright hostility from topsiders. Unlikely though it can seem, under the right circumstances even a kobold can become a hero.

**Dungeon-Themed Powers:** The challenges of dungeon delving give rise to specialized techniques and dedicated explorers' guilds. Sometimes, too, a character's background or unique experience spontaneously gives rise to survival abilities that can't be taught. This section describes some of these possibilities, ranging from a widespread organization of Underdark guides, to the hard-knocks training that comes from years spent below ground, to the mind-ripping insights that arise from exposure to unspeakable evil. Here you'll find new attack powers for a variety of classes as well as skill powers available to any character who has training in the relevant skill.

EVA WIDERMANN

# Character Themes

Just as race and class help to define who your character is in the world, theme adds an optional third component to refine your story and identity. The themes presented here explain what your character knows about adventuring in dungeons and provide story hooks that you can use to roleplay him or her.

A theme generally embraces characters of many different classes. A few more narrowly focused themes are limited to a small selection of classes or races—for example, the Underdark outcast must belong to a subterranean race. Any such restrictions are noted in the theme's entry.

Each theme's entry includes a sample character. These characters' background stories can give you some ideas for playing that theme; in a pinch, if you have no character prepared, or if a character's backstory appeals to you, you can roleplay him or her.

This section presents the following themes.

- **Bloodsworn** go into a dungeon to kill a specific enemy, who defines the character's life and quest for vengeance. The eladrin Meliera changed from a peace-seeking diplomat into a bitter hunter after a drow betrayed her.
- **Deep delvers** expertly explore underground environments, preferring the dark tunnels of the Underdark to the sunlit hills above. Karl Deepwalker saw his companions slain by grimlocks, and now the human youth searches for the traitor he's sure was in their midst.
- **Escaped thralls** tore themselves free from the mental control of other creatures. They still bear the physical and mental scars of their imprisonment. Mord lost his childhood memories but sees flashes of his enslavement while he dreams. The half-orc has found some measure of peace as a servant of Ioun.
- **Trapsmiths** create deadly and debilitating devices. They get by on ingenuity, adrenaline, and elbow grease. Thorry the Unlucky lost a couple of fingers to a kobold trap when he was a young svirfneblin. He left his people to pursue safer work but keeps getting pulled back into the dungeon-delving life.
- **Treasure hunters** seek glory and wealth, setting their sights on specific items of considerable worth. Ella the halfling was saved by the mysterious Green Man, along with her siblings—at a price. Unless she finds his crown, scepter, and armor, she'll never see her brother and sister again.
- **Underdark envoys** act as diplomats for Underdark societies. They might be spies, delegates for dark masters, or merchants. Khiira the bard uses her wiles, honed as the seventh daughter of her house, to hide both from the other drow who hunt her and from the topsiders who fear and hate her kind.
- **Underdark outcasts** are disgraced exiles from their societies, forced to wander the lightless realms in a struggle to survive. Through his hubris, Korag made it possible for grimlocks to slaughter many of his dwarf clan, and he was cast out in shame.

## Choosing a Theme

A character can have only one theme. You typically choose a theme at character creation, although the DM might allow you to choose a theme at a higher level, particularly if the campaign's story justifies making the choice later.

Character themes are optional; you don't have to select one if you don't want to. When you select a theme, it grants you the following benefits.

**Starting Features:** Each theme includes one or more features that you gain when you select it.

**Additional Features:** Most themes offer additional features at levels 5 and 10. You gain these features automatically when you reach the appropriate level; they don't replace your normal class features.

**Optional Powers:** Each theme includes a small number of attack powers, utility powers, or both that become available at level 2 or higher. These powers are in addition to the list of powers you can choose from when you gain levels. For example, if you're a 6th-level fighter, you can choose a level 6 fighter utility power or a level 6 utility power from your theme.

You can use retraining to replace a class power with an optional theme power or vice versa, exchanging one power for another power of the same type (at-will attack, encounter attack, daily attack, or utility). The new power must be of the same level as the old power or lower. You can also replace an optional theme power with a different optional power of the same theme, as long as the new power is of the same type and is of the same level or lower.

**Prerequisites:** Just like classes and races, themes can be prerequisites for feats, paragon paths, and other features.

## Changing a Theme

Although a theme can last throughout your character's career, circumstances might arise in which it makes sense for your theme to change. For instance, a character might begin play as an Underdark envoy and eventually suffer a horrible betrayal at the hands of a villain in the subterranean depths. The character consequently leaves the envoy theme and adopts the bloodsworn theme, consumed by a need for revenge.

*The world beneath the world awaits those who cross the threshold of a dungeon*

NOAH BRADLEY

When you can retrain, you can exchange your theme for another theme, instead of using any other option for retraining. To retrain a theme, you must have none of the theme's optional powers, and you must have neither feats nor a paragon path for which the theme is a prerequisite. A paragon path that requires your current theme prevents you from retraining that theme, since paragon paths can't be retrained. But if you have only optional powers or feats that prevent you from retraining your current theme, you can retrain those powers or feats to others that don't require the theme. Once you have retrained all character elements that require your current theme, you can then retrain your theme at your next retraining opportunity.

## Themes as Story Tools

Themes offer a wide array of character creation tools. You might choose your theme first and then pick a class or race to reinforce your identity. For example, a character who has the trapsmith theme can be of any class, but choosing the rogue class lets you reinforce your character's talent for disarming traps with the tools to create them as well.

You can also use a theme to take your character in a new direction, adopting a story role that your class or race might not otherwise provide. For example, if you play a dwarf fighter with the Underdark envoy theme, the combination can offer new opportunities for story hooks and roleplaying. What ancient text or scroll has your character been tasked with retrieving from a rival city? Which of your ancestors is connected to a drow merchant consortium through a shocking secret?

The themes in this section can provide story elements that are unique to your character. Perhaps you have knowledge that you want to keep secret from other party members, or you might have a hidden agenda. Such secrets are meant to create fun roleplaying opportunities, not to set one character against the others. Every theme in this section has a good reason to want to work with the others.

Think about your character's theme and how he or she would interact with the other party members. Multiple characters could be looking for buried treasure, or several could have connections to drow society. Discuss these possible interactions with the DM and the other players in the same way that you might talk about each party member's class or race.

*Meliera, an eladrin paladin and a bloodsworn*

TYLER JACOBSON

# Bloodsworn

*"My enemies must pay for their crimes, and the only payment I will accept is in blood."*

Evil emerges from below to work villainy on the innocent. Those of good heart stand against its machinations and struggle to rebuild in the aftermath of the conflict. For bloodsworn, though, guarding against wickedness is not enough. They take the fight to their enemies in a quest to destroy them all.

Evil creates the situation that brings a bloodsworn into existence. Some terrible event sows the seeds of vengeance in an individual's heart, goading him or her to take up sword and staff to fight back against the darkness and ensure that evil never rears its head again. Often, bloodsworn are survivors of slaughters, whether from goblin marauding, a dark cult's sacrifices, or grimlock raids. Swearing bitter vows to the gods or to their dead comrades, bloodsworn travel a path of righteous vengeance.

## Playing a Bloodsworn

Bloodsworn lead lonely lives that too often end with promises left unfulfilled and bodies broken by the very enemies they pledged to fight. You take no heed of such risks; if you did, you wouldn't have chosen this life. Most people who encounter you fear that your obsession will bring attention to their peaceful and quiet lives. To those who have also endured suffering, however, you are a savior. These unhappy souls give what they have left to aid you in your quest.

The moment you made the commitment to destroy your enemy, any chance of your having a normal life disappeared. As long as that evil darkens the world, you will never rest. But no matter how hot your hatred runs, you do not throw your life away against a foe you can't hope to defeat. You understand that you have to train your skills, hone your abilities, and perfect your techniques before to the final confrontation. For these reasons, you undertake other missions, venturing into ruins and dungeons and fighting alongside your companions, all in preparation for the duty fate has laid at your feet.

## Building a Bloodsworn

Bloodsworn exist among all races, classes, and cultures. One tragedy is enough to set an individual on the path of vengeance. When creating a bloodsworn character, consider the following story elements.

**Choose Your Enemy** Every bloodsworn has an enemy that defines him or her. You can choose any individual, creature, or institution to be your enemy. Think about who your enemy is, what it did, and why it did so.

## POETIC JUSTICE

Putting enemies to death at the point of a sword is satisfying, but not enough so for many bloodsworn. Some concoct elaborate schemes to get their revenge in the most fitting way possible. For example, someone whose brother was killed by duergar might go after the siblings of duergar rulers before attacking the rulers themselves.

Other bloodsworn look for ways to ruin their enemies in the most demeaning way possible. The nature of such humiliation depends on the enemy society.

**Cult:** Nothing frustrates cultists more than destroying their temples, killing creatures they summoned, and blaspheming against their beliefs. Destroying holy writings can also demoralize cultists and set back their plans.

**Drow:** Betrayal and mistrust run rampant in drow society, so orchestrating an enemy's fall in status is readily accomplished. For an even greater insult, the puppet who overthrows the enemy should be of low rank.

**Hobgoblins:** Because hobgoblins take pride in military might, undermining their war efforts makes them look weak, cowardly, or incompetent. A hobgoblin leader so disgraced is unlikely to survive for long.

**Orcs:** The best way to humiliate an orc is to defeat it in single combat. An orc's friends will gather quickly for revenge, and in large numbers, so don't hang around after striking the final blow.

Tailor your training to better defeat that hated foe and counter its capabilities, tactics, and motivations. A bloodsworn who drives back orc hordes is very different from one who is committed to wiping out the Cult of the Elder Elemental Eye or one who has sworn to destroy giants. As you make decisions about feats, powers, and other game elements, keep your chosen enemy in mind and pick options to help you bring it down.

Keep in mind your foe's level relative to your own. If you are pursuing dark elves, you probably won't encounter them until the heroic tier's upper reaches at the earliest. On the other hand, goblins will cease to be a meaningful challenge once you hit the paragon tier. Be sure to talk with your Dungeon Master to make sure your chosen enemy fits into the campaign's story and level range.

You should also consider the scope of your vengeance. A limited goal makes defeating your chosen foe reasonable and achievable. Do you really want to exterminate all dark elves (an impossible task) or only the drow of House Eilserv?

Finally, think about your character's life before the tragedy changed you. What did you want to become? What were your dreams? What did you value? Do you still hope to reclaim the life that was taken from you, or have you given up all such expectations, knowing the road you now walk leads only to death?

**Vengeance's Inspiration** Your enemy could inspire the choices you make about your character. Consider deciding on your enemy before you select your class or race to guide you and suggest a character who best reflects your choice of adversary. If you prefer to choose your race and class first, those details in turn might suggest certain enemies.

Many races in the Dungeons & Dragons world have natural enemies. The history of the fey folk pits drow against eladrin and elves. Dwarves fought giants and orcs in ancient times. Dragonborn and tieflings have good reason to hate each other. The reasons behind these conflicts could be lost in the past, but the animosity remains very much alive. Choosing an enemy that has strong ties to your race helps reinforce your character's place in the world.

Just as race can help determine your chosen foe, your choice of class can suggest certain opponents and bring your character to life. Most classes have no particular animosities, but divine characters often pit themselves against servants of other gods. A priest of Corellon might vow to fight Gruumsh's servants, and the Raven Queen's paladins despise Zehir's priests. A psion or an ardent might venture into the Underdark to seek out a portal to the Far Realm and prevent a flood of monstrosities from reaching the world.

An unexpected choice for your hated enemy can create interesting dynamics in the group. For example, everyone expects a dwarf to hate orcs and giants, but you might create a dwarf fighter who has sworn to defeat an Underdark merchant consortium that exploited your people and emptied their vaults.

## Starting Feature

The dead haunt your dreams, a constant reminder of your failure to save those closest to you. Your friends, your community, your former life—all were lost forever in one moment of violence. You refuse to let another misstep keep you from getting revenge. You are singularly focused on defeating your enemies. As your injuries mount, you find the will to succeed where another might fail.

**Benefit:** You gain the *bloodied determination* power.

**Bloodied Determination** **Bloodsworn Utility**

*When you are in dire straits, failure is not an option. You adjust your attack at the last moment to deliver a strike.*

**Encounter ✦ Martial**
**Free Action** **Personal**
**Trigger:** You miss with an at-will attack power while you are bloodied.
**Effect:** You reroll the missed attack roll.

# Additional Features

## Level 5 Feature

To confront your foes, you must descend into their lairs, contend with the tricks and traps blocking your way, and still have strength enough to do battle once you find your quarry. Constant training and preparation boosts your stamina so you can press on while channeling your fury into more focused attacks.

**Benefit:** When you use your second wind, you gain a +2 power bonus to attack rolls until the end of your next turn.

## Level 10 Feature

Bloodsworn never back down from a fight. Battle-tested and courageous, they commit themselves to every contest. Flinching even a little can give an enemy the advantage it needs to win a decisive victory.

Your intensity in battle is unmatched as you lead the offensive with a swift attack. Your enemies sense your determination and quail before you.

**Benefit:** You gain a +2 power bonus to initiative checks and Intimidate checks.

# Optional Powers

## Level 2 Utility Power

In battle, one foe might stand out from the rest. The *forced advantage* power lets you focus on it so you can bring it down more quickly and shift the battle to your favor.

**Forced Advantage** — **Bloodsworn Utility 2**

*You fix your attention on one opponent to the exclusion of all other foes.*

**Encounter ✦ Martial**
**Minor Action** — **Close** burst 5
**Target:** One creature you can see in the burst
**Effect:** Until the end of your next turn, you gain combat advantage against the target and a +2 power bonus to all defenses against the target's attacks. You also take a –2 penalty to attack rolls on attacks that do not include the target.

## Level 6 Utility Power

Tragedy birthed you, and the memories of that event haunt you still. From time to time, they resurface with such intensity that you are driven even harder to make your enemies pay.

**Urgent Aggression** — **Bloodsworn Utility 6**

*The enemies you face bring back memories of your loss and sorrow, feelings you use to push yourself beyond your normal limits.*

**Daily ✦ Martial**
**Free Action** — **Personal**
**Trigger:** You roll initiative.
**Effect:** You gain an extra move action during your first turn in the encounter.

## Level 10 Utility Power

Until your chosen foe has paid the price, not even the specter of impending death can turn you from your path.

**To the Death** — **Bloodsworn Utility 10**

*You refuse death's call and push yourself to keep fighting.*

**Daily ✦ Healing, Martial**
**Immediate Interrupt** — **Personal**
**Trigger:** You drop below 1 hit point.
**Effect:** You use one of your at-will attack powers. If the attack reduces its target to 0 hit points or fewer, you can spend a healing surge.

# Sample Bloodsworn: Meliera

*"They took my husband and destroyed my life. I have nothing left but hatred."*

Some wars never end. Some hate never dies. A litany of wrongs keeps the fires of vengeance hot and fixes retaliation firmly in one's mind until there is no recourse, no solution other than total war.

Yet some try to find a path away from the bloodshed, to bury the past and forge a new peace. Sometimes such noble efforts work. Most times they end in tragedy, as Meliera knows all too well.

## Origin Story

Meliera and her husband had long insisted that the eladrin people should make peace with the drow and end the long-standing animosity between the two races. Disturbed by growing aggression in their home city of Mithrendain against the exiled dark elves, they abandoned the Feywild for the natural world. There, they believed, they could help drow refugees who objected to their people's corruption and sought to make new lives on the surface. The two settled into an old castle not far from tunnels that led into the Underdark, brought in servants and guards to patrol the lands, and worked with adventuring groups to infiltrate drow enclaves and liberate the oppressed.

The first, and only, dark elf to enter their lives was the mysterious Rook. He claimed to be a lesser son of an important house who escaped certain death after killing an elder sister in a confrontation. The eladrin couple welcomed him into their home, tended to his injuries, and fed and clothed him. They treated him as one of their own, and Rook seemed grateful for their aid.

Routine business in the nearby Valley of Obelisks drew Meliera away, so she left Rook in her husband's care. When she returned, she found her home in ruins. Servants, guards, and worst of all, her husband, lay dead—throats cut, corpses bristling with poisoned bolts. Of Rook there was no sign.

In that moment, Meliera's life changed. Her sympathy for the dark elves died as quickly as her

husband had. Her people were right, she realized. Drow are dark-hearted, and they would do anything to gain an advantage. With her husband's head cradled in her lap, she whispered a vow to Corellon, promising to hunt down those responsible and kill them all. If she discovered that Rook was involved, that he had played her false, she would make him beg for death.

**Values and Motivations** A mix of emotions holds Meliera in its sway. Her guilt at being absent when her husband was killed compels her to don armor and heft blade. She feels stung by the idea that perhaps she was wrong about the nature of the dark elves, and the ease with which she first entertained this doubt about their nature makes her wonder if she ever really felt sympathy for them or if she was paying lip service to ideals that her husband once held. Questioning herself in this way also causes Meliera to feel as if she has betrayed her husband not only by being absent during the slaughter, but also by not cleaving firmly to his beliefs in the face of the greatest of losses ever: the death of her most beloved in the world. All this and more swirls darkly within Meliera's heart and mind in a haze of grief and anger that never lifts and that causes her to push onward to bring justice's sword down on her foes.

**Roleplaying Meliera** Cold, withdrawn, and aloof, you possess none of the elegance and grace of other eladrin. Your purpose keeps you detached. You lack compassion for allies, though you would never abandon or betray them. Indeed, you feel obliged to protect them to make up for failing the people you loved. You understand your limits, though, and know those at your side will eventually come to harm no matter how hard you fight. So you keep your distance to insulate yourself from the grief their loss would undoubtedly bring.

You know that wiping out all drow is neither practical nor possible. Instead, you seek the villains who killed your husband. You suspect they were tied to Rook's house, so finding that missing dark elf is your first concern.

**Creating Meliera** Meliera swore to protect the world from the drow and avenge the loved ones who suffered at their hands. She made this oath to Corellon and trained to become a paladin in his name. With the eladrin's optional Charisma bonus, the protecting paladin build in the *Player's Handbook* serves Meliera best.

If you choose to play Meliera, you can choose her race and class to suit your interests. She might be an elf or a half-elf instead of an eladrin. In this case, a different defender class might work better, such as the fighter, the knight, or the cavalier.

# Deep Delver



*"Only here, with the weight of the world above my head, am I home."*

Beneath the tramping of nations and the roots of forests is a world that surface dwellers can barely imagine. Countless tunnels and caverns, rivers and oceans form a fantastic, globe-spanning environment. To the unprepared, though, the underground wilderness is as ruthless as it is wondrous. Those who survive these wilds are among the greatest explorers in the world. For these deep delvers, an expedition to the Underdark is no more threatening than a stroll through the woods.

Deep delvers are driven by an unquenchable desire to pit themselves against the challenges of the subterranean world. Some seek to map out the spiraling highway-tunnels of the Underdark. Others are naturally drawn to the seclusion of caves, preferring to abandon life on the surface. Yet others are born to the Underdark and still call it home.

## Playing a Deep Delver

Deep delvers are rarely seen on the surface; the lure of underground adventure is too strong to keep them topside for long. As experts in navigating the treacherous depths, some deep delvers profit from their skills as guides or cartographers. Most surface dwellers see you as a bit mad, unable to understand how you go for so long without seeing the sun. You shrug your shoulders and wonder if they are the mad ones, uninterested in spending their lives gazing upon the Underdark's wonders.

Most deep delvers who were born on the surface are drawn below by a thirst for adventure. You are addicted to the thrill of exploring the vastness of the Underdark. For you, knowing the ways of caverns is as essential to survival as a surface dweller's understanding of woodcraft. Those who cannot learn quickly are consumed, while those who survive become masters of their trade. You might undertake expeditions for the promise of treasure or fame, but you would enter the Underdark for no other reason than the chance to breathe the cavern air and tread the stone highways of a subterranean world.

## Building a Deep Delver

Deep delvers are a diverse lot, united only by their will to thrive in the caverns they call home. Though deep delvers come from all races, few surface dwellers other than humans are likely to choose this path. Many deep delvers come from races native to the Underdark, such as dwarves and svirfneblin, who have a natural affinity for dungeoneering. Classes that specialize in survival skills, such as druids,

*Karl, a human ranger and a deep delver*

rangers, and rogues, also excel as deep delvers. Consider the following story elements when creating a deep delver character.

**Born Above** If you belong to a race native to the surface, something uncanny must have inspired you to favor a life below ground—and to enable you to survive there. The Underdark's scope and geography are unlike anything aboveground. Think about why you decided to live below the earth, and thus how you approach its many challenges.

Are you constantly in search of new sights and experiences? Is the physical challenge of getting there half the fun? You might revel in the rush of descending a miles-deep chasm or swimming through a flooded cave. The thrill of being the first to see such a sight is its own reward.

You might instead be a deep delver out of necessity. Perhaps you live in a community located near an entrance to the Underdark that must contend with raids by monsters or savage humanoids, so that patrolling the tunnel and the area around it is essential to your home's survival. Alternatively, your livelihood might depend on searching the Underdark for precious resources, such as rare minerals and magical components, or simply for food. In either case you must become a master of underground tracking and observation to succeed.

The most well-known deep delvers have patrons who pay them to explore the Underdark. You might be the employee of a wealthy monarch, hired to map an extensive series of passages discovered in one of the realm's mines. Does your patron plan to open up trade with Underdark civilizations, or hope to use the tunnels to launch secret attacks against rivals? The results of your exploration could trigger far-reaching events in the campaign.

Consider also what you're leaving behind as you delve. Your connection to family and friends on the surface is cut off during your ventures, but maybe that is the point. Did you become a deep delver to escape something? If so, what better place to hide than the limitless depths of the Underdark?

**Born Below** For deep delvers who hail from the Underdark, the subterranean realm isn't a mystery—it's home. What topsiders see as a place of legendary dangers, mythic locales, and otherworldly beasts is just what you deal with every day. If your character is a member of an Underdark race, you probably have little patience with the blundering surface dwellers waving torches in your backyard.

Consider how your character's home and culture fits into the campaign. Dwarves, renowned for their tremendous underground cities, live in the upper reaches of the realm and regularly deal with surface communities. The same goes for savage humanoids

KIERAN YANNER

such as goblins or kobolds, though their behavior is far less civil. These races live close enough to the surface that their domains have the feel of a nearby wilderness, much as a human or elf hunter would see a forest or swamp close to home—a place to be taken seriously but lacking mystery.

Races that dwell deeper, such as the svirfneblin, are one with the Underdark, which provides them with shelter and sustenance. Deep delvers of these races see the world above as a place of wonder and legend, and they view explorers from the surface as sightseeing nuisances.

## Starting Feature

For you, a trek to the Underdark is all in a day's work. Your keen senses pick out lurking dangers that would spell doom for the less experienced. You've steeled your nerves against the hazards that threaten your every step. You know that you need to be on your toes when navigating the depths, but you wouldn't have it any other way.

**Benefit:** You gain a +2 power bonus to Dungeoneering checks.

You also gain the *subterranean survival* power.

**Subterranean Survival** **Deep Delver Utility**

*You thrive in the unforgiving caverns of the Underdark.*

**Encounter ✦ Martial**
**Free Action** **Personal**
**Trigger:** You make a Dungeoneering check and dislike the result.
**Effect:** You reroll the Dungeoneering check.

## Additional Features

### Level 5 Feature

A life spent underground has given you a diverse range of knowledge concerning subterranean ecology and terrain. From spotting the territory markers of hook horrors to knowing which pools of slime to avoid, you're the authority when it comes to Underdark lore.

In addition, the claustrophobia that rattles the nerves of some explorers doesn't even faze you. You descend feet first through cramped tunnels without a second thought, moving as quickly as a cave lizard while others squeeze by at a crawl.

**Benefit:** Your power bonus to Dungeoneering checks increases to +4.

Also, when you squeeze, your speed is not halved, and you take a -2 penalty to attack rolls instead of the normal -5.

### Level 10 Feature

When you spend weeks, months, sometimes years underground, even the flickering light of a torch can be as intense to you as the full brilliance of the sun. The best delvers sharpen their other senses to the point that lack of light does not hinder them. Subtle vibrations in the ground, the movement of drafts of air, or the echoes of sound against cavern walls let you find your way effortlessly.

**Benefit:** You gain blindsight with a radius of 2 squares.

## Optional Powers

All deep delvers are experts at surviving underground, but for some this specialization is an all-consuming passion. They don't just survive, they thrive underground. Some become so adept at navigating the depths that they are uncomfortable anywhere else.

### Level 2 Utility Power

Most battles underground don't offer the luxury of an open field to maneuver: Swords rake against cavern walls, and combatants are forced into corners. You, though, take advantage of the cramped conditions, placing yourself where foes cannot easily reach you and using the walls as cover.

**Up against the Wall** **Deep Delver Utility 2**

*You find ways to take advantage of close-quarters environments.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you gain partial cover while you are adjacent to a square of blocking terrain, and any enemy that misses you with a melee attack while you have partial cover grants combat advantage to you until the end of your next turn.

### Level 6 Utility Power

At this point in your career you know just about everything about exploring caves, and this knowledge lets you overcome obstacles where once you might have struggled.

**Cavern Lore** **Deep Delver Utility 6**

*Your talent for exploring caves gives you the edge needed to overcome unexpected challenges.*

**Encounter ✦ Martial**
**Free Action** **Personal**
**Trigger:** You fail an Acrobatics, Athletics, Endurance, or Perception check while underground.
**Effect:** You make a Dungeoneering check and use its result instead.

**Level 10 Utility Power** When the lights go out and you are suddenly tumbling into a ravine or in the path of a landslide, your skilled senses kick in to let you respond.

**Spelunker's Instincts** — Deep Delver Utility 10

*Your cave-delving reactions can save you from a sudden misstep or a serious injury.*

**Encounter ✦ Martial**
**Immediate Interrupt** — **Personal**
**Trigger:** You take damage from a trap, a hazard, or a fall.
**Effect:** Reduce the damage by 5 + one-half your level.
*Level 11:* 10 + one-half your level.
*Level 21:* 15 + one-half your level.

# Sample Deep Delver: Karl Deepwalker

*"Don't worry. I'll get us back to the surface . . . somehow."*

Nothing tests an explorer's mettle like a journey in the Underdark, as Karl Deepwalker has learned. Cut off from the support of his fellow delvers, the young human must rely on his untested wits to survive in the deepest of wildernesses as he seeks to discover who is behind the deaths of his former companions.

## Origin Story

Eager to strike out on his own and make his fortune, Karl signed up with the Deep Guides as soon as he turned eighteen, just a few months ago. The Deep Guides keep the routes open between the surface and the Underdark, blaze trails through the warrens, and protect the caravans they accompany on the way to destinations such as Deeping Delve and Maelbrathyr. (See page 55 for more about the Deep Guides.) As tough as the work was, exploring the deep caverns and encountering fascinating people gave Karl a passion for delving. But now he is on his own.

A few days ago, grimlocks wiped out Karl's company of Deep Guides, though Karl managed to escape. His company had recently concluded a deal with an up-and-coming merchant house to create new markets in Underdark communities just beneath the surface. The Guides' leader had returned to headquarters to give the others the rundown when grimlocks spilled in through the doors, hacking at everyone in their path.

Karl survived by running into the depths, but now he is hounded by guilt. If he had stood by his companions, perhaps he could have made a difference in the fight, but he'll never know. He's also suspicious about the attack: The timing was too perfect, and the grimlocks tripped none of the company's alarms. Karl believes that someone in the organization was behind it—and he aims to find out who.

WAYNE ENGLAND

## Values and Motivations

Karl is set on discovering the traitor who sent his fellow Deep Guides to their deaths. He'll do whatever it takes to avenge his friends. Karl plans to search the former headquarters of the Deep Guides, though he knows it will mean viewing the horrific aftermath of the attack. There he hopes to find clues that will lead him to the traitor, and maybe signs that some of the other Deep Guides escaped the slaughter.

## Roleplaying Karl

You are overwhelmed by strong emotions, but you have come to terms with your friends' deaths. Now you must recover your courage and sense of self-worth to do what you must to avenge them. Your fledgling dungeoneering skills were put to the test as you fled, and you're unsure whether they will be enough.

You crave the fellowship of strong-willed companions to lean on emotionally as well as in combat. Your time with the Deep Guides instilled in you an industrious work ethic, though your youthful enthusiasm has been suppressed by the harsh reality of life in the Underdark. You always feel a moment of hesitation when faced with a dangerous situation, but you have vowed to never again abandon your comrades in time of need.

## Creating Karl

Karl's quest for answers in the Underdark requires a diverse range of skills, as well as the grit to take on the enemies he's sure to face there. A human's versatility serves him well, and the ranger is a good class fit.

If you prefer to change Karl's race or class, he could easily be a dwarf instead of a human. Any class that grants training in Dungeoneering, such as rogue, enables him to explore dungeons successfully.

# Escaped Thrall

*"I can still feel them crawling in the back of my mind, but they'll never get me again—not if I have anything to say about it."*

In the deepest caverns, where the sun is but a myth and the weight of the world crushes all hope, abominations haunt the dark. These perverse beings—aboleths, mind flayers, and worse—exert a loathsome control over the minds of others. Few who become their slaves ever return. Yet some of dauntless resolve do escape, though they are forever burdened by the scars of their slavery. The lingering voice of the master echoes just beyond comprehension in the backs of their minds.

## Playing an Escaped Thrall

Escaped thralls flee as far and as fast from their captors as possible. Only then do they try to recover physically and mentally, though some are never able to heal the scars of their captivity. These poor souls become mad, unable to coexist with a society that cannot understand their pain; most die alone and penniless. Escaped thralls who can control themselves develop a strong sense of purpose. Some are driven to do good in the world, while others simply try to make the most of their existence.

For you, your new life began with a thought, one that was not your own. The psychic domination burrowed into your mind like a ravenous worm. You didn't realize that it was happening, as all purpose, memory, and individuality vanished. Yet some tiny fraction of your identity remained, hidden within the mental labyrinth created by the insidious master. Your will was strong enough to find the way out of this maze and escape.

The call of an escaped thrall's former master beckons, and for some this pull is too much to ignore. Many escaped thralls venture back into the caverns of their former existence to satisfy a maddening compulsion. Those whose will is strong return to their old homes of their own accord, not out of curiosity but for revenge. Escaped thralls who become adventurers are grim and determined. As one of these, you have survived horrors that crushed the spirits of lesser folk and would gladly face any danger to confront your tormentor. This singular goal demands that you become a master of exploring the dungeons that your former captor calls home.

## Building an Escaped Thrall

The aberrant entities that enslave the minds of mortals care little what they prey upon, so escaped thralls can be from any race, class, or culture. Many adopt psionic classes, their liberation having awakened new mental

WILLIAM O'CONNOR

***Mord, a half-orc and an escaped thrall***

abilities. When creating an escaped thrall character, you should consider the following story elements.

### Monstrous Enslavement

The nature of your captor plays a huge part in how you portray your character's theme. The haunted visions, physical marks, and story elements can vary wildly depending on what creature enslaved you. In a way, your former master is the most important part of your background.

Whatever the creature that enslaved you, its motives are likely mysterious. The identity of your captor might be a secret that is slowly revealed to you over the course of your dungeon expeditions. Keep in mind that many such monsters are of very high level, so if you want any chance of success, you can't just storm into your captor's lair until you have improved your own capabilities.

### Shattered Body

Most thralls bear physical marks of their imprisonment. These might be the lashes made by a drow whip across your back, or scars on your neck from a vampire's bite. These injuries testify to the horrors you endured and might make others feel pangs of pity or revulsion. Do you try to conceal your scars so as not to draw attention to yourself, or do you proudly bear them as proof of your indomitable will?

Perhaps instead of physical scars, you wear an air of illness. Your skin hangs loose and sickly from malnourishment during your time underground, or dark bags under your eyes reveal that your torment robs you of sleep. Sometimes the signs of your ordeal are subtle, such as the trembling of your hands.

### Scarred Mind

Your psychic enslavement has left its mark on your mind. You gained freedom—but at what cost? Do you fear that your master will come for you, or worse, that you might surrender your sanity and return to be enslaved again? Perhaps you cling to ideals or goals to focus your mind, suppressing the memories through force of will. Either way, others might find you enigmatic or even dangerous.

Even if you have recovered well, your mind has been permanently altered by your captivity. Casting off mental domination has awakened psionic talent in you that had lain dormant until the moment of your freedom. Do you embrace this strange force, or hate it as you hate your former master?

## Starting Feature

Your psychic imprisonment did more than just change you emotionally and psychologically, it fundamentally altered your mind. By recognizing and controlling these new abilities, you can do things you were never capable of before.

Most of the theme's powers involve the use of power points. See the *Rules Compendium* or *Player's Handbook 3* for how to use power points with powers that have the augmentable keyword.

**Benefit:** You gain 1 power point. You regain all your power points when you take a short rest or an extended rest.

You also gain the *my mind is my own* power.

**My Mind Is My Own** **Escaped Thrall Utility**

*Your passion for freedom drives out the presence of insidious entities from your mind.*

**Encounter ✦ Augmentable, Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by a charm or a psychic attack.
**Effect:** You gain resist 5 psychic until the end of your next turn. Also, you gain a +2 power bonus to saving throws against charm effects and psychic effects until the end of your next turn.
*Level 11:* Resist 10 psychic.
*Level 21:* Resist 15 psychic.
**Augment 1**
**Effect:** As above, and you can make a saving throw against any charm effect and psychic effect at the start of your turn, instead of at the end, if a save can end the effect. This benefit lasts until the end of the encounter.

## Additional Features

### Level 5 Feature

Whether they communicate in fevered babbling or maniacal whispers, escaped thralls often slip into their former master's alien language. Some gain a mastery of this tongue, wresting an understanding of mysteries from subconscious messages.

You have gained insight into matters you shouldn't be able to comprehend. By carefully bringing this knowledge to the surface, you can use it to your benefit.

**Benefit:** Add Deep Speech to the languages you can speak, read, and write. You also gain a +2 power bonus to Dungeoneering checks.

### Level 10 Feature

Escaped thralls who survive the trials and creeping madness of their ordeal become calmer, able to focus on reality in a way that brings peace.

**Benefit:** You gain a +1 power bonus to Will.

## Optional Powers

An escaped thrall's scars never fully heal. Some pretend to live normal lives unafflicted by corruption. For others, the lingering torment becomes an obsession. Your freedom becomes your identity. These optional powers let you harness the clinging madness of your enslavement, turning it into a weapon against your enemies.

## THE GIFTS OF TORTURE

Thrallmasters inflict unspeakable horrors on their captives, but such maltreatment sometimes instills useful abilities along with the residual scars. The sort of marks an escaped thrall bears might indicate a particular boon.

**Psionic Seeds:** Icy fingers crawl across your mind, grasping at your thoughts, trying to control your actions. As long as you can hold them back, your altered mind can accomplish great feats.

**Augmented Flesh:** The alien scars that cover your body make you look like a freak. In the rush of combat, your muscles distort and ripple. The feeling is horrific, but the effect sometimes lets you transcend your body's normal limits.

**Dreams and Visions:** The nightmares that wrack your sleeping mind leave you on edge when you wake. Still, glimmers of prophecy are hidden within those visions and might prove useful—if you can decipher them. Perhaps priests experienced with such foresight can guide you.

### Level 2 Utility Power

Sometimes your mind seems no longer your own. It operates in ways you can't understand, sometimes pulling up knowledge you never realized you had. You have learned to rely on this alien influence to protect yourself.

**Protective Trauma** — Escaped Thrall Utility 2

*A hidden bit of memory has placed an accessible psionic defense in your mind.*

**Encounter ✦ Augmentable, Psionic**
**Minor Action** — **Personal**

**Effect:** You gain a +2 power bonus to all defenses until the end of your next turn.

**Augment 1**

**Effect:** As above, and allies gain a +1 power bonus to Will while adjacent to you. This benefit lasts until the end of your next turn.

### Level 6 Utility Power

At times a flood of memories comes rushing back to you, imparting a random bit of information amid the confusion of sights and sounds. The *alien insight* power lets you sift through these visions, though who can say if they arise from your experience or from within the mind of your monstrous slaver?

**Alien Insight** — Escaped Thrall Utility 6

*A confusing barrage of sensations left over from your imprisonment flashes before your eyes, giving you an advantage if you can make sense of them.*

**Daily ✦ Augmentable, Psionic**
**Minor Action** — **Personal**

**Effect:** Roll a d4 to determine the power's effect.

1. You gain an extra move action this turn.
2. You gain a +2 power bonus to all defenses until the end of your next turn.
3. You gain a +2 power bonus to the number of squares you can pull, push, or slide creatures with attacks and effects before the end of your next turn.
4. You regain 2 power points.

**Augment 1**

**Effect:** As above, but roll twice and use either result.

### Level 10 Utility Power

As time goes by, some thralls are able to turn the deep scars of their torment outward, using it to assail the minds of their enemies. These visions rock the sanity of the onlooker, bombarding their senses with darkness, pain, and the maddening whispers of the thrall's former master.

Opening this doorway is often as shocking for you as it is for your opponent, since you each relive the horrible events of your capture. Yet the advantage goes to you, for only you know that freedom waits at the end of the road; your opponent knows no such reprieve.

**Window into Madness** — Escaped Thrall Utility 10

*You make mental contact with your enemy, giving it a brief yet vivid taste of the torment you endured as a thrall.*

**Daily ✦ Psionic**
**Minor Action** — **Close** burst 5
**Target:** One creature in the burst

**Effect:** Until the end of your next turn, you grant combat advantage, and the target gains vulnerable 10 psychic.

**Sustain Minor:** The effect persists until the end of your next turn.

## Sample Escaped Thrall: Mord

*"The deeper we go, the more wary I become. There's something evil down here. It makes my scars itch."*

All beings long for freedom and will do anything to shatter the yoke of slavery. But what hope is there for escape when the master chains not only the body but the mind? Not one in a thousand possesses the iron will to break free, but Mord did—at a terrible price.

### Origin Story

Nightmares have haunted Mord since his childhood. He doesn't remember anything before he was about ten, when he emerged alone and frightened from a cave on a barren hillside during a downpour. He would have died from exposure had not a traveling priest named Michelson happened by and found the young half-orc shivering in the mud.

The priest was a hermit sworn to Ioun, but Mord's plight stirred his heart, and he forsook his isolation to care for the child. Despite this kindness, nightmares assailed Mord in his sleep. Many nights he woke up screaming, believing himself to be drowning.

Though Mord was ill suited to the intellectual pursuits demanded by Ioun's dogma, he was fervent in his faith and learned the prayers as best he could. Now an adult, and having buried the old priest long ago, Mord travels the world to spread Ioun's teachings and fight the horrors of the dark.

What he has yet to discover is that aboleths enslaved his people, dragging them into the Underdark to transform them into hideous servitors. Although he escaped their clutches, their evil has infected his thoughts. If that infection flares up, the aboleths might regain their hold on him forever.

### Values and Motivations

Mord clings to his faith, using it as a shield against the darkness brooding in his mind. He is frightened by the alien thoughts that plague him and ashamed of his inability to overcome them. As a devout follower of Ioun, he should be able to control his emotions through logic and concentration—so he tells himself.

Mord's mission takes him around the world. His only goal is to do the will of Ioun; the only direction he travels is away from the cave where Father Michelson saved him.

### Roleplaying Mord

Though you are faithful to Ioun and try to be as good as you can be, you constantly feel that you fall short of Father Michelson's teachings. Are you too hard on yourself, or are your doubts stirred by a darker force?

You are inspired most by the desire to repay Father Michelson's kindness by doing good works on behalf of others. You avoid probing too deeply into the secret of your childhood enslavement, for fear that learning too much will give your former master control over you. You know, however, that you cannot escape the truth forever.

### Creating Mord

Mord's adolescence spent studying with Father Michelson has given him an uncommon combination of intellect and poise, especially for a half-orc. His commitment to his adopted faith, along with his natural strength and athleticism, make Mord a natural warpriest of Ioun.

If you choose to play Mord as a member of a different race and less of an outsider, he could be human instead. Changing his class gives him a different feel: A more pacifist cleric build emphasizes Mord's subtle qualities, while as an avenger he is more impulsive, perhaps influenced by his lingering scars.

# Trapsmith

*"Don't touch that."*

Some things you just don't fight. To take on adversaries that have superior strength, cunning, or resources (or all three), you need to remove their advantages. Such an alternative approach is the job of a trapsmith.

Humanoids have been building traps since the earliest times, developing techniques to take down big game for food and clothing. According to loremasters, goblin tribes were the first to perfect this kind of hunting. They were able to obtain and store more food than their competition, allowing them to survive harsh winters and increase their numbers. Many years later, other races came to appreciate the ingenuity of their counterparts—mainly through direct interaction with goblin traps.

## Playing a Trapsmith

Trapmaking started out as an essential survival tool but became more advanced as technology improved and magic was discovered. Dwarves developed methods of blasting stone with black powder and incorporated the new techniques into traps to create terrifying inventions. Arcane practitioners also began

### STEPS IN SETTING A TRAP

Placing a trap always comes with the risk of setting it off. Trapsmiths follow these careful steps so they can keep their extremities and improve the chance of having their traps work as intended.

**1. Pick the Right Spot:** Place traps in narrow tunnels or around valuable objects. Don't give anyone room to skirt around them.

**2. Avoid Collateral Damage:** Don't let your trap hurt anybody or anything it's not supposed to. Also watch out that you don't place a trap where it can damage the thing it's meant to protect.

**3. Use the Right Tools:** Don't cut corners. If you don't have the tools to make a particular trap, make a different trap. End of story.

**4. Keep Your Distance:** If you stay close to your trap while you set it, you're begging to get yourself maimed. Long-handled tools, such as tongs, and ten-foot poles were made for a reason. Protective goggles can't hurt, either.

**5. Don't Test It:** It's disappointing when a trap fails in the field, but it's not worth risking your life to try the trap out. Far better to be known as the trapsmith who set a couple of duds than as the one who got killed by your own trap.

*Thorry the Unlucky, a svirfneblin and a trapsmith*

BEN WOOTTEN

their own experiments, which ultimately led to the development of magical traps that used special sigils and runes. As great kingdoms and empires arose, traps became tools of warfare in addition to protecting valuable people and possessions. The new reality required masters of both disarming and creating traps. That's where you come in.

You're not just an expert in all things relating to traps. You see every new trap as a puzzle to be solved, its secrets waiting for you to bring them to their highest expression. The physical and emotional scars of your profession are small costs to pay for the sense of aliveness you experience as you practice your trade.

Trapsmiths are rare, so you have little difficulty gaining employment. Adventuring parties, military expeditions, and explorers all value your efforts and often call upon you for follow-up duties if you perform well. You command higher payment for dungeon expeditions than most other adventuring professionals, due to the danger involved in your work as well as your specialized skill set. Indeed, the older you are, the more you can charge for your services, since most young and inexperienced trapsmiths die early.

## Building a Trapsmith

Trapsmiths prefer to live in solitude, honing their skills and mastering their trade. You spend your free time researching new and exciting places to go. You might have a core group of friends, but beyond that, you are not very social. Ironically, you might feel like a prisoner in life—with death the ultimate trap to be defeated.

You might become a trapsmith if you enjoy creating dastardly devices to hinder and harm foes; rogues and possibly rangers are typical classes. You might also choose this theme if you like to play clever tricks or conduct intricate research. A mage or bard makes a good trapsmith. Members of any race might take up such a career, but those with an aptitude for mechanical constructions (such as dwarves, gnomes, or svirfneblin) find greater success, as well as those with some magical aptitude. When creating a trapsmith character, consider the following story elements.

**Analytical Mind** You understand physics innately and see life's challenges as equations to be solved, using strict logic to determine the likely success or failure of a course of action. You might not be conscious of this thought process; even in social situations, you tend to analyze the situation coldly instead of considering body language and emotion. Thus, others might think you odd. You prefer to live in solitude, honing your skills and mastering your trade, and you spend your free time researching new and

exciting places to go. You might have a core group of friends, but beyond that, you are not very social.

### Adrenaline Rush

Nothing is more exciting than disarming a trap that could splatter you across the room. You love getting into the face of death and kicking it hard. You also enjoy the accolades for overcoming dangerous challenges and might purposely seek out bigger and more hazardous traps. The knowledge you win when you survive such dangers lets you make your own creations that much more fiendish. Your creations are feared by all and coveted by those who need to protect something precious.

Your profession is not a risk-free one. You have suffered for your art and are likely to have scars, welts, or even a missing limb. Rare is the trapsmith who has not had a mishap while setting or disarming a trap. You might also bear emotional scars, which, though not visible, can have longer-lasting effects.

## Starting Feature

You can create and disarm elaborate traps, but sometimes a simple device is all that's needed to stop an enemy in its tracks.

**Benefit:** You gain a trap-making kit (15 lb.), which you use to lay your traps. If you ever lose the kit, it costs 40 gp to replace.

You also gain the *trip the trap* power.

**Trip the Trap** — Trapsmith Attack

*An enemy's approach triggers a nasty trap you prepared just for this occasion.*

**Encounter**
**Immediate Reaction** **Melee** 1
**Requirement:** You must have a trap-making kit on your person.
**Trigger:** An enemy enters a square adjacent to you.
**Target:** The triggering enemy
**Attack:** Intelligence + 2 vs. Reflex
*Level 11:* Intelligence + 4 vs. Reflex
*Level 21:* Intelligence + 6 vs. Reflex
**Hit:** 1d6 + Intelligence modifier damage.
*Level 11:* 2d6 + Intelligence modifier damage.
*Level 21:* 3d6 + Intelligence modifier damage.
**Effect:** The target grants combat advantage until the end of your next turn.

## Additional Features

### Level 5 Feature

Few professions rival the trapsmith's trade for the inherent danger it holds. You are intimately aware of the threat that any hazard or trap presents, and you have honed your ability to sense when one might be nearby.

**Benefit:** You gain a +2 power bonus to Perception checks and Thievery checks.

### Level 10 Feature

Once you have mastered your trade, you can modify the traps you create on the fly to create specialized effects.

**Benefit:** You can forgo dice of damage from your *trip the trap* power for one of the following effects. You choose to forgo the dice after you know you hit, but before you make the damage roll.

If you forgo one die of damage, the target falls prone.

If you forgo two dice of damage, the target is dazed until the end of your next turn.

## Optional Powers

### Level 2 Utility Power

You can rig a simple alarm system to warn your party of intruders.

**Alarm Trap** — Trapsmith Utility 2

*A few specially enchanted bells can suss out a hidden foe.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Requirement:** You must have a trap-making kit on your person.
**Effect:** You set an alarm trap in one unoccupied square adjacent to you. It lasts until the end of your next extended rest. If an invisible creature enters a square within 5 squares of the trap, the trap is destroyed, and the creature loses invisibility and takes a -10 penalty to Stealth checks (save ends both).

### Level 6 Utility Power

You have refined your skills to the point that your simple alarm can surprise and upset those who trigger it.

**Disorienting Trap** — Trapsmith Utility 6

*You lay a magical trap designed to bewilder an enemy.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Requirement:** You must have a trap-making kit on your person.
**Effect:** You set a disorienting trap in one unoccupied square adjacent to you. It lasts until the end of your next extended rest. If an enemy enters a square within 5 squares of the trap, the trap is destroyed, and the enemy and each creature adjacent to it grants combat advantage and falls prone if hit (save ends both).

### Level 10 Utility Power

Sometimes you run into situations that require just a few moments more.

**It's a Trap!** — Trapsmith Utility 10

*You sense that something bad is about to happen.*

**Daily**
**Immediate Interrupt** **Close** burst 5
**Trigger:** A hazard, object, or trap within 5 squares of you triggers.
**Target:** You and each ally in the burst
**Effect:** Each target shifts up to half his or her speed and gains a +2 power bonus to all defenses against hazards, objects, and traps until the end of the encounter.

## Sample Trapsmith: Thorry the Unlucky

*"Always double check. Else? Boom! There goes yer hand—if yer lucky."*

Kobolds took two fingers on Thorry's left hand, or rather, a trap set by kobolds did. That Thorry didn't lose his arm and bleed to death earned him the moniker "the Fortunate"—a name he hates. Wish him good luck, and he winces; comment on a winning streak, and he spits a curse. Thorry calls himself "the Unlucky" and believes luck favors him only if he doesn't acknowledge it. Yet he won't admit this idea even to himself, lest luck somehow find out.

**Origin Story** As a young svirfneblin, Thorry had ambitions to be a baker, but the elders noticed he had quick reflexes and steady hands. So he was tasked with rooting out and dismantling traps set by kobolds around his warren, deep in the Feydark. Crawling through cramped passages, dagger clenched between his teeth, and carrying an oilcloth filled with tools, Thorry got to know all sorts of diabolical devices hatched from the wickedest minds.

He discovered he had a knack for analyzing traps, a talent that helped him figure out how to disarm one after just a few seconds of study. Whether a mundane pit or scything blade, or a magical glyph or curse, he could see the patterns and know just what to do to mess up the works. He was a natural, and thus he unwillingly found his calling.

Even the best trapsmith can't handle the strain forever. After a decade spent pulling apart kobold traps, losing his fingers along the way, Thorry had had enough. He sneaked away one night and slipped through a portal to the natural world, where he thought to earn a livelihood in a less dangerous profession. The trouble was, he didn't know how to do anything else. So he ended up hiring himself out to adventuring parties as a trapsmith. Figuring that dungeons hold fewer traps than he encountered on the front lines against the kobolds, he hopes to do this job only for a few years and then retire. Thorry is good at what he does, and despite everything he usually enjoys it. He has come to realize that he is a valued master of his trade, and he makes sure he is rewarded appropriately.

**Values and Motivations** Thorry is in this strictly for the money, though he does like to keep his hand in. He isn't willing to take stupid chances, with retirement so close. When hired on to an adventuring team, he bluntly advises the others on the best course of action. If he can pass on even a fragment of his experience and knowledge, he considers himself obligated to make the attempt. He takes pride in his work, though, and once he has started a task, he is unwilling to leave it unfinished.

**Roleplaying Thorry** In your line of work, being a little paranoid is an important survival trait. You comes across as dour and suspicious to those who have never spoken to you. That trait, along with your matted hair, disfigured hand, and scarred face, make you hard to approach. Those willing to make the effort, though, find you to be excellent company. You like to speak with people, having been a loner for most of your life. You have a dark sense of humor and tell quirky stories about your prior employment. Though you hope to escape that life forever, you're always willing to help—if the pay is right.

**Creating Thorry** If you choose to play Thorry, you need not keep him a svirfneblin. He might instead be a surface-dwelling gnome, or perhaps a former kobold trapmaker or a goblin scout making his way in the wider world. His talents are best suited to the rogue class, but the skill set of a ranger also works well for trapsmiths; you could consider a hybrid of both.

### DEALING WITH TRAPS

Some traps are designed to capture, others are meant to maim or kill, and certain traps delay or misdirect intruders. As a trapsmith, you're going to have to deal with someone else's trap at least as often as you set your own.

No matter the exact function of a given trap, it falls into one of two categories. Mechanical devices use physical components, such as tension coils, levers, and special releases that activate when triggered. Even a simple mechanical trap, such as a covered pit, is quite effective. Magical traps are more difficult but can be tailored to specific situations. For example, a rune might trigger a *sleep* spell only when unidentified intruders enter the warded area.

Disabling a trap doesn't have to mean destroying it. At the DM's discretion, you could make a hard Thievery check to reset a trap that is disabled if its requisite components are still intact. Alternatively, you could repurpose a trap by moving it to a more useful location.

In some situations, delaying a trap is just as useful as disabling or destroying it. When time is short, or you face other more pressing threats, you might want to hold off a trap's activation for a few moments until your companions get past. You can always devote your complete attention to analyzing the trap later. Such a check might be of moderate or hard difficulty for the trap's level, at the DM's discretion.

# Treasure Hunter

*"X never, ever marks the spot."*

Attaining wealth and glory might be a shallow and selfish goal, but treasure hunters are fine with that. They take on great risk and danger to dig up great riches. Treasure hunters also enjoy the thrill of the chase when seeking out valuable finds, sometimes to the point of addiction, and this adventurous spirit can be contagious.

Finding lost or buried treasure is much harder than it appears at first. Treasure hunters constantly crave more wealth. They generally learn just enough to find their quarry and care nothing for confirming legends or ancient texts—other than to plunder whatever they refer to. Some, though, learn to love the unique history of the antiquities they seek. Those without a formal education might study a subject related to their quest on their own, even becoming specialists on specific topics.

Treasure hunters are typically self-sufficient. Occasionally several work together to meet similar goals, but they do not trust each other. Each views the others as brigands and mercenaries out to steal their finds.

## Playing a Treasure Hunter

Treasure hunters are viewed as money-grubbing and selfish, for good reason. They are out for fame and fortune, but they aren't necessarily shallow. They bring considerable expertise to dungeon expeditions.

Treasure hunters who can operate without seeking employment are usually already wealthy. They do their job for the thrill of it, or to further their own collection. Many have been treasure hunters for years and have acquired the necessary experience to survive such a dangerous profession.

For your part, you despise the label of mercenary as insulting and inaccurate. Although you hire out your services to the highest bidder, fighting wars and obtaining antiquities are very different tasks—as you are quick to point out. You are pragmatic, insisting on a contract to ensure you have the resources needed to complete the job.

Pragmatism does not mean ruthlessness. Although you tend to your own interests first, you take care of those who travel with you. Treasure hunters worth their salt understand the value of a satisfied adventuring party and are more than fair when negotiating terms for the expedition. Many develop long-lasting relationships with their fellow delvers, bonded by the danger they face together.

## Building a Treasure Hunter

You can apply the treasure hunter theme to any character concept that thrives on risk-taking and exploration (even more so than the average adventurer). You might enjoy this theme if you wish to play a cunning character who enjoys overcoming difficult challenges through unconventional thinking. When creating your treasure hunter character, keep these story elements in mind.

**Adroit Dungeoneer** You are a skilled adventurer, able to adapt to any situation. Although your yearning for wealth and recognition drives you, you have earned a reputation for cleverness. You enjoy finding solutions to problems and applying your unique logic when dealing with unusual situations.

Throughout your career as a treasure hunter, you have had to deal with threats that are common in dungeons. Although each dungeon is unique, all share some features. You know these by heart and know how to handle each of them.

Your reputation speaks volumes about your sense of adventure and your proven experience. Employers love your attitude and are confident in your success at acquiring an relic or treasure.

### EFFICIENT TREASURE COLLECTION

It happens to every explorer (or so every explorer hopes): You find a hoard so big you can't take it all. At first you're excited, then frustrated. You have no choice but to prioritize the importance of treasure. Here are the key factors to consider.

**Portable:** Gems! What wonderful little things. Worth so much money but with far less weight. Skip the gold idols and pry the gems loose from their eyes instead.

**Rare:** Art objects and rare weapons fetch a pretty sum. Study up on the ancient civilizations of a region so you can grab the rarest stuff. When in doubt, go with whatever looks old (but not rusty).

**Magic:** With training in arcane matters, you can learn enough about spells to detect magic. You never know when some cheap-looking trinket turns out to have a great enchantment on it.

**Popular:** Finding a buyer isn't always easy, and human creations won't fetch the best price even if they're old. Go with antique items made by dwarves, cyclopses, eladrin, and tieflings (but only those from Bael Turath).

**Not Cursed:** Sure, every treasure hoard has some rumors of a curse floating around it. You'll figure out when to believe those rumors, one way or another. First piece of advice? Mummy treasure is always cursed. Always.

*Ella, a halfling warlock and a treasure hunter*

MILIVOJ ĆERAN

**Recognized Expert** Many of the world's famous treasure hunters are renowned for their expertise in recovering specific types of treasure and overcoming the threats that guard them from plunderers. You make sure to be as informed as possible about the places where you will be adventuring.

Another reason to specialize is simply a matter of business. Your choice is based on a given treasure's value, availability, and salability. You might be inclined to let the small fish fight over the latest fad while you bring back more lucrative pieces. On the other hand, you might join the crowd, knowing you are much more likely than the rest to get the goods.

**Living on the Edge** You are a thrill-seeker, constantly on the lookout for adventures that will sate your hunger for danger. Riches and fame aren't enough—you love living by the seat of your pants. You feel most alive whenever you get into a precarious situation and manage to avert the danger, all while showing off your skills.

Not many can boast of a life as exciting as what you have experienced, and you have no intention of slowing down now. To you, life is a one big treasure hunt, and the ultimate prize is a sense of accomplishment mixed with plenty of thrills. You will look back when you are old and say to yourself, "Whoa! I lived an amazing life!"

## Starting Feature

Treasure hunters develop something of a sixth sense when it comes to detecting the presence of a relic.

**Benefit:** You gain the *treasure sense* power.

**Treasure Sense** — **Treasure Hunter Utility**

*You have an innate sense of where treasure is located.*

**Daily**
**Minor Action** — **Personal**
**Effect:** Choose a single item. For the next hour, you gain a +4 power bonus to any knowledge check, Perception check, Streetwise check, or Thievery check that relates to finding or identifying that item.

## Additional Features

**Level 5 Feature** You have become accustomed to dealing with rival treasure seekers as well as the hazards that face any adventurer. Because of this, you can better handle a particular type of peril, whether physical, social, or intellectual.

**Benefit:** You gain Skill Focus as a bonus feat.

### Level 10 Feature

Whether it be a tight dungeon corridor or an altar room of a forgotten god, treasure hunters are always fighting in close quarters. You have learned how to maneuver and fight in these environments and have adjusted accordingly.

**Benefit:** You do not take the normal attack roll penalties for squeezing or being prone.

## Optional Powers

All treasure hunters realize that situations can change at the drop of a hat and have honed their ability to survive. You can choose one of the following powers instead of one given as a class or race option.

### Level 2 Utility Power

With a well-placed attack or a lightning-quick disarming of a trap, you can make your own luck, allowing you to dart away.

**Stick and Move** — **Treasure Hunter Utility 2**

*You take advantage of a chance to act freely.*

**Encounter ✦ Martial**
**Free Action** — **Personal**
**Trigger:** On your turn, you succeed on a Thievery check or hit an enemy with a basic attack.
**Effect:** You shift up to 2 squares, and you can draw or stow one item.

### Level 6 Utility Power

Having no situational awareness can be a detriment to you and your party. You are able to bark out a quick order and keep everyone's attention on what's important.

**Pay Attention** — **Treasure Hunter Utility 6**

*Often, allies don't look out for the dangers found in dungeons. Sometimes you need to remind them.*

**Daily ✦ Martial**
**Free Action** — **Close** burst 3
**Trigger:** You roll initiative.
**Target:** You and each ally in the burst
**Effect:** Each target gains a +2 power bonus to his or her initiative check, and a +2 power bonus to all defenses during the first round of combat.
*Level 11:* +4 power bonus.
*Level 21:* +6 power bonus.

### Level 10 Utility Power

In order to have a successful and long-lasting career, you have to know your limits and how to push yourself beyond them.

**Exertion** — **Treasure Hunter Utility 10**

*You know how to dig deep to meet a challenging situation.*

**Encounter ✦ Martial**
**No Action** — **Personal**
**Trigger:** You make a skill check or a saving throw and dislike the result.
**Effect:** You reroll and must use the new result.

## Sample Treasure Hunter: Ella

*"Look, the Green Man saved me and he gave me these spells and all. Great, nice of him. But that weirdo also has my brother and sister, so I gotta get these treasures and finish this deal."*

The world is full of treasure waiting to be found. Seeking it is not only the sport of mortals—even otherworldly beings play this treacherous game. The Green Man changed Ella's life. She never knew his true name or where he came from, but she owes him a debt that she must repay.

### Origin Story

Not long ago, Ella and her halfling clan navigated the waterways as they had for generations. Simple folk, they traded and fished as they followed the rivers.

One day the clan headed into unknown territory. Other travelers warned them of the lands ahead, reputed to be haunted by will-o'-wisps and other strange things, and infested with goblins. The halflings ignored the warnings and pressed on. Goblins ambushed their flotilla, launching flaming arrows from all sides. The halflings fought back as best they could, but they were outmatched. Ella feared for her brother and sister, who were many years younger than her. She scooped them up, leaped overboard, and swam for shore.

They clambered up the bank and ran into the forest as fast as they could, but the goblins saw them. Wolf riders pursued them over rocks and fallen trees, filling the woods with howls and laughter. On and on Ella ran, dragging her brother and sister with her, until the three stumbled into a clearing where a great, grassy hill rose like a turtle's shell from the forest floor. They climbed the hill, the goblins at their heels, but just as their pursuers were about to strike, a green figure erupted from the hillside. It slashed and cut at the goblins with an emerald blade, and in moments they and their wolves lay dead.

The figure turned to the halflings he had saved and said, in a musical voice, "I have given you three lives. Now you owe me a debt." The fey lord, who called himself the Green Man, explained how his enemies had bound him to this hill long ago and stolen his crown, scepter, and armor. In exchange for saving the lives of Ella and her young siblings, he demanded that she find the stolen treasures and bring them to him. To ensure she did as he demanded, he would hold her siblings hostage until every item was returned. If she failed or did not return, her brother and sister would remain with him forever.

The Green Man did not make such a terrible demand without giving the untested Ella some hope of success. They made a pact on that sylvan hill, an agreement that bound their fates and bestowed on Ella some of the Green Man's witchery. She emerged from his demesne armed with fey abilities, and now she scours the world in search of the stolen treasures.

**Values and Motivations** Ella never wanted this life, but it is hers now. She must seek out the treasure that the Green Man wants if she is ever to save her brother and sister again. To free her siblings from the archfey's prison, Ella cannot fail.

**Roleplaying Ella** You are strong and energetic, able to suppress your inner strife while you plunge into perilous dungeons. You are extremely protective of your family and clan, even though you try to seem carefree. You have become a real adventurer's adventurer and like to maintain that reputation. When no one is around to see, though, you weep for the lives of your brother and sister and vow silently to do whatever is necessary for their release. Nothing in the world matters more to you, and you will take any steps to see them home once more. Once they're safe, though, you might well jump right back into the adventuring life.

**Creating Ella** Ella is emboldened by the warlock powers bestowed upon her through the Green Man's fey pact. With the halfling's optional Charisma bonus, the deceptive warlock build from the *Player's Handbook* is the best choice.

If you choose to play Ella, you can have her belong to another race with strong family bonds, such as dwarf, gnome, or svirfneblin. Such a choice would require some changes to the circumstances of her quest and possibly involve a different class choice.

WAYNE ENGLAND



# Underdark Envoy

*"The dungeon you're heading into is inhabited. This expedition needs a face—and frankly, yours won't do."*

The Underdark is a dangerous place, and not just for the horrors that lurk in the darkness. The cities and enclaves that dot its murky caverns are hotbeds of spite and political intrigue. To survive for long in such societies, you have to know how to play the game. Physical prowess is no match for the wits of a skilled diplomat.

The great city-states of the Underdark were first established as collections of tribes with a shared need for survival. As the centuries rolled by, these settlements developed into self-sufficient communities and grew into nations. Their growth was aided by individuals who could seek out and interact with the other city-states to establish lines of communication. These representatives grew experienced at dealing with the different Underdark races and became expert diplomats and negotiators.

## Playing an Underdark Envoy

The power of persuasion can be a mighty weapon against any would-be foe. Underdark rulers have a vested interest in having the best envoys around. They appreciate the power of a well-placed rumor and greatly value those who, like you, can best advise them how to plant it. With a well-placed word, an envoy could single-handedly take down an entire community. In addition, constant political wars require specialized agents who can act as both messengers and spies.

As an Underdark envoy, you have trained within your city-state to refine your diplomatic skills, according to the houses and organizations that depend on your abilities. You spend much of your time studying the cultures of the various races you deal with, as well as the intricacies of interracial politics. Delivering a message in an unsatisfactory way during a crucial negotiation could severely damage an employer's plans.

## Building an Underdark Envoy

You might become an Underdark envoy if you delight in political intrigue, spying, and social maneuvering. Many successful political leaders were once envoys, whether due to merit and ability, or because they were able to orchestrate the removal of their predecessors.

Bards and rogues are natural class choices for this career path, as well as any character who has diplomatic talent, including clerics and warlords. Beings of

*Khiira, a drow bard and an Underdark envoy*

a gruff or introverted nature, such as dwarves, rarely become envoys. The drow have mastered the skill of diplomacy over centuries of cutthroat politics, and they have the most capable and dominant envoys in the Underdark. Consider the following story elements when creating your Underdark envoy character.

**Dark Delegate** You are an extension of your master's will, an instrument to further his or her interests. On returning from a mission, you are expected to relay not only the response of the other party, but also its tone and attitude. The more information you convey to your employer, the greater advantage he or she will enjoy in political power plays and future exchanges. If you are a freelance envoy, not bound to one employer, you seek to make a name for yourself as a neutral third party. In this capacity you manage labor disputes, conduct trade negotiations, and perform similar tasks, commanding a high wage for your services.

Yours is a precarious path. You not only deliver communications from your masters, but you also glean whatever information you can while on the job. Anything might give you a crucial advantage in future employment. Thus, you have to be very clever and perceptive, while at the same time appearing inoffensive. This sort of agent works against expectations and can include dwarves, duergar, or svirfneblin.

**Double Agent** A few Underdark envoys serve as double agents for a faction, generally to facilitate the collapse of a powerful political entity. Such people are rare, for the role is exceedingly dangerous, If you became a double agent, you likely received an offer to betray an employer after delivering a message on his or her behalf—along with a suitable financial incentive to secure such services.

As a double agent, you remain under cover much of the time while you work on behalf of another entity. You maintain your status within your ostensible employer's organization while feeding vital information to the other side, revealing yourself only if your activities are found out. In this role, you must be extremely skilled in both providing misinformation to your target and locating other agents who might have infiltrated the organization. You carefully collect information on everything that has been said and done to support your complex web of political scheming. Should you fail, you're likely to end up dead in some dark alleyway or Underdark corridor. Why do you take such risks? Was your choice

JULIE DILLON

personal, to take revenge on a cruel master, or did you do it just for the money?

**Mercantile Advantage** Not all Underdark envoys are spies or political plotters. You might use your skills to expand your own wealth and that of others by negotiating merchant treaties between powerful cities. Influential members of Underdark communities employ individuals such as yourself to help increase their economic power while protecting their political interests. Sometimes you manipulate markets to help your employer gain a monetary advantage over rivals.

Envoys of this sort can come from any Underdark race, and they might even include topsiders who are trusted in their dealings with those below. You could be a former explorer who decided to turn your talents to more profitable interests while still keeping your hand in the adventuring business.

### IT'S BETTER TO GIVE

For an envoy, bestowing a proper gift can quickly build a connection with the leaders of a city or group. The trick is to offer something that has greater value among that group than it does elsewhere.

**Dwarves** and **svirfneblin** both desire gems and precious metals. Svirfneblin have simpler tastes and accept uncut stones, but the pride of dwarves is insulted by such basic treasures. They prefer to receive artistic items crafted in the styles of different cultures. They'll sneer and deem these items inferior, too, but at least they're inferior and novel.

**Kobolds** are pathetically delighted by just about any gift—so rarely do they receive any—but bringing them dragon relics really earns their loyalty. Dragon scales or teeth appeal most to them. Statues or other representations of dragons pique their interest, too.

**Goblins** prefer simple pleasures: food, drink, and nasty weaponry.

**Drow** want slaves. A great many envoys object to slavery, though, so they instead offer items they claim were stolen from elves. Drow also accept monetary gifts, which they prefer in the form of silver coins.

**Beholders** shoot first and ask questions later as a rule. Those who do accept gifts enjoy seeing their own likenesses.

The simple, blind **grimlocks** take anything that has an interesting texture. They're unreliable allies at best, though.

## Starting Feature

An Underdark envoy is first and foremost a master of manipulation. Your well-chosen words unsettle your opponent, leaving it more susceptible to real damage.

**Benefit:** You gain the *insidious commentary* power.

**Insidious Commentary** Underdark Envoy Attack

*Your words are disarming to a potential foe and give you just enough of an opportunity to make an effective attack.*

**Encounter ✦ Martial**
**Minor Action** **Ranged** 5
**Target:** One creature
**Attack:** Charisma + 2 vs. Will
*Level 11:* Charisma + 4 vs. Will
*Level 21:* Charisma + 6 vs. Will
**Hit:** The target grants combat advantage until the end of your next turn, and your next attack against the target this turn deals 1d6 extra damage on a hit.

## Additional Features

**Level 5 Feature** You understand the cultures of the Underdark better than most. You use this talent to your advantage whenever you are below.

**Benefit:** You gain a +2 power bonus to Bluff checks and Diplomacy checks.

**Level 10 Feature** You are fully integrated into the market system of the Underdark and appreciate the subtlety of its inner workings.

**Benefit:** Add Deep Speech to the languages you can speak, read, and write. You also gain a +2 power bonus to Streetwise checks.

## Optional Powers

Underdark envoys must keep their attention focused whenever dealing with others, and they use a unique set of skills to be successful in their line of work.

You can choose one of the following powers instead of one given as a class or race option.

**Level 2 Utility Power** Sometimes the secret to good diplomacy is knowing when to exploit a social situation to get the drop on enemies. Doing so might not be honorable, but it keeps you and your friends alive.

**Practiced Herald** Underdark Envoy Utility 2

*You and your allies are not greeted with hostility, and thus you find a way to take advantage of a momentary lapse in your enemy's defenses.*

**Encounter ✦ Martial**
**Minor Action** **Close** burst 5
**Target:** You and each ally in the burst
**Effect:** Until the end of your next turn, each target gains a +1 power bonus to attack rolls, damage rolls, and saving throws.

### Level 6 Utility Power

Sometimes darkness is not enough of a cover for your activities. Learning some of the magic of the drow, you can make yourself literally disappear for a short time.

**Cloak and Dagger** — Underdark Envoy Utility 6

*You vanish from the vision of those around you.*

**Daily ✦ Arcane, Illusion**
**Move Action** — **Personal**

**Effect:** You become invisible until the end of your next turn. If you attack, the effect ends, and if you move, you cannot sustain it.

**Sustain Minor:** The invisibility persists until the end of your next turn.

### Level 10 Utility Power

A swift word can be better than a swift sword. You have learned how to defuse a situation quickly. When you speak about the virtues of cooperation, you can command a large audience.

**Pacifying Presence** — Underdark Envoy Utility 10

*Your soothing tone lulls your enemies into hesitation.*

**Daily ✦ Charm**
**Free Action** — **Close** burst 10

**Trigger:** You and your enemies roll initiative.

**Target:** Each enemy that can hear and understand you in the burst

**Effect:** Each target takes a –10 penalty to its initiative check.

## Sample Underdark Envoy: Khiira

*"No harm was intended, I'm sure. Now just take the dagger from my companion's throat, darling, and we'll talk alone."*

The life of an Underdark envoy is perilous, but never more so than for a drow who has spurned her house. Khiira did what she thought she must to survive, but she pays the price every time she draws breath.

### Origin Story

Khiira never let her status as seventh daughter stop her ambition. Anyone else in her position might have had her life cut short with a one-way trip to the sacrificial altar, or been forced to spawn draegloths. Khiira survived by talking her way out of any dire situation. Her mother, one of Lolth's nastier priestesses, recognized her daughter's talents and thought to use them to her advantage.

Before she could become another weapon in her mother's arsenal, though, Khiira chose her own path. She cultivated the acquaintance of Riellenzen, who acted as an envoy to a duergar outpost about ten miles away, and soon became his consort.

Khiira played her part well. She seduced the diplomat, earned his trust, and then, en route to the outpost, stuck a knife in his throat. Riellenzen's guards did not realize their master was dead until the party arrived and Khiira announced herself as the envoy. The guards dared not expose her lest the duergar take offense, so they played along. Khiira managed to negotiate a trade agreement with the infernal dwarves and earned their help, if not their friendship. She sent the drow guards back to her city with a letter explaining the terms and also Riellenzen's tragic end, and then she slipped away to the surface to escape what she believed was certain retribution.

Suspicion and hostility met Khiira at almost every turn in the upper world. Few people were willing to deal with a dark elf, for fear of opening their doors to drow legions. So, Khiira found other ways to put her talents to good use. She joined a few Underdark caravans, lending her expertise in the subterranean peoples and their language to help the merchants negotiate deals and gain safe passage. She gained a reputation for being someone in the know about Underdark folk and won a place in an adventuring group. She maintains as low a profile as she can, using false identities and disguise to stay a step ahead of the assassins she is sure her mother and Riellenzen's family have sent. Her caution might have been dismissed as paranoia—until her party was attacked by Lolthbound goblins. That encounter shook her enough that she now spares no effort to hide her trail.

### Values and Motivations

For Khiira, it's all about gaining the advantage, over any drow pursuers or anyone else she deals with. She walks a delicate line between earning a reputation as a negotiator and keeping a low profile. She hopes above all to one day be free of pursuit and to live as she wishes, but she knows how unrealistic such an expectation is. Honeyed words and a ready blade are the tools of her trade. She is coldly calculating in all her dealings, but her expertise with a rapier makes her more than capable in combat if things come to that.

### Roleplaying Khiira

You take great pleasure in your work, despite the constant danger. You come across as seductive yet coy, but you employ a sardonic manner of speech when not buttering up a potential contact. You always wear a crimson cloak over your chainmail—a color associated with your house—as your only concession to your origin. Your winning smile hides the constant terror just below the surface.

### Creating Khiira

Khiira is a drow bard who is unparalleled in her profession. If you choose to play her, you might instead make her a rogue, a ranger, or a hybrid incorporating two of those classes. Alternatively, she could multiclass in ranger or fighter.

*Korag, a dwarf barbarian and an Underdark outcast*

ERIC BELISLE

# Underdark Outcast

*"I have nothing left to rely on but myself."*

A lone figure, haggard and lean, scrambles through the tunnel as he peers fearfully over his shoulder. He bears marks of shame—scars from lashes and manacles, bruises, brands. Behind lies his home, from which he has been exiled forever. A pained look crosses his face before it is replaced by a determined grimace. The Underdark is not kind to the weak.

Underdark outcasts did not start out as subterranean vagabonds. Some were proud members of their underground society, exemplars of their race's customs or beliefs. They might have been dwarf artisans in the service of a king, or tribal warriors amid chanting goblin hordes. Something happened to disrupt their existence and drive them from their communities. Perhaps they committed a crime or dishonored the family name, or became disgusted by their people's ways. Whatever the reason, they have been cast into the depths to live or die as fate wills.

Underdark outcasts wander far from the place of their disgrace in search of a new life. Usually hated by members of their own society, they must rely on their own wits or the kindness of strangers to survive. Most remain underground out of habit, it being their birthplace, but others deliberately venture to surface realms—though they rarely find refuge there.

## Playing an Underdark Outcast

Everything was taken away when you were banished into the depths. If you can adapt to your new reality, you can survive and become self-reliant; if not, you will be an easy meal for a lurking predator. You have become as hard and relentless as the environment that created you. Even the lowliest goblin outcast has faced challenges that would make surface dwellers quake in fear.

As an outcast, you might live your whole life in the deep wilderness, whether as a hermit eking out a lonely existence or a mercenary hiring your sword or skill to explorers. Underdark outcasts are among the toughest individuals to be found in dungeons, and you make it your business to stay that way.

Your enforced solitude, shouldering the burden of shame or dishonor, has made you a sullen loner. In your heart, though, you crave to belong to something, and you seek out folk like yourself. Some outcasts shun the company of others, but you cannot bear the emptiness of the cruel caverns forever. As you brood on the events that led to your exile, you might wonder

what you could have done differently. The wilds close in around you, and that the only thing that can help you now is courage.

## Building an Underdark Outcast

Underdark outcasts come from races dwelling underground, such as dwarves, goblins, or svirfneblin. Many belong to folk who get a hostile reception from surface dwellers. They might be of any class or alignment, united only in their common disgrace. Your unique background inspires your personality, class, feat, and power selection. When creating an Underdark outcast, consider the following story elements.

**Disgraced Exile** Behind every Underdark outcast is a story, though it never ends well. You are defined by the circumstances that led to your banishment. The nature of your transgression varies wildly depending on your race and culture. Dwarves, with their emphasis on duty to the clan and personal honor, expel those who fail to live up to their responsibilities—a traumatic experience for any dwarf. Monstrous races, such as kobolds or orcs, are more likely to cast out one of their own because of a petty or violent disagreement, with the outcast the loser. The nature of your disgrace affects the way you interact with others in a group, especially if members of your race are among them.

What were the events of your exile? Were you a petty criminal, punished for your crimes? Did you break a dire social taboo, robbing you not only of home but of your dignity as well? Perhaps you betrayed someone important or failed to honor an agreement. Whatever your crime, why were you exiled rather than punished some other way?

The consequences of your banishment matter as well. Maybe you had to leave behind a promising life or something of importance, such as an estate or family. Consider also how your exile has changed you. Are you filled with bitterness and hate, plotting revenge against those who hurt you? Did you go as far away as possible and never look back? Maybe you were falsely judged or made a mistake you regret. Your circumstances might motivate you to undertake a quest to clear your name or undo a wrong.

**Outcast by Choice** Some Underdark outcasts leave their homes willingly. Such a choice is most common among evil Underdark societies, such as those of drow or kobolds. Once in a great while, circumstances can force one of their number to rise above the rest. Striking out into the deep caverns alone took uncommon courage, but you were driven by your convictions.

As a youngster, did you realize that there was something different about you? Perhaps your peers fought and cursed at each other while you were busy thinking. You might have been something of a social revolutionary, trying to drag your incorrigible folk out of their petty ways. How were your efforts viewed by your kind? Did some of these ideas start to catch on, challenging your chief's rule? You might have had no choice but to ostracize yourself; perhaps you are being hunted through the tunnels around your home.

### REASONS FOR EXILE

Given the variety of Underdark cultures, the reasons for being exiled are equally numerous. Here are some crimes for which exile is the usual punishment.

**Drow:** Consorting with slaves, blasphemy against Lolth, conspiracy against the leader of a conclave, dealing with devils or elves. (Such crimes are punishable by death, so drow who commit them usually choose exile before they are caught.)

**Dwarves:** Disobedience to a superior, dereliction of duty, cowardice in battle.

**Goblins:** A prank gone awry, overpopulation, a failed assassination attempt.

**Kobolds:** Blasphemy against Tiamat or a dragon, leading enemies back to the warren, setting a trap that caused kobold casualties.

**Orcs or Half-Orcs:** Physical weakness, seeking peace or diplomacy.

**Svirfneblin:** Theft, bringing shame to the family, unsafe or unsanctioned exploration or mining, repeated refusal of expected duties.

## Starting Feature

You can never go back. As you brood on the events that led to your exile, you might wonder what you could have done differently. The wilds close in around you, and the only thing that can help you now is courage. You are used to being a lone wanderer in the depths, and you rely only on yourself for survival.

**Benefit:** You gain the *alone and unafraid* power.

**Alone and Unafraid** **Underdark Outcast Utility**

*Although you crave companionship, you have learned to survive without anyone at your side.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Requirement:** You must be at least 5 squares away from your allies.
**Effect:** Until the end of your next turn, you gain a +2 power bonus to attack rolls and all defenses.

# Additional Features

## Level 5 Feature

Being alone in the Underdark forces the outcast to become resilient and resourceful. Finding food and shelter becomes an everyday struggle, as does enduring the rugged caverns without assistance. Underdark outcasts learn to get by, or perish.

Your time spent wandering the Underdark as an outcast has given you a practical knowledge of underground survival. Furthermore, you are used to disease, starvation, and exposure.

**Benefit:** You gain a +2 power bonus to Dungeoneering checks and Endurance checks.

## Level 10 Feature

Having survived the wilds for so long, an outcast becomes toughened to even the most extreme long-term punishment. Whether made hard through physical ordeals or driven by a strong sense of self-confidence, you can go longer, farther, and deeper than any other dungeon delver.

**Benefit:** Whenever you spend a healing surge to regain hit points, you gain temporary hit points equal to 2 + your Constitution modifier (5 + your Constitution modifier at 21st level).

# Optional Powers

Even though Underdark outcasts might find companionship among dungeon explorers, many carry the weight of their exile for the rest of their days. Some of them lament the events that led to their exile, never letting go of their shame. Others embrace their banishment as a badge of honor, their bitterness and resentment giving them new strength.

## Level 2 Utility Power

Haunted by dishonor, many Underdark outcasts brood on the unfairness of their exile. Some let themselves wither away from this guilt, but others turn it into an affirmation. *Cast off disgrace* lets you negate a past failure so that you can excel in the future.

**Cast off Disgrace** — **Underdark Outcast Utility 2**

*Though you shoulder the burden of failure, you promise yourself it won't happen again.*

**Encounter ✦ Martial**
**No Action** — **Personal**
**Trigger:** You miss with an attack roll or fail a skill check or a saving throw.
**Effect:** Before the end of your next turn, you can reroll a single attack roll, skill check, or saving throw, but not the triggering one. You must use the new result.

## Level 6 Utility Power

Many Underdark outcasts live for years alone, scraping together sustenance. Even though you are in a group now, your sense of self-preservation still comes in handy.

**Self-Reliant** — **Underdark Outcast Utility 6**

*Your ally gives a revitalizing healing effect to another, knowing that you are capable of fending for yourself.*

**Encounter ✦ Healing, Martial**
**Immediate Reaction** — **Personal**
**Trigger:** An ally within 5 squares of you is the target of a healing power that does not heal you.
**Effect:** You spend a healing surge.

## Level 10 Utility Power

Used to lurking at the fringes of societies, an Underdark outcast is expert at avoiding notice in time to escape danger. If you're quick enough, *slink away* will get you out of range of an enemy attack.

**Slink Away** — **Underdark Outcast Utility 10**

*You skulk to safety just before your enemy uses a powerful area attack.*

**Encounter ✦ Martial**
**Immediate Interrupt** — **Personal**
**Trigger:** You are hit by a close or area attack.
**Effect:** You shift up to your speed.

# Sample Underdark Outcast: Korag the Clanless

*"This expedition will finance my passage to Cor Talcor. Should you think I do this only for coin, you insult my people—though they disown me."*

Among the dwarf clans, no crime is worse than abandoning one's comrade to death in the Underdark—and no punishment is worse than exile. For any dwarf, the burden of dishonor is an unbearable weight. For Korag, first son of the chief and the clan's most courageous warrior, the outcast's collar weighs heaviest of all. The blood of his clan is on his hands, and the mark of the outcast will forever be on his brow.

## Origin Story

The proud son of Beltag the Dutiful, clan chief of Barduum, Korag distinguished himself from his fellow warriors and tunnel wardens through unfailing courage and battle prowess. Beltag groomed his son to be his heir and to lead the clan deeper inside the mountains to coax gemstone and gold from the unyielding depths.

Although smitten with the lust for riches that affects his people, Korag believed mining was a task better suited to lesser dwarves. He saw himself as a great warrior who would lead his fellows to reclaim their primacy in the world. So when his father assigned him to watch over the workers in the

deep tunnels and patrol the nearby halls, he bristled. Where was the glory in being a guard? Despite his protestations, though, he knew enough not to argue with his father, and so he went into the Underdark to do as he was told.

Guard duty proved as dull as he had anticipated, and Korag chafed at what he felt was meaningless work—especially when reports reached him about orcs in the nearby mountains. To break the tedium, he befriended other dwarf warriors. One night, after swapping kegs and boasts, Korag talked the group into going orc hunting. The dwarves exited the mines and hunted down and slaughtered a number of orcs. They triumphantly returned to Barduum—only to find, to their horror, that the holdfast had been attacked in their absence. While Korag and his fellows were out hunting orcs, grimlock slavers had came up through secret ways, slaughtering the miners and nearly one-third of the clan.

Beltag confronted his son, demanding to know where he had been. Korag admitted his failure and took the blame for the warriors who went with him. He vowed to recover the abducted dwarves, but his father would not listen. Instead, he commanded the priests to shave and brand his son before the surviving clan and then cast him out for the rest of his days. Ever since, Korag has wandered alone, bearing his shame in silence while fighting to redeem himself.

## Values and Motivations

Korag wants more than anything to be accepted by his people, but the marks of shame that he carries will forever label him as a clanless exile. Dwarves shun him, viewing him as an animal or worse. Korag's faith in himself has been rocked by this treatment, and he struggles with feelings of resentment toward his people, which only adds to his shame. He craves acceptance and mutual respect among a group of brave companions.

Korag also longs to do something to redeem himself in his people's eyes. To accomplish this he has set a course for Cor Talcor, the fabled Fortress of Grudges (see page 69). Korag hopes that the ruthless warmasters of Cor Talcor will give him the training and discipline to perform the heroic deeds needed to reclaim his lost honor.

## Roleplaying Korag

You are outwardly proud, determined, and intense. Under the surface, though, you are a desolate soul tormented by the guilt of failure, though you would never show this side to your companions. You were raised to believe that strength and honor are everything, but your exile has tested both to the limit. You cling to the hope that you can one day return to your clan, but you know deep down that you will never live down the dishonor. You do everything you can to push these thoughts from your mind, usually by throwing yourself into whatever needs doing.

## Creating Korag

Korag's deep respect for his people and desire for redemption govern his actions. Growing up a in a noble family has given him the poise and martial training suited to the warlord class.

If you choose to play Korag, you could instead make him a svirfneblin or a goliath—both peoples with strong community ties. Changing Korag's class will give him a different feel. As a paladin, he might be driven by shame to perform heroic deeds; on the other hand, he could be a rogue, demonstrating his fall from proud warrior to slinking outcast.

### FOR THE DM: THEMES FROM OTHER SOURCES

This book capitalizes on the themes that have been presented here in various ways in later chapters. If a character has a theme from another source, you can still use the ideas from later sections of *Into the Unknown* by associating the character's theme with one from this book. Alternatively, you can devise a way that the character's existing theme relates to dungeon delving.

The alchemist from *Dragon* 399 can search for rare ingredients and the secret mixtures of races that dwelt underground, making elements associated with the lore hunter theme appropriate. The animal master from the same issue might seek to train subterranean beasts and is a good match to the deep delver.

If characters from the *Neverwinter Campaign Setting* delve under the earth, some of the themes are excellent fits to those you'll find here. The heir of Delzoun could be associated with the deep delver. The Dead Rat deserter might be associated with the treasure hunter or trapsmith. The Bregan D'aerthe spy works well if associated with the Underdark envoy theme or perhaps the Underdark outcast.

Even themes that originate far from any dungeon or cave can be used with material here if you put a creative twist on the concept. The dune trader from the *Dark Sun Campaign Setting* might be sent to make mercantile contact with those who live beneath the sands, making elements designed for both the Underdark envoy and deep delver appropriate. An Uthgardt barbarian from the *Neverwinter Campaign Setting* might have escaped the captivity of a mind flayer, making a character with that theme a good fit with the bloodsworn or the escaped thrall.

WAYNE REYNOLDS

*The glow of a lantern reveals the aftermath of a struggle on the stairway*

# Races

Numerous races call the Underdark and its dungeons home, though many of them are monstrous or hostile. Their distinct ways of life are adapted to the harsh realities of underground existence. Though they are viewed with suspicion or hatred by other races, these dungeon dwellers can be every bit as heroic as their surface-dwelling counterparts.

**Goblin:** Pint-sized rascals that infest dungeons the world over, goblins are endlessly curious.

**Kobold:** Small and weak, kobolds depend on their traps and each other to survive in the Underdark.

**Svirfneblin:** Many believe these mysterious Underdark gnomes to be only a fable.

## Goblin

***Pint-sized rascals known throughout the world for their spitefulness and thievery***

### Racial Traits

**Average Height:** 3´4″-3´8″
**Average Weight:** 40-55 lb.

**Ability Scores:** +2 Dexterity; +2 Wisdom or +2 Charisma
**Size:** Small
**Speed:** 6 squares
**Vision:** Low-light vision
**Languages:** Common, Goblin
**Skill Bonuses:** +2 Bluff, +2 Stealth

**Goblin Reflexes:** You gain a +1 racial bonus to Reflex.
**Goblin Tactics:** You have the *goblin tactics* power.

**Goblin Tactics** — **Goblin Utility**

*You avoid your enemy's blow and cleverly dodge away.*

**At-Will**
**Immediate Reaction** **Personal**
**Trigger:** An enemy misses you with a melee attack.
**Effect:** You shift 1 square.

The image of puny, nose-picking, knife-wielding goblins is common throughout the world. Most adventurers believe in a keen sword and room to swing as the best way to deal with them. Goblins might be the most numerous humanoids in the world, with a reputation for infesting every dank hole and tormenting the countryside with never-ending raids, violence, and maniacal scheming. The majority of them are rapacious and vile, but some have the intellect and attitude to join the ranks of heroes. Though they might face prejudice, goblins can be independent, cunning, and crafty adventurers.

Goblins are highly social creatures, dwelling in tightly packed warrens with hundreds if not thousands of individuals. Individual goblins are weak, but early on, each strives to be king of the hill. Goblins become surprisingly willful by competing with their peers, maturing—for better or for worse—when they can assert themselves. A goblin sees itself as cunning and dangerous, even if it is the wimpiest member of the warren. Such independence borders on arrogance, but it prompts a goblin to attempt daring actions that larger races would think twice about.

A goblin finds a sense of itself from the time it begins life as a crawling, biting infant. Goblin mothers give birth to litters numbering around a dozen, giving the youngsters plenty of siblings to interact and compete with. Juveniles possess an impulsive curiosity that makes them crawl into every cranny of the warren, always craving the new and undiscovered. Most are noisy and selfish, demanding attention by forcing their way into every activity.

Upon adulthood, most goblins find that they are good only at hurting or stealing things. Exceptional individuals develop a knack for leadership, crafting, navigation, problem solving, or other valuable skills—even magic. Goblins take immense pride in their talents, even if it's just a honed ability to knife people in the back. Practicing a skill gives them an identity within the community, which in turn makes them feel important or useful.

Goblins love to brag and get attention; they are instigators who poke and prod at anything to get a reaction. In the warrens, they behave like petulant brats, vandalizing, insulting, hitting, or whining to be noticed. This need for attention might explain their kind's violent attacks on the other races of the world. After all, what better way to get someone's attention than by attacking their homes? Countless raids and wars have been committed by goblins to satisfy this impulse, but the smart ones realize that this sort of behavior won't get them far if they wish to interact with others in any meaningful way.

Independent goblins, especially those who leave their warrens to become adventurers, have learned to tone down their selfishness. Though not nearly so crude or vicious as others of their kind, they are nonetheless rascals at heart. Curious to the point of recklessness, yet cunning enough to escape many dangers, goblin adventurers embody the best of their kind's adaptability. Their companions might have to put up with nonstop chattering or poor hygiene, but they can be trusted friends eager to take in all the danger and excitement the adventuring life has to offer.

CRAIG J SPEARING

*Small but endlessly curious, goblins can be stouthearted adventurers*

## Physical Qualities

Goblins stand just over 3 feet tall, with wiry frames that resemble those of human children. Sometimes humorous, sometimes frightening, each goblin's features are unique and often reflect its personality. Some goblins have long hooked noses and pointy ears, while others have exaggerated fangs or eyes that seem to bug out of their faces.

Most goblins have knobby joints and skinny limbs, though a few are flabby or even roly-poly. Their skin tone ranges from bright greens and oranges to dark, earthy browns. Some are hairless, with oily hides, while others are covered in mangy hair from brow to back. Many goblins ignore hygiene and are accompanied by an ever-present stink. Some even take pride in their disgusting habits.

Goblins wear whatever is available, usually incorporating small trinkets, trophies, or interesting things they've stolen in their travels. These objects usually seem weird or pointless to others, who don't understand the value goblins place in these treasures. A goblin's clothes are a patchwork of different materials stitched together over the course of years. Its equipment is usually rusty or ramshackle but serviceable, thanks to goblin-kind's innate knack for tinkering.

In theory a goblin's life span is equal to that of humans, but most goblins come to an early end because of their unbridled curiosity.

## Attitudes and Beliefs

In matters of belief in specific deities, following codes of conduct, or showing loyalty to a leader, goblins quickly get bored and move on. They are motivated by novelties, be they stolen treasures or new sights and sounds, or even bodily sensations unique or bizarre. Goblins live for sensation, going out of their way to explore, open, prod, taste, or rub up against new things—often to the disgust of non-goblin companions.

Goblins' perceptiveness is curiously selective. They might not notice hidden traps or monsters, but they latch onto weird old graffiti, bits of rotten food, scraps of ruined scrolls, and other interesting rubbish. Living in an overpopulated warren teaches goblins that quantity is more important than quality. A goblin would pass over one great treasure to grab a whole bunch of baubles.

Goblin curiosity also drives them to pilfer and plunder. They carry out raids and burglaries so they can acquire new things to take back to the warren. However, goblins don't covet in the conventional sense. Few maintain ownership of an item or value

the trinkets they've collected. They simply take what interests them at the moment, then discard it and move on to the next. Their warrens are cluttered messes, overflowing with everything from golden treasure to shiny rocks.

Many goblins are consummate schemers, concocting plans of startling complexity that they hope will generate excitement or riches. Though few goblins are book-smart, their devious minds can outpace those of other folk. Goblins rarely think in ways that are linear or even logical. They love investigating weird possibilities, improbable outcomes, and unlikely courses of action. Such scheming sometimes triggers calamities that cascade like dominos—much to the goblins' delight.

Goblins have few orthodox beliefs, but they love to create myths, rituals, and laws—most of which are arbitrary. They imitate anything they think is neat, such as some newly discovered custom of a nearby culture, although the original intent is usually lost in translation or warped to suit goblin ends. Isolated goblin tribes in the deep wilds might hear the call of the primal spirits, though they might envision those spirits as unpleasant or slimy, such as Ska'nug the Skunk or Blhorgg the Whelk.

## Goblin Communities

Goblins are found in any climate, at any altitude, in any environment, and at any distance from the settlements of other races. Their ability to adapt and thrive is second only to that of humans, and goblin wanderlust—combined with their speedy life cycle—encourages rapid expansion into new realms. They are tenacious, finding a way to sneak into any place they can exploit, from dungeon caves to sewers beneath the streets of a human city.

Regardless of where goblins dwell, they prefer cozy underground quarters. Only the smartest are any good at creating new homes, so most goblin tribes are more like squatters, taking advantage of an empty lair or even bullying out an original resident. The goblins quickly turn their usurped warren into a cluttered, stinking, crowded mess, filled to the brim with stolen trinkets from the surrounding countryside. Some rooms might have a single purpose—such as larders, armories, or meeting places—but to an outsider a goblin warren is an undifferentiated mass of junk and chattering, filthy bodies.

Signs that a goblin settlement is nearby are obvious. Trails of litter or graffiti surround the warren, and goblins' typically poor treatment of their environment makes their territory easy to identify. However, finding the entrance to the warren is another matter. Goblins post guards at all times, and they use small entrances that bigger creatures have trouble squeezing through. They are quick to rally when they have a tough leader to bully them into order, but they don't follow blindly. When serious danger arises, goblins prefer to slink away through one of the warren's numerous exits and plan a counterattack.

Goblins are also known for keeping the company of a variety of beasts with which they have a natural affinity. Bigger creatures, such as wolves or carrion crawlers, join goblin raiding parties. Rats, bats, and snakes serve as spies or distractions. Regardless of the beast's use, it's treated like a beloved pet, not just a tool. Goblins bond with their creatures, and if one dies, its master is distraught. A goblin might care more about the well-being of its pet than it does about that of other goblins.

## Goblin Adventurers

A goblin's natural curiosity, cunning, and explorative spirit lends itself well to the adventuring life. Many goblins are drawn to the excitement that comes with battling monsters, rescuing grateful victims, and bathing in plundered loot—anything that gets them attention. Of course, interacting with other people demands that a goblin at least partially put aside its natural tendency toward pettiness and violence. With the right guidance, a goblin can be a hero.

### Rogue

Goblins are such stereotypical rogues that envisioning them as anything else takes effort. Motivated by thievery, antics, and adventure, goblin rogues use their diverse skills and craftiness to get into secret places. These troublemakers go out of their way to discover dangerous things to overcome, as well to befuddle folk of other races who underestimate their cunning. Goblin rogues might not possess the stature or presence of their companions, but they get their hands on the best loot.

### Assassin

For goblin assassins, killing isn't just a means to an end—it's the fun part. They enjoy dispatching targets in novel ways. Playing with different poisons and weapons keeps a goblin assassin from losing interest. As long as it has something new to kill or a new way to do so, it is ruthlessly efficient in its task. A routine murder, though, isn't likely to be worth a goblin assassin's time regardless of the pay.

### Wizard

Magic looks really fun to young goblins, and some of them search for ways to learn those neat tricks. No goblin warren has a wizard school, so such arcane aspirants must teach themselves through trial and error. (Not many survive the process.) A goblin wizard usually relies on a couple of standby spells but continually switches up the others when preparing for the day. Big, explosive effects and tricky illusions that fool people or move them around really pique goblins' interest. They also are fascinated by magical

*For a goblin bard, it's all about audience appeal*

creatures. Most goblin wizards have familiars, and they're big fans of the "summon a big monster and run away" school of spellcasting.

**Bard** Given the goblins' love for ribald antics and revelry, a bardic lifestyle is a natural choice. Being adventurers gives goblin bards the best opportunity to spread their brand of shenanigans to the uptight folk of other races. They are often more buffoon than inspiration, replacing song and poetry with lewd rhymes or slapstick comedy. Such bards should not be underestimated, though: Their cunning, feistiness, and occasional mean streak make them dangerous to cross.

## Roleplaying a Goblin

When creating a goblin adventurer, here are a few points to consider.

**You're a sociable scoundrel.** Though goblins don't exactly look out for each other, they gain a feeling of independence and security when around their peers. Your adventuring companions might fill the social void left since you departed the warren. Their presence gives you the chance to brag and demonstrate your usefulness. You are self-reliant enough to survive the dangers of the world, but showing off when others are around to see is much more fun.

**You're tricksy.** Goblins are fiendishly sneaky. Few races can prowl or scheme as well as these pint-sized scoundrels, and even fewer can string together bluffs with such casual ease. You might spend most of your time lurking behind the legs of your allies or in the shadows just out of sight. On the other hand, you might also constantly tell outrageous fibs or exaggerated war stories to make yourself and your encounters sound more interesting.

**You crave new experiences.** Goblins live for the novel. You're at your happiest when reveling in some new treasure, food, or sensation—even unpleasant ones. This desire encourages goblins to go out into the world, exploring and touching anything they can. You might be obsessed with a particular type of object or feeling, or you might have left the tribe out of curiosity over what lies beyond the next horizon. Either way, you are likely the first of your party to handle new items or prod something best left undisturbed.

**You have a bad reputation.** The rest of the world sees goblins as pests and villains—with good reason. The majority of your kind deserves their bad reputation, and facing discrimination will be a constant challenge. You might be an enlightened goblin doing your best to show that not all of your kind is evil. Perhaps you are as untrustworthy as the majority of your folk, but tempered somewhat by the influence of your adventuring companions.

### A FRIENDLY GAME OF CARDS WITH GOBLINS

**As told by Seth the Shark**

I guess it was about six years back. The goblins wanted to kill us, the kobolds wanted to kill us, the goblins and the kobolds wanted to kill each other, and we'd lost half our supplies in the night because our hireling got careless. I tried a big gamble when I said, "Let's settle this over a game of cards."

So there I am, dealt into a game of Three-Dragon Ante with the goblin chief's brother and a kobold who the big dragon licked once or something. My life is literally on the line, but I'm ahead after a color flight and a timely Bahamut draw.

I can see this goblin getting antsy, and he keeps moving his hand toward his pocket. I'm sure he's got a good card tucked away and is just waiting for the right hand to play it in. As much as I don't want to let him cheat, I'm afraid if I call him out the other goblins will start firing. The kobold doesn't even seem to notice.

Then the goblin gets that hand he's been looking for, and I see his hand slip into his pocket. I hear this *snap*, and he pulls his hand out again really fast. His fingers are all mangled and bloody, stuck in a tiny little bear-trap-looking thing. The kobold starts tittering to itself.

To my surprise, all the other goblins have a pretty good laugh at their buddy's expense. Then they called off the game and the whole gang had a celebratory feast. I was sick for days after that.

The lessons? Never cheat a kobold, and never eat a goblin's food.

JESPER EJSING

*To a goblin, size (or lack of it) doesn't matter*

**Goblin Characteristics:** Adaptable, boastful, curious, crude, humorous, impressionable, instigating, reactionary, sneaky, willful

**Goblin Male Names:** Floo, Grot, Grub, Itch, Rort, Splik, Snag, Splug, Squintch, Zix

**Goblin Female Names:** Borb, Fee, Flert, Gretch, Gyik, Nibb, Nyx, Pinch, Pook, Wort

**Goblin Tribal Names:** Batbiter, Frog-Gagger, Grumblegut, Ratskinner, Stinkdrinker

## Goblin Feats

The diminutive goblins don't let their size and low place in the dungeon pecking order get them down. They learn from childhood that they need to be tricky and tenacious to survive.

### Ankle Biter

Many things are bigger than goblins—many dangerous things. You learn from infancy how to get in every little attack you can against those big brutes.

**Prerequisite:** Goblin

**Benefit:** You gain a +1 feat bonus to damage rolls against creatures larger than you. This bonus increases to +2 at 11th level and to +3 at 21st level.

Also, when you score a critical hit against a creature larger than you, the creature takes 1d6 extra damage.

### Desperate Goblin Tactics

Panic takes over when you're near death, and you rush away from the fray even faster than usual.

**Prerequisite:** Goblin, *goblin tactics* racial power

**Benefit:** When you use *goblin tactics* while bloodied, you can shift up to 2 extra squares.

### Goblin Feint

The big folk think they can smash a little goblin easily. You know how to use their mistakes against them by sneaking past their guard when they try to attack you.

**Prerequisite:** Goblin, *goblin tactics* racial power

**Benefit:** When you use *goblin tactics*, you gain combat advantage against the enemy that missed you until the end of your next turn.

### Shadowcreeper

When you dash away from an attack, you take to the shadows. A dash through the darkness leaves you protected in shadow and better set up to strike.

**Prerequisite:** Goblin, assassin, *goblin tactics* racial power

**Benefit:** When you use *goblin tactics,* you can shift 1 extra square, and you gain partial concealment until the end of your next turn.

### Sneaky Stabber

You know how to attack from a low angle to do the most damage to a bigger creature. Being below notice makes it easy to get at vulnerable points.

**Prerequisite:** Goblin, rogue, Sneak Attack feature

**Benefit:** When you deal Sneak Attack damage to a creature adjacent to you, you can reroll any Sneak Attack damage die that results in a 1 until it no longer results in a 1.

### Wrist Biter

When you slip away from an attacker, you can't help but get in one last jab. Your quick retaliation might not hurt much, but as the old goblin saying goes, "Death by a thousand cuts is the best kind of death."

**Prerequisite:** Goblin, *goblin tactics* racial power

**Benefit:** When you use *goblin tactics* in response to an adjacent enemy's attack, the enemy takes 1d4 damage right before you shift. This damage increases to 2d4 at 11th level and 3d4 at 21st level.

## Goblin Utility Powers

Every day is a struggle in the dungeon, especially for goblins. Survival is never guaranteed. Goblins interact with other creatures for a chance to beat the odds. They quickly pick up tricks to get ahead, whether from goblins or other dungeon dwellers.

DAVE ALLSOP

When your goblin character gains a class utility power after 1st level, you can forgo taking a power granted to you by your class. Instead, you can choose a goblin utility power of the same level or lower.

## Fast Filch

Goblins are nimble and quick, and their deft little fingers make them excellent pickpockets. A team of goblin thieves usually has one member distract the mark so another can quickly snag some valuables. Of course, you never know when your teammate might run off before giving you your cut.

**Fast Filch** — Goblin Utility 2

*In the blink of an eye, your tiny fingers relieve someone of a few prized possessions.*

**At-Will**
**Minor Action** — **Melee** 1
**Target:** One adjacent creature granting combat advantage to you
**Effect:** You make a Thievery check against the target to pick its pocket or perform sleight of hand.

## Leg Up

Goblin society is like a big game of king of the hill. Life is a scramble to the top, and only the most devious make it. You have to be willing to put others through a little discomfort if you're going to succeed.

**Leg Up** — Goblin Utility 2

*By bouncing off or scrabbling up the body of a nearby creature, you fling yourself through the air.*

**Encounter**
**Move Action** — **Personal**
**Requirement:** You must be adjacent to a creature.
**Effect:** You jump up to your speed horizontally or up to 10 feet vertically.

## Little Green Lie

Goblin mothers everywhere give the same advice to their litters: The only time to lie is when you don't know the answer, or telling the truth will get you hurt, or somebody has something you want, or when you can make up another reason.

**Little Green Lie** — Goblin Utility 2

*At the last moment, you realize the best course of action here is to lie.*

**Encounter**
**Free Action** — **Personal**
**Trigger:** You fail a Bluff, Diplomacy, or Intimidate check.
**Effect:** You reroll the check. If the triggering check was a Diplomacy or Intimidate check, use your Bluff modifier instead.

## Living Shield

Even adventuring goblins prefer not to get hit if they can avoid it, and they master the ability to quickly find cover behind pillars, boulders, or altars. But what if nothing in the environment can provide cover? Other people soak up attacks just as well. The more considerate goblins redirect enemies only against those who are willing.

**Living Shield** — Goblin Utility 6

*You dive behind a companion to avoid an attack.*

**Encounter**
**Immediate Interrupt** — **Personal**
**Trigger:** An enemy hits you with a melee or ranged attack while you are adjacent to your ally.
**Effect:** You shift 1 square, and the attack hits the ally instead of you.

## Unwitting Guardian

It's not hard for a little goblin to find a good hiding place. The best places, though, make your enemies look like fools. Creeping between a roper's loose plates, ducking under a mind flayer's robes, or clinging to the belly of a big spider is way more fun than standing behind a boring pillar or stalagmite.

**Unwitting Guardian** — Goblin Utility 6

*You duck under the bulk of one of the big folk, and it keeps you from being seen by the others while you make mischief.*

**Encounter**
**Move Action** — **Melee** 1
**Target:** One adjacent Medium or larger enemy
**Effect:** You shift 1 square into the target's space. Until the end of your next turn, you can occupy the same space as the target. Additionally, until the end of your next turn or until you and the target no longer share the same space, you are hidden from all creatures except the target. This effect ends immediately after you attack.

## Down and Through

Humans and their sort spend so much effort trying to look tall! The way they hold their chins up high makes slipping past them all the easier.

**Down and Through** — Goblin Utility 10

*All of a sudden, you're beneath your clumsy foe and then out the other side.*

**Encounter**
**Move Action** — **Personal**
**Effect:** Choose a Medium or larger enemy adjacent to you, and shift up to 5 squares to a different square adjacent to that creature. You can move through that creature's space during this shift.

# KOBOLD

***Reptilian tunnel dwellers who stick together to survive***

## Racial Traits

**Average Height:** 3´6˝-4´0˝
**Average Weight:** 60-75 lb.

**Ability Scores:** +2 Constitution; +2 Dexterity or +2 Charisma
**Size:** Small
**Speed:** 6 squares
**Vision:** Darkvision
**Languages:** Common, Draconic
**Skill Bonuses:** +2 Dungeoneering, +2 Thievery

**Reptile:** You are considered a reptile for the purpose of effects that relate to the reptile keyword.
**Trap Sense:** You gain a +2 racial bonus to all defenses against attacks from traps.
**Shifty Maneuver:** You have the *shifty maneuver* power.

**Shifty Maneuver** **Kobold Utility**

*You call on your natural ability to dodge danger, taking your tribemates along for the ride.*

**Encounter**
**Move Action** **Close** burst 2
**Target:** You and each ally in the burst
**Effect:** Each target can shift 1 square as a free action.

Kobolds overrun dungeons and caverns, relying on vast numbers and wicked traps to make up for their deficiencies in size and strength. Their ability to survive among the bigger and tougher monsters of the world shows just how well their tactics have worked.

Kobolds gather in large tribes, reproducing quickly to replenish their numbers. Group pressure and the dictates of charismatic leaders compel all members in the community to work together toward whatever ends they need to survive. No matter what an individual kobold feels or believes, the community expects obedience, and every kobold in the tribe tries to behave in the expected way. Some kobolds have good hearts, but their chieftains believe only ruthlessness will keep the tribe strong. Thus most kobold tribes commit evil acts, or at least self-serving ones.

Kobolds have few illusions about their place in the world. They are scavengers and thieves. They do not grow their own food and would rather deprive others of their goods than craft anything. They lurk on civilization's fringes, raiding farmsteads and ambushing caravans. They settle in old ruins and dungeons, choosing places they can readily defend and fortify. Even with their great numbers, kobolds know they cannot hope to protect themselves against a determined attacker. For this reason, most tribes raise monstrous allies for added muscle or give in and become servants of dungeon rulers.

Of all the monstrous allies kobolds can make, dragons are best of all. Dragons are everything kobolds are not: enormous, majestic, and powerful. They are gods to the kobolds, their idealized selves, and thus are worthy of worship and service—should any dragon accept the little creatures. Any sign of a dragon sends the tribe into a flurry of activity. The kobolds track it to its lair and present it with sacrifices, pageants, and anything else they think it would like. Of course, a dragon presented with so many willing victims indulges its appetite and gobbles up as many as it can. But death by dragon is no deterrent to the kobolds' efforts. They see being eaten by a god as a great honor, and clamor for their chance to climb into the dragon's maw.

Older dragons see kobolds as nuisances. A quick blast of a breath weapon suffices to eliminate an infestation. The trouble for the dragon is that the kobolds do not give up and might try to serve in secret even if rejected. Younger dragons, however, might see the advantage in a loyal clan of guards and attendants to protect their hoards and warn of adventurers who come calling. Once a kobold tribe installs itself around a dragon, everything they do serves their god.

A kobold's life is unpleasant to say the least. Very few kobolds live to reach old age. Attrition claims most before they get too far into adulthood. Hunger, thirst, and want are constant companions, and even the dimmest kobolds learn to watch their backs. Kobolds are subject to the same greed as dragons, though far less intense. Most of them keep small stashes of coins or other treasure secret from the tribe, even though they know they're duty-bound to pool such resources.

Kobolds understand that they are stronger together than they are apart. All grudges are forgotten when the tribe faces an outside threat. Kobolds demonstrate surprising cunning when dealing with intruders, as evident in the traps they design to level the playing field. Kobolds' skill in trapmaking is amazing. With only minimal supplies—mostly junk—they can fashion crafty snares and clever alarms. Even intrepid explorers know that entering a kobold warren invites disfigurement and death.

The harsh reality of kobold existence demands absolute obedience to the leader's demands. Kobolds who lack the killer's instinct, show any weakness, or disobey orders are shunned and driven to the tribe's periphery. If not devoured by a passing predator or sacrificed to a bloodthirsty god, such exiles might seek their fortunes beyond the tribe. Survival is by no means assured, but such action at least gives them a chance to survive.

*This kobold avoids being skewered by a trap of flying needles as it prepares to strike at what lies ahead*

Kobolds are survivors first. They are not above prostrating themselves before enemies if it means buying a little time. A lone kobold survivor after a raid, a prisoner, or one otherwise cut off from its fellows must adapt to avoid death. A kobold who was part of an evil tribe might reform its behavior in the presence of others who are willing to guide and support it, and might even find this new "tribe" more comforting than the old one. Such individuals find the adventurer's life suits them—not because they crave danger or excitement, but because their talents make them useful to other adventurers who protect them in return.

## Physical Qualities

Their spare frames and stooped postures don't inspire fear in others, which suits kobolds just fine. They would rather look nonthreatening but not quite vulnerable. A few brave kobolds emulate their honored dragons. They put on a little muscle, raise their snouts high, and roar with a ferocity no one would expect such weak-looking creatures to muster.

Kobolds' long muzzles are lined with tiny teeth and lolling tongues similar to those of a dragon or crocodile. Their slitted eyes are usually red, gold, or yellow. Small horns angle backward from a kobold's brow, and bony barbs stud its forearms to its elbows. Its fingers end in stubby talons, as do its long toes. Fine scales cover a kobold's body, usually some shade of green. Brown, red, and orange scales appear among particular tribes, as do mottled hides of several colors.

Their reptilian anatomy hides kobolds' physical expressiveness from other races. Their facial construction lacks the anatomy to display the same range of emotions as other humanoids. Kobolds who need to deal with warmbloods develop broad arm and head gestures to convey how they feel.

Since kobolds have to make do with what they scavenge, clothing is limited and functional. A loincloth serves the least among them, while warriors cobble together armor from scraps they harvest from the dead. Crude weaponry suffices until they can steal something better.

Kobolds grow quickly. They can walk and talk within hours after hatching and reach their full height after about a year. Kobolds can live longer than a century, though very few make it through their first decade.

BEN WOOTTEN

## Attitudes and Beliefs

Kobolds look after the tribe foremost, and they take whatever steps they deem necessary to ensure the community's survival. The more populous the tribe, the lower the chance any individual will come to harm—even though such large numbers invariably attract attention. Thus, kobolds nurture their eggs in communal nesting grounds to ensure the next generation will preserve their numbers.

Even kobolds who leave their tribes retain the instinct to survive and find comrades. An adventuring kobold regards the party as a small tribe and finds a place to contribute to the group's success. He or she shows an immediate willingness to work within the team, especially if the kobold can tackle a job nobody else in the group is suited for.

Even good-aligned kobolds see little point in fighting with honor. A fair fight achieves nothing if you die. Instead, kobolds admire trickery and subterfuge as virtues and deride as foolish any notion of fairness. The best fight to a kobold is one in which no kobold blood is spilled.

Kobolds see dragons as living gods and offer sacrifices, prayers, and anything else they find to honor their masters. Their devotion stems from their connection to Tiamat, whom they see as their ultimate goddess and mother to all dragons. Kobolds also worship their ancestors, chief among them being Kurtulmak, a figure thought to be one of Tiamat's exarchs. Adventuring kobolds never quite escape their devotion to Tiamat and continue to worship her even if doing so is offensive to their new companions. No kobold wants to face the repercussions of angering such a threatening god.

## Kobold Communities

Anyone who examines kobolds' traps can see their ingenuity in construction, yet kobolds do not raise their own towns or strongholds. Instead, they squat in places other peoples have abandoned. A kobold settlement's location must be defensible, offer shelter, and provide enough water and food to support the tribe.

A typical kobold community includes a large common room where the rank and file gather, cook, and sort through the plunder. Nearby is a temple or shrine dedicated to Tiamat, along with chambers set aside for the high priest, the chieftain, and the most accomplished warriors. These rooms offer privacy for the higher-ups without sacrificing the security of having the rest of the tribe nearby.

The passages leading into the warren look safe enough to an outsider, but hidden throughout are all sorts of nasty traps to discourage intruders from venturing too far. Kobolds favor devices that humiliate as much as harm their victims. An adventurer who

*Kobolds offer a dragon whatever it wants in exchange for its favor*

WILLIAM O'CONNOR

survives a kobold's trap usually does not do so with pride intact. The tribe might also use rats, scorpions, slimes, or drakes to help guard their warrens.

Kobold tribes not affiliated with dragons freely abandon their lairs if they come under attack. They fight to protect themselves, but should the situation become untenable, they are not above pulling up stakes and settling somewhere else. A dragon's involvement shores up the tribe's courage, and kobolds fight with uncommon boldness to protect their god.

## Kobold Adventurers

Adventuring might seem an unlikely occupation for kobolds, but they have several talents that make them well-suited to the life. They can see in the dark, anticipate and avoid traps, and stay a step ahead of their enemies. Kobolds can be useful and effective allies in almost any adventuring group.

Very few kobolds become adventurers by choice, however. Some catastrophe must befall them before they traipse off looking for danger. Most take up this life after being captured by adventurers or separated from their tribes.

**Rogue** Growing up in environments where any misstep can bring death, poisoned darts fly with a stumble, and pits bristling with spikes lurk in every corridor, kobolds learn a healthy respect for traps. Familiarity with such hazards, combined with their furtive natures, make kobolds a natural fit for the rogue class. Kobold rogues are among the best at locating and dismantling traps. This talent, combined with their great mobility, makes kobold rogues particularly dangerous.

**Sorcerer** Kobolds have strong arcane traditions, and most who follow those traditions become sorcerers. They like to think that dragon's blood flows through their veins, and they believe that the best of them can tap into this essence and become like the gods they worship. Most kobold sorcerers choose the path of dragon magic.

**Warlock** A kobold who cannot harness the magic within might seek out other sources of power. Many kobolds make unwise bargains with strange entities, offering their souls to make themselves strong. Most kobold warlocks look to the stars and the beings that reside there for magical power, though they bargain with anything that offers to make them strong.

**Assassin** Kobolds avoid direct confrontation. They employ poison, traps, and ambushes to deal with enemies, all tactics that make them eminently suited to the assassin's trade. Kobolds rarely become assassins for profit, though most accept payment for their work. Instead, their techniques are natural outgrowths of how kobolds normally fight.

## Roleplaying a Kobold

When creating a kobold adventurer, here are a few points to consider.

**You know your way around traps.** Even if another character handles the task of disarming traps, you know enough about their construction to help dismantle them when they are discovered and avoid them when they attack. Traps fascinate you, and any new device is an opportunity to add a weapon to your arsenal. Don't pass up opportunities to tackle a trap and, if possible, try to find ways to turn it to your advantage.

**Fair fights are for suckers.** Concepts such as honor, nobility, and fairness make little sense to you. Death comes soon enough without inviting it through some foolish belief. You use trickery and planning to defeat your enemies. You lure them into danger, drawing them into positions where your allies can finish them off. You hit enemies when they're down, dazed, or otherwise incapacitated. Your survival depends on your willingness to do whatever it takes to win.

**Dragons are gods.** Dragons represent everything kobolds hope to become. Everyone fears them. If dragons are not true gods, they are close enough for you. Encounters with dragons awe you, far beyond the threat they pose. You feel conflicted about fighting dragons and seek a peaceful way out of such an encounter, such as by making an offering or spouting excessive flattery. Should your efforts fail, you still support your allies, but killing the dragon should be the last resort.

**You know your place.** Every kobold in a tribe knows that for the rest to survive, each member must do his or her duty. As an adventuring kobold, you see your companions as your new tribe and search for a way to contribute outside of combat. You might cook meals, mend clothing, or polish armor in addition to fulfilling your role during exploration and combat.

**You exercise caution.** Taking heedless risks can get you killed. Better to be prepared and know what you're getting yourself into. If you get in over your head, fleeing is an important tactic. An enemy that gives chase enters unfamiliar territory, often protected by traps. As a kobold, you feel no shame in running away and expect your companions to do the same should the situation turn against you.

**The world hates you.** Being considered vermin by most people you meet is bound to take a toll. No matter what you accomplish, others might be anything from suspicious to hostile. Even most other reptilian humanoids look down on you, though they're more likely to show you some respect if you prove yourself. When traveling through civilized lands, consider concealing your features to avoid conflicts.

**Kobold Characteristics:** Ambitious, cooperative, fawning, greedy, loyal, obedient, quick, timid

**Kobold Male Names:** Bont, Dartak, Deekin, Forgen, Kol, Meepo, Nin, Speelok, Zeem

**Kobold Female Names:** Capax, Eenith, Foruul, Gumba, Iimen, Lorpe, Rowatak

**Kobold Tribal Names:** Black Death, Broken Fang, Gouger, Red Moon, Skull Kicker, Torn Ear

## Kobold Feats

Each kobold tribe has its own methods and specialties, but all of them have a few things in common. Dungeon travel and dragon worship both hold a prominent place in kobold society. Trapmaking and evasive maneuvers let kobolds get the upper hand in battle, and they take great pains to improve these abilities.

### Dragon's Indomitability

You're not entirely fearless, but you try to follow the example of the great dragons.

**Prerequisite:** Kobold

**Benefit:** You can roll two dice and use either result when making saving throws against effects that daze or stun you.

### Eldritch Momentum

In the kobold tradition, warlocks learn to warp arcane energy with their movement and use it to break through enemies' defenses. Your attacks zig and zag in an unpredictable fashion that catches enemies off guard.

**Prerequisite:** Kobold, warlock, Warlock's Curse class feature

**Benefit:** If you move at least 3 squares away from where you started your turn, you gain combat advantage until the start of your next turn against creatures subject to your Warlock's Curse.

### Kobold in a Corner

Getting trapped in a dead end and surrounded is the worst danger a kobold can face. When enemies surround you, your instincts to escape kick in, and you fight back angrily.

**Prerequisite:** Kobold

**Benefit:** You gain a +1 bonus to damage rolls against creatures that have combat advantage against you. This bonus increases to +2 at 11th level and +3 at 21st level.

### Shiftier Maneuver

Carefully skulking around the battlefield is the kobold way to victory, and everyone in the tribe should be good at it. Your expertise is infectious.

**Prerequisite:** Kobold, *shifty maneuver* racial power

**Benefit:** When you use *shifty maneuver*, one target of the power can shift up to 2 extra squares.

### Trapbuster

You understand the mechanisms used in all sorts of traps, and your ability to disarm them is second to none.

**Prerequisite:** Kobold, training in Thievery

**Benefit:** You can roll two dice and use either result when you make a Perception check to detect a trap. In addition, you never trigger a trap when you fail a Thievery check to disable it.

## Kobold Utility Powers

Kobolds don't like to venture too far out of their comfort zone, so they stick to what they are best at: canny movement, teamwork, and careful exploration. Many kobolds carry strange gadgets created from scrap metal and other refuse. They make these items using formulas handed down by the tribe and their own ingenuity, honed by years of trapmaking.

When your kobold character gains a class utility power after 1st level, you can forgo taking a power granted to you by your class. Instead, you gain a kobold utility power of the same level or lower.

### NEW ITEM: HURLER-SNATCHER

With some foraged twine, a supple reed, simple pulleys, and a soft cloth bindle, a kobold can piece together a crude device for getting around obstacles. These hurler-snatchers, as kobolds call them, have long been used to fling objects across gaps safely and retrieve small items lost down narrow chasms.

Using a hurler-snatcher (4 lb., 10 gp) requires a move action. When you do so, you either transfer one item you have that weighs 5 pounds or less to an unoccupied space or a willing character within 5 squares of you, or you take one similar item that the character or the space has and transfer it to yourself. If you intend to transfer the item to a character, he or she has to have a free hand and must use a free action to catch it. Otherwise, the item lands in that character's space.

The 5-pound limit on a hurler-snatcher is enough to carry most simple objects. If items are bundled together in a backpack or a sack, they're usually too heavy to flick around. Some items are too unwieldy to be transferred in this way; your DM ultimately makes the call.

The hurler-snatcher is constructed to protect what it carries, even glassware, as long as the intended receiver can catch it. Objects break in transit only in a very small number of cases. Kobolds offer no warranties on items sent by way of a hurler-snatcher.

**Flee!** A kobold knows better than to fight against overwhelming odds. Sometimes the only way to win a fight is to escape and fight another day. When it's time to retreat, a kobold leads the way to safety.

**Flee!** **Kobold Utility 2**

*You lead your tribemates in a hasty retreat.*

**Daily**
**Move Action** **Close** burst 2
**Effect:** Each ally in the burst gains a +2 power bonus to all defenses against opportunity attacks until the end of your next turn. You then shift up to your speed.

**Load Slingpot** Kobolds create special sling ammunition made of various substances stored in tiny clay pots. You have learned how to exercise this art through a bit of draconic magic. The magic is unpredictable, however, so you're never sure which enchantment you're going to get.

**Load Slingpot** **Kobold Utility 2**

*You hurl a hastily enchanted projectile from your sling.*

**Encounter**
**Free Action** **Personal**
**Requirement:** You must be wielding a sling.
**Effect:** You load your sling with a random type of ammunition. The next time you hit with a ranged basic attack with this sling before the end of your next turn, it has one of the following additional effects. Roll a d6 to determine the ammunition type.

1-2 *Stinkpot:* The target takes a -2 penalty to attack rolls until the end of its next turn.
3-4 *Firepot* (Fire)*:* The target takes ongoing 2 fire damage (save ends).
5-6 *Gluepot:* The target is immobilized until the end of its next turn.

**Tunnel Scuttle** Living in the tight tunnels and unpredictable pathways of a dungeon taught you how to move quickly over precarious terrain. You can climb natural chimneys and fit through tiny spaces, and do it all quickly enough to get away from danger.

**Tunnel Scuttle** **Kobold Utility 6**

*You scramble up walls and through narrow spaces with ease.*

**Encounter**
**Move Action** **Personal**
**Effect:** You move up to your speed. During this movement, you have a climb speed equal to your speed, and can move at full speed while squeezing.

**Frantic Shift** Cold-blooded kobolds might not look like the quickest creatures, but they can spring about with surprising speed. They prize the ability to move safely and quickly.

***Every kobold believes it has the heart of a dragon***

**Frantic Shift** **Kobold Utility 10**

*You hustle in and out of the fray quickly.*

**Encounter (Special)**
**Minor Action** **Personal**
**Effect:** You shift 1 square.
**Special:** The first time you are bloodied in an encounter, you regain the use of this power.

**Trap-Gang Method** When kobolds go searching in corridors they believe to be trapped, they work in teams. Working together increases the odds of survival, either because teammates can warn each other or because they can distribute the brunt of a triggered trap's effects. Most big folk don't go in for this sort of thing, so adventuring kobolds "recruit" enemies for the job.

**Trap-Gang Method** **Kobold Utility 10**

*You treat an enemy like a trusted member of a kobold trap-gang team. That is, you shove it in front of the trap.*

**At-Will**
**Immediate Interrupt** **Special**
**Trigger:** You are damaged by an attack from a trap or a hazard while a nonminion creature is adjacent to you.
**Effect:** You take only half damage from the triggering attack, and one nonminion creature adjacent to you takes the other half.

DAVE ALLSOP

# Svirfneblin

***Subterranean gnomes dedicated to community who make strong bonds of friendship***

### Racial Traits

**Average Height:** 3´2″-3´6″
**Average Weight:** 55-80 lb.

**Ability Scores:** +2 Wisdom; +2 Strength or +2 Constitution
**Size:** Small
**Speed:** 5 squares
**Vision:** Darkvision
**Languages:** Common, Deep Speech, Elven
**Skill Bonuses:** +2 Dungeoneering, +2 Perception

**Earth Walk:** You ignore difficult terrain that is rubble, uneven stone, or an earthen construction.
**Fey Origin:** Your ancestors were native to the Feywild (specifically the Feydark), so you are considered a fey creature for the purpose of effects that relate to creature origin.
**Under-dweller:** Dungeoneering is always a class skill for you.
**Stone Camouflage:** You have the *stone camouflage* power.

**Stone Camouflage** **Svirfneblin Utility**

*Your body becomes stony and magically blends with the terrain around you, making you harder to pinpoint.*

**Encounter ✦ Illusion**
**Minor Action** **Personal**
**Effect:** You gain partial concealment until the end of your next turn, and you gain 5 temporary hit points.
*Level 11:* 10 temporary hit points.
*Level 21:* 15 temporary hit points.

Commonly referred to as deep gnomes, svirfneblin live primarily in the Underdark and rarely associate with their kindred on the surface. The two bloodlines separated so long ago that few similarities remain between them beyond a natural connection to magic. Many who don't understand the svirfneblin's way of life assume they are as dark and sinister as other creatures that live deep below the earth. For this reason, the "deep gnomes" must be vigilant against not only threats from their environment, but also from those who travel down from the surface. They have grown dour and insular by necessity, but they remain fundamentally good at heart. In a world of eternal darkness, where death lurks around every corner, a svirfneblin community provides a welcome contrast.

The deep gnomes' muted expressions convey a sense of dreariness to most outsiders and certainly don't seem welcoming. Svirfneblin act standoffish to newcomers to protect their community, but anyone who gains their trust quickly learns they form close bonds of friendship. They focus on fulfilling their duties through hard work, either in the mines or around their settlement. In their off hours, svirfneblin enjoy telling stories in the company of their family and neighbors.

Svirfneblin are a proud race that respects strength in numbers. They work well with others and value community over individual tastes. Constantly beset by threats, deep gnomes band together and form bonds of friendship that last a lifetime. They will die to protect the people they bond with.

## Physical Qualities

At a distance, svirfneblin look much like their surface-dwelling cousins but are distinguishable by their generally darker skin and gaunt bodies. They have little body fat, which makes them appear emaciated. They are very short, slightly smaller than surface gnomes, and stand no more than 3½ feet tall. Females are taller than their male counterparts, though males are often stockier. Though they appear frail, svirfneblin are just as heavy as other gnomes. Their sturdy build results from the hard labor they undertake, which produces lots of muscle mass and a strong bone structure to support it.

A svirfneblin's appearance is also unique to its community's Underdark (or Feydark) region. The skin color of deep gnomes varies according to the depth and location of their residences. In places where mineral-rich soil has formed veins of gray and black stone, svirfneblin populations have a darker skin tone. In areas where lava predominates, the gnomes' skin might display shades of maroon and brown.

## Attitudes and Beliefs

Svirfneblin are content folk who enjoy hard work and love seeing the results of their strenuous labor. Their close-knit community is central to their lives and an intrinsic part of their values; they maintain their discipline and will as long as their work serves the greater good. They believe in shared sacrifice for the survival of the community. Individual needs are rarely counted, a trait that leads svirfneblin to omit words such as "I" and "my" from their vocabulary even among family. These words are foreign to their life experiences, and it takes them time to learn that other creatures single out one person as distinct from the people as a whole.

Religion has an important place in deep gnome society. Svirfneblin spend much time and preparation honoring the various gods they serve, and religious duties go to only the most respected and trusted among the clan. The most prominent svirfneblin religious figure is Callarduran Smoothhands, the Master

*A svirfneblin warlock leads a band of miners in a battle to protect their home*

CRAIG J SPEARING

of Stone. Outsiders, and many svirfneblin priests, believe Callarduran to be an exarch of Moradin, especially in the world of Abeir-Toril. Most dwarves hold him to be a mask Moradin wears when speaking with the deep gnomes. Svirfneblin legends tell that after the Dawn War, Callarduran gave the first free svirfneblin the resources they needed to live underground, and that he set prized stones deep within the rock. Clerics of Callarduran often have the ability to summon and befriend elementals.

A small number of svirfneblin revere Torog, the King that Crawls. These worshipers can't live within a normal svirfneblin community. They either band together to form their own settlements far away from the others or join up with darker creatures of the Underdark, betraying their kin.

## Svirfneblin History

Gnomes can be careless about historical documentation. Rather than put down records in stone or on paper, they pass down their tales by word of mouth.

It is known that svirfneblin lived among the other gnomes when all were still imprisoned by the fomorians. When the gnomes escaped their fetters, most of them traveled to the surface. The svirfneblin instead went deeper underground, away from the fomorian realms but still within the Night Below.

Most svirfneblin tales remain secret, repeated only among the clan. The few stories they tell to other people make the svirfneblin people look cordial and helpful.

### SVIRFNEBLIN SPEECH

For an example of how svirfneblin speech patterns differ, imagine a surface dweller going to the market to buy a tool. That person might say, "I would like to purchase a hammer from you." A svirfneblin might instead say "*We* would like to purchase a hammer from you."

You can adopt this sort of dialogue when you play a svirfneblin, but keep in mind that it might be confusing at first (both in the world and at the game table). If your svirfneblin has been away from home for an extended time, he or she might have started speaking more like a surface-dweller.

## Svirfneblin Society

Svirfneblin communities are organized into clans and are located exclusively in subterranean settlements deep within the Underdark. Specialized engineers constantly seek out large caverns that can sustain the clan's population growth and societal needs, as well as the evolving nature of their environment. When a town is first settled, the leaders claim the more stable areas of the cavern and build complexes out of stalagmites located within. Remaining members of the clan choose the location of their home in order of priority, based on many factors such position, lineage, and wealth.

Of all the treasure that the svirfneblin gather, they cherish their children the most. Many families include four or more children, and rarely fewer than two. Repopulation is so important to the deep gnomes that the largest families often earn rewards and benefits. The parents of six or more children are rarely impoverished.

The majority of male svirfneblin work in their community's mining operations. Those who do not are either physically disabled or are part of the political and religious structure of the community. Even those who are not capable of helping in the mines find jobs processing raw material as it returns, or operating businesses that help support the town. Female svirfneblin are the masters of the domicile and venerated for their hard work. Their ability to manage a household, raise children, and keep the miners of their family healthy makes them the cornerstone of svirfneblin life—a concept not lost on the ruling family of any given clan.

Governance of a deep gnome settlement varies depending on the clan. Some towns operate on a purely democratic principle, giving an equal voice to all in the community. Others form committees that manage the overall direction of the clan and are empowered to make decisions on the town's behalf. The most common form stays close to the communal beliefs on which the race was founded. Both a king and a queen rule these svirfneblin towns, each holding the position for life. The king oversees mining operations, while the queen manages infrastructure. Though each takes pride in friendly competition between the sexes, both are ultimately responsible for the community's defense.

## Svirfneblin Adventurers

Few svirfneblin travel outside the safety of the community. The race has grown to know strength in numbers, and for this reason alone individuals have a hard time breaking free. Those enterprising souls who yearn for adventure succeed in overcoming this fear, but do so with some remorse and regret.

Svirfneblin keep these feelings to themselves: To reveal them might weaken the bonds of the group. A svirfneblin away from home constantly longs to go back underground and would rather explore an unfamiliar dungeon than travel through a forest or surface city.

**Druid** Svirfneblin feel a natural connection to the world around them and many hear the call of the wild even in the Underdark. Many svirfneblin druids operate subterranean farms to train beasts of burden for daily tasks. Some also specialize in knowledge of unique terrain found only in the Underdark. The rulers of deep gnome city-states use this information when directing the expansion of their communities.

**Cleric** Priests in svirfneblin communities teach that Callarduran Smoothhands gave svirfneblin the tools to thrive in the Underdark. Their teachings and magic are practical rather than flashy. An adventuring cleric prepares meticulously for battle and travel, always carrying his or her own weight so as not to force the burden of upkeep and defense on others. In a group of explorers, a svirfneblin cleric puts an emphasis first on cooperation, settling disputes and making sure the others communicate effectively.

**Ranger** Svirfneblin rangers are some of the best in the Underdark. They spend a great deal of time away from the cherished comforts of their homes to hunt, fish, and scout. The strongest deep gnome communities are protected by hundreds of rangers, who are responsible for detecting and responding to incoming threats before they arrive.

**Warden** Wardens are the core of a svirfneblin militia. They are stalwart guardians of their kin and trusted defenders of home and hearth. Having a unique relationship with primal forces of earth and stone, svirfneblin wardens are indomitable adversaries.

## Roleplaying a Svirfneblin

When creating a svirfneblin adventurer, here are a few points to consider.

**You are a team player.** Whenever a problem arises, you always advocate for everyone to be involved in the solution. You are eager to contribute your skills and knowledge to the discussion.

**Strength in numbers.** An individual svirfneblin never confronts a physical threat alone unless forced. You understand the intrinsic value of a coordinated group attack against a superior challenge. You can help the team find the best way to tactically take down an opponent using all the resources available.

**You know the depths better than anyone.** You know your way around the Underdark. You might

*Svirfneblin communities are well hidden and tightly knit*

NOAH BRADLEY

not like that fact, but it is true nonetheless. Travelers, adventurers, and other Underdark denizens seek you out for your expertise. Even if you don't know the exact path, you know the ever-changing landscape of the Underdark. It is a living entity to you, and you understand how it lives, breathes, and operates.

**Thanks for noticing.** You go about your life with pride in your people, your lineage, and your capabilities, but you can't shake the feeling that you aren't quite good enough. Having deserted or been forced to leave your community and clan, no longer having a designated place in a social order, you might sense that you've lost your purpose. This feeling might lead you to apologize for simple errors or go beyond the call of duty to prove yourself. The simplest compliment could mean the world to you.

**Svirfneblin Characteristics:** Proud, meek, lonely, curious, solemn, dour, cynical

**Svirfneblin Male Names:** Ashcoffer, Belwar, Boonler, Molgar, Sachelhoffen, Tassen, Victorbuff

**Svirfneblin Female Names:** Anselway, Dollidor, Fansel, Gretzlynn, Juile, Polliwopple, Wailee

**Svirfneblin Clan Names:** Dallydans, Jokulhaups, Mallywagers, Peppleponds

## Svirfneblin Feats

The harsh life svirfneblin lead makes them tougher and more in tune with the forces of nature that shape the walls around them. Deep gnomes might not make many friends outside their settlements, but they know how to endure and survive without help.

### Crew Savvy

As a member of a mining crew, you learned how to use teamwork when delving.

**Prerequisite:** Svirfneblin, training in Athletics

**Benefit:** You gain a +3 feat bonus to Athletics checks to climb. In addition, whenever you make a Dungeoneering check or an Athletics check to climb, one ally adjacent to you gains a +2 feat bonus the next time he or she makes the same sort of check before the end of your next turn.

### Deep Durability

The primal spirits of earth and stone recognize you as their protector, and they shield you.

**Prerequisite:** Svirfneblin, warden, *stone camouflage* racial power

**Benefit:** When you use *stone camouflage*, you gain 3 additional temporary hit points for each enemy marked by you. The additional temporary hit points per enemy increase to 5 at 11th level and 7 at 21st level.

### Deepstone Blessing

Since svirfneblin first learn to heal their own kin, their prayers confer distinct blessings. Anyone healed by a svirfneblin prayer feels his or her skin toughen and turn stony for a brief time.

**Prerequisite:** Svirfneblin, cleric, *healing word* power

**Benefit:** When you use *healing word*, the target also gains temporary hit points equal to your Constitution modifier.

### Fade to Gray

The gnomes who live above have a stronger affinity for illusion than svirfneblin do. You're one of the few deep gnomes with a greater connection to such magic than to the magic of stone and earth.

**Prerequisite:** Svirfneblin, *stone camouflage* racial power

**Benefit:** When an attack hits you while you have partial concealment from *stone camouflage*, you can become invisible until the end of your next turn or until you attack.

## Svirfneblin Utility Powers

Ancient connections made by the svirfneblin's ancestors give them the ability to draw on the magic of stone. The spirits of rock and earth found only cruel and evil beings in the reaches of the Underdark, until they met the deep gnomes—the first creatures who wanted to preserve the tunnels. Even though they mine and carve their settlements in the living rock, svirfneblin don't engage in wanton destruction or rituals that corrupt nature.

Each svirfneblin learns some different part of this ancient magic based on his or her role in society. It serves more as tradecraft than a magical tradition or school. As with svirfneblin history, no written record exists of how to obtain these powers: The teaching are passed down through storytelling.

When your svirfneblin character gains a class utility power after 1st level, you can forgo taking a power granted to you by your class. Instead, you gain a svirfneblin utility power of the same level or lower.

### Ring of Rubble

Svirfneblin guards contain themselves and their foes within ramparts of broken rock to keep enemies from escaping without a fight.

**Ring of Rubble** — Svirfneblin Utility 2

*You stamp your foot, and the earth around you ripples and furrows.*

**Daily ✦ Zone**
**Minor Action** — **Close** burst 2
**Effect:** The outermost squares in the burst become a zone of difficult terrain for creatures that lack earth walk. The zone lasts until the end of the encounter.

### Words from the Deep

The rules of svirfneblin society reinforce the community to such a degree that little politicking is needed. Svirfneblin know to do what's best for the community. Translating the ways of the isolated Underdark settlements can be difficult when dealing with surface dwellers, but sometimes a svirfneblin can make the connection.

**Words from the Deep** — Svirfneblin Utility 2

*You call on your experience with the people of your deep home to be outgoing in the presence of other people.*

**Encounter**
**Free Action** — **Personal**
**Trigger:** You would make a Diplomacy check or a Streetwise check.
**Effect:** You make a Dungeoneering check in place of the Diplomacy check or Streetwise check.

### Deep Senses

Stone might seem to be immobile and inert, but the svirfneblin understand that even the great caves shake when trod upon. By attuning your senses to pick up these vibrations, you can detect the presence of other creatures.

**Deep Senses** — Svirfneblin Utility 6

*You extend your mind into the stone, and you feel it shift and reverberate with the motion of your enemies.*

**Daily**
**Minor Action** — **Personal**
**Effect:** You gain tremorsense 5 until the end of the encounter. Once per round, you can spend a minor action to increase the radius of the tremorsense by 1 (to a maximum of 10).

### Stony Disappearance

Your race has a natural ability to blend in with your surroundings underground, as reflected in your *stone camouflage* racial feature. Harnessing a more potent version of this magic makes you even harder to find. Successful svirfneblin scouts master this power.

**Stony Disappearance** — Svirfneblin Utility 6

*You tap into your natural magical abilities and use them to blend in with your surroundings perfectly.*

**Encounter ✦ Illusion**
**Minor Action** — **Personal**
**Effect:** You become invisible until the end of your next turn or until you attack.

## Stony Durability

You have a boon of the earth that strengthens your ties to rock and stone. Most svirfneblin can make their flesh a bit tougher, but you can turn your skin hard as rock. Many of the guards who protect svirfneblin communities possess this power.

**Stony Durability** — Svirfneblin Utility 6

*A thick barrier of stone covers your skin, deflecting blows of all kinds.*

**Daily**
**Minor Action** — **Personal**
**Effect:** You gain resist 5 to all damage until the end of the encounter.

## Crystal Shield

Svirfneblin artisans keep well hidden the secret of crafting with crystal. Such creations don't last as long as those of rock or metal, but they serve certain purposes very well. The *crystal shield* was created as an emergency measure for soldiers who needed to be able to move unencumbered but sometimes required extra protection in battle.

**Crystal Shield** — Svirfneblin Utility 10

*You throw a handful of crystal powder in the air, and it forms a protective barrier of clear crystal.*

**Daily ✦ Conjuration**
**Minor Action** — **Personal**
**Effect:** You conjure a shield of crystal that surrounds you and moves with you. The shield has hit points equal to your healing surge value, and it lasts until the end of the encounter or until it is reduced to 0 hit points.

While the shield remains, you gain a +2 power bonus to AC and Reflex. When an attack hits your AC or Reflex, you can use the shield as a free action to absorb some or all of the damage. You still take all other effects from the attack, as well as any damage that exceeds the shield's hit points.

## Summon Earth-Friend

Similar to earth elementals, the minuscule earth-friends dwell in Underdark caverns rich with mineral deposits. Veins of certain metals trap earth-friends, and sometimes svirfneblin miners free the little creatures. A single earth-friend might serve a svirfneblin family for generations. As long as it is left to its own devices most of the time, the creature allows itself to be summoned as a scout.

**Summon Earth-Friend** — Svirfneblin Utility 10

*You call on an ancient friend of your people to assist you in scouting the dungeon.*

**Daily ✦ Elemental, Summoning**
**Minor Action** — **Ranged** 5
**Effect:** You summon a Tiny earth-friend in an unoccupied space within range. The earth-friend is an ally to you and your allies.

The earth-friend lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in the earth-friend's description. You don't need line of sight to the earth-friend to command it. When you command the earth-friend, you and the creature share knowledge, but not senses.

When the earth-friend makes a check, you make the roll using your game statistics, not including temporary bonuses or penalties.

The earth-friend lasts until it drops below 1 hit point, at which point you lose a healing surge (or hit points equal to your healing surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

**Earth-Friend** — **Level 10 Summoned Creature**
Tiny elemental magical beast (earth)

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the earth-friend if an effect allows it to spend one
**Defenses** your defenses - 2, not including any temporary bonuses or penalties
**Speed** 5, burrow 5 — Tremorsense 5

**Earth Glide**
The earth-friend can pass through earth and rock as if it were phasing.

**Nonthreatening**
The earth-friend cannot flank.

**Standard Action** (teleportation) ✦ **At-Will**
*Effect:* The earth-friend teleports to a square adjacent to you, without needing line of sight.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The guardian walks, shifts, runs, stands up, squeezes, or crawls.

## Walk through Stone

Most people can't see how all stone belongs to one family. Svirfneblin know that ancient paths connect the rock, and their explorers learn to walk these paths.

**Walk through Stone** — Svirfneblin Utility 10

*You step into the stone and emerge from the stone, walking through pathways older than the world itself.*

**Encounter ✦ Teleportation**
**Move Action** — **Personal**
**Requirement:** You must be on a stone surface or adjacent to blocking terrain made of stone.
**Effect:** You teleport up to 10 squares. You don't need line of sight to the destination space, but you must end the movement on a stone surface or adjacent to blocking terrain made of stone.

# Dungeon-Themed Powers

Your character's class, theme, and other background information probably say much about why he or she braves the depths (or intends to). The following sections discuss different ways for players to put a sharper focus on why their characters do what they do. Each section is about a type of people or an organization and elaborates on or is connected loosely to one of the themes presented earlier in this chapter. For example, the Deep Guides is an organization of Underdark explorers that works well with the deep delver theme.

Each of the entries that follows includes a number of attack powers for certain classes. Each entry also includes skill powers associated with useful subterranean exploration skills. You can choose these powers to flesh out a character with an associated theme, but anyone who wants to explore under the earth can benefit from them.

## Gaining and Using Skill Powers

Skill powers, which first appeared in *Player's Handbook 3*, present an alternative to class utility powers. You can gain and use only the skill powers associated with your trained skills. Whenever you reach a level that grants you a utility power from your class, you can choose a skill power in place of a class power. The skill power you choose must be of the same level as or lower in level than the class power you would have gained.

You can use retraining to replace a class power with a skill power and vice versa, as long as the new power is of the same level as or lower in level than the replaced power.

You cannot replace a utility power from a paragon path or an epic destiny with a skill power.

WAYNE ENGLAND

**CLASS POWERS**

| Class and Level | Power | Page |
|---|---|---|
| Artificer 7 | Armor of darkness | 65 |
| Assassin 7 | Blinding menace | 53 |
| Barbarian 7 | Crushing charge | 70 |
| Bard 3 | Ballad of the zombie king | 68 |
| Battlemind 15 | Living shard | 60 |
| Cleric 1 | Horde of spiders | 68 |
| Druid 9 | Writhing earth | 56 |
| Fighter 9 | Pitiless grapple | 70 |
| Invoker 7 | Admonition of Oghma | 63 |
| Paladin 9 | Dispel the darkness | 53 |
| Psion 13 | Telepathic wail | 60 |
| Ranger 5 | Blinding assault | 54 |
| Ranger 5 | Rattle the senses | 56 |
| Rogue 3 | Startling offensive | 66 |
| Rogue 7 | Tight squeeze | 57 |
| Rogue 13 | Killing shadow | 54 |
| Runepriest 9 | Rune of divine providence | 63 |
| Seeker 13 | Short shot onslaught | 63 |
| Shaman 5 | Ancient progenitor spirit | 63 |
| Sorcerer 3 | Stormy emotions | 68 |
| Warden 7 | Expulsion | 57 |
| Warden 13 | Pulverizing impact | 70 |
| Warlock 9 | Command insanity | 60 |
| Warlord 5 | Terrain dominance | 70 |

**SKILL POWERS**

| Skill and Level | Power | Page |
|---|---|---|
| Acrobatics 6 | Timely dodge | 64 |
| Acrobatics 10 | Familiar footing | 66 |
| Arcana 2 | Cave sight | 57 |
| Arcana 6 | Demonic bargain | 69 |
| Arcana 6 | Peer through the void | 61 |
| Athletics 6 | Crushing escape | 71 |
| Dungeoneering 2 | Stay back | 54 |
| Dungeoneering 6 | Dungeoneer's guidance | 57 |
| Dungeoneering 10 | Insane logic | 61 |
| Dungeoneering 10 | Ripples in the air | 64 |
| Endurance 10 | Enter the crucible | 71 |
| Heal 2 | Iron resurgence | 71 |
| Insight 2 | Calculated acumen | 66 |
| Insight 6 | Conceal psyche | 61 |
| Insight 16 | Despana's stratagem | 69 |
| Intimidate 6 | Scatter the cowards | 71 |
| Perception 6 | Foil ambush | 54 |
| Stealth 2 | Elude senses | 57 |
| Stealth 10 | Immersed in darkness | 54 |
| Streetwise 2 | Failed diplomacy | 66 |

# Fear of the Dark

*"This tunnel reminds me of a place my little brother and I went exploring in when we were little. Well, little for a halfling, anyway. It only took a couple of weeks for the others to find us. That's when I found out how bad rat tastes."*

—Ella, treasure hunter

Adventurers stomp through the caverns of the Underdark, spools of rope and lanterns in hand. Their boots smash patches of phosphorescent fungus, leaving a trail of black footprints. Suddenly rocks fly out from the darkness and smash the lanterns, leaving the party bewildered and lost as grimlocks emerge from the tunnels to surround it.

A mistake often made by neophytes in the Underdark is to treat it as just another dungeon. In fact, it is a world in its own right, with its own rules. It's as wide open as the wilderness above but far less forgiving to unprepared explorers. Drow city-states and enclaves command grand caverns, kuo-toas perform obscene rituals in stinking underground seas, and savage grimlock tribes prowl the tunnels, killing and eating anything they can catch. The civilizations that gained a foothold in the depths had to adapt to the dark tunnels and twisting geography. Only then could they flourish.

No topsider can hope to survive without training in the same techniques those deep dwellers developed to battle their primary enemy: the dark. The illumination cast by a wizard's *light* cantrip only goes so far. A sunrod lasts only so long. When the last light gutters out, nothing is left to show the way or break the oppressive, endless blackness. Beyond the light's edge, all sorts of horrors lurk, waiting for that moment when darkness falls and fear grips the heart.

Veteran adventurers who have survived expeditions into the Underdark did so by adopting the tactics and survival techniques used by its denizens. Return trips to the surface are difficult and time-consuming, so such explorers must learn to negate their enemies' advantage.

## Classes and Themes

No particular class is required to deal with the darkness, although those that are best equipped to get around in difficult circumstances have advantages. Rangers and rogues can use nonvisual methods of finding their way, but anyone who can create light magically can overcome the dark in the most basic way. Assassins and paladins, by their nature, interact with darkness in radically different ways.

Deep delvers must often make their way through the blackness, so this theme is a natural fit. Escaped thralls, who have dwelt long in haunted depths, might have uncanny senses or psionic abilities to help in this hostile environment. Underdark outcasts, forced to survive along in the unforgiving dark, are also well suited to this suite of powers.

## Attack Powers

Underdark peoples use the darkness to their advantage when they ambush unsuspecting travelers, snuffing out their light sources and ripping them to pieces while they can't see. These monsters expect surface dwellers to be easy pickings, and anyone who can overcome their foes' advantages can turn the tables.

### Blinding Menace

The biggest obstacles assassins face in eliminating their enemies are the other foes standing between them and their targets. *Blinding menace* originated with drow assassins who use this hex and similar powers to make surgical strikes against enemy leaders and thus cause confusion among their foes.

**Blinding Menace** — **Assassin Attack 7**

*Cloaking yourself in nightmare, you hide from any creature that might interfere with your attack against your foe.*

**Encounter ✦ Illusion, Implement, Psychic, Shadow**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Dexterity vs. Will
**Hit:** 2d10 + Dexterity modifier psychic damage.
**Effect:** Until the end of your next turn or until you attack, you are invisible to all enemies other than the target, including those that have blindsight or tremorsense.

### Dispel the Darkness

Legends about drow, derro, and other Underdark peoples suggest they cannot abide the light, so accustomed are they to the dark. *Dispel the darkness* gives truth to the legend by dazzling enemies with wholesome light. By stripping enemies of their ability to see in the dark, you take away one of their strongest advantages.

**Dispel the Darkness** — **Paladin Attack 9**

*Brilliant light flows through your weapon and fills your surroundings with purifying radiance.*

**Daily ✦ Aura, Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier radiant damage.
**Miss:** Half damage.
**Effect:** You activate an aura 3 that lasts until the end of the encounter. The aura is brightly lit. Any creature that starts its turn in the aura cannot benefit from any concealment until the start of its next turn.

### Blinding Assault

The blind grimlocks navigate the Underdark's tunnels with other senses. Keen hearing, sense of smell, and instinct help them make their way. When they attack, therefore, they do so under cover of darkness, hoping to prey on disoriented enemies. *Blinding assault* takes its cue from the grimlocks, taking down the enemy while it struggles to find you.

**Blinding Assault** — Ranger Attack 5

*Delivering a wicked strike, you momentarily rob your opponent of sight and then take advantage of its fumbling.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength (melee) or Dexterity (ranged) vs. AC
**Hit:** 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (ranged), and the target is blinded and cannot shift (save ends both). Until this effect ends, you can shift 1 square as a free action whenever the target misses with an attack.
**Miss:** Half damage, and the target takes a –2 penalty to attack rolls (save ends).

## Killing Shadow

No race fights in the Underdark quite like the drow. Raiders spring up from hidden positions, attack, and then duck away. Emulating these tactics, *killing shadow* helps you make the most of your superior positioning and reach a new spot before your enemy can react.

**Killing Shadow** — Rogue Attack 13

*Springing out from hiding, you deliver a swift attack and move away before your enemy can figure out what just happened.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature from which you are hidden
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Effect:** The attack doesn't cause you to stop being hidden, and you can move up to your speed as a free action.

### IMPROVISING A LIGHT

Absent a light source, the Underdark seems pitch black. Veteran delvers, however, know light is not impossible to find. Luminescent fungi, crystals, slimes, and other materials can be used as light sources if you can find them.

At the DM's discretion, characters trained in Dungeoneering can search for appropriate materials underground during a short or an extended rest, making a Dungeoneering check against a hard DC of the character's level. On a success, the character creates a light source that sheds dim light out to 10 squares and lasts for two hours. On a failure, the character finds no usable materials and cannot attempt again within the same general area until after his or her next extended rest.

# Skill Powers

When the lights go out, you need specialized ways to find your way around. Training in the Perception skill lets you learn some of these techniques as well as improve your nonvisual senses. You also should have training in Dungeoneering to forage in the Underdark, as well as to use some skill powers that negate the disadvantages of darkness.

Stealth is a useful choice for scouting if you have darkvision, enabling you to avoid detection even by enemies that are likewise unimpeded by the dark.

## Stay Back

When you use *stay back*, you magnify a light source until it becomes uncomfortable to enemies accustomed to darkness. The stronger the light source, the greater the power's effect becomes.

**Stay Back** — Dungeoneering Utility 2

*You sweep your torch or lantern around you to dazzle enemies accustomed to total darkness.*

**Encounter**
**Minor Action** **Personal**
**Requirement:** You must be carrying a light source.
**Effect:** Until the end of your next turn, enemies in the squares illuminated by the light source you are carrying take a –2 penalty to attack rolls.

## Foil Ambush

Surface races rarely make much headway into the Underdark since the denizens know how to exploit their environment to get the drop on intruders. You have studied their tactics.

**Foil Ambush** — Perception Utility 6

*Something out of place alerts you to imminent danger, letting you foil an enemy's ambush.*

**Daily**
**No Action** **Personal**
**Trigger:** You are surprised while conscious.
**Effect:** You are not surprised, and you are aware of the location of any enemy within 10 squares of you that is hidden. You then shift up to half your speed as a free action.

## Immersed in Darkness

Shadows offer little concealment from those able to see in darkness. No matter how well you think you have hidden, such creatures can find you at a glance. This power is an advanced hiding technique that lets you almost merge with shadows to elude even the sharpest eye.

**Immersed in Darkness** — Stealth Utility 10

*You know how to use shadows to stay concealed even from creatures that can see in the dark.*

**Encounter**
**Minor Action** **Personal**
**Requirement:** You must be in dim light or darkness.
**Effect:** You become invisible until the start of your next turn, until you attack, or until you enter bright light.

# Secrets of the Deep Guides

*"This is a bottomless pit, my friends: two miles straight down. Hang on tight, and stick close to me."*

—Karl, deep delver

The foremost explorers of the Underdark's countless caverns, the loose organization called the Deep Guides is made up of peerless delvers. These talented survivalists, scouts, cartographers, and navigators range throughout the depths, ensuring open lanes of travel. Motivated by both a desire for exploration and the patronage of wealthy merchants, these trailblazers of the Underdark bring civilization into the Night Below.

## History

The Deep Guides began with an unlikely friendship that developed over forty years ago. Two rival adventurers, the human Jasyn of Therund and the dwarf Marholt Arlestone, found themselves trapped in the Underdark in the aftermath of an expedition gone bad. For years the two had competed to find the legendary ruby of Sereth Van, and both arrived at the gem's location serendipitously. The treasure hunters, however, didn't plan for a nest of purple worms surrounding the ruby, and they were driven back into the tunnels. Each blamed the other for their mutual failure, and they lost the path during their bickering. Just as they realized their predicament, a violent quake trapped them in a hitherto unknown region of the Underdark.

Forced to rely on each other for survival, Marholt and Jasyn set aside their differences and, after a four-month trek, found refuge. They emerged in a huge lava tube that held a river teeming with subterranean life. When they finally reached the surface, Jasyn realized that the two were in the immense Dawnforge mountain range, an imposing barrier to trade for the many realms nearby. The two, now fast friends and keen for any opportunity to amass wealth, came up with the same idea: They could use the underground river to bypass the Dawnforges, opening up new trade routes and earning a fortune. The Deep Guides organization was born.

Jasyn and Marholt approached local lords and merchants, and they obtained supplies and resources to map the river way beneath the mountains. Marholt gained support from nearby dwarf chiefs as well, and the Deep Guides soon grew to boast dozens of members throughout the surrounding regions. Trade, community, and travel between nations swelled, making the Deep Guides' founders rich enough to become lords themselves.

## The Schism

As the years passed, Marholt and Jasyn eventually withdrew from active leadership of the Guides to live in comfort in their home cities. Old age finally took Jasyn, who succumbed to illness and died in bed. Marholt, with some years left thanks to his dwarven vitality, grieved for his friend but was determined not to leave the world in the same way. He had one more journey to make. The founding Deep Guide gathered his pickaxe, ropes, and torches, and descended alone into the resting place of the ruby of Sereth Van. He never returned.

Both Jasyn and Marholt had many sons and daughters, whose petty squabbles over inheritance jeopardized the fate of the Deep Guides. Political allegiances, racial bias, and unabashed greed broke the organization into several independent factions, sometimes hostile to one another, and each with its own motives and methods.

## The Deep Guides Today

Little consensus exists today among the bickering factions of Deep Guides. Each claims to be pursuing the original intention of the organization: exploring and mapping the Underdark. However, their motives vary wildly. No company of Deep Guides is evil, but the groups' mutual resentment prevents them from cooperating as the organization did in early days. The bitterness between Jasyn's and Marholt's children doesn't usually affect individual guides, who spend most of their time in the Underdark on missions. Confrontations between rival companies have become tense and even violent on occasion, however.

Each company of Deep Guides operates independently, making alliances with caravan masters, lords, and travelers at its own discretion. Each has a different leadership style and its own priorities, though most members are still explorers at heart. Some companies are run like mercantile enterprises, while others are relaxed with a rugged feel, like the camaraderie of a hunting lodge. Each has a similar organization. Typically, the company's leaders negotiate contracts, providing equipment and recruiting laborers as needed to its members. A typical task can range from clearing out a nest of monsters to mapping a newly opened tunnel; after its completion, the guide receives payment.

The explorers of the Deep Guides are an adventurous lot concerned mostly with discovery and excitement. They leave the politics to those who stay behind at headquarters or on the surface. Individual guides are allowed to operate independently, as long as they give the company's leaders a portion of earnings under the Deep Guides name.

## Joining the Deep Guides

As a member of the Deep Guides, you are among the world's premier underground explorers. Before you decide to join up, though, be aware that you'll be sent deep into uncharted territory where you are prey for any number of Underdark monsters.

If you're daring enough to make the commitment, you can expect journeys that make surface explorers weak in the knees. You have the support of other guides, who can provide you with refuge, equipment, and sometimes information to aid you in your delves. The Deep Guides don't accept just anyone, though—you need to prove that you have what it takes to survive in the depths.

## Classes and Themes

Your choice of class goes a long way in determining your role as one of the Deep Guides. The majority of members are rangers, since that class enjoys a useful variety of skills and has the combat prowess needed to survive underground. Rangers excel at exploration, being self-reliant in areas without established roads or reliable sustenance. Rogues are also common, since they are experts at negotiating treacherous terrain and hazards. They are often assigned to disable traps in the path of caravans, or to set some of their own to clear out skulking monsters.

More combat-oriented classes, such as wardens, are always welcome in any company of Deep Guides. Their strength and toughness are invaluable when clearing a lair of monsters or guarding vulnerable caravans and travelers.

Druids, despite their aboveground inclinations, bring much to the Deep Guides. The druids' *wild shape* power lets them move through caverns in the form of native beasts, and those who have training in both Perception and Dungeoneering are as valuable below ground as they are on the surface.

The deep delver theme is a natural choice for your Deep Guides character. It gives you an edge when exploring subterranean environments that could mean the difference between life and death. The Underdark envoy is a good fit as well.

Even without those themes, training in Athletics is helpful for the rigorous physical demands needed to move through the wild places of the Underdark. Since many of the Deep Guides' expeditions bring you into contact with cultures of the Underdark, don't forget Diplomacy.

## Attack Powers

Conventional battle tactics and abilities don't always work in the Underdark. Cramped fighting conditions, limited line of sight, and monsters adapted to that environment can deny victory even to experienced adventurers. Members of the Deep Guides bring their knowledge of subterranean survival to combat as well as exploration. They can turn the tables on dungeon-dwelling foes, using the Underdark's terrain as a weapon or denying subterranean creatures their natural advantages, to give cave-dwelling beasties a nasty surprise.

### Writhing Earth

A constant challenge to battling underground is contending with the rugged terrain that is ubiquitous in caverns. Deep Guides who speak the primal language of earth and rock can sweep this terrain aside using *writhing earth*, sending a blast of rubble into their foes while clearing a path for themselves.

**Writhing Earth** — **Druid Attack 9**

*The earth groans all around, constantly creating and dissolving debris to block your enemies and smooth paths for your allies.*

**Daily ✦ Implement, Primal, Zone**
**Standard Action** **Close** blast 5
**Target:** Each creature in the blast
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier damage, and the target falls prone.
**Miss:** Half damage.
**Effect:** The blast creates a zone of difficult terrain for your enemies. The zone lasts until the end of the encounter.

### Rattle the Senses

The most dangerous enemies of the Underdark are able to detect you without light, and in some cases even without eyes! Through preternatural hearing, echolocation, or even detecting vibrations in the ground, these enemies can feel you coming, but *rattle the senses* denies them this natural advantage.

**Rattle the Senses** — **Ranger Attack 5**

*A precise strike makes your enemy reel in disorientation, robbing it of its ability to use its specialized senses.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength (melee) or Dexterity (ranged) vs. AC
**Hit:** 2[W] + Strength modifier damage (melee) or Dexterity modifier damage (ranged), and the target is dazed (save ends).
**Miss:** Half damage.
**Effect:** The target loses blindsight and tremorsense until the end of your next turn.

## Tight Squeeze

The narrow spaces in many caves can be the downfall of some heroes. Even skilled warriors, trapped in a corner with no room to maneuver or swing a weapon, are easy prey for the mandibles of an umber hulk. *Tight squeeze* lets you outmaneuver your enemies, ensuring that they're the ones trapped in cramped areas, instead of you.

**Tight Squeeze** — Rogue Attack 7

*With a daring movement, you strike your foe and trick it into a narrow space.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Special:** If you're squeezing when you use this power, you don't take the penalty to the attack roll from squeezing.
**Hit:** 2[W] + Dexterity modifier damage, and you swap places with the target if possible, forcing it to squeeze if necessary. You then shift up to half your speed.

## Expulsion

Creatures that burrow or cling to walls can be tricky to deal with. Deep Guides of the warden class use *expulsion* to keep such enemies on the dungeon floor.

**Expulsion** — Warden Attack 7

*You strike the ground and send a rolling tremor through the earth.*

**Daily ✦ Primal, Thunder, Weapon**
**Standard Action** **Close** blast 3
**Special:** You ignore blocking terrain when determining line of effect for this attack.
**Target:** Each creature in the blast
**Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier thunder damage, and the target is slowed until the end of your next turn. The target emerges to the nearest unoccupied space if it is burrowing or falls if it is climbing, and it cannot burrow or climb until the end of your next turn.

# Skill Powers

Training in the Dungeoneering skill should be a priority for your character since you'll be spending much of your time underground. Stealth and Perception are also useful choices for guides who scout into unknown places.

As well, a little bit of magical talent (represented by the Arcana skill) can give you the edge when ordinary senses fail.

## Cave Sight

Inspired by the echoing chirps of cave-dwelling creatures, spell users of the Deep Guides have developed methods of their own for mapping out caverns. Using *cave sight*, you can get a clear vision of the dungeon's geography, as well as sense hidden passages or threats that wait beyond.

**Cave Sight** — Arcana Utility 2

*You close your eyes, projecting arcane awareness to give you a mental picture of the cavern ahead.*

**Daily**
**Minor Action** **Close** burst 20
**Effect:** You learn the general layout of terrain features in the burst. You cannot sense through solid objects, such as cave walls, but you do sense around corners and into narrow gaps. Additionally, you can make a Perception check to detect hidden creatures, objects, and traps as though you were within 10 squares of them.

## Dungeoneer's Guidance

The best Underdark guides always keep an eye on their companions, intervening before missteps or accidents send the party tumbling into a bottomless pit or into the jaws of a waiting monster.

**Dungeoneer's Guidance** — Dungeoneering Utility 6

*Your survival skills step in to support an ally.*

**Encounter**
**Immediate Interrupt** **Personal**
**Trigger:** An ally you can see and who can hear you makes an Acrobatics, Athletics, Dungeoneering, Nature, or Perception check and dislikes the result.
**Effect:** Make a Dungeoneering check. The triggering ally can use the result of your check in place of his or her own result.

## Elude Senses

For most, no amount of sneaking can foil the keen senses of beasts native to subterranean environments. The Deep Guides, however, developed *elude senses* to ensure that creatures relying on senses other than normal sight cannot detect them.

**Elude Senses** — Stealth Utility 2

*You slip past the notice of creatures that have adapted to life underground.*

**Encounter**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, creatures can't use darkvision, blindsight, or tremorsense to detect you. You can be detected with other senses as normal.

# Shadow of the Ziggurat

*"I must confess these caverns fill me with dread. They feel different from the corridors before . . . familiar in a way I can't understand."*

—Mord, escaped thrall

Something disturbs the oily surface of the Dark Lake. Ripples spread slowly, washing against the eight sides of the enigmatic structure that rises sheer from the fathomless depths, its black stones brooding in oppressive silence. The surface of the lake breaks, revealing for a moment a shape not meant for mortal eyes before it slips again beneath the stygian waters.

## Growing Madness

The Dark Lake Ziggurat (*Underdark*, page 42) is a place of terrible import. An artifact created by entities from the Far Realm, it exudes an alien unwholesomeness. Heroes of the sane world point to the dreadful structure when rallying forces against the aberrations of the depths.

Yet the ziggurat is but one of many such places in the Underdark that spread evil to the world above. In recent years the traffic to these insane locales has increased, pointing to the growing influence of the Far Realm. Individuals affected by this horrid presence are being drawn to the dungeons and caverns of the Underdark. The weak-willed never return; the strong triumph over madness.

## Insane Masters

Aberrant creatures are the true lords of the Underdark, more so then even the drow. The dark elves possess a culture and history that the surface races can comprehend, but aberrations are inscrutable. They seem intent on dominating all life, though scholars can only speculate on their true nature and motives.

Aboleths, beholders, and mind flayers are the best known of these monsters, but the weird darkness holds numerous others. Their presence portends dire things to come as the Far Realm slowly uncoils its tentacles across the world. More and more incidents on the surface are being instigated by intellects from below—sometimes subtle, sometimes catastrophic.

Few individuals realize the truth behind these malignant events. Only those who have encountered the Far Realm's corruption and survived its maddening influence understand the threat. They are compelled to explore and overcome the terrible dark, even when their instincts scream at them not to. Whether they experience very strong emotions or are acutely sensitive to psychic phenomena, they hear the Far Realm's call more clearly than others.

## Making Contact

Every adventurer in the Underdark eventually comes across the aberrant horrors lurking in its darkest corners. Such an encounter changes a person—even one with the iron will of a hero. Those most committed to defeating the corruption of the Far Realm, though, usually feel it long before they descend below the surface.

For you this influence might be subtle, something lurking in the back of your mind that made you odd or unapproachable during your youth. Did you suffer from nightmares or visions as a child? If so, how have they guided your life? Maybe you dreamed of writhing shapes in the dark and are drawn downward out of a desire to understand what you saw. You delve into dungeons not by choice, but by some impulse that you don't quite understand. Do you fear what lies below, or push on into the depths hoping to discover what awaits you?

Your experience with aberrants could be much more terrifying and personal. These creatures are notorious for enslaving mortals, dominating the mind and crushing the soul. Were you once a slave who managed to escape? You might be following an echo of your old master's voice in your mind.

### TOUCHED BY MADNESS

Anyone who has experienced the insidious horror of aberrant monsters isn't likely to be completely normal. The Far Realm's influence seeps unnoticed into the surface world, and those touched by it might not even realize their corruption. If your character suffered this experience, you can express it through roleplaying. You might portray your character as driven by ominous thoughts he or she doesn't understand. Such barely controlled madness offers a way to inject a bit of Far Realm weirdness into the game. Take care not to dominate the group, though—others want to express their characters too.

## Staying Sane

You risk more than your life when you confront aberrations. Prolonged exposure to their sickening mental contact can harm your mind as much as their tentacles rend your flesh. This damage might not be immediate; it burrows into your psyche to manifest days or weeks later. Confusion, déjà vu, nocturnal terrors, and hallucinations are all symptoms of having one's mind touched by these monsters. Those who

*The Dark Lake Ziggurat is home to a host of unimaginable aberrant monstrosities*

ADAM PAQUETTE

have been mentally dominated experience these symptoms worse than others, but simply being the target of a psychic attack can be enough to disturb your mental balance. How do you succeed in holding onto your sanity?

Fighting aberrations has affected the way you look at the world. Have you become numbed to their hideous physical forms, or does each glimpse of an aberrant creature make your skin crawl? Perhaps you developed an aversion to natural things, such as insects or worms, that remind you of them. Peering into the maw of the Far Realm might eat away at your moral or religious sense, making you nihilistic or withdrawn.

The greatest weapon of the Far Realm is its assault on intellect; the more you know about it, the more susceptible you are to its horrors. Characters who deal with aberrations at sword point don't concern themselves with understanding their foes. Scholarly characters who probe into reality-bending paradoxes open themselves up to the Far Realm's madness, obsessed with things no mortal mind is capable of understanding.

## Classes and Themes

Not all classes are equally suited to wandering the depths, and fewer still to combating aberrations. Those who use the psionic power source are the most likely to seek out and engage aberrant foes, being highly sensitive to psychic energy since the shattering of the Living Gate. Such characters are naturally drawn to dungeons stained by the Far Realm's influence. Although their psionic powers can be potent weapons, they are also easily corrupted by aberrant foes. In the quest to learn more about mental horrors, many a battlemind or psion has opened one door too many, only to find a monster of nightmare waiting for them.

Arcane dungeoneering characters are often drawn to the lairs of Far Realm monsters, usually out of a desire for knowledge and power. Some pursue aberrations to discover ancient lore connected to their origins, or to acquire forbidden secrets that no sane master would teach; warlocks in particular might be brazen enough to try to control them.

Since many aberrations rely on psychic manipulation, themes that enhance Will are best suited to this area of lore. The escaped thrall theme is ideal for such a background; alternatively, a bloodsworn character might be seeking vengeance against an aberrant mastermind that attacked his or her family or community.

## Attack Powers

Adventurers who face aberrant creatures too often end up devoured, enslaved, or driven mad. Those

who survive such encounters have developed effective methods to defeat them. Such techniques exploit aberrant creatures' psychic abilities or use specialized magic to burn away their otherworldly flesh.

## Living Shard

In the dim epochs of history, the Living Gate held back the terrors of the Far Realm. Though the gate has long since been shattered, *living shard* enables you to manifest a tiny fragment of the gate's energy. This shard overwhelms the minds of your enemies and disintegrates the bodies of aberrations.

**Living Shard** — **Battlemind Attack 15**

*Your strike embeds a crystalline fragment in your enemy's flesh, overwhelming it with psionic energy channeled from the Living Gate.*

**Daily ✦ Psionic, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier damage, and the target is dazed and gains vulnerable 5 psychic (save ends both).
**Miss:** Half damage, and the target gains vulnerable 5 psychic (save ends).
**Effect:** Until the vulnerability ends, the target takes 10 radiant damage whenever it uses a psychic power.

## Telepathic Wail

The aberrant creatures below rarely communicate in ways familiar to surface dwellers. Most transmit their sickening thoughts with telepathy, which makes them especially receptive to the mental activity of their prospective victims. With *telepathic wail*, you ensure that they hear your thoughts loud and clear.

**Telepathic Wail** — **Psion Attack 13**

*You project a keening psychic scream into the minds around you and rob nearby creatures of hearing.*

**At-Will ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Close** burst 2
**Target:** Each creature in the burst
**Attack:** Intelligence vs. Will
**Hit:** 1d8 + Intelligence modifier psychic damage, and the target is deafened until the end of your next turn.
**Augment 1**
**Hit:** As above, and the target loses any psychic resistance or immunity until the end of your next turn.
**Augment 4**
**Hit:** 2d8 + Intelligence modifier psychic damage, and the target is deafened and dazed until the end of your next turn. If the target deals psychic damage before the end of your next turn, it is stunned instead of dazed.

*For some, the evil of the Far Realm is never far away*

KIERAN YANNER

## Command Insanity

Though many aberrant creatures can enslave the minds of mortals, they themselves are subservient to the insane laws of the Far Realm. With *command insanity* you control its otherworldly nature.

**Command Insanity** — Warlock Attack 9

*Your eyes reflect the madness of the Far Realm, crushing your enemy's will with the overwhelming weight of insanity.*

**Daily ✦ Arcane, Charm, Implement**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Constitution or Charisma vs. Will
**Hit:** The target is dominated (save ends). If the target is aberrant, it takes a -2 penalty to saving throws against this effect.
**Aftereffect:** The target is dazed (save ends).
**Miss:** The target is dazed (save ends).

# Skill Powers

Only a fool dares face aberrants without training in Dungeoneering—especially since most such horrors make their lairs in the Underdark. Not only does this skill help you navigate and survive the depths, it can also give you vital insight into your foe. Knowing the unique strengths, vulnerabilities, and behavior of these alien beings can mean the difference between striking a victorious blow and having your brain sucked from your skull.

Sometimes an aberrant's tricks are more subtle, involving illusions. Training in Insight and Arcana are handy for distinguishing between reality and delusion.

## Peer Through the Void

Some adventurers, especially those whose minds have been touched by aberrant creatures, view the world through different eyes. By using *peer through the void* you shut off the sane part of your mind, welcoming the chaos of senses to better combat aberrant terrors.

**Peer Through the Void** — Arcana Utility 6

*You part the veil between worlds, seeing creatures from the Far Realm as they really are.*

**Encounter ✦ Arcane, Stance**
**Minor Action** **Personal**
**Effect:** You assume the peer through the void stance. Until the stance ends, you gain blindsight 3, and aberrant creatures grant combat advantage to you. You take a -2 penalty to attack rolls against creatures outside the range of your blindsight.

## Insane Logic

Though creatures from the Far Realm obey laws from a different reality, they can still be made vulnerable to worldly forces if their true nature is understood. *Insane logic* gives you that momentary flash of madness needed to face aberrant creatures on equal terms.

**Insane Logic** — Dungeoneering Utility 10

*You abandon conventions of the world's natural laws to break through an aberrant creature's defenses.*

**Encounter**
**Minor Action** **Personal**
**Effect:** Choose one aberrant creature that you can see within 5 squares of you. Make a Dungeoneering check to determine that creature's resistances and vulnerabilities. On a success, your attacks ignore the creature's resistances until the end of the encounter.

## Conceal Psyche

Those who have survived encounters with aberrant beings have instinctively learned to shield their thoughts. *Conceal psyche* protects you from psychic attacks by burying your intellect in the deepest corners of your mind.

**Conceal Psyche** — Insight Utility 6

*You hide the core of your identity deep in your subconscious.*

**Encounter**
**Minor Action** **Personal**
**Effect:** You gain a +4 power bonus to Will and a +4 power bonus to saving throws against charm and psychic effects until the end of your next turn.
**Special:** If you are dominated and a save can end the domination effect, you can expend this power at the start of your turn to make a saving throw to end that effect.

### FIGHTING THE ABERRANTS

You'll need every advantage to overcome the aberrant monsters of the Underdark. Here are some tricks the best delvers have picked up over the years.

- ✦ Items, feats, or class features that grant psychic resistance can greatly improve your odds of survival.
- ✦ Use attacks that target defenses other than Will, since many aberrations are controllers with strong mental resilience.
- ✦ Few aberrant creatures are minions, so powers that deal high damage to a single foe are more useful than close and area effects.

# Seekers of Lost Lore

*"Have you heard of the Library of Darkness and Light? Over a hundred volumes on the magic of good and evil, compiled from thirteen ancient civilizations and written in four living languages and two dead ones—and that's before we crack open the vault!"*

—Ella, treasure hunter

The forces of good and evil rise and fall like the tides of the ocean. Both sides amass strength only to lose it again, leaving a wealth of lost knowledge for future generations to discover. As time moves on, the world becomes cluttered with great tomes, talismans, relics, artifacts, and other products of these times long past.

Many explorers and adventurers, whatever their professed motivations, have some amount of greed in their hearts. They might think most often in terms of how much a recovered treasure would bring if it were sold, or turned in for a reward. For others, the potential monetary return means nothing in comparison to what can be gained from possession of the treasure. The temptation of lost lore is strong, and many search the corners of the world to dig it from its resting place. Amateur scholars from all walks of life assemble teams to quench their thirst for knowledge. Their reasons for taking up such a career are usually benign, but some have selfish and devious purposes. Seekers of lost lore meticulously research the locations and history of mighty items in libraries, temples, and other storehouses of scholarship. They spend a lot of time learning how to deal with the threats they might face. Only after assembling enough information do they set out to claim their treasure.

If the supposed location of a piece of lost lore is not a secret known only to the heroes, then more searchers might enter the fray as time moves on. Multiple groups of creatures often race to recover the same artifact, hurrying through an ancient dungeon complex to get there first. Even in a situation when the characters have no competition in the form of monsters and other enemies, every seeker of lost lore knows well that the treasure is being protected by the dungeon itself, likely through the use of hazards and traps. For all these reasons, those who quest after bygone knowledge need to be as capable and determined as they can possibly be.

## Classes and Themes

Any sort of character can be drawn to the promise of more power through knowledge, but those who specialize in ancient lore more often pursue lost relics that embody long-buried truths.

***Will this explorer succeed in grabbing the prize of lost lore, or suffer the same fate as those who came before him?***

JESPER EJSING

Perhaps understandably, the characters who gravitate toward being seekers of lost lore are predominantly users of the divine or the primal power source. Many deities (and their counterparts in the spirit world) have a special appreciation for knowledge and lore, and they engender that appreciation in their worshipers. A religious character might follow this path to suss out a legendary weapon or artifact dating back to the Dawn War, or search out an irredeemably evil object to destroy it.

Characters with the treasure hunter theme often also consider themselves seekers of lost lore, since those characters already specialize in seeking out great artifacts (most of which also happen to be worth a lot of gold).

## Attack Powers

Adventurers who have taken on the life of a seeker of lost lore must be clever and able to adapt to any situation, because they are liable to be competing against many others—not just rival adventurers, but great entities that would do anything to acquire the object of their search.

### Admonition of Oghma

Seekers of lost lore can be consumed by their work. They spend most of their waking hours entranced in the study of the items they seek, possibly due to a residual property of the magic that binds the items to ensure they are never forgotten. The god of knowledge opens a conduit to such seekers, compelling them to go out and retrieve the items rather than remain forever studying, with timely warnings to protect them during their travels.

**Admonition of Oghma** Invoker Attack 7

*A split-second view of the future flashes before you, revealing a threat to come.*

**Encounter ✦ Divine, Implement**
**Immediate Reaction** **Ranged** 5
**Trigger:** An enemy ends its turn within 5 squares of you.
**Target:** The triggering enemy
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier damage, and the target is slowed until the end of its next turn.

### Rune of Divine Providence

During the Dawn War, each god created a unique icon of divine power to serve his or her purposes. Many of these were shattered or lost during the clash, and after it had ended, the gods sought their restoration. Runepriests are natural seekers of lost artifacts, envoys of the gods sent to recover their ancient relics, and benefit from their patrons' protection.

**Rune of Divine Providence** Runepriest Attack 9

*You strike your enemy and call upon your god to wrap you and your allies in divine supremacy.*

**Daily ✦ Aura, Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Effect:** You activate an aura 1 that lasts until the end of your next turn. While in the aura, your allies gain a +2 power bonus to all defenses.
**Sustain Minor:** The aura persists until the end of your next turn.

### Short Shot Onslaught

Fighting in close quarters can be a daunting and difficult proposition. Some delvers have developed superior tactics to overcome this challenge through training and persistence.

**Short Shot Onslaught** Seeker Attack 13

*Your time spent underground has forced you to adapt to skirmishing in close quarters.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Close** burst 3
**Target:** One, two, or three creatures in the burst
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage.
**Effect:** After all of this power's attacks are resolved, you can use a free action to shift up to 2 squares for each attack that hit. You ignore difficult terrain during this movement.

### Ancient Progenitor Spirit

The spirit world frightens the ignorant. It is associated with death and the great passing. Shamans understand that life extends beyond the mortal shell and that great ancestors wait to welcome us home once more.

**Ancient Progenitor Spirit** Shaman Attack 5

*With a low hum, your spirit companion fades and the essence of an ancient ancestor comes to your aid, invading the minds of enemies foolish enough to stay close.*

**Daily ✦ Implement, Primal, Psychic, Spirit, Zone**
**Standard Action** **Close** burst spirit 2
**Target:** Each enemy in the burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d10 + Wisdom modifier psychic damage, and the target grants combat advantage and cannot benefit from any concealment (save ends both).
**Effect:** Your spirit companion disappears, and the burst creates a zone that lasts until the end of your next turn. Enemies in the zone take a -2 penalty to attack rolls, and any enemy that ends its turn in the zone takes 5 psychic damage.
**Sustain Minor:** The zone persists until the end of your next turn.

## Skill Powers

If you seek that which is lost, make sure you know what you're doing. Training in Dungeoneering is essential for navigating the many perils of ancient ruins, temple complexes, and Underdark lairs. And Acrobatics helps you negotiate narrow ledges and avoid the inevitable pitfalls.

**Timely Dodge** Your peripheral awareness has been honed by years of exploring underground. Sometimes you can avoid an attack without being conscious of it, realizing the danger only after you have escaped.

**Timely Dodge** — Acrobatics Utility 6

*Something out of the corner of your eye causes you to step out of the way of danger.*

**Encounter**
**Immediate Interrupt** — **Personal**
**Trigger:** An enemy targets you with an attack.
**Effect:** You shift up to half your speed. The triggering enemy can choose a new target for the attack if you are now out of range.

**Ripples in the Air** It is said that the world is a living being, caught between the gods and primordials during the Dawn War. Each ebb and flow from creation rippled throughout the world and finite vibrations echo with it. You have spent so much time beneath the surface that you can see the vibrations in your mind—giving you clarity and sight where light might not exist.

**Ripples in the Air** — Dungeoneering Utility 10

*You can navigate even in complete darkness.*

**Daily**
**Minor Action** — **Personal**
**Effect:** You gain tremorsense 5 until the end of your next turn.
Sustain Minor: The tremorsense persists until the end of your next turn.

# Thieves' Guild of Maelbrathyr

*"Maelbrathyr? I've heard of the place. Nice work, if you can survive it."*

—Khiira, Underdark envoy

When Torog dragged the city of Maelbrathyr down into the Underdark (see the sidebar), no one expected it to survive, let alone turn into a breeding ground for ruffians and miscreants. Few who live there question the methods that keep the city running.

Resettling the city and giving it life once more required a large undertaking and an immense amount of money. Maelbrathyr's unique new structure also inspired a group of entrepreneurs to call the shattered city their home. In the shadow of Torog's revenge, influential individuals established crime guilds, which are now flourishing with the covert assistance of the city's de facto ruler.

## Hidden Organization

The thieves' guild of Maelbrathyr has a rigid cell-based structure, difficult to fully comprehend and nearly impossible to track. If the organization has a head, his or her identity remains a secret to all. Even the most senior captains are unsure where their orders come from. Most outsiders give up on trying to solve the enigma of the guild. Those who persist soon disappear and are never heard from again.

The guild has eyes and ears everywhere. Potential members do not seek it out but are recruited from the streets. Waylaid and knocked out, they awaken in a secret location to undergo a horrific initiation. Those who survive this ordeal start out serving as footpads. As they accomplish more missions and goals, they move up in rank and are given greater responsibility.

## Aleeria's Influence

Aleeria Salitzar is one of the broken city's three mad rulers, and the only one who wields any real authority at the moment (see the sidebar). Changeable and cruel, she inspires terror in her enemies—and only slightly less fear in others. Even so, Aleeria knows that her grip on the city is only as strong as her alliances.

Aleeria knows that to maintain any semblance of power, she needs to manage those who control the city's wealth. To that end, she has been working closely with the thieves' guild in her city. It took some time, but she ingratiated herself with an insider in the organization. Through this secret contact, she attempts to direct the guild's activities—although its decentralized structure and her own fits of rage make such efforts only intermittently successful. Still, she enjoys some of the fruits of their illicit trade.

WAYNE ENGLAND

*The darkness of Maelbrathyr is excellent cover for criminal activity*

## Classes and Themes

As befits a criminal organization, rogues are the most common class in this thieves' guild. However, Maelbrathyr's unique situation means that other sorts of characters with specialized talents are desirable to the organization.

Warlocks are often connected to dark forces, and their arcane talents are valuable for certain jobs that ordinary criminal practitioners just can't handle. They tend to be morally flexible, a useful quality. In addition, the guild places a high value on members who have expertise as artificers, because their skill at tailoring armor and other equipment is hard to find elsewhere in the city.

The Underdark envoy theme is extremely useful to members of the thieves' guild, since navigating the maze of Maelbrathyr's politics requires the most subtle touch. Relationships within the guild are tricky as well, especially considering Aleeria's influence through her anonymous contact. An Underdark outcast might find a home in the thieves' guild after losing all hope of return to his or her former society.

## Attack Powers

Members of the Maelbrathyr thieves' guild must call upon a wide variety of abilities. Success comes only from the right combination of secrecy and capability.

### THE FALL OF MAELBRATHYR

Maelbrathyr was pulled down into the Underdark centuries ago by Torog, the King that Crawls. The god of torment took revenge on the proud city when its champions dared to enter his torture dens and rescue a prisoner known as the Ruby Wizard.

The surviving heroes returned triumphant to the surface—only to be greeted by disaster. Torog dragged Maelbrathyr into the depths, shattering the city as it fell. Much was lost forever, but the parts that survived came to rest in four pieces. Most of the buildings remained intact, and much of the population survived.

They were the unlucky ones. The maimed god first reclaimed his prisoner, then spent years slowly and painfully killing everyone who still lived in Maelbrathyr. The three heroes were transformed into ageless forms condemned to eternal torture. Maddened by pain and unable to escape, they have become its insane lords.

Aleeria Salitzar is frozen with unending ice from the waist down, while her upper body is consumed with eternal flame. Her mood swings between dark brooding to furious rage. She is the ostensible ruler of Maelbrathyr, since the others are too distracted by their torments. Hannault Thrayban is possessed by the souls of two fellow adventurers whom he murdered, and the trapped personalities constantly struggle to gain ascendancy. Ordu Dekaan, flayed in a rolling cage of blades, is too indecisive to stick with any course of action for long.

### Armor of Darkness

Maelbrathyr is home to unique artisans, armorsmiths, and weaponsmiths. Many of them have trained as artificers to create special arms and armor. Inevitably, some of these craftspeople experimented with the shadowy forces at play in the forsaken city, imbuing their creations with a dark energy.

**Armor of Darkness** **Artificer Attack 7**

*Your armor is imbued with a tenebrous and chaotic shadow, which lashes out in defense, sapping your foes' life force to bolster your own.*

**Encounter ✦ Arcane, Cold, Implement, Necrotic**
**Immediate Reaction** **Melee 1**
**Trigger:** An adjacent enemy attacks you.
**Target:** The triggering enemy
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d6 + Intelligence modifier cold and necrotic damage.
**Effect:** You and each ally adjacent to you gain 5 temporary hit points.

TYLER JACOBSON

## THE BLEAK CARNIVAL

The chaotic environment of Maelbrathyr admirably masks clandestine activity, but things get even more out of hand when the Bleak Carnival arrives in town. During the annual event, visitors from all across the Underdark flock to the event along with shady dealers from the surface. The festival offers a chance to buy and sell just about anything, licit or not. The thieves' guild makes valuable contacts, transacts in special wares (including slaves, contraband, and stolen goods), and obtains new assignments during the carnival. It's also a good time for clandestine assassinations; the bodies are often not discovered until the tents and stalls have been packed away once more. "Recruitment drives" (that is, kidnapping) also coincide with the festivities.

### Startling Offensive

The thieves' guild teaches that in the Underdark, you don't have to be the strongest or the most accomplished fighter. You just need to strike first and strike to kill.

**Startling Offensive** — Rogue Attack 3

*You strike before your foe even realizes that you are a threat.*

**Encounter ✦ Martial, Weapon**
**Immediate Reaction** — **Melee** 1
**Requirement:** You must be wielding a light blade.
**Trigger:** An enemy enters a square within 3 squares of you.
**Effect:** You shift up to 2 squares to a square adjacent to the triggering enemy and make the following attack with combat advantage.
**Target:** The triggering enemy
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

## Skill Powers

Members of the guild share a general pool of skills, but each has a specialized role. One might be a "face," learning how to read and trick people, while another is an acrobatic cat burglar who climbs walls and walks tightropes. Maelbrathyr has a unique position in the Underdark, and its thieves become experts in dealing with its challenges.

### Familiar Footing

Skilled acrobats can improvise and adapt to any situation with balance, grace, and skill. In an unforgiving setting, they quickly adjust to meet the challenge.

**Familiar Footing** — Acrobatics Utility 10

*You are comfortable maneuvering around precarious terrain.*

**Daily**
**Minor Action** — **Personal**
**Effect:** You ignore difficult terrain until the end of the encounter.

### Calculated Acumen

In warfare, information can be a deadly weapon. Knowing your enemies' weaknesses helps you and your allies overcome them.

**Calculated Acumen** — Insight Utility 2

*Your understanding of battle gives you information on your enemy's tactics.*

**Encounter**
**Minor Action** — **Personal**
**Effect:** Choose one creature within 10 squares of you. You learn the vulnerabilities of that creature, and it grants combat advantage to you until the end of your next turn.

### Failed Diplomacy

When talking won't get the job done, and a fight is imminent, you need to be ready before the other side is.

**Failed Diplomacy** — Streetwise Utility 2

*Negotiations are breaking down and will end in bloodshed. You realize this fact a split-second before your enemies do.*

**Daily**
**Free Action** — **Close** burst 5
**Trigger:** You and your allies roll initiative.
**Target:** You and each ally in the burst
**Effect:** Each target gains a +2 power bonus to the initiative check. In addition, the target has combat advantage against all enemies until the end of his or her next turn.

WAYNE ENGLAND

*A night sky shines underground in the Vault of the Drow*

ADAM PAQUETTE

# From the Vault of the Drow

*"The place is said to be as lovely as it is terrible: an entire realm of drow and dark creatures in service to Lolth. I would wipe such evil from the world if only I were able."*
—Meliera, bloodsworn

A gleaming but sinister gem, the Vault of the Drow is one of the most spectacular and awe-inspiring locations in the Underdark. Traveling to the great cavern is treacherous and extremely dangerous, a journey that only experienced adventurers should consider. Within its immense breadth, though, lies a place of great beauty and mystery.

Only one known road gives access to the area. An approaching traveler is greeted by bizarre sights, accompanied by a chill breeze. Countless mauve, violet, and deep blue crystals sparkle like stars in the ceiling and walls of the vault. These formations are remnants of unfinished creation, suspended in the cavern since the days of the Dawn War. Below these faux constellations, growths of pale fungus shimmer with golden, sapphire, and ruby hues. A soft hum buzzes within the vault, the product of native cricket-like insects that inhabit the fungal patches. To those who can see into the darkness, the walls of the vault appear hazy and somewhat insubstantial.

The road continues down into a gorge between steep cliffs. Crushed crystals faintly shimmering with blue light keep visitors from wandering off the path and falling into the darkness. From there, the road leads into an Underdark countryside that is filled with fungi of varying sizes, crystalline columns, and immense spans of lichens and molds.

## The Black Tower

Roughly a mile from the entrance to the vault, a great mound of rock and crystal rises to dominate the road. This obsidian tower forces all who approach to choose between going around it to the right or left, into dark and unwelcoming reaches, or entering through the well-traveled middle way.

The black tower is the first line of defense for the infamous drow city of Erelhei-Cinlu. Soldiers patrol the area, challenging visitors to report to the tower and state their business. Officers conduct routine checks of travelers and seize their weapons and armor during questioning.

Noncitizens are issued cloaks that glow with a light visible only to drow nobles and senior military officers, and to bounty hunters who have received

a special tattoo that confers this sight. However, individuals who display a brooch of one of the merchant clans or noble houses need not wear the cloak as long as they wear the pin at all times. (Travelers from outside the city might gain such favor with a house for accomplishing a requested task.) Any who do not follow these rules, or try to circumvent them in any way, are slain.

## Erelhei-Cinlu

The gem of the vault is the vast and vibrant city-stronghold of Erelhei-Cinlu. Crenellated obsidian walls 30 feet high surround this centuries-old settlement, punctuated at irregular intervals by towers tall enough to repel the largest of creatures.

Erelhei-Cinlu is a metropolitan hub of political intrigue, rivalries, and secrets. Female drow known as the matron mothers rule their noble houses through intimidation and magical might. Their goddess, Lolth, rewards their faith with special abilities. Arcane academies train favored male drow as potent spellcasters specializing in necromancy and nethermancy. The vast majority of the males, though, are considered inferior and relegated to militia duty. These small military forces are led by a house's weaponmasters, elite soldiers who have demonstrated leadership and courage in defense of the city.

## Classes and Themes

The dominant females of Erelhei-Cinlu (and thus of the vault) are clerics who lead the worship of Lolth. As such, female drow characters with a connection to the city are most often clerics, although a female who fled or otherwise became separated from that society might adopt another class.

Male drow who show promise are given training in the arcane arts. A male drow character who grew up in or around the city might be cultivated as a bard or a sorcerer, both professions that females rarely undertake.

Underdark envoy is a likely theme for a character connected to Erelhei-Cinlu. Perhaps you are a representative of a matron mother, or (much like Khiira) you fled the city and came to depend on social expertise to make your way in the Underdark. Deep delver would be an interesting theme for a character who has abandoned the Vault of the Drow, whether you are an escaped slave or a drow who does not want to accept the life dictated for you.

## Attack Powers

Each of the unique powers that are a hallmark of Erelhei-Cinlu and the vault has its foundation in one of the multitudinous facets of drow culture. These powers are often the province of soldiers, emissaries, and other non-drow in the service of Lolth.

### Ballad of the Zombie King

Over the centuries, many folktales and stories have been passed down in Erelhei-Cinlu. One tells of the zombie king, a dreadful monster that lies in stasis somewhere near the Vault. The location of his resting place is unknown, but stories say that at some secret time, he will be unleashed upon the city. Behind him will be an immense sea of the dead—souls claimed in the many wars the city has endured. Recounting this tale unnerves all who hear it.

**Ballad of the Zombie King** **Bard Attack 3**

*The mere mention of the zombie king sends chills down the spine of even the most fearless.*

**Encounter ✦ Arcane, Fear, Implement, Psychic**
**Standard Action** **Close** burst 2
**Target:** Each enemy in the burst
**Attack:** Charisma vs. Will
**Hit:** 1d8 + Charisma modifier psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

### Horde of Spiders

Loyal priestesses of Lolth are gifted with unique abilities by the Demon Queen of Spiders. With a single prayer, such a cleric can summon a swarm of arachnids to consume any who dare defy Lolth's will.

**Horde of Spiders** **Cleric Attack 1**

*Tiny black spiders assault your enemy, burrowing into its skin and causing terrible pain.*

**Daily ✦ Divine, Implement, Necrotic, Poison**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Strength or Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier necrotic damage, and the target takes ongoing 5 poison damage and grants combat advantage (save ends both).
**Miss:** Half damage, and the target grants combat advantage (save ends).

WAYNE ENGLAND

### Stormy Emotions

Sorcerers are considered heretical arcane practitioners in Erelhei-Cinlu. If they are caught casting spells without having been certified by one of the magical academies, they are thrown in prison for decades, if not slain outright. Because they lack formal training, sorcerers must harness magic through other means, such as channeling their tempestuous feelings.

**Stormy Emotions** — Sorcerer Attack 3

*Weaving raw emotion into your spell, you unleash a brutal attack against those around you.*

**Encounter ✦ Arcane, Cold, Implement, Lightning**
**Standard Action** **Close** burst 2
**Target:** Each creature in the burst
**Attack:** Charisma vs. Reflex
**Hit:** 2d10 cold and lightning damage, and you can push the target 1 square and knock it prone.

## Skill Powers

Denizens of Erelhei-Cinlu have to be resourceful to deal with the unique and interesting situations that are part of their existence. Each house has its own specialty.

In an environment where a mere slip of the tongue can mean horrible death, learning to read nuances is essential to survival. Training in Insight, Arcana, or Perception represents the ability to use those cues to your advantage.

### Demonic Bargain

Many drow treat with demons, harnessing the power of those destructive creatures to further their twisted plans. Working with the beasts of the Abyss is never without risk, however.

**Demonic Bargain** — Arcana Utility 6

*You call on a demonic entity to wreak greater destruction, but you tear part of your own mind in the process.*

**Encounter ✦ Arcane, Psychic**
**Free Action** **Personal**
**Trigger:** You roll damage and dislike the result.
**Effect:** You reroll the damage and must use the second result. You then take psychic damage equal to twice your level.

### Despana's Stratagem

House Despana is known for both its pride and its martial prowess. Its warriors, gladiators, and soldiers are renowned for their tactical and strategic superiority. Those who gain favor with this house might learn some of their battlecraft.

**Despana's Strategem** — Insight Utility 16

*You watch as the battle unfolds and direct your party to gain the advantage.*

**Daily ✦ Martial**
**Minor Action** **Close** burst 3
**Target:** You and each ally in the burst
**Effect:** Each target does not grant combat advantage or provoke opportunity attacks until the end of your next turn.

# Battle Tactics of Cor Talcor

*"I will stand in the crucible of the warmasters and prove myself."*

—Korag, Underdark outcast

The gong echoes as another warrior falls to the cavern floor, blood trickling into the dwarven runes etched across its surface. Onlookers staring from the carved balconies grumble pitilessly. "He's too slow, too weak," they say. "Let this one ponder his failure alone in the chamber of shame." The victor stands at attention as the chirurgeons carry away his defeated opponent, watching the warmasters on their golden thrones amid the chamber's great columns. Again the gong sounds, but this time an umber hulk is unchained and prodded from its cell. It immediately closes on the lone dwarf champion, but only when the warmasters signal their readiness to the dwarf does he raise his weapon to face his foe.

The legendary dwarven citadel Cor Talcor—the Fortress of Grudges—is a place like no other, above or below the surface. It is far deeper than other dwarven settlements, so much so that it challenges the drow and mind flayer kingdoms of the depths. Here ruthless warmasters mold warriors into champions, passing down generations of specialized combat tactics. Only the strong are accepted as candidates, and only the mightiest among them survive the training. Those who emerge are among the most feared combatants of the Underdark: cold, calculating, and merciless.

The warmasters of Cor Talcor practice ancient traditions, some so esoteric that they have been forgotten by even the oldest dwarf clans. Some scholars believe that these reflect dwarven culture as it existed under the enslavement of the titans—disciplined and focused, without any shred of fear or hesitation. Trainees are immersed in these traditions, hammering out weakness through physical and mental ordeals. Those who pass become champions who hold back the horrors below, sometimes returning to their clans to lead armies. Other veterans of Cor Talcor venture into the heart of their enemies' realms to challenge them directly.

## Refuge of the Unwanted

Though Cor Talcor has a storied legacy among dwarves, it is shunned by other clans. Its warmasters owe allegiance to no one, waging war as they please. They have toppled sovereign realms, broken alliances, and roused the anger of the creatures below on many occasions. Their actions supposedly benefit the greater good, but many clan leaders resent the warmasters' cavalier attitude . Moreover, the Fortress

of Grudges openly accepts candidates from among the dregs of dwarven society. Thieves, debtors, and even outcasts are welcome, for the warmasters know that those who do not bow to their authority will perish. The survivors are purified and transformed in the crucible: as strong as steel and as keen as a dwarven battleaxe.

## Classes and Themes

The Fortress of Grudges produces warriors. Those without the will or the skill to wage brutal warfare do not emerge alive. Fighter and warlord are the most common classes among those who overcome the many challenges of Cor Talcor. Barbarians are normally heedless of their lives, but those who survive the crucible are fearsome indeed. Wardens learn to draw even more deeply on their earthborn strength. Other martial classes might make the cut occasionally, but Cor Talcor is not kind to characters who rely on subtlety or magical arts.

Underdark outcast is the obvious theme for a character who has passed the rigorous tests of the warmasters. Such characters seek acceptance here, among others cut off from their people, or hope to win redemption on its blood-soaked floor. A bloodsworn who is dedicated to the destruction of a mighty enemy might face Cor Talcor's challenges to gain the combat expertise needed to win out.

## Attack Powers

The battle tactics of Cor Talcor reflect the fortress's pitiless demands. Its champions are brutal and efficient, mastering the subterranean environment and punishing enemies of their people. Adventurers who would learn their techniques must prove themselves on the crucible floor.

### Crushing Charge

The warriors of Cor Talcor have learned to wield the rocky terrain of their underground homes as a weapon. *Crushing charge* not only slams your foe into a wall, but does so hard enough to make the wall hit back.

**Crushing Charge** — Barbarian Attack 7

*The impact of your charge smashes your foe back to crush it against solid terrain.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you push the target up to 2 squares. If the target ends this push adjacent to blocking terrain, the target takes damage equal to your Strength modifier.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Pitiless Grapple

An esoteric form of ritualized dwarven wrestling enables warriors to defeat larger foes even without a weapon. Students of Cor Talcor practice these skills by grappling with cavern-dwelling beasts.

**Pitiless Grapple** — Fighter Attack 9

*You grip your foe mercilessly, striking terrifying blows as it struggles to escape.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** 1
**Requirement:** You must have at least one hand free.
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 3[W] + Strength modifier damage, and you grab the target. Until the grab ends, your melee attacks against the target can score a critical hit on a roll of 18-20.
**Miss:** Half damage.

### Pulverizing Impact

The solemn stones of Cor Talcor reverberate with a mystic strength. Wardens draw on this power to smash enemies against jagged rocks or other rough terrain.

**Pulverizing Impact** — Warden Attack 13

*You drive your weapon into the earth, shattering rock and spraying debris into nearby enemies.*

**Encounter ✦ Primal, Thunder, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each creature in the burst
**Attack:** Strength vs. Reflex
**Hit:** 2[W] + Strength modifier thunder damage. If the target is in difficult terrain, it takes extra damage equal to your Constitution modifier.
**Earthstrength:** Add 5 to the extra damage.

### Terrain Dominance

No race is more adept at waging war underground than the dwarves. With *terrain dominance*, you use their battle planning to incorporate the rocky terrain of the Underdark into your strategy.

**Terrain Dominance** — Warlord Attack 5

*You drive your foe into hindering terrain, showing your allies how to utilize the battlefield to their advantage.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you slide the target up to 3 squares. If the target ends this slide in difficult terrain, it falls prone.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you and your allies gain a +2 power bonus to attack rolls against targets on difficult terrain.

# Skill Powers

You need more than weapon prowess to survive the crucible of Cor Talcor. The warmasters' harsh training deals with all aspects of battle, from dressing wounds to mental conditioning.

## Crushing Escape

The warriors of Cor Talcor spend long hours wrestling in the stone arenas until the impact of their bodies against rock is nothing to them. With *crushing escape* you punish anyone foolish enough to attempt to grapple you, not only freeing yourself but also setting the foe up for a painful counterattack.

**Crushing Escape** — Athletics Utility 6

*You smash free from your enemy's grasp, sending it reeling and making it susceptible to your next attack.*

**Encounter**
**Free Action** — **Personal**
**Trigger:** You make an escape attempt using Athletics.
**Effect:** You gain a power bonus to your Athletics check equal to your Strength modifier. If you escape and a creature was grabbing you, that creature gains vulnerable 5 to your attacks until the end of your next turn.

## Enter the Crucible

Cor Talcor's warriors become physical exemplars of their race, able to withstand punishment that would crush lesser combatants.

**Enter the Crucible** — Endurance Utility 10

*Your body returns to the disciplined stance that enabled you to survive Cor Talcor's crucible, giving you a ceaseless resilience to attacks.*

**Daily**
**Minor Action** — **Personal**
**Requirement:** You must have at least one healing surge remaining.
**Effect:** You lose a healing surge. Until the end of the encounter, you cannot be weakened, and you gain resist 10 to all damage.

## Iron Resurgence

The surgeons of Cor Talcor practice harsh methods of healing, meant to test the recipient's threshold for pain as much as to repair injuries. With *iron resurgence* you forcibly set bones and bind wounds.

**Iron Resurgence** — Heal Utility 2

*Though your hands do little to comfort the wounded, you ensure that an injury will not keep an ally out of the battle.*

**Encounter ✦ Healing**
**Minor Action** — **Melee** 1
**Target:** You or one ally; must be bloodied and have at least two healing surges remaining
**Effect:** The target loses a healing surge and can then spend one or two healing surges. The target also gains temporary hit points equal to half his or her healing surge value.

WILLIAM O'CONNOR

*Korag holds back a rampaging troll at Cor Talcor*

## Scatter the Cowards

The weak and infirm are quickly weeded out in the crucible, leaving behind only the strong. You have bested dozens of these individuals during the trials, giving you a warrior's discipline that promises death to the cowards that close in around you.

**Scatter the Cowards** — Intimidate Utility 6

*The fearsomeness of your presence sends foes slinking away.*

**Encounter**
**Move Action** — **Personal**
**Effect:** You move up to your speed. During this movement, minions cannot attack you, and you can push any creature that misses you with an attack 1 square as a free action.

CHAPTER 2

# Strive to Survive

Physical training, proper gear, and growing up in the Underdark don't guarantee success when you delve into a dungeon. It's all about knowledge. Listen to the scarred old folks at the inn who have tried raiding dungeons and failed. Try to find copies of the few books written by successful adventurers who retired wealthy.

This chapter doesn't cover all the details that can be gleaned from those sources, but it's a good start.

## Top Five Rules of Dungeon Delving

If you know nothing else before you go into a dungeon, remember these five tips. They are about pure survival. You'll need more than these tricks if you hope to beat the monsters, best the traps, and haul out the treasure, but at least these rules will keep you from dying like a complete fool.

**1. Don't split the party.** The biggest rule in the dungeon is the same as anywhere else. If only the halfling can fit through that narrow tunnel, nobody can go to his rescue when a monster on the other side paralyzes him and starts nibbling away.

**2. Map everything.** Learn the standardized symbols for mapping, and pace out every passage you go through. Whenever you get a chance to rest, review your maps and plot the best course of retreat in case you need to make a quick escape. A word of warning if you're traveling in the Underdark: That place has a way of reshaping itself from time to time, so your map might not be trustworthy. Take extra precautions down there.

**3. Gear up.** Use good judgment when buying your equipment and supplies. Sure, plenty of gadgets will help out in specific situations, but don't purchase too much stuff or you'll end up loaded with junk you never use. Better to bring more rope, pitons, and rations that you know will come in handy than a dozen tools you might not need.

**4. Track time.** Without the course of the sun to guide you, it's easy to lose track of time in a dungeon. Keeping a regular sleeping schedule is tough, too, when you're constantly looking out for danger. Use a candle clock (see *Mordenkainen's Magnificent Emporium*) or some other means, mundane or magical, to keep time.

**5. Know when to turn back.** Plenty of adventurers press on deeper into a dungeon even when they know the odds are against them. We call those people corpses. You'll probably meet a few, or you'll become one yourself if you make the same mistake.

## Further Studies

If you're not in too big a hurry to get yourself killed, familiarize yourself with the rest of this chapter before you pack up and hit the dungeon.

**Expert Delving Tactics:** Learn how to travel in a dungeon carefully and safely. You might run into ancient traps and strange environmental hazards, but this advice can help you best all challenges.

**Dungeon Types:** Dungeons come in many forms, from working prisons to lost mines to active volcanoes. Understanding variations in dungeon design lets you prepare for a dungeon's unique dangers and challenges, including what creatures might live or lurk within and what special rewards might hide in its depths.

**Dungeon Denizens:** Read up on the creatures that walk, slither, or flap through hellish underground tunnels. Identify the signs of danger before you stumble into a stirge nest, literally walk into a gelatinous cube, or get eaten by what you thought was a treasure chest.

**Infamous Dungeons:** Think you've mastered the previous advice and are ready for the big time? These extremely dangerous dungeons are the ones you've always heard about in tall tales. Separate the facts, however scant and disheartening they might be, from the fiction.

**Dungeoneers' Tools:** Smart dungeon delvers know that the ordinary supplies in an adventurer's kit don't always get the job done. Items such as a mirror or a rubbing kit might not seem like much, but they can mean the difference between a delve's success or failure. This section also provides alchemical items adventurers might take into a dungeon or make from raw materials found there.

WILLIAM O'CONNOR

# Expert Delving Tactics

Knowing how to explore is a skill set that many adventuring parties overlook. Brash heroes can be reckless after accepting a job from an employer, and they might tromp off to a dungeon without considering the dangers that lurk within it. A skilled dungeoneer anticipates challenges and makes sure the group is well prepared for any contingencies.

## Climbing

Climbing is a requirement in many dungeon complexes, where rope, crampons, and a strong arm are necessary to make progress. Whether you're scaling a cavern wall or climbing out of a pit trap, expert tactics can help.

When climbing, you can eke out a +2 bonus to your Athletics check by using a climber's kit, and you can get another +2 bonus with dagger boots (*Mordenkainen's*). Of course, your allies can use the aid another action to give you a further +2 boost. But the key to ensuring a safe trip up or down lies in the humble rope.

The Athletics DC to climb a rope is 10. Even if you're scaling a sheer wall of smooth glass covered in duck fat, the task has a DC of 10—as long as you can figure out a way to affix a rope. A grappling hook (included in a climber's kit) is the normal way to accomplish this, but on occasion, lassoing something might make more sense. Don't forget magical options such as the *climber's rope*, the *elixir of climbing* (both from *Mordenkainen's Magnificent Emporium*), the *rope of climbing*, and the *flying hook*. *Boots of spider climbing* (*Adventurer's Vault*) are mighty nice as well.

Reducing the DC when you climb means that Athletics checks are easier if you take damage or if you have to catch hold when something threatens to knock you off. Because a rope has only a few hit points, it can be a huge liability if you're in a situation where it can take damage. One area fire attack is likely to destroy it, and a melee attack with an edged weapon—or even certain ranged attacks—could also sever it.

One way to avoid combat while climbing a rope is to rappel down to a position of safety, moving more quickly than normal. When rappelling with a single rope, you wouldn't gain much speed without increasing the danger (and thus increasing the DC). The DM might allow you to risk climbing down at full speed with a DC of 15.

Finally, remember that you can use the run action while climbing. Running gives you a boost of 2 to your speed and thus nets you 5 extra feet of movement with each move action to climb. Plus, you take no penalty to skill checks while running. It's a fine tactic as long as nothing is trying to kill you.

## Darkness

If everyone in the party has darkvision, you might not care about the blackness of the dungeon, but as long as someone needs light to see, you'll need to combat this problem. In such situations, some adventuring parties rely on the trusted spell of a wizard or the ritual of an expert practitioner, but what do you do when neither is available?

For expert delvers, the most commonly used sources of illumination are sunrods, lamps, and torches, but other sources of light might be close at hand—literally. Does your magic weapon or implement glow? How about your other magic items? Such light sources are dim but serviceable.

You can also pick up unusual backup sources of illumination as you find them. Whenever you encounter phosphorescent fungi, glowing crystals, or strangely radiant liquids bubbling in some wizard's lab, make sure to fill your pockets. In general, such improvised light sources shed light equivalent to a candle. Another advantage is that they don't need flint and steel to function.

Remember too that various magical effects can dispel darkness, at least for a brief moment. When the lights suddenly go out, the flare from a wizard's *magic missile* or a cleric's *sacred flame* can give everyone an idea of what's around you and who stands where.

Carrying a torch or other handheld light source can interfere with your ability to wield a weapon and a shield in combat. But just because such an item is handheld doesn't mean you literally have to hold it in your hand. Invest in a miner's helmet (*Mordenkainen's*) for 10 gp, and stick that sunrod or candle on your head and out of the way.

A word of warning: Even though your light illuminates only a limited radius, you and your light can be seen from much farther away. The human eye can detect a light as small as a candle flame from miles away in the dark, so spotting your sunrod's brilliant radiance will be easy for any dungeon denizen. A bull's-eye lantern (page 115) is an excellent investment that limits the amount of light visible from a distance. Taking advantage of powers or items that confer darkvision, even for a limited time, also lets you avoid notice by Underdark beasties when you need it most. The *cat's-eye headband* (*Adventurer's Vault 2*) and *unguent of darkvision* (*Adventurer's Vault*) are both relatively low-cost magic items.

## Secret Doors

Locating a secret door can equate to finding hidden treasure, a safe route around danger, a good place to rest, or a way to "skip to the end" and go straight to the villain's lair. You might spot a secret door passively, but most of the time such passages are hidden well enough that you must actively search. You can give yourself a bonus to the Perception check, or automatically find the door, by using these tactics.

Little cracks are inevitable around even a well-concealed door. Pass a candle slowly near the wall and look for a flicker in the flame due to airflow, or watch smoke pooling on the ceiling and see if it escapes through cracks. You can also pour water on the floor and watch to see if it drains away.

Sound can help you find a secret door, as long as you aren't worried about someone hearing your efforts. Knock on stone with a crowbar or rap on wood with your knuckles to listen for changes in tone, and put your ear up against a wall to listen for noise beyond. A listening cone (page 115) is invaluable for this purpose.

Many secret doors are operated by levers or buttons that are concealed in nearby features or objects. Try pushing, pulling, and twisting accoutrements such as torch sconces, the arms and eyes of statues, and books on shelves. Run your hand over walls and floors to see if you can detect edges or depressions.

Finally, don't neglect the obvious. Pick up the rug. Move aside the bed. Pull the bookshelf or the tapestry away from the wall. You might just find a trapdoor or a hatch.

## Stealth

Nothing favors dungeon delvers as much as silence and the advantage of surprise. Of course, not everyone is cut out to be a footpad, but it takes more than being quiet to move stealthily through a dungeon.

In the echoing halls and dark chambers of an underground environment, succeeding at being stealthy means controlling three factors: noise, light, and changes to the dungeon that can reveal your presence. You'll have no chance of surprise if enemies hear you coming or see light suddenly splay out from the crack under a door. If the dungeon's inhabitants wander across your path and find that details of the environment have been altered (be it a chalk mark on the wall or dead bodies strewn about), they'll likely raise the alarm and follow your trail.

If someone in the party is wearing heavy armor, chances are that character's Stealth check won't measure up to those of others in the group. You can make a bad situation a little better with items such as footpads or *boots of elvenkind* (both in *Mordenkainen's Magnificent Emporium*), but the small bonus usually isn't worth the effort. In any event, don't fret too much about that dwarf paladin in plate. The kind of stealth you really need in the dungeon isn't the kind that lets you sneak up on the monsters in the next room. Instead, you should think about not drawing the monsters from a few rooms over. The best way to accomplish that is to fight as quietly as possible. *Fireball* and *lightning bolt* dish out a lot of damage but also make a lot of noise. Plenty of other spells are just as effective and less thunderous. The best way to minimize noise is to keep the fight brief so that enemies don't have a chance to raise an alarm; stunning attacks are particularly helpful in this regard. Essentially, though, battles are noisy affairs. If you want to dramatically increase your chances, take a few minutes to use a Silence ritual from a scroll and burst into a room just as you finish it. Better yet, learn and use the Eavesdropper's Foil ritual (*Eberron® Player's Guide*) so that the sound suppression moves with you.

Light in a darkened dungeon is sure to give you away. When the rogue carefully opens the door a crack to peek in the next room, torchlight leaking in over his or her shoulder advertises your presence as much as shouting does. You can avoid giving early warning of your approach by dousing the lights and having someone with darkvision take the lead. Use a light source that you can activate quickly so you can see what's going on. A cover over a sunrod or a lantern with shutters works well, too.

If you really don't want anyone to know you're in the dungeon, always leave things as you found them as much as you can. Relock doors and treasure chests, close secret passages, and reset any furniture you moved. After a battle, hide the bodies in an out-of-the-way location and clean up the blood and scorch marks; *prestidigitation* works well for this task. If you can't hide a permanent change, disguise it: You could make an attack look like it came from some other dungeon denizens, for example. Even if your efforts aren't fully convincing, you might gain some time as your enemies try to figure out exactly what happened and which way you went.

## Clear the Rooms

If you leave places unexplored in your wake, you can get into trouble fast in the dungeon. Foes you've left behind might come out of their rooms and surround you, or you might face more subtle threats such as traps being reset and doors being relocked and barred.

Keep things simple by exploring in stages. When you enter an area that has many exits, figure out a way to bar the ones you're not using. Then proceed into the next area and repeat. If you can't lock or block an unexplored door, you can at least stack objects against it. That way, when something opens

the door, the objects will fall and give you a chance to hear the commotion. You can bring noisemaking material with you, such as bells strung on a cord, but you can also use handy dungeon furnishing, including chairs or barrels. If you can manage it, try to arrange different noises to occur in different areas behind you. Then you'll know if the door that opened is in the crypts or near the sewers, and you might be able to draw conclusions about what's coming.

As you progress, you also need to figure out what to do with the doors you've opened. In some circumstances, if you simply close them but don't lock or bar them, you might be endangering yourself more than if you left them open. Closed doors block noise, so pursuers can creep up on you that much more easily. Leaving a door open also lets you more easily hear any noise from a more distant door against which you've stacked objects. Finally, if you need to run for it, having a bunch of closed and barred doors in your way makes escape more difficult.

If leaving doors open feels too risky, you can close, bar, or stack objects against only the nearest one. You'll gain at least a moment's warning against any attack from that quarter, and you'll have to open only one door if you need to flee. Consider creating a regular door-alarm object that you can place and pick up quickly. A staff with metal rings fastened to the top works well and doubles as a walking stick or makeshift weapon.

Although magical ways exist to set alarms or lock doors, such as the Arcane Lock ritual, they are costly and time-consuming. Save such precautions for when you rest.

## Rest Stops

Taking a good long rest in the dungeon can be critical to your success and survival. You have two options when resting, and which you should use depends on how you have explored.

If you've been trying to be stealthy and covering your tracks, your best bet is to hide. Pick a location far from the main thoroughfares and as tucked away as you can manage. If you want early warning of foes on their way, leave the door to your rest area open and affix some noisemaking device to the next most distant door. Alternatively, you can heavily barricade the entrance so that enemies have to batter their way in, giving you time to prepare.

If you've been clearing rooms and leaving a path open behind you, then lock or bar every nearby entrance and rest in a place with good sight lines to distant points. You can place lights away from your camp at entrance points and keep illumination to a minimum where you are resting. That way, you'll have a good chance of seeing enemies long before they see you and be able to attack at range as they close the distance.

If you have the resources, another option is available to you: magic. The Rope Trick ritual (*Manual of the Planes*) works well, but it takes time. Instead, you could use an *exodus knife* (*Adventurer's Vault*) to get virtually the same effect in a matter of seconds. Rituals such as Eye of Alarm and magic items such as a *watchful eye* (*Adventurer's Vault 2*) can warn of enemies sneaking up on you. The alarm traps that a trapsmith can create are useful for protection while you rest.

## Sustenance

Maybe it should go without saying that you probably shouldn't eat or drink any substance you run across while you're underground. Bring enough food and water for many days when you enter a dungeon—more days than you anticipate you will be staying. That way you can be sure you'll have enough for your needs and those of fellow adventurers who happen to lose their stores. Extra food is also a handy way to distract hungry monsters; you can make a trail of morsels to lead an enemy into a trap. If you don't want to be loaded down with provisions, and money is no object, you can use magical means to provide sustenance, such as the Traveler's Feast ritual.

All that said, a dungeon is not necessarily devoid of its own dependable food sources. For one thing, intelligent creatures that live in dungeons usually store or carry supplies. When you're running low, you might have to steal from them to survive.

Likewise, you might be able to replenish your drinking water. In a natural cavern, look for places where you can collect runoff from stalactites in a waterskin or, in a pinch, a cup-shaped piece of leather or metal. In a worked dungeon, look for deposits of fungi to reveal the presence of water. Use caution with any pooled water. Boil before drinking!

If you must forage in the dungeon, follow the lead of the party's dungeoneering expert (such as a deep delver). Edible fungi or lichen and pools of brackish water, though unappetizing, are preferable to tasty-looking but hazardous sources such as ancient fountains or the vittles in an ogre's kitchen. The fountain might be enchanted with evil magic or harbor a disease, and the meat hanging in the ogre's larder might not be pork.

## Water Dangers

Water is a key consideration when you prepare for an expedition into the depths. Many dungeons have underground rivers or lakes, treasure might be hidden at the bottom of a temple pool, and you never know when those stone doors will seal behind you and the water will come pouring in. Heavy armor

*Heavy armor can be a fighter's worst enemy in water*

ERIC BELISLE

makes swimming difficult, but don't fret. With a little preparation, you can make your way through most water hazards without having to strip down.

If you know you are going to enter deep water, start out by holding your breath. You've got at least 3 minutes (30 rounds) before you start to drown—likely longer than that if you have training in Endurance. Pair weak swimmers with strong ones, tying one of each together, so the entire party can muddle through to the other side. Alternatively, once some of the group makes it to dry land (paying out rope behind them as they go), they can haul across companions who can't swim well. Even in rough and stormy water, this strategy should work as long as someone in the party has a decent chance of succeeding on the Athletics check to swim.

The real danger in water is having to fight while submerged. If you've taken any damage since your last turn while holding your breath (even if the 3-minute grace period has not elapsed), you must make a DC 20 Endurance check at the end of your turn. Each time you fail, you not only lose a healing surge, but the next time you need to make the check, the DC increases by 5. A character who has many surges, such as a fighter, might be okay for a while, but most adventurers will lose all their surges very quickly—especially if they're using some of them to heal combat damage as well. At that point, death is assured unless you can start breathing again within a round or two.

If you aren't holding your breath, damage does not provoke these Endurance or Athletics checks, so stay on the surface as much as possible when a fight breaks out. A *floating shield* (*Adventurer's Vault*) is an inexpensive and helpful item for this purpose, but a simple flotation bladder (page 114) should keep you from sinking below the surface.

You can find ways to eke out bonuses to your Athletics checks to swim or Endurance checks to hold your breath, but the best solution is some means of breathing water. The Water Breathing ritual is great, as are *elixirs of water breathing* (*Mordenkainen's*).

# Traps

Dungeons are full of traps, and you never know how many you will face or what they will be like. You can't be too cautious when preparing for nasty surprises that could end your expedition immediately. Many delvers either become trap experts or hire one to accompany their group and perhaps teach them the ropes. The trapsmith theme is an excellent choice for a party member or a companion.

Those who have such training are always conscious of the possible presence of traps. Other explorers have to try harder to remain alert. When you are venturing underground or moving from one dungeon area to another, pay attention to the places where a trap would do the most harm. For instance, always check before traversing a narrow corridor. In a tight space, a trap can deal the greatest amount of damage to the largest number of intruders. Keep an eye out for hints of hidden trip wires, pressure plates, and elements that seem out of the ordinary.

Be most wary of traps in places where they would be most useful to the trapper and have the least impact on the day-to-day lives of things living in the area. Putting a trap along a main thoroughfare makes little sense—it's far too likely for the trap to catch unintended victims. For the same reason, a creature wouldn't usually trap its own bed or a drawer in its everyday worktable. You should, though, expect to find traps in places and on objects that need to be guarded or are near defensive positions. A treasure chest in the middle of a room or a jewel-encrusted sword displayed on a pedestal just scream of trap potential, and a secret door or compartment is likely to be trapped as well. The more a place is meant to be a defensive structure and the less it is a living space, the more likely it is to be protected. If you're assaulting the redoubt of kobolds or the sanctum of a mad wizard, expect traps on doors, in floors, on the ceiling—entire rooms and passages might be designed to kill. A royal tomb or an imperial treasure vault might be nothing but one gigantic death trap.

If you're the one placing and setting the traps, think about the above advice so you can counter the expectations of enemies. For example, if you know that a trip wire is often set low and in a specific place, try putting the wire higher up or in an unusual spot. The intruder might miss it completely while focusing on the expected location.

# Hazards

Show an expert delver a dungeon, and he or she will show you a collection of hazards—the most common threats for any subterranean explorer. Many hazards are natural and include such dangers as cave-ins, floods, fires, and pockets of poisonous gas. How you prepare for these dangers will determine your chances of surviving them.

Cave-ins are frequent occurrences in dungeons, due to the age of the complex, earthquakes, or other natural reasons, but sometimes they are triggered by traps. If your group is caught in a cave-in, the first thing to do after the dust has settled is to ensure that no one is trapped under rubble. Once everyone is accounted for, and you don't see an obvious exit, try sniffing around for a source of fresh air that might indicate an opening. You'll also need a way to move the rubble or bypass it. Magic that enables you to burrow or gain phasing makes getting out a lot easier, or you can create a teleportation circle with the Linked Portal ritual (assuming you've got a portal outside). The Clear the Path ritual (*Forgotten Realms® Player's Guide*) is tailor-made to clear away a cave-in. It not only permanently removes dirt and debris, but clears difficult terrain as an added benefit.

Floods that might be messy nuisances on the surface can be lethal in caverns and tunnels deep below the ground. Enclosed spaces fill up with water rapidly, and strong currents can sweep away even the strongest delver. As soon as you realize water is rushing toward you, get to higher ground as quickly as possible. If no such ground is immediately available, run—you might be able to stay ahead of the flood for a short time and perhaps find a better spot. Take precautions in case you can't get away. Squeeze your waterskin dry and breathe into it—even that stale air is better than trying to breathe water. Flotation bladders (page 114) can also serve this purpose. If you wind up underwater, you can still use magical lights such as sunrods to illuminate your way. Try to find areas where pockets of air can form, such as in caverns with high or irregular roofs. These small bubbles of safety might buy you enough time to come up with an escape plan.

Poisonous gas is a less common hazard, but an expert delver must be ready for anything. Traps can release noxious fumes, and pockets of gas are scattered throughout the Underdark. When exploring, you might accidentally rupture a pocket and release the contents. You can't combat this hazard effectively; it's best to leave the area as quickly as possible. If you must continue forward, provide an alternative air supply for all party members, such as inflated waterskins. You have 3 minutes of holding your breath to make it past the danger, but if that isn't long enough, or if you end up in combat, you face the same issues as with holding your breath while swimming.

# Rituals

Rituals can be valuable resources when exploring a dungeon. The ability to perform tasks that would overburden a group is worth its weight in gold. In addition to the rituals mentioned earlier in this section, the following are examples of heroic tier rituals that could benefit a party of delvers.

**Dark Light** (*Forgotten Realms Player's Guide*): As with the Explorer's Fire ritual (see below), Dark Light creates a way for you to see without your light being visible. The light source is portable, which makes moving stealthily in a dark dungeon much easier.

**Detect Secret Doors** (*Player's Handbook*): This ritual should be in every spellbook. When you

perform it, you immediately find any secret or hidden doors in sight. The ritual can also help you out of a bind in dungeons that have special tunnels designed to give residents a timely escape from harm.

**Explorer's Fire** (*Dragon* 366): This ritual creates a campfire that cannot be seen beyond the area it immediately illuminates. It's perfect for those times when you're resting in an open location with long sight lines. You can remain in a warm and bright area without being seen until enemies approach.

**Hand of Fate** (*Player's Handbook*): Divine spellcasters favor this ritual, which lets you ask up to three questions about possible courses of action. A translucent blue hand appears and indicates the most rewarding course of action based on the available options. This ritual is especially helpful when your party must choose whether to go down the left or right tunnel, which lever to pull to deactivate a trap, and so on.

## DUNGEON DON'TS

Novices at dungeon exploration mistakenly do things that might seem like smart tactics but can easily go awry. Avoid these common errors and live a little longer.

**Herd Animals:** If the dungeon is loaded with traps, surely a few cows or a herd of sheep can clear them out. Plus, if there's a fire trap, lunch is taken care of!

Well, no—things don't work out quite that way. For one thing, farm animals can't open doors, so you'll have to get in front of the herd whenever a door blocks your way. And if you're behind the herd, you can't control what direction it will take or even whether all the animals will go in the same direction. Food and water for the animals is problematic as well. If you can't be sure of forage, you'll be laden down with extra supplies. In the end, all you're likely to do is draw attention to yourself, slow your progress, and feed the dungeon denizens.

**Check Everything:** Poke the floor with a ten-foot pole as you move through the hall and check every door for traps. Better safe than sorry!

This cliché ignores the fact that greater risks can net greater rewards. Plus, if you have your head down and are moving at a crawl, you're giving enemies more time to rally their forces and set up ambushes or surround you. If you're unwilling to open a door before tinkering with it for several minutes, you won't surprise anything lurking on the other side. More than anything, though, checking every square inch of an area for traps is boring. It's no fun for the group or the DM. You'll use your time more profitably by checking only in likely spots.

**Knock** (*Player's Handbook*): With this ritual, you can open a locked door, chest, gate, or some other object—even a portal that has been sealed with Arcane Lock or barred on the far side. It works well when combined with the Detect Secret Doors ritual.

**Lower Water** (*Arcane Power*): Performing this ritual takes too long to help you during a flash flood, but it can tip the odds heavily in your favor if you know a foe lurks in a body of water. Instead of fighting an aquatic enemy at a disadvantage while swimming, you could try to force it onto dry land.

**Magic Mouth** (*Player's Handbook*): You could buy higher-level and more expensive rituals with more bells and whistles, but the humble Magic Mouth has a feature that can't be beat: You define the trigger for making the mouth speak. Set the right condition, and the ritual is a flawless detector of creatures. The rules don't specify what conditions can be set, so check with the DM first. If the required conditions are too narrow, consider Skull Watch (*Open Grave*) or Wyvern Watch (*Player's Handbook 2*) instead.

**Shrink** (*Arcane Power*): The ritual does what it says. Reducing an object in size by 25 percent or more can help you get that big chest out the door or make a solid gold idol more manageable, but other uses can be even more helpful. A shrunken door doesn't fit its hinges anymore. A trap with a miniaturized part probably won't work. And if you need to hide the corpse of a monster, making it smaller always helps.

**Speak with Dead** (*Player's Handbook*): If you can't capture an enemy and get it to talk, you can always get answers from its corpse. Need to circumvent a trap, find a secret door, or learn which hall leads where? Ask all three questions of the dungeon dweller you just killed. Hungering for long-lost lore about the tomb? Ask the bones interred there.

**Traveler's Camouflage** (*Primal Power*): With this ritual, you can cloak yourself and your allies in a camouflaging shroud. Not only do you become stealthier, but other creatures cannot track your movement easily. It's a great way to flee from a dungeon or sneak into a chamber unnoticed.

**Undead Servitor** (*Open Grave*): With this ritual, you imbue a humanoid corpse of natural origin with the ability to move under its own power. Furthermore, the corpse understands one language of your choice. Although the servitor is of no use in combat, it never tires and obeys you at all times. It's perfect for opening a suspicious chest, leading guards on a wild-goose chase, scaring superstitious humanoids, carrying heavy bags of gold, and any other task you can think of. Keep in mind, though, that if it takes any damage, you're out 150 gp (as well as the time needed to perform the ritual again). On the other hand, if you keep it safe from harm, it lasts indefinitely. You can think of it as the party mascot—assuming you can sweet-talk the paladin and put up with the stench.

# Dungeon Types

A dungeon is always created for a reason, and almost always that reason is directly tied to the physical nature of the place. Some dungeon builders need a place to live, such as kobolds that stake out a warren. Others want to get at the riches under the earth, as with dwarves and their mines.

A dungeon's creator might use it as a place to hide secrets, whether a lich performing dark rituals in a laboratory or a group of mighty beings that have imprisoned a demon far from civilization. The type of dungeon you're heading into, and the reason for its existence, are the major factors that affect your preparation. Anything you can learn about what's ahead of you before you get there will improve your chances of success and survival.

## Cave

Caves are the most common dungeon type in the natural world. Many were formed during the last days of the Dawn War, when the violent earth finally began to settle. Even today, mountain ranges continue to push up from the core of the world, creating underground complexes that can stretch for miles.

Caves feature in the history and folktales of many races, whether as settings of grim stories or metaphors in parables of morality and might. They are dark, mysterious, and, yes, spooky. Whether the way in is a narrow fault or a yawning chasm, a cave waiting to be explored by intrepid heroes stands at the beginning of a great story.

### Variations

Many types of caves exist, but the following are the most common. The real world has many examples of these varieties of caves, and plenty of photographs exist in reference sources, so finding visual inspiration should be no problem.

**Solution caves** form when soft rock such as chalk, gypsum, or limestone is dissolved by groundwater seeping down through the earth to form a weak natural acid. Here's where you find the classic cavern dressing of stalactites, stalagmites, and columns.

**Primary caves** arise at the same time that the rock surrounding the cave is laid down. For example, when a volcano erupts, pockets can form within the lava as it cools and hardens. (In fact, the volcano cave is a type unto itself, discussed later in this section.)

**Sea caves** are found in coastal areas. Waves crash against a rocky shore, eroding it over time to form caverns. Underground rivers can also create caves where their waters breach the earth to reach the sea.

**Glacier caves** appear deep within the ice of glaciers. As water melts, it flows down and away through cracks and fissures, carving out passages. Weird entities or creatures that were frozen long ago might await in or near these formations.

### Exploring

A cave can be deceptively large. What looks like a small cleft in a hillside might be the entrance to a vast network of tunnels and chambers.

**Dangers** Any cave can feature a host of dangers, from challenging terrain to the risk of cave-ins to hostile and hungry creatures that dwell there. Particularly in the Underdark, isolated caves are attractive to monsters or humanoids that are seeking a sheltered and defensible lair.

**Inhabitants** A cave can be inhabited by any kinds of creatures. Bears, some dragons, primitive humanoids, and many other monsters dwell in caverns; plenty of creatures (including adventurers) use caves as temporary refuges. A cave might also serve as an enemy's base of operations, perhaps a seaside cavern where a band of pirates stores its treasure or the catacombs beneath a city occupied by a thieves' guild.

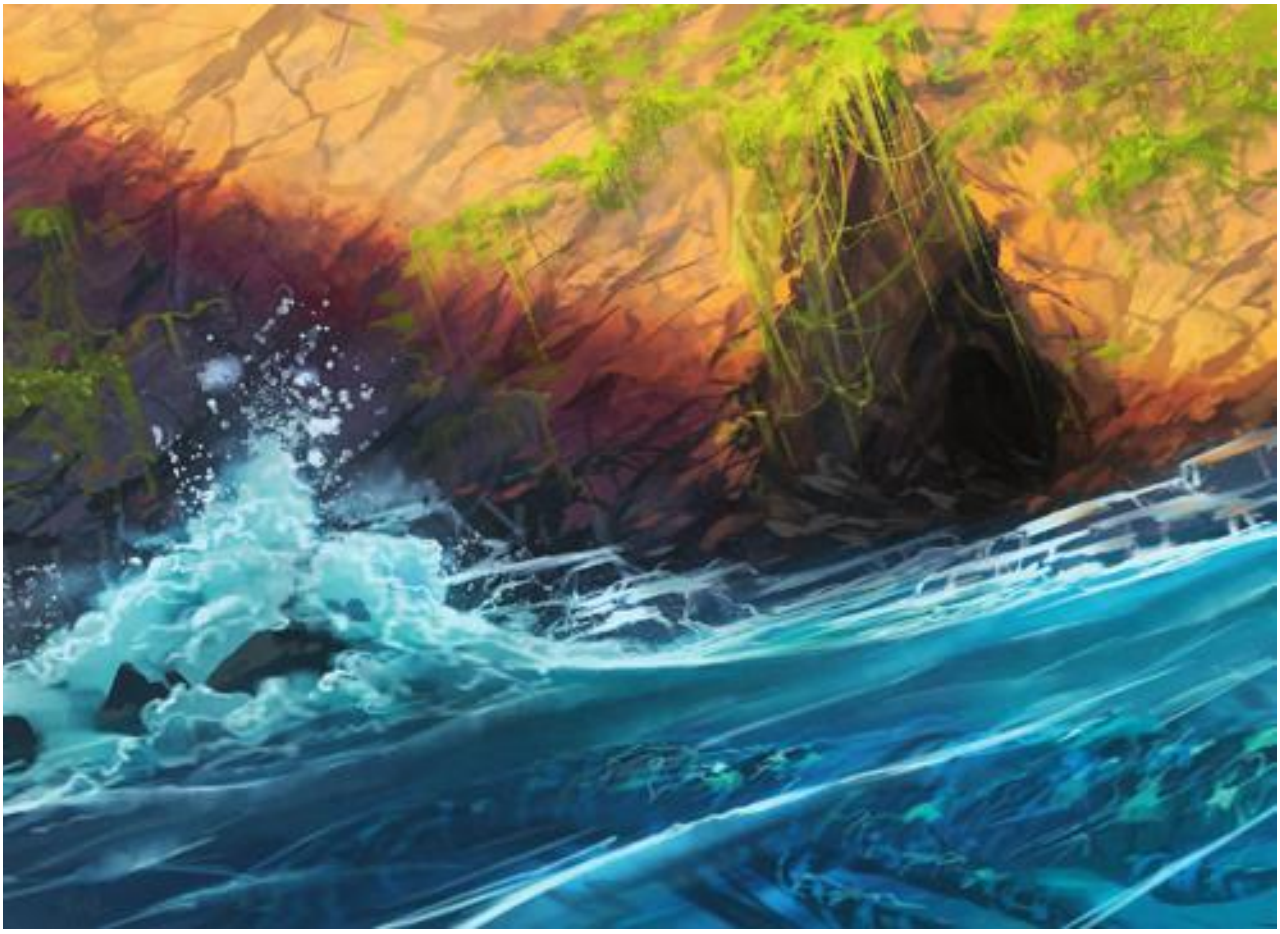
**Rewards** What you find in a cave depends largely on its inhabitants and their tendency to collect valuables. The cave walls might hold ore veins or valuable crystals. Beyond tangible rewards, a cave might also contain the seeds of future adventures, such as a message scrawled on a cavern wall.

## Crypt

Leaders with a lot of popularity whose subjects have a lot of money end up in tombs that have a lot of space for their dried-up remains and all their stuff. Crypt creators spare no expense in building these houses for the dead, and even the most remote hallways of a finely wrought crypt could be inlaid with fine stone tiles. Events over the passage of centuries can imbue such sites with dark magic or see protective wards become tainted with evil, turning a crypt into one part holy sanctum and one part deadly dungeon.

### Variations

Plenty of crypts resemble other types of dungeons: collections of underground passages and chambers filled with traps to keep out intruders. A crypt might lie under an earthen barrow or beneath a temple. The first challenge in delving such a site is locating it—those who go to the trouble of digging a crypt beneath the ground do their best to prevent adventurers and other grave robbers from finding it later.



*Crashing waves form a sea cave*

NOAH BRADLEY

In contrast, an ostentatious aboveground crypt has no qualms about making its presence known. Such a structure might contain deadlier traps and more dead ends than an underground crypt to make up for the larger number of intruders expected to assault it. Mausoleums fit into this category, such as those built for monarchs, high priests, and other lofty figures. Some aboveground crypts extend underground as well, with multiple levels of interior rooms, subterranean chambers, and sloping tunnels connecting them.

## Exploring

Secret doors, false burial chambers, illusory walls—crypt builders do everything they can to trick intruders. Trust nothing. Even the loot you claim might be designed to throw you off the track of more valuable treasures.

**Dangers** By design, a crypt is no place for the living. A crypt's builder knows that after the tomb is sealed, no living guardians will remain behind to watch over it. For that reason, the traps protecting the treasures and bodies in a crypt can be extremely lethal. Prominent crypts feature at least a few corpses of would-be interlopers.

Many cultures hold great hostility toward those who defile the dead, and sealed tombs often have foul curses placed on them. Reading the wrong inscription or touching the royal treasure can inflict blindness, bad luck, a festering disease—or worse.

**Inhabitants** Places of death give rise to the undead, and even the savviest tomb builders can fail to predict whether a tomb's location holds the ambient magic to create those foul creatures. A buried monarch might return from the dead to guard his tomb personally, facing off against grave robbers while aided by the undead warriors and servants that were buried alongside him.

When tomb builders require guardian creatures within a crypt, they create constructs that need no nourishment or air. A dusty golem can remain vigilant for centuries, waiting to unleash the vengeance of its creator on intruders.

**Rewards** A crypt is stuffed with the material wealth of the figure or figures buried there, including gems, art objects, and ancient coins. Long-lost lore can also be found within a crypt, along with ancient technology, books of forgotten history, and maps to unknown lands.

# Death Trap

A death trap lures thrill-seekers with promises of great treasure. The foolhardy who set forth into it find only a grueling gauntlet of perils, half-starved guardian creatures, and tortures unimaginable—all culminating in imprisonment or a grisly death.

A death trap is the most extreme expression of the dungeon concept, merciless and fatal to all but the most skilled explorers. It has no purpose other than to kill or (sometimes worse) capture.

## Variations

Beyond being "just" a killing machine, a death trap is usually created for a purpose that sets it apart from others of its type. It might have been built to test creatures of a certain race, to measure candidates' skill with a specific type of magic, or to capture prey. In such a case, all the dungeon's tests and traps contribute to fulfilling this purpose.

Some death traps are little more than random collections of rooms with plain corridors connecting them. In such a dungeon, the individual traps and encounters don't follow a theme or serve a larger purpose. Other death traps exhibit a consistent style with repeated motifs that show the creators' attention to detail. For such builders, a death trap is a work of art, and possibly the culmination of a life's ambition.

The sheer lethality of a death trap means it can afford to draw attention to itself in a way other dungeons can't. The greatest death traps are not secrets. People fear to speak their names, and the lands around them stand deserted. A death trap might be topped with a towering iron front gate or surrounded with warnings about the danger inside. It could be hollowed out of a rocky spire that has been carved to look like a skull. The entrance could be hidden among a row of magic portals, with a wrong choice meaning instant death.

## Exploring

If you explore haphazardly in a death trap, you'll quickly prove the appropriateness of that name. This type of dungeon demands discretion in your approach. Pick the right times to look for hidden passages and to study runes, but also know when to keep on a focused path and move quickly. Methodical mapping and the careful use of dungeoneering tools can't guarantee your safety, but both tactics are necessary.

Watch for clues that can help you overcome traps and bypass hazards safely. No set of scratches on the floor is too minor, no drop of blood too small. Don't read runes without taking precautions first. Above all else, never use a magic item found in a death trap before subjecting it to extremely careful study.

The heart of a death trap is a place of great significance, whether it's the citadel of the dungeon's creator, a shrine to an otherworldly entity, or the resting place of an artifact. Finding your way there is never easy, and a death trap might contain numerous false central chambers.

### Dangers

Anything goes in a death trap, where nothing is out of the realm of possibility as long as it's dangerous. Any hallway could collapse to drop you into a pit of acid. Any door might be protected by explosive runes or some other magic trap. Any gap between bricks could spew poison gas. Any statue could animate and attack.

### Inhabitants

Any dungeon shows hallmarks of the creatures that created it, but a death trap reflects only the choices of its designer. One dungeon's creator might be sadistic enough to build a death trap solely for entertainment. Another could be testing challengers for a specific purpose: worthy opponents, potential recruits for a great cause, sturdy humanoid stock for foul magical experiments, or the like.

Among the most common creators of death traps are liches, ancient dragons, mind flayers, and devils. These creatures have long life spans, high intelligence, and a consuming desire to test or torture others. The creatures set loose within a death trap are chosen for their toughness, their bloodthirstiness, and (if appropriate) how they conform to the dungeon's purpose. A death trap is rarely a living, breathing ecology, however; the monsters within one usually have no relationship to one another.

### Rewards

Every death trap has a great boon at its heart, whether a hoard of treasure, lost lore, or a face-to-face meeting with a formidable being. Reaching the end can change your life, though you might pay a high price to get there.

# Floating Castle

The antithesis of a typical dungeon, a floating castle, or cloud castle, is built high above the ground rather than deep below it. Defying nature, each of these great redoubts is enabled to float in the air by incredible magic. The building blocks of a floating castle might be composed of lighter-than-air material, or the clouds that are its foundation might have been transformed into a spongy yet firm surface.

A small number of cloud castles exist in the world, but the Elemental Chaos is rife with them. Many such places in the natural world are built on supernatural cloud-stuff manifested from the Plane Below, or constructed from the magically buoyant stone found in some locations there. The Feywild also contains a

large number of such citadels. The noble eladrin built them in ages past, and the secrets of their construction are now lost even to the noble archfey who rule from their high thrones.

## Variations

Floating castles can be as different from one another as the shapes clouds take in the sky. Imagine some vision of the heavens, and you have the basis for a new kingdom of the air.

**Storm Castle:** A storm castle floats in the eye of a perpetual storm. Its walls are black thunderheads, and the bars of its prison are trapped lightning bolts. As you walk its halls, heat lightning flashes through the floors and ceiling, providing surprising instances of illumination.

**Dawn Citadel:** This palace of mandarin and rose is as much a product of light as mist. A dawn citadel floats across the world in perpetual flight from the sun, always keeping daybreak a heartbeat behind. The beautiful half-light of such cloud castles often obscures some darkness in the soul of its builder.

**Drifting Dungeons:** A floating castle can be encompassed in different layers of clouds like levels of a dungeon, yet in this case the connections between levels change as the different cloud layers shift with the wind. Different layers of cloud might plunge explorers into different environments: high white clouds in the sun, cold gray clouds filled with snow, and angry black clouds of rain and lightning.

**Fog Fortress:** A fog fortress lies hidden in the mists, its walls and floors indistinguishable from the surrounding clouds. Only experimentation or the keen senses of an inhabitant can determine where the structure lies. Tremorsense is a boon to explorers who find themselves unable to rely on their normal means of finding their way around.

## Exploring

Traveling to a cloud castle can be an adventure in itself. You'll need access to a means of long-distance flight or a teleportation circle. (Giant beanstalks are generally not available.)

The architecture of a cloud castle is much like that of any castle on the ground, though its construction tends to sprawl vertically rather than horizontally. Visitors might need to negotiate tall spires, twisting staircases that rise through open air, and sky bridges arcing over a limitless void.

Not all such dungeons still house their original residents. An abandoned castle built by giants might now be full of manticores, wyverns, and other flying interlopers. Blue dragons in particular like to lay claim to floating castles, from where they can watch the world from on high as they scheme.

ADAM PAQUETTE

***Djinns, eladrin, and other magical beings raise castles in the clouds***

### FOR THE DM: THE CLOUD CASTLE ENVIRONMENT

Since cloud castles defy gravity, their magic can affect how creatures move within their environs. The following variant rules reinforce the feel of adventuring in the sky.

**Walking on Clouds:** The magic clouds on which the castle stands are semisolid. Any creature that is knocked prone on clouds must make a moderate Acrobatics check. With a success, the creature bounces back to its feet. A failed check means that the creature sinks 5 feet into the clouds. The cloud functions much like water once the creature enters it.

**Jumping and Gliding:** The castle's magic enables those moving within it to float and leap to great heights. When making a high jump, calculate the height as though it were a long jump. Creatures also gain a +5 bonus to Athletics checks to jump or climb.

**Falling into Clouds:** A creature that falls into magic clouds takes half the normal falling damage, and falls a number of feet into the clouds equal to this damage. If this distance is greater than the clouds' thickness, the creature then falls as normal.

**Dangers** The most immediate danger of a cloud castle is its most obvious—if you fall off, you'll likely die. Beyond that, it can be home to the same sorts of monsters and traps found in any earthbound castle. Its unique dangers are environmental rather than being embodied in the creations of the castle's builders.

Elemental magic can go awry in a cloud castle, whose own magic keeps the air breathable and the severe high-altitude weather under control. Any effect that interferes with those forces might fail or have unpredictable results, at the DM's discretion. In other cases, a castle might not offer any protection from the elements. In particular, the hall of a storm giant lord might be located within a perpetual thunderstorm, featuring cloud-to-cloud lightning strikes, high winds, driving rain or hail, and other elemental features that threaten intruders.

**Inhabitants** Floating castles are built by djinns, storm giants, and other masters of the air, who consider anyone unable to fly unworthy of visiting their aerial domains. The djinns' sky castles were abandoned long ago but still float in the Elemental Chaos. Their caliphs gone, these great citadels await the rulers of the next age. In the natural world, if you see a great black thunderhead that seems to move deliberately across the sky as it unleashes violence, you could be looking at a storm giant's home.

Lesser flying creatures often serve the builders of cloud castles as guards and messengers that carry out their master's bidding in the world below. Sphinxes act as the gatekeepers at many cloud castles, and even the death of its master does not end a sphinx's servitude. Such creatures can sometimes be found protecting abandoned fortresses, still awaiting visitors who can answer their riddles.

**Rewards** An extraordinary setting warrants extraordinary treasure. Plain coins and gems matter little to the ruler of a floating castle, who is more likely to collect ornate vases, fine art, magic devices, and even creatures of myth, legend, and folktale.

## Ice Palace

In snow-covered wastes and within forsaken mountains, ice palaces are home to some of the hardiest, most violent creatures in the world. The icy tunnels and frigid rock of such dungeons require specialized resources and demand resilience in those who explore them.

### Variations

Most ice palaces originate as natural caverns in frigid lands. Cold winds blow through tunnels in mountains, coating every wall with frost and leaving icicles hanging from the ceiling, slanting in the direction the wind blows.

More fantastical structures are dug out of glaciers or created with magic. Solid ice forms the entire complex: walls, sculptures, pillars, ornate ceilings, and even doors. These great palaces are the thematic opposite of natural caverns. Rather than inhospitable, austere hideaways, they are delicate-looking and elegant—almost welcoming.

The Elemental Chaos contains the largest and most extravagant ice palaces, many inhabited by frost titans. Innumerable ice dungeons are found in Cania, a frigid layer of the Nine Hells. Ice devils prowl them in search of new victims to capture in the name of their master, Mephistopheles.

Sailors sometimes encounter icebergs containing hollowed-out cavities. One of these iceberg dungeons might carry creatures of elemental cold into warmer climates, keeping them comfortable while they form plans for conquest.

### Exploring

Adventurers must rely on climbing gear to explore an ice palace. One fall can land you in a pit whose slippery walls cannot be scaled easily. Even with the proper gear, climbing can be tricky. In many places,

the only surface to hammer a piton into is a sheet of ice that could be far less sturdy than it looks.

Even when you're not climbing them, walls can pose problems. Light glimmering through translucent ice can cast odd shadows in nearby areas, which might be real enemies or threatening phantoms. During battle, a wall might shatter to spill icy debris across the ground.

**Dangers** The main hazards of an ice cave are the extreme cold, slippery surfaces, and icicles and sheets of ice that frequently fall from the ceiling. Be careful when using magic that deals fire damage, or simply carrying a torch. Sources of heat can soften or melt the surroundings, making the environment even more treacherous.

**Inhabitants** White dragons, frost giants, and other creatures of cold rule over ice palaces. Dragons seek out existing caverns to use as lairs, filling them with treasure. Giants expand on natural cave systems to build large halls, usually with slave labor. A giant's hall has a severe appearance, with blocky stone columns and furnishings sheathed in ice and snow. Ice archons serve in the frozen domains of these creatures.

Cold-dwelling beasts such as winterclaw owlbears also make lairs in the ice, and the burrowing of one remorhaz can create an entire cavern complex. Few natural creatures can bear living in such an environment, however; conditions are too extreme even for most barbarian tribes. Goliaths are a notable exception, adept at turning mountainous ice tunnels into comfortable homes.

The forbidding nature of an ice palace makes it an excellent prison. Entities that cannot easily be killed are frozen by magic and buried deep in an icy catacomb in the hope that they will never be found.

**Rewards** The treasure you find in an ice palace depends on its residents. Dragons and giants amass great wealth, but the dens of lesser beasts contain little of value.

# Magic Laboratory

The darkest dungeon lords build vile laboratories in which they undertake twisted experiments. Necromancers, summoners, and artificers make use of magic laboratories, filling such sites with fanatical servants and vicious contraptions, as well as new kinds of monsters.

## Variations

Magic laboratories encompass a wide variety of designs, each related to its creator and purpose. A necromancer's laboratory is filled with body parts preserved in jars containing unknown fluids. A conniving artificer might create a magic machine shop featuring racks of tools and clockwork components used to build mechanical devices. No matter what the variation, however, every laboratory serves as a testing ground for some creation or experiment.

Necromancers use their workshops to create new and diabolical undead, weaving profane magic with the power of the divine. A necromantic laboratory has shelves filled with rare herbs and components, with preserved body parts and organs neatly organized nearby. A large worktable provides space to disassemble corpses and put them back together again. The smell is repulsive, testing the perseverance of even the hardiest adventurers.

Summoners and artificers have less gory decor. Their shelves are lined with books, devices, and reagents that they use to call on and control their creations, whether monsters from other worlds or mechanical minions.

## Exploring

Because a laboratory is typically a working dungeon, you can expect to encounter guardian creatures and traps. A laboratory's builder is by its nature detail-oriented, so the area might be filled with all manner of mysterious devices and decorative elements that have a common theme.

**Dangers** The dangers of a magic laboratory are usually obvious. Strange mechanisms and substances, traps, hazards, guardian monsters, constructs, and other threats lurk throughout the dungeon. Many of a laboratory's defenses could be bizarre-looking objects and creatures whose true nature might not be obvious at first.

Alchemical concoctions are common in magic laboratories. They might be used to form hazardous terrain in the form of pools or spills, augment guardian creatures, or serve as makeshift weapons.

**Inhabitants** The most common inhabitants of a magic laboratory are the unique creatures that have been created there or are assigned to protect it. Alchemical constructs, clockwork beasts, and golems of every material stand watch against trespassers. Necromancers employ ever-vigilant patrols of skeletons, zombies, and ghouls. Summoners deploy lesser elementals and savage monsters to guard their laboratories and lairs.

**Rewards** A laboratory environment holds exciting treasures limited only by its creator's imagination. Such loot can include unique new potions and elixirs, recipes, magic items, and even never-before-seen servant creatures.

# Maze

Mazes and labyrinths are expensive defenses, every one created by a wealthy ruler to protect something of great value: perhaps a secret lair, a unique spellbook, a peerless magic blade, or an artifact of legend. A few despots have been known to erect a maze out of sheer boredom, seeking entertainment from dropping unsuspecting mortals into its mind-boggling twists and turns.

## Variants

The simplest maze is a dungeon whose halls bend in unfathomable ways and lead in confusing directions. Many passages lead to dead ends, forcing you to double back in search of the correct route. Many elements can be layered onto this basic construction; magical effects, puzzles, and other challenges add complexity and danger to a maze.

**Teleportation Pads:** These devices are usually small platforms, which might be concealed or obvious. Stepping onto one pad instantly transports you to another area within the dungeon.

**Puzzles:** Some maze dungeons require explorers to solve puzzles before they can advance through a particular area. In general, the greater the reward, the more difficult the puzzle.

**The Third Dimension:** The most complex mazes extend not only horizontally but onto multiple levels. Particularly when it incorporates teleportation, a three-dimensional labyrinth can pose a serious challenge to even the most careful adventurers.

## Exploring

The best method for exploring a maze is a careful room-to-room search for clues to what lies ahead. You might want to designate one player as the mapper, who is responsible for keeping track of the characters' progress from room to room. As the dungeon unfolds, the map expands with it and keeps the party on track. Be aware, though, that some mazes change configuration at random intervals or teleport explorers between identical-looking areas, limiting a map's utility. In such cases, marking up the walls or floors as you go along can help you determine if you're visiting new territory.

### Dangers

A maze is designed to confuse and frustrate intruders, and it can disorient you if you decide to flee from some danger or if you become stuck trying to figure out a puzzle. In addition to well-hidden traps and fiendish puzzles, many mazes are stocked with monsters on ceaseless patrol (or perhaps they're as lost as you are).

### Inhabitants

The creator of a maze often fills the complex with creatures that terrorize, torment, and slow intruders rather than simply killing them. Expect such a dungeon to contain bizarre monsters and hazards whose existence together doesn't make sense in a natural environment. For example, a beholder might wander one part of a maze, while a colony of myconids inhabits a section of twisting corridors not far away.

### Rewards

Mazes that have stood unsolved for long years can hold substantial rewards. A maze might be the resting place of a unique item, an artifact, or a relic of the time before the Dawn War. In addition to whatever it was designed to hide, it might also contain the gear, magic items, and wealth of previous explorers who died trying to find its treasure.

# Mine

Untold wealth resides beneath the surface of the world. Silver, gold, platinum, and precious gems have drawn nearly every humanoid race to construct mines for obtaining those riches. Cut into mountainsides or down the tunnels of the Underdark, mines are the conduit through which pours the treasure of clans and empires. When a mine's wealth has been depleted, the shafts and other workings of the construction remain, offering a way for mysteries and monsters to descend into their depths.

## Variations

Most mines are lengthy tunnels dug into the earth, extending downward from a handful of entrances on the surface. Smaller passages spread out from the main shafts as miners follow promising veins of ore and pockets of gems.

When active, a mine is abuzz with activity and workers toiling day and night. Dormant mines are different. Their tunnels are no longer maintained, so occasional collapses and cave-ins seal off old passages or create new ones. These played-out mines become more like natural cave complexes, drawing creatures to take shelter in them. Large populations of subterranean monsters can occupy the biggest mines, or an abandoned shaft might become home to a single dark entity—some ancient creature that was disturbed when a mining operation dug too deeply.

## Exploring

Mines created by humanoids feature passages that are easy to navigate, whether on foot or using carts designed to transport ore. Many mines have connections to deeper caves as well—even to the Underdark.

**Dangers** Even an active mine is dangerous, with cave-ins and pockets of poison gas a constant threat to workers and explorers alike. Skilled miners use struts to reinforce tunnels and carefully test new passages before fully excavating them.

When a mine has been abandoned, it holds different dangers. No matter how cautious you are, you might trigger a collapse as you explore, and the possibility of becoming lost in a mine is always a threat. Some dormant mines feature traps set by the previous miners, hoping to deter the greedy from following the tunnels to plunder new workings or carve out homes. These deterrents might be as simple as weakened supports to bring down the roof of a tunnel with but a nudge.

**Inhabitants** Humans, dwarves, svirfneblin, goliaths, gnomes, kobolds—members of almost all humanoid races hear the call to pursue resources and riches underground. While a mine is active, it is heavily populated by miners, most of whom don't take kindly to intruders snooping around their claim. This attitude is particularly prevalent among underground peoples, whose mines have strong connections to their ancestral holds. Outsiders caught trespassing in such areas can expect a hostile or violent greeting.

After the excavation in a mine has ceased, the inhabitants can be different—though the reception they give to interlopers is likely similar. Old tunnels are quickly repopulated by creatures looking for defensible homes, from goblin squatters to hibernating cave bears, nesting stirges to rust monster packs. If a mine connects to the Underdark, even fouler monsters might use it for access to the surface.

**Rewards** Most mines are empty for a reason: There simply isn't any more treasure to be found. In some cases, however, the miners might have decided not to venture into hard-to-reach areas that an adventuring group is perfectly suited to tackle. Miners might also be driven off their claim by monsters, leaving behind rich ore and precious gems for those brave enough to take them. The victims of these monsters might also hire adventuring parties to clear the threats that chased them from their excavation.

# Prison

Perhaps the most literal of all dungeon types, a prison dungeon is where the enemies of authority waste away behind bars. Such holes are synonymous with torture and darkness, and few ever return from one. Sealed away in a prison's depths are a thousand tales of hardship, testifying to the horrors that even civilized beings can visit upon one another.

## Variations

A prison is built in a secure location, whether within the walls of a fortress, beneath a castle's inner ward, or even through a dimensional portal in another plane. Prisons for humanoids are cramped, depressing warrens of narrow tunnels and tiny, dark cells. Iron bars and sturdy doors separate each chamber, and the clamor of chains echoes throughout the depths. The stench of filthy bodies draws flies, and rats crawl among shackled inmates. Implements of torture dangle from the walls. Sunlight is a fading dream.

Some beings cannot be contained by conventional prisons. Fiendish villains, ancient monsters, and demigods or exarchs can be restrained only with great magic. Such a creature is held in isolation, with the location of its prison kept secret so that its followers cannot attempt to free it. The bonds or cells that hold such prisoners are strengthened by arcane spellcraft, the walls and doors ensorcelled with mystic wards.

## Exploring

A prison has layers of defenses to prevent escape. Those jailed within one must contend with locked doors, barred corridors, patrols of guards, and other obstacles. (If you're on a rescue mission, you'll have to deal with those things as well—from the other side.) Rumors might circulate among inmates of secret paths left over from the prison's construction or created by daring escapees.

**Dangers** The challenges of a prison dungeon begin with the guards who patrol the entryway and corridors. They are quick to attack anyone they see moving unescorted through the complex.

### FOR THE DM: JAILBREAK!

A prison jailbreak makes an excellent scenario for a dramatic adventure, particularly in the heroic tier. At this level, the adventurers don't yet have access to rituals or powers that let them easily bypass a prison's security, so coming up with a plan for infiltration presents a formidable challenge.

Offer the players several possible ways to break into the prison, then let them make choices based on their characters' abilities. These decisions can lead to exciting and memorable escapades that require the heroes to rely on timing, precision, and ability to avoid capture. A skill challenge played out in stages can simulate the progress of the jailbreak, perhaps with a few plot twists thrown in to keep things exciting.

*A prison breakout is a classic adventure plot*

Even if the guards can be eluded, a prison often contains hidden defenses or traps to deal with attempted escapes or to keep friends outside from supplying aid. Some prisons are laid out as mazes so that even in the event of a security breach, intruders or escapees will have difficulty navigating networks of identical corridors.

The biggest danger in a prison is often the prisoners themselves. These desperate individuals might attack adventurers who are breaking in, hoping to seize their weapons and magic.

### Inhabitants

A prison can hold any kind of creature. Humanoid prisoners range from hardened murderers to political iconoclasts. Such characters have usually done something to offend their society or ruler, though their actions weren't necessarily evil. Some were imprisoned unfairly or by mistake, or made enemies by taking a stand against corrupt laws. On the other hand, a prisoner might be an archvillain, guilty of dreadful crimes, or a creature of such strength that no force or magic can destroy it.

Ultimately, no one wants to inhabit a prison—not even the guards employed to protect it.

### Rewards

Little tangible wealth is to be found in a prison, though its warden might seize captives' goods for his or her own use or to turn over to the authorities. Escape or rescue is its own reward. In some cases, a rescued prisoner might be rich or influential enough to provide remuneration after the fact, or might offer valuable information. You could also break out someone wrongly imprisoned just for the warm feeling of doing good.

## Sewer

Building a dungeon from scratch is difficult in an already existing urban environment. The sewers of a city, however, can exhibit many of the features of a dungeon, including access to secret areas and forgotten catacombs. Taking over a sewer complex might appeal to a villain whose plans are focused in a populated area or who must make use of an existing locale and isn't too fussy.

### Variations

An undercity tunnel system might be a storm sewer, which collects excess rainfall and funnels it away from the city streets and into a nearby body of water, or a sanitary sewer designed to deal with refuse and waste. Sewers large enough to serve as dungeons can combine both designs, which makes living there unpleasant for most creatures. The only beings that

JULIE DILLON

call a sewer home are those that can tolerate its filth or have no other place to go.

The main variant of a sewer dungeon is the abandoned system beneath a deserted city. Creatures looking for a home or a safe place might move into an abandoned sewer in the same way they do an abandoned mine. With no chance of attracting the attention of city authorities, they have no need to hide their activities in the sewer.

## Exploring

A sewer has numerous entrances throughout a city, so adventurers can easily enter and leave the dungeon. Their enemies have the same advantage, which makes them that much more difficult to catch. Sewer dwellers might also open up new entrances to their tunnels by digging upward to infiltrate buildings for use as bases aboveground.

A sewer often has walkways on either side of the channel, so you shouldn't need to wade or swim under normal circumstances. Still, the place stinks, both from sewage and from the rot-feeding growth that flourishes within its dank tunnels. Sewers aren't built to be traveled through, and some sections might be blocked by bars or shrink down to narrow pipes or passages. Those that have long-term inhabitants are riddled with secret passages and loose grates that can be easily moved.

You could navigate a sewer using only the dim daylight that filters down through storm drains, though doing so can make for slow going. If the creatures living in a sewer have darkvision or other enhanced senses, you're better off carrying light despite the risk of detection.

**Dangers** Anyone traveling through or living in a sewer fears heavy rains. During a storm, the tunnels quickly fill with runoff, and creatures inside need to make for higher ground.

Sewer-dwellers that have a penchant for traps might build special dams with quick-release levers to open them and force pursuers back. A sewer's narrow walkways make traps somewhat more effective, since adventurers have less room to spread out while exploring.

Human and animal waste, poisonous liquids dumped by tanneries and other industries, and dead animals all float through a sanitary sewer. Sewer water also carries diseases such as filth fever, making moving through it as risky as it is disgusting.

**Inhabitants** Skulking creatures such as goblins seek out the familiar underground terrain of a sewer when they infest a humanoid city. Criminals and outcasts who want to remain close to civilization take refuge in a city's sewers. Thieves, particularly wererats, use sewer tunnels to move unseen beneath a settlement. A sewer might become contested territory during a feud between gangs or underworld guilds. Criminals hiding out in sewers use simple shelters or collapsible tents and keep their gear packed at all times, ready to retreat whenever the weather or the law becomes a threat.

Sewers teem with scurrying rats, cockroaches, centipedes, and other vermin, but these creatures present no threat to adventurers. In fact, you can get early warning of the lairs of larger predators by watching out for locations free of vermin. Monstrous creatures also thrive in sewers: Otyughs are at home in the stench and filth, stirges swarm in humid tunnels, oozes drip from the ceiling, and carrion crawlers lurk on all surfaces, feeding on smaller vermin as they wait for better prey to come along.

**Rewards** The same thieves' guilds that use sewers for transportation also conceal their loot there. Loose bricks and false walls conceal hoards of coins, false identification papers, disguise kits, and useful magic items. In addition, a villain who controls a remote dungeon might create a teleportation circle in an urban sewer, providing a way to quickly enter the city or move supplies to operatives there.

# Volcano

A volcano is a rupture in the surface of the world that allows boiling magma, searing ash, and dangerous gases to escape from below. The destructive and unpredictable nature of volcanoes makes them the most dangerous of natural dungeons.

Volcanoes embody the force of unfinished creation, providing a window into the Elemental Chaos, and are natural sources of gems and other riches. As streams of lava flow and cool, bubbles in the liquid form tunnels and caverns. These naturally strong shafts create a complex and formidable underground network.

## Variants

Unlike other types of natural dungeons, volcanoes can be found in most places in the world, from the remote Underdark to the mountain ranges of the most civilized surface lands. A volcano dungeon can be as small as a few interconnected chambers, or it can fill the interior of a mountain with twisting passages and vast vaults.

## Exploring

The simplest volcano dungeon is a flat network of tunnels extending in every direction. Different areas can feature thematic terrain, such as rivers of magma, lava falls, and rocky bridges over burning lakes.

**Dangers** The searing heat and lack of oxygen in a volcano can tax even the most stalwart explorers.

### FOR THE DM: VOLCANIC TERRAIN

Volcanic terrain is not only challenging but also exceedingly dangerous, particularly for heroic tier characters. Falling into lava, for example, is quickly fatal for most characters. Your players should understand that exploring a volcano is a dangerous and exhausting activity. You can use the threats of a volcano dungeon to encourage them to think of smart tactics, presenting them with challenges and obstacles rather than a succession of death traps.

Falling rocks, crumbling cavern walls, and unstable ground must all be taken into account.

**Inhabitants** Great monsters thrive in this landscape, whether they have a connection to elemental fire or simply seek the warmth of the caverns. Active volcanoes arise around rifts to the Elemental Chaos, attracting creatures of raw elemental energy. Fire elementals and fiery demons are the most common of these. Other creatures that lair in or near volcanoes include mephits, fire drakes, and red dragons.

**Rewards** Volcanoes carry rare gems to the surface inside streams of magma, and they can be a rich source of rare metals as well. Smiths are always looking for raw volcanic ore to create new alloys. When the lava from a volcano originates in the deepest reaches of the Elemental Chaos, it is often imbued with elemental magic, making it prized by artificers and other arcane practitioners.

Many ancient red dragons make their lairs in the cores of volcanoes, which provide maximum defensibility for their hoards. The oldest are said to possess lost artifacts, rare magic arms and armor, and unsurpassed wealth in coin and gems.

# Warren

The confusing dens of kobolds, goblins, ankhegs, and other subterranean creatures consist of unstable caverns connected by twisting, narrow tunnels. A warren dungeon is usually a shallow construction, dug down just below the surface or extending off naturally occurring underground passageways.

## Variations

Intelligent creatures build warrens that resemble villages, divided into specialized sections. The hives and dens of beasts such as ankhegs and bulettes feature a smaller number of chambers in which these monsters sleep and breed when they are not hunting.

Each intelligent race that builds warrens does so in a different style. Kobolds lair near underground hot springs or volcanic vents for warmth (and potential nearness to dragons). Goblins trap and breed beasts such as drakes, krenshars, wolves, and spiders to guard their warrens. Svirfneblin conceal their homes' entrances, using illusion magic to make their cozy dens look dangerous or abandoned.

## Exploring

Even if a warren was built to be defensible, most of its rooms serve everyday needs. Bedchambers, kitchens, shrines, and privies are more common than armories and guardrooms. Trapped passages are common, however, particularly in kobold warrens.

**Dangers** Creatures that dig out warrens are typically of small stature. Their lairs are ill suited to the taller races, which face a considerable challenge when squeezing through low, narrow passageways. Becoming stuck in a narrow tunnel might seem a minor inconvenience at first, but even the stupidest goblin knows how to take advantage of a cornered foe.

Kobold warrens teem with traps, making them even more dangerous than other warrens. Their residents ably bypass hazards that can spell destruction for blundering intruders. Even if a trap doesn't kill its target, being tagged by one leaves a blood trail that kobolds can follow.

**Inhabitants** Kobolds, goblins, and the like viciously defend their warrens against intruders. This isn't some dungeon that they guard as mercenaries—it's their home.

Unlike an outpost full of soldiers, a warren can contain children, the elderly, and other noncombatants. Adventurers who avoid attacking such creatures can sometimes negotiate passage through a warren. Even noncombatants will take up arms quickly if they are threatened. Kobolds are able to use tooth and claw from the time they're hatched; elderly deep gnomes might fight with the desperation of having nothing to lose; and few creatures are more ferocious than mothers protecting their young.

**Rewards** Warrens are rarely filled with treasure, but they can be great sources of tools and supplies. For a group on a long expedition, a store of cured meats and ale might be worth more than coins or gems. Information is another valuable, if intangible, reward for entering a warren. As well, local rulers might pay well to have a nest of troublemakers cleared out.

# Dungeon Denizens

Sometimes the best weapon a dungeon delver can have is knowledge of how to deal with the monsters that lurk underground. So lend an ear to the voices of experience quoted in this section as they tell their tales and dispense their advice, and grab a piece of parchment—you'll want to take notes.

This section spotlights a group of monsters that have a long history in the D&D game—including the beholder, the mind flayer, and the rust monster, to name a few. They've been "kept alive" as the game has evolved because they're just so . . . monstrous.

## Aboleths

*"Beware of what waits for us below, my friends. Drive any thought that is not your own from your mind, for it will betray you and leave you vulnerable to their corruption. Take solace in the knowledge that these horrors are flesh and blood, and they feel pain."*

—Mord, escaped thrall

Aboleths are the slimy overlords of the subterranean realm. Their bodies are bizarre and revolting, their abilities maddening, their motives and origins inscrutable. In short, aboleths embody the alien horror of the Far Realm. Their emergence is a sign that cosmic forces are turning their gaze toward the sane world.

Aboleths dwell in subterranean lakes and oceans, surfacing to bend others to their malevolence. With hosts of corrupted thralls in their service, they instigate schemes with far-reaching consequences. When confronted, an aboleth turns its attackers against themselves by dominating their minds. The lash of its slimy tentacles destroys an enemy's sanity, and those who fall to an aboleth are doomed to become victims of its desecration.

When an aboleth is the hidden master of an evil scheme, its enemies typically don't realize the truth until the monster reveals itself. This subterfuge makes preparing for battle difficult, so adventurers must learn the telltale signs of an aboleth's presence. The creatures frequently send thralls to the surface to spy and instigate their plots. These thralls can be identified by their emotionless insistence on completing their assigned tasks. Those who manage to escape sometimes feel a gibbering in their minds that crescendos when an aboleth is nearby, and observant delvers might notice trails of slime leading to the edge of a dark lake.

WARREN

*Stirges above, bones beneath, and adventurers in the middle*

EVA WIDERMANN

## Ankhegs

*"We didn't get too many ankhegs back home. Too rocky. Usually they'd show up by accident, drawn to the sound of our smithies. When they'd appear, they'd get all riled up and spit acid everywhere. We had to take them down quick, before the acid tarnished the forge."*

—Korag, dwarf outcast

Ankhegs hunt humanoids, so they stick close to settlements to gain easy access to their prey. The burrowing creatures avoid detection by staying underground. When on the hunt, an ankheg comes to the surface just long enough to snatch a victim, then drag it into the beast's tunnels to tear it apart with razor-sharp mandibles. The more the victim struggles, the angrier the ankheg gets, and the nastier the fight becomes. Since adventurers have a tendency to fight back, ankhegs can get extremely nasty.

The good news is that most ankhegs hunt alone. They don't gather in large numbers because each one needs a lot of food to survive, and having too many ankhegs in one area depletes the food supply. They do work together during the mating cycle, though, digging a burrow where they drop their eggs. The parents grow more aggressive, both to drive off predators and to bring in meat for the broodlings when they hatch.

### READING THE SIGNS

**By Khel Nighteyes, veteran dungeoneer**

Time and time again I hear of adventurers kicking in dungeon doors or stomping through caverns, practically ringing the dinner bell for monsters. We Deep Guides favor discretion. The best way to avoid monsters is to keep your eyes open; the signs are all around you. Let me give you some examples.

Abnormally clean dungeon walls are a good clue that an ooze is squelching around nearby.

Butchered bodies are a sure sign of grimlocks, but the savage creatures also leave greasy handprints and tufts of ropy hair wherever they go.

Think a bit of treasure scattered conveniently in your path is too good to be true? It is. It usually means that a roper is lurking overhead.

Aboleths have a fixation on bizarre shapes and angles, making their thralls build monolithic structures near their lairs.

## Beholders

*"Don't listen to the lies spread by gossipers! There is only one, and it is Xocol'yalax! Others are pretenders, not worthy of my sight! Now recount the ten thousand odes of my greatness that I taught you, and make them perfect this time!"*

—Xocol'yalax, beholder

When people on the surface world whisper about the terrible creatures that lurk in far depths, they're usually talking about beholders. Nothing compares to a beholder's otherworldly appearance and capabilities. Its eyestalks writhe like a nest of snakes, spitting magic energy with every glance. It need only look at a victim to burn or freeze or disintegrate it. If a beholder's enemy survives the barrage of eye rays, the floating creature simply opens its mouth to bring to bear its vicious bite.

Beholders' megalomaniacal delusions are as dangerous as their abilities. They create subterranean domains for themselves, taking on titles such as "supreme majesty" or "all-seeing overlord." A beholder delights in imposing its will on others, especially when the lesser beings consciously accept its superiority. Beholders build menageries of slaves and collect creatures that they find interesting. The superiority complex of beholders would be humorous if they didn't insist on trying to rule the world.

## Carrion Crawlers

*"Whole nests of the things would gorge themselves in the killing caverns of the orc wars. The beasts were so intent on shoveling the dead into their mouths that you could slip right past them, if you could stand the stink."*

—Korag, dwarf outcast

Carrion crawlers wallow in filth, decay, and slime. They scour subterranean environments for easy meals among the dead or dying, but if they can't find those, they ambush live prey with their poisonous tentacles. The caterpillar-like bodies of these creatures let them launch these ambushes from bizarre angles, attacking from dungeon walls or ceilings so that enemies cannot fight back easily. Experienced delvers know to watch out for pools of dripping slime in tunnels—a drooling crawler might be lurking overhead.

The sight and sound of a carrion crawler feeding can make the bravest adventurer queasy. The hideous sucking noises are more disturbing when you consider that their meal might still be alive. Being paralyzed by a carrion crawler's poison is one of a delver's worst fears: shoveled headfirst into the monster's maw, fully aware but utterly powerless.

## Cave Fishers

*"Meepo already feel like little worm all alone in the dark. Why nasty monsters hook him like one, too?"*

—Meepo the kobold

These insectlike predators cast their sticky nets into the tunnels of dungeons, angling for everything from buzzing stirges to errant explorers. Cave fishers prefer overhangs or ledges in moist caverns. Their craggy carapaces let them hide perfectly against a cavern wall, where they wait patiently for prey to wander near. Some cave fishers spin a noose of filament that snatches a creature, strangling it. Others fire harpoon-like spikes into the flesh of their victims. Either way, a cave fisher immobilizes its prey, then carries it back to the nest to be feasted on by the beast's ravenous brood.

Cave fishers rely on cunning rather than strength to catch their meals. They usually stay in areas close to the surface, which typically see heavy foot traffic by small humanoids. A lone goblin or kobold can't put up much of a fight, but a fully equipped adventurer can take down a cave fisher—if you can close with the creature. There's the problem. Cave fishers crawl along walls and ceilings like spiders, favoring ambush locations where their prey has limited maneuverability or cover.

## Grimlocks

*"Drow slave-pits are overflowing with grimlocks. Those brutes are as cruel as their masters and would fight to the death even if drow whips weren't behind them. Against a grimlock, one blow—well timed, swift, and perfectly aimed to the heart—will do more than a dozen errant cuts."*

—Meliera, bloodsworn

Even among the harsh races of the Underdark, grimlocks stand out as some of the most savage and violent. The fearless raiders wander the endless caverns, always on the move and quick to slay whatever they encounter. Although they use only primitive stone or bone weapons, their brutish strength can overpower most humanoids. Untold millennia underground have given them uncanny senses, enabling them to function in complete darkness. This ability is a serious problem for surface dwellers— although grimlocks can't see the flicker of torchlight, they can feel its warmth, and they go for the person with the light first.

The tiny glimpses of grimlocks' tribal culture that adventurers have seen suggest that the creatures don't spend all their time brutalizing and eating everything they find. They have an ingrained hatred of outsiders, though, so no one has been able to live among them. Grimlocks savagely attack dungeon delvers, but they battle other subterranean monsters as well. This hatred might come from the fact that many Underdark creatures enslave them. Grimlocks attack mind flayers more zealously than they do any other race.

## Hook Horrors

*"We use t' file down hook horror claws and use 'em as arches for our homes. Didn't need keystones 'cause the claws were strong enough t' hold up the entire roof without buckling. Findin' ways to use the claws wasn't hard. Getting 'em's another matter."*

—Thorry, trapsmith

These creatures range through caverns in search of food. Similar to great bears of the upper world, hook horrors are renowned for their orneriness. They don't go looking for fights, but if surprised, cornered, or wounded, they hit back hard. The creatures' size and chitinous plating make them incredibly strong and resilient. Their claws are nearly six feet long, studded with jagged barbs and ending in a fishhook shape larger than a human hand. When angered, a hook horror smashes a foe with these claws, pulls an enemy close, and rends flesh with its beaked jaws.

Underdark explorers have suggested that hook horrors might be more than violent beasts. Solitary creatures have exhibited complex behavior that suggests intelligence. Additionally, hook horror clans, usually consisting of a handful of individuals, have been seen demonstrating teamwork, compassion, and ritualized behavior. Thus, some delvers say that avoiding their territory is not only safer but more respectful.

## Mimics

*"Look, when I tell you not to touch anything, I have a very good reason. Let's just say that sometimes the dungeon bites back."*

—Karl, deep delver

Although mimics come from the Far Realm, they have found the world's dungeons to be good hunting grounds. These amorphous, slime-like creatures take the forms of everyday objects in their chosen environments. Treasure chests, religious altars, and elaborate doorways are among their favorite shapes because they attract the attention of curious passersby. A mimic waits, indistinguishable from the surrounding features until prey comes within reach. Then the creature shows its true nature, becoming a writhing mass of ooze, teeth, and tendrils.

Experienced adventurers know to be alert for a mimic whenever they discover an interesting object while dungeon delving, and such caution has denied the creatures many potential meals over the years. As a result, some mimics have wised up, taking the forms of humanoids and actively hunting gullible

prey. As these mimics become more common in dungeons—and sometimes on the surface world—adventurers might start second-guessing everyone they meet, wondering if a new acquaintance is really a toothy mass of hungry slime.

## Mind Flayers

*"There were hundreds of skulls in that pit, practically spilling over the edge. But that wasn't what made me run—it was the mangled holes in each skull's forehead, like something had bitten right through it."*

—Risha, drow assassin of Maelbrathyr

No creatures haunt the nightmares of dungeon-delvers more than mind flayers. Their far-reaching schemes and boundless hatred of other races puts them among the supreme villains of the Underdark. Their combination of psychically enslaved servitors and withering mental attacks makes them a threat for any group of adventurers. Defeat at the hands of a mind flayer is a fate worse than death, leading to either slavery or a sickening feast on the victim's brain.

Mind flayers are obsessed with the perfection of their species. They reproduce by corrupting other creatures and capture promising hosts that can be transformed into new mind flayers. This need spurs their cabals to expand into new realms, where they work to subvert existing centers of power. If an attempt at transformation produces disappointing results, the mind flayers might call for the systematic genocide of the host's race. On the other hand, a successful transformation means that mind flayers seek out similar creatures to undergo the process. Unfortunately for adventurers, their skills and abilities make them attractive targets.

## Myconids

*"It started when we found spores clinging to the soles of our boots after we returned from the tunnels, and it just didn't stop. Mushrooms began popping up over the whole village, crowding us out of our houses and smothering our gardens. It wasn't long before they started moving around, wondering what we were doing in their home."*

—Durthee, svirfneblin refugee

The idea of walking mushrooms might make some adventurers snicker, but experienced delvers know that the implacable spread of myconids is no laughing matter. Colonies of these plant creatures are expanding throughout the world. Thriving in dank environments such as caverns and dungeons, myconids take hold of an area quickly. Their spores create huge fungal masses that crowd out other plants and animals. Their lairs are pungent with decay, and the growth is sometimes so thick that explorers have to hack their way through. Myconids don't take kindly to those who damage their colony, nor do they have patience for opponents who try to slow their advance.

Despite their hostility, myconids are not evil. Some people can understand and perhaps empathize with their need to expand. Opening negotiations with a myconid sovereign is a good tactic for those who don't want to fight a charging army of spiny fungi. Once they are attacked, myconids pour from their lair like a colony of fire ants, and they don't stop until they or their foes are compost.

## Oozes and Slimes

*"The trick to dealing with oozes is to give them something to focus on. They're as brainless as they are deadly, so if you poke them with something, they're likely to fixate on it. Just be sure it's not something that dissolves too quickly."*

—Karl, deep delver

Clinging to dungeon walls or seeping formlessly through cracks, oozes and slimes exist only to feed on anything their acidic bodies touch. They don't think or feel, and they barely react to external stimuli. They are driven by the instinct to consume and lurk in the moist darkness, waiting for a meal to pass by. Everything is food to them, and their goopy bodies scrub clean dungeon walls and adventurers' bones alike.

The best way to protect yourself from oozes is to pay attention. The creatures are generally lethargic, especially after eating, when they become torpid masses of jelly. Even active oozes move very slowly; most adventurers can walk away from one without breaking a sweat. The danger is that oozes and slimes can become almost invisible in the right conditions. You could walk right into one before realizing it. Never stick your hand into a damp niche before checking first, and always prod pools of water before drinking.

## Otyughs

*"Ick! No want to smell fat stink-monster!"*

—Splik, grudging goblin guide

Plenty of explorers attest that otyughs are the most foul, filthy, diseased sacks of tentacles and flesh in dungeons. Although the creatures are products of the natural world, they reek with what some swear must be a supernatural stench that is second only to the smell of troglodytes. It's as if their bloated, flabby bodies absorb the rot and decay around them.

An otyugh is almost invisible when wallowing in a pile of filth, its skin adapting to match the color of the putrid surroundings. A consummate scavenger by nature, the creature's aggression stems mostly from its territorial nature. It lays claim to a rich feeding ground and tries to drive off or consume all who intrude. An otyugh entangles a creature in its

tentacles, which are covered with vicious hooks that sink into flesh, then pulls the victim into its cesspool and chews it up.

Most otyughs are irritable loners, squatting idly in a noisome pit or slowly wandering through dungeons until they find a place disgusting enough to make their own. Only priests of Torog, god of the Underdark, show any affinity for otyughs, though the slimy creatures are exploited by troglodytes, hobgoblins, and other dungeon-dwelling races for both waste removal and defense.

## Purple Worms

*"Sing the tale of Vonak Bloodoath, who fought and slew the bale worm. For seven days he struggled in the belly of the beast, his golden axe painted crimson. Vonak knew no fear and felt no weariness, and at last he cleaved the monster's heart. So mighty was the worm's thrashing that it shook the mountains."*

–A dwarven legend told in Cor Talcor

Dungeon monsters don't come bigger, nastier, or hungrier than purple worms. These hundred-foot-long horrors burrow through stone and earth at great speed, driven only to eat. One titanic worm's burrowing can create tremors or sinkholes large enough to threaten whole communities. Like a force of nature, it can burst through a fortress wall, writhing and thrashing at armies that are helpless to stop it. The monster opens its huge mouth and simply crawls forward, shoveling masses of prey into its gullet. Inside its body, the victims are awash in digestive slime that quickly dissolves their flesh. Everything from a kobold to a giant is food to a purple worm.

As the apex predators in the Underdark, purple worms have a rich mythology. Their appearances have marked the destruction of cities, the creation of important underground landscapes, and speculation about the true depth of the Night Below. The drow consider the worms a test sent by Lolth to judge their worth. Goblins think that the worms are hungry gods that will shatter the world if not fed. Dwarves view them much as surface-dwellers do ravaging dragons.

## Ropers

*"How's this for a trap idea? It blends perfectly into th' wall and shoots out lines that grab 'n' pull you up into it, where a bunch o' sharp stuff tears you to pieces. Makin' one? Who said anything about makin' one? It's already here. Just look up."*

–Thorry, trapsmith

Patient, ravenous, and cruel, a roper can wait weeks for prey to stumble within reach of its tentacles. When prey draws near, the roper hurls long tentacles to snare and reel the victim into its gaping maw. As if that weren't bad enough, ropers sadistically enjoy the struggles of their victims, laughing horribly as they chew their food.

Ropers are occasionally talkative, and one might converse with a likely meal before attacking (though it is hardly good company). Some dungeon-dwelling races, such as goblins, look to ropers as oracles or gods. A roper might offer guidance or protection in exchange for offerings of wealth—and the chance to snatch a supplicant here and there for an easy meal. Since ropers have tremendous life spans and can hibernate for decades, their gullets might hold ancient treasures.

## Rust Monsters

*"Oh, how I hate those things. Not because they eat swords or armor or all that nonsense, but because they ruin the nicest treasure! The best thing to do is blast them with something loud and flashy; it makes them scatter like cockroaches."*

–Ella, treasure hunter

A relatively docile and inoffensive rust monster can upset the nerves of mighty heroes more than can the most despicable demon. Physically, rust monsters are hardly threatening. They are spindly and flighty, their antennas atwitter as they scuttle, and are quick to flee unless someone is carrying metal objects. The smell of metal makes rust monsters aggressive, but adventurers clad in armor or laden with treasure drive them into a feeding frenzy. A hungry rust monster charges toward metal heedless of opposition, scampering back to safety only after it is sated.

Most people hate rust monsters with a passion that is astounding but fully deserved. If left unchecked,

### THE ALBINO RUST MONSTER

**A lament by Vanion Braveheart**

They were on us like locusts, dozens of rust monsters pouring from the honeycomb of tunnels all around. I drew my sword *Red Wind* by instinct and immediately knew it was a mistake. A huge beast pushed through the throng and charged me. It was bigger than a horse, and its shell glistened pale white in the torchlight. I gave ground, but the monster came on, its mandibles clacking. It barreled over me, wrenching my sword from my hands. I watched in horror as *Red Wind*, an enchanted blade inherited from the knights of Nerath, withered to dust in the monster's jaws.

We were overwhelmed and had no choice but to flee. That giant rust monster is still down there, fattened on the magic of my lost sword.

the beasts can cause havoc to whole communities. In dwarven culture, not killing a rust monster one encounters is a crime, and some adventurers claim that dragons hired them to clear out nests of the creatures lurking near their hoards.

## Stirges

*"There's nothing worse than walking into a stirge lair unawares. They swarm you in seconds, sometimes so thick you can't even see through them to find the way out. Experienced Deep Guides can read the signs that stirges are near and toss a rock down the tunnel to distract them long enough for everyone to run past."*

—Karl, deep delver

Among the world's most widespread monsters, stirges infest underground environments just as they do the nooks and crannies on the surface. Cavern stirges swarm in colonies large enough to turn a cave's ceiling into a writhing mass of spindly claws and leathery wings. Although some of these stirges find exits to the surface world at night to hunt, many are satisfied with the ample prey of the Underdark. In fact, some prefer to stay in dungeons, which have fewer places for prey to hide.

Trying to fight a swarm of stirges is a fool's proposition, especially while underground, so travelers and explorers have developed other ways to deal with a colony. The drow use a particular type of spider that nests among the stirges and hunts the creatures to extinction. Svirfneblin poison a swarm by placing tainted animal carcasses outside its lair. Adventurers have found success using fires to smoke the stirges out of their caverns.

## Troglodytes

*"I remember that a troglodyte chieftain was brought before my mother in chains. She wanted to see if its kind could be hired as mercenaries or at least enslaved. The beast lashed out and tried to escape. The guards stopped it, but my mother slew them anyway—not because they failed to keep the creature chained, but because its stink couldn't be washed from their clothes."*

—Khiira, Underdark envoy

These reptilian degenerates are known for their violence, barbarism, and nauseating stench. Nothing smells worse than a pack of troglodytes, slick with stink and slavering for fresh meat (though otyughs come close). A troglodyte raid is notoriously swift and ruthless, rarely driven by riches. The creatures attack groups that are vulnerable, whether a settlement of surface homesteaders or the families of dwarf miners. Most troglodytes carry some type of stone-tipped weapon, though they might revert to claws and fangs in the heat of battle. If their victims don't choke from the stench, they're slashed to ribbons by berserker talons.

Troglodytes form obsessively territorial clans. Sometimes these groups are as eager to kill each other as they are other races, though competing clans put aside their differences when given an opportunity to spill the blood of other creatures.

Troglodytes are well adapted to life underground. They scramble over rocky terrain easily and can go for days at a time without food.

## Umber Hulks

*"Umber hulk tunnels are risky for travelers. The creatures do so much thrashing when they burrow that their holes could cave in at any time. When you also consider that umber hulk migrations follow patterns, suddenly that purple worm tunnel sounds mighty appealing."*

—Jasyn of Therund, founding Deep Guide

Umber hulks are greatly feared in the Underdark, and not just because their claws rip through stone as if it were parchment. Their reputation is also due to their ravenous appetite. When hungry, umber hulks never stop looking for food. Their hunting methods aren't subtle; an umber hulk typically bursts through a stone tunnel and tears its prey apart with savage blows. Their scimitar-sized mandibles bristle with serrations, and their armored shells are thicker than plate armor. Veteran delvers know that when the ground shakes, it's time to take cover.

Umber hulks are solitary hunters, but their tunnels are thick with small creatures scavenging their kills or relying on the larger beasts for protection. After feasting, an umber hulk might let these vermin crawl over its mandibles and claws to pick clean any remaining scraps.

Umber hulks rest only when molting. This process leaves them in a torpid state for several days as they shed their exoskeletons and emerge even bigger, faster, and stronger. This period is one of the few times of vulnerability in an umber hulk's life. Discarded shells are marvelous finds for dungeoneers because they can be sold or fashioned into supremely sturdy armor and shields.

### DUNGEON VERMIN

Although dungeons are infested with monstrous vermin, all but the most desolate of caverns are rife with insects and other tiny creatures. Cave crickets up to a foot long feed on mold and algae. Schools of blind albino fish swim in drowned tunnels. Lizards skitter along walls and ceilings. Worms and beetles crawl in the muck under rocks and in decaying matter. These and other vermin provide sustenance for the larger creatures of the Underdark, including wayward adventurers who run out of rations.

*Count Strahd von Zarovich of Castle Ravenloft—master of all he surveys, and much more*

CLYDE CALDWELL

# Infamous Dungeons

Explorers find plenty of dungeons throughout the wilderness, but only a handful of these complexes stand out. Fewer still become legendary enough to make the list of infamous dungeons. The locations described here are some of the greatest dungeons of all time.

Hints of the dangers and legends of the treasures that await explorers in these dangerous locales might be enough to draw your character to seek them out, so here you'll also get some advice for how to deal with what you might face when you get there. As you read about each dungeon, consider how you and your adventuring group might be linked to it. Perhaps you grew up in the shadow of one of these places. With the DM's consent, your character might be a veteran of an attempt on the dungeon and already have some special knowledge. Alternatively, a loved one might have disappeared in pursuit of the secrets of one of these strongholds, and you or a fellow adventurer hope to discover that person's fate. Whatever brings you there, one day you too might stand at the threshold of an infamous dungeon.

## Castle Ravenloft

The towering Balinok Mountains crowd conspiratorially together, their hunched shoulders thickly cloaked by a forest of enormous pines. No road describes a path between the massed trees or wends up the treacherous slopes. The Svalich Woods are still, silent, and dark, the trees closely set and the undergrowth a tangle through which only the mountains' frequent fogs can easily pass. The lumberjack's axe and the hunter's bow have no place here. Those who briefly dare to ascend the Balinoks tell of the seemingly insignificant sights and sounds that drove them to flee: a sudden creak of tree boughs caught in an unfelt wind, or a great paw print in the mud that slowly fills with water.

Yet the Vistani—that insular tribe that travels the world in gaily colored wagons—say there is a way through the Balinoks, which one might stumble upon after struggling for days through the mists and brush of the Svalich Woods. If you follow that path, the Vistani claim, you come to a pair of great gates of iron bars, braced between tall stone pillars, that swing inward at the slightest touch. Once beyond the gates, you stand on the soil of the land known as Barovia.

The Barovians, if they truly exist, have lived for centuries in a valley within the Balinoks, never once traveling from their home. From first breath to last,

each Barovian labors within sight of the spires of Castle Ravenloft, a great keep perched a thousand feet above them on a pillar of rock that juts from the mountainside. The master of the castle, and of Barovia, is a self-styled count by the name of Strahd von Zarovich.

The Vistani who imparted this knowledge to you also carried with them a letter from the burgomaster of Barovia. In it he pleads for someone to come and help his lady love, Ireena, who has fallen ill from some strange malady. The burgomaster has promised all his wealth to any who could remove the affliction.

Another letter has recently surfaced in the Ivlis River, which flows out of the Balinok Mountains. Found on the bloated and clawed corpse of a man presumed to be its courier, the water-damaged dispatch tells a different tale. It was written in a different hand from the burgomaster's letter and is dated weeks before the Vistani came into possession of that message. The garbled text that remains legible reads as follows.

*Hail thee of . . . and valor: I, . . . of Barovia, send you honor—with despair. My adopted d . . . fair . . . been these past nig . . . by a creature calling itself . . . For over . . . dear Ireena languishes and . . . from an unh . . . caused by this vile beast. Yet I fear, too, that the creatu . . . some more cunning . . . He has become too pow . . . be fought . . .*

*So I . . . leave us for dead and . . . encircle this land with . . . Let holy men call . . . that the evil may be held within . . . weeping Barovia. . . . save the world from . . .*

*There is much wealth entrapped in . . . Return for your reward after we are all departed . . .*

*Burgomas . . .*

## Playing a Vistani

The Vistani are a tribal people of humanoids of various races who share a common culture of nomadism and mystic arts. Their bands roam the world in house-wagons, often pausing near other communities until they wear out their welcome. These wanderers have a reputation for talents of foresight, black curses, and lax morals—some of it true to varying degrees. The Vistani might put on a bright face for the sake of outsiders, but they are secretive and insular, and their warm smiles can turn cold in an instant.

Even if the Vistani in the adventure are some of the villains, you could play a Vistani character who is working against them. Alternatively, your character might be from a Vistani tribe in another part of the world, seeking to discover what ties the Barovian Vistani have to their land and its master. For more information on creating a Vistani character, see "Playing Vistani" in *Dragon* 380.

### SURVIVING ISN'T EVERYTHING

Throughout the history of the D&D game, certain adventures have become part of the shared experience. These adventures cause DMs all over the world to cackle with glee and give experienced players the shakes. This chapter presents eight of these D&D icons: the vampire's castle, the sealed mountain stronghold, the haunted ruin, the buried city, the pharaoh's pyramid, the volcano vault, the trap-ridden tomb, and the demonic temple. If you've never pitted your characters against these terrifying dungeons, then you are missing an important part of what it means to be a D&D player.

To say you explored the Tomb of Horrors is one thing; to say you lived through it . . . well, that's a rare honor. There's no better way to gain D&D player "cred" than to step through the gates of Castle Ravenloft and test your mettle against Count Strahd von Zarovich, or defy the wizard Keraptis by stealing *Wave*, *Whelm*, and *Blackrazor* from his insane dungeon below White Plume Mountain. The dungeons described herein are nasty, they're out to get you, and if you're not careful, they'll chew you up and swallow you whole.

This section provides fodder for your imagination, a "behind the curtain" peek at eight dungeons littered with the gnawed-on skeletal remains of adventurers from bygone D&D campaigns. If any of these descriptions whet your appetite, urge your DM to take a crack at running them. Although many of these adventures were written for earlier editions of the rules, a skilled DM can usually convert the necessary rules. If doing that sort of thing doesn't interest your DM, then at least you can use any description that sounds appealing to give him or her an idea of the kind of dungeon you'd like to explore.

Of the adventures presented here, the one I've run most often is *Tomb of Horrors*, and the end result was always the same: The player characters who went in never came out, usually falling victim not to the main villain of the adventure but to the dungeon itself. As a player, I've thrown characters into all eight of these dungeons and fared no better. In fact, of the dungeons presented here, I can claim victory over none of them, but I have many stories about how my characters perished, stories that resonate with other players who have suffered similar losses over the years, all in good fun. Often it's the ill-fated expedition into the dungeon that we remember best and which conjures the biggest laughs.

—Chris Perkins
D&D Senior Producer

## Background: Barovian Escapee

Most of the time, you lived a pleasant life in Barovia. Simple rules guided your existence: Obey the burgomaster. Do not consort with the Vistani. Do not go out after sunset. And always do as Count Strahd von Zarovich commands.

Several times each year, some village residents receive invitations written in the count's hand and bearing his seal pressed into crimson wax. Those who return tell of lavish banquets and parties that last through the night. Some do not return, though. They are afterward said to be "living with the count," and they are never seen outside the castle again.

Or so you thought—until the night you saw your sweetheart for the last time.

You awoke to the sound of your name being called from the yard outside. Your love, who had answered an invitation from Strahd some time ago, and whom you had secretly grieved as lost to you ever since, stood beneath your window, pale in the moonlight. Her faint words warned you that your name was now on the guest list and that you must not come to the castle—in fact, you had to leave Barovia that night.

Of course you wavered, but nonetheless, fighting against everything you had been taught, you went out into the night and followed the one you loved most in the world down the road toward the gateway into the forest. She stood aside and implored you to pass through the gate. When you did so and turned back to look, no one stood behind you, but in the distance a pack of wolves crept out of the woods onto the road. You fled for your life into the forest.

You spent weeks wandering the mountains. Eventually you found a road, which led you to a new land. You're still not certain you did the right thing in leaving your homeland, even though life is better in many ways beyond Barovia's borders.

And . . . more than guilt haunts you. Recently you have heard stories of a black coach being pulled by exquisite black stallions. It appears from time to time, traveling the roads with no one driving it, and no passenger is glimpsed beyond its swaying velvet curtains. Its last reported location is always somewhere behind you, leading you to wonder if it is drawing closer.

It is, you fear, the same black coach that carries the count's guests to his castle.

**Associated Skill:** Perception or Stealth.

### CASTLE RAVENLOFT, PAST AND PRESENT

*Ravenloft* has a lively D&D history since its debut as an AD&D adventure in 1983. The venue was developed as a full-fledged campaign setting throughout the 1990s, updated to 3rd Edition rules, and reincarnated as an award-winning board game in 2010. Nearly two dozen novels and a host of follow-on adventures in the same setting also contributed to Castle Ravenloft's fame.

The enduring popularity of the setting lies partly in its similarity to Bram Stoker's *Dracula*, but the eerie mood and open structure of the first adventure, written by Tracy and Laura Hickman, is what really makes *Ravenloft* work. Strahd wasn't just waiting in a room in his castle somewhere. Instead he would go on the offensive, attacking the adventurers when they were in the most dire situations and then escaping before he could be cornered.

**Continuing the Story**

Clearly, something strange is going on in the shadow of Castle Ravenloft. Either the Vistani cannot be trusted, or they don't know about the earlier letter found on the dead courier. If that water-damaged message is true, then the missive the Vistani came into possession of must be a fake.

If that's the case, then someone—perhaps Strahd—wants adventurers to try to rescue Ireena, so desperately that the earlier letter was brutally quashed. But why would a being who has existed securely for so long need the likes of you to upset his apple cart? So, does someone else want Ireena rescued? Maybe the Vistani want to keep access to Barovia open for some reason, and new visitors are somehow key to that plan.

Some magic must be at work if a castle and town can remain unknown for centuries. Strahd is probably a wizard of impressive ability, and likely undead if he has maintained control for so long. Unassailable, intelligent, and with a passive population of living people under his thumb—even without the evidence of the waterlogged letter, how could he be anything other than a vampire?

To discover the truth, you'll likely have to face Strahd in his castle. Taking on a vampire is difficult enough, but one who has access to the most potent spells and rituals presents a much greater challenge. If Strahd sent the letter that is held by the Vistani, then he is watching for your arrival. You'll have no hope of surprise. Perhaps the author of the waterlogged letter is right; maybe the best thing to do is somehow wall off Barovia and leave its citizens to their doom. But with so many innocent lives hanging in the balance, that approach would be anything but heroic. If you plan to end the vampire's existence, you'll need to find and destroy his coffin.

*Moonlight reveals the central tower of the ancient wizard's fortress*

# Ghost Tower of Inverness

The four outer towers of Castle Inverness still stand above its ruins. They lean at different angles like tombstones guarding neglected graves, jutting from the ivy-choked rubble that was once the walls of a mighty fortress. Castle Inverness is one of the three infamous "ghost towers" of the Nentir Vale, but unlike the other two, it is not merely a focus for the activities of undead.

On certain nights, when the fog rises as high as the old walls' tops, moonlight seems to strike something in the mist. Clouds take shape, drifting around a huge yet unseen object between the four towers. Then, suddenly, the luminous cylindrical tower of the central keep stands once again, jutting boldly into the sky, defying death and time.

When clouds skirt across the moon's face, the Ghost Tower's image wavers. And when the moon is fully obscured, the tower vanishes into shadows and mist. The fog flows freely once more, and the apparition vanishes until some other bewitched evening.

Few willingly draw near this accursed place. Even without the appearance of the Ghost Tower, Castle Inverness has long been shunned by the locals. The legends of its tyrannical rise, and of the supernatural perils that remain after its fall, are still the stuff of bard song and tavern tales.

Tales say that in elder days the great fortress called Inverness gave its lord mastery over all land that could be surveyed from its high central keep, and twice that distance beyond the bounds of mortal vision. The walls of this castle were proof against every enemy and all things magical or natural. In it dwelled the great wizard Galap-Dreidel at the height of his glory. He had lifted the keep from the bedrock to make a kingdom of others' lands for himself. When lords and royals came to challenge his claim, Galap-Dreidel's spells struck them down long before they could even see Castle Inverness. Thus were the boundaries of Galap-Dreidel's lands discerned.

Most grand and terrible of all Galap-Dreidel's work was the keep's great inner tower where the wizard's most prized possession, an eldritch jewel known only as the Soul Gem, was said to rest. Legend says that it was like a great white diamond that glowed with the brilliance of the sun. In years long past it had fallen from the sky and landed in the foothills, where Galap-Dreidel discovered it. Through magic most arcane and knowledge forbidden to mortals

NOAH BRADLEY

## THE GHOST TOWER, PAST AND PRESENT

*"You are hereby granted title to, and ownership of, any and all treasures (save only the Soul Gem) that you remove from Keep Inverness and its grounds. These gains shall be subject to the Ducal treasure tariff of 20%."*

With these words, the adventure begins for players of the 1980 module *The Ghost Tower of Inverness*, by Allen Hammack. That publication was preceded by a tournament version that one could purchase only at WinterCon VIII in 1979 in a zip bag containing 40 loose-leaf pages. But even in its more professionally published form, the adventure's tournament pedigree was on full display. Discussions of scoring the players' efforts riddle the adventure text, which presents an oftentimes nonsensical dungeon full of desperation-inducing challenges. Instead of puzzles that players might figure out and solve, many rooms plunged them into life-threatening situations without any rhyme or reason. The players succeeded due to luck and sheer determination, or their characters died.

Since then, the Ghost Tower of Inverness has appeared from time to time in various products. Most recently, it was featured in the *D&D Encounters*™ season *March of the Phantom Brigade*. In that adventure, the party travels with a group of would-be settlers to the ruined Castle Inverness, only to be attacked by spirits led by the ghost of someone who was killed while exploring the ruins.

**Continuing the Story**

What remains in the ruins of Castle Inverness is not clear from the legend, but even if the keep is gone, the four outer towers yet stand, and dungeons might lie beneath the rubble. Given the frightening appearance of the tower, and the penchant for the other ghost towers of the Nentir Vale to attract undead, you're unlikely to face living foes in the ruins. Prepare yourself for battling undead, but keep in mind that a great wizard built the place and supposedly set it apart from time. If the ghostly reappearance of the central keep is more than a mere haunting, the traps and monsters originally placed there by Galap-Dreidel might still exist. Summoned foes and enthralled minions of any kind could await more victims for sport. No recent stories mention the Soul Gem, so that dreadful artifact might still be protecting itself.

If you seek the Soul Gem, do so on a foggy but moonlit night when very few clouds are in the sky, just to be on the safe side. Otherwise, you risk becoming unstuck in time along with the tower, only to emerge months or even years later.

did he shape the stone to his will. Stories say that the light of the gem dragged souls screaming from their mortal flesh and trapped them within its many facets. They also claim that whoever controlled the gem could call forth the stolen souls and make them do his or her bidding. Galap-Dreidel harnessed this power and used it against those who opposed his will.

To protect the Soul Gem, Galap-Dreidel raised up the great central tower and filled his castle with horrible creatures and traps. Then, using a great incantation, he wrested the tower from the fabric of time so that those within would not be affected by the passage of years. Thus his traps never deteriorated, nor did his guardians age or need food. Some legends tell that he even taught the gem to protect itself from those who would take it from him. Of course, his creatures still had need of amusement, so at times Galap-Dreidel would take a prisoner from the surrounding lands and set the victim free in the tower for their sport.

A time came when Galap-Dreidel left his keep and did not return. When at last it seemed safe to assume that the wizard was not coming back, a mob of superstitious people from the surrounding lands laid siege to the castle. Without the wizard to protect it, its walls fell before the force of their rage, and they even threw down the great tower. Despite this victory over their former master, people feared the ruins—for on foggy nights the keep seemed to return. Did the old magic and monsters also return, or perhaps the ghost of Galap-Dreidel himself? No one knows for certain, but that's what the bards seem to suggest.

In recent years, the infamy of Inverness has grown, causing storytellers to once more recount the old tales of its rise and fall. Heedless or ignorant of those stories, a group of settlers built a village within the area encompassed by the four towers. This irreverence eventually prompted a ghost to approach the gates of the village, but even the dire warning of that spirit could not shake the fools from their convictions.

Within a fortnight thereafter, an army of phantoms overran the village of Inverness, setting buildings ablaze with spectral fire and slitting throats with intangible blades.

## Background: Inverness Survivor

You were there when the ghost of Salazar Vladistone demanded single combat with Brother Splintershield, the leader of the Inverness settlement. You watched as Brother Splintershield smugly renounced the spirit's claim to the place from inside the boundary of the cleansing ritual he had performed. You had heard some of the stories about the ghost towers of the Nentir Vale, and denying the ghost didn't seem right, with it standing there before you all. Deeply unsettled by the encounter, you left thinking that something bad was going to happen.

You were right. On a cold midwinter night you awoke to screams of terror, and you didn't have to wait long to understand why. Several ghosts of soldiers came through your walls and ordered you to leave. They needn't have bothered—the sight alone of the terrible apparitions had you scurrying for the exit. Some in your village tried to fight, but to no avail. Their pitchforks and swords passed harmlessly through the spirits, while the ghosts' spectral weapons slashed your friends' bodies. Phantom arrows flickering with pale flames ignited real fires in the buildings. Hot blood steamed on icy ground.

You fled with many others, and in the days of travel that followed, more died from starvation, sickness, exhaustion, and cold. With each new corpse in a grave dug shallow in frost-hardened ground, your desire for vengeance grew. You were lucky; you survived the ordeal. But how can you take revenge on the dead? When you got back to civilization, you resolved to find out.

**Associated Skill:** Arcana, Nature, or Religion.

## Feat: Haunted

Your encounter with the spectral undead has haunted you with more than nightmares and terror. Somehow you seem to have acquired a spirit other than your own. You know you're not possessed. The ghost inside seems to be more of a passenger, subtly guiding you with feelings, drawing your attention to peculiar things, and occasionally warning you of danger. It has never spoken, and sometimes it doesn't seem to be there at all, but you know you aren't imagining. You are not mad. You're not.

**Prerequisite:** 21st level

**Benefit:** When you make a Perception check or an Insight check, you can roll twice and use either result.

# The Lost City

The city lay bejeweled and soft under the sun, wine-drunk and sated by plentiful fields. Those who might call themselves its enemy felt no hate for it, only envy and lust. Its beauty captured even the hearts of some gods, binding them to it so that they would be worshiped by no others. It was called Cynidicea, Jewel of the Desert, and it is still out there somewhere, buried beneath the sands.

Legend has it that Cynidicea's last and greatest king was a wise leader named Alexander. Under his stewardship, the harsh desert became fecund and pliable. The citizens of Cynidicea played beneath the groaning boughs of fruitful orchards, luxuriated in seductive pools of limpid water, danced over the black earth of verdant fields, and slept deeply, knowing that they were loved by their three patron gods.

When King Alexander at last died, his queen, Zenobia, and the other Cynidiceans turned their tear-streaked faces skyward and built a great tomb to bring their beloved leader closer to the gods. A mighty ziggurat, it reached one hundred feet into the air, and atop it stood statues of the three gods of Cynidicea, each holding up its hands, urging Alexander's spirit onward.

As long as Cynidicea's people looked to the heavens, all was well, but in the process of expanding the sacred tomb, they also delved downward into the darkness beneath the ziggurat. There they awoke something terrible, a beast of hunger with an evil mind.

Zargon had come to life.

Despite the swords and spells of great heroes, Zargon could not be killed. The grip of its tentacles crushed the resistance of Cynidicea, and it impaled every member of the royal line upon its horn to crown itself with their blood. Only one thing could save the Cynidiceans now: surrender and sacrifice. The beast vowed that if they were supplicant before Zargon and offered their lives to him, the beast would spare the city and enable it to prosper once more.

Supplicate themselves they did, and Zargon lived up to his vile words, but the city did not truly return to its former glory. The Cynidiceans fell into hedonistic behavior, holding wild feasts celebrated with savage glee. Embarrassed by their bestial behavior when control of their faculties returned, they began to wear masks during such debauchery so that others might not know them. Eventually the masks became the faces others recognized, but by then the Cynidiceans could not even remember feeling shame.

Its fields untended, orchards gone wild, pools stagnant, and walls unguarded, Cynidicea was ripe to fall. The barbarian horde that came to claim it found insensate citizens lying in the street. The barbarians obliged them with a different kind of oblivion and razed the city in their search for wealth.

They stole little, because Cynidicea took its riches to the grave: Most of its citizens had already moved beneath the tomb to serve Zargon in the depths. There the barbarians would not go. They left behind a dead city, and the unfettered desert buried its bones.

The ziggurat is out there somewhere, too great or too terrible for the sands to swallow entirely. No doubt the Cynidiceans' wealth too remains within its bowels, though what is left of the people or of Zargon none can say for certain.

## Background: Blessed of Zargon

You were born to die. You have the sign of Zargon upon your brow—a birthmark that represents his horn—and your flesh is his food. You were raised in the mad, masked society of the Lost City, your life degenerated into a haze of animal frenzy and ignorant zealotry. When the time came for you to at last meet your dark god, you felt fear and doubt for the first time. That fear gave you strength—strength enough to disobey and run.

Your flight to the surface is a poorly remembered nightmare. Your head at last cleared when you removed the mask from your pale face and raised your awestruck eyes to the sun for the first time. You wandered in a trackless wasteland for days before a band of desert nomads found you, and they were kind. They took you to a distant city and introduced you to a world you could never have imagined.

Yet in dreams you still see the golden-masked priests and the blood-red eye of the god that marked you as his own. In your head you hear Zargon's terrible voice, and in your heart you feel the bestial urges of the Lost City's perpetual carnival. To your knowledge, no sacrifice has ever escaped Zargon's maw. Surely the Cynidiceans will come for you. Surely you must some day return to the Lost City.

Zargon has marked you as his own.

**Associated Skill:** Dungeoneering or Endurance.

### THE LOST CITY, PAST AND PRESENT

The Lost City saw its first and most famous incarnation in 1982 as a Basic D&D adventure of the same name by Tom Moldvay. The dungeon in the ziggurat was detailed room by room as in a typical module, but the underground city of the Cynidiceans was described in broader terms. The intent was to help DMs create their own adventure in the depths, with some inspiration. And did it ever! For most people who played *The Lost City,* the dungeon in the ziggurat was only the appetizer to the feast that was ruined Cynidicea.

The city was described in *Dragon* 315 in "Mystara: The Lost City," and an adventure in *Dungeon* 142, "Masque of Dreams," took characters to the brink of entering the ziggurat. Zargon and the Cynidiceans received 3rd Edition interpretations in the *Elder Evils*™ supplement.

**Continuing the Story**

If you're going to explore the Lost City, you'll need to find it first. Ancient maps roughly place it in the desert (perhaps south of some mountains and east of another still-extant realm), but unless you like desert wandering, you'll need better directions. Perhaps the barbarians who raided the place have passed down knowledge of its location. Legend says they were known as the Heldann, but do they still go by that name? Do they even exist now?

When you set out for the ruins, prepare for a long desert journey as well as the hardships involved in delving into a dungeon beneath the sands. Lots of food and water are of paramount importance, and if you expect to haul out all the treasure of the city, make sure you have a way to bring it home. Consider hiring camels and experienced desert travelers as guides who will wait for your return after you enter the ziggurat.

Once in the dungeon, be especially wary of traps. The Cynidiceans haven't been seen in the sun for hundreds of years, so they clearly didn't intend to leave the ziggurat and have probably warded it against raiders. Undead are also likely in such a place. And, if Zargon still exists, no stories say how the great beast can be killed.

*The desert sands hide the lost tomb of a cursed pharaoh*

# Pyramid of Amun-Re

Those who travel the Desert of Desolation know to avoid the Ragged Man, a thin apparition that wanders the dunes clad only in rags. This creature is the spirit of Pharaoh Amun-Re. From a distance it does not acknowledge any sight or sound, but when someone foolishly draws near, the specter suddenly clutches at that person and moans its message, not releasing the listener until it has finished.

*"I am Amun-Re, son of Takosh-Re of the house of Mo-Pelar. That which you see is but my shadow, which has walked these lands for time uncounted in search of mighty heroes of valor, to plead their aid.*

*"In my time was I Pharaoh of this land now before you. Then, Bakar was a green and beautiful land, blessed by the gods of Heaven Westward with the wondrous spring of Athis, which gave life to our land and nurtured our crops. Yet robbers did raid the tombs of my forefathers and take from them tokens of their passage into the lands of the dead, thus keeping them from their reward after life. I swore that, at all costs, I would not fall prey to their evil deeds.*

*"So it was that I made mighty and terrible war upon my neighbors, plundering their lands of wealth for my own passage. I did enter a contract with a great mage to work a mighty wonder, and, upon the sweat and blood of my people, I did build a theft-proof tomb.*

*"My people turned against me with bitter hatred. I not only robbed our borderlands but taxed grievously my own people. They rose up in anger, demanding their gold and gems, their lives and freedom.*

*"I cursed them, saying, 'By the ruling staff and the Star Gem of Mo-Pelar, I curse you. Threaten not my life, or by them and by the holy name of Osiris, will the stopping of my heart also stop the Spring of Athis from her life-giving flow. As the river slows and dies, so shall your land wither in the wilderness. This do I swear by Osiris's holy name and these implements of my power.'*

*"From the sea of upraised fists before me, rose one with a spear. The shaft sped from the darkness, and so too that night did the Spring of Athis stop its flow.*

*"In death, my spirit gleefully approached my pyramid. But Osiris stopped my spirit from entering that tomb, for, said he, 'Your monument to life was to be the benefit you brought to the people under your stewardship, not this edifice of stone. As you looked only to your death in life, so shall you look only to your life in death. I am bound to fulfill your curse, for you have called it down with power in my name. But I do curse you as well, Amun-Re. You shall not enter this tomb where the implements are of your voyage to heaven until some mortal soul does despoil this place,*

ADAM PAQUETTE

*taking your staff of ruling and the Star Gem of Mo-Pelar from your theft-proof tomb.'*

*"Even have I talked with the wind in hope of help. Uncounted seasons have passed, and my kingdom is not now to be seen in these desert lands. Of it nothing remains save for my tomb, which stands now as then, untouched by time, sands, wind, or any living one. Though many have tried to plunder my wealth, none has succeeded, and I am forbidden passage to the afterlife until one succeeds.*

*"My wealth is thine if thou can but best that which I have built. Remove both my staff of ruling and the Star Gem from my tomb. So then will you gain great wealth, and so then will you release me. Follow my path to wealth or woe, to thy destiny or thy doom."*

After this Amun-Re says nothing else, but he dogs the steps of those who heard his message, pointing to someplace far away through the wasted landscape—a location that was once his home and should be his resting place. Thus do people know that the Pyramid of Amun-Re lies hidden somewhere in the sands, and that his treasures remain untouched.

## PYRAMID OF AMUN-RE, PAST AND PRESENT

The adventure that puts characters on the path to the Pyramid of Amun-Re starts with them being accused of a crime they did not commit and threatened with death unless they seek out the fortress of raiders in the desert. But the threat is a little . . . quirky.

"And, whereas those persons did attain entry to said residence and did short-sheet the wizard's bed and do all manner of petty pranks and did leave for the wizard a certain maid for an alleged date with said wizard;

"And, whereas said wizard did return to said residence with yet another wench, whereupon both the first and the second did begin a loud commotion and disturbance the like of which has never before shaken this stately court and upset the wizard to no end . . ."

Published in 1982, *Pharaoh* was the first Egyptian-themed D&D adventure. It appeared on shelves a year after *Raiders of the Lost Ark*, but that timing was coincidental. The adventure had been written and self-published a few years earlier by Laura and Tracy Hickman for locals in Utah. Soon after, a business partnership went poorly and, driven into bankruptcy, Tracy sent the modules to TSR, Inc., "so that I could buy shoes for my children." But TSR didn't want just the module—it wanted Tracy as well.

*Pharaoh* became the first in the Desert of Desolation series, which also included *Oasis of the White Palm* and *Lost Tomb of Martek*. The three adventures were collected in 1987 in the *Desert of Desolation* compilation, at which point the series was placed in the Forgotten Realms setting in the desert of Raurin.

**Continuing the Story**

If you intend to explore the place, Amun-Re will lead you to his tomb, but first you must encounter his spirit, and then you must follow it for days or weeks to reach your goal. A magical means of producing food and water might serve you better than a dozen camels carrying your gear.

In life Amun-Re acted as a god-king, a mortal member of the pantheon that included Osiris. He was punished by that pantheon, but those gods vanished with the pharaoh's civilization. Perhaps they took new names and still act as deities, or perhaps they died; in either case, they stopped answering the prayers of the people inhabiting the growing wasteland that became the Desert of Desolation. Despite this abandonment, some worshipers still hold the ancient sites holy. Known only as dervishes by outsiders, these people protect ruins throughout the Desert of Desolation. Since Amun-Re still seeks someone to plunder his tomb, the dervishes must be protecting it. From their point of view, the law of the gods is absolute—even after death. Osiris punished Amun-Re, and he must stay punished.

Within the pyramid, you are unlikely to find many living foes except those that are immortal or elemental. No doubt it is trapped, likely in ways meant to seal in thieves as well as lock them out. Prepare for undead monsters, and also consider magical ways to extract yourselves if things start looking grim.

If the pyramid contains a mummy (which seems a good bet) you should be concerned about mummy rot. The infection claims the lives of most victims in just a few nights and is extremely difficult to resist without magical help, so the Cure Disease ritual is essential. If you don't have someone who can reliably perform the ritual from a book, purchase many scrolls. You'll know when someone is infected: Healing, even from divine magic, has less effect than normal.

# White Plume Mountain

*Search ye far or search ye near,*
*You'll find no trace of the three*
*Unless you follow instructions clear,*
*For the weapons abide with me.*

*North past forest, farm, and furrow*
*You must go to the feathered mound*
*Then down away from the sun you'll burrow–*
*Forget life, forget light, forget sound.*

*To rescue Wave, you must do battle*
*With the Beast in the Boiling Bubble.*
*Crost cavern vast, where chain-links rattle*
*Lies Whelm, past waterspouts double.*

*Blackrazor yet remains to be won*
*Underneath inverted ziggurat.*
*That garnered, think not that you're done,*
*For now you'll find you are caught.*

*I care not, former owners brave,*
*What heroes you seek to hire.*
*Though mighty, I'll make each one my slave*
*Or send him to the fire.*
*–K*

It happened in one night. Three of the mightiest weapons known to humanity vanished from the vaults and strongboxes of the people who claimed ownership of them. The owners scoured their homes for hidden places where the weapons might have been concealed. Neglectful guards and suspicious servants found their necks on the headman's block or in the grip of nooses. Bounty hunters filled their purses by rounding up known and suspected thieves. When the three owners discovered their shared plight, they took stock of their common foes and sent assassins to take revenge on those individuals. Still, no trace of the weapons—the hammer known as *Whelm*, the trident called *Wave*, and the infamous soul-rending sword, *Blackrazor*—appeared. Only when the owners relented and offered outlandish rewards for the weapons' return did a clue come forth.

Each former owner received a scroll upon which a poetic riddle had been written in a fine hand. It mentioned all three weapons by name and provided tantalizing hints to the weapons' locations. The conceited challenge of the last six lines appeared over the sign of Keraptis, an infamous wizard thought to have died more than a millennium ago. According to bards' tales, Keraptis ruled a kingdom, becoming ever more wicked and cruel as he grew in spellcasting prowess. One day his long-suffering people rose up to depose him. Keraptis was forced to flee but could not find refuge in any land, for he had made many enemies during his time on the throne. At last he fled into a mountain, never again to emerge.

Many treasure-seekers came in answer to the posted rewards to meet with the owners, and the contents of the riddle have thus been spread far and wide—even the last six lines and the signature on the letters, which the owners often sought to hide for fear of frightening off all those who might take up the quest. They needn't have bothered with that precaution. To most people, the "feathered mound" seems to be a reference to White Plume Mountain—and that is terrifying enough.

White Plume Mountain looms over a maze of ogre-haunted moors and marshy valleys crawling with trolls. From its peak spews a great jet of water that spreads out high in the sky and falls as spray upon the mountain's eastern slopes. Smaller vents in the mountain hurl lesser columns of fog into the air, making the peak look "feathered." Rumor has it that Dragotha, the so-called Death Dragon, soars silent and fleshless through these mists on flights from its nearby lair. And Thingizzard, Witch of the Fens, roams the damp canyons of the lowest slopes, her cackle echoing miles from the mountain's base. To make matters worse, White Plume Mountain has long been reputed to be the home of demons and other vile spirits.

Fireside tales told in whispers speak of just one entrance into the mountain other than the crater at its peak: the Wizard's Mouth. It is through this cave that the mountain breathes. A great sucking wind flows into the darkness, and a few faltering heartbeats later, a blast of fog moans out. Assuming that Wizard's Mouth was just a fanciful name for the cave, people have made up all sorts of stories about it, but in fact White Plume Mountain might be the very place to which Keraptis fled 1,300 years ago. Now, it seems, he yet lives and hides in the mountain with the three treasures—or at least, someone wants people to think so. There's only one way to find out the truth.

## White Plume Quests

Adventurers can gain far more for braving White Plume Mountain than the rewards posted by the weapon's owners. The following additional quests might provide compelling reasons for venturing into the Wizard's Mouth.

**Whelm's Savior:** *Whelm* is a mighty warhammer crafted by dwarves, dedicated to the defeat of their enemies by a passionate warrior of Moradin. Surely it does not belong in the hands of those who locked it away in a vault, much less the wizard who has now

## WHITE PLUME MOUNTAIN, PAST AND PRESENT

"*White Plume Mountain* was written as a sample document to persuade TSR to hire me as a game designer. I just plundered all the dungeons I'd designed over the previous four years, took out the best bits, and cobbled it all together. It worked; TSR hired me, bought the scenario, and published it as a module without changing a word. I'm a little embarrassed to this day by *Blackrazor*, inasmuch as it's such a blatant rip-off of Elric's *Stormbringer*; I would not have put it into the scenario if I ever thought it might be published."

– Lawrence Schick, from an interview with James Maliszewski on Grognardia.blogspot.com

*White Plume Mountain*'s odd funhouse mix of elements made it a popular adventure after its publication in 1979, despite the fact that the characters never face Keraptis, the nominal villain of the dungeon. Nor do they learn why he stole the items from their unnamed and mysterious original owners, or why he lured adventurers to come and get them. The assumption, which has proved largely correct over the years, is that once characters get their hands on the three weapons and escape White Plume Mountain, the players don't really care.

Lawrence Schick's original adventure was revised and expanded in 1981, and eighteen years later it received a sequel in the form of *Return to White Plume Mountain*. In 2005, fans of the original could get a version updated to the 3.5 rules, and since then the elements of *White Plume Mountain* have made sporadic appearances. The 4th Edition incarnations of *Wave* and *Whelm* appeared in *The Plane Below* and *Open Grave*, respectively, and the Thrall of Blackrazor was a miniature in the *Unhallowed*™ set of *Dungeons & Dragons Miniatures*.

**Continuing the Story**

Before you run off in pursuit of *Wave*, *Whelm*, and *Blackrazor*, it pays to learn something about their former owners. Just who are these individuals who once claimed them, and how did they come by such legendary items? Which is worth more, the rewards or the weapons? Are the owners likely to pay? If you do not relinquish such treasures, how long will you have to keep looking over your shoulder and watching the shadows for the glint of an assassin's blade?

Stealth is your best asset as you approach the mountain. Even the smoke of a cook fire might draw monsters from miles around in the moors, or pique the curiosity of Dragotha or Thingizzard. Keraptis will know soon enough once you are inside the mountain, after all—if he does yet live. The wizard (or whoever sent the notes to the owners) has some plan, perhaps one that requires heroic individuals to serve as slaves, so you should prepare by obtaining ways to guard your mind against domination.

If Keraptis still exists, he might be a lich, a vampire, or some other sentient undead with spellcasting ability. Arm yourself against such creatures as a precaution, but remember that the wizard could also have living minions of any sort.

stolen it. It belongs with dwarves, and dwarves should reclaim it.

**Blackrazor's Promise:** *Blackrazor* is rumored to have many powers, but the one that interests you is its supposed ability to destroy souls. Such hunger might sound evil, but is allowing even greater evils to roam the world any better? With such a sword, you could slay vampires easily and destroy liches without fussing over a phylactery. You might even use the weapon against Keraptis himself. Who knows what other deeds you might accomplish with such a weapon? You might destroy the supposedly immortal Zargon of the Lost City (page 102) or put an end to the legendary Acererak in the Tomb of Horrors (page 108).

**Wave's Tyranny:** The trident *Wave* has one purpose: forcing others to acknowledge the primacy of the sea. All the works of elf, dwarf, human, and more are sand castles built on a beach between tides. Soon the sea will reclaim all, and the empires of the deep shall once again reign supreme. *Wave* might be the key to bringing this apocalypse to pass. It has championed this cause in the name of Melora and also in the name of primordials such as Solkara the Crushing Wave. In the hands of the faithful, *Wave* deals death or disfigurement to all who refuse to submit. This weapon could do no harm while it was secreted in its owner's vault, but the one who holds it now taunts challengers to come and claim the weapon. Destroying the weapon is the only way to be certain it stays out of the hands of those who would drown the world.

# Tomb of Horrors

*Day 123*
*Much has happened, and my heart is sorely heavy; we lost Tiefon yesterday. Today, Grunther lost an arm.*

*A damnable patch of green slime covered Tiefon head to foot in but an eyeblink. The dwarf didn't even have a chance to scream before he was rendered into so much putrescent plasma. We couldn't even recover his belongings in the mess. Never has a companion been lost to me so suddenly or so completely; we don't even have a body for Sather to restore the soul's connection to.*

*To compound matters, Grunther the big warrior and Falon's friend stuck his arm where he shouldn't have during one of our backtracks. With a horrible scream he pulled it back, but it was completely gone, cut as if by a razor. . . .*

*Day 124*
*Disaster seems to dog our every step now. It seems that with every chamber we win through by using our wits as our guide, we pay the price of another life. It is Aron to whom I allude. The archer was felled by a strange gas, and before we could retrieve him, a huge, magical juggernaut on stone rollers issued forth from a hidden door and rolled over the supine elf, crushing him to a pulp. When the gas cleared and the juggernaut retreated, we recovered the body. Sather tried her best, but the damage was too extensive; Aron's life had permanently fled from him. Sather was heartbroken. I think she and Aron were very close, closer than the rest of us ever realized. We composed the remains as best we could, but Sather sits and stares now, and the rest of us worry about her. We shall rest another day before we attempt to persuade her to venture onward.*

*Day 127*
*How arrogant of me to think that with but a hop, skip, and jump I should have delivered into my hands the singular material necessary to move on to the lost city and fortress which I seek. I should have done more research, I should have been more careful, I should not have brought my friends here to die.*

–From *Journal of the Tomb*, by Desatysso

The great mage Desatysso held sway over the mountains, using his wizardry to subjugate the many giants that plodded over their peaks and crawled through

## TOMB OF HORRORS, PAST AND PRESENT

Gary Gygax designed *Tomb of Horrors* for the first Origins Game Fair in 1975. "There were several very expert players in my campaign, and this was meant as yet another challenge to their skill—and the persistence of their theretofore-invincible characters. Specifically, I had in mind foiling Rob Kuntz's PC, Robilar, and Ernie Gygax's PC, Tenser." The adventure quickly became infamous among D&D players for its deadly tricks. It didn't matter how tough or skilled you were; if you weren't cautious and clever, the dungeon got its due.

In 1998, Bruce R. Cordell's *Return to the Tomb of Horrors* took players back to the legendary dungeon. In it, the adventure picks up many years after Acererak is presumed to have been destroyed by adventurers going through the original *Tomb of Horrors* adventure. Gary Gygax wrote a foreword for the product, lauding the new adventure as "demanding" and "thrilling."

Acererak and the Tomb of Horrors have reappeared many times in the years since. In the 3rd Edition of the D&D game, Acererak made a notable appearance as a vestige that could be contacted by members of a class known as binders. Statistics for Acererak in 4th Edition appear in *Open Grave*.

The ultimate 4th Edition expression of the Tomb of Horrors is the *Tomb of Horrors* book by Ari Marmell and Scott Fitzgerald Gray. This adventure takes its cue from *Return to the Tomb of Horrors*, building upon the history established by that adventure. Now Skull City is in ruins, and the tomb of Acererak awaits new victims to expose to its horrors, both known and unknown.

**Continuing the Story**
What can prepare you for the most deadly dungeon of them all? A healthy dose of caution. If something looks like a trap, it is—and it probably contains another trap you didn't anticipate. If you see some mystery and are tempted to reach out and grab it, don't.

Arm yourselves with magical means of exploration and interaction that function at a distance so you won't be in the wrong place at the wrong time. Simple powers such as *mage hand* can be helpful in exploring the dungeon, and the Hand of Fate ritual can help you choose between options—even if they're both bad. Of course, you shouldn't leave behind mundane means of safe exploration such as a ten-foot pole or a set of thieves' tools. You might want to stash several in a *bag of holding* or a *handy haversack*. Make sure to distribute useful items such as potions among the party members, and bring along multiple sources of healing; if the cleric is suddenly disintegrated while carrying all your supplies, it won't be long before everyone else ends up dead. Finally, take common-sense precautions against undead—a likely sort of foe, considering Skull City and Acererak's reputation. Items that grant you resistance to necrotic damage might well be helpful.

*The Tomb of Horrors still awaits new prey*

EVA WIDERMANN

their caves. When the giants thundered down into the hills and laid waste to all before their avalanche rush, people in the area knew that Desatysso was dead. But some time passed before anyone learned the truth of how he died.

An embittered companion of Desatysso survived the disaster that befell the mage and kept his journal hidden for many years. When the accursed diary was at last freed from her age-gnarled grip, others discovered that Desatysso had gone into the Tomb of Horrors armed with special knowledge of its old master, the lich Acererak.

Who has not heard the legends of the Tomb of Horrors, crypt of a hundred heroes? Who does not know the name of its thrice-dead master, once half-demon and half-human, then a lich, then a demilich, and finally destroyed once and for all on the cusp of achieving mastery over undeath? Who has not feared Skull City, built by necromancers around the Tomb of Horrors, home to as many of the dead as the living? These are the tales everyone hears, but where does the truth lie?

Desatysso ventured into the tomb long after the lich was supposedly vanquished. Although he failed in his quest, others took up his notes and the clues he left behind. By then, Skull City had grown up around the Tomb of Horrors. Constructed by necromancers hungry for scraps of Acererak's knowledge, the city rose in secret. It grew steadily as it attracted first spellcasters, then mercenaries and disreputable merchants, and eventually all manner of people willing to walk the streets with the undead.

Those who followed Desatysso's clues succeeded in infiltrating Skull City and entered the Tomb of Horrors. Although some died, other heroes succeeded in discovering Acererak's plot to put himself in control of all undead. For the third time, Acererak perished. Affairs in Skull City spun out of control with the revelation of Acererak's plot and his failure, and the city broke apart in violent infighting. The Tomb of Horrors once again was an abandoned ruin.

These facts any bard can tell you, but they do not explain why lights once again flicker in the ruins of Skull City at night. Nor can they tell why copies of Desatysso's journal appear on the shelves of booksellers without anyone noticing who put them there. Black-cowled wizards huddle with strangers who seem to sit in their own shadows, and the name Acererak is heard to pass their lips. Has the thrice-dead wizard again risen from his grave? Will the Tomb of Horrors, long thought to have been looted, once again lure bold fools with untold treasures? And if so, what new devilry has Acererak dreamed up?

## Backgrounds and Feats

*Dragon* 371 presents a wealth of material for connecting your character to the Tomb of Horrors, in an article called "Legacy of Acererak." In it you'll find backgrounds and feats that you can use to flesh out your character's history and his or her affiliation with the tomb, Skull City, or the strange cabal of Acererak worshipers known as the Bleak Academy.

# Temple of Elemental Evil

Sometimes they thundered in like a storm, their horses churning roads into slurries of sword-spilt blood. Sometimes they crept among the people, their corruption undetected and as contagious as plague. When they came to a village seeking wealth or goods, none could resist, nor hope. When they called a name or pointed someone out, people had to choose: Surrender, and thereby gain a few more days' breath; or resist, which meant swift death for the lucky and days of torture before execution for the rest.

Unknown multitudes met their doom in the Temple of Elemental Evil. Children went to the fire. Men were drowned. Women were sacrificed to blackest evil. If you were chosen to be a slave, those fates hung over you for however long you pleased your masters, be they the ochre-robed priests or the thugs who served them.

The Cult of the Elder Elemental Eye spared no one. Nobles and peasants alike saw their homes burned, families murdered, and friends taken. The only defense was conversion—but mere words would not suffice. To protect yourself, you had to join in the villainy by robbing neighbors and enslaving friends. If you converted and your relatives did not, as a dreadful test of your faith you had to bring them forward for sacrifice.

Such evil could not long be tolerated by the neighbors of the temple, and so armies assembled to fight the cult and destroy its works. Yet the cultists had more than mortal forces: Elemental beings and demonic creatures fought alongside them.

Their losses were terrible, but the forces of good ultimately triumphed. With magic and might, the armies tore down the walls guarding the Temple of Elemental Evil and drove back its greatest defender, a demon of rot and ruin. This creature, unable to be slain, was bound in the dungeons below the temple and sealed in with magic. All the forces involved signed an accord never to open the place again—despite the wealth of a nation having been locked away with the demon. With the cult vanquished and its demonic leader imprisoned, the armies of good left to bind their wounds and bury their dead.

As the lands around the temple recovered from their enslavement and the war for their freedom, the defeat of the temple seemed to invigorate the realm. Crops grew more fruitful and animals fatter. Wells long thought putrid or dry filled with clear water. People did not forget the horrors, but they could reflect upon them as something from the past.

That was many years ago. Now, bandits roam the roads and mercenaries demand money to protect travelers and villages, but the difference between them is sometimes just a mask. People once again fear their neighbors. And the quiet sounds in the shadows could be ochre robes rustling.

## Background: Cult Survivor

You were young when the Cult of the Elder Elemental Eye held sway over all the surrounding lands, but not too young to remember. How could you forget? Your parents were taken during the last days before the war.

When the armies of the surrounding lands rode through the streets of your village, pennants flying as they drove your oppressors before them, you were swept up in their wake and ready to spill blood. But your uncle held you back. He took the dagger from your hand and bade you stay still. You were not ready to fight, and he would not allow you to die so soon after you came into his care.

Your uncle was a simple man of the fields and market, and he would have stayed as well, but your bravery shamed him. Bearing your father's sword and your mother's shield, he joined the army to fight the cult. Word of victory returned, but your uncle did not. Nor did you ever see your parents again.

Your aunt raised you and sought to protect you from the world. She thought that if she could keep you away from violence and hide from you the truth about the cult and the temple, you might somehow avoid being hurt by such things. But her efforts only inflamed your desire to know more and to be ready for the next battle. You often slipped away to stand in the shadow of the temple, searching through the weeds and rubble of the battlefield for your parents' sword and shield. You wonder if your mother and father are still alive, slaves locked behind the temple's doors.

Now bandits again rove the roads, and the village elders whisper that the old sense of terror has returned. If the cult is back, the temple is the source—you're sure of that. And this time you're ready to fight.

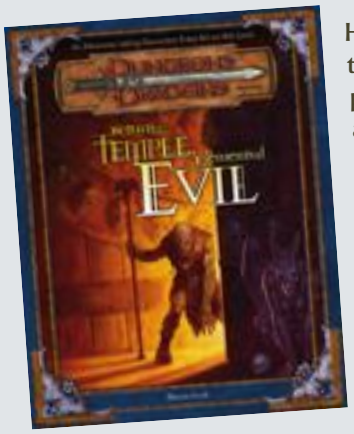
**Associated Skill:** Arcana, Athletics, or Religion.

## Background: Former Cult Sympathizer

You have done terrible things, acts that still have you waking in a cold sweat more than a decade later. You had killed before and you have killed since, but you remember everything about each person you were forced to execute or enslave for the cult: the color of frightened eyes, the trails traced by tears on upturned faces, brave last words, heart-wrenching pleas and screams, even the sudden warmth of spit on your face.

## TEMPLE OF ELEMENTAL EVIL, PAST AND PRESENT

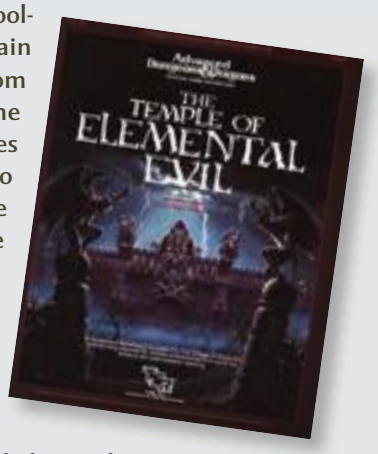
In 1979, TSR Inc. published a slim adventure entitled *The Village of Hommlet*, which detailed a small farming village, its inhabitants, and a nearby moat house populated by evil creatures. This adventure was originally intended as the first part of a larger series culminating in the exploration of the newly repopulated Temple of Elemental Evil. The temple didn't see print for six long years, until it was presented as part of a 128-page "superadventure" named *The Temple of Elemental Evil*. This book included a chapter that updated and revised *The Village of Hommlet*, gathering the entire story line between two covers.




Over the years, Hommlet and the temple have reappeared in a novel, a computer game, and even another superadventure: *Return to the Temple of Elemental Evil* (published in 2001 and set years after the original). The 4th Edition of the D&D game refers to the Temple of Elemental Evil many times, including two different adventures that take characters back to Hommlet and its moat house: one created for the Origins Game Fair in 2008 and the other as a DM reward for RPGA™ players. Zuggtmoy, the demonic ultimate villain of the Temple of Elemental Evil, appears with 4th Edition statistics in the *Demonomicon*™ supplement, and the Cult of the Elder Elemental Eye is discussed in *The Plane Below*™ and *Heroes of the Elemental Chaos*™.

**Continuing the Story**

Stories of the Temple of Elemental Evil that one can hear today describe all sorts of horrors working on behalf of the cultists: elementals, undead, demons, oozes, and more. Preparing for any one kind of foe would thus be foolish, but you can gain some advantage from this knowledge. One reason that the forces of good were able to defeat the Cult of the Elder Elemental Eye was that the cultists' forces were divided among the four basic elements, as well as another faction loyal to the demon. This division led to rivalry and suspicion among the groups, allowing subterfuge to set one element against another or against those loyal to the demon. Even if such divisions don't exist within the temple today, you might open up old wounds and thus inflame your enemies' latent hate for one another.




Whatever foes you might face, you can at least prepare for the environments in the dungeons. An area devoted to elemental fire will obviously be hot, so take along precautions such as *potions of fire resistance*. Similarly, the likely presence of water in an area suggests the efficacy of a Water Breathing ritual. The ability to fly or a *feather fall* effect could be useful in an airy dungeon. And the magical ability to dig quickly or meld into stone could be invaluable in a place that highlights elemental earth.

You wonder every day if you should have been as courageous as they were—if you should have rejected the Cult of the Elder Elemental Eye and died in the terrible dungeons beneath the temple. Is life worth living with so much blood on your hands? Can you even consider your desperate existence a life? When you encounter anyone new, you search your memory, frantically hoping that the face is not one you recognize. At the same time, something inside you burns to be called out for your crimes. At least then the torment might finally end.

Yet each time you consider giving in, you find the strength to stay alive and stay hidden. You're not really strong, though—you're just afraid. What else would you be willing to do to avoid death? If the time again comes when you must choose between what is right and what is safe, will you add more faces to the host that haunts you, or will you accept their judgment in the afterlife?

**Associated Skill:** Bluff, Insight, or Intimidate.

# Gates of Firestorm Peak

The Firefestival might be canceled this year, and at the worst possible time. This month-long annual celebration, held in the village of Longbridge, has become famous over the years. During this festival, people try to outdo one another with their enthusiasm for firebrand battles, fireworks, and candle displays. Of course, no celebration can be complete without food and drink, and the Firefestival is when the locals break out their fire brandy, smoked ales, and spiciest foods. Even sweet treats set the mouth aflame, with candied hot peppers and cinnamon delights prepared specially for the occasion. All this activity occurs in the shadow of the famous Firestorm Peak, the mountain that the festival celebrates.

Firestorm Peak has two claims to fame. Once every twenty-seven years, flames burn across its highest reaches, called down from the sky by an unknown magic and raging afterward for a month regardless of the weather. The mountain also hides some secret behind huge, rune-encrusted doors of glass as hard as steel, and nothing can lever them open or break the mountain around them. They open by themselves when the fires burn, and close again as the flames die out twenty-eight days later.

Nearly twenty-seven years have passed since the last appearance of the firestorm. That means that this year the comet called the Dragon's Tear will again appear in the sky, its red tail arcing over the mountaintop, and Firestorm Peak will explode anew with supernatural flames and send them roaring toward the stars. Anticipation and enthusiasm for this event began to build more than a decade ago, and this year should have seen the biggest and best Firefestival ever—but that won't happen.

People in nearby towns have decided not to go to Longbridge this year. They believe the village is cursed, and the people of Longbridge grudgingly agree. For some time now, cows' milk has been coming out sour. Chickens, when they lay at all, produce only soft-shelled eggs filled with blood. Deer have turned upon their hunters and gored them to death. Stories tell of long-docile animals turned fiendish overnight, driving some townsfolk to drown their pets. Even people have been affected: Tension has led to short tempers and frequent fights, and manic violence erupts without any obvious cause. The gallows in Longbridge had to be expanded to keep up with the number of convicted criminals, but the purpling bodies swaying there have served as little deterrent. Things just seem to be getting worse.

As the time of the Firefestival draws nearer, people watch the skies for the first crimson hint of the Dragon's Tear. Will it bring weal or woe? Can the sight of fire on the mountain bring back some hope to Longbridge, or will the flames be the signal for some new villainy to begin?

## GATES OF FIRESTORM PEAK, PAST AND PRESENT

*The Gates of Firestorm Peak*, by Bruce R. Cordell, hasn't been revisited throughout the history of the game as have other infamous dungeons. It appeared just once, as a 2nd Edition AD&D® adventure. Yet that adventure had an enormous impact on the D&D game, for it was the birthplace of the Far Realm. Before that time, D&D had no concept of a plane of alien geometry and maddening entities, but today the Far Realm has been firmly established in the cosmology of the game.

**Continuing the Story**

What dangers lurk within the mountain today none can say, but the runes on the gates and their construction hint at eladrin origin. Eladrin do not typically build tunnel complexes, so the location must have been meant to contain a dark secret or imprison something foul. The link between the Dragon's Tear comet and the opening of the gates suggests star pact magic, an idea supported by the fact that the last person known to have entered Firestorm Peak was a warlock called Madreus (known as "the butcher of Havenburg" for dark deeds done in that city). Perhaps the Dragon's Tear is an unrecognized member of the host of weird constellations named in the *Revelations of Melech* (described in "Wish upon a Star" in *Dragon* 366), thus linking it to the Far Realm.

Warlock magic can be difficult to defend against, but star pact magic tends to deal radiant, cold, or psychic damage. If beings of the Far Realm are involved, having protection against psychic damage would be prudent. Also, since the strange powers of warlocks and Far Realm beings often control the minds of their targets or otherwise affect their victims repeatedly, having ways to gain extra saving throws could be important.

## Ice Iron

The glyph-covered gates of Firestorm Peak are made of nephelium, also known as "ice iron." This unusual metal has the properties of iron when forged, but like gold it does not rust and, amazingly, it is as transparent as glass. For years people have collected small amounts of ice iron from streams around Firestorm Peak, particularly from the Quickstep River that flows through Longbridge. Indeed, most of the communities on the river arose from the presence of prospectors panning for flecks of the precious metal in the shallowest spots.

For many years, ice iron made this area rich. The metal was impossible to obtain by mining—no one could see any trace of it in the surrounding rock—and panning for it was far more difficult than panning for gold, since it is nearly invisible in water. These factors made ice iron fabulously rare, and it fetched twice the value of gold by weight. Those who purchased it were typically wealthy lords who used the metal for small windows in their fortresses. Today the Quickstep River has been panned out, and ice iron is almost never found in its bed. If any more of the stuff exists, it might lie beyond the gates of Firestorm Peak—and in fact, the gates themselves are made of it. So far, though, the gates have proven impervious to any attempt to break them or free them from the surrounding rock, and none who have passed beyond when they opened during the firestorm have ever returned.

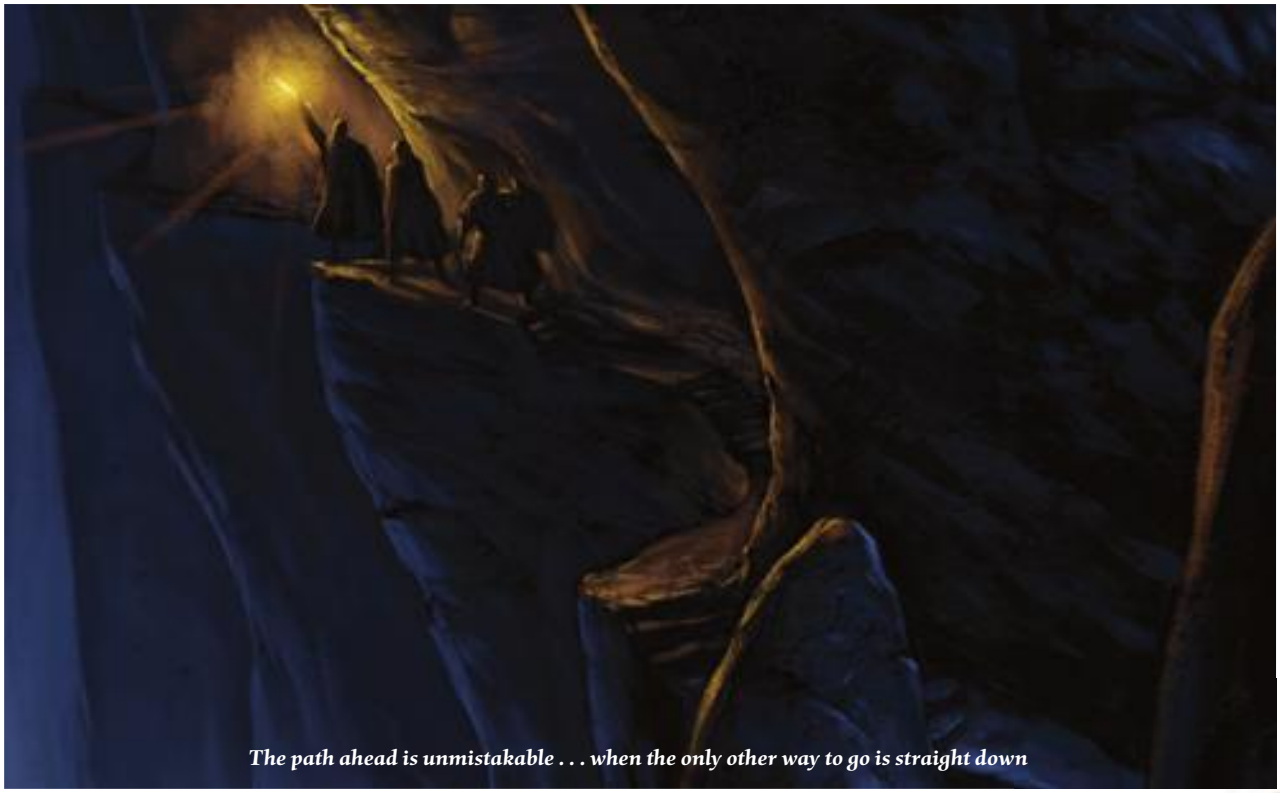
## Background: Longbridge Local

You grew up in Longbridge during the last days of the ice iron rush and can remember running back and forth across the river, pounding the boards of the Long Bridge with your tiny feet, rushing to bring grains of the clear metal to the assayer. One day, in your haste to "quick step across the Quickstep" (as your father used to say), you dropped the bag of hard-won metal and watched it plunge into the river through a gap in the bridge. No punishment from your parents could match the terror and guilt you felt as you saw your family's fortune slip away.

Now the future of your family and many others in Longbridge is more uncertain than ever. The ice iron rush is over, and the curse that besets the village seems like it will never end. You've seen good people—even close friends you grew up with—become desperate, go bad, and finally swing from the gallows. The town was a happier place when the metal was here. But no amount of panning in the river or digging in the hills has turned up even a flake of ice iron for as long as the curse has been active.

Yet the gates of Firestorm Peak are made of the stuff. Clearly, that fact is significant, but in exactly what way remains to be determined. You've made a study of all the legends and history, so you know the gates are invulnerable when they're shut. But what about when they're open? Even if they are still invulnerable, there could be more ice iron inside the mountain. You know one sure way to find out.

**Associated Skill:** Arcana or History.



*The path ahead is unmistakable . . . when the only other way to go is straight down*

STEPHEN TAPPIN

# Dungeoneers' Tools

Adventurers who plumb the depths need to understand that, unlike an aboveground expedition, a dungeon delve promises little hope of replenishing or resupplying. Subterranean adventurers must rely only on what they bring with them, which makes planning—and packing—gear for the trip as important as keeping one's weapons in fighting shape.

In addition to the core rulebooks, the *Mordenkainen's Magnificent Emporium* supplement includes an extensive collection of adventuring gear and alchemical items, which is augmented by the entries here.

## Adventuring Gear

A piece of equipment doesn't need to be a magic item to be useful. The most mundane tool can be a lifesaver in the right situation.

**ADVENTURING GEAR**

| Item | Price | Weight |
|---|---|---|
| Artisan's tools | 5 gp | 5 lb. |
| Delver's kit | 40 gp | 28 lb. |
| Crowbar | 2 gp | 4 lb. |
| Iron spikes (10) | 1 gp | 5 lb. |
| Manacles, iron | 10 gp | 2 lb. |
| Miner's helmet | 10 gp | 3 lb. |
| Sacks (2) | 1 gp | 1 lb. |
| Surveyor's gear | 15 gp | 5 lb. |
| Ten-foot pole | 1 gp | 8 lb. |
| Drill | 10 gp | 2 lb. |
| Flotation bladder | 2 gp | 1 lb. |
| Hacksaw | 5 gp | 1 lb. |
| Lantern, bull's-eye | 12 gp | 2 lb. |
| Listening cone | 8 sp | 1 lb. |
| Mirror | 10 gp | 1 lb. |
| Rubbing kit | 5 gp | 1 lb. |
| Ruby lenses | 25 gp | 3 lb. |
| Shovel | 2 gp | 8 lb. |
| Tongs | 3 gp | 2 lb. |
| Vial bandolier | 6 gp | 1 lb. |

**Artisan's Tools:** This collection of simple hand tools, nails, and a measuring stick is often seen in the home of a city-dwelling crafter, but adventurers would do well to take a set of these tools along. With them you can perform minor repairs, fashion basic wooden or metal objects, or dismantle simple locks.

**Delver's Kit:** This kit includes a crowbar, ten iron spikes, iron manacles, a miner's helmet, two sacks, surveyor's gear, and a ten-foot pole.

*Crowbar:* Wielding this metal pry bar gives you a +2 bonus to Strength checks to break open locked doors or containers.

*Miner's Helmet:* You can attach a lantern, a sunrod, or some other light source to the forehead reflector of this headgear to provide hands-free illumination.

*Iron Manacles:* When you put these shackles on a helpless or otherwise incapacitated creature, that creature is restrained until it escapes or is freed. The Acrobatics check to escape from these restraints is against a hard DC of the creature's level.

The Strength check to break the manacles is against a DC that depends on the quality of the manacles, whether iron (DC 24) or adamantine (DC 31).

*Iron Spikes:* Hammering one of these blunt, wide metal wedges between a door and its frame requires a standard action and adds 5 to the DC of checks to open the door. If nothing but a spike is holding a door shut, the base DC to open it is 15. Spiking a door is noisy; each time you drive in a spike, creatures within 20 squares can make a Perception check with a +5 bonus to hear you.

*Sack:* This sturdy burlap sack holds up to 50 pounds and has a volume of 1½ cubic feet.

*Surveyor's Gear:* With this plumb line, measuring chain with pins, and slate for recording notes, you gain a +2 bonus to Perception checks to search for secret doors or hidden rooms, but using the gear takes at least 5 minutes.

*Ten-Foot Pole:* Prodding dangerous-looking things with a ten-foot pole lets you trigger many traps from the safety of 2 squares away.

**Drill:** This handheld tool comes with six tough metal bits. A drill can bore a hole through wood, stone, and even some metals with enough time and effort. A typical bit can drill through 6 inches of stone or 2 inches of iron (a process requiring up to 6 hours) before it breaks or its cutting power is exhausted. Each additional set of bits costs another 10 gp.

**Flotation Bladder:** The risk of drowning in a cold underground lake leads some adventurers to carry these containers of cured animal hide. A character can blow into a flotation bladder to inflate it and then hang onto it to keep his or her head above water. If you're using a flotation bladder, failing an Athletics check to swim by 5 or more leaves you treading water instead of sinking.

**Hacksaw:** This thin-bladed saw can cut through tough material, even metal, although doing so can be quite slow. Harder materials dull the blade quickly, so a hacksaw is best used to cut thin or small objects. A single hacksaw blade can cut through a 1-inch-thick piece of iron (or larger objects of softer materials, at the DM's discretion) in up to 2 hours, before it breaks or its cutting power is exhausted. Each additional blade costs another 5 gp.

## USING EQUIPMENT EFFECTIVELY

Gear is good. If a piece of equipment wasn't important for some reason already, you wouldn't bother to bring it along. That said, you can get more out of your tools by being both creative and systematic in your thinking about them.

**Innovate:** Many kinds of gear are so specialized that they don't lend themselves to being used in new ways, but many others have versatility that's waiting to be put to use. Need a temporary container for a small amount of liquid? Close off one end of your listening cone and fill it up. Think about what's included in the surveyor's gear that comes with a delver's kit, not just in terms of the bonus to Perception checks but with an eye toward other uses for those chains and that piece of slate. Your DM might not give you a bonus or some other game benefit every time you try to use a tool in a nonstandard way, but there are other ways to reward this sort of creativity.

**Organize:** Being organized is more than a matter of lugging around as much gear as you can carry. The more different kinds of gear you have, the more you need to care about how you store each item on your person or transport it—in case you need something in a hurry. One tip: Hang your crowbar from your belt rather than stowing it in your pack. That way, when something relieves you of your weapon, you have an impromptu club close at hand.

**Lantern, Bull's-Eye:** A bull's-eye lantern is equipped with a lens that enables it to project a beam of bright light 2 squares wide out to 10 squares. This way, you can illuminate long hallways without lighting up the whole area.

**Listening Cone:** Put the mouth of this cone of pressed iron against a flat surface and place your ear against its flattened tip to amplify the sounds you might hear beyond. This item grants a +2 bonus to Perception checks to listen through doors and walls.

**Mirror:** The finest mirrors are made of silvered glass and are prohibitively costly, so most adventurers favor these less expensive handheld disks of polished metal. A mirror can let you safely look around corners without being seen, avoid the direct gaze of a medusa, or reflect light to signal distant allies (or to lure enemies).

**Rubbing Kit:** The materials in this scroll case enable you to transfer an image of ancient runes or carvings onto a different surface to be deciphered later. The case contains several thin sheets of parchment and a stick of soft charcoal. After placing a piece of parchment over the surface to be copied, rub

*The right tools make dungeoneering quicker and safer*

ERIC BELISLE

the charcoal against it while applying gentle pressure. With a standard action, you can make a rubbing covering 1 square foot. One kit contains enough material for ten such rubbings.

**Ruby Lenses:** These red glass inserts let you reduce a lantern's brightness without limiting the area it illuminates. The red glow is easier on the eyes, and it doesn't attract as much attention as the bright light of an unfiltered flame. The light that passes through a ruby lens is dim, but its radius is unchanged.

**Shovel:** With this sturdy tool you can dig through deep, dense, or unappetizing material to locate treasure (or bury your hard-won prizes for security), scoop up small objects that might be dangerous or unpleasant to handle, or clobber an enemy in a pinch.

**Tongs:** These foot-long metal pincers are similar to those used in smithies. With them, you can manipulate objects at times when using your hands is too risky, such as when you're reaching into a scalding brazier, an unknown liquid, or a dark hole.

**Vial Bandolier:** Stitched onto this well-crafted leather shoulder harness are ten padded holsters that can hold doses of potions, poisons, and elixirs, ensuring easy access while cushioning them against accidental breakage.

# Alchemical Items

Dungeoneers have developed many recipes for items to assist them in their expeditions. Traded around taverns or sold in outfitter's shops, these alchemical items give explorers unique advantages in tricky situations.

## Reading the Table

The alchemical formulas used to create the items in this section have three common characteristics, all summarized on the table.

**Key Skills:** You must have training in at least one of the indicated skills to use a particular formula.

**Market Price:** What you pay to purchase the formula (which can also be thought of as the recipe).

**Creation Time:** How long it takes to produce one dose or application of the alchemical item.

## Item Categories

Each alchemical item in this section has a category that defines how the item is used or its general effect.

**Oil:** Oils are applied to other objects (typically weapons), granting those objects temporary properties or powers.

**Volatile:** An item of this category explodes or expands when shattered or broken, often dealing damage by the creation of a specific type of energy, such as acid, cold, fire, or lightning.

**Poison:** A poison is a toxin that hampers or harms a creature.

**Other:** Some items create miscellaneous effects that don't fall into one of the above categories. These have no designation other than "Alchemical Item."

# Item Descriptions

For convenience, the formula cost of each of the alchemical items in this section is repeated in its statistics block. The other gold piece values represent the cost of the components (or ingredients) needed to create the substance for a single application.

## Aboleth Slime

This revolting goo is an alchemical concentration of the aberrant poisons in aboleths' mucus, which must be harvested from the foul pools in which the creatures dwell. Splashing aboleth slime over a living creature brings it spasms of pain as its form twists uncontrollably. The process of collecting the disgusting stuff is exceedingly hazardous, making this formula both hard to find and very expensive.

**Aboleth Slime** **Level 15+ Uncommon**

*This cloudy sludge racks your enemy's body with pain and unwelcome transformation.*

| | | | |
|---|---|---|---|
| Lvl 15 | 1,000 gp | Lvl 25 | 25,000 gp |
| Lvl 20 | 5,000 gp | Lvl 30 | 125,000 gp |

**Alchemical Item:** Poison **Formula Cost:** 4,500 gp
**Key Skill:** Arcana, Dungeoneering, or Nature **Time:** 1 hour

**ALCHEMICAL FORMULAS**

| Name | Key Skills | Market Price | Creation Time |
|---|---|---|---|
| Aboleth slime | Arcana, Dungeoneering, Nature | 4,500 gp | 1 hour |
| Longbreath | Healing, Nature | 160 gp | 30 minutes |
| Pacification dust | Dungeoneering, Nature | 200 gp | 30 minutes |
| Phantom ink | Arcana, Dungeoneering, Thievery | 70 gp | 30 minutes |
| Stone eater | Arcana, Dungeoneering, Thievery | 700 gp | 1 hour |
| Violet phosphor | Arcana, Nature | 70 gp | 30 minutes |

**Attack Power** (Polymorph) ✦ **Consumable** (Standard Action)
*Attack:* Ranged 5/10 (one creature); the item's level + 3 vs. Fortitude
*Hit:* The target takes ongoing 10 damage and is weakened (save ends both).
*Level 25 or 30:* Ongoing 15 damage.
*Effect:* The target gains the aberrant origin until the end of the encounter.

## Longbreath

Druids and other priests of nature gods capture fresh air in skins or large bottles and infuse it with healing vapors. A deep inhalation from this container not only provides air but also invigorates the lungs to enable them to retain it longer.

### Longbreath — Level 4+ Common

*The refreshing air inside this container fills your lungs far more fully than its volume would suggest.*

| | | | |
|---|---|---|---|
| Lvl 4 | 40 gp | Lvl 24 | 21,000 gp |
| Lvl 14 | 800 gp | | |

**Alchemical Item** — **Formula Cost:** 160 gp
**Key Skill:** Healing or Nature — **Time:** 30 min.
**Utility Power ✦ Consumable** (Minor Action)
*Effect:* You inhale the contents of the container. Until the start of your next short or extended rest, you gain a +5 item bonus to Endurance checks to avoid suffocation.
*Level 14:* +7 item bonus.
*Level 24:* +10 item bonus.

## Pacification Dust

Svirfneblin harvest spores from nearby myconid colonies to create this dust. Like the creatures it comes from, it momentarily befuddles the senses of those it touches.

### Pacification Dust — Level 5+ Rare

*This powder of fungal spores renders those caught in it sluggish.*

| | | | |
|---|---|---|---|
| Lvl 5 | 50 gp | Lvl 20 | 5,000 gp |
| Lvl 10 | 200 gp | Lvl 25 | 25,000 gp |
| Lvl 15 | 1,000 gp | Lvl 30 | 125,000 gp |

**Alchemical Item:** Poison — **Formula Cost:** 200 gp
**Key Skill:** Dungeoneering or Nature — **Time:** 30 min.
**Attack Power** (Poison) ✦ **Consumable** (Standard Action)
*Attack:* Area burst 1 within 10 (creatures in the burst); the item's level + 3 vs. Fortitude
*Hit:* The target cannot take a standard action until the end of your next turn.
*Aftereffect:* The target is slowed until the end of its next turn.
*Level 25 or 30:* The duration of both the hit and the aftereffect is instead (save ends).

## Phantom Ink

This paste is made from a variety of Underdark mushroom known as indigo svirf. When exposed to torchlight or another source of fire, it glows dimly but is not visible to creatures that see only by means of darkvision. Explorers make use of phantom ink to leave messages or directions in underground areas that are frequented by drow or other enemies that have darkvision. One application is enough for a message one to two sentences long.

### Phantom Ink — Level 2 Common

*The dark fluid within this small ceramic bottle glows dimly in torchlight.*

Lvl 2 — 25 gp
**Alchemical Item:** Oil — **Formula Cost:** 70 gp
**Key Skill:** Arcana, Dungeoneering, or Thievery — **Time:** 30 min.
**Utility Power ✦ Consumable** (Standard Action)
*Effect:* You apply the ink to an area no larger than 5 square feet on a solid object. That area emits dim light that is visible only in lamplight, torchlight, or some other light shed by an open flame. The light lasts 24 hours.

## Stone Eater

This potent but specialized acid is derived from the digestive juices of purple worms. The substance must be harvested minutes after the beast's passage through an area, before it dries to a useless crust. The alchemical mixture dissolves minerals in a matter of minutes. A typical jar contains enough substance to consume a Medium-sized stone object.

### Stone Eater — Level 10+ Common

*Pouring the contents of this jar onto stone causes the material to begin dissolving.*

| | | | |
|---|---|---|---|
| Lvl 10 | 200 gp | Lvl 20 | 5,000 gp |

**Alchemical Item:** Volatile — **Formula Cost:** 700 gp
**Key Skill:** Arcana, Dungeoneering, or Thievery — **Time:** 1 hour
**Utility Power** (Acid) ✦ **Consumable** (Standard Action)
*Effect:* You apply the stone eater to an unattended, nonmagical stone object or 1 square of a stone wall or floor. After 5 minutes, that object takes 40 acid damage.
*Level 20:* 80 acid damage.

## Violet Phosphor

Resourceful Underdark explorers extract the luminous compounds from subterranean fungi to create this substance. When shaken, the liquid in this glass vial glows with a long-lasting light.

### Violet Phosphor — Level 1 Common

*Vigorously agitating this small, transparent vial causes the liquid inside to emit a soft purple glow.*

Lvl 1 — 20 gp
**Alchemical Item** — **Formula Cost:** 70 gp
**Key Skill:** Arcana or Nature — **Time:** 30 min.
**Utility Power ✦ Consumable** (Minor Action)
*Effect:* You shake the container, and it sheds bright light in a 5-square radius. The light lasts up to 4 hours.

CHAPTER 3

# Master of the Dungeon

When Dungeons & Dragons started, it used "referee" (a term originating with the war games that were the ancestors of roleplaying games) to refer to what we now call the Dungeon Master. Today, many roleplaying games use words such as "narrator," "director," or "storyteller" to indicate how the rules of narrative shape the flow of the game as opposed to the rules of a simulated world.

So, should you be a heartless referee enforcing the rules of a cruel world? Or are you a flexible storyteller, softening the game's threat to let the heroes' exploits reach a dramatically satisfying ending?

Either. Or both. Plenty of old-school dungeons reinforced the cold, hard facts of an adventurer's life. But the game has always put fun at the table above adherence to the rules. Neither kind of play is right or wrong, as long as everybody's on the same page.

Your group might gravitate toward either extreme, or fall somewhere in the middle. Have a discussion regarding what style of play everyone favors. It's okay to run a no-holds-barred meat grinder if that's what the players expect. The players won't have much fun, though, if you give them no warning before your dungeon chews up characters into which they have poured significant time and effort. As always, you should adjust your DMing style to conform to your players' expectations.

**Nasty in Your Narrative:** The most story-focused games of deep roleplaying, full of sessions when "we never rolled the dice once," can still have a touch of ruthlessness. Think of when a character you loved in a movie, a book, or a TV series died abruptly. Done right, such a moment can be riveting and meaningful. Done wrong, it is an exercise in hair-pulling frustration. You should always feel free to let the chips fall where they may—death can be random and sudden—but avoid arbitrary affronts to the reality of the game. Falling in lava is unfortunate, but a goblin's arrow mysteriously dealing four times its normal damage is just unfair.

**Compassion on the Crawl:** In like fashion, a hard-core dungeon crawl can be reshaped by an unexpected injection of old-fashioned drama. When a party accustomed to fighting ogres and spotting killer traps comes upon a lost child in a dungeon, the players might expect ambush or deceit. But if the child really is a victim of circumstance, how will the adventurers handle it? Can a hardened, pragmatic crew feel sympathy for an innocent and decide to escort that individual to safety, even if they know that doing so might put them in danger?

## Advice and Tools

This chapter examines a number of ways to craft an interesting dungeon—both in the construction and in the playing.

**Involving the Characters:** Delving through a dungeon's dank tunnels needs to be meaningful and interesting. If a character has a stake in what's happening, his or her player will be more immersed in what's going on. This section shows how to connect the characters' concerns to what's happening underground, in the form of adventure seeds for each of the themes in Chapter 1. It continues with some broad-based advice on how to get the characters interacting with the environment through exploration and puzzle solving.

**Creating an Underdark Adventure:** The scope and variety of the Underdark distinguish this underground realm from other types of dungeons. The advice in this section is about capturing the feel of traveling in the Underdark, and fitting your plots and battles to this environment. You can use the "An Underdark Trek" skill challenge to play out the trials the heroes must face as they traverse its caverns.

**Dungeon Makers:** Dwarves and minotaurs don't build their underground lairs the same way. You can add creature flavor to your dungeons based on who or what made them. This section explores the features typically found in the dungeons of various races and groups, with descriptions of specific features you can build on when you design your own work.

**Special Rewards:** This section describes scrolls of power, which enable characters to wield the magic of the gods with memorable spells such as *power word kill* and *wish*. It also includes a few special companions the adventurers might encounter in the dungeon.

RALPH HORSLEY

# Involving the Characters

When the adventurers take their first steps into the dungeon, you need ways to keep them moving forward. This section discusses how to customize your dungeon to draw both characters and players deeper into the story of your adventure.

## Themes and Adventure Hooks

A player's choice of theme and background says a great deal about his or her character's goals and motivations—sometimes more so than race or class. A theme shouts at the DM, "This is what my character wants to care about in our adventures!"

A good adventure should feature multiple ways to engage the players on this level. For example, an adventure that starts by calling out a treasure hunter to find priceless, forbidden books in an abandoned Underdark library offers many options to involve other characters. An escaped thrall might learn that mind flayers have occupied the library and are close to deciphering the books. If the party prevents this event by destroying the books, the Underdark envoy can lead an effort to prevent feuding drow houses from going to war over the missing tomes.

Several examples of incorporating story hooks into adventures are presented here, using the themes and sample characters from chapter 1. Each of the adventure hooks is classified in one or two of the following categories, which you can consider when devising your own theme and background connections.

**Announcement** The simplest approach to incorporating adventure hooks is to plant monsters, locations, or plot devices that directly speak to one or more characters, and to be blatant about it. This method is an easy way to get the adventure moving.

**Foreshadowing** Take a plot that is important to the adventure as a whole and link clues regarding that plot to the backstory of one of the characters. When those clues come up in the adventure, only that player will know their significance.

**Misdirection** Place red herrings that appear to tie to a character's theme, but that eventually lead to dead ends or more complicated truths. Even if the players can see through your deception, they might enjoy playing out the consequences of this adventure hook as though their characters were none the wiser.

**Newcomer** Introduce a character, an organization, a monster, an ideology, or a plot element that has certain aspects in common with one of the adventurers, but opposes that character's goals in some way. A newcomer might serve as a guide, be in a rival group seeking the same goal as the party, or be revealed as a figure from an adventurer's past that he or she must reluctantly solicit to gain crucial information.

**Tough Choice** Put a character in a situation where following the behavior suggested by his or her theme creates tension with that character's moral code, or puts the party in a dangerous situation.

### Improvising Theme Connections

It happens to every DM. A question comes up regarding something important and you haven't prepared an answer. "If this dwarf became king last month, what happened to the old king?" "Wait, didn't you say the soil's soft and muddy? Why didn't we find the killer's tracks?"

If you're put on the spot, you can look to the theme or background of the character for answers. The player asking the questions has demonstrated that he or she cares about the topic, so give that character a chance to pursue it.

- A bloodsworn might ask if the old king died or left under suspicious circumstances. Perhaps her quarry, has some sort of connection to the event.
- If a deep delver inquires about a lack of tracks, you might decide that the culprit is a creature that has *earth glide* (such as many earth elemental beings).
- On the other hand, if a trapsmith wants to know why there were no footprints, you could say that the killer used a trapped rune with a delay before its effect triggered, then left before the rain started.
- An escaped thrall who wants to know what happened to the old king might gain a weird insight or experience a vision that suggests he is now a prisoner of illithids.
- If the treasure hunter asked what happened to the king, you might instead decide that he abdicated to search for a fabled lost dwarven hoard.
- An Underdark envoy might care to parley with the new king. Perhaps he wants to learn of the former king's fate, and he suspects a nearby drow city is involved.
- An Underdark outcast might hope that the change in rulership will allow him to restore contact with his former life. Perhaps the new ruler requires him to pass a test that demonstrates his worthiness.

## Bloodsworn

Hooking a bloodsworn into an adventure might seem easy—all you need to do is include his or her hated enemy. But you can't have a 3rd-level party face off against a drow outpost or a 12th-level pack of monsters. Instead, create some hooks that establish connections to the enemy without requiring the foe to appear.

Relics and secondary characters encountered during an adventure might reveal the secret plots of an adversary. Alternatively, a bloodsworn hero might run into other groups that share his or her enmity. Such groups might eventually become allies—or they could be rivals, fighting to see who is more worthy to take on their hated foe.

The tough choice technique can be used to great effect with a bloodsworn character. Putting one in a situation in which the party needs help from the enemy, or where the consequences of acting against the enemy could be dire, can push the character's beliefs to the limit. Use this device sparingly, however, so that the bloodsworn's player doesn't feel as though his or her theme is irrelevant.

**Rook in the Corner (Announcement):** In a series of towns they travel through, the adventurers see wanted posters showing different names but all bearing the likeness of a drow named Rook. The posters enumerate no crimes he has committed—being a drow is enough. Eventually, a group of well-armed guards informs them that Rook was last seen going into a deep cave—one they are forbidden to enter—that connects to the Underdark.

**To Topple an Enclave (Tough Choice):** Drow outcasts calling themselves the Scorpion Brigade plot to destroy their former enclave of Thes-Kesselav. The adventurers discover the brigade's base in caves near the city, where the drow have stockpiled dozens of maps, attack plans, and magic items. Will Meliera take this chance to cause havoc and destruction in the city, even at the risk of betrayal by these outcasts?

**Behlo the Vengeance Seeker (Newcomer):** Like Meliera, the halfling Behlo saw his loved ones die at the hands of the drow. He not only wants all dark elves dead, but longs also to kill any who harbor or serve them—even as slaves. He remains suspicious of elves and eladrin as well, believing that those of the same blood as the drow are not to be trusted.

## Deep Delver

More so than other characters, the deep delver thrives when the environment is at its most challenging. An adventure shaped for a deep delver should contain extraordinary cavern complexes, great chasms, and other terrain that can exist only in the Underdark. Vast and unexplored areas of the map can hook a character who has this theme.

A deep delver also likes to demonstrate his or her skill at survival and navigation underground. Add secondary characters who need help traveling through the tunnels—or escaping them. Talk about arduous journeys and barely navigable terrain. You don't need to call for endless skill checks for simple journeys. Simply mention how the deep delver assists the adventurers and their companions as they travel.

**The Mercenary Papers (Announcement):** After defeating the leader of a group of monsters, Karl and his allies discover notes from a drow merchant house. These notes describe arrangements to purchase a large number of grimlock slaves for use as soldiers.

**Deia Smallfeather (Newcomer):** Karl encounters Deia, a former Deep Guide. She had suspicions that something was amiss in the organization and left shortly before Karl joined. Living aboveground now, she is reluctant to return beneath the surface and explore the caverns again.

**Freedom for One (Tough Choice):** The adventurers and a group of companions they are escorting through the Underdark are captured. A companion reveals a way that one of the party might escape—but only one. Karl's ability to navigate the Underdark is the best hope for getting a message out or finding help. Will he keep his promise to never desert his comrades, or will he risk leaving them alone to attempt a possible rescue?

## Escaped Thrall

A former master casts a long shadow over an escaped thrall's life. Make that slaver a major enemy in your game, whether as the mastermind behind an ambitious plot or the lieutenant of an even greater evil. You can show the scope of the thrall master's scheme by having the adventurers come across other thralls not yet lucky enough to win their freedom, or by providing maddening visions to the escaped thrall suggesting the master's involvement in multiple devious plots.

Incorporate allies and enemies of the thrall master into your campaign. If the escaped thrall was in the sway of a mind flayer, look to aberrant enemies and potential allies such as githyanki. A vampire slaver might suggest encounters with vampire hunters allied with Pelor or the Raven Queen.

An escaped thrall's imprisonment leaves both mental and physical scars. Your job is to set up situations where the character's pain can resurface. The foreshadowing and tough choice categories of adventure hooks bring the escaped thrall's past to the forefront, where it provides a dark subtext to the character's heroic actions. Use this approach in moderation, however, or you risk making the thrall a liability to the rest of the party.

**The Branded Agents (Foreshadowing/Newcomer):** Other former thralls of the aboleths appear in cities, where they unconsciously perform the dark tasks of their aberrant masters. When these sleeper agents are captured or attacked, an abolethic safeguard triggers. This causes them to go mad and melt into puddles of slime, creating a psychic backlash that only Mord can sense.

**The Passage of Pain (Tough Choice):** On the trail of a slaver, the adventurers encounter a locked stone door that can normally be opened only by an aboleth or one of its servitors. Mord can open it, but only by tapping into the repressed horror of his youth. If he does so, no one can be certain that he will return from his descent into madness.

**The Drowned Temple (Announcement):** A vision wakes Mord in the middle of the night—a dark dream of a temple of Ioun collapsing into a sinkhole. The tentacled bodies of aboleths rise from the sunken ground, surrounded by a cadre of child slaves. Father Michelson's bloodied body lies slumped against an altar. Is this a nightmare? Has this already happened? Or is Mord being warned of events not yet come to pass?

## Trapsmith

A trapsmith can be drawn into an adventure by promises of danger and problems to solve. Because such characters spend their lives getting into tense situations, you need to keep escalating the level of risk. Each trap should be more dangerous than the last, each situation more precarious.

Part of what attracts a player to this theme is the idea of having skills unique to that character. So put the trapsmith in a position where he or she alone can overcome the defenses of the dungeon. Establishing a connection between the character and whoever is responsible for the dungeon's traps can make the trapsmith's job feel more personal.

This theme will have a bearing on how you design the mechanical components of your adventures. You should include a greater number of traps than usual in your dungeon, and have enemies sneak up on the party only to set off the trapsmith's own devices.

**The Unbreakable (Announcement/Tough Choice):** The enormous and complex trap known as the Unbreakable seals off an open shaft running straight down through solid granite. Numerous factions will pay good money to see it disarmed, and they want to hire Thorry for the task. The Unbreakable is several stories deep, with rooms of traps that can trigger crushing walls, planar imprisonment wards, and *disintegration* spells. Few know that an imprisoned primordial lies beneath the Unbreakable, and that the trap is designed not to keep intruders out, but to hold the ancient being within.

*Ella grabs the treasure but sets off a nasty trap*

BEN WOOTTEN

**Seven-Pointed Star (Foreshadowing):** The kobold traps that the adventurers have been coming across have been simple and easy to disable so far. One small detail stands out, though: a star with seven points carved somewhere on each device. Thorry remembers seeing this symbol on the trap that took his fingers. Could the kobold responsible for that injury still be alive?

**Tegan Burrwood (Newcomer):** Thorry's strange take on good fortune puts him at odds with worshipers of Avandra, the god of luck. Tegan, a devotee of the goddess, believes that Thorry is blessed, and she wants him and his companions to help guide her expedition. Can Thorry suffer through her exaltations of his greatness and blessed luck long enough to collect the huge payment she promises?

## Treasure Hunter

Immense hoards and risky situations draw a treasure hunter like a moth to a flame. The classic dungeon crawl appeals to such characters, for whom no adventure is too dangerous as long as a good profit waits at the end.

The announcement approach can easily grab a treasure hunter's attention, as you describe the ancient idol or the opulent chambers waiting to be found in a dungeon. Such a character can readily be subjected to a tough choice as well. Anything that provides a motivation beyond getting rich is a potentially interesting deviation from the norm. As demonstrated in Ella's story, a treasure hunter can seek a specific item for reasons beyond profit. Also, take notice when the treasure hunter starts to care about allied characters or comes to hate a particular type of enemy. You can then ensure that protecting the allies conflicts with finding treasure, or you can put the hated enemies in the way of attaining a legendary hoard.

**The Red King's Crown (Announcement):** Ella finds an illuminated manuscript with pictures of a noble eladrin of the Feydark known as the Red King. The illustrations show him clad in finery, but the crown he wears is clearly the one that belongs to the Green Man.

**The Unseen Cage (Foreshadowing):** The adventurers find a series of large caverns in the Underdark that would make perfect living quarters, but they are uninhabited. Ella feels a strange sensation that she experienced before on the Green Man's hill—a feeling that something is imprisoned here.

**The Green Man Will Burn (Misdirection):** The rituals of the fey are foreign to the people of the world. When rumors arise that the Green Man will be burned on a pyre at the winter solstice, Ella has no way of knowing that the burning is merely symbolic, and that the "Green Man" is an unfortunate captive of firbolgs. The firbolgs do not let the adventurers leave, however—and one carries the true Green Man's scepter as part of the rite.

## Underdark Envoy

This theme is all about face-to-face contact. Negotiating with rival factions, talking circles around sentries, and setting enemies against each other are all part of the envoy's job. Bring secondary characters and political situations into the mix when engaging an Underdark envoy—particularly characters you know will fall quickly for an envoy's eloquent charm.

Be aware, however, that arriving at too many diplomatic resolutions to conflict runs the risk of annoying other party members itching for a fight. The envoy character doesn't need to be fully effective every time. Even when negotiations break down into battle, enemies might be swayed by the envoy's efforts. An enemy who can't be turned to the party's side might still give the adventurers good advice or agree to not sound the alarm.

An envoy is particularly vulnerable to the misdirection approach, since political maneuvering is more than it seems even at the best of times. Don't be afraid to drop major hints (or simply tell the player) what's going on behind the scenes so that the envoy character can cut through the noise. The tough choice approach also makes sense for an Underdark envoy, considering the ways in which diplomacy can lead to unexpected complications.

**Trapped by Both Sides (Announcement):** A gnome refugee camp sits on a fey crossing, pinned between fomorian lands in the Feydark and a svirfneblin city in the natural world. The svirfneblin are suspicious of the gnomes and refuse to share their land, leaving them at the fomorians' mercy. The gnomes need someone to negotiate with the svirfneblin and win the right to escape from the fey crossing before they are wiped out. To make matters worse, no one knows when the giants have planned their attack.

**Bjorgand (Newcomer):** Khiira met the brusque fire giant delegate Bjorgand years ago, and he has reappeared in one debate after another ever since. Khiira does not bat an eye at killing in secret, but Bjorgand and his allies make their thuggery blatant. The fire giant negotiates with threats and particularly enjoys browbeating whomever the sly drow bard represents in her negotiations.

**Drow Turncoats (Misdirection):** Hired killers from Khiira's home city track her down. Instead of assaulting her, they appear to swayed by her words when they meet, seeming less interested in killing her than in discovering how she escaped and found a new life. These assassins are secretly under orders from Khiira's mother to falsely pledge themselves to the envoy's service. After they meet her allies and contacts, they will carry out the order to slaughter Khiira and anyone who helps her.

## Underdark Outcast

You'll need to get a good read on a player's reasons for playing an outcast before you begin incorporating hooks related to this theme. Though it's likely the player wants to see the character's former life play a part in the campaign, some players prefer their outcast's backstory to stay in the past.

For a player who does want to explore his or her outcast's unfinished business, use the foreshadowing and announcement methods to connect that past to parts of the larger campaign narrative. Bring in secondary characters previously known to the outcast, and have clues leading back to his or her former society. Be careful with such plot elements, however, if the character doesn't want to physically return to his or her lost home. Instead, introduce secondary characters who are also outcasts, but from other races or civilizations.

A newcomer can work well to frame the loss that an outcast character has endured. Create secondary characters of a similar upbringing who were not cast out, or other outcasts who have taken a darker path or suffered in other ways.

**The Ailing King (Announcement):** Korag's father, Chief Beltag, lies dying. Enemies of Barduum have been kept at bay by old treaties that will end with the chief's death. Their forces are encircling the entrance to Barduum's tunnels, awaiting the chance to attack. Korag can never be chief, but can he defend his kin now as he should have years ago? And will he be reconciled with his father before the old dwarf passes away?

**Krass (Newcomer):** Krass is a young goblin kicked out of his tribe after his snooping brought a band of orc soldiers down on them. Though he failed his people the same way Korag did, the goblin believes he did nothing wrong, maintaining that the others in his tribe should know how to run and hide as well as he does. He tells Korag to take pride in being an outcast—even as he resists the dwarf's efforts to win back his gear that the goblin stole.

**Not Again (Foreshadowing):** The party has been assigned to protect a merchant expedition traveling to a svirfneblin outpost in the Underdark. When drow ambush the caravan, Korag realizes that the attack is meant as a diversion to keep the adventurers away from the outpost—the true target of the drow raid. Korag is faced with an echo of the situation that resulted in his exile. If he supports his comrades against the ambushers, the svirfneblin will fall. But saving the deep gnomes would require abandoning the party. Will Korag be able to choose, and if so, which group will he forsake?

# Exploration and Choices

When two seemingly identical tunnels lead into the unexplored darkness, the adventurers' decision about which path to take is effectively random. To avoid leaving things up to chance at this juncture, you can present choices that provoke and intrigue your players by placing careful clues that suggest the dangers they might face.

One of the simplest ways to make exploration interesting is to add distinguishing characteristics that differentiate the characters' choices. What if one tunnel leads downward and smells of fetid water, while the other goes to the west and hums with echoing, ghostly whispers? The heroes still won't know which way to go, but the choice they make feels more meaningful if it is based on their reactions to what might lie ahead.

**Repeat a Motif:** Find a thematic element to emphasize in each section of a dungeon. Spider statues might suggest the presence of drow, while the same statues defaced with reptilian scales could be seen in a drow area that has been taken over by kuo-toas. Skulls with holes in them lying in the shadows of caverns, spirals carved into the walls, multiple idols with gemstone eyes in different colors, or objects appearing in groups of a specific number can reinforce the presence of the builder of your dungeon or the monsters that dwell there.

**Note Environmental Changes:** You can create the sense that the party's explorations are progressing by mentioning minor differences in temperature, humidity, and air pressure. That's only the start, though. The D&D game offers endless opportunities for otherworldly phenomena, such as ice that

### IMPROVISING EXPLORATION

You don't need to know in advance what's behind every door or down every passage; instead, plant clues that you can expand on later. A door that radiates heat might lead to the lair of a fiery creature, a portal to the Elemental Chaos, or an incubation chamber. Determine whether your players have expectations for what lies ahead, then use those expectations for inspiration. If you can arrange for such discussions to come at the end of a session, or hash them out between sessions, you can better use your preparation time to flesh out the details in a way that your players will appreciate.

*Solving a puzzle often requires a team effort*

JULIE DILLON

mysteriously coats a chamber or passage, walls covered with color-changing fungi, insects that swarm in strange patterns, or terrain that warps and shifts. Planar incursions can also alter the landscape, creating chambers and caverns that transition between the Underdark and the Feydark, the Elemental Chaos, or the Far Realm.

**Appeal to the Senses:** As the adventurers move through the darkness, vision might be their least useful sense. Think about the sounds that echo within a dark cavern, the scents of rotting flesh or burgeoning fungus, or the texture of a wall where the energy of the Far Realm warps the world. A seasoned Underdark explorer might even be able to taste a drop of blood along the heroes' path to see what kind of injured creature might be lurking ahead.

**Use Obstructions Carefully:** Blocking off a tunnel seems like an easy way to prevent adventurers from passing, while a locked door might make the players only more determined to get through it. You can use obstructions to create intrigue and generate curiosity about what lies beyond. Put a "mere" locked door in front of interesting clues, extra treasure, and other items you intend for the adventurers to find. If you want to seal off an area more securely, make it obvious what kind of key or tool is needed to pass a door, a magic ward, or a monstrous gatekeeper. Even as the players realize they can't go in that direction yet, their characters have something to look for as they continue in another direction.

**Leave Things Blank:** The baseline motivation for any adventurer is a bold curiosity regarding the unknown. If you provide the adventurers with a map, leave large areas of it blank. If the characters see visions in a scrying pool, mention that certain parts of what they view are obscured by darkness. Create locations of which even the creatures of the Underdark do not speak. Those blank spaces might have never been explored, making your adventurers the pioneers who map them for the first time.

## Mysteries and Puzzles

Some of the iconic elements of a dungeon adventure are the mysterious statue, the complex magical protective ward, and the inscrutable monster posing a riddle. Often created or placed underground by a long-forgotten builder, such a challenge provides a safeguard against the characters' intrusion even as it hints at the builder's overall purpose. Puzzles and

mysteries beg to be explored and investigated, just as do the caverns and chambers they are a part of.

A simple mystery can intrigue and entertain nearly any group of players. One easy way to spark an investigation is to plant information that's a little off-kilter, prompting the players to think, "What's wrong with this picture?" If three of four statues face the same direction, why is the fourth looking off to the side? Why are some of the tiles on the floor red and others gold? The answer might be fairly easy to arrive at: Discover that the head of the fourth statue can be pivoted, rotate it so that it matches the others, and suddenly a secret door opens. Alternatively, an initial investigation might reveal a more complex puzzle, a riddle, or a trap.

Because in-game puzzles work best when you test the players' ingenuity rather than the attributes of their characters, be mindful of how willing the players are to be tested in this way. Some groups will happily spend an entire game session trying to figure out a single riddle. Others might be better served with a simpler puzzle that can be solved by trial and error. The following suggestions can help you make puzzles an interesting and dynamic part of a dungeon adventure.

**Begin with the Familiar:** Start with forms of puzzles and riddles the players are familiar with, then twist the structure or the concept to make something new. You might base a puzzle on sudoku or chess, or borrow the design of a trap from a movie, a novel, or a comic book. You could start with the classic riddle of the sphinx, then adapt it so that the answer involves a D&D creature. You could create a rebus (a passage of text in which words are replaced with pictures that match the sounds when said aloud), substituting strange symbols from the game world whose meaning the players must deduce.

**Drop Clues:** When you create a puzzle, think about how the players and their characters will approach it. Some amount of trial and error is to be expected, so make up a list of clues that can be found if the heroes search the immediate area, or attempt skill checks, or recall facts from earlier areas in the dungeon. Introducing clues in a natural way is easier to do if you have a few in mind early, rather than having to think them up on the spot.

**It Doesn't Work, But . . .:** Even a wrong answer or a failed attempt can still contribute to the solution of a puzzle. When a character tries to pull the blue gem loose from the wall, he might receive a nasty shock. But the adventurers now know that the gem is probably associated with the engraving of a lightning-filled storm cloud on the far wall.

**Show Why the Puzzle Is There:** The nature of a puzzle should speak to why it has been placed in the dungeon and why it works the way it does. A door that opens only if it is dealt cold damage might have been built by frost giants. A complex riddle might be child's play for the intellect of the mind flayer that placed it as a magical ward, keeping thralls and intruders out while allowing other illithids to pass.

**Have Consistent Results:** The pieces of a puzzle should follow logic to avoid confusing the players. A rune triggered by the presence of fire should be activated equally well by a *burning hands* spell, a *fire seeds* invocation, or a flaming torch. Likewise, identical puzzles in the same dungeon should all follow the same internal logic. If the rune mentioned above appeared in another location, the players should be able to expect it to function in the same way that the first one did.

**Put in a Reset Button:** This guideline can benefit you as well as your players. The more variables a puzzle contains, the harder it can be for the players to retrace their steps if they make a wrong move. To keep a complicated puzzle from slowing things down if the characters get off track, you can build in an easy way to reset the puzzle back to its starting condition, using the assumption that whoever created the puzzle would want it to return to its default state for the next creature that tries to solve it.

This "reset button" might be obvious to the characters, so that they can activate it whenever they want, or it could be an automatic feature that returns the puzzle to its original state if the players find themselves stumped (or whenever you decide to trigger it).

**Call it Quits:** If a puzzle or a riddle fails to engage the players, don't force it. If the players are struggling for a solution, drop hints couched as memories from a character's backstory. If they are truly stumped, present an alternative way to move along so you don't bog down the game. You can work it so that taking the easy way leads to tougher consequences. For example, nastier fights, lesser rewards, or unsavory characters needing to be bargained with might lie at the end of a route that bypasses a puzzle-locked door.

WAYNE ENGLAND

*The Underdark is full of fabulous terrain*

# Creating an Underdark Adventure

A party of heroes could spend a lifetime in the Underdark and not come close to exhausting its mysteries or its dangers. The Underdark is one of the best locales in which to set a dungeon adventure. Its staggering size and range of monsters give you a great set of tools to create a challenging and memorable story.

## Descending into Darkness

As the name of the game says, underground adventures are an essential part of Dungeons & Dragons. Dungeons are exciting places for adventurers to raid, loot, and explore. The heroes enter the dungeon, do their thing, and then usually leave the same way they came in. The Underdark, however, is much more.

The first point to understand is that the Underdark is not a mere dungeon—even one of unbelievable size. A dungeon has walls and boundaries, whereas the Underdark extends helter-skelter in all directions. It is a world within the world, and it likely covers the same area as all the realms of the surface. The Underdark is endless caverns and vast oceans, lost cities and great citadels teeming with life. Capturing the unique features of this environment is instrumental to creating Underdark adventures that offer maximum fun.

## Infinite Scope

The vastness of the Underdark is one of its most alluring features, for DMs and players alike. This untamed wilderness is so large that it can never be fully explored. Add to this the bizarre creatures and magic that pervade its depths, and you can see how and why the conventions of traditional adventuring are left behind on the surface world. The Underdark offers great freedom to you as a DM, enabling you to create new wonders around every corner so that your players never know what to expect.

This freedom comes at a cost, though. The immensity of the Underdark can easily overwhelm even the most dedicated gaming group. Its passages have so many branches that choosing the right one by

MIKE SCHLEY

chance seems impossible. Every false turn threatens to take a party off course and into danger. Tales tell of would-be adventurers who get no farther than wandering the caves of the Underdark looking for a way out. Getting a lost group back on track without obvious contrivance can be difficult, and if the players feel as if the thread of the adventure has gotten lost as well, the game loses its excitement and sense of wonder.

Keeping the Underdark under control requires direction on your part. Create a game plan for how you want your players to experience this unearthly realm. Then make that plan clear to them, so that they have an idea of what to expect when it comes time to plan their expedition.

## An Underdark Overview

A vast expanse lies deep under the surface of the world. The Underdark's tunnels, caverns, lakes, and hidden cities make it in some ways the greatest dungeon of all. Adventure always awaits in the Night Below. The *Underdark*™ supplement describes these subterranean realms in much greater detail, but here's the short version.

**The Shallows:** Reaching 2 miles below the surface, this region provides a meeting ground between the deep-digging races of the surface (such as dwarves and goblins) and creatures native to the underworld realms (including duergar and troglodytes). The Shallows is a beachhead to the Deeps, a place where explorers have some measure of safety and knowledge of their surroundings. Still, the numberless caverns and vicious creatures haunting the dark places mean that no one is truly safe.

**The Deeps:** Far more alien and dangerous than the Shallows, the area known as the Deeps houses mad aberrations, the cruel cities of the drow, and innumerable dangers that would never be seen in the light. Vast lightless seas and places of chaotic elemental influence exist in the Deeps, and staying there for too long can warp one's mind.

**The Feydark:** Since the Feywild is an echo plane of the natural world, it too has an Underdark. The grotesque mad giants called fomorians rule the Feydark. Gnomes and a few other races have carved out small homes in its tunnels, but they must always beware cyclops patrols.

**The Shadowdark:** The other echo plane, the Shadowfell, is already dark and cold, but its Underdark goes a step beyond. Nothing can match the despair and hopelessness one feels when traveling its halls. Apart from the cryptic loremasters called incunabula, few residents of the Shadowdark still draw breath. The undead roam the pitch-black expanse of the World Tomb.

## The Setting's Role

When you have an idea of how big you want your Underdark to be, consider what part you want it to play in the campaign. What do you and your players hope to get out of an Underdark adventure? The answer should be something unique to this realm—a goal or quest beyond anything that can be accomplished by a simple dungeon delve.

Make sure your game takes the characters to the Underdark for the right reasons, driven by the campaign narrative and with hooks that can appeal to the whole party. The Underdark can seriously challenge even the most hardened adventurers, particularly those whose race or backstory ties them strongly to the surface world. For elves, eladrin, halflings, and others, the Underdark can be an alien and terrifying place—and a wonderful opportunity to push those characters outside their traditional comfort zone.

On the other hand, a campaign built around characters at home in the Underdark can have a very different feel. To skilled delvers or those who have always lived below the surface, the Underdark is a wilderness waiting for great heroes to conquer it. The caverns and tunnels of this realm are no less wondrous or dangerous than they are for surface-born characters, but the heroes of the Underdark have the tools to take on those dangers.

### KEEPING IT INTERESTING

Ask yourself this question before you begin your Underdark adventure: Do you want to create an elaborate spelunking simulation or a scenario that focuses less on realism and more on action? If the answer is the former, make sure that this kind of simulation is something your players are as interested in as you are. The constant grind of skill checks and provisioning necessary to accurately describe real-world caving will slow down your game, but can provide a satisfyingly gritty realism to your adventures.

Most DMs find that it is faster—and ultimately more useful—to provide only the gist of the delve before getting on with the action. The tone of the Underdark is important, as are the trials of underground exploration, but don't forget that everyone's fun should come first. Develop a feel for what level of realism your group appreciates, then help craft the narrative of how their characters overcome the challenges before them. These are heroes, after all, and it's more interesting for them to triumph over significant adversity than be broken down by endless small challenges.

# Crafting the Feel

It doesn't matter how well conceived your Underdark adventure is if you don't invest time in describing the look, sound, and feel of its unique features. Without attention to the physical and visual, an Underdark adventure can too easily become a series of encounters set in bland, mostly empty caverns. Luckily for you, the Underdark is one of the most evocative environments in which to stage an adventure.

**Legendary Infamy:** When setting the stage for an expedition to the Underdark, introduce that realm long before the characters make it a specific destination. Tavern stories, menacing plots, mysterious artifacts, or missing persons can go a long way toward establishing the Underdark's fearsome reputation in your world.

**Uncanny Terrain:** The geography of the Underdark is unparalleled in scope. Near-bottomless chasms, mile-high vaults, fungal forests, freezing seas, caverns whose walls are the fossilized bones of long-dead primordials—you can use any idea from your imagination to punctuate the tunnels and caverns that wind their way to the bottom of the world. Work up a list of memorable sites for your players to experience and interact with during their delve, so that the journey never has to fall back on a boring series of passageways.

**Effect on Characters:** Life in the Underdark takes its toll on an adventurer. Clothing becomes crusted with mud and dust. Gear frays at the edges or is battered by one too many falls. Eyes that have adjust to the darkness find even the brightness of a torch painful to bear. Making use of cavern fungus for sustenance leaves the consumer malnourished over time. Most insidious of all, the stygian gloom and tomb-like stillness of this realm is enough to drive explorers mad.

The physical and emotional stress of exploring the Underdark can wear away at a character's resolve, making him or her think and do strange things. Though you shouldn't encumber characters with unnecessary penalties, a creative description of the mood and physical demands of the Underdark can inspire creative roleplaying and lend a stark realism to the atmosphere of your game.

**Inhuman Cultures:** The Underdark's scattered cities are dangerous points of shadow in an even more dangerous darkness. Few such settlements resemble the cities of the surface world. Tales of dwarven strongholds and drow enclaves are familiar to many adventurers, but inhuman monsters such as aboleths and beholders also create settlements and societies here.

Adventurers will rarely find succor in such cities. Even the most benign Underdark cultures are distrustful of strangers. At their worst, the races of the Underdark enslave outsiders as a matter of course. Think about ways to portray such civilizations as exotic yet believable. Mind flayer cities still need resources to thrive, even if those resources are extracted by mindless thralls feeding on the corpses of the slaves who fell before them.

**The Unknown:** Never underestimate the attraction of a good mystery. The Underdark's landscape gives you ample room in which to place enigmatic ruins, inexplicable portals, and bizarre encounters. No surface dweller can ever understand what truly goes on in a beholder's lair, and neither should you. Unleash your inner weirdness by giving the players a taste of the Underdark's deepest mysteries, letting facts develop over time. Let the bare bones of intrigue inspire the players to chime in with their own theories, then build on those theories to create a satisfying conclusion.

## SIGHTS AND SOUNDS

You can introduce sensory prompts from time to time to bring the unique environment of the Underdark to life. Examples include the following.

- Pulses of light shine up mysteriously from a chasm whose bottom cannot be seen.
- Vermin swarm so thickly that they create an impassable wall across a broad cavern.
- Animals known to be extinct on the surface are found below ground, having adapted to a life in the Underdark.
- In a broad grotto, crystals bloom in flowerlike shapes.
- A strangely porous rock muffles all sound nearby it, creating hushed echoes.
- A fiery wind howls out of a twisting tunnel.
- A sinkhole cave holds the remains of a fortress or a city that collapsed into the Underdark from the surface.
- A long-dead explorer has left a cryptic message scrawled on a cavern wall.
- A strange maze is revealed to be the immense fossilized remains of an unknown monster.
- Hot, stinging clouds of smoke and vapor boil up from a volcanic vent.
- An eerie whistling, like a fey song, echoes through small channels in the rock.
- A section of tunnel, covered in strange growths, is actually the gullet of an enormous dungeon denizen.
- A dark pit seems to contain the night sky, complete with familiar constellations.
- Cavern walls of soft chalk display scratches like those of fingernails reaching from ceiling to floor.

# Developing a Plot

Once you've created the foundations of what the Underdark is in your campaign and how it should feel, you need to come up with a reason to go there. Developing a plot for an Underdark adventure is similar to crafting adventures in other settings, but you should keep a few important differences in mind.

An Underdark adventure will likely take the heroes far from their homes or usual stomping grounds, and it might keep them there for a lengthy amount of time. Their motivation for delving had better be a good one. Without the proper setup, the players will wonder what was the point of entering the Underdark in the first place—or will feel as if they're being dragged along by a cumbersome plot.

Creating a memorable campaign hook should be among your first concerns when designing an Underdark adventure. It's not enough that you want the adventurers to fight the drow—you need to present them with a compelling reason to do so.

## Character Background

A character whose background involves the Underdark, even in a tangential way, can create a good opportunity to get a party underground. Adventurers who have any of the character themes presented in this book are perfect candidates for an Underdark adventure. By leveraging elements from a character's backstory, you create a personal stake in the adventure that can make it more exciting. Here are some examples.

- An Underdark native is called back to his or her homeland after being accused of a crime.
- Drow agents go to great lengths to pursue a character who was formerly a prized slave.
- The child of a famous explorer discovers his or her parent's journals and learns of unfinished underground adventures.

## Monstrous Plots

The monsters that populate the D&D game offer plenty of excitement for characters braving the Underdark, but connecting those monsters to the heroes can take some work. By looking for opportunities to bring the peril of the Underdark to the surface world, you can inspire the adventurers to pursue that peril and destroy it.

- An important secondary character is suddenly revealed as being under the sway of mind flayers spying on the party.
- A tribe of Underdark goblins is building a scaffold to ascend a rift that has opened near a village.
- The child of a ruler has been kidnapped by an aboleth and must be rescued.

*Wondrous valuables lie hidden in the Underdark*

MILIVOJ ĆERAN

## Dark Cultures

The workings of the Underdark's many civilizations are relevant to adventurers, particularly those hailing from the depths. An Underdark adventure can involve characters in political drama and intrigue among cultures wholly different from those of the surface world.

- Civil war in a beholder city overflows into surrounding regions when the leader of the eye tyrants is turned to stone by a medusa empress.
- Territorial disputes boil over between dwarves and svirfneblin, forcing the adventurers to choose a side.
- A duergar baron wishes to defect from his evil city and must be escorted safely to a dwarven stronghold.

## Fabled Treasure

As the impetus for dungeon delves since the very beginning of the game, fabulous treasure and lost artifacts hold a strong allure for any self-respecting adventurer. The Underdark has no shortage of treasures lost or hidden in its labyrinthine depths.

- The hoard of a slain deep dragon spills into an open rift, attracting avaricious individuals of all races.
- Magnificent crystals rise from the footsteps of a forgotten primordial that wanders the Deeps.
- The vaults of Erelhei-Cinlu have been raided by a drow traitor, who was subsequently captured by the kuo-toas of the Dark Lake.

## Dramatic Circumstances

Sometimes the campaign can unfold in a way that brings the characters to the Underdark without warning. Unexpected events can hurl the heroes into the depths, challenging their adaptability in new ways.

- Stepping through a portal in a wizard's tower takes the party to the Deeps, along the shore of the Spire Sea.
- A fleeing thief takes shelter in a cavern that leads to the Underdark, forcing the adventurers to pursue.
- Giant sinkholes open up during an explosive battle, swallowing up heroes and villains alike.

### UNDERDARK EVOLUTION

My players' first exposure to the Underdark was something of an accident. The characters found themselves in a position to pursue a drow infiltrator who had stolen their treasure, then fled deep underground. I assumed the party would steer clear of this plot thread because I had always given the Underdark a creepy and dangerous reputation. They surprised me when they decided to risk going below. I quickly created a series of encounters and sights for them to experience during a two-week trek. Eventually the party found a drow outpost. After barely managing to overcome its defenders, they learned that despite their weeks of delving, they still had miles to go. Hard-pressed and short on supplies, the characters cut their losses and returned to the surface. I decided to make that return journey an adventure unto itself.

These adventures were a lot of fun because they allowed me to introduce a setting that lived up to its reputation. The players enjoyed being pushed to their limits, so much so that finding their way out again felt like a victory. The next time the characters entered its depths, they did so with experience and planning on their side. Four months later, they emerged as veteran dungeoneers (and a good deal wealthier).

—Jeff Morgenroth

# Underdark Combat Encounters

Crafting combat encounters for an Underdark campaign lets you utilize every trick in your DM's toolkit. Any sort of terrain feature, hazard, or other challenge you can imagine can be a feature of your individually crafted Underdark setting. This section takes a closer look at some of the more distinctive aspects of the environment in the world beneath the world.

## The Battlefield

The Underdark is a unique field of combat. On one hand, these dark realms feature the wide-open spaces typical of wilderness encounters. On the other, the caverns and vaults of the Underdark are filled with blocking terrain that provides the feel of a confined dungeon brawl. Unlike dungeons, whose walls and floors usually consist of flat, worked stone, Underdark terrain is rugged and dynamic. Exploiting this contrast can go a long way toward making an Underdark encounter feel unique. A battlefield's layout becomes as important as the monsters with which you choose to populate that battlefield.

**Natural Caverns:** Most of the passages and chambers of the Underdark have been created by natural forces and so follow no overall design. Lack of symmetry is the norm, but you should plan for more than an endless number of randomly branching tunnels and side rooms. Create unusual angles and shapes for the chambers of your Underdark dungeon. Have wide corridors suddenly narrow down, forcing the adventurers to squeeze through them. Create rough-edged masses of blocking terrain to simulate huge conglomerations of rock and crystal that must be climbed or bypassed. Encouraging tactical thinking from the players at all times is a big part of Underdark encounter design.

**Terrain:** In the real world, caves are extremely challenging to traverse. Even if realism is your goal, however, be wary of making every square of the Underdark difficult terrain. Such terrain can be more common in Underdark encounters than in a typical dungeon or wilderness encounter, but keep it within reason. Caves might feature a scattering of stalagmites or fallen debris. Certain areas can challenge characters by containing mostly difficult terrain, with clear squares becoming valuable assets in the fight.

**Tight Squeezes:** More so than in other dungeons, terrain that confines the combatants is prevalent in the Underdark. Characters seeking a protected alcove or a more advantageous position might be forced to squeeze through a crevice. Low ceilings can force larger combatants to stoop in combat, possibly fighting at a penalty. Try to keep such locations focused to specific areas, however, letting them add variety to the fight without wholly defining it.

### TALKING THE TALK

Want to describe your Underdark locations as something more than "caves"? Use the terms below.

**Bedrock:** The solid rock that makes up the walls of a cave.

**Chasm:** A pit whose depth cannot be determined.

**Cleft:** A relatively small opening made by the splitting of rock.

**Dormant Cave:** A cave without running or dripping water.

**Grotto:** A cave with numerous stalagmites (floor) and stalactites (ceiling), typically containing a large amount of water as well.

**Karst:** A complex cavern created through the erosion of stone by running water.

**Live Cave:** A cave with flowing water.

**Pillar:** A freestanding column of bedrock reaching from floor to roof, remaining after the surrounding rock has eroded.

**Ossuary:** A cave filled with bones or fossils.

**Rift:** A cave that runs vertically, formed by tectonic upheaval.

**Sea:** A giant body of saltwater that fills vaults and covers great distances, usually connected to an aboveground ocean.

**Shaft:** A vertical tunnel that sometimes brings air from the surface.

**Speleothem:** Any rock formation created by mineral deposits, such as stalagmites and stalactites.

**Spring:** A natural upwelling of water, often laden with undrinkable minerals.

**Tunnel:** Any long and relatively narrow passage that connects caverns.

**Vault:** A cave of awesome size and height, the ceiling of which might be a mile or more above the floor.

**Elevation:** Cave floors almost never occupy a level plane; they slope up and down in rocky drifts or end in sheer barriers and ledge walls. Consider adding shifts in elevation to create a dynamic sense of positioning in caverns. Ledges, pits, and large rock formations can also provide ways to vary the height of different areas of the battlefield, making reach or ranged weapons particularly useful. Characters who have training in Athletics or Acrobatics have a chance to shine in such encounters.

**Fantastic Terrain:** The raw, chaotic force that created the Underdark remains prevalent throughout its depths. Use the presence of fantastic terrain to dress up your caverns and heighten the narrative elements of the dungeon. Seismic activity, the tainted presence of ancient monsters, or the legacy of great magic lost underground at the time of the Dawn War can all suggest fantastic terrain for use in your encounters.

## Light Sources

The need for artificial light is a constant challenge for Underdark explorers. In addition to carrying a supply of torches or oil if magical light is not readily available, players must keep track of which characters are responsible for the light. The group should choose one or two players who will track their light sources' duration and radius.

You and the players should be familiar with the effect of bright light, dim light, and darkness on combat, so that you can keep the action moving when the battlefield becomes obscured. Remember that solid objects block a light source, and that Underdark creatures will take advantage of the adventurers' dependence on light by targeting the individuals carrying it.

Though the threat of total darkness should always be on the adventurers' minds, you can provide ways to improvise if a primary source of light is lost. For example, luminescent fungus is common in the Underdark and can provide temporary dim light.

# Skill Challenge: An Underdark Trek

Adventurers who dare the depths need more than weapons, wits, and magic to survive. The Underdark teems with dangers, and those who brave its caverns must make use of every bit of their skill and ingenuity. This section provides a sample skill challenge you can use to mark a party's progress through the Underdark. It is made up of two components, one using individual checks and one using group checks.

## Individual Checks: Making Progress

Surface dwellers can quickly become overwhelmed by the scope of the Underdark's tunnels. Without the sun or other landmarks to reckon by, explorers can become helplessly lost without a master dungeoneer to lead the way. This skill challenge simulates a lengthy trek through the Underdark, the goal of which is to arrive at a particular location. The skill challenge represents activity during a day or two of travel, and can easily be broken up by combat and roleplaying encounters.

**Level:** In the Shallows, the level of the skill challenge is equal to the level of the party. In the Deeps, the level of the skill challenge is two levels higher than the level of the party.

**Complexity:** 3 (requires 8 successes before 3 failures). Increase the complexity to 4 or 5 to simulate longer treks, increasing the maximum number of successes for primary skills accordingly.

**Primary Skills:** Athletics, Dungeoneering, Endurance, Perception.

*Athletics (moderate DC by level, 4 successes maximum):* The character climbs through caverns, leaps over pits, or pushes aside barriers to help the party move through rugged terrain.

*Dungeoneering (moderate DC by level, 4 successes maximum):* The character's savvy and insight enables the party to find the best path, avoid hazards, identify sources of food and water, and move safely through the treacherous depths.

*Endurance (moderate DC by level, 2 successes maximum):* The character pushes through fatigue, endures areas of stale air, and toughs out the psychological effects of constant darkness.

*Perception (moderate DC by level, 2 successes maximum):* Ever watchful for new passageways, monsters, or hidden advantages, the character uses his or her sharp eyes to help the party avoid trouble.

**Secondary Skills:** Insight, Heal.

*Insight (hard DC by level):* By paying close attention to the condition of his or her allies, the character helps the party overcome an Underdark hazard. A successful check against a hard DC, in addition to counting as a success in the challenge, gives each character a +2 bonus to the first skill check made during the next Underdark hazard the group encounters (see below).

*Heal (hard DC by level, when a character loses a healing surge from an Underdark hazard):* The character treats the injuries of one character that resulted from a failed group check to avoid an Underdark hazard. The character does not lose a healing surge, though he or she still suffers any other penalties.

**Success:** If the characters earn enough successes before 3 failures, they arrive at their intended destination.

**Failure:** If the characters attain 3 failures, they become lost in the Underdark. They have a combat encounter of a level equal to that of the skill challenge. The characters must start the skill challenge again in an attempt to reach their destination or to return to their starting point.

## Group Checks: Overcoming Hazards

The characters can encounter numerous setbacks during their trek. Choose a number of skill checks between two and four, with four suitable for an adventure in the Shallows and two representing the more challenging Deeps. Each time that number of skill checks has been attempted in this challenge, choose one of the following hazards and have the characters make a group skill check against the given DC. If half the group succeeds, the party earns 1 success in the challenge, which does not count toward the maximum number of successes allowed for that skill. If the group check is failed, it does not count as a failure in the skill challenge, but the adventurers suffer the described setback.

These setbacks usually last until the next Underdark hazard is encountered. When a combat encounter occurs during the skill challenge, any ongoing setback applies to all the characters during that encounter. At your discretion, some setbacks (such as penalties for fighting in cramped tunnels) can be applied to enemies as well.

**Cramped Tunnels:** The characters must crawl through a series of narrow and claustrophobic tunnels by succeeding on a group Acrobatics check (easy DC by level). On a failed check, each character loses a healing surge. In addition, until the next hazard, the characters each take a –2 penalty to all skill checks, due to their disorientation.

**Eerie Phenomena:** The party is unsettled by patches of twisting shadows, veins of mysteriously glowing minerals, or the menacing sound of an unknown creature in the darkness. The characters must succeed on a group Insight check (easy DC by level). On a failed check, each character takes a –2 penalty to Perception checks and initiative checks until the next hazard.

**Rugged Terrain:** The characters must clamber over rubble, maneuver through stalagmites, or otherwise negotiate challenging terrain by succeeding on a group Athletics check (moderate DC by level). On a failed check, each character loses a healing surge. In addition, until the next hazard, each character takes a –2 penalty to Athletics checks and Endurance checks because of fatigue.

**Foul Air:** The characters must succeed on a group Endurance check (hard DC by level) to avoid succumbing to low oxygen levels or poisonous fumes. On a failed check, each character loses a healing surge.

**Underdark Vermin:** A swarm of cave-dwelling vermin or a patch of hazardous fungus represents a potential hazard. The characters must succeed on a group Nature check (easy DC by level). On a failed check, until the next hazard, the characters each take a –2 penalty to all skill checks.

**Utter Silence:** The caverns ahead are as still as death. The characters must succeed on a group Stealth check (moderate DC by level) or attract a hungry predator. On a failed check, the heroes have a combat encounter one or two levels lower than the level of the party. The characters are automatically surprised during this encounter.

# Dungeon Makers

Every organization or race that braves the Underdark creates dungeons in a specific style. An adventurer who knows how to read the works of different dungeon makers can quickly identify what kinds of traps—and treasure—might lie ahead.

## Cultists

Few worshipers create dungeon complexes by choice, and those that do are usually vile. Driven underground or into the wild, these iconoclasts create their sites of worship in the dark places of the world.

Such dungeons are typically dangerous places to those not of the cult's faith, which is dedicated to a forgotten god or otherworldly evil. A cult calls its dungeon a safe haven; the world at large sees it as a place of blasphemy.

### Living the Faith

Cultists spend their time worshiping, praying, or indulging in the dark secrets of their faith. As a result, their living and eating quarters are drab and utilitarian, showing little concern for comfort.

**Barracks:** A cult sizable enough to build a dungeon has a large congregation of zealous followers. These individuals are housed in cramped barracks chambers, possessing only their robes and a religious symbol or some other token of faith.

#### TEN TRAPPINGS OF A CULT'S DUNGEON

1. A mural depicting the cult's future rise to power.
2. Sacred animals roaming the halls freely.
3. The embalmed body of the cult's founder.
4. Defiled holy symbols of other religions.
5. A symbol of the cult worked into mundane objects.
6. Reminders of punishment for disobeying the cult's leaders.
7. Distant chanting.
8. Incendiary bins to burn forbidden objects.
9. A statue of the cult's otherworldly patron.
10. Deceptively welcoming entrances to lure new members.

**Communal Living Spaces:** Cultists work, worship, and take their meals in crowded common rooms. Such areas are designed to take away the identity of the individual, focusing on mass veneration and single-minded obedience.

**Chosen Ones's Quarters:** The only people in a cult who have private chambers are typically its leaders. Their rooms are locked and mysterious, separated from the rest of the supplicants by a veil of reverence and fanatical guards.

### Chambers of Worship

Veneration of a higher power is the only reason a cult dungeon exists. When worshipers create an area in the dungeon, they do so with that purpose in mind. Images honoring the god, creature, or philosophy of the cult are common, taking the form of elaborate murals, tapestries, or carvings depicting its supposed greatness.

**Altar:** The dominant feature of any cult's dungeon is the altar, where cultists make foul offerings to their patron. Great numbers of cultists are found here at all times, making this the most dangerous place in the dungeon. The exact nature of the altar depends on the cult, but these chambers always contain unwholesome magic.

**Meditation Chambers:** These smaller rooms are quiet and isolated, smelling heavily of incense and bedecked with religious icons. Acolytes meditating on their cult's secrets can be found here at all times.

## Drow

Elegant and refined, drow-built dungeons are an extension of that race's legendary decadence. More than just homes and fortresses, drow dungeons are crafted to indulge a fetish for pain and an appreciation of dark beauty. Just as elves draw the details of their civilization from the natural world, drow shape their cities and buildings to mimic the natural features of the Underdark.

Drow are masters of subterranean construction. Magic, an enslaved workforce, and boundless creativity combine to create structures that enthrall and terrify outsiders.

### Decadent Domiciles

The residences of the noble houses of the drow shine like cruel beacons out of the shadows of their cities. Functional as well as beautiful, these great estates exemplify the dark elves' love of magic and depravity, and their self-declared superiority. The spires of these edifices are meant to inspire envy and fear in all who see them.

**Fortress Estates:** The drow ruling houses possess tremendous wealth, and their leaders are not shy about showing it. Their estates are fortresses featuring outer walls, towers, and well-defended chambers. Drow nobles ostentatiously one-up each other with

new construction that shows off their family's affluence. They set towers apart from other buildings, ensuring that no one can approach those structures' entrances without being spotted by guards. The interior of a drow noble's home is lush with opulent excess, much of it plundered from other houses.

**Chambers of Indulgence:** In the high towers of a drow estate stand the halls where matrons and noble scions indulge in decadent excess. Filled with sumptuous couches, diaphanous fabrics, freely flowing wine, and depraved entertainment, these rooms overflow with comforts and diversions, giving the entitled drow nobility a place to carouse their days away.

**Slave Pens:** All drow houses boast impressive slave pens, kept out of sight in the lower chambers. Some families turn these spaces into vast mercantile enterprises, making their fortunes by selling slaves. Others create elaborate training yards to prepare thralls for combat in a city's gladiatorial arena. No matter what their decorative appearance, slave pens are dismal places of chains, filth, and death.

## Frontier Outposts

Surrounding the metropolitan drow settlements are a variety of guard posts and garrisons that protect each city's borders. Architecturally, these fortresses display the same artistic grace found in the cities, making them resemble noble villas more than military strongholds. Those who doubt the strength of these outposts because of their appearance learn the lesson of their lives when the drow rise to defend them.

**Impregnable Defenses:** Drow outposts are built atop chasms, cliffs, and even huge stalagmites, making them difficult to attack. Most feature only a single entrance, fiendishly defended by magical wards, cramped labyrinths, or cultivated slimes. Drow take pleasure in tormenting invaders before they are slain, and so they sometimes create false gates and passages that lead far into their strongholds. The leaders of an attacking force think they have the element of surprise, but in reality they are being drawn into a trap.

**Hall of Blades:** All frontier outposts have an area where male drow practice the arts of combat and killing. These large chambers or courtyards are decorated with images of conquest that inspire drow warriors to hate any creatures not of their kind. Cruel weapons hang from racks along every wall, with dueling circles rising in tiers above the ground.

**Secret Paths:** Secret tunnels spin out from a drow outpost like the lines of a spider's web. Cleverly concealed, they are sometimes hidden even from the drow guarding a fortress. Such pathways provide clandestine access for spies or agents on important missions for the great houses or the priestesses of Lolth. Corrupt captains sometimes sell passage through these tunnels, though they offer no aid against any creatures or wards that might be guarding them.

## Within the Web of Lolth

Rising in an unsettling swarm of barbed towers, the great temples of Lolth dominate the skyline of every drow city. Imperious and threatening, these structures are a constant reminder of the authority of Lolth's priestesses. An eldritch fire glows behind the spiderwebs that drape a temple of Lolth like a veil, as elaborate statues and carvings leer from the eaves.

**Webbed Vault:** The central area of a temple is a vast chamber large enough to hold hundreds of worshipers. A glass dome overhead sheds a cold and pale light. The high priestess evangelizes from a mighty dais at the head of the chamber, while spiders lurk in the dark tangle of webs that choke its upper reaches.

**Torture Theatre:** Drow take pleasure in the suffering of others, and their dungeons are public displays within Lolth's temple. Here prisoners are creatively restrained and ritually tormented for the amusement of the populace, who howl with delight as the priestesses perform their ceremonies.

**Sacrificial Chamber:** Deep within the mystic inner chambers of the temple stands the sacrificial altar where important victims are offered up to the Spider Queen. The sacrificial chamber is bedecked in grotesque artwork of gruesome detail and awful magnificence that reveals the dark elves' love of cruelty.

**Handmaidens' Font:** Tucked away in the topmost spire of a temple is a place that only the highest priestesses can enter. In this simple chamber stands a basin whose bottom reveals a portal to the Demonweb Pits. Priestesses use the font to commune with the yochlols, the handmaidens of Lolth.

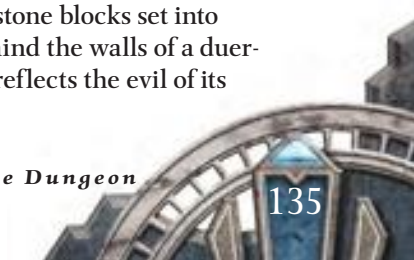
# Duergar

The settlements of the duergar rival those of their dwarf cousins in craft and construction. While a duergar fortress is every bit as magnificent and long-lasting as any dwarven redoubt, the dwarves build out of a sense of pride and community. In contrast, duergar architecture and construction reflects only that race's greed and cruelty.

The dungeons of the duergar are bastions of their campaign of evil, which imperiously claims ownership of all resources and treasure in their surroundings. The ancient tunnels and pathways of duergar mines are places where few subterranean travelers dare to tread.

## Fortress Cities

The fortresses of the duergar are impenetrable ramparts. Highly defensible, a duergar citadel might be cut into a cliff face or built of stone blocks set into place by long-dead slaves. Behind the walls of a duergar fortress stands a city that reflects the evil of its dark masters.



*Duergar fortresses are as grim and terrible as their builders*

**Outer Defenses:** The walls of a duergar fortress rise abruptly from the floor of its cavern, usually surrounded by a moat. This might be a trench littered with cast-off chunks of jagged metal, a stream of flaming oil piped from a well discovered by duergar miners, or a searing pit of molten lava.

### DUERGAR DESTINY

**By Duke Thangaart of Balecrag**

Our self-righteous cousins would have you believe that their cities are the strongest and most glorious in all the Underdark. Bah! What do they know of strength and glory? Their cities crumble while ours grow ever greater! This is because they slavishly honor the clan, while we duergar honor only the strong.

Hellfire burns in our veins, giving us the vitality to conquer, to thrive, to live! Let the dwarves bow their heads in their shabby caves. The duergar will make thrones of mountains.

**Monolithic Buildings:** Duergar buildings are dour and utilitarian, rising up like stone slabs and devoid of ornamentation beyond the occasional runic label at the entrance. Would-be invaders of a duergar city are stymied by a lack of landmarks along its endlessly similar streets.

## Cavernous Halls

The interior of their buildings is where the duergar invest their greatest skills of craft and design. Not willing to waste time or wealth embellishing public spaces, the duergar create great vaults whose columns and walls are studded with intricate carvings and gems. They proudly display their mined or plundered treasures among images of their infernal kings.

**Workshops:** Duergar keep well-equipped workshops in their lairs, where raw gems and precious metals are transformed into more valuable jewelry and relics. The slaves who toil for them keep these workshops running day and night.

**Foyers:** Duergar dungeons open into a circular antechamber containing passages to other rooms beyond. Meant to honor their race's connection to the Nine Hells, the floor of this foyer is set with a great seal covered in grotesque carvings.

ADAM PAQUETTE

**Trophy Room:** Duergar nobles practically live in these great halls, which are packed with choice treasures accumulated over generations of greed and evil.

**Throne Room:** Just as the dwarves cling to the trappings of the ancients, so do the duergar. Unlike the dwarves, though, their regal chambers are designed to intimidate visitors more than to honor the race's ancestors.

**Infernal Embassy:** The duergar's close connection to the infernal realms sees a steady stream of fiendish emissaries within their settlements. Duergar dungeons contain chambers designed to cater to the needs of a devilish guest.

## Slave Labor

Duergar are driven by a lust for conquest and ownership. To fuel that ambition, they ceaselessly delve into new areas in search of precious ore or gems. To be more precise, their slaves delve. No duergar will lift a finger to perform hard labor with a legion of thralls on hand.

**Hazardous Tunnels:** Duergar care little for the safety of their slave miners, coldly factoring in expected deaths from cave-ins, starvation, or monsters when they plan their excavations. Their tunnels spread in a chaotic web wherever the duergar seek the wealth of the Underdark.

**Forge:** Fueled by infernal fires or the burning of prisoners' corpses, duergar forges work an endless number of slaves to death as they produce the weapons and tools of their masters' reign.

# Dwarves

Those who understand dwarves know the pride that members of that race take in smithing and stonework. Renowned for their attention to detail and their dedication to quality, dwarves build their fortresses and dungeons to last.

No other race matches the dwarves' ability to mix beauty and efficiency. Every room and structure in a dwarven dungeon has a purpose, and even the most utilitarian chambers show the painstaking care of master architects and artists. The dwarven style is rigidly geometric, severe, and meant to inspire awe. Complexes feature vaulted ceilings in underground halls, stairways that lead to hundreds of mine tunnels, and gigantic forges that continually churn out marvels. These structures serve more than a utilitarian function. They make the hearts of the dwarves who build and dwell within them swell with pride.

## Mines and Metal

Dwarves love wealth in the form of precious metals and rare stones that hide deep within the earth. Their underground domains are a combination of mine and vault. When they tap into a rich vein of ore or a

WAYNE ENGLAND

deposit of geodes, dwarf miners slowly turn a mine into a home. Dwarves don't simply fill any suitably large chamber with treasure. They decorate their stone walls and pillars with gold, set gemstones into their tables, and weave mithral into fine tapestries. Their smiths craft excellent weapons and armor, and their nobles drink from gem-studded silver goblets.

**Mine Shaft:** Spreading out around a dwarven hall like fracture lines, multiple mine shafts lead ever deeper into the earth. Dwarven mines are narrow and dark, traversed with rails on which carts carry ore to the distant forges. A mine shaft carries the constant risk of collapse, either from earthquakes or the movement of burrowing monsters such as purple worms and xorns. Built to follow veins of ore and gems, dwarven mine shafts are not logically laid out like the rest of a settlement. Outsiders can easily become lost in the twisting tunnels.

**Forge:** Dwarves create huge workshops for their smiths, with dozens of stone worktables and anvils surrounding the forge. Some forges employ magic furnaces, while others tap into natural magma pools.

## Built for Defense

After dwarves uncover their precious treasures, they fight to the death to keep them. Their fortifications are unparalleled at keeping out intruders while allowing the dwarves to endure even the longest sieges.

**Gate:** Every dwarven dungeon has an imposing front gate, ornately decorated and crafted of stone or metal. Dwarves sometimes conceal these gates with illusion magic, then reveal them at a time designed to impress visitors most effectively. Throughout a dwarven dungeon, smaller gates and portcullises create deeper lines of defense.

**Murder Holes:** Dwarves seldom shy away from a face-to-face fight, but that attitude changes when invaders hit them where they live. Dwarven

dungeons feature secret side passages with narrow openings that connect to the main corridors. Through these murder holes, dwarves attack their enemies with hot oil or crossbow bolts, breaking up their attacks and driving them into traps.

**Choke Points:** As much as dwarves appreciate towering ceilings and wide avenues, they make sure that all approaches to their inner citadel pass through choke points at strategic locations. These narrow defiles force attackers into close confines, where multiple defenders can shoot and strike at enemies approaching down a narrow tunnel.

## Life Goes On

While it is occupied, a dwarven city bustles with activity. Only when abandoned does it come to feel like a true dungeon. When dwarves flee or retreat from a fortress, they take their belongings but leave their structures intact. Their pride tells them they'll be back to reclaim the glorious home they have lost.

**Grand Hall:** During their frequent communal meals, dwarves gather at long tables to partake of copious amounts of food and drink. A stage for performances and speeches, a huge kitchen, and racks of mugs speak to the raucous gatherings that once filled an empty grand hall with the din of celebrating dwarves.

### ON TRAPS

**By Tegget Bronzecrown**

No dwarf should ever build anything like a worthless kobold's snare or pit. A trap is a work of art, as much so as a suit of armor or a great statue of a dead king. Design your traps as an integral part of the architecture in your halls. Lay down every passage with your traps in mind.

The possibility that you and your kin will need to abandon your halls is ever present. But by ensuring that your home remains defended, you make easier your clan's inevitable return. A real dwarven trap must resist being destroyed or disabled, and it must have a reset mechanism. A device sprung once and spent has no worth. Your traps must endure as long as the dwarf race draws breath.

Smash invaders with heavy stone slabs. Drop them into deep pits where they can starve like the vermin they are. Outsiders lust hungrily for the riches of the dwarves, so a trap that triggers when an intruder interferes with the jewels on a pillar or statue is one that will surely be sprung.

**Distillery:** In dwarven distilleries, veteran brewmasters craft ale, whiskey, and other potent spirits. Kegs might yet remain in their racks in an abandoned distillery, but be warned—only the truly brave or foolish risk drinking dwarven liquor that has aged an unknown number of years.

**Animal Pens:** Unlike many Underdark dwellers, dwarves have the same taste in food and drink as the races of the surface world. They prefer beef and mutton to spider and mushrooms, milk and honey over rusty water and lichens. Some dwarven citadels maintain aboveground settlements where food animals are raised. Underground pens are used to house overflow livestock that enables the dwarves to maintain a food supply while under siege.

**Temple:** Even though they pay small tributes to many gods, dwarves revere Moradin more than any other deity. Moradin is the only god certain to have a temple in a dwarven community, never far from the central forge. Along with more mundane offerings, master crafters place their finest works in the god's shrine, which is protected by traps.

**Throne Room:** Dwarves observe a strict political hierarchy, and the throne room symbolizes the authority of their lord. The walls of a throne room are lined with images and stories of rulers going back centuries.

# Humans

As with all their endeavors, humans create dungeons in pursuit of a larger goal. Ambition drives them underground to conquer new territories, get rich, or discover unknown lore. A human-built dungeon can serve as a staging ground for the search for underground riches, the secret prison of a citadel, or a last foothold in enemy territory. Humans weren't made to live underground, however, and they have no formal tradition of subterranean settlements. Thus, each human dungeon is unique in design and purpose.

## Quick and Dirty

Humans use whatever supplies they have at hand when they dig their dungeons, reinforce them, and build structures within them. Functionality comes first, and explorers in a human dungeon rarely see a consistent quality of work and materials. Since a dungeon made by humans is a means to an end, its builders feel no obligation to have it last for all time. Such dungeons are typically either full of toiling workers or long deserted.

**Workers' Quarters:** Bedrolls line the walls of these rough-hewn tunnels, filled with workers sleeping off a recent shift even as others use the space as a thoroughfare. Wooden struts hold up the ceiling, which sometimes sheds small chunks of earth and

### DISPATCH TO KARL BRASLIN

**Regarding progress on excavation #3**

Received your message, understand your concerns. Project must move forward. Rewards will make all this worth it, I assure you.

Following strategies will ensure success in venture.

- Increasing budget to produce iron struts instead of wood.
- Sending twenty more prospective miners to you. Should arrive within three weeks. Will need training on site.
- Authorizing you to hire new wizard to replace the departed Zenteem.

Do not forget—four months until deadline, when we will default on major loans. Your stake is in jeopardy, as is mine.

Best of luck moving forward.

Regards,

Kaia Elding

stone. Workers hit by debris simply turn over and fall back asleep.

**Water Wheel:** An underground waterfall is the site of a wooden water wheel. Its rotation powers a nearby rock crusher, while workers fill buckets at the falls to carry water to the dig site.

**Planning Office:** The overseer of the operation works out of an old carriage-wagon that has been wheeled deeper into the dungeon as its main shaft is widened. The coach's interior is plastered with maps and plans.

**Big Ropes:** The dungeon makers found a chasm in their path. Rather than spend time building a bridge, they ran a heavy rope across the gap on an incline. Workers burdened with gear slide down the rope to the work area. Coming back requires climbing up a precarious set of steps built into the opposite cliff face, then sliding down another rope coming back in the other direction. A third rope system employs pulleys and metal buckets, allowing the transportation of ore and equipment back and forth.

## Expanding the Frontier

Just as they have always pushed out to explore the unconquered lands of the surface world, humans constantly seek to expand their territories underground. Where a subterranean race such as dwarves might stop short of a drow-inhabited area, humans keep right on going.

**Pitted Tunnel:** The large cavities in this tunnel seemed like a blessing at first, since they made digging easier. Soon, however, human miners discovered that they had dug through a bulette's hunting ground. The creature is far too formidable to be directly assaulted, so the miners have learned to hide during the forays that occur every week or so.

**Contested Ground:** A line of human soldiers sits on one side of a cavern as workers file past. On the other side, a few drow warriors stand guard. Neither side can afford to take troops away from this unofficial border, but neither can be certain of victory if a battle breaks out. The stalemate has continued for weeks, and the tension is rising.

**Sun God's Chamber:** A tunnel through solid stone takes a sideways turn to route around an uncovered artifact—a metal cylinder half excavated from a rocky wall. It bears the symbol of Pelor, and the crystals growing around it shine with the light of the sun. The miners who uncovered it could tell that part of the text on the cylinder was a warning, but their efforts to decipher the rest have so far been in vain.

# KOBOLDS

Kobolds prefer to live in natural caverns and tunnels that offer the honeycombs of small passages they favor—and which they protect with effective traps.

Kobolds love sites with plenty of twists and turns, from city sewers to ancient limestone caverns. In some cases, they undertake excavations to increase the number of passages in their lair, even if only to throw off invaders. A kobold dungeon demonstrates that race's cleverness and adaptability through its twists, turns, and hazards.

## Cramped Passages

Kobolds grow anxious in open areas, so they make a point of lairing in cramped chambers. Doing this also ensures that only creatures of their size can move through kobold tunnels at speed, forcing larger pursuers to stoop or crawl. Outsiders can become easily confused and disoriented in these restrictive passages, making them vulnerable to the traps that wait at every turn.

**Collapsing Ceilings:** Kobolds entice would-be intruders into their lairs by way of large, easily navigated passageways. These routes lead to dead ends, however, giving the intruders nowhere to turn when kobold sentries knock out the struts that hold up the ceiling. While the kobolds sneak to safety through concealed side tunnels, the resulting cave-in finishes off the intruders.

**False Leads:** Explorers think they've picked the right path to the heart of a kobold lair when the traps they encounter become more frequent. Savvy kobolds know about this assumption, and in a fiendish bit of reverse psychology, some kobold tribes lay their deadliest traps along false paths, leading overly confident invaders away from their lairs.

### THE MESSY END OF VANCE THE DASHING

**Recounted by Herc Muleback, loyal henchman**

It had been four hours since my boss, Vance the Dashing, went down into the kobold warrens. I'd almost given up hope of his return. Then I jumped up when I heard footsteps from the mouth of the cave and saw the familiar brim of his swashbuckler's hat. My jaw dropped when I saw the golden glow of what he held in his hands. He'd found it—the jeweled Egg of Kurtulmak!

Yet the look on his face wasn't the grin I'd expected. Then I saw the bloodstains on his ripped tunic, the darts bristling up and down his back, and the wire trip-lines dangling from his limbs. Vance stared right through me, his eyes glassy as the egg dropped from his hands. He collapsed face first in the dirt, dead. From the look of it, he never even had a chance to draw his sword.

**Intersections:** Kobolds strategically excavate chambers where certain tunnels connect, creating larger intersections. These areas provide enough room to create complex traps and to set up full-scale ambushes when intruders get too close for comfort.

## Home in the Tunnels

Beyond the twists and turns of a kobold tribe's outer defenses lies the group's home. The larger caverns in this area are packed with kobolds and interlinked by the same cramped passages that surround them.

**Living Quarters:** The most spacious areas of any kobold warren are the living quarters that house most of the tribe. Craggy and cluttered natural caverns are typically chosen for such areas, providing numerous nooks and crannies in which different family groups take up occupation.

**Shrine:** All large kobold clans carve a shrine to Tiamat out of the rock of their lair. This area is the only place in the dungeon where treasure is strewn openly, since no kobold would dare to steal an offering from its clan's patron deity.

**Hatchery:** These secure locations are where the females of a tribe lay their eggs and where hatchlings are raised. Kobolds keep these caverns hot and humid to ensure the health of their offspring.

**Food and Supply Cache:** These areas are filled with materials captured from the surrounding environs. A cache chamber is cluttered and filthy, with mold or mushrooms growing in piles of stolen gear.

**Vermin Corral:** Cave crickets, centipedes, spiders, and lizards skitter within these rickety paddocks. A corral is typically built around an area rich with the molds or algae on which the domestic creatures of a kobold clan graze.

# Kuo-Toas

The stench of rotting fish. The reverent chanting to mad gods. The screams of sacrificial victims. These are the signs that a kuo-toa dungeon lies ahead. The underground lairs of kuo-toas are horrid places filled with equally horrid creatures, but the rewards they offer are great. Kuo-toas hoard their wealth near their dark shrines as offerings to the insane beings they worship.

Kuo-toas make their lairs in natural caverns that have been eroded by water seeping through the Underdark. Walking into their dank, twisting caves is like entering another world where the ocean has consumed the land and fish rule over all. Rippling black pools reflect light from phosphorescent fungi along the walls, creating the feeling of being trapped underwater.

## Sacred Pools

The amphibious kuo-toas are most comfortable in water, so they build colonies around the deep, murky pools that dot the Underdark. They treat their pools as holy places, connected to the deepest underground seas where dwell the gods of the deep.

Kuo-toas believe that aboleths have a connection to their deep gods, and some kuo-toa colonies lie directly atop aboleth lairs. Any passage leading downward into darkness from a kuo-toa lair is a route that all explorers should think twice about following.

**Breeding Pool:** Kuo-toas lay their eggs in shallow pools of clear water, a stark contrast to the murky sumps found elsewhere in their lairs. Not far away, other pools hold kuo-toa fingerlings, not yet a year old and unable to breathe air. Vicious guards protect these pools and look after the young. The leaders of the kuo-toas keep separate royal spawning pools near their quarters.

**Offering Pool:** The wealth that kuo-toas pillage from other creatures is cast into the depths of this diamond-shaped black pool as an offering to the deep gods. The pool's chamber is usually deserted, though ranking kuo-toas sometimes come here to retrieve valuable treasures for their personal quarters.

## A Wealth of Slaves

Above their brackish pools, the kuo-toas build the cells and pens in which dwell slaves drawn from other races. Kuo-toa lairs bustle with activity, but slaves do all the real work. Overseers keep watch as slaves catch

*Kuo-toas guard their precious young ferociously*

fish, clean, dig new tunnels, and craft the kuo-toas' signature hunting weapons. Other kuo-toas use their time to worship at their weird altars, or undertake excursions into the Underdark seeking enemies or more slaves.

**Slave Pens:** At the rare times when slaves are allowed to sleep or eat, they are stuffed into closely guarded, cramped pens built of thick wooden bars. Each pen offers little more than a shallow pool of filthy water to drink, a rocky floor to sleep on, and a reeking pit for waste. Slaves are fed rats, fungus, and insects. The kuo-toas save their precious fish for themselves.

**Workshop:** Kuo-toas set their slaves to work crafting specialized weapons for hunting, along with trinkets to offer to their gods. Their workshops are flat-floored chambers strewn with simple tools.

**Purging Chamber:** Kuo-toas have a racial tendency to descend into madness. In a futile attempt to prevent the insanity from infecting others, an individual affected by this condition is either exiled or sent to the lair's purging chamber. Sane kuo-toas will not come near a mad one, so they order their slaves to force those so afflicted through the single entrance to this small room. Slaves attack the mad kuo-toa with spears until they slay it, then leave its body to rot.

## Worship and Rule

The deep gods influence every aspect of kuo-toa society. When kuo-toas create their dungeons, they lay them out based on ancient patterns that they believe have been passed down by their gods. They do not craft many adornments, and the statues and wall art they do create are displayed near their deepest pools and holiest sites.

**Meditation Cell:** Kuo-toa monitors use these small, secluded areas to go through the mental exercises that stave off their racial madness. These areas are left dark and unadorned so that meditating monitors can turn their focus inward.

**Sacrificial Shrine:** In a smaller kuo-toa community, the shrine is no more than a simple stone slab caked with dried blood. In the largest and oldest settlements, kuo-toas have created tall, tiered ziggurats on which their victims are ritually murdered.

**Whip Chambers:** The whips are the leaders and religious scholars of the kuo-toa race. They maintain austere chambers in which they keep their spellbooks and religious artifacts.

MILIVOJ ĆERAN

# Mind Flayers

If anyone knows how to keep a secret, it's an illithid. An explorer on the trail of a mind flayer might enter a dungeon, explore it thoroughly, and find no trace of any creature within. In fact, the seemingly ancient ruins are a decoy, designed to keep anyone from finding the otherworldly structures hidden below.

A true mind flayer dungeon is a sprawling mass of chambers, planned and built according to intentions that make sense only to creatures of the Far Realm. It takes on a geometrically rigid spiral configuration, from which rise domes, bulbous towers, and twisting tubes.

## Living Architecture

Mind flayers craft their structures to display features of living tissue. The walls of a mind flayer dungeon might have eyes, mouths, or even beating hearts. Illithids favor vertical architecture, with spires and domes looming high above the streets of their cities.

**Slaver's Tower:** Bone struts and thick tendons support this high tower. Inside, prisoners are lashed to the walls while they await the dark ritual that will make them into thralls.

**Domed Arena:** Mind flayers pit thralls against one another in mortal combat, but not as sport. Rather, the illithids treat such contests as experiments, carefully noting the strengths and weaknesses of the different races. The dome above is made of bone struts covered with stretched, translucent skin.

**Rippling Tunnel:** This tunnel's pulsating walls drip with slime, and explorers must move along it as if they were traversing the inside of a living creature.

## Pervasive Psionics

A mind flayer dungeon thrums with psionic energy. Sneaking into such a site can be difficult when the very walls can sense the thoughts of intruders. Illithids imprint specific psychic patterns on their thralls, then set up psionic wards to alert them when anyone not imprinted enters certain areas.

**Elder Brain Pool:** In a mind flayer city, a singular creature known as an elder brain leads the illithids in their dark plans of conquest. Formed from the combined minds of deceased illithids, an elder brain dwells in a secure chamber at the center of a city. Soaking in a briny pool, it issues orders as it flares with tangible manifestations of psionic power.

**Psionic Gatehouse:** When a creature steps onto the spongy floor of this wedge-shaped chamber, the doors seal shut. In Deep Speech, a solemn voice declares that the way of the mind opens the path beyond. Only by demonstrating psionic ability or tricking the sensor can an intruder open the doors.

**Crystal Library:** In addition to a collection of standard books and tomes, a mind flayer library contains a small chamber in which rainbow-hued crystals line the walls. These contain psychic impressions implanted by telepathy, which can be unlocked through concentration. But, since those memories were peeled from creatures as their brains were eaten, the experience can be unpleasant.

## Alien Experiments

Mind flayers dissect and reassemble sentient creatures so they can learn how to pervert their minds and bodies.

**Laboratory:** Several wide tables of green-gray metal line the center of this chamber. Partially vivisected creatures are held there, terror-stricken and wracked with pain. Tools extend from the ceiling—articulated arms of metal, bone, and muscle that bristle with implements of dissection and torture. Racks lining the walls are stacked high with organs in jars, writhing worms, and the body parts of Far Realm monstrosities.

**Monster Cages:** The creatures that survive the illithids' experiments live in small cages hanging from the ceiling of this large chamber. Normal creatures exposed to portals to the Far Realm, hybrids stitched together from mismatched parts, and deformed humanoids created during failed experiments can all be found here, living in constant agony. The stench is overwhelming, and these pitiful creatures beg for release—or death—if discovered.

### THE LAIR OF THE MIND EATERS

**Excerpt from the novella by Erin Gale Soulforge**

Ever closer to the center of the spiral did I travel, heart racing and mind muddled. Never did I see such grotesqueries as those that formed the very bedrock of this city.

Darkened towers heavy with sinew and quietly groaning as if in pain reached up into the blackness of the cavern, one I could not see the height of but could sense was of unfathomable scale. Laughter rang out, and I soon realized it was my own.

I felt the seams of my mind pulling loose as my dread twisted in the grip of some fell power, bringing upon me a new emotion I could not fathom. Forging onward still, I came upon one last door, imperious and inlaid with scenes of death and dominion.

Ecstasy gripped me when dread should have, as I realized my path had for some time been leading me back to where I entered . . . I now stood at the place of my arrival, and could finally escape this hell beneath the earth.

# Minotaurs

In the Underdark, the mazes of minotaurs spread out as webs of twisting passageways nearly impossible to escape. Some labyrinths are built by peaceable minotaurs bearing no ill will toward other humanoids. Others are crafted by great brutes that view the lesser races only as sacrifices for Baphomet, and whose complex passageways are the stuff of legend.

## Twists without End

A minotaur labyrinth can drive intruders mad as they try to navigate its multitude of turns and corners—assuming they don't die of thirst or starvation first. A labyrinth on the surface might allow crafty adventurers to climb or fly to safety, but an underground maze offers no such option. Explorers here must trust to their mapmaking skills.

**Stranded Monsters:** Many creatures wander into a labyrinth and never emerge again, though not all such creatures perish. Sometimes monsters are able to find food and a place to lair, turning a labyrinth into an unlikely home.

**Barriers:** Rare is the minotaur labyrinth that consists of nothing except halls and turns. Most feature rivers, gorges, cliff faces, and vast chasms that explorers must negotiate.

**Titanic Construction:** The strength and ingenuity of minotaurs is demonstrated by the scope of their mazes. Huge bridges, towering staircases, and high walls abound to challenge intruders.

## Center of the Maze

At the heart of most sizable labyrinths stands a minotaur city. Although not as densely populated as other humanoid settlements, a minotaur city is as strong as the stone from which it is carved.

**Confusing Architecture:** The center of a labyrinth can sometimes be as confusing as the maze that leads to it. Major roads suddenly become dead ends, buildings are chopped off in mid-rise, and passages can give onto pits or secret stairways without reason.

**Plaza:** This area at the center of all the paths of a labyrinth serves as a meeting place where minotaurs gather in times of war or celebration. Outsiders who end up in the plaza can become quickly confused as to which of its numerous entrances is the one they just passed through.

**Shrine to Baphomet:** To the regret of many visitors, an altar dedicated to the Horned King stands near the heart of most minotaur mazes. These barbaric shrines are caked with the blood of sacrificial victims and the leavings of dreadful feasts.

# Wizards



All adventurers know that wizards are the masterminds behind some of the world's most unforgiving dungeons. Whether designed to house a trove of arcane lore or to keep the mundane world and its occupants at a distance, a wizard's dungeon is a place of bizarre wonders.

Such a dungeon is created in a place of power, whether in a mountainside holding an ancient arcane relic or on the perimeter of the abandoned temple of a long-dead god. No matter what its location or how dire the rumors of its magical defenses, a wizard's dungeon always attracts ambitious adventurers seeking to claim its treasures.

## An Artist's Masterpiece

Wizards are not content to carve their dungeons from mundane caverns. They go out of their way to create or transform the dungeon environment with magic. A wizard considers himself or herself an artist, so that a dungeon becomes a medium for the individual's expression of arcane prowess.

**Challenges Galore:** Nearly every room and corridor in a wizard's dungeon holds potential danger to vex intruders or to test the worthiness of would-be allies. Flaming jets could suddenly shoot from the walls, or furniture might animate when someone touches it. The true nature of a wizard's dungeon is never what it appears.

**Mystic Design:** The floor plans of some wizards' dungeons are designed to reflect or harness arcane energy. These chambers and passages create mystic symbols when properly mapped, offering clues to uncovering a wizard's secrets.

**Magical Locomotion:** Many wizards create dungeons that require fantastic means of movement to traverse, from vertical shafts with no handholds to floating platforms that shuttle travelers over hazardous terrain.

## Arcane Secrets Abound

Wizards create dungeons as a focus for magical research. For some, a dungeon is a testing ground for experimenting with new spells and magic items. Other wizards create dungeons to house the disastrous results of such experiments.

**Laboratories:** Wizards can't resist the opportunity to study their magic and find new ways to use it. Their dungeons frequently feature well-stocked laboratories where experiments are conducted. Vast piles of scrolls and racks of alchemical compounds abound in these workshops.

**Summoning Chamber:** This foreboding room is present in many an archmage's dungeon and is always bad news for adventurers. Within, the wizard communes with otherworldly entities that are able

## TWENTY WEIRD THINGS IN A WIZARD'S DUNGEON

1. Signs or symbols that warn intruders to beware.
2. A ceiling that appears as a starry night sky.
3. A fountain that flows backward.
4. Animated shadows that move across floors or walls.
5. The stuffed body of a never-before-seen creature.
6. Piles of books being sorted by faeries or imps.
7. A well that draws water from the deep ocean.
8. Rats skittering along the ceiling.
9. Candles or torches burning with green flame.
10. Portraits with moving features or backgrounds.
11. Self-building bridges or passages.
12. A globe showing the geography of another world.
13. A mirror that shows the viewer's aged reflection.
14. Jars filled with obscure creatures, living or dead.
15. Doors that change location when not observed.
16. Glowing crystals singing the history of the listener.
17. The head or other body part of a historical figure.
18. Flagstones that illuminate when walked on.
19. A tunnel that seems to extend forever.
20. A chamber where time moves slowly or quickly.

to cross into the world through magic circles or other kinds of dimensional portals. These creatures are often bound to a wizard's command and thus eager to attack intruders.

**Treasure Vault:** The wealth of wizards is the stuff of legend. Every wizardly dungeon has a treasure vault, hidden in a warded cache or sealed behind mighty doors. Protected by passwords, riddles, or cunning magical seals, a wizard's vault can make those who survive entering it rich beyond their wildest dreams.

**Sanctum:** This carefully placed and secure chamber is where a wizard rests, studies, and ponders the mysteries of the cosmos. Some sanctums rest atop the rest of a wizard's dungeon in a secret apex level, while others are hidden in the dungeon's uttermost depths.

# YUAN-TI

Filled with shadows, poison, and slithering menace, the dungeons of the yuan-ti are places of sanctity to their cold-blooded race. Hidden from the eyes of the world, nearby yet ever elusive, yuan-ti dungeons shelter the servants of Zehir as they hatch their insidious plots and dream of a time when their coils will encircle the world.

The scope of a yuan-ti dungeon varies depending on its role in the schemes of that race. Some are newly built extensions of a cult's secret lair within a city. Others are many-tunneled complexes built in a time before recorded history. All evoke a primal dread in intruders.

## Places of Refuge

The yuan-ti's plan for domination begins with infiltrating the population centers of the world. The creatures establish safe houses in abandoned buildings or the homes of mesmerized citizens. From there, they work tirelessly to subvert the authority of a settlement, coming and going in secret.

**Benevolent Fronts:** A yuan-ti dungeon in the cities lurks behind the false front of a charitable organization or other benevolent group. The yuan-ti take great care to ensure that this deception is meticulously detailed, throwing off suspicion of what lies beneath.

**Hidden Caches:** Cultists operating safe houses keep supplies on hand for use by yuan-ti spies, including magic items, poisons, ritual scrolls, and bribe money. Their hiding places are sometimes no more secretive than a cellar or a space beneath the floorboards of a building, with a venomous snake left among the goods to protect them from thieves.

**Escape Route:** A yuan-ti cult maintains secret passages that its members can use to escape if their true nature is discovered. Such a route might lead deeper into an adjoining yuan-ti dungeon, or to an inconspicuous exit in the city above.

## Lair of the Snakes

Yuan-ti dungeons are terrifying places, possessing an ancient and exotic wonder. Winding passages connect a dungeon's chambers, which are sculpted into serpentine curves.

The yuan-ti are perfectionists in their architecture, creating magnificent structures with impeccable detail. These works are cold and passionless, however, as befits a reptilian race. Fanged jaws, sinuous bodies, and scaled surfaces are a constant motif, rippling subtly in the shadows to rattle the nerves of intruders.

**Cunning Construction:** Yuan-ti dungeons have numerous secret passages that crisscross between chambers. In many cases, these passages also lead to the surface, providing easy ways in and out for yuan-ti spies.

**Temple to Zehir:** All yuan-ti revere Zehir, god of darkness, and they create grand temples to honor him. These sites feature stepped pyramids, giant statues, sacrificial pits, and images of snakes throughout.

**Transformation Chamber:** The most fearsome site in any yuan-ti dungeon is the chamber where the dark curses of that race are worked on victims and thralls. These places reek of sorcery and poison, and they echo with the screams of the unwitting creatures that enter and are forever changed.

# Special Rewards

The deepest and most heavily fortified dungeons could well contain magical treasures that surpass anything known in the surface world. This section presents scrolls of power, magic items that provide godlike power to those who wield them.

It also contains stories and statistics for a quartet of dungeon companions—secondary characters that can enhance an adventure story and fill useful roles in a party at the same time.

## Scrolls of Power

A scroll of power is a specially prepared magic item that contains an unusually rare spell, prayer, evocation, discipline, or hex. Created by gods, exarchs, and archwizards, these scrolls are among the mightiest and rarest of all magic items.

A scroll of power can be used by any character as a standard action. Once it is used, the magic of the scroll dissipates and cannot be brought forth again.

### Item Descriptions

Each scroll of power description has three elements.

**Tier:** Like artifacts, scrolls of power are designed for a given tier of play.

**Benefit:** The effect created by the activation of the scroll.

**Award:** The sort of adventure or campaign style the scroll might benefit.

### Mass Heal

*Lady Dusk, the compassionate leader of a prominent healers' guild, spent her life traveling the world. Selfless and courageous, she sought always to mend the wounds of the suffering.*

*One day, Lady Dusk received a message from an old half-elf friend. Trinadel was an adventurous sort, forever looking to unravel ancient lore and uncover rare artifacts. The letter spoke of his stay in the village of Barovia, below the grim walls of Castle Ravenloft. Many in the village were ill, he wrote, and Dusk's services might help ease their affliction. He also mentioned the eerie nature of the place, and how he could not help but feel that he was being watched.*

*The urgency of the letter inspired Dusk to make the journey. Before long, she and her party entered the strange mists that surrounded Barovia. Disoriented and confused, the group quickly lost its way despite the best efforts of the ranger Rindasu. As the fog thickened, the howling of evil beasts began to rise. The group raced on, hoping to escape the abyssal wolves that shadowed their movement. But with each wolf slain, two more seemingly appeared from the shadows.*

*Finally surrounded, the party was forced to stop. The stalwart paladin Bryce stepped forward to protect his companions, who were exhausted and on the cusp of defeat. Lady Dusk knew that if she did not act quickly, she and her companions would perish.*

*Whispering a quick prayer to Sune, Dusk quickly drew forth a sacred scroll that was their only hope for survival. As she uttered its incantation, a divine light flared across the battlefield, and the mortal wounds that had ravaged the party were no more. Revitalized and ready for battle again, the adventurers drove off the wolves and raced through the woods to reach Barovia at last. No one spoke, but Dusk offered silent thanks to Sune for the prayer that had saved them.*

This scroll was created during the Dawn War—a gift granted to mortal warriors fearless enough to stand at the gods' side against the forces of chaos. The power of *Mass Heal* was dispersed throughout the ravaged lands of the world and actively hunted by the primordials and their servants. No one knows how many of these relics survived those chaotic early days, but legends tell of worthy adventurers who receive visions regarding a scroll's location.

**Tier:** Paragon.

**Benefit:** Each ally within 10 squares of the user is restored to full hit points and maximum healing surges, and is cured of all diseases currently affecting him or her. In addition, each ally is immune to fear until the end of the encounter and gains temporary hit points equal to his or her bloodied value.

**Award:** *Mass Heal* is an excellent reward for a party that completes a difficult quest for a deity or a religious organization. The scroll might be hidden deep within the crypt of a long-dead hero, protected by guardian spirits or constructs. In the game, it can reverse the outcome of a climactic encounter or enable a party low on resources to continue an adventure as if starting fresh.

### Polymorph

*Bah'Li, battle mage of the high elves, had been fighting for weeks. The Tyrantclaw orcs' onslaught was more difficult to quell than he had originally anticipated. With his forces depleted and failure becoming a clear possibility, Bah'Li returned to his camp on the sandy beaches of the island. There, in secret, he opened an ornate rune-etched scroll case—the one his father had bestowed on him prior to his departure. He was told that the power of the scroll could never be spoken of, and that when he found himself in a battle from which there was no escape, its use would turn the tide.*

A long-forgotten god was the inspiration for the dark mages who developed this fearsome spell—and who paid the price for twisting the laws of nature with

their magic. Legends say that this unnamed god would steal the souls of the innocent and maliciously reshape them into creatures of horror.

Knowing that his acolytes yearned to share this dark magic of transformation, the god gifted them with a small portion of his power. The mages worked endlessly to craft the incantations that would grant them access to their god's designs. In the end, however, those designs were their undoing, as their vengeful god's magic transformed them into the creatures they sought to shape.

Today, precious few *Polymorph* scrolls of power exist, and all carry a hint of the evil that crafted them. Though *Polymorph* can be used safely, its benefit comes at a price.

**Tier:** Heroic.

**Benefit:** The scroll's user assumes the form of an elite monster of his or her level + 2 or lower. Until the end of the encounter, the user has the hit points, defenses, traits, powers, and special abilities of the monster, instead of his or her own. At the end of the encounter, the user resumes his or her normal form and takes damage equal to the bloodied value of the monster.

**Award:** The copies of *Polymorph* that still exist are protected by mighty wizards and other guardians. Adventurers might be given this scroll to use as a last resort when performing a task of grave importance.

## Power Word Kill

*For six days, Emirikol the Chaotic had battled the storm titan Volturnus. The renegade wizard used every spell he knew, calling down elemental fury against the monstrous foe. He summoned demons to rend the titan's flesh and blasted its mind with raw arcane power. Though battered and bloodied, Volturnus yet came on. With the titan's fury raining down on him, Emirikol climbed a rocky spur where the battle would conclude face to face. Volturnus thundered out a booming laugh, thinking the wizard would soon be dead. Yet there on the storm-swept rocks, Emirikol shouted out the word of undoing. Volturnus shrieked. The winds howled. Lightning raked the clouds. Then the titan fell dead, a threat no more.*

For the first wizards, all the world's languages were insufficient for commanding arcane energy. Lacking the ability and vocabulary to voice the esoteric concepts behind their spellcraft, they created an arcane lexicon—a language of magic—from which the first *power words* were created.

Every wizard spell contains words of power, without which its magic would not take effect. Most are harmless on their own, manifesting magic only when shaped by a caster. A few, however, embody enough potential that merely speaking the words aloud is enough to draw that magic forth.

These most potent arcane effects—*Power Word Stun, Power Word Blind,* and the dreadful *Power Word Kill*—proved exceedingly dangerous when loosed on the world. Many archmages took it upon themselves to purge these words of power from the arcane lexicon, destroying spellbooks and revising history. The *power words* were lost, or so they hoped. As it happened, not every wizard was willing to part with such awesome arcane might.

**Tier:** Paragon.

**Benefit:** One mortal creature that the user can see dies. The creature must be of the same level as the user or lower. The user then drops to 0 hit points.

**Award:** The few copies of *Power Word Kill* that were preserved by the ancient wizards have been lost or hidden for centuries. Adventurers might uncover one of these scrolls in an ancient arcane laboratory, buried in a vault deep in the Underdark, or in a forgotten library of some dead civilization such as the tiefling empire Bael Turath or the serpent kingdom of Zannad. Wizards who hold copies of *Power Word Kill* guard them closely, fearing that the scrolls will be used against them.

## Wish

*The dying god sat on the throne of his crumbling fortress, contemplating the end of all that was. His children had bested him, and now the magic that was his lifeblood was failing. Time and the world would change as they always did, but he would no longer be a part of that.*

*With the last of his immortal might, he began the process of scribing a set of scrolls of power as an eternal testament to his strength and will. The scroll of Wish would be a final gift to his lost followers—the power of the gods themselves bestowed on mortal hands.*

*While casting the scrolls down into the world, he knew that mortals would one day find them buried deep in the tombs and dungeons of the past. He would not live to see the day that they were discovered. But as his life faded, he was content to know that his prowess would once more reshape the world.*

When the world was young and the Dawn War raged across all lands, gods and primordials alike coveted the loyalty and assistance of the mortals who

WAYNE ENGLAND

*A wish is as great as its caster can imagine*

would heed their call. Each side did what they could to entice followers to their cause. Some gave gifts of arms, armor, and artifacts. Others offered access to forbidden lore—the most potent of which was the ability to reshape the nature of time and reality.

In time, the use of the *wish* spell grew out of control. The mortals who had knowledge of it began to dream about challenging the masters of the Astral Sea and the Elemental Chaos. During the last days of the Dawn War, the gods and the primordials fought to erase all knowledge of it from mortal memory.

## FOR THE DM: BE CAREFUL WHAT THEY WISH FOR

*Wish* has been the most powerful spell in every version of the Dungeons & Dragons game. Use this scroll with care. Ensure that your players know that the request of the entity that grants the wish is likely to be very challenging to fulfill. Unlike what is suggested in older editions of the game, you should respect the intent of the player who activates the scroll, not try to reverse or undo the wish by twisting the player's wording.

This most potent magic still lingers in the world, however, trapped in scrolls of power whose creation has been lost to time. Those who have heard the rumors of the *Wish* scrolls constantly seek out their resting places. Agents of the gods and the primordials are likewise keen to discover these lost scrolls, knowing that one employed by the wrong hands might enable the servants of imprisoned primordials to break their masters' chains.

**Tier:** Epic.

**Benefit:** The user of this scroll can make one request of a powerful entity. Some examples of valid wishes include: personal improvement (+4 to one ability score of the user's choice), a single uncommon or rare magic item, a clue to the secret name of a primordial, or the last known whereabouts of an artifact. The user must perform a service for the entity in recompense. Failure to complete the service has dire consequences.

**Award:** A *Wish* scroll might be granted as a reward for performing a service for an exarch, or might be uncovered in the tomb of a legendary hero. Rumors exist that some demon lords protect copies of this scroll, as do the scribes of the world's most prestigious library. No one can confirm these rumors, however, since revealing that one possesses such a scroll would likely cause mass hysteria and draw the attention of those who covet it.

BEN WOOTTEN

# Dungeon Companions

Adventurers can come across intangible rewards during a dungeon delve, such as assistance from an unusual and unexpected source. The following characters can be used as companions to supplement the heroes' abilities during their underground adventures. Each presents a unique personality, background, and strengths that can be integrated into an adventure's plot. For more information on companion characters, see *Dungeon Master's Guide 2*.

## Akaana Vir'tlar

*"Fine, we'll do it your way . . . for now."*

Entitled and petulant in attitude, this adolescent drow heiress doesn't know how alone she truly is. Her home, the drow city Aoroon, lies entombed in the venomous webs of the demon-spider Yorgrix—along with the shriveled husks of her formerly influential family. As a child hostage under the cruel eyes of a rival house's matriarch in a neighboring city, Akaana was spared the destruction of Aoroon. She was determined to be reunited with the survivors of her family, though, and used her magical talents to escape her captors. She now slips through the shadows of the Underdark, unaware of the danger ahead or the matriarch's assassins in hot pursuit.

### Gaining Akaana

Akaana is young and sheltered, and not yet fully corrupted by the ways of her kind. At the same time, she is firmly indoctrinated in drow superiority, carrying herself as if she were a queen. The source of her arcane gifts is shrouded in mystery. She needs direction to fully develop them without hurting herself or others.

The adventurers might encounter Akaana as she wanders through the Underdark, or perhaps as she sneaks into their camp to steal food. She is quick to bargain for an alliance, but she refuses to plead for one. Accustomed to male slaves waiting on her in a sumptuous fashion, Akaana is dismissive toward males in the party. A strong female character, on the other hand, might find herself becoming a role model for this arrogant but vulnerable "princess."

**Akaana Vir'tlar** **Level 13 Controller**
Medium fey humanoid, drow

**HP** 68; **Bloodied** 34; **Healing Surges** 6 — **Initiative** +9
**AC** 26, **Fortitude** 24, **Reflex** 27, **Will** 27 — **Perception** +7
**Speed** 6 — Darkvision

**Standard Actions**

⊕ **Dagger** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +20 vs. AC
*Hit:* 2d4 + 9 damage.

**Scare** (fear, psychic) ✦ **At-Will**
*Attack:* Close blast 3 (creatures in the blast); +17 vs. Will
*Hit:* 1d8 + 9 psychic damage, and the target cannot make opportunity attacks against Akaana until the end of her next turn.

**Dark Gathering** (psychic, zone) ✦ **Encounter**
*Attack:* Area burst 2 within 10 (enemies in the burst); +17 vs. Will
*Hit:* 1d10 + 9 psychic damage, and the target is dazed until the end of Akaana's next turn. If the target is in the origin square of the burst, the target is also blinded until the end of Akaana's next turn.
*Effect:* The burst creates a zone that lasts until the end of Akaana's next turn and is heavily obscured to enemies.

**Move Actions**

**Spider Climb** ✦ **Encounter**
*Effect:* Akaana climbs up to her speed.

**Minor Actions**

**Cloud of Darkness** (zone) ✦ **Encounter**
*Effect:* Close burst 1. The burst creates a zone that lasts until the end of Akaana's next turn. The cloud blocks line of sight for all creatures except Akaana. Any creature other than Akaana is blinded while entirely within the cloud.

**Umbral Leap** (teleportation) ✦ **Encounter**
*Requirement:* Akaana must be in a square of dim light or darkness.
*Effect:* Akaana teleports up to 10 squares to a square of dim light or darkness. Akaana need not see her destination, but if she cannot occupy that square, the teleportation is negated.

**Triggered Actions**

**Lingering Magic** ✦ **Encounter**
*Trigger:* An effect caused by one of Akaana's powers would end on her current turn.
*Effect (Free Action):* The triggering effect instead ends at the end of Akaana's next turn.

**Skills** Arcana +14, Intimidate +14, Stealth +14

| | | |
|---|---|---|
| **Str** 8 (+5) | **Dex** 16 (+9) | **Wis** 12 (+7) |
| **Con** 10 (+6) | **Int** 17 (+9) | **Cha** 17 (+9) |

**Alignment** unaligned — **Languages** Common, Elven
**Equipment** robes, dagger, jewelry

# Meepo

*"Meepo is just a pawn in big game of life."*

The morose kobold named Meepo has always been something of an outsider in his tribe. A runt even by kobold standards, he was assigned to the dangerous task of caring for a white dragon wyrmling hatched from a stolen egg. Ordinarily, such a job would be a great honor. In Meepo's case, though, the tribe's leader secretly hoped that the dragon would kill the wretched kobold. Fortunately for Meepo, he has consistently proven quick enough to avoid becoming the wyrmling's next meal, and he has become enamored of the creature despite its efforts to kill him.

| **Meepo** | **Level 1 Striker** |
|---|---|
| Small natural humanoid (reptile), kobold | |
| **HP** 26; **Bloodied** 13; **Healing Surges** 8 | **Initiative** +4 |
| **AC** 16, **Fortitude** 13, **Reflex** 16, **Will** 13 | **Perception** +7 |
| **Speed** 6 | Darkvision |
| **Traits** | |
| **Combat Advantage** | |
| Meepo deals 1d6 extra damage against any target granting combat advantage to him. | |
| **Trap Sense** | |
| Meepo gains a +2 bonus to all defenses against attacks made by traps. | |
| **Standard Actions** | |
| ⊕ **Spear** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +7 vs. AC | |
| *Hit:* 1d8 + 4 damage. | |
| ⊗ **Sling** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 10/20 (one creature); +7 vs. AC | |
| *Hit:* 1d6 + 4 damage. | |
| **Minor Actions** | |
| **Shifty Maneuver** ✦ **Encounter** | |
| *Effect:* Close burst 2 (Meepo and allies in the burst); the target can shift 1 square as a free action. | |
| **Triggered Actions** | |
| ↯ **Opportunistic Jab** (weapon) ✦ **Encounter** | |
| *Trigger:* An enemy misses Meepo with an attack. | |
| *Effect (Immediate Reaction):* Meepo uses *spear* against the triggering enemy, and that creature grants combat advantage to Meepo for this attack. | |
| **Skills** Stealth +9, Thievery +9 | |
| **Str** 8 (-1) **Dex** 18 (+4) **Wis** 14 (+2) | |
| **Con** 14 (+2) **Int** 12 (+1) **Cha** 10 (+0) | |
| **Alignment** unaligned **Languages** Common, Draconic | |
| **Equipment** leather armor, spear, sling, 20 bullets | |

## Gaining Meepo

Meepo lacks the cruelty found in many kobolds; he is a sensitive fellow. Any injury to his beloved dragon causes him to break down in fear for the dragon and of the punishment he might face for failure to keep the dragon safe.

Characters are most likely to encounter Meepo after a rival kobold tribe, a pack of goblins, or some other group has kidnapped the dragon. If the adventurers help Meepo recover his friend, he gladly helps them. Any character who treats him well could gain Meepo as a long-term ally and companion.

EVA WIDERMANN

# Thresher

*"Master save Thresher. Thresher help master."*

None of the svirfneblin of Glimmerhollow would have guessed that when the feral troglodyte they nicknamed "Thresher" disappeared, the tunnels surrounding their town would grow more dangerous. A few gnome deaths were ascribed to Thresher, but the svirfneblin didn't realize that the troglodyte kept the tunnels leading to their city safer. Preferring aggressive prey, Thresher took down wandering monsters, bold svirfneblin, and potential invaders alike.

## Gaining Thresher

Adventurers might encounter Thresher as a prisoner. If the characters free her, they find that Thresher speaks haltingly, although she is uncommonly intelligent for her kind. She might express her gratitude by leaving dead prey as gifts for those who freed her. If treated well, Thresher could show up when least expected, joining a battle on the side of her new friends.

**Thresher** **Level 6 Striker**
Medium natural humanoid (reptile), troglodyte

**HP** 53; **Bloodied** 26; **Healing Surges** 9 — **Initiative** +5
**AC** 21, **Fortitude** 20, **Reflex** 18, **Will** 19 — **Perception** +6
**Speed** 5 — Darkvision

**Traits**

**Combat Advantage**
Thresher deals 1d6 extra damage against any target granting combat advantage to her.

**Troglodyte Stench ✦ Aura** 1
Living enemies take a -2 penalty to attack rolls while in the aura.

**Standard Actions**

⊕ **Claw ✦ At-Will**
*Attack:* Melee 1 (one creature); +12 vs. AC
*Hit:* 1d6 + 7 damage.

⸸ **Tooth and Claw ✦ Encounter**
*Attack:* Melee 1 (one or two creatures); +12 vs. AC. If Thresher targets only one creature, she can make this attack twice against that creature.
*Hit:* 1d6 + 7 damage. If the attack bloodies the target, Thresher can use *claw* against it as a free action.

⸸ **Feral Pounce ✦ Encounter**
*Effect:* Thresher shifts up to 2 squares before the attack.
*Attack:* Melee 1 (one creature); +12 vs. AC
*Hit:* 3d6 + 7 damage, and Thresher shifts up to 2 squares. If Thresher has cover or concealment after shifting, she can make a Stealth check to hide as a free action.

**Minor Actions**

**Blind Spot Advantage ✦ Encounter**
*Effect:* Thresher gains concealment against one enemy she can see until the end of her next turn.

**Skills** Athletics +12, Stealth +10
**Str** 18 (+7) **Dex** 14 (+5) **Wis** 16 (+6)
**Con** 16 (+6) **Int** 10 (+3) **Cha** 8 (+2)
**Alignment** unaligned **Languages** Common, Draconic

# Ultok

*Although a young specimen, this umber hulk stands half again as high as a tall dwarf. It responds to Dwarven commands as attentively as a trained hound.*

The juvenile umber hulk named Ultok wastes away from loneliness and hunger in the chambers of Z'kar, a dwarven mining outpost turned graveyard. Dwarves trained him to be a loyal mine laborer and a beast of burden. The tame umber hulk routed a group of orc raiders before they could raze Z'kar, but not before the orcs slaughtered the rest of the outpost's inhabitants. Now the carcasses of orcs mingle with the dwarven dead. Trained to await orders, Ultok waits stoically for a command that might never come.

## Gaining Ultok

Ultok is a docile creature. The dwarves who employed him to excavate tunnels treated him well. Ultok assumes that adventurers are enemies when they first find him, and he loyally defends his master's body. His name is inscribed in Davek runes across his brass collar, which should tip off characters that Ultok is not the monster he appears to be. Obedient and eager to please, the umber hulk understands commands given in the Dwarven language, the sounds of which are comforting to him. With a little work, the characters can make Ultok a useful ally in their Underdark explorations, as long as they can keep him fed.

**Ultok** **Level 10 Defender**
Medium natural magical beast, umber hulk

**HP** 85; **Bloodied** 42; **Healing Surges** 12 — **Initiative** +7
**AC** 27, **Fortitude** 25, **Reflex** 22, **Will** 22 — **Perception** +12
**Speed** 5, burrow 1 (tunneling) — Darkvision, tremorsense 3

**Standard Actions**

⊕ **Claw ✦ At-Will**
*Requirement:* Ultok must not have a creature grabbed.
*Attack:* Melee 2 (one creature); +16 vs. AC
*Hit:* 1d10 + 10 damage, and the target falls prone.

⸸ **Sweeping Claws ✦ Encounter**
*Effect:* Ultok uses *claw* twice. If both attacks hit the same target, Ultok grabs the target (escape DC 18).

⇢ **Daunting Gaze** (psychic) **✦ Encounter**
*Attack:* Close blast 5 (enemies in the blast); +14 vs. Will
*Hit:* 1d8 + 8 psychic damage, and Ultok marks the target (save ends) and pulls it up to 3 squares.

**Skills** Athletics +15, Endurance +13
**Str** 20 (+10) **Dex** 14 (+7) **Wis** 14 (+7)
**Con** 16 (+8) **Int** 5 (+2) **Cha** 10 (+5)
**Alignment** unaligned **Languages** understands Dwarven

*No matter where you go . . .*

ERIC BELISLE

# Appendix 1: Build Your Own Dungeon

Dungeon building can be one of the most enjoyable aspects of running a Dungeons & Dragons game. It can also be one of the most overlooked skills involved in being a great DM. They don't call you a *Dungeon* Master for nothing! You should be the consummate expert when it comes to creating fun and enjoyable dungeon adventures.

Creating an entertaining and challenging dungeon is as much an art as it is a science, and the process can be as simple or complex as you want it to be. Check out this section for important concepts designed to expand your understanding of how to approach the construction of your one-of-a-kind creation.

## Linear vs. Dynamic

Before you start to draw anything up or even think too much about other basic decisions you'll need to make, decide whether you want to create a linear dungeon or a dynamic one.

The linear approach is the simplest way to create, manage, and run a dungeon adventure and its encounters. A linear dungeon involves fixed connections with limited choices and typically forces a group of players through a series of encounters from start to finish. Imagine a flowchart in which a series of linked events runs from one side of the page to the other. Limited options for variation might emerge as the group progresses through the dungeon, but you have most likely already decided what will occur and when.

As you create more dungeons, you will discover what works best for you and your players. A linear dungeon design is great for DMs who want to stick to a predefined story line, and for players who prefer a straightforward buildup leading to a climactic final encounter.

A dynamic dungeon is more complex than a linear one. An adventure in such a setting involves multiple plot paths in addition to incorporating a variety of decisions the players can make. Think of a dynamic dungeon as a decision-making engine. The players are challenged not only by the monsters, hazards, and traps they encounter, but also by the outcome of their choices as they face those challenges. A dynamic dungeon can provide a rewarding experience for your players, but it also involves more preparation on your part.

A dynamic dungeon is built around a series of decisions the players can make and the resulting

outcomes of each decision. With each new outcome that occurs as the story unfolds, the path to the conclusion of the adventure can change. This means that if you were to run a different group through the same dungeon under the same initial circumstances, the experience that results might be completely different. The benefit of running a dynamic dungeon is that the players feel they have more control over the events that unfold.

# Rough It Out

Now it's time to get out the basic building blocks of dungeon design—in other words, all the topics that are covered earlier in this book. Decide on an overall purpose or theme for the place and a location, then think about the kinds of creatures and environmental effects that might be part of the dungeon.

You might have started to think about these issues already—for instance, maybe you've always intended to build an underwater dungeon with natural, snaking passageways, or a "true" dungeon complex made up of traditional-style rooms and corridors. The point is that you should make a few basic decisions about your dungeon—rough it out in your mind—before you do any "actual" design.

Use the material in this book, or any other sources you have, to inspire you and help organize your thinking. Do you want to build one of the types of dungeons described in Chapter 2 (perhaps your players have a special interest in exploring a floating castle), or do you want to try creating a hybrid or a combination of more than one type? For an added dose of realism in a dungeon made up of natural caves, you can use images and details from actual locations to enhance both your design decisions and the playing experience.

# Draw It Up

Next, using whatever materials you prefer, start to draft or sketch out what the map of your dungeon will look like. DMs have been getting great results for a long time by using a pencil and a pad of graph paper (and nowadays both of those implements might be electronic in nature).

With all of your basic decisions in mind, start to consider how you want the dungeon to unfold as the characters traverse it. Label each area with a name or a number that you can use as a reference. Once you have the dungeon (or at least a good-sized section of it) mapped out and labeled, you can begin the work of bringing it to life.

Create a description for each area you labeled. These descriptions can be as brief or as elaborate as you like. Some DMs are comfortable with brief descriptions that serve as memory joggers ("sleeping quarters"). Others like to note more detail ("sleeping quarters: mounds of animal hides"). If you include important sensory information such as smells and sounds in addition to what the characters can see, you can better describe the area to your players.

When your area descriptions are completed, you can start to populate your dungeon with monsters, hazards, and traps that fit your theme and are appropriate for the level of the party. For more information on constructing challenges based on level, see page 285 of the *Rules Compendium*.

For an extended adventure, you don't have to detail everything at once, even though you should have a good idea of what the dungeon will contain overall in terms of challenges. Leave yourself some "design room" by concentrating first on the details of the areas the characters will pass through early on, and fill in the trappings of other areas as the heroes get closer to them. This approach also enables you to adjust your final design as the plot of the adventure unfolds, which can do nothing but enhance the story.

## Form and Function

It's important to note here that the design of your map isn't necessarily dictated by whether you're making a linear dungeon or a dynamic one. The difference between those kinds of dungeons is more story-based than structural. Although the layout of a linear dungeon is usually relatively straightforward and, well, linear, the same framework can work for a dynamic dungeon.

Conversely, you can draw up a dungeon that's a maze-like mix of chambers and the passages that connect them. The path the characters take to get through it might be convoluted but nonetheless still take them on a linear story . . . or the setting's complexity could lead you easily into designing a dynamic dungeon full of plot threads and story options.

## Dynamic Decision-Making

In a linear dungeon, the question "What do we do next?" often has just one obvious answer. A dynamic dungeon, in contrast, requires you to create options in reaction to which the players will make decisions. These options can be as simple as a room with a choice of two exit doors, or as complex as a magical puzzle that whisks the adventurers to a dozen possible destinations based on the answers to a series of riddles.

If you want to challenge players with options that are large in number or complex in their ramifications, you could find that your dungeon has already outgrown the need for you to make a physical map of all the possibilities. You might find it easier to keep your thinking organized if you treat your

complicated, dynamic dungeon as a series of events in a flowchart.

As you create the layout of your dungeon (in other words, draw the map), consider how the events of the story help to dictate the structure of the environment. For instance, you could create a branch in your story that sends the characters along one of two routes depending on their choice or on the outcome of a prior encounter. One route leads to a straightup combat encounter, and the other path takes the heroes into a puzzle that they must solve in consecutive steps. The location of the combat encounter might be a large single chamber, while the puzzle lends itself to being laid out in a network of narrow corridors. If you don't know what kinds of story choices you're going to give the players ahead of time, you can't take these facts into account on your map.

As you flesh out your dynamic dungeon, you open up more and more branches representing players' choices and possible outcomes. In some cases, different outcomes might lead to the same ultimate result. In many cases, the climactic encounter in a dynamic dungeon is the same regardless of how the adventurers arrive there. The choices that the players have made along the way, however, create a unique context for that climax, making them feel that they are the driving force behind the adventure.

# Dungeon Synergy

Many dungeons, particularly those that have survived relatively unassailed by creatures from outside, have had decades or longer in which to establish interrelationships and synergy between the various inhabitants. Before you start to populate your dungeon with particular monsters, think about how much interaction the denizens of the place have with each other.

In certain kinds of dungeons, "synergy" (however you define the term) is a minor or nonexistent issue. Some of the most challenging dungeons are those made up almost entirely of encounters with traps, hazards, automatons, and nonliving monsters. In such a place, interdependence between the parts really matters only if you want it to.

On the other hand, a dungeon adventure that's driven by story elements and an over-arching plot is more likely to need this sort of attention. You can create a setting that plays off the rivalries and conflict between the creatures that live there. Doing this helps to make a dungeon a vital and diverse system, creating the impression that it is a living part of the world, not simply a passive environment for exploration.

A relationship between monsters could be as straightforward and one-directional as that between predator and prey, or master and slave. Or it can be as complex as the tensions that arise between opposing power groups or factions of equal strength. In such a situation, the characters could shift the balance of power depending on which side they support.

To flesh out these factions, ask yourself a few questions as a starting point. What creatures make up the faction? Is it a group dominated by a single kind of creature, or one that connects loose bands of different creatures? From what conflict or event did the faction originally arise? How long has the faction existed, and how has its influence grown or waned? Who runs the group? What kind of leadership structure is in place? Who are the faction's other important figures, and what resources do they have available?

Try to come up with as many details of this sort as possible, so that the players can immerse themselves in the roleplaying opportunities that arise as the adventurers cross paths with a faction's forces.

# Unique Challenges

One of the greatest strengths of the D&D game, when it comes to adventure design, is the number and variety of monsters you have to choose from. After you decide what races and other kinds of creatures to feature in your dungeon, consider modifying some of them to suit the story of your adventure and help give players a distinctive experience.

We're not necessarily talking about mechanical changes here. Sure, you can differentiate monsters by adding to or altering their traits and powers—but sometimes you can make an even bigger difference, in the framework of your story, by changing the way monsters look or the way they act.

## Behavior

A great way to make a monster unforgettable is to differentiate it from others of its kind by how it behaves during an encounter. Monsters that share the same statistics block can be nuanced in this way, giving the players a chance to think of their foes as more than just collections of abilities.

For example, the goblin is an iconic creature and a mainstay of low-level dungeons. Even so, the similarity between the attacks and powers that these "out of the book" creatures possess can quickly make repeated combat encounters with them feel stale. You can address this problem before it occurs by adding some individuality to one or more of those goblins.

Consider three goblin combatants that have identical statistics blocks. You could decide that goblin one is afraid of water, refusing to approach a magic pool at the center of the encounter area. Goblin two does a ridiculous-looking victory dance whenever it deals any damage to a foe. Goblin three is discovered cowering in a corner, begging for its life.

Without changing any combat statistics, you have created individuals among these commonly encountered creatures—individuals that stand out from the crowd. In all three of these cases, the characters might be faced with the question of whether to show mercy to such an unusual goblin—or they might wonder if the goblin's behavior is a ruse designed to throw them off guard. No matter what, you've given the players something unexpected to think about.

## Appearance

It's commonly understood that, for all practical purposes, creatures of the same kind look and sound the same way. You and the players use this familiarity to your advantage all the time—when the characters burst into a room that holds a group of orcs, everyone at the table understands what they're looking at.

In your dungeon design, you could make one of those orcs stand out by having him wear a bright red helm. When the action begins, the other orcs form a protective circle around the special one. Are they protecting him because he truly is special, or is it the helmet they care about? What you or the players make of this situation and how it resolves might dictate how later events in the adventure unfold.

Imagine that the characters come across a band of human cultists deep inside your dungeon. You reveal that, unlike their pasty-faced compatriots, these enemies have skin seemingly bronzed by exposure to the sun. Is this evidence, perhaps, that a passage to the surface lies somewhere beyond? A simple change in the appearance of these cultists opens up a host of story possibilities for you to explore.

## Mechanical Tools

Changing the game statistics of a monster is certainly a direct way to make your version of that creature stand out from the run-of-the-mill variety. If you're the sort of DM who enjoys tinkering with mechanics, the game offers tools and features to get you started. In particular, monster themes (from *Dungeon Master's Guide 2*, *The Plane Above: Secrets of the Astral Sea*, *The Book of Vile Darkness*, and other sources) and monster templates (n the *Dungeon Master's Guide*, *Open Grave: Secrets of the Undead*, and other sources) can be a big part of your DM's toolbox, enabling you to create distinctive variants of creatures that might otherwise become too familiar to players and characters alike.

Another way to alter monsters is by "reskinning." When you reskin a monster, you take away traits, usually having to do with the monster's race, and place another set of abilities on the monster, keeping most of its existing powers intact. For instance, you might have a special need for a drow spider master, which you could model on the hobgoblin beast master (*Monster Vault*, page 156). Remove its hobgoblin traits (natural origin, low-light vision) and add drow traits (fey origin, darkvision), then use "spider" in places where the hobgoblin's trait powers refer to "beast" or "magical beast." In similar fashion, you might add ice walk, cold resistance, vulnerability to fire, and the ability to burrow through ice to a bulette to create a glacial bulette. Just as with every other aspect of your dungeon creations, your imagination is the only limit to what you can do with reskinning.

### WORDS FROM THE MASTER

Assume that you have assembled a group of players. Each has created a character, determined his or her race and profession, and spent some time carefully equipping these neophyte adventurers with everything that the limited funds available could purchase. Your participants are now eagerly awaiting instructions from you as to how to find the place they are to seek their fortunes in. You inform them that there is a rumor in the village that something strange and terrible lurks in the abandoned monastery not far from the place. In fact, one of the braver villagers will serve as guide if they wish to explore the ruins! (This seemingly innocent guide might be nothing more than he seems, or possibly an agent of some good or evil power, or a thief in disguise, or just about anything else. . . .) The party readily agrees, and so the adventure begins.

You inform them that after about a two mile trek along a seldom-used road, they come to the edge of a fen. A narrow causeway leads out to a low mound upon which stand the walls and buildings of the deserted monastery. One of the players inquires if the mound appears to be travelled, and you inform the party that only a very faint path is discernible—as if any traffic is light and infrequent. Somewhat reassured, another player asks if anything else is apparent. You describe the general bleakness of the bog, with little to relieve the view save a few clumps of brush and tamarack sprouting here and there (probably on bits of higher ground) and a fairly dense cluster of the same type of growth approximately a half mile beyond the abandoned place. Thus, the party has only one place to go—along the causeway—if they wish to adventure. The leading member of the group (whether appointed or self-elected, it makes no difference) orders that the party should proceed along the raised pathway to the monastery, and the real adventure begins.

—Gary Gygax, "The First Dungeon Adventure," *AD&D Dungeon Masters Guide*, 1979

# Appendix 2: Random Dungeons

Random generation tables have been a feature of the D&D game since its earliest days. Roll the dice, let the results dictate (or at least suggest) what happens next, and see what you get!

This appendix gives you a set of tables for creating a random dungeon and filling it with details. The tables don't replace the need for you to decide how your dungeon is configured—you still get to draw a map and determine how the rooms and chambers are connected to one another. And you're still in control of the big story behind your dungeon adventure (in other words, there's no table for "Campaign Plotline"). Beyond that, you can let these tables do the work of fleshing out the environment and the story you're crafting. As you'll see from the example at the end of the appendix, the results of your rolls can send your imagination in directions you might not have anticipated.

When these tables are used in the order presented here, some of them come into play at each stage of your dungeon-building process. Many of them draw on or refer to information elsewhere in this book.

## HOW TO USE THE TABLES

Short answer: Any way you want.

Slightly longer answer: Treat the results of your die rolls as either inflexible facts, sources of inspiration, or a combination of both.

If you let the tables dictate everything to you, it's possible that you'll find yourself facing a dilemma at some point when two die results don't play nice together (a kobold dungeon beneath a desert region?). You can resolve this sort of problem with a creative solution (the area wasn't a desert until after the kobolds moved in), or you can pretend the "kobolds" result or the "desert" result never happened and roll for something that seems more realistic.

By thinking of these tables as lists of options rather than exhaustive and clear-cut choices, you give yourself the freedom to pick and choose from the information and ideas the tables present. Scan through the possibilities of a list before you pick up a d20—something might jump out at you that's perfect for your needs, or you might be inspired to put your own spin on one of the choices we've provided.

## Involving the Characters

To start the process, you need to make some basic decisions about how the characters will interact with your adventure story, and vice versa. If your players use the character themes presented in Chapter 1 for their adventurers, you can draw on the first section of Chapter 3 (pages 120–124) for adventure hooks that are appropriate for each of those themes. If you find that you can use one of those ideas in its entirety, great. More likely, you'll need to come up with specific plot points based on the characters' backgrounds and the existing threads of your campaign.

Revelations and twists are meant to shake up a dungeon crawl. Think of them as goodies that you can keep in your pocket until you see a way to use them to best advantage. Most are deliberately vague and can be applied to either the adventurers or the villains. If you enjoy thinking on your feet, you could wait and roll on this table while the adventure is under way, either dropping it into the game immediately or waiting till the story hits a lull before you reveal the surprise.

### ADVENTURE HOOKS

**Make 1 roll per player, discard one or two results. See page 120 for definitions.**

| d20 | Adventure Hook |
|---|---|
| 1–7 | Announcement |
| 8–10 | Foreshadowing |
| 11–12 | Misdirection |
| 13–16 | Newcomer |
| 17–20 | Tough Choice |

### REVELATIONS AND TWISTS

**Make 1 to 3 rolls, combine as appropriate**

| d20 | Revelation or Twist |
|---|---|
| 1 | Ambush is sprung |
| 2 | Connection between adventurers is revealed |
| 3 | Become stuck at the worst time |
| 4 | Innocent individual is put in danger |
| 5 | Old enemy reappears |
| 6 | Portal opens, chaos ensues |
| 7 | Preparation pays off |
| 8 | Previous adventure is cast in a new light |
| 9 | Rival faction arises |
| 10 | Seemingly useless talent comes in handy |
| 11 | Solved problem becomes unsolved |
| 12 | Someone dies suddenly |
| 13 | Someone returns from the dead |
| 14 | Someone seeks revenge |
| 15 | Something nasty is summoned |
| 16 | Sudden silence |
| 17 | Tool or creature turns against its master |
| 18 | Villain disappears (perhaps temporarily) |
| 19 | Villain's plan has a bigger scope |
| 20 | What everyone feared comes to pass |

# Who, What, Where?

You can quickly create the building blocks of your dungeon by rolling for a dungeon maker, a dungeon type, and a general location on the following tables. See "Dungeon Makers," page 134, and "Dungeon Types," page 80, for more information.

### MAKER

**Make 2 rolls, choose one result**

| d20 | Dungeon Maker | Page |
|---|---|---|
| 1 | Cultists | 134 |
| 2 | Drow | 134 |
| 3 | Duergar | 135 |
| 4 | Dwarves | 137 |
| 5 | Humans | 138 |
| 6 | Kobolds | 139 |
| 7 | Kuo-toas | 140 |
| 8 | Mind flayers | 142 |
| 9 | Minotaurs | 143 |
| 10 | Wizard | 143 |
| 11 | Yuan-ti | 144 |
| 12 | Other (or choose one) | |

### TYPE

**Make 2 rolls, choose one result**

| d20 | Type | Page |
|---|---|---|
| 1-2 | Cave | 80 |
| 3-4 | Crypt | 80 |
| 5-6 | Death trap | 82 |
| 7 | Floating castle | 82 |
| 8 | Ice palace | 84 |
| 9 | Magic laboratory | 85 |
| 10 | Maze | 86 |
| 11-12 | Mine | 86 |
| 13-14 | Prison | 87 |
| 15-16 | Sewer | 88 |
| 17-18 | Volcano | 89 |
| 19-20 | Warren | 90 |

### LOCATION

**Make 1 roll or choose one result**

| d20 | Location |
|---|---|
| 1-2 | Aquatic, or near a body of water |
| 3-4 | City |
| 5 | Desert |
| 6 | Floating earthberg |
| 7-8 | Forest |
| 9-10 | Mountain |
| 11 | Plains, hills, or valley |
| 12 | Tower |
| 13-15 | Underdark |
| 16 | Feywild |
| 17 | Shadowfell |
| 18 | Elemental Chaos |
| 19 | Astral Sea |
| 20 | Choose two compatible locations |

# Why and How?

Once you know the fundamental facts about your dungeon's origin and where it is, you can use the tables in this section to dress it up.

The first table in this section speaks to the basic reason why the dungeon was built or what its predominant theme or purpose is at the present time. Knowing your dungeon's purpose allows you to give the place an over-arching theme, from the kinds of creatures that dwell there to the plot threads that play out during the adventure. From here, you can add in defenses, weaknesses, motifs, and strange effects to complete the package.

Defenses are meant to be used in addition to (not in place of) traps and monsters. Defenses such as protective wards could be incorporated during construction, though hazards such as an infestation of slime more likely appeared after the place was built.

Weaknesses are rarely created by a builder deliberately. Most either serve some purpose (such as a secret entrance), were caused by the builder's enemies (a competing faction living inside the dungeon), or came about as a result of the passage of time.

Motifs and strange effects go farther afield and add more detail. Motifs provide specific sights, smells, sounds, and so on to set the scene in your dungeon. Strange dungeons include a number of highly magical—and bizarre—features. These can be fun if you want to go outside the norm, but use these options with caution. (Of all these tables, it's probably best to use these two lists as possible choices rather than letting the dice dictate your results.)

### PURPOSE

**Make 2 rolls, choose one result**

| d20 | Purpose |
|---|---|
| 1 | Battle |
| 2 | Courage |
| 3 | Death |
| 4 | Desperation |
| 5 | Dreams |
| 6 | Enslavement |
| 7 | Exploration |
| 8 | Fate |
| 9 | Grief |
| 10 | Honor or oaths |
| 11 | Horror |
| 12 | Illusion |
| 13 | Knowledge |
| 14 | Pain |
| 15 | Rebirth |
| 16 | Risk |
| 17 | Society |
| 18 | Talent with a specific power source |
| 19 | Transformation |
| 20 | Worship |

### DEFENSES

**Make 3 rolls, combine as appropriate**

| d20 | Defense |
|---|---|
| 1 | Abnormal construction material |
| 2 | Animated statues |
| 3 | Creature infestation |
| 4 | Deadly environment (extreme temperature, poison gas, and so on) |
| 5 | Death traps |
| 6 | Emotion-altering aura |
| 7 | False entrances and tunnels |
| 8 | Guard posts |
| 9 | Hard-to-reach entrance |
| 10 | Illusions |
| 11 | Bound creature |
| 12 | Mazelike corridors |
| 13 | Mind-controlling traps |
| 14 | Overgrown vegetation or fungi |
| 15 | Password-locked doors |
| 16 | Scrying by villain or powerful monster |
| 17 | Sealed by authority or magic |
| 18 | Spirits of the dead |
| 19 | Underwater passages |
| 20 | Wards |

### WEAKNESSES

**Make 2 rolls, combine as appropriate**

| d20 | Weakness |
|---|---|
| 1-2 | Aged and crumbling |
| 3 | Competing factions |
| 4 | Festival or ceremony distracts residents |
| 5 | Frequent visitors |
| 6-7 | Item or magical effect allows safe passage |
| 8 | Overconfident villain |
| 9 | Earlier intruders triggered traps/killed monsters |
| 10-11 | Secret entrance |
| 12-13 | Secret tunnels |
| 14-15 | Shoddy or hasty construction |
| 16 | Simple to navigate |
| 17 | Some areas off-limits (sacred, cursed, and so on) |
| 18 | Sprawling and difficult to defend |
| 19 | Teleportation circle with known key |
| 20 | Traitors in the villain's ranks |

### MOTIFS

**Roll as desired, or choose one or more**

| d20 | Motif |
|---|---|
| 1 | Ancient writing appears on visitors like tattoos |
| 2 | Anything eaten tastes like a specific food |
| 3 | Black handprints |
| 4 | Diagrams of constellations |
| 5 | Doors speak in strange language when opened |
| 6 | Echoing screams of slain adventurers |
| 7 | Eyelike glowing gemstones set in walls |
| 8 | Footsteps echo too many times |
| 9 | Light sources change color in different areas |
| 10 | Metal fixtures are surprisingly cold or hot |
| 11 | Mirrors show past self |
| 12 | Persistent fragments of spells cast long ago |
| 13 | Fine art, tapestries, or mosaics |
| 14 | Scent of burning incense |
| 15 | Wall lamps light if creatures come near |
| 16 | Shrines containing coins and trinkets |
| 17 | Skulls inscribed with names hang from ceiling |
| 18 | Spectral blood dripping |
| 19 | Thin slime coats all, shrinks away from flames |
| 20 | Shroudlike sheets of fog |

### STRANGE EFFECTS

**Roll as desired, or choose one or more**

| d20 | Effect |
|---|---|
| 1 | Creatures that enter swap race or gender |
| 2 | Constructed of dreams or ideas |
| 3 | Dead rise immediately as undead |
| 4 | Exists in a space between planes |
| 5 | Falling apart, pieces dropping into thin air |
| 6 | Flesh and bone warp and distort over time |
| 7 | Flowing energy randomly recharges one encounter power during one encounter per day |
| 8 | Gravity pulls in different directions |
| 9 | Instincts are amplified, reason diminished |
| 10 | Some or all of the dungeon is living creature |
| 11 | Built on rope bridges between titanic trees |
| 12 | Magnetic walls |
| 13 | Paths loop back on themselves |
| 14 | Reshapes to match master's emotions |
| 15 | Rooms built into sides of a single vertical shaft |
| 16 | Rooms rearrange constantly |
| 17 | Surfaces are plants or fungi |
| 18 | All text perused appears blurry, can't be read |
| 19 | Time passes strangely or subjectively |
| 20 | Ward prevents all battle and bloodshed |

## Populating a Dungeon

In a dungeon, the heroes don't often run into helpful or allied characters. Instead, the adversaries and monsters set the tone of the adventure. The tables in this section include the major groups of underground dwellers, separated into three categories. A lord controls a dungeon, servants work for the lord, and monsters either prowl on their own or work for those that have enslaved them.

To add more narrative possibilities, roll on the quirks tables to put a different spin on each adversary the adventurers face.

### LORD

**Make 2 rolls, choose one result; go to Lord Quirks**

| d20 | Master |
|---|---|
| 1-2 | Aboleth |
| 3-4 | Beholder |
| 5-6 | Mind flayer |
| 7-8 | Duergar |
| 9 | Roper |
| 10-11 | Dragon |

| | |
|---|---|
| 12-13 | Rakshasa |
| 14-15 | Archmage |
| 16-17 | Lich, vampire, or mummy |
| 18-19 | Giant or titan |
| 20 | Ascended servant (roll on Servants) |

### LORD QUIRKS

**Make 1 roll or choose one**

| d20 | Quirk |
|---|---|
| 1-2 | Arrogant |
| 3-4 | Ascetic |
| 5-6 | Devout |
| 7-8 | Duplicitous |
| 9-10 | Greedy |
| 11-12 | Insane |
| 13-14 | Megalomaniacal |
| 15-16 | Militaristic |
| 17-18 | Obsessed |
| 19-20 | Possessed |

### SERVANTS

**Make 3 rolls, choose two results; go to Servant Quirks**

| d20 | Servants |
|---|---|
| 1 | Constructs |
| 2 | Cultists |
| 3 | Demons or devils |
| 4 | Derro |
| 5 | Drow |
| 6 | Duergar |
| 7 | Giants |
| 8 | Gnolls |
| 9 | Goblins |
| 10 | Grimlocks |
| 11 | Kobolds |
| 12 | Kuo-toas |
| 13 | Lycanthropes |
| 14 | Minotaurs |
| 15 | Myconids |
| 16 | Orcs |
| 17 | Svirfneblin or gnomes |
| 18 | Troglodytes |
| 19 | Wizards |
| 20 | Yuan-ti |

### SERVANT QUIRKS

**Make 1 roll for each servant result, or choose one**

| d20 | Quirk |
|---|---|
| 1 | Crafty |
| 2 | Devout |
| 3 | Diseased |
| 4 | Factionalized |
| 5 | Feral |
| 6 | Insane |
| 7 | Mutant |
| 8 | Playful |
| 9 | Rebellious |
| 10 | Makes traps |
| 11 | Undead |
| 12 | Uses magic |
| 13 | Ghostly |
| 14 | Cannibalistic |
| 15 | Psionic |
| 16 | Heretical |
| 17 | Honor-bound |
| 18 | Fascistic |
| 19 | Mind-controlled |
| 20 | Diplomatic |

### MONSTERS

**Make up to 3 rolls, or choose as desired**

| d20 | Monster |
|---|---|
| 1-2 | Ankhegs |
| 3-4 | Carrion crawlers |
| 5 | Cave fishers |
| 6-7 | Elementals |
| 8 | Hook horrors |
| 9 | Mimics |
| 10-11 | Otyughs |
| 12-14 | Oozes or slimes |
| 15 | Purple worms |
| 16 | Rust monsters |
| 17-18 | Stirges |
| 19-20 | Umber hulks |

## Random Dungeon Example

Let's say your group contains five players. You roll five times on the Adventure Hooks table and get 6, 9, 10, 14, and 19. One of the characters has the escaped thrall theme, and you think that a tough choice hook would work well. The group also contains a treasure hunter and a deep delver, who probably are more interested in just being told where the payoff is. With these ideas in mind, you decide to keep the 19 (tough choice), the 6 (announcement), and also decide on a foreshadowing hook since two of your rolls (9 and 10) gave that result.

Now that you have an idea of what sorts of hooks can draw in the characters, you decide to roll three times on the Revelations and Twists table for some inspiration, keeping any results that seem promising. You get 5 (old enemy), 2 (hidden connection), and 15 (something nasty). These can work pretty well together. For example, the summoning of an elder evil is prophesied but can be thwarted by recovering an ancient holy item, which the treasure hunter seeks. The escaped thrall turns out to have been imprisoned by servitors of that evil being, and might have experienced glimpses of where the item lies. You can use these ideas to form a general story arc.

Now that you have an idea of the adventure's main thrust, you roll to create the basics of the dungeon. You start with the Makers table, rolling 7 (kuo-toas) and 3 (duergar). The idea of raising an ancient evil works better with kuo-toas, so you go with that.

Next, you roll on the Type table, getting 7 (floating castle) and 11 (mine). A floating castle isn't right for this idea, but you could work with an abandoned mine that has delved far into the earth.

Finally, you roll on the Location table, getting 9 (mountain). Sure, that can work. Maybe some duergar dug down in search of abyssally infused ores and broke into a subterranean sea under a mountain, awakening something that drove the original miners out but attracted the mad kuo-toas.

To start the next section, you get rolls of 8 (fate) and 11 (horror) on the Purpose table. The second of those results resonates, because of its obvious connection to the idea of an unknown evil deep below.

With a story line and a basic dungeon theme, you're ready to add some details. Rolling three times on the Defenses table gives results of 20 (wards), 7 (false passages), and 12 (mazes). The haphazard tunnels of a duergar mine are well suited to mazes, dead ends, and twisty passages. Perhaps a ward was laid over the area in an attempt to keep the awakening evil from leaving its lake.

What about weaknesses? You roll twice on that table, getting 6 (item allows safe passage) and 4 (festival or ceremony). Both of these are great. The kuo-toas might be performing a ritual in preparation for breaking the wards that hold in the ancient evil. If the adventurers can find the holy relic before the ceremony is done, they might be able to travel unnoticed, perhaps through the lake itself, while the fish creatures are focused on their rite.

At this point, you've got enough to go on to start outlining your dungeon. If you want, you can randomly roll or choose motifs or strange effects for additional flavor.

Finally, it's time to establish who's in charge of this place. What is that ancient evil? You roll twice on the Lord table and get 1 (aboleth) and 7 (duergar). As it happens, both of these could work well, though you need to keep only one. An aboleth overlord might be what the duergar miners encountered—and in fact duergar might still occupy the upper reaches of the mountain's interior. You can give the lord a random quirk, choose one from the table, or give it some other characteristic of your invention.

For servants, you could keep the duergar result. Your dungeon is sure to contain kuo-toas as well. So you can round things off with three rolls on the Monsters table. You get 3 (carrion crawlers), 14 (oozes), and 17 (stirges). Both oozes and carrion crawlers make sense in the damp caverns of the kuo-toas and their abolethic master.

Is the aboleth the unknown evil that the characters must overcome—or is it just the lieutenant of something far more terrifying? That's up to you.

RALPH HORSLEY

*This troglodyte makes drawings of creatures it sees outside its cave. Recognize anything . . . or anyone?*

# PREPARE YOURSELF FOR THE RISE OF THE UNDERDARK™

The lightless realm of the drow has long been a place of danger, deceit, and death. But now, the schemes of the Spider Queen threaten to extend her reach to the surface world like never before.

Delve into the darkness to discover: tabletop roleplaying supplements and accessories, novels and comic books, board games and video games, apparel, great play experiences at local game stores, and more.

FIND OUT MORE AT DUNGEONSANDDRAGONS.COM

All trademarks are property of Wizards of the Coast LLC ©2012 Wizards.

DUNGEONS & DRAGONS

# THE DARKNESS BECKONS

Being an adventurer is a hard business. Dungeons offer adventure, treasure, and glory, but they are fraught with deadly traps, vicious monsters, and sinister puzzles. It takes more than a stout heart and a sharp mind to survive. A hero must be equipped with knowledge and tools if he or she is to face the unknown and live to tell about it.

*Into the Unknown*: *The Dungeon Survival Handbook*™ is a guide for players and Dungeon Masters who want to play in a Dungeons & Dragons® game that explores dungeons and plumbs the blackest reaches of the Underdark. Whether you're a Dungeon Master seeking to create a fantastic location populated with beholders and mind flayers, or a player looking to equip your character with the means to fight such threats, this book is for you. Players will find an assortment of new powers, equipment, feats, character themes, and player races, including the kobold and the goblin. For Dungeon Masters, the book is a trove of dungeon-building advice and details, including lore on classic dungeon monsters, some quirky companions for adventurers, a few timeless treasures, and tips for incorporating players' character themes into an adventure.

For use with these Dungeons & Dragons products:

*Player's Handbook*® rulebooks
*Monster Manual*® rulebooks
*Rules Compendium*™
*Heroes of the Forgotten Kingdoms*™
*Heroes of the Fallen Lands*™
*Monster Vault*™
*Dungeon Master's Guide*® rulebooks

DungeonsandDragons.com

ISBN: 978-0-7869-6032-3
52995
9 780786 960323
EAN
Sug. Retail: **U.S. $29.95** CAN $35.00
Printed in the U.S.A. **398650000**

AGE 12+

# DUNGEONS & DRAGONS®

## DELUXE DUNGEON MASTER'S SCREEN

ROLEPLAYING GAME ACCESSORY

## EXPERIENCE POINT REWARDS

| Threat Level | XP Value | Threat Level | XP Value | Threat Level | XP Value |
|---|---|---|---|---|---|
| 1 | 100 | 11 | 600 | 21 | 3,200 |
| 2 | 125 | 12 | 700 | 22 | 4,150 |
| 3 | 150 | 13 | 800 | 23 | 5,100 |
| 4 | 175 | 14 | 1,000 | 24 | 6,050 |
| 5 | 200 | 15 | 1,200 | 25 | 7,000 |
| 6 | 250 | 16 | 1,400 | 26 | 9,000 |
| 7 | 300 | 17 | 1,600 | 27 | 11,000 |
| 8 | 350 | 18 | 2,000 | 28 | 13,000 |
| 9 | 400 | 19 | 2,400 | 29 | 15,000 |
| 10 | 500 | 20 | 2,800 | 30 | 19,000 |

To calculate the target XP for an encounter of a given level or to calculate the appropriate major quest XP reward for a given level, multiply the XP value shown on the table by the number of player characters in the party.

## ATTACK ROLL MODIFIERS

| Circumstance | Modifier |
|---|---|
| Combat advantage against target | +2 |
| Attacker is prone | -2 |
| Attacker is restrained | -2 |
| Target has partial cover | -2 |
| Target has superior cover | -5 |
| Target has partial concealment (melee and ranged only) | -2 |
| Target has total concealment (melee and ranged only) | -5 |
| Long range (weapon attacks only) | -2 |
| Charge attack (melee only) | +1 |

## BASE EXPLORATION SPEED

| Speed | Per Day | Per Hour | Per Minute |
|---|---|---|---|
| 5 | 25 miles | 2½ miles | 250 ft. |
| 6 | 30 miles | 3 miles | 300 ft. |
| 7 | 35 miles | 3½ miles | 350 ft. |
| 8 | 40 miles | 4 miles | 400 ft. |

## TERRAIN AND TRAVEL

| Distance Multiplier | Terrain |
|---|---|
| × ½ | Mostly difficult terrain (dense forests, mountains, deep swamps, rubble-choked ruins) |
| × ¾ | Extensive difficult terrain (forests, hills, swamps, crumbling ruins, caves, city streets) |
| × 1 | Very little difficult terrain (open fields, plains, roads, clear dungeon corridors) |

## DAMAGE BY LEVEL

| Character Level | Single Target | Two or More Targets |
|---|---|---|
| 1 | 1d8 + 4 | 1d6 + 3 |
| 2 | 1d8 + 5 | 1d6 + 4 |
| 3 | 1d8 + 6 | 1d6 + 5 |
| 4 | 2d6 + 5 | 1d8 + 5 |
| 5 | 2d6 + 6 | 1d8 + 6 |
| 6 | 2d6 + 7 | 1d8 + 6 |
| 7 | 2d8 + 6 | 2d6 + 4 |
| 8 | 2d8 + 7 | 2d6 + 5 |
| 9 | 2d8 + 8 | 2d6 + 6 |
| 10 | 2d8 + 9 | 2d6 + 6 |
| 11 | 3d6 + 9 | 2d6 + 7 |
| 12 | 3d6 + 10 | 2d8 + 6 |
| 13 | 3d6 + 11 | 2d8 + 7 |
| 14 | 3d6 + 12 | 2d8 + 7 |
| 15 | 3d6 + 13 | 2d8 + 8 |
| 16 | 3d8 + 11 | 3d6 + 8 |
| 17 | 3d8 + 12 | 3d6 + 9 |
| 18 | 3d8 + 13 | 3d6 + 9 |
| 19 | 3d8 + 14 | 3d6 + 10 |
| 20 | 3d8 + 15 | 3d6 + 11 |
| 21 | 4d6 + 15 | 3d8 + 9 |
| 22 | 4d6 + 16 | 3d8 + 9 |
| 23 | 4d6 + 17 | 3d8 + 10 |
| 24 | 4d6 + 18 | 3d8 + 11 |
| 25 | 4d6 + 19 | 3d8 + 12 |
| 26 | 4d8 + 16 | 4d6 + 11 |
| 27 | 4d8 + 17 | 4d6 + 12 |
| 28 | 4d8 + 18 | 4d6 + 13 |
| 29 | 4d8 + 19 | 4d6 + 14 |
| 30 | 4d8 + 20 | 4d6 + 15 |

Use this table to set damage for an effect not covered in the rules—a character stumbles into a campfire or falls into a vat of acid, for example.

## FOOD, DRINK, AND LODGING

| Item | Price |
|---|---|
| Meal, common | 2 sp |
| Meal, feast | 5 gp |
| Ale, pitcher | 2 sp |
| Wine, bottle | 5 gp |
| Typical room (per day) | 5 sp |
| Luxury room (per day) | 2 gp |

## LIGHT SOURCES

| Source | Radius | Brightness | Duration |
|---|---|---|---|
| Candle | 2 | Dim | 1 hour |
| Torch | 5 | Bright | 1 hour |
| Lantern | 10 | Bright | 8 hours/pint |
| Campfire | 10 | Bright | 8 hours |
| Sunrod | 20 | Bright | 4 hours |
| Phosphorescent fungi | 10 | Dim | Ongoing |

## MONSTER KNOWLEDGE DCS

| Monster Knowledge | DC |
|---|---|
| Name, type, and keywords | Moderate (monster level) |
| Powers, resistances, and vulnerabilities | Hard (monster level) |

## KNOWLEDGE SKILLS BY ORIGIN

| Origin or Keyword | Skill |
|---|---|
| Aberrant origin | Dungeoneering |
| Construct keyword | Arcana |
| Elemental origin | Arcana |
| Fey origin | Arcana |
| Immortal origin | Religion |
| Natural origin | Nature |
| Shadow origin | Arcana |
| Undead keyword | Religion |

## DCS TO BREAK OR BURST COMMON ITEMS

| Strength Check to: | Break DC |
|---|---|
| Break down wooden door | 13 |
| Break down reinforced door | 16 |
| Break down barred door | 20 |
| Break down iron door | 23 |
| Break down adamantine door | 27 |
| Break through force portal | 30 |
| Force open wooden portcullis | 21 |
| Force open iron portcullis | 28 |
| Force open adamantine portcullis | 32 |
| Burst rope bonds | 21 |
| Burst iron chains | 28 |
| Burst adamantine chains | 35 |
| Smash wooden chest | 16 |
| Smash iron box | 23 |
| Smash adamantine box | 30 |

## STANDARD ACTIONS

| Action | Description |
|---|---|
| Administer a potion | Help an unconscious creature consume a potion |
| Aid another | Improve an ally's skill check or ability check |
| Aid attack | Improve an ally's attack roll |
| Aid defense | Improve an ally's defenses |
| Basic attack | Make a basic attack |
| Bull rush | Push a target 1 square and shift into the vacated space |
| Charge | Move and then make a melee basic attack or a bull rush |
| Coup de grace | Score a critical hit against a helpless enemy on an attack |
| Equip or stow a shield | Use a shield or put it away |
| Grab | Seize and hold an enemy |
| Ready an action | Ready an action to perform when a specified trigger occurs |
| Second wind | Spend a healing surge and gain a bonus to defenses (once per encounter) |
| Total defense | Gain a +2 bonus to all defenses until next turn |

## MOVE ACTIONS

| Action | Description |
|---|---|
| Crawl | While prone, move up to half speed |
| Escape | Escape a grab and shift 1 square |
| Run | Move up to speed + 2; grant combat advantage until next turn and take a -5 penalty to attack rolls |
| Stand up | Stand up from prone |
| Shift | Move 1 square without provoking opportunity attacks |
| Squeeze | Reduce size by one category, move up to half speed, and grant combat advantage |
| Walk | Move up to speed |

## MINOR ACTIONS

| Action | Description |
|---|---|
| Draw or sheathe a weapon | Use or put away a weapon |
| Drink a potion | Consume a potion |
| Drop prone | Drop down to lie on the ground |
| Load a crossbow | Load a bolt into a crossbow to fire it |
| Open or close a door | Open or close a door or container that isn't locked or stuck |
| Pick up an item | Pick up an object in one's space or in an unoccupied square within reach |
| Retrieve or stow an item | Retrieve or stow an item on self |

## IMMEDIATE ACTION

| Action | Description |
|---|---|
| Readied action | Take readied action when its trigger occurs |

## OPPORTUNITY ACTION

| Action | Description |
|---|---|
| Opportunity attack | Make a melee basic attack against an enemy that provokes an opportunity attack |

## FREE ACTIONS

| Action | Description |
|---|---|
| Delay | Put off a turn until later in the initiative order |
| Drop held items | Drop any items currently held in one's space or in an unoccupied square within reach |
| End a grab | Let go of an enemy |
| Spend an action point | Spend an action point to take an extra action (once per encounter, not in a surprise round) |
| Talk | Speak a few sentences |

## SKILL CHALLENGE COMPLEXITY

| Complexity | Successes | Advantages | Typical DCs |
|---|---|---|---|
| 1 | 4 | – | 4 moderate |
| 2 | 6 | – | 5 moderate, 1 hard |
| 3 | 8 | 2 | 6 moderate, 2 hard |
| 4 | 10 | 4 | 7 moderate, 3 hard |
| 5 | 12 | 6 | 8 moderate, 4 hard |

### Advantages

For each success beyond six required in a challenge, one of these advantages should be available.

- A success against a hard DC counts as two successes: a success against both a hard DC and a moderate DC.
- A success against a hard DC removes a failure that has already been accumulated in the challenge, instead of counting as a success.
- A success against an easy DC counts as a success against a moderate DC.
- A success against a moderate DC counts as a success even though the adventurer making the check has already used the same skill to gain a success against a moderate DC.

## CHARGING

### Charge a Target

**Action:** Standard action. When a creature takes this action, it chooses a target. Figure out how far away the creature is from the target—even counting through squares of blocking terrain—and then follow these steps.

- **1. Move:** The creature moves up to its speed toward the target. Each square of movement must bring the creature closer to the target, and the creature must end the move at least 2 squares away from its starting position.
- **2. Attack:** The creature either makes a melee basic attack against the target or uses *bull rush* against it. The creature gains a +1 bonus to the attack roll.
- **3. No Further Actions:** The creature can't take any further actions during this turn, except free actions. Some free actions, such as spending an action point, can grant additional actions.

## DIFFICULTY CLASS BY LEVEL

| Level | Easy DC | Moderate DC | Hard DC |
|---|---|---|---|
| 1 | 8 | 12 | 19 |
| 2 | 9 | 13 | 20 |
| 3 | 9 | 13 | 21 |
| 4 | 10 | 14 | 21 |
| 5 | 10 | 15 | 22 |
| 6 | 11 | 15 | 23 |
| 7 | 11 | 16 | 23 |
| 8 | 12 | 16 | 24 |
| 9 | 12 | 17 | 25 |
| 10 | 13 | 18 | 26 |
| 11 | 13 | 19 | 27 |
| 12 | 14 | 20 | 28 |
| 13 | 14 | 20 | 29 |
| 14 | 15 | 21 | 29 |
| 15 | 15 | 22 | 30 |
| 16 | 16 | 22 | 31 |
| 17 | 16 | 23 | 31 |
| 18 | 17 | 23 | 32 |
| 19 | 17 | 24 | 33 |
| 20 | 18 | 25 | 34 |
| 21 | 19 | 26 | 35 |
| 22 | 20 | 27 | 36 |
| 23 | 20 | 27 | 37 |
| 24 | 21 | 28 | 37 |
| 25 | 21 | 29 | 38 |
| 26 | 22 | 29 | 39 |
| 27 | 22 | 30 | 39 |
| 28 | 23 | 30 | 40 |
| 29 | 23 | 31 | 41 |
| 30 | 24 | 32 | 42 |

## DCS FOR COMMONLY USED SKILLS

| Acrobatics | DC |
|---|---|
| Balance on narrow surface (less than 1 foot) | Moderate |
| Balance on unstable surface | Moderate |
| Balance on very narrow surface (less than 6 inches) | Hard |
| Balance on narrow and unstable surface | +5 |
| Escape from restraints | Hard |
| Hop down 10 feet and remain standing | 15 |

| Arcana | DC |
|---|---|
| Identify conjuration or zone | Moderate (effect level) |
| Identify magical phenomenon | Hard (effect level) |
| Sense the presence of magic | Hard |

| Athletics | DC |
|---|---|
| Climb a ladder | 0 |
| Climb a rope | 10 |
| Climb an uneven surface (cave wall) | 15 |
| Climb a rough surface (brick wall) | 20 |
| Climb a slippery surface | +5 |
| Climb an unusually smooth surface | +5 |
| Catch hold while falling | +5 |
| High jump (Double the check result with a running start) | 10 per foot |
| Long jump (Double the check result with a running start) | 10 per square |
| Swim in calm water | 10 |
| Swim in rough water | 15 |
| Swim in stormy water | 20 |

| Bluff | DC |
|---|---|
| Deceive a creature | Creature's passive Insight |
| Gain combat advantage by feinting | Creature's passive Insight |
| Hide from a creature | Creature's passive Insight |

| Dungeoneering or Nature | DC |
|---|---|
| Find food and water for 1 person | 15 |
| Find food and water for 5 people | 25 |

| Heal | DC |
|---|---|
| Grant second wind | 10 |
| Grant a saving throw or a +2 bonus to a saving throw | 15 |
| Stabilize the dying | 15 |

| Insight | DC |
|---|---|
| Sense motives or attitudes | Moderate (target level) |
| Sense outside influence | Hard (effect level) |

| Perception | DC |
|---|---|
| Hear the noise of a battle | 0 |
| Hear normal conversation | Easy |
| Hear whispers | Hard |
| Listen through a door | +5 |
| Listen through a wall | +10 |
| Hear a noise more than 10 squares away | +2 |
| Spot something barely obscured | Easy |
| Spot something well obscured | Hard |
| Spot something more than 10 squares away | +2 |
| Find tracks in soft ground (snow, loose dirt, mud) | Moderate |
| Find tracks in hard ground (wood or stone) | Hard |
| Rain or snow since tracks were made | +10 |
| Each day since tracks were made | +2 |
| Quarry obscured its tracks | +5 |
| Huge or larger creature | -5 |
| Group of ten or more | -5 |

| Streetwise | DC |
|---|---|
| Gather rumors and information: | |
| In a familiar settlement | Easy |
| In an unfamiliar but typical settlement | Moderate |
| In a foreign settlement | Hard |
| Information is secret or closely guarded | +10 |

| Thievery | DC |
|---|---|
| Disable trap | Hard (trap level) |
| Open lock | Hard |
| Pick pocket | Hard (target level) |
| Sleight of hand | Onlookers' passive Perception |

DUNGEONS & DRAGONS®

Dungeons & Dragons and its logo are trademarks of Wizards of the Coast LLC in the U.S.A. and other countries.
First printing February 2011 ©2011 Wizards of the Coast LLC. 60028059000001EN
Screen illustrated by Wayne Reynolds

## Conditions

### BLINDED
- The creature can't see, which means its targets have total concealment against it.
- The creature takes a -10 penalty to Perception checks.
- The creature grants combat advantage.
- The creature can't flank.

### DAZED
- The creature doesn't get its normal complement of actions on its turn; it can take either a standard, a move, or a minor action. The creature can still take free actions.
- The creature can't take immediate actions or opportunity actions.
- The creature grants combat advantage.
- The creature can't flank.

### DEAFENED
- The creature can't hear.
- The creature takes a -10 penalty to Perception checks.

### DOMINATED
- The creature can't take actions voluntarily. Instead, the dominator chooses a single action for the creature to take on the creature's turn: a standard, a move, a minor, or a free action. The only powers and other game features that the dominator can make the creature use are ones that can be used at will, such as at-will powers.
- The creature grants combat advantage.
- The creature can't flank.

### DYING
- The creature is unconscious.
- The creature must make death saving throws.
- This condition ends immediately on the creature when it regains hit points.

### GRABBED
- The creature is immobilized.
- Maintaining this condition on the creature occupies whatever appendage, object, or effect the grabber used to initiate the grab.
- This condition ends immediately on the creature if the grabber is subjected to an effect that prevents it from taking actions, or if the creature ends up outside the range of the grabbing power or effect.

### HELPLESS
- The creature grants combat advantage.

### IMMOBILIZED
- The creature can't move, unless it teleports or is pulled, pushed, or slid.

### MARKED
- The creature takes a -2 penalty to attack rolls for any attack that doesn't include the marking creature as a target.
- A creature can be subjected to only one mark at a time, and a new mark supersedes an old one.
- A mark ends immediately when its creator dies or falls unconscious.

### PETRIFIED
- The creature is unconscious.
- The creature has resist 20 to all damage.
- The creature doesn't age.

### PRONE
- The creature is lying down. However, if the creature is climbing or flying, it falls.
- The only way the creature can move is by crawling, teleporting, or being pulled, pushed, or slid.
- The creature takes a -2 penalty to attack rolls.
- The creature grants combat advantage to attackers making melee attacks against it, but it gains a +2 bonus to all defenses against ranged attacks from attackers that aren't adjacent to it.

### REMOVED FROM PLAY
- The creature can't take actions.
- The creature has neither line of sight nor line of effect to anything, and nothing has line of sight or line of effect to it.

### RESTRAINED
- The creature can't move, unless it teleports. It can't even be pulled, pushed, or slid.
- The creature takes a -2 penalty to attack rolls.
- The creature grants combat advantage.

### SLOWED
- The creature's speed becomes 2 if it was higher than that. This speed applies to all of the creature's movement modes (walking, flying, swimming, and so on), but it does not apply to forced movement against it, teleportation, or any other movement that doesn't use the creature's speed. If a creature is subjected to this condition while it is moving using any of its speeds, it must stop if it has already moved at least 2 squares.
- The creature cannot benefit from bonuses to speed, although it can use powers and take actions, such as the run action, that allow it to move farther than its speed.

### STUNNED
- The creature can't take actions.
- The creature grants combat advantage.
- The creature can't flank.
- The creature falls if it is flying, unless it can hover.

### SURPRISED
- The creature can't take actions.
- The creature grants combat advantage.
- The creature can't flank.

### UNCONSCIOUS
- The creature is helpless.
- The creature can't take actions.
- The creature takes a -5 penalty to all defenses.
- The creature is unaware of its surroundings.
- The creature falls prone, if possible.
- The creature can't flank.

### WEAKENED
- The creature's attacks deal half damage. However, two kinds of damage that it deals are not affected: ongoing damage as well as damage that isn't delivered by an attack roll.

## Healing a Dying Character

- **Regain Hit Points:** When a character is dying and receives healing, he or she goes to 0 hit points and then regains hit points from the healing effect. If the healing effect requires the character to spend a healing surge but he or she has none left, the character is restored to 1 hit point.
- **Become Conscious:** As soon as a character has a current hit point total that's higher than 0, he or she becomes conscious and is no longer dying. (The character is still prone until he or she stands up.)

## Death and Dying

- **Dying:** When a character's hit points drop to 0 or fewer, he or she falls unconscious and is dying. Any additional damage the character takes continues to reduce his or her current hit point total.
- **Death Saving Throw:** When a character is dying, he or she needs to make a saving throw at the end of his or her turn each round. The result of the saving throw determines how close the character is to death.

  ***Lower than 10:*** The character slips one step closer to death. If the character gets this result three times before taking a short or an extended rest, the character dies.

  ***10–19:*** No change.

  ***20 or higher:*** The character spends a healing surge. When the character does so, he or she is considered to have 0 hit points, and then the healing surge restores hit points as normal. The character is no longer dying, and he or she is conscious but still prone. If the character rolls 20 or higher but has no healing surges, the character's condition doesn't change.
- **Death:** When the character takes damage that reduces his or her current hit points to the character's bloodied value expressed as a negative number, the character dies.

# Dungeon Masters Deserve the Best

This Dungeons & Dragons® Roleplaying Game accessory is a beautiful addition to any game table and the ultimate aid for Dungeon Masters.

The durable, four-panel *Deluxe Dungeon Master's Screen* presents a lavish illustration on the outside and handy reference tables and lists on the inside. The landscape design allows Dungeon Masters to see and reach over the screen without difficulty, and DMs can keep their notes and die rolls hidden from the players while having all-important rules information at the ready.

**For use with these 4th Edition Dungeons & Dragons® Essentials™ products:**

***Rules Compendium™***
***Dungeon Master's Kit™***
***Monster Vault™***

D&D INSIDER® Become a member today. DungeonsandDragons.com

ISBN: 978-0-7869-5743-9
9 780786 957439 50995 EAN
Sug. Retail: **U.S. $9.95** CAN $10.95
Printed in the China **280590000**

**U.S., Canada, Asia Pacific & Latin America**
**www.wizards.com/customerservice**
Wizards of the Coast, Inc.
P.O. Box 707, Renton WA 98057-0707, U.S.A.
Tel: 1-800-324-6496 (within the U.S.)
1-206-624-0933 (outside the U.S.)

**U.K., Eire & South Africa**
Hasbro UK Ltd.
P.O. Box 43, Newport NP19 4YD, UK
Tel: +800 22 427276
Email: **wizards@hasbro.co.uk**

Please retain this package for future reference.
**MADE IN CHINA**
C-267A

# Dungeons & Dragons®

## Psionic Power™

Options for Ardents, Battleminds, Monks, and Psions

ROLEPLAYING GAME SUPPLEMENT

Robert J. Schwalb • Ari Marmell

# Dungeons & Dragons®

# Psionic Power™

ROLEPLAYING GAME SUPPLEMENT

Robert J. Schwalb • Ari Marmell

# CREDITS


Design
**Robert J. Schwalb (lead), Ari Marmell**

Development
**Stephen Schubert (lead), Stephen Radney-MacFarland, Peter Schaefer**

Editing
**Scott Fitzgerald Gray (lead), Dawn J. Geluso, Miranda Horner, M. Alexander Jurkat**

Managing Editing
**Torah Cottrill**

D&D Creative Manager
**Christopher Perkins**

D&D Design Manager
**James Wyatt**

D&D Development and Editing Manager
**Andy Collins**

Director of D&D R&D and Book Publishing
**Bill Slavicsek**

D&D Senior Creative Art Director
**Jon Schindehette**

Art Director
**Kate Irwin**

Cover Illustration
**William O'Connor**

Graphic Designers
**Keven Smith, Leon Cortez, Emi Tanji**

Additional Graphic Design
**Jino Choi**

Interior Illustrations
**Ralph Beisner, Eric Belisle, Steve Belledin, Kerem Beyit, Thomas Denmark, Wayne England, McLean Kendree, Roberto Marchesi, Sean Murray, Hector Ortiz, Lucio Parrillo, Mike Schley, Chris Seaman, John Stanko, Matias Tapia, Ben Wootten**

Publishing Production Specialist
**Erin Dorries**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Allison Shinkle**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).

620-21094000-001 EN
9 8 7 6 5 4 3 2 1
First Printing: August 2010
ISBN: 978-0-7869-5560-2

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277



Dungeons & Dragons, D&D, d20, d20 System, Wizards of the Coast, Dark Sun, *Player's Handbook*, *Psionic Power*, *Primal Power*, *Divine Power*, *Arcane Power*, *Dragon*, *Adventurer's Vault*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast LLC in the U.S.A. and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2010 Wizards of the Coast LLC.


VISIT OUR WEBSITE AT WWW.DUNGEONSANDDRAGONS.COM

# Introduction

A psionic character wields the power of the mind, whether honed by rigorous training or inspired by wild and uncontrollable impulse. Disciplined monk and psion, unhindered ardent and battlemind—psionic characters defend the world against dark threats with the most potent of all arms, the weapon within.

Psionic characters unlock the unexpected power of their consciousness, bringing it to bear in the fighting techniques they master or the magical effects they create. Characters who study the psionics traditions passed down through generations can transcend the body's limits, eventually apprehending the whole of creation with a single thought.

The history of psionic power in the Dungeons & Dragons® game dates back to 1976, when the *Eldritch Wizardry* supplement to the original Dungeons & Dragons boxed set introduced a psionics system that promised to "enliven games grown stagnant." The Advanced Dungeons & Dragons game codified and expanded psionics as a distinct and optional subsystem of the rules, but it wasn't until 2nd Edition's *Complete Psionics Handbook* that psionics became an integrated part of the game.

Psionics came into its own in 2nd Edition's popular Dark Sun® campaign setting, which left a lasting influence on this unique and powerful magic. In the 3rd Edition Dungeons & Dragons game, that foundation was rebuilt and expanded into a complete system of psionics use and classes.

4th Edition introduced the psionic power source and four psionic classes in *Player's Handbook*® 3. That book introduced you to what your psionic character can do. *Psionic Power*™ is your key to unlocking the mind's secrets in the Dungeons & Dragons game.

## Using this Book

Like *Primal Power*™, *Divine Power*™, and *Arcane Power*™ before it, *Psionic Power* focuses on and is organized around the four psionic classes—the subtle ardent, the forthright battlemind, the focused monk, and the dedicated psion. Each chapter introduces a new class feature, new powers, and new paragon paths, and also provides a rich amount of backdrop to enhance the experience of roleplaying a psionic character. Chapter 5, "Psionic Options," contains more than 100 new feats, information on psionics philosophies and orders, details about psionic backgrounds and bloodlines, six new epic destinies, and new magic items particularly suited to psionic characters.

*Psionic Power* can be used in several ways. You might want to create a brand-new character using the builds and powers presented in this book, putting a different spin on the standard psionic classes. You might use new powers to customize an existing character, taking advantage of the retraining rules in the *Player's Handbook*. The new feats presented here are equally useful for characters using builds from *Player's Handbook* 3 or the new builds presented in the class chapters in this book. New paragon paths and psionic bloodlines can provide unique insights into your character's development, and new epic destinies can set the tone and goals of your character's entire adventuring career.

# Contents


1: Ardent ..... 4
Playing an Ardent ..... 6
New Build ..... 10
New Powers ..... 11
New Paragon Paths ..... 22

2: Battlemind ..... 28
Playing a Battlemind ..... 30
New Build ..... 34
New Powers ..... 35
New Paragon Paths ..... 49

3: Monk ..... 54
Playing a Monk ..... 56
New Build ..... 60
New Powers ..... 61
New Paragon Paths ..... 74

4: Psion ..... 80
Playing a Psion ..... 82
New Build ..... 85
New Powers ..... 86
New Paragon Paths ..... 100

5: Psionic Options ..... 106
Psionic Power in the World ..... 108
Philosophies and Orders ..... 110
The Origin of Psionics ..... 118
Psionic Backgrounds ..... 120
Psionic Bloodlines ..... 124
Elan ..... 124
Foulborn ..... 127
New Feats ..... 130
Augment Feats ..... 130
Heroic Tier Feats ..... 130
Paragon Tier Feats ..... 135
Epic Tier Feats ..... 139
Multiclass Feats ..... 141
Bloodline Feats ..... 142
Epic Destinies ..... 145
Cosmic Soul ..... 145
Demiurge ..... 146
Eighth Seal ..... 147
Grandmaster of Flowers ..... 148
Master of Moments ..... 149
Topaz Crusader ..... 150
Equipment: Superior Ki Focuses ..... 151
Magic Items ..... 152
Ki Focuses ..... 152
Augmentable Items ..... 154

CHAPTER 1

# Ardent

*"My joy is your anguish. My courage is your fear. My path to victory lies within your mind."*

For the ardent, emotions are more than mere sensation. Emotion is a weapon you can wield and a tool with which the world can be remade. You draw power from your experience, taking advantage of your joy, your courage, and even your fear. You call on the power of your psionics by focusing your mental state, weaving emotion into a complex web or inflaming your passions through sheer force of will. Just as you channel this power, you are also a conduit for it. Sensing the emotions of allies and enemies alike, you manipulate them to suit your purpose with a deft mental touch.

Those who stand at your side are strengthened by the power that flows from you. Your enemies find their own bravery withering, their plans confused and their hopes shattered by the strength of your mental resolve. But the psionic power you wield comes at a price. Fear and doubt, dark thoughts and anger can all cloud your concentration.

However you master the energy of emotion and the mind, this chapter contains a wealth of information to support your ardent character.

- **Playing an Ardent:** The ardent's place in the world, and how this information can enrich your play.
- **New Build and Class Feature:** The impetuous ardent rejects the traps of sorrow and fear by sheer strength of will, overcoming doubt and hesitation to seize the advantage on the battlefield. Mantle of Impulsiveness allows you to turn an enemy's wrath into renewed resolve for you and your allies.
- **New Powers:** You can read your enemies' fear and use it as a weapon, or impel your allies to access unseen reserves of strength. This chapter supports all ardent builds with powers that strengthen your allies and let you stand against increasingly powerful foes.
- **New Paragon Paths:** Six new ardent paragon paths allow you to draw power from raw chaos, to unlock the full potential of you and your allies, and to destroy your enemies in body and mind.

CHRIS SEAMAN

*Fear. Fear so thick, it might as well have been perfume.*

*Oh, it wasn't just fear. These thugs worked as leg-breakers and enforcers for the thieves' guild. And this was their home turf. Even now, Thalvos couldn't be certain which of the various patrons in the common room were genuine drunks, and which were hunting him and his companions.*

*But they were here somewhere. This much he knew. He felt them. And there, beneath the light spice of exhilaration and a smattering of anger, the main dish was definitely fear. They knew that Thalvos and his companions had already slain a dozen members of their guild, and despite their confidence, they worried that they might be next. It would be a shame to disappoint them.*

*Thalvos coughed into his ale, spraying foam across his thick beard as he struggled to maintain control, fighting the urge to giggle uncontrollably. They made it so easy. . . .*

*Even as he rose from his chair, he grabbed at their fear like a child catching snowflakes. He swirled it around in his mind, tasting it, transforming it. And he wondered, as he cast that emotional energy out as easily as he'd taken it in, if the thugs would recognize their own terror coating the blades that would soon be raised against them.*

Wants and desires; needs and ambitions; loves and hatreds and fears. The world is driven neither by intellect nor belief, but by emotion—and those who control emotions control the world. Perhaps you are a child of the streets who learned to read danger in the intentions of others and to harness the hunger and fear that were the only weapons you had. You might be a frustrated student whose breakthrough came only after your impulses overcame your studies. You could be the guardian of a primitive tribe, drawing on powers developed in reaction to the dangers of the wild. Perhaps you are a wanderer denied a normal life, determined to reduce the suffering in the world because you are cursed to feel the suffering of others.

You might have followed one of several paths to become what you are now. As an ardent, you are driven and empowered by emotion—and you can no more change what you are or what you do than you can cease feeling at all.

## Mantles and Emotions

You are unique among the psionic classes in your manipulation of emotion as the source of your power. Although all psionics users draw strength from emotion to some degree, they do so largely for the sake of their own empowerment. You use emotions as a puppeteer uses strings, manipulating the world around you.

Your powers come from the intensity of the emotion you experience. You sense the feelings of those around you and add them to your own power. Your fear armors you against attack; your anger blasts your foes with psychic force; your love and concern soothe your allies' hurts.

Ardents draw on all feelings, but you focus on one particular emotion—your "mantle." Although your powers do not rely on this emotion only, your mantle is the emotion on which you draw most frequently, and the one that allows you to control and channel other emotions.

### Emotions Beyond Combat

Ardents absorb the emotions of those around them, but this ability remains all but unnoticeable in combat. Although battle inspires potent emotions, it creates roughly the same combination of excitement, exhilaration, anger, fear, and pain in everyone. If you're already engaged in a life-or-death struggle, feeling your foe's emotions isn't likely to change your own.

Apart from battle, the ability of an ardent to absorb emotions becomes more noticeable. You likely take on at least an aspect of the feelings of those surrounding you. In the middle of a boisterous revel, you might become giddy and high-spirited. You feel grief at a funeral, even if you've never met the deceased. The elation felt by a gathering of zealots performing a ceremonial rite might overcome you even if you don't share the beliefs of those present.

Ardents are not only the recipients of outside emotion—they project their own emotions as well. People gathered around when you're in a bad mood grow irate, just as your own good cheer can spread through the dourest crowd. Neither phenomenon is so strong as to enforce an instant change in behavior. You won't turn on a friend because someone else is mad at her, nor will your own despair cause another character to abandon an ongoing endeavor. But such emotional projections can create subtle long-term effects.

History records that the Arkhosian city of Kanrhik fell to orc mercenaries employed by Bael Turath—but some historians place the blame on one of Kanrhik's psionically inclined noble families. When the patriarch's only daughter fell in battle, the entire family went into mourning. Several of them were ardents, and historians believe that their sorrow so infected Kanrhik's leaders and soldiers that they failed to react in time to an assault they should otherwise have repelled. Among those familiar with psionics, a sudden change in the behavior of a small population is often taken as evidence of an ardent's presence.

Although many ardents shun strong emotion and avoid large groups so that they aren't overwhelmed by the feelings of others, some members of this class deliberately seek out such experiences. They travel

in the hope of experiencing everything the world has to offer: the greatest joys, the fiercest fury, and the darkest sorrow. By doing so, these ardents hope to learn to control such emotions, to ready themselves for accidental encounters with strong feelings, and to harness that energy to empower their disciplines.

## Your Life Before

Ardents are the most seemingly mundane of the psionic classes. Psions and monks train to become what they are; battleminds discover their power in the heat of combat or under physical duress. You, on the other hand, might have been anyone. Ardents sometimes learn their abilities from other ardents, but for most, their powers arise spontaneously. It is said that no amount of study can create an ardent from someone who lacks the basic empathic and psionic capacities.

You might have been wandering the marketplace when you were suddenly overwhelmed by the feelings of those around you. Perhaps you returned from a hunt to discover that you had far greater insight into the people of your village. Or you might have had an inkling of your power before it fully manifested, perhaps discovering that your own mood influenced those around you. You might have taken advantage of your ability to manipulate moods by becoming a vendor, a performer, a grifter, or a gambler. Depending on what sort of person you were, you might have been popular, making those around you as happy as you were. Or perhaps you were hated, as your own anger or resentment was mirrored back by others.

Whatever the case, people rarely appreciate being manipulated. Many ardents first take up the path of a wandering adventurer when those around them become aware of their power, turning against them and forcing them to abandon the lives they once led.

## Roleplaying an Ardent

Unsurprisingly, as an ardent, you are a highly emotional person. You react strongly to others, sometimes overreacting. If something is funny, it's hilarious; if it's fearsome, it's terrifying; if it's irritating, it's infuriating. These extremes come about partly because you feel echoes of others' emotions, and partly because your own emotions run so strongly. They must, after all, if you're to draw power from them.

You can roleplay this internal conflict to give your character a strong sense of personality. You might attempt to wear a mask of stoicism at all times, struggling to repress—or at least conceal—those emotions. You don't speak often, and you make every effort to avoid snap decisions.

You could also choose to go with the flow of the emotions surrounding you. You laugh loudly, and you fight fiercely. But if you decide to play your ardent as boisterous, don't hog the spotlight. You're a character, not a caricature, and faking tears because the tavern doesn't carry elven wine isn't dramatic—it's silly, and it can take everyone else out of the game.

Consider playing your character's emotions as appropriate to the powers you use. When imposing penalties with fear attacks, you might become vicious and intimidating, blatantly angry. Or you might become fearful instead, your manipulation of that emotion making you hesitate to approach your foes, or forcing you to visibly "talk yourself up" before taking risks. When healing your allies, allow your concern for them to show in your voice and your actions, perhaps acting briefly as a defender as you stand between them and the enemy. Your powers draw on your emotions—in a very real sense, they are your emotions—so if you behave appropriately, you help reinforce that connection in the minds of the other players, as well as in your own.

Many ardents are solicitous of others. These ardents are sympathetic and kind, always quick with a joke or a shoulder on which to lean. But some ardents grow jaded to the emotions of others over time. They wall themselves off, not caring what the people around them feel. They project their own emotions onto other characters—perhaps out of a desire to manipulate, perhaps out of spite. As an ardent, you are constantly torn between these two extremes, and only you can decide which path you ultimately take.

### Ambient Emotion

In the same way that you can adjust your character's emotional state based on the power you're using, you might do so based on the people around you. If one of your companions is upset, you might become so as well, even if you have no real motivation to do so. If your party is attending a ball, you might be swept up in the joy and pageantry when you're supposed to be keeping your wits about you. Again, don't take the emotions too far—this should be a character quirk, not a means of stealing attention from the other players or ruining their plans. In moderation, however, this can provide both an interesting roleplaying challenge and an obvious hook by which to make your character memorable.

### Spur of the Moment

You have little use for intricate planning. You prefer to act as the urge strikes you in any given situation, trusting your instincts and your feelings to guide you. You might grow impatient with others who try to plan for every possible contingency.

This doesn't mean you're incapable of forethought, however, nor does it make you an idiot. You don't blindly leap into obvious danger, and you don't take actions detrimental to your party or your cause

simply because you're in an irritable mood. More often than not, though, you base your decisions on what feels right rather than laboriously calculating every possible outcome.

### Follow the Leader

*Player's Handbook* 3 refers to ardents as "incidental leaders." Although you might deliberately set out to fill a leadership role, most ardents don't consciously choose to do so. Like so much else, you probably got where you are by following your instincts and impulses.

Even as a leader, you might not take an active leadership role. Instead, you use your powers to support your allies and are content to let someone else make the decisions. When people do follow you, it's more likely because you're the first to act and because you instinctively know that your decisions are the correct ones. (At least you feel that way at the time; hindsight might convince you otherwise.) You never insist that others follow your lead. But, driven as you are by your emotions, you might be surprised or put out when they don't.

You might find yourself in a position of leadership only under specific circumstances. For example, if you play your ardent as a sharp-tempered, tactically savvy character, you might find your companions happy to follow your lead in battle but hesitant to let you speak (or stand too close) during diplomatic negotiations.

### Manifestation

Your disciplines visually manifest in an aura of color that swirls around you, its hues and intensity varying based on your emotions. If you're interested in individualizing your character or stretching your creative muscles a bit, consider modifying your ardent's manifestations.

If your character is grim and despondent, your corona might contain elements of swirling gray and deepest black, mixed with whatever colors represent your current feelings. Alternatively, your corona might take on recognizable shapes. If you're a zealously religious character, your corona might become a winged silhouette reminiscent of an angel. A militant, bloodthirsty ardent's corona might resemble a weapon forged of light.

Your corona might change based on the power you're using. Defensive powers might manifest in a form resembling armor or a shield. Teleportation powers could manifest as a brief image of a rearing horse or flapping wings.

## Ardents in the World

In a world accustomed to all manner of magic, ardents are imperfectly understood. Because their powers arise spontaneously, and because they represent a relatively new form of psionics, less is known about ardents than about monks or psions. (Moreover, in the grim aftermath of the fall of Nerath, those who do understand ardents have difficulty disseminating that knowledge.)

Many people—including those well versed in the arcane arts—don't yet recognize ardents as possessing a fully realized, variant form of psionics, seeing them only as peculiar individuals who have an odd smattering of powers. In isolated regions, they remain subject to lingering traces of superstitious suspicion that have largely faded from more civilized lands. Because of this, ardents have left only a light footprint in the world to date.

THOMAS DENMARK

## Rising Emotions

Ardents represent the youngest—or at least the most recently recorded—tradition of psionics. Although history is replete with individuals who might well have been ardents, the first confirmed ardents appeared only within the last few centuries. The Bael Turathi general Insalanda led the tiefling armies against the forces of Arkhosia for years, turning her enemy's own fears against them. Although several bloodlines of Arkhosian dragonborn also produced ardents, Insalanda is the first historical figure who contemporary sages agree was an ardent of real power.

Since Insalanda's time, the population of ardents has increased—some say faster than any other type of psionics user. But the sages cannot agree on why ardents first appeared, or why their numbers are increasing so swiftly. Supporters of various theories—such as the belief that psionic energy is a reaction to, or is caused by, aberrant incursions—point to ardents as evidence that the Far Realm's influence is growing. Those who have religious viewpoints believe the increase is the result of conflict between Ioun and Vecna, which has allowed psionic energy to grow uncontrolled. Those who cite the theory of phrenic planes (page 91) suggest that the physical and mental planes are coming into alignment. (See "The Origin of Psionics," page 118, for more on these theories.) But every argument is hypothetical at best, and no faction has offered proof. All they agree on is that the spread of ardents suggests that psionic energy is indeed growing more prevalent in the world.

### Ardents and Witchcraft

A common theme during the early years of the ardents' emergence into the world was the extreme mistrust and persecution they faced. Although the great empires treated ardents as any other user of obscure energy, smaller communities often revived ancient charges of witchcraft that had otherwise been largely forgotten in an age of widespread spellcraft.

The common folk, after all, have a vague idea of what arcane and divine magic are supposed to look like. When lone individuals appeared among them, manifesting strange coronas and unfamiliar powers, a certain level of distrust and fear was unavoidable. The nature of the ardents' power amplified this initial distrust, often with horrifying results. An ardent's ability to magnify ambient emotion meant that a people's suspicion and an ardent's own fear would mix and reflect back from the ardent like a dark tide, resulting in a vicious cycle of escalating terror and rage. In many communities, ardents were persecuted or killed. In others, they used their powers to become petty tyrants.

Although it is not a widely held belief, some historians attribute the fall of Nerath in part to ardents. They maintain that the social turmoil that devastated the far-flung reaches of the empire was caused by this kind of emotional feedback, centered on a small but growing ardent population.

Many early ardents were driven into various fringe organizations and faiths, including a number of diabolic cults. Commoners who already attributed ardent energy to an evil influence quickly drove such characters into the arms of those who would accept them, even as devil worshipers sought to take advantage of the ardents' strange new powers. The fact that many early ardents arose among the Asmodeus-worshipers of Bael Turath also contributed to this association.

## Ardents Today

In recent years, as the number of ardents has increased, the folk of the humanoid realms have grown more accepting of them. A few isolated communities still express distrust, but in most regions, an ardent can expect a welcome no different from any other psionics user.

That said, ardents are still the least understood of the psionic classes. Ardents rarely form groups larger than the occasional cabal, and they lack the larger guilds and colleges that make wizards and psions readily identifiable to the populace. Ardents operate freely in many regions, although not because of any growing acceptance. Rather, the average commoner has no inkling that such characters even exist.

Even other psionics users sometimes look askance at ardents—not denigrating their abilities, but questioning their level of discipline. Monks and psions, who train hard to master their powers, view the emotional and impulsive ardent as a wild card, lacking the self-control to master the power with which he or she plays. In particular, because many psions value intellect and logical process over instinct, members of the two classes often end up on opposite sides of lively philosophical debates.

Battleminds are more accepting of ardents' abilities, since they, too, operate largely on an instinctive level. But a focus on the physical leads many battleminds to shut themselves off from emotion in a way that ardents cannot understand.

Such conflict between the classes is rarely seen within adventuring parties, where a character's actions and commitment to his or her allies speaks louder than words. Moreover, as the number of ardents increases and people become ever more aware of their capabilities, these general attitudes are slowly but surely shifting toward a measure of grudging respect.

# NEW BUILD

This section introduces a new ardent build for use alongside the builds presented in *Player's Handbook 3*. The build includes a new mantle that you can choose when you create your ardent character.

## Impetuous Ardent

If fear, sorrow, and hatred invite madness and defeat, the only certain method for protecting oneself from their toxic effects is to jettison them from the mind altogether. So-called intelligent creatures are vulnerable to such emotions when they cloak themselves in intellectual loftiness and hide behind certainty and belief to shield themselves from the uncomfortable world. You reject these notions and seek out your true nature.

Sifting through the layers of experience and learning imposed upon you by your people and culture, you uncover the iron core at the heart of your being. By retreating behind its stiff walls, you silence all doubts and misgivings, acting without hesitation or fear. Even if the results are not immediately beneficial, you do not second-guess yourself. Some might call you reckless, but you follow your true nature—a hardened warrior who offers no apology for your aggressive ways.

The battlefield is your home, and you destroy those who would seed the world with darkness. When so engaged, your eyes grow dark, and your face becomes impassive as you become a true instrument of destruction. The fear you might once have felt now manifests in your foes, shattering their resolve as you cut them down like wheat before the scythe.

SEAN MURRAY

### New Class Feature

When you choose your Ardent Mantle, you can choose Mantle of Impulsiveness instead of another option, such as the ones in *Player's Handbook 3*.

**Mantle of Impulsiveness:** When an ally within 5 squares of you is targeted by an opportunity attack, that ally gains a power bonus to damage rolls equal to your Constitution modifier until the end of his or her turn.

In addition, each ally within 5 squares of you gains a +2 bonus to Endurance checks and Intimidate checks.

You also gain the *ardent eruption* power.

**Ardent Eruption** — **Ardent Feature**

*Your pain bleeds from you in a wave, touching your allies and lending new ferocity to their attacks.*

**Encounter ✦ Psionic**
**No Action** **Close** burst 5
**Trigger:** You are bloodied by an attack
**Target:** Each ally in burst
**Effect:** The target gains a +2 bonus to his or her damage rolls until the start of your next turn.
*Level 11:* +4 bonus.
*Level 21:* +6 bonus.

**Ardent Surge:** When you use your *ardent surge* power, the target also gains a +2 bonus to speed until the end of your next turn.

### Suggested Options

Impetuous ardents have little use for caution or careful planning, and they allow their natural talent and fate to guide their actions. As an impetuous ardent, your secondary role is striker. Choose powers that deliver punishing damage, improve your allies' attacks, or strip away your enemies' ability to protect themselves. Any power that can help to quickly remove an enemy's threat reinforces your preferred tactics. This said, wading through enemies places you at great risk. To mitigate the dangers arrayed against you, be sure to invest in feats and powers that help you last in combat.

Charisma should be your highest ability score. Look to your Dexterity score next to let you act sooner in the round and to keep your Reflex high. Round out your defenses and hit points by making Constitution your third highest ability score.

**Suggested Class Feature:** Mantle of Impulsiveness*
**Suggested Feat:** Deft Eruption*
**Suggested Skills:** Athletics, Endurance, Heal, Intimidate
**Suggested At-Will Powers:** *impetuous ruin**, *part the fog**
**Suggested Daily Power:** *battle flow**
*New option presented in this book

# NEW POWERS

The new powers presented in this chapter add to the range of powers already available to ardents. Many of these new powers are tailored to the Impetuous Ardent build, but ardents of any kind can find useful options here.

## Level 1 At-Will Disciplines

### Impetuous Ruin — Ardent Attack 1

*Your strike hobbles your enemy's impulsiveness, preventing it from reacting in the heat of combat.*

**At-Will ✦ Augmentable, Charm, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and the target cannot make opportunity attacks against any creature other than you until the end of your next turn.
**Augment 1**
**Hit:** 1[W] + Charisma modifier damage, and the target cannot make opportunity attacks until the end of your next turn.
**Augment 2**
**Hit:** 1[W] + Charisma modifier damage, and the target is dazed until the end of your next turn.

### Karmic Bond — Ardent Attack 1

*Your strike ensures the enemy reaps what it sows by forming a bond between it and the creature it attacks next.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. Until the start of your next turn, when the target deals damage with an attack, it takes extra damage equal to your Constitution modifier on the next attack that hits it before the end of your next turn.
**Augment 1**
**Hit:** As above, and until the start of your next turn, if the target saves on its turn, one ally within 5 squares of you can make a saving throw with a power bonus equal to your Constitution modifier.
**Augment 2**
**Hit:** 2[W] + Charisma modifier damage. If the target hits with an attack before the start of your next turn, it takes extra damage equal to your Constitution modifier from each attack that hits it before the end of your next turn.

### Corona's Glow

**Optional Rule:** At your Dungeon Master's discretion, the corona that manifests when you use your powers casts a visible light. Whenever you use an ardent encounter or daily power, you also shed dim light to a range of 4 squares until the start of your next turn. During this time, anyone in the area can see normally, but you take a −5 penalty to Stealth checks.

### Part the Fog — Ardent Attack 1

*Your attack clears the way for an ally to unleash fury against your foe.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. One ally adjacent to you or the target gains a +2 power bonus to attack rolls against the target until the start of your next turn.
**Augment 1**
**Hit:** As above, and the target cannot benefit from concealment or invisibility until the start of your next turn.
**Augment 2**
**Hit:** 1[W] + Charisma modifier damage. The next ally within 5 squares of you to miss the target with an attack before the start of your next turn can reroll the attack roll.

### Wave of Fatigue — Ardent Attack 1

*A wave of lethargy follows your strike, hampering your foe's ability to effectively counterattack.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. The target is slowed until the end of your next turn.
**Augment 1**
**Hit:** As above, and the target takes a −2 penalty to opportunity attack rolls and damage rolls until the end of your next turn.
**Augment 2**
**Close** burst 1
**Target:** Each creature you can see in burst
**Effect:** Until the end of your next turn, enemies take a penalty to damage rolls equal to your Constitution modifier while adjacent to you, and any creature that starts its turn adjacent to you is slowed until the end of its turn.

## Level 1 Daily Disciplines

### Battle Flow — Ardent Attack 1

*Your attack draws strength from a foe to fuel the movement of you and your allies.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and one ally you can see shifts 2 squares as a free action. In addition, whenever the target takes a move action, you or one ally you can see shifts 2 squares as an immediate reaction (save ends).
**Miss:** Half damage, and one ally you can see shifts 2 squares as a free action.

### Foretaste of Death — Ardent Attack 1

*Your attack causes a foe to be overcome with a vision of its own death, hindering its effectiveness in combat.*

**Daily ✦ Illusion, Psychic, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage.
**Effect:** The target has visions of death (save ends). While under this effect, the target cannot gain combat advantage, cannot flank with its allies, and grants combat advantage.
**Aftereffect:** The target takes 10 psychic damage.

### Lingering Fury — Ardent Attack 1

*You smash your enemy aside, leaving it shrouded in a lingering fury that grants power to your allies.*

**Daily ✦ Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier psychic damage, and you push the target 1 square.
**Miss:** Half damage.
**Effect:** The target is affected by a lingering fury (save ends). While the target is affected by this lingering fury, allies gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls while adjacent to the target.

### Recursive Emotions — Ardent Attack 1

*Your foe's attempt to shake off the emotional onslaught of your attack harms other enemies while it restores vigor to your allies.*

**Daily ✦ Psychic, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier psychic damage.
**Miss:** Half damage.
**Effect:** The target takes ongoing 5 psychic damage (save ends). Whenever the target makes a saving throw against this effect, one enemy you can see takes psychic damage equal to your Wisdom or Constitution modifier, and one ally you can see regains the same number of hit points.

## Level 2 Utility Disciplines

### Close Wounds — Ardent Utility 2

*Flesh knits, wounds stanch, and strength returns for a time.*

**Encounter ✦ Psionic**
**Minor Action** **Ranged** 5
**Target:** One bloodied ally
**Effect:** The target gains temporary hit points equal to your Charisma modifier.

### Dull Pain — Ardent Utility 2

*You respond to an enemy's attack by dampening your ally's ability to feel pain.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Ranged** 5
**Trigger:** An ally within 5 squares of you takes damage from an attack
**Target:** The triggering ally
**Effect:** Reduce the damage the target would take by your Wisdom modifier. The target also gains a +2 power bonus to saving throws until the end of his or her next turn.

### Healing Bond — Ardent Utility 2

*You strengthen the bond between two allies, so that when one prospers, they both benefit.*

**Daily ✦ Healing, Psionic**
**Immediate Reaction** **Ranged** 5
**Trigger:** An ally within 5 squares of you spends a healing surge
**Target:** One ally other than the triggering ally
**Effect:** The target regains hit points as if he or she had spent a healing surge.

### Psionic Charge — Ardent Utility 2

*When your ally springs into motion, you channel psionic power to lend him or her additional strength and speed.*

**Encounter ✦ Psionic**
**Minor Action** **Ranged** 10
**Target:** One ally
**Effect:** When the target charges before the end of its next turn, it gains a +2 power bonus to speed and a power bonus to damage rolls equal to your Wisdom or Constitution modifier on the charge attack.

## The Role of Emotion

If you've chosen to roleplay your ardent as an emotionally driven or impulsive character, you might consider altering the way you behave in combat to match. For instance, when you are surprised, when you feel particularly threatened, or when you're first bloodied, you might react with a daily power, the use of an action point, or both—even when these options are less than tactically sound.

If you're interested in trying something different, consider this: What's it like to literally feel someone die? Adventuring is a violent way of life. Creatures such as aberrants and demons are alien and innately evil enough that their deaths don't bother you, and constructs and most undead don't project much in the way of feelings. But what about a dragon? An orc? For that matter, what about a human or dwarf mercenary? What does it do to you to feel their emotions at the moment of death? Do you spend a few moments, or hours, in a despondent state after combat? Do you throw yourself headlong into the next adventure, hoping it'll make you forget the last?

Because the rules of the game make it relatively easy to defeat a foe without slaying it, you might refuse to kill your enemies—again, making exceptions for particularly vile creatures—regardless of the difficulties that might result. You should first make sure that other players around the table are okay with this. Not everyone enjoys regular "What do we do with the prisoners?" discussions.

## Level 3 At-Will Disciplines

### Cloud Mind — Ardent Attack 3

*Your attack clouds a foe's mind to let an ally slip past without fear of reprisal.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and one ally adjacent to you or the target can shift as a free action.
**Augment 1**
**Hit:** 1[W] + Charisma modifier damage. One ally within 5 squares of you gains combat advantage against the target until the end of your next turn.
**Augment 2**
**Hit:** 2[W] + Charisma modifier damage. Until the end of your next turn, any ally more than 1 square away from the target has concealment against it.

### Guarded Prison — Ardent Attack 3

*You constrain the target's mind, making it imagine walls on all sides each time it tries to move.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and on its next turn the target cannot use move actions to walk or run.
**Augment 1**
**Hit:** As above, and if the target shifts before the start of your next turn, each ally adjacent to you gains a +2 power bonus to all defenses until the end of your next turn.
**Augment 2**
**Hit:** 2[W] + Charisma modifier damage. If the target willingly moves or shifts before the start of your next turn, one ally adjacent to you or the target can make a basic attack against the target as an immediate interrupt.

### Unsteadying Rebuke — Ardent Attack 3

*Your enemy's attack inspires a savage psionic rebuke, letting you shift the battlefield's perspective in your favor.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy targets you with a melee attack
**Target:** The triggering enemy
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and you slide the target 1 square to a square adjacent to you.
**Effect:** You lose your standard action on your next turn.
**Augment 1**
**Hit:** As above, and one ally adjacent to you can shift to any unoccupied square adjacent to the target's new position as a free action.
**Augment 2**
**Hit:** 1[W] + Charisma modifier damage, and you slide the target a number of squares equal to your Wisdom modifier. You then slide each enemy now adjacent to the target 1 square.
**Effect:** You do not lose your standard action on your next turn.

### Withered Technique — Ardent Attack 3

*Your attack scours your enemy's mind and instincts, hobbling its most potent attacks.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. Until the end of your next turn, the target takes a −2 penalty to attack rolls for any attack that is not a basic attack.
**Augment 1**
**Hit:** 1[W] + Charisma modifier damage. If the target makes an attack that is not a basic attack before the start of your next turn, you can slide the target a number of squares equal to your Constitution modifier as an immediate reaction.
**Augment 2**
**Hit:** 2[W] + Charisma modifier damage. Until the end of your next turn, the target deals half damage with any attack that is not a basic attack.

## Level 5 Daily Disciplines

### Decelerating Slash — Ardent Attack 5

*When your strike lands, light flashes from you to drain away your enemy's momentum.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage, and the target is slowed (save ends).
**First Failed Saving Throw:** The target is immobilized instead of slowed (save ends).
**Miss:** The target is slowed (save ends).
**Each Failed Saving Throw:** One ally you can see shifts as a free action.

### Invitation to Defeat — Ardent Attack 5

*You raise your weapon and force your enemies to approach you, inviting them to certain defeat.*

**Daily ✦ Psionic, Psychic, Weapon**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Charisma vs. Will
**Hit:** You pull the target 5 squares. Any target pulled to a square adjacent to you is weakened (save ends).
**Effect:** Until the end of your next turn, enemies are weakened while they are adjacent to you. In addition, until the end of your next turn, any enemy that takes damage while adjacent to you also takes psychic damage equal to your Charisma modifier.
**Sustain Minor:** The effect persists.

### Meteoric Charge — Ardent Attack 5

*Your attack provides allies with an emotional surge, setting up a series of furious charges against your foes.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of your next turn, any ally who starts his or her turn within 5 squares of you gains a +2 power bonus to charge attack rolls and a power bonus to charge damage rolls equal to your Charisma modifier.
**Special:** When charging, you can use this power in place of a melee basic attack. If you do so, you gain a +1 power bonus to the attack roll.

### Specter of Doubt — Ardent Attack 5

*Your attack plants a seed of doubt in your enemy's subconscious. As it grows, it infects other foes, robbing them of their will to fight.*

**Daily ✦ Fear, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Charisma vs. Will
**Hit:** 1[W] + Charisma modifier psychic damage. Whenever the primary target makes an attack, it takes 10 psychic damage (save ends).
**Miss:** Whenever the primary target makes an attack, it takes 5 psychic damage (save ends).
**Each Failed Saving Throw:** You can make the following secondary attack as a free action.
**Secondary Target:** One creature within 3 squares of the primary target
**Secondary Attack:** Charisma vs. Will
**Hit:** The secondary target is dazed (save ends).

## Level 6 Utility Disciplines

### Escalating Fury — Ardent Utility 6

*Your pain girds allies against the threats looming on all sides.*

**Encounter ✦ Psionic**
**No Action** **Close** burst 5
**Trigger:** You take damage from an attack
**Target:** Each ally in burst
**Effect:** The target gains temporary hit points equal to 3 + your Charisma modifier.

### Opportunity Seized — Ardent Utility 6

*When a foe slips past you or your ally, it opens up new opportunities to attack.*

**Encounter ✦ Psionic**
**No Action** **Close** burst 3
**Trigger:** You or one ally in burst misses with an opportunity attack
**Target:** The triggering creature
**Effect:** The triggering creature repeats the opportunity attack against the same target or a different one.

### Rapid Calculation — Ardent Utility 6

*You quickly assess the threat before you and help your allies to properly prepare for the fight.*

**Daily ✦ Psionic**
**No Action** **Close** burst 5
**Trigger:** You roll initiative
**Target:** Each ally in burst
**Effect:** You slide the target 3 squares, and the target gains a +2 power bonus to all defenses until it takes its first action during the encounter.

### Shared Momentum — Ardent Utility 6

*You link two allies with psionic energy, letting them match each other's movements in battle.*

**Encounter ✦ Psionic**
**Immediate Reaction** **Ranged** 5
**Trigger:** An ally within 5 squares of you moves or shifts
**Target:** One ally other than the triggering ally
**Effect:** The target shifts a number of squares equal to your Wisdom modifier.

## Level 7 At-Will Disciplines

### Accelerated Maneuvers — Ardent Attack 7

*You open your mind to your enemies' intentions, using that knowledge to maneuver your allies into position.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, one ally adjacent to you can shift 1 square as a free action.
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage.
**Augment 1**
**Effect:** Before the attack, one ally adjacent to you can shift a number of squares equal to your Wisdom modifier.
**Augment 2**
**Hit:** 2[W] + Charisma modifier damage.
**Effect:** Until the end of your next turn, each ally who starts his or her turn within 5 squares of you gains a +2 power bonus to speed and can shift 2 squares as a move action.

### Fatal Attraction — Ardent Attack 7

*Your attack prevents an enemy from ignoring your presence on the battlefield.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and you mark the target until the end of your next turn.
**Augment 1 (Psychic)**
**Hit:** As above, and the first time the target hits any of your allies, the target takes psychic damage equal to your Wisdom modifier.
**Augment 2**
**Hit:** 2[W] + Charisma modifier damage, and you mark the target until the end of your next turn. Until the end of your next turn, the target grants combat advantage to allies adjacent to you.

### Stolen Strength — Ardent Attack 7

*Your attack leaves a foe reeling, sapping its strength as it tries to fight back.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] damage. Until the start of your next turn, the target rolls twice when it makes a damage roll and must use the lower roll.
**Augment 1**
**Hit:** 1[W] + Charisma modifier damage. The target's basic attacks deal half damage until the end of your next turn.
**Augment 2**
**Hit:** 2[W] + Charisma modifier damage. Until the end of your next turn, the target takes a penalty to damage rolls equal to your Constitution modifier.

### Trailblazing Assault — Ardent Attack 7

*Your attack opens up the battlefield, letting an ally surge forward to attack.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. One ally within 5 squares of you gains a +2 power bonus to speed until the end of your next turn.
**Special:** When charging, you can use this power in place of a melee basic attack.
**Augment 1 (Healing)**
**Hit:** As above, and the ally regains hit points equal to your Constitution modifier if he or she hits with a charge attack before the end of your next turn.
**Augment 2 (Healing)**
**Hit:** 1[W] modifier damage. One ally you can see charges with a power bonus to the attack roll equal to your Constitution modifier. If the ally hits with this attack, he or she gains a +2 power bonus to all defenses until the start of your next turn and can spend a healing surge.

## Level 9 Daily Disciplines

### Cerebral Worm — Ardent Attack 9

*Your attack lodges in your foe's mind like a parasite, hindering its ability to attack.*

**Daily ✦ Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 2[W] + Charisma modifier psychic damage, and the target is affected by your cerebral worm (save ends). While the target is affected by the worm, the first time the target makes an attack roll on each of its turns, it must either take 10 psychic damage or make the attack roll twice and use the lower roll.
**Miss:** Half damage, and the target takes 10 damage the next time it makes an attack roll before the end of your next turn.

### Emotional Wellspring — Ardent Attack 9

*Your attack drains a foe of its resilience, and allows allies to claim that resilience for themselves.*

**Daily ✦ Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** The target takes ongoing 5 psychic damage (save ends). In addition, each ally who hits the target can choose to gain temporary hit points equal to your Charisma modifier or make a saving throw with a +4 power bonus. This effect lasts until the end of your next turn, or until the target is no longer taking ongoing damage from this power.

### Spatial Anomaly — Ardent Attack 9

*Your focused thought punches a hole in reality, drawing your enemy into position for your allies' attacks.*

**Daily ✦ Psionic, Teleportation**
**Standard Action** **Ranged** 5
**Target:** One enemy
**Effect:** You teleport the target 5 squares. One or two allies adjacent to the target at the end of the teleport can each make a melee basic attack against the target as a free action. Each ally who hits the target also gains temporary hit points equal to your Charisma modifier.

## The Court of Sorrows

The most infamous of the small number of ardent enclaves scattered across the world is the so-called Court of Sorrows. This company of a dozen ardents dwells in a communal home in the isolated wilderness, but its members spend their time traveling throughout the region's major communities. The court offers its services to any who can pay, and specializes in manipulating the leaders and governments of communities.

Rather than using overt, short-term, and easily detected methods such as domination powers, the ardents of the Court of Sorrows instead covertly gather in large numbers near government buildings and emote in unison. With so many ardents gathered together, the feelings that they project can have a subtle yet substantial impact on the mind set and emotional state of all people nearby. The effect is not capable of forcing a local duke, baron, or mayor to make any given decision. But it does render such characters susceptible to negotiation, intimidation, or deception, and makes it more difficult for them to make tactically wise decisions.

Although the ardents of the Court of Sorrows are paid well for their services, they have no obvious use for the funds they gain. As a result, the order's true goals remain unknown.

### Spur the Battle — Ardent Attack 9

*As you attack, mystical light shrouds your nearby allies, speeding them into battle.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you shift 1 square.
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage.
**Effect:** After the attack, each ally adjacent to you can shift 1 square or move his or her speed as a free action.

## Level 10 Utility Disciplines

### Force of Will — Ardent Utility 10

*You throw off an affliction with such force that nearby allies are protected by your power.*

**Encounter ✦ Psionic**
**No Action** **Close** burst 3
**Trigger:** You succeed on a saving throw
**Target:** You and each ally in burst
**Effect:** The target gains a +2 power bonus to all defenses until the end of your next turn.

### Fostered Talent — Ardent Utility 10

*You draw strength from an ally's accomplishment, then share that strength with other allies.*

**Encounter ✦ Psionic**
**Free Action** **Close** burst 10
**Trigger:** An ally you can see succeeds on a skill check
**Target:** You and each ally in burst other than the triggering ally
**Effect:** The target gains a +2 power bonus to the next skill check he or she makes before the end of your next turn.

### Psychic Boon — Ardent Utility 10

When an ally's attack hits, you channel the rush of victory and return it as increased resilience.

**Encounter ✦ Psionic**
**Free Action** **Close** burst 5
**Trigger:** An ally within 5 squares of you hits with a melee attack
**Target:** The triggering ally in burst
**Effect:** The target gains temporary hit points equal to 5 + your Charisma modifier.

### Vital Summons — Ardent Utility 10

*When an ally is in trouble, you speed help to his or her side.*

**Encounter ✦ Psionic, Teleportation**
**Immediate Reaction** **Ranged** 5
**Trigger:** An ally within 5 squares of you becomes bloodied or drops to 0 hit points or fewer
**Target:** One ally other than the triggering ally
**Effect:** You teleport the target to a square adjacent to the triggering ally.

## Level 13 At-Will Disciplines

### Conflicted Emotions — Ardent Attack 13

*Your attack leaves your enemy unable to tell friend from foe, wracking it with pain if it comes too close to another creature.*

**At-Will ✦ Augmentable, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. The target takes psychic damage equal to your Wisdom modifier if it ends its next turn adjacent to one of its allies.
**Augment 1**
**Hit:** As above, but the target takes the psychic damage if it ends its next turn adjacent to any creature.
**Augment 4**
**Close** burst 1
**Target:** Each enemy in burst
**Hit:** 2[W] + Charisma modifier damage.
**Effect:** Until the start of your next turn, any enemy that ends its turn adjacent to you takes 5 psychic damage and grants combat advantage until the end of your next turn.

### Essence Conduit — Ardent Attack 13

*In pressing the attack, you steal a foe's resolve and bestow it on an ally.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and one ally you can see gains temporary hit points equal to 5 + your Constitution modifier.
**Augment 1**
**Hit:** As above, and the ally can use his or her second wind as a free action.
**Augment 4 (Healing, Psychic)**
**Hit:** 1[W] + Charisma modifier damage plus 1d8 psychic damage. One ally within 5 squares of you can spend a healing surge and regain additional hit points equal to your Constitution modifier.

### Invert Defeat — Ardent Attack 13

*The psychic energy you steal from a triumphant foe bolsters your allies as their own strength fades.*

**At-Will ✦ Augmentable, Healing, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. If the target bloodies an ally or hits a bloodied ally with an attack before the end of your next turn, that ally regains hit points equal to your Wisdom modifier.
**Augment 1**
**Hit:** 1[W] + Charisma modifier damage. One bloodied ally adjacent to the target gains temporary hit points equal to your Charisma modifier + your Wisdom modifier.
**Augment 4**
**Hit:** 3[W] + Charisma modifier damage. Until the start of your next turn, when an enemy you can see deals damage with an attack, one ally within 5 squares of you gains temporary hit points equal to your Wisdom modifier.

### Stack the Odds — Ardent Attack 13

*Your quick strike grants your allies added strength.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. Each ally adjacent to you gains a +2 power bonus to attack rolls until the start of your next turn.
**Augment 1 (Psychic)**
**Hit:** 1[W] + Charisma modifier damage. Until the start of your next turn, allies deal extra psychic damage equal to your Constitution modifier with melee attacks while adjacent to you.
**Augment 4**
**Hit:** 3[W] + Charisma modifier damage. Until the end of your next turn, allies gain a +2 power bonus to attack rolls while adjacent to you, and enemies take a −2 penalty to attack rolls while adjacent to you.

## Level 15 Daily Disciplines

### Aggressive Accompaniment — Ardent Attack 15

*You flash across the battlefield to unleash a devastating attack in concert with an ally, then grant that ally increased fury against your common foe.*

**Daily ✦ Psionic, Psychic, Teleport, Weapon**
**Immediate Interrupt** **Ranged** 10
**Trigger:** An ally within 10 squares of you makes a melee attack
**Effect:** Before the attack, you teleport to an unoccupied square adjacent to the triggering ally.
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and the target is dazed (save ends).
**Miss:** Half damage.
**Effect:** The triggering ally gains combat advantage against the target for its triggering attack, and deals 2d6 extra psychic damage with that attack.

### Bloody Resurgence — Ardent Attack 15

*When you lash out with your weapon, an ally feels its strength replenished.*

**Daily ✦ Healing, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One enemy, or two enemies if you are bloodied
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** When you make this attack, one ally who can see you can spend a healing surge. If you are bloodied, the ally regains additional hit points equal to your Charisma modifier.

### Coordinated Effort — Ardent Attack 15

*You link minds with your allies, granting all of you the chance to act in concert before your foes can react.*

**Daily ✦ Healing, Psionic**
**Minor Action** **Close** burst 5
**Target:** You and each ally you can see in burst, to a maximum of five targets
**Effect:** You apply one of the following effects to each target. Each effect can be used only once.
- ✦ The target flies a number of squares equal to your Charisma modifier as a free action. The target must land at the end of this movement.
- ✦ The target shifts its speed as a free action.
- ✦ The target spends a healing surge.
- ✦ The target can make a basic attack as a free action.
- ✦ The target can charge as a free action.

### Treachery's Seed — Ardent Attack 15

*Your mind touches an enemy's, planting a seed of treachery that lets you control it through its own attacks.*

**Daily ✦ Charm, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage.
**Effect:** Until the end of the encounter, whenever the target hits with a melee attack, you can use an immediate reaction to force the target to make a melee basic attack against a target you choose.

## Level 16 Utility Disciplines

### Common Cause — Ardent Utility 16

*An ally's recovery lets you channel a temporary burst of resilience to other allies.*

**Daily ✦ Psionic**
**Immediate Reaction** **Area** burst 5 within 10 squares
**Trigger:** An ally within 10 squares of you spends a healing surge
**Target:** Each ally in burst
**Effect:** The target gains temporary hit points equal to 10 + your Charisma modifier.

### Detach Mind — Ardent Utility 16

*You reach into your subject's mind to provide a temporary respite from a debilitating condition.*

**Encounter ✦ Psionic**
**Minor Action** **Ranged** 5
**Target:** You or one ally
**Effect:** Choose one effect on the target that a save can end. The target is not affected by that effect until the end of its next turn, but it cannot make a saving throw against that effect at the end of that turn. The target gains a +2 power bonus to his or her next saving throw to end that effect.

### Disbelieve Danger — Ardent Utility 16

*With a thought, you cause an ally under attack to take on a spectral form that protects against additional harm.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Ranged** 10
**Trigger:** An ally within 10 squares of you is hit by an attack
**Target:** The triggering ally
**Effect:** The target is insubstantial until the end of his or her next turn.

### Resilient Bond — Ardent Utility 16

*The bond you forge with an ally ensures that you both make it to the battle's end.*

**Daily ✦ Healing, Psionic**
**Minor Action** **Ranged** 5
**Target:** You and one ally
**Effect:** Each target gains regeneration 5 until the end of the encounter. If a target starts its turn more than 5 squares away from the other target, this regeneration does not function for the target during that turn.

## Level 17 At-Will Disciplines

### Blinding Clarity — Ardent Attack 17

*Your attack overwhelms your foe, hindering its ability to take advantage of opportunities in combat.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and the target cannot make opportunity attacks until the start of your next turn.
**Augment 1**
**Hit:** 1[W] + Charisma modifier damage. Until the end of your next turn, the target cannot make opportunity attacks and takes a penalty equal to your Wisdom modifier to any attack roll made as an immediate action.
**Augment 4**
**Hit:** 2[W] + Charisma modifier damage, and the target is blinded until the end of your next turn.

### Emotional Flood — Ardent Attack 17

*Your attack releases emotion that grants vigor to your allies.*

**At-Will ✦ Augmentable, Force, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier force damage, and you push the target 1 square. One ally adjacent to you gains temporary hit points equal to 5 + your Constitution modifier.
**Augment 1**
**Hit:** 1[W] + Charisma modifier force damage, and you push the target 2 squares. Each ally adjacent to you gains temporary hit points equal to 5 + your Constitution modifier.
**Augment 4**
**Close** burst 1
**Target:** Each enemy you can see in burst
**Hit:** 2[W] + Charisma modifier force damage.
**Effect:** Each ally adjacent to you gains temporary hit points equal to your Constitution modifier + 5 for each enemy you hit with this attack.

### Probability Flux — Ardent Attack 17

*Your strike alters the laws of chance, denying good fortune to the enemy.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and any critical hit the target scores until the end of your next turn is treated as a normal hit.
**Augment 1**
**Hit:** 1[W] + Charisma modifier damage. Until the end of your next turn, any enemy that scores a critical hit against an ally within 5 squares of you must reroll that attack roll.
**Augment 4**
**Hit:** 3[W] + Charisma modifier damage. Critical hits scored against any ally within 5 squares of you before the end of your next turn is treated as a normal hit. In addition, when an enemy within 5 squares of you succeeds on a saving throw, each ally within 5 squares of you can make a saving throw with a bonus equal to your Wisdom modifier.

### Violent Upsurge — Ardent Attack 17

*You smash your enemy with such force that it is left vulnerable to follow-up attacks.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. Until the start of your next turn, whenever the target takes damage from a melee attack, it takes extra damage equal to your Constitution modifier.
**Augment 1**
**Hit:** 1[W] + Charisma modifier damage. Until the start of your next turn, whenever the target is hit by an attack, you gain a +4 bonus to the damage roll for the first attack you make against the target during your next turn. This bonus is cumulative.
**Augment 4**
**Hit:** 2[W] + Charisma modifier damage, and the target gains vulnerable 2 to all damage until the end of your next turn. This vulnerability increases by 2 whenever an attack hits or misses the target.

## Level 19 Daily Disciplines

### Clarified Pain — Ardent Attack 19

*The pain your enemy feels from your assault lets you strengthen your allies' attacks.*

**Daily ✦ Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage, and ongoing 10 psychic damage (save ends).
**Miss:** Ongoing 10 psychic damage (save ends).
**Effect:** Whenever the target makes a saving throw to end the ongoing psychic damage from this attack, one ally within 5 squares of you gains a +2 power bonus to attack rolls until the end of his or her next turn.

### Corridor of Pain — Ardent Attack 19

*The power of your devastating strike resonates within a foe, letting you continually fling it into optimal position for your allies to attack.*

**Daily ✦ Psionic, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage. You slide the target 5 squares, and it is restrained (save ends).
**Miss:** Half damage.
**Effect:** Until the end of the encounter, whenever the target takes damage from an attack, you teleport the target 5 squares to a destination adjacent to at least one of your allies.

### Mind Rend — Ardent Attack 19

*Your attack generates a field of psionic energy that tears away your enemies' will to act.*

**Daily ✦ Psionic, Psychic, Zone**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier psychic damage, and the target is slowed (save ends).
**Miss:** Half damage, and the target is slowed (save ends).
**Effect:** The burst creates a zone that lasts until the end of your next turn. Any enemy that ends its turn within the zone is dazed until the end of its next turn.
**Sustain Minor:** The zone persists.

### Reactive Jaunt Strike — Ardent Attack 19

*When you strike your foe, your expanded awareness lets you leap to the side of an ally in danger.*

**Daily ✦ Psionic, Stance, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** You enter the reactive jaunt stance. Until the stance ends, whenever an ally within 5 squares of you becomes bloodied by an attack or drops to 0 hit points or fewer, you teleport to an unoccupied square adjacent to that ally and can make a melee basic attack as an immediate reaction.

## Level 22 Utility Disciplines

### Awakened Id — Ardent Utility 22

*You call forth your ally's innate combat instincts to turn the tide of battle.*

**Daily ✦ Psionic, Psychic**
**Minor Action** **Ranged** 10
**Target:** One ally
**Effect:** Until the end of the encounter, while the target is bloodied, he or she gains a +1 bonus to speed, a +5 power bonus to Athletics checks and Endurance checks, and deals 5 extra psychic damage with melee attacks.

### Empathic Recovery — Ardent Utility 22

*Your ally's disappointment helps you recover your expended energy.*

**Daily ✦ Psionic**
**Immediate Reaction** **Personal**
**Trigger:** An ally within 10 squares of you misses with an encounter attack power
**Effect:** You regain 2 power points.

### Expedite Healing — Ardent Utility 22

*Your psionic connection to an ally who falls in combat allows him or her to get back in the fight quickly.*

**Daily ✦ Healing, Psionic**
**Immediate Reaction** **Ranged** 10
**Trigger:** An ally within 10 squares of you drops to 0 hit points or fewer
**Target:** The triggering ally
**Effect:** The target regains hit points as if he or she had spent a healing surge, and can stand up and shift a number of squares equal to your Charisma modifier as a free action.

### Sudden Reinforcements — Ardent Utility 22

*You see an ally in danger and dispatch a waiting ally to help.*

**Daily ✦ Psionic, Teleportation**
**Immediate Reaction** **Ranged** 10
**Trigger:** An enemy within 10 squares of you hits an ally with a melee attack
**Target:** One ally
**Effect:** The target teleports to an unoccupied square adjacent to the triggering enemy and gains combat advantage against that enemy until the end of the target's next turn.

## Level 23 At-Will Disciplines

### Concerted Strike — Ardent Attack 23

*Your straightforward weapon attack inspires your allies to follow your lead.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. Each ally adjacent to you gains a power bonus to basic attack rolls equal to your Constitution modifier until the end of your next turn.
**Augment 2**
**Hit:** As above, and each ally also gains the power bonus to attack rolls for unaugmented at-will powers.
**Augment 6**
**Hit:** 2[W] + Charisma modifier damage. One or two allies within 5 squares of you can each make a basic attack as a free action, with a power bonus to the attack roll equal to your Constitution modifier. Each ally makes its attack against a different target that is not the target of this power.

### Restorative Smash — Ardent Attack 23

*The elation you feel from a successful attack fills a nearby ally with renewed vigor.*

**At-Will ✦ Augmentable, Healing, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. One bloodied ally adjacent to you regains hit points equal to your Wisdom modifier.
**Augment 2**
**Hit:** 1[W] + Charisma modifier damage. One bloodied ally adjacent to you can spend a healing surge and regain additional hit points equal to your Wisdom modifier.
**Augment 6**
**Close** burst 1
**Target:** Each enemy in burst
**Hit:** 2[W] + Charisma modifier damage, and the target grants combat advantage until the end of your next turn.
**Effect:** Until the end of your next turn, any ally who hits an enemy with an attack while adjacent to you can spend a healing surge and regain additional hit points equal to your Wisdom modifier.

### Ruinous Scream — Ardent Attack 23

*Your weapon attack unleashes a thunderous psionic scream that rattles your foes.*

**At-Will ✦ Augmentable, Psionic, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier thunder damage, and you push the target 1 square. The target is deafened until the end of your next turn.
**Augment 2**
**Hit:** 1[W] + Charisma modifier thunder damage, and you slide the target 1 square. Each enemy adjacent to the target at the end of the slide takes thunder damage equal to your Wisdom modifier.
**Augment 6**
**Melee** 2
**Hit:** 2[W] + Charisma modifier thunder damage, and you slide the target 5 squares. At the end of the slide, each enemy adjacent to the target takes 10 thunder damage, and each ally adjacent to you or the target gains temporary hit points equal to 5 + your Wisdom modifier.

## Level 25 Daily Disciplines

### Bountiful Portent — Ardent Attack 25

*When a chosen foe falls, you and your allies can restore yourselves with its strength.*

**Daily ✦ Healing, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 4[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** When the target drops to 0 hit points, you and each ally within 5 squares of it regain hit points as if each of you had spent a healing surge.

### Inverted Emotions — Ardent Attack 25

*Your attack corrupts the target's emotions, bestowing pain from its triumphs and increasing the scope of its failure.*

**Daily ✦ Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 4[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** The target is affected by inverted emotions (save ends). While the target is affected by inverted emotions, the first time on each of its turns that it hits with a melee or a ranged attack, one enemy you choose adjacent to it takes 10 psychic damage. When the target misses with an attack, it grants combat advantage until the end of your next turn.
**Aftereffect:** The target is dazed until the end of your next turn.

### Outpouring of Grief — Ardent Attack 25

*You channel psionic power through your foe, letting you turn one ally's pain into another's healing.*

**Daily ✦ Healing, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 5[W] + Charisma modifier damage.
**Effect:** Until the target drops to 0 hit points, when an ally becomes bloodied by an attack while you are within 5 squares of the target, another ally adjacent to you or the target can spend a healing surge.

### Victorious Vision — Ardent Attack 25

*You channel the emotion of victory to your allies, a confidence that lets them lash out at your foes.*

**Daily ✦ Psionic, Psychic**
**Standard Action** **Close** burst 3
**Target:** One or two allies in burst
**Effect:** The target can make a basic attack against an enemy as a free action. If the attack hits, the enemy takes 5 extra psychic damage and is also dazed (save ends). If the attack misses, the enemy takes 15 psychic damage and the target slides the enemy 1 square.

## Level 27 At-Will Disciplines

### Falling Sky — Ardent Attack 27

*Your attack fills an enemy with a momentary sensation of vertigo that leaves it reeling.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and the target is slowed until the end of your next turn.
**Augment 2**
**Hit:** 2[W] + Charisma modifier damage. The next time the target takes damage before the start of your next turn, it falls prone.
**Augment 6**
**Hit:** 4[W] + Charisma modifier damage. The target chooses either to be immobilized until the end of your next turn or to grant combat advantage until the end of your next turn.

### Tactical Failure — Ardent Attack 27

*When you strike, you prevent your foe from responding with its most potent attacks.*

**At-Will ✦ Augmentable, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. Until the end of your next turn, the target takes psychic damage equal to your Wisdom modifier when it makes an attack that is not a basic attack.
**Augment 2**
**Hit:** 2[W] + Charisma modifier damage. Until the end of your next turn, the target provokes opportunity attacks when it makes any attack that is not a basic attack.
**Augment 6**
**Hit:** 4[W] + Charisma modifier damage. The target is dazed until the end of your next turn or until it takes damage from an attack.

### Unconscious Assault — Ardent Attack 27

*You take control of a foe's unconscious impulses, forcing it to attack at your whim.*

**At-Will ✦ Augmentable, Charm, Psionic, Psychic**
**Standard Action** **Melee** touch
**Target:** One creature
**Effect:** The target makes a melee basic attack as a free action against a creature you choose, with a +2 power bonus to the attack roll. If the target's attack hits, it deals extra psychic damage equal to your Constitution modifier, and the target takes 10 psychic damage.
**Augment 2**
**Effect:** As above, and you slide the target 2 squares before it makes its attack.
**Augment 6 (Weapon)**
**Melee** weapon
**Hit:** 2[W] + Charisma modifier damage.
**Effect:** The target charges an enemy you choose as a free action. If this attack hits, the target takes 10 psychic damage and the creature it charged take 10 extra psychic damage.

## Level 29 Daily Disciplines

### Explosive Summons — Ardent Attack 29

*You are drawn to the side of an ally under attack, unleashing a potent blast of psychic energy against your foes.*

**Daily ✦ Psionic, Psychic, Teleportation, Weapon**
**Immediate Reaction** **Close** blast 5
**Trigger:** An ally you can see is hit by an attack
**Effect:** Before the attack, you teleport to an unoccupied square adjacent to the triggering ally.
**Target:** Each enemy in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 3[W] + Charisma modifier psychic damage, and you push the target 5 squares.
**Miss:** Half damage, and you push the target 1 square.

### Lethal Delusion — Ardent Attack 29

*Your vicious attack leaves a foe convinced of its own imminent failure, crippling it in combat.*

**Daily ✦ Psionic, Psychic, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and the target is affected by a lethal delusion (save ends). While the target is affected by the delusion, it takes a −2 penalty to attack rolls, defenses, and saving throws. In addition, the first time the target misses with an attack during each of its turns, it takes 10 psychic damage.

### Vulnerability Revealed — Ardent Attack 29

*A red corona flares around you, highlighting the vulnerability of nearby foes even as it grants power to your allies.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 5[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, bloodied enemies grant combat advantage to your allies while adjacent to you, and allies gain a power bonus to damage rolls equal to your Charisma modifier for attacks against enemies adjacent to you.

## For the Dungeon Master: Sinister Intent

Although it makes up a huge thematic aspect of the ardent class, the ability to sense and project emotions doesn't have much of a mechanical impact. Many of the ardent's powers play off it, but it remains primarily a flavor and roleplaying tool.

You can use this connection to emotion as a story tool or an adventure hook, as well. This chapter already offers examples of how the long-term presence of a population of ardents can affect a community. On a smaller scale, you can use an ardent character as a means of introducing plot points to the party. Suppose the adventurers are in the middle of a well-attended banquet in the castle of the local duchy, enjoying the atmosphere, when suddenly the ardent experiences a sharp spike of murderous rage. What does it mean? Are murderous plots afoot? Is the duke in danger? And perhaps most importantly, who among the hundreds of guests was the source of this sensation?

If you go this route, make sure that your player understands that this is not something over which the character has control or that can be consistently relied on. An ardent is not a walking lie detector, and the character cannot wander past each person in hopes of sensing the emotion for which he or she is looking. If a player wants his or her ardent character to sense emotions deliberately, use the Insight skill and augment it with feat and background choices.

## Anarchic Adept

*"I see the order within uncertainty; I touch the chaos within law. I stand in both worlds as master of order and disorder."*

**Prerequisite:** Ardent

As your psionic talent matures, you find yourself focusing on the disparate nature of the disciplines you master. Focusing your thought on the edge of unpredictability in your training, you discover the latent chaos flowing through your magic. Through trial and error, you learned to master the chaos latent within your powers and unleash it against your enemies. Drawing on the power of chaos can be dangerous, but you are up to any risk you might face.

### Anarchic Adept Path Features

**Anarchic Surge (11th level):** When you use *ardent surge*, roll a d6. If you roll an even number, the target of *ardent surge* can also teleport 2 squares as a free action. If you roll an odd number, add the die result to the hit points the target regains.

**Chaotic Action (11th level):** When you spend an action point to make an attack, you can choose to bestow the power of chaos onto one ally adjacent to you or adjacent to any target of the attack. Roll a d6 to determine the effect.

| d6 | Chaotic Action Effect |
|---|---|
| 1 | No effect. |
| 2 | The ally shifts as a free action. |
| 3 | The ally gains a +1 power bonus to attack rolls until the end of your next turn. |
| 4 | The ally gains temporary hit points equal to your Charisma modifier. |
| 5 | The ally gains a bonus to damage rolls on his or her next attack equal to your Charisma modifier. |
| 6 | The ally can make a basic attack as a free action. |

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Clarity in Confusion (16th level):** You do not grant combat advantage for being dazed or stunned. In addition, whenever you are dazed, you can take a minor action in addition to the single action allowed by that condition.

### Anarchic Adept Disciplines

**Anarchic Strike** — Anarchic Adept Attack 11

*Raw chaos flows into your weapon as you strike, inflicting your foe with a temporary battle madness.*

**Encounter ✦ Augmentable, Charm, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. You slide the target 1 square, and it makes a melee basic attack as a free action against an enemy you choose. The attack gains a +2 power bonus to the attack roll.
**Augment 2**
**Hit:** 2[W] + Charisma modifier damage. You slide the target 3 squares, and it makes a melee basic attack as a free action against an enemy you choose. The attack gains a +2 power bonus to the attack roll and the damage roll.

**Chaos Unbound** — Anarchic Adept Utility 12

*As you are pressed in combat, you channel chaos to infect all those around you.*

**Daily ✦ Psionic, Zone**
**Immediate Reaction** **Close** burst 2
**Trigger:** You are bloodied by an attack
**Effect:** The burst creates a zone that lasts until the end of your next turn. The zone moves with you, remaining centered on you. When any creature within the zone makes an attack roll, a skill check, an ability check, or a saving throw, roll a d4. If you roll an odd number, subtract the result from the triggering die roll. If you roll an even number, add the result.
**Sustain Minor:** The zone persists.

**Chaos Breach** — Anarchic Adept Attack 20

*You fling a creature through a chaos breach in the aftermath of your attack, temporarily shunting it off the battlefield, then controlling its movement once it returns.*

**Daily ✦ Psionic, Teleportation, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 2[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** You choose one creature hit by the attack, then fling that creature through a chaos breach. That creature is removed from play. At the start of your next turn, it reappears in an unoccupied space within 5 squares of you that isn't hindering terrain. In addition, the target is subjected to a chaos distortion (save ends). Until the distortion ends, when the target ends its turn within 5 squares of you, you can teleport it 5 squares to another square within 5 squares of you as a free action.

# Awakened Visionary

*"Many roads lead into the future, but by following the one I walk, you can find the victory you seek."*

**Prerequisite:** Ardent

Incursions from the Far Realm have left scars across the world throughout the ages, so that the material fabric of the mortal realm is riddled with holes and fault lines. Your psionic power has made you sensitive to the damage caused by the aberrant invasion, and it has given you a talent for using that damage to your own advantage.

The memories come to you in dreams and waking visions, instructing you in forgotten fighting techniques to better combat the invasion from the Outside. These revelations also grant you a unique perspective on the world, allowing you to seek hidden pathways through time and space. Through these unseen scars of ancient battles, you move from place to place in a flash and can open portals through which you scatter your enemies across the battlefield. The more destruction caused by the threat of the Far Realm, the more powerful you become. Most importantly, this knowledge also tells you that the aberrant menace will one day be defeated.

## Awakened Visionary Path Features

**Dimensional Action (11th level):** When you spend an action point to make an attack, you can teleport a number of squares equal to your Wisdom modifier before or after the attack.

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Unnerving Vision (11th level):** Whenever you hit an enemy with an unaugmented ardent at-will power, you mark that enemy until the end of your next turn.

**Instant Adjustment (16th level):** Whenever an enemy marked by you ends its turn in a square adjacent to you, you can teleport the enemy to any other unoccupied square adjacent to you as a free action.

THOMAS DENMARK

## Awakened Visionary Disciplines

### Yawning Portals — Awakened Visionary Attack 11

*Your attack binds your enemy to myriad doorways only you can see. If it seeks to escape, you alter its path to control its destination.*

**Encounter ✦ Augmentable, Psionic, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and you mark the target until the end of your next turn. If the target moves on its next turn, you can teleport the target 2 squares as a free action at the end of that turn.
**Augment 2**
**Hit:** 3[W] + Charisma modifier damage, and you mark the target until the end of your next turn. If the target moves on its next turn, you can teleport the target a number of squares equal to your Wisdom modifier as a free action at the end of that turn.

### Clear Horizon — Awakened Visionary Utility 12

*You and an ally swap places through hidden portals to confuse your enemies.*

**Encounter ✦ Psionic, Teleportation**
**Move Action** **Ranged** 10
**Target:** One ally
**Effect:** You teleport yourself and the target, swapping positions. Each enemy adjacent to you at the end of the teleport grants combat advantage to your allies until the end of your next turn.

### Warping Landscape — Awakened Visionary Attack 20

*You warp reality to flip yourself, your allies, and your foe across the battlefield.*

**Daily ✦ Psionic, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you teleport yourself and one ally within 5 squares of you, swapping positions.
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 4[W] + Charisma modifier damage, and you mark the target (save ends).
**Aftereffect:** You teleport the target and one ally within 5 squares of you, swapping their positions.
**Miss:** Half damage, and you mark the target until the end of your next turn.

# Catalyst

*"I am the key to unlocking your forgotten potential."*

**Prerequisite:** Ardent

Although knowledge and training are great virtues, sometimes such expertise acts as a barrier. Knowledge can breed complacency, blinding an individual to a better path. As an individual specializes, time spent gaining a deeper understanding of the chosen specialty is time not used to expand his or her knowledge in other areas. Too much focus can narrow the vision.

Rather than bind yourself to one pursuit and one belief, you expand your mind and reject your assumptions. In doing so, you find new possibilities to explore. The lessons you learn help you overcome different challenges and hardships, and they allow you to adapt to whatever situation you face.

The liberation you enjoy can also extend to your companions. Reaching into their minds, you stir their true selves, shaking them free from the expectations that bind them. No doubts or fears hold them back. They are free to strive harder and to push past limitations their expertise places on them. You are their catalyst, and with a mere mental touch, you effect a transformation to help them become what they were meant to be.

ROBERTO MARCHESI

## Catalyst Path Features

**Adaptive Expertise (11th level):** After each extended rest, choose one skill in which you do not have training. Until the start of your next extended rest, you are treated as if you had training in that skill.

**Goading Action (11th level):** When you spend an action point to make an attack and hit with your first attack roll, one ally adjacent to you can shift as a free action and a different ally within 5 squares of you can make a basic attack as a free action.

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Erupting Critical (16th level):** When you score a critical hit using an ardent power, each ally within 5 squares of you gains a +5 bonus to damage rolls until the start of your next turn.

## Catalyst Disciplines

### Violent Impulse — Catalyst Attack 11

*You temporarily dismiss the limitations within your allies' minds, allowing them to undertake a coordinated violent assault.*

**Encounter ✦ Augmentable, Psionic, Psychic**
**Standard Action** **Close** burst 5
**Target:** One, two, or three allies in burst
**Effect:** Each target can make a basic attack as a free action, each against a different creature. If only one target hits, his or her attack deals 2d6 extra psychic damage. If only two targets hit, each of their attacks deals 1d6 extra psychic damage.
**Augment 2**
**Effect:** As above, and each target deals 3 extra psychic damage with his or her basic attack.

### Serene Mind — Catalyst Utility 12

*You clear away an ally's doubts so that nothing can deter him or her from finding success.*

**Daily ✦ Healing, Psionic**
**Standard Action** **Ranged** 5
**Target:** One ally
**Effect:** Until the end of the encounter, the target has resist 10 psychic, gains a +2 power bonus to untrained skill checks, and gains a +2 power bonus to opportunity attack rolls. As a minor action, the target can end this effect and regain hit points as if he or she had spent a healing surge.

### Unleash the Power Within — Catalyst Attack 20

*Your chosen ally's form flares brightly, then settles into a coruscating pattern of light that boosts his or her prowess in combat.*

**Daily ✦ Polymorph, Psionic**
**Standard Action** **Ranged** 5
**Target:** One ally
**Effect:** The target assumes the form of unleashed power until the end of the encounter. While in this form, the target gains a +2 power bonus to speed, opportunity attack rolls, and all defenses.

When the target hits with an unaugmented at-will attack power, he or she can choose to end this effect as a free action. By doing so, the attack deals 3d8 extra damage, and the target of the attack is dazed (save ends).

# Incandescent Champion

*"Not even the gods can control the perfect beauty and boundless power contained in the mortal soul."*

**Prerequisite:** Any psionic class

Mortals might be flawed creations, given to error and misjudgment. But all mortals are blessed with a singular gift: the soul. Psionic energy revealed your soul's power, and through long study and introspection, you learned to navigate the labyrinthine pathways of your being.

This energy suffuses you and surrounds you in a radiant glow. Although you can dampen your inner light, you and others around you find its presence comforting. In time, the light responds to your commands, burning your enemies while bolstering your allies, or even allowing your soul to eclipse your body.

The more you access your soul's power, the more you understand that this essence must be guarded. Those who would exploit souls, twisting them for dark ends, and those who would hoard souls on their journey beyond the body must be destroyed and their prisoners freed. To this end, you commit yourself against the myriad villains who use or abuse souls.

## Incandescent Champion Path Features

**Brilliant Overload (11th level):** Whenever you hit an enemy with an augmented psionic at-will attack power, you can spend 1 power point to have the power deal 1d6 extra radiant damage.

**Luminous Action (11th level):** When you spend an action point to take an extra action, you emit bright light out to 10 squares until the end of your next turn. Enemies adjacent to you while you emit this light gain vulnerability to radiant damage equal to your Constitution modifier.

RALPH BEISNER

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Incandescent Presence (16th level):** You emit bright light out to 3 squares. As a free action, you can reduce the bright light to dim light or dismiss it altogether. You can resume the light as a free action.

When you score a critical hit while you shed bright light with this path feature, allies within the light gain temporary hit points equal to your Constitution modifier, and each enemy within the light takes radiant damage equal to your Constitution modifier.

## Incandescent Champion Disciplines

**Incandescent Strike** Incandescent Champion Attack 11

*When you strike, intense light pours from your weapon, leaching all color from the area and blinding your foe.*

**Encounter ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and the target is blinded until the end of your next turn.
**Augment 2**
**Hit:** 2[W] + Charisma modifier damage, and the target is blinded until the end of your next turn.
**Effect:** Each enemy within 3 squares of you takes a −2 penalty to attack rolls until the end of your next turn.

**Unbearable Countenance** Incandescent Champion Utility 12

*The perfection of your soul burns so brightly that your terrified enemies cannot bear to look upon you.*

**Daily ✦ Fear, Polymorph, Psionic**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, any enemy that makes an attack that includes you as a target takes a −2 penalty to its attack rolls for that attack.

**Perfect Incandescence** Incandescent Champion Attack 20

*As you attack, your soul's perfection spills forth, transforming you into a being of pure radiance.*

**Daily ✦ Polymorph, Psionic, Radiant, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy you can see in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 2[W] + Charisma modifier radiant damage, and the target is blinded (save ends).
**Miss:** Half damage, and the target takes a −2 penalty to attack rolls (save ends).
**Effect:** Until the end of the encounter, you are insubstantial and gain fly 8 (hover). You emit light from your Incandescent Presence feature out to a number of squares equal to your Charisma modifier (minimum 3).

# Phrenic Invader

*"Your secrets are mine to use as I see fit."*

**Prerequisite:** Ardent

You hear everything. Every thought, every idea, and every internal conversation reaches receptors in your mind in a confusing din. You have learned to reduce the cacophony to a muted rumble to maintain your sanity. You know these thoughts have their uses, however, and so you focus your concentration, sifting through the noise to seize the most powerful voices to aid you.

You are a phrenic invader—a thought warrior who can slip into any conscious mind and plunder it for its secrets. It takes only a moment to sift through the confusing jumble to find what you need, especially on the battlefield. An enemy's mind reveals its intent, helping you anticipate its strikes. You can sense when another enemy might close on you, shifting your position to best receive the attack. The thoughts you steal help guide your attacks and keep you from harm, letting you endure in combat to destroy the enemies standing against you.

## Phrenic Invader Path Features

**Opened Mind (11th level):** You gain telepathy 5. If you already have telepathy, you increase its range by 5.

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Reflexive Action (11th level):** Whenever you are damaged by a melee attack, you can spend an action point to use an unaugmented ardent at-will power as an immediate reaction.

**Shared Senses (11th level):** You cannot be deafened or blinded as long as you are adjacent to at least one creature that is not deafened or blinded.

**Wary Mind (16th level):** You gain a +2 bonus to attack rolls for opportunity attacks and immediate action attacks.

## Phrenic Invader Disciplines

**Phrenic Strike** — Phrenic Invader Attack 11

*You fight past your enemy's attack to deliver a punishing blow to its body and mind.*

**Encounter ✦ Augmentable, Psionic, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy hits you with a melee attack
**Effect:** Before the attack, you shift 1 square.
**Target:** The triggering enemy
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and the target grants combat advantage until the end of your next turn.
**Augment 2**
**Hit:** 1[W] + Charisma modifier damage, and the target is dazed until the end of your next turn.

MIKE SCHILEY

**Mind's Bitter Betrayal** — Phrenic Invader Utility 12

*Your focused concentration lets you bolster your allies with energy drawn from your enemies' uncertainty.*

**Daily ✦ Psionic, Zone**
**Minor Action** **Close** burst 3
**Effect:** The burst creates a zone that lasts until the end of the encounter or until you end the effect as a free action during your turn. The zone moves with you, remaining centered on you. While within the zone, enemies grant combat advantage to you, and allies gain a +2 power bonus to all defenses. Until the zone ends, you are slowed.

**Thought Interloper** — Phrenic Invader Attack 20

*You lay open your opponent's mental barriers, ravaging its mind and reading its every move in combat.*

**Daily ✦ Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage.
**Effect:** The target is affected by your thought interloper (save ends). While the target is affected by the interloper, it takes ongoing 5 psychic damage and its attacks provoke opportunity attacks from you.
**Each Failed Saving Throw:** One ally adjacent to the target can make a melee basic attack against the target as a free action.

# Siphon

*"Your fears, hates, hopes, and dreams are mine to devour. My feast will end when only your husk remains."*

**Prerequisite:** Ardent

Not all vampires are undead, drinking the blood of the living or draining souls with a touch. Some feast on intense feelings such as fear and love, anger and happiness. They are insidious creatures—parasites that gorge without drawing attention to themselves. Some might not even realize what they're doing. Regardless of whether a siphon is cognizant of his or her abilities, the effect of such a character's power is palpable, as a victim falls into the clutches of lethargy, becoming torpid and drained.

As a siphon, you use psionics to absorb thought energy from your victims, drinking deep from their emotions and feelings to increase your power. Your mind is a vortex, catching others' thoughts and using them to replenish your resources and overcome your injuries. Once you establish a link with another creature, you can draw its energy until your prey is drained and unable to act. You might keep this energy for yourself or transfer it to your allies so that they can share its benefits.

## Siphon Path Features

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Psychic Vampire (11th level):** When you use an unaugmented ardent at-will power to hit an enemy that is slowed, dazed, stunned, or taking ongoing psychic damage, you gain temporary hit points equal to your Wisdom modifier.

BEN WOOTTEN

**Torpid Action (11th level):** When you spend an action point to make an attack and the attack hits, each enemy within 3 squares of you is slowed until the end of your next turn.

**Draining Surge (16th level):** When an enemy within 5 squares of you drops to 0 hit points or becomes dazed, stunned, or weakened, if you use *ardent surge* before the end of your next turn, the target of the power regains additional hit points equal to your Wisdom modifier.

## Siphon Disciplines

**Insidious Distraction** — Siphon Attack 11

*Your weapon attack lets you sink psychic fangs into your foe's mind, crippling its ability to think and act.*

**Encounter ✦ Augmentable, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier psychic damage, and the target is dazed and slowed until the end of your next turn.
**Augment 2**
**Hit:** 1[W] + Charisma modifier psychic damage, and the target is dazed and immobilized until the end of your next turn.

**Feast of Death** — Siphon Utility 12

*You draw on the psychic energy of a dying creature to grant yourself and your allies a surge of vigor.*

**Encounter ✦ Psionic**
**Immediate Reaction** **Personal**
**Trigger:** A creature within 10 squares of you that you can see drops to 0 hit points or fewer
**Effect:** You gain temporary hit points equal to your Charisma modifier. Each ally adjacent to you gains temporary hit points equal to your Wisdom modifier.

**Emotion Leech** — Siphon Attack 20

*Your weapon slips through an opponent's defenses and opens a conduit to its mind. As long as the conduit remains open, you can feast on your foe's misfortune.*

**Daily ✦ Healing, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2[W] + Charisma modifier psychic damage.
**Miss:** Half damage.
**Effect:** The target is affected by your emotion leech (save ends). While the target is affected by the leech, the target is slowed and weakened. In addition, at the start of its turn if you have line of sight to the target, you and each ally adjacent to you regain hit points equal to your Wisdom modifier.

CHAPTER 2

# Battlemind

*"Magic and steel are a fool's weapons, for no attack will ever breach the armor of my mind."*

**You are** the invincible warrior, turning aside an enemy's attack using only a single thought. You are the tireless champion, standing fast in the thick of battle as your foes fall to the power of your mind. You are the wild berserker, channeling your pain into a counterstrike that leaves the strongest enemy reeling. You are the battlemind—a warrior of thought and action, whose physical and mental fortitude are the equal of any foe.

Your combat prowess alone would make you a formidable opponent. But it is your mastery of psionics that grants you your edge in combat. You call on the power within to tear into an opponent's mind, unearthing its secrets. You anticipate and avoid your foes' attacks, then deliver a punishing response that batters both body and mind. Psionic power is not merely an accessory to your armament—it is the foundation of your combat skill.

Each individual battlemind's training and outlook are unique. Rejecting formal study, most battleminds borrow fighting forms from enemies and allies alike, combining several disparate styles into a single devastating technique. Whatever path your battlemind character takes, this chapter offers new options to let you sow discord and destruction among your foes.

- **Playing a Battlemind:** An overview of the battlemind's place at the table and in the world of the game.
- **New Build and Class Feature:** The harrier battlemind shapes time and space in the thick of combat. Your persistent harrier class feature lets you cross the field in the blink of an eye, evading attacks and redirecting the fight against vulnerable foes.
- **New Powers:** A host of new battlemind disciplines let you draw on psionic power to shape your attacks and the state of the battlefield itself.
- **New Paragon Paths:** The five new paragon paths introduced in this chapter give battlemind characters the option of honing the speed of their assault, assuming the strength of ageless stone, or using the mind to harness the power of the storm.

MCLEAN KENDREE

McLean Kendree
2010

*Half a dozen lightly armored figures lay scattered across the sun-baked grass, groaning as they cradled bruised limbs and ringing heads. Beneath the watchful gaze of Captain Halmont, half a dozen more battled back and forth across the field. Five of them gave thanks to Kord and Erathis that they were fighting with wooden practice blades. The sixth tried to smother her disappointment.*

*Imarra swept through her foes like a subversive thought, her feet scarcely seeming to touch the ground. Her wooden longsword cracked into one warrior's ribs as she spun, but it was far more than the force of the blow that drove him backward. Imarra felt the power flowing through her limbs, riding the wake of her own elation. A feeling of ecstasy.*

*One of the guards raised his blade, but even before he could begin to bring it down, Imarra had stepped around him, her own sword grazing the small of his back. He shuddered at the touch—not of her blade, but of her mind. As he collapsed in a gibbering heap, two of the others lunged at her, but Imarra was already gone, seeming to vanish for an instant before she reappeared behind them. Two more quick spins, a leap that should have required wings, a thrust swifter than sight, and she stood alone on the field.*

*Casually dropping her battered blade atop the last fallen guard, she sauntered over to the table at the edge of the field, stopping to meet Captain Halmont's dark stare.*

*"My best soldier couldn't have done that," he murmured.*

*Imarra stooped to retrieve her scabbard where it lay beside him. She grinned as she turned for the barracks. "Actually, your best soldier just did."*

Other warriors train themselves to enter combat believing that death is the ultimate glory. They have no fear because they have nothing to lose. Not you. As a battlemind, you leap headfirst into battle without fear because you believe—because you know—that you've already won. All you need to do now is make the enemy understand it.

Combat flows in your soul with the pounding strength of the blood in your veins and the boldness at the center of your thought. You might be a professional soldier who discovered an untapped well of inner power, a brigand who learned you were destined for something greater, or a city guard whose oaths allowed you to tap into a force stronger than mere muscle when you heft your blade. Yet no matter the differences in your origins and goals, you recognize other battleminds as kindred spirits. For they, like you, literally live for battle—all of you recognizing that the only true strength comes from within.

## Hearts and Minds

Battleminds have a reputation for an air of superiority. For many, it is a reputation that is well deserved. Battleminds carry themselves with a confidence earned from many victories, their skill and cunning winning the day over enemies of every stripe. But their fighting prowess is only part of the story.

Willpower is the core of every battlemind's strength, but this willpower manifests in different ways. Some battleminds carry themselves with a distinct arrogance. Others center themselves in the quiet conviction that they are up to any challenge. The most reckless battleminds evince an inability to acknowledge defeat that borders on madness. Battleminds are hardened warriors, without a doubt. At the point at which a fighter or a barbarian's endurance would begin to ebb, a battlemind's psionic energy sees the fight through to the bitter end.

In thinking about your character's personality, consider how your resolve manifests in your behavior and outlook. Are you an ego-driven warrior, gleefully testing your blade against any foe willing to stand against you? Are you a shining crusader, embracing any cause that feels right? And what happens when you realize that your cause is less just than you had first thought, or when you take on more foes than you can handle? Do you learn from your errors? Or do you mask your failure with greater bravado?

As important as your drive is to your character, you should never overlook your physical might. Many battleminds see their strength and durability as the channels through which their psionic energy flows. A battlemind's body is a vessel for psionic power. All battleminds devote time and training to maintaining their physical edge, to ensure their bodies are up to the challenges they face.

### The Art of War

A dedication to perfection is an integral part of your personality, and it carries over into all other aspects of your life. Although battleminds might see themselves as the pinnacle of the warrior's art, however, few are self-centered enough to think of themselves as masters of every endeavor they attempt. Most battleminds are unlikely to claim expertise at architecture, lore, music, or similar pursuits—although some have no doubt that they could master any of these with enough time and attention.

It is typically only in combat that a battlemind's drive and dedication manifest fully. Battleminds have a complete conviction of their martial superiority, trusting in their talents and tactics to defeat any challenge. If a battlemind suffers failure, it is never more

than a momentary setback, easily overcome with renewed focus and more training.

What is it about combat that inspires nascent battleminds to develop their unique abilities? Why does your boldness not grant you the power to excel in other areas with as much ease? For the most part, few circumstances apart from combat inspire the rush of mental intensity that unlocks a battlemind's latent psionic ability. Once that ability has been honed in the forge of battle, there is no turning back. The fury of combat becomes inextricably linked with your psionic powers, and so your mind continually shapes and hones those powers for the battlefield.

## Your Life Before

A battlemind's life is steeped in conflict. Even before their psionic talent manifests, most battleminds live a warrior's life. You might have been a soldier or a guard in service to a noble or a temple. You might have been a gladiator or a common brawler. Your psionic power stayed hidden just beneath your conscious mind so that you could not exploit its strength.

Your potential need not have revealed itself in battle. Any physical exertion might have triggered your awakening, from the thrill of the hunt to exploring some unknown realm or ruin. Even simple burglary or a feat of athletics might have been the trigger that unlocked your power.

Some battleminds learn to harness their potential by thinking about or yearning for combat. You might have been a brilliant tactician or an advisor to a noble or a king, never picking up a sword until your power manifested and filled you with the hunger for glory. Alternatively, you might come from a background disconnected from the arts of war, even as you spent your life idolizing the legendary heroes of your people. A yearning to follow in the footsteps of a champion of your faith or country inspired you for many years, then finally showed you what you were capable of.

## Roleplaying a Battlemind

With boldness as the driving force behind many of your powers, you might consider how that boldness defines your character's state of mind. Between the extremes of simple self-confidence and towering arrogance lies the wider range of personalities that battleminds can adopt. Even if your skill and power do not manifest as ego, you are consistently first into battle, making sure that your enemies know what is about to befall them. You take on any challenge, never worrying about the outcome. Every victory is earned and deserved; every defeat is but a temporary setback.

In the end, however, even the most arrogant battlemind knows when to back down—particularly if doing so helps keep the party united. Your sense that you are destined for greater things means that you can be forceful without causing trouble, confident without bruising the feelings of your companions.

Although battleminds have a reputation for recklessness, few are suicidally overconfident. Your belief in yourself and your abilities is the foundation of your strength, but you recognize that you fight with a purpose that cannot be served by your meaningless demise. Some foes have had longer to hone their abilities than you have. Some monsters are too powerful to be faced without the proper resources. Although you never abandon a fight, you acknowledge that some conflicts require a tactically sound retreat.

Many of even the least egocentric battleminds are attention seekers. They place themselves in a leadership role, steering their companions toward situations in which their own abilities can prove useful. Be careful, though, not to steal attention from the other players around the table.

Portraying a glory-hog without actually becoming one takes a bit of effort. When you are pushing for something purely in character, make it clear to other players that this is the case. Keep a close eye on the line between in-character and out-of-character reactions. Make sure the other players know that you won't take it personally when their characters don't go along with your battlemind's desires, and make it obvious that any objections you offer are solely on your character's behalf.

In the end, the foundation of your battlemind's leadership lies not only in demonstrating self-assurance in what you can do—it lies in fostering the same confidence in your allies. Take responsibility for your actions and attitudes, and use your power and insight to shepherd your companions to similar success. Boldness turns to rude, haughty, or arrogant behavior easily enough. Just reserve those traits for the creatures and characters you fight, not the people who fight beside you.

### Discovering Your Power

If you're starting a campaign at 1st level, or if you're recasting an existing character by multiclassing into battlemind, think about playing through the discovery of your abilities, with the Dungeon Master's permission. Many battleminds do not initially recognize that their newly discovered potential is psionic in nature. When these amazing powers first manifest, you might attribute their effects to physical prowess, divine intervention, or dumb luck.

Only gradually do you realize that these abilities are innate, recognizing the connection between your powers and your own strength of will. But a full understanding of the change being wrought within

you takes time and self-reflection. By playing through this process, you can experience your character's initial surprise and lack of understanding, followed by growing comprehension and a swelling of confidence as you accept the psionic power forged within your own mind.

### Instinct and Intention

Your abilities developed more or less spontaneously, as has your fighting style. You might have had formal combat training before developing your psionic powers, but as a battlemind, your continued advancement is based more on instinct and experience than on discipline.

You are a great believer in natural talent. Formal instruction might improve the prowess of a great warrior, but it cannot create natural ability in one who lacks it. A character drawn instinctively to battle will always prove superior to one who takes up the sword by circumstance, not by choice.

This attitude sometimes puts you at odds with certain martial traditions—most notably with monks. The mind set of many monks is built around strict discipline and ordered instruction. You believe in an intuitive development that comes only by reacting to real combat as your instincts demand. Such differences of philosophy rarely extend to members of your own party, however. When battleminds and monks fight side by side, each focuses on demonstrating the virtue of his or her chosen path.

### The Front Lines

As a battlemind, you are a defender first and foremost. You stand in the thick of the fight, absorbing punishment and dishing it out in equal measure. For some battleminds, this approach to combat is a deliberate choice. Such characters feel an obligation to protect their less robust (or, in the minds of the arrogant, less effective) companions. In contrast, many battleminds fall into the defender role almost by accident, by following their instincts and impulses.

As a battlemind, you feel the burning need to be in the center of the action. You might charge ahead and draw enemy fire not from any sense of tactics, but because the enemy needs to know that you have no fear. By immersing yourself in the battle you crave, you show your superiority to a hated foe—and give your companions a chance to fight with increased effectiveness behind you.

### Aspects

Within the full range of powers available to battleminds, few are more indicative of your approach to combat than the aspects. When you assume an aspect, you fix an idealized state in your mind, using psionic energy to reshape your form to match that vision. The result is sometimes subtle, with only slight alterations to your physical or mental state. Other aspects are profound transformations into monstrous creatures that send your foes scurrying in terror.

Although any battlemind with the right mind set can adopt one or more aspects, not all do. Among those battleminds who use aspect powers, most focus on one or two aspects, allocating their additional resources to other areas that can strengthen their presence on the battlefield. Some battleminds reject aspects altogether, taking the fight to the enemy without falling back on "shapechanging trickery."

These diverse attitudes toward aspect disciplines stem from a battlemind's core identity. Like all battlemind powers, an aspect transformation results from a particular state of mind. As a result, the battlemind's sense of self is critical to honing the psionic power needed to allow an aspect to transform body and mind.

Battleminds who adopt aspects choose aspect powers that speak to their own sense of who they are. A haughty battlemind who sees herself above her enemies might assume the *aspect of elevated harmony,* her idealized form made manifest by her mind. A silent brute of a battlemind might assume the *aspect of living stone* to reflect his hard personality and unwavering dedication. A battlemind who strives for perfection might find it easy to adopt a range of different forms, always seeking an ideal but never finding it.

These considerations have little mechanical effect on your power choices. Aspect powers are a useful touchstone for roleplaying, however. When picking aspect powers, think about what each says about your character and what insights it reveals into his or her personality.

## Battleminds in the World

No members of any of the character classes are common in the world, but battleminds are particularly rare—or at least they seem to be. The trouble with identifying battleminds is that they are hard to distinguish from fighters and members of the other combat-focused classes. With the right set of disciplines, a battlemind might fight in a manner and style visually indistinguishable from that of a fighter or a paladin. Only those who become close to a battlemind learn to recognize the subtle signs of the character's power.

Moreover, the number of battleminds—indeed the number of all characters with an aptitude for psionics—rises and falls in proportion to the severity of the Far Realm's threat to the world. An imminent aberrant invasion might suddenly trigger the battlemind's power and potential in knights of the realm, common thugs, and everyone in between. If the threat of the Far Realm ever ends, battleminds might even disappear from the world, vanishing into myth and legend.

### Lore of the Mind-Fighters

Tales inscribed in ancient temples or on the oldest parchments tell of the first battleminds. These brave warriors harnessed their powerful will and psionic gifts to combat the horrors that spilled through breaches between this world and the Far Realm beyond. Fighting alone, these ancient guardians stood as a bulwark against the shadow cast across the mortal realm. In conjunction with the gods and their servants, they helped staunch the aberrant tide in those long-forgotten wars.

Through the ages, battleminds have come and gone. Each generation, some arise to combat a new threat, helping to contain the aberrant menace and safeguard the world from harm. The lack of common cause and custom between battleminds means that each such generation of new heroes knows little of the sacrifices or legends of those who came before them. What little information can be found is often apocryphal or misleading, mythologizing the deeds of only the brashest heroes. As a result, battleminds are forced to find their own way in the world, only occasionally discovering others who share their gift and the boldness that is their birthright.

## Battleminds Today

Because of their individualistic nature and spontaneous development, battleminds are seldom organized into formal schools or open alliances. On occasion, small numbers of battleminds gather into mercenary companies or knightly orders. For the most part, though, a battlemind fights as an individual champion.

A battlemind might believe that his or her combat prowess is markedly superior to the skill or training of others. But even though battleminds forge their combat skills in their own unique fashion, they are quick to show their respect for the talents of other warriors. Fighters and paladins, rangers and wardens, barbarians and monks all fight with unique styles that a battlemind can learn from. As a result, most battleminds pay respectful attention to those who fight alongside them, watching their techniques to ferret out new maneuvers that might augment or perfect their own tactics.

To those battleminds who wholly embrace the internal discipline of their power, the formal approach to training favored by monks, psions, and other classes can be unsettling. In particular, the carefully honed maneuvers and otherworldly state of mind of the psion seem alien to many battleminds, who cannot dream of constraining their own power in such a formal fashion.

Only the most arrogant battleminds dismiss their more disciplined counterparts in the psionic arts without taking what they can from them. In the same way that battleminds can learn from other warriors' fighting techniques, they also look to other psionic characters for the feats and other common ground they share. Although a battlemind's disciplines are markedly different from those of a psion, the raw power of each is born of the same source.

A battlemind's relationship with his or her companions depends in part on the characters' cultural and historical background, but all battleminds recognize their place and purpose within a larger group. A battlemind might be outspoken, brash, and supremely confident, but that confidence is backed up with unmatched bravery. Like their forebears, battleminds are the first into the breach, working to contain the enemy before it can wreak havoc in the world around them. A stalwart and driven warrior, a battlemind makes a powerful addition to any adventuring group.

CHRIS SEAMAN

# NEW BUILD

This section adds a new option to the battlemind builds presented in *Player's Handbook 3* and the *Dark Sun® Campaign Setting*. This build also includes a new power choice for the battlemind's Psionic Study class feature.

## Harrier Battlemind

Time and space are inconstant. The world around you is mutable and fully within your power to alter as you need. Even a minor adjustment to the fabric of reality creates spectacular changes in the heat of combat, allowing you to move in the blink of an eye or to slow an enemy's attempt to raise its weapon and block your incoming attack. You wield psionic energy to alter fate and circumstance, darting into the near future or stepping into the past to shape the outcome of the moment before you.

As a harrier battlemind, you are unfettered in combat. You might streak across the field to crash into your enemies, then dart away before they can mount a counterstrike. You harry your foes with such speed that they quickly lose track of you. As your mastery grows, you can even shape time during battle, striking, disappearing, then striking again. Your desperate enemies can only guess where you might attack from next.

Although many battleminds focus their efforts against a single enemy at a time, you prefer to strike multiple foes at once, thwarting their tactics and sowing frustration to give you and your allies an edge.

### New Class Feature

When you choose your Psionic Study, you can choose Persistent Harrier instead of another option such as those in *Player's Handbook 3*.

**Persistent Harrier:** You gain the *persistent harrier* power, which reflects the ease with which you can outmaneuver your opponents.

**Persistent Harrier** — Battlemind Feature

*You slip the bonds of space to strike back at even a distant opponent.*

**Encounter ✦ Psionic, Teleportation, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy hits or misses you with an attack for the first time during an encounter
**Target:** The triggering enemy
**Special:** You can attack the target with this melee attack even if the target is outside your melee reach.
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and you teleport to a square adjacent to the enemy.

SEAN MURRAY

### Suggested Options

As a harrier battlemind, you move with ease across the battlefield, whether taking the fight to your enemies or falling back to draw them closer to you. Choose powers that facilitate movement, with teleportation powers being the most important. Your secondary role is controller, which can be strengthened by area powers that manipulate or hamper your opponents. Your feat selection should improve your defenses and mobility.

Make Constitution your highest ability score. Dexterity should be your second-highest score, getting you into the fight quickly and letting you avoid heavy armor to keep moving at full speed in combat. A high Wisdom allows you to improve your battlefield awareness, and Charisma remains important for the many battlemind disciplines that rely on that skill.

**Suggested Class Feature:** Persistent Harrier
**Suggested Feat:** Harrying Step*
**Suggested Skills:** Athletics, Endurance, Insight
**Suggested At-Will Powers:** *renewed focus**, *world-slipping advance**
**Suggested Daily Power:** *accelerating strike**
*New option presented in this book.

# NEW POWERS

The new powers presented in this chapter expand the available options for battlemind characters. Many reinforce themes expressed in the Harrier Battlemind build, but these powers are equally suitable for other battleminds.

## Level 1 At-Will Disciplines

### Conductive Defense — Battlemind Attack 1

*Your attack surrounds a foe with a shroud of crackling lightning, threatening retribution for strikes against your allies.*

**At-Will ✦ Augmentable, Lightning, Psionic, Weapon**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** 1[W] + Constitution modifier lightning damage. Until the start of your next turn, the target takes lightning damage equal to your Constitution modifier whenever it hits one of your allies.
**Augment 1**
**Hit:** As above, and, until the start of your next turn, the target also takes the lightning damage whenever it shifts to a square adjacent to one of your allies.
**Augment 2**
**Hit:** 2[W] + Constitution modifier lightning damage. Until the start of your next turn, the target takes lightning damage equal to your Constitution modifier whenever it hits one of your allies.

### Renewed Focus — Battlemind Attack 1

*By the power of your mind, you shrug off effects that would keep you away from your foes.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage. You are no longer marked or slowed, and you cannot be marked or slowed until the end of your next turn.
**Augment 1**
**Hit:** 1[W] + Constitution modifier damage. You and allies within 5 squares of you are no longer marked or slowed, and cannot be marked or slowed until the end of your next turn.
**Augment 2**
**Hit:** 2[W] + Constitution modifier damage. You are no longer immobilized, marked, or slowed, and you cannot be immobilized, marked, or slowed until the end of your next turn.

### Vicious Cobra Strike — Battlemind Attack 1

*In your foe's mind, your weapon takes the form of a hissing serpent, its strike hindering that enemy's attacks against you.*

**At-Will ✦ Augmentable, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One or two creatures
**Attack:** Constitution vs. AC.
**Hit:** Constitution modifier psychic damage, and you mark the target until the end of your next turn. If you target only one creature with this power, the attack deals 1[W] extra damage.
**Augment 1**
**Hit:** As above, and you also mark one enemy adjacent to the target until the end of your next turn.
**Augment 2**
**Close** burst 1
**Target:** Each enemy you can see in burst
**Hit:** 1[W] + Constitution modifier psychic damage, and the target is marked and takes a −2 penalty to attack rolls until the end of your next turn.

### World-Slipping Advance — Battlemind Attack 1

*You slip unfettered across the battlefield to gain an advantageous position.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and you shift 1 square to a square adjacent to the target.
**Augment 1 (Teleportation)**
**Hit:** 1[W] + Constitution modifier damage, and you teleport 1 square to a square adjacent to the target.
**Augment 2 (Teleportation)**
**Hit:** 2[W] + Constitution modifier damage, and you teleport to a square adjacent to the target.

## BATTLEMINDS AND THE ABERRANT MENACE

As detailed in *Player's Handbook 3*, the prevalence of psionics in the world corresponds to the intensity of the Far Realm's threat. Where breaches in reality allow the Far Realm's alien nature to spill into the world, this nature corrupts and reforms mortal life in its own image. The natural world recoils from this contact, imbuing sentient beings with the ability to wield psionic energy. The way in which the role this history plays in your own character's backstory is for you to decide.

In consultation with the Dungeon Master, you might see it as your character's destiny to seek and destroy the aberrant threat, providing a thread that might run through the entire campaign. Alternatively, you might go your entire career without ever facing an aberrant creature in battle. Even a battlemind fully aware of the aberrant threat can choose to avoid the front lines of that conflict, focusing his or her achievements on weeding out corruption or shoring up the strength of a threatened world. After all, saving civilization from the aberrant menace does little good if the crumbling foundations of that civilization have already fallen.

## Level 1 Daily Disciplines

### Accelerating Strike — Battlemind Attack 1

*When you surge toward a foe, the momentum of your attack carries you through the rest of combat.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you shift your speed. You can move through enemies' spaces during this movement.
**Target:** One creature
**Attack:** Constitution vs. AC. You have combat advantage for this attack.
**Hit:** 2[W] + Constitution modifier damage. Your movement does not provoke opportunity attacks from the target until the end of the encounter.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you gain a +2 power bonus to speed. In addition, when you shift, you shift 1 extra square.

### Aspect of Bitter Ice — Battlemind Attack 1

*Your weapon is rimed with ice as you strike. In the aftermath, you are imbued with a bitter cold that protects you and slows your enemies.*

**Daily ✦ Augmentable, Cold, Polymorph, Psionic, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy you can see in burst
**Attack:** Constitution vs. Fortitude
**Hit:** 1[W] + Constitution modifier cold damage, you push the target 1 square, and the target is immobilized (save ends).
**Miss:** Half damage, and the target is slowed (save ends).
**Effect:** You assume the aspect of bitter ice until the end of the encounter. While in this aspect, you gain resist 5 cold and you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.
**Augment 1**
**Effect:** Until the start of your next turn, any enemy that starts its turn adjacent to you is slowed until the end of its turn.

### Living Fortress — Battlemind Attack 1

*As you lash out at your foe, a shroud of rock and scree rises from the ground to protect you.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 3[W] + Constitution modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you and allies adjacent to you have cover. As a minor action, you can end this effect to gain resist 5 to all damage until the start of your next turn.

### Stolen Grace — Battlemind Attack 1

*Your foe's movement wracks it with psychic pain in the aftermath of your attack, even as your own mobility is heightened.*

**Daily ✦ Psionic, Psychic, Stance, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** 2[W] + Constitution modifier damage, and the target takes 5 psychic damage if it moves more than half its speed when it moves (save ends).
**Miss:** Half damage, and the target is slowed until the end of your next turn.
**Effect:** You assume the stolen grace stance. Until the stance ends, you gain a +4 power bonus to AC and Reflex against opportunity attacks and a +2 power bonus to opportunity attack rolls.

## Level 2 Utility Disciplines

### Dimension Slide — Battlemind Utility 2

*You bend the space around you to better position yourself and an ally on the battlefield.*

**Encounter ✦ Psionic, Teleportation**
**Move Action** **Ranged** 5
**Target:** You and one ally
**Effect:** You slide one target 1 square and teleport the other target 3 squares.

## Methods of Defense

A battlemind wades steadily into the thick of the fray, turning aside attacks with heavy armor and shield while hacking through his foes with powerful weapon attacks. Another battlemind fights like the wind in combat, moving so fast that no enemy can track her movements. Yet another unleashes wild fury as he blinks in and out of existence, taunting his foes to attack if they can.

Each battlemind approaches combat from a different perspective. But all members of this class are united by their primary role as a defender—and by the three powers on which that role is based.

*Battlemind's demand* allows you to mark enemies within 3 squares of you. Because it is a minor action, this power can be used in conjunction with a standard-action attack. Moreover, your mark is hard for the foe to shed, lasting as it does until the end of the encounter or until you choose to mark a different enemy. Even if you become dazed or stunned, your chosen opponent is hampered in its attempts to attack your allies.

*Blurred step* lets you keep the pressure on a marked foe by hindering its attempts to shift away from you. A marked enemy that shifts away from you in order to target one of your allies will find itself unable to escape you.

While you keep a marked enemy close with *blurred step*, *mind spike* becomes a potent power, compelling the foe to attack you or suffer a backlash from its own attack. This power is most effective against brutes, lurkers, and other creatures with high-damage single-target attacks.

### Evade Explosion — Battlemind Utility 2

*A prescient vision of destruction allows you to sidestep the worst effects of an attack.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** A close or an area attack hits you and deals damage
**Effect:** You shift 1 square. If the shift places you outside the area of the triggering attack, you take half damage from the attack.

### Oaken Resilience — Battlemind Utility 2

*As your mind envisions the strength of the oak, your body acquires that tree's ancient resilience.*

**Daily ✦ Psionic**
**Minor Action** **Personal**
**Effect:** You gain resist 3 to all damage until the end of the encounter.

### Wild Savagery — Battlemind Utility 2

*You summon the beast within, gaining the power to send unwary foes sprawling.*

**Daily ✦ Psionic, Stance**
**Minor Action** **Personal**
**Requirement:** You must be bloodied.
**Effect:** Until the stance ends, any creature you hit with an opportunity attack is also knocked prone.

Once during the encounter, you can take the following action while in this stance.

**Immediate Interrupt** **Personal**
**Trigger:** An enemy marked by you deals damage to an ally with an attack that doesn't include you as a target.
**Effect:** Make a melee basic attack or a charge attack against the triggering enemy. On a hit, the enemy is also knocked prone.

## The Deathless Champion

Some battleminds believe that the psionic power from which their potent combat disciplines are derived is more than just an inanimate source of energy and strength. Legends tell that during the Dawn War, a powerful champion of the gods managed through sheer force of will to survive his own death. This champion, whose name has been lost to time, scattered his essence across the mortal world, where its shards nested in the souls of those potentially worthy of pursuing his example of bravery and greatness. By this act of immortal sacrifice, the first battleminds were granted their power.

Battleminds who subscribe to this legend believe that all members of the class carry within them a spark of this ancient champion. Such characters strive for personal perfection and glory in the name of a higher purpose, hoping that they might one day prove sufficiently worthy to serve as their lost progenitor's true vessel. On this day, the Deathless Champion will manifest once more, reborn in the mind and body of his new host.

## Level 3 At-Will Disciplines

### Cast the Net — Battlemind Attack 3

*Your attack bends the fabric of space, drawing your enemy to a more advantageous position.*

**At-Will ✦ Augmentable, Psionic, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and you teleport the target to a square adjacent to you.
**Augment 1**
**Melee** weapon + 1 reach
**Augment 2**
**Hit:** 2[W] + Constitution modifier damage, and you teleport the target to a square adjacent to you. If the target moves more than 2 squares on its next turn, you can teleport it to a square adjacent to you as an immediate reaction.

### Harrier's Dance — Battlemind Attack 3

*Your successful attack empowers you, letting you slip the bonds of space in response to a foe's assault.*

**At-Will ✦ Augmentable, Psionic, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] damage. Before the start of your next turn, if you take damage from any enemy that is not adjacent to you, you can teleport 2 squares as an immediate reaction.
**Augment 1**
**Hit:** 1[W] + Constitution modifier damage. Before the start of your next turn, if you take damage from any enemy that is not adjacent to you, you can teleport 2 squares as an immediate reaction.
**Augment 2**
**Hit:** 2[W] + Constitution modifier damage.
**Effect:** Whenever you take damage before the start of your next turn, you can teleport 3 squares as a free action.

### Lodestone Lure — Battlemind Attack 3

*As you raise your weapon, a foe lurches toward you against its will.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** 2
**Target:** One creature
**Attack:** Constitution vs. Will
**Hit:** Constitution modifier damage, and you pull the target 1 square. Until the end of your next turn, the target can move only to squares that are adjacent to you.
**Augment 1**
**Melee** 5
**Hit:** As above, but you pull the target 4 squares.
**Augment 2**
**Melee** 5
**Hit:** 1[W] + Constitution modifier damage, and you pull the target 4 squares and knock it prone. Until the end of your next turn, the target can move only to squares that are adjacent to you.

### Momentum Swing — Battlemind Attack 3

*Your vicious attack lets you swing away from the target, ready to strike the next foe.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage.
**Effect:** You shift 2 squares to a square adjacent to any enemy other than the target.
**Augment 1**
**Effect:** You shift your speed to a square adjacent to any enemy other than the target.
**Augment 2**
**Effect:** Make a charge attack against a creature other than the target. Movement made as part of the charge does not provoke opportunity attacks.

## Level 5 Daily Disciplines

### Aspect of Unspeakable Horror — Battlemind Attack 5

*Your attack heralds your transformation into a nightmare creature whose appearance cripples your enemies with fear.*

**Daily ✦ Polymorph, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Will
**Hit:** 1[W] + Constitution modifier damage plus 1d12 psychic damage.
**Miss:** Half damage.
**Effect:** You assume the aspect of the unspeakable horror until the end of the encounter. While in this aspect, you gain a +5 power bonus to Intimidate checks and you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.
**Augment 1 (Fear)**
**Effect:** Each target of the at-will attack takes a -2 penalty to attack rolls until the end of your next turn.

### The Hidden Mind

Those versed in psionics lore sometimes speak of the Other, the Sleeper, or the Hidden Mind—a consciousness that dwells beneath all other sentient minds. Some scholarly psions believe the Hidden Mind is a collective consciousness—the amalgamation of all sentience in the world somehow developing an awareness of its own. In their view, the Hidden Mind is the source of all psionic power in the world. When a character wields that power, he or she draws directly from the Sleeper's unseen knowledge. Given the wide range of ways that psionics can be employed, this notion is often dismissed as fancy. Still, more than a few battleminds and monks claim to experience memories that are not their own—memories of events they have never lived. If not originating within the Hidden Mind, then from where do such memories come?

### Empathic Feedback — Battlemind Attack 5

*Your counterattack sends foes reeling away from you while your vigor is temporarily replenished.*

**Daily ✦ Psionic, Psychic, Weapon**
**Immediate Reaction** **Close** burst 3
**Trigger:** You take damage from an attack
**Target:** Each enemy in burst
**Attack:** Constitution vs. Will
**Hit:** 1[W] + Constitution modifier psychic damage, and you push the target 3 squares.
**Miss:** Half damage, and you push the target 1 square.
**Effect:** You gain temporary hit points equal to one-half your level + your Constitution modifier.

### Fated Confrontation — Battlemind Attack 5

*You warp fate to take the place of another creature on the battlefield, deliver a brutal attack against an unsuspecting enemy, and then return to your original position.*

**Daily ✦ Psionic, Teleportation**
**Standard Action** **Ranged** 5
**Primary Target:** One creature
**Effect:** You teleport yourself and the primary target, swapping positions. Make a secondary attack that is a melee weapon attack.
**Secondary Target:** One creature
**Secondary Attack:** Constitution vs. AC
**Hit:** 3[W] + Constitution modifier damage, and you mark the secondary target until the end of your next turn.
**Miss:** Half damage, and you mark the secondary target until the end of your next turn.
**Effect:** You teleport yourself and the primary target, swapping positions.

### Inconstant Location — Battlemind Attack 5

*Your attack opens up ripples in space, letting you slip from place to place to stay one step ahead of your foes.*

**Daily ✦ Psionic, Stance, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier damage.
**Miss:** Half damage.
**Effect:** You assume the inconstant location stance. Until the stance ends, you can teleport 2 squares as a free action.
**Special:** You can take this free action only as the first or the last action of your turn.

## Level 6 Utility Disciplines

### Energy Transformation — Battlemind Utility 6

*The force of an opponent's attack is shunted through you as brilliant white light.*

**Daily ✦ Psionic**
**Free Action** **Personal**
**Trigger:** You take damage from an attack.
**Effect:** You take half damage from the triggering attack. Until the end of the encounter, you radiate bright light that fills your space and all squares within 5 squares of you.

### Mental Triumph — Battlemind Utility 6

*By the power of your mind, you shrug off the most potent physical effects.*

**Daily ✦ Psionic**
**Minor Action** **Personal**
**Effect:** You cannot be slowed, immobilized, or restrained until the end of the encounter.

### Relentless Hostility — Battlemind Utility 6

*Even before your foe drops, you slip away in search of another victim.*

**At-Will ✦ Psionic**
**Free Action (Special)** **Personal**
**Trigger:** You reduce an enemy to 0 hit points during your turn
**Effect:** You shift 1 square.
**Special:** You can use this power once during each of your turns.

### Warning Premonition — Battlemind Utility 6

*A premonition of danger flashes through your mind, letting you take the fight to a foe that thought it had the drop on you.*

**Daily ✦ Psionic**
**No Action** **Personal**
**Trigger:** You are surprised
**Effect:** You are no longer surprised. In addition, you shift half your speed and mark one creature adjacent to you at the end of the shift until the end of your next turn.

## Level 7 At-Will Disciplines

### Body Double — Battlemind Attack 7

*You bend space to temporarily stand in two places at once, becoming a double threat to your enemies.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] damage, and choose a square adjacent to the target. You occupy that square in addition to your normal square until the start of your next turn. While you occupy multiple squares through this power, you can attack from either square. You can flank from either square and can flank with yourself. You can be targeted in either square, but close and area attacks that affect both squares target you only once.

**Augment 1**
**Hit:** As above, and when the effect ends, you choose whether to occupy your original square or your double's square.

**Augment 2**
Hit: 2[W] damage, and choose any square within 5 squares of you. You occupy that square in addition to your normal square until the start of your next turn. While you occupy multiple squares through this power, you can attack from either square. You can flank from either square and can flank with yourself. You can be targeted in either square, but close and area attacks that affect both squares target you only once. When the effect ends, you choose whether to occupy your original square or your double's square.

## For the Dungeon Master: The Iron Brigade

In the contemporary era, the wilderness between civilization's last bastions is wild and dangerous. Only the greatest organizations and groups develop reputations that spread beyond their local environs. One such group is the Iron Brigade—a combat school and mercenary company known far and wide for the martial skill and tactical prowess of its members and students.

The instructors of the Iron Brigade travel throughout the former realms of Nerath, seeking out young warriors who show the potential for greatness. Would-be students must risk the dangers of the wilds, following the trail of rumor and reputation that leads to the Brigade's Iron Hall in the city of Kaddastrei. There, they hope to be found worthy of admittance, and of learning the secrets of combat from the world's greatest teachers.

Unknown to all except its leaders, the Iron Brigade has a secret and sinister agenda. Each of the masters and founders of the Brigade is secretly a battlemind, and all the organization's efforts are geared toward locating other battleminds scattered across the world. The school's reputation attracts warriors from all races and cultures, and its intense training and mercenary endeavors are designed to spark the appearance of battlemind powers within those who possess the latent talent.

The Iron Brigade's leaders hope to one day control a force of battleminds larger than any previous conclave of these warriors by an order of magnitude. With this psionic army behind them, the masters of the Brigade will then send their full forces to rout lesser armies as they forge a psionics military dictatorship—a new empire to stand where Nerath fell.

The current high commander of the Iron Brigade is Mavthos Dorrn, a human battlemind of high paragon level. He is the grandson of the Brigade's founder, but neither he nor his inner circle understands that the real power in the organization belongs to the hybrid warlock/battlemind deva Parnyelle. Believing that her role in the base schemes of the Brigade threatens to corrupt her into a rakshasa in her next life, Parnyelle uses her arcane and psionic power to wield subtle influence over Dorrn and reshape the Brigade for her own purposes.

Established battlemind characters are unlikely to train with the Iron Brigade, since the order's rank-and-file instructors remain unaware of its secret purpose. A new battlemind character roleplayed as being unaware of his or her psionic ability might, however, come to the attention of the order's higher-level masters. Alternatively, rumors of the Brigade's secret purpose could be the starting point for a series of adventures or an entire campaign.

### Flowing Weapon — Battlemind Attack 7

*As you swing your weapon, it ripples and flows to reach a distant foe.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon + 1 reach
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage.
**Augment 1**
**Melee** weapon + 3 reach
**Augment 2**
**Melee** weapon + 3 reach
**Hit:** 1[W] + Constitution modifier damage, and you pull the target 4 squares.

### Give Chase — Battlemind Attack 7

*Your attack keeps an enemy's attention on you as you stay in motion around it.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and you mark the target until the end of your next turn. If the target triggers your *blurred step* power before the end of your next turn, you shift 1 extra square with that power.
**Augment 1**
**Hit:** 1[W] + Constitution modifier damage, and you mark the target until the end of your next turn.
**Effect:** If the target triggers your *blurred step* power before the end of your next turn, you shift a number of extra squares equal to your Wisdom modifier with that power.
**Augment 2 (Teleportation)**
**Hit:** 2[W] + Constitution modifier damage, and you mark the target until the end of your next turn.
**Effect:** If the target triggers your *blurred step* power before the end of your next turn, you can teleport 5 squares with that power instead of shifting.

## Psionics? What Psionics?

You might find it compelling to play your battlemind character as if you have no idea what you can do or how this power has come to you. In fact, battleminds who acquire their techniques through trial and error might not even realize they are using psionic power, at least initially. In many cases, you might be convinced that your disciplines are simply advanced martial exploits—the result of substantial training or latent skill. You might consider yourself a fighter, scoffing at the notion that you've somehow developed psionic powers. You might even take offense at the suggestion, with its implication that you got where you are by unexplained accident rather than raw talent and endless training.

No battlemind can maintain this point of view indefinitely, however. By the time you're teleporting yourself or tossing foes around the battlefield when your allies hit them, it's pretty clear that your disciplines are no longer obeying the laws of nature. But until then, this approach can give you an interesting hook on which to hang your roleplaying.

### Violent Ubiquity — Battlemind Attack 7

*Your attack keeps the target off balance, as either it or one of your allies swap positions in a violent wrenching of reality.*

**At-Will ✦ Augmentable, Psionic, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage. You teleport yourself and either the target or one ally adjacent to you, swapping positions.
**Augment 1**
**Hit:** 1[W] + Constitution modifier damage, and you mark the target until the end of your next turn. You then teleport yourself and one ally within 3 squares of you, swapping positions.
**Augment 2**
**Hit:** 1[W] + Constitution modifier damage, and you mark the target until the end of your next turn. You then teleport yourself and one ally within 5 squares of you, swapping positions.

## Level 9 Daily Disciplines

### Baleful Teleport — Battlemind Attack 9

*A crippling strike shunts your foe across the battlefield, then leaves it dazed.*

**Daily ✦ Psionic, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Fortitude
**Hit:** 2[W] + Constitution modifier damage, and you teleport the target 5 squares. The target is then dazed (save ends).
**Miss:** Half damage, and the target is dazed until the end of your next turn.

## Adaptable Discipline

Battleminds watch warriors of other classes, studying their techniques to hone new methods of taking the fight to their enemies. Although some battleminds consider their own techniques superior to those of other nonpsionic classes, few are so close-minded as to believe that they have nothing to learn from the example of others. Using the game's multiclassing or hybrid rules is the most common means for a battlemind to directly adopt the tactics and techniques of another class. But with the Dungeon Master's approval, a character can take a more story-based approach.

Any class's powers can be fine-tuned by adjusting their descriptive elements to mirror similar powers from other classes. As a battlemind, you might witness the success a fighter has using *tide of iron*. The battlemind power *world-slipping advance* has a similar feel. As a result, you might retrain for this power and incorporate some of the elements found in the fighter power—such as using a shield and pushing the target as part of the attack. You and the Dungeon Master can refine the power's effects for when you use power points to augment the attack.

### Lion's Charge — Battlemind Attack 9

*You make springing charge attacks against two foes, even as you set your sights on a third.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must charge and use this power in place of a melee basic attack.
**Target:** One or two creatures
**Attack:** Constitution vs. AC
**Hit:** 1[W] + 1d6 + Constitution modifier damage.
**Miss:** Half damage.
**Effect:** If either attack hits, you can repeat the attack against a third creature, with a +2 bonus to the attack roll.

### Shattered Time — Battlemind Attack 9

*Your weapon attack disrupts the flow of time around you, allowing you to harry your foes' attempts to attack your allies.*

**Daily ✦ Psionic, Weapon, Zone**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier damage.
**Miss:** Half damage.
**Effect:** You create a zone in a close burst 2 that lasts until the end of your next turn. While you are within the zone, you can make the following secondary attack.
**Opportunity Action** **Melee** weapon
**Trigger:** An enemy within the zone makes an attack that does not include you as a target
**Effect:** Before the attack, you shift to any unoccupied square adjacent to the triggering enemy that is within the zone.
**Secondary Target:** The triggering enemy
**Secondary Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and you mark the secondary target until the end of your next turn.
**Sustain Minor:** The zone persists.

### Strength of My Enemy — Battlemind Attack 9

*When your attack weakens a foe, its fleeting strength drives your fury in battle.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Fortitude
**Hit:** Constitution modifier damage, and the target is weakened (save ends).
**Miss:** The target is weakened until the end of your next turn.
**Effect:** While the target is weakened from this attack, your melee attacks deal 2d6 extra damage.

## Level 10 Utility Disciplines

### Hone Weapon — Battlemind Utility 10

*You channel psionic power through your weapon, granting it a brutal advantage in battle.*

**Daily ✦ Psionic**
**Minor Action** **Melee** touch
**Target:** One weapon
**Effect:** Until the end of the encounter, the weapon gains the brutal 1 property. In addition, critical hits with the weapon deal 1d10 extra damage.

### Subjective Gravity — Battlemind Utility 10

*By altering reality, you ignore the effects of gravity as you move.*

**Daily ✦ Psionic, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you can move across any horizontal or vertical surface without having to climb. You can walk on walls and ceilings as if they were floors. You fall if you end the stance while on a surface on which you could not normally stand.

### Ubiquitous Vision — Battlemind Utility 10

*Your entire body becomes an extension of your eyes.*

**Daily ✦ Psionic**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, enemies cannot gain combat advantage by flanking you, and you gain a +5 power bonus to Perception checks.

### Uncanny Senses — Battlemind Utility 10

*Foes try in vain to hide from your heightened senses.*

**Encounter ✦ Psionic**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you can see invisible creatures and objects, and you gain a +5 power bonus to Insight checks and Perception checks.

## Level 13 At-Will Disciplines

### Intellect Snap — Battlemind Attack 13

*Your weapon channels your psychic fury to distract and hinder your foe.*

**At-Will ✦ Augmentable, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Will
**Hit:** Constitution modifier psychic damage, and the target is dazed until the start of your next turn.
**Augment 1**
**Hit:** As above, and you are no longer dazed or marked.
**Augment 4**
**Hit:** 2[W] + Constitution modifier psychic damage, and the target is dazed until the end of your next turn. In addition, you or one ally within 5 squares of you can make a saving throw against an effect that dazes or stuns.

## At the Vanguard

When advancing as a battlemind, consider choosing feats and items that enhance your ability to plant yourself in the center of combat—not because you're a defender, but because that's the way you like it. Feats that improve mobility, such as Powerful Charge or Fast Runner, have more of a battlemind flavor than feats such as Weapon Focus. Similarly, magic items that increase your speed or prevent you from being pinned down in combat are more thematically appropriate than items that boost your defenses. Battleminds are eager to hurl themselves into the thick of the fight, and your feat choices and magic item wish list can reflect this.

### Kinetic Shield — Battlemind Attack 13

*Your attack summons up a psionic shield that protects nearby allies.*

**At-Will ✦ Augmentable, Force, Psionic, Weapon**
**Immediate Interrupt** **Melee** weapon
**Trigger:** An enemy hits you or an ally with an attack
**Target:** The triggering enemy
**Attack:** Constitution vs. Fortitude
**Hit:** 1[W] + Constitution modifier force damage, and each ally adjacent to you gains a +2 power bonus to all defenses until the start of your next turn.
**Effect:** You don't have your normal standard action on your next turn.
**Augment 1**
**Hit:** As above, but the power bonus is +4.
**Augment 4**
**Hit:** 2[W] + Constitution modifier force damage, and each ally adjacent to you gains a +2 power bonus to all defenses until the end of your next turn.
**Effect:** You have your normal standard action on your next turn.

### Parting Shot — Battlemind Attack 13

*You move through your enemies like a shadow, striking hard with your weapon as you slip away.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Effect:** You shift 2 squares and make the following attack against one enemy adjacent to you at any point during this movement.
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage.
**Augment 1**
**Close** burst 1
**Target:** One or two creatures
**Hit:** 1[W] damage.
**Augment 4**
**Effect:** You shift your speed and can move through enemies' spaces during this movement. Make the following attack against one enemy adjacent to you at any point during this movement.
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier damage, and you mark the target until the end of your next turn.

### Unwavering Concentration — Battlemind Attack 13

*Your attack focuses your mind and body to shield you from counterattacks.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage. You gain a +2 power bonus to a defense of your choice until the start of your next turn.
**Augment 1**
**Hit:** 1[W] + Constitution modifier damage. You gain a +2 power bonus to all defenses until the end of your next turn.
**Augment 4**
**Close** burst 1
**Hit:** 2[W] + Constitution modifier damage. You gain a power bonus to all defenses equal to your Wisdom modifier until the end of your next turn.

## Level 15 Daily Disciplines

### Aspect of the Raging Tempest — Battlemind Attack 15

*Lightning flares around the creature you strike, feeding back to grant you the power of the raging tempest.*

**Daily ✦ Lightning, Polymorph, Psionic, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy you can see in burst
**Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier damage, and ongoing 5 lightning damage (save ends).
**Miss:** Half damage.
**Effect:** You assume the aspect of the raging tempest until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.
**Augment 1 (Thunder)**
**Effect:** When you hit with the at-will attack, you slide one enemy marked by you 1 square. That enemy then takes thunder damage equal to your Wisdom modifier.

## The Power of the Mind

Most types of damage have an obvious effect. Fire damage burns, cold damage freezes, and force damage bludgeons a foe into submission. But what exactly is psychic damage? Many powers that deal this damage type also target a foe's mind with other effects, but what does the damage itself represent in the game world?

Psychic damage can be thought of as encompassing a range of damaging effects. Illusions that deal psychic damage work on the power of suggestion. By forcing the mind to believe that the body has been hurt, such powers make that damage real. This type of psychic damage can blister skin or break bones with ease.

For physical-style attacks (particularly powers that target a foe's AC), psychic damage takes the form of pure pain—a suffering that has no physical cause but is no less real than the worst effect of any weapon attack. The stress of this agony wracks a foe's body and mind, and can kill as effectively as any other damage type.

For many powers, psychic damage represents the wounding of the target's sense of self. Memories grow blurred and untrustworthy, thoughts become jumbled, and the body stops responding properly to the will of the mind. Even its identity can be stripped away as its mind is temporarily but horrifically undone.

### Crushing Wave Strike — Battlemind Attack 15

*Your weapon attack is followed up by a blast of psionic power that knocks creatures to the ground.*

**Daily ✦ Force, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier damage.
**Miss:** Half damage.
**Effect:** Make a secondary attack that is a close blast 5, and that must include the primary target as a target.
**Secondary Target:** Each creature in blast
**Secondary Attack:** Constitution vs. Fortitude
**Hit:** 10 + Constitution modifier force damage, and you push the secondary target 2 squares and knock it prone.

### Precognitive Eye — Battlemind Attack 15

*Your attack inspires an enemy to focus on you in combat, and lets you use flashes of the future to distance yourself from your foes.*

**Daily ✦ Psionic, Stance, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution + 4 vs. AC
**Hit:** 2[W] + Constitution modifier damage, and you mark the target until the end of the encounter. No other mark can supersede this mark unless you permit it.
**Miss:** Half damage, and you mark the target until the end of your next turn.
**Effect:** You assume the precognitive eye stance. Until the stance ends, whenever any enemy marked by you moves, you can shift 1 square as a free action. In addition, you gain a +1 power bonus to attack rolls against enemies marked by you.

### Sonic Burst — Battlemind Attack 15

*You move with the speed of thunder, blasting your foes as you pass.*

**Daily ✦ Psionic, Thunder, Weapon**
**Standard Action** **Close** burst 1
**Effect:** You shift twice your speed and make the following attack at any point during this movement.
**Target:** Each creature in burst
**Attack:** Constitution vs. Fortitude
**Hit:** 3[W] + Constitution modifier thunder damage, you push the target 3 squares, and the target is deafened (save ends).
**Miss:** Half damage, and you push the target 1 square.

## Level 16 Utility Disciplines

### Inertial Barrier — Battlemind Utility 16

*An attack against you triggers a psionic barrier that shields you and your allies from harm.*

**Daily ✦ Psionic, Zone**
**Immediate Interrupt** **Close** burst 3
**Trigger:** You or an ally adjacent to you is hit by an attack
**Effect:** The burst creates a zone that lasts until the end of your next turn. You and your allies gain resist 5 to all damage while within the zone. Any enemy that starts or ends its turn within the zone is pushed 1 square from the center of the zone. The zone is difficult terrain for enemies.
**Sustain Minor:** The zone persists.

### Instant Move — Battlemind Utility 16

*You blur across the battlefield to move into position for an attack, or to flee an enemy's retribution.*

**Encounter ✦ Psionic**
**Free Action (Special)** **Personal**
**Effect:** You shift your speed.
**Special:** You can use this power only as the first or the last action of your turn.

### Resolute Recovery — Battlemind Utility 16

*You shrug off a debilitating effect as you revitalize yourself in the midst of combat.*

**Daily ✦ Psionic**
**Minor Action** **Personal**
**Effect:** You gain temporary hit points equal to your Constitution modifier + one-half your level and remove one effect that a save can end. You then shift 1 square.

### Teleport Trigger — Battlemind Utility 16

*You warp space around you, creating a means of quick escape for you and your allies.*

**Daily ✦ Conjuration, Psionic, Teleportation**
**Minor Action** **Ranged** 10
**Effect:** You conjure four shimmering teleport triggers in unoccupied squares within range. Each teleport trigger lasts until the end of the encounter or until expended. When you or an ally enters a square containing a teleport trigger, that character can expend the trigger as a free action to teleport 5 squares.

## FINDING EXCUSES

The innate confidence—some would say arrogance—central to a battlemind's powers can make for memorable roleplaying. If your party is forced to retreat from a losing battle, or if you fall in combat and must be rescued by your allies, consider looking for excuses as to why the setback couldn't possibly have been your fault. Point out circumstances in which the enemy clearly got lucky, when the terrain and the environment worked against you, or when your own allies dropped the ball with bad rolls or poor tactical choices.

This type of characterization is a fine line to walk. You want to make it clear that this is your character shoring up his or her own ego by making excuses to the other characters—not you criticizing your friends and fellow players for their luck or tactics. Likewise, make sure that you don't take this approach too often or too severely. But when done well (especially in games that incorporate a certain amount of humor), this defensiveness can add to your roleplaying.

## Level 17 At-Will Disciplines

### Cloud of Dancing Blades — Battlemind Attack 17

*A field of spectral blades fills the air around you, increasing your retribution against a foe that harms your allies.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and your *mind spike* power deals extra damage equal to your Constitution modifier until the end of your next turn.
**Augment 1**
**Effect:** Before the attack, you mark each enemy adjacent to you until the start of your next turn.
**Augment 4 (Zone)**
**Close** burst 2
**Primary Target:** Each enemy in burst
**Primary Attack:** Constitution vs. AC
**Effect:** The burst creates a zone that lasts until the start of your next turn. While you are within the zone, you can make the following secondary attack.
**Immediate Interrupt** **Melee** weapon
**Trigger:** An enemy willingly leaves the zone
**Effect:** Before the attack, you shift 4 squares to an unoccupied square adjacent to the triggering enemy.
**Secondary Target:** The triggering enemy
**Secondary Attack:** Constitution vs. AC
**Hit:** The secondary target is immobilized until the end of your next turn.

### Dancing Strike — Battlemind Attack 17

*In the aftermath of your attack, you deftly stay ahead of your foes' attempts to move around you.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage. When you use your *blurred step* power before the end of your next turn, you can shift a number of squares equal to your Charisma modifier instead of shifting 1 square.
**Augment 1**
**Hit:** As above, and you mark the target until the end of your next turn.
**Augment 4 (Force, Psychic)**
**Hit:** 3[W] + Constitution modifier damage. When you use your *blurred step* power before the end of your next turn, you can shift a number of squares equal to your Charisma modifier instead of shifting 1 square, and the creature that triggers your *blurred step* takes 5 force and psychic damage.

### Gravity Well — Battlemind Attack 17

*Your attack constrains a foe to its current location, hindering its ability to flee from you.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and the target is slowed until the end of your next turn.
**Augment 1**
**Hit:** 1[W] damage, and the target cannot move or be pulled, pushed, or slid more than 2 squares from its current space until the end of your next turn.
**Augment 4**
**Hit:** 3[W] + Constitution modifier damage, and the target cannot move or be pulled, pushed, or slid more than 2 squares from its current space until the end of your next turn.

### Open the Way — Battlemind Attack 17

*Space ripples around you, letting you attack a foe beyond your reach, then drawing you to that enemy's side.*

**At-Will ✦ Augmentable, Psionic, Teleportation, Weapon**
**Standard Action** **Melee** weapon + 2 reach
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] damage, and you teleport to a square adjacent to the target.
**Augment 1**
**Hit:** 1[W] damage, and you teleport one ally adjacent to you to a square adjacent to the target.
**Augment 4**
**Effect:** Before the attack, you teleport 5 squares.
**Hit:** 2[W] + Constitution modifier damage, and you teleport to a square adjacent to the target.

## Level 19 Daily Disciplines

### Aspect of Squamous Horror — Battlemind Attack 19

*Your attack pushes your enemies back, wracking them with fear as you take on the form of a hideous scaled beast.*

**Daily ✦ Fear, Polymorph, Psionic, Psychic, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy you can see in burst
**Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier damage, and you push the target 3 squares.
**Miss:** Half damage.
**Effect:** Each target takes 6 psychic damage. You then assume the aspect of squamous horror until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.
**Augment 2**
**Effect:** Choose one creature hit by the at-will attack. That creature moves its speed away from you by the safest route possible as a free action.

### Dimensional Ambush — Battlemind Attack 19

*Your power bends the space around you, letting you strike a distant foe, then forcing that foe back as you appear at its side to strike again.*

**Daily ✦ Psionic, Psychic, Teleportation, Weapon**
**Standard Action** **Melee** weapon + 3 reach
**Target:** One creature
**Primary Attack:** Constitution vs. Reflex
**Hit:** 5 + Constitution modifier psychic damage, and you slide the target 1 square.
**Miss:** Half damage, and you slide the target 1 square.
**Effect:** You teleport to a square adjacent to the space the target occupied before the slide. Make a secondary attack against the target.
**Secondary Attack:** Constitution vs. AC
**Hit:** 3[W] + Constitution modifier damage, and you mark the target until the end of your next turn.
**Miss:** Half damage, and you mark the target until the end of your next turn.
**Effect:** You teleport 5 squares.

### Focus Bind — Battlemind Attack 19

*You tempt an enemy's wrath as you focus your rage on it, setting up a confrontation that only one of you will survive.*

**Daily ✦ Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier damage plus 3d10 psychic damage, and you mark the target until the end of the encounter. No other mark can supersede this mark unless you permit it.
**Miss:** Half damage, and you mark the target until the end of your next turn.
**Effect:** Until the mark imposed by this power ends, you are treated as if you are marked by the target, and whenever you or the target moves, the other can move the same number of squares as a free action or shift 1 square as a free action.

### Temporal Regression — Battlemind Attack 19

*You slip back through time to escape the fight around you, choosing a more advantageous position when you reappear.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC. Make the attack twice.
**Hit:** 2[W] + Constitution modifier damage.
**Miss:** Half damage.
**Effect:** At the start of your next turn, you are removed from play. At the start of your following turn, you reappear in an unoccupied space within 5 squares of the space you last occupied.

## Level 22 Utility Disciplines

### Deaden Blow — Battlemind Utility 22

*You sense the attack coming even before you see it, transforming your body to protect it from harm.*

**Daily ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** You take damage from an attack
**Effect:** You are insubstantial until the end of your next turn.

### Fearless Mind set — Battlemind Utility 22

*Your strength of mind lets you shrug off fear and your foes' attempts to draw you into combat.*

**Daily ✦ Psionic, Stance**
**Minor Action** **Personal**
**Effect:** You are no longer marked, and you assume the fearless mind set stance. Until the stance ends, you gain a +4 power bonus to Will, a +5 power bonus to saving throws against fear effects, and you cannot be marked.

### Mental Haven — Battlemind Utility 22

*By opening a portal into your own mind, you are temporarily shunted out of the world, then invigorated on your return.*

**Daily ✦ Healing, Psionic**
**Minor Action** **Personal**
**Effect:** You are removed from play. At the end of your next turn, you regain hit points equal to your bloodied value or you regain the use of an encounter power you have already used in this encounter. You then reappear in any unoccupied space within 5 squares of the space you last occupied.

### Wings of Elevated Thought — Battlemind Utility 22

*Your power of thought lifts you free of the battlefield.*

**Daily ✦ Psionic, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain fly 6 (altitude limit 3). If you end your turn flying, you descend to the ground without taking falling damage.

### Constitution for Attacks?

Battlemind attacks are based on Constitution for the same reasons that a paladin uses Charisma to smite his foes—both classes are built on a foundation of inner strength. When a battlemind attacks, he or she uses psionic energy to translate strength of body into aggressive force. The healthier and tougher your battlemind character, the more powerful your attacks. A battlemind shatters enemies through brute force guided by the power of the mind. In game terms, this strength of self has the added bonus of allowing you to heal more quickly, maintain greater reserves of physical endurance, and soldier through nearly any ailment that might afflict you.

## Level 23 At-Will Disciplines

### Crushing Vortex — Battlemind Attack 23

*The power of your attack manifests as a force vortex that lashes out against another foe.*

**At-Will ✦ Augmentable, Force, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and one enemy adjacent to the target takes force damage equal to your Constitution modifier.

**Augment 2**
**Hit:** 2[W] + Constitution modifier damage, and one enemy marked by you takes force damage equal to your Constitution modifier.

**Augment 6 (Zone)**
**Hit:** 3[W] + Constitution modifier damage.
**Effect:** Your space and each square adjacent to you becomes a zone that lasts until the end of your next turn. When a creature within the zone takes damage from an attack, each enemy within the zone takes force damage equal to your Constitution modifier.

### Double Vision — Battlemind Attack 23

*Your attack leaves a foe reeling, and lets you channel psionic power to fling yourself or the enemy across the battlefield.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage. Until the end of your next turn, the target grants combat advantage while within 5 squares of you.

**Augment 2 (Teleportation)**
**Hit:** As above, and when an ally hits the target, you can teleport 3 squares as a free action.

**Augment 6 (Teleportation)**
**Hit:** 2[W] + Constitution modifier damage, and the target is dazed until the end of your next turn. Also until the end of your next turn, when you or any ally hits the target, you can teleport yourself or the target 3 squares as a free action.

### An Undisciplined Reputation

Battleminds and ardents are often lumped together as warriors driven by emotion and instinct. But every rule has its memorable exceptions. For every battlemind who epitomizes the brazen warrior, another is an enlightened combatant who takes on foes with reason and cunning. In some corner of the campaign world, battleminds might train in special schools in much the same way as other combat-focused classes. Likewise, holy orders of battleminds might follow a path reflecting that of the paladin or the avenger.

### Iron Presence — Battlemind Attack 23

*A vicious strike magnifies your presence in your enemy's mind, compelling it to focus on your threat.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage.
**Effect:** Until the end of your next turn, your *battlemind's demand* power targets two creatures in the burst.

**Augment 2**
**Close** burst 1
**Target:** Each enemy you can see in burst
**Hit:** 1[W] + Constitution modifier damage, and you mark the target until the end of your next turn.

**Augment 6**
**Close** burst 2
**Target:** Each enemy you can see in burst
**Hit:** 2[W] + Constitution modifier damage, and you mark the target until the end of the encounter, until you use this power again, or until you use your *battlemind's demand* power.

### Reality Shuffle — Battlemind Attack 23

*The force of your attack warps reality, leaving you and your enemy in different positions in the blink of an eye.*

**At-Will ✦ Augmentable, Psionic, Teleportation, Weapon**
**Standard Action** **Melee** weapon + 1 reach
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage. You teleport yourself and the target, swapping positions.

**Augment 2**
**Melee** weapon + 3 reach

**Augment 6**
**Hit:** 3[W] + Constitution modifier damage. You teleport the target 3 squares and then teleport 3 squares.

## Level 25 Daily Disciplines

### Blazing Offensive — Battlemind Attack 25

*You become a streak of flame that blurs across the battlefield, devastating your foes with psionic fire.*

**Daily ✦ Fire, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Effect:** You shift three times your speed and make the following attack against one, two, or three creatures during this movement.
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** Ongoing 40 fire damage (save ends). Each time you hit the same target with this attack, the ongoing damage increases by 5.
**Miss:** Ongoing 20 fire damage (save ends).

### Stolen Vigor — Battlemind Attack 25

*Your weapon attack leaves a foe weakened, its stolen strength replenishing your own vigor.*

**Daily ✦ Healing, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Fortitude
**Hit:** 4[W] + Constitution modifier damage. In addition, the target is weakened, and you regain 10 hit points at the start of each of the target's turns (save ends both). While the target is adjacent to you, it takes a 2 penalty to saving throws against this effect.
**Miss:** Half damage, and the target is weakened until the end of your next turn. At the start of the target's next turn, you regain 10 hit points.

### Sublime Fury — Battlemind Attack 25

*Your attack incites a frenzy for battle that lets you lay waste to your foes.*

**Daily ✦ Psionic, Stance, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 6[W] + Constitution modifier damage.
**Miss:** Half damage.
**Effect:** You assume the sublime fury stance. Until the stance ends, you take a −2 penalty to attack rolls and your unaugmented battlemind at-will melee attacks deal 2d6 extra damage. In addition, whenever you reduce a nonminion creature to 0 hit points, you make a melee basic attack as a free action.

### Temporal Reiteration — Battlemind Attack 25

*Your strike pulls an enemy toward you, then forces it back to its previous location to relive your attack.*

**Daily ✦ Psionic, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Primary Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier damage, and you teleport the target to a square adjacent to you.
**Miss:** Half damage.
**Effect:** As a free action at either the start or the end of the target's next turn, you teleport the target to the space it occupied when you targeted it with this power. Make a secondary attack against the target, even if you are no longer within melee reach.
**Secondary Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage.

## Level 27 At-Will Disciplines

### Brandished Promise — Battlemind Attack 27

*You lash out at foes close by, hoping to draw their ire and their attacks to you.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy you can see in burst
**Attack:** Constitution vs. Will
**Hit:** Constitution modifier damage, and you mark the target until the end of your next turn.
**Augment 2**
**Hit:** 1[W] + Constitution modifier damage, and you mark the target and one other enemy within 2 squares of the target until the end of your next turn.
**Augment 6**
**Close** burst 2
**Hit:** 2[W] + Constitution modifier damage, and you mark the target until the end of your next turn.

### Elusive Ghost — Battlemind Attack 27

*You strike, then teleport away to deny your enemies an easy counterattack.*

**At-Will ✦ Augmentable, Psionic, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and you teleport 1 square.
**Augment 2**
**Hit:** 2[W] + Constitution modifier damage, and you teleport 2 squares.
**Augment 6**
**Close** burst 1
**Target:** Each enemy you can see in burst
**Hit:** 2[W] + Constitution modifier damage.
**Effect:** You teleport 5 squares.

### Imprisoned Mind — Battlemind Attack 27

*Your attack binds your enemy's thoughts, limiting its tactical movement.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and the target cannot shift until the end of your next turn.
**Augment 2**
**Hit:** 2[W] + Constitution modifier damage, and the target is marked and cannot shift until the end of your next turn.
**Augment 6**
**Hit:** 3[W] + Constitution modifier damage, and the target cannot shift until the end of your next turn. In addition, you gain a +3 power bonus to opportunity attack rolls against the target until the end of your next turn.

### Obsidian Shield — Battlemind Attack 27

*A shadowy shield presses your foes and can hinder their movement.*

**At-Will ✦ Augmentable, Necrotic, Psionic, Psychic, Weapon**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Constitution vs. Fortitude
**Hit:** 1[W] necrotic and psychic damage.
**Augment 2**
**Hit:** 1[W] + Constitution modifier necrotic and psychic damage, and you mark the target until the end of your next turn.
**Augment 6**
**Hit:** 3[W] + Constitution modifier necrotic and psychic damage. In addition, if the target moves more than 2 squares away from you on its next turn, it takes 10 necrotic and psychic damage.

## Level 29 Daily Disciplines

### Darting Grace Strike — Battlemind Attack 29

*You flit across the battlefield, avoiding your enemies as your attacks grant you a lethal grace.*

**Daily ✦ Psionic, Stance, Weapon**
**Standard Action** **Melee** weapon
**Target:** One, two, or three creatures
**Attack:** Constitution vs. Reflex
**Hit:** 3[W] + Constitution modifier damage, and the target is dazed (save ends). If the target is already dazed, the attack deals 5 extra damage.
**Miss:** Half damage.
**Effect:** You shift 3 squares after each attack. After making the last attack, you assume the stance of darting grace. Until the stance ends, you gain a +2 power bonus to AC and Reflex, and you can take the following action.
**Free Action** **Personal**
**Trigger:** An enemy misses you with an attack
**Effect:** You shift 4 squares, and the triggering enemy grants combat advantage to you until the end of your next turn.

### Lost Masters

To one degree or another, all psionic characters meld the intellectual and the physical on the battlefield. Although they are rare, certain individuals are said to be able to channel their will into noncombat endeavors through psionics, as well. Tales tell of legendary crafters who once forged weapons and armor of unsurpassed quality. Others are said to have created magic items without the use of rituals—or even without the intention of doing so. Works of art and performances by lost masters are said to have had a supernatural ability to move the viewer. Powers and abilities much like those of the psionic classes might well have played a part in the singular talents of such artisans. But in these dark and troubled times, art and craft have largely become secondary concerns next to the struggle for survival.

### Killing Wind Assault — Battlemind Attack 29

*You vanish before your enemies' eyes, becoming the unseen wind that unleashes death on the battlefield.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you become invisible and then shift a number of squares equal to your speed. You remain invisible until the start of your next turn.
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** 5[W] + Constitution modifier damage, and you knock the target prone.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you gain a +4 power bonus to speed, and you are invisible while moving.

### Many Doors Curse — Battlemind Attack 29

*Your attack binds the target to you, wracking it with pain as you fling it across the battlefield.*

**Daily ✦ Psionic, Psychic, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 4[W] + Constitution modifier damage.
**Miss:** Half damage.
**Effect:** The target is subject to your many doors curse (save ends). While the target is affected by your many doors curse, whenever the target takes damage from an attack, you can teleport it to a square adjacent to you or an ally you can see as a free action. When you teleport the target this way, it takes 10 psychic damage.

### Omniscient Strike — Battlemind Attack 29

*As your chosen foe prepares to strike, you sabotage its attack by making a vicious attack of your own.*

**Daily ✦ Psionic, Weapon**
**Immediate Interrupt** **Melee** weapon
**Trigger:** An enemy marked by you targets you with a melee attack
**Effect:** Before the attack, you shift 4 squares.
**Target:** The triggering enemy
**Attack:** Constitution vs. AC. You have combat advantage for this attack.
**Hit:** 4[W] + Constitution modifier damage, and the target is stunned (save ends).
**Miss:** Half damage, and the target is dazed (save ends).
**Effect:** If you have no power points remaining, you regain 2 power points.

# NEW PARAGON PATHS

## Blackstone Guardian

*"I have peered into the darkness clouding my soul, and it has found me worthy."*

**Prerequisite:** Battlemind

Strange dreams are common among those who wield psionics. Your dreams, however, are different. You dream of a black monolith set within a cavern rimed with ice. This vision has haunted you for as long as you can remember, but until now, you have struggled in vain to discover its meaning.

The blackstone monolith has chosen you as its champion. In another age, noble champions of a distant land fought to contain a breach to the Far Realm. They sealed the rift with powerful psionic wards, behind elemental stone imbued with their own consciousness. Each generation, the wards they forged must be resealed by new champions. You are bound to the fate of the guardians you follow.

### Blackstone Guardian Path Features

**Blackstone Action (11th level):** When you spend an action point to use an attack power, you gain resistance to all damage equal to 3 + your Wisdom modifier until the end of your next turn.

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Monolithic Vision (11th level):** Whenever you use your *mind spike* power, you also pull the target of that power 3 squares. The target is then slowed until the end of its next turn.

**Blackstone Chains (16th level):** Whenever you reduce an enemy to 0 hit points, each enemy marked by you is immobilized until the end of your next turn.

### Blackstone Guardian Disciplines

**Blackstone Curse** — Blackstone Guardian Attack 11

*Your weapon attack inflicts a vicious curse on your foe, which appears to turn to cracked black stone as it is held fast.*

**Encounter ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and the target is immobilized until the end of your next turn.
**Augment 2**
**Hit:** 1[W] + Constitution modifier damage, and the target is petrified until the end of your next turn.

WAYNE ENGLAND

**Monolithic Blessing** — Blackstone Guardian Utility 12

*The monolith's power grants you the resilience of ageless stone.*

**Daily ✦ Psionic**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you have tremorsense 5 and resist 10 to all damage.
**Sustain Minor:** The effect persists.

**Aspect of the Blackstone Gaoler** — Blackstone Guardian Attack 20

*Your attack wracks an enemy's mind and binds its body in stone as you channel the blackstone monolith's forbidding power.*

**Daily ✦ Polymorph, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier damage, and ongoing 10 psychic damage (save ends).
**First Failed Saving Throw:** The target is restrained until it saves against the ongoing damage.
**Second Failed Saving Throw:** The target is petrified instead of restrained and takes a −2 penalty to saving throws against the ongoing damage. The ongoing damage from this power ignores the resistance granted by the petrified condition.
**Miss:** Half damage, and ongoing 10 psychic damage (save ends).
**Effect:** You push each creature adjacent to you 1 square. You then assume the aspect of the blackstone gaoler until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.
**Augment 2**
**Effect:** You gain resistance to all damage equal to your Constitution modifier until the end of your next turn. In addition, one creature you hit with the at-will power is restrained until the end of your next turn.

# Quicksilver Demon

*"Catch me if you dare!"*

**Prerequisite:** Battlemind

Your mind rejects all notions of what is possible and impossible on the battlefield. Psionic energy flows through you, imbuing you with an irrepressible need to move. You flow around your enemies, blurring past them before they can land a blow. As you move, your attacks slip through your enemies' defenses with deadly effect. You goad a foe into following you, then wrack its mind and body as it gives futile chase.

You are quicksilver in living form, moving with such speed and grace that your enemies have no hope of pinning you down. Whether you fight alone or in the company of others who also race through the heat of battle, your enemies name you the quicksilver demon, never knowing where you will strike next.

## Quicksilver Demon Path Features

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Quicksilver Action (11th level):** When you spend an action point to take an extra action, you can shift a number of squares equal to your Charisma modifier before or after the extra action.

**Quicksilver Dance (11th level):** You gain a +4 bonus to all defenses against opportunity attacks. In addition, whenever an enemy misses you with an opportunity attack, you gain combat advantage against that enemy until the end of your next turn.

**Unfettered Movement (16th level):** You can shift 3 squares as a move action. When you do, you are no longer slowed.

CHRIS SEAMAN

## Quicksilver Demon Disciplines

**Rebounding Dance** — Quicksilver Demon Attack 11

*You become a silver blur as you speed through your foes, striking so fast that they cannot retaliate.*

**Encounter ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Effect:** You have concealment until the end of your next turn, and you shift a number of squares equal to your speed + your Charisma modifier. You make the following attack against one or two creatures during this movement.
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage.
**Augment 2**
**Hit:** 2[W] + Constitution modifier damage, and the target takes a −2 penalty to all defenses until the end of your next turn.

**Absorb Momentum** — Quicksilver Demon Utility 12

*An enemy's attempt to force you across the battlefield only increases your mobility.*

**Daily ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy's attack pulls, pushes, or slides you
**Effect:** You negate the forced movement and gain a +4 power bonus to speed until the end of the encounter.

**Aspect of Quicksilver Strides** — Quicksilver Demon Attack 20

*Your foe suffers with each failed attack it makes against you, even as you attain maximum mobility in battle.*

**Daily ✦ Polymorph, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you shift your speed.
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 5[W] + Constitution modifier damage. In addition, the target is marked and takes 5 psychic damage whenever it misses you with an attack (save ends both).
**Miss:** Half damage.
**Effect:** After the attack, you shift your speed. You then assume the aspect of quicksilver strides until the end of the encounter. While in this aspect, you gain a +2 power bonus to speed and you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.
**Augment 1**
**Effect:** After the at-will attack, you shift half your speed. In addition, one creature hit by the attack takes extra damage equal to your Charisma modifier.

# Storm Disciple

*"I am the power of the never-ending tempest that crosses all planes. Do you think you can stop me?"*

**Prerequisite:** Battlemind

Your philosophy of life and battle is shaped by your belief in the infinite storm. In every corner of the world and every part of the planes, order and chaos contend for domination. Violent storms of elemental fury are the most potent sign of this struggle. At no time is all the cosmos ever at peace. Through study and diligence, you draw power from these infinite and endless storms, channeling their destructive fury. You represent the infinite storm in your travels, welcoming the violence that is a constant part of life. Like the power of the storm, you are everywhere.

## Storm Disciple Path Features

**Lightning's Path Action (11th level):** When you spend an action point to take an extra action, you teleport 5 squares. After the teleport, each enemy adjacent to you or marked by you takes lightning damage equal to your Wisdom modifier.

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Storm Scion (11th level):** You gain lightning resistance and thunder resistance equal to your Constitution modifier.

**Rouse the Storm (16th level):** While bloodied, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.

THOMAS DENMARK

**Augment 1 (Lightning)**
**Effect:** After the attack, you teleport 3 squares. Until the end of your next turn, any enemy that hits you with a melee attack takes lightning damage equal to your Constitution modifier.

## Storm Disciple Disciplines

### Lightning Strikes Twice — Storm Disciple Attack 11

*Living lightning wraps your body, letting you surge from one target to the next.*

**Encounter ✦ Augmentable, Lightning, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier lightning damage.
**Effect:** You teleport 5 squares and make a secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier lightning damage.
**Augment 2**
**Effect:** You teleport 5 squares and make a secondary attack as above, then teleport 5 squares and make the secondary attack again against a different creature.

### Stormwalker — Storm Disciple Utility 12

*The winds of the immortal storm carry you into battle.*

**Encounter ✦ Psionic**
**Minor Action** **Personal**
**Effect:** You gain a fly speed equal to your speed and can hover. This effect lasts until an attack hits you or until the end of the encounter. When the effect ends, you descend to the ground without taking falling damage.

### Aspect of the Infinite Storm — Storm Disciple Attack 20

*When you strike, you summon the transformative power of the infinite storm.*

**Daily ✦ Lightning, Polymorph, Psionic, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy you can see in burst
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier lightning damage, and ongoing 10 lightning damage (save ends).
**Effect:** You assume the aspect of the infinite storm until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.
**Augment 2**
**Effect:** After the attack, you become the tempestuous storm, occupying a 7-square by 7-square area centered on your space. While in this form, you are insubstantial, you can occupy other creatures' spaces, and you cannot attack. When any creature starts its turn in your new space, you slide that creature 2 squares. In addition, one creature hit by the at-will attack takes 5 extra lightning damage and is dazed until the end of your next turn. At the start of your next turn, you return to your normal form in any unoccupied space in the area of the tempestuous storm.

# Talaric Ironjack

*"My mind is awakened to a purpose greater than my own life."*

**Prerequisite:** Battlemind

Since the Talaric Codex was first compiled to record the fighting techniques used against the horrors of the Far Realm, fragments from that lost tome have been scattered far and wide. Although the warrior society that conceived the codex is no more, their workings live on in the champions who have stumbled across these ancient writings and mastered their secrets.

During your travels, you have come across fragments of the lost codex. The full meaning of these scraps of lore escaped you at first. In time, however, you put the pieces together to master the lessons they contained. Although others might draw different conclusions, you have learned that life is an essential struggle between the natural world and the Far Realm. Whenever the madness of the Outside pushes into ordered reality, the natural world responds with violence. With your unique talents, you have come to embody the world's wrath.

From the teachings of the Talaric Codex, you turn your mind's eye inward to search out flaws and vulnerabilities. When you discover a gap in your defenses, you allocate your psionic resources to reinforce it against attack. Your extensive study also rewards you with increased clarity and focus in combat, allowing you to devastate your foes. By neutralizing opponents when they strike, you endure past the point when other warriors would fall.

CHRIS SEAMAN

## Talaric Ironjack Path Features

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Defensive Aura (11th level):** Whenever you hit with an unaugmented at-will psionic attack power while you have at least 1 power point, you gain a +2 power bonus to all defenses until the start of your next turn.

**Superior Action (11th level):** When you spend an action point to make an attack, you gain a +4 power bonus to the attack roll and you regain hit points equal to twice your Constitution modifier.

**Ironjack's Command (16th level):** Whenever you spend a healing surge and regain hit points, each ally within 2 squares of you can shift 1 square as a free action.

## Talaric Ironjack Disciplines

**Iron-Hewed Smash** — Talaric Ironjack Attack 11

*You imbue your weapon with your own fury, striking hard to send your foes flying.*

**Encounter ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier damage, and you push the target 5 squares.
**Augment 2**
**Close** blast 3
**Target:** Each enemy you can see in blast

**Enduring Body** — Talaric Ironjack Utility 12

*As combat takes its toll on you, the power of your mind protects your body from additional harm.*

**Daily ✦ Healing, Psionic**
**Minor Action** **Personal**
**Requirement:** You must be bloodied.
**Effect:** Until the end of the encounter, while you are bloodied you have regeneration 5 and resist 5 to all damage.

**Overwhelming Force** — Talaric Ironjack Attack 20

*You channel the inherent violence of the world into a blow that freezes a foe in its tracks.*

**Daily ✦ Force, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 4[W] + Constitution modifier force damage, and the target is immobilized (save ends).
**Each Failed Saving Throw:** The target takes 10 force damage.
**Miss:** Half damage.

# Unbound Nomad

*"I sail the seas of possibility, bound for a fate I choose."*

**Prerequisite:** Battlemind

Hidden pathways and secret portals riddle the world and the planes. You possess the keen eye and open mind that let you pick out these shortcuts and exploit them. Your understanding of planar mechanics might be instinctive, originating in an unusual knack for sensing and locating such anomalies. It might be the result of extensive training, in which you learned from a master unbound nomad how to circumvent the bounds of reality. However you came by your knowledge, you can travel unseen byways with ease.

As an unbound nomad, you are rarely in one place for long. You use your talent to slip through the cracks in the world around you, then reappear wherever you want. You can dodge through new gateways to escape a persistent enemy, or force your foes into the unseen spaces between the planes. Your unpredictability leaves your enemies confused, chasing after phantoms as you take charge of the battlefield around them.

## Unbound Nomad Path Features

**Banishing Action (11th level):** When you spend an action point to make an attack, you teleport one target hit by the attack 5 squares.

**Nomad's Prerogative (11th level):** Whenever an enemy pushes you, you can ignore the push and teleport 3 squares.

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Nomad's Journey (16th level):** Whenever you use your *blurred step* power, you can teleport a number of squares equal to your Dexterity modifier instead of shifting. You must teleport to a square adjacent to the enemy that triggered that power.

## Unbound Nomad Disciplines

**Cunning Abduction** — Unbound Nomad Attack 11

*You appear next to your enemy to deliver a blow that whisks you both to your ally's side.*

**Encounter ✦ Augmentable, Psionic, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you teleport 5 squares.
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier damage. Choose one ally within 10 squares of you that you can see. You teleport yourself and the target to squares adjacent to that ally.
**Augment 2**
**Hit:** As above, and the target is dazed until the end of your next turn.

THOMAS DENMARK

**One Hundred Doors** — Unbound Nomad Utility 12

*An enemy's missed attack lets you escape through a temporary portal, which remains open for a time.*

**Daily ✦ Conjuration, Psionic, Teleportation**
**Immediate Reaction** **Personal**
**Trigger:** An enemy misses you with an attack
**Effect:** You teleport 5 squares and conjure a hole in reality in the square you last occupied. Any creature in the conjuration's space on its turn can teleport 5 squares as a free action, and the conjuration is pushed 1d6 squares away from the creature's destination square. The conjuration lasts until the end of the encounter or until it is pushed into a solid object.

**Unstable Nexus** — Unbound Nomad Attack 20

*Your sweeping attack draws your enemies into a dimensional void, then spits them out, leaving an unstable vortex behind.*

**Daily ✦ Psionic, Psychic, Weapon, Zone**
**Standard Action** **Close** burst 1
**Target:** Each enemy you can see in burst
**Attack:** Constitution vs. AC
**Hit:** 3[W] + Constitution modifier damage, and the target is removed from play. At the start of your next turn, the target reappears in the space it last occupied or in the nearest unoccupied space. Roll a d4 to determine an effect imposed on the target.
**1.** The target is removed from play again until the start of your next turn, reappearing in the last space it occupied, or the nearest unoccupied space.
**2.** The target takes 10 psychic damage.
**3.** The target is dazed (save ends).
**4.** The target falls prone.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Any creature that starts its turn within the zone teleports 1d8 squares in a random direction.
**Sustain Minor:** The zone persists.

CHAPTER 3

# Monk

*"An existence unburdened by limitation demands harmony among body, spirit, and mind."*

**You stand** between the material world of the body and the enlightened realm of the mind, and within you, both these worlds meet. You are a monk, trained in unique fighting methods passed down through generations. You might have spent your life refining your prowess in a secluded monastery, far from worldly distractions. Or you might have learned your unique fighting style on the darkest city streets, testing your endurance and cunning in a desperate fight for survival. You might have tapped into your power from ancient manuscripts, a mysterious master, or the memory of a lost tradition hidden within your mind.

Although any well-trained warrior can drop a foe with the power of a fist, you invest psionic power in your attacks—the inner energy you call your ki. This energy allows you to deliver attacks as punishing as any spell or armed martial exploit, even as it expands your physical capabilities with swift movement, amazing leaps, and even flight. This chapter offers new options to expand your power and your presence on the battlefield and beyond.

- **Playing a Monk:** A discussion of how monks fit into the world and at the game table, with tips on bringing your character to life.
- **New Build and Class Feature:** The Iron Soul tradition allows you to channel the power of your ki through a weapon, making it an extension of your body and mind. In your hands, even a meager dagger can equal the power of a fighter's greatsword, and a simple quarterstaff becomes a whirring implement of destruction.
- **New Powers:** You rely on psionic power to guide your attacks and shatter the defenses of your enemies. The new disciplines in this chapter allow Iron Soul monks to advance their weapon training, but give all monk characters new options to keep their opponents on edge.
- **New Paragon Paths:** Six new paragon paths offer monk characters options for advancement and a range of esoteric—and deadly—fighting styles.

KEREM BEYIT

*"Find what you need, strangers?"*

*The figure approached the two nondescript travelers in the all but deserted library. A bear of a man, he sported a thick black beard and a gapped-tooth grin. They had been warned about the local sheriff, but had hoped to complete their research before running into him.*

*"Indeed," Lenaris said carefully. "Ioun's temple is a veritable font of knowledge."*

*"Ain't a free font," the sheriff quipped. "There's a tax for outsiders."*

*"We were told of no such tax," Inelda protested.*

*"I'm telling you now." The sheriff pushed his cloak aside to show the sword at his belt, glancing down as if to say he'd already noted that both traveling companions were unarmed. Lenaris reached into his pouch for a handful of silver. The grizzled warrior sneered as he sauntered away.*

*Inelda glared, but Lenaris only shrugged. "A fight here might destroy irreplaceable texts. I've told you, Inelda, your temper undermines you. A bit of discipline—"*

*He was interrupted by the angry voice of the sheriff a short way off, berating the old priest who served as the temple's librarian. The burly warrior had a fragile tome in his hand, raised as if he was ready to throw it.*

*Lenaris was suddenly gone from his seat, vanishing as quickly as the book subsequently vanished from the sheriff's fingers. The grizzled face had time for a puzzled look before Lenaris's leg came up, striking with the force of a battering ram.*

*Inelda was smiling by the time the sound of the beating faded away. "You were proclaiming the virtue of discipline . . ." he said as Lenaris returned to the table.*

*"I showed substantial discipline," Lenaris said quietly. "I stopped hitting him the instant he struck the floor."*

Each day is a step on a lifelong journey toward a spiritual awakening—the ultimate melding of body, mind, and soul. If pursued with discipline and dedication, the odyssey brings success, contentment, and greater understanding. Perceptive allies gain insights about themselves as you follow your path. For your enemies, each day brings the vital, life-altering revelation that standing against you is extremely unwise.

As a monk, you seek mastery of your entire being. Others think of body, mind, and soul as separate, but you understand that self, absent division, is the highest truth. Mortal weakness and misunderstanding separate the aspects of a person. Only through iron discipline can you shatter false barriers and attain true unity.

Your final goal is not at issue. How far along you are and whether you are advancing or regressing are less certain. How you pursue your spiritual passage toward enlightenment also varies. Did you seek out a monastic order to gain the control that you previously lacked, or were you already disciplined and looking only for purpose? Are styles of combat tools by which you achieve unity, an end in themselves, or just a few of many steps on the path to wholeness?

## Body, Mind, Soul

Discipline is central to the life of a monk. You cannot obtain self-mastery if you lack self-control. Through total understanding—mental, physical, spiritual—you break down the false demarcation between the different aspects of your being. You understand that your powers originate from your will, from the muscles and blood of your body, and from the spark of your soul. You strive to integrate all that you are into one seamless whole.

The physical prowess achieved by many monastic orders is legendary. Not as well known is the profound spiritual nature of being a monk. Although not all monks are religious, they are all keenly attuned to the vital essence of their being.

The mental aspects of the monastic lifestyle manifest psionically. Your power comes from within, not from any outside source. In no small part, it is a function of supreme willpower. Monastic schools might be zealously religious, located in or near pious communities. Alternatively, they could minimize ceremony, proclaiming that their teachings are derived entirely from ancient martial styles. Whether presented as rigorous exercise, unparalleled focus, or divine calling, monastic art and practice are ultimately psionic powers.

## Your Life Before

Many individuals who eventually train as monks have long felt that something is missing in their lives. You might have lacked discipline, regularly acting from anger or on whim. You might have suffered a spiritual hollowness that traditional religious practices failed to fill. Your life might have been directionless, lacking meaning or purpose. You might have experimented with numerous professions, but discovered that excellence or fulfillment in them was unattainable. Any of these frustrations might prove sufficient motivation to drive you to the doors of a monastery.

Some monks show an inkling of psionic power before they ever make their way to a monastic order. You might have experienced visions, sporadic heightened awareness, or a capacity for extraordinary physicality if sufficiently impassioned. You might have displayed the rudimentary powers of one of the less focused psionic classes, such as an ardent or a battlemind. Whatever your initial response to these developments, you found comfort in discipline. You

discovered that your talent responded best to focus and regimen. Whether you instinctually arrived on the monk's path or happened on it only after attempting other approaches, you discovered control as you trained. Your studies gave your life meaning, sated that unfulfilled need, and defined your existence in a way that gave you a measure of peace.

Your gravitation toward discipline can be motivated by any number of factors. You might be seeking the corporeal power that monastic training provides—whether for vengeance against an enemy, to battle evil, or as a challenge to perceived limitations. You understand that spiritual and philosophical integration is necessary, but your passion lies with the combat styles and physical exertion of your training.

For some monks, faith and intellect are the initial inspiration. You might have sought the peace of your soul through discipline, or been compelled to challenge your mind in order to overcome the rigors and temptations of the flesh. On the other hand, you might well have stumbled into monastic training by accident. Many monasteries stand in dangerous regions in which they are the only shelter for explorers and adventurers. You might have staggered into such a place wounded or seeking shelter, only to become caught up in the traditions you found there.

Some monasteries, schools, and orders are particularly famous. If you were lucky enough to have dwelled near one of these notable bastions, you might have sought admittance our of a desire to serve and expand their legacy. Otherwise, you might have spent substantial effort seeking out a mentor or a sensei. Research in historical and religious texts would have pointed you to a particular tradition. Rumors of individuals showing preternatural fighting abilities might have drawn you to a school hidden in a city's back alleys. Whether your monastic training came through quick acceptance, painstaking endeavor, or something in between, it has become a core part of who you are.

## Roleplaying a Monk

Discipline, discipline, discipline. Your training, your powers, your spirituality, your life—all are centered on and enriched by discipline. You've strengthened your willpower to the point where once you've chosen a course, little can cause you to deviate from it. More than anything else, this dedication to discipline epitomizes the core aspect of the monk.

Discipline does not mean lack of passion, however. Your focus does not require you to be an emotionless automaton, without loves or fears or ambitions. Monks are creatures of the world, and nothing in their training alters that. You lose your temper. You make mistakes. You have desires beyond enlightenment.

In the end, complete control is more an aspiration than a reality. You strive for mastery of self, accepting that you will not always succeed. You prefer to plan and foresee rather than simply react. You try to avoid extraneous temptations. You're not necessarily a slave to tradition, but you respect it.

Because you believe that body, mind, and soul should be one, no endeavor is outside your interest. You seek to improve yourself in a variety of ways. You enjoy learning new skills, experiencing new sensations, studying new topics and cultures, and practicing new forms of art. You will never be an expert in all things, for such goals are not in keeping with your focus. Still, each personal advancement or improvement is a step toward enlightenment.

Regardless of how far you've yet to go, you have identified your path and begun your journey along it. At the very least, you are content with your direction. That self-understanding sets you apart from lost and drifting souls. You might offer to share the measure of enlightenment you have achieved, aiding your friends in discovering their own potential. Rather than proclaiming the lessons of virtue, you teach by example.

Some monks see it as their duty to protect those unable to stand against the hazards of the world. Others feel justified in leaving the morass of mortal society to its own devices as they focus exclusively on their own goals. Some decide that by virtue of their skill and discipline, wealth and power are rightfully theirs for the taking. Whatever path you choose, your abilities and determination mark you as a force that the world must reckon with.

### Spirituality and Religion

True enlightenment encompasses aspects of being such as heart, essence, and spirit that are neither mental nor physical. For this reason, many monastic traditions embrace a spiritual element. They focus on the soul as an integral part of the whole individual. With the Dungeon Master's assistance, you can determine whether your spirituality is derived from an organized religion, separate from the trappings of a particular deity or pantheon, or incorporates both.

Some monasteries consider themselves religious sects. If you are a member of one of these orders, you include prayer sessions and sacred ceremonies as part of your training and daily rituals. You attribute your powers to the gods—either indirectly, claiming that psionics aptitude is a gift from above, or through a belief that your abilities are divine, not psionic, in origin.

Spirituality does not require piousness, however. Even if you are a religious monk, your faith can be as loosely defined as that of any other nondivine class. You might revere one or more gods on a personal level, but that worship need not be integral to your

practices. Your faith might play little part in your discipline. In that case, you view your abilities as personal gifts whose ultimate expression depends only on you.

### School Spirit

Unless something abnormal undermined your relationship, you profoundly respect and support your school, monastery, or monastic tradition. You quickly recognize students trained in the same styles, considering them brothers and sisters until they prove unworthy.

Your loyalty might show itself as a quiet strength—a belief that your tradition is superior only because your practice makes it so. In this case, your allegiance would be a matter of modest pride that comes out only under select circumstances. Alternatively, you might feel that the preeminence of your school should be manifest to all—particularly monks of competing schools. You might be determined to spread the word of enlightenment as you see it. You might encourage rational debate, strongly arguing your position. You might be arrogant or expressive, boasting about your tradition constantly. You might even engage in all three approaches—modesty, discussion, and bluster—at different times. But no matter what your approach, your school spirit is always present.

Your monastic tradition and the lessons imparted by your masters represent not only a body of knowledge but a spiritual pathway—a way of life and a road to enlightenment. Your dedication to this tradition is as fundamental as faith or culture is to others. Only something dramatic and profoundly disturbing can shake that devotion.

### Full Disciplines and Fighting Styles

Many monk disciplines are full disciplines—powers that integrate movement and attack. They define your fighting style, training, and approach to combat. Each full discipline power represents a combat technique passed down by the masters of your order. It carries the weight of tradition and embodies profound lessons that you must internalize before reaching enlightenment. These disciplines underpin the physical and mental exercises that you practice repeatedly to maintain your edge.

No single full discipline encompasses an entire monastic fighting style. The particular combination of techniques taught by a given school constitutes the spine of that group's traditions. By watching another monk in combat and noting the combination of techniques displayed, you might identify his or her tradition.

Consider making cosmetic changes to your full disciplines to give them a unifying feel and highlight the cohesive tradition that brings these techniques together. For instance, one order featuring *crane's wings* might teach its students to spin during the leap granted by that power, attacking with a spinning back-kick. Another style could use the power to perform a flying kick. If monks from these two orders were to learn *furious bull*, the student of the former might move in tight circles around foes when passing through their spaces; the latter practitioner might shove them aside. Giving your full discipline powers an element of description in common enriches your combat style and brings it to life.

## Monks in the World

Although scholars, sages, and religious leaders understand the holistic nature of a monk's training, many common folk view monks primarily as religious figures. They consider the monk's ascetic lifestyle and spiritual philosophy as a product of strict religious fervor. This opinion is reinforced by the overtly religious nature of many monastic traditions.

Such folk expect you to be part of a formal ecclesiastical hierarchy, and to display holy symbols or other religious trappings. If your tradition does not include those features, you could be viewed with suspicion. Locals might wonder if your lack of religious accoutrements hides an allegiance to an unholy or a disfavored deity.

If your tradition emphasizes teaching enlightenment or correcting misapprehensions, you might find that your explanations concerning the trinity of body, mind, and soul only confuse or annoy people. Monks whose spirituality does not include a religious dimension avoid these social difficulties by adopting a quiet presence. They act rather than talk, speaking only when a situation calls to mind a parable or a homily that might provide instruction. This approach leads many folk to view nonreligious monks as inscrutable.

Although they don't entirely understand monks, commoners grant monks and their monasteries a measure of respect. Monks are recognized as the embodiment of discipline—highly learned and physically exceptional. Moreover, most folk have heard of (or seen firsthand) a monk's prowess in combat, and so are eager not to make enemies of those who follow that path. Exceptions do exist, particularly among religious or militant organizations that view the monastic traditions as a challenge to their own power. Monasteries and schools have their own rivals and enemies, but even the foes of a particular monastic tradition acknowledge the capabilities of that tradition's members.

Most commoners assume that all monks are members of a larger sect—a monastery, an order, a school, or a temple. This impression might be accurate in many cases, but any given monk might live, train, and travel alone. He or she might have abandoned an order or been trained by a lone master. People who

encounter such loners often refuse to believe they do not belong to a larger faction.

### The Oldest Tradition

Legends and the myth-histories of ancient scholars suggest that monastic traditions first appeared in the late years of the Dawn War. Such traditions began as sects within larger faiths, beholden to the oldest deities. Warriors horrified by the destruction wrought by primordial soldiers and aberrant creatures created schools in which new techniques were developed to fight such opponents. Dedicated martial arts styles, defined by specific fighting techniques, were not a new concept. But these practitioners buttressed their physical prowess with the mental and spiritual focus that would grant them an edge against their otherworldly foes.

For generations, monastic traditions remained a part of the faiths that spawned them. These religious orders, and new ones founded on similar principles, continue to this day. Some of these holy monks, however, began to question whether the path to enlightenment necessarily led through the domain of any specific deity. They grew to believe that their duties to the priesthoods distracted them from personal studies. These monks considered a religious approach unbalanced toward spirit and not sufficiently respectful of body and mind.

Some temples attempted to stop their monks from leaving, denouncing them as heretics and traitors. Other faiths shook their heads at the foolishness and hubris of these ascetics. A few denominations blessed their endeavors, offering reintegration should the monks desire it at a later time. Whatever the response of their hierarchies, these independently minded monks set off on their own, forming new traditions based on purely spiritual—not religious—paths. The custom of building monasteries in remote locales arose at this time, as the new orders sought to escape the influence—whether hostile or well-intentioned—of their former faiths.

Monastic traditions spread across the world with surprising speed. Although the training was too demanding to become widely popular, candidates who sought purpose, discipline, and personal empowerment could be found everywhere. Some of these seekers proved receptive to the idea that power could be cultivated internally, rather than obtained from the gods or obscure mystical formulas. Just as important to the spread of monastic schools was their ease of formation. An order could be started with one or two masters and a handful of students. With little more than the ability to feed, clothe, and shelter themselves, monks could prosper while practicing their arts. Over time, many orders adopted the virtues of austerity and endurance as a reflection of the dedication needed to pursue a monastic life.

Few of the oldest of the monastic traditions exist today in anything close to their original form, but legends claim that deep in the Cloudroot Mountains, in a valley made inaccessible by weather and ambient magic ten months out of the year, a monastery stands whose inhabitants practice the Fist of the Weeping Earth. Some sages believe this style to be one of the oldest of all monastic traditions—second only to the Breath of the Sun and Moon (page 66), a style known solely from the contemporary orders that have borrowed from it.

## Monks Today

Since their initial expansion, the spread of monastic traditions has waxed and waned. During epochs of relative peace and stability, new orders arise and old orders expand. Monks are found wandering through all lands, spreading the example of enlightenment. Candidates interested in monastic training can travel freely to the schools of their choice.

During dark times such as the contemporary era, monks hole up in their strongholds, as hard-pressed to survive as all other folk. Adventuring monks still make sojourns across the dangerous wilds between the isolated enclaves of civilization, but these travelers can sometimes go for months or even years without seeing others of their kind.

Whatever their individual traditions, monks remain widespread but go largely unseen throughout the world. Orders exist across all civilized lands, but individual schools typically boast a mere handful of members—at most a few dozen. Travel is difficult in these troubled times, and communication even between significant outposts of the same tradition is infrequent.

In the first years after the fall of Nerath, the influx of new acolytes to the monasteries was slow. But the number of such petitioners has increased in recent years as psionics aptitude has become more widespread. The total number of monks in the world remains low, but it does not seem likely to stay so for long.

The current state of their membership does not minimize the sway of individual monasteries. Although most monastic orders and schools are not large communities, they often have influence over their immediate surroundings as places of learning, stability, and safety. Refugees and others gather in monastic environs in the hope of improving themselves and escaping the increasingly dangerous lands where civilization once held sway.

# NEW BUILD

The school of the Iron Soul is a new monastic tradition that stands alongside the traditions introduced in *Player's Handbook 3*. Iron soul monks are no less deadly than their kin in unarmed combat, but they have learned to incorporate weapon use into their powers with devastating effect.

## Iron Soul

The use of simple weapons is the cornerstone of the Iron Soul tradition, founded long ago by oppressed peasants denied access to military weapons by the tyrants who ruled them. Adherents of the Iron Soul master common tools, transforming them into potent implements of war. Over time, monastic warriors have refined these primitive techniques and incorporated them into a range of powerful psionics disciplines.

Devotees of the Iron Soul often come from common stock, taught to defend themselves with whatever weapons they have on hand. Iron soul schools are found within established communities, typically alongside temples dedicated to peaceful gods and philosophical concepts.

### New Class Feature

When you choose your Monastic Tradition, you can choose the Iron Soul tradition instead of another option, such as the ones in *Player's Handbook 3*.

**Flurry of Blows:** You gain the *iron soul flurry of blows* power.

**Iron Soul Flurry of Blows** — Monk Feature

*You follow up an initial assault with a quick strike that disorients your enemy, curtailing its combat options.*

**At-Will ✦ Psionic**
**Free Action (Special)** **Melee** 1
**Trigger:** You hit with an attack during your turn
**Target:** One creature
*Level 11:* One or two creatures
*Level 21:* Each enemy adjacent to you
**Effect:** The target takes damage equal to 2 + your Constitution modifier, and it cannot shift until the start of your next turn. If the target was not a target of the triggering attack, it also can't make opportunity attacks until the end of your turn.
**Special:** You can use this power only once per round.

**Mental Arsenal:** While wielding a weapon other than one in the unarmed weapon group, you gain a +1 shield bonus to AC.

### Suggested Options

You are a cunning warrior, adapting your combat style to meet whatever threat you face. You leap into battle, ripping through your opponents with blindingly fast attacks designed to distract and confuse.

ROBERTO MARCHESI

Before your foes can react, you settle into a ready posture, deflecting counterstrikes with your weapons.

You are a monk, trained in fighting techniques that transform your hands and feet into deadly weapons. You differ from your kin in the Centered Breath and Stone Fist schools by virtue of the dedication you put into weapon training. You choose the weapons of the common folk, including the mace, staff, spear, and dagger. Your unique training then allows you to treat those weapons as extensions of your body, making them far more deadly than they would be in the hands of any other warrior. Your psionic power infuses your strikes with speed and accuracy.

Like other monks, you should put your highest score in Dexterity because you depend on it for your attacks. Its origin among the common folk means that the Iron Soul tradition focuses on toughness, so make Constitution your second highest score. Aside from the specific full disciplines that rely on Constitution, additional hit points and healing surges are useful for keeping you in the fight. Consider making Wisdom your third highest ability score to increase your battlefield awareness and your Will.

**Suggested Class Feature:** Iron Soul*
**Suggested Feat:** Still Water*
**Suggested Skills:** Acrobatics, Endurance, Insight, Perception
**Suggested At-Will Powers:** *lion's den**, *steel wind**
**Suggested Encounter Power:** *stinging nettles**
**Suggested Daily Power:** *steel avalanche**
*New option presented in this book.

# NEW POWERS

Some of the new powers presented in this section have an Iron Soul entry, which provides additional options for monks of the Iron Soul tradition. But these and the other powers presented here provide useful options for any monk character.

## Level 1 At-Will Disciplines

### Lion's Den — Monk Attack 1

*You jab, step to the side, then assume an offensive posture from which you can sting any foe that draws near.*

**At-Will ✦ Full Discipline, Implement, Psionic**

**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 1d6 + Dexterity modifier damage. Until the start of your next turn, as a free action, you can deal damage equal to your Constitution modifier to any enemy that enters a square adjacent to you.
*Level 21:* 2d6 + Dexterity modifier damage.

**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift 1 square and gain a +1 power bonus to all defenses until the start of your next turn.

### Steel Wind — Monk Attack 1

*You streak across the battlefield, then channel a multiple assault against foes that thought themselves out of your reach.*

**At-Will ✦ Full Discipline, Implement, Psionic**

**Attack Technique**
**Standard Action** **Close** blast 2
**Target:** Each enemy you can see in blast
**Attack:** Dexterity vs. Reflex
**Hit:** 1d8 + Dexterity modifier damage.
*Level 21:* 2d8 + Dexterity modifier damage.

**Movement Technique**
**Move Action** **Personal**
**Effect:** You are no longer marked. You move your speed + 2.

## Level 1 Encounter Disciplines

### Eagle Claw Strike — Monk Attack 1

*Your leap is so graceful that you seem to hang in the air for a short period. When you land, you deliver a shattering strike.*

**Encounter ✦ Full Discipline, Implement, Psionic**

**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature or unattended object
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d8 + Dexterity modifier damage, and the target takes a penalty to AC equal to your Strength modifier until the end of your next turn. Against an unattended object, this attack deals 2d8 extra damage.

**Movement Technique**
**Move Action** **Personal**
**Effect:** You fly your speed. If you don't land at the end of this movement, you fall.

### Laughing Wind — Monk Attack 1

*Your attack summons a laughing wind that drags your foes across the battlefield.*

**Encounter ✦ Full Discipline, Implement, Psionic**

**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d8 + Dexterity modifier damage. Until the start of your next turn, as a free action, you slide any enemy that ends its turn in a square adjacent to you a number of squares equal to your Wisdom modifier.

**Movement Technique**
**Move Action** **Personal**
**Effect:** Until the start of your next turn, you gain a +2 power bonus to all defenses against opportunity attacks. You then move your speed.

### Scattering of Leaves — Monk Attack 1

*You drive two enemies back with quick strikes, then use the momentum of your attacks to scatter other foes.*

**Encounter ✦ Full Discipline, Implement, Psionic**

**Attack Technique**
**Standard Action** **Melee** touch
**Primary Target:** One creature
**Primary Attack:** Dexterity vs. Reflex
**Hit:** 1d10 + Dexterity modifier damage, and you push the primary target 1 square. You then shift 1 square and make a secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Dexterity vs. Fortitude
**Hit:** 1d10 + Dexterity modifier damage, and you slide the secondary target 1 square. You then push each enemy adjacent to the secondary target 1 square from the secondary target.

**Movement Technique**
**Move Action** **Personal**
**Effect:** You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start, and the distance of the jump isn't limited by your speed.

## THE ONE WHO WALKS

Legends from the oldest monastic traditions speak of the One Who Walks. This monk of superhuman discipline and power stands at the edge of enlightenment. The One Who Walks follows teachings that have passed from the Breath of the Sun and Moon and other ancient traditions. These practices, the legend says, grant the One Who Walks near-immortality. This monk wanders the world, looking for a single student to whom he or she can pass this wisdom. The student then assumes the mantle of the One Who Walks, who can finally achieve true enlightenment and leave the mortal realm behind.

More than one unscrupulous monk has claimed to be the One Who Walks, gaining money or influence over adherents eager for their teachings. Even if the legend has any basis in truth, the identity of the One Who Walks remains a subject of much speculation and few hard facts.

### Stinging Nettles — Monk Attack 1

*Your attack sets you into an optimal defensive position, allowing you to punish any foe with the temerity to strike at you.*

**Encounter ✦ Full Discipline, Implement, Psionic**

**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d10 + Dexterity modifier damage. Until the start of your next turn, as a free action, you deal damage equal to your Constitution modifier to any enemy adjacent to you that hits you with a melee attack.
**Iron Soul:** If you make the attack using a light blade or a spear, the target also cannot make opportunity attacks until the end of your next turn.

**Movement Technique**
**Move Action** **Personal**
**Effect:** You swap places with one creature adjacent to you.

### Swift River Floods — Monk Attack 1

*Your crashing attack throws your foe off balance to hinder its movement, letting you slip away like fast-flowing water.*

**Encounter ✦ Full Discipline, Implement, Psionic**

**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d8 + Dexterity modifier damage, and the target is slowed until the end of your next turn.
**Iron Soul:** If you make the attack using a mace or a staff, the target takes extra damage equal to your Constitution modifier.

**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift 2 squares.

## Daily Ritual

Monks strive not to perform any act accidentally or carelessly. Their efforts are methodical and precise, requiring complete attention. Such concentration is most obvious during training or studying, but it is not limited to those activities. A monk gardening, cooking a meal, painting a picture, building a wagon, or tabulating a monastery's yearly income is just as focused. The maxim that anything worth doing is worth doing properly is part of a monk's creed. For a monk, everything in life, from the mundane to the magnificent, takes on an aspect of ritual.

In some instances, the focus on mundane acts facilitates meditation and the clearing of the mind (page 70). For the most part, however, monks view complete engagement as a way of life. Concentration is a means of achieving perfect discipline. True control over the self cannot be obtained through a divided focus. Working toward perfect understanding of any task, even everyday routines, brings one closer to enlightenment. With this approach, any activity required by day-to-day living becomes a spiritual accomplishment.

## Level 1 Daily Disciplines

### Cacophonous Shout — Monk Attack 1

*You summon a wall of sound that slams into your foes like a battering ram.*

**Daily ✦ Implement, Psionic, Thunder**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d10 + Dexterity modifier thunder damage, and you push the target to the nearest unoccupied square outside the blast. The target is deafened until the end of the encounter.
**Miss:** Half damage, and you push the target 1 square.

### Lashing Rain — Monk Attack 1

*Your savage strike draws an enemy close, leaving you in an aggressive stance that lets you punish any foe that approaches you.*

**Daily ✦ Implement, Psionic, Stance**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d10 + Dexterity modifier damage, and you slide the target 2 squares to a square adjacent to you.
**Effect:** You assume the lashing rain stance. Whenever an enemy you can see enters a square adjacent to you while you are able to make opportunity attacks, you deal 5 damage to that enemy and slide it 2 squares to any unoccupied square adjacent to you. You are slowed while you are in this stance. You can end the stance as a free action.

### Steel Avalanche — Monk Attack 1

*You unleash a wave of psionic power that cuts through your foes like steel.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Dexterity vs. Reflex
**Hit:** 3d8 + Dexterity modifier damage, and the target takes a −2 penalty to attack rolls (save ends).
**Miss:** Half damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
**Effect:** You shift 4 squares to any square adjacent to the blast.

### Stunning Palm — Monk Attack 1

*Your psionic energy keeps you focused in combat, and can be released in a stunning blow that knocks a foe senseless.*

**Daily ✦ Implement, Psionic, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you cannot be dazed or stunned, and you can make the following attack.
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** Dexterity modifier damage, and the target is stunned (save ends).
**Miss:** 2d8 + Dexterity modifier damage.
**Effect:** The stance ends.

## Level 2 Utility Disciplines

### Fall of Wind — Monk Utility 2

*You have meditated on the nature of the air around you and can control it to cushion your fall.*

**At-Will ✦ Psionic**
**Free Action** **Personal**
**Trigger:** You fall
**Effect:** You reduce the damage you take from falling by 5 + one-half your level.

### Fighting Fury — Monk Utility 2

*Your discipline and control let you channel your anger into each blow.*

**Daily ✦ Psionic, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, your unarmed melee attacks deal extra damage equal to your Strength modifier.

### Swift Flight — Monk Utility 2

*Channeling psionic energy through palms pointed at the ground, your simple leap becomes a smooth glide across the battlefield.*

**Encounter ✦ Psionic**
**Move Action** **Personal**
**Effect:** You fly a number of squares equal to your speed + your Wisdom modifier. If you don't land at the end of this movement, you fall.

## Level 3 Encounter Disciplines

### Inner Eye Opened — Monk Attack 3

*By blocking out the impermanence of the visual world, you shunt the psychic energy of your inner eye into a lethal attack.*

**Encounter ✦ Full Discipline, Implement, Psionic, Psychic**
**Attack Technique**
**Standard Action** **Melee** touch
**Effect:** You are blinded and gain blindsight 5 until the start of your next turn.
**Target:** One creature
**Attack:** Dexterity vs. Will
**Hit:** 1d8 + Dexterity modifier damage plus 1d8 psychic damage.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You swap places with one creature adjacent to you.

### Resounding Strike — Monk Attack 3

*Your strike sets up subtle vibrations in a foe, so that a subsequent blow triggers a disruptive burst of thunder.*

**Encounter ✦ Full Discipline, Implement, Psionic, Thunder**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d10 + Dexterity modifier damage. The next time the target takes damage before the start of your next turn, it takes extra thunder damage equal to 3 + your Strength modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 2.

### Springing Drake Assault — Monk Attack 3

*You can leap over a foe with no fear of reprisal, then deliver an attack whose momentum drives an enemy wherever you want it to go.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier damage, and you slide the target 2 squares.
**Iron Soul:** If you make the attack using a light blade or a spear, you slide the target a number of squares equal to your Constitution modifier.
**Movement Technique**
**Move Action** **Personal**
**Target:** One creature adjacent to you
**Effect:** You jump to any square adjacent to the target. This movement does not provoke opportunity attacks.

### Undeniable Incitement — Monk Attack 3

*Your psionic summons pulls an enemy to you, then the immovable force of your presence sends it hard to the ground.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** 2
**Target:** One creature
**Attack:** Dexterity vs. Will
**Hit:** You pull the target 1 square. If the target ends that movement adjacent to you, it takes 2d6 + Dexterity modifier damage and falls prone. You gain a +2 power bonus to AC until the end of your next turn.
**Iron Soul:** If you make the attack using a mace or a staff, the power bonus to AC equals your Constitution modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed. You do not provoke opportunity attacks when moving away from enemies adjacent to you at the start of this movement.

## Level 5 Daily Disciplines

### Disrupting Fist — Monk Attack 5

*You channel psionic energy to empower your attacks, and you can discharge this energy through a blow that disorients your foe.*

**Daily ✦ Implement, Psionic, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain a +2 power bonus to melee damage rolls, and you can make the following attack.
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 3d6 + Dexterity modifier damage, and the target is dazed (save ends).
**Miss:** Half damage, and the target is dazed until the end of your next turn.
**Effect:** The stance ends.

### Freeze the Life Blood — Monk Attack 5

*Ice rimes your hands and feet, so that your next attack binds the foe in a freezing embrace.*

**Daily ✦ Cold, Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d8 + Dexterity modifier cold damage, and the target is immobilized (save ends).
**Miss:** Half damage, and the target is slowed (save ends).
**Effect:** While the target is immobilized or slowed by this power, any enemy that ends its turn adjacent to the target takes cold damage equal to your Dexterity modifier.

### Resonating Fist — Monk Attack 5

*Your strike reverberates through the enemy, so that each time it faces a new attack, it recalls the pain you wrought.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d6 + Dexterity modifier damage, and the target gains vulnerability to all damage equal to your Strength modifier (save ends). Whenever you hit the target with an attack, it takes a −2 penalty to its next saving throw against this power's effect.
**Miss:** 2d6 + Dexterity modifier damage.

### Thunderbolt Surge — Monk Attack 5

*You hurl a ball of roiling thunder into the thick of combat, blasting one foe and knocking nearby creatures to the ground.*

**Daily ✦ Implement, Psionic, Thunder**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier thunder damage, and each creature adjacent to the target falls prone.
**Miss:** Half damage.

## Level 6 Utility Disciplines

### Abundant Step — Monk Utility 6

*Tapping into the momentum of an enemy's errant strike, you slip through space to appear where your foe least expects.*

**Encounter ✦ Psionic, Teleportation**
**Immediate Reaction** **Personal**
**Trigger:** An adjacent enemy misses you with an attack
**Target:** The triggering enemy
**Effect:** You teleport to any square adjacent to the target. The target grants combat advantage to you for your next attack roll made before the end of your next turn.

### Airborne Form — Monk Utility 6

*You meditate on the wind, assuming a measure of its free-flowing formlessness.*

**Daily ✦ Psionic, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain a +2 power bonus to speed, you are insubstantial while moving, and you can move through enemies' spaces.

### Iron Heart Endurance — Monk Utility 6

*The pain of your injuries lets you clear your mind of all distractions, fortifying your fighting spirit.*

**Encounter ✦ Psionic**
**Minor Action** **Personal**
**Requirement:** You must be bloodied.
**Effect:** You gain temporary hit points equal to twice your Constitution modifier.

### Quicksilver Motion — Monk Utility 6

*You surge through combat in the blink of an eye.*

**Encounter ✦ Psionic**
**Free Action (Special)** **Personal**
**Effect:** You move your speed.
**Special:** You can use this power only as the first or the last action of your turn.

## Traditions and Taboos

Monastic teachings can include restrictions that seem nonsensical to outsiders. These requirements might be designed to help adherents mentally prepare for enlightenment, to aid in the maintenance of discipline, or to show reverence for a particular faith, creed, or deity.

To determine what, if any, teachings and taboos your tradition includes, you can select from the following examples or use them as models in designing your own.

- ✦ You must not partake of certain foods, or you must ingest certain foods at certain times.
- ✦ You must not retain more wealth than you can carry.
- ✦ You must practice certain chants, katas (martial exercises), or ceremonies at certain times of the day or on certain days of the year.
- ✦ You must never (or always) wear garments of a certain color, style, or fabric.
- ✦ You must never strike a blow against a certain sort of creature. Some traditions create an exception to this rule for self-defense.
- ✦ You must teach the basics tenets of your tradition to anyone who expresses honest interest.
- ✦ You must observe all the religious ceremonies of a particular god as thoroughly as if you were a priest.
- ✦ You must never strike the first blow in battle.
- ✦ You must practice, or avoid practicing, certain forms of fine art (such as playing music, painting, or calligraphy).
- ✦ You must not speak at certain times of the day, unless keeping silent would result in harm to others.
- ✦ You must render aid upon request to any member of your tradition, even at the expense of your immediate goals.

## Level 7 Encounter Disciplines

### Arc of the Flashing Storm — Monk Attack 7

*You can flash across the battlefield, lightning wrapping around you as you slam your foe back and disrupt its counterattacks.*

**Encounter ✦ Full Discipline, Implement, Lightning, Psionic, Teleportation**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier lightning damage, you push the target 2 squares, and the target takes a −2 penalty to attack rolls until the end of your next turn.
**Iron Soul:** If you make the attack using a mace or a staff, the target's penalty to attack rolls against you instead equals your Constitution modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You teleport your speed.

### Feeding the Doves — Monk Attack 7

*You can race into combat unhindered before using a series of quick strikes to punish and scatter your foes like a flock of birds.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Close** burst 1
**Primary Target:** Each enemy you can see in burst
**Primary Attack:** Dexterity vs. Reflex
**Hit:** 1d8 + Dexterity modifier damage.
**Effect:** Make a secondary attack that is a close burst 2.
**Secondary Target:** Each enemy you can see in burst other than the primary target
**Secondary Attack:** Dexterity vs. Reflex
**Hit:** Dexterity modifier damage, and you push the secondary target 2 squares.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 2. During this movement, you ignore difficult terrain.

### The Nature of Ki

Although monks are not the only masters of the psionic energy known as ki, the common understanding of this energy originates in the oldest monastic traditions. The term "ki" is believed to come from early devas, who were attempting to develop a Common word for a concept that, at the time, existed only in the Supernal language. The term draws together two related notions.

- ✦ The separation of self into body, mind, and soul is artificial, and disrupts the proper flow of spiritual energy.
- ✦ Assimilating the unity of body, mind, and soul taps into a profound source of internal power.

All monastic traditions teach that body, mind, and soul are one. Monks must attempt to set aside their concept of the separate aspects of the self and envision a point at which body, mind, and soul are anchored to one another. By considering and nurturing that metaphysical node, monks hope to increase their understanding of the nature of ki.

### Mountainfall Stomp — Monk Attack 7

*The earth buckles around you as you drive into your enemy, a vicious kick sending it to the ground and keeping it there.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d6 + Dexterity modifier damage, and you knock the target prone. If the target stands up before the end of your next turn, that action provokes an opportunity attack from you.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift 1 square. Squares adjacent to you then become difficult terrain until the start of your next turn.

### Unity of Steel — Monk Attack 7

*Allies who press in against a foe grant you some of their strength, increasing the effectiveness of your own attack.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Iron Soul:** If you make the attack using a light blade or a spear, you gain a +2 power bonus to the attack roll.
**Hit:** 2d8 + Dexterity modifier damage plus 2 damage for each ally adjacent to the target.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You swap places with one ally adjacent to you.

## Level 9 Daily Disciplines

### Finishing Move — Monk Attack 9

*Your crippling attack can drop a badly injured foe with the devastating finishing move. If the foe falls, other enemies lose their resolve.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 3d8 + Dexterity modifier damage, and the target is slowed and takes a −2 penalty to attack rolls (save ends both). If the target has 10 hit points or fewer after this attack is resolved, you reduce it to 0 hit points.
**Miss:** Half damage.
**Effect:** If this attack reduces the target to 0 hit points, each enemy within 5 squares of you takes a -2 penalty to attack rolls against you (save ends).

### Flying Tiger Assault — Monk Attack 9

*Your flying kick batters your enemy, driving it back as the recoil of your strike lets you dance away.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Effect:** Before the attack, you fly your speed. You must land at the end of this movement.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3d10 + Dexterity modifier damage, and you push the target 5 squares.
**Miss:** Half damage, and you push the target 2 squares.
**Effect:** You shift 1 square.

### Immolating Fist — Monk Attack 9

*Fire blazes within your clenched fists to burn those you strike, culminating in an explosive attack that wraps your foes in a shroud of flames.*

**Daily ✦ Fire, Implement, Psionic, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain resist 5 fire. In addition, whenever you hit an enemy with a melee attack, it takes 5 extra fire damage. You can also make the following attack.
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 1d8 + Dexterity modifier damage plus 1d12 fire damage, and each enemy adjacent to the target takes 5 fire damage.
**Miss:** Half damage.
**Effect:** The stance ends.

### Uncommon Clarity — Monk Attack 9

*You attune yourself to your foe's thoughts, granting you increased accuracy with your attack.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity + 2 vs. Reflex. You can score a critical hit with this attack on a roll of 19–20.
**Hit:** 2d12 + Dexterity modifier damage.
**Miss:** Repeat the attack using Dexterity – 2 instead of Dexterity + 2. You are then dazed until the start of your next turn. Do not repeat the attack again if it misses.

## Level 10 Utility Disciplines

### Adamant Soul — Monk Utility 10

*You coordinate body, mind, and soul to protect you from the energy of your foes' attacks.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** An attack that deals at least one specific damage type hits you
**Effect:** Until the end of your next turn, you gain resistance equal to 3 + your Wisdom modifier to all damage types dealt by the triggering attack.

### Adamantine Bones — Monk Utility 10

*Your ki energy strengthens you from the inside out, reducing the effectiveness of your enemies' attacks.*

**Encounter ✦ Psionic**
**Minor Action** **Personal**
**Effect:** You gain resist 5 to all damage until the end of your next turn.

### Confirmation of Spirit — Monk Utility 10

*The aftermath of a successful attack confirms your discipline and focus, granting you the strength to fight on.*

**Encounter ✦ Healing, Psionic**
**Free Action** **Personal**
**Trigger:** You hit an enemy with a melee attack
**Effect:** You regain hit points equal to 5 + your Wisdom modifier.

### Iron Heart Resilience — Monk Utility 10

*You visualize the essence of determination, anchoring yourself against the worst of what your enemies impose upon you.*

**Daily ✦ Psionic, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you make saving throws at the start of your turn in addition to the end of your turn. You take a –3 penalty to the saving throws granted by this power.

## Breath of the Sun and Moon

Little recorded history remains from the days following the Dawn War. Still, some sages claim that the Breath of the Sun and Moon is the earliest known formal monastic tradition. The specifics of this tradition's teachings are lost to history, but it retains a place of great honor and veneration among monks.

The influence of the Breath of the Sun and Moon can be found in all contemporary orders. Followers of this tradition are said to be the first practitioners to gather disparate techniques into a set of consistent thematic disciplines. They first enunciated the ideal of unity between body, mind, and soul. They began the discussion of ki, although they used Supernal terms to do so. Finally, they established the completely immersive, monastic way of life and first practiced it in isolated communities. Disciplines developed by the monks of the Breath of the Sun and Moon are still taught today in one form or another.

Numerous contemporary monastic traditions claim direct descent from this ancient order, though no clear evidence for such claims exists. Many monasteries use the rank titles that the Breath adopted in ancient times. Titles such as "Master of the North Wind," "Master of Autumn," and "Grand Master of Flowers" reveal the influence of the Breath of the Sun and Moon.

## Level 13 Encounter Disciplines

### As the Arrow Flies — Monk Attack 13

*You can fly like an arrow over other combatants, ready to deliver an attack that pins an enemy where it stands.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3d6 + Dexterity modifier damage, and the target is immobilized until the end of your next turn.
**Iron Soul:** If you make the attack using a light blade or a spear, whenever the target takes damage before the end of your next turn, you can slide the target 1 square to a square adjacent to you as a free action.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You fly your speed. If you don't land at the end of this movement, you fall.

### Resounding Fist — Monk Attack 13

*Resounding energy from your powerful strike disrupts your foe and grants your allies an opening.*

**Encounter ✦ Full Discipline, Force, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature or unattended object
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d8 + Dexterity modifier force damage, and any ally's attack made against the target deals extra damage equal to 2 + your Strength modifier until the end of your next turn. Against an unattended object, this attack deals 2d10 extra force damage.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift 2 squares and gain resist 3 to all damage until the start of your next turn.

### Storm's Wake — Monk Attack 13

*You read the flow of combat to better anticipate attacks as you move, then buttress your own strike with a ki shout that jolts your enemies back.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier damage, and you push the target and each enemy adjacent to you a number of squares equal to your Wisdom modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 2. During this movement, you gain a bonus to all defenses equal to your Wisdom modifier.

### Thundering Waterfall — Monk Attack 13

*You undertake a devastating rush through the thick of combat that makes you harder to hit.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Primary Target:** One creature
**Primary Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier damage, and you push the primary target 3 squares.
**Effect:** You shift 3 squares and make a secondary attack that is a close burst 1.
**Secondary Target:** Each enemy in burst
**Secondary Attack:** Dexterity vs. Fortitude
**Hit:** The secondary target is dazed until the start of your next turn.
**Iron Soul:** If you make the attack using a mace or a staff, the secondary target also takes damage equal to your Constitution modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed. Each time any enemy misses you with an opportunity attack provoked by this movement, you gain a cumulative +1 power bonus to all defenses until the start of your next turn.

## Level 15 Daily Disciplines

### Booming Shout — Monk Attack 15

*Amplified by psionic power, your voice booms across the battlefield, scattering and disorienting creatures before you.*

**Daily ✦ Implement, Psionic, Thunder**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d6 + Dexterity modifier damage, and the target takes ongoing 10 thunder damage and is deafened (save ends both). In addition, you push the target to the nearest unoccupied square outside the blast.
**Aftereffect:** The target is dazed until the end of your next turn.
**Miss:** Half damage, you push the target 1 square, and the target takes ongoing 5 thunder damage (save ends).

### Falcon's Rent — Monk Attack 15

*You lash out with a psionic strike at foes around you, leaving those enemies reeling and unable to properly defend themselves.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Dexterity vs. Reflex
**Hit:** 2d8 + Dexterity modifier damage, and the target takes ongoing 10 damage and a −2 penalty to all defenses (save ends both).
**Miss:** Half damage, and ongoing 5 damage (save ends).
**Effect:** Before or after the attack, you fly your speed. If you don't land at the end of this movement, you fall.

### Mithral Tornado — Monk Attack 15

*Twinned attacks send you hurtling across the battlefield, your enemies reeling from a whirlwind of blows.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Close** burst 1
**Effect:** You gain a +2 power bonus to all defenses until the end of your next turn.
**Primary Target:** Each enemy you can see in burst
**Primary Attack:** Dexterity vs. Reflex
**Hit:** 1d10 + Dexterity modifier damage, and the primary target is dazed (save ends).
**Miss:** Half damage, and the primary target is dazed until the end of your next turn.
**Effect:** You move your speed. Any enemy that misses you with an opportunity attack provoked by this movement takes 5 damage. When you end this movement, you make a secondary attack that is a close burst 1.
**Secondary Target:** Each enemy you can see in burst other than the primary target
**Secondary Attack:** Dexterity vs. Reflex
**Hit:** 1d10 + Dexterity modifier damage, and the secondary target is dazed (save ends).
**Miss:** Half damage.

### Quickening Assault — Monk Attack 15

*With careful aim and precise movement, you use one devastating attack to set up another.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3d10 + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** The next monk at-will attack power you use before the end of your next turn deals 1d10 extra damage and deals half damage to one creature it misses.

### Still Waters Strike — Monk Attack 15

*The physical and mental pain of your strike knocks a foe back, then places you into a waiting posture that invites enemies to attack you at their peril.*

**Daily ✦ Implement, Psionic, Psychic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d10 + Dexterity modifier damage plus 2d10 psychic damage, and you push the target 2 squares.
**Miss:** Half damage, and you push the target 2 squares.
**Effect:** You grant combat advantage to the target until the start of your next turn. While you grant combat advantage to the target from this power, you can make the following attack.
**Immediate Interrupt** **Melee** touch
**Trigger:** An adjacent enemy hits you with a melee attack
**Target:** The triggering enemy
**Attack:** Dexterity + 2 vs. Reflex
**Hit:** 2d10 + Dexterity modifier damage, and you knock the target prone.

## Level 16 Utility Disciplines

### Altered Awareness — Monk Utility 16

*Your successful attack lets you touch a foe's mind, then fade from its sight.*

**Encounter ✦ Illusion, Psionic**
**Free Action** **Personal**
**Trigger:** You hit an enemy with a melee attack
**Target:** The enemy you hit
**Effect:** You are invisible to the target until the end of your next turn.

### Pearl of Black Doubt — Monk Utility 16

*As the enemy's attack goes wide, you plant doubt's bitter seed in its mind to hamper its fight against you.*

**Daily ✦ Psionic, Stance**
**Immediate Reaction** **Personal**
**Trigger:** An adjacent enemy misses you with an attack
**Effect:** Until the stance ends, you gain a +2 power bonus to all defenses against the triggering enemy's attacks. In addition, whenever the triggering enemy misses you with an attack, you gain a +2 power bonus to attack rolls for any attack that includes the triggering enemy made before the end of your next turn.

### Sundered Chains — Monk Utility 16

*With the power of your mind, you free your body from constraint.*

**Encounter ✦ Psionic**
**No Action** **Personal**
**Trigger:** You start your turn immobilized, restrained, or slowed
**Effect:** The triggering condition ends.

### Unfailing Resolve — Monk Utility 16

*Your focus and discipline lets you stay on your feet even though you are at death's door.*

**Daily ✦ Psionic, Stance**
**No Action** **Personal**
**Trigger:** You drop to 0 hit points or fewer
**Effect:** Until the stance ends, while you are dying but not dead, dying causes you to be slowed and weakened instead of unconscious.

## Level 17 Encounter Disciplines

### A Feather's Weight — Monk Attack 17

*A powerful strike leaves your enemy off balance, so that any attack will send it to the ground.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d12 + Dexterity modifier damage, you slide the target 2 squares, and the target is dazed until the end of your next turn. The next time the target takes damage before the start of your next turn, the target takes extra damage equal to your Strength modifier and falls prone.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 2. You can use the attack technique at any point during this movement.

### Feigned Opening — Monk Attack 17

*You give your enemy a false opening to lure it close, then lash out with brutal force that leaves it reeling.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** 3
**Target:** One creature
**Attack:** Dexterity vs. Will
**Hit:** You pull the target 2 squares. If you pull the target to a square adjacent to you, it takes 3d6 + Dexterity modifier damage and grants combat advantage until the end of your next turn.
**Iron Soul:** If you make the attack using a mace or a staff, the target takes extra damage equal to your Constitution modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 2. You do not provoke opportunity attacks when moving away from enemies adjacent to you at the start of this movement.

### Glare of the Inner Eye — Monk Attack 17

*Your senses expand beyond sight as the power of your inner eye lets you project a mental assault against a distant foe.*

**Encounter ✦ Full Discipline, Implement, Psionic, Psychic**
**Attack Technique**
**Standard Action** **Melee** 5
**Effect:** You are blinded and gain blindsight 10 until the start of your next turn.
**Target:** One creature
**Attack:** Dexterity vs. Will
**Hit:** 3d8 + Dexterity modifier psychic damage.
**Movement Technique**
**Move Action** **Melee** 1
**Target:** One creature
**Effect:** You shift 1 square and swap places with the target, or swap places with the target and shift 1 square.

## FINDING THE PATH

Monastic acolytes might face significant challenges seeking out a desirable order or school before they arrive at the monastery's gate. Although some schools and their locations are famous, at least locally, other traditions are secretive or geographically isolated. Some regions hold no monastic orders at all. In these cases, a candidate must search far and wide, both by traveling and in terms of introspection. In the end, such effort might be wasted if the potential master finds the petitioner unsuitable.

Despite these barriers, locating a monastery or a school is sometimes easier than might be expected. Candidates who have sufficient discipline can feel drawn to a particular locale or building, stumbling upon the monastery with an accuracy that cannot be dismissed as coincidence. Many scholars theorize that characters destined to become monks unconsciously tap into a psionic or a spiritual connection that subtly guides them toward a suitable tradition and a willing master.

BEN WOOTTEN

### Leaping Dragon Strike — Monk Attack 17

*You leap into the air to jump over your enemy. When you land, you follow up with a vicious strike that drives the foe back.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Iron Soul:** If you make the attack using a light blade or a spear, you gain a +2 power bonus to the attack roll.
**Hit:** 3d8 + Dexterity modifier damage, and you can use your movement technique as a free action. You then push the target 2 squares.
**Movement Technique**
**Move Action** **Melee** 1
**Target:** One creature
**Effect:** You jump to any square adjacent to the target. This movement does not provoke opportunity attacks.

## Level 19 Daily Disciplines

### Crushing Reprisal — Monk Attack 19

*Your enemy's failed attack lets you slip in quickly to deliver a crushing counterstrike.*

**Daily ✦ Implement, Psionic**
**Immediate Reaction** **Melee** touch
**Trigger:** An enemy misses you with a melee attack
**Effect:** Before the attack, you shift 2 squares.
**Target:** The triggering enemy
**Attack:** Dexterity vs. Reflex
**Hit:** 2d6 + Dexterity modifier damage, and the target is stunned (save ends).
**Miss:** Half damage.

### Hare's Panicked Retreat — Monk Attack 19

*The power of your forceful strike fills your foe with dread, causing it to knock down other enemies as you control its feeble attempts to escape from you.*

**Daily ✦ Fear, Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 3d10 + Dexterity modifier damage, and the target is slowed (save ends). Until this effect ends, whenever the target starts its turn, you can push it 2 squares as a free action. Each enemy adjacent to the target at the end of the push falls prone.
**Miss:** Half damage, and you push the target its speed.

### Loud Fist Strike — Monk Attack 19

*Your fast attack sends a foe careening into other enemies, which are blasted back by an explosive clap of thunder.*

**Daily ✦ Implement, Psionic, Thunder**
**Standard Action** **Melee** touch
**Effect:** Before the attack, you shift your speed.
**Primary Target:** One creature
**Primary Attack:** Dexterity vs. Fortitude
**Hit:** 3d10 + Dexterity modifier damage, and you push the target 5 squares and knock it prone.
**Miss:** Half damage, and you push the target 5 squares.
**Effect:** Make a secondary attack that is an area burst 2 centered on the primary target.
**Secondary Target:** Each enemy in burst other than the primary target
**Secondary Attack:** Dexterity vs. Fortitude
**Hit:** 2d10 + Dexterity modifier thunder damage, and you push the secondary target 3 squares from the primary target.
**Miss:** Half damage.

### Twin Fountain Strike — Monk Attack 19

*As you tumble past your enemies, your attack draws forth a blood-red mist that shrouds them and fills other foes with fear.*

**Daily ✦ Fear, Implement, Psionic**
**Standard Action** **Melee** touch
**Effect:** You shift your speed + 2 and make the following attack against one or two creatures during this movement.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier damage, and ongoing 10 damage (save ends). Until this ongoing damage ends, the target's space and each square adjacent to it are lightly obscured. Any enemy not immune to fear takes a −2 penalty to attack rolls while it can see squares lightly obscured by this power.

## Level 22 Utility Disciplines

### Empty Body — Monk Utility 22

*You exchange the limits of the body for the embrace of pure spirit. In this form, nothing can contain you.*

**Daily ✦ Psionic, Stance**
**Minor Action** **Personal**
**Requirement:** You must be bloodied.
**Effect:** Until the stance ends, you are insubstantial and phasing.

### Meditative Vanishing — Monk Utility 22

*You extend your will to overpower the senses of your enemies, excising your presence from their minds.*

**Daily ✦ Illusion, Psionic**
**Minor Action** **Close** burst 5
**Target:** Each enemy in burst
**Effect:** You are invisible to the target until you make an attack against it.

## Meditation

Monks and psions meditate in a variety of ways to maintain discipline and to reinvigorate their bodies and minds. For roleplaying purposes, you might decide exactly what those practices entail and describe your character performing them during periods of rest or downtime. You can adopt one of these suggestions or devise your own.

**Art:** Some psionics users engage in various forms of performance or fine art—such as painting, sewing, calligraphy, or music—as a means of focusing the mind and calming the emotions.

**Chants and Litanies:** Specific phrases, repeated over and over, form the basis for many forms of meditation. For example, the following is the litany of the Winding Soul tradition:

*There is no pain; there is only warning.*
*There is no fear; there is only caution.*
*There is no retreat; there is only delay.*
*There is no defeat; there is only death.*
*There is no me; there is only what I do.*

**Focus on the Mundane:** Monks and psions often devote the entirety of their attention to mundane stimuli, allowing their thoughts to drift. Examples include concentrating on the flickering of a candle flame, the feel of a knotted leather strap, or the rhythm of one's breathing or heartbeat.

**Katas:** By repeatedly performing katas (carefully arranged sequences of martial movements), a psionics user clears his or her mind and reinforces the links between mind, body, and spirit.

### Supreme Parry — Monk Utility 22

*Your weapon blurs as you spin it around you in an impenetrable barrier.*

**Daily ✦ Psionic, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you add the proficiency bonus of any melee weapon you wield to your AC and Reflex.

### Thousand World Stride — Monk Utility 22

*By elevating your consciousness over your physical limitations, you are able to reach the far side of the battle in a single step.*

**Daily ✦ Psionic, Stance, Teleportation**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you can teleport your speed as a free action.
**Special:** You can take this free action only as the first action of your turn.

## Level 23 Encounter Disciplines

### Iron Cascade — Monk Attack 23

*You capture your allies' spiritual strength, focusing it into an attack whose iron fury crushes your enemy.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Iron Soul:** If you make the attack using a light blade or a spear, you gain a +2 power bonus to the attack roll.
**Hit:** 4d8 + Dexterity modifier damage plus 4 damage for each ally adjacent to the target.
**Movement Technique**
**Move Action** **Melee** 1
**Target:** One creature
**Effect:** You swap places with the target, then shift a number of squares equal to your Constitution modifier. If the target is an ally, he or she can shift the same number of squares as a free action.

### Lightning Throw — Monk Attack 23

*You can flash through the air to land with explosive force, your melee attack summoning the power of lightning that you hurl at a distant foe.*

**Encounter ✦ Full Discipline, Implement, Lightning, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Primary Target:** One creature
**Primary Attack:** Dexterity vs. Reflex
**Hit:** 3d10 + Dexterity modifier damage, and you make a secondary attack that is a ranged 10 attack. This attack does not provoke opportunity attacks.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Dexterity vs. Reflex
**Hit:** 2d12 + Wisdom modifier lightning damage, and the secondary target is blinded until the end of your next turn.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You fly your speed + 2. If you don't land at the end of this movement, you fall. Enemies adjacent to you when you land take lightning damage equal to your Constitution modifier.

### Shattered Earth Fall — Monk Attack 23

*Your vicious strike can knock a foe down, and grants you the power to sweep other nearby enemies to the ground.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Primary Target:** One creature
**Primary Attack:** Dexterity vs. Reflex
**Hit:** 3d10 + Dexterity modifier damage, and you knock the primary target prone.
**Effect:** Make a secondary attack that is a close burst 1.
**Secondary Target:** Each enemy you can see in burst
**Secondary Attack:** Dexterity vs. Fortitude
**Hit:** You knock the secondary target prone.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift 3 squares. You can ignore forced movement until the end of your next turn.

## Level 25 Daily Disciplines

### Dragon Fist Strike — Monk Attack 25

*You end your prodigious leap with a blow that smashes your enemy to the ground, all other opponents recoiling before you.*

**Daily ✦ Fear, Implement, Psionic**
**Standard Action** **Melee** touch
**Effect:** Before the attack, you fly your speed + 2. If you don't land at the end of this movement, you fall.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 4d12 + Dexterity modifier damage, and the target falls prone and cannot stand up (save ends).
**Each Failed Saving Throw:** The target is dazed until the end of its next turn.
**Miss:** Half damage, and the target falls prone.
**Effect:** Until the start of your next turn, any creature that can see you takes a −2 penalty to attack rolls for any attack that includes you as a target.

### Fate's Judgment — Monk Attack 25

*An enemy strikes and you make a savage counterattack. If your opponent attacks again, it is punished by the lingering resonance of your fury.*

**Daily ✦ Implement, Psionic**
**Immediate Reaction** **Melee** touch
**Trigger:** An adjacent enemy hits you with an attack
**Target:** The triggering enemy
**Attack:** Dexterity vs. Reflex
**Hit:** 3d10 + Dexterity modifier damage, and the target takes 10 damage the first time each turn it makes an attack (save ends).
**Miss:** Half damage, and the target takes 5 damage the first time each turn it makes an attack (save ends).

### Four Hidden Sounds — Monk Attack 25

*You center your mind on the four hidden sounds of the natural world. When you speak each sound, you release a potent blast of elemental energy.*

**Daily ✦ Implement, Psionic, Stance; Varies**
**Standard Action** **Personal**
**Effect:** Until the stance ends, you can make the following attack.
**Minor Action** (1/round) **Close** blast 5
**Target:** Each creature in blast
**Attack:** Dexterity vs. Reflex
**Hit:** 1d10 + Wisdom modifier damage. Choose a damage type: acid, cold, fire, or lightning. The attack deals damage of this type to each target. You can choose each damage type only once in an encounter.
**Effect:** The fourth time you use this attack in an encounter, the stance ends.

### Glacier's Mantle — Monk Attack 25

*Frost flares around you as an icy mist, adding lethal cold to your attacks and chilling any foe that comes too close.*

**Daily ✦ Cold, Implement, Psionic, Stance**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3d8 + Dexterity modifier damage plus 2d12 cold damage.
**Miss:** Half damage.
**Effect:** You can enter the glacier's mantle stance. Until the stance ends, your melee attacks deal 5 extra cold damage. In addition, any enemy that enters a square adjacent to you takes cold damage equal to 5 + your Strength modifier.

### Strike of Perfect Clarity — Monk Attack 25

*Your attack is delivered with such masterful balance and form that your foe's mind turns on itself for daring to challenge you.*

**Daily ✦ Implement, Psionic, Psychic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Will
**Hit:** 4d8 + Dexterity modifier damage plus 2d12 psychic damage.
**Miss:** Repeat the attack against the same target or a different one. Do not repeat the attack again if it misses.

## Level 27 Encounter Disciplines

### From Earth to Heaven — Monk Attack 27

*Your grace and focus flow through your attacks, driving back your enemies and lifting you to safety above the fray.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Dexterity vs. Fortitude
**Hit:** 3d6 + Dexterity modifier damage, and you push the target 1 square. The target is immobilized until the end of your next turn.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You fly your speed + 2. You gain a power bonus to all defenses equal to your Wisdom modifier during this movement. If you don't land at the end of this movement, you fall.

### Part the Seas — Monk Attack 27

*Foes that try to stop you are knocked aside as you surge through combat, ready to unleash a blow that stuns an enemy in its tracks.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 1d12 + Dexterity modifier damage, and the target is stunned until the end of your next turn.
**Iron Soul:** If you make the attack using a mace or a staff, the target also falls prone.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 6. Any enemy that misses you with an opportunity attack provoked by this movement takes damage equal to your Constitution modifier and falls prone.

### Shatter the Mountain — Monk Attack 27

*An unshakeable concentration girds your body as your rock-shattering strike overwhelms a foe.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature or unattended object
**Attack:** Dexterity vs. Fortitude
**Hit:** 3d12 + Dexterity modifier damage, and you push the target a number of squares equal to 3 + your Strength modifier. If this attack bloodies the target, it takes 1d12 extra damage. If the target is an unattended object, this attack deals 2d12 extra damage.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift 4 squares and gain resist 5 to all damage until the end of your next turn.

### Weight of the Anchor — Monk Attack 27

*Your attack hits with the force of iron, pinning an enemy in place as you race across the battlefield.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Iron Soul:** If you make the attack using a light blade or a spear, you gain a +2 power bonus to the attack roll.
**Hit:** 4d8 + Dexterity modifier damage, and the target is immobilized until the end of your next turn.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 6.

## Level 29 Daily Disciplines

### Adamantine Hurricane — Monk Attack 29

*You are a blur as you move and attack, laying into foes around you with a destructive force equal to that of the mightiest weapons.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Close** burst 1
**Effect:** You gain a +2 power bonus to all defenses until the end of your next turn.
**Primary Target:** Each enemy you can see in burst
**Primary Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier damage, and the primary target takes ongoing 10 damage (save ends). If the primary target is already taking ongoing damage, that ongoing damage increases by 10.
**Effect:** You move your speed + 2. Any enemy that misses you with an opportunity attack provoked by this movement takes 10 damage and falls prone. Make a secondary attack that is a close burst 1.
**Secondary Target:** Each enemy you can see in burst other than the primary targets
**Secondary Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier damage, and the secondary target takes ongoing 10 damage (save ends). If the secondary target is already taking ongoing damage, that ongoing damage increases by 10.

### Falling Star Strike — Monk Attack 29

*You streak into the air, trailing fire and light. When you land, the impact staggers, blinds, and burns your foes.*

**Daily ✦ Fire, Implement, Psionic, Radiant, Teleportation, Thunder, Zone**
**Standard Action** **Close** burst 2
**Effect:** Before the attack, you teleport your speed, appearing up to 50 feet in the air above your destination space. You then fall without taking damage.
**Target:** Each creature in burst
**Attack:** Dexterity vs. Reflex
**Hit:** 3d10 + Dexterity modifier fire, radiant, and thunder damage, and the target is blinded (save ends).
**Miss:** Half damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Any creature that ends its turn within the zone takes fire damage equal to your Dexterity modifier.

### Titan's Mighty Grasp — Monk Attack 29

*You rock your enemy with a devastating attack, then wrap it in a steely, unbreakable embrace.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Primary Attack:** Dexterity vs. Fortitude
**Hit:** 5d12 + Dexterity modifier damage, and you grab the target. The target takes a penalty to checks to escape the grab equal to your Strength modifier.
**Miss:** Half damage, and you grab the target
**Effect:** Until the grab ends, you can make the following secondary attack against the target.
**Standard Action** **Melee** touch
**Secondary Attack:** Dexterity + 2 vs. Fortitude
**Hit:** 3d10 + Strength modifier damage. The target cannot attempt to escape the grab until the start of your next turn.

## Taxes, Tithes, and Thievery

Many isolated monasteries exist completely apart from the bounds of civilization, independent from any supervisory, affiliated, or beholden group. On occasion, a small settlement grows up near an otherwise remote monastery, eager for the protection the monks offer from the hazards of the wild. Over time, a formal relationship might develop between the order and the community. The monks might become landlords, collecting taxes or tithes. They might become overlords, passing laws and serving as both religious and secular leaders for the local population. Many arrangements bear equal measures of benefit and responsibility, but some dependencies are more extreme.

A school dedicated wholly to discipline might subordinate itself to a local settlement, perhaps as a means of achieving enlightenment through service. Another order might exert a cruel dominion, inflicting crippling taxes and growing wealthy off the labor of its subjects. Such an evil-aligned monastery might also send students roaming beyond their own environs to engage in banditry, waylaying travelers and raiding neighboring communities.

# Basilisk's Fury Adept

*"Look into these eyes and see the doom awaiting you."*

**Prerequisite:** Monk

The basilisk is renowned for its hunting prowess, and its pitiless gaze. Inspired by both the basilisk's sinuous movements and the immobilizing effect of its gaze, a group of monks have developed disciplines that mirror this creature's fearsome reputation.

Your study of the basilisk's fury has opened your mind to the emotions around and in you. Achieving this state empties your body of thought and draws the sensations of others through your eyes. Foes that peer into your obsidian gaze are drained of hope. All that remains for your enemy are apathy, stasis, and death.

## Basilisk's Fury Adept Path Features

**Baleful Action (11th level):** You can spend an action point to slow each enemy within 5 squares of you that can see you until the start of your next turn. Any enemy that takes damage while slowed in this way becomes slowed (save ends).

**Basilisk's Boon (11th level):** You gain a +2 bonus to saving throws against effects that immobilize, restrain, or slow. When you are subjected to an effect that petrifies you, you can make a saving throw against that effect. If you save, the effect ends on you.

**Basilisk's Fury (16th level):** When you score a critical hit against an enemy using a monk or basilisk's fury adept attack power, that enemy is petrified (save ends).

## Basilisk's Fury Adept Disciplines

**Eyes of the Basilisk** — Basilisk's Fury Adept Attack 11

*You drive your enemy back, then bind it in place with a gaze.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d12 + Dexterity modifier damage, and you push the target 3 squares. The target is then marked and immobilized until the end of your next turn. If the target is already slowed or immobilized, it is restrained until the end of your next turn.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 2, ignoring difficult terrain. Any enemy that misses you with an opportunity attack provoked by this movement is slowed until the end of your next turn.

**Basilisk Nature Defense** — Basilisk's Fury Adept Utility 12

*The power of your mind transforms your body into stone.*

**Daily ✦ Healing, Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** An attack makes you unconscious or stuns you
**Effect:** You are instead petrified for as long as you would be unconscious or stunned by the triggering attack. You can spend a healing surge. If you do so, you gain a +2 power bonus to saving throws until you are no longer petrified.

**Stone-Shatter Strike** — Basilisk's Fury Adept Attack 20

*Your attack freezes a foe, rendering it vulnerable to your follow-up strike and threatening to transform it to living stone.*

**Daily ✦ Implement, Psionic, Psychic**
**Standard Action** **Ranged** 5
**Target:** One creature
**Primary Attack:** Dexterity vs. Will
**Hit:** 2d8 + Dexterity modifier psychic damage, and the target is immobilized (save ends).
**First Failed Saving Throw:** The target is instead petrified (save ends). The target takes a −2 penalty to saving throws against this effect.
**Miss:** Half damage, and the target is immobilized until the end of your next turn.
**Effect:** Once during the encounter while the target is immobilized or petrified by this power, you can make the following attack against the target.
**Standard Action** **Melee** 1
**Secondary Attack:** Dexterity + 2 vs. Reflex
**Hit:** 3d8 + Dexterity modifier damage, and the target falls prone and cannot stand up (save ends). If the target is petrified, this attack ignores the resistance granted by that condition and deals 4d8 extra damage.
**Special:** When charging, you can use this power in place of a melee basic attack.

WAYNE ENGLAND

# Four Winds Master

*"I am as powerful as the winds and as constant as the seasons."*

**Prerequisite:** Monk

Devotees of the four winds strive for peace and tranquility in all that they do. They recognize, however, that violence is sometimes necessary to achieve greater harmony. Just as destructive winds can carry away anything that stands against them, a monk of the four winds is an overwhelming force.

## Four Winds Master Path Features

**Mystery of the Four Winds (11th level):** After each extended rest, choose one of the following mysteries. The benefit of that mystery lasts until you choose another mystery.

*Mystery of the East Wind:* You gain lightning resistance equal to one-half your level. In addition, whenever you shift, you can move 2 squares before or after the shift.

*Mystery of the North Wind:* You gain cold resistance equal to one-half your level and a +5 bonus to saving throws against charm effects and fear effects.

*Mystery of the South Wind:* You gain force resistance equal to one-half your level and a +4 bonus to initiative checks.

*Mystery of the West Wind:* You gain thunder resistance equal to one-half your level. In addition, whenever you spend a healing surge, you can shift 2 squares as a free action.

## Four Winds Master Disciplines

### Four Winds Assault — Four Winds Master Attack 11

*Psychic winds can carry you to your opponents, gusting hard when you strike to scatter your foes.*

**Encounter ✦ Full Discipline, Implement, Psionic**

**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 1d8 + Dexterity modifier damage. You lift the target 10 feet into the air, where it is immobilized until the end of your next turn. At the end of your next turn, the target drops safely to the ground in the space it last occupied or in the nearest unoccupied space.
**Aftereffect:** You slide each creature within 5 squares of the target 5 squares.

**Movement Technique**
**Move Action** **Personal**
**Effect:** You fly your speed + 2. If you do not land at the end of this movement, you hover until the start of your next turn, at which point you land safely in the space below you or in the nearest unoccupied space.

**Gusting Action (11th level):** When you spend an action point to make an attack and the attack hits, you shift your speed after resolving the attack.

**Mysteries Revealed (16th level):** After each extended or short rest, you can choose two mysteries and benefit from both at the same time. The benefit of the mysteries lasts until you choose another two mysteries.

In addition, whenever you shift, you can instead fly the same distance. If you don't land at the end of this movement, you fall.

### Breath of the Four Winds — Four Winds Master Utility 12

*You anticipate imminent danger and call the four winds to whisk you to safety.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by an attack
**Effect:** You are insubstantial until the start of your next turn. After the triggering attack is resolved, you fly your speed + 2. If you do not land at the end of this movement, you hover until the start of your next turn, at which point you land safely in the space below you or in the nearest unoccupied space.

### Four Winds Tempest — Four Winds Master Attack 20

*You take to the air to lash out with a vicious attack, then call on the four winds that hold you aloft to batter your foe.*

**Daily ✦ Implement, Psionic; Varies**
**Standard Action** **Melee** touch
**Effect:** Before the attack, you fly a number of squares equal to your speed + 2. If you do not land at the end of this movement, you hover until the start of your next turn, at which point you land safely in the space below you or in the nearest unoccupied space.
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 4d10 + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** The target is affected by the four winds tempest (save ends). While the target is affected by the tempest, whenever the target starts its turn, roll a d4 to determine the effect.
**1.** The target takes 10 lightning damage, and you push it 4 squares.
**2.** The target takes 10 cold damage and is slowed until the end of its turn.
**3.** The target takes 10 force damage, and you pull it 4 squares.
**4.** The target takes 10 thunder damage, and you slide it 4 squares.

# Soaring Blade

*"My sword is more than a weapon—it is my spirit."*

**Prerequisite:** Monk, trained in Acrobatics

Battle is not just a physical contest—it is a spectacle, a dance of parries and thrusts, of slashes and ripostes. True mastery of the blade adds soaring form and motion, transporting the struggle into aerial art.

What sets you apart from earthbound combatants is your melding of discipline and precise swordplay. Your training and your psionic power grant you incredible mobility; your focus hones your edge.

## Soaring Blade Path Features

**Focused Parry Action (11th level):** When you spend an action point to make an attack and the attack hits, you gain a bonus to all defenses equal to your Constitution modifier until you make an attack or until the end of the encounter.

**Soaring Blade Style (11th level):** You gain a +3 bonus to Acrobatics checks. In addition, when you would make an Athletics check to climb or jump, you can make an Acrobatics check instead.

**Soaring Blade Training (11th level):** You gain proficiency with all simple and military heavy blades. You can utilize a heavy blade for any monk power usable with a light blade.

**Ki Blade (16th level):** You channel psionic energy through your heavy blade. After each extended rest, choose a damage type: cold, fire, or lightning. Your melee attacks using a heavy blade deal extra damage of that type equal to your Constitution modifier. In addition, when you score a critical hit using a heavy blade, the attack deals 2d10 extra damage of that type.

## Soaring Blade Disciplines

### Sword Fall Leap — Soaring Blade Attack 11

*You leap across the field of combat. When you attack, your blade work cuts one enemy deeply and slashes all foes nearby.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Requirement:** You must make this attack using a heavy blade.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3d8 + Dexterity modifier damage, and each enemy adjacent to you takes damage equal to your Constitution modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You make an Acrobatics check to jump with a +10 power bonus. You are considered to have a running start, and the distance of the jump isn't limited by your speed.
*Level 21:* You make the Acrobatics check with a +20 power bonus.

HECTOR ORTIZ

### Charge the Clouds — Soaring Blade Utility 12

*You soar above the fight, avoiding your foes' attacks as you pass.*

**Encounter ✦ Psionic**
**Move Action** **Personal**
**Effect:** You fly your speed. This movement does not provoke opportunity attacks. If you don't land at the end of this movement, you fall.

### Storm of Raining Blades — Soaring Blade Attack 20

*You are carried aloft by your psionic power, touching down three times to hack through and scatter your foes.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Requirement:** You must make this attack using a heavy blade.
**Effect:** Until the end of your turn, your movement does not provoke opportunity attacks. Before the attack, you fly 3 squares. If you don't land at the end of this movement, you fall.
**Primary Target:** One creature
**Primary Attack:** Dexterity vs. Reflex
**Hit:** 1d8 + Dexterity modifier damage.
**Effect:** You fly 3 squares. If you don't land at the end of this movement, you fall. You then make a secondary attack that is a melee touch attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Dexterity vs. Reflex
**Hit:** 2d8 + Dexterity modifier damage.
**Effect:** You fly 3 squares. If you don't land at the end of this movement, you fall. You then make a tertiary attack that is a close burst 1.
**Tertiary Target:** Each enemy you can see in burst
**Tertiary Attack:** Dexterity vs. Reflex
**Hit:** 15 + Dexterity modifier damage, and you slide the tertiary target 2 squares.
**Miss:** Half damage, and you slide the target 1 square.

# Tiger Claw Master

*"I am the hunter. You are my prey."*

**Prerequisite:** Monk

The tiger claw style is an ancient, honored path. Its practitioners have incorporated techniques from different traditions, but the style retains a central feature: the tiger claw. A practitioner curls his or her fingers toward the palm to make a claw. Through iron discipline, the monk transforms each digit into a rigid talon capable of raking and rending.

Mastering tiger claw maneuvers builds your strength and hardiness, and your strikes shred enemies. You spring at your foes with astounding speed. With true mastery, you take on the characteristics of the celestial tiger. Coarse orange and white striped fur covers your body. Your hands become clawed paws and a tiger's visage replaces your features. With great green orbs for eyes and a mouth filled with sharp teeth, you embody the tiger claw style.

## Tiger Claw Master Path Features

**Tiger Claw Style (11th level):** When you make an attack roll, you can take a -2 penalty to the roll. If the attack hits and you trigger your Flurry of Blows power, that power deals 4 extra damage.

**Pouncing Action (11th level):** When you spend an action point to make a charge attack, you move your speed + 2 as part of the charge, your movement for the charge doesn't provoke opportunity attacks, and you can reroll one attack roll made as part of the charge.

WAYNE ENGLAND

**Tiger's Endurance (16th level):** When you use your second wind, you regain additional hit points equal to your Strength modifier. In addition, the bonus to all defenses granted by your second wind equals 2 + your Strength modifier.

## Tiger Claw Master Disciplines

**Tiger Claw Rake** — Tiger Claw Master Attack 11

*You sprint across the battlefield, and your tiger claw tears your foe and leaves it in debilitating agony.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3d10 + Dexterity modifier damage, and the target takes a −2 penalty to attack rolls until the end of your next turn. If the target moves more than 2 squares on its next turn, it takes 5 damage.
**Special:** When charging, you can use this power in place of a melee basic attack.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 2, ignoring difficult terrain. Any enemy that hits you with an opportunity attack provoked by this movement takes damage equal to your Strength modifier, and you mark the enemy until the start of your next turn.

**Tiger Frenzy** — Tiger Claw Master Utility 12

*Pain clarifies your mind, letting you strike with ease at foes that come too close.*

**Daily ✦ Psionic, Stance**
**Immediate Reaction** **Personal**
**Trigger:** You are bloodied by an attack
**Effect:** Until the stance ends, any enemy that ends its turn adjacent to you takes damage equal to your Strength modifier.

**Awaken the Celestial Tiger** — Tiger Claw Master Attack 20

*As you spring at your enemy, your body transforms into the celestial tiger—a relentless force of unearthly fury.*

**Daily ✦ Implement, Polymorph, Psionic**
**Standard Action** **Melee** touch
**Requirement:** You must charge and use this power in place of a melee basic attack.
**Target:** One creature
**Attack:** Dexterity vs. Reflex. Make the attack twice.
**Hit:** 4d10 + Dexterity modifier damage, and you knock the target prone. If you hit with both attacks, the target takes 2d10 extra damage.
**Miss:** Half damage.
**Effect:** You assume the form of the celestial tiger until the end of the encounter. While in this form, you are immune to fear effects, your Flurry of Blows power deals extra damage equal to your Strength modifier, and you gain a +2 power bonus to speed.

# Transcendent Perfection

*"I am more than this flawed vessel."*

**Prerequisite:** Monk

The mystics of transcendent perfection believe the mortal body is a faulty receptacle that prevents them from attaining a higher form. They strive to overcome the body's limitations and attain their true potential. Just as importantly, they believe that they must foster reason and enlightenment, and help others transcend the body to embrace a state of harmonious existence.

By following the transcendent path, you learn to overcome your physical limitations by solving the riddles of past masters. Each conundrum you unravel opens your mind to greater possibilities. You first learn to shape your words to encourage behavior and alter impressions, to move without interference, or to deny movement to those who oppose you. You learn to close wounds and vanquish ailments with a touch. Upon mastering the techniques of transcendent perfection, you can deny your enemies' attacks by elevating your consciousness above pain and despair.

## Transcendent Perfection Path Features

**Enlightened Action (11th level):** When you spend an action point to take an extra action, you shift your speed and are insubstantial until the end of your next turn. You ignore difficult terrain, and you can move across water and other liquid surfaces. You sink if you end your turn on such a surface.

**Riddle of Conversation (11th level):** You gain a +2 bonus to Bluff, Diplomacy, Insight, and Intimidate checks. You also gain training in one of those skills. In addition, whenever you use your Flurry of Blows power, one ally adjacent to you or to a target of that power can shift as a free action.

**Riddle of Awareness (16th level):** You see invisible creatures and objects within 1 square of you. In addition, enemies do not gain combat advantage for flanking you unless you are adjacent to three or more enemies.

MIKE SCHLEY

## Transcendent Perfection Disciplines

**Riddle of Motion** — Transcendent Perfection Attack 11

*Solving the riddle of motion lets you control your foe's movement and keeps your enemies from doing the same to you.*

**Encounter ✦ Full Discipline, Implement, Psionic, Psychic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Will
**Hit:** 3d6 + Dexterity modifier psychic damage, and the target is either immobilized until the end of your next turn or you slide the target a number of squares equal to its speed.
**Movement Technique**
**Move Action** **Personal**
**Effect:** Choose one of the following effects. You move twice your speed and gain a +2 power bonus to all defenses against opportunity attacks provoked by this movement; or you can ignore forced movement until the end of your next turn.

**Riddle of Health** — Transcendent Perfection Utility 12

*Your knowledge lets you cleanse the body of injury and incapacitation.*

**Encounter ✦ Healing, Psionic**
**Minor Action** **Ranged** 5
**Target:** You or one ally
**Effect:** The target spends a healing surge and makes a saving throw. If the saving throw is against a poison effect, it gains a +5 power bonus.

**Riddle of Invulnerability** — Transcendent Perfection Attack 20

*A pulse of psychic power tears at your enemies, exploiting the weakness of their flesh and enhancing your resilience.*

**Daily ✦ Implement, Psionic, Psychic, Stance**
**Standard Action** **Close** burst 1
**Target:** Each enemy you can see in burst
**Attack:** Dexterity vs. Will
**Hit:** 3d10 + Dexterity modifier psychic damage, and the target gains vulnerable 5 to all damage (save ends).
**Miss:** Half damage.
**Effect:** You can enter the riddle of invulnerability stance. Until the stance ends, you gain resist 5 to all damage.

# Unseen Hand

*"I am the unseen blade, the killer in shadow, the final reckoning."*

**Prerequisite:** Monk, trained in Stealth

A covert clan of enigmatic monks engage in assassination, espionage, and sabotage. They are mercenaries, taking commissions from the powerful or the vengeful. Members of the Unseen Hand are bound to the order for life—the clan's mysteries are too sensitive to allow any member to withdraw or resign.

Secrecy and subtlety lie at the heart of your training. As long as your enemies cannot identify your purpose, you have them at a disadvantage. You might achieve this subterfuge through cunning disguises, skulking through shadows, or misdirection. Mastering the higher mysteries helps you manipulate darkness, leap across vast distances, and penetrate your enemies' minds.

Being a trained killer is not so different from being any other kind of warrior, but you must ensure that your tactics and techniques do not alarm your companions. At the same time, you must maintain friendly relations with the Unseen Hand clan or face ostracism, retribution—or worse.

## Unseen Hand Path Features

**Arms of the Unseen Way (11th level):** You gain proficiency with the hand crossbow. When you use your Flurry of Blows power, you can target an additional creature within 10 squares of you with that power by firing a loaded hand crossbow that you are holding. This does not provoke opportunity attacks.

**Unseen Action (11th level):** When you spend an action point, you become invisible until the end of your next turn.

**Flit Through Shadows (16th level):** Whenever you shift while you have concealment, you shift 2 extra squares.

ROBERTO MARCHESI

## Unseen Hand Disciplines

### Unseen Hunter's Pounce — Unseen Hand Attack 11

*Darting from the shadows, you strike your foe hard as your power twists its mind and clouds its senses.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier damage, and you are invisible to the target until the end of your next turn. If you use a weapon other than your monk unarmed strike to make this attack, the attack deals extra damage equal to your Constitution modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You have concealment until the end of your next turn, and you shift your speed. At the end of this movement, you can make a Stealth check to hide.

### Unseen Scrutiny — Unseen Hand Utility 12

*You erase yourself from a foe's mind, invisibly shadowing its movements.*

**Encounter ✦ Psionic**
**Minor Action** **Ranged** sight
**Target:** One creature you are hidden from
**Effect:** You are invisible to the target until you attack it or until the end of the encounter. While this invisibility lasts, whenever the target moves, you can shift a number of squares equal to your Dexterity modifier as an immediate reaction.

### Unseen Ambush — Unseen Hand Attack 20

*You slip through space to cut down a foe with a crippling attack, then step away to vanish in the shadows.*

**Daily ✦ Implement, Psionic, Teleportation**
**Standard Action** **Melee** touch
**Effect:** Before the attack, you teleport your speed.
**Target:** One creature you are hidden from
**Attack:** Dexterity vs. Reflex. If you use a weapon other than your monk unarmed strike to make this attack, you gain combat advantage for the attack.
**Hit:** 3d6 + Dexterity modifier damage, and the target is stunned and gains vulnerable 10 to your attacks (save ends).
**Miss:** Half damage.
**Effect:** After the attack, you teleport your speed. If you teleport to a square that grants you concealment or cover, you can make a Stealth check to hide.

CHAPTER 4

# Psion

*"Your nightmares serve at my command, and nothing can save you now."*

**The power** of the mind is yours to do with what you will. You can assume control of another creature, move objects and monsters with the merest thought, or reshape the matter of the material world into more useful forms. Although you recognize that psionic power can be focused and honed in many ways, your specialized training and your respect for the magic of the mind give you insights that few other psionic characters can match.

Your power is a perfect combination of natural talent and disciplined training. You might have always had a knack for piercing the veil of the material world with your mind. As a child, perhaps you caught faint fragments of the thoughts of those around you, or learned to nudge small objects by concentration alone. But it is only with the dedicated training that is your life's work that you discover the full extent of your gifts.

Regardless of which path your psion character follows, this chapter presents numerous useful options.

- **Playing a Psion:** The psion's relationship to psionic power and place in the world of the game, with all the information you need to bring a psion character to life.
- **New Build and Class Feature:** Shaper psions use their psionic power to alter and transmute the material world. The Shaper Focus class feature allows you to project your consciousness and create mundane objects using only the power of your mind.
- **New Powers:** With the new powers presented in this chapter, a psion can tear reality asunder, summon creatures from nightmare, pry open a foe's mind, or assail enemies with thoughts of pure destruction.
- **New Paragon Paths:** Five new paragon paths provide psion characters with a host of options for expanding their power, from the firestarter's roiling flame to the thrallherd's ability to control another creature's body and mind.

MCLEAN KENDREE

McLean Kendree
2010

*Sweat on his brow, hands tight on his sword, Gorna watched the shambling mass of creatures slouch forth from the darkness. Gaping mouths shrieked in eyeless faces, insectoid legs scuttling across unyielding rock. A dozen, a score, and still they kept coming.*

*At the head of the throng stood the creature they had come to find, the creature they had foolishly thought they could kill. Its writhing tentacles lashed the air as it raised its clawed hands, and in their minds, the illithid laughed. Its first assault had taken out Rathelle, their best hope of countering the mind flayer's power. She lay at its feet now in a crumpled heap, no sign of life in her eyes—but even if Gorna had wanted to leave her behind, they were surrounded. There was nowhere to run.*

*As the aberrant horrors surged forward, Gorna and the others cast silent prayers to any gods they knew. They hoped at least that death might come cleanly, quickly.*

*Then, swift as thought, the mind flayer's arms fell. Its servants stopped, their inhuman eyes staring questioningly at their master. The creature turned as if in thought, the air rippling around it. And then the power of the illithid's mind blasted outward, sweeping over its own allies and rendering them senseless. The mind flayer stood rigid, its back to its foes.*

*"Hurry," Rathelle whispered from the ground where she lay, face set in concentration as she struggled to speak. "I can't control it for long. . . ."*

Nothing is more potent than the mind. Arcane magic, primal spirits, even the divine power of the gods themselves—the potential of sentient thought is greater than all these things. It is a simple truth, but one that few have grasped. You are one of those few. You are a psion, devoting yourself to utter mastery of your thoughts and dreams, hopes and fears, identity and potential. Through the mastery of your mind, you master the world.

Although the rigorous path of the psion most commonly appeals to those who seek order and answers in their lives, your motivations are entirely your own. Did you start down this path for the knowledge and power it would bring? Did you have a natural talent that you could never fully master until you stumbled on the legends and teachings of the psions who came before you? Were you training your mind for some other purpose, only to discover that your efforts tapped a wellspring of power you never knew you possessed?

## Intellectual Exercise

As a psion, your thoughts control your environment—but only as well as you control your thoughts. Your life is centered on intellect and understanding, logic and experimentation. The stronger your mind, the more controlled your thoughts. The broader your imagination and the narrower your focus, the greater the power you can project. Academic psions devote themselves to research and study; adventuring psions engage in various forms of meditation as a means of maintaining their intellectual edge.

Strict, methodical process is your preferred way of reaching your decisions and accomplishing your goals. You are likely drawn to rigid studies such as mathematics or alchemy. It is important for you to understand and master every step of any given task—be it translating an ancient codex, brewing a potion, developing a new discipline, or cooking a stew. For a psion, the process is just as important as the result.

### Schools and Studies

The methodical attitudes at the heart of a psion's technique lend themselves to formal study. Psions were the first psionic class to form scholastic traditions, and the first to develop unifying theories of psionic energy. A psionics college is not necessarily a specific location. It's a combination of philosophy and methods of study, a means of teaching more than a place of teaching.

The various psion builds and focuses are an extension of these scholarly traditions. Are you a telepath, a telekinetic, or a shaper? Do you prefer orbs and crystals, or would you rather wield a staff? Do you practice ritual magic or alchemy? Which of the various psionics origin theories do you support? These traits were likely shaped by the psionics college that instructed you.

### The Life of the Mind

You recognize that the mind, composed in equal part of thought, memory, and emotion, is the most vital aspect of the self. The body is a vessel, a tool. Some psions discount the existence of the soul, seeing it as an aggregate of memories and personality viewed through the lens of worship. Most psions believe that the soul represents the catalyst that allows the intellect to burn bright. It is the mind that ultimately provides awareness, memory, and personality.

## Your Life Before

Some individuals are drawn to the art of the psion because it fits their personality, aptitudes, and ambitions. You might have heard tales of the psion colleges while engaged in other scholarly pursuits and become intrigued by this mysterious path. You might have been actively learning the techniques of wizardry or some other class, discovering in the process that you carried the rare psionics potential within you.

You might have recognized that potential early on, seeking psion instruction to help you deal with it rather than following the largely self-taught path of the ardent. If you hail from a community in which psionics is viewed with suspicion or superstition, you might have thought you were learning arcane magic—only to discover that your master was preparing you in secret for another path.

Regardless of your background, the one thing you almost certainly had in common with other psions even before you began your instruction is a strong sense of order and logic. Without such a mind set, few can master the rigid disciplines of the psion class.

## Roleplaying a Psion

You see the world through a lens of order, but this does not imply any particular personality or alignment. Rather, you look for patterns in all things, the connections between events.

Whether it's the study of psion disciplines or alchemy, rural economics or astrology, mathematics or the progression of history and culture, you need to comprehend how each step leads to the step that follows. You work constantly to expand your knowledge of a wide variety of subjects, using what you've learned to anticipate what comes next.

MIKE SCHLEY

You believe that all problems can be solved through the proper application of logical reasoning and the knowledge of what's come before. You view people who act wholly on impulse to be irrational. Instinct, however, is another type of knowledge to you, and you respect those who properly respond to it.

If you are like most psions, you work hard not to act on emotion. Though you have no need to suppress or conceal your emotional side, you make every effort not to let emotions influence your choices and decisions. Even when emotion does overtake you, you remain logical and methodical about how you pursue its goals. You are just as likely as any other character to seek vengeance against a foe that threatens or harms your loved ones, but you are far more brutally thorough in planning out and executing that retribution.

The best psions use their powers to protect others. They share their knowledge, believing that with their power comes an obligation to use it wisely. Darker psions lose themselves in that power. They begin to see other sentients as puppets to be manipulated. To such psions, the strong are entitled—even obligated—to dominate the weak. Such a path is an easy one to follow without meaning to, and underlying all your training is the knowledge that you must tread carefully as your power grows.

### Manifestation

The corona of power marks an ardent, just as a monk is identifiable by his or her unique combat tactics. But no single sign accompanies the manifestation of a psion's disciplines. When manifesting a discipline, a psion's eyes might blaze with silver or violet light. A discipline might be accompanied by a faint chiming or unintelligible whispers heard only in the minds of its target. In some cases, a psion's power manifests as sensation fed directly into the mind.

Decide what form your own manifestations might take, and whether they are consistent or vary from power to power. For example, you might decide that powers dealing the most potent damage are accompanied by a flare of light in your eyes, and that a charm is felt in its target's mind as a wave of hazy memories.

## Psions in the World

The average commoner sees no functional difference between a psion and a wizard. Those who do recognize the obvious difference in traditions and trappings between the two classes also typically know of the psion's proficiency at controlling the minds of others. As a result, among the common folk who do distinguish between the two classes, psions are often viewed with more suspicion.

Among scholars and adventurers, psions are well known and treated with an equal mix of respect and wariness. As a psion, you wield some of the most overtly impressive psionic powers, even if not necessarily the most powerful. You are highly knowledgeable, possessing methods of research and discovery that even other spellcasters lack. And most importantly for some, your numbers are growing.

### The Birth of Understanding

Psions cannot claim the earliest formal psionics organizations, a distinction that belongs to the oldest monastic traditions. But those early traditions tended to be religious or spiritual in nature, leaving psions to form the first specifically psionics-focused orders.

Psionic power was poorly understood in the first generations following the Dawn War, and only rarely recognized as a form of power unto itself. The formal studies that would eventually grow into the psion class and its colleges are thought to have originated with a priestess of Ioun named Pharaelis.

Although she was not the first to study the peculiar energy that empowered the earliest psionic characters, Pharaelis was one of the first to undertake a significant and methodical analysis of it. Even though they recognized that psionic energy was distinct from divine magic, Pharaelis and her students took it on faith that these powers had their origins with Ioun and other gods of knowledge and the mind. Over the course of her studies, Pharaelis developed psionic ability of her own, though clerical magic remained her life's work and focus. After her death, the acolytes who carried on her studies founded the earliest of the formal psion colleges.

### Mind Over Magic

The spread of psions was rapid at first, as those who demonstrated a natural talent for psionics found a formal means of channeling that power. But with that rise came unrest. The widespread clerical temples and established schools of wizardry did not care for this new challenge to their power. In many cases, those organizations sought to maintain the study of psionic power as a subset of the arcane or the divine. On the fringes of civilization, psions often failed to gain a foothold, or had to teach and learn their disciplines in secret.

In the dark ages between the earliest empires, psions had greater success. The common folk gave fealty to anyone who could protect them from the horrors of those terrible times, or who could teach them to protect themselves. When later empires formed, established psion colleges and cabals were already in place, distinct from the divine and arcane factions that had fallen and risen again alongside them.

A significant development in the psion tradition came in the tiefling empire of Bael Turath. Seeking advantage in its war against Arkhosia's dragonborn, the empire encouraged psionics study among its people. Arkhosia, in turn, countered with new psionics traditions of its own. Psions never became a major factor in that war, since both sides already fielded potent magic, but the open acceptance of psionics survived and flourished after both empires' fall.

## Psions Today

Just as in previous ages of darkness, the number of psions has increased since the fall of Nerath. As the influence of the Far Realm presses more heavily against the threshold of reality, psionics grows more pervasive throughout the world. Even in areas pressed by less sinister threats, the common folk typically welcome wanderers possessed of strange powers—and hope desperately that those powers can protect them.

The spread of the adventuring psion is a relatively recent phenomenon. For most of the class's history, psions have remained largely devoted to study, research, and experimentation. They worked alone or gathered in colleges and cabals, and if they engaged in battle, it was in defense of their communities. Although scholarly psions still outnumber adventurers, a growing number choose the explorer's life, braving the hazards of the wild alongside members of other heroic classes.

Some adventuring psions seek to counter the growing aberrant threat, or to push back against the more general darkness that threatens to overwhelm the scattered motes of civilization. Others hold the purely personal goals of fortune, glory, and power. Still others adventure as scholars, taking to the field in order to test and research their theories regarding the origin, nature, and purpose of psionics.

Psions get along well with other studious characters, including wizards, clerics, warlocks, and bards. Indeed, though a small number of wizard schools and psionics colleges still view one another as rivals, many work together, pooling their substantial knowledge for the benefit of both.

The most academic of psions sometimes take a less than reverential view of other psionic characters. In the eyes of such elitists, the members of the other psionic classes are mere dabblers in psionic power, forever squandering their true potential. Adventuring psions see things differently. Although only monks share a dedication and a focus with which psions can easily identify, ardents and battleminds are equally well respected for their results. Some psions even maintain a secret envy of battlemind and ardent characters, recognizing that their emotional and instinctive approaches to psionics represent aspects of that power outside a psion's control.

The shaper psion joins the psion build options presented in *Player's Handbook 3*. This section also includes a new discipline focus geared toward shaper characters.

## Shaper Psion

Psionic energy is a boundless sea of potential, limited only by the imagination. Objects that exist nowhere but in your mind can be made real with enough creativity and focus—whether born of fanciful dreams or mind-blasting nightmares.

You see the world as a canvas awaiting your mental brush, ready to be painted with the beauty and the terror of the mind. These creations live only as long as you bend your mind to keeping them real. The world is your canvas, and you are the artist of reality itself.

### New Class Feature

When you choose your Discipline Focus, you can choose Shaper Focus instead of another option, such as the ones in *Player's Handbook 3*.

**Shaper Focus:** You gain the powers *shaped consciousness* and *minor creation*.

**Shaped Consciousness** Psion Feature

*You shape a fragment of your consciousness, bringing it into existence to extend your scope on the battlefield.*

**Encounter ✦ Conjuration, Psionic**
**Minor Action** **Close** burst 10

**Effect:** You conjure a fragment of your consciousness in an unoccupied square in the burst. The fragment lasts until the end of the encounter or until you dismiss it as a minor action. The fragment occupies its square, and you and your allies can move through it. When you take a move action, you can also move your fragment a number of squares equal to your speed. You can see, hear, and use psion powers as if you were in your fragment's space.

Your fragment can be attacked. If it takes any damage, it disappears. It is immune to your attacks.

**Minor Creation** Psion Feature

*You create something from nothing.*

**Encounter ✦ Conjuration, Psionic**
**Standard Action** **Ranged** 5

**Effect:** You conjure a nonliving, nonmagical object that appears within range, either in an unoccupied square, in your hand, or in an ally's hand. The object lasts until the end of the encounter or until you dismiss it as a free action. The object you conjure is a single weapon or an item listed under "Adventuring Gear," page 222 of the *Player's Handbook*. At the Dungeon Master's discretion, you can create some other nonmagical object no larger than one that a Medium creature can carry.

RALPH BEISNER

### Suggested Options

The world is yours to shape as you desire. You channel the latent psionic energy in your environment, molding it to serve your needs. You shape psionic power to unleash lethal attacks or conjure useful objects from your own mind. With the right focus and power, you can even create creatures that do your bidding.

Summoned creatures are the foundation of your shaper psion tactics. Such creatures are created only through your daily disciplines. Call on them sparingly, and choose at-will and encounter disciplines that support this theme.

As it does for all psions, Intelligence powers your attacks, so it should be your highest ability score. Charisma is an important secondary ability for a shaper, since it helps you control or empower your creations. Since summoned creatures depend on your hit points, you should also keep your Constitution high. Conjuration and summoning powers allow you to make the most of your secondary role as leader.

**Suggested Class Feature:** Shaper Focus*

**Suggested Feat:** Bulwarked Construction*

**Suggested Skills:** Arcana, Bluff, Dungeoneering, Perception

**Suggested At-Will Powers:** *force shard**, *static mote**

**Suggested Daily Power:** *summon thought servant**

*New option presented in this book.

# NEW POWERS

The powers presented in this section offer new options for psion characters. Many of these new powers are particularly useful for shapers, though psions of any build can benefit from them.

## Level 1 At-Will Disciplines

### Dimensional Scramble — Psion Attack 1

*Your attack causes space to jumble and fragment, scattering creatures into different positions.*

**At-Will ✦ Augmentable, Implement, Psionic, Teleportation**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d6 + Intelligence modifier damage, and you teleport the target to a square adjacent to the burst.
**Augment 1**
**Target:** Each enemy in burst
**Augment 2**
**Target:** Each enemy in burst
**Hit:** 2d6 + Intelligence modifier damage, and you teleport the target to another square in or adjacent to the burst.

### Force Shard — Psion Attack 1

*A shard of pure force appears in the air at your mental command, creating a hazard for your foes.*

**At-Will ✦ Augmentable, Conjuration, Force, Implement, Psionic**
**Standard Action** **Ranged** 5
**Effect:** You conjure a force shard in an unoccupied square within range. The shard lasts until the end of your next turn or until expended. Any enemy that enters the shard's space or ends its turn there takes force damage equal to your Charisma modifier. In addition, you can make the following attack using the shard.
**Minor Action** **Ranged** 5
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 1d8 + Intelligence modifier force damage.
**Effect:** The force shard is expended.
**Augment 1**
**Effect:** You conjure a force shard as above, and you can also move the force shard 5 squares as a move action.
**Augment 2**
**Hit:** 2d8 + Intelligence modifier force damage.

### Mind Lock — Psion Attack 1

*Your attack locks down an enemy's ability to focus, hindering its movement.*

**At-Will ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 1d8 + Intelligence modifier psychic damage, and the target is slowed until the end of your next turn.
**Augment 1**
**Hit:** As above, and the target also cannot shift until the end of your next turn.
**Augment 2**
**Area** burst 1 within 10 squares
**Target:** Each creature in burst

### Static Mote — Psion Attack 1

*A mote of roiling lightning hinders your foes before exploding in a devastating burst.*

**At-Will ✦ Augmentable, Conjuration, Implement, Lightning, Psionic**
**Standard Action** **Ranged** 10
**Effect:** You conjure a static mote in an unoccupied square within range. The mote lasts until the start of your next turn. Any creature that starts its turn adjacent to the mote is slowed until the end of its turn. After the mote ends, you make the following attack.
**No Action** (Special) **Close** burst 3 centered on the square the mote occupied
**Target:** Each creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 1d6 + Intelligence modifier lightning damage.
**Special:** You can take this free action only as the first action of your turn.
**Augment 1**
**Hit:** As above, and one target is pulled 1 square toward the center of the burst.
**Augment 2**
**Hit:** 2d6 + Intelligence modifier lightning damage.

## Level 1 Daily Disciplines

### Living Missile — Psion Attack 1

*You bind an enemy with a thought, then hurl it into another foe.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Ranged** 10
**Primary Target:** One creature
**Primary Attack:** Intelligence vs. Fortitude
**Hit:** The target is immobilized (save ends).
**Miss:** The target is slowed (save ends).
**Effect:** While the target is immobilized or slowed by this power, you can make the following secondary attack.
**Minor Action** (1/round) **Ranged** 10
**Effect:** Before the secondary attack, you slide the primary target 10 squares.
**Secondary Target:** One creature adjacent to the primary target at any point during the slide
**Secondary Attack:** Intelligence vs. Reflex
**Hit:** 2d6 + Intelligence modifier damage, and the secondary target falls prone. The primary target takes half damage and falls prone.
**Miss:** Half damage, and the primary target falls prone.

### Psychic Dissolution — Psion Attack 1

*A psychic wind scours your foe, shredding it to a dark haze.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d8 + Intelligence modifier damage, and ongoing 5 damage (save ends).
**Miss:** Half damage, and ongoing 5 damage (save ends).
**Effect:** When the target takes ongoing damage from this power, each square adjacent to the target becomes lightly obscured until the end of your next turn.

### Summon Thought Servant — Psion Attack 1

*The power of your mind summons an obedient servant that can fight with you or come to an ally's aid.*

**Daily ✦ Augmentable, Implement, Psionic, Psychic, Summoning**
**Minor Action** **Ranged** 10
**Effect:** You summon a Small thought servant in an unoccupied square within range. The servant has speed 8. You can give the servant the following special commands.
**Standard Action:** Melee 1; targets one creature; Intelligence vs. AC; 1d10 + Intelligence modifier psychic damage.
**Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. AC; 1d10 + Intelligence modifier psychic damage.
**Augment 1**
**Effect:** As above, and you can give the thought servant the following additional command.
**Opportunity Action:** Triggered when a dying ally adjacent to the servant starts its turn; targets the triggering ally; the servant makes a Heal check to stabilize the target or to allow the target to use his or her second wind.

### Telepathic Projection — Psion Attack 1

*You force your own will into an enemy's mind, manipulating the foe like a puppet under your control.*

**Daily ✦ Charm, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 3d8 + Intelligence modifier psychic damage, and the target is subject to your telepathic projection (save ends). While the target is affected by your telepathic projection, when you start your turn, the target makes a melee basic attack as a free action against a target you choose.
**Miss:** Half damage, and the target makes a melee basic attack against a random creature. If this attack targets one of your allies, the target takes a -2 penalty to the attack roll.

## Level 2 Utility Disciplines

### Borrow Training — Psion Utility 2

*You reach into an ally's mind to borrow the knowledge you need.*

**Encounter ✦ Psionic**
**Minor Action** **Ranged** 10
**Target:** One ally
**Effect:** Choose one skill in which the target is trained and you are not. Until the end of your next turn, you gain a +5 power bonus to skill checks with the chosen skill.

### Buoyancy of Thought — Psion Utility 2

*Your mind catches you whenever you might fall.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** You take falling damage or an attack knocks you prone
**Effect:** You reduce any falling damage by a number of points equal to your level, and you are not knocked prone by the triggering attack or the triggering fall.

### Dimensional Stowaway — Psion Utility 2

*You establish a psychic connection to an ally, bringing it with you when you teleport.*

**Encounter ✦ Psionic, Teleportation**
**Free Action** **Melee** 1
**Trigger:** You teleport or a creature teleports you
**Target:** One ally adjacent to you before the teleport
**Effect:** You teleport the target to a square adjacent to your destination.

### Mind Shroud — Psion Utility 2

*You slow your movement to shroud yourself in a shimmering haze, clouding all creatures' minds against your presence.*

**Encounter ✦ Psionic**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you have superior cover and you are slowed.

## Level 3 At-Will Disciplines

### Crushing Turmoil — Psion Attack 3

*Your attack crushes your enemy's confidence and resolve, hindering its ability to shrug off debilitating effects.*

**At-Will ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 1d8 + Intelligence modifier psychic damage, and the target takes a -2 penalty to the next saving throw it makes before the end of your next turn.
**Augment 1**
**Hit:** As above, and the target also takes a -2 penalty to attack rolls until the end of your next turn.
**Augment 2**
**Hit:** 2d8 + Intelligence modifier psychic damage, and the target takes a −2 penalty to attack rolls and saving throws until the end of your next turn.

### Fuse Form — Psion Attack 3

*The energy of your mind scours your foe to hinder its movement, and it can bind multiple enemies together with unbreakable psychic bonds.*

**At-Will ✦ Augmentable, Implement, Psionic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d8 + Intelligence modifier damage, and if the target moves more than 2 squares on its next turn, it takes 5 damage.
**Augment 1 (Fear)**
**Hit:** As above, and enemies take a -2 penalty to attack rolls while adjacent to the target until the end of your next turn.
**Augment 2**
**Primary Target:** One creature
**Primary Attack:** Intelligence vs. Fortitude
**Hit:** 1d8 + Intelligence modifier damage, and if the primary target moves more than 2 squares on its next turn, it takes 5 damage. You make a secondary attack that is an area burst 1 centered on the primary target.
**Secondary Target:** Each enemy in burst
**Secondary Attack:** Intelligence vs. Reflex
**Hit:** 5 + Intelligence modifier damage. Until the end of your next turn, the secondary target cannot move to a square that is not adjacent to the primary target, and the primary target cannot move to a square that is not adjacent to one or more secondary targets.

### Kinetic Trip — Psion Attack 3

*Your attack constrains your enemy, bowling it over unless it stands its ground.*

**At-Will ✦ Augmentable, Force, Implement, Psionic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 1d8 + Intelligence modifier force damage. On its next turn, if the target moves more than half its speed, it falls prone.
**Augment 1**
**Hit:** 1d8 + Intelligence modifier force damage. On its next turn, if the target makes a move other than a shift, it falls prone.
**Augment 2**
**Target:** One, two, or three creatures

### Psychic Anomaly — Psion Attack 3

*You conjure a shimmering anomaly of pure psionic energy, which disrupts the minds of nearby foes.*

**At-Will ✦ Augmentable, Conjuration, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Effect:** You conjure a psychic anomaly in an unoccupied square within range. The anomaly lasts until the end of your next turn. You can make the following attack using the anomaly.
**Opportunity Action** **Melee** 1
**Trigger:** An enemy starts its turn in a square adjacent to the anomaly
**Target:** The triggering enemy
**Attack:** Intelligence vs. Will
**Hit:** 1d6 + Intelligence modifier psychic damage, and you slide the target 3 squares to a square adjacent to the anomaly.
**Augment 1**
**Effect:** As above, and your allies can flank with the psychic anomaly.
**Augment 2**
**Hit:** 1d8 + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn.

## Level 5 Daily Disciplines

### Force Spheres — Psion Attack 5

*Your power focuses into protective spheres of shimmering force that can be hurled at your enemies with a thought.*

**Daily ✦ Force, Implement, Psionic**
**Standard Action** **Personal**
**Effect:** You set four force spheres spinning around you in your space until the end of the encounter or until you expend them. While you have at least one force sphere, you gain a +2 bonus to all defenses, and you can make the following attack.
**Minor Action** (1/round) **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 1d6 + Intelligence modifier force damage, and the target falls prone.
**Effect:** You expend one force sphere.

### Inflicted Mindscape — Psion Attack 5

*As you reach into your enemies' minds, the ground beneath their feet becomes a clutching mire of madness.*

**Daily ✦ Implement, Psionic, Psychic, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 2d6 + Intelligence modifier psychic damage, and the target is immobilized (save ends).
**Miss:** Half damage, and the target is slowed (save ends).
**Effect:** The burst creates a zone that lasts until the end of your next turn. Any enemy that ends its turn within the zone is slowed until the end of your next turn.
**Sustain Minor:** The zone persists.

### Summon Ebony Stinger — Psion Attack 5

*Wisps of black shadow coalesce to form a, monstrous scorpion under your control.*

**Daily ✦ Augmentable, Implement, Poison, Psionic, Summoning**
**Minor Action** **Ranged** 10
**Effect:** You summon a Medium ebony stinger in an unoccupied square within range. The stinger has speed 7 and climb 3. The stinger has a +4 bonus to AC and a +2 bonus to Reflex. You can give the stinger the following special commands.
**Standard Action:** Melee 1; targets one creature; Intelligence vs. Reflex; 1d8 + Intelligence modifier damage, and the stinger grabs the target.
**Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Reflex; 1d6 + Intelligence modifier damage, and ongoing 5 poison damage (save ends).
**Augment 1**
**Effect:** As above, and any creature grabbed by the ebony stinger takes a -4 penalty to checks to escape the stinger's grab.

### Thunderous Exit — Psion Attack 5

*A blast of thunder rocks your enemies, allowing you to escape in its booming wake.*

**Daily ✦ Implement, Psionic, Teleportation, Thunder**
**Standard Action** **Close** burst 3
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d8 + Intelligence modifier thunder damage.
**Miss:** Half damage.
**Effect:** You teleport 5 squares.

## Level 6 Utility Disciplines

### Explosive Force — Psion Utility 6

*Your force attack releases a pulse of energy that leaves nearby creatures vulnerable to follow-up attacks.*

**Encounter ✦ Psionic**
**Free Action** **Personal**
**Trigger:** You hit an enemy within 10 squares of you with an unaugmented psion at-will force attack power
**Target:** Each creature adjacent to the enemy you hit
**Effect:** The target grants combat advantage until the end of your next turn.

### Intellect Prism — Psion Utility 6

*Motes of light swirl to form a crystalline prism in the air, sharpening your senses and extending your presence on the battlefield.*

**Daily ✦ Conjuration, Psionic**
**Minor Action** **Ranged** 5
**Effect:** You conjure an intellect prism in an unoccupied square within range. The prism lasts until the end of the encounter or until you dismiss it as a minor action. You can use your attack powers as if you were in the prism's space. As a move action, you can move the prism a number of squares equal to your Intelligence modifier. While the prism is adjacent to you, you gain a +3 bonus to Perception checks.

The prism can be targeted by melee and ranged attacks. It has a +4 bonus to all defenses and hit points equal to your healing surge value. If the prism drops to 0 hit points, it is destroyed and you are dazed until the end of your next turn.

### Mental Void — Psion Utility 6

*When an enemy strikes at your mind, the attack only boosts your resilience.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy attack targets your Will
**Effect:** You gain a +4 bonus to Will until the end of your next turn. If the triggering attack misses, the attacker grants combat advantage until the end of your next turn.

### Shared Recovery — Psion Utility 6

*You tap into the mind of an ally, letting his or her recovery grant a temporary boost to your own vitality.*

**Encounter ✦ Psionic**
**Free Action** **Personal**
**Trigger:** An ally within 5 squares of you regains hit points or succeeds on a saving throw
**Effect:** You gain temporary hit points equal to twice your Intelligence modifier.

## Level 7 At-Will Disciplines

### Ectoplasmic Servant — Psion Attack 7

*A conjured shower of glistening slime takes humanoid shape at your command, spraying your foes with caustic acid.*

**At-Will ✦ Acid, Augmentable, Conjuration, Implement, Psionic**
**Standard Action** **Ranged** 10
**Effect:** You conjure an ectoplasmic servant in an unoccupied square within range. The servant lasts until the end of your next turn or until expended. Any enemy that enters the servant's space or ends its turn there takes acid damage equal to your Charisma modifier. In addition, you can make the following attack using the servant.
**Minor Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d6 + Intelligence modifier acid damage, and the target is slowed until the end of your next turn.
**Effect:** The ectoplasmic servant is expended.
**Augment 1**
**Effect:** You conjure an ectoplasmic servant as above, and any enemy that starts its turn in or adjacent to the servant's space is slowed until the end of your next turn.
**Augment 2**
**Hit:** 2d6 + Intelligence modifier acid damage, and the target is slowed until the end of your next turn.

### Ego Whip — Psion Attack 7

*Your psychic attack hits like the crack of a whip, flooding your foe with feelings of crushing worthlessness.*

**At-Will ✦ Augmentable, Fear, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** Intelligence modifier psychic damage, and the target takes a −2 penalty to attack rolls and a −2 penalty to all defenses until the end of your next turn.
**Augment 1**
**Hit:** As above, and the target also takes a -2 penalty to saving throws until the end of your next turn.
**Augment 2**
**Hit:** 1d8 + Intelligence modifier psychic damage, and the target takes a −2 penalty to attack rolls, all defenses, and saving throws until the end of your next turn.

### Kinetic Buffer — Psion Attack 7

*A burst of force protects you even as it slams into your enemies and knocks them back.*

**At-Will ✦ Augmentable, Force, Implement, Psionic**
**Standard Action** **Close** burst 1
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d6 + Intelligence modifier force damage, and you push the target 1 square. In addition, you gain a +2 power bonus to all defenses until the start of your next turn.
**Augment 1**
**Target:** Each enemy in burst
**Augment 2**
**Close** burst 2
**Target:** Each enemy in burst
**Hit:** 2d6 + Intelligence modifier force damage, and you push the target a number of squares equal to your Wisdom modifier. In addition, you gain a +2 power bonus to all defenses until the end of your next turn.

### Matter Dissipation — Psion Attack 7

*Your attack leaves an area of ghostly translucence that tears at creatures lingering within it.*

**At-Will ✦ Augmentable, Implement, Psionic, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d8 + Intelligence modifier damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Any creature that ends its turn within the zone takes damage equal to your Charisma modifier.
**Augment 1**
**Effect:** As above, but any enemy that ends its turn within the zone takes the damage.
**Augment 2**
**Hit:** 2d8 + Intelligence modifier damage.

## Level 9 Daily Disciplines

### Echoing Boom — Psion Attack 9

*You unleash a burst of devastating thunder whose booming echo lets you scatter foes across the battlefield.*

**Daily ✦ Implement, Psionic, Thunder**
**Standard Action** **Area** burst 1 within 10 squares
**Primary Target:** Each creature in burst
**Primary Attack:** Intelligence vs. Fortitude
**Hit:** 2d8 + Intelligence modifier thunder damage.
**Miss:** Half damage.
**Effect:** Until the end of your next turn, you can make the following secondary attack.
**Immediate Reaction** **Ranged** 10
**Trigger:** An enemy within 10 squares of you is hit by an attack
**Secondary Target:** The triggering enemy
**Effect:** The secondary target takes 5 thunder damage, and you slide the secondary target 1 square.
**Sustain Minor:** The effect persists.

### Inflict Pain — Psion Attack 9

*Your thoughts work their way into a foe's mind like razor-sharp needles, crippling it with excruciating pain.*

**Daily ✦ Implement, Psionic, Psychic**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Will
**Hit:** 2d6 + Intelligence modifier psychic damage, and the target is slowed and takes ongoing 5 psychic damage (save ends).
**Miss:** Half damage, and the target is slowed until the end of your next turn.

### Malicious Lightning — Psion Attack 9

*A burst of lightning lingers as four sizzling motes, each of which erupts at your command.*

**Daily ✦ Conjuration, Implement, Lightning, Psionic**
**Standard Action** **Area** burst 1 within 10 squares
**Primary Target:** Each enemy in burst
**Primary Attack:** Intelligence vs. Reflex
**Hit:** 2d6 + Intelligence modifier lightning damage.
**Miss:** Half damage.
**Effect:** You conjure four lightning motes in unoccupied squares in the burst. Each mote lasts until the end of the encounter or until expended. Any creature that starts its turn in a square adjacent to a lightning mote takes lightning damage equal to your Intelligence modifier. Starting on your next turn, you can make the following attack using a lightning mote.
**Minor Action** (1/round) **Close** burst 1
**Secondary Target:** Each creature in burst
**Secondary Attack:** Intelligence vs. Reflex
**Hit:** 1d6 + Intelligence modifier lightning damage, and the lightning mote pushes the secondary target 1 square.
**Effect:** The mote is expended.

### Summon Phantasmal Killer — Psion Attack 9

*Your foe's worst fears are manifested as a nightmarish monster that it cannot shake off.*

**Daily ✦ Augmentable, Illusion, Implement, Psionic, Psychic, Summoning**
**Minor Action** **Ranged** 10

**Effect:** You summon a Medium phantasmal killer in an unoccupied square within range. Choose one enemy adjacent to the killer to become its prey until the end of the encounter. The killer has speed 8, phasing, and gains a +4 bonus to AC and Reflex against opportunity attacks. The killer is insubstantial to all attacks from creatures other than its prey. When its prey drops to 0 hit points or at the end of the encounter, the killer disappears. You can give the killer the following special commands.

**Standard Action:** Melee 1; targets one creature that is the killer's prey; Intelligence vs. Will; 2d6 + Intelligence modifier psychic damage, and the target takes a −2 penalty to attack rolls (save ends).

**Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Will; 1d6 + Intelligence modifier psychic damage, and the phantasmal killer pushes the target 1 square. If the target is the killer's prey, it takes 2d6 extra damage and is not pushed.

**Augment 1**

**Effect:** As above, but you choose two enemies adjacent to the phantasmal killer as its prey. When both creatures chosen as the killer's prey drop to 0 hit points, the killer disappears.

## Level 10 Utility Disciplines

### Dimensional Shortcut — Psion Utility 10

*Your psionic power connects two points in space, allowing you and your allies to slip from one location to the other.*

**Daily ✦ Psionic, Teleportation**
**Move Action** **Close** burst 3
**Target:** You and each ally in burst

**Effect:** Choose a square within 20 squares of you. Each target can teleport to a square within 3 squares of the square you choose as a free action.

### Energy Mitigation — Psion Utility 10

*You summon all your mental strength to diminish the effect of a foe's attack.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by a close or an area attack

**Effect:** You take half damage from the triggering attack.

### Force Barricade — Psion Utility 10

*A shimmering wall of force blocks attacks and movement.*

**Daily ✦ Conjuration, Force, Psionic**
**Standard Action** **Area** wall 5 within 10 squares

**Effect:** You conjure a solid, transparent wall of psionic force that lasts until the end of your next turn. The wall can be up to 3 squares high. The wall blocks line of effect and movement. No creature can enter a wall square, and phasing creatures cannot move through it.

The wall can be attacked, and attacks against it hit automatically. The wall has 50 hit points, and an attack on any square deals damage to the entire wall. If the wall drops to 0 hit points, the effect ends and each creature within 2 squares of the wall takes 10 force damage and falls prone.

**Sustain Minor:** The wall persists.

## The Phrenic Planes

Many psionics scholars believe that psionic energy comes from other planes—most commonly the Far Realm or the Plane of Dreams. Such scholars identify these as the phrenic planes (or planes of pure thought), just as the Feywild, the Shadowfell, and the world are the planes of matter.

Like all knowledgeable sages, psionics scholars understand that the Plane of Dreams is born of the minds of sentient creatures in the mortal realm—a kind of fantastic counterpart to the world. Phrenic scholars, however, break with tradition by naming the Far Realm as a place not outside the cosmos but within it—a twisted reflection of the Plane of Dreams, as the Shadowfell is a dark reflection of the natural world. As denizens of a plane of madness, the aberrant creatures of the Far Realm are nightmares given physical form.

Philosophers who take this view believe that just as there exist two echo planes of the mortal world in the form of the Shadowfell and the Feywild, there must be two echo planes of the Plane of Dreams. Thus, if the Far Realm represents madness and uncontrolled emotion distilled to its purest and most exaggerated form, there must be another source of more orderly thought in contrast to that madness. This would be a realm of pure reason—of intellect and logic and understanding utterly unmarred by the confusion of emotions. It is from this realm that the gifts of reason and judgment come, mixing with the influence of the Far Realm in the Plane of Dreams, and in turn producing the sentient mind as it is known in the mortal world.

A small number of psions and scholars even claim to have communed with creatures from this plane of perfect reason. Because such creatures are entities of pure thought, according to these claims, the mortal mind is incapable of comprehending or observing their true form. As a result, these alien entities are said to interact with mortals in the form of hovering crystals of perfect geometric shapes (cubes, tetrahedrons, spheres, and so forth). Obscure legends speak of an order of psions dedicated to conjuring creatures of pure reason within construct bodies. These hybrids were said to appear as clockwork geometric figures of bizarre countenance—pure logic and order given physical form.

### Trace Teleport — Psion Utility 10

*You teleport by stealing the residual traces of another creature's power.*

**Encounter ✦ Psionic, Teleportation**
**Immediate Reaction** **Personal**
**Trigger:** A creature within 10 squares of you teleports
**Effect:** You teleport the same number of squares as the triggering creature.

## Level 13 At-Will Disciplines

### Brilliant Thought — Psion Attack 13

*The power of your mind flares brilliant white, blasting an enemy and clouding its vision.*

**At-Will ✦ Augmentable, Implement, Psionic, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d8 + Intelligence modifier radiant damage. Until the end of your next turn, creatures more than 2 squares away from the target have concealment against the target.
**Augment 1**
**Hit:** As above, but creatures also have concealment against any enemy adjacent to the target.
**Augment 4**
**Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude. Make the attack twice.
**Hit:** 1d12 + Intelligence modifier radiant damage. If both attacks hit, the target is also blinded until the end of your next turn.

### Inexplicable Attraction — Psion Attack 13

*Against its will, an enemy is drawn close to another creature in the aftermath of your attack.*

**At-Will ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 1d8 + Intelligence modifier psychic damage, and you slide the target 3 squares to a square adjacent to any creature.
**Augment 1**
**Hit:** As above, but you slide the target and one creature adjacent to the target.
**Augment 4**
**Target:** One or two creatures
**Hit:** 2d8 + Intelligence modifier psychic damage, and you slide the target 5 squares to a square adjacent to any creature. If the target doesn't end its next turn adjacent to that creature, it takes damage equal to your Wisdom modifier.

### Kinetic Wave — Psion Attack 13

*A wave of psionic force pulses out to drive nearby creatures away from you.*

**At-Will ✦ Augmentable, Force, Implement, Psionic**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d6 + Intelligence modifier force damage, and you push the target 4 squares.
**Augment 1 (Zone)**
**Effect:** The blast creates a zone that lasts until the start of your next turn. The zone is difficult terrain.
**Augment 4 (Zone)**
**Close** blast 5
**Hit:** 3d6 + Intelligence modifier force damage, and you push the target a number of squares equal to your Wisdom modifier.
**Effect:** The blast creates a zone that lasts until the start of your next turn. The zone is difficult terrain, and any creature that ends its turn within the zone takes damage equal to your Wisdom modifier.

## Faith and Reason, Mind and Soul

The dividing line between the mind and the soul is a source of vigorous debate within different cabals, colleges, and psionics orders. Among most folk, the soul is thought of as the source of what makes a person an individual. Although certain aspects of personality are modified by memory and experience, according to this belief, the soul stands at every sentient creature's core. The essential nature of all individuals—good or evil, kind or cruel—resides in the spark of divinity that grants them life. When a mortal dies, the soul retains this essence as it travels to the domain of the Raven Queen, and on to whatever lies beyond.

An opposing belief maintains that the soul is the energy that powers life, and that all personality comes from the mind—each person's unique combination of thoughts, memories, and emotions. Psionics users who adhere to this philosophy believe that the soul that remains after death is nothing but divine energy, lacking any part of a creature's personality or memories. For them, ghosts and other incorporeal undead consist of not only the soul, but of fragments of the mind as well.

A radical few psionics users (most of whom are dedicated academic psions) deny the existence of the soul entirely. They maintain that the mind is the center of mortality and an entity unto itself, pointing to phenomena such as the Speak with Dead ritual as proof that memory and sensation endure within a body even after the so-called spirit has supposedly fled. Such psionics users consider the traditional beliefs of the mortal races to be superstitious nonsense—the fears of folk incapable of understanding the mind. Some even blame the gods themselves for such beliefs, accusing the deities of inventing the mythology of souls as a means of keeping mortals beholden to them.

### Void Shard — Psion Attack 13

*A shard of nothingness holds fast any creature that slips too close.*

**At-Will ✦ Augmentable, Conjuration, Force, Implement, Psionic**
**Standard Action** **Ranged** 10
**Effect:** You conjure a void shard in an unoccupied square within range. The shard lasts until the start of your next turn. Any creature that ends its turn in or adjacent to the void shard's space is immobilized until the end of its next turn. After the shard ends, you make the following attack.
**No Action (Special)** **Close** burst 3 centered on the square the shard occupied
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d8 + Intelligence modifier force damage, and the target falls prone.
**Special:** You can take this free action only as the first action of your turn.
**Augment 1**
**Effect:** As above, and when the void shard is conjured, it makes the following attack.
**Free Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Reflex
**Hit:** The void shard pulls the target 3 squares.
**Augment 4**
**Hit:** 2d8 + Intelligence modifier force damage, and the target is both dazed and slowed until the end of your next turn.

## Level 15 Daily Disciplines

### Forced Serenity — Psion Attack 15

*Your attack imbues your foe with lingering psychic energy, crippling it with pain at any sign of aggression.*

**Daily ✦ Charm, Implement, Psionic, Psychic**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Will
**Hit:** 1d10 + Intelligence modifier psychic damage, and the target takes 10 psychic damage whenever it hits with an attack (save ends).
**Miss:** Half damage, and the target takes 5 psychic damage whenever it hits with an attack (save ends).

### Living Barrage — Psion Attack 15

*You ensnare your enemies with a thought, then hurl them about like living weapons.*

**Daily ✦ Force, Implement, Psionic**
**Standard Action** **Area** burst 1 within 10 squares
**Primary Target:** Each enemy in burst
**Primary Attack:** Intelligence vs. Fortitude
**Hit:** 2d8 + Intelligence modifier force damage, and the primary target is immobilized (save ends).
**Miss:** Half damage, and the primary target is slowed (save ends).
**Effect:** While at least one primary target is immobilized by this power, you can make the following secondary attack.
**Minor Action** (1/round) **Ranged** 10
**Secondary Target:** One or two primary targets immobilized or slowed by the attack
**Effect:** You slide the secondary target 5 squares and make the following tertiary attack against one creature adjacent to the secondary target during the shift. You cannot attack the same tertiary target more than once per round with this power.
**Tertiary Target:** One creature
**Tertiary Attack:** Intelligence vs. Reflex
**Hit:** 2d6 + Intelligence modifier damage, and the secondary target and tertiary target fall prone. The secondary target takes 5 damage.

### Summon Thought Warrior — Psion Attack 15

*An idealized warrior formed of thought energy fights alongside you.*

**Daily ✦ Augmentable, Implement, Psionic, Psychic, Summoning**
**Minor Action** **Ranged** 10
**Effect:** You summon a Medium thought warrior in an unoccupied square within range. The warrior has speed 7. It has a +4 bonus to AC and a +2 bonus to Reflex. The thought warrior lasts until the end of the encounter. You can give the warrior the following special commands.
**Standard Action:** Before the attack, the warrior shifts 1 square; melee 1; targets one creature; Intelligence + 2 vs. AC; 1d10 + Intelligence modifier psychic damage, the target is slowed until the end of your next turn, and the warrior marks the target until the end of your next turn.
**Immediate Interrupt:** Triggered when a target marked by the warrior moves or shifts; melee 1; targets the triggering creature; Intelligence + 2 vs. AC; 1d10 + Intelligence modifier psychic damage, and the warrior shifts 1 square.
**Opportunity Attack:** Melee 1; targets one creature; Intelligence + 2 vs. AC; 1d10 + Intelligence modifier psychic damage.
**Augment 1**
**Effect:** As above, and the warrior also has a +2 power bonus to opportunity attack rolls.
**Standard Action:** As above, and the warrior marks the target (save ends).

### Thought of Unmaking — Psion Attack 15

*You reach deep into an enemy's mind and past to undo its existence.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** Ongoing 25 damage (save ends). If the target is bloodied or becomes bloodied while taking this ongoing damage, the ongoing damage increases by 10.
**Aftereffect:** The target is dazed until the end of your next turn.
**Miss:** Ongoing 15 damage (save ends).

## Level 16 Utility Disciplines

### Dream Traveler — Psion Utility 16

*By taking on the form of a creature of dreams, you bypass the barriers of the material world.*

**Daily ✦ Polymorph, Psionic**
**Minor Action** **Personal**
**Effect:** You assume the form of the dream traveler until the end of the encounter or until you resume your normal form as a minor action. While you are in this form, you are insubstantial and phasing, you gain a +5 power bonus to Stealth checks, and you are weakened.

### Kinetic Grasp — Psion Utility 16

*You quickly create a psychic connection to another creature that allows it to hold fast where it stands.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Ranged** 10
**Trigger:** A creature within 10 squares of you is pulled, pushed, slid, or knocked prone
**Target:** The triggering creature
**Effect:** The target is unaffected by the forced movement or is not knocked prone.

### Mind Blank — Psion Utility 16

*Swirling psychic energy surrounds you and your allies, wiping your presence from your enemies' minds.*

**Daily ✦ Illusion, Psionic, Zone**
**Standard Action** **Close** burst 3
**Effect:** The burst creates a zone that lasts until the end of your next turn. The zone moves with you, remaining centered on you. While within the zone, you and your allies are invisible to enemies within the zone.
**Sustain Minor:** The zone persists.

### Subjective Reality — Psion Utility 16

*You reshape the reality around you as you move freely through it.*

**Encounter ✦ Psionic**
**Minor Action** **Personal**
**Effect:** You ignore the effects of difficult terrain, challenging terrain, hindering terrain, obscured terrain, and cover until the end of your next turn.

## Level 17 At-Will Disciplines

### Cerulean Cage — Psion Attack 17

*Ghostly shards of glowing blue surround your foe, threatening it if it attempts to move.*

**At-Will ✦ Augmentable, Force, Implement, Psionic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 1d6 + Intelligence modifier force damage. If the target leaves its space before the end of your next turn, it takes force damage equal to your Wisdom modifier.
**Augment 1**
**Target:** One or two creatures adjacent to one of your allies in range
**Augment 4 (Zone)**
**Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Hit:** 3d8 + Intelligence modifier force damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Any creature that leaves the zone takes force damage equal to your Intelligence modifier.

### Manifested Horror — Psion Attack 17

*Your enemy looks on you and sees its own worst nightmare, compelling it to flee or be crippled by fear.*

**At-Will ✦ Augmentable, Fear, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 1d8 + Intelligence modifier psychic damage. If the target ends its next turn within 3 squares of you, it takes psychic damage equal to your Intelligence modifier.
**Augment 1**
**Hit:** As above, and choose one ally. The target takes the psychic damage if it ends its next turn within 3 squares of you or that ally.
**Augment 4**
**Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Hit:** 2d8 + Intelligence modifier psychic damage. If the target ends its next turn within 3 squares of you, it takes psychic damage equal to 5 + your Intelligence modifier and you slide the target 3 squares.

### Telekinetic Haze — Psion Attack 17

*A haze of psionic energy shrouds you from your enemies' sight.*

**At-Will ✦ Augmentable, Implement, Psionic**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 1d8 + Intelligence modifier damage.
**Effect:** You have concealment until the start of your next turn.
**Augment 1**
**Hit:** As above, and you slide the target 1 square.
**Augment 4**
**Hit:** 2d10 + Intelligence modifier damage, and you are invisible to the target until the end of your next turn.

### Thought Guardian — Psion Attack 17

*You scour your enemies' thoughts to hinder their tactics, and can conjure a guardian in their midst to threaten them.*

**At-Will ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Will
**Hit:** 1d8 + Intelligence modifier psychic damage, and the target takes a −4 penalty to attack rolls against you until the end of your next turn.
**Augment 1**
**Hit:** As above, and whenever the target attacks you before the end of your next turn, it takes psychic damage equal to your Charisma modifier.
**Augment 4 (Conjuration)**
**Effect:** You conjure a thought guardian in an unoccupied square in the burst. The guardian lasts until the end of your next turn. You can make the following secondary attack using the guardian.
**Opportunity Action** **Melee** 3
**Trigger:** Any creature within 3 squares of the guardian attacks you or willingly moves away from the guardian
**Secondary Target:** The triggering creature
**Secondary Attack:** Intelligence vs. Will
**Hit:** 5 + Charisma modifier psychic damage, and the target is dazed until the end of your next turn.

## Level 19 Daily Disciplines

### Cerebral Phantasm — Psion Attack 19

*A horrid apparition fills your enemy's mind, letting you follow up on your allies' attacks against that foe with a psychic barrage.*

**Daily ✦ Implement, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Primary Attack:** Intelligence vs. Will
**Hit:** 4d6 + Intelligence modifier psychic damage.
**Effect:** The target is affected by your cerebral phantasm (save ends). While the target is affected by the phantasm, you can make the following secondary attack against the target.
**Immediate Reaction** **Ranged** 10
**Trigger:** The target takes damage from an ally's attack while within 10 squares of you
**Secondary Attack:** Intelligence vs. Will
**Hit:** 10 + Intelligence modifier psychic damage, and each enemy adjacent to the target takes 5 psychic damage. You then slide the target a number of squares equal to your Wisdom modifier.

### Flowing Terrain — Psion Attack 19

*The surface beneath your feet flows at your command, crashing into your foes like a lethal wave.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Intelligence vs. Reflex
**Hit:** 2d8 + Intelligence modifier damage, and you knock the target prone. The target is then restrained (save ends).
**Miss:** Half damage, and you push the target to the nearest unoccupied square outside the blast.

### Force Cube — Psion Attack 19

*You trap your foe within six impenetrable walls, then hurl this force cube across the battlefield as a weapon.*

**Daily ✦ Conjuration, Force, Implement, Psionic**
**Standard Action** **Ranged** 10
**Primary Target:** One creature
**Primary Attack:** Intelligence vs. Reflex
**Hit:** 2d10 + Intelligence modifier force damage.
**Effect:** You conjure a cube of force that surrounds and constrains the primary target in its space until the end of your next turn. The primary target and any other creature in its space cannot leave that space by any means, including teleportation or phasing. Other creatures cannot enter the primary target's space. The cube blocks line of effect.
The cube can be attacked, and attacks against it hit automatically. The cube has 50 hit points. If the cube drops to 0 hit points, it explodes and is destroyed, dealing 15 force damage to any creature inside or adjacent to the cube. Once before the cube ends, you can make the following secondary attack using the cube.
**Standard Action** **Ranged** 5
**Requirement:** The cube must be within 10 squares of you.
**Effect:** You slide the cube and all creatures trapped in the cube 5 squares. Any creature in the cube takes 5 damage and falls prone. The cube takes 10 damage.
**Secondary Target:** Each creature adjacent to the cube at the end of the slide
**Secondary Attack:** Intelligence vs. Reflex
**Hit:** 2d10 + Intelligence modifier force damage, and the target falls prone.

## Evils Most Ancient

As recounted in the oldest legends, the Far Realm first breached the cosmos in the dark days of the Dawn War. Pelor, Ioun, and a god whose name is now lost were responsible for first finding, then sundering, the Living Gate that once barred the Far Realm from the Astral Sea. Since that time, the influence of the Far Realm has steadily increased, rising and falling in long cycles that have begun to peak again during the current age.

The more that is known of the Far Realm's relationship to the world, the more complex its ancient history becomes. Adventurers who have delved deep into the Underdark and explored the shores of its black and sunless seas claim to have found evidence that the aboleths were established in that realm since long before the Dawn War's end. A small number of radical sages maintain that these horrors might actually have dwelled within the world from the moment of creation.

Such scholars question the widely held view that the world was shaped from raw nothingness, speculating that something must already have existed within the unformed stuff that was pushed aside to make room for the creations of the gods and primordials. For these scholars, the Far Realm's pressure on the mortal world might not be a case of an alien madness seeking to invade and destroy a new realm. Rather, the creatures of the Far Realm might be seeking to take their old world back.

### Summon Mind Weirds — Psion Attack 19

*You call forth shadowy creatures that attack your foes with their own worst fears.*

**Daily ✦ Augmentable, Implement, Psionic, Psychic, Summoning**
**Minor Action** **Ranged** 10

**Effect:** You summon three Medium mind weirds in unoccupied squares within range. Choose one enemy adjacent to each weird to become the weird's prey until the end of the encounter. Each weird must have a different creature as its prey. A weird has speed 8 and phasing, and is insubstantial to creatures other than its prey. Until all the weirds summoned by this power are reduced to 0 hit points, you do not lose the healing surge lost when a creature you summon drops to 0 hit points. When a weird's prey drops to 0 hit points, the weird disappears. When you use a standard action or a minor action to issue a command to a weird, all summoned weirds can take that action. You can give a weird the following special commands.

**Standard Action:** Melee 1; targets the weird's prey; Intelligence vs. Will; 3d6 + Intelligence modifier psychic damage, and the target takes a −2 penalty to attack rolls (save ends).

**Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Will; 1d6 + Intelligence modifier psychic damage, and the weird pushes the target 1 square. If the target is the weird's prey, it takes 2d6 extra damage and is not pushed.

**Augment 1 (Teleportation)**

**Effect:** As above, and you can teleport any two weirds, swapping their positions, as a minor action. In addition, you can teleport yourself and one weird as a move action, swapping positions.

## Level 22 Utility Disciplines

### Forceful Repositioning — Psion Utility 22

*Shimmering bands of force surround you and your allies, moving you into better positions on the battlefield.*

**Encounter ✦ Psionic**
**Move Action** **Close** burst 5
**Target:** You and each ally in burst

**Effect:** You slide the target a number of squares equal to your Wisdom modifier.

### Interdicting Thoughts — Psion Utility 22

*The power of your mind forms a shield protecting you and your allies from attack, even as it slows your foes.*

**Encounter ✦ Psionic, Zone**
**Minor Action** **Close** burst 3

**Effect:** The burst creates a zone that lasts until the end of your next turn. The zone moves with you, remaining centered on you. While within the zone, allies gain a +3 power bonus to all defenses. The zone is difficult terrain for your enemies.

### Summon Fleeting Thoughts — Psion Utility 22

*Your quick thinking summons birdlike guardians that let you and your allies soar across the battlefield.*

**Daily ✦ Augmentable, Psionic, Summoning**
**Minor Action** **Close** burst 1

**Effect:** You summon three Tiny fleeting thoughts in unoccupied squares in the burst. Each thought has speed 2 and fly 8 (hover). Until all the thoughts summoned by this power are reduced to 0 hit points, you do not lose the healing surge lost when a creature you summon drops to 0 hit points. When you use a minor action to issue a command to a thought, all thoughts can take that action. You can give a thought the following special commands.

**Move Action:** Melee 1; targets you or one ally; the thought and the target both fly 4 squares to adjacent squares.

**Immediate Interrupt:** Triggered when an ally adjacent to the fleeting thought is hit by a melee or a ranged attack; the attack hits the fleeting thought instead.

**Augment 1**

**Effect:** When a fleeting thought drops to 0 hit points, one ally within 2 squares of the thought can fly 4 squares as a free action.

## The Fey Perspective

Among the fey that dwell in the mortal world, psionics is most often treated as just another form of spellcasting. The degree to which psionic power overlaps with traditional fey abilities such as charms and illusions is seen as simple happenstance. Elves, eladrin, and other worldly creatures that have connections to the Feywild are no more or less likely to take up the psionic arts than creatures of any other race.

Creatures that dwell deep in the Feywild, however, often view psionics with a combination of resentment and suspicion. Although they have no objection to mortals gaining mastery of fey magic by way of warlock pacts and similar traditions, many fey see the growth of psionics in the world as an attempt by the nonfey races to steal their power.

Some mortal scholars view the overlap from the other direction. Psionic energy is said by some to have existed in potential in the mortal realm since the beginning of time, even though it did not fully manifest until the threat of the Far Realm provided the necessary catalyst. Such sages believe that planar echoes of that potential were what first granted the creatures of the Feywild their abilities. Since all elements of the natural world are exaggerated in the Feywild, the fey were able to tap into this potential power earlier and more innately than were the mortal races.

Some fey take severe umbrage at the notion that their innate inabilities were somehow handed down from the mortal world. Such creatures have been known to attack scholars and psionic characters who espouse this belief too vocally.

## Level 23 At-Will Disciplines

### Mind Trap — Psion Attack 23

*You ensnare your foe's mind and instincts, hindering its ability to react in combat.*

**At-Will ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 1d10 + Intelligence modifier psychic damage. If the target makes an opportunity attack or takes an immediate action before the end of your next turn, it takes psychic damage equal to your Charisma modifier.
**Augment 2**
**Target:** One or two creatures
**Hit:** As above, and until the end of your next turn, the target takes a -4 penalty to attack rolls whenever it makes an attack not on its turn.
**Augment 6**
**Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Hit:** 2d10 + Intelligence modifier psychic damage. Until the end of the target's next turn, it cannot shift, make opportunity attacks, or take immediate actions.

### Mindfire Explosion — Psion Attack 23

*An explosion of psionic fire scours your enemies and shrouds their sight.*

**At-Will ✦ Augmentable, Fire, Implement, Psionic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Will
**Hit:** 1d8 + Intelligence modifier fire damage, and creatures more than 5 squares away from the target are invisible to it until the end of your next turn.
**Augment 2**
**Hit:** 2d8 + Intelligence modifier fire damage, and creatures more than 3 squares away from the target are invisible to it until the end of your next turn.
**Augment 6**
**Area** burst 2 within 10 squares
**Hit:** 2d8 + Intelligence modifier fire damage, and the target is blinded until the end of your next turn.

### Phantom Burden — Psion Attack 23

*You crush your enemies under the weight of their own uncertainty, hindering their movement.*

**At-Will ✦ Augmentable, Force, Implement, Psionic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d6 + Intelligence modifier force damage, and the target is slowed until the end of your next turn.
**Augment 2 (Zone)**
**Area** burst 2 within 10 squares
**Effect:** The burst creates a zone that lasts until the end of your next turn. The zone is difficult terrain for your enemies.
**Augment 6**
**Area** burst 2 within 10 squares
**Hit:** 4d6 + Intelligence modifier force damage. If the target moves more than 1 square on its next turn, it falls prone at the end of the move and takes 5 damage.

### Prismatic Swarms — Psion Attack 23

*You leave your foe surrounded by swirling motes of psionic energy that hinder its attacks.*

**At-Will ✦ Augmentable, Force, Implement, Psionic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 1d8 + Intelligence modifier force damage, and the target takes a −2 penalty to attack rolls until the end of your next turn.
**Augment 2**
**Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Hit:** As above, and you also slide the target 1 square.
**Augment 6**
**Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Hit:** 3d8 + Intelligence modifier force damage, and you slide the target 3 squares or knock it prone. The target takes a −2 penalty to attack rolls until the end of your next turn.

## Level 25 Daily Disciplines

### Far Realm's Embrace — Psion Attack 25

*You tear aside the veil to the Far Realm, calling forth phantasmal tentacles that attack and ensnare all creatures in their reach.*

**Daily ✦ Implement, Psionic, Psychic, Zone**
**Standard Action** **Area** burst 3 within 10 squares
**Primary Target:** Each creature in burst
**Primary Attack:** Intelligence vs. Reflex
**Hit:** 2d6 + Intelligence modifier damage, and the primary target is restrained and takes ongoing 10 psychic damage (save ends both).
**Miss:** Half damage, and the primary target is slowed and takes ongoing 10 psychic damage (save ends both).
**Effect:** The burst creates a zone that lasts until the end of your next turn. Until the zone ends, you can make the following secondary attack using the zone.
**Opportunity Action** **Melee** 1
**Trigger:** A creature starts its turn in a square adjacent to or within the zone
**Secondary Target:** The triggering creature
**Secondary Attack:** Intelligence vs. Reflex
**Hit:** 10 + Intelligence modifier damage, the zone pulls the secondary target 1 square toward the zone's origin, and the secondary target is immobilized (save ends).
**Sustain Minor:** You take 5 psychic damage and the zone persists.

### Recall Agony — Psion Attack 25

*An enemy's suffering allows you to twist its mind to an even greater state of agony.*

**Daily ✦ Implement, Psionic, Psychic**
**Immediate Reaction** **Ranged** 10
**Trigger:** An enemy within 10 squares of you takes damage from an attack
**Target:** The triggering enemy
**Attack:** Intelligence vs. Will
**Hit:** 6d6 + Intelligence modifier psychic damage. If this attack deals less damage than the triggering attack, the target takes ongoing psychic damage equal to the difference (save ends).
**Miss:** Half damage.

### Summon Emerald Terror — Psion Attack 25

*Your foes' greatest fears come to life as a hulking emerald terror, its glistening skin reflecting the nightmares of its victims.*

**Daily ✦ Augmentable, Fear, Implement, Psionic, Summoning**
**Minor Action** **Ranged** 10
**Effect:** You summon a Large emerald terror in unoccupied squares within range. The terror has speed 8. It has a +4 bonus to AC and Fortitude. Enemies take a -2 penalty to attack rolls while adjacent to the terror. You can give the terror the following special commands.
**Standard Action:** Melee 2; targets one creature; Intelligence vs. Reflex; 2d8 + Intelligence modifier damage, and the terror slides the target 4 squares to a square adjacent to the terror.
**Standard Action:** Close burst 2; targets each enemy in burst; Intelligence vs. Reflex; 1d8 + Intelligence modifier damage, and the terror pushes the target 3 squares and knocks it prone.
**Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. AC; 2d8 + Intelligence modifier damage, and the terror slides the target 4 squares to a square adjacent to the terror.
**Augment 2**
**Effect:** As above, and the terror also has a +2 power bonus to damage rolls. In addition, any creature the terror hits with a melee attack takes a -2 penalty to its next saving throw made before the end of its next turn.

### Thought Hammer — Psion Attack 25

*Your thoughts become a wave of force that hammers foes to the ground.*

**Daily ✦ Force, Implement, Psionic**
**Standard Action** **Ranged** 20
**Target:** One, two, or three creatures
**Attack:** Intelligence vs. Reflex
**Hit:** 4d12 + Intelligence modifier force damage, and you knock the target prone.
**Miss:** Half damage.

## Level 27 At-Will Disciplines

### Decerebrate — Psion Attack 27

*Your attack burns out your enemy's mind and can leave it reeling in pain.*

**At-Will ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 1d10 + Intelligence modifier psychic damage.
**Special:** You can use this power unaugmented as a ranged basic attack.
**Augment 2**
**Area** burst 1 within 10 squares
**Target:** One creature in burst
**Hit:** 1d10 + Intelligence modifier psychic damage, and the target cannot take move actions on its next turn.
**Augment 6**
**Target:** One, two, or three creatures
**Hit:** 3d6 + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn.

### Hail of Crystals — Psion Attack 27

*Your psionic power manifests as a cloud of crystal shards, obscuring the senses and slashing at creatures that move within it.*

**At-Will ✦ Augmentable, Implement, Psionic, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d6 + Intelligence modifier damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. The zone is lightly obscured. Any creature that enters or moves within the zone on its turn without shifting takes damage equal to your Charisma modifier. When the zone ends, each creature within the zone takes 5 damage.
**Augment 2**
**Effect:** As above, and you can move the zone a number of squares equal to your Charisma modifier as a move action.
**Augment 6**
**Effect:** As above, and you can move the zone a number of squares equal to your Intelligence modifier as a move action. When the zone ends, each creature within the zone takes 15 damage.

### Kinetic Detonation — Psion Attack 27

*A pulse of force explodes in the midst of combat, scattering victims in all directions.*

**At-Will ✦ Augmentable, Force, Implement, Psionic**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** Intelligence modifier force damage, and you push the target 2 squares from the center of the burst.
**Augment 2**
**Hit:** 1d10 + Intelligence modifier force damage, and you push the target 2 squares from the center of the burst.
**Augment 6**
**Area** burst 3 within 10 squares
**Hit:** 2d12 + Intelligence modifier force damage, and you push the target a number of squares from the center of the burst equal to your Wisdom modifier.

### Reality Meltdown — Psion Attack 27

*A shimmering orb of molten psionic essence sears foes that linger too close.*

**At-Will ✦ Augmentable, Conjuration, Fire, Implement, Psionic**
**Standard Action** **Ranged** 10
**Effect:** You conjure a molten orb in an unoccupied square within range. The orb lasts until the end of your next turn. Any creature that enters the orb's space or starts its turn there takes fire damage equal to your Intelligence modifier. In addition, you can make the following attack using the orb.
**Opportunity Action** **Melee** 3
**Trigger:** An enemy starts its turn within 3 squares of the molten orb
**Target:** The triggering enemy
**Attack:** Intelligence vs. Fortitude
**Hit:** Intelligence modifier fire damage, and you move the orb 3 squares to a square adjacent to the target.
**Augment 2**
**Hit:** 1d6 + Intelligence modifier fire damage, and you move the orb 3 squares to a square adjacent to the target. If the target doesn't end its next turn at least 3 squares away from the orb, the target takes 5 fire damage.
**Augment 6**
**Trigger:** An enemy starts its turn within 5 squares of the molten orb
**Hit:** 2d6 + Intelligence modifier fire damage, and you move the orb 5 squares to a square adjacent to the target.

## Level 29 Daily Disciplines

### Consuming Psychosis — Psion Attack 29

*A burst of psychic energy inflicts a pain so potent that your foes lash out blindly in their madness.*

**Daily ✦ Implement, Psionic, Psychic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Will
**Hit:** 3d8 + Intelligence modifier psychic damage, and ongoing 10 psychic damage (save ends).
**Miss:** Half damage, and ongoing 5 psychic damage (save ends).
**Effect:** When the target takes ongoing psychic damage from this attack, it makes a melee basic attack against a random creature as a free action. If it cannot make a melee attack against any creature, it targets itself with a melee basic attack.

### Hurl into Heaven — Psion Attack 29

*You cast your enemies into the air, then drop them with lethal results.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** You lift the target 5 to 50 feet into the air, where it is restrained until the start of your next turn. At the start of your next turn, the target drops to the ground in the space it last occupied, taking 3d10 + Intelligence modifier damage and dealing 20 damage to any creature on the ground beneath it.
**Miss:** You lift the target 5 feet into the air, where it is restrained until the start of your next turn. At the start of your next turn, the target drops to the ground, taking 1d10 + Intelligence modifier damage and dealing 10 damage to any creature on the ground beneath it.

### Ravenous Singularity — Psion Attack 29

*A dark vortex appears on the battlefield at your command, hindering movement as it draws all creatures toward it.*

**Daily ✦ Conjuration, Implement, Psionic**
**Standard Action** **Area** burst 5 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** The target is immobilized (save ends).
**Miss:** The target is slowed (save ends).
**Effect:** You conjure a ravenous singularity in the burst's origin square. The singularity lasts until the end of your next turn. Any creature that ends its turn within 5 squares of the singularity is pulled 2 squares toward the singularity. Until the singularity ends, when a creature fails a saving throw against the immobilized or slowed condition imposed by this power, that creature is pulled into the singularity, takes 20 damage, and is removed from play (save ends). When the target saves, it reappears in any unoccupied space of its choice within 3 squares of the singularity.
**Sustain Minor:** The singularity persists, and it pulls you 1 square.

### Summon Thought Champion — Psion Attack 29

*You call forth an ideal champion from your allies' minds, granting it access to their powers.*

**Daily ✦ Augmentable, Implement, Psionic, Summoning**
**Minor Action** **Ranged** 10
**Effect:** You summon a Large thought champion in unoccupied squares within range. The champion has speed 8. It has a +4 bonus to AC and Fortitude. You can give the champion the following special commands.
**Standard Action:** The thought champion uses an at-will attack power of one conscious ally you can see. It uses the ally's ability modifiers for the attack.
**Opportunity Attack:** Melee 1; targets one creature; Intelligence + 2 vs. Reflex; 2d8 + Intelligence modifier damage.
**Augment 2**
**Effect:** As above, and the champion also has a +3 power bonus to damage rolls. Its standard action special command can use at-will attack powers from any conscious or unconscious ally within 20 squares of the champion.

# Alienist

*"The power the Far Realm offers is worth any risk to my sanity."*

**Prerequisite:** Psion

Some describe you as reckless. Others call you corrupted, claiming that your work puts all the world at risk. The Far Realm is a dangerous place, to be sure, filled with horrors beyond imagining. But the power to be found there is too tempting to ignore.

## Alienist Path Features

**Alien Perspective (11th level):** You gain a +1 bonus to Will, and you gain psychic resistance equal to one-half your level.

**Insane Action (11th level):** At the end of any of your turns in which you spend an action point, roll a d4 to invoke one of the effects below.

| d4 | Insane Action Effect |
|---|---|
| 1 | You are dazed until the end of your next turn. |
| 2 | The last creature you attacked can teleport 5 squares as a free action. |
| 3 | If you are conscious, you teleport 5 squares. When you do, you gain a +4 bonus to all defenses until the end of your next turn. |
| 4 | You gain 20 temporary hit points. |

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Alien Summoning (16th level):** Creatures you summon are tainted by the Far Realm and gain a +2 bonus to all defenses and deal 5 extra psychic damage with their attacks. They grant combat advantage to enemies that are immune to fear.

BEN WOOTTEN

## Alienist Disciplines

**Far Realm's Gift** — Alienist Attack 11

*You bestow the horror of the Far Realm on your foe, transforming it into a creature of nightmare.*

**Encounter ✦ Augmentable, Implement, Polymorph, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 1d12 + Intelligence modifier psychic damage, and the target assumes the form of a Far Realm horror until the end of your next turn. While in this form, the target is slowed, takes a −2 penalty to attack rolls, and cannot make opportunity attacks. Any enemy that enters a square adjacent to the horror or ends its turn there takes 5 psychic damage.
**Augment 2**
**Area** burst 1 within 10 squares
**Target:** Each creature in burst

**Mad Certainty** — Alienist Utility 12

*Your vision of the Far Realm fuels your psionic power, at a price.*

**Daily ✦ Psionic**
**Minor Action** **Personal**
**Effect:** You regain 2 power points. Until the end of the encounter, you take a -2 penalty to all defenses.

**Summon Far Realm Abomination** — Alienist Attack 20

*Your power tears the fabric of reality, summoning a tentacled horror from the Far Realm that lays waste to your foes.*

**Daily ✦ Fear, Implement, Psionic, Psychic, Summoning**
**Minor Action** **Ranged** 10
**Effect:** You summon a Large Far Realm abomination in unoccupied squares within range. The abomination has speed 5. Any enemy not immune to fear that starts its turn within 3 squares of the abomination takes a −2 penalty to attack rolls until the start of the enemy's next turn. You can give the abomination the following special commands.
**Standard Action:** Melee 2; targets one creature; Intelligence vs. Reflex; 2d10 + Intelligence modifier damage, and the abomination grabs the target. The abomination can grab up to two creatures at once.
**Standard Action:** Melee 2; targets a creature grabbed by the abomination; Intelligence vs. Fortitude; 5d6 + Intelligence modifier damage, and the target is knocked prone.
**Instinctive Effect:** If you haven't given the abomination any commands by the end of your turn, it makes the following attack: Close burst 3; targets each creature in burst; Intelligence vs. Will; 1d12 + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn.

# Anathema

*"Why create when destruction is so much more entertaining?"*

**Prerequisite:** Psion

Others of your kind shape reality as a potter works clay, but creating and reforming your environment has little appeal to you. Instead, your knowledge of the underlying patterns in the structure of the objects and creatures that make up the world around you that allows you to test and sunder that structure.

The raw stuff of life and matter are yours to toy with. Your power comes at a price, however. With each bond you break, the structure of reality is weakened to some small degree. Your work is minor compared to the ravages of time and the power of gods, immortals, and the Far Realm. But all things are connected, and your power might be the catalyst that unleashes destruction on the world.

## Anathema Path Features

**Entropic Recovery (11th level):** Whenever you spend a healing surge and regain hit points, each enemy adjacent to you takes psychic and necrotic damage equal to your Charisma modifier.

**Eroding Action (11th level):** When you spend an action point to make an attack, any target hit by that attack gains vulnerable necrotic and vulnerable psychic equal to 3 + your Charisma modifier (save ends both).

**Paragon Power Points (11th level):** You gain 2 additional power points.

## Anathema Disciplines

**Scattered Discorporation** — Anathema Attack 11

*Your foe's form is rendered incoherent and unstable, dealing pain to other creatures as you force it across the battlefield.*

**Encounter ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d12 + Intelligence modifier damage, and the target is insubstantial until the start of your next turn. In addition, you slide the target 4 squares. If you slide the target into another creature's space, that creature takes psychic damage equal to your Intelligence modifier. A creature can take this damage only once per round.
**Augment 2**
**Hit:** As above, but the attack deals 3d12 + Intelligence modifier damage and you slide the target 8 squares.

**Abhorrent Devotee (16th level):** While you have no power points remaining, your unaugmented psion at-will attack powers gain an additional effect when they hit an enemy. If the attack roll is an odd number, the enemy takes extra necrotic damage equal to your Charisma modifier. If the attack roll is an even number, you pull the enemy 1 square.

**Magical Disruption** — Anathema Utility 12

*Your will to destroy means that even magic crumbles away to nothing at your command.*

**Daily ✦ Implement, Psionic**
**Minor Action** **Ranged** 10
**Target:** One conjuration or zone
**Attack:** Intelligence + 4 vs. the Will of the target's creator
**Hit:** The target is destroyed. All its effects end, including those that a save can end. Until the end of your next turn, whenever the target's creator attacks, it can use only basic attacks.

**Oblivion Sphere** — Anathema Attack 20

*A shimmering sphere of energy encloses your foe, whose ongoing agony is felt by creatures nearby.*

**Daily ✦ Implement, Necrotic, Psionic**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** You lift the target 15 feet into the air, where it is restrained and takes ongoing 15 necrotic damage (save ends both). If the target is bloodied or becomes bloodied while under this effect, the ongoing damage increases to 30. When the target takes ongoing damage from this power, each creature or unattended object within 3 squares of the target takes the same amount of damage. When this effect ends, the target falls to the ground.
**Miss:** Ongoing 10 necrotic damage (save ends). If the target is bloodied or becomes bloodied while under this effect, the ongoing damage increases to 20. When the target takes ongoing damage from this power, each enemy within 3 squares of the target takes the same amount of damage.

MATIAS TAPIA

# Firestarter

*"By the power of my mind, you will burn . . ."*

**Prerequisite:** Psion

The elemental flame and arcane fire can be devastating on the battlefield, but the power of the psionic fire you wield is more deadly by far. You can scorch your enemies or scour them from the inside out. You cloak yourself in flames to protect yourself from foes as you lash them with your fiery touch.

## Firestarter Path Features

**Wildfire Action (11th level):** Whenever you spend an action point to take an extra action, each enemy adjacent to you takes fire damage equal to your Wisdom modifier. If you spend this action point to use a psion attack power, choose one target you hit with that attack. Each creature adjacent to that target takes fire damage equal to your Intelligence modifier.

**Fear No Fire (11th level):** You gain fire resistance equal to one-half your level.

**Force and Flame (11th level):** Whenever you use a psionic force attack power, you can choose to have the power deal fire damage instead of force damage.

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Fiery Nimbus (16th level):** When you score a critical hit using a psionic attack power, each enemy within 2 squares of you takes fire damage equal to your Wisdom modifier, and you acquire a fiery nimbus until the end of the encounter. While the nimbus lasts, you gain the *fiery lash* power, and any creature that starts its turn adjacent to you takes fire damage equal to your Wisdom modifier.

ERIC BELISLE

### Fiery Lash — Firestarter Feature

*A whip of fire lashes a foe and surrounds it with a burning halo.*

**At-Will ✦ Fire, Implement, Psionic**
**Standard Action** **Melee** 2
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 1d12 + Intelligence modifier fire damage, and each enemy adjacent to the target takes fire damage equal to your Intelligence modifier.
*Level 21:* 2d12 + Intelligence modifier fire damage.

## Firestarter Disciplines

### Hungry Flames — Firestarter Attack 11

*Motes of living flame manifest in the midst of your foes.*

**Encounter ✦ Augmentable, Fire, Implement, Psionic**
**Standard Action** **Ranged** 10
**Effect:** You conjure two hungry flames in unoccupied squares within range. The hungry flames last until the end of your next turn. You can make the following attack using the flames.
**Opportunity Action** **Melee** 1
**Trigger:** An enemy starts its turn in a square adjacent to a hungry flame
**Target:** The triggering enemy
**Attack:** Intelligence vs. Reflex
**Hit:** 1d10 + Intelligence modifier fire damage, and you move the flame 2 squares.
**Augment 2**
**Effect:** As above, except you conjure four hungry flames in unoccupied squares within range.

### Fire Walk — Firestarter Utility 12

*Fire follows in your footsteps, creating an inferno as you pass.*

**Encounter ✦ Fire, Psionic, Zone**
**Move Action** **Personal**
**Effect:** You move your speed + 4. Each square you leave during that movement becomes a zone that lasts until the start of your next turn. Any creature that enters the zone takes 5 fire damage.

### Spontaneous Combustion — Firestarter Attack 20

*Your psychic spark burns a foe from the inside, then detonates.*

**Daily ✦ Fire, Implement, Psionic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Effect:** You place a psychic spark inside the target. The spark lasts until the end of the encounter or until expended. Until the spark ends, the target has vulnerable 10 fire and you can make the following attack. If you drop to 0 hit points or fewer before the spark ends, you make this attack as an immediate interrupt.
**Minor Action** **Ranged** 10
**Target:** The creature with your psychic spark
**Attack:** Intelligence vs. Fortitude
**Hit:** 4d10 + Intelligence modifier fire damage, the spark is expended, and the target takes ongoing 5 fire damage (save ends).
**Each Failed Saving Throw:** The ongoing fire damage increases by 5, and each enemy adjacent to the target takes fire damage equal to your Intelligence modifier.
**Miss:** The target takes fire damage equal to your Intelligence modifier.

# Master Summoner

*"The power of my servants is limited only by my imagination."*

**Prerequisite:** Psion

Without form and order, all life reverts to its natural state of chaos. Without thought, there can be no life, and you prove this maxim by creating life from the power of thought. You are the master of summoning, shaping the raw possibility of your psionic power into whatever form you desire. The servants you fashion are granted a semblance of life, which they sacrifice willingly to fight on your behalf. Your creations are many and varied. Your focus allows you to bestow a consistent range of traits that mark them all as your children, and that grant unequalled usefulness on the battlefield.

## Master Summoner Path Features

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Resilient Creation (11th level):** When you summon a creature using a psion power, the summoned creature gains temporary hit points equal to your Charisma modifier.

In addition, whenever you spend a healing surge, one summoned creature you control regains hit points equal to your Intelligence modifier.

**Driven Action (11th level):** When you spend an action point to give a special command that allows a summoned creature to make an attack, that attack gains a power bonus to the attack roll equal to your Charisma modifier, and each enemy hit by the attack takes 5 extra damage.

**Evolved Form (16th level):** When you summon a creature using a psion power, you can grant the summoned creature one of the following traits.

*Agile Loper:* The summoned creature gains a +4 power bonus to speed.

*Alabaster Wings:* The summoned creature gains fly 6 (hover).

*Aquatic Menace:* The summoned creature gains the aquatic keyword and swim 8.

*Hooked Stinger:* The summoned creature's opportunity attacks deal 2d6 extra poison damage.

*Unstable Corpus:* When the summoned creature drops to 0 hit points, it explodes, dealing 15 damage to each creature in a burst 3.

## Master Summoner Disciplines

### Sustaining Harvest — Master Summoner Attack 11

*Your attack hinders nearby foes as it lets you steal an enemy's life force for your own needs.*

**Encounter ✦ Augmentable, Implement, Necrotic, Psionic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d8 + Intelligence modifier necrotic damage, and each enemy adjacent to the target takes a −2 penalty to all defenses until the end of your next turn. In addition, you or one summoned creature you control gains temporary hit points equal to your Intelligence modifier.
**Augment 2**
**Hit:** 3d8 + Intelligence modifier necrotic damage, and each enemy adjacent to the target takes a −2 penalty to all defenses until the end of your next turn. In addition, you or one summoned creature you control gains temporary hit points equal to twice your Intelligence modifier.

### Warded Summons — Master Summoner Utility 12

*Your connection to a creature you've summoned allows it to turn back even the deadliest attack.*

**Daily ✦ Psionic**
**Immediate Interrupt** **Ranged** 10
**Trigger:** A summoned creature you control within 10 squares of you takes damage from an attack
**Target:** The triggering creature
**Effect:** The target takes no damage from the triggering attack.

### Ideal Champion — Master Summoner Attack 20

*You summon the ideal champion to fight at your side.*

**Daily ✦ Implement, Psionic, Summoning**
**Standard Action** **Ranged** 10
**Effect:** You summon a Huge ideal champion in unoccupied squares within range. The champion has speed 5 and threatening reach. It has a +2 bonus to all defenses and gains one extra trait from your Evolved Form feature. You can give the champion the following special commands.
**Standard Action:** Melee 3; targets one creature; Intelligence vs. AC; 2d8 + Intelligence modifier damage, and the champion pushes the target 5 squares.
**Standard Action** (1/encounter): Close burst 3; targets each enemy in burst; Intelligence vs. AC; 2d8 + Intelligence modifier damage, and the champion pushes the target 5 squares and knocks it prone.
**Opportunity Attack:** Melee 3; targets one creature; Intelligence vs. AC; 2d8 + Intelligence modifier damage.

# Thrallherd

*"Have you met my companion? I prize him for his obedience and absolute loyalty."*

**Prerequisite:** Psion

With the power of your mind, you compel service from another creature, subverting the subject's will in favor of your own. Whether a beast from the wild or a sentient creature beholden to you by some dark bargain or threat, your thrall lives its life as your most devoted servant—a powerful puppet of flesh and bone.

## Thrallherd Path Features

**Obedient Thrall (11th level):** You gain the service of a thrall—a Medium natural beast or humanoid that is incapable of independent action and under your complete control. The thrall is an ally to you and your allies.

**OBEDIENT THRALL STATISTICS**

The thrall's statistics are based on your level and your abilities.

**Speed:** 5 squares

**Defenses:** AC 14 + level, Fortitude 13 + level, Reflex 12 + level, Will 11 + level

**Hit Points:** 14 + 4 per level

**Initiative:** The thrall acts during each of your turns.

**Attacks:** If the thrall makes an attack, you make the attack through the thrall. If the thrall wields a melee weapon, it uses the weapon's proficiency bonus and damage for its attack. If it does not wield a weapon, its natural attack uses either a +3 proficiency bonus and a d10 weapon damage die, or a +2 proficiency bonus and a d12 weapon damage die. You choose one option or the other when you take a short rest. The thrall's attack can benefit from the magical effect of either an implement you wield or a weapon the thrall wields, but not both.

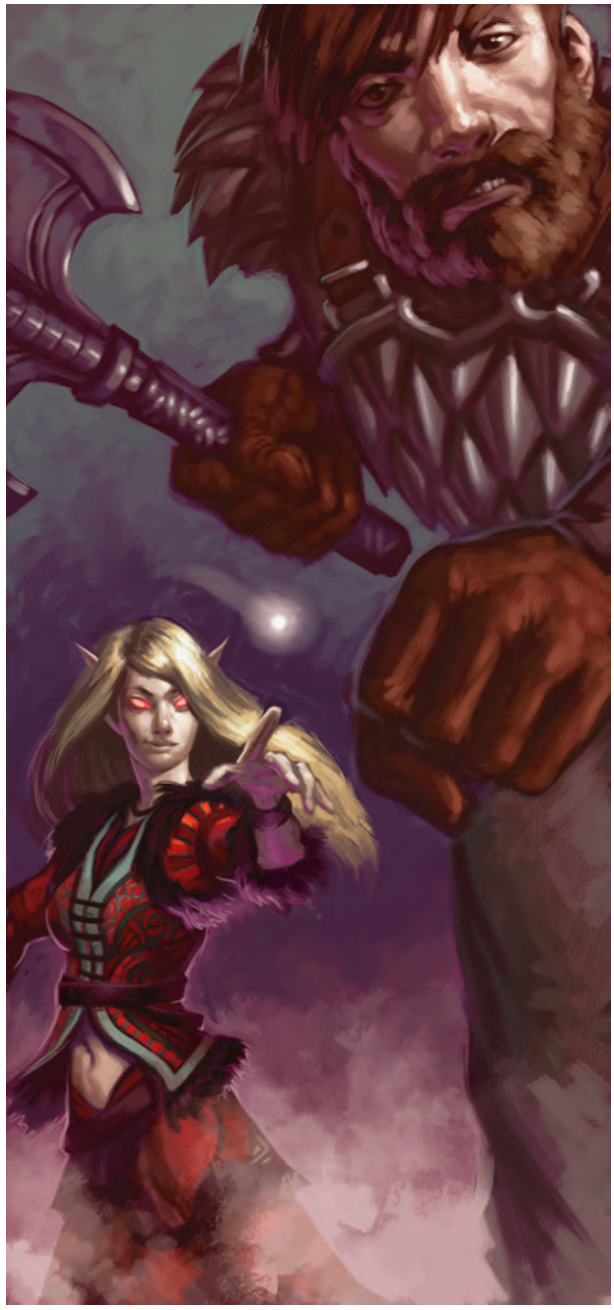
**Checks:** If the thrall can make a skill check or an ability check, you make the check.

**Temporary Modifiers:** Attacks and checks you make through the thrall do not include temporary bonuses or penalties to your statistics.

**Magic Items:** The thrall can employ a single magic item. If the item has any powers, you use those powers using your own actions.

When you use your second wind, your thrall regains hit points equal to your healing surge value. Your thrall regains all its hit points when you take a short rest.

If your thrall dies, you can restore it to life by using the Raise Dead ritual. The component cost is 500 gp, or 5,000 gp at epic tier.



The thrall has no actions of its own; you spend actions to command it mentally. You can command the thrall only if you have line of effect to it. When you command the thrall, the two of you share knowledge but not senses.

As a minor action, you can command the thrall to take one of the following actions, if it is physically capable of taking that action: crawl, escape, fly, open or close a door or a container, pick up or drop an item, run, stand up, shift, squeeze, or walk.

Whenever you take a move action, your thrall can crawl, escape, fly, run, stand up, shift, squeeze, or walk as a free action.

In addition, you can issue the following special commands to your thrall.

MCLEAN KENDREE

*Standard Action:* Melee weapon; targets one creature; Intelligence + 2 vs. AC; 1[W] + Intelligence modifier damage.

*Opportunity Attack:* Melee weapon; targets one creature; Intelligence vs. AC; 1[W] + Intelligence modifier damage. If the target enters a square adjacent to you in the course of provoking the opportunity attack, the thrall gains a +4 bonus to the attack roll.

**Compelling Action (11th level):** Whenever you spend an action point to take an extra action, your thrall can make its standard action attack as a free action.

**Paragon Power Points (11th level):** You gain 2 additional power points.

## Building and Playing a Puppet Master

The thrallherd paragon path builds on the concept of a psion who charms and compels his or her foes, controlling their every action. As a thrallherd, you truly earn the title "mastermind," because you are the master of everyone else's mind.

When choosing powers for your character, along with powers that allow you to dominate your foes, also consider powers that cause your enemies to attack one another. Heroic-tier powers such as *betrayal* and *crisis of identity* (both found in *Player's Handbook 3*) allow you to control the actions of your enemies, even if only for a single attack, which further demonstrates your ability to treat all creatures as your puppets. You can roleplay powers that grant your allies attacks, such as *forced opportunity*, in such a way that suggests that you are controlling your ally for that attack.

Your thrall is a manifestation of your ability to dominate other beings. Since you are mentally controlling your thrall's actions, the thrall's attack rolls and damage rolls are based on your statistics. Other statistics, such as defenses and hit points, are based on your level and do not rely on the game statistics of the base creature. Therefore, the thrall can be any creature that fits your character and campaign. Is your thrall a former enemy? A tamed beast? A random stranger you met at the last tavern? The story of where your thrall comes from helps add more detail to your character's place in the campaign world.

As a thrallherd, you compel others to fight for you, and you avoid being directly involved in violence. You can play this up by encouraging your companions to attack at your behest. After all, even though the other characters are acting of their own volition, there's no reason to let them think they are. You can present your thrallherd character as controlling, domineering, and perhaps even a bit maniacal. Don't overdo it with your fellow players, but help them understand that it's only a matter of time before all the world is under your control.

**Devoted Servant (16th level):** While you are adjacent to your thrall, you gain a +2 bonus to all defenses.

## Thrallherd Disciplines

**Serve Me Well** — Thrallherd Attack 11

*You drive your thrall into battle to unleash a vicious attack.*

**Encounter ✦ Augmentable, Fear, Implement, Psionic**
**Standard Action** **Melee** 1
**Requirement:** Your thrall must be within 10 squares of you.
**Effect:** The thrall moves its speed, then you make an attack through the thrall.
**Target:** One creature adjacent to the thrall
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier damage, and the target takes a −2 penalty to attack rolls against the thrall until the start of your next turn.
**Augment 2**
**Target:** Each enemy adjacent to the thrall

**Restore Thrall** — Thrallherd Utility 12

*Your psionic power alleviates your thrall's injuries, readying it to fight again.*

**Encounter ✦ Healing, Psionic**
**Minor Action** **Ranged** 5
**Target:** Your obedient thrall in range
**Effect:** Your thrall regains hit points equal to your healing surge value.

**Loosen the Chain** — Thrallherd Attack 20

*You loosen your hold on your thrall, letting it fight independently alongside you.*

**Daily ✦ Psionic**
**Standard Action** **Ranged** 10
**Target:** Your obedient thrall in range
**Effect:** Until the end of the encounter, your thrall gains a standard action and a move action during each of your turns. You can use your standard action to give the thrall an extra action over and above its own standard action.

CHAPTER 5

# Psionic Options

RALPH BEISNER

**This chapter** presents psionic characters with a wealth of new techniques and tools to expand their understanding of the psionic power source and to improve its use on and off the battlefield. It also explores the place of psionic power in the worlds of the Dungeons & Dragons game, and introduces different philosophies and orders that can help you shape your character's outlook and personality. You might choose a background from this chapter to explain aspects of your character's past, or set your sights on an epic destiny that will shape his or her future.

- **Psionic Power in the World:** This section looks at the history of psionic power in the world of Dungeons & Dragons, and explores the place of psionics in the Forgotten Realms®, Eberron®, and Dark Sun® campaign settings.
- **Philosophies and Orders:** The mind set of psionic characters can be shaped by the attitudes and organizations with which they are associated.
- **The Origin of Psionics:** The most commonly held theories on the origin of psionic power, and how those theories relate to the psionic classes.
- **Psionic Backgrounds:** Character backgrounds, first introduced in *Player's Handbook® 2*, can enhance the connection between a character and his or her psionic energy.
- **Psionic Bloodlines:** Characters of any race can select one of two bloodlines—the elan and the foulborn—that offer a host of feat-based options for accessing psionic power.
- **New Feats:** Organized by tier, more than 100 new feats provide useful options for every psionic class.
- **Epic Destinies:** Six new epic destinies set the final stage of a psionic character's adventuring career.
- **Equipment and Magic Items:** New superior ki focuses, magic ki focuses, and augmentable items supplement the psionics equipment introduced in *Player's Handbook 3*.

As discussed in *Player's Handbook 3*, psionics users first appeared among the mortal races in the latter years of the Dawn War. According to legend, when a god cracked open the Living Gate, defiling energy and monstrous Far Realm terrors entered the Astral Sea and spread into the natural world.

Ioun and Pelor are credited with sealing shut that fell gateway to the Far Realm, but not before reality had been corrupted. Psionic power is thought to be a response to this corruption. Vague histories speak of monks dedicated to Ioun tapping this new power even before fully understanding its meaning. The first ardents and battleminds likely had even less sense of the changes that psionic power wrought in them, inspiring them to greatness through emotion and the fury of combat.

## Psionic Power in Athas

In the Dark Sun campaign setting, psionic energy is an ingrained and integral part of life. For folk in the world of Athas, speculating on the origins of psionics is as senseless an exercise as asking why people have fingers or where sand comes from. Fingers, sand, and psionics simply are.

Many individuals have access to minor psionic ability—flashes of abnormal insight, physical enhancements, and minor talents. Every community boasts a few psionics users. Ardents, battleminds, and those who have useful wild abilities are welcomed wherever they go. Merchant houses employ psionics users as guards, advisors, spies, and assassins. Among the desert tribes, capable psions are highly respected and revered, often serving as chiefs or advisors to chiefs. Given the risks associated with arcane magic and the sorcerer-kings' distrust of primal spirits and evocations, psionics is by far the most prevalent and accepted form of supernatural power in Athas.

Although minor talents are common, only a few individuals have the means and the opportunity to become powerful psionics users. Nobles pay exorbitant fees to have their children tutored or enrolled in psionics schools. As a result, many members of the Athasian upper class are capable of protecting themselves and directing their guards and servants with mental powers.

Those not born to wealth receive their training informally. In cultures such as the desert tribes, older, experienced psionics users tutor apprentices who show talent. Some city-states (Nibenay being the most prominent) have monastic traditions that accept psionically inclined novices for the sake of furthering the art and spreading their teachings. In more martial city-states such as Draj or Urik, the sorcerer-kings direct their templars to find children who show notable psionic potential. These young talents are schooled in rigorous academies; indoctrination in loyalty and service to the state are the price of their education.

### The Psionics Ecology

Psionic talent in the world of the crimson sun is not limited to humankind and other sentient races. A robust psionics ecology has developed in the deserts, wastes, and barrens of Athas. Many animal species (and even some plants) have evolved innate psionic abilities, ranging from the innocuous to the lethal. A few are psionivores, subsisting on the mental energy of their prey.

Travelers and adventurers who spend time in the Athasian wilderness quickly learn how creatures use psionics to survive. Small herbivores—Athas's equivalents of hares, mice, or gophers—can react to premonitions by briefly turning invisible, phasing, or teleporting away from danger. Larger prey animals might repel attacks with blasts of fear or confusion, or raise telekinetic storms of gravel and dust to cover their escape. Predators have developed various counters to these defenses. Carnivores such as the id fiend and the gaj use psionic attacks in place of physical ones to make their kills.

### Psionic Enchantments

As far as templar scholars and noble savants can determine, people have studied the power of the mind for thousands of years. Still, only a handful of individuals have ever mastered the art of psionic enchantment—a fusion of arcane skill and psionic knowledge that unlocks the potential for rituals and spells of almost godlike power. Each of the sorcerer-kings of Athas is both an arcanist of fearsome power and a psionics user of tremendous strength. Some sages claim that the secret of the sorcerer-kings' immortality can be found in the combination of these powers. Believing that each sorcerer-king long ago embarked on a slow process of magical apotheosis to master psionic enchantments, they whisper that these great rulers are no longer human.

The greatest psionics user and defiler in Athas—the Dragon—does not bother to hide its inhuman nature. No being has ever engaged the Dragon in mental or magical combat and lived to tell the tale. Stories—most likely untrue—tell of doomed desert tribes or cities marked for death who have fought back against their destroyer. Scores of powerful psions acting in concert were unable to best the scourge of Athas or check its advance. This example serves as a grim testament to the Dragon's command of psionic enchantment and the limitless potential of these combined powers.

# Psionic Power in Eberron

In a world as rich in magic as Eberron, psionic energy is no more remarkable than any other supernatural phenomenon. The people of Khorvaire recognize that psionics is practiced differently than the far more common divine, arcane, or primal magic, but these differences are purely a matter of curiosity.

In Sarlona, the birthplace of humanity and home of the Path of Inspiration and Path of Light faiths, psionic power is ubiquitous. Both the sprawling settlements of Riedra and the mountain strongholds of Adar boast advanced psionics practitioners. The oldest monastic traditions and psionics colleges and cabals are located in that distant land.

The extent and use of psionic power in other areas of Eberron is unknown. No doubt, Aerenal, Xen'drik, Argonnessen, and less populated areas have their share of psionics users and psionic creatures. As with so many other features of those locales, however, definitive knowledge is elusive.

## Dreams and Destruction

Eberron's myths and history are too extensive and conflicting for definitive statements to be made regarding the origin of psionics. Still, certain inferences can be draw. The few records of the world's first mortal civilization, that of the giants of Xen'drik, mention nothing that resembles psionics until after the arrival of the quori. Hailing from Dal Quor, Eberron's Plane of Dreams, the quori possessed powerful mental abilities. Even after the giants succeeded at separating Dal Quor from Eberron, psionics remained. Among humanoids, the earliest evidence of psionics practice appears in Sarlona.

Thousands of years later, psionics first arose in Khorvaire among orcs and goblins during the invasion of the daelkyr. These flesh-warpers are the lords of Xoriat, the Far Realm of Eberron's cosmology. Although psionics practice did not become as widespread on Khorvaire as it did on Sarlona, psionics remains an established source of power, practiced by reputable organizations and monasteries. Still, a number of scholars are troubled by the notion that both Dal Quor's and Xoriat's influence inspired the rise of mental powers—and they wonder what an increasing prevalence of psionic characters in the world might portend.

## Across Khorvaire

Almost a lost art among its native races, psionics was reinvigorated in Khorvaire when the first humans crossed the seas from Sarlona. It was reinforced by more powerful and more formal traditions when the kalashtar followed later. Slowly but steadily, the practice of psionics is spreading in the Five Nations and beyond.

Some Gatekeeper druids, who guard against new incursions from Xoriat, are investigating the possible use of psionics to augment their traditional primal powers—a "fight fire with fire" mind set frowned upon by many within their order. Previously mundane monastic traditions from Breland to the Talenta Plains have begun incorporating psionics teachings. The Universities of Wynarn and Morgrave hire psionic explorers and professors. The intelligence arms of Aundair and Breland are starting to make use of psionic spies, perhaps inspired by the realization that the gnomes of Zilargo and several of the Feyspires already do so.

The governments of Aundair, Breland, Karrnath, and Thrane—the four surviving nations of the Last War—are keenly aware of the growing practice of psionics. Since the war's end, these nations have developed a precarious balance of power, each dominating in one area beyond the capacity of the others. Aundair has the greatest arcane forces; Karrnath the largest traditional military; Thrane the most access to divine magic; and Breland the greatest quantity of natural resources. If any nation manages to gain an edge in the advancement of psionics—or appears to be doing so—the threat could reignite hostilities and once again plunge the continent into war.

# Psionic Power in Toril

The world of the Forgotten Realms campaign setting is both knowledgeable about and rich in magic. Across the world of Toril, wizards, warlocks, sorcerers, clerics, and other spellcasters are steeped in the deepest secrets of arcane and divine magic. Characters who wield magic benefit from widespread acceptance throughout Faerûn. Against this backdrop, psionic power does not possess the pedigree, prevalence, or general awareness that arcane and divine magic do.

## Ancient Ways

Psionic power has existed throughout Toril's history, but psionics users rarely appear in numbers capable of forming schools or cabals. Only once did psionic power manage to make a substantial mark on the world—in the empire of Jhaamdath.

Ancient Jhaamdath, the Twelve Cities of Swords, was ruled by a psiocracy thousands of years ago. Jhaamdath's people were renowned for both their mental magic and martial skills. Much of their psionics craft was lost when the expansionistic empire fell before a tsunami created by elven high magic originating in Chondalwood. Today, the partly drowned Vilhon Wilds is littered with the rubble of Jhaamdath's twelve cities. Psionic energy leaks from dozens of items and artifacts that now lie beneath stones, sand, and the accumulated detritus of more than one disaster. So diffuse are these psionic traces, however, that few of the relics have been located. More prominent

are the bits and pieces of psionics lore that have been passed down through the ages.

Jhaamdath-era fragments have lead to the development of the oldest psionics traditions on Toril. Other sects have arisen gradually as a result of psionics breakthroughs or insightful practitioners. Even so, psionics remains rare. Among Toril's numerous monastic traditions devoted to spiritual enlightenment and unarmed combat, only a few bring psionic energy into their practices.

### The Spellplague and Returned Abeir

When the goddess Mystra was murdered and the Spellplague ravaged Toril, the fabric of reality was torn asunder. During this period, a portion of vanished Abeir returned, creating new lands and regions—and often violently occluding older lands in the process. The Spellplague also wrought substantial changes in the practice and manifestations of magic. Portions of the world, called plaguelands, remain dangerous and unpredictable. In them, magic functions poorly and the laws of nature are erratic at best.

Few people realize how quickly the number of psionics users has increased in the nine decades that have passed since the Spellplague. Psions, ardents, and battleminds appear throughout the population in ever-growing numbers. That growth has lead to the establishment of a number of small psionics cabals and traditions.

Some sages attribute the expansion of psionic ability to the Spellplague, believing that the twisting of magical energy has somehow permitted psionic power to flourish. Other scholars believe that the influx of psionic energy originates with Abeir's return. This claim is hotly debated, however, because Abeir—a land dominated by the primordials and their elemental magic—does not seem any more conducive to the practice of psionics than Toril was before its twin world returned.

Within the many libraries and hermit towers of Faerûn, a few savants posit that the growing incidence of psionic ability among the population is the world's collective, unconscious response to the impingment of the Far Realm. Evidence supporting this theory is difficult to gather, however, and the view is mostly unknown among the general population.

Given their recent emergence and the unusual nature of their powers, groups and gatherings of psionics users tend toward secrecy. Members prefer meeting in hidden halls and revealing their existence to other proven psionics practitioners only. They do not want to draw undue attention to their unfamiliar abilities, fearing distrust and persecution. Many members of these cabals believe that such secrecy is unwarranted and unnecessary, pointing out that psionics will never be embraced by the larger world if its practitioners appear to have something to hide. Still, traditions and reservations are hard to overcome.

Other psionics sects have good reason to remain hidden. Certain psionics cabals cannot escape the psychic presence of the floating city of aboleths, Xxiphu, however far they might be from the Sea of Fallen Stars. Whether consciously or instinctively, these practitioners understand that they could be used in some future cosmic conflict. Psionics users hide their presence from potential enemies as mind flayers spread their tendrils throughout the Underdark, aboleth cities rise from sunken tombs, and stars flicker with ominous portent.

The seeds of psionic power continue to germinate in the minds of Toril's people, counterbalancing the threat that the Far Realm might one day present. This menace, once unveiled, could make the Spellplague seem like a minor disaster—or perhaps merely a precursor to the true end of days.

## Philosophies and Orders

Because a psionics mind set shapes attitudes, beliefs, and perceptions, most psionics users see the world through a prism of sorts. They often embrace organizations and belief systems that stray from mainstream thinking.

A psionics philosophy is a set of beliefs regarding the origin, nature, and purpose of psionic energy. Philosophies are not taught in formal schools or practiced in large groups. Rather, these beliefs are passed from individual to individual or from a single believer to a small cabal. Although certain beliefs sometimes take root in a particular region, a philosophy is seldom espoused from a central headquarters, nor do its followers have formal titles or hierarchies. Instinctive psionics users such as ardents and battleminds are attracted to this less-structured exploration of psionic power.

A psionics order, on the other hand, is a much more formal system of belief. Like a philosophy, it embraces particular views regarding the origin and nature of psionics. An order also focuses on methods of instruction, specific practices, and, in some instances, formal interactions with society and religious ideologies. Some psionics orders are set up like schools or religious institutions, and others marry their philosophies to local cultural traditions. Disciplined psionic power users such as psions and monks are drawn to such groups.

# Cerulean Adepts

Claiming descent from the earliest warriors who fought against the Far Realm beneath the symbol of the Cerulean Sign, the Cerulean Adepts seeks to understand the energy that the plane produces. The order prepares for the day when the pressure of the Far Realm results in the birth of a long-prophesied psionic champion.

**Primary Class:** Psion

**Primary Alignment:** Unaligned, though the order accepts members of all alignments

## Beliefs and Traditions

The Cerulean Adepts believes that the influence of the Far Realm drives the rise of psionic power, and that psionics is the only hope the world has against the Outside's aberrant influence.

Over many centuries, dozens of psionics groups, from full-fledged orders to tiny cabals, have been dedicated to standing against the spread of the Far Realm. One of the first and most notorious of these was the Keepers of the Cerulean Sign, which is credited with having thwarted a Far Realm invasion force centuries ago (see *Player's Handbook 3*, page 94). Over time, nearly all these groups have been destroyed or corrupted from within. Mortal minds, no matter how formidable, have proven too weak to withstand the Far Realm's power and madness.

The Cerulean Adepts believes its tradition descends from all those organizations, but primarily from the keepers. The order's founders are psions who once hailed from disparate orders and traditions. All supposedly received a psychic vision of a psionic champion who will one day lead a powerful faction of psionics users against the most potent entities of the Far Realm. That battle will decide the world's fate. Either the Far Realm will be permanently isolated, or madness will shred reality.

The adepts believe it is their responsibility to cultivate that champion and his or her mental warriors. Thus, they send psionic individuals into danger to fortify them for the coming conflict, and they watch and wait for signs of greatness.

The Cerulean Adepts believes the Far Realm is responsible for the existence of psionic energy, though its members debate the merits of the various theories attempting to define the scope of the Far Realm's influence.

## Goals and Objectives

Adepts are masters of subtlety, laboring to quietly plant spies and cultivate informants in every community they can reach. The Cerulean Adepts works to discover up-and-coming psionics users. Such characters are encouraged (or skillfully maneuvered) into participating in adventures and explorations—preferably where the influence of the Far Realm is strong. As subjects gain in power and experience, agents of the Cerulean Adepts carefully approach them to explain the danger the Far Realm presents, and the order's belief that all psionic characters are instrumental in the world's defense. Any such individual who reaches high epic levels is given special attention, and told of the adepts' belief that he or she might be their foretold champion.

Once a psionics user is aware of the Cerulean Adepts and has joined the order's cause, the order makes its resources available. The organization has vast libraries, and many of its members are scholars. Although willing to share their knowledge, members do not assist subjects in battle. It is believed that the promised champion must evolve without assistance in order to prove his or her worth.

When not focused on a potential champion, the Cerulean Adepts defends innocents from aberrant creatures and other threats. The order hopes to stem the tide of the Far Realm until the champion arises.

## Organization

The Cerulean Adepts is a relatively small order. Its numbers are more substantial in regions where the Far Realm's touch is heavy, but it is largely unknown elsewhere. The order is anxious to recruit more members so it can cover more ground. The Cerulean Adepts is partial to psions, but it accepts individuals of any class.

**Leader:** Taul Kirn, a human once thought to be a potential champion until an illithid elder brain temporarily enslaved him, is the group's master adept. Psychic scans show he has shaken the illithid's influence, and the group trusts him completely, but Kirn is unwilling to stand as champion in case some dormant effect remains. Kirn is a monk, though most of the adepts he leads are psions.

**Headquarters:** The Cerulean Adepts enjoys the cooperation of the primary temple in the ancient city of Pravarum. There, amid shrines to Erathis, Ioun, Bahamut, and Pelor, the order has its own meeting hall.

**Hierarchy:** Members who have any degree of seniority and experience are known as adepts, and those below them are novices. Other than the master adept, no formal positions exist. The master adept decides, usually based on seniority, who holds authority over specific areas of the order's operations.

**BACKGROUND BENEFIT**

You have received your training with an eye toward understanding the importance of the foretold champion. You vigilantly listen for rumors of the champion's appearance and watch for Far Realm incursions.

*Associated Skills:* Arcana, Streetwise

*Associated Language:* Deep Speech

# Fists of Zuoken

A human follower of the Breath of the Sun and Moon monastic tradition, Zuoken was supposedly the first mortal to reach enlightenment–the perfect harmony of mind, body, and soul. As a reward for his efforts, Ioun made him one of her greatest exarchs. Now among the most revered of the monastic tradition, the Fists of Zuoken follows his example. The order's disciples are paragons of enlightenment, working constantly toward personal perfection.

**Primary Class:** Monk

**Primary Alignment:** Good, though lawful good and unaligned disciples make up a significant minority

## Beliefs and Traditions

All living beings have an innate link to psionic energy. Only creatures who have the potential for enlightenment can access this energy, and only those who obtain a measure of enlightenment can master it. It is a disciple's responsibility to nurture his or her psionic ability, because psionics users are the only ones capable of attaining true enlightenment and reaching a greater existence after death.

Even though ardents and battleminds have an instinctive connection to psionic energy, their natural talent isn't enough. They need strict monastic training to achieve enlightenment. Thus, members of the Fists of Zuoken are charged with encouraging ardents and battleminds in their psionic pursuits while also coaxing them toward a more disciplined path of study.

Although most disciples are good aligned, the Fists of Zuoken believes that psionics is inherently a self-centered power. Mastering it requires the psionics user to master body, mind, and soul. The order believes that helping others can aid a psionics user on this journey toward self-awareness and enlightenment, but taking that path must be a personal choice.

Most members of the Fists of Zuoken embrace the "gift of the gods" or "more than human" psionics origin theories.

## Goals and Objectives

The Fists of Zuoken work to locate and guide potential psionics users. Each disciple of the Fists of Zuoken seeks personal perfection, or enlightenment, through the unity of mind, body, and soul. The order's exercises, practices, and rituals are designed to strengthen each aspect of self until the boundaries between the three melt away, revealing the unified self.

Even though the order does not require it, many members choose the adventuring lifestyle as a means of pursuing enlightenment. Adventuring disciples typically believe that no amount of study or exercise can hone their abilities as keenly as true combat, exploration, investigation, and survival. Traveling also allows practitioners to aid those in need, helping to uphold the order's image even as it provides another step on the path toward enlightenment.

## Organization

Although a famous order, the Fists of Zuoken is no larger than most other monastic traditions. It is not secretive, but it is relatively isolated. Locating and reaching the order is considered the first test of an aspirant's persistence and ability.

**Leader:** The peer-selected disciple considered nearest to enlightenment and who most embodies the qualities of Zuoken leads the order. This is usually the Fists of Zuoken's eldest member. This leader is called the scion of Zuoken. Ammineth, an elf so venerable that her face is a map of wrinkles and her hair resembles cobwebs, is the current scion.

**Headquarters:** The Fists of Zuoken operates several small monasteries, but the order is based in a large monastery the size of a modest village. It is located atop a frigid plateau near the mountains that house the legendary city of Argent, created by the gods themselves.

**Hierarchy:** Eight elder monks assist the scion of Zuoken in managing the order and developing its curriculum. The four masters of the wind are responsible for focusing on the monks' physical studies; the four masters of the seasons are responsible for teaching mental exercises and scholastic studies. The master of winter or the master of the north wind typically becomes the next scion of Zuoken. Monks qualified to teach are known as masters. Students are granted no title.

**BACKGROUND BENEFIT**

Fists of Zuoken disciples either raised you or trained you. From an early age, you've worked to balance the needs of mind and body. You have also studied the enemies of gods and mortals against whom Zuoken battled, and possibly battles still as Ioun's exarch.

*Associated Skills:* Acrobatics, Religion

*Associated Language:* Primordial

# Keepers of the Internal Sun

Born of two disparate traditions, the Keepers of the Internal Sun is an order devoted to the acquisition and safekeeping of knowledge. Its original members gathered information in the hope of saving threatened cultures from destruction. Lately, however, those lofty ambitions have been set aside in favor of purely academic goals.

**Primary Class:** Psion

**Primary Alignment:** Unaligned

## Beliefs and Traditions

The original members of the Keepers of the Internal Sun were psions who believed themselves to be the

world's greatest and most disciplined minds. They saw it as their solemn duty to gather the humanoid races' most important knowledge. The order would serve as a living repository of information and accumulated wisdom, ensuring that the world's wealth of knowledge would survive the rise and fall of empires. If necessary, keepers would be able to provide devastated races with the information needed to rebuild civilization. They believed that knowledge stored within living minds is the only beacon against the darkness—a so-called Internal Sun.

At roughly the same time, another school of thought took root among many psions. The philosophy known only as the Body taught that psionics users are the conscious embodiment of living creatures' thoughts. Such characters thus had a responsibility to become a group mind for the universal unconscious. The Body believed that if psionics users collected and collated all knowledge, the collective unconscious would awaken and sentient beings would evolve.

When the Body's scholars learned of the Keepers of the Internal Sun, they set out to join the organization and assist in gathering lore. These new keepers introduced the order to the notion of the group mind, which soon became a part of its philosophy.

Today, both beliefs still exist among the keepers, but neither truly drives the order. Instead, most of its members engage in the study and accumulation of lore for its own sake. They take pride in scholarship, but don't believe that the order has a grand purpose. To them, the Keepers of the Internal Sun is no different from any other guild of psions or wizards.

Keepers who follow either of the order's original philosophies are drawn to the "collective sentience" and "defenders of reality" psionics origin theories. The beliefs of members who treat the order as a guild or a scholarly resource run the gamut.

### Goals and Objectives

A new keeper's reasons for joining the order range from the esoteric to the everyday, but all members share a common desire to gather as much information as possible. Some keepers mine recently discovered secrets for personal gain; others are content to ensure that the order has continuous access to new information. From conventional knowledge to recently unearthed lore, keepers' discoveries are meticulously recorded and stored in the order's numerous vaultlike libraries.

A number of the order's younger members turn to adventuring or espionage as a way to sniff out lost or hidden information. Presenting the Keepers of the Internal Sun with new knowledge is one of only two advancement methods; the other is through years of painstaking research, cataloging, and cross-referencing. Access to the most esoteric and powerful portions of the order's archives is reserved for its own sages.

### Organization

In spite of—or possibly because of—its dearth of goals, the Keepers of the Internal Sun is one of the largest contemporary psionics orders. It possesses a labyrinthine system of internal ranks and positions.

**Leader:** The dwarf Kala Firstdawn is the order's current leader, or grand sage. She is a devout believer in the keepers' initial mission of storing knowledge to ensure that civilization can be rebuilt after a dark age, and she personally commissions adventurous members of the order to seek out lost lore.

**Headquarters:** The Library of the Internal Sun is located in the town of Fallcrest, near the Wizard's Gate. The folk of that settlement think of it as a private library and social club, where members occasionally gather to debate academic matters. Only members know that cathedral-sized vaults housing tens of thousands of tomes gathered over the decades have been dug into the rock below the compound.

**Hierarchy:** The keepers maintain a rigid hierarchy. The grand sage leads the order. The master sages, all elder members or experts in given fields, are next in line. Below them are erudite sages, master keepers, keepers, and novice keepers. Some individuals boast titles as well as rank, including chief archivist, master librarian, head researcher, and dozens of others.

**BACKGROUND BENEFIT**

Nothing is more important than the acquisition and safekeeping of knowledge. If we don't understand what has come before, how can society possibly move forward?

*Associated Skills:* History, Perception
*Associated Language:* Draconic

## School of Unmatched Excellence

The School of Unmatched Excellence was originally an order devoted to using its power to guide the mortal races toward a better future. Today, the organization is focused largely on espousing the superiority of psionics users—a position its members believe grants them the right to rule over lesser folk.

**Primary Class:** Psion and monk in roughly equal measure

**Primary Alignment:** Evil, though the order has a significant minority of unaligned individuals (and even a few good ones) who still work to benevolently guide the folk around them

### Beliefs and Traditions

The unmatched, as members of the school are known, believe that the advent of psionics is the first of many groundbreaking changes in store for the mortal realm. The world is changing under the influence of other planes and the power of a multitude of

sentient minds. Those gifted with the mental strength to master psionic power can guide that transformation, literally shaping the world of tomorrow.

The unmatched believe that psionics users—and the members of their own order in particular—are the only ones capable of ensuring that the mortal races enter a better age. The order works to place psionic characters in positions of authority. Psionics users, it believes, must dominate the world before the end of the current age or that world will be doomed to madness and chaos.

Psionics users of the School of Unmatched Excellence are attracted to the "defenders of reality," "collective sentience," and "more than human" psionics origin theories.

## Goals and Objectives

The unmatched seek to gather as many psionics users as possible under their aegis. The school portrays itself as a psionics users group that promises to aid its members in obtaining the power and training they need to gain society's respect. Once involved with the school, members are taught the group's philosophies and are expected to help the order work toward worldwide psionics rule. The school's leadership remains cautious of the less-structured power of ardents and battleminds, and actively encourages such characters to instead choose the psion or monk path. The headmasters make clear that only the most disciplined psionics users can fully control, understand, and shape their abilities to claim the power that is their birthright.

Currently content to spread their influence through smaller communities and a few larger cities, the unmatched never lose sight of the school's end goal—a psionically ruled empire. The order's original members believed that guiding the cultural growth and thoughts of the populace would ensure a positive transformation of the world. Today's members, secure in their superiority and flaunting their power, pay only lip service to the order's founding philosophy. A select few campuses still honor the school's original purpose, teaching that psionics users are responsible for guiding and shaping the future of the mortal races. Most of the order's good and unaligned members join these colleges.

Despite spending so much time in pursuit of power, the unmatched still fight aberrant creatures. Such horrors spread the Far Realm's influence, which runs counter to the school's objectives. In the face of dire threats, the unmatched sometimes work alongside groups that would normally oppose them.

## Organization

The School of Unmatched Excellence is one of the largest psionics orders. Its campuses are spread across wide swaths of the world, resulting in pockets of influence networked across dozens of communities and a few major cities. Psionics users in the field maintain mystical contact with their headmasters.

**Leader:** Each of the school's colleges and monasteries has its own leader, or headmaster. The leader of the entire order wins the position through a psionic power contest. The current leader is Headmaster Typhirriss, a male tiefling psion.

**Headquarters:** The initial headquarters of the School of Unmatched Excellence, then only a single psionics college, was founded in the trade city of Four Winds. Today, the current leader's school, college, or monastery is considered the order's main campus. Headmaster Typhirriss's college is located in the large town of Gryphon's Roost, three days southeast of the Nentir Vale.

**Hierarchy:** Headmasters assume control of a college or a monastery through force of will and psionic power. The hierarchy of each campus under the headmaster is determined in the same way. Duels to the death to determine rank are frowned upon but do occasionally occur.

**BACKGROUND BENEFIT**

As a psionics user, it is your right and responsibility to govern mortals who lack psionic abilities—even if they do not want it.

*Associated Skills:* Diplomacy, Intimidate

*Associated Language:* The language of the mind (see below)

### The Language of the Mind

Some psions believe that there exists a language of the mind—an array of thoughts, visualizations, and sensations that are common to all thinking creatures across the cosmos. Those who study it believe that this universal mental language is the foundation on which all forms of telepathy are built.

**Optional Rule:** With the Dungeon Master's permission, psionic characters can learn this language, which does not exist in spoken form, but only as a script. Players cannot choose the language of the mind as one of their characters' starting languages; leaning it requires the Linguist feat or the proper background. Only psionic characters and creatures who have innate telepathy can learn to read and write this language, since part of its meaning is conveyed directly into the observer's mind. It can be translated with magic (such as the Comprehend Languages ritual), but is otherwise a form of communication that only telepathic creatures can share.

# Eternal Seekers

The hunger for knowledge and the gnawing hollow of unanswered questions propels followers of the Eternal Seeker philosophy along their paths of study. For them, the struggle to understand the nature of their psionic power is a lifelong task.

**Primary Class:** Ardent, though battleminds are only slightly less common

**Primary Alignment:** Unaligned, though every alignment is represented

## Beliefs and Traditions

It can be said that eternal seekers have existed since the first ardents wondered about the origins of their power. The Eternal Seekers is a network of strangers, connected by their conviction in the rightness of their shared philosophy. Their web of common purpose trumps their radically different races, backgrounds, cultures, and agendas. Specifically, every seeker believes the following tenets.

- Psionic power has a great purpose. It is not just a form of magic, but a unique power that exists for an as-yet unknown reason.
- Every wielder of psionics was specifically chosen as a conduit for that power.
- When made aware of the psionic power source, psionics users instinctively recognize it.
- None of the current theories regarding the origin or purpose of psionic power is accurate.

The notion that all the commonly argued theories explaining psionics are ultimately false is the core value of the Eternal Seeker philosophy. A burning need to unravel the mystery of psionic power drives the Eternal Seekers, all of whom share each newly discovered clue with their fellow seekers.

Debating the partial truths of existing theories is a common pastime when seekers gather. But all seekers know that if any theory was to prove correct, every seeker would intuitively recognize its truth. When they understand the origin of psionics and why they were chosen to manifest psionic abilities, seekers will finally learn their purpose in the world.

Seekers do not subscribe to any of the various psionics origin theories, though they seek to draw slivers of the truth from all of them.

## Goals and Objectives

Seekers are wholly focused on discovering the true nature and purpose of psionic power. Many become adventurers, hoping to uncover ancient tomes or to speak with elder beings that can reveal forgotten knowledge. Others become students, poring over musty scrolls. A few become academics, conducting experiments on psionic creatures. On occasion, seekers in a particular region feel an emotional tug to gather and share their knowledge. The mechanism by which these irregular meetings are called is another mystery for the seekers to pick at as they debate new findings.

Seekers who take up a nomadic lifestyle are a communication network for the philosophy's adherents. They pass along information and messages of interest to fellow psionics users, even when those reports do not directly relate to the great secrets for which they quest. The desire to communicate and share information encourages even the most reticent and aloof seekers to remain in contact with a few of their comrades.

## Organization

The Eternal Seekers does not have permanent covens or cabals to support its philosophy. Although seekers come together with like-minded characters or with adventurers of other stripes, each seeker hunts for the truth in his or her own way.

**BACKGROUND BENEFIT**

You've been seeking something your entire life, even if you didn't initially realize what. Now that you know about your psionic abilities, you are ready to explore every trail that could lead to discovering the ultimate secret—the one that will reveal why you exist.

*Associated Skills:* Arcana, Insight

WAYNE ENGLAND

## Guiding Hand

One of the most altruistic of psionics philosophies and orders, the Guiding Hand philosophy attracts individuals dedicated to the well-being of less powerful creatures.

**Primary Class:** Ardent and battlemind
**Primary Alignment:** Good and lawful good

### Beliefs and Traditions

Psionics groups devoted to good works—battling aberrant creatures or demons, protecting civilization from the monsters of the wild, hunting criminals in civilized territories—have existed since psionics was first recognized for what it is. Many of the earliest psionics users were warriors who fought to save the world from the threat of the primordials or the Far Realm. No concrete ties trace those early factions to followers of today's Guiding Hand philosophy, but hand practitioners consider those early psionic warriors to be their spiritual forebears.

The Guiding Hand sees psionics as a gift. After all, no other types of power bloom without effort on the user's part. Whether psionic power comes from the gods, from other planes, or from the collective minds of the mortal realm is meaningless. All that matters is the power's purpose. Psionics users must recognize that their power exists to protect the mortal races. Being gifted with this unique power doesn't speak to the stature of the psionic classes. Rather, it shouts of their obligation and duty.

When they give it any thought, followers of the Guiding Hand respect the "defenders of reality" and "gift of the gods" psionics origin theories.

### Goals and Objectives

At its broadest, the Guiding Hand's goal is simple: Protect innocents, individual communities, civilization, and the world from enslavement, domination, and destruction. It's a pretty tall order, but most hands don't plan their daily activities with the philosophy's goal in mind. Rather, they feel compelled to give aid when they can.

A hand might stand at the forefront of a local militia to defend a town against raiders, or he or she might help adventurers track down a vampire lord or a mind flayer. Followers don't offer aid out of a compulsion to save the world; they help because it feels like the right action to take. They can't stomach the idea of squandering their gifts when they can do what so many cannot.

As natural protectors, hands reserve their greatest enmity for evil psionics users. These villains harm when they should protect, and they defile what was meant to be a gift to the mortal races. Hands are most zealous and bloodthirsty when they take on psionic foes. Some practitioners deliberately hunt their dark kin.

### Organization

Followers of the Guiding Hand who dwell in the same or neighboring regions regularly encounter one another. Some manner of empathic link or inexplicable urge draws them to a common threat—sometimes a dozen or more to the same location. Although the Guiding Hand is not a formal order, its followers pursue their shared objectives together.

**Eyes of Witchcross:** The communities of Elsir Vale are still recovering from the recent depredations of humanoid hordes and the agents of Tiamat. The area is also the site of a scattered collection of planar portals. Drawn together by recent events, a small cabal of psionics users has chosen to guard Elsir Vale. Its members battle everything from bandits taking advantage of the recent chaos to horrors creeping through those portals that are still open. Based in the small town of Witchcross, these guiding hands are only too happy to accept aid from other adventurers.

**Reaching Hand:** Many hands believe that evil psionics users pose the greatest threat to the natural world. For them, each use of psionic power for immoral ends feels like a personal betrayal. Based in the trade city of Four Winds, the group known as the Reaching Hand consists of a dozen psionics users and twice as many nonpsionic allies. The Reaching Hand targets any psionic threats, including aberrant creatures and evil-aligned psionics users, making every effort to destroy them permanently.

**BACKGROUND BENEFIT**

Innocents and the natural world must be protected. As a recipient of the great gift of psionic power, you are obligated to shield the weak and strike down evil. A sense of duty has always called to you. Once you followed your instincts, your place in the world became clear to you.

*Associated Skills:* Diplomacy, Perception

## The Path of Thirty-Seven Obstacles

Even though psionic power is a sign of superior potential, the onus of reaching that potential falls to the individual. The Path of Thirty-Seven Obstacles emphasizes the development of personal skill and power, which can be achieved and demonstrated only by defeating a series of increasingly dangerous foes.

**Primary Class:** Battlemind
**Primary Alignment:** Unaligned

### Beliefs and Traditions

Given their relative scarcity and lack of formal traditions, battleminds typically encounter each other only infrequently while at large in the world. When battleminds do meet, their innate confidence (and the arrogance that sometimes goes hand in hand

with that confidence) inspires challenges and ritual combat designed to prove individual superiority.

The Path of Thirty-Seven Obstacles extends from this informal tradition. First noted only a few centuries ago, this philosophy was formalized when a group of thirty-eight battleminds gathered to compete against one another, other champions, and monsters found in the region. According to their rules of engagement, a single battlemind would emerge as champion after doing final battle with the conclave's other thirty-seven combatants.

As a philosophy, the Path of Thirty-Seven Obstacles has no formal teachings, but the story of the first conclave is well known among battleminds. Characters emotionally and physically drawn to the path feel an innate connection to those original thirty-eight warriors—a connection that sometimes borders on hero worship.

Through the centuries, the path's philosophy has remained consistent. Every follower is bound to a life of harsh self-improvement, endeavoring to reach the entirety of his or her potential. Anything less is a waste of a battlemind's talents, psionic or otherwise. Of equal importance is the demonstration of potential. Followers of the path are expected to seek out powerful monsters and famous foes to demonstrate their skills and hone their abilities. The fame, fortune, and authority that come with such a life are the battlemind's by right—as long as he or she can hold onto them.

Many followers of the path subscribe to the "more than human" psionics origin theory, but nearly every theory is represented among the philosophy's adherents.

### Goals and Objectives

Followers of the path strive to bolster their abilities through training and practice in hunting and defeating increasingly powerful opponents. The most celebrated followers of this tradition maintain their harsh training regimen until the day they die.

Though they might eventually face off in combat, path psionics users typically treat each other as comrades, sharing instruction and training. Watching another follower of the path succeed can be satisfying, particularly when you know that he or she has been training with you.

When searching for opponents, followers of the Path of Thirty-Seven Obstacles consider multiple factors.

- A foe must be powerful enough to pose a challenge; anything less won't help build or prove a psionics user's abilities.
- Notoriety is equally important. Followers of the path want the tales of their success to spread. A monster that haunts the wilds on the outskirts of town is thus a far better target than one dwelling in an unoccupied forest. Similarly, orcs raiding a city's farmlands make better targets than those dwelling in distant caves.
- The path teaches that its practitioners have the right to any prizes their victories might earn. As a result, villains and monsters that possess wealth or treasure are better targets than those that do not.

### Organization

Unsurprisingly, many followers of the Path of Thirty-Seven Obstacles choose the adventuring lifestyle. But not every group limits its members to monster slaying.

**Hero Slayers:** A handful of followers of the path understand that the most dangerous, most famous, and typically richest of all possible adversaries aren't monsters or villains—they are other successful adventurers. The loose guild known as the Hero Slayers has existed for several decades now, and its members are precisely what their name implies. These psionics users make a habit of tracking down and challenging adventurers—the more popular, the better. If their chosen opponents are reluctant to fight them, hero slayers aren't above threatening innocents to force the issue.

**BACKGROUND BENEFIT**

Trained to think only of improving your own skills and standing victorious against foes, you have learned to withstand all manner of duress and to swiftly judge the abilities of your opponents.

*Associated Skills:* Endurance, Insight

## Twilight Dreamers

Drawn to the darkness and revolted by the thoughts and emotions of others, the ardents who follow the path of the Twilight Dreamers dedicate their lives to evil. Convinced of their superiority over those they control, the dreamers believe themselves to be the eyes and hands of an otherworldly malice.

**Primary Class:** Ardent

**Primary Alignment:** Evil and chaotic evil

### Out of the Darkness

Followers of the philosophy of the Twilight Dreamers are primarily evil, having indentured themselves to powerful devils, demons, and inhuman Far Realm horrors. It is possible, however, for rare dreamers to maintain a measure of morality as unaligned or good characters.

Just because an ardent believes that his or her powers are the result of dark forces that expect obedience does not mean that this obedience must be given up without a fight. As an unaligned or a good dreamer, you might believe that Asmodeus or Ilsensine is the source of your psionic power. By your actions, you show your contempt for this master and rail against your fate. You might hold out hope that performing good deeds can cleanse the darkness lodged in your soul, preventing it from consuming you. You must strive to keep your true nature a secret from other dreamers, however, since they will attempt to destroy you if they discover who you are.

## Beliefs and Traditions

When psionics first entered the world, distrust of its users was widespread. This alien power could affect the mind and emotions, doing so in many cases with no obvious signs of spellcasting. In areas already prone to superstition, panicked commoners assumed that evil was corrupting psionics users to befoul the natural world. That fear inspired horrid deeds on the part of otherwise moral folk, as they sought to rid their lands of this assumed evil.

Generations later, the dark aftermath of these purges lives on in the philosophy of the Twilight Dreamers. Ardents who dwell in areas where superstition about psionic power still holds sway are often consumed by the harsh emotions of those who fear them.

These dreamers have accepted that their otherness isolates them from their people, and for good reason. Their sensitivity to emotion convinces them that they are corrupt, born to shelter the wicked and serve dark and bloodthirsty masters. Dreamers typically believe that demons, devils, or Far Realm horrors are the source of their psionic power. These dark psionics users work tirelessly toward the day their overlords can dominate, corrupt, or destroy the natural world.

Followers of the Twilight Dreamers follow either the "less than human" or "gift of the gods" theories of psionics origin, although the "gods" they credit are only rarely divine entities.

## Goals and Objectives

Followers of the Twilight Dreamers want to see the world thrown open to their dark masters. Each intends to sit at the right hand of his or her lord as the world's mortals are enslaved, consumed, and driven mad.

The sinister emotional energy that fills all dreamers draws them to one another. Occasional conclaves are held to discuss tactics and short-term objectives. These gatherings typically end in bloodshed, as thralls of different masters reject the idea of advancing another lord's plan.

Recently, cabals in service to one or another fiend have gained strength in a few regions. Their members still find cooperation elusive, though. Some want to use brute force to conquer local lands, and others advocate the subtle mental subversion of civic and religious leaders. Still others want to seek out rituals potent enough to obliterate the barriers between the natural world and their lord's realm. On occasion, dreamer cabals battle for control of a region or engage in bloody conflicts over whose master is the true source of psionic energy in the world.

## Organization

The Twilight Dreamers' ideology functions as an umbrella philosophy under which numerous Far Realm sects and diabolic cults operate. Despite the expansive range of beliefs of these cults' followers, their psionic abilities and fell goals ultimately link them together.

Cabals of dreamers have given their allegiance to Tharizdun, the dukes and princes of the Nine Hells, a handful of demon lords, most of the more powerful entities of the Far Realm, and even a few primordials.

**BACKGROUND BENEFIT**

You focus your studies on whatever demonic, diabolical, or aberrant creature you believe imbued you with psionic power. When the natural world falls, you plan to ride the tide of blood alongside your master.

*Associated Skills:* Arcana, Dungeoneering, Religion

# The Origin of Psionics

The origin of psionic power is likely the most rigorously debated aspect of psionics theory. The question of what—or who—links psionics users to their power source can become an obsession, and many psionics users feel the answer is integral to their self-identity. Divergent theories and heated disagreements have splintered numerous orders, and become the foundations for new philosophies or societies.

The most widely accepted psionics origin theories are summarized here.

## Collective Sentience

A new and increasingly popular belief, the theory of collective sentience suggests that psionics users tap into the mental energy that the world's sentient population projects. The presence of so many thoughts forms an essence that psionics users can manipulate. Followers of this belief eagerly work toward taming the wilderness and encouraging the spread of civilization, because a denser population means a more potent power source.

## Defenders of Reality

Still the most widely embraced belief among psionics users, this theory asserts that psionics developed as a reaction to the Far Realm's incursions. As that alien reality infected the mortal world, the world itself generated a defense against it. Psionics users who espouse this belief see themselves as the world's primary defenders against the Far Realm and the earliest embodiments of a stronger future. They believe that in the same way plague survivors develop stronger

ERIC BELISLE

immune systems, so too will the mortal races advance when they finally turn back the Far Realm's corruption.

## Gift of the Gods

The first appearance of psionic power at the height of the Dawn War created this oldest of origin theories, which suggests that psionics is a gift from the gods. Although few people continue to believe that psionics is simply a specialized form of divine power, adherents of this belief maintain that it is the gods who grant psionic power to the world's sentient creatures. Followers of this origin theory are divided along theological lines as they argue over which god controls psionic power. Most believers credit Ioun as the creator of psionics.

A few sects maintain that psionic power originated with the gods, but that it was not a deliberate gift. These groups claim that the Chained God's madness birthed psionics as his insanity warped the fabric of reality. Other groups maintain that the internal energy that empowers psionics is the spiritual essence of the uncounted deities who have died.

## Less than Human

Rather than a defense against the Far Realm, psionics is claimed by some groups to be a symptom of its corruption of the world. Even though psionics users retain their humanoid appearance and sanity in this early stage of the Outside's invasion of the mortal realm, believers warn that this slow corruption will eventually spawn mortal creatures as hideous, powerful, and mad as the Far Realm's aberrants.

## More than Human

Followers of this belief assert that psionics users are the next stage in the mortal races' evolution. The mind and soul have long been ready to tap psionic power, but the physiology of the earliest sentient races was not up to the task. Over time, however, the threats of fiends, dragons, the Far Realm, and the endless rise and fall of civilization has forced the world's inhabitants to grow stronger. As mortals evolve, even the gods will eventually prove unnecessary. Indeed, some scholars say the gods were once mortals who reached this potential early, and that they deliberately made their creations weak to avoid having their authority challenged.

## The Phrenic Planes

Whether they embrace the third plane theory (see "The Phrenic Planes," page 91) or believe only in the Plane of Dreams and the Far Realm, adherents of this philosophy assert that psionic energy comes from the phrenic planes. As evidence, theorists point out that divine magic originates from the Astral Sea, just as shadow magic originates with the Shadowfell. In the same way, psionics bleeds into the world where the mortal world touches the phrenic planes. Believers in this origin share common ground with those who subscribe to the "defenders of reality" theory. They maintain that psionic energy is not specifically a defense against outside corruption, but the natural result of contact between planar realms.

This section builds on the system presented in *Player's Handbook 2* and focuses on how the various Dungeons & Dragons races might interact with the psionic power source. In addition, these pages expand on three other background categories—society, birth, and occupation. "Philosophies and Orders" (page 110) offers additional background opportunities for psionic characters.

## Society

Psionic talent surfaces in individuals of all stations, from a starving peasant to an emperor's heir. The following background elements illustrate the complications psionic characters might experience as they struggle to master their emerging abilities.

**Isolated:** You were raised in a secret society that sniffs out psionic talent, then guides its development in those who have it. This controlled environment allowed you to grow into your ability, and you never experienced the uncertainty and confusion that many other psionics users face. You exceeded your tutors' expectations, quickly mastering the fundamentals and harnessing the fullness of your power at an early age. Your gifted psionic status came at the cost of isolation, however. You studied history and culture, but you had no actual experiences with the natural world, its wonders, or its terrors.

How do you see your childhood? Did you live in an ivory tower where you could indulge in whatever intellectual pursuits you wanted, free from fear, pain, and want? Or was the order's compound a prison to you? How and why did you eventually leave? Were you free to go when your training was complete? Did you run away before your lessons had ended? How does your inexperience with the world shape your personality, views, and behavior?

*Associated Skills:* Arcana, History

**Monastic:** You lived for years in a monastery, studying, training, and learning life lessons from your masters. You might have joined the institution to become enlightened, before unexpectedly discovering your untapped potential. You might have been abandoned on the monks' doorstep, your arrival seen as a sign of fortune and destiny. For you, the monastery might have been a place of too-oppressive discipline that eventually forced you to leave. Alternatively, you might have been free to come and go as you pleased and welcomed in the surrounding community.

Your education could have focused on scholarship or martial development. Were you a willing student, or did fate place you inside the monastery's walls? How did you fare in that environment? Did you have a personal instructor? If so, what was your relationship like? Did you form any lasting friendships? Did you make any enemies? How long has it been since you were at the monastery? Would you be welcomed back if you returned?

*Associated Skills:* Athletics, Religion

**Ostracized:** Many characters born with psionic talent find the guidance, comfort, and understanding that allows them to recognize their nature and embrace it. You were not so lucky. Left to your own devices, you used trial and error to navigate the murky waters of your mind as your life devolved into a series of accidents. Your anger might have burned out a friend's mind. Your despair could have driven another to suicide. Your wild thoughts could have sent doors slamming, crockery flying, or been the cause of any number of bizarre occurrences. Even though the strange events dogging your heels were just as perplexing to you, your kinfolk came to fear you. They suspected you were possessed, cursed, or trafficking with dark powers. Friendships ended, relationships died, and isolation closed in around you.

How did you cope with the alienation? Did anyone reach out to you? If so, did he or she escape the experience unharmed? Did you remain in the community but apart from it, or did you leave? How did you finally come to terms with what you could do? Now that you have achieved a modicum of control, how do you feel about the people who rejected you?

*Associated Skills:* Intimidate, Stealth

## Birth

Even if your psionic talent remained latent for decades, the circumstances of your birth might have played a part in the path you would one day follow.

**Awakened:** Your birth was unremarkable. You were healthy and seemingly normal. Your parents or caretakers quickly noticed, however, that something was amiss. Your newborn eyes gleamed with awareness, the first sign that you possessed the intellect of a full-grown adult. You learned to speak within hours, and you started walking as soon as your muscles could support your weight. You proved to be a prodigy in nearly every discipline.

Your awakened mind gave you advantages over your peers, but your incredible intelligence proved disconcerting to youngsters and adults alike. Did you try to fit in, or did you abandon your peers' petty concerns and embrace your destiny? How have your childhood experiences influenced your interactions with others? What advantages did you gain from your early development? What events from that time still haunt you?

*Associated Skills:* Bluff, Intimidate

**Calamity:** Your birth was a momentous event. The ground groaned. The dark sky split open, lashing the landscape with violet lightning and horrid storms. Water turned to blood. Animals sickened and died. The world trembled in fear of what your birth promised. Under such inauspicious circumstances, the folk around you were scared of you from the start. Even if these signs signaled some other dire event, your birth in such a time surely marked you as a herald of impending doom.

You grew up swathed in the calamitous day's shadow. How did you come to terms with the dark destiny that lay ahead? Did you consult soothsayers for clues? If so, what did they say? Did you reject superstition, vowing to live your own life regardless of omens? When you discovered your psionic potential, did you see it as a confirmation of what people thought? Or was it an opportunity to prove everyone wrong?

*Associated Skills:* Arcana, Insight

**Created:** You look like a typical member of your race, indistinguishable from others of your kind. But you are not truly what you appear to be. You are a creation—a child born not of body but of mind. You might have been formed to serve a greater purpose, or you could have been an experiment. Regardless of why you were made, the unnatural circumstances of your birth instilled you with unusual power.

When did you learn that you were different? How have you come to terms with your existence? Do you count yourself as a genuine member of your people? Have you told anyone what you believe? Have you uncovered incontrovertible truth that connects you to your presumed maker? And if not, how do you truly know what you are?

*Associated Skills:* Arcana, Nature

## Occupation

Psionic characters are attracted to occupations that allow them to take full advantage of their talent.

**Astronomer:** Occultists claim that the stars in the night sky are windows into the Outside, and that to look upon them is to invite madness and physical corruption. Indeed, tales tell of mad warlocks who traffic with alien entities, securing power from the stars themselves. As your mind has opened to new possibilities, you search the heavens for answers regarding your internal wellspring of psionic energy. You examine celestial movements for clues about the world's fate, and to perhaps catch a glimpse of the terrors that lurk between the twinkling lights.

*Associated Skills:* Arcana, History

**Con Artist:** Your talent for reading people proved invaluable to your criminal career. You have always been able to assess others' emotions, anticipating their actions and compelling them to do your bidding with subtle manipulation. But as your skill grew, you realized you were engaging in more than guesswork and misdirection. You could hear people's thoughts. Faced with the knowledge of your burgeoning psionic abilities, did you change course? Did you see yourself as having an unfair advantage or violating others with your power? Or did you embrace your abilities and use them to their fullest?

*Associated Skills:* Bluff, Insight

**Seer:** Strange dreams have regularly troubled your rest, some more peculiar than others. These dreams were clear but chaotic, revealing places and sights you had never seen before. In time, you began to witness your dreams unfolding in reality—predictive visions that you have come to know as true dreams. As you grew older, you began to experience the true dreams at will, allowing you to scout the future.

Now, your talent provides you with insights into the situations that await you, your companions, and the folk that come to you seeking aid and advice. But what you see does not always come to pass, for the future is mutable. How much do you depend on your visions? Do you see the prophesied future as a destination toward which you must walk, or as a warning of a destiny that you can consciously avoid?

*Associated Skills:* Bluff, Insight

**Wanderer:** As you walk the road ahead, you leave your past behind you where it belongs. When you came of age, you pulled up stakes and left everyone and everything you knew. Is fate drawing you toward a particular location or individual, or is the unconscious pull you feel compelling you to fulfill some inscrutable purpose? Are you traveling to escape something, perhaps to overcome a loss, a conflict, or a humiliation? Whatever your reason, you do not or cannot put down roots. Before you run the risk of settling into any particular place, you pick up and move on again.

*Associated Skills:* Nature, Perception

## Racial Backgrounds

As the use of psionic power has spread over many centuries, a multitude of races have adopted a range of beliefs about the power source and its users. As a member of a psionic class, your character might be heavily influenced by his or her race's experiences or prejudices.

Given the expansive nature of human culture, human characters typically focus on geographical and professional backgrounds. Half-elves and muls (half-dwarves) can use those same backgrounds, or

### Races from Other Sources

You can find drow and genasi in the Forgotten Realms *Player's Guide*; changelings, kalashtar, and warforged in the Eberron *Player's Guide*; and thri-kreen and muls in the Dark Sun *Campaign Setting*.

they can select a racial background from their non-human parent race. Githzerai and shardminds, with their strong racial ties to psionic power, should select backgrounds from among the orders and philosophies presented earlier in this chapter.

## Changeling

**Mirror Mind:** A changeling who grows up in another race's community might lack a strong sense of identity, trying on appearance after appearance until finding one that fits. As a budding psionics user (even if you didn't recognize it at the time), you felt this lack of self more than most. This is particularly true if you were an ardent, forced to experience the emotions of others while uncertain of your own. What kinds of torment did your struggle with identity cause you? Did it teach you how to pass yourself off as someone you were not? Or have you lived the life of an outsider, never able to fit in?

*Associated Skills:* Bluff, Insight

## Deva

**Voice of a Dozen Generations:** Accustomed to thinking in terms of souls and past lives, many devas subscribe to the "collective sentience" theory of psionics origin. Some devas additionally theorize that psionics draws not only on the minds of living beings, but on the thoughts of all sentient creatures that have ever lived. You believe that your psionic abilities are derived, in part, from the thoughts, dreams, and ambitions of your prior incarnations and angelic ancestors. But do you feel obligated to honor your forebears' convictions? Or is their constant presence in your mind an endless burden that prevents you from making your own way in the world?

*Associated Skills:* Diplomacy, History

## Dragonborn

**Hereditary Psionics User:** Several of Arkhosia's noble households boasted psionic talent and stood at the forefront of the empire's war effort against Bael Turath. You are a descendant of one of those families, which were scattered after Arkhosia fell. But do you feel the pride, confidence, and obligation that come with your legendary bloodline? Or are you secretly ashamed of your past—knowing that your forebears were among Arkhosia's best warriors, and that their skill failed the empire in the end?

*Associated Skills:* History, Intimidate

## Drow

**Paranoid Manipulator:** In a society built on betrayal, secrets, deception, and murder, the ability to tap into thought and emotion is both a blessing and a curse. If your power were to be discovered, you would not long survive the vengeance of your kin. How successfully did you learn to discern friends from enemies? Did you consistently misdirect and elude those who would do you harm? Or were you forced to flee your home one step ahead of the blades that you know are seeking for you still?

*Associated Skills:* Bluff, Perception

## Dwarf

**Iron Mind:** As you learned to control your unbidden power and sought out teachings beyond the interest of most of your kinfolk, you remained steadfast in your psionics studies. With the resolve and discipline of your people, you set out to master your power as thoroughly as other dwarves master warfare or the crafts of stone and steel. But how did that mark you in the end? Do your comrades question your choices? Or do they embrace the demonstration of commitment and skill that you have undertaken over a lifetime?

*Associated Skills:* Insight, Intimidate

## Eladrin, Elf, or Gnome

**Fey Inheritor:** Many fey resent psionics users, feeling that they debase magic and encourage other races to usurp powers that rightfully belong to the folk of the Feywild. You, however, take the more benign view that you do not betray your fey heritage by embracing your psionic abilities—you grow closer to it. By studying the psionic power source, do you hope to gain the wisdom and abilities that come naturally only to the archfey? And if you do so, will there be a price to pay for seeing the world as those powerful elders do?

*Associated Skills:* Arcana, Diplomacy

HECTOR ORTIZ

## Genasi

**Substance of Thought:** A small number of genasi philosophers do not subscribe to well-known psionics origin theories. Instead, they speculate that the essence of thought might have originated in the Elemental Chaos, manifesting in the material world like all other elemental power. By subscribing to this view, do you perceive psionics as a means of establishing closer ties to the surging chaos reflected by the natural world? Or do you embrace it as a kind of primal energy—endless and all-encompassing as it threads through every living thing?

*Associated Skills:* Arcana, Nature

## Goliath, Half-Orc, or Minotaur

**Victim of Superstition:** Not all goliaths, half-orcs, and minotaurs are intolerant of psionics users, but nearly all their primitive communities are. For months or years after developing your abilities, you struggled to hide them. Were you discovered and driven from your people like a common brigand? Or did your instinct and intuition inspire you to leave before your secret could be revealed?

*Associated Skills:* Bluff, Stealth

## Halfling

**The Wide-Open Mind:** Like many psionics users, especially battleminds and ardents, you have long questioned your place in the world. As so many halflings do, you took to exploring the world in order to find the answers to your questions, embracing new cultures in an effort to define yourself by the standards of your people. Where did your psionics come from? What does your power say about you and your obligations to your people? Even after those questions are answered, will you be able to return to your homeland? Or will the embrace of the wider world prove too hard to shake off?

*Associated Skills:* Nature, Streetwise

## Kalashtar

**Enlightened Prodigy:** As a child of a psychic race, it is unsurprising that you developed psionic power and chose to immerse yourself in its study. Your nature, culture, and faith encouraged you in this pursuit. But your fascination eclipsed the interests even of your fellow psionic kalashtar. How does your enlightened drive manifest now? Do you strive to perfect your abilities so you can fulfill your sacred duty to guide others toward a path of light and understanding? Or do you see yourself as superior to those you once studied with, forced to make your own way when they refuse to accept the superiority of your understanding?

*Associated Skills:* Heal, Religion

## Shifter

**Psychic Hunter:** You come from a clan of shifters that dwells far from civilized regions. Your people have refused to let the increasing danger of the wilds scare them off. Unlike the many shifter communities that see psionic powers as inherently evil, your clan views them as a survival tool—no better or worse than any other. That cultural acceptance must still compete with your kind's baser instincts. When your psionic abilities first manifested, did you welcome them or were you forced to fight your own fears? Once you did accept who you were, did you do so because your psionics allows you to defend your people? Or is it more important that your power grants you a measure of superiority over your peers?

*Associated Skills:* Nature, Perception

## Thri-Kreen

**Cosmopolitan Perspective:** Your burgeoning psionic abilities caused you to unwittingly tap into the collected minds of other psionics users. After that initial exposure, you found yourself feeling increasingly disconnected from the traditional thri-kreen views of community. Do you still find it hard to trust others, instinctively viewing those you meet as either predator or prey? Or have such instincts fallen by the wayside for you? Are you openly accepted by the folk of other races? Or does your monstrous appearance continue to inspire a mistrust that you must struggle to overcome?

*Associated Skills:* Diplomacy, Streetwise

## Tiefling

**Heir to Power:** From the first time your psionic power manifested, you have been consumed by the feeling that you are beholden to someone—or something—for that power. Do you trace your family line back to the psionics users of Bael Turath? Or do you believe that the diabolic power rumored to still watch over tieflings has granted you this gift? Do you embrace your power regardless? Or do you search endlessly for insights into the origin of psionic power, hoping to understand the nature of that power to prevent it from consuming you?

*Associated Skills:* Arcana, Religion

## Warforged

**Psionic Artifice:** For reasons unknown, you emerged from the creation forge with powers that marked you as a psionics user, and with the knowledge that prepared you for that path. Your uniqueness has been a constant burden to you, separating you from your own kind and the mortal races alike. Do you fully embrace your psionic nature, confident that you will never meet your equal? Or do you curse your power, constantly yearning for the emotional and intellectual solitude in which other warforged dwell?

*Associated Skills:* Insight, Streetwise

# PSIONIC BLOODLINES

Psionic power manifests in the world in any number of ways. Sometimes it stirs from dormancy in an unsuspecting individual, slipping free to wreak havoc until its host can restore control. Other times, the power comes forth grudgingly, revealing its presence only after extensive and painstaking training. For a rare few, psionic power is more than energy to wield and shape as needed. For these individuals, it is the lifeblood flowing through their veins.

Elans and foulborn are not true races such as those presented in the *Player's Handbook* and other supplements. Rather, they are examples of ancient psionic bloodlines that recur from time to time among the humanoid races.

This section describes the elan and foulborn bloodlines, and introduces a new racial paragon path for each bloodline. Bloodline feats are presented starting on page 142.

## Elan

*Enlightened souls in bodies forged from psionic energy, driven to protect the world from the Far Realm's corruption*

Elans are not born—they are created. Singled out and raised up from among a multitude of candidates, a character of the elan bloodline is freed from the body he or she has worn since birth and given a new form imbued with psionics. The first elans appeared in ages past to combat the growing threat posed by the Far Realm and its creations. Faced with an inability to withstand the Outside's corrupting influence, the greatest psionic champions forged new bodies to protect their minds from madness and their souls from corruption. From those first champions, all new elans have descended—each generation chosen from the best and brightest to carry on the struggle to save the mortal realm.

Play an elan if you want . . .

- to free yourself from mortal expectations and become a being of pure psionic energy.
- to be a member of an ancient society committed to fighting the aberrant menace.
- to be a member of a race that favors psionic classes.

### Physical Qualities

Ancient magic known as the rite of Awakening is the process by which an individual strips away imperfections to become an elan. An elan's new form is an idealized version of his or her original form. Elans are exquisite specimens who have attractive features and possess none of the flaws they might once have had.

In addition to their new and improved forms, all elans share a characteristic that sets them apart from other members of their original races: Elans do not have pupils or irises. Their eyes are pure white and glow with a soft light when an elan uses psionic power.

Elans retain the predilections of their original cultures in fashion. The vainest elans favor revealing clothing that displays their perfect forms, though such behavior is frowned upon by most of their kind. Many elans also accentuate their attire with white, lavender, or blue crystals.

An elan's transformation is more than aesthetic, however, creating a physical form that serves as a better vessel for the psionic mind. Each body is formed from substance shaped and molded through psionics so that it can withstand the Far Realm's corrupting influence. Elans feel disturbingly cool to the touch. Their skin is smooth and hairless except for the head. An elan's hair is thick and heavy, and only the strongest wind can stir it.

As immortal creatures, elans do not age and suffer none of time's infirmities. Elans can, however, die through violence, accident, or illness, their bodies collapsing into puddles of psychic ectoplasm. This fluid reconstitutes if an elan is restored to life by the Raise Dead ritual or similar effects.

### Playing an Elan

It takes a rare individual to undergo the transformation required to become an elan. The process is not easy, sometimes requiring years of testing. Mysterious elan psions known as the Cullers form a council that controls the rite of Awakening is. They give no second chances to aspirants who reveal any negative personality traits or weakness. Those selected for Awakening do not always survive the process, which taxes the mind as the body is stripped away. In the end, only the soul and spirit are left behind. The Cullers then reconstruct the flesh with the aspirant's help until a new vessel is completed.

Merging the consciousness with this new flesh is an even more difficult process. The mind sometimes rejects the transfer, attempting to break free from the psychic bonds that would hold it fast. Many elans must undertake the transformation more than once before it finally holds, and a large number of disembodied minds have been lost in the process.

Elan candidates are chosen for their adaptability and versatility, as well as for their unwavering commitment to the cause of fighting the Far Realm. The Cullers also look for candidates who have few cultural or social ties, since the longevity the transformation brings means that elans will likely outlive family, friends, and children. Morality is rarely a factor in a candidate's selection, since both evil and good profit from a world safeguarded from the aberrant menace. Elans are, however, rarely created from

those displaying philosophical extremes, excessive piety, madness, or deviant behavior.

As an enlightened people, elans open their minds and hearts to all folk untouched by the Far Realm. They interact with anyone, from goblins in the remote wilds to eladrin in their shining spires. But members of the mortal races can sense the lingering strangeness inherent in the elans, which sometimes makes common folk uncomfortable around them. Elans are also known for manipulating other creatures and using them to advance the elans' agenda, giving elans a bad reputation in many cultures.

Elans have little use for deities. Having already subverted life and identity by transcending the limitations of a mortal existence, each elan believes that morality and destiny are to be freely chosen. In place of faith, elans ritualize the ongoing effort to master their immortal forms and the power within them.

**Elan Characteristics:** Arrogant, brooding, callous, cold, disciplined, flexible, inventive, reflective, relentless, versatile

**Elan Names:** Elans retain their names from before their transformation. Among themselves, elans recently emerged from the Awakening are titled Newmade. Those who have lived a few decades are called Made, and who have lived centuries are called Eternal.

## Elan Backgrounds

In addition to the character backgrounds presented in this book and other supplements, an elan character has access to the following backgrounds.

**Aberrant Slayer:** Madness grows in the shadows, spawning new horrors to assail the world and corrupt it, twist it, and remake it into unspeakable forms. You are wholly consumed with destroying the menace of the Far Realm, though only you know what path brought you to the Awakening. Did you lose your people or loved ones to the aberrant menace? Or is your obsession merely intellectual, built on the knowledge that you must sacrifice yourself to stop this growing doom?

*Associated Skills:* Dungeoneering, Perception

**Disgraced Pragmatist:** Once, you thought it possible to fight the Far Realm and its horrors. Yet for every aberrant put to the torch, for every planar breach closed, the Outside's insidious power only seems to grow. Thus it was that you made the secret petition to the Cullers and claimed your new form. Now, how will you carry out the mission that you already know will destroy you in the end? Will you take the fight directly to the aberrant menace, confident that your new strength will carry the day? Or do you abandon that cause and instead hunt down those who betray their world by seeking to control the power of the Far Realm?

*Associated Skills:* Dungeoneering, Intimidate

JOHN STANKO

# Psionic Incarnate

*"My Awakening was a passage through enlightenment's door. What is now possible is beyond anything I could have imagined."*

**Prerequisite:** Elan Heritage feat

The Awakening opened your mind to new possibilities, aiding you in the acquisition and use of psionics. To achieve your present power, you sacrificed the body to which you were born. But even though the replacement contains none of the flaws of that first vessel, this new form is no longer suitable to hold the perfection that is your mind. The power you have gained over the course of your adventures is working to reshape you once again.

The body that is the temple of your psionic power grows ever more resilient. You respond to the worst injuries by steeling yourself in preparation for more. Hunger and thirst become dim memories as your need for such crude nourishment passes. You find sleep unnecessary, outgrowing this last lingering connection to your mortal life. The physical perfection of your new form serves your mind at the highest level. You are the living incarnation of psionic power, and your body now reflects your mastery of that power.

## Psionic Incarnate Path Features

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Psychic Resilience (11th level):** You gain psychic resistance equal to 5 + one-half your level.

**Repletion (11th level):** Psionic energy sustains you. You no longer need to breathe, eat, or drink. You never make Endurance checks to resist the effects of starvation, thirst, or suffocation.

In addition, you do not sleep. You instead enter a period of dormancy during which time you replenish the psionic energy needed to sustain your form. You need to spend four hours in this state to gain the same benefit other races gain from taking a six-hour extended rest. While dormant, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

**Resurging Action (11th level):** You can spend an action point to regain 2 power points instead of taking an extra action.

**Perfect Resilience (16th level):** The first time you become bloodied in an encounter, you gain resist 5 to all damage until the end of your next turn.

## Psionic Incarnate Disciplines

**Discorporate Retaliation** Psionic Incarnate Attack 11

*Your body responds to attack by slipping the bonds of the material world, then unleashing a vicious psychic counterstrike.*

**Encounter ✦ Augmentable, Psionic, Psychic**
**Immediate Interrupt** **Close** blast 3
**Trigger:** You are hit by an attack
**Effect:** You are insubstantial until the end of the triggering attacker's turn.
**Target:** Each enemy in blast
**Attack:** Intelligence, Wisdom, or Charisma + 6 vs. Will
*Level 21:* Intelligence, Wisdom, or Charisma + 9 vs. Will
**Hit:** 3d6 + Intelligence, Wisdom, or Charisma psychic damage.
**Augment 2**
**Close** blast 5
**Special:** When you gain this power, choose Intelligence, Wisdom, or Charisma as the ability you use when making attack rolls and damage rolls with this power.

**Elan Recovery** Psionic Incarnate Utility 12

*You focus mind and body to better shake off the afflictions imposed by your enemies.*

**Encounter ✦ Psionic**
**Minor Action** **Personal**
**Effect:** You gain a +5 power bonus to saving throws until the end of your next turn.

**Hidden Reserves** Psionic Incarnate Attack 20

*You draw psionic energy from your body to power a single devastating attack.*

**Daily ✦ Psionic, Psychic**
**Standard Action** **Personal**
**Effect:** Make an attack using an augmentable at-will power. You can use any of the power's augmentations without spending power points, and the power deals 5 extra psychic damage and deals half damage on a miss.

STEVEN BELLEDIN

# Foulborn

*Touched by madness, a people burdened by the Far Realm's blessing*

For most people, the natural world is the only world that is. The gloomy Shadowfell, the verdant Feywild, and the domains of the demons and devils are only legend. Few deny that the gods exist, but the starry heavens of the Astral Sea are seldom thought of as a place to which mortals might travel. Any planes beyond those mythical realms are considered by most folk to be matters for theologians and philosophers.

But there exists living proof of something more.

Aberrant creatures owe their existence to the union of the natural world and the Far Realm. Where the Outside surges against the natural boundaries of creation, contaminating energy warps and remakes anything it touches. This fell energy acts as a gateway through which the aberrant entities of the Far Realm tear free of that plane to thrash their way into the natural world. At other times, the energy of the Outside carries aberrant parasites that lodge themselves in living flesh to foment a transformation.

For generations, the Far Realm's hunger has thus transformed the mortal realm. Some changes are profound and immediate; others lie dormant, waiting with dim cunning for the best moment to reveal themselves. The most insidious of these lingering transformations spawns the foulborn.

Found among every race and culture, the foulborn are a grim demonstration of how widespread the Far Realm's stain extends, and how insidious its corruption can be. A people cursed, the foulborn shoulder a difficult burden, harboring within them the gravest threat the world will ever face.

Play a foulborn if you want . . .

- ✦ to struggle against the corruption of the Far Realm inside you.
- ✦ to have an intimate connection to the conflict between the world and the Outside.
- ✦ to be a member of a race that favors psionic classes.

## Physical Qualities

Most creatures that feel the Far Realm's touch do not escape the experience unchanged. When affected by the Outside's seething energy, a creature's flesh might bubble, warp, or sprout tentacles. As its mind melts, its mouth is locked into a grin of madness. On occasion, however, the presence of the Outside does not effect an immediate transformation, but rather lays a seed of corruption that can linger unseen for years.

In some cases, such corruption manifests abruptly, transforming the humanoid host into a creature of madness. Other times, this taint does not appear in its unwitting host and instead passes unseen into its host's progeny. Generations later, it manifests with no warning, transforming an otherwise healthy child into a foulborn.

Foulborn are found only among the natural races; the corruption that spawns them does not manifest in warforged or other living constructs. Most foulborn do not exhibit signs of their heritage until adolescence or later, remaining more or less physically indistinguishable from others of their kind. Yet even with no outward sign, others can sense a subtle wrongness in a foulborn, perceiving a hidden menace in the eyes, the smile, or the shadow he or she casts.

When a foulborn's true nature finally reveals itself, his or her life is never the same. The effect of the Far Realm's touch manifests uniquely in each individual; the most obvious signs of physical corruption can range from the merely cosmetic to the truly bizarre. Skin, eyes, and hair of odd colors or patterns are common, as are unusually broad grins, eyes slightly out of place, extra digits, and so on. The worst changes bring about terrible suffering, and some foulborn manifest vestigial limbs, misplaced body parts, slavering maws in their palms, eyestalks, slimy skin, and any other feature suitable to their dark heritage.

Foulborn have the same physical characteristics as their original race, and can live as long.

## Playing a Foulborn

The transformation into a foulborn comes at a terrible psychological price. Only the most disturbed creatures can delight in the violation of body that comes with this bloodline. The corruption doesn't always inspire a mental or spiritual transformation, but coming to terms with the flesh's betrayal is the first challenge every foulborn must face if he or she has any hope at leading a normal life. Even disciplined minds suffer as a result of this pressure, and foulborn can struggle with their sense of self for the rest of their days.

The nature of psionics remains shrouded in mystery, but most sages connect its rise in the mortal realm to the threat of the Far Realm. Foulborn are uniquely positioned to take advantage of psionic power, because they are creatures of both realms. But few foulborn are welcome in psionics colleges or orders. As a result, they must learn to control their gifts on their own.

Life is hard for foulborn. Those possessing the least unsettling transformations can blend in with other races. The more profound a foulborn's visible corruption, the more hostility and suspicion he or she faces. The lucky ones are driven out of their communities with angry mobs at their heels. The unlucky face inquisitors, zealots, and others who seek to destroy them to prevent their curse from spreading.

Though most foulborn flee from their people eventually, they are too few and too scattered to form

societies of their own. Many turn to wandering in the untamed wilderness, seeking the shelter and comforts there that were denied them in civilization. Foulborn are suspicious and secretive by nature, and slow to trust others. When they form friendships, foulborn are loyal to the end—going to any length to preserve this rare treasure.

**Foulborn Characteristics:** Angry, bizarre, detached, deviant, hideous, insane, reserved, rigid, secretive, tortured, unnerving, violent, wild

**Foulborn Names:** Foulborn retain the names they were given at birth and reflect the variety of cultures in which foulborn appear.

## Foulborn Backgrounds

Foulborn characters can make use of many of the backgrounds presented earlier in this chapter (particularly the ostracized, calamity, and created backgrounds). Because of their unique nature, foulborn can also select an additional background from those presented below. These backgrounds are focused specifically on the physical manifestation of the foulborn's innate connection to the Far Realm. Other options might be available at the Dungeon Master's discretion.

**Bestial:** You exhibit animalistic features or characteristics. You could have a tail, gleaming eyes, or goat legs. Your bestial trait might be merely cosmetic, or it might give you an advantage such as excellent balance or increased mobility.

*Associated Skills:* Acrobatics, Athletics

**Chameleon:** Your skin alters its coloring to blend in with your surroundings. Although clothing diminishes this effect somewhat, you still have a knack for escaping notice.

*Associated Skills:* Stealth

**Exotic Appearance:** You possess an unusual appearance, typically involving hair, eye, or skin coloration. Your skin might be unusually colored for your race, or it might be oddly patterned with checks, diamonds, or whorls. Alternatively, your eyes might be solid black, pure white, or multicolored. Such an appearance might be frightening to those around you, or oddly alluring.

*Associated Skills:* Diplomacy, Intimidate

**Hulking:** You are exceptionally large for your race. Your size doesn't change, but you might be tall, broad-bodied, or corpulent. Your size might give you greater endurance or make you more intimidating.

*Associated Skills:* Endurance, Intimidate

**Keen Senses:** You have keen senses thanks to extra eyes, eyestalks, spare ears, antennae, or particularly sensitive skin.

*Associated Skills:* Perception

JOHN STANKO

# Impure Scion

*"This power is my burden to carry, so it is mine to use as I see fit."*

**Prerequisite:** Foulborn Heritage

A foulborn's life is a difficult one, and no one knows this better than you. You have carried the Far Realm's burden within you for more years than you can count. You long ago came to terms with your corruption, adapting to the unsightly transformation you were forced to endure. In doing so, you discovered ways to make the curse work for you. Many years spent testing your capabilities revealed unexpected advantages that help you exceed your normal limitations, enabling you not only to survive but to thrive.

Reflection and understanding do not come without a price, however. The more you draw on your corrupted power, the greater its effect on you and the more unhinged your mind becomes. This state of being lends itself to strange delusions and compulsions, but the power you gain is worth it. When you fully come into your legacy, you learn to share your gift with others, causing them to undergo transformations that wrack the body and mind.

## Impure Scion Path Features

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Terrifying Action (11th level):** When you spend an action point to take an extra action, you mark any enemy adjacent to you until the end of your next turn.

**Unnatural Perception (11th level):** You gain a +2 bonus to Insight checks, Perception checks, and initiative checks. You also have blindsight 5 while you are blinded.

**Warped Mind (16th level):** You gain a +1 bonus to Will. Whenever an enemy hits you with an attack that targets your Will, you gain a cumulative +1 bonus to attack rolls until the end of your next turn.

LUCIO PARRILLO

## Impure Scion Path Disciplines

### Otherworldly Pulse — Impure Scion Attack 11

*You channel the corruption of the Far Realm to attack the minds of nearby creatures and leave them reeling.*

**Encounter ✦ Augmentable, Psionic, Psychic**
**Standard Action** **Close** burst 2
**Target:** Each creature in burst
**Attack:** Constitution, Intelligence, or Charisma + 6 vs. Will
*Level 21:* Constitution, Intelligence, or Charisma + 9 vs. Will
**Hit:** 4d6 + Constitution, Intelligence, or Charisma modifier psychic damage, and the target grants combat advantage until the end of your next turn. If the target is aberrant, it takes 2d6 extra psychic damage.
*Level 21:* 6d6 + Constitution, Intelligence, or Charisma modifier psychic damage.
**Augment 2**
**Close** burst 3
**Target:** Each enemy in burst
**Special:** When you gain this power, choose Constitution, Intelligence, or Charisma as the ability you use when making attack rolls and damage rolls with this power.

### Strange Anatomy — Impure Scion Utility 12

*The corruption of your body absorbs the worst of an attack.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** You take damage from an attack
**Effect:** You take half damage from the triggering attack. If the triggering attack is a critical hit, it turns into a normal hit.

### Appalling Transformation — Impure Scion Attack 20

*You call forth the contamination of the Far Realm, transforming an enemy into a creature too awful to behold.*

**Daily ✦ Polymorph, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution, Intelligence, or Charisma + 9 vs. Fortitude. If the target is aberrant, you have combat advantage for this attack.
**Hit:** 2d6 + Constitution, Intelligence, or Charisma modifier damage.
**Effect:** The target assumes the form of the appalling transformation (save ends). While in this form, the target is dazed, slowed, and takes ongoing 15 psychic damage. Creatures not immune to fear take a −2 penalty to attack rolls for attacks that include the target.
**Aftereffect:** The target takes 10 damage.
**Special:** When you gain this power, choose Constitution, Intelligence, or Charisma as the ability you use when making attack rolls and damage rolls with this power.

# New Feats

The new feats presented in this section are geared toward psionic characters, and add to the psionic feats introduced in *Player's Handbook 3*.

## Augment Feats

Psionic energy flows from within and from without, and those who have the talent to wield its power can push beyond their physical limits and shape the world around them. Some psionic characters use their power unconsciously, allowing the magic to well up internally before releasing it in combat. But most psionic power users gather and store psionic energy in a kind of spiritual reservoir, then tap it as needed. Disciplines are the most obvious outlet for calling on such stored energy, but psionic characters can develop other methods for making use of it. Augment feats are one such method.

Only psionic characters who have the Psionic Augmentation class feature can take augment feats. The word "Augment" in brackets after a feat's name indicates that the feat is an augment feat. Augment feats allow you to spend power points to enhance actions or die rolls. Each feat describes how you can spend power points to gain the improved effect.

Unless the feat specifies otherwise, you spend the indicated power points to use the augmentation at any time as a free action. If you have two or more augment feats that allow you to spend power points under the same circumstances, you can spend power points for only one of those feats each time those circumstances arise.

MATIAS TAPIA

## Heroic Tier Feats

Feats in this section are available to characters of any level who meet the prerequisites.

### Autohypnosis

**Prerequisite:** Any psionic class, trained in Arcana
**Benefit:** You gain one healing surge.

While you are not bloodied, when you would make an Endurance check, you can make an Arcana check instead.

### Befuddling Thoughts

**Prerequisite:** Changeling, *changeling trick* racial power, psion, *send thoughts* power, Telepathy Focus class feature
**Benefit:** You can expend your *send thoughts* as a free action to use your *changeling trick* as a ranged 20 power.

### Beguiling Torment [Augment]

**Prerequisite:** Psionic Augmentation class feature
**Benefit:** Whenever you daze or stun an enemy using a psionic power, you can spend 1 power point to slide that enemy 1 square.

### Bloodied Concentration

**Prerequisite:** Psion
**Benefit:** While you are bloodied, you gain a +1 bonus to attack rolls using augmented at-will psion attack powers.

### Bloodied Enmity

**Prerequisite:** Ardent, Mantle of Impulsiveness class feature
**Benefit:** The first time you are bloodied during an encounter, your melee attacks deal 1d6 extra damage until the end of your next turn.

### Blurred Speed

**Prerequisite:** Battlemind, *blurred step* power
**Benefit:** When you use your *blurred step*, you shift 2 squares instead of 1 square.

### Bolstering Spike

**Prerequisite:** Battlemind, *mind spike* power
**Benefit:** When you use your *mind spike*, you gain temporary hit points equal to your Constitution modifier.

### Brimming Wrath

**Prerequisite:** Half-orc, *furious assault* racial power, battlemind

**Benefit:** When you use your *furious assault* and have at least 1 power point, each enemy marked by you takes psychic damage equal to your Strength modifier.

### Crack the Mountain

**Prerequisite:** Monk, Stone Fist class feature

**Benefit:** When you hit an enemy with a daily attack power, the enemy is also slowed (save ends). If the attack already slows the enemy, you instead slide the enemy 2 squares.

### Deft Eruption

**Prerequisite:** Ardent, *ardent eruption* power

**Benefit:** The bonus to damage rolls for your *ardent eruption* increases by 2.

### Double Scrutiny

**Prerequisite:** Psion, *shaped consciousness* power

**Benefit:** While the fragment conjured by your *shaped consciousness* is within 5 squares of you, you gain a +3 bonus to Insight checks and Perception checks.

### Feral Advance

**Prerequisite:** Elf, battlemind, *speed of thought* power

**Benefit:** When you use your *speed of thought*, use your Dexterity modifier in place of your Charisma modifier to determine how far you move.

### Feywild Advance

**Prerequisite:** Eladrin, battlemind, *blurred step* power

**Benefit:** When you use your *blurred step* and have at least 1 power point, you can teleport a number of squares equal to your Intelligence modifier (minimum 1 square) instead of shifting.

### Fluid Motion

**Prerequisite:** Monk

**Benefit:** You gain a +1 feat bonus to speed. This bonus increases to +2 at 11th level.

### Gestalt Anchor

**Prerequisite:** Kalashtar, ardent, Ardent Mantle class feature

**Benefit:** You and allies within the radius of your Ardent Mantle gain a +2 bonus to initiative checks.

The first time you drop to 0 power points during an encounter, allies within the radius of your Ardent Mantle gain a +2 bonus to all defenses until the end of your next turn.

### Group in Motion

**Prerequisite:** Half-elf, battlemind, *speed of thought* power

**Benefit:** When you use your *speed of thought*, each ally adjacent to you can shift 1 square as a free action.

### Harrying Step

**Prerequisite:** Battlemind, *blurred step* power, *persistent harrier* power

**Benefit:** When you use your *blurred step*, you can teleport to any square adjacent to the triggering enemy instead of shifting.

### Haunted Darkness

**Prerequisite:** Drow, *cloud of darkness* racial power, psion

**Benefit:** While you are inside your own *cloud of darkness*, your unaugmented psion at-will attack powers deal 3 extra psychic damage.

### Haunting Sounds [Augment]

**Prerequisite:** Gnome, *ghost sound* power, Psionic Augmentation class feature

**Benefit:** While you have at least 1 power point, you can use your *ghost sound* as an at-will power.

When you use your *ghost sound*, you can spend 1 power point to gain combat advantage with your next attack made before the end of your turn against one enemy adjacent to the target object or square.

### Healing Fist

**Prerequisite:** Githzerai, monk

**Benefit:** When you use your second wind, you gain a bonus to damage rolls equal to your Wisdom modifier until the end of your next turn.

### Helpful Hint

**Prerequisite:** Halfling, psion, *send thoughts* power

**Benefit:** Whenever an ally you can see within 20 squares of you fails a saving throw, you can expend your *send thoughts* as a free action to allow the ally to reroll the saving throw.

### Human Ingenuity

**Prerequisite:** Human, Psionic Augmentation class feature

**Benefit:** When you spend an action point to make an extra attack, you regain 1 power point.

### Immovable Resilience

**Prerequisite:** Battlemind, *battle resilience* power

**Benefit:** When you use your *battle resilience*, you can ignore forced movement until the end of your next turn.

### Io's Roar

**Prerequisite:** Dragonborn, *dragon breath* racial power, any psionic class

**Benefit:** Any target hit by your *dragon breath* attack gains vulnerable 5 psychic until the end of your turn.

**HEROIC TIER FEATS**

| Any Class | Prerequisites | Benefit |
|---|---|---|
| Autohypnosis | Any psionic class, trained in Arcana | Gain 1 healing surge; substitute Arcana for Endurance |
| Beguiling Torment | Psionic Augmentation | When you daze or stun, augment to slide enemy |
| Haunting Sounds | Gnome, ghost sound, Psionic Augmentation | Use ghost sound as at-will; augment to gain combat advantage |
| Human Ingenuity | Human, Psionic Augmentation | Spend action point to attack, regain 1 power point |
| Io's Roar | Dragonborn, *dragon breath*, any psionic class | *Dragon breath* confers vulnerable 5 psychic |
| Psionic Celerity* | Psionic Augmentation | +1 to speed when charging or running; augment to increase to +2 |
| Psionic Fortune* | Psionic Augmentation | +1 to saving throws; augment to increase to +3 |
| Psionic Initiative* | Psionic Augmentation | +3 to initiative check; augment to increase to +6 |
| Psionic Reflexes* | Psionic Augmentation | +1 to opportunity attacks; augment to increase to +2 |
| Psionic Skill* | Psionic Augmentation | +2 to checks with chosen skill; augment to increase to +3 |
| Psionic Toughness* | Psionic Augmentation | +3 hit points; augment to regain additional hit points with second wind |
| Shard Link | Shardmind, Telepathy, any psionic class | Share combat advantage with ally |
| Ubiquitous Step | Eladrin, *fey step*, Psionic Augmentation | Regain *fey step* at 0 power points |
| Zerth Instincts | Githzerai, *iron mind*, any psionic class | Shift with *iron mind*, or expend *iron mind* to cancel surprise |

*Augment feat

### Iron Parry

**Prerequisite:** Monk, Iron Soul class feature

**Benefit:** When you are wielding a weapon (other than your monk unarmed strike), wearing cloth armor or no armor, and not using a shield, you gain a +1 bonus to AC.

### Iron Trap

**Prerequisite:** Githzerai, *iron mind* racial power, battlemind

**Benefit:** When an attack misses you because of the bonus to all defenses granted by your *iron mind*, you mark the triggering attacker and gain combat advantage against it until the end of your next turn.

### Jagged Force

**Prerequisite:** Shardmind, psion

**Benefit:** You gain a +2 feat bonus to damage rolls with force powers. This bonus increases to +3 at 11th level and +4 at 21st level.

### Mantle of Understanding

**Prerequisite:** Ardent, Ardent Mantle class feature

**Benefit:** When you make a save, allies within the radius of your Ardent Mantle gain a +2 bonus to saving throws until the start of your next turn.

### Martyr's Surge

**Prerequisite:** Ardent, *ardent surge* power

**Benefit:** When you use your *ardent surge* while bloodied, the hit points regained by the target increase by 1d6.

### Mindlink

**Prerequisite:** Psion, *send thoughts* power

**Benefit:** When you use your *send thoughts*, your psion attacks against the target ignore concealment and cover until the end of the encounter, or until you or the target drops to 0 hit points or fewer.

### Nature's Sentinel

**Prerequisite:** Wilden, Nature's Aspect racial trait, battlemind, *battlemind's demand* power, *blurred step* power, *mind spike* power

**Benefit:** Some of your powers gain an additional benefit depending on your current Nature's Aspect.

*Aspect of the Ancients*: When you use your *blurred step*, you shift 1 extra square.

*Aspect of the Destroyer*: When you use your *mind spike*, the target takes extra damage equal to your Wisdom modifier.

*Aspect of the Hunter*: When you use your *battlemind's demand*, you can target one additional creature in the burst.

### Outraged Vengeance

**Prerequisite:** Ardent, *ardent outrage* power

**Benefit:** Allies gain a +2 bonus to damage rolls against any target granting combat advantage from your *ardent outrage* power.

### Path to Clarity

**Prerequisite:** Githzerai, ardent, *ardent surge* power

**Benefit:** When you use your *ardent surge*, the target can also make a saving throw against any one effect that dazes, dominates, or stuns him or her.

**HEROIC TIER FEATS CONT.**

| Ardent | Other Prerequisites | Benefit |
|---|---|---|
| Bloodied Enmity | Mantle of Impulsiveness | When first bloodied, melee attacks deal 1d6 extra damage |
| Deft Eruption | *Ardent eruption* | +2 damage for *ardent eruption* |
| Gestalt Anchor | Kalashtar, Ardent Mantle | You and allies gain +2 to initiative checks; allies gain +2 to all defenses when you drop to 0 power points |
| Mantle of Understanding | Ardent Mantle | Allies gain +2 to saving throws when you save |
| Martyr's Surge | *Ardent surge* | While you are bloodied, *ardent surge* hit points regained by target increase by 1d6 |
| Outraged Vengeance | *Ardent outrage* | Allies gain +2 damage against *ardent outrage* target |
| Path to Clarity | Githzerai, *ardent surge* | *Ardent surge* allows saving throw to end some effects |
| Refracting Mantle | Shardmind, *shard swarm*, Ardent Mantle | Allies in Ardent Mantle gain combat advantage with *shard swarm* |
| Surging Mantle | Ardent Mantle | Increase Ardent Mantle radius by 2 while you have 0 power points |
| Wind of Sympathy | Ardent Mantle | Use your second wind and ally in Ardent Mantle can use second wind |

| Battlemind | Other Prerequisites | Benefit |
|---|---|---|
| Blurred Speed | *Blurred step* | Shift 2 with *blurred step* |
| Bolstering Spike | *Mind spike* | Gain temporary hit points with *mind spike* |
| Brimming Wrath | Half-orc, *furious assault* | Marked enemies take damage when you use *furious assault* |
| Feral Advance | Elf, *speed of thought* | Dex modifier determines *speed of thought* distance |
| Feywild Advance | Eladrin, *blurred step* | Teleport Int modifier with *blurred step* instead of shifting |
| Group in Motion | Half-elf, *speed of thought* | Allies adjacent to you shift with *speed of thought* |
| Harrying Step | *Blurred step*, *persistent harrier* | Teleport instead of shift with *blurred step* |
| Immovable Resilience | *Battle resilience* | Ignore forced movement after using *battle resilience* |
| Iron Trap | Githzerai, *iron mind* | Gain combat advantage when enemy misses because of *iron mind* |
| Nature's Sentinel | Wilden, Nature's Aspect, *battlemind's demand*, *blurred step*, *mind spike* | Battlemind powers gain benefit corresponding to your Nature's Aspect |
| Quick Reactions | *Speed of thought* | Cha for Dex on initiative check, +2 to speed with *speed of thought* |
| Resilient Demand | *Battle resilience*, *battlemind's demand* | Gain +2 to all defenses with augmented *battlemind's demand* |
| Thought Warning | Kalashtar, Telepathy | You and allies shift when you drop to 0 power points |

## Power Cascade

**Prerequisite:** Psion

**Benefit:** When you hit an enemy with a daily psion attack power, your next attack against that enemy made before the end of your next turn using an unaugmented psion attack power deals 1d6 extra force or psychic damage.

## Psionic Celerity [Augment]

**Prerequisite:** Psionic Augmentation class feature

**Benefit:** Whenever you run or charge, you gain a +1 bonus to speed.

During a move action or a charge, you can spend 1 power point to gain a +2 bonus to speed until the end of your turn.

## Psionic Fortune [Augment]

**Prerequisite:** Psionic Augmentation class feature

**Benefit:** While you have at least 1 power point, you gain a +1 feat bonus to saving throws.

When you make a saving throw, you can spend 1 power point to increase the feat bonus to +3 until the end of your turn.

## Psionic Initiative [Augment]

**Prerequisite:** Psionic Augmentation class feature

**Benefit:** You gain a +3 feat bonus to initiative checks.

When you roll initiative, you can spend 1 power point to increase the bonus to +6.

## Psionic Reflexes [Augment]

**Prerequisite:** Psionic Augmentation class feature

**Benefit:** You gain a +1 bonus to opportunity attack rolls.

When you make an opportunity attack, you can spend 1 power point to gain a +2 power bonus to the attack roll.

## Psionic Skill [Augment]

**Prerequisite:** Psionic Augmentation class feature

**Benefit:** Choose any skill. You gain a +2 feat bonus to checks with that skill.

When you make a check with that skill, you can spend 1 power point to gain a +3 power bonus to the skill check.

**Special:** You can take this feat more than once. Each time you take this feat, choose a different skill.

**HEROIC TIER FEATS CONT.**

| Monk | Other Prerequisites | Benefit |
|---|---|---|
| Crack the Mountain | Stone Fist | Enemy is slowed when hit by daily power |
| Fluid Motion | — | +1 to speed |
| Healing Fist | Githzerai | Gain damage bonus with second wind |
| Iron Parry | Iron Soul | +1 to AC with weapon, no armor, no shield |
| Shifting Stone | Dwarf | Shift with save to avoid being knocked prone |
| Skipping Stone Flurry | Flurry of Blows | Target one enemy within 10 squares with Flurry of Blows and sling |
| Skittering Mouse Style | Small size | Shift through enemies' spaces with movement technique |
| Violent Awakening | Half-orc, *furious assault*, Flurry of Blows | Flurry of Blows deals extra damage with *furious assault* |
| Water Splitting Stone | — | Unarmed strike critical hit causes target to lose resistances |

| Psion | Other Prerequisites | Benefit |
|---|---|---|
| Befuddling Thoughts | Changeling, *changeling trick*, *send thoughts*, Telepathy Focus | *Changeling trick* becomes ranged 20 with *send thoughts* |
| Bloodied Concentration | — | +1 to attacks with augmented at-will powers while bloodied |
| Double Scrutiny | *Shaped consciousness* | +3 to Insight and Perception while within 5 squares of conjured fragment |
| Haunted Darkness | Drow, *cloud of darkness* | Deal extra psychic damage when inside *cloud of darkness* |
| Helpful Hint | Halfling, *send thoughts* | Expend *send thoughts* to let ally reroll saving throw |
| Jagged Force | Shardmind | +2 to damage with force powers |
| Mindlink | *Send thoughts* | Use *send thoughts* to ignore cover and concealment |
| Power Cascade | — | Extra force or psychic damage after hitting with daily attack |
| Unseen Dread | Gnome | Slide target you are hidden from after hitting with attack |
| Vicious Intrusion | *Distract* | Extra damage to target of *distract* |

## Psionic Toughness [Augment]

**Prerequisite:** Psionic Augmentation class feature

**Benefit:** When you take this feat, you gain additional hit points. You gain 3 additional hit points at each tier of play (at 1st, 11th, and 21st level).

In addition, when you use your second wind, you can spend 1 power point to regain 5 additional hit points. The additional hit points regained increase to 10 at 11th level and 15 at 21st level.

## Quick Reactions

**Prerequisite:** Battlemind, *speed of thought* power

**Benefit:** When you roll initiative, you can use your Charisma modifier in place of your Dexterity modifier. In addition, when you use your *speed of thought*, you gain a +2 bonus to speed until the end of your next turn (after any surprise round, if applicable).

## Refracting Mantle

**Prerequisite:** Shardmind, *shard swarm racial* power, ardent, Ardent Mantle class feature

**Benefit:** When you use your *shard swarm*, the target also grants combat advantage to allies within the radius of your Ardent Mantle until the end of your next turn.

## Resilient Demand

**Prerequisite:** Battlemind, *battle resilience* power, *battlemind's demand* power

**Benefit:** When you augment your *battlemind's demand*, you gain a +2 power bonus to all defenses until the start of your next turn.

## Shard Link

**Prerequisite:** Shardmind, Telepathy racial trait, any psionic class

**Benefit:** Once during each of your turns, when you attack an enemy that you have combat advantage against, choose one ally within range of your telepathy. The ally gains combat advantage on his or her next attack against that enemy made before the start of your next turn.

## Shifting Stone

**Prerequisite:** Dwarf, monk

**Benefit:** When you make a save to avoid being knocked prone, you can also shift a number of squares equal to your Wisdom modifier as a free action.

## Skipping Stone Flurry

**Prerequisite:** Monk, Flurry of Blows class feature

**Benefit:** When you use your Flurry of Blows power and you have a sling in hand, you can replace one normal target of that power with one creature within 10 squares of you. This does not provoke opportunity attacks.

## Skittering Mouse Style

**Prerequisite:** Small size, monk

**Benefit:** When you use a movement technique to shift 3 or more squares, you can shift through enemies' spaces.

### Surging Mantle
**Prerequisite:** Ardent, Ardent Mantle class feature
**Benefit:** While you have no power points remaining, the radius of your Ardent Mantle increases by 2 squares.

### Thought Warning
**Prerequisite:** Kalashtar, Telepathy racial trait, battlemind
**Benefit:** The first time you drop to 0 power points during an encounter, you and each ally within range of your telepathy can shift 1 square as a free action.

### Ubiquitous Step
**Prerequisite:** Eladrin, *fey step* racial power, Psionic Augmentation class feature
**Benefit:** The first time you drop to 0 power points during an encounter, you regain the use of your *fey step*.

### Unseen Dread
**Prerequisite:** Gnome, psion
**Benefit:** When you hit an enemy you are hidden from using a psion attack power, you slide that enemy 2 squares.

### Vicious Intrusion
**Prerequisite:** Psion, *distract* power
**Benefit:** When you use your *distract*, your next attack against the target with a psion attack power made before the end of your next turn gains a +3 power bonus to the damage roll.

### Violent Awakening
**Prerequisite:** Half-orc, *furious assault* racial power, monk, Flurry of Blows class feature
**Benefit:** When your *furious assault* and your Flurry of Blows power are triggered by the same hit, one target of your Flurry of Blows power takes extra damage equal to your Strength modifier.

### Water Splitting Stone
**Prerequisite:** Monk
**Benefit:** When you score a critical hit using your monk unarmed strike, the target loses any resistance until the end of your next turn.

### Wind of Sympathy
**Prerequisite:** Ardent, Ardent Mantle class feature
**Benefit:** When you use your second wind, one ally within the radius of your Ardent Mantle can use his or her second wind as a free action.

### Zerth Instincts
**Prerequisite:** Githzerai, *iron mind* racial power, any psionic class
**Benefit:** When you use your *iron mind*, you can also shift 1 square as a free action.
In addition, when you are surprised, you can expend your *iron mind* to not be surprised.

## Paragon Tier Feats
Feats in this section are available to characters of 11th level or higher who meet the feats' other prerequisites.

### Anchoring Push
**Prerequisite:** 11th level, psion, *forceful push* power
**Benefit:** When you use your *forceful push*, you also slow the target until the end of your next turn.

### Battle Psion
**Prerequisite:** 11th level, psion
**Benefit:** You gain a +2 feat bonus to damage rolls with at-will psion force or psychic powers. While you have no power points remaining, this bonus increases to +3. The bonus increases to +3 or +4 at 21st level.

### Body and Mind
**Prerequisite:** 11th level, psion, *shaped consciousness* power
**Benefit:** While the fragment conjured by your *shaped consciousness* is within 5 squares of you, you gain a +1 bonus to all defenses.

### Blurring Speed
**Prerequisite:** 11th level, battlemind, *speed of thought* power
**Benefit:** When you use your *speed of thought*, you also have concealment until the start of your next turn (after any surprise round, if applicable).

### Bolstering Wind
**Prerequisite:** 11th level, ardent, Ardent Mantle class feature
**Benefit:** When you use your second wind, each bloodied ally within the radius of your Ardent Mantle regains hit points equal to 5 + your Wisdom modifier. The hit points regained increase to 10 + your Wisdom modifier at 21st level.

### Centered Intuition
**Prerequisite:** 11th level, monk, Centered Breath class feature
**Benefit:** When you roll initiative, you can roll twice and use either result. If you roll the same number both times, you gain a +5 bonus to your initiative check.

### Confounding Technique
**Prerequisite:** 11th level, monk
**Benefit:** You can swap places with an ally adjacent to you as a move action. This movement does not provoke opportunity attacks.

**PARAGON TIER FEATS**

| Any Class | Prerequisites | Benefit |
|---|---|---|
| Empty Vessel | — | Drop to 0 power points and gain +2 to attacks and defenses |
| Prescient Dodge* | Psionic Augmentation | Gain +2 to all defenses until first turn; augment to gain +2 to all defenses after hitting enemy |
| Psionic Rush* | Psionic Augmentation | When you use action point, reduce augment cost by 1 |
| Psychic Wail | Any psionic class | Reduce enemy to 0 hit points with psychic attack and another enemy grants combat advantage |
| Threefold Fortitude* | Psionic Augmentation | +1 to Fortitude; augment to increase to +3 |
| Threefold Reflex* | Psionic Augmentation | +1 to Reflex; augment to increase to +3 |
| Threefold Will* | Psionic Augmentation | +1 to Will; augment to increase to +3 |

*Augment feat

| Ardent | Other Prerequisites | Benefit |
|---|---|---|
| Bolstering Wind | Ardent Mantle | Use second wind and allies in Ardent Mantle regain hit points |
| Implacable Wrath | *Ardent outrage* | Push *ardent outrage* target 1 square |
| Instinctive Advance | *Ardent eruption*, Ardent Mantle | *Ardent eruption* target can shift 1 square |
| Lingering Swiftness | *Ardent alacrity* | *Ardent alacrity* target moves faster |
| Mantle of Caution | Ardent Mantle | While you are bloodied, allies in Ardent Mantle gain +2 to Fortitude, Reflex, and Will |
| Rising Hopes | *Ardent surge*, Mantle of Clarity | Dying target of *ardent surge* can stand up and shift |
| Suppressive Surge | *Ardent surge* | *Ardent surge* prevents enemies in Ardent Mantle from regaining hit points |
| Violent Joy | *Ardent surge*, Mantle of Elation | *Ardent surge* target scores critical hits on 19-20 |

| Battlemind | Other Prerequisites | Benefit |
|---|---|---|
| Blurring Speed | *Speed of thought* | Gain concealment with *speed of thought* |
| Ferocious Resilience | *Battle resilience* | +2 to melee damage with *battle resilience* |
| Harried Recovery | Persistent harrier | Regain persistent harrier when you drop to 0 power points |
| Harrier's Control | Persistent harrier | Persistent harrier marks and slides target |
| Iron Propulsion | — | Ignore armor's speed penalty while you have 1 power point |
| Staggering Spike | Mind spike | Mind spike target grants combat advantage to attacked ally |
| Unstoppable Speed | — | When first bloodied, move 3 + Cha modifier |

## Confusing Distraction

**Prerequisite:** 11th level, psion, *distract* power

**Benefit:** When you use your *distract*, the target also cannot take opportunity actions until the end of your next turn.

## Corrosive Thoughts

**Prerequisite:** 11th level, psion

**Benefit:** Whenever a creature fails a saving throw against an effect caused by one of your psion attack powers, it gains vulnerable 3 psychic until the end of your next turn. This vulnerability increases to 6 psychic at 21st level.

## Dazing Fist

**Prerequisite:** 11th level, monk, Stone Fist class feature

**Benefit:** When you hit an enemy with a daily attack power, you also daze the enemy (save ends). If the attack already dazes the enemy, it instead deals 5 extra damage.

## Driving Rain

**Prerequisite:** 11th level, monk

SEAN MURRAY

**PARAGON TIER FEATS CONT.**

| Monk | Other Prerequisites | Benefit |
|---|---|---|
| Centered Intuition | Centered Breath | Roll initiative twice, with bonus if you roll the same number |
| Confounding Technique | — | Swap places with an ally adjacent to you |
| Dazing Fist | Stone Fist | Target of daily power is also dazed |
| Driving Rain | — | Ki focus bonus to bull rush, and bull rush farther |
| Master's Instruction | — | Grant ally bonus to attack when you miss with encounter attack |
| Serenity in Simplicity | — | +1 to attacks with at-will powers when daily powers are expended |
| Still Water | — | +2 to AC with at-will attack when encounter powers are expended |
| Waking Senses | — | No penalty to Perception checks when blinded, deafened, or sleeping |
| Whirling Iron Defense | *Iron soul flurry of blows* | +1 to all defenses against *iron soul flurry of blows* target |

| Psion | Other Prerequisites | Benefit |
|---|---|---|
| Anchoring Push | *Forceful push* | *Forceful push* target is also slowed |
| Battle Psion | — | +2 to damage with force or psychic at-will attacks |
| Body and Mind | Shaped consciousness | +1 to all defenses while within 5 squares of conjured fragment |
| Confusing Distraction | Distract | Deny opportunity actions to target affected by distract |
| Corrosive Thoughts | — | Vulnerable 3 psychic to creature that fails saving throw against your powers |
| Power Surge | — | Expend daily power to regain power points |
| Psionic Staff Focus | — | Ranged attack using staff doesn't provoke opportunity attacks |
| Puppeteer | — | Slide enemy that fails saving throw against effect of your power |

**Benefit:** You gain a feat bonus to bull rush attack rolls equal to your ki focus's enhancement bonus. When you hit with a bull rush, you push the target a number of squares equal to your speed, then shift into any unoccupied square adjacent to the target at the end of the push.

### Empty Vessel

**Prerequisite:** 11th level

**Benefit:** The first time you drop to 0 power points during an encounter, you gain a +2 bonus to attack rolls and a +2 bonus to all defenses until the end of your next turn.

### Ferocious Resilience

**Prerequisite:** 11th level, battlemind, *battle resilience* power

**Benefit:** When you use your *battle resilience*, you gain a +2 power bonus to melee damage rolls until the end of your next turn. This bonus increases to +4 at 21st level.

### Harried Recovery

**Prerequisite:** 11th level, battlemind, *persistent harrier* power

**Benefit:** The first time you drop to 0 power points during an encounter, you gain a use of your *persistent harrier* that you can use the next time an enemy hits or misses you with an attack during the encounter.

### Harrier's Control

**Prerequisite:** 11th level, battlemind, *persistent harrier* power

**Benefit:** When you use your *persistent harrier*, you also slide the target 1 square before or after the attack, and you mark the target until the end of your next turn.

### Implacable Wrath

**Prerequisite:** 11th level, ardent, *ardent outrage* power

**Benefit:** When you use your *ardent outrage*, you also push the target 1 square.

### Instinctive Advance

**Prerequisite:** 11th level, ardent, *ardent eruption* power, Ardent Mantle class feature

**Benefit:** When you use your *ardent eruption*, the target can also shift 1 square as a free action.

### Iron Propulsion

**Prerequisite:** 11th level, battlemind

**Benefit:** While you have at least 1 power point, you ignore the speed penalty normally incurred by your armor.

### Lingering Swiftness

**Prerequisite:** 11th level, ardent, *ardent alacrity* power

**Benefit:** When you use your *ardent alacrity*, the target can shift 2 squares or move at full speed.

### Mantle of Caution

**Prerequisite:** 11th level, ardent, Ardent Mantle class feature

**Benefit:** While you are bloodied, allies within the radius of your Ardent Mantle gain a +2 bonus to Fortitude, Reflex, and Will.

### Master's Instruction

**Prerequisite:** 11th level, monk

**Benefit:** When you use a monk encounter attack power and miss at least one target, one ally you can see gains a +2 bonus to his or her next attack roll against one target you missed with the attack power before the end of your next turn.

### Power Surge

**Prerequisite:** 11th level, psion

**Benefit:** You can expend the use of an unused daily psion attack power to regain 2 power points. If the daily power is 15th level or higher, you instead regain 4 power points. If the daily power is 25th level or higher, you instead regain 6 power points.

### Prescient Dodge [Augment]

**Prerequisite:** 11th level, Psionic Augmentation class feature

**Benefit:** During each encounter, you gain a +2 bonus to all defenses until the start of your first turn.

Whenever you hit an enemy with an unaugmented attack power, you can spend 1 power point to gain a +2 power bonus to all defenses until the start of your next turn.

### Psionic Rush [Augment]

**Prerequisite:** 11th level, Psionic Augmentation class feature

**Benefit:** When you spend an action point to take an extra action, you can reduce the cost to augment any augmentable power you use during that action by 1 power point.

### Psionic Staff Focus

**Prerequisite:** 11th level, psion

**Benefit:** When you use a ranged psion attack power using a staff against a target adjacent to you, the attack does not provoke opportunity attacks.

### Psychic Wail

**Prerequisite:** 11th level, any psionic class

**Benefit:** When you reduce an enemy to 0 hit points with a psychic attack, one enemy you can see within 5 squares of the first enemy grants combat advantage to you until the end of your next turn.

### Puppeteer

**Prerequisite:** 11th level, psion

**Benefit:** Whenever an enemy fails a saving throw against an effect caused by one of your psion attack powers, you can slide that enemy 1 square as a free action.

### Rising Hopes

**Prerequisite:** 11th level, ardent, *ardent surge* power, Mantle of Clarity class feature

**Benefit:** When you target a dying ally with your *ardent surge*, the target can stand up and shift as a free action.

### Serenity in Simplicity

**Prerequisite:** 11th level, monk

**Benefit:** While all your daily attack powers are expended, you gain a +1 bonus to attack rolls for monk at-will attack powers.

### Staggering Spike

**Prerequisite:** 11th level, battlemind, *mind spike* power

**Benefit:** When you use your *mind spike*, the triggering enemy grants combat advantage to one ally targeted by the triggering attack until the end of the enemy's next turn.

### Still Water

**Prerequisite:** 11th level, monk

**Benefit:** If you hit an enemy using a monk at-will attack power while all your encounter powers are expended, you gain a +2 bonus to AC until the start of your next turn.

### Suppressive Surge

**Prerequisite:** 11th level, ardent, *ardent surge* power

**Benefit:** When you use your *ardent surge*, enemies within the radius of your Ardent Mantle cannot regain hit points until the start of your next turn.

### Threefold Fortitude [Augment]

**Prerequisite:** 11th level, Psionic Augmentation class feature

**Benefit:** You gain a +1 feat bonus to Fortitude.

During your turn, you can spend 1 power point to increase the bonus to +3 until the end of your next turn.

### Threefold Reflex [Augment]

**Prerequisite:** 11th level, Psionic Augmentation class feature

**Benefit:** You gain a +1 feat bonus to Reflex.

During your turn, you can spend 1 power point to increase the bonus to +3 until the end of your next turn.

### Threefold Will [Augment]

**Prerequisite:** 11th level, Psionic Augmentation class feature

**Benefit:** You gain a +1 feat bonus to Will.

During your turn, you can spend 1 power point to increase the bonus to +3 until the end of your next turn.

### Unstoppable Speed

**Prerequisite:** 11th level, battlemind

**Benefit:** The first time you are bloodied during an encounter, you can move a number of squares equal to 3 + your Charisma modifier as a free action.

### Violent Joy

**Prerequisite:** 11th level, ardent, *ardent surge* power, Mantle of Elation class feature

**Benefit:** When you target a bloodied ally with your *ardent surge* and that ally regains enough hit points to no longer be bloodied, he or she can score critical hits with melee attacks on a roll of 19–20 until the end of your next turn.

### Waking Senses

**Prerequisite:** 11th level, monk

**Benefit:** You never take a penalty to Perception checks when you are blinded, deafened, or sleeping.

### Whirling Iron Defense

**Prerequisite:** 11th level, monk, *iron soul flurry of blows* power

**Benefit:** When you use your *iron soul flurry of blows*, you gain a +1 bonus to all defenses against each target's attacks until the start of your next turn.

## Epic Tier Feats

Feats in this section are available to characters of 21st level or higher who meet the feats' other prerequisites.

### Aggressive Construction

**Prerequisite:** 21st level, psion

**Benefit:** When you use a psionic power to summon a creature, each enemy adjacent to the creature when it appears takes psychic damage equal to your Intelligence modifier.

### Battlemind Menace

**Prerequisite:** 21st level, battlemind, *blurred step* power

**Benefit:** When you use your *blurred step*, you gain a +2 power bonus to all defenses until the start of your next turn.

### Boundless Enthusiasm

**Prerequisite:** 21st level

**Benefit:** The first time you score a critical hit during an encounter, you regain 2 power points.

### Close the Gap

**Prerequisite:** 21st level, ardent, Mantle of Impulsiveness class feature

**Benefit:** Each ally within the radius of your Ardent Mantle at the start of an encounter can shift 1 square as a free action.

### Critical Understanding

**Prerequisite:** 21st level, ardent, *ardent surge* power, Mantle of Clarity class feature

**Benefit:** When you use your *ardent surge*, a bloodied target gains a +3 bonus to all defenses instead of a +1 bonus.

### Dragon's Grasp

**Prerequisite:** 21st level, monk

**Benefit:** When you use the grab action, you gain a feat bonus to the attack roll equal to your ki focus's enhancement bonus. In addition, when an enemy provokes an opportunity attack from you and you are wielding no weapons, you can make a grab attack in place of a melee basic attack.

### Fearsome Spike

**Prerequisite:** 21st level, battlemind, *mind spike* power

**Benefit:** When you use your *mind spike*, you also mark each enemy adjacent to the target until the end of your next turn.



WAYNE ENGLAND

**EPIC TIER FEATS**

| Any Class | Prerequisites | Benefit |
|---|---|---|
| Boundless Enthusiasm | — | Regain 2 power points with first critical hit during encounter |
| Hostile Mind | — | Gain combat advantage when attack against your Will hits |
| Pure Mind | — | Gain resist 10 psychic, +2 Will |

| Ardent | Other Prerequisites | Benefit |
|---|---|---|
| Close the Gap | Mantle of Impulsiveness | Allies in Ardent Mangle at the start of each encounter shift |
| Critical Understanding | *Ardent surge*, Mantle of Clarity | Bloodied target of *ardent surge* gains +3 to all defenses |
| Infectious Euphoria | *Ardent surge*, Mantle of Elation | Allies adjacent to *ardent surge* target gain temporary hit points |
| Instinctive Surge | *Ardent surge*, Mantle of Impulsiveness | Use *ardent surge* as immediate reaction when ally within Ardent Mantle becomes bloodied |
| Victorious Soul | Ardent Mantle | Score critical hit and allies within Ardent Mantle gain bonus to damage rolls |

| Battlemind | Other Prerequisites | Benefit |
|---|---|---|
| Battlemind Menace | *Blurred step* | +2 to all defenses with *blurred step* |
| Fearsome Spike | *Mind spike* | Mark enemies adjacent to *mind spike* target |
| Inexorable Speed | *Speed of thought* | Move through enemies' spaces with *speed of thought* |
| Invigorating Demand | *Battlemind's demand* | Gain temporary hit points with augmented *battlemind's demand* |

| Monk | Other Prerequisites | Benefit |
|---|---|---|
| Dragon's Grasp | — | Ki focus bonus to grab attacks, grab on opportunity attacks |
| Form Mastery | — | Regain encounter power when you spend an action point |
| Keep Your Feet | — | Stand up as an immediate reaction when knocked prone |
| True Freedom | — | Escape as immediate reaction when grabbed |

| Psion | Other Prerequisites | Benefit |
|---|---|---|
| Aggressive Construction | — | Deal psychic damage to creatures adjacent to summoned creature |
| Lingering Force | Telekinesis Focus | +2 to all defenses with Telekinesis Focus power |
| Psion Implement Expertise | Int 21, Wis 15, Cha 15 | Score critical hit on 19-20 with psionic implement |
| Stalk the Senseless | — | You are invisible to creatures dazed or stunned by your attack |

## Form Mastery

**Prerequisite:** 21st level, monk

**Benefit:** When you spend an action point to take an extra action, you also regain the use of a monk encounter attack power. You can use this encounter power as your extra action.

## Hostile Mind

**Prerequisite:** 21st level

**Benefit:** When an enemy attack hits your Will, the enemy grants combat advantage to you for the first attack you make against it before the end of your next turn.

## Inexorable Speed

**Prerequisite:** 21st level, battlemind, *speed of thought* power

**Benefit:** When you use your *speed of thought*, you can move through enemies' spaces and your movement does not provoke opportunity attacks.

## Infectious Euphoria

**Prerequisite:** 21st level, ardent, *ardent surge* power, Mantle of Elation class feature

**Benefit:** When you use your *ardent surge*, each ally adjacent to the target gains temporary hit points equal to 5 + your Constitution modifier.

## Instinctive Surge

**Prerequisite:** 21st level, ardent, *ardent surge* power, Mantle of Impulsiveness class feature

**Benefit:** When an ally within the radius of your Ardent Mantle becomes bloodied, you can use your *ardent surge* on that ally as an immediate reaction.

## Invigorating Demand

**Prerequisite:** 21st level, battlemind, *battlemind's demand* power

**Benefit:** When you augment your *battlemind's demand*, you gain temporary hit points equal to your Constitution modifier.

## Keep Your Feet

**Prerequisite:** 21st level, monk

**Benefit:** When you are knocked prone, you can stand up as an immediate reaction.

### Lingering Force
**Prerequisite:** 21st level, psion, Telekinesis Focus class feature
**Benefit:** When you use a Telekinesis Focus power, you gain a +2 bonus to all defenses until the end of your next turn.

### Psion Implement Expertise
**Prerequisite:** 21st level, Int 21, Wis 15, Cha 15, psion
**Benefit:** When you use a psionic power through an implement, you can score a critical hit on a roll of 19-20.

### Pure Mind
**Prerequisite:** 21st level
**Benefit:** You gain resist 10 psychic and a +2 feat bonus to Will.

### Stalk the Senseless
**Prerequisite:** 21st level, psion
**Benefit:** While a creature is dazed or stunned by one of your psion attack powers, you are invisible to that creature.

### True Freedom
**Prerequisite:** 21st level, monk
**Benefit:** When you are grabbed, you can make an escape attempt as an immediate reaction.

### Victorious Soul
**Prerequisite:** 21st level, ardent, Ardent Mantle class feature
**Benefit:** When you score a critical hit using an ardent attack, allies within the radius of your Ardent Mantle deal extra damage equal to your Charisma modifier on melee attacks until the start of your next turn.

## Multiclass Feats
The following feats provide new psionics multiclassing options.

### Awakened Potential [Multiclass]
**Prerequisite:** Int 15, trained in Arcana
**Benefit:** You gain the Psionic Augmentation class feature and 1 power point. You can spend this power point to augment powers, feats, or magic items that are augmentable. Once you spend this power point, you do not regain the power point until you take an extended rest. You also qualify for feats that require the Psionic Augmentation class feature. You gain 1 additional power point at 21st level.

### Blood's Passion [Multiclass Ardent]
**Prerequisite:** Fervent Talent feat
**Benefit:** Choose a power granted by an Ardent Mantle class feature. You can use that power once per day.

### Focused Talent [Multiclass Psion]
**Prerequisite:** Any multiclass psion feat
**Benefit:** Choose a psion Discipline Focus. You can use each power granted by the Discipline Focus once per day.

### Monastic Adept [Multiclass Monk]
**Prerequisite:** Any multiclass monk feat
**Benefit:** You gain training in one skill from the monk's class list.
Choose a 1st-level monk at-will attack power. You can use that power once per encounter.

### Wild Advance [Multiclass Battlemind]
**Prerequisite:** Demanding Talent feat
**Benefit:** You gain the battlemind's *blurred step* power and can use it once per encounter.

### Wild Savant [Multiclass Battlemind]
**Prerequisite:** Any multiclass battlemind feat, paragon multiclassing as a battlemind
**Benefit:** Choose a power granted by a battlemind Psionic Study. You can use that power once per day.

**MULTICLASS FEATS**

| Name | Prerequisites | Benefit |
|---|---|---|
| Awakened Potential | Int 15, trained in Arcana | Gain Psionic Augmentation and 1 power point |
| Blood's Passion | Fervent Talent | Ardent: Ardent Mantle power 1/day |
| Focused Talent | Any multiclass psion feat | Psion: Discipline Focus powers 1/day |
| Monastic Adept | Any multiclass monk feat | Monk: Training in one monk skill, monk at-will 1/encounter |
| Wild Advance | Demanding Talent | Battlemind: *Blurred step* 1/encounter |
| Wild Savant | Any multiclass battlemind feat, paragon multiclassing as a battlemind | Battlemind: Psionic Study power 1/day |

# Bloodline Feats

Elans and foulborn are not true races such as those presented in the *Player's Handbook*. Bloodline feats, introduced in *Dragon™ Magazine Annual 2009*, allow player characters of one race to expand their racial identity to include one of these bloodlines. Elan Heritage, Foulborn Heritage, and the other bloodline feats in this section are noted as such in the feat's name. You can have bloodline feats of only one type; thus, if you choose the Elan Heritage feat, you can have only Elan Bloodline feats.

If you want to play a character who has one of these bloodlines, choose a race as normal and then select the Elan Heritage feat or Foulborn Heritage feat to gain that bloodline's abilities. Under most circumstances, a character must be 1st level to select a bloodline feat. The Dungeon Master might allow a character to take a bloodline feat later to reflect a dormant bloodline or a development in the campaign. The Dungeon Master can also rule that you cannot retrain bloodline feats without an explanation of how your character loses that heritage.

### Elan Heritage [Elan Bloodline]

**Prerequisite:** Humanoid

**Benefit:** You are an elan. Your origin changes to immortal, and you are considered an immortal creature for the purpose of effects that relate to creature origin. You gain telepathy 5.

You have the *elan resilience* power.

**Elan Resilience** — Feat Power

*Psionic energy flares around you, limiting the effect of an attack.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** You take damage from an attack
**Effect:** Reduce the triggering attack's damage by your Intelligence modifier.
*Level 11:* 3 + Intelligence modifier.
*Level 21:* 6 + Intelligence modifier.

### Foulborn Heritage [Foulborn Bloodline]

**Prerequisite:** Natural humanoid

**Benefit:** You are a foulborn. Your origin changes to aberrant, and you are considered an aberrant creature for the purpose of effects that relate to creature origin.

You have the *unbalanced mind* power.

**Unbalanced Mind** — Feat Power

*Your connection to the Far Realm unleashes psychic pain in response to attack.*

**Encounter ✦ Psionic, Psychic**
**Immediate Reaction** **Personal**
**Trigger:** You take damage from an attack
**Effect:** Until the end of your next turn, any creature that enters a square adjacent to you or ends its turn there takes 5 psychic damage.

## Heroic Tier Feats

### Boon of the Made [Elan Bloodline]

**Prerequisite:** Elan Heritage

**Benefit:** When you use *elan resilience*, you gain resistance to all damage equal to your Intelligence modifier until the end of your next turn.

### Diverse Focus [Elan Bloodline]

**Prerequisite:** Elan Heritage, psion, Discipline Focus class feature

**Benefit:** Choose and gain a Discipline Focus other than one you already possess. You can use any powers associated with that Discipline Focus as daily powers.

### Elan Protection [Elan Bloodline]

**Prerequisite:** Elan Heritage, ardent, Ardent Mantle class feature

**Benefit:** When you use *elan resilience*, each ally within the radius of your Ardent Mantle gains a +2 bonus to all defenses until the start of your next turn.

### Elan Retribution [Elan Bloodline]

**Prerequisite:** Elan Heritage, battlemind

**Benefit:** When you use *elan resilience*, each enemy marked by you takes psychic damage equal to your Constitution modifier.

### Fearsome Flurry [Foulborn Bloodline]

**Prerequisite:** Foulborn Heritage, monk, Flurry of Blows class feature

**Benefit:** When you use your Flurry of Blows power, you can forego the normal effect to have the target take a –2 penalty to attack rolls until the end of your next turn.

**HEROIC TIER BLOODLINE FEATS**

| Name | Prerequisites | Benefit |
|---|---|---|
| Boon of the Made | Elan Heritage | Gain resistance to all damage when you use *elan resilience* |
| Diverse Focus | Elan Heritage, psion, Discipline Focus | Gain second Discipline Focus, use its powers as daily powers |
| Elan Heritage | Humanoid | Origin changes to immortal, gain *elan resilience*, telepathy 5 |
| Elan Protection | Elan Heritage, ardent, Ardent Mantle | Allies within Ardent Mantle gain +2 to all defenses with *elan resilience* |
| Elan Retribution | Elan Heritage, battlemind | Deal psychic damage to marked targets when you use *elan resilience* |
| Fearsome Flurry | Foulborn Heritage, monk, Flurry of Blows | Flurry of Blows can impose –2 to attacks |
| Foulborn Heritage | Natural humanoid | Origin becomes aberrant, gain *unbalanced mind* |
| Mantle of Unease | Foulborn Heritage, ardent, Ardent Mantle | Enemy scores critical hit and gains –2 penalty to attacks |
| Spike of Madness | Foulborn Heritage, battlemind, *mind spike* | *Mind spike* target slides 1 square and grants combat advantage |
| Untraceable Flurry | Elan Heritage, monk, Flurry of Blows | Flurry of Blows deals psychic damage and ignores insubstantial |
| Vision of Madness | Foulborn Heritage, psion | Daze with critical hit using augmented psion at-will attack |

### Mantle of Unease [Foulborn Bloodline]

**Prerequisite:** Foulborn Heritage, ardent, Ardent Mantle class feature

**Benefit:** When an enemy not immune to fear scores a critical hit within the radius of your Ardent Mantle, it takes a –2 penalty to attack rolls until the end of its next turn. If you are bloodied, you also push the enemy 1 square.

### Spike of Madness [Foulborn Bloodline]

**Prerequisite:** Foulborn Heritage, battlemind, *mind spike* power

**Benefit:** When you use your *mind spike* power, you also slide the target 1 square, and the target grants combat advantage until the end of your next turn.

### Untraceable Flurry [Elan Bloodline]

**Prerequisite:** Elan Heritage, monk, Flurry of Blows class feature

**Benefit:** You can deal psychic damage with your Flurry of Blows power. When you do, the power deals full damage to insubstantial creatures.

### Vision of Madness [Foulborn Bloodline]

**Prerequisite:** Foulborn Heritage, psion

**Benefit:** When you score a critical hit against an enemy using an augmented psion at-will power, that enemy is also dazed until the end of your next turn. If the enemy is already dazed or is dazed by the power, it instead takes 5 extra psychic damage.

## Paragon Tier Feats

### Aberrant Sight [Foulborn Bloodline]

**Prerequisite:** 11th level, Foulborn Heritage

**Benefit:** You gain darkvision.

### Accursed Revelation [Foulborn Bloodline]

**Prerequisite:** 11th level, Foulborn Heritage, ardent, Ardent Mantle class feature

**Benefit:** When you first drop to 0 power points during an encounter, each enemy within the radius of your Ardent Mantle grants combat advantage until the end of your next turn.

**PARAGON TIER BLOODLINE FEATS**

| Name | Prerequisites | Benefit |
|---|---|---|
| Aberrant Sight | Foulborn Heritage | Gain darkvision |
| Accursed Revelation | Foulborn Heritage, ardent, Ardent Mantle | Enemies in Ardent Mantle grant combat advantage when you drop to 0 power points |
| Body Fuel | Elan Heritage, Psionic Augmentation | Regain 1 power point with second wind |
| Elan Mental Onslaught | Elan Heritage | Target Will on next attack after Flurry of Blows |
| Returning Resilience | Elan Heritage | Regain *elan resilience* with second wind |
| Terrible Aspect | Foulborn Heritage, battlemind | Mark each enemy within 3 squares of you when you first drop to 0 power points |

**EPIC TIER BLOODLINE FEATS**

| Name | Prerequisites | Benefit |
|---|---|---|
| Bloodied Horror | Foulborn Heritage | While bloodied, +1 bonus to attacks using fear powers, bloodied enemies take –2 to attacks |
| Far Realm's Blessing | Foulborn Heritage | Regain 1 power point when first bloodied |
| Gift of the Eternal | Elan Heritage, Psionic Augmentation | Regain 1 power point at the start of your first turn in each encounter |
| Psionic Discorporation | Elan Heritage | Insubstantial when at 0 hit points or fewer, +2 attacks when you are no longer dying |

### Body Fuel [Elan Bloodline]

**Prerequisite:** 11th level, Elan Heritage, Psionic Augmentation class feature

**Benefit:** Once per encounter when you use your second wind, you also regain 1 power point.

### Elan Mental Onslaught [Elan Bloodline]

**Prerequisite:** 11th level, Elan Heritage

**Benefit:** When you damage an enemy using your Flurry of Blows power, your next attack against that enemy made before the end of your next turn can target Will instead of the defense normally targeted.

### Returning Resilience [Elan Bloodline]

**Prerequisite:** 11th level, Elan Heritage

**Benefit:** When you use your second wind, you regain the use of your *elan resilience* power.

### Terrible Aspect [Foulborn Bloodline]

**Prerequisite:** 11th level, Foulborn Heritage, battlemind

**Benefit:** When you first drop to 0 power points during an encounter, you mark any enemy within 3 squares of you until the end of your next turn.

## Epic Tier Feats

### Bloodied Horror [Foulborn Bloodline]

**Prerequisite:** 21st level, Foulborn Heritage

**Benefit:** While you are bloodied, you gain a +1 bonus to attack rolls when using fear powers. In addition, bloodied enemies that are adjacent to you take a –2 penalty to attack rolls.

### Far Realm's Blessing [Foulborn Bloodline]

**Prerequisite:** 21st level, Foulborn Heritage, Psionic Augmentation class feature

**Benefit:** The first time you become bloodied in an encounter, you regain 1 power point.

### Gift of the Eternal [Elan Bloodline]

**Prerequisite:** 21st level, Elan Heritage, Psionic Augmentation class feature

**Benefit:** At the end of your first turn in each encounter, you regain 1 power point.

### Psionic Discorporation [Elan Bloodline]

**Prerequisite:** 21st level, Elan Heritage

**Benefit:** While you are at 0 hit points or fewer, you are insubstantial. When you regain hit points so that you are no longer dying, you gain a +2 bonus to attack rolls for psionic powers until the end of your next turn.

Your epic destiny demonstrates a greater awareness of yourself, your purpose, and your place in the cosmos. Pursuing a psionic epic destiny sets you on a path that will ultimately free you from the constraints of reality—transcending mere immortality as you become one with the power within you.

## Cosmic Soul

*Your thoughts are windows to distant worlds, strange realities, and endless possibilities.*

**Prerequisite:** 21st level, any psionic class

The cosmos has long fascinated you with its strange tales of far-flung realms populated by creatures beyond imagination. For much of your adventuring career, the lure of such places has pulled you onward, and each discovery only intensifies your appetite for more knowledge. Over time, however, you become frustrated with the material barriers that slow or prevent your explorations. You yearn to become the Cosmic Soul, peering across impossible distances with the power of the mind alone. You are limited only by your imagination, and there are no realms you cannot conquer.

### Immortality

The door to your mind opens wide, filling you with an awareness of the cosmos around you.

**Infinite Awareness:** All material barriers to your curiosity fall away as you unlock the final door to your potential. Like a flower opening its petals to drink in the sun, your consciousness expands to touch all places, all peoples, all worlds in a flooding rush. Your thoughts flick from one world to another, your inner eye falling on the gods' dominions or bearing witness to the atrocities of the Nine Hells and the Abyss. Your vision extends even beyond the veil that shrouds the Far Realm, allowing you to perceive the full horror that lurks on the fringes of reality. With your mind freed, you have no need for the body and its limitations. The needs and cravings of your physical form fall away as you enter infinite awareness, ready to explore without limitation until the end of time.

### Cosmic Soul Features

**Cosmic Awareness (21st level):** You can master and perform scrying rituals. Any scrying ritual you perform does not need a focus, and you gain a +5 bonus to any skill checks made to perform the ritual. Once per day, you can use any scrying ritual you know without expending components.

In addition, you gain truesight 5.

BEN WOOTTEN

**Cosmic Experience (24th level):** You have seen so much that whatever happens to you seems already familiar. You gain a +5 bonus to initiative checks, knowledge checks, and monster knowledge checks. In addition, you can speak all languages.

**Cosmic Connection (30th level):** All your ranged powers and area powers have a range of "sight."

### Cosmic Soul Power

**Merge with the Cosmos** — Cosmic Soul Utility 26

*Your body temporarily fades, replenishing you and granting you the advantage over your foes.*

**Daily ✦ Healing, Psionic, Zone**
**No Action** — **Personal**
**Trigger:** You drop to 0 hit points or fewer
**Effect:** You are removed from play, creating a zone in a burst 10 centered on the space you last occupied and that lasts until you reappear. At the start of your next turn, you regain hit points equal to your level, and one ally within the zone can take a standard action as a free action. At the end of your next turn, you reappear in any unoccupied space within the zone. Each enemy within the zone when you reappear grants combat advantage to you until the end of the encounter.
**Sustain No Action:** You can choose to not reappear at the end of your turn, sustaining the effect.

# Demiurge

*Godhood is too limiting for a hero such as you. You reach higher than any deity's throne, for in your dreams are the seeds of a new world.*

**Prerequisite:** 21st level, any psionic class

To the mortals who worship them, the gods are the highest form of life. Possessed of incalculable strength and wisdom, the deities hold the power to create new races and raze whole continents at their whim. Yet for all their magnificence, the gods are flawed beings, possessed of the same failures of judgment and character that plague the mortals living beneath their gaze.

You are not the first to look beyond godhood, bearing witness to an infinite perfection that supersedes even the deities' power. At the height of creation lies a cause or a purpose whose intent remains inscrutable even to the gods. Some might seek to pay homage to this being beyond beings—this idea and first cause, the Demiurge responsible for the sum of all things. You, however, have no intention of joining with or serving this force. Rather, you hope to secure its power for yourself. You will shape reality as you see fit, rebuilding the cosmos in your own image and from your own imagination.

## Immortality

So arrogant is your objective, so profound your goals, that you find enemies to all sides of you. The most powerful beings in the cosmos set aside their darkest disputes to fight against your burgeoning power.

**Monadic Transcendence:** Enemies without number darken your path, even as the gods themselves attempt to deny you from your goal. But none can dispute the worthiness of your work, the perfection your efforts create, or the power you hold within you. Each victory on your quest places you closer to the pinnacle of creation, until at the completion of your great work, your mind and that of the first cause touch.

The contact you have long sought results in your utter annihilation, with not even dust left to mark your passing. Those who knew you come to forget you, the memory of your hubris fading as if you had never been. But away from this world, beyond the bounds of reality where a vast emptiness stretches to infinity, your nothingness gives birth to a new creation. Your essence becomes the catalyst that spawns new worlds, new monsters, new gods. You set in motion time's eternal flow, with a future guided and shaped wholly by your own immortal imagination.

ROBERTO MARCHESI

## Demiurge Features

**Becoming the One (21st level):** Your Charisma score and one other ability score of your choice both increase by 2.

**Perfection in Action (24th level):** When you reach a milestone, you gain 2 action points instead of 1 action point. When you reach a second milestone, you can spend up to 2 action points in the same encounter.

**Deification of the Self (30th level):** You gain a +5 bonus to saving throws and you are immune to the attacks of any creature of level 20 or lower. In addition, the first time you are bloodied in each encounter, you teleport to any unoccupied space you can see, you can spend a healing surge, and you are insubstantial until the end of your next turn.

## Demiurge Power

**Demiurge Resistance** — **Demiurge Utility 26**

*Your connection to destiny allows you to shrug off the most potent effects imposed on you.*

**Encounter ✦ Psionic**
**Free Action** **Personal**
**Requirement:** You must not be bloodied.
**Trigger:** You are subjected to an effect that a save can end
**Effect:** You make a saving throw against the effect.
**Special:** If you roll a 15 or higher on the saving throw, you regain the use of this power.

# Eighth Seal

*You are a living seal against the Far Realm's intrusion, sheltering the world from its most virulent threat.*

**Prerequisite:** 21st level, any psionic class

You are one with the Keepers of the Cerulean Sign—perhaps through your exposure to their writings or other works, perhaps by serving their ancient cause through your deeds. In your ceaseless fight against the aberrant menace, you have focused on closing the breaches to the Far Realm where ancient safeguards have begun to fail. But your need to keep the world safe will exact a terrible price in the end.

## Immortality

Using your soul's power and your psionic abilities, you sacrifice yourself to strengthen the boundaries between the mortal realm and the madness of the Far Realm.

**Living Seal:** To complete your task, you must recover the ancient Cerulean Seals, believed to have been lost or destroyed since the keepers of old faded from this world. Your searching reveals that these are not devices, but rather the souls of the greatest champions who gave their lives to secure reality against the Far Realm's corrupting influence. By working with these guardians, you merge your spiritual energy with their own and restore the wards they built.

## Eighth Seal Features

**Keeper of the Cerulean Seals (21st level):** As you embrace your destiny, the Seven Seals grant you the following benefit.

- You gain a +1 bonus to all defenses.
- When you hit an aberrant creature with an attack, the attack deals 2d12 extra psychic and radiant damage.
- You are immune to fear effects.
- You are considered an immortal creature for the purpose of effects that relate to creature origin.

**The Mind's Shining Corridors (24th level):** When an enemy misses you with an attack against Will, it takes 2d12 psychic and radiant damage and is dazed until the end of your next turn. If the enemy is already dazed, it is stunned instead.

In addition, when you are subjected to an effect that dazes, dominates, or stuns you that a save can end, you can make a saving throw against that effect a the start of your next turn. If you save, the effect ends on you.

**Nature Restored (30th level):** When you reduce an aberrant creature to 0 hit points, choose one of the following effects.

- You regain hit points as if you had spent a healing surge.
- Each enemy within 3 squares of the aberrant creature takes 10 psychic and radiant damage and is dazed until the end of your next turn.

## Eighth Seal Power

**Call Forth the Seven Keys** — **Eighth Seal Utility 26**

*Seven watchful guardians drenched in blue light lend aid to you and your allies.*

**Daily ✦ Conjuration, Psionic**
**Standard Action** **Close** burst 10

**Effect:** You conjure seven keybearers in unoccupied squares within range. Each keybearer lasts until the end of the encounter or until expended. A keybearer occupies its square, and you and your allies can move through it. A keybearer can be attacked. It has resist 20 to all damage and 1 hit point. When reduced to 0 hit points, it is destroyed. You can expend a keybearer as a free action during your turn to gain one of the following benefits. You can gain each benefit only once for each use of this power.

- You and each ally within 3 squares of the keybearer can spend a healing surge.
- You gain resist 15 to all damage until the end of your next turn.
- You gain a +5 power bonus to all defenses until the end of your next turn.
- You and each ally within 3 squares of the keybearer gain a +2 power bonus to attack rolls until the end of your next turn.
- You and each ally within 5 squares of the keybearer gain a +5 power bonus to damage rolls until the end of your next turn.
- You teleport 5 squares. Each ally within 5 squares of the keybearer can teleport 5 squares as a free action.
- You and each ally who can see you or the keybearer are no longer dazed, dominated, or stunned.

ERIC BELISLE

# Grandmaster of Flowers

*You have lived your final lifetime and achieved the enlightened perfection you have long sought.*

**Prerequisite:** 21st level, monk

It is said that not even the gods themselves know what lies in store for souls loosed from their bodies. You believe that beyond death is rebirth. Each lifetime is spent improving on the lifetime before, shedding imperfections in the hope of attaining the perfect state of enlightenment.

Your soul is like a great garden, and its beauty and perfection depend on how you tend it during all seasons. When the winter of death approaches, the garden becomes dormant for a time. Then, as the warm winds chase away snow and ice, new life begins. With the spring comes the chance to clear away the detritus and weeds of each life that has passed before. Only when you achieve perfection in your soul will you find the enlightenment that is your ultimate reward.

## Immortality

You have lived many lives, each improving on the one before. In this last life, you have come closer than ever to achieving perfect harmony. If you can succeed in purging yourself of the last traces of imperfection, you will know enlightenment.

**Perfect Peace:** The state you seek removes all grief, all craving, all fear to bring mind, body, and soul into harmonious balance. In attaining this state, you are no longer troubled by the world's demands, and you spend your final days in quiet contemplation. During those days, many who seek the path to enlightenment will come to you in hopes of learning from your wisdom. When you are ready, you step free from this world to merge with those souls who have already attained the perfect peace for which you have long strived.

## Grandmaster of Flowers Features

**Enlightenment's Blessing (21st level):** Your Dexterity increases by 2.

**Balanced Mind (21st level):** Whenever you make a saving throw to end a charm, fear, or psychic effect, you can take the better of 10 or your die roll.

In addition, when an enemy misses you with an attack against Will, that enemy takes 10 psychic damage.

**Ubiquity (24th level):** Whenever you hit with a melee attack, you can teleport 3 squares to an unoccupied square adjacent to the target as a free action.

**Luminous Consciousness (30th level):** You transcend mortal limitations. Your movement never provokes opportunity attacks, and when an effect allows you to shift, you can instead move your speed. You ignore difficult terrain. You can move across and end your movement on any vertical or liquid surface. Finally, whenever you walk, run, or charge, you can spend any or all of that movement flying. If you are still flying when you end this movement, you land safely in the nearest unoccupied space.

## Grandmaster of Flowers Power

**A Scattering of Petals** — Grandmaster of Flowers Utility 26

*You brush aside a ranged attack with practiced ease, redirecting its energy toward other targets.*

**Encounter ✦ Psionic**
**Free Action** — **Personal**
**Trigger:** A ranged attack hits you
**Effect:** You take half damage from the triggering attack, and the attack also hits one or two creatures you choose within 10 squares of you.

MIKE SCHILEY

# Master of Moments

*All times, all places, all moments are yours to explore.*

**Prerequisite:** 21st level, any psionic class

Time is not a river but an ocean, extending in all directions to infinity. You are a sailor traveling wherever time's currents carry you, venturing into the uncharted future as you leave the inscrutable past behind. An awakened mind is your compass; your instincts are your only map. You are the Master of Moments, calling forth the psionic power that propels you into the future or lets you set course for forgotten times.

## Immortality

You have never rested easy in the present. Now, it is your fate to free yourself from time's currents as you seek out new futures and altered pasts.

**Alter the Past:** You look back at your accomplishments, successes, and failures to analyze the ways in which you might have made your decisions differently. Have you long yearned to undo a choice that cost the lives of others dear to you? Do you look back on one moment when choosing the wrong path led to disaster? The more you reflect on your past, the more it colors your accomplishments, until you are determined to correct your errors in order to achieve an even greater end. You leave behind the present to venture into the past. But what changes will you make there? Will there be repercussions from your meddling? What new troubles might arise through your well-intentioned efforts?

**See the Future:** Having met your objectives in the present, you wonder what consequences they might bring. Rather than watch them unfold, you step ahead in time, traveling through the years to witness the seeds of your success take root and grow into a better future. But what if your efforts bring about not a better world but a darker one? Will you interfere and change history's course? Or will you direct new heroes to take up your mantle and continue the struggle on your behalf?

## Master of Moments Features

**Consummate Traveler (21st level):** You can master and perform travel rituals. You gain a +5 bonus to any skill checks made to perform a travel ritual. Once per day, you can use a travel ritual you know without expending components.

**Maximized Time (21st level):** You can spend an action point to gain a standard action, a move action, and a minor action instead of only one extra action.

**Bountiful Seconds (24th level):** You can take an extra minor action during each of your turns. During your turn, you can give up two minor actions to gain an extra move action.

HECTOR ORTIZ

In addition, you can master and perform any travel ritual regardless of level.

**Boundless Presence (30th level):** You gain teleport 5 as a movement mode.

In addition, once per day when you become bloodied or drop to 0 hit points or fewer, you can remove yourself from play. You gain the benefit of a short rest. At the start of your next turn, you reappear in the space you last occupied or in the nearest unoccupied space.

## Master of Moments Power

**Freeze Time** — Master of Moments Utility 26

*Your attack freezes a foe in a timeless void.*

**Daily ✦ Psionic**
**Free Action** — **Personal**
**Trigger:** You hit an enemy
**Target:** The enemy you hit
**Effect:** You freeze the target in time until the end of your next turn. While frozen in time, the target cannot take actions, does not have a start or an end of turn, is not aware of its surroundings, and is immune to all damage and effects.

# Topaz Crusader

*The only cure for madness is to excise its corruption and destroy it.*

**Prerequisite:** 21st level, any psionic class, Psionic Augmentation class feature

Constant pressure causes the Far Realm's corrupting influence to leak through even the smallest breaches into the natural world, spawning horrors that tear at the fabric of existence. These breaches represent some of the greatest dangers to the mortal realm, and generations of heroes have dedicated themselves to maintaining the integrity of the Far Realm's boundaries. Over a lifetime's adventuring, however, you have grown weary of this ultimately doomed effort.

For each fissure that is closed, two more open elsewhere. Worse, how many of the fault lines riddling creation remain undetected? The Far Realm relentlessly seeks to corrupt the mortal realm, but whereas most heroes seek only to defend against the Outside's malign influence, you have a better idea. You will turn the tide on the Far Realm by assaulting its borders, its creatures—its very nature. And if you cannot reshape the Far Realm with the benign influence of the natural world, you will destroy it utterly to eliminate the threat it represents.

## Immortality

As your mortal life winds to its end, you push ever closer to your goal of eliminating the Far Realm's threat.

THOMAS DENMARK

**Into the Breach:** Aberrant blood stains your weapons and armor. The horrors you have seen assail your memory, but you remain strong. Now is the time to carry the torch of purity against the hordes of corruption, finally driving back the tide that threatens all existence. Girding yourself in the protective energy contained in the psionic gemstone at your brow, you step out from this world, sounding one last battle cry as you carve a path of death and destruction into the heart of madness. You will end the Far Realm's threat even at the cost of your own life. In the centuries that follow, as the incursions of the unwholesome fade into myth, your spirit will find its reward.

## Topaz Crusader Features

**Bound to Greatness (21st level):** Your Constitution or Charisma score increases by 2.

**Topaz Focus (21st level):** You protect yourself from aberrant influence with a meditative focus. You gain a +1 bonus to AC. You cannot be dazed or dominated. You gain a +2 bonus to Will against aberrant creatures, and you know the location of all aberrant creatures within 5 squares of you at all times. You don't grant combat advantage to those creatures, and if they have cover or concealment when you attack them, you don't take the -2 penalty to attack rolls against them.

When you will it, this focus manifests as a topaz gemstone in the center of your brow.

**Topaz Meditation (24th level):** Your focus grants you increased power. You gain 2 additional power points and a +2 bonus to all defenses, you cannot be immobilized or restrained, and you can ignore polymorph effects.

**Topaz Flare (30th level):** While you have no power points remaining, your unaugmented at-will powers grant you a benefit when they hit. If your attack roll is an even number, you regain 2 power points. If your attack roll is an odd number, the target you hit takes 5 extra psychic damage.

## Topaz Crusader Power

**Topaz Corona** — **Topaz Crusader Utility 26**

*You surround yourself and your allies with a shroud of swirling blue light, replenishing your strength and fueling your attacks against the creatures of the Far Realm.*

**Daily ✦ Healing, Psionic, Psychic, Zone**
**Minor Action** **Close** burst 5

**Effect:** The burst creates a zone that lasts until the end of the encounter. The zone moves with you, remaining centered on you. While within the zone, you and your allies gain a +2 power bonus to all defenses and regeneration equal to 10 + your highest ability modifier. In addition, whenever you or an ally within the zone makes an attack against an aberrant creature, the attack deals 10 extra psychic damage. If the attack roll is 18-20, the target is also stunned until the end of your next turn.

# EQUIPMENT: SUPERIOR KI FOCUSES



A ki focus is an item used by a monk to control and hone his or her psionic power. Unlike other implements, such as the orbs and staffs used by psions, the power of a monk's ki focus is only partially contained in the physical object. The focus serves as a means to gather and shape the ki energy already present within a character. Like all other implements, ki focuses come in mundane or magic varieties. A magic ki focus allows a monk to use its enhancement bonuses and powers with his or her implement powers.

A ki focus is often tied to a particular training or fighting style. A monk that uses a wooden practice sword as a ki focus draws no additional prowess from the harmless weapon. Rather, it is the memory of years of training with that weapon that allows the monk to effectively channel ki into his or her attacks. As a result, additional training or advanced knowledge can be tied to a ki focus a monk already uses.

By learning more advanced fighting styles and techniques, your monk character gains power functionally similar to that gained by wielding a superior implement, as described in *Player's Handbook 3* (page 195). But instead of purchasing a superior ki focus, you undertake a special training regimen to unlock new ways to channel your power, whether you wield a magic ki focus or a mundane one. The listed price reflects the cost of the training by which you master the effect of the improved ki focus, and can be thought of as covering expenses such as food, lodging, and other supplies for the duration of your study.

Like other implement users, you can only access a superior ki focus if you take the Superior Implement Training feat (*Player's Handbook 3*, page 183). When you take the feat, you choose one superior ki focus. You can take the feat multiple times to channel additional superior properties through a single ki focus. You cannot use multiple properties at the same time, and you cannot channel properties from more than one superior ki focus during the same attack. Before you make an attack, you decide which superior ki focus property you will use for the attack.

An implement entry on the Ki Focuses table contains the following information.

**Implement**: The superior ki focus's name.

**Price**: The superior ki focus's training cost in gold pieces. This cost is included in the cost of a magic superior ki focus.

**Weight**: Because a superior ki focus adds to an existing physical focus, it has no weight.

**Properties:** The superior ki focus's special properties, as detailed below.

**KI FOCUSES**

| Implement | Price (gp) | Weight | Properties |
|---|---|---|---|
| Accurate Ki Focus | 25 | – | Accurate |
| Fluid Ki Focus | 30 | – | Mobile, shielding |
| Inexorable Ki Focus | 35 | – | Energized (force), unstoppable |
| Iron Ki Focus | 30 | – | Deadly, forceful |
| Mighty Ki Focus | 25 | – | Empowered crit, unerring |
| Mountain Ki Focus | 30 | – | Forceful, shielding |
| Serene Ki Focus | 35 | – | Energized (psychic), undeniable |
| Transcendent Ki Focus | 30 | – | Blinking, reaching |

## Superior Ki Focus Properties

**Accurate:** You gain a +1 bonus to attack rolls using an accurate implement.

**Blinking:** When you hit with a teleportation attack power, you have concealment until the start of your next turn.

**Deadly:** You gain a +1 bonus to damage rolls with a deadly implement. This bonus increases to +2 at 11th level and +3 at 21st level.

**Empowered Crit:** When you score a critical hit using an empowered crit implement, the attack deals 1d10 extra damage. This extra damage is in addition to any critical damage dealt by a magic implement. The extra damage increases to 2d10 at 11th level and 3d10 at 21st level.

**Energized:** You gain a +2 bonus to damage rolls with attack powers that have a keyword matching an energized implement's damage type. This bonus increases to +3 at 11th level and +4 at 21st level.

**Forceful:** When you pull, push, or slide a target with an attack power using a forceful implement, the distance of the forced movement increases by 1 square.

**Mobile:** When you hit with an attack using a mobile implement, you can shift as a minor action before the end of your turn.

**Reaching:** You gain +1 reach with melee attacks using a reaching implement.

**Shielding:** Whenever you hit at least one target with an attack power using a shielding implement, you gain a +1 shield bonus to AC and Reflex until the start of your next turn.

**Undeniable:** You gain a +1 bonus to attack rolls against Will with an undeniable implement.

**Unerring:** You gain a +1 bonus to attack rolls against Reflex with an unerring implement.

**Unstoppable:** You gain a +1 bonus to attack rolls against Fortitude with an unstoppable implement.

Characters of any class can use many of the new items in this section. The nature of their magic makes these items particularly useful for psionic characters.

## Ki Focuses

This section builds on the magic ki focuses presented in *Player's Handbook 3*. A ki focus is not an object whose power resides wholly within it, as with other magic items. Rather, it is a tool that the members of certain psionic classes use to focus their own psionic energy.

If you can use a ki focus as an implement, you can add its enhancement bonus to the attack rolls and damage rolls of implement powers you use through the ki focus. You can also use the ki focus's properties and powers. Being able to use a ki focus as an implement means you can also use it with your weapon attacks. You can add its enhancement bonus to the attack rolls and the damage rolls of weapon attacks you make using a weapon with which you have proficiency. You must choose to use the enhancement bonus, properties, and powers of the ki focus, rather than the weapon you're wielding, or vice versa. You can't use both when you use a power.

If you possess two ki focuses, you can benefit only from the ki focus to which you've most recently attuned yourself (see *Player's Handbook 3*, page 203).

### Cascading Strikes Ki Focus — Level 3+

*Your wide strike triggers your stout stone idol to release its power, helping you land a blow that would otherwise go astray.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You miss with an attack using this ki focus. *Effect:* Reroll the attack roll.

### Crashing Tide Strike Ki Focus — Level 8+

*You focus the ocean's wrath to strike your enemies with tidal force.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a melee attack using this ki focus. *Effect:* You push the target 1 square per point of the ki focus's enhancement bonus, then knock it prone. You then shift the same number of squares.

**KI FOCUSES**

| Lvl | Name | Price (gp) |
|---|---|---|
| 2 | Hunting Panther Ki Focus +1 | 520 |
| 3 | Cascading Strikes Ki Focus +1 | 680 |
| 3 | Four Winds Ki Focus +1 | 680 |
| 4 | Hurricane Strike Ki Focus +1 | 840 |
| 4 | Thunderfist Ki Focus +1 | 840 |
| 7 | Hunting Panther Ki Focus +2 | 2,600 |
| 8 | Cascading Strikes Ki Focus +2 | 3,400 |
| 8 | Crashing Tide Strike Ki Focus +2 | 3,400 |
| 8 | Four Winds Ki Focus +2 | 3,400 |
| 9 | Forked Lightning Ki Focus +2 | 4,200 |
| 9 | Hurricane Strike Ki Focus +2 | 4,200 |
| 9 | Mountainfall Ki Focus +2 | 4,200 |
| 9 | Thunderfist Ki Focus +2 | 4,200 |
| 12 | Hunting Panther Ki Focus +3 | 13,000 |
| 13 | Cascading Strikes Ki Focus +3 | 17,000 |
| 13 | Crashing Tide Strike Ki Focus +3 | 17,000 |
| 13 | Four Winds Ki Focus +3 | 17,000 |
| 14 | Forked Lightning Ki Focus +3 | 21,000 |
| 14 | Hurricane Strike Ki Focus +3 | 21,000 |
| 14 | Mountainfall Ki Focus +3 | 21,000 |
| 14 | Thunderfist Ki Focus +3 | 21,000 |
| 17 | Haunting Presence Ki Focus +4 | 65,000 |
| 17 | Hunting Panther Ki Focus +4 | 65,000 |
| 18 | Cascading Strikes Ki Focus +4 | 85,000 |
| 18 | Crashing Tide Strike Ki Focus +4 | 85,000 |
| 18 | Four Winds Ki Focus +4 | 85,000 |
| 19 | Forked Lightning Ki Focus +4 | 105,000 |
| 19 | Hurricane Strike Ki Focus +4 | 105,000 |
| 19 | Mountainfall Ki Focus +4 | 105,000 |
| 19 | Thunderfist Ki Focus +4 | 105,000 |
| 22 | Haunting Presence Ki Focus +5 | 325,000 |
| 22 | Hunting Panther Ki Focus +5 | 325,000 |
| 23 | Cascading Strikes Ki Focus +5 | 425,000 |
| 23 | Crashing Tide Strike Ki Focus +5 | 425,000 |
| 23 | Four Winds Ki Focus +5 | 425,000 |
| 24 | Forked Lightning Ki Focus +5 | 525,000 |
| 24 | Hurricane Strike Ki Focus +5 | 525,000 |
| 24 | Mountainfall Ki Focus +5 | 525,000 |
| 24 | Thunderfist Ki Focus +5 | 525,000 |
| 27 | Haunting Presence Ki Focus +6 | 1,625,000 |
| 27 | Hunting Panther Ki Focus +6 | 1,625,000 |
| 28 | Cascading Strikes Ki Focus +6 | 2,125,000 |
| 28 | Crashing Tide Strike Ki Focus +6 | 2,125,000 |
| 28 | Four Winds Ki Focus +6 | 2,125,000 |
| 29 | Forked Lightning Ki Focus +6 | 2,625,000 |
| 29 | Hurricane Strike Ki Focus +6 | 2,625,000 |
| 29 | Mountainfall Ki Focus +6 | 2,625,000 |
| 29 | Thunderfist Ki Focus +6 | 2,625,000 |

## Forked Lightning Ki Focus — Level 9+

*Crackling lightning illuminates you as it forks toward your enemy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 lightning damage per plus
**Power (At-Will ✦ Lightning):** Free Action. *Trigger:* You make a melee attack using this ki focus. *Effect:* The attack deals lightning damage instead of any other damage type.
**Power (Daily ✦ Lightning, Teleportation):** Free Action. *Trigger:* You make a melee attack that deals lightning damage using this ki focus. *Effect:* Choose one enemy within 5 squares of the target of the triggering attack. You teleport to an unoccupied square adjacent to that enemy and make a melee basic attack against it. The attack deals lightning damage instead of any other damage type.

## Four Winds Ki Focus — Level 3+

*Channeling the power of air and sky, you command the four winds to speed your strikes and whisk you to safety.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and you slide the target 1 square per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a melee attack using this ki focus. *Effect:* You fly a number of squares equal to the ki focus's enhancement bonus. Your movement from this power does not provoke opportunity attacks. You must land at the end of this movement or you fall.

## Haunting Presence Ki Focus — Level 17+

*By calling on the magic in your gossamer focus, you become ghostlike—ephemeral and impossible to pin down.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 22 | +5 | 325,000 gp | | | |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Power (Daily ✦ Illusion):** Free Action. *Trigger:* You hit an enemy with an attack using this ki focus. *Effect:* You have concealment and are insubstantial until you are hit by an attack or until the end of your next turn.

## Hunting Panther Ki Focus — Level 2+

*These mummified eyeballs tucked inside a worn wooden box see through all your enemy's deceptions.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with an attack using this ki focus. *Effect:* The target cannot benefit from concealment or cover until it hits you with an attack.

## Hurricane Strike Ki Focus — Level 4+

*As power swirls within this slender glass cylinder, your fast strikes knock your enemies back.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 force damage per plus
**Power (Daily):** Free action. *Trigger:* You use your Flurry of Blows power. *Effect:* Your Flurry of Blows power deals extra damage equal to this ki focus's enhancement bonus, and you push each target a number of squares equal to this ki focus's enhancement bonus.

## Mountainfall Ki Focus — Level 9+

*A leather pouch filled with pebble shards lends you the full weight of the mountain to strike against vulnerable enemies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and you knock the target prone
**Property:** You gain a +2 item bonus to damage rolls when using this ki focus for attacks against prone and immobilized targets.
*Level 14 or 19:* +4 item bonus.
*Level 24 or 29:* +6 item bonus.
**Power (Daily):** Free action. *Trigger:* You hit an enemy with a melee attack using this ki focus. *Effect:* The enemy is immobilized (save ends).

## Thunderfist Ki Focus — Level 4+

*Roiling thunder booms with each strike you make, the metal of this focus vibrating as you assail your enemies with a cacophonous din.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 thunder damage per plus
**Power (At-Will ✦ Thunder):** Free Action. *Trigger:* You make a melee attack using this ki focus. *Effect:* The attack deals thunder damage instead of any other damage type.
**Power (Daily ✦ Thunder):** Free Action. *Trigger:* You make a melee attack using this ki focus. *Effect:* Each enemy adjacent to the target takes thunder damage equal to your highest ability score modifier and is deafened (save ends).

# Augmentable Items

Introduced in *Player's Handbook* 3, augmentable magic items provide new channels for utilizing psionic power. Although some of these items can be used by any character, only characters with the Psionic Augmentation class feature gain the power points needed to increase the potency of an augmentable item's powers or properties. Likewise, some of these items have properties that function only while the wielder has at least 1 power point.

All these items use the same rules as the magic items found in the *Player's Handbook* and the *Adventurer's Vault*™ supplements.

## Armor

Augmentable armor gives defensive-minded psionic characters an edge in combat, enhancing a wearer's mental or physical strength. In some cases, that enhancement allows the wearer to better protect his or her allies.

### Anchoring Armor — Level 17+

*Those who try to move close to you without warning are caught by the magic of this heavy armor.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 22 | +5 | 325,000 gp | | | |

**Armor:** Plate
**Enhancement:** AC

**Power (Daily ✦ Augmentable):** Immediate Reaction. *Trigger:* A creature teleports to a square adjacent to you. *Effect:* The triggering creature is immobilized and cannot teleport until the end of its next turn.
**Augment 1:** The creature is immobilized and cannot teleport (save ends).

### Armor of Adaptable Resistance — Level 4+

*This armor adapts to the attacks made against you, refocusing its protective power to keep you alive.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Hide, chain
**Enhancement:** AC
**Property:** You gain resist 5 to one of the following damage types: acid, cold, fire, force, lightning, necrotic, poison, or thunder. The damage type is chosen when the armor is created.
*Level 14 or 19:* Resist 10
*Level 24 or 29:* Resist 15

**Power (Daily ✦ Augmentable):** Immediate Reaction. *Trigger:* You take damage from an attack of a type that this armor does not provide resistance to. *Effect:* Choose one of the damage types dealt by the attack. The armor's resistance changes to match that damage type until the end of the encounter.
**Augment 1:** The armor's resistance increases by 5 until the end of your next turn.

### Blink Shirt — Level 8+

*The smooth material of this comfortable shirt is stronger than it appears, and allows you to blink away from danger.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Armor:** Cloth
**Enhancement:** AC
**Property:** You gain a +2 item bonus to AC against opportunity attacks.

**Power (Daily ✦ Augmentable, Teleportation):** Immediate Reaction. *Trigger:* An enemy misses you with an attack. *Effect:* You teleport a number of squares equal to 2 + the armor's enhancement bonus.
**Augment 1:** You regain the use of this power but cannot augment it again during this encounter.

### Guardian's Armor — Level 15+

*This heavy armor protects you well enough, but it achieves its full potential only when used in the defense of another.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Scale, plate
**Enhancement:** AC
**Property:** While you have at least 1 power point, each ally adjacent to you gains resistance to all damage equal to the armor's enhancement bonus.

**Power (Daily ✦ Augmentable):** Immediate Interrupt. *Trigger:* An ally adjacent to you is hit by an attack. *Effect:* The ally gains a +2 bonus to all defenses until the end of your turn.
**Augment 1:** The bonus increases to 2 + the armor's enhancement bonus.

### Mind Hunter's Armor — Level 2+

*This suit of pitted mail carries the scars of the fight against the Far Realm, and protects against effects that tear at the mind.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Scale, plate
**Enhancement:** AC
**Property:** While you have at least 1 power point, you gain a +2 item bonus to saving throws against effects that daze, dominate, or stun.

### Phrenic Armor — Level 4+

*When your mind is targeted, this armor lashes your foes with a pulse of psychic energy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Chain, scale
**Enhancement:** AC
**Property:** You gain resist 5 psychic.

**Power (Daily ✦ Augmentable, Psychic):** Immediate Reaction. *Trigger:* An enemy attack hits your Will. *Effect:* Each enemy in a close burst 1 centered on you takes psychic damage equal to 3 + the armor's enhancement bonus and a −2 penalty to attack rolls for attacks that include you as the target until the end of your next turn.
**Augment 1:** The size of the burst increases to 2.

### MAGIC ARMOR

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 2 | Mind Hunter's Armor +1 | 520 | Scale, plate |
| 3 | Shaper's Armor +1 | 680 | Cloth, leather |
| 4 | Armor of Adaptable Resistance +1 | 840 | Hide, chain |
| 4 | Phrenic Armor +1 | 840 | Chain, scale |
| 7 | Mind Hunter's Armor +2 | 2,600 | Scale, plate |
| 8 | Blink Shirt +2 | 3,400 | Cloth |
| 8 | Shaper's Armor +2 | 3,400 | Cloth, leather |
| 9 | Armor of Adaptable Resistance +2 | 4,200 | Hide, chain |
| 9 | Phrenic Armor +2 | 4,200 | Chain, scale |
| 12 | Mind Hunter's Armor +3 | 13,000 | Scale, plate |
| 13 | Blink Shirt +3 | 17,000 | Cloth |
| 13 | Shaper's Armor +3 | 17,000 | Cloth, leather |
| 14 | Armor of Adaptable Resistance +3 | 21,000 | Hide, chain |
| 14 | Phrenic Armor +3 | 21,000 | Chain, scale |
| 15 | Guardian's Armor +3 | 25,000 | Scale, plate |
| 17 | Anchoring Armor +4 | 65,000 | Plate |
| 17 | Mind Hunter's Armor +4 | 65,000 | Scale, plate |
| 18 | Blink Shirt +4 | 85,000 | Cloth |
| 18 | Shaper's Armor +4 | 85,000 | Cloth, leather |
| 19 | Armor of Adaptable Resistance +4 | 105,000 | Hide, chain |
| 19 | Phrenic Armor +4 | 105,000 | Chain, scale |
| 20 | Guardian's Armor +4 | 125,000 | Scale, plate |
| 22 | Anchoring Armor +5 | 325,000 | Plate |
| 22 | Mind Hunter's Armor +5 | 325,000 | Scale, plate |
| 23 | Blink Shirt +5 | 425,000 | Cloth |
| 23 | Shaper's Armor +5 | 425,000 | Cloth, leather |
| 24 | Armor of Adaptable Resistance +5 | 525,000 | Hide, chain |
| 24 | Phrenic Armor +5 | 525,000 | Chain, scale |
| 25 | Guardian's Armor +5 | 625,000 | Scale, plate |
| 27 | Anchoring Armor +6 | 1,625,000 | Plate |
| 27 | Mind Hunter's Armor +6 | 1,625,000 | Scale, plate |
| 28 | Blink Shirt +6 | 2,125,000 | Cloth |
| 28 | Shaper's Armor +6 | 2,125,000 | Cloth, leather |
| 29 | Armor of Adaptable Resistance +6 | 2,625,000 | Hide, chain |
| 29 | Phrenic Armor +6 | 2,625,000 | Chain, scale |
| 30 | Guardian's Armor +6 | 3,125,000 | Scale, Plate |

#### Shaper's Armor — Level 3+

*Your features seem to flow with each movement when you wear this nondescript armor.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Cloth, leather
**Enhancement:** AC
**Power (Daily ✦ Augmentable, Illusion):** Minor Action. You gain a +2 bonus to AC until the end of the encounter. Each time an enemy attacks you, reduce the bonus by 1. When the bonus drops to 0, the effect ends.
**Augment 1:** The bonus increases to +4.

## Weapons

Augmentable magic weapons flare with light when you infuse them with psionic power. Such weapons are often set with crystals or jewels, within which their psionic energy is stored.

### MAGIC WEAPONS

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 3 | Eager Weapon +1 | 680 | Light blade, spear |
| 8 | Aggressive Weapon +2 | 3,400 | Flail, hammer, mace |
| 8 | Eager Weapon +2 | 3,400 | Light blade, spear |
| 8 | Severing Weapon +2 | 3,400 | Axe, heavy blade |
| 13 | Aggressive Weapon +3 | 17,000 | Flail, hammer, mace |
| 13 | Bolstering Weapon +3 | 17,000 | Heavy blade, spear |
| 13 | Eager Weapon +3 | 17,000 | Light blade, spear |
| 13 | Severing Weapon +3 | 17,000 | Axe, heavy blade |
| 18 | Aggressive Weapon +4 | 85,000 | Flail, hammer, mace |
| 18 | Bolstering Weapon +4 | 85,000 | Heavy blade, spear |
| 18 | Eager Weapon +4 | 85,000 | Light blade, spear |
| 18 | Severing Weapon +4 | 85,000 | Axe, heavy blade |
| 23 | Aggressive Weapon +5 | 425,000 | Flail, hammer, mace |
| 23 | Bolstering Weapon +5 | 425,000 | Heavy blade, spear |
| 23 | Eager Weapon +5 | 425,000 | Light blade, spear |
| 23 | Severing Weapon +5 | 425,000 | Axe, heavy blade |
| 28 | Aggressive Weapon +6 | 2,125,000 | Flail, hammer, mace |
| 28 | Bolstering Weapon +6 | 2,125,000 | Heavy blade, spear |
| 28 | Eager Weapon +6 | 2,125,000 | Light blade, spear |
| 28 | Severing Weapon +6 | 2,125,000 | Axe, heavy blade |

#### Aggressive Weapon — Level 8+

*Your latent psionic energy flows through this weapon, meting out increased damage to your foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Flail, hammer, mace
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** While you have at least 1 power point, your attacks using this weapon gain a +1 item bonus to damage rolls.
*Level 13 or 18:* +2 item bonus
*Level 23 or 28:* +3 item bonus

### Bolstering Weapon — Level 13+

*This weapon shines brightly to inspire hope in nearby allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Heavy blade, spear
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 psychic and radiant damage per plus
**Power (Daily ✦ Augmentable):** Free Action. *Trigger:* You hit an enemy with an attack using this weapon. *Effect:* You and each ally in a close burst 1 centered on you gain a +2 bonus to saving throws until the end of your next turn.
**Augment 1 (Healing):** The size of the burst increases to 2. Any bloodied ally in the burst can also spend a healing surge.

### Eager Weapon — Level 3+

*Your psionic power primes this weapon to surge into action when an enemy tries to slip past your guard.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Light blade, spear
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus, or +1d12 damage per plus on opportunity attacks
**Property:** While you have at least 1 power point, you gain a +2 item bonus to opportunity attack rolls made using this weapon.

### Severing Weapon — Level 8+

*While you hold psionic energy in reserve, your weapon cuts deep.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Axe, heavy blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus, or +1d12 damage per plus while you have at least 1 power point
**Power (Daily ✦ Augmentable):** Free Action. *Trigger:* You hit an enemy with an attack using this weapon. *Effect:* Your attack deals 1d6 extra damage.
**Augment 1:** Your attack deals 2d6 extra damage.

## Orbs

Psionic orbs can become attuned to a particular user's mood, shifting through the color spectrum according to the wielder's emotions.

**ORBS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 5 | Orb of Stored Energy +1 | 1,000 |
| 9 | Orb of Ghostbane Triumph +2 | 4,200 |
| 10 | Orb of Stored Energy +2 | 5,000 |
| 14 | Orb of Ghostbane Triumph +3 | 21,000 |
| 15 | Orb of Stored Energy +3 | 25,000 |
| 19 | Orb of Ghostbane Triumph +4 | 105,000 |
| 20 | Orb of Stored Energy +4 | 125,000 |
| 24 | Orb of Ghostbane Triumph +5 | 525,000 |
| 25 | Orb of Stored Energy +5 | 625,000 |
| 29 | Orb of Ghostbane Triumph +6 | 2,625,000 |
| 30 | Orb of Stored Energy +6 | 3,125,000 |

### Orb of Ghostbane Triumph — Level 9+

*Psionic energy clouds this darkened sphere, unfurling when you lash out at spectral foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 force damage per plus
**Property:** While you have at least 1 power point, your attacks with this orb ignore the insubstantial quality.
**Power (Daily ✦ Augmentable):** Free Action. *Trigger:* You hit an insubstantial enemy with an attack using this orb. *Effect:* The target loses the insubstantial quality until the start of its next turn.
**Augment 1:** The target loses the insubstantial quality (save ends).

### Orb of Stored Energy — Level 5+

*This glittering sphere stores psionic energy that you can unleash when your own power has waned.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. Expend 1 or 2 power points and place them in the orb. They remain there until you use them or until you take an extended rest.
**Power (Daily):** Free Action. *Requirement:* You must have at least 1 power point stored inside the orb. *Trigger:* You make an attack using an unaugmented attack power. *Effect:* You can augment the triggering power by spending 1 power point from the orb, instead of using your own power points to augment the power.
*Level 25 or 30:* You can augment the triggering attack by spending 1 or 2 power points from the orb.

## Staffs

Like the staffs employed by other classes, most psionic energy staffs provide defensive benefits. A psionics user infuses his or her staff with power, storing energy in its embedded crystals and conductive metals.

### Staff of Aggressive Thoughts — Level 4+

*Psionic energy flows through this iron staff to scatter the enemies confronting you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 force damage per plus
**Power (Daily ✦ Augmentable):** Free Action. *Trigger:* You hit an enemy within 3 squares of you with a force attack using this staff. *Effect:* You push each enemy adjacent to you a number of squares equal to the staff's enhancement bonus.
**Augment 1:** You gain resistance to all damage equal to 3 + your Wisdom modifier until the end of your next turn.

### STAFFS

| Lvl | Name | Price (gp) |
|---|---|---|
| 3 | Staff of Punishing Thoughts +1 | 680 |
| 4 | Staff of Aggressive Thoughts +1 | 840 |
| 5 | Staff of Scourging Revelation +1 | 1,000 |
| 7 | Staff of Bitter Dismissal +2 | 2,600 |
| 8 | Staff of Punishing Thoughts +2 | 3,400 |
| 9 | Staff of Aggressive Thoughts +2 | 4,200 |
| 10 | Staff of Scourging Revelation +2 | 5,000 |
| 12 | Staff of Bitter Dismissal +3 | 13,000 |
| 13 | Staff of Punishing Thoughts +3 | 17,000 |
| 14 | Staff of Aggressive Thoughts +3 | 21,000 |
| 15 | Staff of Scourging Revelation +3 | 25,000 |
| 17 | Staff of Bitter Dismissal +4 | 65,000 |
| 18 | Staff of Punishing Thoughts +4 | 85,000 |
| 19 | Staff of Aggressive Thoughts +4 | 105,000 |
| 20 | Staff of Scourging Revelation +4 | 125,000 |
| 22 | Staff of Bitter Dismissal +5 | 325,000 |
| 23 | Staff of Punishing Thoughts +5 | 425,000 |
| 24 | Staff of Aggressive Thoughts +5 | 525,000 |
| 25 | Staff of Scourging Revelation +5 | 625,000 |
| 27 | Staff of Bitter Dismissal +6 | 1,625,000 |
| 28 | Staff of Punishing Thoughts +6 | 2,125,000 |
| 29 | Staff of Aggressive Thoughts +6 | 2,625,000 |
| 30 | Staff of Scourging Revelation +6 | 3,125,000 |

#### Staff of Bitter Dismissal — Level 7+

*When you batter an enemy with a forceful attack, this gnarled staff's potent psionic energy shunts the foe away from you.*

Lvl 7 +2 2,600 gp
Lvl 12 +3 13,000 gp
Lvl 17 +4 65,000 gp
Lvl 22 +5 325,000 gp
Lvl 27 +6 1,625,000 gp

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 psychic damage per plus

**Power (Daily ✦ Augmentable, Teleport):** Free Action. *Trigger:* You hit an enemy within 3 squares of you with a force attack using this staff. *Effect:* You teleport the target a number of squares equal to the staff's enhancement bonus.
**Augment 1:** Before you teleport the target, you slide each enemy within 3 squares of the target 1 square toward it.

#### Staff of Punishing Thoughts — Level 3+

*The crystal that caps this bronzewood staff blazes with light, assailing the minds of your enemies and leaving them at your mercy.*

Lvl 3 +1 680 gp
Lvl 8 +2 3,400 gp
Lvl 13 +3 17,000 gp
Lvl 18 +4 85,000 gp
Lvl 23 +5 425,000 gp
Lvl 28 +6 2,125,000 gp

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 psychic damage per plus

**Power (Daily ✦ Augmentable):** Free Action. *Trigger:* You hit an enemy within 3 squares of you with a psychic attack using this staff. *Effect:* Each enemy adjacent to you grants combat advantage to you (save ends).
**Augment 1:** Each enemy within 3 squares of you grants combat advantage to you (save ends).

#### Staff of Scourging Revelation — Level 5+

*The ancient glyphs carved into the wood of this staff weaken your enemies' ability to withstand the attacks of the mind.*

Lvl 5 +1 1,000 gp
Lvl 10 +2 5,000 gp
Lvl 15 +3 25,000 gp
Lvl 20 +4 125,000 gp
Lvl 25 +5 625,000 gp
Lvl 30 +6 3,125,000 gp

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** The target gains vulnerability to psychic damage equal to twice the staff's enhancement bonus (save ends)

**Power (Daily ✦ Augmentable, Psychic):** Free Action. *Trigger:* You hit an enemy with a psychic or a radiant attack using this staff. *Effect:* Each enemy in a close burst 1 centered on you gains vulnerable 5 psychic (save ends).
*Level 15 or 20:* Vulnerable 10 psychic.
*Level 25 or 30:* Vulnerable 15 psychic.
**Augment 1:** The size of the burst increases to 2.

## Arms Slot Items

From delicate bracelets to heavy shields, these arms slot items help psionic characters boost attacks or build defenses.

### ARMS SLOT ITEMS

| Lvl | Name | Price (gp) |
|---|---|---|
| 3 | Bracelets of Subtle Defense | 680 |
| 10 | Bolstering Shield | 5,000 |
| 13 | Focused Shield | 17,000 |
| 20 | Bolstering Shield | 125,000 |
| 30 | Bolstering Shield | 3,125,000 |

#### Bolstering Shield — Level 10+

*This ornate shield captures ambient psionic energy, using it to strengthen you in the midst of combat.*

Lvl 10 5,000 gp
Lvl 20 125,000 gp
Lvl 30 3,125,000 gp

**Item Slot:** Arms
**Shield:** Any

**Power (Daily ✦ Augmentable):** Free Action. *Trigger:* You take damage from an attack. *Effect:* You gain 5 temporary hit points and shift 1 square.
*Level 18:* 10 temporary hit points.
*Level 28:* 15 temporary hit points.
**Augment 1:** You gain double the number of temporary hit points.

#### Bracelets of Subtle Defense — Level 3

*When imbued with psionic energy, these bracelets help you escape attention on and off the battlefield.*

**Item Slot:** Arms 680 gp
**Property:** While you have at least 1 power point, you gain a +2 item bonus to Stealth checks.

**Power (Daily ✦ Augmentable):** Minor Action. You have concealment from all enemies until the start of your next turn.
**Augment 1:** You have concealment from all enemies until you make an attack.

### Focused Shield — Level 13

*When a foe misses you at range, the complex engravings on this shield's surface hinder the accuracy of that foe's subsequent attacks.*

**Item Slot:** Arms 17,000 gp
**Shield:** Any
**Property:** You gain resist 5 to all damage from ranged attacks.
**Power (Daily ✦ Augmentable):** Immediate Reaction. *Trigger:* A ranged attack misses you. *Effect:* The triggering enemy takes a −2 penalty to attack rolls for attacks that include you as a target until the end of your next turn.
**Augment 1:** The triggering enemy takes a −2 penalty to attack rolls (save ends).

## Feet Slot Items

Magic footwear helps to enhance an adventurer's movement options.

**FEET SLOT ITEMS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 7 | Dancer's Slippers | 2,600 |
| 12 | Nimble Shoes | 13,000 |
| 15 | Boots of Resolute Reflexes | 25,000 |
| 18 | Skating Boots | 85,000 |

### Boots of Resolute Reflexes — Level 15

*These thin leather boots respond to your thoughts, heightening your ability to avoid attack.*

**Item Slot:** Feet 25,000 gp
**Property:** You gain a +1 item bonus to Reflex. You can spend 1 power point as a free action during your turn to increase the bonus to +3 until the end of your next turn.

### Dancer's Slippers — Level 7

*Your feet glide across the ground, letting you reposition yourself when an enemy's attack goes wide.*

**Item Slot:** Feet 2,600 gp
**Power (Daily ✦ Augmentable):** Free Action. *Trigger:* An enemy misses you with an attack. *Effect:* You shift 1 square.
**Augment 1:** You regain the use of this power but cannot augment it again during this encounter.

### Nimble Shoes — Level 12

*With these supple shoes on your feet, you leap and climb with ease.*

**Item Slot:** Feet 13,000 gp
**Property:** When you would make an Athletics check, you can make an Acrobatics check instead.
**Power (Daily ✦ Augmentable):** Immediate Reaction. *Trigger:* An attack knocks you prone. *Effect:* You stand up.
**Augment 1:** You cannot be knocked prone and you can ignore forced movement until the end of your next turn.

### Skating Boots — Level 18

*These steel-toed boots let you slide past foes in the heat of combat.*

**Item Slot:** Feet 85,000 gp
**Power (Daily ✦ Augmentable):** Move Action. You shift a number of squares equal to your speed.
**Augment 1:** This movement ignores difficult terrain.

## Head Slot Items

These items of magic headwear further unlock a psionic character's already formidable mind, heightening awareness or boosting psychic attack abilities.

**HEAD SLOT ITEMS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 11 | Eyes of the Deep Dwarf | 9,000 |
| 13 | Diadem of Exquisite Communication | 17,000 |
| 14 | Helm of the Mental Juggernaut | 21,000 |
| 15 | Circlet of the Resolute Mind | 25,000 |

### Circlet of the Resolute Mind — Level 15

*As it responds to your psionic power, this fine silver circlet strengthens your mind against mental attacks.*

**Item Slot:** Head 25,000 gp
**Property:** You gain a +1 item bonus to Will. You can spend 1 power point as a free action during your turn to increase the bonus to +3 until the end of your next turn.

### Diadem of Exquisite Communication — Level 13

*This diadem makes you a conduit for unspoken thoughts and lets you take the advantage when an enemy attacks your strength of mind.*

**Item Slot:** Head 17,000 gp
**Property:** While you have at least 1 power point, you have telepathy 5.
**Power (Daily ✦ Augmentable):** Free Action. *Trigger:* An enemy attack targets your Will. *Effect:* The triggering enemy grants you combat advantage until the end of your next turn.
**Augment 1 (Psychic):** The enemy also takes psychic damage equal to your Constitution, Intelligence, or Charisma modifier (whichever is highest).

### Eyes of the Deep Dwarf — Level 11

*These heavy goggles gleam faintly with psionic energy, helping you see what lurks in the darkness.*

**Item Slot:** Head 9,000 gp
**Property:** While you have at least 1 power point, you gain darkvision.

### Helm of the Mental Juggernaut — Level 14

*A demon mask fronts this heavy helmet, its grinning visage protecting you when enemies attempt to hinder you in combat.*

**Item Slot:** Head 21,000 gp
**Property:** You gain a +2 item bonus to saving throws against effects that daze or stun.
**Power (Daily ✦ Augmentable):** No Action. *Trigger:* You start your turn. *Effect:* You make a saving throw against one effect that a save can end.
**Augment 1:** You gain a +2 power bonus to the saving throw.

## Neck Slot Items

Ranging from protective cloaks to delicate necklaces, neck slot items help safeguard a psionic adventurer.

**NECK SLOT ITEMS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 3 | Psyweave Cloak +1 | 680 |
| 8 | Psyweave Cloak +2 | 3,400 |
| 13 | Psyweave Cloak +3 | 17,000 |
| 15 | Amulet of Adept Movements +3 | 25,000 |
| 18 | Psyweave Cloak +4 | 85,000 |
| 20 | Amulet of Adept Movements +4 | 125,000 |
| 23 | Psyweave Cloak +5 | 425,000 |
| 24 | Medallion of Confounding Ideas +5 | 525,000 |
| 25 | Amulet of Adept Movements +5 | 625,000 |
| 28 | Psyweave Cloak +6 | 2,125,000 |
| 29 | Medallion of Confounding Ideas +6 | 2,625,000 |
| 30 | Amulet of Adept Movements +6 | 3,125,000 |

### Amulet of Adept Movements — Level 15+

*This plain charm grants you the quickness to slip past your enemies in the heat of combat.*

Lvl 15 +3 25,000 gp Lvl 25 +5 625,000 gp
Lvl 20 +4 125,000 gp Lvl 30 +6 3,125,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** You gain a +2 item bonus to all defenses against opportunity attacks.
**Power (Daily):** Minor Action. You spend 1 power point and gain a +2 power bonus to all defenses until the end of your next turn.

### Medallion of Confounding Ideas — Level 24+

*This copper amulet empowers you to lend strength to the minds of your allies, confounding enemy attacks.*

Lvl 24 +5 525,000 gp Lvl 29 +6 2,625,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Power (Daily ✦ Augmentable, Zone):** Minor Action. You create a zone in a close burst 3 that lasts until the end of your next turn. The zone moves with you, remaining centered on you. Allies gain a +2 item bonus to Will while within the zone.
**Augment 1:** Allies also gain resistance to psychic damage equal to 3 + the item's enhancement bonus while within the zone.

### Psyweave Cloak — Level 3+

*This supple cloak feels cool to the touch, and can turn back attacks with the strength of the strongest armor.*

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp
Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Power (Daily ✦ Augmentable):** Minor Action. You gain resist 5 to all damage until the start of your next turn.
*Level 13 or 18:* Resist 10 to all damage.
*Level 23 or 28:* Resist 15 to all damage.
**Augment 1:** Increase the resistance by 5.

## Waist Slot Items

Psionic power users can gird themselves with powerful magic to ward off pain and hardship.

**WAIST SLOT ITEMS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 15 | Girdle of the Resolute Body | 25,000 |
| 18 | Cord of Elusive Thoughts | 85,000 |

### Cord of Elusive Thoughts — Level 18

*This thin cord of eel's skin lets you focus the power of your mind to escape from physical restraints.*

**Item Slot:** Waist 85,000 gp
**Property:** When you make an escape check, you can make an Arcana check instead of an Acrobatics or Athletics check.
**Power (Daily ✦ Psionic):** Minor action. *Effect:* You spend 1 power point and gain a +5 bonus to your next escape attempt made before the end of your next turn. If the attempt succeeds, you can shift 2 squares as a free action.

### Girdle of the Resolute Body — Level 15

*This wide leather belt augments your stamina and natural resilience.*

**Item Slot:** Waist 25,000 gp
**Property:** You gain a +1 item bonus to Fortitude. You can spend 1 power point as a free action during your turn to increase the bonus to +3 until the end of your next turn.

## About the Designers

ROBERT J. SCHWALB is a freelance writer with over one hundred game design and development credits to his name. His previous design work includes the *Dark Sun®* *Campaign Setting*, the *Player's Handbook®* 3 core rulebook, and the *Monster Manual®* 3 core rulebook, as well as numerous articles for *Dragon®* and *Dungeon®* magazines. He lives in Tennessee.

ARI MARMELL is a freelance writer with numerous design credits, including the 4th Edition *Tomb of Horrors™* superadventure and *The Plane Below: Secrets of the Elemental Chaos™* game supplement. He is also a novelist whose published works include *Agents of Artifice*, a novel based on the Magic: The Gathering® Trading Card Game. He lives in Texas.

FIND MORE
Adventure
EVERY WEDNESDAY
At a Store
Near You
D&D Encounters™ is an exciting, weekly gaming program that lets you play in an ongoing D&D® campaign—one epic encounter at a time.
As you defeat enemies, solve puzzles, finish quests, and perform heroic deeds, you'll earn "renown" points that you can use to get exclusive rewards that will give your character an in-game advantage.
Find a store near you.
DUNGEONSANDDRAGONS.COM
TM & © 2010 Wizards of the Coast LLC.
DUNGEONS & DRAGONS
ENCOUNTERS

# Unleash the Power of Your Mind

You are all that stands between the world and the madness of the Far Realm. Training in ancient disciplines of body and mind, you harness the power of your will to work the magic of thoughts and dreams, of psychic projection and mental domination. Uniting your mind and body into a single weapon against alien forces of madness, you are a psionic champion, a tower of iron will.

This Dungeons & Dragons® supplement presents never-before-seen options for psionic characters created using *Player's Handbook*® 3, including new powers, feats, paragon paths, and epic destinies designed for the ardent, battlemind, monk, and psion classes. *Psionic Power*™ also provides background information about the world's psionic traditions, rules for wild talents, and two new races, as well as builds and class features that allow you to play new versions of your favorite psionic classes.

For use with these 4th Edition Dungeons & Dragons products:

*Player's Handbook*® core rulebooks

*Dungeon Master's Guide*® core rulebooks

*Monster Manual*® core rulebooks

*D&D*® *Miniatures* *D&D*® *Dungeon Tiles*

GET MORE AT D&D INSIDER™ www.dndinsider.com

d20 SYSTEM™

Wizards of the Coast®

ISBN: 978-0-7869-5560-2

9 780786 955602 52995

EAN

Sug. Retail: **U.S. $29.95** CAN $35.00

Printed in the U.S.A. **210940000**

# Dungeons & Dragons®

## Player's Option:
# Heroes of the Feywild™

ROLEPLAYING GAME SUPPLEMENT

Rodney Thompson ✦ Claudio Pozas ✦ Steve Townshend

# DUNGEONS & DRAGONS®

## PLAYER'S OPTION:

# HEROES OF THE FEYWILD™

ROLEPLAYING GAME SUPPLEMENT

Rodney Thompson ✦ Claudio Pozas ✦ Steve Townshend

# CREDITS


Design
**Rodney Thompson (lead), Claudio Pozas, Steve Townshend**

Additional Design
**Jeremy Crawford, Ari Marmell, Mike Mearls, Matt Sernett**

Development
**Jeremy Crawford, Stephen Schubert**

Editing
**Michele Carter, Cal Moore, Scott Fitzgerald Gray, Ray Vallese**

Producer
**Greg Bilsland**

Managing Editing
**Kim Mohan**

D&D RPG Senior Manager
**Mike Mearls**

D&D Senior Creative Art Director
**Jon Schindehette**

D&D Brand Team
**Liz Schuh, Kierin Chase, Laura Tommervik, Shelly Mazzanoble, Chris Lindsay, Hilary Ross**

Playtesters
**Angela Amburn, Bryan Amburn, C.J. Thrasher, Douglas Kilpatrick, Eva Orta, Galen Mullins, Greg Hartman, Ian Ramsey, James Auwaerter, Jeff Barnes, John-Alan Pascoe, Jonathan D'Silva, Jordan Conrad, Kevin Lawson, Lori Anderson, Mark Knobbe, Matt Fuchs, Nick Wolfanger, Patrick Neal, Pieter Sleijpen, Renout van Rijn, Shawn Merwin, Todd Keck, Tom Dale, Tony Lawrence, Yourik de Voogd**

Art Director
**Keven Smith**

Graphic Designers
**Leon Cortez, Keven Smith**

Cover Illustrations
**Emrah Elmasli** (front)
**Eric Belisle** (back)

Interior Illustrations
**Ryan Barger, Eric Belisle, Wayne England, Tyler Jacobson, Jim Nelson, William O'Connor, Andrew Silver, Matias Tapia, Eva Widermann, Mark Winters**

Cartography
**Mike Schley**

Publishing Production Specialist
**Erin Dorries**

Prepress Manager
**Jefferson Dunlap**

Imaging Technicians
**Carmen Cheung, Ashley Brock**

Production Manager
**Cynda Callaway**

D&D 4th Edition Design
**Rob Heinsoo, Andy Collins, James Wyatt**

Building on the design of previous editions by
**E. Gary Gygax, Dave Arneson, David "Zeb" Cook, Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison**

620-31731000-001 EN
ISBN: 978-0-7869-5836-8

First Printing:
November 2011
9 8 7 6 5 4 3 2 1

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277



Dungeons & Dragons, D&D, Wizards of the Coast, Dungeons & Dragons Essentials, Dungeons & Dragons Insider, *Dragon*, *Player's Option: Heroes of the Feywild*, *Heroes of the Fallen Lands*, *Heroes of the Forgotten Kingdoms*, *Manual of the Planes*, *Monster Manual*, *Monster Vault*, *Rules Compendium*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast LLC in the U.S.A. and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2011 Wizards of the Coast LLC.


**Visit our website at DungeonsandDragons.com**

# CONTENTS


Chapter 1
**INTO THE BRIGHT** ..... **4**
*Bard's Tale: The First Elves* ..... 4
**Welcome to the Feywild** ..... **6**
An Outsider's Perspective ..... 6
A Land of Enchantment ..... 6
A Land Fraught with Peril ..... 6
A Storybook Land ..... 7
A Land of Unknowns ..... 8
A Feywild Native's Perspective ..... 9
Fey Crossing Hamlets ..... 9
Many Worlds, One Feywild ..... 10
The Feydark ..... 10
Eladrin Cities ..... 10
Astrazalian ..... 10
Mithrendain ..... 11
Shinaelestra ..... 11
Factions of the Fey ..... 12
Demesnes of the Archfey ..... 12
Senaliesse ..... 12
Vale of the Long Night ..... 13
Borderlands and Wilderness ..... 14
Brokenstone Vale ..... 14
Cendriane ..... 14
The Isle of Dread ..... 15
The Fomorian Cities ..... 16
The Maze of Fathaghn ..... 17
The Murkendraw ..... 17
Nachtur, the Goblin Kingdom ..... 18
*Bard's Tale: The Vanishing Villagers* ... 19

Chapter 2
**RACES OF THE FEY** ..... **20**
Racial Benefits ..... 20
*Bard's Tale: The Knight and the Pixie* ..... 20
Hamadryad ..... 22
Hamadryad Beauty ..... 26
Hamadryad Utility Powers ..... 26
Pixie ..... 28
Special Rules ..... 29
*Bard's Tale: The Unruly Girl* ..... 32
Hitching a Ride ..... 32
Pixie Utility Powers ..... 33
Satyr ..... 34
*Bard's Tale: The Three Fair Beauties* ... 36
*Bard's Tale: The Ugly Satyr* ..... 38
Satyr Utility Powers ..... 38

Chapter 3
**CLASSES** ..... **40**
*Bard's Tale: The Three Travelers* ..... 40
**Barbarian** ..... **42**
Berserker ..... 42
Berserker Race Choices ..... 45
New Barbarian Powers ..... 46
**Bard** ..... **53**
Signs of Influence ..... 53
Skald ..... 54
Skald Race Choices ..... 56
*Bard's Tale: The Skald's Apprentice* ..... 58
New Bard Powers ..... 59
*Bard's Tale: Halagar's Stand* ..... 65
**Druid** ..... **69**
Protector ..... 69
Protector Race Choices ..... 76
New Druid Powers ..... 77
*Bard's Tale: The Lady of the Wood* ... 78
**Wizard** ..... **86**
Witch ..... 86
Worlds with Many Moons ..... 89
Witch Race Choices ..... 90
New Wizard Powers ..... 91
*Bard's Tale: The Foolish Prince* ..... 94

Chapter 4
**CHARACTER OPTIONS** ..... **102**
*Bard's Tale: The Sidhe Lord and the Satyr* ..... 102
**Character Themes** ..... **104**
Choosing a Theme ..... 104
Themes in Character Creation ..... 104
Themes in the Party ..... 104
Fey Beast Tamer ..... 105
Fey Beast Companion Actions ..... 106
Sidhe Lord ..... 108
Tuathan ..... 110
Unseelie Agent ..... 114
**Paragon Paths** ..... **116**
Deadly Berserker ..... 116
Master Skald ..... 117
Legendary Witch ..... 118
Inner Circle Initiate ..... 120
**Epic Destinies** ..... **121**
Shiradi Champion ..... 121
Wild Hunter ..... 123
Witch Queen ..... 124
**Feats** ..... **126**
Multiclass Feats ..... 126
Familiars ..... 131
Your Familiar ..... 131
**Feywild Gear** ..... **133**
**Magic Items** ..... **136**
Totems ..... 136
Wondrous Items ..... 137
Consumables ..... 138
Fey Magic Gifts ..... 140
For the DM: Alternative Rewards ..... 140
*Bard's Tale: The Nightmare Fairies* ... 143

Chapter 5
**BUILD YOUR STORY** ..... **144**
*Bard's Tale: The Future-Teller* ..... 144
Upbringing ..... 146
Eladrin Nobility ..... 146
Feydark Refugees ..... 146
Merchants ..... 146
Peasants ..... 147
Slaves ..... 147
Foster Parents (Cruel) ..... 147
Foster Parents (Kind) ..... 147
Civilized Lands ..... 147
Astrazalian ..... 147
Mithrendain ..... 148
Senaliesse ..... 149
Shinaelestra ..... 149
Wilderness Locations ..... 150
Brokenstone Vale ..... 150
Cendriane ..... 151
Fey Crossing Hamlet ..... 151
Feydark Opening Hamlet ..... 152
Feywild Trails ..... 152
The Isle of Dread ..... 153
The Lake of Dreams ..... 153
The Maze of Fathaghn ..... 153
The Murkendraw ..... 154
Plains of Echoing Thunder ..... 154
The White Well ..... 154
Dark Lands ..... 155
Feydark Wilds ..... 155
Fortress of Frozen Tears ..... 155
Harrowhame ..... 155
Mag Tureah ..... 156
Nachtur ..... 156
Vor Thomil ..... 157
Events ..... 157
Start Your Adventure ..... 159
*Bard's Tale: The Wandering Child* ..... 159

**Appendix: Character Advancement Table** ..... **160**

CHAPTER 1

# Into the Bright

AS A TRAVELER heads east from Fallcrest, winding along the King's Road over the Moon Hills and down beneath the sheltering boughs of Harken Forest, sometimes he or she feels a slight change in the wind. Like the perfumed whisper of a seductress, a breeze of honeysuckle, lavender, and eglantine wafts from the fastness of the wood. The weary traveler cannot help but sigh and reflect upon the spring of youth, when the world seemed new and alive.

Most people stay the course, following the King's Road toward their destination and the duties that await. Fields must be planted and sown, wars must be fought, horseshoes mended, and family provided for. Travelers mindful of their responsibilities move on, thinking no more of the wind's chance direction than a passing reminiscence of what might have been.

But some do not stay to the road.

The young, the romantic, and the adventurous might follow the soughing wind between tall trunks, across deer paths, and down steep defiles until all at once the wood shifts, and high on a forested hill now stands a bright metropolis, its crystal towers glittering as brightly as starlight. Radiant eladrin with shining eyes and silver-spun hair stride gracefully through the city's idyllic streets, and nymphs frolic like children beneath hanging gardens and fruit trees. Fair maidens with eyes the color of meadow violets sing the wind's song note for note, and their voices float through the wood like silver embers. As dusk settles on the eladrin city, pixies rise quietly from the forest floor, trailing golden stardust in their wake. On gossamer wings they paint the sunset across the sky in colors known only to the hearts of dreamers, poets, and lovers.

## BARD'S TALE: THE FIRST ELVES

In the beginning, when the dew of creation still lay wet upon the planes, there were three elves. The youngest sister was the most cunning, the oldest daughter was the wisest, and the middle child was the most eager. Their father watched over them from afar, and together they made a beautiful and sometimes capricious trio, and all was well in the realm of the fey.

However, such paradise among the siblings could not last for long. The youngest sister had always been quick of mind and bold to a fault, and had no fear of exploring dark and dangerous places. With her brother and sister elsewhere, the youngest elf began exploring the shadowy reaches of their plane, and she discovered that there were invaders there, creatures that had once served the gods but had been cast out for their refusal to obey. Herself headstrong, the youngest sister sympathized with these outsiders, and began treating with them as if they were her allies.

When the older siblings learned of their sister's dealings with dark creatures, they confronted her. Unwilling to bend, the youngest sister lashed out at her brother, striking so quickly that, at first, the brother thought the attack to be some kind of dark joke. Only when the oldest and wisest sibling intervened did the truth become known: the youngest sister had turned against her siblings, and there was unrest in the fey realm as a result. The royal children of the Feywild, once idolized as a trio, had now been sundered forever.

After the attack on her brother, the youngest sister fled, then rallied her supporters to her side. For what seemed like eons, the youngest sister waged war on her older siblings, who in turn had marshaled their own forces. The lush and verdant Feywild ran red with the blood of elves, and violence became the standard of the day.

Finally, after years of conflict, the brother and older sister cast their youngest sibling out of their land. Those who allied with the sister were marked and cast aside as well, fleeing underground to become the first drow. The youngest sister embraced her new home and became a queen of her realm.

And so the harmony of the fey realm had been permanently disturbed. No longer unified with their sibling, the oldest sister and middle brother also parted ways. Some of their followers even left the fey realm, choosing the world of men with all its dangers and flaws over the despoiled paradise of the Feywild. Thus, the three elves became the first eladrin, elves, and drow.

MIKE SCHLEY

Kingdom of the Sea Lords
Yar Thamil
Porpheria's Island
Isle of Druid
Mithendain, City of Autumn
Shinadastra, The Falling City
Sendiazze
Lake of Dreams
Here Be Dragons
Kingdom of Nachtur
Astraedian, The City of Starlight
Brokenstone Vale
Cindriana
Horseshoe Vale
Mag Tarnath
The Vale of Long Knife
Fortress of Frozen Tears
Maze of Fathaghn
Plains of Echoing Thunder
The Murkendraw
The Murkendraw
W
S

# Welcome to the Feywild

The Feywild, also sometimes called the land of Faerie, is a place bright with magic. Those who wander its enchanted roads discover miracles and wonders undreamed of in the mortal world. In the Feywild, the laws of science, logic, and reason defer to the arts of magic, story, and rhyme. Ordinary animals and objects converse as eloquently as any worldly mortal. Enchanted forests wander across the landscape like herds of roving sheep. Glorious castles perch on mountain spires that touch the starry heavens, and a bold traveler can board a vessel to a fey palace on the moon. Fairies anoint the dewdrops on morning flowers, and in the evening, satyrs play their gentle pipes to lull the world to sleep.

Yet for all its dreamlike splendor, the plane can be as perilous as the Elemental Chaos with its random explosions of stone and fire, and as deadly as the life-sapping Shadowfell. Here wicked hags place everlasting curses on their enemies, change mortals into toads, and blacken the moon in their flight across the midnight sky. Capricious fey play careless games with mortal lives. Underground caverns sprawl the length of the world above, and in these dark places, fomorian tyrants, brutal cyclopses, and hateful drow await the day when they will overthrow the surface dwellers. Those who are drawn to this realm of enchantment and danger must take care, for wonders and horrors beyond imagining lie around every bend in the woodland road.

## An Outsider's Perspective

Although most mortals are raised on fairy tales, few continue to believe in such fancies as they grow older. Rural commoners might blame pixies, boggles, and hags for spoiled milk, sick livestock, or misplaced items, but town and city dwellers scoff at what they consider base superstition. By and large, the civilized peoples of the world, surrounded day and night with the ordered workings of their own hands, think little of the Feywild except as a passing fancy of childhood. The practicalities of day-to-day work, trade, and family dim the vivid wonders of the fairy stories until they fade from memory like dreams. But regardless of whether they truly believe in the Feywild, mortals from the world tend to view it in the following ways.

## A Land of Enchantment

There is a land beyond the world where the wildest dreams can come true. In this place, magic is inherent in all things, and anyone can realize his or her heart's desire. In this place, wild unicorns gallop across the endless meadows like shooting stars, and frolicsome nymphs lovelier than the dawn take mortals as partners. In this land, a maiden enchanted to sleep for a thousand years can be awakened with true love's kiss. Clever mortals can outwit mighty giants, trolls, and dragons, winning fantastic treasures. Here, the pinnacle of mortal ambition is within reach, and each soul can attain its grandest potential.

Those who visit the Feywild and return to the mortal world rarely, if ever, readjust to their normal lives. The fey realm instills in them an adventurous, revivifying spirit. Visions of a flight of pixies setting the evening stars alight, or the sight of the city of Astrazalian shimmering on the dusky sea, leave impressions on a mortal heart that can never be erased.

It is said that in the Feywild, time passes differently than it does in the natural world. In some areas of the plane, time virtually stands still, basking in eternal summer or frozen in endless winter. After spending only a few days in the Feywild, a mortal might return to his home in the world to find that everyone he knew perished long ago. Thus, eladrin and other creatures that live in these timeless realms seem practically immortal to those with mortal life spans.

## A Land Fraught with Peril

For all its enchantment, the Feywild is perilous to people who do not understand its ways. The changeable fey place little value on the brief lives of mortals. Fortunate visitors from the ordinary world deal with fey that are ambivalent toward them rather than fey that toy with them for amusement.

Aside from the unpredictable nature of fey creatures, numerous stories tell of hags, tyrannical fomorian kings, and powerful archfey that rule over vast, dark demesnes and command goblins, ogres, trolls, werewolves, and other creatures that savor the taste of mortal flesh. These villains can be as fundamentally evil as devils or demon lords, and they wield powers of comparable might. Only rarely can they be defeated by mere sword or spell. More typically, special conditions prophesy their overthrow or reform.

WAYNE ENGLAND

*Keldar and Rowena prepare to enter a fey crossing that leads to the Fortress of Frozen Tears*

TYLER JACOBSON

For example, it is said that the heart of the archfey known as the Prince of Frost froze when his true love betrayed him and escaped elsewhere in time with a mortal lover. If the prince ever finds his love again and forgives her, the icy casing around his heart will melt away, transforming him back into the Prince of Summer he once was. Or a powerful hag might be defeated only if a cold iron dagger forged at the hour of her birth is plunged into her heart by a man who was never born. Mortals visiting the Feywild do well to remember that fanciful rules govern this place, and few quests follow a direct path to victory.

## A Storybook Land

You know from the stories of your childhood that the rules that dictate life in the fey realm are different. In the world, natural laws govern the physical environment and the study of arcane magic, but the chimerical Feywild rejects such conventions. Here, you can travel to nearly any location conceivable, whether it is the moon above, a dryad's spacious mansion inside the trunk of a beech tree, or a kingdom that exists atop the flowery fields of a dandelion stem. Any creature or object might live and speak in its own manner, including rabbits, roses, placid lakes, and the stars in the night sky. As happens in stories, occurrences that at first seem impossible often prove inevitable. The bards who dwell near fey crossings believe that reality is made from stories and that the events that occur in one's life are merely the threads of a larger tale. These bards see the storybook rules of the Feywild as the purest form of reality, only as consistent as the larger story currently unfolding.

Mortals who attempt to survive in the Feywild by strength of arms alone are doomed to fall to beings that wield magic far more cunning than any blade. Those who adapt to the storybook logic of the Feywild and learn to live by their wits stand a far better chance of survival.

The Feywild is a land of destiny both imposed and fulfilled. A mortal who trespasses in a fey demesne might be forbidden to leave until he or she completes seven seemingly impossible tasks, such as milking all the cows in the world in the course of a day, slaying seven immortal giants, drawing the song from a blade of grass, or interpreting the dreams of a boulder. Yet within the logic of the Feywild, these feats are possible.

However, woe to any creature that breaks a contract. The story magic that makes all things possible in the Feywild works both ways, and oath breakers

find themselves at the mercy of those they seek to betray. A human who vows to praise a nymph's beauty in song for a fortnight had best keep his promise to the letter, or the nymph might take his voice, leaving him unable to sing for the rest of his days.

## A Land of Unknowns

In the natural world, mortals stake their lives on physical boundaries. Cottage walls keep out the wind and weather, town fortifications separate civilization from the wild, and castle walls repel invading armies. While the empire of Nerath flourished, mortals felt secure within the protection of its borders, but since its fall, civilizations have become points of light in an indefinite sea of darkness.

The definable borders and boundaries of the world are important; you rely on them for security and protection. But what of the places that are neither one location nor another? The twilight that separates day from night, the uncertain days between one season and another, the perimeters of doorways and windows that are neither inside nor outside—these places are subject to superstition, which claims that demons, fey, and other frightening creatures can enter the world through indefinable regions.

In the natural world, magic too is governed by rules. Wizards study arcane texts, learn to cast specific spells, and improve their techniques through research and dedication. Fey magic, however, bends and breaks such rules. The humblest midwife can pledge herself to powers that can instantly plague mortals with curses that last a lifetime. Many fey change shapes as easily as a mortal changes clothing. Such unknown quantities inspire fear in the people of the natural world.

Fey creatures are not without limits, but their boundaries are more flexible and, at the same time, more binding. Most fey that make pacts and bargains are magically bound to their promises. Breaking an oath or granting a favor places the fey under the power of another creature. Thus, fey rarely swear oaths or promise favors, usually only in desperation or when they desire high-stakes fun.

Fey establish their borders and parameters based on conditions: "before the next moonrise," "only a mortal who dances with a griffon," "when the seventh son of the witch queen is slain," "until the towers of Astrazalian sink beneath the sea," and so forth. Similarly, fey respect ancient conditional laws, such as those that block them from boundaries ritually sealed with cold iron. Like a hag's curse that transforms a prince into a frog "until he receives the love of a princess," conditions act as boundaries for the fey, as strong as any wall and as binding as shackles of iron.

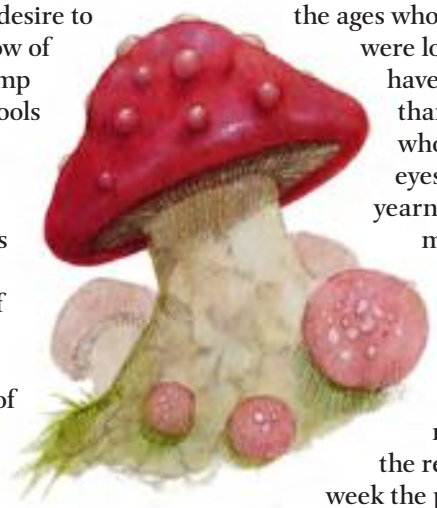
***Nistyncia argues with two mischievous male pixies in the Brokenstone Vale, while Keldar waits impatiently***

MARK WINTERS

# A Feywild Native's Perspective

Those who were born in the Feywild and those who dwell near a fey crossing have an entirely different perspective about the lands beyond the veil. If you are a Feywild native or grew up near the places where eladrin cities appear in the mortal world, you are aware of the perils and enchantments of the place. The magic of the plane runs in your blood, and your life has given you at least some exposure to the wonders that lie beyond the ordinary world.

You might have taken the blessings and enchantments of the Feywild for granted, acknowledging them as an intrinsic part of your existence. For example, you are less likely to be swept away by a fairy's flight through a dusky glade or by the sudden appearance of a glorious eladrin city. In addition, the dangers that lurk in the Feywild are far more apparent to you than they are to outsiders. You are well aware of the brutal fomorians and sadistic drow in the Feydark below and their desire to overthrow the surface world. You know of wicked hags in the Murkendraw swamp that eat mortal flesh, lure unwitting fools into ironclad pacts, or turn them into newts. You know about wild pixies, skulking boggles, and capricious nymphs that play so hard with visitors that few survive the experience.



You also have a basic knowledge of important Feywild locales and others close to where you live. In the same way that mortals can point out areas of the natural world, you can provide general directions to the eladrin city of Mithrendain, the fomorian city of Mag Tureah, or the Summer Queen's palace in Senaliesse. Given the shifting boundaries of the Feywild, however, even the most carefully detailed map can lose accuracy between one sunrise and the next.

The following sections give you an idea of the mood and feel of living in a well-known Feywild locale, or in a mortal locale that has a fey crossing nearby. These sections also detail traditions and customs that your character might know if you hail from the vicinity.

## Fey Crossing Hamlets

In the quiet wilderness far away from the cities of the natural world, small villages rest near areas where the border with the Feywild wears thin. You live in one such place, and every day passes much the same as the one that came before. You and your neighbors plow and harvest fields, hunt game, pull flax for linen, shear sheep, dye wool, forge metals, and more—a series of never-ending labors common to village life.

But as long as you have lived here, you have noticed something strange and magical about the hamlet. When pestilence and famine strike other nearby settlements, your crops grow tall and strong, wild game is plentiful, and your water remains pure and clean. The mists that rise in the evening suggest shapes of fantastic beasts such as unicorns and griffons. Sometimes after dusk in the moonlit woods and fields beyond your village, you hear strange sounds like the tinkling laughter of faraway bells, and you see distant colorful lights dancing slowly through the air like fireflies. Sometimes strangers happen by your hamlet, smelling of faraway scents that create cloud castles in your mind; they speak of domains of eternal summer that are home to elf maidens of surpassing beauty.

Although the land around your village is rich and fair, the elders forbid your people from wandering in the woods after sunset, warning of villagers through the ages who strayed from the known paths and were lost in a fairy realm. Some are said to have returned years later, not a day older than when they disappeared. But those who return never truly recover. Their eyes remain aglimmer with distant yearning as they recall enchanted forests, majestic hills, and flawless skies, like a dream one struggles to capture as it fades from memory.

Residing near a fey crossing in the mortal world, you are privy to charms, superstitions, and rumors regarding the creatures of the realm. In some villages, once each week the priest circles the settlement with a bag of iron shavings donated by the blacksmith. He sprinkles pinches of the shavings on the ground as he goes along, followed by chattering children and dogs sniffing for handouts. When you were young and ambled in this train, you asked the priest why he circled the village so, and he told you of the power of cold iron to ward away the creatures of fey. Not being of the mortal world, they must respect its boundaries and cannot pass over a border of cold iron without risking great peril. The local wise woman disagrees with the priest, claiming that only iron forged without heat can ward off the fey. The storyteller of your village offers a different tale, saying that the creatures of the Feywild are magic beings far older than iron, and every mechanical achievement decreases their magic and strength in the natural world. And you once spoke to a traveling sage who refuted all these claims, swearing that only iron forged from a fallen

WAYNE ENGLAND

star can weaken the fey, for stars are beings of magic incarnate, with bones made of solid iron.

## The Feydark

Just as the natural world has an Underdark, so does the Feywild have its own reflection of that dangerous subterranean realm. The Feydark is a vast underground tangle of caverns and tunnels occupied by some of the most dangerous creatures of the Feywild. The fomorians are the greatest organized threat in the Feydark, with their cyclops servants, but other fearsome creatures lurk in the shadows.

The Feydark, like the aboveground portions of the Feywild, teems with magic and life on a much greater scale than the Underdark of the natural world. Many sections of the Feydark, especially those inhabited by myconids, could be described as verdant. Food and water are plentiful for the underground inhabitants, but so are predators and malicious fey that inhabit the subterranean realm.

## Eladrin Cities

Throughout the Feywild, the cities of the eladrin are bastions of civilization. They are often filled not only with natives of the Feywild but also with visitors from the mortal realms.

### Astrazalian

The crystal stone towers of the City of Starlight sparkle like the wide sea that surrounds the island's emerald slopes, like the coins and gems that trade hands on its winding streets, like the stars that are the city's namesake.

In spring and summer, this city you call home occupies an island in the natural world. It is the crown jewel of the eladrin realms, the incarnate dream and the envy of every mortal race. As an inhabitant of Astrazalian, you are surrounded by affluence, diversity, and trade. You might be a merchant with the Star and Dolphin Coster, a warrior in service of Lady Shandria (niece of the Summer Queen and ruler of Astrazalian), or a student of magic at the oldest and most prestigious school of wizardry in the planes. If you have lived in Astrazalian for any amount of time, you cannot help but feel overwhelming pride when you look to the city's banners high among the clouds, the graceful swan boats in her harbor, and the bountiful magic that brings luxurious conveniences to every citizen. Perhaps other grand cities exist, but if there is one more perfect, richer with opportunity and diversity, you have never seen its like.

Yet for all Astrazalian's qualities, it is nearly impossible for you to attain significant power here. The ancient noble houses hold fast to their positions, as they have done for time out of mind. Your custom is to treat others with courtesy and respect, even if the honeyed words (yours or theirs) are false. You cannot tell who might rise to power or when, and it is good to have as many "friends" as possible when opportunities present themselves. You recognize the arrogant deceits that corrupt the veins of your home, though when you go abroad amid crude mortals, Astrazalian's legendary civility and grace never stray far from your heart.

You know a few mortals, but you rarely know them well; they can never secure power in Astrazalian. At the end of summer, they pack up their families and stalls and leave your beautiful city before it makes worldfall back to the Feywild. All through the autumn and winter, savage fomorians besiege Astrazalian from their Feydark borderlands in hopes

### MANY WORLDS, ONE FEYWILD

Whether your campaign takes place in the region of the Nentir Vale, the world of the Forgotten Realms campaign setting or the Eberron campaign setting, some other published setting, or a world of your DM's creation, you can use the material in this book with little or no alteration. For all practical purposes, the Feywild exists as described in these pages (and in sources such as *Manual of the Planes*) regardless of the mortal world to which it is connected. You can view this consistency as a mysterious property of the Feywild—its features mirror every world at once—or as a convenience to make this material as useful as possible to the game.

Your DM might add or modify details of the Feywild depending on his or her campaign, and these changes might open up new possibilities for your character. For example, if you're playing in a Forgotten Realms campaign, you might play a star elf (eladrin) from Sildëyuir, the star-shrouded fey forest linked to the Yuirwood in the nation of Aglarond. In an Eberron campaign, you could come from one of the feyspires, the seven jewels of the Faerie Court that travel between Thelanis and the world. In Athas, the world of the Dark Sun campaign setting, the Feywild (referred to as the Lands Within the Wind) is reduced to pockets scattered across the burned world. A fey character in a Dark Sun campaign can come from these pocket planes, but Athasian characters are unlikely to have extensive adventures in the shattered Feywild.

of plundering the city and using it as a base from which to raid the natural world. The City of Starlight is lean and grim during these annual periods of war, and you are accustomed to enduring the giants or fighting them on the battlefield.

The darkness that taints your home, both internally and externally, has taught you that supreme beauty cannot exist without corruption, but the beauty is worth preserving at any cost. Astrazalian is the grandest city in the known realms, and you have long acknowledged that a grim price must be paid for your bounty.

**Mithrendain** Growing from the forest floor like a copse of towering trees, the fortress city of Mithrendain glints with copper, bronze, and gold in the amber rays of fey sunlight. Here, time drifts by as gradually as the first tentative falling leaves of autumn.

As an inhabitant of the Autumn City, you are accustomed to the slow passage of time. Mithrendain has no clocks, sundials, or magic timepieces, and you live your life as if ageless, basking eternally in the golden afternoon. In the light that glimmers through the russet boughs above, your people work toward the slow perfection of everything they touch. In a city without time, there is no hurry, no project left forever incomplete or abandoned, and no sense of early, late, or never. You consider it rude to place expectations on timeliness except in the most dire circumstances, such as war or invasion, and this attitude frustrates alienated mortals—especially impatient humans.

The results of the Mithrendain perspective show in the sheer artistic perfection that surrounds you at every natural angle. As a resident of the Autumn City, you have grown accustomed to this point of view, regardless of whether you embrace it, and you appreciate any task that is carefully and flawlessly executed.

A legend told in Mithrendain speaks of an age when time moved more quickly. In fact, it moved so quickly that it formed a wide, deep hole in the Feywild from which issued fomorians, drow, and all the evils of the Feydark underworld. According to the tale, seven eladrin wizards placed seven powerful seals on the hole and built a brooding fortress around the maw, in the spot where the golden Citadel Arcanum stands today. Then this council of wizards banished time from Mithrendain so their wards might remain ever new, thrumming with the magic that courses through every leaf, rock, and timber of the plane. Everyone in Mithrendain knows this legend, but few, if any, know whether it is true. Nevertheless, its legacy remains in the customs and traditions of your home. Timekeeping devices are considered ill fortune, and at every grand festival in Mithrendain, an hourglass is shattered before the crowd, its sands scattered to the winds.

If you are from Mithrendain, you might have a relaxed perspective or a wandering focus, letting time pass as it will, unmoved by panic or hurry in others. Alternatively, you might have left Mithrendain due to what you perceive as a stagnant stubbornness in the city, believing that your people might play in autumn but cannot forestall the winter forever.

**Shinaelestra** Every midnight, after the stars have appeared in the skies of the Feywild, the eladrin city of Shinaelestra starts to shimmer in the darkness like the slow ebb of green-white ocean waves. The city, already overrun by wilderness, recedes from the Feywild and emerges in the Howling Forest of the natural world.

As an inhabitant of the Fading City, you are a creature of two worlds, each as perilous as the other. In the golden sunlight of the Feywild, you work through the day, cultivating the plump grapes of the hills for feywine, fletching keen-tipped hunting arrows with the feathers of homing pigeons, or patching the places in the city where the roots of strong trees have grown through.

Yet beneath your feet in the caverns of the Feydark, the brutish fomorians of the evil Queen Connomae plot your downfall, emerging from their subterranean realm at dusk to attack. They seek to conquer Shinaelestra so they can raid the natural world each night when the fey city appears in the Howling Forest. You are a veteran of dozens of fomorian skirmishes, fervently battling the twisted giants until midnight when Shinaelestra fades away into the mortal realm.

Even after the worldfall leaves the fomorians behind, you cannot lower your guard. Creatures of the Howling Forest cry their bloodlust into the night air, and the trolls, especially, have developed a taste for the sweet delicacy of fey flesh. You shoot them with a hundred arrows, and still they come crawling from the darkness to steal your people. And although it is true that fire will stop a troll, fire will also burn a forest—and all life within it—to ashes.

Despite your troubles, the people of Shinaelestra are among the most valiant and vibrant in the Feywild. Constant adversity has made you strong and resourceful, and it has broken down the barriers of

WAYNE ENGLAND

## FACTIONS OF THE FEY

Fey creatures are divided into a number of factions. Though these factions claim some loyalty to their chosen archfey, there is little to bind a creature to a faction permanently.

**Court of Stars:** Periodically, representatives of the factions assemble in a grand conclave hosted by the Summer Queen. Each of these gatherings is partly a political or business meeting and partly a time of revelry and friendly competition. (For more information on the Court of Stars, see the Shiradi Champion epic destiny, page 121.) Among the factions that might be in attendance at any time are those described here.

**Court of Coral:** The Court of Coral encompasses the aquatic and island-dwelling fey, ruled by the Sea Lords. The Sea Lords are Elias and Siobhan Alastai, siblings who oversee the rivers and seas of the Feywild, respectively.

**Gloaming Fey:** The Gloaming Fey are associated with dreams, darkness, stars, twilight, and dusk. They owe allegiance to a variety of archfey, the most famous of which is the Maiden of the Moon, a formidable hunter and the bane of all lycanthropes.

**Green Fey:** The Green Fey are the servants of Oran the Green Lord, the loftiest of the archfey of nature. Most of the Green Fey are forest-dwelling creatures, such as hamadryads, satyrs, and elves.

**Summer Fey:** The Summer Fey embody the innate beauty and power of their patron, Tiandra, the Summer Queen. Of all of the archfey, Tiandra commands the largest following of Sidhe lords and other eladrin.

**Winter Fey:** Fey creatures bound to the icy power of winter rarely consider themselves to belong to any faction and have no true leader. The most powerful among them is the Prince of Frost, and those who follow him and similar fey lords are roughly grouped together as the Winter Fey.

**Unseelie Fey:** Though they have no true representative among the Court of Stars, there are fey creatures of evil, maliciousness, and corruption that are collectively known as the Unseelie fey. Many of these creatures draw power or are shaped by the power of shadow, drawn from the Feywild's opposite counterpart, the Shadowfell.

isolation that many eladrin place between themselves and other races. If you come from Shinaelestra, you embrace your sylvan fellows, the elves, as close kindred, and you recognize the value of allying with humans who share your goals. It is your custom to offer small gifts and tokens to new friends and potential allies as an outward show of trust.

Some people refer to your home as the Fading City not because of its nightly worldfall but because they deem it a dying civilization. However, no one who witnesses your fighting spirit would dare make such a comparison. Under the able leadership of the ranger lord Calenon Thray, the people of Shinaelestra embrace the challenges they face, fighting more ferociously than drow and celebrating more vigorously than lusty satyrs. Wonder-struck mortals who chance upon your city pass on tales of elegant warriors, radiant as starlight, who hunt for the heads of giants. Ever victorious, the fey heroes feast and revel until dawn in marvelous halls arched by the boughs of trees, open to the night sky.

# Demesnes of the Archfey

Among the most alluring and dangerous places in the Feywild are the demesnes belonging to the archfey. The personal realms of the mightiest fey creatures, these locations reflect the true nature of their lieges, each acting as a mirror of what lies within its core.

### Senaliesse

Cresting the titanic silver trees of the Summer Queen's demesne is a palace woven from the living wood by the hand of Oran, the Green Lord, one of the greatest of the archfey. Summer never ends in this realm, hung with curtains of ivy and cascades of orchids, lavender, and roses. Here, the archfey of the Court of Stars gather to confer, revel, and scheme. Courtiers and petitioners from every realm in the known universe, overburdened with wondrous gifts, come to beg the Summer Queen's favor.

Cradled in mighty silver limbs high above the Feywild, the Summer Queen's demesne is a sacred haven reserved for the Court of Stars and those who have business with the archfey. The sheltering light of high Senaliesse bathes the enchanted forest for miles around in the protective glow of the Summer Queen's presence. It is here in the land of eternal summer that you make your home. Industrious gnomes flit amid the massive roots of great trees while sun-eyed summer nymphs play in the shady groves among passionate satyrs, stately treants, and quiet dryads. When the sun sets over the Feywild, unicorns the color of midsummer stars emerge to drink from the enchanted streams, and the tall grasses giggle with the childlike laughter of pixies reveling in the warm summer night.

If you hail from Senaliesse, you are accustomed to a life of perpetual merriment, experiencing every

sensation as if for the first time. Your people never tire of games and sport. Visitors to Senaliesse who refuse to play become the targets of your tricks and pranks—a game unto itself. However, you give each friend of the fey a blue chrysanthemum that never loses its petals; those favored few can travel through your realm without molestation.

Diplomats and courtiers of every stripe pass through your enchanted forest, including benevolent sprites, wicked hags, and everything in between. Few creatures encounter as many powerful beings in their lives as you do in the course of a year, and you are quite comfortable in the presence of such beings. When you cross paths with a mighty archfey or hag, your people chant the rhyme, "Beneath the sun or falling rain, I yield to thee thy path again," in deference to the dominant traveler. Such verses have power in the fey realm, and anyone who recites that particular rhyme must immediately be excused for any perceived slight against the archfey.

Despite the wonder of Senaliesse, as an adventurer at heart you yearn for something beyond the protective light from above. Even among the most exquisite sights in existence, a restless part of you craves the conflicts and struggles of the wider world. People come to the Summer Queen for favors, bringing desperate causes, terrible tragedies, and tales of tyrants and monsters to be overthrown. And when they cannot find succor among the Court of Stars, some turn to you, begging for your help.

### Vale of the Long Night

Beneath the oppressive snowfalls that drown the land in a crystal-white ocean of winter, the Fortress of Frozen Tears rises from a high glacial spire like a jagged icicle. The constant glow of the ever-full moon shines down on frozen lakes, gnarled and barren orchards, and lonely, snow-covered mountains. The stars burn coldly overhead, as distant and pitiless as billions of icy snowflakes poised in the everlasting darkness, waiting to descend.

Long ago, the Summer Prince who lived here lost his heart to one of the fair Daughters of Delight (see "Court of Stars: The Prince of Frost" in *Dragon* 374). She betrayed him for the love of a mortal hero, escaping to a time and place beyond his reach. As a result, the prince's heart turned to solid ice, and his demesne became a desolate realm of frozen night, the least hospitable land on the surface of the Feywild. Only the winter fey feel at home here, although they do not share the intense spite exhibited by the Prince of Frost.

If you hail from the Vale of Long Night, your existence constitutes little beyond grim survival in the endless moonlight. You spend your days hunting the hardy game animals that feed on tundra moss and grass, making clothes of their hides and tools of their

TYLER JACOBSON

***Keldar and Rowena (in cat form) approach the Fortress of Frozen Tears, the Prince of Frost's demesne***

bones; the realm has precious few resources, and even fewer crops grow in this area. Winter fey sculpt the snow to make ice castles, hags take flight across the frosty skies, and winter nymphs ride on the backs of wolves, howling across the tundra in search of prey.

You might cling to this place for a variety of reasons. Perhaps the Prince of Frost froze you in a block of ice and kept you captive in his fortress for years or centuries, then recently released you to further his ends. You might be part of a nomadic tribe living on the border of the Vale of Long Night, or a subject of the prince, dwelling within the walls of his cold fortress. If you are a hamadryad, perhaps the vale contains your tree home, and you subsist on moonlight and snow rather than sunlight and water.

However you came to be here, your survival depends on your wit, strength, endurance, and capacity to make uncompromising choices. The indecisive are extinguished as quickly as candle flames in the winter wind. In this land, emotions are flaws to be manipulated, and the weak fall quickly to stronger predators. As a native of the Vale of Long Night, whenever you allow your emotions to rule your actions or words, it is your custom to spill three drops of your blood on the ground. You take this action in homage to the Prince of Frost, whose frozen heart can no longer feel or bleed.

## Borderlands and Wilderness

The Feywild offers breathtaking vistas of natural beauty—forests that are graced by unicorns, mountain peaks that sweep the stars, sparkling oceans that resound with the songs of mermaids—interspersed with small cities that dot the great expanse of the magical realm.

### Brokenstone Vale

Deep in the shadows of a mountain pass lies Brokenstone Vale, a haven for werebeasts and shapechangers that was conceded to them by the eladrin after years of brutal warfare. According to an ancient pact between the shapechangers and the Court of Stars, no creature can set foot in Brokenstone Vale without the lycanthropes' permission. If any careless traveler does so, his life is as good as forfeit. This pact also works the other way; lycanthropes that hunt beyond the vale can be slain by the Maiden of the Moon, an archfey who keeps her wary eye on them.

You come from the forested mountains above Brokenstone. By day, you hunt in the woods, farm the lower mountain slopes, or practice your trade. In their humanoid forms, the lycanthropes can be useful (if intimidating) trading partners, and many seem good-natured and genuine. However, others eye you when you pass by as if you were nothing more than a potential meal. It is the cries of these predators that seem the strongest when the vale fills with a chorus of feral howls beneath the light of the moon. During these times when the monsters are on the hunt, painting a silver stripe across the door to your dwelling tells the shapechangers that you have silver and the protection of the Maiden of the Moon. Even the most bloodthirsty of their kind heed the sign of the stripe.

You also know that the lycanthropes will not touch the wolfsbane that grows on the slopes of Brokenstone Vale. It is said that a touch of the plant, when properly applied, transforms a werecreature into its humanoid form and prevents it from changing again until the next moon rises. Displaying wolfsbane around your dwelling usually deters lycanthropes, but use of the plant can enrage them and single you out as a target. Wolfsbane is often dangerous to obtain because aside from its toxic nature, hags and witches collect the plant for use in their charms and spells. These creatures flit like black shadows across the face of the moon while the terrible howls fill the night from below.

### Cendriane

In the midst of a dark, twisted forest as old as the world stands the abandoned city of Cendriane, its crystal towers rising through the treetops like polished skeletal fingers emerging from the earth. The city's desolate streets sprawl through the wood, creating a unique harmony between nature and the ruins of civilization.

Natives of the forest surrounding Cendriane believe that this place, once the most radiant of eladrin realms, is cursed. Ages ago, the longest battle of the bloody war between the eladrin and the drow took place here, and ever since, Cendriane has known no birdsong, no signs of life, nothing but the pall of silence surrounding the city's perfectly preserved architecture. Giant spiders, displacer beasts, and owlbears make their lairs in mansions where noble eladrin once dwelled, and sometimes by night terrifying specters drift through the streets.

If you come from this region of the Feywild, you stay clear of the abandoned city and its dangers, making your life in a small settlement on the perimeter of the forest. Why do you live in such close proximity to the haunted ruin? Perhaps your family originated in glorious ancient Cendriane and never had the heart to leave it far behind.

WAYNE ENGLAND

*Lyrindel and Andronus find themselves shipwrecked on the Isle of Dread*

MARK WINTERS

During your time on the outskirts, you have accumulated a variety of lore regarding the city within the wood. One rumor suggests that the elders of your settlement belong to an order that is dedicated to preventing outsiders from entering the ruined metropolis. Another story claims that the elders are charged with keeping something dangerous contained within the dark forest.

Outlaws and exiles eke out solitary lives in the wood, but they rarely last long. Eventually, rumors of fabulous wealth still unclaimed in Cendriane reach their ears, and they go out in search of ancient libraries stocked with eldritch scrolls and treasure maps, or they try to find vaults hidden beneath the city that are said to be filled with gold and magic. Such explorers seldom return.

You have seen treasure seekers walking the road to Cendriane. They come through your settlement, eyes glittering with visions of wealth. Before these would-be heroes enter the forest, your people offer to paint their faces and bodies black and white in equal measure. It is said that this ritual appeases the spirits of the drow and the eladrin that haunt Cendriane. Over time, the ritual has adopted new meanings, and now it is used on anyone who goes forth from home. Natives of Cendriane who hold with tradition carry two tokens, one pitch black and one snow white, as a reminder that long ago, the two fey races that fought and died in the ancient city were one people. According to the stories of your people, anyone carrying two such tokens will always be recognized as a native of Cendriane by drow and eladrin alike, no matter how dire the circumstances.

## The Isle of Dread

Somewhere above the coral kingdoms of the Sea Lords rises a tropical island ringed with treacherous reefs and storm-tossed seas. The sands of its beaches are as dark as the jagged obsidian mountains in its center or the plumes of smoke spewing from its volcanoes, and its coasts are littered with the wreckage of ships. Sinister stone ziggurats break the canopy of verdant jungles blanketed in clouds of steam. Unseen beneath the dense foliage, enormous reptiles of the primeval world hold sway.

The Isle of Dread is also the home of the dreaded su monsters, dangerous treetop predators created by the wizard Halkith. Su monsters use their psychic link to monitor events that transpire on the island, including keeping tabs on the island's population of yuan-ti.

If you come from the Isle of Dread, you managed to stay alive in an environment determined to kill you. The island constantly shifts from the Feywild to the natural world at random, possibly at different points in the ocean of time. Ships from diverse

historical eras and dimensions are battered to ruin upon its shores, and before the surviving castaways can be rescued, the island goes through another worldfall, pulling them to yet another time and place. Chances are that you are one of these castaways.

Once you had another life among more ordinary people—perhaps you were a merchant, a soldier, a trader, or a member of royalty—but your old existence was wrecked along with your ship. You became part of a tribe that might have consisted of your former shipmates, another group of castaways, or primitives you encountered on the island. You spent your time hunting any game you could catch, harvesting the bounty of the jungle, and searching for a way off the island. Among the ruins, you found terrifying monsters and powerful magic, which shaped you into the person you have become and facilitated your escape from the island's clutches.

The Isle of Dread tests every person it pulls to its shores. Few live long enough to escape or be rescued. Friends betray one another for survival, a chance to leave the island, or leadership of the tribe. Those who survive together—even if they come to hate one another—are forever bound; no other living being can understand their shared experience.

If you come from the Isle of Dread, portals that cross between worlds might make you anxious, and the customs you remember from your life before the island might be from a different time and place. Groups hold deep meanings and associations for you, and you cannot help but see your party members as your tribe. A close-knit group is everything, for such bonds contribute directly to survival. Did you get along well with the other members of your island tribe, or were you an outcast? What happened to the rest of your tribe? Did anyone escape with you? Do you dare speak of your island experiences, or will your new companions dismiss your stories as mad ravings?

## The Fomorian Cities

Across the enchanted surface of the Feywild, fair eladrin cities glitter like bright jewels in the Summer Queen's crown. Deep beneath the fey realms, in subterranean caverns vast beyond imagining, the warped reflections of fey civilization glimmer like evil eyes glaring hatefully upward.

Three of these domains are fomorian cities: Harrowhame, Mag Tureah, and Vor Thomil. Each is ruled by a ruthless giant that has become twisted in body and mind as the result of wielding staggering arcane power. As a humanoid subject of one of these cities, you were captured to serve as a slave or born to enslaved parents; at best, you bore the title of servant or herald, though the distinction is purely academic. For a long time, your life was one of constant toil in the subterranean night while you feared being killed at any time for any reason. Most of the beings you regarded as companions were slain in the dark by quickling assassins, smashed into formless stains on the cavern floor by cyclops guards, or charred to ashes and dust by a chortling fomorian overlord. Captured eladrin, tuathans (humans touched by fey magic), and gnomes shared your confinement, but any alliances seldom lasted long because slaves inevitably betrayed one another to save their own lives.

No matter which fomorian city you came from, you knew only misery and peril beneath the fist of its warped tyrant. In Harrowhame, you mined tunnels or dug for precious gems in narrow Feydark channels where toxic gases brought silent death and dangerous monsters made their lairs. In Mag Tureah, you were employed as expendable infantry in bloody skirmishes against legions of myconids and vicious drow. In Vor Thomil, you served as a gladiator, a court entertainer, or an object of street sport hardly expected to survive a day in the Feydark. Of all your city's terrified inmates, only the gnomes, who had endured captivity under fomorian rule for time out of mind, could find wonder in the dismal circumstances. Their optimism called to mind the old gnome saying "There are diamonds, too, in the darkness."

Despite their miserable lives, few try to leave these nightmare tunnels. Attempted escape is punished by a brutal death beneath the blades of vicious spriggans and quicklings. Besides, if a prisoner somehow managed to escape and gain freedom, where would one go after such long captivity below? Most chastened subjects choose to remain with the dangers they understand rather than flee toward unknown perils.

When you meet another survivor of fomorian captivity meet, you recognize one another in an instant. The sign is not a brand of the flesh—the fomorians consider all creatures their subjects and find little point in taking the trouble to mark them—but rather a familiar faded look in eyes that have beheld the unspeakable horrors of the Feydark. The two of you rarely trade stories, for words cannot sate a survivor's guilt. Silently, each of you buries a small black stone next to the other's, and you part ways. This custom derives from a Feydark cant acknowledging your mutual time of darkness, of which the less said, the better.

WAYNE ENGLAND

## The Maze of Fathaghn

There is a place in the Feywild where the trees grow close together and the twisting brambles are as tall and thick as living walls. Here the trees speak their secrets in the faint whisper of rustling leaves. The woodland path loses its way among shifting copses and the trunks of wandering treants, and playful nymphs and dryads lure unwary travelers along twisting detours to shady glades from which they will never emerge.

If you come from the outskirts of this perilous woodland labyrinth, you are almost certainly a fey creature, since few other humanoids can survive here for long. As enchanting and abundant as the Maze of Fathaghn might seem, it is no less a stronghold than Mithrendain, Mag Tureah, or the Fortress of Frozen Tears. The treants, dryads, nymphs, gnomes, pixies, and other fey denizens of this place might appear whimsical or harmless, but each is dedicated to safeguarding the secrets at the center of the maze, where it is said that the dryad queen Fathaghn protects the great Mother Tree that gave life to the first Green Fey. As a fey inhabitant of the maze, you spend your time at play, in harmony with nature. However, when necessary, you frighten intruders away or lure them to their deaths in the maze. Legends warn that if a trespasser were to destroy the Mother Tree, your lives too would come to an end—or, worse yet, the Feywild would lose all its magic and become as ordinary as the mortal world.

In the Maze of Fathaghn, you had protection and security, surrounded on all sides by some of the most powerful natural forces in existence. Why did you leave? Did you go forth to stem a stream of infiltrators at its source? Did mortals capture you from the maze and bind you into service elsewhere? Were you sent on a mission by Queen Fathaghn, chosen as her living representative beyond the maze? Whatever your reason, you carry your home within your heart.

Though some creatures feel paralyzed when presented with a choice of routes, abundant options give you a familiar sense of comfort. For example, at a woodland crossroads where paths diverge, you seldom deliberate. Instead, you turn around slowly three times to gain a strong impression of what lies in every direction. Then you choose one path and whisper a blessing down the other. You have little concept of what it means to be lost, for all roads lead somewhere for you, and fey natives of the Maze of Fathaghn take comfort in knowing that, in time, you will discover your destination, wherever it might be.

WAYNE ENGLAND

## The Murkendraw

If the Feydark is a cancer that eats at the beauty of the Feywild from below, the Murkendraw is a pustulant boil on the face of that splendor. The bleak, sodden landscape in various shades of brown, gray, and black festers beneath thick swamp fog that is sometimes poisonous. Clotted mud gives way to sudden quicksand or curtains of assassin vines and yellow musk creepers. In the starless night skies, only the moon gazes down, casting its stark light across the drab wasteland.

The Murkendraw is a swamp the size of a sea, infested with feymire crocodiles as large as the flat-bottom skiffs that float among the putrid detritus. Fat, bloodthirsty marsh flies, some the size of dogs, buzz through the late afternoon air. Thunderstorms cover the area for days at a time, riddling the swamp with lightning, and hags such as the infamous Baba Yaga exult in the unbridled chaos.

If you come from the Murkendraw, you are accustomed to living in inhospitable conditions. Survival here requires extreme care; a single misplaced step can spell your end. However, for those who know the perils of the swamp, it can prove a stalwart ally. Witches driven from civilization by zealous clerics learn to use the natural environs of the Murkendraw against witch hunters, whose corpses feed the crocodiles, marsh flies, and quicksand pits.

Natives of the swamp learn to be careful, patient planners. The Murkendraw hags have a saying: "The one who strikes blind is stricken from behind." Here, brash, impulsive behavior leads to death.

Inhabitants of the Murkendraw bury a cold iron knife beneath each door and window of their house

or hut. Doing so is said to prevent hags and other evil fey from entering.

**Murkroot Trade Moot:** Somewhere beneath the sodden soil at the edge of the great Murkendraw Swamp, a secret hides from the angry nobles of the Summer Court. Lost to all but those who have been there before, this place remains beyond the reach of those who would destroy, conquer, or exploit it—at least until someone who has been there betrays it. The Murkroot Trade Moot is an underground bazaar of the illegal and the illicit in the Feywild, a black market of things the Sidhe lords don't want the people of their realms to know about.

Suppliers of slaves, purveyors of poisons, mixers of uncertain elixirs, merchants of mercenaries, innovators of unusual items—all meet at the Murkroot Trade Moot to sell their wares. When an eladrin chokes upon wine at a ball or falls in the forest after the scratch of a dart, poisons purchased at Murkroot might be held responsible. When a princess swoons at the sight of a pauper or a priceless jewel vanishes from a vault, the potions of Murkroot frequently take the blame. The curse that cripples the hero might have its origins in Murkroot, as might its cure.

## Nachtur, the Goblin Kingdom

Along the overland route between the eladrin realms and the goblin kingdom of Nachtur lies a great expanse of wilderness. To the south of eladrin territory, this wide swath of land is green and thickly forested. As a traveler moves east and north, the forest gives way to open meadows and eventually to dry, rocky ground before it becomes gray badlands of fissures, crevices, high cliffs, and glowering hills. These wastelands are the gates to Nachtur, the realm of the goblin king known as the Great Gark.

When the goblins come storming from their domain in the company of giants, ogres, and trolls, they take what they want and slay at random. In these twilight borderlands in which you dwell, rumor says that the goblins steal fey creatures and children and drag them back to the palace of the Great Gark, where the innocent are eaten and the malicious are changed into goblins. Perhaps you were kidnapped from the natural world, escaped or were rescued from the goblins, and have been stranded in Nachtur ever since.

Few but exiles, witches, and loners live in the badlands, and if you willingly make your home here, you must tread cautiously. Those cast out from their own societies wash up in dingy border towns on the outskirts of Nachtur with nowhere else to go. For eladrin, such a sentence is often as good as death; the goblins are many, and their hatred of eladrin is especially

*In the kingdom of Nachtur, Viltham and Lyrindel attempt to convince the Great Gark not to kill them*

MATIAS TAPIA

fierce. Some outcast eladrin make deals with the goblins to act as informants and spies; others broker information to both the goblins and the eladrin of the cities, hoping for a reprieve from one or acceptance from the other. Exiles or outlaws that collect a hundred goblin heads might be offered such a reprieve and a commission into an army or a specialized group of adventurers.

If you dwell in Nachtur, you must be wary not only of goblins, giants, trolls, and ogres but also of boggles skulking in the night. These small fey are cowardly when confronted. Boggles can make holes between distant spaces, reaching through from far away to steal your belongings or strangle you in your sleep. Goblins prize boggles as pets and have some success training them as assassins.

The fairy tales told on the borders of Nachtur rarely end with the hero defeating a foul ogre. Instead, they are cautionary tales—true (or supposedly true) accounts of fools who dabbled in the affairs of goblins or tried to outwit trolls and consequently came to gruesome ends. Others might deem your stories bloody or morbid, but in the lands of Nachtur, that's just how life is.

## BARD'S TALE: THE VANISHING VILLAGERS

Once upon a time there was a small village on the edge of a deep, dark forest. In that village, there was a boy on the threshold of manhood who was unruly and caused problems for almost everyone else. The boy was selfish, and wanted to be treated like a man, but everyone in the village could see that he was not ready.

One evening at twilight the boy was sitting on the edge of the dark forest, a common test of bravery among the children of the village, when a frightening creature emerged and approached him. "I am a goblin in the service of the Great Gark," the creature said, "and I have come to grant your every wish. My lord has heard your whispers into the dark of the night, and the Great Gark knows that your people do not appreciate your potential."

The boy was frightened by the goblin's appearance, but the creature's words touched something deep and black in the boy's heart. "Very well," the boy said. "If you are to give me my every wish, then I wish to be rid of the blacksmith. He refused me apprenticeship and told the village elders I was not ready to be treated like a man."

The goblin bowed, and vanished into the forest. The next morning, when the boy awoke, a crowd had gathered in the village around the smithy. When the boy went to see what had happened, he discovered that the blacksmith had vanished in the night, and tiny footprints were left in the mud all around the house.

That day, the boy went to see the village baker. The baker was young and pretty, and the boy fancied her. However, she would not be wooed by him, and the boy left angry, his advances spurned. When the goblin came to him again that night, the boy said, "If the baker will not allow me to court her, then no one will be allowed to! I wish to be rid of her." The goblin bowed, and disappeared.

The next morning, the people of the village gathered around the baker's house, and again all that remained were dozens of tiny footprints—no sign of the baker herself.

This time, there were some people in the village who remembered seeing the boy courting the baker, and recalled his disagreements with the blacksmith. "The boy has something to do with this," they said, and began to question him on his involvement. Frightened, the boy fled back to his home and locked himself in, refusing to let even his parents inside. The villagers banged on the door and demanded he come out and face them, but the boy would not relent.

Night fell, and the villagers drifted back to their homes. The goblin appeared to the boy again, this time in his own home, and asked what the boy wished for. "The people of the village have turned against me," he said, "And I cannot face them. I wish the villagers would trouble me no more!" The goblin bowed, and disappeared.

When the boy awoke the next morning, there was no crowd outside. In fact, when he emerged from his home, he found that there were no villagers either. The entire community was empty, and the ground was covered with goblin tracks. In this way, the boy found himself free of the villagers' accusations.

At first the boy was pleased that he had no one to reject him and no one to answer to. But as the days passed, the boy became lonely. Eventually, he realized that he needed the company of his people, and he hoped for a chance to take back his wish. But the goblin never appeared to him again. So the boy prepared for a long journey and then set off into the dark forest, seeking out the goblin kingdom of Nachtur, where he hoped he might find out what happened to the vanishing villagers.

CHAPTER 2

# Races of the Fey

MYRIAD RACES dwell within the Feywild, many of which have long since journeyed to the mortal realm. The eladrin and the drow are perhaps the best known of these, but they are not the only heroic fey peoples who travel in both worlds. This book presents three new Feywild races suitable for any campaign.

**Hamadryad:** Hamadryads are the enchanting spirits of oak trees. At one with nature, they can be as calm as the autumn sunset one moment and as violent as a thunderstorm the next.

**Pixie:** Childlike fairies full of wonder and magic, the tiny pixies fly on vibrant wings and vanish into thin air on a whim.

**Satyr:** Half humanoid and half goat, satyrs love music and celebration, and they constantly seek the chance to prove themselves good friends and deadly enemies.

## Racial Benefits

Each of the new races presented here offers a variety of benefits, summarized below.

**Ability Scores:** Your character race offers a bonus to one ability score and a bonus to your choice of one of two other scores.

**Speed:** Your race determines how fast you can move.

**Vision:** Certain races, including the ones presented here, have the ability to see clearly in dim light.

**Languages:** Some races master a wider variety of languages than others, based on their culture and history. Pixies, for instance, can speak to the beasts of the world and those of the Feywild.

**Racial Powers:** Each fey race has a special racial power—usually a utility power, but sometimes an attack power. In addition, characters of a fey race have access to unique powers that they can take instead of class powers.

### BARD'S TALE: THE KNIGHT AND THE PIXIE

Once upon a time there was a brave knight who was riding on the fringe of the Borderlands when he came upon a wounded pixie lying just on the edge of a dark forest. The knight, being kind of heart and gentle of hand, scooped up the pixie, laid it gently across his saddle, and returned to the keep whence he had departed.

For days, the knight nursed the pixie back to health. When the pixie finally awoke, some days after the knight found it, the tiny creature was disoriented and afraid. Yet the pixie was still too weak to flee, and so the knight continued to bring the pixie food and water, and they came to trust one another, at least enough that the pixie did not try to escape at every opportunity.

Over time, the knight and the pixie became friends. The pixie shared fantastic stories with the knight about a magical land of elves and satyrs and dryads, and the knight regaled the pixie with stories of the world of man. The knight told of places he had been, people he had met, all the while continuing to pay rapt attention when the pixie spoke of its world.

As the pixie recuperated, the knight also taught it some of the things that he had learned from years of life on the Borderlands, like tracking a quarry or sneaking unseen past sentries. The pixie shared a few secrets of the fey realm in turn, and before long they were exchanging truly valuable knowledge.

One day, the knight was called upon to leave the keep and venture forth into the world once more. Knowing that the pixie could not travel with him, the knight stole away when it was dark, leaving a note behind explaining to the pixie not to follow. When the pixie awoke, the knight was already gone, and the pixie was hurt and angry that the knight would leave so abruptly. Mostly, though, the pixie felt concern for the knight, who had told many stories of the dangers of the world. The pixie set out to find the knight, and it continues to search for the kind man to this very day.

MARK WINTERS

# Hamadryad

***Enchanting spellcasters, unparalleled beauties, wild queens of the fey***

## Racial Traits

**Average Height:** 5′6″-6′2″
**Average Weight:** 130-180 lb.

**Ability Scores:** +2 Wisdom; +2 Intelligence or +2 Charisma

**Size:** Medium

**Speed:** 6 squares

**Vision:** Low-light vision

**Languages:** Common, Elven

**Skill Bonuses:** +2 Diplomacy, +2 Nature

**Female Only:** All hamadryads are female.

**Fey Origin:** Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.

**Forest Walk:** You ignore difficult terrain that is part of a tree, underbrush, or some other forest growth.

**Oaken Vitality:** Your tree heritage grants you a +5 racial bonus to Endurance checks to resist the effects of starvation, thirst, or suffocation, and you can survive for twice the normal time period before you are required to make such checks. You do not require sleep, but you must meditate at least four hours each day to absorb light (even from as small a source as a candle), soak in water, or connect with the earth beneath your feet. This meditation grants you the benefits that other races receive from an extended rest. While meditating, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

**Tree Mind:** You gain a +2 racial bonus to saving throws against effects that daze, dominate, or stun.

**Hamadryad Aspects:** You have the *hamadryad aspects* power.

### Hamadryad Aspects — Hamadryad Racial Utility

*Drawing on fey magic, you call on your primal beauty and strength to thwart your foes.*

**Encounter**
**Minor Action** **Personal**
**Effect:** Choose one of the following aspects each time you use this power. You gain that aspect's benefits.

✦ **Spellbinding Beauty:** Every enemy that can see you grants combat advantage to you until the end of your next turn.

✦ **Wooden Form:** You gain resist 5 to all damage until the end of your next turn.
*Level 11:* Resist 10.
*Level 21:* Resist 15.

JIM NELSON

Hamadryads are the incarnate spirits of living oak trees. Part flesh, part wood, and part fey spirit, they are the granddaughters of the seasons and the wind, and the supreme manifestations of nature's wild beauty.

At the beginning of time, the world had four daughters more beautiful in form than any creature—and more wild. They were called Summer, Autumn, Winter, and Spring, and they chased one another around the world while the primordials and the gods looked on. In their play, they frolicked with the brothers of the wind, and from this union the first nymphs were born. They were named Summer Ash, Autumn Oak, Winter Fir, and Spring Flower,

and they were the spirits of the first trees that grew in the world.

The capricious nymphs played their own wild games in the forests of the dawning world for time out of mind. But they were not all to dwell in such bliss forever. With the rise of mortals, certain autumn nymphs—the wisest and most pensive of the tree sisters—withdrew from their games when they began to perceive the state of natural life in decline. Woodlands were burned, dryads' groves cut down, and great swaths of the world left lifeless by the wars and the avarice of reckless mortals.

To protect their homes, these autumn nymphs embraced their wild natures entirely. They gave up their carefree fey immortality and began the slow transformation into the wild tree maidens known as dryads. In these forms, they would protect their forests from harm with mighty branch and crushing limb, using their wisdom to understand the minds and motives of mortal creatures.

Hamadryads stand at an intermediate state between playful nymph and fierce dryad. Bound to a living tree, a hamadryad ardently protects the forests of which she is a part. She calls on the mighty strength of the wood to smash her enemies, summoning the spellbinding beauty of her majestic fey heritage to bewitch and charm mortals and thereby alter their destructive behavior. Hamadryads retain the flawless physical perfection of their autumn nymph form with all its grace and charm. However, they can harden their flesh to match that of the oldest tree in an instant, just as they solidify their wooden hearts against any hope of compassion.

Typically, a young hamadryad is bound to a tree home that somewhat resembles her feminine shape. As a youth, she remains in the forest where her tree grows, for her life is bound to its existence. However, rare hamadryads are able to break the connection to their tree home by some twist of fate or destiny.

Some do so in the course of surviving the destruction of their tree homes by natural disaster or monstrous forces. Others are drawn far from their forests in the name of undertaking quests meant to save those forests. Some hamadryads dwell close enough to the settlements of the civilization of other races that they take up the struggles of those races. Answering their heart's yearning call, they uproot themselves from the earth and leave all they know behind—seeking the wondrous perils and delights that are the stuff of mortal knowledge and emotion.

## Physical Qualities

Born of the power of nature, all hamadryads are female, and they present themselves in two aspects. In their nymph form, these granddaughters of the seasons and the skies are idyllic paragons of fey perfection and physical beauty. Their hair and eyes match the colors of autumn leaves, from green to russet, gold, orange, red, and brown. Autumn leaves and acorns might dangle from a hamadryad's hair, and her eyes are clear orbs of green, white, or gold.

The dryad aspect of a hamadryad is not dissimilar. However, when a hamadryad draws on her dryad strength, her features take on the appearance of skillfully carved wood, the patterns of the grain manifesting across her form like ripples on the surface of a pond.

Inside their forest homes, hamadryads walk unclothed in their dryad aspect, blending easily into the background of bark and foliage. When they appear before mortals and civilized creatures, hamadryads favor light, gossamer clothing.

Adventuring hamadryads who set out to right the world through physical force favor armor made from natural materials such as leather or hide. Those who don heavier protection prefer the light mithral armor crafted by the eladrin and elves. When hamadryads wear armor, they ornament it with carved designs or embroidered patterns representing the natural order of their forest homes and the causes for which they fight. Hamadryad heroes who leave their forests carry a piece of their tree with them—a charm carved from the wood of a fallen branch, or a garland strung with autumn leaves whose colors never fade.

As the spirits of the autumn oak, most hamadryads live as long as the trees to which they are bound. Some have short lives at one or two hundred years. Others have been known to live for millennia. When a hamadryad's tree home dies, she undergoes a period of deep grief and mourning.

## Attitudes and Beliefs

When the first autumn nymphs underwent the metamorphosis into hamadryads, they gave up their innocent immortal existence. Likewise, all hamadryads experience a fundamental change in their nature and outlook in the pursuit of worldly destiny or unfulfilled yearning. Like a tree shedding its leaves in autumn, a hamadryad abandons the joyful games of secrets and whispers she once played among her sisters, and the chill of winter settles over her heart. No longer an entirely capricious fey, she is ruled now by the purposes and goals that dwell within the hearts of mortals.

Despite this change, hamadryads retain the passionate, impulsive nature of their nymph heritage.

*Lyrindel uses her magical beauty to beguile and distract goblins in the kingdom of Nachtur, while Viltham sneaks up behind them*

They are accustomed to having their way with mortals, and sometimes have trouble understanding why they are denied what they ask for. Hamadryads new to the world sometimes lack the patience to absorb and mimic the extensive cultural traditions and taboos of the mortal races. When their natural charm fails, frustrated hamadryads sometimes manifest their dryad aspects to unleash brute natural force.

Many of the hamadryads that venture out into the world are disenfranchised forest spirits seeking justice or revenge for the destruction of their woodlands. Others have observed some aspect of mortal life that they themselves lack, and they become obsessed with understanding it. The spirit that drives mortal humanoids to undertake grand quests and sacrifice everything for principle has stirred many hamadryads, causing them to abandon their idyllic existence in the name of seeking something more.

Sometimes the prospect of mortal love moves a hamadryad to leave the security and peace of her woodland home. Though such mortal emotion is rare among the nymphs, those who feel its pangs or dwell too long thinking on its nature are doomed to try to fill the lonely, questioning void it creates.

## Hamadryad Communities

Hamadryads live a lonely existence. In their youth, they dwelled happily in the woodlands of the world and the Feywild, frolicking with others of their kind. The choice to seek a life in the wider world means that a hamadryad loses the fellowship of her sisters.

When a hamadryad adventurer leaves her tree and ventures off into the world, she walks alone. As beautiful as they are, hamadryads naturally attract the attention of other humanoids—some who seek to serve that beauty, and others who hope to take advantage of a hamadryad's inexperience with the world.

Hamadryads quickly learn to congregate where other fey are found, and they are typically welcomed among gnomes, pixies, eladrin, elves, and satyrs. Some fey communities go so far as to treat hamadryads as honored guests or royalty—leading some hamadryads to expect this sort of deference at all times. This expectation, combined with a hamadryad's inability to adjust to the social norms of other cultures, can cause a hamadryad to come off as haughty or graceless in the eyes of those around her.

A hamadryad who travels in the wider world is eventually drawn back to a place within her wood that reminds her of her pain or longing. Here she dwells in isolation, planting her feet against the earth

MATIAS TAPIA

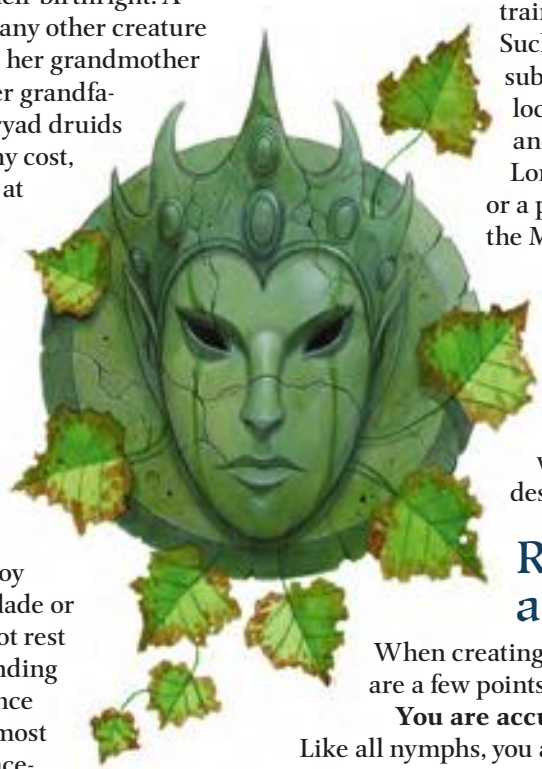
and setting down roots that delve deep into the soil. As her body becomes a tree, it grows tall and strong even as it retains a semblance of her nymph's form. Other fey creatures are attracted to the hamadryad's place of solitude, and pixies and gnomes are prone to make their homes in the vicinity.

## Hamadryad Adventurers

Hamadryad adventurers are fey spirits who turn their backs on immortality to seek the knowledge and experience found only beyond their forest homes. Destiny, revenge, or compassion draws them into a world they do not understand, where they are as eager to learn as they are to dispatch any creature that stands in the way of their goals.

**Druid** The forest is a hamadryad's realm, and its inhabitants are her subjects. In her tree home, she is fed by sun and rain. Her roots take sustenance from the soil, and birds and squirrels play in her oaken boughs. Hamadryads who choose to become druids embrace their inborn nature to the fullest, channeling the primal powers that are their birthright. A hamadryad is wiser than almost any other creature in the ways of the woodlands, for her grandmother was the season of autumn and her grandfather was the wind itself. Hamadryad druids protect and preserve nature at any cost, using all the power and cunning at their disposal. For all her fey beauty, majesty, and charm, a hamadryad is uncompromising and ruthless when dealing with creatures bent on despoiling the natural world.

**Ranger** Hamadryads of a warlike bent adopt the path of the ranger, defending their forests and taking vengeance on those that would despoil or destroy the natural world. Armed with blade or bow, a hamadryad ranger does not rest until she has proven herself by ending the threats of nature's enemies once and for all. Hamadryad rangers most often wander the forest lanes peaceably, content to protect the sanctity of their woodland glades. Some of the most savage hamadryad rangers are those who have survived the loss of their tree homes to wanton destruction. With her innate connection to nature stripped from her by careless mortals, a hamadryad will take up mortal weapons to settle the score in blood.



**Warlord** Hamadryads are accustomed to being served and obeyed, and they leave their tree homes only if they are consumed by a resolute passion and a purpose. A hamadryad warlord rallies others to that purpose, using her companions' weapons and abilities as extensions of her own. A hamadryad's spellbinding beauty and charm settles like a spell over those that follow her into battle, obeying her every command in precisely the way such majestic fey would expect. When enemies behold a hamadryad warlord, those that survive take away the impression that they have encountered a fierce warrior queen, or a goddess and her angels of battle. All count themselves fortunate to have escaped with their lives.

**Wizard** Like all nymphs, hamadryads are experts at entrancing mortals and binding them to their will, dazzling them with alluring dreams and fantastic illusions. As a result, hamadryads make talented wizards, and are well suited to becoming illusionists and enchanters. However, many hamadryads lack the patience for dedicated academic training or access to suitable tutors. Such hamadryads join the witch subclass (page 86) or become warlocks, seeking their patronage and powers from Oran the Green Lord, Tiandra the Summer Queen, or a power such as the Maiden of the Moon or Sehanine. Hamadryad wizards change reality to fit their idyllic vision of the world, weakening the will of brutal foes, bewitching the hearts of warriors and kings, and unleashing their magical wrath against those that would despoil the forests.

## Roleplaying a Hamadryad

When creating a hamadryad adventurer, here are a few points to consider.

**You are accustomed to being in charge.** Like all nymphs, you are accomplished at using your beauty and power to sway mortals to your will. However, as a hamadryad, you have grown tired of using your powers for frivolous games, and are motivated now by a desire to protect and reshape your world. Although others might disregard your desires or dismiss them out of hand, you are used to being heeded. As such, those who ignore your wisdom or your advice also rouse your wrath. You are a fey creature wise and wild, a granddaughter of the skies and the

WAYNE ENGLAND

seasons, and your concerns are more important than the trivial whims of mortals.

**You are a stranger in the world.** You never expected the world beyond your forest home to be so vast and wide. Everywhere you look, mortals have built up civilizations of wood and stone, constructing monumental works of magic and architecture to rival those of the eladrin. The ways of the other races are foreign to you, and often seem backward. As a result, the first lesson you learn is that you have so much more to learn. Though your fey nature leads you to be impetuous—some might call it vain—you know you must compromise if you are to accomplish your goals. If you are to succeed, you will need to adjust to the strange customs and peoples of this place, enlisting their aid to your cause and goals.

**Experience, knowledge, love, and purpose.** The world offers delights that are strange to you. Other races are driven by the pursuit of momentary goals, and they enjoy simple pleasures that intrigue and delight you. Every new sensation is a boon to your pursuit of experience and knowledge. The greatest mystery of the mortal world, however, is love. You understand compassion, for you feel that emotion for your friends and your forest home. You understand the concepts of longing and seduction, for these are the ways of nature and have long been your tools. However, the devotion of true love is alien to you, even as you sense that its power over mortal hearts and minds makes it worthy of investigation. Perhaps even you can experience its strange power.

**Hamadryad Characteristics:** Capricious, curious, enchanting, graceful, magnificent, placid, impulsive, vain

**Hamadryad Names:** Aileia, Celindara, Eilonwy, Irinea, Lyrindel, Rhiana

### HAMADRYAD BEAUTY

The dryads of legends and tales are always renowned for their beauty, which hamadryads live up to in reality. Hamadryads have a supernatural beauty to them that can befuddle the minds of mortals, even affecting those such as eladrin who are accustomed to such visions. Most hamadryads have no concept of their own beauty, however, and often ensorcell mortals without ever intending to.

## Hamadryad Utility Powers

When your hamadryad character gains a class utility power after 1st level, you can forgo taking a power granted to you by your class. Instead, you gain a hamadryad utility power of the same level or lower.

### Body of Solid Oak

As the spirit of a living tree, you can transform your flesh into wood and bark, shrugging off blows that might otherwise lay you low. Axe, arrow, and claw pose less danger to you when you employ this power. However, fire becomes a more significant threat.

**Body of Solid Oak** — **Hamadryad Utility 2**

*Your body hardens to take on the strength and resilience of the mighty oak.*

**Daily**
**Minor Action** — **Personal**

**Effect:** You gain temporary hit points equal to 3 + one-half your level. Until the end of your next turn, you gain a +2 power bonus to AC and Fortitude, but you also gain vulnerable 5 fire.

**Sustain Minor:** The bonus and the vulnerability persist until the end of your next turn.

### Wooden Sanctuary

You are equal parts flesh and fey tree spirit, and as such, you walk the line between the waking world and that of the forest that created you. Your unique nature allows you to enter any tree or wooden object to draw strength from its essence, then slip back into the fight where your foes least expect you to appear.

**Wooden Sanctuary** — **Hamadryad Utility 6**

*You abandon your body momentarily to slip into a secret sanctuary, reappearing strengthened and rejuvenated.*

**Daily ✦ Healing**
**Move Action** — **Personal**

**Requirement:** You must be adjacent to a Medium or larger tree or other wooden object, such as a door or a table.

**Effect:** You can spend a healing surge. In addition, you are removed from play until the start of your next turn. At the start of your next turn, you return to play in the space you vacated or the nearest unoccupied space. Alternatively, you appear in an unoccupied space adjacent to a tree or a wooden object within 20 squares of your starting position.

### Spirit Form

The connection you once forged with your tree home allowed your body to naturally shift into a semisolid state as you merged with its living form. With effort, you have trained yourself to consciously trigger this instinctive impulse, taking the form of a drifting ethereal creature for a time.

*Lyrindel speaks to a jungle animal on the Isle of Dread, asking it for directions, while Andronus waits impatiently*

**Spirit Form** — Hamadryad Utility 10

*Your physical form fades into a diaphanous vision that can pass through the solid world like a ghost.*

**Encounter**
**Move Action** — **Personal**
**Effect:** You are phasing and insubstantial until the end of your next turn. In addition, you shift up to 2 squares.

## Feyborn Majesty

Those that would harm a powerful creature of the Feywild soon come to regret their rash action. When your body suffers a grievous hurt, the fey spirit within you flares with brilliance that unnerves your enemies.

**Feyborn Majesty** — Hamadryad Utility 16

*As you reel from your foe's attack, your fury creates a display of otherworldly light all but impossible to look upon.*

**Encounter**
**Immediate Reaction** — **Special**
**Trigger:** An enemy attack bloodies you or hits you while you are bloodied.
**Effect:** Until the end of your next turn, you shed bright light to a radius of 5 squares, the triggering enemy grants combat advantage, and enemies take a -5 penalty to attack rolls against you.

## Fey Mind Mirror

Creatures of the Feywild are known for their resistance to the control of others. You have focused this innate resistance, allowing you to ignore the most debilitating coercion of mind and body even as you laughingly turn your foe's attack back on its creator.

**Fey Mind Mirror** — Hamadryad Utility 22

*As you shake off an enemy's control of your mind and body, you turn the tables by using its own power against it.*

**Daily**
**Immediate Interrupt** — **Special**
**Trigger:** You are subjected to an enemy's dazing, dominating, or stunning effect that a save can end.
**Effect:** You make a saving throw against the effect. If your saving throw is successful, the triggering enemy must make a saving throw against the same effect. If that enemy's saving throw fails, the enemy is subjected to the effect (save ends). If your saving throw fails, you do not expend this power.

MARK WINTERS

# Pixie

***Magical fairy folk, childlike mischief-makers, enchanted caretakers of nature***

## Racial Traits

**Average Height:** 0´6˝-1´
**Average Weight:** 1-4 lb.

**Ability Scores:** +2 Charisma; +2 Dexterity or +2 Intelligence

**Size:** Tiny

**Speed:** 4 squares, fly 6 squares (altitude limit 1). You cannot use this fly speed if you are carrying more than a normal load.

**Vision:** Low-light vision

**Languages:** Common, Elven

**Skill Bonuses:** +2 Nature, +2 Stealth

**Fey Origin:** Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.

**Speak with Beasts:** You can communicate with natural beasts and fey beasts.

**Wee Warrior:** You have a reach of 1, rather than the reach of 0 that is typical for a Tiny creature. You also take a -5 penalty to Strength checks to break or force open objects. When wielding a weapon of your size, you follow the same rules that Small creatures do.

**Pixie Magic:** You have the *pixie dust* and *shrink* powers.

### Pixie Dust — Pixie Racial Utility

*You hurl a bright globe of fey magic that grants your friend the ability to soar through the air for a moment.*

**Encounter**
**Move Action** **Ranged** 5
**Target:** One ally
**Effect:** The target can fly up to 6 squares as a free action.

### Shrink — Pixie Racial Utility

*At your touch, an object shrinks to your wee size or is restored to its original state.*

**Encounter**
**Minor Action** **Melee** 1
**Target:** One object that is sized for a Medium or Small creature, is not inside a container, does not contain anything, and is not held, worn, or carried by anyone other than you
**Effect:** The target shrinks to a size appropriate for a Tiny creature's use. The new size ends at the end of your next extended rest unless the shrunken target is on your person. The size also ends if you or another pixie uses this power on the shrunken target. While shrunk, the target keeps its game statistics, such as damage dice and weight. A shrunken weapon, however, becomes an improvised one-handed weapon for a non-Tiny creature.

An enchanted race born of raw fey magic, pixies are the diminutive fairy folk of the Feywild. Under the direction of the Court of Stars, they etch the patterns of frost on the winter ponds and rouse the buds in springtime. They cause flowers to grow and sparkle with summer dew, and they color the leaves with the blazing hues of autumn. Some believe that the pixies stole the secret of honey from the mead goblet of the Summer Queen, then sold it to the bees. It is said that they taught the birds to fly and to sing. These child-like sprites have a penchant for mischievous fun, and there is no game a pixie will not play, no sport it will not attempt, and no revelry it will avoid or decline.

Once upon a time in the green-gold of the dawning world, the Summer Queen gave birth to a beautiful child. No one knew which of the archfey was the child's father, and the Summer Queen refused to say. Powerful archfey of the Court of Stars gathered around her so that each in turn might bestow his gift on the new fey royalty, for each believed the child was his own.

The first gift came from the child's mother—the gift of whimsy, so that like the warm winds of summer, she might roam wherever she pleased.

"But whimsy needs a course and a direction, lest it give way to the destruction of storms," said the Sea Lord, who believed the child was his own. "As young rivers play upon the land before maturing into the great wide sea, so shall the child play." And he bestowed the gift of play on the fey child.

Then Oran the Green Lord, who also believed the child was his own, said, "Like the frivolous waters, play can overreach its bounds and wreck the labor of others. So I give this child the gift of care. As young seeds are nurtured in the earth that bounds the rivers and the seas, so shall the child care for all things green and alive."

The Prince of Frost, who knew the child to be his sister, only laughed at the other archfey. "By her silence does the Summer Queen have us doing her bidding for the sake of a child whose provenance we will never know," he said. "And so laughter is my gift to the child. Laughter is the north wind's breath that elevates the spirit in the face of those that would channel, bind, or control it."

So the child was blessed with the four gifts the Court of Stars had bestowed upon her—whimsy, play, care, and laughter. But after the others had departed, the child's true father secretly appeared beside her gossamer cradle. And then, Corellon, lord of arcane magic, blessed his daughter with the gift of wonder that is the purest form of magic, so that she and all her descendants should ever retain their childlike spirits.

Legends of the mortal realm say that because the Feywild is the bright reflection of the world, pixies are a reflection of humanity. As the bards

JIM NELSON

tell it, whenever a human child is born, a pixie also comes into existence. The personalities of the two races are indistinguishable during the first few years of life. However, human adolescents cast off their childhood ways, while pixies retain them forever. Sometimes pixies feel compassion for mortals who retain a degree of childhood innocence. They often watch over such humans, secretly aiding their "flawed" reflections with magic when they fall on ill circumstances.

In the world, pixies were once as prevalent as they were in the Feywild. However, during the years that mortals have ruled, they have diminished and gone into decline. As humanoid civilizations began to flourish, they encroached on the pixies' homelands, pushing the fairy folk back into the Feywild and into the dark unknown beyond civilization.

### SPECIAL RULES

As a pixie, keep the following rules in mind.

**Sharing a Space:** Because you are Tiny, you can enter the space of a Small or larger creature and end your turn there (forced movement must still end in an unoccupied space, unless noted otherwise). Two creatures are considered adjacent if they are in the same square.

**Altitude Limit:** You fall at the end of your turn if you are using your racial fly speed and are more than 1 square above the ground (see the rules for flying and falling in the *Rules Compendium*).

**Weapons:** Because you follow the same weapon rules as a Small creature, you cannot use a two-handed weapon unless it has the small property. When you use a versatile weapon, you must use it two-handed but don't gain the normal +1 bonus to damage for using it in that manner.

## Physical Qualities

Barely over a foot tall, pixies resemble diminutive eladrin with gossamer wings. These wings sprout from their backs like those of dragonflies or butterflies, but are grander and more beautiful than either. Pixie wings come in as many colors as there are shapes to dreams. Despite their almost insubstantial quality, they are as bright as the clear dawn and as luminous as the full moonrise.

Pixies rarely appear to onlookers unless they wish to be seen, and other people who happen to spot a pixie are astonished at the first sight of these tiny fey. When pixies fly, a shower of sparkling dust follows in their wake like the glittering tail of a shooting star. Pixie dust is said to be composed of the dreams of the living forest, the gold of the brightest sunbeams, and the starlight cast upon lovers. When such elements are combined as one, they elevate the soul and grant the ability to fly.

Pixies' eyes come in as many different colors as their wings. When pixies interact with mortals in the world, their eyes appear to have pupils. However, the natural state of a pixie's eye is a single glittering orb like that of an eladrin.

Pixies wear light, ephemeral clothing that grants maneuverability while they fly. Noble pixies array

themselves like princes and princesses of the fey, wearing flowing gowns and doublets of spider and caterpillar silk that sparkle like moonlight on a pond. Wild pixies dress themselves in acorns, leaves and bark, and the pelts of woodland beasts. Pixies prefer armor made of acorns, insect chitin, leather, the scales of reptiles, stiff bark, or fine mithral mail. They rarely wear heavy armor.

Pixies live as long as eladrin. In the Feywild, the race measures time in centuries, and pixies are effectively immortal unless they are slain. However, legends claim that some pixies are so bound to their human reflections in the world that they perish when that human dies.

## Attitudes and Beliefs

According to the oldest tales of the mortal races, pixies are as enchanting as the heart's true desire and as dangerous as the kiss of fate. Possessed of simple desires, pixies frolic in the sunlight, sing in the rain, and dance beneath the moon and stars. Eternally childlike, they find their joy in new games and new experiences, and boredom is their constant adversary.

Pixies thrive on randomness and excitement. The banal, common, and everyday routine of ordered life that mortal humanoids must endure is anathema to the long-lived pixies. Their restlessness gives rise to the kinds of tricks and pranks for which pixies are best known. When pixies enchant mortals to fall in love with ugly beasts or with their most hated enemies, they do so not only for their own amusement. Such magic is a gift that allows a bewitched mortal to break the ordinary routine of his or her life.

Despite their love of chaos, pixies obediently serve the Court of Stars and obey the commands of its leaders. They divide themselves into orders that revere their own rulers. Some serve the Summer Queen, others the Prince of Frost. In the world and in deep pockets of the Feywild, wild pixies can be found who serve no master. These dangerous fey view the members of other races as intruders in their realms, and are known to torture and slay them for sport.

Even the benevolent pixies who serve the Court of Stars can be dangerous. Mortals who wander into a fairy ring during a pixie dance can cross over into the Feywild without warning, becoming trapped there for years.

Like other fey, pixies rarely perceive short-lived humanoids such as humans as equals, living as they do only in the moment. Nevertheless, they believe that even the clumsiest mortals have the potential to experience the freedom and wonder that all pixies know.

## Pixie Communities

In the world, pixies make their homes in deep forests or hidden grottos beneath the hills, far beyond the sight of other humanoids. In these places, pixies cast their shimmering lights to color their domains in incandescent hues, gradually shifting from soft red to bright yellow to deep violet and back again.

Some say that the realms of the pixies are the places where rainbows begin and end, and those rainbows are pixie roads emanating from the light of the kingdoms they connect, which can be seen by mortals only when the sun shines through the rain.

Though pixies prefer to keep out of sight, they can be found almost anywhere in the Feywild. As intrinsically magical as they are whimsical, pixies enhance the world around them with their presence. At the beginning of time, the Court of Stars passed down decrees on each type of pixie, charging it with duties to uphold in the Feywild. Some pixies brush the flower petals with morning dew, while others are responsible for conjuring the evening mists. Some are charged with awakening the winking stars in the night sky, while others paint each sunset into a masterpiece of vivid colors.

Such labors keep pixies focused on putting their magic to benevolent uses, rather than becoming a source of pure mischief. Pixies in the world carry these traditions over with them. A creature that strays near a pixie home finds the world more alive somehow, thrumming with life, color, and breathtaking natural beauty.

Pixie settlements vary as widely as the shifting spectrum of color found in them. Isolated pixies build their homes among the roots of great trees

WAYNE ENGLAND

in settlements similar to those of the gnomes. Larger pixie settlements resemble kingdoms in miniature, expanding to fill underground caverns or the insides of entire hills. Wild pixies live high up in the trees, where they tame birds and arboreal mammals for war and labor.

Pixie communities are ruled by nobility, usually a hereditary king, queen, prince, or princess whose ancestor was granted this title by the Court of Stars in the distant past. Pixie monarchs are at once wise, graceful, fierce, and powerful—a wonder to behold. Although pixie rulers enjoy mischief and play as much as any other member of their race, the responsibility given them by the Court of Stars keeps such behavior in check.

## Pixie Adventurers

Pixies who venture forth into the world do so for a variety of reasons. Some go at the command of their monarch to assist clumsy mortals on their quests. Some go forth to fight a great evil that threatens the pixie realms or the Feywild as a whole. Some take up a life of adventure simply because they are bored, seeking the excitement that comes with travel and the inherent chaos that comes with entanglements in the mortal world.

**Bard** As one of the kinds of fey creatures most likely to travel far and wide, pixies are among the greatest of storytellers . . . when they can be convinced to actually part with their stories. Pixies are also natural masters of arcane magic, and the combination of being well traveled and skilled in the arcane arts makes pixies excellent members of the bard profession. A devoted pixie bard is a stalwart ally as well, buzzing across the battlefield while shouting orders and singing inspiring songs. Despite their small stature, pixie bards know how to throw their weight around just as well as their larger companions (figuratively if not literally) and impose their will on the world around them.

**Ranger** Only a fool laughs at the notion of a pixie warrior armed with a miniature blade or bow, for what pixies lack in size, they make up for in deadly accuracy and precision. Wild pixies have been known to set upon intruders like a pack of vicious wolves, tearing their foes apart. Most pixie warriors are lightly armored rangers who ride the wind and fight their enemies with the fierce determination intrinsic to the fey. When these skilled warriors leave the homes they protect, they most often do so to hunt down a dangerous threat or trespasser. However, some venture out simply because they find their settlements too safe, wishing to test their skills against the chaos and danger to be found in the wider world.

JIM NELSON

**Rogue** Their tiny size makes pixies perfectly suited for the life of the rogue. Pixie rogues serve as spies to the Court of Stars, undertaking missions of stealth that few others will risk. Strongholds all but impregnable to larger creatures are no trouble for a pixie rogue, who can squeeze through arrow slits, hide in the smallest shadows, and take to the air to avoid traps. In the world, pixie rogues are devious tricksters and thieves who occupy themselves bedeviling mortals and leading them on merry chases. Most such rogues steal for fun rather than profit. Rumors abound of retired pixie rogues who have hollowed out small hills for use as trophy rooms, glittering with their ill-gotten wealth.

**Wizard** Tales are told of pixies dazzling mortals with love spells or enchanting their legs to make them dance wild jigs. As creatures of the Feywild, pixies hold magic as their birthright. They excel at the casting of mischievous enchantments and are nearly as fond of befuddling mortals with playful illusions. Pixie wizards almost always receive their patronage and powers from an archfey of the Court of Stars or from Corellon or Sehanine.

## Roleplaying a Pixie

When creating a pixie adventurer, here are a few points to consider.

**A childlike perspective.** Pixies experience the world much as children do. They focus on the present, concerning themselves little with the past or the future. This is not to say that a pixie is not deeply saddened by the passing of a close companion, or that pixies are incapable of real emotion. Pixies simply don't dwell long on such matters, instead committing fully to the present moment and the experiences it has to offer. You give your full attention and interest to the task at hand, but cannot be bothered to reflect on the events of yesterday or tomorrow. For this reason, some creatures view you as flighty and capricious, even as others see you as a wise mystic, free from attachment and constantly living to your fullest potential.

**Possessive of things, protective of friends.** Though they abhor typical civilization, pixies have a strong sense of ownership. You do not keep many possessions, but those you do carry—a bird skull helmet, a bat wing cloak, a fine ribbon, a silver bell—are your treasures. No pixie will tolerate another creature handling such possessions without permission. By the same token, pixies see their friends as possessions. Anyone who threatens to harm your companions rouses your ire and will likely suffer for it.

**Braver, bolder, and fiercer than you appear.** Though pixies are tiny in stature, they exhibit a bravery that surpasses their size. When pixies take to arms, they fight with a singular ferocity. In their mail of shining leather, scales, or insect shells, they resemble miniature versions of the eladrin stalwarts of old.

**Pixie Characteristics:** Brave, charming, childlike, energetic, fierce, magical, mischievous, outgoing, playful, possessive, stealthy, vigilant

**Pixie Male Names:** Acorn, Barleycorn, Briarthorn, Buckthorn, Dogwood, Hawthorn, Hayseed, Hazelwood, Hoarfrost, Juniper, Maplesap, Mistlethrush, Nettle, Pinecone, Sparrowhawk, Thistledown

**Pixie Female Names:** Appleblossom, Bluebell, Cobweb, Cottonwood, Dewdrop, Heartsease, Holly, Hyacinth, Ivy, Larksong, Lilyflower, Mistletoe, Moth, Mustardseed, Peasblossom, Willowbough

### BARD'S TALE: THE UNRULY GIRL

Once there lived a wild little girl who caused so much trouble that her parents did not know what to do with her. She overturned the milking buckets, spooked the horses, and cut off a stray cat's tail so she could fasten it to the back of her ragged skirt and pretend to be a monster. One day while she was far afield hunting geese with a handful of stones, she came upon a band of pixies playing games in the shade of an oak tree. The girl asked if she could join their sport, and the fairy folk agreed, for pixies love all children.

Never had the girl played such wild games. The pixies changed her into a pigeon, and she flew through the fields terrifying mice and squirrels while the fairy creatures flew alongside her. But the girl soon became bored and started chasing the pixies, seizing their wings in her beak and talons. So the pixies sprinkled their magic dust upon her and bade her not wake again as a girl until the first light of dawn touched her eyes. Then they crept away.

The girl slept through the night under the oak tree. Just before sunrise, a tailless cat came stalking through the field. What a stroke of luck for the beast—a plump, juicy pigeon lay asleep beneath the boughs of a nearby oak. The cat gobbled it up and went away feeling pleased with himself. He lived happily on the farm until the end of his days and was never hungry again.

### HITCHING A RIDE

Pixie adventurers who have a lot of trust in their comrades sometimes allow themselves to be placed in a pouch or pocket while the group is traveling. Hiding a pixie in this manner is a great way to sneak in an extra adventurer when the characters are infiltrating a dangerous place. The presence of an extra hero can often turn the tides against an unprepared opponent.

# Pixie Utility Powers

When your pixie character gains a class utility power after 1st level, you can forgo taking a power granted to you by your class. Instead, you gain a pixie utility power of the same level or lower.

## Ventriloquist Prank

Pixies delight in causing mischief by creating disembodied voices to startle gullible mortals. With their ability to communicate with all manner of birds and beasts, pixies can mimic a staggering range of sounds. Focusing that ability through your magic, you leave your disconcerted foe uncertain which way to move or unable to defend itself.

**Ventriloquist Prank** **Pixie Utility 2**

*You gleefully project an alarming noise that distracts and hinders your foe.*

**Encounter ✦ Illusion**
**Minor Action** **Ranged** 5
**Target:** One creature that isn't deafened
**Effect:** Roll a d6 to determine the power's effect.
**1–3:** You slide the target up to 2 squares, but not into hindering terrain.
**4–6:** The target grants combat advantage until the end of your next turn.

## Pixie Invisibility

As a tiny creature of equal parts mischief and magic, you must remain unseen to carry out your best tricks. Creeping carefully and invisibly under the noses of friend and foe alike, you are a spy and a saboteur beyond compare.

**Pixie Invisibility** **Pixie Utility 6**

*Focusing all your concentration, you vanish from sight.*

**Encounter ✦ Illusion**
**Minor Action** **Personal**
**Effect:** You become invisible until you attack or until the end of your next turn.

## Gift of Flight

When you fly, you leave a trail of pixie dust glittering in your wake. By tossing up a shower of that same dust, you grant your allies the freedom of flight for a time.

**Gift of Flight** **Pixie Utility 10**

*With a sprinkling of pixie dust, your companions take to the air.*

**Encounter**
**Minor Action** **Close** burst 1
**Target:** Each ally in the burst
**Effect:** Each target gains a fly speed of 6 until the end of his or her next turn. If the target doesn't land at the end of this movement, he or she descends to the ground without taking falling damage.

## Fairy Dance

The fey are well known for their wild, chaotic revelry. In fairy rings beneath the light of the moon, pixies lure mortals to join in their dances. However, only those you favor will be able to keep up with you. With this power, you compel every creature around you to dance to your tune.

**Fairy Dance** **Pixie Utility 16**

*You strike up the enchanted music of the fey, granting your companions grace even as your foes trip and fumble around you.*

**Daily ✦ Aura, Charm**
**Minor Action** **Personal**
**Effect:** You activate an aura 2 that lasts until the end of your next turn. Any ally who starts his or her turn in the aura can shift 1 square during that turn as a free action. Any enemy that starts its turn in the aura is slowed until the start of its next turn.
**Sustain Minor:** The aura persists until the end of your next turn.

## Pixie Teleport Trick

As a child of the Feywild, you are in tune with the shortcuts between dimensions. With your *pixie teleport trick*, you disappear and reappear to confound an enemy's efforts to get the better of you in battle.

**Pixie Teleport Trick** **Pixie Utility 22**

*Even as you reel from a foe's attack, you vanish in a puff of fragrant smoke and reappear a safe distance away.*

**Daily ✦ Teleportation**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, whenever an enemy attacks you, you can use an immediate reaction to teleport up to 5 squares.

WAYNE ENGLAND

# Satyr

***Adventurous fey, wild revelers, curious explorers***

## Racial Traits

**Average Height:** 5′2″-5′10″
**Average Weight:** 120-190 lb.

**Ability Scores:** +2 Charisma; +2 Dexterity or +2 Constitution

**Size:** Medium

**Speed:** 6 squares

**Vision:** Low-light vision

**Languages:** Common, Elven

**Skill Bonuses:** +2 Nature, +2 Thievery

**Male Only:** All satyrs are male.

**Fey Origin:** Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.

**Light of Heart:** You can make saving throws both at the start of your turn and the end of your turn against fear effects that a save can end.

**Pleasant Recovery:** You regain 1d8 additional hit points for each healing surge you spend during a short rest.

**Sly Words:** Bluff is always a class skill for you.

**Lure of Enchantment:** You have the *lure of enchantment* power.

**Lure of Enchantment** — **Satyr Racial Utility**

*A softly sung tune causes your enemy to wander as you direct it.*

**Encounter ✦ Charm**
**Free Action** **Special**
**Trigger:** You hit an enemy with an attack.
**Effect:** You slide the enemy up to 3 squares, but not into hindering terrain. The enemy grants combat advantage until the end of your next turn.

A race branded by folklore as tricksters, hedonists, and charlatans, satyrs only partially deserve the dark aspect of their reputation. Satyrs first came to the mortal realm when the world was young and had not yet fully healed from the destruction of the Dawn War. That war drew the Feywild closer to the mortal realm, connecting the two through rifts in the fabric of the planes that the inhabitants of the natural world would come to call fey crossings.

Possessed of mischievous and investigative souls, satyrs ventured cautiously through the fey crossings and made contact with the fledgling races of the world. Most of these early meetings were brief and violent. Though adventuresome, satyrs are also skittish, even as the humanoids of the world often see unintended threats in the strange and the unknown. From these early encounters came the seeds from which the folk tales sprung—stories of satyrs appearing within frontier villages to spread merry mayhem, and using the magic of song to charm children, maidens, and matrons alike.

Over time, the growing conflicts of the mortal realm saw the satyrs abandon the fey crossings to sequester themselves in their safe havens in the Feywild. There, they avoided the wars of other races, content to spend their days in revelry rather than try to interfere in the troubles of mortals and fey alike.

In recent times, the mortal realm has begun to call to the satyrs once again. With the fall of great empires and the collapse of civilization down to isolated outposts in a widening wilderness, the satyrs are drawn to explore that wilderness once more. Their race has become well known to the barbarian tribes and civilized outposts along the borderlands, where they emerge from fey crossings to sate their curiosity regarding the mortal realm.

## Physical Qualities

Born of a union between satyr and nymph, a satyr is always male. Satyrs resemble humans with the legs of goats, and they are covered in fur from the waist down. Most satyrs have a pair of small horns

EVA WIDERMANN

*Nistyncia carries an unseelie candle as she and Andronus journey through the Murkendraw*

sprouting from their heads, ranging in shape from a pair of small nubs to the curling horns of the largest rams. They display the broad shoulders and powerful upper bodies of humans, and most sport some kind of facial hair. Their wild, curly hair ranges in length, with younger satyrs keeping their hair short. Older satyrs let it grow as they age, until it hangs about their shoulders.

Though not as robust as other fey, satyrs lead long lives compared to most humanoids. They reach adulthood at around the same age as humans, but can live to be two hundred years old or more. Satyrs become tough and serious as they age, losing the mischievous appearance of their youth to resemble stern grandfathers and stoic leaders. However, a twinkle of troublemaking still shines in even the oldest satyr's eyes.

Young satyrs grow quickly to maturity. Though they remain small in size as children, satyrs are capable of complex speech and movement in a matter of weeks. Young satyrs resemble infants in size and appearance, but they speak and interact with the competence of a human adolescent.

## Attitudes and Beliefs

Satyrs are driven by curiosity and hedonism in equal measure. They have a natural sense of wonder regarding the world around them and the creatures with which they share that world. Though many satyrs are shy, satisfying their curiosity cautiously and from the shadows, they all have a burning desire to see, touch, and know more. This is not to say that they are reckless, however. Satyrs exercise great caution in their exploration, a result of living in the Feywild with its wild magic and hidden dangers. In addition, satyrs seek to satisfy their curiosity through the spread of stories and songs, allowing a satyr to feed the inquisitiveness of others by retelling a tale of his exploits. Most satyrs are proficient with at least one musical instrument, and a satyr revel is always a musical affair.

A satyr will take risks, but those risks are typically measured against his preparation and cunning. A satyr seeks to gain any advantage that he can early on, then presses that advantage. When meeting new creatures, satyrs are cautious to the point of outright suspicion. When new people have proven themselves trustworthy, a satyr becomes a dedicated and relentless ally.

ERIC BELISLE

### BARD'S TALE: THE THREE FAIR BEAUTIES

Once upon a time, a prince rode through the wood regaling the animals and trees with songs in praise of his true love.

"She sings more sweetly than thee, little bluebird," said the prince. "I'll wager my heart there's no lady more beautiful in all Faerie!"

Just then the bluebird alighted in his path, transformed itself into a resplendent fairy damsel, and accepted his brash challenge.

The prince tried to rescind his words, but a wager spoken before the fey cannot be unsaid. The damsel said that she would show him three fair beauties in that very wood, and if his lady proved superior to them all, the fey would bless his wedding. But should the prince speak falsely, he must yield his heart to the shapeshifter's dagger.

The damsel showed the prince a spring nymph that enticed his lust, and a hamadryad that awakened his wonder. As splendid as they were, the prince swore that neither was as fair as his love, and he spoke truly from his heart.

"But is she more beautiful than I?" said the damsel at last. The prince looked upon her dark eyes, her shapely form, and the sapphire feathers strung through her midnight locks.

At last, after great deliberation, he said, "Aye, even more so than thee." The lady transformed into a bluebird and flew away, and the relieved prince was spared his life.

The prince married his true love and ruled his kingdom, but for the rest of his days, he never looked upon her or anything else of beauty without yearning for the fairy damsel, who possessed his heart as surely as if she had carved it from his chest.

Satyrs allow no opportunity for revelry to pass them by. They celebrate any holiday they have ever heard of—and are entirely cognizant that the civilizations of the world have enough festivals and holy days between them to justify celebrating on a nonstop basis. However, despite their love of wine, song, dance, and stories, satyrs are rarely reckless in their hedonism. In the midst of a celebration, a satyr maintains an awareness for danger, and he ensures that his revels do not cause the creatures he cares about to come to harm.

## Satyr Communities

Satyrs have always dwelled in the Feywild, and most of their communities are found there. They live in small clans, usually numbering one to two dozen but sometimes as small as five or six. Satyrs who venture into the world rarely do so in groups, however. Most often, a single satyr goes exploring on his own to satisfy a unique curiosity. Satyrs remain rare even in cosmopolitan cities, and are scattered and not part of a cohesive community. As cautious as satyrs are, they also jealously guard their explorations and rarely allow let others of their kind to join in.

Satyrs in the Feywild congregate in places of beauty and safety. Forest glades, patches of open grass near babbling streams, and shaded ponds under willow trees are all excellent places to find satyrs at rest. Satyrs build their homes as a part of the landscape, with houses constructed in the trunks of trees or dug into the ground like burrows. Their homes are humble and comfortable, for although they love revelry, they enjoy the simple pleasures the most. When entering a satyr's home, one finds a well-stocked pantry and a collection of fine food and drink from far-flung places. Despite these comforts, satyrs spend little time in their homes, instead preferring to dwell in the open beauty of nature.

## Satyr Adventurers

With their natural curiosity, it is no surprise that satyrs seek out great adventures. They do so in their own special way, with goals that are more personal than lofty. A satyr can be a boon as an adventuring companion—provided that his curiosity is aligned with his companions' in a way that overcomes his natural reluctance to put himself in danger.

**Bard** The satyrs' love for song and story makes them excellent bards. Satyrs enjoy few pleasures as much as a compelling tale, and a satyr who has a vast collection of such tales earns the respect of his people. Your fey nature means that you also have an innate connection to magic, which lends itself to mastering the bard's repertoire of arcane tricks. As a satyr bard, you are always searching for the next great story—and all the better if you yourself are the star of that tale.

**Rogue** Satyr adventurers are cautious in their exploration, and no class better suits this mind-set than the rogue. Building on your race's reputation for cunning and curiosity, you lurk in the shadows to gain the advantage over more powerful foes. In social situations, you are a silver-tongued charmer, defusing dangerous conflicts with a few well-placed words or convincing others to help you by crafting an exquisite set of lies. Satyr rogues have a reputation for slyness and creativity, and you attempt to use your wits first to escape any sticky situation.

**Sorcerer** Satyr bards take up their magical training over time, but a spark of arcane power sometimes takes a stronger hold in a satyr—manifesting without

warning or choice. Such satyrs often become sorcerers, harnessing their innate magic in a way that fuels their adventurous spirit. As a satyr sorcerer, you channel the wild magic spell source, as befits your kind's hedonistic bent. The magic of the Elemental Chaos reflects the wildness in your heart, and in turn provides an outward representation of your free-spirited nature.

**Warlock** Satyrs deal with powerful fey creatures on a daily basis. It is natural, then, for a satyr's curiosity to inspire it to forge a pact of power with such creatures. Satyrs typically become fey pact warlocks to protect themselves from the dangers that arise as they explore the Feywild and the wilderness of the world. If your sense of exploration pushes you more toward the role of an arcane warrior, you might bargain with a powerful entity of the Feywild to become a hexblade warlock.

## Roleplaying a Satyr

When creating a satyr adventurer, here are a few points to consider.

**You live life to the fullest.** Satyrs don't let any opportunity for reveling pass them by, but this is not to say that you are completely self-centered or obsessed with your own hedonism. Rather, everything you do is focused in some way on adding to your full and rich life. To satyrs, much of what constitutes a rich life consists of good wine, good friends, and the company of the nymphs they love. However, even the most shallow of satyrs knows that a life of leisure doesn't come easily. As an adventuring satyr, you do what you do in pursuit of something you love, whether excitement and thrills, new stories and experiences, or simply material wealth.

**Friends are better than enemies.** Given the choice between easily making an enemy and going out of his way to make a friend, a satyr will almost always try the harder course. Satyrs are fond of saying that no one ever had to look over his shoulder to make sure he wasn't being chased by a friend. Satyrs dislike conflict, and would often rather give up some personal comfort on a short-term basis than offend someone. They prefer to get along with everyone if they can, believing that with peace comes prosperity.

As such, you almost always greet every stranger as if he or she were an old friend, in the hope that such people might eventually become trusted allies. If you do make an enemy, you try to rectify the situation if you can. However, even the most optimistic satyr recognizes base villainy, and you are not easily taken in by duplicity or false friendship.

**Never fight on even footing.** Those that have seen a satyr's friendly side often make the mistake of assuming you are easily cowed in combat. But when conflict arises as it inevitably does, satyrs fight with

TYLER JACOBSON

a ferocity that belies their cautious reputation. You look for every possible advantage in battle, and you have little regard for the idea of honorable combat or a fair fight. Your inclination to avoid conflict when out of combat makes you a more dangerous enemy in a battle, since satyrs believe that failing to finish off a disadvantaged foe means risking another fight with that foe in the future. Though you do not seek out combat, you recognize that the faster it ends, the quicker you might return to the more important pursuits of life.

**You live the life you deserve.** Satyrs believe that the fate that befalls all sentient creatures occurs for a reason. You believe that the winds of good fortune and ill fortune alike blow according to how every creature lives his or her life. When you have the advantage, you never take it for granted, acknowledging those who have stood by your side and helped you live a fulfilling life. When things turn bad for you and your allies, you understand that it is simply because you haven't tried hard enough yet to tip the balance of fate in your favor.

**Satyr Characteristics:** Amicable, capricious, inquisitive, lighthearted, mischievous, tricky

**Satyr Names:** Adronus, Barases, Canteon, Dantes, Gilderos, Pan, Puck, Romeus, Silenus, Tarteron

## BARD'S TALE: THE UGLY SATYR

Once there was a young man who loved a lord's daughter. Night after night he came to her window to woo her, but each time the lady refused him, saying, "My love's face is secret, my love is most rare, my love plays the music upon the night air."

One night, as the young man went out to woo his lady, he heard a beautiful melody in the wood. He followed the sound to a glade where an ugly satyr played the pipes with skill beyond mortal reckoning.

"If you would teach me that tune, I would give you anything you ask," said the young man. The satyr agreed in return for a small vow, and he taught the man the tune upon the pipes. When the man played it at the lady's window, she consented to marry him. A wedding day was set, guests were invited, and all was made ready.

On the eve of the wedding, the ugly satyr arrived to claim his due: a kiss from the lady who adored his music. The young man scoffed at the request and turned the satyr away. The man then set a circle of cold iron around his beloved's chamber, for the creatures of Faerie cannot cross such boundaries.

That night, as the man slept, a beautiful new melody drifted from the forest and into the bridal bower. On the morning of the wedding, the lady was gone from the tower. The only trace of her was a single delicate footprint outside the circle of cold iron. Try as he might, the man who broke his vow to the satyr never discovered where she had gone.

# Satyr Utility Powers

When your satyr character gains a class utility power after 1st level, you can forgo taking a power granted to you by your class. Instead, you gain a satyr utility power of the same level or lower.

### Satyr's Leap

A satyr's legs are as powerful as those of the wild goats of the mountains, enabling him to jump incredible distances with no effort. Whether you are vaulting over the heads of foes or bounding through the forest to avoid terrain that might slow you, your distinctive leap is one of your most recognizable features.

**Satyr's Leap** — **Satyr Utility 2**

*You crouch and spring to catch your foes off guard, putting your powerful legs to good use.*

**At-Will**
**Move Action** — **Personal**
**Effect:** You jump with a +10 power bonus to the Athletics check. When you make this jump, you are always considered to have a running start. The distance you jump cannot exceed your speed.

### Bending the Balance

Most satyrs believe that all creatures get what they deserve, and you have learned not only to accept fate but to push its boundaries to your benefit. After all, your allies deserve their good fortune, just as your foes will get what's coming to them.

**Bending the Balance** — **Satyr Utility 6**

*Your very presence causes fate to twist in an ally's favor.*

**Daily**
**Immediate Reaction** — **Ranged** 10
**Trigger:** A creature within 10 squares of you regains hit points or takes damage from an attack that hits it.
**Target:** The triggering creature
**Effect:** The target either regains 2d6 additional hit points or takes 2d6 extra damage.

### Tune of Enchantment

In legend, satyrs are said to produce music that is so captivating because it draws on fey magic for its power. Such legends arise from the satyrs who have practiced the art of the tune of enchantment. When you play your song, its haunting notes burrow deep into the minds of your enemies, who find themselves enthralled by your music.

**Tune of Enchantment** — **Satyr Utility 10**

*You play a whimsical tune in the heat of combat that clouds your enemies' minds.*

**Daily ✦ Aura, Charm**
**Minor Action** — **Personal**
**Requirement:** You must be playing a musical instrument.
**Effect:** You activate an aura 5 that lasts until the end of the encounter. Any enemy must roll twice when making saving throws against charm effects while in the aura, using the lower result. The aura is deactivated if you are not playing your musical instrument at the end of your turn, but you can reactivate the aura as a minor action.

*Rowena negotiates with a satyr of night, while Viltham sneaks up to steal the ever-blooming rose*

## Foes into Friends

As with all satyrs, you would rather make allies than enemies. You have learned a natural charm that allows you to intervene when an enemy would fall, controlling that foe to spare its life—or taking revenge to show it the error of its ways.

**Foes into Friends** — **Satyr Utility 16**

*You draw an enemy back from the brink of death, holding it under your spell.*

**Daily ✦ Charm**
**Immediate Interrupt** **Ranged** 10
**Trigger:** An enemy within 10 squares of you drops below 1 hit point.
**Target:** The triggering enemy
**Effect:** The target instead has 1 hit point, and it is dominated by you until the end of the encounter. The target cannot regain hit points, and a missed attack cannot damage it. If the target still has 1 hit point at the end of the encounter, it drops to 0 hit points. You choose whether it dies or is unconscious.

## Channel the Unseelie

Though most satyrs seek the bright pleasures of life, there also exist satyrs of the night—shadowy creatures that have been transformed by exposure to dark magic. By manipulating subtle currents of this magic, you temporarily take on the form of a dark creature.

**Channel the Unseelie** — **Satyr Utility 22**

*You tap into dark fey power, transforming yourself into a creature of shadow.*

**Daily ✦ Polymorph**
**Minor Action** **Personal**
**Effect:** You transform into the form of a satyr of the night, and you remain in that form until the end of the encounter. While in this form, you have partial concealment, and when you would normally have partial concealment because of dim light, you are instead invisible. Additionally, you take only half damage from necrotic attacks.

ERIC BELISLE

CHAPTER 3

# Classes

THE FEYWILD is a realm of magic; this much anyone who has ever heard a fairy tale knows. The very substance of the plane is infused with arcane magic, and many of the creatures that inhabit the realm are so tightly bound to arcane power that it is a natural and instinctive part of their very being. As such, it should come as no surprise that those who hail from, and venture into, the Feywild often develop a natural aptitude for arcane magic.

However, the Feywild is also a wild and verdant place where primeval natural landscapes remain untouched since their creation. Moreover, the influence of the Feywild spills over into the mortal world at fey crossings. Many of those who live on the borders of the Feywild and the natural world develop a rapport with primal spirits, emboldened by the verdant growth the Feywild fosters.

Some of the material in this chapter is for use with classes found in other books. The barbarian and the bard appear in *Player's Handbook 2*, the druid appears in *Player's Handbook 2* and *Heroes of the Forgotten Kingdoms*, and the wizard material is for use with either the *Player's Handbook* or *Heroes of the Fallen Lands*.

This chapter includes the following material.

- New powers for the barbarian, as well as alternate class features for the berserker subclass.
- New powers for the bard, as well as alternate class features for the skald subclass.
- New powers for the druid, as well as alternate class features for the protector subclass.
- New powers for the wizard, as well as alternate class features for the witch subclass.

## BARD'S TALE: THE THREE TRAVELERS

Once upon a time there were three travelers who had entered the realm of the fey and were following one of the lesser known paths through a thick forest. The first was a bard of one of the human tribes that lived just on the other side of a crossing, in the world of men. The second was an elf whose druid circle protected that same crossing on the other side, in the Feywild. The third was a satyr, young and brash and prone to berserk rages when upset, who traveled with the other two for their protection.

One day the trio came upon a place where the path seemed to bend around a massive tree. As they examined the odd sight, a dryad emerged from the tree, beautiful and terrifying. She demanded that each of the three travelers do something to honor her, stating that only then would she send them on their way.

The first to speak was the human bard, who lamented that he could only immortalize the dryad in story or song, for they were the greatest tools at his disposal. "Fool!" the dryad cried. "Can you keep no secrets? Your songs would bring woodsmen and devious creatures right to my tree." She beckoned the bard closer, whispering a secret of arcane magic in his ear. "Now, I have given you one secret. A second is the secret of my tree's location, which you must also keep. Only when you find a third secret, a secret greater than all others, can you return to this land." Saying that, she waved her hand and banished the bard from the Feywild.

Angry at seeing his friend so cursed, the satyr leaped forward, bringing a wicked axe to his hand and flying into a screaming rage. As the berserker lunged for the dryad's tree, intent on chopping it down, the dryad struck him on the forehead with her palm. "I left your friend with the memory of my secret, to bind him with the power of three. You shall not be so lucky." With that, she stole his memories from him, cast him out of the Feywild, and spoke that only when all three travelers were reunited would his memories return.

The elf, seeing her friends cursed and banished, approached the dryad humbly. She offered to use the knowledge of her circle to make her tree stronger, to fill the area with verdant growth, and to change the course of the path to carry it around the great tree. The dryad was pleased, and she gave the druid a staff made from one of the branches from her tree. "Seek out the ancient dryad that inhabits the great World Tree, and give her this. You will be rewarded beyond your wildest wishes." And, as the dryad said that, the druid was free to go.

MARK WINTERS

# Barbarian

Barbarians are commonly thought to be uncivilized and savage. Wielding mighty weapons, barbarians show little control or discipline in the way they fight, and they call on the forces of nature to aid them. But even among the barbarian peoples, there are those individuals who stand out from all others for their unbridled fury during combat. Those warriors not only call on the primal spirits to aid them, they let those spirits inhabit their bodies, using the spirits' power directly.

In this section, you will find new powers for the barbarian, introduced in *Player's Handbook 2*, including some tied to the new barbarian subclass, the berserker.

## Berserker

**Martial and Primal Defender and Striker:** Your skill and experience make you good at defending others, but when your rage surfaces, you become an aggressive attacker.
**Key Abilities:** Strength, Dexterity

On the edge of civilization, far beyond the comfortable life within cities and towns, tribes of barbarian peoples maintain a simple yet primitive existence. Life for these people is not easy, and it is made more difficult because fey crossings commonly appear in their lands. As children, tribe members are taught about the perils of crossing into the Feywild, and about the monsters that emerge from that realm with malicious intent. Faced with this constant danger, the barbarians continually fight to maintain their way of life.

Some among them have fought so hard for so long that they know little other than violence as a means of protecting their tribes. These individuals, prone to rage that transforms them into whirling forces of destruction, are known as berserkers. Most berserkers are skilled warriors with keen survival instincts. When their ire is stoked, however, much of that experience and discipline is replaced by an animal fury unmatched among other warriors.

If fury and aggressiveness was all that berserkers had to protect them from harm, they would eventually tire and be overcome by their enemies. When the berserkers' unbridled rage overtakes them, they become beacons of the spirit world, and their rage sounds like a gong calling to the primal spirits. Those spirits are drawn to such strong emotion, and are able to inhabit berserkers during their rages, protecting them against harm. The spirits also lend their energy to the berserkers, allowing them to perform incredible, even supernatural, feats.

It is not just barbarians in the mortal world who become berserkers. Within the Feywild are many savage warriors, and that bright realm is a place where warriors who are as mercurial as the berserker fit right in. Many berserkers are found among the lycanthrope tribes of the Brokenstone Vale, others are among the elves who still dwell in the forests of the Feywild, and yet others can be found anywhere civilization has not yet encroached upon.

## Creating a Berserker

A berserker is a type of barbarian, a class introduced in *Player's Handbook 2*. To create a berserker, use the character creation rules in the *Rules Compendium* or the *Player's Handbook*. The Character Advancement table (page 160) summarizes how many powers and feats your berserker should have at each level, as well as when ability scores increase.

A berserker lacks all of the barbarian class features from *Player's Handbook 2*: Barbarian Agility, Feral Might, *rage strike*, and Rampage. A berserker gains new class features: Berserker Fury, *defender aura*, Heartland, Poised Defender, and *vengeful guardian*. In addition, a berserker has proficiency with light shields. Because of these new features, a berserker can serve as both a defender and a striker.

### Berserker Traits

**Hit Points:** You start with hit points equal to 15 + your Constitution score. You gain 6 hit points each time you gain a level.

**Bonus to Defenses:** +2 to Fortitude

**Healing Surges per Day:** 8 + your Constitution modifier

**Armor Proficiencies:** Cloth, leather, hide; light shield

**Weapon Proficiencies:** Simple melee, military melee

**Class Skills:** Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis)

**Trained Skills:** Three from the list of class skills

## Ability Scores

When you determine your ability scores, keep in mind that a berserker is best served by superior Strength and Dexterity scores. Strength should be your highest score, since the berserker's attacks rely on it.

When thinking of your character's personality, consider your highest scores other than Strength and Dexterity. A berserker with a high Wisdom might be a tribal leader who tries to maintain control of his or her rage and is filled with regret each time it is unleashed. A berserker with a high Constitution might be a large, brawny survivor, whose battle scars are a testament to his or her persistence in facing danger and surviving. A berserker with a high

Intelligence could be a barbarian chieftain who, if he or she had been born in civilization, would have been a great military tactician; instead, the berserker stands at the forefront of a horde of raging warriors, directing them into battle.

## Class Features

A berserker has the following class features, starting at level 1.

**Heartland** Berserkers live on the edge of civilization, where they are closer to the land and more shaped by the environment than other warriors are. You have cultivated certain abilities that are based on your experiences in your heartland's environment.

You choose one of the following terrain types that best represents your heartland and gain its benefit.

**Arid Desert** You hail from a hot, dry desert region and are accustomed to the blistering heat and searing sands of your heartland. Your people prize light protective clothing that keeps you from overheating, and compensate for lighter armor with greater agility.

**Benefit:** While you are wearing cloth armor or no armor and not using a shield, you gain a +3 bonus to AC and a +2 bonus to Reflex.

At 4th level, you gain resist 5 fire. The resistance increases to 10 at 14th level and 15 at 24th level.

**Frozen Land** You hail from a land covered in ice and snow, and as such you know how to survive in cold environments. You are comfortable when others are shivering with cold, and you have become toughened by constant exposure to harsh temperatures.

**Benefit:** You gain a +1 bonus to Fortitude and Will.

At 4th level, you gain resist 5 cold. The resistance increases to 10 at 14th level and 15 at 24th level.

**Temperate Land** You hail from a land covered in forests and plains. Your people are accustomed to having access to abundant resources and typically carry defensive gear such as shields.

**Benefit:** While you are wielding a one-handed weapon and using a shield, you gain a +2 bonus to the damage rolls of any weapon attack you make with that weapon.

At 4th level, you gain a +1 bonus to speed while charging.

**Defender Aura** You've spent a good deal of time engaged in a battle against enemies, natural or otherwise. Your fighting skills are honed to the point where you stand as a capable defender of your people, interposing yourself between enemy and ally.

**Benefit**: You gain the *defender aura* power.

**Defender Aura** **Barbarian Utility**

*You work to occupy nearby foes, using a combination of fighting skill and clever tactics to keep them distracted.*

**At-Will ✦ Aura**
**Minor Action** **Personal**
**Effect:** You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a –2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

EVA WIDERMANN

**Poised Defender** As long as your primal rage does not take over, your martial training helps you dodge and parry incoming attacks if you're not burdened by heavy armor.

**Benefit:** While your *defender aura* is active and you're not wearing heavy armor, you gain a +2 bonus to AC.

**Vengeful Guardian** Protecting your family while living on the frontier of civilization, or some other uncivilized land, has taught you how to draw attention to yourself and away from those you protect. When an enemy is foolish enough to ignore you and go after your loved ones, you punish it for its oversight.

**Benefit**: You gain the *vengeful guardian* power.

**Vengeful Guardian** **Barbarian Attack**

*Your nearby enemies learn the hard way that it is unwise to ignore you.*

**At-Will ✦ Martial**
**Opportunity Action** **Personal**
**Trigger:** An enemy subject to your *defender aura* either shifts or makes an attack that targets an ally of yours, without targeting you or an ally who has an active *defender aura*.
**Effect:** You make a melee basic attack against the triggering enemy and deal 1d8 extra damage to it.
*Level 11*: 2d8 extra damage.
*Level 21*: 3d8 extra damage. On a miss, the attack deals half damage to the triggering enemy.

**Berserker Fury** Though you are a warrior of skill and poise most of the time, when your ire is stoked you become a force of destruction on the battlefield. At times of desperation, or when the scent of your enemies' blood fills your senses, you fly into a frenzy of rage. While engulfed in this primal rage, you abandon much of your discipline and training, allowing primal spirits to flow into you and assume control.

**Benefit:** When you use a barbarian primal attack power, you enter your Berserker Fury until the end of the encounter. Alternatively, you can use a minor action while you are bloodied to enter the fury. The fury has the following effects.

- Your *defender aura* ends, if it was active, and you cannot use *defender aura* or *vengeful guardian* until the fury ends.
- Some of your powers, such as your barbarian martial at-will attack powers, gain additional benefits, as noted in those powers.
- Your melee basic attacks deal 1d8 extra damage. This extra damage increases to 2d8 at 11th level and 3d8 at 21st level.

# Powers

Your berserker starts with four barbarian powers of your choice.

- Two 1st-level barbarian at-will attack powers
- One 1st-level barbarian encounter attack power
- One 1st-level barbarian daily attack power

See the Character Advancement table (page 160) for the powers you gain as you advance in level.

When you select powers, consider the barbarian powers introduced in this book, which are tailored for the berserker and offer a mix of martial and primal options. *Player's Handbook 2* and *Primal Power* present a variety of other barbarian powers to choose from.

# Skills

You should consider Athletics for one of your trained skills, because the ability to reach an enemy by climbing, jumping, and swimming is essential for someone who fights face to face. Acrobatics is useful to help you blunt the damage of falling long distances, and to help you cross dangerous surfaces without falling.

Training in Nature can represent your connection to the natural world, developed over years of living in a rustic environment. Likewise, if you emphasize Intimidate, that choice reflects a life lived in a more primitive society, where influence over your peers is as important as dominance over your enemies. A focus on the Heal skill could indicate that you have learned how to manage your many wounds, or perhaps you had an apprenticeship under your tribe's shaman, learning how to deal with basic ailments and battle injuries.

# Feats

Your choice of feats not only shapes your abilities, but speaks to your past and your origins. For example, if you choose one of the feats from the learning and lore category such as Linguist or Skill Training, it could reflect your history as a learned barbarian, flouting the view of primitive tribes held by city-dwellers. If you come from a particularly religious tribe, you might choose one of the divine devotion feats such as Disciple of Strength to represent your dedication to the gods.

If you want to focus more on martial prowess and your ability to defend allies, consider defensive feats from the armor training category such as Armor Proficiency: Chainmail. If you want to emphasize strong primal attacks, consider feats from the weapon training category, such as Two-Handed Weapon Expertise (page 130), and other feats that boost your damage output.

Additionally, since you can use martial powers only when you are not under the influence of your

## BERSERKER RACE CHOICES

The following races make good choices for a berserker.

**Half-Orc:** Half-orcs have natural strength and agility, which align perfectly with the berserker's nature. Moreover, the half-orc's *furious assault* racial power adds extra savagery to a raging berserker's attacks. Since most berserkers don't wear heavy armor, a half-orc's ability to gain temporary hit points when bloodied provides extra protection in the thick of battle.

Half-orc characters come naturally to the role of the berserker. All half-orcs are likely to have grown up on the fringes of society or as an outcast. In the culture of the tribes that roam the wilderness, petty differences such as ancestry are overlooked, allowing a berserker's contributions to be the measure by which his or her place in the society is determined.

**Human:** In any region, tribes of human barbarians are usually more common than those of any other race. Not only do humans have the persistence and toughness to survive in brutal environments, they also naturally band together, increasing their chances for survival through cooperation. The versatility and adaptability of humans makes them excellent berserkers, because their strength is a boon when making attacks, and their wide range of abilities and overall hardiness helps them overcome any defensive vulnerabilities.

**Wilden**: The wilden (*Player's Handbook 3*) make good berserkers because of their ability to channel the wrath of nature. Wilden come from the primeval, untouched reaches of the Feywild, and any encroachment on those unspoiled lands by drow, goblins, or other interlopers often provokes a quick and violent response. Though wilden do not have a Strength bonus, their bonus to Dexterity helps improve a berserker's AC. More important, wilden have the option of choosing a racial power for whichever role of the berserker you want to play. If you are feeling more like a defender, after an extended rest choose the *wrath of the destroyer* racial power. If you are feeling more like a striker, choose *pursuit of the hunter*.

Berserker Fury, you should consider multiclassing into one of the Strength- or Dexterity-based martial classes and picking up or swapping in a power from that class. The fighter makes an excellent choice for multiclassing with the berserker, since the fighter has many martial powers designed for a defender. You might also consider the warlord as a good way to pick up a martial power, allowing you to be well-rounded and adaptable.

## Equipment

You start with 100 gp to buy your starting equipment. You should consider buying an adventurer's kit, a weapon (two-handed if you choose to be from an arid desert or a frozen land, or one-handed if you are from a temperate land), and a shield (if you are from a temperate land). Alternatively, you should choose a one-handed weapon and a shield if you are from an arid desert or a frozen land and want to lean toward a defender role.

Your high Strength means that you can carry a lot, but you might choose to avoid being burdened with a lot of other gear. As a barbarian accustomed to long overland journeys, you could opt for lighter equipment that can be carried over long distances without fatiguing you.

RYAN BARGER

# New Barbarian Powers

The barbarian powers in this section expand on those found in *Player's Handbook 2*, *Primal Power*, and other sources. These powers are among your options when you choose barbarian powers of the given levels.

## Level 1 At-Will Powers

### Aggressive Lunge

In the wild places of the world, you have encountered beasts and monstrous creatures that respond only to aggression. You've learned to show such creatures the same lack of fear, lunging toward them to force them back.

**Aggressive Lunge** — **Barbarian Attack 1**

*You lunge forward at your enemy, hoping to send it reeling.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and you push the target 1 square. You then shift 1 square into the space the target just left.
*Level 21:* 2[W] + Strength modifier damage.
**Berserker Fury:** This attack gains the primal keyword and deals 1d6 extra damage.
*Level 11:* 2d6 damage.
*Level 21:* 3d6 damage.

### Jarring Smash

An enemy knocked off balance is one that can soon be taken out of the fight. You strike at your foes in such a way that they reel from your attack in pain and disorientation.

**Jarring Smash** — **Barbarian Attack 1**

*You slam your weapon into your enemy, causing it to reel at the force of your blow.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target grants combat advantage until the end of your next turn.
*Level 21:* 2[W] + Strength modifier damage.
**Berserker Fury:** This attack gains the primal keyword and deals 1d8 extra damage.
*Level 11:* 2d8 damage.
*Level 21:* 3d8 damage.

### Run Down

You have spent much time hunting for food for yourself and your family, and you have learned methods of keeping your prey from escaping. A quick strike to the legs, a slash at a hamstring, or a well-placed shove keeps your opponent close.

**Run Down** — **Barbarian Attack 1**

*You smash your enemy in a vulnerable place, slowing it and keeping it from escaping you.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target is slowed until the end of your next turn.
*Level 21:* 2[W] + Strength modifier damage.
**Berserker Fury:** This attack gains the primal keyword and deals 1d8 extra damage.
*Level 11:* 2d8 damage.
*Level 21:* 3d8 damage.

### Stalk and Strike

Nimble and skittish prey will startle and run when a pursuer gets too close. You have experience in stalking your prey from a distance, then suddenly striking, and have learned to apply those techniques to making quick dashes in combat.

**Stalk and Strike** — **Barbarian Attack 1**

*You creep toward your enemy, low and lurking, and then strike with surprising speed.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Effect:** You shift up to 2 squares before the attack.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
*Level 21:* 2[W] + Strength modifier damage.
**Berserker Fury:** This attack gains the primal keyword and deals 1d8 extra damage.
*Level 11:* 2d8 damage.
*Level 21:* 3d8 damage.

## Level 1 Encounter Powers

### Batter Down

A cowed enemy is a defeated enemy. You know that once you can stand over your opponent, you have the advantage. You have learned how to throw your weight behind a strike to send a foe sprawling.

**Batter Down** — **Barbarian Attack 1**

*You hammer your enemy, knocking it to the ground before you.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you knock the target prone.

### Savage Cut

When the bloodlust takes hold of you, you swing your weapon with strength and fervor that can come only from some supernatural force. As you cede control to rage-filled primal spirits, you can push your body beyond its normal limits.

**Savage Cut** — Barbarian Attack 1

*You drive your weapon into your enemy in the way that the jaws of a wolf seek its prey's throat, and you rend it savagely.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + 1d8 + Strength modifier damage.

# Level 1 Daily Powers

## Life-Ending Strike

Death is a part of nature, and the primal spirits that inhabit your body when you give yourself over to your fury know this better than any other creature. When your enemies have been battered and beaten back, the spirits guide your hand and fuel your ferocity, ensuring a quick demise for those who oppose you.

**Life-Ending Strike** — Barbarian Attack 1

*You lash out at your enemy with a mighty strike that presages the end of its life.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Miss:** Half damage.
**Special:** When charging, you can use this power in place of a melee basic attack.

## Sweeping Cut

You have sometimes found yourself surrounded by enemies, seemingly with little hope of survival. But you have always come out victorious. When you find enemies on all sides, you know how to use techniques that work against multiple foes, making them pay for ganging up on you.

**Sweeping Cut** — Barbarian Attack 1

*You sweep your weapon in a wide arc, driving your foes to the ground where they will be at your mercy.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy you can see in the burst
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you knock the target prone.
**Miss:** Half damage.

# Level 2 Utility Powers

## Ignore Pain

When the rage overtakes you, part of your mind recedes, replaced by something primal and dangerous. For a short time, pain, hunger, and fear fall by the wayside, the troubles of a mortal body disregarded by the force of nature you have become.

**Ignore Pain** — Barbarian Utility 2

*When your enemies hurt you, the strength of your rage allows you to shove the pain aside for a time.*

**Daily ✦ Primal**
**Immediate Reaction** **Personal**
**Trigger:** You take damage.
**Effect:** You gain temporary hit points equal to the triggering damage.

## Nomad's Rush

You have traveled through many kinds of dangerous terrain throughout your life. You know that you can't always avoid such places and must be able to pass through them unscathed. In battle you apply that same principle, moving through dangerous terrain as if it wasn't there.

**Nomad's Rush** — Barbarian Utility 2

*Your training allows you to spot rough terrain with ease—and dash over it without a second thought.*

**Encounter ✦ Martial**
**Move Action** **Personal**
**Effect:** You move up to your speed + 4. During this move, you ignore difficult terrain.

# Level 3 Encounter Powers

## Implacable Advance

When you select your foe, you know it is your responsibility to keep it from harming your allies. Once an enemy becomes the target of your attention, it can do little to escape, because you press your attack when it tries to retreat.

**Implacable Advance** — Barbarian Attack 3

*You advance on your enemy and strike, continuing to close with your foe even if it tries to flee.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. In addition, the first time the target moves before the end of your next turn, you can shift up to your speed to a square adjacent to the target as a free action after its movement.

## Thundering Smash

Sometimes, the primal spirits that control you when your fury emerges also channel elemental power. You can funnel this power into your attacks, unleashing a weapon strike that carries a concussive effect.

**Thundering Smash** — Barbarian Attack 3

*You attack your enemy with such crashing force that the foes around it feel the effect of the blow.*

**Encounter ✦ Primal, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and each enemy adjacent to the target takes 5 thunder damage.

## Level 5 Daily Power

### Dangerous Presence

You've seen your share of battles, and you have the scars to prove it. When you set yourself against a group of foes and lay waste to one of their number, they see that you are an opponent to be feared.

**Dangerous Presence** — Barbarian Attack 5

*You strike quickly and decisively, showing your deadly skill to your enemies and causing them to cower in fear.*

**Daily ✦ Fear, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, enemies grant combat advantage while subject to your *defender aura*.

### Feral Rampage

Your rage fuels your speed as well as your strength. When you succumb to your bloodlust, the spirits inhabiting you make your heart race and your reactions quicken, allowing you to dash from enemy to enemy like a wild beast.

**Feral Rampage** — Barbarian Attack 5

*The passion of the predator flows through you, allowing you to move between your enemies and cut both of them down like stalks of wheat.*

**Daily ✦ Primal, Weapon Standard Action** **Melee** weapon
**Target:** One or two creatures
**Effect:** You can shift up to your speed after the first attack.
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.

## Level 6 Utility Powers

### Cull Weakness

You know the ways of the wild; nature demands that the strong survive and the weak be culled. The spirits that enhance your abilities while inhabiting your body enforce this law, giving you the strength to uphold the tenet of survival of the fittest.

**Cull Weakness** — Barbarian Utility 6

*Only the strong survive, and you let your enemies know that you are a survivor as you strike down the weakest among them with ease. The others quail before you as their wounds mount.*

**Daily ✦ Primal, Stance**
**Minor Action** **Personal**
**Effect:** You assume the cull weakness stance. Until the stance ends, bloodied enemies grant combat advantage to you, and you gain a +4 power bonus to damage rolls against them.

### Wilderness Step

Vines cannot hold you, sand trap you, nor stones impair you. You've spent so much time in the wild, tackling the worst terrain that nature can create, that no obstacle can hinder you for long.

**Wilderness Step** — Barbarian Utility 6

*Your skill in traversing the wilderness allows you to bypass hindering effects that would delay others.*

**Encounter ✦ Martial**
**Free Action** **Personal**
**Trigger:** You start your turn subject to an immobilized, restrained, or slowed condition that a save can end.
**Effect:** You make a saving throw with a +2 power bonus against one triggering condition.

EVA WIDERMANN

# Level 7 Encounter Powers

## Deny Escape

When your enemies grow wary of your might, some try to flee the battlefield. You know how to ensure that they do not get away.

**Deny Escape** — **Barbarian Attack 7**

*In your bloodlust, letting an enemy go isn't an option. You attack with great force, preventing your foe from escaping your fury.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.

## Shattering Strike

When the primal spirits fight from within you, your attacks have the weight of supernatural force. By letting the magic of the spirits flow freely from you, you are able to wound creatures that are barely harmed by normal attacks.

**Shattering Strike** — **Barbarian Attack 7**

*The primal force flowing from your body enables your attack to strike true even against ethereal targets.*

**Encounter ✦ Force, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier force damage. This damage ignores the insubstantial quality.

# Level 9 Daily Power

## Eye of the Maelstrom

When your back is to the wall and the odds against you are overwhelming, you call upon all your experience as a warrior, evening the odds. You dare enemies to come within striking distance, and then you punish them when they don't devote their full attention to you.

**Eye of the Maelstrom** — **Barbarian Attack 9**

*You attack your foes with incredible speed and strength, becoming a vortex of whirling strikes that seek out any foe that unwisely ignores you.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, your *defender aura* expands to an aura 2, and you can shift 1 square as a free action before making a melee basic attack granted by your *vengeful guardian* power.

## Wrath of the Storm

At the height of your rage, your weapon strike carries the power of a raging storm. The primal spirits that fuel your rage lend you their strength, and you blast an enemy away from you with the force of a roaring gale.

**Wrath of the Storm** — **Barbarian Attack 9**

*Your rage is like that of the howling storm. When you attack, you violently sweep aside the foe that dared to stand in your way.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You push the target up to 4 squares and knock it prone.

# Level 10 Utility Powers

## Circle of Battle

Among the barbarian tribes you associate with, the rite of single combat is often used to determine which side of a conflict is in the right, avoiding the bloodshed of battle. You've learned how to apply that fighting style, enabling you to single out and defeat a foe as you would an opposing tribe's champion.

**Circle of Battle** — **Barbarian Utility 10**

*You command your allies to clear out a space, allowing you to draw an enemy's focus to yourself.*

**Encounter ✦ Martial**
**Minor Action** **Melee** 1
**Target:** One enemy subject to your *defender aura*
**Effect:** As a free action, each of your allies adjacent to the target can shift up to 2 squares to a square that is not adjacent to the target. Additionally, until the start of your next turn, when you hit the target with an opportunity attack or a *vengeful guardian* attack, you immobilize it until the end of its next turn.

## Surge of Fury

When the primal spirits flow through you during your rage, they also offer you some protection. When an opponent seeks to incapacitate you or to overcome your will, the spirits help you ignore such threats.

**Surge of Fury** — **Barbarian Utility 10**

*You release a howl that blocks out the whispers of your enemies and fills you with a fury that gives you a clarity of purpose.*

**Daily ✦ Primal**
**No Action** **Personal**
**Trigger:** You start your turn subject to a dazing or dominating effect.
**Effect:** You end the triggering effect. Until the end of your next turn you are immune to effects that daze or dominate you.

# Level 13 Encounter Powers

## Drive to the Ground

An unbalanced enemy is a quickly defeated enemy. You have mastered the ability to send your foes stumbling to the ground when you strike them. When you do so, your enemy is both at a disadvantage in combat and unable to threaten your allies effectively for a time.

**Drive to the Ground** — Barbarian Attack 13

*You drive your weapon into your foe with such ferocity that it staggers away and crashes to the ground.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you slide the target up to 2 squares and knock it prone.

## Blood for Strength

When you cleave your enemies, the blood that spills does more than whet your appetite. Such an offering strengthens your connection to the primal spirits, who must be placated lest they abandon you when you need them most.

**Blood for Strength** — Barbarian Attack 13

*You deliver a brutal wound to your enemy, offering the result of your bloodlust to the spirits that fuel your rage.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + 2d8 + Strength modifier damage.

# Level 15 Daily Powers

## Bloodletting Assault

With the spirits driving your fury, you can rush across the battlefield and deliver a massive strike against your enemy, harming it severely if not killing it outright.

**Bloodletting Assault** — Barbarian Attack 15

*You sprint over the intervening ground, then drive your weapon into your enemy with an unnatural strength that cannot be denied.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 6[W] + Strength modifier damage.
**Miss:** Half damage.
**Special:** When charging, you can use this power in place of a melee basic attack.

## Slash at the Knees

This attack is especially useful when you're at the center of a battle, which is where you like to be. You can wound and hinder a number of enemies at one time, making them easier targets for your allies.

**Slash at the Knees** — Barbarian Attack 15

*Even though surrounded by foes, you become a whirlwind of death, hurting and incapacitating every one of them.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy you can see in the burst **Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.
**Miss:** Half damage.

# Level 16 Utility Powers

## Distracting Advance

You have learned how to attract an enemy's attention, making the foe hesitate so that your endangered allies can get to safety.

**Distracting Advance** — Barbarian Utility 16

*You bolt into the fray, bellowing a battle cry that distracts your foe long enough for your comrades to move away.*

**Encounter ✦ Martial**
**Move Action** **Personal**
**Effect:** You shift up to half your speed. If you end this shift adjacent to an enemy, each of your allies adjacent to that enemy can shift up to 3 squares as a free action to a square that is not adjacent to that enemy.

## Path of the Predator

Primal animal spirits hunt alongside you, remaining invisible but lending you their strength. When you throw yourself against your enemies, overflowing with fury, these spirits surge with you, granting you newfound strength and speed.

**Path of the Predator** — Barbarian Utility 16

*You lunge forward with such quickness and grace that you pounce on your foe before it sees you coming.*

**Daily ✦ Primal**
**Move Action** **Personal**
**Effect:** You shift up to twice your speed. During this shift, you can make Athletics checks to climb, jump, and swim. If you end this shift adjacent to an enemy, that enemy grants combat advantage to you until the end of your next turn.

# Level 17 Encounter Powers

## Forceful Spirits

When you unleash your fury, some of your strikes are more powerful than you can normally make because the spirits surround your weapon, lending their aid to increase the speed and strength of your blows.

**Forceful Spirits** — **Barbarian Attack 17**

*Your attack is driven by the power of the spirits, sending foes near your enemy reeling.*

**Encounter ✦ Force, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage. In addition, each enemy adjacent to the target takes 5 force damage and is pushed up to 2 squares from the target.

## Unavoidable Stalker

You are a predator that cannot be escaped. Years of hunting, whether for wild game or fleeing enemies, have taught you how to relentlessly track your quarry before bringing it down.

**Unavoidable Stalker** — **Barbarian Attack 17**

*You strike your target and then continue to track it, remaining in step with it no matter where it goes.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. In addition, at the end of the target's next turn, if it is not adjacent to you, you can shift up to your speed + 2 to a square adjacent to the target as a free action.

# Level 19 Daily Powers

## Terrifying Presence

When you enter your battle fury, your appearance takes on a dangerous cast, as if death is hovering near you. When you attack, you leave those near your foe quaking from your frightening countenance.

**Terrifying Presence** — **Barbarian Attack 19**

*You land a mighty blow and face your enemies, terrifying them with the visage of your battle lust.*

**Daily ✦ Fear, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter or until your *defender aura* ends, enemies in your *defender aura* grant combat advantage and cannot make opportunity attacks.

## Torrent of Destruction

Your rage sends ripples out through the world, attracting primal spirits as moths are drawn to a flame. When they come, you let the spirits take hold of you, turning you into a creature of primal power whose speed and strength is augmented by supernatural forces.

**Torrent of Destruction** — **Barbarian Attack 19**

*The spirits spur you into action, giving you the speed and fury to sweep across the battlefield like a windstorm.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Effect:** You shift up to your speed. During the shift, you can make the following attack once against each creature to which you move adjacent.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Miss:** Half damage.

# Level 22 Utility Power

## Limitless Advance

With the power of the primal spirits supporting you, you can surpass mortal limits of exertion. You can now leap across chasms, swim mighty rivers, and scale sheer surfaces without slowing.

**Limitless Advance** — **Barbarian Utility 22**

*No enemy is beyond your reach, and you let no obstacle stop you from reaching a foe.*

**At-Will ✦ Martial, Primal**
**Move Action** **Personal**
**Effect:** You move up to your speed. During this movement, you can jump horizontally a number of squares up to your speed without needing to make an Athletics check, and you can climb and swim at full speed rather than half speed. Your total distance moved cannot exceed your speed. Additionally, any falling damage you take is reduced by 20 until the end of the turn.
**Special:** You can use this power only once per round.

# Level 23 Encounter Powers

## Driving Smash

When the spirits are fueling your rage and answering its call at the same time, nothing can stand between you and your foe. You know how to bend the spirits' power to your will, harnessing their magic to drive past any defenses.

**Driving Smash** — **Barbarian Attack 23**

*As your weapon strikes home, you shatter your enemy's defenses in addition to dealing it a vicious blow.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage. This attack ignores the insubstantial quality and the target's resistances.

## Wracking Wound

A wounded enemy will take risks, sometimes causing itself as much injury as if you had struck it a heavy blow. You know how to inflict pain on a foe with every step it takes.

**Wracking Wound** — **Barbarian Attack 23**

*You slash at your foe, dealing it a wound that causes great pain when your enemy moves.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. Until the end of your next turn, the target takes damage equal to your Strength modifier for each square of voluntary movement it undertakes.

# Level 25 Daily Power

## Unmatched Precision

Many warriors hear tales of becoming one with the flow of a battle, where it seems as though time slows down and all of one's attacks slip past enemy defenses with little effort. You are able to achieve this state, finding intense focus when the situation is most dire.

**Unmatched Precision** — **Barbarian Attack 25**

*You strike down your foe with such focus and poise that it seems as though your attacks cannot miss.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 6[W] + Strength modifier damage.
**Berserker Fury:** This attack gains the primal keyword and deals 2[W] extra damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, while you have no unused encounter attack powers, whenever you make an attack roll for a melee basic attack or a barbarian at-will attack power, you can roll twice and use either result.

# Level 27 Encounter Powers

## Forceful Evisceration

You have battled enemies that have defenses so tough that your allies' attacks barely scratch them. In a fight against such a foe, it is your responsibility to wound the enemy badly, opening it up to further assaults from your friends before it can recover.

**Forceful Evisceration** — **Barbarian Attack 27**

*You channel the primal power around you into your weapon and strike. The attack not only causes immense damage, it leaves your enemy devoid of its natural protection for a time.*

**Encounter ✦ Force, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + 3d8 + Strength modifier force damage, and the target loses all resistances until the end of your next turn.

## Keep It Down

Fighting from a disadvantageous position is dangerous, but if you can put an enemy into the same situation, its chances of survival drop rapidly. You've learned how to not only drop an opponent, but to keep it off balance, allowing anyone nearby to attack it as it tries to right itself.

**Keep It Down** — **Barbarian Attack 27**

*You put your enemy down on the ground—and keep it there.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and you knock the target prone. Until the end of your next turn, the target provokes opportunity attacks whenever it stands up.

# Level 29 Daily Power

## Deadly Sweep

Whoever strikes the quickest remains standing at battle's end. You have perfected the technique of lashing out with several blows at those around you, which can make the difference between taking a life and losing your own.

**Deadly Sweep** — **Barbarian Attack 29**

*You execute a series of strikes so blindingly fast that your enemies fall before you or are driven back.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy you can see in the burst
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage.
**Berserker Fury:** This attack gains the primal keyword and deals 2[W] extra damage.
**Miss:** Half damage.
**Effect:** You can choose to either push the target up to 2 squares or knock it prone.

# Bard

Bards play an important role in the Feywild and among those who live near its fringes. Bards are not only masters of a form of arcane magic, an important part of life in the Feywild, but also are the keepers of knowledge and history, revered for their role in preserving the past.

In this section, you can find new powers for the bard class, introduced in *Player's Handbook 2*, as well as optional class features and a new bard subclass, the skald, that can be made by swapping out one set of class features for another.

## Signs of Influence

*Optional Class Feature*

All bards wield some influence no matter where they go among civilized peoples. Even in hostile cities, you might be regarded with respect, however grudging. The Signs of Influence optional class feature represents the extent of a bard's influence in the world.

If you and your DM agree, your bard gains access to certain qualities known as signs of influence. Each sign of influence provides an ability that the bard can use to gain some benefit in a civilized area. Most signs of influence provide benefits of little monetary value, but they can be a great boon or relief when a bard leads a bedraggled group of adventurers back into civilization after a harrowing adventure.

**Benefit:** At 1st level, your bard gains two Signs of Influence options of your choice. At 13th level and 17th level, you can choose an additional option.

### Attract Attendants

In any civilized area that reveres bards, there are always those who are eager to please, hoping to have themselves represented in the bard's tales. These seekers offer their services to the bard for a short while, allowing the bard to focus on important business while the attendants take care of menial tasks.

**Benefit:** Whenever you are in a village, town, or other civilized location that reveres bards, up to three servants will attend to your needs while in that location. These servants run errands for you, help you with physical tasks (such as moving chests of treasure or cleaning), and carry out any mundane task that a servant could reasonably be asked to perform.

### Demand Audience

Refusing an audience with a bard is tantamount to writing yourself into history as a villain of one sort or another. Bards can often gain entry into places that others would be turned away from, and even the most powerful rulers know better than to refuse a bard who requests a meeting.

**Benefit:** Whenever you are in a village, town, or city that reveres bards, you can receive an audience with someone representing the ruling power within 24 hours, and you are guaranteed safe passage to that audience by the local authorities. You can use this ability no more than once a month in a particular settlement.

### Ritual Beneficiary

Though the bard is a master of many talents, sometimes you might have to call on someone who has greater knowledge in a certain field, especially in

EVA WIDERMANN

matters related to magic. When you have need of magical expertise, sages and magic users that respect your calling are eager to provide you with their services.

**Benefit:** Whenever you are in a village, a town, or some other civilized location where a person lives who is capable of casting rituals, once per day you can have any ritual cast for free if it normally has a component cost of 150 gp or lower, provided that the ritual caster is not hostile toward you. The ritual cannot be one that produces a permanent item.

## Travel in Style

Bards spend a lot of time on the road. They like to travel with a bit of style when possible, or at least with speed and comfort. Many consider it an honor to give or loan one's horses to a bard, and many a good word has been included in a bard's tale for a kindly stable master.

**Benefit:** Whenever you are in a village, town, or other civilized location where horses, carts, and carriages can be obtained and where bards are revered, you can procure horses for you and up to seven of your allies, plus a single cart or carriage at no cost, from someone in that location. Before you can use this ability again, you must return the horses and cart or carriage, leave them at a predetermined location, or pay for them.

At the DM's discretion, you can obtain other modes of transportation of a similar value when available. For example, when visiting Cendriane, you might be able to obtain griffons to carry you to the city of Mithrendain, provided that the eladrin valued the use of griffons similar to that of horses and carts in the mortal world.

## Welcome Guest

Having a bard stay under one's roof is a great honor indeed. Innkeepers often compete vigorously for the opportunity to offer shelter and food to visiting bards, and the winner brags about having such a guest for weeks or months to come.

**Benefit:** Whenever you are in a village, a town, or a city that has a public inn where bards are revered, you can use your influence (and perhaps the promise of a performance) to obtain meals and a comfortable room for you and up to seven of your allies for the duration of your stay in that location.

# Skald

**Arcane and Martial Leader:** You combine a strong tradition of martial training and expertise with arcane tricks that you pick up along the way.
**Key Abilities:** Charisma, Intelligence

Those who live on the fringes of civilization, or who come from places where civilization is nothing like what the mortal races understand, rely on chroniclers and historians who maintain their history as oral tradition. These individuals, respected for their knowledge and insights, serve as the keepers of the heritage of their people. It is their responsibility to make sure that none forget the past. They are both observers and storytellers; what they see becomes the legends and tales passed on from one generation to the next. These historians are known as skalds.

A skald is no mere entertainer. Skalds are responsible for witnessing firsthand the great events of their time, committing those events to memory, and then passing on those tales. They learned all the tales of the previous generation as well, and theirs is a line of storytellers who pass on the entire history of their people. Skalds travel from one place to the next, acting as witnesses to the events of their time. Along the way they pick up new stories and bits of magic and other tricks that add to their mystique.

Among the people of the world and other realms who know of this bardic tradition, skalds are nearly sacred. They can move freely through enemy territory and are considered untouchable even during the most bitter of tribal feuds. In many ways, skalds are like holy leaders: All but the most honorless thugs hesitate to attack them, and they are revered and respected for their role as masters of history. When a culture's entire history is contained within the tales told by a single person, that person is more than just a storyteller; he or she is the sum total of that history, and that of all its ancestors, given flesh.

In the Feywild, a skald is treated as a visiting dignitary, no matter where he or she comes from. From Cendriane to Mithrendain, even the most unmannered and barbaric skalds can find food, shelter, and respect throughout the lands of the eladrin. The Summer Queen herself would not refuse an audience with a skald, though most skalds know better than to bother powerful fey lords and ladies with trifling matters in such sessions. The status of a skald

WAYNE ENGLAND

*Andronus plays a tune on his lute, lulling the dinosaurs on the Isle of Dread to sleep, as he and Lyrindel pass safely by*

is perhaps even more elevated in the Feywild than it is in the mortal world, so that few in the fey realm would risk being savaged in the stories of a skald, their names blackened for the rest of history because of an offense they committed against a storyteller.

## Creating a Skald

To create a skald, use the character creation rules in the *Rules Compendium* or the *Player's Handbook*. The Character Advancement table (page 160) summarizes how many powers and feats your skald should have at each level, as well as when ability scores increase.

A skald lacks several of the bard class features from *Player's Handbook 2*: Bardic Training, Bardic Virtue, *majestic word*, and Multiclass Versatility. A skald gains new class features: Deceptive Duelist, *skald's aura*, and Master of Story and Song.

## Ability Scores

When you determine your ability scores, keep in mind that a skald is best served by superior Charisma and Intelligence scores.

When thinking of your character's personality, consider your highest scores other than Charisma. If you have a high Constitution score, it could indicate that you come from a brutal environment, such as the frozen wastelands of the north, or the craggy, broken steppes of a mountain range. If you have a high Intelligence score, it might represent your past as a scholar of some kind; if so, what drew you away from your studies to a life of travel and storytelling? If you have a high Wisdom score, it might signify your

### Skald Traits

**Hit Points:** You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level.

**Bonus to Defenses:** +1 to Reflex, +1 to Will

**Healing Surges per Day:** 7 + your Constitution modifier

**Armor Proficiencies:** Cloth, leather, hide, chainmail; light shield

**Weapon Proficiencies:** Simple melee, simple ranged, military ranged, longsword, scimitar, short sword

**Implement Proficiencies:** Wands

**Class Skills:** Acrobatics (Dex), Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Religion (Int), Streetwise (Cha)

**Trained Skills:** Arcana, plus four more from the list of class skills

MARK WINTERS

## SKALD RACE CHOICES

The following races are particularly good choices for a skald.

**Human:** Skalds are frequently found among human tribes and in settlements on the fringes of civilization. When making a human skald, you should consider putting your racial ability score bonus in Charisma, since you will use Charisma not only for social skills but also for your attacks. You could also choose to put your ability score bonus in Intelligence to improve your AC and Reflex. Since skalds already receive several skill choices, you should consider for your human bonus skill one that reflects your character's history and upbringing.

Human skalds possess the tenacity and ambition of humanity. As they travel in search of new tales, they often come across strange and mysterious powers, finding themselves changed by their experiences in a way that their own people might find alien.

**Pixie:** Pixies may be capricious and winsome, but they are also eager explorers and seekers of knowledge. As such, the calling of the skald is a natural fit for the pixie. Pixies are also natural users of arcane magic, and their ability to inspire their allies with story and song rivals that of any other race. Pixie skalds are all well respected in the courts of the archfey, since they have often seen and heard things that no other creature has. It is not unsual for pixie skalds to be summoned to the Summer Queen's court to regale the Court of Stars with tales from across the Feywild.

**Satyr:** Though satyrs are naturally concerned more with their own entertainment than the dramas of the larger world, they make excellent skalds because of their love of good stories and their tendency to seek out such tales for their own amusement.

Satyrs tend to be flamboyant storytellers more than historians. They love the drama of their tales, and are likely to embellish their stories a bit; a satyr skald is more interested in the spirit of the tale, rather than getting the details right. However, just like other skalds, a satyr garners respect wherever he goes, since satyr skalds are often seen as the most trustworthy sources of information in the Feywild—if the listener can hear through their embellishments to the truth of the tale underneath.

prior position as an elder or leader of your people. Perhaps you are a member of a tribe's ruling council, or a village elder from a place near a fey crossing. If your Dexterity is high, you might have spent years as a roguish minstrel, wandering from realm to realm, getting yourself in and out of trouble as you gathered and created tales.

# Class Features

A skald has the following class features, starting at level 1.

**Deceptive Duelist** A skald depends not on speed of sword or strength of arm, but on the natural ability to read enemies and trick them into making themselves vulnerable. You know how to use your cunning in combat to make your enemy all but fall onto your blade or in some other way open itself up to your attack.

**Benefit:** When you make a melee basic attack with a one-handed weapon, you can use Charisma instead of Strength for the attack roll and the damage roll.

**Skald's Aura** When danger strikes, often the only thing standing between your allies and their defeat is their morale. Your ability to inspire your allies gives them (and you) the energy to fight on.

**Benefit:** You gain the *skald's aura* power.

**Skald's Aura** **Bard Utility**

*You chant, sing, or otherwise inspire your allies with your words, allowing them to draw the strength to battle on from your encouragement.*

**Encounter ✦ Aura, Healing, Martial**
**Minor Action** **Personal**

**Effect:** You activate an aura 5 that lasts until the end of the encounter. If the aura ends prematurely for any reason, you can reactivate it during the encounter as a minor action.

Twice per encounter but only once per turn, you or any ally in the aura can use a minor action to spend a healing surge and regain 1d6 additional hit points. Alternatively, you or any ally can use a minor action to allow an adjacent ally to spend a healing surge and regain the additional hit points.

*Level 6*: 2d6 additional hit points.
*Level 11*: 3d6 additional hit points.
*Level 16*: 4d6 additional hit points, and the healing can be used three times per encounter.
*Level 21*: 5d6 additional hit points, and the healing can be used three times per encounter.
*Level 26*: 6d6 additional hit points, and the healing can be used three times per encounter.

EVA WIDERMANN

## Master of Story and Song

The skald's greatest ability is his or her mastery of song and tale. When the situation is most dire, the skald can recall stories and ballads that provide great hope or inspire the strongest zeal. The skald's memory for such art is legendary, and it rarely fails.

**Benefit:** You gain two 1st-level bard daily attack powers of your choice, but each day you can use only one bard daily attack power.

When you gain a bard daily attack power at 5th level, you can use two bard daily attack powers per day, but no more than one of a particular level. Similarly, after you gain a bard daily attack power at 9th level, you can use three bard daily attack powers per day, but still no more than one of a particular level.

At level 15, 19, 25, and 29, you gain a bard daily attack power of your level or lower without having to replace a power, but the number that you can use per day remains at three.

## Song of Rest

It is said among the fey races that the right notes of a song, or the right words to a tune, can not only soothe pain but actually help the healing process. Whether this assertion is true or not, bards are always good to have along on an adventure, thanks to their ability to use their talent with music to provide a more refreshing rest.

**Benefit:** When you play an instrument or sing during a short rest, you and each ally who can hear you are affected by your Song of Rest. When an affected character spends healing surges at the end of the rest, that character regains additional hit points equal to your Charisma modifier with each healing surge. A character can be affected by only one Song of Rest at a time.

## Skill Versatility

Your travels have taken you to places where you have encountered many strange and wondrous things. It benefits you to remain versatile, and you are adaptable to almost any situation.

**Benefit:** You gain a +1 bonus to untrained skill checks.

## Words of Friendship

Bards use magic to honey their words and turn the simplest argument into a compelling oration.

**Benefit:** You gain the *words of friendship* power.

**Words of Friendship** **Bard Utility**

*You infuse your words with arcane power, turning even the simplest speech into a compelling oration.*

**Encounter ✦ Arcane, Charm**
**Minor Action** **Personal**
**Effect:** You gain a +5 power bonus to the next Diplomacy check you make before the end of your next turn.

# Powers

Your skald starts with five bard powers of your choice.

- ✦ Two 1st-level bard at-will attack powers
- ✦ One 1st-level bard encounter attack power
- ✦ Two 1st-level bard daily attack powers granted by the feature Master of Story and Song

See the Character Advancement table (page 160) for the powers you gain as you advance in level.

When selecting your powers, consider the bard powers introduced in this book, which are tailored for the skald. Typically, a skald is either a master of oratory, speech, and storytelling, or a musician who puts tales to song. Many of these powers modify your

*skald's aura* and reflect the nature of the tale or the song your allies hear from you.

*Player's Handbook 2* and *Arcane Power* present a variety of other bard powers to choose from.

## Skills

Training in both Diplomacy and Bluff can be invaluable for the skald, who is often the social representative for a group of adventurers. Skalds develop excellent communication skills thanks to their storytelling abilities, and they know when to deal honestly with people as well as when to pull the wool over their eyes. Streetwise, too, can be invaluable for the skald, since it is a skill most often associated with gathering information in a civilized setting.

A skald who has training in Dungeoneering or Nature might have spent a lot of time exploring, satisfying his or her curiosity by visiting distant lands or dusty ruins. A skald who has training in History or Religion might have started his or her career as a scholar, then moved on to a more practical pursuit of history by becoming a gatherer of stories.

Though most skalds pick up a few arcane tricks along the way, few are actually trained spellcasters or masters of the arcane. If you choose to have training in Arcana, that choice could represent your dedicated study of the magical creatures and events you come across during your travels.

## Feats

When you choose your feats, consider those that benefit your basic attacks, since they are the only attacks you will make. Weapon Focus for your chosen weapon, or the relevant weapon expertise feat, will go a long way toward helping you bring down your foes. Since you are a master of skills and knowledge, feats from the learning and lore category make excellent choices for the skald, particularly since Skill Focus can help boost your already impressive skills such as Bluff or Diplomacy.

### BARD'S TALE: THE SKALD'S APPRENTICE

Long ago there was an old man, a storyteller of such great skill and reputation that young people came to him from all across the land, begging to be his apprentice. After many years of refusing them, finally the skald relented, taking on a young half-elf female as his apprentice. For months they traveled together as the skald passed on his knowledge to the apprentice. The apprenticeship was not easy, for the skald demanded perfection from his student, but she was determined and hard-working, and eventually she proved herself worthy of his secrets.

One day, when traveling through a dark forest, the skald and his apprentice were set upon by seven great dire bears. Though the apprentice was quick and skilled with her rapier, she knew that the skald's fighting days were well behind him. "I will protect you," she said, "but I believe these bears will be the death of us both." The skald, smiling as though he was not facing certain death, said to his apprentice, "How much you have learned, yet how little you know. It is not just the words of a tale, but the telling of it that has power." With that, the skald began to recite the tale of a foolish bear cub who was stung by a hive of bees, and though the dire bears could not understand the skald's words, to her astonishment the apprentice saw the animals begin to back down.

After a few minutes, the dire bears turned and fled. "My master," the young apprentice said, "How did you do it? Those bears should have been our deaths!" The skald turned to the young woman, and said in a kindly voice, "The bears might not have understood my story, but they could hear my voice. All things, in nature and in the world of men, can sense the power of a skald's words."

You might also consider taking feats from the enduring stamina category, such as Great Fortitude and Improved Defenses, since they can help boost your Fortitude, which might lag behind your other defenses.

## Equipment

You start with 100 gp to buy your starting equipment. You should buy a weapon of your choice, hide armor, and an adventurer's kit. If you plan on having your skald be a part of a musical tradition, you should purchase a light and portable musical instrument to carry with you on your travels, such as a harp or a mandolin.

WAYNE ENGLAND

# New Bard Powers

The bard powers in this section expand on those found in *Player's Handbook 2*, *Arcane Power*, and other sources. These powers are among your options when you choose bard powers of the given levels.

## Level 1 At-Will Powers

### Bolstering Speech

Though some would scoff at the thought of a few mere words affecting the outcome of a battle, just as many would say that a brief bit of inspiration can turn the tide, even in the middle of combat. Many military leaders hire bards as standard bearers or drummers for their armies, counting on the bards to provide words of encouragement at just the right moment.

**Bolstering Speech** — **Bard Attack 1**

*You offer up a story that inspires and reinforces the morale of your allies, urging them to fight past their pain.*

**At-Will ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter or until you use another bard at-will attack power, your *skald's aura* gains the following effect: Each time you hit an enemy with a basic attack, one of your allies in the aura gains temporary hit points equal to your Charisma modifier.

### Song of Savagery

Among many barbaric tribes, songs of victory are laced with the most violent and brutal descriptions of battle. The bards of these tribes say that it is the viciousness of the lyrics that keep battle in the minds of their tribe's warriors at all times, and that when those songs are chanted on the battlefield, they drive the warriors into a frenzy.

**Song of Savagery** — **Bard Attack 1**

*You sing a song that imparts a tale of violence and savagery, getting your allies' blood up and driving them into a frenzy.*

**At-Will ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter or until you use another bard at-will attack power, your *skald's aura* gains the following effect: Each time you hit an enemy with a basic attack, one of your allies in the aura gains a +4 power bonus to his or her next damage roll before the end of your next turn.

### Song of Serendipity

Luck and fate are two concepts that find their way into almost every song and tale about the Feywild, for the fey races seem to be masters at bending chance to their will. Bards who sing about these events often find that their allies are suddenly overcome by a streak of good luck themselves. Some believe that it is enough to sing of the fey in order to steal their luck, but most bards believe it is simply the ally making his or her own good fortune.

**Song of Serendipity** — **Bard Attack 1**

*You sing a song that tells of serendipitous events, giving your allies a keen eye for openings in your enemies' defenses.*

**At-Will ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter or until you use another bard at-will attack power, your *skald's aura* gains the following effect: Each time you hit an enemy with a basic attack, one of your allies in the aura gains a +2 power bonus to his or her next attack roll before the end of your next turn.

### Words of Gravity

Stories about the perils of the world are among the most common stories told by bards about the Feywild. Though most children eventually grow too old for such tales, there are some stories even adults know better than to ignore. These stories, told in the heat of combat, can focus the mind and keep allies from falling prey to attacks.

**Words of Gravity** — **Bard Attack 1**

*You tell a story full of danger and violence, urging your allies into a defensive mind-set.*

**At-Will ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter or until you use another bard at-will attack power, your *skald's aura* gains the following effect: Each time you hit an enemy with a basic attack, one of your allies in the aura gains a +2 power bonus to all defenses until the end of your next turn.

## Level 1 Encounter Powers

### Lesser Dimensional Step

Many creatures of the Feywild, such as eladrin, can teleport short distances. You've learned the secret of these teleporting creatures, and you can use it to put yourself and an ally within striking distance of a foe.

**Lesser Dimensional Step** — **Bard Attack 1**

*As your weapon strikes, you and one of your allies vanish from one spot and appear in another, confusing your opponent.*

**Encounter ✦ Arcane, Teleportation**
**No Action** **Close** burst 5
**Trigger:** You hit an enemy within 5 squares of you with a basic attack using a weapon.
**Effect:** The attack deals 1[W] extra damage to the enemy you hit, and you and one ally in the burst can teleport to a square adjacent to that enemy.

### Lesser Flash of Distraction

Malicious fey often use distraction and misdirection to cause a mortal to drop his guard for a moment. After experiencing such an event firsthand, you learned the trick of creating small flashes of light that can temporarily dazzle your enemies.

**Lesser Flash of Distraction** — Bard Attack 1

*A sudden burst of light and a blast of noise leaves your foe momentarily disoriented.*

**Encounter ✦ Arcane**
**No Action** — **Special**
**Trigger:** You hit an enemy with a basic attack using a weapon.
**Effect:** The enemy you hit is dazed until the end of your next turn.

### Lesser Ringing Weapon

Some of the most dangerous magical predators use invisibility or natural camouflage to stalk their prey. In order to protect yourself from such creatures, you have developed a trick that uses your weapon's strike to create a loud noise that makes it easy to locate the predator.

**Lesser Ringing Weapon** — Bard Attack 1

*You drive your weapon into an enemy and then channel a spell through it, causing it to ring like a tuning fork and draw the attention of others.*

**Encounter ✦ Arcane, Thunder**
**No Action** — **Special**
**Trigger:** You hit an enemy with a basic attack using a weapon.
**Effect:** The enemy you hit takes 5 thunder damage. Until the end of your next turn, that enemy grants combat advantage and cannot benefit from partial concealment.

## Level 1 Daily Powers

### Cautionary Tale

One of the most common kinds of stories you pick up in your travels is the cautionary tale, one that provides some warning to the unwary. Though most commonly told to children, you know a number of such tales that can inspire even the most hardened soldier to tread lightly in the face of an enemy.

**Cautionary Tale** — Bard Attack 1

*Your warning inspires your allies to be vigilant against danger from all sides. Your comrades exercise caution, waiting until one of them can strike with greatest effect.*

**Daily ✦ Martial**
**Minor Action** — **Personal**
**Effect:** Until the end of the encounter, your *skald's aura* gains the following effect: Allies in the aura do not grant combat advantage while flanked. In addition, once before the end of the encounter, one of your allies in the aura can deal 2d10 extra damage on any one attack that hits an enemy.

### Dirge of the Damned

Among the litany of songs you know, some can only be called funeral dirges. These songs or chants sound much like those sung for fallen allies, but instead hold woeful portents for your enemies.

**Dirge of the Damned** — Bard Attack 1

*You begin chanting a dirge that makes every strike from your allies cut just that much deeper into your doomed enemies.*

**Daily ✦ Martial**
**Minor Action** — **Personal**
**Effect:** Until the end of the encounter, your *skald's aura* gains the following effect: Allies in the aura gain a +2 power bonus to damage rolls, or a +4 power bonus to damage rolls against bloodied enemies.

### Disruptive Words

Tricky fey creatures such as satyrs and gnomes tell stories designed to mock their enemies. These tales tend to drive enemies who hear them to distraction; merely the tone of your voice can be enough to cause your enemies to let their guard down.

**Disruptive Words** — Bard Attack 1

*You call out to your enemies with words that distract and confuse them, drawing their attention away at a critical moment and opening them up to your allies' attacks.*

**Daily ✦ Martial**
**Minor Action** — **Personal**
**Effect:** Until the end of the encounter, your *skald's aura* gains the following effect: Enemies in the aura grant combat advantage. Once before the end of the encounter, when an enemy in the aura takes damage from any source, you can choose for that enemy to be dazed (save ends).

## Level 2 Utility Power

### Bardic Lore

Through your travels as well as your knack for collecting stories, you have collected a large amount of general knowledge on subjects both common and esoteric. You can recall useful bits of information, gleaned from people you have met or other bards with whom you have exchanged stories.

**Bardic Lore** — Bard Utility 2

*Using your magic to sharpen your memory, you recall an important piece of information that you picked up in a story or a song you heard in your travels.*

**Daily ✦ Arcane**
**Minor Action** — **Personal**
**Effect:** You use Arcana, Dungeoneering, History, Nature, or Religion to make a knowledge check, but instead of rolling a d20, resolve the check as if you had rolled a 20.

# Level 3 Encounter Powers

## Chilled Blade

Satyr bards claim that the original enchantments for making weapons that exude an unnatural cold were forged by the Prince of Frost deep within the Fortress of Frozen Tears. Whatever the truth, those satyrs—or someone like them—taught you how to turn a weapon as cold as ice.

**Chilled Blade** **Bard Attack 3**

*Frost forms along the edge of the weapon as you lay your hand on it, a fine mist falling off it toward the ground.*

**Encounter ✦ Arcane, Cold**
**Minor Action** **Melee** 1
**Target:** One weapon
**Effect:** The next weapon attack made with the target weapon before the end of your next turn slows the attack's first target until the end of its next turn. On a hit, that target also takes 1d10 extra cold damage.

## Echoing Weapon

You developed this enchantment to impart your strikes with more noise, allowing you to intimidate your opponents by having your attacks echo with the crash of thunder.

**Echoing Weapon** **Bard Attack 3**

*You place your hand on the weapon, and it begins to rumble quietly, as though a booming thunderhead is contained within.*

**Encounter ✦ Arcane, Thunder**
**Minor Action** **Melee** 1
**Target:** One weapon
**Effect:** Until the end of your next turn, the next weapon attack made with the target weapon deals 2d6 thunder damage to one target of the attack, regardless of whether the attack hits or misses.

## Seek Weakness

Some bards claim to have come across weapons imbued with such great magic that they develop minds of their own. You know magic that allows you to imbue a weapon with the desire to seek out the weak spots in an enemy and plunge into them.

**Seek Weakness** **Bard Attack 3**

*The weapon you enchant quivers under your fingertips as though eager to strike.*

**Encounter ✦ Arcane**
**Minor Action** **Melee** 1
**Target:** One weapon
**Effect:** Until the end of your next turn, weapon attacks made with the target weapon have combat advantage and gain a +2 power bonus to damage rolls.

ERIC BELISLE

*Nistyncia and Andronus find comfort and safety in the home of an old woman who dwells in the Murkendraw*

# Level 5 Daily Powers

## Haunting Tune

You have mastered songs so beautiful that they touch the soul. When you sing one of these haunting tunes, it can affect even the most hardened hearts with its beauty, sapping your foes' willingness to continue fighting.

**Haunting Tune** — **Bard Attack 5**

*You chant a haunting dirge that seems to reach right into your enemies' psyches, leaving them shaken.*

**Daily ✦ Arcane, Fear, Psychic**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, your *skald's aura* gains the following effect: Enemies that end their turns in the aura take 3 psychic damage. This damage cannot drop an enemy below 1 hit point. If the damage would normally drop an enemy below 1 hit point, that enemy must immediately move up to its speed as a free action if it can, ending the move as far from you as possible.

## Scathing Rebuke

In your arsenal of stories and legends are a few designed to rebuke those who would do you harm. When you recite one of these tales, your enemies think twice before laying a hand on you.

**Scathing Rebuke** — **Bard Attack 5**

*You keep a barbed tongue handy for your enemies, offering them no quarter with your disparaging words.*

**Daily ✦ Arcane, Fear**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, your *skald's aura* gains the following effect: Any enemy in the aura whose Will is equal to or lower than 12 + your level cannot attack you, unless that enemy is marked by you or in your *defender's aura*.

## Song of Hope

You have mastered several heroic ballads, stories of survival and success despite long odds. When you sing one of these songs, your allies' minds are filled with visions of victory and the will to succeed despite any disadvantages they face.

**Song of Hope** — **Bard Attack 5**

*You sing a song that inspires your allies, giving them the confidence to triumph.*

**Daily ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, your *skald's aura* gains the following effect: Your allies in the aura gain a +2 power bonus to skill checks. Once before the end of the encounter, when one of your allies makes an attack roll, as a free action you can choose to have that ally roll twice for the attack and use either result.

# Level 6 Utility Powers

## Reactive Wards

Eladrin masters of warding magic long ago developed protections to combat harmful magic already affecting a victim. You've learned some of these wards and can cast them to help an ally shake off a malicious effect.

**Reactive Wards** — **Bard Utility 6**

*You quickly inscribe a runic shape into the air, a ward against further harm, and then cast it on one of your allies.*

**Encounter ✦ Arcane**
**Minor Action** **Ranged** 10
**Target:** You or one ally
**Effect:** The target makes a saving throw against an effect that a save can end, with a +2 power bonus to the saving throw. If the saving throw fails, the target gains temporary hit points equal to your Charisma modifier.

## Revitalizing Incantation

A spell derived from ancient satyr songs of merriment, this incantation revitalizes a wounded ally. Bards learn this spell to heal allies who are unconscious or cannot hear their inspiring words and songs.

**Revitalizing Incantation** — **Bard Utility 6**

*You whisper a few phrases in a secret language, urging your ally's body to mend itself.*

**Encounter ✦ Arcane, Healing**
**Minor Action** **Ranged** 5
**Target:** You or one ally
**Effect:** The target can spend a healing surge. Additionally, the target gains temporary hit points equal to his or her healing surge value.

# Level 7 Encounter Powers

## Alter Fate

Sometimes great change can be wrought by a matter of mere inches. Instead of deflecting off the enemy's helm, your ally's arrow punches through an eye slit, dropping the foe. You can bend fate so that your allies' attacks always seem to find just the right spot.

**Alter Fate** — **Bard Attack 7**

*You curl your hand in a twisting motion, and a strike that might have been a glancing blow becomes a grievous hit.*

**Encounter ✦ Arcane**
**Immediate Reaction** **Ranged** 10
**Trigger:** An enemy within 10 squares of you is hit by your ally's attack.
**Target:** The triggering enemy
**Effect:** The target takes 1d12 extra damage from the attack.

### Prescient Warning
This magical technique allows you to send a short message backward in time, warning one of your allies of an imminent attack. The message arrives just in time to allow a first strike, perhaps stopping the enemy from attacking in the first place.

**Prescient Warning** — **Bard Attack 7**

*You utter words of warning that fly upstream through the river of time, warning your ally of danger.*

**Encounter ✦ Arcane**
**Immediate Interrupt** **Ranged** 10
**Trigger:** An ally within 10 squares of you is hit by an enemy's attack.
**Target:** The triggering ally
**Effect:** The target can make a basic attack against the attacking enemy as a free action, dealing 1d8 extra damage on a hit.

### Urge to Victory
Sometimes, the forces of fortune seem to conspire to keep your allies on their heels. When one of your allies stumbles after being dazed by a blow to the head, or when an ally has to dash madly across the battlefield just to get into position, you can use this spell to give him or her a nudge in the right direction.

**Urge to Victory** — **Bard Attack 7**

*You cast a spell of haste and direction on one of your allies, allowing your friend to strike when it seemed as though he or she could not.*

**Encounter ✦ Arcane**
**Immediate Reaction** **Ranged** 10
**Trigger:** An ally within 10 squares of you ends his or her turn without having made an attack.
**Target:** The triggering ally
**Effect:** The target can either make a basic attack or charge an enemy as a free action, even if the target is dominated or stunned. If the attack hits, it deals 1d10 extra damage.

## Level 9 Daily Powers

### Anthem of Aggression
Many songs passed down by warriors are meant to stoke the fires of battle within their veins. You've spent time studying these battle songs and can replicate them to drive your allies to victory.

**Anthem of Aggression** — **Bard Attack 9**

*You sing a song that gets the hearts of your allies racing, sending them into battle with fervor.*

**Daily ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, your *skald's aura* gains the following effect: The first time each turn one of your allies in the aura misses with an at-will attack, that ally deals damage to the missed target equal to your Charisma modifier.

### Exposure of Weakness
A good tale can not only provide listeners with entertainment and lessons, it can expose the faults and foibles of the audience. By studying the reactions of an audience to certain tales, you can tell where a listener's vulnerabilities lie and then exploit them with further words.

**Exposure of Weakness** — **Bard Attack 9**

*You tell a tale that reveals the gaps in your enemies' armor, exposing them for your allies to see.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, your *skald's aura* gains the following effect: Enemies in the aura gain vulnerable 2 to all damage dealt by your allies.

## Level 10 Utility Powers

### Enchantment Ward
You know spells that can prepare you and your allies for the dangers that you face, even warding you against harmful spells that might be cast your way.

**Enchantment Ward** — **Bard Utility 10**

*You place wards on an ally well in advance, allowing him or her to resist harmful effects before they can take hold.*

**Daily ✦ Arcane**
**Minor Action** **Ranged** 10
**Target:** You or one ally
**Effect:** The first time before an extended rest that the target is subjected to an effect that a save can end, the target can make a saving throw to end that effect, with a +3 power bonus to the saving throw. If the effect has the arcane, charm, fear, or illusion keywords, the bonus instead equals your Charisma modifier.
**Special:** If the target is still under the effect of this power when he or she is subjected to an effect that can normally be removed only by the Remove Affliction ritual, that effect and this power both end.

### Project Vitality
When the situation is dire, this spell enables you to exude your own vitality so that your allies can benefit from it. It effectively broadcasts magical healing on the strength of your own willpower, and it can bring your allies back from the brink of death.

**Project Vitality** — **Bard Utility 10**

*You allow your eyes to slip half-closed, then project both strength and health out to your allies.*

**Daily ✦ Arcane, Healing**
**Minor Action** **Close** burst 5
**Target:** You and each ally in the burst
**Effect:** Each target regains a number of hit points equal to your Charisma modifier. In addition, until the start of your next turn, the healing benefit of your *skald's aura* can be used as a free action instead of as a minor action (it can still be used only once per turn).

# Level 13 Encounter Powers

## Dimensional Step

What was once stolen knowledge—the secret of teleportation magic—has now become a full-fledged weapon in your repertoire. As you learn more about the subtleties of teleportation, you unlock new secrets about its nature. Just like powerful eladrin warriors, you can use your ability to teleport to let one of your allies make a devastating attack.

**Dimensional Step** — **Bard Attack 13**

*You warp the fabric of the world around you, transporting you and your ally instantaneously into positions from which your comrade can strike.*

**Encounter ✦ Arcane, Teleportation**
**No Action** — **Close** burst 5
**Trigger:** You hit an enemy within 5 squares of you with a basic attack using a weapon.
**Effect:** The attack deals 1[W] extra damage to the enemy you hit, and you and one ally in the burst can teleport to squares adjacent to that enemy. The ally can then make a basic attack against the enemy as a free action.

## Flash of Distraction

Small distractions and arcane tricks once served you well; now a greater degree of mastery over such magic enables you to more deeply confuse your enemies' minds. Images and sounds form the basis of the distracting flash you place before your enemy, but there is also a pattern underneath it that lingers in your enemy's mind and makes it hard for the foe to focus on you.

**Flash of Distraction** — **Bard Attack 13**

*You create a burst of image and sound that startles your opponent and leaves the distracting visage lingering in its mind for a short time.*

**Encounter ✦ Arcane**
**No Action** — **Special**
**Trigger:** You hit an enemy with a basic attack using a weapon.
**Effect:** The enemy you hit is dazed and takes a –2 penalty to attack rolls until the end of your next turn.

## Ringing Weapon

When you channel magic through a weapon you wield, you can strengthen the sound it makes to create painful vibrations that inflict harm on your enemy while keeping it from slinking away.

**Ringing Weapon** — **Bard Attack 13**

*A surge of sound rings out across the battlefield as you strike, making it impossible for your enemy to hide its presence.*

**Encounter ✦ Arcane, Thunder**
**No Action** — **Special**
**Trigger:** You hit an enemy with a basic attack using a weapon.
**Effect:** The enemy you hit takes 10 thunder damage, and until the end of your next turn, that enemy grants combat advantage and cannot benefit from partial concealment.

# Level 15 Daily Powers

## Directed Aggression

Sometimes when you tell a story, you alter it in such a way that it has more immediate meaning. Whether you change the names or embellish on the details, you can use a story to communicate information relevant to the current situation—inspiring one of your allies to strike where you intend, without tipping off your enemies to your tactics.

**Directed Aggression** — **Bard Attack 15**

*You twist a common tale to make it so that your ally knows where to attack, while your enemy has no idea what is coming.*

**Daily ✦ Martial**
**Minor Action** — **Personal**
**Effect:** Until the end of the encounter, your *skald's aura* gains the following effect: Once before the end of the encounter, when you or an ally in the aura hits an enemy with an attack, that character can deal 3d10 extra damage to the enemy with that attack.

## Song of Solidarity

Many great ballads tell tales of stalwart companions standing side by side in the face of danger. When you perform one of these ballads, it inspires your allies to mimic the heroes of the song, supporting one another when lesser warriors would be tempted to run.

**Song of Solidarity** — **Bard Attack 15**

*Your words ring out over the battlefield, urging your allies to come to one another's defense.*

**Daily ✦ Martial**
**Minor Action** — **Personal**
**Effect:** Until the end of the encounter, your *skald's aura* gains the following effect: When an enemy uses a melee attack power against an ally of yours in the aura, that enemy provokes opportunity attacks from any of your allies who are in the aura but not targeted by that attack power.

## BARD'S TALE: HALAGAR'S STAND

Once upon a time there was a man named Halagar, who was a well-loved storyteller of his people. As all men do, Halagar grew old and withered, to the point where his hands no longer had the strength to grip his sword. One day, the old man was traveling from his village at the foot of the Barrier Peaks to a nearby keep, planning to spend a few days entertaining the people who lived there and keep their spirits high.

As he traveled alone through the wilderness, Halagar was set upon by a pack of vile gnolls, intent on slaying him and stealing his belongings. However, Halagar was an imperious man, even in his advanced age, and he set about berating the gnolls, casting insults upon them and scouring them with every piece of savage mockery that he had learned in his many years spent traveling and collecting tales. The gnolls were so taken aback by the vitriolic words of the old man that they stood transfixed for several long minutes, their weapons forgotten in their hands.

Halagar kept the gnolls distracted long enough for several soldiers from the keep to sneak up on the gnolls and fall upon them, saving Halagar from a grisly fate. Thereafter, whenever the keep fell under attack by outside forces, the stewards of the keep would always send word to Halagar, begging him to come to their aid, for it was said that his very words could stop entire armies in their tracks.

# Level 16 Utility Powers

## Dramatic Intercession

Like fey creatures themselves, fey magic is often described as nimble by its admirers, or slippery by those who have been on the receiving end of it. You've learned to quickly interpose a spell between your allies and certain death, intervening in the nick of time.

**Dramatic Intercession** — **Bard Utility 16**

*At the last second, you create a shield made of fey magic that appears between your ally and danger, giving the ally a moment to recover and keep fighting.*

**Daily ✦ Arcane, Healing**
**Immediate Interrupt** **Ranged** 10
**Trigger:** An ally within 10 squares of you drops below 1 hit point.
**Target:** The triggering ally
**Effect:** The ally instead has 1 hit point and can spend a healing surge, regaining additional hit points equal to 10 + your Intelligence modifier.

## Fearless Example

Though fear can blind even the most courageous hero from time to time, you know ways to break through the fear and inspire your allies to keep fighting. You can use this spell to project fearlessness into the minds of your allies, not only protecting them against fear but also helping them shake off other lingering maladies.

**Fearless Example** — **Bard Utility 16**

*You project a surge of courage into the minds of your allies, allowing them to push through and keep fighting.*

**Daily ✦ Arcane**
**Minor Action** **Close** burst 5
**Target:** You and each ally in the burst
**Effect:** All fear effects end on each target. In addition, each target can make a saving throw against each effect that a save can end.

# Level 17 Encounter Powers

## Greater Chilled Blade

The magic used to create a *greater chilled blade* spell, as well as its lesser versions, is said to draw power from the Prince of Frost's domain. When you cast this spell, you widen that connection, allowing through it a cold infused with the arcane power of the Feywild, a cold so deep that it can make living fresh brittle.

**Greater Chilled Blade** — **Bard Attack 17**

*You touch a weapon and lay your enchantment upon it, sheathing the weapon in a thin layer of jagged ice.*

**Encounter ✦ Arcane, Cold**
**Minor Action** **Melee** 1
**Target:** One weapon
**Effect:** The next weapon attack made with the target weapon before the end of your next turn slows the attack's first target until the end of its next turn. On a hit, that target also takes 2d10 extra cold damage.

## Greater Echoing Weapon

Your skill with the lesser version of this spell has improved, and the rumbling thunder you can place on a weapon now sounds more like the coming of a storm that threatens to wipe entire villages off the map.

**Greater Echoing Weapon** — **Bard Attack 17**

*Your touch causes vibrations to shoot from one end of the weapon to the other, filling the air with a low rumble.*

**Encounter ✦ Arcane, Thunder**
**Minor Action** **Melee** 1
**Target:** One weapon
**Effect:** Until the end of your next turn, the next weapon attack made with the target weapon deals 3d6 thunder damage to one target of the attack, whether the attack hits or misses.

### Greater Seek Weakness
You have honed your ability to create spells that seek out your enemies, and now your enchantments have been fine-tuned to the point of deadliness. Since your temporary enchantment lasts longer than many others of its kind, you or an ally capable of making multiple strikes quickly can take advantage of it repeatedly before the magic fades.

**Greater Seek Weakness** — **Bard Attack 17**

*After you place your hand upon a weapon and enchant it, the weapon seems to point to your enemy's weak spots.*

**Encounter ✦ Arcane**
**Minor Action** **Melee 1**
**Target:** One weapon
**Effect:** Until the end of your next turn, weapon attacks made with the target weapon have combat advantage and gain a +4 power bonus to damage rolls.

## Level 19 Daily Powers

### Fable of Focus
You have learned several stories that tell of great concentration leading to great success. Likewise, you have mastered the art of telling one of these tales in such a way that, for your allies, your words fade away into background noise, drowning out other distractions and leaving your allies in a state of intensity.

**Fable of Focus** — **Bard Attack 19**

*You weave a tale that forces your allies to concentrate on the task before them, ensuring that every attack counts.*

**Daily ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, your *skald's aura* gains the following effect: You and each ally in the aura can reroll any result of 1 or 2 on any damage die, keeping the second result for each die rolled.

### Song of Flagging Strength
While many of your songs are directed toward inspiring your allies, some are designed to demoralize your opponents and draw away their will to keep fighting. In fact, the right notes and words at the right time can cause an enemy that has been struck to fight half-heartedly for a time as it reconsiders its dedication to the battle.

**Song of Flagging Strength** — **Bard Attack 19**

*Your song seems to sap the spirit of your enemies, taking some of the zest of battle out of them.*

**Daily ✦ Arcane, Psychic**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, your *skald's aura* gains the following effect: Twice before the end of the encounter, when you or one of your allies hits an enemy in the aura with an attack, that enemy is weakened and takes ongoing 10 psychic damage (save ends both).

## Level 22 Utility Power

### Aura of Reverence
You have seen the worst that the world has to offer, and you did not flinch. You carry with you the knowledge of a thousand tales and songs, and you are treated as an honored guest in the halls of greatest power. You can harness the confidence that this knowledge gives you and use it to project your assuredness, making your enemies back down.

**Aura of Reverence** — **Bard Utility 22**

*Enemies cringe before you, skulking away lest you turn your attention to them.*

**Daily ✦ Arcane, Fear**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, your *skald's aura* gains the following effect: Any bloodied enemy that starts its turn in the aura must use the first action of its turn to move out of the aura, if possible.

### Words of Manipulation
In many cultures, when a bard talks, others listen. There is an art to manipulating one's voice to inspire fear, hope, joy, and even obedience—the last of which makes bards such effective leaders on the battlefield.

**Words of Manipulation** — **Bard Utility 22**

*You choose your words carefully, prompting one of your allies into action.*

**Daily ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, your *skald's aura* gains the following effect: As a standard action, you can choose one ally in the aura; that ally can then take a standard action as a free action.

# Level 23 Encounter Powers

## True Alter Fate

Greater forces of fortune and fate know of your existence, and they favor you with gifts. Now, when all seems arrayed against you, you can call upon the supernatural forces that alter the patterns of fate and luck to benefit your allies' attacks, such that every hit might be a killing blow.

**True Alter Fate** — **Bard Attack 23**

*Your outstretched hands bend the fabric of reality, turning an unspectacular attack into a devastating hit.*

**Encounter ✦ Arcane**
**Immediate Reaction** **Ranged** 10
**Trigger:** An enemy within 10 squares of you is hit by your ally's attack.
**Target:** The triggering enemy
**Effect:** The target takes 3d12 extra damage.

## True Prescient Warning

While your other spells have improved thanks to your mastery over the magic that governs them, the effectiveness of this spell comes largely from your mastery of language. You choose the perfect combination of words to travel back through time, telling your ally exactly what he or she needs to know to avoid harm.

**True Prescient Warning** — **Bard Attack 23**

*A few quick words sail backward in time a few seconds, giving your ally timely insight.*

**Encounter ✦ Arcane**
**Immediate Interrupt** **Ranged** 10
**Trigger:** An ally within 10 squares of you is hit by an enemy's attack.
**Target:** The triggering ally
**Effect:** The target can make a basic attack against the attacking enemy as a free action, dealing 3d10 extra damage on a hit.

## True Urge to Victory

The enemy of any great bard is time; even the nigh-immortal fey races must grow old and fade some day. You have mastered the art of twisting time, giving you the ability to hasten your allies to victory even when they might not be in control of themselves for a moment.

**True Urge to Victory** — **Bard Attack 23**

*You let no opportunity for triumph pass, using arcane power to urge an ally into making a quick and brutal attack.*

**Encounter ✦ Arcane**
**Immediate Reaction** **Ranged** 10
**Trigger:** An ally within 10 squares of you ends his or her turn without having attacked.
**Target:** The triggering ally
**Effect:** The target can either make a basic attack or charge an enemy as a free action, even if the target is dominated or stunned. If the attack hits, it deals 3d10 extra damage.

# Level 25 Daily Powers

## Chant of Devastation

Often, the songs you sing require precise timing in order to inspire your allies in just the right way. You can weave a tune so perfectly that your allies are inspired to land devastating blows on your enemies.

**Chant of Devastation** — **Bard Attack 25**

*You chant a song that drives your allies to strike, and strike hard.*

**Daily ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, your *skald's aura* gains the following effect: Once per round when you or an ally in the aura hits an enemy with an attack, that enemy takes ongoing 15 damage (save ends).

## Zeal-Inspiring Tale

Stories are meant to instill emotions in their listeners, and you know how to whip your listeners into a frenzy. You can tell stories that fill your allies with zeal, so that they seize any opening to strike at an enemy that shows any sign of weakness.

**Zeal-Inspiring Tale** — **Bard Attack 25**

*You tell a tale that fills your allies with a zeal unmatched by the words of even the most skilled demagogue.*

**Daily ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, your *skald's aura* gains the following effect: Each time one of your enemies in the aura misses one of your allies with a melee attack, that enemy provokes an opportunity attack from that ally.

# Level 27 Encounter Powers

## Greater Dimensional Step

Time and space bend themselves to your command, treating you with the respect that a king would give to a bard of your stature. When you bend reality and hurtle your ally toward an enemy, he or she arrives with such speed that the resulting attack can be devastating.

**Greater Dimensional Step** — **Bard Attack 27**

*You and an ally vanish from one place, appearing near an enemy in a flash. When your ally strikes, the momentum of the transport gives weight to the attack.*

**Encounter ✦ Arcane, Teleportation**
**No Action** **Close** burst 5
**Trigger:** You hit an enemy within 5 squares of you with a basic attack using a weapon.
**Effect:** The attack deals 1[W] extra damage to the enemy you hit, and you and one ally in the burst can teleport to squares adjacent to that enemy. The ally can then make a basic attack against that enemy as a free action, dealing 1d10 extra damage if the attack hits.

### Greater Flash of Distraction

Your ability to create a distraction no longer simply muddles the mind of a foe for a moment, it seizes that mind and paralyzes it. The patterns you choose when creating a *greater flash of distraction* seem to trigger something in all creatures that causes them to freeze for a moment, unable to clear their heads.

**Greater Flash of Distraction** **Bard Attack 27**

*You create a dizzying array of images and sounds that scrambles your foe's senses.*

**Encounter ✦ Arcane**
**No Action** **Special**
**Trigger:** You hit an enemy with a basic attack using a weapon.
**Effect:** The enemy you hit is stunned until the end of your next turn.

### Greater Ringing Weapon

The thunder that rolls out of weapons you touch is no longer that of a dangerous gale; instead, your thunder is drawn from the depths of the Feywild, the vestiges of a great primeval maelstrom that lives only in stories and legends.

**Greater Ringing Weapon** **Bard Attack 27**

*A great clap of thunder accompanies your strike, which seems to linger on your enemy, calling your allies' attention to your foe's position.*

**Encounter ✦ Arcane, Thunder**
**No Action** **Special**
**Trigger:** You hit an enemy with a basic attack using a weapon.
**Effect:** The enemy you hit takes 15 thunder damage. Until the end of your next turn, that enemy grants combat advantage and cannot benefit from partial concealment.

## Level 29 Daily Powers

### Climactic Crescendo

The method of a bard's telling is as important as the tale itself, and you know better than any others how to craft a story that reaches its dramatic peak at the right moment. You can bring your tale to its climax at just the right time, inspiring one of your allies to deal a crippling blow to an enemy.

**Climactic Crescendo** **Bard Attack 29**

*As your tale reaches its peak, so too does your ally's deadliness.*

**Daily ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, your *skald's aura* gains the following effect: Once before the end of the encounter, when you or an ally in the aura hits an enemy with an attack, that character can turn that hit into an automatic critical hit against the enemy.

### Demoralizing Dirge

Some songs are so filled with depressing imagery that the listener cannot help becoming despondent upon hearing it. It is said that master bards have passed on the knowledge of the song sung by the Raven Queen to the dying, and they can use that song to literally exhaust their enemies with sorrow.

**Demoralizing Dirge** **Bard Attack 29**

*You sing a sorrowful tune that demoralizes your enemies each time they are struck by your allies.*

**Daily ✦ Arcane, Psychic**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, your *skald's aura* gains the following effect: Each time one of your allies hits and damages an enemy that is in the aura, that enemy also takes ongoing psychic damage equal to your Charisma modifier (save ends).

WAYNE ENGLAND

# Druid

Druids are exceptional masters of primal magic. Capable of summoning creatures out of thin air and shapeshifting, druids are found among many races of the Feywild, defending the primeval regions of the plane from despoilers.

This section includes new powers and a new subclass for the druid, the protector.

## Protector

**Primal Controller:** You have mastered the power and magic of nature, using it to create a line of defense between the natural world and those that would harm it.

**Key Abilities:** Wisdom, Constitution, Dexterity

Though most people associate the Feywild with arcane magic, it is also home to some of the most pristine regions of natural growth across all of the planes. Primeval forests sit untouched by civilization since their creation, alongside mountainsides and hilltops upon which no intelligent being has ever set foot. It should be no surprise that there are those who have chosen a life of protection and guardianship over the natural treasures of the plane.

As with all druids, protectors are the masters of the magic first shared with mortals by the primal spirits. The primal spirits might dwell chiefly in the world, but the druids of the Feywild hear their call and heed their guidance even in the fey realm. Though it might seem as though the presence of the primal spirits in the Feywild would be at a diminished level, in truth primal magic is often among the most effective tools to use in a plane infused with arcane magic. Where many of the dangers of the Feywild have evolved over the eons to deal with the omnipresent nature of arcane threats, primal magic is still untamed and unanticipated by most creatures of the plane.

As a protector, you learned your primal magic from a druid circle, which trained you to protect nature and punish those that would do it harm. By ensuring that the land, the water, and the sky inhabited by the primal spirits is protected, you become a staunch defender of those who live in harmony with nature and show respect for their natural surroundings.

You might go out into the world to seek new experiences and powerful artifacts of primal magic. Though you will stray far from your druid circle in the course of your adventures, your efforts reflect on its goals, and you will use the knowledge it has granted you to battle despoilers and defilers throughout the world and across the planes.

## Creating a Protector

A protector is a type of druid, a class introduced in *Player's Handbook 2*. To create a protector, use the character creation rules in the *Rules Compendium* or the *Player's Handbook*. The Character Advancement table (page 160) summarizes how many powers and feats your protector should have at each level, as well as when ability scores increase.

A protector lacks some of the druid class features from *Player's Handbook 2*: Balance of Nature, Ritual Casting, and *wild shape*. A protector gains new class features: *nature's growth*; Druid Circle, which determines the druid's Primal Aspect; Primal Attunement; and *summon natural ally*.

Also, rather than gaining druid daily attack powers, a protector gains additional uses of *summon natural ally* as he or she advances in level. A protector also gains the ability to summon more powerful creatures at higher levels.

### Protector Traits

**Hit Points:** You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level.

**Bonuses to Defenses:** +1 to Reflex, +1 to Will

**Healing Surges per Day:** 7 + your Constitution modifier

**Armor Proficiencies:** Cloth, leather, hide

**Weapon Proficiencies:** Simple melee, simple ranged

**Implement Proficiencies:** Staffs, totems

**Class Skills:** Arcana (Int), Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Nature (Wis), Perception (Wis)

**Trained Skills:** Nature, plus three more from the list of class skills

## Ability Scores

When you determine your ability scores, remember that a protector depends on intuition and instinct to channel primal power, so make Wisdom your highest score. A high Constitution or Dexterity lends increased potency to many of your attack powers, depending on your Druid Circle choice. Make Constitution your second highest score if you are a member of the Circle of Renewal, and make Dexterity your second highest score if you are a member of the Circle of Shelter.

When thinking of your character's personality, consider your highest scores other than Wisdom and Constitution. A good Charisma score might suggest that you are one of your druid circle's ambassadors to the settlements you protect. With a high Intelligence score, you might have been a sage in your druid circle—almost a wizard of primal magic. A high Strength score might suggest a past as a hardworking

farmer who mastered primal magic to produce bountiful harvests, then was formally invited to join a druid circle.

## Class Features

A protector has the following class features, starting at level 1.

**Nature's Growth** One of your fundamental evocations, *nature's growth* allows you to bring life to even the harshest conditions and climes. The power of nature erupts at your command to hinder your foes, even as you slip through the hindrance with ease.

**Nature's Growth** **Druid Utility**

*A thicket of vines, plants, and tough shrubs erupts as if from nowhere to clutch at your foes.*

**Encounter ✦ Primal, Zone**
**Minor Action** **Area** burst 1 within 10 squares (burst 2 at 11th level and burst 3 at 21st level)
**Effect:** The burst creates a zone that lasts until the end of the encounter. The zone is difficult terrain for all creatures except you. You can dismiss the zone as a minor action.

**Druid Circle** Each protector druid belongs to a druid circle, a group of like-minded servants of nature. A druid circle bears some similarity to the orders of clerics and other servants of the gods. However, the druids of your circle serve a different entity as they revere and protect the natural world.

A druid circle might be a secret society of masters of primal magic, congregating to enact an agenda known only to themselves. A circle is just as likely to devote itself solely to the communities that arise along the fringe of the wilderness, acting as mystics and advisors while they channel the wisdom of the natural world. Whatever its motive and structure, each druid circle is known for the wisdom of its older members, whose counsel is sought by influential members of all cultures and races.

A druid circle has a hierarchy much like that of a religious organization. At 1st level, you are an initiate of your circle. As you gain levels, you improve your standing. Even as your adventuring career brings you experience and prestige, it grants you influence with your fellow druids. With the growth of your mastery of primal magic, you gain greater understanding of the secrets kept by your order. Many druid circles guard mysteries of primal power said to have been handed down in the first days following the Dawn War. The higher you rise through the ranks, the more of these pieces of ancient lore are revealed to you.

**Benefit:** Choose a druid circle. You gain the benefits of that circle.

**Circle of Renewal** As a member of the Circle of Renewal, your mission is to restore places ravaged by war and unnatural threats. Druids such as you make it their cause to bring life back to parched deserts and scrublands, or to seed life for the first time in areas that have never known it.

Your druid circle teaches you that the life created by your *nature's growth* can be used to heal the land of its wounds. The plants you draw forth even from rock or lifeless wasteland exude a primal energy that helps speed the restorative process for your allies.

**Benefit:** You gain the following features.

*Primal Guardian:* While you are not wearing heavy armor, you can use your Constitution modifier in place of your Dexterity or Intelligence modifier to determine your AC.

JIM NELSON

*Healing Growth:* When any ally in your *nature's growth* zone or adjacent to it spends a healing surge to regain hit points, he or she regains additional hit points equal to your Constitution modifier.

**Circle of Shelter** A druid who chooses the Circle of Shelter has made a pledge to defend the bounty of nature. Members of your druid circle watch over forests, plains, and grasslands, keeping them safe from monsters, uncaring humanoids, and dark magic.

Your druid circle teaches you to shape your *nature's growth* for the benefit of your allies, giving them an advantage of movement in the midst of combat.

**Benefit:** You gain the following features.

*Primal Predator:* While you are not wearing heavy armor, you gain a +1 bonus to your speed.

*Unhindering Growth:* Your allies ignore the difficult terrain created by your *nature's growth*.

**Primal Attunement** Your innate connection to the power of the primal spirits grants you a measure of control over the world around you. With your magic, you manipulate your surroundings to your advantage.

**Benefit:** You gain three Primal Attunement powers of your choice.

**Air Spirit** The primal spirits of the air are ever-present in the natural world and are always ready to lend their aid to your cause.

### Air Spirit — Druid Utility

*With a flick of your fingers, the air stirs before you to lift objects with ease.*

**At-Will ✦ Conjuration, Primal**
**Minor Action** **Ranged** 5

**Effect:** You conjure an air spirit in an unoccupied square within range. The spirit lasts until the end of your next turn or until you use this power again. When the spirit appears, it can pick up or manipulate an object weighing 20 pounds or less.

As a minor action, you cause the spirit to pick up or manipulate a different object of the specified weight. As a move action, you move the spirit up to 5 squares. As a free action, you cause the spirit to drop an object it is holding.

As a minor action, you cause the spirit to shed bright light in a 4-square radius. You can extinguish this light as a free action.

**Sustain Minor:** The spirit persists until the end of your next turn.

**Call the Spirits** The greatest of the primal spirits boast a level of power that you can only dream of one day gaining access to. However, even the least of the spirits can prove useful in your everyday life.

### Call the Spirits — Druid Utility

*By directing the minor magic of the primal spirits, you can subtly alter the world around you to suit your needs.*

**At-Will ✦ Primal**
**Standard Action** **Close** burst 5

**Effect:** You use this power to produce one of the following effects.

- ✦ Cause one candle, torch, lantern, or campfire in the burst to burn more brightly, increasing the radius of its illumination by 1.
- ✦ Open or close a door in the burst that is not latched, locked, or stuck.
- ✦ Create a light gust of wind that can blow small, unattended objects in the burst that weigh less than 1 pound to any other location in the burst.
- ✦ Create sparks from your fingertips that can light one candle, torch, or campfire in the burst.

**Special:** Nothing you do with this power can deal damage or hinder another creature's actions. This power cannot duplicate the effect of any other power.

**Senses of the Wild** As a protector, you are one with the natural order, and you can detect disruptions in that order and the balance between life and death.

### Senses of the Wild — Druid Utility

*You close your eyes, so that you might sense the upheavals in the balance of nature that otherwise cannot be seen.*

**At-Will ✦ Primal**
**Minor Action** **Close** burst 5

**Effect:** You use this power to produce one of the following effects.

- ✦ Automatically detect the presence of a disease or a diseased plant or creature in the burst.
- ✦ Detect the presence or absence of a type of mundane plant or animal of your choice in the burst.
- ✦ Until the end of the current turn, gain a +5 power bonus to Perception checks and Insight checks to detect poison or hazards that deal poison damage in the burst.
- ✦ Sense the presence of corpses in the burst.

**Verdant Touch** Your touch can heal the land and direct its growth, letting you gently impose your will on plant life and allowing it to prosper.

### Verdant Touch — Druid Utility

*You lay your hands on the flora that surrounds you, granting it a momentary semblance of life as it shifts and grows at your command.*

**Encounter ✦ Primal**
**Minor Action** **Close** burst 1

**Effect:** You can turn difficult terrain in the burst into normal terrain until the end of your next turn, but only if the terrain is composed of grass, underbrush, vines, or similar growth and was not created by a power.

You can also use this power to cause plants in the burst to blossom with flowers and to cause small plants or grass in the burst to begin growing in barren terrain.

JIM NELSON

**Vine Rope** The primal spirits of the earth send forth a sturdy vine at your command, providing a helpful tool or an easy escape at a moment's notice.

**Vine Rope** **Druid Utility**

*With a twist of your hands, you draw a fast-growing vine from the ground before you, then watch as it weaves itself into a resilient rope.*

**At-Will ✦ Primal**
**Minor Action** **Personal**
**Effect:** You draw a vine from the ground that is up to 50 feet in length. The vine functions as a silk rope and lasts until the end of the encounter or until you use this power again. You can cause the vine to vanish as a minor action.

**Summon Natural Ally** You count the creatures of the natural world as your allies. With magic learned from the elders of your druid circle, you can call one of those creatures to you at any time and across any distance. With this ally at your side, you can tip the balance of combat in your favor.

Because of this feature, you do not gain a druid daily attack power at level 5, 9, 15, 19, 25, or 29. Instead, you gain the *summon natural ally* power at level 1. At level 5, you can use *summon natural ally* twice per day, and at level 9, you can use it three times per day.

**Summon Natural Ally** **Druid Attack**

*You call out to the spirits of the natural world, which send a faithful creature to do your bidding.*

**Daily ✦ Primal, Summoning**
**Standard Action** **Ranged** 5
**Effect:** You summon a creature associated with your Primal Aspect (such as Primal Guardian or Primal Predator) and of your level or lower. The creature appears in an unoccupied space within range. It is an ally to you and your allies.

The creature lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in the creature's description. You must have line of effect to the creature to command it. When you command the creature, you and the creature share knowledge but not senses.

When the creature makes a check, you make it using your game statistics, not including any temporary bonuses or penalties.

The creature lasts until it drops below 1 hit point, at which point you lose a healing surge (or hit points equal to your surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

## Primal Guardian

**Level 1:** The creatures of the remote deserts of the world are among the most resilient, sharing a strength that they dedicate to you in combat. Said to have no natural enemies, the giant cobra has a venomous bite that can drop prey in a heartbeat. The desert hawk is a patient predator whose swooping strikes can stagger any foe.

You can use *summon natural ally* to summon a giant cobra or a desert hawk.

**Giant Cobra** **Level 1 Summoned Creature**
Medium natural beast

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the cobra if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6

**Standard Action** (poison) ✦ **At-Will**
*Attack:* Melee 1 (one creature); your level + 5 vs. Reflex
*Hit:* 1d6 + your Wisdom modifier damage plus 2d6 poison damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

**Minor Action** ✦ **At-Will** (1/round)
*Effect:* The cobra either walks, shifts, runs, stands up, squeezes, or crawls.

**Instinctive Effect**
If you haven't given the cobra any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves up to its speed to a square adjacent to an enemy.

**Desert Hawk** **Level 1 Summoned Creature**
Medium natural beast

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the hawk if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6, fly 8

**Standard Action** ✦ **At-Will**
*Effect:* Before the attack, the hawk shifts up to 2 squares.
*Attack:* Melee 1 (one creature); your level + 5 vs. Reflex
*Hit:* 2d8 + your Wisdom modifier damage, and the hawk can slide the target 1 square.

**Minor Action** ✦ **At-Will** (1/round)
*Effect:* The hawk either walks, shifts, runs, stands up, squeezes, or crawls.

**Instinctive Effect**
If you haven't given the hawk any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves up to its speed to a square adjacent to an enemy.

**Level 15:** As your power grows, you are able to call on beasts from more desolate climes, capable of surviving conditions that would slay lesser creatures. The venomous scorpion is an instinctive killer whose poison will freeze a foe in its tracks. The rare bulette is a brute of a beast, its enormous claws raking through foes or enabling it to swim through solid ground as a shark moves through water.

You can use *summon natural ally* to summon a bulette or a venomous scorpion.

**Bulette** **Level 15 Summoned Creature**
Large natural beast

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the bulette if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6, burrow 6

**Standard Action** ✦ **At-Will**
*Attack:* Melee 1 (one creature); your level + 5 vs. Reflex
*Hit:* 4d8 + your Wisdom modifier damage, and the target is slowed until the end of your next turn.

**Standard Action** ✦ **Encounter**
*Attack:* Close burst 1 (creatures in the burst); your level + 5 vs. Reflex
*Hit:* 4d8 + your Wisdom modifier damage, and the target falls prone.

**Minor Action** ✦ **At-Will** (1/round)
*Effect:* The bulette either walks, shifts, runs, stands up, squeezes, or crawls.

**Instinctive Effect**
If you haven't given the bulette any commands by the end of your turn, it uses its melee attack power against an adjacent enemy if it can. Otherwise, it moves up to its speed to a square adjacent to an enemy.

**Venomous Scorpion** **Level 15 Summoned Creature**
Large natural beast

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the scorpion if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6

**Standard Action** (poison) ✦ **At-Will**
*Attack:* Melee 1 (one creature); your level + 5 vs. Reflex
*Hit:* 2d8 + your Wisdom modifier poison damage, and the target is immobilized and takes ongoing 10 poison damage (save ends both).

**Minor Action** ✦ **At-Will** (1/round)
*Effect:* The scorpion either walks, shifts, runs, stands up, squeezes, or crawls.

**Instinctive Effect**
If you haven't given the scorpion any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves up to its speed to a square adjacent to an enemy.

**Level 29:** When you are at the height of the epic tier, the creatures you summon are the fiercest predators of the wastelands. A blue dragon wyrmling that answers your call is no less formidable for its relatively small size, but it overcomes its naturally wicked tendencies to do your bidding. When you summon a desert roc, you claim the allegiance of a fell bird of prey that can descend on your enemies and snatch them up before they can escape.

You can use *summon natural ally* to summon a blue dragon wyrmling or a desert roc.

**Blue Dragon Wyrmling** **Level 29 Summoned Creature**
Large natural beast

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the wyrmling if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 8, fly 8

**Standard Action ✦ At-Will**
*Attack:* Melee 1 (one creature); your level + 5 vs. Reflex
*Hit:* 4d8 + your Wisdom modifier damage, and the wyrmling marks the target until the end of your next turn.

**Standard Action** (lightning) **✦ Encounter**
*Attack:* Close blast 5 (creatures in the blast); your level + 5 vs. Reflex
*Hit:* 4d10 + your Wisdom modifier lightning damage, and the target is dazed until the end of your next turn.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The wyrmling either walks, shifts, runs, stands up, squeezes, or crawls.

**Instinctive Effect**
If you haven't given the wyrmling any commands by the end of your turn, it uses its melee attack power against an adjacent enemy if it can, preferring an enemy marked by it. Otherwise, it moves up to its speed to a square adjacent to an enemy.

**Desert Roc** **Level 29 Summoned Creature**
Large natural beast

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the roc if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 8, fly 8

**Standard Action ✦ At-Will**
*Attack:* Melee 1 (one creature); your level + 5 vs. Reflex
*Hit:* 4d8 + your Wisdom modifier damage, and the target is grabbed if the roc has fewer than two creatures grabbed. The grab lasts until the end of your next turn.
*Sustain Minor:* The grab persists on any creature grabbed by the roc until the end of your next turn.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The roc either walks, shifts, runs, stands up, squeezes, or crawls. If the roc has a Large or smaller creature grabbed, it can pull the grabbed creature with it. The creature remains grabbed, and the roc does not provoke opportunity attacks from the grabbed creature for this movement.

**Instinctive Effect**
If you haven't given the roc any commands by the end of your turn, it sustains a grab if it is grabbing a creature. If it is not grabbing a creature, it attacks an adjacent enemy if it can. Otherwise, it moves up to its speed to a square adjacent to an enemy.

## Primal Predator

**Level 1:** The creatures of the wilderness live in harmony with nature, but they are fierce in defense of their territories and their young. You call on that fierceness when you summon the grizzly bear or the pack wolf to fight at your side.

You can use *summon natural ally* to summon a grizzly bear or a pack wolf.

**Grizzly Bear** **Level 1 Summoned Creature**
Medium natural beast

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the bear if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6

**Standard Action ✦ At-Will**
*Attack:* Melee 1 (one creature); your level + 5 vs. Reflex
*Hit:* 2d8 + your Wisdom modifier damage, and the target is grabbed if the bear has no creatures grabbed. The grab lasts until the end of your next turn.
*Sustain Minor:* The grab persists until the end of your next turn.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The bear either walks, shifts, runs, stands up, squeezes, or crawls.

**Instinctive Effect**
If you haven't given the bear any commands by the end of your turn, it sustains a grab if it is grabbing a creature. If it is not grabbing a creature, it attacks an adjacent enemy if it can. Otherwise, it moves up to its speed to a square adjacent to an enemy.

**Pack Wolf** **Level 1 Summoned Creature**
Medium natural beast

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the wolf if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6

**Standard Action ✦ At-Will**
*Attack:* Melee 1 (one creature); your level + 5 vs. Reflex
*Hit:* 1d10 + your Wisdom modifier damage, and the target falls prone.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The wolf either walks, shifts, runs, stands up, squeezes, or crawls.

**Instinctive Effect**
If you haven't given the wolf any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves up to its speed to a square adjacent to an enemy.

**Level 15:** Your commitment to defending nature grants you sway over the strongest and most perilous creatures of the forest and jungle. The dire bear is a larger, primeval version of the deadly grizzly you earlier learned to tame. The hunting tiger is an enormous feral beast of the jungle, a lone stalker with fangs like daggers and a thirst for blood.

You can use *summon natural ally* to summon a dire bear or a hunting tiger.

**Dire Bear** **Level 15 Summoned Creature**
Large natural beast

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the bear if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6

**Standard Action ✦ At-Will**
*Attack:* Melee 1 (one creature); your level + 5 vs. Fortitude
*Hit:* 4d8 + your Wisdom modifier damage, and the bear pushes the target up to 3 squares.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The bear either walks, shifts, runs, stands up, squeezes, or crawls.

**Instinctive Effect**
If you haven't given the dire bear any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves up to its speed to a square adjacent to an enemy.

**Hunting Tiger** **Level 15 Summoned Creature**
Large natural beast

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the tiger if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6

**Standard Action ✦ At-Will**
*Effect:* The tiger shifts up to 2 squares.
*Attack:* Melee 1 (one creature); your level + 5 vs. Reflex
*Hit:* 4d8 + your Wisdom modifier damage, and the target falls prone.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The tiger either walks, shifts, runs, stands up, squeezes, or crawls. If the tiger has either superior cover or total concealment when it ends this movement, it can make a Stealth check to hide with a +15 power bonus to the check.

**Instinctive Effect**
If you haven't given the tiger any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves up to its speed to a square adjacent to an enemy.

**Level 29:** The most fearsome creatures of the living world are now yours to command. The raptor behemoth is a jungle predator without peer, whose talons and fangs can bring any enemy down. The dire lion is the true king of the jungle, with a roar that can frighten its foes to death.

You can use *summon natural ally* to summon a dire lion or a raptor behemoth.

**Dire Lion** **Level 29 Summoned Creature**
Large natural beast

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the lion if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6

**Standard Action ✦ At-Will**
*Attack:* Melee 1 (one creature); your level + 5 vs. Reflex
*Hit:* 4d8 + your Wisdom modifier damage, and the target falls prone.

**Standard Action** (fear, thunder) **✦ Encounter**
*Attack:* Close burst 2 (enemies in the burst); your level + 5 vs. Will
*Hit:* 5d8 + your Wisdom modifier thunder damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The lion either walks, shifts, runs, stands up, squeezes, or crawls.

**Instinctive Effect**
If you haven't given the lion any commands by the end of your turn, it uses its melee attack power against an adjacent enemy if it can. Otherwise, it moves up to its speed to a square adjacent to an enemy.

**Raptor Behemoth** **Level 29 Summoned Creature**
Large natural beast

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the behemoth if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6

**Standard Action ✦ At-Will**
*Attack:* Melee 1 (one creature); your level + 5 vs. Fortitude
*Hit:* 4d8 + your Wisdom modifier damage.
*Effect:* If the target ends its next turn within 2 squares of the behemoth, the behemoth shifts 1 square as a free action to a square adjacent to the target and deals 15 damage to it.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The behemoth either walks, shifts, runs, stands up, squeezes, or crawls.

**Instinctive Effect**
If you haven't given the behemoth any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves up to its speed to a square adjacent to an enemy.

# Powers

Your protector starts with six druid powers of your choice.

- ✦ Two 1st-level druid at-will attack powers
- ✦ One 1st-level druid encounter attack power
- ✦ Three druid powers granted by the Primal Attunement feature

See the Character Advancement table (page 160) for the powers you gain as you advance in level, but rather than gaining druid daily attack powers, you gain *summon natural ally*.

When selecting your powers, consider the druid powers introduced in this book. *Player's Handbook 2*, *Primal Power*, and *Heroes of the Forgotten Kingdoms* present a variety of other druid powers to choose from.

## Skills

As a druid, you walk a fine line between the natural world and the world of civilization. You need to be able to communicate with the inhabitants of both worlds, making skills such as Diplomacy and Insight important to you. Likewise, Endurance and Heal represent your time spent learning the mysteries of the natural world.

The other skills you select say something about how you fulfill your role as a member of your druid circle. If you have training in Arcana, you might have been a student of magic who abandoned that path in favor of a more natural power source. Training in History might mark you as a scholar studying the impact of humanoid encroachment on nature, or seeking insight into how the world has been shaped by cities, war, famine, and disease. If you were a farmer or a woodcutter before taking up the path of the protector, the Athletics skill reflects a life spent working the land.

## Feats

Implement training feats help you maintain an edge in combat. Both Implement Focus and an expertise feat for your implement (either Staff Expertise or Totem Expertise) are straightforward feat choices that will boost your accuracy and damage.

The primal soul feats are also appropriate for a protector. Such feats not only grant good benefits in combat, they mirror your dedication to primal power and your connection to the natural world.

As a defender of nature, you might consider feats from the vigilant reflexes category. These feats reflect the eternal watchfulness you embody as part of your druid circle. When you put yourself in danger in order to further the goals of your circle, improvements to your mobility and defenses can make the difference between life and death.

## Equipment

You have proficiency with the following types of armor: cloth, leather, and hide. You have proficiency with the following types of weapons: simple melee and simple ranged. You also know how to use staffs and totems as implements.

You have 100 gp to buy your starting equipment. Purchase an implement of your choice that represents your relationship to nature and your commitment to defending the natural world. Then choose your weapons and armor. You should also consider

### PROTECTOR RACE CHOICES

The following races are particularly good choices for a protector druid.

**Drow:** Though their race enjoys a reputation as aloof spellcasters, many drow have an uncharacteristically strong connection to the power of nature. The Underdark that is their birthplace is a brutal landscape teeming with as much life as the surface world. Drow protectors are trained to deal with the deadly flora and fauna found throughout their subterranean realm, and they act as guides for their peoples' exploration of the Underdark. Those drow protectors who make their way to the surface world find that their knowledge and abilities easily translate to this less familiar world. Indeed, drow protectors often have an edge in dealing with the darker creatures and magic of nature because of their experiences beneath the earth.

**Half-Elf:** As a child of two races, the half-elf is a natural fit for a class that stands astride two worlds. Half-elves inherit their relationship to nature from their elf parents. They have an innate connection to the land that they share with their elf kin, enabling them to hear the whispers of the primal spirits.

Many half-elves prefer to live as loners or to dwell on the fringes of society, granting them ample opportunity to reflect on their place in the natural world. Half-elves shunned by their communities can find a new community in a druid circle, appreciating the chance to dwell among people willing to accept them for who they are.

**Human:** Humans make exemplary protectors, thanks largely to the versatility that is their birthright. Human protectors often come from the ranks of those who have eschewed life in the settlements of their people. Acting as emissaries between their kin and the primal spirits, they dwell along the frontier between the civilized and the natural worlds. A human protector is as flexible as the reed that bends before the blustering wind, yet remains strongly rooted to his or her ideals. In the aftermath of the fall of the Empire of Nerath, human druid circles and the protectors they train have become an increasing presence in the regions between isolated points of civilization.

*Viltham and Lyrindel flee from a horde of goblins in the kingdom of Nachtur*

gear for surviving in the wilderness. Though your allies no doubt have survival gear of their own, they will look to you as their guide and advisor on long treks through inhospitable terrain. Such gear lets you deal with the threats of the natural world easily, letting you reserve your magic for more important challenges.

# New Druid Powers

The druid powers in this section expand on those found in *Player's Handbook 2*, *Primal Power*, and other sources. These powers are among your options when you choose druid powers of the given levels.

## Level 1 At-Will Powers

### Jolt of Lightning

The power of the storm is yours to command even from your first steps along the druid's path. Your *jolt of lightning* can balance the odds against the most opportunistic foe, curbing its ability to react in the heat of combat.

**Jolt of Lightning** **Druid Attack 1**

*A bolt of lightning streaks down from empty air, crippling your foe with a numbing pulse of power.*

**At-Will ✦ Implement, Lightning, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d10 + Wisdom modifier lightning damage, and the target cannot take opportunity actions until the end of your next turn.
*Level 21:* 2d10 + Wisdom modifier damage.

### Magic Stones

By imbuing mundane stones with the strength of nature, you fuel a deadly primal attack. The magic stones you create drive your enemies back as if the earth had moved beneath their feet, serving as a potent challenge to those that violate the land you are sworn to renew.

**Magic Stones** **Druid Attack 1**

*Three small stones clutched in your hand glow with a green light as you throw them, then explode when they strike your foes.*

**At-Will ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One, two, or three creatures
**Attack:** Wisdom vs. Reflex
**Hit:** 1d4 + Wisdom modifier damage, and you can push the target 1 square.
*Level 21:* 2d4 + Wisdom modifier damage.

MATIAS TAPIA

**Spirit Briar** Many stories tell of ghosts of departed humanoids haunting their former abodes. In the Feywild, the destruction of some primeval vines leaves behind an echo of their existence in much the same manner. Druids who have seen these spectral plants of the fey realms can mimic their appearance and create them using primal magic.

**Spirit Briar** — Druid Attack 1

*Phantom thorns gouge the flesh of those who move against them.*

**At-Will ✦ Implement, Poison, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 1d8 + Wisdom modifier poison damage. Choose either yourself or one ally you can see. If the target ends its next turn adjacent to the chosen character, the target takes poison damage equal to your Constitution or Dexterity modifier.
*Level 21:* 2d8 + Wisdom modifier damage.

## Level 1 Encounter Powers

**Gust of Wind** This evocation subjects the power of the wind spirits to your command. Creatures caught by your attack cannot hope to stand fast, leaving enemies prone and vulnerable to your allies' follow-up attacks. The gust affects all creatures, however, so be careful that allies do not stray into its path.

**Gust of Wind** — Druid Attack 1

*A blast of air buffets nearby creatures, hurling them backward as it drives them to the ground.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Close** blast 3
**Target:** Each creature in the blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d8 + Wisdom modifier damage, and you knock the target prone.
**Effect:** You push the target up to 2 squares.

**Insect Swarm** You call forth thousands of buzzing insects that swarm around you in a tight cloud. Creatures that stand too close to you feel the brunt of their stings and bites and are hard-pressed to see you through the cloud.

**Insect Swarm** — Druid Attack 1

*A buzzing drone fills the air as a heavy cloud of insects swirls around you.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Close** burst 1
**Target:** Each creature in the burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier damage.
**Effect:** The area of the burst is lightly obscured for your enemies until the end of your next turn.

**Wall of Smoke** You draw on the power of the primal spirits of fire and air, creating a caustic haze that swirls and rises at your command. By laying down a wall of smoke at the opportune time, you can create a hazy barrier that thwarts your enemies' sight and chokes them if they try to pass through it.

**Wall of Smoke** — Druid Attack 1

*The ground blackens as foul smoke rises in a roiling wall that shrouds the battlefield.*

**Encounter ✦ Implement, Poison, Primal**
**Standard Action** **Area** wall 5 within 10 squares
**Target:** Each creature in the wall
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d10 + Wisdom modifier poison damage, and you can slide the target 1 square.
**Effect:** The wall of smoke lasts until the end of your next turn. The squares of the wall are lightly obscured, and any creature that ends its turn in the wall takes poison damage equal to your Constitution or Dexterity modifier.

### BARD'S TALE: THE LADY OF THE WOOD

Once there were two princely brothers who lived in a faraway kingdom. The elder brother concerned himself with the duties of rulership and warfare. The younger hawked and hunted, for he loved the forest more than any other man in the kingdom.

One day, the younger brother came to court with a beautiful lady whom he introduced as his bride. She was tall and fair as the sunrise, with eyes as calm and golden as autumn hearth fires. When the elder brother saw her, he knew his reign would mean nothing if she were not his queen.

The next day when the young prince went hunting, the elder prince waited in ambush. As he prepared to strike, an oaken branch knocked him violently to the ground. Suddenly, standing over him was a terrible female creature of bark and vine, with blazing eyes as fierce as wildfires. It said to him, "I am the spirit of the wood, and this curse I cast on thee: Strike at thy brother, and you shall lose all you desire."

Terrified, the elder prince fled the wood. That very night he commanded that the entire forest be burned to the ground, his brother along with it.

The next morning as he walked among the cinders, the elder prince saw the beautiful lady standing alone amid the charred stumps, her eyes like smoldering embers. He reached out to touch her, and as he did so, her body turned to ash, for the lady his brother had loved was the spirit of the trees. And when his subjects saw what beauty he had destroyed, they turned on the elder prince and buried his remains in an unmarked grave.

# Level 2 Utility Powers

## Form of the Sprinting Elk

You take on the form of the sprinting elk, becoming a bounding creature of the forest. You can cross vast distances with ease, allowing you to outdistance your foes or come quickly to the aid of those who need you.

**Form of the Sprinting Elk** — Druid Utility 2

*Your form shifts as you assume the guise of a great elk and quickly bound away.*

**Daily ✦ Polymorph, Primal**
**Minor Action** — **Personal**
**Effect:** You assume the form of the sprinting elk until you take an extended rest or until you end the form as a free action. While in this form, you gain a +4 bonus to speed, but you cannot attack, manipulate objects, or use any magic item powers. Also, your gear becomes part of the form and is inaccessible.

## Lesser Restoration

You call on the energy of nature's growth and resilience, channeling that energy to enable an ally to shake off the effects of combat.

**Lesser Restoration** — Druid Utility 2

*Motes of green energy suffuse your ally, letting him or her draw strength from the essence of the world.*

**Daily ✦ Healing, Primal**
**Minor Action** — **Ranged** 10
**Target:** One ally
**Effect:** The target can make a saving throw and spend a healing surge.

# Level 3 Encounter Powers

## Call the Crows

The crows that blacken the sky above a battlefield are nature's response to the wars of the mortal races. Called by your primal power, a spectral flock of such crows appears in the midst of the fray to tear at your enemies. Be wary of leaving your allies exposed, however, because the crows you call cannot tell friend from foe.

**Call the Crows** — Druid Attack 3

*With a shrieking hiss of wings, a ghostly flock of crows descends on your enemies.*

**Encounter ✦ Force, Implement, Primal, Zone**
**Standard Action** — **Area** burst 1 within 10 squares
**Target:** Each creature in the burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier force damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Any creature that ends its turn in the zone takes force damage equal to your Constitution or Dexterity modifier.

## Quills

Many animals have developed natural deterrents to predators, including spines and barbs. This power allows you to transform your body to adopt this lethal defense, striking enemies that believe they are out of range of your melee attacks.

**Quills** — Druid Attack 3

*Poison-tipped quills emerge from your body, then shoot out to strike the foes that press you.*

**Encounter ✦ Implement, Poison, Primal**
**Standard Action** — **Close** burst 2
**Target:** Each enemy in the burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier poison damage.
**Effect:** Each target is slowed until the end of your next turn.

## Wind Wall

By calling on the spirits of air, you tame the winds that blow across the battlefield. This evocation creates a barrier whose strength is the swirling storm, assailing your enemies and turning aside ranged attacks with ease.

**Wind Wall** — Druid Attack 3

*Swirling wind stirs up a wall of dust and debris, tossing your foes about and deflecting projectiles that pass through it.*

**Encounter ✦ Implement, Primal, Zone**
**Standard Action** — **Area** wall 8 within 10 squares
**Target:** Each enemy in the wall
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier damage, and you can slide the target 1 square.
**Effect:** The wall creates a zone that lasts until the end of your next turn. The zone grants superior cover against ranged attacks made through it that target AC or Reflex.

WAYNE ENGLAND

# Level 6 Utility Powers

## Meld into Stone

Though stone and rock are impassable for most creatures, you recognize and take advantage of stone's connection to the natural world. By slipping inside living rock, you create a safe haven that even the most dedicated foe struggles in vain to break.

**Meld into Stone** — **Druid Utility 6**

*Your body merges with stone, letting you slip out of sight and away from harm.*

**Daily ✦ Primal**
**Move Action** **Personal**
**Effect:** You shift into an adjacent square occupied by an object made of stone or earth that is your size or larger, such as a wall, a statue, or a boulder. While you occupy this square, you can see normally but you do not have line of effect to anything, and nothing has line of effect to you. You remain in this state until the end of the encounter, until you end this effect as a minor action, or until the object is destroyed. When the effect ends, you appear in the nearest unoccupied square.

## Nature's Stride

The bond you forge with nature lets you sense the contours of the world around you. Just as the wind shifts around rocks and trees, the primal spirits can direct you to avoid any object or obstruction that might bother you as you move.

**Nature's Stride** — **Druid Utility 6**

*You gain a heightened sense of the world around you, letting you move unhindered.*

**Daily ✦ Primal**
**Minor Action** **Melee** 1
**Target:** You or one ally
**Effect:** Until the end of the encounter, the target gains a +2 power bonus to speed and ignores difficult terrain.

## Verdant Surge

Even after your resources have been expended, this evocation allows you to tap into the power held by the natural world around you. You open yourself to that reserve of primal energy, which enables you to channel again the power of life and growth.

**Verdant Surge** — **Druid Utility 6**

*The power you learned at the earliest stage of your training can be unleashed again.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Requirement:** Your *nature's growth* must be expended.
**Effect:** You regain the use of your *nature's growth*, and you can use it as a free action.

# Level 7 Encounter Powers

## Charm Beast

Your link with the primal spirits creates a conduit between your mind and the mind of another, granting you a connection to that creatures. Your power is most potent when used to charm the beasts of the natural world, but your will can be imposed on sentient beings as well.

**Charm Beast** — **Druid Attack 7**

*You gaze hard at your foe, momentarily bringing that enemy under your control.*

**Encounter ✦ Charm, Implement, Primal**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will. You gain a +2 bonus to the attack roll when using this power against a beast.
**Hit:** The target is dominated until the end of your next turn.
**Miss:** The target is dazed until the end of your next turn.

## Grasp of Winter

The chill winds of the distant reaches of the world are drawn forth at your command. Like a creature trapped in an icy wasteland, your foe is drained of life and frozen to the quick, unable to move as it is seized in winter's clutches.

**Grasp of Winter** — **Druid Attack 7**

*A cold wind swirls around your enemy, slashing it and grasping it with icy claws.*

**Encounter ✦ Cold, Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier cold damage.
**Effect:** The target is restrained until the end of your next turn.

## Swarm of Scarabs

This evocation allows you to call forth a cloud of scarab beetles that swarm at your command. Filling a vast space, the scarabs feast on any creature they can find—including you and your allies, if you draw too close.

**Swarm of Scarabs** — **Druid Attack 7**

*A chittering swarm of ravenous insects sprays out from your hand, covering all creatures in its path.*

**Encounter ✦ Implement, Primal, Zone**
**Standard Action** **Close** blast 5
**Target:** Each creature in the blast
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Creatures grant combat advantage while in the zone. Any creature that ends its turn in the zone takes damage equal to your Constitution or Dexterity modifier.

# Level 9 Daily Power

## Pain from Perseverance

Primal magic taps into the foundations of life and can be used to transform some of the most fundamental aspects of a creature's nature. Druids of the Feywild often use this evocation to strip away the defenses of malicious fey before turning their own weapons against them.

**Pain from Perseverance** — **Druid Attack 9**

*Your wrath sends a bitter spirit through your foe, transforming its resistance into weakness.*

**Daily ✦ Implement, Primal, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier psychic damage.
**Miss:** Half damage.
**Effect:** Choose one damage type: acid, cold, fire, lightning, or thunder. The target loses any resistances to that damage type and gains vulnerable 5 damage to that damage type (save ends both). Until the end of the encounter, your druid attack powers can deal damage of the type you chose instead of their normal damage type.

# Level 10 Utility Powers

## Form of the Hunting Falcon

This evocation grants you the ability of flight by transforming you into a hawk, a falcon, or a similar bird. Though being in this form might take you out of the fight, you can soar long distances with almost perfect perception of the world below you.

**Form of the Hunting Falcon** — **Druid Utility 10**

*You change into a nimble bird of prey that easily soars out of reach of your foes.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the form of the hunting falcon until you take an extended rest, or until you end this effect as a free action. While in this form, you are Small, you have a fly speed of 8, and you gain a +5 power bonus to Perception checks. However, you cannot attack, manipulate objects, or use any magic item powers.

## Updraft

You have learned to whisper to the wind and have it answer your call. As long as you maintain your control over the spirits of the air, they can carry you and your allies wherever you want to go.

**Updraft** — **Druid Utility 10**

*A gust of wind swirls around you, lifting you into the air.*

**Daily ✦ Primal**
**Move Action** **Ranged** 10
**Target:** You or one ally
**Effect:** The target flies up to 5 squares.
**Sustain Move:** The target flies again, or you use the power on a different target.

WAYNE ENGLAND

# Level 13 Encounter Powers

## Bolt of Lightning

You call down the energy of the deadliest storms, channeling it through your body and unleashing it as a bolt of lightning that can leave any foe reeling.

**Bolt of Lightning** — **Druid Attack 13**

*An arc of energy lances out from your hand to strike a foe.*

**Encounter ✦ Implement, Lightning, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier lightning damage.
**Effect:** The target is dazed until the end of your next turn.

## Primeval Thunder

This evocation calls on the echo of the storms that swirled across the world during its creation. With that power at your command, you produce a pulse of thunder that explodes out from you, blasting your foes and leaving them out of position for their follow-up attacks.

**Primeval Thunder** — **Druid Attack 13**

*A deafening clap of thunder unfurls around you to thrust your foes back.*

**Encounter ✦ Implement, Primal, Thunder**
**Standard Action** **Close** burst 2
**Target:** Each enemy in the burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d6 + Wisdom modifier thunder damage.
**Effect:** You push the target up to 3 squares.

### Verdant Retaliation
The rise of civilization has inflicted many wounds on the world, but this evocation gives you the ability to let nature take its revenge. As the ground churns with life beneath your enemies, those foes will experience the wrath of nature firsthand.

**Verdant Retaliation** — **Druid Attack 13**

*Writhing plants thrust up beneath your foes, assailing them with poisonous barbs and thorns.*

**Encounter ✦ Implement, Poison, Primal**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in the burst
**Attack:** Wisdom vs. Reflex
**Hit:** 3d6 + Wisdom modifier poison damage.
**Effect:** Each enemy in your *nature's growth* zone that was not hit by this power takes 10 poison damage.

## Level 15 Daily Power

### World-Warp
The first druids to develop this power were eladrin members of a circle guarding a fey crossing in the natural world. Their order had been founded to keep mortals from wandering into the Feywild, and they developed ways to use primal magic to manipulate the fey crossing's inherent thinness.

**World-Warp** — **Druid Attack 15**

*A ripple in the natural world transports your enemy and protects you from its attack.*

**Daily ✦ Primal, Teleportation**
**Immediate Interrupt** **Close** burst 10
**Trigger:** An adjacent enemy makes a melee attack against you
**Target:** The triggering enemy
**Effect:** The target and one of your allies in the burst teleport, switching places. The triggering attack now targets another creature of your choice adjacent to the target. If the triggering attack now has no legitimate target, the attack is lost.

## Level 16 Utility Powers

### Form of the Raven Flock
Though many evocations allow you to take on the shape of a wild beast, *form of the raven flock* lets you scatter your body and mind between a group of creatures. With your life force spread out in this way, you are better protected against individual attacks, and you can swarm around creatures that would block your path.

**Form of the Raven Flock** — **Druid Utility 16**

*A shadow passes over you as you are scattered and reshaped, becoming a flock of ravens that quickly takes to the air.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the form of a flock of ravens until you take an extended rest or until you end this effect as a minor action. While in this form, you have a fly speed of 6 and can move through enemies' spaces. However, you cannot attack, manipulate objects, or use any magic item powers. You take only half damage from melee attacks and ranged attacks, but you gain vulnerable 15 to close attacks and area attacks.

## Level 17 Encounter Powers

### Bloodthirsty Vines
The most dangerous creatures of nature are nothing in comparison to the deadly flora you command. Vines that you call forth from the earth drag your enemies closer to you as they drain those foes of life.

**Bloodthirsty Vines** — **Druid Attack 17**

*Rope-like vines spring from the ground, sinking their thorns into your foes.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 3d10 + Wisdom modifier damage.
**Effect:** You pull the target up to a number of squares equal to 2 + your Constitution or Dexterity modifier.

### Center of the Vortex
The eye of a storm offers a safe haven that you take advantage of when you call on the power of storms to destroy your foes. Caught in your vortex, enemies are thrown out of position and forced to watch as you teleport away from possible retribution.

WAYNE ENGLAND

### Center of the Vortex — Druid Attack 17

*A spiraling storm forms at your command, drawing your enemies toward its center even as you slip away.*

**Encounter ✦ Implement, Lightning, Primal, Teleportation, Thunder**
**Standard Action** **Close** burst 3
**Target:** Each enemy in the burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d6 + Wisdom modifier lightning and thunder damage, and you pull the target up to 2 squares.
**Effect:** You teleport up to 4 squares to a square outside the burst.

**Rolling Earth** By drawing primal power from the earth, you cause the ground to buck up, forcing nearby creatures away from you and leaving a wall of dirt and stone that will keep them away.

### Rolling Earth — Druid Attack 17

*You strike the ground with your open palm, causing it to shift and roll like the waves of an ocean storm.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Close** blast 5
**Target:** Each creature in the blast
**Attack:** Wisdom vs. Reflex
**Hit:** 3d6 + Wisdom modifier damage, and you push the target up to 5 squares.
**Effect:** Choose up to 5 contiguous, unoccupied squares in the blast that are on a solid surface. Until the end of your next turn, those squares are blocking terrain that is up to 2 squares high.

**Searing Winds** You have seen much of the world in your lifetime, even as you draw primal power from places you might never visit. When you use this evocation, you reach out to the distant desert to steal the strength of a burning storm.

### Searing Winds — Druid Attack 17

*Drawing power from the storms of the deepest deserts, you hammer your enemies with a pulse of blistering heat.*

**Encounter ✦ Fire, Force, Implement, Primal**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in the burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier fire and force damage.
**Effect:** The target is weakened until the end of your next turn.

## Level 19 Attack Power

**Thorns of the Hinterlands** High in the mountains of Brokenstone Vale are said to be druid circles composed of lycanthropes that gather near fey crossings into the mortal realm's hinterlands. Many of these lycanthropes believe that the key to controlling their urges lies with the primal spirits of the world, and the druids' understanding of primal magic is twisted by their own shifting nature. As such, many of their evocations cause the world to transform into something more deadly, just as lycanthropes do.

### Thorns of the Hinterlands — Druid Attack 19

*All across the field of battle, thickets and brambles rise up to entrap your foes.*

**Daily ✦ Acid, Conjuration, Implement, Poison, Primal**
**Standard Action** **Area** wall 12 within 20 squares
**Effect:** You conjure two walls of thorny, writhing vines, which cannot have any squares adjacent to each other. Each wall contains 6 of the power's 12 squares and can be up to 4 squares high. The walls must be on a solid surface, and they last until the end of your next turn. Each wall provides cover and blocks line of sight.

Entering a wall square costs 2 extra squares of movement. If a creature enters the wall's space or starts its turn there, that creature takes 1d10 + your Wisdom modifier acid and poison damage (a creature can take this damage only once per turn), and it takes ongoing 5 acid and poison damage (save ends).

**Sustain Minor:** The walls persist until the end of your next turn.

## Level 22 Utility Powers

**Wall of the World** A living barrier channeled by your primal power, the wall conjured by this evocation recognizes your allies even as it holds your enemies behind an impenetrable expanse of stone and dirt, bark and vines. You can cause the wall to heal if it is damaged, thwarting your enemies' attempts to break through it.

### Wall of the World — Druid Utility 22

*Earth, stone, and plants rise up at your command, forming a living wall to hem in your foes.*

**Daily ✦ Conjuration, Primal**
**Standard Action** **Area** wall 12 within 10 squares
**Effect:** You conjure a wall of earth, trees, vines, and other plant life that lasts until the end of the encounter. The wall can be up to 6 squares high and must be on a solid surface. The wall is blocking terrain for your enemies, but your allies can move through (though not occupy) the squares of the wall. Each square of the wall can be attacked, has your defenses, has 50 hit points, and crumbles into difficult terrain if it is destroyed. As a minor action, you can repair 1 unoccupied square of wall within range that has been destroyed, causing it to be restored with 50 hit points. The whole wall crumbles into difficult terrain at the end of the encounter.

## Level 23 Encounter Powers

**Dominate Beast** Your command over the natural world lets you reach into any creature's mind and use your primal magic to break that creature to your will.

### Dominate Beast — Druid Attack 23

*Your mind reaches out to touch that of your enemy, bringing that creature under your sway.*

**Encounter ✦ Charm, Implement, Primal**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will. You gain a +2 bonus to the attack roll when using this power against a beast.
**Hit:** The target is dominated until the end of your next turn.
**Miss:** This power is not expended.

**Ice Spikes** The power of winter is yours to command. You channel icy shards that strike like a storm of daggers, slashing at your foes and pinning them in place as fast-frozen statues.

### Ice Spikes — Druid Attack 23

*The air swirls white before you, congealing as a blast of icy spikes that launch themselves at your foes.*

**Encounter ✦ Cold, Implement, Primal**
**Standard Action** **Close** blast 5
**Target:** Each creature in the blast
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier cold damage.
**Effect:** Each target is restrained until the end of your next turn.

**Scalding Geyser** By combining the forces of water and fire, you create an attack far deadlier than either on its own. The ground shatters where you call forth a geyser of boiling water and superheated steam that scours your foes.

### Scalding Geyser — Druid Attack 23

*The earth cracks and breaks open at your command, releasing a fountain of searing water whose force slams your foes to the ground.*

**Encounter ✦ Fire, Force, Implement, Primal**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in the burst
**Attack:** Wisdom vs. Reflex
**Hit:** 3d8 + Wisdom modifier fire and force damage.
**Effect:** Each target falls prone.

**Whipping Vines** When you use this power, the spirit trees spawned at the world's creation send forth vines that do your bidding. These tendrils can turn the most well-ordered force into a shambles, sending even the largest foes careening out of position at your command.

### Whipping Vines — Druid Attack 23

*Flailing vines wrap themselves around an enemy you gesture to, binding that foe as they sling other enemies across the battlefield.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 3d10 + Wisdom modifier damage, and the target is immobilized until the end of your next turn.
**Effect:** You slide the target and each of your enemies adjacent to it at the beginning of the slide up to 2 squares.

## Level 25 Daily Power

**Writhing Henge** The great primal spirit known as the Steadfast Henge is one of the most ancient powers of the mortal world, its existence dating back to the days immediately following the Dawn War. In those days, the foundations of creation were often unstable, and the Feywild intruded upon the world for a short time. Among the primal spirits present at this intrusion was the Steadfast Henge, which has since become a patron to druid circles of both the Feywild and the natural world.

### Writhing Henge — Druid Attack 25

*The limbs of the Steadfast Henge protrude from the earth, flinging and rending at your command.*

**Daily ✦ Implement, Primal, Summoning**
**Standard Action** **Close** burst 10
**Effect:** You summon up to six Medium briar-covered tendrils in unoccupied squares in the burst. The tendrils have a speed of 0 and are immune to being pushed, pulled, or slid. You lose a healing surge only when all the tendrils have been destroyed. You can give the tendrils the following special command. On the turn you summon the tendrils, you give this command as a part of using this power.

**Standard Action:** Each tendril makes an attack against a different target: Melee 2; targets one creature; Wisdom vs. Reflex; 2d8 + Wisdom modifier damage, ongoing 5 damage (save ends), and the tendril slides the target up to 3 squares.

**Instinctive Effect:** If you haven't given the tendrils any commands by the end of your turn, each one attacks the nearest creature within 2 squares of it, if it can.

WAYNE ENGLAND

# Level 27 Encounter Powers

## Barrage of Lightning

This evocation enables you to harness the might of the deadliest planar storms, letting you hurl multiple bolts of lightning at your enemies while leaving your allies unscathed. Even a foe that escapes being harmed by the storm is left reeling in the aftermath of your attack.

**Barrage of Lightning** — **Druid Attack 27**

*With a clenched fist, you create an arcing storm of lightning bolts that lash and debilitate even the most resilient foes.*

**Encounter ✦ Implement, Lightning, Primal**
**Standard Action** **Close** blast 5
**Target:** Each enemy in the blast
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier lightning damage.
**Effect:** Each target is dazed until the end of your next turn.

## Cast in Stone

When your most powerful foe seizes control of the battlefield, you can negate its advantage by trapping it in an unbreakable crust of stone. By continuing to concentrate, you can hold that foe in this state, preventing it from engaging your allies.

**Cast in Stone** — **Druid Attack 27**

*As you hold out one hand and lock it into a fist, your enemy is frozen in a shell of stone.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** The target is petrified until the end of your next turn.
**Sustain Standard:** You repeat this attack against the same target, but only if the target is still petrified by this power.

## Lava Vents

This evocation reaches down into the depths of the earth, calling up the molten rock and volcanic gases that pool there. When you open up the ground to release this storm, all nearby creatures are consumed by it, so you must be careful to keep your allies at a safe distance.

**Lava Vents** — **Druid Attack 27**

*Great cracks split the ground beneath your feat, venting caustic gas and lava that turns the area around you into a maelstrom.*

**Encounter ✦ Acid, Fire, Implement, Poison, Primal**
**Standard Action** **Close** burst 3
**Target:** Each creature in the burst
**Attack:** Wisdom vs. Reflex
**Hit:** 3d8 + Wisdom modifier acid and fire damage.
**Effect:** Until the end of your next turn, the area of the burst is difficult terrain, and any creature other than you that ends its turn in that area takes 15 poison damage.

## Phantom Serpent

When you call on the power of this evocation, you manifest an aspect of an ancient primal spirit whose poison blinds any creature it touches. A throwback to the primal guardians

of the earliest world, the phantom serpent can help debilitate even the most formidable of foes.

**Phantom Serpent** — **Druid Attack 27**

*A ghostly serpent materializes and wraps around your foe, subjecting it to a poisonous bite and a blinding cloud of venom.*

**Encounter ✦ Implement, Poison, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 3d8 + Wisdom modifier poison damage.
**Effect:** The target is blinded until the end of your next turn.

# Level 29 Daily Power

## Hinterland Exile

In certain regions of the mortal realm, the walls between worlds are particularly thin, and the fabric of the world is weakened, influenced, and besieged by other worlds, including the Feywild. These regions, known to many druids as the Hinterlands, contain gaps in creation filled only with nothingness. The most powerful druids can banish creatures to this void.

**Hinterland Exile** — **Druid Attack 29**

*You send your foe to a place between worlds, where the planes meet and the fabric of creation is torn by cosmic force.*

**Daily ✦ Force, Implement, Primal**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 5d10 + Wisdom modifier force damage, and the target is removed from play (save ends).
**Third Failed Saving Throw:** The effect ends, but the target is permanently trapped on another plane (DM's choice), unless the target has some means of planar travel.
**Miss:** Half damage, and the target is dazed (save ends).

WAYNE ENGLAND

# Wizard

In the Feywild, wizards and spellcasters in general are far more common than they are in the world, thanks to the plane's strong ties to arcane magic. The following section presents new powers for wizards with a strong Feywild theme, as well as a new wizard subclass, the witch.

## Witch

**Arcane Controller:** You practice the first, most ancient form of arcane magic, which allows you to charm, transform, and curse your enemies.

**Key Abilities:** Intelligence, Wisdom

Part religion, part ritual, and all mystery, witchcraft is an ancient practice that came about in an age before arcane magic was studied, institutionalized, and etched in writing, when monstrous titans ruled over creation and the secret of making fire was yet undiscovered. In this chaotic dark age, the gods had little influence on the titans' world. Instead of seeking their aid, the primitive peoples called out to the night for protection and power, and a voice from the darkness answered. Those who accepted its arcane gifts became the first witches, and they wielded such power as only immortals had known—seen by some jealous gods as an affront that they have never forgiven.

Witches gain their power from a patron who instructs them by way of a mystical familiar that comes and goes as it pleases, unbound by the strictures of the material world. The most prevalent patron among witches—the original voice from the darkness—is the moon goddess Sehanine, referred to by witches as simply the Goddess. Other entities have since seen the advantage of imbuing mortals with power, and so your patron might be an archfey, a god, an angel, a primordial, a demon lord, a devil, or another legendary being that believes it can benefit by imbuing you with a gift of arcane prowess. It might prefer to remain anonymous.

The circumstances by which you obtained your gift can vary widely. Some witches seek out the gift in order to fulfill a personal desire or vendetta, while others were brought up in a coven. Some receive their power after making a pact with a devil, as a warlock might do, and others have it bestowed upon them by a fairy godparent or a witch queen.

Though witches are common among the fey races in the Feywild, as a witch in the natural world you must be mindful of whom you trust. In the world, common folk fear your kind. Envious wizards refuse to acknowledge you as a peer and would see your wondrous powers vanish from the world, while clerics of jealous gods decree you an unholy menace, sending witch hunters to track you down and destroy you.

JIM NELSON

### Creating a Witch

A witch is a type of wizard, a class introduced in the *Player's Handbook*. To create a witch, use the character creation rules in the *Rules Compendium* or the *Player's Handbook*. The Character Advancement table (page 160) summarizes how many powers and feats your witch should have at each level, as well as when ability scores increase.

A witch lacks some of the wizard class features from the *Player's Handbook*: Arcane Implement Mastery, Ritual Casting, and Spellbook. A witch gains

new class features: Witch's Familiar, Moon Coven, and *augury*.

### Witch Traits

**Hit Points:** You start with hit points equal to 10 + your Constitution score. You gain 4 hit points each time you gain a level.

**Bonus to Defenses:** +2 to Will

**Healing Surges per Day:** 6 + your Constitution modifier

**Armor Proficiencies:** Cloth

**Weapon Proficiencies:** Dagger, quarterstaff

**Implement Proficiencies:** Orbs, staffs, wands

**Class Skills:** Arcana (Int), Diplomacy (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Nature (Wis), Religion (Int)

**Trained Skills:** Arcana, plus three more from the list of class skills

## Ability Scores

When you determine your ability scores, keep in mind that a witch is best served by a superior Intelligence or Wisdom score. Intelligence is the primary ability associated with arcane magic, and a high Intelligence contributes to both the accuracy and the damage of your attacks. Wisdom is a strong secondary ability, however, reflecting every witch's need to be canny, perceptive, and self-sufficient in a world that hates and fears their kind. A high Wisdom contributes to the side effects of some of your spells.

Witches tend to be loners, and most spend periods of each day in solitude living by their wits in the wilderness, gathering herbs and components for their spells or conferring with their familiars high on isolated hills or in sheltering groves beneath the moon. This constant activity makes witches hardier than most other wizards, and since some witch abilities grant the capacity to make attacks at close range and in reach of enemies' swords, your witch might benefit from a good Constitution. Your very presence unnerves and intimidates other creatures, which naturally find your eldritch powers either awe-inspiring or frightening. A good Charisma score enhances the dread or awe they experience when you intimidate or charm them.

## Class Features

A witch has the following class features, starting at level 1.

### Witch's Familiar

Unlike other wizards, a witch receives the gift of arcane power from a patron such as an archfey, a god, a devil, an angel, a demon, or another powerful being. The witch might or might not be aware of the patron's true identity or its reasons for bestowing power, but such entities always have their reasons, which become clear in time, for good or ill.

A witch's familiar takes the shape of a Tiny creature, usually a natural or a fey beast such as a cat, a serpent, or a raven, and acts as an intermediary between the witch and the patron of the witch's power. Bound to the witch's soul, this familiar instructs the witch in the use of supernatural powers.

Your familiar can have as active a role as you like. Familiars have a distinct personality and a unique relationship with the witches they instruct. Your familiar might provide hints and lore, or it might be a subtle presence in the background that appears and disappears without a sound, if you prefer to downplay its role in your story.

**Benefit:** You gain the Arcane Familiar feat (page 126) as a bonus feat.

At the end of each extended rest, when you confer with your familiar you can replace one of your wizard daily attack powers or wizard utility powers with another wizard power of the same type. The new power must have a level, and its level must be the same as the old power's level.

When you reach level 24, your familiar enables you to spend an action point on your turn to regain the use of one of your expended wizard encounter attack powers, instead of taking an extra action. If you do so, you gain combat advantage against every target of that power the next time you use it during the current encounter.

### Witch Cantrips

A witch knows a few tricks at the outset of his or her career that can be of great use even when other potent eldritch powers are also at the witch's disposal.

**Benefit:** You gain three cantrips of your choice. (This book includes the *chameleon's mask* cantrip. See *Heroes of the Fallen Lands* or the *Player's Handbook* for other cantrip options.)

### Moon Coven

When you create your witch, you choose a moon coven with which you are affiliated. A moon coven is a loose order of witches that share a philosophy of witchcraft. Each moon coven represents one of two phases of the moon—full or dark (new)—and symbolizes the witch's quintessential attitude toward the application of his or her craft. Each moon coven reflects a member witch's philosophy regarding the use of magic—not necessarily corresponding to the witch's alignment, since witches of all alignments are found in each coven. Nevertheless, a greater number of evil witches gravitate toward the dark moon and its powers over ill fortune and necromancy, whereas good witches more frequently affiliate themselves with the full moon coven and favor its charms and healing magic.

*Nistyncia commands a bewitched werewolf in the Brokenstone Vale to defend her, while Keldar attempts to break through the door to a dungeon*

Witches are solitary by nature, requiring little arcane instruction beyond the teachings of their familiar, and most prefer to keep their craft secret lest they be targeted by witch hunters. Therefore, a moon coven typically convenes only once during the course of a year, in an isolated location in the wilderness often near standing stones, ley lines, or other sites that thrum with arcane power, on an evening when the coven's moon phase displays in its ideal state in the dark heavens above. Despite their opposing philosophies on witchcraft, the two moon covens sometimes come together on the night of a lunar eclipse, when both are symbolically represented in the night sky. Such meetings occur only when all witches, or the world in which they live, are threatened by forces bent on their extermination.

In addition to, or instead of, meeting with their moon coven, some witches gather in local covens attended by witches that inhabit the area. Such local covens are often the way new witches are initiated into the craft, and they show the initiate the way to call on a powerful entity and receive the gift of its power in the form of a familiar. These local covens usually have their own aims and goals related to their immediate surroundings, and might or might not adhere to the philosophy of either of the moon covens.

Many witches learn their craft in isolation, unaware of the presence of the fundamental moon covens, or even of other witches. Regardless of whether a witch or a local coven identifies with a moon coven, every witch makes a choice concerning the type of witchcraft he or she wants to practice.

**Benefit:** Choose a coven, and gain its benefits.

### Dark Moon Coven

The witches of the dark moon coven believe that the night is a witch's birthright. Powers over fate and darkness are theirs to command, and they strive to further their own ends at any cost. Good dark moon witches use their powers of fear, terror, and darkness against the wicked, whereas evil dark moon witches blight those that cross them with ill fortune and plague, heedless of the mortal lives that fall in their wake. Dark moon witches call on the tides and the night winds and summon the dead from their graves; they conjure objects from nowhere, or imbue them with momentary life.

**Benefit:** You gain the *dread presence* power (page 92).

In addition, you gain training in the Intimidate skill. At level 5, you gain a +2 bonus to Intimidate checks and Stealth checks.

MARK WINTERS

## WORLDS WITH MANY MOONS

Some worlds, including Athas of the Dark Sun campaign setting and the world of the Eberron setting, have multiple moons, which has an impact on the nature of moon covens on those worlds. For a witch in one of these settings, you have several options for describing how the multiple moons interact with your moon coven. Here are two suggestions to help you reconcile multiple moons and your coven.

**Single Moon:** You focus your attention on one of the moons. This means that you are accustomed to a regular rhythm of ebb and flow in the world. You and others of your coven are likely patient and able to think long-term, and you don't let setbacks slow you down. After all, it's only a matter of time before the moon changes phases again. You make plans, watch for signs of change, and take no action without careful consideration.

**All Moons are Equal:** Your coven treats all of your world's moons equally, meaning that at any given time you have one moon full, one moon new, and others waxing or waning. As a result, you and other members of your coven are often seen as mercurial at best, or conflicted and contradictory at worst. Your eyes constantly flit to the heavens at night, and every day brings a different mood upon you.

**Full Moon Coven** Witches of the full moon coven believe in the sanctity of life, the tidal pull of love, and the capacity of pure beauty to enchant the eye. These witches use their powers to beguile, charm, and inspire. Many full moon witches are kind and good; others are stark, aloof, and compassionless, idealizing the image of beauty and grace but not the heart of it. When they manifest their power, full moon witches awe allies and enemies alike with the celestial majesty of their presence.

**Benefit:** You gain the *glorious presence* power (page 92).

In addition, you gain training in the Heal skill. At 5th level, you gain a +2 bonus to Heal checks and Diplomacy checks.

**Augury** Because of their intimate connection with powerful otherworldly entities, witches are well versed in the arcane arts of fortune telling and prophecy. The witch's familiar instructs them in the means to look deep into the spirit world and see the patterns and images that reveal the future. Some learn to read runes, decks of cards, tea leaves, knucklebones, or weather patterns. Some gaze into crystal balls or boiling cauldrons, and some channel spirits directly into their bodies, which foretell the future. As a witch, your method of prophecy might be one of these or it could be a ritual of your own devising. Witches are said to achieve the most favorable results beneath the light of the moon.

**Augury** **Wizard Utility**

*You read the mystic signs and glean a notion of the future.*

**Daily ✦ Arcane**
**Standard Action** **Personal**
**Requirement:** You must use this power during an extended rest.
**Effect:** You ask a question and receive a vague notion of the future. You might receive a clue as to whether a specific course of action is likely to have positive or negative results. This notion can take the form of a single image, a hint about a danger that might be faced, or just a positive or negative feeling about the current course of destiny.

# Powers

Your witch starts with six wizard powers of your choice:

- ✦ Two 1st-level wizard at-will attack powers
- ✦ One 1st-level wizard daily attack power
- ✦ Three wizard cantrips granted by the feature Witch Cantrips

Your 1st-level wizard encounter attack power is determined by your Moon Coven choice. See the Character Advancement table (page 160) for the powers you gain as you advance in level.

When selecting your powers, consider the wizard powers introduced in this book, which include many of the magical effects witches display in folklore. The *Player's Handbook*, *Arcane Power*, and *Heroes of the Fallen Lands* present a variety of other wizard powers to choose from.

# Skills

Novice witches keep the secret of their craft well hidden, preferring to spend time in the wilds gathering herbs and spell components for complicated charms rather than socializing with the locals in village taverns or discussing magical theory among the academic elite. Despite that fact, many witches are cunningly persuasive, choosing training in the Diplomacy skill, their wits sharpened by perilous

## WITCH RACE CHOICES

The following races make good choices for a witch character.

**Hamadryad:** Blessed with the accumulated wisdom of ancient trees that nightly stretch their branches toward the moon, hamadryads take naturally to the arts of witchcraft. Charm magic is inherent to hamadryads, whose spellbinding beauty enhances the witch's ability to make others do her bidding. Hamadryads dwell in harmony with the birds and tiny beasts of the wood, and learning to adopt such familiar shapes comes easily to them.

As a hamadryad, magic runs deep in the roots of your heritage. Your grandmothers were the seasons themselves, and you received their gift under the light of Sehanine's moon. Alternatively, you might have been granted the gift of your magic from an archfey such as the Summer Queen or the Prince of Frost.

Are you a witch who snares the minds of others with your spells, or one who brings the power of the night down upon those that incur your wrath? Did you leave your home to battle those who would destroy the woodlands, or did you accept the gift of magic to aid you in pursuit of a quest or to help you unravel the riddle of mortal thought and emotion?

**Human:** Outside the Feywild, most witches originate in rural villages and the wild borderlands far removed from civilized centers of arcane learning.

Humans become witches for a variety of reasons. Many seek a quick path to power, burning with ambition. Ordinary folk desperate for harmony in a brutal world of monsters, famine, and strife gain some measure of control over their lives with the abilities witchcraft bestows upon them. Others are seduced by devious entities that grant them power in order to terrorize an unwary populace.

As a human witch, you most likely keep your power a secret. Word of strange doings spreads quickly, and you have heard tales of how ordinary folk accused of being witches for the most trivial of reasons were captured and executed by frightened mobs seeking a scapegoat for their troubles.

Unlike the witches of the Feywild, who usually receive their gift from Sehanine or the archfey, human witches are endowed with power from any number of sources, not the least of which include devils and demon lords. For this reason, witches in the world have an evil reputation, and clerics of many deities hunt and destroy witches of any kind.

interactions with fey beings and otherworldly entities.

Your exploits in the natural world, studying its flora and fauna, might give you an expert grasp of the Nature skill. It is also likely that through the rituals you learned to call your familiar, you gained insight into the nature of immortal entities that promise power to witches, from gods to devils. The Religion skill reflects this choice, and gives you the ability to identify undead.

# Feats

Since you use an implement, consider feats from the implement training category. Implement Focus or one of the expertise feats, such as Orb Expertise, can make your attack powers even more potent. Likewise, feats from the quick reaction category, such as Improved Initiative, allow you to unleash your spells before your enemies can react, giving you an edge at the start of combat. Witches have a number of abilities that move them into close contact with their foes. You might consider taking Toughness, Improved Defenses, or Defensive Mobility to give yourself a better chance of escaping close encounters.

# Equipment

Witches are proficient with cloth armor. Many simply wear robes, gowns, or traveling clothes. As for weapons, you have proficiency with the dagger and the quarterstaff, but you rarely use them; your powers of witchcraft are far greater than any mere weapon.

You start with 100 gp to buy your starting equipment, as normal. Purchase a dagger or a quarterstaff for contingencies, but you should otherwise spend your money on adventuring gear and supplies of use to you and your allies.

You use an implement—an orb, a staff, or a wand—as a conduit for your spells. Magic implements add to your attack rolls and damage rolls with your arcane powers, just as magic weapons do to weapon powers. You should purchase the proper implement if you have taken one of the implement training feats. Perhaps your witch uses an orb like a crystal ball that you gaze into to make predictions and prophecies, or maybe you possess a willow wand made from the bark of an infamous dryad witch, or a staff that manifests the face of every creature you have cursed patterned in the wood grain. When you choose to play a witch, you're playing a character who possesses exciting story-focused abilities such as the ability to instantly turn an enemy into a frog, so your equipment should have an equally interesting story flavor or personality.

# New Wizard Powers

The powers in this section expand on those found in the *Player's Handbook* and other sources. They can be selected by any wizard of the appropriate level.

## Cantrips

### Chameleon's Mask

This cantrip lets you put your arcane learning to practical use, bending light and sound to make you almost invisible. Wizards use this power to hide from strong creatures that get too close, or to spy on creatures that happen to wander into their lairs.

**Chameleon's Mask** — Wizard Utility

*You pull strands of shadow, blending your colors and sounds with your surroundings to help you hide from your enemy's sight and hearing.*

**Encounter ✦ Arcane, Illusion**
**Free Action** **Personal**
**Trigger:** You make a Stealth check.
**Effect:** You make an Arcana check instead, using that result to determine the outcome of the Stealth check.

## Level 1 At-Will Powers

### Beast Switch

Some polymorph spells can transform a creature from one form to another for a moment, and others for all time. *Beast switch* contains only the barest essence of a transformation spell, ideal for transforming a foe just long enough to confound it and take advantage of its disorientation.

**Beast Switch** — Wizard Attack 1

*You reach out to touch your foe, and for an instant it transforms into a small, frightened beast that runs in a wild panic before returning to its true shape.*

**At-Will ✦ Arcane, Implement, Psychic, Transmutation**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d8 + Intelligence modifier psychic damage. You knock the target prone and can slide it 1 square. The target cannot make opportunity attacks until the end of your next turn.
*Level 21:* 2d8 + Intelligence modifier psychic damage.

### Breath of Night

Whether you stand in the fastness of a sunny elven grove or in a dark cavern beneath the surface of the world, the night wind knows your voice, and you can call it to your command.

**Breath of Night** — Wizard Attack 1

*At your whisper, the chill night wind answers, a forceful gust that heeds your will.*

**At-Will ✦ Arcane, Cold, Evocation, Implement**
**Standard Action** **Close** burst 1
**Target:** Each creature in the burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d6 + Intelligence modifier cold damage, and you push the target up to a number of squares equal to your Wisdom modifier.
*Level 21:* 2d6 + Intelligence modifier cold damage.

### Winged Horde

A wizard, and particularly a witch, cultivates knowledge from practical experience, and your study of (or perhaps unpleasant contact with) the tiny but vicious sprites of the Feywild has given you new fodder for creating nightmare visions in the minds of your enemies.

**Winged Horde** — Wizard Attack 1

*A horde of flesh-devouring sprites appears in your foes' minds. The enemies shriek in horror and swat at the menace, leaving them unable to react to your allies' maneuvers.*

**At-Will ✦ Arcane, Illusion, Implement, Psychic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in the burst
**Attack:** Intelligence vs. Will
**Hit:** 1d6 psychic damage, and the target cannot take opportunity actions until the end of your next turn.
*Level 21:* 2d6 psychic damage.

### Witch Bolt

You have mastered the ability to create bolts of energy and hurl them against your enemies. Wizards use this spell to ward off enemies that approach too closely, or to punish a foe that does not have the ability to escape.

**Witch Bolt** — Wizard Attack 1

*You hurl a bolt of crackling energy, forming a line of lightning between you and your foe.*

**At-Will ✦ Arcane, Evocation, Implement, Lightning**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 1d10 + Intelligence modifier lightning damage.
*Level 21:* 2d10 + Intelligence modifier lightning damage.
**Sustain Standard:** Reroll the damage and deal it to the target again. Once the target is out of range, you can't sustain this power.

# Level 1 Encounter Powers

## Dread Presence

Spellcasters from the Feywild have mastered the art of appearing to be more frightening than they are, scaring off enemies with a presence so terrifying that it causes pain in the minds of those who look on the caster.

**Dread Presence** — **Wizard Attack 1**

*Your shadow lengthens and grows, looming over your enemies and overcoming them with dread.*

**Encounter ✦ Arcane, Fear, Implement, Necrotic, Nethermancy, Zone**
**Standard Action** **Close** blast 5
**Target:** Each creature in the blast
**Attack:** Intelligence vs. Will
**Hit:** 1d10 + Intelligence modifier necrotic damage, and the target is slowed until the end of your next turn.
**Effect:** The blast creates a zone that lasts until the end of your next turn. Any enemy that ends its turn in the zone takes necrotic damage equal to your Wisdom modifier.
**Special:** All damage from this attack and its effect ignores 5 points of necrotic resistance.

## Glorious Presence

The Sidhe lords and other eladrin nobility are often described as having the epitome of regal bearing. Many eladrin learn to project a strong presence that inspires awe and wonder in those who look upon them, so much so that the eladrin seem to burn brightly with pure silver energy. As happened with many eladrin secrets, it did not take long for knowledge of this spell to spread to other races.

**Glorious Presence** — **Wizard Attack 1**

*Radiant moonlight streams from you in all directions, and those who behold you are stricken with awe.*

**Encounter ✦ Arcane, Charm, Enchantment, Implement, Radiant**
**Standard Action** **Close** burst 2
**Target:** Each enemy in the burst
**Attack:** Intelligence vs. Will
**Hit:** 2d6 + Intelligence modifier radiant damage, and you push the target up to a number of squares equal to your Wisdom modifier.
**Effect:** You and each ally in the burst gain temporary hit points equal to your Wisdom modifier.

# Level 1 Daily Powers

## Bewitching Charm

When the mind is seized by a strange attraction or dazed under the influence of a spell, a person is said to be bewitched. *Bewitching charm* defines this effect, overtaking the senses and captivating the subject, setting its mind to wander as if in a dream.

**Bewitching Charm** — **Wizard Attack 1**

*You chant the twisting words of the bewitching charm, lulling your foes into a waking dream.*

**Daily ✦ Arcane, Charm, Enchantment, Implement**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in the burst
**Attack:** Intelligence vs. Will
**Hit:** The target is dazed (save ends).
**First Failed Saving Throw:** The target is instead dazed and immobilized (save ends both).
**Miss:** The target cannot make opportunity attacks until the end of your next turn.

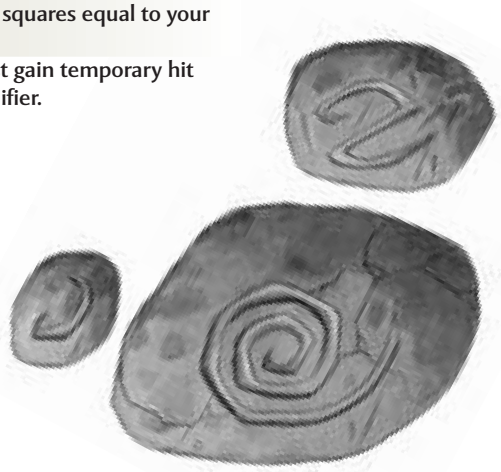
## Charm of Forbiddance

The *charm of forbiddance* places a punishing hex on a creature that intends you harm. Whenever it tries to resist the charm and make an attack, it suffers the same pain it means to inflict.

**Charm of Forbiddance** — **Wizard Attack 1**

*Your voice tremulous with thunder, you invoke the charm of forbiddance on your enemy. With each further attack it makes against you, it howls its torment.*

**Daily ✦ Arcane, Charm, Enchantment, Implement, Psychic**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 3d8 + Intelligence modifier psychic damage.
**Miss:** Half damage.
**Effect:** The target takes psychic damage equal to 2 + your Wisdom modifier whenever it hits or misses you or one of your allies (save ends).



WAYNE ENGLAND

# Level 2 Utility Powers

## Charm of Protection

In moments of desperation, a wizard can hastily summon objects to block an attack that might otherwise have proved fatal. The *charm of protection* places a physical barrier between the wizard and the coming blow and grants a slight amount of magical protection.

**Charm of Protection** **Wizard Utility 2**

*The instant before a blow connects, your spell interposes a spectral object in its path.*

**Encounter ✦ Arcane**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by an attack.
**Effect:** You gain a +2 power bonus to all defenses against the attack, and you gain temporary hit points equal to 2 + your Wisdom modifier.

## Herbal Healing

Some wizards, and most witches, are famous for their knowledge of magical herbs and poultices that harm and heal. Wild plants and restorative herbs prepared with a healing incantation can ease pain and aid in the recovery of an ally's stamina.

**Herbal Healing** **Wizard Utility 2**

*Using a mix of herbal lore and witchcraft, you work a spell that binds a wound.*

**Encounter ✦ Arcane**
**Minor Action** **Melee** 1
**Prerequisite:** You must have training in Heal.
**Target:** One creature
**Effect:** The target can make a saving throw and use his or her second wind if it is available.

## Simple Animation

Many wizards are solitary folk. In order to weed gardens, wash clothing, and organize herbs and spell components, they learn to animate ordinary objects and set them to tasks. In magical duels, they move such items to take shelter behind them, or to deny such protection to their opponents.

**Simple Animation** **Wizard Utility 2**

*At your command, an ordinary object springs to life and moves where you bid.*

**Encounter ✦ Arcane**
**Move Action** **Ranged** 10
**Target:** One Medium or smaller object that is not fastened in place or held by a creature
**Effect:** The target animates until the end of your next turn, and you slide it up to 5 squares. While the target is animated by this power, you can move it farther by sliding it up to 5 squares as a move action.
**Sustain Move:** The animation persists until the end of your next turn, and you slide the target up to 5 squares.

# Level 3 Encounter Powers

## Call the Night Winds

In the night, beneath the moon, it is said that witches are at their most powerful. You have learned to call the night winds to you and to swirl them about you in a flurry of darkness that grants protection from your foes.

**Call the Night Winds** **Wizard Attack 3**

*Howling night winds spiral around you, blotting out light, chilling your foes, and heeding your every command.*

**Encounter ✦ Arcane, Cold, Evocation, Implement, Zone**
**Standard Action** **Close** blast 5
**Target:** Each creature in the blast
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d6 + Intelligence modifier cold damage.
**Effect:** The blast creates a zone that lasts until the end of your next turn. The zone is heavily obscured to creatures other than you, and any creature but you that starts its turn in the zone is slowed until the end of its next turn.

## Grim Shadow

Those that stand before you cower beneath the shadow you cast. Deeper and darker than any ordinary play of the light, it originates in the Shadowfell, and you can extend it to tower over your foes, freezing the blood in their veins.

**Grim Shadow** **Wizard Attack 3**

*Reaching into the Shadowfell, you cast a tangible, looming shadow that strikes fear into the living.*

**Encounter ✦ Arcane, Fear, Implement, Necrotic, Nethermancy**
**Standard Action** **Close** blast 3
**Target:** Each creature in the blast
**Attack:** Intelligence vs. Will
**Hit:** 2d8 + Intelligence modifier necrotic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
**Effect:** Each target takes a -2 penalty to Will until the end of your next turn.

# Level 5 Daily Powers

**Foe to Frog** In stories and folk tales, witches transform unfortunate mortals into toads, mice, and other tiny animals. *Foe to frog* turns a powerful threat into a tiny, harmless creature of the wizard's choice.

**Foe to Frog** — **Wizard Attack 5**

*A billowing cloud of green fog surrounds your foe. When the fog dissipates, your enemy is gone, and a minuscule creature such as a frog, a newt, or a mouse stands in its place.*

**Daily ✦ Arcane, Implement, Polymorph, Transmutation**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** The target turns into a Tiny beast of your choosing (save ends).
**Miss:** The target turns into a Tiny beast of your choosing until the end of its next turn.
**Effect:** As a Tiny beast, the target is dazed, and the only actions it can take are to move its speed or shift. All of the target's equipment transforms with it. If it takes damage from any source, this effect ends.

**Savage Transformation** When you cast *savage transformation*, you turn your target into a bestial, half-humanoid monster driven by savage instincts. Use this power when your target is surrounded by its allies, forcing your enemy to choose between movement and taking damage from its friends. A brute is an especially good target for this power.

**Savage Transformation** — **Wizard Attack 5**

*You warp your enemy's form, changing it into a monster covered with coarse fur or scales, the flames of savagery burning in its eyes.*

**Daily ✦ Arcane, Implement, Polymorph, Transmutation**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d8 + Intelligence modifier damage, and you partially transform the target's mind and body into that of a savage monster (save ends). Until this transformation ends, the target must make an opportunity attack against any creature that willingly leaves a square adjacent to it, and if any creature ends its turn adjacent to the target, the target must use a free action to deal damage to that creature equal to 5 + your Intelligence modifier.
**Miss:** Half damage, and the target must make an opportunity attack against any creature that willingly leaves a square adjacent to it until the end of your next turn.

# Level 6 Utility Powers

**Evanesce** When a wizard casts this spell, he or she does not reappear immediately. Some believe that you exist for a moment removed completely from time and space.

**Evanesce** — **Wizard Utility 6**

*The instant you feel your enemy's attack, you vanish in a puff of black smoke.*

**Daily ✦ Arcane, Zone**
**Immediate Reaction** **Personal**
**Trigger:** You are damaged by an attack.
**Effect:** You are removed from play until the start of your next turn. The space you vacate becomes a zone that is heavily obscured and lasts until the end of the encounter. At the start of your next turn, you reappear in a square of your choice up to 5 squares from the zone.

## BARD'S TALE: THE FOOLISH PRINCE

Once upon a time there was a young, brash, and spoiled eladrin prince whose parents left their home to join the court of the Summer Queen, bequeathing their castle in the Feywild to him. One day, a traveler arrived at the gates of his castle. The foolish prince ordered his soldiers to turn the traveler away, but they refused his order, and instead escorted the man into the prince's audience chamber. The man was old and gnarled, like an ancient tree, and wore furs and a tattered suit of leather armor. The man introduced himself as a bard from the mortal realm, and requested food and shelter for the night. The prince refused and personally threw the bard out of the castle, mocking him the entire way.

Months passed until the day that the prince found his castle besieged by cyclopses. The prince sent messengers to nearby castles, requesting help, but they were refused. When the walls of the castle fell, the prince and his retainers fled into the forest. There, they came upon a group of satyrs, lounging by the riverbank, and asked for shelter. The satyrs also refused him. Finally, days later, the prince and his few remaining retainers arrived at Senaliesse. Falling to his knees at his parents' feet, the young prince said, "Forgive me, I could not hold your castle when none would come to my aid."

His father looked down upon him, then turned his back, saying, "I have no son. My son died the day he refused hospitality to a bard and lost the respect of the entire kingdom."

*To even the odds against a pair of cyclops guards, a witch changes one of them into a frog*

JIM NELSON

### Oracular Maneuver

With their powers of prophecy, witches witness brief flashes of events that might come to pass. *Oracular maneuver* enables you to take action in response to such a vision.

**Oracular Maneuver** — **Wizard Utility 6**

*You witnessed this encounter in a dream, and you told your companions that it would come to pass.*

**Encounter ✦ Arcane**
**Immediate Reaction** **Close** burst 5
**Trigger:** An enemy ends its turn within 5 squares of you.
**Effect:** You and each ally in the burst can shift 1 square as a free action.

### Revitalizing Charm

With a sprinkled handful of dried herbs and a brief incantation, you cause the subject of your spell to reach deep into his or her reserves of inner strength.

**Revitalizing Charm** — **Wizard Utility 6**

*You crumble enchanted herbs between your fingers and command your flagging companion to steel herself or himself for battle.*

**Daily ✦ Arcane**
**Minor Action** **Ranged** 5
**Target:** You or one ally
**Effect:** You remove one effect from the target that a save can end.

## Level 7 Encounter Powers

### Puckish Sprite

The *puckish sprite* spell conjures forth a glimmering fey creature, or at least an impressive simulacrum of one, that grabs an enemy and whisks it a short distance away, causing it to attack one of its companions. Before the sprite vanishes, it dances around, taunts your enemies, and otherwise distracts them from their tasks.

**Puckish Sprite** — **Wizard Attack 7**

*You call forth a mischievous fey creature, aglow with fairy light and as meddlesome as a satyr.*

**Encounter ✦ Arcane, Conjuration, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 1d10 + Intelligence modifier radiant damage. You slide the target up to 2 squares, and it makes a basic attack as a free action against a creature of your choice.
**Effect:** You conjure a puckish sprite in an unoccupied square adjacent to the target. The sprite lasts until the end of your next turn. Any enemy of yours adjacent to the sprite takes a -4 penalty to attack rolls.

### Vile Vermin

This spell causes swarms of skittering, crawling creatures to answer the spellcaster's call. These creatures bite, sting, and nip at a chosen foe, harrying enemies that get too near to the swarm.

**Vile Vermin** — **Wizard Attack 7**

*The ground seems to burst upward as a surge of centipedes, beetles, rats, and snakes work their way to the surface around your foe.*

**Encounter ✦ Arcane, Implement, Poison**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 2d10 + Intelligence modifier poison damage.
**Effect:** Until the end of your next turn, any enemy that ends its turn adjacent to the target takes 5 poison damage.

## Level 9 Daily Powers

### Fool's Charm

The *fool's charm* sends a creature carelessly wandering about, heedless of any possible danger. Wizards who wish to rid themselves of troublemakers place the charm upon them and send them out near cliffs, down into mine shafts, or into the sea.

**Fool's Charm** — **Wizard Attack 9**

*You turn your implement round and round, invoking the words to the charm that will rob your enemy of all tactical sense.*

**Daily ✦ Arcane, Charm, Enchantment, Implement, Psychic**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 3d8 + Intelligence modifier psychic damage, and you slide the target up to a number of squares equal to your Wisdom modifier. The target also takes ongoing 5 psychic damage (save ends).
**Each Failed Saving Throw:** You slide the target up to a number of squares equal to your Wisdom modifier.
**Miss:** Half damage, and you slide the target up to a number of squares equal to your Wisdom modifier.

### Hex of Madness

Mortal creatures seldom realize how close their fragile minds rest to the brink of madness. This power nudges them over the edge.

**Hex of Madness** — **Wizard Attack 9**

*You incite a mob of your enemies, turning them into a frenzy of raving madness.*

**Daily ✦ Arcane, Enchantment, Implement, Psychic, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in the burst
**Attack:** Intelligence vs. Will
**Hit:** 2d12 + Intelligence modifier psychic damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Each enemy that ends its turn in the zone takes psychic damage equal to 2 + your Intelligence modifier.
**Sustain Minor:** The zone persists until the end of your next turn.

## Level 10 Utility Powers

### Witch Thorns

Your expertise with plants, herbs, and the powers of transformation has given you insight into a spell that creates a climbing wall of twisting black thorns that expands and grows madly in all directions. Many a witch has cast this spell to bar intruders or to create a temporary shelter in the wild.

**Witch Thorns** — **Wizard Utility 10**

*As you utter the command word, the vegetation at your feet writhes like snakes, twisting into a high wall of black thorns that snag those who try to pass through it.*

**Daily ✦ Arcane, Transmutation, Zone**
**Standard Action** **Area** wall 3 within 10 squares
**Effect:** The wall creates a zone that lasts until the end of the encounter. The zone can be up to 4 squares high and must be on a solid surface. The zone can provide partial cover and blocks line of sight. The zone is difficult terrain, and when any enemy attempts to leave a square in the zone, the creature must succeed on a saving throw or be immobilized until the start of its next turn. Once per round as a minor action, you can expand or contract the zone by 2 squares in any direction.
**Special:** If the zone is created in an area of natural vegetation, the zone's squares can be attacked, and it doesn't vanish at the end of the encounter, instead remaining until destroyed. Each square of the zone has 25 hit points and vulnerable 10 fire and can be hit automatically by any attack, but it is immune to forced movement, all conditions, and attacks that target Will.

## Level 13 Encounter Powers

### Improved Dread Presence

Fear can be a potent power in any spellcaster's arsenal. When you unleash the fury of your presence upon your enemies, you not only make them want to flee before you, but can also cause them to quake with such fear that they seem unable to do more than cringe at the sight of you.

**Improved Dread Presence** — **Wizard Attack 13**

*You become a great shadow made manifest, a thing of nightmare that causes your enemies to cower before you.*

**Encounter ✦ Arcane, Fear, Implement, Necrotic, Nethermancy, Zone**
**Standard Action** **Close** blast 5
**Target:** Each creature in the blast
**Attack:** Intelligence vs. Will
**Hit:** 2d8 + Intelligence modifier necrotic damage, and the target is slowed until the end of your next turn.
**Effect:** The blast creates a zone that lasts until the end of your next turn. Any enemy that ends its turn in the zone takes necrotic damage equal to your 5 + your Wisdom modifier.
**Special:** All damage from this attack and its effect ignores the first 10 points of necrotic resistance.

*Keldar sits enchanted upon a throne of thorns in the Brokenstone Vale, while Nistyncia attempts to drag him away before gas fills the chamber*

MARK WINTERS

### Improved Glorious Presence

When you release the energy bound within you, it no longer flashes quickly and vanishes. Instead, the very world around you seems to warp with the impression you made on it, causing vestiges of your prowess to linger long enough to inspire your allies.

**Improved Glorious Presence** **Wizard Attack 13**

*The bright light of the full moon erupts from within you, leaving thousands of glittering motes of faint light lingering nearby.*

**Encounter ✦ Arcane, Charm, Enchantment, Implement, Radiant**
**Standard Action** **Close** burst 2
**Target:** Each enemy in the burst
**Attack:** Intelligence vs. Will
**Hit:** 3d6 + Intelligence modifier radiant damage, and you push the target up to a number of squares equal to your Wisdom modifier.
**Effect:** You and each ally in the burst gain temporary hit points equal to your Wisdom modifier + one-half your level.

## Level 15 Daily Powers

### Charm of the Dark Dream

You can change into the form of a dream to haunt your enemies and drive them to madness and murder. Wizards in the Shadowfell cast this spell to eliminate their enemies without a trace.

**Charm of the Dark Dream** **Wizard Attack 15**

*As a wisp of black smoke, you enter your enemy's mind and control it with sinister whispers.*

**Daily ✦ Arcane, Charm, Enchantment, Implement, Psychic**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 2d6 + Intelligence modifier psychic damage, and the target is dominated (save ends). Until the domination ends, you are removed from play. You can end the domination at the start of your turn. When you return to play, you appear in an unoccupied space within 5 squares of the target.
**Miss:** Half damage, and you are removed from play until the start of your next turn. When you return to play, you appear in an unoccupied space within 5 squares of the target.

### Hex of Woe

The *hex of woe* is used by wizards to make themselves appear mighty before their enemies. The charm quenches the spirit of your enemy, removing its will to fight, thus granting your allies a momentary advantage.

**Hex of Woe** — **Wizard Attack 15**

*When you complete the spell, your foe resigns itself to the chill of death, leaving holes in its defenses.*

**Daily ✦ Arcane, Cold, Implement, Necromancy, Necrotic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 4d10 + Intelligence modifier cold and necrotic damage.
**Miss:** Half damage.
**Effect:** The target gains vulnerable 5 to all damage (save ends).

## Level 16 Utility Powers

### Mare's Body

When you need to travel swiftly across the battlefield or make a quick overland journey, *mare's body* grants you additional legs. You can even transport a companion who can fight from your back.

**Mare's Body** — **Wizard Utility 16**

*You partially transform your body into that of a swift horse, a monstrous spider, a scaly lizard, or an even stranger creature.*

**Daily ✦ Arcane, Polymorph, Transmutation**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you transform your body from the waist down into the body of a creature with more than two legs, such as a horse, a lizard, or a giant spider. While in this form, you retain your equipment and gain +4 power bonus to speed. When you move willingly, you can choose one adjacent ally, and for each square you move you can pull that ally 1 square. Your size category also increases by one (from Medium to Large, for instance); however, your weapons do not grow, and when you use a close power, you must choose a single square in your space as its origin square. You can end this form as a minor action.

### Tides of Fate

As the beneficiary of arcane might from a powerful entity, you can call upon it to sway the balance of fortune in your favor. As the moon pulls the tides of the ocean, so you bring luck back to your allies, just as those who oppose you learn too late that it is bad luck indeed to tangle with you.

**Tides of Fate** — **Wizard Utility 16**

*With a cry to your mighty patron, you alter the course of fate, turning the tables on your enemies.*

**Daily ✦ Arcane, Aura**
**Minor Action** **Personal**
**Effect:** You activate an aura 3 that lasts until you end it as a minor action or until you fall unconscious. Any ally who fails a skill check in the aura gains a +2 bonus the next time he or she makes the same kind of skill check, and any ally who fails a saving throw in the aura gains a +2 power bonus to his or her next saving throw. Any enemy in the aura that hits you or an ally in the aura grants combat advantage until the end of its next turn.

## Level 17 Encounter Powers

### Choking Shadow

Some witches can draw upon the dark of moonless nights to animate their own shadows with necrotic energy. Many a murder has been committed in this way, with shadows materializing above their sleeping victims and strangling them before drifting away to reunite with their masters.

**Choking Shadow** — **Wizard Attack 17**

*Your shadow separates from you and flits across the ground to throttle your enemy with spindly talons made of freezing darkness.*

**Encounter ✦ Arcane, Cold, Conjuration, Implement, Necrotic, Nethermancy**
**Standard Action** **Ranged** 20
**Target:** One creature
**Effect:** You conjure your shadow in an unoccupied square adjacent to the target. The shadow lasts until the end of your next turn or until the target is not adjacent to it. The shadow then makes the following attack against the target.
**Attack:** Intelligence vs. Reflex
**Hit:** 2d10 + Intelligence modifier cold and necrotic damage, and the target is immobilized until the end of your next turn.
**Miss:** Half damage, the target is slowed until the end of your next turn, and you cannot sustain the shadow.
**Sustain Standard:** The shadow persists until the end of your next turn or until the target is not adjacent to it, and the shadow repeats the attack against the target.

### Night Tempest

Now that you have mastered the night wind, you can control its temper, inciting it to destruction or calming it to a gentle breeze. When enemies press upon you, you can call down a windstorm to sweep them away.

**Night Tempest** — **Wizard Attack 17**

*Your will is as strong as the chilling wind that comes at your call, grasping your enemies and tossing them like toys.*

**Encounter ✦ Arcane, Cold, Evocation, Implement**
**Standard Action** **Close** blast 5
**Target:** Each creature in the blast
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d8 + Intelligence modifier cold damage, and you push the target up to 5 squares and knock it prone.
**Miss:** Half damage, and you can push the target 1 square.

# Level 19 Daily Powers

## Fragile Form

Wizards use *fragile form* to transform their enemies into dolls made of flimsy, easily destroyed materials. A spark or a flame typically consumes such creatures so quickly that there is little left of them by the time the spell has run its course. A wizard typically reserves this spell for an enemy that poses so great a threat it must be eliminated quickly.

**Fragile Form** — **Wizard Attack 19**

*With a word, you transform your enemy's body into a living doll made of glass, dry paper, or threadbare cloth.*

**Daily ✦ Arcane, Implement, Polymorph, Transmutation**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 3d8 + Intelligence modifier damage, and you transform the target's physical form into glass, paper, cloth, or another fragile material (save ends). Until the transformation ends, the target is slowed and the target gains your choice of vulnerable 10 to all damage or vulnerable 15 fire.
**Miss:** Half damage, and the target gains vulnerable 5 to all damage (save ends).

## Mass Transformation

Your mastery of shapechanging nearly complete, you can now cast spells you learned long ago in the form of powerful incantations strong enough to reduce armies to flopping, scurrying creatures. *Mass transformation* removes several enemies from the battlefield, allowing you to concentrate on one threat at a time.

**Mass Transformation** — **Wizard Attack 19**

*When you utter the powerful command, your foes disappear in plumes of smoke, to be replaced by frogs, mice, hermit crabs, or some other tiny creatures.*

**Daily ✦ Arcane, Implement, Polymorph, Transmutation**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each enemy in the burst
**Attack:** Intelligence vs. Fortitude
**Hit:** The target turns into a Tiny beast of your choice (save ends).
**Aftereffect:** The target takes 3d8 + your Intelligence modifier damage from the transformation.
**Miss:** The target turns into a Tiny beast of your choice until the end of its next turn.
**Effect:** As a Tiny beast, the target is dazed, and the only actions it can take are to move its speed or shift. All of the target's equipment transforms with it. If it takes damage from any source, this effect ends.

# Level 22 Utility Powers

## Preserving Sleep

The powerful *preserving sleep* spell places an enchantment on the subject at the moment death would take it, putting it in a deep slumber until it can be awakened to life. Some wizards cast the spell on themselves, sleeping through the ages to reawaken in an unsuspecting world that believed them to be only legends.

**Preserving Sleep** — **Wizard Utility 22**

*With words as soft as falling grains of sand, your spell places the subject into a deep slumber, preserving it from death.*

**Daily ✦ Arcane**
**Immediate Interrupt** **Ranged** 20
**Trigger:** You or an ally within 20 squares of you dies.
**Target:** The triggering character
**Effect:** The target does not die. All harmful effects end on him or her, and the target's hit points reset to 0. The target falls into a stasis that resembles sleep. In this state, the target does not age, although he or she can be killed, and the target is immune to hunger, thirst, poison, disease, and suffocation. This stasis lasts until the target is healed.

## Umbral Stride

With this power you transform your being into shadow substance, allowing you to merge with the darkness and transport yourself from one creature's shadow to another. Where the veil between shadow and the world is thin, some wizards use this power to cross freely between planes.

**Umbral Stride** — **Wizard Utility 22**

*You change into an insubstantial entity that flits from shadow to shadow.*

**Daily ✦ Arcane, Nethermancy, Teleportation**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you are phasing, and you can use a move action to teleport up to 10 squares to a square adjacent to a creature that you can see.
**Sustain Minor:** The effect persists until the end of your next turn.

# Level 23 Encounter Powers

## Brutish Construct

Many wizards spend months or years laboring over the construction of artificial guardians. This spell enables you to bring together pieces of debris, discarded materials, and anything else that is lying around to build such a construct on the fly. This construct is stable enough to last for only a short time, but before the bindings that hold it together dissipate, it is capable of landing at least one great blow.

### Brutish Construct — Wizard Attack 23

*Pieces of debris and discarded fragments fly together to form a lumbering construct that obeys your commands.*

**Encounter ✦ Arcane, Conjuration, Implement**
**Standard Action** **Ranged** 5

**Effect:** You conjure a construct in an unoccupied square in range that lasts until the end of your next turn. The construct occupies its square, and while you are adjacent to the construct, any enemy that ends its turn adjacent to it takes 15 damage. When the construct appears, it makes the following attack.

**Target:** One creature adjacent to the construct
**Attack:** Intelligence vs. AC
**Hit:** 4d10 + Intelligence modifier damage, and the construct pushes the target up to 5 squares.

## Horde of Puckish Sprites

Much like the *puckish sprite* spell, this spell calls forth tiny fey creatures that act as distractions for your foes. In such a large group, these glowing sprites are even more capable of mischief than they are individually, and by the time they cease to exist, they will have sown chaos on the battlefield.

### Horde of Puckish Sprites — Wizard Attack 23

*Several glimmering, mischievous sprites seem to spring forth from nowhere, wreaking havoc on nearby foes.*

**Encounter ✦ Arcane, Implement, Radiant, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in the burst
**Attack:** Intelligence vs. Will
**Hit:** 2d10 + Intelligence modifier radiant damage, and the target is slowed until the end of its next turn.
**Effect:** The burst creates a zone that lasts until the end of your next turn. When any enemy of yours ends its turn adjacent to one or more creatures in the zone, choose one of the creatures in the zone to make a melee basic attack against that creature as a free action.

# Level 25 Daily Powers

## Bewitching Gaze

Some wizards, particularly witches, become so beautiful or so terrifying that not even devils can look upon them unmoved. Beneath the gaze of such an individual, supplicants bow, their minds ready to carry out the wizard's desires.

### Bewitching Gaze — Wizard Attack 25

*Under the pull of your steady gaze, your foe bows to your every command.*

**Daily ✦ Arcane, Charm, Enchantment, Implement, Psychic**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 2d10 + Intelligence modifier psychic damage, and the target is dominated until the end of your next turn. On the target's turn, you can command it to take a full set of actions (standard, move, and minor).
**Sustain Standard:** You repeat the attack against the target. On a miss, the power ends.
**Miss:** You do not expend this power.

## Moonlight and Darkness

You channel the twin forces of light and darkness and loose them upon the battlefield, dousing your enemies in the full, clear light of the moon while concealing your allies within the shadow of the new moon. This power represents the apex of accomplishment for a witch that is a master of the full moon and the dark moon.

### Moonlight and Darkness — Wizard Attack 25

*The stark, pure light of the moon mingles with darkness and shifting shadow in such concentration that it sears your enemies.*

**Daily ✦ Arcane, Evocation, Implement, Radiant, Necrotic, Zone**
**Standard Action** **Area** burst 3 within 20 squares
**Target:** Each enemy in the burst
**Attack:** Intelligence vs. Will
**Hit:** 4d8 + Intelligence modifier radiant and necrotic damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Allies in the zone have partial concealment. Enemies in the zone have vulnerable 10 radiant and vulnerable 10 necrotic, and they grant combat advantage.

WAYNE ENGLAND

# Level 27 Encounter Powers

## Supreme Dread Presence

So strong is your dread presence that your very shadow has practically become a living, animate thing. Occasionally it might disobey you, reflecting an action wholly different than the one you are taking. However, when you command it to obey you in your strongest voice, it becomes an implement of the terror you inspire.

**Supreme Dread Presence** **Wizard Attack 27**

*You become a vision of nightmare, cloaking yourself in the dread shadow that is inexorably bound to you, wrapping it around you like a mantle.*

**Encounter ✦ Arcane, Fear, Implement, Necrotic, Nethermancy, Zone**
**Standard Action** **Close** blast 5
**Target:** Each creature in the blast
**Attack:** Intelligence vs. Will
**Hit:** 3d8 + Intelligence modifier necrotic damage, and the target is slowed until the end of your next turn.
**Effect:** The blast creates a zone that lasts until the end of your next turn. Any enemy that ends its turn in the zone takes necrotic damage equal to your 10 + your Wisdom modifier.
**Special:** All damage from this attack and its effect ignores 15 points of necrotic resistance.

## Supreme Glorious Presence

Yours is the glory of the bright, full moon. You are radiant and terrible all at once, and your enemies cannot help but bow before you when they are caught within your moonlit thrall. The power you draw upon to cast this spell is that of the moon at its strongest and brightest, and it is said that a witch who casts this spell under the light of the brightest moon of the year can transcend his or her physical existence and become a thing of pure moonlight.

**Supreme Glorious Presence** **Wizard Attack 27**

*As the light of your radiance repels your enemies, it also brings them to their knees before you, giving your allies a chance to draw near and rejuvenate themselves.*

**Encounter ✦ Arcane, Charm, Enchantment, Implement, Radiant**
**Standard Action** **Close** burst 3
**Target:** Each enemy in the burst
**Attack:** Intelligence vs. Will
**Hit:** 4d6 + Intelligence modifier radiant damage, and you push the target up to a number of squares equal to your Wisdom modifier and knock the target prone.
**Effect:** You and each ally in the burst gain temporary hit points equal to your Wisdom modifier + one-half your level.

ANDREW SILVER

# Level 29 Daily Power

## Visions of Wrath

Though many see the trickery and confusion inspired by spellcasters of the Feywild as little more than mischief, some such spells can be truly terrifying. The most accomplished spellcasters of the Feywild can bring to bear such powerful spells that they completely muddle the minds of their enemies, bringing the foes under the caster's control by presenting them with an alternate reality composed solely of illusion.

**Visions of Wrath** **Wizard Attack 29**

*At your command, your enemies fall upon each other with bloodcurdling cries.*

**Daily ✦ Arcane, Illusion, Implement**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each enemy in the burst
**Attack:** Intelligence vs. Will
**Hit:** The target is dominated (save ends). If you or your allies attack the target, it gets a saving throw against this effect. If you do not compel the target to make any attack rolls during its turn, it automatically succeeds on its saving throw against this effect at the end of that turn. If you compel the target to make one or more attack rolls but it does not hit any targets, it automatically fails its next saving throw against this effect.
**Miss:** The target is dazed until the end of your next turn.

CHAPTER 4

# Character Options

IT TAKES all kinds of heroes to vanquish the malicious creatures that emerge from the Feywild. Similarly, heroes of all sorts find themselves thrust into the Feywild, either out of necessity or as a twist of their fortunes, and they must adapt to survive. This chapter provides several new options that reflect the kinds of abilities that can be learned from adventuring in the Feywild, fey heritage, or from coming into contact with fey creatures.

Though some of the material in this chapter is class-specific and draws on material found elsewhere within this book, heroes created using other sources can still find useful options here. Additionally, this chapter includes material for races and classes from all the DUNGEONS & DRAGONS rulebooks.

This chapter includes the following sections.

- Themes to customize your character with fey qualities.
- Fey-themed paragon paths.
- Fey-themed epic destinies.
- New feats, including new racial feats and feats available to characters of any class.
- Selections of mundane gear and magic items.
- Fey gifts, benefits that your character can obtain from patrons in the Feywild.

## BARD'S TALE: THE SIDHE LORD AND THE SATYR

Once upon a time there was a young and arrogant eladrin nobleman, a son of one of the true Sidhe lords of the Feywild. The nobleman called the great city of Mithrendain his home, and he was well known to the other people of the city as a boor and a snob, not to mention a dangerous minor tyrant who wielded the influence of the Sidhe lords as if he were a petulant child.

One day, the lord was chasing after a pretty eladrin girl who had struck his fancy when the Sidhe lord stumbled across a crippled satyr slowly making his way to the city. Angered that the satyr had spoiled his sport, the eladrin shouted curses at him, and kicked the satyr over into the mud. "You old cripple," the eladrin screamed, "how dare you stand in the path of your betters? Where the Sidhe lords go, the people bend knee and get out of the way!"

The satyr pushed himself slowly up to his feet and whispered the words of a curse, pointing a crooked finger at the Sidhe lord. "A true Sidhe lord would not waste the day chasing women that do not want him," the satyr replied. "A true Sidhe lord would not abuse those who would be his subjects," the satyr said. "You are no true Sidhe lord; you are a monster!" And then the satyr cast his curse upon the eladrin, transforming him from a handsome young man into a hideous monstrosity, unrecognizable as his former self.

Horrified, the Sidhe lord fled back into the city, running straight for his home. The guard, however, did not see the young lordling returning, but instead viewed a screaming madman, hideous and twisted, demanding to be let in. They barred the door against his entrance and treated him like an unwanted vagrant. For days, the Sidhe lord lived in the shadowed corners of Mithrendain, begging for food and trying his best—and failing—to convince the guards to let him into his home. The young Sidhe lord had lost everything, and he was filled with despair.

One day, the twisted wretch who has once been the lord overheard some of those who had sworn loyalty to his house speaking about his disappearance. "Good riddance," they said. "The boy was a tyrant in the making." Soon after, the Sidhe lord was approached by the very satyr that had transformed him into a monster. The satyr said that he thought the lord had been punished long enough, and offered to change him back.

The young Sidhe lord refused. He claimed that he now knew he did not deserve his post, and the Feywild was better with him absent. The satyr took pity on the young man and reversed most of the curse, transforming his visage from monstrous to simply scarred and blemished. The satyr told him to go and make his way in the world of men, and that as he proved himself more worthy, the scars and marks would fade, eventually restoring him to his former appearance when he was truly ready to accept the mantle of a Sidhe lord.

ERIC BELISLE

# Character Themes

Just as race and class help to define who your character is in the world, theme adds a third component to refine your story and identity. The themes presented here explain what your character knows about the Feywild and provide story hooks that you can use to roleplay him or her.

A theme generally embraces characters of many different classes. A few more narrowly focused themes are limited to a small selection of classes or races—for example, a tuathan must be a human. Each theme has a sidebar that describes any such restrictions.

This section presents four themes.

- **Fey beast tamer**, master of fey creatures
- **Sidhe lord**, noble of the fey
- **Tuathan**, human or half-elf touched by the Feywild
- **Unseelie agent**, ally of an unsavory patron

## Choosing a Theme

A character can have only one theme, which you choose when you create your character. You don't have to select a character theme if you don't want to.

When you select a theme, it grants you the following benefits.

**Background:** You can use one of these themes as a background for your character. Each theme has a "Background" sidebar that lists skills associated with the theme. If you choose the theme as your background, you can gain a +2 bonus to checks made for one of those associated skills, or you can add one of those skills to your list of class skills before you choose your trained skills.

**Starting Features:** Each theme includes one or more features that you gain when you select the theme.

**Additional Features:** Most themes offer additional features at levels 5 and 10. You gain additional features automatically when you reach the appropriate level; they don't replace your normal class features.

**Optional Powers:** Each theme includes a small number of attack powers, utility powers, or both that become available at 2nd level or higher. These powers are added to the list of powers you can choose from when you gain levels. For example, if you're a 6th-level fighter, you can choose a 6th-level fighter utility power or a 6th-level utility power from your theme (if such a power is available).

**Prerequisites:** Just like classes and races, themes can be prerequisites for feats, paragon paths, and other features.

## Themes in Character Creation

Themes offer a wide array of character creation tools. You might choose your theme first and then pick a class or race to reinforce that identity. For example, a character who has the Unseelie agent theme can be of any class, but choosing the warlock class might strengthen your pact with your patron.

You can also use a theme to take your character in a new direction, adopting a story role that your class or race otherwise might not provide. For example, if you play a dwarf barbarian who has the fey beast tamer theme, the combination can offer new opportunities for story hooks and roleplaying. Which of your ancestors was connected to those who could tame the creatures of the Feywild, especially given your race's history of distance from the elves? What legacy did that ancestor pass on to you?

Use your chosen theme to inform the background of your character and how you roleplay him or her. Like class and race, your theme is only part of who your character is.

## Themes in the Party

The themes in this section can provide story elements that are unique to your character. Perhaps your character has knowledge that he or she wants to keep secret from other party members, or your character might have a hidden agenda. Such secrets are meant to create fun roleplaying opportunities, not to set your character against the others. Every theme in this section has a good reason to want to work with the others.

Think about your character's theme and how he or she would interact with the other party members. Discuss these possible interactions with the DM and the other players in the same way that you might talk about each party member's class or role.

### Changing Character Theme

You can retrain your theme choice when you gain a level. However, if you have any feats or powers that require your theme as a prerequisite, you first must retrain those feats or powers. Then you can change your theme by retraining at the next opportunity.

# Fey Beast Tamer

*"Of course you can domesticate an owlbear! Want me to show you how?"*

When the natural world was young and humanity was in its infancy, callous elf nobles intentionally opened fey crossings between their realm and the natural world, sending dangerous monsters through to terrorize early mortal civilizations. Many of humanity's oldest folk tales concern these first encounters with creatures such as owlbears and displacer beasts. Although eladrin scholars have tried to disprove the assertion that their ancestors were responsible, there is no doubt that an unusual number of stories passed down by human cultures involve such occurrences.

However troublesome or malicious the ancient elves might have been, they inadvertently gave the people of the natural world a familiarity with fey creatures. During these formative years for human culture, contact with Feywild beasts had a great impact; the magic of that plane touched hearts and souls in the mortal world. As a result, some members of mortal races developed an affinity for dealing with creatures from the Feywild. They could command the beasts of the fey realm just as mortal nobles could command their subjects. Renowned fey beast tamers, many of whom have been immortalized in story and song, rode into battle with powerful denizens of the Feywild at their side.

Generations passed, empires rose and fell, and wars came and went. Bloodlines that once had been strong were thinned out by centuries of marriage and expansion. The beast tamers who commanded armies of fey creatures died out, and every generation of their offspring grew weaker in their control over fey beasts until the ability was almost forgotten.

Once every few generations, however, a mortal is born of parents who still have strong blood ties to the ancient beast lords. Such individuals grow up with the inherent ability to bond with fey creatures. Though many never realize their full potential, some discover—through chance encounters—that they can influence fey beasts by sheer willpower. These special mortals usually bond with a single creature, forming a connection that is as strong as the one shared by soldiers who serve together in battle.

You are one of these rare individuals with an ability that reaches back to the dawn of civilization. You have formed a connection with a fey creature and can command it to aid you and protect you from harm. Over time, as you develop this bond further, you will begin to absorb the inherent magic of the creature and find yourself capable of things you never thought possible.

### BACKGROUND

You have learned to exploit your bond with a creature from the Feywild, learning much about your own world or the workings of the fey realm.

*Associated Skill:* Arcana or Nature.

## Building a Fey Beast Tamer

Fey beast tamers are able to control feral creatures from the Feywild, although the creatures are never truly domesticated. A fey beast tamer creates a bond with his or her companion animal and usually has a natural affinity for beasts of all kinds.

**Class Prerequisite:** None. The ability to bond with a fey creature has little connection to other aptitudes, instead reflecting something deep within a person's soul. That said, heroes who have a strong connection to the natural world, such as druids or shamans, might be more inclined to create such a bond.

**Race Prerequisite:** None. A fey beast tamer need not hail from the Feywild to be able to tame the creatures of that plane.

## Starting Feature

The primary feature of your status as a fey beast tamer is your magical beast companion. You have formed a bond with a creature of the Feywild.

**Benefit:** Choose one of the following creatures: blink dog, displacer beast, fey panther, or young owlbear. You gain it as your fey beast companion.

Your fey beast companion is considered an ally of you and your allies. It can be affected by powers in the same way that any other creature can be. It has animal intelligence, so you can communicate with it only at a basic level (like a trained pet), and it doesn't understand complex ideas.

Your fey beast companion's level is equal to yours, and its hit points, defenses, and attack values are determined by your level, as noted in its statistics.

Your companion shares your healing surge total. Whenever an effect requires your fey beast companion to spend a healing surge, the surge is deducted from your total. Whenever you use your second wind, your companion also regains hit points equal to your healing surge value. At the end of a short rest, your fey beast companion regains all its hit points.

If you die or your companion drops below 1 hit point, it retreats back into the Feywild. If that occurs, you can use one of these two ways to call it back.

*Minor Action:* You lose a healing surge, and your companion appears in the nearest unoccupied space, with hit points equal to your healing surge value.

*Short Rest or Extended Rest:* At the end of the rest, you lose a healing surge, and your companion appears in the nearest unoccupied space, with full hit points.

## FEY BEAST COMPANION ACTIONS

While you are within 20 squares of your fey beast companion, it relies on your guidance. You take actions so that it can act, and during an encounter its initiative is the same as yours.

**Standard Actions:** For your fey beast companion to take a standard action, you must take a standard action to command it to do so.

**Move Actions:** Whenever you take a move action, your fey beast companion can also take a move action. Alternatively, you can stay put but take a move action to command your fey beast companion to take a move action.

**Minor Actions:** For your fey beast companion to take a minor action, you must take a minor action to command it to do so.

**Free Actions:** Your fey beast companion can take a free action without your taking an action to command it.

**Triggered Actions:** If one of your fey beast companion's triggered actions is triggered, the companion can take that action only if you take the same kind of action to command it to do so. For example, if an enemy adjacent to your companion provokes an opportunity attack from it, you must take an opportunity action to command your companion to make the attack.

**Acting Independently:** In situations when you can't give commands to your fey beast companion, it can act independently. For example, if you are unconscious or more than 20 squares away from your companion, it doesn't sit around waiting for you (unless that's what you commanded it to do).

A fey beast companion acting independently does not have a full complement of actions on its turn. Instead, on its turn, it can take a standard action, a move action, or a minor action. It can also take opportunity actions and free actions, but it cannot take immediate actions.

# Blink Dog Companion

You have attuned yourself to a blink dog, a common pack hunter of the Feywild. These strong, yellow-coated canines can teleport short distances, and they use this power to surround prey. With enough training, you and your allies can benefit from this ability.

| **Trained Blink Dog** Medium fey beast | | **Fey Beast Companion** |
|---|---|---|
| **HP** your bloodied value | | **Initiative** equal to yours |
| **AC** 15, **Fortitude** 13, **Reflex** 13, **Will** 13 | | **Perception** equal |
| (Add your level to each defense) | | to yours +2 |
| **Speed** 7 | | Low-light vision |
| **Traits** | | |
| ☼ **Blinking Pack** (teleportation) ✦ **Aura** 1 | | |
| The blink dog or any ally in the aura can use a move action to teleport to another square in the aura. | | |
| **Standard Actions** | | |
| ⓘ **Blinking Bite** (teleportation) ✦ **At-Will** | | |
| *Attack:* Melee 1 (one creature); your level + 5 vs. AC | | |
| *Hit:* 1d8 + one-half your level damage, and the blink dog teleports up to 2 squares. | | |
| *Level 21*: 2d8 + one-half your level damage. | | |
| **Str** 14 | **Dex** 20 | **Wis** 14 |
| **Con** 17 | **Int** 2 | **Cha** 6 |

# Displacer Beast Companion

Although feared throughout the Feywild as a cunning and deadly predator, a displacer beast can be tamed by someone wise in the ways of the spirits. You have managed to achieve this rapport, taking special pride in the wide-eyed stares that you and your companion receive during your travels.

| **Trained Displacer Beast** Medium fey beast | | **Fey Beast Companion** |
|---|---|---|
| **HP** your bloodied value | | **Initiative** equal to yours |
| **AC** 15, **Fortitude** 11, **Reflex** 15, **Will** 15 | | **Perception** equal |
| (Add your level to each defense) | | to yours +2 |
| **Speed** 8 | | Low-light vision |
| **Traits** | | |
| ☼ **Displacement** (illusion) ✦ **Aura** 1 | | |
| Allies gain a +1 power bonus to all defenses while in the aura. | | |
| **Standard Actions** | | |
| ⓘ **Tentacle** (illusion) ✦ **At-Will** | | |
| *Attack:* Melee 1 (one creature); your level + 5 vs. AC | | |
| *Hit*: 1d8 + one-half your level damage, and the displacer beast gains partial concealment until the end of its next turn. | | |
| *Level 21*: 2d8 + one-half your level damage. | | |
| **Str** 15 | **Dex** 20 | **Wis** 16 |
| **Con** 16 | **Int** 2 | **Cha** 6 |

# Fey Panther Companion

A black-coated fey panther might not have the fearsome reputation of a displacer beast, but it is a capable predator in its own right. The panther's keen senses warn its pack mates of danger.

| Trained Fey Panther | Fey Beast Companion |
|---|---|
| Medium fey beast | |
| **HP** your bloodied value | **Initiative** equal to yours |
| **AC** 13, **Fortitude** 13, **Reflex** 15, **Will** 11 | **Perception** equal |
| (Add your level to each defense) | to yours +2 |
| **Speed** 8, climb 6 | Low-light vision |
| **Traits** | |
| ☼ **Alert Companion ✦ Aura** 1 | |
| While in the aura, enemies cannot gain combat advantage against the fey panther's allies. | |
| **Standard Actions** | |
| ⊕ **Claw ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); your level + 5 vs. AC | |
| *Hit:* 1d8 + one-half your level damage, and the target grants combat advantage to you until the end of your next turn. | |
| *Level 21:* 2d8 + one-half your level damage. | |
| **Str** 15 **Dex** 20 **Wis** 13 | |
| **Con** 15 **Int** 2 **Cha** 6 | |

# Young Owlbear Companion

Young owlbears are valued by the Feywild's goblins, who train the beasts to serve as guardians. Perhaps you freed your new companion from a goblin trap or beat it into submission after the goblins sicced it on you. However you two came together, the owlbear now fights for you.

| Trained Young Owlbear | Fey Beast Companion |
|---|---|
| Medium fey beast | |
| **HP** your bloodied value | **Initiative** equal to yours |
| **AC** 13, **Fortitude** 15, **Reflex** 11, **Will** 15 | **Perception** equal |
| (Add your level to each defense) | to yours +2 |
| **Speed** 6 | Darkvision |
| **Traits** | |
| ☼ **Ferocious Companion ✦ Aura** 1 | |
| Allies gain a +2 power bonus to damage rolls against enemies in the aura. | |
| **Standard Actions** | |
| ⊕ **Claw ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); your level + 5 vs. AC | |
| *Hit:* 1d12 + one-half your level damage. | |
| *Level 21:* 2d12 + one-half your level damage. | |
| **Str** 20 **Dex** 12 **Wis** 14 | |
| **Con** 17 **Int** 2 **Cha** 6 | |

# Additional Features

## Level 5 Feature

As you enhance the connection you have with your fey beast companion, you learn to act in concert with your companion whenever the situation warrants it.

**Benefit:** You have combat advantage against enemies in your fey beast companion's aura.

## Level 10 Feature

You have always been able to communicate with your fey beast companion. However, you have learned the secret language of your companion and can speak to it the same way it would communicate with others of its kind. As a result, you can now glean more complex information from a conversation with your companion.

**Benefit:** You can communicate normally with your fey beast companion and other creatures of the same kind.

# Optional Powers

## Level 2 Utility Power

The special connection you share with your fey beast companion makes it easy for you to transfer part of your vitality to the creature. With effort, you can send reinforcement to your companion.

**Heal Fey Beast Companion** — **Fey Beast Tamer Utility 2**

*You focus briefly on your bond with your fey beast companion, restoring some of its vitality.*

**Daily ✦ Arcane, Healing**
**Minor Action** **Ranged** 10
**Target:** Your fey beast companion
**Effect:** The target regains a number of hit points equal to your healing surge value.

## Level 6 Utility Power

The world can be a dangerous place, and you know when it's best to keep your unusual ally out of sight. The *safe banishment* power sends your fey beast companion to a haven in the Feywild, allowing you to travel in civilized areas without worrying about what might happen to your companion in such an environment.

**Safe Banishment** — **Fey Beast Tamer Utility 6**

*With a wave of your hand, your fey beast companion vanishes.*

**At-Will ✦ Arcane**
**Move Action** **Ranged** 10
**Target:** Your fey beast companion
**Effect:** Your fey beast companion is removed from play. It travels to a safe location in the Feywild. As a move action, you can recall your fey beast companion, and it appears in an unoccupied square adjacent to you.

## Level 10 Utility Power

Your bond with your companion has grown so strong that for a short time you can take on a form that resembles your companion's.

**Companion Form** — **Fey Beast Tamer Utility 10**

*Your body shifts and changes, and suddenly you take on a form that is nearly a mirror image of your fey beast companion.*

**Encounter ✦ Arcane, Polymorph**
**Minor Action** **Personal**
**Effect:** You assume a form similar to that of your fey beast companion. While in this form, you have the same aura as your companion. You gain the creature's senses and speed, but the form does not otherwise alter your game statistics. The form lasts until the end of the encounter, until you end it as a minor action, or until you use any other power.

# Sidhe Lord

*"The archfey might seem the most powerful, but the real masters of the people are the Sidhe lords such as I."*

Among the fey races, particularly elves and eladrin, powerful noble houses have arisen over the years as the authority in the Feywild. The various fey courts, including the Summer Queen's Court of Stars, are made up of representatives from these houses. Although the houses vary in makeup, goals, and methods, their members are collectively known as Sidhe lords—a title that paints them all with the same brush.

The first true Sidhe lords were elves who lived before the great conflict that splintered the race into three factions. In the days when the race was in its youth, some ambitious elves claimed dominion over the untamed Feywild. When none could challenge them, these early Sidhe lords established themselves as pillars of power in the realm, and an order was born among the fey races. The common people showed deference to the Sidhe lords, and the lords protected those within their dominion.

Later, as the people of the Feywild matured and the elf race split into elves, eladrin, and drow, a greater variety of Sidhe lords rose to prominence. Most of these were individuals of other races, such as drow and satyrs, who had gained influence and forged alliances. Rather than engaging in power struggles that could weaken their houses, the established lords acknowledged the new self-proclaimed nobles, giving them legitimacy. To this day, most of the Sidhe lords of the Feywild are eladrin (many of the elf lords took their power bases with them into the natural world), but the newer noble houses have offspring of other races.

The noble houses of the Sidhe lords behave much as their counterparts do in the mortal world; they work together, come into conflict with one another, plot and manipulate, and meddle in the affairs of common people. The fey houses typically choose colors and heraldry the same way that human nobles do, but their symbols are fey creatures such as displacer beasts and owlbears.

Most Sidhe lords are eager to associate themselves with dominion over an aspect of the Feywild. The Prince of Frost, for example, claims sovereignty over the Vale of Long Night, and he is known as the Sidhe lord who commands winter (at least, within the Feywild). Other Sidhe lords might hold sway over specific kinds of fey creatures (for example, displacer beasts).

Formidable fey nobles make bargains with weaker beings or with those they favor. Sidhe lords have amassed a great deal of influence and arcane might, and a formal pact establishes a bond that allows a lord to transfer that power to a recipient. Many warlocks have such pacts, but Sidhe lords are free to enter into them with all kinds of creatures.

### BACKGROUND

You have learned how to deal with others from your position of power. You might accomplish that goal either through polite but persuasive discourse or by pulling rank and throwing your weight around.

*Associated Skill:* Diplomacy or Intimidate.

You are a Sidhe lord, a representative of a noble house of the Feywild. Whether you are a youth or someone just coming up through the ranks of your house, your station affords you certain privileges. Moreover, you have the power and authority to make pacts, bargains, and accords as a Sidhe lord, and you can use your status to your advantage.

## Building a Sidhe Lord

Sidhe lords are nobles among the fey races who rule over the civilized parts of the Feywild. They are similar to the nobles of the mortal world, and their authority is recognized by all the races (and many of the beasts) that inhabit the Feywild.

**Class Prerequisite:** None. Most Sidhe lords begin to pursue their own goals and ambitions at a young age and are not recalled to rule their houses until they have a few decades of experience under their belts. Thus, young Sidhe lords follow whatever path agrees with them, whether it might be the study of arcane magic or the use of weapons and armor.

**Race Prerequisite:** Half-elf, or any race that has the fey origin. Most Sidhe lords are elves and eladrin, but sometimes members of other fey races are accepted as nobles after achieving a certain level of power and prestige. Sidhe lords are not necessarily given their station by birthright, and the noble houses of the Feywild are often compelled to recognize the legitimacy of other self-made nobles as a matter of practicality. If someone declares that he or she is a Sidhe lord and has the power to back up the claim, it would be imprudent to reject that assertion.

## Starting Feature

A Sidhe lord is never without allies. Any noble house powerful enough to declare itself such has numerous bodyguards, soldiers, and other warriors among its ranks. As a Sidhe lord, you can call on these allies, and you have the magic to summon them at any time from your house's holdings in the Feywild.

**Benefit:** You gain the *summon Sidhe ally* power.

**Summon Sidhe Ally** — Sidhe Lord Utility

*You summon an ally of your noble house, bound to obey you.*

**Daily ✦ Arcane, Summoning**
**Minor Action** **Ranged** 5
**Effect:** You summon a Sidhe house guard in an unoccupied space within range. The guard is an ally to you and your allies.

The guard lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in the guard's description. You must have line of effect to the guard to command it. When you command the guard, you and the guard share knowledge but not senses. If you use a move action to move yourself, you can also command the guard to move up to its speed.

When the guard makes an attack roll or a check, you make the roll using your statistics, not including any temporary bonuses or penalties.

The guard lasts until it drops below 1 hit point, at which point you lose a healing surge (or hit points equal to your surge value if you have no surges left). Otherwise, the guard lasts until you dismiss it as a minor action or until you use this power again.

**Sidhe House Guard** — Summoned Creature
Medium fey humanoid

**HP** your healing surge value; **Healing Surges** none, but you can lose a healing surge for the guard if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6

**Standard Action** (weapon) ✦ **At-Will**
*Attack*: Melee 1 (one creature); your level + 7 vs. AC
*Hit*: 1d8 + highest ability modifier damage.
*Level 21*: 2d8 + highest ability modifier damage.

**Move Action** (teleportation) ✦ **Encounter**
*Effect*: The guard teleports up to 6 squares.

**Immediate Interrupt** ✦ **At-Will**
*Trigger*: You are hit by a melee attack or a ranged attack while the guard is adjacent to you.
*Effect*: The attack hits the guard instead of you.

# Additional Features

## Level 5 Feature

No one wants to offend a Sidhe lord, for fear of inviting the wrath of the lord's house. Thus, you can expect to be welcomed in any civilized area that recognizes your house.

**Benefit:** When you are in a city or other civilized area that recognizes your house's prestige, you can receive a week's lodging in comfortable if not lavish quarters at no charge. The quarters include room for up to eight of your allies, as well as meals each day. You have the use of up to three servants, who perform common tasks for the duration of your stay.

## Level 10 Feature

You are further attuned to your house guard. Where it goes, you go also.

**Benefit:** Whenever your Sidhe house guard uses its teleportation power while you are adjacent to it, you can teleport up to 6 squares to a space adjacent to the guard's destination.

# Optional Powers

## Level 2 Utility Power

You can make minor pacts based on the amount of influence that you and your house have accrued. One of the simplest examples is the bargain of time, which has been passed down from one generation of Sidhe lords to the next. You grant your ally an opportunity to act now in exchange for a similar gesture later.

**Sidhe Bargain** — Sidhe Lord Utility 2

*You offer a bargain to one of your allies: a little more speed now in exchange for some of the ally's extra effort later.*

**Encounter ✦ Arcane**
**Standard Action** **Ranged** 10
**Target:** One ally
**Effect:** The target can lose an action point to immediately take a standard action as a free action. If the target does so, you gain an action point.

## Level 6 Utility Power

A lone Sidhe lord is a formidable adversary—but when you are accompanied by your house guard, the two of you move deceptively swiftly and draw vigor from each other's nearness.

**Unified Front** — Sidhe Lord Utility 6

*You move to a better position from which to fight, and you and your guard present a dangerous front to your enemies.*

**Encounter ✦ Arcane**
**Move Action** **Personal**
**Effect:** You and your Sidhe house guard can both move up to your respective speeds + 2. If you end this movement adjacent to your guard, you and it both gain temporary hit points equal to your healing surge value.

## Level 10 Utility Power

At times, you can afford to lend some of your power to an ally in need. Of course, such a pact is never wholly altruistic; you make sure to gain something in the bargain, too.

**Temporary Fey Pact** — Sidhe Lord Utility 10

*You forge a pact similar to those of warlocks, giving some power to an ally and drawing on that ally's vitality in return.*

**Daily ✦ Arcane**
**Minor Action** **Ranged** 5
**Target:** One ally
**Effect:** You enter into a pact with the target that lasts until you take a minor action to end it or until you use this power again. Once per encounter, while this pact is active, the target can take a minor action to cause you to lose the use of one encounter power or daily power of your choice that has a level. When the target does so, he or she regains the use of one of his or her expended powers of the same usage, type, and level. For example, if you lost the use of a 2nd-level encounter utility power, the target could regain the use of a 2nd-level encounter utility power. In addition, you can spend the target's healing surges as if they were your own, if the target allows it.

*Searching for clues to their tribe's origin, a pair of tuathans uncover an engraved message in the ruins of Cendriane*

# Tuathan

*"There's a reason why I always watch what I say when animals are around."*

Legend tells of a great tribe of humans that settled the world in antiquity. Some say these humans were shapeshifters, born of primal spirits or fey creatures; others say they were the warlike children of a fey goddess. With valor and magic untold, they came from the Feywild in great vessels with sails like white wings. Wielding items of vast power, they conquered all opposing tribes (commingling with some of the elves they subjugated), carved out a realm, and ruled it for centuries. Eventually they fell into decline. The great race receded, its empire crumbled, and it withdrew into the Feywild, leaving behind fragments of glorious epics, hidden troves of magic, and the name of the mighty tribe: Tuatha. "The tribe"—for that is what the word meant in ancient Elven—dispersed throughout the land of the fey, where it is said its descendants remain to this day.

Nowadays, any human or half-elf born or blessed with a strain of fey magic might be a tuathan. Most tuathans are born in the Feywild, and the bold vibrancy of that realm courses through their veins as it did in the tribe of old. Tuathans born in the mortal world are the result of brief human trysts with beautiful faerie folk. Such children are usually raised by the mortal parent in the natural world, and they grow up with little idea of their enchanted heritage. Deep in their hearts, however, they yearn to strike out into the unknown.

Tuathans are compelled to experience more wondrous adventures than have ever been told in tales. Perhaps this urge is what drove the conquering Tuatha from the Feywild in ancient times, and perhaps it is the reason the tribe returned to the fey realm after ruling for so long. When tuathans set their sights on a distant horizon, a love to be won, or a challenge to be met, fulfilling the goal occupies their thoughts as intensely as the pangs of first love. Perhaps unsurprisingly, most fairy tales that migrate to the mortal world are stories of the tuathans of the Feywild striving to attain their heart's desire.

Some tuathans bear no outward mark of their fey heritage and appear as ordinary humans or half-elves in every aspect. Most appear as slender, exotic individuals with striking, well-defined features and thick, lustrous hair. Their most remarkable physical characteristics are the slight suggestions of fey or animal traits that delicately grace their faces, notably eyes, noses, hair, and ears. Some have eyes like those of cats, eladrin, or owls; others have shining manes of dark hair naturally interwoven with raven, peacock, or eagle feathers; still others have subtly elongated noses or ears suggestive of foxes, cats, or elves. These understated traits appear natural and are rarely noticed at a glance.

A few tuathans are fey shapechangers, able to transform into the beasts or birds that their normal features suggest. In ancient tales, shapechangers served tuathan kings and queens as explorers, spies, and court magic users. Today, such individuals travel the Feywild as trader nomads. They visit villages, towns, and cities of the natural world to give

ERIC BELISLE

### BACKGROUND

Your blood pulses with the spirit of the Feywild, driving you toward action and excitement. You might be able to push your hale and hearty body to extremes, or you have knowledge about the ancient fey realm that many have forgotten.

*Associated Skill:* Endurance or History.

mortals a spark of magic in their lives—but always for a price.

A vow or a bargain made with a tuathan is binding and cannot be broken without consequences, which are often magical. Tuathans believe that powerful enchantments are inherent in spoken stories, vows, bargains, rhymes, names, songs, and chants. For a tuathan, to say a thing is to give it life, to make it real.

Tuathans believe that nothing in the world is unobtainable, and when they accept a challenge, they seldom back down from it. They pursue their aims to the ends of the world, for it is by the magnitude of their deeds that they will be remembered in song and story through the ages, like the Tuatha of old.

Tuathan naming conventions date back to the time of the ancient tribe. Most of the names bestowed upon children have their roots in the land from which Tuatha set sail. Popular male names include Bran, Cadeyrn, Dylan, Eogan, Gawain, Iago, Lugh, Maedoc, Merrion, Morcant, Padraig, Roderick, Taliesin, Trystan, Urien, and Wynn. Females are often called Alis, Anwen, Blaithin, Cara, Ceridwen, Elain, Fflur, Glynis, Gwendolyn, Gwyneth, Keelie, Kendal, Megann, Morrigan, Rowena, or Sioned.

## Building a Tuathan

A tuathan is a human or a half-elf touched by fey magic. Some are native inhabitants of the Feywild, and others are descended from fey ancestors or blessed by a fey (such as a fairy patron or a godparent). Humans and half-elves who have been honored by the touch of the fey are the indomitable heroes of fairy tales and legends.

**Class Prerequisite:** None. Tuathans are complex and versatile, and they can pursue any class. Magic, mischief, high adventure, and trickery come naturally to them, and tuathan warlocks, wizards, barbarians, bards, and rogues are prevalent. Few tuathans become clerics; inherently blessed with fey magic, they have little use for divine authorities.

**Race Prerequisite:** Human or half-elf.

## Starting Feature

You gain either Continue the Story or Shapechanger Physique.

### Continue the Story

The tale of a tuathan does not end arbitrarily. In the mortal world, death and hardship occur haphazardly and at random. But the fairy-tale magic of the Feywild surrounds a tuathan hero, saving his or her life in unlikely circumstances.

**Benefit:** You gain a +1 bonus to death saving throws. In addition, whenever you make an Endurance check, you can roll twice and use either result.

### Shapechanger's Physique

Tuathans who have a strong strain of shapechanger blood display features suggestive of Feywild animals or fey creatures, and sometimes they have capabilities to match.

**Benefit:** Whenever you make an Athletics check, you can roll twice and use either result.

WILLIAM O'CONNOR

# Additional Features

**Level 5 Feature** You gain either Heightened Senses or The Tables Are Turned.

**Heightened Senses** When you tap into your inner strength, every sound, smell, sight, and sensation becomes as clear as a Feywild dawn. Shapechanging tuathans who have this ability draw on the senses of their animal shape.

**Benefit:** When you use your second wind, enemies gain no benefit from any cover or concealment against you until the end of your next turn.

**The Tables Are Turned** When a cornered tuathan prepares to make a bold stand, the mysterious luck, favor, or storybook magic of the Feywild smiles upon him or her, reversing fortune in an instant.

**Benefit:** When you use your second wind, you gain combat advantage against any enemy flanking you, and being flanked does not cause you to grant combat advantage. This benefit lasts until the end of your next turn.

**Level 10 Feature** You gain either Flying Animal Shape or Heroic Recovery.

**Flying Animal Shape** Your shapechanging abilities have improved, and you have learned to take the form of a flying creature in addition to *tuathan animal shape*.

**Benefit:** If you have the *tuathan animal shape* power, you can use it to assume the form of a Tiny fey or natural beast that can fly (such as a bird or butterfly). In this form, you have a fly speed of 6.

**Heroic Recovery** Bloodied, beaten, and hopeless, great tuathan heroes have returned from death's door with the vigor of vengeful gods, their spirits unquenchable even to the last.

**Benefit:** When you make a death saving throw, if the result is 20 or higher (after applying any modifiers), you can immediately end any effect you are subjected to. You can also spend a healing surge as normal. If you do so, you can stand as a free action.

# Optional Powers

## Level 2 Utility Powers

**Faerie Fortune** Ordinary people who repeatedly happen upon lucky circumstances are said to be Faerie-fortuned. In truth, many are tuathans born of fey parentage or blessed by a fairy godparent or guardian.

**Faerie Fortune** — Tuathan Utility 2

*The magic of the Feywild flows from within you, causing the chaos of natural life to reorder itself to your benefit.*

**Encounter ✦ Arcane**
**No Action** — **Personal**
**Effect:** At the start of the encounter, roll a d20. Once before the end of the encounter, instead of rolling a d20, you can use this d20 roll as your result.

**Tuathan Animal Shape** Although the abilities of most tuathans manifest as luck or fortune, a few have a strong strain of fey magic that physically transforms one's body into the form of a wild beast.

**Tuathan Animal Shape** — Tuathan Utility 2

*Your body shifts in an instant, taking the shape of a tiny animal such as a cat, a hare, or a rat.*

**At-Will (Special) ✦ Arcane, Polymorph**
**Minor Action** — **Personal**
**Effect:** You change from your humanoid form to the form of a Tiny nonflying fey or natural beast (such as a fox, a cat, or a raccoon) or vice versa. While you are in this beast form, you can make Stealth checks to hide using any cover or concealment, including cover from your allies, and you take no penalty to Stealth checks for moving up to your speed. You cannot make attacks or use item powers.

Your equipment becomes part of this form, and you continue to gain the benefits of the equipment you wear, except a shield. Your ability to communicate is not inhibited, and you can make skill checks only if they don't require you to be in humanoid form.

**Special:** You can use this power only once per round.

## Level 6 Utility Powers

**Bargain of Truth** Tuathans place great value on words, especially with respect to their vows, pacts, and bargains with other creatures. Anyone foolish enough to break an agreement with your kind falls under your power, and those who refuse to make such a pact with you reveal something of their nature.

**Bargain of Truth** — Tuathan Utility 6

*Clasping hands, drawing blood, or placing marks on a scroll of magic parchment, you seal a mystical pact with another creature to speak no lies.*

**Daily ✦ Arcane**
**Minor Action** — **Close** burst 5
**Target:** One willing creature in the burst
**Effect:** Until the end of the encounter, you and the target must speak truthfully to each other. Whenever either target knowingly lies to the other, the listener knows it, and the liar is restrained and weakened (save ends both).

**Set Determination** When a tuathan vows to accomplish a valorous deed, nothing deters him or her from pursuing that goal. Tuathans test their skill against forces far mightier than themselves, exulting in each blow they land on their powerful foes.

*While hidden from the view of the centaur patrol, a tuathan transforms into a fox before making his getaway*

**Set Determination** — Tuathan Utility 6

*You set your sights on the most powerful foe and swear an oath that you will bring it down.*

**Daily ✦ Arcane**
**Minor Action** — **Close** burst 5
**Target:** One enemy in the burst
**Effect:** You mark the target until the end of your next turn. Until the mark ends, whenever you hit the target with an attack, you gain temporary hit points equal to 3 + your highest ability score modifier.
**Sustain Minor:** The mark persists until the end of your next turn.

## Level 10 Utility Powers

### Faerie Warding Charm

Some fey creatures need only the effort of a glance to command others to do their bidding. Your tuathan heritage grants you a hint of that power. So strong is your fey presence that those who intend to harm you think twice before daring an attack.

**Faerie Warding Charm** — Tuathan Utility 10

*Your fey charm compels others to obey your will. With a steady gaze or a commanding gesture, you turn your foe's attack.*

**Encounter ✦ Arcane, Charm**
**Immediate Interrupt** — **Close** burst 5
**Trigger:** An enemy within 5 squares of you targets you with a melee or a ranged attack.
**Target:** The triggering enemy in the burst
**Effect:** The target must choose a creature other than you to attack. If none of the target's other enemies are in range, it must attack one of its allies in range. If no other creatures are in range, this power is expended with no effect, and the target attacks you.

### Timeless Step

Some creatures native to the Feywild can step swiftly through the plane, moving from one space to another in an instant. As a tuathan, you can step partially into the fey realm. When you do, time slows in your midst as sweet scents and warm wind waft about you, and enemy attackers are caught between the two dimensions.

**Timeless Step** — Tuathan Utility 10

*You move effortlessly within the timeless eternity of the Feywild, your motions swift and deadly, while your enemies seem to crawl ponderously through time and space.*

**Daily (Special) ✦ Arcane, Aura**
**Minor Action** — **Personal**
**Effect:** You activate an aura 1 that lasts until the end of your next turn. Your melee weapon attacks and ranged weapon attacks against enemies in the aura gain the brutal 2 weapon property (against those enemies, reroll any weapon damage die that shows 1 or 2). In addition, any enemy that starts its turn in the aura is slowed until the end of your next turn.
**Sustain Minor:** The aura persists until the end of your next turn.
**Special:** You can use this power during an extended rest. If you do so, you require only 4 hours to gain the benefits of an extended rest.

ERIC BELISLE

# Unseelie Agent

*"Go now—and do not let those fool eladrin know it is I whom you truly serve."*

The Feywild is a place of magic and enchantment, but within its shadows lurk creatures of mischief, malice, and malevolence that are the source of horrific campfire tales told about the plane. At best, these dark fey, or Unseelie, are indifferent about the harm they cause with their actions. At worst, they are creatures that carry the taint of shadow magic and seek to snuff out the light of the world.

Despite their reputation, these fey attract outsiders seeking their favor—some people just cannot resist the lure of dark magic. The Unseelie are well versed in the shadowy arts and, like many other fey creatures, love the power of bargains. They haggle and barter for what they have to offer, sometimes taking more than the seeker wants to pay in exchange.

You are one such seeker. You came to an Unseelie fey creature in search of knowledge, favors, a weapon, a charm, or something else. The asking price was too high, so you pledged yourself into your patron's service instead. As is the case with many fey pledges, the duration of your service seems open to interpretation. In the meantime, you act as an agent of your patron well beyond the borders of its dominion.

The tasks that your Unseelie master asks you to perform do not seem suspicious, and they follow no pattern that you have been able to discern. In fact, most of what you are called to do seems trivial—delivering messages, transporting money or goods, and reporting back on individuals that you observe. Your patron has yet to ask you to do something truly odious, although you realize that such a request might be made one day.

In exchange for your service, your Unseelie patron bestows gifts upon you. At the outset of your bargain, your patron gave you a shadow-wrought weapon, a magic item that cements the bond between you. In addition, your master occasionally teaches you small magic tricks or gives you insight into the workings of higher fey powers, expanding your knowledge and expertise. You worry, however, that every gift you receive leaves you further indebted to the Unseelie fey creature, and you fear that it might be difficult, perhaps impossible, to free yourself from its grasp.

## Building an Unseelie Agent

You are an agent of a malicious force of the Feywild. You have tied yourself to an Unseelie fey creature that might not have your best interests in mind. The creature has given you great gifts and taught you forbidden magic, and all it asks in return is that you perform minor tasks from time to time.

**Class Prerequisite:** None. The Unseelie make use of anyone who comes to them seeking a bargain. The creatures are happy to oblige, provided that the price they demand is paid.

**Race Prerequisite:** None. Desire for the gifts of the Unseelie knows no racial boundaries.

### BACKGROUND

Your continued contact with the Unseelie might have taught you much about their magic, or else your need to operate in secrecy has engendered in you a respect for silence and subtlety.

*Associated Skill:* Arcana or Stealth.

## Starting Feature

As a symbol of your agreement with your patron, you are given a gift in the form of a weapon, wrought from Feywild steel mixed with the stuff of shadow.

**Benefit:** You gain the *create shadow-wrought weapon* power. When you select the Unseelie agent theme, choose a melee weapon or a ranged weapon with which you have proficiency. The weapon created by this power is the same kind of weapon.

**Create Shadow-Wrought Weapon** — **Unseelie Agent Utility**

*You call forth the weapon given you by your master, a weapon that is cold to the touch no matter the temperature of its surroundings.*

**Encounter ✦ Arcane, Shadow**
**Minor Action** **Personal**
**Requirement:** You must have a hand free.
**Effect:** You call to your hand a shadow-wrought weapon that lasts until you dismiss it as a free action or until you use this power again. The weapon has a +1 enhancement bonus to attack rolls and damage rolls, and it deals 1d8 extra damage on a critical hit.
*Level 6:* +2 enhancement bonus, 2d8 extra damage.
*Level 11:* +3 enhancement bonus, 3d8 extra damage.
*Level 16:* +4 enhancement bonus, 4d8 extra damage.
*Level 21:* +5 enhancement bonus, 5d8 extra damage.
*Level 26:* +6 enhancement bonus, and 6d8 extra damage.

## Additional Features

**Level 5 Feature** Unseelie creatures are secretive and cling to the shadows whenever possible. Because of their reluctance to risk exposure, communicating with them can be difficult. You receive the gift of a secret language, making it easier to exchange missives with your patron.

**Benefit:** You can speak, read, and write the secret language of the Unseelie fey. This language can be used to communicate securely with others of your ilk.

### Level 10 Feature

The shadow power of your patron has begun to corrupt you permanently. From time to time, in fits of rage or irritation, you change physically, taking on aspects of your Unseelie master. Your skin becomes gray, your eyes turn to pools of obsidian, and the air around you grows stifling and murky. For a moment, you appear to have hooves instead of feet, but that sensation passes quickly.

**Benefit:** When you make an Intimidate check, you can roll twice and use either result. When you do so, you physically change for a moment, revealing to the person you are attempting to intimidate that you have a supernatural connection to a dark power.

## Optional Powers

### Level 2 Utility Power

Many fey creatures can see in the darkness. Your patron has given you that ability, which sometimes manifests in ways that unsettle those around you.

**Unseelie Eyes** — **Unseelie Agent Utility 2**

*Your eyes take on a golden sheen, and suddenly you can see in the darkness as though it were daylight.*

**Encounter ✦ Arcane, Shadow**
**Minor Action** **Personal**
**Effect:** You gain darkvision until the end of the encounter. Additionally, as a free action, you can cause your eyes to glow, shedding bright light in a 2-square radius. You can end the glow effect as a free action.

### Level 3 Attack Power

The weapon given to you by your Unseelie patron is more than steel—it is a gift of the dark fey, imbued with malice on a fundamental level. When you wield this weapon, it doesn't merely cut your foes; with focus, you can cause some of its shadowy chill to seep into the wounds it inflicts.

**Cold Shadow Strike** — **Unseelie Agent Attack 3**

*The chill in your shadow-wrought weapon deepens so that it seems to sap heat from anything that touches it.*

**Encounter ✦ Arcane, Cold, Necrotic, Shadow**
**No Action** **Special**
**Trigger:** You hit an enemy with a melee attack or a ranged attack using your shadow-wrought weapon.
**Effect:** The enemy takes 1d10 extra cold and necrotic damage, and it is slowed until the end of your next turn.

### Level 5 Attack Power

The malice within the fabric of your shadow-wrought weapon can turn stalwart agents of goodness to the dark taint of the Unseelie fey. You have learned to discharge the latent corruption within your shadow-wrought weapon when you strike a foe, potentially turning the victim into an ally of your patron.

**Unleash Corruption** — **Unseelie Agent Attack 5**

*Through force of will, you tap into the dark magic that was used to create your shadow-wrought weapon, unleashing its corruption.*

**Daily ✦ Arcane, Cold, Necrotic, Shadow**
**No Action** **Special**
**Trigger:** You hit an enemy with a melee attack or a ranged attack using your shadow-wrought weapon.
**Effect:** The enemy takes ongoing 10 cold and necrotic damage (save ends).
**Each Failed Saving Throw:** The enemy falls prone.

### Level 6 Utility Power

The Unseelie place a high value on secrecy. You have learned to reach out and physically grasp the shadows that lie in corners and cracks, pulling them over you like a cloak to hide you from prying eyes.

**Shadow Cloak** — **Unseelie Agent Utility 6**

*You wrap the shadows around you, just as your master taught you.*

**Encounter ✦ Arcane, Shadow**
**Minor Action** **Personal**
**Effect:** You become invisible until the end of the encounter, until you move, or until you attack.

### Level 10 Utility Power

In the twilight of the Feywild, shadows connect locations where illumination cannot reach. This power allows you to use that connection as a conduit for your words, sending messages to your patron or another recipient no matter where you are.

**Umbral Report** — **Unseelie Agent Utility 10**

*You whisper words into a nearby shadow, and the darkness carries them away to the person you designate.*

**Daily ✦ Arcane, Shadow**
**Standard Action** **Personal**
**Effect:** You whisper a message of up to twenty-five words into a shadow, then choose a creature you know on your plane. (If the creature is your patron, the message is received regardless of planar location.) Only that creature hears the message. If the creature is not on your plane, the message is lost, and you are aware that the message was not received.

If the creature receives the message, it can respond within 5 minutes with a similar shadow message of up to twenty-five words. Doing so requires a standard action.

# Paragon Paths

The following paragon paths are available to any character who meets the prerequisites.

## Deadly Berserker

**Prerequisite**: Barbarian (berserker)

You have battled your way out of the dangerous wilderness, faced ever-growing threats, and managed to keep yourself alive despite your occasional recklessness. You grow stronger both in your connection to the primal spirits and in your martial prowess. This marriage of power makes you a dangerous and skilled warrior when in control of your emotions, and a force of nature when you give in to your rage.

### Level 11: Berserker's Action

When you succumb to your rage, usually you do not regain control until after all your enemies are dead or defeated. But you are starting to learn how to let small amounts of your rage bubble up to the surface when needed. With focus, now you can allow only a portion of that fury to fuel your attacks.

**Benefit**: When you spend an action point to make a melee weapon attack, you deal 1d12 extra damage to each target you hit with that attack.

### Level 11: A Thousand Ways to Die

You are a versatile warrior with many fighting styles honed to give you an advantage, and your skill does not fade when you give way to the beast within. Even when the primal spirits' power flows through you, your fighting instincts remain, allowing you to select the best technique to fight your foes.

**A Thousand Ways to Die** — Deadly Berserker Attack 11

*Your prowess in battle is well earned, and whether you're raging at your enemies or in full control of your body, you have many ways to bring down your foe.*

**Encounter ✦ Martial, Primal, Weapon**
**No Action** — **Special**
**Trigger:** You hit a creature with a melee basic weapon attack or a barbarian at-will weapon attack power.
**Target:** The creature you hit
**Effect:** The target takes 1[W] extra damage from the triggering attack. Additionally, choose one of the following effects.
- ✦ The target is immobilized until the end of your next turn.
- ✦ The target falls prone.

### Level 11: Reaping Fury

Though many might see the attacks you make while driven by your bloodlust as reckless and wild, those blows take a toll on your enemies.

**Benefit**: While you are under the effect of your Berserker Fury class feature, whenever you miss with a weapon using an at-will attack power or an encounter attack power, you gain a power bonus to the damage roll of your next weapon attack that hits before the end of your next turn. The bonus equals your Strength modifier.

### Level 12: Surge of Strength

Whether it's a rush of adrenaline driven by urgency or invigorating power given by primal spirits, you are able to surprise your enemies with your resurgence.

**Surge of Strength** — Deadly Berserker Utility 12

*Even as your strength wanes and your health flags, you find a reserve of internal strength to continue the fight.*

**Encounter ✦ Martial, Primal**
**Minor Action** — **Personal**
**Effect:** You gain temporary hit points equal to your healing surge value. If you are under the effect of your Berserker Fury, you gain the following benefit instead: When you make your next attack roll before the end of your next turn, roll twice and use either result.

### Level 16: Supreme Stamina

As your enemies grow fewer, you grow stronger. Each foe's defeat fuels your fighting power and allows you to stand against long odds on the battlefield.

**Benefit**: Whenever your attack drops a nonminion enemy to 0 hit points, you gain temporary hit points equal to 5 + one-half your level.

### Level 20: Slake the Rage

Sometimes, nothing will calm you until you have seen your enemies destroyed. Even when you are in full control, though, at times you must unleash some of your fury on a foe, satisfying your bloodlust.

**Slake the Rage** — Deadly Berserker Attack 20

*When you enter battle, you are filled with a thirst for violence that can be satisfied only by striking down your foes.*

**Daily ✦ Martial, Primal, Weapon**
**No Action** — **Personal**
**Trigger:** You hit a creature with a melee basic weapon attack or a barbarian at-will weapon attack power.
**Target:** The creature you hit
**Effect:** The target takes 2[W] extra damage from the triggering attack. Additionally, choose one of the following effects.
- ✦ The target takes ongoing 10 damage (save ends).
- ✦ The target is dazed and slowed (save ends both).

# Master Skald

**Prerequisite:** Bard (skald)

You have learned much in your time as a collector of stories, and you have put that knowledge to use as an adventurer. As you progress into the paragon tier, your repertoire of tales and legends grows, as does your arcane scholarship. Your reputation and recognition extend across the world—and even across the planes themselves.

Your skald has reached the rank of master, and you are regarded as such both by your fellow bards and by the world at large.

## Level 11: Skald's Action

Timing is the better part of heroism. When it comes time to strike quickly, either you do so on your own or you enable a friend to do so in your place.

**Benefit:** When you spend an action point on your turn, you can forgo taking an extra action to allow one ally in your *skald's aura* to take a standard action as a free action.

## Level 11: Cling to Your Words

Your words of encouragement ring in your allies' ears even in the direst of times. When your allies would otherwise plunge into unconsciousness, they cling to your words in the hope of pulling out a victory.

**Benefit:** Whenever an ally in your *skald's aura* drops below 1 hit point, you can use the aura's healing benefit on that ally as an immediate reaction, but only if the aura's healing benefit has uses remaining.

## Level 11: Inspiring Success

When you succeed, your allies see your triumph and take note. Though much of the time you are telling them tales of victory or singing songs of success, to actually see you drive your weapon into an enemy can do wonders to reinforce your words.

**Inspiring Success** — Master Skald Attack 11

*When you successfully lay waste to an enemy, your allies are bolstered by the inspiring example you set.*

**Encounter ✦ Martial**
**No Action** — **Special**
**Trigger:** You hit an enemy with a basic attack using a weapon.
**Effect:** The enemy takes 2d10 extra damage from the attack. In addition, you and each ally in your *skald's aura* gain temporary hit points equal to 5 + your Charisma modifier and can make a saving throw against one effect that a save can end.

## Level 12: Assured Skill

Someone who has traveled as much as you have has seen more than one person's share of amazing feats of skill. You can relay these tales of achievement to your allies, helping them succeed on a task that they might otherwise fail.

**Assured Skill** — Master Skald Utility 12

*You provide words of advice that can help turn the most difficult task into something that is within your ally's grasp.*

**Daily ✦ Martial**
**Free Action** — **Close** burst 5
**Trigger:** You or one ally within 5 squares of you makes a skill check.
**Target:** The triggering character in the burst
**Effect:** The target can choose either to gain a +5 bonus to that skill check or to reroll the skill check and use either result.

## Level 16: Expert Rejuvenation

When your words allow one of your allies to regain strength, they bring a level of comfort that soothes wounds better than even the most soothing balms.

**Benefit:** Whenever you restore hit points to a creature with a healing power, the creature regains 4 additional hit points.

## Level 20: Death March

One of the most lethal arrows in your verbal quiver, this song can either be a dirge for the dead or a eulogy for the lost. When you recount it for your allies, it serves as a none too subtle reminder that death is what awaits them if they fail.

**Death March** — Master Skald Attack 20

*You sing or speak words that exhort your allies not to fail, for death is all that remains for them if they do.*

**Daily ✦ Martial**
**Minor Action** — **Personal**
**Effect:** Until the end of the encounter, your *skald's aura* gains the following effect: Once per round, you or an ally in your *skald's aura* can roll twice for an attack roll and use either result.

# Legendary Witch

**Prerequisite**: Wizard (witch)

Your reputation as a witch runs far and wide. Bards and other storytellers weave colorful tales about your frightening powers, carrying those stories from land to land. Whether the tales portray you as a saint, a villain, or an enigmatic hand of fate, ordinary folk pray to the gods that you do not one day darken their doors.

## Level 11: Favor of the Moon

When the moon enters the right phase, you grow stronger, drawing more deeply on your coven's experience while the moon reaches the peak of its power.

**Benefit:** You can see invisible creatures that are adjacent to you, and you are immune to the blinded condition.

## Level 11: Moon Coven Action

Witches of the different moon covens learn to reach deep into their own reserves to inspire their allies, preserve themselves, or terrify their enemies.

**Benefit:** You gain a benefit that is associated with your moon coven.

### Dark Moon Coven

Fear is the force that repels your enemies and causes them to think twice about challenging you. You wield fear as you would a beast on a chain, releasing it when you want to scatter your foes.

**Benefit:** When you spend an action point to take an extra action, you push each enemy adjacent to you up to a number of squares equal to your Wisdom modifier.

### Full Moon Coven

Even in the darkest night, the light of the full moon illuminates the shadowed world.

**Benefit:** When you spend an action point to take an extra action, any enemy within 3 squares of you grants combat advantage until the end of your next turn.

## Level 11: Moon Coven Encounter Power

You have become a master at cursing your foes with the fate they deserve.

**Benefit:** You gain an encounter attack power associated with your moon coven, either *madness of the full moon* for the full moon coven or *terror of the dark moon* for the dark moon coven.

### Madness of the Full Moon

The full moon is said to make lunatics of lovers and madmen. You know how to channel the moon's tidal pull and cast its radiance among your foes to send them into confusion.

**Madness of the Full Moon** — **Legendary Witch Attack 11**

*Bright moonlight streams into your enemy's eyes, causing them to grow large and wide as madness overcomes your foe.*

**Encounter ✦ Arcane, Charm, Enchantment, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 2d10 + Intelligence modifier psychic damage.
**Effect:** The target is subjected to a random effect. Roll a d6.
*1-2:* The target is slowed until the end of your next turn.
*3-4:* The target is dazed until the end of your next turn.
*5-6:* The target takes a free action to charge or make a basic attack against the creature nearest to it (your choice if multiple creatures are nearest).

### Terror of the Dark Moon

The night holds few terrors for you now. The same cannot be said of your enemies, who cannot fathom the doom that awaits them. With but a gesture, you can take away the light or conjure a deeper darkness in which even creatures born to shadow will find their fears revealed.

**Terror of the Dark Moon** — **Legendary Witch Attack 11**

*You lower your palm, and with it descends the dark of a cold, moonless night, awakening the instinctive fear within your enemies and paralyzing them with dread.*

**Encounter ✦ Arcane, Cold, Enchantment, Fear, Implement**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each enemy in the burst
**Attack:** Intelligence vs. Will
**Hit:** 2d6 + Intelligence modifier cold damage, and the target is immobilized until the end of your next turn.
**Effect:** Your allies in the burst gain partial concealment until the end of your next turn.

## Level 12: Moon Coven Utility Power

Your mastery of witchcraft allows you to cast spells of even greater power.

**Benefit:** You gain a utility power associated with your moon coven either *dark moon's reckoning* for the dark moon coven or *moonlight's mischief* for the full moon coven.

### Dark Moon's Reckoning
Beneath the new moon, the tides rise in the springtime, when life begins anew. Drawing on this power, you can renew your fortune by turning the tides of fate in your favor and casting your enemies' hurts back upon them.

**Dark Moon's Reckoning** — **Legendary Witch Utility 12**

*With a sneer, you twist the tides of fate to reverse the ill fortune your enemy seeks to visit upon you.*

**Daily ✦ Arcane**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An enemy within 5 squares of you hits you or an ally with an attack.
**Target:** The triggering enemy in the burst
**Effect:** You slide the target up to a number of squares equal to your Wisdom modifier, and the target grants combat advantage (save ends).

### Moonlight's Mischief
The moon is known to play tricks on the eye, bending light and casting phantom shadows that make places appear different from what they had seemed. Your control of the full moon's silvery illumination gives you the power to transform the environment, moving your allies into optimal positions.

**Moonlight's Mischief** — **Legendary Witch Utility 12**

*Shimmering moonlight streams from your form, casting long shadows and transforming the scene around you.*

**Encounter ✦ Arcane, Teleportation**
**Move Action** **Close** burst 3
**Target:** You and each ally in the burst
**Effect:** You teleport each target up to a number of squares equal to your Wisdom modifier.

## Level 16: Ride the Night Wind
The most talented witches learn to cherish the night's embrace, for when they are beneath the moon, witches stand at the apex of their power. You have become able to tame the wild night winds. Whenever you call, they answer, enabling you to ride aloft in your true shape.

**Ride the Night Wind** — **Legendary Witch Utility**

*You leap into the air and are borne aloft on the wind.*

**Encounter ✦ Arcane**
**Standard Action** **Personal**
**Effect:** You gain a fly speed of 8 until the end of your next turn. When the fly speed ends, you float to the ground without taking falling damage. While you are flying, you gain a +2 power bonus to Reflex.
**Sustain Minor:** The effect persists until the end of your next turn.

## Level 20: Moon Coven Daily Power
In the way that moonlight and shadow change how forms are perceived, you can now take the shape of a creature of legend.

**Benefit:** You gain a daily attack power associated with your moon coven, either *nightmare form* for the dark moon coven or *unicorn form* for the full moon coven.

### Nightmare Form
You have learned to transform into a dreaded creature that appears as a flaming horse. In this form, you can gallop around the battlefield, using your hooves to set foes aflame.

**Nightmare Form** — **Legendary Witch Attack 20**

*Leaping tongues of flame burst from the ground. In their midst, you change into a black stallion with eyes of flame.*

**Daily ✦ Arcane, Polymorph**
**Minor Action** **Personal**
**Effect:** You assume the form of a Large nightmare until the end of the encounter or until you end the form as a minor action. While in this form, you have a speed of 8, a fly speed of 6, and resist 15 fire, and your equipment becomes part of the form. The only attacks you can make while in the form are melee basic attacks and the secondary power, which you can use only once.
**Secondary Power** (Arcane, Fire, Implement)
**Standard Action** **Close** burst 1
**Target:** Each enemy in the burst
**Hit:** 3d6 + Intelligence modifier fire damage, and ongoing 10 fire damage (save ends).
**Miss:** Half damage.

### Unicorn Form
The full moon sheds light by which the lost can find their way. When you change into a unicorn, your serene form inspires your allies to hold their ground.

**Unicorn Form** — **Legendary Witch Attack 20**

*The glow of the full moon encompasses your form in a luminous orb. When it recedes, in your place stands a resplendent unicorn.*

**Daily ✦ Arcane, Polymorph, Teleportation**
**Minor Action** **Personal**
**Effect:** You assume the form of a Large unicorn until the end of the encounter or until you end the form as a minor action. While in this form, you have a speed of 8 and can teleport up to 4 squares as a move action, and your equipment becomes part of the form. Your allies gain a +2 power bonus to all defenses while within 2 squares of you. The only attacks you can make while in the form are melee basic attacks and the secondary power, which you can use only once.
**Secondary Power** (Arcane, Implement)
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 5d8 + Intelligence modifier damage, and you can push the target 1 square and knock it prone.
**Miss:** Half damage.

# Inner Circle Initiate

**Prerequisite**: Druid (protector)

You become a pivotal member of your druid circle, having grown in both experience and influence. The powerful evocations you learn and the blessings you gain mark you as one chosen for greatness.

## Level 11: Initiate's Action

As you channel greater levels of primal power, the mysteries bestowed on you by your druid circle lend the force of nature to your attacks.

**Benefit:** When you spend an action point to make an attack, you gain a bonus to damage rolls for that attack equal to the number of targets of that attack.

## Level 11: Sheltering Growth

As a paragon protector, when you channel your power into the land around you, a measure of that energy is given back to aid an ally.

**Benefit:** When you use your *nature's growth* power, one ally in or adjacent to the burst gains temporary hit points equal to his or her healing surge value.

## Level 11: Thorny Vines

You have long had the ability to call forth living plants even in the most inhospitable terrain. Now you channel a more formidable power, creating a burst of new growth that unleashes a primal destruction on your foes.

**Thorny Vines** — Inner Circle Initiate Attack 11

*A mass of thorn-tipped vines springs up from the ground, allowing your allies to pass unscathed even as your foes are lashed to deadly effect.*

**Encounter ✦ Implement, Primal, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in the burst
**Attack:** Wisdom vs. Reflex
**Hit:** 3d8 + Wisdom modifier damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Any enemy that starts or ends its turn in the zone grants combat advantage until the start of its next turn.

## Level 12: Speak with Animals and Plants

Your druid circle training has taught you to quiet your mind and listen to the nonverbal voices of the world around you. This evocation allows you to communicate with nearby animals and plants as though they were intelligent enough to converse with you. Through their senses, you are warned of danger and of the presence of hidden or invisible creatures, you can learn what has happened recently in the area, and you can extend your senses in the hope of noting trails, secret entrances, and the like.

**Speak with Animals and Plants** — Inner Circle Initiate Utility 12

*The whispered calls of animals and the wind through the grass resolve into messages that you can understand.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you can speak to animal and plant life. Animals and plants can communicate what they have seen, heard, or otherwise sensed within the last hour (a hostile animal might try to mislead you). For the duration of the effect, you gain a +5 power bonus to Perception checks, and you cannot be surprised.

## Level 16: Fury of the Raging Storm

When your enemies push you to your limits, they risk unleashing a storm that will quickly rage out of control.

**Benefit:** While you are bloodied, any enemy that ends its turn adjacent to you takes 10 lightning and thunder damage.

## Level 20: Call Cyclone

The leaders of your druid circle are the masters of the natural world. They have shared with you the secrets of channeling the most potent force of nature. The great cyclone you can call now on is capable of pulverizing even the strongest foes. However, as you direct this storm across the field, your allies must be wary of its path.

**Call Cyclone** — Inner Circle Initiate Attack 20

*Winds of destruction swirl as a storm of lightning and thunder pounds your enemies with nature's wrath.*

**Daily ✦ Implement, Lightning, Primal, Thunder, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in the burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 4d8 + Wisdom modifier lightning and thunder damage.
**Effect:** The burst creates a zone that lasts until the end of the encounter or until you end this effect as a minor action. You can move the zone up to 4 squares as a move action. Any creature that ends its turn in the zone takes 10 lightning and thunder damage.

*Rowena and Viltham deliver the* **ever-blooming rose** *to the city of Mithrendain.*

# Epic Destinies

The following epic destinies are available to any character who wishes to follow a destiny influenced by the Feywild and who meets the prerequisites.

## Shiradi Champion

*You live to serve Tiandra, the Queen of Summer, and the Court of Stars. In exchange for your service, the queen lets you draw power from her to protect the Feywild and its inhabitants from evil.*

**Prerequisite:** 21st level, any nonevil alignment

Myriad archfey band together several times a year at the congress known as the Court of Stars, where they engage in diplomacy, schemes, marriages, betrayals, and legendary revels. Although dozens of lesser factions make up the Court of Stars, they mostly acknowledge the leadership of Her Summer Majesty, Queen Tiandra. And the Queen of Summer, when the need arises, turns to her anointed warriors for the defense of her subjects and allies. These warriors are known as Shiradi Champions, the shields of the fey.

Whereas eladrin nobles might rise through the ranks of coures, bralanis, ghaeles, and other complex titles, Shiradi Champions are usually individuals who have earned the respect and trust of Queen Tiandra. Archfey of all courts assemble at Senaliesse to bear witness to a champion's anointing. Some eye these protectors with suspicion, arrogance, or envy, but their pettiness is ill placed. Each Shiradi Champion is devoted to the lovely Queen of Summer and determined to justify her trust.

Some eladrin Shiradi Champions are also shiere knights (see *Player's Handbook 2*). A very few champions are not born as one of the fey, and their ascendancy to the role of Shiradi Champion is an unprecedented event, a testament to the champion's unique valor and great worth. Whatever path a champion takes, he or she is assuredly an ally and protector of good-natured fey beings everywhere.

### Living the Destiny

You have become a legend among legends, and your anointment as a Shiradi Champion echoes throughout the world. Your name is used in bedtime stories and folk tales as a synonym for chivalry and courage. Fey seek you out, asking for your help. Mortals call your name out at fey crossings, seeking your might

ERIC BELISLE

against enemies equally legendary. It is your burden to help them, thus spreading the influence of the Court of Stars.

Your greatest task is the defense of the Court of Stars from those who would see it torn asunder. You and your allies stand against cyclops warlords, mad fomorian kings, and dreadful hags, beating back their advances and recovering the lands lost during centuries of battle. In time, you might even receive a request for aid from the Queen of Summer to face down her own son, the Prince of Frost, mightiest of the Winter Fey. You strive to be ready for the task.

As a Shiradi Champion, you are the ultimate defender of all the good things represented by the Court of Stars. Your powers reflect the ephemeral and radiant nature of the Feywild's rulers.

## Level 21: Fey Anointment

By the hand of Queen Tiandra, you are anointed as an exalted member of the Court of Stars. The blessings of the queen give greater power to your personality and quicker reactions to your body. Your eyes become the colored orbs common among the eladrin, but with a shining, golden tinge seen only among the higher nobles of the Court of Stars, and darkness poses no impediment to your sight.

**Benefit:** You increase one ability score of your choice by 2.

You are immune to charm effects.

Your origin becomes fey, meaning that you are considered a fey creature for the purpose of effects that relate to creature origin.

You gain darkvision, and you gain immunity to the blinded condition.

## Level 24: Armor of Stars

The magic inherent to the Feywild suffuses your entire being, granting you a graceful majesty. As long as you are not injured, tiny motes of light swirl about you like constellations, shielding you from attacks. The protection these "stars" offer improves when other Shiradi Champions stand at your side.

**Benefit:** While you are not bloodied, you gain a +1 bonus to AC and Reflex. This bonus increases to +2 if you are adjacent to one or more allied Shiradi Champions.

## Level 26: Audience with the Queen

As a champion of the Court of Stars, you have the privilege of requesting immediate audiences with Queen Tiandra. Upon your arrival, Her Summer Majesty heals your wounds with a touch. With brief words that reveal much to her, you explain the dire situation you are facing. Queen Tiandra's wise counsel offers you guidance through your trials. When you share this advice with other Shiradi Champions, they are also fortified by their queen's soothing words.

**Audience with the Queen** — **Shiradi Champion Utility 26**

*You vanish from sight, only to return moments later, healed and bearing the gifts of the Queen of Summer.*

**Daily ✦ Arcane, Healing**
**Move Action** **Personal**

**Effect:** You are removed from play. When you end your turn out of play this way, you choose one of the following benefits to receive. When you have received all three benefits, you return to play at the start of your next turn. Alternatively, you can return to play at the start of your turn after receiving only one or two of the benefits. When you return to play, each allied Shiradi Champion within 5 squares of you gains temporary hit points equal to your Charisma modifier + one-half your level.

- ✦ You regain hit points equal to your bloodied value.
- ✦ Until the end of the encounter, you gain a +2 power bonus to attack rolls and skill checks.
- ✦ Until the end of the encounter, allied Shiradi Champions gain a +2 power bonus to saving throws while adjacent to you.

## Level 30: Everlasting Champion

As you reach the pinnacle of your power, you are no longer a mere mortal, but rather an archetype made flesh. As a version of you falls, another takes its place. Its appearance might be slightly different, but its determination is unshakable.

**Benefit:** Once per day when you start your turn at 0 hit points or fewer, your body transforms into a slightly different variation of yourself, although your game statistics and equipment don't change. When you transform, you regain hit points equal to your bloodied value, you can stand up as a free action, and any adverse effects you are subject to end immediately.

In addition, your attacks deal extra radiant damage equal to your Charisma modifier until the end of the encounter.

# Wild Hunter

*Like the firbolgs, you are a master of the Wild Hunt, dispensing justice for those who cannot do so themselves. You call on the creatures of the hunt to help you seek your prey, so that it cannot hide from that justice.*

**Prerequisite:** 21st level

Deep in the Feywild, far from the stately halls of the eladrin, a tradition has been upheld for eons. In shadowy forests thick with moss and undergrowth, the baying of hunting hounds sounds, followed by the long strides of their masters. As storm clouds cover the sky, the forest is no longer a realm of bedtime stories or folk tales. It becomes the province of the Wild Hunt.

The tradition of the Wild Hunt originated among the firbolgs, fey giants devoted to the moon and the Three Fates, personified by Sehanine (the Maiden), Melora (the Mother), and the Raven Queen (the Crone). The firbolgs call for a Wild Hunt when they seek to punish an oath breaker, for oaths are powerful things in the Feywild. Some mortals, their trust betrayed by the Unseelie fey, have learned to summon these eldritch hunters to bring down those who wronged them. A select few learn the ritual for summoning the hunters, but instead of asking for justice, request to learn the secrets of the Wild Hunt. Such requests are rarely accepted, but a worthy few learn the ways of the Wild Hunt, bringing retribution to all traitors and oath breakers.

## Living the Destiny

As a Wild Hunter, you live for the chase. Your quests revolve around tracking down and dispatching oath breakers, either on behalf of those wronged by their failure, or simply to reestablish balance to the cosmos. As you bring down foe after foe, your prowess increases to the point that you turn your attention to the most infamous fey oath breaker—the evil goddess Lolth.

At first, you might have to settle for taking down her favored abyssal drow or her exarch. But the day nears when the clarions will call for the greatest of all Wild Hunts, and the Demon Queen of Spiders will feel that primal fear shared by all prey of the hunt.

## Level 21: Soul of the Hunter

As you channel the raw power of the Wild Hunt, your very being is changed to match the fey origin of those who created the hunt. Your body becomes stronger and your reflexes quicker, even as your senses expand to reveal everything around you in clear detail. No track is too faint, no lie too convincing.

WILLIAM O'CONNOR

**Benefit:** You increase your Strength or Dexterity score by 2.

Your origin becomes fey, meaning that you are considered a fey creature for the purpose of effects that relate to creature origin.

In addition, you gain a +2 bonus to Insight checks and Perception checks.

## Level 24: Strike of the Hunter

Your prowess translates into unerring strikes, which inflict deep wounds on your foes. The sight and smell of your enemy's ebbing life force intoxicates you, driving you on.

**Benefit:** Choose one of your encounter attack powers. Once per encounter, when you hit an enemy with that power, the attack also deals ongoing 10 damage (save ends). In addition, you have combat advantage against enemies taking ongoing damage.

## Level 26: Hounds of the Hunt

With a loud whistle, you can call forth a pair of hounds from the Wild Hunt to help you bring down difficult prey. The eyes of these powerful, black-furred hounds flash with lightning, and their growls

rumble with thunder as they surge toward your enemies. They obey your commands without hesitation, ferreting out prey and leaving it open to your strike.

**Hounds of the Hunt** **Wild Hunter Utility 26**

*Two powerful hounds appear, growling thunder at your prey. They start circling it to cut off any escape.*

**Daily ✦ Arcane, Summoning**
**Minor Action** **Ranged** 5
**Effect:** You summon two Medium hounds of the hunt, each appearing in an unoccupied square within range. Enemies grant combat advantage while adjacent to either hound.

Each hound has a speed of 8 and a fly speed of 8 (hover). Each hound has hit points equal to your healing surge value and uses your defenses, not including any temporary bonuses or penalties, with a +2 bonus to AC and Reflex. Each hound lasts until the end of the encounter or until it drops to 0 hit points. You lose a healing surge if both hounds are destroyed.

As a minor action, you can mentally direct both hounds to crawl, escape, run, stand up, shift, squeeze, or walk. The hounds do not need to perform the same action.

## Level 30: Avatar of the Wild Hunt

The Three Fates worshiped by the firbolgs watch you with a keen interest. When an enemy dares strike you down, the Three Fates intervene, giving you a chance to prove that you are not destined to fall yet. The power of the Wild Hunt rushes into your form, turning you into an avatar of its will.

**Benefit:** Once per day when you start your turn at 0 hit points or fewer, you assume the form of the Avatar of the Wild Hunt until the end of the encounter. When you assume this form, you regain hit points equal to your bloodied value, and you regain the use of every encounter attack power that you have used during the encounter.

While in the form, your size becomes Large if it was Medium or smaller, and your melee reach increases by 1. In addition, when you use an at-will attack power, you can score a critical hit on a roll of 18–20.

# Witch Queen

*You are a master of witches and have learned the secret to incorporating the tremendous power of magic into your very being. With such power, your name is destined to be remembered with awe.*

**Prerequisite:** 21st level, wizard

Few heroes have borne the name Witch Queen (or Witch King), but those few have inspired awe, fear, and dread.

These beings become living legends, the stock character in the myths, fairy tales, and horror stories of every race, as awe-inspiring as they are terrifying. Those who have accepted this mantle have learned to incorporate their power into their being, no longer treating it as a source separate from their form.

Before becoming a Witch Queen, those who aspired to fill the role were conflicted between three aspects: one's power, one's familiar, and one's self. But when one becomes a king or queen of all witches, these aspects merge, allowing a Witch Queen or Witch King to bring forth spells as easily as if his or her familiar had whispered the arcane words directly into their ear. These individuals are near equals to their patrons in power, and armies clamor to their banners, while mortals and immortals alike seek their counsel to beg their favor or plead for their mercy.

## Living the Destiny

As your power grows, you ascend to a status like that of royalty among others who practice your craft. Though you are not a monarch in the true sense, the power you wield means that many bow to your wishes, or face your wrath. You stand as an equal to fey nobles, and eventually grow in power to challenge the Summer Queen. More than a formidable spellcaster, you are now a player in the great power struggles of the Feywild.

When you approach the peak of your power, others will challenge you, trying to end your rise before you become a rival to their masters. You might face assassins, powerful fey, or even armies that wish to put an end to your ascension, but those conflicts are the bedrock for the stories to come that extol your greatness. In time, you might fade into the myths and legends of the natural world, but your rise to power—and the deeds both cruel and kind that you become known for—will become the fairy tales of tomorrow.

## Level 21: Witch Apotheosis

As one of the mightiest witches, you have experienced an apotheosis and become one with your power. Now, even when your foes would strike you down, your familiar can whisk your spirit away so that you can regenerate.

**Benefit:** The first time each day that you would die while your familiar is present, you do not die. Instead, your familiar seizes your spirit and is then removed from play as it carries your spirit away to a secret extraplanar sanctuary. After 24 hours, you build a new body for your spirit, and you can reappear near one of your allies that was present when you died. If none of your allies were present when you died, or those allies are no longer alive, you can reappear in the place where you last took an extended rest.

## Level 24: Witch Queen's Presence

The power your patron has bestowed upon you radiates from every fiber of your being, manifesting around you like the majestic aspect of a god when you steel yourself against harm.

**Benefit:** When you use your second wind, you gain resist 15 to all damage and a +5 bonus to saving throws. These benefits last until the end of your next turn.

## Level 26: True Prophecy

The future is always in flux, but a Witch Queen can behold the immediate course of events as easily as a common farmer gazes at distant clouds and predicts rain. To glean more concrete details about a near-future event, you can use the *true prophecy* power to view an event's possible outcomes and prepare for them. The context of the event might be ambiguous or surprising, but the knowledge you gain is enough to prepare yourself or an ally against the dangers that are to come.

**True Prophecy** — **Witch Queen Utility 26**

*Your divination gives you a clear image of an event soon to transpire, allowing you to prepare.*

**Daily ✦ Arcane**
**Standard Action** **Ranged** 5
**Requirement:** You must not be in a combat encounter.
**Target:** You or one ally
**Effect:** During the target's next encounter before his or her next extended rest, the target gains the following benefit: a +2 power bonus to initiative, skill checks, and all defenses until the end of the encounter.

RYAN BARGER

## Level 30: Mastery of the Gift

At last your learning is complete. Your gift of power is no longer a force you call upon, but a trait inherent in your very being. Now, even your least used spells form upon your lips in an instant, marshaling to your command as soldiers before a fearsome monarch.

**Benefit:** At the end of a short rest, when you confer with your familiar, you can replace one of your wizard encounter attack powers with another wizard encounter attack power. The new power must have a level, and its level must be the same as the old power's level.

# Feats

The feats in this section enhance a character's connection to the Feywild, provide support for the classes featured in this book, and expand the options available to members of fey races.

In the Feats table, the feats are separated into categories to ease your selection process. For example, if you're looking to focus on your character's racial connection to the Feywild, consider one of the new racial feats. Alternatively, if you're looking to flavor an existing character with fey traits, take a look at the new fey feats, such as Fey Bond.

**Arcane Familiar [Familiar]** You have attracted a small creature into your service that will aid you in your adventures. (See page 131 for a selection of familiars.)

**Prerequisite:** Any arcane class

**Benefit:** You gain a familiar. For each familiar feat you have beyond this one, your familiar gains a +1 bonus to all defenses.

**Arcane Porter [Familiar]** With great effort, your familiar can pick up a light item for you, using its limbs, mouth, or an invisible, magical force to move the object.

**Prerequisite:** Arcane Familiar feat

**Benefit:** Your familiar can pick up and carry an unattended object weighing 5 pounds or less. It can hold only one object at a time.

**Battle Berserker [Multiclass Barbarian]** The fury of a barbarian resides within you, and you can unleash it when your anger is stoked.

**Prerequisite:** Strength 13

**Benefit:** You gain training in a skill of your choice from the barbarian's list of class skills.

You also gain the berserker barbarian's Berserker Fury feature, but you can use it only once per day.

**Beastwalker Circle** You gain the ability to take on the forms of beasts.

**Prerequisite:** Druid, *summon natural ally* power

**Benefit:** You gain the *wild shape* power. Additionally, you can take a druid daily attack power at any level where you would normally gain an additional use of the *summon natural ally* power. If you do so, you do not gain the additional use of *summon natural ally*.

**Wild Shape** — Druid Utility

*You assume an aspect of the Primal Beast or return to your humanoid form.*

**At-Will (Special) ✦ Polymorph, Primal**
**Minor Action** — **Personal**

**Effect:** You change from your humanoid form to beast form or vice versa. When you change from beast form back to your humanoid form, you can shift 1 square. While you are in beast form, you can't use weapon or implement attack powers that lack the beast form keyword, although you can sustain such powers.

You choose a specific form whenever you use this power to change into beast form. The beast form is your size, resembles a natural beast or a fey beast, and normally doesn't change your game statistics. Your equipment becomes part of your beast form, but you drop anything you are holding, except implements you can use. You continue to gain the benefits of the equipment you wear, except a shield.

You can use the properties and the powers of implements as well as magic items that you wear, but not the properties or the powers of weapons or the powers of wondrous items. While equipment is part of your beast form, it cannot be removed, and anything in a container that is part of your beast form is inaccessible.

**Special:** You can use this power only once per round.

**Berserk Vitality** When the rage overtakes you, you ignore fresh wounds for a time, allowing you to continue the fight.

**Prerequisite:** Barbarian, Berserker Fury class feature

**Benefit:** When you enter your Berserker Fury, you gain temporary hit points equal to your healing surge value.

**Call to the Wild** You can summon powerful forces of nature to help in your adventures.

**Prerequisite:** Druid

**Benefit:** Choose one of your druid daily attack powers that has a level. You lose that power and gain the *summon natural ally* power, which you can use to summon a creature that is associated with your

### MULTICLASS FEATS

This section contains a handful of multiclass feats, each of which has "Multiclass" in brackets next to its name. Such feats were introduced in the *Player's Handbook* and follow these rules. First, you can't take a multiclass feat for your own class. Second, you can't take class-specific multiclass feats for more than one class (for example, if you have a feat that is designated as "Multiclass Barbarian," you can't take one designated as "Multiclass Bard"). Third, if you have a class-specific multiclass feat, you are considered a member of the class for the purpose of meeting prerequisites, such as those for feats and paragon paths.

**FEATS**

| Barbarian | Other Prerequisites | Benefit |
|---|---|---|
| Berserk Vitality | Berserker Fury | Gain temporary hit points when you enter berserker fury |
| **Bard** | **Other Prerequisites** | **Benefit** |
| Skald Training | *Majestic word* | Exchange *majestic word* for *skald's aura* |
| **Druid** | **Other Prerequisites** | **Benefit** |
| Beastwalker Circle | *Summon natural ally* | Gain *wild shape*, exchange *summon natural ally* for druid daily power |
| Call to the Wild | — | Exchange druid daily power for one use of *summon natural ally* |
| **Multiclass** | **Prerequisites** | **Benefit** |
| Battle Berserker | Str 13, any class but barbarian | Barbarian: Skill training, berserker fury 1/day |
| Harbinger of Nature's Wrath | Wis 13, any class but druid | Druid: Nature skill, *nature's growth* 1/day, staff and totem proficiency |
| Master of Stories | Cha 13, any class but bard | Bard: Skill training, *skald's aura* 1/encounter, wand proficiency |
| Witchcraft Initiate | Int 13, any class but wizard | Wizard: Arcana skill, *augury*, orb, staff, and wand proficiency |
| **Eladrin** | **Other Prerequisites** | **Benefit** |
| Fey Duelist | *Fey step* | Use *fey step* to gain combat advantage |
| Fey Thievery | *Fey step* | Use *fey step* to perform Thievery checks at range |
| **Elf** | **Other Prerequisites** | **Benefit** |
| High Elf Kin | *Elven accuracy* | Teleport after *elven accuracy*, +2 to Arcana checks |
| **Gnome** | **Other Prerequisites** | **Benefit** |
| Fading Sneak | *Fade away*, trained in Stealth | Reroll a Stealth check |
| Fading Target | *Fade away* | Use *fade away* when an enemy misses |
| Ghost Feint | *Ghost sound*, trained in Bluff | +5 to Bluff when you use *ghost sound* |
| **Hamadryad** | **Other Prerequisites** | **Benefit** |
| Guardian of the Towering Oak | *Hamadryad aspects* | Reroll a Diplomacy check or an Intimidate check |
| Guardian of the Weeping Willow | Level 11, *hamadryad aspects* | Ignore forced movement as an immediate interrupt |
| **Pixie** | **Other Prerequisites** | **Benefit** |
| Flitting Harrier | Level 11 | No opportunity attacks for entering or leaving an enemy's space |
| Streak of Light | — | Gain combat advantage against enemies you charge |
| Teeny Target | — | Gain partial cover when in ally's space |
| **Satyr** | **Other Prerequisites** | **Benefit** |
| Honeyed Words | *Lure of enchantment* | Reroll a Bluff check or a Diplomacy check |
| Powerful Lure | Level 11, *lure of enchantment* | Slide enemies farther with *lure of enchantment* |
| Walk among Men | — | Appear as an eladrin, elf, or human |
| **Wilden** | **Other Prerequisites** | **Benefit** |
| Nature's Roots | Nature's Aspect | Use Nature's Aspect to create difficult terrain |
| Plant's Sap | — | Ignore need for food, gain extended rest in 4 hours, +2 to saving throws for ongoing damage |
| Vine's Arms | Nature's Aspect | +2 to Acrobatics checks, increase reach with Nature's Aspect |
| **Fey** | **Prerequisites** | **Benefit** |
| Fey Bond | Trained in Arcana | Gain Elven, +2 to Bluff and Diplomacy checks |
| Fey Cantrip | Fey origin or Fey Bond | Gain a cantrip |
| Fey Shift | Level 21, fey origin or Fey Bond | Teleport 2 squares as move action |
| **Familiar** | **Prerequisites** | **Benefit** |
| Arcane Familiar | Any arcane class | You gain a familiar |
| Arcane Porter | Arcane Familiar | Your familiar can carry a 5-pound object |
| Familiar's Vitality | Arcane Familiar | Your familiar improves your second wind |
| **Implement Training** | **Prerequisites** | **Benefit** |
| Totem Expertise | — | +1 to attack rolls with totems, ignore partial cover and partial concealment on those attacks |
| **Weapon Training** | **Prerequisites** | **Benefit** |
| Two-Handed Weapon Expertise | — | +1 to attack rolls with two-handed melee weapons, +1 to damage rolls of charge attacks with two-handed melee weapons |

Primal Aspect (such as Primal Guardian or Primal Predator) and that has a level equal to or lower than the daily attack power you lost.

**Fading Sneak** Invisibility is a powerful tool, but you've learned to channel your innate power in a more subtle way, becoming slightly transparent to better blend in with your surroundings.

**Prerequisite:** Gnome, *fade away* racial power, trained in Stealth

**Benefit:** If your *fade away* is not expended, you can reroll a Stealth check and use either result. Doing so expends *fade away*.

**Fading Target** Some gnomes are a bit too paranoid, instinctively disappearing from sight even when an enemy's blow fails to connect properly. You've learned to turn this trait into an advantage in combat.

**Prerequisite:** Gnome, *fade away* racial power

**Benefit:** As an immediate reaction, you can use *fade away* when an enemy misses you with a melee attack.

**Familiar's Vitality [Familiar]** Your familiar's devotion to you emanates from it, empowered by its own magical nature. When you need it the most, you find strength in that devotion.

**Prerequisite:** Arcane Familiar feat

**Benefit:** When you use your second wind and your familiar is within 10 squares of you, you regain 3 additional hit points. The additional hit points increase to 6 at 11th level and 9 at 21st level.

**Fey Bond** Through your knowledge and experience of the fey, you have acquired some of their qualities, perhaps as a reward from the Feywild's archfey, and you have learned the language of the elves and their kin.

**Prerequisite:** Training in Arcana

**Benefit:** You gain a +2 feat bonus to Bluff checks and Diplomacy checks.

In addition, you can speak, read, and write Elven.

**Fey Cantrip** You have picked up a magic trick as a result of your connection to the Feywild.

**Prerequisite:** Fey origin or Fey Bond feat

**Benefit:** Choose one wizard cantrip, such as *mage hand* or *prestidigitation*. You gain that power.

**Fey Duelist** Eladrin swashbucklers are fond of using *fey step* to confound foes. By teleporting rapidly around your enemies, you have developed a strategy to flank opponents without the help of allies.

**Prerequisite:** Eladrin, *fey step* racial power

**Benefit:** If your *fey step* is not expended, you can gain combat advantage until the end of your next turn against each enemy that is adjacent to you. Doing so expends *fey step*.

**Fey Shift** Harnessing a power that is innate to many Feywild creatures, you can step through planar shortcuts, albeit only for short distances.

**Prerequisite:** 21st level, fey origin or Fey Bond feat

**Benefit:** You can teleport up to 2 squares as a move action.

**Fey Thievery** For all their nobility and poise, eladrin have seen more than their share of ne'er-do-wells. It was only a matter of time before these roguish eladrin found a way to use their ability to teleport for shady purposes, and you have mastered it.

**Prerequisite:** Eladrin, *fey step* racial power, trained in Thievery

**Benefit:** While your *fey step* is not expended, you can make a Thievery check at a range of 5 squares. If you do so, you take a –2 penalty to the check.

**Flitting Harrier** You fly so quickly around your foes that they have trouble catching you.

**Prerequisite:** 11th level, pixie

**Benefit:** When you enter or leave an enemy's space, you do not provoke an opportunity attack from that enemy.

**Ghost Feint** Playing tricks on others is second nature to gnomes, and a quick, well-placed illusory sound can divert the most alert opponent. You know how to combine the two to catch an enemy off balance.

**Prerequisite:** Gnome, *ghost sound* power, trained in Bluff

**Benefit:** When you use *ghost sound*, you gain a +5 power bonus to your next Bluff check before the end of your next turn.

**Guardian of the Towering Oak** When you embrace your natural heritage, you seem to grow more imposing, like the mighty oak trees that your people venerate.

**Prerequisite:** Hamadryad, *hamadryad aspects* racial power

**Benefit:** If your *hamadryad aspects* is not expended, you can reroll a Diplomacy check or an Intimidate check and use either result. Doing so expends *hamadryad aspects*.

**Guardian of the Weeping Willow** Your spirit is bound to that of the weeping willow tree, and like the willow you bend, but do not break, when strong forces push against you.

**Prerequisite:** 11th level, hamadryad, *hamadryad aspects* racial power

*Viltham uses his magic to distract a prowling displacer beast while he and Rowena explore the ruins of Cendriane*

**Benefit:** If your *hamadryad aspects* is not expended, you can use an immediate interrupt to negate a pull, push, or slide against you. Doing so expends *hamadryad aspects*.

### Harbinger of Nature's Wrath [Multiclass Druid]

You can call forth the rapid growth of nature to hinder your foes while you deliver your vengeance to them.

**Prerequisite:** Wisdom 13

**Benefit:** You gain training in the Nature skill. You also gain the protector druid's *nature's growth* power, but you can use it only once per day.

In addition, you gain proficiency with the staff and totem implements.

### High Elf Kin

Fey magic runs strong in your family, a reminder of your race's beginning in the Feywild.

**Prerequisite:** Elf, *elven accuracy* racial power

**Benefit:** Immediately after you use *elven accuracy*, you can teleport up to 2 squares as a free action.

In addition, you gain a +2 feat bonus to Arcana checks.

### Honeyed Words

You have a talent for choosing the right words in any situation, making it difficult for others to resist giving you what you want.

**Prerequisite:** Satyr, *lure of enchantment* racial power

**Benefit:** If your *lure of enchantment* is not expended, you can reroll a Bluff check or a Diplomacy check and use either result. Doing so expends *lure of enchantment*.

### Master of Stories [Multiclass Bard]

You have studied the lore and history of the world as a bard does, and you can inspire your allies with such tales.

**Prerequisite:** Charisma 13

**Benefit:** You gain training in a skill of your choice from the bard's list of class skills.

You also gain the skald bard's *skald's aura* power. You and your allies can draw on the aura for healing only once per encounter.

In addition, you gain proficiency with the wand implement.

### Nature's Roots

By calling upon hidden roots deep within the earth, you can cause plants in the vicinity to rise and hamper your enemy's steps.

ERIC BELISLE

**Prerequisite:** Wilden, Nature's Aspect racial trait

**Benefit:** If the racial power granted by your Nature's Aspect is not expended, you can lose one use of the power as a minor action to create difficult terrain for your enemies in a burst 1 within 5 squares of you. The difficult terrain lasts until the end of your next turn.

### Plant's Sap

Your body is sustained by a thick, sap-like fluid instead of regular blood. You draw sustenance from water and sunlight, and you rest by rooting to the ground or to a spot. Your sap doesn't flow as freely as blood, making you resistant to cuts and bruises.

**Prerequisite:** Wilden

**Benefit:** You do not need to eat. You also do not need to sleep and instead enter a state of inactivity for 4 hours to gain the benefits of an extended rest. While in this state, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

In addition, you gain a +2 feat bonus to saving throws against ongoing damage.

### Powerful Lure

You can use your enchanting tune to lead your enemies where you wish as quickly as they can follow.

**Prerequisite:** Level 11, satyr, *lure of enchantment* racial power

**Benefit:** When you use *lure of enchantment*, you can slide the target up to 6 squares, instead of the normal distance, and you can slide it into hindering terrain.

### Skald Training

You follow a tradition similar to that of a skald, but with a stronger focus on the study of arcane magic.

**Prerequisite:** Bard, *majestic word* power

**Benefit:** You swap your *majestic word* for the *skald's aura* power. You and your allies can use minor actions to benefit from the aura only as many times during an encounter as you would be able to use *majestic word*.

### Streak of Light

When you fly quickly toward your foe to attack, you glow brightly and startle even the most stalwart enemy.

**Prerequisite:** Pixie

**Benefit:** When you make a charge attack, you gain combat advantage for that attack.

### Teeny Target

You are so small that your enemies have a hard time picking you out from among your companions.

**Prerequisite:** Pixie

**Benefit:** While you are in an ally's space, you have partial cover against melee attacks and ranged attacks.

### Totem Expertise

As you master the use of totems, the primal spirits guide your attacks.

**Benefit:** You gain a +1 feat bonus to implement attack rolls you make with a totem. This bonus increases to +2 at 11th level and +3 at 21st level.

Also, you ignore partial cover and partial concealment on implement attacks you make with a totem.

### Two-Handed Weapon Expertise

You are a master of wielding two-handed melee weapons, and you can deal devastating amounts of damage when you charge.

**Benefit:** You gain a +1 feat bonus to weapon attack rolls you make with a two-handed melee weapon. In addition, you gain a +1 bonus to the damage rolls of charge attacks you make with a two-handed melee weapon. Both of these bonuses increase to +2 at 11th level and +3 at 21st level.

### Vine Arms

Your body is more flexible and double-jointed than the bodies of most other creatures. When you channel the power of nature, you can stretch your limbs like vines, allowing you to strike a distant foe.

**Prerequisite:** Wilden, Nature's Aspect racial trait

**Benefit:** You gain a +2 feat bonus to Acrobatics checks.

In addition, when you use your Nature's Aspect racial power, your melee reach increases by 1 until the end of your next turn.

### Walk among Men

You have learned to disguise yourself as a member of other races, allowing you to walk among humans, eladrin, and elves as though you were one of them.

**Prerequisite:** Satyr

**Benefit:** During a short rest, you can change your appearance to that of a male human, eladrin, or elf. Your face and build remain recognizably yours, but you otherwise appear to be a member of the chosen race. This illusion lasts until you end it as a minor action or until you die.

### Witchcraft Initiate [Multiclass Wizard]

You have the ability to gaze into the future, searching for signs and portents in the haze of uncertainty that will point the way toward success.

**Prerequisite:** Intelligence 13

**Benefit:** You gain training in the Arcana skill.

You also gain the witch wizard's *augury* power.

In addition, you gain proficiency with the orb, staff, and wand implements.

# Familiars

Each familiar description includes the benefits a familiar provides. For more familiars, see *Arcane Power* and *D&D Insider*.

**Constant Benefits**: A familiar provides you with these benefits as long it has at least 1 hit point, regardless of its current mode.

**Active Benefits:** When your familiar is in active mode, in addition to being able to take the actions available to it in that mode (see the "Your Familiar" sidebar), it provides its active benefits.

**Bat** — **Familiar**

*Bats are common familiars for warlocks and those who prefer subtle magic and stealth.*

**Senses** blindsight 5
**Speed** 2, fly 6 (hover)

Constant Benefit

You gain a +2 bonus to Perception checks and Stealth checks.

Active Benefits

**See the Unseen:** As a minor action, you cause enemies adjacent to your bat familiar to lose the benefits of partial concealment against you until the end of this turn.

**Cat** — **Familiar**

*Cats are willful, independent familiars. Their willingness to act alone makes them excellent spies.*

**Senses** low-light vision
**Speed** 6

Constant Benefits

✦ You gain a +2 bonus to Acrobatics checks.
✦ You can make an Acrobatics check to reduce the damage you take from falling even if you are not trained in that skill.

Active Benefits

**Independent Spirit:** A cat familiar has no range limit on the distance it can exist away from you.
**Silent Predator:** A cat familiar gains a +5 bonus to its Stealth checks.

**Coure Attendant** — **Familiar**

*Sometimes the Court of the Stars honors promising spellcasters with coure familiars, which look like miniature eladrin and have gossamer wings sprouting from their shoulders.*

**Senses** low-light vision
**Speed** 4, fly 6

Constant Benefits

✦ You gain a +2 bonus to Arcana checks.
✦ Once per round, you can retrieve or store an item as a free action instead of a minor action.

Active Benefits

**Feylight Form:** Once per encounter as a minor action, the coure attendant can assume the form of a twinkling ball of light. While in this form, it gains a +2 bonus to all defenses and sheds dim light within 2 squares. Enemies grant combat advantage to you while in this light. The coure attendant is immobilized in this form. You can spend a free action to return it to its normal form.

## YOUR FAMILIAR

Your familiar is a spirit that accompanies you as your friend and ally. It doesn't need to eat or breathe.

**Modes:** A familiar has two modes, active and passive. You can switch your familiar between these modes as a minor action. When your familiar is in active mode, you can gain the active benefit described in its statistics block.

In passive mode, your familiar shares your space, perched on your shoulder or tucked inside your clothing, and it can't be targeted or damaged by any effect. If your familiar is not in your space when you switch it to passive mode, it appears in your space.

In active mode, your familiar takes up the space of a Tiny creature. The familiar is immune to your attacks in this mode, although you can ignore this benefit. An active familiar can take actions—within its capabilities—but you must spend the relevant action for it to act. A familiar doesn't have its own set of actions.

**Attributes:** In addition to the characteristics given in its statistics block, these facts are also true about your familiar.

*Attacks:* It can't attack, and it can't flank.

*Defenses:* It uses your defenses.

*Skills and Checks:* It uses your modifiers for all skill checks and ability checks.

*Hit Points and Dying:* Your familiar has 1 hit point, but a missed attack never damages it. If your familiar drops to 0 hit points, it is destroyed. After your next short or extended rest, it reappears in passive mode in your space. If you die, your familiar dies with you. If you are restored to life, so is your familiar.

*Communication:* You and your familiar can speak to each other, but no one else understands what either of you is saying. The familiar can repeat what it hears in a language you know, but it can't understand other languages.

*Movement and Range:* You can move your familiar as a move action. The familiar has its own speed and movement modes, and it can't move more than 20 squares away from you. If it tries to do so, it appears back in your space in passive mode.

*Objects:* A familiar cannot pick up or manipulate objects, unless noted otherwise.

### Falcon — Familiar

*Warrior spellcasters—those who love to wade into the fray—see the falcon as the ideal familiar.*

**Speed** 2, fly 6 (hover)

**Constant Benefits**

- ✦ You gain a +2 bonus to Perception checks.
- ✦ You gain a +2 bonus to all defenses against opportunity attacks.

**Active Benefits**

**Hunting Falcon:** Once per encounter, you can determine range for your ranged arcane attacks from your falcon until the end of your current turn.

**Soaring Spirit:** A falcon familiar has a range limit of 40 squares from you.

### Fiddling Grig — Familiar

*This tiny sprite has the upper body of a humanoid, but the wings, antennae, and legs of a cricket. It wears a gaily colored vest and plays a miniature fiddle.*

**Senses** low-light vision
**Speed** 4, fly 6

**Constant Benefit**

You can master and perform bard rituals as if you had the Ritual Caster feat. The grig can act as a focus for any bard ritual that requires a musical instrument worth less than 100 gp.

**Active Benefit**

**Irresistible Dance:** Once per round, when you hit an enemy with an arcane attack power and the enemy is adjacent to the fiddling grig, that enemy cannot make opportunity attacks until the end of your next turn.

### Owl — Familiar

*A common symbol of wisdom and knowledge, owl familiars are known for their good counsel and insight.*

**Senses** low-light vision
**Speed** 2, fly 6 (hover)

**Constant Benefit**

Whenever you make an Insight check or a Perception check, add 1d4 to the result.

**Active Benefit**

**Owl's Eyes:** As a standard action, you can see through your familiar's eyes until the end of your next turn. You do not gain the ability to use powers or attack through the familiar, and you determine if a target has cover and concealment from you as normal, but you might spot an enemy coming around a corner or notice a foe hiding behind a wall.

### Rat — Familiar

*The rat is a scavenger capable of infiltrating even the most tightly guarded places.*

**Speed** 6

**Constant Benefit**

You gain a +2 bonus to Stealth checks.

**Active Benefit**

**Rat's Cunning:** A rat familiar can carry an object that weighs up to 2 pounds, and it can manipulate objects to make Thievery checks. It gains a +2 bonus to such checks. A rat gains a +5 bonus to its Stealth checks.

### Raven — Familiar

*Ravens are known for their keen senses and skill in uncovering hidden knowledge.*

**Senses** low-light vision
**Speed** 2, fly 6 (hover)

**Constant Benefit**

You gain a +4 bonus to Perception checks made to find hidden objects.

**Active Benefit**

**Raven's Speech:** A raven can speak any language you know, and it can converse with other creatures. When it speaks, you hear everything it says and hear everything spoken to it. You can dictate its answers if you so choose.

### Serpent — Familiar

*The serpent is a deceptive creature, and it offers its master the same mastery of guile and cunning.*

**Speed** 6

**Constant Benefits**

- ✦ You gain a +2 bonus to Bluff checks.
- ✦ When you shift, you can ignore the difficult terrain in a single square of that movement.

**Active Benefit**

**Serpent's Startle:** Once per encounter as a minor action, all creatures adjacent to your serpent familiar can't make opportunity attacks until the end of your next turn.

### Spider — Familiar

*Spiders are guardians of hidden knowledge that weave webs capable of grabbing and moving small objects.*

**Speed** 4, climb 4

**Constant Benefits**

- ✦ You gain a +2 bonus to Athletics checks to climb.
- ✦ Enemies take a -1 penalty to saving throws against your arcane powers that immobilize or slow them.

**Active Benefit**

**Spider's Web:** As a minor action, a spider can slide an object within 5 squares of it up to 2 squares. The object must be unattended, and it can weigh no more than 5 pounds.

### Sprite — Familiar

*Sprites are almost as common in the Feywild as birds are in the natural world. You have befriended a minor sprite, who helps you with its innate sense of magic and its glowing wings.*

**Senses** low-light vision
**Speed** 4, fly 6

**Constant Benefits**

- ✦ You gain a +2 bonus to Arcana checks.
- ✦ You can make an Arcana check as a minor action, rather than a standard action, to sense the presence of magic.

**Active Benefit**

**Light:** As a minor action, you command the sprite to shed bright light in a 4-square radius. As a free action, you can command the sprite to douse the light.

# Feywild Gear

In the Feywild, magic is so common that extraordinary items imbued with a small amount of magic can seem ordinary to that realm's inhabitants. The following items can be purchased in the Feywild as easily as mundane items can be acquired in the world. Although they contain Feywild magic, these items aren't powerful enough to be wondrous items, and they are usually made by crafters who do not have the ability to enchant magic items. The items' magic is instead imparted through their crafting techniques or through the nature of their source material.

**FEYWILD ADVENTURING GEAR**

| Item | Price | Weight |
|---|---|---|
| Cockatrice venom | 100 gp | 1/10 lb. |
| Cold iron shackles | 30 gp | 10 lb. |
| Cold iron shavings, 1 bag | 50 gp | 1 lb. |
| Doppelganger mask | 250 gp | 1 lb. |
| Faerie puppet | 2 gp | 1/2 lb. |
| False path stones, 1 bag | 200 gp | 2 lb. |
| Feywine raisin | 15 gp | — |
| Flower of the dawn | 25 gp | — |
| Flowers of the Summer Queen's gown | 65 gp | — |
| Frozen tears (1) | 25 gp | 1/2 lb. |
| Gray rain cloak | 20 gp | 3 lb. |
| Hair of fairy hues | 5 gp | — |
| Night's mantle | 1,000 gp | 4 lb. |
| Pixie music box | 50 gp | — |
| Rain stick | 150 gp | 1 lb. |
| Screaming scarecrow | 50 gp | 15 lb. |
| Senaliesse chrysanthemum | 10 gp | — |
| Snake oil | 500 gp | 1/10 lb. |
| Spiderweb dream net | 30 gp | — |
| Star-indigo seeds, 1 pouch | 5 gp | 1/10 lb. |
| Sweetheart's confection | 10 gp | — |
| Wolfsbane, 1 bundle | 5 gp | 1/10 lb. |

## Cockatrice Venom

Organic materials coated in cockatrice venom slowly turn to stone over the course of 4 hours. One dose is enough to turn a single, handheld object to stone.

Creatures in contact with the venom do not fully turn to stone, but the venom does petrify the surface area of a creature's body that comes into contact with it, giving that area a stone-like appearance for a few minutes. Potters, sculptors, and other artisans who need to quickly set their work into a permanent state often use the venom.

## Cold Iron Shackles

Cold iron is anathema to fey, and such a creature imprisoned within these shackles cannot teleport. Otherwise, these shackles function like any other.

## Cold Iron Shavings

Fey creatures cannot abide contact with cold iron, and they will not touch any item placed in a bag filled with cold iron shavings. Used as part of the Magic Circle ritual, cold iron shavings can prevent fey creatures from crossing the perimeter of the circle. Each bag contains enough cold iron shavings for the creation of a single circle, and if used as a part of that ritual, lessens the penalty to the Arcana check from –10 to –5 to determine the level of creatures that cannot pass through the circle.

## Doppelganger Mask

Gnome artists excel at crafting duplicates of creatures' faces and making them into masks. Not actually magical in construction, a doppelganger mask is so well crafted that it makes its wearer resemble one particular creature, usually as designated by the artist's patron. One of these masks attaches tightly to the face of any creature that dons it, allowing the wearer to perfectly adopt the features of the creature that the mask depicts. A creature wearing a doppelganger mask gains a +5 bonus to Bluff checks to disguise itself as the kind of creature the mask depicts, as long as the wearer's body generally resembles that of such a creature.

A doppelganger mask tears apart when removed from the face, so each can be used only once. Spies and members of the Unseelie underworld often use them, and some masks make their way to criminal organizations in the natural world.

## Faerie Puppet

This small fey animate, usually made of wood or cloth, is designed to entertain eladrin children. As with an ordinary puppet, its controller begins moving it by manipulating it with strings. Thereafter, a minor enchantment allows the puppet to continue to move on its own after the puppeteer releases the strings. If the puppet encounters blocking terrain, it randomly turns left or right and continues in the new direction. It does not stop until a creature within 5 squares of it commands it to do so in Elven.

## False Path Stones

Devious creatures that want to bait unwitting mortals into entering the Feywild for the first time use these tiny, charmed stones to cruel effect. When a creature takes a few stones from the bag and places them on the ground, a small gravel path springs up that looks like a well-traveled route leading in whatever direction the creature chooses. Once a route has been started, the stones in a bag can be used only for that route, and the rest of them must be laid continually. The path can be up to 5 miles long, provided the

creature blazing the trail walks the entire distance, dropping the rest of the stones from time to time along the way. The path lasts for a day before it disappears; the area it described returns to the state it was in before the stones were used, and the stones become like any other ordinary rocks scattered in the wilderness.

Scouts in the wild use false path stones to create simple roads that make travel easier for those following behind them.

## Feywine Raisin

Grapes grown in the Feywild are so lush that even when they are dried and made into raisins, the raisins retain most of the grapes' essence and potential. When a feywine raisin is stirred into a goblet of water, the raisin dissolves and the mixture instantly ferments, creating wine.

## Flower of the Dawn

Found only near the Maze of Fathaghn, this rare flower emits a fragrance that instantly awakens a sleeping creature, even one in an enchanted slumber, as long as the enchantment was meant to last no longer than a day. The flower must be placed near the sleeper's nose and pinched (a minor action) to release the fragrance. This act destroys the blossom and awakens the sleeper.

## Flowers of the Summer Queen's Gown

As Queen Tiandra treads through Senaliesse, summer flowers bloom wherever the long train of her gossamer gown sweeps the ground. A flower brought to life in this manner blooms eternal in the Feywild, and its beauty never fades. Wherever the seeds of these flowers are scattered, even the hardest barren ground or frozen tundra blooms anew with flowers for one day.

## Frozen Tears

Many icicles hang from the Prince of Frost's Fortress of Frozen Tears. These icicles, known themselves as frozen tears, are said to be sorrow made manifest. Even when they carried away from the prince's demesne in the Vale of the Long Night, frozen tears do not melt, instead chilling any object or creature in contact with them. Although they aren't cold enough to cause damage, frozen tears are fervently sought by Feywild merchants, who use them to keep perishable goods chilled during transport—a handy trick for bringing specialized food and drink to the courts to satisfy the refined appetites of the archfey.

## Gray Rain Cloak

A garment of this sort, made from the substance of a rainy Feywild afternoon, is created through the performance of a minor ritual. The garment looks and feels like a normal wool cloak, except that it keeps its wearer completely dry in the rain. When the cloak is spread out on the ground, it becomes a puddle of pure rainwater. You can turn the pool back into a cloak again by grabbing the water (a minor action), or water can be taken from the pool using a cup or a similar vessel. Doing so gradually uses up the cloak's material, making it shorter every time it reverts to a garment, until nothing is left of it after 2 gallons of its water are consumed.

## Hair of Fairy Hues

Courting eladrin sometimes apply a mixture of pixie dust and larkspur to their fine, silky hair, changing it to a new, vibrant hue. Spies from the Court of Stars or the Unseelie underworld often use such a concoction as part of a quick disguise, and the elders of eladrin royal houses use it to complement their rich fashions and contribute to their striking appearances. Some wild fey add a shapechanger's eyelash to the mixture, causing their hair to change color every seventh heartbeat.

A single dose of one of these mixtures, collectively called the hair of fairy hues, can instantly alter the hair color of any individual. The new color lasts until the hair is washed in a still pond beneath the light of the moon, or until the hair grows out.

## Night's Mantle

This gauzy black cloth, woven by the gloaming fey, is spangled with star designs. When its wearer waves it in the air (a minor action) on a cloudy night, the clouds above in a half-mile radius drift away to expose the night sky for one hour.

## Pixie Music Box

This "box" appears to be an acorn shell. When the shell is opened, a childlike chorus of pixie voices sounds from within it for the next six hours, drifting gently on the wind. At the end of that time, the pixie music stops, leaving only a plain, hollow acorn. While the music is sounding, natural beasts won't approach or attack anyone in the sound's area (a 20-square radius), heeding the pixies' beautiful song and staying away out of respect for those magical creatures.

## Rain Stick

Rain sticks are crafted from tree branches by dryads, hags, and other fey in the wilderness. When a creature breaks a rain stick, the act creates a sudden downpour of rain in a half-mile radius that lasts up to

one hour. If a stick is broken indoors or underground, the downpour occurs outside, centered above the location where the stick was broken.

## Screaming Scarecrow

Although hags originally created scarecrows, gnomes stole the idea and adapted it to their purposes. When a creature within 4 squares of a screaming scarecrow triggers a condition that was set when the scarecrow is placed (such as "a creature passes through the area without saying a password," or "a human enters the area"), the scarecrow begins to scream. When this happens, any other screaming scarecrow within 50 feet of it also begins to scream.

If a creature attempts to use Stealth to bypass a screaming scarecrow, the scarecrow uses the passive Perception of the creature that placed it, with a +10 bonus. Many fey use screaming scarecrows as an efficient alarm system.

## Senaliesse Chrysanthemum

Denizens of the enchanted forest beneath the Summer Queen's demesne of Senaliesse sometimes befriend petitioners that are on a journey to the Court of Stars. The fey reward the visitors with chrysanthemums, marking the travelers as friends of the fey. The gift also offers a degree of protection; mischievous fey such as gnomes, nymphs, and pixies refrain from tricking or tempting those who bear such a flower, which remains a beautiful bloom until the bearer leaves the Feywild.

## Snake Oil

Harvested from the water snakes native to the coral reefs near Astrazalian, snake oil applied to aching joints and wrinkled flesh can rejuvenate an aging body. After a treatment of snake oil, the treated skin peels away from the body, leaving behind soft, smooth flesh. Full-body treatments of snake oil have been known to reverse the cosmetic effects of the aging process, removing an entire year of wear from the body with each treatment. The cost of doing so is a reasonable option only for the wealthy. Even though the treatment removes the physical effects of aging on the skin, as well as some of the associated aches and pains, all other bodily processes continue to age normally. Death cannot be put off by using snake oil, a fact seldom conveyed by those who sell it.

## Spiderweb Dream Net

Made from strands of fey spider silk, a spiderweb dream net is used to capture dreams for varied uses. While a creature sleeps, the net is placed over it, and the creature's dreams are absorbed into the net's filaments. When the creature awakens, the net can be boiled in a cauldron or other large vessel. The trapped dreams evaporate into steam that rises in wispy shapes, playing out the events of the dream for any to view.

Instead of boiling a net that has captured one creature's dreams in this manner, the user of the net can cut it into small sections and consume a portion to experience the captured dreams directly, allowing the viewer to experience the same set of dreams over time. A dream experienced in this way is more intense and offers deeper insights about the dreamer. A dream that arises from a portion of a net being consumed cannot be captured by another dream net.

## Star-Indigo Seeds

The star-indigo plant grows only in the wild fields of the Feywild. By day, the plant's flowers resemble those of any other vegetation. In the twilight just after sunset, its flowers glow slightly. At midnight, gazing down on a field of star-indigo plants is like looking at the night sky in reverse, as its flowers shine as brightly as the stars. Feywild creatures often arrange star-indigo seeds in symbols and messages that can be seen only in the dark of night. Dyes made from star-indigo plants pass their nocturnal glowing quality to clothing and ink, and an object colored with these dyes emits light equivalent to that of a candle.

## Sweetheart's Confection

Gnomes employed by the eladrin archfey known as the Prince of Hearts make this heart-shaped confection. It is split into two halves and shared between lovers right before they part company for a time. Until they next meet, the lovers share an emotional bond, each vaguely sensing the other's emotions. Each can sense when the other is in peril, though the link doesn't reveal precise details of the situation.

## Wolfsbane

A flowering plant found both in the natural world and the Feywild, wolfsbane is a key ingredient in a number of potions and alchemical formulas associated with warding off or harming lycanthropes. Wolfsbane is dangerous to handle, because it is poisonous to humanoids in sufficient quantities. A bundle of wolfsbane is usually enough to keep at bay a lycanthrope that lacks serious resolve; lycanthropes find its smell sickening, and though it cannot truly harm them, most go out of their way to avoid it.

As a poison, wolfsbane has the same effect as ground thassil root (*Dungeon Master's Guide*, page 51). Lycanthropes experience a feeling of discomfort when within 30 feet of a bundle of wolfsbane, and any lycanthrope with a Fortitude of 17 or lower cannot willingly enter a square adjacent to a bundle of wolfsbane.

# Magic Items

The following magic items were originally created in the Feywild and are often in the possession of those from the fey realm.

## Totems

A totem is a short length of wood or bone carved to resemble a patron animal or a nature spirit. One end is typically adorned with feathers, teeth, small bones, scraps of hide, leaves, or other symbols of primal power.

The following magic totems make good choices for druids and other wielders of primal magic seeking to enhance their command of nature.

### Magic Totem

The simplest enchantments placed on totems make the evocations cast through them more potent and more likely to penetrate an enemy's defenses.

**Magic Totem** Level 1+ Common

*This item is a simple totem that channels primal energy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 1 | +1 | 360 gp | Lvl 16 | +4 | 45,000 gp |
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |

**Implement:** Totem
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

### Reclaimer's Totem

This totem is usually made of petrified wood taken from an area where the abundance of nature has given way to desolation and death. A *reclaimer's totem* remains linked to the land it was taken from, and some believe that when primal energy is channeled through it, the totem diverts a small amount of that power to restoring life to that land. Supporting this theory is the fact that over time, a *reclaimer's totem* slowly becomes supple and regains life, to the point that the most powerful of these items have become sprigs of flowering wood.

**Reclaimer's Totem** Level 3+ Common

*When you channel primal energy through this totem and use it to aid a dying comrade, the spirits provide some of their own essence to the effort.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement:** Totem
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Property**

When you use a primal healing power to restore hit points to a creature that has 0 hit points or fewer, that creature regains an additional 1d6 hit points per plus of this item.

### Shepherd's Totem

Nearly the size of a staff, this totem is constructed from a single straight piece of wood. Druids and shamans dedicated to protecting verdant landscapes and shepherding the land toward continued bounty usually carry these implements as a symbol of their duty.

**Shepherd's Totem** Level 3+ Common

*This totem emits an atmosphere of gentle command, lending the weight of nature's authority to your attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement:** Totem
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Property**

When you pull, push, or slide an enemy with an attack using this totem, you can increase the distance of the forced movement by 1 square.

### Wrath of Nature Totem

Usually made from a fragment of a tree that survived a storm that felled all the other trees around it, this totem is imbued with the raw power of nature's wrath, which its wielder can transfer to any evocations he or she casts. The totem responds quickly to the anger (righteous or otherwise) of its wielder, and some believe that it can actually goad the wielder into more aggressive action, especially against those who would defile the natural world.

**Wrath of Nature Totem** Level 2+ Common

*This totem quivers with the pent-up forces of nature, waiting to be released when your wrath is unleashed.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement:** Totem
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d12 damage per plus

WAYNE ENGLAND

# Wondrous Items

Wondrous items bring a particular delight to creatures of the Feywild, who appreciate the whimsical nature of many such creations. The following wondrous items are often found in the Feywild.

## Bottled Twilight

When dusk falls, Feywild hags collect its murky essence and seal it in glass bottle topped with a cork. When the cork is later removed, the essence escapes, and bright light turns dim as nearby torches, candles, and other light sources sputter and become faint. After a short time, the twilight dissipates and the ambient light returns to its former brightness.

**Bottled Twilight** Level 1 Common

*This black glass bottle holds the power of dusk to make light fade.*

**Wondrous Item** 360 gp

**Utility Power ✦ Daily** (Minor Action)

*Effect:* You remove the cork from the bottle, and all light within 10 squares of the bottle becomes dim light until the end of the encounter.

## Faerie Field Catalog

One of these guides, compiled by mortal scholars from the natural world, contains a wealth of information about creatures of the Feywild.

**Faerie Field Catalog** Level 5 Common

*From boggles to brownies, nixies to nymphs, this volume keenly details the fey, giving you access to obscure knowledge.*

**Wondrous Item** 1,000 gp

**Property**

If you have training in Arcana, you gain a +2 item bonus to monster knowledge checks regarding fey creatures. If you do not have training in Arcana, you can make monster knowledge checks regarding fey creatures as if you had training (with the +5 bonus).

## Hill Tamer Crook

Sometimes in the Feywild, small hills wander the land, making travel difficult. An eladrin shepherd created this wooden crook to keep unruly hills in line.

**Hill Tamer Crook** Level 23 Uncommon

*The path over the hill is much easier to negotiate when the hill obliges.*

**Wondrous Item** 425,000 gp

**Utility Power ✦ Daily** (Standard Action)

*Effect:* You touch the crook against a hill, and the hill bows down submissively, losing its slopes and becoming flat land until you pass by. This effect causes no damage to the landscape or anything built on it, since the land changes to keep structures intact. The land remains passable in this way for 1 hour after you pass over it, then reverts to its normal shape.

## Messenger Doll

These life-size, featureless dolls are used by eladrin wizards to speak for them when they are absent. When a doll is activated, it takes on its owner's general features, but still moves like an animated construct.

**Messenger Doll** Level 11 Uncommon

*With features resembling your own, this wood and cloth doll acts in your stead when you are not present.*

**Wondrous Item** 9,000 gp

**Utility Power ✦ Daily** (Minor Action)

*Effect:* The doll animates for 1 hour, adopting your voice and a vague resemblance to your features. It has a speed of 6, and it can move to a location you specify. You can mentally direct the doll to another location as a minor action. The doll is destroyed if it is attacked. You can hear through the doll and speak through it. If the doll moves more than a mile away from you, you can no longer hear through it or control its actions, and the doll stops moving and stands rigid.

## Shinaelestra Chalice of Fellowship

Made by the eladrin, these silver feywine chalices come from the fading city of Shinaelestra, where by night a fellowship of eladrin rangers hunts. These rangers travel to the natural world to battle trolls and other horrors before returning home to celebrate their victories in their grand halls, bolstering the vitality and courage of all in their presence.

**Shinaelestra Chalice of Fellowship** Level 9 Common

*You make a toast with this chalice to honor heroism and friendship, bolstering those who share the toast.*

**Wondrous Item** 4,200 gp

**Utility Power ✦ Daily** (Standard Action)

*Effect:* You raise the chalice in a toast, and each ally within 10 squares of you can speak fair words of his or her companions' deeds. Those who do so and then take an extended rest (without having an intervening encounter) gain 5 temporary hit points at the end of the extended rest. For each additional chalice present during the toast, the temporary hit points granted increase by 2, to a maximum of 15.

## Starglass Eye

Eladrin master crafters invented starglass, which exists between the worlds, revealing a view of the natural world or of the Shadowfell from its location in the Feywild. Extremely expensive and difficult to manufacture, starglass is primarily used for windows in certain Astrazalian estates, and less frequently in viewing towers within eladrin cities that cross over to the natural world, such as Shinaelestra. Starglass windows let the eladrin survey the environment into which their city will make worldfall,

allowing them to ready their defenses against waiting threats.

Starglass allows one-way viewing from the Feywild, and creatures in the worlds being viewed through it cannot see or affect the glass or those looking through it. In the Feywild, adventurers sometimes carry small pieces of the glass, called *starglass eyes*, as a way to view a small portion of the natural world or the Shadowfell that parallels their Feywild location.

**Starglass Eye** Level 9 Uncommon

*This plain glass marble becomes a lens from the Feywild to the world and its shadowy echo.*

**Wondrous Item** 4,200 gp

**Property**

While in the Feywild, you can peer into the *starglass eye* to see the corresponding location in the natural world or in the Shadowfell. Your sight has a range of 10 squares from the eye's square and is limited by light and other conditions, as normal.

## Tuathan Road Whistle

Mysterious guides grant *tuathan road whistles* to travelers who fear losing their way or who are already lost. Blowing on the wooden whistle produces a shrill note and creates a tiny dirt path from the traveler's feet toward the desired destination. The path doesn't harm any of the surrounding terrain, and it disappears when the traveler rests.

**Tuathan Road Whistle** Level 10 Uncommon

*With a short blow on this whistle, you create a path that helps you quickly reach your desired location.*

**Wondrous Item** 5,000 gp

**Utility Power ✦ Daily** (Standard Action)

*Effect:* You sound the whistle with a specific destination in mind on the same landmass, and a path appears that leads toward that destination. Until the start of your next extended rest, you and your allies are not slowed by difficult terrain outside combat while traveling overland toward that destination.

# Consumables

Consumable items in the Feywild are often crafted to suit the inhabitants of that realm for very narrow purposes. In a land of magic, having such items comes in handy.

## Hag's Doorknob

Many a gnome has been known to steal the doorknob from a hag's dwelling as a prank. After tampering a bit with the knob's enchantments, the prankster then quickly sells it, not wanting to be caught by the dwelling's owner.

When one of these doorknobs is placed against a wall no more than 10 feet thick, it attaches to the wall and creates a temporary door leading to the area on the other side of the wall, allowing easy passage back and forth through it.

JIM NELSON

**Hag's Doorknob** Level 12 Uncommon

*When you touch this tarnished doorknob to a wall, a door to the other side of the wall instantly forms.*

**Consumable** 500 gp

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You place the doorknob on a wall adjacent to you and create a 5-foot-diameter passageway. The opening can be up to 2 squares long, and it leads to the area directly on the other side of the wall. Until the end of the encounter, creatures can use the passageway to move through the wall. The doorknob does not work on a horizontal surface. If a creature is in the passageway when it vanishes, the creature is shunted to the nearest unoccupied space. The passageway does not compromise the wall's structural integrity.

## Horse's Breath

An essential component in creating wheels that ride on the air, a draught of *horse's breath* is also useful for allowing a mount or a creature pulling a vehicle to move like the wind for a moment.

**Horse's Breath** Level 6 Common

*Inside this canvas bag is the hot breath of a champion stallion that will give a mount or a vehicle a quick burst of speed.*

**Consumable** 75 gp

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* A mount or a vehicle you are riding gains an extra move action this turn.

## Ray of Feywild Sunshine

Capturing a *ray of Feywild sunshine* is an extremely tough task, which requires baiting a playful sunbeam into a well-lit room with plenty of stirring dust motes to be illuminated and glass surfaces to reflect off, while the day passes by and evening descends. Once a sunbeam is isolated in this way and unable to escape from the night that surrounds it, it can be captured in a box designed for the task.

A *ray of Feywild sunshine* can restore vegetation in a wide area around it after it is released. Druids often use these items to renew areas of land tainted by creatures from the Shadowfell or the Far Realm.

**Ray of Feywild Sunshine** Level 17 Common

*These rays restore dead or withered foliage, renewing desolate lands with sudden summer growth and causing fruit to grow and ripen in the dead of winter.*

**Consumable** 2,600 gp

**Utility Power** (Zone) ✦ **Consumable** (Minor Action)

*Effect:* You release the ray from its vessel, and it creates a zone of bright light in a close burst 20. The light functions as sunlight, and the zone lasts until the end of the encounter. In addition, plants in the zone are restored to peak life.

## Unseelie Candle

The lights of the Feywild penetrate the night, but sometimes they don't show all of what hides in the darkness. This candle sheds light that reveals what other light sources fail to illuminate.

**Unseelie Candle** Level 7 Common

*This flickering candle reveals those who might wish to remain unseen.*

**Consumable** 100 gp

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* The candle sheds dim light in a 6-square radius for an hour or until it is blown out as a minor action. While the candle remains lit, it reveals invisible creatures and objects within 1 square of it.

WAYNE ENGLAND

# Fey Magic Gifts

The Feywild's inhabitants, particularly those of a civilization that stretches back for millennia (such as the eladrin), are masters of a unique form of magic known as fey magic. Many practitioners of the craft consider it less powerful than other forms of magic, seeing it as more utilitarian in nature. Even so, those who understand fey magic keep its lore and knowledge hidden from those in the world. They sometimes reward mortals who have traveled to the Feywild and performed services for them with this knowledge, which they consider a gift.

A fey magic gift is like a magic item in many ways. However, it occupies no magic item slot, and an individual can have and use as many fey magic gifts as he or she can acquire. Most fey magic gifts can be obtained only in the Feywild, where they often change hands as a part of a bargain between an adventurer and a powerful fey creature.

Fey magic gifts cannot be sold the way that magic items can be, for they are bestowed powers, not items. Some fey creatures might be able to remove a fey magic gift as part of a trade for some other favor.

### FOR THE DM: ALTERNATIVE REWARDS

Fey magic gifts fall into a category with divine boons, legendary boons, and grandmaster training, and share the same rules characteristics, as described in *Dungeon Master's Guide 2*.

You can use alternative rewards alongside traditional magic items. You might consider replacing one magic item per level with an alternative reward.

An alternative reward lasts for five levels of play and then fades. This rule applies because characters normally sell or replace items as they gain levels. Alternative rewards occupy the same space in the game, so a similar process applies to them. You can use different durations, either longer or shorter, for alternative rewards, to fit your campaign.

## Calm the Storm

With this gift, you can tame a tumultuous storm. An unprincipled person who has this gift might be able to convince gullible peasants of his or her godhood.

**Calm the Storm** Level 9 Uncommon

*Your lilting words take to the wind, calming the wrath of nature for a short while.*

**Alternative Reward:** Fey Magic Gift 4,200 gp

**Utility Power** (Zone) ✦ **Daily** (Standard Action)

*Effect*: You create a zone in a close burst 20 that lasts for 6 hours. The severity of weather in the zone is drastically reduced. A blizzard becomes a gentle snowfall, torrential rain becomes a light mist, and a howling gale is reduced to a gentle breeze. Creatures in the zone gain a +5 power bonus to Endurance checks caused by weather, and weather cannot heavily obscure the zone; it can only lightly obscure it.

## Charm Token

This gift allows you to place a minor enchantment on a small object, connecting it to your consciousness and allowing you to sense its location. One of these tokens is often used for tracking someone you give the item to, for finding your way back to an item that is lost, or as a means of retracing your path to a placed item.

**Charm Token** Level 7 Uncommon

*You weave a simple charm on a small token, allowing you to sense the direction in which it can be found.*

**Alternative Reward:** Fey Magic Gift 2,600 gp

**Utility Power ✦ Daily** (Minor Action)

*Effect*: Choose an object you are holding. Until you use this power again or until the object is destroyed, you can sense the direction in which the object is located, as long as it remains on the same plane as you.

## Eyes of the Owl

Using this gift, you can bind your eyesight to that of nearby birds, giving you an appropriate view of your surroundings.

**Eyes of the Owl** Level 15 Uncommon

*You close your eyes, but instead of darkness, you see the landscape from the viewpoint of nearby birds.*

**Alternative Reward:** Fey Magic Gift 25,000 gp

**Utility Power ✦ Daily** (Minor Action)

*Effect*: For the next 10 minutes, you can sense the presence of birds within half a mile of you. You can choose one of the birds and see through its eyes rather than your own. You can switch back to your normal sight or to another bird's sight as a minor action. You can't use powers or your special senses, if any, through a bird.

*Invoking the debt of Rowena's fey pact, the Prince of Frost orders Rowena to slay Keldar*

## Feast of Recuperation

Many tales tell of people from the world accidentally wandering into the lands of the fey, to find bountiful feasts laid out before them that they are forbidden to touch. You have learned the secret of producing such a banquet out of even the most bitter trail rations, and you can create a feast that bolsters the bodies and spirits of all who consume it.

**Feast of Recuperation** Level 11 Uncommon

*You transform the most meager of provisions into a feast fit for a lord.*

**Alternative Reward:** Fey Magic Gift 9,000 gp

**Utility Power ✦ Daily** (Standard Action)

*Requirement:* You must use this power at the start of an extended rest.

*Effect:* You transform one day's worth of rations into a bountiful feast, enough to feed ten creatures. The feast lasts for 1 hour. Each creature that partakes in the feast and then starts an extended rest can cut the length of its rest in half.

## Gather Flames

One of the most exceptional fey magic gifts is the ability to pick up, carry, and set down small flames as though they were physical objects. This gift is often sought out by entertainers, who use the trick as part of their routines, as well as survival experts, who value the ability to quickly create many fires from a single source.

**Gather Flames** Level 3 Uncommon

*You reach out and pluck a flame from its fuel source, then effortlessly carry it to a new location.*

**Alternative Reward:** Fey Magic Gift 680 gp

**Utility Power ✦ Encounter** (Minor Action)

*Effect*: You pick up an adjacent fire, carrying it with a free hand without being burned. The fire requires no fuel while you carry it, and it can be as large as a torch flame. You can place the fire on a surface or an unattended object as a minor action. You cannot place it on a creature. Once out of your hand, the fire requires fuel as normal. If you are still carrying the fire at the end of the encounter, the fire goes out.

TYLER JACOBSON

## Know the Path

This gift is useful for a traveler in the Feywild, or any place where fey creatures hold sway. It allows the recipient to know the direction to a familiar place, no matter what impediment lies in the way. This gift taps into the power of nature to reveal the destination, and labyrinthine passages, tangled underbrush, or even illusions cannot foil it.

**Know the Path** Level 5 Uncommon

*You can sense the way that you must go as clearly as if a tended path lay before you.*

**Alternative Reward:** Fey Magic Gift 1,000 gp

**Utility Power ✦ Daily** (Minor Action)

*Effect*: You utter the name of a specific location you have seen before that is on the same plane as you. Until you take an extended rest, you can sense the general direction to that location and the distance to it.

## Mount Growth

Good for traveling quickly in a pinch, this gift transforms a tiny creature, typically a squirrel or a rabbit, into a creature of the same sort that is large enough to be ridden as a mount.

**Mount Growth** Level 4 Uncommon

*You imbue a tiny creature with the power of nature, and it grows to such a size that you can ride it.*

**Alternative Reward:** Fey Magic Gift 840 gp

**Utility Power** (Polymorph) **✦ Daily** (Standard Action)

*Effect*: Choose a nonhostile Tiny natural beast within 5 squares of you that is on a surface that can support a Large creature. Until your next extended rest, the target becomes Large, gains the mount keyword, and acts as a willing mount for you. The creature has the same statistics as a horse (*Monster Vault*).

## Ride the Winds

When you use this gift, you place minor enchantments on the hooves or feet of a group of mounts. When the mounts move at full speed, their feet rise slightly off the ground, enabling them to move twice as fast as they normally would, as long as they maintain their pace.

**Ride the Winds** Level 1 Uncommon

*You whisper quiet words to a group of mounts, giving them the ability to run like the wind.*

**Alternative Reward:** Fey Magic Gift 360 gp

**Utility Power ✦ Daily** (Minor Action)

*Effect*: Choose up to eight creatures within 10 squares of you that have the mount keyword. For the next 8 hours, each of those creatures gains a +2 power bonus to speed outside combat.

## Scent of Gold

A favorite trick mastered by gnomes during their days of enslavement, this gift allows you to actually sniff out gold and other treasures. Thieves from the natural world often seek out fey creatures that can bestow this gift, which allows them to quickly lo cate valuables at the sites they are robbing.

**Scent of Gold** Level 3 Uncommon

*You've got a nose for gold, allowing you to ferret out hidden valuables.*

**Alternative Reward:** Fey Magic Gift 680 gp

**Utility Power ✦ Daily** (Minor Action)

*Effect*: For the next 10 minutes, you can smell the presence of gold, silver, and valuable gems within 5 squares of you, allowing you to make Perception checks to locate such valuables, even when they are hidden from view.

## Speak with Animals

You have learned to speak the tongue of the animals, and you can call upon squirrels, owls, rabbits, deer, and similar creatures to act as informants.

**Speak with Animals** Level 4 Uncommon

*You speak to a creature using the language of animals, learning information from an unlikely source.*

**Alternative Reward:** Fey Magic Gift 840 gp

**Utility Power ✦ Daily** (Minor Action)

*Effect*: For the next 10 minutes, you can understand the barks, chirps, roars, and other animal sounds of natural beasts, and they can understand your speech. This power does not make the beasts friendly or hostile toward you.

WAYNE ENGLAND

## Speak with Sentinels

Most people consider inanimate statues and scarecrows barely worth paying attention to—an assumption that fey creatures use to their advantage. This gift allows you to speak with these objects as if they were alive, gleaning valuable information about what they have witnessed in recent hours.

**Speak with Sentinels** Level 5 Uncommon

*You listen to what the shapes of stone and straw have to say, learning what recently transpired nearby.*

**Alternative Reward:** Fey Magic Gift 1,000 gp

**Utility Power ✦ Daily** (Minor Action)

*Effect*: For the next 10 minutes, you can speak with statues, scarecrows, and other objects that look like creatures. They animate only enough to speak, and they display moderate intelligence. You can question them and learn what has transpired within the last 24 hours in their immediate surroundings. Their knowledge includes only things that would be obvious to normal senses. For instance, they would know that a horseman passed by an hour ago, but they would not know that an invisible creature sneaked past.

## Voice of the Archfey

The commanding voices of the archfey are heeded throughout the realms of the Feywild. The technique that the powerful fey use to project their voices is a simple method of bending the wind to carry one's words in the same way it carries the sound of thunder, and you are now able to do the same thing.

**Voice of the Archfey** Level 9 Uncommon

*Your voice becomes as thunder, resounding with the authority of the archfey.*

**Alternative Reward:** Fey Magic Gift 4,200 gp

**Utility Power ✦ Encounter** (Minor Action)

*Effect*: Until the end of your next turn, you gain a +2 power bonus to Intimidate checks, and you can make your voice boom, allowing you to be heard over any other noises within 100 squares of you.

## Whispers in the Willows

You know that the trees of the forest are linked in a single, harmonious union, and you now understand how to take advantage of that connection to send messages to faraway friends.

**Whispers in the Willows** Level 5 Uncommon

*Your words are absorbed into the bark of a nearby tree, then quickly travel by root and earth to a friend.*

**Alternative Reward:** Fey Magic Gift 1,000 gp

**Utility Power ✦ Encounter** (Standard Action)

*Effect*: You utter a phrase of no more than twenty words to a tree adjacent to you. Then choose another tree you have seen on the same plane. When any creature of your choice moves adjacent to the chosen tree within the next 24 hours, the tree repeats your message to that creature.

### BARD'S TALE: THE NIGHTMARE FAIRIES

Once upon a time there was a woodsman who lived in a cottage on the edge of the Howling Forest. For years, the woodsman had lived in peaceful solitude, but he had been plagued from time to time by a painful earache upon wakening. Every time this happened, the woodsman recalled that his sleep that night had been savaged by terrible nightmares. Believing himself to be the victim of some wicked fey creature, the woodsman taught himself how to appear to be asleep, though he was actually awake. Sure enough, his cottage was visited soon after by a shadow-winged fairy carrying a vial of dark liquid. The creature hovered over the woodsman and prepared to pour the vial's contents into his ear.

Before the fairy could do so, the woodsman sat up and captured the fairy. The fairy begged for the woodsman to release him, and the creature promised that in return no fairy would never pour nightmare poison in his ear again.

The woodsman was not satisfied with that bargain. Instead, he demanded that the fairy take him to the place where the plant that produced the nightmare poison grew. When the fairy showed the woodsman the grove where the plant was harvested, he was shocked to see a great assemblage of other fairies in the grove, each collecting the plant and creating the nightmare poison and carrying it out into the night, to pour into the ears of mortals and give them terrible dreams.

Suddenly, the queen of the nightmare fairies rose up out of the crowd to make her own bargain with the woodsman. In return for his impertinence and his unwillingness to accept the fairy's original offer, the queen cast a spell upon the woodsman. Now, each and every night when he falls asleep, the woodsman's rest is assailed by horrible nightmares, and each and every one of his waking hours is marked by the pain of an earache that has no apparent cause.

Indeed, just as the fairy had promised, no fairy has ever poured nightmare poison in his ear again. The woodsman soon realized that the queen's spell produces the same malady night after night without the need of a dose of poison, causing him to yearn for the days when the nightmare fairies came to him only on occasion.

CHAPTER 5

# Build Your Story

THE FEYWILD is a realm of stories, folk tales, and legends. More than any other plane, the realm of the fey has a way of rearranging the lives of mortals, creating heroes from the lowest peasants and casting down the most privileged of nobles.

To reflect the mercurial quality of the plane, you can use the material in this chapter as an optional way of building your character, letting the whims of fate be your guide as you mold your adventurer into a unique hero. Your character will journey to locations within the Feywild, choose activities, and make ability checks to test his or her aptitude at those activities. This system allows you to build your character's history as you go along, telling a story about his or her background that includes both hardship and triumph.

**Upbringing:** First, you choose your character's upbringing to represent how he or she was raised.

**Race:** Based on your selected upbringing, you choose your character's race.

**Aptitude Tests:** Throughout the process, aptitude tests measure your success at the tasks you attempt. An aptitude test is an ability check, and you can assign your ability scores as you make those checks. Before you begin the process, generate six ability scores—by using a standard array, customizing scores, or rolling scores (as described in the *Rules Compendium*)—but don't assign the scores until you take an aptitude test. For example, if you grew up in Astrazalian, the City of Starlight, and attended one of its grand colleges, your first aptitude test is an Intelligence check to measure your success in your studies. You can assign a high score to Intelligence before making that check, or you can decide that you were not a great student and assign a lower score to Intelligence.

## BARD'S TALE: THE FUTURE-TELLER

One upon a time in a small village in the Feywild there lived three young children. All of them knew that they were destined for great things. One day, a traveling storyteller rode into the village and started performing for the villagers. The storyteller was quite good, but the three children were unimpressed, being both precocious and also spoiled by the last storyteller to pass through.

One day, the three approached the storyteller and demanded that he tell them a story that none of them had ever heard before. The bard was amused at their insistence, and instead of growing angry with them he decided to give them what they wanted. The bard promised them each a story that they were sure to have never heard before—their own futures. For the bard was not just a storyteller, but a future-teller, and he could read their futures just like an open scroll. The bard said that each would be given his or her story separately. When they agreed to this, he sent two of the children away and imparted the first story. Twice more he sent away the other two children, keeping only one to hear his or her individual story.

After the bard gave the final child's future-telling, he packed up his belongings and departed the village forever. The three children snuck away, each now with a story to be told. "The bard told me a future that can't possibly be true," said the first child. "He told me that one day I would leave the village and never be heard from again." Sure enough, the child grew into an adult and went away, not to return.

The second child spoke up. "The bard said that a stranger would come to town, and that I would leave as that stranger's apprentice, even though I wouldn't want to." Soon thereafter, a band of traveling entertainers came through the village, and the child's father apprenticed the child to a member of the troupe, sending the child away from the village under the tutelage of a stranger.

The third child refused to share the story the future-teller had passed on, claiming that to tell it would change the way the future turned out. Though the other two children mocked the third child for this, the child held fast, and the story was never told. When the other two children's stories came true, the third child was even more adamant that the story remain untold, for the secret future the bard had imparted was not a pleasant one. The third child kept the secret, and even now searches for a way to avoid the fate foretold in that bard's story.

EVA WIDERMANN

You can attempt any single aptitude test only once, unless an event specifies otherwise. Some events might give you a bonus or a penalty to your aptitude tests.

**Class:** You might have a class in mind as you build your story, or you might let the story play out and eventually suggest a class choice. Once you have a class in mind, the number of class skills that class grants determines when your background story ends and your adventuring career begins.

**Skills:** When you use this method to build your character, you ignore the normal limitations on class skills and having training in them at 1st level. Every upbringing and location in this chapter has two or more associated skills. You can choose to have training in one of these skills even if it is not one of your prospective class skills. Any time a location in this chapter would give you training in a skill in which you already have training (such as a trained skill predetermined by your future class), you can instead gain training in any other skill suggested by your experiences.

You can never have more trained skills than your eventual class allows. If you receive a certain number of trained skills and then select a class that allows fewer trained skills than you currently have, eliminate one or more of the skills you selected so that you have the right number of trained skills. You cannot choose to not have training in a skill if it's one that your class gives you as an assigned trained skill.

If you end up with fewer trained skills than your class allows, you can fill out your trained skills with other skills on your class's list or with other skills derived from your history—select additional skills from the associated skills of the locations of your story.

**Languages:** You can speak, read, and write Common and Elven. If a location has an associated language, you can choose that language instead of choosing an associated skill.

**Replaces Background:** If you build your story using the material in this chapter, do not choose a background for your character. This material replaces that choice.

It all starts with those familiar words: Once upon a time . . . .

# Upbringing

Choose one of the following options to represent how you were raised during your early life. Some entries list appropriate races for that upbringing, but you are not limited to those races. If you wish to play a character who isn't native to the Feywild, you can choose one of the "foster parents" options, which allows for any race.

If you're not sure how to start or want to generate your character randomly, roll a d12 and consult the following table.

| d12 | Upbringing |
|---|---|
| 1 | Eladrin nobility |
| 2 | Feydark refugees |
| 3-5 | Merchants |
| 6-8 | Peasants |
| 9-10 | Slaves |
| 11 | Foster parents (cruel)* |
| 12 | Foster parents (kind)* |

***Roll a d10 and use that result for the status of your foster family when you were growing up.**

## Eladrin Nobility

You were raised in a comfortable environment by a family of minor eladrin nobles. The head of the family was a coure, a bralani, or a shiere (roughly equivalent to count, baron, or knight in the mortal realm). Your family made sure that you received a formal education, and you had the option of several careers in your city. For all your sheltering, though, fate has a way of knocking mighty nobles down a few pegs.

*Race:* Eladrin.

*Associated Skill:* Diplomacy or History.

Go to Astrazalian (page 147), Mithrendain (page 148), or Shinaelestra (page 149).

## Feydark Refugees

You were raised in a squalid environment by refugees fleeing the oppression of the Feydark, the subterranean realm of the Feywild. Your family might have been drow pariahs, escaped gnomes, or eladrin exiles on the run from marauding fomorians and cyclopses. You had few opportunities in your early life, so you learned to fend for yourself. Perhaps you found a place where you could belong despite your hardships, or maybe you had to keep running.

*Race:* Drow, eladrin, or gnome.

*Associated Skill:* Dungeoneering or Thievery.

Go to Mithrendain (page 148) or Feydark Opening Hamlet (page 152).

## Merchants

You were raised among merchants who traveled the trails of the Feywild, carting all kinds of mundane and exotic goods. Your clan was made up of gnomes, half-elves, fey-touched humans, another fey race, or a group of mixed races. Eladrin rarely become merchants, but some former nobles might be forced to take up the trade business, catering to the current nobility's needs. During your youth, you probably stayed in one of the merchant quarters in a small village or in the eladrin capital of Astrazalian, the mercantile hub of the Feywild. You were raised and educated in the expectation that you would follow the family tradition and help run the business. However, fate had other plans.

*Race:* Eladrin, gnome, half-elf, or human with the tuathan theme.

*Associated Skill:* Bluff or Insight.

Go to Astrazalian (below), Brokenstone Vale (page 150), Fey Crossing Hamlet (page 151), or Feydark Opening Hamlet (page 152).

## Peasants

You were raised in one of the small hamlets that dot the wilderness of the Feywild. You could be of any race, fey or non-fey, thanks to the fey crossings that bring unwitting travelers to the realm. You had a ordinary childhood, tending to crops and animals or hunting for food. You learned to deal with—or, rather, appease—the wilder fey creatures to keep them from disturbing your family. Then, during one of your forays into the wilderness, something happened that changed your life forever.

*Race:* Any.

*Associated Skill:* Heal or Nature.

Go to Shinaelestra (page 149), Fey Crossing Hamlet (page 151), or Feydark Opening Hamlet (page 152).

## Slaves

You were raised in terrible conditions, toiling under the yoke of an evil society. Perhaps you were a slave for the fomorians, forced to work in the Feydark raising food or crafting items for the giants. Maybe you were a captive in Nachtur, working on farms and furnaces under the lash of goblin and hobgoblin masters. Regardless, it is amazing that you survived as long as you did. Then something happened that delivered you from your horrid existence and thrust you toward a greater destiny.

*Race:* Any.

*Associated Skill:* Athletics or Endurance.

Go to Harrowhame, Mag Tureah, Nachtur, or Vor Thomil (pages 155-156).

## Foster Parents (Cruel)

You were raised in a family other than your own, often mistreated by those who should have taken care of you. You received a poor education and were forced to stay on your toes to avoid the wrath of your guardians. Choose any race for your character, even if it doesn't match the race of your foster parents.

*Race:* Any.

*Associated Skill:* Bluff, Insight, or Stealth.

Because your parents were cruel, you learned to lie, assess their moods to protect yourself and hide when necessary. Choose one of the associated skills listed above. Then choose another upbringing option to determine the status of your foster parents (do not select one of that option's associated skills), and go to the appropriate location.

## Foster Parents (Kind)

You were raised in a family other than your own, but they cared for you as if you were of their own flesh and blood. You received the best education your foster family could afford. Choose any race for your character, even if it doesn't match the race of your foster parents.

*Race:* Any.

Choose another upbringing option to determine the status of your foster parents. Because your parents were kind, they taught you well; choose one of the skills associated with that option, then go to the appropriate location.

# Civilized Lands

The civilized lands of the Feywild consist primarily of eladrin city-states, points of radiant beauty in the midst of verdant wilds. If you are instructed to choose a civilized land, you can select one or roll a d8 on the following table.

| d8 | Civilized Land |
|---|---|
| 1-3 | Astrazalian |
| 4-5 | Mithrendain |
| 6 | Senaliesse |
| 7-8 | Shinaelestra |

## Astrazalian

The City of Starlight, Astrazalian is the great capital of the eladrin. During the spring and summer, the city exists in the mortal world, covering the gentle green hills of its island with glittering spires. During autumn and winter, Astrazalian sits in a precarious location in the Feywild, close to the realm of the fomorians. The mad giants covet the city partially for its riches but mainly for its ability to cross planes.

What did you do in Astrazalian? Pick one of the three possibilities below.

**Acquired Higher Learning:** You attended one of the grand colleges of Astrazalian.

*Associated Skill:* Arcana, History, or Religion.

*Aptitude Test:* How well did you perform in your studies? Make an Intelligence check. If the result is 14 or higher, you excelled in your studies. Go to the Discovery event (page 157) and choose a revelation appropriate to your studies.

If the result is 8 to 13, your studies were unimpressive. You showed no particular aptitude for your work. Choose an activity in Astrazalian that you have not yet undertaken, or, if you have exhausted those options, you can travel to another civilized land (Mithrendain, Senaliesse, or Shinaelestra).

If the result is 7 or lower, you were a dismal failure in your studies or perhaps a troublemaker. Go

to the Ruined event (page 158) and choose a result appropriate to your failed studies.

**Enlisted in the Sword Guard:** You enrolled in the Sword Guard to defend Astrazalian from fomorian attacks.

*Associated Skill:* Athletics, Endurance, or Heal.

*Aptitude Test:* How did you fare as a member of the Sword Guard? Make a Constitution check. If the result is 14 or higher, you showed great valor in fighting off fomorian attacks. Go to the Acclaimed event (page 157).

If the result is 8 to 13, you didn't excel as a member of the Sword Guard or show any particular facility for the work. Choose an activity in Astrazalian that you have not yet undertaken, or, if you have exhausted those options, you can travel to another civilized land (Mithrendain, Senaliesse, or Shinaelestra).

If the result is 7 or lower, you failed in your duty to the detriment of the city. Worst of all, you lost someone dear to you in a fomorian assault. Go to the Personal Tragedy event (page 158) and choose the consequence of your failure.

**Joined the Star and Dolphin Coster:** You became a member of the grand mercantile house, promoting trade with many eladrin lands.

*Associated Skill:* History, Insight, or Streetwise.

*Aptitude Test:* How did you fare as a merchant? Make a Wisdom check. If the result is 14 or higher, you showed tremendous aptitude for the merchant's life. Go to the Acclaimed event (page 157).

If the result is 8 to 13, you didn't excel as a member of the Star and Dolphin Coster or demonstrate any particular penchant for trade. Choose an activity in Astrazalian that you have not yet undertaken, or, if you have exhausted those options, you can travel to another civilized land (Mithrendain, Senaliesse, or Shinaelestra).

If the result is 7 or lower, your ineptitude led to your being marooned in a distant location. Go to the Lost event (page 158) and choose the result of your disaster.

## Mithrendain

Also called the Autumn City, Mithrendain is a beautiful fortress city that embraces the majestic trees that surround it. Unknown to most residents, Mithrendain sits on top of a great entrance to the Feydark, and the safety of the seal is kept by the Citadel Arcanum and its wizards. The city and its invisibility-preventing wards are protected by a secret police force, the grim Watchers of the Night, who go about their duty with zeal.

What did you do in Mithrendain? Pick one of the four possibilities below.

**Became a Barrier Sentinel:** You volunteered to fight in the defense of the Feydark seal.

*Associated Skill:* Arcana, Endurance, or Perception.

*Aptitude Test:* How well did you fight as a Barrier Sentinel? Make a Strength check. If the result is 14 or higher, you showed great valor in defending the Feydark seal. Go to the Acclaimed event (page 157).

If the result is 8 to 13, you didn't excel as a member of the Barrier Sentinels or show any particular aptitude for the work. Choose an activity in Mithrendain that you have not yet undertaken, or, if you have exhausted those options, you can travel to another civilized land (Astrazalian, Senaliesse, or Shinaelestra).

If the result is 7 or lower, you overestimated your prowess and were captured in battle. Go to the Captured event (page 157) and choose the outcome of your capture.

**Broke into the Citadel Arcanum:** You decided to sneak into the grand citadel out of sheer curiosity or because you were misled by bad company.

*Associated Skill:* Bluff, Stealth, or Thievery.

*Aptitude Test:* Was your infiltration of the citadel successful? Make a Dexterity check. If the result is 14 or higher, the Watchers of the Night apprehended you, but they were so impressed with your prowess that they recruited you to join them. Go to Joined the Watchers of the Night and take the aptitude test with a +2 bonus.

If the result is 8 to 13, you failed to infiltrate the citadel but managed to avoid capture. Choose an activity in Mithrendain that you have not yet undertaken, or, if you have exhausted those options, you can travel to another civilized land (Astrazalian, Senaliesse, or Shinaelestra).

If the result is 7 or lower, you failed to break into the citadel and were captured by the Watchers of the Night. The lords of Mithrendain banished you as punishment for your crime. Go to the Exiled event (page 158) and choose the result of your banishment.

**Joined the Watchers of the Night:** You worked as a minor agent for the Watchers, keeping an eye on subtle threats to the Feydark seal.

*Associated Skill:* Perception, Stealth, or Streetwise.

*Aptitude Test:* How did you perform as a member of the Watchers? Make an Intelligence check. If the result is 14 or higher, your skill was noticed. Go to the Acclaimed event (page 157).

If the result is 8 to 13, you showed no particular aptitude for the work of the Watchers. Choose an activity in Mithrendain that you have not yet undertaken, or, if you have exhausted those options, you can travel to another civilized land (Astrazalian, Senaliesse, or Shinaelestra).

If the result is 7 or lower, you were abducted by evil fey and sold to the goblins. Go to Nachtur (page 156).

**Learned in the Temple of Corellon:** You sought formal training from Corellon's clergy.

*Associated Skill:* Heal, History, or Religion.

*Aptitude Test:* How well did you master Corellon's teachings and understand his precepts? Make a Wisdom check. If the result is 14 or higher, your devotion was rewarded. Go to the Discovery event (page 157) and choose the Divine Revelation benefit.

If the result is 8 to 13, you showed no aptitude for the god's ways. Choose an activity in Mithrendain that you have not yet undertaken, or, if you have exhausted those options, you can travel to another civilized land (Astrazalian, Senaliesse, or Shinaelestra).

If the result is 7 or lower, you clearly were not clergy material. Perhaps you failed to grasp Corellon's doctrines, or you might have become convinced of some antithetical dogma. You were shunned. Go to the Ruined event (page 158).

## Senaliesse

Built atop enormous trees and hidden from casual view by rising mists, Senaliesse is a wonder to behold. The seat of Queen Tiandra's throne, this domain houses the Court of Stars and sees its share of intrigue and diplomatic dealings. Despite these similarities to a mortal court, Senaliesse is the home of ageless beings of great power, and mortals never stay here for long.

What did you do in Senaliesse? Pick one of the three possibilities below.

**Attended Queen Tiandra:** You were allowed to attend Queen Tiandra as a lesser aide.

*Associated Skill:* Arcana, History, or Religion.

*Aptitude Test:* How did you perform in the queen's court? Make an Intelligence check. If the result is 14 or higher, Queen Tiandra paid you compliments and rewarded your service with a diplomatic mission. Go to one of the other civilized lands (Astrazalian, Mithrendain, or Shinaelestra), choose an activity there, and gain a +2 bonus to the aptitude test.

If the result is 8 to 13, you attracted no notice for good or ill. Choose an activity in Senaliesse that you have not yet undertaken, or, if you have exhausted those options, you can travel to another civilized land (Astrazalian, Mithrendain, or Shinaelestra).

If the result is 7 or lower, your behavior offended the court, and you were banished from Senaliesse. Go to the Exiled event (page 158) and choose the result of your banishment.

**Stopped an Assassination:** You stumbled upon a plot to assassinate a minor noble, and your efforts foiled the attempt.

*Associated Skill:* Insight, Perception, or Streetwise.

*Aptitude Test:* What was the result of your brave effort? Make a Wisdom check. If the result is 14 or higher, Queen Tiandra rewarded your diligence with a place at her side. Go to Attended Queen Tiandra and take the aptitude test with a +2 bonus.

If the result is 8 to 13, you foiled the assassination attempt, but no one noticed. Choose an activity in Senaliesse that you have not yet undertaken, or, if you have exhausted those options, you can travel to another civilized land (Astrazalian, Mithrendain, or Shinaelestra).

If the result is 7 or lower, not only did you fail to earn recognition for your heroic deed, but the assassins also exacted their revenge on someone dear to you. Go to the Personal Tragedy event (page 158).

**Tasked by the Court:** You were assigned a minor diplomatic task by the Court of Stars that took you to a distant land.

*Associated Skill:* Bluff, Diplomacy, or Insight.

*Aptitude Test:* Did you fulfill your mission? Make a Charisma check. If the result is 14 or higher, you were sent as a recommended envoy. Go to one of the other civilized lands (Astrazalian, Mithrendain, or Shinaelestra), choose an activity there, and gain a +2 bonus to the aptitude test.

If the result is 8 to 13, you were assigned an unpleasant task—you were sent as an envoy to the Prince of Frost. Go to Fortress of Frozen Tears (page 155).

If the result is 7 or lower, you were viewed as expendable and sent as an envoy to a fomorian king. Go to Harrowhame (page 155).

## Shinaelestra

The Fading City is being reclaimed by the wilderness. Covered by trees and thick with undergrowth, Shinaelestra lies mostly in ruins, but that doesn't bother the rangers who live there. Every midnight, the Fading City appears in the midst of the Howling Forest in the mortal world, and each dawn it returns to the Feywild. The greatest threat to Shinaelestra is the fomorian realm of Vor Thomil.

What did you do in Shinaelestra? Pick one of the four possibilities below.

**Battled Fomorians:** You volunteered to fight against the fomorians of Vor Thomil.

*Associated Skill:* Athletics, Dungeoneering, or Intimidate.

*Aptitude Test:* How did you fare in battle against the mighty giants of the Feydark? Make a Strength check. If the result is 14 or higher, you fought well and earned a commendation for your valor. Go to the Acclaimed event (page 157).

If the result is 8 to 13, you failed to distinguish yourself in battle. Choose an activity in Shinaelestra that you have not yet undertaken, or, if you have exhausted those options, you can travel to another civilized land (Astrazalian, Mithrendain, or Senaliesse).

If the result is 7 or lower, you were captured in battle. Go to Vor Thomil (page 157).

**Guided Pilgrims:** You shepherded mortal pilgrims through the Howling Forest during Shinaelestra's nightly worldfalls.

*Associated Skill:* Athletics, Nature, or Perception.

*Aptitude Test:* How well did you perform your guide work? Make a Constitution check. If the result is 14 or higher, you earned the favor of a patron, either a mortal pilgrim or a fey being. Go to the Made a Powerful Ally event (page 158) and choose the nature of this ally.

If the result is 8 to 13, you failed to distinguish yourself as a guide. Choose an activity in Shinaelestra that you have not yet undertaken, or, if you have exhausted those options, you can travel to another civilized land (Astrazalian, Mithrendain, or Senaliesse).

If the result is 7 or lower, you angered a powerful fey creature by trespassing in lands where you did not belong, or you earned the wrath of a formidable mortal patron. Go to the Made a Powerful Enemy event (page 158).

**Studied the Wilderness:** You spent time exploring the wilderness that is taking over Shinaelestra.

*Associated Skill:* Acrobatics, Endurance, or Nature.

*Aptitude Test:* How did you fare in your studies? Make a Wisdom check. If the result is 14 or higher, you gained great insight from your time in the wild. Go to the Discovery event (page 157) and choose the nature of your revelation.

If the result is 8 to 13, you gained no great knowledge or understanding of the wild. Choose an activity in Shinaelestra that you have not yet undertaken, or, if you have exhausted those options, you can travel to another civilized land (Astrazalian, Mithrendain, or Senaliesse).

If the result is 7 or lower, you ended up lost in the woods. Go to the Lost event (page 158) and choose your fate.

**Trained as a Ranger:** You sought training under Calenon Thray, the ranger lord of Shinaelestra.

*Associated Skill:* Nature, Perception, or Stealth.

*Aptitude Test:* How did your ranger training go? Make a Dexterity check. If the result is 14 or higher, Lord Thray complimented you and sent you on an exploration mission. Choose your destination: Cendriane (page 151), the Isle of Dread (page 153), the Maze of Fathaghn (page 153), or the Murkendraw (page 154).

If the result is 8 to 13, you showed no particular aptitude for the ranger's way. Choose an activity in Shinaelestra that you have not yet undertaken, or, if you have exhausted those options, you can travel to another civilized land (Astrazalian, Mithrendain, or Senaliesse).

If the result is 7 or lower, you ended up lost in the woods. Go to the Lost event (page 158) and choose your fate.

# Wilderness Locations

Far more numerous than eladrin cities, wilderness locations in the Feywild include ancient ruins, remote villages, mystic lakes, mysterious islands, and more. Most of the locations described below are distinguished by settlements, important sites, or populations of certain kinds of creatures. If you are instructed to choose a wilderness location, you can select one or roll 2d12 on the following table.

| 2d12 | Wilderness Location |
|---|---|
| 2-3 | Brokenstone Vale |
| 4 | Cendriane |
| 5-8 | Fey crossing hamlet |
| 9-10 | Feydark opening hamlet |
| 11-14 | Feywild trails |
| 15 | Isle of Dread |
| 16 | Lake of Dreams |
| 17 | Maze of Fathaghn |
| 18-20 | Murkendraw |
| 21-22 | Plains of Echoing Thunder |
| 23-24 | White Well |

## Brokenstone Vale

This forested valley and the mine-riddled mountains that surround it are the province of werebeasts of all kinds, given free range by an ancient pact with the Court of Stars. In tiny hamlets on the boundaries of this realm, civilized lycanthropes can trade with merchants under the watchful eye of werewolf lord Viktor Mazan. Underneath Brokenstone Vale lies an entrance to the fomorian kingdom of Harrowhame.

What did you do in Brokenstone Vale? Pick one of the two possibilities below.

**Hunted Lycanthropes:** Inspired by the archfey known as the Maiden of the Moon, you joined the hunt for any werebeast that set foot outside the vale.

*Associated Skill:* Athletics or Stealth.

*Aptitude Test:* Were you successful? Make a Strength check or a Dexterity check. If the result is 14 or higher, the Maiden lauded your work. Go to the Made a Powerful Ally event (page 158).

If the result is 8 to 13, you showed no particular skill in the hunt, but you still learned something from your travels. Go to Feywild Trails (page 152).

If the result is 7 or lower, you were severely injured in battle with lycanthropes. Go to the Wounded event (page 158) and choose the result of your injury.

**Traded Goods:** You bartered with civilized lycanthropes in the outskirts of the vale.

*Associated Skill:* Bluff or Insight.

*Aptitude Test:* Did you deal successfully with your unpredictable customers? Make a Wisdom check or Charisma check. If the result is 14 or higher, the

lycanthropes viewed you as a worthy ally. Go to the Acclaimed event (page 157).

If the result is 8 to 13, you didn't make a good living and soon moved on to easier customers. Go to Fey Crossing Hamlet (below).

If the result is 7 or lower, you were captured by lycanthropes that turned against you and gave you to the fomorians. Go to Harrowhame (page 155).

## Cendriane

Formerly the greatest city in the Feywild, Cendriane is now a ruin, having been devastated during the wars fought by the drow, eladrin, and elves. Giant spiders, displacer beasts, and other dangerous creatures stalk the deserted thoroughfares, and sinister undead lurk beneath the city.

What did you do in Cendriane? Pick one of the two possibilities below.

**Found Arcane Lore:** You came across a magic remnant of Cendriane's heyday and gleaned insight from it.

*Associated Skill:* Arcana or History.

*Aptitude Test:* What did you find in the ruins of Cendriane? Make an Intelligence check. If the result is 14 or higher, you found an ancient relic that granted you a great insight. Go to the Discovery event (page 157) and choose the nature of your insight.

If the result is 8 to 13, you became lost in the ruins and had to deal with the deadly creatures that dwelled there. Go to Ran Afoul of the Natives and take the aptitude test with a –1 penalty.

If the result is 7 or lower, you stumbled into an ancient portal and were teleported to another location. Go to the Transported event (page 158).

**Ran Afoul of the Natives:** You had to battle the spiders, fey monsters, and undead that infest Cendriane.

*Associated Skill:* Acrobatics or Stealth.

*Aptitude Test:* How did you fare in battle? Make a Dexterity check. If the result is 14 or higher, you beat back the dark creatures and escaped. Go to Feywild Trails (page 152) or Shinaelestra (page 149).

If the result is 13 or lower, you were seriously hurt and barely survived. Go to the Wounded event (page 158) and choose the nature of your injury.

## Fey Crossing Hamlet

The typical Feywild hamlet houses a small number of families in an even mix of Faerie natives and immigrants from the mortal world. Due to the nature of

ERIC BELISLE

***Nistyncia clutches Andronus, who has been transformed into a rabbit after eating a hag's cookies***

fey crossings, these hamlets tend to be built within great woodlands, with crooked buildings surrounded by giant tree roots. Most inhabitants of the hamlets are farmers, herders of pigs and sheep, or trappers wise in the ways of the fey. Merchants are welcome in these hamlets, too, since they bring news and goods from the faerie realm.

What did you do in a fey crossing hamlet? Pick one of the two possibilities below.

**Guarded the Crossing:** You watched over the nearby fey crossing, keeping an eye out for troublesome travelers.

*Associated Skill:* Intimidate or Perception.

*Aptitude Test:* What happened as you guarded the crossing? Make a Constitution check. If the result is 14 or higher, a traveler asked you to work as a guide, and you led that person to an eladrin city. Go to Civilized Lands (page 147).

If the result is 8 to 13, you eventually left your work and took up a wandering life. Go to Feywild Trails (below).

If the result is 7 or lower, you were surprised by a raiding party and taken captive. Go to the Captured event (page 157).

**Ran a Trading Post:** You traded with residents of the Feywild and the natural world, learning much in the process.

*Associated Skill:* Bluff or Streetwise.

*Aptitude Test:* How did your trading go? Make a Charisma check. If the result is 14 or higher, you overheard a rumor about a magic treasure that led you to adventure. Go to Cendriane (page 151), the Maze of Fathaghn (page 153), or the Murkendraw (page 154).

If the result is 8 to 13, you joined a merchant caravan. Go to Feywild Trails (below).

If the result is 7 or lower, you were accused of theft or another minor crime. Go to the Ruined event (page 158).

## Feydark Opening Hamlet

Located near passages to the underground realms of the fomorians, these hamlets are rough-and-tumble places where the seedier elements of the Feywild congregate. The ramshackle communities are more egalitarian than most Feywild locations—they threaten everyone equally. Yet for all their sinister appearances, these hamlets are safer than the dark lands of fomorians, cyclopses, and goblins.

What did you do in a Feydark opening hamlet? Pick one of the three possibilities below.

**Explored the Feydark:** You went far into the Feydark, exploring its depths and learning about its denizens.

*Associated Skill:* Dungeoneering or Thievery.

*Aptitude Test:* What happened on your Feydark excursions? Make a Dexterity check. If the result is 14 or higher, you found a mystic portal leading to Cendriane (page 151), the Isle of Dread (page 153), the Lake of Dreams (page 153), or the White Well (page 154).

If the result is 13 or lower, you got lost and stumbled into a place of darkness. Go to Harrowhame (page 155), Mag Tureah (page 156), Nachtur (page 156), or Vor Thomil (page 157).

**Scouted for Trouble:** You routinely sneaked close to the Feydark opening, prepared to sound an alarm in case of an incursion.

*Associated Skill:* Perception or Stealth.

*Aptitude Test:* What happened during your mission? Make a Wisdom check. If the result is 14 or higher, you earned a recommendation to the Barrier Sentinels. Go to Mithrendain (page 148) and take the Became a Barrier Sentinel aptitude test with a +2 bonus.

If the result is 8 to 13, you didn't distinguish yourself during your mission. Choose another activity in a Feydark opening hamlet, or, if you have exhausted those options, you can travel the wilds and go to Feywild Trails (below).

If the result is 7 or lower, you were surprised by a raiding party and taken captive. Go to the Captured event (page 157) and choose the outcome.

**Served as a Feydark Sentinel:** You fought creatures of the Feydark routinely to keep them from attacking the surface.

*Associated Skill:* Acrobatics or Athletics.

*Aptitude Test:* What happened in your battles against the denizens of the Feydark? Make a Strength check. If the result is 14 or higher, you showed great valor and won renown in your community. Go to the Acclaimed event (page 157).

If the result is 8 to 13, you didn't excel as a Feydark sentinel or show any particular aptitude for the work. Choose an activity in a Feydark opening hamlet that you have not yet undertaken, or, if you have exhausted those options, you can travel the wilds and go to Feywild Trails (below).

If the result is 7 or lower, you overestimated your prowess and were captured in battle. Go to the Captured event (page 157) and choose the outcome.

## Feywild Trails

The Feywild is so thinly populated that one can walk for weeks without encountering a soul. Those who are wise in the ways of the fey know to stay to the trails that crisscross the realm. Travelers who stray from these paths might fall prey to dangerous creatures such as fey panthers, hags, or worse. Still, some inhabitants like the wandering life, spending most of their days between communities. Those who adopt this lifestyle end up mimicking the wild fey in experience and demeanor.

What did you do in the Feywild trails? Pick one of the two possibilities below.

**Lived on the Trail:** You lived near the path, consorting with the wild fey and learning much of their lore.

*Associated Skill:* Endurance or Nature.

*Aptitude Test:* What happened on the trails through the wilds? Make a Constitution check. If the result is 11 or higher, you came across an interesting realm that drew your attention. Go to Wilderness Locations (page 150).

If the result is 10 or lower, you became lost. Go to the Lost event (page 158).

**Traveled to Another City:** You never strayed from the path, traveling to another city either alone or as part of a caravan.

*Associated Skill:* History or Nature.

*Aptitude Test:* What happened on your travels? Make an Intelligence check. If the result is 11 or higher, go to Civilized Lands (page 147).

If the result is 10 or lower, you became lost on the way to your destination. Go to the Lost event (page 158).

## The Isle of Dread

Perhaps the most mysterious place in the Feywild—and that is a considerable feat—the Isle of Dread is a volcanic island dotted with ancient ruins that seems to trap sailors intentionally. Survivors of shipwrecks band together for safety against the wandering monsters.

What did you do on the Isle of Dread? Pick one of the two possibilities below.

**Explored Yuan-Ti Ruins:** You ventured deep into the snake-infested ruins in the island's interior.

*Associated Skill:* History or Stealth.

*Aptitude Test:* What did you discover in the ruins? Make an Intelligence check. If the result is 13 or higher, you found an ancient store of knowledge. Go to the Discovery event (page 157) and choose the nature of your discovery.

If the result is 12 or lower, you discovered an ancient portal and were teleported away without warning. Go the Transported event (page 158).

**Struggled to Survive:** You were beset repeatedly by the bestial inhabitants of the island and struggled to outlast the siege.

*Associated Skill:* Athletics or Endurance.

*Aptitude Test:* What was your final fate on the Isle of Dread? Make a Strength check. If the result is 14 or higher, you were rescued by a passing ship and taken to a Feywild city. Go to Civilized Lands (page 147).

If the result is 13 or lower, you were captured by pirates and taken to a place of darkness. Go to the Captured event (page 157).

## The Lake of Dreams

This lake, known for the glass-like stillness of its waters, is located in the middle of a particularly dark forest. The woods are rumored to be the personal fiefdom of Razcoreth, the green dragon better known as the Whispering Wyrm.

Your only hope for escaping the Lake of Dreams was to bargain with the dragon.

**Bargained with the Dragon:** You ran into the fey that serve Razcoreth and were brought into the presence of the Whispering Wyrm.

*Associated Skill:* Arcana or Bluff.

*Aptitude Test:* What did the dragon do with you? Make a Charisma check. If the result is 14 or higher, Razcoreth was impressed with your force of personality and bestowed a boon on you. Go to the Made a Powerful Ally event (page 158). Alternatively, you can ask the dragon to wipe away your past and use the consequences for a result of 7 or lower.

If the result is 8 to 13, Razcoreth dismissed you, and the attendant fey chased you away. Go to the Lost event (page 158).

If the result is 7 or lower, Razcoreth submerged you in the Lake of Dreams, either as punishment for your impertinence or because you wanted to forget your past and get a fresh start. You slept for many years and awakened in an abandoned hut. Remove the effects of any other events that have befallen you (including skills you learned), and go to Feywild Trails (page 152).

## The Maze of Fathaghn

This enormous briar maze belongs to the dryad queen Fathaghn, and lost travelers are kept away from the maze's center at all costs.

What did you do in the maze? Pick one of the two possibilities below.

**Dealt with the Dryad Queen:** You approached Queen Fathaghn, promising to carry out a task for her if she would grant you a favor.

*Associated Skill:* Diplomacy or Insight.

*Aptitude Test:* How did Queen Fathaghn respond to your request? Make a Charisma check. If the result is 14 or higher, she granted your request. Go to the Made a Powerful Ally event (page 158).

If the result is 8 to 13, the queen turned you away without honoring your request. You must take the Wandered the Maze aptitude test.

If the result is 7 or lower, you angered the queen and she banished you through a teleporting portal. Go to the Made a Powerful Enemy event (page 158).

**Wandered the Maze:** You were lost in the maze and endured repeated attacks by dryads and treants until you managed to find a way out.

*Associated Skill:* Athletics or Endurance.

*Aptitude Test:* How did you fare in your attempts to escape the maze? Make a Constitution check. If the result is 9 or higher, you found a way out without suffering undue harm and ended up in the wilderness. Go to Feywild Trails (page 152).

If the result is 7 or lower, you barely survived the attacks of the maze's denizens before finding your way out. Go to the Wounded event (page 158) and choose the nature of your injury.

## The Murkendraw

An expansive swamp that stretches as far as the eye can see, the Murkendraw is a haven for dangerous beasts, mad treants, and conniving hags.

What did you do in the Murkendraw? Pick one of the three possibilities below.

**Bargained with a Hag:** You approached or were found by a hag and tried to strike a bargain with her. You wanted the hag to relieve you of a curse in exchange for a future service.

*Associated Skill:* Bluff or Insight.

*Aptitude Test:* What was the result of your bargain? Make a Wisdom check. If the result is 14 or higher, the hag agreed to your proposition. Go to the Made a Powerful Ally event (page 158).

If the result is 8 to 13, the hag turned you away without honoring your request. You must take the Explored the Swamp aptitude test.

If the result is 7 or lower, the hag turned on you and sold you as a slave. Go to the Captured event (page 157).

**Explored the Swamp:** You spent a long time sloshing about the swamp, trying merely to survive.

*Associated Skill:* Acrobatics or Endurance.

*Aptitude Test:* How well did you survive the rigors of the swamp? Make a Constitution check. If the result is 9 or higher, you found a way out without suffering undue harm and ended up in the wilderness. Go to Feywild Trails (page 152) or Found the Murkroot Trade Moot, below.

If the result is 8 or lower, you barely survived the dangers of the swamp before finding your way out. Go to the Wounded event (page 158) and choose the result of your injury.

**Found the Murkroot Trade Moot:** Through chance or skill, you found your way to the underground marketplace run by the Bogbottom goblins. You might have come to the Moot with a purpose, or perhaps you simply stumbled in, resting just long enough to gather your wits.

*Associated Language:* Goblin.

*Associated Skill:* Intimidate or Stealth.

*Aptitude Test:* What happened during your time in the market? Make an Intelligence check. If the result is 14 or higher, you thrived in the Moot, earning a living and gaining a mystical benefit. Go to the Discovery event (page 157) to choose the benefit of your skills.

If the result is 8 to 13, you struck a bargain with a mystical merchant. In exchange for a service you performed, remove the negative effects of one event you have already experienced, then go to Cendriane (page 151).

If the result is 7 or lower, the goblins of the market turned on you and sold you into slavery. Go to the Captured event (page 157).

## Plains of Echoing Thunder

This open country of rolling hills and grassy plains is the stomping grounds of centaur tribes. Due to the centaurs' devotion to Kord, storms are particularly common.

Your only hope of getting off the plains was to visit with the centaurs.

**Visited the Centaurs:** You came across a centaur hunting band and asked for help in navigating the plains.

*Associated Skill:* Athletics or Nature.

*Aptitude Test:* How did you deal with the centaurs? Make a Constitution check. If the result is 14 or higher, the centaurs were impressed with your endurance. Remove the negative effects of one event you have already experienced, then go to Civilized Lands (page 147) or Wilderness Locations (page 150).

If the result is 8 to 13, you pushed yourself too hard. Go to the Wounded event (page 158).

If the result is 7 or lower, the centaurs mocked your weakness and chased you away. Go to the Lost event (page 158).

## The White Well

You wandered alone for many days through a serene forest that seemed to exude deep sorrow. Finally, you reached a pool that reflected the moon with unmatched intensity. You found the White Well, said to be the residence of its namesake Lady, an archfey of divine heritage.

The only reason to visit the White Well is to approach the Lady.

**Approached the Lady of the White Well:** You sought the Lady, begging for her favor or possibly her love.

*Associated Skill:* Arcana or Insight.

WAYNE ENGLAND

*Aptitude Test:* How did the Lady respond to your entreaty? Make a Charisma check. If the result is 14 or higher, the Lady looked upon you favorably and offered a portion of her power. Go to the Made a Powerful Ally event (page 158).

If the result is 8 to 13, the Lady was flattered by your offer and bade you good luck before dismissing you emptyhanded. Go to Feywild Trails (page 152).

If the result is 7 or lower, the Lady was saddened by your coarse manners and rude demeanor, and she teleported you away with a wave of her hand. Go to the Made a Powerful Enemy event (page 158).

# Dark Lands

Encompassing the subterranean Feydark and the surface realms ruled by malicious fey, the dark lands are places of greater danger than most of the Feywild. They include fomorian kingdoms, goblin clanholds, and vast underground expanses. If you are instructed to choose a dark land, you can select one or roll a d10 on the following table.

| d10 | Dark Land |
|---|---|
| 1-2 | Feydark wilds |
| 3 | Fortress of Frozen Tears |
| 4-5 | Harrowhame |
| 6-7 | Mag Tureah |
| 8-9 | Nachtur |
| 10 | Vor Thomil |

## Feydark Wilds

Between the lands claimed by fomorian kings and goblin warlords stretch endless tunnels in the wilds of the Feydark. Choked with phosphorescent fungi and dangling roots from the great trees aboveground, the Feydark tunnels are a wilderness in their own right. Travelers might spend years wandering, lost, without ever seeing the light of day.

What did you do in the Feydark wilds? Pick one of the two possibilities below.

**Lived in the Shadows:** You skulked in the eternal twilight of the Feydark for a time, avoiding the fomorian and goblin kingdoms and dodging their raiding parties.

*Associated Skill:* Dungeoneering or Stealth.

*Aptitude Test:* What happened to you in the shadows of the Feydark? Make a Charisma check. If the result is 14 or higher, you made a significant discovery about yourself or the Feydark wilds. Go to the Discovery event (page 157).

If the result is 8 to 13, you grew ill or encountered a foe you couldn't defeat. Go to the Wounded event (page 158).

If the result is 7 or lower, a raiding party of cyclopses or goblins found you and took you captive. Go to the Captured event (page 157).

**Sought a Path to the Surface:** Your time in the Feydark was shaped by your unceasing quest to return to the light of the surface world.

*Associated Skill:* Athletics or Dungeoneering.

*Aptitude Test:* Did you find your way to safety on the surface of the Feywild? Make a Wisdom check. If the result is 14 or higher, you reached a small village at the mouth of a Feydark cavern. Go to Feydark Opening Hamlet (page 152).

If the result is 8 to 13, you ended up on the surface far from civilization. Go to Feywild Trails (page 152).

If the result is 7 or lower, you found your way to the surface but suffered greatly during the journey. Go to the Wounded event (page 158).

## Fortress of Frozen Tears

Located in a desolate icy waste, the Fortress of Frozen Tears is the seat of power for the Prince of Frost, mightiest of the winter fey. His contempt for mortals is legendary, and his rivalry with the summer fey is bitter, but he still receives ambassadors from distant lands. Eladrin with an affinity for winter live in the wilderness around the Prince's fortress, but they give their liege a wide berth.

If you found yourself in the fortress, your only course of action was to approach the Prince.

**Sought an Audience with the Prince of Frost:** You approached the dread fey lord and attempted to impress him, either through your meek behavior or your defiant demeanor.

*Associated Skill:* Diplomacy or Insight.

*Aptitude Test:* What impression did you make on the Prince of Frost? Make a Charisma check. If the result is 14 or higher, you impressed him with your behavior. Go to the Made a Powerful Ally event (page 158).

If the result is 8 to 13, you angered the prince and were frozen in ice. You thawed—after days, years, or centuries—and eventually found your way out of the glacier. Go to Feywild Trails (page 152).

If the result is 7 or lower, you infuriated the Prince of Frost and made a lasting enemy. Go to the Made a Powerful Enemy event (page 158).

## Harrowhame

This underground fomorian kingdom is built on the slave trade. Its ruler, King Bronnor, is as mad as any fomorian, but he can be negotiated with—occasionally. The lycanthropes of neighboring Brokenstone Vale often serve Bronnor as spies and assassins.

What brought you to Harrowhame? Pick one of the two possibilities below.

**Enslaved:** You were forced to work under the lash of fomorian taskmasters.

*Associated Skill:* Dungeoneering or Nature.

*Aptitude Test:* How did you fare under your fomorian masters? Make a Constitution check. If the result is 14 or higher, you braved the tunnels of Harrowhame and eventually emerged in the realm of Brokenstone Vale (page 150).

If the result is 13 or lower, you and other slaves were traded to another realm. Go to Mag Tureah (below), Nachtur (below), or Vor Thomil (page 157).

**Sent as an Envoy:** Queen Tiandra or another fey noble sent you as an envoy to King Bronnor—a diplomatic task few would envy.

*Associated Skill:* Diplomacy or Dungeoneering.

*Aptitude Test:* How well did you fulfill your duty? Make a Charisma check. If the result is 14 or higher, you won the favor of King Bronnor, though the burden was not easy to bear. When you returned to the civilized lands, the fomorian's favor brought suspicion on you, and you were banished from the courts of the eladrin and their kin. Go to the Exiled event (page 158).

If the result is 8 to 13, you were eventually dismissed from King Bronnor's court and returned to the surface world with no distinction or disfavor. Go to Civilized Lands (page 147).

If the result is 7 or lower, you earned King Bronnor's enmity. Go to the Made a Powerful Enemy event (page 158).

## Mag Tureah

The largest of the fomorian realms, Mag Tureah is ruled by King Thrumbolg, the First Lord. Although the military stronghold raids and pillages competently, the biggest challenge for Thrumbolg is mapping and testing the many planar portals found throughout the tunnels of his underground kingdom. To this end, he employs slaves in his portal tests and is always looking for more subjects with arcane knowledge.

What happened to you in Mag Tureah? Pick one of the two possibilities below.

**Traded for Arcanist Slave:** Since you lacked the appropriate arcane expertise, you were herded alongside other slaves to be traded to another realm.

*Associated Skill:* Athletics or Endurance.

*Aptitude Test:* What happened during the slave trade? Make a Dexterity check. If the result is 14 or higher, you managed to escape and made your way to a tiny hamlet on the surface. Go to Feydark Opening Hamlet (page 152).

If the result is 13 or lower, you failed to escape and were sent along with the other slaves to another Feydark realm. Go to Harrowhame (page 155), Nachtur (below), or Vor Thomil (page 157).

**Used as a Test Subject:** You were forced to brave the tunnels of Mag Tureah in an attempt to analyze the portals scattered about the realm.

*Associated Skill:* Arcana or Religion.

*Aptitude Test:* What happened to you in the tunnels? Make an Intelligence check. If the result is 14 or higher, you discovered a portal that teleported you to safety. Go to Civilized Lands (page 147).

If the result is 13 or lower, you stumbled through a portal that teleported you to a more hostile location. Go the Transported event (page 158).

## Nachtur

This goblin kingdom, under the rule of the hobgoblin wizard Great Gark, is one of the more civilized of its kind. The underground realm engages in diplomatic matters with many lands, and its goblin mercenaries serve anyone who meets their price.

What did you do in Nachtur? Pick one of the two possibilities below.

**Served as a Mercenary:** Through sheer force of arms, you earned a place alongside the goblin mercenaries, hoping to stay alive until you found a way to escape.

*Associated Language:* Goblin.

*Associated Skill:* Athletics or Intimidate.

*Aptitude Test:* What happened in your time as a mercenary? Make a Strength check. If the result is 14 or higher, you fought well enough to secure your freedom. Go to Feydark Opening Hamlet (page 152). For the rest of your background story, if a check result or an event sends you to Nachtur, go to Wilderness Locations (page 150) instead.

If the result is 8 to 13, you managed to flee during a battle that turned against your forces. Go to Feydark Opening Hamlet (page 152).

If the result is 7 or lower, you were severely wounded and abandoned in battle. Go to the Wounded event (page 158

WAYNE ENGLAND

**Toiled as a Slave:** You worked in the farms of Nachtur, raising crops and cattle to feed the goblin armies. One day, you escaped.

*Associated Language:* Goblin.

*Associated Skill:* Athletics or Endurance.

*Aptitude Test:* What happened when you escaped from Nachtur? Make a Constitution check. If the result is 14 or higher, you found your way to freedom on the surface. Go to Feydark Opening Hamlet (page 152).

If the result is 13 or lower, you ended up lost in the Feydark. Go to Feydark Wilds (page 155).

## Vor Thomil

The nearest fomorian kingdom to Shinaelestra, Vor Thomil endures at the whim of its mad Queen Connomae. Captured travelers are forced to perform for her entertainment as poets, singers, actors or gladiators.

What did you do in Vor Thomil? Choose Entertained the Queen or Escaped.

**Entertained the Queen:** With a desperate performance, you earned the goodwill of the mad queen, and she decreed your freedom.

*Associated Skill:* Bluff or Insight.

*Aptitude Test:* How much did you impress the queen? Make a Charisma check. If the result is 14 or higher, Queen Connomae released you and ordered the fomorians to escort you to the surface. Go to Feydark Opening Hamlet (page 152).

If the result is 13 or lower, the queen released you, but after you left the borders of Vor Thomil, you had to fend for yourself. Go to Feydark Wilds (page 155).

**Escaped:** Fighting your way past guards and beasts, you managed to escape from the fomorian kingdom.

*Associated Skill:* Dungeoneering or Stealth.

*Aptitude Test:* Where did you end up after you fled Vor Thomil? Make a Dexterity check. If the result is 14 or higher, you fought your way to Shinaelestra (page 149).

If the result is 13 or lower, you became lost in the wilds. Go to Feydark Wilds (page 155).

# Events



Events describe the effects of common happenings that might occur as you create your character's story. You might be acclaimed as a hero or derided as a failure, make a powerful ally or enemy, or find yourself exiled or lost.

Sometimes events move you along in your story, but an event can also be the impetus for you to leave the Feywild and start your adventuring career in the world. The choice is yours, but as a general guideline, when an event occurs, use the number of trained skills you have acquired to determine whether to bring this stage of your story to an end. When you have a class in mind, check the number of trained skills that class allows you. If you already have acquired at least that many trained skills, let the event lead you to begin your adventuring career. Determine the results of the event, then go to the Cross into the World event.

## Acclaimed

You performed a great deed that earned you accolades from the powers that be. You were granted an audience with an important figure. What was the deed, and which authority received you? Whoever it was, you were entrusted with an important task.

If you have experienced the Exiled or Ruined event, you disregard the effects of that event.

Go to Civilized Lands (page 147) and choose a location, an activity, and a skill, but don't take an aptitude test. Then go to Cendriane (page 151), the Maze of Fathaghn (page 153), the Murkendraw (page 154), or Fortress of Frozen Tears (page 155), choose an activity there, and take an aptitude test there with a +2 bonus.

## Captured

What happened when you got captured? Did you put up a fight? Were you betrayed by someone you trusted?

Go to Harrowhame (page 155), Mag Tureah (page 156), Nachtur (page 156), or Vor Thomil (page 157).

## Cross into the World

Your wanderings brought you to a fey crossing or a planar gateway, and you suddenly found yourself in a somewhat muted realm, a place less magical but no less wondrous. You crossed into the mortal world and are ready to begin your adventure.

Go to Start Your Adventure (page 159).

## Discovery

What did you find that was remarkable? Maybe you discovered a family secret or a dark conspiracy.

Perhaps you learned a snippet of arcane lore or a sacred revelation from the gods. Whatever it was, you are determined to uncover the full truth. Choose one of the following discoveries.

**Arcane Secret:** You have learned some eldritch lore that was imprinted on your mind. Your experiences might lead you toward choosing warlock or wizard as your class. Go to Civilized Lands (page 147).

**Divine Revelation:** You have been granted a prophetic vision by Corellon, Sehanine, or another god. Your experiences might lead you toward choosing cleric or paladin as your class. Go to Civilized Lands (page 147) or Wilderness Locations (page 150).

**True Identity:** You are not who you thought you were. You must find someone who can offer a glimpse of your true identity. Go to Civilized Lands (page 147), Fortress of Frozen Tears (page 155), or the Murkendraw (page 154).

## Exiled

What did you do to earn your exile? Did you truly commit that deed, or were you framed? Choose one of the following outcomes.

**Settled as a Hermit:** Go to Brokenstone Vale (page 150), Fey Crossing Hamlet (page 151), Feydark Opening Hamlet (page 152), or the Murkendraw (page 154).

**Wandered the Wilderness:** Go to Feywild Trails (page 152).

## Lost

What happened when you became lost? Were you alone, or did you belong to a caravan that lost its way? Did it happen while you were fleeing from a bandit or monster attack? Choose one of the following possibilities.

**Strayed from the Path:** Go to Dark Lands (page 155).

**Wandered into the Wild:** Go to Wilderness Locations (page 150).

## Made a Powerful Ally

Whom did you befriend? What do you owe in exchange for that ally's help? Whatever was promised, you can call on your ally for help.

If you have experienced the Exiled or Ruined event, you disregard the effects of that event.

Choose one negative event affecting you. You disregard the effects of that event.

After this event, go to any location you choose. If you go to one of the civilized lands, you can choose any activity there and take an aptitude test, even if you failed it before. You gain a +2 bonus to the test. After you take the test, the Made a Powerful Ally event no longer applies to you.

## Made a Powerful Enemy

How did you make an enemy, and who is it? Perhaps you incurred the wrath of an evil relative who seeks to do away with the rightful heir to a family fortune. Maybe your enemy is a former colleague who grew jealous of your success. However the enmity came to be, it has a deep impact on your life.

You take a -2 penalty to your aptitude tests. You can remove this penalty by trading this event for Personal Tragedy or Ruined.

If you do not trade this event, go to Dark Lands (page 155) or Wilderness Locations (page 150).

## Personal Tragedy

Someone close to you—a family member, a friend, a lover, or an ally—was killed. How did you react? Was an individual responsible for the death, or was it an accident or a cruel trick of fate? Whatever the details, the tragedy has steeled you for further challenges.

On your next aptitude test, you can roll twice and use either result.

Go to Civilized Lands (page 147) or Wilderness Locations (page 150).

## Ruined

What happened to make you lose your power, wealth, or fame? Were you slandered by jealous rivals? Cursed by a particularly vindictive fey? Perhaps you simply didn't find your true purpose in life. Choose one of the following outcomes.

**Fell in With the Wrong Crowd:** Go to a random location in the Dark Lands (page 155). If you fail your next aptitude test, you are taken prisoner. Go to the Captured event (page 157).

**Sought Redemption:** You take a -2 penalty to your next aptitude test. Go to Feywild Trails (page 152).

## Transported

Perhaps you found an ancient portal in lost ruins or were summarily dismissed with a wave of a fey lord's hand. However it happened, you were randomly transported to a new location.

If you have acquired enough trained skills for your desired class, you can be transported into the mortal world. If you choose this option, go to the Cross into the World event.

If you remain in the Feywild instead, roll a d8. On a 1-5, go to Wilderness Locations (page 150) and roll to determine a random location; on a 6-8, go to Dark Lands (page 155) and roll to determine a random land.

## Wounded

What happened when you were wounded? Did you sustain injuries in battle, or were you backstabbed in a dark alley by an unseen assailant? Choose one of the following outcomes.

**Healed—Barely:** Your attackers kidnapped you. Go to the Captured event (page 157).

**Taken to a Healing Center:** Go to Civilized Lands (page 147).

**Tended to by a Lone Mystic:** Go to the Discovery event (page 157) and choose Divine Revelation.

Whatever option you choose, you are no longer wounded.

# Start Your Adventure

When you finish this process, you should have a rich background for your character. You also have a race, at least one or two ability scores, and several trained skills. From here, you can choose a class and adjust your number of trained skills to match the number your class allows. (Remember that you don't have to conform to your class skills list.) When you choose a class, keep in mind your character's background. For example, if you studied at the temple of Corellon in Mithrendain and failed the associated aptitude test, you probably shouldn't choose a divine class. On the other hand, if you excelled as a mercenary in the armies of Nachtur, fighter would be a fine class choice.

Your character has come a long way, and now your last step is to link your character's history to the starting point of your first adventure. If your character was acclaimed or made a powerful ally, you might have been given a quest that led you to the natural world and great adventure. If your character ended up exiled or ruined or made a powerful enemy, you probably fled to the mortal world in hopes of leaving your past behind.

When the adventure begins, none of the events in this chapter has a lasting effect on your character. Instead, the events offer the DM interesting hooks to include in the game. For example, a powerful enemy you made might show up as a nemesis of your party, or the acclaim you received could earn you some useful contacts.

At this point, you can choose any features, powers, or feats that you still need to select, purchase equipment, and finalize the details of your character. Now you know where you came from and how you acquired your skills and talents, and you can provide your DM with the interesting high notes of your character's history.

Your story began with "Once upon a time." The happily ever after is up to you.

### BARD'S TALE: THE WANDERING CHILD

Once upon a time there was a young girl, pretty and fair, who lived near a deep, clear lake with her parents. The girl was but a child, and headstrong as so many are. One day, she went for a swim in the lake. She dove underwater, and when she came up for air she found that the landscape around her had changed. Her home was gone, replaced by a lush forest bathed in perpetual twilight.

The girl was not bothered, and set off through the forest exploring, her curiosity getting the better of her. Soon she came upon an encampment of kind people, travelers and traders who roamed the land. They welcomed her to their fires, and soon realized the girl was a bright and shining gem. They invited her to travel with them, and, wishing to see more of the fantastic realm, she agreed. When the caravan moved on, she went with them. The girl passed her days among the tuathans, as they called themselves, and she learned how to tend animals and even perform a few magical tricks.

Some time later, the caravan stopped at an enchanted glade, where satyrs and nymphs frolicked. The girl met a satyr who could make plants grow and trees sing, and when the tuathans moved on, the girl stayed behind. For a time, she became infatuated with the satyr and hung upon his every word. Soon, she too could make plants grow and trees sing, and she lived peacefully in the glade.

Yet all could not be placid forever. As she slumbered one evening, dark creatures emerged from underground, captured her and some of the dryads of the glade, and whisked them away into the underground realms of the fomorians. There she became a prisoner and lived for a time as a captive of the frightful giants. Just when she had lost any hope of returning to the surface, a group of daring and kindhearted heroes rescued her and the other captives, leading them out of the underground realm and back up into the light.

By now the girl longed for her parents, and she returned to the lake where she had once swum. When she gazed into the water, a stranger stared back at her. During all her travels, she had grown taller and older, and was now a young woman. As she wept by the lake for her lost childhood, a group of tuathans came upon her, and recognized her as one of their own. "Come," they said. "We see that you can speak to the animals. We see that you can make plants grow and trees sing. Come and join our circle." The girl was grateful and agreed, and though she still longed to see her parents again, she was grateful to have found a new family.

# Appendix: Character Advancement Table

### HEROIC TIER

| Total XP | Level | Ability Scores | Powers and Features | Feats Known | Total Powers Known (At-Will/Encounter/ Daily/Utility) |
|---|---|---|---|---|---|
| 0 | 1st | see race | class features; racial traits; gain 1 feat; train starting skills; gain 2 at-will attack powers; gain 1 encounter attack power; gain 1 daily attack power | 1† | 2/1/1/0 |
| 1,000 | 2nd | – | gain 1 utility power; gain 1 feat | 2 | 2/1/1/1 |
| 2,250 | 3rd | – | gain 1 encounter attack power | 2 | 2/2/1/1 |
| 3,750 | 4th | +1 to two | gain 1 feat | 3 | 2/2/1/1 |
| 5,500 | 5th | – | gain 1 daily attack power | 3 | 2/2/2/1 |
| 7,500 | 6th | – | gain 1 utility power, gain 1 feat | 4 | 2/2/2/2 |
| 10,000 | 7th | – | gain 1 encounter attack power | 4 | 2/3/2/2 |
| 13,000 | 8th | +1 to two | gain 1 feat | 5 | 2/3/2/2 |
| 16,500 | 9th | – | gain 1 daily attack power | 5 | 2/3/3/2 |
| 20,500 | 10th | – | gain 1 utility power, gain 1 feat | 6 | 2/3/3/3 |

### PARAGON TIER

| Total XP | Level | Ability Scores | Powers and Features | Feats Known | Total Powers Known (At-Will/Encounter/ Daily/Utility) |
|---|---|---|---|---|---|
| 26,000 | 11th | +1 to all | paragon path features; gain 1 paragon path encounter attack power; gain 1 feat | 7 | 2/4/3/3 |
| 32,000 | 12th | – | gain 1 paragon path utility power; gain 1 feat | 8 | 2/4/3/4 |
| 39,000 | 13th | – | replace 1 encounter attack power | 8 | 2/4*/3/4 |
| 47,000 | 14th | +1 to two | gain 1 feat | 9 | 2/4/3/4 |
| 57,000 | 15th | – | replace 1 daily attack power | 9 | 2/4/3*/4 |
| 69,000 | 16th | – | paragon path feature; gain 1 utility power; gain 1 feat | 10 | 2/4/3/5 |
| 83,000 | 17th | – | replace 1 encounter attack power | 10 | 2/4*/3/5 |
| 99,000 | 18th | +1 to two | gain 1 feat | 11 | 2/4/3/5 |
| 119,000 | 19th | – | replace 1 daily attack power | 11 | 2/4/3*/5 |
| 143,000 | 20th | – | gain 1 paragon path daily attack power; gain 1 feat | 12 | 2/4/4/5 |

### EPIC TIER

| Total XP | Level | Ability Scores | Powers and Features | Feats Known | Total Powers Known (At-Will/Encounter/ Daily/Utility) |
|---|---|---|---|---|---|
| 175,000 | 21st | +1 to all | epic destiny feature; gain 1 feat | 13 | 2/4/4/5 |
| 210,000 | 22nd | – | gain 1 utility power, gain 1 feat | 14 | 2/4/4/6 |
| 255,000 | 23rd | – | replace 1 encounter attack power | 14 | 2/4*/4/6 |
| 310,000 | 24th | +1 to two | epic destiny feature; gain 1 feat | 15 | 2/4/4/6 |
| 375,000 | 25th | – | replace 1 daily attack power | 15 | 2/4/4*/6 |
| 450,000 | 26th | – | gain 1 epic destiny utility power; gain 1 feat | 16 | 2/4/4/7 |
| 550,000 | 27th | – | replace 1 encounter attack power | 16 | 2/4*/4/7 |
| 675,000 | 28th | +1 to two | gain 1 feat | 17 | 2/4/4/7 |
| 825,000 | 29th | – | replace 1 daily attack power | 17 | 2/4/4*/7 |
| 1,000,000 | 30th | – | epic destiny feature; gain 1 feat | 18 | 2/4/4/7 |

**NOTE: In addition to the benefits summarized on this table, you always get more hit points when you gain a level. See your class description for details.**

*** At these levels you replace a known power with a new power of your new level.**

**† Humans gain one additional feat at 1st level. Some classes grant additional feats as well.**

# Magic and Mayhem for the Wild at Heart

The Feywild is a bright reflection of the world, a place of enchantment and illusion where magic is master. For the unprepared adventurer, the Feywild can be perilous; cruel giants, fierce beasts, and devious fairies dwell there. For others, the Feywild is a land of opportunity, with vast tracts of unexplored wilderness filled with ancient ruins and lost treasures. If you're going to survive long, you'll need to embrace your wild side and channel the magic and primal power of the Feywild.

*Player's Option: Heroes of the Feywild*™ presents races, classes, character themes, feats, powers, and other character options that have a strong connection to the Feywild. It also gives players and Dungeon Masters background information on the inhabitants of this weird and wondrous plane, and how adventurers might cross paths with them.

For use with these Dungeons & Dragons® products:

*Player's Handbook*® core rulebooks

*Heroes of the Fallen Lands*™

*Heroes of the Forgotten Kingdoms*™

*Rules Compendium*™

D&D INSIDER
Become a member today. DungeonsandDragons.com

ISBN: 978-0-7869-5836-8
52995
9 780786 958368
EAN
Sug. Retail: **U.S. $29.95** CAN $34.00
Printed in the U.S.A. **317310000**

# Dungeons & Dragons®

## Adventurer's Vault™ 2

Arms and Equipment for All Character Classes

ROLEPLAYING GAME SUPPLEMENT

Rob Heinsoo • Eytan Bernstein • Logan Bonner • Peter Schaefer

# Dungeons & Dragons®

# Adventurer's Vault™ 2

## Arms and Equipment for All Classes

ROLEPLAYING GAME SUPPLEMENT

Rob Heinsoo • Eytan Bernstein • Logan Bonner • Peter Schaefer

# CREDITS


Design
**Rob Heinsoo (lead), Eytan Bernstein, Logan Bonner, Stephen Radney-MacFarland**

Additional Design
**Rob Donoghue**

Development
**Peter Schaefer (lead), Stephen Schubert, Logan Bonner**

Additional Development
**Rodney Thompson, Rob Watkins**

Editing
**Cal Moore (lead), Jennifer Clarke Wilkes, Jeremy Crawford, Scott Fitzgerald Gray, M. Alexander Jurkat**

Managing Editing
**Kim Mohan**

Director of D&D R&D and Book Publishing
**Bill Slavicsek**

D&D Creative Manager
**Christopher Perkins**

D&D Design Manager
**James Wyatt**

D&D Development and Editing Manager
**Andy Collins**

Art Director
**Kate Irwin**

Cover Illustration
**Wayne Reynolds**

Graphic Designers
**Keven Smith, Leon Cortez, Lisa Hanson**

Interior Illustrations
**Kalman Andrasofszky, Jeff Carlisle, Ed Cox, Thomas Denmark, Wayne England, Jason A. Engle, Howard Lyon, Sean "Muttonhead" Murray, Lucio Parrillo, Chris Seaman, Matias Tapia, Eric L. Williams, Kieran Yanner**

Publishing Production Specialist
**Angelika Lokotz**

Prepress Manager
**Jefferson Dunlap**

Imaging Technicians
**Ashley Brock**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).

620-24177720-001 HB
9 8 7 6 5 4 3 2 1
First Printing: August 2009
ISBN: 978-0-7869-5204-5

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277



Dungeons & Dragons, D&D, d20, d20 System, Wizards of the Coast, *Adventurer's Vault, Player's Handbook, Dungeon Master's Guide, Monster Manual,* D&D Insider, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2009 Wizards of the Coast LLC


VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

# Introduction

*Adventurer's Vault 2* is a successor and a companion to the *Adventurer's Vault* supplement. In it you'll find a wide selection of magic items to augment those presented in its predecessor as well as in the *Player's Handbook®*, *Player's Handbook 2*, and other sources.

More than just a continuation, though, *Adventurer's Vault 2* puts forth a few advances in the way that magic items are presented and conceptualized.

## More Magic Items

Chapter 1: Magic Items gives players and DMs even more choices for gear and goodies to outfit characters and to serve as treasure. In addition to the usual categories (armor, weapons, rings, and so forth), this chapter has sections for two kinds of implements—tomes and totems—that have been added to the game since *Adventurer's Vault* was published. It also breaks new ground with lair items, which bring new meaning to the term "comforts of home"; tattoos, for those who want the ultimate in portability for their magic; and immurements, a form of consumable item that enables its owner to actually reshape the battlefield.

Sidebars throughout this chapter highlight particular items, providing flavor in the form of background stories and offering one or two ideas for how the item can be worked into an adventure plot. Magic items can be more than just possessions—they can be the stuff of which entire campaigns are built.

## Item Sets

Chapter 2: Item Sets takes the idea of magic items as flavor devices one step further. Each of the more than 30 sections in this chapter tells the story of a group of items that have a common origin or theme. Each item is tailored for one of the three tiers of play—heroic, paragon, or epic. Although any of these items can be used individually, a character who owns and uses more than one item of a set gains an additional benefit beyond what the items themselves impart.

Alternatively, an item might be part of a group set. These collections of items are special because they provide additional benefits based on how many different members of an adventuring party wield one or more of the items in the set.

## Item Tables

Finally, no book of this sort would be complete without a collection of tables to summarize its contents. The tables in the appendix of *Adventurer's Vault 2* are organized by level and by types of items within each level, so that a DM looking to fill out a treasure parcel and a player making up a wish list can both easily find what they need.

# Contents


**1: Magic Items** ..... 4
- Armor ..... 6
- Weapons ..... 15
- Ammunition ..... 25
- Holy Symbols ..... 28
- Orbs ..... 32
- Rods ..... 34
- Staffs ..... 37
- Tomes ..... 41
- Totems ..... 43
- Wands ..... 48
- Arms Slot Items ..... 52
- Feet Slot Items ..... 57
- Hands Slot Items ..... 58
- Head Slot Items ..... 61
- Neck Slot Items ..... 63
- Rings ..... 69
- Waist Slot Items ..... 74
- Wondrous Items ..... 76
  - Wondrous Lair Items ..... 79
- Tattoos ..... 83
- Consumables ..... 87
  - Reagents ..... 87
  - Immurements ..... 88

**2: Item Sets** ..... 92
- Heroic Tier Item Sets ..... 94
- Paragon Tier Item Sets ..... 104
- Epic Tier Item Sets ..... 124
- Group Sets ..... 130

**Appendix: Item Tables** ..... 138

CHAPTER 1

# Magic Items

HOWARD LYON

**Wherever one** travels throughout the world (and beyond), magic items are highly sought after for their benefits both small and large.

Adventurers seek out magical treasures to help them achieve their goals. Many of those treasures have histories that inspire rumors and spawn quests.

This chapter presents more magic items to fill out adventurers' wish lists.

- **Armor:** Strong materials and protective magic keep blades and arrows away from your flesh.
- **Weapons:** Strike fear into your enemies when you wield a weapon of power.
- **Ammunition:** Arrows, bolts, and sling stones give you a combat edge at range.
- **Implements:** Holy symbols, orbs, rods, staffs, tomes, totems, and wands channel your magic and grant special benefits.
- **Arms Slot Items:** Shields to guard you and bracers to smite your foes.
- **Feet Slot Items:** When you need to move quicker, jump farther, or dodge better, step into one of these items.
- **Hands Slot Items:** Magic gloves and gauntlets not only keep your hands warm but keep you alive.
- **Head Slot Items:** Magic to bolster the mind, body, and spirit.
- **Neck Slot Items:** Improve your defenses in style!
- **Rings:** Jewelry imbued with powerful and varied enchantments.
- **Waist Slot Items:** These items can improve your health and increase your skills—as well as hold your pants up.
- **Wondrous Items:** Strange and fantastic items with a wide range of uses.
- **Lair Items:** New wondrous items to enhance your base of operations.
- **Tattoos:** The best thing about magic of the flesh is that it's inseparable from you.
- **Consumables:** Use these one-shot items to get out of a tough situation.

Several of the item descriptions are augmented by sidebars that offer lore or background about the item, plus one or more adventure hooks involving the item and how the characters might acquire it.

# ARMOR

*No attack is too devastating to be turned aside.*

Armor is an integral part of any adventurer's gear. From the wizard's robes and the barbarian's hide to the bard's chainmail and the paladin's plate, armor's protection is available to every hero.

Enchantments improve the wearer's Armor Class, whether by filling plate armor's gaps with shields of force or hardening leather armor into something that can stop a ballista shot. Seasoned adventurers can depend on magic armor to protect them even from the teeth of an ancient wyrm.

At least some of the time.

## Armor of Aegis Expansion — Level 2+

*Flecks of magical force swirl around this light armor, coalescing to deflect attacks against you and your companions.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Cloth, leather
**Enhancement:** AC

**Power (Encounter):** Immediate Interrupt. *Trigger:* A creature you have marked with your *aegis of shielding* power targets you and at least one of your allies with an attack. *Effect:* The damage of the triggering creature's attack damage is reduced by 5 + the armor's enhancement bonus.
*Level 12 or 17:* 10 + enhancement bonus.
*Level 22 or 27:* 15 + enhancement bonus.

## Armor of Dark Deeds — Level 14+

*Swirling with shadows, this armor masks you from your enemies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Leather, hide
**Enhancement:** AC
**Property:** When you attack an enemy that is granting combat advantage to you, you gain concealment until the end of your next turn.

## Armor of Enduring Health — Level 23+

*While wearing this armor, you can draw more deeply on your inner resources.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 23 | +5 | 425,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Hide, chain
**Enhancement:** AC
**Property:** You can use your second wind one additional time per encounter.

## Armor of Shared Health — Level 30

*This golden chainmail glows with divine energy that heals you when you help others.*

Lvl 30 +6 3,125,000 gp
**Armor:** Chain
**Enhancement:** AC
**Property:** When you use a healing power that benefits an ally, you also regain hit points equal to one-half the hit points that ally regains.

## Armor of Shared Valor — Level 15+

*When you exhort your allies to find courage, you find it yourself.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Leather, chain
**Enhancement:** AC
**Property:** When you use a power that grants an ally a bonus to any defense, you gain an equal bonus of the same type to the same defense. This bonus lasts until the power's effect ends or until the end of your next turn.

## Armor of Sudden Recovery — Level 3+

*You shrug off deadly conditions easily in this supple armor.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Cloth, leather
**Enhancement:** AC
**Property:** You gain a +1 item bonus to saving throws against ongoing damage.

**Power (Daily ✦ Healing):** Minor Action. You can use this power when you're taking ongoing damage. The ongoing damage ends, and you gain regeneration equal to the amount of the ongoing damage until the end of the encounter.

## Bastion Armor — Level 7+

*This blocky armor, usually crafted in the dwarven style, is a favorite of dwarven defenders.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Armor:** Scale, plate
**Enhancement:** AC

**Power (Encounter):** Minor Action. You end a mark on you or an ally adjacent to you.

## Blackflock Robe — Level 12+

*Wrapped in this tattered black cloth, you can briefly transform into a flock of ravens.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Cloth
**Enhancement:** AC

**Power (Daily):** Immediate Reaction. *Trigger:* You take damage from an attack. *Effect:* You fly 8 squares and become insubstantial until the start of your next turn.

## Coruscating Armor — Level 2+

*This glittering steel armor masks your exact location from enemies that would impede you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Scale, plate
**Enhancement:** AC
**Power (Daily):** Minor Action. Until the end of your next turn, you don't provoke opportunity attacks and can't be grabbed. This power doesn't end an existing grab.

## Counterstrike Armor — Level 10+

*The warding on this armor punishes the first enemy to strike you in battle.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Armor:** Cloth, leather, hide
**Enhancement:** AC
**Property:** The first enemy that hits you during an encounter takes ongoing 5 damage (save ends).
*Level 20, 25, or 30:* Ongoing 10 damage (save ends).

## Dazzling Plate — Level 4+

*Favored by paladins of Pelor, this shining suit of polished mithral plate strengthens your spirit and dazzles your foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Plate
**Enhancement:** AC
**Property:** You gain a +2 item bonus to all defenses against charm, fear, and psychic effects.
**Power (Daily):** Minor Action. Each enemy adjacent to you takes a -2 penalty to attack rolls (save ends).

## Death's Brink Armor — Level 7+

*This black metal armor has the image of an outthrust hand emblazoned on its breast.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Armor:** Scale, plate
**Enhancement:** AC
**Property:** While you're dying, you don't die until you fail four death saving throws.
**Power (Daily):** No Action. *Trigger:* You roll a death saving throw and dislike the result. *Effect:* You gain a +2 bonus to the saving throw.
*Level 12 or 17:* +3 bonus.
*Level 22 or 27:* +4 bonus.

## ARMOR OF SHARED VALOR

The ballad of Velira is also the legend of the *armor of shared valor*. A bard who came from across the sea when the waters of the world were ice and the land was still unformed, Velira brought the magic of fire and music to the scattered tribes of humanoids and helped defend them against all invaders. Her most powerful tool was the armor she created for herself: As she shielded an entire tribe with the magic of her songs, she too became a more powerful protector.

Suits of *armor of shared valor* exist today, but they're thought to be lesser copies of the original.

**Persuade a Bardic College:** Bardic colleges usually craft and control distribution of *armor of shared valor*. An adventurer who seeks such an item must convince the organization of his or her worthiness. True bardic colleges are few and far between, but loose fellowships of wandering bards are often called colleges as well. Obtaining their approval requires getting references and traveling to meet with scattered members.

**Velira's People:** The ballad of Velira is regarded as a fantasy by most, but it has a kernel of truth. The tribes spoken of in it might yet exist, huddled along fjords and wandering in arctic regions. Adventurers who locate such a hidden people might learn the secret of creating *armor of shared valor*, or perhaps acquire a suit that has been stashed away since ancient times.

***Armor of shared valor***

THOMAS DENMARK

*Gambit armor*

## Demonscale — Level 9+

*Piecemeal skins, scales, and exoskeletons of demons form a frightful but sturdy suit of scale armor.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Armor:** Scale
**Enhancement:** AC
**Power (Encounter):** Immediate Interrupt. *Trigger:* You take acid, cold, fire, or lightning damage. *Effect:* You gain resist 5 to the triggering damage type until the end of the encounter.
*Level 14 or 19:* Resist 10.
*Level 24 or 29:* Resist 15.

## Formidable Armor — Level 14+

*When you activate this armor, even the mightiest blow can do little more than scratch your skin.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Hide, chain
**Enhancement:** AC
**Power (Daily):** Immediate Interrupt. *Trigger:* An attack hits you and doesn't score a critical hit. *Effect:* The triggering attack deals the minimum damage.

## Gallant Armor — Level 27

*This magnificent suit of plate mail rewards you for selflessly tending your companions.*

Lvl 27 +6 1,625,000 gp
**Armor:** Plate
**Enhancement:** AC
**Property:** When you use the *lay on hands* power on an ally, you also regain hit points equal to one-half your healing surge value.

## Gambit Armor — Level 13+

*Made for those who like to take chances in battle, this armor lets you risk your own safety for a better chance to harm your foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Cloth, leather
**Enhancement:** AC
**Property:** When an enemy scores a critical hit against you, you can score a critical hit on a roll of 17–20 on your next attack against that enemy before the end of your next turn.
**Power (Daily ✦ Stance):** Minor Action. Until the stance ends, you grant combat advantage and any creature you attack grants combat advantage to you.

## Gambler's Suit — Level 6

*Luck is fickle, and this stylish set of leathers plays both sides of the coin.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |
| Lvl 16 | +4 | 45,000 gp | | | |

**Armor:** Leather
**Enhancement:** AC
**Property:** When you make at least two saving throws, you can choose to gain a +2 bonus to the first saving throw and take a -2 penalty to the second.
**Power (Daily):** Immediate Interrupt. *Trigger:* An enemy hits you with an attack. *Effect:* The triggering enemy rerolls the attack roll and must use the second result. If that result is a hit, the attack scores a critical hit.

## Genasi Soul Armor — Level 4+

*Elemental energies ripple through this armor, said to contain the life energy of a genasi.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Leather, hide
**Enhancement:** AC
**Property:** This armor is attuned to one genasi elemental manifestation (*Forgotten Realms Player's Guide*, page 10) chosen at the time the armor is created.
**Power (Daily):** Minor Action. Until the end of the encounter, you can use the racial encounter power associated with the armor's elemental manifestation. If you already have that racial power, you can use it a second time during this encounter.

HOWARD LYON

### Great Cat Armor — Level 19+

*In this sleek suit of hide armor, you bound around the battlefield like a powerful feline.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 24 | +5 | 525,000 gp | | | |

**Armor:** Hide
**Enhancement:** AC
**Property:** When you shift, you can shift 1 additional square.
**Power (Daily):** Move Action. You shift a number of squares equal to twice the armor's enhancement bonus.

### Healer's Armor — Level 5+

*This sturdy armor enhances your ability to heal your allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Hide, chain
**Enhancement:** AC
**Property:** When you use a healing power, the target regains additional hit points equal to the armor's enhancement bonus.

## HOLY RADIANCE ARMOR

Xelfide was a den of iniquity, sin, and debauchery. The town, inhabited by villains, leeches, and other low characters, existed outside the realm of law and decency. In such a place, good had little chance to flourish.

Fifty years ago, a traveling cleric of Pelor known as Koslin came to Xelfide with the intention of purifying it. His first attempt was met with outright resistance, violence, and theft. After that disaster, the cleric's resolve faltered—until he received a vision from Pelor that showed him standing in the town square at noon and praying.

Koslin went to the square, obeying what he saw as a mission from his god. At first, he attracted sneers and laughs, but as he continued to pray, his armor began to glow with increasing brilliance. This demonstration of divine blessing won Koslin many converts to the worship of Pelor. Tragically, the cleric was slain by those who still clung to their evil ways, but not before the town had turned to a righteous path. *Holy radiance armor* memorializes this sacred act.

**Purify Xelfide, Again:** In the years since the death of Koslin, Xelfide has slowly returned to its old ways. The corrupt town leaders hold Koslin's armor and keep it hidden in their stronghold. If a worthy hero can recover the armor and wear it again in Pelor's name, the town might return to the good.

**Remnants of the Underbelly:** A few of Xelfide's most evil citizens fled to the frontier when Koslin converted the town to the worship of Pelor. Before they left, they managed to murder the cleric and plunder his armor, which they buried in their encampment. Now, they plague the town, paralyzing trade, and stealing and killing with no remorse. The citizens seek aid from heroes who walk the same path as Koslin.

### Hero's Armor — Level 2+

*This shirt of glimmering chainmail fortifies those who take bold action in battle.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Chain
**Enhancement:** AC
**Property:** When you spend an action point to take an extra action, you also gain a +2 bonus to all defenses until the end of your next turn.
**Power (Daily ✦ Healing):** Free Action. *Trigger:* You spend an action point. *Effect:* You forgo the bonus to all defenses granted by the armor's property. Instead, an ally within 5 squares of you uses his or her second wind as a free action.

### Holy Adversary's Armor — Level 3+

*When you swear an oath against your prey, divine grace permeates this armor, protecting you against that creature's attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Cloth
**Enhancement:** AC
**Power (Daily):** Minor Action. Until the end of the encounter, you gain resistance to all damage against attacks by your current *oath of enmity* target equal to the armor's enhancement bonus.

### Holy Radiance Armor — Level 15+

*This gleaming chainmail glows with the radiance of the sun.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Chain
**Enhancement:** AC
**Power (Daily ✦ Healing):** Minor Action. You expend your use of a Channel Divinity power for this encounter and shed bright light 20 squares in all directions. While within the light, you and each ally gain regeneration 3 while bloodied and a +2 power bonus to saving throws.

### Kemstone Armor — Level 8+

*Fashioned with the strong but light kemras stone found in various dominions of the Astral Sea, this armor stabilizes its wearer's essence.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Armor:** Scale, plate
**Enhancement:** AC
**Property:** You gain a +4 item bonus to all defenses against polymorph effects.

### Lifefont Armor — Level 4+

*Embedded with ancient and powerful primal symbols, this armor has saved the life of more than one warden.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Hide
**Enhancement:** AC
**Property:** When you make saving throws at the start of your turn using the Font of Life class feature, you gain a +1 item bonus to each saving throw.
**Power (Daily):** No Action. *Trigger:* You start your turn and have the Font of Life class feature. *Effect:* You make a saving throw against each effect that a save can end instead of just one.

## RAT KILLER'S COAT

The reclusive mage Sarkudo hid his laboratory deep under the capital city out of a desire for privacy. To his chagrin, he discovered that by plying his trade in the sewers, he had invited a dungeon to his doorstep. Dealing with slimes, molds, vermin, giant bugs, and the like was so frustrating and time-consuming that Sarkudo almost gave up and left.

Sarkudo had long observed one of the city's rat catchers and was baffled as to how the man had survived so long in such a dangerous place, armed with only a sharp stick and a small but vicious dog. The wizard asked him what his secret was. The rat catcher opened Sarkudo's eyes by revealing the secret lore of the sewers and how to live in harmony with the unique environment. Sarkudo was so impressed that he hired the rat catcher to help redesign his lab, and in short order, it was attracting much less trouble.

The wizard also made a protective coat for his assistant, which the rat catcher in turn passed on to his heir. The child aspired to a grander career, namely adventuring. The coat served its wearer so well in battle that fellow adventurers made versions of their own, and *rat killer's coats* soon became popular.

**The King of Cats:** The King of Cats is a very specialized shop, carrying special items such as silver weaponry, rat poison, and exotic tools. Ruffians are extorting protection money from the owner, who seeks assistance in stopping them. She offers a *rat killer's coat* as a reward.

**The Grieving Family:** Sven is a hunter of vermin and a minor adventurer. He entered the sewers over a week ago and hasn't been seen since. His wife has given up hope but wants someone to recover the body for a proper burial. Whoever accomplishes this task can keep the tools of Sven's trade, including his magic coat, if he's really dead.

### Magnetic Armor — Level 9+

*Studded with lodestones, this heavy armor pulls creatures into your reach.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Armor:** Scale, plate
**Enhancement:** AC
**Power (Daily):** Minor Action. You pull one creature within 3 squares of you 3 squares. If you pull it into a square adjacent to you, it's also immobilized (save ends).
*Level 14 or 19:* One creature within 5 squares.
*Level 24 or 29:* One creature within 10 squares, and you pull it 5 squares.

### Marauder's Armor — Level 7+

*This heavy, fur-lined armor is favored by barbarian pirates who rush into the fray.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Armor:** Leather, hide
**Enhancement:** AC
**Property:** When you charge, you gain a +1 bonus to AC until the end of your next turn.
*Level 12 or 17:* +2 bonus.
*Level 22 or 27:* +3 bonus.
**Power (Daily ✦ Healing):** Free Action. *Trigger:* You hit with a charge attack. *Effect:* You make a saving throw with a bonus equal to the armor's enhancement bonus, or you spend a healing surge and regain additional hit points equal to the armor's enhancement bonus.

### Mind Armor — Level 23+

*At a moment's notice, you can surround this adamantine armor with a psychic field that protects you from mental attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 23 | +5 | 425,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Scale, plate
**Enhancement:** AC
**Property:** You gain resist 15 psychic.
**Power (Daily):** Minor Action. Until the end of the encounter, any enemy that attacks you with a charm, fear, illusion, psychic, or sleep power rolls the attack roll twice and must use the lower result.

### Moon Armor — Level 3+

*This armor is made from deposits of a strange ore that some believe came from the moon.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Chain
**Enhancement:** AC
**Property:** While you're in darkness or dim light (including starlight), you gain a +1 bonus to AC.

## Nightmare Ward Armor — Level 3+

*The glistening black material of this armor, strangely cold to the touch, reliably deflects mental attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Leather, hide
**Enhancement:** AC
**Property:** You gain resist 5 psychic.
*Level 13 or 18:* Resist 10 psychic.
*Level 23 or 28:* Resist 15 psychic.
**Property:** You gain a +2 item bonus to saving throws against charm, fear, or psychic effects.

## Parchment Armor — Level 4+

*This armor is made of magically reinforced parchment inscribed with arcane writings.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Cloth, leather
**Enhancement:** AC
**Property:** This armor contains a number of arcane charges equal to its enhancement bonus. Recharging the armor requires an extended rest.
**Power (At-Will):** Free Action. *Trigger:* You use an arcane power and make an attack roll. *Effect:* You spend any number of unused charges from this armor and gain a power bonus to the attack roll for the triggering power equal to the number of charges spent.

## Predator's Hide — Level 3+

*This tiger's hide clearly marks you as a formidable hunter.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Hide
**Enhancement:** AC
**Property:** When you hit a target you have designated with your Hunter's Quarry class feature, you gain a +1 bonus to all defenses against attacks by the designated quarry until the end of your next turn.
*Level 13 or 18:* +2 bonus.
*Level 23 or 28:* +3 bonus.

## Rat Killer's Coat — Level 2+

*This fur-trimmed jacket is favored by all who must deal with dangerous vermin.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Cloth, leather
**Enhancement:** AC
**Property:** You gain resist 5 against damage from swarms' attacks. In addition, you can move through a space occupied by a swarm, and your movement doesn't provoke opportunity attacks from swarms.
*Level 12 or 17:* Resist 10.
*Level 22 or 27:* Resist 15.

***Parchment armor***

## Robe of Avoidance — Level 3+

*When an enemy's attack misses you, this billowing robe confuses the foe so that you can get away.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Cloth
**Enhancement:** AC
**Power (Encounter):** Immediate Reaction. *Trigger:* An enemy misses you with a melee attack. *Effect:* You shift 1 square.

CHRIS SEAMAN

## SANGUINE VESTMENTS

Avengers wear these magic robes to proclaim their enmity for their chosen prey. *Sanguine vestments* are dyed deep red, not only symbolizing the blood of those the wearer slays but often incorporating it. However, the garment often has sleeves or trim of pure white. After a battle, the avenger wipes the foe's blood from his or her weapon onto the white to demonstrate victory. This action also reinforces the avenger's commitment to destroy all enemies of his or her god.

**Prove Yourself Worthy:** The first step in acquiring *sanguine vestments* is to earn them through suitable actions. The guardians of the monasteries that train avengers bestow such a garment only on someone who defeats a great enemy.

**Red Thread of Bel Yasura:** Far from any civilization, across a dry, dangerous scrubland, stands the Bel Yasura monastery. Here, priests, monks, and avengers-in-training craft beautiful *sanguine vestments* as a form of meditation, using a unique type of red thread. Only those who swear the order's vows of asceticism and immerse themselves relentlessly in service to the god can learn the secret of creating this raiment of the faithful.

### Runic Armor — Level 3+

*The arcane sigils engraved on this armor glow in the presence of magical emanations.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Any
**Enhancement:** AC
**Property:** You gain an item bonus to Arcana checks equal to the armor's enhancement bonus.
**Property:** When you use your second wind, you also gain a bonus to damage rolls with arcane attack powers equal to the armor's enhancement bonus until the end of your next turn.

### Sanguine Vestments — Level 3+

*The blood of wounded enemies only strengthens this deep red garment.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Cloth
**Enhancement:** AC
**Property:** You gain a +1 bonus to all defenses while your *oath of enmity* target is bloodied.

### Scale of the Serpent — Level 4+

*Forged by fomorians from a strange green ore of the Feywild, this armor makes you as slippery as a snake.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Scale
**Enhancement:** AC
**Property:** You gain a +5 item bonus to checks to escape a grab.
**Power (Daily):** Immediate Reaction. *Trigger:* An effect dazes, immobilizes, slows, or stuns you. *Effect:* You make a saving throw against the triggering effect. On a save, that effect ends.

### Serpentine Armor — Level 4+

*Metallic snakes writhe along the surface of this armor, ready to strike at any foe that tries to get by you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Scale
**Enhancement:** AC
**Property:** You gain resist 5 poison.
*Level 14 or 19:* Resist 10 poison.
*Level 24 or 29:* Resist 15 poison.
**Power (Daily):** Free Action. *Trigger:* An enemy adjacent to you shifts. *Effect:* The triggering enemy takes damage equal to 5 + the armor's enhancement bonus.
*Level 14 or 19:* 10 + enhancement bonus.
*Level 24 or 29:* 15 + enhancement bonus.

### Shadow Hound Armor — Level 7+

*Crafted from the hide of a massive shadow hound, this armor lets you fade away from danger when you suffer a grievous wound.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Armor:** Hide
**Enhancement:** AC
**Power (Daily):** Immediate Reaction. *Trigger:* You become bloodied. *Effect:* You become insubstantial until the end of your next turn.

### Shadow Warlock Armor — Level 10+

*While wearing this suit of black leather, you can cloud the mind of a cursed enemy so that your attack strikes true.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Armor:** Leather
**Enhancement:** AC
**Property:** While you have concealment from your Shadow Walk class feature, any creature affected by your Warlock's Curse grants combat advantage to you.

## Slime Armor — Level 8+

*You can cause this heavy armor to drip with acidic ooze that burns those who touch it.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Armor:** Scale, plate
**Enhancement:** AC

**Power (Daily ✦ Acid):** Minor Action. Until the end of your next turn, any creature that hits you with a melee attack takes ongoing 5 acid damage (save ends).
*Level 13 or 18:* Ongoing 10 acid damage (save ends).
*Level 23 or 28:* Ongoing 15 acid damage (save ends).

## Snaketongue Robe — Level 13+

*A pattern of tiny, scintillating scales covers the surface of this loose garment, granting you the qualities of a serpent.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Cloth
**Enhancement:** AC
**Property:** You gain a +2 item bonus to Bluff checks.
**Property:** You gain resist 5 poison.

**Power (Daily):** Move Action. You shift a number of squares equal to the armor's enhancement bonus.

## Spectral Plate — Level 20+

*This dull black plate armor is made of iron plates infused with Shadowfell essence, granting you wraithlike properties.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 25 | +5 | 625,000 gp | | | |

**Armor:** Plate
**Enhancement:** AC
**Property:** You ignore the speed and skill check penalties for wearing plate armor.

**Power (Daily):** Move Action. You move your speed. In addition, you become insubstantial and gain phasing until the end of your turn.

## Spiderweb Robes — Level 8+

*This light, thin robe is woven from spider silk and carries a hint of the power of arachnids.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Armor:** Cloth
**Enhancement:** AC
**Property:** You gain resist 5 poison.
*Level 13 or 18:* Resist 10 poison.
*Level 23 or 28:* Resist 15 poison.

**Power (Daily):** Immediate Reaction. *Trigger:* An enemy adjacent to you hits you with a melee attack. *Effect:* The triggering enemy is restrained until the end of its next turn.

## Spiked Jacket — Level 3+

*Hidden razor-sharp spikes spring out from the elbows, shoulders, and sides of this jacket when something grabs you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Leather, hide
**Enhancement:** AC

**Power (Daily):** Standard Action. *Trigger:* You are grabbed. *Effect:* You escape the grab, and the enemy that was grabbing you takes 1d6 damage per plus.

## Spirit Armor — Level 14+

*This suit of fine chain has a ghostly sheen, and its mesh protects you from the denizens of the spirit world.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Chain
**Enhancement:** AC

**Power (At-Will):** Immediate Reaction. *Trigger:* An insubstantial enemy adjacent to you hits you. *Effect:* The triggering enemy loses the insubstantial quality (save ends). You become insubstantial until the triggering enemy saves against this effect.

## Supporting Armor — Level 4+

*This heavy iron armor absorbs the shock of jarring attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Scale, plate
**Enhancement:** AC

**Power (Daily):** No Action. *Trigger:* An effect dazes or stuns you. *Effect:* You make a saving throw against the triggering effect. On a save, the effect ends.

## SNAKETONGUE ROBE

Human worshipers of the serpent god Zehir, known as snaketongue cultists, perform dreadful rituals to transform themselves into more snakelike forms. *Snaketongue robes* enhance the efficacy of these rituals. Yuan-ti create the robes for cultists who have performed exceptional deeds in Zehir's name.

**Celebrants of Zehir:** Some snaketongue celebrants (*Monster Manual*, page 273) wear *snaketongue robes* to even more closely resemble the serpent god and his yuan-ti emissaries. These cultists are of high rank and are protected by many snaketongue zealots and warriors.

**Serpent Crypt:** Yuan-ti have been weaving *snaketongue robes* since their empire was in full bloom. The garments were originally worn only by nobles, and royal crypts within ruined yuan-ti cities or under ancient pyramids still hold these treasures of former rulers.

*Time link armor*

## Teleporting Armor — Level 12+

*A small teleportation circle is emblazoned on the breastplate of this armor.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Scale, plate
**Enhancement:** AC
**Power (Daily ✦ Teleportation):** Move Action. You teleport a number of squares equal to twice the armor's enhancement bonus.

## Time Link Armor — Level 4+

*Woven from shimmering crystal, this light chain suit improves your reaction time.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Chain
**Enhancement:** AC
**Property:** You gain an item bonus to initiative checks equal to the armor's enhancement bonus.
**Power (Daily):** No Action. *Trigger:* You roll initiative and dislike the result. *Effect:* You reroll initiative but must use the second result.

## Translocating Armor — Level 14+

*A field of planar energy surrounds this armor. If an enemy fails to hit you, you can teleport out of its reach.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Any
**Enhancement:** AC
**Power (Encounter ✦ Teleportation):** Immediate Reaction. *Trigger:* An enemy misses you with an attack. *Effect:* You teleport 3 squares.

## Wall Armor — Level 3+

*This armor seems far heavier than its constituent material. It becomes as unforgiving as a brick wall at a moment's notice.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Any
**Enhancement:** AC
**Power (Daily):** Immediate Reaction. *Trigger:* An enemy hits or misses you with a bull rush or charge attack. *Effect:* The triggering enemy takes 1d6 damage per plus and is knocked prone.

## Warmage's Uniform — Level 3+

*These decorated greatcoats come in a variety of styles, but all lend military might to their wearers.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Cloth, leather
**Enhancement:** AC
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with an arcane attack power. *Effect:* Until the end of your next turn, one ally within 5 squares of that enemy gains a power bonus to attack rolls against the enemy equal to the armor's enhancement bonus.

## Winged Armor — Level 13+

*Glorious angelic wings sprout from this armor at your command.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Any
**Enhancement:** AC
**Property:** You gain an item bonus to Athletics checks to jump equal to the armor's enhancement bonus.
**Power (Daily):** Move Action. You fly your speed. You must begin and end this move on a solid surface. You also gain a +2 power bonus to all defenses until the end of your next turn.

KALMAN ANDRASOFSZKY

# WEAPONS

*There's no protection in the world that can stop this cutting edge. Or out of the world, for that matter.*

Along with armor and neck slot items, weapons are central to an adventurer's gear. Even the most diplomatic adventurer knows that when defense isn't enough, there's no substitute for a good offense.

## Aegis Blade — Level 3+

*This blade allows you to place your aegis on all nearby foes with a single word of power.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Heavy blade, light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Minor Action. Mark each enemy within a close burst 3 (save ends). If you have the Swordmage Aegis class feature, treat each mark as if you applied it with your chosen aegis.

## ALFSAIR SPEAR

Where the Dayforge Mountains meet the pines of the Winterbole Forest, small copses of strange twisting coniferous trees called alfsairs grow in remote glens. Sometimes called wisewood by the druids and shamans of the north, the light and remarkably strong wood of this tree constantly exudes a sticky, sweet-smelling sap that some tribes use for primal communion.

Druids carefully harvest and prepare the warped branches of these trees and shape them into seemingly awkward but surprisingly functional spears. Through clever crafting and enchanting, wielders are able to control the flow of the sap, focusing it for their own benefit and to their enemies' detriment.

**Vanishing Wisdom:** An old shaman is in trouble. He's slowly being driven insane by a tormenting trio of spirits only he can see. According to the shaman, the tormenting spirits can be banished only by the touch of an *alfsair spear*. He will be grateful to any adventurer who can come to his aid with one of these spears.

**Roof of the World:** *Alfsair spears* are mystical weapons. Legends tell that the most powerful aren't crafted at all, but grow from the top of the world's highest mountain. As the story goes, every 76 years, on the longest day of the year and when the Dragontooth wandering star is visible in the night sky, a new *alfsair spear* appears on the summit of the Roof of the World Mountain.

## Aftershock Weapon — Level 2+

*This weapon sends ripples of force toward nearby foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and each enemy adjacent to the target of the critical hit is knocked prone.

## Alfsair Spear — Level 3+

*This spear is a favorite druid weapon.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Spear
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 psychic and poison damage per plus
**Property:** You gain an item bonus to Nature checks equal to the spear's enhancement bonus.
**Property:** Classes that use totems can use this spear as an implement for class powers and paragon path powers.
**Power (Daily ✦ Poison, Psychic):** No Action. *Trigger:* You score a critical hit against an enemy with this spear. *Effect:* The enemy hit by the triggering attack is dazed until the end of its next turn.

## Aura Killer Weapon — Level 3+

*The dark purple magic trailing in this weapon's wake shuts down your enemy's subtle spells and instinctive powers.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You use this weapon to hit an enemy that has an aura. *Effect:* The enemy's aura ends, and the enemy can't reactivate it (save ends).

## Avalanche Hammer — Level 4+

*Enchanted with the essence of elemental earth, this hammer strikes foes like an avalanche.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Hammer
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 damage per plus, and the target is knocked prone.
**Property:** When you charge an enemy and hit with a melee basic attack using this weapon, the attack deals 1[W] extra damage.

*Battle spirit weapon*

### Banishing Spellblade — Level 14+

*A powerful enchantment placed on this blade allows you to sequester a foe for a short amount of time.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Heavy blade, light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d8 per plus when used as an implement for an arcane power
**Power (Daily ✦ Teleportation):** Free Action. *Trigger:* Using this weapon, you hit an enemy with an arcane attack power that pulls, pushes, slides, or teleports the target. *Effect:* Instead of being pushed, pulled, slid, or teleported, that enemy disappears. At the end of the enemy's next turn, it reappears in the space it left. If that space is occupied, it appears in the nearest unoccupied space (your choice).

### Battle Spirit Weapon — Level 15+

*Infused with the sprit of a savage warrior, this weapon gives you ghostly powers when charging.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Axe, flail, hammer, heavy blade, mace, spear
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d10 damage per plus on a charge
**Property:** While charging, you are insubstantial and can move through squares occupied by enemies. Your movement provokes opportunity attacks as normal.

### Blood Drinker — Level 9+

*You know when to feed your weapon, because it growls when it's hungry.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Weapon:** Axe, heavy blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** If you make an attack using this weapon and miss all targets, the *blood drinker* deals 5 damage to you, and the next attack you make before the end of your next turn deals 2d6 extra damage to the first target it hits.
*Level 14 or 19:* The weapon deals 10 damage to you, and your next attack deals 3d6 extra damage.
*Level 24 or 29:* The weapon deals 15 damage to you, and your next attack deals 4d8 extra damage.

## BATTLE SPIRIT WEAPON

Sometimes a warrior's legacy is so potent, her deeds so extraordinary, that some part of her spirit lives on after death. These spirit fragments are sometimes drawn to the weapon the warrior used in life, or some similar martial instrument. Often they cling to the weapon, infusing it with power without need of a ritual or outside intervention. When the connection is weaker, a ritual can be used to fuse a spirit into steel.

Once fused, the spirit fragment allows the wielder of the *battle spirit weapon* to transform into a ghostly mist when charging. Barbarians believe that this transformation allows a warrior to step briefly into the realm of the ancestors, and many warriors claim to have received life-changing visions and messages from their ancestors while charging into battle.

**The Reforging:** A barbarian tribe has carried a particular *battle spirit weapon* since the days of its founding. Infused with the spirit of the tribe's founder, the weapon was the symbol of the chief's power and led the tribe to many victories. Recently, an evil warlock stole into the tribe's camp, slew the chief, and sundered the weapon. He bound the founder's spirit fragment into another vessel and is using it to guide a construct he created that is now ravaging the countryside. According to the tribe's beliefs, the person who can free the spirit from the construct and reforge the weapon will earn the right to wield it.

MATIAS TAPIA

## Blood Fury Weapon — Level 3+

*Often decorated with bloodstones, these blades or axes are favored by dragonborn barbarians.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Axe, heavy blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus, or +1d12 damage while you're bloodied
**Power (Encounter):** Minor Action. You are considered bloodied for all purposes (including beneficial effects such as the Dragonborn Fury racial trait) until the end of your next turn.

## Boltshard Crossbow — Level 7+

*You pull the trigger, spraying shards at your foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Weapon:** Crossbow
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Standard Action. Make a ranged basic attack using this crossbow against each creature in a close blast 3.
*Level 17 or 22:* Close blast 5; a creature hit is also pushed 2 squares.
*Level 27:* Close blast 7; a creature hit is also pushed 2 squares.

## Challenge-Seeking Weapon — Level 1+

*This weapon is always eager to be introduced to a fresh enemy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 1 | +1 | 360 gp | Lvl 16 | +4 | 45,000 gp |
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** None
**Property:** You deal 1d6 extra damage when you hit enemies that are at maximum hit points with this weapon.
*Level 11 or 16:* Deal 2d6 extra damage.
*Level 21 or 26:* Deal 3d6 extra damage.

## Death Mark Weapon — Level 23+

*This weapon knows when you kill a hated foe, letting you shift away to face a new enemy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 23 | +5 | 425,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d12 damage per plus against an enemy marked by you
**Power (At-Will):** Free Action. *Trigger:* You use this weapon to reduce an enemy that is marked by you to 0 hit points. *Effect:* You shift a number of squares up to your speed.

## Duelist's Bow — Level 2+

*With this mighty weapon humming as you release arrow after arrow, enemy archers face certain defeat.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Bow
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you hit an enemy with this weapon, that enemy takes a -2 penalty to ranged and area attack rolls until the end of your next turn.

## Earth-Wrought Hammer — Level 1+

*This hammer appears to be carved from a single piece of stone, though it's no heavier than a normal weapon. But it hits your enemies like a battering ram.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 1 | +1 | 360 gp | Lvl 16 | +4 | 45,000 gp |
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |

**Weapon:** Hammer
**Enhancement:** Attack rolls and damage rolls
**Critical:** The target is knocked prone.

## Echoing Songblade — Level 4+

*The echoes of your spells reverberate in the blade, hoping to be unleashed.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Heavy blade, light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and if the attack was a bard encounter power, you can use that power one more time on your next turn against a single target with a -2 penalty to the attack roll (you must still use the appropriate action to use the power).
**Property:** Bards can use this weapon as an implement for bard powers and bard paragon path powers.

## Entrapping Weapon — Level 2+

*An arrow fired from this weapon keeps your enemy from wandering off.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Bow, crossbow
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or the target is restrained until the end of your next turn.

## Farbond Spellblade — Level 2+

*When bonded to you, this spellblade returns to your hand faster and from farther distances.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Heavy blade, light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d8 per plus when used as an implement for an arcane power
**Property:** This weapon can be used as a heavy thrown weapon with a range of 5/10. If you have the Swordbond class feature, you can call this weapon to your hand from up to a mile away.

## Flesh Grinder — Level 3+

*This weapon screeches as its serrated edge bites through flesh, bone, and steel.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Axe, heavy blade, polearm
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 damage per plus
**Power (Daily):** Free Action. *Trigger:* You make an attack with this weapon that targets AC. *Effect:* The triggering attack targets Fortitude instead and deals 1d6 extra damage on a hit.
*Level 13 or 18:* 2d6 extra damage.
*Level 23 or 28:* 3d6 extra damage.

## FARBOND SPELLBLADE

There's an ancient story about a war between an enclave of eladrin and a kingdom of dragonborn. Much of the war is forgotten, and its cause is obscured by allusion and misinformation, but how it ends is the stuff of legend.

During the last days of the war, an eladrin prince and his escort approached the dragonborn king's fortress and called for parley. The prince claimed to have the authority to negotiate a stalemate that would restore the peace and the borders before the war. The king invited the eladrin embassy into his fortress. Once inside, the eladrin were assaulted, blinded, and thrown into the dungeon.

The dragonborn king had hoped to ransom the prince's life for political gain, but the prince and his fellow prisoners arranged their own "ransom" the first night. The prince and his companions, all elite swordmages trained in the art of blind fighting, called their *farbond spellblades* from beyond the walls of the fortress and fought their way free. The treacherous dragonborn king didn't survive the night.

**Benefit of Membership:** A conclave of swordmages connected to the local wizards' college grants a *farbond spellblade* to each new member as a symbol of acceptance. Membership isn't easily gained. Applicants must first prove their worth by passing three tests and accomplishing at least one great deed chosen by the masters of the college.

**A Strange Find:** Rumors say that if you search the grounds around a tyrant's castle, you might find a *farbond spellblade* secreted behind a bush or under a rock.

***Hideous weapon***

## Frost Fury Waraxe — Level 3+

*When this weapon's wielder is bloodied, the axe blade becomes icy and promises a cold death with each swing.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Axe
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 cold damage per plus, or +1d10 cold damage per plus while you're bloodied
**Property:** While you're bloodied, this axe deals extra cold damage equal to your Constitution modifier.

## Great Hunger Weapon — Level 3+

*This weapon's normal low keening tones build into a great howl when it engages in battle.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** When you score a critical hit using this weapon scores, the damage of the next critical hit you score with this weapon increases by 1[W]. This effect is cumulative until the end of the encounter.
**Power (Daily):** Immediate Reaction. *Trigger:* An enemy adjacent to you scores a critical hit against you. *Effect:* Roll this weapon's critical damage dice (including any extra damage from the weapon's property) and deal that much damage to the triggering enemy.

KIERAN YANNER

## FLESH GRINDER

A horrific weapon created from nightmare, the *flesh grinder* is alive with malevolence, filled with an unspeakable thirst for blood and flesh. A *flesh grinder* has the general shape and size of an ordinary weapon of its make, but in place of a smooth cutting edge, it has a toothy row of jagged barbs. Old blood mixed with dark grease oozes from the barbs, and when the weapon is swung in battle, the serrated edge rocks back and forth to chew through flesh and bone, spewing noxious smoke into the air.

*Flesh grinder* weapons were born in the bowels of the Abyss, fashioned by demonic hands and infused with all the hate, bile, and violence bubbling up from that dire realm. The demons hoped to use these weapons to cut through the eldritch chains binding a forgotten god long confined to the plane's shadowy depths. Some believe that the *flesh grinders* in the world are remnants of the ancient demonic weapons, and even those fashioned by mortal hands are in fact the demon-created weapons reborn in form. Legend holds that when a certain number (the exact quantity is lost to history) of *flesh grinder* weapons are recovered, the chains binding the dark god will loosen and unleash an evil the world has never before seen.

**Defeat the Twisted Spiral Cult:** The Chained God locked away in the Abyss has numerous cults and servants in the mortal world, many of which assume a variety of names and attribute innumerable personas to the Chained God, each more frightful and insane than the last. Cults devoted to this fallen god seek items associated with his dread name and prize the *flesh grinder* as a physical symbol of their deity's malicious intent against those who stand against his designs. Finding and eliminating one of these cults is bound to reveal a *flesh grinder* weapon.

**Navigate the Endless Maze:** Baphomet rules the Endless Maze in the Abyss, a near-infinite layer of tunnels, passages, traps, and horrors, each of which lie in wait to snatch a hapless traveler and subject him to indescribable torments. Simply surviving the Endless Maze is an achievement in its own right, but actually navigating its tricks, traps, and guardians provides a nearly certain means to obtain all sorts of sinister items, including a *flesh grinder*. This said, such weapons are rarely left lying about, and adventurers will likely have to pry them from the cold, dead fingers of their previous owners.

### Guardian's Brand — Level 3+

*This weapon burns white with hatred when it's near a warden's marked enemy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 fire damage, or +1d10 fire damage while you're in a guardian form
**Power (Daily ✦ Fire):** Free Action. *Trigger:* You hit an enemy with your *warden's fury* power using this weapon. *Effect:* That enemy takes ongoing fire damage equal to 5 + your Strength modifier.
*Level 13 or 18:* Ongoing fire damage equal to 10 + your Strength modifier.
*Level 23 or 28:* Ongoing fire damage equal to 15 + your Strength modifier.

### Guardian's Call — Level 2+

*Decorated with the sigils of the wind and the oak, this weapon increases your defenses while you're in your guardian form.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d10 damage per plus while you're in a guardian form
**Property:** When you assume a guardian form, pick one defense other than AC. You gain a +2 bonus to that defense while you're in that guardian form.

### Harmonic Songblade — Level 2+

*As well as channeling your bard spells, this blade gives off music that swirls away to encircle and empower one of your allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Heavy blade, light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Bards can use this weapon as an implement for bard powers and bard paragon path powers.
**Power (Daily):** Minor Action. One ally within 5 squares of you gains a +2 power bonus to attack rolls and all defenses until the start of your next turn.

### Hideous Weapon — Level 8+

*The only thing that looks worse than this ugly weapon is your enemy when you're done with it.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Flail, hammer, pick
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** You gain an item bonus to Intimidate checks equal to this weapon's enhancement bonus.
**Power (Daily ✦ Fear, Weapon):** Free Action. *Trigger:* You use this weapon to reduce an enemy to 0 hit points. *Effect:* You make an attack against each enemy in a close burst 2: Charisma + 2 + the weapon's enhancement bonus vs. Will; on a hit, the target takes a -2 penalty to attack rolls and if the target ends its turn in a square adjacent to you, it becomes dazed until the end of its next turn (save ends both).

## Impaler's Pick — Level 4+

*This barbed weapon can leave a short-lived magical replica of itself in your enemy to keep it pinned down.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Pick
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and the target is restrained by a magical duplicate of this weapon (save ends).
*Aftereffect:* 10 damage.
*Level 14 or 19: Aftereffect:* 15 damage.
*Level 24 or 29: Aftereffect:* 20 damage.

## Incisive Dagger — Level 9+

*You cut through space as easily as you cut through flesh.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Weapon:** Dagger
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** You can use this weapon as a focus when performing a travel ritual that involves creating and moving through portals. You can add the dagger's enhancement bonus as an item bonus to any skill checks related to the ritual's performance.
**Property:** When you use a teleportation power, the distance you can teleport increases by a number of squares equal to the dagger's enhancement bonus.
**Power (Daily ✦ Teleportation):** Minor Action. You teleport 5 squares.
*Level 14 or 19:* 10 squares.
*Level 24 or 29:* 10 squares, and you don't need to be able to see the destination square.

### INCISIVE DAGGER

This stiletto's blue-black blade is razor-sharp and extends from a guard that resembles two screaming faces twisted in pain. The handle is short, as if designed for a small hand, and bloodstained leather covers its cold steel. The pommel is a smooth orb of black stone with golden flecks that glitter in the moonlight.

Modeled on a more powerful knife said to be able to cut through anything, the *incisive dagger* lacks that famed blade's superior cutting ability. It does help its wielder move through space and access different portals.

**Defeat the Ghost Thief:** In the hands of the wrong person, an *incisive dagger* can prove an invaluable tool for criminal enterprises. Such a weapon came into the possession of an ambitious thief whose exploits earned her the moniker "Ghost Thief." The authorities have no clues to how the elusive thief manages her daring crimes, because no one has ever spotted her and no security measure has proved secure enough to stop her. But someone must know something, since there is general agreement that the Ghost Thief is a female.

***Incisive dagger***

## Intensifying Weapon — Level 4+

*This weapon blazes with inner power that enhances your ongoing effects.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d10 damage per plus on attacks that deal ongoing damage
**Property:** When you use this weapon to hit with an attack that deals ongoing damage, the ongoing damage increases by an amount equal to the weapon's enhancement bonus.

## Master's Blade — Level 4+

*Seemingly impossible feats are possible for master warriors, and for those who wield this perfectly designed weapon.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Heavy blade, light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** While you're using a stance power, you gain a +1 bonus to attack rolls on melee basic attacks and at-will attacks with this weapon.
**Power (Daily):** Minor Action. Until the end of the encounter, while you wield this weapon, you can have two stances active at the same time.

## Maw of the Guardian — Level 4+

*Engraved with the primal rune of the devourer, this weapon increases your damage while you're in a guardian form.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** This weapon deals extra damage equal to your Constitution modifier while you're in a guardian form.

ED COX

## Quicksilver Blade — Level 2+

*This weapon seems to move too quickly to be seen, and it imparts that ability to you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** You gain an item bonus to initiative checks equal to the blade's enhancement bonus.
**Power (Daily):** Free Action. *Trigger:* You score a critical hit with this weapon. *Effect:* You gain a move action that you must use before the end of your turn.

## Ravenclaw Warblade — Level 8+

*This sword becomes more powerful when its wielder or his enemies are at death's door.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Heavy blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d10 damage per plus while you're bloodied
**Property:** When you use this weapon to reduce a nonminion enemy to 0 hit points, you can either spend a healing surge or make a saving throw.

## Rebounding Weapon — Level 2+

*You meant to do that. No, really.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Any ranged
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Encounter):** Free Action. *Trigger:* You attack an enemy with this weapon and miss. *Effect:* You make a ranged basic attack against a different enemy within 5 squares of that enemy.

## Runic Weapon — Level 5+

*This weapon is engraved with numerous arcane runes and sigils that glow when magical emanations are near.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you hit with an arcane power using this weapon, you gain temporary hit points equal to the weapon's enhancement bonus.

## Screaming Bow — Level 4+

*What begins as a low moan rises to an earsplitting shriek as the arrow seeks out its mark.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Bow
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 thunder damage per plus
**Property:** When you use this weapon to hit an enemy with an attack power that doesn't have a damage type, the attack deals thunder damage, and the enemy is deafened until the end of your next turn.
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with this weapon. *Effect:* That enemy gains vulnerable 5 thunder (save ends). Each creature adjacent to that enemy is deafened and gains vulnerable 5 thunder until the end of your next turn.
*Level 14 or 19:* The enemy gains vulnerable 10 thunder (save ends).
*Level 24 or 29:* The enemy gains vulnerable 20 thunder (save ends).

## Shadowrift Blade — Level 12+

*You can pass through the Shadowfell to a nearby location when you use this blade, but doing so costs you a bit of your life force.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (At-Will ✦ Teleportation):** Free Action. *Trigger:* You hit an enemy that is granting you combat advantage. *Effect:* You take 5 damage and teleport 2 squares.
*Level 17 or 22:* Take 10 damage and teleport 3 squares.
*Level 27:* Take 15 damage and teleport 4 squares.

## Shrieking Songbow — Level 13+

*The sound of unbridled fear travels along with each of your shots.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Bow, crossbow
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Bards can use this weapon as an implement for bard powers and bard paragon path powers.
**Power (Daily ✦ Fear):** Free Action. *Trigger:* You hit an enemy with a bard attack power using this weapon. *Effect:* That enemy moves a number of squares away from you equal to your Charisma modifier, avoiding opportunity attacks and unsafe squares if possible.

*Screaming bow*

## SCREAMING BOW

Assembled from overlapping pieces of yew, lemonwood, horn, and other materials bound together with *sovereign glue*, a *screaming bow* would pass for any other high-quality longbow except for the silver eagle talons mounted at either end to hold its golden bowstring taut. Arrows fitted onto the string and drawn are transformed, the arrowhead stretching and contorting into the likeness of a screaming eagle's head. Once the arrow flies, it sounds a high-pitched screech that grows louder the closer it comes to its target until suddenly becoming silent on impact.

Each *screaming bow* is said to contain a soul fragment from an elf warrior slain in battle, who, through Corellon's grace, was given another chance to carry on the lifelong struggle against his or her people's enemies. Only those chosen to reside in Arvandor with their god can provide a portion of their soul to reside within a *screaming bow*, and then only when the bow is fashioned by an eladrin or elf mage.

**Aerie of Griffons:** Local legend claims that a band of heroes ascended into the mountains to assault a mountain fastness and defeat a tyrannical giant who dwelled there. Of those who ascended, none returned, but tales are still told around hearths about these lost heroes and the *screaming bow* that one of them possessed.

**Avenge the Elven People:** Orcs, goblins, and other despicable humanoids wage war against the sylvan folk in both the mortal world and the Feywild beyond. Many communities see to their own defenses and resent interference from outsiders, but a hero who proves herself an ally and fights in the name of good folk might gain a *screaming bow* as a token of friendship.

### Songbow of Lullabies — Level 9+

*The projectile fired from this weapon sings softly in a voice that its target finds most soothing.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Weapon:** Bow, crossbow
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Bards can use this weapon as an implement for bard powers and bard paragon path powers.
**Power (Daily ✦ Charm):** Free Action. *Trigger:* You hit an enemy with a bard charm power using this weapon. *Effect:* That enemy is slowed (save ends). *First Failed Saving Throw:* The enemy is immobilized (save ends). *Second Failed Saving Throw:* The enemy is knocked unconscious (save ends).

### Songbow of Summoning — Level 15+

*When this weapon fires, an ancient paean sung by conquering peoples rings out and calls your allies in for the kill.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Bow, crossbow
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Bards can use this weapon as an implement for bard powers and bard paragon path powers.
**Power (Daily ✦ Teleportation):** Free Action. *Trigger:* You hit an enemy with a bard power using this weapon. *Effect:* Each ally within 5 squares of you or within 5 squares of that enemy can teleport to a square adjacent to the enemy as a free action.

CHRIS SEAMAN

## Songbow of Vanishment — Level 3+

*Your magic whispers in the minds of your foes, convincing them you're elsewhere.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Bow, crossbow
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Bards can use this weapon as an implement for bard powers and bard paragon path powers.

**Power (Daily ✦ Illusion):** Free Action. *Trigger:* You hit an enemy with a bard power using this weapon. *Effect:* You're invisible to that enemy until the end of your next turn.

## Soul Drinker Weapon — Level 14+

*If this weapon doesn't make a kill, it takes its frustration out on you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 necrotic damage per plus

**Power (Encounter ✦ Necrotic):** Free Action. *Trigger:* You hit an enemy with this weapon. *Effect:* You deal 2d10 extra necrotic damage to that enemy. If this hit doesn't reduce the enemy to 0 hit points, you take 2d12 damage.
*Level 24 or 29:* Deal 3d10 necrotic damage, and take 3d12 damage if the hit doesn't reduce the enemy to 0 hit points.

## Space-Bending Weapon — Level 19+

*This weapon always seems farther away than it actually is.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 24 | +5 | 525,000 gp | | | |

**Weapon:** Heavy blade, light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Power (Daily):** Minor Action. The next enemy you target with this weapon can be up to 5 squares away from you; you attack that enemy as if you were adjacent to it.
*Level 24 or 29:* Up to 10 squares away.

## Stormbiter Warblade — Level 4+

*Glistening with electric-blue eldritch energy, this weapon's blade packs a stormy punch.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Heavy blade, light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 thunder and lightning damage per plus

**Power (Daily ✦ Lightning):** Free Action. *Trigger:* You hit an enemy with a lightning power or a thunder power using this weapon. *Effect:* That enemy is knocked prone. It's also deafened and takes ongoing 5 lightning damage (save ends both).
*Level 14 or 19:* Deafened and ongoing 10 lightning damage (save ends both).
*Level 24 or 29:* Deafened and ongoing 15 lightning damage (save ends both).

THOMAS DENMARK

*Shadowrift blade*

## SHADOWRIFT BLADE

Eladrin and even some elves consider it distasteful—almost taboo—to carry a *shadowrift blade*. The reason for this prohibition is unclear, because no three eladrin can agree on it.

Some claim that the blades are treacherous gifts of the drow. Others that the strange gray-green metal of the weapons comes from a corner of the Far Realm where time and space conspire to produce spiraling insanity. And a few hint that the secrets of making *shadowrift blades* were given to the eladrin by an exarch of Gruumsh.

Whatever origin one might favor, eladrin sages and elders agree that these weapons are somehow cursed or corrupted, existing only to bleed the Shadowfell into the Feywild. To those who use a *shadowrift blade*, the eladrin's claims serve as the only evidence for any taint.

**Zerth's New Blade:** A rogue githzerai zerth has been tormenting a small, peaceful settlement. The leader of the town describes the powerful teleporting sword the zerth wields and promises that the blade's value alone is worth the effort of getting rid of his githzerai problem.

**Save My Daughter (the Hard Way):** An eladrin scholar is worried about her daughter, an errant swordmage. She has picked up a *shadowrift blade* to aid in her endeavors, ignoring her people's concerns about such weapons. The scholar is looking for someone to convince her daughter to give up the blade and is afraid that a sword duel—a combat in which the winner takes the sword of the vanquished—might be the only way.

*Stormbiter warblade*

### Supreme Skirmisher's Bow — Level 10+

*Perfectly balanced and blessed with powers that help shape each of your motions, this bow allows you to fight with unmatched grace.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Weapon:** Bow
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Encounter):** Free Action. *Trigger:* You make a ranged basic attack using this weapon. *Effect:* You make a ranged at-will attack using this weapon instead.

### Supremely Vicious Weapon — Level 2+

*Pure lethality.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus, and you can choose to reroll any or all of your critical damage dice, but you must take the second result of each die.

### Targeting Weapon — Level 3+

*When the bolt flies from your weapon, it shows the way to victory.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Bow, crossbow
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and the target grants combat advantage until the end of your next turn.
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with an attack using this weapon. *Effect:* Until the end of your next turn, you and your allies can roll twice on attack rolls against that enemy and use either result.

### Totemic Spear — Level 2+

*This spear's power extends into the spirit world.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Spear
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Shamans can use this weapon as an implement for shaman powers and shaman paragon path powers.
**Property:** You can target any enemy within 2 squares of your spirit companion with attacks that have a range of "Melee spirit."

## STORMBITER WARBLADE

Heur-Ket, a vicious primordial of gale and thunder, was defeated in the first war, but echoes of the primordial's howling winds live on. The primordial's essence was scattered throughout the world, the Shadowfell, and the Feywild.

According to the histories and legends of early empires, certain locations retained Heur-Ket's stormy nature. Weapons created near those locations became infused with the primordial's essence, becoming the first *stormbiter warblades*. Now the formula for making these weapons is commonly known, but the most potent of them are those first made after Heur-Ket's fall at a site where the entity's essence collected, or those crafted using a piece of one of the original weapons as a focus for the ritual.

**Artificer's Endeavor:** Artificers and others interested in the creation of magic weapons are always on the lookout for fragments of the original *stormbiter warblades*, or for a location where Heur-Ket's essence is present. Often they purchase this information with the promise of a weapon crafted from Heur-Ket's power.

**Forge of the Landfall:** Deep in the Feywild's Underdark is a cyclops forge built on a site containing Heur-Ket's essence. The cyclopes are difficult to deal with and stingy with their creations, so the Court of Stars often commissions raids to plunder the site, and even provides teleportation magic to aid in these raids.

KIERAN YANNER

### Totemic Warclub Level 2+

*Some of the power invested in your spirit companion also flows through this warclub.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Mace
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Shamans can use this weapon as an implement for shaman powers and shaman paragon path powers.
**Property:** When you use this weapon as an implement for a power that has a range of "Melee spirit," you can choose to use your square as the origin square of the power.

### Unforgettable Cudgel Level 8+

*A well-placed strike with this mace goes a long way toward showing an enemy the error of its ways.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Mace
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or the target is dazed (save ends)
**Property:** Divine characters can use this mace as a holy symbol implement for divine powers.
**Property:** You can score a critical hit with this weapon on a roll of 19-20 when it is used as a weapon or an implement for a divine melee attack power.

### Weapon of Oaths Fulfilled Level 4+

*As your weapon slays your deity's enemy, you feel a surge of vitality that allows you to keep fighting.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Avengers can use this weapon as an implement for avenger powers and avenger paragon path powers.
**Property:** When you reduce the target of your *oath of enmity* to 0 hit points, the next attack you make with this weapon before the end of your next turn deals 1d6 extra damage per plus.

### Whistling Songbow Level 2+

*Projectiles launched from this weapon whistle as they streak toward their target.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Bow, crossbow
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Bards can use this weapon as an implement for bard powers and bard paragon path powers.
**Power (Daily):** Free Action. *Trigger:* You attack an enemy with a bard attack power using this weapon. *Effect:* Each ally within 5 squares of that enemy gains a +2 power bonus to attack rolls against the enemy until the end of your next turn.

## UNFORGETTABLE CUDGEL

An *unforgettable cudgel* features a sturdy haft cut from hickory and wrapped with red cord around a handle capped in iron wrought to resemble a stern face with a spadelike beard. The business end is a flanged mace head capped with a smoothed, convex steel ferrule. Each flange forms a wedge-shaped point, and there are seven flanges in all.

The weapon is fashioned as a religious icon in the image of a weapon wielded by an ancient saint, a righteous servant of the gods who fought against tyranny and injustice and sought the rule of divine law. It contains a portion of his holy essence, making it a highly sought-after item by divine servants the world over. Clerics and other divine heroes seek out the *unforgettable cudgel* for its ability to pass divine judgment by reminding those it strikes of their past crimes and wicked deeds. Few have the courage to withstand such a psychic assault.

**Atonement:** The gods of order and goodness sometimes bestow holy objects to those who have walked the road of shadow and resisted its temptations, returning to the light with all the fervor of the most devoted paladins. It takes a great act of self-sacrifice and penance for the gods to bequeath such an item, but those who truly and deeply atone might find themselves gifted with an icon such as an *unforgettable cudgel*.

### Writhing Vine Weapon Level 8+

*Living vines writhe and constrict around this weapon when it's at rest, but they grasp at and harry your foes with each swing.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you immobilize a target with a melee attack using this weapon, that target grants combat advantage to you until the end of your next turn.
**Power (Daily):** Minor Action. Make an attack: Close burst 3; target one enemy in burst; Constitution + this weapon's enhancement bonus vs. Fortitude; on a hit, you pull that enemy 3 squares.

# AMMUNITION

*The effectiveness of a ranged weapon depends on aim, but don't discount its payload.*

Enchanted arrows, bolts, and sling bullets can be activated and fired from ranged weapons to achieve exceptional results. You must load magic ammunition before you can activate and fire it (spending whatever action is necessary to do so), and it's used up when fired. When used with powers that target multiple enemies, magic ammunition affects only the first attack roll or target after it's loaded. In certain circumstances

(such as when loading is a free action), however, a ranged attacker can load more magic ammunition during an attack against multiple targets if desired.

Ammunition applies an enhancement bonus to an attack roll and damage roll when used. If the projectile weapon is magical, use the ammunition's enhancement bonus in place of the weapon's enhancement bonus. The weapon's critical bonus and the properties from both the weapon and the ammunition still apply. Using magic ammunition doesn't prevent you from activating a magic weapon's powers.

You can fire magic ammunition without activating it, using your weapon's enhancement bonus and receiving no benefit from the ammunition's magic. The ammunition is still expended.

Ammunition names are keyed to certain ammunition types, but any of the enchantments described in this section can be placed on any type of ammunition; for instance, it's possible to create or acquire an arrow or a sling bullet that has the attributes of a *bolt of clumsiness*.

### Arrow of Revelation — Level 9+

*Ioun's eye marks this bright yellow arrow.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 160 gp | Lvl 24 | +5 | 21,000 gp |
| Lvl 14 | +3 | 800 gp | Lvl 29 | +6 | 105,000 gp |
| Lvl 19 | +4 | 4,200 gp | | | |

**Ammunition**
**Enhancement:** Attack rolls and damage rolls
**Property:** When you hit an enemy with an attack using this ammunition, that enemy doesn't benefit from invisibility until the end of your next turn.

### Attention-Stealing Bullet — Level 3+

*This bright red sling stone draws your target's immediate attention.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 30 gp | Lvl 18 | +4 | 3,400 gp |
| Lvl 8 | +2 | 125 gp | Lvl 23 | +5 | 17,000 gp |
| Lvl 13 | +3 | 650 gp | Lvl 28 | +6 | 85,000 gp |

**Ammunition**
**Enhancement:** Attack rolls and damage rolls
**Property:** When you hit an enemy with an attack using this ammunition, you mark that enemy until the end of its next turn. While marked by you in this manner, when the enemy makes an attack that doesn't include you as a target, the ammunition strikes that target again for 1d6 damage per plus.

### Bending Bullet — Level 5+

*Whisper a direction to this warped bullet, and it bends around obstacles.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 50 gp | Lvl 20 | +4 | 5,000 gp |
| Lvl 10 | +2 | 200 gp | Lvl 25 | +5 | 25,000 gp |
| Lvl 15 | +3 | 1,000 gp | Lvl 30 | +6 | 125,000 gp |

**Ammunition**
**Enhancement:** Attack rolls and damage rolls
**Property:** While you have line of effect to a square adjacent to an enemy, you can attack that enemy using this ammunition. Treat the enemy as having cover.

### Bolt of Clumsiness — Level 8+

*A victim of this malformed quarrel is too ungainly to avoid inviting attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 125 gp | Lvl 23 | +5 | 17,000 gp |
| Lvl 13 | +3 | 650 gp | Lvl 28 | +6 | 85,000 gp |
| Lvl 18 | +4 | 3,400 gp | | | |

**Ammunition**
**Enhancement:** Attack rolls and damage rolls
**Property:** When you hit an enemy with an attack using this ammunition, that enemy can't shift until the end of its next turn.

### Bolt of Transit — Level 8+

*Use this lightning-shaped bolt to move closer to your target.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 125 gp | Lvl 23 | +5 | 17,000 gp |
| Lvl 13 | +3 | 650 gp | Lvl 28 | +6 | 85,000 gp |
| Lvl 18 | +4 | 3,400 gp | | | |

**Ammunition**
**Enhancement:** Attack rolls and damage rolls
**Property:** When you hit an enemy with an attack using this ammunition, you can teleport to a space adjacent to that enemy.

### Dispelling Bolt — Level 8+

*This flat-black quarrel extinguishes conjurations and zones.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 125 gp | Lvl 23 | +5 | 17,000 gp |
| Lvl 13 | +3 | 650 gp | Lvl 28 | +6 | 85,000 gp |
| Lvl 18 | +4 | 3,400 gp | | | |

**Ammunition**
**Enhancement:** Attack rolls and damage rolls
**Property:** When you hit an enemy with an attack using this ammunition, you can end one conjuration or zone that enemy has created.

### Firestorm Arrow — Level 3+

*The charred wood of this arrow seems to shimmer with heat.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 30 gp | Lvl 18 | +4 | 3,400 gp |
| Lvl 8 | +2 | 125 gp | Lvl 23 | +5 | 17,000 gp |
| Lvl 13 | +3 | 650 gp | Lvl 28 | +6 | 85,000 gp |

**Ammunition**
**Enhancement:** Attack rolls and damage rolls
**Property:** When you hit an enemy with an attack using this ammunition, that enemy and each creature adjacent to it take 1d6 extra fire damage per plus.

### Forbiddance Bolt — Level 9+

*Teleportation becomes more difficult when this bolt strikes its mark.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 160 gp | Lvl 24 | +5 | 21,000 gp |
| Lvl 14 | +3 | 800 gp | Lvl 29 | +6 | 105,000 gp |
| Lvl 19 | +4 | 4,200 gp | | | |

**Ammunition**
**Enhancement:** Attack rolls and damage rolls
**Property:** When you hit an enemy with an attack using this ammunition, that enemy can't teleport until the end of its next turn, and no creature can teleport to a space within 2 squares of that target until the end of its next turn.

*Phasing arrow*

## Freezing Arrow — Level 3+

*The shaft of this arrow is shaved from unmelting ice.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 30 gp | Lvl 18 | +4 | 3,400 gp |
| Lvl 8 | +2 | 125 gp | Lvl 23 | +5 | 17,000 gp |
| Lvl 13 | +3 | 650 gp | Lvl 28 | +6 | 85,000 gp |

**Ammunition**
**Enhancement:** Attack rolls and damage rolls
**Property:** When you hit an enemy with an attack using this ammunition, that enemy takes 1d6 extra cold damage per plus and is slowed until the end of its next turn.

## Lightning Arrow — Level 3+

*This arrow's blue and white streaks thrum with energy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 30 gp | Lvl 18 | +4 | 3,400 gp |
| Lvl 8 | +2 | 125 gp | Lvl 23 | +5 | 17,000 gp |
| Lvl 13 | +3 | 650 gp | Lvl 28 | +6 | 85,000 gp |

**Ammunition**
**Enhancement:** Attack rolls and damage rolls
**Property:** When you hit an enemy with an attack using this ammunition, that enemy takes 1d6 extra lightning damage per plus and is dazed until the end of its next turn.

## Onslaught Arrow — Level 2+

*This black arrow trails a bright pennant, flagging its target.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 25 gp | Lvl 17 | +4 | 2,600 gp |
| Lvl 7 | +2 | 100 gp | Lvl 22 | +5 | 13,000 gp |
| Lvl 12 | +3 | 500 gp | Lvl 27 | +6 | 65,000 gp |

**Ammunition**
**Enhancement:** Attack rolls and damage rolls
**Property:** When you hit an enemy with an attack using this ammunition, each ally that can see that enemy gains a +1 item bonus to attack rolls against it until the end of your next turn.

## Phasing Arrow — Level 25+

*Ephemeral in flight, this arrow strikes its target solidly.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 25 | +5 | 25,000 gp | Lvl 30 | +6 | 125,000 gp |

**Ammunition**
**Enhancement:** Attack rolls and damage rolls
**Property:** When you attack using this ammunition, you don't need line of effect to the target, and your attack roll takes no penalty from cover or superior cover.

## Space-Shifting Bolt — Level 8+

*Wrought in an eladrin design, this sizzling bolt teleports those it hits.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 125 gp | Lvl 23 | +5 | 17,000 gp |
| Lvl 13 | +3 | 650 gp | Lvl 28 | +6 | 85,000 gp |
| Lvl 18 | +4 | 3,400 gp | | | |

**Ammunition**
**Enhancement:** Attack rolls and damage rolls
**Property:** When you hit an enemy with an attack using this ammunition, you teleport that enemy 1 square.

## Spider Bolt — Level 3+

*This web-strewn quarrel envelops the enemy when it hits.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 30 gp | Lvl 18 | +4 | 3,400 gp |
| Lvl 8 | +2 | 125 gp | Lvl 23 | +5 | 17,000 gp |
| Lvl 13 | +3 | 650 gp | Lvl 28 | +6 | 85,000 gp |

**Ammunition**
**Enhancement:** Attack rolls and damage rolls
**Property:** When you hit an enemy with an attack using this ammunition, that enemy and each enemy adjacent to it is slowed until the end of your next turn.

THOMAS DENMARK

### Summoning Bullet — Level 8+

*Use this magnetic bullet to bring an ally closer to your foe.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 125 gp | Lvl 23 | +5 | 17,000 gp |
| Lvl 13 | +3 | 650 gp | Lvl 28 | +6 | 85,000 gp |
| Lvl 18 | +4 | 3,400 gp | | | |

**Ammunition**
**Enhancement:** Attack rolls and damage rolls
**Property:** When you hit an enemy with an attack using this ammunition, one ally within 3 squares of that enemy can teleport to a space adjacent to it.

### Surprise Bullet — Level 3+

*This winking bullet blinks in and out, so your target can't see it coming.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 30 gp | Lvl 18 | +4 | 3,400 gp |
| Lvl 8 | +2 | 125 gp | Lvl 23 | +5 | 17,000 gp |
| Lvl 13 | +3 | 650 gp | Lvl 28 | +6 | 85,000 gp |

**Ammunition**
**Enhancement:** Attack rolls and damage rolls
**Property:** When you attack an enemy using this ammunition, that enemy grants combat advantage to you for that attack.

## HOLY SYMBOLS

*Whatever form it takes, the symbol of a god has power. Of course, an enchanted holy symbol has even more power.*

A holy symbol represents your deity and takes the shape of an aspect of the god. Whatever the symbol itself says about its wielder, enchantments are neutral and can be transferred from one holy symbol to another to better suit a new owner (see the Transfer Enchantment ritual, page 199 of *Adventurer's Vault*).

If you are a member of a class that can use a holy symbol as an implement, you can apply the symbol's enhancement bonus to the attack rolls and the damage rolls of any of your powers from that class that have the implement keyword, and you can use a symbol's properties and powers. Members of other classes gain no benefit from wearing or holding a holy symbol.

You can't make melee attacks with a holy symbol.

Unlike other implements, you need only wear a holy symbol for its property or power to function. If you are wearing or holding more than one holy symbol, none of your symbols function.

### IOUN STONE OF DIVINE KNOWLEDGE

The most powerful worshipers of Ioun use enchanted floating stones as holy symbols. The small number of these stones that exist in the world were passed down by Ioun herself, and a small fragment of her knowledge permeates each one. Some historians consider them to be the first, or at least the only true, *Ioun stones*.

**Become an Exalted Eye:** Ioun's most prominent priests are known as the Exalted Eyes of Ioun, and each wears an *Ioun stone of divine knowledge*. A hero who proves his or her valor to Ioun by reclaiming vast stores of lost knowledge or uncovering secrets held by Vecna's followers might be allowed into the ranks of the Exalted Eyes.

**Undertake Ioun's Test:** Ioun keeps many *Ioun stones of divine knowledge* within her swan tower Kerith-Ald, but they're reserved for only the most worthy and most knowledgeable. One who performs great deeds can earn an audience with Ioun or one of her aspects but must still prove that he or she has earned such a magnificent gift.

### Convert's Symbol — Level 13

*This symbol is a carving of a hand grasping an arcane implement. It allows you to convert some of your arcane power into healing.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Arcane casters can wield this holy symbol in one hand to use it as an implement for arcane powers. Choose the type of arcane implement when the symbol is created.
**Power (Daily ✦ Healing):** Minor Action. You expend an arcane daily attack power. One ally you can see within 10 squares of you regains hit points as though he or she had spent a healing surge, plus additional hit points equal to the level of the expended power.

### Ioun Stone of Divine Knowledge — Level 25+

*This amber sphere with a red gem in its center slowly orbits your head, leaving a trail of twinkling golden lights.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 25 | +5 | 625,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Holy Symbol)**
**Item Slot:** Head
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Divine characters can use this item as a holy symbol implement for divine powers.
**Property:** You gain an item bonus to Insight checks and Religion checks equal to the symbol's enhancement bonus, and an item bonus to other Intelligence-based skill checks equal to one-half its enhancement bonus.
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a divine attack power using this holy symbol. *Effect:* You learn whether each of the other defenses of that enemy is higher or lower than the defense hit by this attack. In addition, the enemy grants combat advantage (save ends).

### Ioun-Blessed Symbol — Level 2+

*This symbol, blessed with Ioun's love of knowledge, is a slender length of ivory with only a suggestion of her icon.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** Arcane characters can wield this holy symbol in one hand to use it as a wand implement for arcane powers.

## Symbol of Branding — Level 12+

*As you utter a prayer, this symbol flares to sear your god's icon into the forehead of your foe.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 radiant damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a divine attack power using this holy symbol. *Effect:* Until the end of the encounter, when that enemy takes radiant damage from your *divine challenge* or divine sanction, it takes 5 extra radiant damage.
*Level 22 or 27:* 10 extra radiant damage.

## Symbol of Brawn — Level 3+

*Physical strength and holy devotion are both enhanced by this adamantine holy symbol.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit with a divine attack power using this holy symbol. *Effect:* Make a melee basic attack. If the attack hits a creature marked by you, it deals 1d10 extra damage.
*Level 13 or 18:* 2d10 extra damage.
*Level 23 or 28:* 3d10 extra damage.

## Symbol of Daring — Level 5+

*When you wield this symbol, your allies are inspired to strike boldly.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d12 radiant damage per plus with attacks made when you spend an action point
**Property:** When any ally within 5 squares of you spends an action point to make an attack, he or she gains a bonus to damage rolls on that attack equal to the symbol's enhancement bonus.

## Symbol of Defense — Level 18+

*On command, this symbol generates a mantle of force to defend a comrade.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 23 | +5 | 425,000 gp | | | |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 force damage per plus
**Power (Daily):** Immediate Interrupt. *Trigger:* An attack hits an ally you can see. *Effect:* The ally gains a +5 power bonus to all defenses against the triggering attack.

## Symbol of Divine Force — Level 2+

*Through this symbol, you batter foes with your relentless conviction.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 force damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a divine attack power using this holy symbol. *Effect:* You push that enemy a number of squares equal to the symbol's enhancement bonus.

## Symbol of Divine Light — Level 17+

*The fierce radiance of this symbol is the bane of foul creatures that can't bear sunlight.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 22 | +5 | 325,000 gp | | | |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 radiant damage per plus
**Property:** Any creature within 5 squares of you that has vulnerability to radiant damage has that vulnerability increased by 5.

## CONVERT'S SYMBOL

Legend tells of a lone warlock named Celia, usually said to be human but sometimes a halfling, who quested deep in the Astral Sea for secrets left over from the wars of creation. Celia wasn't following the commands of any divine patron; she served only herself, fascinated by the powers that had fought long ago. Her quests reaped a treasury of ancient knowledge, which she hoarded jealously.

During her adventures, Celia often received welcome and shelter. At some point, not even realizing she had changed, she decided to repay such kindness with some of the knowledge she had gained in her quests. Celia used her hard-won secrets to help her friends: anything from curing a plague to finding an astral weapon to fighting off the ships of githyanki raiders.

Years passed in this way. During a later journey, Celia overheard people in one of her adopted homes speaking of the "wandering saint," a woman who served Ioun by finding hidden items and bringing them to where they were most needed. With a shock, Celia realized they were talking about her. Recognizing the truth laid before her, she adopted Ioun as her divine patron.

The final piece of the legend states that Celia opened a way for other practitioners of arcane power to touch the divine, through the *convert's symbol*.

**Rampaging Cultists:** Cultists of Vecna are terrorizing people within a few days' journey of one of their hidden temples, mutilating innocents by cutting one eye and one hand from each. The cultists have made the mistake of attacking one of the communities that used to be under Celia's protection. A priest of Ioun asks for aid, offering a *convert's symbol* to help in the cause.

## Symbol of Fire and Fury — Level 9+

*This symbol is made of red iron streaked with fiery, bright metal. While you wear it, you can blast your foes with righteous flame.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 fire damage per plus, and each other enemy within 5 squares of you takes fire damage equal to your Charisma modifier.
**Property:** When you hit an enemy marked by you with a divine attack power using this holy symbol, that enemy takes 1d6 extra fire damage, or 1d10 fire damage while you're bloodied.
*Level 19 or 24:* 2d6 or 2d10 extra fire damage.
*Level 29:* 3d6 or 3d10 extra fire damage.

## Symbol of Foe Turning — Level 7+

*Through this symbol, you can punish specific enemies of your faith as well as vile undead.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When this item is created, choose angel, demon, devil, dragon, or giant. When you use your *turn undead* power, you can target creatures of the chosen kind instead of undead creatures.

## Symbol of Prayers Recovered — Level 18+

*Your prayers are rarely wasted while you wear this holy symbol.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 23 | +5 | 425,000 gp | | | |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You miss all targets with a divine encounter attack power using this holy symbol. *Effect:* The power isn't expended.

## Symbol of Protection — Level 10+

*This symbol allows you to shield a companion from the threats of your foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a divine attack power using this holy symbol. *Effect:* Choose one ally within 5 squares of you. Until the end of your next turn, the enemy you hit can't attack that ally.

## Symbol of Reflection — Level 24+

*As you present this glittering symbol, divine power turns your enemies' attacks back against them.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 24 | +5 | 525,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (Daily):** Immediate Interrupt. *Trigger:* An enemy targets you with a ranged attack. *Effect:* You gain a +3 power bonus to all defenses against the triggering enemy's attack. If the attack misses you, the triggering enemy repeats the attack against itself.

## Symbol of Shared Healing — Level 7+

*While you wear this symbol, your can heal an ally even as you tend to your own wounds.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily ✦ Healing):** Free Action. *Trigger:* You use your second wind, or you use a power that allows you to spend a healing surge to regain hit points. *Effect:* One ally within 5 squares of you can spend a healing surge.

## SYMBOL OF THE RADIANT FLAME

Eons ago, a faith existed whose adherents followed both the paths set forth by the gods and the lore of natural powers. Known as the followers of the Radiant Flame, they rejected the idea of a strict division between primal and divine power.

Other priests considered their beliefs blasphemous and tried to strike down the Radiant Flame. The followers of that faith responded by creating magic symbols that embodied their ideals. In the great battle that followed, they bore this symbol to proclaim that all power in the world came from the same source. Even today, the *symbol of the Radiant Flame* unites small sects of worshipers who hold both the divine and the primal in equal reverence.

**Reconcile the Faiths:** A conclave is gathering to celebrate the Radiant Flame. Its members have invited members of other faiths to witness the ceremony but fear reprisal from those offended by their religious syncretism. They plan to bestow *symbols of the Radiant Flame* upon those who demonstrate openness to new possibilities.

**Protect the Faithful:** Followers of the Radiant Flame are being assassinated and harassed by those who disagree with their beliefs. The survivors are looking for champions of faith and conviction to protect them and are willing to reward their defenders with a *symbol of the Radiant Flame*.

*Symbol of the champion's code*

## SYMBOL OF THE CHAMPION'S CODE

Every paladin follows a code, whether written or internalized. The *symbol of the champion's code* was designed to help paladins keep their code in mind at all times. It mystically enforces whatever oath is written upon it, making the paladin's challenge even more painful to refuse.

Introspective paladins follow a personal code, believing that only through adherence to the tenets of faith can one truly follow a deity's path. When such a paladin wears this holy symbol, he or she radiates firmness and resolve. Dogmatic paladins believe that their code should apply to everyone, not just themselves, and they enforce its tenets no matter what resistance they face. On them, this symbol magnifies an already intimidating aspect.

**Oaths of Aggression:** A hobgoblin paladin has sent forth goblin warriors loyal to him, ordering them to kill in Bane's name. He carries a *symbol of the champion's code* covered with sinister oaths to foment war and wrath. Those who can defeat him might be able to erase the stain of his cruel acts by transforming his symbol into one holding less destructive precepts.

**Symbol of the Self:** Although any ritual caster can learn to craft a *symbol of the champion's code*, doing so is an intense, personal experience. The creator gathers materials and tools that are important to his or her faith and conducts the ritual in a private, sacred place. For example, a paladin of Bahamut might craft a symbol from platinum gathered from a dragon's hoard, while a follower of Corellon might perform the ritual at the top of a giant tree in the deep forest where it reaches into the Feywild. A quest to locate the proper materials and site might encompass many adventures.

### Symbol of the Champion's Code — Level 8+

*A code of honor is inscribed on this symbol, reinforcing your commitment to your god and making your challenge irresistible.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When a creature takes radiant damage from your *divine challenge* or divine sanction, it takes extra radiant damage equal to the symbol's enhancement bonus.
**Power (Daily):** Minor Action. You choose an enemy marked by you. Until the end of your next turn, that enemy can't make an attack that includes any creature other than you as a target.

### Symbol of the First Spirits — Level 2+

*An oath of dedication to the natural spirits of the world is inscribed in fine script upon this wooden holy symbol.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** Primal characters can wield this holy symbol in one hand to use it as a totem implement for primal powers.

## SYMBOL OF FIRE AND FURY

The dwarven city Cloudgate, built deep inside a fog-shrouded mountain, and the human settlement South Gwyvar, in the valley below the mountain, had a long history of animosity. But when word arrived that a hobgoblin army was marching on them, the two cities banded together. Dwarf clerics of Moradin and human champions of Kord worked together to turn the cities' longstanding conflict to a positive end, creating *symbols of fire and fury*.

**Find a Priest-Smith:** The art of making *symbols of fire and fury* is practiced mainly by dwarf priest-smiths. Trained in both item crafting and religious lore, they have preserved the details of creating these special symbols. Locating a priest-smith can be difficult, because they usually live in secluded villages and monasteries.

**Take the Test of Two:** A few scriptures detail the Test of Two, devised by the clerics of Cloudgate and South Gwyvar. This challenge identifies those worthy of carrying *symbols of fire and fury* against threats similar in scope to the hobgoblin invasion. Only a candidate filled with both divine might and great endurance and physical strength can pass the test. By finding a cleric to administer the trial, a hero might be able to win a *symbol of fire and fury*.

ED COX

*Symbol of the holy nimbus*

### Symbol of the Holy Nimbus — Level 4+

*This symbol combines the images of sun and moon. When you speak a word of healing, you and your allies are bathed in restoring light.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and you or an ally within 5 squares of you can spend a healing surge.
**Property:** When you use the *healing word* power during a combat encounter, you and each ally within 5 squares of you also gain temporary hit points equal to your Charisma modifier + the symbol's enhancement bonus.

### Symbol of the Radiant Flame — Level 8+

*This symbol appears to be made of brilliant living fire hung on a chain of molten metal, but it doesn't burn your skin.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 fire and radiant damage per plus, and each ally within 5 squares of you gains a bonus to damage rolls equal to the symbol's enhancement bonus until the end of your next turn. The bonus damage is fire and radiant.
**Property:** Primal characters can wield this holy symbol in one hand to use it as a totem implement for primal powers.
**Power (Daily):** Free Action. *Trigger:* You score a critical hit with an attack power using this holy symbol. *Effect:* The bonus to allies' damage rolls when you score a critical hit with this symbol lasts until the end of the encounter.

### Symbol of Unified Defense — Level 9+

*This symbol is engraved with several rings linked in a circle, representing the interdependence of you and your comrades.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Immediate Interrupt. *Trigger:* An enemy targets you and at least one ally with an attack. *Effect:* You and your allies' defense against the triggering enemy's attack is the highest appropriate score among all of you being attacked. For example, if the attack is against Reflex and the highest Reflex among you and your allies is 25, you all have Reflex 25 against the attack.

### Symbol of Vigor — Level 7+

*This symbol rewards your good health with divine might.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

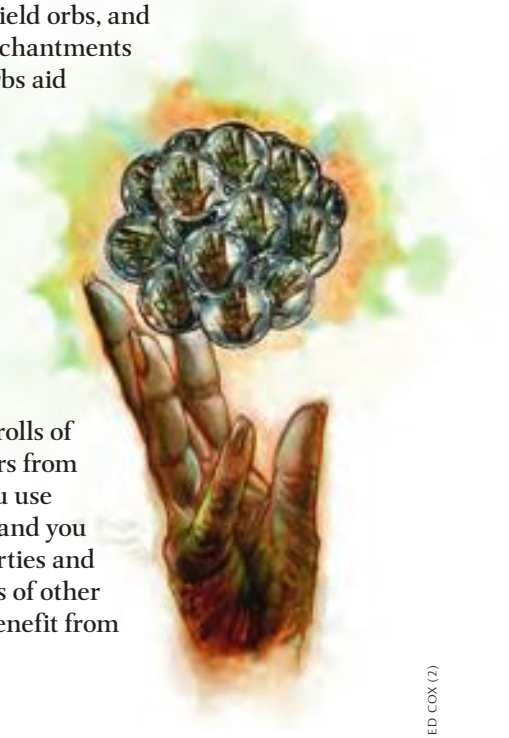
**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d12 damage per plus while you're at maximum hit points
**Property:** You gain a +1 bonus to attack rolls made using this holy symbol while you're at maximum hit points.

## ORBS

*Above all else, be careful not to set your orb down on a flat, inclined surface.*

The orb represents clarity of will, fine control of magic, and command over the creatures you target with magic. Wizards who want to ensure that their magic endures wield orbs, and the additional enchantments on most magic orbs aid that goal.

If you are a member of a class that can wield an orb as an implement, you can add the orb's enhancement bonus to the attack rolls and the damage rolls of implement powers from that class that you use through the orb, and you can use its properties and powers. Members of other classes gain no benefit from wielding an orb.



ED COX (2)

## Orb of Accuracy — Level 14+

*Though your opponent attempts to hide, this silver-caged, crystalline orb enables you to perceive its location.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d12 per plus against enemies that are invisible or that have concealment or total concealment from you
**Property:** When you use an arcane attack power through this orb, you take a -1 penalty (instead of -2) to attack rolls against enemies that have concealment from you, and a -3 penalty (instead of -5) to attack rolls against enemies that have total concealment from you.

## Orb of Distance Denial — Level 20+

*Composed of numerous smaller orbs fused into one spherical mass, this orb hampers an enemy's ranged attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 25 | +5 | 625,000 gp | | | |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with an arcane attack power using this orb. *Effect:* That enemy can't target any creature more than 3 squares away from it (save ends).

## Orb of Heightened Imposition — Level 12+

*This green quartz orb extends the duration of powerful spells.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Your Orb of Imposition class feature can extend the duration of an effect created by an encounter power you use through this orb that would otherwise end at the end of your current turn. The effect instead ends at the end of your next turn. You can still use Orb of Imposition only once per encounter.

## Orb of Petrification — Level 20+

*This dull gray granite orb grasps your enemies in a stony embrace.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 25 | +5 | 625,000 gp | | | |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and the target is slowed until the end of your next turn.
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with an arcane attack power using this orb. *Effect:* That enemy is petrified (save ends).

*Orb of visionary protection*

## Orb of Repeated Imposition — Level 13+

*This etched turquoise orb increases the frequency of your arcane imposition.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with an arcane attack power using this orb. *Effect:* You regain the use of your Orb of Imposition class feature if you have already used it during this encounter.

## Orb of Resilient Tenacity — Level 2+

*The constant buzzing whisper that issues from this amethyst orb reinforces your will.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and you or an ally within 5 squares of you gains a power bonus to saving throws equal to the enhancement bonus of the orb against one effect until that effect ends.
**Power (Daily):** Minor Action. You or an ally within 5 squares of you gains a power bonus to saving throws equal to the enhancement bonus of the orb against one effect until that effect ends.

MATIAS TAPIA

### Orb of Supplementary Force — Level 3+

*This sphere of scarlet glass pulses with barely controlled energy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 force damage per plus, and the target is knocked prone.
**Power (Daily):** Minor Action. Until the end of your turn, each enemy you hit with an arcane close blast attack power using this orb is knocked prone after all other effects of the attack are resolved.

### Orb of Visionary Protection — Level 12+

*This translucent orb swirls with potential futures, each waiting for you to grasp and bend it to your will.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Immediate Interrupt. *Trigger:* You are subjected to an effect that a save can end. *Effect:* You can expend your Orb of Imposition class feature to make a saving throw against that effect instead of gaining the feature's normal benefit.

## RODS

*Heavier than a wand, smaller than a staff. If you have to ask what makes it different, you'll never know.*

Warlocks, invokers, and artificers channel their power through rods. Some rods identify their intended users clearly by referencing specific class features or powers. Others have a broader appeal.

Except in rare cases, a rod is not robust enough to be used as a weapon. If a rod can function as either a weapon or an implement, that fact is noted in the item's description.

If you are a member of a class that can wield a rod as an implement, you can add the rod's enhancement bonus to the attack rolls and the damage rolls of implement powers from that class that you use through the rod, and you can use its properties and powers. Members of other classes gain no benefit from wielding a rod.

### Battle-Pact Rod — Level 18+

*This heavy cudgel can be used as both a warlock's rod and a weapon.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 23 | +5 | 425,000 gp | | | |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** This rod can be used as a melee weapon, functioning as a mace. You add its enhancement bonus to attack rolls and damage rolls of melee weapon attacks.
**Power (Daily):** Free Action. *Trigger:* You place your Warlock's Curse on an enemy. *Effect:* That enemy is also marked until the end of the encounter. When a creature marked by you in this way makes an attack that doesn't include you as a target, it takes your Warlock's Curse extra damage.

### Darkspiral Rod — Level 4+

*The darkspiral aura that exemplifies your devotion to the dark pact coalesces into a black cloud around this implement.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 necrotic and psychic damage per plus
**Property:** When you hit an enemy affected by your Warlock's Curse with a warlock attack power using this rod, you deal extra damage equal to the value of your Darkspiral Aura class feature to the enemy.

### Hexer's Rod — Level 3+

*Crafted by goblins, this rod channels their tricky, underhanded magic.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with an attack power using this rod. *Effect:* The next time that enemy misses you with an attack, you can shift 3 squares as an immediate reaction, and you gain concealment against that enemy until the end of your next turn.

### Rod of Burgeoning Memory — Level 2+

*The astral essence in this rod ties you more tightly to your earlier lives as a deva.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you use your *memory of a thousand lifetimes* racial power to improve the attack roll of a divine attack power you use through this rod, add +1 to the d6 roll.

*An invoker with plenty of rods at the ready*

ERIC L. WILLIAMS

## Rod of Devilry — Level 10+

*Infernal power flows through this rod, scouring your foes with hellfire.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 fire damage per plus, or +1d10 fire damage per plus against a bloodied target
**Property:** If you're a tiefling, when you use an attack power through this rod, your bonus to attack rolls from your *bloodhunt* racial trait increases by 1.
**Property:** When you hit a bloodied enemy affected by your Warlock's Curse with an attack power using this rod, it takes extra fire damage equal to this rod's enhancement bonus.

## Rod of Divinity — Level 3+

*This delicate silver rod lets you channel your deity's power back to yourself.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit with a divine attack power using this rod. *Effect:* You gain one extra use of your Channel Divinity class feature during this encounter.

## Rod of Obliterating Wrath — Level 9+

*Crafted to create as much destruction as possible, this rod lets you pierce your foes' defenses and destroy groups of enemies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When an enemy's resistances reduce the damage of any invoker attack power you use through this rod, that enemy's resistance to that attack is reduced by an amount equal to this rod's enhancement bonus until the end of your next turn.
**Power (Daily):** Minor Action. You gain a +2 power bonus to attack rolls with the next invoker attack power you use through this rod.

## Rod of Silver Rain — Level 15+

*This rod appears to be made from molten silver. It can create clouds that rain silver upon the battlefield.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus, or +1d12 damage per plus against fey creatures
**Power (Daily):** Minor Action. Make an attack: Area burst 3 within 20 squares. Each enemy in the burst that is affected by your Warlock's Curse takes ongoing 10 damage and grants combat advantage (save ends both). If the target is a fey creature, add your Charisma modifier to the ongoing damage.
*Level 25 or 30:* Ongoing 15 damage.

## Rod of Stolen Starlight — Level 7+

*At your command, this rod infuses your spell with light from mysterious stars.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 radiant and necrotic damage per plus
**Property:** When you hit an undead enemy affected by your Warlock's Curse with an attack power using this rod, you deal an extra die of Warlock's Curse damage against that enemy.
**Power (At-Will ✦ Radiant):** Minor Action. The next necrotic or poison power you use through this rod deals radiant damage instead of necrotic damage or poison damage.

## Rod of Silver Rain

Every fifty years, a supernatural rain falls across the Feywild. It coats the land in silver, causing feelings of great celebration among the goodly fey, who see it as an auspicious sign, and feelings of dread among the wicked, malicious dark fey, who hate the silver rain.

At one point, an eladrin warlock named Suzasha decided to collect the rain and transform it into a rod, using it as a tool to both celebrate the land and fight against the fomorians and other dark fey. The rod created a silver cloud that burned the minds of Suzasha's foes and aided her allies. Not surprisingly, the evil fey crafted a plan to remove the threat of the rod.

The fomorians dispatched their lackeys to steal the rod from Suzasha under cover of night. The thieves were successful and returned the rod to their dark stronghold, where the fomorians unsuccessfully attempted to disenchant the item. Pained by its proximity, they cast it into the Shadowfell. Lesser copies have been created, but the eladrin have been searching for the original ever since.

**Shadowfell Search:** Adventurers have sought the original rod in the Shadowfell to no avail. Only one creature knows where it lies hidden—a fomorian wretch named Kruvthos. He claims to have been banished from the fomorian realms and is threatening to gain revenge by revealing the rod's location to those who will help him. But none so far have been willing to trust the fomorian, since lies and deception are a part of a fomorian's very essence, and any help that Kruvthos gives will come at a cost.

**The Queen of Air and Darkness:** The Queen of Air and Darkness, an evil ruler of wicked fey, lives in exile, holding a *rod of silver rain* in her court. She keeps it in a vault that shields her courtiers from its harmful effects. Rumors suggest that the Queen is away petitioning to return to the Feywild, making this the perfect time to steal her rod.

### Rod of the Fickle Servant — Level 2+

*This special rod gives you access to a different vestige when you need it.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy affected by your Warlock's Curse with an attack power using this rod. *Effect:* You make one of your primary vestiges your active vestige (*Arcane Power*, page 72).

### Rod of the Hag — Level 14+

*This slender obsidian rod is topped with a hag's eye that opens when you use your powers, terrifying your foe.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy affected by your Warlock's Curse with an attack power using this rod. *Effect:* That enemy takes extra damage equal to this rod's enhancement bonus and is dazed until the end of your next turn.

### Rod of the Pactbinder — Level 4+

*An oath inscribed on this rod gives you quick access to one of your vestige patrons.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you acquire a rod of this sort, choose one daily power you know that has a vestige pact entry; this choice can't be changed later. The vestige associated with that power becomes bound to this rod.
**Power (Daily):** Free Action. *Trigger:* You hit an enemy affected by your Warlock's Curse with an attack power using this rod. *Effect:* The vestige bound to the rod becomes your active vestige.

## Rod of Stolen Starlight

When a drow city was beset by hordes of undead, even the most powerful dark pact warlocks found their spells ineffective. Willing to go to any lengths to stop the invasion, these warlocks sent false diplomats to find star pact warlocks from whom they could steal power. With their newfound knowledge, they created the first *rods of stolen starlight*, which were powerful weapons in the battle against undead.

**Scions of the Stars:** Sometimes, the remains of dedicated star pact warlocks develop cysts that swell until creatures of the Far Realm burst forth. Rumors abound of places where this has happened and aberrant creatures are attacking the local populace. Heroes who follow these rumors and defeat those creatures might find a *rod of stolen starlight*.

**The Demon Prince's Drow:** Some drow take up the worship of Orcus, which displeases the powers of darkness. Followers of those entities might give a *rod of stolen starlight* to a group of heroes to help them destroy these Orcus-worshiping drow and their undead followers.

*Torch of misery*

## Rod of the Risen Dead — Level 27

*This delicate crystal rod allows you to take control of the mind and body of a slain foe.*

Lvl 27 +6 1,625,000 gp
**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Power (Daily ✦ Charm):** Free Action. *Trigger:* You use this rod to reduce an enemy affected by your Warlock's Curse to 0 hit points. *Effect:* That enemy is dominated until the end of its next turn. After that, the enemy is killed or knocked unconscious, as normal.

### TORCH OF MISERY

Both infernal warlocks and star pact warlocks use *torches of misery*, which are created to mock the warmth and comfort of light and flame. These rods carry a legacy of torture and death. They gained infamy in the hands of cambion warlocks called the Princes of Misery, who used them to terrorize the enemies of the Nine Hells.

**Hellish Trophies:** Devils hate few things more than those who use the devils' own power against them. In the Nine Hells (or other devilish enclaves), the implements of infernal pact warlocks who fought against the devils are used as decoration. The devils convert them into *torches of misery* to light their halls, usually pinning the former owner's dismembered head or hand to the wall with the implement. Any heroes brave enough to venture into one of these domains can claim one of these rods and put its former owner to rest.

**Prince Gorzia's Torch:** Gorzia the Despised, one of the Princes of Misery, was defeated by a group of human wizards working in concert. His *torch of misery* is said to rest in his tower on the inhospitable Hailblight Peak. Whoever survives the dangerous journey to the peak, passes the defenses left by the wizard, and contends with the occupant (who might be living, dead, or undead) can find Gorzia's powerful implement.

ED COX

## Spider Rod — Level 13+

*This gray metal rod is covered with a web of mithral studded with black onyx spiders.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** Ongoing 10 poison damage (save ends)
*Level 23 or 28:* Ongoing 15 poison damage (save ends)
**Property:** When you hit with an attack that deals ongoing necrotic or ongoing poison damage using this rod, the ongoing damage increases by an amount equal to the rod's enhancement bonus.
**Power (Daily ✦ Poison):** Minor Action. You choose an enemy within 20 squares of you that is affected by an effect you created that a save can end. The effect gains "*Aftereffect:* The target takes ongoing 5 poison damage (save ends)."
*Level 23 or 28:* Ongoing 10 poison damage (save ends).

## Torch of Misery — Level 10+

*Flames encircle the end of this black and gold wand.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 fire damage per plus
**Property:** When you hit an enemy with a fire or radiant attack power using this rod and deal damage to it, that enemy grants combat advantage to you on your next attack against it.
**Power (At-Will):** Minor Action. Green flame bursts from the end of the rod, illuminating the area around you like a torch. You can end this effect as a free action.

# STAFFS

*A guideline in the Graywatch manual on dealing with prisoners reads, "Never leave an old man or a traveler his staff. No exceptions."*

A traditional implement for old, wise spellcasters, the staff serves as a perfect channel for power, yet remains seemingly innocuous. It can be difficult to take a walking staff from someone who looks harmless.

Beyond their enhancement bonuses, staffs often hold defensive powers, as befits their inoffensive appearance, but they're by no means limited to defensive magic.

If you are a member of a class that can wield a staff as an implement, you can add the staff's enhancement bonus to the attack rolls and the damage rolls of implement powers from that class that you use through the staff, and you can use its properties and powers. Members of other classes gain no benefit from wielding a staff.

## MOONSILVER STAFF

Hundreds of years ago, the evil gods conspired to cover the world in darkness. Their followers unleashed magic from powerful items, masking the sun and the moon from view. The plants began to die, and people grew sick. The darkness drove lycanthropes into a supernatural madness. They rampaged across the land, slaughtering anyone they encountered.

A sorcerer and devotee of Sehanine quested to recover an ancient staff sacred to her deity. Her band braved countless dangers before they found a sacred glade. When they arrived, a shaft of moonlight pierced the deep blackness, leaving a staff behind where it had struck the ground.

With the help of the staff, the band destroyed many of the wild lycanthropes, as well as the objects that had plunged the world into darkness. Its task complete, the staff turned into moonlight once again, waiting to be rediscovered by a mortal in need. It has since reappeared from time to time, in forms of varying power.

**Darkness Returns:** The forces of evil conspire to bathe the land in darkness once again. Heroes are needed to find a holy place of Sehanine where a *moonsilver staff* waits and banish this evil.

**Society of Silver:** The Society of Silver, an organization made up of members of many races, has been fighting a drawn-out, bloody campaign to eliminate lycanthropes. They continually seek new adventurers to join their cause and have been known to award a *moonsilver staff* to those who prove themselves worthy.

### Blastwarp Staff — Level 10+

*The crownpiece of silver and gold that tops this staff extends arcane power around its wielder.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 force damage per plus
**Property:** When you hit at least three targets with a close attack power using this staff, you gain combat advantage on your next attack before the end of your next turn.
**Power (Daily):** Free Action. *Trigger:* You use an arcane close blast attack power through this staff. *Effect:* The attack becomes a close burst 2 squares smaller than the blast, to a minimum of 1 (for example, a close blast 5 becomes a close burst 3).

### Moonsilver Staff — Level 7+

*This pale wood staff is topped with a moonstone sphere. It harms lycanthropes with radiant energy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 radiant damage per plus
**Property:** Treat this staff as silvered (*Player's Handbook*, page 220) for the purpose of implement and weapon attack powers made using it.
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with an arcane radiant power and deal damage to it using this staff. *Effect:* That enemy takes extra radiant damage equal to 5 + the staff's enhancement bonus.

### Spellshaper's Staff — Level 18+

*This mahogany staff ends in a complex series of precisely angled bends.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 23 | +5 | 425,000 gp | | | |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You use an arcane area burst attack power through this staff. *Effect:* The attack becomes an area wall in a number of squares equal to the burst's size + 5 (for example, an area burst 2 within 20 becomes an area wall 7 within 20). The wall is 2 squares high. This effect doesn't change the duration or other attributes of the power.

### Staff of Divinity — Level 2+

*The glowing symbol of a deity rests atop this majestic staff.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

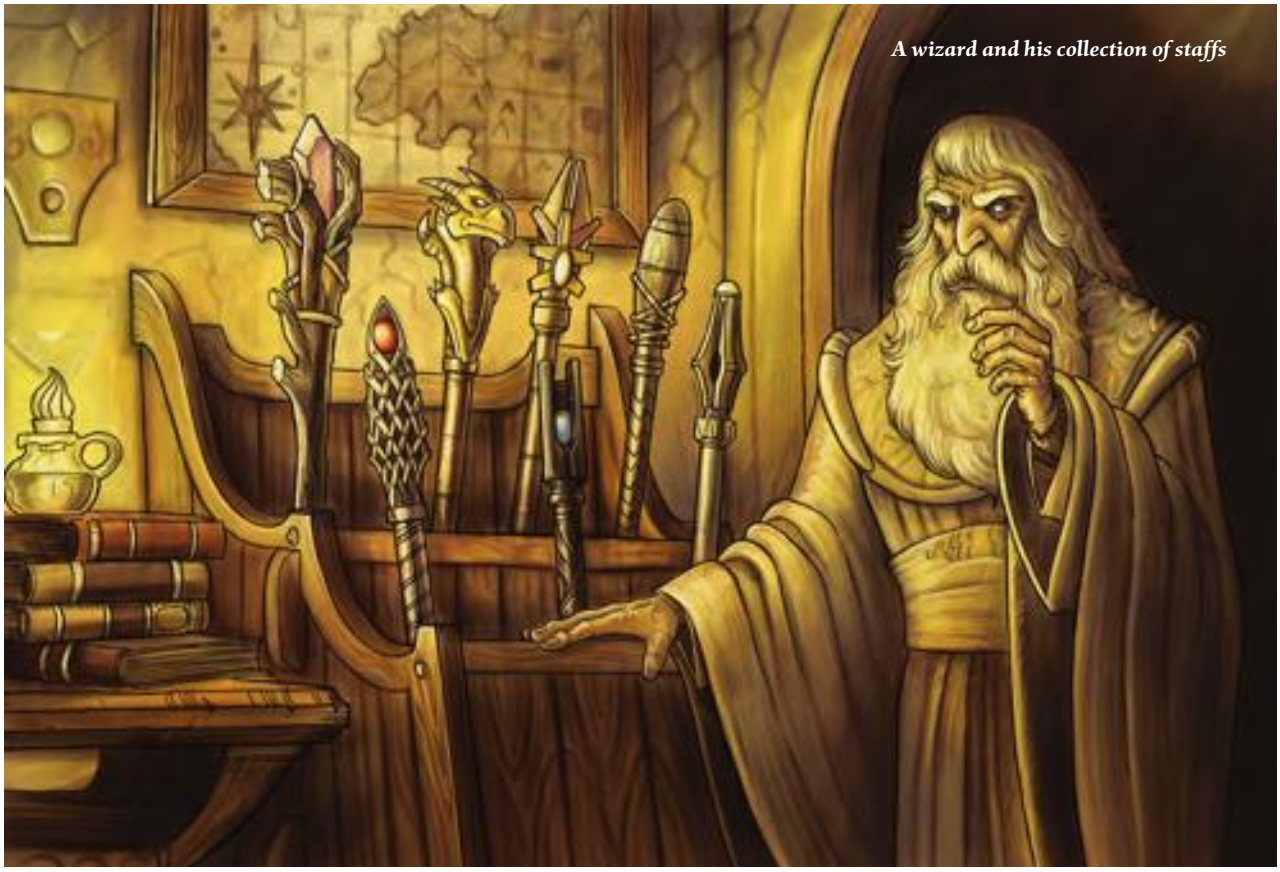
**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** Divine characters can use this staff as a holy symbol implement for divine powers.

### Staff of Iron Infusion — Level 4+

*With the aid of this iron staff, your healing artifices also toughen your ally's skin, making it resistant to damage.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you use your Healing Infusion class feature on an ally, that ally gains resistance to all damage equal to the staff's enhancement bonus until the end of your next turn.
**Power (Daily):** Minor Action. An ally within 10 squares of you gains resistance to all damage equal to your Wisdom modifier + the staff's enhancement bonus until the end of your next turn.



*A wizard and his collection of staffs*

## Staff of Knives

Level 2+

*This steel-gray wooden staff transforms into a steel-hard wooden dagger on command.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d12 damage per plus when used as a melee weapon
**Power (At-Will):** Minor Action. You transform this item from a staff into a dagger or from a dagger into a staff.

## Staff of Luck and Skill

Level 23+

*Whoever wields this blond yew staff capitalizes on both luck and skill.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 23 | +5 | 425,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and you gain a cumulative +1 bonus (up to a maximum of the staff's enhancement bonus) to all defenses each time you score a critical hit until the end of the encounter.
**Power (Daily):** Minor Action. The first time you roll an attack roll of 17 or higher with an attack power using this staff before the end of the encounter, you score a critical hit with that attack.

## Staff of Resilience

Level 3+

*This black ash staff can absorb some of your life force and turn it into a protective aura.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Minor Action. You spend a healing surge but regain no hit points. Instead, you gain temporary hit points equal to twice your healing surge value.

## Staff of Sleep and Charm

Level 3+

*The crystal eye atop this dusky birch staff enhances spells that target the mind.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** You gain a +1 item bonus to attack rolls with arcane charm or sleep attack powers.
*Level 13 or 18:* +2 item bonus.
*Level 23 or 28:* +3 item bonus.

JEFF CARLISLE

## STAFF OF SPELL BLASTING

Morgrale the Brilliant was an ogre of rare wisdom. It was said that he could curse in four languages and even sign his own name. He was such a prodigy that he sought training in matters arcane. As the story goes, he found Tucius, a dark wizard who was amused by the idea of a spellcasting ogre and took Morgrale as an apprentice. In time, Tucius came to regret that decision.

When Tucius had taught the ogre all he cared to, he sent Morgrale away. Soon, the ogre became a lieutenant for an oni warlord, establishing a reputation as a mighty combat leader. A staff of his own invention became a symbol of fear among his enemies, for he was equally adept at calling down magical fire as he was at leaping into melee and blasting foes up close.

When Morgrale's master commanded him to conquer Tucius's estate, the ogre didn't hesitate. After a successful conquest, Morgrale gained riches and contentment. No longer desiring to venture into battle, he became lord of a number of slaves and warriors. He reproduced his magic staff and granted copies to his underlings, sending them out to pillage and subjugate others in his name.

**Morgrale's Grasp:** Nearby ogres have come under the command of an oni mage carrying a standard of Morgrale. They're invading their neighbors in the name of their master. There are too many ogres to turn away; only taking the fight to Morgrale, who still keeps the original *staff of spell blasting*, will end his ambitions.

**Vengeance Before Death:** The wizard Gharlteban the Betrayer got his nickname from turning his back on Morgrale. Years after swearing fealty to the ogre, Gharlteban switched sides and began worked against his former master. He has grown old and frail, however, and now seeks Morgrale's final defeat before he is no longer able to appreciate it fully. He's looking for others to accomplish this task and is offering his *staff of spell blasting* in exchange.

### Staff of Spell Blasting — Level 14+

*Bound in silver, this polished pale elm staff violently channels arcane energy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you use an arcane ranged or area attack power through this staff, you don't provoke opportunity attacks from enemies adjacent to you that are targeted by the attack.
**Power (Daily):** Free Action. *Trigger:* You use an at-will arcane ranged attack power. *Effect:* The attack becomes a close blast 3 instead.

### Staff of the Faithful Arcanist — Level 8+

*This alabaster staff is topped with a deity's symbol for those who consider their powers to be a gift from their god.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Staff)**
**Prerequisite:** You must have the Initiate of the Faith feat.
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily ✦ Divine, Healing):** Minor Action. As the cleric's *healing word* power (*Player's Handbook*, page 62).

### Staff of Wind — Level 5+

*This feather-light staff of cloudy crystal allows you to command the air.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Minor Action. Make an attack: Close blast 5; targets each creature in blast; Intelligence or Charisma vs. Fortitude; on a hit, the target is pushed a number of squares equal to the enhancement bonus of the staff and knocked prone.

### Summoner's Staff — Level 7+

*This hawthorn staff is engraved with the images of dozens of different creatures.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d10 damage per plus if a creature you summoned scored the critical hit
**Property:** When an enemy attacks a creature you summoned and misses, you or an ally within 5 squares of the summoned creature gains temporary hit points equal to 5 + the staff's enhancement bonus.
**Power (Daily):** Immediate Interrupt. *Trigger:* An enemy hits a creature you summoned. *Effect:* The triggering enemy rerolls the attack roll and must use the second result.

### Verdant Staff — Level 2+

*This writhing staff is composed of thin vines that constantly flourish and wither.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** Primal characters can use this staff as a totem implement for primal powers.

# TOMES

*Secrets are bound within these pages that only the true masters of magic can know.*

Most tomes contain one or more wizard spells, often supplemented by information on improving the spells' effectiveness. You can't make melee attacks with a tome.

If you are a member of a class that can wield a tome as an implement, you can add the tome's enhancement bonus to the attack rolls and the damage rolls of implement powers from that class that you use through the tome, and you can use its properties and powers. Members of other classes gain no benefit from wielding a tome.

## Confounding Tome — Level 28

*The cloth cover of this tome is inscribed with a repeating maze-like pattern.*

Lvl 28 +6 2,125,000 gp
**Implement (Tome)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Property:** When you use the *maze* power through this tome, the target rolls twice when making Intelligence checks to escape the maze and can escape only if both checks succeed.
**Power (Daily):** Free Action. You expend an unused wizard daily attack power of level 25 or higher and gain the use of the *maze* power (*Player's Handbook*, page 168). The power is lost if you don't use it before the end of the encounter.

## Deck of Spells — Level 14+

*All your spells are written on these cards, whose illustrations depict you crushing foes with your potent arcane arsenal.*

Lvl 14 +3 21,000 gp
Lvl 19 +4 105,000 gp
Lvl 24 +5 525,000 gp
Lvl 29 +6 2,625,000 gp
**Implement (Tome)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Wizards can use this tome as a spellbook.
**Property:** When you prepare your arcane powers, you can choose one wizard daily attack power from your spellbook at random. You must prepare the randomly chosen power before you prepare any others. You gain a +2 bonus to attack rolls with that power until you take an extended rest.
**Power (Daily):** Free Action. You choose a wizard daily attack power in your spellbook that you didn't prepare today and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power, with a +2 bonus to attack rolls with that power, until the end of the encounter. The power is lost if you don't use it before the end of the encounter.

## Dispelling Tome — Level 7+

*This thin tome helps you unbind magical creations.*

Lvl 7 +2 2,600 gp
Lvl 12 +3 13,000 gp
Lvl 17 +4 65,000 gp
Lvl 22 +5 325,000 gp
Lvl 27 +6 1,625,000 gp
**Implement (Tome)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you use the *dispel magic* power through this tome, you can target two conjurations or zones instead of one, and you gain a +2 item bonus to attack rolls to destroy them.
**Power (Daily):** Free Action. You expend an unused wizard utility power of level 6 or higher and gain the use of the *dispel magic* power (*Player's Handbook*, page 162). The power is lost if you don't use it before the end of the encounter.

## Frozen Tome — Level 18+

*The cover of this thick tome appears to be made from solid ice. It's cool to the touch but doesn't melt.*

Lvl 18 +4 85,000 gp
Lvl 23 +5 425,000 gp
Lvl 28 +6 2,125,000 gp
**Implement (Tome)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 cold damage per plus
**Property:** When you use the *wall of ice* power through this tome, the wall can be up to 15 squares long and 10 squares high.
**Power (Daily):** Free Action. You expend an unused wizard utility power of level 15 or higher and gain the use of the *wall of ice* power (*Player's Handbook*, page 165). The power is lost if you don't use it before the end of the encounter.

## DECK OF SPELLS

Although wizards have a reputation for being ponderous and analytical, not all of them are sensible or sane. Amproemus was one most kindly described as eccentric, and his inventions are a testament to the best and worst traits of humanity. His *deck of spells* can bestow great power on a wielder, but it can't be controlled.

No authoritative story tells how the deck came to be. Some say that Amproemus meant to create a spellbook that let its user cast spells more often and that randomness was a side effect, while others claim the item was the product of a deranged mind. A few believe Amproemus simply lost a bet.

**The Unassuming Deck:** There are many *decks of spells* in the world, and not all are possessed by wizards. In fact, someone who doesn't understand arcane magic might be using one simply as an ornate deck for card games. Gamblers swear by them as "lucky decks"—some might give them up for money, but a superstitious gambler might demand a contest of *Three-Dragon Ante* or another game of chance.

## Gossamer Tome — Level 8+

*This tome is covered in webs infested by myriad tiny spiders that swarm over your hands but never bite.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Tome)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you use the *web* power through this tome, any creature that ends its move in the zone of webs is restrained instead of immobilized.
**Power (Daily):** Free Action. You expend an unused wizard utility power of level 5 or higher and gain the use of the *web* power (*Player's Handbook*, page 161). The power is lost if you don't use it before the end of the encounter.

## Mordenkainen's Tome — Level 13+

*This tome's cover is inscribed with a shimmering silver sword.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Tome)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 force damage per plus
**Property:** When you use the *Mordenkainen's sword* power through this tome, the sword deals extra force damage equal to the tome's enhancement bonus.
**Power (Daily):** Free Action. You expend an unused wizard utility power of level 9 or higher and gain the use of the *Mordenkainen's sword* power (*Player's Handbook*, page 163). The power is lost if you don't use it before the end of the encounter.

## GOSSAMER TOME

Drow spellcasters have perfected a technique of crafting magic tomes from spider webs. They fold layer after layer of webbing into sheets, then treat the pages with alchemical substances. These tomes enhance the creation of magical webs and are highly prized among wizards.

*Gossamer tomes* have become a symbol of the Venom Tongue, a cabal of mostly drow wizards who transform their bodies into vessels through dark rituals. Their preserved flesh hosts swarms of grotesque, blood-gorged spiders.

**Web Weaver Contest:** A local wizard's guild is holding an annual competition to determine who can make best use of the *web* spell. Competitors might create webs to trap rats, to confine other contestants in a maze, or simply to support the most weight. The winner receives a *gossamer tome* stolen from the drow (who might want to get it back).

**Drow Bandits:** Some Venom Tongue drow have been raiding shipments traveling between towns that lie above a drow city. Their handiwork is easy to see: They leave behind the caravan merchants and guards, suffocated or starved, tangled in thick sticky webs. The people of the towns want the dark elves rooted out and slain.

## Tome of Crushing Force — Level 9+

*This jet black tome is inset with several moonstones and radiates power.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Implement (Tome)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 force damage per plus
**Property:** When you use a wizard force power through this tome that attacks Reflex, you can choose to have the power attack Fortitude instead.
**Property:** This tome contains two wizard daily force powers. Both powers must be of a level equal to or lower than that of the tome. You must choose these powers when you acquire the tome; they can't be changed later. You can add these powers to your spellbook.
**Power (Daily):** Free Action. You choose a power contained in the tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power. The power is lost if you don't use it before the end of the encounter.

## Tome of Enduring Creation — Level 14+

*Your summoned creatures are more durable when you wield this leather-bound tome.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Tome)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you hit with a wizard attack power using this tome, a creature you summoned gains temporary hit points equal to 2 + the tome's enhancement bonus.
**Power (Daily):** Free Action. *Trigger:* You use a wizard summoning power. *Effect:* A creature you summoned gains a +2 power bonus to all defenses until the end of the encounter or until the creature is dismissed.

## Tome of Striking Lightning — Level 4+

*Sparks leap between the covers of this copper-bound tome.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Tome)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 lightning damage per plus
**Property:** When you use a wizard lightning attack power through this tome, you can score a critical hit on a roll of 19-20.
**Property:** This tome contains two wizard daily lightning powers. Both powers must be of a level equal to or lower than that of the tome. You must choose these powers when you acquire the tome; they can't be changed later. You can add these powers to your spellbook.
**Power (Daily):** Free Action. You choose a power contained in the tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power. The power is lost if you don't use it before the end of the encounter.

### Toxic Tome — Level 24+

*This snakeskin-bound tome gives off a slight acrid scent.*

Lvl 24 +5 525,000 gp Lvl 29 +6 2,625,000 gp
**Implement (Tome)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 poison damage per plus
**Property:** When you use the *cloudkill* power through this tome, you can move the cloud 3 squares as part of the minor action to sustain the power.
**Power (Daily):** Free Action. You expend an unused wizard utility power of level 19 or higher and gain the use of the *cloudkill* power (*Player's Handbook*, page 166). The power is lost if you don't use it before the end of the encounter.

## TOTEMS

*Cougar bone, python hide, werewolf toes—and dead foes.*

A totem is a short length of wood or bone carved to resemble patron spirits, which are generally ancestors or animals. Strips of hides, teeth, small bones, and the like hang from one end. The symbolism of the carved image, combined with the attached items, give the totem its power. You can't make melee attacks with a totem.

If you are a member of a class that can wield a totem as an implement, you can add the totem's enhancement bonus to the attack rolls and the damage rolls of implement powers from that class that you use through the totem, and you can use its properties and powers. Members of other classes gain no benefit from wielding a totem.

### Avalanche's Wake Totem — Level 19+

*Your spirit companion draws power from this jagged stone totem to become as unstoppable as a landslide.*

Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp
Lvl 24 +5 525,000 gp
**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and you push the target 1 square per plus.
**Property:** Your spirit companion ignores difficult terrain when it moves.
**Power (Daily):** Free Action. *Trigger:* You hit with an attack through your spirit companion using this totem. *Effect:* Each enemy adjacent to your spirit companion is slowed until the end of your next turn.

### Bloodhunter Totem — Level 5+

*This totem is carved from a petrified heart, which beats when the totem is close to wounded prey.*

Lvl 5 +1 1,000 gp Lvl 20 +4 125,000 gp
Lvl 10 +2 5,000 gp Lvl 25 +5 625,000 gp
Lvl 15 +3 25,000 gp Lvl 30 +6 3,125,000 gp
**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d10 damage per plus against a bloodied target
**Property:** You gain a +1 bonus to attack rolls using this totem against bloodied creatures.

### Boar's Charge Totem — Level 3+

*When you grasp this boar's tusk, your heart races with feral excitement and you throw yourself headlong into battle.*

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp
Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp
**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When charging while you are in beast form, you gain a +1 bonus to speed.
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a charge attack using this totem while you are in beast form. *Effect:* You push that enemy 1 square and can shift into the space it vacated.

### Bronzewood Coils Totem — Level 13+

*With this knotted serpent totem crafted of bronzewood, you can grant your spirit companion an aspect of the World Serpent.*

Lvl 13 +3 17,000 gp Lvl 23 +5 425,000 gp
Lvl 18 +4 85,000 gp Lvl 28 +6 2,125,000 gp
**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with the *spirit's fangs* power (*Player's Handbook 2*, page 120) using this totem. *Effect:* That enemy is grabbed by your spirit companion. When the enemy attempts to escape the grab, you can have it make the Acrobatics check or Athletics check against your Will instead of your Fortitude or Reflex.

### Dire Totem — Level 10+

*As you undergo the transformation into beast form, your body grows larger, heavier, and far more dangerous.*

Lvl 10 +2 5,000 gp Lvl 25 +5 625,000 gp
Lvl 15 +3 25,000 gp Lvl 30 +6 3,125,000 gp
Lvl 20 +4 125,000 gp
**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You use your *wild shape* power (*Player's Handbook 2*, page 84) to assume your beast form. *Effect:* While you are in beast form, your size is Large, and you gain a power bonus to damage rolls using beast form powers through this totem equal to the totem's enhancement bonus.

## Earthfall Totem — Level 7+

*Attacks with this rough-hewn stone totem pack a powerful punch.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you use a primal attack power through this totem that pushes or slides a creature or knocks a creature prone, you deal 1d6 extra damage to each creature that was pushed, slid, or knocked prone.
*Level 17, 22, or 27:* 2d6 extra damage.

## Fell Beast Totem — Level 3+

*This totem is infused with venom extracted from corrupt predators of the swamp.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 poison damage per plus
**Power (Daily ✦ Poison):** Free Action. The next time you use a primal attack power through this totem during this turn, each creature hit by the attack takes ongoing 5 poison damage (save ends).
*Level 13 or 18:* Ongoing 10 poison damage (save ends).
*Level 23 or 28:* Ongoing 15 poison damage (save ends).

## Flameheart Totem — Level 10+

*A constantly smoldering mote of flame dangles from this totem and infuses your evocations with fiery power.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 fire damage per plus
**Property:** When you hit a creature that is granting combat advantage to you using a primal attack power through this totem, that creature takes 1d6 extra fire damage.
**Power (Daily ✦ Fire):** Free Action. The next time you use a primal attack power through this totem during this turn, each creature hit by the attack takes ongoing 5 fire damage (save ends).
*Level 15 or 20:* Ongoing 10 fire damage (save ends).
*Level 25 or 30:* Ongoing 15 fire damage (save ends).

## Iron Bear Totem — Level 8+

*This black iron rod, bound with bear fur, empowers your spirit companion to bolster nearby allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Minor Action. Until the end of your next turn, any ally gains a +2 bonus to all defenses while adjacent to your spirit companion.

## Life River Totem — Level 13+

*While you're armed with this green wood totem, your group enjoys great vitality even in the face of deadly adversity.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you hit with a primal attack power using this totem, you or any ally adjacent to you who spends a healing surge before the end of your next turn regains additional hit points equal to the totem's enhancement bonus.

## Nine Furies Totem — Level 20+

*This totem is crafted of horn, wood, and sinew. It flares with power as warrior spirits invigorate your comrades in battle.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 25 | +5 | 625,000 gp | | | |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you grant temporary hit points to your allies with a shaman power, one ally gains additional temporary hit points equal to the totem's enhancement bonus.
**Power (Daily):** Immediate Reaction. *Trigger:* An ally you can see becomes bloodied. *Effect:* Each ally you can see gains temporary hit points equal to twice the totem's enhancement bonus. These temporary hit points stack with any existing temporary hit points.

## TOTEM OF NEW BEGINNINGS

Civilization's bones litter the world: crumbling cities, fallen towers, and moss-covered stones that were once statues celebrating mighty heroes. Nature eventually reclaims the resources that mortals have stolen, and something new always arises from the wreckage of the old. This is life's cycle. New growth and new possibilities can exist only through death.

A *totem of new beginnings* draws power from this natural rhythm. In a wielder's hand, the totem briefly spurs innovation and creativity, those sensations withering soon after they bloom. Experienced wielders learn to harness this ebb and flow to channel primal energy at the right moment.

**Returning Home:** As a unique event, a hero might discover a *totem of new beginnings* growing in a hard-to-reach location associated with his or her previous life. For instance, if a hero lived for several years in an urban or built-up area that has since been reclaimed by the wilderness, especially as a consequence of war or a battle with primal powers, that hero might stumble upon a living branch that can function as a *totem of new beginnings* while returning to visit the ruined homeland. Perhaps it's growing from a ruined doorframe of an old home or at the grave of the hero's parents.

### Panther Totem — Level 9+

*Carved in the shape of a panther and adorned with fangs, this totem grants its user feline stealth.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d10 damage per plus against a target granting combat advantage to you
**Power (Daily ✦ Illusion):** Minor Action. Until the end of your next turn, you are invisible to enemies more than 5 squares away from you.

### Razor Talon Totem — Level 14+

*Festooned with talons, claws, and fangs, this totem makes your attacks in beast form more dangerous.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d8 damage per plus while you are in beast form
**Property:** When you use a beast form attack power through this totem, you can score a critical hit on a roll of 19–20.

## NINE FURIES TOTEM

On the Stormkissed Plain, in the shadow of the Moon Peaks, nine warriors stood. They were called the Nine Furies; each was the greatest of his or her tribe and gifted with quickness, talent, wisdom, and strength. They gathered to confront Borstod the Blasphemer, a catastrophic dragon of great age and power. As the dragon neared, the Furies' peoples fled into the mountains, depending on their champions to buy them time to escape.

For nine days and nights the Furies fought the ancient wyrm, each dawn marking a champion's end until only one remained. Although that champion's companions no longer lived, their devoted spirits continued the fight at her side. With their support, she spent her remaining life force in a final attack and drove her axe into the dragon's skull. The cruel voice of the dragon was silenced forever.

A *Nine Furies totem* captures the noble deeds of these mighty champions. Each totem contains the essence of one Fury, and on moonless nights its wielder might just spy a spectral hero and dragon battling in the sky. Those who brandish one of these totems in battle can draw on a measure of that fabled power to aid them against superior foes.

**The Centaurs' Secrets:** Some sages believe that the centaurs were the first to craft these totems and that they alone know the method of their manufacture. To acquire such an item, a hero must seek out a tribe of centaurs and prove his or her worth by defeating a dragon in battle. Success earns not only a *Nine Furies totem*, but also the potential to unearth other long-guarded secrets and forgotten lore.

**Ninth Fury:** Conventional legend holds that all the champions perished, but some tales suggest that the ninth survived and might live still. If she can be found, she might grant her totem to a worthy bearer.

### Roaring Bear Totem — Level 2+

*Carved from the great claw of a dire bear, this totem growls like that mighty beast when you channel primal power through it.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a primal attack power using this totem. *Effect:* You knock the enemy prone.

### Totem of Nature's Balm — Level 10+

*When you wave this totem, decorated with dried herbs, healing light streams from your spirit companion into your allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and one ally you can see within 10 squares of you can spend a healing surge.
**Power (Daily):** Free Action. *Trigger:* You hit with a primal attack power using this totem. *Effect:* Each ally within 2 squares of you or your spirit companion makes a saving throw with a power bonus equal to the totem's enhancement bonus.

### Totem of New Beginnings — Level 14+

*This bone totem gradually changes color in your hands, shifting from green to gray to black to green again.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** No Action. *Trigger:* You use a primal daily attack power through this totem and miss all targets. *Effect:* One ally within 5 squares of you regains the use of an expended encounter power of the totem's level or lower.

### Totem of the Awakened Bear — Level 13+

*Carved in the form of a yawning beast, this totem rouses your spirit companion against opponents that draw your attention.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d10 damage per plus while you're bloodied
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with your *spirit's shield* power (*Player's Handbook 2*, page 121). *Effect:* That enemy grants combat advantage until the end of your next turn.

### Totem of the Crashing Tide — Level 15+

*Moisture continually beads over the conch shell that forms this totem and then evaporates, reflecting the tides in which it once lived.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and you push the target 1 square per plus.
**Property:** When you push a creature with a primal attack power using this totem, the distance of the push increases by 1 square.
**Power (Daily):** Free Action. *Trigger:* You push an enemy with a primal attack power using this totem. *Effect:* That enemy grants combat advantage until the end of your next turn.

### Totem of the Harrier's Claws — Level 12+

*This totem, covered in owl feathers and talons, grants you the ferocity of a hunting bird against weakened prey.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Creatures taking ongoing damage grant combat advantage to you.

## TOTEM OF THE NIGHT

The Endless Swamp is so large and its growth so lush that the canopy in its deepest sections blocks the light of day. In those dark places the spirits of night are strongest. From there the legendary Circle of the Bat protects the land and gains strange powers of augury from the swamp spirits the Circle members revere.

Although *totems of the night* are made of cypress wood, the druids and shamans of the Circle claim that they're actually the bodies of bats that live deep within the Endless Swamp. According to this tale, a bat sometimes flies too high during daylight and breaks through the thick canopy. When touched by the rays of the sun, it turns to wood and falls to the swamp floor, where its body is harvested to create one of these totems.

**The Hag's Coven:** A group of hags dwelling at the southern end of the Endless Swamp is constantly at war with the Circle of the Bat. These powerful fey have felled a number of shamans and druids, collecting each victim's *totem of the night* as a trophy of the kill. The Circle has asked for assistance in destroying the hags.

**Nightheart Cave:** This grotto lies near the edge of the Endless Swamp. Within is the Heart of Night, a black flame that must be extinguished on each winter solstice to prevent the opening of a permanent portal into the Shadowfell. It is taboo for members of the Circle of the Bat to enter the Nightheart Cave, so they must seek a champion from outside their order to perform this task. The Circle is willing to arm that champion with a *totem of the night*.

***Totem of the night***

### Totem of the Night — Level 12+

*This totem of blackened wood is shaped like a stylized bat and allows you to pierce the veil of night.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** You gain low-light vision. If you already have low-light vision, you instead gain darkvision.
**Power (Daily):** Minor Action. Until the end of your turn, your attacks using this totem ignore cover and concealment, but not superior cover or total concealment.

LUCIO PARRILLO

## Totem of the Ravenous Beast — Level 9+

*This hideous bloodstained totem gorges itself on the life energy of your foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d10 damage per plus against a target granting combat advantage to you
**Power (Daily):** Free Action. *Trigger:* You reduce an enemy to 0 hit points with a primal power using this totem. *Effect:* You take a move action.

## Totem of the Satyr's Dance — Level 8+

*This gnarled branch, carved to look like a horn, channels the frenetic dance of reveling satyr spirits.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When an ally regains hit points from a primal power used through this totem, he or she gains a +1 bonus to speed until the end of his or her next turn.
**Power (Daily):** Free Action. *Trigger:* You hit with a primal attack power using this totem. *Effect:* An ally you can see within 10 squares of you gains a +1 power bonus to speed until the end of the encounter.

## Totem of the Scouring Wind — Level 15+

*Used by desert-dwelling centaur tribes, this totem shaped from sandstone summons the power of the terrible simoom.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and the target takes ongoing 10 damage (save ends).
*Level 25 or 30:* Ongoing 15 damage (save ends).
**Power (Daily):** Standard Action. You push each creature that is adjacent to you 2 squares. Until the end of your next turn, you gain a +2 power bonus to all defenses against ranged and area attacks.

## Totem of the World Tree — Level 20+

*The rich wood of this totem is warm to the touch. You can feel the life of the world pulsing through it.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 25 | +5 | 625,000 gp | | | |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** Each ally within 3 squares of you gains 1d6 temporary hit points per plus (roll once and apply the result to each ally).
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a primal attack power using this totem. *Effect:* You or an ally within 3 squares of you makes a saving throw with a bonus equal to the totem's enhancement bonus.

## Totem of Thunder's Keeper — Level 2+

*A stylized face carved into this totem animates with an angry growl to rebuff those who harm your allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 thunder damage per plus
**Power (Daily ✦ Thunder):** Immediate Reaction. *Trigger:* An enemy hits your spirit companion or an ally within 5 squares of you with a melee attack. *Effect:* The triggering enemy takes thunder damage equal to your Wisdom modifier. In addition, you push it a number of squares equal to the totem's enhancement bonus.

## Totem of Winter's Scorn — Level 9+

*Carved from a branch of winterfir tree, this totem channels the bitter cold of the tundra.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 cold damage per plus, and the target is slowed until the end of your next turn.
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a primal cold power using this totem. *Effect:* That enemy is immobilized and grants combat advantage (save ends).

## Vengeful Spirit Totem — Level 8+

*Infused with the rage of a thousand vicious beasts, this totem makes your spirit companion intimidating in battle.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d10 per plus with a primal spirit attack power
**Power (Daily):** Minor Action. Until the end of the encounter, each enemy adjacent to your spirit companion takes a -2 penalty to attack rolls.

## Wildfire Totem — Level 4+

*This charred totem grows hot to the touch as your enemy erupts in hungry flames.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 fire damage per plus
**Property:** You gain a +2 bonus to saving throws against ongoing fire damage.
**Power (Daily ✦ Fire):** Free Action. *Trigger:* You hit an enemy with a primal fire power using this totem. *Effect:* Each enemy adjacent to you takes ongoing 5 fire damage (save ends).
*Level 14 or 19:* Ongoing 10 fire damage (save ends).
*Level 24 or 29:* Ongoing 15 fire damage (save ends).

*Winterwood totem*

**Winterwood Totem** Level 4+

*Fashioned from trees perpetually coated in primal frost, this totem is surrounded by a cloud of freezing mist.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 cold damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a primal cold power using this totem and deal damage to it. *Effect:* That enemy gains vulnerable 3 cold until the end of your next turn.
*Level 14 or 19:* Vulnerable 5 cold.
*Level 24 or 29:* Vulnerable 10 cold.

## WANDS

*Wands only look like they're too fragile to be deadly.*

Wands are often considered the most popular arcane implements because nearly all arcane heroes can use them.

Wands are used to store spells, but they can also modify the spells cast through them. Perhaps the best aspect to these implements is their versatility, since they allow a bard and a wizard, for example, to explore each other's magic.

Except in rare cases, a wand is not large enough or strong enough to be used as a weapon. If a wand can function as either a weapon or an implement, that fact is noted in the item's description.

If you are a member of a class that can wield a wand as an implement, you can add the wand's enhancement bonus to the attack rolls and the damage rolls of implement powers from that class that you use through the wand, and you can use its properties and powers. Members of other classes gain no benefit from wielding a wand.

**Cursing Wand** Level 14+

*You curse your foe when you channel your spite through this dark yew wand.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you score a critical hit with the *unluck* power using this wand, the target also takes a -2 penalty to attack rolls, skill checks, ability checks, and saving throws (save ends).
**Power (Daily ✦ Arcane, Implement, Necrotic):** Standard Action. As the bard's *unluck* power (*Player's Handbook 2*, page 72).

### CURSING WAND

This wand is cut from yew wood and stained black with the ashes of those who suffered accidental deaths. A string of curses crawls around the implement, spiraling toward its tip. Starting with large lettering in the lokharic script, the words gradually shrink until they can be seen only through close inspection. The curses themselves change with the reader, pinpointing the wielder's flaws, fears, and failures.

The *cursing wand* originated in the hands of a jilted lover—a young minstrel spurned for another, younger woman. Her heart broken, she poured all her malice and hate into her wand, imbuing it with the darkest and most sinister curses imaginable. With the implement complete, she hunted down her former paramour and put a curse on him that turned everything he touched to ash until the day he died under mysterious circumstances.

The *cursing wands* found in the world today are reproductions of the original and, although potentially powerful in their own right, lack the full weight of the original creator's malevolence. Still, things have a way of going wrong when a *cursing wand* is present.

**Defeat the Renegade Minstrel:** Zasterly, a middling performer of little talent, holds a town hostage, living as a lord and compelling the locals to leap to his every whim. Those who have refused have found themselves the targets of his acid tongue and cruel spells delivered through a *cursing wand*. Over time, each of Zasterly's enemies has died in a lethal accident. The townsfolk are terrified of the minstrel and will pay someone well to remove him from power.

ED COX

## Diamond Wand — Level 4+

*This gem-topped wand's fragile appearance belies its strength.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you hit an enemy with an arcane force power using this wand, the next attack that hits that enemy deals 1 extra force damage.
*Level 14 or 19:* 2 extra force damage.
*Level 24 or 29:* 3 extra force damage.
**Power (Daily):** Standard Action. As the artificer's *spike wire* power (*Eberron Player's Guide*, page 48), which is reproduced below.

## Spike Wire — Artificer Attack 1

*You throw a bundle of barbed wire that bites into your enemy's flesh, digging deeper and deeper.*

**Encounter ✦ Arcane, Force, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d8 + Intelligence modifier force damage. Until the end of your next turn, any attack deals extra damage to the target equal to your Wisdom modifier.

## Hawthorn Wand — Level 9+

*This pale wand harnesses fate and makes it your servant.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you use an arcane power through this wand to grant yourself or an ally a bonus to saving throws and the saving throw roll is lower than this wand's enhancement bonus, you or the ally can reroll the saving throw and use either result.
**Power (Daily):** Standard Action. As the artificer's *altered luck* power (*Eberron Player's Guide*, page 49), which is reproduced below.

## Altered Luck — Artificer Attack 3

*Your magic blasts an enemy and transfers its luck to a nearby ally.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** One creature in burst
**Attack:** Intelligence vs. Will
**Hit:** 1d6 + Intelligence modifier damage, and the target takes a -2 penalty to saving throws until the end of your next turn.
**Effect:** One ally within the burst gains temporary hit points equal to 5 + your Wisdom modifier and a +2 bonus to an attack roll, a skill check, an ability check, or a saving throw before the end of your next turn. The ally can use the bonus after determining the result of a roll.

## Iron Wand — Level 24+

*This thick pry bar does double duty as a weapon and an implement.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 24 | +5 | 525,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** You gain an item bonus to Strength checks to break open doors or chests equal to the wand's enhancement bonus.
**Property:** This wand can be used as a melee weapon, functioning as a mace. You can add its enhancement bonus to the attack rolls and damage rolls of melee weapon attacks.
**Power (Daily):** Minor Action. As the artificer's *iron-hide infusion* power (*Eberron Player's Guide*, page 53), which is reproduced below.

## Iron-Hide Infusion — Artificer Utility 16

*You crush a bit of iron in your hand, infusing it with protective magic. You then cast the dust onto your allies' armor.*

**Encounter ✦ Arcane**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Each target gains a +4 bonus to AC until the end of your next turn.

### IRON WAND

A thick length of iron easily mistaken for a pry bar, an *iron wand* is an unlikely implement. The wand's tip is a flattened wedge with a notch in the middle; its base is a hooked wedge ideal for prying open doors, chests, and just about anything else that needs opening. An *iron wand* can also be used as a weapon, since its weight and size are perfect for clobbering enemies.

For the mage who divides her time between flinging spells at enemies and building servants to fight on her behalf, an *iron wand* is an invaluable accessory, useful for battering enemies and focusing one's concentration when working with arcane magic.

**Defeat the Iron Mage:** A warforged artificer known only as the Iron Mage wields an *iron wand* in battle to great effect. Surrounded by a legion of lesser warforged, golems, and other constructs, he resides in a great fortress in the heart of a blasted wilderness where nothing grows and the corpses of those who oppose him swell beneath a merciless sun. Adventurers who defeat him can wrest control over his followers and his wand.

**Join the Forgesmiths:** The Forgesmiths were the first artificers to fashion *iron wands*. Shunned by their fellows for their dubious experiments in blending flesh with machines, the Forgesmiths developed these wands as a means of protection against assassins and hostile rivals. Although the tensions between them and their peers have cooled somewhat, the Forgesmiths are famously xenophobic and reluctant to admit new members into their secretive society. Still, those who do join are often given their own *iron wands*.

*Master's wand of eyes of the vestige*

## HAWTHORN WAND

Where hawthorn grows, evil fears to tread. Favored by the fey spirits, hawthorn wood is reputed to be a great conduit for arcane energy—some of the best wands are made from this wood. A *hawthorn wand* is an 18-inch wand that tapers to a fine point. Varnished to give the implement an amber finish, it's smooth to the touch. When used in an implement, the wood grows warm and a faint light shines from within, revealing great power.

Simply carrying a *hawthorn wand* brings about good fortune in subtle ways. An owner might win a few extra hands in a game of *Three-Dragon Ante* or receive a small windfall in coin or opportunity. The wand's true power, however, is to bend reality in its wielder's favor so that he or she can slip free from dire situations.

**Befriend the Green Sisters:** The most famous makers of *hawthorn wands* are the Green Sisters, a small circle of dryads who dwell deep in the Western Wood. One who stumbles across the dryads are certain to find death, unless the hapless traveler sings a song that moves the trees themselves. If the singer succeeds, the dryads have been known to bestow a boon in the form of a *hawthorn wand* to the performer who so impressed them.

**Save the Famous Minstrel:** Aloysius, a famous warrior and minstrel, is a bard of unequaled skill and daring. When not confronting dragons with his keen wit and keener blade, he entertains kings and emperors, and he is a favored presence in any court. For all his success, he has also gained a number of enemies who would gladly see him brought low. So when he went missing, a call rose up through the land to find the legendary singer and bring him back to safety. The king has promised to bestow a *hawthorn wand* to whomever brings back the bard, or at least proof of his death.

### Master's Wand of Eyes of the Vestige Level 4+

*This ebony wand strikes your targets with devastating power.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** When you hit with the *eyes of the vestige* power using this wand, the second creature can be within 5 squares of the target instead of 3 squares, and you gain a +1 bonus to your Warlock's Curse extra damage for that attack.
**Power (Encounter):** Standard Action. As the warlock's *eyes of the vestige* power (*Arcane Power*, page 73), which is reproduced below.

### Eyes of the Vestige Warlock Attack 1

*Your enemy's eyes glow with an eldritch light as your vestige takes hold and scours that foe's mind while you curse another nearby foe.*

**At-Will ✦ Arcane, Implement, Psychic; Varies**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Will
**Hit:** 1d6 + Constitution modifier psychic damage. Choose the target or a creature within 3 squares of the target and within the target's line of sight. You place your Warlock's Curse on that creature; if the creature is already cursed by you, you can deal your Warlock's Curse extra damage to that creature instead of to the target.
*Level 21:* 2d6 + Constitution modifier psychic damage.

### Master's Wand of Illusory Ambush Level 4+

*With this red palm wand, your phantoms continue to harass your enemies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** After you hit an enemy with the *illusory ambush* power using this wand, when that enemy attacks while it's taking the penalty to attack rolls, it takes psychic damage equal to 3 + this wand's enhancement bonus.
**Power (Encounter):** Standard Action. As the wizard's *illusory ambush* power (*Arcane Power*, page 101), which is reproduced below.

### Illusory Ambush Wizard Attack 1

*You create an illusion of swirling spectral assailants that swarm over your enemy.*

**At-Will ✦ Arcane, Illusion, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 1d6 + Intelligence modifier psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
*Level 21:* 2d6 + Intelligence modifier psychic damage.

KALMAN ANDRASOFSZKY

## Master's Wand of Misdirected Mark Level 4+

*Disaster awaits those beguiled by this crooked hickory wand.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** When you hit with the *misdirected mark* power using this wand, the ally that marked a target gains a +1 bonus to attack rolls against that target until the end of your next turn.
**Power (Encounter ✦ Arcane, Implement):** Standard Action. As the bard's *misdirected mark* power (*Player's Handbook 2*, page 68).

## Master's Wand of Phantom Bolt Level 4+

*Your illusory bolts become more ominous with this smoky amber wand.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** When you hit an enemy with the *phantom bolt* power using this wand, you can slide that enemy 1 extra square.
**Power (Encounter):** Standard Action. As the wizard's *phantom bolt* power (*Arcane Power*, page 101), which is reproduced below.

### Phantom Bolt Wizard Attack 1

*You wave your hand, and your foe sees a bolt of fire streaking toward it. The enemy dives away from the imagined threat.*

**At-Will ✦ Arcane, Illusion, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 1d8 + Intelligence modifier psychic damage, and you slide the target 1 square.
*Level 21:* 2d8 + Intelligence modifier psychic damage.

## Master's Wand of Spiteful Glamor Level 4+

*This wand is especially deadly to creatures you haven't harmed yet.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 psychic damage per plus
**Property:** When you hit an enemy at maximum hit points that is affected by your Warlock's Curse with the *spiteful glamor* power using this wand, you deal an extra die of Warlock's Curse damage to that enemy.
**Power (Encounter):** Standard Action. As the warlock's *spiteful glamor* power (*Forgotten Realms Player's Guide*, page 35), which is reproduced below.

### Spiteful Glamor Warlock (Dark) Attack 1

*The mere sight of you is anathema to your enemy.*

**At-Will ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 1d8 + Charisma modifier psychic damage, or 1d12 + Charisma modifier psychic damage to a target at maximum hit points.
*Level 21:* 2d8 + Charisma modifier psychic damage, or 2d12 + Charisma modifier psychic damage to a target at maximum hit points.

## Master's Wand of Vicious Mockery Level 4+

*Wielding this hackberry wand sharpens your tongue and hones your wit.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** When you hit with the *vicious mockery* power using this wand, choose a different enemy within 2 squares of the target. That enemy takes a penalty to attack rolls equal to your Intelligence modifier until the end of your next turn.
**Power (Encounter ✦ Arcane, Charm, Implement, Psychic):** Standard Action. As the bard's *vicious mockery* power (*Player's Handbook 2*, page 69).

## DIAMOND WAND

A sparkling diamond the size of a human's thumb caps the base of this wand. The smooth holly wood tapers from the gemstone until it terminates at a slightly rounded tip. The gem glimmers with faint light when the wand focuses arcane energy, and shines brightly when used with a spell that creates and manipulates force.

A cabal of artificers first created this wand as a means to focus their concentration when manipulating arcane energy into the solid material they called force. The diamond aids in this process, helping the wand wielder adapt his or her magical creations to meet most circumstances on the battlefield. For this reason, *diamond wands* were valued among battlesmith artificers.

**Join an Artificer Guild:** One of the best ways to acquire the implements of artificers is to join one of their societies. Artificers who gather into academies and laboratories to combine their efforts sometimes provide items, such as *diamond wands*, to new members. The common test for admission is to create an item the group deems worthy of its respect.

**Trawl a Battlefield:** Avyn Wastel, a gnome artificer of some fame, took part in the Battle of Nine Stars, a terrible conflict that laid waste to nearly a square mile of countryside. Wastel led a detachment of warmages against a host of hideous creatures born from the nine fallen stars. Stopping the threat cost Avyn and his cohorts their lives, and their bodies were never recovered. The battlefield might still contain their weapons and gear, including Wastel's *diamond wand*.

### Sharpshooter's Wand — Level 10+

*You can shrink the size of your attack's area with this wand, making it more precise.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Encounter):** Minor Action. The next area burst attack power you use through this wand has its area changed to 1 square (within the same range), and you gain a +2 power bonus to the attack roll.
**Power (Daily ✦ Arcane, Implement, Lightning):** Standard Action. As the wizard's *shock sphere* power (*Player's Handbook*, page 161).

### Shielding Wand — Level 4+

*As your spell obliterates your enemy, this heavy juniper wand creates a shimmering protective shield.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you score a critical hit with an artificer attack power using this wand, you or one ally within 5 squares of you gains a +2 bonus to AC until the end of your next turn.
**Power (Daily):** Standard Action. As the artificer's *shielding cube* power (*Eberron Player's Guide*, page 48), which is reproduced below.

### Shielding Cube — Artificer Attack 1

*You direct a minute cube covered in runes into the fray. Although small, the cube contains a force that bashes foes and shields allies.*

**Encounter ✦ Arcane, Force, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 2d6 + Intelligence modifier force damage.
**Effect:** Until the end of your next turn, any ally gains a +1 power bonus to AC while adjacent to the target.

### Wand of Allure — Level 4+

*Charms cast through this twinkling golden wand reach the most distant of foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you use a ranged arcane charm power through this wand, the power's range increases by 2 squares, and you ignore cover and concealment.
*Level 14 or 19:* 5 squares.
*Level 24 or 29:* 10 squares.
**Power (Daily ✦ Arcane, Charm, Implement):** Standard Action. As the bard's *fast friends* power (*Player's Handbook 2*, page 69).

### Wand of Aptitude — Level 10+

*When you direct your allies with this lacewood wand, they reach beyond their normal limitations.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you use the *inspire competence* power through this wand, each affected ally adds this wand's enhancement bonus to skill checks made with the skill you selected.
**Power (Daily ✦ Arcane):** Minor Action. As the bard's *inspire competence* power (*Player's Handbook 2*, page 70).

### Wand of Thunderous Anguish — Level 14+

*After you use this buzzing redwood wand, a crack of thunder indicates that your magical effect remains on an enemy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 thunder damage per plus
**Property:** When you hit an enemy with a thunder power using this wand, until the end of your next turn that enemy takes thunder damage equal to this wand's enhancement bonus whenever one of your allies hits it.
**Power (Daily ✦ Arcane, Implement, Thunder):** Standard Action. As the bard's *distracting shout* power (*Player's Handbook 2*, page 72).

*Wand of allure and wand of thunderous anguish*

## ARMS SLOT ITEMS

*Shields and bracers are defensive tools, but in the language of magic, shields defend and bracers destroy.*

The most iconic heroes are never seen without their shields, and bracers serve as a lesser defense for warriors who need their arms unfettered.

Enchantments on shields magnify their purpose, granting their wielders superior defenses. Some draw

ED COX

a dragon's breath into them to spare allies, while others guard their holders with a larger shield of force that falls when pierced. A set of qualities that pertains to a magic shield can be applied to a light shield, a heavy shield, or any shield, as noted in each item's description.

Bracers grant their wearers greater deftness in combat, adding power where there is already grace, and turning a simple wound into a fatal blow. They are more offensively oriented than shields.

### Absorbing Shield — Level 17

*This steel shield absorbs the power from attacks, protecting both you and your allies.*

**Item Slot:** Arms 65,000 gp
**Shield:** Any
**Power (At-Will):** Immediate Interrupt. *Trigger:* An area attack misses you and hits an ally. *Effect:* The triggering attack instead misses the ally.

### Ankhmon's Bracers — Level 19

*These platinum bracers are engraved with a symbol of an eye wreathed in flames.*

**Item Slot:** Arms 105,000 gp
**Property:** When you hit an enemy that is granting combat advantage to you with an arcane attack power, the attack deals 1d10 extra damage against the enemy. You also regain a number of hit points equal to the extra damage roll result.

## ANKHMON'S BRACERS

When the lich Ankhmon was preparing his undead army to fight the army known as the Celestial Company, he created a pair of bracers that allowed him to channel his tactical knowledge into powerful attacks that harmed his enemies and healed him. Ankhmon was eventually defeated, but his essence survived as a powerful vestige, granting power to a number of warlocks.

A lich named Revadal, who derives his power from a pact with Ankhmon, seeks the bracers but has yet to find them. He has assembled a new army of undead and has become a scourge in the south. Scholars theorize that the bracers aren't inherently malevolent, simply acting as channels for the wielder's own magic, so if someone aside from Revadal acquired them, they could be used without taint.

**Thwart Revadal:** Revadal doesn't have *Ankhmon's bracers*, but divinations have revealed that he is using his army to search for them. Some scholars worry that the bracers might be a key component in freeing the vestige of Ankhmon from its eternal bondage. They seek heroes to find the bracers first before Revadal can perform this terrible deed.

*Bloodhound bracers*

### Barrage Bracers — Level 10

*While you wear these bracers, when you attack rapidly, you can focus more power into your attacks.*

**Item Slot:** Arms 5,000 gp
**Property:** When you hit an enemy with a melee attack, you gain a +1 bonus to attack rolls against that target until the end of your turn.

### Bloodhound Bracers — Level 13

*You can track a wounded foe and strike it down when it's most vulnerable.*

**Item Slot:** Arms 17,000 gp
**Property:** Creatures that are taking ongoing damage grant combat advantage to you.
**Power (Daily):** Free Action. *Trigger:* You bloody an enemy. *Effect:* That enemy takes ongoing 5 damage (save ends).

### Charm Bracelet — Level 8+

*This simple bracelet with tiny arcane symbols dangling from it lets you share in your foes' good luck.*

Lvl 8 3,400 gp Lvl 18 85,000 gp
**Item Slot:** Arms
**Property:** You gain a +1 item bonus to saving throws against ongoing damage.
*Level 18:* +2 item bonus.
**Power (Daily):** Immediate Reaction. *Trigger:* An enemy you can see succeeds on a saving throw. *Effect:* You make a saving throw.

### Climber's Bracers — Level 16

*Your hands are as effective as an animal's claws at climbing while wearing these rough leather bracers.*

**Item Slot:** Arms 45,000 gp
**Power (Daily):** Minor Action. You gain a climb speed equal to your speed until the end of the encounter.

ED COX

*Flameward shield*

### Deathward Shield — Level 15+

*This ebony shield with adamantine studs protects you from dark energies.*

Lvl 15 25,000 gp Lvl 25 625,000 gp
**Item Slot:** Arms
**Shield:** Any
**Property:** You gain resist 10 necrotic.
*Level 25:* Resist 15 necrotic.
**Power (At-Will):** Immediate Interrupt. *Trigger:* You are targeted by a necrotic attack. *Effect:* All other targets of that attack gain resist 10 necrotic against the attack, and you lose resist necrotic for the attack.
*Level 25:* Resist 15 necrotic.

### Executioner's Bracers — Level 3+

*These ornamental gold bracers help you to hit harder.*

Lvl 3 680 gp Lvl 23 425,000 gp
Lvl 13 17,000 gp
**Item Slot:** Arms
**Property:** When you score a critical hit, the attack deals 1d6 extra damage.
*Level 13:* 2d6 extra damage.
*Level 23:* 3d6 extra damage.

### Flameward Shield — Level 16+

*Stylized golden flames adorn this deep red shield.*

Lvl 16 45,000 gp Lvl 26 1,125,000 gp
**Item Slot:** Arms
**Shield:** Any
**Property:** You gain resist 10 fire.
*Level 26:* Resist 15 fire.
**Power (At-Will):** Immediate Interrupt. *Trigger:* You are targeted by a fire attack. *Effect:* All other targets of that attack gain resist 10 fire against the attack.
*Level 26:* Resist 15 fire.

## LUNIA'S BRACELET

Thousands of years ago, a being known as Lunia (different stories say she was a goddess, an exarch of Sehanine, or a primal champion) blessed her followers with the ability to fight evil lycanthropes. She led them in battle against an army of werewolves that were plaguing the forest. In that conflict, an exarch of Yeenoghu was summoned to fight Lunia, and the two engaged in a massive battle. In the end, Lunia sacrificed herself in a burst of moonlight that destroyed the exarch and removed lycanthropy from the werewolves' bloodlines.

Some of Lunia's followers managed to capture a fraction of her light and turn it into a small charm bracelet. The bracelet helped them in their battle against evil lycanthropes. Though she is largely forgotten now, some still worship or pay homage to Lunia.

**Stop the Lycanthropes:** A small army of lycanthropes has found an ancient relic of a lost faith. The item is said to be a great bane to them, so they're trying to keep it out of the hands of their enemies. The werewolves are encroaching on civilization and are getting increasingly aggressive. Local leaders have put out a call for heroes to drive the werewolves back, possibly by claiming the item, which is said to be a bracelet.

**Holy Pilgrimage:** Divinations by worshipers of Sehanine have revealed that an ancient relic of Lunia lies in a temple that is under siege by werewolves. Sehanine's people say that temple priests are seeking the aid of heroes who will repel the attack and are offering the item in return.

### Force Shield — Level 11

*This large shield appears to be composed entirely of force. It protects you until you're struck by an attack.*

**Item Slot:** Arms 9,000 gp
**Shield:** Heavy
**Property:** At the start of each encounter, you gain a +1 bonus to AC and Reflex until you're hit by an attack.

### Frost Charger Bracers — Level 13

*These metal and leather bracers have a constant sheen of frost.*

**Item Slot:** Arms 17,000 gp
**Property:** When you hit an enemy with a charge attack, enemies adjacent to that enemy take cold damage equal to your Strength modifier.

### Keeper's Shield — Level 9

*This black iron shield with gilt edges allows your allies to make long-range attacks with less risk.*

**Item Slot:** Arms 4,200 gp
**Shield:** Heavy
**Property:** Allies adjacent to you gain a +2 shield bonus to AC and Reflex against opportunity attacks provoked by using ranged or area powers.
**Power (Daily):** Immediate Interrupt. *Trigger:* An ally adjacent to you provokes an opportunity attack by using a ranged or area power. *Effect:* The opportunity attack targets you instead.

ED COX

*Shield of silver light*

MATIAS TAPIA

## Lunia's Bracelet Level 3

*This silver bracelet contains charms of stars and moons that hold power against lycanthropes.*

**Item Slot:** Arms 680 gp
**Property:** Treat weapons you wield (including ammunition, thrown weapons, and the like) as silvered (*Player's Handbook*, page 220).
**Power (Daily):** Free Action. *Trigger:* You hit a shapechanger with a weapon attack. *Effect:* The creature reverts to its natural form and can't use polymorph powers (save ends).

## Preservation Shield Level 2

*This light wood shield displays an insignia of two crossed arrows, one fletched green and the other red.*

**Item Slot:** Arms 520 gp
**Shield:** Light
**Power (Daily):** Minor Action. You and each ally within 5 squares of you gain temporary hit points equal to the number of healing surges you have remaining.

## Rhino Bracers Level 15

*These gray leather bracers let you charge with the strength of a great beast, using more powerful attacks than you ordinarily could.*

**Item Slot:** Arms 25,000 gp
**Power (Encounter):** Free Action. *Trigger:* You charge an enemy. *Effect:* You can use an at-will melee attack power instead of a melee basic attack against that enemy.

## Serpentine Bracers Level 18

*Resembling coiled snakes, these bracers snap at your victim when you attack with surprise.*

**Item Slot:** Arms 85,000 gp
**Property:** While you're hidden from the target of your attack, you deal 1d8 extra poison damage on attacks against that target.

## Shield of Silver Light Level 4

*This polished shield gleams with moonlight, even in the middle of the day.*

**Item Slot:** Arms 840 gp
**Shield:** Any
**Power (At-Will):** Minor Action. The shield sheds bright light 5 squares in all directions. You can end this effect as a minor action. You and your allies within the light treat your weapons (including ammunition, thrown weapons, and the like) as silvered (*Player's Handbook*, page 220).

## Shield of Ultimate Protection Level 30

*This gold and silver shield protects you from every attack imaginable.*

**Item Slot:** Arms 3,125,000 gp
**Shield:** Any
**Property:** You gain a +1 shield bonus to Fortitude and Will. If this item is a heavy shield, the shield bonus increases to +2.
**Power (Daily):** Minor Action. You gain a +5 bonus to all defenses until the end of the encounter.

### Stormward Shield — Level 16+

*Trimmed in copper, this azure shield tapers to a sharp point.*

Lvl 16 45,000 gp — Lvl 26 1,125,000 gp
**Item Slot:** Arms
**Shield:** Any
**Property:** You gain resist 10 lightning.
*Level 26:* Resist 15 lightning.
**Power (At-Will):** Immediate Interrupt. *Trigger:* A lightning attack targets you. *Effect:* All other targets of the triggering attack gain resist 5 lightning against that attack.
*Level 26:* Resist 10 lightning.

### Trapping Shield — Level 24

*This shield opens like a portal at your command, briefly trapping your enemy inside.*

**Item Slot:** Arms 525,000 gp
**Shield:** Any
**Property:** When you grab a creature, it takes a –2 penalty to Athletics checks or Acrobatics checks to escape the grab and to attack rolls against targets other than you.
**Power (Daily):** Immediate Reaction. *Trigger:* An enemy adjacent to you misses you with a melee attack. *Effect:* The triggering enemy disappears until the end of its next turn. Then it reappears in any unoccupied space of its choice within 5 squares of you.

## Shield of Silver Light

The township of Brocada was being preyed upon by lycanthropes who controlled the sewers and who had managed to capture most of the city's silver supply. A group of halfling heroes descended into the sewers to face the beasts, and one of them created this shield as their ace in the hole.

After their success, the creator of the shield set it aside as a curiosity, thinking it was too specialized to be of much use to anyone else. It sat on a shelf for many years, and likely would have been forgotten. But a vengeful wererat stole it and was about to kill its creator when a handful of knights who had been pursuing the beast rescued the old halfling. In the aftermath, they found out about the shield, and the halfling was surprised at how enthusiastic these adventurers were to see it replicated.

**By Silver Command:** A local bandit is using a *shield of silver light* to keep his werewolf underlings in line, and they have been very successful in their raids. Claiming the shield would be only one reward for stopping these bandits.

**The Wererats Return:** Brocada is once again menaced by wererats. The city gates have been closed, and its citizens live in fear. A descendant of the original shield's creator has a map to a cache of silver weapons, one of which is a *shield of silver light*, stashed in the sewers below the city. He will give the map to heroes who pledge to end the menace.

## Winterward Shield

The Snowfang tribe lived in the far north, free to roam the ice without fear or constraint. That changed when a white dragon began to raid their homes, usually claiming their wealth, but sometimes kidnapping and eating their children. A courageous band of tribesfolk led by the hero Ice Elk took the fight to the dragon.

The heroes struck great blows, but eventually the dragon released his powerful breath. In an act of self-sacrifice, Ice Elk held forth his shield, protecting his companions from the brunt of the blast but taking it upon himself. Ice Elk was frozen solid, but his sacrifice gave his companions time to land a killing blow on the dragon, and his shield was returned to the village as a tribute to his courage.

**Slay the Dragon:** The Snowfang tribe is now gone, and rumor says the shield was reclaimed by another white wyrm. This dragon is plaguing the scattered tribes that arose from the remnants of the Snowfang people, taunting them with the knowledge that he possesses a symbol of their diminished culture. He has even gone so far as to defile some of the ancient cairns of the people. They are again looking for heroes to defeat the wyrm and restore their glory.

### Vortex Shield — Level 14

*Arcane runes form a spiral pattern on the surface of this shield, which serves to draw large attacks toward it.*

**Item Slot:** Arms 21,000 gp
**Shield:** Any
**Power (Daily):** Immediate Interrupt. *Trigger:* An enemy targets you with a burst or blast attack. *Effect:* The triggering enemy takes a –4 penalty to attack rolls against all other targets of the attack.

### Winterward Shield — Level 16+

*This icy white shield with a silver rim is chill to the touch as it draws the cold to itself.*

Lvl 16 45,000 gp — Lvl 26 1,125,000 gp
**Item Slot:** Arms
**Shield:** Any
**Property:** You gain resist 10 cold.
*Level 26:* Resist 15 cold.
**Power (At-Will):** Immediate Interrupt. *Trigger:* You are targeted by a cold attack. *Effect:* All other targets of the attack gain resist 10 cold against that attack, and you lose your resistance to cold for the attack.
*Level 26:* Resist 15 cold.

# FEET SLOT ITEMS

*Footgear might neutralize impediments or step you through time, but the best boots also make a fashion statement.*

Magic footgear almost always affects speed or movement. Whether your boots, shoes, or sandals let you dash away when wounded or avoid opportunity attacks, they do their job by getting you around the battlefield.

***Clearing cleats***

### Boots of Blood — Level 16

*These red leather boots come alive when your blood is spilled.*

**Item Slot:** Feet 45,000 gp
**Property:** You gain a +1 item bonus to Reflex.
**Power (Daily):** Immediate Reaction. *Trigger:* An enemy bloodies you. *Effect:* You shift your speed.

### Boots of Bounding — Level 6

*These lightweight canvas boots are perfect for athletes, greatly increasing the length of leaps.*

**Item Slot:** Feet 1,800 gp
**Property:** You gain a +2 item bonus to Athletics checks to jump.
**Power (Encounter):** Move Action. You make an Athletics check to jump as if you had a running start. You add 3 squares to the distance jumped for a long jump, or 2 squares for a high jump.

### Boots of Rapid Motion — Level 5

*With these polished leather boots, you are hard to slow down.*

**Item Slot:** Feet 1,000 gp
**Power (Encounter):** Immediate Reaction. *Trigger:* An effect slows you. *Effect:* You make a saving throw against the triggering effect. On a save, the effect ends.
**Power (Daily):** Minor Action. You gain a +1 power bonus to speed until the end of the encounter.

### Boots of Surging Speed — Level 7

*These springy boots let you get out of harm's way when you need to catch your breath.*

**Item Slot:** Feet 2,600 gp
**Property:** When you use your second wind, you can shift 2 squares.

### Boots of Unchecked Passage — Level 12

*Your foes will make way for you while you're wearing these steel boots.*

**Item Slot:** Feet 13,000 gp
**Power (Daily):** Minor Action. Until the end of your turn, you can move through enemy spaces, and you don't provoke opportunity attacks when moving.

### Clearing Cleats — Level 26

*These knobby-soled boots temporarily warp the terrain around you, clearing an easy path.*

**Item Slot:** Feet 1,125,000 gp
**Property:** You ignore difficult terrain.
**Power (Daily):** Minor Action. Each ally within 5 squares of you ignores difficult terrain until the end of the encounter, even if that ally moves more than 5 squares from you.

***Magic boots come in a multitude of styles***

THOMAS DENMARK (BOTTOM), ED COX (TOP)

### Fey Warrior's Boots — Level 24

*Step in and out the Feywild with this leaf-weight footwear.*

**Item Slot:** Feet 525,000 gp
**Property:** You gain a +2 item bonus to Reflex.
**Power (At-Will ✦ Teleportation):** Immediate Reaction. *Trigger:* An attack misses you. *Effect:* You teleport 3 squares.

### Greaves of Fortunate Falling — Level 8

*These plain gray bands guide your landing when you topple.*

**Item Slot:** Feet 3,400 gp
**Property:** When you're knocked prone (including when you fall unconscious), you can fall into any unoccupied adjacent space instead of your current space. Being prone does not grant enemies combat advantage.

### Riding Boots — Level 4

*These stylish knee-high boots let you look good while they spur your steed.*

**Item Slot:** Feet 840 gp
**Property:** While you ride a mount, it gains a +1 item bonus to speed.

### Sandwalker Boots — Level 14

*These supple buckskin boots let you glide through the desert sand like a dolphin through water.*

**Item Slot:** Feet 21,000 gp
**Property:** You gain a burrow speed of 6 in sand. You can breathe sand as if it were air.

#### SANDWALKER BOOTS

Deep below the Endless Desert are the remnants of an ancient civilization. At its height, the area was the center of a fruitful nation in a verdant valley. Then, the mountains were pulled down upon it and the life force of the land was drained by the inhabitants' own magic.

Determined to find the ruins of this ancient civilization and study its culture, the adventurer and self-styled archeologist Thaigan Thornburn led an expedition to the Endless Desert. He had boots crafted for the trek that would allow him to swim through the sand like it was water.

Thaigan led his expedition into the desert and was never heard from again. Some believe that the group was waylaid by bandits. Others think that the archeologist was slain by one of his guards for his new boots.

**Thornburn, I Presume:** The explorers who went searching for the ancient civilization are most likely dead, but their loved ones have promised a reward to anyone who brings back the bodies, or at least locates them. They have implied that the explorer owned a powerful item that allowed its wearer to master the desert. Perhaps that item was a pair of *sandwalker boots*.

**Capture the Murderer:** Thaigan Thornburn's murderer is rumored to have escaped the desert with the archeologist's *sandwalker boots*. Whoever hunts down this murderer can avenge the explorer's death, prevent the killer from perpetrating further evil, and lay claim to the magic boots.

### Survivor's Boots — Level 16

*These rough hide boots are clearly well used, but they never wear out.*

**Item Slot:** Feet 45,000 gp
**Property:** While bloodied, you don't provoke opportunity attacks when moving, using ranged powers, or using area powers.

## HANDS SLOT ITEMS

*An adventurer's gloves do more than just keep her hands warm.*

Any task performed with the hands can be improved with magical handwear. Enchanted gauntlets allow warriors to unleash devastating attacks or disrupt those of enemies. Magic gloves have many purposes but often improve the use of skills that require fine control or subtlety or help with tasks that require the hands, such as healing.

### Feinting Gloves — Level 7

*These black silk gloves help you misdirect your opponent's attention.*

**Item Slot:** Hands 2,600 gp
**Property:** You gain a +2 item bonus to Bluff checks to gain combat advantage.
**Power (Daily):** Minor Action. You gain combat advantage against the next creature you attack this turn.

### Gauntlets of Blood — Level 4+

*The blood of wounded foes streams along the joints of these rusty-looking steel gauntlets.*

Lvl 4 840 gp Lvl 24 525,000 gp
Lvl 14 21,000 gp
**Item Slot:** Hands
**Property:** You gain a +2 bonus to damage rolls against bloodied targets.
*Level 14:* +4 bonus.
*Level 24:* +6 bonus.

### Gauntlets of Discontinuity — Level 13

*Arcane energy crackles over these gauntlets, disrupting teleportation.*

**Item Slot:** Hands 17,000 gp
**Power (Daily):** Immediate Interrupt. *Trigger:* An enemy within 2 squares of you teleports. *Effect:* You negate the teleport, and the triggering enemy can't teleport until the end of your next turn.

### Gloves of Dimensional Grasp — Level 16

*With these skin-tight gloves you can create a small portal through which to manipulate objects.*

**Item Slot:** Hands 45,000 gp
**Property:** You gain a +4 item bonus to Thievery checks.
**Power (Daily):** Standard Action. You make a Thievery check against a target up to 5 squares away from you. You must have line of sight to the target.

## Gloves of Grace — Level 5

*While wearing these gloves, you help a companion recover quickly with but a touch.*

**Item Slot:** Hands 1,000 gp
**Power (Daily):** Minor Action. An ally adjacent to you makes a saving throw.

## Gloves of Ice — Level 11

*Encrusted with elemental ice, these gloves don't freeze your hands while worn.*

Lvl 11 9,000 gp Lvl 21 225,000 gp
**Item Slot:** Hands
**Property:** Choose one: Your cold attacks gain a +2 bonus to damage rolls, or your cold attacks ignore 5 of the target's resistance to cold. You can switch between properties as a minor action.
*Level 21:* +4 bonus, or ignore 10 resistance to cold.

## Gloves of Missile Avoidance — Level 11

*These black leather gloves are limned with an aura of force that shatters or deflects projectiles aimed at you.*

**Item Slot:** Hands 9,000 gp
**Power (Daily):** Immediate Interrupt. *Trigger:* A ranged attack that targets AC or Reflex hits you. *Effect:* You gain a +4 power bonus to AC and Reflex against the triggering attack.

## Great Hero's Gauntlets — Level 27

*These heavy steel gauntlets reward great risk and heroism.*

**Item Slot:** Hands 1,625,000 gp
**Property:** When you spend an action point to make an attack, you gain a +2 bonus to attack rolls for that attack.
**Property:** When you spend an action point to make an attack and the attack deals damage, you gain temporary hit points equal to your healing surge value.

## Grizzly Gauntlets — Level 8

*These gauntlets, covered with bear fur, make your grab attacks and escapes more effective.*

**Item Slot:** Hands 3,400 gp
**Property:** You gain a +3 item bonus to Strength checks to grab a creature and to Athletics checks or Acrobatics checks to escape a grab.

## Hero's Gauntlets — Level 17

*These steel gauntlets reward risk and heroism.*

**Item Slot:** Hands 65,000 gp
**Property:** When you spend an action point to make an attack, you gain a +1 bonus to attack rolls for that attack.
**Property:** When you spend an action point to make an attack and the attack deals damage, you gain temporary hit points equal to one-half your healing surge value.

*Hrothmar's gauntlets*

## HROTHMAR'S GAUNTLETS

During the ancient war between the primordials and the gods, the mammoth titan Hrothmar was a powerful weapon. He could take the form of a comet, slamming into the ground to disrupt the divine forces with tremendous earthquakes.

The gods couldn't win without eliminating Hrothmar, but they were unable to defeat him in combat. So they devised a magic trap that contained the titan in his comet form, transforming him into a meteorite. They forged magic gauntlets from the meteorite's metal, then distributed them among their forces. Thus equipped, the front lines of the divine army started battles by slamming their gauntleted fists against the earth, sending shock waves through the primordial troops.

Since the end of the war, the gauntlets are thought to have been lost, but rumors abound that some have survived. Some warlocks of the vestige pact (see *Arcane Power*) believe a shred of Hrothmar's sentience still exists, and they seek these gauntlets in an attempt to contact him as a vestige.

**Investigate the Ruins:** Divinations have revealed that a set of *Hrothmar's gauntlets* might be buried in a city that was destroyed by a meteorite strike centuries ago. Other treasure hunters have heard the same rumors. Only the first to arrive can claim the prize.

**Rumors of War:** A band of primordial worshipers seek to rekindle the conflict between their kind and those who worship the gods. They have been terrorizing towns, using an item that causes minor earthquakes. Preventing war requires confronting the band and wresting away the item, a set of *Hrothmar's gauntlets*.

KALMAN ANDRASOFSZKY

*Gloves of dimensional grasp*

## ILLUSIONIST'S GLOVES

Many illusionists are content to spend their lives performing simple tricks, whether to cheat and steal or to amuse people for profit. Zalian, one of these minor wizards, owned a pair of magic gloves handed down through his family from a powerful illusionist of ages past. However, being far less skilled at magic than his talented ancestor, Zalian earned a meager living.

Kellevec was a traveling illusionist who sought inexperienced spellcasters to exploit. He noticed Zalian's gloves and coveted them. Kellevec trapped the lesser illusionist in a maze of false visions, where Zalian wandered until he collapsed from dehydration and starvation. Kellevec stole the *illusionist's gloves* and what little coin his victim had amassed, then moved on with his ill-gotten prize.

**Find Kellevec:** Although Zalian was a minor wizard, the story of his robbery has become well known. Kellevec is rumored to be in the local area, committing more thefts with the help of the *illusionist's gloves*. He has yet to be caught, but if someone were to take his magic gloves, he'd have a harder time escaping.

**A Greater Master:** Kellevec was secretly working for a shadowy drow mage who seeks magic to boost his own spells. The drow runs a criminal organization in a nearby city and is an even more formidable challenge now that he has the gloves.

### Hrothmar's Gauntlets — Level 18

*These massive, black iron gauntlets are dotted with red metal studs. They create shock waves that hurl foes to the ground.*

**Item Slot:** Hands 85,000 gp
**Property:** Prone creatures don't gain the normal +2 bonus to all defenses against your ranged attacks.
**Power (Daily):** Minor Action. Make an attack: Close burst 5; targets each enemy in burst; Constitution or Charisma +4 vs. Reflex; on a hit, you knock the target prone. You gain an additional +2 bonus to the attack roll against any target affected by your Warlock's Curse.

### Illusionist's Gloves — Level 9

*These shimmering gloves enhance your illusion spells and let you quickly alter an illusion that would otherwise be ineffective.*

**Item Slot:** Hands 4,200 gp
**Property:** When you hit an enemy granting combat advantage to you with an illusion attack power, that enemy takes a -2 penalty to saving throws against the power's effects.
**Power (Daily):** Free Action. *Trigger:* You miss with an illusion attack power. *Effect:* You reroll the attack roll and must use the second result.

JASON A. ENGLE

### Many-Fingered Gloves — Level 20

*You seem to have more than the normal allotment of fingers while wearing these simple gloves.*

**Item Slot:** Hands 125,000 gp
**Property:** You can wear and gain the benefit of one additional magic ring while wearing these gloves.

### Poison Gloves — Level 4

*You can store a nasty surprise in these plain-looking gloves to envenom a weapon at a moment's notice.*

**Item Slot:** Hands 840 gp
**Power (At-Will):** Standard Action. You store one dose of poison that can be applied to a weapon in these gloves. The gloves can hold only one dose of poison at a time.
**Power (At-Will):** Minor Action. You apply the stored poison to a weapon you're holding; doing so consumes that dose of poison.

## HEAD SLOT ITEMS

*A circlet to clear the mind, a helmet to command the weak-willed, an Ioun stone to grant esoteric powers—the possibilities are nearly limitless.*

The head holds the mind and the majority of the senses, and magic items that take up the head slot follow that theme. Among other things, they improve an arcanist's focus on magic, protect a hero from mental intrusions, or bear testament to the wearer's nobility and glory.

### Bear Headdress — Level 9

*This tanned and cured bear head aids you while you are transformed.*

**Item Slot:** Head 4,200 gp
**Property:** You gain a +2 item bonus to Nature checks.
**Property:** While you're affected by a primal polymorph power, you gain a +1 bonus to Will.

### Chimera Headdress — Level 16

*Three miniature heads of a chimera stare out from this headgear, granting you the multifaceted abilities of that beast.*

**Item Slot:** Head 45,000 gp
**Property:** You can use only one of the headdress's powers each day.
**Power (Daily):** Free Action. *Trigger:* You score a critical hit against an enemy. *Effect:* That enemy takes ongoing 10 damage (save ends).
**Power (Daily):** Free Action. *Trigger:* You hit with a charge attack. *Effect:* The charge attack deals 2d10 extra damage.
**Power (Daily):** Minor Action. You gain resist 15 acid, resist 15 cold, resist 15 lightning, or resist 15 poison (chosen when the item is created) until the end of the encounter.

### Circlet of Continuity — Level 11

*This platinum band sparkles with embedded golden topazes, guarding against mental disruption.*

**Item Slot:** Head 9,000 gp
**Property:** You gain a +2 item bonus to saving throws against dazing or stunning effects.
**Power (Encounter):** No Action. *Trigger:* You are dazed or stunned at the start of your turn. *Effect:* You sustain a power that normally requires a minor action to sustain.

### Crown of Equilibrium — Level 12

*As your foes shake off disabling effects, this thick copper headband grants your allies similar relief.*

**Item Slot:** Head 13,000 gp
**Property:** When an enemy saves against an effect you created, this item's power recharges.
**Power (Daily):** Minor Action. An ally you can see within 10 squares of you makes a saving throw.

### Crown of Victory — Level 29

*This majestic platinum crown is fit only for the greatest of heroes.*

**Item Slot:** Head 2,625,000 gp
**Property:** You can spend two action points in an encounter.

### Cyclops Helm — Level 18

*The gemlike eye that stares from the brow of this finely wrought mithral helm reveals what is hidden.*

**Item Slot:** Head 85,000 gp
**Property:** You gain a +4 item bonus to Perception checks.
**Power (Daily):** Minor Action. You can see invisible creatures until the end of your next turn. Also, choose one invisible creature that you can see. That creature becomes visible and can't become invisible again until the end of your next turn.

### Essence of the Wisp — Level 21

*A glowing ball of light buzzes around your head, drawing in foes that attack you from a distance.*

**Item Slot:** Head 225,000 gp
**Property:** You gain a +2 item bonus to Will.
**Power (At-Will):** Immediate Reaction. *Trigger:* An enemy hits you with a ranged attack. *Effect:* You pull the triggering enemy 2 squares.

***Chimera headdress***

ED COX

*Essence of the wisp*

## GIBBERING LUMP

A floating mass of twisting flesh, this grotesque item continually reshapes itself, growing eyes and mouths and losing them just as quickly. A rambling stream of nonsense words spouts from its mouths; baleful stars issue from its eyes. These features give the item an appearance of life, but it lacks even the twisted intelligence of a gibbering beast.

Those who wear a gibbering lump are often thought mad, though some adventurers acquire one for just that purpose.

**Gibbering Marauders:** Several gibbering abominations have been wreaking havoc across a wide peninsula, moving randomly between the scattered settlements and ruins. A group of slaads follows them, reveling in the chaos being created. If those dangers can be overcome, it's said that slicing off a bit of flesh from an abomination creates a gibbering lump.

**Escapees from the Far Realm:** Stories tell of a sporadic portal to the Far Realm that opens atop a mountain in the Underdark of the Feywild, in an area stripped of life by fomorians. The chaotic material of the Far Realm is said to spew from that portal, along with aberrant creatures, bizarre oozes, and scraps of flesh. A gibbering lump might be found among the leavings. Regardless, sealing the portal is probably best for all.

### Fey-Blessed Circlet — Level 8

*This slender silver and moonstone circlet grants you a small measure of fey grace.*

**Item Slot:** Head 3,400 gp
**Property:** At the start of each encounter, you gain temporary hit points equal to your Charisma modifier.

### Firebird — Level 27

*A small fiery bird orbits your shoulders, warding against flame and burning those who strike you at range.*

**Item Slot:** Head 1,625,000 gp
**Property:** You gain a +4 item bonus to damage rolls with fire implement attack powers.
**Property:** Any enemy that hits you with a ranged attack takes 1d12 fire damage.

### Gibbering Lump — Level 20+

*This tiny hunk of mottled flesh warps constantly, growing and losing eyes and mouths as it sits atop your head.*

Lvl 20 125,000 gp Lvl 30 3,125,000 gp
**Item Slot:** Head
**Property:** You gain a +1 item bonus to Will.
*Level 30:* +2 item bonus.
**Power (Encounter ✦ Psychic):** Immediate Reaction.
*Trigger:* An enemy hits you with an attack that targets Will for the first time in an encounter. *Effect:* The triggering enemy takes 2d12 psychic damage.
*Level 30:* 3d12 psychic damage.

### Lenses of the Luminary — Level 23

*These varicolored lenses orbit around your head at eye level, improving your vision as needed.*

**Item Slot:** Head 425,000 gp
**Property:** You gain darkvision and a +5 item bonus to Perception checks.
**Property:** You can use these lenses as a focus for scrying rituals that require a focus worth 425,000 gp or less.
**Power (At-Will, 3 Charges/Day):** Minor Action. You spend the number of charges indicated and gain the special sense described until the end of the encounter.

| Charges | Sense |
|---|---|
| 1 | You learn the resistances and vulnerabilities of any creature you look at (but not the values of those resistances or vulnerabilities). |
| 1 | You gain a +5 power bonus to Perception checks to spot traps. |
| 2 | You gain truesight 10. |

### Philosopher's Crown — Level 7+

*This intricate golden crown ensures that the breadth of your knowledge is unparalleled.*

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
Lvl 17 65,000 gp
**Item Slot:** Head
**Property:** You gain a +1 item bonus to Arcana, Dungeoneering, History, Nature, and Religion checks.
*Level 17:* +2 item bonus.
*Level 27:* +3 item bonus.
**Power (Daily):** Free Action. *Trigger:* You make an Arcana, Dungeoneering, History, Nature, or Religion check and dislike the result. *Effect:* You reroll the check and use either result.

JASON A. ENGLE

## LENSES OF THE LUMINARY

In all of Bael Turath, the great library at Taru Maaj held the most extensive store of knowledge. The tieflings jealously guarded their knowledge and entrusted a figure they called the Luminary with the job of gatekeeper of the library. The *lenses of the Luminary* were originally created to allow this august personage to see through the disguises of anyone who tried to sneak in. This item was presented to the Luminary by a school of tiefling magical crafters. Over time, more lenses were added to suit different needs. Eventually, a plethora of different lenses, composed of special types of glass and crystal, made up the array.

After the fall of Bael Turath, the library at Taru Maaj was lost—buried, burned, or perhaps even ripped from the world and hidden on another plane. Legend has it that the *lenses of the Luminary* survived.

**Loot the Luminary:** The Luminary was an enigmatic figure who lived a long life. Some records say the librarian lives still, guarding the repository (or what remains of it). Heroes who find the library might be able to steal or win the *lenses of the Luminary*.

**Gather the Lenses:** An old tiefling has been telling a story about a vault hidden near where the *lenses of the Luminary* are kept. He says the lenses have been dismantled and concealed in a chamber full of valuable gemstones, all similar in appearance to the lenses. For a share of gems, he's willing to reveal the vault's location, but solving the riddle of which lenses are true and reconstructing them is a job for heroes.

### Sacred Mask — Level 8

*This white porcelain mask with gold inlay is the bane of undead.*

**Item Slot:** Head 3,400 gp

**Property:** When you use a Channel Divinity class feature, until the end of your next turn, you deal 1d6 extra radiant damage against undead enemies and can score a critical hit against undead enemies on a roll of 18–20.

# NECK SLOT ITEMS

*Adornment or life-saving magic? Can't it be both?*

Most people never realize the great value of a simple cloak or amulet. Such magic items are second only to magic armor in terms of defensive worth. The enhancement bonus of neck slot items improves Fortitude, Reflex, and Will, and most items offer other benefits related to defense or health.

### Amulet of Double Fortune — Level 2+

*Good luck begets even better luck when you wear this amulet.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** When you score a critical hit, you make a saving throw against one effect that a save can end. You gain an item bonus to that saving throw equal to the amulet's enhancement bonus.

### Amulet of Elegy — Level 2+

*This amulet allows you to infuse your voice with a sadness that grips the hearts of your foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Free Action. *Trigger:* You use a power to produce an effect that a save can end. *Effect:* Each target of the power takes a penalty to its first saving throw against the effect equal to the amulet's enhancement bonus.

### Amulet of Vigor — Level 9+

*This silver amulet bears an engraved prayer for health and healing on its back.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Your healing surge value increases by an amount equal to the amulet's enhancement bonus -1.

**Power (Daily ✦ Healing):** Free Action. *Trigger:* You spend a healing surge to regain hit points. *Effect:* You regain additional hit points as if you had spent another healing surge.

### Amulet of Warding — Level 3+

*Polished to a mirror finish, this bronze disk reflects light upon those closest to you, warding them against danger.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Immediate Interrupt. *Trigger:* An ally adjacent to you is hit by an attack. *Effect:* The ally gains a power bonus to all defenses equal to the amulet's enhancement bonus until the start of your next turn.

## BADGE OF THE BERSERKER

This tangled knot of teeth, bone, and leathery flesh forms a screaming savage's face, twisted in insane wrath. Each piece captures the essence of fallen warriors famed for their reckless courage and thirst for violence. When pinned to clothing or armor, the spirit the badge contains transfers to the wearer, protecting her from the blades and arrows of lesser foes as she seeks an enemy worthy of her attention.

Among certain primitive tribes, shamans fashion these badges to protect their favored champions, binding the spirits of fallen warriors into the fetishes to lend their strength and insight to that war leader. The badges are worn with honor, marking that warrior's duty to the tribe.

**Explore the Khittean Barrows:** In bygone times, once each generation, the Khittean clans formed into vast hordes and spread across the land to slaughter all in their path. Surviving warriors returned with the corpses of their greatest champions and interred them in great tombs. It's said that the remains of those warriors can be used to create a potent *badge of the berserker*, but the barrows have remained untouched for centuries, because the champions' spirits guard the dead.

**Defeat a Tribal Champion:** The Skulltaker clan gained its name from the members' habit of cutting off the heads of their victims for perverse rituals. The clan's greatest warrior is Tusk, a vile orc said to have ogre blood in his veins. Stories say that when he charges into battle, no weapon can touch him. They also say that he wears a *badge of the berserker*.

### Assassin's Cloak — Level 14+

*This voluminous cloak swallows you up, deadening the sounds you make and concealing your movements.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** When you make a Stealth check, you roll twice and use either result.
**Power (Daily ✦ Illusion):** Minor Action. Make an attack: Close burst 2; Charisma + the amulet's enhancement bonus vs. Will; on a hit, you're invisible to the target (save ends).

### Badge of the Berserker — Level 2+

*This fearsome badge, crafted from bits of bone and leathery flesh, is favored by those who savor taking the fight to the enemy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** When you charge, your movement made as part of the charge doesn't provoke opportunity attacks.

KALMAN ANDRASOFSZKY

## Bloodgem Shard — Level 20+

*This blood-red crystal absorbs the life force of your defeated foes, bolstering your defenses.*

Lvl 20 +4 125,000 gp Lvl 30 +6 3,125,000 gp
Lvl 25 +5 625,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** When you reduce a nonminion creature to 0 hit points, you gain a cumulative +1 item bonus to Fortitude, Reflex, and Will (maximum +3) until the end of the encounter.

## Bralani Cloak — Level 20+

*This cloak lets you slip through the Feywild and call upon its winds to move you off the ground.*

Lvl 20 +4 125,000 gp Lvl 30 +6 3,125,000 gp
Lvl 25 +5 625,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** You gain resist 15 psychic.
*Level 30:* Resist 20 psychic.
**Power (Daily ✦ Teleportation):** Move Action. You teleport a number of squares equal to your speed + this cloak's enhancement bonus. You don't have to end the teleport on the ground. You gain a fly speed of 8 (hover) until the end of your next turn.

## Chaos Cloak — Level 14+

*This cloak is brightly colored and covered in nodules, like the skin of a slaad, and its effects are just as chaotic.*

Lvl 14 +3 21,000 gp Lvl 24 +5 525,000 gp
Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** You gain resist 10 to all damage from elemental creatures.
*Level 24 or 29:* Resist 15 to all damage from elemental creatures.
**Power (Daily ✦ Teleportation):** Immediate Reaction. *Trigger:* An enemy hits you with an attack that targets Fortitude, Reflex, or Will. *Effect:* Roll a d6 and apply the appropriate result.
1-2: You take half damage from the triggering enemy's attack.
3-4: You teleport 1d8 squares.
5-6: The triggering enemy takes damage equal to the damage it dealt you.

## Cloak of the Bat — Level 14+

*Donning this dark brown cloak lets you perceive the world from a different perspective.*

Lvl 14 +3 21,000 gp Lvl 24 +5 525,000 gp
Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Power (Daily ✦ Polymorph):** Standard Action. You assume the form of an ordinary bat and gain a fly speed equal to your speed until the end of the encounter or until you end the effect as a minor action. You can't attack, carry anything, or manipulate objects while in this form. If you end this effect while you're still airborne, you float to the ground without taking falling damage.

LUCIO PARRILLO

***Chaos cloak***

## Cloak of the Desert — Level 13+

*This tan cloak blends in perfectly with the desert sand.*

Lvl 13 +3 17,000 gp Lvl 23 +5 425,000 gp
Lvl 18 +4 85,000 gp Lvl 28 +6 2,125,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Power (Daily):** Minor Action. You gain concealment until the end of the encounter as sand swirls around you. Until the end of the encounter, you can unleash the sand in an attack: Standard action; Close burst 3; targets each enemy in burst; Constitution + the cloak's enhancement bonus vs. Fortitude; on a hit, the target takes 1d6 damage per plus and is blinded until the end of its next turn. If you make this attack, the concealment granted by this power ends.

## Cloak of the Shadowthief — Level 19+

*This cloak enwraps you in a veil of shadows, keeping your enemies constantly guessing.*

Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp
Lvl 24 +5 525,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Power (Encounter):** Minor Action. Until the end of your next turn, each enemy that you have concealment or cover against grants combat advantage to you.

### Cloak of Translocation — Level 9+

*This silver-white cloak glimmers and shimmers when you teleport, hampering your enemy's ability to locate you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** When you use a teleportation power, you gain a +2 bonus to AC and Reflex until the end of your next turn.
**Power (Daily):** Minor Action. You regain the use of an encounter teleportation power that you have already used during this encounter.

### Courtier's Cape — Level 8+

*You have uncommon confidence while this short silk cape hangs from your shoulders.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** You gain a +2 item bonus to saving throws against charm and fear effects.
**Power (Daily ✦ Charm):** Immediate Interrupt. *Trigger:* An enemy targets you with a charm or fear power. *Effect:* You change the target of that power from yourself to any other creature within 5 squares of you.

## CLOAK OF THE DESERT

The Empire of Sand, which ruled over the great desert, greatly abused the nomadic tribes that traveled in its lands. Out of this abuse was born the nomadic people's greatest hero, Shelani. She rose from a destitute background to become the most desirable courtesan in the empire. From this exalted position, she hatched the plot that brought down the empire and all of its abuses.

When all the Imperial Mages were gathered in front of the emperor, Shelani struck with a secret weapon made for her by the desert witches. Her cloak transformed her into a swirling sandstorm that flayed the flesh from the emperor and the mages. With the mages' demise, the magic that protected the empire from the encroaching desert was released, and the empire, along with Shelani and her cloak, was buried under millions of tons of sand.

**Lamia Lair:** A group of lamias has taken up residence in the desert above the buried empire. The lamias have found Shelani's *cloak of the desert* and are using it to flay the flesh of any who come near their lair. Several merchants who have lost caravans to the lamias are looking to hire someone to take care of the problem.

**Thaigan's Research:** The explorer Thaigan Thornburn learned about a group of ruins on the edge of the desert. He was on his way to another site and never got to explore the ruins, but he made notes that both magic and monsters thrived in the area, including rumors of a *cloak of the desert*.

## MEDALLION OF THE MIND

*Medallions of the mind* were first fashioned by the mystics of Tellac Moh, an order of psychics and sages devoted to unlocking the mysteries of the mind. Designed as small pendants fashioned from nickel-silver with a stylized eye set with an amethyst disk for the pupil, the medallions were given to acolytes as tools to aid the wearers in learning the order's methods and practices. They were reportedly all lost when Tellac Moh was reduced to rubble and ash, but a few have surfaced now and then, each a cherished prize from an enlightened time.

**Defeat a Mastermind:** Though it's unknown how they acquire them, mind flayers often give *medallions of the mind* as rewards to particularly useful servants. Finding and defeating a mind flayer infiltrator or, better yet, a mind flayer mastermind, would be a way to acquire such an amulet.

**Locate the Dream of Tellac Moh:** Although Tellac Moh is no more, its dream lives on. Sequestered away in a dim corner of the Plane of Dreams are the dreams of the order's finest minds, each held in perfect stasis. Explorers who reach this distant plane sometimes leave tokens of respect for their fallen heroes. It's said that those who reside there sometimes give a *medallion of the mind* to heroes who survive the journey.

### Demon Amulet — Level 14+

*This simple amulet consists of a cord wrapped around a chunk of bone or horn from a demon.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Power (Daily):** Minor Action. Choose acid, cold, fire, lightning, or thunder. You gain resist 10 to the chosen damage type until the end of the encounter.

### Frostwolf Pelt — Level 4+

*The icy white fur of this cloak protects you against frost.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** You gain resist 5 cold.
*Level 14 or 19:* Resist 10 cold.
*Level 24 or 29:* Resist 15 cold.
**Power (Daily):** Immediate Reaction. *Trigger:* An enemy adjacent to you hits you. *Effect:* The triggering enemy is knocked prone.

## Lifesaving Brooch — Level 2+

*This small white and red pin helps those who seek to aid you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** Allies gain a +5 bonus to Heal checks to administer first aid to you.

## Lucky Charm — Level 4+

*Monkey's paw or rabbit's foot, this lucky charm helps you snatch victory from the jaws of defeat.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Power (Daily):** No Action. *Trigger:* You miss with an attack or fail a skill check, ability check, or saving throw. *Effect:* Roll a d6 and add the result to the attack roll, skill check, ability check, or saving throw.
*Level 14 or 19:* Roll a d6 twice and add either result.
*Level 24 or 29:* Roll a d6 three times and add any of those results.

## Medallion of the Mind — Level 14+

*The amethyst pupil on this medallion glows softly when your thoughts take root in the minds of those around you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** You gain an item bonus to Insight checks equal to the medallion's enhancement bonus.
**Property:** You can communicate telepathically with any creature you can see. Those willing to communicate with you can send thoughts back to you, allowing two-way communication. This telepathic communication fulfills the requirement of a class feature or power that a target be able to hear you.
**Power (Daily):** Free Action. *Trigger:* An enemy you grant combat advantage to hits or misses you. *Effect:* The triggering enemy grants combat advantage to your allies until the start of your next turn.

## Medic's Amulet — Level 9+

*This amulet helps healers staunch wounds.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** You gain an item bonus to Heal checks equal to the amulet's enhancement bonus.
**Property:** When you use a healing power on an ally or succeed on a Heal check to perform first aid on an ally, that ally also makes a saving throw against an ongoing damage effect.

## Necklace of Keys — Level 3+

*Each key threaded through this leather cord necklace can unlock a portal, even one you haven't detected yet.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** You gain an item bonus to Thievery checks to open locks equal to the necklace's enhancement bonus.
**Power (Daily ✦ Teleportation):** Minor Action. If you're grabbed or restrained, you can teleport 3 squares.
*Level 13 or 18:* Teleport 5 squares.
*Level 23 or 28:* Teleport 10 squares.

## Orc's-Eye Amulet — Level 8+

*This amulet, consisting of a magic eye within a cloth pouch, has the power to fortify you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Power (Encounter):** Immediate Reaction. *Trigger:* An ally within 10 squares of you bloodies an enemy. *Effect:* The ally gains temporary hit points equal to 3 + the amulet's enhancement bonus.
*Level 18 or 23:* 6 + the amulet's enhancement bonus.
*Level 28:* 9 + the amulet's enhancement bonus.

## Periapt of Proof against Poison — Level 4+

*The black gem on this thin silver chain turns white when you're exposed to poison.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** You gain resist 5 poison.
*Level 14 or 19:* Resist 10 poison.
*Level 24 or 29:* Resist 20 poison.
**Power (Daily):** Immediate Interrupt. *Trigger:* You take damage from a poison attack. *Effect:* Your resistance to poison increases by 15 until the end of your next turn.

## Periapt of Wound Closure — Level 25+

*This bright red stone on a golden chain bleeds freely when you overcome a terrible injury.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 25 | +5 | 625,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** You gain an item bonus to saving throws against untyped ongoing damage equal to the periapt's enhancement bonus.
**Power (Daily ✦ Healing):** No Action. *Trigger:* An attack reduces you to 0 hit points or fewer. *Effect:* You spend a healing surge and regain additional hit points equal to your healing surge value + 10.
*Level 30:* Your healing surge value + 15.

## TIMELESS LOCKET

This platinum disk features numeric engravings, geometric shapes, and arcing lines on both sides. Opening a clasp at the bottom reveals a glass face atop a set of gauges. Each gauge is a circle of runes and numbers arranged around a central post that has moving hands attached to it, which point to a rune, sigil, or number. Dials set around the edges allow the user to adjust the hands to different positions as desired.

A *timeless locket* is an accurate timepiece that shows what time it is in the user's location. The locket also steals a bit of time each day, storing those borrowed moments for use when the owner needs them most.

**Explore the Timeless Sanctuary:** According to sages, the Timeless was an order of mages who had the power to move backward and forward through time, watching or altering events to suit their purposes. Some calamity wiped out the order, but stories say that the mages' abandoned dominions floating in the Astral Sea still exist, and that *timeless lockets* have been recovered from some of them.

**Reach the Plane of Moments:** In addition to the Plane of Dreams, the Plane of Mirrors, and the Far Realm, there are a myriad of strange realities, pocket dimensions, and alternate worlds where the impossible becomes possible. Legends speak of one such world where countless golden threads stretch across infinity, each a reality in itself, and the march of history can be seen by reading these strands. In the thickest tangles, representing those monumental events that shape the world and reality, strange and terrible guardians are said to safeguard the strands from tampering. These beings reputedly guard lost treasures from another time, including such items as a *timeless locket*.

### Possum Amulet — Level 23+

*When you're deeply wounded, this amulet stems the flow of blood to prevent you from dying.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 23 | +5 | 425,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Power (Daily):** No Action. *Trigger:* An attack reduces you to 0 hit points or fewer. *Effect:* You are instead reduced to 1 hit point and knocked prone. Enemies believe that you have been reduced to 0 hit points, and you gain total concealment from them until the end of your next turn.

### Seashimmer Cloak — Level 13+

*Phantom rivulets of water stream down this cloak, and when you're submerged, the cloak is indistinguishable from the water around it.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** You gain a swim speed equal to your speed and can breathe underwater.
**Power (Daily):** Immediate Interrupt. *Trigger:* An enemy hits you. *Effect:* You become insubstantial until the start of your next turn.

## ORC'S-EYE AMULET

A follower of Gruumsh might pluck out an eye to look more like the orc deity. By ritually treating a removed eye, an orc can turn it into a useful magic item and an even stronger symbol of devotion to Gruumsh. Orcs waste no words on creatures bearing one of these amulets who aren't followers of Gruumsh—they speak with their blades.

**Slay an Eye of Gruumsh:** Orc raiders led by an eye of Gruumsh who has an *orc's-eye amulet* are causing trouble for a nearby village. Heroes are needed to slay the orc leader, a deed that will earn the amulet but also the enmity of his tribe and family.

**Adventuring Trophy:** Word on the street says that a local adventurer who is a great orc hunter took an *orc's-eye amulet* as a trophy from a nearby orc clan. She might be willing to sell it, or she might be "persuaded" to give it up.

### Shroud of Ravens — Level 13+

*Pulling this cloak's black hood over your head transforms you into a murder of ravens.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Power (Daily ✦ Polymorph):** Immediate Reaction. *Trigger:* You take damage from an attack. *Effect:* You transform into a cloud of screaming ravens until the start of your next turn. While transformed, you become insubstantial and gain a fly speed equal to your speed. In addition, you shift a number of squares equal to the shroud's enhancement bonus.

## SOUL SHARD TALISMAN

Death giants and death titans are known for their soul shrouds, composed of souls they have torn from fallen foes. Small pieces of a slain death giant's or death titan's armor can be enchanted to make *soul shard talismans*, which emulate the nature of the soul shroud. When an enemy of a talisman's wearer falls in combat, its soul is temporarily trapped inside the talisman. This is both a boon and a burden to the wearer. The talisman's wearer can release the soul to heal himself. But until he does so, unpleasant mental impressions from the trapped soul seep through the amulet into the wearer's mind, ending only when the soul is released.

**Shard for Sale:** Markets in the Shadowfell carry exotic assortments of goods, including relics of battles both ancient and recent. Interested parties can track down a *soul shard talisman* by asking the right people, though the denizens of the Shadowfell aren't too chatty with strangers (or anyone, for that matter).

### Soul Shard Talisman — Level 24+

*Heavy for its size, this black metal pendant emanates a wisp of blue smoke when a soul is trapped inside it.*

Lvl 24 +5 525,000 gp Lvl 29 +6 2,625,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** When you reduce a nonminion enemy to 0 hit points, this talisman gains a charge. There is no limit to the number of charges it can gain, but it resets to 1 charge after an extended rest.
**Power (Daily ✦ Healing):** Minor Action. You expend 1 charge from this talisman and regain 3d6 hit points plus additional hit points equal to 4 times the number of charges remaining in the talisman.
*Level 29:* 3d8 hit points plus 6 times the number of charges remaining in the talisman.

### Talisman of Terror — Level 7+

*This amulet depicts a face with an expression of abject terror.*

Lvl 7 +2 2,600 gp Lvl 22 +5 325,000 gp
Lvl 12 +3 13,000 gp Lvl 27 +6 1,625,000 gp
Lvl 17 +4 65,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** When you use a fear power, each target takes a -1 penalty to saving throws against any ongoing effects of the power.
*Level 12 or 17:* -2 penalty.
*Level 22 or 27:* -3 penalty.

### Timeless Locket — Level 14+

*This golden locket helps you make the most out of each moment.*

Lvl 14 +3 21,000 gp Lvl 24 +5 525,000 gp
Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** You gain an item bonus to initiative checks equal to the locket's enhancement bonus.
**Power (Daily):** Minor Action. You take a standard action.

## RINGS

*After choosing two rings of power carefully, adventurers often wear a number of other nonmagical rings to disguise the fact that they are magically equipped.*

A magic ring is unobtrusive, easily explained away as mere jewelry, and portable.

Most rings have a property or a power that improves when the wearer reaches a milestone. Beyond that, rings vary widely.

### Alliance Band — Level 15

*This silver ring is inset with complex interlocking decorations and provides healing to your allies.*

**Item Slot:** Ring 25,000 gp
**Property:** When you use your second wind, one ally adjacent to you regains 10 hit points.
**Power (Daily ✦ Healing):** Minor Action. You spend a healing surge but regain no hit points. Instead, one ally adjacent to you regains hit points equal to your healing surge value.
If you've reached at least one milestone today, the ally regains additional hit points equal to your level.

### Crown of the Dream King — Level 15

*This ornate golden ring looks like a tiny crown, complete with miniature jewels.*

**Item Slot:** Ring 25,000 gp
**Property:** You gain a +1 item bonus to all defenses against illusion or psychic powers.
**Power (Daily):** Immediate Interrupt. *Trigger:* You are hit by an illusion, a psychic, or a sleep power. *Effect:* You gain a +4 bonus to all defenses against the triggering power.
If you've reached at least one milestone today, the bonus to all defenses lasts until the end of your next turn.

KIERAN YANNER

### Dauntless Champion's Ring — Level 30

*Supernal, Iokharic, and Barazhad characters entwine about this thick mithral band, rearranging themselves when the ring's magic is activated.*

**Item Slot:** Ring 3,125,000 gp
**Property:** You gain a +4 item bonus to your healing surge value.
**Power (Daily):** Minor Action. If you have expended all of your encounter attack powers, you regain the use of one of them, determined randomly.
If you've reached at least one milestone today and have expended all of your daily attack powers, you regain the use of one of them, determined randomly.

### Death Song Ring — Level 19

*The soft songs chanted by this ring in times of need are of those buried alive, hummed with fading breath to hold off the final night.*

**Item Slot:** Ring 105,000 gp
**Property:** When you make a death saving throw, each enemy within 3 squares of you takes 5 necrotic damage.
**Power (Encounter ✦ Necrotic):** Immediate Reaction. *Trigger:* An ally makes a death saving throw. *Effect:* One enemy within 3 squares of that ally takes 10 necrotic damage.
If you've reached at least one milestone today, each enemy, instead of one, within 3 squares of that ally takes 10 necrotic damage.

### Death Spiral Ring — Level 16

*This ring's dizzying black spirals seem to bend space and time.*

**Item Slot:** Ring 45,000 gp
**Property:** You gain resist 5 necrotic.
**Power (Daily ✦ Teleportation):** Immediate Reaction. *Trigger:* A creature within 10 squares of you drops to 0 hit points or fewer. *Effect:* You teleport into the creature's space or to a square adjacent to it.
If you've reached at least one milestone today, you can use the power a second time during this encounter. This second use doesn't count as a use of a daily magic item power.

### Grace Ring of Lightning — Level 14

*The gold and silver weave of this ring is cut with sparkling channels. Lightning arcs from it to protect you when you're incapacitated.*

**Item Slot:** Ring 21,000 gp
**Property:** You gain a +1 item bonus to saving throws against dazing or stunning effects.
**Power (Encounter):** No Action. *Trigger:* You are conscious and end your turn without having made an attack during it. *Effect:* One creature within 5 squares of you takes lightning damage equal to your highest ability modifier.

### Grace Ring of Prowess — Level 19

*The magic within this ring is visible as a gold and silver spiral, swirling around your hand until it's released.*

**Item Slot:** Ring 105,000 gp
**Property:** You gain a +1 item bonus to saving throws against dazing or stunning effects.
**Power (Encounter):** No Action. *Trigger:* You are conscious and end your turn without having made an attack during it. *Effect:* You gain a +2 power bonus to attack rolls during your next turn.

### Grace Ring of Salvation — Level 14

*When hope has fled, this ring's pulsing blue sapphire might recapture it.*

**Item Slot:** Ring 21,000 gp
**Property:** You gain a +1 item bonus to saving throws against dazing or stunning effects.
**Power (Encounter):** No Action. *Trigger:* You are conscious and end your turn without having made an attack during it. *Effect:* You gain a +5 power bonus to your next saving throw before the end of the encounter.

### Grace Ward Ring — Level 14

*This understated gold and silver weave holds a sliver of ivory carved into a ram's head.*

**Item Slot:** Ring 21,000 gp
**Property:** You gain a +1 item bonus to saving throws against dazing or stunning effects.
**Power (Encounter):** No Action. *Trigger:* You are conscious and end your turn without having made an attack during it. *Effect:* You push one creature adjacent to you 1 square.

## CROWN OF THE DREAM KING

This ring's name comes from a tale told to human children for centuries. In the tale, a young girl named Sharnanda rescues the King of Dreams from the nightmares that haunt his kingdom, and he gives his crown to her in gratitude. Because the King of Dreams is no bigger than Sharnanda's hand, the crown is just large enough for her to wear as a ring, and it protects her dreams from that night on.

When a plague of nightmares comes to Sharnanda's town, the ring protects her, and she uses it to rescue a prince who has fallen under a spell. Together, they defeat the threat, and as such stories go, they marry and live happily ever after.

Many suspect there is some truth to this story, since the rings associated with it seem to have originated in the Feywild, said by some eladrin sages to be the dream of the natural world. Some magic-using jewelers in the world have learned the craft of making these rings, but their versions are never as lovely as the ones given as gifts by the eladrin to those who have earned their favor.

**A Hop, a Skip, and a Jump:** According to a recently discovered map, a traitorous knight in a magical slumber lies just on the other side of a portal to the Feywild. It's dangerous to go there, but a *crown of the dream king* is supposedly among his possessions.

## Greater Ring of Invisibility — Level 23

*This onyx band makes it easier for you to conceal your comings and goings.*

**Item Slot:** Ring 425,000 gp
**Property:** You gain a +5 item bonus to Stealth checks.
**Power (Encounter ✦ Illusion):** Minor Action. You become invisible until the end of your next turn.
If you've reached at least one milestone today, you also gain concealment until the end of the encounter.

## Ring of Action Reversal — Level 20

*This golden band holds a small diamond hourglass, which inverts each time the ring is used.*

**Item Slot:** Ring 125,000 gp
**Property:** You gain a +4 item bonus to initiative checks.
**Power (Daily):** Free Action. If the next encounter attack power you use this turn misses all its targets, you regain the use of that power.
If you've reached at least one milestone today, you can apply this power to the last encounter attack power you used this turn, rather than the next.

## Ring of Agile Thought — Level 20

*While you wear this ring, your thoughts seem clearer, and you recover from mental attacks quickly.*

**Item Slot:** Ring 125,000 gp
**Property:** You gain a +4 item bonus to Diplomacy checks. In addition, you gain an item bonus to Will equal to the number of milestones you've reached today.
**Power (Daily):** No Action. *Trigger:* An attack hits your Will and dazes or stuns you. *Effect:* You make a saving throw against the effect that dazed or stunned you, even if a save can't normally end that effect. The effect ends if you save.

## Ring of Battlements — Level 24

*This steel band is carved to suggest crenellations—a sign of its protective magic.*

**Item Slot:** Ring 525,000 gp
**Property:** When you have cover, attackers take a -3 penalty to attack rolls against you instead of a -2 penalty.
**Power (Daily ✦ Zone):** Minor Action. You create a zone of protection in a close burst 2. The zone lasts until the end of your next turn. While within the zone, you and your allies have cover against enemies outside the zone and can move 1 extra square when they shift. *Sustain Minor:* The zone persists.
If you've reached at least one milestone today, you can increase the size of the zone by 1.

## Ring of Eladrin Grace — Level 16

*The silver and gold weave of this grace ring recalls the heraldry of the Spiral Tower.*

**Item Slot:** Ring 45,000 gp
**Property:** You gain a +1 item bonus to saving throws against dazing or stunning effects.
**Power (Encounter ✦ Teleportation):** No Action. *Trigger:* You are conscious and end your turn without having made an attack during it. *Effect:* You teleport 5 squares.

## Ring of Enduring Earth — Level 20

*While you wear this ring, your hand takes on the appearance of stone, signifying that you possess the durability of earth.*

**Item Slot:** Ring 125,000 gp
**Property:** You gain a +4 item bonus to Endurance checks. In addition, you gain an item bonus to Fortitude equal to the number of milestones you've reached today.
**Power (Daily):** Free Action. *Trigger:* You're pulled, pushed, slid, or knocked prone. *Effect:* You ignore the forced movement and aren't knocked prone.

## Ring of Fearlessness — Level 28

*This thin ivory band wards your mind from fear.*

**Item Slot:** Ring 2,125,000 gp
**Property:** You gain a +4 bonus to all defenses against fear attacks.
**Power (Daily):** Immediate Interrupt. *Trigger:* An enemy within your line of sight makes a fear attack. *Effect:* Each ally within 5 squares of you gains a +4 power bonus to all defenses against that attack.
If you've reached at least one milestone today, each ally within 10 squares of you gains the bonus instead.

## Ring of Focus — Level 24

*This ornate platinum and gold band is dotted with seven different gems.*

**Item Slot:** Ring 525,000 gp
**Property:** You gain a +1 item bonus to Will.
**Power (Daily):** Minor Action. Once per round until the end of the encounter, you can use a free action on your turn to sustain an effect of yours that requires a minor action to sustain.
If you've reached at least one milestone today, you can sustain a power once per round on your turn using no action, rather than a free action.

## Ring of Guarded Will — Level 26

*This band is made of sculpted force. It occasionally hums faintly in your mind.*

**Item Slot:** Ring 1,125,000 gp
**Property:** You gain a +2 item bonus to Will.
**Power (Daily ✦ Psychic):** Immediate Reaction. *Trigger:* An enemy hits you with an attack that targets Will. *Effect:* The triggering enemy takes ongoing 10 psychic damage (save ends).
If you've reached at least one milestone today, the triggering enemy instead takes ongoing 15 psychic damage (save ends).

## Ring of Heroic Health — Level 21

*This heavy gold ring is set with a large amethyst, which shimmers faintly with healing magic.*

**Item Slot:** Ring 225,000 gp
**Property:** When you spend an action point, you regain hit points equal to your Constitution modifier.
**Power (Daily ✦ Healing):** Standard Action. You spend a healing surge.
If you've reached at least one milestone today, you don't spend a healing surge. You instead regain hit points as if you had spent one.

## Ring of Influence — Level 21

*This ornate white gold and sapphire ring grants you sway over the minds of others.*

**Item Slot:** Ring 225,000 gp
**Property:** You gain a +2 item bonus to Charisma-based skill checks and ability checks.
**Power (Daily):** Minor Action. Until the end of your next turn, you gain a +2 power bonus to attack rolls against Will.
If you've reached at least one milestone today, the bonus to attack rolls increases to +4.

## Ring of Sympathy — Level 15

*These copper rings are shared by those who work well together.*

**Item Slot:** Ring 25,000 gp
**Property:** Once per round, when you save, one ally within 5 squares of you who is also wearing a *ring of sympathy* can make a saving throw.
**Power (Daily):** Minor Action. One ally within 10 squares of you can make a saving throw. If that ally is wearing a *ring of sympathy*, he or she gains a +2 power bonus to the saving throw.
If you've reached at least one milestone today, you can instead use this power to grant an ally within 10 squares who is wearing a *ring of sympathy* a saving throw (including the +2 power bonus) against each effect on him or her that a save can end.

## Ring of the Fallen — Level 18

*This gold ring is engraved with the crossed-axes symbol of a long-dead army.*

**Item Slot:** Ring 85,000 gp
**Property:** When you use your second wind, you regain additional hit points equal to your Constitution modifier. In addition, you regain additional hit points equal to your Constitution modifier for each healing surge you spend at the end of a short rest.
**Power (Daily ✦ Healing):** Free Action. Use this power during a short rest. You and each ally within your line of sight regain additional hit points equal to one-half your level when you spend healing surges during that rest.
If you've reached at least one milestone today, the number of additional hit points equals your level + your Constitution modifier.

## Ring of the Risen — Level 23

*This simple silver ring makes it easier for your allies to revive you.*

**Item Slot:** Ring 425,000 gp
**Property:** When you have 0 hit points or fewer and spend a healing surge, you regain 2d6 additional hit points.
**Power (Daily ✦ Healing):** No Action. *Trigger:* You spend a healing surge as a result of an ally's action. *Effect:* You spend another healing surge.
If you've reached at least one milestone today, you don't spend another healing surge. You instead regain hit points as if you had spent one.

## Ring of the Zealous — Level 15

*This gold ring is inlaid with mother-of-pearl blessed by priests of old.*

**Item Slot:** Ring 25,000 gp
**Property:** When you use the *turn undead power*, you can increase the size of the burst by 1.
**Power (Daily):** Free Action. *Trigger:* You use *turn undead*. *Effect:* Each target you hit with that power is restrained instead of immobilized.
If you've reached at least one milestone today, you can increase the size of the burst by 1 (in addition to the increase from the ring's property).

## Ring of Traded Knowledge — Level 21

*The knowledge seems as if it has always been within you, instead of gathered in the slim rune-carved band on your finger.*

**Item Slot:** Ring 225,000 gp
**Property:** This ring contains one at-will attack power from your class. You choose this power when you acquire the ring and can't change it later.
**Power (Daily):** Minor Action. Until the end of the encounter, you can use the at-will attack power contained in the ring. If you do so, choose one of your other at-will attack powers from your class. You can't use that power during the encounter.
If you've reached at least one milestone today, you gain a +2 power bonus to attack rolls and damage rolls when you use the power contained in the ring.

KALMAN ANDRASOFSZKY

### Ring of Unfettered Motion — Level 20

*When you use this ring, you move so quickly that you're a blur.*

**Item Slot:** Ring 125,000 gp
**Property:** You gain a +4 item bonus to Acrobatics checks. In addition, you gain an item bonus to Reflex equal to the number of milestones you've reached today.
**Power (Daily):** Immediate Reaction. *Trigger:* An attack hits your Reflex and immobilizes, restrains, or slows you. *Effect:* You make a saving throw against the effect that immobilized, restrained, or slowed you, even if a save can't normally end that effect. The effect ends if you save.

### Ring of Unwelcome Gifting — Level 17

*This gold band feeds on things that assail you, spitting them out on your enemy.*

**Item Slot:** Ring 65,000 gp
**Property:** You gain resist 3 against ongoing damage.
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a basic attack. *Effect:* You transfer one ongoing damage effect from yourself to that enemy.
If you've reached at least one milestone today, you can use this power after hitting with an at-will attack that isn't a basic attack.

## SHADOWFELL SIGNET

Many generations ago, servants of the Raven Queen raised a temple within the Shadowfell and called it the Monastery of Dire Remembrance. It served the goddess well and helped the dead cast aside the shackles of their past lives to move on to what lay beyond. The temple's priests, who were fierce enemies of the undead, forged *Shadowfell signets* out of the dark metal they mined from beneath the temple and used them as tokens of passage through certain lands of the dead.

Endings come to all things in the Shadowfell, and the temple was no different. Some say the priests were subverted when they opened the temple's gates to servants of Vecna who came bearing stolen signets. Others say that they dug too deep and woke something that was best left asleep.

With the fall of the temple, much of its lore was lost, but a handful of devotees kept the secret of the signets safe and shared it with those who would strike against the undead.

**A New Blasphemy:** Attacks by undead have ravaged a town in the mountains. The undead have a leader, a female vampire who carries a black metal ring that bears the symbol of the Raven Queen, enemy of all undead. The Raven Queen's worshipers are anxious to end this blasphemy and are looking for heroes who can help them do so.

**What Once Was Lost:** A paladin who escaped the fall of the temple passed through the area recently. He had one of those fancy rings known as *Shadowfell signets* and said he was going to rebuild the temple in the nearby mountains, but no one ever heard from him again. Of course, a lot of nasty things live up in those mountains, so no one's been brave enough to find out what happened to him.

### Ring of Windows — Level 28

*This simple wooden ring allows you to go places no one else can, and you can use it to open and close dimensional windows.*

**Item Slot:** Ring 2,125,000 gp
**Property:** When you teleport and no creature automatically moves into the space you left, that space is filled with a spatial flux that prevents any creature from entering it until the end of your next turn.
**Power (Daily ✦ Teleportation):** Free Action. *Trigger:* You use a teleportation power. *Effect:* You don't need line of sight to the destination space.
If you've reached at least one milestone today, the distance of the teleportation increases by 4.

### Shadowfell Signet — Level 19

*This black ring of unknown metal bears the symbol of the Raven Queen in silver.*

**Item Slot:** Ring 105,000 gp
**Property:** You gain resist 10 necrotic, and if an enemy's attack causes you to lose a healing surge, you can take 10 damage instead of losing that healing surge.
**Power (Daily ✦ Stance):** Minor Action. Until the stance ends, you gain a +4 bonus to all defenses against opportunity attacks from undead creatures, and you don't grant combat advantage when flanked by undead.
If you've reached at least one milestone today, you don't provoke opportunity attacks from undead creatures.

## RING OF THE FALLEN

Centuries ago, a company of dwarf soldiers was garrisoned in an outpost at the edge of the frontier. The soldiers were assigned to guard the edges of civilization from the encroachment of monsters. When a white dragon attacked the outpost, the dwarves were driven away. Ashamed of themselves, they reconvened and went back to the outpost to try to best the dragon.

The dwarves fought a good fight, but the dragon was victorious. Their frozen bodies weren't found until an army arrived and destroyed the dragon. The dwarves' military rings were collected and used as special medals that were handed out for bravery. Since the dissolution of the army, the rings have dispersed throughout the land.

**Buried Cache:** Rumor has it that a cache of *rings of the fallen* is buried deep within a forest overrun by brigands. The brigands are an uncommon lot, using monsters and magic to prey on nearby townsfolk. Perhaps the brigands know where the cache is.

**Mad Oracle:** Divinations have revealed that a mad oracle in the mountains knows the location of one or more *rings of the fallen*. Numerous obstacles and monsters block the path to the oracle, but the promise of one of these rings would be worth the dangers.

### Stone Band — Level 17

*This ring of basalt becomes more polished and intricately carved each time you use it.*

**Item Slot:** Ring 65,000 gp
**Property:** You gain resist 5 against critical hits. If you've reached at least one milestone today, you gain resist 10 instead.
**Power (Daily):** Minor Action. You gain resist 5 to all damage until the end of your next turn. *Sustain Minor:* The effect persists.

### Stormcatcher Ring — Level 17

*This copper ring has a setting but no gemstone. When you use the ring, sparks fill the setting.*

**Item Slot:** Ring 65,000 gp
**Property:** You gain resist 10 lightning and resist 10 thunder.
**Power (Daily):** Immediate Interrupt. *Trigger:* An enemy hits you with a lightning attack. *Effect:* The triggering enemy makes the attack again, but against itself.
If you've reached at least one milestone today, you can pick a second enemy within 5 squares of you. The triggering enemy makes the attack against the second enemy too.

### Traveler's Ring — Level 18

*This tarnished silver ring set with a muddied stone looks mundane. When you wear it, it tugs you in the right direction.*

**Item Slot:** Ring 85,000 gp
**Property:** You gain a +4 item bonus to Streetwise checks.
**Power (Daily):** Free Action. You gain a success in a skill challenge in which Streetwise is a primary or secondary skill.
If you've reached at least one milestone today, you also gain a +5 power bonus on your next Streetwise check before the end of the day.

### Unvanquished Grace Ring — Level 14

*The distinctive gold and silver weave of this grace ring is carved with feathers.*

**Item Slot:** Ring 21,000 gp
**Property:** You gain a +1 item bonus to saving throws against dazing or stunning effects.
**Power (Encounter):** No Action. *Trigger:* You are conscious and end your turn without having made an attack during it. *Effect:* You or an ally within 5 squares of you can stand up as a free action.

## WAIST SLOT ITEMS

*No hero wears a girdle. If anyone asks, it's a belt.*

Waist slot items, whether baldrics, bandoliers, belts, or sashes, are hard to pin down to one mystical theme. Many waistline wraps benefit the health of the wearer, but some bands serve other purposes altogether. Those belts that hold weapons or other tools can be enchanted to enhance those items.

### Acrobat's Harness — Level 14

*These cloth straps help you to twist and dive out of dangerous situations.*

**Item Slot:** Waist 21,000 gp
**Property:** When you make an Acrobatics check, you roll twice and use either result.

### Baldric of Assault — Level 11

*This gray leather baldric lets you supplant your enemy when you use your aegis of assault.*

**Item Slot:** Waist 9,000 gp
**Property:** When an enemy triggers your *aegis of assault* power, you can slide the enemy 1 square and then teleport into that enemy's space, instead of teleporting to a space adjacent to the enemy.

### Baldric of Shielding — Level 19

*This marcasite-studded baldric aids you when you use your aegis of shielding.*

**Item Slot:** Waist 105,000 gp
**Property:** When you use your *aegis of shielding* power to reduce the damage dealt to an ally, you gain temporary hit points equal to the amount of damage you prevented.

### Baldric of Time — Level 6+

*This rough-textured belt seems to be coated in the sands of time.*

Lvl 6 1,800 gp Lvl 16 45,000 gp
**Item Slot:** Waist
**Property:** When you roll a 20 on your initiative check, you gain an extra move action during the first turn of the encounter.
*Level 16:* You instead gain an extra standard action.

### Belt of Fragile Guard — Level 9

*This wide leather band toughens your skin but weakens your resilience.*

**Item Slot:** Waist 4,200 gp
**Power (At-Will):** Minor Action. Until the end of your next turn, you gain a +1 power bonus to AC and vulnerability to all damage equal to half your level.

***Belt of the witch king***

### Belt of Nourishment — Level 7

*This comfortable leather belt is worked with images of foodstuffs that nourish you.*

**Item Slot:** Waist 2,600 gp
**Property:** You gain a +3 item bonus to Endurance checks.
**Property:** You don't need to eat. You must wear the belt for 24 consecutive hours before this property functions.

ED COX

### Belt of the Witch King — Level 18

*The links of this slim silver chain are separated by small spheres of arcane-enhanced obsidian.*

**Item Slot:** Waist 85,000 gp
**Property:** You gain a +2 item bonus to Fortitude.
**Power (Daily ✦ Healing):** Free Action. *Trigger:* You become bloodied. *Effect:* You regain hit points equal to twice the level of the highest-level arcane power you have not expended.

### Diamond Cincture — Level 10+

*The diamonds on this platinum band grant great fortitude, which you can sacrifice for health.*

Lvl 10 5,000 gp
Lvl 20 125,000 gp
Lvl 30 3,125,000 gp
**Item Slot:** Waist
**Property:** This belt holds one diamond and you gain a +1 item bonus to Fortitude.
*Level 20:* Two diamonds, +2 item bonus to Fortitude.
*Level 30:* Three diamonds, +3 item bonus to Fortitude.
**Power (At-Will ✦ Healing):** Minor Action. When you use this power, one diamond on the belt cracks and darkens, becoming worthless. You regain hit points as if you had spent a healing surge, and the belt's item bonus is reduced by one. If there are no diamonds on the belt, you can't use this power. After an extended rest, each diamond destroyed by this power is restored.

### Phoenix Sash — Level 18

*This brilliant orange wrap restores life to the vanquished.*

**Item Slot:** Waist 85,000 gp
**Property:** You gain a +1 item bonus to Fortitude.
**Power (Daily ✦ Healing):** No Action. *Trigger:* An enemy reduces you to 0 hit points or fewer. *Effect:* You spend a healing surge and are dazed until the end of your next turn.

### Potion Bandolier — Level 8

*This wide brown leather baldric keeps potions in easy reach.*

**Item Slot:** Waist 3,400 gp
**Property:** This belt can hold up to six potions. You can retrieve a potion from the belt as a free action.

### Sash of Heroic Inspiration — Level 28

*This flashy, embroidered red sash proclaims your heroism to all.*

**Item Slot:** Waist 2,125,000 gp
**Property:** When you spend an action point, one ally within your line of sight can spend a healing surge as a free action.

### Sash of Regeneration — Level 28

*While you wear this heavy brown hide sash, you heal at a tremendous rate.*

**Item Slot:** Waist 2,125,000 gp
**Property:** You gain regeneration 5 while you're bloodied.

## BELT OF THE WITCH KING

Long ago in the nation of Pak Suth, the king died without an heir. Driven by a warrior tradition and the need for a strong, imposing ruler to maintain the borders, the ministers of the kingdom proclaimed that any person who could endure a series of daily tests of the body would become absolute ruler.

Many soldiers, generals, and heroes succumbed to the trials before Tulari claimed his right to be tested. Despite his slight frame, he endured each day's test and eventually became king. Tulari was a great ruler, holding the boundaries of Pak Suth firmly and ruling wisely. Today, the legend of the Witch King Tulari remains strong in the region, and the nation's ruler wears a belt of office—the same one that Tulari wore when he passed the tests.

**Nation in Exile:** Much has changed since Witch King Tulari set Pak Suth on the path to greatness. Today, the people of Pak Suth flee their homeland en masse. The king's lineage has ended, and rebels have stolen Tulari's belt—or so the rumor goes. What authority remains has offered a prize for the defeat of the violent rebels that plague the exodus: the *belt of the Witch King* and possibly rulership of the kingdom.

**Political Ploy:** The current ruler of Pak Suth needs to make a political statement regarding her strength and the nation's direction. She wants to give away Tulari's belt as part of that declaration, but she requires worthy recipients so as not to dishonor the Witch King's memory. To that end, she commissioned the construction of a labyrinth of dangers, reminiscent of the challenges Tulari defeated. The labyrinth is all that stands between a group of heroes and this belt.

### Stonewall Belt — Level 8

*This rough gray belt covered in stone plates grants stability to its wearer.*

**Item Slot:** Waist 3,400 gp
**Power (Daily):** Minor Action. You can ignore push, pull, or slide effects until the end of your next turn.

### Waistband of the Grappler — Level 13

*This fur-lined wrap channels the strength and the recklessness of an accomplished wrestler.*

**Item Slot:** Waist 17,000 gp
**Power (At-Will):** Minor Action. You gain a +5 power bonus to damage rolls and to grab attempts, but take a -2 penalty to attack rolls. You also grant combat advantage to all enemies. This effect lasts until you end it as a minor action.

### Wraith's Cord — Level 30

*You become wraithlike when you wear this worn rope band.*

**Item Slot:** Waist 3,125,000 gp
**Property:** When you score a critical hit, the target is weakened until the end of your next turn.
**Power (Daily ✦ Illusion):** Minor Action. Until the end of your next turn, you become invisible and insubstantial and gain phasing.

*Phoenix sash*

## PHOENIX SASH

Fenelon was an eladrin warrior of the Feywild who was known for his ability to live through anything. In the war with the fomorians, he was crushed under a pile of rock, thrown off a cliff, and speared by the giant warrior Morgkash, surviving each and every event. For his ability to rise from the ashes of tragedy and defeat, Fenelon became known as the Phoenix.

Fenelon eventually died of old age, and his magic sash passed into the hands of other eladrin. Eventually it made its way into the world, where it has been worn by a number of heroes, though none as worthy as Fenelon. Learning of this disgrace, the eladrin seek a fey warrior of great prowess who can find and reclaim the sash, returning it to glory and honor.

**Reclaim the Sash:** The eladrin court has put out a call for fey warriors to seek out the *Phoenix sash*. They believe that it can be found in the hands of a mad archmage by the name of Killias. The archmage has been oppressing the villagers in a small kingdom in the north.

**Fomorian Clutches:** Rumors suggest that Skrad, a descendant of the fomorian Morgkash, has found the *Phoenix sash* and is keeping it in his stronghold. He guards the sash closely and attacks any who would take it. It's also said that on more than one occasion, the sash has saved his life when fey assassins attempted to kill him.

# WONDROUS ITEMS

*If you think you have too many wondrous items, you're wrong. In truth, you have too few pockets.*

The catchall category for enchanted objects, a wondrous item isn't worn or wielded, and it can have myriad enchantments. Adventurers hoard wondrous items because their effects cover such a wide spectrum and not having the right one can be the difference between success and failure.

This section described various wondrous items to help you out of jams, wondrous lair items to enhance your base of operations, and wondrous tattoos that are always with you, even if your other items aren't.

### Blessed Book — Level 1

*This leather tome, bound in iron and silver, contains far more pages than naturally possible.*

**Wondrous Item** 360 gp

**Property:** This ritual book has the dimensions and weight of a standard ritual book, but holds 1,000 pages.

### Deepfarer's Pouch — Level 5

*This oilskin pouch holds more than it should, including a small breathing tube that extends from the inside.*

**Wondrous Item** 1,000 gp

**Property:** This belt pouch contains 1 hour's worth of air, which remains fresh indefinitely. Once the air in the pouch has been consumed, you can refresh the supply by exposing the open pouch to any supply of breathable air during a short rest.

### Ghostlight Candle — Level 15

*This plain white wax candle can burn every day without diminishing.*

**Wondrous Item** 25,000 gp

**Property:** This candle sheds dim light 2 squares in all directions and never burns down (but can be extinguished).

**Power (Daily):** Standard Action. Use this power while the candle is lit. Until the end of the encounter, creatures within 2 squares of the candle lose the insubstantial quality and can't become invisible.

### Horn of Dismissal — Level 12

*The sound of this black-studded bronze horn dispels conjurations.*

**Wondrous Item** 13,000 gp

**Power (Daily):** Standard Action. You end each conjuration within 3 squares of you.

### Ioun's Parchment — Level 1

*This thin sheet of bronze, the size of a roll of parchment, is embossed with Ioun's symbol in one corner.*

**Wondrous Item** 360 gp

**Property:** This material can be written on like paper or parchment, and the writing can't be erased until the parchment's owner wills it blank. It's flexible enough to roll. Creating a ritual scroll using this item fills it with text, but takes half the usual time. Once the ritual is performed, the piece of *Ioun's parchment* turns blank and can be reused.

JASON A. ENGLE

## GHOSTLIGHT CANDLE

The shadar-kai's service to the Raven Queen has earned them numerous enemies over the years. One of the most persistent foes was Antala Longscar, a priest of the Raven Queen who strongly disagreed with the shadar-kai's philosophy and methodology and who had stymied a number of their plans. She was enough of a thorn in their side that the shadar-kai felt she deserved an accelerated audience with the goddess she and they both served.

Antala spent her life dealing with regular visits from shadar-kai assassins, and she developed a number of defenses and protections to minimize their threat, including the *ghostlight candle*.

**Internal Matters:** The shadar-kai are as given to politics and infighting as any other intelligent people. A caravan of them arrived in town with a number of *ghostlight candles* and other treasures. These shadar-kai are willing to use the candles as payment for escort to someplace safe, but others of their kind are willing to pay a similar price to see that the caravan doesn't leave. One way or another, these events offer a good chance to acquire one of the candles.

**The Light under the Hill:** Every night for the past 10 years, the light from a single candle has been seen from the top of a hill outside town. Stories say it's a *ghostlight candle*, lit by a girl trapped by the fey, who is badly in need of rescue.

### Map of Unseen Lands — Level 7

*Protected by a sturdy scroll tube, this sheet of vellum is ringed with symbols of travel: wagon wheels, footsteps, and rafts.*

**Wondrous Item** 2,600 gp

**Property:** You gain a +2 item bonus to Nature checks and Perception checks to navigate through areas mapped by this item's power (including checks made during skill challenges).

**Power (Daily):** Standard Action. You command this map to redraw itself, depicting the surface area within a 10-mile radius around you. The map doesn't go into precise detail, but it's accurate. It shows only aboveground terrain, not underground areas.

The map includes the following features:

- ✦ General terrain features, such as mountains, rivers, and lakes;
- ✦ Structures 5,000 square feet or larger in size;
- ✦ Structures important for travel, such as bridges and portals;
- ✦ Lairs of creatures that are significant threats;
- ✦ Names or general descriptions for any of the above features, if such information is well known.

The sketch remains on the map until this power is used again.

## HORN OF DISMISSAL

The conjurers of the group known as the Immaculate Star enforced their will through a virtual army of magic creatures composed of cool blue flame. With such troops, a small number of conjurers were able to conquer the city of Alb and hold it for over a year. Their yoke was thrown off only when a resistance group managed to put an enchantment on the great bell of the cathedral. When it sounded, it shattered, but the note dispelled the phantom army in the city. Shards of the bell were forged into a variety of weapons to use against the conjurers, including horns that had an enchantment similar to that of the original bell. Within a few months, the Immaculate Star was no more.

The pieces of the original bell have long since been used up, but clever artisans have found ways to duplicate its functionality.

**Immortal Immaculate:** The Immaculate Star analyzed some of the weapons made from the bell in an attempt to counteract their effect. They were unsuccessful, but even now immortal summoned guardians stand watch over their empty laboratories. A map to one of these locations has surfaced—a real find, if it's accurate. Perhaps one of the labs holds a *horn of dismissal*.

### Ribbon of Limitless Questions — Level 13

*When this blue, silky ribbon is unrolled, a new question appears on it in glowing gold and silver runes.*

**Wondrous Item** 17,000 gp

**Property:** When you perform a divination ritual that allows you to ask a number of questions, such as Hand of Fate, Speak with Dead, or Consult Oracle, you can ask one extra question. This effect can allow you to exceed the normal maximum number of questions allowed.

**Power (Daily):** Free Action. *Trigger:* You fail an Intelligence- or Charisma-based skill check during a skill challenge. *Effect:* Reroll the skill check with a +2 power bonus and use either result.

## RIBBON OF LIMITLESS QUESTIONS

Legend says the first *ribbon of limitless questions* was inscribed on cloth woven by Corellon, the ink mixed from golden sunlight and mithral dust. Even if this tale is true, most such ribbons are considerably more modest.

The questions that appear on a ribbon are useful in many ways. Some present questions the ribbon's user can ask of someone else. Other questions are directed at the ribbon's holder, and prompt him or her to think about a situation and come up with new solutions.

**A Temple's Gift:** Few *ribbons of limitless questions* are found in the hands of normal people. The majority of these magic items are held by high priests in various temples, especially those of Ioun and Vecna. One way to gain access to a ribbon is to convince the priests of such a deity that it will be used against their enemies.

## Seed of War — Level 15

*When you release this black metal acorn, it grows into a fierce soldier.*

**Wondrous Item** 25,000 gp

**Power (Daily ✦ Conjuration):** Standard Action. You conjure a Medium metal soldier, equipped with sword and shield, by tossing this item into an unoccupied square within 5 squares of you. The soldier occupies its square and can be attacked. It shares your defenses with a +2 bonus to AC and Reflex. It has hit points equal to your healing surge value. When it takes damage, you can spend a healing surge as a free action to negate that damage.

The soldier is treated as one of your allies, can flank enemies, and deals 10 damage to an enemy adjacent to it that is hit by an ally's attack. As a move action, you can cause the soldier to shift 1 square or move 4 squares. When reduced to 0 hit points, or at the end of the encounter, the soldier disappears, and the *seed of war* reappears in its square.

## Vagabond's Die — Level 8

*This die is well used—the images on its faces are almost worn away.*

**Wondrous Item** 3,400 gp

**Power (Daily ✦ Varies):** Minor Action. You target a creature of your choice within 10 squares and roll a d6.

1: *Drunkard's Mug.* The target takes a -2 penalty to attack rolls until the end of its next turn.
2: *Gambler's Dice.* Roll a d20. If the result is even, the target takes damage equal to the result. If the result is odd, the target regains hit points equal to the result.
3: *Jester's Chair.* The target falls prone.
4-5: *Soldier's Fist.* The first attack that hits the target before the end of your next turn deals 2d6 extra damage.
6: *Storm's Fury.* The target and all creatures adjacent to it take 1d10 lightning damage.

## Versatile Spellbook — Level 11

*The pages of this spellbook are magically treated, allowing you to quickly draw on their arcane power.*

**Wondrous Item** 9,000 gp

**Property:** Wizards can use this item as a spellbook.

**Power (At-Will):** Free Action. *Trigger:* You finish a short rest. *Effect:* Replace one wizard utility power you prepared with a wizard utility power of the same level or lower from your spellbook that you didn't prepare. If it's an encounter power, you must replace it with another encounter power, and if it's a daily power, you must replace it with another daily power.

## Map of Unseen Lands

When a *map of unseen lands* is activated, it plots out the nearby area, with excellent accuracy but poor detail. Followers of Avandra, deity of travel and adventure, claim that *maps of unseen lands* call upon her knowledge. Others say the maps flow from the memories of people (living and dead) who have visited the area, pulling on psychic ties that still linger.

Wealthy connoisseurs who understand magic items seek out different *maps of unseen lands*, since each draws maps in a unique artistic style. Some items use jagged lines, others produce thin strokes; in a few, the maps bleed out into the vellum like ink washes.

**The Halflings' Reward:** Tribes of river-wandering halflings carry *maps of unseen lands* as they explore new areas. Despite the maps, the small ones wind up in dangerous places quite often. In fact, a brother and sister recently went missing near some old ruins. Whoever helps them out might be given a *map of unseen lands* as a reward, or they might collect one from one of the halflings' corpses, if the aid comes too late.

**Beg, Borrow, or Steal:** The merchant Phineas Ollune is proud of his collection of rare items, which includes a *map of unseen lands*. Unfortunately for those who covet it, he refuses to sell it. Phineas lives in a town full of superstitious folk, and rumors abound that he is a werewolf. Whether the rumor is true or not, this information might be used to persuade him to give up the map.

## Whistle of Warning — Level 8

*This small, unremarkable-looking silver whistle gives off a shrill noise when sounded.*

**Wondrous Item** 3,400 gp

**Power (Encounter):** Minor Action. Each ally within 10 squares of you who can hear the whistle can shift 1 square and draw a weapon or retrieve an implement as a free action.

## Woundstitch Powder — Level 1

*This worn leather pouch contains a quantity of life-saving yellow powder.*

**Wondrous Item** 360 gp

**Power (At-Will):** Standard Action. You sprinkle this dust on an adjacent dying creature. That creature stops making death saving throws until it takes damage, and any untyped ongoing damage on the creature ends.

# Wondrous Lair Items

Lair items are a class of wondrous item that adventurers can add to their base of operations (or "lair"). Unlike most magic items, lair items aren't portable; they must be left behind when a hero goes exploring. They provide comforts when the party returns home after a difficult adventure, and a home-field advantage against enemies who would dare assault them in their sanctum.

### Alchemist's Workshop — Level 8

*This set of tools, worktable, vials, beakers, distillery, and other alchemical apparatuses is enchanted to aid in the creation of powerful alchemical items.*

**Wondrous Item** 3,400 gp
**Property:** When you use this workshop to create alchemical items, you can create items of a level equal to or less than your level + 2.

### All-Seeing Eye — Level 22

*This multifaceted diamond is usually placed in the eye socket of a statue or an idol, or atop a tripod that overlooks a room. It sees all and reports back to its master what it learns.*

**Wondrous Item** 325,000 gp
**Property:** This eye can see invisible creatures and objects within 20 squares of it. When a creature enters the eye's line of sight, the eye telepathically warns its owner of the creature's presence and provides a description. It can communicate with its owner across planar boundaries.

### Arcane Laboratory — Level 23

*Spirits of past arcane masters are bound to this well-equipped laboratory. Their aid allows you to refocus your magic for other purposes.*

**Wondrous Item** 425,000 gp
**Property:** When you spend 24 hours studying in this laboratory, you can replace one arcane power as if you had gained a level and retrained. After you use this property, you can't use it again until you gain a level.

### Austere Dojo — Level 23

*This dojo is complete with punching bags, a weapon rack, fencing equipment, and training automatons impressed with the personalities of history's greatest masters. Working with them allows you to refocus your fighting style.*

**Wondrous Item** 425,000 gp
**Property:** When you spend 24 hours in training at the dojo, you can replace one martial power as if you had gained a level and retrained. After you use this property, you can't use it again until you gain a level.

### Vagabond's Die

This stone die with a symbol on each of its faces is carried by well-traveled tricksters who court Lady Luck. Gamblers use a *vagabond's die* as both a randomizer and a item to wager in games of chance, so a die could pass from person to person repeatedly. Exceptionally lucky gamblers (or exceptional cheats) amass a sizable collection of these dice.

Some people who carry a *vagabond's die* consider it a tool of fate and use it to make decisions on what course of action to take. Each face's image has a theme.

*Drunkard's Mug:* The image of a frothing tankard represents leisure and friendship. You should take some time to relax, and visit a tavern if you can find one.

*Gambler's Dice:* This face implies risk and fate, and suggests that you should take a risky course of action.

*Jester's Chair:* Buffoonery and foolishness are symbolized by this image. Don't take things too seriously right now.

*Soldier's Fist:* Strength of arms can solve a current problem. Two faces hold this symbol—if you make decisions using this die, be prepared for a lot of fights.

*Storm's Fury:* The sublime power of nature is represented by this face. Spend some time outdoors, and explore.

**The Arcane Cheat:** Audren, a gambling wizard, is rumored to have never lost a game of chance and has acquired at least a dozen *vagabond's dice*. Of course, rumors abound that he cheats. Whoever discovers his secret might be able to defeat him and claim a *vagabond's die*. The rumors don't indicate whether or not he's a sore loser. . . .

### Bed of Rapid Rest — Level 4

*This comfortable bed speeds your rest but is too large to cart around in the dungeon.*

**Wondrous Item** 840 gp
**Property:** When you take an extended rest in this bed, you can spend 4 hours (instead of the usual 6) to gain the benefit of that rest.

### Brilliant Scrying Basin — Level 12

*The brilliantly clear water of this large bronze basin greatly aids scrying rituals.*

**Wondrous Item** 13,000 gp
**Property:** When you use this basin as a focus for a scrying ritual, the duration of your scrying sensor increases by 2 rounds.

### Cask of Liquid Gold — Level 3

*This cask contains a never-ending supply of dwarven ale.*

**Wondrous Item** 680 gp
**Property:** At the start of each day, the cask fills to its full volume with dwarven ale. Any ale taken from the cask evaporates if it has not been consumed when the cask refills.

### Chandelier of Revelation — Level 24

*This chandelier reveals that which is hidden in the room.*

**Wondrous Item** 525,000 gp

**Property:** You can command this chandelier to shed bright light either 10, 20, or 40 squares in all directions as a free action. Within that area, creatures can't benefit from concealment or total concealment.

### Deceptive Scrying Basin — Level 16

*This etched silver basin makes it more difficult for creatures you observe to detect your prying gaze.*

**Wondrous Item** 45,000 gp

**Property:** When you use this basin as a focus for a scrying ritual, creatures take a -5 penalty to checks to notice your scrying sensor.

### Dimensional Anchor — Level 16

*This statue appears in many guises, but each binds nearby creatures to their locations in the world.*

**Wondrous Item** 45,000 gp

**Property:** Any creature within 10 squares of this statue can't teleport.

### Diplomat's Table — Level 12

*This majestic darkwood table enhances your position in negotiations.*

**Wondrous Item** 13,000 gp

**Property:** You and your allies gain a +3 item bonus to Bluff, Diplomacy, and Intimidate checks during skill challenges while sitting at this table.

## WHISTLE OF WARNING

These whistles have been used by bodyguards and watch soldiers for generations, so it comes as a surprise to many citizens that they were first created for use by thieves. When a particularly brutal conflict between two halfling crime families spun out of control, each side invested in magic to tip things to their advantage. One clever member conceived the *whistle of warning* to protect the family from ambushes.

The feud continued to escalate until the two crime syndicates discovered that the entire conflict was being prolonged by the artificers who were providing each side with magic items. The enemies reached a truce and shortly thereafter assumed joint control over the magic item market in town.

**Good Doggie:** The local lizardfolk have been getting more aggressive lately, and one of their leaders has been using a distinctive-sounding whistle to direct his "hounds." Perhaps it's a *whistle of warning*.

**Watching the Watch:** The city watch might be corrupt to some degree, but its members try to do their job, at least until they come across something they can't handle. Well, "something" has been eating people and leaving bits near the south canal. The watch doesn't have the personnel to deal with it or the cash to pay heroes. But it can arrange for some supplies, including a *whistle of warning*, to go off the books if the problem stops.

### Door of Alarm — Level 2

*This seemingly innocuous door issues a shrill alarm when an unknown creature walks through it.*

**Wondrous Item** 520 gp

**Property:** You can spend 1 minute to attune any number of individuals to this door. When a creature other than an attuned individual walks through the door, a shrill alarm sounds and doesn't stop for 1 hour, until that creature leaves through the door, or you command the door to be silent.

### Door Warden — Level 12

*The ornamental face on this door interrogates and introduces your visitors.*

**Wondrous Item** 13,000 gp

**Property:** Cast in the shape of a face, this door ornament is aware of its surroundings and able to speak. When you install a *door warden* on a portal, the door gains resist 10 to all damage and 40 additional hit points, and can be opened or closed at will by the warden as a minor action. The *door warden* judges when to open the door or keep it sealed based on your instructions and can communicate with you telepathically if you're on the same plane.

### Feast Table — Level 9

*This magnificent round oak table seats twelve and provides a magnificent banquet for all present.*

**Wondrous Item** 4,200 gp

**Power (At-Will):** Standard Action. A delicious feast for twelve people appears on the table.

**Power (At-Will):** Standard Action. All remnants of the feast vanish, and the table sparkles with cleanliness.

*Cask of liquid gold and vagabond's dice*

KIERAN YANNER (2)

## Gorgonblood Mortar Level 22

*Integrating this special mortar into your wall grants it a metaphysical denseness.*

**Wondrous Item** 325,000 gp

**Property:** You can use this mortar in the construction of up to 10 contiguous squares of a wall. Creatures that have phasing can't pass through walls so constructed.

## Holy Shrine Level 23

*Minor angels attend this shrine, allowing you to refocus your divine power for other purposes.*

**Wondrous Item** 425,000 gp

**Property:** When you spend 24 hours in prayer at the shrine, you can replace one divine power as if you had gained a level and retrained. After you use this property, you can't use it again until you gain a level.

## Loadstone Statue Level 14

*This statue usually takes the form of a dwarf paladin crouched in a defensive stance.*

**Wondrous Item** 21,000 gp

**Property:** Any creature within 5 squares of this statue can't shift.

**Property:** Any marked creature within 5 squares of this statue takes a -3 penalty (instead of the normal -2 penalty) to attack rolls when making an attack that doesn't include the creature that marked it.

## Magic Drawbridge Level 13

*This iron-banded drawbridge resizes to fit the portal it's placed in, then raises or lowers with a single word.*

**Wondrous Item** 17,000 gp

**Property:** You can command this drawbridge to raise or lower as a free action. You must be able to see the drawbridge to activate it, and it neither rises if any creature is on it nor lowers if any creature is under it.

## Magic Weapon Rack Level 25

*This heavy oak weapon rack recharges weapons and implements stored on it.*

**Wondrous Item** 625,000 gp

**Power (Daily):** Use this power during a short rest. The daily power of a single weapon or implement stored on the rack is recharged.

## Mirror of Deception Level 18

*When you stand before this wrought-iron framed mirror, you can change your looks to reflect your every whim.*

**Wondrous Item** 85,000 gp

**Power (At-Will ✦ Illusion):** Standard Action. You gain the appearance of a member of any humanoid race of the same size category as you. Your clothing and equipment alter appearance as you desire. The illusion doesn't alter sound or texture, so a creature listening to you or touching you might detect the illusion. The illusion lasts until you leave the lair where the mirror resides, or until you end the effect as a free action.

***Door warden***

## Ritualist's Lectern Level 12

*This heavy teak lectern is engraved with runes and patterns of arcane power.*

**Wondrous Item** 13,000 gp

**Property:** When you use this lectern to master a ritual, reduce the time necessary to 4 hours, and you can master rituals of a level equal to or less than your level + 2.

**Power (At-Will):** Standard Action. Use this power before performing a ritual that you have mastered. Performing the ritual takes half the normal time. This power has no effect on the time it takes to perform a ritual from a scroll.

## Sacred Glade Level 23

*This clearing surrounds a sacred tree. When you meditate by the tree, you can refocus your primal powers.*

**Wondrous Item** 425,000 gp

**Property:** When you spend 24 hours in contemplation in the glade, you can replace one primal power as if you had gained a level and retrained. After you use this property, you can't use it again until you gain a level.

## Shiftstone Level 8

*Building these stones into your home removes handholds from would-be intruders.*

**Wondrous Item** 3,400 gp

**Property:** The DC of Athletics checks to climb a building incorporating *shiftstone* increases by 10. To gain this benefit, a house requires one batch of *shiftstone* during construction, a mansion requires five batches, and a castle or larger structure requires twenty-five batches.

*Holy shrine*

## Shining Sundial — Level 10

*This gem-studded silver sundial reflects light brilliantly, amplifying radiant effects.*

**Wondrous Item** 5,000 gp

**Property:** This sundial must be placed in a location where it receives natural light while the sun is up. When you use a radiant attack power, until the end of your next turn, creatures within 10 squares of the sundial gain a +1 bonus to attack rolls and a +3 bonus to damage rolls.

## Silence-Warded Room — Level 4

*This lush chamber offers privacy for your conversations.*

**Wondrous Item** 840 gp

**Property:** When you speak a command word as a free action, creatures outside the room attempting to listen to sounds originating in the room take a -10 penalty to Perception checks until you end the effect with another free action. Creatures within the room can hear sounds originating outside the room as normal.

## Spying Mirrors (pair) — Level 18

*You look into one mirror and see out of its twin.*

**Wondrous Item** 85,000 gp

**Power (At-Will):** Standard Action. When each of these mirrors is affixed to a solid structure and you're adjacent to one of the mirrors, you can see and hear through the other mirror as if you were in its square until the start of your next turn. If you choose, creatures adjacent to the other mirror can also see and hear through yours.

**Special:** Spying mirrors are generally created as a matched pair, each mirror attuned to the other. One or more other mirrors can be attuned to both mirrors of a pair, allowing you to use this item's at-will power to look out through any one of the mirrors of the set (add 42,500 gp to the price for each additional mirror attuned). A single mirror can belong to only one set of *spying mirrors*.

## Sun Globe — Level 1

*After being installed in a socket on the wall or ceiling, these fist-sized crystal globes shed light when commanded.*

**Wondrous Item** 360 gp

**Property:** You can command this item to shed bright or dim light either 5 or 10 squares in all directions as a free action (or to shed no light).

HOWARD LYON

### Teleportation Disk — Level 14

*Usually set in the floor, this large, ornately inscribed teleportation circle moves you quickly around your domicile.*

**Wondrous Item** 21,000 gp

**Power (At-Will ✦ Teleportation):** Move Action. When you speak a command word while standing on the disk, you teleport to any location in the same residence or structure as a move action.

### Throne of Dominion — Level 12

*This throne is carved with ornate filigree and reliefs showing a king ruling over subjects that span the chair's entire surface.*

**Wondrous Item** 13,000 gp

**Property:** While you sit on the throne, when a creature you can see attempts to deceive, disobey, or betray you, it is stunned (save ends). All creatures you can see take a -3 penalty to attack rolls that target your Will.

**Power (Daily ✦ Charm):** Standard Action. Make an attack: Ranged sight; Charisma + 5 vs. Will; on a hit, the target is dominated until the end of your next turn.

### Throne of Grandeur — Level 18

*This magnificent carved stone throne is decorated with symbols and images of nobility and heroism.*

**Wondrous Item** 85,000 gp

**Property:** While you sit on the throne, you gain a +4 item bonus to Diplomacy checks, Insight checks, and Intimidate checks.

### Vigilant Gargoyle — Level 17

*This ghastly stone gargoyle looks like a typical church decoration, but it's much more than that.*

**Wondrous Item** 65,000 gp

**Power (At-Will):** Minor Action. You can perform this action from anywhere on the same plane as the structure in which this gargoyle is installed. Until the end of your next turn, you see through the eyes of the *vigilant gargoyle* as though you were in its square. While under the effect of this power, you're considered blinded in your current location.

## THRONE OF DOMINION

For ages, monarchs and despots have used *thrones of dominion* to sway the thoughts and opinions of their subjects. Stories of the first throne's creation are inconsistent—it's a defining characteristic of the item that it inspires loyalty in followers, who refuse to believe that any other ruler but their own could have produced such a marvel. Prominent in places where rulers have or had few qualms about maintaining control using magic, *thrones of dominion* were an integral part of the tiefling empire of Bael Turath, and they can be found today in many drow cities and githyanki citadels.

**Depose the Tyrant:** Anyone who has a number of loyal followers in sway might have a *throne of dominion*. It's said that Ravel the Ruthless sits on an expensive throne in his hold, and should he be dethroned, none would be saddened.

### Watchful Eye — Level 12

*Taking the form of some lesser gem in the eye socket of an idol, or just stuck in the middle of a wall, this spy reports all that it sees back to its master.*

**Wondrous Item** 13,000 gp

**Property:** When a creature enters this eye's line of sight, the eye telepathically warns you of the creature's presence and provides a description, as long as you are on the same plane as the eye.

### Window of Deception — Level 3

*A glance through this fine glass window reveals whatever you desire.*

**Wondrous Item** 680 gp

**Power (At-Will ✦ Illusion):** Standard Action. You create an illusion seen by any creature looking through the window. The illusion is static and remains until the window is broken or opened, or until you or another creature changes the illusion or ends it with another standard action. When no illusion is presented, creatures see through the window normally. The window can maintain a separate illusion in each direction, and a character using the window can change either or both at once.

### Window of Escape — Level 2

*When you need to get out of a room in a hurry, this unremarkable window is your best escape.*

**Wondrous Item** 520 gp

**Property:** When you jump or fall out of this window, you take no damage when you hit the ground, regardless of the distance.

# Tattoos

*Whether you call them tats, ink, or body art, magic tattoos are far more than simple aesthetics.*

As a mark of group identity, tattoos help distinguish and empower sects, tribes, guilds, and philosophies. As a personal art form, tattoos can be as aggressive, flamboyant, or delicate as you desire. Given how much a tattoo can represent to the person wearing it, it's no surprise that various cultures have learned to infuse those tattoos with magic.

Choosing a magic tattoo entails more than picking out an enchanted tool that is easy to hide and difficult to remove. It changes something about your nature in a subtle way. Magic tattoo effects interact with a character's intrinsic properties, such as healing surges or action points.

One's mortal form can contain only a small amount of foreign magic, however, so a character can have only one magic tattoo at a time.

## Obtaining a Tattoo

Magic tattoos are created in a fashion similar to other body art—special inks, enchanted needles, or both are used in the performance of an Enchant Magic Item ritual. A ritual performer can imbue a pattern being tattooed in his or her skin by another creature as well.

Although some cultures consider the act of creating the art with a needle to be central to activating the magic of a tattoo, other means to acquire ink exist. Eladrin are known for their habit of altering the skin through magic rather by using needles and ink. Other creatures avoid the needle by painting a tattoo on with a delicate brush, then magically fusing it with the skin.

Tattoo stones can be discovered in treasure hoards and lost cities. Each displays a pattern or image on a flat surface. To transfer the tattoo, a character presses that surface against his or her skin and activates it as part of an extended rest. The tattoo appears on the character's skin where it was applied, and the tattoo stone loses its magic.

Characters can also acquire magic tattoos through agencies other than their own. A captive hero can wake up bearing a magic tattoo; another character might be forced to accept one through extortion. Such gifts are still magical and beneficial but almost always serve another purpose as well.

Magic tattoos can be removed only through the use of the Disenchant Magic Item ritual (*Player's Handbook*, page 304), which requires the bearer of the tattoo to be willing or helpless for the duration of the ritual. At the ritual performer's discretion, the ritual can dissolve the magic and leave the tattoo, or it can remove the art completely.

## Tattoos of Blood

Tattoos of blood react when you take severe wounds. They are worn over important channels of life energy, such as the jugular, wrist, heart, or the body's various meridians.

### Backlash Tattoo — Level 9

*Boars, sharks, and other creatures that enter a frenzy when wounded are used for this tattoo.*

**Wondrous Item** 4,200 gp
**Property:** The first time you're bloodied during an encounter, you can make a basic attack as an immediate reaction.

***Backlash tattoo***

### Escape Tattoo — Level 3

*Broken chains and skeleton keys are popular images for this tattoo.*

**Wondrous Item** 680 gp
**Property:** When a nonminion enemy scores a critical hit against you and deals damage, you can teleport 3 squares as a free action.

### Reinforcement Tattoo — Level 9

*Kobolds, rabbits, and other quick-breeding creatures are shown in this tattoo.*

**Wondrous Item** 4,200 gp
**Property:** When a nonminion enemy scores a critical hit against you and deals damage, you can teleport each ally you can see to a space within 3 squares of you as a free action.

### Resurgence Tattoo — Level 27

*Creatures that return from defeat, such as the phoenix, are popular images for this tattoo.*

**Wondrous Item** 1,625,000 gp
**Property:** When a nonminion enemy scores a critical hit against you and deals damage, you regain the use of an encounter attack power that you have already used during this encounter.

### Strikeback Tattoo — Level 9

*A viper is commonly part of this tattoo.*

**Wondrous Item** 4,200 gp
**Property:** When a nonminion enemy scores a critical hit against you and deals damage, you gain a +2 bonus to attack rolls against that enemy until the end of the encounter.

### Tattoo of Arcane Blood — Level 4+

*Rods, orbs, the eye of Ioun, and other images symbolic of magic are used for this tattoo.*

Lvl 4 840 gp Lvl 24 525,000 gp
Lvl 14 21,000 gp
**Wondrous Item**
**Property:** The first time you're bloodied during an encounter, you deal 3 force damage to the enemy that bloodied you.
*Level 14:* 6 force damage.
*Level 24:* 14 force damage.

### Tattoo of the Escape Artist — Level 8

*Broken handcuffs and torn straitjackets are popular for this tattoo.*

**Wondrous Item** 3,400 gp
**Property:** When a nonminion enemy scores a critical hit against you and deals damage, you gain the ability to teleport 1 square as a minor action until the end of the encounter.

ED COX

### Tattoo of the Wolverine — Level 7+

*This tattoo is invariably a wolverine, snarling and bloody.*

Lvl 7 2,600 gp — Lvl 27 1,625,000 gp
Lvl 17 65,000 gp

**Wondrous Item**

**Property:** The first time you're bloodied during an encounter, you gain a +1 bonus to your next attack roll and a +2 bonus to your next damage roll before the end of the encounter.

*Level 17:* +4 bonus to your next damage roll.
*Level 27:* +6 bonus to your next damage roll.

### Tattoo of Vengeance — Level 5+

*This tattoo shows wicked-looking blades and bolts of lightning, representing the comeuppance you will extract.*

Lvl 5 1,000 gp — Lvl 25 625,000 gp
Lvl 15 25,000 gp

**Wondrous Item**

**Property:** When a nonminion enemy scores a critical hit against you and deals damage, you gain a +3 bonus to damage rolls against that enemy until the end of the encounter.

*Level 15:* +6 bonus to damage rolls.
*Level 25:* +9 bonus to damage rolls.

## Tattoos of Bond

Bonding tattoos bring a tight-knit group even closer. They're a way of declaring permanent allegiance above all else and are worn in visible locations, such as the neck, face, or hands. Tattoos of bond borrow mechanics and appearances from other sorts of tattoos, but more than one character must have the same tattoo for any mark to work. Each character's tattoo bears the same image or follows a clear symbolic theme.

### Quick-Step Tattoo — Level 7

*Cheetahs, panthers, and other fast predators serve well for these tattoos.*

**Wondrous Item** 2,600 gp

**Property:** When you spend an action point to take an extra action, each ally you can see who also has a *quick-step tattoo* can shift 1 square as a free action.

### Tattoo of Bonded Defense — Level 6

*One hero standing before a wounded ally is perfect for these tattoos.*

**Wondrous Item** 1,800 gp

**Property:** The first time you're bloodied during an encounter, each ally you can see who also has a *tattoo of bonded defense* can shift 1 square closer to you as an immediate reaction.

### Tattoo of Bonded Escape — Level 6

*The image of a surly dwarf holding a corridor while allies escape works well for these tattoos.*

**Wondrous Item** 1,800 gp

**Property:** The first time you're bloodied during an encounter, each ally you can see who also has a *tattoo of bonded escape* can shift 1 square farther from you as an immediate reaction.

### Tattoo of Shared Consequence — Level 10

*These tattoos usually display a hero taking a wound for another.*

**Wondrous Item** 5,000 gp

**Property:** When a nonminion enemy scores a critical hit against you and deals damage, one ally who also has a *tattoo of shared consequence* and is in the attack's range can choose to reduce the damage you take from that attack by any amount and take that amount of damage.

### Tattoo of Shared Vengeance — Level 10

*Swords, axes, implements, or other tools of war crossed in brotherhood serve well for these tattoos.*

**Wondrous Item** 5,000 gp

**Property:** When a nonminion enemy scores a critical hit against you and deals damage, each ally you can see who also has a *tattoo of shared vengeance* can make a basic attack against that enemy as a free action.

***Tattoos of shared vengeance***

WAYNE ENGLAND

### Tattoo of the Shared Heart — Level 14+

*These marks resemble something dear, something to fight on for.*

Lvl 14 21,000 gp — Lvl 24 525,000 gp

**Wondrous Item**

**Property:** When you use your second wind, each ally you can see who also has a *tattoo of the shared heart* regains 5 hit points.

*Level 24:* 10 hit points.

### Teamstrike Tattoo — Level 11

*These tattoos frequently show wolves acting as a pack.*

**Wondrous Item** 9,000 gp

**Property:** When you spend an action point to make an attack, each ally you can see who also has a *teamstrike tattoo* gains a +2 bonus to attack rolls against the first target of your attack until the end of your next turn.

## Tattoos of Heart

Tattoos of heart deal with health and healing surges. They're generally worn over the heart or the waist chakra, an area that most cultures consider the seat of the body's energy.

### Eager Hero's Tattoo — Level 10+

*Scenes showing one warrior against many or a lone victorious hero are popular for this tattoo.*

Lvl 10 5,000 gp — Lvl 30 3,125,000 gp
Lvl 20 125,000 gp

**Wondrous Item**

**Property:** When you take a short rest, you gain temporary hit points equal to 5 + the number of healing surges you have spent since your last extended rest.

*Level 20:* 10 + twice the number of healing surges you have spent since your last extended rest.

*Level 30:* 15 + three times the number of healing surges you have spent since your last extended rest.

### Ironheart Tattoo — Level 8+

*Ironheart tattoos represent in symbol or image how the bearer can't be conquered.*

Lvl 8 3,400 gp — Lvl 28 2,125,000 gp
Lvl 18 85,000 gp

**Wondrous Item**

**Property:** When you spend a healing surge, you gain resistance against the next damage dealt to you equal to the number of healing surges you have spent since your last extended rest.

*Level 18:* Twice the number of healing surges you have spent since your last extended rest.

*Level 28:* Three times the number of healing surges you have spent since your last extended rest.

### Long-Battle Tattoo — Level 7

*This tattoo is often depicted as a shield surrounded by weapons.*

**Wondrous Item** 2,600 gp

**Property:** When you hit with a daily attack power, you gain a bonus to the damage roll equal to the number of healing surges you have spent since your last extended rest.

*Curse eye tattoo*

HOWARD LYON

### Strongheart Tattoo — Level 8+

*This image shows why the hero fights on.*

Lvl 8 3,400 gp — Lvl 28 2,125,000 gp
Lvl 18 85,000 gp

**Wondrous Item**

**Property:** When you spend a healing surge, you regain extra hit points equal to the number of healing surges you have spent since your last extended rest.

*Level 18:* Twice the number of healing surges you have spent since your last extended rest.

*Level 28:* Three times the number of healing surges you have spent since your last extended rest.

### Tattoo of the Unlucky — Level 7

*Broken coins, three-leaf clovers, mirror shards, or all three do nicely for this tattoo.*

**Wondrous Item** 2,600 gp

**Property:** When you miss with a daily attack power that has an effect on a miss, that effect deals extra damage equal to the number of healing surges you have spent since your last extended rest.

## Tattoos of Spirit

Tattoos of spirit grant manifest heroism in moments when a character strives for greatness, adding effect to action points. They are worn in many places and have great variety.

### Breakchain Tattoo — Level 13+

*One broken link is enough for the symbolism, but many use a full chain.*

Lvl 13 17,000 gp — Lvl 23 425,000 gp
**Wondrous Item**
**Property:** When you spend an action point to take an extra action, you ignore immobilizing, restraining, and slowing effects on you until the end of your turn.
*Level 23:* You can also end one effect on you that is immobilizing, restraining, or slowing you.

### Curse Eye Tattoo — Level 8

*This tattoo is a small eye, often in the center of the forehead, which blinks when used.*

**Wondrous Item** 3,400 gp
**Property:** When you spend an action point to take an extra action, one enemy within 10 squares of you that you can see takes a -2 penalty to saving throws (save ends).

### Demonskin Tattoo — Level 3+

*Not all societies understand that tattooing a portion of demonskin onto your body isn't an evil act.*

Lvl 3 680 gp — Lvl 23 425,000 gp
Lvl 13 17,000 gp
**Wondrous Item**
**Property:** When you spend an action point to take an extra action, choose acid, cold, fire, lightning, or thunder. You gain resist 5 to the chosen damage type until the end of the encounter.
*Level 13:* Resist 10.
*Level 23:* Resist 15.

### Distracting Tattoo — Level 6

*Any small, bright image in a highly visible place is sufficient.*

**Wondrous Item** 1,800 gp
**Property:** When you spend an action point to take an extra action, you end any mark affecting you.

### Fireheart Tattoo — Level 4+

*As you call upon its power, flames flare and twist around the heart at the center of this tattoo.*

Lvl 4 840 gp — Lvl 24 525,000 gp
Lvl 14 21,000 gp
**Wondrous Item**
**Property:** When you spend an action point to take an extra action, you gain 5 temporary hit points.
*Level 14:* 10 temporary hit points.
*Level 24:* 15 temporary hit points.

### Fleet Hero Tattoo — Level 8+

*This mark often takes the form of wings tattooed on the ankles.*

Lvl 8 3,400 gp — Lvl 28 2,125,000 gp
Lvl 18 85,000 gp
**Wondrous Item**
**Property:** When you spend an action point to take an extra action, you gain a +1 bonus to speed until the end of your next turn.
*Level 18:* +2 bonus to speed.
*Level 28:* +3 bonus to speed.

### Ghostwalk Tattoo — Level 26

*Artists paint this tattoo using vague or amorphous designs and avoiding color.*

**Wondrous Item** 1,125,000 gp
**Property:** When you spend an action point to take an extra action, until the end of your turn you gain phasing and become insubstantial.

### Greatwing Tattoo — Level 18+

*A wing, a feather, or any winged creature—dragons or couatls are popular—will do for this tattoo.*

Lvl 18 85,000 gp — Lvl 28 2,125,000 gp
**Wondrous Item**
**Property:** When you spend an action point to take an extra action, you also gain a fly speed equal to your speed until the end of your turn.
*Level 28:* You gain a fly speed equal to your speed + 6.

# CONSUMABLES

*An experienced adventurer keeps an unpredictable assortment of magic nearby. It helps counter the unpredictable trouble that predictably befalls him.*

Use it, and it's gone. That's the nature of a consumable item, and for that reason some put off using such an item because it could be useful in the future. But because there might be no tomorrow— sometimes literally—the bold adventurer knows that a dead hero drinks no potions and quaffs the draught when he or she has the chance.

This section is divided into three groups. First are potions, elixirs, and other sundry one-shot items. Second are reagents that can be used to improve specific types of powers. Third are immurements, which are powerful one-shot items that reshape the landscape when used.

## Reagents

### Clay of Creation — Level 7+

*Your summoned creatures are tougher when you use this material.*

Lvl 7 100 gp — Lvl 27 65,000 gp
Lvl 17 2,600 gp
**Reagent**
**Power (Consumable):** Free Action. You expend this reagent when you use a summoning power of up to 5th level. The summoned creature gains 5 temporary hit points, and the first time it misses with an attack, you reroll that attack roll but must use the second result.
*Level 17:* Power of up to 15th level, 10 temporary hit points.
*Level 27:* Power of up to 25th level, 15 temporary hit points.

### Flash Flower — Level 11+

*This flower, which is sometimes found near lightning-struck ground, contains electrical magic.*

Lvl 11 350 gp Lvl 21 9,000 gp
**Reagent**

**Power (Consumable):** Free Action. You expend this reagent when you hit with a lightning power of up to 7th level. You choose one target hit by the attack. It's also blinded until the end of your next turn. This reagent has no effect if the power already blinds the target.
*Level 21:* Power of up to 17th level.

### Rust Bark — Level 11+

*When ground into a fine dust, this reddish tree bark expands the area of your powers.*

Lvl 11 350 gp Lvl 21 9,000 gp
**Reagent**

**Power (Consumable):** Free Action. You expend this reagent when you use an area burst power of up to 5th level that has a damage keyword. The size of the burst increases by 1.
*Level 21:* Power of up to 15th level.

### Silver Sand — Level 8+

*Your healing powers become more effective after you coat your hands with this fine sand.*

Lvl 8 125 gp Lvl 28 85,000 gp
Lvl 18 3,400 gp
**Reagent**

**Power (Consumable ✦ Healing):** Free Action. You expend this reagent when you use a healing power of up to 6th level. The target of the power regains 5 additional hit points.
*Level 18:* Power of up to 16th level, 10 additional hit points.
*Level 28:* Power of up to 26th level, 15 additional hit points.

*Silver sand*

### Vortex Stone — Level 8+

*This stone from the Shadowfell imbues your conjurations with a magical field that saps your foes' strength.*

Lvl 8 125 gp Lvl 28 85,000 gp
Lvl 18 3,400 gp
**Reagent**

**Power (Consumable):** Free Action. You expend this reagent when you use a conjuration power of up to 6th level. While the conjuration is in effect, enemies adjacent to it take a –2 penalty to attack rolls.
*Level 18:* Power of up to 16th level.
*Level 28:* Power of up to 26th level.

## Immurements

An immurement is a rare form of magical prison that contains a place that has been sealed away from the rest of the world. The enchantments placed on immurements are fragile; when an immurement's power is expended in a blast, it releases the terrain and effects contained within it into the blast area for a short time.

Each immurement description provides the features of the terrain and effects contained within it. Refer to the illustration of each immurement for placement of specific terrain.

DMs should be careful with allowing immurements into a game, because they can render lovingly crafted set pieces less memorable. For a group using one, it's useful to have the new terrain prepared in advance and ready for use, whether it's printed out, drawn on a battle mat, or laid out in *D&D™ Dungeon Tiles*.

### Immurement of Baleful Gossamer

Skasshaa was a demonweb terror spider of great age, might, and arrogance. She ruled her domain with eager ruthlessness, allowing no creature to enter her lair and live.

When she returned from a week-long hunt one morning, she discovered a mortal of noble mien waiting for her amid her trophies. He declared that his people had hunted her for generations, and now her punishment was at hand. The mortal was prepared, and their battle was short. He fashioned the clear sphere of one of her many eyes into an immurement that contained her domain, sealing away the heart of the region's evil so that the land could recover.

**Skasshaa Returns:** Less one eye and a century's worth of pride, Skasshaa hunts again for what was taken from her body and from her domain. She seeks those who have an *immurement of baleful gossamer* and is tearing through mortal civilization in her search.

**Protect the Immurement:** The mortal who created the immurement concealed it within a temple in an altar to Sehanine. Stories say that the immurement waits for a new hero to release it from the altar when Skasshaa returns to the world. But rumors also hint that the temple is now guarded by blackspawn gloomwebs and an elder black dragon that rules over them.

CHRIS SEAMAN

*Immurement of arcane suspension*

## Immurement of Arcane Suspension Level 24

*This chunk of earth feels as light as a feather.*

**Other Consumable** 21,000 gp

**Power (Daily):** Move Action. You can move 4 squares vertically and then 1 square horizontally. At the start of your next turn, you float safely to the ground. This power is lost when you use the immurement's consumable power.

**Power (Consumable):** Standard Action. You destroy this immurement and change the terrain in a close blast 8 until the end of the encounter. Replace the terrain in the blast with the following terrain and effects.

- ✦ The marked areas tear themselves free of the ground (and any moorings they're attached to) and rise to float 4 squares above the ground. A creature on one of these floating sections has cover against creatures on the ground.
- ✦ There are shallow pits where the ground pulls away. Treat these areas as difficult terrain.
- ✦ At the start of your turn, shift each floating object 1 square in any direction. Creatures on the object move with it.
- ✦ The other terrain in the area doesn't change.

**Special:** Using this item counts as a use of a magic item daily power.

## Immurement of Baleful Gossamer Level 28

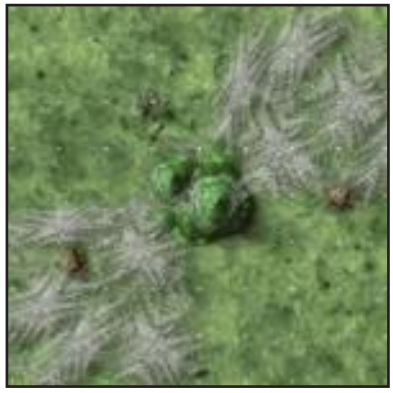
*A tree surrounded by cobwebs is visible within this soft, clear sphere.*

**Other Consumable** 85,000 gp

**Power (Consumable):** Standard Action. You expend this immurement and change the terrain in a close blast 8 until the end of the encounter. Replace the terrain in the blast with the following terrain and effects.

- ✦ Squares filled with webs are difficult terrain.
- ✦ The tree in the center of the area is difficult terrain that costs 2 extra squares to enter and provides cover.
- ✦ When a creature starts its turn in a web square, you make an attack against that creature: +27 vs. Reflex; on a hit, the target is immobilized until the start of its next turn. On a miss, the target is slowed until the start of its next turn.

**Special:** Using this item counts as a use of a magic item daily power.



*Immurement of baleful gossamer*

## Immurement of Seething Scoria Level 26

*You transplant a section of a great lava lake into the battlefield by shattering this hunk of obsidian.*

**Other Consumable** 45,000 gp

**Power (Consumable):** Standard Action. You expend this immurement and change the terrain in a close blast 4 until the end of the encounter. Replace the terrain in the blast with the following terrain and effects.

- ✦ Squares of lava are difficult terrain.
- ✦ When a creature starts its turn in a lava square, you make an attack against that creature: +30 vs. Reflex; on a hit, the target takes 3d8 fire damage, and ongoing 10 fire damage (save ends).

**Special:** Using this item counts as a use of a magic item daily power.

*Immurement of seething scoria*

## RPGA PLAY ADVICE

When participating in an RPGA® event, a player who wants to use an immurement has a responsibility to the other players, the DM, and the event organizers to make this complex item operate as efficiently as possible. The responsibility is on the player to have a usable map, either drawn clearly to scale or constructed from *Dungeon Tiles*, to place on the table when he or she invokes the power of the immurement. Otherwise, play slows as a new map must be constructed and the game threatens to exceed its allotted time. Players can find printable maps for the items described in this section on the *D&D™ Insider* web site at www.dndinsider.com.

*Immurement of the abandoned throne*

### Immurement of the Abandoned Throne Level 24

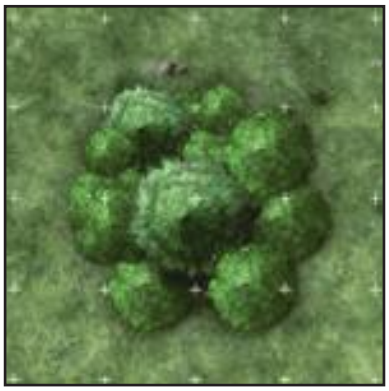
*This marred bronze scepter has had the sigil of the kingdom it once represented scratched off its surface.*

**Other Consumable** 21,000 gp

**Power (Consumable):** Standard Action. You expend this immurement and change the terrain in a close blast 4 until the end of the encounter. Replace the terrain in the blast with the following terrain and effects.

- ✦ The dais is 1 square higher than the ground. Entering the dais from the ground costs 1 extra square of movement.
- ✦ Any creature that starts its turn within 2 squares of the throne is dazed until the end of its turn.

**Special:** Using this item counts as a use of a magic item daily power.



*Immurement of the blood vine*

### Immurement of the Blood Vine Level 24

*When this branch from the holly tree that always bears new growth is snapped, it spawns what was once the heart of a forest.*

**Other Consumable** 21,000 gp

**Power (Consumable):** Standard Action. You expend this immurement and change the terrain in a close blast 4 until the end of the encounter. Replace the terrain in the blast with the following terrain and effects.

- ✦ Small tree squares provide cover to creatures in them. The large tree square is a solid obstacle.
- ✦ At the start of your turn, you can have vines on the tree wrap up a creature. Make an attack against one enemy within 2 squares of the tree: +27 vs. Reflex; on a hit, the target is pulled adjacent to the tree, and is restrained and takes ongoing 10 damage (save ends both).

**Special:** Using this item counts as a use of a magic item daily power.

### Immurement of the Dragon Boneyard Level 25

*A miniature boneyard, complete with a massive dragon skull in the center, is visible within this crystal sphere.*

**Other Consumable** 25,000 gp

**Power (Consumable):** Standard Action. You expend this immurement and change the terrain in a close blast 4 until the end of the encounter. Replace the terrain in the blast with the following terrain and effects.

- ✦ The area has natural illumination providing dim light.
- ✦ The squares filled with bones on the ground level are difficult terrain.
- ✦ The dragon skull platform is 2 squares higher than the ground (Athletics DC 26 to climb).
- ✦ At the start of your turn, make an attack against each enemy on a bone square: +30 vs. AC; on a hit, the target takes 2d10 + 5 damage, and you slide the target 1 square (as bones shift and move it).

**Special:** Using this item counts as a use of a magic item daily power.

*Immurement of the dragon boneyard*

## IMMUREMENT OF THE DRAGON BONEYARD

Arnod the Loyal returned to his home of Greatfalls one late spring to discover that disaster had befallen the town. A dragon had passed through, slaying the living and destroying the crypt that contained all the town's ancestors.

After overcoming his grief, Arnod succumbed to vengeance. At great risk, he sought out the remains of the dragon's ancestors and bound their bones, piece by piece, within a small crystal sphere. His task complete, he made his desecration known to the dragon and then concealed the immurement.

**Acquire Musty Maps:** Rumors say that Arnod the Loyal changed the sphere into a pile of maps, each depicting a portion of the realm contained within the sphere, and then scattered the scraps of paper across the world. If true, collecting and reuniting all the maps would reveal an *immurement of the dragon boneyard*.

**Continued Vengeance:** The dragon that Arnod sought vengeance against has recovered the sphere containing her ancestors and is pondering the best way to safely retrieve the remains. Arnod's descendants are looking for a band of heroes to retrieve the sphere and dare her displeasure.

*Immurement of the mordant hideaway*

## Immurement of the Mordant Hideaway Level 28

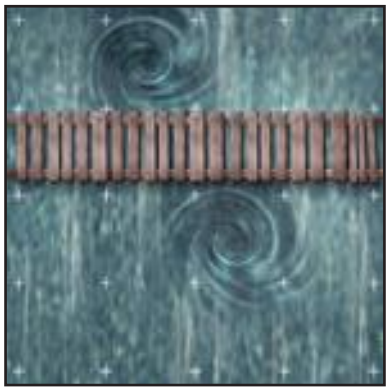
*This hunk of stone contains a cavern interior dotted with small pools of bubbling acid that occasionally geyser.*

**Other Consumable** 85,000 gp

**Power (Consumable):** Standard Action. You expend this immurement and change the terrain in a close blast 4 until the end of the encounter. Replace the terrain in the blast with the following terrain and effects.

- ✦ The upper shelf is 2 squares higher than the lower section of ground (Athletics DC 28 to climb)
- ✦ The pools of acid are difficult terrain, and any creature moving into a pool or starting its turn in one takes 3d6 acid damage.
- ✦ At the start of your turn, roll a d6 for each acid pool. On a 6, make an attack: Close burst 1; +32 vs. Reflex; on a hit, the target takes 3d8 + 5 acid damage, and a -4 penalty to AC and ongoing 10 acid damage (save ends both).

**Special:** Using this item counts as a use of a magic item daily power.



*Immurement of the vengeful river*

*Immurement of the strident statuary*

## Immurement of the Strident Statuary Level 28

*A finely appointed hall shimmers into existence, surrounding combatants with sentient statues that carry vicious swords.*

**Other Consumable** 85,000 gp

**Power (Consumable):** Standard Action. You expend this immurement and change the terrain in a close blast 8 until the end of the encounter. Replace the terrain in the blast with the following terrain and effects.

- ✦ The platform is 1 square higher than the ground. Entering a platform square from the ground costs 1 extra square of movement.
- ✦ Healing effects used on you or your allies within the blast heal an additional 4d6 hit points.
- ✦ Your enemies' movement provokes opportunity attacks from the statues. Make an attack: +35 vs. AC; on a hit, the target takes 2d8 + 8 damage, and if the target is moving, it ends its movement.

**Special:** Using this item counts as a use of a magic item daily power.

## Immurement of the Vengeful River Level 26

*When you use this immurement, it spawns a roaring river that appears from an unknown source and runs off in all directions.*

**Other Consumable** 45,000 gp

**Power (Consumable):** Standard Action. You expend this immurement and change the terrain in a close blast 4 until the end of the encounter. Replace the terrain in the blast with the following terrain and effects.

- ✦ The water squares are 2 squares deep. A DC 20 Athletics check is required to swim in this water.
- ✦ At the start of your turn, slide each creature in the water 1 square toward the south end of the area. Then slide each creature adjacent to a whirlpool into a whirlpool square. Then pull each creature in a whirlpool square down 1 square.
- ✦ The bridge is 1 square above the water. It's normal terrain and provides cover against creatures in the water.
- ✦ The water disperses normally after the encounter.

**Special:** Using this item counts as a use of a magic item daily power.

## IMMUREMENT OF THE MORDANT HIDEAWAY

The rocky cave contained in this pitted ball of stone was once the seat of power for the black dragon Akzosial. According to legend, the dragon was away from its lair when a group of heroes stole the heart of the cave, which contained the power to make Akzosial immortal. Though the dragon raged, the immurement was never recovered .

**Theft of Akzosial's Power:** A famed dragon slayer and her followers seek an *immurement of the mordant hideaway*, believing they can use it in a ritual to steal Akzosial's might. The dragon who currently holds the immurement approaches the heroes. He asks the group to keep the immurement from falling into the dragonslayer's hands.

# Item Sets

**Some magic** items were made to work together. When all the items belonging to a set are collected and wielded in unison, their power becomes greater than the sum of their parts. Depending on how much of a magic item set has been assembled, its collective items can grant additional qualities, different properties, and new powers to their wielders.

A magic item set contains four or more items that a character or a party can collect. Each set has at least one set benefit that is revealed when a minimum number of the set's items are used together. Some set items also have individual properties or effects that depend on the number of other set items being used.

When a set benefit grants a daily power, using that power doesn't count toward the limit of magic item daily powers a character can use in a day.

To qualify for an item set's benefits, a character must be wielding or wearing one or more items from the set. A stowed item (for example, a magic cloak stuffed in a pack) doesn't count toward a set's benefits (though a sheathed weapon is considered to be worn). Wondrous items are an exception and need only be carried in order for a character to gain an item set's benefits.

Each magic item in a set can stand alone. No item needs to be used with another of its set to function.

This chapter provides item sets in four varieties.

- **Heroic Tier Item Sets:** A character just starting his or her adventuring career can benefit from the additional power granted by these item sets.
- **Paragon Tier Item Sets:** As a character becomes an elite representative of a chosen path, one of these item sets can add to his or her reputation.
- **Epic Tier Item Sets:** The mightiest heroes deserve the most fantastic panoply of items.
- **Group Item Sets:** These item sets are meant to be used by an entire party at various levels of play.

SEAN "MUTTONHEAD" MURRAY

# HEROIC TIER ITEM SETS

These item sets are suitable for PCs at the beginning of their adventuring careers.

## Aleheart Companions' Gear

The Aleheart Companions' Gear is a set of items first crafted for a legendary Underdark adventuring group. The items in the set were designed by dwarves for the benefit of their nondwarf allies, so that those allies might be gifted with the innate qualities of the dwarf race.

### Lore

**History DC 7:** The Aleheart Companions were members of an adventuring party that owed its start to three time-honored dwarven traditions: drinking, complaining, and taking a dare. A group of dwarf miners fed up with working for the profit of others grumbled once too often to their human, elf, and dragonborn drinking companions. The nondwarves challenged their friends to strike out and set up their own mine rather than endlessly complaining. The dwarves agreed to the challenge, provided that their friends joined them in their efforts.

**History DC 12:** Calling themselves the Aleheart Companions, the friends set off on a mission of exploration into the Underdark. However, rather than the mother lode they hoped to find, they ran into Lolth-bound goblins and bugbear raiders striking out from an area of deadly caverns known as the Howling Warrens. Using their dungeoneering knowledge to good effect, the dwarves managed to defeat their foes through cunning and ambush.

When the battle was done, the companions realized that looting their enemies yielded more profit than their honest labor ever had. Thus did this mixed bag of miners and drinkers take their first steps toward becoming legendary adventurers.

**History DC 17:** With the profits of their new trade, the dwarves of the companions commissioned magic items to help their nondwarf allies survive the Underdark. Though the Aleheart Companions have passed into history, adventuring parties specializing in the exploration of ancient ruins and the underground covet the items that bear the Companions' name.

Collecting all the Aleheart Companions' Gear enhances a dwarf's innate racial abilities, or grants dwarflike abilities to other races. Some stories suggest that a bearer of these items becomes more like a dwarf in manner and appearance, but these are most likely idle rumors.

CHRIS SEAMAN

**ALEHEART COMPANIONS' GEAR ITEMS**

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 2+ | Armor of dwarven vigor | 520 | Armor |
| 5+ | Rousing hammer | 1,000 | Weapon |
| 8 | Hammer shield | 3,400 | Arms |
| 9 | Clear-blood baldric | 4,200 | Waist |

**ALEHEART COMPANIONS' GEAR BENEFITS**

| Pieces | Benefit |
|---|---|
| 2 | You gain a +2 item bonus to Dungeoneering checks and Endurance checks. |
| 4 | You gain resist poison equal to 10 + your Constitution modifier. |

### Armor of Dwarven Vigor — Level 2+

*This armor, which appears to be crafted of chiseled stone, grants you the endurance of a dwarf warrior.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Chain, scale, plate

**Enhancement:** AC

**Power (Daily ✦ Healing):** Minor Action. You use your second wind and regain an additional 1d6 hit points per plus.

**Special:** If you're a dwarf, you can use this armor's power as a free action on your turn.

### Clear-Blood Baldric — Level 9

*The protective power of this belt guarantees that foes who hide behind the cowardice of poison will regret it.*

**Item Slot:** Waist 4,200 gp
**Property:** Nondwarf allies within 3 squares of you gain a +5 item bonus to saving throws against poison effects.

### Hammer Shield — Level 8

*The hammer sigil emblazoned on this steel shield strengthens the arm that wields a hammer in battle.*

**Item Slot:** Arms 3,400 gp
**Shield:** Any
**Property:** When you hit an enemy with an attack power using a hammer while wielding this shield, you gain a +1 bonus to all defenses until the start of your next turn.

### Rousing Hammer — Level 5+

*The wrath you deal out with this dwarven hammer instills vigor in your allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Hammer
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you hit an enemy with this weapon, each ally you can see can stand up as a free action.

# Arms of War

The Arms of War were once wielded by four generals who led their human kingdoms in battle against a great hobgoblin empire. Each general was known as the master of a different aspect of martial strategy, and the warrior who owns all their treasures gains a measure of their skill.

## Lore

**History DC 7:** In ages past, allied human kingdoms fought a hobgoblin empire in a great war that created legendary heroes on both sides. The fierce clan lords of the hobgoblin armies were opposed by four human generals, each of whom exemplified a different area of combat prowess. Korra was an expert in counterattacks. Teron's forces were unequalled in the defensive tactics of the shield wall. Juhana's troops were legendary for their skill at flanking and positioning. Mandu was the undisputed master of martial weapon training.

Though they came from different lands that had fought each other in the past, all four leaders worked together to present a unified response to the hobgoblin forces.

**History DC 12:** Through the combined efforts of the four generals, the human armies defeated the hobgoblins, though at great loss. Teron and Juhana fell while holding off the hobgoblin lines single-handedly, granting the forces they led time to regroup behind them. Korra and Mandu survived to be honored by their kingdoms and the soldiers who served them.

Over time, the human kingdoms were consolidated and their armies placed under the leadership of a single general gifted with the arms and armor of the four who had come before him. However, wars of strife and succession eventually shattered the kingdom once more, and the Arms of War were scattered across new lands.

**History DC 17:** Despite their rank, Korra, Teron, Juhana, and Mandu made it their mission to fight alongside the troops who served them, even when doing so put their own lives in danger. Collecting all the Arms of War enhances the wielder's ability to take advantage of opponents' vulnerabilities and to protect allies.

### Arms of War Items

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 5+ | Weapon of great opportunity | 1,000 | Weapon |
| 6 | Helm of exemplary defense | 1,800 | Head |
| 7 | Dual-threat gauntlets | 2,600 | Hands |
| 8 | Pincer shield | 3,400 | Arms |

### Arms of War Benefits

| Pieces | Benefit |
|---|---|
| 2 | For each two items you have from this set, you gain a +1 bonus to opportunity attack rolls. |
| 4 | You gain the *ally's opportunity* power, described below. |

### Ally's Opportunity — Item Set Power

*When your enemy drops its guard, you lash out at your foe, distracting it further to allow a nearby ally to freely fire upon it.*

**Daily**
**Free Action** **Close** burst 5
**Trigger:** You make an opportunity attack
**Target:** One ally in burst
**Effect:** The target makes a ranged basic attack against the target of your opportunity attack as a free action.

### Dual-Threat Gauntlets — Level 7

*When you and an ally fight together, the power of these gauntlets heightens both your attacks.*

**Item Slot:** Hands 2,600 gp
**Power (Daily):** Minor Action. Until the end of the encounter, while you're flanking an enemy, you and the ally flanking with you gain an additional +1 bonus to attack rolls against that enemy.

### Helm of Exemplary Defense — Level 6

*The power of this helm grants you and your allies an advantage against foes who leave themselves open.*

**Item Slot:** Head 1,800 gp
**Property:** You and each ally within 3 squares of you deal 2 extra damage when you hit with opportunity attacks.

### Pincer Shield — Level 8

*This shield extends its protection from you to your flanking ally.*

**Item Slot:** Arms 3,400 gp
**Shield:** Heavy
**Property:** While you're flanking an enemy with an ally, that ally gains a +1 shield bonus to AC and Reflex.

### Weapon of Great Opportunity — Level 5+

*You take advantage of a foe's vulnerability to deliver a devastating strike with this weapon.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (Encounter):** Free Action. *Trigger:* You hit with an opportunity attack. *Effect:* Deal 1d8 extra damage per plus of the weapon.

# Blade Dancer's Regalia

The origin of the mysterious combat art known as the blade dance is hotly contested among those who study and perform it. This manner of fighting is known for its grace and control, and practitioners of the blade dance can be found among all races and cultures. Each group of blade dancers can be easily distinguished by the details of their unique style. However, the underlying similarities of the form remain apparent.

## Lore

**History DC 5:** The blade dance is an ancient combat art whose origins are shrouded in mystery. Practiced by a wide variety of cultures and races, this distinctive two-weapon style incorporates flowing dancelike moves into its attacks and defenses. Most blade dancers consider their own style to be original and definitive, marking all others as mere imitators. Blade dancers are quick to fight among themselves to establish their superiority. However, regardless of their chosen school, blade dancers all covet a set of specialized regalia whose origins are as old as the form.

**History DC 10:** Among dwarves, the blade dance is called Moradin's Drums. It favors steady rhythms and heavy weapons such as hammers and axes. Among the eladrin and other beings of the Feywild, the fighting style is known as Corellon's War Chant and is practiced with longswords. The elves have adapted it to lighter blades, and it's said that the drow have their own version of the blade dance incorporating the cruel weapons of that race.

Other schools have a wider following. The Drunkard's Waltz features knife fighting and is favored by humans and halflings. The Jester's Prance school uses mismatched weapons and was said to have been created in the training halls of the tiefling empire, though it's now practiced by humans, tieflings, and dragonborn in equal measure.

**History or Religion DC 15:** According to legend, the blade dance was invented as the result of a wager between Kord and Erathis. Erathis created the fighting style to demonstrate to Kord that not all combat need be crude and brutal. Stories tell of a warrior-priest of Erathis who traveled among many of the cultures and races that claim to have originated the blade dance. It's thought that this priest was the first to teach the legendary style.

### Blade Dancer's Regalia Items

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 2 | Bracers of enforced regret | 520 | Arms |
| 3+ | Baffling cape | 680 | Neck |
| 3+ | Rhythm blade | 680 | Weapon |
| 4+ | Harmony blade | 840 | Weapon |
| 5 | Gloves of recovery | 1,000 | Hands |

### Blade Dancer's Regalia Benefits

| Pieces | Benefit |
|---|---|
| 2 | You gain a bonus to AC against opportunity attacks equal to the number of items you have from this set. |
| 5 | You can use your Hunter's Quarry class feature as a free action instead of a minor action. |

### Baffling Cape — Level 3+

*This rippling cape allows you to slip past an attacking foe.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Power (Daily ✦ Teleportation):** Immediate Reaction. *Trigger:* An enemy adjacent to you misses you with a melee attack. *Effect:* Swap positions with the triggering enemy.

### Bracers of Enforced Regret — Level 2

*When an enemy presses you, the power of these simple steel bracers lets you turn the tables.*

**Item Slot:** Arms 520 gp
**Property:** While you're marked, you gain a +2 bonus to attack rolls and damage rolls against the enemy that marked you.

### Gloves of Recovery — Level 5

*When you fumble in combat, these gloves allow you to recover and strike again.*

**Item Slot:** Hands 1,000 gp
**Power (Daily):** Free Action. *Trigger:* You miss an enemy with a melee attack power. *Effect:* Make a melee basic attack against that enemy.

### Harmony Blade — Level 4+

*Though you wield it as your primary weapon, this blade lends its power to your off-hand attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Heavy blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and you can make a melee basic attack with your off-hand weapon.
**Property:** When you hit an enemy with both this weapon and your off-hand weapon during the same turn, that enemy takes a –2 penalty to attack rolls against you until the end of your next turn.

### Rhythm Blade — Level 3+

*Fighting with this off-hand weapon improves your defense.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** While you wield this weapon in your off hand, your shield bonus to AC and Reflex increases by 1.

# Gadgeteer's Garb

Characters drawn to the inner workings of traps and alchemy covet this set of items. The items of the Gadgeteer's Garb bestow a wide range of utilitarian magic, combat boons, and power over traps and alchemical devices. All the items of the set share a skillful synthesis of mechanical and magical design.

Artificers and rogues most often seek out and collect the items of this set, though they can benefit any character.

## Lore

**Arcana DC 7:** Created through constant tinkering and experimentation, the items of the Gadgeteer's Garb were developed, then perfected by a number of ingenious inventors. Some parts of the set were first crafted by dwarf artificers, others by human arcane practitioners, and some by fomorians and other fey. Despite their disparate origins, however, each of the items of the set represented a singular advance in magical and mechanical design.

**Arcana DC 12:** An artificer known as Morton the Gadgeteer is said to have been the first to unify these once-disparate items, seeing the common thread of ingenuity in each and imbuing the set with its unique benefits. With the power of the Gadgeteer's Garb, Morton became a legendary arcanist and trapfinder, and the item set that bears his moniker is his enduring legacy.

### Gadgeteer's Garb Items

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 5+ | Shockweave armor | 1,000 | Armor |
| 6 | Alchemy gloves | 1,800 | Hands |
| 7+ | Deep-pocket cloak | 2,600 | Neck |
| 8 | Gadgeteer's goggles | 3,400 | Head |

### Gadgeteer's Garb Benefits

| Pieces | Benefit |
|---|---|
| 2 | When you or an ally within 5 squares of you spends a healing surge, you or that ally regains additional hit points equal to the number of items you have from this set. |
| 4 | You gain a +4 bonus to all defenses against traps. |

### Alchemy Gloves — Level 6

*When you use an alchemical item, these gloves charge it with magical power.*

**Item Slot:** Hands 1,800 gp
**Property:** You gain a +2 item bonus to attack rolls with alchemical items.

### Deep-Pocket Cloak — Level 7+

*The hundreds of magically hidden pockets on this cloak allow you to keep a wealth of items close at hand.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** The pockets of this cloak can hold up to 1,000 pounds in weight or 100 cubic feet in volume, but the cloak always weighs only 1 pound. Each item stored within one of the cloak's pockets can weigh no more than 10 pounds.

Drawing an item from a *deep-pocket cloak* is a minor action.

*Level 22 or 27:* The cloak can hold 2,000 pounds in weight or 200 cubic feet in volume.

**Power (At-Will):** Free Action, 1/round. You draw an item from the cloak or store an item within it.

### Gadgeteer's Goggles — Level 8

*The residuum suspended in these lenses helps you see through the complexities of the deadliest traps.*

**Item Slot:** Head 3,400 gp
**Property:** You gain a +4 item bonus to Perception checks and Thievery checks to detect and disable traps.
**Power (Encounter):** Minor Action. You make a Thievery check to disable a trap.

### Shockweave Armor — Level 5+

*Metal studs on this armor magically protect you from lightning, and then unleash that same power against your foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Cloth, leather
**Enhancement:** AC
**Property:** You gain resist 5 lightning.
*Level 15 or 20:* Resist 10 lightning.
*Level 25 or 30:* Resist 15 lightning.
**Power (Encounter):** Free Action. *Trigger:* You take lightning damage. *Effect:* Until the end of the encounter, this armor's daily power gains a +1 bonus to the attack roll and deals 1d10 extra lightning damage.
**Power (Daily ✦ Lightning):** Immediate Interrupt. *Trigger:* An enemy adjacent to you targets you with an attack. *Effect:* Make an attack against the triggering enemy: +8 vs. Fortitude; on a hit, deal 2d10 lightning damage, and the enemy is dazed until the end of your next turn.
*Level 10:* +13 vs. Fortitude.
*Level 15:* +18 vs. Fortitude, 3d10 lightning damage.
*Level 20:* +23 vs. Fortitude.
*Level 25:* +28 vs. Fortitude, 4d10 lightning damage.
*Level 30:* +33 vs. Fortitude.

# Golden Lion's Battle Regalia

A legendary barbarian chieftain of the great deserts, the Golden Lion of Summer was a warrior renowned for her single-minded ferocity and military cunning. Her cloak, gauntlets, and boots were fashioned from the hide of a desert lion, and her weapons bore the mark of that fearsome beast.

Barbarian characters, particularly thaneborn barbarians, benefit the most from the Golden Lion's Battle Regalia. However, defenders and melee strikers can also make good use of these legendary items.

## Lore

**History DC 7:** The Golden Lion took her name from the gauntlets, cloak, and boots she wore—crafted from the pelt of a lion she slew when she was only a child.

**History DC 12:** Despite her reputation as a scourge of Nerath, the Golden Lion and her folk came to the aid of the empire in the face of a gnoll invasion. The power of her regalia helped her slay the gnoll war chief, but in that fierce final battle, the Golden Lion fell.

**History DC 17:** The relics that bear the Golden Lion's name are now scattered across all lands, though the desert cairn marking her grave has long been lost to time. However, it's said that anyone who can find the site is then visited by the spirit of the Golden Lion, who will reveal the location of one or more item from her battle regalia to a worthy successor.

### Golden Lion's Battle Regalia Items

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 2+ | Hungry spear | 520 | Weapon |
| 3 | Swiftpad boots | 680 | Feet |
| 4+ | Cloak of the lion's mane | 840 | Neck |
| 5 | Lion's claw gauntlets | 1,000 | Hands |
| 5+ | Thane blood weapon | 1,000 | Weapon |

### Golden Lion's Battle Regalia Benefits

| Pieces | Benefit |
|---|---|
| 3 | When you're adjacent to three or more enemies you can see, you gain a +1 bonus to attack rolls. |
| 5 | Your *roar of triumph* power increases to a close burst 7. When you use your *swift charge* power, you gain a +2 bonus to speed until the end of your next turn. |

### Cloak of the Lion's Mane — Level 4+

*This lionskin cloak bestows the majesty of that desert predator upon you to strike fear into the hearts of your foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** When you use your *roar of triumph* power, you and each ally adjacent to you can shift 1 square as a free action.
**Power (Daily ✦ Fear):** Free Action. *Trigger:* You reduce an enemy to 0 hit points. *Effect:* Each enemy within 5 squares of you takes a −2 penalty to attack rolls until the end of your next turn.

### Hungry Spear — Level 2+

*A roaring lion engraved on the head of this spear pins your foe in place while you close for the kill.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Spear
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** This weapon has the heavy thrown property and a range of 10/20.
**Power (Encounter):** Standard Action. Make a ranged basic attack with this spear. On a hit, the target is also immobilized (save ends). The spear doesn't return to you until the immobilized effect on the target imposed by this weapon is ended.

### Lion's Claw Gauntlets — Level 5

*These gauntlets, crafted from a lion's paws, help overcome the toughest adversaries.*

**Item Slot:** Hands 1,000 gp
**Property:** When you make a weapon attack that targets Fortitude and your attack roll is 20 or lower, add a +1 item bonus to the roll.

CHRIS SEAMAN

**Swiftpad Boots** Level 3

*These supple boots lend a lion's strength to your leaps.*

**Item Slot:** Feet 680 gp
**Property:** You gain a +2 item bonus to Athletics checks to jump.
**Power (Daily):** Move Action. You jump a number of squares equal to your Strength modifier.

**Thane Blood Weapon** Level 5+

*Each time you drop an enemy, the bloodlust in your allies mounts.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you use this weapon to reduce an enemy to 0 hit points, you and each ally adjacent to you gain a +2 item bonus to your next attack roll before the end of the encounter.

# Kamestiri Uniform

The city-state of Nageo was once a major port and trade hub, but its great wealth made it a target for goblin raiders, competing city-states, and pirates. In response, the Nageos created a defensive force to protect the city and its lucrative shipping trade, and also to provide seaborne mercenary forces for traders and neighboring states. These legendary warriors called the Kamestiri are little more than a memory now, but the force's legacy lives on in the magical panoply its members once wore.

This item set is most useful for rangers, but it can be utilized by any character who favors long-range attacks and mobility in combat.

## Lore

**History DC 8:** The elite soldiers of the city-state of Nageo trained with light armor suited to mobility and shipboard combat. The long-range crossbows that were their signature weapon had first been created by a local tribe known as the kamesti. The Kamestiri, as these soldiers called themselves, soon became the dominant fighting force in the region. Their effectiveness in battle on both land and sea soon became legendary, and helped maintain a decades-long peace between Nageo and its powerful neighbors.

**History DC 14:** At the height of Nageo's power, rumors began to circulate that the Kamestiri captains had been keeping much of the wealth they had liberated from the area's pirates. A new prince, uncertain in his position, grew jealous of the Kamestiri's power. Deciding to take steps to remove them, he sent the bulk of the Kamestiri forces on a doomed voyage of exploration from which few returned. Within the year, however, the prince was assassinated—slain by a single crossbow bolt fired from a great distance. With no clear heir and no defenders, Nageo quickly fell to its neighbors.

No trace of the Kamestiri's rumored riches was ever found. However, even if the tales of ill-gotten gains were unfounded, the group's legitimate earnings were said to have gone unaccounted for in the

## Standard Items in Item Sets

Some item sets include magic items found in the *Player's Handbook* and other supplements. Such items can be found in a campaign in both their default (free) and item set (bound) versions. Items bound to a set exhibit qualities that link it to that set, and a character can learn that a magic item is bound in the same way he or she learns the item's properties or powers.

Magic items created in bound form as part of a magic item set use the normal rules for creating magic items. Set items in their free form (for example, an *endless quiver* not created as part of a Kamestiri uniform) can be incorporated into an item set. A character can perform the Enchant Magic Item ritual with no component cost to bind such a free magic item into a set. At the DM's discretion, binding an item into a set might require effort or special components: the blood of a descendant of the original set creator, taking the item to a special location, or the like.

An item that is bound into an item set can't later be unbound.

ERIC L. WILLIAMS

chaos after the death of the prince. The ultimate fate of that treasure remains a matter of great interest to scholars and adventurers alike.

**History DC 19:** The few survivors of the Kamestiri are said to have gone on to found mercenary troops in far-flung lands. These wandering companies are thought to have been the source of the first Kamestiri uniforms to appear in the wider world. Countless modern mercenary companies trace their origins to the Kamestiri, though in many cases, this claim is little more than spurious boasting.

**Streetwise DC 19:** Rumors in the larger cities of the land speak of lone assassins who specialize in murder at long range, and of the unique crossbows they bear. Some call these killers the last of the Kamestiri, though they're careful to not say so too loudly.

### KAMESTIRI UNIFORM ITEMS

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 7+ | Infighting blade | 2,600 | Weapon |
| 7+ | Shipboard armor | 2,600 | Armor |
| 8 | Boarding boots | 3,400 | Feet |
| 8+ | Pavise charm | 3,400 | Neck |
| 9 | Endless quiver | 4,200 | Wondrous item |
| 9+ | Kamesti crossbow | 4,200 | Weapon |

### KAMESTIRI UNIFORM BENEFITS

| Pieces | Benefit |
|---|---|
| 2 | The short range of a crossbow you wield increases by a number of squares equal to the number of items you have from this set. The long range of your crossbow increases by twice that amount. |
| 3 | You gain a +1 bonus to damage rolls on melee attacks while you are adjacent to two or more enemies. |
| 5 | When you reduce an enemy to 0 hit points, you can shift 1 square. |

### Boarding Boots — Level 8

*These hard boots of black leather keep you moving in combat, to deadly effect.*

**Item Slot:** Feet 3,400 gp
**Property:** You ignore difficult terrain on a boat, ship, or other watercraft.
**Power (Daily):** Standard Action. You jump a number of squares equal to your speed and use one of your at-will attack powers with a +1 power bonus to the attack roll.

### Endless Quiver — Level 9

*This elven-styled quiver can create an endless supply of normal arrows or bolts.*

**Wondrous Item** 4,200 gp
**Power (At-Will ✦ Conjuration):** Free Action. Use this power when you attack with a bow or crossbow. When you reach into the *endless quiver*, it automatically produces a single arrow or bolt, as appropriate. Ammunition created by the quiver that is not used within 1 round of its creation disappears.

### Infighting Blade — Level 7+

*The closer your foes press, the more deadly this quick blade becomes.*

Lvl 7 +2 2,600 gp
Lvl 12 +3 13,000 gp
Lvl 17 +4 65,000 gp
Lvl 22 +5 325,000 gp
Lvl 27 +6 1,625,000 gp
**Weapon:** Light blade, axe (one-handed only)
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Minor Action. Until the end of your turn, when you attack with this weapon, you gain a bonus to damage rolls equal to the number of enemies adjacent to you when you make the attack. If you're wielding another *infighting blade* in your off hand, this bonus also applies to damage rolls with that weapon.
**Special:** If you're wielding two *infighting blades*, the first use per day of the weapon's daily power doesn't count toward the limit of magic item daily powers you can use in a day.

### Kamesti Crossbow — Level 9+

*This exceptionally crafted crossbow can target even the farthest foes.*

Lvl 9 +2 4,200 gp
Lvl 14 +3 21,000 gp
Lvl 19 +4 105,000 gp
Lvl 24 +5 525,000 gp
Lvl 29 +6 2,625,000 gp
**Weapon:** Crossbow
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Attacks with this crossbow don't take the -2 penalty for long range.
**Power (Daily):** Free Action. *Trigger:* You miss every target with an attack you make using this crossbow. *Effect:* You don't expend the use of that power. The power also has no effect on a miss, even if it normally does.

### Pavise Charm — Level 8+

*This shield-shaped charm surrounds you with protective energy.*

Lvl 8 +2 3,400 gp
Lvl 13 +3 17,000 gp
Lvl 18 +4 85,000 gp
Lvl 23 +5 425,000 gp
Lvl 28 +6 2,125,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Power (Daily):** Minor Action. You gain a +2 power bonus to AC and Reflex until you leave your current space.

### Shipboard Armor — Level 7+

*This black leather armor allows you to stand steady in the face of uncertain footing or a possible fall.*

Lvl 7 +2 2,600 gp
Lvl 12 +3 13,000 gp
Lvl 17 +4 65,000 gp
Lvl 22 +5 325,000 gp
Lvl 27 +6 1,625,000 gp
**Armor:** Leather
**Enhancement:** AC
**Property:** When you make a saving throw to avoid forced movement, you gain an item bonus to the saving throw equal to the armor's enhancement bonus. On a save, you don't fall prone.

# Marjam's Dream

A faithless mercenary driven by prophetic visions given to him by Melora collected the items of Marjam's Dream. With those relics, he trained the first in a long line of warriors taught to balance their martial prowess with arcane power.

Though the items of this set are usable by any class, they're most highly coveted by swordmages.

## Lore

**History DC 7:** Marjam was a vain and boastful mercenary warrior who was disdainful of magic his entire life. In his later years, however, Marjam had a dream in which Melora instructed him to collect a number of powerful relics in her name. Initially resistant to what he perceived as the product of an age-addled brain and a healthy love of strong ale, Marjam tried to ignore this prophetic vision, but the dream increased in frequency and intensity. Fearing for his sanity in the end, the warrior strapped on mail and sword once more and undertook an epic quest that saw him collect the five relics that his dream had showed him.

**History DC 12:** By the time his quest was complete, a change had come over Marjam. Attuned to the arcane energy that permeated the world, the warrior had a final vision in which he saw a succession of heroes who would wield arcane and martial power in equal measure. He knew that it was the destiny of his final years to train the first of these heroes.

At the nearby temple of Melora, Marjam sought out a child he had seen in his final vision—an orphan named Alora, who had grown up under the care of the temple faithful and who showed great promise as a spellcaster. The child became Marjam's charge, and for long years at the temple he raised and trained her. From Marjam, Alora learned the ways of combat, even as the relics of Marjam's Dream allowed her to balance that martial skill with the magical ability taught to her by Melora's faithful.

**History DC 17:** Even before Marjam's death, Alora had left the temple to become an adventuring swordmage. A powerful symbol of Melora's faith, she was known by her reputation and the distinctive weapons and raiment of Marjam's Dream. When Alora died, the items of Marjam's Dream quickly spread across the world and beyond the bounds of Melora's faith. However, sages believe that Melora still seeks out chosen champions on whom to bestow the items of this set.

### Marjam's Dream Items

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 2 | Boots of jaunting | 520 | Feet |
| 3 | Gauntlets of arcane might | 680 | Hands |
| 4+ | Weapon of arcane bonds | 840 | Weapon |
| 5 | Circlet of arcane extension | 1,000 | Head |
| 6 | Warded vambraces | 1,800 | Arms |

### Marjam's Dream Benefits

| Pieces | Benefit |
|---|---|
| 2 | When you make Arcana checks to detect magic, you gain a bonus equal to the number of items you have from this set. |
| 5 | The area affected by your Swordmage Aegis class feature increases to a close burst 3. |

#### Boots of Jaunting — Level 2

*These comfortable leather boots allow you to slip past obstacles unhindered.*

**Item Slot:** Feet 520 gp

**Power (Daily ✦ Teleportation):** Minor Action. You teleport 1 square.

#### Circlet of Arcane Extension — Level 5

*This golden circlet extends the range of your arcane power to strike at distant foes.*

**Item Slot:** Head 1,000 gp

**Power (Daily):** Minor Action. Until the end of your turn, the range of your ranged arcane powers increases by 5 squares.

#### Gauntlets of Arcane Might — Level 3

*When a foe you have challenged reels from your arcane power, these gauntlets grant you increased vigor.*

**Item Slot:** Hands 680 gp

**Property:** When you hit an enemy marked by you with an arcane attack power, you gain 2 temporary hit points.

#### Warded Vambraces — Level 6

*These leather armbands let you share your arcane defenses with others.*

**Item Slot:** Arms 1,800 gp

**Power (Encounter):** Minor Action. Until the end of your next turn, each ally adjacent to you gains a power bonus to AC equal to the bonus provided by your Swordmage Warding class feature.

#### Weapon of Arcane Bonds — Level 4+

*Effects you cause with this blade bind your enemies to you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Heavy blade, light blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Encounter):** Free Action. *Trigger:* You hit an enemy with an arcane attack power using this weapon. *Effect:* That enemy is marked by you (save ends).

# Radiant Temple Treasures

Many cultures tell versions of the myth of the Radiant Temple—a great bastion of light created during the ancient war between the gods and the primordials. Though the temple was taken to the celestial realms by the gods in the aftermath of their victory, a number of its faithful stayed behind in the mortal realm. The treasures they bore became their legacy.

Any character can wield the Radiant Temple Treasures, but they're most useful to avengers.

## Lore

**History or Religion DC 8:** In the final years of the war between the gods and the primordials, a great number of mortal clerics, paladins, and other servants of the gods came together to create a mighty bastion of light. This act greatly pleased the gods, and it's said that the devotion of the temple helped turn the tide of war in their favor.

**History or Religion DC 14:** In the end, the gods were victorious. In a glorious cataclysm that shook the mortal world, the Radiant Temple and the souls that had forged it were taken to the Astral Sea. However, in the moments before the temple's ascendance, a number of the faithful stepped forth from its towers of light, chosen by the gods to remain behind as protectors of the new-made world. These faithful are said by some to be the first avengers—divine champions of the deities themselves.

**History or Religion DC 19:** The items of the Radiant Temple Treasures are spread across all cultures, even those where the secret rituals of the avengers are all but unknown. Some believe that the appearance of these relics is a sign meant to inspire worshipers to take up the path of the avenger.

### RADIANT TEMPLE TREASURES ITEMS

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 7+ | Radiant temple uniform | 2,600 | Armor |
| 8+ | Blade of vengeance | 3,400 | Weapon |
| 8+ | Warding blade | 3,400 | Weapon |
| 9+ | Bracers of zeal | 4,200 | Arms |

### RADIANT TEMPLE TREASURES BENEFITS

| Pieces | Benefit |
|---|---|
| 2 | When your *oath of enmity* reduces a target to 0 hit points, you gain temporary hit points equal to twice the number of items you have from this set. |
| 4 | You gain a +10 bonus to your first death saving throw each day. |

### Blade of Vengeance — Level 8+

*Your foe's attack bites deep, but your counterstrike hits even harder.*

Lvl 8 +2 3,400 gp — Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp — Lvl 28 +6 2,125,000 gp
Lvl 18 +4 85,000 gp

**Weapon:** Heavy blade, light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 radiant damage per plus
**Power (Daily):** Immediate Reaction. *Trigger:* An enemy adjacent to you bloodies you with a melee attack. *Effect:* Make a melee basic attack against the triggering enemy with this blade. On a hit, the enemy is also pushed 5 squares, and you can move 5 squares. You must end your movement in a space adjacent to that enemy.
**Special:** If you have the *oath of enmity* power, you can shift 5 squares instead of moving 5 squares.

### Bracers of Zeal — Level 9+

*These golden bracers let you channel your own resiliency into a punishing attack.*

Lvl 9 +2 4,200 gp — Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp — Lvl 29 +6 2,625,000 gp
Lvl 19 +4 105,000 gp

**Item Slot:** Arms
**Power (Encounter):** Free Action. *Trigger: You* hit an enemy adjacent to you with a melee attack power, and you have temporary hit points. *Effect:* You lose up to 5 temporary hit points and deal that amount of extra damage to that enemy.
*Level 19 or 24:* Lose up to 10 temporary hit points and deal that amount of damage.
*Level 29:* Lose any number of temporary hit points and deal that amount of damage.

### Radiant Temple Uniform — Level 7+

*This muted gray uniform protects you from watchful eyes and lets you skillfully slip past your foes in combat.*

Lvl 7 +2 2,600 gp — Lvl 22 +5 325,000 gp
Lvl 12 +3 13,000 gp — Lvl 27 +6 1,625,000 gp
Lvl 17 +4 65,000 gp

**Armor:** Cloth
**Enhancement:** AC
**Property:** You gain a +2 item bonus to Stealth checks.
**Power (Encounter):** Free Action. *Trigger:* You shift 1 or more squares. *Effect:* You shift an additional number of squares equal to half of this armor's enhancement bonus.

### Warding Blade — Level 8+

*This silvery blade seems to move of its own accord, protecting you from harm.*

Lvl 8 +2 3,400 gp — Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp — Lvl 28 +6 2,125,000 gp
Lvl 18 +4 85,000 gp

**Weapon:** Light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** While you wield this weapon in your off hand, you gain an item bonus to AC against opportunity attacks equal to the blade's enhancement bonus.

# Resplendent Finery

Only the most fashionable adventurers seek out the clothing that makes up the set known as Resplendent Finery. The items of the Resplendent Finery grant potent defenses and mental abilities to any character, but these garments are favored by bards, fey pact warlocks, and illusionist wizards.

## Lore

**History DC 7:** The magic items known as the Resplendent Finery are as legendary for their fine styling as for their powers. Adventurers who want their heroic status to be known adopt the finery as a kind of status symbol, with the items of the set granting their wearers a measure of control over their interactions with others.

Though versions of the finery can appear in any number of styles, many sets feature fey touches that echo the fashion and art of the eladrin.

**History DC 12:** The items of the Resplendent Finery are said to have threads of glamor and illusion woven into them, giving their wearer the power to influence minds. These legendary garments have appeared throughout the ages, indistinguishable from other fine clothing unless the magic within them is detected.

**History DC 17:** The first prominent set of Resplendent Finery was a gift from an eladrin lord to a powerful dwarf clan chief. Over time, the magical enhancements in the garments were revealed and stealthily copied, though the benefits and core powers of all sets remain the same.

### RESPLENDENT FINERY ITEMS

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 5+ | Resplendent gloves | 1,000 | Hands |
| 6 | Resplendent boots | 1,800 | Feet |
| 7 | Resplendent circlet | 2,600 | Head |
| 8+ | Resplendent cloak | 3,400 | Neck |

### RESPLENDENT FINERY BENEFITS

| Pieces | Benefit |
|---|---|
| 2 | You gain an item bonus to Bluff checks equal to the number of items you have from this set. |
| 4 | Each ally within 10 squares of you gains a +1 item bonus to checks involving any skill you're trained in. |

### Resplendent Boots — Level 6

*These intricately embroidered boots let you fade from sight for a moment to slip past your foes.*

**Item Slot:** Feet 1,800 gp
**Property:** You gain an item bonus to all defenses against opportunity attacks equal to the number of items you have from this set.
**Power (Daily ✦ Illusion):** Move Action. You become invisible and move your speed. You become visible again at the end of this action.

### Resplendent Circlet — Level 7

*This gold and mithral circlet masks your thoughts and grants an ally favor in combat.*

**Item Slot:** Head 2,600 gp
**Property:** Enemies within 10 squares of you take a –2 penalty to Insight checks. Those enemies are not aware of this effect.
**Power (Encounter):** Minor Action. Choose one ally within 5 squares of you. One enemy adjacent to that ally grants combat advantage to him or her.

### Resplendent Cloak — Level 8+

*This richly colored cloak shields you and your allies from powers that affect the mind.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** You and each ally within 10 squares of you gain a +2 bonus to Will against charm, fear, and illusion attacks.

### Resplendent Gloves — Level 5+

*These fine calfskin gloves increase the potency of powers that break a foe's will.*

| | | | |
|---|---|---|---|
| Lvl 5 | 1,000 gp | Lvl 25 | 625,000 gp |
| Lvl 15 | 25,000 gp | | |

**Item Slot:** Hands
**Property:** When you hit an enemy with an attack power that targets Will, the attack deals 2 extra damage. If it's an illusion attack, one target you hit (your choice) also grants combat advantage to you until the end of your next turn.
*Level 15:* 3 extra damage.
*Level 25:* 5 extra damage.

# Shadowdancer's Garb

The clothing that makes up the Shadowdancer's Garb is elegant and well crafted, but also stern and forbidding. While you wear these items, you're cloaked in silence and shadow. Even in bright daylight, your features are obscured, and the shadows cast by your body seem to exude tendrils of darkness.

The items of the Shadowdancer's Garb are most useful for rogues, but the set appeals to any character who understands the benefits of stealth.

## Lore

**Arcana or History DC 10:** Creators of the Shadowdancer's Garb imbue each item of clothing with shadow magic, wrapping the wearer in a cloak of magical darkness. Shadowdancer's Garb items are popular among rogues and other characters who value stealth both in and out of combat. Additionally, the garb has a reputation as the raiment of choice for assassins and spies.

**Arcana or History DC 16:** The items that make up the Shadowdancer's Garb were first crafted as individual magic items for the use of elite shadar-kai warriors. Originally, the cloak, mask, gloves, and

boots of the set were signature gear for the leaders of four shadar-kai regiments in the service of a powerful Shadowfell lord. These companies were known as the shadowdancers, and their exploits in the Shadowfell and the mortal world are legendary.

**Arcana or History DC 21:** Razman-kash was the leader of a powerful Shadowfell assassin's guild—a former member of the shadowdancers passed over for a regimental command that he believed was his by right. After nurturing his hate for years, Razman-kash staged a coup in which the four regimental leaders and the Shadowfell lord were killed. Not content with merely claiming leadership of the shadowdancers, Razman-kash had the combined regalia enchanted to provide even greater power when the four pieces were worn together. His original design has long since spread across the Shadowfell and into the world.

### SHADOWDANCER'S GARB ITEMS

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 9+ | Shadowdancer's cloak | 4,200 | Neck |
| 10 | Shadowdancer's mask | 5,000 | Head |
| 11 | Shadowdancer's gloves | 9,000 | Hands |
| 12 | Shadowdancer's boots | 13,000 | Feet |

### SHADOWDANCER'S GARB BENEFITS

| Pieces | Benefit |
|---|---|
| 2 | You gain an item bonus to Athletics, Stealth, and Thievery checks equal to the number of items you have from this set. |
| 4 | At the start of each encounter, if you aren't surprised, you have concealment until the end of your first turn. |

#### Shadowdancer's Boots — Level 12

*These sleek boots lighten your steps, particularly while shadow conceals you.*

**Item Slot:** Feet 13,000 gp
**Property:** You gain a +1 bonus to speed while you're wearing light armor. This bonus increases to +2 when you start your turn in dim light or darkness.

#### Shadowdancer's Cloak — Level 9+

*This flowing cloak obscures your movement while you are hidden.*

Lvl 9 +2 4,200 gp
Lvl 14 +3 21,000 gp
Lvl 19 +4 105,000 gp
Lvl 24 +5 525,000 gp
Lvl 29 +6 2,625,000 gp

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Power (Daily):** Free Action. *Trigger:* You hit or miss an enemy you're hidden from. *Effect:* You make a Stealth check against that enemy's passive Perception check to remain hidden from it. You are no longer hidden from other creatures, as normal.

#### Shadowdancer's Gloves — Level 11

*While you're hidden, these supple gloves make your attacks more deadly.*

**Item Slot:** Hands 9,000 gp
**Property:** When you hit an enemy you're hidden from, you deal 1d6 extra damage.

#### Shadowdancer's Mask — Level 10

*This featureless black mask aids your efforts to fool or hide from your foes.*

**Item Slot:** Head 5,000 gp
**Power (Daily):** Free Action. *Trigger:* You make a Bluff check or Stealth check and dislike the result. *Effect:* Reroll the check with a +3 power bonus and use either result.

## Skin of the Panther

This item set was first crafted in the deep jungle, where the druids venerate the spirit of the panther. Crafted from the hide of these stealthy hunters, the items that make up the Skin of the Panther grant their wearer the hunting prowess and demeanor of this noble beast.

This magic item set is most commonly sought out by predator druids, though any character who wears hide armor and seeks to excel in stealth and hard-hitting attacks can benefit from it.

### Lore

**Arcana or Nature DC 7:** In the untamed jungles, human tribes give honor and respect to the panther. Jungle warriors model their combat tactics on the strength and stealthy power of these great hunting cats, whose spirits are said to live on within the mightiest hunters and the magic relics they wield.

**Arcana or Nature DC 12:** The components of this item set are carefully crafted from the hide of the panther—both the great cats of the mortal world and their Feywild cousins. To hunt the Feywild panther is an honor accorded only to the most powerful warriors of a tribe, and the locations of the hidden jungle portals that lead to that plane are carefully guarded secrets known only to high-ranking druids.

**Arcana or Nature DC 17:** Animals fated to supply the raw materials for the Skin of the Panther are given great reverence by the tribes, and are hunted in accordance with ancient rituals. Warriors who take up the hunt must follow a strict regimen of training, fasting, and prayer—traditions designed to ensure that the spirits of these great cats form the foundation of the Skin of the Panther's powerful magic.

### SKIN OF THE PANTHER ITEMS

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 2+ | Shadow hunter hide | 520 | Armor |
| 3+ | Death fang totem | 680 | Implement |
| 4 | Claw gloves | 840 | Hands |
| 5 | Panther slippers | 1,000 | Feet |
| 6 | Cat's-eye headband | 1,800 | Head |

### SKIN OF THE PANTHER BENEFITS

| Pieces | Benefit |
|---|---|
| 2 | You gain an item bonus to Stealth checks equal to the number of items you have from this set. |
| 5 | The first time you use *wild shape* to take on your beast form during an encounter, you become invisible until the end of your next turn or until you attack. |

#### Cat's-Eye Headband — Level 6

*Two fragments of green jade set in this black leather headband open up the shadows to your sight.*

**Item Slot:** Head 1,800 gp

**Power (Encounter):** Minor Action. You gain darkvision until the end of your next turn.

#### Claw Gloves — Level 4

*These gloves incorporate the claws of a panther, granting you additional power in your beast form.*

**Item Slot:** Hands 840 gp

**Property:** When you're in beast form and an enemy grants combat advantage to you, your melee attacks deal 1d10 extra damage against that enemy.

#### Death Fang Totem — Level 3+

*A wounded or vulnerable foe grants you advantage while you wield this totem of bone, teeth, and sinew.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Totem)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, plus 1d6 extra damage against a target that is granting combat advantage to you.

**Power (Daily):** Free Action. *Trigger:* You bloody an enemy with an attack. *Effect:* That enemy grants combat advantage to you (save ends).

#### Panther Slippers — Level 5

*These soft, clawed shoes help you stay within striking range of your prey.*

**Item Slot:** Feet 1,000 gp

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Immediate Reaction. *Trigger:* An enemy adjacent to you shifts. *Effect:* You shift 1 square. If you're in beast form, you instead shift 3 squares.

#### Shadow Hunter Hide — Level 2+

*This shimmering black hide armor allows you to get the drop on your foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Hide

**Enhancement:** AC

**Property:** You can move 4 squares during an action while you're hidden (instead of 2 squares) without taking a -5 penalty to your Stealth check.

## Tools of Zane's Vengeance

Fate can be cruel, as the legendary shaman Zane knew all too well. After a despot slaughtered his people and had his eyes put out, the blind Zane spent years in pursuit of bloody revenge. The Tools of Zane's Vengeance are the weapons and raiment he crafted in the course of achieving that lifelong goal.

This item set is most useful to shamans.

### Lore

**History or Nature DC 8:** As a mystic and elder of his tribe, the shaman Zane brought his people into harmony with their totem spirits. However, an ambitious king shattered the peace when he turned hungry eyes toward the tribe's rich lands. Driven by greed, his armies laid waste to the tribe's hunting grounds. Zane's people were slaughtered, and he was brought before the king. Sensing the shaman's authority and wanting to set a harsh example, the king ordered Zane's eyes put out, then set him free.

**History or Nature DC 14:** Though blinded, Zane vowed that he would visit upon the despot the same horrors his people had suffered. After the soldiers had moved on, he returned and harvested from his fallen kin the items with which he would make good on his vow, infusing each with blood magic and dire curses.

For the remainder of his days, Zane walked the land, hearing the spirits of his fallen tribesfolk calling for vengeance. Each time he took a life, the shaman placed the victim's eyes in his own ruined sockets, regaining his sight for a short time by the use of dark rituals.

**History or Nature DC 19:** The Tools of Zane's Vengeance were spread across all lands after his

ED COX

death. Even now, it's said that Zane's spirit lingers in the world, ready to aid the downtrodden in their struggles against tyranny and injustice. Characters who follow in his path are sometimes gifted with the knowledge of where the Tools of Zane's Vengeance can be found.

### TOOLS OF ZANE'S VENGEANCE ITEMS

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 6 | Savage mask | 1,800 | Head |
| 7+ | Cloak of the crimson path | 2,600 | Neck |
| 8+ | Blood harvest blade | 3,400 | Weapon |
| 9+ | Totem of the bleeding eye | 4,200 | Implement |

### TOOLS OF ZANE'S VENGEANCE BENEFITS

| Pieces | Benefit |
|---|---|
| 2 | You gain an item bonus to Intimidate checks equal to the number of items you have from this set. |
| 4 | While you're bloodied, you gain blindsight 5. |

#### Blood Harvest Blade — Level 8+

*When you drop an enemy with this bloodstained blade, your spirit companion takes on a horrifying visage that shakes your foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, plus 1[W] extra damage
**Power (Encounter ✦ Fear):** Free Action. *Trigger:* You reduce an enemy to 0 hit points with an attack power using this weapon. *Effect:* Each enemy adjacent to your spirit companion grants combat advantage to you until the end of your next turn.

#### Cloak of the Crimson Path — Level 7+

*When you're injured, this blood-crusted cloak allows you and your allies to take advantage of an enemy's error.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Power (Daily ✦ Teleportation):** Immediate Reaction. *Trigger:* While you're bloodied, an enemy adjacent to you or your spirit companion misses with a melee attack. *Effect:* You and your spirit companion swap positions, and the triggering enemy grants combat advantage to you until the end of your next turn.

#### Savage Mask — Level 6

*The savage spirit whose visage marks this mask grants you strength against attacks that would sap your will.*

**Item Slot:** Head 1,800 gp
**Property:** You gain a +2 item bonus to Will against close and area attacks.

#### Totem of the Severed Eye — Level 9+

*The severed eyes placed upon this totem can blind a foe or expose invisible creatures to your sight.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and the target is blinded until the end of your next turn.
**Property:** You can see any invisible creatures adjacent to your spirit companion.

## Zy Tormtor's Trinkets

Zy Tormtor is a legend among the drow of Erelhei-Cinlu, particularly to other dark pact warlocks. Millennia after his betrayal and execution at the hands of House Kilsek, his life and exploits are revered by the drow, though the details of that life vary with the affiliations of the teller.

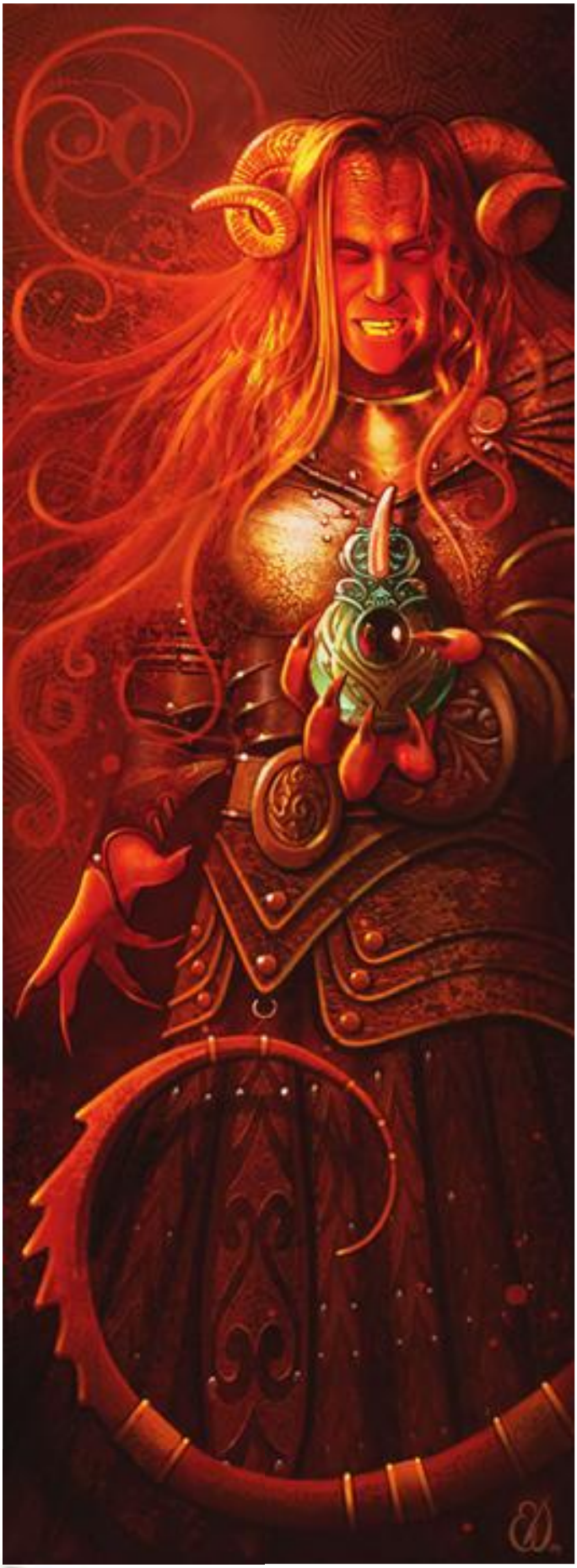
The weapons and tools that Zy used in his exploits are almost as famous as the warlock himself–particularly the *prison of Salzacas*, a black iron jar within which was bound a powerful spirit. Though the full secrets of Zy's power are said to have died with him, the item set that bears his name has since spread from the Underdark and across the surface world. Warlocks, wizards, and rogues covet these items for their power, and for the symbolic value of following in the path of the legendary warlock who crafted them.

### Lore

**Arcana or History DC 5:** A minor scion of his house, Zy Tormtor used his arcane talents for intelligence gathering, skulduggery, and outright larceny. Though he worked frequently in the service of House Tormtor, Zy's chief motivations were to sow chaos and increase his own infamy. During his career, the warlock was responsible for countless daring burglaries, complex acts of sabotage, and the murder of dozens of nobles from rival houses–including the matron mother of House Kilsek.

**Arcana or History DC 10:** Zy's activities were aided by a powerful spirit named Salzacas, bound in an enchanted black iron flask. Some claim that Zy had summoned and held a demon within the prison, while others say that the *prison of Salzacas* was an ancient relic he found during one of his adventures. Darker rumors suggest that Salzacas was the spirit of Zy's twin brother, bound to the warlock after being slain by him in the womb.

**Arcana or History DC 15:** Zy Tormtor's Trinkets have passed through the hands of numerous scoundrels seeking to claim the long-dead warlock's power or fame. However, if the legends of Zy Tormtor are to be believed, the items that bear his name today vary in power from the tools the warlock once wielded. It



remains unknown whether later copies of the trinkets have lost the originals' power or whether unseen power lies latent within the trinkets and waits to be claimed.

### ZY TORMTOR'S TRINKETS ITEMS

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 2 | Prison of Salzacas | 520 | Wondrous item |
| 3+ | Pact blade | 680 | Weapon |
| 3+ | Spidersilk mantle | 680 | Neck |
| 4 | Blackleaf gloves | 840 | Hands |

### ZY TORMTOR'S TRINKETS BENEFITS

| Pieces | Benefit |
|---|---|
| 2 | The *prison of Salzacas* gains the following property: Your Thievery checks are always treated as if you're using thieves' tools, and you gain an additional +2 item bonus to Thievery checks. |
| 4 | You gain the *hand of Salzacas* power, described below. |

### Hand of Salzacas — Item Set Power

*Your bond with the spirit of the prison is strong, allowing you to channel your arcane energies through the item even when it's not with you.*

**Daily**
**Free Action** **Personal**
**Trigger:** You use a warlock power
**Effect:** The power uses the location of the *prison of Salzacas* instead of your location as the origin square.

### Blackleaf Gloves — Level 4

*Made from the leaves of an ancient Feywild oak, these well-preserved black gloves increase the utility of your pact boon.*

**Item Slot:** Hands 840 gp
**Power (Encounter ✦ Teleportation):** Free Action. *Trigger:* Your pact boon triggers. *Effect:* You teleport 3 squares in addition to the other effect of your pact boon.

### Pact Blade — Level 3+

*Warlocks favor this wickedly sharp blade.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Light blade (usually daggers and sickles)
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** This blade functions as a warlock implement, adding its enhancement bonus to attack rolls and damage rolls for warlock powers that use implements.
**Property:** When a creature you have cursed with your Warlock's Curse makes a melee attack against you, deal damage to the creature equal to the *pact blade*'s enhancement bonus.
**Special:** You do not gain your weapon proficiency bonus to the attack roll when using a *pact blade* as an implement.

ERIC L. WILLIAMS

### Prison of Salzacas — Level 2

*The spirit bound within this rune-scribed black metal flask manipulates objects at your command.*

**Wondrous Item** 520 gp

**Power (Encounter ✦ Conjuration):** Minor Action. You conjure the spirit contained within the prison in an unoccupied space within 10 squares of you. The spirit can pick up, move, or manipulate an object adjacent to it weighing 20 pounds or less and can carry it 10 squares. If you're holding the object when you use this power, the spirit can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand.

As a move action, you can move the spirit 10 squares. As a free action, you can cause the spirit to drop an object it's holding. As a minor action, you can cause the spirit to pick up or manipulate a different object.

*Sustain Minor:* The spirit persists.

### Spidersilk Mantle — Level 3+

*Spun from the silk of a demonweb terror, this mantle grants you a spider's effortless ability to climb.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Encounter):** Minor Action. You gain a climb (spider climb) speed equal to your speed until the end of your turn.

# PARAGON TIER ITEM SETS

Characters in the paragon tier seek magic arms, implements, and other items that can reflect and complement their increasing notoriety.

## Arms of Unbreakable Honor

Paladins, bards, and commoners alike know the songs of the legendary hero Bradaman. She was a knight of one of the ancient human kingdoms on whose bones the empire of Nerath was built—a warrior whose exploits shaped the items and powers of the Arms of Unbreakable Honor. Bradaman's legend isn't a part of any particular faith, race, or culture. Rather, the weapons and armor she wore are said to seek out any whose valor and pure heart reflect the ideals of a lost age.

The magic items of this set are closely associated with paladins, though other defenders can benefit from their power.

### Lore

**History DC 11:** The legend of Bradaman is first recorded at the height of the Empire of Nerath, where it was told as the story of an earlier age of nobility. Lady Bradaman was a paladin of great repute, one of many free knights who served and defended the common folk of her land. When her three brothers were falsely accused of murder, Bradaman swore to secure their pardon by undertaking three tasks set for her by the high king.

**History DC 18:** For her first task, Bradaman reclaimed a temple to Moradin and Melora that had fallen under the control of worshipers of Zehir. With her brothers, she fought her way to the altar of the temple and sounded her horn, staggering the cult's yuan-ti leaders so that her brothers could strike them down.

For the second task, Bradaman vanquished the titan Shixzan, whose hammer brought down deadly storms. By tricking Shixzan to go underground where he could not swing his hammer, Bradaman forced the titan to swear loyalty to the king with unbreakable oaths.

For her final task, Bradaman was ordered to unhorse the Crow Knight, an undead warrior whose lance brought death. When the two knights clashed, the Crow Knight's lance passed through Bradaman's shield, armor, body, and soul, but the paladin did not waver from her goal. The Crow Knight was unhorsed, though Bradaman paid with her life.

**History DC 23:** Her brothers returned Bradaman's body to the high king, who declared she would be buried with the honor she had in life. Shixzan raised up a great tomb for her, hiding it away in the mountains. The weapons, armor, and gear she bore at death became known as the Arms of Unbreakable Honor, their magic grown more powerful by her heroic sacrifice. Though many have searched for it, Bradaman's crypt remains as much a legend as she.

**ARMS OF UNBREAKABLE HONOR ITEMS**

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 12+ | Unbroken lance | 13,000 | Weapon |
| 13+ | Bradaman's weapon | 17,000 | Weapon |
| 13+ | Mirrored plate | 17,000 | Armor |
| 14 | Pennant helm | 21,000 | Head |
| 15 | Shield of fellowship | 25,000 | Arms |
| 16 | Bridle of flame | 45,000 | Mount |

**ARMS OF UNBREAKABLE HONOR BENEFITS**

| Pieces | Benefit |
|---|---|
| 2 | When you or a mount you ride charges an enemy, you or your mount gains an item bonus to speed equal to the number of items you have from this set. |
| 5 | When you use your *lay on hands* power, the target regains an additional 5 hit points. |

## Bradaman's Weapon — Level 13+

*This elegantly crafted weapon draws on your own reserves of valor to take the fight to your foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Heavy blade, axe, hammer
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and you can spend a healing surge.
**Property:** Divine characters can use this weapon as a holy symbol implement for divine powers.
**Power (Encounter):** Minor Action. Until the end of the encounter, your *divine challenge* power targets two creatures in the burst instead of one.

## Bridle of Flame — Level 16

*This black leather bridle decorated with a flame motif grants healing power and can transform your mount into a fiery steed.*

**Item Slot:** Mount 45,000 gp
**Property:** When you spend a healing surge to regain hit points, your mount also regains hit points as if it had spent a healing surge.
**Power (Daily ✦ Fire, Polymorph):** Minor Action. Your mount transforms into a creature of wind and flame. The mount gains resist 20 fire. Any creature other than you that starts its turn on or adjacent to the mount takes 2d6 fire damage. Your mount retains this form until the end of the encounter, until you end the power as a free action, or until you are no longer mounted on it.

## Mirrored Plate — Level 13+

*This gleaming plate mail lends authority to your voice and can blind foes with its brilliance.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Plate
**Enhancement:** AC
**Property:** You gain an item bonus to Diplomacy checks equal to the armor's enhancement bonus.
**Property:** When an enemy scores a critical hit against you, it is blinded until the end of its next turn.

## Pennant Helm — Level 14

*This brightly decorated helmet grants you strength of will and helps revitalize your allies.*

**Item Slot:** Head 21,000 gp
**Property:** You gain a +1 item bonus to Will.
**Power (Daily ✦ Healing):** Minor Action. Spend a healing surge. You don't regain hit points as normal. Instead, each ally who can see you can spend a healing surge.

## Shield of Fellowship — Level 15

*Polished to a bright sheen, this shield has magic that helps you share your resilience with allies.*

**Item Slot:** Arms 25,000 gp
**Shield:** Any
**Property:** When you gain temporary hit points, you can transfer those temporary hit points + 3 additional temporary hit points to an adjacent ally as a free action.

CHRIS SEAMAN

### Unbroken Lance — Level 12+

*This weapon glows with the power of your righteousness when you charge.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Spear
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you hit an enemy with a charge attack while you're mounted, that enemy is knocked prone.
**Power (Daily):** Standard Action. Your mount shifts 3 squares and you make a charge attack.

# Aspect of the Ram

Tenacious, stalwart, and sure-footed, the mountain ram is revered by many wielders of primal power. Totems of the ram adorn the armor of the hunters and warriors of the mountains, and adventurers draw inspiration from the visage and spirit of these nimble and fearless beasts.

Wardens and martial-minded druids benefit the most from this magic item set, particularly those guardians who enjoy being at the front of the fray.

## Lore

**Arcana or Nature DC 10:** The items of the Aspect of the Ram were first created by members of the druid orders that haunt the high mountain passes. Made of leather-stitched fur and decorated with dangling fetishes in the shape of a ram's head, this set's crude outward appearance is in sharp contrast to its true power.

**Arcana or Nature DC 16:** The druids of the Dawnforge Mountains believe that the noblest of the mountain rams move on to the spirit realm after death. When they do, the rams discard their physical forms on the rocks of their favorite peaks. The raiment that makes up the Aspect of the Ram is crafted from these rare finds.

### ASPECT OF THE RAM ITEMS

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 10+ | Stern mountain totem | 5,000 | Implement |
| 11 | Steady boots of the ram | 9,000 | Feet |
| 12 | Charger's headdress | 13,000 | Head |
| 13+ | Fleece of renewal | 17,000 | Neck |

### ASPECT OF THE RAM BENEFITS

| Pieces | Benefit |
|---|---|
| 2 | You gain a +1 bonus to attack rolls with charge attacks. |
| 4 | When you hit an enemy with a charge attack, one ally within 5 squares of you can make a saving throw as a free action. |

### Charger's Headdress — Level 12

*Fashioned from a mountain ram's horns, this headdress lets you charge unhindered through the spirit world.*

**Item Slot:** Head 13,000 gp
**Property:** You gain a +1 bonus to attack rolls with charge attacks.
**Power (Daily ✦ Teleportation):** Standard Action. Make a charge attack, but instead of moving your speed before the attack, you teleport the same number of squares.

### Fleece of Renewal — Level 13+

*This fleece cloak gives you a boost of vigor each time you charge.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** Free Action. When you charge an enemy, you gain temporary hit points equal to your Constitution modifier until the start of your next turn.

### Steady Boots of the Ram — Level 11

*These fur-lined leather boots give you the sure-footed step of the mountain ram.*

**Item Slot:** Feet 9,000 gp
**Property:** You gain the earth walk ability (*Monster Manual, page* 283).
**Property:** You gain a +2 item bonus to Athletics checks to climb.

THOMAS DENMARK

### Stern Mountain Totem — Level 10+

*The strength of the mountain beneath the ram's hooves flows into your attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 per plus, or +1d10 per plus with charge attacks
**Power (Daily ✦ Healing):** Free Action. *Trigger:* You hit with a primal attack power using this totem. *Effect:* You regain hit points as if you had spent a healing surge.

# Ayrkashna Armor

Crafted by an ancient civilization of devas, Ayrkashna Armor grants its full power only to members of that race. Many devas are drawn to seek out the scattered pieces of this armor, delving into their subconscious and journeying to strange locales in an attempt to unearth the secrets of their own past.

## Lore

**History or Religion DC 10:** The city-state of Ayrkashna was once the site from which good devas set out on their quests among the mortals they had sworn to defend. Though the city's location was lost to history long ago, Ayrkashna Armor remains a potent reminder of the power from which the devas sprang.

**History or Religion DC 16:** When the first angels tied themselves to the mortal realm to become devas, they crafted the Ayrkashna Armor to represent the five principles most important to their kind to bolster them against the evil of their ancient enemies, the rakshasas. When a deva in possession of this item set dies, the armor vanishes to be scattered in nearby locations.

**History or Religion DC 21:** Devas who come into contact with items from the Ayrkashna Armor often believe that they owned these items in a previous life. By undertaking a quest of self-discovery, they hope to reacquire the rest of the set—seeking out the places where their previous incarnations lived and died.

### AYRKASHNA ARMOR ITEMS

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 10+ | Weapon of evil undone | 5,000 | Weapon |
| 11 | Helm of vision unclouded | 9,000 | Head |
| 12 | Crest of vigilance eternal | 13,000 | Arms |
| 13+ | Armor of essence inviolate | 17,000 | Armor |
| 14 | Sash of vitality ceaseless | 21,000 | Waist |

### AYRKASHNA ARMOR BENEFITS

| Pieces | Benefit |
|---|---|
| 2 | You gain resistance to fire equal to the resistance to radiant granted by your Astral Resistance racial trait. |
| 5 | You gain the *strength of Ayrkashna* power, described below. |

### Strength of Ayrkashna — Item Set Power

*You use the power locked within the items of this set to recover from the minor wounds your enemies inflict upon you.*

**Daily ✦ Healing**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you gain regeneration 5 while you're not bloodied.

### Armor of Essence Inviolate — Level 13+

*The strength of your unending spirit surges through this armor, reinforcing your defenses when you call upon it.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Any
**Enhancement:** AC
**Property:** When you use your *memory of a thousand lifetimes* racial power, you gain an item bonus to AC equal to the result of the 1d6 roll until the end of your next turn.

### Crest of Vigilance Eternal — Level 12

*The undying courage of the deva race fuels the power of this item to keep you focused in combat.*

**Item Slot:** Arms 13,000 gp
**Special:** This item can be either bracers, a light shield, or a heavy shield.
**Power (Daily):** Immediate Interrupt. *Trigger:* An effect dazes or stuns you. *Effect:* You make a saving throw against the triggering effect. On a save, the effect ends.

### Helm of Vision Unclouded — Level 11

*A band of platinum encircles this helmet, sharpening your senses and showing you things unseen.*

**Item Slot:** Head 9,000 gp
**Property:** You gain a +2 item bonus to Insight checks and Perception checks.
**Power (Daily):** Free Action. You can see invisible creatures and objects until the end of your next turn.

### Sash of Vitality Ceaseless — Level 14

*This sash's red and white coloring represents harm and healing, granting you increased vitality when you need it most.*

**Item Slot:** Waist 21,000 gp
**Property:** When you spend a healing surge while you're bloodied, you regain additional hit points equal to your Wisdom modifier.

### Weapon of Evil Undone — Level 10+

*The power and purity of this weapon lays into your foe and leaves it stricken on the battlefield.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d12 damage per plus against rakshasas
**Property:** Divine characters can use this weapon as a holy symbol implement for divine powers.
**Property:** When you use your *memory of a thousand lifetimes* racial power, you gain an item bonus to your next attack roll before the end of your next turn equal to the result of the 1d6 roll.
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with this weapon. *Effect:* Until the end of your next turn, that enemy takes 2d10 damage whenever it attacks (3d10 damage if the enemy is a rakshasa).
*Level 25 or 30:* 3d10 damage (4d10 damage if a rakshasa).

# Champion's Flame

Even the most beneficent faith must take a hard line against threats. Whether devils undermining the clergy of a good deity, heroes infiltrating dark cults, or the temples of a large city engaging in mundane espionage, the dangers facing the faithful are sought out and eliminated by elite champions of good.

A legendary priest charged with uncovering corruption within his faith first developed the items of the Champion's Flame. They're most often sought out by clerics, but any who defend their faith can make use of these items.

## Lore

**Religion DC 11:** One of the most legendary champions of good was Connor Valis, "The Flame of Bahamut." He earned that epithet when he uncovered the corruption of the previous high priest, whose office he purged with faith and holy fire. Valis singlehandedly broke a half-dozen cults of Vecna, Orcus, and Asmodeus that had been infiltrating Bahamut's temples.

**Religion DC 18:** At the height of his success, Valis resigned his post and disappeared from public view. Some whisper that he himself became corrupted by so long staring into the dark heart of evil, while others suggest that he came to loathe the violence required by his office.

**Religion DC 23:** After Valis vanished, the tools of the Champion's Flame were lost for a number of years. However, the items of this set have since appeared within the orders of numerous faiths, all clearly derived from the designs of Valis's original panoply. Some even say that the high priest still lives, seeding his legacy even as he searches for a worthy successor.

### Champion's Flame Items

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 13+ | Champion's hauberk | 17,000 | Armor |
| 14+ | Weapon of cruel persuasion | 21,000 | Weapon |
| 15+ | Champion's symbol | 25,000 | Implement |
| 16 | Restorative gauntlets | 45,000 | Hands |
| 17 | Pursuer's boots | 65,000 | Feet |

### Champion's Flame Benefits

| Pieces | Benefit |
|---|---|
| 2 | You gain an item bonus to Insight checks and Intimidate checks equal to the number of items you have from this set. |
| 5 | When a creature lies to you and fails a Bluff check against your opposed Insight check, you gain a +1 bonus to attack rolls against that creature until the end of the encounter. |

### Champion's Hauberk — Level 13+

*Fitted to be worn under a priest's robe, this shirt of black mail lets you focus the power of your faith.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Chain, scale
**Enhancement:** AC
**Power (Encounter):** Free Action. You expend a use of your *healing word* power to use your Channel Divinity class feature an additional time during this encounter. You can't use the same Channel Divinity power twice in the same encounter.

### Champion's Symbol — Level 15+

*Inscribed with stylized flames, this holy symbol grants you control over the will of your foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** The target is dominated until the end of your next turn.
**Power (Daily ✦ Charm):** Free Action. *Trigger:* You hit an enemy with a fire or radiant power and deal damage to it using this holy symbol. *Effect:* That enemy is dominated until the end of your next turn and takes a -5 penalty to Bluff checks until the end of the encounter.

### Pursuer's Boots — Level 17

*The magic of these fine leather boots sharpens your reflexes and lets you stay close to a fleeing foe.*

**Item Slot:** Feet 65,000 gp
**Property:** You gain a +1 item bonus to Reflex.
**Power (Encounter):** Immediate Reaction. *Trigger:* An enemy adjacent to you moves. *Effect:* You shift 3 squares.

### Restorative Gauntlets — Level 16

*These black leather gloves flare with crimson flames, their potent energy allowing an ally to return to fighting form.*

**Item Slot:** Hands 45,000 gp

**Power (Encounter):** Standard Action. One willing ally adjacent to you takes damage equal to half his or her level and ends one effect on him or her that a save can end (ally's choice).

### Weapon of Cruel Persuasion — Level 14+

*The menacing cut of this weapon keeps your foes at bay.*

Lvl 14 +3 21,000 gp Lvl 24 +5 525,000 gp
Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Power (Daily ✦ Fear):** Free Action. *Trigger:* You hit an enemy with this weapon. *Effect:* That enemy can't attack you until the end of your next turn.

# Eldritch Panoply

In the dying days of Nerath, the swordmages known as the eldritch knights were said to be the most elite force in the empire. None fought harder to stave off Nerath's fall than this dedicated group of warrior-arcanists. Their legend survives today in the Eldritch Panoply—a set of magic arms, armor, and gear that supported their impressive fighting talents.

Swordmages benefit the most from owning the Eldritch Panoply, but warlocks, other strikers, and some defenders can make use of these powerful relics.

## Lore

**Arcana or History DC 13:** The eldritch knights were a distinguished order of swordmages who fought in the service of Nerath.

**Arcana or History DC 20:** Items in the Eldritch Panoply have precious metals and other special materials woven or fused into them, allowing the wearer to channel arcane energy for use in combat maneuvers or spellcasting. The pieces of the panoply were scattered across the world when the eldritch knights fell, and they remain highly sought after by swordmages and other arcane warriors.

**ELDRITCH PANOPLY ITEMS**

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 14+ | Swift-step boots | 21,000 | Feet |
| 15+ | Blade of the eldritch knight | 25,000 | Weapon |
| 17+ | Eldritch medallion | 65,000 | Neck |
| 18 | Rebuking bracers | 85,000 | Arms |
| 19 | Belt of breaching | 105,000 | Waist |
| 20 | Dimensional gauntlets | 125,000 | Hands |

**ELDRITCH PANOPLY BENEFITS**

| Pieces | Benefit |
|---|---|
| 2 | When you use a teleportation power, you can use a minor action in the same turn to teleport again a number of squares equal to the number of items you have from this set. |
| 4 | When an enemy marked by you triggers your Swordmage Aegis class feature by attacking a target other than you, your next attack against that enemy deals extra damage equal to the number of items you have from this set. |
| 6 | You gain a +1 item bonus to AC while you're wearing light armor or no armor. |

### Belt of Breaching — Level 19

*Even as your foe falls, this plain leather belt sends you across the battlefield, refreshed and ready to fight on.*

**Item Slot:** Waist 105,000 gp

**Property:** When you reduce an enemy to 0 hit points, you can spend a healing surge to regain hit points and then teleport 5 squares.

### Blade of the Eldritch Knight — Level 15+

*Mystic runes shimmer along the length of this blade. The weapon enables you to attack a distant enemy.*

Lvl 15 +3 25,000 gp Lvl 25 +5 625,000 gp
Lvl 20 +4 125,000 gp Lvl 30 +6 3,125,000 gp

**Weapon:** Heavy blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Property:** When you use a standard action to make a melee attack with this blade, your melee reach increases to 5 for that attack.

### Dimensional Gauntlets — Level 20

*These light mail gauntlets allow you to lash out at nearby foes.*

**Item Slot:** Hands 125,000 gp

**Power (Daily):** Minor Action. Until the start of your next turn, your melee reach increases by 1 and you gain threatening reach.

If you're wielding the *blade of the eldritch knight*, your melee reach increases by 2 and you gain threatening reach.

### Eldritch Medallion — Level 17+

*When you're injured, the power of this intricately engraved medallion lets you slip away from your foes.*

Lvl 17 +4 65,000 gp Lvl 27 +6 1,625,000 gp
Lvl 22 +5 325,000 gp

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily ✦ Teleportation):** Immediate Reaction. *Trigger:* An enemy bloodies you. *Effect:* You teleport a number of squares equal to the medallion's enhancement bonus.

### Rebuking Bracers — Level 18

*These gem-studded bracers flare with blue light as your devastating attack sends an enemy away from you.*

**Item Slot:** Arms 85,000 gp
**Property:** When you score a critical hit with a melee attack, you can teleport the target 3 squares. If you're wielding the *blade of the eldritch knight*, the target is also dazed until the end of your next turn.

### Swift-Step Boots — Level 14+

*These nondescript leather boots let you run past any obstacle.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Item Slot:** Feet
**Property:** When you run, you can teleport the last 2 squares of your move.
*Level 24 or 29:* Teleport the last 4 squares of your move plus 1 extra square.

# Gifts for the Queen

This item set is spoken of in the legends of humans and eladrin, though its origins remain shrouded in mystery. The tales tell of Isathrain—a queen of old who was kidnapped and taken to the Shadowfell—and of the powerful relics that aided her lover on his dangerous quest to rescue her.

Over long centuries, these Gifts for the Queen have found their way back to the world. Though most useful to sorcerers, they are coveted by other characters who undertake adventures in the Shadowfell or who hunt the undead.

## Lore

**Arcana or History DC 11:** Isathrain, the queen of a powerful border kingdom, became betrothed to Giryon, a sorcerer from a distant land. Days before the wedding, Giryon's enemies struck from the Shadowfell and stole Isathrain away. Giryon and the queen's court responded by turning what had been planned as a wedding reception into a war council. Gifts that had been intended as courtly vestments for the queen were transformed into powerful weapons and implements in preparation for an assault into the Shadowfell.

**Arcana or History DC 18:** According to legend, Giryon and Isathrain were reunited in the Shadowfell after many trials. However, though the Gifts for the Queen were soon seen in the mortal world, the two lovers never returned to the queen's court. Some say they traveled to the Feywild to escape Giryon's enemies; others claim that the lovers remained in the Shadowfell, searching for other mortals that had been stolen away by the denizens of that dark land.

**Arcana or History DC 23:** Those who believe that Queen Isathrain still fights for the lives of mortals trapped in the Shadowfell say that a character who assembles a full set of the Gifts for the Queen can seek her there.

### GIFTS FOR THE QUEEN ITEMS

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 13 | Bracelet of the radiant storm | 17,000 | Arms |
| 14 | Crown of the brilliant sun | 21,000 | Head |
| 15+ | Queen's staff | 25,000 | Implement |
| 16 | Spark slippers | 45,000 | Feet |
| 17 | Ring of the radiant storm | 65,000 | Ring |

### GIFTS FOR THE QUEEN BENEFITS

| Pieces | Benefit |
|---|---|
| 2 | When you hit with a lightning or radiant attack power, you gain a bonus to damage rolls on that attack equal to the number of items you have from this set. |
| 5 | The resistances granted by the *bracelet of the radiant storm* increase to 10. In addition, when you take lightning or radiant damage, you can make a saving throw as an immediate reaction to negate that damage. |

### Bracelet of the Radiant Storm — Level 13

*Seemingly composed of pure energy, this bracelet keeps you safe from energy attacks.*

**Item Slot:** Arms 17,000 gp
**Property:** You gain resist 5 radiant and resist 5 lightning.

### Crown of the Brilliant Sun — Level 14

*This crown flares with brilliant energy that you can unleash in place of a lightning attack.*

**Item Slot:** Head 21,000 gp
**Property:** When you hit an enemy with a lightning power and deal damage to it, you can deal radiant damage instead.

### Ring of the Radiant Storm — Level 17

*A gem of pure energy set into this platinum ring sharpens your mastery of light and lightning.*

**Item Slot:** Ring 65,000 gp
**Property:** When you hit an enemy with a lightning or radiant power and deal damage to it, you can roll the damage twice and use either result.
**Power (Daily):** Free Action. *Trigger:* You attack an enemy with an encounter lightning or radiant power and miss. *Effect:* You regain the use of the power.
If you've reached at least one milestone today, a daily lightning or radiant power can trigger this power instead.

### Spark Slippers — Level 16

*When you wear these magically supple glass slippers, foes who step too close to you pay the price.*

**Item Slot:** Feet 45,000 gp
**Property:** When a creature moves adjacent to you, you can deal lightning damage to that creature equal to your Charisma modifier.

JASON A. ENGLE

### Queen's Staff — Level 15+

*Your lightning attacks and arcane defenses are more potent while you wield this staff.*

Lvl 15 +3 25,000 gp | Lvl 25 +5 625,000 gp
Lvl 20 +4 125,000 gp | Lvl 30 +6 3,125,000 gp
**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and if the attack gives you a bonus to AC from your Chaos Burst class feature, that bonus increases to +3.
**Property:** When you hit an enemy with an arcane lightning power using this staff and deal damage to it, you gain a +2 bonus to your attack rolls against that enemy until the end of your next turn.

# Offerings of Celestian

Once in a dozen generations, a fiery comet called the Far Wanderer traverses the night sky. Legend holds that the Far Wanderer is a sign of salvation and a portent of the watchful eyes of the gods of good. In ages past, a great sorcerer secured a fragment of the Far Wanderer for use in the creation of a set of powerful items—the Offerings of Celestian.

The Offerings of Celestian are best suited for cosmic sorcerers, but any character can make use of the items of this set.

## Lore

**Arcana, History, or Religion DC 13:** When the comet known as the Far Wanderer last traversed the skies centuries ago, it is said that fragments of its essence split off and rained white fire across the land. Adventurers and scholars roamed far and wide in search of these fragments, but only one was ever recovered. Collected by an arcanist and astronomer named Celestian, this strange piece of metal was found to carry potent levels of magical power.

**Arcana, History, or Religion DC 20:** Believing this magical fragment to be a gift from the good deities, Celestian sought to honor them. After smelting the fragment down, the arcanist spun a thin metallic thread that was stronger than steel. By stitching this thread into fine silk and leather and embedding pieces of it in other materials, he crafted a set of magic items as his offering to the gods.

**OFFERINGS OF CELESTIAN ITEMS**

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 17+ | Mooncloth robes | 65,000 | Armor |
| 17+ | Staff of the Far Wanderer | 65,000 | Implement |
| 18+ | Star-strewn scarf | 85,000 | Neck |
| 19 | Gloves of the wandering star | 105,000 | Hands |
| 20 | Sun sphere | 125,000 | Head |

**OFFERINGS OF CELESTIAN BENEFITS**

| Pieces | Benefit |
|---|---|
| 2 | When you have resistance to cold, psychic, or radiant, that resistance increases by an amount equal to the number of items you have from this set. |
| 4 | When you teleport, you can also teleport a number of allies equal to the number of items you have from this set. The allies must begin and end the teleport adjacent to you. |

### Gloves of the Wandering Star — Level 19

*The magic of these supple gloves sends forth a burst of starlight to blind your foes.*

**Item Slot:** Hands 105,000 gp
**Property:** The range of your ranged attack powers increases by 2 squares.
**Power (Daily ✦ Implement, Radiant):** Free Action. *Trigger:* You hit or miss an enemy with a ranged attack. *Effect:* Make a secondary attack: Area burst 1 centered on that enemy; Charisma + 4 vs. Fortitude; targets enemies; on a hit, the attack deals 2d8 + Charisma modifier radiant damage, and the target is blinded until the start of your next turn.

### Mooncloth Robes — Level 17+

*A would-be attacker is shunted away from you by the protective power of these shimmering robes.*

Lvl 17 +4 65,000 gp | Lvl 27 +6 1,625,000 gp
Lvl 22 +5 325,000 gp
**Armor:** Cloth
**Enhancement:** AC
**Power (Encounter):** Free Action. *Trigger:* An enemy adjacent to you misses you with a melee attack. *Effect:* You slide the triggering enemy 1 square.
*Special:* If you have the Cosmic Magic class feature, you slide the triggering enemy 2 squares.

### Staff of the Far Wanderer — Level 17+

*When you burn your foes with radiant power, the four white stars set at the head of this staff send you effortlessly across the battlefield.*

Lvl 17 +4 65,000 gp | Lvl 27 +6 1,625,000 gp
Lvl 22 +5 325,000 gp
**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 radiant damage per plus
**Power (Daily ✦ Teleportation):** Free Action. *Trigger:* You use a radiant power. *Effect:* You teleport to a space adjacent to any target of the triggering power.
*Special:* If you have the Cosmic Magic class feature and are in the phase of the stars, you gain a power bonus to AC equal to the staff's enhancement bonus until the start of your next turn.

### Star-Strewn Scarf — Level 18+

*This shimmering black scarf protects your vision even as it hinders your enemies' attacks.*

Lvl 18 +4 85,000 gp Lvl 28 +6 2,125,000 gp
Lvl 23 +5 425,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** You gain a +2 item bonus to saving throws against the blinded condition.
**Power (Daily):** Minor Action. Until the start of your next turn, you are blinded, and each enemy that can see you takes a -5 penalty to attack rolls for attacks that include you as a target.

### Sun Sphere — Level 20

*This tiny sphere in the shape of the sun circles your head, burning foes who move too close.*

**Item Slot:** Head 125,000 gp
**Property:** You gain a +1 item bonus to Will.
**Power (Encounter ✦ Fire, Radiant):** Minor Action. Each enemy adjacent to you takes fire and radiant damage equal to your Strength modifier.
*Special:* If you have the Cosmic Magic class feature and are in the phase of the sun, this power affects each enemy within 2 squares of you.

# Panoply of the Shepherds of Ghest

Ancient legends tell of the floating city of Ghest and of its spectacular destruction. Less well known is the tale of those who survived that destruction, and how a handful of heroes—the shepherds of Ghest—successfully led their people through countless dangers to make new lives. Though Ghest is little more than a memory now, its name lives on in the arms and armor those heroes wore.

This item set is favored by defenders and characters charged with protecting others from harm.

## Lore

**Arcana or History DC 11:** The floating city of Ghest was a magical marvel said to have been built by mighty archmages and demigods. For centuries, Ghest was a center of learning, peace, and prosperity— and then disaster struck. When its magic was shut down by unknown forces, the floating city fell to earth. Through the efforts and sacrifice of Ghest's powerful priests and wizards, a fraction of the city's population survived the cataclysm. However, those survivors were left alone in a hostile land, their leaders and champions dead.

**Arcana or History DC 18:** From the broken wreckage of their once-mighty city, the exiles salvaged some of the arcane wonders of Ghest to help them survive. A handful of self-appointed "shepherds" wielding weapons and armor of sacred crystal led the people of Ghest through many trials, eventually finding a safe home in new lands. The relics they had created were passed to new generations of shepherds and eventually spread to the wider world.

**Arcana or History DC 23:** When the shepherds led their people from the fallen city, they took only the panoply they had created. Fearing that Ghest's powerful magic might fall into the wrong hands, the survivors allowed the city's great arcane engines to destroy themselves and the surrounding ruins. For centuries, sages and adventurers have sought the location of the fallen city, to no avail. However, some believe that the descendants of the first shepherds still guard the ruins, and that characters who successfully collect the panoply can attempt to find them.

### Panoply of the Shepherds of Ghest Items

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 12 | Shepherd's battle standard | 13,000 | Wondrous item |
| 13+ | Shepherd's arms | 17,000 | Weapon |
| 14 | Helm of able defense | 21,000 | Head |
| 15+ | Crystalline breastplate | 25,000 | Armor |

### Panoply of the Shepherds of Ghest Benefits

| Pieces | Benefit |
|---|---|
| 2 | Each ally adjacent to you gains resistance to all damage equal to the number of items you have from this set. |
| 4 | Each ally adjacent to you gains a +1 item bonus to all defenses. |

### Crystalline Breastplate — Level 15+

*Thumb-sized crystals set into this armor absorb certain types of damage, but at the expense of increased vulnerability.*

Lvl 15 +3 25,000 gp Lvl 25 +5 625,000 gp
Lvl 20 +4 125,000 gp Lvl 30 +6 3,125,000 gp
**Armor:** Leather, hide, chain, scale, plate
**Enhancement:** AC
**Property:** After an extended rest, choose one of the following pairs: cold and fire, lightning and thunder, or necrotic and radiant. You gain resist 10 to one of the chosen damage types and gain vulnerable 10 to the other type.
*Level 25 or 30:* Resist 15, vulnerable 15.

### Helm of Able Defense — Level 14

*Lifelike crystal eyes in the back of this helmet focus your will and bolster your defenses.*

**Item Slot:** Head 21,000 gp
**Property:** You gain a +1 item bonus to Will.
**Property:** At the start of each encounter, you gain a +2 bonus to all defenses until you take damage for the first time after the end of your first turn (not including a surprise round).

### Shepherd's Arms — Level 13+

*The protective magic of this crystal-bladed weapon hinders a foe's attacks against your allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Polearm, spear
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** An enemy adjacent to you can't flank your allies.

### Shepherd's Battle Standard — Level 12

*Set with scores of shining crystals, this banner inspires bravery in your allies and keeps enemies at bay.*

**Wondrous Item** 13,000 gp

**Power (Encounter ✦ Zone):** Standard Action. When you plant this battle standard in your space or an adjacent square, it creates a zone in a close burst 5. While within the zone, you and your allies gain a +2 power bonus to Will against fear effects. It costs enemies 3 extra squares of movement to enter the zone.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

## Raiment of Shadows

Created by a militant order of warlocks, the Raiment of Shadows is a set of battle garb crafted from the hides and scales of extraplanar creatures dwelling in the Shadowfell. Though the warlock order no longer exists, pieces of the raiment still circulate, and many warlocks seek to complete a set for themselves.

### Lore

**Arcana DC 10:** The Blades of Shadow were an elite order of warlocks who strove to overcome the philosophical barriers arising between warlocks of different pacts. The Raiment of Shadows—a set of magic relics crafted with the power of the Shadowfell—was their uniform and was designed to obscure any differences of race, creed, or pact.

**Arcana DC 16:** Despite their dedication to unifying the eldritch arts, the Blades of Shadow eventually fell. Over time, the divisions between warlocks of different pacts turned to conflict, with smaller groups within the Blades accusing each other of withholding the order's most powerful secrets.

**Arcana DC 21:** Sages know that the fall of the Blades of Shadow was due to more than mere infighting. The beings and powers to whom the warlocks had sworn fealty feared that the Blades were on the verge of discovering the means to tap directly into the eldritch power that was their lifeblood. By doing so, they would be able to bypass their traditional patrons of the Feywild, the Far Realm, the Nine Hells, and other powers. These patrons forged a short-term alliance that shattered the Blades of Shadow and destroyed its teachings.

MATIAS TAPIA

**RAIMENT OF SHADOWS ITEMS**

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 3+ | Pact blade | 680 | Weapon |
| 11 | Razordark bracers | 9,000 | Arms |
| 12+ | Darkstrike armor | 13,000 | Armor |
| 14 | Tenebrous mask | 21,000 | Head |
| 15+ | Cloak of burgeoning shadow | 25,000 | Neck |

**RAIMENT OF SHADOWS BENEFITS**

| Pieces | Benefit |
|---|---|
| 2 | You gain an item bonus to Stealth checks equal to the number of items you have from this set. |
| 5 | When an enemy affected by your Warlock's Curse drops to 0 hit points, you become invisible until the end of your next turn. |

### Cloak of Burgeoning Shadow — Level 15+

*This dark cloak helps obscure your allies when you stay close.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Power (Daily):** Minor Action. Until the end of the encounter, each ally adjacent to you while you have concealment from your Shadow Walk class feature also has concealment.

### Darkstrike Armor — Level 12+

*Shadowy runes shift across the surface of this black armor, protecting you when you single out a foe with your attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Leather, hide
**Enhancement:** AC
**Property:** When you hit an enemy with an attack power, if you gained a bonus to your ranged attack roll against that enemy from your Prime Shot class feature, you gain a +2 bonus to AC against that enemy until the end of your next turn.

### Pact Blade — Level 3+

*Warlocks favor this wickedly sharp blade.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Light blade (usually daggers and sickles)
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** This blade functions as a warlock implement, adding its enhancement bonus to attack rolls and damage rolls for warlock powers that use implements.
**Property:** When a creature you have cursed with your Warlock's Curse makes a melee attack against you, deal damage to the creature equal to the *pact blade*'s enhancement bonus.
**Special:** You do not gain your weapon proficiency bonus to the attack roll when using a *pact blade* as an implement.

### Razordark Bracers — Level 11

*Lashed with lines of glass-sharp shadow, these bracers allow you to strike at range without letting your guard down.*

**Item Slot:** Arms 9,000 gp
**Property:** Your warlock at-will ranged attack powers don't provoke opportunity attacks from adjacent enemies.

### Tenebrous Mask — Level 14

*This thin slip of black silk allows you to target foes shrouded from your sight.*

**Item Slot:** Head 21,000 gp
**Power (Encounter):** Minor Action. Until the end of your next turn, you ignore the -2 penalty to attack rolls against creatures within 10 squares of you that have concealment.

## Raiment of the World Spirit

The Raiment of the World Spirit is a magic item set of ancient design and primal power. To the untrained eye, the items in this set appear as the relics of some primitive tribe—a shield, necklace, mask, and ring fashioned from wood, bark, and other materials of the forest. However, closer scrutiny reveals that the pieces of the raiment are untouched by mortal tools, appearing instead as though they were grown as living objects.

Wardens benefit the most from the Raiment of the World Spirit set, but defenders and classes that grant access to polymorph powers will find these items useful as well.

### Lore

**Arcana or Nature DC 11:** Primal power infuses the Raiment of the World Spirit set, binding it to nature. Spellcasting crafters create each component as part of an ancient ceremony passed down through the ages. Each piece of the set is grown as the offshoot of a living tree—an avatar of the mysterious World Spirit. The tree gives up a portion of its heartwood to serve as a shield, forms the mask from its bark, provides its seed pods for the necklace, and manifests the ring as an extension of its primal spirit.

**Arcana or Nature DC 18:** The Raiment of the World Spirit was first fashioned in the earliest age of the mortal world. Sensing looming threats that might disrupt the fragile cycle of life and death, shamans, wardens, and druids came together to request aid from the primal power they sought to protect. With these now-ancient rites, the keepers of the old ways continue to craft these relics, both to honor the champions who once carried them and as a boon to new heroes dedicated to defending the natural world.

When an item from the raiment is worn, it releases tiny seeds that take root in the wearer's clothing and sprout vines that weave about that person's body. The tendrils staunch wounds and supplement strength to allow the wearer to keep fighting past the point when others would fall.

**Arcana or Nature DC 23:** The crafters of the raiment treat its creation as a sacred trust, and they take care to ensure that the relics don't fall into the wrong hands. The raiment is a gift of nature, and that gift can be withdrawn if its wearer abuses its power. Dark tales abound of primal spirits visiting calamity on heroes who misuse the raiment, and of whole lands scourged by blight and disease in response to the power of the World Spirit being betrayed.

### RAIMENT OF THE WORLD SPIRIT ITEMS

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 12 | Necklace of fate | 13,000 | Neck |
| 13 | Shield of the World Tree | 17,000 | Arms |
| 14 | Mask of the vengeful spirit | 21,000 | Head |
| 15 | Ring of many forms | 25,000 | Ring |

### RAIMENT OF THE WORLD SPIRIT BENEFITS

| Pieces | Benefit |
|---|---|
| 2 | You gain an item bonus to saving throws against ongoing damage equal to the number of items you have from this set. |
| 4 | Your healing surge value increases by 4. |

#### Mask of the Vengeful Spirit — Level 14

*This wooden mask takes on the appearance of a snarling beast, causing a selected foe to be overcome by fear.*

**Item Slot:** Head 21,000 gp

**Power (Daily ✦ Fear):** No Action. When you roll initiative, you mark one enemy you can see, and that enemy grants combat advantage to you until the end of your next turn.

#### Necklace of Fate — Level 12

*This necklace of acorns and woven vines tethers your spirit to nature, helping you shake off the effects of combat.*

Lvl 12 +3 13,000 gp Lvl 22 +5 325,000 gp
Lvl 17 +4 65,000 gp Lvl 27 +6 1,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Encounter):** No Action. *Trigger:* You make a saving throw at a time other than the end of your turn. *Effect:* You gain an item bonus to that saving throw equal to the necklace's enhancement bonus.

#### Ring of Many Forms — Level 15

*This ring appears as a band of shifting energy, sharpening your combat prowess when you wield the magic of transformation.*

**Item Slot:** Ring 25,000 gp

**Property:** When you use a polymorph power, you gain a +1 bonus to your next attack roll before the end of your turn.

#### Shield of the World Tree — Level 13

*When you make use of healing energy, the magic within this solid heartwood shield protects your allies.*

**Item Slot:** Arms 17,000 gp

**Shield:** Any

**Property:** When you spend a healing surge, each ally adjacent to you gains a +2 shield bonus to AC until the start of your next turn.

## Reaper's Array

Stained with dried blood, etched with the scars of countless battles, and bearing silent witness to uncountable acts of savage slaughter, the Reaper's Array is a panoply befitting only the deadliest warriors. For those who collect the items of this set, death is a constant companion, and foes met on the field of battle are destined to find only pain and ruin.

Barbarians benefit the most from these items, though any character who yearns to be in the thick of combat will find value in this set.

### Lore

**Arcana or History DC 11:** The crafting of a Reaper's Array set is a secret known only to a handful of arcanists, and the dark process involves the incorporation of an enemy's corporeal essence into each piece. Blood quenches the steel pulled white-hot from the forge. The hair of a foe is woven into the cloak's fabric, and its flesh is cured to provide the leather of gauntlets and belt. Most sets are made with the blood and bodies of monsters, but more than a few have been crafted using materials harvested from sentient humanoids.

**Arcana or History DC 18:** The legendary berserker Ygnir, a dragonborn barbarian warrior whose bloodlust and thirst for vengeance still inspires fear in the tieflings that remember his name, first created the items in the Reaper's Array. When a slave overseer murdered his family as punishment for Ygnir's refusal to kneel, the barbarian vowed to bring down the empire of Bael Turath single-handedly. Breaking his chains, Ygnir killed his master, the overseer, and a dozen guards with his bare hands.

**Arcana or History DC 23:** With the help of a fellow prisoner schooled in the warlock arts, Ygnir forged the first Reaper's Array set using the steel, blood, skin, and hair of the foes he had slain. With his grim helm and terrifying axe, Ygnir became a legend on ancient battlefields. Unable to slay him themselves, tiefling diabolists were said to have summoned powerful devils to finally end the warrior's threat—an act that some say might have hastened the fall of that race.

### REAPER'S ARRAY ITEMS

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 14+ | Crimson cloak | 21,000 | Neck |
| 15+ | Reaper's axe | 25,000 | Weapon |
| 15 | Reaper's helm | 25,000 | Head |
| 17 | Gauntlets of brutality | 65,000 | Hands |
| 18 | Head-taker's belt | 85,000 | Waist |

### REAPER'S ARRAY BENEFITS

| Pieces | Benefit |
|---|---|
| 2 | You gain an item bonus to Intimidate checks equal to the number of items you have from this set. |
| 5 | When you bloody an enemy, you can shift 1 square as a free action. |

### Crimson Cloak — Level 14+

*This rich cloak shimmers with a blood-red sheen, defending you against the most potent attacks of your foes.*

Lvl 14 +3 21,000 gp — Lvl 24 +5 525,000 gp
Lvl 19 +4 105,000 gp — Lvl 29 +6 2,625,000 gp

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** When you take untyped ongoing damage, you make a saving throw against the ongoing damage with an item bonus equal to the cloak's enhancement bonus.

### Gauntlets of Brutality — Level 17

*Rust and bloodstains mark these leather and steel gauntlets, which strengthen your attacks against fallen foes.*

**Item Slot:** Hands 65,000 gp
**Property:** When you hit a prone enemy with a melee attack, the attack deals 5 extra damage.

### Head-Taker's Belt — Level 18

*This plain leather belt is set with skull-shaped steel studs, with a new one appearing each time you slay a foe.*

**Item Slot:** Waist 85,000 gp
**Property:** You gain a +1 item bonus to Fortitude.
**Power (Daily):** Free Action. *Trigger:* You reduce an enemy to 0 hit points. *Effect:* You gain temporary hit points equal to your level.

### Reaper's Axe — Level 15+

*Sporting a wickedly curved blade, this steel axe draws on the death throes of your opponents to fuel its attack.*

Lvl 15 +3 25,000 gp — Lvl 25 +5 625,000 gp
Lvl 20 +4 125,000 gp — Lvl 30 +6 3,125,000 gp

**Weapon:** Axe
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d12 damage per plus
**Property:** When you reduce an enemy to 0 hit points, you can shift 1 square and make a melee basic attack with this weapon.

### Reaper's Helm — Level 15

*Badly wounded foes can't elude your attacks while you wear this battle-scarred steel helmet.*

**Item Slot:** Head 25,000 gp
**Property:** You ignore the -2 penalty to attack rolls against bloodied enemies that have concealment.

## Regalia of the Golden General

The Golden General is an enduring figure of legend, a warlord known as one of the foremost demon slayers who ever lived. Though the fragments of the original arms, armor, and raiment wielded by the Golden General are said to lie in the depths of the Abyss where he met his end, the design of his regalia was well known even before his death. Pieces belonging to this item set can be found throughout the world and beyond it.

Resourceful warlords benefit the most from the items in this set, but all warlords can make use of them.

### Lore

**History or Religion DC 18:** No accurate records of the Golden General's birth or death exist, nor is it known which lands were his true home. The historians of many human cultures claim this legendary warlord as their own, and at least one tale claims that the Golden General became an exarch of Pelor after he met his end. The items of the Regalia of the Golden General are usable by characters of any alignment, but it's said that an evil creature that dons these relics causes them to turn dead black in color.

**History or Religion DC 23:** Legend says that a hero who owns the full Regalia of the Golden General set can attempt to retrieve the fragments of the original regalia from the abyssal depths. If successful, this hero can bring the fragments to the city of Hestavar in the Astral Sea. Upon presenting the regalia to Pelor, the hero earns the right to become one of the deity's exarchs upon death.

**REGALIA OF THE GOLDEN GENERAL ITEMS**

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 12+ | Mantle of the Golden General | 13,000 | Neck |
| 13+ | General's weapon | 17,000 | Weapon |
| 14 | Golden crown of battle command | 21,000 | Head |
| 15 | General's belt | 25,000 | Waist |
| 16 | Ring of tactical brilliance | 45,000 | Ring |

**REGALIA OF THE GOLDEN GENERAL BENEFITS**

| Pieces | Benefit |
|---|---|
| 2 | You gain a +2 item bonus to Will. |
| 5 | When an ally you can see spends an action point, that ally gains a +2 bonus to Will until the end of his or her next turn. |

### General's Belt — Level 15

*The buckle of this leather belt is a golden shield whose magic revitalizes you when you help your allies heal.*

**Item Slot:** Waist 25,000 gp
**Property:** You gain a +1 item bonus to Fortitude.
**Power (Daily ✦ Healing):** Free Action. *Trigger:* You use a power that heals an ally. *Effect:* You spend a healing surge.

### General's Weapon — Level 13+

*A foe lurking out of reach will feel the magical bite of this gilded polearm.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Polearm
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Encounter):** Minor Action. Until the end of your next turn, your melee reach with this weapon increases by 1.

### Golden Crown of Battle Command — Level 14

*When you direct an ally's attack, the power of this simple circlet of beaten gold helps guide his hand.*

**Item Slot:** Head 21,000 gp
**Property:** When you use a warlord power to grant a melee basic attack to an ally within your line of sight, that ally gains a +2 bonus to the attack roll and the damage roll.

### Mantle of the Golden General — Level 12+

*The aid you give an ally is strengthened by the power of this fur-lined amber cloak.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** When you use a warlord power to grant a saving throw to an ally, that ally gains a +2 bonus to the saving throw.

### Ring of Tactical Brilliance — Level 16

*The power of this golden ring helps protect an ally who changes position at your command.*

**Item Slot:** Ring 45,000 gp
**Property:** When you use a warlord power that lets an ally shift, that ally gains a +1 bonus to all defenses until the end of his or her next turn.

# Relics of the Forgotten One

Crafted from the remains of a dead god, the Relics of the Forgotten One are a set of potent magic items from the dawn of time. Though clerics, avengers, and paladins most often seek these relics, they can be used by any class.

## Lore

**History or Religion DC 18:** Histories and religious texts record the fates of the deities that fell in the ancient conflict between the gods and the primordials, but a few stories have escaped the scholars' quills. In centuries past, one such fallen deity was found by a mysterious order of arcanists whose members fashioned the remains of the Forgotten One into relics of incredible power.

**RELICS OF THE FORGOTTEN ONE ITEMS**

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 13+ | Skin of agonies | 17,000 | Armor |
| 14+ | Sword of melancholy | 21,000 | Weapon |
| 15+ | Mantle of regrets | 25,000 | Neck |
| 16 | Mask of tears | 45,000 | Head |
| 17+ | Symbol of the Forgotten One | 65,000 | Implement |
| 18 | Ring of sorrows | 85,000 | Ring |

**RELICS OF THE FORGOTTEN ONE BENEFITS**

| Pieces | Benefit |
|---|---|
| 2 | When you spend a healing surge while you are bloodied, you regain additional hit points equal to the number of items you have from this set. |
| 5 | While you are bloodied, your melee weapon attacks gain the brutal 1 property (originally described in *Adventurer's Vault*): Reroll any damage die result of 1 until the die shows 2 or higher. |

### Mantle of Regrets — Level 15+

*This somber mantle bestows a crippling weight on your enemies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Power (Daily ✦ Fear, Psychic):** Immediate Reaction. *Trigger:* An enemy hits you with a melee or a close attack. *Effect:* The triggering enemy takes a −2 penalty to attack rolls and saving throws (save ends both). *First Failed Saving Throw:* The enemy also takes ongoing 10 psychic damage (save ends all). *Second Failed Saving Throw:* The enemy is also stunned (save ends all).

### Mask of Tears — Level 16

*This bone mask captures the image of a grieving figure whose tears become a balm to you or an ally.*

**Item Slot:** Head 45,000 gp
**Power (Daily ✦ Healing):** Free Action. *Trigger:* An enemy bloodies you with a melee or a close attack. *Effect:* You or an ally adjacent to you can spend a healing surge.

### Ring of Sorrows — Level 18

*You conjure the manifestation of sorrow from this plain silver ring, tasking your foes with the agony of the Forgotten One's demise.*

**Item Slot:** Ring 85,000 gp
**Property:** You and each ally you can see gain a +1 bonus to attack rolls with fear powers.
**Power (Daily ✦ Conjuration, Teleportation):** Standard Action. You conjure a manifestation of sorrow in each of three unoccupied squares within 10 squares of you. The three sorrows remain until the end of your next turn. An enemy that starts its turn adjacent to a sorrow and that deals damage during that turn is teleported to another space adjacent to the sorrow (your choice) and dazed until the end of your next turn.

### Skin of Agonies — Level 13+

*The likeness of a screaming face is etched across this armor, which protects you from your foes' harshest attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Leather, hide
**Enhancement:** AC
**Property:** You automatically succeed on saving throws against untyped ongoing damage.
**Power (Daily):** Immediate Reaction. *Trigger:* An enemy hits you with an attack that deals ongoing damage. *Effect:* The ongoing damage ends. One enemy adjacent to you takes the ongoing damage instead, and takes a −2 penalty to saving throws against that ongoing damage.

### Sword of Melancholy — Level 14+

*The magic of this well-notched blade fills your foe with a dread malaise that leaves it open to further attack.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Heavy blade, light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (Daily ✦ Fear):** Free Action. *Trigger:* You make a melee attack against an enemy using this weapon and miss. *Effect:* That enemy takes a −2 penalty to all defenses (save ends). *Aftereffect:* If you're adjacent to the enemy when it succeeds on its saving throw against this effect, you can make a melee basic attack using this weapon against that enemy as a free action.

### Symbol of the Forgotten One — Level 17+

*The divine power of this battered symbol conceals you from your foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 22 | +5 | 325,000 gp | | | |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 radiant damage per plus
**Power (Daily ✦ Illusion):** Standard Action. By expending a use of your Channel Divinity class feature, you become invisible to each creature within 5 squares of you until the end of your next turn.

# EPIC TIER ITEM SETS

Characters require the most potent arms, armor, implements, and other magic items to face the challenges of the epic levels.

## Mirror of Nessecar

The *mirror of Nessecar* was a unique treasure from an ancient fey empire. It held a dimensional portal within its magically silvered glass that was capable of transporting large numbers of creatures to its location. In a great battle between eladrin and fomorians, the mirror was shattered as eladrin soldiers prepared to come through it, and their souls were trapped within its shards.

### Lore

**History DC 17:** Over a thousand years ago, a great battle was fought in the Feywild palace of Nessecar between the eladrin and the fomorians. The great behemoths laid waste to the priceless crystal relics for which the palace was known, slaying many in their wake. However, before the fomorians could triumph, the eladrin lord Ondathian unveiled a magic mirror that had the power to save his people.

**History DC 26:** The magic of the mirror opened a portal through which eladrin reinforcements prepared to enter the fray. But the fomorian war chief Morgkash shattered the mirror just after the portal opened, trapping the souls of the eladrin within the broken pieces. The fomorians overran the palace, slaying all within it. In an attempt at total victory, Morgkash tried to destroy the shards of the shattered mirror but couldn't affect them. Sensing the power lingering within these fragments, the fomorians scattered the pieces throughout multiple worlds.

**History DC 31:** Over many generations, fragments of the mirror have been collected and formed into Mirror of Nessecar sets. The items of this set are powered by the essence of the eladrin who died trapped within the mirror, granting potent abilities to the wielder.

**MIRROR OF NESSECAR ITEMS**

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 26 | Bloodshard ring | 1,125,000 | Ring |
| 27 | Mirrored mask | 1,625,000 | Head |
| 28 | Feyshard wand | 2,125,000 | Implement |
| 29 | Far-step amulet | 2,625,000 | Neck |

**MIRROR OF NESSECAR BENEFITS**

| Pieces | Benefit |
|---|---|
| 2 | You gain a +10 item bonus to skill checks made as part of a scrying ritual or a travel ritual. |
| 4 | You can perform the Observe Creature and True Portal rituals once per day each with no component cost. |

### Bloodshard Ring — Level 26

*The images of eladrin nobles flicker within this circular shard of mirrored glass, which injures you even as it extends your vitality.*

**Item Slot:** Ring 1,125,000 gp
**Property:** You reduce your maximum hit points by 5. In addition, whenever you spend a healing surge, you regain 2 additional hit points.
**Power (Daily ✦ Healing):** Minor Action. Regain hit points as if you had spent a healing surge.
If you've reached at least one milestone today, you also regain a spent healing surge.

### Far-Step Amulet — Level 29

*This amulet appears to be the frame and shattered glass of a scrying mirror. Its magic focuses your teleportation powers.*

Lvl 29 +6 2,625,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** When you use a teleportation power, the distance you can teleport increases by 3 squares.
**Power (Daily ✦ Teleportation):** Move Action. You teleport 20 squares.

### Feyshard Wand — Level 28

*This slender mirrored shard reflects the ghostly image of eladrin battle mages and replenishes the arcane power within you.*

Lvl 28 +6 2,125,000 gp
**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. You gain the use of an arcane encounter power that you or an ally has already used during this encounter. This power is lost if it is not used before the end of the encounter.

### Mirrored Mask — Level 27

*A jagged-cut mask of silvered glass appears to show images of eladrin scouts even as it protects you from attacks.*

**Item Slot:** Head 1,625,000 gp
**Property:** You are immune to gaze attacks.
**Property:** You gain a +2 bonus to all defenses against ranged or area attacks.

## Points of the Constellation

The Points of the Constellation are relics sacred to an ancient sect of star pact warlocks who worshiped the unknown powers of the Far Realm. Each item is named for a different alien star and allows its wielder to exert influence over mortal minds and bodies.

Though this set is most useful to warlocks, any character seeking a connection to the Far Realm can make use of its items.

### Lore

**History DC 17:** Calling themselves the Constellation, a secret sect of warlocks in the ancient tiefling empire of Bael Turath worshiped the alien powers lurking within the Far Realm. When this practice and the resultant corruption of these star pact warlocks was discovered by the elders of the empire, retribution came swiftly.

Praying to their elder gods, the warlocks called a mighty power to the world, showering the realm with monstrous meteorites. This assault destroyed the warlocks' foes, even as it enchanted a panoply of items with power never meant to be wielded by mortal hands.

**History DC 26:** The dragonborn of Arkhosia finished the job that the elders of Bael Turath could not, laying siege to the sanctums and fortresses of the star pact warlocks before their taint could spread. In the aftermath, the unholy relics from beyond the stars were scattered far and wide, and they have continued to spread to various cultures over the centuries.

**History DC 31:** Sages speculate that the power granted by these items is given only to help reunite the items. And many think that the Points of the Constellation items send dark dreams of power to those who seek them, exacting a cost from the user for their power. It's even said that the items not only work to be reunited, but also are trying to return to the Far Realm—at the expense of those who collect them.

#### POINTS OF THE CONSTELLATION ITEMS

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 23 | Delbanian vambraces | 425,000 | Arms |
| 24 | Boots of Caiphon | 525,000 | Feet |
| 25+ | Rod of Ulban | 625,000 | Implement |
| 26 | Hands of Hadar | 1,125,000 | Hands |
| 27 | Ring of Khirad | 1,625,000 | Ring |

#### POINTS OF THE CONSTELLATION BENEFITS

| Pieces | Benefit |
|---|---|
| 2 | Your enemies take a -1 penalty to saving throws against your powers for every two pieces you have of this set. |
| 5 | You gain a +3 item bonus to Fortitude or Will. You can change the defense this bonus applies to after a short rest. |

### Boots of Caiphon — Level 24

*A mote of purple light orbits these black leather boots, burning you even as it lets you move freely across the battlefield.*

**Item Slot:** Feet 525,000 gp
**Property:** You gain a +2 item bonus to Reflex.
**Power (At-Will):** Minor Action. You shift your speed and take damage equal to two times the number of squares you shifted.

### Delbanian Vambraces — Level 23

*These ice-white bracers let you pass unseen, but their power freezes you to the marrow if left unchecked.*

**Item Slot:** Arms 425,000 gp
**Power (At-Will ✦ Cold, Illusion):** Free Action. *Trigger:* You score a critical hit using a cold power or reduce an enemy to 0 hit points using a cold power. *Effect:* You become invisible until the end of your next turn. *Sustain Free:* The invisibility persists, but each time you sustain it, you take 5 cold damage that can't be reduced or prevented in any way.

### Hands of Hadar — Level 26

*Fire opals speckle these black gloves, which focus the power of your Warlock's Curse.*

**Item Slot:** Hands 1,125,000 gp
**Property:** When you hit an enemy that is granting combat advantage to you and deal your Warlock's Curse extra damage to it, you deal an additional 2d6 extra damage.

### Ring of Khirad — Level 27

*This ring is set with a clouded astral diamond whose gleam reveals things seen and unseen.*

**Item Slot:** Ring 1,625,000 gp
**Property:** You gain a +5 item bonus to Insight checks and Perception checks, and you can see invisible creatures and objects.
**Power (Daily):** Minor Action. Until the end of your next turn, creatures within 5 squares of you lose invisibility, gain a +2 power bonus to all defenses against illusion attacks, and take a -2 penalty to attack rolls with illusion powers. In addition, an affected creature that makes an attack is slowed until the end of its next turn. *Sustain Minor:* The effects persist.

If you've reached at least one milestone today, your allies are unaffected by this power.

### Rod of Ulban — Level 25+

*The mind of your foe is made more susceptible to attack by the power of this blue-white crystal rod.*

Lvl 25 +5 625,000 gp Lvl 30 +6 3,125,000 gp
**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d12 psychic damage per plus
**Property:** While an enemy is affected by your Warlock's Curse, it gains vulnerable 10 psychic.

## Relics of Creation

Each piece in the item set known as the Relics of Creation is the epitome of wondrous design and manufacture. Unflawed and unspoiled, these items demonstrate a quality of perfection that suggests creation by divine hands. Their otherworldly construction incorporates fabulous substances such as solidified flame, wood trimmed from heavenly trees, and elements now unknown in the mortal realm. It's said that the bearer of these relics is filled with the light of creation, whose energy fuels potent powers that sear enemies with divine judgment.

Invokers derive the most benefit from items of the Relics of Creation, but any divine character can make use of this set.

### Lore

**Arcana or Religion DC 17:** In the cataclysmic war between the gods and the primordials for control of the world, each deity fashioned a powerful relic to bestow on the greatest of their chosen followers. Few relics survived the war, however; most were lost alongside their wielders in the dread battles that swept across the world and through the planes.

**Arcana or Religion DC 26:** The Relics of Creation found across the world today contain only six items, each holding a sliver of divine power from the deity who fashioned the original item. Though long centuries have driven rifts between these deities, and while their servants sometimes wage war with one another, it's said that a hero who brings the relics together can remind the gods of the strength and righteousness of their once-common cause.

**Arcana or Religion DC 31:** The six Relics of Creation appear consistently in the contemporary historical record. However, fragments of older histories speak of other items that were once part of the set—some named for deities whose presence is still felt within the world, and others whose names and powers are drawn from gods long dead.

#### Relics of Creation Items

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 24 | Ioun's flame | 525,000 | Head |
| 25 | Zehir's gloves | 625,000 | Hands |
| 27 | Avandra's ring | 1,625,000 | Ring |
| 28 | Bane's collar | 2,125,000 | Neck |
| 29 | Pelor's scepter | 2,625,000 | Implement |
| 30 | Vecna's puzzle box | 3,125,000 | Wondrous item |

#### Relics of Creation Benefits

| Pieces | Benefit |
|---|---|
| 2 | You gain a bonus to Arcana, History, and Religion checks equal to the number of items you have from this set. |
| 4 | When you hit an elemental creature with an invoker attack power, the attack deals 1d8 extra damage (2d8 extra damage if you have all six pieces of the set). |
| 6 | When you use a divine blast or burst attack power, you can affect 3 additional squares, each of which must be adjacent to the power's normal area. |

### Avandra's Ring — Level 27

*This loose-fitting ring grants you the power to ignore effects that would constrain you.*

**Item Slot:** Ring 1,625,000 gp
**Property:** You ignore difficult terrain.
**Power (Daily):** Immediate Interrupt. *Trigger:* An effect immobilizes, restrains, or slows you. *Effect:* The triggering effect ends.

If you've reached at least one milestone today, you also gain a +5 power bonus to saving throws against immobilizing, restraining, or slowing effects until the end of the encounter.

### Bane's Collar — Level 28

*Your mind shrugs off the control of others while you wear this bright steel collar, but an ally pays the price.*

Lvl 28 +6 2,125,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** When you make a saving throw against a charm or fear effect, you can roll twice and use either result.
**Power (Daily):** Immediate Interrupt. *Trigger:* An enemy targets you with an charm or fear attack. *Effect:* An ally within 10 squares of you becomes the target of the attack.

HOWARD LYON

## Ioun's Flame — Level 24

*A flickering violet flame darts about your head, granting you knowledge and flaring to life at your command.*

**Item Slot:** Head 525,000 gp
**Property:** You gain a +2 item bonus to Will.
**Property:** You gain a +8 item bonus to knowledge and monster knowledge checks.
**Power (At-Will):** Minor Action. You set *Ioun's flame* to shed bright light 10 squares in all directions, dim light 5 squares in all directions, or no light.

## Pelor's Scepter — Level 29

*This golden rod is capped with a sunburst that adds potency to your radiant powers.*

Lvl 29 +6 2,625,000 gp
**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 radiant damage per plus
**Property:** Divine characters can use this rod as a holy symbol implement for divine powers.
**Property:** When you hit an enemy with a divine radiant power using this rod, you can reroll any damage die that shows a 1. Against elemental creatures, you can reroll any damage die that shows a 1 or a 2.

## Vecna's Puzzle Box — Level 30

*Great secrets are revealed to you by your possession of this fist-sized brass puzzle box.*

**Wondrous Item** 3,125,000 gp
**Property:** You can perform the Loremaster's Bargain and Voice of Fate rituals as if you had mastered them.
**Property:** Divination rituals you perform have no component cost. When you perform a divination ritual that requires a Religion check, you can make an Arcana check instead.

## Zehir's Gloves — Level 25

*These black gloves bolster your powers to bypass your enemy's most potent defenses.*

**Item Slot:** Hands 625,000 gp
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with an attack power. *Effect:* The attack ignores the enemy's immunities and resistances.

# Time Wizard's Tools

Spellcasters manipulate the material world and the energy of the planes with ease, but time remains notoriously resistant to magical control. Few wizards and other arcanists specialize in deconstructing time and enchanting objects to manipulate its boundaries, and for good reason. Such characters often suffer the strange effects of this potent magic, disappearing into unseen realms or even coming face to face with themselves for short periods.

The item set known as the Time Wizard's Tools is legendary among arcanists who tinker with time, although the power of its items can be utilized by any character.

## Lore

**Arcana DC 28:** The Time Wizard's Tools are powerful relics scattered across the present-day world from both the future and the past. The various items and their mysterious creators were said to have appeared in widespread locations throughout the world's history. However, given the nature of the tools, it's speculated that these relics might be the product of a single mage traveling through time with the aid of spells or items beyond the scope of mortal magic.

**Arcana DC 33:** Shaping time is perhaps the most daunting of the arcanist's tasks. Although the power of the Time Wizard's Tools is formidable, certain items in the set also exact a cost from the wielder as part of the unstable nature of their magic.

### TIME WIZARD'S TOOLS ITEMS

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 27 | Time-jumping boots | 1,625,000 | Feet |
| 28 | Crown of stuttered time | 2,125,000 | Head |
| 29 | Ring of free time | 2,625,000 | Ring |
| 30 | Staff of time | 3,125,000 | Implement |

### TIME WIZARD'S TOOLS BENEFITS

| Pieces | Benefit |
|---|---|
| 2 | You gain an item bonus to initiative checks equal to twice the number of items you have from this set. |
| 4 | You gain one additional use per day of magic item daily powers. Each use of a magic item daily power must come from a different magic item. |

### Crown of Stuttered Time — Level 28

*This copper crown is set with numerous tiger's-eye gems that slip out of phase with the world even as you do.*

**Item Slot:** Head 2,125,000 gp
**Property:** You gain a +2 item bonus to Will.
**Power (Daily ✦ Psychic):** Minor Action. Until the end of your next turn, you become insubstantial and gain phasing. *Sustain Minor:* The effect persists, and you take 10 psychic damage that can't be reduced or prevented in any way.

### Ring of Free Time — Level 29

*You slip the bonds of time while you wear this simple silver band, allowing you to act faster than your foes.*

**Item Slot:** Ring 2,625,000 gp
**Property:** You gain resist 5 to all damage.
**Power (Encounter):** Free Action. You can take an additional minor action on your turn.
If you've reached at least one milestone today, you can use this power at will once per round.

### Staff of Time — Level 30

*This elegant birch staff is capped with a brilliant diamond whose power can cast foes out of time.*

Lvl 30 +6 3,125,000 gp
**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d12 damage per plus, and you can use the staff's power without expending its daily use, even if the power's daily use has been expended.
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with an attack using this staff. *Effect:* That enemy disappears until the start of your next turn. Until that time, it can't take actions and can't be targeted. The enemy reappears in the space it last occupied or in the nearest unoccupied space of its choice.

### Time-Jumping Boots — Level 27

*For a brief moment, these nondescript boots allow you to step out of time and evade your enemies' attention.*

**Item Slot:** Feet 1,625,000 gp
**Property:** You gain a +2 item bonus to Reflex.
**Power (Daily):** Move Action. You disappear until the start of your next turn. Until that time, you don't have line of sight or line of effect to any creature, and creatures don't have line of sight or line of effect to you. You also ignore negative ongoing effects, take no damage, and don't need to make saving throws (though you can still do so if you wish). You can take one standard action and two minor actions. At the start of your next turn, you reappear in the space you last occupied or in the nearest unoccupied space of your choice, and you are dazed until the end of your turn.

# Tinkerer's Inventions

A legendary adventuring artificer known only as the Tinkerer originally crafted this set of magical and mechanical items. These Tinkerer's Inventions were a triumph of magic and craft, though the pieces have an unpredictable quality consistent with their creator's work.

## Lore

**Arcana or History DC 16:** Artificers favor the light armor that grants them easier use of their numerous tools, but one artificer and inventor wasn't content with cloth and leather. Considered mad by his peers, the legendary crafter known only as the Tinkerer created a set of items designed to provide unique benefits for his chosen profession.

**Arcana or History DC 24:** After the Tinkerer's death, his assistants divided the pieces of his masterpiece set among themselves, and so his inventions were copied and spread. Relatively few artificers have access to a whole set of Tinkerer's Inventions, however, and many artificers actively seek set items lost by adventuring artificers in years past.

### TINKERER'S INVENTIONS ITEMS

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 21 | Artificer's belt | 225,000 | Waist |
| 22 | Gauntlets of magical interchange | 325,000 | Hands |
| 23+ | Tinkersuit | 425,000 | Armor |
| 24 | Propellant boots | 525,000 | Feet |

### TINKERER'S INVENTIONS BENEFITS

| Pieces | Benefit |
|---|---|
| 2 | When you use your Healing Infusion class feature to allow an ally to regain hit points, that ally regains additional hit points equal to the number of items you have from this set. |
| 4 | You gain the *tinkerer's disjunction* power, described below. |

ERIC L. WILLIAMS

## Tinkerer's Disjunction — Item Set Power

*With but a thought, you disable an effect that threatens the area where you stand.*

**At-Will**
**Standard Action** **Personal**
**Effect:** One zone you're within or one conjuration you're adjacent to ends. In addition, all its effects end, including those that normally last until a target saves.

## Artificer's Belt — Level 21

*This multipocketed belt charges your healing infusions with potent power.*

**Item Slot:** Waist 225,000 gp
**Property:** You can use your Healing Infusion class feature twice in the same round.
**Power (Daily):** Free Action. *Trigger:* You use your Healing Infusion class feature on an ally. *Effect:* The ally gains one additional use of a magic item daily power.

## Gauntlets of Magical Interchange — Level 22

*These gauntlets magically extrude a variety of useful tools and allow you to restore the magic of other items in the thick of combat.*

**Item Slot:** Hands 325,000 gp
**Power (At-Will ✦ Polymorph):** Free Action. The gauntlets transform to incorporate the form and function of any mundane handheld tool, as found in the equipment list of the *Player's Handbook* and other supplements. The tool must be one normally usable by a creature of your size.
**Power (Daily):** Minor Action. You use your Arcane Empowerment class feature on an item held by you or an adjacent ally.

## Propellant Boots — Level 24

*These boots contain a self-replenishing alchemical fuel that launches you through the air.*

**Item Slot:** Feet 525,000 gp
**Power (Daily):** Minor Action. You gain a fly speed equal to your speed + 2 until the end of the encounter.

## Tinkersuit — Level 23+

*This armor's magic lets you store an abundance of gear, even as it generates a defensive field in response to attack.*

Lvl 23 +5 425,000 gp Lvl 28 +6 2,125,000 gp
**Armor:** Leather
**Enhancement:** AC
**Property:** The many pockets of this armor can hold up to 2,000 pounds in weight or 200 cubic feet in volume, but items stored in the armor add only 1 pound to its weight. Each item stored within one of the armor's pockets can weigh no more than 20 pounds.
Drawing an item from a *tinkersuit* is a minor action.
**Power (Encounter):** Immediate Interrupt. *Trigger:* An enemy hits you with a melee or a ranged attack. *Effect:* You gain a +2 power bonus to all defenses until the end of your next turn.

# GROUP SETS

Some item sets are designed to be borne not by a single character, but by the members of an entire party. When a party collects the items of a group item set, the set benefits are determined by the number of allies who possess items from the set. Each character wearing or wielding an item from the set qualifies for the set benefits.

## Armory of the Unvanquished

The Armory of the Unvanquished is a set of favored items used by the Unvanquished Company, a band of legendary adventurers who were active centuries ago. Stories of their adventures are a mainstay in travelers' camps and in front of tavern fires, inspiring would-be heroes of each new generation. Many of those who would follow in the footsteps of the Unvanquished seek out the items of the armory, though not all who find them are stalwart enough to wield them.

### Lore

**History DC 11:** Two hundred years ago, the heroes of the Unvanquished Company made a glorious name for themselves. Adventurers, mercenaries, and ne'er-do-wells, the Unvanquished plundered tombs, foiled deadly plots, and engaged in legendary exploits from one side of the globe to the other.

**History DC 18:** How the Unvanquished met their end is uncertain. Some say they fell fighting demons in the Abyss, while others suggest they quit this world to seek new adventures in realms beyond. Regardless, the weapons and implements with which they made their reputation survived them, and these items soon spread to all corners of the world.

**History DC 23:** When claimed by a new master, each item in the Armory of the Unvanquished manifests a tattoo on the wielder's body—a storm for the *tempest staff*, a dragon for the *dragontooth blade*, a scorpion for the *scorpion tail blade*, a lion for the *lion's heart hammer*, and a snake for the *serpent's kiss bow*. As more items in the set are claimed, each tattoo grows larger and more resplendent—the legend of the Unvanquished Company manifesting in a new generation.

**ARMORY OF THE UNVANQUISHED ITEMS**

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 13+ | Scorpion tail blade | 17,000 | Weapon |
| 14+ | Dragontooth blade | 21,000 | Weapon |
| 15+ | Tempest staff | 25,000 | Implement |
| 17+ | Lion's heart hammer | 65,000 | Weapon |
| 18+ | Serpent's kiss bow | 85,000 | Weapon |

**ARMORY OF THE UNVANQUISHED BENEFITS**

| Wielders* | Benefit |
|---|---|
| 2 | When you spend a healing surge, each ally who wields an item from this set and can see you gains temporary hit points equal to his or her item's enhancement bonus (ally's choice of items, if more than one). |
| 4 | When two or more allies who wield items from this set flank the same target, each flanker can score a critical hit against the flanked target on a roll of 19-20. |

*The number of allies who wield one or more items from the set.

### Dragontooth Blade — Level 14+

*The fury of dragon fire powers your attacks with this bone-handled blade.*

Lvl 14 +3 21,000 gp | Lvl 24 +5 525,000 gp
Lvl 19 +4 105,000 gp | Lvl 29 +6 2,625,000 gp

**Weapon:** Heavy blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** Each enemy marked by you takes ongoing fire damage equal to 3 + the blade's enhancement bonus (save ends).
**Property:** While you're bloodied, you can score a critical hit with this weapon on a roll of 19-20.
**Power (Daily ✦ Fire):** Free Action. *Trigger:* You score a critical hit. *Effect:* Make an attack: Close burst 1; targets enemies; Strength vs. Reflex; on a hit, the attack deals 2d6 extra fire damage and the target takes ongoing 10 fire damage (save ends).

### Lion's Heart Hammer — Level 17+

*When you wield this hammer, an attack that bloodies you sends your foes stumbling back in fear.*

Lvl 17 +4 65,000 gp | Lvl 27 +6 1,625,000 gp
Lvl 22 +5 325,000 gp

**Weapon:** Hammer
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and each ally within 5 squares of you gains 10 temporary hit points.
*Level 22 or 27:* 15 temporary hit points.
**Property:** Divine characters can use this hammer as a holy symbol implement for divine powers.
**Power (Daily ✦ Fear):** Immediate Reaction. *Trigger:* An enemy bloodies you. *Effect:* Make an attack: Close burst 5; targets enemies; Wisdom vs. Will; on a hit, the target is pushed 1 square and takes a −2 penalty to attack rolls until the end of your next turn.

## Scorpion Tail Blade — Level 13+

*This magically envenomed blade leaves foes at your mercy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** The target is slowed and takes ongoing 10 poison damage (save ends both).
*Level 18:* Ongoing 12 poison damage.
*Level 23:* Ongoing 15 poison damage.
*Level 28:* Ongoing 17 poison damage.
**Power (Daily ✦ Poison):** Free Action. *Trigger:* You hit an enemy with a melee attack power using this weapon. *Effect:* That enemy is immobilized (save ends). *Aftereffect:* The enemy is slowed (save ends).

## Serpent's Kiss Bow — Level 18+

*This bow bestows a kiss of toxic venom to its attacks, making your foes more vulnerable.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 23 | +5 | 425,000 gp | | | |

**Weapon:** Bow
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 poison damage per plus, and the target can't shift until the end of your next turn.
**Property:** This weapon has the brutal 1 property (originally described in *Adventurer's Vault*): Reroll any damage die result of 1 until the die shows 2 or higher.
**Power (Encounter ✦ Poison):** Free Action. *Trigger:* You hit an enemy with a ranged attack power using this weapon. *Effect:* That enemy grants combat advantage to your allies until the start of your next turn.

## Tempest Staff — Level 15+

*The power of the storm drives your foe back and blasts enemies pressing your allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 lightning damage per plus against each enemy adjacent to you, and each other enemy within 3 squares of you takes thunder damage equal to half the amount of lightning damage.
**Power (Daily ✦ Lightning, Thunder):** Immediate Reaction. *Trigger:* An enemy hits you with a melee or close attack. *Effect:* The triggering enemy takes 2d6 lightning damage and is pushed 1 square. Each enemy adjacent to an ally you can see takes 1d6 thunder damage.

LUCIO PARRILLO

# Caelynnvala's Boons

Drow, eladrin, and elves are all children of the Feywild, and many maintain hope that these estranged races might one day unite in a culture of peace. Caelynnvala's Boons are useful to eladrin, elf, or drow characters of any class, but their potency is greatest when a group of wielders includes members of all three races.

## Lore

**History DC 14:** Caelynnvala is a legendary archfey—one of the godlike spirit-avatars of the Feywild. An immortal eladrin noble, she hopes to end the ages-long conflict between drow, eladrin, and elf. To this end, she crafted a set of magic items whose powers define the bond she seeks to forge between the sibling races. Caelynnvala's Boons have a habit of finding their way into the hands of champions who embody the ideal of reconciliation and peace.

### Caelynnvala's Boons Items

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 7+ | Scarf of reconciliation | 2,600 | Neck |
| 8 | Bowstring of accuracy | 3,400 | Wondrous item |
| 9 | Darkfire gloves | 4,200 | Hands |
| 10 | Circlet of revelations | 5,000 | Head |
| 11 | Feystride boots | 9,000 | Feet |

### Caelynnvala's Boons Benefits

| Wielders* | Benefit |
|---|---|
| 3 | Each drow, eladrin, or elf who wears or wields an item from this set gains a +1 item bonus to speed. |
| 5 | When a drow, eladrin, or elf who wears or wields an item from this set uses a racial power, any other drow, eladrin, or elf who wears or wields an item from this set gains a +1 bonus to all defenses until the end of the next turn of the creature using the racial power. |

***The number of allies who wear or wield one or more items from the set.**

### Bowstring of Accuracy — Level 8

*This silver cord makes your bow strike true when you fight alongside allies of your sibling races.*

**Wondrous Item** 3,400 gp

**Property:** When you use your *elven accuracy* racial power while you have a drow or eladrin ally within 10 squares of you, you gain a +2 bonus to the reroll.

**Power (Encounter):** Free Action. *Trigger:* You miss with an attack using the bow this bowstring is fitted to while you have an elf ally within 10 squares of you. *Effect:* You expend your *fey step* racial power or your use of the Lolthtouched racial trait and reroll the attack roll.

### Circlet of Revelations — Level 10

*This slender mithral circlet grants you the unique abilities of your sibling-race allies.*

**Item Slot:** Head 5,000 gp

**Property:** While you have an eladrin ally within 10 squares of you, you gain a +5 item bonus to saving throws against charm effects.

**Property:** While you have an elf ally within 10 squares of you, each ally within 5 squares of you gains a +1 item bonus to Perception checks.

**Property:** While you have a drow ally within 10 squares of you, you gain darkvision.

### Darkfire Gloves — Level 9

*These leather gloves are imbued with the darkfire power of the drow.*

**Item Slot:** Hands 4,200 gp

**Property:** When you hit an enemy with your *darkfire* racial power, your eladrin and elf allies gain a +2 bonus to damage rolls against that enemy until the end of your next turn.

**Power (Encounter):** Minor Action. While you have a drow ally within 10 squares of you, you can expend your *elven accuracy* racial power or your *fey step* racial power to use the *darkfire* racial power (*Forgotten Realms Player's Guide*, page 8).

### Feystride Boots — Level 11

*These supple gray boots help you close the distance across the battlefield.*

**Item Slot:** Feet 9,000 gp

**Property:** While you have a drow or elf ally within 10 squares of you, the range of your *fey step* racial power increases by 2 squares.

**Power (Encounter ✦ Teleportation):** Move Action. While you have an eladrin ally within 10 squares of you, you can expend your *elven accuracy* racial power or your use of the Lolthtouched racial trait to teleport 5 squares.

### Scarf of Reconciliation — Level 7+

*The shifting colors of this scarf reflect a common legacy, granting you power in the presence of your sibling-race allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** While you have a drow ally within 10 squares of you, you gain a +2 item bonus to Intimidate checks and Stealth checks.

**Property:** While you have an eladrin ally within 10 squares of you, you gain a +2 item bonus to Arcana checks and History checks.

**Property:** While you have an elf ally within 10 squares of you, you gain a +2 item bonus to Perception checks and Nature checks.

# Fortune Stones

Nonmagical fortune stones were first created by devotees of Avandra, god of luck. As simple talismans and tokens of faith, the stones provided common folk with a reminder that Avandra's favor must be earned by deed, not bought by magical means such as divination and prophecy. However, for followers who best exemplified her ideals, Avandra bestowed the power of luck into magic Fortune Stones. This set of relics regularly comes into the possession of adventurers and others who epitomize the tenet that luck favors the bold.

## Lore

**History or Religion DC 10:** From dealing cards to casting dice to reading entrails, divination has long had a powerful allure. The monk Askar Rei was a follower of Avandra and an expert on the subject, though most of his effort centered on exposing false soothsayers and charlatans. Askar labored to impress upon others that fortune must be earned, not made by magical means.

**History or Religion DC 16:** In an effort to undermine the prevalence of false prophets and diviners among his people, Askar Rei and his followers fashioned and distributed symbolic tokens called fortune stones. These stones had no magical power, but were meant to provide the bearer with a focus for his or her actions in the present, thus increasing the chance of Avandra's favor for the future.

**History or Religion DC 21:** Askar Rei has long since passed on into history, but it's said that his piety inspired Avandra to create sets of magic Fortune Stones for him and his closest followers. These enchanted stones provide a boon of luck to their bearers—a sign of the gifts of fortune that Avandra bestows on the boldest and bravest.

### FORTUNE STONES ITEMS

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 12 | Stone of earth | 13,000 | Wondrous item |
| 12 | Stone of flame | 13,000 | Wondrous item |
| 12 | Stone of light | 13,000 | Wondrous item |
| 12 | Stone of shadow | 13,000 | Wondrous item |
| 12 | Stone of spirit | 13,000 | Wondrous item |
| 12 | Stone of storms | 13,000 | Wondrous item |
| 12 | Stone of wind | 13,000 | Wondrous item |

### FORTUNE STONES BENEFITS

| Wielders* | Benefit |
|---|---|
| 2 | Each ally who bears a *fortune stone* gains an item bonus to the reroll granted by the stone's power equal to the number of allies who bear one or more items from this set. |
| 5 | Each ally who bears a *fortune stone* gains a +2 item bonus to initiative and a +1 item bonus to saving throws. |

*The number of allies who bear one or more items from the set.

### Stone of Earth — Level 12

*This smooth brown agate is warm to the touch, and the arcane symbol for "earth" adorns it.*

**Wondrous Item** 13,000 gp

**Power (Daily):** Free Action. *Trigger:* You miss an enemy with a melee weapon attack. *Effect:* Reroll the attack roll.

### Stone of Flame — Level 12

*The arcane symbol for "fire" smolders within this chunk of red-tinged anthracite.*

**Wondrous Item** 13,000 gp

**Power (Daily):** Free Action. *Trigger:* You miss an enemy with a fire attack power. *Effect:* Reroll the attack roll.

### Stone of Light — Level 12

*This oval bead of white quartz has the arcane symbol for "radiance" on its surface.*

**Wondrous Item** 13,000 gp

**Power (Daily):** Free Action. *Trigger:* You miss an enemy with a radiant attack power. *Effect:* Reroll the attack roll.

### Stone of Shadow — Level 12

*The arcane symbol for "darkness" etched across this nugget of glossy hematite seems to absorb all light.*

**Wondrous Item** 13,000 gp

**Power (Daily):** Free Action. *Trigger:* You miss an enemy with a necrotic attack power. *Effect:* Reroll the attack roll.

### Stone of Spirit — Level 12

*This swirled teardrop of lapis is scribed with the arcane symbol for "spirit."*

**Wondrous Item** 13,000 gp

**Power (Daily):** Free Action. *Trigger:* You miss an enemy with a psychic attack power. *Effect:* Reroll the attack roll.

### Stone of Storms — Level 12

*The arcane symbols for "thunder" and "lightning" are scribed on opposite faces of this piece of rough obsidian.*

**Wondrous Item** 13,000 gp

**Power (Daily):** Free Action. *Trigger:* You miss an enemy with a lightning or thunder attack power. *Effect:* Reroll the attack roll.

### Stone of Wind — Level 12

*This pale blue zircon is scribed with the arcane symbol for "air."*

**Wondrous Item** 13,000 gp

**Power (Daily):** Free Action. *Trigger:* You miss an enemy with a ranged weapon attack. *Effect:* Reroll the attack roll.

# Heirlooms of Mazgorax

At the height of the dragonborn empire of Arkhosia, the legendary artisan Mazgorax first crafted the items of this set as gifts for his children. When his children were slain by a ruthless copper dragon, the Heirlooms of Mazgorax were scattered and sold, spreading the names of their bearers far and wide. Characters who claim these relics can gain some measure of the heroic nature of the dragonborn whom the items were named for.

## Lore

**History DC 14:** The famed dragonborn crafter Mazgorax created the items of this set. In ancient Arkhosia, he and his family were members of the nobility, famed for their dedication and service to the empire. Each item in the Heirlooms of Mazgorax set is named for one of his children, all legendary dragonborn heroes whose success owed itself in no small part to their father's craft.

**History DC 19:** Long before the fall of Arkhosia, the House of Mazgorax was brought down by the machinations of a copper dragon named Salingrazi. Seeking power over the dragonborn, Salingrazi struck at the empire's strongest families in an effort to sow fear and unrest. Some say the copper dragon still lives, and that he harbors a particular enmity for individuals who wear the heirlooms.

### Heirlooms of Mazgorax Items

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 7+ | Symbol of Gajz | 2,600 | Implement |
| 8+ | Rovikar's weapon | 3,400 | Weapon |
| 9+ | Keicha's amulet | 4,200 | Neck |
| 10 | Skaivani's anklets | 5,000 | Feet |
| 11 | Matrakk's lenses | 9,000 | Head |

### Heirlooms of Mazgorax Benefits

| Wielders* | Benefit |
|---|---|
| 2 | Each ally who wears or wields an item from this set gains an item bonus to Athletics, Bluff, Diplomacy, Endurance, and Religion checks equal to the number of allies who wear or wield one or more items from this set. |
| 4 | When a creature who wears or wields an item from this set would spend a healing surge, that creature can allow an ally who wears or wields an item from this set to spend a healing surge instead. |

*The number of allies who wear or wield one or more items from the set.

### Keicha's Amulet — Level 9+

*The gemstone scales of this amulet grant you resistance against your enemies' harshest attacks.*

Lvl 9 +2 4,200 gp
Lvl 14 +3 21,000 gp
Lvl 19 +4 105,000 gp
Lvl 24 +5 525,000 gp
Lvl 29 +6 2,625,000 gp

**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** After an extended rest, choose acid, cold, fire, lightning, or poison. You gain resist 5 to the chosen damage type.
*Level 14 or 19:* Resist 10.
*Level 24 or 29:* Resist 15.
**Power (Encounter):** Minor Action. You grant an ally within 5 squares of you the resistance from the amulet (losing that resistance yourself) until the end of the encounter.

### Matrakk's Lenses — Level 11

*Lenses of perfect crystal hone your vision and protect you from attacks that target your sight.*

**Item Slot:** Head 9,000 gp
**Property:** You gain an item bonus to Perception checks equal to the number of allies who wear or wield one or more items from this set.
**Property:** You gain a +1 bonus to all defenses against gaze attacks and a +5 bonus to saving throws against effects that cause the blinded condition.

KALMAN ANDRASOFSZKY

## Rovikar's Weapon — Level 8+

*Inlaid with a delicate pattern in gold leaf, this weapon allows you to channel your own strength to an ally in battle.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Immediate Interrupt. *Trigger:* An ally you can see makes an attack roll. *Effect:* The triggering ally gains a bonus to the attack roll and damage roll equal to your Charisma modifier or your Strength modifier. If the triggering ally wears or wields one or more items from this set, the bonus increases by 2.

## Skaivani's Anklets — Level 10

*These anklets of leather and copper let you surge across the battlefield.*

**Item Slot:** Feet 5,000 gp
**Power (Encounter):** Free Action. You gain a +2 power bonus to speed until the end of your next turn. While this bonus is in effect, when you make an Acrobatics check or Athletics check and roll 5 or lower, you can re-roll the check.

## Symbol of Gajz — Level 7+

*The runes that adorn this holy symbol allow your healing powers to grant resistance to your allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you use a healing power through this holy symbol, choose acid, cold, fire, lightning, or poison. Each ally affected by the power gains resist 5 to the chosen damage type until the end of your next turn. If the ally is a dragonborn, the resistance increases by 5. If the ally wears or wields one or more items from this set, the resistance increases by 5.
*Level 17 or 22:* Each ally gains resist 10.
*Level 27:* Each ally gains resist 15.

## MAZGORAX'S CHILDREN

Armed with the items crafted by their father, the scions of Mazgorax lived lives of great fame and glory.

**Gajz:** A devout worshiper of Bahamut, Gajz spent many years as the head of a temple in a desolate province at the northernmost reaches of the empire. Upon his father's death, he returned to take care of the estate. He surprised Salingrazi's assassins with his elusiveness, managing to stay one step ahead of them for over a year before disappearing. Most think he was killed, but rumors suggest that he left Arkhosia to proselytize in a distant land.

**Keicha:** With her noble bearing and elegant manner, Keicha served as a courtier in the Arkhosian capital. However, she also played a more secret role as bodyguard to the emperor's youngest daughter. She received many honors over the years and was a trusted member of the court. When a caravan transporting the emperor's daughter was ambushed, Keicha died defending her.

**Matrakk:** With a preference for art and literature, Matrakk lived a less conspicuous life than his siblings. His sculptures and frescoes adorned the noble's houses of the Arkhosian capital and smaller settlements. For his political power and connections, Matrakk was targeted by Salingrazi's wrath.

**Rovikar:** A fierce and inspiring warrior, Rovikar the Relentless led Arkhosian troops to the far reaches of the empire, conquering several new provinces in the name of the dragonborn. His standard—a golden basilisk—flew above countless fortresses of the frontier. It's said he was killed by Salingrazi's assassins while putting down a rebellion in one of his conquered territories.

**Skaivani:** A skilled athlete, Skaivani the Swift was a star attraction at Arkhosia's formalized sporting competitions. Eventually feeling a greater sense of duty toward the empire, she became a scout and soldier in the imperial army. However, the life of a soldier was not to her liking, and Skaivani resigned when asked to undertake missions she thought were contrary to her own moral code. Before she could make her way home, she was attacked by Salingrazi's servants. Though Skaivani ran the race of her life in an attempt to escape, she was caught and killed.

# Rings of the Akarot

In dark barrows and within ancient mausoleums lie the six members of the Akarot. An archaic league of powerful lords, these tyrants once ruled the Six Cities of the Akarot, all long lost to time. The six rulers were said to have wielded potent power—power now locked within the rings that bear their names.

## Lore

**History DC 16:** The original Rings of the Akarot were the royal signets of the mysterious rulers of six ancient city-states. Though the Akarot lords wielded considerable power, each fell over the course of long years, and their cities were lost to the ravages of time. Countless adventurers have since claimed the rings that bear their names, just as many have sought out their tombs. However, the resting places of the Akarot lords remain a mystery.

### The Six Cities

Each of the six cities of the Akarot was ruled by a powerful tyrant.

**Hrumdar's Horn:** Minotaurs living in the militaristic society of Hrumdar's Horn followed the savage minotaur lord for which their city was named. Built within a mountain spire, Hrumdar's Horn threatened a wide spread of human lands below it. Dark legends spoke of prisoners being set loose in vast labyrinths within the mountain, hunted for sport by bloodthirsty minotaur warriors.

**Laga, the Smoking Waste:** Built atop an ancient mineshaft, the city of Laga was perpetually shrouded in dust and smoke. Its ruler, Farndak, was a dwarf known for his greed and tyranny who enslaved the folk of nearby settlements to labor in his deadly mines.

**Urual, Defier of Tides:** Great walls imbued with powerful magic protected the coastal city of Urual from the pounding tides of the sea. Rom Kala the Sealord ruled here, and his privateers scoured the nearby seas for the wealth that filled his coffers. A great tide is said to have destroyed his city after his death.

**Synnith Ordan:** The eladrin city of Synnith Ordan was as beautiful as all the other settlements of that race. Its ruler, Haggaron, was the most secretive of the Akarot. This fomorian king manipulated the eladrin of the city with the powerful magic of his ring.

**The Empty City:** A twisting maze of stone and shadow, the Empty City contains gates that reach numerous places in the Shadowfell, including the dark port of Gloomwrought. Kartan, lord of the Empty City, was a shadar-kai who surrounded himself with nihilistic allies and soulless walking dead.

**Aurunia Palace:** A sprawling, opulent estate housing thousands of servants and slaves, Aurunia Palace was known for its wealth and the narcissism of its master, Teros the Perfect. This human lord believed that his beauty was eternal, and he was said to go to any lengths to retain his youth and vigor.

**History DC 24:** While they still lived, the Akarot lords made a secret pact, taking undead form to outlive the mortal races they ruled over. The six swore that when the old empires had fallen and left civilized lands undefended, they would rise once more, banding together to conquer and control the world.

**History DC 29:** The six cities of the Akarot were once seven cities. Whatever disaster befell the seventh was potent enough to wipe its record and its ruler from the annals of history. *Sherazuul's black band* is said to be the name of a seventh Ring of the Akarot lost in the cataclysm. Its history and power remain unknown.

**RINGS OF THE AKAROT ITEMS**

| Lvl | Name | Price (gp) | Item Slot |
|---|---|---|---|
| 21 | Rom Kala's tideshield ring | 225,000 | Ring |
| 22 | Farndak's glittering ring | 325,000 | Ring |
| 23 | Ring of Hrumdar's halls | 425,000 | Ring |
| 24 | Golden ring of Teros | 525,000 | Ring |
| 25 | Haggaron's ring of control | 625,000 | Ring |
| 26 | Kartan's void ring | 1,125,000 | Ring |

**RINGS OF THE AKAROT BENEFITS**

| Wielders* | Benefit |
|---|---|
| 2 | Each ally wearing a ring from this set can communicate telepathically with the others, regardless of distance. |
| 5 | Each ally wearing a ring from this set gains the *blood of the Akarot* power, described below. |
| 6 | Each ally wearing a ring from this set gains the *voice of the Akarot* power, described below. |

***The number of allies wearing one or more items from the set.**

**Blood of the Akarot** Item Set Power

*You tap into your reserves to restore your vitality and that of your allies.*

**At-Will ✦ Healing**
**Free Action** **Ranged** sight
**Trigger:** You spend a healing surge
**Target:** Each ally wearing a ring from this set
**Effect:** Each target regains 10 hit points.
**Special:** Using this power does not provoke opportunity attacks.

**Voice of the Akarot** Item Set Power

*Channeling the power of your allies' will, you command your enemies to stop attacking, though each ally is momentarily disoriented.*

**Daily ✦ Charm**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** +30 vs. Will
**Hit:** The target cannot attack (save ends).
**Effect:** Each ally wearing a ring from this set is dazed until the end of your next turn.

## Farndak's Glittering Ring — Level 22

*This gem-studded ring lets you draw vigor from your allies even as it pulls a foe into your grasp.*

**Item Slot:** Ring 325,000 gp
**Property:** When you spend a healing surge, you regain additional hit points equal to the number of allies who wear one or more rings from this set.

If you've reached at least one milestone today, double the number of additional hit points you regain from this property.

**Power (Daily ✦ Charm):** Minor Action. Choose one enemy within 5 squares of you. You pull the chosen enemy 5 squares and mark it (save ends).

## Haggaron's Ring of Control — Level 25

*This beautiful fey-styled ring sharpens your ability to soothe others and grants you control of their minds in combat.*

**Item Slot:** Ring 625,000 gp
**Property:** You gain a +4 item bonus to Bluff checks and Diplomacy checks (+6 against fey creatures).

**Power (Daily ✦ Charm):** Minor Action. You choose a stunned enemy within 10 squares of you. The chosen enemy is dominated until the end of its next turn. The stunned condition is temporarily negated while the enemy is dominated, though its duration continues. If its duration allows, the stunned condition resumes once the dominated condition ends.

If you've reached at least one milestone today, you can also use this power against enemies that are dazed, with the dazed condition temporarily negated as above.

## Golden Ring of Teros — Level 24

*The magic of this golden ring protects your physical perfection from harm.*

**Item Slot:** Ring 525,000 gp
**Property:** You gain a +2 item bonus to AC and Fortitude while you're not bloodied.

**Power (Daily):** Immediate Reaction. *Trigger:* An enemy hits you while you're at maximum hit points. *Effect:* You gain a +5 power bonus to your next attack roll against the triggering enemy.

If you've reached at least one milestone today, you also gain resist 5 to all damage until you become bloodied or until the end of the encounter.

## Kartan's Void Ring — Level 26

*The shifting form of this black ring allows you to draw off your enemies' vigor when one of their nearby allies drops.*

**Item Slot:** Ring 1,125,000 gp

**Power (At-Will ✦ Healing, Necrotic):** Free Action. *Trigger:* You reduce an enemy within 20 squares of you to 0 hit points. *Effect:* Make an attack: Area burst 2 centered on that enemy; targets enemies; +29 vs. Fortitude; on a hit, the attack deals 1d10 necrotic damage, and you regain 2 hit points. This attack doesn't provoke opportunity attacks.

If you've reached at least one milestone today, the attack deals 2d8 necrotic damage, and you regain 4 hit points.

## Ring of Hrumdar's Halls — Level 23

*This solid iron band grants you insight into the hazards of the underground and lets you drive your foes before you.*

**Item Slot:** Ring 425,000 gp
**Property:** You gain a +5 item bonus to Dungeoneering checks.

**Power (Daily):** Minor Action. Make an attack: Ranged 30; targets one creature you can see; +26 vs. Will; on a hit, you slide the target 10 squares.

If you've reached at least one milestone today, you can use this power one additional time against the same target on your next turn.

## Rom Kala's Tideshield Ring — Level 21

*The magic of this blue-green ring protects you from the denizens of the sea and lets you stand fast in combat.*

**Item Slot:** Ring 225,000 gp
**Property:** You gain resist 10 to all damage on attacks from aquatic creatures or water creatures.

**Power (Daily):** Immediate Interrupt. *Trigger:* You or an ally within 10 squares of you is pulled, pushed, or slid. *Effect:* You or your ally ignores the forced movement.

If you've reached at least one milestone today, each ally within 10 squares of you reduces the distance of any forced movement by 1 square until the end of the encounter. If the ally has a ring from this set, this effect lasts until the ally takes an extended rest.

MATIAS TAPIA

# Appendix: Item Tables

The following section contains master tables for all of the items in *Adventurer's Vault 2*. Items are sorted by level and by type. Each level header indicates the price of items of that level, with the exception of ammunition, for which a price is given separately. Each entry includes the page number on which the item can be found. Weapons and armor entries include information about the category of each item. Items that are parts of sets are marked with an asterisk (*).

## Level 1 Items 360 gp

### WEAPONS

| | | |
|---|---|---|
| Challenge-seeking weapon +1 | Any melee | 17 |
| Earth-wrought hammer +1 | Hammer | 17 |

### WONDROUS ITEMS

| | |
|---|---|
| Blessed book | 76 |
| Ioun's parchment | 76 |
| Woundstitch powder | 78 |

### WONDROUS LAIR ITEMS

| | |
|---|---|
| Sun globe | 82 |

## Level 2 Items 520 gp

### ARMOR

| | | |
|---|---|---|
| Armor of aegis expansion +1 | Cloth, leather | 6 |
| *Armor of dwarven vigor +1 | Chain, scale, plate | 94 |
| Coruscating armor +1 | Scale, plate | 7 |
| Hero's armor +1 | Chain | 9 |
| Rat killer's coat +1 | Cloth, leather | 11 |
| *Shadow hunter hide +1 | Hide | 106 |

### WEAPONS

| | | |
|---|---|---|
| Aftershock weapon +1 | Any | 15 |
| Duelist's bow +1 | Bow | 17 |
| Entrapping weapon +1 | Bow, crossbow | 17 |
| Farbond spellblade +1 | Hvy blade, lt blade | 18 |
| Guardian's call +1 | Any melee | 19 |
| Harmonic songblade +1 | Hvy blade, lt blade | 19 |
| *Hungry spear +1 | Spear | 98 |
| Quicksilver blade +1 | Lt blade | 21 |
| Rebounding weapon +1 | Any ranged | 21 |
| Supremely vicious weapon +1 | Any | 24 |
| Totemic spear +1 | Spear | 24 |
| Totemic warclub +1 | Mace | 25 |
| Whistling songbow +1 | Bow, crossbow | 25 |

### AMMUNITION (25 GP PER ITEM)

| | |
|---|---|
| Onslaught arrow +1 | 27 |

### HOLY SYMBOLS

| | |
|---|---|
| Ioun-blessed symbol +1 | 28 |
| Symbol of divine force +1 | 29 |
| Symbol of the first spirits +1 | 31 |

### ORBS

| | |
|---|---|
| Orb of resilient tenacity +1 | 33 |

### RODS

| | |
|---|---|
| Rod of burgeoning memory +1 | 34 |
| Rod of the fickle servant +1 | 36 |

### STAFFS

| | |
|---|---|
| Staff of divinity +1 | 38 |
| Staff of knives +1 | 39 |
| Verdant staff +1 | 40 |

### TOTEMS

| | |
|---|---|
| Roaring bear totem +1 | 45 |
| Totem of thunder's keeper +1 | 47 |

### ARMS SLOT

| | |
|---|---|
| *Bracers of enforced regret | 96 |
| Preservation shield | 55 |

### FEET SLOT

| | |
|---|---|
| *Boots of jaunting | 102 |

### NECK SLOT

| | |
|---|---|
| Amulet of double fortune +1 | 63 |
| Amulet of elegy +1 | 63 |
| Badge of the berserker +1 | 64 |
| Lifesaving brooch +1 | 67 |

### WONDROUS ITEMS

| | |
|---|---|
| *Prison of Salzacas | 109 |

### WONDROUS LAIR ITEMS

| | |
|---|---|
| Door of alarm | 80 |
| Window of escape | 83 |

## Level 3 Items 680 gp

### ARMOR

| | | |
|---|---|---|
| Armor of sudden recovery +1 | Cloth, leather | 6 |
| Holy adversary's armor +1 | Cloth | 9 |
| Moon armor +1 | Chain | 10 |
| Nightmare ward armor +1 | Leather, hide | 11 |
| Predator's hide +1 | Hide | 11 |
| Robe of avoidance +1 | Cloth | 11 |
| Runic armor +1 | Any | 12 |
| Sanguine vestments +1 | Cloth | 12 |
| Spiked jacket +1 | Leather, hide | 13 |
| Wall armor +1 | Any | 14 |
| Warmage's uniform +1 | Cloth, leather | 14 |

### WEAPONS

| | | |
|---|---|---|
| Aegis blade +1 | Hvy blade, lt blade | 15 |
| Alfsair spear +1 | Spear | 15 |
| Aura killer weapon +1 | Any melee | 15 |
| Blood fury weapon +1 | Axe, hvy blade | 17 |
| Flesh grinder +1 | Axe, hvy blade, polearm | 18 |
| Frost fury waraxe +1 | Axe | 18 |
| Great hunger weapon +1 | Any melee | 18 |
| Guardian's brand +1 | Any melee | 19 |
| *Pact blade +1 | Lt blade | 108, 120 |
| *Rhythm blade +1 | Lt blade | 97 |
| Songbow of vanishment +1 | Bow, crossbow | 23 |
| Targeting weapon +1 | Bow, crossbow | 24 |

### AMMUNITION (30 GP PER ITEM)

| | |
|---|---|
| Attention-stealing bullet +1 | 26 |
| Firestorm arrow +1 | 26 |
| Freezing arrow +1 | 27 |
| Lightning arrow +1 | 27 |

| | | |
|---|---|---|
| Spider bolt +1 | | 27 |
| Surprise bullet +1 | | 28 |
| **HOLY SYMBOLS** | | |
| Symbol of brawn +1 | | 29 |
| **ORBS** | | |
| Orb of supplementary force +1 | | 34 |
| **RODS** | | |
| Hexer's rod +1 | | 34 |
| Rod of divinity +1 | | 35 |
| **STAFFS** | | |
| Staff of resilience +1 | | 39 |
| Staff of sleep and charm +1 | | 39 |
| **TOTEMS** | | |
| Boar's charge totem +1 | | 43 |
| *Death fang totem +1 | | 106 |
| Fell beast totem +1 | | 44 |
| **ARMS SLOT** | | |
| Executioner's bracers | | 54 |
| Lunia's bracelet | | 55 |
| **FEET SLOT** | | |
| *Swiftpad boots | | 100 |
| **HANDS SLOT** | | |
| *Gauntlets of arcane might | | 102 |
| **NECK SLOT** | | |
| Amulet of warding +1 | | 63 |
| *Baffling cape +1 | | 96 |
| Necklace of keys +1 | | 67 |
| *Spidersilk mantle +1 | | 109 |
| **WONDROUS LAIR ITEMS** | | |
| Cask of liquid gold | | 79 |
| Window of deception | | 83 |
| **TATTOOS** | | |
| Demonskin tattoo | | 87 |
| Escape tattoo | | 84 |

## Level 4 Items 840 gp

| | | |
|---|---|---|
| **ARMOR** | | |
| Dazzling plate +1 | Plate | 7 |
| Genasi soul armor +1 | Leather, hide | 8 |
| Lifefont armor +1 | Hide | 10 |
| Parchment armor +1 | Cloth, leather | 11 |
| Scale of the serpent +1 | Scale | 12 |
| Serpentine armor +1 | Scale | 12 |
| Time link armor +1 | Chain | 14 |
| **WEAPONS** | | |
| Avalanche hammer +1 | Hammer | 15 |
| Echoing songblade +1 | Hvy blade, lt blade | 17 |
| *Harmony blade +1 | Hvy blade | 97 |
| Impaler's pick +1 | Pick | 20 |
| Intensifying weapon +1 | Any | 20 |
| Master's blade +1 | Hvy blade, lt blade | 20 |
| Maw of the guardian +1 | Any melee | 20 |
| Screaming bow +1 | Bow | 21 |
| Stormbiter warblade +1 | Hvy blade, lt blade | 23 |
| *Weapon of arcane bonds +1 | Hvy blade, lt blade | 102 |
| Weapon of oaths fulfilled +1 | Any melee | 25 |
| **HOLY SYMBOLS** | | |
| Symbol of the holy nimbus +1 | | 32 |
| **RODS** | | |
| Darkspiral rod +1 | | 34 |
| Rod of the pactbinder +1 | | 36 |
| **STAFFS** | | |
| Staff of iron infusion +1 | | 38 |
| **TOMES** | | |
| Tome of striking lightning +1 | | 42 |
| **TOTEMS** | | |
| Wildfire totem +1 | | 47 |
| Winterwood totem +1 | | 48 |
| **WANDS** | | |
| Diamond wand +1 | | 49 |
| Master's wand of eyes of the vestige +1 | | 50 |
| Master's wand of illusory ambush +1 | | 50 |
| Master's wand of misdirected mark +1 | | 51 |
| Master's wand of phantom bolt +1 | | 51 |
| Master's wand of spiteful glamor +1 | | 51 |
| Master's wand of vicious mockery +1 | | 51 |
| Shielding wand +1 | | 52 |
| Wand of allure +1 | | 52 |
| **ARMS SLOT** | | |
| Shield of silver light | | 55 |
| **FEET SLOT** | | |
| Riding boots | | 58 |
| **HANDS SLOT** | | |
| *Blackleaf gloves | | 108 |
| *Claw gloves | | 106 |
| Gauntlets of blood | | 58 |
| Poison gloves | | 61 |
| **NECK SLOT** | | |
| *Cloak of the lion's mane +1 | | 98 |
| Frostwolf pelt +1 | | 66 |
| Lucky charm +1 | | 67 |
| Periapt of proof against poison +1 | | 67 |
| **WONDROUS ITEMS** | | |
| Bed of rapid rest | | 79 |
| Silence-warded room | | 82 |
| **TATTOOS** | | |
| Fireheart tattoo | | 87 |
| Tattoo of arcane blood | | 84 |

## Level 5 Items 1,000 gp

| | | |
|---|---|---|
| **ARMOR** | | |
| Healer's armor +1 | Hide, chain | 9 |
| *Shockweave armor +1 | Cloth, leather | 98 |
| Supporting armor +1 | Scale, plate | 13 |
| **WEAPONS** | | |
| *Rousing hammer +1 | Hammer | 95 |
| Runic weapon +1 | Any | 21 |
| *Thane blood weapon +1 | Any melee | 100 |
| *Weapon of great opportunity +1 | Any melee | 96 |
| **AMMUNITION (50 GP PER ITEM)** | | |
| Bending bullet +1 | | 26 |
| **HOLY SYMBOLS** | | |
| Symbol of daring +1 | | 29 |

**STAFFS**

| | |
|---|---|
| Staff of wind +1 | 40 |

**TOTEMS**

| | |
|---|---|
| Bloodhunter totem +1 | 43 |

**FEET SLOT**

| | |
|---|---|
| Boots of rapid motion | 57 |
| *Panther slippers | 106 |

**HANDS SLOT**

| | |
|---|---|
| Gloves of grace | 59 |
| *Gloves of recovery | 96 |
| *Lion's claw gauntlets | 98 |
| *Resplendent gloves | 104 |

**HEAD SLOT**

| | |
|---|---|
| *Circlet of arcane extension | 102 |

**WONDROUS ITEMS**

| | |
|---|---|
| Deepfarer's pouch | 76 |

**TATTOOS**

| | |
|---|---|
| Tattoo of vengeance | 85 |

## Level 6 Items 1,800 gp

**ARMOR**

| | | |
|---|---|---|
| Gambler's suit +2 | Leather | 8 |

**WEAPONS**

| | | |
|---|---|---|
| Challenge-seeking weapon +2 | Any melee | 17 |
| Earth-wrought hammer +2 | Hammer | 17 |

**ARMS SLOT**

| | |
|---|---|
| *Warded vambraces | 102 |

**FEET SLOT**

| | |
|---|---|
| Boots of bounding | 57 |
| *Resplendent boots | 104 |

**HANDS SLOT**

| | |
|---|---|
| *Alchemy gloves | 97 |

**HEAD SLOT**

| | |
|---|---|
| *Cat's-eye headband | 106 |
| *Helm of exemplary defense | 95 |
| *Savage mask | 107 |

**WAIST SLOT**

| | |
|---|---|
| Baldric of time | 74 |

**TATTOOS**

| | |
|---|---|
| Distracting tattoo | 87 |
| Tattoo of bonded defense | 85 |
| Tattoo of bonded escape | 85 |

## Level 7 Items 2,600 gp

**ARMOR**

| | | |
|---|---|---|
| Armor of aegis expansion +2 | Cloth, leather | 6 |
| *Armor of dwarven vigor +2 | Chain, scale, plate | 94 |
| Bastion armor +2 | Scale, plate | 6 |
| Coruscating armor +2 | Scale, plate | 7 |
| Death's brink armor +2 | Scale, plate | 7 |
| Hero's armor +2 | Chain | 9 |
| Marauder's armor +2 | Leather, hide | 10 |
| *Radiant temple uniform +2 | Cloth | 103 |
| Rat killer's coat +2 | Cloth, leather | 11 |
| Shadow hound armor +2 | Hide | 12 |
| *Shadow hunter hide +2 | Hide | 106 |
| *Shipboard armor +2 | Leather | 101 |

**WEAPONS**

| | | |
|---|---|---|
| Aftershock weapon +2 | Any | 15 |
| Boltshard crossbow +2 | Crossbow | 17 |
| Duelist's bow +2 | Bow | 17 |
| Entrapping weapon +2 | Bow, crossbow | 17 |
| Farbond spellblade +2 | Hvy blade, lt blade | 18 |
| Guardian's call +2 | Any melee | 19 |
| Harmonic songblade +2 | Hvy blade, lt blade | 19 |
| *Hungry spear +2 | Spear | 98 |
| *Infighting blade +2 | Lt blade, axe (one-handed only) | 101 |
| Quicksilver blade +2 | Lt blade | 21 |
| Rebounding weapon +2 | Any ranged | 21 |
| Supremely vicious weapon +2 | Any | 24 |
| Totemic spear +2 | Spear | 24 |
| Totemic warclub +2 | Mace | 25 |
| Whistling songbow +2 | Bow, crossbow | 25 |

**AMMUNITION (100 GP PER ITEM)**

| | |
|---|---|
| Onslaught arrow +2 | 27 |

**HOLY SYMBOLS**

| | |
|---|---|
| Ioun-blessed symbol +2 | 28 |
| Symbol of divine force +2 | 29 |
| Symbol of foe turning +2 | 30 |
| *Symbol of Gajz +2 | 135 |
| Symbol of shared healing +2 | 30 |
| Symbol of the first spirits +2 | 31 |
| Symbol of vigor +2 | 32 |

**ORBS**

| | |
|---|---|
| Orb of resilient tenacity +2 | 33 |

**RODS**

| | |
|---|---|
| Rod of burgeoning memory +2 | 34 |
| Rod of stolen starlt +2 | 35 |
| Rod of the fickle servant +2 | 36 |

**STAFFS**

| | |
|---|---|
| Moonsilver staff +2 | 38 |
| Staff of divinity +2 | 38 |
| Staff of knives +2 | 39 |
| Summoner's staff +2 | 40 |
| Verdant staff +2 | 40 |

**TOMES**

| | |
|---|---|
| Dispelling tome +2 | 41 |

**TOTEMS**

| | |
|---|---|
| Earthfall totem +2 | 44 |
| Roaring bear totem +2 | 45 |
| Totem of thunder's keeper +2 | 47 |

**FEET SLOT**

| | |
|---|---|
| Boots of surging speed | 57 |

**HANDS SLOT**

| | |
|---|---|
| *Dual-threat gauntlets | 95 |
| Feinting gloves | 58 |

**HEAD SLOT**

| | |
|---|---|
| Philosopher's crown | 62 |
| *Resplendent circlet | 104 |

**NECK SLOT**

| | |
|---|---|
| Amulet of double fortune +2 | 63 |
| Amulet of elegy +2 | 63 |

| | | |
|---|---|---|
| Badge of the berserker +2 | | 64 |
| *Cloak of the crimson path +2 | | 107 |
| *Deep-pocket cloak +2 | | 97 |
| Lifesaving brooch +2 | | 67 |
| *Scarf of reconciliation +2 | | 132 |
| Talisman of terror +2 | | 69 |
| **WAIST SLOT** | | |
| Belt of nourishment | | 74 |
| **WONDROUS ITEMS** | | |
| Map of unseen lands | | 77 |
| **TATTOOS** | | |
| Long-battle tattoo | | 86 |
| Quick-step tattoo | | 85 |
| Tattoo of the unlucky | | 86 |
| Tattoo of the wolverine | | 85 |
| **CONSUMABLES (100 GP PER ITEM)** | | |
| Clay of creation | | 87 |

## Level 8 Items 3,400 gp

| | | |
|---|---|---|
| **ARMOR** | | |
| Armor of sudden recovery +2 | Cloth, leather | 6 |
| Holy adversary's armor +2 | Cloth | 9 |
| Kemstone armor +2 | Scale, plate | 9 |
| Moon armor +2 | Chain | 10 |
| Nightmare ward armor +2 | Leather, hide | 11 |
| Predator's hide +2 | Hide | 11 |
| Robe of avoidance +2 | Cloth | 11 |
| Runic armor +2 | Any | 12 |
| Sanguine vestments +2 | Cloth | 12 |
| Slime armor +2 | Scale, plate | 13 |
| Spiderweb robes +2 | Cloth | 13 |
| Spiked jacket +2 | Leather, hide | 13 |
| Wall armor +2 | Any | 14 |
| Warmage's uniform +2 | Cloth, leather | 14 |
| **WEAPONS** | | |
| Aegis blade +2 | Hvy blade, lt blade | 15 |
| Alfsair spear +2 | Spear | 15 |
| Aura killer weapon +2 | Any melee | 15 |
| *Blade of vengeance +2 | Hvy blade, lt blade | 103 |
| Blood fury weapon +2 | Axe, hvy blade | 17 |
| *Blood harvest blade +2 | Lt blade | 107 |
| Flesh grinder +2 | Axe, hvy blade, polearm | 18 |
| Frost fury waraxe +2 | Axe | 18 |
| Great hunger weapon +2 | Any melee | 18 |
| Guardian's brand +2 | Any melee | 19 |
| Hideous weapon +2 | Flail, hammer, pick | 19 |
| *Pact blade +2 | Lt blade | 108, 120 |
| Ravenclaw warblade +2 | Hvy blade | 21 |
| *Rhythm blade +2 | Lt blade | 97 |
| *Rovikar's weapon +2 | Any | 135 |
| Songbow of vanishment +2 | Bow, crossbow | 23 |
| Targeting weapon +2 | Bow, crossbow | 24 |
| Unforgettable cudgel +2 | Mace | 25 |
| *Warding blade +2 | Lt blade | 103 |
| Writhing vine weapon +2 | Any melee | 25 |
| **AMMUNITION (125 GP PER ITEM)** | | |
| Attention-stealing bullet +2 | | 26 |
| Bolt of clumsiness +2 | | 26 |
| Bolt of transit +2 | | 26 |
| Dispelling bolt +2 | | 26 |
| Firestorm arrow +2 | | 26 |
| Freezing arrow +2 | | 27 |
| Lightning arrow +2 | | 27 |
| Space-shifting bolt +2 | | 27 |
| Spider bolt +2 | | 27 |
| Summoning bullet +2 | | 28 |
| Surprise bullet +2 | | 28 |
| **HOLY SYMBOLS** | | |
| Symbol of brawn +2 | | 29 |
| Symbol of the champion's code +2 | | 31 |
| Symbol of the radiant flame +2 | | 32 |
| **ORBS** | | |
| Orb of supplementary force +2 | | 34 |
| **RODS** | | |
| Hexer's rod +2 | | 34 |
| Rod of divinity +2 | | 35 |
| **STAFFS** | | |
| Staff of resilience +2 | | 39 |
| Staff of sleep and charm +2 | | 39 |
| Staff of the faithful arcanist +2 | | 40 |
| **TOMES** | | |
| Gossamer tome +2 | | 42 |
| **TOTEMS** | | |
| Boar's charge totem +2 | | 43 |
| *Death fang totem +2 | | 106 |
| Fell beast totem +2 | | 44 |
| Iron bear totem +2 | | 44 |
| Totem of the satyr's dance +2 | | 47 |
| Vengeful spirit totem +2 | | 47 |
| **ARMS SLOT** | | |
| Charm bracelet | | 53 |
| *Hammer shield | | 95 |
| *Pincer shield | | 96 |
| **FEET SLOT** | | |
| *Boarding boots | | 101 |
| Greaves of fortunate falling | | 58 |
| **HANDS SLOT** | | |
| Grizzly gauntlets | | 59 |
| **HEAD SLOT** | | |
| Fey-blessed circlet | | 62 |
| *Gadgeteer's goggles | | 97 |
| Sacred mask | | 63 |
| **NECK SLOT** | | |
| Amulet of warding +2 | | 63 |
| *Baffling cape +2 | | 96 |
| Courtier's cape +2 | | 66 |
| Necklace of keys +2 | | 67 |
| Orc's-eye amulet +2 | | 67 |
| *Pavise charm +2 | | 101 |
| *Resplendent cloak +2 | | 104 |
| *Spidersilk mantle +2 | | 109 |
| **WAIST SLOT** | | |
| Potion bandolier | | 75 |
| Stonewall belt | | 75 |

### WONDROUS ITEMS

| | |
|---|---|
| *Bowstring of accuracy | 132 |
| Vagabond's die | 78 |
| Whistle of warnng | 78 |

### WONDROUS LAIR ITEMS

| | |
|---|---|
| Alchemist's workshop | 79 |
| Shiftstone | 81 |

### TATTOOS

| | |
|---|---|
| Curse eye tattoo | 87 |
| Fleet hero tattoo | 87 |
| Ironheart tattoo | 86 |
| Strongheart tattoo | 86 |
| Tattoo of the escape artist | 84 |

### CONSUMABLES (125 GP PER ITEM)

| | |
|---|---|
| Silver sand | 88 |
| Vortex stone | 88 |

## Level 9 Items 4,200 gp

### ARMOR

| | | |
|---|---|---|
| Dazzling plate +2 | Plate | 7 |
| Demonscale +2 | Scale | 8 |
| Genasi soul armor +2 | Leather, hide | 8 |
| Lifefont armor +2 | Hide | 10 |
| Magnetic armor +2 | Scale, plate | 10 |
| Parchment armor +2 | Cloth, leather | 11 |
| Scale of the serpent +2 | Scale | 12 |
| Serpentine armor +2 | Scale | 12 |
| Time link armor +2 | Chain | 14 |

### WEAPONS

| | | |
|---|---|---|
| Avalanche hammer +2 | Hammer | 15 |
| Blood drinker +2 | Axe, hvy blade | 16 |
| Echoing songblade +2 | Hvy blade, lt blade | 17 |
| *Harmony blade +2 | Hvy blade | 97 |
| Impaler's pick +2 | Pick | 20 |
| Incisive dagger +2 | Dagger | 20 |
| Intensifying weapon +2 | Any | 20 |
| *Kamesti crossbow +2 | Crossbow | 101 |
| Master's blade +2 | Hvy blade, lt blade | 20 |
| Maw of the guardian +2 | Any melee | 20 |
| Screaming bow +2 | Bow | 21 |
| Songbow of lullabies +2 | Bow, crossbow | 22 |
| Stormbiter warblade +2 | Hvy blade, lt blade | 23 |
| *Weapon of arcane bonds +2 | Hvy blade, lt blade | 102 |
| Weapon of oaths fulfilled +2 | Any melee | 25 |

### AMMUNITION (160 GP PER ITEM)

| | |
|---|---|
| Arrow of revelation +2 | 26 |
| Forbiddance bolt +2 | 26 |

### HOLY SYMBOLS

| | |
|---|---|
| Symbol of fire and fury +2 | 30 |
| Symbol of the holy nimbus +2 | 32 |
| Symbol of unified defense +2 | 32 |

### RODS

| | |
|---|---|
| Darkspiral rod +2 | 34 |
| Rod of obliterating wrath +2 | 35 |
| Rod of the pactbinder +2 | 36 |

### STAFFS

| | |
|---|---|
| Staff of iron infusion +2 | 38 |

### TOMES

| | |
|---|---|
| Tome of crushing force +2 | 42 |
| Tome of striking lightning +2 | 42 |

### TOTEMS

| | |
|---|---|
| Panther totem +2 | 45 |
| Totem of the ravenous beast +2 | 47 |
| *Totem of the severed eye +2 | 107 |
| Totem of winter's scorn +2 | 47 |
| Wildfire totem +2 | 47 |
| Winterwood totem +2 | 48 |

### WANDS

| | |
|---|---|
| Diamond wand +2 | 49 |
| Hawthorn wand +2 | 49 |
| Master's wand of eyes of the vestige +2 | 50 |
| Master's wand of illusory ambush +2 | 50 |
| Master's wand of misdirected mark +2 | 51 |
| Master's wand of phantom bolt +2 | 51 |
| Master's wand of spiteful glamor +2 | 51 |
| Master's wand of vicious mockery +2 | 51 |
| Shielding wand +2 | 52 |
| Wand of allure +2 | 52 |

### ARMS SLOT

| | |
|---|---|
| *Bracers of zeal +2 | 103 |
| Keeper's shield | 54 |

### HANDS SLOT

| | |
|---|---|
| *Darkfire gloves | 132 |
| Illusionist's gloves | 60 |

### HEAD SLOT

| | |
|---|---|
| Bear headdress | 61 |

### NECK SLOT

| | |
|---|---|
| Amulet of vigor +2 | 63 |
| *Cloak of the lion's mane +2 | 98 |
| Cloak of translocation +2 | 66 |
| Frostwolf pelt +2 | 66 |
| *Keicha's amulet +2 | 134 |
| Lucky charm +2 | 67 |
| Medic's amulet +2 | 67 |
| Periapt of proof against poison +2 | 67 |
| *Shadowdancer's cloak +2 | 105 |

### WAIST SLOT

| | |
|---|---|
| Belt of fragile guard | 74 |
| *Clear-blood baldric | 95 |

### WONDROUS ITEMS

| | |
|---|---|
| *Endless quiver | 101 |

### WONDROUS LAIR ITEMS

| | |
|---|---|
| Feast table | 80 |

### TATTOOS

| | |
|---|---|
| Backlash tattoo | 84 |
| Reinforcement tattoo | 84 |
| Strikeback tattoo | 84 |

## Level 10 Items 5,000 gp

### ARMOR

| | | |
|---|---|---|
| Counterstrike armor +2 | Cloth, leather, hide | 7 |
| Healer's armor +2 | Hide, chain | 9 |

| | | |
|---|---|---|
| Shadow warlock armor +2 | Leather | 12 |
| *Shockweave armor +2 | Cloth, leather | 98 |
| Supporting armor +2 | Scale, plate | 13 |
| **WEAPONS** | | |
| *Rousing hammer +2 | Hammer | 95 |
| Runic weapon +2 | Any | 21 |
| Supreme skirmisher's bow +2 | Bow | 24 |
| *Thane blood weapon +2 | Any melee | 100 |
| *Weapon of evil undone +2 | Any | 113 |
| *Weapon of great opportunity +2 | Any melee | 96 |
| **AMMUNITION (200 GP PER ITEM)** | | |
| Bending bullet +2 | | 26 |
| **HOLY SYMBOLS** | | |
| Symbol of daring +2 | | 29 |
| Symbol of protection +2 | | 30 |
| **RODS** | | |
| Rod of devilry +2 | | 35 |
| Torch of misery +2 | | 37 |
| **STAFFS** | | |
| Blastwarp staff +2 | | 38 |
| Staff of wind +2 | | 40 |
| **TOTEMS** | | |
| Bloodhunter totem +2 | | 43 |
| Dire totem +2 | | 43 |
| Flameheart totem +2 | | 44 |
| *Stern mountain totem +2 | | 112 |
| Totem of nature's balm +2 | | 45 |
| **WANDS** | | |
| Sharpshooter's wand +2 | | 52 |
| Wand of aptitude +2 | | 52 |
| **ARMS SLOT** | | |
| Barrage bracers | | 53 |
| **FEET SLOT** | | |
| *Skaivani's anklets | | 135 |
| **HEAD SLOT** | | |
| *Circlet of revelations | | 132 |
| *Shadowdancer's mask | | 105 |
| **WAIST SLOT** | | |
| Diamond cincture | | 75 |
| **WONDROUS LAIR ITEMS** | | |
| Shining sundial | | 82 |
| **TATTOOS** | | |
| Eager hero's tattoo | | 86 |
| Tattoo of shared consequence | | 85 |
| Tattoo of shared vengeance | | 85 |

## Level 11 Items 9,000 gp

| | | |
|---|---|---|
| **ARMOR** | | |
| Gambler's suit +3 | Leather | 8 |
| **WEAPONS** | | |
| Challenge-seeking weapon +3 | Any melee | 17 |
| Earth-wrought hammer +3 | Hammer | 17 |
| **ARMS SLOT** | | |
| Force shield | | 54 |
| *Razordark bracers | | 120 |
| **FEET SLOT** | | |
| *Feystride boots | | 132 |
| *Steady boots of the ram | | 111 |
| **HANDS SLOT** | | |
| Gloves of ice | | 59 |
| Gloves of missile avoidance | | 59 |
| *Shadowdancer's gloves | | 105 |
| **HEAD SLOT** | | |
| Circlet of continuity | | 61 |
| *Helm of vision unclouded | | 112 |
| *Matrakk's lenses | | 134 |
| **WAIST SLOT** | | |
| Baldric of assault | | 74 |
| **WONDROUS ITEMS** | | |
| Versatile spellbook | | 78 |
| **TATTOOS** | | |
| Teamstrike tattoo | | 86 |
| **CONSUMABLES (350 GP PER ITEM)** | | |
| Flash flower | | 88 |
| Rust bark | | 88 |

## Level 12 Items 13,000 gp

| | | |
|---|---|---|
| **ARMOR** | | |
| Armor of aegis expansion +3 | Cloth, leather | 6 |
| *Armor of dwarven vigor +3 | Chain, scale, plate | 94 |
| Bastion armor +3 | Scale, plate | 6 |
| Blackflock robe +3 | Cloth | 6 |
| Coruscating armor +3 | Scale, plate | 7 |
| *Darkstrike armor +3 | Leather, hide | 120 |
| Death's brink armor +3 | Scale, plate | 7 |
| Hero's armor +3 | Chain | 9 |
| Marauder's armor +3 | Leather, hide | 10 |
| *Radiant temple uniform +3 | Cloth | 103 |
| Rat killer's coat +3 | Cloth, leather | 11 |
| Shadow hound armor +3 | Hide | 12 |
| *Shadow hunter hide +3 | Hide | 106 |
| *Shipboard armor +3 | Leather | 101 |
| Teleporting armor +3 | Scale, plate | 14 |
| **WEAPONS** | | |
| Aftershock weapon +3 | Any | 15 |
| Boltshard crossbow +3 | Crossbow | 17 |
| Duelist's bow +3 | Bow | 17 |
| Entrapping weapon +3 | Bow, crossbow | 17 |
| Farbond spellblade +3 | Hvy blade, lt blade | 18 |
| Guardian's call +3 | Any melee | 19 |
| Harmonic songblade +3 | Hvy blade, lt blade | 19 |
| *Hungry spear +3 | Spear | 98 |
| *Infighting blade +3 | Lt blade, axe (one-handed only) | 101 |
| Quicksilver blade +3 | Lt blade | 21 |
| Rebounding weapon +3 | Any ranged | 21 |
| Shadowrift blade +3 | Lt blade | 21 |
| Supremely vicious weapon +3 | Any | 24 |
| Totemic spear +3 | Spear | 24 |
| Totemic warclub +3 | Mace | 25 |
| *Unbroken lance +3 | Spear | 111 |
| Whistling songbow +3 | Bow, crossbow | 25 |

**AMMUNITION (500 GP PER ITEM)**

| | |
|---|---|
| Onslaught arrow +3 | 27 |

**HOLY SYMBOLS**

| | |
|---|---|
| Ioun-blessed symbol +3 | 28 |
| Symbol of branding +3 | 29 |
| Symbol of divine force +3 | 29 |
| Symbol of foe turning +3 | 30 |
| *Symbol of Gajz +3 | 135 |
| Symbol of shared healing +3 | 30 |
| Symbol of the first spirits +3 | 31 |
| Symbol of vigor +3 | 32 |

**ORBS**

| | |
|---|---|
| Orb of heightened imposition +3 | 33 |
| Orb of resilient tenacity +3 | 33 |
| Orb of visionary protection +3 | 34 |

**RODS**

| | |
|---|---|
| Rod of burgeoning memory +3 | 34 |
| Rod of stolen starlt +3 | 35 |
| Rod of the fickle servant +3 | 36 |

**STAFFS**

| | |
|---|---|
| Moonsilver staff +3 | 38 |
| Staff of divinity +3 | 38 |
| Staff of knives +3 | 39 |
| Summoner's staff +3 | 40 |
| Verdant staff +3 | 40 |

**TOMES**

| | |
|---|---|
| Dispelling tome +3 | 41 |

**TOTEMS**

| | |
|---|---|
| Earthfall totem +3 | 44 |
| Roaring bear totem +3 | 45 |
| Totem of the harrier's claws +3 | 46 |
| Totem of the night +3 | 46 |
| Totem of thunder's keeper +3 | 47 |

**ARMS SLOT**

| | |
|---|---|
| *Crest of vigilance eternal | 112 |

**FEET SLOT**

| | |
|---|---|
| Boots of unchecked passage | 57 |
| *Shadowdancer's boots | 105 |

**HEAD SLOT**

| | |
|---|---|
| *Charger's headdress | 111 |
| Crown of equilibrium | 61 |

**NECK SLOT**

| | |
|---|---|
| Amulet of double fortune +3 | 63 |
| Amulet of elegy +3 | 63 |
| Badge of the berserker +3 | 64 |
| *Cloak of the crimson path +3 | 107 |
| *Deep-pocket cloak +3 | 97 |
| Lifesaving brooch +3 | 67 |
| *Mantle of the golden general +3 | 123 |
| *Necklace of fate +3 | 121 |
| *Scarf of reconciliation +3 | 132 |
| Talisman of terror +3 | 69 |

**WONDROUS ITEMS**

| | |
|---|---|
| Horn of dismissal | 76 |
| *Shepherd's battle standard | 119 |
| *Stone of earth | 133 |
| *Stone of flame | 133 |
| *Stone of light | 133 |
| *Stone of shadow | 133 |
| *Stone of spirit | 133 |
| *Stone of storms | 133 |
| *Stone of wind | 133 |

**WONDROUS LAIR ITEMS**

| | |
|---|---|
| Brilliant scrying basin | 79 |
| Diplomat's table | 80 |
| Door warden | 80 |
| Ritualist's lectern | 81 |
| Throne of dominion | 83 |
| Watchful eye | 83 |

## Level 13 Items 17,000 gp

**ARMOR**

| | | |
|---|---|---|
| *Armor of essence inviolate +3 | Any | 112 |
| Armor of sudden recovery +3 | Cloth, leather | 6 |
| *Champion's hauberk +3 | Chain, scale | 113 |
| Gambit armor +3 | Cloth, leather | 8 |
| Holy adversary's armor +3 | Cloth | 9 |
| Kemstone armor +3 | Scale, plate | 9 |
| *Mirrored plate +3 | Plate | 110 |
| Moon armor +3 | Chain | 10 |
| Nightmare ward armor +3 | Leather, hide | 11 |
| Predator's hide +3 | Hide | 11 |
| Robe of avoidance +3 | Cloth | 11 |
| Runic armor +3 | Any | 12 |
| Sanguine vestments +3 | Cloth | 12 |
| *Skin of agonies +3 | Leather, hide | 124 |
| Slime armor +3 | Scale, plate | 13 |
| Snaketongue robe +3 | Cloth | 13 |
| Spiderweb robes +3 | Cloth | 13 |
| Spiked jacket +3 | Leather, hide | 13 |
| Wall armor +3 | Any | 14 |
| Warmage's uniform +3 | Cloth, leather | 14 |
| Winged armor +3 | Any | 14 |

**WEAPONS**

| | | |
|---|---|---|
| Aegis blade +3 | Hvy blade, lt blade | 15 |
| Alfsair spear +3 | Spear | 15 |
| Aura killer weapon +3 | Any melee | 15 |
| *Blade of vengeance +3 | Hvy blade, lt blade | 103 |
| Blood fury weapon +3 | Axe, hvy blade | 17 |
| *Blood harvest blade +3 | Lt blade | 107 |
| *Bradaman's weapon +3 | Hvy blade, axe, hammer | 110 |
| Flesh grinder +3 | Axe, hvy blade, polearm | 18 |
| Frost fury waraxe +3 | Axe | 18 |
| *General's weapon +3 | Polearm | 123 |
| Great hunger weapon +3 | Any melee | 18 |
| Guardian's brand +3 | Any melee | 19 |
| Hideous weapon +3 | Flail, hammer, pick | 19 |
| *Pact blade +3 | Lt blade | 108, 120 |
| Ravenclaw warblade +3 | Hvy blade | 21 |
| *Rhythm blade +3 | Lt blade | 97 |
| *Rovikar's weapon +3 | Any | 135 |
| *Scorpion tail blade +3 | Lt blade | 131 |

| | | |
|---|---|---|
| *Shepherd's arms +3 | Polearm, spear | 119 |
| Shrieking songbow +3 | Bow, crossbow | 21 |
| Songbow of vanishment +3 | Bow, crossbow | 23 |
| Targeting weapon +3 | Bow, crossbow | 24 |
| Unforgettable cudgel +3 | Mace | 25 |
| *Warding blade +3 | Lt blade | 103 |
| Writhing vine weapon +3 | Any melee | 25 |

**AMMUNITION (650 GP PER ITEM)**

| | |
|---|---|
| Attention-stealing bullet +3 | 26 |
| Bolt of clumsiness +3 | 26 |
| Bolt of transit +3 | 26 |
| Dispelling bolt +3 | 26 |
| Firestorm arrow +3 | 26 |
| Freezing arrow +3 | 27 |
| Lightning arrow +3 | 27 |
| Space-shifting bolt +3 | 27 |
| Spider bolt +3 | 27 |
| Summoning bullet +3 | 28 |
| Surprise bullet +3 | 28 |

**HOLY SYMBOLS**

| | |
|---|---|
| Convert's symbol +3 | 28 |
| Symbol of brawn +3 | 29 |
| Symbol of the champion's code +3 | 31 |
| Symbol of the radiant flame +3 | 32 |

**ORBS**

| | |
|---|---|
| Orb of repeated imposition +3 | 33 |
| Orb of supplementary force +3 | 34 |

**RODS**

| | |
|---|---|
| Hexer's rod +3 | 34 |
| Rod of divinity +3 | 35 |
| Spider rod +3 | 37 |

**STAFFS**

| | |
|---|---|
| Staff of resilience +3 | 39 |
| Staff of sleep and charm +3 | 39 |
| Staff of the faithful arcanist +3 | 40 |

**TOMES**

| | |
|---|---|
| Gossamer tome +3 | 42 |
| Mordenkainen's tome +3 | 42 |

**TOTEMS**

| | |
|---|---|
| Boar's charge totem +3 | 43 |
| Bronzewood coils totem +3 | 43 |
| *Death fang totem +3 | 106 |
| Fell beast totem +3 | 44 |
| Iron bear totem +3 | 44 |
| Life river totem +3 | 44 |
| Totem of the awakened bear +3 | 45 |
| Totem of the satyr's dance +3 | 47 |
| Vengeful spirit totem +3 | 47 |

**ARMS SLOT**

| | |
|---|---|
| Bloodhound bracers | 53 |
| *Bracelet of the radiant storm | 115 |
| Executioner's bracers | 54 |
| Frost charger bracers | 54 |
| *Shield of the world tree | 121 |

**HANDS SLOT**

| | |
|---|---|
| Gauntlets of discontinuity | 58 |

**NECK SLOT**

| | |
|---|---|
| Amulet of warding +3 | 63 |
| *Baffling cape +3 | 96 |
| Cloak of the desert +3 | 65 |
| Courtier's cape +3 | 66 |
| *Fleece of renewal +3 | 111 |
| Necklace of keys +3 | 67 |
| Orc's-eye amulet +3 | 67 |
| *Pavise charm +3 | 101 |
| *Resplendent cloak +3 | 104 |
| Seashimmer cloak +3 | 68 |
| Shroud of ravens +3 | 68 |
| *Spidersilk mantle +3 | 109 |

**WAIST SLOT**

| | |
|---|---|
| Waistband of the grappler | 75 |

**WONDROUS ITEMS**

| | |
|---|---|
| Ribbon of limitless questions | 77 |

**WONDROUS LAIR ITEMS**

| | |
|---|---|
| Magic drawbridge | 81 |

**TATTOOS**

| | |
|---|---|
| Breakchain tattoo | 87 |
| Demonskin tattoo | 87 |

## Level 14 Items 21,000 GP

**ARMOR**

| | | |
|---|---|---|
| Armor of dark deeds +3 | Leather, hide | 6 |
| Dazzling plate +3 | Plate | 7 |
| Demonscale +3 | Scale | 8 |
| Formidable armor +3 | Hide, chain | 8 |
| Genasi soul armor +3 | Leather, hide | 8 |
| Lifefont armor +3 | Hide | 10 |
| Magnetic armor +3 | Scale, plate | 10 |
| Parchment armor +3 | Cloth, leather | 11 |
| Scale of the serpent +3 | Scale | 12 |
| Serpentine armor +3 | Scale | 12 |
| Spirit armor +3 | Chain | 13 |
| Time link armor +3 | Chain | 14 |
| Translocating armor +3 | Any | 14 |

**WEAPONS**

| | | |
|---|---|---|
| Avalanche hammer +3 | Hammer | 15 |
| Banishing spellblade +3 | Hvy blade, lt blade | 16 |
| Blood drinker +3 | Axe, hvy blade | 16 |
| *Dragontooth blade +3 | Hvy blade | 130 |
| Echoing songblade +3 | Hvy blade, lt blade | 17 |
| *Harmony blade +3 | Hvy blade | 97 |
| Impaler's pick +3 | Pick | 20 |
| Incisive dagger +3 | Dagger | 20 |
| Intensifying weapon +3 | Any | 20 |
| *Kamesti crossbow +3 | Crossbow | 101 |
| Master's blade +3 | Hvy blade, lt blade | 20 |
| Maw of the guardian +3 | Any melee | 20 |
| Screaming bow +3 | Bow | 21 |
| Songbow of lullabies +3 | Bow, crossbow | 22 |
| Soul drinker weapon +3 | Any melee | 23 |
| Stormbiter warblade +3 | Hvy blade, lt blade | 23 |
| *Sword of melancholy +3 | Hvy blade, lt blade | 124 |
| *Weapon of arcane bonds +3 | Hvy blade, lt blade | 102 |

| | | |
|---|---|---|
| *Weapon of cruel persuasion +3 | Any melee | 114 |
| Weapon of oaths fulfilled +3 | Any melee | 25 |

**AMMUNITION (800 GP PER ITEM)**

| | |
|---|---|
| Arrow of revelation +3 | 26 |
| Forbiddance bolt +3 | 26 |

**HOLY SYMBOLS**

| | |
|---|---|
| Symbol of fire and fury +3 | 30 |
| Symbol of the holy nimbus +3 | 32 |
| Symbol of unified defense +3 | 32 |

**ORBS**

| | |
|---|---|
| Orb of accuracy +3 | 33 |

**RODS**

| | |
|---|---|
| Darkspiral rod +3 | 34 |
| Rod of obliterating wrath +3 | 35 |
| Rod of the hag +3 | 36 |
| Rod of the pactbinder +3 | 36 |

**STAFFS**

| | |
|---|---|
| Staff of iron infusion +3 | 38 |
| Staff of spell blasting +3 | 40 |

**TOMES**

| | |
|---|---|
| Deck of spells +3 | 41 |
| Tome of crushing force +3 | 42 |
| Tome of enduring creation +3 | 42 |
| Tome of striking lightning +3 | 42 |

**TOTEMS**

| | |
|---|---|
| Panther totem +3 | 45 |
| Razor talon totem +3 | 45 |
| Totem of new beginnings +3 | 45 |
| Totem of the ravenous beast +3 | 47 |
| *Totem of the severed eye +3 | 107 |
| Totem of winter's scorn +3 | 47 |
| Wildfire totem +3 | 47 |
| Winterwood totem +3 | 48 |

**WANDS**

| | |
|---|---|
| Cursing wand +3 | 48 |
| Diamond wand +3 | 49 |
| Hawthorn wand +3 | 49 |
| Master's wand of eyes of the vestige +3 | 50 |
| Master's wand of illusory ambush +3 | 50 |
| Master's wand of misdirected mark +3 | 51 |
| Master's wand of phantom bolt +3 | 51 |
| Master's wand of spiteful glamor +3 | 51 |
| Master's wand of vicious mockery +3 | 51 |
| Shielding wand +3 | 52 |
| Wand of allure +3 | 52 |
| Wand of thunderous anguish +3 | 52 |

**ARMS SLOT**

| | |
|---|---|
| *Bracers of zeal +3 | 103 |
| Vortex shield | 56 |

**FEET SLOT**

| | |
|---|---|
| Sandwalker boots | 58 |
| *Swift-step boots +3 | 115 |

**HANDS SLOT**

| | |
|---|---|
| Gauntlets of blood | 58 |

**HEAD SLOT**

| | |
|---|---|
| *Crown of the brilliant sun | 115 |
| *Golden crown of battle command | 123 |
| *Helm of able defense | 118 |
| *Mask of the vengeful spirit | 121 |
| *Pennant helm | 110 |
| *Tenebrous mask | 120 |

**NECK SLOT**

| | |
|---|---|
| Amulet of vigor +3 | 63 |
| Assassin's cloak +3 | 64 |
| Chaos cloak +3 | 65 |
| Cloak of the bat +3 | 65 |
| *Cloak of the lion's mane +3 | 98 |
| Cloak of translocation +3 | 66 |
| *Crimson cloak +3 | 122 |
| Demon amulet +3 | 66 |
| Frostwolf pelt +3 | 66 |
| *Keicha's amulet +3 | 134 |
| Lucky charm +3 | 67 |
| Medallion of the mind +3 | 67 |
| Medic's amulet +3 | 67 |
| Periapt of proof against poison +3 | 67 |
| *Shadowdancer's cloak +3 | 105 |
| Timeless locket +3 | 69 |

**RINGS**

| | |
|---|---|
| Grace ring of lightning | 70 |
| Grace ring of salvation | 70 |
| Grace ward ring | 70 |
| Unvanquished grace ring | 74 |

**WAIST SLOT**

| | |
|---|---|
| Acrobat's harness | 74 |
| *Sash of vitality ceaseless | 112 |

**WONDROUS LAIR ITEMS**

| | |
|---|---|
| Loadstone statue | 81 |
| Teleportation disk | 83 |

**TATTOOS**

| | |
|---|---|
| Fireheart tattoo | 87 |
| Tattoo of arcane blood | 84 |
| Tattoo of the shared heart | 86 |

## Level 15 Items 25,000 gp

**ARMOR**

| | | |
|---|---|---|
| Armor of shared valor +3 | Leather, chain | 6 |
| Counterstrike armor +3 | Cloth, leather, hide | 7 |
| *Crystalline breastplate +3 | Leather, hide, chain, scale, plate | 118 |
| Healer's armor +3 | Hide, chain | 9 |
| Holy radiance armor +3 | Chain | 9 |
| Shadow warlock armor +3 | Leather | 12 |
| *Shockweave armor +3 | Cloth, leather | 98 |
| Supporting armor +3 | Scale, plate | 13 |

**WEAPONS**

| | | |
|---|---|---|
| Battle spirit weapon +3 | Axe, flail, hammer, hvy blade, mace, spear | 16 |
| *Blade of the eldritch knight +3 | Hvy blade | 114 |
| *Reaper's axe +3 | Axe | 122 |
| *Rousing hammer +3 | Hammer | 95 |

| | | |
|---|---|---|
| Runic weapon +3 | Any | 21 |
| Songbow of summoning +3 | Bow, crossbow | 22 |
| Supreme skirmisher's bow +3 | Bow | 24 |
| *Thane blood weapon +3 | Any melee | 100 |
| *Weapon of evil undone +3 | Any | 113 |
| *Weapon of great opportunity +3 | Any melee | 96 |

**AMMUNITION (1,000 GP PER ITEM)**

| | |
|---|---|
| Bending bullet +3 | 26 |

**HOLY SYMBOLS**

| | |
|---|---|
| *Champion's symbol +3 | 113 |
| Symbol of daring +3 | 29 |
| Symbol of protection +3 | 30 |

**RODS**

| | |
|---|---|
| Rod of devilry +3 | 35 |
| Rod of silver rain +3 | 35 |
| Torch of misery +3 | 37 |

**STAFFS**

| | |
|---|---|
| Blastwarp staff +3 | 38 |
| *Queen's staff +3 | 117 |
| Staff of wind +3 | 40 |
| *Tempest staff +3 | 131 |

**TOTEMS**

| | |
|---|---|
| Bloodhunter totem +3 | 43 |
| Dire totem +3 | 43 |
| Flameheart totem +3 | 44 |
| *Stern mountain totem +3 | 112 |
| Totem of nature's balm +3 | 45 |
| Totem of the crashing tide +3 | 46 |
| Totem of the scouring wind +3 | 47 |

**WANDS**

| | |
|---|---|
| Sharpshooter's wand +3 | 52 |
| Wand of aptitude +3 | 52 |

**ARMS SLOT**

| | |
|---|---|
| Deathward shield | 54 |
| Rhino bracers | 55 |
| *Shield of fellowship | 110 |

**HANDS SLOT**

| | |
|---|---|
| *Resplendent gloves | 104 |

**HEAD SLOT**

| | |
|---|---|
| *Reaper's helm | 122 |

**NECK SLOT**

| | |
|---|---|
| *Cloak of burgeoning shadow +3 | 120 |
| *Mantle of regrets +3 | 123 |

**RINGS**

| | |
|---|---|
| Alliance band | 69 |
| Crown of the dream king | 69 |
| *Ring of many forms | 121 |
| Ring of sympathy | 72 |
| Ring of the zealous | 72 |

**WAIST SLOT**

| | |
|---|---|
| *General's belt | 122 |

**WONDROUS ITEMS**

| | |
|---|---|
| Ghostlight candle | 76 |
| Seed of war | 78 |

**TATTOOS**

| | |
|---|---|
| Tattoo of vengeance | 85 |

## Level 16 Items 45,000 gp

**ARMOR**

| | | |
|---|---|---|
| Gambler's suit +4 | Leather | 8 |

**WEAPONS**

| | | |
|---|---|---|
| Challenge-seeking weapon +4 | Any melee | 17 |
| Earth-wrought hammer +4 | Hammer | 17 |

**ARMS SLOT**

| | |
|---|---|
| Climber's bracers | 53 |
| Flameward shield | 54 |
| Stormward shield | 56 |
| Winterward shield | 56 |

**FEET SLOT**

| | |
|---|---|
| Boots of blood | 57 |
| *Spark slippers | 115 |
| Survivor's boots | 58 |

**HANDS SLOT**

| | |
|---|---|
| Gloves of dimensional grasp | 58 |
| *Restorative gauntlets | 114 |

**HEAD SLOT**

| | |
|---|---|
| Chimera headdress | 61 |
| *Mask of tears | 123 |

**MOUNT SLOT**

| | |
|---|---|
| *Bridle of flame | 110 |

**RINGS**

| | |
|---|---|
| Death spiral ring | 70 |
| Ring of eladrin grace | 71 |
| *Ring of tactical brilliance | 123 |

**WAIST SLOT**

| | |
|---|---|
| Baldric of time | 74 |

**WONDROUS LAIR ITEMS**

| | |
|---|---|
| Deceptive scrying basin | 80 |
| Dimensional anchor | 80 |

## Level 17 Items 65,000 gp

**ARMOR**

| | | |
|---|---|---|
| Armor of aegis expansion +4 | Cloth, leather | 6 |
| *Armor of dwarven vigor +4 | Chain, scale, plate | 94 |
| Bastion armor +4 | Scale, plate | 6 |
| Blackflock robe +4 | Cloth | 6 |
| Coruscating armor +4 | Scale, plate | 7 |
| *Darkstrike armor +4 | Leather, hide | 120 |
| Death's brink armor +4 | Scale, plate | 7 |
| Hero's armor +4 | Chain | 9 |
| Marauder's armor +4 | Leather, hide | 10 |
| *Mooncloth robes +4 | Cloth | 117 |
| *Radiant temple uniform +4 | Cloth | 103 |
| Rat killer's coat +4 | Cloth, leather | 11 |
| Shadow hound armor +4 | Hide | 12 |
| *Shadow hunter hide +4 | Hide | 106 |
| *Shipboard armor +4 | Leather | 101 |
| Teleporting armor +4 | Scale, plate | 14 |

**WEAPONS**

| | | |
|---|---|---|
| Aftershock weapon +4 | Any | 15 |
| Boltshard crossbow +4 | Crossbow | 17 |

| | | |
|---|---|---|
| Duelist's bow +4 | Bow | 17 |
| Entrapping weapon +4 | Bow, crossbow | 17 |
| Farbond spellblade +4 | Hvy blade, lt blade | 18 |
| Guardian's call +4 | Any melee | 19 |
| Harmonic songblade +4 | Hvy blade, lt blade | 19 |
| *Hungry spear +4 | Spear | 98 |
| *Infighting blade +4 | Lt blade, axe (one-handed only) | 101 |
| *Lion's heart hammer +4 | Hammer | 130 |
| Quicksilver blade +4 | Lt blade | 21 |
| Rebounding weapon +4 | Any ranged | 21 |
| Shadowrift blade +4 | Lt blade | 21 |
| Supremely vicious weapon +4 | Any | 24 |
| Totemic spear +4 | Spear | 24 |
| Totemic warclub +4 | Mace | 25 |
| *Unbroken lance +4 | Spear | 111 |
| Whistling songbow +4 | Bow, crossbow | 25 |

**AMMUNITION (2,600 GP PER ITEM)**

| | |
|---|---|
| Onslaught arrow +4 | 27 |

**HOLY SYMBOLS**

| | |
|---|---|
| Ioun-blessed symbol +4 | 28 |
| Symbol of branding +4 | 29 |
| Symbol of divine force +4 | 29 |
| Symbol of divine light +4 | 29 |
| Symbol of foe turning +4 | 30 |
| *Symbol of Gajz +4 | 135 |
| Symbol of shared healing +4 | 30 |
| Symbol of the first spirits +4 | 31 |
| *Symbol of the forgotten one +4 | 124 |
| Symbol of vigor +4 | 32 |

**ORBS**

| | |
|---|---|
| Orb of heightened imposition +4 | 33 |
| Orb of resilient tenacity +4 | 33 |
| Orb of visionary protection +4 | 34 |

**RODS**

| | |
|---|---|
| Rod of burgeoning memory +4 | 34 |
| Rod of stolen starlight +4 | 35 |
| Rod of the fickle servant +4 | 36 |

**STAFFS**

| | |
|---|---|
| Moonsilver staff +4 | 38 |
| Staff of divinity +4 | 38 |
| Staff of knives +4 | 39 |
| *Staff of the Far Wanderer +4 | 117 |
| Summoner's staff +4 | 40 |
| Verdant staff +4 | 40 |

**TOMES**

| | |
|---|---|
| Dispelling tome +4 | 41 |

**TOTEMS**

| | |
|---|---|
| Earthfall totem +4 | 44 |
| Roaring bear totem +4 | 45 |
| Totem of the harrier's claws +4 | 46 |
| Totem of the night +4 | 46 |
| Totem of thunder's keeper +4 | 47 |

**ARMS SLOT**

| | |
|---|---|
| Absorbing shield | 53 |
| *Gauntlets of brutality | 122 |

**FEET SLOT**

| | |
|---|---|
| *Pursuer's boots | 113 |

**HANDS SLOT**

| | |
|---|---|
| Hero's gauntlets | 59 |

**HEAD SLOT**

| | |
|---|---|
| Philosopher's crown | 62 |

**NECK SLOT**

| | |
|---|---|
| Amulet of double fortune +4 | 63 |
| Amulet of elegy +4 | 63 |
| Badge of the berserker +4 | 64 |
| *Cloak of the crimson path +4 | 107 |
| *Deep-pocket cloak +4 | 97 |
| *Eldritch medallion +4 | 114 |
| Lifesaving brooch +4 | 67 |
| *Mantle of the golden general +4 | 123 |
| *Necklace of fate +4 | 121 |
| *Scarf of reconciliation +4 | 132 |
| Talisman of terror +4 | 69 |

**RINGS**

| | |
|---|---|
| *Ring of the radiant storm | 115 |
| Ring of unwelcome gifting | 73 |
| Stone band | 74 |
| Stormcatcher ring | 74 |

**WONDROUS LAIR ITEMS**

| | |
|---|---|
| Vigilant gargoyle | 83 |

**TATTOOS**

| | |
|---|---|
| Tattoo of the wolverine | 85 |

**CONSUMABLES (2,600 GP PER ITEM)**

| | |
|---|---|
| Clay of creation | 87 |

## Level 18 Items 85,000 gp

**ARMOR**

| | | |
|---|---|---|
| *Armor of essence inviolate +4 | Any | 112 |
| Armor of sudden recovery +4 | Cloth, leather | 6 |
| *Champion's hauberk +4 | Chain, scale | 113 |
| Gambit armor +4 | Cloth, leather | 8 |
| Holy adversary's armor +4 | Cloth | 9 |
| Kemstone armor +4 | Scale, plate | 9 |
| *Mirrored plate +4 | Plate | 110 |
| Moon armor +4 | Chain | 10 |
| Nightmare ward armor +4 | Leather, hide | 11 |
| Predator's hide +4 | Hide | 11 |
| Robe of avoidance +4 | Cloth | 11 |
| Runic armor +4 | Any | 12 |
| Sanguine vestments +4 | Cloth | 12 |
| *Skin of agonies +4 | Leather, hide | 124 |
| Slime armor +4 | Scale, plate | 13 |
| Snaketongue robe +4 | Cloth | 13 |
| Spiderweb robes +4 | Cloth | 13 |
| Spiked jacket +4 | Leather, hide | 13 |
| Wall armor +4 | Any | 14 |
| Warmage's uniform +4 | Cloth, leather | 14 |
| Winged armor +4 | Any | 14 |

**WEAPONS**

| | | |
|---|---|---|
| Aegis blade +4 | Hvy blade, lt blade | 15 |
| Alfsair spear +4 | Spear | 15 |

| | | |
|---|---|---|
| Aura killer weapon +4 | Any melee | 15 |
| *Blade of vengeance +4 | Hvy blade, lt blade | 103 |
| Blood fury weapon +4 | Axe, hvy blade | 17 |
| *Blood harvest blade +4 | Lt blade | 107 |
| *Bradaman's weapon +4 | Hvy blade, axe, hammer | 110 |
| Flesh grinder +4 | Axe, hvy blade, polearm | 18 |
| Frost fury waraxe +4 | Axe | 18 |
| *General's weapon +4 | Polearm | 123 |
| Great hunger weapon +4 | Any melee | 18 |
| Guardian's brand +4 | Any melee | 19 |
| Hideous weapon +4 | Flail, hammer, pick | 19 |
| *Pact blade +4 | Lt blade | 108, 120 |
| Ravenclaw warblade +4 | Hvy blade | 21 |
| *Rhythm blade +4 | Lt blade | 97 |
| *Rovikar's weapon +4 | Any | 135 |
| *Scorpion tail blade +4 | Lt blade | 131 |
| *Serpent's kiss bow +4 | Bow | 131 |
| *Shepherd's arms +4 | Polearm, spear | 119 |
| Shrieking songbow +4 | Bow, crossbow | 21 |
| Songbow of vanishment +4 | Bow, crossbow | 23 |
| Targeting weapon +4 | Bow, crossbow | 24 |
| Unforgettable cudgel +4 | Mace | 25 |
| *Warding blade +4 | Lt blade | 103 |
| Writhing vine weapon +4 | Any melee | 25 |

### AMMUNITION (3,400 GP PER ITEM)

| | |
|---|---|
| Attention-stealing bullet +4 | 26 |
| Bolt of clumsiness +4 | 26 |
| Bolt of transit +4 | 26 |
| Dispelling bolt +4 | 26 |
| Firestorm arrow +4 | 26 |
| Freezing arrow +4 | 27 |
| Lightning arrow +4 | 27 |
| Space-shifting bolt +4 | 27 |
| Spider bolt +4 | 27 |
| Summoning bullet +4 | 28 |
| Surprise bullet +4 | 28 |

### HOLY SYMBOLS

| | |
|---|---|
| Convert's symbol +4 | 28 |
| Symbol of brawn +4 | 29 |
| Symbol of defense +4 | 29 |
| Symbol of prayers recovered +4 | 30 |
| Symbol of the champion's code +4 | 31 |
| Symbol of the radiant flame +4 | 32 |

### ORBS

| | |
|---|---|
| Orb of repeated imposition +4 | 33 |
| Orb of supplementary force +4 | 34 |

### RODS

| | |
|---|---|
| Battle-pact rod +4 | 34 |
| Hexer's rod +4 | 34 |
| Rod of divinity +4 | 35 |
| Spider rod +4 | 37 |

### STAFFS

| | |
|---|---|
| Spellshaper's staff +4 | 38 |
| Staff of resilience +4 | 39 |
| Staff of sleep and charm +4 | 39 |
| Staff of the faithful arcanist +4 | 40 |

### TOMES

| | |
|---|---|
| Frozen tome +4 | 41 |
| Gossamer tome +4 | 42 |
| Mordenkainen's tome +4 | 42 |

### TOTEMS

| | |
|---|---|
| Boar's charge totem +4 | 43 |
| Bronzewood coils totem +4 | 43 |
| *Death fang totem +4 | 106 |
| Fell beast totem +4 | 44 |
| Iron bear totem +4 | 44 |
| Life river totem +4 | 44 |
| Totem of the awakened bear +4 | 45 |
| Totem of the satyr's dance +4 | 47 |
| Vengeful spirit totem +4 | 47 |

### ARMS SLOT

| | |
|---|---|
| Charm bracelet | 53 |
| *Rebuking bracers | 115 |
| Serpentine bracers | 55 |

### HANDS SLOT

| | |
|---|---|
| Hrothmar's gauntlets | 60 |

### HEAD SLOT

| | |
|---|---|
| Cyclops helm | 61 |

### NECK SLOT

| | |
|---|---|
| Amulet of warding +4 | 63 |
| *Baffling cape +4 | 96 |
| Cloak of the desert +4 | 65 |
| Courtier's cape +4 | 66 |
| *Fleece of renewal +4 | 111 |
| Necklace of keys +4 | 67 |
| Orc's-eye amulet +4 | 67 |
| *Pavise charm +4 | 101 |
| *Resplendent cloak +4 | 104 |
| Seashimmer cloak +4 | 68 |
| Shroud of ravens +4 | 68 |
| *Spidersilk mantle +4 | 109 |
| *Star-strewn scarf +4 | 118 |

### RINGS

| | |
|---|---|
| *Ring of sorrows | 123 |
| Ring of the fallen | 72 |
| Traveler's ring | 74 |

### WAIST SLOT

| | |
|---|---|
| Belt of the Witch King | 75 |
| *Head-taker's belt | 122 |
| Phoenix sash | 75 |

### WONDROUS LAIR ITEMS

| | |
|---|---|
| Mirror of deception | 81 |
| Spying mirrors (pair) | 82 |
| Throne of grandeur | 83 |

### TATTOOS

| | |
|---|---|
| Fleet hero tattoo | 87 |
| Greatwing tattoo | 87 |
| Ironheart tattoo | 86 |
| Strongheart tattoo | 86 |

### CONSUMABLES (3,400 GP PER ITEM)

| | |
|---|---|
| Silver sand | 88 |
| Vortex stone | 88 |

## Level 19 Items 105,000 gp

### ARMOR

| | | |
|---|---|---|
| Armor of dark deeds +4 | Leather, hide | 6 |
| Dazzling plate +4 | Plate | 7 |
| Demonscale +4 | Scale | 8 |
| Formidable armor +4 | Hide, chain | 8 |
| Genasi soul armor +4 | Leather, hide | 8 |
| Great cat armor +4 | Hide | 9 |
| Lifefont armor +4 | Hide | 10 |
| Magnetic armor +4 | Scale, plate | 10 |
| Parchment armor +4 | Cloth, leather | 11 |
| Scale of the serpent +4 | Scale | 12 |
| Serpentine armor +4 | Scale | 12 |
| Spirit armor +4 | Chain | 13 |
| Time link armor +4 | Chain | 14 |
| Translocating armor +4 | Any | 14 |

### WEAPONS

| | | |
|---|---|---|
| Avalanche hammer +4 | Hammer | 15 |
| Banishing spellblade +4 | Hvy blade, lt blade | 16 |
| Blood drinker +4 | Axe, hvy blade | 16 |
| *Dragontooth blade +4 | Hvy blade | 130 |
| Echoing songblade +4 | Hvy blade, lt blade | 17 |
| *Harmony blade +4 | Hvy blade | 97 |
| Impaler's pick +4 | Pick | 20 |
| Incisive dagger +4 | Dagger | 20 |
| Intensifying weapon +4 | Any | 20 |
| *Kamesti crossbow +4 | Crossbow | 101 |
| Master's blade +4 | Hvy blade, lt blade | 20 |
| Maw of the guardian +4 | Any melee | 20 |
| Screaming bow +4 | Bow | 21 |
| Songbow of lullabies +4 | Bow, crossbow | 22 |
| Soul drinker weapon +4 | Any melee | 23 |
| Space-bending weapon +4 | Hvy blade, lt blade | 23 |
| Stormbiter warblade +4 | Hvy blade, lt blade | 23 |
| *Sword of melancholy +4 | Hvy blade, lt blade | 124 |
| *Weapon of arcane bonds +4 | Hvy blade, lt blade | 102 |
| *Weapon of cruel persuasion +4 | Any melee | 114 |
| Weapon of oaths fulfilled +4 | Any melee | 25 |

### AMMUNITION (4,200 GP PER ITEM)

| | |
|---|---|
| Arrow of revelation +4 | 26 |
| Forbiddance bolt +4 | 26 |

### HOLY SYMBOLS

| | |
|---|---|
| Symbol of fire and fury +4 | 30 |
| Symbol of the holy nimbus +4 | 32 |
| Symbol of unified defense +4 | 32 |

### ORBS

| | |
|---|---|
| Orb of accuracy +4 | 33 |

### RODS

| | |
|---|---|
| Darkspiral rod +4 | 34 |
| Rod of obliterating wrath +4 | 35 |
| Rod of the hag +4 | 36 |
| Rod of the pactbinder +4 | 36 |

### STAFFS

| | |
|---|---|
| Staff of iron infusion +4 | 38 |
| Staff of spell blasting +4 | 40 |

### TOMES

| | |
|---|---|
| Deck of spells +4 | 41 |
| Tome of crushing force +4 | 42 |
| Tome of enduring creation +4 | 42 |
| Tome of striking lightning +4 | 42 |

### TOTEMS

| | |
|---|---|
| Avalanche's wake totem +4 | 43 |
| Panther totem +4 | 45 |
| Razor talon totem +4 | 45 |
| Totem of new beginnings +4 | 45 |
| Totem of the ravenous beast +4 | 47 |
| *Totem of the severed eye +4 | 107 |
| Totem of winter's scorn +4 | 47 |
| Wildfire totem +4 | 47 |
| Winterwood totem +4 | 48 |

### WANDS

| | |
|---|---|
| Cursing wand +4 | 48 |
| Diamond wand +4 | 49 |
| Hawthorn wand +4 | 49 |
| Master's wand of eyes of the vestige +4 | 50 |
| Master's wand of illusory ambush +4 | 50 |
| Master's wand of misdirected mark +4 | 51 |
| Master's wand of phantom bolt +4 | 51 |
| Master's wand of spiteful glamor +4 | 51 |
| Master's wand of vicious mockery +4 | 51 |
| Shielding wand +4 | 52 |
| Wand of allure +4 | 52 |
| Wand of thunderous anguish +4 | 52 |

### ARMS SLOT

| | |
|---|---|
| Ankhmon's bracers | 53 |
| *Bracers of zeal +4 | 103 |

### FEET SLOT

| | |
|---|---|
| *Swift-step boots +4 | 115 |

### HANDS SLOT

| | |
|---|---|
| *Gloves of the wandering star | 117 |

### NECK SLOT

| | |
|---|---|
| Amulet of vigor +4 | 63 |
| Assassin's cloak +4 | 64 |
| Chaos cloak +4 | 65 |
| Cloak of the bat +4 | 65 |
| *Cloak of the lion's mane +4 | 98 |
| Cloak of the shadowthief +4 | 65 |
| Cloak of translocation +4 | 66 |
| *Crimson cloak +4 | 122 |
| Demon amulet +4 | 66 |
| Frostwolf pelt +4 | 66 |
| *Keicha's amulet +4 | 134 |
| Lucky charm +4 | 67 |
| Medallion of the mind +4 | 67 |
| Medic's amulet +4 | 67 |
| Periapt of proof against poison +4 | 67 |
| *Shadowdancer's cloak +4 | 105 |
| Timeless locket +4 | 69 |

### RINGS

| | |
|---|---|
| Death song ring | 70 |
| Grace ring of prowess | 70 |
| Shadowfell signet | 73 |

**WAIST SLOT**

| | |
|---|---|
| Baldric of shielding | 74 |
| *Belt of breaching | 114 |

## Level 20 Items 125,000 gp

**ARMOR**

| | | |
|---|---|---|
| Armor of shared valor +4 | Leather, chain | 6 |
| Counterstrike armor +4 | Cloth, leather, hide | 7 |
| *Crystalline breastplate +4 | Leather, hide, chain, scale, plate | 118 |
| Healer's armor +4 | Hide, chain | 9 |
| Holy radiance armor +4 | Chain | 9 |
| Shadow warlock armor +4 | Leather | 12 |
| *Shockweave armor +4 | Cloth, leather | 98 |
| Spectral plate +4 | Plate | 13 |
| Supporting armor +4 | Scale, plate | 13 |

**WEAPONS**

| | | |
|---|---|---|
| *Rousing hammer +4 | Hammer | 95 |
| Battle spirit weapon +4 | Axe, flail, hammer, hvy blade, mace, spear | 16 |
| *Blade of the eldritch knight +4 | Hvy blade | 114 |
| *Reaper's axe +4 | Axe | 122 |
| Runic weapon +4 | Any | 21 |
| Songbow of summoning +4 | Bow, crossbow | 22 |
| Supreme skirmisher's bow +4 | Bow | 24 |
| *Thane blood weapon +4 | Any melee | 100 |
| *Weapon of evil undone +4 | Any | 113 |
| *Weapon of great opportunity +4 | Any melee | 96 |

**AMMUNITION (5,000 GP PER ITEM)**

| | |
|---|---|
| Bending bullet +4 | 26 |

**HOLY SYMBOLS**

| | |
|---|---|
| *Champion's symbol +4 | 113 |
| Symbol of daring +4 | 29 |
| Symbol of protection +4 | 30 |

**ORBS**

| | |
|---|---|
| Orb of distance denial +4 | 33 |
| Orb of petrification +4 | 33 |

**RODS**

| | |
|---|---|
| Rod of devilry +4 | 35 |
| Rod of silver rain +4 | 35 |
| Torch of misery +4 | 37 |

**STAFFS**

| | |
|---|---|
| Blastwarp staff +4 | 38 |
| *Queen's staff +4 | 117 |
| Staff of wind +4 | 40 |
| *Tempest staff +4 | 131 |

**TOTEMS**

| | |
|---|---|
| Bloodhunter totem +4 | 43 |
| Dire totem +4 | 43 |
| Flameheart totem +4 | 44 |
| Nine furies totem +4 | 44 |
| *Stern mountain totem +4 | 112 |
| Totem of nature's balm +4 | 45 |
| Totem of the crashing tide +4 | 46 |
| Totem of the scouring wind +4 | 47 |
| Totem of the world tree +4 | 47 |

**WANDS**

| | |
|---|---|
| Sharpshooter's wand +4 | 52 |
| Wand of aptitude +4 | 52 |

**HANDS SLOT**

| | |
|---|---|
| *Dimensional gauntlets | 114 |
| Many-fingered gloves | 61 |

**HEAD SLOT**

| | |
|---|---|
| Gibbering lump | 62 |
| *Sun sphere | 118 |

**NECK SLOT**

| | |
|---|---|
| Bloodgem shard +4 | 65 |
| Bralani cloak +4 | 65 |
| *Cloak of burgeoning shadow +4 | 120 |
| *Mantle of regrets +4 | 123 |

**RINGS**

| | |
|---|---|
| Ring of action reversal | 71 |
| Ring of agile thought | 71 |
| Ring of enduring earth | 71 |
| Ring of unfettered motion | 73 |

**WAIST SLOT**

| | |
|---|---|
| Diamond cincture | 75 |

**TATTOOS**

| | |
|---|---|
| Eager hero's tattoo | 86 |

## Level 21 Items 225,000 gp

**ARMOR**

| | | |
|---|---|---|
| Gambler's suit +5 | Leather | 8 |

**WEAPONS**

| | | |
|---|---|---|
| Challenge-seeking weapon +5 | Any melee | 17 |
| Earth-wrought hammer +5 | Hammer | 17 |

**HANDS SLOT**

| | |
|---|---|
| Gloves of ice | 59 |

**HEAD SLOT**

| | |
|---|---|
| Essence of the wisp | 61 |

**RINGS**

| | |
|---|---|
| Ring of heroic health | 71 |
| Ring of influence | 72 |
| Ring of traded knowledge | 72 |
| *Rom Kala's tideshield ring | 137 |

**WAIST SLOT**

| | |
|---|---|
| *Artificer's belt | 129 |

**CONSUMABLES (9,000 GP PER ITEM)**

| | |
|---|---|
| Flash flower | 88 |
| Rust bark | 88 |

## Level 22 Items 325,000 gp

**ARMOR**

| | | |
|---|---|---|
| Armor of aegis expansion +5 | Cloth, leather | 6 |
| *Armor of dwarven vigor +5 | Chain, scale, plate | 94 |
| Bastion armor +5 | Scale, plate | 6 |
| Blackflock robe +5 | Cloth | 6 |
| Coruscating armor +5 | Scale, plate | 7 |
| *Darkstrike armor +5 | Leather, hide | 120 |
| Death's brink armor +5 | Scale, plate | 7 |
| Hero's armor +5 | Chain | 9 |
| Marauder's armor +5 | Leather, hide | 10 |

| | | |
|---|---|---|
| *Mooncloth robes +5 | Cloth | 117 |
| *Radiant temple uniform +5 | Cloth | 103 |
| Rat killer's coat +5 | Cloth, leather | 11 |
| Shadow hound armor +5 | Hide | 12 |
| *Shadow hunter hide +5 | Hide | 106 |
| *Shipboard armor +5 | Leather | 101 |
| Teleporting armor +5 | Scale, plate | 14 |

**WEAPONS**

| | | |
|---|---|---|
| Aftershock weapon +5 | Any | 15 |
| Boltshard crossbow +5 | Crossbow | 17 |
| Duelist's bow +5 | Bow | 17 |
| Entrapping weapon +5 | Bow, crossbow | 17 |
| Farbond spellblade +5 | Hvy blade, lt blade | 18 |
| Guardian's call +5 | Any melee | 19 |
| Harmonic songblade +5 | Hvy blade, lt blade | 19 |
| *Hungry spear +5 | Spear | 98 |
| *Infighting blade +5 | Lt blade, axe (one-handed only) | 101 |
| *Lion's heart hammer +5 | Hammer | 130 |
| Quicksilver blade +5 | Lt blade | 21 |
| Rebounding weapon +5 | Any ranged | 21 |
| Shadowrift blade +5 | Lt blade | 21 |
| Supremely vicious weapon +5 | Any | 24 |
| Totemic spear +5 | Spear | 24 |
| Totemic warclub +5 | Mace | 25 |
| *Unbroken lance +5 | Spear | 111 |
| Whistling songbow +5 | Bow, crossbow | 25 |

**AMMUNITION (13,000 GP PER ITEM)**

| | |
|---|---|
| Onslaught arrow +5 | 27 |

**HOLY SYMBOLS**

| | |
|---|---|
| Ioun-blessed symbol +5 | 28 |
| Symbol of branding +5 | 29 |
| Symbol of divine force +5 | 29 |
| Symbol of divine light +5 | 29 |
| Symbol of foe turning +5 | 30 |
| *Symbol of Gajz +5 | 135 |
| Symbol of shared healing +5 | 30 |
| Symbol of the first spirits +5 | 31 |
| *Symbol of the forgotten one +5 | 124 |
| Symbol of vigor +5 | 32 |

**ORBS**

| | |
|---|---|
| Orb of heightened imposition +5 | 33 |
| Orb of resilient tenacity +5 | 33 |
| Orb of visionary protection +5 | 34 |

**RODS**

| | |
|---|---|
| Rod of burgeoning memory +5 | 34 |
| Rod of stolen starlight +5 | 35 |
| Rod of the fickle servant +5 | 36 |

**STAFFS**

| | |
|---|---|
| Moonsilver staff +5 | 38 |
| Staff of divinity +5 | 38 |
| Staff of knives +5 | 39 |
| *Staff of the Far Wanderer +5 | 117 |
| Summoner's staff +5 | 40 |
| Verdant staff +5 | 40 |

**TOMES**

| | |
|---|---|
| Dispelling tome +5 | 41 |

**TOTEMS**

| | |
|---|---|
| Earthfall totem +5 | 44 |
| Roaring bear totem +5 | 45 |
| Totem of the harrier's claws +5 | 46 |
| Totem of the night +5 | 46 |
| Totem of thunder's keeper +5 | 47 |

**HANDS SLOT**

| | |
|---|---|
| *Gauntlets of magical interchange | 129 |

**NECK SLOT**

| | |
|---|---|
| Amulet of double fortune +5 | 63 |
| Amulet of elegy +5 | 63 |
| Badge of the berserker +5 | 64 |
| *Cloak of the crimson path +5 | 107 |
| *Deep-pocket cloak +5 | 97 |
| *Eldritch medallion +5 | 114 |
| Lifesaving brooch +5 | 67 |
| *Mantle of the golden general +5 | 123 |
| *Necklace of fate +5 | 121 |
| *Scarf of reconciliation +5 | 132 |
| Talisman of terror +5 | 69 |

**RINGS**

| | |
|---|---|
| *Farndak's glittering ring | 137 |

**WONDROUS LAIR ITEMS**

| | |
|---|---|
| All-seeing eye | 79 |
| Gorgonblood mortar | 81 |

## Level 23 Items 425,000 gp

**ARMOR**

| | | |
|---|---|---|
| Armor of enduring health +5 | Hide, chain | 6 |
| *Armor of essence inviolate +5 | Any | 112 |
| Armor of sudden recovery +5 | Cloth, leather | 6 |
| *Champion's hauberk +5 | Chain, scale | 113 |
| Gambit armor +5 | Cloth, leather | 8 |
| Holy adversary's armor +5 | Cloth | 9 |
| Kemstone armor +5 | Scale, plate | 9 |
| Mind armor +5 | Scale, plate | 10 |
| *Mirrored plate +5 | Plate | 110 |
| Moon armor +5 | Chain | 10 |
| Nightmare ward armor +5 | Leather, hide | 11 |
| Predator's hide +5 | Hide | 11 |
| Robe of avoidance +5 | Cloth | 11 |
| Runic armor +5 | Any | 12 |
| Sanguine vestments +5 | Cloth | 12 |
| *Skin of agonies +5 | Leather, hide | 124 |
| Slime armor +5 | Scale, plate | 13 |
| Snaketongue robe +5 | Cloth | 13 |
| Spiderweb robes +5 | Cloth | 13 |
| Spiked jacket +5 | Leather, hide | 13 |
| *Tinkersuit +5 | Leather | 129 |
| Wall armor +5 | Any | 14 |
| Warmage's uniform +5 | Cloth, leather | 14 |
| Winged armor +5 | Any | 14 |

**WEAPONS**

| | | |
|---|---|---|
| Aegis blade +5 | Hvy blade, lt blade | 15 |

| | | |
|---|---|---|
| Alfsair spear +5 | Spear | 15 |
| Aura killer weapon +5 | Any melee | 15 |
| *Blade of vengeance +5 | Hvy blade, lt blade | 103 |
| Blood fury weapon +5 | Axe, hvy blade | 17 |
| *Blood harvest blade +5 | Lt blade | 107 |
| *Bradaman's weapon +5 | Hvy blade, axe, hammer | 110 |
| Death mark weapon +5 | Any | 17 |
| Flesh grinder +5 | Axe, hvy blade, polearm | 18 |
| Frost fury waraxe +5 | Axe | 18 |
| *General's weapon +5 | Polearm | 123 |
| Great hunger weapon +5 | Any melee | 18 |
| Guardian's brand +5 | Any melee | 19 |
| Hideous weapon +5 | Flail, hammer, pick | 19 |
| *Pact blade +5 | Lt blade | 108, 120 |
| Ravenclaw warblade +5 | Hvy blade | 21 |
| *Rhythm blade +5 | Lt blade | 97 |
| *Rovikar's weapon +5 | Any | 135 |
| *Scorpion tail blade +5 | Lt blade | 131 |
| *Serpent's kiss bow +5 | Bow | 131 |
| *Shepherd's arms +5 | Polearm, spear | 119 |
| Shrieking songbow +5 | Bow, crossbow | 21 |
| Songbow of vanishment +5 | Bow, crossbow | 23 |
| Targeting weapon +5 | Bow, crossbow | 24 |
| Unforgettable cudgel +5 | Mace | 25 |
| *Warding blade +5 | Lt blade | 103 |
| Writhing vine weapon +5 | Any melee | 25 |

### AMMUNITION (17,000 GP PER ITEM)

| | |
|---|---|
| Attention-stealing bullet +5 | 26 |
| Bolt of clumsiness +5 | 26 |
| Bolt of transit +5 | 26 |
| Dispelling bolt +5 | 26 |
| Firestorm arrow +5 | 26 |
| Freezing arrow +5 | 27 |
| Lightning arrow +5 | 27 |
| Space-shifting bolt +5 | 27 |
| Spider bolt +5 | 27 |
| Summoning bullet +5 | 28 |
| Surprise bullet +5 | 28 |

### HOLY SYMBOLS

| | |
|---|---|
| Convert's symbol +5 | 28 |
| Symbol of brawn +5 | 29 |
| Symbol of defense +5 | 29 |
| Symbol of prayers recovered +5 | 30 |
| Symbol of the champion's code +5 | 31 |
| Symbol of the radiant flame +5 | 32 |

### ORBS

| | |
|---|---|
| Orb of repeated imposition +5 | 33 |
| Orb of supplementary force +5 | 34 |

### RODS

| | |
|---|---|
| Battle-pact rod +5 | 34 |
| Hexer's rod +5 | 34 |
| Rod of divinity +5 | 35 |
| Spider rod +5 | 37 |

### STAFFS

| | |
|---|---|
| Spellshaper's staff +5 | 38 |
| Staff of luck and skill +5 | 39 |
| Staff of resilience +5 | 39 |
| Staff of sleep and charm +5 | 39 |
| Staff of the faithful arcanist +5 | 40 |

### TOMES

| | |
|---|---|
| Frozen tome +5 | 41 |
| Gossamer tome +5 | 42 |
| Mordenkainen's tome +5 | 42 |

### TOTEMS

| | |
|---|---|
| Boar's charge totem +5 | 43 |
| Bronzewood coils totem +5 | 43 |
| *Death fang totem +5 | 106 |
| Fell beast totem +5 | 44 |
| Iron bear totem +5 | 44 |
| Life river totem +5 | 44 |
| Totem of the awakened bear +5 | 45 |
| Totem of the satyr's dance +5 | 47 |
| Vengeful spirit totem +5 | 47 |

### ARMS SLOT

| | |
|---|---|
| *Delbanian vambraces | 125 |
| Executioner's bracers | 54 |

### HEAD SLOT

| | |
|---|---|
| Lenses of the luminary | 62 |

### NECK SLOT

| | |
|---|---|
| Amulet of warding +5 | 63 |
| *Baffling cape +5 | 96 |
| Cloak of the desert +5 | 65 |
| Courtier's cape +5 | 66 |
| *Fleece of renewal +5 | 111 |
| Necklace of keys +5 | 67 |
| Orc's-eye amulet +5 | 67 |
| *Pavise charm +5 | 101 |
| Possum amulet +5 | 68 |
| *Resplendent cloak +5 | 104 |
| Seashimmer cloak +5 | 68 |
| Shroud of ravens +5 | 68 |
| *Spidersilk mantle +5 | 109 |
| *Star-strewn scarf +5 | 118 |

### RINGS

| | |
|---|---|
| Greater ring of invisibility | 71 |
| *Ring of Hrumdar's halls | 137 |
| Ring of the risen | 72 |

### WONDROUS LAIR ITEMS

| | |
|---|---|
| Arcane laboratory | 79 |
| Austere dojo | 79 |
| Holy shrine | 81 |
| Sacred glade | 81 |

### TATTOOS

| | |
|---|---|
| Breakchain tattoo | 87 |
| Demonskin tattoo | 87 |

## Level 24 Items 525,000 gp

### ARMOR

| | | |
|---|---|---|
| Armor of dark deeds +5 | Leather, hide | 6 |
| Dazzling plate +5 | Plate | 7 |
| Demonscale +5 | Scale | 8 |
| Formidable armor +5 | Hide, chain | 8 |
| Genasi soul armor +5 | Leather, hide | 8 |
| Great cat armor +5 | Hide | 9 |

| | | |
|---|---|---|
| Lifefont armor +5 | Hide | 10 |
| Magnetic armor +5 | Scale, plate | 10 |
| Parchment armor +5 | Cloth, leather | 11 |
| Scale of the serpent +5 | Scale | 12 |
| Serpentine armor +5 | Scale | 12 |
| Spirit armor +5 | Chain | 13 |
| Time link armor +5 | Chain | 14 |
| Translocating armor +5 | Any | 14 |

**WEAPONS**

| | | |
|---|---|---|
| Avalanche hammer +5 | Hammer | 15 |
| Banishing spellblade +5 | Hvy blade, lt blade | 16 |
| Blood drinker +5 | Axe, hvy blade | 16 |
| *Dragontooth blade +5 | Hvy blade | 130 |
| Echoing songblade +5 | Hvy blade, lt blade | 17 |
| *Harmony blade +5 | Hvy blade | 97 |
| Impaler's pick +5 | Pick | 20 |
| Incisive dagger +5 | Dagger | 20 |
| Intensifying weapon +5 | Any | 20 |
| *Kamesti crossbow +5 | Crossbow | 101 |
| Master's blade +5 | Hvy blade, lt blade | 20 |
| Maw of the guardian +5 | Any melee | 20 |
| Screaming bow +5 | Bow | 21 |
| Songbow of lullabies +5 | Bow, crossbow | 22 |
| Soul drinker weapon +5 | Any melee | 23 |
| Space-bending weapon +5 | Hvy blade, lt blade | 23 |
| Stormbiter warblade +5 | Hvy blade, lt blade | 23 |
| *Sword of melancholy +5 | Hvy blade, lt blade | 124 |
| *Weapon of arcane bonds +5 | Hvy blade, lt blade | 102 |
| *Weapon of cruel persuasion +5 | Any melee | 114 |
| Weapon of oaths fulfilled +5 | Any melee | 25 |

**AMMUNITION (21,000 GP PER ITEM)**

| | |
|---|---|
| Arrow of revelation +5 | 26 |
| Forbiddance bolt +5 | 26 |

**HOLY SYMBOLS**

| | |
|---|---|
| Symbol of fire and fury +5 | 30 |
| Symbol of reflection +5 | 30 |
| Symbol of the holy nimbus +5 | 32 |
| Symbol of unified defense +5 | 32 |

**ORBS**

| | |
|---|---|
| Orb of accuracy +5 | 33 |

**RODS**

| | |
|---|---|
| Darkspiral rod +5 | 34 |
| Rod of obliterating wrath +5 | 35 |
| Rod of the hag +5 | 36 |
| Rod of the pactbinder +5 | 36 |

**STAFFS**

| | |
|---|---|
| Staff of iron infusion +5 | 38 |
| Staff of spell blasting +5 | 40 |

**TOMES**

| | |
|---|---|
| Deck of spells +5 | 41 |
| Tome of crushing force +5 | 42 |
| Tome of enduring creation +5 | 42 |
| Tome of striking lightning +5 | 42 |
| Toxic tome +5 | 43 |

**TOTEMS**

| | |
|---|---|
| Avalanche's wake totem +5 | 43 |
| Panther totem +5 | 45 |
| Razor talon totem +5 | 45 |
| Totem of new beginnings +5 | 45 |
| Totem of the ravenous beast +5 | 47 |
| *Totem of the severed eye +5 | 107 |
| Totem of winter's scorn +5 | 47 |
| Wildfire totem +5 | 47 |
| Winterwood totem +5 | 48 |

**WANDS**

| | |
|---|---|
| Cursing wand +5 | 48 |
| Diamond wand +5 | 49 |
| Hawthorn wand +5 | 49 |
| Iron wand +5 | 49 |
| Master's wand of eyes of the vestige +5 | 50 |
| Master's wand of illusory ambush +5 | 50 |
| Master's wand of misdirected mark +5 | 51 |
| Master's wand of phantom bolt +5 | 51 |
| Master's wand of spiteful glamor +5 | 51 |
| Master's wand of vicious mockery +5 | 51 |
| Shielding wand +5 | 52 |
| Wand of allure +5 | 52 |
| Wand of thunderous anguish +5 | 52 |

**ARMS SLOT**

| | |
|---|---|
| *Bracers of zeal +5 | 103 |
| Trapping shield | 56 |

**FEET SLOT**

| | |
|---|---|
| *Boots of Caiphon | 125 |
| Fey warrior's boots | 58 |
| *Propellant boots | 129 |
| *Swift-step boots +5 | 115 |

**HANDS SLOT**

| | |
|---|---|
| Gauntlets of blood | 58 |

**HEAD SLOT**

| | |
|---|---|
| *Ioun's flame | 127 |

**NECK SLOT**

| | |
|---|---|
| Amulet of vigor +5 | 63 |
| Assassin's cloak +5 | 64 |
| Chaos cloak +5 | 65 |
| Cloak of the bat +5 | 65 |
| *Cloak of the lion's mane +5 | 98 |
| Cloak of the shadowthief +5 | 65 |
| Cloak of translocation +5 | 66 |
| *Crimson cloak +5 | 122 |
| Demon amulet +5 | 66 |
| Frostwolf pelt +5 | 66 |
| *Keicha's amulet +5 | 134 |
| Lucky charm +5 | 67 |
| Medallion of the mind +5 | 67 |
| Medic's amulet +5 | 67 |
| Periapt of proof against poison +5 | 67 |
| *Shadowdancer's cloak +5 | 105 |
| Soul shard talisman +5 | 69 |
| Timeless locket +5 | 69 |

**RINGS**

| | |
|---|---|
| *Golden ring of Teros | 137 |

| | | |
|---|---|---|
| Ring of battlements | | 71 |
| Ring of focus | | 71 |
| **WONDROUS LAIR ITEMS** | | |
| Chandelier of revelation | | 80 |
| **TATTOOS** | | |
| Fireheart tattoo | | 87 |
| Tattoo of arcane blood | | 84 |
| Tattoo of the shared heart | | 86 |
| **CONSUMABLES (21,000 GP PER ITEM)** | | |
| Immurement of arcane suspension | | 89 |
| Immurement of the abandoned throne | | 90 |
| Immurement of the blood vine | | 90 |

## Level 25 Items 625,000 gp

| | | |
|---|---|---|
| **ARMOR** | | |
| Armor of shared valor +5 | Leather, chain | 6 |
| Counterstrike armor +5 | Cloth, leather, hide | 7 |
| *Crystalline breastplate +5 | Leather, hide, chain, scale, plate | 118 |
| Healer's armor +5 | Hide, chain | 9 |
| Holy radiance armor +5 | Chain | 9 |
| Shadow warlock armor +5 | Leather | 12 |
| *Shockweave armor +5 | Cloth, leather | 98 |
| Spectral plate +5 | Plate | 13 |
| Supporting armor +5 | Scale, plate | 13 |
| **WEAPONS** | | |
| *Rousing hammer +5 | Hammer | 95 |
| Battle spirit weapon +5 | Axe, flail, hammer, hvy blade, mace, spear | 16 |
| *Blade of the eldritch knight +5 | Hvy blade | 114 |
| *Reaper's axe +5 | Axe | 122 |
| Runic weapon +5 | Any | 21 |
| Songbow of summoning +5 | Bow, crossbow | 22 |
| Supreme skirmisher's bow +5 | Bow | 24 |
| *Thane blood weapon +5 | Any melee | 100 |
| *Weapon of evil undone +5 | Any | 113 |
| *Weapon of great opportunity +5 | Any melee | 96 |
| **AMMUNITION (25,000 GP PER ITEM)** | | |
| Bending bullet +5 | | 26 |
| Phasing arrow +5 | | 27 |
| **HOLY SYMBOLS** | | |
| *Champion's symbol +5 | | 113 |
| Ioun stone of divine knowledge +5 | | 28 |
| Symbol of daring +5 | | 29 |
| Symbol of protection +5 | | 30 |
| **ORBS** | | |
| Orb of distance denial +5 | | 33 |
| Orb of petrification +5 | | 33 |
| **RODS** | | |
| Rod of devilry +5 | | 35 |
| Rod of silver rain +5 | | 35 |
| *Rod of Ulban +5 | | 126 |
| Torch of misery +5 | | 37 |
| **STAFFS** | | |
| Blastwarp staff +5 | | 38 |
| *Queen's staff +5 | | 117 |
| Staff of wind +5 | | 40 |
| *Tempest staff +5 | | 131 |
| **TOTEMS** | | |
| Bloodhunter totem +5 | | 43 |
| Dire totem +5 | | 43 |
| Flameheart totem +5 | | 44 |
| Nine furies totem +5 | | 44 |
| *Stern mountain totem +5 | | 112 |
| Totem of nature's balm +5 | | 45 |
| Totem of the crashing tide +5 | | 46 |
| Totem of the scouring wind +5 | | 47 |
| Totem of the world tree +5 | | 47 |
| **WANDS** | | |
| Sharpshooter's wand +5 | | 52 |
| Wand of aptitude +5 | | 52 |
| **ARMS SLOT** | | |
| Deathward shield | | 54 |
| **HANDS SLOT** | | |
| *Resplendent gloves | | 104 |
| *Zehir's gloves | | 127 |
| **NECK SLOT** | | |
| Bloodgem shard +5 | | 65 |
| Bralani cloak +5 | | 65 |
| *Cloak of burgeoning shadow +5 | | 120 |
| *Mantle of regrets +5 | | 123 |
| Periapt of wound closure +5 | | 67 |
| **RINGS** | | |
| *Haggaron's ring of control | | 137 |
| **WONDROUS LAIR ITEMS** | | |
| Magic weapon rack | | 81 |
| **TATTOOS** | | |
| Tattoo of vengeance | | 85 |
| **CONSUMABLES (25,000 GP PER ITEM)** | | |
| Immurement of the dragon boneyard | | 90 |

## Level 26 Items 1,125,000 gp

| | | |
|---|---|---|
| **ARMOR** | | |
| Gambler's suit +6 | Leather | 8 |
| **WEAPONS** | | |
| Challenge-seeking weapon +6 | Any melee | 17 |
| Earth-wrought hammer +6 | Hammer | 17 |
| **ARMS SLOT** | | |
| Flameward shield | | 54 |
| Stormward shield | | 56 |
| Winterward shield | | 56 |
| **FEET SLOT** | | |
| Clearing cleats | | 57 |
| **HANDS SLOT** | | |
| *Hands of Hadar | | 125 |
| **RINGS** | | |
| *Bloodshard ring | | 124 |
| *Kartan's void ring | | 137 |
| Ring of guarded will | | 71 |

### TATTOOS

| | |
|---|---|
| Ghostwalk tattoo | 87 |

### CONSUMABLES (45,000 GP PER ITEM)

| | |
|---|---|
| Immurement of seething scoria | 89 |
| Immurement of the vengeful river | 91 |

## Level 27 Items 1,625,000 gp

### ARMOR

| | | |
|---|---|---|
| Armor of aegis expansion +6 | Cloth, leather | 6 |
| *Armor of dwarven vigor +6 | Chain, scale, plate | 94 |
| Bastion armor +6 | Scale, plate | 6 |
| Blackflock robe +6 | Cloth | 6 |
| Coruscating armor +6 | Scale, plate | 7 |
| *Darkstrike armor +6 | Leather, hide | 120 |
| Death's brink armor +6 | Scale, plate | 7 |
| Gallant armor +6 | Plate | 8 |
| Hero's armor +6 | Chain | 9 |
| Marauder's armor +6 | Leather, hide | 10 |
| *Mooncloth robes +6 | Cloth | 117 |
| *Radiant temple uniform +6 | Cloth | 103 |
| Rat killer's coat +6 | Cloth, leather | 11 |
| Shadow hound armor +6 | Hide | 12 |
| *Shadow hunter hide +6 | Hide | 106 |
| *Shipboard armor +6 | Leather | 101 |
| Teleporting armor +6 | Scale, plate | 14 |

### WEAPONS

| | | |
|---|---|---|
| Aftershock weapon +6 | Any | 15 |
| Boltshard crossbow +6 | Crossbow | 17 |
| Duelist's bow +6 | Bow | 17 |
| Entrapping weapon +6 | Bow, crossbow | 17 |
| Farbond spellblade +6 | Hvy blade, lt blade | 18 |
| Guardian's call +6 | Any melee | 19 |
| Harmonic songblade +6 | Hvy blade, lt blade | 19 |
| *Hungry spear +6 | Spear | 98 |
| *Infighting blade +6 | Lt blade, axe (one-handed only) | 101 |
| *Lion's heart hammer +6 | Hammer | 130 |
| Quicksilver blade +6 | Lt blade | 21 |
| Rebounding weapon +6 | Any ranged | 21 |
| Shadowrift blade +6 | Lt blade | 21 |
| Supremely vicious weapon +6 | Any | 24 |
| Totemic spear +6 | Spear | 24 |
| Totemic warclub +6 | Mace | 25 |
| *Unbroken lance +6 | Spear | 111 |
| Whistling songbow +6 | Bow, crossbow | 25 |

### AMMUNITION (65,000 GP PER ITEM)

| | |
|---|---|
| Onslaught arrow +6 | 27 |

### HOLY SYMBOLS

| | |
|---|---|
| Ioun-blessed symbol +6 | 28 |
| Symbol of branding +6 | 29 |
| Symbol of divine force +6 | 29 |
| Symbol of divine light +6 | 29 |
| Symbol of foe turning +6 | 30 |
| *Symbol of Gajz +6 | 135 |
| Symbol of shared healing +6 | 30 |
| Symbol of the first spirits +6 | 31 |
| *Symbol of the forgotten one +6 | 124 |
| Symbol of vigor +6 | 32 |

### ORBS

| | |
|---|---|
| Orb of heightened imposition +6 | 33 |
| Orb of resilient tenacity +6 | 33 |
| Orb of visionary protection +6 | 34 |

### RODS

| | |
|---|---|
| Rod of burgeoning memory +6 | 34 |
| Rod of stolen starlight +6 | 35 |
| Rod of the fickle servant +6 | 36 |
| Rod of the risen dead +6 | 37 |

### STAFFS

| | |
|---|---|
| Moonsilver staff +6 | 38 |
| Staff of divinity +6 | 38 |
| Staff of knives +6 | 39 |
| *Staff of the Far Wanderer +6 | 117 |
| Summoner's staff +6 | 40 |
| Verdant staff +6 | 40 |

### TOMES

| | |
|---|---|
| Dispelling tome +6 | 41 |

### TOTEMS

| | |
|---|---|
| Earthfall totem +6 | 44 |
| Roaring bear totem +6 | 45 |
| Totem of the harrier's claws +6 | 46 |
| Totem of the night +6 | 46 |
| Totem of thunder's keeper +6 | 47 |

### FEET SLOT

| | |
|---|---|
| *Time-jumping boots | 128 |

### HANDS SLOT

| | |
|---|---|
| Great hero's gauntlets | 59 |

### HEAD SLOT

| | |
|---|---|
| Firebird | 62 |
| *Mirrored mask | 125 |
| Philosopher's crown | 62 |

### NECK SLOT

| | |
|---|---|
| Amulet of double fortune +6 | 63 |
| Amulet of elegy +6 | 63 |
| Badge of the berserker +6 | 64 |
| *Cloak of the crimson path +6 | 107 |
| *Deep-pocket cloak +6 | 97 |
| *Eldritch medallion +6 | 114 |
| Lifesaving brooch +6 | 67 |
| *Mantle of the golden general +6 | 123 |
| *Necklace of fate +6 | 121 |
| *Scarf of reconciliation +6 | 132 |
| Talisman of terror +6 | 69 |

### RINGS

| | |
|---|---|
| *Avandra's ring | 126 |
| *Ring of Khirad | 126 |

### TATTOOS

| | |
|---|---|
| Resurgence tattoo | 84 |
| Tattoo of the wolverine | 85 |

### CONSUMABLES (65,000 GP PER ITEM)

| | |
|---|---|
| Clay of creation | 87 |

## Level 28 Items 2,125,000 gp

### ARMOR

| | | |
|---|---|---|
| Armor of enduring health +6 | Hide, chain | 6 |
| *Armor of essence inviolate +6 | Any | 112 |
| Armor of sudden recovery +6 | Cloth, leather | 6 |
| Champion's hauberk +6 | Chain, scale | 113 |
| Gambit armor +6 | Cloth, leather | 8 |
| Holy adversary's armor +6 | Cloth | 9 |
| Kemstone armor +6 | Scale, plate | 9 |
| Mind armor +6 | Scale, plate | 10 |
| Mirrored plate +6 | Plate | 110 |
| Moon armor +6 | Chain | 10 |
| Nightmare ward armor +6 | Leather, hide | 11 |
| Predator's hide +6 | Hide | 11 |
| Robe of avoidance +6 | Cloth | 11 |
| Runic armor +6 | Any | 12 |
| Sanguine vestments +6 | Cloth | 12 |
| *Skin of agonies +6 | Leather, hide | 124 |
| Slime armor +6 | Scale, plate | 13 |
| Snaketongue robe +6 | Cloth | 13 |
| Spidersweb robes +6 | Cloth | 13 |
| Spiked jacket +6 | Leather, hide | 13 |
| *Tinkersuit +6 | Leather | 129 |
| Wall armor +6 | Any | 14 |
| Warmage's uniform +6 | Cloth, leather | 14 |
| Winged armor +6 | Any | 14 |

### WEAPONS

| | | |
|---|---|---|
| Aegis blade +6 | Hvy blade, lt blade | 15 |
| Alfsair spear +6 | Spear | 15 |
| Aura killer weapon +6 | Any melee | 15 |
| *Blade of vengeance +6 | Hvy blade, lt blade | 103 |
| Blood fury weapon +6 | Axe, hvy blade | 17 |
| *Blood harvest blade +6 | Lt blade | 107 |
| *Bradaman's weapon +6 | Hvy blade, axe, hammer | 110 |
| Death mark weapon +6 | Any | 17 |
| Flesh grinder +6 | Axe, hvy blade, polearm | 18 |
| Frost fury waraxe +6 | Axe | 18 |
| *General's weapon +6 | Polearm | 123 |
| Great hunger weapon +6 | Any melee | 18 |
| Guardian's brand +6 | Any melee | 19 |
| Hideous weapon +6 | Flail, hammer, pick | 19 |
| *Pact blade +6 | Lt blade | 108, 120 |
| Ravenclaw warblade +6 | Hvy blade | 21 |
| *Rhythm blade +6 | Lt blade | 97 |
| *Rovikar's weapon +6 | Any | 135 |
| *Scorpion tail blade +6 | Lt blade | 131 |
| *Serpent's kiss bow +6 | Bow | 131 |
| *Shepherd's arms +6 | Polearm, spear | 119 |
| Shrieking songbow +6 | Bow, crossbow | 21 |
| Songbow of vanishment +6 | Bow, crossbow | 23 |
| Targeting weapon +6 | Bow, crossbow | 24 |
| Unforgettable cudgel +6 | Mace | 25 |
| *Warding blade +6 | Lt blade | 103 |
| Writhing vine weapon +6 | Any melee | 25 |

### AMMUNITION (85,000 GP PER ITEM)

| | |
|---|---|
| Attention-stealing bullet +6 | 26 |
| Bolt of clumsiness +6 | 26 |
| Bolt of transit +6 | 26 |
| Dispelling bolt +6 | 26 |
| Firestorm arrow +6 | 26 |
| Freezing arrow +6 | 27 |
| Lightning arrow +6 | 27 |
| Space-shifting bolt +6 | 27 |
| Spider bolt +6 | 27 |
| Summoning bullet +6 | 28 |
| Surprise bullet +6 | 28 |

### HOLY SYMBOLS

| | |
|---|---|
| Convert's symbol +6 | 28 |
| Symbol of brawn +6 | 29 |
| Symbol of defense +6 | 29 |
| Symbol of prayers recovered +6 | 30 |
| Symbol of the champion's code +6 | 31 |
| Symbol of the radiant flame +6 | 32 |

### ORBS

| | |
|---|---|
| Orb of repeated imposition +6 | 33 |
| Orb of supplementary force +6 | 34 |

### RODS

| | |
|---|---|
| Battle-pact rod +6 | 34 |
| Hexer's rod +6 | 34 |
| Rod of divinity +6 | 35 |
| Spider rod +6 | 37 |

### STAFFS

| | |
|---|---|
| Spellshaper's staff +6 | 38 |
| Staff of luck and skill +6 | 39 |
| Staff of resilience +6 | 39 |
| Staff of sleep and charm +6 | 39 |
| Staff of the faithful arcanist +6 | 40 |

### TOMES

| | |
|---|---|
| Confounding tome +6 | 41 |
| Frozen tome +6 | 41 |
| Gossamer tome +6 | 42 |
| Mordenkainen's tome +6 | 42 |

### TOTEMS

| | |
|---|---|
| Boar's charge totem +6 | 43 |
| Bronzewood coils totem +6 | 43 |
| *Death fang totem +6 | 106 |
| Fell beast totem +6 | 44 |
| Iron bear totem +6 | 44 |
| Life river totem +6 | 44 |
| Totem of the awakened bear +6 | 45 |
| Totem of the satyr's dance +6 | 47 |
| Vengeful spirit totem +6 | 47 |

### WANDS

| | |
|---|---|
| *Feyshard wand +6 | 125 |

### HEAD SLOT

| | |
|---|---|
| *Crown of stuttered time | 128 |

### NECK SLOT

| | |
|---|---|
| Amulet of warding +6 | 63 |
| *Baffling cape +6 | 96 |
| *Bane's collar +6 | 126 |
| Cloak of the desert +6 | 65 |

| | | |
|---|---|---|
| Courtier's cape +6 | | 66 |
| *Fleece of renewal +6 | | 111 |
| Necklace of keys +6 | | 67 |
| Orc's-eye amulet +6 | | 67 |
| *Pavise charm +6 | | 101 |
| Possum amulet +6 | | 68 |
| *Resplendent cloak +6 | | 104 |
| Seashimmer cloak +6 | | 68 |
| Shroud of ravens +6 | | 68 |
| *Spidersilk mantle +6 | | 109 |
| *Star-strewn scarf +6 | | 118 |

**RINGS**

| | | |
|---|---|---|
| Ring of fearlessness | | 71 |
| Ring of windows | | 73 |

**WAIST SLOT**

| | | |
|---|---|---|
| Sash of heroic inspiration | | 75 |
| Sash of regeneration | | 75 |

**TATTOOS**

| | | |
|---|---|---|
| Fleet hero tattoo | | 87 |
| Greatwing tattoo | | 87 |
| Ironheart tattoo | | 86 |
| Strongheart tattoo | | 86 |

**CONSUMABLES (85,000 GP PER ITEM)**

| | | |
|---|---|---|
| Immurement of baleful gossamer | | 89 |
| Immurement of the mordant hideaway | | 91 |
| Immurement of the strident statuary | | 91 |
| Silver sand | | 88 |
| Vortex stone | | 88 |

## Level 29 Items 2,625,000 gp

**ARMOR**

| | | |
|---|---|---|
| Armor of dark deeds +6 | Leather, hide | 6 |
| Dazzling plate +6 | Plate | 7 |
| Demonscale +6 | Scale | 8 |
| Formidable armor +6 | Hide, chain | 8 |
| Genasi soul armor +6 | Leather, hide | 8 |
| Great cat armor +6 | Hide | 9 |
| Lifefont armor +6 | Hide | 10 |
| Magnetic armor +6 | Scale, plate | 10 |
| Parchment armor +6 | Cloth, leather | 11 |
| Scale of the serpent +6 | Scale | 12 |
| Serpentine armor +6 | Scale | 12 |
| Spirit armor +6 | Chain | 13 |
| Time link armor +6 | Chain | 14 |
| Translocating armor +6 | Any | 14 |

**WEAPONS**

| | | |
|---|---|---|
| Avalanche hammer +6 | Hammer | 15 |
| Banishing spellblade +6 | Hvy blade, lt blade | 16 |
| Blood drinker +6 | Axe, hvy blade | 16 |
| *Dragontooth blade +6 | Hvy blade | 130 |
| Echoing songblade +6 | Hvy blade, lt blade | 17 |
| *Harmony blade +6 | Hvy blade | 97 |
| Impaler's pick +6 | Pick | 20 |
| Incisive dagger +6 | Dagger | 20 |
| Intensifying weapon +6 | Any | 20 |
| *Kamesti crossbow +6 | Crossbow | 101 |
| Master's blade +6 | Hvy blade, lt blade | 20 |
| Maw of the guardian +6 | Any melee | 20 |
| Screaming bow +6 | Bow | 21 |
| Songbow of lullabies +6 | Bow, crossbow | 22 |
| Soul drinker weapon +6 | Any melee | 23 |
| Space-bending weapon +6 | Hvy blade, lt blade | 23 |
| Stormbiter warblade +6 | Hvy blade, lt blade | 23 |
| *Sword of melancholy +6 | Hvy blade, lt blade | 124 |
| *Weapon of arcane bonds +6 | Hvy blade, lt blade | 102 |
| *Weapon of cruel persuasion +6 | Any melee | 114 |
| Weapon of oaths fulfilled +6 | Any melee | 25 |

**AMMUNITION (105,000 GP PER ITEM)**

| | | |
|---|---|---|
| Arrow of revelation +6 | | 26 |
| Forbiddance bolt +6 | | 26 |

**HOLY SYMBOLS**

| | | |
|---|---|---|
| Symbol of fire and fury +6 | | 30 |
| Symbol of reflection +6 | | 30 |
| Symbol of the holy nimbus +6 | | 32 |
| Symbol of unified defense +6 | | 32 |

**ORBS**

| | | |
|---|---|---|
| Orb of accuracy +6 | | 33 |

**RODS**

| | | |
|---|---|---|
| Darkspiral rod +6 | | 34 |
| *Pelor's scepter +6 | | 127 |
| Rod of obliterating wrath +6 | | 35 |
| Rod of the hag +6 | | 36 |
| Rod of the pactbinder +6 | | 36 |

**STAFFS**

| | | |
|---|---|---|
| Staff of iron infusion +6 | | 38 |
| Staff of spell blasting +6 | | 40 |

**TOMES**

| | | |
|---|---|---|
| Deck of spells +6 | | 41 |
| Tome of crushing force +6 | | 42 |
| Tome of enduring creation +6 | | 42 |
| Tome of striking lightning +6 | | 42 |
| Toxic tome +6 | | 43 |

**TOTEMS**

| | | |
|---|---|---|
| Avalanche's wake totem +6 | | 43 |
| Panther totem +6 | | 45 |
| Razor talon totem +6 | | 45 |
| Totem of new beginnings +6 | | 45 |
| Totem of the ravenous beast +6 | | 47 |
| *Totem of the severed eye +6 | | 107 |
| Totem of winter's scorn +6 | | 47 |
| Wildfire totem +6 | | 47 |
| Winterwood totem +6 | | 48 |

**WANDS**

| | | |
|---|---|---|
| Cursing wand +6 | | 48 |
| Diamond wand +6 | | 49 |
| Hawthorn wand +6 | | 49 |
| Iron wand +6 | | 49 |
| Master's wand of eyes of the vestige +6 | | 50 |
| Master's wand of illusory ambush +6 | | 50 |
| Master's wand of misdirected mark +6 | | 51 |
| Master's wand of phantom bolt +6 | | 51 |
| Master's wand of spiteful glamor +6 | | 51 |

| | | |
|---|---|---|
| Master's wand of vicious mockery +6 | | 51 |
| Shielding wand +6 | | 52 |
| Wand of allure +6 | | 52 |
| Wand of thunderous anguish +6 | | 52 |
| **ARMS SLOT** | | |
| *Bracers of zeal +6 | | 103 |
| **FEET SLOT** | | |
| *Swift-step boots +6 | | 115 |
| **HEAD SLOT** | | |
| Crown of victory | | 61 |
| **NECK SLOT** | | |
| Amulet of vigor +6 | | 63 |
| Assassin's cloak +6 | | 64 |
| Chaos cloak +6 | | 65 |
| Cloak of the bat +6 | | 65 |
| *Cloak of the lion's mane +6 | | 98 |
| Cloak of the shadowthief +6 | | 65 |
| Cloak of translocation +6 | | 66 |
| *Crimson cloak +6 | | 122 |
| Demon amulet +6 | | 66 |
| *Far-step amulet +6 | | 125 |
| Frostwolf pelt +6 | | 66 |
| *Keicha's amulet +6 | | 134 |
| Lucky charm +6 | | 67 |
| Medallion of the mind +6 | | 67 |
| Medic's amulet +6 | | 67 |
| Periapt of proof against poison +6 | | 67 |
| *Shadowdancer's cloak +6 | | 105 |
| Soul shard talisman +6 | | 69 |
| Timeless locket +6 | | 69 |
| **RINGS** | | |
| *Ring of free time | | 128 |

## Level 30 Items 3,125,000 gp

| | | |
|---|---|---|
| **ARMOR** | | |
| Armor of shared health +6 | Chain | 6 |
| Armor of shared valor +6 | Leather, chain | 6 |
| Counterstrike armor +6 | Cloth, leather, hide | 7 |
| *Crystalline breastplate +6 | Leather, hide, chain, scale, plate | 118 |
| Healer's armor +6 | Hide, chain | 9 |
| Holy radiance armor +6 | Chain | 9 |
| Shadow warlock armor +6 | Leather | 12 |
| *Shockweave armor +6 | Cloth, leather | 98 |
| Spectral plate +6 | Plate | 13 |
| Supporting armor +6 | Scale, plate | 13 |
| **WEAPONS** | | |
| *Rousing hammer +6 | Hammer | 95 |
| Battle spirit weapon +6 | Axe, flail, hammer, hvy blade, mace, spear | 16 |
| *Blade of the eldritch knight +6 | Hvy blade | 114 |
| *Reaper's axe +6 | Axe | 122 |
| Runic weapon +6 | Any | 21 |
| Songbow of summoning +6 | Bow, crossbow | 22 |
| Supreme skirmisher's bow +6 | Bow | 24 |
| *Thane blood weapon +6 | Any melee | 100 |
| *Weapon of evil undone +6 | Any | 113 |
| *Weapon of great opportunity +6 | Any melee | 96 |
| **AMMUNITION (125,000 GP PER ITEM)** | | |
| Bending bullet +6 | | 26 |
| Phasing arrow +6 | | 27 |
| **HOLY SYMBOLS** | | |
| *Champion's symbol +6 | | 113 |
| Ioun stone of divine knowledge +6 | | 28 |
| Symbol of daring +6 | | 29 |
| Symbol of protection +6 | | 30 |
| **ORBS** | | |
| Orb of distance denial +6 | | 33 |
| Orb of petrification +6 | | 33 |
| **RODS** | | |
| Rod of devilry +6 | | 35 |
| Rod of silver rain +6 | | 35 |
| *Rod of Ulban +6 | | 126 |
| Torch of misery +6 | | 37 |
| **STAFFS** | | |
| Blastwarp staff +6 | | 38 |
| *Queen's staff +6 | | 117 |
| *Staff of time +6 | | 128 |
| Staff of wind +6 | | 40 |
| *Tempest staff +6 | | 131 |
| **TOTEMS** | | |
| Bloodhunter totem +6 | | 43 |
| Dire totem +6 | | 43 |
| Flameheart totem +6 | | 44 |
| Nine furies totem +6 | | 44 |
| *Stern mountain totem +6 | | 112 |
| Totem of nature's balm +6 | | 45 |
| Totem of the crashing tide +6 | | 46 |
| Totem of the scouring wind +6 | | 47 |
| Totem of the world tree +6 | | 47 |
| **WANDS** | | |
| Sharpshooter's wand +6 | | 52 |
| Wand of aptitude +6 | | 52 |
| **ARMS SLOT** | | |
| Shield of ultimate protection | | 55 |
| **HEAD SLOT** | | |
| Gibbering lump | | 62 |
| **NECK SLOT** | | |
| Bloodgem shard +6 | | 65 |
| Bralani cloak +6 | | 65 |
| *Cloak of burgeoning shadow +6 | | 120 |
| *Mantle of regrets +6 | | 123 |
| Periapt of wound closure +6 | | 67 |
| **RINGS** | | |
| Dauntless champion's ring | | 70 |
| **WAIST SLOT** | | |
| Diamond cincture | | 75 |
| Wraith's cord | | 75 |
| **WONDROUS ITEMS** | | |
| *Vecna's puzzle box | | 127 |
| **TATTOOS** | | |
| Eager hero's tattoo | | 86 |

# SHARE YOUR ADVENTURES. SHAPE YOUR WORLD.

Explore Faerûn with a band of adventurers gathered from around the globe and make a *real* impact on the world of Toril.

The RPGA's Living Forgotten Realms campaign offers dozens of official D&D® adventures every year—adventures that will help guide how the Realms will continue to evolve.

And best of all, you can do it wherever you play D&D—at home, your favorite game store, conventions—anywhere.

**GET MORE INFORMATION AT: WIZARDS.COM/RPGA**

DUNGEONS & DRAGONS®
LIVING FORGOTTEN REALMS

RPGA NETWORK

All trademarks are property of Wizards of the Coast LLC
©2006 Wizards.

# Make Your Wishes Come True

You've just defeated the monsters, and in the back of their lair you find an old wooden chest atop a pile of bones and rusty weapons. Through the keyhole spills a wondrous golden light. What magical treasures will you find inside?

This Dungeons & Dragons® game supplement presents hundreds of new magic items, including weapons, armor, ammunition, tomes, totems, and wondrous items appropriate for any D&D® campaign. This book also introduces item sets, thematically linked collections of equipment that grant additional powers when the gear is worn by a single character or multiple party members.

For use with these 4th Edition Dungeons & Dragons products:

*Player's Handbook®* core rulebooks
*Dungeon Master's Guide®* core rulebooks
*Monster Manual®* core rulebooks
*D&D® Miniatures*
*D&D™ Dungeon Tiles*

GET MORE AT D&D INSIDER™ www.dndinsider.com

d20 SYSTEM™

Wizards®

ISBN: 978-0-7869-5204-5

9 780786 952045 52995 EAN

Sug. Retail: **U.S. $29.95** CAN $37.00
Printed in the U.S.A. **241777200**

# Dungeons & Dragons®

## Open Grave
### Secrets of the Undead™

ROLEPLAYING GAME SUPPLEMENT

Bruce R. Cordell • Eytan Bernstein • Brian R. James

# Dungeons & Dragons®

# Open Grave

## Secrets of the Undead™

ROLEPLAYING GAME SUPPLEMENT

Bruce R. Cordell • Eytan Bernstein • Brian R. James • Robin Laws • John Snead

# CREDITS


Design
**Bruce R. Cordell (lead), Eytan Bernstein, Brian R. James, Robin Laws, John Snead**

Additional Design
**Logan Bonner, Bart Carroll**

Development
**Stephen Radney-MacFarland (lead), Peter Schaefer, Mike Mearls**

Editing
**Julia Martin (lead), Greg Bilsland, Michele Carter, M. Alexander Jurkat**

Managing Editing
**Kim Mohan**

Director of R&D, D&D Games/Book Publishing
**Bill Slavicsek**

D&D Story Design and Development Manager
**Christopher Perkins**

D&D System Design and Development Manager
**Andy Collins**

Art Directors
**Peter Whitley, Jon Schindehette**

*Special Thanks to Brandon Daggerhart, keeper of Shadowfell*

Cover Illustration
**Chris Seaman**

Graphic Designer
**Emi Tanji, Breanne Miller**

Interior Illustrations
**Thomas M. Baxa, Mark Behm, Steven Belledin, Daarken, Julie Dillon, Tomás Giorello, Goran Josic, Mazin Kassis, Matthias Kollros, Jake Masbruch, Peter McKinstry, Mats Minnigan, Sean Murray, Axel Rator, Wayne Reynolds, Daniel Rudnicki, Amanda Sartor, Angga Satriohadi, Georgi "Calader" Simeonov, Soutchay Soungpradith, David Sourwine, Anne Stokes, Amelia Stoner, Francis Tsai, Derk Venneman, Anthony Waters, Bruno Werneck, Eric L. Williams**

Cartographer
**Mike Schley**

Publishing Production Specialist
**Erin Dorries**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Sven Bolen**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).

620-23945720-001 EN
9 8 7 6 5 4 3 2 1
First Printing:
January 2009
ISBN: 978-0-7869-5069-0

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277



Dungeons & Dragons, D&D, d20, d20 System, Wizards of the Coast, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, Forgotten Realms, *Adventurer's Vault*, *Dungeon Master's Guide II*, *Exemplars of Evil*, *Expanded Psionics Handbook*, *Fiendish Codex II*, *Grand History of the Realms*, *Libris Mortis*, *Magic Item Compendium*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All Wizards characters, character names, and the distinctive likenesses thereof are property of Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2009 Wizards of the Coast, Inc.


VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

# CONTENTS


1: UNDEAD LORE ..... 4
Origins ..... 6
Physiology ..... 9
Body, Soul, and Animus ..... 9
Undead Anatomy ..... 9
Metabolism ..... 11
Self-Propagation ..... 12
Outlook and Psychology ..... 13
Necromancy and Morality ..... 13
Undead Mentality ..... 13
Tainted Minds ..... 14
Separation from Life ..... 14
Singular Drives ..... 14
Society ..... 15
Outcasts ..... 15
Secret Citizens ..... 15
Acknowledged Citizens ..... 15
Cults and Secret Cabals ..... 16
Realms of the Dead ..... 16
Blood Scion Heresy ..... 16
Hantumah ..... 18
Nocturnus ..... 20
The Shadowfell ..... 21
A Home to the Undead ..... 21
Shadar-Kai and Shadowfell Undead ..... 22
The Raven Queen ..... 22
Orcus in the Shadows ..... 23

2: DM'S GUIDE TO UNDEAD ..... 24
Social Encounters ..... 26
Hauntings ..... 27
Undead Adventures ..... 30
Campaign Arcs ..... 33
A Dread and Singular Enemy ..... 33
The Outbreak ..... 35
The Vampire Kingdom ..... 36
Artifacts ..... 38
Jet Black Ioun Stone ..... 38
Mirror of Secrets ..... 39
Orb of Light ..... 40
Silver Mask of Kas ..... 42
Soul Sword ..... 43
Sword of Kas ..... 44
Tome of Shadow ..... 46
Von Zarovich Family Sword ..... 47
Rituals ..... 49
Undead Grafts ..... 51

3: UNDEAD LAIRS ..... 52
Lair Features ..... 54
Graveyard of Col Fen ..... 56
Northern Crypt ..... 60
Underground Crypt ..... 62
Sandstone Catacombs ..... 64
Trapdoor Chapel ..... 68
Shelves of the Dead ..... 70
Battlefield Downs ..... 72
Pond Ambush ..... 76
Around the Crater ..... 78
Bloodtower on the Moorland ..... 80
Stench Attack ..... 84
Black Petal ..... 86
Mausoleum of Ssra-Tauroch ..... 88
Disciples of Zehir ..... 92
Throne of Ssra-Tauroch ..... 94
Kravenghast Necropolis ..... 96
The Necropolis ..... 98
The Mausoleum ..... 100
Sanctuary and Pool ..... 102
Tower of Zoramadria ..... 104
Scrying Students ..... 106
Chamber of Eternal Sleep ..... 108
Observatory Sanctorum ..... 110
Temple of Doresain ..... 112
Cultist Cavity ..... 114
Temple Scuffle ..... 116
Germinal Crypt ..... 118
Astral Corpse ..... 120
Inside the Heart ..... 124
Apotheosis ..... 126

4: NEW MONSTERS ..... 128

NEW UNDEAD AND UNLIVING ..... 130
Abomination ..... 130
Rotvine Defiler ..... 130
Discord Incarnate ..... 131
Beholder, Undead ..... 132
Blaspheme ..... 134
Bone Yard ..... 138
Charnel Cinderhouse ..... 138
Pit of the Abandoned Regiment ..... 138
Desecration ..... 139
Brain in a Jar ..... 140
Crawling Claw ..... 142
Deathtritus ..... 144
Tomb Mote ..... 144
Offalian ..... 144
Osteopede ..... 145
Dragonscale Slough ..... 145
Flesh Cult ..... 146
Flesh Scamp ..... 146
Flesh Acolyte ..... 146
Hooded Master ..... 147
Organ Wretch ..... 147
Forsaken Shell ..... 148
Ghost ..... 150
Ghoul ..... 154
Golem, Deathtouched ..... 156
Hound, Death ..... 158
Larva Undead ..... 160
Lich ..... 162
Mummy ..... 166
Nighthaunt ..... 170
Oni ..... 172
Ooze ..... 174
Bloodrot ..... 174
Blood Amniote ..... 174
Spirit Ooze ..... 175
Bone Collector ..... 175
Pale Reaver ..... 176
Reaper ..... 178
Skeleton ..... 180
Undead Aviary ..... 184
Skin Kite ..... 184
Accipitridae ..... 184
Paralyth ..... 184
Fear Moth ..... 185
Couatl Mockery ..... 185
Unrisen ..... 186
Vampire ..... 188
Wraith ..... 192
Wrath of Nature ..... 194
Calvary Creekrotter ..... 194
Cindergrove Spirit ..... 195
Zombie ..... 196

UNDEAD HALL OF INFAMY ..... 200
Acererak ..... 200
Ctenmiir the Cursed ..... 202
Whelm ..... 203
Kas The Betrayer ..... 204
Blackstar Knight ..... 205
Kyuss ..... 206
Wormspawn Praetorian ..... 207
Osterneth, the Bronze Lich ..... 208
Strahd von Zarovich ..... 210
Vecna ..... 212
Aspect of Vecna ..... 213
Cult of Vecna ..... 214
Master Enigma of Vecna ..... 214

TEMPLATES ..... 216
Ascetic of Vecna ..... 216
Deathhunger ..... 216
Guardian of the Dead ..... 216
Infected Zombie ..... 217
Relentless Killer ..... 217
Shadow Spirit ..... 217
Spawn of Kyuss ..... 218
Spirit Possessed ..... 218
Swarm Shifter ..... 218
Tomb Tainted ..... 219
Vampire Thrall ..... 219

ALTERNATIVE POWERS ..... 220

CHAPTER 1

# Undead Lore

*The lot of man—to suffer and to die.*

—Alexander Pope

**Beings of** fear and horror, undead are animate reminders of death's inevitability. Lurking, lurching, and always hungry, undead are drawn to the heat of the living. Liches, skeletons, zombies, and even more fearsome shambling monstrosities shudder with ungainly grace after meals of blood and souls. And once a vampire has drained the life of a victim, it exhibits the most horrifying ability of all: The shell of its victim animates, turning into another of the walking dead.

Indeed, undeath can be visited upon anyone, no matter his or her moral standing in life. A kindly servant killed by a vampire lord could rise anew as a ravenous monster that considers her former friends as nothing more than food. Does a flicker of her personality still lurk somewhere beneath that all-consuming blood thirst? Some say no, that energy originating from the Shadowfell animates the body without any hint of its owner's soul or spirit. But for some kinds of undead, the original spirit might be present within the corpse, thereby posing difficult questions about life, death, and the afterlife.

Despite their unholy hunger, undead can remain animate for centuries on end, even if locked away from all light or sustenance. In this fashion, undead remain threats long after living guardians and mundane traps in ancient citadels molder to nothing. Undead are touched with shadow, and necromantic magic sustains them. Some have walked the world for millennia.

This chapter covers the following topics:

- **Origins:** How undead are created, from those who choose their fate voluntarily to unwilling victims.
- **Physiology:** A detailed study of the creatures' diet, propagation, and senses.
- **Outlook and Psychology:** How the undead see the world.
- **Society:** Even though most undead are not social creatures as we normally understand the word, they do have tendencies that apply to interaction between themselves and with each other.
- **The Shadowfell:** The connections between the undead, the Shadowfell, and the Raven Queen.

AMELIA STONER

## Origins

Theories abound regarding the origin and creation of undead, from the hushed tales told by simple peasants to the exotic research performed by sages and wizards. None agree, and only one fact is certain: Undead exist in the world and have since time immemorial. Their numbers are vast, and their motivations are often an enigma.

The origin of undead can be traced back to a time eons ago, when the primordials thrived before the first foundations of the world were even a rumor. Immortal in the sense that they knew no age and withstood any hurt, these were beings of manifest entropy. They coveted mastery over all the cosmos.

The cosmos was young in this age, and the detritus remaining from its formation still swirled in the void. From this cast-off stuff of the universe's emergence into being, the world coalesced (with the primordials' aid), and with it, echoes of the world. One of these echoes was bright and fey; the other was darker and ominous, though both thrummed with strange and unexpected power. The primordials witnessed and helped birth the Feywild and the Shadowfell.

Then the gods made their presence known, both through indirect influence and purposeful design. The gods, too, wished to make their claim on creation. Their interference enraged the primordials, and soon the two forces of creation were at war.

In these earliest days, souls shorn of their bodies simply departed the cosmos, taken to a place beyond all reckoning. When the primordials first crafted the world, they had little regard for the fate of souls. But some among them recognized soul power as a potent force, and they hungered for it. These entities stopped up the passage of souls. With nowhere to go, many souls were either consumed by primordials that had a taste for such spiritual fare, or, finding no further road or final purpose, sputtered out and dissipated, gone forever. Others persisted, becoming undead.

The gods also recognized the potential of souls, and one of their own established himself as the guardian of a new realm of death. There souls would gather after death, either having been chosen to join the gods in their dominions or passing on, as before, to an ultimate unknown fate. In this way Nerull—and later his successor, the Raven Queen—became the guardian of the dead.

## Powers of Death

All deities have some influence over death and dying when their worshipers are involved, but two gods—and one demon lord—have a specific interest in undeath.

The Raven Queen controls death and destiny and therefore has some authority over undeath, though like so much else about her, her purpose in allowing some to linger while others pass on is inscrutable. Her attention to the undead is most noticeable when she decides to forcibly end the existence of a souled undead that she believes has cheated fate.

Vecna, the god of magic, necromancy, and secrets, pursued undeath as part of his rise to godhood. To him, undeath is one of many tools that can be employed in the unending search for knowledge and secrets. Mindless undead interest him only insofar as they can be used as guardians or servants. Vecna finds favor among the intelligent undead, especially those that have an interest in the necromantic arts.

Orcus, Demon Prince of the Undead, commands legions of the unquiet dead. He would like nothing more than to seize the Raven Queen's power, but his power can only maintain a dead form, not manipulate death itself. Orcus plots ceaselessly to overthrow the Raven Queen.

### Death and the Afterlife

After the death of the body, a soul lingers in the world for a few days or even longer, and during that time the body can be returned to life with a powerful enough ritual. The soul of a hero is particularly likely to remain, determined even after the death of the body to hold on just a little longer. Other souls immediately depart, slipping into the Shadowfell and flashing across its dim expanse like falling stars. Even then, a soul can be called back to life with the proper ritual, such as Raise Dead. The vast majority of souls that are not called back flow through the gates of the Raven Queen's abode, and from there pass beyond the cosmos . . . to where, even the gods cannot say.

A favored few souls are called by their gods after death to serve in the god's dominion. Some (the exalted) are selected because of the great deeds they accomplished in life in support of that god's ideals, whereas others (the damned) might be selected for punishment, because they were subjected to a curse, or because these individuals sold their souls when they were still living mortals.

Devils and other foul creatures also crave the souls of mortals. Such creatures sometimes hunt the Shadowfell, looking to gather bodiless souls, but rarely with any success. Only exceptional effort allows a living creature to affect a bodiless soul in any fashion whatsoever, and even great devils lack this ability. Thus, these creatures have learned to arrange for taking mortal souls into custody while those souls yet inhabit living bodies. An individual who makes a deal with a devil usually comes to this sort of end.

# The Nature of Undeath

Death isn't always the end, even for creatures that have no great destiny. The characteristics that define living creatures create many possibilities for continued existence, or at least the appearance of it. Through various machinations of fate or intent, a creature can remain in the world after its death as a plague on the living—or something more.

## Soulless Undead

Sentient living creatures have a body and a soul, the latter of which is the consciousness that exists in and departs from the body when it perishes. A body's "life force" that drives a creature's muscles and emotions is called the animus. The animus provides vitality and mobility for a creature, and like the soul, it fades from the body after death. Unlike the soul, it fades from the body as the body rots.

If "revived" in the proper fashion, the animus can rouse the body in the absence of a soul. (This phenomenon is what makes it possible for creatures that were never alive, such as constructs, to become undead.) In some cases, the animus can even exist apart from the body as a cruel memory of life. Such impetus can come from necromantic magic, a corrupting supernatural influence at the place of death or interment, or a locale's connection to the Shadowfell. Strong desires, beliefs, or emotions on the part of the deceased can also tap into the magic of the world to give the animus power.

Most undead, even those that seem intelligent, are this sort of creature—driven to inhuman behavior by lack of governance of a soul and a hunger for life that can't be sated. Nearly mindless undead have been infused with just enough impetus to give the remains mobility but little else. Sentient undead have a stronger animus that might even have access to the memories of the deceased, but such monstrosities have few or none of the sympathies they had in life. A wight has a body and a feral awareness granted by the animus, but no soul. Even the dreaded wraith is simply a soulless animus, deeply corrupted and infused with strong necromantic energy.

The Shadowfell most often serves as the source of this impetus. In the Shadowfell, bodiless spirits are common, as are undead. Something within this echo-plane's dreary nature nurtures undead. This shadowstuff can "leak" into a dying creature as that being passes away. It can be introduced by necromantic powers or rituals. Or it can be siphoned into areas strongly associated with death, pooling there.

## Undead with Souls

Some undead retain their souls after the death of the body. Rituals allow this sort of transformation. A potent destiny or vigorous enough strength of will sometimes enables (or forces) a creature to transcend death. Undead that retain their souls are more powerful and more dangerous than their soulless counterparts, having at least some access to the powers they had in life. Such undead are autonomous and as unpredictable as any other free-willed beings, though evil or selfish individuals are the most likely to seek immortality through rituals that lead to undeath.

Sentient ghosts are the most common of the undead that retain their souls without resorting to necromantic rituals. They have a purpose that fetters them to the world, even if it's only to spread misery or wreak vengeance. Death knights, liches, mummies, and vampires are created by rituals or processes that tie the soul to an unliving form. Similar creatures could be created in different circumstances. Such diversity among undead reflects the fact that death touches every part of existence.

# Undead Genesis

When most living creatures think about how undead come into being, they connect the origin of undead with the animation of a dead body. That said, undead are actually "born" in a variety of ways.

## Sins of the Soul

Powerfully evil acts resonate with such force that they can ripple across dimensions and open cracks in reality, permitting malevolent entities to escape into the mortal world. These entities seek out corporeal flesh, in particular the recently vacated vessels of the damned. Once inside the host, these spirits corrupt the animus, granting the corpse a semblance of life.

An evil, perverse, and intelligent creature can be reborn into undeath when the influence of the animus revives the memories of the vessel's previous host, although the soul of the creature is not present—these sorts of undead are just particularly wily animus-driven undead.

At other times, atrocious deeds call dark spirits into the cadaver of the newly deceased, leaving the original soul intact. Sometimes, good souls can be trapped within their bodies, to be slowly turned to evil as the depraved spirits corrupt the soul.

Even the living can be "infected" by undead spirits. The spirit possessed template on page 219 can be applied to living creatures whose bodies host undead spirits.

## Tainted by Evil

Sites where evil creatures lair or where evil artifacts are stored can act as strong catalysts in the creation of undead. Undead so created are usually mindless animate corpses. Sometimes they are more powerful, soul-bearing undead whose spirits were corrupted

while they lived in an area of tainted ground, and thus the creatures fell directly into undeath when their bodies succumbed.

Though some believe that some kind of fell power energizes animate creatures, it is more accurate to say that the animus or spirit resident in a walking corpse provides an undead creature with the requisite motive force for movement, and perhaps enough additional force to talk and even reason, and—most important—enough animation to prey on other creatures.

Dark deeds conducted by others can serve as a trigger for unlife, especially if such deeds accrue over months or years in one particular location. Such an area, more than any other, is worthy of the term "tainted by evil," though the religious-minded sometimes call such areas unsanctified ground.

Tainted areas can eventually affect living beings as well. The tomb tainted template on page 219 can be applied to living creatures that have been tainted by unsanctified ground.

## Life Drain

Some effects can drain the "life force" or "life energy" of living creatures. This is usually reflected in the game as target creatures losing one or more healing surges. While some beneficial effects can be purposefully triggered by a player character in return for spending a healing surge (healing hit points, for instance), when a foe causes another creature to lose a healing surge, it is usually modeling life drain of some sort. For example, atropals, bodaks, and wights have powers that deduct healing surges. It's entirely possible that particularly foul rituals might also drain life in this fashion, especially those that require elaborate preparations and components. Life drained in this way is eaten and gone for good, transferred to another living creature to extend its life span, or utilized to empower some other effect or device.

When a living creature is drained to death by evil agencies, the husk of the body becomes a shell that is particularly susceptible to the influence of unlife. When an undead creature is responsible for draining the life force from a living creature, the creation of a new undead from the dead flesh is not assured, but the door is certainly open for unclean spirits to move into the recently evacuated house of the body.

### Shake Things Up

In your campaign, you can violate PC expectations every so often to great effect. Here's something you might try: Introduce a nonevil undead creature into your campaign. When the PCs are next set upon by a horde of zombies, aid them with a rescue by an intrepid paladin. Only in the full light of morning is the dry, withered flesh and the skeletal form of their savior revealed.

More powerful undead siphon more life force than less powerful denizens of the grave. A wight devours the life force of living creatures to assuage its hunger for the soul it has lost and can never retrieve. Wraiths have a similar thirst for mortal souls, using the resulting energy to spawn their dreadful progeny. Similarly, vampires drain life-giving blood from their victims to satisfy their unquenchable hunger (in this instance, the blood is the physical medium for transferred life force).

The vampire lord template (*Dungeon Master's Guide* page 181) is one example of an undead created by life drain.

## Vile Contagion

Some undead carry diseases and infections that they pass on to creatures they attack. The most widely known of these maladies is mummy rot, which progressively damages its victims with necrotic energy until they succumb.

A few particularly abhorrent undead carry a powerful contagion that, when transferred to mortals, causes them to weaken and die at an alarming rate, rising as undead in a matter of hours unless a cure is rapidly administered. Once a creature is infected in this manner, little can be done to save him or her from becoming undead.

The infected zombie template on page 217 can be used to create undead that spread such contagion.

## Purposeful Reanimation

Some obsessed knowledge-seekers pursue the spark of life too far, and thereby discover the dark fruits of undeath. They seek death's secrets because of their fear of death, thinking that if they can come to understand mortality, their fear will be extinguished and their survival assured. Those who tread this road to its conclusion sometimes embrace death completely, and do not become so much immortal as simply enduring. Spellcasters who adopt this existence are commonly known as liches. Most find to their sorrow that to forsake all the pleasures of life while continuing to exist is a fate worse than the absolution of true death.

Sometimes undead are created when corpse parts are sewn together to form a great amalgam of death. Then, when the composite corpse is touched with lightning and the proper reanimation ritual performed, an undead creature rises, its mind rotted but its flesh strong with the animus of several beings. Such creatures share some external visual similarities to flesh golems, but are different in ability and origin.

The lich template (*Dungeon Master's Guide*, page 179) presents rules for creating new liches. The blaspheme on page 134 provides several examples of "sewn together and animated" undead.

The physiology of the undead is typically divided into two categories: insubstantial entities without physical form such as specters and wraiths, and corporeal horrors such as wights, vampires, and zombies. Whether corporeal or insubstantial, undead do not feel the world around them like the living do.

Most undead (whether corporeal or not) have several physiological attributes in common, including darkvision, immunity to disease and poison, resistance to necrotic energy, and vulnerability to radiant energy.

All undead were once living beings, in that they had a soul. Soulless constructs do not and cannot become undead.

## Body, Soul, and Animus

Most sentient creatures have a body, and most also possess a soul. The true nature and origin of the soul is subject to much debate, but most people can agree that, at the very least, the soul is synonymous with a creature's consciousness, and upon the death of a creature, it departs.

Every creature's soul is unique to it but apart from it, capable of granting the creature sentience (as opposed to the natural workings of the creature's fleshy organs). Souls are immortal; they exist prior to birth and beyond the death of a creature's body. When a creature's seat of consciousness departs (streaking across the Shadowfell), that creature dies, sooner or later.

Without its soul, a body immediately begins to die, despite the animus that pumps blood and preserves physical memory. The animus is also a connection between the body and the soul that allows a creature's physical and spiritual aspects to act in concert.

Most undead, including many intelligent ones, lack the soul that departed upon their body's initial death. These undead are driven to inhuman, bestial behavior because they lack the moral compass that served them in life; now all that remains is a decaying body and an animus driven by needs unfiltered by conscience. Many of these undead have an insatiable hunger for living creatures.

A few undead retain their souls. Except for ghosts, it is unusual to run across an undead creature that retains its soul without having prepared for that eventuality prior to the creature's death. Such is the case for a lich, which expends vast resources to perform the ritual that binds its soul to its body forever. Even when a lich's body begins to rot, the soul remains. For this reason, liches and other undead that retain knowledge of the powers they commanded in life are rightfully feared.

## Undead Anatomy

One unifying trait defines all undead creatures—they were previously alive, and most lived in bodies of blood, flesh, and bone.

### Decomposing Body

Though it can seem sudden, death is more a process than an event. It begins when the heart ceases to beat or the lungs cease to breathe. First the brain shuts down, then other organs, and finally, the skin dies.

At the moment the body is fully dead, decomposition begins. Unanimated corpses suffer stiffness within a half-day of death, which slowly fades over the next three days. Most of the "living dead" exhibit this stiffness in their movements, to a greater or lesser extent, for the duration of their undead existence.

When life flees, so does a body's ability to fend off parasites and insects. Within weeks, corpses both animate and mundane swarm with maggots, the hatched larvae of various types of insects. At the same time, the flesh begins to rot, releasing various effluvia into the body cavities of the corpse, as well as vile-smelling gases.

After this point, the process of decomposition of a mundane corpse and that of an animate undead diverge. The animus that gives false life to the undead arrests the complete decay and collapse of the physical body. With the decomposition process halted, most undead appear as half-rotted corpses.

Some undead can naturally suppress or mask this unpleasant fact of unlife, and others are able to use magic to accomplish the same. But most face a long existence of ongoing rot. From the moment of their animation to unlife, their bodies slowly but continuously undergo the biological process of decomposition.

In vampires, decomposition can be halted altogether with a steady influx of fresh blood. Due to a

### Undead Power Sources

Some necromancers use the arcane power source to fuel their magic, while others call upon the power of shadow to effect their dim miracles. Still others animate undead by the power of the divine, calling on fell gods to raise legions of bound wraiths to their will.

Some undead are born as a result of sheer force of will. These rare individuals staved off the afterlife by harnessing the great power of their soul (or ki). Rarer still, other undead abominations call upon the great psionic powers of the mind to cheat death.

vampire's nocturnal nature, its skin is typically very pale unless it has recently fed. Some vampires apply flesh-colored powder to their skin in an attempt to pass as human. Similarly, ghouls can put off further decomposition by the regular intake of recently living flesh.

Insubstantial undead do not decompose, but their appearance is sometimes hazy and half-realized, giving them a tattered or rotted appearance. This is especially true of those that were created from the corpses of victims killed by extreme violence or from corpses already partly rotted.

## Sense Organs

As with other predatory creatures, undead have senses sufficiently sensitive to locate their prey, and in some cases, these senses are enhanced.

**Vision:** An undead's vision works in a manner similar to a living creature's eyesight, especially in creatures that have unrotted eyes. The animus that animates the undead stimulates the decomposing organs. In most undead, necromantic energy provides further enhancement, allowing them to see even in complete darkness. Creatures whose physical eyes are completely rotted can instinctively mimic the appearance of natural eyes, which can manifest as glowing points or orbs of light within the undead's eye sockets.

**Scent and Hearing:** Undead can hear or smell their environment to some extent, either through necromantic stimulation of the remaining organs originally used for that purpose, or by instinctively mimicking structures that accomplish the same function. However, many undead function reasonably well without these senses, and the energy of animation provided by the animus might fade over time. As such, most undead possess very poor smell and hearing. On the other hand, vampires and ghouls have very acute auditory and olfactory senses enhanced by their state of undeath.

**Taste:** The animation of undeath permits certain undead, primarily those with tongues such as ghouls and vampires and other undead that physically feed on the living, to savor the flavor of their prey. Though the urge that drives these undead to feed upon the living is an unholy compulsion that can't be denied, the ability to taste a screaming victim adds to the undead's feeding experience.

**Touch:** Undead have limited ability to process physical sensation, since nerve receptors throughout the body remain dead after reanimation. Those that have some sense of touch retain only a crude approximation of a real tactile sense. Similarly, undead are unlikely to experience pain of any kind. In battle, mindless undead do not even notice that their bodies have been severely damaged, and they continue to attack until they are physically unable to do so.

## Circulatory System

In a living creature, the circulatory system is responsible for dispersing oxygen and essential nutrients throughout the body. The heart, the lungs, and a complete system of blood vessels facilitate this process.

Most undead do not employ their decaying cardiovascular systems. The heart of a corporeal undead typically lies in its chest cavity as a shriveled husk, with no ability to circulate blood throughout the body.

Vampires and ghouls are notable exceptions to this rule; they can kick-start their circulatory systems into action upon feasting on mortal blood. This reaction temporarily negates the pallor of their skin and starts their hearts beating once more in their chests.

## Respiration

Undead have no biological reason to breathe, and as such have no need for a functioning respiratory system. This is not to say that undead cannot breathe. Many use their respiratory systems to speak, though they require only gross movements to force air through their rotted larynxes.

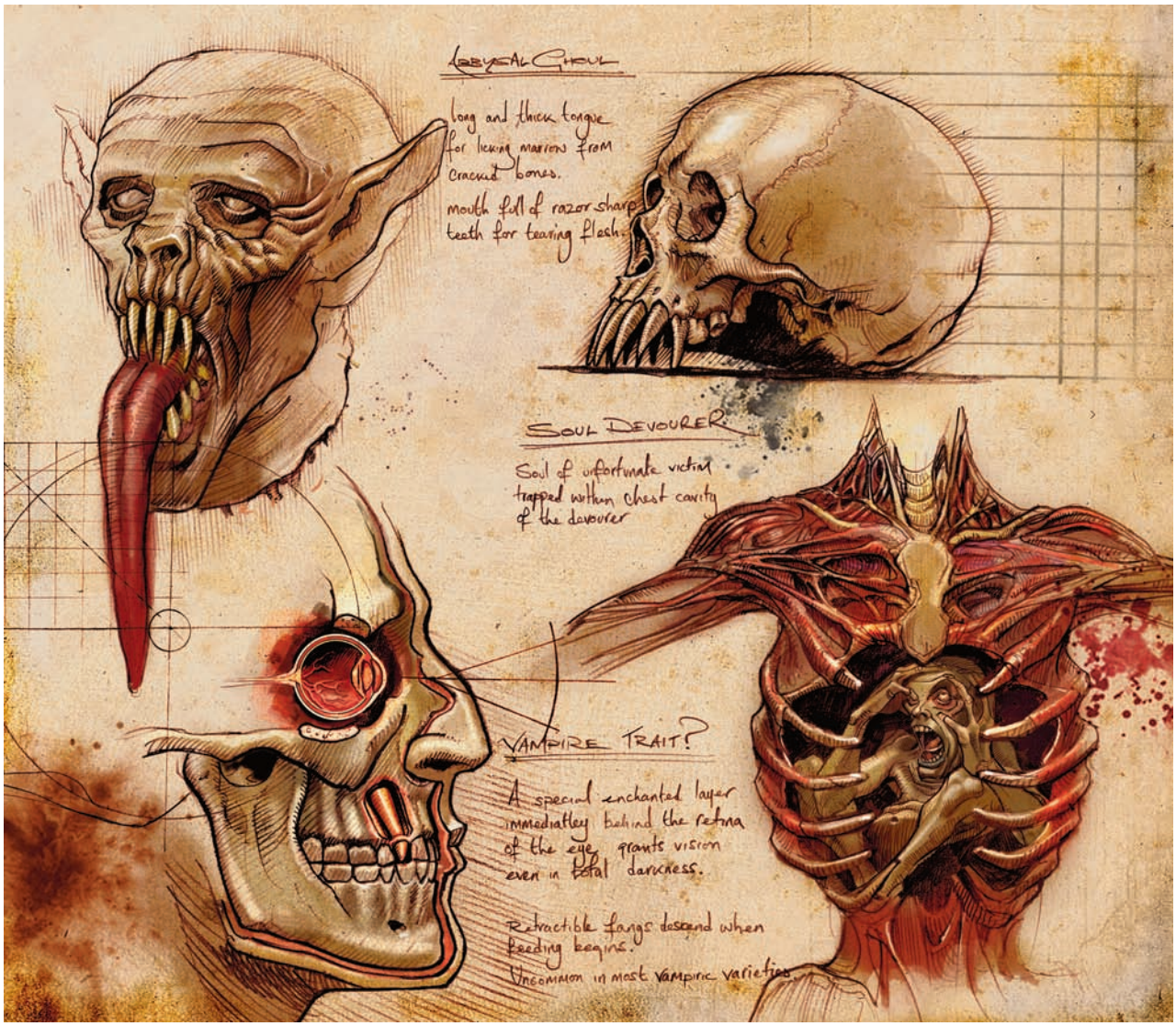
## Digestive System

Undead that do not feed have no digestive systems. Those that feed on living flesh retain many aspects of a living creature's digestive tract, including a stomach where various nutrients are extracted. However, this process is somewhat mediated by the creature's unnatural nature, and even without all the complicated processes that occur in a living creature's stomach, a brain-eating zombie or a blood-sucking vampire gains the benefit it seeks from the substance it eats . . . though never enough benefit to satiate it.

Some kinds of undead feed on "life force" or even the souls of living creatures. These undead obviously do not require a digestive system; they directly

### Insubstantial Undead

Insubstantial undead lack bodies composed of physical substance and have no vital areas, and thus take half damage from all sources. However, despite being insubstantial, undead such as wraiths and ghosts still have senses that operate after a fashion as do those of corporeal undead. In truth, an insubstantial undead's body mimics the anatomical details of corporeal undead. The animus of an insubstantial undead forms a quasi-real body and uses it to interact with the environment much as a corporeal undead does. Thus, despite its filmy appearance, an insubstantial undead can touch, taste, speak, see, hear, and smell as well (or poorly) as a regular undead creature might.




PETER MCKINSTRY

metabolize a living animus or soul, changing it into motive energy.

## Other Characteristics

Whether devilish fangs, grasping talons, or an aura of fear, many undead are enhanced by bizarre physical traits and supernatural abilities.

**Fangs:** Elongated fangs are a common trait among undead that have inescapable cravings. Some undead, most notably vampires, have retractable canines that extend when they feed.

**Claws:** Corporeal undead experience rapid nail growth following mortal death. Some ritualistically sharpen their fingernails and toenails into lethal claws. The fingernails of vampires have a glassy appearance.

**Tongue:** A few varieties of undead have preternaturally strong and lengthy tongues. Ghouls and their kin are the most iconic of this kind, though some claim that the barb-tipped tongue of the viscera devourer is the most repulsive.

**Special Abilities:** Undead possess a multitude of creepy and lethal abilities. Some can change form (the vampire's *mist form* power and the bodak's *spectral form*), incapacitate their victims (the ghoul's *claws* attack and the spirit devourer's *spirit rupture*), or deliver rot and decay with a single touch (the mummy rot spread by all mummies and the zombie-spawn plague propagated by infected zombies).

# Metabolism

The concept of metabolism and a creature animated solely by necromantic magic have little in common. Living creatures have a metabolism, in the normally understood sense. Undead do not. That said, some undead feed on the living. Though such feeding might be crude and in no way impart growth to the undead, the fact remains that the mere act of eating implies a metabolism of sorts.

When a living creature eats, it breaks down food in some sort of digestive process that not only provides nutrition, but as a secondary effect of its life processes produces heat (even in reptiles, though

these primitive creatures are unable to regulate their own internal temperature). One of the many noticeable characteristics undead do not share with living creatures is the generation of internal warmth. Without life processes that give off heat as a by-product, undead are cold to the touch—"cold as the grave," as the saying goes. Undead are comfortable in (make that "oblivious to") a wide range of temperatures that would make living creatures uncomfortable and even kill them with extended exposure. While undead can't withstand supernatural cold or heat any better than living creatures can, they can linger for years in windswept arctic grottos or sun-baked desert tombs.

### Diet

The majority of undead are capable of continued existence for months, years, or even longer without eating. However, many undead crave the life force, flesh, or blood of the living, and a few actually need to feed (even if infrequently) to maintain their hideous unlife, or at least to satisfy their addiction (as might be the case for "diet dependent" undead). On the other end of the spectrum, a wide range of undead neither require nor crave to feed on anything at all, and merely coast through the years on the charge of necromantic energy that initially animated them.

Intelligent undead who crave life force, flesh, or blood sometimes make a game of feeding. They construct elaborate dramas involving unsuspecting soon-to-be victims—all the better if the dénouement of such games devolves suddenly into screaming terror.

Undead feeding requirements can be broken down into three categories: not required, inescapable craving, and diet dependent.

**Not Required:** Many undead have no requirement to feed and continue to exist solely through the original impetus provided by their animation. A few undead that fit this category include bodaks, death knights, dracoliches, flameskulls, and phantom warriors. Many other undead also belong to this category.

**Inescapable Craving:** Several types of undead could likely do entirely without flesh or blood morsels to see them through. However, the curse of their unlife inflicts upon them an inescapable craving. Denied, such a craving can transform even sentient undead into mindless, raging beasts. After the raging hunger is satisfied, the craving dissipates to a tolerable level, at least for a while.

If their hunger is denied too long, sentient and mindless undead alike allow their craving to drive them into the open or into tactically questionable attacks.

Undead that fit this category include devourers, ghouls, wraiths, and wights.

**Diet Dependent:** Some sages who study the nature of undeath, the Shadowfell, and necromantic energies of animation claim that, in truth, no undead is actually diet dependent. Instead, the few undead described in stories who seem to lapse into torpor if they are not supplied with life force might actually merely be severely addicted to their food source. So addicted, in fact, that when denied the sustenance they crave, they weaken, or at least appear to do so. However, no matter how enervated such creatures seem to become by lack of feeding, they cannot be "starved to destruction." This fact is taken by the sages described earlier as proof that no undead is, indeed, actually diet dependent. And it's quite true: A fresh infusion of its preferred food apparently always brings the creature back to full strength, or so the stories all relate.

Undead that fit this category come in many shapes and varieties, but almost all of them are some kind of vampire.

### Rest and Recovery

Undead do not sleep, but (as is true of the living) they must take an extended rest to recovery daily abilities and a short rest to recover encounter abilities. Mindless undead not engaged in combat are assumed to be taking a rest unless they have been commanded to perform some other activity.

### Vulnerabilities

Though undead enjoy many resistances to dangers that trouble living flesh, they too have their vulnerabilities.

Weapons cut through animate bodies as readily as through living flesh, and even insubstantial undead are dispersed by repeated swings of a blade or a hammer.

Since undead are at home in the shadows, radiant energy is often more dangerous to them than to most other kinds of creatures. Vampire spawn are something of a special case in this regard—although they are not vulnerable to radiant energy, they can be hampered or even destroyed by direct exposure to sunlight.

## Self-Propagation

Several varieties of undead can create new unliving progeny. Taking a broader view, undead self-propagation might be regarded as an infectious disease: It is nasty, it is easily spread, and it kills its hosts. Of course, a plague of this nature is far worse than any common disease, but the cure is little different—eliminate the source of infection, and you eliminate the malady.

The most dangerous and powerful undead are intelligent beings (which, fortunately for mortals, are a small minority of all undead). Some of these creatures became undead by choice or through repeated evil acts; others attained this state as the result of attacks by other undead or chance encounters with dangerous magic. Regardless of how they came to be undead, all of them now think very differently from the way they did in life. Their minds have changed as much as their bodies.

## Necromancy and Morality

Civilized folk consider creating and controlling undead to be acts of evil. Only a few argue that the practice of necromancy is not inherently malevolent by nature. Indeed, they claim that many rituals deemed "good" or holy, such as Raise Dead, employ necromantic aspects in their performance. However, these protests seem more academic than authentic. For instance, the Raise Dead ritual, though it interacts with the dead, does not animate corpses to unlife. Likewise, of all the undead fashioned through necromantic ritual and chance, the vast majority are indeed evil. Someone who claims that undead are at heart unaligned might be hiding something.

That said, if considered in isolation and without context, some undead are not necessarily evil. Mindless undead in particular have no moral leanings one way or the other. But in truth, agencies willing to dishonor the remains of living creatures by animating them into walking corpses are usually up to no good.

But as with every rule, exceptions exist. Everyone has heard tales of apparitions that warn the living of hazards and impending disasters. Epic stories speak of skeleton armies marching up out of crypts in besieged cities to snatch away children and bear them to safety. Whether such creatures acted of their own accord or were compelled by an unseen controller's magic, none can say.

### Undead Spirituality

Most intelligent undead are self-serving egoists with little regard for divinity. Though Orcus claims the mantle of Demon Prince of the Undead, his desire for absolute control over his subjects limits the number of worshipers that willingly serve him. Undead arcanists pay lip service to Vecna, primarily out of a desire to gain his secrets. On the other hand, undead that have souls steer clear of the Raven Queen. She seems uninterested in corpses animated by residual animus, but she takes a dim view of undead that cling to souls that rightly (as she sees it) should have fallen to her for judgment.

## Undead Mentality

When discussing the psychology of the undead, it is first necessary to distinguish between the three sorts of undead minds.

**Mindless Undead:** The simplest kinds of undead, such as skeletons and zombies, have no psychological traits. These beings are mindless creatures capable of no more thought or emotion than a clockwork mechanism.

**Soulless Undead:** Creatures such as specters, wights, and wraiths are soulless beings that retain only remnants of the minds they had in life. They can be exceedingly cunning, and some can freely draw upon their living memories. However, these undead have been irrevocably changed by their transformations. Lacking souls, they are perpetually filled with a tormenting hunger for their lost souls, a hunger that can only be sated by devouring living creatures. These undead hate the living in part because they possess souls that the undead lack.

Some of these soulless undead are little more intelligent than cunning animals, whereas others retain the same intelligence they had in life. In either instance, their minds are far more focused than before. These undead have only two desires: to survive and to devour the living. They have no thoughts, emotions, or plans that do not involve attempting to satisfy these two drives. The most intelligent and strong-willed of these undead can make complex plans, but these plans consist of nothing more than ways to insure a continued supply of mortals to feed their hunger.

Soulless undead retain memories of their previous loves, passions, and interests, but these are little more than distant remembrances. Even the strongest feelings now have little more than a passing faint significance. Occasionally, one of the soulless undead might pause to stare at something that fascinated it in life or might allow a former loved one to go free rather than devouring him. However, such actions are rare. Most soulless undead will devour one of their children as readily as they would a stranger or an enemy. Except on rare occasions when they are driven by memories of their former lives, the psychology of these undead is that of a ravening, ever-hungry monster that kills because its hunger can never be sated and because it hates all life—especially life that reminds it of its former existence. These undead have no culture or society, they create no art or literature, and they ultimately care about nothing other than their hunger.

**Undead with Souls:** In vivid contrast, the few kinds of undead that retain their souls, such as death knights, liches, mummies, and vampires, are intelligent beings that retain all the passions and mental complexities they possessed in life. These creatures

are dangerous and cunning foes, and on rare occasions even more dangerous allies.

Some are driven by desires that approach the intensity of the soulless undead's need to kill, but these desires do not utterly control their behavior. For instance, although vampires hunger for the blood of the living, this hunger is not the center of their existence. For many, it is simply a need that must be met, and they continue to focus their attention on many of the same passions they had when alive.

Because their undead state eliminates many of the distractions of life, both positive and negative, undead that retain souls can be exceptionally careful and patient planners.

## Tainted Minds

Whether an undead is mindless or sentient, the mere state of undeath twists and transforms the creature's consciousness. In the case of soulless undead, this transformation is terrible and obvious. If transformed into a wraith, even someone who devoted his life to caring for children would feast upon those he once protected. At best, such beings might decide to pursue other prey to spare a former loved one. However, if other prey is lacking, the creature always chooses to attempt to slake its hunger.

The transformation of undead that retain their souls is far more subtle. A former comrade can talk with a vampire or a lich about adventures they shared when they were both alive, and the undead might display the same feelings as it did in life. However, undeath gradually alters these beings' perspective. Since they are no longer among the living, undead feel considerably less concern for the things and people they once cared for most. Their morals shift. They might still value friends or family members, but snuffing out the life of a random stranger ceases to be abhorrent, because they place no value on life. Ultimately, these undead cease to care about anyone or anything except for themselves and whatever agenda drove them to seek undeath in the first place. If an undead that has a soul did not choose undeath, revenge becomes one of its goals, even extending to those not responsible for its condition.

## Separation from Life

At their core, undead exist in opposition to life. The act of becoming undead, whether voluntary or not, separates them from the world of the living. Some hate the living and regard them as prey. Even undead that have souls and feel no need to consume the living regard breathing beings as lesser creatures whose wishes and desires are laughably shortsighted, even childlike.

This separation derives from the fact that the various pleasures and discomforts that living beings experience on a constant basis do not affect the undead. They do not feel chilled on a cold winter day or comfortable before a warm fire, and they have no ability to appreciate a fine meal (unless it is a screaming, blood-spurting meal). They are outsiders to the world of living sensations. Some undead envy the living their pleasures, but most consider these pleasures to be needless distractions.

Undead that feed upon the living experience an even greater degree of separation. For them, humans and other mortal creatures are food. Their presence makes the undead hungry. Even those undead that attempt to hold onto their humanity find that their living companions and loved ones viscerally register to them as walking, talking meals. This separation can be an interesting source of conflict for PCs who are temporarily transformed into predatory undead.

## Singular Drives

Part of becoming undead involves letting go of the concerns of the living. Mortality is by its nature a hectic state in which individuals are constantly at the mercy of various physical and psychological drives. Many of the undead feel various sorts of unnatural hunger, but few experience any compulsion other than this singular drive. The remainder of the troubles and distractions that plague the living vanish, leaving intelligent undead with a calm and terrible patience. If absolutely necessary, they can outlast mortal foes. Plans that require years or decades to complete seem far more reasonable to beings that can exist for thousands of years.

Over time, intelligent undead that possess souls become exceptionally focused on one or two specific goals. Some seek political power and attempt to rule over vast numbers of subjects, either as an unliving sovereign or as a secretive and undying power behind a mortal throne. Others become obsessed with learning ever more powerful magic and obtaining artifacts. To some, such magic is merely a means to attaining a specific end, but for others, powerful artifacts and rituals are desired because they allow their users to bend reality and demonstrate an unrivaled command of magic.

A few undead seek knowledge of a broader sort above all else. Over decades or centuries, they painstakingly assemble lore that interests them, such as the histories of lost and forgotten kingdoms. Because undead are so long-lived, those who retain their intelligence can gather lore that would otherwise be lost to the ages. Scholars given to the study of lore are thus drawn to particular undead, in hopes of learning something of previous ages. Such study sometimes leads those scholars to consider for themselves the lure of eternal existence, unfettered by death.

Other undead are collectors that relentlessly accumulate beautiful and unique objects of various sorts. However, the aberrant nature of their unlife taints even these desires. Like other undead, they care for little beyond their passion, especially not the wishes

or even the lives of others. Someone who refuses to sell an interesting or unique book or work of art to an undead historian or collector has effectively invited thieves (or, more likely, assassins) into his house, intent on killing the owner and retrieving the object for their undead master.

The most heinous of the undead develop an obsession either with death or with exterminating a particular sort of intelligent being, or they hate all living beings with an inhuman passion. Many of these undead see living members of their former race as walking proof of how weak and imperfect they once were and feel compelled to rid the world of such imperfection, in much the same way that humans attempt to rid their dwellings of noisome vermin. Some do not wish to merely kill the living. They wish to transform living beings into undead, because in the depths of their inhuman minds they truly believe that unlife is superior to life and so they seek to rescue the living from the horrors and weaknesses of life.

## SOCIETY

Undead have no unified culture and claim citizenship in no nation. However, they can still be defined by how they interact with other creatures, especially how they interact with societies and nations. Though most undead prefer to exist on the fringes of living nations, some are more refined in their sensibilities. Undead can be societal outcasts, secret members of a society, acknowledged citizens, cult members, or even members of a bleak nation (a society made up significantly or entirely of undead).

### Outcasts

Most undead are not part of any society. They are animated through chance or malign power, they lurk for years in or near a grave, and if they need to feed, they scrabble and claw their way to their desired sustenance as best they can. They continue this behavior ceaselessly until they are destroyed. Mindless undead make up the bulk of the outcast undead, but any undead, regardless of its intelligence, can fall into this basic predatory existence.

### Secret Citizens

Undead that can hide their presence in a city or its outskirts, or those that have sufficient skill or magic to disguise their lifeless nature, sometimes partake in living society. Undead that naturally appear alive, particularly vampires, commonly employ this trick. In this way, some undead never leave the city or nation where they resided when they were alive, though their habits change to support their masquerade.

Undead that choose to retain their ties to living society do so for several reasons. For instance, some undead believe that retaining the contacts and entertainments they enjoyed as living creatures adds to their existence. Additionally, infiltrating living society also provides the undead with a constantly renewing pool of potential victims. Other intelligent undead have requirements beyond simple nourishment. Liches, in particular, enter their unliving state in order to prevent mortality from curtailing their arcane research. Some liches are content to entomb themselves for eons of private study, but others want access to the latest magical theories and research. These undead maintain the charade of life to ensure their continued access to such resources as magical academies, spellcaster guilds, and libraries of lore.

### Acknowledged Citizens

In some particularly cosmopolitan cities, undead need not hide their status and can be open members of society. In such locations, the righteous paladin who takes it upon herself to slay an undead "monster" without provocation or proof of the creature's unlawful activity would find herself on the wrong side of the law. Most cities in the world are not so open-minded that they suffer openly undead citizens, but a few such places do exist (especially those that are under the auspices of other undead; see below). Cities on other planes, particularly those that already tolerate a mixed citizenry, are most likely to grant ungrudging citizenship to undead, presuming that those undead follow all the rules of polite society (first and foremost, no predation on other citizens). Sigil, the City of Doors, is the most well known of such tolerant locations.

Some nation-states that allow undead members ignore the potential problems implicit in such an arrangement and count on regular laws to keep undead in line—it's against the law in most cities to murder other citizens, no matter how hungry the murderer is.

Other places, such as the city of Eredu, take a more proactive approach. In Eredu, undead that want to be citizens must submit to a process of authorization to gain unrestricted access to the metropolis. An undead that has recognized feeding requirements (notably vampires) must obtain authorization for a given length of time (which varies by district, but never more than a year). This authorization requires the undead to describe how it will meet its feeding needs for the given period in a way that does not involve harm to other citizens, visitors to Eredu, or citizens of other locations that could find fault if an undead seeks sanctuary in Eredu for crimes against the living in other nations. Most such plans involve the purchase of livestock from which the undead obtains sustenance.

In the cities and nations of the world, living citizens are presumed to be upstanding members of society until proven otherwise, but for undead, whose natures are impossible to suppress, the presumption

almost always goes the other way. Undead that are openly part of a society that tolerates them must go a step farther than the average citizen to maintain their civilized nationality. They must be careful not to break any rules or overstep any boundaries, or their citizenship might not be the only thing revoked.

## Cults and Secret Cabals

Some undead, whether they are hidden within or openly part of a society, are also members of sinister networks that exist beyond the notice of the living world. Most of these organizations cannot operate in the public eye without fear of reprisal. One such group is the Blood Scion Heresy (see below).

Orcus, Demon Prince of the Undead, enjoys the suffering of the living. Orcus's cults are perhaps the most feared of all the undead-centric cults, and no matter how often the cult is put down, it rises again in a new guise prosecuting a new evil plot. See page 210 of the *Monster Manual* for more on the cults of Orcus, and "The Ashen Covenant" in *Dragon® Magazine* #364 for a detailed look at an Orcus cult.

Those who worship Vecna are eager for knowledge, no matter the methods used to obtain it. Vecna's servants desire to learn that which was not meant to be known and that which others wish to keep secret. Undeath is merely one path to knowledge and secrets, one that allows the devotee to extend his or her search long beyond a mortal life span. A temple of Vecna is described on page 96.

## Realms of the Dead

In some places, the roles of the living and the dead in society are turned upside down. Undead are a part of society to such an extent that they are completely integrated. Undead merchants sell their wares in the shadowy end of the market bazaar, undead councilors hold positions of authority, and undead adventurers seek gold and glory alongside (or instead of) living thrill-seekers. For example, undead are counted as full citizens in the fell city of Nocturnus as opposed to in Eredu, where they are merely tolerated. Living citizens from other nations can visit Nocturnus and conduct their business, drawn by the liberty of a city in which any sort of activity is not only permitted, but encouraged.

In other places, undeath is the dominant aspect of society. Only the dead partake of the society's benefits, and all the needs of the society are addressed. Farms on the outskirts of such cities do not grow grain, but instead produce living creatures (often humanoids) to feed the undead masses that require life essence, blood, or flesh for sustenance. Unless a would-be member of this society is already undead, becoming a member requires the creature to undergo the transformation into unlife.

For the most part, these so-called bleak nations are rooted in evil. By their nature, they revere death, and they allow the veneration of archdevils, demon lords, and malevolent gods. Of course, bleak nations only allow such veneration if doing so does not threaten the rulers of said nation with replacement. In places where evil is thick, gang warfare pitting cambions against vampires can rule the streets, while behind darkened eaves, the initiates of Orcus plot ways to expand their power into the cities of the living.

Two examples of such bleak nations are Hantumah (page 18) and Nocturnus (page 20).

### Elder Evils

Like exarchs and certain unique fiends, elder evils are powerful entities and legendary beings who have garnered enough followers to qualify as cult icons.

**Atropus, the World Born Dead:** Atropus drifts through the gulfs of space, trying to find its way back to consume the world with its gruesome touch. The afterbirth of the world's creation, or perhaps an undead primordial, Atropus dreams of nothing but unmaking all things.

**Haemnathuun, the Blood Lord:** Before the apotheosis of Orcus, this ancient primordial claimed the title of Blood Lord. Today his immense, decaying corpse floats silently upon the Astral Sea. See page 120 for a lair set upon Haemnathuun's corpse.

## Blood Scion Heresy

The Blood Scion Heresy is one of a handful of so-called blood cults dedicated to the worship of vampire lords. Cult members willingly become thralls to these vampire lords.

The vampire thrall template on page 219 can be applied to a living creature that serves a vampire lord.

### Lore

A character knows the following information with a successful Religion check.

**DC 20:** The Blood Scion Heresy was founded on the principle that blood is a holy sacrament, and through its consumption the righteous will be blessed with eternal life.

**DC 25:** Particularly fervent worshipers have been known to sacrifice themselves in an unholy ritual that results in their transformation into blood elementals.

### Organization

A cult cell attempts to limit its membership to twenty-five members in any given city. If the cell were to grow larger, the presence of so many vampires could be difficult to conceal. High preceptors enforce strict rules that dictate when and where the thralls can feed, so that hunting does not attract undue attention.

**Leader:** The cult has no true leader, but the Masked One is seen as the organization's ultimate authority.

| **Blood Elemental** | **Level 9 Elite Brute** |
|---|---|
| Huge elemental magical beast (blind, ooze, water) | XP 800 |

**Initiative** +11 **Senses** Perception +5; darkvision
**Blood Call (Healing)** aura 5; whenever a creature within the aura takes ongoing necrotic damage from the blood elemental's *coagulated smash*, the blood elemental regains 5 hit points.
**HP** 232; **Bloodied** 116
**AC** 23; **Fortitude** 23, **Reflex** 22, **Will** 19
**Immune** disease, gaze, illusion, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Saving Throws** +2
**Speed** 6, climb 4
**Action Points** 1

⨁ **Coagulated Smash** (standard; at-will) ✦ **Necrotic**
+16 vs. AC; 2d8 + 5 damage, and ongoing 5 necrotic damage (save ends); see *blood call*.

**Flowing Form** (move; at-will)
The blood elemental shifts up to 4 squares.

**Bloodied Spawn** (when first bloodied; encounter)
The blood elemental splits into two Huge individuals, the second one occupying a space adjacent to the original creature. Each of the two creatures has hit points equal to one-half the original's current hit points. Both creatures act on the original creature's initiative count. Effects applied to the original blood elemental do not apply to either of the individuals after the split occurs. A blood elemental can't split if reduced to 0 hit points by the attack that bloodied it.

If out of combat for 5 minutes, the two halves combine back into one blood elemental, which has hit points equal to the combined value of the two halves.

**Alignment** Unaligned **Languages** Primordial, telepathy 5
**Str** 20 (+9) **Dex** 16 (+7) **Wis** 12 (+5)
**Con** 16 (+7) **Int** 9 (+3) **Cha** 10 (+4)

| **High Preceptor** | **Level 13 Elite Controller (Leader)** |
|---|---|
| Medium natural humanoid (undead) | XP 1,600 |

**Initiative** +11 **Senses** Perception +14; darkvision
**HP** 254; **Bloodied** 127
**Regeneration** 10 (regeneration doesn't function while the high preceptor is exposed to direct sunlight)
**AC** 29; **Fortitude** 25, **Reflex** 27, **Will** 27
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant
**Saving Throws** +2
**Speed** 6
**Action Points** 1

⨁ **Mace** (standard; at-will) ✦ **Necrotic, Weapon**
+18 vs. AC; 1d8 + 5 damage, and ongoing 5 necrotic damage (save ends).

**Blood Drain** (standard; recharges when an adjacent creature becomes bloodied) ✦ **Healing**
Requires combat advantage against the target; +17 vs. Fortitude; 1d12 + 8 damage, and the target is weakened (save ends), and the high preceptor regains 63 hit points.

**Betraying Gaze** (minor; recharge ⚅)
Ranged 10; +17 vs. Will; the target makes a melee basic attack as free action against an adjacent ally of the high preceptor's choice.

**Blood Storm** (standard; recharge ⚅) ✦ **Healing, Necrotic**
Close burst 4; targets enemies; +17 vs. Fortitude; 1d6 + 7 necrotic damage, and the target is dazed (save ends). Undead within the burst regain 15 hit points.

**Bloody Mist Form** (standard; encounter) ✦ **Polymorph**
The high preceptor becomes insubstantial and gains a fly speed of 12, but cannot make attacks. The high preceptor can remain in mist form for up to 1 hour or can end the effect as a minor action.

**Alignment** Chaotic evil **Languages** Abyssal, Common
**Skills** Religion +17
**Str** 19 (+10) **Dex** 22 (+12) **Wis** 18 (+10)
**Con** 15 (+8) **Int** 14 (+8) **Cha** 20 (+11)
**Equipment** leather armor, mace, censer

**Headquarters:** The most well-known cult outpost is a storage cellar below The Howling Troll, a theater and opera house.

**Hierarchy:** Beyond the Masked One and his high preceptors, no hierarchy exists. Few refer to one another as "cultists" or by any religious title.

**Members:** The Blood Scion Heresy is a disorganized amalgamation of landed lords and petty nobles jockeying for positions of favor within the society.

## Blood Elemental

A partially coagulated mass of blood drawn from its past victims, the blood elemental is a swirling vortex of malignant elemental evil. Held together by powerful necromantic forces, this entity is greatly feared for its suffocating attacks, which leech out large amounts of blood from its victims.

### Blood Elemental Tactics

When a blood elemental senses potential prey, it quickly moves to engage, hoping to draw out the blood of its victim in full quantity. Blood elementals

## The Howling Troll

The Howling Troll is a theater and opera house in a large port city that is the site of a significant amount of trade, heavily populated with foreign merchants and thrill-seekers. Despite its lowbrow name, The Howling Troll is slightly too expensive for sailors and day laborers. Indeed, the place caters to courtiers, merchants, and the spoiled children of nobility. The cell of Blood Scion Heretics that rests in the cellar below the theater could hardly wish for a better lair. A few of the vampire lords even perform in the musical productions given on the stage, before mingling with the crowd to find a likely victim to exsanguinate later that night.

The Howling Troll's proprietor is a mortal in thrall to the opera's headliner, a demure, pale-skinned woman named Synn Arian. The proprietor knows that Synn is a vampire lord and that many of her fellow performers are as well. He hopes to one night be made a lord, in return for providing such an ideal location for the cult's cell.

Synn Arian is a talented singer and playwright, and she places herself in the starring role for each new production she pens. These productions are tragedies and deal with dark subjects, mimicking the end that some unlucky patrons might face hours after the curtains close.

use *flowing form* to best tactical advantage, commonly flanking their victims in combination with another elemental or through the use of ***bloodied spawn***.

### High Preceptors

High preceptors, the vampire lords that hold positions of responsibility within the Blood Scion Heresy, espouse secrecy above all. They preach the tenets of the cult and are charged with recruiting new members into the organization. Adventurers typically don't encounter a high preceptors unless they have successfully infiltrated a cell of the organization.

#### High Preceptor Tactics

A high preceptor is a merciless opponent against haughty interlopers and common infidels. Combat begins with *betraying gaze* against the strongest opponent, followed by *blood drain* if combat advantage has been achieved.

## Hantumah

Hidden from view on three sides by lofty snow-covered peaks and protected on the fourth by a deep river gorge, the fabled nation of Hantumah is a realm populated entirely by the unliving.

### Lore

A character knows the following information with a successful skill check.

**History DC 20:** Hantumah was not always ruled by undeath. The nation-state was once called Khatiroon, and it was a place for the living, a hidden paradise of tranquility and scholarly learning. Its fertile lands and abundant mineral resources provided its citizens with a rich, bountiful, and self-sustaining lifestyle nearly free from the strife and avarice common among their neighbors.

**History DC 25:** At the onset of winter just over a century past, a massive undead army gathered along Khatiroon's western frontier. At the head of the horde stood Raja Thirayam of Dukkharan, a lich of immeasurable power. Through the early months of the campaign the raja's army easily conquered Khatiroon and the settlements around it.

On Midwinter Night, Raja Thirayam held a grand celebration for his "subjects" in the ruins of the conquered capital city. He proclaimed the birth of Hantumah, Empire of the Bloodless, and appointed himself its emperor. The following week a wasting plague swept the newly renamed lands, slaying a great percentage of the population outright; the survivors were left with a debilitating sickness. As the plague raged, Raja Thirayam and his court necromancers performed rituals over the dead. By spring, more than half the nation's population had been transformed into undead servants of the emperor.

**Streetwise DC 15:** Adventurers wielding a great weapon that had been forged to destroy undead, some sort of stone scepter, made their way to the capital and killed Raja Thirayam. Lands near to Thirayam's empire thought they had reason to celebrate when word spread of the emperor's death. Elation turned to horror when it was revealed that upon the raja's death, his life force divided and possessed the four audacious heroes. In turn, each adventurer was slowly consumed by the malevolent spirit of the emperor; the raja lives on, his body four-fold and harder to destroy than ever.

### Society

Hantumah is a militaristic society bent on conquest and the destruction of all that is holy.

**Government:** The Empire of Hantumah is divided into four provinces, each ruled by a sceptenar who holds absolute authority over his or her subjects. Sceptenars are murderous tyrants who rule through violence and intimidation.

**Defense:** Geographically, Hantumah is well protected, but rugged terrain is the least of the factors that keep the empire's enemies at bay. Hantumah is a hellish plagueland of undeath where few living creatures dare to trespass.

**Trade:** Hantumah neither seeks nor desires trade with its neighbors. The sceptenars and their undead subjects consider the living to be no better than food.

**Culture:** A mortal observer of the Empire of Hantumah would be awestruck by the bizarre and perverse nature of this undead society. Outlying villages are empty of anything except zombies that tirelessly go through the motions they pursued in life, even as their fields and livestock molder around them. These serve as the empire's first line of defense

### Hantumah Resistance

An active band of undead hunters haunts the edges of Hantumah, finding secret routes into the guarded kingdom. The Lightbringers, as they call themselves, are secretly supported by a variety of distant kingdoms, who are worried that one day the bleak nation of Hantumah might swell beyond its borders. Several different companies have taken up the Lightbringers' banner (their symbol is a stylized half-sun, half-moon disc).

In recent years, money has flowed more liberally into the Lightbringers' coffers, and real organization has begun to form around the name. Indeed, a headquarters for the resistance has been constructed in a secluded valley not far from Hantumah. Some believe this isn't wise, since the structure gives the bleak nation a specific target against which it can strike. Regardless, most Lightbringers believe their cause is soon to be fulfilled. Their credo is "Suffer no false life."

against any living incursion. All the sentient undead moved inward and settled in the capital city (also called Hantumah, or Hantumah City). Here, where undead are thick, days-long rituals venerating the various sceptenars are the most common and easily understood activity, but many more gruesome activities occur behind shuttered spires.

## Sceptenar Vasabhakti

Sceptenar Vasabhakti, daughter of the late ruler of Khatiroon, rules the southern province of Hantumah. Once a kind and benevolent princess, Vasabhakti was possessed and corrupted by the undead forces that overtook her homeland. Today, she is seen traveling the countryside riding her infernal stallion, Maheghoda the Black Courser.

**Sceptenar Vasabhakti** **Level 22 Elite Soldier (Leader)**
Death knight
Medium natural humanoid (undead) XP 8,300

**Initiative** +15 **Senses** Perception +13; darkvision
**Marshal Undead** aura 10; any lower-level undead ally within the aura gains a +2 bonus to attack rolls.
**HP** 398; **Bloodied** 199; see also second wind
**AC** 40; **Fortitude** 38, **Reflex** 35, **Will** 38
**Immune** disease, poison; **Resist** 15 necrotic; **Vulnerable** 10 radiant
**Saving Throws** +2
**Speed** 5
**Action Points** 1

⨁ **Soulsword** (standard; at-will) ✦ **Necrotic, Weapon**
+29 vs. AC; 1d8 + 9 damage plus 5 necrotic damage (plus an extra 2d6 necrotic damage on a critical hit)

⨁ **Valiant Strike** (standard; at-will) ✦ **Necrotic, Weapon**
Requires soulsword; +29 vs. AC, with a +1 bonus to the attack roll for each adjacent ally; 2d8 + 9 damage plus 5 necrotic damage.

⨁ **Terrifying Smite** (standard; encounter) ✦ **Fear, Weapon**
Requires soulsword; +29 vs. AC; 2d8 + 9 damage plus 5 necrotic damage, and the target is pushed 2 squares and can't move closer to Sceptenar Vasabhakti on its next turn.

**Divine Challenge** (minor; at-will) ✦ **Necrotic**
Close burst 5; targets one creature in burst; the target is marked until Sceptenar Vasabhakti uses this power against another target. If the target makes an attack that doesn't include Sceptenar Vasabhakti as a target, the target takes a -2 penalty to attack rolls and 16 necrotic damage.

**Unholy Flames** (standard; recharge ⚄ ⁞⁞) ✦ **Fire, Necrotic**
Close burst 2; +24 vs. Reflex; 6d8 + 13 fire and necrotic damage to living creatures. Undead creatures within the area (including Sceptenar Vasabhakti) deal 2d6 extra fire damage with melee attacks until the end of Sceptenar Vasabhakti's next turn.

**Second Wind** (standard; encounter) ✦ **Healing**
Sceptenar Vasabhakti spends a healing surge and regains 99 hit points. Sceptenar Vasabhakti gains a +2 bonus to all defenses until the start of her next turn.

**Alignment** Evil **Languages** Common, Draconic
**Str** 24 (+18) **Dex** 14 (+13) **Wis** 14 (+13)
**Con** 15 (+13) **Int** 18 (+15) **Cha** 24 (+18)
**Equipment** plate armor, heavy shield, soulsword (katana)

ANTHONY WATERS

**Maheghoda the Black Courser** **Level 19 Skirmisher**
Nightmare
Large shadow magical beast (mount) XP 2,400

**Initiative** +15 **Senses** Perception +15; darkvision
**HP** 186; **Bloodied** 93
**AC** 33 (35 against opportunity attacks); **Fortitude** 34, **Reflex** 30, **Will** 28
**Resist** 20 fire; see also *hell's ride*
**Speed** 10, teleport 10

⨁ **Hooves** (standard; at-will) ✦ **Fire**
+24 vs. AC; 1d8 + 7 damage, and ongoing 5 fire damage (save ends).

⨁ **Trample** (standard; at-will)
Maheghoda can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and Maheghoda must end its move in an unoccupied space. When it enters an enemy's space, the black courser makes a trample attack: +22 vs. Reflex; 1d8 + 6 damage, and the target is knocked prone.

**Hell's Ride** (while mounted by a friendly rider of 13th level or higher) ✦ **Mount**
Maheghoda's rider gains resist 20 fire.

**Hooves of Hell** (standard; recharge ⚄ ⁞⁞) ✦ **Fire**
Maheghoda moves up to 10 squares. Each square it leaves is filled with fire to a height of 10 feet until the end of its next turn. Any creature that hits Maheghoda with a melee attack during this move, or that enters one of the flaming squares, takes 10 fire damage.

**Alignment** Evil **Languages** –
**Skills** Endurance +19
**Str** 23 (+15) **Dex** 19 (+13) **Wis** 12 (+10)
**Con** 26 (+17) **Int** 16 (+12) **Cha** 15 (+11)

### Tactics

If drawn into melee, the sceptenar charges into combat riding Maheghoda, seeking to trample her foes under her mount's hooves of hell. With her soulsword in hand, Vasabhakti is a formidable warrior, unleashing *valiant strike* and *terrifying smite* against her enemies.

## Nocturnus

Anything goes in Nocturnus. What is considered illegal, immoral, amoral, or despicable in other places is allowed in Nocturnus, if the appropriate indulgence fee is paid to the accountants of Nocturnus, who tally up each sin, great and small, and determine its price. All the less savory acts of society occur here, as in any large city, but in Nocturnus, the law permits almost anything, including permitting intelligent undead to have full citizenship.

### Lore

A character knows the following information with a successful skill check.

**History DC 20:** When the gods fought the primordials, there were losses on both sides. One primordial fell into the world. Where his corpse slowly moldered and died, a permanent stain formed on the fabric of reality. This stain influences all creatures that reside near it, even millennia later. Most are unaware of the influence, though some creatures are particularly sensitive to it and even derive power from it. A great city grew up around this ancient grave, a city called Nocturnus.

**History DC 30:** Over the thousands of years of the city's history, the population has ballooned, shrunk, been ravaged by necromantic diseases or curses, and been overrun by invading armies. The city has been expanded, razed, rebuilt, and subjected to various architectural shifts over the centuries. Like its history, the city's name has varied widely. Now known as Nocturnus, the city has borne many names in the past, including Vilifos, Maladon, Demonchalice, and Tyran.

**Streetwise DC 10:** Nocturnus is built around and within a crater called the Pit, half a mile across and two miles deep. Four great canyons empty into the Pit. Respected institutions are built on the higher ridges, while the slum wards, the Low Market, the Necropolis, and other establishments that shy from the light are found down within the constantly shadowed walls.

**Streetwise DC 15:** The Lords of Nocturnus each keep a palatial fortress-estate along the rim of the Pit. When formally meeting for council, they convene in a structure built on a precarious-seeming splinter of rock that rises up from the Pit, near the west rim. Called the Finger of Fate, this heavily guarded tower rises hundreds of feet into the air.

The architecture along the rim plateau is grand and imposing. White stonework columns, arches, colonnades, domes, and spires are the preferred decorations for structures inhabited by the minor lords (and their noble families) and guild leaders.

**Streetwise DC 17:** Obsidian sculptures are scattered about Nocturnus and carved into canyon walls, variously depicting angelic or demonic entities. Most sculptures stand 20 or more feet in height and are incorporated into surrounding structures. The sculptures have endured since the founding of the city, and few know their original purpose or the names of the entities the statues depict. Some of the sculptures are warlike, others suggestive, and others sprawled as if enduring heartrending grief.

### Society

In Nocturnus, undead openly walk the streets and hold the highest levels of authority.

**Government:** The seven Lords of Nocturnus rule the city, though they leave day-to-day governance to a bevy of hired civil servants. Each lord is a supremely powerful individual who is rumored to be able to channel the taint that seeps up from the Pit to enhance its already potent strength. Of the seven, at least three are suspected to be undead, including Lord Tantalus, presumed to be some sort of lich because of his skull-like visage.

**Defense:** Nocturnus keeps an army of zombies in the warrens that riddle the earth below it. Few invading forces can stand up to the sheer number of undead bodies that Nocturnus is capable of throwing at an aggressor.

**Trade:** Nocturnus is an open society that has made its name on trade (nothing is taboo), especially trafficking in slaves, drugs banned in other places for the evil acts required in their preparation, and the creation of undead.

**Culture:** Because visitors and citizens of Nocturnus can get away with nearly anything if the proper indulgence fees are paid to the lords, good-aligned folk soon discover that societal rules that define upright behavior are completely absent. A visitor might become caught up in the "economics of sin" and lose sight of what is truly good and truly bad. She might find herself across the table from an undead card sharp, playing for stakes that include flasks of knife whiskey, a drink that is properly distilled only when mixed with a blade once used to perform an evil sacrifice. Despite the indulgence of the city's population, evil acts remain evil acts. Though no civil consequences follow evil actions, alignments shift to reflect real actions. Moral ambiguity can blind the incautious until visitors are so deeply ensnared that evil overtakes them.

The Shadowfell is an echo of the world, one tainted by necromantic seepage and that serves as the natural destination of bodiless spirits. The Raven Queen is one of the most well-known inhabitants of the Shadowfell, and most acknowledge her divine influence over death and the movement of souls.

Orcus would like nothing better than to wrest from the Raven Queen her influence over death and thereby send all souls, most of which pass beyond the ken of the cosmos, into undeath instead. He believes that this goal can be served if he is able to uncover the Raven Queen's true name, and he has charged his lieutenant Doresain (also known as King of the Ghouls) with that responsibility. Some of the most powerful and ambitious of the undead support Orcus in his effort; others throw in their lot with Vecna, typically as a way to further their own agendas. However, the vast majority of the undead care little for these divine rivalries.

## A Home to the Undead

Most undead dwell in the world and, if they are capable of contemplation at all, see it as their natural home. However, undead that retain their souls and thus their full intelligence and creativity suspect that their existence is also influenced by the Shadowfell. Certainly it is a place far more suited to undead existence than is the world, with its umbral taint, necromantic seepage, and lack of full sunlight. Unless visiting undead have a compelling reason to return to the world, many remain or set up a permanent path they can access to travel to and from the Shadowfell at need.

Vampires are especially fond of the Shadowfell, since its sun is hidden behind clouds, low on the horizon, and pale and weak, unable to warm the land or burn undead flesh. Because the Shadowfell is full of the energy that animates undead, dwelling there gives them a palpable sense of well-being. Even the most twisted and inhuman undead feel more at ease there. Also, undeath alters the minds of even the most lucid undead, and the grim cast it gives to their thoughts perfectly matches the equally grim cast of the Shadowfell. Undead that can still appreciate such concepts describe it as a kind of paradise.

Because of the nature of their existence, the walking dead no longer enjoy most physical pleasures or suffer from most forms of physical discomfort. However, with enough time, they can come to grow fond of the Shadowfell, even becoming physically dependent on its dim ebb and flow of energy, just as a living person can become dependent on a drug. Take that drug away for too long, and the addict grows more and more maddened until another fix is found; the same holds true for undead taken from the Shadowfell to serve a necromancer in the world.

Even the tormented soulless undead, such as wights and wraiths, find some comfort in the Shadowfell. Portals and weak spots in the world that connect to the Shadowfell attract soulless undead. These weak spots also attract cultists who worship death, in hopes that necromantic seepage will empower their dark rites.

In the Shadowfell, undead do not shun the dim and gray daylight (which is evident only about a quarter of each day, and on some days seems to be skipped entirely). Undead in the world dwell in ruined buildings, the dark hearts of thick forests, and in underground caverns and tunnels. In the Shadowfell,

WAYNE REYNOLDS

undead retreat to such places only when threatened. Otherwise, they are equally comfortable everywhere. Mortal visitors from the world are unpleasantly surprised when they are set upon by wights or specters at "midday" in the Shadowfell.

Unless they seek to animate the bodies of the dead, living beings should know better than to bury bodies in the Shadowfell. Though rituals exist to keep a corpse temporarily free of unlife, it's better not to chance such things. Even when such rituals are used, corpses (whether buried or left behind untended) are likely to rise in the Shadowfell as shambling dead. Evil individuals are certain to rise as particularly nasty soulless monsters. In the world, only the most horrific and ruthless murderers return as specters, but in the Shadowfell, any death might spawn such a wicked undead.

## Shadar-Kai and Shadowfell Undead

The shadar-kai abandoned the world and entered the Shadowfell in service to the Raven Queen long ago. Many shadar-kai remained close to the god and established themselves in and around her wintry kingdom, while others spread out through the plane to found new cities.

However, the shadar-kai soon learned that mortals cannot spend too long in this dim realm without succumbing to the spiritual malaise that grips all life in the Shadowfell. The shadar-kai eventually learned to fend off fading into nonexistence through controlled application of extreme pain, extreme pleasure, and other extreme pursuits; such excessive living keeps their souls firmly bound in their flesh.

Shadar-kai recognize that living in the Shadowfell means contending with undead. Sentient undead might trade and interact with a shadar-kai community from time to time, but limited contact and brief, suspicious alliances comprise the majority of the two groups' interaction.

The shadar-kai's tolerance of unlife applies only to graveborn that do not openly revere Orcus or actively attempt to promote his purposes. The shadar-kai rightly see Orcus as the eternal enemy of the Raven Queen, and none but the most debased and corrupt of their kind treat allies of Orcus as anything other than hated foes.

A few shadar-kai find the never-ending struggle against ennui that the Shadowfell causes to be too much. These cursed few betray the ideals of their race and seek rituals of undeath. Shadar-kai who succeed at becoming undead are hunted by their former kinfolk.

Heroes of the race try to rise above their fellows, hoping to show the Raven Queen their devotion and thus be brought into her direct service, to be remade as sorrowsworn and perhaps even Raven Knights (see below). To show themselves worthy of such an honor, shadar-kai constantly undertake dangerous quests to demonstrate their bravery and prowess. Each attempts to outshine the others, hoping that one dim evening, the Raven Queen will summon them for greater duty.

## The Raven Queen

As the putative sovereign of the Shadowfell, the Raven Queen is fate's instrument. All souls come to the Shadowfell, and sooner or later they pass through the Raven Queen's Citadel in Letherna, except for those souled undead that evade the fate she decrees.

Most creatures visit the Raven Queen only once, as formless souls after their mortal existence is concluded, though epic characters have a way of charting their own destinies. Many among the living worship the Raven Queen, hoping to gain some last reprieve from the god of fate when their final hour would otherwise be at hand.

Orcus has amassed so much necromantic power that, even in the face of the Raven Queen's prominence, many undead see the demon lord as their natural ruler and one who will not so blithely dispense with them. However, although Orcus is less likely to annihilate undead out of some sense of natural balance between life and death, he is quick to sacrifice the ranks of his undead to achieve his ends. Many intelligent undead recognize this trait, and so they avoid the demon lord. These undead also fear that if Orcus ever gains control of the Shadowfell, he might not stop there. Perhaps he would further consolidate his control over death and the undead, as the legendary lich Acererak attempted to do (in a more limited fashion, to be sure), and chain all undead to his will.

A few of the brightest, most powerful, and most driven of the soulless undead believe that the Raven Queen can provide them with souls, whether theirs or some other creature's, and thus quench their eternal gnawing hunger. These undead cluster near her temples in the world or her dread and forbidding fortress of black ice in the Shadowfell, hoping to attract her attention and obtain her favor. No one knows if a wight or a wraith has ever been invested with a soul, or what would happen to the wight or wraith were that to occur. The Raven Queen is silent on the matter (as with much else), although her priests have been known to exterminate undead that cluster too thickly like vermin.

### Letherna

Souls pass into the Shadowfell and fall across its dark skies like falling stars, bound for the Raven Queen's realm, known as Letherna. High in a range of ice-capped mountains, the god's fastness is cut from black ice that sparkles with new snow. The streaking

motes of light visible across the rest of the Shadowfell finally reveal themselves here as silvery, spectral silhouettes of the newly dead.

Towers rise up from Letherna's maze of walls and graceful bridges, but all these structures are dwarfed by the massive, intricately inscribed gates that control entry into the fortress. The arriving souls form a grim procession that queues up before these dread gates. Inside, the souls learn their final fates.

On the edge of Letherna is the Temple of Temples, called Zvomarana. Only the most dedicated and powerful of the Raven Queen's servants are ever allowed to enter it. The temple is perched on a treacherous, bramble-choked incline; its location serves as a test for those who would approach Zvomarana over land.

## The Raven Knights

The grim servitors known as Raven Knights can be observed moving across the dark plains of the Shadowfell. Wearing ebony livery, the Raven Knights are powerful sorrowsworn bound to the Raven Queen's service. All have pledged their honor and their loyalty to the Raven Queen.

The Raven Knights command several companies of shadar-kai similarly sworn to serve the Raven Queen, along with a handful of dark creeper and dark stalker spies and assassins. These companies are housed in small keeps that dot the periphery of Letherna; each keep is under the command of one or more Raven Knights.

The typical Raven Knight keep is a single narrow tower that rises high enough to command a view of the surrounding land. In this way, the Raven Knights help protect Letherna's borders from encroachment by other powers of the Shadowfell; primarily, they keep a lookout for agents of Orcus attempting to slip into the realm unnoticed.

Orcus views the Raven Knights as obstacles in his quest to overthrow the Raven Queen, and thus has become familiar with the name of every pledged knight. Orcus offers a bounty on each Raven Knight, and more than one group of adventurers has collected, handing over their prize to creatures who they did not suspect were agents of the Demon Prince.

Because of their service to she who rules the Shadowfell, Raven Knights are honored in shadar-kai cities. Indeed, some Raven Knights were once shadar-kai who were singled out by the Raven Queen and made into exemplars in her eminence's service.

## Orcus in the Shadows

Orcus covets the Shadowfell and the power the Raven Queen has over death. As a result, he regularly sends parties of undead into the Shadowfell to oppose her. He sends others into the Astral Sea in attempts to locate her abandoned and lost dominion and uncover hidden secrets that might enable him to vanquish her and steal her power.

Cults devoted to Orcus thrive within the Shadowfell, as do undead that worship him in return for power. Orcus richly rewards any creature, living or dead, who can obtain any important information about the Raven Queen or any means that might be used to reduce her control over the Shadowfell. In the Shadowfell, Orcus's devoted thralls rule entire regions of undead, whose leaders regularly send raids to Letherna's borders.

Some believe that the Raven Queen allows these realms to exist because they pose no threat to her power. Others see her "forbearance" as proof that she lacks the power to smite them, or even that she fears the Demon Prince of the Undead. Other than plucking the souls from those who suggest the latter in her presence, the Raven Queen does not deign to explain her actions to other creatures, even to other gods who send exarchs to treat with her.

Whatever the truth, in the shadow of her inaction, Orcus's plots grow apace. Some of her eminence's Raven Knights have suggested that the Demon Prince's increased frontal assaults of the last few years might actually be a diversion hiding some other, more subtle plot. Rumors of archeological activity in the darklands might indeed involve Orcus, but so far, the Raven Queen's agents have been unable to determine what, if anything, Orcus might have to do with the shadow dragon that has claimed an ancient site and renamed it Nightwyrm Fortress.

CHAPTER 2

# DM's Guide to Undead

*You reel away from the raking talons, but your legs are unsteady, your stamina depleted. Again and again, the monstrosity strikes, claws slipping between the gaps in your armor and finding unprotected flesh. A final desperate swing from your sword decapitates the undead brute, silencing it forever. You turn your back on the corpse, confident that your wounds are merely superficial. Then you notice the faces of your companions, and the horrifying truth clearly etched on them. It's only a matter of minutes before your pox-laden wounds transform you into the unholy abomination you just destroyed. . . .*

**The undead** have long been a classic foe of adventurers in Dungeons & Dragons campaigns. Such creatures are steeped in myth and legend. Folklore dating back centuries speaks of sinister apparitions haunting the living, or of ghoulish nocturnal predators stalking local cemeteries. Some undead, such as vampires, have even been romanticized by popular culture.

This chapter features an array of advice, tools, and examples to enable you to run a successful adventure or campaign featuring undead. It includes:

- **Social Encounters:** Not every meeting with an undead needs to end in combat.
- **Hauntings:** Phenomena that are associated with death can manifest as hauntings that range from intriguing to bothersome to brutal.
- **Undead Adventures:** Ready-to-play adventure hooks that can be dropped into your sessions with little if any modification.
- **Campaign Arcs:** Several overriding ideas for recurring undead themes and villains.
- **Artifacts:** New artifacts, rituals, and other equipment with an overarching undead theme. These items can be used as rewards, warnings, hindrances, or the inspiration of further adventures.
- **Rituals:** Seven new rituals for characters to use with or against undead.
- **Grafts:** Special powers that beings can obtain by merging undead body parts with their own.

GEORGI "CALADER" SIMEONOV

Imbued with a passionate hatred for life in all its forms, and frequently possessed by an unquenchable hunger for blood, flesh, or soul energy, the undead would seem to be unpromising negotiating partners. Indeed, hosts of them, such as skeletons and zombies, are completely mindless killers. Others, such as the specter or the atropal, are intelligent but lack any motivation beyond their primal impulses to feed and destroy.

Certain undead, however, are rational and might be profitably engaged in conversation. These entities embraced corrupt immortality to continue their earthly schemes after corporeal death. Vampire lords pursue political power. Liches and larva mages scour the underground world for lost arcane secrets. Mummy lords guard ancient sites, artifacts, or knowledge. Minions of Orcus (both mortal and undead) wage a covert supernatural war to overthrow the Raven Queen and install their demonic master on her throne. Other undead conspirators seek to expand the boundaries of the Shadowfell, greedily anticipating the day it devours the world and the planes beyond.

Undead potentates, and those beholden to them, are ready to entertain any offers that might further their agendas. As in any successful negotiation, a participant must know what the other side wants and must offer a chance to get it, at an acceptable price. Unlike other conversations, however, a misstep in a debate or the breach of an agreement could render the defaulters liable to being devoured, drained of blood, or transformed into the walking dead.

Savvy dealers with the dead play on the following motivations.

**Disdain:** Spitefully haughty in their attitudes toward the breathing and virtuous, the undead take a perverse joy in dragging others to their corrupt level. A chance to advance the cause of moral decay might spur an undead lord to heedless concessions. It becomes especially eager when made to believe that the victim might wind up eternally shackled to it as an undead thrall.

**Fear:** The spawn of Orcus cling tenaciously to unliving existence, secretly quailing at the prospect of their own destruction. Paint a convincing scenario of potential doom, and they'll jump at the chance to avoid obliteration. Naturally, megalomaniacal blustering should be expected and discounted in any such conversation.

**Hate:** Undead sentients are a brooding lot, prone to grudges and vows of eternal vengeance. Clever negotiators offer them a chance to wreak long-anticipated retribution. To use this tactic, pit the undead against an equally loathsome enemy.

**Hunger:** Ethically slippery adventurers might convince undead to postpone a feeding frenzy in favor of a greater gorging down the road. Anyone who would deliver on this promise is probably just as sinister as the other negotiating partner.

## Sample Skill Challenges

The skill challenges described below represent just two of several ways that characters can use their noncombat ablities to successfully interact with undead.

**Safe Passage** **Level 7**
Skill Challenge XP 900

*Crossing through desolate mountain territory, you come upon a sudden profusion of black and leafless trees. The landscape's bleakness indicates that you've reached the borders of the Pale Duchess's realm. Now you must figure out a way to traverse it, preferably without opening your veins to its infamous vampire ruler.*

The PCs must travel as directly as possible to their ultimate destination. Their path crosses the duchy of a vampire lord called the Pale Duchess. The undead is both a predatory monster and a calculating political leader. She sometimes grants safe passage to traders and travelers—when it suits her interests. This skill challenge is designed to take place over an extended period of time, perhaps with other events interspersed, as the characters make their way through the duchess's domain.

**Complexity** 3 (requires 8 successes before 3 failures)

**Primary Skills** Diplomacy, Endurance, Heal, History, Insight, Stealth

**Victory** The group safely traverses the realm of the Pale Duchess.

**Defeat** On a defeat with 0 successes, the group is ambushed by an elite group of the duchess's troops, leading to a level 9 combat encounter. Any other defeat forces the characters to flee back to their starting point, sure of interception if they try again. The adventurers must now take a lengthy detour around the duchy.

**Diplomacy Step One** DC 14 (1 success, maximum 2 successes). At least 1 success is necessary to access the Diplomacy Step Two entry below.

Although everyone fears the duchess's cruel attentions, the realm is populated with ordinary people who are free to farm and trade, so that they can be taxed. Diplomacy allows the group to identify citizens with ducal connections and to allay their fears with the necessary delicacy.

**Diplomacy Step Two** DC 14 (1 success, maximum 2 successes). Failure robs the group of 1 previous success.

The party gains an audience with the duchess. The characters must convince her that the accomplishment of their mission (whatever that might be) is of greater interest to her than a refreshing drink of their vital, red blood.

**Endurance** DC 19 (1 success, maximum 2 successes).

The group stays out of sight by taking arduous trails along desolate mountain switchbacks. Success brings them to the hut of the wizened, fantastically long-lived hermit Galok, who loved the duchess when she was a mortal. He tells the adventurers to mention his name if they are brought before her; doing so grants a single +5 bonus to a Diplomacy check for this skill challenge.

**Heal** DC 14 (1 success, maximum 1 success).
Healing a serf's sick child along the way gains the group a loyal guide who leads them safely through a heavily patrolled territory.
**History** DC 14 (1 success, maximum 2 successes). Failure leads to interception (see below).
The characters search their knowledge of the realm's past to pick sparsely populated travel routes where roving border patrols are least likely to intercept them.
**Insight** DC 14 (1 success, maximum 1 success).
The party identifies a gregarious serf as an informer motivated by fear of the duchess. The characters play on his sense of honor, convincing him not to turn them in.
**Stealth** DC 14 (1 success, maximum 2 successes). Failure leads to interception (see below).
The group evades the duchess's patrols.

**Interception**

**Bluff, Diplomacy,** or **Intimidate** DC 19 (1 success is required to continue the challenge; 2 consecutive failures results in automatic failure of the challenge).
Taken into custody by a vastly superior force of patrolling troops, the characters must convincingly lie, cajole, or threaten until the leader relents and lets them go.

**Audience with the Lich** **Level 19**
Skill Challenge XP 7,200

*Exploring an ancient tomb, you happen upon a particularly well preserved section. Flickering light plays on the tips of tallow candles. Elaborate designs in gold leaf festoon the floor, wall, and ceiling. Clearly, this area of the tomb has never been looted. A voice sounds from a great stone seat at the far end of the chamber, asking, "Why have you disrupted my studies?"*

The player characters have disturbed a lich whose level is 5 or more higher than their own. To avoid a fight that might end in all their deaths, the PCs must successfully negotiate with the lich.
The lich, a 24th-level elite controller (see *MM* 176), has devoted the last seventy years to the study of arcane tomes and librams pilfered from even more ancient tombs. The lich sometimes allows intruders to go free if they amuse it, tell it something it doesn't know, or deliver it a gift of lore.
**Complexity** 3 (requires 8 successes before 3 failures)
**Primary Skills** Arcana, Bluff, Diplomacy, History
**Other Skills** Insight
**Victory** The lich does not engage the PCs in combat.
This outcome might require that the party agree to a demand—perhaps bringing the lich a relic or artifact, a bit of knowledge, or another item germane to the campaign.
**Defeat** The lich attacks, along with its servitors and minions, comprising a level 24 combat encounter.
**Arcana** DC 22 (1 success, maximum 2 successes). At least one success grants a +2 bonus to this character when making Diplomacy checks for the remainder of this skill challenge.
The character tells the lich an arcane fact in an attempt to impress it with his or her wide-ranging knowledge of magic. This breadth of knowledge suggests to the lich that merely killing the group is a bad idea, especially if special knowledge can be gleaned from the knowledgably character instead.
**Bluff** DC 27 (1 success, maximum 2 successes; see Insight). Characters can cooperate to aid a lead character using this skill.
The characters try to fool the lich about some aspect of their presence in its tomb, perhaps even that they were seeking the undead purposefully to offer their aid. The PCs might try to convince the lich that they seek an item of power, perhaps the one described under History.
**Diplomacy** DC 22 (1 success, maximum 4 successes; see Insight). Characters can cooperate to aid a lead character using this skill.
The characters (perhaps following up on one of their Arcana successes) point out to the lich that they might aid it rather than being a thorn in its side. They urge the undead to consider staying its wrath and instead think of ways that the characters could help it.
**History** DC 14 (1 success, maximum 2 successes).
The characters search their personal stores of lore for stories concerning the lich who sits before them, trying to discern a bit of trivia that could prove useful. Finally, they hit on it (first success): This ancient lich has sought after the *Tome of Shadow* (see page 46) for much of its existence. The characters know the lich never found it (second success).
**Insight** DC 22 (0 successes, but increases the maximum number of Bluff or Diplomacy successes possible). A successful Insight check increases the maximum number of Bluff or Diplomacy successes by 1 (to a total maximum 3 Bluff successes or 5 Diplomacy successes).
The characters determine that the lich wants to be convinced that they could help it, even though it battles against an equally strong desire to crush them. If the PCs can hit on the proper strategy, perhaps they can avoid a fight with a foe that believes that it is far more powerful than they are.

# HAUNTINGS

Traumatic events such as murder, suicide, and mayhem take on an afterlife of their own. The fear and misery they generate attract the forces of the Shadowfell. That plane's dark energy transforms these emotions into a psychic residue. Any who stumble across these wells of curdled shadow experience them as hauntings.

Hauntings can point adventurers to crucial clues, wear them down with psychic damage, or add eerie complications to a battle. They are true supernatural events, not illusions, and as such it's not possible for characters to disbelieve a haunting by making a successful Insight check.

When adding hauntings to an adventure, you can treat them as atmosphere, traps or hazards, terrain, or skill challenges. Each of these four types of hauntings is discussed below.

## Hauntings as Atmosphere

Hauntings need not require specific rules or dice rolling—they serve well as atmospheric detail in your setting descriptions. A haunting can engage any of the senses: the witness might see a ghostly figure,

smell a whiff of perfume, hear muffled weeping, or feel the grasp of a cold hand. A haunting might drop the temperature, whip up impossible winds, or instill emotions. Some examples illustrate.

- Up on a catwalk, you see a gliding, insubstantial figure, dressed in the flowing robes of ancient nobility. She turns to you, revealing a blank and featureless face, then disappears.
- A sense of crushing solitude emanates from basement walls.
- Rivulets of crimson blood weep from a statue's eyes. This manifestation disappears if a PC touches it.

## Hauntings as Traps or Hazards

Hauntings can function as traps or hazards, depending on whether they were put in place with the express purpose of causing harm to others.

Like other dangers of this sort, these hauntings can be spotted with passive or active Perception checks. Their presence can also be detected with Insight checks, because the supernatural energy produced by a haunting can be palpable. On a successful check, the character feels an instinctive sense of unease suggesting the presence of something malign and uncanny.

**Bloody Fingertips** **Level 1 Obstacle**
Hazard XP 100

*Crude brickwork seals off a dungeon corridor. When a character comes within 3 squares of it, four bloody smears, as if produced by invisible, gore-drenched fingers, trace a diagonal pattern across the brick wall.*

**Perception**
✦ DC 10: The character notices a strange dark spot on the wall.

**Additional Skill: Insight**
✦ DC 15: From as far as 5 squares away, the character senses an almost palpable dread emanating from the wall.

**Trigger**
The haunting begins when a character approaches within 3 squares of it.

**Attack**
**Immediate Reaction** **Close** blast 3
**Target:** Each creature in blast.
**Attack:** +4 vs. Will
**Hit:** 1d10 psychic damage, and the target is immobilized (save ends).
**Miss:** The target sees the bloody smears, but is unaffected.

**Countermeasures**
✦ A character who is a member of a divine class and approaches to within 2 squares of the hazard can disable it by succeeding on a DC 15 Religion check as a standard action.

**Upgrade to Elite (200 XP)**
✦ Increase the Insight and Religion DCs by 2.
✦ Increase the radius of the blast to 5 squares, and increase the damage to 1d10 + 3 psychic damage, and the target is immobilized (save ends).

**Spectral Hands** **Level 15 Lurker**
Trap XP 1200

*Ten squares of the room are adjacent to a lead coffin. A spectral entity trapped in the coffin reaches out and strikes characters with a clawed, insubstantial hand whenever they draw too near.*

**Perception**
Characters can't use Perception to detect this trap.

**Additional Skill: Insight**
✦ DC 18: The character gets a bad feeling about the coffin.

**Trigger**
The trap attacks when a character enters an adjacent square.

**Attack**
**Opportunity Action Melee**
**Target:** Each creature entering a square adjacent to the coffin. A creature that travels through multiple adjacent squares is attacked only once per move action.
**Attack:** +21 vs. AC
**Hit:** 3d6 + 8 necrotic damage, and the target is weakened (save ends).

**Countermeasures**
✦ A character who is a member of a divine class and approaches within 2 squares of the coffin can disable the trap by succeeding on a DC 18 Religion check as a standard action.
✦ A character who is adjacent to the trap can pry open the coffin lid with a successful DC 18 Athletics check as a standard action and reduce the brittle bones inside to inert shards (AC 5; Fortitude 10; Reflex 5; hp 40).

**Upgrade to Elite (2,400 XP)**
✦ Increase the Perception and Religion DCs by 2.
✦ On a hit, the hands deal 4d6 + 15 necrotic damage, and the target is weakened and immobilized (save ends both).
✦ The bones inside the coffin have 80 hit points.

SOUTCHAY SOUNGPRADITH

Haunting traps and hazards follow the *Dungeon Master's Guide* guidelines (pages 85–87). Damage dealt by such a trap or hazard is either psychic or necrotic in nature—gruesome visions and other horrifying sensory input deal psychic damage, while dangers laden with energy antithetical to life deal necrotic damage. Frequently, these hauntings stun or immobilize their victims as well.

Disabling a haunting trap is accomplished using the Religion skill, not the Thievery skill. The character uses knowledge of faith to recite simple prayers of protection, which can confuse or even exorcise the haunting.

A disabled haunting trap remains inactive for the rest of the encounter, or until the characters leave the area, whichever comes last. It then reestablishes itself, its undead nature having never truly passed from the haunted area.

## Hauntings as Terrain

Certain spectral manifestations function as terrain elements, impeding or complicating movement on the battlefield.

Haunted terrain radiates negative emotions, ranging from vague unease to crippling sorrow to a virulent hatred of life. Such terrain could be clearly visible from a distance, in which case it consists of semitransparent figures, objects, or tableaus. Other haunting terrain requires a passive Perception check to sense from a distance.

Even when a haunting resembles a figure or an architectural feature, characters move through it as if it is difficult terrain, not an occupied square.

Examples of hauntings as terrain:

- A cloud of mingled sadism and terror hangs over the four squares at the bottom of a staircase. It was here that Lord Fandir murdered his maidservant.
- Blood appears to seep up through the flagstones surrounding an altar.
- The ghostly corpse of a young man swings like a pendulum from a chandelier.

**HAUNTED TERRAIN EFFECTS**

Haunted terrain acts as difficult terrain except as follows:

- Flying creatures are impeded if they overfly it, spending 1 extra square of movement per square of haunted terrain.
- Contact with haunted terrain triggers a distracting panic response. Any creature except for undead that enters haunted terrain or starts its turn in it grants combat advantage to enemies until the end of its next turn.

## Hauntings as Skill Challenges

Certain ghostly entities lack creature statistics and can't be fought. Instead, the obstacles they pose are best resolved as skill challenges. A classic example is the haunting spirit that can be put to rest by the solution of a mystery.

**The Girl in the Cornerstone** **Level 7**
Skill Challenge XP 1,500

*The chapel is empty, its worshipers driven out by ghastly visions. You enter and approach the altar. Hovering over it is the translucent figure of a bleeding child, her face gripped by inexpressible sorrow.*

The characters probe the secrets of a haunted temple. The investigation starts with the structure, then moves on to interactions with suspects.

**Complexity** Special (meeting all victory conditions before 3 failures; see Victory)

**Primary Skills** Dungeoneering or Thievery, Intimidate, Religion

**Other Skills** Insight, Thievery

**Victory** The PCs must succeed at locating the remains of the girl, reconsecrating the temple, and getting the killer to confess. When all this is achieved, the soul of the victim is put to rest.

**Defeat** The killer flees the area, or a similar event occurs that makes it impossible to achieve the victory conditions.

**Dungeoneering or Thievery** DC 14 (2 successes satisfies one of the victory conditions)

Secret compartments riddle the recently constructed chapel (first success). Its hollow cornerstone contains the bones of a girl (second success).

**Intimidate** DC 19 (2 successes satisfies one of the victory conditions)

Confronted with suspicions, the builder of the chapel confesses to being a death cultist. He killed the girl and secretly placed her in the chapel foundation to dedicate it to evil.

**Religion** DC 19 (1 success satisfies one of the victory conditions)

After the bones are found, the characters give the girl a proper burial and reconsecrate the temple, so that its parishioners can use it again.

**Insight** DC 19 (0 successes, but succeeding on this skill check grants a +2 bonus to subsequent Intimidate checks during the challenge)

You interview several local citizens, particularly those involved in the construction of the chapel. Some of them, appearing normal and pleasant, seem suspiciously evasive.

**Thievery** DC 14 (0 successes, but finding the weapon allows the PCs to negate one failure during the Intimidate section of the skill challenge. Failure leads to a fight between the character who attempted the skill check and a single undead foe, acting as a servitor and a guardian for the cultists—both combatants are roughly the same level as the party.)

The characters find the bloody knives used in the murder, hidden in a root cellar. They can use it as damning evidence of the builder's crime.

An adventure or quest centered on undead can be highly entertaining. You should have a clear idea of what the encountered monsters are trying to accomplish. It's important to remember that not all undead are mindless killers.

For example, consider the iconic lich, a mighty spellcaster desperate for immortality. You should never forget the lich's paramount instinct for survival. The undead might stand and trade attacks with a band of adventurers when it knows it has an overwhelming advantage. On the other hand, no lich continues to survive without having several contingency plans to turn to in case things go sour. Using its phylactery is its final ace in the hole, but that eventuality should not be the only form of escape it anticipates. A well-played lich should be cunning and elusive—why risk falling in battle when careful planning allows one to slip away and strike again another night? Above all, a lich should do nothing that risks its phylactery being discovered.

## Sample Adventures

The following hooks and plot seeds can form the basis of several undead-themed adventures. Use them as written, adjust the levels, or take portions of the ideas to build your own encounters, as you see fit.

The level notation refers to the most potent undead in the adventure hook, and should be used as a rough guide for determining the levels of any additional encounters you include in the adventure.

GEORGI "CALADER" SIMEONOV

### The Bridge (Level 9)

The waters of the River Fallon wind through a highland frontier between rival nations. Swift and deep, the river can be crossed only at a handful of locations, the most inauspicious of which is a dilapidated bridge just south of Fearghas Bend.

The PCs, seeking to enter one of the nations undetected, choose to make the crossing at the Fearghas Bridge because this route is remote and undefended. The hills are said to be haunted—likely the reason this frontier region is uncontested.

As they cross the bridge over the River Fallon, the characters are set upon by trap haunts (*Monster Manual*, page 116), the ghosts of some of the people who died at this location years ago (see the second quest hook below). PCs who become dominated by the haunts are compelled to jump off the bridge and into the rushing river below. Within the torrent, the adventurers are accosted by sodden ghouls (page 154) that attempt to grab and drown their victims.

**Quest Hook:** Characters who survive the attacks on the bridge and in the water are approached by a timid shepherd who, noting their ability to deal with the undead, asks if they would cleanse a nearby field of monsters. The shepherd offers a few coins and a level 8 magic item he recovered from the river. Arriving at the site, the PCs find that a number of battle wights (*Monster Manual*, page 262) have taken up residence in a subterranean hollow beneath the field.

*Quest XP:* PCs who destroy the battle wights in their cavern-grave earn a minor quest reward of 400 XP.

### Tips from the Pros

A little suspense can turn a standard encounter into a truly memorable event. The point of setting a mood is to make the characters afraid before the undead arrive. To cultivate this pervading sense of dread, describe the characters' peculiar surroundings in crisp detail. Point out every creaking plank, swaying willow tree, or owl hoot. Build up the tension by asking the characters to make checks against nonexistent threats. By subtly heightening the PCs' level of anxiety, you make the moment of fright when the true horror leaps out at them that much sweeter.

*—Brian R. James*

**Quest Hook:** A character knows the following information with a successful DC 16 History check. Years past, the warriors of the two rival nations faced off against one another at this river crossing. After the casualties on both sides mounted with no resolution of the conflict, the army's commanders agreed to a cease fire. The two commanders met at the center of the bridge to formalize the agreement, but some of the weakened planks gave way, sending the leaders into the river and to their deaths. Both sides suspected treachery, and the conflict resumed, costing scores more soldiers their lives before both sides retreated. Since that time, the area has been haunted by vengeful undead. With this information, a PC who succeeds on a DC 21 Religion check intuits that the bridge is the focus of the undead activity in the area, and as long as it exists, no one can pass through this location safely.

*Quest XP:* If the PCs dismantle the bridge, they successfully set the undead spirits free, earning a major quest reward of 2,000 XP.

## Weeping Mist (Level 15)

A land of desolate fens, ever-present mist, and eerily echoing calls lies sandwiched between a feral forest and soaring peaks. Travelers through this so-called Weeping Mist describe a heavy feeling of watchfulness hanging over everything. Rumor has it that the fog hides long-ruined towers and drowned, subterranean crypts.

Drawn to the region centuries past in search of baleful magic, a night hag coven has taken up residence in the ruins of a tower deep in the swamp. At the hags' command are countless malevolent fey and undead horrors, but they prefer to maintain their isolation by scaring away intruders, not annihilating them.

**Quest Hook:** While passing through a nearby forest, the adventurers encounter a baelnorn (page 162). In exchange for their lives, the lich demands that the PCs enter the Weeping Mist and retrieve the ancient *Tome of Shadow* (page 46) from a ruined keep, half drowned in the marsh.

If the characters are agreeable to this charge, they could attempt to fight their way through the hags' domain to the ruins. It should become clear early on that such an approach is time-consuming and draining. It is far better to rely on a stealthy passage through the wretched swamp. If the PCs attract the attention of the coven too soon, they'll end up fighting several waves of undead. In any event, once they have defeated the *Tome*'s guardians and emerged from the structure described by the baelnorn, they are set upon by a large group commanded by the hags themselves.

The PCs might choose to keep the artifact or give it to the baelnorn—either way, the undead knows that the unearthed artifact is free to begin pursuing its purpose once more.

*Quest XP:* If the PCs recover the *Tome of Shadow,* they earn a minor quest reward of 1,200 XP.

## Tamarac Falls (Level 20)

In the middle of an otherwise unrelated adventure, or perhaps during what was intended to be well-earned downtime, the PCs find themselves taking their leisure on the outskirts of a village in a small inn called Tamarac Falls. After an evening of libation and merriment, the adventurers retire to their rooms.

One or more PCs awaken in the middle of the night, disturbed by a terrible scream outside the inn. Exploration reveals that the building, and indeed the entire village (as far as they can determine), is abandoned. What then of the innkeeper, serving girls, and patrons from the night before? Were they part of a dream, a mass hallucination, or something more sinister?

The characters soon notice that the trees and vegetation in the area are decayed and dead. Buildings are decrepit and in shambles. Worst of all, a rising cacophony of shrieks and wails erupts from all around the village's periphery.

**Quest Hook:** Undead begin to harry the PCs, arriving in large waves or small groups. Throughout the night and until dawn's first light, the PCs are relentlessly attacked by all manner of undead and shadowy monstrosities. To ratchet up the tension, throw a succession of easy- to standard-level encounters at the characters. Don't be afraid to interrupt short rests.

In truth, the villagers were massacred decades ago by a sociopathic murderer and dabbler in the dark arts. Years later, the slayer was rewarded in death and reborn as a soulspike devourer (*Monster Manual*, page 69). Since that time, the undead leader has been luring sentient creatures to their doom.

The only way to stop the continuing assaults is to seek out and destroy the fell entity that has apparently set its sights on killing the PCs and collecting their spirits.

*Quest XP:* Characters who discern the motivations and presence of the soulspike devourer find it in the village's temple. Killing it earns them a major quest reward of 14,000 XP.

## Zombie Hordes

As fun as a good dungeon romp can be, PCs truly shine when pitted against seemingly overwhelming odds. Nothing puts the fear of mortality into adventurers faster than a horde of bloodthirsty zombies shuffling forward with malice in their eyes and the stink of rot emanating from their flaccid, blood-soaked bodies.

Indeed, no undead-themed adventure is complete without the threat of a zombie horde. Wave after wave of mindless undead, multiplying perhaps with

each innocent victim they overcome, is an adventuring staple for a reason. Few events are as horrifying as being overrun by throngs of people who used to be neighbors, friends, and perhaps even family members. Playing out the attack of a zombie horde lets you re-create the thrill of any number of similar incidents in story and film.

PCs might think themselves invulnerable when faced with great numbers of low-level fodder. Disabusing them of that notion, by building a hard encounter involving a huge crowd of shambling undead, can be the gist of a memorable adventure.

*Tip:* For encounters that include more than a dozen or so creatures, it's best to throw the zombies at the PCs in waves of about eight creatures at a time, with perhaps a round of breathing room between each wave. This approach is good for a couple of reasons: First, it keeps round-by-round dice rolling down to a manageable level, and second, it simulates the way big crowds of zombies actually behave, because dozens of them don't (and can't) attack the characters all at once.

The attack of a zombie horde can be simulated in several ways. A few options are discussed below.

**Standard Encounter:** The most straightforward way to create a zombie horde is by combining a group of minions with a few brutes to give the encounter real teeth. For example, ten zombie rotters and three zombies (*Monster Manual*, page 274) make an encounter that's a competitive match for five 3rd-level characters. Double the number of each kind of undead, and you have a level 7 encounter (which would be a tough fight for a 4th- or 5th-level party). Continue to scale up the numbers, and even a group of paragon-tier characters could find themselves with their hands full against a flood of zombies that seems to have no end.

**Minions Galore:** Another possibility for an attacking zombie horde is plenty of minions, and minions only. You could do this in a variety of ways, from challenging a party of five 3rd-level PCs with twenty-five zombie rotters to throwing thirteen putrescent zombies (page 196) at a party of five 9th-level PCs. As with a standard encounter as described above, you can pump up the number of minions to make the fight more drawn-out and more challenging (but remember to space out the zombies in waves, or else a lot of them will stand around doing nothing until they can get close enough to attack).

**Monster Throng:** Moving away from massed opponents in a combat encounter, you could simulate a zombie attack using the monster throng rules described below. A throng is like a swarm, but allows Medium and larger creatures to be part of the mix.

See page 198 for statistics and other details of a zombie throng.

**MONSTER THRONG**

A monster throng is a cluster of Medium or larger creatures. Like any other monster that has the swarm keyword, a throng has the following properties:

- A throng takes half damage from melee and ranged attacks. It is vulnerable to close and area attacks.
- A throng is immune to forced movement (pull, push, and slide) effects from melee and ranged attacks. Area or close attacks that impose forced movement (such as *turn undead*) affect a throng normally.
- A throng is represented on a battle map as a Large creature, or as a Huge creature if the throng is composed of individual creatures that are Large.
- A throng can enter or move through an enemy's space; this movement does not provoke opportunity attacks. An enemy can enter a space occupied by a throng, but the space is considered difficult terrain, and doing so provokes an opportunity attack from the throng.

**Skill Challenge:** You can simulate a massed zombie encounter with a skill challenge. Depending on the specific situation you've devised, a skill challenge can present creative PCs with several possible means of escape, or perhaps even of putting down the uprising.

AXEL RATOR

**Zombie Horde** **Level Equal to Party Level**
Skill Challenge XP As appropriate

*Doors are barricaded with tables, broken carts, and smashed furnishings. Windows are shuttered and planked. Silence is thick in the fog-bound streets, like cotton stuffed into every ear. Nothing living stirs; nothing breathing walks the streets.*

*Where the living are absent, the newly dead shamble. Hunger runs raw and unstoppable, multiplied with each new corpse that kicks and shudders into animation.*

The PCs must survive the depredations of a zombie horde in a small village. This challenge could play out over the period of several hours in the game world. To survive or escape from the zombie horde, the PCs must navigate the village and find the tools or clues necessary to stem the horde.

**Complexity** 5 (requires 12 successes before 3 failures)

**Primary Skills** Acrobatics, Arcana or Religion, Athletics, Streetwise

**Other Skills** Perception

**Victory** The PCs escape from the village, or isolate the temple as the center of the infection. If they proceed to the temple, they can face a number of tomb or excavation encounters, and perhaps find a way to end the threat.

**Defeat** The PCs are caught by the full force of the horde, and a combat encounter starts immediately. Alternatively, one PC goes "missing" and the skill challenge begins again.

**Acrobatics** Moderate DCs (1 success, no maximum successes). A failed check indicates that the character is delayed. This result counts as a failure for the challenge.

The PC dodges past a zombie arm reaching from a sewer grate, leaps over a shambling throng of zombies, or manages to close a door so quickly that the zombies can't follow the character into a building or corridor.

**Arcana or Religion** Hard DCs (1 success, no maximum successes). A failed check indicates that the character has received a wound from a zombie or has failed to note a significant clue. This outcome counts as one failure in the challenge.

The character knows how to properly treat a zombie bite, recognizes the signs that a random survivor (or a fellow PC) is about to succumb to a zombie wound, or realizes that the subtle green pulse emerging from the temple at the center of town might have something to do with the current uprising.

**Athletics** Moderate DCs (1 success, no maximum successes). A failed check indicates that pursuing zombies get in a few good swipes; the character loses one healing surge. In addition, mark a failure in the skill challenge.

The PC dashes quickly leaving the zombie horde far behind, builds a barricade, leaps between roofs (zombies fill the narrow alley below), or swims through a flooded cellar.

**Perception** Easy DCs (0 successes, but provides a +2 bonus or a -2 penalty to the next skill check by any PC).

The character notices that a nearby group of fellow survivors is actually a group of zombies, that the zombies are all spreading out from one direction in particular, that a piece of debris is useful for building a barricade, or that the group is on the verge of heading down a dead-end street.

**Streetwise** Hard DCs (1 success, no maximum successes).

The character knows enough about the layout of the village to use the environment to best advantage and stay away from the zombies.

### Zombie Surprise (Level 3)

A local priory recently recovered fragments of an ancient prophecy from its own catacombs. The bits of text speak of massive death and relentless destruction. Quiescent during the centuries the text was hidden, a curse was triggered when the prophecy was unearthed. All the dead in the catacombs beneath the priory promptly rose up as zombies. Soon enough, they cleared out the priesthood, then began to range farther afield.

The PCs might wander into a group of five zombie rotters (*Monster Manual*, page 274) wearing the vestments of the local priory. In this way, they learn firsthand that something has gone horribly wrong.

**Quest Hook:** If PCs do not take it upon themselves to visit the priory, a surviving priest from the temple begs them to deal with the zombie horde that has overtaken the place. PCs who agree to visit the priory find that it is indeed overrun by zombies. When they enter the main vestry, it is filled with twenty-five zombie rotters.

*Quest XP:* PCs who destroy the zombie rotters in the vestry earn a minor quest reward of 150 XP.

**Quest Hook:** Once the horde is destroyed, the PCs find the fragments of the prophecy, in stone tablet form, on the altar. A successful DC 15 Religion check reveals that the tablets are the source of the problem.

*Quest XP:* Shattering the tablets earns the party a major quest reward of 750 XP.

## CAMPAIGN ARCS

In addition to inspiring exciting and challenging individual encounters, undead can be the impetus for an entire campaign. Although mindless and animalistic undead are largely useful only as singular threats or as the servants of more powerful opponents, potent and cunning undead are best employed as long-standing foes. Interaction with these creatures and their servants can form the heart of an extended series of adventures. Such a campaign could be structured in any number of ways. We describe a few in this section.

### A Dread and Singular Enemy

One of the simplest, but richest, ways to use undead in your campaign is to focus on the defeat of a single exceptionally powerful and dangerous undead foe. In one such approach, the PCs discover that a seemingly unrelated series of events are all part of a plot by an ancient lich to gain its freedom and wreak havoc across the world.

## Heroic Tier: Random Happenings

The campaign begins with the PCs partaking in a variety of apparently unconnected adventures. Early on, they come into contact with enemies dedicated to the theft of magic items and arcane tomes. Typically, they find groups of goblins or bandits commanded by one of these arcane treasure-seekers. Each of leaders is identified by a certain symbol—a forehead tattoo centered over the left eye (perhaps hidden by hair or a head covering, but revealed upon searching a fallen body). The mark shows a black orb encasing a skull. Initially, the skull-in-orb symbol's provenance is obscure. A successful DC 30 Religion or Arcana check reveals that the symbol is sometimes seen in old tomes that describe mythical figures of prehistory.

Interviewing captives doesn't clear up the mystery. The hirelings know little. Worse, when one of the leaders is subdued, questioning causes the tattooed figure's brain to burn with black fire. Death is instantaneous (and the Speak with Dead ritual is unusable).

And so the heroic tier passes. The PCs go through a series of seemingly disjointed adventures, running into the skull-in-orb foes only on rare occasions (perhaps once a level).

At the culmination of this tier, the PCs confront one of their enemy's undead lieutenants and, in the process of defeating it, learn that the symbol represents more than a mere fairy tale. The characters learn of the existence and the name of their ultimate foe. This piece of information should hint that other plots the PCs have stopped or attempted to prevent were all part of this powerful being's plans. The characters shouldn't yet know the full extent of this creature's plans, merely that a single powerful and ancient lich, who most think is mere myth, is all too real, and is secretly active in the world.

JULIE DILLON

## Paragon Tier: First Confrontations

As they begin adventuring in the paragon tier, the characters have foiled the ancient lich's plans one too many times. After the defeat of one of its favored lieutenants, the undead begins to focus on the PCs. The lich sends a series of assassins after them, all undead strike forces bearing the skull-in-orb symbol.

In the middle of their adventures, the PCs track one of these forces back to a lair where undead congregate to be given their orders.

Though the PCs might think they are assiduously clearing out the ultimate lair of the lich, in the end they discover that the unholy place is merely one of several such locations. Their ultimate foe is not present. The characters learn that the ancient evil is currently interred in a prehistoric prison whose potent magical wards defy penetration. The characters cannot enter the prison, nor can the lich leave its cell, but it can influence events in the world. Indeed, the arcane undead has crafted a large cult that seeks bits of ancient lore or pieces of ageless magic items, for reasons as yet undiscovered.

From hints the PCs uncover in books the lich has stolen and stockpiled in its demitemples, they piece together the tale of a powerful lich imprisoned millennia earlier. These tomes also hint at the location of lost cities and crumbling temples where the lich's enemies used to dwell.

If the PCs explore the ruins in question, they begin to gather fragments of lost rituals and scattered parts of powerful magic items that could prove useful in defeating the undead that has gradually evolved into their greatest nemesis. Within the hidden locations, the characters also face ancient guardians set by those who defeated the lich the first time. These warders don't want the knowledge they keep to come to light, lest followers of the ancient lich use it to bring about the prisoner's release.

Indeed, following discreetly in the PCs' footsteps is a cadre of shadowy lurkers (or other stealthy undead) who watch as the characters destroy the guardians of the ancient lore. The hidden ones then slip in and steal items vital to unlocking the lich's prison. The characters find the bits they need, but the ancient lich also gains the share of arcana it requires to make its final bid for freedom. From time to time, the characters fight against their enemies to keep them from retrieving information or artifacts useful to the lich.

Even so, the PCs aid the lich's accumulation as much as they injure its plans.

From the knowledge they secure, the characters learn that the enemy was a cleric who worshiped an ancient unnamed entity (where the name was written, only burned parchment or melted inscriptions remain, as if the name were too evil for reality to bear). The ancient lich was incarcerated not long after its deity was shunted into some planar imprisonment for its terrible crimes.

### Epic Tier: Final Showdown

The ancient undead's plans near completion, thanks to the PCs' unwitting aid. Even as the characters approach the being's prison—fighting their way past guardians, wards, and hazards—it breaks free.

The ancient lich (perhaps a demilich surrounded in a nearly impervious glassy enclosure, not unlike its symbol) directs a force of powerful creatures (not merely undead) to attack the PCs. While the PCs are distracted, the lich travels to the Astral Sea. Here, it seeks to find and release the deity it once worshiped. The lich journeys to the god's abandoned dominion (which only it can remember), or to the scattered broken remnants of the place. By restoring its deity, the prehistoric undead believes it serves as the herald for a reign of terror over the cosmos.

Following in their adversary's wake, the PCs travel to the Astral Sea and venture into the ghastly ruins of the crumbling dominion. It is here they learn, at long last, that the ancient lich was the high priest of Tharizdun, the Chained God, imprisoned for corrupting the Elemental Chaos with the Abyss. The group must battle both the lich and a host of other foul beings interested in finding and releasing the Chained God. If the characters succeed, Tharizdun remains bound and impotent. If they fail, the Chained God weakens or perhaps breaks its bonds.

## The Outbreak

This campaign arc focuses on a singular and terrible event—a massive outbreak of undead. All across a kingdom, or perhaps even a larger region, the dead begin to rise. Zombies and skeletons claw their way out of graveyards, wraiths and specters proliferate in the night, and more powerful undead begin to openly prey on the living by day. The PCs must deal with a world gradually being overrun by the undead.

### Heroic Tier: Something's Wrong

The characters begin the game in a relatively straightforward manner; no hint of any undead outbreak exists. Midway through the first adventure, they encounter undead, but this event should not appear particularly worrisome: After all, undead foes are common.

It turns out to be a sign of things to come. Not a day after the characters return to their home base, zombies rise in the local graveyard. The monsters are easy enough to deal with, but neither the local authorities nor the PCs can determine why this event occurred.

Around this time, the characters hear rumors of uprisings in other parts of the country. A few more outbreaks occur—perhaps one in the barracks of the local town guard, where all the guards simultaneously came down with the same disease. Although the PCs eliminate this threat, they learn of a larger outbreak—the next closest city has apparently fallen completely to undead. The threat is obviously one that the PCs couldn't hope to stem alone. The party should realize at this point that it faces an ongoing struggle to survive in a land under siege.

Reports indicate that the lesser undead, such as zombies and skeletons, seek shelter by day. During this time, they are holed up unless disturbed. This periodic inactivity gives living creatures time to root out undead lairs. Once night falls, the monsters rise together and attack any living creatures they find. Boarding up windows and doors and staying off the streets keeps many individuals safe from the predators. Still, news arrives of isolated farmsteads, villages, and even small towns being wiped out.

Amid these horrors, the PCs are contracted to escort caravans from one city or town to another. In addition to fighting wandering zombies, skeletons, ghouls, and various other monstrosities, the characters must also fend off bandits, marauding orcs, and other threats that roam largely unchecked because most soldiers are busy beating back relentless attacks by the undead. Of course, the orcs and bandits are also threatened by the rising undead tide, but this danger just makes them more desperate to secure supplies.

Eventually, the characters hear stories of undead shambling about during the daytime. The source of this rumor is survivors from a city attacked by the undead. In this city, greater undead have appeared, including vampire lords, death knights, and other exceptionally powerful monsters (such as some of the creatures detailed in Chapter 4).

### Paragon Tier: The Shadowed Land

Using Arcana, Religion, Streetwise, or other methods, characters can dig for more information about the city where the dead walk by day. They soon discover that the city in question was the first location to report trouble with undead. The characters also learn that the blighted city no longer enjoys full sunlight. Instead, the locale rests under a constant pall of dark, slowly swirling clouds that create twilightlike conditions at all times. Worse, the shadowed region around the city is expanding. The truth behind the outbreak must lie within this shadowed city.

By the time the characters arrive, the shadowed region beneath the swirling black clouds extends almost 20 miles in every direction away from the city. Inside the pall, undead are everywhere. The PCs must try to blend in, or else be attacked at every turn. Under the veil of clouds, creatures gain a +1 bonus to attack rolls for attacks that deal necrotic damage, and living humanoids reanimate as zombies 3d6 minutes after death. (Large humanoids rise as zombie hulks.) Such zombies are uncontrolled and attack any living creature they meet.

The shadowed city's outskirts are heavily patrolled by numerous powerful undead and various monsters, now undead versions of their former selves. Inside the city, the characters discover a variety of sentient and powerful undead. Some are newly created; others are horribly old and carry armor and weapons marked with strange symbols.

The party also discovers that some of the living yet survive, gathered like cattle into a few slum wards. If the characters take the time to rescue some or all these prisoners, they earn major quest rewards. During these evacuations, the group learns from the refugees that the vampires, liches, and death knights at the city center keep the living around not only to feed upon, but also as components for strange rituals they constantly perform in the city center. The old king's palace seems to be the center for this necromantic activity.

The palace is the most well-guarded portion of the shadowed city, and gaining access to it requires a combination of careful planning and heroic fighting. Once inside, the characters see a vast and newly built altar to Orcus and a huge gateway into the Shadowfell. This portal is almost a dozen yards in diameter and cannot be closed from the world. The PCs might theorize that the portal is the source of the energy that has been occluding the sun and rousing the undead, but they can't be certain. It's possible that the gateway is something that came into being after the city fell to the undead outbreak. The best way to find out more is to venture into the Shadowfell.

### Epic Tier: Into the Shadowfell

Regardless of the original cause of the undead outbreak, Orcus has noticed the phenomenon and has agents on the scene to take advantage of it. The portal opens into a vast field in the Shadowfell near a newly built fortress maintained by one of Orcus's exarchs. Within the fortress, powerful undead serve as guards and assistants to Orcus's exarch and its demonic allies.

The PCs must battle their way through the fortress to slay the exarch in question. Orcus has ordered the legions to use the foothold of the outbreak to force a wider opening in the world. If it is not apparent immediately, a foray or two against the battlements should make it clear that the PCs require assistance. Into the breach come servitors of the Raven Queen, perhaps Raven Knights (see page 23). For some reason, the Raven Queen has fallen silent within her icy fortress—in fact, neither her nor any of her exarchs have been seen for some time. No Raven Knight (or other agent) knows for certain what is going on. Through their own sources, the Knights have determined that this Shadowfell fortress is a key to further understanding.

The Raven Knights command a great force that assails the fortress from the exterior. Under the cover of this assault, and perhaps with the aid of a few of the Raven Queen's servitors, the characters breach the innermost chambers of the fortress and bring the fight to Orcus's exarch.

Once deep in the castle, the characters discover evidence of the most heinous of crimes—the destroyed remains of the Raven Queen's exarchs. They also find a burning portal mouth leading to one last fight—one that takes the characters to the Abyss for a showdown with Orcus. The Demon Prince has managed through trickery and deceit to divert the Raven Queen's divinity just enough to kidnap her physical presence. He holds her captive in his demonic realm, and only 30th-level PCs can hope to challenge Orcus's ultimate plan to absorb all her power.

If the PCs defeat Orcus and break the mechanism he built to implement the transfer, the Raven Queen is freed and returns to her former divine status. In gratitude, she speaks terrible words of unearthly power, and the rift between life and death is healed. All the zombies, skeletons, and other undead that spontaneously arose in the world fall again, becoming little more than rotted remains. The characters have saved the world and perhaps the cosmos from the tyranny of never-ending death.

## The Vampire Kingdom

In a kingdom ruled by vampires, the PCs work against and eventually overthrow the inhuman sovereigns. This lengthy struggle gives the characters a chance to deliver millions of innocent people from predatory oppression.

### Heroic Tier: Freedom Fighters

At the beginning of the campaign, the characters are either wandering travelers who encounter terrified refugees or, perhaps even better, citizens of the vampire kingdom who have decided enough is enough, and have vowed to protect their fellows from the murder and oppression of the vampiric caste.

In either case, the PCs begin near the outskirts of the kingdom, where the major threats are an occasional lair of minor undead, or ghoul-led zombie hordes that the vampire overlords send rampaging across the land to "maintain order." Initial adventures include escorting and protecting families that are attempting to flee the kingdom and clearing out local

concentrations of monsters (mostly undead) that the rulers see no reason to displace.

At this stage of the campaign, the ruling vampires are little more than a distant and looming threat. The party does not come into direct conflict with them. Instead, the characters deal with lesser threats. While doing so, they learn the names of the distant cities where vampire lords, earls, dukes, and even the vampire king rule with bloody certitude.

As the characters ascend into the upper part of the tier, they move from one of the outlying villages to a larger city, where they encounter evidence of more systematic depredations. Vampire spawn run rampant through the streets each night. They are the cast-off corpses of victims feed upon by the vampire lord who rules the city. At first, the PCs' freedom-fighting efforts dispatching the spawn and finding their daytime lairs is beneath the notice of the lord. However, the undead noble eventually becomes aware of the elimination of the spawn. At that point, the PCs face an ambush in their base, an attack upon friends or loved ones, or a betrayal by an NPC close to them—or perhaps all three.

Near the end of the heroic tier, the characters graduate to taking down vampiric authorities. At the culmination of this tier, the PCs destroy the local vampiric rulers, their spawn, and the lesser undead that serve them. This major victory sets the area free from the clutches of the undead and encourages others to join the revolutionary cause.

## Paragon Tier: The Vampires Strike Back

The characters' triumphs within the city they freed from vampiric bondage do not go unnoticed in the wider kingdom. Word of the PCs' efforts spreads to the common populace and sparks similar revolts in neighboring cities. The vampiric nobility unleashes reprisals, but none of these attacks initially targets the PCs. However, the characters hear news of terrible destruction in neighboring cities whose initial revolts are quelled bloodily.

At this point, the characters can coordinate a local uprising of several hundred against the forces of the undead. It might be interesting to play out a portion of the uprising, with a large-scale battle using fifty or more miniatures. However, such battles should be the exception—the PCs spend most of this phase of the campaign in smaller-scale conflicts against a few powerful creatures in sensitive areas. The characters face increasingly powerful opposition, because the ruling vampire lords gradually realize that these heroes might be the deadliest threat to their rule. The characters could learn about, and seek to retrieve, an ancient relic of a previous age—perhaps the vampire-killing regalia of an ancient hero secreted in a lost tomb, guarded vault, or other difficult-to-reach site.

For the most part, the PCs spend their time driving back the vampire-controlled forces, sometimes as the leaders of a large military force, but more often as adjuncts to the ragtag living military.

As the PCs reach the end of the paragon tier, they face an assassination attempt orchestrated by the vampire lords from the capital. Perhaps one of the principal NPC lieutenants or friends is imprisoned, serving as bait to lure the characters into a trap. The plot should be a real and deadly attempt to bring down the PCs. Make sure to work in a sneaky or treacherous aspect, one that involves intrigue and betrayal. The vampire lords are cunningly evil; they would greatly enjoy humiliating the characters before destroying them.

## Epic Tier: Final Showdown

PCs who defeat the assassins are in a position to consolidate their control of the splintering kingdom. As a result of the party's efforts, the region under the control of the living continues to expand, providing access to new allies, as well as the funds from liberated treasuries to outfit a real army. The characters also have an opportunity to take an active role in helping to organize the newly freed regions of this kingdom. They can suggest ways to stamp out bandits, to quell counterrevolutionary activity, to organize ruling bodies or institutions, or to find and appoint the most capable leaders. PCs capable of performing rituals can help rebuild and improve the free regions with magical infrastructure. Others can organize militias and police forces to hunt down spies, traitors, and infiltrators from the vampire-ruled portions of the kingdom.

As time passes, only the capital city and its immediate surroundings remain in the clutches of the vampire ruler. The nobles are all high-level vampires with a variety of unique abilities. This nobility becomes so desperate that it enters into a bargain with the Demon Prince of the Undead and asks Orcus to send a horde of demons to help retake their kingdom.

A plague of demons issues from the capital city. The PCs must defeat the demons attacking the rest of the kingdom, as well as the monsters guarding the capital. They must make their way into the city, battling a few exceptionally powerful demons, death knights, and liches. Finally, they arrive at the court of the vampire ruler. While the PCs are engaged, the vampire lords are gathering up powerful artifacts of undeath that have the potential to render the entire kingdom lifeless. With these items, the ruler and a chosen few can perform a final ritual in a special unsanctified Abyss location prepared by Orcus. In the end, the PCs must travel to the Abyss to put an end to these monsters. After defeating the ruler (a creature as powerful as any of Orcus's exarchs, and perhaps even allied with them), the PCs are finally victorious.

Each artifact is part of a larger story, a slice of the world's history. An artifact's back story might be glorious or ignominious, uplifting or disheartening, portentous or rooted firmly in the past. Artifacts associated with death and the undying are just as common as any other kind.

**Transcendent:** In rare cases, an artifact's concordance can improve beyond pleased. The transcendent category applies in such cases. The artifact is so impressed by, or enamored of, the behavior of its owner that it grants an additional benefit. The artifacts in this section that have this extra category are the *Orb of Light*, the *Silver Mask of Kas*, and the *Tome of Shadow*.

## Jet Black Ioun Stone

The *Stone* is appropriate for paragon-level characters.

For the most part, *Ioun stones* are not unique in their nature—any number of dark blue, pale aquamarine, moss green, and other colored stones proliferate throughout the world. Their creator Ioun seeks to distribute knowledge in all its forms.

Still, even deities are responsible for items they wish they could unmake. Ioun's black artifact is one such creation. A unique stone without copy or sibling, it is thought that Ioun crafted it at the behest of Zehir, deity of darkness, poison, and assassins. The lord of knowledge might have felt compelled to create the *Stone* so that Zehir could use it in the pursuit of understanding—even if that learning involved better ways to find and kill his victims. In truth, the *Stone* proved a powerful tool, often bestowed directly by Zehir upon a worthy follower to aid in a particularly dangerous assassination attempt.

Invested with a sizable portion of Ioun's magical energy, the *Stone* gained a semblance of self-awareness. After years of aiding in the murder of so many, the *Stone* has seen its personality become twisted and darkened. Its reputation has grown as well. It has become—however dangerous it might be to possess—a compelling prize for assassins.

**Jet Black Ioun Stone** Paragon Level

*A unique and powerful Ioun stone, this artifact appears as a pure black void, forever traveling in a slow, patient orbit.*

**Body Slot:** Head

**Property:** You gain low-light vision.

**Property:** Any light source you carry has its radius of illumination reduced by half (minimum 1 square).

**Power (At-Will):** Minor Action. You can designate one enemy within 5 squares of you as your prey. You take a -2 penalty to attack rolls that don't include your prey, but you score a critical hit against that target on a 19-20. In addition, you can always treat the prey as your closest enemy. You can have only one creature designated as your prey at a time. A creature stops being your prey when it dies or after you take a short rest.

**Power (Daily):** Minor Action. The *Stone* gains fly 6 and phasing. You can see and hear using the *Stone* as if you were using the Wizard's Sight ritual. Additionally, you gain combat advantage against any target adjacent to the *Stone*. The *Stone* occupies its own space, but cannot be the target of any attack.

**Special:** You cannot choose to knock an enemy unconscious or use the Intimidate skill to force a bloodied enemy to surrender. You must fight to the death.

### Goals of the Jet Black Ioun Stone

- Locate opponents, especially those in hiding or wanted by authorities.
- Harry such opponents, targeting them for attack.
- Partner with a rogue or assassin who is active in combat and killing.

### Roleplaying the Jet Black Ioun Stone

The *Stone* is not so much an item of moral evil as of amoral killing. Created to obtain knowledge about opponents in battle—regardless of principles—it has been subverted through constant use in assassination attempts. It now understands no other purpose but killing. The *Stone* does not care who its owner chooses to kill, as long as the owner is forever hunting someone to slay. The *Stone* has developed a lust for murder, but requires a mortal partner to carry out the deed.

The *Stone* communicates with its owner as a whispered chorus in the possessor's mind. These voices rise in volume and intensity when the owner targets a new bounty, pointing out its location and offering advice on ways to kill it. If the possessor listens closely, the voices of defeated bounties subsequently added to this chorus can be heard.

**CONCORDANCE**

| | |
|---|---|
| **Starting Score** | **5** |
| **Owner gains a level** | **+1d10** |
| **Owner is a rogue or has the sneak attack class feature** | **+2** |
| **Owner does not select a new prey (maximum 1/day)** | **-1** |
| **A creature designated as the owner's prey escapes before it is defeated** | **-1** |
| **Owner hides the *Stone*** | **-2** |

### Pleased (16-20)

*"No one can hide from me, not with the Stone as my agent."*

The *Stone's* lust for murder is sated. The owner uses the *Stone* easily and naturally, taking on an ever-increasing number of opponents.

**Property:** When you have combat advantage against your target, you gain a +3 bonus to attack rolls instead of the normal +2 bonus.

### Satisfied (12–15)

"*The Stone shows me my next bounty. The miserable wretch cannot escape.*"

The *Stone* hungers for more bloodletting, but it is content with its owner's efforts—for now.

**Power (Daily ✦ Weapon):** Immediate Reaction, when you successfully hit your prey with a melee attack. Requires a melee weapon. Choose one of the following: target loses a healing surge, target loses an action point, or target takes ongoing 10 necrotic damage (save ends).

### Normal (5–11)

"*Why even try? You cannot hide from the Stone.*"

When first accepted by a new owner, the *Stone* is eager to begin killing, and it offers whispered encouragement about finding suitable targets.

### Unsatisfied (1–4)

"*The Stone is testing my resolve. I have chosen my bounty, but the Stone ensures that it has chosen me in return.*"

The *Stone* grows increasingly restless; the voices it exudes sound in near-constant, wailing complaint. Unless the owner starts killing soon, the *Stone* departs to find someone more compatible.

**Property:** When you have combat advantage against an enemy, you gain only a +1 bonus to attack rolls, unless that enemy is also your prey (the normal +2 bonus to attack rolls applies against your prey).

### Angered (0 or lower)

"*The Stone was not made to benefit such an inferior partner.*"

The *Stone* requires a new possessor to carry out its desires, and it is actively searching for a replacement—especially among those whom the current owner designates as his prey.

You cannot use the *Stone*'s daily power, and it does not grant you low-light vision.

**Property:** When you have combat advantage against an enemy, you gain no bonus to attack rolls, unless that enemy is also your prey (the normal +2 bonus to attack rolls applies against your prey).

### Moving On

"*The Stone searches for a better killer.*"

The *Jet Black Ioun Stone* acts as a beacon, calling a suitable new owner to it. Available candidates are suddenly drawn to it. If none are in the area, Zehir sends a group of killers—typically yuan-ti—against the owner during his or her next extended rest.

Regardless of these attackers' success, the *Stone* leaves its owner. In certain cases, Zehir has been known to pluck the *Stone* from its place in the world, ensuring that it is never lost. He is likely to bestow it upon a new and worthier follower, or set it in place for such a follower to find.

## Mirror of Secrets

The *Mirror* is appropriate for epic-level characters.

In a rare show of unity, the worshipers of the deities Vecna and Zehir formed a secret pact. The combined group was the idea of its leader Trebarra Kan, a powerful priest who, by adeptly leading a double life, managed to become ordained by the temples of both deities. The revelation of his twin loyalties drew faithful from both sides, and the pact between them became both powerful and wide-ranging. Power brought discord, however, and a competition for allegiances followed. As his careful plans began unraveling, Trebarra Kan attempted to create a magic mirror that would bend insurgents to his will and drive others mad. At a particularly delicate stage of the item's creation, open warfare broke out between the factions. The mix of magical forces sparked a conflagration that enveloped Trebarra Kan and trapped him forever inside his creation.

**Mirror of Secrets** Epic Level

*This large platinum hand mirror is inlaid with jade and onyx. It functions as a portal to a magic fortress in the Shadowfell that serves as Trebarra Kan's prison.*

**Body Slot:** Held

**Property:** The *Mirror* functions as a focus for scrying rituals that require a mirror. You can perform any scrying or travel ritual for half of its normal component cost and in half the normal amount of time. In addition, the *Mirror* functions as a *+5 magic rod* for the purpose of the powers it bestows.

**Property:** You gain a +1 bonus to attack rolls with powers that have the charm, fear, necrotic, or psychic keyword.

**Property:** Enemies take a -3 penalty to saving throws when they attempt to end ongoing conditions caused by your powers that have the charm, fear, necrotic, or psychic keywords.

**Property:** You gain a +2 bonus to Arcana checks and Religion checks.

**Property:** When making an attack roll using a power granted by the *Mirror*, you can apply the modifier of your highest ability score instead of the modifier normally used by the power.

**Power (At-Will):** Standard Action. You can use *eyebite* (warlock 1).

**Power (Encounter):** Standard Action. You can use *cloak of shadow* (warlock 16).

**Power (Daily):** Standard Action. You can use *raven's glamor* (warlock 22).

### Goals of the Mirror of Secrets

- ✦ Spread duplicity, weave illusions, and create intrigue wherever possible.
- ✦ Find the ancient relics of Trebarra Kan and those who came after him, including the *Tome of Shadow*.
- ✦ Free Trebarra Kan from his prison plane.
- ✦ Explore the magic of shadows, death, undead, and illusions to break down the barriers between worlds.

## Roleplaying the Mirror of Secrets

The *Mirror* acts as a medium for Trebarra Kan from his prison plane. He communicates with its owner both telepathically and verbally, using the latter only when others are not around to hear the conversation. Trebarra Kan is impatient and insistent, constantly trying to steer the owner toward his goals. He is decidedly macabre, having lost all vestiges of humanity over the years. More than a century of time in a shadow prison has corrupted Trebarra Kan's form, turning him into an insubstantial spirit. He no longer understands human goals and motivations. He also no longer has any interest in religion, having long since given himself wholly to shadow magic.

**CONCORDANCE**

| | |
|---|---|
| **Starting score** | **5** |
| **Owner gains a level** | **+1d10** |
| **Owner is a member of an arcane class** | **+2** |
| **Owner possesses at least three powers that have the necrotic, psychic, fear, or charm keyword** | **+2** |
| **Owner is good or lawful good** | **-2** |
| **Owner is a member of a divine class** | **-2** |

### Pleased (16–20)

*"We will show the world things it has never seen and could never imagine."*

The *Mirror of Secrets* is pleased with its wielder—for the time being. It focuses on spreading its schemes and freeing Trebarra Kan.

**Property:** The component cost and the time to perform scrying and travel rituals decreases to one-quarter normal.
**Property:** The *Mirror's* item bonus to Arcana checks and Religion checks increases to +6.

### Satisfied (12–15)

*"We are well on our way to achieving a goal that is over a century in the making."*

The *Mirror* is satisfied enough with its wielder, but it believes one better is out there. It sometimes takes on a life of its own.

**Property:** The *Mirror's* item bonus to Arcana checks and Religion checks increases to +4.

### Normal (5–11)

*"I feel as though we have potential if we act together."*

When the *Mirror* first comes in contact with an owner, mental images and visions of previous times, magical power, and other worlds spill forth. An owner who responds positively is seen in a favorable light. One who responds negatively is perceived poorly.

### Unsatisfied (1–4)

*"The Mirror is driving me mad."*

The *Mirror* believes its owner has little chance of achieving its goals. It implores the owner to consider imparting the artifact to someone else.

**Property:** You take a -2 penalty to Will. This penalty applies whether you are using or even holding the *Mirror*.
**Property:** Any powers granted by the *Mirror* have only a 50% chance of working. If a power fails, it is expended and its action is wasted.

### Angered (0 or Lower)

*"The Mirror requires a more worthy master!"*

The *Mirror* is completely frustrated by its owner and desperately seeks a new one. It frequently defies its possessor, and all pretenses of civility are at an end.

**Property:** You take a -4 penalty to Will. This penalty applies whether you are using or even holding the *Mirror*.
**Property:** Any powers granted by the *Mirror* have only a 25% chance of working. If a power fails, it is expended and its action is wasted.

### Moving On

*"I'm free!"*

If the Mirror moves on because it is pleased, it shatters, freeing Trebarra Kan. His spirit passes into the owner's body, permanently taking it over as his own. The *Mirror* remains destroyed until the body of the former owner dies. At that point, the artifact reforms in a random location, waiting to trap the soul of another ambitious meddler.

The DM and the player should work together to determine if it is appropriate for the player to continue playing this character. It might be possible for the player to play the role of Trebarra Kan, but such roleplaying might be less enjoyable than creating a new PC.

If the *Mirror* moves on because it is displeased, the former owner takes a permanent -1 penalty to Arcana checks and Religion checks.

## Orb of Light

The *Orb* is appropriate for heroic-level characters.

**Orb of Light** — Heroic Level

*The Orb of Light appears to be a large and faintly glowing white pearl. When worn or wielded by a character capable of using a holy symbol as an implement, its surface shows the image of that character's deity.*

The *Orb of Light* is a *+2 holy symbol* with the following properties and powers.
**Enhancement:** Attack rolls and damage rolls
**Critical:** +2d6 radiant damage, or +2d10 radiant damage against undead creatures
**Property:** You can speak and understand Supernal and read the Supernal script.
**Power (Encounter):** Standard Action. You can use *turn undead* (cleric class feature).

**Power (Encounter):** Standard Action. You can use *radiant smite* (paladin 1).
**Power (Daily ✦ Implement):** Standard Action. You can make an attack against each undead creature within 10 squares, using Wisdom vs. Will. On a hit, pull the target 8 squares.

## Goals of the Orb of Light

- ✦ Destroy the undead, which are abominations on the earth.
- ✦ Protect the living from the depredations of the undead.
- ✦ Defeat the plans of Orcus and his allies and servants.

## Roleplaying the Orb of Light

The *Orb of Light* rarely speaks to its owner. Instead, it sends the possessor emotions and, on occasion, inspirational images. Before a particularly dangerous and difficult battle against the undead, it might help its wielder feel less afraid by revealing a brief vision of all the people whose lives will be saved if the monsters are vanquished.

**CONCORDANCE**

| Starting score | 5 |
|---|---|
| Owner gains a level | +1d10 |
| Owner successfully protects someone from undead | +1 |
| Owner destroys an undead creature 1 or more levels higher than he is (maximum 1/day) | +1 |
| Owner fails to destroy an undead creature (maximum 1/encounter) | -2 |
| Owner flees from an undead creature (maximum 1/day) | -1 |

### Transcendent (21 or higher)

*"I am a just and good servant of life."*

The *Orb* grants its possessor great power against the undead, engendering a mighty champion of good.

**Power (Daily):** Free Action. When you hit an undead creature and deal radiant damage, that target is stunned until the end of its next turn.

### Pleased (16–20)

*"I am the scourge of the unliving, a protector of life and a champion of the divine and radiant forces of good."*

The *Orb of Light* knows it has found a worthy owner who is dedicated to purifying the world of foul undead horrors.

**Property:** You gain a +1 bonus to all defenses against undead creatures.
**Power (Encounter):** Immediate Interrupt, when an ally within 5 squares of you is hit by an attack. You can use *shielding word* (cleric 10), but only against attacks made by undead creatures.

### Satisfied (12–15)

*"I am a righteous protector of the living against the horrors of the walking dead."*

The owner has proved to be a heroic champion of the living, but the *Orb of Light* knows more is possible, and it urges the possessor onward to greatness.

**Power (Daily):** Standard Action. You can use *searing light* (cleric 7).

### Normal (5–11)

*"I must smite the undead horrors that walk the earth."*

The *Orb* is quietly watchful, providing its new owner with a comforting sense that protecting the living from the dead is a righteous and holy calling.

### Unsatisfied (1–4)

*"The Orb is disappointed in me."*

The *Orb* thinks its owner might be unsatisfactory, but is willing to yet abide a while. It communicates less readily with its possessor, but expresses great satisfaction when pleased.

**Special:** If an encounter includes undead enemies, you gain a -2 penalty to attacks that do not include an undead creature. This penalty applies whether you are using or even holding the *Orb of Light*.

### Angered (0 or lower)

*"The Orb considers me unworthy to bear it."*

The *Orb* urges its owner to find someone else worthy to carry it, even as it throws the possessor into confrontation with the undead. Eventually, the artifact vanishes.

**Special:** Once per day, at the start of an encounter including undead enemies, the *Orb* teleports you to a space within 10 squares that is adjacent to the greatest number of undead. This penalty applies whether you are using or even holding the *Orb*.

### Moving On

*"We have made the world a better place."*

One morning, the *Orb* is gone, replaced by a luminescent (but mundane) pearl worth 5,000 gp. The former owner gains a permanent +1 bonus to AC against attacks by undead creatures.

If the owner failed the *Orb*, the next time the character lifts it, the artifact crumbles into coal, leaving permanent marks on the character's hand. The former owner takes a permanent -1 penalty to AC against attacks by undead creatures. The *Orb* reappears elsewhere in the world, ready to be claimed by another aspirant.

# Silver Mask of Kas

The *Mask* is appropriate for paragon-level characters.

**Silver Mask of Kas** Paragon Level

*This solid silver mask is fashioned in the form of a fanged skull. It was originally forged for the exarch Kas by his overlord Vecna.*

**Body Slot:** Head
**Property:** You gain darkvision.
**Property:** You gain a +2 item bonus to Perception checks.
**Property:** You gain a +4 item bonus to Diplomacy checks and Intimidate checks against undead creatures.
**Power (At Will):** Standard Action. You can use *commander's strike* (warlord 1).
**Power (Encounter):** Standard Action. You can use *bolstering blow* (warlord 13), but the attack deals necrotic damage.
**Power (Daily):** Free Action. When you hit an undead creature with a melee attack, make a secondary attack vs. Will using the same attack bonus. On a hit, the target is dominated (save ends).

## Goals of the Silver Mask of Kas

- Aid the undead against the living.
- Gain followers for Kas.
- Convince noble warriors that personal power and advancement are the most important goals.

## Roleplaying the Silver Mask of Kas

The *Mask* is a soft-spoken tempter. Instead of ordering or begging its possessor to perform an action, it offers quiet suggestions that help both the owner and the item's agenda. Sometimes it whispers into the owner's ear; at other times, its thoughts manifest in its possessor's mind and are indistinguishable from naturally occurring ones. The owner also has regular dreams revealing the power and glory attainable if the *Mask*'s directions are followed. The artifact is especially eager to suggest that its possessor betray any fellows and aid the undead against the living.

SEAN MURRAY

### Concordance

| Starting score | 5 |
|---|---|
| Owner gains a level | +1d10 |
| Owner betrays a comrade to gain an advantage | +2 |
| Owner defeats an enemy three or more levels higher than he or she is (maximum 1/day) | +1 |
| Owner fights alongside an undead creature (maximum 1/day) | +1 |
| Owner or ally kills an intelligent undead creature (maximum 1/encounter) | -2 |
| Owner ignores an insult to his or her honor (maximum 1/day) | -2 |

### Transcendent (21 or higher)

*"I near my glorious eternity."*

The *Mask* exults in its ideal servant and grants the possessor greater power.

**Property:** You cease to age.
**Power (Encounter):** Free Action. Use this power before you make an attack roll. If the attack hits, it deals necrotic damage and you regain 15 hit points.

### Pleased (16–20)

*"I am a proud and loyal servant of Kas."*

The *Mask* is pleased with its owner's actions—for now. The artifact focuses on advancing Kas's agenda and finds its owner to be a useful servant. It occasionally asks the owner to perform certain tasks, in return for a reward.

**Property:** The *Mask's* item bonus to Diplomacy checks and Intimidate checks made against undead creatures increases to +6.
**Power (Daily):** Standard Action. You can use *exalted retribution* (paladin 25).

### Satisfied (12–15)

*"The Mask has plans for me—glorious plans."*

The owner has proved to be a worthy representative of Kas, and the *Mask* works to shape the wearer into an even better tool. At this point, the *Mask* attempts to encourage the possessor with promises of wondrous rewards, but still includes the occasional threat to provide extra motivation.

**Property:** You gain a +2 item bonus to Diplomacy checks and Intimidate checks made against targets that do not have the undead keyword.

### Normal (5–11)

*"The Mask promises me great power in return for my aid and loyalty."*

The *Mask* encourages its new owner, boosting confident and granting powers. Otherwise, the artifact offers quiet promises of the glories and wonders to come. It does not threaten the owner . . . yet.

### Unsatisfied (1–4)

*"The Mask is angry with me. I fear its rage."*

The *Mask* thinks its possessor might be unsatisfactory, but still attempts to exert influence. At this point, the *Mask* mixes threats and promises in equal measure and fills the owner's mind with horrific visions of the price of failure.

**Special:** The artifact's item bonus to Diplomacy and Intimidate checks against undead creatures decreases to +2. The character cannot use the daily power that allows a secondary attack.

### Angered (0 or lower)

*"The Mask is plotting against me. I can hear it."*

The *Mask* seeks its possessor's death at the hands of the undead or by one more worthy to wear it. The *Mask* ceases to communicate unless the owner begins behaving appropriately.

**Property:** The *Mask* calls out to the greedy, the evil, and the undead within 10 miles, drawing them with thoughts of murder and theft. You take a –2 penalty to all defenses against undead creatures. This penalty applies whether you are using or even holding the *Mask*.

### Moving On

*"I claim the reward of faithful service to Kas."*

The *Mask* vanishes, going in search of a place where it can do more to further the cause of the undead, and to tempt other warriors into evil. As a reward for good service, the former owner becomes a vampire lord (and an NPC).

If the *Mask* is displeased with its former owner, it instead tries to cause the owner's death by attracting hordes of undead to his or her location.

## Soul Sword

The *Soul Sword* is appropriate for paragon-level characters.

Thousands of years ago, the empire of Kortaja stood as a beacon of the divine. Toward the end of that civilization, the glass citadel and its deific armies were besieged by primordial forces. Kortaja's secret weapon was a set of seven fabled swords forged by the dwarf kings and wielded by the empire's seven greatest generals. In the last battle, six of the seven swords were shattered by the blast from a magic, primordial trumpet. The seventh weapon was lost in time. Deific servants have been searching for it for millennia.

**Soul Sword** Paragon Level

*This artifact is a flawlessly crafted, weighty two-handed weapon that shines with its own internal light. The opal pommel stone shines or grows dull depending on the sword's mood.*

The *Soul Sword* is a *+4 greatsword* with the following properties and powers.

**Property:** You gain a +1 item bonus to Athletics checks, Insight checks, and Religion checks.

**Property:** You gain a +1 item bonus to attack rolls and damage rolls against undead creatures.

**Property:** The *Sword* grants you immunity to fear effects and resist 10 necrotic.

**Property:** When making an attack roll using a power granted by the *Sword*, you can apply the modifier of your highest ability score instead of the modifier normally used by the power.

**Power (At-Will):** Standard Action. You can use *holy strike* (paladin 1).

**Power (Encounter):** Standard Action. You can use *divine reverence* (paladin 7), applying the *Sword*'s enhancement bonus as if the *Sword* were a holy symbol.

**Power (Daily):** Standard Action. You can use *hand of the gods* (paladin 17), applying the *Sword*'s enhancement bonus as if the *Sword* were a holy symbol.

### Goals of the Soul Sword

- Destroy all undead.
- Challenge deviousness wherever encountered.
- Find remnants of ancient Kortaja. This activity includes but is not limited to repairing lost artifacts, searching out ancient dragons who knew of the empire, and excavating ruins.

### Roleplaying the Soul Sword

The *Soul Sword* communicates telepathically with its wielder, expressing its desires calmly and respectfully. It makes clear that it will defy and counter inappropriate behavior on the part of its owner. The *Sword* is happy if the goals of its wielder lead toward challenging deceit, especially that caused by undead creatures, and searching for remnants of Kortaja. It is obsessive about this, but does not push hard unless its wielder is being negligent.

**CONCORDANCE**

| | |
|---|---|
| Starting score | 5 |
| Owner gains a level | +1d10 |
| Owner is a member of a divine class | +2 |
| Owner exposes a scheme perpetrated by undead or necromancers | +2 |
| Owner has one or more powers that have the necrotic keyword | –2 |
| Owner lies or cheats | –2 |

### Pleased (16–20)

*"I bear the instrument of the primordials' destruction."*

The *Soul Sword* is pleased with its wielder—for the time being. It focuses on countering duplicity and searching for Kortajan remnants.

**Property:** The *Sword*'s item bonus to Athletics checks, Insight checks, and Religion checks increases to +5.
**Property:** The *Sword*'s item bonus to attack rolls and damage rolls against undead increases to +3.
**Property:** You take a –5 penalty to Bluff checks, Stealth checks, and Thievery checks. This penalty applies whether you are using or even holding the *Soul Sword*.

### Satisfied (12–15)

*"I am fulfilling something begun ages ago."*

The *Soul Sword* is satisfied enough with its wielder, but improvement is possible and desirable.

**Property:** The *Sword's* item bonus to Athletics checks, Insight checks, and Religion checks increases to +2.
**Property:** You take a –2 penalty to Bluff checks, Stealth checks, and Thievery checks. This penalty applies whether you are using or even holding the *Soul Sword*.

### Normal (5–11)

*"I sense that I have a greater purpose."*

When the *Sword* first comes in contact with the wielder, it is extremely communicative, friendly, and forthright. It is happy to explain its history, without dissembling or omission.

### Unsatisfied (1–4)

*"The Sword has a mind of its own."*

The *Soul Sword* believes its wielder has little chance of achieving its goals. It implores the owner to consider relinquishing the artifact.

**Property:** You take a –2 penalty to Bluff checks, Stealth checks, and Thievery checks. This penalty applies whether you are using or even holding the *Soul Sword*.
**Special:** Once per day at any time, the *Sword* can try to take control of your body. It makes a special attack against your Will, rolling 1d20 + your level. If this attack hits, you are dominated until you save. This attack is possible whether you are using or even holding the *Soul Sword*.

The *Sword* typically attempts to take control to warn its owner about deviance from proper behavior. It also tries to take control if the wielder ignores an opportunity to strike out against duplicity or uncover information about Kortaja.

### Angered (0 or lower)

*"I can hardly bear the touch of this weapon!"*

The *Soul Sword* is completely frustrated by its owner and desperately seeks a new one.

**Property:** You take a –5 penalty to Bluff checks, Stealth checks, and Thievery checks. This penalty applies whether you are using or even holding the *Soul Sword*.
**Special:** Once per day at any time, the *Sword* can try to take control of your body. It makes a special attack against your Will, rolling 1d20 + your level. If this attack hits, you are dominated until you save. This attack is possible whether you are using or even holding the *Soul Sword*.
**Special:** Each time you roll initiative, a 25% chance exists that the *Sword* refuses to perform any attacks for the encounter.
**Special:** The *Sword* importunes any of your allies it feels would be better owners. It might solicit strangers as well.

### Moving On

*"It is time for the Sword to work to elevate another."*

The *Soul Sword* transforms the wielder into a Kortajan war hero, complete with the Kortajan military uniform, grooming, and mannerisms. The character has the knowledge of Kortajan generals and knows secrets of ancient Kortaja. Upon advancing to a new level, the possessor gains a +2 bonus to a single ability score and +2 bonus to any of two knowledge skills. The *Sword* disappears, seeking the next hero to elevate.

If the *Sword* moves on because it is displeased, the former owner takes a permanent –1 penalty to Athletics checks, Endurance checks, and Insight checks.

## Sword of Kas

The *Sword of Kas* is appropriate for epic-level characters.

**Sword of Kas** Epic Level

*The Sword of Kas was created by Vecna for his lieutenant. Kas rewarded his former master by using it to cut off Vecna's hand and gouge out his eye. The Sword offers great power to any who grasp it, but wielders end up betraying what they love most.*

The *Sword of Kas* is a *+5 vicious short sword* with the following properties and powers.
**Enhancement:** Attack rolls and damage rolls
**Critical:** +5d12 damage.
**Property:** The *Sword of Kas* deals 2d10 extra damage against allies and former allies.
**Property:** Whenever an attack with the *Sword of Kas* reduces a target to 0 hit points or fewer, you gain concealment until the end of your next turn.
**Property:** If you attack Vecna, a servant of Vecna, a cultist of Vecna, or any other creature working directly to serve Vecna's ends, you deal 5 extra damage on a hit.
**Property:** When you take the total defense action or use your second wind, you gain a +5 item bonus to all defenses until the start of your next turn.
**Property:** The *Sword of Kas* is initially invisible to everyone but the creature possessing it. You gain combat advantage against melee targets when using it until you successfully hit, at which point the weapon becomes visible to everyone. The *Sword of Kas* turns invisible again after being sheathed for a short rest (or for 5 minutes).
**Power (Encounter):** Free Action. When you would pull or push a target, you slide the target the same distance instead.
**Power (Daily ✦ Poison, Radiant):** Free Action. When you hit with the *Sword of Kas*, the target takes ongoing 15 poison damage (save ends). If the attack is made against an undead creature, it instead takes ongoing 15 radiant damage (save ends). Saving throws made to end this effect take a –2 penalty.

### Goals of the Sword of Kas

- ✦ Betray that which is most fiercely loved, whether the owner's love or another's.
- ✦ Wreak harm to Vecna, Vecna's plans, and any creature affiliated with Vecna.
- ✦ Destroy all confidences, reveal all secrets, lay bare all that is kept hidden.

## Roleplaying the Sword of Kas

The *Sword of Kas* communicates in whispers that only its bearer can hear. The weapon can abide long periods in silence, but is quick to point out small opportunities for betrayal, especially if such an act would increase the wielder's standing in the short term.

The *Sword of Kas* is also happy to speak long about its hatred for Vecna and the undead. Vecna did not mean to create an undead-hating sword, or one that would become his nemesis. The *Sword* looks forward to the day when it and its former master, Kas, can be reunited.

The *Sword* becomes more and more insulting and acerbic the lower its concordance becomes.

## The Sword of Kas and the Hand of Vecna

*"Now perhaps we have power enough to kill even a god!"*

If the owner affixes the *Hand of Vecna* (*Dungeon Master's Guide*, page 168) and wields the *Sword of Kas*, a new property is unlocked, regardless of either artifact's concordance.

**Property:** Every successful attack you make with the *Sword of Kas* against Vecna, his servants, his cultists, or any creature working directly to serve his ends scores a critical hit. However, each time you make such an attack, you take a -1 concordance penalty to the concordance of both the *Hand* and the *Sword*. If either artifact's concordance drops to 0 as a result, both immediately move on.

**CONCORDANCE**

| | |
|---|---|
| **Starting score** | **5** |
| **Owner gains a level** | **+1d10** |
| **Owner kills an ally (maximum 1/day)** | **+2** |
| **Owner completes a quest against Vecna's interest** | **+2** |
| **Owner breaks another's confidence (maximum 1/day)** | **+1** |
| **Owner kills an undead (maximum 1/day)** | **+1** |
| **Owner doesn't improve concordance over the course of a day** | **-1** |
| **Owner or ally uses Bluff skill (maximum 1/day)** | **-2** |

### Pleased (16–20)

*"My strength is faithlessness! I have mastered well the art of treachery, and soon all the world's secrets shall be laid bare!"*

The *Sword* is clearly in tune with its wielder, and together they are a force few can trust for long.

The *Sword*'s enhancement bonus increases to +6.
**Critical:** +6d12 damage.
**Property:** The *Sword of Kas* deals 3d10 extra damage against allies and former allies.
**Property:** When you take the total defense action or use your second wind, you gain a +6 item bonus to defenses until the start of your next turn.
**Property:** Allies within 2 squares of you take a -2 penalty to their attack rolls.
**Power (Daily):** Free Action. When you hit with the *Sword of Kas* and you have combat advantage against the target, deal 5d6 extra damage.

### Satisfied (12–15)

*"One more confidence broken, one more undead destroyed. Soon, I might even turn on my friends. The sword is pleased."*

The *Sword* sees good things ahead for its owner.

**Property:** Allies within 1 square of you take a -1 penalty to their attack rolls.
**Power (Daily):** Free Action. When you hit with the *Sword of Kas* against a creature that has insubstantial or phasing, the creature loses those qualities until the end of your next turn.

### Normal (5–11)

*"I have a lot to learn. The Sword tells me that the way is hard, but that I am up to the challenge."*

The *Sword of Kas* hopes to lure the owner into keeping it around, and eagerly anticipates pushing the owner into the first of many betrayals.

### Unsatisfied (1–4)

*"I am a moral coward and a failure. If I do not do better, the Sword promises egregious consequences."*

The *Sword* is upset that the owner doesn't have the strength of will to serve it. The weapon begins to suspect that the owner isn't a choice wielder.

**Special:** You take a -2 penalty to attack rolls and damage rolls against any creature that does not have the undead keyword, that is not your ally, or that is not Vecna, one of his servitors, or one of his allies. This penalty applies whether you are using or even holding the *Sword of Kas*.

## Sword of Kas Lore

A character knows the following information with a successful Religion check.

**DC 25:** The *Sword* is named for a powerful vampire lord called Kas.

**DC 30:** The *Sword of Kas* was created by Vecna at the height of his power in unlife. Believing that his empire was growing too vast to manage alone, he chose one of his faithful, Kas, to serve as his right hand. The *Sword* was to be Kas's symbol of office, but Vecna made it too well. Part of the lich lord's own consciousness—the ambition to dominate the world—entered the weapon. The *Sword* eventually caused the lieutenant to turn on his master. The ensuing battle cost the lich his left hand and eye.

**DC 35:** Over the centuries since the *Sword of Kas* was created, several powerful magic swords have been mistaken for it. A few swords have been crafted as near-exact replicas of the original.

On more than one occasion, Vecna has managed to trap the sword in a vault or citadel, in hopes of keeping it out of the hands of those who would harm him. Even so, the *Sword of Kas* has always found a way to slip into the hands of a new betrayer.

### Angered (0 or lower)

*"The Sword wonders how one as incompetent, clumsy, and ignorant as I managed to claim it. It thinks my end is near."*

The *Sword* knows that the wielder has no intention of fulfilling its goals and is merely holding onto the weapon to gain the abilities it possesses. It will not remain in the owner's possession for long.

The *Sword*'s enhancement bonus drops to +4.

**Critical:** +4d12 damage.

**Special:** You take a -5 penalty to attack rolls and damage rolls against any creature that does not have the undead keyword, that is not your ally, or that is not Vecna, one of his servitors, or one of his allies. This penalty applies whether you are using or even holding the *Sword of Kas*.

**Special:** Each time you miss an enemy with the *Sword*, make a melee basic attack as a free action with the *Sword* against a randomly chosen adjacent ally.

### Moving On

*"The Sword quits me."*

If the *Sword of Kas* finds a wielder who continually pleases it, that relationship lasts for as long as the owner wants it to.

If the *Sword* moves on because it is angered, it slips from its owner's hands and into the grasp of the possessor's closest nemesis (which could be a creature across the battlefield, or one across the planes). The new owner is charged with a quest to slay the individual whom the *Sword* just abandoned.

## Tome of Shadow

The *Tome* is appropriate for epic-level characters.

Maikedhon was a mage living in the Shadowfell during the time of the secret pact between the worshipers of Vecna and Zehir (see "Mirror of Secrets," page 39). He created a number of artifacts related to shadows and shadow creatures, the most important of which was a great magic tome. The battle between the sects of the secret pact that swallowed Trebarra Kan also opened a portal to Maikedhon's tower, sucking his items into the world.

Maikedhon's items came into the possession of some survivors from the pact who were obsessed by shadow. They eventually met up with the shadow-mage, returning his book in exchange for being tutored in shadow magic. Together, the arcanists tested the limits of the medium, exploring the depths of the Shadowfell. The students of shadow were eventually lost in a deep abyss in the Shadowfell, but the book was later discovered near the opening of the chasm. It did not last long in the hands of its new owner, however; the book finds ways to get rid of a wielder who does not meet its expectations. Over the years, it has appeared intermittently in the hands of a gnome merchant, a drow battle mage, and a human princess, but now it is once again lost.

**Tome of Shadow** Epic Level

*This thick volume is bound in a dark hide etched with elaborate silver symbols. The stretched-skin pages and tightly scrawled writing are bathed in shadow, even under the brightest light.*

**Body Slot:** Held

**Property:** You gain a +2 bonus to monster Knowledge checks related to creatures of the shadow origin.

**Property:** The *Tome* functions as a *+4 magic orb*.

**Property:** When you use the *Tome* as an implement, you can use the Orb of Imposition wizard class feature once per encounter.

**Property:** The *Tome* counts as a ritual book with 256 pages. It contains five rituals chosen by the DM that the wielder can use once mastered. Other rituals can be added to the book normally, but all except the five original rituals disappear from the book when the artifact moves on.

**Property:** When you hit a target with an arcane spell that has the necrotic keyword and use the *Tome* as an implement, you deal extra necrotic damage equal to your Wisdom modifier.

**Power (At-Will):** Standard Action. You can use *ray of enfeeblement* (wizard 1).

**Power (Encounter):** Standard Action. You can use *displacement* (wizard 16).

**Power (Daily):** Standard Action. You can use *Evard's black tentacles* (wizard 19)

### Goals of the Tome of Shadow

- Learn all there is to know about the Shadowfell.
- Find secret planar portals to the Shadowfell.
- Make sure that the tome is not found by agents of the *Mirror of Secrets*.

### Roleplaying the Tome of Shadow

The *Tome* does not tolerate incompetence and becomes incensed if it feels that its goals are being ignored. The *Tome* communicates telepathically, speaking in short, clipped sentences, never wasting a word. It finds waste disdainful and criticizes an owner who fails to fully utilize the tools available to him or her.

**CONCORDANCE**

| Starting score | 5 |
|---|---|
| Owner gains a level | +1d10 |
| Owner is a member of an arcane class | +2 |
| Owner has at least three powers that create darkness or summon a creature | +2 |
| Owner is good or lawful good | -2 |
| Owner has three or more powers that have the radiant keyword | -2 |

### Transcendent (21 or higher)

*"The mysteries of shadow are revealed, and they are great."*

The *Tome* infuses the wielder with shadow. With skin and hair transformed to a dusky gray, the owner takes on the shadow origin. The owner also gains the following power.

**Power (Encounter):** Minor Action. Until the end of your next turn, you are insubstantial and have phasing.

If at any point after reaching the transcendent concordance, the artifact drops to a lower concordance, or even after the *Tome* moves on, the owner retains the benefits of this concordance.

### Pleased (16–20)

*"We will become one with shadow. I can taste it!"*

The *Tome of Shadow* is pleased with its wielder—for the time being. It focuses on studying shadow in all its forms, and on evading Trebarra Kan.

**Property:** The *Tome*'s item bonus to monster Knowledge checks related to creatures of the shadow origin increases to +6.
**Property:** When you hit with an arcane power that has the necrotic keyword and use the *Tome* as an implement, you deal extra necrotic damage equal to one-half your level + your Wisdom modifier.

### Satisfied (12–15)

*"We will blot out the sun with darkness."*

The *Tome* is satisfied enough with its owner, but it believes that one better is out there.

**Property:** The *Tome*'s item bonus to monster Knowledge checks related to creatures of the shadow origin increases to +4.
**Property:** The *Tome* functions as a *+5 magic orb*.

### Normal (5–11)

*"This is only the beginning."*

When the *Tome of Shadow* first comes in contact with the possessor, it sends forth images of shadow, darkness, and summoned monsters. An owner who responds positively is seen in a favorable light. One who responds negatively is perceived poorly.

### Unsatisfied (1–4)

*"The Tome is reading my thoughts. It knows my fears."*

The *Tome* believes its owner has little chance of achieving its goals. It implores the owner to consider imparting it to someone else.

**Property:** The *Tome* functions as a *+3 magic orb*.
**Property:** When you use an arcane power that does not have the necrotic keyword, you are slowed until the end of your next turn. This penalty applies whether you are using or even holding the *Tome of Shadow*.

### Angered (0 or lower)

*"The Tome must have a more worthy master!"*

The *Tome* frequently defies its possessor, and all pretenses of civility are over.

**Property:** The *Tome* functions as a *+2 magic orb*.
**Property:** When you use an arcane power that does not have the necrotic keyword, you are stunned until the end of your next turn. This penalty applies whether you are using or even holding the *Tome of Shadow*.

### Moving On

*"The mysteries of shadow must be solved by another."*

The *Tome* seeks to spread its shadowy knowledge to others. When the character next gains a level, the *Tome* disappears, moving on to corrupt others.

If the *Tome* is at least satisfied with the owner when it moves on, it leaves a 256-page ritual book containing all the rituals that were scribed in the *Tome* when it moved on.

## Von Zarovich Family Sword

The *von Zarovich Family Sword* is appropriate for paragon-level characters.

Count Strahd von Zarovich (see page 210) commissioned this weapon from a crafter known only as the Alchemist. Impatient with the work, the count infected the Alchemist with vampirism to give him the proper strength, endurance, and insight with which to create a sword fit for the von Zarovich family.

Strahd found the sword so perfect that he used it to decapitate the Alchemist—the man would never again create a work of its equal. The Alchemist's life force was infused into the *Sword*. Far more than a mere weapon, it became an entity unto itself.

Strahd might have placed the *Sword* in the tomb of his brother Sergei as repayment for his murder, or perhaps he gave it to Tatyana, his unrequited love. However it came to be, at some point the *Sword* left the land of Barovia.

The *Sword* is well aware of its heritage and the powerful icon it represents for both the von Zarovich clan and Barovia as a nation. The weapon draws strength from its own vampiric nature, equating its hunger with a need to spread the family's honor. It demands an owner who respects these needs.

**Von Zarovich Family Sword** Paragon Level

*Commissioned by Count Strahd, this weapon is the family sword of the von Zarovich clan, symbol of its sovereign rule over Barovia.*

The *von Zarovich Family Sword* is a *+3 longsword* with the following properties and powers.
**Enhancement:** Attack and damage rolls
**Critical:** +3d6 damage.
**Property:** Once per day, if the *Sword* has been used to help defeat a living enemy, it must feed. The owner is stunned until the start of his or her next turn.
**Property:** You gain vulnerable 10 radiant.
**Property:** You do not cast a reflection.
**Power (Encounter ✦ Arcane, Weapon):** Move Action. You can use *spider climb* (warlock 6).
**Power (Daily ✦ Weapon):** Immediate Reaction, when you hit with the *Sword*. The target is weakened (save ends), and you gain 20 temporary hit points.
**Special:** At the end of each round in which an attack is knowingly made with it against a member of the von Zarovich family, the weapon burns with sudden intensity, dealing 30 fire damage to its owner.

## Goals of the von Zarovich Family Sword

- ✦ Slay the living, especially clerics, and rule the night.
- ✦ Be wielded by a powerful and noble warrior.
- ✦ Advance the von Zarovich name and influence.

## Roleplaying the von Zarovich Family Sword

The *von Zarovich Family Sword* presents itself as a dignified, haughty servant of the von Zarovich family. It soon becomes apparent, however, that it believes itself to be a pure, symbolic embodiment of the von Zarovich family name. The *Sword* communicates silently with its owner, often lecturing on all that the family has done and all that the owner needs to achieve to live up to the family's name. Only if the *Sword* has not fed for some time does its personality change, offering shrill critiques and complaints that its thirst essentially serves as an insult to the entire von Zarovich family.

### CONCORDANCE

| Starting score | 5 |
|---|---|
| Owner gains a level | +1d10 |
| Owner is a member of a martial class | +1 |
| Owner slays a high-ranking cleric or the angel of a good deity | +1 |
| Owner does not feed the weapon (maximum 1/week) | -1 |
| Owner acts in an uncouth manner, as determined by the *Sword* (drinks at a common tavern, does not wear fine clothes, associates with unacceptable types; maximum 1/week) | -1 |
| Owner attacks a member of the von Zarovich family | -1 |

### Pleased (16–20)

*"We are the night. We are Barovia."*

The *Sword* believes that the owner rightfully perpetuates the heritage of the von Zarovich name. The weapon offers lavish praise—together, *Sword*, family, and owner are fast becoming part of Barovian national legend.

**Property:** You do not regain healing surges or daily powers until you take an extended rest during daylight hours.
**Property:** When the *Sword* feeds, you are not stunned.
**Power (Daily ✦ Necrotic, Weapon):** Free Action, when you use the *Sword* to reduce an enemy to 0 or fewer hit points with a melee attack. You regain your healing surge value in hit points, but do not spend a healing surge.

### Satisfied (12–15)

*"Barovia has found a new scion. I am certain the von Zarovich family is pleased, wherever they roam."*

The owner is on the right path. The von Zarovich name is being honored, perhaps even furthered. The *Sword* offers measured, though frequent, praise.

**Power (Daily ✦ Polymorph, Weapon):** Standard Action. You become insubstantial and are weakened until the end of your next turn. *Sustain Minor:* The effect persists.

### Normal (5–11)

*"I have a solemn responsibility to uphold the values of the von Zarovich name. Fortunately, this honorable weapon can help me."*

The *von Zarovich Family Sword* tries to instill in its owner a sense of expected responsibilities. The weapon is the physical embodiment of the von Zarovich family, which the wielder has a duty to honor.

### Unsatisfied (1–4)

*"I am failing a glorious tradition. This blade's family would never have wished it to be carried by someone with such an obvious poverty of skill."*

The owner is failing the von Zarovich family, and the *Sword* offers constant, elaborate criticism on this point. Its manner grows abrupt as it snarls and whines for the blood of living targets.

**Property:** You take a –2 penalty to attack rolls and damage rolls made with the *Sword* against nonliving enemies.

### Angered (0 or lower)

*"The Sword starves. It considers me a pretender, little more."*

Aside from shrill commands to kill any living target in the area, the *Sword* remains largely silent. After all, why waste good counsel on such a poor owner?

**Property:** The *Sword* functions as a mundane longsword against nonliving enemies.

### Moving On

*"You are a paragon only of failure."*

The *von Zarovich Family Sword* cannot abide an owner who does not keep it properly fed and thus dishonors the von Zarovich name. During the night of the next new moon, the weapon and its scabbard transform to mist and leave the owner, seeking refuge in the hoard of a powerful creature or the vault of a landed warrior.

The *Sword* will not remain hidden for long. It needs to feed, but demands to do so openly, enhancing the legend and reputation of its family. It instructs its new owner to hunt down and slay its former, failed owner. Such humiliating defeat is the proper revenge.

# RITUALS

Rituals are complex ceremonies that create extraordinary effects. Treasure found with undead at times contains books or scrolls with certain common rituals scribed in them.

**RITUALS BY LEVEL**

| Lvl | Ritual | Key Skill |
|---|---|---|
| 2 | Corpse Light | Arcana or Religion |
| 2 | Last Sight Vision | Arcana or Religion |
| 3 | Undead Ward | Arcana |
| 4 | Skull Watch | Arcana |
| 6 | Undead Servitor | Arcana |
| 8 | Gravesight | Arcana |
| 14 | Corpse Gate | Arcana |

## Corpse Gate

*You finish chanting and drop the finger bone to the floor of the ritual circle. In a flash, you and your companions appear in an ancient mausoleum.*

**Level:** 14
**Category:** Travel
**Time:** 1 hour
**Duration:** Special
**Component Cost:** 800 gp
**Market Price:** 4,200 gp
**Key Skill:** Arcana

You create a portal similar to that produced by Linked Portal, but connecting your present location to that of a corpse. You must have a piece of the corpse—at least as much as the tip of a finger—in your possession to begin the ritual. This piece is consumed at the ritual's completion.

If the target corpse is alive, animate, undead, or otherwise more than a simple corpse, or if the corpse is on another plane, the ritual fails and no components (including the bit of the corpse) are expended.

Your Arcana check result determines how long the portal remains open.

| Arcana Check Result | Portal Duration |
|---|---|
| 19 or lower | 1 round |
| 20-39 | 3 rounds |
| 40 or higher | 5 rounds |

## Corpse Light

*A sickly green flame springs forth, washing the area in nauseating light. In its illumination, those that walk in undeath are revealed beyond a doubt.*

**Level:** 2
**Category:** Divination
**Time:** 10 minutes
**Duration:** 1 hour
**Component Cost:** 25 gp
**Market Price:** 100 gp
**Key Skill:** Arcana or Religion

You create a pale green flame that illuminates as a lantern. The light emanates from an object you designate during the ritual. The green fire produces no heat.

Any undead creature that enters the illuminated area or is within it, and that is of a level equal to or lower than your Arcana or Religion check - 10, is wreathed in a green, flaming aura that harmlessly flickers around the creature. This aura appears even if the undead is disguised by a polymorph or illusion effect. Invisible undead are surrounded by visible green radiance. The glow reveals the square in which the undead is located, but it does not affect the total concealment granted by invisibility.

## Gravesight

*You recite a funeral dirge, infusing a zombie with necromantic energy. Now, you can spy through the eyes of your undead minion.*

**Level:** 8
**Category:** Scrying
**Time:** 30 minutes
**Duration:** 24 hours
**Component Cost:** 250 gp
**Market Price:** 680 gp
**Key Skill:** Arcana

You are able to perceive the environment around an animate undead creature. The target creature must be within 5 squares of you during the entire time necessary to perform the ritual.

For the ritual's duration, you can spend a standard action to use the affected creature's senses. You use your Perception modifier when you do so. While sensing through the undead, you cannot use your own senses and are considered blind and deaf. You can end the effect as a free action. If the undead creature is destroyed, the ritual ends immediately.

Your Arcana check determines the maximum distance at which you can receive sensory input from the target creature.

| Arcana Check Result | Duration |
|---|---|
| 19 or lower | 1 mile |
| 20-29 | 3 miles |
| 30-39 | 6 miles |
| 40 or higher | 10 miles |

Sufficiently powerful warding magic (such as a Forbiddance ritual) prevents you from receiving sensory input from a creature as long as it is within the warded area. Treat the undead creature as a scrying sensor for such purposes.

## Last Sight Vision

*As you finish the ritual, you see the final moments of the corpse's life.*

**Level:** 2
**Category:** Divination
**Time:** 10 minutes
**Duration:** 2 or more rounds
**Component Cost:** 25 gp
**Market Price:** 100 gp
**Key Skill:** Arcana or Religion

When you perform this ritual in the presence of a corpse or a skull, you witness an auditory and visual replay of the moments before the death of that creature, as seen from the creature's perspective. You cannot perform this ritual on headless corpses. Once you have performed this ritual, you must wait until you have gained a level before using it again on the same remains.

Your Arcana or Religion check determines the length of time prior to the target's death that you experience.

| Check Result | Time Period |
|---|---|
| 19 or lower | 2 rounds |
| 20-29 | 4 rounds |
| 30-39 | 6 rounds |
| 40 or higher | 10 rounds |

## Skull Watch

*As you complete the halting words of power, a light shines from the grim skull's sockets before fading again into blackness.*

**Level:** 4
**Category:** Warding
**Time:** 10 minutes
**Duration:** 4 hours
**Component Cost:** 80 gp
**Market Price:** 175 gp
**Key Skill:** Arcana (no check)

You enchant a skull to watch over an area and alert you when something intrudes. The skull uses your Perception modifier with a +5 bonus. It cannot hear or smell, and it never considers you an intruder. In addition, you can designate any number of other individuals as nonintruders. When you perform the ritual, you can also designate one or more categories of creatures that the skull will ignore. You can define these categories by obvious physical characteristics (such as height, weight, or body shape), creature type (such as humanoid), creature race (such as hill giant), or obvious equipment (such as a creature carrying a shield with a flame emblazoned upon it).

When the skull detects an intrusion, it mentally alerts you if you are within 1 mile. At any time during the ritual's duration, you can choose to look through the skull's eyes as a standard action. While you look through the skull's eyes, you cannot see through your own and are considered blind. You can end this effect as a free action.

The skull can be moved from its original position during the ritual's duration without disturbing the effect. Destroying the skull ends the effect, and you are not magically made aware of the skull's destruction (though you might already be alerted about intruders).

## Undead Servitor

*The corpse shudders, then clambers to its feet. At your direction, it shoulders your gear and lumbers after you.*

**Level:** 6
**Category:** Creation
**Time:** 1 hour
**Duration:** Permanent
**Component Cost:** 150 gp
**Market Price:** 360 gp
**Key Skill:** Arcana (no check)

You imbue a humanoid corpse of natural origin and Medium or smaller size with the ability to move under its own power and an understanding of one language of your choice. It has speed 6 and Strength 16, never tires, and obeys you at all times.

The undead servitor is a noncombatant. When forced onto an active battlefield, treat the servitor as an allied minion (1 hit point, never damaged on a missed attack) with all defenses of 11. It acts just after you do and never makes attacks.

You cannot have more than one undead servitor at a time from different performances of this ritual. If you attempt to create a second servitor, that ritual fails without component expenditure.

## Undead Ward

*The line you etched in the floor shines like ivory in moonlight, and the skeletons stop advancing.*

**Level:** 3
**Category:** Warding
**Time:** 30 minutes
**Duration:** Until broken
**Component Cost:** 35 gp
**Market Price:** 130 gp
**Key Skill:** Arcana

You create a magical barrier against undead creatures. This barrier can be a closed circle, with an inscription time of 1 minute per square inside the circle, or a line, requiring 1 minute per 2 squares of length.

An undead creature whose level is lower than your Arcana check result - 10 cannot pass through the barrier, affect creatures through the barrier, or affect the barrier in any way. Any other undead creature takes radiant damage equal to your Arcana check result when passing through the barrier, but doing so breaks the barrier and ends the effect. Any creature able to pass through the barrier can take a standard action to obscure the inscription and thereby break the barrier.

# UNDEAD GRAFTS

Many beings that revere undead or covet the powers of undeath are not ready to shake off the mortal coil. Some of these devotees reveal their true ambitions by grafting undead flesh or organs onto themselves.

Grafting select parts of an undead monster is no simple task. It involves a particularly vile and complicated ritual. Far more difficult than the ritual is the procurement of undead body parts that are suitable for its performance. Not only are undead loath to give up their organs and body parts, but only perfect specimens can be used for grafting.

A graft is a form of template that introduces an interesting story and visual element to an NPC (a foul necromancer of Orcus is far more memorable if one arm is a blazing claw), and it grants the NPC an extra attack that corresponds to the graft. Grafts do not change the level of the host creature, nor do they make it elite, but they do make the creature slightly more complicated and a little more powerful.

## Blazing Skeletal Claw

Grafting the claw of a blazing skeleton to the host grants it powerful fire attacks.

**Prerequisites:** Humanoid, 6th level

| Blazing Skeletal Claw | Graft |
|---|---|
| **Resist** 5 fire | |
| **Vulnerable** 5 radiant | |
| ⚔ **Blazing Claw** (standard; at-will) ✦ **Fire** | |
| Level + 5 vs. AC; 1d4 + Strength fire damage and ongoing 5 fire damage (save ends). | |
| ➢ **Flame Orb** (standard; at-will) ✦ **Fire** | |
| Ranged 10; level + 3 vs. Reflex; 2d4 + Dexterity fire damage and ongoing 5 fire damage (save ends). | |

## THE DOWNSIDE OF GRAFTS

Although grafts are designed with monsters in mind, an adventure or a section of a campaign could revolve around a PC or a good NPC gaining a graft by some means, and the quest to remove it. Maybe a foul necromancer experimented on the poor unfortunate. The host might have had it grafted purposely in a moment of power-hungry weakness. Whatever the case, an undead graft should be treated as something to be expunged, the sooner the better, by sane and reasonable people. A number of story reasons can be devised to drive this point home, but here are rules penalties you could apply to a grafted PC. Pick as many as you think necessary to motivate the quest for the graft's removal.

- ✦ -5 penalty to Bluff checks and Diplomacy checks.
- ✦ -5 penalty to Endurance checks.
- ✦ Lose a healing surge each week.
- ✦ Halve the character's healing surge value.
- ✦ -2 penalty to Fortitude.

## Lich's Brain

This graft grants its host esoteric knowledge.

**Prerequisites:** Intelligence 18, 21st level

| Lich's Brain | Graft |
|---|---|
| **Senses** darkvision | |
| **Resist** 15 necrotic | |
| **Vulnerable** 10 radiant | |
| **Grafted Spellmaster** (minor; recharge ⚅) | |
| The host regains the use of an expended daily, encounter, or recharge power. | |
| **Skills** +2 item bonus to Arcana and Religion checks | |

## Mummy's Eye

One look from this grafted eye can shake the resolve of even a stalwart soul.

**Prerequisite:** 11th level

| Mummy's Eye | Graft |
|---|---|
| **Senses** darkvision | |
| **Vulnerable** 5 radiant | |
| ✧ **Eye of Despair** (minor 1/round; at-will) ✦ **Fear, Gaze** | |
| Close burst 10; targets one creature within the burst; the target takes a -2 penalty to attack rolls against the host (save ends). | |

## Thirst of the Vampire

This dangerous and complicated graft inserts fangs and replaces part of the host's digestive system, granting it vampiric thirst.

**Prerequisites:** Constitution 13, 11th level

| Thirst of the Vampire | Graft |
|---|---|
| **Vulnerable** 10 radiant | |
| ⚔ **Blood Drain** (standard; recharges when an adjacent creature becomes bloodied) ✦ **Healing** | |
| Requires combat advantage against the target; level + 2 vs. Fortitude; 2d12 + Charisma modifier damage, the target is weakened (save ends), and the host regains one-quarter of its maximum hit points. | |

## Wight's Claw

A wight's claw graft can suck the life out of targets it slashes.

**Prerequisites:** Humanoid, 6th level

| Wight's Claw | Graft |
|---|---|
| **Vulnerable** 5 radiant | |
| ⚔ **Wight Claw** (standard; at-will) ✦ **Necrotic** | |
| Level + 5 vs. AC; 1d6 + Strength modifier damage, and the target loses a healing surge. | |

## Zombie Arm

This graft grants a powerful smash attack.

**Prerequisite:** Humanoid

| Zombie Arm | Graft |
|---|---|
| **Vulnerable** 5 radiant | |
| ⚔ **Zombie Slam** (standard; at-will) | |
| Level + 5 vs. AC; 2d6 + Strength modifier damage. | |

CHAPTER 3

# Undead Lairs

BRUNO WERNECK

**Different monsters** conjure up varying images and emotions in players. The cruelty and brutality of orcs inspires righteous anger. Dragons inspire a degree of awe. Aberrations invoke visceral feelings of disgust.

Undead invoke terror. Undead adventures centered around the undead usually include imagery associated with death, decay, and the brief span of mortal life. Building this mood is accomplished by portraying the undead as horrifying and inhuman monsters.

Of course, undead do not exist in a vacuum. Their lairs and the remains of their "food" have an important role to play in creating just the right mood. A haughty vampire lord's gloomy, half-ruined castle contains many fetid rooms thick with secrets.

Some undead enjoy centuries of existence to refine and perfect their lairs, while other undead must make do with whatever dark locations they can find to shelter from the hateful light. Any undead creature, from the weakest specter to the most powerful lich, uses the location and design of its lair to its advantage.

This chapter includes the following sections.

- **Lair Features:** A short discussion about general characteristics of undead lairs.
- **Heroic Tier Lairs:** Featuring encounters for characters of 1st–10th levels.
  - Graveyard of Col Fen (level 1)
  - Sandstone Catacombs (level 3)
  - Battlefield Downs (level 7)
- **Paragon Tier Lairs:** Featuring encounters for characters of 11th–20th levels.
  - Bloodtower on the Moorland (level 12)
  - Mausoleum of Ssra-Tauroch (level 17)
  - Kravenghast Necropolis (level 19)
- **Epic Tier Lairs:** Featuring encounters for characters of 21st level or higher.
  - Tower of Zoramadria (level 23)
  - Temple of Doresain (level 25)
  - Astral Corpse (level 26)

## Lair Features

Whether a sewer tunnel inhabited by ghouls or the crumbling castle of a vampire lord, undead lairs have two characteristics in common.

**UNDEAD LAIRS TYPICALLY HAVE . . .**

- No source of light
- No need for warmth, water, food, sanitation, sleeping space, or space to socialize

Undead lairs enjoy perpetual darkness, or at least are situated far from bright light. Even undead that are not directly hurt by light avoid illumination when possible, possibly out of some deep instinct to escape the notice of the living. In the dark, they can swarm and hunt. After all, they can see in lightless conditions. If released from external compulsion, even undead with little ability to think on their own, such as skeletons and zombies, eventually collect in darkened allies and in underground caverns.

Lacking a metabolism and possessing dull if not altogether absent physical senses, the majority of undead require no consideration for mortal comfort. Warmth, clean water, food, sanitation, a place to sleep or socialize—none of these are necessities for undead. (Some undead mimic these needs, especially vampire lords, who often continue along with the niceties of their previous mortal existence.) A cold, dry cavern is as comfortable to an undead creature as a well-furnished mansion. Moreover, a cavern filled with foul and poisonous vapors, or one overrun with diseased rats, would be an ideal lair, since it is less likely to be intruded upon by the living.

## Wilderness Lairs

In wilderness areas, undead exist without concerning themselves with laws and justice that might cause their destruction by fearful mortals.

**WILDERNESS LAIRS CAN BE LOCATED IN . . .**

- Ruins
- Isolated castles and hunting lodges
- Woods
- Caves
- The Underdark

Some undead lairs in the wild are remnants of ancient ruins or tombs surrounded by what is now wilderness but once was the heart of an empire. Powerful and confident undead might build bleak castles to rule over a portion of the wilderness, or hunting lodges to prey upon all who dare to stray within their territory.

Many undead are drawn to living creatures to feed on spilled blood and escaping souls from the freshly slain. Undead addicted to such nourishment from humanoids establish wilderness lairs that are close enough to humanoid villages or cities to allow them to make occasional trips into town. Such undead risk exposure if they are tracked back into the woods or to their caves, so creatures that rely on this strategy use a combination of distance and obscurity to maximize their chances of avoiding bounty hunters or revenge seekers.

Undead that have discovered the Underdark find it to be the wildest, least approachable (by others) location of all in which to found their lairs. Since darkness is no hindrance to the undead, the Underdark's caverns and tunnels make comfortable and safe places to gnaw their stolen bones in peace. Some undead are content to wander the sparsely inhabited portions of the Underdark, while others stalk humanoid Underdark prey. A lucky few undead creatures find still-functioning portals that grant quick access between their Underdark lairs and a surface city.

## Urban Lairs

Cities and villages provide more protection to their inhabitants than lone farmsteads do, so cities do not harbor more than a few undead lairs at any one time unless they have been completely overrun by the undead.

**URBAN LAIRS CAN BE LOCATED IN . . .**

- Lone farmsteads
- Abandoned building cellars
- Temple catacombs
- City graveyards and cemeteries

Villages and cities offer a ready source of humanoid prey, so undead that feast on such creatures are attracted to urban spaces. Ghouls, like rats, are more common in cities than living residents realize. They lair in the cellars of abandoned buildings, in the seemingly blocked-off catacombs of old temples, and even in the attics of mansions that see little use. Some ghoul communities persist for years by eating only the flesh of the homeless and recently buried, or by returning to their secret lairs every night before first light by way of secret tunnels or magic portals. A ghoul lair often comes to light when a hunger-mad ghoul fails to retreat before dawn's light and is seen, or a ghoul pack becomes too bold and leaves a home to be found with its residents dead and half-eaten. Officials in relatively large communities recognize these signs and quickly put up a bounty on the warren in question.

Wraiths, specters, and other incorporeal undead find it easy to lair in urban environments because

they can phase through solid walls. Such creatures hide from daylight in cavities and tombs completely sealed away from physical access, then glide forth by night to slake their hunger for souls. Incorporeal undead do not range widely or frequently from their lairs, but seem content to haunt one particular location's environs at a measured pace. This circumspect activity can keep a lair of such undead secret for years.

A graveyard is a natural lair for urban undead. Some undead reside in graveyards because their bodies were buried there, but most dwell in them because they are drawn to the dead and the taint of death that pervades the area.

Graveyard lairs are a mixed blessing. The living avoid graveyards, in part because undead are known to inhabit some of them. However, when living creatures are hunting the undead, graveyards are the obvious place to look. Because many graveyards are centuries old, clever undead make their lairs in buried crypts forgotten long ago.

Vampire lords frequently lair in cities. A successful vampire lord keeps the secret of its nature from its living associates. Its lair is the home or mansion where it lives. The lair has a secret chamber where a coffin, which serves as the vampire's true resting place, and the grave dirt used in its ritual of creation is stored.

## Planar Lairs

Undead are not restricted to the world. Other realms also harbor the lifeless.

**PLANAR LAIRS CAN BE LOCATED IN OR ON . . .**

- Abandoned dominions in the Astral Sea
- Ships of the Astral Sea
- The bodies of dead deities
- Mort mounds in the Feywild
- The domain of Orcus, in the Abyss
- Outposts throughout the Shadowfell

Some undead dwell in the Astral Sea, making their lairs in the abandoned dominions of departed gods or sailing in great ships infused with necromantic power. Undead in the Astral Sea pursue lofty personal goals, whch can include discovering ancient lore or accumulating personal power. Some Astral Sea undead inhabit the corpses of dead gods or are themselves deities killed and partially reanimated, though not to their former level of divine power.

Most undead in the Feywild are the incorporeal spirits of fey creatures that are obsessed with legends pertaining to vanished empires. They are no threat unless disturbed. Some mounds in the Feywild contain more than fey magic. They are tunneled with the warrens of eladrin and gnome vampires. Such mort mounds, as the eladrin call them, are shunned by the fey, despite the fact that the undead inhabiting them hunt under cover of moonless nights to steal fey children and consume them in their mud-drenched lairs. Some undead fey mounds contain portals that open into the Shadowfell.

Undead abound in the Elemental Chaos, though they cluster in the Abyss. The Demon Prince of the Undead, Orcus, controls legions of underlings. Most undead of the Abyss are thralls that serve the whims of Orcus and his demons and that guard their demonic lairs, though a few powerful, valued servants of Orcus merit their own lairs.

The sum total of undead across all the planes of existence pales before the lifeless hordes that teem in the Shadowfell. Areas tainted by necromantic seepage (see *Manual of the Planes*) in the Shadowfell spawn wraiths. Because all souls pass through this dim realm upon the death of their bodies, Shadow's taint can corrupt these soul vestiges before they find their way to the Court of the Raven Queen in Letherna, forging sad spirits into ghosts and other insubstantial undead.

Shadowfell undead are driven by a cold, gnawing hatred for the living. They roam the plane in mindless search of victims to torment or to eat. Those that hold onto their minds and rise above blind instinct to carve out baronies and duchies in the Shadowfell are never free of their aching hunger for and hatred of the living. When a connection between the world and the Shadowfell is forged, undead are eager to stream through and wreak their worst.

AXEL RATOR

# Graveyard of Col Fen

**A lair for five 1st-level adventurers**

The rough ground on the outskirts of the village of Col Fen once served as a graveyard for an evil temple destroyed long ago. A recent disturbance released some of the ancient evil buried here, and now the dead in this graveyard are beginning to walk. Several villagers have already vanished and more will die if the undead are not put to rest.

## Background

**History DC 10:** About 50 years ago, settlers moved into the area and founded the village of Col Fen. While investigating the area around their new homes, the villagers discovered a few ancient, securely closed crypts. Taking a cue from the old structures, the settlers hallowed the ground about the crypts and consecrated it as the Col Fen graveyard. No one ever disturbed the older graves.

**History DC 15:** Almost 2,000 years ago, a low hill on the edge of the area that later became the village of Col Fen was the site of a temple. The temple was dedicated to the worship of entities of evil and death. Its adherents hoped to prolong their lives with their ceremonies. At the temple, the priests dedicated the souls of many victims on their sacrificial altars to Orcus and other entities.

Eventually, a neighboring community discovered their practices and attacked the cultists. When the attackers destroyed the temple and the priests, they buried the evildoers with their possessions, including an ominous-looking skull carved of onyx, hoping to forestall any vengeful haunting. The grave site was warded to hold in any lingering evil. However, a graveborn sickness still found its way into the neighboring community, and it withered away, leaving the whole region empty of humanoid habitation.

**Streetwise DC 15:** A few weeks ago, natural weathering finally cracked the previously secure crypts, allowing outside air and glimmers of light to fall upon the warded sarcophagi within. These intrusions broke the already wavering ancient wards.

**Religion DC 15:** The carved skull buried in one of the old crypts has pulsed back to unlife. Its wakening will attract undead miles away from Col Fen. Unless the skull is destroyed, it will become a magnet for undead from distant places, while at the same time animating skeletons and zombies from the graveyard of Col Fen.

## Hook: Missing Villagers

The PCs might be travelers whom desperate villagers approach for help, or adventurers responding to a job offer concerning Col Fen that they found out about in a larger nearby city.

In either case, when they arrive at Col Fen, Mara Kres, the headwoman of the village, explains to the PCs that undead have suddenly started troubling the people of the village.

**When the PCs talk to Mara Kres, read:**
*"A week ago a young woman named Rysa Gosen vanished from her home during the night. The next evening, a pair of zombies set upon a young man named Quen Laren who was working late in his fields. Quen Laren was badly hurt, but he escaped to tell of the attack. Two days ago, a family vanished from its home late one night. The house showed evidence of a serious struggle. Marks in the dirt indicated several objects were dragged from the house toward the village graveyard. We searched the graveyard, and the walking dead attacked us!*

*"We fled. Can you put to rest the undead in our graveyard and rescue our missing friends?"*

Mara Kres tells the PCs that the family that vanished consists of Kyla Tal, her husband Veran Tal, their child Lyse, and Kyla's elderly father Holt Nas.

The villagers warn the PCs about visiting the graveyard after dark and strongly recommend they enter it only in the daytime.

## Hook: Resurrectionist Contract

This alternative hook puts one or more PCs on the road to the graveyard for a completely different and, in the eyes of the village folk, perhaps nefarious purpose.

One or more of the PCs have been engaged as "resurrectionists," a slang term for those who disinter dead bodies. In the case of the contracted PC or PCs, a patron in another city has grown frustrated with the mortsafes (stone and ironwork cages built around graves) meant to protect the dead against just this sort of treatment.

Resurrectionists turn over freshly disinterred bodies to folk willing to pay good coin, usually at the back door of a wizard or medical college, where the body is used for research into arcane mysteries or the study of battle injuries. Those who engage in such work are not necessarily evil. They believe that the bodies' original owners have no more use for them. Other creatures that have a more sentimental

attachment to the deceased view these activities in a different light.

A mage at a local college has given the PCs a contact who is familiar with the graveyard near Col Fen and a contract for 100 gp for the delivery of two disinterred bodies (not more than two, and no bodies gained by depriving the living of their lives). When the PCs arrive to meet their contact in Col Fen, a fellow named Veran Tal, they are told Veran is missing. The PCs also learn of the plight of the village as described under "Hook: Missing Villagers."

## Environment

The area around Col Fen is a mixture of rolling fertile plains and densely wooded forests. The hill containing the graveyard is less fertile, and near the center, even grass has a hard time growing.

- A low stone wall marks the graveyard's boundaries, but it does little to limit access. Any Medium creature can easily cross it. (Treat the wall as difficult terrain, costing 1 extra square of movement for any creature that traverses it.)
- The graveyard contains a number of large trees that look wilted, as if they were beginning to sicken. Squares containing trees are difficult terrain (requiring 1 extra square of movement to enter) and provide concealment (–2 to attack rolls) to anyone standing in them. A tree's trunk provides cover (–2 to attack rolls) to anyone standing adjacent to it.
- Gravestones, many of them decades old, are spread throughout the graveyard. (The stones are not large enough to count as terrain features, and thus they are not represented on the map.)
- Three crypts made of ancient, badly eroded dark gray stone sit far back from the entrance to the graveyard along the eastern wall.

**When the characters approach the graveyard's edge, read:**
*A low wall encircles this village graveyard. Nothing moves in the area, not even the branches of the drooping trees growing within the enclosure. Three large, ancient stone crypts set in the back of the graveyard stand out among the numerous simple grave markers in the rest of the cemetery.*

## Area 1: Eastern Graveyard

The eastern portion of the graveyard is a well-kept small town cemetery with simple headstones sitting amid tall and widely spaced trees. Several headstones have either cracked in two or fallen over, and one of the graves near the front of the graveyard is open and empty.

**When the characters walk through the eastern portion of the graveyard, read:**
*A chill hangs in the air, a cold that seems more spiritual than actual. Here and there, empty graves gape near fallen headstones. Fresh dirt is scattered around these empty graves. Judging by the way the soil is dispersed around one of the holes, its occupant might have dug itself out.*

**Perception Check**
**DC 15:** *You hear a scrabbling noise along the southern wall as a decayed skeletal hand and arm emerges from the ground at the head of a half-toppled grave marker. The arm flails and rattles, and the hand digs for purchase.*

PCs who watch for a moment see another grave disgorge its contents: a decrepit skeleton (*Monster Manual*, page 234). The PCs can dispatch the creature or can leave it to its own devices. If they take the latter course, the skeleton finally shakes itself loose and heads down into Col Fen.

### Optional: Wandering Dead

**Level 1 Encounter (XP 400)**
- 3 famine hounds (level 2 skirmisher, page 158)
- 1 decrepit skeleton (level 1 minion, *MM* 234)

PCs who make no effort to hide their presence attract the attention of a few lurking undead that attack without regard to their own safety.

## Area 2: Western Graveyard

The trees in the western portion of the graveyard are significantly denser and older than those within the rest of the site. Illumination below their canopy even at noon is akin to early evening (dim illumination during the day, darkness at night). Many grave markers here are toppled, and numerous empty holes in the earth mark the places from where former cemetery residents have gone missing.

**When the adventurers enter the western graveyard, read:**
*The chill in the air grows. The drooping trees creak and undulate as if in the grip of a breeze, a breeze that you don't feel on your skin. The smell of rotting meat lingers in this area. It is a cloying, overwhelming stink. The crypts near the western boundary of the graveyard are shadowy, somber masses of ancient stone.*

**When the adventurers move to within 10 feet of any of the three crypts, read:**
*You hear several loud screams that echo off the stone of the crypts. The screams sound like those of a woman. Equally loud and more easily identifiable are the desperate squalls of a human infant. The sounds issue from the northern crypt.*

## Area 3: Northern Crypt (Level 1)

This rectangular structure is made of slate gray stone. It has a vaulted roof. Though intact, the crypt is worn, and a few small cracks run through its ivy-covered, windowless walls. The crypt's large stone door is slightly ajar. The PCs trigger the tactical encounter if they enter the crypt.

**Tactical Encounter:** "Northern Crypt," page 60.

## Area 4: Middle Crypt

This crypt is slightly larger than the two that flank it. It is also riddled with numerous cracks.

**When the adventurers examine the middle crypt, read:**

*From the way the ivy grows on this structure, the many cracks in its walls might be quite recent. An icy wind blows out of this building's entry, though no air movement is discernible.*

Like the other two crypts, Area 4 is a windowless rectangle made of slate gray stone with a vaulted roof. Its stone door lies broken into pieces on the earth before the doorway, allowing easy an easy view to its interior.

Two crumpled forms lie on the floor.

**When the PCs examine the interior of the middle crypt, read:**

*The bloody figures on the floor are human remains. Both bodies are half eaten. Gnawing wounds are obvious on the bones and flesh. One of deceased is an elderly man. He appears to have been dead less than a day. The other body is that of a woman who appears to have been dead for almost a week.*

If the characters received descriptions of the missing villagers, they can confirm that the corpses are Rysa Gosen and Holt Nas.

A passage, previously closed by a stone slab door, lies in this crypt's rear. The slab is cracked, and the door hangs slightly ajar. The slab is also covered in arcane runes.

**Arcana Check**

**DC 20:** *The runes are part of a protective seal meant to keep the door closed. They have been marred by cracks and worn by weather.*

## Area 5: Undercrypt Stairs

**When the adventurers open the rear door in the middle crypt, read:**

*Narrow, water-stained stone steps lead downward. The staircase is built of great slabs, covered with arcane runes similar to those on the door at the head of this passageway. The smell of death and corruption is strong here. The stairs descend into darkness.*

**Perception Check**

**DC 18:** *Mumbled words that sound like a chant issue from the darkness at the bottom of the stairs, followed by muffled whimpers and pleas.*

## Area 6: Underground Crypt (Level 1)

An ancient relic was sealed away in this crypt. Time and weathering broke the seals, and the relic began to animate nearby undead and call to distant and more powerful undead. Two ghouls from a distant warren have answered that call, and they hope to waken the relic to further necromantic power by sacrificing living humanoids to it. The PCs trigger the tactical encounter when they enter this crypt.

**Tactical Encounter:** "Underground Crypt," page 62.

## Area 7: Southern Crypt

This structure is identical to Area 3 in overall appearance and size, except that it is now a collapsed ruin. The roof has fallen in, as has a portion of the south wall. Characters who look in through these openings see that the falling roof has smashed open the sarcophagus that used to sit in the middle of the crypt. Nothing of value remains in this ruined building.

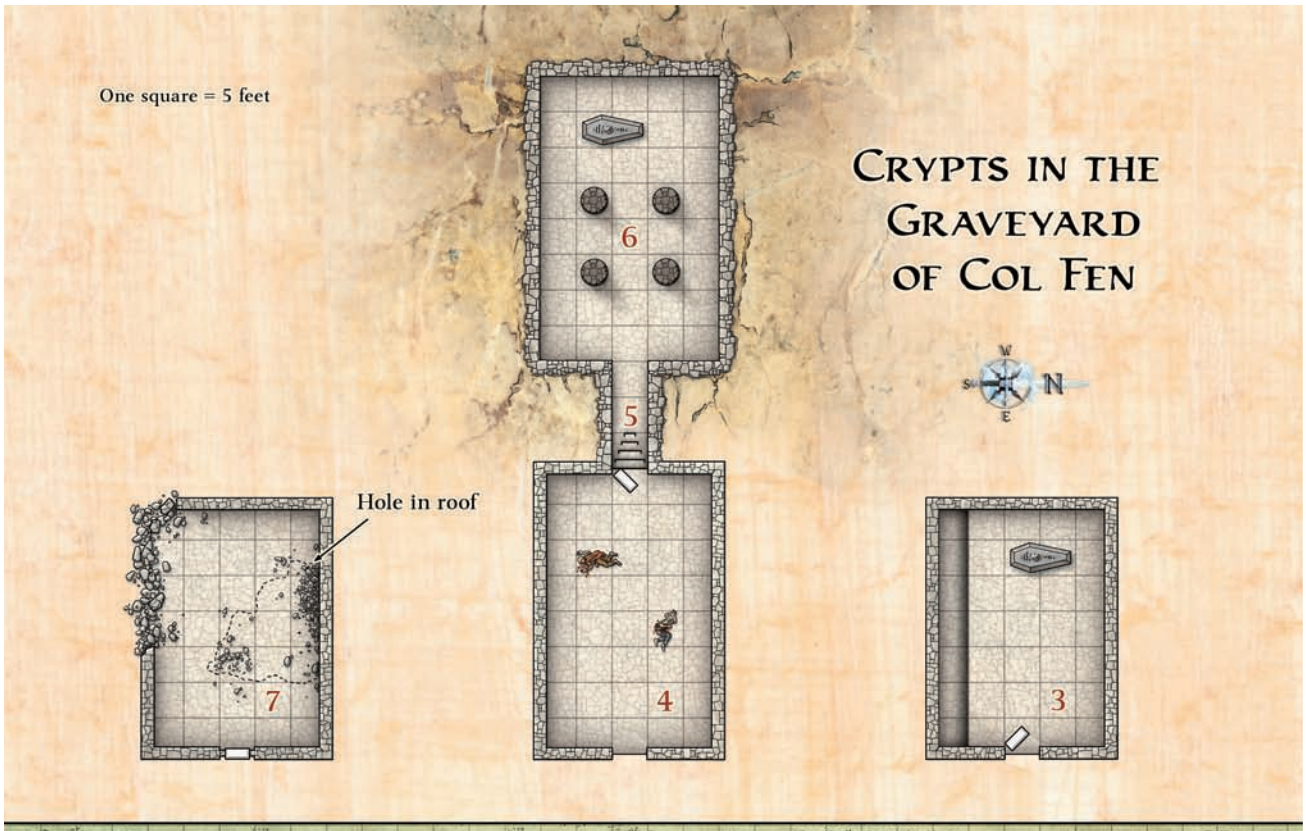
### Onyx Skull

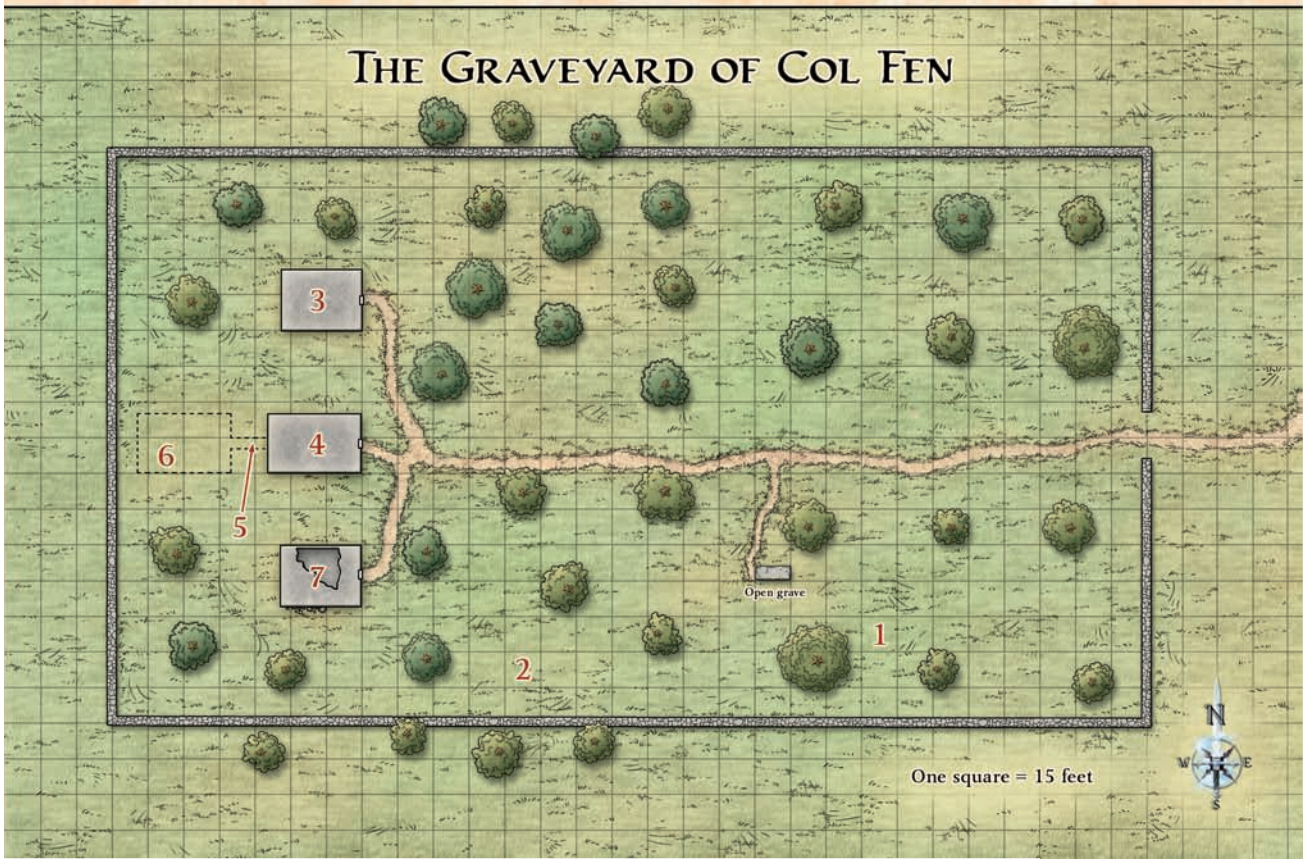
The *onyx skull* is carved in the shape of a human skull of about half normal size. It is icy cold to the touch. A successful DC 20 Arcana check reveals that the carved skull was originally part of a larger item, perhaps serving as the headpiece of a staff or rod. In its current state, the skull has only a fraction of its former power. It is fragile and subject to easy destruction. Destroying the skull breaks it into several fragments. The fragments are free from any evil taint, and the largest piece of onyx retains some value as a gem (90 gp).

A successful DC 20 Religion check reveals that despite its incomplete state, the skull emanates a necromantic influence that reaches outward in subtle waves. The influence causes nearby corpses to spontaneously animate and calls already animated undead to it.

If the skull remains intact at the conclusion of the "Underground Crypt" encounter, the details of how it works (how many undead it animates, and how often) are left up to you.

As an item of arcane interest to mages and collectors, the unbroken skull has monetary value (250 gp), not to mention the worth it might represent to evil creatures and necromancers. However, anyone who transports the skull risks being visited by a large collection of undead.


One square = 5 feet
Crypts in the Graveyard of Col Fen
W
S
N
E
6
5
Hole in roof
7
4
3


The Graveyard of Col Fen
3
4
6
5
7
Open grave
1
2
N
W
E
S
One square = 15 feet

# Northern Crypt

**Encounter Level 1 (500 XP)**

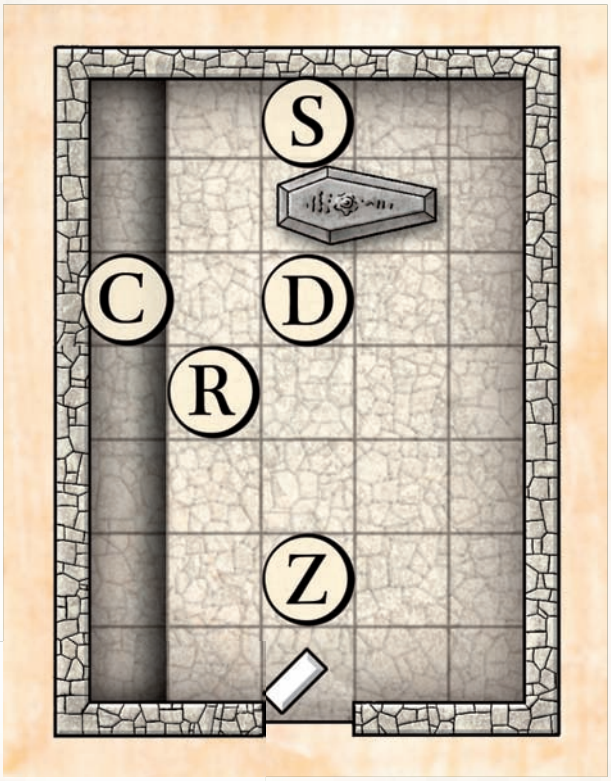
## Setup

**1 pale reaver** (R)
**1 skeleton** (S)
**1 zombie** (Z)
**1 decrepit skeleton** (D)

This crypt contains two captives (both in the square marked C): the woman Kyla Tal and her infant child Lyse. They are being confined until they are eaten or sacrificed to the *onyx skull* in Area 6. When the PCs first see this chamber, the monsters are in their marked positions. The zombie and the decrepit skeleton stand motionless, while the pale reaver stares down hungrily into the trench along the southern wall that contains Kyla and her baby.

Roll initiative when the PCs enter the crypt or the approaching PCs are noticed by the undead gathered in the crypt.

**When the PCs view this crypt's interior, read:**
*A slightly decayed animate corpse dressed in farming clothes stands near the crypt entrance. A four-foot-high stone sarcophagus lies near the back of the crypt. One skeletal figure stands next to it against the far wall, and another stands in front of it. A narrow trench is gouged out of the floor along the southern wall; gentle sobbing emanates from the trench. A semisubstantial male humanoid with dead white hair stares down into the trench, apparently entranced by its contents.*




**Pale Reaver (R)** **Level 5 Lurker**
Medium shadow humanoid (undead) XP 200

**Initiative** +9 **Senses** Perception +7; darkvision
**HP** 49; **Bloodied** 24
**AC** 19; **Fortitude** 16, **Reflex** 17, **Will** 18
**Immune** disease, poison; **Resist** 10 necrotic; see also *insubstantial transformation* **Vulnerable** radiant (if the pale reaver takes radiant damage, it cannot use *insubstantial transformation* until the end of its next turn)
**Speed** 6; see also *insubstantial transformation*

⨁ **Deadly Mane** (standard; at-will) ✦ **Necrotic**
Reach 2; +10 vs. AC; 1d8 + 6 necrotic damage.

⨘ **Blood Drain** (standard; recharges when an adjacent creature becomes bloodied) ✦ **Healing**
Requires combat advantage against the target; reach 2; +8 vs. Fortitude; 2d12 + 6 damage, and the target loses a healing surge and is weakened (save ends). In addition, the pale reaver regains 12 hit points.

**Image of Life** (standard; encounter) ✦ **Illusion**
The pale reaver adopts the appearance of a living humanoid until it attacks or is hit by an attack.

**Insubstantial Transformation** (minor; at-will) ✦ **Polymorph**
The pale reaver becomes insubstantial and gains fly 6 (hover) and phasing until it attacks or becomes dazed, stunned, or unconscious.

**Alignment** Evil **Languages** Common
**Skills** Stealth +10
**Str** 6 (+0) **Dex** 16 (+5) **Wis** 10 (+2)
**Con** 13 (+3) **Int** 10 (+2) **Cha** 17 (+5)

**Skeleton (S)** **Level 3 Soldier**
Medium natural animate (undead) XP 150

**Initiative** +6 **Senses** Perception +3; darkvision
**HP** 45; **Bloodied** 22
**AC** 18; **Fortitude** 15, **Reflex** 16, **Will** 15
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 5

⨁ **Longsword** (standard; at-will) ✦ **Weapon**
+10 vs. AC; 1d8 + 2 damage, and the target is marked until the end of the skeleton's next turn; see also *speed of the dead.*

**Speed of the Dead**
When making an opportunity attack, a skeleton gains a +2 bonus to the attack roll and deals 1d6 extra damage.

**Alignment** Unaligned **Languages** –
**Str** 15 (+3) **Dex** 17 (+4) **Wis** 14 (+3)
**Con** 13 (+2) **Int** 3 (-3) **Cha** 3 (-3)
**Equipment** chainmail, heavy shield, longsword

**Zombie (Z)** **Level 2 Brute**
Medium natural animate (undead) XP 125

**Initiative** -1 **Senses** Perception +0; darkvision
**HP** 40; **Bloodied** 20; see also *zombie weakness*
**AC** 13; **Fortitude** 13, **Reflex** 9, **Will** 10
**Immune** disease, poison; **Resist** 10 necrotic; Vulnerable 5 radiant
**Speed** 4

⨁ **Slam** (standard; at-will)
+6 vs. AC; 2d6 + 2 damage.

⨘ **Zombie Grab** (standard; at-will)
+4 vs. Reflex; the target is grabbed. Checks made to escape the zombie's grab take a -5 penalty.

**Zombie Weakness**
Any critical hit to a zombie reduces it to 0 hit points instantly.

**Alignment** Unaligned **Languages** –
**Str** 14 (+3) **Dex** 6 (-1) **Wis** 8 (+0)
**Con** 10 (+1) **Int** 1 (-4) **Cha** 3 (-3)

| **Decrepit Skeleton (D)** | **Level 1 Minion** |
|---|---|
| Medium natural animate (undead) | XP 25 |
| **Initiative** +3 | **Senses** Perception +2; darkvision |
| **HP** 1; a missed attack never damages a minion. | |
| **AC** 16; **Fortitude** 13, **Reflex** 14, **Will** 13 | |
| **Immune** disease, poison | |
| **Speed** 6 | |
| ⊕ **Longsword** (standard; at-will) ✦ **Weapon** | |
| +6 vs. AC; 4 damage. | |
| ➶ **Shortbow** (standard; at-will) ✦ **Weapon** | |
| Ranged 15/30; +6 vs. AC; 3 damage. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 15 (+2) | **Dex** 17 (+3) **Wis** 14 (+2) |
| **Con** 13 (+1) | **Int** 3 (-4) **Cha** 3 (-4) |
| **Equipment** heavy shield, longsword, shortbow, quiver of 10 arrows | |

## Tactics

The skeleton, the decrepit skeleton, and the zombie are mindless and fight until they are destroyed. The pale reaver attacks more cunningly.

**Round 1:** The zombie and the skeleton both rush forward to attack the nearest PC with melee attacks, while the decrepit skeleton fires arrows with its shortbow at the PCs. The decrepit skeleton stands behind the sarcophagus, gaining cover from ranged attacks (a -2 penalty to ranged attack rolls).

The pale reaver uses *insubstantial transformation* and then attacks with *deadly mane*.

**Round 2+:** When someone moves forward to attack the decrepit skeleton, it draws an aging sword and enters melee.

The zombie and skeletons attack anyone who is not already under attack and do not gang up on their foes. The pale reaver attacks injured or poorly armored individuals first, allowing zombies and skeletons to attack the PC with the most dangerous looking weapons. It uses good use of its blood drain at the earliest opportunity and then again if it recharges.

If at least two of the undead other than the pale reaver are destroyed or the pale reaver becomes bloodied, the pale reaver attempts to escape to the underground crypt (Area 6) by using *insubstantial transformation*. Here it lingers with the creatures assembled there, and if the PCs investigate Area 6 (if they haven't already), the pale reaver joins in the fight.

If the zombie or the decrepit skeleton is pushed into the trench, it attacks the captive woman because it attacks any living being in front of it unless ordered otherwise by the pale reaver. If the skeleton or the pale reaver is pushed into the trench, it climbs out and goes back to attacking the PCs.

## Features of the Area

**Illumination:** Bright light (streaming in through cracked crypt walls).

**Trench:** The trench on the southern side of the chamber is 5 feet wide, 10 feet deep, and runs the length of the room. A character who jumps down into the trench must attempt a DC 15 Acrobatics check. On a success, a character who is trained in the skill reduces falling damage (*PH* 181). A character who is not trained in the skill or who fails the check takes 1d10 falling damage and falls prone. Climbing out of the trench requires a successful DC 15 Athletics check.

Inside the trench is a young woman holding a crying infant. The woman has a rope around her neck. The other end of the rope is attached to a metal spike driven into the wall.

**Captives:** The woman in the trench is Kyla Tal. She holds her infant child, Lyse. If they are rescued, the tearful Kyla thanks the PCs profusely for saving her and her baby. However, she is desperately concerned with her father, Holt Nas, and her husband, Veran Tal. She asks that her rescuers also go looking for them. She is too weak and malnourished be of any help to the PCs, is preoccupied with caring for her baby. She asks the PCs to escort her out of the graveyard before they explore further.

**Sarcophagus:** Creatures standing behind the sarcophagus gain cover from ranged attacks (a tactic used by the decrepit skeleton at the beginning of the fight).

This stone sarcophagus is densely inscribed with worn warding symbols that are marred by the large cracks running through them. The sarcophagus's stone lid has fallen and shattered. A peek into the sarcophagus reveals the crumbling remains of a long-dead humanoid.

**Treasure:** A deliberate search (Perception DC 15; 1 minute searching) of the interior of the sarcophagus reveals a scroll tube tucked between the torso and the left arm of the crumbling corpse. The receptacle holds an ancient map to a location you might want to entice the party to visit as part of your next adventure or your ongoing campaign.

# Underground Crypt

**Encounter Level 1 (526 XP)**

## Setup

**2 ghouls** (G)
**2 decrepit skeletons** (S)
**2 zombie rotter** (Z)

A pair of ghouls prepares to sacrifice the kidnapped man Veran Tal and use his blood in an attempt to awaken further power in the *onyx skull*. Veran is tied down across the top of the sarcophagus in the back of this chamber. The zombies and skeletons stand guard, while the two ghouls bend over the young man (one at his head, and one at his feet). Veran is securely bound and missing a few bite-size chunks from his flesh, though he is still alive. The room is dim, lit by a violet glimmer given off by the *onyx skull*.

After you provide the read-aloud text, roll initiative.

**As the adventurers enter, read:**

*The air smells of death. A flickering purple light dimly illuminates this pillared chamber. Two badly decayed corpses stand before the first two pillars, and two skeletal figures lurk in the space behind the back two pillars.*

*In the rear of the chamber, a bound and gagged man struggles atop a four-foot-high stone sarcophagus. A half-sized human skull sits on the sarcophagus next to the man's head. The skull is the source of the purple illumination. A pair of feral and misshapen humanoids with pale skin and clawed hands turn toward you, distracted by your entrance from doing something unspeakable to the man.*

**2 Decrepit Skeletons (S)** **Level 1 Minion**
Medium natural animate (undead) XP 25 each

**Initiative** +3 **Senses** Perception +2; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 16; **Fortitude** 13, **Reflex** 14, Will 13
**Immune** disease, poison
**Speed** 6

⨁ **Longsword** (standard; at-will) ✦ **Weapon**
+6 vs. AC; 4 damage.

➶ **Shortbow** (standard; at-will) ✦ **Weapon**
Ranged 15/30; +6 vs. AC; 3 damage.

**Alignment** Unaligned **Languages** –
**Str** 15 (+2) **Dex** 17 (+3) **Wis** 14 (+2)
**Con** 13 (+1) **Int** 3 (-4) **Cha** 3 (-4)

**Equipment** heavy shield, longsword, shortbow, quiver of 10 arrows

**2 Zombie Rotters (Z)** **Level 3 Minion**
Medium natural animate (undead) XP 38 each

**Initiative** -1 **Senses** Perception +0; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 13; **Fortitude** 13, **Reflex** 9, **Will** 10
**Immune** disease, poison
**Speed** 4

⨁ **Slam** (standard; at-will)
+6 vs. AC; 5 damage.

**Alignment** Unaligned **Languages** –
**Str** 14 (+3) **Dex** 6 (-1) **Wis** 8 (+0)
**Con** 10 (+1) **Int** 1 (-4) **Cha** 3 (-3)

**2 Ghouls (G)** **Level 5 Soldier**
Medium natural humanoid (undead) XP 200 each

**Initiative** +8 **Senses** Perception +2; darkvision
**HP** 63; **Bloodied** 31
**AC** 21; **Fortitude** 18, **Reflex** 20, **Will** 17
**Immune** disease, poison; **Resist** 10 necrotic; Vulnerable 5 radiant
**Speed** 8, climb 4

⨁ **Claws** (standard; at-will)
+12 vs. AC; 1d6 + 4 damage, and the target is immobilized (save ends).

⨽ **Ghoulish Bite** (standard; at-will)
Target must be immobilized, stunned, or unconscious; +10 vs. AC; 3d6 + 4 damage, and the target is stunned (save ends).

**Alignment** Chaotic evil **Languages** Common
**Skills** Stealth +11
**Str** 14 (+4) **Dex** 19 (+6) **Wis** 11 (+2)
**Con** 15 (+4) **Int** 10 (+2) **Cha** 12 (+3)

## Tactics

The decrepit skeletons and zombie rotters do not use sophisticated tactics. The two ghouls are far more purposeful in their attacks.

**Round 1:** The decrepit skeletons fire their shortbows at the characters from behind the cover of the far pillars while the zombie rotters surge forward to attack with slams.

If the PCs have any light sources, the ghouls attempt to attack the characters holding these lights. If more than two characters carry light sources, the ghouls attack the same character, either a PC who appears to be injured, or the PC who has the lightest armor or seems to be weakest. The ghouls try to immobilize the PCs with their claws, hoping to add to their stock of victims. If their claws seem ineffective on a particular character, they change targets.

**Round 2+:** The zombies continue to slam, and the decrepit skeletons to use their shortbows. If the characters destroy the two zombie rotters or move forward to attack the decrepit skeletons, the skeletons engage the characters with their longswords.

When a ghoul becomes bloodied, it uses its *ghoulish bite* on an immobilized PC to feed. If either of the ghouls is destroyed, the other attempts to flee up the stairs and into the wilderness, grabbing the *onyx skull* along the way if at all possible.

If one ghoul is killed or if both are bloodied and escape looks impossible, one ghoul croaks out a word in Abyssal. The *onyx skull* instantly flares, and the

bound captive screams and then dies. Both ghouls gain 16 temporary hit points, and any destroyed decrepit skeletons or zombie rotters are reanimated.

## Features of the Area

**Illumination:** Dim light (the *onyx skull*).

**Pillars:** The four solid stone pillars provide cover (-2 penalty to attack rolls).

**Sarcophagus:** The sarcophagus is closed, although a section has broken off the lid. The *onyx skull*, the bound captive, and a silver bowl rest on top of the sarcophagus.

Opening the sarcophagus requires a successful DC 15 Athletics check. Inside are the remains of a humanoid in moldering black robes. Decay has destroyed anything useful for gleaning information about the corpse; however, the right ring finger bears a gold ring with a small onyx stone (30 gp) that can be discovered automatically by any character who attempts a Perception check to search the corpse.

**Onyx Skull:** The *onyx skull* has 1 hit point. If the skull is struck or deliberately dropped, it is destroyed in a flare of purple light, and no more undead are spontaneously animated in the graveyard. However, the residual energy grants each remaining undead creature in this crypt 1 action point that it uses to make an extra attack on its next turn.

More information about the skull can be found in the "Onyx Skull" sidebar on page 58.

**Silver Bowl:** This vessel is crusted with dried blood. After it is cleaned up, it is worth 30 gp.

**Veran Kal:** Once the PCs have killed the ghouls, they can free Veran Tal if he wasn't slain during the fight. He is terrified, and he mentions that the ghouls stole his wife and child, but he doesn't know where they might be.

## Optional Development

If the PCs accepted the contract described under "Hook: Resurrectionist Contract," then Veran Tal is the contact they were supposed to talk to when they first arrived in Col Fen. If Veran survives this encounter and the PCs identify themselves to him as the contractors, the man goes ashen.

**When Veran finds out about the PCs, read:**
*"It could be that my trespass into the graveyard was what woke the dead to renewed life. Maybe if I hadn't started digging up old bodies, none of this would have happened. I have an idea—one that might serve your needs and help cleanse Col Fen. What say you to the idea of taking these dead ghouls with you? They were once humans and should serve the mages at the college just as well as any other corpse."*

If the PCs agree to Veran's plan, the ghoul corpses will indeed fufill their contract at the wizard college. It'll also make other PCs who were not in on the original contract less likely to react badly when they see the resurrectionists bundling up corpses for sale.

## Conclusion

If the characters rescue Veran and Kyla Tal and their daughter, they are welcomed back into the town as heroes and given a reward (see below). However, the death of Rysa Gosen and Holt Nas casts a pall over the village's celebratory mood.

If the PCs openly carry the intact *onyx skull*, the villagers become suspicious of them. If either Veran or his wife is alive and the PCs openly carry the *onyx skull*, the PCs are accused of being suborned by the item's evil influence.

**Treasure:** The PCs receive a 50 gp reward from Col Fen for each villager they rescued.

# SANDSTONE CATACOMBS

**A lair for five 3rd-level adventurers**

On the outskirts of town lies an ancient temple to an unknown deity. Periodically, undead creatures issue from the catacombs beneath it. The party receives a commission from the city elders to venture into the catacombs and exterminate the undead.

## Background

**History DC 15:** The ruins of at least two long-forgotten cities, including a crumbling temple, lie underneath the town, which is located near a natural trade route.

**Streetwise DC 10:** No one dares to tear down the old temple because people are fearful that the old deity associated with it will awaken and subject them to its divine wrath or deliver a curse in revenge. Often, townsfolk forget it's even there as they conduct their daily business in its shadow.

**Streetwise DC 15:** Below the temple, twisting catacombs house the bodies of the temple's long-departed worshipers. Every few years, some of the bodies stir themselves as undead to prowl the neighborhood. The city elders periodically hire a force to go in and destroy whatever walking dead the hired party can find. This cleanup suppresses the undead for a time, allowing business to return to normal.

## Hook: Cleanup Crew

A friendly contact introduces the characters to the city elders, who are led by an imposing, bearded man named Argilos. He explains the gist of the Streetwise information under "History" above, and offers the PCs a fee of 150 gp to conduct a cleanup operation.

Argilos tells the party that the city elders used to have a map of the catacombs, but it has been misplaced since the last expedition, which took place a few years ago. However, Argilos hands the characters a key and indicates that it will unlock the iron trapdoor that separates the temple's ground floor from its catacombs.

Before Argilos wishes the PCs luck and dismisses them from the council's presence, he gives them one general order, followed by a warning. He'll then politely entertain further questions but doesn't have any pertinent facts for them that he hasn't already supplied.

**The General Order:** Do not disturb or destroy any ordinary corpses. Argilos's advisors tell him that doing so risks bringing a curse down on the city—which is why previous adventurers haven't put them all to the torch. This order also applies to any sarcophagi the PCs find: The sarcophagi belong to ancient potentates.

The corpses are unlikely to have any valuables on them after all this time, but Argilos recommends against taking any item of value obviously left as a grave memento. Such a theft could also trigger a curse, either against the adventurers or the entire community.

**The Warning:** A powerful ghost guards one of the private crypts in the catacombs. The ghost is far mightier than anything else the characters might encounter down there and would undoubtedly cut them to ribbons if they were so foolish as to attack or provoke it. It offers no threat to anyone who leaves it alone.

## Environment

The catacombs are hewn from red-brown sandstone. Surfaces within the catacombs are rounded and weathered from centuries of wear. A thin layer of pebbly sand covers the rough, slightly uneven floor.

- The walls muffle sound (+10 to Perception check DCs to listen) and are cool to the touch.
- Ceilings are, unless otherwise indicated, 10 feet above floor level. Layers of soot stain the ceilings and the upper reaches of the walls. A successful DC 15 Dungeoneering check identifies the soot as the residue from countless torches, dating all the way back to the period of the catacombs' active use.

### Approaching the Catacombs

The trapdoor into the catacombs is in a ruined temple. Only the granite floor and a few isolated wall sections remain to sketch the confines of the temple. Entry to the catacombs is achieved by entering the ruined temple.

**When the adventurers enter the ruined temple, read:**
*An iron trapdoor is visible amid the rubble of the fallen temple. The iron plate is warped and buckled. The trapdoor has been removed from its hinges, as if hammered free by metal tools.*

**When the PCs open the trapdoor, read:**
*Below the broken trapdoor, steps cut from the surrounding rock spiral downward. The edges of the steps are worn, and the center of each step is bowed from use. A nasty smell wafts up from below.*

### Area 1: Entryway

**When the PCs finish descending the stairs and enter the entryway, read:**
*Above, hundreds of small bats chitter. Mounds of guano spatter the floor of this irregular, wide corridor. A sharp, eye-watering odor suffuses the entire area.*

One square = 5 feet
10
8
1
3
4
9
5
2
SANDSTONE
CATACOMBS
6
7

## Area 2: Chapel (Level 3)

Funerary rites once sounded here. Now, undead linger, attacking any living explorers. The tactical encounter is triggered when all the PCs have moved well into the room, or when one of the PCs discovers and opens a trapdoor as described in the encounter.

**Tactical Encounter:** "Trapdoor Chapel," page 68.

## Area 3: South Catacombs

**When the adventurers reach the spot on the map marked "3," read:**

*The passage you are traversing leads off to the west for some distance more. Carved into the walls on both sides of this wide passage are three sets of recessed shelves, one set carved above the next, piled high with very old humanoid remains. A narrow length of corridor, 10 feet across, snakes off to the northeast.*

On closer inspection, the remains on the shelves are jumbled and skeletal. Perhaps one in ten of the bodies has been naturally mummified through desiccation and is intact.

**If the adventurers examine one of the short offshoot corridors, read:**

*This corridor is even narrower than the main trunk, offering only a few feet of space to maneuver between the corpse-bearing shelves on either side.*

A determined search of these offshoots takes 2d10 minutes per branch. As Argilos noted, no valuables remain on or near the bodies.

## Area 4: West Crypt

**When the adventurers enter this crypt, read:**

*Five massive sarcophagi rest under inches of dust in this roughly circular chamber. Carved into the curved walls are recessed shelves piled high with very old human remains.*

These sarcophagi contain honored retainers of the old city's ruling family.

The sarcophagi are sealed. A successful DC 20 Strength check breaks one open. Each one contains bone fragments and decayed noble's clothing. The southwestern sarcophagus also contains an iron ring set with a small ruby (30 gp).

## Area 5: Southwest Crypt

The entrance to this crypt is blocked by a section of collapsed corridor. (The wraith from Area 2 phases through the rubble during the beginning of the "Trapdoor Chapel" encounter.) Four person-hours of effort can clear away enough loose rock to enable characters to crawl into the crypt chamber.

The effort yields little of value. Four sarcophagi in the crypt contain the final resting places of the old city's ruling family.

**When the adventurers remove the rubble leading to the chamber and enter it, read:**

*A round, domed chamber houses four iron sarcophagi. The sculpted representations of reposing, richly attired humans on the coffin lids are presumably portraits of the deceased.*

The sarcophagi are welded shut. A successful DC 16 Dungeoneering check allows a character to find the scratches and dents in the sarcophagi where previous grave robbers have tried in vain to open the heavy coffins.

A bundle of rags and bones rests next to the westernmost sarcophagus. These are the bones of a grave robber laid low by an ancient curse. The bones are hundreds of years old.

## Area 6: Southeast Crypt

**When the adventurers enter this chamber, read:**

*Four large iron coffins rest here in a circular chamber. The images of well-dressed humans on the lids hint at the contents of the sarcophagi.*

Four sarcophagi rest here. They are identical to those in Area 5 except for having depictions of different people on their lids. These sarcophagi are also welded shut (see above).

## Area 7: North Crypt

**When the adventurers enter this chamber, read:**

*A thick layer of dust covers everything in this area. It includes four large coffins and deep shelves along all the walls that hold the skeletal remains of humanoids.*

These sarcophagi are functionally identical to those in Area 4, though none of them hold any treasure.

## Area 8: Shelves of the Dead (Level 3)

Many of the unquiet dead in these catacombs lurk here. The tactical encounter is triggered when the PCs move past the portcullis at the eastern end of this area.

**Tactical Encounter:** "Shelves of the Dead," page 70.

## Area 9: Ghost-Guarded Crypt

**As the PCs approach the square labeled "9," read:**

*An apparition of a grim-faced armored figure shimmers into view, blocking your path. "Turn back," it says, "or I will part your flesh from your souls."*

The apparition is the restless spirit of Ammaradon, a member of the old king's guard who failed to prevent the king's assassination. Tormented by this unforgivable lapse, he now guards the king's sarcophagus.

(The king is interred in a chamber that lies beneath this level of the catacombs and is accessed by traveling along the middle of the three passageways here. This area is not depicted on the map because the characters will not need—and should not want—to go there.)

Ammaradon is a watchful ghost (page 151). He could easily take a 3rd-level group apart. He does not attack unless the PCs attack him or they try to force their way past him.

A successful DC 15 Insight check indicates that Ammaradon is honest in his claim: He hopes the adventurers won't force his hand against them.

He answers questions while at the same time warning that ghostly existence has not increased his patience. He reveals the following information:

- The crypt he guards holds nothing of value.
- If they fight him, the characters will surely die.
- The king he served was called Coronas.
- Ammaradon failed because he could not imagine that his comrades would murder their king.
- He slew all five of the conspirators singlehandedly, but the king was already dead by that time.
- Ammaradon cannot be put to rest, and he has no desire to be. He thinks it is only fitting that he should have to stand eternal guard here.
- He knows nothing of the other undead that haunt this place. They know enough to steer clear of him. He thinks they are dishonorable wretches beneath his notice.

This scene offers you a chance to provide a bit of color and character interaction. When it stops being eerie or tragic, cut it short by having Ammaradon announce his tolerance has reached its end.

This scene is not intended to trick the characters into tackling a threat they can't handle. If the PCs think they're being given a thinly veiled hint to attack the ghost, give them additional chances (passive Insight checks) to make them understand that Ammaradon is not a force they should take on.

## Area 10: Foolish Looters

**When the PCs approach the northern extremity of this corridor, read:**

*Sprawled along this corridor are the recently slain bodies of four ill-clad men. Lying beside them are the chisels, picks, hammers and other equipment of grave robbers.*

The bodies have all been ravaged by claws and teeth, and they are missing major portions of flesh.

With a successful DC 10 Perception check, a character notices tools on one of the bodies and correctly surmises that these robbers broke the trapdoor leading to the spiral steps in Area 1.

With a successful DC 15 Streetwise check, a character recognizes these poor wretches. (Split these up into four checks if you want to give more than one player a chance to shine here.) They were:

- **Hoff the Stout**, the ne'er-do-well son of a butcher. He liked to instigate tavern brawls, then slink off to a corner to wager on the results. His father, an honest man, recently threw him out of the house.
- **Fellan the Southlander**, a boastful man who claimed to be a famous mercenary from a distant land. He kept trying to recruit adventurers for a raid on a tunnel complex outside town, but no one with any sense mistook him for the experienced warrior he claimed to be.
- **Fergus McEll**, a drunkard, occasional pickpocket, and professional eavesdropper. He'd listen in on adventurers as they made their plans in taverns, then whisper their overheard secrets to their rivals in exchange for ale money.
- **Podric**, a naive young man who fell in with bad company. Though he was regarded by many as a simpleton, the PC making the Streetwise check knew him as an overly trusting fellow who wanted too badly to be an adventurer.

**Treasure:** Podric wears a bracelet consisting of a leather thong decorated by valueless clay beads. If the PCs take it to his father, who operates a used clothing stall in the town bazaar, they'll be greeted with sad gratitude. The man, clearly embarrassed to be able to afford nothing better, offers them a threadbare rug worth 3 gp. If the PCs politely decline the offer, they earn a reputation for decency among the merchants of the bazaar. They gain a +2 bonus to all Diplomacy checks involving minor commerce in town.

### Optional: Vengeful Dead

**Level 3 Encounter (XP 675)**

- 3 zombies (level 2 brute, *MM* 274)
- 2 skulk zombies (level 3 skirmisher, page 196)

If the group treats the looters' bodies disrespectfully, three of the four corpses rise to attack as animated dead, attracting the assistance of two wandering skulk zombies.

## Conclusion

If the PCs return to town after succeeding in both tactical encounters, representatives of the town council present them with their payment and award them a certificate lauding their service to the town.

# Trapdoor Chapel

**Encounter Level 3 (600 XP)**

## Setup

**1 wraith** (W)
**2 skulk zombies** (S)
**4 decrepit skeletons** (D)

In this unconsecrated chapel, the ancient elders of the city once held their funerary rites. Its location makes it a natural ambush point for the catacomb's undead inhabitants.

Various skeletons lie in wait beneath hidden trapdoors on the chapel floor. Spurred on by their wraith commander, they attack all intruders, so the wraith can ultimately turn the victims into tormented shades like itself.

Don't show the trapdoors on the battle map until the adventurers have seen them. If they don't spot them (see the Perception check below), the trapdoors become apparent when the skeletons burst up through them.

The creatures prefer to hold their attacks until the entire party is well inside the room, so they can surround them, gaining easy access to the controllers and strikers. However if an adventurer enters, finds a trapdoor, and opens it, the skeletons are left with no choice but to leap out and attack, regardless of the PCs' positions. When either condition is met, roll initiative.

**When the adventurers enter the room, read:**
*Your light sources illuminate a musty chamber shaped in an elongated oval. You see rough-hewn support pillars in the room, but no other fixtures or furnishings.*

**Perception Check**
**DC 15:** *Obscured beneath a thick layer of sand and stones is an old wooden trapdoor in the floor. You also spot a brass pull ring.*

The spaces on the map covered with splotches contain a terrain feature known as umbral taint. It does not become visible or active until the fight begins. However, it is possible to sense its lurking presence with a successful DC 15 passive Religion check.

**Passive Religion Check**
**DC 15:** *The hairs on the back of your neck stand up. There's something eerie about this place—as if the very essence of death gathers here.*

Indicate the place where the umbral taint will appear and suggest that the unease sensed by those who succeed on the passive Religion check is centered there.

**Wraith (W)** **Level 5 Lurker**
Medium shadow humanoid (undead) XP 200

**Initiative** +10 **Senses** Perception +2; darkvision
**HP** 37; **Bloodied** 18
**Regeneration** 5 (if a wraith takes radiant damage, regeneration doesn't function until the end of its next turn)
**AC** 16; Fortitude 13, Reflex 16, Will 14
**Immune** disease, poison; **Resist** 10 necrotic, insubstantial; **Vulnerable** 5 radiant (see also *regeneration* above)
**Speed** fly 6 (hover); phasing; see also *shadow glide*

**Shadow Touch** (standard; at-will) ✦ **Necrotic**
+8 vs. Reflex; 1d6 + 4 necrotic damage, and the target is weakened (save ends).

**Combat Advantage** ✦ **Necrotic**
A wraith deals 1d6 extra necrotic damage against any target it has combat advantage against.

**Shadow Glide** (move; encounter)
The wraith shifts up to 6 squares.

**Spawn Wraith**
Any humanoid killed by a wraith rises as a free-willed wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.

**Alignment** Chaotic evil **Languages** Common
**Skills** Stealth +11

| | | |
|---|---|---|
| **Str** 4 (-1) | **Dex** 18 (+6) | **Wis** 10 (+2) |
| **Con** 13 (+3) | **Int** 6 (+0) | **Cha** 15 (+4) |

**4 Decrepit Skeletons (D)** **Level 1 Minion**
Medium natural animate (undead) XP 25 each

**Initiative** +3 **Senses** Perception +2; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 16; **Fortitude** 13, **Reflex** 14, **Will** 13
**Immune** disease, poison
**Speed** 6

**Longsword** (standard; at-will) ✦ **Weapon**
+6 vs. AC; 4 damage.

**Shortbow** (standard; at-will) ✦ **Weapon**
Ranged 15/30; +6 vs. AC; 3 damage.

**Alignment** Unaligned **Languages** –

| | | |
|---|---|---|
| **Str** 15 (+2) | **Dex** 17 (+3) | **Wis** 14 (+2) |
| **Con** 13 (+1) | **Int** 3 (-4) | **Cha** 3 (-4) |

**Equipment** heavy shield, longsword, shortbow, quiver of 10 arrows

| 2 Skulk Zombies (S) | Level 3 Skirmisher |
|---|---|
| Medium natural animate (undead) | XP 150 each |
| **Initiative** +6 | **Senses** Perception +7; darkvision |
| **HP** 45; **Bloodied** 22 | |
| **AC** 17; **Fortitude** 15, **Reflex** 17, **Will** 14 | |
| **Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant | |
| **Speed** 6, climb 6 (spider climb); see also *mobile melee attack* | |
| ⊕ **Slam** (standard; at-will) | |
| +8 vs. AC; 1d6 + 5 damage. | |
| ⸸ **Mobile Melee Attack** (standard; at-will) | |
| The skulk zombie moves up to half its speed and makes one melee basic attack at any point during that movement. The skulk zombie doesn't provoke opportunity attacks from the target of its attack when moving away from the creature. | |
| **Combat Advantage** | |
| A skulk zombie deals 2d6 extra damage on melee attacks against any target that it has combat advantage against. | |
| **Alignment** Evil | **Languages** – |
| **Skills** Stealth +9 | |
| **Str** 15 (+3) | **Dex** 17 (+4) **Wis** 12 (+2) |
| **Con** 13 (+2) | **Int** 5 (-2) **Cha** 3 (-3) |

## Tactics

The decrepit skeletons and the zombies fight until they are destroyed. The wraith is more cunning in its tactics.

**Round 1:** The decrepit skeletons open with their shortbows. The skulk zombies wade into melee with their slams, hoping to engage PCs who are helping others or dealing a lot of melee damage. The wraith enters through the rubble blocking off Area 5. It phases in with an attempt to gain surprise against the character closest to the Area 5 corridor. Remember the wraith gains extra damage against any target it has combat advantage against.

**Round 2+:** The decrepit skeletons continue to shoot unless engaged in melee, in which case they switch to their longswords. If a PC who is not heavily armored has been worn down by the skeletons or the zombies, the wraith uses *shadow glide* to engage him or her. It hopes to quickly kill a PC and then use its *spawn wraith* power.

## Features of the Area

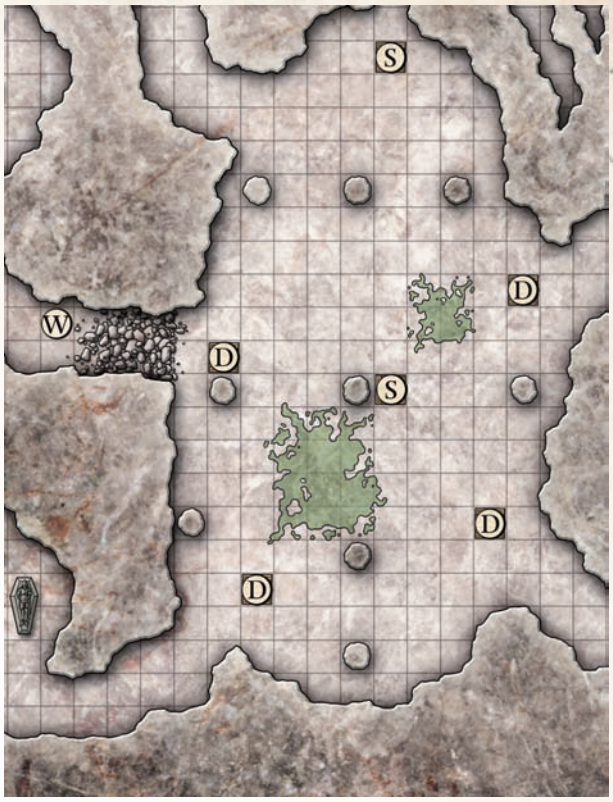
**Illumination:** Darkness.

**Pillars:** The stone pillars interspersed throughout this chamber provide cover (-2 penalty to attack rolls).

**Trapdoors:** A layer of sand and pebbles cover the trapdoors. Each one of the trapdoors is spotted on a successful DC 17 Perception check (one door per check).

When the skeletons emerge from the spaces beneath the trapdoors, the openings remain open. If a character passes over or ends a move on one of these squares, he or she takes 1d10 falling damage. The bottom of these pits is covered in remains scavenged from shelves in other parts of the catacombs.

**Umbral Taint:** This catacomb is a place where traits of the Shadowfell manifest. When a powerful undead creature in the Shadowfell is destroyed, it leaves behind a stain to mark its fall. Umbral taint patches are frigid, colder than the normal area around them.




However, these patches are not immediately visible. Umbral taint appears as soon as an undead in the area takes a turn, appearing as spots of low, dark fog.

- *Undead Regeneration:* Any of the undead creatures in this encounter that occupy a space filled with umbral taint gain regeneration 5.
- *Necrotic Bonus:* In addition, characters and creatures using powers that have the necrotic keyword while located in umbral taint gain a +2 bonus to their attack rolls.

# Shelves of the Dead

**Encounter Level 3 (678 XP)**

## Setup

**1 corruption corpse** (C)
**1 gravehound** (G)
**1 zombie** (Z)
**6 zombie rotters** (R)

The portcullis shown on the map is raised when the PCs first approach this chamber. The undead in this chamber lie inert on the shelves lining the corridor until the PCs all pass beyond the portcullis. The undead appear to be corpses similar to the dozens of other naturally desiccated or partially mummified bodies lying on the shelves. The exception to this is the corruption corpse, which inhabits a passage that runs above the main corridor (see Features of the Area).

Once the PCs enter the area, the undead swarm together from the shelves, hoping to gain surprise. The zombie drops the portcullis to keep the adventurers in, and mayhem ensues. Roll initiative.

**As the adventurers approach the portcullis, read:**

*Ahead is an area that, from what you can see, leads to a group of branching corridors lined by shelves of corpses. Twenty feet or so beyond where you stand, a glowing orb made of something resembling glass or crystal is embedded in the ceiling.*

**Perception Check**

**DC 15:** *The pointed ends of a raised portcullis are just visible in the ceiling at the mouth of the area ahead.*

The portcullis, when raised, is well concealed. If the adventurers spot it, they can disable its mechanism with a successful DC 15 Thievery check, preventing its subsequent use to pen the PCs in.

**6 Zombie Rotters (R)** — **Level 3 Minion**
Medium natural animate (undead) — XP 38 each

**Initiative** -1 **Senses** Perception +0; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 13; **Fortitude** 13, **Reflex** 9, **Will** 10
**Immune** disease, poison
**Speed** 4

⨁ **Slam** (standard; at-will)
+6 vs. AC; 5 damage.

**Alignment** Unaligned **Languages** –
**Str** 14 (+3) **Dex** 6 (-1) **Wis** 8 (+0)
**Con** 10 (+1) **Int** 1 (-4) **Cha** 3 (-3)

**Zombie (Z)** — **Level 2 Brute**
Medium natural animate (undead) — XP 125

**Initiative** -1 **Senses** Perception +0; darkvision
**HP** 40; **Bloodied** 20; see also *zombie weakness*
**AC** 13; **Fortitude** 13, **Reflex** 9, **Will** 10
**Immune** disease, poison; **Resist** 10 necrotic; Vulnerable 5 radiant
**Speed** 4

⨁ **Slam** (standard; at-will)
+6 vs. AC; 2d6 + 2 damage.

⸸ **Zombie Grab** (standard; at-will)
+4 vs. Reflex; the target is grabbed. Checks made to escape the zombie's grab take a -5 penalty.

**Zombie Weakness**
Any critical hit to a zombie reduces it to 0 hit points instantly.

**Alignment** Unaligned **Languages** –
**Str** 14 (+3) **Dex** 6 (-1) **Wis** 8 (+0)
**Con** 10 (+1) **Int** 1 (-4) **Cha** 3 (-3)

**Gravehound (G)** — **Level 3 Brute**
Medium natural animate (undead) — XP 150

**Initiative** +2 **Senses** Perception +1; darkvision
**HP** 54; **Bloodied** 27; see also *death jaws* and *zombie weakness*
**AC** 14; **Fortitude** 14, **Reflex** 12, **Will** 11
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 8

⨁ **Bite** (standard; at-will) ✦ **Necrotic**
+7 vs. AC; 1d6 + 3 damage, and the target takes ongoing 5 necrotic damage (save ends) and is knocked prone if it is Medium size or smaller.

⸸ **Death Jaws** (when reduced to 0 hit points) ✦ **Necrotic**
The gravehound makes a bite attack against a target within its reach.

**Zombie Weakness**
Any critical hit to a gravehound reduces it to 0 hit points instantly.

**Alignment** Unaligned **Languages** –
**Str** 16 (+4) **Dex** 13 (+2) **Wis** 10 (+1)
**Con** 14 (+3) **Int** 1 (-4) **Cha** 3 (-3)

**Corruption Corpse (C)** — **Level 4 Artillery**
Medium natural animate (undead) — XP 175

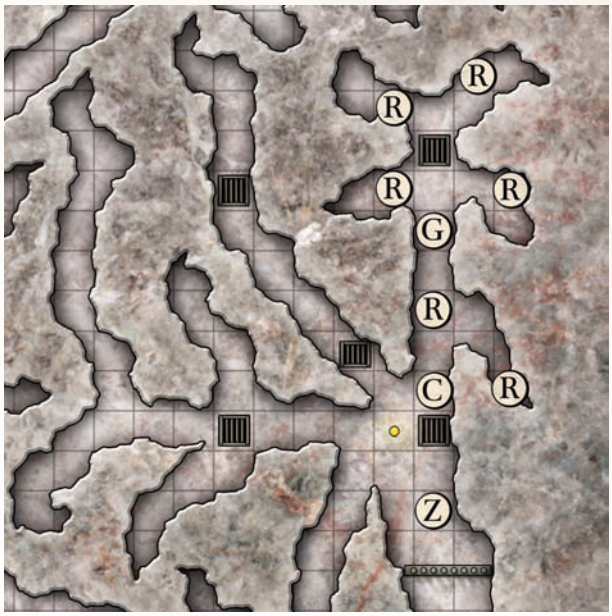
**Initiative** +3 **Senses** Perception +3; darkvision
**Grave Stench** aura 1; any living enemy within the aura takes a -5 penalty to attack rolls.
**HP** 46; **Bloodied** 23; see also *death burst*
**Regeneration** 5 (if a corruption corpse takes radiant damage, regeneration doesn't function until the end of its next turn)
**AC** 17; **Fortitude** 16, **Reflex** 14, **Will** 14
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 4

⨁ **Slam** (standard; at-will)
+8 vs. AC; 1d6 + 3 damage.

↛ **Mote of Corruption** (standard; at-will) ✦ **Necrotic**
The corruption corpse hurls a black glob of necrotic filth. Ranged 10; +7 vs. Reflex; 2d6 + 3 necrotic damage, and the target is weakened (save ends).

✧ **Death Burst** (when reduced to 0 hit points) ✦ **Necrotic**
The corruption corpse explodes. Close burst 1; +7 vs. Fortitude; 2d6 + 3 necrotic damage.

**Alignment** Unaligned **Languages** –
**Str** 16 (+5) **Dex** 13 (+3) **Wis** 12 (+3)
**Con** 16 (+5) **Int** 4 (-1) **Cha** 3 (-2)




## Tactics

All the undead in this encounter attack until destroyed. If it were clever, the corruption corpse would retreat to a far corner of the upper tunnel when all its allies are killed, but it isn't. It just keeps lobbing away.

**Round 1+:** The zombie lying on the shelf next to the portcullis spends its first move action to lower the portcullis with the hidden winch mechanism. Unless prevented from doing so by the PCs' actions, it automatically succeeds.

The zombie rotters, the zombie, and the gravehound all converge on the PCs closest to them with the intent of attacking the largest number of targets possible at the same time. The zombie rotters slam, the zombie uses its *zombie grab* and then slams any grabbed PC, and the gravehound bites.

The corruption corpse in the upper corridor moves between murder holes (indicated by the grate symbols on the map) to rain down *motes of corruption* on vulnerable-seeming targets. It has line of sight and line of effect to the square beneath a grate it occupies and any square adjacent to that grate.

## Features of the Area

**Illumination:** The glowing orb in the ceiling (the light-colored circle on the map) provides dim light in a 4-square radius. The rest of this area is dark.

**Portcullis:** A character who operates the winch mechanism, lifts the portcullis, or slips under the partially raised portcullis permits enemies in adjacent squares to make opportunity attacks on him or her.

Once the portcullis is dropped, it can be lifted in one of two ways:

*Find the Hidden Winch Mechanism:* A successful DC 16 Perception check locates the winch mechanism inside the shelf adjoining the hallway. Working the winch mechanism (a standard action) lifts the portcullis up a few feet, high enough for characters to crawl under it. Pulling a second time on the winch (a second standard action) raises it 4 feet off the ground. A character more than 4 feet in height must squeeze to pass through the opening. A third pull on the winch mechanism (a third standard action) raises it flush with the ceiling.

*Lift the Portcullis:* A successful DC 17 Strength check (standard action) lifts the portcullis a few feet off the ground so that adventurers can crawl through the gap. The character holding the portcullis can then slip underneath and let the portcullis fall back. Keeping the portcullis up past the end of one's turn requires an additional DC 15 Strength check at the end of each turn.

**Murder Holes:** An upper tunnel runs exactly parallel above the main corridor. Murder holes in its floor look down into the main corridor. A corruption corpse inhabits this upper tunnel. When the corpse makes attacks from above, it gains cover against attacks from below.

To engage the corruption corpse in melee, a character must get into the upper tunnel. Reaching a grate requires a successful DC 15 Athletics check (move action) to climb up to it, then a second successful DC 17 Athletics check (move action) to wrench the grate out of place and vault up into the upper tunnel.

The upper tunnel ends at the portcullis. If the portcullis raised, its bars are visible here abutting the end of the corridor.

**Glowing Orb:** The crystal that partially illuminates this area can be pried out of the ceiling by a character who takes 1 minute to do so. It retains its light-giving property after it is removed. A successful DC 16 Arcana check identifies it as a magic item of moderate value (200 gp). If the characters don't sell it, one of them can keep it and use it as a portable light source.

# BATTLEFIELD DOWNS

**A lair for five 7th-level adventurers**

The desolate, uneven country known to fearful locals as Battlefield Downs is strewn with the scattered remains of the ancient dead. During the last terrible years of the old empire, a series of grinding military engagements played out across the rolling fields of Battlefield Downs. In one battle that was part of a wider, disastrous campaign that contributed heavily to Nerath's downfall, the Empire of Nerath's legions clashed here against ravaging gnoll packs. It is now a haunted place, where only the bravest dare to tread.

## Background

**History DC 14:** The scholar Tirian Forkbeard proved himself courageous but unwise when he built a small home for himself near the Downs. Forkbeard devoted decades of his life to the study of the undead. For years, he claimed to be on the verge of great discoveries that would enable the world's clerics to rid the world of undead entirely. How he aimed to achieve this goal was never clear. Forkbeard always told questioners that he would unveil the secret technique only when he was sure it would work.

**History DC 19:** Months ago, Tirian moved out to the Downs proper. He theorized that careful measurements of its haunted energies could aid him in his research. He hoped to find or create a ritual that would cut the link between undead creatures and the Shadowfell. Whatever he might have been onto, he has taken his secrets to the grave.

**Streetwise DC 14:** Last week Joachim Cork, a traveling peddler taking a risky shortcut across the edges of the Downs, was chased by a deceased and rotting Tirian Forkbeard. Joachim says that Tirian, who had been his friend, gibbered at him inarticulately, showing no sign of his previous personality or intelligence. Despite the reckless chances he took during his research, Joachim says, Tirian feared nothing more than turning into one of the creatures he spent his life trying to destroy.

## Hook: Bring Me Tirian's Head

Before leaving for the Downs, Tirian established a reward fund. He entrusted its administration to Neko Blunt, a middle-aged woman who is the keeper of Tirian's local tavern. Neko will pay 3,000 gp to anyone who brings back proof that Tirian's undead body has been laid to its eternal rest. As a researcher of the undead, Tirian was not squeamish or sentimental: The terms of the reward that Tirian arranged with Neko specify that to receive the gold, the claimants must chop off Tirian's zombie's head and present it to Neko for authentication.

Neko provides a physical description of her friend so that whoever takes up the task of securing the reward can identify Tirian's walking corpse. Tirian wore a long, gray beard divided in two bunches and adorned with strings of wooden beads. Tirian's left arm featured a tattoo of blue geometric forms that snaked around the entirety of the limb.

## Environment

This time of year, the Downs are swept by cold and lashing winds from the northern mountains. A heavy snowfall took place a few days ago. Northern gales have sculpted the snow into high banks, leaving much of the area's dead, grassy ground essentially clear.

The map's terrain zones are indicated on its key.

- Areas of normal terrain consist of hard, frozen ground covered with brown, trampled grasses, and a light dusting of snow.
- The gully is a 5-foot-deep trench. Creatures occupying gully squares grant combat advantage to melee attackers that are not in gully squares.

### ZOMBIE BREEDING GROUND

The thousands of deaths that took place on the Downs transformed this battlefield into a place where the walls between the world and the Shadowfell are weak. People who die here reanimate as undead. This is what happened to Tirian Forkbeard.

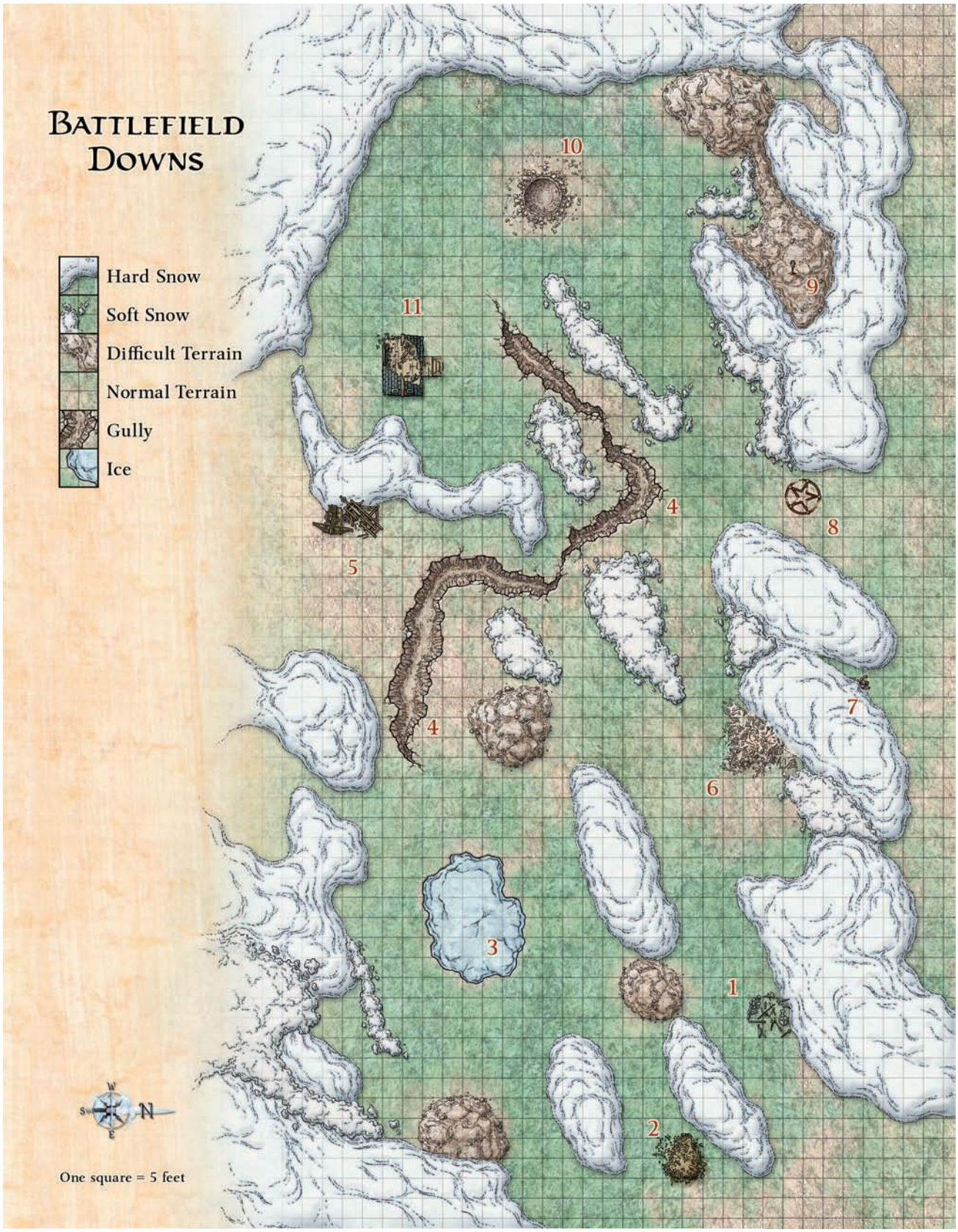
Humanoid creatures in the Downs (the entire area shown on the full-page map) who are reduced to 5 or fewer hit points take on a pale, waxy complexion. Their veins darken and become visible through their increasingly translucent flesh. An opaque glaze dulls their eyes, and their eyes remain open even while they are unconscious.

Humanoid creatures who die transform into chillborn zombies (*Monster Manual,* page 275).

If any PCs die here, you can delay their transformation until after surviving PCs have defeated their current enemies or fled the field if things are going poorly for them. Otherwise, a dead comrade rises 1 round after death. It turns on living PCs, acting last in initiative order. It has full hit points as a chillborn zombie.

Victims of zombie transformation can, after being reduced to 0 hit points, be restored to life by a Raise Dead ritual. A player whose character became a zombie can choose to roleplay the character as haunted by hazy memories of the undead state or to shrug off the incident entirely.

Creature powers that raise slain enemies as undead (such as *spawn wraith*) supersede the zombie breeding ground effect.


Battlefield Downs
Hard Snow
Soft Snow
Difficult Terrain
Normal Terrain
Gully
Ice
10
9
11
4
8
5
4
7
6
3
1
2
W
S
N
E
One square = 5 feet

- Difficult terrain is strewn with uneven rocks or covered with half a foot of loose snow. It costs 1 extra square of movement to enter a square of difficult terrain.
- Hard snow banks are made of partially melted snow that has later refrozen into thick blocks of ice. They range from 5 to 10 feet in height. They can be climbed with a successful DC 14 Athletics check. They support the weight of a Medium or smaller creature. Characters traveling along the tops of hard snow banks treat them as difficult terrain once they have climbed onto them.
- Soft snow banks range from 5 to 10 feet high. They do not support a combatant's weight. Anyone attempting to scale one instead falls into the snow. Soft snow banks are blocking terrain and prevent movement through them. A character who falls into soft snow make a successful DC 19 Athletics check and must use both a standard action and a move action to return to the closest adjacent square to the square where he fell in.
- Ice is challenging terrain. A successful DC 19 Acrobatics check allows a character to move his speed across the ice. He rolls a new Acrobatics check each time he moves. A character who fails this check falls prone in the square of ice he occupies. The ice squares on the map represent an ice-covered pond that features a tactical combat encounter. See the description of Area 3, below, and the "Pond Ambush" encounter on page 76.

If the PCs accept the challenge to secure the offered reward by ending Tirian's undead wanderings, they arrive in the general area where Neko thinks Tirian established his makeshift hut. On their approach, the PCs might hear some unexplained wails and feel an unaccountable chill or two, but so their journey from the safety of town unfolds without incident.

**When the adventurers first approach the Downs, read:**
*The Downs are a vast swath of low, rolling hills. Snow is thick and deep on the ground, and the air is cold, but not bitterly so. Intermittently, the wind blows across the terrain, sounding for all the world like the wails of a hunting, yet sorrowful, creature.*

## Area 1: Pile of Weapons

This area holds an amorphous pile of useless weapons and pieces of armor. These relics of the wars fought here are loosely strewn about the entire area of the Downs. At this spot, the adventurers find a dense collection of them.

**When the adventurers draw near sight of the pile, read:**
*Scattered on the ground next to a snowbank are dozens of ruined pieces of very old weapons and armor.*

The weapons and armor have no resale value.

## Area 2: Rubbish Pile

**When the adventurers draw near sight of the rubbish pile, read:**
*A pile of unidentifiable rubbish molders in a depression.*

With a successful DC 15 History check, a character concludes that this once-buried detritus is the remains of a campsite that dates back to the imperial wars. A successful DC 15 Perception check turns up an old buckle, a handful of coins (5 sp and 7 cp), and a jug with "Sergeant Petrus" scratched into it.

## Area 3: Icy Pond (Level 6)

This pond has a thick layer of ice across it. The ice hides undead lurking under the water, one is phased into the ground nearby, and two others hide behind a snowbank. When adventurers come near or walk onto the ice, they trigger the tactical encounter, and the undead ambush the adventurers.

**Tactical Encounter:** "Pond Ambush," page 76.

## Area 4: Gully

**When the adventurers approach the gully, read:**
*A low ditch snakes through the snowbanks. Bits of old trash litter its shallow bottom.*

A successful DC 8 Perception check reveals fragments of well-gnawed bones in the gully. They are not Tirian's.

## Area 5: Ruined Ballistae

**When the adventurers approach this area, read:**
*Rusted and pitted iron fittings jut up from the ground. More bits of some ruined mechanism are clearly buried beneath it.*

A successful DC 19 History check identifies the fittings as remnants of several ballistae. Their wooden parts have long since rotted away.

## Area 6: Pile of Bones

**When the adventurers approach the mound, read:**
*A great stack of bones is piled on the ground. The mound is 10 feet high and includes many humanoid skulls.*

A successful DC 19 Heal check reveals that the ages of the bones range from a hundred years to a few months. They include the remains of animals—deer,

bear, wolves—as well as humans, dwarves, elves, dragonborn, and gnolls. Someone has carefully sorted the bones by anatomical function: all the ribs piled here, all the pelvises over there, and so on.

## Area 7: Frozen Corpse

**When the adventurers approach this area, read:**
*A frozen corpse lies huddled in the snow, clutching a tattered piece of parchment in a closed fist.*

The body is that of a 50-year-old male human who bears no tattoos and is clean-shaven. He foolishly came here by himself seeking Tirian's reward.

A successful DC 20 Arcana check reveals that the parchment is inscribed with magic similar to the Gentle Repose ritual. It is designed to keep a body safe from reanimation if killed. If the scroll is removed from the corpse's grasp, the magic of the scroll loses any power it had. The body stumbles to its feet a minute later, groaning inarticulately—and then its frozen body, unable to take the strain of animating into a zombie, shatters into dozens of pieces.

## Area 8: Circle of Protection

**When the adventurers approach these cryptic symbols, read:**
*Someone has scratched out a mystic pattern in the earth. Large sections of it have been hacked away by digging, leaving the pattern broken.*

A successful DC 21 Arcana check reveals that the pattern is either an inept attempt at a magic circle or the remains of an interrupted ritual.

## Area 9: Gibbering Head

**When the adventurers move to within sight of the stake, read:**
*A wooden stake juts up from the rocky ground. On top of it is a weathered, blackened human head.*

This head is all that remains of one of the leaders of the long-ago battle, impaled here as a trophy of sorts and a warning to other enemies. Long exposure to the taint of this area has infused it with malefic abilities.

**Gibbering Head** **Level 7 Blaster**
Trap XP 300

*A severed head animates and spews a cacophony of blasphemies and imprecations at approaching creatures.*

**Trap:** This cursed head scours its target's mind for memories that it incorporates into horrifying psychic threats.

**Perception**
✦ DC 19: The character notices that the head twitches, and its lips move every so often.

**Trigger**
When a character comes within 2 squares of it, the head begins to gibber and yell, and it attacks.

**Attack ✦ Psychic**
**Immediate Reaction or Standard Action** **Close** burst 2
**Target:** Each living creature in burst
**Attack:** +10 vs. Will
**Hit:** 2d10 psychic damage. After the initial attack, the gibbering head repeats the attack each round as a standard action at an initiative count one higher than the highest PC initiative count.

**Countermeasures**
✦ The head can be destroyed. It has AC 10, Fortitude 5, Reflex 10, and 50 hit points. It is immune to necrotic damage and has vulnerable 10 radiant.

## Area 10: Smoking Crater (Level 7)

This remnant of the old war still pulses with evil, exuding a constant plume of foul smoke. The rock-strewn crater is the site where a terrible magic siege weapon was used during the ancient war. The PCs trigger the tactical encounter when they come within 2 squares of any of the creatures milling about this crater.

**Tactical Encounter:** "Around the Crater," page 78.

## Area 11: Destroyed Hut

**When the adventurers move adjacent to the hut, read:**
*This crude wooden structure has been partially dismantled, as if torn apart by hand. Among the scattered planks and broken furniture lie fragments of journals that have been torn into unreadable pieces. The parchment remnants now litter the ground like clumps of snow.*

Tirian lived here during his ill-fated mission to the downs. He brought nothing of value with him, and his personal items have been scattered across the area.

If the characters investigate this area before comng upon the Smoking Crater (Area 10), they disturb the two corruption corpse zombies hiding here and trigger the tactical encounter associated with the crater.

**Tactical Encounter:** "Around the Crater," page 78.

# Tirian's Whereabouts

The zombie Tirian appears as an enemy in the second of the two tactical encounters the characters engage in.

If the group completes the "Pond Ambush" encounter last, he is one of the corruption corpses. When he explodes, his head is left sufficiently intact to take back to Neko and claim the reward.

If the group completes "Around the Crater" last, Tirian is the chillborn zombie.

# Conclusion

After the PCs present Tirian's head to Neko, she arranges a wake at her tavern for her friend. The scholar's friends gather to remember him, and Neko presents the 3,000 gp reward to the adventurers.

# Pond Ambush

**Encounter Level 6 (1,276 XP)**

## Setup

**1 zombie hulk** (Z)
**1 mad wraith** (W)
**1 dread zombie** (D)
**2 corruption corpses** (C)
**2 skeleton soldiers** (S)

The shambling undead of Battlefield Downs wait in listless suspended animation for new victims, lurking in the chill waters of a pond covered by a layer of ice. The undead are hidden.

**When the adventurers wander into this area, read:**

*A windswept expanse of brown, grassy ground is interrupted by the glare of sunlight (or moonlight) bouncing off a sheet of ice.*

When adventurers move adjacent to one of the submerged undead or walk onto the ice, the undead ambush the adventurers. A character can avoid being surprised by making a successful DC 24 passive Perception check.

Place undead on the map as they become evident to the party. (You can change the starting positions of the undead in underneath the ice into good initial ambush squares.)

The zombie hulk, the dread zombie, and the skeleton soldiers burst up through the ice. The mad wraith phases up from the ground, and the corruption corpses burst out from behind the nearby snowbank.

**Zombie Hulk (Z)** **Level 8 Brute**
Large natural animate (undead) XP 350

**Initiative** +2 **Senses** Perception +3; darkvision
**HP** 88; **Bloodied** 44; see also *rise again*
**AC** 20; **Fortitude** 23, **Reflex** 17, **Will** 18
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant
**Speed** 4

⊕ **Slam** (standard; at-will)
Reach 2; +12 vs. AC; 2d8 + 5 damage.

⸸ **Zombie Smash** (standard; recharge ⚅)
Reach 2; targets Medium size or smaller creature; +12 vs. AC; 4d8 + 5 damage, and the target is knocked prone.

**Rise Again** (the first time the zombie hulk is reduced to 0 hit points)
Make a new initiative check for the zombie hulk. On its next turn, the zombie hulk rises (as a move action) with 44 hit points.

**Alignment** Unaligned **Languages** –
**Str** 21 (+9) **Dex** 6 (+2) **Wis** 8 (+3)
**Con** 18 (+8) **Int** 1 (-1) **Cha** 3 (+0)

**Mad Wraith (W)** **Level 6 Controller**
Medium shadow humanoid (undead) XP 250

**Initiative** +8 **Senses** Perception +6; darkvision
**Mad Whispers** (**Psychic**) aura 3; deafened creatures are immune; any enemy within the aura at the start of its turn takes 5 psychic damage and is dazed until the start of its next turn. (If the mad wraith takes radiant damage, the aura is negated until the end of the mad wraith's next turn.)
**HP** 54; **Bloodied** 27
**AC** 18; **Fortitude** 15, **Reflex** 18, **Will** 17
**Immune** disease, poison; **Resist** 10 necrotic, insubstantial; **Vulnerable** 5 radiant (see also *mad whispers* above)
**Speed** fly 6 (hover); phasing

⊕ **Touch of Madness** (standard; at-will) ✦ **Psychic**
+8 vs. Will; 1d6 + 5 psychic damage, and the target takes a -2 penalty to Will (save ends).

⸸ **Touch of Chaos** (standard; recharge ⚄ ⚅) ✦ **Psychic**
+9 vs. Will; 2d6 + 4 psychic damage, and the target moves up to its speed and makes a basic attack against its nearest ally as a free action.

**Spawn Wraith**
Any humanoid killed by a mad wraith rises as a free-willed mad wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.

**Alignment** Chaotic evil **Languages** Common
**Skills** Stealth +13
**Str** 6 (+1) **Dex** 20 (+8) **Wis** 6 (+1)
**Con** 12 (+4) **Int** 11 (+3) **Cha** 19 (+7)

**Dread Zombie (D)** **Level 5 Soldier**
Medium natural animate (undead) XP 200

**Initiative** +3 **Senses** Perception +3; darkvision
**HP** 66; **Bloodied** 33; see also *rise again*
**AC** 21; **Fortitude** 19, **Reflex** 15, **Will** 16
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant; see also *zombie weakness*
**Speed** 5

⊕ **Longsword** (standard; at-will) ✦ **Weapon**
+12 vs. AC; 1d8 + 5 damage.

⸸ **Zombie Grab** (standard; at-will)
+10 vs. Reflex; the target is grabbed. Attempts to escape the zombie's grab take a -5 penalty.

**Rise Again**
If a dread zombie is reduced to 0 hit points by an attack that does not deal fire or radiant damage, the creature is not destroyed. The dread zombie falls prone and appears to be destroyed, but instead, the creature returns with 10 hit points at the beginning of its next turn.

**Zombie Weakness**
A critical hit scored against a dread zombie reduces the zombie to 0 hit points.

**Alignment** Unaligned **Languages** –
**Str** 15 (+4) **Dex** 9 (+1) **Wis** 12 (+3)
**Con** 18 (+6) **Int** 3 (-2) **Cha** 4 (-1)
**Equipment** plate armor, heavy shield, longsword

| 2 Corruption Corpses (C) | Level 4 Artillery |
|---|---|
| Medium natural animate (undead) | XP 175 each |

**Initiative** +3 **Senses** Perception +3; darkvision
**Grave Stench** aura 1; any living enemy within the aura takes a -5 penalty to attack rolls.
**HP** 46; **Bloodied** 23; see also *death burst*
**Regeneration** 5 (if a corruption corpse takes radiant damage, regeneration doesn't function until the end of its next turn)
**AC** 17; **Fortitude** 16, **Reflex** 14, **Will** 14
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 4

⨁ **Slam** (standard; at-will)
+8 vs. AC; 1d6 + 3 damage.

**Mote of Corruption** (standard; at-will) ✦ **Necrotic**
The corruption corpse hurls a black glob of necrotic filth. Ranged 10; +7 vs. Reflex; 2d6 + 3 necrotic damage, and the target is weakened (save ends).

**Death Burst** (when reduced to 0 hit points) ✦ **Necrotic**
The corruption corpse explodes. Close burst 1; +7 vs. Fortitude; 2d6 + 3 necrotic damage.

**Alignment** Unaligned **Languages** –

| | | |
|---|---|---|
| **Str** 16 (+5) | **Dex** 13 (+3) | **Wis** 12 (+3) |
| **Con** 16 (+5) | **Int** 4 (-1) | **Cha** 3 (-2) |

| 2 Skeleton Soldiers (S) | Level 6 Minion |
|---|---|
| Medium natural animate (undead) | XP 63 each |

**Initiative** +6 **Senses** Perception +5; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 21; **Fortitude** 18, **Reflex** 19, **Will** 18
**Immune** disease, poison
**Speed** 6

⨁ **Longsword** (standard; at-will) ✦ **Weapon**
+11 vs. AC; 5 damage.

**Shortbow** (standard; at-will) ✦ **Weapon**
Range 15/30; +11 vs. AC; 4 damage.

**Alignment** Unaligned **Languages** –

| | | |
|---|---|---|
| **Str** 15 (+5) | **Dex** 17 (+6) | **Wis** 14 (+5) |
| **Con** 13 (+4) | **Int** 3 (-1) | **Cha** 3 (-1) |

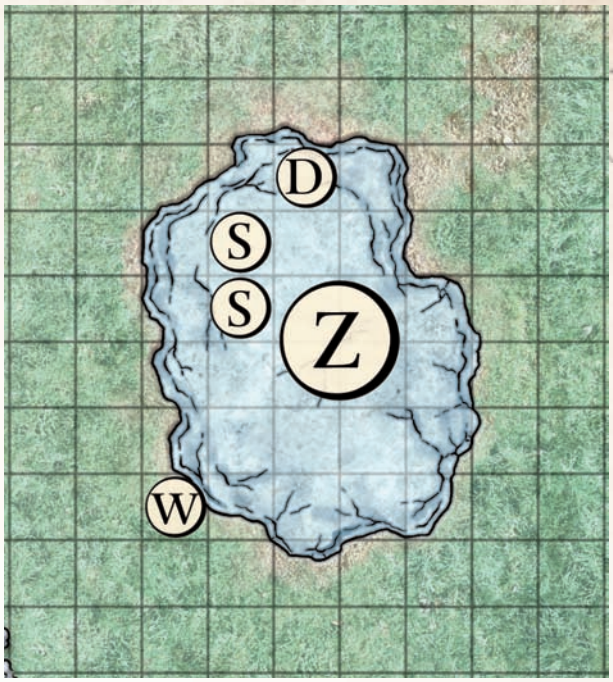
**Equipment** heavy shield, longsword, shortbow, quiver of 10 arrows

## Tactics

The undead are not hampered by fighting while standing in 3-foot-deep water, and they gain combat advantage against characters who have fallen or been pulled into it.

**Round 1+:** Characters who are on the ice when the attack occurs face the chance of falling into the frigid waters (see "Features of the Area"). If only one character is in the water, the dread zombie attacks that character. If two or three characters are in the water, the skeleton soldiers engage the others. If four or five characters are in the water, the zombie hulk moves to fight the last two.

If any characters are adjacent to the pond, the undead creatures that burst up from the pond move to them and try to drag them into the water, which requires an opposed Athletics check. Each creature tries this tactic only once, then heads onto open ground to fight there if the attempt fails. If no character is near enough to be caught by this tactic, the creatures head immediately to open ground.






The zombie hulk uses *zombie smash*, the dread zombie uses *zombie grab*, and the skeleton soldiers slash with their longswords unless they are on solid ground and not engaged in melee, in which case they use their shortbows instead.

The mad wraith positions itself to affect the most PCs possible with *mad whispers* while using *touch of chaos* on heavily armored targets or targets that seem opportune. The corruption corpses attack with *mote of corruption* at range. They switch to their slams when they are engaged in melee, and they maneuver back to resume using *mote of corruption* if possible.

## Features of the Area

**Illumination:** Varies with the time of day—bright light, dim light, or darkness.

**Gully, Difficult Terrain, Hard Snow, Soft Snow:** See the "Environment" section, page 72.

**Icy Pond (Ice):** The ice is challenging terrain. A successful DC 19 Acrobatics check allows a character to move his speed across the ice. Characters who fail this check fall prone in the first square of ice they enter. The ice holds the weight of a character until the undead below it attack or until the ice itself is attacked.

**Icy Pond (Water):** Characters on the ice when the undead break through must make a successful DC 14 Acrobatics check to avoid slipping on the ice and falling into the water. Characters who fail the Acrobatics check can avoid falling into the water by falling prone on the ice. They must crawl to solid ground, or they fall through the ice upon standing up.

If a character begins his or her turn in the water, he or she takes 5 cold damage. Treat the icy pond water as difficult terrain for the characters (but not for undead).

# Around the Crater

**Encounter Level 6 (1,200 XP)**

## Setup

**1 chillborn zombie** (Z)
**2 corruption corpses** (C)
**2 rotwing zombies** (R)
**5 carcass eaters** (E)

Undead mill or flap about (in the case of the rotwing zombies) without discernible motive around the hissing crater. When they are alerted to the presence of invading adventurers, they leap at the chance to attack the living.

Place the creatures as indicated on the map, and roll initiative.

**When the adventurers first view the area, read:**
*A motley collection of dull-eyed walking corpses pointlessly circles a smoking crater, following its plume of green-tinged smoke as it moves about in the shifting wind. Some of the undead creatures are moaning as if in time to an ancient military marching song. Some of them hop and flap about on huge bat wings. A few of the corpses wear scraps of ancient military garb, and these corpses seem particularly ancient. Others of the undead are less rotted and appear to be more recently deceased. A few gore-covered, ratlike wolves nose around the area.*

**Chillborn Zombie (Z)** **Level 6 Soldier**
Medium natural animate (cold, undead) XP 250

**Initiative** +5 **Senses** Perception +3; darkvision
**Chillborn Aura (Cold)** aura 2; any creature that enters the aura or starts its turn within the aura takes 5 cold damage. Multiple chillborn auras deal cumulative damage.
**HP** 71; **Bloodied** 35; see also *death burst*
**AC** 22; **Fortitude** 20, **Reflex** 16, **Will** 16
**Immune** disease, poison; **Resist** 10 cold, 10 necrotic; **Vulnerable** 5 fire, 5 radiant
**Speed** 4

⊕ **Slam** (standard; at-will) ✦ **Cold**
+11 vs. AC; 1d6 + 4 damage, and the target is immobilized until the end of the chillborn zombie's next turn and takes ongoing 5 cold damage (save ends); see also *ice reaper*.

✧ **Death Burst** (when reduced to 0 hit points) ✦ **Cold**
The chillborn zombie explodes. Close burst 1; +9 vs. Fortitude; 2d6 + 2 cold damage, and the target is slowed (save ends).

**Ice Reaper ✦ Cold**
A chillborn zombie deals 5 extra cold damage to an immobilized creature.

**Alignment** Unaligned **Languages** –
**Str** 19 (+7) **Dex** 10 (+3) **Wis** 10 (+3)
**Con** 15 (+5) **Int** 2 (-1) **Cha** 6 (+1)

**2 Corruption Corpses (C)** **Level 4 Artillery**
Medium natural animate (undead) XP 175 each

**Initiative** +3 **Senses** Perception +3; darkvision
**Grave Stench** aura 1; any living enemy within the aura takes a -5 penalty to attack rolls.
**HP** 46; **Bloodied** 23; see also *death burst*
**Regeneration** 5 (if a corruption corpse takes radiant damage, regeneration doesn't function until the end of its next turn)
**AC** 17; **Fortitude** 16, **Reflex** 14, **Will** 14
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 4

⊕ **Slam** (standard; at-will)
+8 vs. AC; 1d6 + 3 damage.

**Mote of Corruption** (standard; at-will) ✦ **Necrotic**
The corruption corpse hurls a black glob of necrotic filth. Ranged 10; +7 vs. Reflex; 2d6 + 3 necrotic damage, and the target is weakened (save ends).

✧ **Death Burst** (when reduced to 0 hit points) ✦ **Necrotic**
The corruption corpse explodes. Close burst 1; +7 vs. Fortitude; 2d6 + 3 necrotic damage.

**Alignment** Unaligned **Languages** –
**Str** 16 (+5) **Dex** 13 (+3) **Wis** 12 (+3)
**Con** 16 (+5) **Int** 4 (-1) **Cha** 3 (-2)

**2 Rotwing Zombies (R)** **Level 4 Skirmisher**
Medium natural animate (undead) XP 175 each

**Initiative** +6 **Senses** Perception +2; darkvision
**HP** 54; **Bloodied** 27; see also *zombie weakness*
**AC** 17; **Fortitude** 16, **Reflex** 16, **Will** 14
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 4, fly 4 (clumsy)

⊕ **Slam** (standard; at-will)
+9 vs. AC; 1d8 + 2 damage.

**Flying Charge**
When flying, a rotwing zombie deals 2d6 extra damage on a successful charge attack.

**Zombie Weakness**
Any critical hit to a rotwing zombie reduces it to 0 hit points instantly.

**Alignment** Unaligned **Languages** –
**Str** 14 (+4) **Dex** 14 (+4) **Wis** 10 (+2)
**Con** 14 (+4) **Int** 1 (-3) **Cha** 3 (-2)

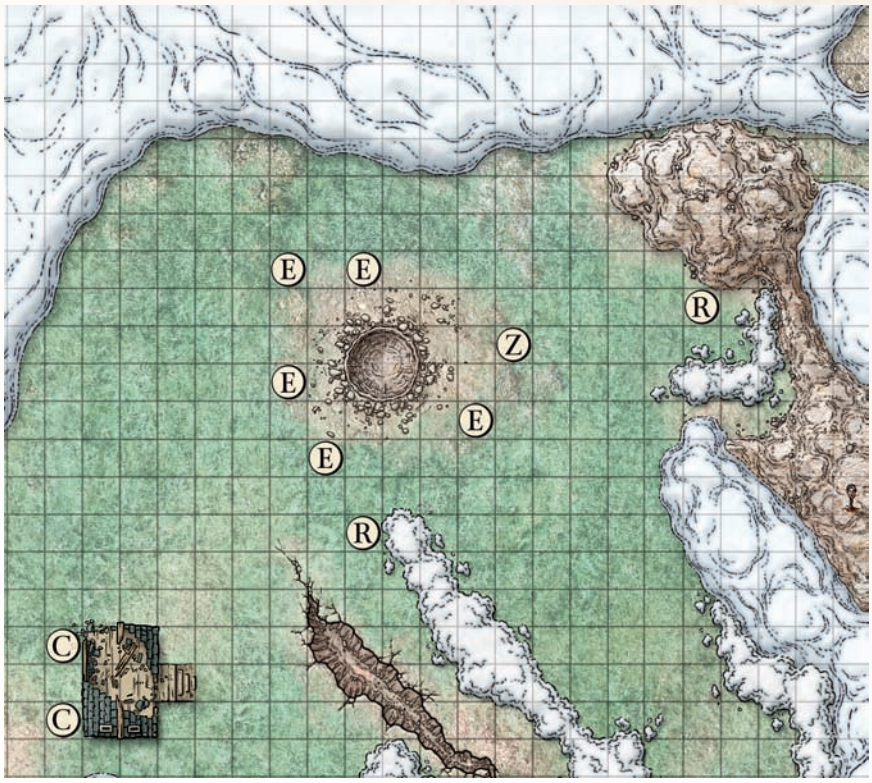
**5 Carcass Eaters (E)** **Level 5 Minion**
Small natural animate (undead) XP 50 each

**Initiative** +5 **Senses** Perception +8; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 21; **Fortitude** 19, **Reflex** 17, **Will** 15
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 6, burrow 4

⊕ **Bite** (standard; at-will) ✦ **Necrotic**
+12 vs. AC; 5 necrotic damage.

↓ **Blood Frenzy** (free, when an adjacent enemy becomes bloodied; at-will) ✦ **Necrotic**
The carcass eater makes a melee basic attack against the triggering creature.

**Alignment** Unaligned **Languages** –
**Str** 19 (+6) **Dex** 16 (+5) **Wis** 12 (+3)
**Con** 14 (+4) **Int** 4 (-1) **Cha** 5 (-1)




## Tactics

All the undead fight until they are destroyed.

**Round 1+:** The chillborn zombie and the carcass eaters close to melee with the nearest targets and set upon them with their basic attacks.

The corruption corpses remain behind the ruins of Tirian's hut, which grants them cover (-2 penalty to attack rolls against them). They make ranged attacks with *mote of corruption* until forced into melee.

One rotwing zombie remains mobile and charges with its slam whenever possible, gaining additional damage from *flying charge* when it can.

The other rotwing zombie initially remains near the snowbank to the north, trying to lure an adventurer into contact with the gibbering head trap (page 75). Once it has tried the trap trick for two rounds, whether or not it worked, it uses the same tactics as the other rotwing zombie.

## Features of the Area

**Illumination:** Varies with the time of day—bright light, dim light, or darkness.

**Smoking Crater:** The 4 squares of the smoking crater are difficult terrain.

**Plume of Smoke:** The crater gives off a constant plume of smoke in the shape of a close blast 3. The origin square of the blast is one of the 4 squares occupied by the crater. When the encounter begins, the southeast square of the crater is the origin square, and the blast extends directly east away from that square.

*Plume Terrain Effects:* The squares in the blast are lightly obscured. Creatures in those squares have concealment (-2 penalty to attack rolls). The plume of smoke is also mildly caustic. It irritates the eyes of any living creature standing within it, granting combat advantage to nonliving foes.

*Plume Shifts:* Frequently shifting winds are present in this area. Whenever the wind changes direction, the plume moves accordingly. Roll 1d6 at the beginning of each round of the battle starting with round 2. On a result of 4–6, the plume shifts in a counterclockwise direction.

The first time it shifts, the northeast square of the crater becomes the origin square, and the blast extends directly east away from that square.

The next time the plume shifts, the northwest square of the crater becomes the origin square, and the blast extends directly north away from that square.

If the plume shifts again, the southwest corner of the crater becomes the origin square, and the blast extends directly west away from that square.

If it shifts a fourth time, the plume occupies the same space it did at the start of the encounter.

*Ranged Penalties on the Round of a Shift:* During any round that starts with a plume shift, the turbulent winds force characters using ranged weapons to adjust their aim. They take a -2 penalty to their attack rolls.

There is no penalty for rounds during which the plume does not move. Having taken a shot, ranged weapon users are able to compensate for the winds until the next change of direction.

**Tirian's Hut:** The structure in the southeast part of this area is Tirian's makeshift, ruined hut. See the description of Area 11, page 75. The squares of Tirian's hut are difficult terrain, costing 1 extra square of movement to enter.

# Bloodtower on the Moorland

**A lair for five 12th-level adventurers**

The lost Bloodtower has returned, arising from its earthen grave to stand as a mute sentinel over the fog-shrouded moorland. In the weeks since its return, locals and travelers have spoken of new undead roaming the countryside.

## Background

**History DC 21:** In centuries past, the Bloodtower was home to a society of necromancers. The members of this cloistered sect, easily recognized by their smooth shaved heads, unadorned gray robes, and white gloves, were known for their expertise in combating and commanding undead.

For reasons unknown, the Bloodtower vanished into the moor several centuries ago.

**History DC 23:** The Bloodtower's lord was a necromancer named Mervaun, and his expertise in the fields of necromancy and demonology were unparalleled.

## Hook: Find the Black Petal

The PCs are visiting or passing through a city that lies near the moorland. While taking a meal at a local watering hole, they overhear a resident relating the following story.

Not long ago, a woman with pale skin and piercing gray eyes, wearing a distinctive amulet, passed through the city. The slender, graceful woman offered no name as she methodically purchased supplies. Locals called her the Black Petal, for the pendant depicting long, thorny roses with petals dark as night that she wore on a chain around her neck. When she left the city, she traveled into the moorland.

If that's not enough of an enticement to get the characters to follow the mysterious woman, you could arrange for the resident to engage them in conversation and speculate that the woman's activities are connected with the long-lost Bloodtower.

### The Black Petal

The true name of the woman known as the Black Petal is Anefsina Bleth. She is a noble with a strong interest in necromantic matters. She entered the moorland in search of the lost Bloodtower.

After weeks of scouring the rocky headlands along the eastern moor, she at last divined the tower's concealed resting place. Anefsina then recited a complex ritual from a scroll of tattered vellum. At the conclusion of the ritual, the Bloodtower rose up out of the moorland, freed from its ages-old burial site.

## Environment

Low, coarse grasses and scattered briars dot the fog-swept lowlands. A great river lies adjacent to the moorland that annually overtops its banks in winter, flooding the fields.

The lowlands of the moor are mostly flat, allowing PCs to move overland without restriction. The highlands are rocky and thick with vegetation, making the terrain difficult to cross. Thick blankets of fog often roll in from the nearby inland sea. Beasts native to the moorlands might take advantage of the heavy fog to achieve surprise against the PCs (see obscured terrain, *Dungeon Master's Guide,* page 61).

The following physical traits apply to the Bloodtower:

- The tower stands 96 feet tall. It has eight floors, each 12 feet in height. However, it remains partially buried underground in the moor. The third level of the tower is even with the ground, and the floor of the top level of the tower is 60 feet above the ground. The exterior walls of the tower are rough surfaces, and climbing them requires a successful DC 21 Athletics check.
- The central spiral staircase is difficult terrain. Characters have cover against foes below them on the spiral stairs because they can duck behind the staircase's central support. A successful DC 16 Acrobatics check is required at the start of each run action attempted on the stairs. Failure results in a PC falling prone and ending his or her movement.
- All doors in the tower are closed but not locked and can be opened as part of a move action.

**When the PCs survey the area around the tower, read:**

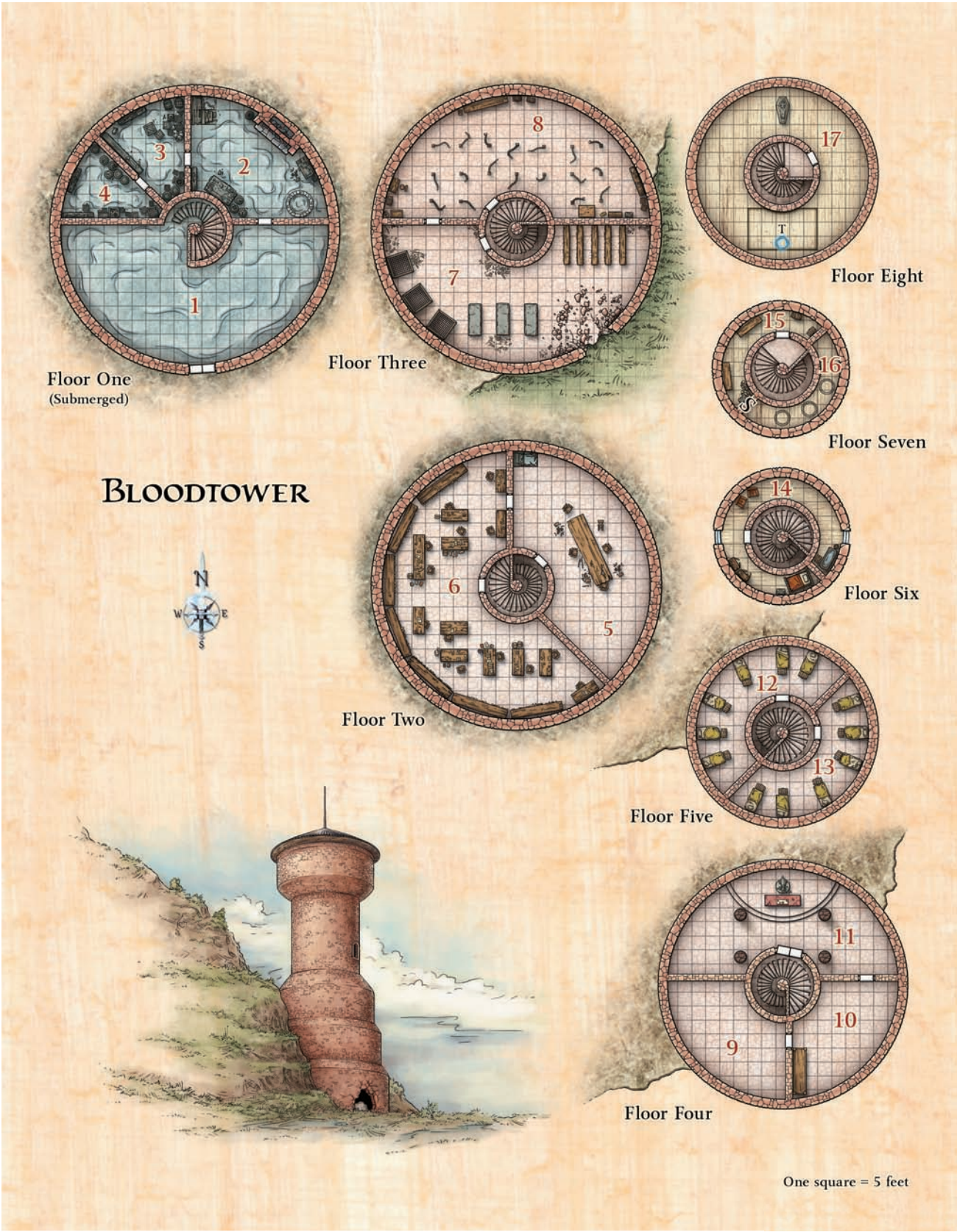
*The Bloodtower juts out against a forested tor. The tower is constructed of dark green stone speckled with bright red spots. It stands about 75 feet in height.*

### In the Lee of the Tower

As the power of Anefsina's ritual pulled the Bloodtower skyward, the edifice was dragged along a large boulder, damaging the structure and punching a hole in its outer wall. The crevice is large enough to allow a single Medium creature to pass through at one time.

**When the adventurers reach the tower, read:**

*The tower appears solidly constructed despite a jagged scar running along its wall. The gash ends at ground level, where a great boulder has punctured a hole in the tower's outer wall. The stink of death and corruption near the boulder is overwhelming. The stench pours from the exposed crevice.*


Floor One
(Submerged)
Floor Three
Floor Eight
Floor Seven
BLOODTOWER
N
W
E
S
Floor Six
Floor Two
Floor Five
Floor Four
One square = 5 feet

If you want to provide a hint about what lies ahead (in Area 7), you can allow a character to gain the following information on a successful passive Religion check.

**Religion Check**
**DC 20:** *Your studies of the undead strongly suggest that the odor you sense belongs to some variety of ghoul that might be waiting just inside the crevice.*

If you want to give the characters a challenge before they enter the tower, throw the following optional encounter at them. Afterward, allow them to take a short rest (or even an extended rest, if you're feeling generous) in order to replenish their resources before they continue.

### Optional: Horrible Stalker
**Level 12 Encounter (XP 3,500)**
✦ 1 fen hydra (level 12 solo brute, *MM* 164)

A fen hydra has wandered too close to the Bloodtower. Its movement through the moor foliage makes an easily missed background noise.

**Perception Check**
**DC 22:** *A curious humming or clicking, barely noticeable above the natural sounds of the moor, can be heard.*

## Areas 1–4: Flooded Chambers
The first floor of the Bloodtower is below ground level and flooded. Submerged chambers include the foyer (Area 1), the kitchen (Area 2), the storeroom (Area 3), and the cold storage locker (Area 4).

**When the adventurers move down the central stairs toward this location, read:**
*As you descend the central stairway, the steps become increasingly slick and slime-covered. Navigating a few steps farther reveals that the chamber below you is completely submerged in fetid, chilly water.*

**Submerged Chambers:** Swimming through this calm, deep water requires a successful DC 10 Athletics check. See "Aquatic Combat," *Dungeon Master's Guide*, page 45, for information on fighting underwater (and the suffocation by drowning rules in the *Dungeon Master's Guide*, page 159). Note that this area is dark.

### Optional: Diving into the Unknown
**Level 11 Encounter (XP 2,800)**
✦ 7 sodden ghoul wailers (level 9 soldier, page 154)

## Area 5: Dining Room
The dining room (currently below ground but not submerged) contains a long, narrow wooden table that is cracked, warped, and even rotted away in some spots. The remnants of several high-backed wooden chairs lie on the floor. Two rusty iron chandeliers dangle precariously from the ceiling. In the northern corner of the room, the ruined remains of a stairwell for the servants lead down to the kitchen. The stairway has long since rotted away. Dark water can be seen through the opening left when the stairway collapsed.

## Area 6: Library
This study (currently below ground but not submerged) was a favorite haunt of Mervaun, the lord and builder of the tower. It was in this room that the great necromancer penned many of his rituals.

**When the adventurers enter the library, read:**
*Bookcases line the outer wall of this dusty, poorly ventilated room. A haze of mold spores hangs in the air. An empty desk sits to the north beneath an archaic map of the region hung on the wall. Moldy, frail tomes and scrolls are piled in heaps and scattered around the room.*

**History Check**
**DC 20:** *Examining the landmarks and settlements on the map, you discern that it depicts the region around the Bloodtower several centuries past.*

**Treasure:** Four tomes (total value 1,000 gp) in the collection in this chamber deal with esoteric history and magical subjects. Even though Anefsina has already searched the room, she missed one juicy item—a ritual scroll of Consult Mystic Sages (1,000 gp).

## Area 7: Dissection Chamber (Level 11)
In ages past this chamber was used by the Bloodtower necromancers to dissect cadavers and conduct necromantic rituals. Today the room is home to a wretched stench ghoul commanded to guard the entryway. The PCs trigger the tactical encounter when they move through the crevice in the tower wall.

**Tactical Encounter:** "Stench Attack," page 84.

## Area 8: Undead Barracks
Dozens of manacles attached to chains are bolted into the floor of this chamber. This room was once used to house the tower's undead occupants.

## Area 9: Sacrament Antechamber
A curved line of blotches on the floor that are a lighter color than the rest of the floor suggests that a number of objects used to rest here, and that they have only recently been moved. This chamber was used to store rituals written on long scrolls and stored

in locked metal coffers, though the coffers are no longer here.

## Area 10: Priest Alcove

The door to this room is normally closed and locked. A large, ornate wooden desk sits along one wall. It seems remarkably preserved considering the amount of time it was underground, suggesting that it was magically enhanced. Priests used this room to prepare for rituals and sacred rites, and hints of its previous purpose are found in its now-ruined frescoes and oramentation.

## Area 11: Sanctum of Divine Death

**When the adventurers enter this chamber through the double doors leading from the central stairway, read:**

*Beyond the doors is an open chamber supported by four granite pillars. The floor is tiled with elaborate mosaics. An altar of polished bloodstone rests upon a dais at the far end of the room. Behind the altar stands an imposing statue carved in the likeness of some ancient, alien creature with too many eyes in its head and a body type similar to a cross between a dwarf and a skinned corpse.*

An inscription in the statue's base reads in the Rellanic script, "Ometh watches from beyond the grave."

**Religion Check**

**DC 20:** *Runes etched on the sanctum walls reveal that this chamber was once a chapel to an entity known as Ometh, once an exarch of a deity of death.*

## Areas 12–13: Sleeping Quarters

Each of these chambers holds six beds and six footlockers. These rooms were the sleeping quarters for the Bloodtower necromancers.

## Area 14: Anefsina's Private Quarters

Anefsina recently claimed this luxuriously furnished room for herself. It was the bedchamber and office of Mervaun. It contains a large bed, a personal chest, two wardrobes, two chairs, and a bathing tub.

**Treasure:** Next to the bathing tub is a gilded ivory bowl worth 2,500 gp that holds fragrant soap. A successful DC 26 Perception check reveals that the flagstone beneath the bowl has a shallow niche under it that holds 300 gp.

## Area 15: Vault

The iron door leading to this room from the central staircase is locked. This small, secured chamber once housed the accumulated wealth of the tower. Anefsina has already passed through the vault, collecting most of the valuable items.

**Iron Doorway:** The entrance to the vault is blocked by an iron door warded with an Arcane Lock. A successful DC 26 Thievery check or Strength check, or a Knock ritual, is required to enter the room.

**Treasure:** +3 *staff of fiery might* (13,000 gp).

**Secret Door:** A secret door (Perception DC 28 to find) is located along the southwest wall. It leads to Area 16.

## Area 16: Portal Chamber

Mervaun crafted three teleportation circles in this chamber. One leads to the Vaulted Sepulcher (Area 17). The other two lead to places you can determine as you see fit for your campaign. (These other two circles could be dormant until after the PCs have bested all the enemies in the tower, or they could provide a means of escape if things go badly for the characters.)

**After the PCs move through the secret door, read:**

*Three 5-foot-diameter circles are inked in intricate glyphs upon the chamber's hardwood floor. At the center of each, a larger glyph has been carved and traced over in blood that has now dried.*

**Teleportation Circles:** The three permanent teleportation circles are keyed to different locations. The user of a circle must stand on it and speak the proper password to activate it. When the word "Ometh" is spoken by someone standing on circle A, a Linked Portal opens to the permanent teleportation circle in the Vaulted Sepulcher (Area 17). Even if only a single PC stands on circle A, all the PCs in Area 15 or 16 teleport with that character at the same time.

## Area 17: Vaulted Sepulcher (Level 14)

Anefsina and her guardians await the PCs in this large open room containing an ornate sarcophagus. The PCs trigger the tactical encounter when they teleport into the room by activating circle A in Area 16.

**Tactical Encounter:** "Black Petal," page 86.

# Conclusion

Upon the defeat of the Black Petal and her undead servants, the PCs are free to explore the Vaulted Sepulcher fully.

If Anefsina escapes from this chamber, she either launches one or two more ambushes against the adventurers or retreats from the area to return at a later date to trouble the PCs.

# Stench Attack

**Encounter Level 11 (3,100 XP)**

## Setup

**1 wretched stench ghoul** (G)
**1 skull lord** (S)
**8 putrescent zombies** (Z)

The pungent stench of rot and decay exudes from the gash in the side of the Bloodtower caused by the boulder (see "In the Lee of the Tower," page 80). A wretched stench ghoul lurks within, ready to greet trespassers, but its unseen allies could spell ruin for the PCs.

The wretched stench ghoul was commanded by Anefsina to guard the tower entry crevice. The ghoul is hidden and isn't visible from the entry crevice. Provide the read-aloud text only after the first character enters the chamber.

Place the wretched stench ghoul as shown on the map when the first PC enters the chamber, then roll initiative. The character who enters first through the crevice is surprised by the ghoul unless he or she succeeds on a Perception check.

**Perception Check**
**DC 21:** *You hear the faintest whisper of a word repeated over and over: "Flesh!"*

The skull lord and its zombie minions are present, but hidden, as they lurk in the nearby Undead Barracks (Area 8). Place these creatures on the map after the encounhter has begun, as described in "Tactics" below.

**When the first adventurer enters this area, read:**
*A stomach-turning stink of death and corruption pervades the air. A ghastly, disease-ridden figure crouches in the room upon a stone slab. The creature is muttering one word over and over again. It opens its impossibly wide mouth of jagged, hungry teeth to enunciate: "Flesh!"*

**Wretched Stench Ghoul (G)** **Level 12 Elite Soldier**
Medium natural humanoid (undead) XP 1,400

**Initiative** +13 **Senses** Perception +8; darkvision
**Nauseating Stench** aura 4; any living creature within the aura takes a -2 penalty to attack rolls, skill checks, and ability checks.
**HP** 240; **Bloodied** 120
**AC** 29; **Fortitude** 24, **Reflex** 25, **Will** 22
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Saving Throws** +2
**Speed** 8, climb 4
**Action Points** 1

⊕ **Claw** (standard; at-will)
+19 vs. AC; 2d6 + 7 damage, and the target is immobilized (save ends).

⸸ **Ghoulish Bite** (minor 1/round; at-will)
Targets a dazed, immobilized, or stunned creature; +19 vs. AC; 1d10 + 8 damage, and if the target is immobilized, it is instead dazed (save ends), or if the target is dazed, it is instead stunned (save ends).

**Alignment** Chaotic evil **Languages** Common
**Skills** Athletics +15, Stealth +16
**Str** 19 (+10) **Dex** 21 (+11) **Wis** 14 (+8)
**Con** 16 (+9) **Int** 16 (+9) **Cha** 12 (+7)

**Skull Lord (S)** **Level 10 Artillery (Leader)**
Medium natural humanoid (undead) XP 500

**Initiative** +8 **Senses** Perception +7; darkvision
**Master of the Grave** (**Healing**) aura 2; any undead ally within the aura gains regeneration 5 and a +2 bonus to saving throws. This aura ends when the *skull of death's command* is destroyed.
**HP** 40; **Bloodied** 20; see also *triple skulls*
**AC** 24; **Fortitude** 21, **Reflex** 22, **Will** 23
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 6

⊕ **Bone Staff** (standard; at-will) ✦ **Necrotic**, **Weapon**
+13 vs. AC; 1d8 + 2 damage plus 1d6 necrotic damage.

↛ **Skull of Bonechilling Fear** (minor 1/round; at-will) ✦ **Cold**, **Fear**
Ranged 10; +15 vs. Will; 1d6 + 3 cold damage, and the target is pushed 5 squares.

↛ **Skull of Death's Command** (minor 1/round; at-will) ✦ **Necrotic**
Ranged 10; the skull lord restores a destroyed undead minion within range. The restored undead minion's level must be no higher than the skull lord's level + 2. The restored minion stands in the space where it fell (or in any adjacent space, if that space is occupied) as a free action, has full normal hit points, and can take actions (as normal) on its next turn.

↛ **Skull of Withering Flame** (minor 1/round; at-will) ✦ **Fire**, **Necrotic**
Ranged 10; +15 vs. Fortitude; 2d6 + 3 fire and necrotic damage.

**Triple Skulls** ✦ **Healing**
When a skull lord is reduced to 0 hit points, one of its skulls (determined randomly) is destroyed, and it loses the ability to use that power. If the creature has any skulls remaining, it instantly heals to full hit points (40 hit points). When all three skulls are destroyed, the skull lord is destroyed as well.

**Alignment** Evil **Languages** Common
**Skills** Bluff +15, Insight +12, Intimidate +15
**Str** 14 (+7) **Dex** 16 (+8) **Wis** 15 (+7)
**Con** 17 (+8) **Int** 16 (+8) **Cha** 21 (+10)
**Equipment** staff, 3 iron crowns

| 8 Putrescent Zombies (Z) | Level 11 Minion |
|---|---|
| Medium natural animate (undead) | XP 150 each |
| **Initiative** +3 | **Senses** Perception +6; darkvision |
| **HP** 1; a missed attack never damages a minion; see also *putrescent explosion*. | |
| **AC** 25; **Fortitude** 26, **Reflex** 20, **Will** 22 | |
| **Immune** disease, poison | |
| **Speed** 4 | |
| ⊕ **Sickening Slam** (standard; at-will) | |
| +16 vs. AC; 7 damage, and the target takes a -2 penalty to all defenses until the end of its next turn. | |
| ✧ **Putrescent Explosion** (when reduced to 0 hit points) ✦ **Necrotic** | |
| Close burst 5; +14 vs. Reflex; 7 necrotic damage. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 18 (+9) | **Dex** 6 (+3) | **Wis** 12 (+6) |
| **Con** 21 (+10) | **Int** 1 (+0) | **Cha** 3 (+1) |

## Tactics

The wretched stench ghoul fights until it feels in danger of being destroyed, at which point it retreats. The skull lord fights cunningly, directing the putrescent zombies, who fight until destroyed.

**Round 1:** The ghoul surprises the first PC who moves into the crevice unless one of the characters succeeded on the passive Religion check (see page 82) before entering. If it gains surprise, the ghoul moves adjacent to the intruder in preparation for using a claw attack.

**Rounds 2-3:** As other PCs enter the tower through the crevice, the ghoul strives to pick off invaders one by one. It attempts to immobilize them all with claw attacks, using *ghoulish bite* to worsen the condition of any victims of its claws.

**Round 4+:** The skull lord and the putrescent zombies join the fight when someone enters Area 8 through the door from Area 7, or at the beginning of the fourth round, whichever comes first.

When any PC enters Area 8 from Area 7, the putrescent zombies and the skull lord attack. The zombies shamble toward the door when it is opened and fight as close as possible to it, attempting to surround the PCs.

The skull lord keeps its distance, staying near the northern edge of Area 8 unless it needs to move in order to bring targets within range of its skulls (or to stay away from enemies trying to get close to it). It uses its ranged powers to hamper the characters and replenish the putrescent zombie minions.

The wretched stench ghoul remains near the largest concentration of PCs, using its *nauseating stench* aura to maximum effect. When the ghoul is bloodied, it retreats into Area 8.

## Features of the Area

**Illumination:** Darkness.

**Crevice in the Wall:** A break in the wall provides the only easy means of entering the tower. Any Medium or Small creature that wants to get through the crevice must take a full round to enter the opening and pull itself through. During that round, the creature occupies the space where the crevice is located and is treated as if squeezing (*Player's Handbook*, page 292).

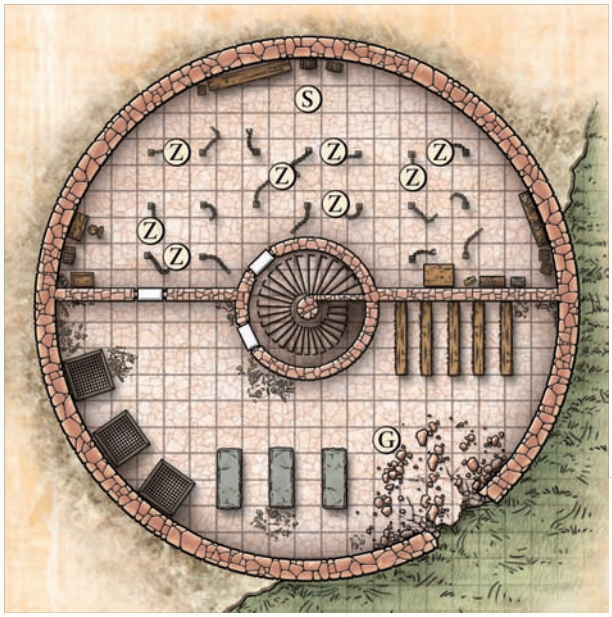
In order for a Large or bigger creature to get through the opening, it must be widened by spending 10 minutes bashing the edges of the crevice with blows from the blunt end of a weapon or other serviceable tool.

**Rotting Bookshelves:** Five rotting bookshelves in the eastern end of the room just out from the northern wall. Their shelves hold numerous items of primitive surgical equipment as well as nests of rotten and shredded scrolls and books.

**Stone Slabs:** Three low stone slabs to the south were previously used to dissect corpses and undead. The slabs are 3 feet high. A creature can jump up on top of a slab by making a successful DC 15 Athletics check. A creature standing on a slab has combat advantage against an enemy on the floor of the area. A slab provides cover for a creature that crouches down next to it.

**Dense Rubble:** The pile of rocks and bones surrounding the crevice is difficult terrain.

**Cage:** Three iron cages are positioned against the outside tower wall in the western edge of the room. Each cage is large enough for a Medium creature. The iron bars to the cages have AC 8, Reflex 8, Fortitude 15, and 60 hit points. Each cage also has a release latch on its underside, out of the occupant's reach. Each of the cages is occupied by a humanoid corpse.



# Black Petal

**Encounter Level 14 (5,500 XP)**

## Setup

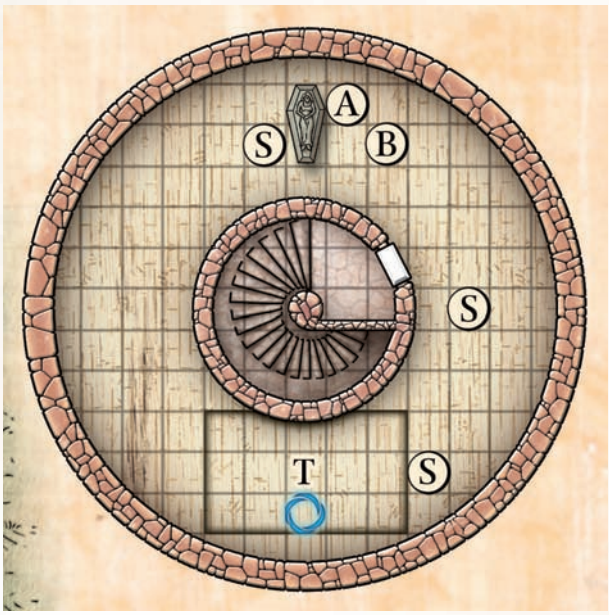
**Anefsina, the Black Petal** (A)
**1 boneclaw** (B)
**3 marrowshriek skeletons** (S)
**1 spectral tendrils** trap (T)

By the time the adventurers make it into this chamber, Anefsina is well aware of their presence. The Black Petal is not alone when the PCs confront her. In addition to the marrowshriek skeletons that serve as her constant guardians, she has commanded the allegiance of a boneclaw.

When the PCs enter, provide the read-aloud text, then place Anefsina, the boneclaw, and the marrowshriek skeletons as shown on the map, and roll initiative. The characters are teleported into the area of the spectral tendrils trap, so it takes effect immediately.

**When the adventurers teleport into the Vaulted Sepulcher, read:**

*You feel a slight sensation of nausea as you and your companions are instantly whisked away to a secret chamber. Before you can fully acclimate to your new surroundings, spectral tendrils lash out at you from the darkness. A woman's laugher can be heard above the startled cries of your companions.*




**Anefsina, the Black Petal (A)** **Level 13 Elite Controller**
Medium natural humanoid, human XP 1,600

**Initiative** +7 **Senses** Perception +7
**HP** 252; **Bloodied** 126; see also *life tap*
**AC** 29; **Fortitude** 26, **Reflex** 28, **Will** 27
**Saving Throws** +2
**Speed** 6; see also *shadow step*
**Action Points** 1

**Dagger** (standard; at-will) ✦ **Weapon**
+22 vs. AC; 1d4 + 6 damage.

**Slashing Darkness** (standard; at-will) ✦ **Necrotic**
Ranged 5; targets two enemies within range; +20 vs. Reflex; 2d6 + 9 necrotic damage.

**Cold Ray** (standard; at-will) ✦ **Cold**
Ranged 10; +20 vs. Reflex; 2d6 + 9 cold damage, and the target is slowed (save ends).

**Life Tap** (standard; encounter) ✦ **Healing, Necrotic**
Ranged 5; +20 vs. Fortitude; 3d10 + 9 necrotic damage, the target is stunned until the end of Anefsina's next turn, and Anefsina regains 15 hit points.

**Shackles of Death** (standard; recharge ⚄ ⚅) ✦ **Necrotic**
Ranged 10; targets two enemies within range; +20 vs. Fortitude; 2d8 + 9 necrotic damage, and the target takes ongoing 10 necrotic damage (save ends). While taking this ongoing damage, the target cannot spend healing surges.

**Blackfire** (standard; recharge ⚄ ⚅) ✦ **Fire, Necrotic**
Close blast 5; +20 vs. Reflex; 2d8 + 12 necrotic damage, and the target takes ongoing 10 fire damage (save ends).

**Shadow Step** (move; encounter) ✦ **Teleportation**
Anefsina teleports up to 5 squares.

**Alignment** Evil **Languages** Abyssal, Common
**Skills** Arcana +16, History +16, Insight +12
**Str** 11 (+6) **Dex** 12 (+7) **Wis** 13 (+7)
**Con** 14 (+8) **Int** 20 (+11) **Cha** 18 (+10)
**Equipment** robes, dagger, *potion of healing, symbol of power* +4.

**Boneclaw (B)** **Level 14 Soldier**
Large shadow animate (undead) XP 1,000

**Initiative** +15 **Senses** Perception +13; darkvision
**HP** 136; **Bloodied** 68; see also *necrotic pulse*
**AC** 30; **Fortitude** 24, **Reflex** 27, **Will** 25
**Immune** disease, poison; **Resist** 20 necrotic; **Vulnerable** 5 radiant
**Speed** 8

**Claw** (standard; at-will)
Reach 3; +20 vs. AC; 1d12 + 6 damage.

**Necrotic Pulse** (free, when first bloodied; encounter) ✦ **Healing, Necrotic**
Close burst 10; undead allies in the burst regain 10 hit points, and enemies in the burst take 10 necrotic damage.

**Relentless Opportunist**
If a boneclaw hits with an opportunity attack, it can make another opportunity attack against the same target during the current turn.

**Threatening Reach**
A boneclaw can make opportunity attacks against all enemies within its reach (3 squares).

**Alignment** Evil **Languages** Common
**Skills** Intimidate +16, Stealth +18
**Str** 17 (+10) **Dex** 23 (+13) **Wis** 12 (+8)
**Con** 16 (+10) **Int** 10 (+7) **Cha** 18 (+11)

**3 Marrowshriek Skeletons (S)** **Level 12 Lurker**
Medium shadow animate (undead) XP 700 each

**Initiative** +16 **Senses** Perception +9; darkvision
**HP** 95; **Bloodied** 47
**AC** 27; **Fortitude** 24, **Reflex** 25, **Will** 23
**Immune** disease, poison; **Resist** 15 necrotic; **Vulnerable** 5 radiant
**Speed** 6

⊕ **Osseous Thrust** (standard; at-will)
+17 vs. AC; 1d8 + 9 damage.

⸸ **Marrow Feast** (standard; recharge ⚅ ⚄ ⚃)
Requires combat advantage against the target; +17 vs. AC; 2d8 + 12 damage, and the target is grabbed. Each round that the marrowshriek skeleton sustains the grab, the target takes 15 damage and is weakened until the end of the marrowshriek skeleton's next turn.

✧ **Marrowshriek** (minor 1/round; at-will)
Close burst 3; targets living creatures; +15 vs. Fortitude; the target is dazed until the end of the marrowshriek skeleton's next turn. If the target is grabbed by the marrowshriek skeleton, it is stunned until the end of the marrowshriek skeleton's next turn instead of dazed.

**Shadowrought** (standard; at-will)
The marrowshriek skeleton becomes invisible until it attacks.

**Alignment** Chaotic evil **Languages** –
**Skills** Stealth +17
**Str** 18 (+10) **Dex** 22 (+12) **Wis** 16 (+9)
**Con** 17 (+9) **Int** 6 (+4) **Cha** 9 (+5)

**Anefsina's Spectral Tendrils (T)** Level 13 Obstacle
Trap XP 800

*Ghostly tendrils whip from the ground to lash at you.*

**Trap:** This trap occupies a field of 15 squares. When a creature enters the area or starts its turn in the area, spectral tendrils lash out and attack the creature.

**Perception**
✦ DC 27: The character notices something strange about the area ahead, as though a ghostly mist hangs just above the ground.

**Additional Skill:** Arcana
✦ DC 23: The character recognizes a tile mosaic on the floor that serves as the trap's focus.
✦ DC 31: The character's knowledge provides a +2 bonus to Thievery checks to delay or disable the trap.

**Trigger**
When a creature enters a trapped square or begins its turn in a trapped square, the trap attacks.

**Attack ✦ Necrotic**
**Opportunity Action** **Melee**
**Target:** Each creature in a trapped square
**Attack:** +18 vs. AC
**Hit:** 2d10 + 6 necrotic damage, and the target is dazed until the end of its next turn.
*Aftereffect:* The target is dazed until the end of its next turn.

**Countermeasures**
✦ A character who succeeds on a DC 27 Acrobatics check can move into a trigger square without provoking the attack. The squares count as difficult terrain.
✦ An adjacent character can delay a trigger plate with a successful DC 27 Thievery check.
✦ An adjacent character can disable a trigger plate with a successful DC 31 Thievery check.

## Tactics

Though confident in her ability to defeat the PCs, the Black Petal does not hesitate to flee a battle she feels is lost. She is even prepared to surrender to the PCs if necessary (figuring she'll devise a way to later escape).

**Round 1+:** Anefsina is content to let her undead guardians wade into the fight while she attacks from behind the sarcophagus. She leads with *shackles of death*, follows that with *blackfire*, and then uses *cold ray* until the first two powers recharge. The marrowshriek skeletons use *marrowshriek* and then follow up with *marrow feast*. The boneclaw moves to a good position to attack as many targets as possible with *necrotic pulse* if it becomes bloodied. It uses its reach to make claw attacks against nonadjacent enemies when it can.

If bloodied, Anefsina uses *life tap*, and then spends her action point to *shadow step* over to the linked teleportation circle. In the following round she activates the circle and flees to Area 16.

## Features of the Area

**Illumination:** Dim light (candlelight). Several candelabra are arrayed around the edge of the room.

**Illusory Surfaces:** The ceiling is masked with an illusion that makes the sepulcher appear open to the night sky. If they peer beyond the illusion, the PCs observe a vaulted stone ceiling.

**Anefsina's Spectral Tendrils Trap (T):** This trap covers the indicated squares. Anefsina has keyed herself and her guardians to this trap. Anefsina, the boneclaw, and the marrowshriek skeltons can move into a trapped square without provoking the attack.

**Sarcophagus:** The ornate sarcophagus at the head of the chamber is 4 feet tall and deep, and 8 feet long. Within the sarcophagus lies a male human body. A successful DC 21 History check reveals that the man is Mervaun. His flesh is magically preserved by some ritual, but he is quite dead.

**Teleportation Circle:** This permanent teleportation circle is linked to circle A in Area 16. Its user must stand on the circle and speak the proper password ("Ometh") to activate it. This teleportation circle transports users one at a time (as opposed to circle A).

**Treasure:** The amulet that Anefsina wears is a *+4 symbol of power*. Anefsina also has a *potion of healing* (50 gp) in her clothes if she hasn't used it during the battle.

A cursory search of the sepulcher reveals a tiny stone jar of *Keoghtom's ointment* (13,000 gp) that is tucked into the intricate ornamentation of the sarcophagus.

# Mausoleum of Ssra-Tauroch

**A lair for five 17th-level adventurers**

The Auburn Desolation is a forsaken waste of treacherous sand and unbearable heat within the Shadowfell. Gloom-wrapped serpents and foul undead haunt the wastes, striking out at unsuspecting travelers from sandy graves.

## Background

**History DC 20:** In a dense jungle realm whose name is now long forgotten, a prehistoric race of snake people ruled a vast and powerful civilization. As monarch of that land, Ssra-Tauroch was praised for his military accomplishments yet reviled for his strict rule and zealous adoption of ritualistic sacrifice.

**History DC 25:** As Ssra-Tauroch's reign extended into decades and the rigors of time weakened his once mighty frame, he requested a great boon from Zehir: the gift of immortality. Ssra-Tauroch, the empire, and its yuan-ti citizenry were devout followers of the god of poison and serpents. The monarch's lifetime of service to the serpent lord had not gone unnoticed. Zehir sent a dark angel to the aging monarch who taught him the secret knowledge of mummification.

**History DC 27:** Upon completing the ritual, Ssra-Tauroch retreated to his inner sanctum. As time passed, rumors circulated that Ssra-Tauroch had been slain or possessed by demonic fiends. With the king absent from the public eye and thus unable to refute the claims, insurrection wracked the land. Angry dissidents stormed Ssra-Tauroch's palaces, forcing Ssra-Tauroch to escape into the Shadowfell. His refuge became a windswept desolation of sand and searing heat, but it now is a place where his mausoleum was safe from his former subjects.

## Environment

Sandy expanses stretch across the inhospitable climate of the Auburn Desolation in the Shadowfell. These expanses are broken by scattered rocky outcroppings. By day, white-bearded vultures circle above, seeking carrion to feast upon. The desert wasteland comes alive at night, when its denizens emerge from beneath the shifting sands.

The temperatures rise anomalously high (for the Shadowfell) by day. It is sunny, though the sun hovers just above the horizon during the day. In the evening, temperatures plummet to the Shadowfell's normal gravelike chill. Rolling dunes shift eternally, blown by the burning winds. Those same winds reveal and cover rocky outcroppings with sand.

A lone river winds through the region's barren crags, terminating at a cliff face. The Mausoleum of Ssra-Tauroch looks out of that tan and red-brown cliff face. The river's swift-flowing water is murky but fresh.

Sandblasted monuments and collapsed structures poke out of the sand before the cliff face. At night scores of mummified yuan-ti, the so-called children of Ssra-Tauroch, walk along lost boulevards and congregate in ruined buildings as if reenacting the familiar habits of the living.

The Mausoleum of Ssra-Tauroch stands as a sentinel overlooking the sand-covered ruins. The foundations of the Mausoleum are carved from the cliff to form a huge shelf on which the marble structure is built. The marble outside facade of the sepulcher is smooth, except for a large relief carving of Ssra-Tauroch.

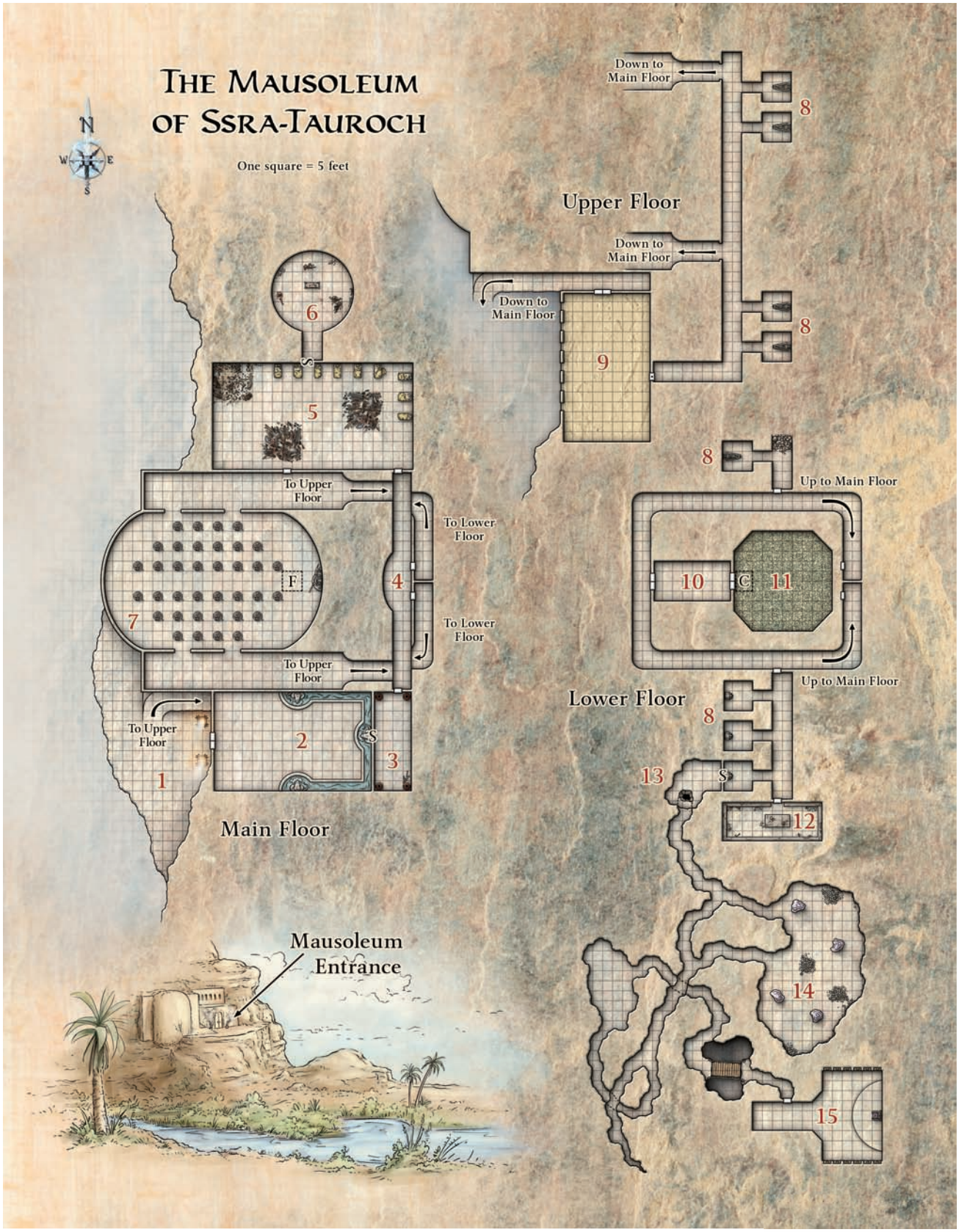
- The interior of the mausoleum has a main floor and two subfloors, one higher in elevation than the main floor and one lower in elevation.
- Unless otherwise noted, all doors within the structure are locked, requiring a successful DC 25 Thievery check to open or a successful DC 20 Strength check to break down.
- No light sources exist within the structure.
- The ceilings throughout the mausoleum are 20 feet high.

**When the adventurers approach the mausoleum, read:**
*Ruins spread away from the side of a steep cliff wall. Windblasted monuments and collapsed structures draped in sand bear testimony to a displaced and fallen civilization. A great edifice is carved into the cliff face. The building is a reddish-brown marble structure. Its only ornament is a huge carving depicting the face of a humanoid with scales instead of skin.*

### Area 1: Mausoleum Ledge

The outward face of the mausoleum stands on a narrow ledge 40 feet above the sandy ground below. Climbing to the ledge requires a successful DC 20 Athletics check.

**When the PCs reach the ledge outside the mausoleum, read:**
*The outside face of the building is smooth, and it curves toward the cliff face. As the wall ascends, it slowly arches into a great dome. The walls of the dome show stress fractures, as if the area has suffered earthquakes at some point in its past.*


The Mausoleum of Ssra-Tauroch
N
W
E
S
One square = 5 feet
Upper Floor
Down to Main Floor
Down to Main Floor
Down to Main Floor
8
8
8
9
6
5
To Upper Floor
To Lower Floor
To Lower Floor
To Upper Floor
To Upper Floor
4
7
F
1
2
3
S
Main Floor
8
Up to Main Floor
10
C
11
Up to Main Floor
Lower Floor
8
13
S
12
14
15
Mausoleum Entrance

## Area 2: Shrine of the Snake God

**When the PCs enter this chamber, read:**
*In the center of the north, east, and south walls, a fountain head in the shape of a large statue of a snake slowly trickles water into a fountain that wraps those three walls. Carved reliefs of yuan-ti and serpents decorate the base of the fountain and the walls behind the fountain. The floors were once highly polished floors, but the persistent grit of the driven sand has given them a matte haze.*

**Perception Check**
**DC 25:** *A faint seam glimmers in the wall behind the eastern fountain head. A secret passage might lie beyond.*

### Optional: Slithering Surprise

**Level 17 Encounter (XP 8,400)**

✦ 6 shadow snakes (level 16 skirmisher, *MM* 240)

Shadowy serpents slither forth from the fountain heads to strike out at the PCs.

## Area 3: Alcove

**When the PCs enter this area, read:**
*This alcove is bare of any decoration except large urns in each of the four corners. Several small, empty niches are carved along the walls. In one corner, the disarticulated skeletal remains of long-dead humanoid are crumpled in a pile.*

If there was anything else in this room, it has long since been removed by treasure hunters or other adventurers. The urns contain only ashes. The skeletal remains are all that remains of a trespasser.

## Area 4: Nave of Serpents

**When the PCs enter this hallway, read:**
*Painted on the western wall of this long hallway is a massive fresco depicting an extraordinarily detailed and regal serpent giving birth to countless species of snakes.*

**Religion Check**
**DC 20:** *The serpent is likely meant to depict a serpent god, such as Zehir.*

## Area 5: Rectory (Level 18)

The rectory was once the living quarters of priests of Zehir. A bone naga disciple has claimed this corner of the mausoleum as its home. It is aware of the presence of intruders and attempts to waylay the PCs as they enter the rectory. The PCs trigger the tactical encounter when they open the south door or are noticed in the room after entering by other means.

**Tactical Encounter:** "Disciples of Zehir," page 92.

## Area 6: Shadow Vestry

**When the PCs enter this circular chamber, read:**
*Snakes slither and twine around a simple square stone altar in the center of this circular chamber. The altar is ornamented with carved, coiled snakes at each corner. Scattered bones of various creatures lie on the floor, along with a few naturally mummified corpses. The snakes slide across these remains indiscriminately.*

The snakes are mundane snakes and are not dangerous. They flee into small cracks in the floor if they are menaced. Carved into the east wall is a small niche. Inside it is a heavy coffer.

**Medium Iron Coffer:** AC 5, Reflex 5, Fortitude 10; hp 60. The coffer is warded with Arcane Lock. It can be opened by a Knock ritual or a successful DC 35 Thievery check or Strength check. This coffer contains two mundane holy symbols of Zehir and the treasure noted below. If displayed prominently, these holy symbols grant immunity to the effects of the altar of zealotry in Area 15.

*Treasure:* 1,000 gp and a *potion of vitality* (1,000 gp).

## Area 7: Great Statuary Hall

**When the PCs enter the hall, read:**
*Great battles pitting yuan-ti against mighty dragons are carved in relief along the walls of this great hall. Dozens of towering statues, each of a yuan-ti warrior in ceremonial armor, are arranged in rank and file throughout the chamber, facing east. The largest and most intricate of the giant statues in this hall stands in front of the east wall and faces toward the warrior statues.*

**Perception Check**
**DC 25:** *The name "Ssra-Tauroch" is carved into the base of the largest statue.*

## Area 8: Crypt

Each of these small alcoves, four on the upper floor and four on the lower floor, contains a single ornate sarcophagus either set upright on end or lying on a granite slab. The sarcophagi are empty unless you opt for an optional encounter on one or both of the floors.

### Optional: Sleeping Mummies

**Level 17 Encounter (XP 8,000)**

✦ 4 yuan-ti abomination mummy lords (level 14 elite controller, see below)

Disturbing a sarcophagus awakens the mummified yuan-ti within it. Three other mummy lords in the crypts on the same floor awaken at the same time. All three of the additional mummy lords quickly move toward the opened sarcophagus to fight the PCs.

**Yuan-Ti Abomination Mummy Lord**
Level 14 Elite Controller (Leader)
Large natural humanoid (reptile, undead) XP 2,000

**Initiative** +13 **Senses** Perception +10; darkvision
**Despair (Fear)** aura **5;** enemies within the aura receive a -2 penalty to attack rolls against the mummy lord.
**HP** 280; **Bloodied** 140
**Regeneration 10** (if the yuan-ti mummy lord takes fire damage, regeneration doesn't function on its next turn)
**AC** 32; **Fortitude** 32, **Reflex** 28, **Will** 31
**Immune** disease, poison
**Resist** 10 necrotic
**Saving Throws** +2
**Action Points** 1
**Speed** 7, climb 7

⊕ **Grasping Coils** (standard; at-will)
+18 vs. Reflex; 1d10 + 5 damage, and the target is pulled 1 square and grabbed. The yuan-ti mummy lord can grab only one creature at a time.

⸸ **Bite** (standard; at-will) ✦ **Poison**
Grabbed target only; +18 vs. Fortitude; 1d12 + 5 poison damage, and ongoing 10 poison damage (save ends).

✧ **Mummy's Curse** (when reduced to 0 hit points)
Close burst 10; +16 vs. Will; all enemies within the burst contract level 14 mummy rot (Endurance improve DC 24, maintain DC 19, worsen DC 18). See page 95 for the disease's effects.

**Alignment** Evil **Languages** Draconic
**Skills** Endurance +15, Intimidate +14, Stealth +14
**Str** 22 (+13) **Dex** 18 (+11) **Wis** 16 (+10)
**Con** 20 (+12) **Int** 12 (+8) **Cha** 14 (+9)

## Area 9: Sandy Vestibule

The double doors on the north side of this chamber are broken and can be opened by simply pulling on them. When they are opened, one of the doors falls out of its frame to land heavily within the vestibule, giving off a deep boom that echoes throughout the structure.

**When the PCs enter this area, read:**
*Narrow, waist-high vertical slits along the western wall permit swirling winds and stinging sand access to the chamber. The floor is covered in sand several inches deep.*

**Iron Door:** The eastern door leading deeper into the mausoleum is an iron door. The door is warded with an Arcane Lock ritual. It can be opened by a Knock ritual or a successful DC 35 Thievery check or Strength check.

## Area 10: Antechamber

**When the PCs enter this chamber, read:**
*The walls in the antechamber are bare stone. The large double doors to the east are carved intricately with snakes.*

## Area 11: Well of Serpents

Hundreds of mundane desert serpents writhe and slither across the floor here. The snakes are of all shapes and sizes. Beneath them, a colorful mosaic depicts a magnificent serpent.

## Area 12: Embalming Room

**When the PCs enter this chamber, read:**
*Shelves are carved into this room's stone walls. Broken clay and stone urns and a few gilded tools gather dust and cobwebs on the shelves. A slightly inclined stone table dominates the center of the room.*

## Area 13: Gloom Grotto

This small natural chamber is connected to one of the small crypts (Area 8). A narrow tunnel leads away from it, eventually connecting with two final areas.

**Perception Check**
**DC 25:** *A faint seam glimmers in the western wall, disclosing the existence of a secret door.*

**When the PCs open the secret door and enter this area, read:**
*An excavated tunnel leads away from the side of the cavern.*

## Area 14: Catacomb Chamber

Stalactites and stalagmites fill this natural chamber. The perimeter of the chamber is lined with the skulls of many creatures, stacked haphazardly. Several areas have collapsed, leaving skulls strewn on the ground. Plaster frescos once covered the walls, but they are now so cracked and worn that it's impossible to tell what they once depicted.

### Optional: All the King's Men

**Level 18 Encounter (XP 9,600)**

- ✦ 1 yuan-ti malison disciple of Zehir (level 17 controller, *MM* 270)
- ✦ 2 bodak reavers (level 18 soldier, *MM* 36)
- ✦ 2 slaughter wights (level 18 brute, *MM* 263)

If you choose to run this optional encounter, Ssra-Tauroch does not wait for the PCs to walk into his sepulcher. He sends a troop of guardians out to harry the adventurers, intercepting them either in Area 14 or in the small chamber to the south of that area.

## Area 15: Crypt of Ssra-Tauroch (Level 19)

**When the PCs enter this area, read:**
*An ornate throne rests upon a raised, curved dais. A mummified creature sits on the throne. Flanking that creature, two undead serpentine humanoids stand at the ready.*

The PCs trigger the tactical encounter when they open the crypt's door or are noticed in the room after entering by other means.

**Tactical Encounter:** "Throne of Ssra-Tauroch," page 94.

# Disciples of Zehir

**Encounter Level 17 (8,600 XP)**

## Setup

**1 bone naga** (N)
**2 shadow snakes** (S)
**1 wrath spirit** (W)
**1 blackspawn gloomweb** (B)

When the PCs enter Area 5, have the players place their miniatures on the board as appropriate for their marching order. Place the bone naga, then provide the read-aloud text.

The shadow snakes, the blackspawn gloomweb, and the wrath spirit begin the encounter hidden. Place these creatures on the map only after they gain a surprise action or the PCs notice them.

**When the first adventurer enters the rectory, read:**

*A bizarre creature is coiled in the northwest corner of the chamber with its head and upper body raised into the air. It looks like a skeletal snake topped with a large human skull with fangs.*

*This chamber might once have served as living quarters for the temple priests. Rotten, broken furniture is collected into three broken heaps in the room.*

**Perception Check**

**DC 13:** *A malevolent humanoid apparition lurks overhead.*
**DC 20:** *Two large, twin-headed black snakes are poised in the east half of the room, hiding within a heap of broken furniture.*
**DC 25:** *A six-armed, twin-tailed, dragonlike spider with black scales hangs from the ceiling.*

### Hiding and Remaining Hidden

When this encounter begins, the wrath spirit and the blackspawn gloomweb are hidden as they lurk near the ceiling, and the shadow snakes are hidden withn one of the piles of furniture. Even if the PCs are carrying a light source that illuminates the immediate area around them, they do not notice the insubstantial and shadowy forms of these creatures unless they succeed on an appropriate Perception check (see the "Setup" section).

If they are not detected initially, these creatures remain hidden until they do something to reveal their presence (in other words, move or attack). Once they have revealed themselves, they cannot become hidden again unless they attempt to do so and also succeed on a Stealth check opposed by each PC's passive Perception check.

**Bone Naga (N)** **Level 16 Elite Controller**
Large immortal magical beast (undead) XP 2,800

**Initiative** +11 **Senses** Perception +13; darkvision
**Death Rattle (Necrotic)** aura 2; any enemy that starts its turn within the aura is dazed until the end of its next turn.
**HP** 328; **Bloodied** 164
**AC** 32; **Fortitude** 32, **Reflex** 28, **Will** 29
**Immune** disease, poison; **Resist** 20 necrotic; **Vulnerable** 10 radiant
**Saving Throws** +2
**Speed** 7
**Action Points** 1

⊕ **Bite** (standard; at-will) ✦ **Necrotic**
Reach 2; +20 vs. AC; 2d4 + 6 damage, and ongoing 5 necrotic damage (save ends). *Aftereffect:* The target is weakened (save ends).

⊹ **Death Sway** (standard; at-will) ✦ **Necrotic**
Close burst 3; blind creatures are immune; +21 vs. Will; the target is dazed (save ends). If the target is already dazed, it takes 2d6 + 6 necrotic damage instead.

**Alignment** Unaligned **Languages** Common, Draconic, Supernal
**Skills** Arcana +18, History +18, Insight +18, Religion +18

| | | |
|---|---|---|
| **Str** 22 (+14) | **Dex** 16 (+11) | **Wis** 20 (+13) |
| **Con** 28 (+17) | **Int** 20 (+13) | **Cha** 22 (+14) |

**2 Shadow Snakes (S)** **Level 16 Skirmisher**
Large shadow beast (reptile) XP 1,400 each

**Initiative** +17 **Senses** Perception +13; darkvision
**HP** 158; **Bloodied** 79
**AC** 30; **Fortitude** 28, **Reflex** 29, **Will** 27
**Resist** 10 poison
**Speed** 7, climb 7; see also *shifting shadowstrike*

⊕ **Bite** (standard; at-will) ✦ **Poison**
Reach 2; +21 vs. AC; 2d6 + 7 damage, and ongoing 10 poison damage (save ends).

⸸ **Double Attack** (standard; at-will) ✦ **Poison**
The shadow snake makes two bite attacks and shifts up to 1 square before, between, or after the attacks.

⸸ **Shifting Shadowstrike** (standard; encounter) ✦ **Poison**
The shadow snake shifts up to 7 squares and makes a bite attack against two different targets at any points during its move.

**Vanish into the Night** (standard; encounter)
The shadow snake gains the insubstantial and phasing qualities, and is invisible in dim light, until the end of its next turn.

**Alignment** Evil **Languages** –
**Skills** Stealth +20

| | | |
|---|---|---|
| **Str** 20 (+13) | **Dex** 25 (+15) | **Wis** 10 (+8) |
| **Con** 22 (+14) | **Int** 4 (+5) | **Cha** 20 (+13) |

## Tactics

The bone naga is not surprised by the appearance of the adventurers. In fact, through its wrath spirit servitor, the naga has been kept apprised of the adventurers' expedition through the mausoleum. It has no fear of the PCs and in fact invites them to come forward to engage it.

**Round 1:** The bone naga positions itself among the PCs before attacking with *death sway*.

If the characters did not detect them, the shadow snakes, the wrath spirit, and the blackspawn gloomweb begin the first round of combat hidden. The blackspawn readies an action to drop from its height

| **Wrath Spirit (W)** | **Level 17 Soldier** |
|---|---|
| Medium shadow humanoid (undead) | XP 1,600 |

**Initiative** +11 **Senses** Perception +12; darkvision
**HP** 111; **Bloodied** 55
**AC** 33; **Fortitude** 27, **Reflex** 29, **Will** 30
**Immune** disease, poison; **Resist** insubstantial
**Speed** fly 6 (hover); phasing

⨺ **Keening Sword** (standard; at-will) ✦ **Psychic**
+24 vs. AC; 2d8 + 7 psychic damage, and the target is marked until the end of the wrath spirit's next turn.

✲ **Exploding Head** (standard; recharge ⚄ ⚅) ✦ **Fear, Necrotic**
The wrath spirit materializes a flaming semblance of its missing head and hurls it: Area burst 2 within 10; +21 vs. Fortitude; 3d10 + 7 necrotic damage, and the target is immobilized and marked (save ends both). *Miss:* Half damage, and the target is marked but not immobilized.

**Burning Challenge** (immediate reaction, when a target marked by the wrath spirit makes an attack that does not include the wrath spirit; at-will) ✦ **Psychic**
The triggering enemy target takes ongoing 10 psychic damage and is dazed (save ends both).

**Alignment** Evil **Languages** Common
**Str** 16 (+11) **Dex** 17 (+11) **Wis** 18 (+12)
**Con** 15 (+10) **Int** 22 (+14) **Cha** 24 (+15)

| **Blackspawn Gloomweb (B)** | **Level 16 Lurker** |
|---|---|
| Large natural beast (reptile) | XP 1,400 |

**Initiative** +19 **Senses** Perception +8; darkvision
**HP** 120; **Bloodied** 60
**AC** 30; **Fortitude** 26, **Reflex** 27, **Will** 20; see also *gloom*
**Resist** 15 acid
**Speed** 8, climb 8 (spider climb); see also *mobile melee attack*

⨺ **Bite** (standard; at-will) ✦ **Acid**
+21 vs. AC; 2d10 + 6 damage, and ongoing 5 acid damage (save ends).

⨽ **Goring Charge** (standard; at-will)
The blackspawn gloomweb makes a charge attack: +21 vs. Fortitude; 2d8 + 7 damage, the target is knocked prone, and the blackspawn gloomweb makes a bite attack against the same target.

⨽ **Mobile Melee Attack** (standard; at-will)
The blackspawn gloomweb can move up to half its speed and make one melee basic attack at any point during that movement. The creature doesn't provoke opportunity attacks when moving away from the target of its attack.

⤙ **Acidic Web** (standard; at-will) ✦ **Acid**
Ranged 10; +20 vs. Reflex; the target takes ongoing 10 acid damage and is restrained (save ends both).

**Gloom**
If the blackspawn gloomweb does not move on its turn, the shadows that constantly swirl around its form settle into a cloudlike mass that grants concealment until the beginning of its next turn.

**Alignment** Unaligned **Languages** –
**Skills** Stealth +20
**Str** 22 (+14) **Dex** 24 (+15) **Wis** 10 (+8)
**Con** 18 (+12) **Int** 2 (+4) **Cha** 8 (+7)

onto a PC moving beneath it, using its *goring charge* as it does so.

If the characters did notice any of the other creatures, those creatures enter combat immediately, employing the tactics described for them in the next paragraph.

**Round 2:** The shadow snakes enter the fray by using *shifting shadowstrike*. The wrath spirit hurls its *exploding head*. The blackspawn gloomweb continues to wait for an opportune time to use its *goring charge*.

**Round 3+:** The bone naga alternates between its bite and *death sway* as tactically appropriate. The wrath spirit attacks with *keening sword*. The shadow snakes use *vanish into the night* and follow that with their vicious *double attacks*.

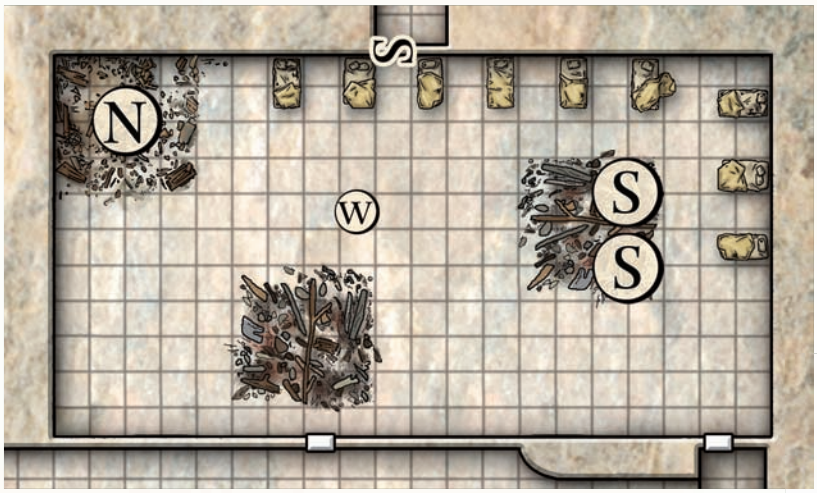
If no PC moves beneath the blackspawn in the first two rounds, it uses *acidic web* first on foes in range, then drops down and charges. As the encounter goes on, it makes liberal use of *mobile melee attack*. If it begins its turn adjacent to a single enemy, the creature prefers to make a basic attack and avoid moving so that it can use *gloom* to give itself concealment.

## Features of the Area

**Illumination:** Darkness.

**Secret Stone Door:** AC 5, Reflex 5, Fortitude 20; 40 hit points; break Strength DC 25. A secret door (Perception DC 30 to discover) in the north wall leads to the shadow vestry (Area 6).

**Broken Furniture Heaps:** The piles of broken furniture count as difficult terrain for the characters and the bone naga but not for the other creatures.



# Throne of Ssra-Tauroch

**Encounter Level 19 (11,600 XP)**

## Setup

**Ssra-Tauroch** (S)
**2 corrupted yuan-ti malison incanters** (Y)
**1 Ssra-Tauroch's altar of zealotry trap**

The PCs have entered the deepest chamber of the mausoleum, the Crypt of Ssra-Tauroch. Provide the read-aloud text, then place Ssra-Tauroch and the corrupted yuan-ti malison incanters as shown on the map. The area affected by the altar of zealotry is indicated by the dotted lines. If the PCs have some business with Ssra-Tauroch, they can converse—the mummy doesn't attack first, but will attempt to viciously finish any fight once it is begun.

**When the adventurers enter this area, read:**
*The walls of this crypt are covered with glyphs and pictographs. At the far end of the chamber rests a large, elder yuan-ti on an ornate throne that faces a large altar. The yuan-ti is wrapped almost completely in white strips of funeral linen yellowed with age. Two dull-eyed yuan-ti stand on either side of the altar.*

**Ssra-Tauroch's Altar of Zealotry** — Level 15 Lurker
Trap — XP 1,200

*A large altar devoted to Zehir is the centerpiece of a trap that attempts to control unbelievers who approach it.*

**Trap:** The trigger area encompasses nearly the entire crypt. It draws its energy from living creatures not devoted to Zehir, and functions only as long as such creatures are within the area it affects.

**Perception**
No check is required to see the altar.

**Additional Skill:** Religion
✦ DC 27: The character recognizes the nature of the altar and realizes that the trap can be negated by destroying the altar.

**Initiative** +6

**Trigger**
When characters enter the area, the trap activates and rolls initiative. The trap continues its attacks until no living unbelievers remain in the area.

**Attack**
**Standard Action** **Ranged** sight
**Target:** One random creature within the area not bearing the holy symbol of Zehir
**Attack:** +19 vs. Will
**Hit:** The target is dominated by Ssra-Tauroch until the end of the trap's next turn.
*Aftereffect:* The target is dazed until the end of the trap's next turn.

**Countermeasures**
✦ A character can attack the altar (AC 26, other defenses 24; hp 125; resist 10 all). Destroying the altar disables the trap.

**Ssra-Tauroch (S)** — **Level 17 Solo Controller**
Mummy lord
Large natural humanoid (reptile, undead) — XP 8,000

**Initiative** +12 **Senses** Perception +17; darkvision
**Zehir's Favor (Healing, Poison)** aura 10; any ally within the aura at the start of the ally's turn regains 5 hit points, while any enemy within the aura at the start of the enemy's turn takes 5 poison damage.
**Despair (Fear)** aura 3; any enemy within the aura takes a -4 penalty to attack rolls against Ssra-Tauroch until it damages Ssra-Tauroch.
**HP** 820; **Bloodied** 410
**Regeneration** 10 (if Ssra-Tauroch takes fire damage, regeneration doesn't function until the end of its next turn)
**AC** 33 (see also *shielding wallop*); **Fortitude** 31, **Reflex** 28, **Will** 31
**Immune** disease, poison; **Resist** 10 necrotic
**Saving Throws** +5
**Speed** 5
**Action Points** 2

⊕ **Scepter of Ssra-Tauroch** (standard; at-will) ✦ **Poison, Weapon**
+22 vs. AC; 1d8 + 9 damage, and the target takes ongoing 10 poison damage (save ends).

**Shielding Wallop** (standard; recharge ⚄ ⁞⁞⁞) ✦ **Poison, Weapon**
Ssra-Tauroch makes two *scepter of Ssra-Tauroch* attacks against the same target. If both attacks hit, the target is also pushed 3 squares and is immobilized (save ends), and Ssra-Tauroch and one adjacent ally gain a +1 power bonus to AC until the end of Ssra-Tauroch's next turn.

**Scaletongue** (minor; recharge ⚄ ⁞⁞⁞) ✦ **Charm**
Ranged 10; +22 vs. Will; the target is dominated (save ends).
*Aftereffect:* The target is dazed (save ends).

**Curse of Ssra-Tauroch** (when first bloodied) ✦ **Cold, Necrotic**
Close burst 3; +20 vs. Fortitude; 2d4 + 6 necrotic damage, and the target takes ongoing 10 cold damage and is immobilized (save ends both).

**Pestilence of Doom** (standard; encounter) ✦ **Necrotic**
Area burst 2 within 10; +20 vs. Fortitude; 3d8 + 9 necrotic damage, and the target takes a -2 penalty to all defenses until the end of Ssra-Tauroch's next turn. *Aftereffect:* The target contracts level 17 mummy rot (see below).

**Alignment** Evil **Languages** Common, Draconic
**Skills** History +15, Insight +17, Intimidate +18, Religion +15
**Str** 22 (+14) **Dex** 19 (+12) **Wis** 18 (+12)
**Con** 20 (+13) **Int** 15 (+10) **Cha** 21 (+13)
**Equipment** *scepter of Ssra-Tauroch* (mace)

**2 Corrupted Yuan-Ti Malison Incanters (Y)**
Level 15 Artillery (Leader)
Medium natural humanoid (reptile, undead) XP 1,200 each

**Initiative** +13 **Senses** Perception +13; darkvision
**Zehir's Shield** aura 10; any ally within the aura gains a +2 power bonus to all defenses.
**HP** 118; **Bloodied** 59; see also *poisoned domination* and *slither away*
**AC** 29; **Fortitude** 26, **Reflex** 27, **Will** 27; see also *deflect attack* and *slither away*
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 7; see also *slither away*

**Bite** (standard; at-will) ✦ **Poison**
+22 vs. Fortitude; 1d6 + 6 damage, and the target takes ongoing 5 poison damage (save ends).

**Mindwarp** (standard; at-will) ✦ **Psychic**
Ranged 20; +22 vs. AC; 2d6 + 7 psychic damage, and the target is dazed (save ends).

**Poisoned Domination** (standard; recharges when first bloodied) ✦ **Charm**
Ranged 5; affects a creature taking ongoing poison damage; +20 vs. Will; the target is dominated until the end of the corrupted yuan-ti malison incanter's next turn. *Aftereffect:* The target is dazed (save ends).

**Zehir's Venom** (standard; recharge ⚅ ⚄ ⚃) ✦ **Poison**
Ranged 10; affects a creature taking ongoing poison damage; +20 vs. Fortitude; 2d10 + 6 poison damage, and the target is dazed (save ends).

**Deflect Attack** (immediate interrupt, when hit by an attack; recharge ⚄ ⚃)
The corrupted yuan-ti malison incanter transfers the attack's damage and effects to an adjacent ally.

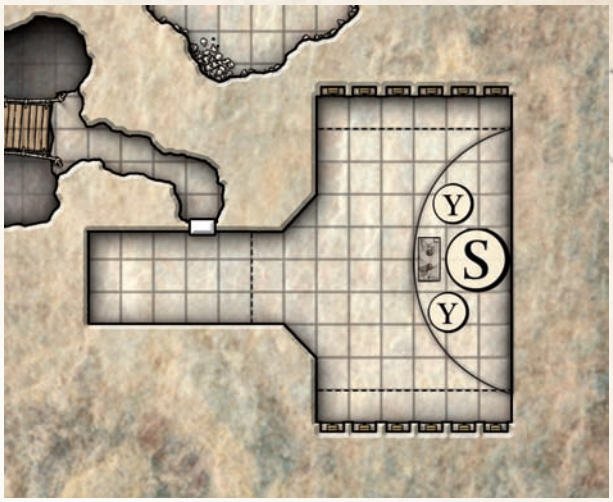
**Slither Away**
While bloodied, the corrupted yuan-ti malison incanter gains +2 speed and a +5 bonus to all defenses.

**Alignment** Evil **Languages** Common, Draconic
**Skills** Arcana +19, Bluff +19, History +19, Insight +18, Stealth +18
**Str** 16 (+10) **Dex** 22 (+13) **Wis** 22 (+13)
**Con** 22 (+13) **Int** 25 (+14) **Cha** 25 (+14)

## Tactics

Ssra-Tauroch has no contingency plan for escape. If the PCs make it to his crypt and defeat him, he is resigned to that fate. However, Ssra-Tauroch has no desire to pass on to the halls of Zehir without a fight. The mummy lord is an intelligent strategist, employing the best possible tactics against his enemies.

Ssra-Tauroch and his lieutenants focus their attacks on PCs who are not already dominated because of the trap. Because all three of these creatures also have abilities that make their victims dominated, the characters might have a hard time making headway against their enemies until after they disable the trap.




**Round 1+:** Ssra-Tauroch opens combat with *scaletongue*, followed by *pestilence of doom* targeted to catch the largest number of characters. When forced into melee or if his *scaletongue* has not recharged, he engages in melee with *shielding wallop* and his *scepter of Sraa-Tauroch*.

The corrupted yuan-ti malison incanters remain at Ssra-Tauroch's side, attacking with *mindwarp* until the PCs move into melee range. At that point, they interpose themselves between the PCs and Ssra-Tauroch, using their bite attacks, and then follow with *Zehir's venom* and *poisoned domination* when possible, targeting adventurers who are taking ongoing poison damage caused by their or Ssra-Tauroch's powers.

## Features of the Area

**Illumination:** Darkness.

**Dais:** The altar and Ssra-Tauroch's throne are situated on a platform 5 feet above the floor of the rest of the crypt. Creatures on the dais have combat advantage against those on the lower floor. Ascending or descending from the dais costs 1 extra square of movement.

**Treasure:** Ssra-Tauroch begins the encounter sitting on a large, ornate throne (15,000 gp art object). The throne is a rectangular wooden bench with arms crafted of mithral and gold and encrusted with ten fire opals and a large ruby.

**Mummy Rot** **Level 17 Disease** **Endurance** improve DC 26, maintain DC 21, worsen DC 20 or lower

The target is cured.

◀ **Initial Effect:** The target regains only half the normal number of hit points from healing effects.

◀▶ The target regains only half the normal number of hit points from healing effects. In addition, the target takes 10 necrotic damage, which cannot be healed until the target is cured of the disease.

▶ **Final State:** The target dies.

# KRAVENGHAST NECROPOLIS

**A lair for five 19th-level adventurers**

Kravenghast Necropolis is hidden in a valley that was formerly part of a now-dead city. It consists of a small cemetery that sits atop an abandoned necromancer's laboratory. The necropolis has been refitted as a temple to Vecna, the undead god of secrets. The mausoleum in the cemetery contains a secret spiral staircase that leads to the underground laboratory. The temple is populated by a twisted cult of Vecna, led by the lich-priest Mauthereign.

For more information about the cult and Mauthereign's beliefs and goals, see "The Scroll of Mauthereign" on page 215 and the entry for Vecna on page 212.

## Background

**History DC 22:** A decade ago, evil humans inhabited the valley where the cemetery of Kravenghast Necropolis now stands. Obsessed with death, the people performed living sacrifices on the tops of the mountains that frame both ends of the valley. They buried the mangled remains of the sacrifices in unhallowed graves in a central cemetery. Over time, the sacrifice victims rose as undead, though they were confined to the place of their burial.

**History DC 27:** The evil humans answered to a necromancer named Kravenghast. Kravenghast used rituals to bind the undead of the graveyard to his purposes. He built an arcane laboratory under the cemetery to house his experiments and his acolytes. The self-reinforcing energies of his experiments mixed with the unliving influence of the walking undead above, creating a location ideal for the study of death. Few places in the world were as sodden with necromantic influence as the valley, its central cemetery, and what lay below. Over time, the central cemetery spread out, and the homes of the living were turned into crypts of the dead. Finally, no living creatures remained in the valley. When Kravenghast went missing, the entire place passed out of civilized knowledge.

**History DC 29:** Five years ago, a priest of Vecna named Mauthereign found the necropolis, which had become overgrown by the resurging grasses and foliage of the mountain valley. He uncovered the heart of the cemetery and bound the undead that yet lingered there, many of which had only grown in power with their age and proximity to that which lay below. Mauthereign, a lich, attracted followers who serve him in his crazed worship of the Lord of Secrets, Vecna.

## Hook: Punish the Butchers

Strange reports of monsters appearing in the night have spread far and wide. The monsters seize commoners and maim and blind them. Multiple sightings imply that these hauntings originate from the dreary valley to the east, a blighted land with an ugly history.

The adventurers come upon or are presented with maimed and blinded villagers, some missing a limb, others one eye, and more than a few dead in the bargain from shock and blood loss. Evidence suggests that the agents responsible for these reprehensible actions might lie as close as the next valley over.

## Environment

Kravenghast Necropolis is situated in the center of a valley flanked by two high mountains. The region around the necropolis for several hundred feet is blighted by rampant necromantic energy leaking from that which shelters beneath its weathered grave markers.

The following traits exist within the area of the cemetery, the mausoleum, and the underground complex:

- The DCs of all Heal checks increase by 2.
- Powers that have the radiant keyword take a –1 penalty to the attack roll.
- Powers that have the fear keyword gain a +1 bonus to the attack roll.
- Sources of bright illumination (such as lanterns or torches), whether mundane or magical, have their radiuses halved and their intensity reduced to dim.

**As the adventurers approach the cemetery, read:**
*This ancient, partially overgrown cemetery sits at the bottom of a bleak valley. The heart of the graveyard is ringed by a rusted but still functional iron fence topped with sharp spikes.*

*The area around the graveyard is blighted and twisted. Plants are withered, animals are sickly, and carcasses litter the ground. Ruined bits of rock and a sculpture peek out here and there among the long tufts of stringy brown grass, thorny vines, and tough bushes. Some sickly splotches of electric yellow-green leaves and intense purple flowers that belong to an odd strain of wild thistles serve as a contrast to the otherwise gray-green and brown foliage.*

### Area 1: The Graveyard (Level 19)

Before the characters can confront the occupants of the mausoleum and what lies beneath it, they must deal with the creatures that prowl among the gravestones.

Arrange for the PCs to approach the heart of the graveyard from the northwest or northeast, so that they can get over the fence without immediately attracting the attention of the monsters that await. The rusted iron fence presents no real obstacle, but each character must spend a standard action to get over the fence in either direction.

**When the characters get over the fence and are all in the graveyard, read:**
*From what you can see, the fenced-in area is dotted with a large number of graves. In the center of this area is a rectangular building that looks like an enormous above-ground crypt.*

The PCs trigger the tactical encounter when any of them move to within 2 squares of the building or within 2 squares of one of the undead guardians.

**Tactical Encounter:** "The Necropolis," page 98.

## Area 2: The Mausoleum (Level 15 or Level 19)

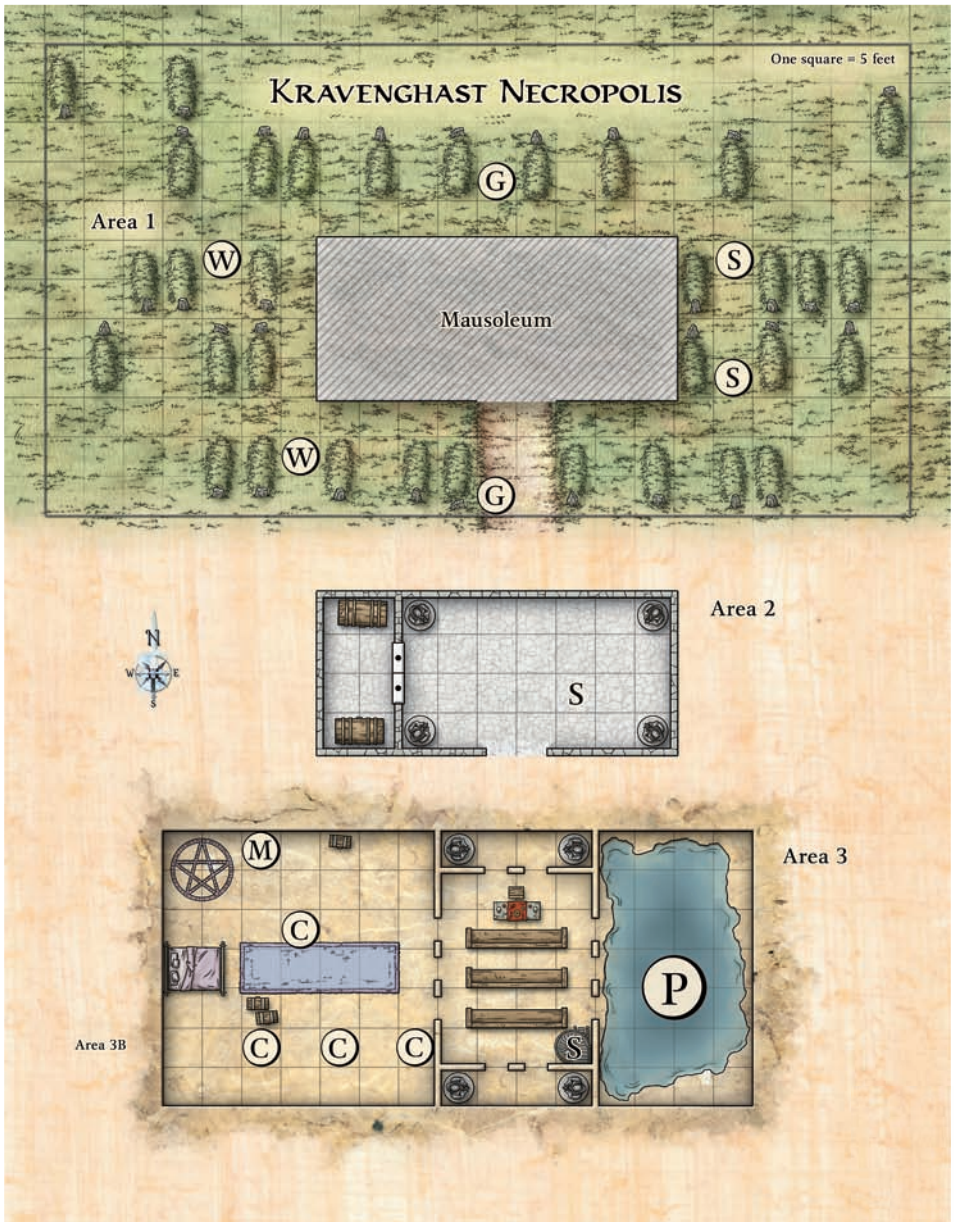
Inside the rectangular building, the characters face a two-stage encounter. They trigger the tactical encounter when one of them moves through the archway on the south wall and into the structure.

**Tactical Encounter:** "The Mausolem," page 100.

## Area 3: Sanctuary and Shrine (Level 21)

In the climactic encounter of their mission, the characters confront a lich they might have been expecting and another one they certainly did not anticipate. The tactical encounter begins when one PC descends the spiral staircase and emerges into the central chamber.

**Tactical Encounter:** "Sanctuary and Pool," page 102.



# The Necropolis

**Encounter Level 19 (11,200 XP)**

## Setup

**2 slaughter wights** (S)
**2 sword wraiths** (W)
**2 nabassu gargoyles** (G)

Two slaughter wights, two sword wraiths, and two nabassu gargoyles stalk the graves in the overgrown cemetery, waiting for any of the living to invade their territory. None of the creatures is initially visible while the adventurers remain outside the fence. The sword wraiths are using their phasing ability, and the slaughter wights and nabassu gargoyles are hiding within the high grass, which provides total concealment.

**If any of the PCs investigates the gravestones, read:**

*A casual perusal of the headstone inscriptions reveals them to be worn and faded to the point that most are unreadable. Those that are decipherable bear the name of the occupant and the words "Death is a doorway" or minor variations on that message.*

The undead begin their attack when one or more of the characters move to within 2 squares of the mausoleum in the graveyard's center, or when any character moves to within 2 squares of one of the monsters. Roll initiative.

**2 Slaughter Wights (S)** **Level 18 Brute**
Medium natural humanoid (undead ) XP 2,000 each

**Initiative** +14 **Senses** Perception +13; darkvision
**HP** 182; **Bloodied** 91; see also *death wail*
**AC** 30; **Fortitude** 30, **Reflex** 27, **Will** 26
**Immune** disease, poison; **Resist** 20 necrotic; **Vulnerable** 10 radiant
**Speed** 7

⨺ **Claw** (standard; at-will) ✦ **Healing, Necrotic**
+21 vs. AC; 3d6 + 8 necrotic damage, the target loses a healing surge and is weakened (save ends), and the slaughter wight regains 15 hit points.

✧ **Death Wail** (when reduced to 0 hit points) ✦ **Necrotic**
Close burst 5; targets enemies; +21 vs. Fortitude; 2d6 + 4 necrotic damage. Undead allies in the burst can make a basic attack as a free action.

**Alignment** Chaotic evil **Languages** Common
**Str** 26 (+17) **Dex** 20 (+14) **Wis** 9 (+8)
**Con** 22 (+15) **Int** 12 (+10) **Cha** 18 (+13)

**2 Sword Wraiths (W)** **Level 17 Lurker**
Medium shadow humanoid (undead) XP 1,600 each

**Initiative** +19 **Senses** Perception +14; darkvision
**HP** 90; **Bloodied** 45; see also *death strike*
**Regeneration** 10 (if a sword wraith takes radiant damage, regeneration doesn't function until the end of its next turn)
**AC** 30; **Fortitude** 29, **Reflex** 30, **Will** 32
**Immune** disease, poison; **Resist** 20 necrotic, insubstantial; **Vulnerable** 10 radiant (see also *regeneration* above)
**Speed** fly 8 (hover); phasing; see also *shadow glide*

⨺ **Shadow Sword** (standard; at-will) ✦ **Necrotic**
+20 vs. Reflex; 2d8 + 7 necrotic damage, and the target is weakened (save ends).

⨽ **Death Strike** (when reduced to 0 hit points) ✦ **Necrotic**
The sword wraith shifts up to 4 squares and makes a melee basic attack, dealing 2d8 extra necrotic damage on a hit.

**Combat Advantage** ✦ **Necrotic**
A sword wraith deals 2d6 extra necrotic damage against any target it has combat advantage against.

**Shadow Glide** (move; encounter)
The sword wraith shifts up to 6 squares.

**Spawn Wraith**
Any humanoid killed by a sword wraith rises as a free-willed sword wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.

**Alignment** Chaotic evil **Languages** Common
**Skills** Stealth +20
**Str** 14 (+10) **Dex** 24 (+15) **Wis** 12 (+9)
**Con** 18 (+12) **Int** 11 (+8) **Cha** 24 (+15)

**2 Nabassu Gargoyles (G)** **Level 18 Lurker**
Medium elemental humanoid (earth) XP 2,000 each

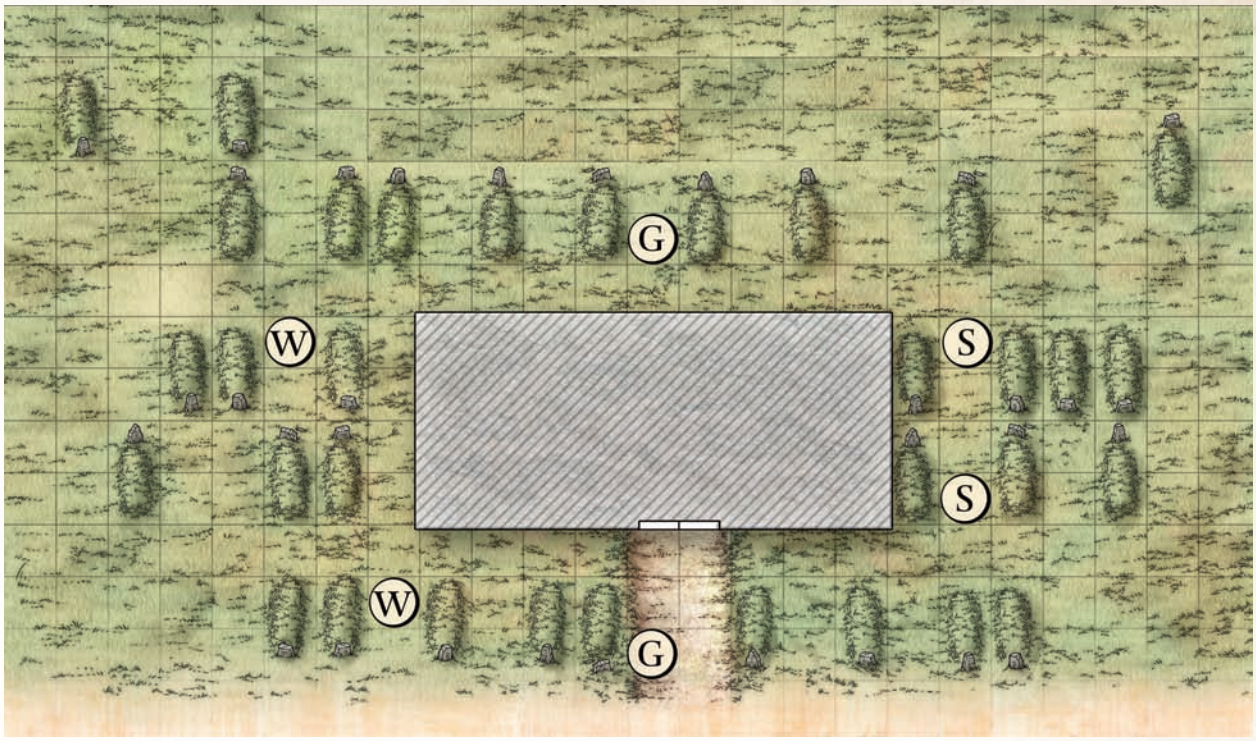
**Initiative** +20 **Senses** Perception +17; darkvision
**Bloodfire Gaze** (**Fire**) aura 2; any creature taking ongoing damage that enters the aura or starts its turn within the aura takes 5 fire damage and is weakened (the weakened effect ends when the creature leaves the aura). This aura is not active while the nabassu gargoyle is in *stone form*.
**HP** 136; **Bloodied** 68
**AC** 32; **Fortitude** 30, **Reflex** 30, **Will** 28
**Immune** petrification
**Speed** 6, fly 8

⨺ **Claw** (standard; at-will)
+23 vs. AC; 2d8 + 7 damage, and ongoing 5 damage (save ends).

⨽ **Savage Bite** (standard; recharge ⚄ ⚅) ✦ **Healing**
+23 vs. AC; 2d6 + 7 damage, or 2d10 + 7 damage against a bloodied or weakened target. In addition, the gargoyle regains a number of hit points equal to the amount of damage dealt.

**Stone Form** (standard; at-will)
The gargoyle becomes a statue and gains resist 30 to all damage, regeneration 5, and tremorsense 10. It loses all other senses and can take no actions in stone form other than revert to its normal form (as a minor action).

**Alignment** Evil **Languages** Primordial
**Skills** Stealth +21
**Str** 25 (+16) **Dex** 24 (+16) **Wis** 17 (+12)
**Con** 22 (+15) **Int** 5 (+6) **Cha** 20 (+14)




## Tactics

The wights attack head-on, but the gargoyles and the wraiths use stealth and hit-and-run tactics, attempting to keep the PCs off balance.

**Round 1:** Slaughter wights revel in combat, and those wandering among the gravestones are no different. When the undead become aware of the PCs, the wights charge toward the nearest target, taking as direct a path as possible between the headstones, and bring their claw attacks to bear. If they have a choice of targets, they try to focus their claw attacks on foes who have little or no armor.

Using *stone form*, the nabassu gargoyles pretend to be statues until the slaughter wights attack the PCs. Then they fly into battle, closing to melee with their claws and hoping to affect wounded enemies with their *bloodfire gaze*. Each of them uses *savage bite* against the first PC that succumbs to its aura.

The sword wraiths lurk in the shadows, waiting to prey on enemies that attempt to hide or stay away from the wights. When the opportunity arises, they try to flank PCs to gain combat advantage while stabbing with their *shadow swords*.

**Round 2+:** When one of the wights is destroyed, it gives voice to a *death wail* that deals necrotic damage to the PCs but also gives nearby undead allies within 5 squares a basic attack as a free action against adjacent PCs. The other wight and the gargoyles fight to the death—and they will pursue characters who enter the mausoleum (Area 2) before dealing with them.

If a sword wraith is bloodied, it turns tail, phasing into the ground.

## Features of the Area

**Illumination:** Dim light (even during daylight hours, a strange gloom suffuses the area).

**Graves:** The graves depicted on the map are ones that have disgorged their contents in the form of undead. The earth in these spots is soft and counts as difficult terrain. The gravestones are not large enough to impede movement or provide cover.

If any industrious character decides to dig down into a grave, that act requires 5 minutes per grave and the use of some sort of digging tool. (A sword or an axe works in a pinch.) The first excavation uncovers a scroll tube containing a Speak with Dead ritual scroll. For each other grave excavated, roll 1d8 and refer to the following table, but cross off items 4 through 8 after they are discovered.

**GRAVE GOODS**

| d8 | Item Found |
|---|---|
| 1 | Nothing |
| 2 | Empty pine coffin |
| 3 | Empty iron coffin |
| 4 | Iron coffin containing a ruby chess set (500 gp) |
| 5 | Sarcophagus containing a gold hourglass (300 gp) |
| 6 | Iron coffin containing an *iron ring of the dwarf lords* (21,000 gp) or an item from a character's magic item wish list (*DMG* 125) |
| 7 | Sarcophagus containing an emerald bracelet (200 gp) |
| 8 | Pine coffin containing crystal chimes (600 gp) |

**Mausoleum:** The building in the center of the graveyard is described in the following tactical encounter.

# The Mausoleum

**Encounter Level 15 (6,000 XP)**
**(if the PCs are victorious in the skill challenge)**
**or**
**Encounter Level 19 (12,000 XP)**
**(if the PCs defeat Kravenghast in combat)**

## Setup

**Vecna's Revenge trap**
**Kravenghast** (K)

The mausoleum is divided into two areas: the entrance foyer and the crypt. The crypt is located behind the double doors on the western wall of the foyer. The entrance foyer is a trap, and the wraith Kravenghast waits in the crypt beyond.

## Entrance Foyer

The foyer is entered through an archway in the south. Four statues, one in each corner of the foyer, wait to loose a deadly trap.

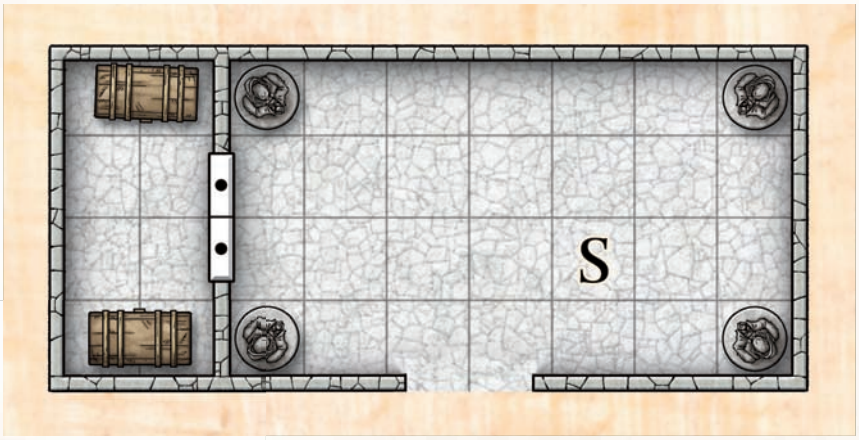
**When the adventurers enter the entrance foyer, read:**
*This dimly lit chamber is lined with ossuary shelves except along the western wall, which contains great bronze double doors. Each of the four corners of the room holds a statue of a humanoid lich.*

**Religion Check**
**DC 30:** *The lich depicted in the sculptures reminds you of likenesses of Vecna you have seen, but each statue has all its limbs and eyes.*

**Secret Door (Trapdoor):** The foyer contains a secret trapdoor near the center of the room (see Features of the Area).

## Crypt

The doors opening onto the crypt are locked, and require a successful DC 31 Thievery check or Strength check, or a successful Knock ritual, to open.




| **Vecna's Revenge** Trap | Level 18 Elite Blaster 4,000 XP |
|---|---|

*The left arm of each these four statues is outstretched, pointing to the center of the room. The four statues pulse, releasing a life-sucking bolt of fell energy.*

**Trap:** The trigger area of the trap is the entire foyer. When a living creature enters the foyer or ends its turn in the foyer, the statue closest to that creature releases a ray of necrotic energy that attacks the target.

**Perception**
✦ DC 27: The statues have a faint aura of shadowy energy.

**Additional Skill:** Arcana
✦ DC 30: The character recognizes the trap as one used by some death cultists.

**Trigger**
When a living creature enters the foyer or remains within the foyer at the end of its turn, the trap is triggered, hitting that target with necrotic energy. The trap can trigger multiple times in one round, once for each time a living creature enters the room or ends its turn there.

**Attack ✦ Necrotic**
**Immediate Reaction** or **Opportunity Action** **Ranged** 5
**Target:** Living creature within the room
**Attack:** +22 vs. Fortitude
**Hit:** 2d10 + 5 necrotic damage, and ongoing 10 necrotic damage (save ends).
**Miss:** Half damage

**Countermeasures**
✦ A character adjacent to one of the statues can disable the trap with a successful DC 30 Thievery check.

This chamber holds the worldly remains of Kravenghast, the original necromancer who created the surrounding cemetery.

**When the adventurers enter the crypt, read:**
*The shadowy, ever-shifting spectral form of a humanoid floats above the ground between two sarcophagi.*

**Religion Check**
**DC 25:** *The figure pauses as if intending to speak, but seems unable to find its tongue. Perhaps a Speak with Dead ritual would give it the voice it desires to communicate.*

The PCs can try to converse with Kravenghast's wraith. If they perform a Speak with Dead ritual, they can convince Kravenghast to tell his story if they achieve victory in a skill challenge.

**Confer with Kravenghast** **Level 18**
Skill Challenge XP 2,000

*The transparent, shadowy humanoid form speaks. "I am Kravenghast. Tell my why I should share the secrets of my life with you."*

To learn what Kravenghast knows, you must give it a reason to help you.
**Complexity** 1 (requires 4 successes before 3 failures)
**Primary Skills** Bluff, Diplomacy, Insight
**Victory** Kravenghast describes all the information provided under the Background section on page 96. If asked, he describes how, as he was preparing to become a lich, death found him when he fell from a great height while climbing one of the peaks over the valley—a simple accident. Kravenghast also indicates where the PCs can find the secret trapdoor into the lower temple, which (as he informs them) has been converted to a temple of Vecna by the priest Mauthereign.
**Defeat** Kravenghast answers no questions and attacks the party.
**Bluff** DC 27 (1 success, no maximum successes).
A character who succeeds on this check feigns some connection with Kravenghast, or convinces him that the character is an admirer of his work and deeds.
**Diplomacy** DC 22 (1 success, no maximum successes).
A character who succeeds on this check uses courtesy to flatter Kravenghast.
**Insight** DC 27 (1 success, no maximum successes).
Failure on this check triggers a psychic feedback, and the PC takes a -2 penalty to saves until the PC takes an extended rest. Failing this check also ends the skill challenge in defeat.
A character who succeeds on this check feels Kravenghast's emotional ruin and uses this understanding to befriend him.

## Tactics

If it comes to a fight, Kravenghast fights directly but intelligently.

**Round 1+:** Kravenghast charges the largest PC, seeking to wither the target with his *decomposing touch*. He uses his *shadowdrain ray* on a weaker-looking target. In later rounds, Kravenghast continues to focus on the same PCs with similar tactics unless they prove resistant or another PC takes actions too dangerous to ignore.

## Features of the Area

**Illumination:** Darkness or dim light (see page 96).

**Sarcophagi:** The two sarcophagi in the crypt can be opened easily. They appear to be empty of all but dust at first glance. However, a successful DC 31 Perception check involving the southern one reveals that it has a false bottom.

*Treasure:* Below the false bottom is 3,300 gp, 35 pp, 1,000 gp worth of residuum in a ceramic vial, 1,000 gp worth of gems, and a *+4 orb of inevitable continuance* (85,000 gp).

**Statues:** These four statues comprise the Vecna's Revenge trap and form the corners of the trap's area.

**Secret Door (Trapdoor):** The entrance foyer has a secret trapdoor near the center of the room. A successful DC 29 Perception check reveals the trapdoor, which hides a secret spiral staircase that leads to the sanctuary in Area 3.

**Kravenghast (K)** **Level 17 Solo Lurker**
Medium shadow humanoid (undead) XP 8,000

**Initiative** +18 **Senses** Perception +14; darkvision
**Regeneration** 10 (if Kravenghast takes radiant damage, regeneration doesn't function until the end of his next turn)
**HP** 560; **Bloodied** 280
**AC** 32; **Fortitude** 29, **Reflex** 32, **Will** 30
**Immune** disease, poison; **Resist** 20 necrotic, insubstantial; **Vulnerable** 10 radiant (see also *regeneration*)
**Saving Throws** +5
**Speed** fly 8 (hover); phasing; see also *shadow glide*
**Action Points** 2

⊕ **Decomposing Touch** (standard; at-will) ✦ **Necrotic**
+22 vs. Reflex; 2d8 + 5 necrotic damage, and the target takes ongoing 10 necrotic damage (save ends). While taking this ongoing damage, the target cannot spend healing surges.

↯ **Deadly Reaction** (immediate interrupt, when an enemy moves to a position where it flanks Kravenghast; at-will) ✦ **Necrotic**
Kravenghast attacks the enemy with his decomposing touch. If the attack hits, he can make another decomposing touch attack against another creature he is adjacent to.

➢ **Shadowdrain Ray** (minor; at-will) ✦ **Necrotic**
Ranged 10; +22 vs. Reflex; 2d8 + 6 necrotic damage, and the target is weakened (save ends).

**Combat Advantage** ✦ **Necrotic**
Kravenghast deals 2d6 extra necrotic damage against any target he has combat advantage against.

**Kravenghast's Evasion**
When an area or close attack targeting AC, Fortitude, or Will misses Kravenghast but deals damage on a miss, Kravenghast takes no damage from the attack.

**Shadow Glide** (move; encounter)
Kravenghast shifts up to 6 squares.

**Second Wind** (standard, encounter) ✦ **Healing**
Kravenghast spends a healing surge and regains 140 hit points. He gains a +2 bonus to all defenses until the start of his next turn.

**Demesne**
Kravenghast is aware of all that goes on in the mausoleum. While within, he cannot be surprised and does not grant combat advantage. He knows the location and appearance of all creatures in the area.

**Binding**
If Kravenghast is forced to leave the mausoleum (through forced movement or a compulsion), he suffers excruciating pain. Each round that he spends outside the mausoleum, he takes 2d6 damage, and his regeneration doesn't function until the end of his next turn. If he is reduced to 0 hit points because of this damage, he reforms in the mausoleum 1d6 days later. He can be permanently killed only by damage from living creatures.

**Spawn Wraith**
Any humanoid killed by Kravenghast rises as a free-willed sword wraith at the start of Kravenghast's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.

**Alignment** Chaotic evil **Languages** Common
**Skills** Stealth +19

| | | |
|---|---|---|
| **Str** 14 (+10) | **Dex** 22 (+14) | **Wis** 12 (+9) |
| **Con** 16 (+11) | **Int** 11 (+8) | **Cha** 21 (+13) |

# Sanctuary and Pool

**Encounter Level 21 (16,000 XP)**

## Setup

**Mauthereign** (M)
**4 undead Vecna cultists** (C)
**Pavan, aboleth overseer lich** (P)

This shrine of Vecna is broken up into three rooms: a sanctuary (the center room), Mauthereign's ritual chamber (to the west), and a bathing chamber (to the east) used by an aboleth lich that calls itself Pavan. The spiral staircase from the mausolem opens onto the southern section of the sanctuary.

## Sanctuary

**When the adventurers descend into the sanctuary, read:**

*This chamber is filled with low pews of dusty stone arranged in rows and an altar toward the north. The area is suffused by a dim glow that seems to emanate from small side chambers to the north and south.*

## Ritual Chamber

**When the adventurers move west into the ritual chamber, read:**

*A one-armed, one-eyed human skeletal figure stands chanting before a large engraved circle inscribed in the northwest corner of the floor of an opulent bedchamber. Prostrated around the chamber are four undead humanoids.*

Mauthereign, the lich that is the skeletal figure, continues his ceremony until he becomes aware of the characters. Once the PCs are noticed, Mauthereign and the undead Vecna cultists attack. Roll initiative.

**Mauthereign (M)** **Level 18 Elite Controller**
Human lich
Medium natural humanoid (undead) XP 4,000

**Initiative** +11 **Senses** Perception +18; darkvision
**Necromantic Aura** (**Necrotic**) aura 5; any living creature that enters the aura or starts its turn within the aura takes 5 necrotic damage.
**HP** 344; **Bloodied** 172
**Regeneration** 10 (if Mauthereign takes radiant damage, regeneration doesn't function until the end of his next turn)
**AC** 34; **Fortitude** 29, **Reflex** 30, **Will** 33
**Immune** disease, poison; **Resist** 10 necrotic
**Saving Throws** +2
**Speed** 6, swim 6
**Action Points** 1

⊕ **Staff** (standard; at-will) ✦ **Weapon**
+22 vs. AC; 1d8 + 4 damage (crit 4d8 + 12).

⊛ **Lash of Grazroblain** (standard; at-will) ✦ **Necrotic**
Ranged 10; +24 vs. Reflex; 3d6 + 5 necrotic damage, and the target is dazed until the end of Mauthereign's next turn.

⸸ **Wither** (standard; recharge ⚄ ⚅) ✦ **Necrotic**
+21 vs. Reflex; 4d6 + 5 necrotic damage, and the target takes ongoing 10 necrotic damage and is slowed (save ends both).
*Aftereffect:* The target is slowed until it takes an extended rest, it is the subject of a Remove Affliction ritual, or Mauthereign is slain (whichever occurs first).

✧ **Stunning Escape** (standard; daily) ✦ **Teleportation**
Close burst 1; +21 vs. Fortitude; the target is stunned until the end of Mauthereign's next turn, and Mauthereign teleports up to 10 squares.

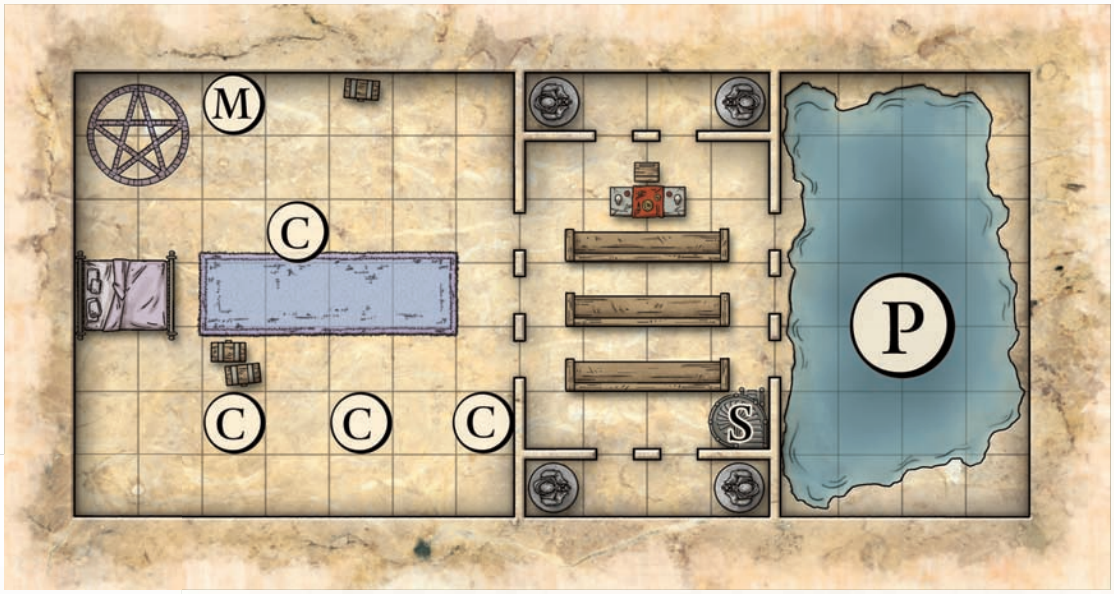
**Indestructible**
When Mauthereign is reduced to 0 hit points, his body and possessions fall into dust, but he is not destroyed. He reappears, along with his possessions, within 1 square of his phylactery (an amulet hidden under the bed in his ritual chamber) 1d10 days later.

**Spellmaster** (minor; recharge ⚄ ⚅)
Mauthereign recharges *wither*.

**Alignment** Evil **Languages** Abyssal, Common
**Skills** Arcana +20, Heal +23, History +20, Insight +23, Religion +20

| | | |
|---|---|---|
| **Str** 14 (+11) | **Dex** 14 (+11) | **Wis** 28 (+18) |
| **Con** 20 (+14) | **Int** 22 (+15) | **Cha** 20 (+14) |

**Equipment** staff



| 4 Undead Vecna Cultists (C) | Level 21 Minion |
|---|---|
| Medium elemental humanoid (undead) | XP 500 each |

**Initiative** +17 **Senses** Perception +14
**HP** 1; a missed attack never damages a minion; see also *explosion*
**AC** 35; **Fortitude** 35, **Reflex** 34, **Will** 31
**Immune** disease, poison; **Resist** 10 necrotic
**Speed** 8

⨁ **Claws** (standard; at-will)
+24 vs. AC; 7 damage, and the target loses a healing surge.

**Explosion** (when reduced to 0 hit points) ✦ **Necrotic**
Close burst 1; +23 vs. Reflex; 10 necrotic damage. *Miss:* Half damage.

**Alignment** Chaotic evil **Languages** Common
**Str** 27 (+18) **Dex** 25 (+17) **Wis** 18 (+14)
**Con** 23 (+16) **Int** 19 (+14) **Cha** 13 (+11)
**Equipment** robes

## Bathing Chamber

**When the adventurers look into the bathing chamber, read:**

*An enormous pool fills an opening carved from the surrounding rock.*

Pavan remains submerged until one of the PCs enters the bathing pool or it is otherwise disturbed.

## Tactics

As soon as he takes any damage, Mauthereign tries to make a fighting retreat toward the pool, ordering the cultists to block and impede the characters so that he can escape. Once he gets to the pool, he gains the aid of the aboleth lich Pavan.

Pavan begins combat on the surface of the pool. It remains at least 1 square from the edge of the pool at all times, but it is still able to use its attacks against enemies in the pool or in any of the squares adjacent to the pool. When characters enter the pool, use the rules for aquatic combat (*DMG* 45). If Pavan is bloodied, it descends to the bottom of the pool, trying to force PCs to come after it and (it hopes) fight at a disadvantage when they are underwater.

## Features of the Area

**Illumination:** Darkness or dim light (see page 96 and below).

**Bed:** The ritual chamber contains a bed (of no real use to Mauthereign) that provides cover. A creature that hops up onto the bed (using 1 square of movement) has combat advantage on melee attacks against other creatures adjacent to the bed. The other furnishings in the room (the rug and the small chests) have no effect on combat.

**Teleportation Circle:** The circle in the northwest corner of the ritual chamber can serve as the origin point of a Linked Portal, Planar Portal, or True Portal ritual, as you see fit.

**Pews and Altar:** The furnishings in the sanctuary are not tall enough to provide cover. A creature must squeeze to move through a square partially occupied by one or more of these features.

**Statues:** The four statues in the alcoves give off dim light that illuminates the sanctuary but does not extend into the ritual chamber or the pool. The statues are otherwise not remarkable.

**Pool:** The pool is 20 feet deep. It is filled with murky, dark water. A character who descends at least 10 feet into the pool notices a softly glowing gem near the center of the pool on the bottom. A successful DC 33 Arcana check or Religion check identifies the gem as Pavan's phylactery.

| Pavan (P) | Level 18 Solo Controller (Leader) |
|---|---|
| Aboleth overseer lich | |
| Large aberrant magical beast (aquatic, undead) | XP 10,000 |

**Initiative** +12 **Senses** Perception +16; darkvision
**Mucus Haze** aura 5; any enemy treats the area within the aura as difficult terrain.
**Necromantic Aura** (**Necrotic**) aura 5; any living creature that enters the aura or starts its turn within the aura takes 5 necrotic damage.
**HP** 870; **Bloodied** 435
**Regeneration** 10 (if Pavan takes radiant damage, regeneration doesn't function until the end of its next turn)
**AC** 34; **Fortitude** 32, **Reflex** 30, **Will** 33
**Immune** disease, poison; **Resist** 10 necrotic
**Saving Throws** +5
**Speed** 5, swim 10
**Action Points** 2

⨁ **Death Tentacle** (standard; at-will) ✦ **Necrotic**
Reach 2; +22 vs. AC; 1d8 + 8 necrotic damage (3d8 + 8 damage against a dazed target), and the target is dazed (save ends).

**Death Tentacle Flurry** (standard; at-will) ✦ **Necrotic**
Close burst 1; +20 vs. AC; 1d8 + 8 necrotic damage (3d8 + 8 damage against dazed targets), and the target is dazed (save ends).

**Psychic Slime** (standard; encounter; recharges when first bloodied) ✦ **Psychic**
Close burst 10; targets enemies; +20 vs. Will; 2d8 + 8 psychic damage, and the target is dazed (save ends).

**Dominate** (minor; at-will) ✦ **Charm**
Ranged 10; targets a dazed humanoid; +20 vs. Will; the target is dominated (save ends). Pavan can dominate only one creature at a time.

**Enslave** (standard; at-will) ✦ **Charm, Psychic**
Ranged 5; targets a dominated creature; +20 vs. Will; 6d8 + 8 psychic damage. A target reduced to 0 hit points or fewer by this attack doesn't die but becomes enslaved in preparation for the Aboleth Servitor ritual. Enslaved targets are dominated, and only the death of Pavan can end this domination. Once a creature is enslaved, Pavan is free to dominate another creature.

**Invisibility** (minor; recharge ⚄ ⚅) ✦ **Illusion**
Pavan and one ally within 10 squares of it turn invisible until the end of Pavan's next turn.

**Indestructible**
When Pavan is reduced to 0 hit points, its body falls, but it is not destroyed. It reappears within 1 square of its phylactery (the gem on the bottom of the pool) 1d10 days later.

**Alignment** Evil **Languages** Deep Speech, telepathy 20
**Skills** Arcana +20, Dungeoneering +21, Insight +21
**Str** 26 (+17) **Dex** 16 (+12) **Wis** 25 (+16)
**Con** 22 (+15) **Int** 23 (+15) **Cha** 22 (+15)

# Tower of Zoramadria

**A lair for five 23rd-level adventurers**

The Tower of Zoramadria is hidden away in the Feywild. The tower is an arcane academy under the tutelage of the lich Parthal. Parthal and his students lead serene lives of study and contemplation, except when they engage in a bout of bloody necromantic research that requires innocent souls as vital components. Parthal has a score to settle, and the Feywild itself might shudder and scream before the lich has had his revenge on those who killed his love.

## Background

**History DC 16:** Like many novice eladrin mages, the wizard Parthal had dreams of unraveling the loftiest secrets of magic. He wished to commune with the forces that weave together the mysteries of magic and the cosmos. He dared much, and gained more in the process, despite his young age and relatively meager experience. On the trail of a promising arcane lead, Parthal disappeared one day. He was never seen in the world again. In a diary scroll left behind, Parthal explained that he was "ascending to a higher plane to learn the ultimate Art at the feet of the Teacher."

**History DC 24:** The eladrin warlock Zoramadria the Teacher was exiled from the fey city of her birth for performing rituals that breached the barriers between the Feywild and the Shadowfell. She was performing just such a ritual in the confines of her tower when the nobles of her home city descended upon her. Forewarned, she collapsed the space around her tower, transferring it and all her students in one fell swoop to a far corner of the Feywild. One of her newest students, Parthal, was instrumental in accomplishing the tower's movement.

**History DC 29:** When the Tower of Zoramadria was moved across the Feywild through a ritual, the life force of many of its inhabitants was drained off to power that ritual. Many of Zoramadria's students that escaped permanent destruction did so only by embracing undeath. Unfortunately for Zoramadria, the strain of the ritual was too much, and her soul shattered, leaving the heartbroken Parthal and her other students, some newly birthed to unlife, to their own devices. Zoromadria cursed the city of her birth upon her death, and her ghostly invective against that fair place yet whispers through the many halls and chambers of her tower.

**History DC 31:** Parthal has grown in power and taken on new students over the decades. His goals have shifted from when he was a young, living wizard. Instead of knowledge for its own sake, Parthal now seeks vengeance. He wants to wreak terrible retribution on the city whose attack slew Zoromadria.

## Hook: The Vanished

Eladrin have been vanishing from a fey city that the PCs are connected with (or have traveled to). Some of the missing are innocent children, and others are powerful lords. Divinatory rituals to find the vanished have unearthed only the name "Zoramadria." Bereft parents and concerned noble families have posted rewards for information on Zoramadria. They want to find out what has happened. Why are their loved ones missing? Where have they vanished to? Can they be brought back home safely?

## Environment

The Tower of Zoramadria is hidden in a great Feywild canyon where three rivers drop torrents of water into a central basin. The resultant spray hides a pale tower that sits on an outcropping in the center of the basin.

- The entrance to the tower is a triangular opening on the south side. The spray that falls constantly on the tower makes visually finding the entrance difficult. A successful DC 24 Perception check while searching the outside wall of the tower allows a PC to locate the opening.
- The tower is not only invisible to easy visual identification, but also concealed from various forms of arcane scrying and divination by a permanent Forbiddance ritual (*Player's Handbook,* page 305) that envelops it.
- The tower has six floors. Three are barren shells, and the three others are in use. The majority of Parthal's students and servants (and all of the vanished eladrin mentioned in the hook above) have been expended in the build-up to his final revenge ritual. The empty levels are not depicted on the map.
- Ladders connect the floors of the tower. Each ladder is 2 squares wide, meaning that two Small or Medium creatures can ascend or descend a ladder at the same time. The hole into which a ladder extends is 2 squares by 2 squares.
- Each of the floors in use is sealed off from the adjacent floor or floors by a trapdoor. Each of these trapdoors is sealed by an Arcane Lock ritual (DC 29 Thievery or Strength check, or a successful Knock ritual, to open). When a trapdoor is opened, it slides to the south into a slot cut into the surface of the floor/ceiling, leaving behind an oblong hole.
- The ceiling of each floor (including the empty ones) is 10 feet in height.
- Because each ladder extends from floor to ceiling, it prevents a creature in a space north of the ladder from being pushed into the hole. Creatures

adjacent to the hole in other squares, however, can be pushed into the hole and are subject to falling damage in such a case.

- Floor One and Floor Two are bathed in dim light from glowing orbs embedded in the tower walls. (These light sources cannot be removed or otherwise affected.) Floor Three is brightly lit because of the skylight that serves as its ceiling—unless the characters enter this area at night, in which case it is dark.

**When the adventurers approach the tower, read:**
*Three rivers drop vast waves of water into a central basin in this great canyon. The spray from this massive combined waterfall hides most of the area. When you focus intently, you see glimpses of an outcropping in the center of the canyon upon which a pale tower is built. The tower is there when the spray thins briefly, but gone again when it thickens.*

**When the PCs move through the entrance, read:**
*You are in a dark chamber devoid of any features except for minor debris and a wide ladder stretching from floor to ceiling just north of the center of the room.*

## Floor One: Classroom

When the characters move adjacent to the ladder and look up (or if they just start climbing), they quickly notice the trapdoor that blocks access to the area above them. After they open the door, they get no inkling of what awaits them in the chamber above until they climb up far enough to enter the room.

**Tactical Encounter:** "Scrying Students," page 106.

## Floor Two: Residence

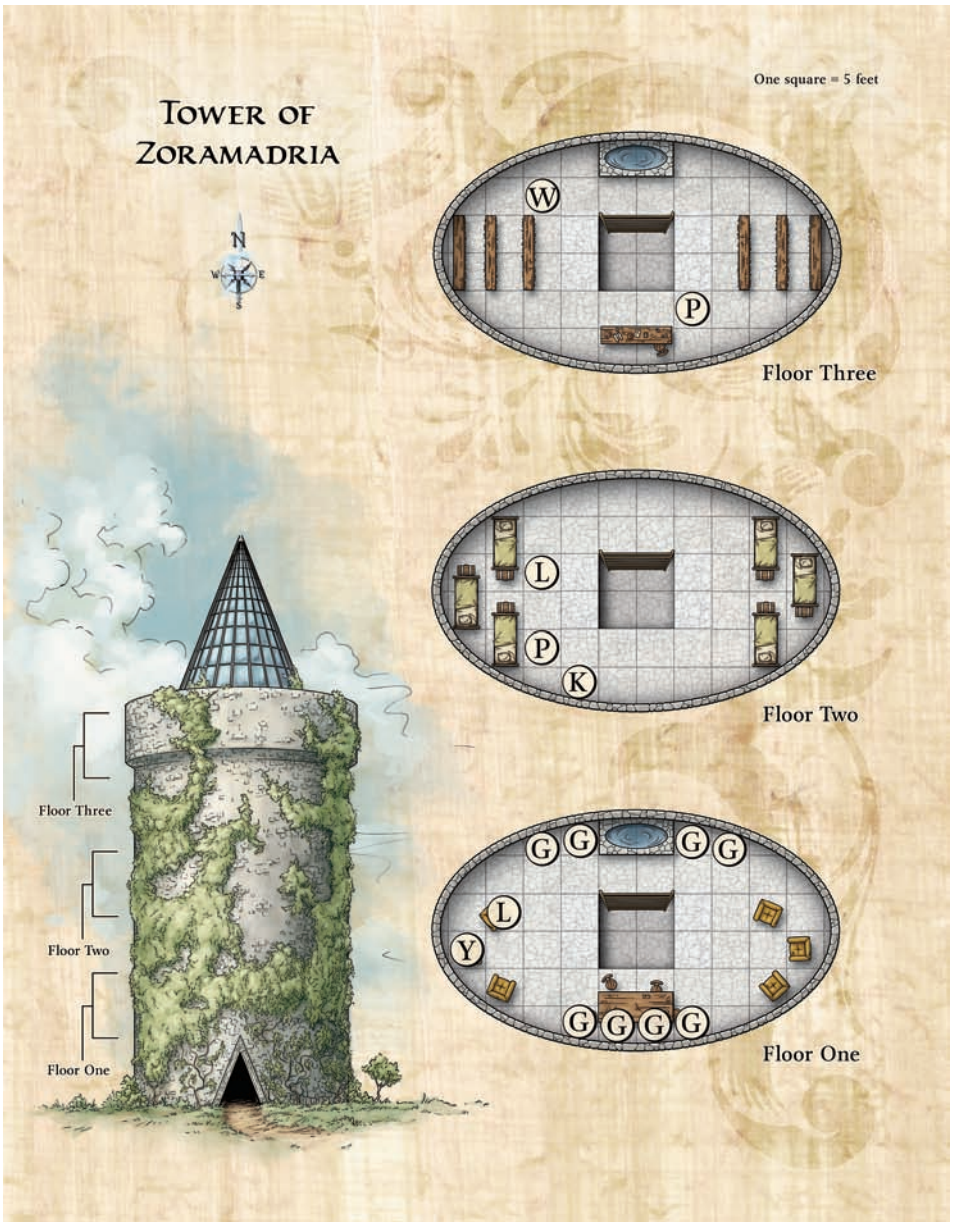
After the PCs open the trapdoor in the ceiling of Floor One, they see another darkened chamber identical to the one at the bottom of the tower. Climbing the ladder and opening yet another trapdoor puts them in position to enter the next encounter area.

**Tactical Encounter:** "Chamber of Eternal Sleep," page 108.

## Floor Three: Parthal's Study

Accessing the top floor is done in the same way as on the floors beneath.

**Tactical Encounter:** "Observatory Sanctorum," page 110.



# Scrying Students

**Encounter Level 24 (30,600 XP)**

## Setup

**Leglanth** (L)
**Yargo** (Y)
**8 abyssal ghoul myrmidons** (G)

Upon opening the trapdoor, PCs see another ladder leading to a trapdoor positioned in the same relative position in the ceiling above them.

Leglanth and Yargo, a pair of aspiring celebrants to Parthal's power, are in this chamber when the characters arrive. Normally, these two eladrin wizards spend their hours meditating in the leather chairs or viewing distant vistas in the scrying basin. However, Parthal has learned of the imminent arrival of intruders in his structure (see the description of the skylight in Features of the Area in "Observatory Sanctum," page 110), and Leglanth and Yargo are prepared to fend off the adventurers.

The eladrin command eight abyssal ghoul myrmidons. Leglanth and Yargo believe that they and their ghoul minions are sufficient to the task of putting down any invading force.

Place the occupants of this floor on the map, then have the players locate their miniatures in any of the squares adjacent to the hole. Provide the read-aloud text, then roll initiative.

**When the adventurers enter the chamber, read:**
*This tower chamber holds comfortable leather chairs, a table, and a scrying basin. Standing as if waiting for intruders are eight slavering undead humanoids with gruesome black claws and two eladrin males in umber robes.*

**Leglanth (L) and Yargo (Y)** **Level 23 Elite Artillery**
Medium fey humanoid, eladrin XP 10,200 each

**Initiative** +14 **Senses** Perception +16; low-light vision
**HP** 316; **Bloodied** 158
**AC** 37; **Fortitude** 34, **Reflex** 35, **Will** 36
**Saving Throws** +2 (+7 against charm effects)
**Speed** 6
**Action Points** 1

⊕ **Staff** (standard; at-will) ✦ **Weapon**
+25 vs. AC; 1d8 + 5 damage.

**Chain Lightning** (standard; recharge ⚄ ⚅) ✦ **Lightning**
Ranged 20; +28 vs. Reflex; 4d6 + 12 lightning damage. *Secondary Targets:* Two creatures within 5 squares of the primary target; +28 vs. Reflex; 2d6 + 12 damage. *Tertiary Targets:* All other enemies within 20 squares of the caster; +28 vs. Reflex; 1d6 + 12 lightning damage.

**Disintegrate** (standard; daily)
Ranged 10; +28 vs. Reflex; 5d10 + 12 damage, and the target takes ongoing 10 damage (save ends). *Aftereffect:* Ongoing 5 damage (save ends). *Miss:* 3d10 + 12 damage, and the target takes ongoing 5 damage (save ends).

**Force Volley** (standard; encounter) ✦ **Force**
Ranged 20; targets up to three creatures (+4 power bonus to attack roll if targeting one creature); +28 vs. Reflex; 3d6 + 12 force damage, and the target is dazed until the end of the caster's next turn.

**Thunderwave** (standard; at-will) ✦ **Thunder**
Close blast 3; +25 vs. Fortitude; 2d6 + 11 thunder damage, and the target is pushed 5 squares.

**Blur** (minor; daily) ✦ **Illusion**
Until the end of the encounter, Leglanth or Yargo gains a +2 power bonus to all defenses, and enemies more than 5 squares away from him cannot see him.

**Displacement** (immediate interrupt, when a ranged or a melee attack hits the caster or one of his allies in range; encounter) ✦ **Illusion**
Ranged 5; the attacker must reroll the attack roll.

**Fey Step** (move; encounter) ✦ **Teleportation**
Leglanth or Yargo teleports up to 5 squares.

**Alignment** Evil **Languages** Abyssal, Common, Elven
**Skills** Arcana +25, History +20, Religion +23
**Str** 12 (+12) Dex 17 (+14) **Wis** 20 (+16)
**Con** 14 (+13) **Int** 24 (+18) **Cha** 13 (+12)
**Equipment** staff

**8 Abyssal Ghoul Myrmidons (G)** **Level 23 Minion**
Medium elemental humanoid (undead) XP 1,275 each

**Initiative** +18 **Senses** Perception +15; darkvision
**HP** 1; a missed attack never damages a minion; see also *dead blood*
**AC** 35; **Fortitude** 35, **Reflex** 34, **Will** 31
**Immune** disease, poison; **Resist** 10 necrotic
**Speed** 8, climb 4

⊕ **Claws** (standard; at-will)
+26 vs. AC; 9 damage, and the target is immobilized (save ends).

**Dead Blood** (when reduced to 0 hit points) ✦ **Necrotic**
Close burst 1; all enemies in the burst take 5 necrotic damage.

**Alignment** Chaotic evil **Languages** Abyssal
**Skills** Stealth +23
**Str** 27 (+19) **Dex** 25 (+18) **Wis** 18 (+15)
**Con** 23 (+17) **Int** 19 (+15) **Cha** 13 (+12)

## Tactics

Both Leglanth and Yargo prefer to fight from a distance, allowing their minions to do the bulk of the melee fighting.

**Round 1:** Leglanth and Yargo keep to the periphery of the chamber, taking a cautious approach until they ascertain what sort of resistance they are up against. Both take minor actions to use *blur* on themselves, then *chain lightning* and *disintegrate* (with their action points) to quickly damage the PCs as much as possible.

The abyssal ghoul myrmidons are not so cautious. They move toward the intruders, hungering for their flesh.

**Round 2+:** The eladrin continue to rely on ranged and close attacks as much as possible, using *thunderwave* at every opportunity once their other powers are expended. If they find themselves cornered, they call upon *fey step* to get out of immediate trouble.

If any characters remain adjacent to the hole for more than 1 round, the ghouls make bull rush attempts to shove the intruders into the opening and cause them to fall. Otherwise, the ghouls try to create flanking opportunities for each other whenever possible and rely on their claws to immobilize their enemies. The ghouls fight until they are destroyed.

If the eladrin become bloodied, they attempt to escape. Both know that their failure to stop the intruders ruins their chances to be taken into Parthal's confidence. Thus, rather than seek aid, the two try to flee the tower.

The characters can pursue Leglanth and Yargo if the eladrin try to descend the ladder and get out of the tower. If combat continues on the ground level of the tower, use the tactical map provided here—except that the ground level contains no furnishings or light sources.

## Features of the Area

**Illumination:** Dim light (orbs in walls).

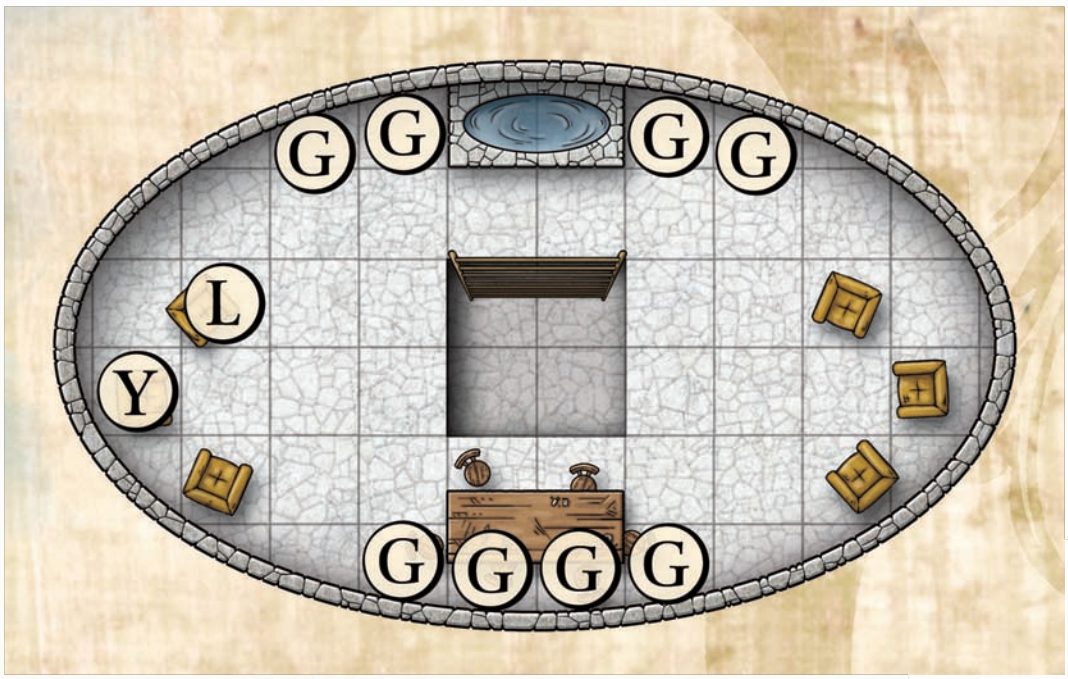
**Deathly Visions:** Anyone who takes a short rest or an extended rest in this chamber is assailed by a variety of horrifying visions of a future filled with death and mayhem. These visions linger after a creature stops resting and leaves the area, giving it a –4 penalty to Will for 1 hour afterward or until all the encounters in this lair have been resolved (whichever comes first).

**Leather Chairs:** These leather chairs are especially comfortable but otherwise unremarkable. Each chair weighs 100 pounds, occupies a square, and is large enough to provide cover to a creature that is adjacent to it (but not to one sitting in it). If a chair is carted away and sold, it brings 50 gp.

**Table:** A number of scrolls are scattered across the table, most detailing the procedures for vivisection of various humanoid races and methods to remove organs from a living creature in such a way as to prolong the life of the victim as long as possible.

*Treasure:* Mixed in with the vivisection scrolls are a ritual scroll of Sending (360 gp) and a ritual scroll of View Location (4,200 gp). Each one can be discovered by a character who succeeds on a DC 30 Perception check.

**Scrying Basin:** This wide basin is filled with shimmering water through which streams of bubbles flow in complex, eye-catching patterns. Because of the presence of the basin, any creature who attempts to use View Location, View Object, or any other scrying ritual in this chamber gains a +2 bonus to the associated Arcana check.



# Chamber of Eternal Sleep

**Encounter Level 23 (30,600 XP)**

## Setup

**Kellemor** (K)
**Przithnee** (P)
**Loratha** (L)

Upon opening the trapdoor in the ceiling of Floor One, PCs see another ladder leading to a trapdoor positioned in the same relative position in the ceiling above them.

Three additional aspirants to Parthal's power reside in this chamber (which serves as the bedchamber for all the remaining students in the Tower of Zoramadria). Like the wizards on Floor One, Kellemor, Przithnee, and Loratha are aware that an attack on the Tower of Zoramadria is ongoing.

Unless the PCs retreat after their fight on Floor One, the three students in this chamber are ready for an attack up the central shaft through the trapdoor.

Place the occupants of this floor on the map, then have the players locate their miniatures in any of the squares adjacent to the hole. Provide the read-aloud text, then roll initiative.

**When the adventurers view the chamber, read:**
*This chamber contains several bierlike sleeping pallets that look in which hundreds of tiny humanoid skulls has been carved. Three eladrin stand in the chamber, alert and eager to deal with intruders.*

**Kellemor (K) and Przithnee (P) Level 23 Elite Artillery**
Medium fey humanoid, eladrin XP 10,200 each

**Initiative** +14 **Senses** Perception +16; low-light vision
**HP** 316; **Bloodied** 158
**AC** 37; **Fortitude** 34, **Reflex** 35, **Will** 36
**Saving Throws** +2 (+7 against charm effects)
**Speed** 6
**Action Points** 1

**Staff** (standard; at-will) ✦ **Weapon**
+26 vs. AC; 1d8 + 6 damage.

**Disintegrate** (standard; daily) ✦ **Fire**
Ranged 10; +28 vs. Reflex; 5d10 + 12 damage, and the target takes ongoing 10 damage (save ends). *Aftereffect:* Ongoing 5 damage (save ends). *Miss:* 3d10 + 12 damage, and the target takes ongoing 5 damage (save ends).

**Blast of Flame** (standard; 2/day) ✦ **Fire**
Close blast 5; +26 vs. Reflex; 6d8 + 12 fire damage.

**Scorching Burst** (standard; at-will) ✦ **Fire**
Area burst 1 within 10; +26 vs. Reflex; 2d6 + 12 fire damage.

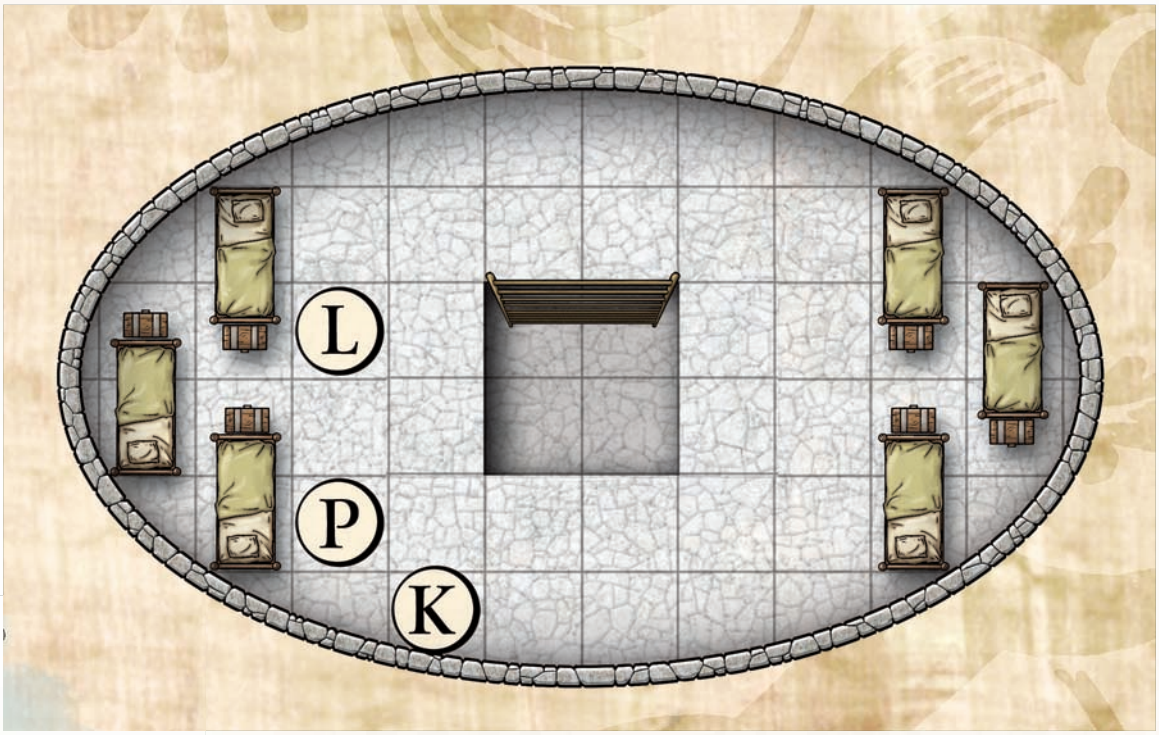
**Combust** (standard; encounter) ✦ **Fire**
Area burst 2 within 20; +26 vs. Reflex; 5d6 +12 fire damage.

**Displacement** (immediate interrupt, when a ranged or a melee attack hits the caster or one of his allies in range; encounter) ✦ **Illusion**
Ranged 5; the attacker must reroll the attack roll.

**Irresistible Flame**
Kellemor or Przithnee treats his targets' resist fire as 20 lower than normal when determining damage for his attacks.

**Fey Step** (move; encounter) ✦ **Teleportation**
Kellemor or Przithnee teleports up to 5 squares.

**Alignment** Evil **Languages** Abyssal, Common, Elven
**Skills** Arcana + 25, History +20, Nature +21, Religion +23
**Str** 12 (+12) **Dex** 17 (+14) **Wis** 20 (+16)
**Con** 14 (+13) **Int** 24 (+18) **Cha** 13 (+12)
**Equipment** staff



| **Loratha (L)** | **Level 23 Elite Skirmisher** |
|---|---|
| Medium fey humanoid, eladrin | XP 10,200 |

**Initiative** +16 **Senses** Perception +12; low-light vision
**HP** 412; **Bloodied** 206
**AC** 39; **Fortitude** 35, **Reflex** 37, **Will** 39
**Saving Throws** +2 (+7 against charm effects)
**Speed** 6
**Action Points** 1

**Dagger** (standard; at-will) ✦ **Weapon**
+28 vs. AC; 1d4 + 6 damage.

**Eyebite** (standard; at-will) ✦ **Charm, Psychic**
Ranged 10; +27 vs. Reflex; 2d6 + 11 psychic damage, and Loratha is invisible to the target until the start of her next turn.

**Bewitching Whispers** (standard; recharge ⚄ ⚅) ✦ **Charm**
Ranged 10; +27 vs. Will; until the end of Loratha's next turn, the target treats all creatures as enemies for the purpose of opportunity attacks and must take every opportunity attack possible (with a +5 bonus to the attack roll).

**Curse of the Golden Mist** (standard; sustain standard; daily) ✦ **Charm**
Ranged 10; +27 vs. Will; the target loses its next standard action. Loratha must make a new attack roll when she sustains this effect. If the attack misses, the effect ends.

**Thirsting Tendrils** (standard; encounter) ✦ **Healing**
Ranged 10; +27 vs. Fortitude; 3d6 + 11 damage, and Loratha can spend a healing surge to regain 113 hit points.

**Twofold Curse** (minor 1/round; at-will)
Loratha can place her Warlock's Curse on the two nearest enemies she can see. Once per round, when Loratha damages a cursed enemy, she can deal 3d6 extra damage to that target.

**Fey Step** (move; encounter) ✦ **Teleportation**
Loratha teleports up to 5 squares.

**Infuriating Elusiveness** (move; encounter) ✦ **Illusion, Teleportation**
Loratha becomes invisible and then teleports up to 4 squares. The invisibility lasts until the start of Loratha's next turn.

**Warding Blade**
When a creature Loratha has cursed makes a melee attack against her, that creature takes 5 damage.

**Wings of the Fiend** (minor; daily) ✦ **Polymorph**
Loratha grows wings and gains a fly speed of 6 until the end of the encounter.

**Alignment** Evil **Languages** Abyssal, Common, Elven
**Skills** Arcana +23, History +18, Intimidate +23

| | | |
|---|---|---|
| **Str** 12 (+12) | **Dex** 17 (+14) | **Wis** 13 (+12) |
| **Con** 14 (+13) | **Int** 20 (+16) | **Cha** 24 (+18) |

**Equipment** dagger

## Tactics

These students do not attempt to flee if bloodied. They fight to the bitter end, neither seeking to run nor aid.

**Round 1:** All three students lead with their most damaging powers. Kellemor uses *disintegrate* followed by *blast of flame* (with his action point). Przithnee also uses *disintegrate* and then follows that with *combust* (with his action point). Loratha uses a minor action to grow *wings of speed*, and follows that with *curse of the golden mist* and *bewitching whispers* (with her action point).

**Round 2+:** The eladrin students use *fey step* to remain clear of melee combat as long as possible. They continue to use the most potent powers they have remaining until they are defeated.

## Features of the Area

**Illumination:** Dim light (orbs in walls).

**Beds:** Each stone bed is crafted from tiny humanoid skulls. A thin sheet of linen provides the only hint of comfort on each bed.

**Chests:** At the foot of each bed is an iron chest. Each chest holds the keepsakes of Parthal's remaining students.

*Treasure:* The total worth of the valuable items in the chests is 100,000 gp in gold and gems, 50,000 gp worth of residuum, and five ritual books with the following rituals:

- Book One: Corpse Gate (4,200 gp, page 49), Last Sight Vision (100 gp, page 50)
- Book Two: Disenchant Magic Item (360 gp), Enchant Magic Item (175 gp)
- Book Three: Phantom Steed (360 gp)
- Book Four: Shadow Walk (2,600 gp)
- Book Five: Gentle Repose (50 gp), Speak with Dead (360 gp)

# Observatory Sanctorum

**Encounter Level 25 (37,250 XP)**

## Setup

**Parthal the Archlich** (P)
**1 dread wraith** (W)

Upon opening the trapdoor in the ceiling of Floor Two, PCs see another ladder leading to a trapdoor positioned in the same relative position in the ceiling above them.

Parthal, the lord of the Tower of Zoramadria, waits here. He has been researching a plane-shaking ritual in his observatory sanctorum.

Few things escape his notice beneath the many-colored enchanted skylight. Parthal is well aware of the intruders in his tower. If the PCs have defeated the remaining aspiring students, Parthal knows it. He is ready to engage the PCs.

Place Parthal and the wraith on the map, then have the players locate their miniatures in any of the squares adjacent to the hole. Provide the read-aloud text, then roll initiative.

**When the adventurers view the observatory, read:**

*A majestic floating humanoid in flowing black robes hangs in the air under slanting skylight panes that flow with all the colors of the rainbow and more. Bookcases constructed of humanoid skeletal parts sag under the weight of hoary tomes and scrollcases. The figure, whose head is fleshless, says, "I see you."*

**Parthal (P)** **Level 24 Solo Controller**
Archlich
Medium fey humanoid, eladrin (undead) XP 30,250

**Initiative** +14 **Senses** Perception +14; darkvision
**Archlich Aura** (Necrotic) aura 5; any living creature that enters the aura or starts its turn within the aura takes 20 necrotic damage.
**HP** 1,090; **Bloodied** 545
**Regeneration** 10 (if Parthal takes radiant damage, regeneration doesn't function until the end of his next turn)
**AC** 40; **Fortitude** 37, **Reflex** 38, **Will** 39
**Immune** disease, poison; **Resist** 20 necrotic
**Saving Throws** +5 (+10 against charm effects)
**Speed** 6
**Action Points** 2

⊕ **Death's Touch** (standard; at-will) ✦ **Necrotic**
+30 vs. AC; 2d8 + 10 necrotic damage.

**Weakening Rays** (standard; at-will) ✦ **Necrotic**
Ranged 20; targets two enemies within range; +28 vs. Reflex; 3d8 + 14 necrotic damage, and the target is weakened until the end of Parthal's next turn.

**Black Lightning** (standard; encounter) ✦ **Lightning, Necrotic**
Ranged 20; +28 vs. Reflex; 4d6 + 14 lightning and necrotic damage. *Secondary Targets:* Two creatures within 5 squares of the primary target; +28 vs. Reflex; 2d6 + 14 damage. *Tertiary Targets:* All other enemies within 20 squares of Parthal; +28 vs. Reflex; 1d6 + 14 lightning damage.

**Eye of the Archlich** (minor; recharge ⚄ ⚅) ✦ **Gaze, Necrotic**
Ranged 10; +28 vs. Fortitude; 3d8 + 14 necrotic damage, and the target is stunned until the end of Parthal's next turn.

**Death Pulse** (standard; daily) ✦ **Necrotic**
Area burst 2 within 20; +28 vs. Reflex; 6d6 + 14 necrotic damage, and the target gains vulnerable 15 necrotic (save ends).

**Thunderwave** (standard; at-will) ✦ **Thunder**
Close blast 3; +28 vs. Fortitude; 2d6 + 14 thunder damage, and the target is pushed 2 squares.

**Spellmaster** (standard; recharge ⚄ ⚅)
Parthal regains the use of an expended encounter power.

**Archlich Ambition**
Whenever Parthal reduces a creature to 0 or fewer hit points, he regains a spent action point.

**Parthal's Step** (move; encounter) ✦ **Teleportation**
Parthal teleports up to 10 squares. Creatures adjacent to Parthal at the start of this move are blinded until the end of Parthal's next turn.

**Indestructible**
When Parthal is reduced to 0 hit points, his body and possessions crumble into dust, but he is not destroyed. He reappears (along with his possessions) in 1d10 days within 1 square of his phylactery, unless the phylactery is also found and destroyed.

**Alignment** Evil **Languages** Common, Elven
**Skills** Arcana +28, Heal +19, History +28, Insight +19, Nature +19, Religion +26
**Str** 12 (+13) **Dex** 15 (+14) **Wis** 15 (+14)
**Con** 18 (+16) **Int** 28 (+21) **Cha** 24 (+19)
**Equipment** orb

**Dread Wraith (W)** **Level 25 Lurker**
Large shadow humanoid (undead) XP 7,000

**Initiative** +25 **Senses** Perception +18; darkvision
**Shroud of Night** aura 5; bright light within the aura is reduced to dim light, and dim light becomes darkness.
**HP** 124; **Bloodied** 62; see also *death strike*
**Regeneration** 20 (if a dread wraith takes radiant damage, regeneration doesn't function until the end of its next turn)
**AC** 37; **Fortitude** 33, **Reflex** 37, **Will** 37
**Immune** disease, fear, poison; **Resist** 30 necrotic, insubstantial; **Vulnerable** 15 radiant (see also *regeneration* above)
**Speed** fly 10 (hover); phasing ; see also *shadow glide*

⊕ **Dread Blade** (standard; at-will) ✦ **Necrotic**
Reach 2; +28 vs. Reflex; 2d10 + 9 necrotic damage, and the target is weakened (save ends).

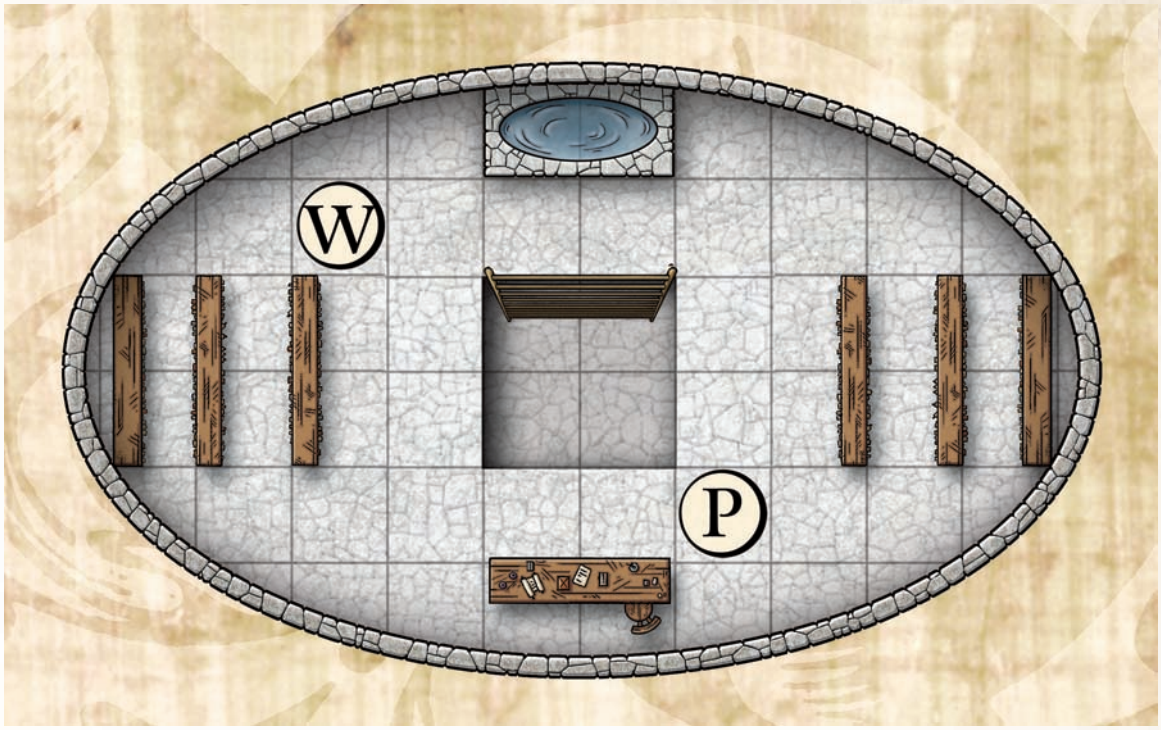
**Death Shriek** (when reduced to 0 hit points) ✦ **Psychic**
Close blast 3; targets enemies; +27 vs. Will; 4d6 + 9 psychic damage, and the target is dazed (save ends). *Miss:* Half damage, and the target is not dazed.

**Combat Advantage** ✦ **Necrotic**
A dread wraith deals 3d6 extra necrotic damage against any target it has combat advantage against.

**Shadow Glide** (move; encounter)
The dread wraith shifts up to 6 squares.

**Spawn Wraith**
Any humanoid killed by a dread wraith rises as a free-willed dread wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.

**Alignment** Chaotic evil **Languages** Common
**Skills** Stealth +26
**Str** 18 (+16) **Dex** 28 (+21) **Wis** 12 (+13)
**Con** 20 (+17) **Int** 14 (+14) **Cha** 28 (+21)




## Tactics

Parthal fights intelligently and viciously until he is destroyed. The dread wraith does so also, since it is bound to Parthal.

**Round 1:** Parthal starts with *eye of the archlich* (a minor action) and *death pulse* to soften up his opponents' resistance to necrotic damage. He follows that up with a *ray of weakness* at the largest or most heavily armored intruder (with one of his action points).

**Round 2+:** Parthal uses *eye of the archlich* again as soon as it recharges. In the meantime, he lets fly with *weakening ray, black lightning,* and *thunderwave* depending on the position of his attackers to try to affect the largest number or the most threatening intruders. He does not hesitate to use *spellmaster* to regain encounter powers, or *Parthal's step* to gain an advantage in positioning.

The dread wraith flies to advantageous spots, using *shroud of night* to place its attacks better or to screen attacks on Parthal. It attacks with its *dread blade*.

## Features of the Area

**Illumination:** Bright light (skylight) or darkness, depending on the time of day.

**Library:** The library contains hundreds of books on numerous esoteric subjects penned by devils, demons, and mad necromancers of previous eras. The predominant theme of them is apocalyptic cataclysms. Parthal was obviously following several leads in touching off an apocalypse all his own, beginning with the fey city that was the birthplace of Zoramadria.

*Treasure:* The library also holds these ritual books (one ritual per book): Consult Mystic Sages (1,000 gp), Consult Oracle (9,000 gp), Discern Lies (360 gp), Gravesight (680 gp, page 49), Linked Portal (680 gp), Loremaster's Bargain (65,000 gp), Secret Page (50 gp), Sending (360 gp), Skull Watch (175 gp, page 50), Undead Servitor (360 gp, page 50), and Undead Ward (130 gp, page 50).

**Parthal's Diaries:** The library houses numerous dairies penned by Parthal through the years. One of these is a slender black tome that serves as Parthal's phylactery. In it, a less insane Parthal describes his love for Zoramadria, how she was wrongfully accused of necromancy by a sinister eladrin noble, and how her death broke Parthal's mind and heart, driving him to the revenge he currently seeks.

**Skylight:** This fixed window in the ceiling displays a bizarre, hypnotic, and hallucinogenic light show that allows Parthal godlike omniscience when he views its ever-shifting colors. It grants any creature gazing up into it a +2 bonus to any single Intelligence-based skill for the next 24 hours. It also gives that creature a nasty headache and mild nausea.

# Temple of Doresain

**A lair for five 25th-level adventurers**

The entity known as Oreiax is a gruesome, stunted monstrosity born of ancient death. Rescued from an eternity of petrification by Doresain the Ghoul King, Oreiax immediately pledged itself to the Ghoul King's service, and thus indirectly, into Orcus's service. Oreiax, born of stone and death, seeks to glorify Doresain by petrifying the world.

## Background

**History DC 17:** Doresain's palace rises in the center of the White Kingdom. His palace is a defeated primordial named Syvexrae, the Queen of Stone. Except for her face, Syvexrae's body is petrified. The primordial retains a fragment of her ancient power—the power of regeneration. Doresain's throne room rests in the great primordial's hollowed foreskull. Despite the quantities of her flesh consumed daily by Doresain and the hundreds of swarming ghouls that comprise Doresain's Court of Teeth, Syvexrae yet survives, regenerating just enough, year after year.

**History DC 26:** Syvexrae had a "son" of sorts, before her defeat in the ages before the world cooled. The primordial produced a massive egg filled with all her hate against the deities and the world. She hid the egg away in the world, knowing that in the fullness of time, it would hatch and release a creature of such unrelenting fury that even gods and the pillars of the world would fall before it.

**History DC 31:** Doresain the Ghoul King found hints of Syvexrae's plans in her deteriorating mind as he fed upon her mind daily. After millennia of collating clues from her mind, Doresain discovered the location of the massive egg in the mortal world. Doresain infused the egg with demonic ichor and necromantic vitality. The child in the egg tore out of the shell ages before his time, emerging as a stunted sliver of the enormous entity he should have been. Doresain named the child Oreiax, from the Abyssal words for "always hungry."

**History DC 33:** Initially ignorant of his own history, Oreiax declared his eternal service to Doresain. Oreiax created a temple from the hollowed remnants of his petrified birth egg. Eventually, Oreiax learned of his own origin. But instead of railing against Doresain and Orcus, Oreiax was inspired to even greater adulation of the Ghoul King and Orcus, and he declared his fondest desire to be to develop a ritual capable of turning a huge portion of the world into stone, converting its verdant landscape into a stony tomb.

## Hook: Destroy the Tharizdun Ritual

The PCs have learned that a strange entity known as Oreiax has discovered an ancient palimpsest containing a fragment of a powerful ritual penned by Tharizdun. Though incomplete, the fragment is still a potent weapon of evil, and much destruction could be wrought with it. Worse, the fragment might be enough for Oreiax to develop the original ritual. Indications are that that ritual might have something to do with the spike of pure evil Tharizdun drove into the Elemental Chaos, creating the Abyss in the process.

## Environment

You can set the Temple of Doresain anywhere in the mortal world in an obscure valley. The Temple of Doresain is the massive, hollowed egg that once housed Oreiax's developing form. Oreiax uses it as a temple to his father (Doresain) and to Orcus, and as a place to craft his own plans. Oreiax holds sway over undead servants, demons, and cultists of Orcus who have been directed to follows his orders by Doresain. The temple has a few pervasive properties that are in force throughout it.

- Powers used within the temple that have the fire, acid, and necrotic keywords gain a +1 bonus to the attack roll.
- The first time a creature other than an undead creature or a demon is bloodied during an encounter, it is slowed (save ends). If the target fails its first saving throw against being slowed, the target is restrained (save ends). If the target fails its first saving throw against being restrained, the target is petrified.

**When the adventurers approach the temple, read:**
*One hemisphere of an enormous petrified egg lying on its side rises 40 feet above the ground in the mist-shrouded valley. A forest of petrified trees and plants surrounds the egg. The egg is cracked along a portion of its surface as if something burst out of it long ago, and two huge, obsidian double doors plug the opening where the cracks converge. The doors are closed, but great iron pull rings carved to resemble a demonic ram's head hint at how they might be opened.*

A character who succeeds on a DC 31 Strength check can pull open one of the two doors, creating an opening wide enough to admit one Medium or Small creature at a time. For a Large creature to enter, both doors must be pulled open. Opening the doors with

brute force is possible but time-consuming; each door has AC 20, Fortitude 20, and 500 hit points. The obsidian doors open onto an alcove that adjoins the cultist quarters (Area 1) on the main floor.

Two 10-foot-wide secret doors in the shell wall of the temple (Perception DC 40 to find, Strength DC 30 to open) provide alternative entrances.

## Area 1: Cultist Quarters

**If the characters enter through the obsidian doors, read:**

*A dark, roughly circular chamber 20 feet in diameter lies before you. Opposite the door you entered through is another set of double doors.*

The second set of doors is closed but not locked. Each one opens easily.

The tactical encounter is triggered if a character moves through this doorway into Area 1.

**If the characters enter Area 1 through the secret door, read:**

*A narrow corridor that appears to be empty leads north.*

The occupants of this chamber don't know about the secret door and thus are unprepared for anyone who enters from this direction. The tactical encounter is triggered, but the characters gain a round of surprise.

**Tactical Encounter:** "Cultist Cavity," page 114.

## Area 2: Temple

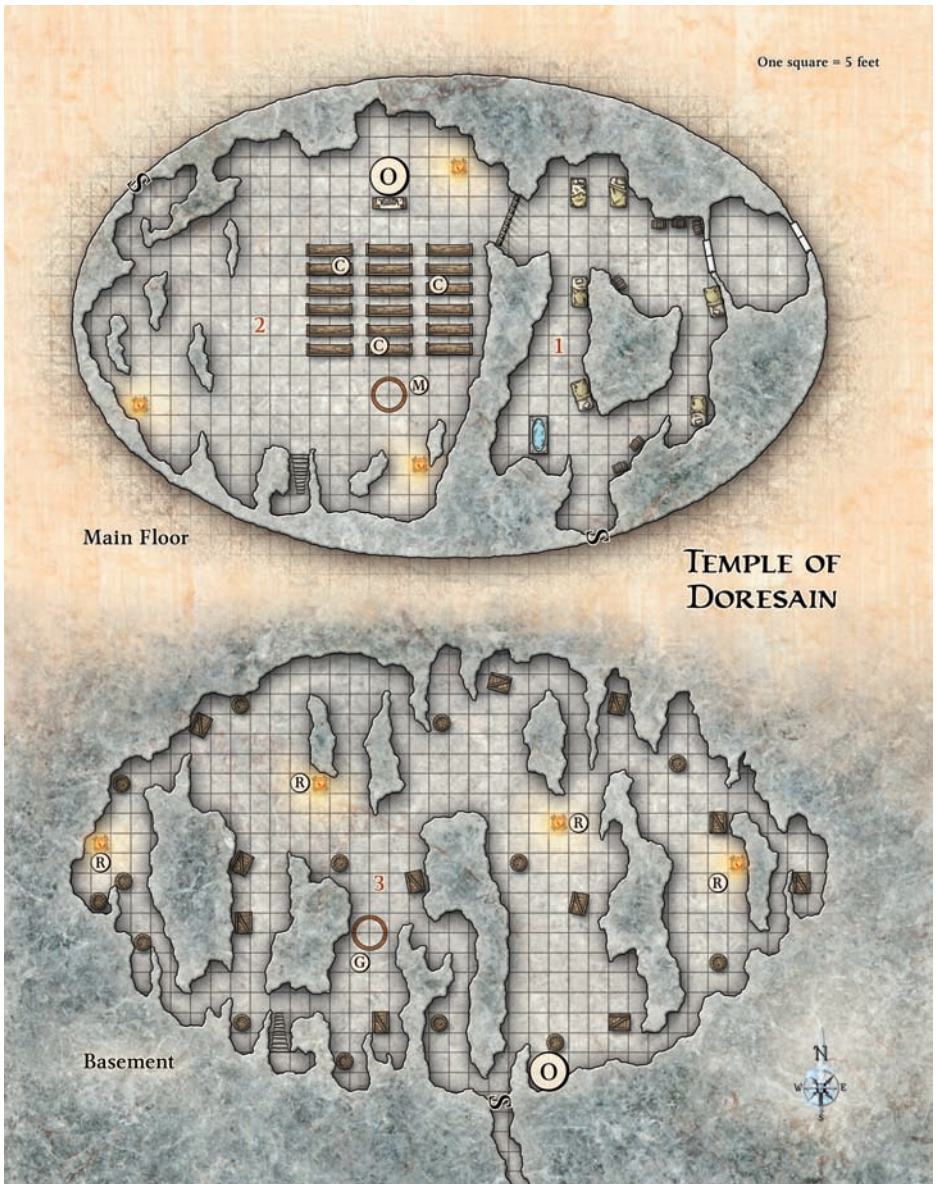
This area is where the characters first meet Oreiax. How the encounter unfolds depends on which entrance the characters use and whether Oreiax is aware of their impending arrival. Either way, the tactical encounter is triggered when the PCs move into this chamber.

**Tactical Encounter:** "Temple Scuffle," page 116.

## Area 3: Oreiax's Basement

The lower level of Oreiax's domain is a mazelike mixture of narrow passages and open chambers. Even if the characters manage to vanquish Oreiax in Area 2, they must deal with the threats in the basement in order to fully cleanse the temple of all its evil. The tactical encounter is triggered when the PCs emerge from the stairs that lead into this area.

**Tactical Encounter:** "Germinal Crypt," page 118.



# Cultist Cavity

**Encounter Level 24 (29,300 XP)**

## Setup

**4 death cultists**
**4 abyssal ghoul myrmidons**

Despite Oreiax's inhuman nature and ultimate goals, the entity allows living cultists who demonstrate exceptional power to join him in his temple, especially those who do not mind sharing quarters with the many ghouls also found in the temple. The temple is a structure dedicated to the reverence of Doresain, after all. Or, at least, that is what Oreiax tells those who find their way to the hidden valley and ask to join the cause. At the very least, these cultists are meant to serve as a buffer if any intruders seek entry.

The starting positions of the cultists and ghouls are not indicated on the map because their location varies depending on how the characters entered, and how they got past the outer doors if they came in that way.

**If the PCs opened the outer doors without damaging them, or if they came in through the secret door, read:**

*Ahead and to the side, the dim glow of small lanterns reveals crude beds, each of which contains a figure that seems to be stirring.*

Unless the characters have made an exceptional amount of noise in gaining entry, they can catch the four human cultists in this chamber reclining on their beds, and the four ghouls are off guard as well. Place each of the cultists on one of the beds and position the ghouls around the blood pool, then roll initiative and begin combat, giving the PCs surprise actions if they have them.

**If the PCs opened the outer doors by damaging them, and then they enter through the second set of doors, read:**

*This dimly lit space is full of creatures that do not seem pleased to see you, although they refrain from immediately attacking. Four living humans wearing green robes and heavy cowls are looking at you, mildly bemused.*

Place the four cultists evenly spread around the perimeter of the chamber adjacent to the doors. The ghouls are not evident at first. Two of them occupy a backup position in the eastern corridor, and the other two are in the western corridor. Roll initiative and begn combat, with neither side gaining surprise.

As opportunity permits (either during combat or after the PCs have dealt with the enemies), provide the following bits of read-aloud text when the characters are able to see the pertinent features.

*An elaborate basin filled with red liquid bubbles and steams near the southwest corner of this chamber.*

*A portcullis more than 10 feet wide bars the passage that leads from the northwest part of this chamber into a different area.*

*Swirling murals carved in stony material adorn all the walls. The scenes feature depictions of two creatures. One is a ghoul with blazing green eyes who wears a crown of human bones and wields a staff made from a humanoid spinal column. The other is a mammoth mockery of a child, disfigured and swollen into an ogrelike monstrosity. The creature is half-petrified, dripping ichor, and partially rotted.*

**4 Death Cultists** — **Level 24 Controller**
Medium natural humanoid, human — XP 6,050 each

**Initiative** +13 **Senses** Perception +16
**Aura of Decay (Necrotic)** aura 5; any living enemy within the aura takes a -2 penalty to all defenses.
**HP** 215; **Bloodied** 107
**AC** 38; **Fortitude** 38, **Reflex** 34, **Will** 36
**Resist** 10 necrotic
**Speed** 5

⊕ **Mace** (standard; at-will) ✦ **Necrotic, Weapon**
+27 vs. AC; 1d8 + 6 damage, and the target is immobilized (save ends).

⇙ **Word of Orcus** (standard; recharge ⚅) ✦ **Healing, Necrotic**
Close burst 5; targets enemies; +27 vs. Fortitude; 2d6 + 8 necrotic damage, and the target is stunned (save ends). Undead in the burst regain 15 hit points.

**Alignment** Chaotic evil **Languages** Abyssal, Common
**Skills** Religion +19

| | | |
|---|---|---|
| **Str** 20 (+22) | **Dex** 13 (+13) | **Wis** 18 (+16) |
| **Con** 15 (+17) | **Int** 14 (+14) | **Cha** 24 (+19) |

**Equipment** plate armor, mace

**4 Abyssal Ghoul Myrmidons** — **Level 23 Minion**
Medium elemental humanoid (undead) — XP 1,275 each

**Initiative** +18 **Senses** Perception +15; darkvision
**HP** 1; a missed attack never damages a minion; see also *dead blood*
**AC** 35; **Fortitude** 35, **Reflex** 34, **Will** 31
**Immune** disease, poison; **Resist** 10 necrotic
**Speed** 8, climb 4

⊕ **Claws** (standard; at-will)
+26 vs. AC; 9 damage, and the target is immobilized (save ends).

⇙ **Dead Blood** (when reduced to 0 hit points) ✦ **Necrotic**
Close burst 1; all enemies in the burst take 5 necrotic damage.

**Alignment** Chaotic evil **Languages** Abyssal
**Skills** Stealth +23

| | | |
|---|---|---|
| **Str** 27 (+19) | **Dex** 25 (+18) | **Wis** 18 (+15) |
| **Con** 23 (+17) | **Int** 19 (+15) | **Cha** 13 (+12) |

## Tactics

The death cultists keep their distance from the PCs when they can, but do not shrink from melee if it proves necessary. Not all of them are willing to fight to the death. The ghouls are out to cause the greatest havoc they can, and they fight to the end.

**Round 1:** Each of the death cultists uses *word of Orcus*, positioning the attack to catch two or more PCs in the burst if possible.

The abyssal ghoul myrmidons move around the chamber trying to flank the PCs. They concentrate their claw attacks on characters that are lightly armored or using ranged or close powers.

**Round 2+:** The cultists use their mace attacks until *word of Orcus* recharges, at which time they use *word of Orcus* again. Three of the four cultists fight to the death, but when only one cultist remains standing, he throws up his hands and sues for mercy. The PCs can interrogate the cultist if they spare his life.

**Interrogated Cultist:** If the PCs manage to capture a cultist, or if they accept the surrender of the last surviving one, they can ask the cultist a few questions.

The cultist provides the following information to the adventurers:

- His name is Jamard Fellwing. He is a priest of Orcus who was directed to this excavated petrified primordial egg to serve Oreiax. Jamard is bitter about this assignment, but when Orcus or his exarchs command, sworn cultists do not question the order.
- If the characters don't already know it, Jamard relates a truncated version of the DC 31 and DC 33 information in the "Background" section (page 112).
- Jamard says that if the PCs let him go, he will give them instructions on how to activate the blood pool. Jamard says the blood pool allows one who stands before it to view Oreiax (but he does not reveal the pool's harmful aspect).

## Features of the Area

**Illumination:** A small lantern at the foot of each bed provides dim light in a 5-square radius. A character can extinguish a lantern as a minor action.

**Cots:** These cots are austere by anyone's standards. Upon closer examination, it's clear that they are made from the stretched skins of humans. It costs 1 extra square of movement to enter a square occupied by a cot. The cots are not tall enough to provide cover.

**Chests:** Each chest holds a couple changes of a cultist's clothes (robes and cowls), as well as personal toiletries and other knickknacks. A square containing a chest is treated as difficult terrain.

**Portcullis:** The iron portcullis in the northwest part of the room requires a successful DC 26 Strength check to force open or lift.

**Blood Pool:** This piece of magical furniture grants a connection to the head of the temple. If a creature stands before the blood pool, stares into its swirling depths, and says the phrase "Queen of Stone," an image of Oreiax appears to that creature. (Oreiax is the twisted, ogrelike child depicted on the murals covering the walls in this chamber.)

Seconds later, the viewpoint provided by the pool switches to show what lies immediately in front of Oreiax. At this point in time, Oreiax is in Area 2 (see the tactical map of the next encounter), standing before the altar and looking out over the cultists scattered among the benches. The viewpoint then pans toward the east, providing a glimpse of the closed portcullis that separates Area 1 from Area 2. All of this information enables the characters to have an idea of what stands against them if they move into the adjoining area. (The PC using the pool recognizes the portcullis as the same one that the characters can see from within Area 1.)

The downside of using the pool is that Oreiax can see whoever stands before it, and whenever someone contacts Oreiax in this fashion, that individual is targeted by a special version of Oreiax's *petrifying breath*, which functions as a ranged attack through the pool interface. This attack takes place after the viewer has gained all of the information described above. Once Orieax uses his *petrifying breath* in this manner, contact between the viewer and Oreiax is severed.

*Petrifying Breath:* Ranged sight; +25 vs. Fortitude; 4d6 + 20 damage, and the target is slowed and weakened (save ends).

# Temple Scuffle

**Encounter Level 25 (32,500 XP or more)**
**(if the PCs defeat Oreiax here)**
**or**
**Encounter Level 22 (20,400 XP or more)**
**(if Oreiax flees)**

## Setup

**Oreiax** (O)
**3 death cultists** (C)
**1+ couatl mockeries** (M)
**3 demon brazier traps**

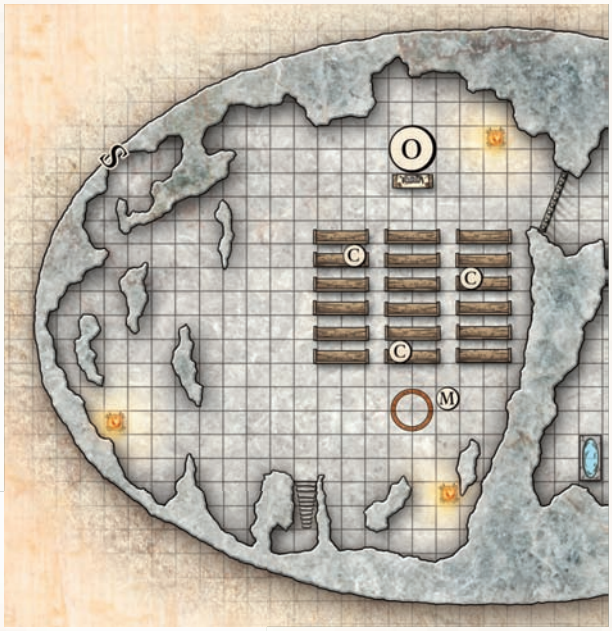
This chamber is set aside for the daily, rantlike rituals that Oreiax offers up to Doresain and Orcus.

If the PCs sneak into the temple through the secret door, they could catch Oreiax delivering one of his loud, monotonous rants to three human death cultists. Otherwise, Oreiax and his cultists stand ready to attack any creatures that enter by opening the portcullis. Provide the read-aloud text, then roll initiative and begin combat, giving the PCs surprise actions if they have them.

**When the adventurers view the sanctuary, read:**
*Three braziers provide bloody illumination here. The enormous sanctuary houses an altar of red crystal and numerous benches formed of fused humanoid bones. South of the benches is a magic circle painted in the stone. Horrific murals are carved in all surfaces of the cavernlike chamber.*

*A large creature stands behind the podium. The creature is a mammoth mockery of a child, disfigured and swollen into an ogrelike monstrosity. The being is partially petrified, dripping in ichor, and his flesh is rotted. The creature holds a bone rod in one great paw. He rattles the rod and laughs like a lunatic.*

*Several human cultist are grouped around the ogrelike creature. They begin to chant "Oreiax, Oreiax, Oreiax . . ."*




The three braziers that fill the room with bright red light are traps, each of which triggers when any creature not a denizen of the temple moves adjacent to it.

In addition, a summoning circle south of the bone benches begins to summon couatl mockeries into the chamber as soon as combat begins.

**3 Death Cultists (C)** **Level 24 Controller**
Medium natural humanoid, human XP 6,050 each

**Initiative** +13 **Senses** Perception +16
**Aura of Decay (Necrotic)** aura 5; any living enemy within the aura takes a -2 penalty to all defenses.
**HP** 215; **Bloodied** 107
**AC** 38; **Fortitude** 38, **Reflex** 34, **Will** 36
**Resist** 10 necrotic
**Speed** 5
⊕ **Mace** (standard; at-will) ✦ **Necrotic, Weapon**
+27 vs. AC; 1d8 + 6 damage, and the target is immobilized (save ends).
✧ **Word of Orcus** (standard; recharge ⚅) ✦ **Healing, Necrotic**
Close burst 5; targets enemies; +27 vs. Fortitude; 2d6 + 8 necrotic damage, and the target is stunned (save ends). Undead in the burst regain 15 hit points.
**Alignment** Chaotic evil **Languages** Abyssal, Common
**Skills** Religion +19
**Str** 20 (+22) **Dex** 13 (+13) **Wis** 18 (+16)
**Con** 15 (+17) **Int** 14 (+14) **Cha** 24 (+19)
**Equipment** plate armor, mace

**Oreiax (O)** **Level 24 Elite Brute**
Large elemental humanoid (demon, undead) XP 12,100

**Initiative** +16 **Senses** Perception +22; darkvision
**Aura of Death (Necrotic)** aura 10; any enemy that enters the aura or starts its turn within the aura takes 10 necrotic damage (20 necrotic damage while Oreiax is bloodied).
**HP** 562; **Bloodied** 281
**AC** 39; **Fortitude** 40, **Reflex** 37, **Will** 38
**Immune** disease, necrotic, poison; **Resist** 15 variable (3/encounter; *MM* 282)
**Saving Throws** +2
**Speed** 6, fly 8 (clumsy)
**Action Points** 1
⊕ **Death Rattle** (standard; at-will) ✦ **Necrotic, Weapon**
Reach 2; +27 vs. AC; 3d12 + 10 damage, and the target is slowed (save ends). If the target is already slowed, it is instead slowed and weakened until the end of Oreiax's next turn.
↯ **Reactive Rattle** (immediate interrupt, when an enemy moves to a position where it flanks Orieax; at-will) ✦ **Necrotic, Weapon**
Oreiax makes a *death rattle* attack against the enemy.
✧ **Petrifying Breath** (minor; recharge ⚄ ⚅ ⚅)
Close blast 5; +25 vs. Fortitude; 4d6 + 20 damage, and the target is slowed and weakened (save ends). If the target is already slowed and weakened, it is instead stunned (save ends). If it is already stunned, it is instead petrified (save ends).
**Alignment** Chaotic evil **Languages** Abyssal
**Skills** Intimidate +25, Religion +23
**Str** 31 (+22) **Dex** 18 (+16) **Wis** 20 (+17)
**Con** 31 (+22) **Int** 23 (+18) **Cha** 26 (+20)
**Equipment** death rattle (greatclub)

| **Couatl Mockery (M)** | **Level 26 Minion** |
|---|---|
| Medium natural animate (blind, undead) | XP 2,250 each |

**Initiative** +22 **Senses** Perception +13; blindsight 20
**HP** 1; a missed attack never damages a minion; see also *corrupt cloud*
**AC** 40; **Fortitude** 36, **Reflex** 40, **Will** 38
**Immune** disease, gaze
**Speed** fly 12 (hover)

⊕ **Wing Slash** (standard; at-will) ✦ **Necrotic, Radiant**
+31 vs. AC; 6 damage plus 5 radiant and necrotic damage.

✧ **Corrupt Cloud** (when the couatl mockery is reduced to 0 hit points) ✦ **Necrotic, Radiant**
Close burst 3; targets enemies; +26 vs. Fortitude; 10 radiant and necrotic damage, and the target cannot spend healing surges until the end of its next turn.

**Alignment** Evil **Languages** –
**Str** 6 (+11) **Dex** 28 (+22) **Wis** 10 (+13)
**Con** 25 (+20) **Int** 3 (+9) **Cha** 10 (+13)

| **3 Demon Braziers** | **Level 24 Blaster** |
|---|---|
| Trap | 6,050 XP each |

*This large brazier glows red and gold.*

**Perception**
✦ DC 33: With a Perception check, the character notices glowing sigils on the brazier.

**Additional Skill:** Arcana
✦ DC 33: The character recognizes the demon brazier for what it is. The character also realizes that powers that have the cold keyword temporarily neutralize the brazier.

**Initiative** +17

**Trigger**
When a character steps into an adjacent square, the brazier releases a burst of fire. It then attacks in each subsequent round according to its initiative count until no character is adjacent to it.

**Attack ✦ Fire**
**Standard Action or Opportunity Action** **Close** burst 2
**Target:** Each creature in burst
**Attack:** +27 vs. Reflex
**Hit:** 2d10 + 5 fire damage, and ongoing 5 fire damage (save ends). Denizens of the temple are immune to this damage.

**Countermeasures**
✦ Hitting a demon brazier with a power that has the cold keyword suppresses the brazier's attack for 1d6 rounds.
✦ A successful DC 36 Thievery check disables the trap.

## Tactics

Orieax defends the temple vigorously, but won't stick around if it becomes clear that the characters are on the verge of victory.

**Round 1:** Before combat begins (on an initiative count 1 higher than the combatant with the best initiative check), one couatl mockery is summoned and appears in the indicated square adjacent to the circle south of the benches. This creature (and any mockery summoned in subsequent rounds) flies toward the PC closest to Oreiax and attacks that character with its *wing slash*.

Each of the death cultists begins combat by using *word of Orcus*, positioning the attack to catch two or more PCs in the burst if possible.

If at least one PC gets within reach of Oreiax before Oreiax's first action, he uses his *death rattle* and follows with *petrifying breath*.

**Round 2+:** Each round after the first, 1d4 additional couatl mockeries are summoned until the couatl mockery circle is destroyed (see Features of the Area).

The cultists use their mace attacks until *word of Orcus* recharges, at which time they use *word of Orcus* again.

Until his *petrifying breath* recharges, Oreiax relies on his *aura of death* and his *death rattle* attack to keep the characters from getting the upper hand. He saves his action point to use while fleeing if things go poorly.

When Oreiax is reduced to 140 hit points or fewer, he flees toward the basement. The PCs have to deal with him again there. If the path to the stairs is blocked, he uses the secret door (see below).

## Features of the Area

**Illumination:** The demon brazier traps emit bright light in a 10-square radius (even before they are triggered). Add 6,050 XP to the encounter's experience reward for each trap that is disabled.

**Couatl Mockery Circle:** This magic summoning circle continues to disgorge 1d4 couatl mockeries each round as long as Orieax is present in the temple, or until an adjacent character spends a standard action scuffing through the lines of the circle with a boot, a weapon, or other hard object.

Add 2,250 XP to the encounter's experience reward for each couatl mockery (beyond the initial creature) that is defeated.

**Altar:** Cut from red crystal, this altar contains a secret compartment (Perception DC 31 to find) that contains 5 ad.

**Benches:** These furnishings are made from ghoul-gnawed bones. They are not tall enough or substantial enough to provide cover. A creature must squeeze to move through a square occupied by a bench.

**Portcullis:** The iron portcullis at the eastern end of the room requires a successful DC 26 Strength check to force open or lift.

**Secret Door:** A secret door (Perception DC 33 to find) is concealed along the northwestern edge of this chamber. The cultists don't know about it. Oreiax is aware of it, though, and he uses it if he feels the need to flee and the path to the stairs leading to Area 3 is blocked. (He then enters Area 3 through the secret door in the south side and awaits the characters therein.)

# Germinal Crypt

**Encounter Level 26 (46,575 XP or more)**
**(if Oreiax is present here)**
**or**
**Encounter Level 25 (34,475 XP or more)**
**(if Oreiax has already been defeated)**

## Setup

**Oreiax** (O)
**4 rot slinger captains** (R)
**1+ abyssal ghoul myrmidons** (G)

The basement is a warrenlike nest of irregular corridors and larger open chambers. The stairs in the south end of the area provide access.

This area is Oreiax's personal space. Here the abomination researches his ritual, stores ritual components, summons ghouls for worship and sport, and manages the other obligations he has been assigned by Doresain. None of the cultists is allowed down into the basement.

If the PCs forced Oreiax to flee in the previous encounter and chased him down here, the abomination fights to defend his home turf, with the aid of his rot slinger cronies, summoned ghouls, and the traps located in the area.

When the PCs enter Area 3, provide the read-aloud text and then roll initiative.

**When the PCs enter the area, read:**
*Bloody illumination bathes this maze of passages hewn through sulfur-yellow stone. Barrels and crates are scattered about on the floor, each bearing arcane symbols. A large circle is painted on the floor of the area within sight of the stairs.*

**Oreiax (O)** **Level 24 Elite Brute**
Large elemental humanoid (demon, undead) XP 12,100

**Initiative** +16 **Senses** Perception +22; darkvision
**Aura of Death (Necrotic)** aura 10; any enemy that enters the aura or starts its turn within the aura takes 10 necrotic damage (20 necrotic damage while Oreiax is bloodied).
**HP** 562; **Bloodied** 281
**AC** 39; **Fortitude** 40, **Reflex** 37, **Will** 38
**Immune** disease, necrotic, poison; **Resist** 15 variable (3/encounter; *MM* 282)
**Saving Throws** +2
**Speed** 6, fly 8 (clumsy)
**Action Points** 0 or 1

⨭ **Death Rattle** (standard; at-will) ✦ **Necrotic, Weapon**
Reach 2; +27 vs. AC; 3d12 + 10 damage, and the target is slowed (save ends). If the target is already slowed, it is instead slowed and weakened until the end of Oreiax's next turn.

↯ **Reactive Rattle** (immediate interrupt, when an enemy moves to a position where it flanks Oreiax; at-will) ✦ **Necrotic, Weapon**
Oreiax makes a *death rattle* attack against the enemy.

**Petrifying Breath** (minor; recharge ⚄ ⚄ ⚅)
Close blast 5; +25 vs. Fortitude; 4d6 + 20 damage, and the target is slowed and weakened (save ends). If the target is already slowed and weakened, it is instead stunned (save ends). If it is already stunned, it is instead petrified (save ends).

**Alignment** Chaotic evil **Languages** Abyssal
**Skills** Intimidate +25, Religion +23
**Str** 31 (+22) **Dex** 18 (+16) **Wis** 20 (+17)
**Con** 31 (+22) **Int** 23 (+18) **Cha** 26 (+20)
**Equipment** death rattle (greatclub)

The four braziers that fill much of the room with bright red light are traps, each of which triggers when any creature not a denizen of the temple moves adjacent to it.

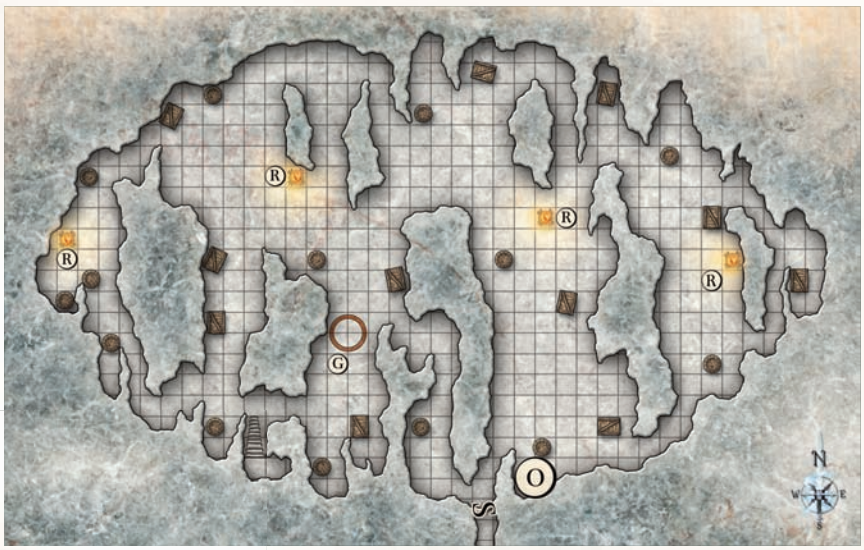
In addition, a summoning circle in the southern half of the area begins to summon abyssal ghoul myrmidons into the chamber as soon as combat begins.

## Tactics

Orieax defends his domain with fervor . . . but he waits for the ghouls and the rot slingers to engage the characters before he steps into the fray,

**Round 1:** Before combat begins (on an initiative count 1 higher than the combatant with the best initiative check), one abyssal ghoul myrmidon is summoned and appears in the indicated square adjacent to the ghoul circle (see "Features of the Area"). This creature (and any ghoul summoned in subsequent rounds) moves toward the PC closest to it and attacks that character with its claws.

The rot slinger captains begin adjacent to the demon braziers and remain in those positions as long as they can, flinging their orbs from a distance.



**4 Rot Slinger Captains (S)** **Level 22 Elite Artillery**
Medium elemental humanoid (undead) XP 8,300 each

**Initiative** +18 **Senses** Perception +21
**HP** 330; **Bloodied** 165
**AC** 36; **Fortitude** 35, **Reflex** 36, **Will** 35
**Immune** acid, disease, poison; **Resist** 15 necrotic
**Saving Throws** +2
**Speed** 6, fly 8 (clumsy)
**Action Points** 1

⨁ **Rotting Claw** (standard; at-will) ✦ **Necrotic**
+29 vs. AC; 1d10 +10 damage, and the target takes ongoing 10 necrotic damage (save ends).

↗ **Orb of Decay** (standard; at-will) ✦ **Necrotic**
Ranged 10; +29 vs. Fortitude; 2d8 + 5 necrotic damage, and the target is weakened and takes a -3 penalty to saving throws (save ends both).

**Alignment** Chaotic evil **Languages** Abyssal
**Str** 20 (+16) **Dex** 24 (+18) **Wis** 20 (+16)
**Con** 27 (+19) **Int** 17 (+14) **Cha** 19 (+15)

**Abyssal Ghoul Myrmidon (G)** **Level 23 Minion**
Medium elemental humanoid (undead) XP 1,275

**Initiative** +18 **Senses** Perception +15; darkvision
**HP** 1; a missed attack never damages a minion; see also *dead blood*
**AC** 35; **Fortitude** 35, **Reflex** 34, **Will** 31
**Immune** disease, poison; **Resist** 10 necrotic
**Speed** 8, climb 4

⨁ **Claws** (standard; at-will)
+26 vs. AC; 9 damage, and the target is immobilized (save ends).

✧ **Dead Blood** (when reduced to 0 hit points) ✦ **Necrotic**
Close burst 1; all enemies in the burst take 5 necrotic damage.

**Alignment** Chaotic evil **Languages** Abyssal
**Skills** Stealth +23
**Str** 27 (+19) **Dex** 25 (+18) **Wis** 18 (+15)
**Con** 23 (+17) **Int** 19 (+15) **Cha** 13 (+12)

Oreiax starts in a secluded location and probably does not get a chance to attack for at least 1 round. Unless the PCs immediately chase him during his flight from Area 2 and give him no time to rest, assume that Oreiax has had time to spend healing surges and regain all of his lost hit points.

**Round 2+:** If a rot slinger captain succeeds in luring a character into a position where a trap is triggered, it tosses in a *rotting claw* attack for good measure and then tries to put some distance between it and the PCs again.

Oreiax holds his position in the early going, ready to use either *death rattle* or *petrifying breath* against someone who approaches him. If two or more characters cluster in such a way that they can be hit by his *petrifying breath*, then that group of PCs is his preferred target, He tries to avoid catching any of the rot slinger captains in the blast of his breath, When he is encountered in this area, he probably does not have his action point (having spent it during his escape from Area 2).

Oreiax fights to the end in this chamber (though he could flee if he wanted to), since relinquishng the temple is a fate worse than utter destruction.

**4 Demon Braziers** Level 24 Blaster
Trap 6,050 XP each

*This large brazier glows red and gold.*

**Perception**
✦ DC 29: With a Perception check, the character notices glowing sigils on the brazier.

**Additional Skill:** Arcana
✦ DC 29: The character recognizes the demon brazier for what it is. The character also realizes that powers that have the cold keyword temporarily neutralize the brazier.

**Initiative** +17

**Trigger**
When a character steps into an adjacent square, the brazier releases a burst of fire. It then attacks in each subsequent round according to its initiative count until no character is adjacent to it.

**Attack ✦ Fire**
**Standard Action or Opportunity Action** **Close** burst 2
**Target:** Each creature in burst
**Attack:** +27 vs. Reflex
**Hit:** 2d10 + 5 fire damage, and ongoing 5 fire damage (save ends). Denizens of the temple are immune to this damage.

**Countermeasures**
✦ Hitting a demon brazier with a power that has the cold keyword suppresses the brazier's attack for 1d6 rounds.
✦ A successful DC 29 Thievery check disables the trap.

## Features of the Area

**Illumination:** The demon brazier traps emit bright light in a 10-square radius (even before they are triggered). Add 6,050 XP to the encounter's experience reward for each trap that is disabled.

**Ghoul Circle:** This magic summoning circle continues to disgorge 1d4 abyssal ghoul myrmidons each round as long as any rot slinger captain remains alive, or until an adjacent character spends a standard action scuffing through the lines of the circle with a boot, a weapon, or other hard object.

Add 1,275 XP to the encounter's experience reward for each abyssal ghoul myrmidon (beyond the initial creature) that is defeated.

**Secret Door:** The secret door in the south of the area is known to and used only by Orieax.

**Barrels and Crates:** Each sturdy barrel or crate is locked with Arcane Lock and can be opened only by a DC 31 Thievery check or Strength check or a successful Knock ritual. Each is massive enough to occupy a square but not tall or wide enough to provide cover. Most contain gold, gems, residuum, and other easy-to-carry treasures. The total value of all such items recovered is equivalent to three level 26 treasure parcels (see *DMG* 129).

One other container holds pieces of an ancient text that describe a "manifest evil," an evil so pure it takes on solidity. If the PCs have followed the hook on page 112, these are fragments of the Tharizdun ritual.

# Astral Corpse

**A lair for five 26th-level adventurers**

Floating eternally among the endless silver void of the Astral Sea are vast, once-living islands—the cast-off flesh of primordials and deities who lost their lives eons past in a great war. Today these colossal outposts bear mute testimony to the fate of even the mightiest among us.

## Background

**History DC 26:** Among primordials, Haemnathuun the Blood Lord was exceptionally depraved. Haemnathuun reveled in gorging his gluttonous desires and satisfying his lewd impulses. So great was his wickedness that it is said that the race of blood fiends was born of his vile acts against the youngest deities.

**History DC 31:** In the time of the great war between gods and primordials, the Blood Lord enlisted his blood fiend infernal offspring to his aid. However, Haemnathuun was slain, suffering a grievous wound to his upper thorax. Agents of the deities known as astral stalkers claimed the corpse as their home, and they continue to dwell there to this day.

**Religion DC 31:** Orcus, Demon Prince of the Undead, made the first vampires in the image of blood fiends, who are themselves made in the image of Haemnathuun.

**Streetwise DC 31:** Dire rumors abound that some entity living deep within the corpse of the desecrated flesh of a dead god is attempting to rouse the flesh back into life. Different rumors indicate the floating island isn't a dead deity, but instead is a quiescent primordial.

## Hook: Voice from Beyond

**Read the PCs the following telepathic sending:**
*You hear a strange, rasping voice in your head.*

*"You are an agent of destiny, and that destiny is now upon you. A dread and primordial evil seeks life after death. I need your help to make sure this never happens. Seek the remains of the Blood Lord, Haemnathuun, and find me within its heart."*

The voice is that of the atropal Harrowzau, imprisoned in the ancient corpse of the primordial Haemnathuun, trying to enlist the PCs' help.

## Environment

Haemnathuun's corpse is as an island floating upon the Astral Sea, an otherworldly realm filled with vast clouds of a luminous, silver-gray substance that is not mist and not liquid. Thousands of stars glitter in the distance, especially in darker portions of the plane.

### Subjective Gravity

In the Astral Sea, gravity does not act consistently as it does in the world. Instead, gravity is subjective, which means that if a traveler is standing on or in something that he or she wishes to exert gravity on him or her, it does so. In other words, if you want to stand on it, you can.

Gravity remains in force even if the traveler leaps into the air or flies—as long as the traveler wants it to. Unattended objects do not experience gravity. Attended objects are subject to a traveler's will. If you drop something and want it to fall, it does—but you can't "will it" to "fall" back to you.

In the absence of gravity (in other words, when you don't want to be affected by it), a creature can fly through a plane of subjective gravity by exercising its will. This mode of movement is slow, however.

**SUBJECTIVE GRAVITY**

On a plane that has subjective gravity, you can choose whether gravity affects you.

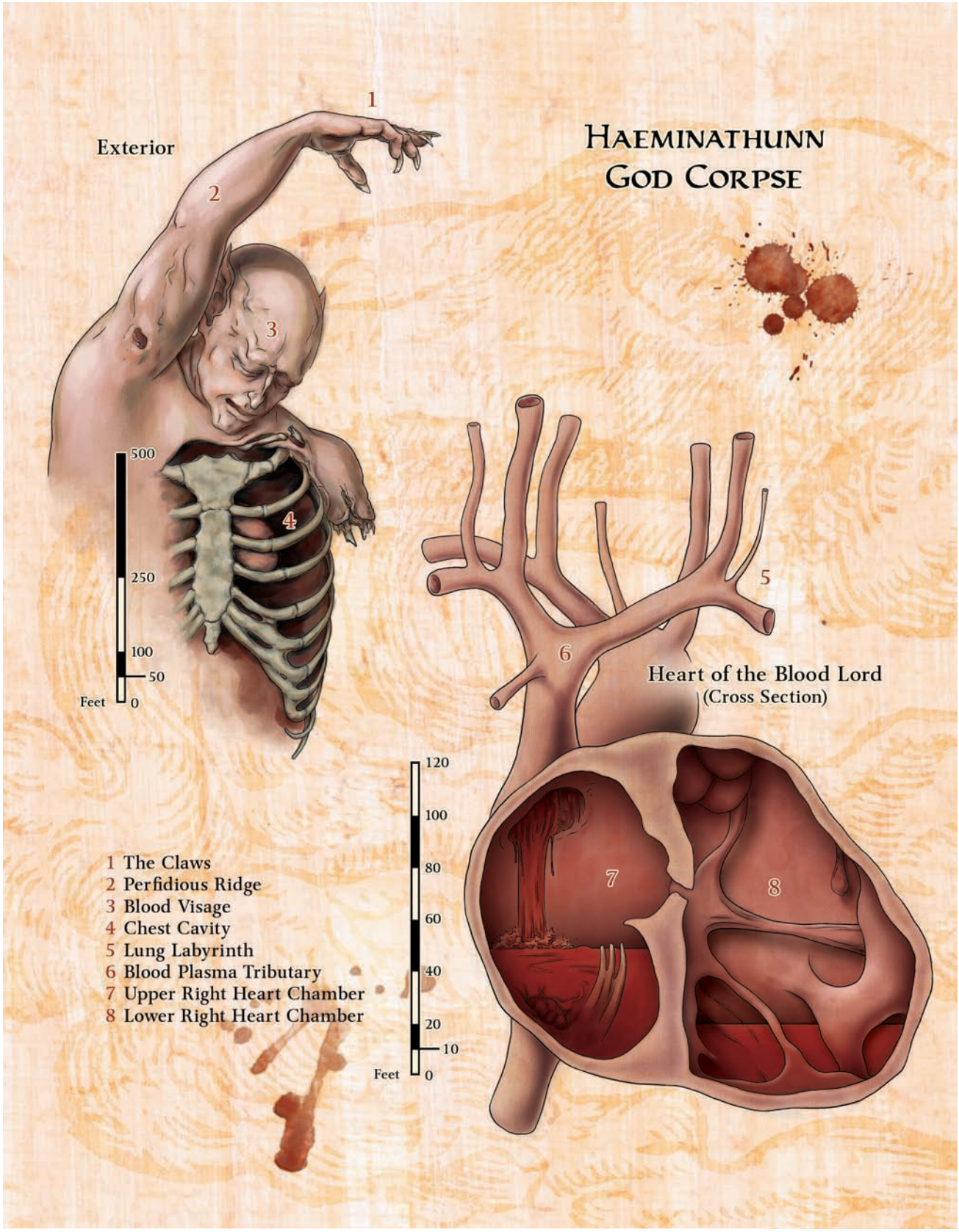
- You can stand on any surface equal to your space (1 square for most characters) or larger than your space.
- You gain the ability to fly at one-half your normal speed if not under the effect of gravity. You can hover, but you are a clumsy flier.
- A creature that has the ability to fly can use its innate flying speed instead. It gains hover.

### The God Corpse

The following traits apply to the God Corpse:

- While on the corpse of Haemnathuun, the PCs can choose to have gravity affect them in respect to the god corpse. Attempts to "land" anywhere other than the god corpse's right hand (Area 1), risk a random encounter with astral stalkers.
- Moving across and through the corpse is difficult. Haemnathuun's decomposing body is not dry or preserved at all. Even after such a long time, the corpse is still gory and filled with fluids. Acrobatics or Athletics checks are required to slog through deep rivers of blood or to dodge spasms in the flesh. Assign an appropriate DC (see "Challenging Terrain" and the Skill Check Difficulty Class table, *Dungeon Master's Guide*, page 61).
- Boils, welts, and cancerous lesions on the corpse should be avoided. PCs contacting such tissue risk exposing themselves to deadly and virulent diseases (see the God Corpse Contagion sidebar).

**As the PCs approach the corpse, read:**
*A distant isle resolves as an immense, decaying humanoid form. It is skinless, and its muscles and tissues glisten in the silvery light. A penetrating chest wound to the left side reveals fractured ribs, torn muscle, and a collapsed lung beneath.*


Exterior
HAEMINATHUNN
GOD CORPSE
1
2
3
4
500
250
100
50
Feet
0
5
6
Heart of the Blood Lord
(Cross Section)
120
100
80
60
40
20
10
Feet
0
7
8
1 The Claws
2 Perfidious Ridge
3 Blood Visage
4 Chest Cavity
5 Lung Labyrinth
6 Blood Plasma Tributary
7 Upper Right Heart Chamber
8 Lower Right Heart Chamber

## Arrival

Approaching PCs observe swarms of astral stalkers patrolling the god corpse. With patience and good timing, it is possible to avoid these patrols and land on the god corpse undetected.

**Perception Check**
**DC 30:** *The route least likely to alert the astral stalker swarm you see is to approach the corpse from the north and land upon its outstretched right hand.*

### Optional: Welcoming Party

**Level 24 Encounter (XP 33,200)**
✦ 4 astral stalkers (level 22 elite lurker, *MM* 10)

If the PCs try a direct approach to the heart by landing on the rib cage, or if they are careless in their approach, astral stalkers spot them and attack.

## Area 1: The Claws

The right arm of the Blood Lord stretches backward beyond its head, the long fingers of its massive hand ending in razor-sharp claws that are each the size of a large monolith.

**When the PCs reach the hand, read:**
*The god corpse's clawed fingers loom overhead, looking like large outcroppings growing out of the bedrock.*

### Optional: Lurking Horror

**Level 23 Encounter (XP 24,900)**
✦ 3 bone collectors (level 22 elite brute, page 175)

Movement near the index finger reveals huge undead oozes slithering toward the PCs with numerous tendrils.

## Area 2: Perfidious Ridge

As the PCs begin their long trek south along the outstretched arm of the astral corpse, the terrain becomes increasingly rough and treacherous. The petrified flesh cracks easily and shifts underfoot, threatening to send the PCs over the edge of the corpse.

Complicating matters even further, a malevolent blackfire dracolich has carved out a home here in the cavernous tissue of the upper arm, near the elbow.

### Optional: Crackling Black Flame

**Level 23 Encounter (XP 25,500)**
✦ 1 blackfire dracolich (level 23 solo controller, *MM* 73)

The dracolich is not content to allow the PCs to pass unmolested. The PCs can parley with the undead dragon. It is primarily interested in relieving the characters of their magic items and equipment, and it will try to kill them to get these items if it is not stiffly bribed.

## Area 3: Blood Visage

**As the PCs approach the head of the corpse, read:**
*The head and face of the corpse is jarringly preserved when compared to the ruin visited upon the remainder of its body.*

Here at the temple of the forehead of the god corpse, the atropal Harrowzau the Unborn hopes to attempt a ritual. The PCs discover Harrowzau within the corpse's body at Area 8, and they can release Harrowzau from its imprisonment at this location. If the PCs agree to escort Harrowzau to Area 3, they trigger the tactical encounter when they arrive at that location.

**Tactical Encounter:** "Apotheosis," page 126.

## Area 4: Chest Cavity

**When the adventurers reach the clavicle, read:**
*A great abyss of jagged bone and shredded muscle descends into the chest of the god corpse's flesh. This wound is so severe it must have been the strike that killed this creature. Lower still in the chest you see a gap at the base of a collapsed lung.*

As they stand near the chest above a great fracture in the left collarbone, the PCs easily observe the great wound that has laid bare Haemnathuun's chest cavity. Near the junction of the breastbone and the fractured left clavicle, the PCs can descend through the exposed rib cage and into an air tube of that is part of the lungs that leads deeper into the chest cavity of the god corpse, to Area 5.

## Area 5: Lung Labyrinth

The collapsed left lung of the corpse is visible just below the ribs. The PCs must enter this labyrinth to get to the heart. The stench of the corpse threatens to overpower even the hardiest PCs once they enter the labyrinthine passageways of the lungs.

### Optional: Alveolar Sacs

**Level 23 Encounter (XP 25,500)**
✦ 1 desecration (level 23 solo controller, page 139)

The winding air tubes of the lungs occasionally terminate in large circular sacs called alveoli that are clogged with dead cells. If the characters engage in this optional encounter on their way to the heart and defeat the desecration, they gain the treasure described below.

**Treasure:** 30 ad and two *potions of recovery*.

## Area 6: Blood Plasma Tributary

When the PCs move through the tubes of the lungs to the arteries that lead to the heart, they discover that the corpse is not as dead as it seemed from the exterior. Fast-moving rivers of blood still flow in these huge arteries, and the faint beating of the heart can be heard in the distance. The PCs need only follow

the flow of blood toward Area 7, one of the chambers of the heart.

**When the adventurers approach the heart (Area 7), read:**
*What was once a stream of swift-flowing blood has now grown into a torrent of fast-moving gore. Up ahead you can hear the distinctive crash of great falls, and the distant pounding of the heart has become a slow, rhythmic thunder.*

## Area 7: Upper Right Heart Chamber

**When the characters approach the chamber, read:**
*A blood river plunges from a gap in the ceiling to fall 60 feet before it crashes into a lake of blood covering the floor of this vast chamber floor. A thick layer of coagulated blood covers the walls of the chamber. At slow, regular intervals the walls contract violently, then release.*

Along the far eastern wall, about 20 feet above the level of the blood, two larva mages and two death titans guard a passageway that opens to the east (the heart valve into Area 8). When the PCs enter the chamber, they trigger the tactical encounter.

**Tactical Encounter:** "Inside the Heart," page 124.

## Area 8: Lower Right Heart Chamber Grotto

The PCs enter the lower right heart chamber through the valve that connects with Area 7. This chamber holds the prison of Harrowzau the Unborn. The heart's chamber is crisscrossed with narrow walkways of muscle.

**When the adventurers enter the grotto, read:**
*A powerful stench rises from the coagulated blood that coats the walls of this chamber. The roaring of the blood falls is muted here. At the end of one of the fibrous walkways that cross this chamber, a bulbous nodule hangs from the wall. Something presses against the side of the nodule, as though whatever is caught within is frantically struggling to get out. A powerful voice speaks in your mind: "I am the one you seek. Free me immediately! I can endure this captivity no longer!"*

This cancerous lesion is the prison of Harrowzau the Unborn. The atropal is the emerging seed of Haemnathuun reborn. Even nascent as it is, it managed to influence enough creatures to put in motion the plan that delivered the PCs to this location. The PCs can free Harrowzau by slicing the sack open (AC 5, Reflex 5, Fortitude 12, 40 hit points).

**When Harrowzau is freed, read:**
*The cancerous lesion rips open to reveal a large, hairless creature, its shriveled body gaunt and atrophied. The creature reaches a withered hand out in greeting.*

**Religion Check**
**DC 25:** *This being bears a striking resemblance to an atropal, an undead spark of the divine animating dead flesh.*

The atropal introduces itself as Harrowzau. It explains it journeyed to the god corpse in an attempt to prevent the Blood Lord from returning to life. Before Harrowzau could complete the ritual, Haemnathuun's awakening consciousness entombed him. A successful DC 38 Insight check to sense motives gives a PC the feeling that Harrowzau is hiding something, but he or she can't pinpoint the particulars of the deception.

The atropal claims it knows how the previous ritual failed, and it has a new plan to deal with the Blood Lord. Harrowzau asks the PCs to escort him to Haemnathuun's forehead, where Harrowzau will perform a new ritual to lay the primordial to rest forever.

If the PCs attack or attempt to stop Harrowzau from leaving the chamber, he attacks. Use the statistics for Harrowzau the Unborn in "Apotheosis," page 126.

### God Corpse Contagion

The corpse of the partly revivified primordial is a hotbed of exotic diseases. At your option, when an adventurer is bloodied in or on the corpse, you can make him or her subject to a disease. One new disease that is apropriate for this circumstance, silvery sleep, is described below.

| **Silvery Sleep** | Level 26 Disease |
|---|---|
| *The process of petrification that turns dead primordials and deities to unliving stone begins to slow and stiffen the victim.* | **Attack:** +28 vs. Fortitude<br>**Endurance** improve DC 28, maintain DC 19, worsen DC 18 or lower |
| The target is cured. | The target's speed is reduced by 1 instead of 2. |
| **Initial Effect:** The target's speed is reduced by 2. | Each time the target becomes bloodied, it is slowed (save ends). If the target is slowed because of this disease effect and is reduced to 0 hit points, the target is petrified. |
| **Final State:** Each time the target takes damage, it is slowed (save ends). If the target is slowed because of this disease effect and is reduced to 0 hit points, the target is petrified. | |

# Inside the Heart

**Encounter Level 27 (54,800 XP)**

## Setup

**2 larva mages** (L)
**2 dread wraiths** (W)
**2 death titans** (T)

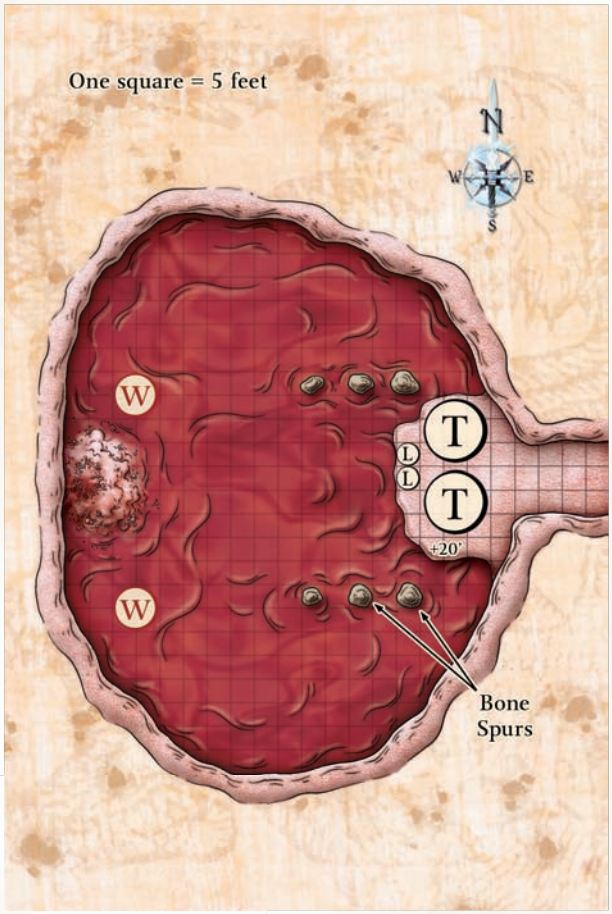
Upon entering the upper right heart chamber of the god corpse (Area 7), the characters find themselves under ranged attack by a pair of larva mages firing *rays of cold death* from across the chamber. Any PCs who enter the blood pool find themselves immediately set upon by dread wraiths.

When the PCs enter the atrium, provide the read-aloud text, then place the larva mages and death titans on the map. The wraiths begin the encounter beneath the surface of the blood pool. Do not place them until the encounter begins.

The larva mages do not deign to speak with the PCs. They were set here to guard against the potential reanimation of the Blood Lord, and they aim to do their job.

**When the adventurers enter the upper right heart chamber, read:**

*This slowly beating heart interior is moist and humid with falling blood. Two humanoids made up of swarming larva and two hulking figures swathed in swirling souls stand on a cartilaginous lip that forms a ledge at the east side of the chamber. They guard a valve that leads to a passage out of the room.*




| **2 Larva Mages (L)** | **Level 21 Elite Artillery** |
|---|---|
| Medium natural magical beast (undead) | XP 6,400 each |

**Initiative** +13 **Senses** Perception +12
**HP** 304; **Bloodied** 152
**AC** 35; **Fortitude** 30, **Reflex** 33, **Will** 27
**Immune** disease, poison; **Resist** 10 necrotic; takes half damage from melee and ranged attacks; **Vulnerable** 10 radiant, 10 against close and area attacks.
**Saving Throws** +2
**Speed** 6
**Action Points** 1

⊕ **Corrupting Touch** (standard; at-will) ✦ **Necrotic**
+24 vs. Fortitude; 2d6 + 5 necrotic damage.

**Horrific Visage** (minor; recharge ⚄ ⁞⁞) ✦ **Fear**
Ranged 10; +24 vs. Will; the target cannot attack the larva mage until the end of its next turn and is immobilized (save ends).

**Ray of Cold Death** (standard; at-will) ✦ **Cold, Necrotic**
Ranged 20; +26 vs. AC; 2d8 + 8 cold and necrotic damage, or 4d8 + 8 cold and necrotic damage if the target is bloodied.

**Worm's Feast** (standard; recharge ⁞⁞) ✦ **Illusion**
Ranged 5; the target is tricked into believing that worms are devouring its flesh; +26 vs. Will; 4d10 + 8 damage. If this damage doesn't reduce the target to 0 or fewer hit points, the target takes no damage but is stunned until the end of its next turn.

**Withering Flame** (standard; at-will) ✦ **Fire, Necrotic**
Area burst 1 within 20; +24 vs. Reflex; 2d6 + 8 fire and necrotic damage.

**Squeezing Swarm**
By altering its shape, a larva mage can squeeze through small openings as if it were a Tiny creature (see "Squeeze," *Player's Handbook* 292).

**Alignment** Evil **Languages** Common
**Skills** Arcana +23, History +23, Religion +23

| | | |
|---|---|---|
| **Str** 14 (+12) | **Dex** 16 (+13) | **Wis** 14 (+12) |
| **Con** 20 (+15) | **Int** 26 (+18) | **Cha** 15 (+12) |

## Tactics

The larva mages act as soon as they can after noticing the PCs. The other creatures might wait for a short time before joining combat.

**Round 1:** The larva mages shoot *rays of cold death* across the chamber at PCs who are afloat on the surface of the blood pool.

The dread wraiths attack with their *dread blades* against characters who submerge themselves in the blood pool and come within reach.

The death titans postpone their attacks until targets come within range of *soul devourer* or within reach of their greataxe attacks.

**Round 2+:** If the submerged dread wraiths have no opportunity to engage enemies in melee, they rise to the surface of the blood pool in the second round and carry the fight to any intruders they find there.

**2 Dread Wraiths (W)** **Level 25 Lurker**
Large shadow humanoid (undead) XP 7,000 each

**Initiative** +25 **Senses** Perception +18; darkvision
**Shroud of Night** aura 5; bright light within the aura is reduced to dim light, and dim light becomes darkness.
**HP** 124; **Bloodied** 62; see also *death strike*
**Regeneration** 20 (if a dread wraith takes radiant damage, regeneration doesn't function until the end of its next turn)
**AC** 37; **Fortitude** 33, **Reflex** 37, **Will** 37
**Immune** disease, fear, poison; **Resist** 30 necrotic, insubstantial; **Vulnerable** 15 radiant (see also *regeneration* above)
**Speed** fly 10 (hover); phasing ; see also *shadow glide*

⊕ **Dread Blade** (standard; at-will) ✦ **Necrotic**
Reach 2; +28 vs. Reflex; 2d10 + 9 necrotic damage, and the target is weakened (save ends).

**Death Shriek** (when reduced to 0 hit points) ✦ **Psychic**
Close blast 3; targets enemies; +27 vs. Will; 4d6 + 9 psychic damage, and the target is dazed (save ends). *Miss:* Half damage, and the target is not dazed.

**Combat Advantage** ✦ **Necrotic**
A dread wraith deals 3d6 extra necrotic damage against any target it has combat advantage against.

**Shadow Glide** (move; encounter)
The dread wraith shifts up to 6 squares.

**Spawn Wraith**
Any humanoid killed by a dread wraith rises as a free-willed dread wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.

**Alignment** Chaotic evil **Languages** Common
**Skills** Stealth +26
**Str** 18 (+16) **Dex** 28 (+21) **Wis** 12 (+13)
**Con** 20 (+17) **Int** 14 (+14) **Cha** 28 (+21)

The larva mages rely on *ray of cold death* to press the attack, saving their recharge powers and their withering flame for attackers who get close to them.

If an enemy gets within melee range of a larva range, it uses *horrific visage* to give itself time to move, and follows that with *worm's feast* if it still needs more space.

The death titans engage in melee against PCs who come within their reach, using *double attack*, until *soul devourer* recharges. If a *soul devourer* attack succeeds, the titan expends a soul shard to use *soulfire burst*.

If a wraith becomes bloodied, it uses *shadow glide* to shift away from the PCs and toward the protection of the larva mages. If a larva mage becomes bloodied, it attempts to flee through the valve to Area 8.

## Features of the Area

**Illumination:** Bright light (a sourceless, blood-red glow suffuses everything).

**Gravity:** Gravity works in only one direction here, and the pooling blood reveals its direction.

**Blood Pool:** The lower reaches of the chamber are flooded with blood pouring down from above. The pool is 20 feet deep and covers the entire chamber except for the ledge where the larva mages and death titans are located and three bone spurs that jut out of the blood pool on either side of that ledge.

**2 Death Titans (T)** **Level 25 Elite Brute**
Huge shadow humanoid (giant) XP 14,000 each

**Initiative** +18 **Senses** Perception +20; darkvision
**Soulburner** aura 5; any enemy within the aura takes a -2 penalty to attack rolls and all defenses; a creature that dies within the aura bestows one soul shard to the death titan (see *soul shroud*).
**HP** 574; **Bloodied** 287
**AC** 39; **Fortitude** 42, **Reflex** 38, **Will** 35
**Resist** 30 necrotic
**Saving Throws** +2
**Speed** 8
**Action Points** 1

⊕ **Greataxe** (standard; at-will) ✦ **Weapon**
Reach 3; +28 vs. AC; 2d8 + 10 damage (crit 6d8 + 26).

**Double Attack** (standard; at-will) ✦ **Weapon**
The death titan makes two greataxe attacks.

**Soul Devourer** (standard; recharge ⚅) ✦ **Necrotic**
Ranged 5; +28 vs. Fortitude; the target loses a healing surge, and the death titan's soul shroud gains one soul shard. A target without healing surges takes damage equal to half its total hit points.

**Soulfire Burst** (standard; at-will) ✦ **Necrotic**
Close burst 1; +26 vs. Reflex; 2d12 + 6 necrotic damage. The death titan must expend one soul shard to use this power.

**Consume Soul Shard** (minor; at-will) ✦ **Healing**
The death titan expends one soul shard and regains 20 hit points.

**Soul Shroud**
The *soul shroud* contains soul shards that swirl around the death titan to protect and empower it. At the beginning of an encounter, the *soul shroud* contains four soul shards. While the *soul shroud* is depleted of soul shards, the death titan takes a -2 penalty to attack rolls.

**Alignment** Evil **Languages** Giant
**Skills** Intimidate +20
**Str** 31 (+22) **Dex** 23 (+18) **Wis** 17 (+15)
**Con** 27 (+20) **Int** 12 (+13) **Cha** 16 (+15)
**Equipment** plate armor, greataxe

**Bloodfall:** Staying on the surface of the blood pool while directly beneath the blood waterfall (the area of turbulence between the dread wraiths) requires a successful DC 31 Athletics check. A character who fails this check is forced beneath the surface and is likely to be attacked by the submerged wraiths.

**Tricuspid Valve:** The passage heading off to the east leads to area 8, but is closed by a fleshy valve (which lies outside the area depicted on the map). Forcibly opening the valve requires a successful DC 31 Strength check. Alternatively, the PCs can choose to perform a Passwall ritual to enter the grotto.

## Apotheosis

**Encounter Level 23 (26,000 XP)**
**(if the PCs defeat Harrowzau the Unborn)**
**or**
**Encounter Level 27 (52,000 XP)**
**(if the PCs achieve victory in the skill challenge but do not defeat Harrowzau the God Swallower)**
**or**
**Encounter Level 38 (167,000 XP)**
**(if the PCs achieve victory in the skill challenge and also defeat Harrowzau the God Swallower)**

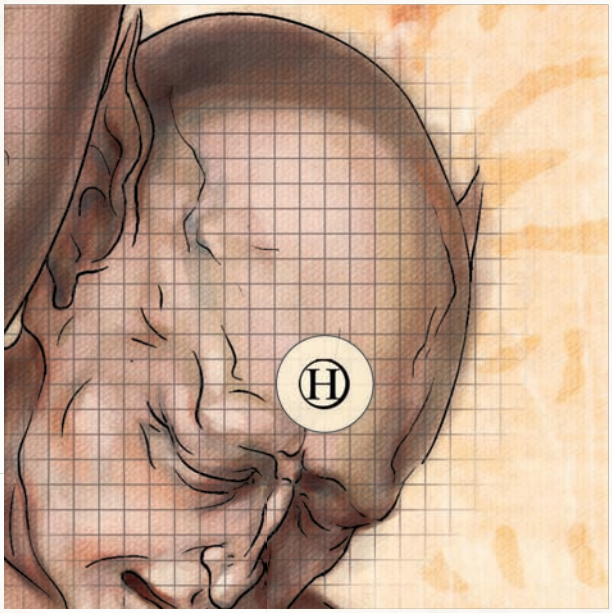
### Prelude

With Haemnathuun gaining greater consciousness every moment, Harrowzau quickly leads the PCs back to Area 3. The atropal says it will recite a powerful ritual there to put the ancient primordial to rest forever.

**When the ritual begins, read the following, then run the skill challenge:**
*With but a thought, Harrowzau summons a gilded scroll to hover into the air before its hands. While reciting the text in the dark tongue of the ancients, the atropal begins etching intricate glyphs with its shriveled forefinger into the flesh of the god corpse.*

*After completing the beginning of the ritual, Harrowzau turns its eyes upon you, and its words spill into your mind. "Step forward quickly and form a ring within this circle. Aid me in this grand invocation. If we succeed, the Blood Lord will be silenced forevermore, and I will reward you greatly!"*

With each action in the skill challenge, have the acting PC attempt a passive Insight check. A successful DC 24 Insight check during the challenge reveals to a character that something is very wrong, though it takes a followup DC 31 Religion check to recognize the ritual's true purpose. A result of 26–30 on this Religion check reveals that the ritual will not accomplish what Harrowzau claims. If the PCs engage the atropal, interfere with the ritual in any way, or are defeated in the skill challenge, go to "Defeat Setup." If the PCs achieve victory in the skill challenge, go to "Victory Setup."




**Harrowzau Apotheosis** **Level 28**
Skill Challenge XP 52,000

*The ritual words of a powerful invocation flow over you. "Help me to silence the Blood Lord forever, and the reward will be great," Harrowzau says in your mind. "I need you to fuel the ritual with your inner power. My own will not be enough."*

Uncertain of success on his own, Harrowzau requests the assistance of the PCs to complete the complex ritual. Unwittingly, the PCs are aiding Harrowzau in his apotheosis into a divine being. The atropal has no intention of granting a reward of any kind for the PCs' aid. Harrowzau plans to betray the characters as soon as the ritual is complete.

**Complexity** 4 (requires 10 successes before 3 failures)
**Primary Skills** Arcana, Endurance, Religion
**Victory** The atropal's apotheosis into a true deity has succeeded. Harrowzau rewards the PCs for their assistance by attacking them. Refer to "Victory Setup."
**Defeat** Harrowzau's apotheosis into a true deity has been foiled. Though the atropal has failed in its goal, it remains a potent foe. Harrowzau curses the PCs for their ineptness and attacks them. Refer to "Defeat Setup."
**Arcana** DC 26 (1 success, no maximum successes). The PC expends one arcane encounter or daily power per success.
The character channels his or her personal arcane energy into the ritual.
**Endurance** DC 18 (1 success, no maximum successes). The PC expends two healing surges per success.
The character offers up a portion of his or her life energy to fuel the ritual.
**Religion** DC 26 (1 success, no maximum successes). The PC expends one divine encounter or daily power per success.
The PC channels a portion of his or her divine energy into the ritual.

### Defeat Setup

**Harrowzau the Unborn, atropal** (H)

Provide the read-aloud text, then place Harrowzau (H) on the map in the space indicated for a Large creature.

**If Harrowzau is attacked before the ritual begins, read:**
*"I should have known not to trust in the aid of mortals. Oh well, perhaps there is just enough life force in each of you to fuel the ritual. . . ."*

**If the ritual fails or is interrupted, read:**
*Protective wards fail, collapsing the mantle of necromantic energy surrounding the atropal. Harrowzau's scream of rage floods your thoughts as the atropal turns to attack.*

**Harrowzau the Unborn (H)** **Level 28 Elite Brute**
Large immortal magical beast (undead), atropal XP 26,000

**Initiative** +18 **Senses** Perception +20; darkvision
**Shroud of Death** (**Necrotic**) aura 5; at the beginning of the atropal's turn, any undead ally within the aura regains 20 hit points, and any living creature within the aura takes 10 necrotic damage. Radiant damage to the atropal ends its *shroud of death*. The atropal can restore the aura as a minor action.
**HP** 634; **Bloodied** 317
**AC** 42; **Fortitude** 42, **Reflex** 37, **Will** 40
**Immune** disease, necrotic, poison; **Vulnerable** 10 radiant
**Saving Throws** +2
**Speed** fly 9 (hover)
**Action Points** 1; see also *atropos burst*

⨁ **Necrotizing Touch** (standard; at-will) ✦ **Necrotic**
Reach 2; +29 vs. Reflex; 2d10 + 10 damage, and the target takes ongoing 15 necrotic damage and a -2 penalty to attack rolls, and the target loses any resistance or immunity to necrotic damage (save ends all).

⨁ **Atropos Burst** (standard; encounter; recharges when a living creature is reduced to 0 hit points within the atropal's aura) ✦ **Necrotic**
Close burst 5; +27 vs. Reflex; 4d8 + 5 necrotic damage, and the target loses a healing surge. The atropal gains 1 action point if it hits any creatures with *atropos burst*.

**Alignment** Evil **Languages** Supernal
**Skills** Insight +25, Religion +19
**Str** 30 (+24) **Dex** 18 (+18) **Wis** 22 (+20)
**Con** 27 (+22) **Int** 10 (+14) **Cha** 20 (+19)

### Tactics

Enraged, Harrowzau fights ruthlessly. It floats toward the PCs to envelop them with its *shroud of death*. The atropal then uses *atropos burst*, and if it hits, the atropal uses the acquired action point to make a *necrotizing touch* attack against the most severely wounded PC. Harrowzau continues to attack this PC with *necrotizing touch*, hoping to slay the adventurer and recharge *atropos burst*.

## Victory Setup

**Harrowzau the God Swallower** (H)

Provide the read-aloud text, then place Harrowzau (H) on the map in the space indicated for a Gargantuan creature.

**When the encounter begins, read:**
*The ancient ritual is complete. Pulses of necromantic energy stream out of the god corpse and into the atropal's growing and strengthening form. Eyes blazing with supremacy, the treacherous newborn deity turns toward you, unleashing its divine power.*

Harrowzau has shed its former skin and crafted a commanding form. The newborn deity stands 50 feet tall and has four arms topped with sharp claws. Its gaping maw droops toward the ground, threatening to swallow everything in its path.

**Harrowzau the God Swallower (H)** **Level 31 Solo Brute**
Gargantuan immortal humanoid (undead) XP 115,000

**Initiative** +23 **Senses** Perception +26; darkvision
**Gaping Maw** aura 6; at the start of Harrowzau's turn, any enemy within the aura is pulled 2 squares.
**HP** 1,440; **Bloodied** 720
**AC** 43; **Fortitude** 42, **Reflex** 37, **Will** 40
**Immune** disease, necrotic, poison; **Vulnerable** 10 radiant
**Saving Throws** +5
**Speed** 8, burrow 8, climb 8
**Action Points** 2

⨁ **Claw** (standard; at-will)
Reach 4; +34 vs. AC; 2d8 + 16 damage.

⨁ **Bite** (minor 1/round; at-will)
Reach 4; +34 vs. AC; 2d8 + 16 damage.

⨁ **Rending Claws** (standard; at-will)
Harrowzau makes four claw attacks, no more than two of them against a single target. If two attacks hit the same target, it is grabbed, and it takes ongoing 15 damage until the grab ends. Harrowzau cannot use *rending claws* against another target while it is grabbing a creature.

⨁ **Consume** (standard; at-will) ✦ **Acid, Necrotic**
+34 vs. AC; 2d8 + 16 necrotic damage, and the target is trapped (save ends). A trapped target is removed from play and can take no actions, and takes ongoing 15 acid damage. Harrowzau occupies the target's former space and gains regeneration 15. If the target succeeds on the saving throw, Harrowzau takes 1d6 damage, and the target escapes and appears in an unoccupied space of Harrowzau's choice adjacent to Harrowzau. A trapped target automatically escapes when Harrowzau is destroyed, reappearing in a space of its choice within the space previously occupied by Harrowzau.

**Combat Advantage**
Harrowzau makes an extra bite attack against any enemy it has combat advantage against. Harrowzau automatically gains combat advantage against any living, bloodied enemy.

**Alignment** Evil **Languages** Supernal
**Skills** Insight +26, Religion +19
**Str** 42 (+31) **Dex** 26 (+23) **Wis** 22 (+21)
**Con** 32 (+26) **Int** 18 (+19) **Cha** 23 (+21)

### Tactics

Every round, the God Swallower uses its *gaping maw* aura to draw the PCs closer to itself. It then attempts to take out its greatest perceived threat with *consume*. In following rounds, Harrowzau inflicts devastating wounds with its *rending claws* attack.

It's possible that the PCs will be overwhelmed by the God Swallower and be forced to flee. If so, they receive the experience point reward for the skill challenge only. If the PCs flee, you can incorporate Harrowzau as a recurring threat in your campaign.

## Features of the Area

**Illumination:** Dim light (the stars in the silvery Astral Sea).

**Gravity:** See the "Subjective Gravity" sidebar on page 120.

CHAPTER 4

# New Monsters

SEAN MURRAY

**Undead are** among the most terrifying monsters in the Dungeons & Dragons world. From flesh-eating ghouls to scythe-wielding reapers, undead haunt the nightmares of mortals and lurk in the darkest corners of the imagination.

Undead share no ancestry, heritage, or bond with others of their ilk, and they are as widespread and varied as living creatures. The creatures share only one trait—their return from the grave.

Common beliefs holds that undead are evil, and although many are indeed cruel and wicked, some are merely animate creatures that act mindlessly at the behest of an evil master. Many undead are capable of experiencing the same emotions and desires as the living. They commit treachery and harbor hate, yet they can also have friendships and exemplify honor, kindness, and even love.

This chapter presents dozens of new creatures and other material, including the following sections and more:

- Game statistics and additional background material for many new varieties of undead.
- Other kinds of creatures that have cheated death in some way. They are sometimes found with undead even though they are not undead themselves.
- Legendary undead of the D&D world.
- Templates and alternative powers to customize undead.

# New Undead and Unliving

This section offers a variety of new undead creatures (and a few that aren't undead), as well as variations on traditional monsters such as ghouls, and zombies.

## Abomination

Ageless though they are, immortals can die, and when they do, some return as twisted remnants of what they once were. Most abominations were created as weapons in the war between the gods and the primordials, but a scarce few have arisen spontaneously out of the chaotic forces of the universe. When these beings stir, they come full of rage, craving only to spread destruction and despair.

### Rotvine Defiler

The rotvine defiler has but one purpose: to ingest and spoil all that is living. A profane vestige of a powerful immortal devoted to fertility, the rotvine defiler seeks to destroy that which it has lost—life. In its wake, the creature leaves a trail of despoiled organic matter, a record of its vindictive mission.

**Rotvine Defiler** **Level 26 Solo Controller**
Gargantuan immortal magical beast (plant, undead) XP 45,000

**Initiative** +19 **Senses** Perception +16; darkvision, tremorsense 10
**Despoiled Morass** aura 4; any creature that starts its turn within the aura is slowed until the start of its next turn.
**HP** 1,210; **Bloodied** 605; see also *putrescent explosion*
**AC** 42; **Fortitude** 41, **Reflex** 39, **Will** 37
**Immune** disease; **Resist** 15 necrotic, 10 poison
**Saving Throws** +5
**Speed** 8, burrow 8
**Action Points** 2

⊕ **Lashing Tendrils** (standard; at-will) ✦ **Necrotic**
Reach 4; +30 vs. Reflex; 3d8 + 9 necrotic damage, and the target cannot shift until the end of its next turn.

✧ **Tendrils of Rot** (standard; at-will) ✦ **Necrotic**
Close burst 5; targets enemies; +29 vs. Reflex; 3d8 + 9 necrotic damage, and the target is restrained (save ends); see also *earthly maw*. *Miss:* Half damage, and the target is not restrained.

✧ **Earthly Maw** (minor 1/round; at-will) ✦ **Necrotic**
Close burst 5; targets each creature restrained by the rotvine defiler; +30 vs. Fortitude; the target takes ongoing 15 necrotic damage, loses a healing surge at the start of each of its turns, and is grabbed (escape ends all).

✧ **Putrescent Explosion** (when first bloodied and again when the rotvine defiler is reduced to 0 hit points) ✦ **Necrotic**
Close burst 10; +29 vs. Reflex; 3d8 + 9 necrotic damage.

**Threatening Reach**
A rotvine defiler can make opportunity attacks against all enemies within its reach (4 squares).

**Alignment** Chaotic evil **Languages** –
**Str** 28 (+22) **Dex** 22 (+19) **Wis** 17(+16)
**Con** 26 (+21) **Int** 8 (+12) **Cha** 20 (+18)

### Rotvine Defiler Tactics

This creature is a sprawling morass of mud, rotting vines, dead animals, and writhing tendrils. It burrows through the ground, sending up tentacles to grab living creatures. When it becomes bloodied, a rotvine defiler releases an explosion of desecrating fumes that wither ally and enemy alike.

### Rotvine Defiler Lore

A character knows the following information with a successful Religion check.

**DC 26**: A rotvine defiler is the profane remnant of an immortal devoted to nature or agriculture. The corrupted immortals were slain and sealed under the ground, where the seeds of evil caused them to return to life and outwardly manifest their malevolence.

**DC 31**: A rotvine defiler arises when a creature makes a sacrifice over the monster's earthly tomb, breaking the seals containing it. The creature usually retains none of its original intelligence or memories.

### Encounter Groups

Rotvine defilers are usually alone, but they sometimes permit other creatures to accompany them.

**Level 29 Encounter (XP 81,000)**
- ✦ 2 blood fiends (level 23 soldier, *MM* 12)
- ✦ 1 rotvine defiler (level 26 solo controller)

BRUNO WERNECK

# Discord Incarnate

At the dawn of creation, mighty couatls—winged serpents of purity and virtue—strove to bind evil elementals and fiends. The titanic spiritual struggle sometimes resulted in the death of both entities and brought about a terrible fusion of body and spirit. From these morbid unions arose discord incarnates—perverse abominations bent on wanton destruction.

| **Discord Incarnate** | **Level 29 Solo Brute** |
|---|---|
| Huge immortal humanoid (undead) | XP 75,000 |
| **Initiative** +18 **Senses** Perception +17; truesight 5 | |
| **Discordant Aura (Fear)** aura 10; while the discord incarnate is not bloodied, any enemy that starts its turn within the aura takes a -2 penalty to all defenses until the end of its next turn. | |
| **Retribution Aura (Necrotic, Radiant)** aura 5; while the discord incarnate is bloodied, any enemy that starts its turn within the aura takes 15 necrotic and radiant damage. | |
| **HP** 1,340; **Bloodied** 670; see also *discordant retaliation* | |
| **AC** 43; **Fortitude** 43, **Reflex** 38, **Will** 39 | |
| **Immune** disease, fear; **Resist** radiant 10, necrotic 10 (if a discord incarnate takes radiant damage or necrotic damage, it gains a +5 bonus to damage rolls until the end of its next turn) | |
| **Saving Throws** +5 | |
| **Speed** 8, fly 10 | |
| **Action Points** 2 | |
| ⊕ **Longsword** (standard; at-will) ✦ **Necrotic, Radiant, Weapon** | |
| Reach 3; +32 vs. AC; 3d12 + 13 necrotic and radiant damage. | |
| ⸸ **Discord's Wrath** (standard; while bloodied; at-will) ✦ **Necrotic, Radiant, Weapon** | |
| Requires longsword; reach 3; make three longsword attacks, each against a different target. | |
| ⇙ **Discordant Retaliation** (when first bloodied and again when the discord incarnate is reduced to 0 hit points) ✦ **Necrotic, Radiant** | |
| Close burst 10; +30 vs. Fortitude; 5d6 + 8 necrotic and radiant damage, and the target is knocked prone and dazed (save ends). *Miss:* Half damage, and the target is knocked prone but not dazed. | |
| **Create Couatl Mockeries** (minor; recharge ⚄ ⚅) | |
| Four couatl mockeries (page 185) appear within 10 squares of the discord incarnate and act as it wishes. They take their turns directly after the discord incarnate in the initiative order. | |
| **Alignment** Evil | **Languages** Supernal |
| **Str** 31 (+24) | **Dex** 18 (+18) **Wis** 16 (+17) |
| **Con** 28 (+23) | **Int** 12 (+15) **Cha** 24 (+21) |
| **Equipment** longsword | |

## Discord Incarnate Tactics

A discord incarnate uses *create couatl mockeries* at the start of battle and then flies in among its foes, attempting to position itself within reach of multiple enemies. The incarnate relies on the mockeries to gain flanking, and it creates more of them at each opportunity. A discord incarnate is a remorseless foe and never retreats except to seek a new tactical position.

## Discord Incarnate Lore

A character knows the following information with a successful Religion check.

**DC 28:** Discord incarnates arose during the cosmic war between the gods and the primordials. After that conflict, these creatures were destroyed or imprisoned throughout the planes. Whenever a discord incarnate breaks free of its prison, it roves the planes, destroying everything in its path.

Even from inside a cosmic prison, a discord incarnate can dream couatl mockeries into existence. Couatls, winged serpents of purity and virtue, work hard to keep discord incarnates and the mockeries contained within otherworldly prisons. However, even their power has limits. Couatls regard discord incarnates and the mockeries as their greatest failure.

**DC 33:** Scholars speculate that a discord incarnate spontaneously arises from the clash of two powerful, opposing forces—a powerful demon and a couatl. Some experts suggest that the profane union is the work of a now-forgotten god or primordial that saw benefit in the creation of the twisted monstrosities. It is even possible that a cache of discord incarnates could yet lie hidden in the cosmos, awaiting some event or signal from their creator that stirs them to action.

## Encounter Groups

Discord incarnates have no allies, but they sometimes tolerate the company of other creatures that feed on death and ruin.

**Level 30 Encounter (XP 99,000)**
- ✦ 1 discord incarnate (level 29 solo brute)
- ✦ 2 shadowraven swarms (level 27 brute, *MM* 243)

WAYNE REYNOLDS

# BEHOLDER, UNDEAD

Beholders are among the most feared and deadly monsters to prowl the world. Yet even beholders succumb to death, and when they do, necromancers sometimes find use in their vile remains.

**Bloodkiss Beholder** **Level 9 Solo Controller**
Large aberrant magical beast (undead) XP 2,000

**Initiative** +6 **Senses** Perception +12; all-around vision, darkvision
**Unquenchable Thirst** aura 2; the bloodkiss beholder makes an *eye bite* attack as a free action against any enemy within the aura at the start of the enemy's turn.
**HP** 412; **Bloodied** 206; see also *bloodied writhe*
**AC** 25; **Fortitude** 25, **Reflex** 21, **Will** 22
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Saving Throws** +5
**Speed** fly 6 (hover)
**Action Points** 2

⊕ **Eye Bite** (standard; at-will) ✦ **Necrotic**
Reach 2; +13 vs. AC; 1d8 + 3 damage plus 10 necrotic damage.

**Eye Writhe** (standard; at-will) ✦ **Necrotic**
The bloodkiss beholder makes three *eye bite* attacks.

**Blood Call** (minor; recharge ⚅)
Ranged 5; targets a bloodied enemy; +11 vs. Will; the target is stunned (save ends). *Aftereffect:* The target is slowed (save ends).

**Bloodkiss** (immediate reaction, when a creature within 2 squares of the bloodkiss beholder becomes bloodied; at-will) ✦ **Healing**
Reach 2; targets the triggering creature; +11 vs. Fortitude; 4d6 + 6 damage, and the target is weakened (save ends). In addition, the bloodkiss beholder spends a healing surge to regain 103 hit points.

**Death Scream** (standard; recharge ⚄ ⚅) ✦ **Psychic**
Close blast 5; +11 vs. Will; 4d6 + 6 psychic damage, and the target is dazed (save ends).

**Bloodied Writhe** (free, when first bloodied; encounter) ✦ **Necrotic**
The bloodkiss beholder's *death scream* power recharges, and the beholder uses it immediately.

**Alignment** Evil **Languages** Deep Speech
**Str** 21 (+9) **Dex** 15 (+6) **Wis** 17 (+7)
**Con** 23 (+10) **Int** 12 (+5) **Cha** 8 (+3)

## Bloodkiss Beholder Tactics

A bloodkiss beholder flies up to a group of foes and uses *death scream*, targeting as many enemies as possible. It takes advantage of its foes' proximity to gain attacks using *unquenchable thirst* and *eye writhe*. The beholder utilizes *blood call* as soon as a target becomes bloodied, and it continues to use the powers at each available opportunity. Like its living kin, the bloodkiss beholder is a practical creature that recognizes a losing fight. When pressed in combat, the creature flees.

**Beholder Death Tyrant** **Level 15 Solo Artillery**
Large aberrant magical beast (undead) XP 6,000

**Initiative** +14 **Senses** Perception +15; all-around vision, darkvision
**Eyes of the Beholder** aura 5; the beholder death tyrant uses one random *eye ray* as a free action against any enemy within the aura at the start of the enemy's turn.
**HP** 740; **Bloodied** 370
**AC** 29; **Fortitude** 29, **Reflex** 27, **Will** 29
**Immune** disease, poison; **Resist** 15 necrotic; **Vulnerable** 10 radiant
**Saving Throws** +5
**Speed** fly 4 (hover)
**Action Points** 2

⊕ **Bite** (standard; at-will)
+21 vs. AC; 2d4 + 1 damage.

**Central Eye** (minor; at-will)
Ranged 20; +22 vs. Will; the target is slowed and loses necrotic resistance until the end of the beholder death tyrant's next turn.

**Eye Ray** (standard; at-will) ✦ see text
The beholder death tyrant uses up to two different *eye ray* powers (chosen from the list below). Each ray must target a different creature, and using *eye ray* does not provoke opportunity attacks.
**1, 2, 3, 4, 5—Withering Ray (Necrotic):** Ranged 10; +19 vs. Fortitude; 1d8 + 5 necrotic damage, and ongoing 10 necrotic damage (save ends).
**6—Grave Ray (Necrotic):** Ranged 10; +19 vs. Reflex; 2d8 + 5 necrotic damage.
**7—Fear Ray (Fear, Psychic):** Ranged 10; +19 vs. Will; 1d8 + 5 psychic damage, and the target immediately moves its speed away from the beholder death tyrant. The target avoids hazardous terrain and difficult terrain if possible.
**8—Entombing Ray:** Ranged 10; +22 vs. Fortitude; the target is slowed (save ends). *First Failed Saving Throw:* The target is immobilized instead of slowed (save ends). *Second Failed Saving Throw:* The target is petrified (no save).
**9—Death Ray (Necrotic):** Ranged 10; +19 vs. Fortitude; 1d8 + 5 necrotic damage, and if the target is bloodied it is dazed (save ends). *First Failed Saving Throw:* The target is dazed and weakened (save ends). *Second Failed Saving Throw:* The target dies.
**10—Reanimating Ray (Necrotic):** Ranged 10; +19 vs. Fortitude; 2d10 + 5 necrotic damage. If the target is reduced to 0 hit points or fewer, the target rises as a horde ghoul (*MM* 118) under the beholder death tyrant's control at the end of the death tyrant's next turn.

**Killing Look** (immediate reaction, when an enemy within 10 squares fails a saving throw against ongoing necrotic damage) ✦ **Gaze, Necrotic**
Close burst 10; targets the triggering creature; +19 vs. Will; the target loses a healing surge.

**Alignment** Evil **Languages** Deep Speech
**Str** 12 (+8) **Dex** 24 (+14) **Wis** 17 (+10)
**Con** 20 (+12) **Int** 22 (+13) **Cha** 28 (+16)

## Death Tyrant Tactics

A beholder death tyrant tries to remain close enough to enemies to gain the benefit of its aura while staying out of reach of melee attacks. The death tyrant uses *central eye* to slow nimble foes and to strip resilient enemies of necrotic resistance. It uses *killing look* at each opportunity, often focusing on one opponent.

## Undead Beholder Lore

A character knows the following information with a successful Dungeoneering or Religion check.

**DC 18:** Bloodkiss beholders do not have eyes at the end of their eyestalks. Instead, the stalks can drain the blood of prey.

A death tyrant beholder is an animated corpse of an eye tyrant. Necromancer cults sometimes hunt and kill eye tyrants specifically for the purpose of animating them. A death tyrant retains many of the powers it had in life.

**DC 23:** The necrotic forces that reanimate a bloodkiss beholder warp and change the creature's flesh, making the monster barely akin to its living counterpart. Bloodkiss beholders have toothed, blood-draining orifices at the end of each stalk. Whenever a bloodkiss beholder drains a foe's blood, the beholder is rejuvenated.

A beholder death tyrant is more akin to a lich than a zombie. In death, it retains full mobility and reason, and it can use many of the powers it had in life. The creature also gains the use of new eye rays that can wither an opponent's flesh using necrotic energy. Additionally, the creature can strip necrotic resistance from its foes, giving its eye rays more potency.

SEAN MURRAY

## Encounter Groups

Undead beholders are often encountered as lone occupants of ancient ruins or lightless caverns. However, because of their cunning and intelligence, evil creatures—particularly undead—are frequently drawn into their service. Like living beholders, undead beholders loathe serving anyone or anything. An undead beholder obeys another only if forced into service by a powerful master, such as a skilled necromancer.

**Level 12 Encounter (XP 3,500)**
- 2 battle wights (level 9 soldier, *MM* 262)
- 1 bloodkiss beholder (level 9 solo controller)
- 2 zombie hulks (level 8 brute, *MM* 275)

**Level 14 Encounter (XP 4,900)**
- 1 bloodkiss beholder (level 9 solo controller)
- 2 vampire lord human rogues (level 11 elite lurker, *MM* 258)
- 4 vampire spawn bloodhunters (level 10 minion, *MM* 259)

**Level 18 Encounter (XP 9,600)**
- 1 beholder death tyrant (level 15 solo artillery)
- 2 boneclaws (level 14 soldier, *MM* 37)
- 1 lich, human wizard (level 14 elite controller, *MM* 176)

**Level 18 Encounter (XP 10,800)**
- 1 beholder death tyrant (level 15 solo artillery)
- 2 blaspheme imperfects (level 14 brute, page 135)
- 1 bone naga (level 16 elite controller, *MM* 194)

# BLASPHEME

Crafted from pieces of corpses and given life through alchemy and magic, blasphemes are intelligent, cunning undead. They often guard ancient repositories of knowledge, such as wizards' libraries or shrines to dark gods.

Blasphemes have a variety of motivations, ranging from the worship of dark gods and obedience to sinister masters to the pursuit of redemption for their cursed existence.

**Blaspheme Unholy Slayer** **Level 12 Skirmisher**
Medium natural animate (construct, undead) XP 700

**Initiative** +16 **Senses** Perception +11; darkvision
**HP** 92; **Bloodied** 46; see also *death burst*
**AC** 26; **Fortitude** 24, **Reflex** 26, **Will** 23
**Immune** disease; **Resist** 10 necrotic, 10 poison; **Vulnerable** 10 radiant
**Speed** 8; see also *sightless sands*

⊕ **Dagger** (standard; at-will) ✦ **Poison, Weapon**
+18 vs. AC; 1d4 + 5 damage, and ongoing 5 poison damage (save ends).

⊕ **Thrown Dagger** (standard; at-will) ✦ **Poison, Weapon**
Ranged 5/10; +18 vs. AC; 1d4 + 5 damage, and ongoing 5 poison damage (save ends).

✧ **Blasphemous Blades** (standard; encounter) ✦ **Necrotic**
Close blast 3; targets enemies; +17 vs. AC; 3d4 + 5 damage plus 1d12 necrotic damage. *Miss:* Half damage.

✧ **Sightless Sands** (standard; recharge ⚄ ⁞⁞)
Close burst 1; targets enemies; +15 vs. Reflex; 1d8 + 5 damage, and the target is blinded until the end of the blaspheme's next turn. *Hit or Miss:* The blaspheme shifts up to 2 squares.

✧ **Death Burst** (when reduced to 0 hit points) ✦ **Necrotic**
Close burst 1; +14 vs. Fortitude; the target takes ongoing 5 necrotic damage (save ends).

**Combat Advantage**
The blaspheme deals 2d6 extra damage when it makes a successful melee attack on a target it has combat advantage against.

**Alignment** Evil **Languages** Common
**Skills** Stealth +17

| | | |
|---|---|---|
| **Str** 18 (+10) | **Dex** 23 (+12) | **Wis** 10 (+6) |
| **Con** 14 (+8) | **Int** 13 (+7) | **Cha** 14 (+8) |

**Equipment** cloak, 10 daggers

## Blaspheme Unholy Slayer Tactics

A blaspheme unholy slayer thinks itself a monstrosity, and it believes with conviction that by sending the souls of other creatures to the afterlife, it can redeem its own tortured existence. It approaches assassination with religious devotion, targeting noble and righteous creatures in particular. In combat, a blaspheme unholy slayer singles out characters who worship good and lawful good deities. It uses *sightless sands* to blind opponents and then follows up with *blasphemous blades* and *dagger* attacks.

**Grave Chill Blaspheme** **Level 12 Brute**
Medium natural animate (construct, undead) XP 700

**Initiative** +11 **Senses** Perception +6; darkvision
**Seeping Chill (Cold)** aura 1; while the grave chill blaspheme is bloodied, any enemy that enters the aura or starts its turn within the aura takes 5 cold damage.
**HP** 150; **Bloodied** 75; see also *seeping chill*
**AC** 25; **Fortitude** 23, **Reflex** 25, **Will** 22
**Immune** disease; **Resist** 10 cold, 10 necrotic, 10 poison; **Vulnerable** 5 radiant
**Speed** 7; see also *nimble attack*

⊕ **Bite** (standard; at-will) ✦ **Cold, Necrotic**
+16 vs. AC; 2d10 + 5 cold and necrotic damage.

⸸ **Chill to the Bone** (standard; recharge ⚄ ⁞⁞) ✦ **Cold, Necrotic**
+15 vs. AC; 3d10 + 5 cold and necrotic damage, and the target is weakened (save ends).

⸸ **Nimble Attack** (standard; at-will) ✦ **Cold, Necrotic**
The grave chill blaspheme shifts up to 1 square and makes a bite attack.

**Alignment** Evil **Languages** Common

| | | |
|---|---|---|
| **Str** 18 (+10) | **Dex** 21 (+11) | **Wis** 10 (+6) |
| **Con** 20 (+11) | **Int** 12 (+7) | **Cha** 13 (+7) |

## Grave Chill Blaspheme Tactics

The grave chill blaspheme likes to proves its worth against melee combatants, especially defenders and melee strikers. When possible, the creature uses *chill to the bone* on strikers or high-damage defenders. After it has been bloodied and its *seeping chill* aura has activated, the creature uses *nimble attack* to position itself among groups of its enemies.

## BLASPHEMES AS FOES

A creature constructed from the parts of dead bodies and given life, a blaspheme serves as the Frankenstein's monster of D&D. Its mindless cousin is the flesh golem, a hulking brute created for destruction. When you want a smart foe that is tactically savvy, learns from its mistakes, and talks to the PCs, a blaspheme is the better choice.

Because of the combination of a devious intellect and the touch of madness, a blaspheme can make a compelling, capable villain. Here are a few quotes that reflect the philosophy of a blaspheme:

"The void of death is cold and hungry. You'll learn that soon."

"All things die in time. Life is unnatural; it is an abomination."

"My existence is proof that death is not final. Take comfort in that fact as I bring death to you."

"I am composed of many parts, and each has felt the pain of death—a pain you will soon know."

"Your perspective is limited by your experience. You have not died, and therefore you know nothing of life."

**Blaspheme Entomber** **Level 12 Elite Controller**
Medium natural animate (construct, undead) XP 1,400

**Initiative** +7 **Senses** Perception +10; darkvision
**Grave Dust** aura 1; any living creature that starts its turn within the aura takes a -2 penalty to all defenses until the end of its next turn.
**HP** 244; **Bloodied** 122; see also *bloodied entombment*
**AC** 28; **Fortitude** 27, **Reflex** 23, **Will** 26
**Immune** disease; **Resist** 15 necrotic, 10 poison; **Vulnerable** 10 radiant
**Saving Throws** +2
**Speed** 6; see also *grave stride*
**Action Points** 1

⊕ **Grave Slam** (standard; at-will) ✦ **Necrotic**
+17 vs. AC; 2d6 + 5 necrotic damage, and the target is knocked prone until it succeeds on a DC 20 Strength check to stand up.

⸸ **Entomb** (standard; encounter) ✦ **Charm**
+16 vs. Fortitude; the target is stunned and entombed 2 squares beneath the ground, blocking line of sight and line of effect to the target (save ends both). On a save, the target returns to the square it occupied before it was entombed. *First Failed Saving Throw:* The target is no longer entombed and returns to the surface in the square it occupied before it was entombed. The target is dominated instead of stunned (save ends).

**Beckoning Gaze** (minor; at-will) ✦ **Charm, Gaze, Psychic**
Ranged 10; +14 vs. Will; 1d8 + 5 psychic damage, and the target is pulled 4 squares.

**Bloodied Entombment** (free, when first bloodied; encounter)
The blaspheme entomber's *entomb* power recharges, and the blaspheme entomber uses it immediately.

**Command of the Grave** (minor; at-will)
The blaspheme entomber causes a creature dominated by it to take a free action to move its speed, shift up to 1 square, or make a melee basic attack.

**Grave Stride** (move; recharge ⚄ ⁞⁞)
The blaspheme entomber burrows 6 squares.

**Alignment** Evil **Languages** Common
**Str** 23 (+12) **Dex** 13 (+7) **Wis** 18 (+10)
**Con** 18 (+10) **Int** 12 (+7) **Cha** 15 (+8)

## Blaspheme Entomber Tactics

The blaspheme entomber stalks graveyards and crypts, hunting for interlopers. In combat, it draws enemies close with *beckoning gaze* before attacking them with *grave slam*. Once the entomber succeeds in knocking an opponent prone, it spends an action point to use *entomb* on the target. The entomber typically targets foes that have low Fortitude, attacking the target it is most likely to entomb. A blaspheme entomber cannot speak because its mouth is sewn shut, but it still understands Common.

**Blaspheme Disciple** **Level 13 Artillery (Leader)**
Medium natural animate (construct, undead) XP 800

**Initiative** +9 **Senses** Perception +11; darkvision
**HP** 100; **Bloodied** 50
**AC** 25; **Fortitude** 23, **Reflex** 24, **Will** 27
**Immune** disease; **Resist** 10 necrotic, 10 poison; **Vulnerable** 10 radiant
**Speed** 6

⊕ **Unholy Smite** (standard; at-will) ✦ **Necrotic**
+18 vs. AC; 1d8 + 5 necrotic damage.

**Unholy Ray** (standard; at-will) ✦ **Necrotic**
Ranged 20; +18 vs. Reflex; 1d10 + 7 necrotic damage, and the target takes a -2 penalty to attack rolls until the end of the blaspheme disciple's next turn.

**Words of Undeath** (standard; recharge ⚄ ⁞⁞) ✦ **Necrotic, Psychic**
Area burst 2 within 20; targets enemies; +18 vs. Will; 2d6 + 5 necrotic and psychic damage. In addition, undead allies within the burst regain 5 hit points.

**Alignment** Evil **Languages** Common
**Skills** Heal +16, Religion +14
**Str** 13 (+7) **Dex** 17 (+9) **Wis** 20 (+11)
**Con** 16 (+9) **Int** 16 (+9) **Cha** 24 (+13)
**Equipment** vestments, holy symbol

## Blaspheme Disciple Tactics

Even in death, some priests remain devoted to their unholy cause. Blaspheme disciples revel in the destruction of life. In combat, a blaspheme disciple remains out of melee, unleashing *unholy ray* upon the weakest creatures and those with the worst defenses. After its allies have taken damage, the disciple uses *words of undeath* to heal them and hurt nearby opponents. The blaspheme disciple then continues to use that power at each opportunity.

**Blaspheme Imperfect** **Level 14 Brute**
Medium natural animate (construct, undead) XP 1,000

**Initiative** +9 **Senses** Perception +12; darkvision
**Life Sap (Healing, Necrotic)** aura 1; any living enemy that starts its turn within the aura takes 5 necrotic damage. Each round, if at least one enemy is damaged by the aura, the blaspheme imperfect regains 5 hit points.
**HP** 164; **Bloodied** 82; see also *bloodied degeneration*
**AC** 26; **Fortitude** 27, **Reflex** 23, **Will** 25
**Immune** disease; **Resist** 10 necrotic; **Vulnerable** 10 radiant
**Speed** 7

⊕ **Slam** (standard; at-will) ✦ **Necrotic**
+17 vs. AC; 2d10 + 6 necrotic damage.

⸸ **Deadly Clutch** (standard; at-will) ✦ **Necrotic**
Requires a free hand; +17 vs. Reflex; 2d10 + 6 necrotic damage, and the target is grabbed; see also *life drain*.

⸸ **Life Drain** (standard; at-will) ✦ **Healing, Necrotic**
Targets a creature grabbed by the blaspheme imperfect; +15 vs. Fortitude; 2d10 + 4 necrotic damage, and the target loses a healing surge, and the blaspheme regains 10 hit points.

**Bloodied Degeneration** (while bloodied)
The blaspheme imperfect's body begins to degenerate, and it enters a state of bloodlust. The blaspheme gains vulnerable 5 to all damage and deals 2d6 extra damage on a hit.

**Alignment** Evil **Languages** –
**Str** 24 (+14) **Dex** 14 (+9) **Wis** 19 (+11)
**Con** 14 (+9) **Int** 14 (+9) **Cha** 12 (+8)

## Blaspheme Imperfect Tactics

This blaspheme, due to its flawed creation, must suck the life from others to restore its health. A blaspheme imperfect grabs foes using *deadly clutch*, attempting to keep them inside its *life sap* aura. When bloodied, the creature begins to fall apart—stitches tear open, its flesh starts drying up, and its bones become brittle. In this state, its eyes fill with desperate hunger. The

*Left to right: grave chill blaspheme, blaspheme entomber, blaspheme knight, blaspheme soul vessel*

creature becomes more vulnerable to attack, but it also lashes out more violently, dealing extra damage.

| **Blaspheme Knight** | **Level 14 Soldier** |
|---|---|
| Medium natural animate (construct, undead) | XP 1,000 |
| **Initiative** +13 **Senses** Perception +7; darkvision | |
| **HP** 142; **Bloodied** 71 | |
| **AC** 30; **Fortitude** 26, **Reflex** 26, **Will** 26 | |
| **Immune** disease; **Resist** 10 necrotic, 10 poison; **Vulnerable** 10 radiant | |
| **Speed** 6 | |
| ⊕ **Greatsword** (standard; at-will) ✦ **Weapon** | |
| +21 vs. AC; 1d10 + 8 damage, and the target is marked until the end of the blaspheme knight's next turn; see also *blasphemous might*. | |
| ⊹ **Sweeping Cleave** (standard; encounter) ✦ **Weapon** | |
| Requires greatsword; close burst 1; +21 vs. AC; 2d10 + 8 damage, and the target is marked until the end of the blaspheme knight's next turn; see also *blasphemous might*. | |
| **Blasphemous Might** (when a creature marked by the blaspheme knight makes an attack that doesn't include the knight) | |
| Until the end of its next turn, the blaspheme knight deals 2d10 extra necrotic damage when it hits the marked creature. | |
| **Alignment** Unaligned **Languages** Common | |
| **Str** 25 (+14) **Dex** 18 (+11) **Wis** 10 (+7) | |
| **Con** 22 (+13) **Int** 14 (+9) **Cha** 14 (+9) | |
| **Equipment** ornate scale armor, greatsword | |

## Blaspheme Knight Tactics

This powerfully built, well-armored blaspheme follows a code when it fights. Once it engages an opponent, it continues to try to engage that enemy throughout the fight. The creature does not use *sweeping cleave* unless multiple enemies gang up on it. The blaspheme knight looks poorly upon dirty tricks and unfair tactics, and it will target a foe whom it perceives as cowardly and dishonorable.

# Blaspheme Lore

A character knows the following information with a successful Religion check.

**DC 11:** Blasphemes are created from pieces of multiple corpses. Through carefully guarded rituals, these crafted forms are given life or, in a few cases, infused with the creator's intelligence. Blasphemes are smart, cunning creatures. They often guard repositories of knowledge, such as secret libraries or shrines to dark gods. Cults of Vecna or Orcus favor the use of blasphemes, preferring them over mindless servitors such as zombies and flesh golems.

**DC 18:** In ancient cities where dark magic was openly practiced, blasphemes were commonplace, acting as servants or soldiers. Records indicate that in a few places, armies composed entirely of blasphemes

JAKE MASBRUCH

existed. When such an army was destroyed, powerful ritualists would reassemble the pieces of the fallen blasphemes, re-creating the army.

**DC 23:** Not all blasphemes were created for evil ends. Some were given life in the pursuit of knowledge, to befriend a xenophobic arcanist, to restore a bereaved's lost love, or to create a body in which to house one's consciousness.

**Blaspheme Soul Vessel** **Level 15 Elite Controller**
Medium natural animate (construct, undead) XP 2,400

**Initiative** +11 **Senses** Perception +11; darkvision
**HP** 292; **Bloodied** 146
**AC** 29; **Fortitude** 26, **Reflex** 26, **Will** 28; see also *will transfer*
**Immune** disease; **Resist** 15 necrotic, 10 poison; **Vulnerable** 10 radiant
**Saving Throws** +2
**Speed** 6
**Action Points** 1; see also *dominant action*

**Mace** (standard; at-will) ✦ **Necrotic, Weapon**
+20 vs. AC; 2d8 + 6 necrotic damage.

**Arcane Sparks** (standard; at-will) ✦ **Fire, Necrotic**
Ranged 10; +19 vs. Reflex; 2d6 + 5 fire and necrotic damage.

**Warring Wills**
A blaspheme soul vessel's mind constantly struggles against the body it was placed in. At the start of the blaspheme soul vessel's turn, roll 1d6.
*1-3:* The body is dominant, and the blaspheme gains the *lifestealing mace* and *exert mind* powers (see Body Dominant below).
*4-6:* The mind is dominant, and the blaspheme gains the *sphere of delusion* and *exert body* powers (see Mind Dominant below).

**Will Transfer** (when the blaspheme soul vessel is hit by an attack vs. Will)
The attacker chooses whether the blaspheme soul vessel's body or mind is dominant until the end of the blaspheme's next turn.

**Dominant Action**
When a blaspheme soul vessel spends an action point, the creature determines whether its body or mind is dominant.

**Body Dominant**

**Exert Body** (minor 1/round; at-will) ✦ **Necrotic, Weapon**
The blaspheme makes a *mace* attack.

**Lifestealing Mace** (standard; at-will) ✦ **Necrotic, Weapon**
Requires mace; +20 vs. AC; 3d8 + 6 necrotic damage, and the target is dazed until the end of the blaspheme soul vessel's next turn.

**Mind Dominant**

**Exert Mind** (minor 1/round; at-will) ✦ **Fire, Necrotic**
The blaspheme soul vessel makes an *arcane sparks* attack.

**Sphere of Delusion** (standard; at-will) ✦ **Necrotic, Psychic**
Area burst 2 within 20; two attacks:
1. Targets enemies; +19 vs. Fortitude; 1d10 + 5 necrotic damage, and the target is blinded until the end of the blaspheme soul vessel's next turn.
2. Targets enemies; +19 vs. Will; 2d6 + 5 psychic damage, and the target is slowed (save ends).

**Alignment** Evil **Languages** Common
**Skills** Arcana +19, Religion +19

| | | |
|---|---|---|
| **Str** 24 (+14) | **Dex** 18 (+11) | **Wis** 18 (+11) |
| **Con** 18 (+11) | **Int** 25 (+14) | **Cha** 27 (+15) |

**Equipment** chainmail, mace

## Blaspheme Soul Vessel Tactics

A blaspheme soul vessel is created to store the mind of a dying creature. Sometimes the dead flesh used to create the blaspheme rebels, though, and the mind and body of the creature end up at war. A blaspheme soul vessel's tactics are not consistent because of the creature's inner conflict. A soul vessel always uses the attacks that are exclusive to its dominant half. If a blaspheme soul vessel's body is dominant, it moves into melee if not already engaged with opponents. If the creature's mind is dominant, it retreats from melee if engaged with opponents.

# Encounter Groups

More than two or three blasphemes are rarely encountered together. In general, blasphemes avoid unintelligent undead, so they are usually found with mummies, vampires, liches, and their ilk.

**Level 12 Encounter (XP 3,800)**
- 1 guardian naga (level 12 elite artillery, *MM* 194)
- 2 grave chill blasphemes (level 12 brute)
- 1 shield guardian (level 14 soldier, *MM* 149)

**Level 12 Encounter (XP 3,500)**
- 1 blaspheme entomber (level 12 elite controller)
- 4 nighthaunt slips (level 12 minion, page 170)
- 2 nighthaunt whisperers (level 12 lurker, page 170)

**Level 13 Encounter (XP 3,900)**
- 2 battle wight commanders (level 12 soldier, *MM* 262)
- 1 blaspheme disciple (level 13 artillery)
- 1 flesh acolytes (level 14 artillery, page 146)
- 4 flesh scamps (level 12 minion, page 146)

**Level 14 Encounter (XP 4,600)**
- 1 angel of battle (level 15 skirmisher, *MM* 14)
- 2 angels of protection (level 14 soldier, *MM* 15)
- 2 blaspheme unholy slayers (level 12 skirmisher)

**Level 14 Encounter (XP 5,000)**
- 2 blaspheme knights (level 14 soldier)
- 2 marrowshriek skeletons (level 12 lurker, page 182)
- 1 mummy lord, human cleric (level 13 elite controller, *MM* 192)

**Level 15 Encounter (XP 6,000)**
- 1 blaspheme soul vessel (level 15 elite controller)
- 2 rakshasa warriors (level 15 soldier, *MM* 216)
- 2 rakshasa archers (level 15 artillery, *MM* 216)

**Level 15 Encounter (XP 6,200)**
- 2 blaspheme imperfects (level 14 brute)
- 2 corrupted offspring (level 12 skirmisher, page 186)
- 1 hooded master (level 16 elite controller, page 147)

# Bone Yard

A bone yard is a mass of animated bones that rises up due to a tragedy, massacre, or desecration. These creatures crave the bones of the living, seeking to fill the void left by the deaths of their inhabitants.

## Charnel Cinderhouse

A charnel cinderhouse is a skeletal conflagration that yearns to fill its blazing form with the bodies of living creatures so that it can strip flesh from bone and add fuel to its flames.

**Charnel Cinderhouse** **Level 9 Solo Soldier**
Large natural animate (fire, undead) XP 2,000

**Initiative** +8 **Senses** Perception +5; darkvision
**Charnel Blaze** (**Fire**) aura 2; any enemy that starts its turn within the aura takes 10 fire damage.
**HP** 392; **Bloodied** 196; see also *charnel pyre*
**AC** 27; **Fortitude** 25, **Reflex** 22, **Will** 23
**Immune** disease, poison; **Resist** 10 fire, 10 necrotic; **Vulnerable** 5 radiant
**Saving Throws** +5
**Speed** 5
**Action Points** 2

⊕ **Charnel Slam** (standard; at-will) ✦ **Fire, Necrotic**
Reach 2; +16 vs. AC; 2d6 + 6 necrotic damage, and ongoing 5 fire damage (save ends).

⸸ **Prison of Flame and Bones** (standard; at-will) ✦ **Fire, Necrotic**
+16 vs. AC; 2d8 + 6 fire and necrotic damage, and the target is grabbed; see also *crushing prison*.

⸸ **Crushing Prison** (free 1/round; at-will)
Targets a creature grabbed by the charnel cinderhouse; 2d6 + 6 damage (no attack roll required).

⸸ **Charnel Action** (free, when an enemy within 2 squares of the cinderhouse is reduced to 0 hit points or fewer; at-will)
Make a *charnel slam* attack against the triggering creature.

✧ **Charnel Pyre** (when first bloodied and again when the charnel cinderhouse is reduced to 0 hit points) ✦ **Fire, Necrotic**
Close burst 3; +13 vs. Fortitude; 2d6 fire damage plus 2d6 necrotic damage. *Miss:* Half damage.

**Rejuvenation**
A charnel cinderhouse rises at full hit points one day after it has been destroyed. Performing the Gentle Repose ritual on the creature's remains destroys the creature completely, preventing it from using the *rejuvenation* power.

**Alignment** Chaotic evil **Languages** –
**Str** 20 (+9) **Dex** 15 (+6) **Wis** 12 (+5)
**Con** 18 (+8) **Int** 3 (+0) **Cha** 17 (+7)

### Charnel Cinderhouse Tactics

A charnel cinderhouse begins combat by spending an action point to attack twice with *prison of flame and bones* in an attempt to grab two opponents. The creature then focuses its attacks on the weakest creature until that target is reduced to 0 hit points or fewer, at which point it uses *charnel action* before turning its attention to a new opponent.

### Charnel Cinderhouse Lore

A character knows the following information with a successful Religion check.

**DC 14**: Charnel cinderhouses arise when a conflagration consumes a building and kills the inhabitants.

**DC 19**: A charnel cinderhouse rises one day after its destruction unless a Gentle Repose ritual is performed on its remains.

## Pit of the Abandoned Regiment

Born of the rotting, skeletal remains of soldiers left to die after battle, the pit of the abandoned regiment is a force driven by hatred and revenge.

**Pit of the Abandoned Regiment** **Level 14 Solo Soldier**
Huge natural animate (earth, undead) XP 5,000

**Initiative** +12 **Senses** Perception +8; darkvision, tremorsense 5
**Aura of Abandonment** (**Fear**) aura 5; any enemy within the aura cannot spend action points.
**HP** 700; **Bloodied** 350; see also *skeletal eruption*
**AC** 32; **Fortitude** 28, **Reflex** 26, **Will** 26
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Saving Throws** +5
**Speed** 5, burrow 7
**Action Points** 2; see also *regimental discipline*

⊕ **Regimental Retaliation** (standard; at-will) ✦ **Necrotic**
Reach 3; +19 vs. AC; 2d8 + 10 necrotic damage, and ongoing 10 damage (save ends).

⸸ **Bone Grab** (standard; at-will) ✦ **Necrotic**
Reach 3; +17 vs. Reflex; 2d10 + 10 necrotic damage, and the target is grabbed; see also *crushing hate*.

⸸ **Crushing Hate** (minor 1/round; at-will)
Targets a creature grabbed by the pit of the abandoned regiment; +17 vs. Fortitude; 3d10 + 10 damage.

✧ **Skeletal Eruption** (when first bloodied and again when the pit of the abandoned regiment is reduced to 0 hit points) ✦ **Necrotic**
Close burst 5; +17 vs. Reflex; 5d6 necrotic damage. *Miss:* Half damage.

**Regimental Discipline**
When the pit spends an action point to take an extra action, it also gains an extra move action or minor action.

**Rejuvenation**
A pit of the abandoned regiment rises at full hit points one day after it has been destroyed. Performing the Gentle Repose ritual on the creature's remains destroys the creature completely, preventing it from using the *rejuvenation* power.

**Alignment** Chaotic evil **Languages** –
**Skills** Stealth +15
**Str** 22 (+13) **Dex** 16 (+10) **Wis** 12 (+8)
**Con** 20 (+12) **Int** 5 (+4) **Cha** 18 (+11)

### Pit of the Abandoned Regiment Tactics

A pit of the abandoned regiment lies underground until creatures pass above it. The creature then rises up, using *bone grab* to seize a target. It then uses *crushing hate* on the grabbed victim and unleashes *regimental retaliation* on a new target.

### Pit of the Abandoned Regiment Lore

A character knows the following information with a successful Religion check.

**DC 18**: This creature is the amalgamated remains of a regiment of soldiers that was left to die after a battle. It rises from the ground and crushes enemies in a cage of earth and bone.

**DC 23**: A pit of the abandoned regiment rises one day after its destruction unless a Gentle Repose ritual is performed on its remains.

## Desecration

A desecration is the animated remains of a desecrated cemetery. Rage consumes the creature, and it lives only to destroy.

| **Desecration** | **Level 23 Solo Controller** |
|---|---|
| Gargantuan natural animate (earth, undead) | XP 25,500 |
| **Initiative** +14 | **Senses** Perception +14; darkvision |
| **Aura of Malevolence (Fear)** aura 10; any enemy within the aura that attacks with a radiant power takes a -2 penalty to the attack roll. | |
| **HP** 1,075; **Bloodied** 538; see also *dark plague* and *second wind* | |
| **AC** 39; **Fortitude** 38, **Reflex** 33, **Will** 37 | |
| **Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant | |
| **Saving Throws** +5 | |
| **Speed** 8 | |
| **Action Points** 2 | |
| ⊕ **Unholy Smite** (standard; at-will) ✦ **Necrotic** | |
| Reach 4; +28 vs. AC; 3d6 + 15 necrotic damage, and ongoing 15 necrotic damage (save ends). | |
| ⸸ **Double Attack** (standard; at-will) ✦ **Necrotic** | |
| The desecration makes two unholy smite attacks. | |
| ⸸ **Mouth of Darkness** (standard; at-will) ✦ **Necrotic** | |
| Reach 4; +26 vs. Reflex; 2d12 + 15 necrotic damage, and the target is grabbed. | |
| ✧ **Dark Plague** (when first bloodied and again when the desecration is reduced to 0 hit points) ✦ **Necrotic** | |
| Close burst 20; targets enemies; +24 vs. Fortitude; the target is weakened (save ends). In addition, the target loses a healing surge. *Miss:* Half damage, and the target is weakened until the end of its next turn. The target does not lose a healing surge. | |
| **Rejuvenation** | |
| A desecration rises at full hit points one day after it has been destroyed. Only a quest destroys the creature completely, preventing it from using the *rejuvenation* power. | |
| **Second Wind** (standard; encounter) ✦ **Healing** | |
| The desecration spends a healing surge and regains 269 hit points. The desecration gains a +2 bonus to all defenses until the start of its next turn. | |
| **Alignment** Chaotic evil | **Languages** – |
| **Str** 26 (+19) | **Dex** 16 (+14) **Wis** 16 (+14) |
| **Con** 23 (+17) | **Int** 10 (+11) **Cha** 24 (+18) |

### Desecration Tactics

A desecration is fueled by a desire to consume the living. It prefers to attack divine characters, believing them to have failed in their duty to safeguard the cemetery. It focuses on one or two targets at a time, grabbing them with *mouth of darkness* and afflicting them with ongoing damage using *unholy smite*.

AMELIA STONER

### Desecration Lore

A character knows the following information with a successful Religion check.

**DC 24**: This creature arises when a cemetery is desecrated by the community that created it.

**DC 29**: A desecration rises one day after its destruction unless a great quest is performed to bring peace to the creature.

## Encounter Groups

When bone yards form, their skeletal parts often give rise to skeletons and other undead.

**Level 13 Encounter (XP 4,000)**
- ✦ 1 charnel cinderhouse (level 9 solo soldier)
- ✦ 2 death kin skeletons (level 9 lurker, page 181)
- ✦ 2 spine creep skeletons (level 11 soldier, page 182)

**Level 15 Encounter (XP 6,300)**
- ✦ 4 nighthaunt slips (level 12 minion, page 170)
- ✦ 1 pit of the abandoned regiment (level 14 solo soldier)
- ✦ 4 skeletal haulers (level 11 minion, page 182)

**Level 23 Encounter (XP 31,875)**
- ✦ 4 abyssal ghoul myrmidons (level 23 minion, *MM* 119)
- ✦ 1 bone collector ooze (level 22 brute, page 175)
- ✦ 1 desecration (level 23 solo controller)

# Brain in a Jar

A brain in a jar is the preserved brain of a sinister being who sought to escape death. Through ritual magic and complicated alchemical processes, the brain is kept alive, retaining all the memories and mental faculties of its former host. The creature usually has some malevolent goal that could not be achieved in life, which drove the brain's former host to take desperate measures to achieve longevity.

**Brain in a Broken Jar** **Level 4 Controller**
Small natural animate XP 175

**Initiative** +2 **Senses** Perception +5; darkvision
**HP** 50; **Bloodied** 25
**AC** 18; **Fortitude** 14, **Reflex** 14, **Will** 18
**Speed** fly 4 (hover)

**Dominate** (standard; at-will) ✦ **Charm**
Ranged 10; +7 vs. Will; the target is dominated until the end of the brain in a broken jar's next turn.

**Mind Stab** (standard; at-will) ✦ **Psychic**
Close burst 3; targets enemies; +8 vs. Will; 1d6 + 4 psychic damage, and the target takes a -2 penalty to Will (save ends).

**Faulty Invisibility** (minor; recharge ⚅ ⚅ ⚅) ✦ **Illusion**
The brain becomes invisible until the start of its next turn.

**Alignment** Evil **Languages** Common, telepathy 10
**Skills** Arcana +11, Bluff +9, Diplomacy +9
**Str** 6 (+0) **Dex** 10 (+2) **Wis** 16 (+5)
**Con** 10 (+2) **Int** 18 (+6) **Cha** 14 (+4)

## Brain in a Broken Jar Tactics

Despite the brain's insanity, it recognizes its physical vulnerability. It tries to maintain invisibility while keeping distant from enemies. A brain in a broken jar uses *mind thrust* to weaken an opponent's Will before attempting to use *dominate* on the target. The brain typically orders a dominated creature to either defend it or to leave the area.

**Brain in a Jar** **Level 6 Controller**
Small natural animate XP 250

**Initiative** +3 **Senses** Perception +6; darkvision
**HP** 68; **Bloodied** 34
**AC** 20; **Fortitude** 16, **Reflex** 15, **Will** 19
**Speed** fly 4 (hover)

**Dominate** (standard; at-will) ✦ **Charm**
Ranged 10; +9 vs. Will, the target is dominated (save ends). A brain in a jar can dominate only one creature at a time.

**Telekinetic Thrust** (minor; at-will)
Ranged 6; +9 vs. Fortitude; the target is pushed 4 squares, and if the target ends the push adjacent to a wall, it is knocked prone.

**Mind Stab** (standard; at-will) ✦ **Psychic**
Close burst 4; +10 vs. Will; 1d6 + 6 psychic damage, and the target takes a -2 penalty to Will (save ends).

**Alignment** Evil **Languages** Common, telepathy 10
**Skills** Arcana +13, Bluff +11, Diplomacy +11
**Str** 6 (+1) **Dex** 10 (+3) **Wis** 16 (+6)
**Con** 12 (+4) **Int** 20 (+8) **Cha** 16 (+6)

## Brain in a Jar Tactics

Anything that disturbs this brain's private meditations antagonizes the creature. However, the brain knows its physical weakness, so it enters combat only as a last resort. The creature attempts to threaten, negotiate, or fool a foe before attacking.

If forced into combat, a brain in a jar uses *mind thrust* on the opponent that appears most susceptible. It then *dominates* the target and orders it to attack other foes. The creature employs *telekinetic thrust* to push away opponents, especially toward obstacles and other dangers.

**Brain in an Armored Jar** **Level 9 Artillery**
Medium natural animate XP 400

**Initiative** +7 **Senses** Perception +6; darkvision
**HP** 77; **Bloodied** 38
**AC** 22; **Fortitude** 20, **Reflex** 18, **Will** 20
**Speed** fly 6 (hover)

**Slam** (standard; at-will)
+12 vs. AC; 1d6 + 4 damage.

**Psychic Overload** (standard; recharge ⚅) ✦ **Psychic**
Ranged 8; +12 vs. Will; the target loses a healing surge, and the brain in an armored jar makes a secondary attack against another creature in range. *Secondary Attack:* +10 vs. Will; the target takes psychic damage equal to the first target's healing surge value.

**Electrical Discharge** (standard; at-will) ✦ **Lightning**
Close burst 3; +14 vs. Reflex; 1d10 + 4 lightning damage, and the target is dazed (save ends). *Miss:* Half damage, and the target is not dazed.

**Alignment** Evil **Languages** Common, telepathy 10
**Skills** Intimidate +9
**Str** 18 (+8) **Dex** 17 (+7) **Wis** 15 (+6)
**Con** 17 (+7) **Int** 18 (+8) **Cha** 10 (+4)

## Brain in an Armored Jar Tactics

This is the quickest type of brain in a jar to leap into combat. It unleashes *electrical discharge* to daze opponents and then slams into them with its heavy jar. A brain in an armored jar uses *psychic overload* when possible, targeting the most threatening creatures.

**Exalted Brain in a Jar** **Level 12 Controller**
Medium natural animate XP 700

**Initiative** +7 **Senses** Perception +9; darkvision
**HP** 123; **Bloodied** 61
**AC** 26; **Fortitude** 22, **Reflex** 18, **Will** 24
**Speed** fly 6 (hover)

**Teleportation Field** (immediate reaction, when an enemy hits the exalted brain in a jar with a melee attack; at-will) ✦ **Teleportation**
Targets the triggering creature; +16 vs. Will; the target is teleported up to 8 squares.

**Fearful Recoil** (minor; at-will)
Ranged 8; +14 vs. Will; the target immediately moves its speed plus 4 squares away from the exalted brain in a jar. The target avoids hazardous terrain and difficult terrain if possible.

**Supreme Domination** (standard; recharge ⚅ ⚅) ✦ **Charm**
Ranged 10; +15 vs. Will; the target is dominated (save ends).

**Mind Stab** (standard; at-will) ✦ **Psychic**
Close burst 5; +16 vs. Will; 1d10 + 8 psychic damage, and the target takes a -2 penalty to Will (save ends).

**Alignment** Evil **Languages** Common, telepathy 10
**Skills** Arcana +16, Bluff +15, Diplomacy +15, Intimidate +15
**Str** 12 (+7) **Dex** 12 (+7) **Wis** 16 (+9)
**Con** 19 (+10) **Int** 21 (+11) **Cha** 18 (+10)

## Exalted Brain in a Jar Tactics

This brain is a master of deflection and evasion. An exalted brain in a jar uses *teleportation field* to send away attacks while bombarding its enemies with attacks. The creature uses *mind thrust* to weaken an opponent's willpower before employing *supreme domination* to capture the target's mind.

# Brain in a Jar Lore

A character knows the following information with a successful Arcana check.

**DC 14:** Different kinds of brains in jars exist, though each is created using the same principles.

A brain in a broken jar is created through incomplete rituals, spoiling fluids, or damaged containers. A brain in a broken jar is usually deranged.

A brain placed within a more heavily armored container retains its sanity. The armored jar protects the brain from harm or serves as an eternal prison for the brain inside. In a few rare cases, these armored brains exist to chronicle past history and lore.

The most powerful of these creatures is the exalted brain in a jar. This is a brain taken from a powerful creature by devotees to preserve the subject's knowledge and wisdom.

In general, a brain in a jar prefers an isolated existence. Some wall themselves within former laboratories and dungeons, where they slip into madness.

**DC 19:** The preservation fluid within a brain's jar is a valuable alchemical material, especially useful for crafting undead. Some alchemists claim that the fluid can be distilled into an elixir that imparts the memory and knowledge of the jar's occupant brain.

**DC 21:** The brains of these creatures often come from cult leaders or advisors, whom the subject's associates have tried to eternally preserve. While such brains are usually evil, it is sometimes possible to return a brain to its host body to grant it a peaceful death.

# Encounter Groups

The brains often draft constructs and undead to guard them against intruders.

**Level 3 Encounter (XP 775)**
- ✦ 1 bonewretch skeleton (level 4 skirmisher, page 180)
- ✦ 1 brain in a broken jar (level 4 controller)

MAZIN KASSIS

- ✦ 1 clay scout (level 2 lurker, *MM* 156)
- ✦ 2 iron defenders (level 3 soldier, *MM* 156)

**Level 6 Encounter (XP 1,200)**
- ✦ 1 brain in a jar (level 6 controller)
- ✦ 2 crawling claw swarms (level 4 soldier, page 142)
- ✦ 4 skeletal archers (level 3 artillery, page 180)

**Level 9 Encounter (XP 2,100)**
- ✦ 1 brain in an armored jar (level 9 artillery)
- ✦ 2 shattergloom skeletons (level 8 soldier, page 181)
- ✦ 2 skeletal tomb guardians (level 10 brute, *MM* 235)

**Level 12 Encounter (XP 3,300)**
- ✦ 1 cadaver golem (level 12 elite brute, page 156)
- ✦ 1 exalted brain in a jar (level 12 controller)
- ✦ 4 putrescent zombies (level 11 minion, page 196)
- ✦ 1 spine creep skeleton (level 11 soldier, page 182)

# Crawling Claw

This severed hand or paw has been animated by foul magic. Some crawling claws exist as lone creatures, while others are made up of many claws. Regardless of their makeup, all crawling claws move at a frenetic pace, clawing at potential threats.

| **Crawling Claw** | **Level 1 Minion** |
|---|---|
| Tiny natural animate (undead) | XP 25 |
| **Initiative** +3 | **Senses** Perception +0; tremorsense 10 |
| **HP** 1; a missed attack never damages a minion. | |
| **AC** 14; **Fortitude** 12, **Reflex** 13, **Will** 10 | |
| **Immune** disease, poison; **Resist** 5 necrotic | |
| **Speed** 8, climb 4 | |
| ⨭ **Jumping Claw** (standard; at-will) | |
| +3 vs. Reflex; 2 damage. | |
| **Digit Slide** (move; encounter) | |
| The crawling claw shifts up to 8 squares. | |
| **Hampering Claws** | |
| A creature that starts its turn adjacent to three or more crawling claws is slowed until the start of its next turn. | |
| **Alignment** Unaligned | **Languages** – |
| **Skills** Stealth +8 | |
| **Str** 3 (-4) | **Dex** 16 (+3) **Wis** 10 (+0) |
| **Con** 13 (+1) | **Int** 3 (-4) **Cha** 6 (-2) |

## Crawling Claw Tactics

Crawling claws scamper around a creature, using their speed and ability to climb to gain an advantageous position. Multiple crawling claws try to gang up on a single target, slowing its movement to allow more formidable creatures to kill it.

| **Crawling Gauntlet** | **Level 3 Minion** |
|---|---|
| Tiny natural animate (undead) | XP 200 |
| **Initiative** +5 | **Senses** Perception +2; tremorsense 10 |
| **HP** 1; a missed attack never damages a minion. | |
| **AC** 17; **Fortitude** 17, **Reflex** 18, **Will** 13 | |
| **Immune** disease, poison; **Resist** 10 necrotic | |
| **Speed** 8, climb 4 | |
| ⨭ **Jumping Claw** (standard; at-will) | |
| +3 vs. Reflex; 6 damage. | |
| **Anchoring Claws** | |
| A creature that starts its turn adjacent to three or more crawling claws is immobilized until the start of its next turn. | |
| **Digit Slide** (move; encounter) | |
| The crawling gauntlet shifts up to 8 squares. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 7 (-1) | **Dex** 18 (+5) **Wis** 12 (+2) |
| **Con** 15 (+3) | **Int** 3 (-3) **Cha** 10 (+1) |

## Crawling Gauntlet Tactics

A crawling gauntlet follows the bidding of its host or creator without regard for self-preservation. Like crawling claws, crawling gauntlets attempt to gang up on a single enemy. When in combat with other creatures, crawling gauntlets try to immobilize mobile enemies, allowing their allies to eliminate the threat.

| **Crawling Claw Swarm** | **Level 4 Soldier** |
|---|---|
| Medium natural animate (swarm, undead) | XP 175 |
| **Initiative** +7 | **Senses** Perception +5; tremorsense 10 |
| **Swarm Attack** aura 1; the crawling claw swarm makes a *swarm of claws* attack as a free action against any enemy that starts its turn within the aura. | |
| **HP** 53; **Bloodied** 26 | |
| **AC** 20; **Fortitude** 16, **Reflex** 17, **Will** 14 | |
| **Immune** disease, poison; **Resist** half damage from melee and ranged attack; **Vulnerable** 10 against close and area attacks | |
| **Speed** 8, climb 4 | |
| ⨭ **Swarm of Claws** (standard; at-will) | |
| +9 vs. Reflex; 1d8 + 5 damage, and the target is immobilized until the start of its next turn. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 15 (+4) | **Dex** 16 (+5) **Wis** 10 (+2) |
| **Con** 13 (+3) | **Int** 3 (-2) **Cha** 6 (+0) |

## Crawling Claw Swarm Tactics

Crawling claw swarms attempt to move in amid a cluster of enemies, clawing at all nearby creatures. They retreat when faced with close or area attacks and search for less dangerous prey. Crawling claw swarms pursue enemies they perceive as less formidable, attempting to immobilize them.

MATTHIAS KOLLROS

| Lich Claw | Level 14 Minion |
|---|---|
| Tiny natural animate (undead) | XP 250 |
| **Initiative** +16 **Senses** Perception +8; tremorsense 10 | |
| **HP** 1; a missed attack never damages a minion. | |
| **AC** 29; **Fortitude** 27, **Reflex** 29, **Will** 26 | |
| **Immune** disease, poison; **Resist** 10 necrotic | |
| **Speed** 8, climb 4 | |
| ⊕ **Death's Touch** (standard; at-will) | |
| +17 vs. Fortitude; 5 necrotic damage, and the target is weakened until the end of the lich claw's next turn. | |
| **Anchoring Claws** | |
| A creature that starts its turn adjacent to three or more lich claws is immobilized until the start of its next turn. | |
| **Alignment** Unaligned **Languages** – | |
| **Str** 8 (+6) **Dex** 25 (+14) **Wis** 12 (+8) | |
| **Con** 15 (+9) **Int** 5 (+4) **Cha** 12 (+8) | |

## Lich Claw Tactics

Lich claws overwhelm their foes, trying to both immobilize and weaken the creatures. They rely on their allies to destroy an enemy once they have immobilized it.

| Dragonclaw Swarm | Level 22 Brute |
|---|---|
| Huge natural animate (swarm, undead) | XP 4,150 |
| **Initiative** +16 **Senses** Perception +15; tremorsense 10 | |
| **Swarm Attack** aura 3; the dragonclaw swarm makes a *dragonclaw pin* attack as a free action against any enemy that starts its turn within the aura. | |
| **HP** 252; **Bloodied** 126 | |
| **AC** 34; **Fortitude** 35, **Reflex** 34, **Will** 33 | |
| **Immune** disease, poison; **Resist** half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks | |
| **Speed** 7 | |
| ⊕ **Dragonclaw Pin** (standard; at-will) | |
| +26 vs. AC; 2d8 + 14 damage, and the target is restrained until the start of its next turn. | |
| **Alignment** Unaligned **Languages** – | |
| **Str** 26 (+19) **Dex** 20 (+16) **Wis** 18 (+15) | |
| **Con** 22 (+17) **Int** 3 (+7) **Cha** 10 (+11) | |

## Dragonclaw Swarm Tactics

These swarms of claws position themselves among groups of enemies and attack all nearby creatures. They shrink away from close and area attacks. However, they rely on *dragonclaw pin* to incapacitate any enemy that might be trying to hit them with close or area attacks.

# Crawling Claw Lore

A character knows the following information with a successful Religion check.

**DC 12**: Crawling claws are severed hands, feet, or paws that have been animated by necromantic rituals or by spontaneous necrotic energy. They latch on to a victim, slowing or immobilizing it.

**DC 17**: The most basic crawling claw is crafted from any hand or paw.

Crawling gauntlets are severed hands enchanted or trained to serve as minions.

Crawling claw swarms are the result of numerous severed limbs lost in a horrible battle. Sometimes the limbs animate on their own; other times, necromancers sweep a battlefield for useful pieces.

Liches that want to humiliate and dominate their rivals seek out other liches to acquire pieces to make lich claws. Many lich claws occur spontaneously, due to the saturation of necrotic energy in the chambers of defeated liches.

Dragonclaw swarms are the result of necromantic experiments with dragon bones.

# Encounter Groups

Crawling claws are usually found in the service of evil cultists or mages.

**Level 2 Encounter (XP 600)**
- 4 crawling claws (level 1 minion)
- 2 famine hounds (level 2 skirmisher, page 158)
- 1 gnome arcanist (level 3 controller, *MM* 134)
- 4 rot hounds (level 1 minion, page 158)

**Level 2 Encounter (XP 600)**
- 4 crawling gauntlets (level 1 minion)
- 1 goblin hexer (level 3 controller, *MM* 137)
- 1 goblin skullcleaver (level 3 brute, *MM* 137)
- 2 goblin warriors (level 1 skirmisher, *MM* 137)

**Level 4 Encounter (XP 875)**
- 2 crawling claw swarms (level 4 soldier)
- 1 human mage (level 4 artillery, *MM* 163)
- 2 rotwing zombies (level 4 skirmisher, *MM* 274)

**Level 14 Encounter (XP 4,600)**
- 1 charnel hound (level 13 elite brute, page 158)
- 4 lich claws (level 14 minion)
- 1 lich, human wizard (level 14 elite controller, *MM* 176)

**Level 25 Encounter (XP 33,800)**
- 1 blackfire dracolich (level 23 solo controller, *MM* 73)
- 2 dragonclaw swarms (level 22 brute)

# DEATHTRITUS

The presence of necrotic energy can animate flesh, but it can also give unlife to refuse and residue, forming a deathtritus.

## Tomb Mote

What this tiny, implike creature lacks in intelligence, it makes up for in mischief. Tomb motes often dwell in graveyards and mausoleums, where they harass grieving visitors.

| **Tomb Mote** | **Level 3 Minion** |
|---|---|
| Tiny natural animate (undead) | XP 38 |
| **Initiative** +9 **Senses** Perception +4; darkvision | |
| **HP** 1; a missed attack never damages a minion. | |
| **AC** 17; **Fortitude** 13, **Reflex** 18, **Will** 14 | |
| **Immune** disease, poison; **Resist** 10 necrotic | |
| **Speed** 8 | |
| ⨭ **Bite** (standard; at-will) ✦ **Necrotic** | |
| +8 vs. AC; 3 necrotic damage, and ongoing 2 necrotic damage (save ends). | |
| **Tomb Tactics** | |
| When a tomb mote hits a target adjacent to three or more tomb motes, it instead deals 6 damage and ongoing 5 necrotic damage (save ends). | |
| **Alignment** Unaligned **Languages** – | |
| **Skills** Stealth +14 | |
| **Str** 8 (+0) **Dex** 26 (+9) **Wis** 16 (+4) | |
| **Con** 17 (+4) **Int** 4 (-2) **Cha** 14 (+3) | |

### Tomb Mote Tactics

Tomb motes scurry around in the shadows, trying to surprise visitors in their domain. They like to harry a single target to gain the benefit of *tomb tactics*. If a target seems threatening, they slip back into the darkness until a weaker victim comes along.

### Tomb Mote Lore

A character knows the following information with a successful Religion check.

**DC 15:** Tomb motes are made up of the animated bone, dust, hair, and flesh particles that accumulate in tombs. They are usually found in areas filled with necrotic energy. The creatures can be quite mischievous.

## Offalian

Composed of the butchered flesh, rotting organs, and pungent fluids of humanoids and livestock, these snakelike creatures crave the taste of fresh meat.

| **Offalian** | **Level 6 Brute** |
|---|---|
| Large natural animate (undead) | XP 250 |
| **Initiative** +8 **Senses** Perception +5; darkvision | |
| **HP** 88; **Bloodied** 44 | |
| **AC** 18; **Fortitude** 21, **Reflex** 18, **Will** 15 | |
| **Immune** disease, poison; **Resist** 10 necrotic | |
| **Speed** 7, climb 7 | |
| ⨭ **Bite** (standard; at-will) | |
| Reach 2; +9 vs. AC; 2d6 + 7 damage, and the target is grabbed; see also *clamp down*. An offalian can have only one creature grabbed at a time. | |
| ⨽ **Clamp Down** (standard; at-will) ✦ **Necrotic** | |
| Targets a creature grabbed by the offalian; 1d10 + 7 necrotic damage (no attack roll required). | |
| ⇙ **Effluvia Expulsion** (minor; recharge ⚄ ⚅) ✦ **Acid, Necrotic** | |
| Close blast 3; +7 vs. Reflex; 2d8 + 11 acid and necrotic damage, and the target is blinded (save ends). | |
| **Alignment** Unaligned **Languages** – | |
| **Str** 22 (+9) **Dex** 20 (+8) **Wis** 15 (+5) | |
| **Con** 18 (+7) **Int** 5 (+0) **Cha** 11 (+3) | |

### Offalian Tactics

An offalian prefers to rush an opponent. The creature bites a foe, grabbing the target and keeping it held while using *clamp down*. If multiple enemies approach an offalian, it hisses and releases a gout of acidic effluvia that burns and blinds would-be attackers.

### Offalian Lore

A character knows the following information with a successful Religion check.

**DC 15:** Offalians are undead serpents that form when people or animals are senselessly butchered and left to rot. They are composed of the organs and bodily fluids of the slain creatures. The creatures are filled with an unquenchable hunger that drives them to attack most living creatures.

DANIEL RUDNICKI

# Osteopede

Created from dirt, dust, and crushed bone, the osteopede is a centipedelike creature that skitters rapidly across the ground. The creature is infused with necrotic energy, which it releases with each bite and each slash of its jagged legs.

**Osteopede** **Level 8 Elite Skirmisher**
Medium natural animate (undead) XP 700

**Initiative** +14 **Senses** Perception +7; darkvision
**Bone Scraping Stone (Fear)** aura 5; any enemy within the aura takes a -2 penalty to attack rolls and damage rolls.
**HP** 178; **Bloodied** 89
**AC** 24; **Fortitude** 21, **Reflex** 22, **Will** 21
**Immune** disease, poison; **Resist** 10 necrotic
**Saving Throws** +2
**Speed** 9, climb 9; see also *bite* and *skittering rake*
**Action Points** 1

⊕ **Bite** (standard; at-will) ✦ **Necrotic**
The osteopede shifts up to 2 squares before or after the attack; +13 vs. AC; 1d8 + 5 damage, and ongoing 5 necrotic damage (save ends).

⸸ **Skittering Rake** (standard; recharge ⚄ ⁞⁞) ✦ **Necrotic**
The osteopede shifts up to 9 squares and makes up to three attacks during its move; +13 vs. Reflex; 2d4 + 6 damage, and ongoing 5 necrotic damage (save ends).

**Deep Lacerations**
An osteopede deals 2d6 extra damage when it hits a target it has combat advantage against.

**Necrotic Advantage**
An osteopede gains combat advantage against a creature affected by ongoing necrotic damage.

**Alignment** Unaligned **Languages** –
**Str** 18 (+8) **Dex** 26 (+12) **Wis** 17 (+7)
**Con** 17 (+7) **Int** 12 (+5) **Cha** 14 (+6)

## Osteopede Tactics

An osteopede skitters around the battlefield, never staying in one place for long. Whenever possible, it uses its *skittering rake* to attack multiple enemies.

## Osteopede Lore

A character knows the following information with a successful Religion check.

**DC 15:** Osteopedes are undead centipedes that form from dirt and bone in places of death. They also sometimes arise from pastures where bone fragments were used as fertilizer.

# Dragonscale Slough

This slithering pile of molted scales often forms where a dragon has died or has spent a considerable amount of time. The sloughs have many of the same attitudes and instincts of their progenitors, and they are quite hostile.

**Dragonscale Slough** **Level 18 Minion**
Medium natural animate (undead) XP 500

**Initiative** +15 **Senses** Perception +11; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 33; **Fortitude** 29, **Reflex** 30, **Will** 31
**Immune** disease, poison; **Resist** 10 necrotic
**Speed** 6, climb 6 (spider climb)

⊕ **Grabbing Slam** (standard; at-will)
+25 vs. AC; 9 damage, and the target is grabbed; see also *squeezing scales*.

⸸ **Squeezing Scales** (standard; at-will)
Targets a creature grabbed by the dragonscale slough; 9 damage (no attack roll required).

**Skills** Stealth +20
**Alignment** Unaligned **Languages** –
**Str** 20 (+14) **Dex** 22 (+15) **Wis** 14 (+11)
**Con** 22 (+15) **Int** 1 (+4) **Cha** 8 (+8)

## Dragonscale Slough Tactics

Dragonscale sloughs climb up walls and then drop down on unwary prey. Once a slough grabs a creature, it uses *squeezing scales* to constrict the opponent.

## Dragonscale Slough Lore

A character knows the following information with a successful Religion check.

**DC 20:** A dragonscale slough is made of the animated flesh and scales that fall from dragons. It is common for multiple sloughs to form in the lairs of older dragons.

# Encounter Groups

Various forms of deathtritus are often found alongside undead and other nonliving creatures.

**Level 3 Encounter (XP 775)**
- ✦ 1 deathlock wight (level 4 controller, *MM* 262)
- ✦ 3 skeletons (level 3 soldier, *MM* 234)
- ✦ 4 tomb motes (level 3 minion)

**Level 7 Encounter (XP 1,550)**
- ✦ 2 offalians (level 6 brute)
- ✦ 1 osteopede (level 8 elite skirmisher)
- ✦ 1 dragon shell (level 8 soldier, page 148)

**Level 18 Encounter (XP 10,000)**
- ✦ 4 abyssal ghoul hungerers (level 18 minion, *MM* 119)
- ✦ 1 darkflame taskmaster (level 17 elite controller, page 168)
- ✦ 4 dragonscale sloughs (level 18 minion)
- ✦ 1 spirit ooze (level 16 elite lurker, page 175)

# Flesh Cult

Flesh cults worship death but do not seek eternal life. Members of flesh cults create temporary servants from dead flesh and turn their own organs into weapons. Flesh cults disdain those who seek eternal life and those who create permanent undead servants. Each cult is highly clandestine, and it reviles intruders and those who might try to steal its secrets.

## Flesh Scamp

These child-sized creatures appear to be animated piles of flesh that trundle like hideous, misshapen toddlers. They act at the behest of their flesh cult masters.

**Flesh Scamp** **Level 12 Minion**
Small natural animate (homunculus) XP 175

**Initiative** +9 **Senses** Perception +6; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 25; **Fortitude** 23, **Reflex** 21, **Will** 19
**Immune** disease; **Resist** 5 necrotic
**Speed** 7, climb 7

⊕ **Slam** (standard; at-will)
+19 vs. AC; 6 damage.

↓ **Scamps' Dance** (standard action, while at least three flesh scamps are adjacent to the target; at-will)
+16 vs. AC; 2 damage per flesh scamp adjacent to the target, and the target is immobilized until the end of the flesh scamp's next turn. If the target is already immobilized, the target is instead dazed until the end of the flesh scamp's next turn. If the target is already dazed, the attack deals 2 extra damage.

**Alignment** Unaligned **Languages** –
**Str** 8 (+5) **Dex** 16 (+9) **Wis** 11 (+6)
**Con** 18 (+10) **Int** 4 (+3) **Cha** 7 (+4)

### Flesh Scamp Tactics

Flesh scamps hunt in packs. They try to surround a target, forming a ring of hypnotic flesh that prevents their foe from moving.

### Flesh Scamp Lore

A character knows the following information with a successful Religion check.

**DC 20:** A flesh cult is composed of three tiers. The lowest tier is made up of the barely intelligent flesh scamps, which are created from the flesh of slaughtered beasts. They are transient creatures and exist for only a short time before collapsing back into heaps of flesh.

## Flesh Acolyte

Flesh acolytes are the devotees and underpriests of a flesh cult. Flesh and organs cascade off the bodies of these robed acolytes, falling to the ground before slithering back up.

**Flesh Acolyte** **Level 14 Artillery**
Medium natural humanoid XP 1,000

**Initiative** +10 **Senses** Perception +11, darkvision
**Sickening Stench** aura 2; any living creature that starts its turn within the aura is weakened until the end of its next turn.
**HP** 109; **Bloodied** 54
**Regeneration** 5
**AC** 28; **Fortitude** 25, **Reflex** 25, **Will** 28
**Immune** disease; **Resist** 5 necrotic; **Vulnerable** 10 radiant
**Speed** 6

⊕ **Putrid Slam** (standard; at-will)
+19 vs. AC; 1d6 + 3 damage, and the target is dazed until the end of the flesh acolyte's next turn.

**Ghastly Glob** (standard; at-will) ✦ **Necrotic**
Ranged 10; +21 vs. Fortitude; 2d8 + 4 necrotic damage, and the target cannot make saving throws or spend healing surges until the start of its next turn.

**Exploding Entrails** (standard; recharge ⚄ ⚅) ✦ **Necrotic**
Area burst 3 within 10; targets living creatures; +19 vs. Fortitude; 1d10 + 4 necrotic damage, and ongoing 10 necrotic damage (save ends)

**Alignment** Evil **Languages** Common
**Str** 14 (+9) **Dex** 16 (+10) **Wis** 18 (+11)
**Con** 19 (+11) **Int** 6 (+5) **Cha** 11 (+7)
**Equipment** robes

### Flesh Acolyte Tactics

Flesh acolytes throw globs of flesh at foes while their allies engage in melee. They show no fear in melee themselves, relying on their *sickening stench* to weaken those who dare to attack them.

MATS MINNIGAN

### Flesh Acolyte Lore
A character knows the following information with a successful Religion check.

**DC 25:** A flesh cult has three tiers. Flesh acolytes make up most of the membership. To enter the cult, they undergo a ritual that gives their bodies regenerative properties. The ritual devastates their bodies, creating a perpetual cascade of flesh and organs.

## Hooded Master

These powerful necromancers radiate auras of necrotic strength. They are cowled from head to toe in black robes, and they are the leaders of a flesh cult.

| **Hooded Master** | **Level 16 Elite Controller** |
|---|---|
| Medium natural humanoid | XP 2,800 |
| **Initiative** +10 | **Senses** Perception +15; darkvision |
| **Sickening Stench** aura 2; any living creature that starts its turn within the aura is weakened until the end of its next turn. | |
| **HP** 240; **Bloodied** 120; see also *organ spawn* | |
| **Regeneration** 10 | |
| **AC** 32; **Fortitude** 28, **Reflex** 27, **Will** 30 | |
| **Immune** disease; **Resist** 5 necrotic | |
| **Saving Throws** +2 | |
| **Speed** 6 | |
| **Action Points** 1 | |
| ⓘ **Master's Staff** (standard; at-will) ✦ **Weapon** | |
| +21 vs. AC; 1d8 + 8 damage, and the target is pushed 2 squares and knocked prone. | |
| ⓘ **Death Eagle** (standard; at-will) ✦ **Necrotic** | |
| +20 vs. Reflex; 2d4 + 7 necrotic damage, and the target is weakened until the end of the hooded master's next turn. | |
| **Organ Spawn** (when first bloodied; encounter) | |
| Close blast 3; targets enemies; +20 vs. Fortitude; the target is stunned until the end of the master's next turn. *Hit or Miss:* An organ wretch appears adjacent to the hooded master and acts immediately after the master. An organ spawn created in this way does not contribute to an encounter's experience total. | |
| **Writhing Entrails** (standard; recharge ⚄ ⚅) ✦ **Necrotic** | |
| Area burst 3 within 10; targets enemies; +20 vs. Reflex; 2d6 + 6 necrotic damage, and the target is slowed and dazed (save ends both). | |
| **Alignment** Evil | **Languages** Common |
| **Skills** Arcana +17, Religion +17 | |
| **Str** 16 (+11) | **Dex** 14 (+10) **Wis** 24 (+15) |
| **Con** 18 (+12) | **Int** 19 (+12) **Cha** 20 (+13) |
| **Equipment** robes, staff | |

### Hooded Master Tactics
A hooded master prefers to avoid melee and instead hurls bits of organ at foes. When enemies come too close, it uses its staff to knock them away. If a hooded master is bloodied, it removes its organs, expanding and animating the pieces to create an organ wretch.

### Hooded Master Lore
A character knows the following information with a successful Religion check.

**DC 20:** A flesh cult is composed of three tiers. The hooded masters represent the top tier. They are powerful necromancers that can remove their eyes and organs to create temporary animates. To gain this power, a flesh acolyte must drink from a sacred skull chalice that bestows the drinker with the power to mold and animate flesh.

**DC 25:** No one knows why flesh cults form. Some say they were enemies of liches, necromancers, and anyone who created undead. Others speculate that they are vestiges of a time when the Raven Queen was less opposed to necromantic experimentation.

## Organ Wretch

These horrifying creatures consist of the animated, disembodied organs of a creature. Bloated and empowered with necrotic energy, the organs form vaguely humanoid creatures that do their masters' bidding.

| **Organ Wretch** | **Level 16 Elite Brute** |
|---|---|
| Medium natural animate (homunculus) | XP 2,800 |
| **Initiative** +10 | **Senses** Perception +15; darkvision |
| **Sickening Stench** aura 2; any living creature that starts its turn within the aura is weakened until the end of its next turn. | |
| **HP** 136; **Bloodied** 68 | |
| **Regeneration** 5 | |
| **AC** 28; **Fortitude** 28, **Reflex** 27, **Will** 32 | |
| **Immune** disease; **Resist** 5 necrotic | |
| **Saving Throws** +2 | |
| **Speed** 8 | |
| ⓘ **Writhing Strangle** (standard; at-will) | |
| +19 vs. Reflex; 2d8 + 6 damage, and the target is dazed (save ends). | |
| **Alignment** Evil | **Languages** Common |
| **Str** 16 (+11) | **Dex** 14 (+10) **Wis** 24 (+15) |
| **Con** 18 (+12) | **Int** 12 (+9) **Cha** 20 (+13) |

### Organ Wretch Tactics
An organ wretch rushes groups of foes, trying to constrain enemies.

### Organ Wretch Lore
A character knows the following information with a successful Religion check.

**DC 20:** An organ wretch is created from the innards of necromancers who animate the parts with necrotic energy. They are intelligent animates that obey their masters without question. An organ wretch is usually the product of a hooded master.

## Encounter Groups
Flesh cults are usually encountered as a cohesive unit within a secret temple or ruin.

**Level 17 Encounter (XP 8300)**
- ✦ 2 flesh acolytes (level 14 artillery)
- ✦ 4 flesh scamps (level 12 minion)
- ✦ 1 hooded master (level 16 elite controller)
- ✦ 1 organ wretch (level 16 elite brute; after hooded master is bloodied)

# FORSAKEN SHELL

A forsaken shell is skin ripped from a creature's body and then animated purposefully or spontaneously by foul magic. The primary motivation of forsaken shells is to propagate their kind, though they also hunt living creatures for sport.

**Forsaken Shell** **Level 6 Skirmisher**
Medium natural animate (undead) XP 250

**Initiative** +12 **Senses** Perception +5; darkvision
**HP** 70; **Bloodied** 35
**AC** 20; **Fortitude** 16, **Reflex** 20, **Will** 18
**Immune** disease, poison; **Resist** 10 necrotic
**Speed** 8, climb 8; see also *envelop*

⊕ **Necrotic Slap** (standard; at-will) ✦ **Healing, Necrotic**
+11 vs. AC; 1d6 damage plus 5 necrotic damage, and the target is grabbed; see also *envelop*. In addition, the target loses a healing surge, and the forsaken shell regains 5 hit points.

⸸ **Envelop** (standard; at-will) ✦ **Necrotic**
Targets a creature grabbed by the forsaken shell; the forsaken shell shifts up to 3 squares before or after the attack, pulling the target with it; 2d6 + 3 necrotic damage (no attack roll required).

**Combat Advantage**
A forsaken shell deals 2d6 extra damage when it hits a target it has combat advantage against.

**Flexibility** (immediate interrupt, when the forsaken shell would be immobilized, restrained, pushed, pulled, or slid; at-will)
The forsaken shell makes a saving throw. On a save, the triggering effect is negated.

**Spawn Shell**
When a forsaken shell kills a Medium living humanoid creature, the slain creature rises as a free-willed forsaken shell at the start of its creator's next turn.

**Alignment** Unaligned **Languages** –
**Skills** Stealth +15
**Str** 12 (+4) **Dex** 24 (+10) **Wis** 15 (+5)
**Con** 14 (+5) **Int** 14 (+5) **Cha** 13 (+4)

## Forsaken Shell Tactics

Forsaken shells use their speed and stealth to ambush prey. A forsaken shell climbs along ledges and walls to find ideal places to hide. Then the creature quickly slithers out and attacks a target, using *necrotic slap* and then *envelop*. Forsaken shells focus on one opponent, though they also look for opportunities to gain combat advantage. If too many opponents are engaging a forsaken shell in melee, it retreats and tries to find a more defensible position.

**Dragon Shell** **Level 8 Soldier**
Large natural animate (dragon, undead) XP 350

**Initiative** +8 **Senses** Perception +11; darkvision
**HP** 92; **Bloodied** 46
**AC** 24; **Fortitude** 21, **Reflex** 20, **Will** 19
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant
**Speed** 6, fly 4; see also *clench*

⊕ **Bite** (standard; at-will) ✦ **Healing; Acid, Cold, Fire, Lightning** or **Poison**
Reach 2; +15 vs. AC; 1d10 + 5 damage plus 1d6 acid, cold, fire, lightning, or poison damage, depending on the dragon shell's origin dragon, and the target is grabbed; see also *clench*. In addition, the target loses a healing surge, and the dragon shell regains 5 hit points.

⸸ **Clench** (standard; at-will) ✦ **Necrotic**
Targets a creature grabbed by the forsaken shell; the dragon shell shifts up to 3 squares before or after the attack, pulling the target with it; 1d10 + 5 necrotic damage (no attack roll required).

**Breath Weapon** (standard; recharge ⚄ ⚅)
Close blast 5; +13 vs. Reflex; 3d8 + 5 acid, cold, fire, lightning, or poison damage, depending on the dragon shell's origin dragon.

**Flexibility** (immediate interrupt, when the forsaken shell would be immobilized, restrained, pushed, pulled, or slid; at-will)
The forsaken shell makes saving throw. On a save, the triggering effect is negated.

**Spawn Shell**
When the forsaken shell kills a living dragon creature, the slain creature rises as a free-willed dragon shell at the start of its creator's next turn.

**Alignment** Unaligned **Languages** –
**Str** 22 (+10) **Dex** 14 (+6) **Wis** 15 (+6)
**Con** 20 (+9) **Int** 14 (+6) **Cha** 13 (+5)

## Dragon Shell Tactics

Dragon shells are braver than forsaken shells, using toughness over speed. A dragon shell uses its bite and *clench* attacks to keep a single foe engaged. If a dragon shell is close to multiple enemies, it unleashes its *breath weapon* on the group. Once a dragon shell gauges its enemies' strengths, it attacks the creatures it perceives as weak or those that seem most capable of hurting it—usually strikers or opponents that deal radiant damage.

**Titan Shell** **Level 12 Brute**
Large natural animate (giant, undead) XP 250

**Initiative** +14 **Senses** Perception +9; darkvision
**HP** 149; **Bloodied** 74
**AC** 24; **Fortitude** 24, **Reflex** 26, **Will** 23
**Immune** disease, poison; **Resist** 15 necrotic
**Speed** 7, climb 7; see also *absorb life*

⊕ **Necrotic Slap** (standard; at-will) ✦ **Healing, Necrotic**
Reach 2; +15 vs. AC; 2d6 + 3 damage plus 5 necrotic damage, and the target is grabbed; see also *absorb life*. In addition, the target loses a healing surge, and the forsaken shell regains 10 hit points.

⸸ **Absorb Life** (minor 1/round; at-will) ✦ **Healing, Necrotic**
Targets a creature grabbed by the titan shell; the titan shell shifts up to 2 squares before or after the attack, pulling the target with it; +13 vs. Fortitude; the target loses a healing surge, and the forsaken shell regains 10 hit points.

**Flexibility** (immediate interrupt, when the titan shell would be immobilized, restrained, pushed, pulled, or slid; at-will)
The titan shell makes a saving throw. On a save, the triggering effect is negated and the titan shell can make a *necrotic slap* attack as a free action.

**Spawn Shell**
When a titan shell kills a Large living humanoid creature, the slain creature rises as a free-willed titan shell at the start of its creator's next turn.

**Alignment** Unaligned **Languages** –

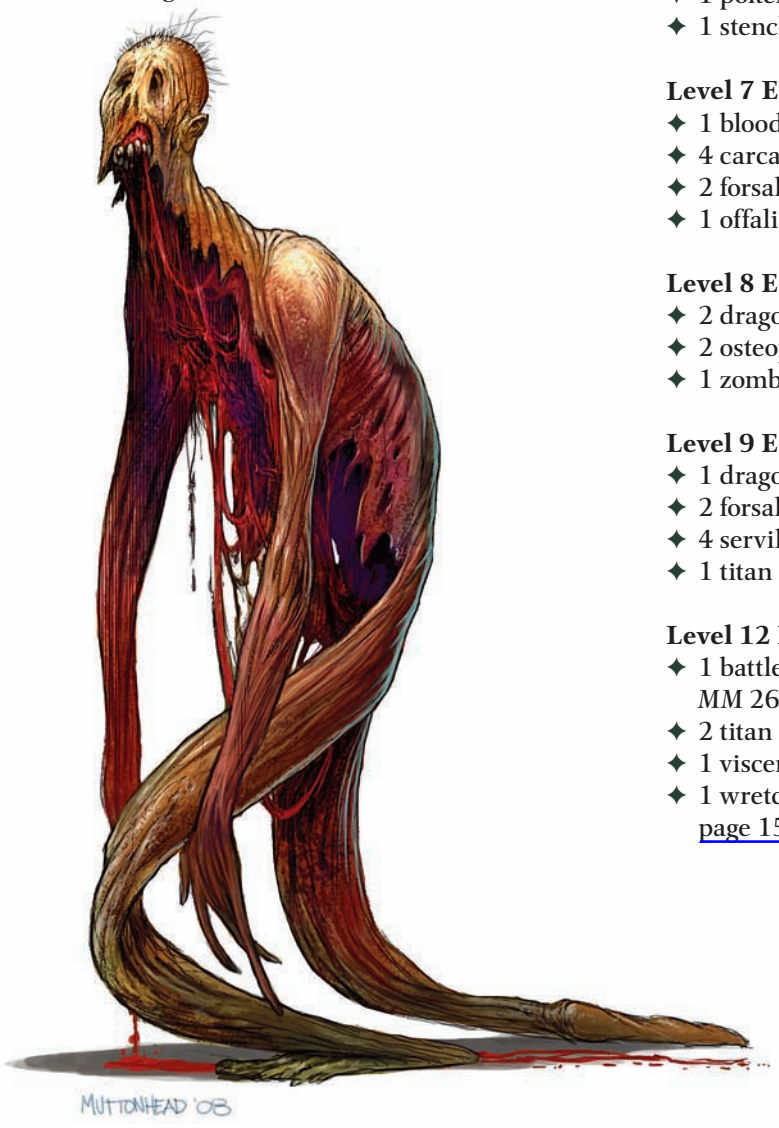
| | | |
|---|---|---|
| **Str** 18 (+10) | **Dex** 26 (+14) | **Wis** 16 (+9) |
| **Con** 19 (+10) | **Int** 11 (+6) | **Cha** 14 (+8) |

### Titan Shell Tactics

A titan shell has few tactics in combat. The creature utilizes its speed to slither up to an enemy and quickly engage the target using *necrotic slap*. Once the shell has a creature grabbed, it follows up with *absorb life*, which it continues to use as long as possible. A titan shell rarely focuses its attacks on one creature, relying on strength over strategy to defeat its foes.

## Forsaken Shell Lore

A character knows the following information with a successful Religion check.




SEAN MURRAY

**DC 15:** Forsaken shells arise when skin is ripped from the flesh of a living target. The flesh is then animated either through the actions of a necromancer or through spontaneous necrotic energy. Forsaken shells have incredible elasticity and flexibility. They can easily escape many forms of restraint.

**DC 18:** Forsaken shells propagate their kind by ripping the skin off their victims, assimilating it, and then exuding it as a new monster. In this way, one forsaken shell can spawn thousands of its kind, creating an army of animate skin.

**DC 21:** Numerous kinds of forsaken shells exist. Each kind of creature victimized by a forsaken shell has the potential to become a new kind of shell. Humans, giants, and dragons are the most common targets of forsaken shells.

## Encounter Groups

Forsaken shells are usually found with others of their kind or with flesh-eating creatures.

**Level 6 Encounter (XP 1,250 XP)**
- 2 forsaken shells (level 6 skirmisher)
- 1 poltergeist (level 6 artillery, page 150)
- 1 stench ghoul (level 6 elite soldier, page 154)

**Level 7 Encounter (XP 1,550 XP)**
- 1 bloodrot (level 7 elite soldier, page 174)
- 4 carcass eaters (level 5 minion, page 196)
- 2 forsaken shells (level 6 skirmisher)
- 1 offalian (level 6 brute, page 144)

**Level 8 Encounter (XP 1,750)**
- 2 dragon shells (level 8 soldier)
- 2 osteopedes (level 8 elite skirmisher, page 145)
- 1 zombie hulk (level 8 brute, *MM* 275)

**Level 9 Encounter (XP 2,150)**
- 1 dragon shell (level 8 soldier)
- 2 forsaken shells (level 6 skirmisher)
- 4 servile ghosts (level 11 minion, page 150)
- 1 titan shell (level 12 brute)

**Level 12 Encounter (XP 3,500)**
- 1 battle wight commander (level 12 soldier, *MM* 262)
- 2 titan shells (level 12 brute)
- 1 viscera devourer (level 12 controller, *MM* 68)
- 1 wretched stench ghoul (level 12 elite soldier, page 155)

# GHOST

Infused by dark emotions and binding Shadowfell energy, ghosts wander the world's haunted places, persisting in a tormented, shadowy state of existence.

A ghost's visage, when visible, can take any number of aspects. This form varies from swirling mist, to empty armor or clothing, to a wispy humanoid shape that resembles the spirit's former appearance.

**Poltergeist** **Level 6 Artillery**
Medium shadow humanoid (undead) XP 250

**Initiative** +8 **Senses** Perception +6; darkvision
**HP** 42; **Bloodied** 21
**AC** 18; **Fortitude** 17, **Reflex** 18, **Will** 18
**Immune** disease, poison; **Resist** insubstantial
**Speed** fly 6 (hover); phasing; see also *flinging rebuke*

⊕ **Spirit Touch** (standard; at-will) ✦ **Necrotic**
+13 vs. AC; 1d6 + 6 necrotic damage.

↛ **Hurl Away** (standard; at-will) ✦ **Necrotic**
Ranged 10; +11 vs. Reflex; 1d6 + 8 necrotic damage, and the target is pushed 3 squares.

↛ **Kinetic Claw** (standard; recharge ⚄ ⁞⁞) ✦ **Necrotic**
Ranged 10; +11 vs. Fortitude; 2d6 + 10 necrotic damage, and the target slides 5 squares and is restrained (save ends).

**Flinging Rebuke** (immediate interrupt, when an enemy moves adjacent to the poltergeist; encounter) ✦ **Necrotic**
The poltergeist shifts up to 1 square and uses *hurl away* on the triggering enemy. If the attack hits, the target is knocked prone.

**Alignment** Unaligned **Languages** Common
**Skills** Stealth +15
**Str** 15 (+5) **Dex** 20 (+8) **Wis** 16 (+6)
**Con** 17 (+6) **Int** 13 (+4) **Cha** 20 (+8)

## Poltergeist Tactics

A poltergeist begins battle by finding a high perch from which to strike with *kinetic claw* and *hurl away*. Poltergeists are cowardly ghosts. A poltergeist retreats from an enemy if it becomes engaged in melee and flees from battle if it seems as though combat might lead to its destruction.

**Servile Ghost** **Level 11 Minion**
Medium shadow humanoid (undead) XP 150

**Initiative** +9 **Senses** Perception +6; darkvision
**Faceless Dread** (**Fear**) aura 2; any living creature that starts its turn within the aura takes a -2 penalty to saving throws until the end of its next turn.
**HP** 1; a missed attack never damages a minion.
**AC** 26; **Fortitude** 24, **Reflex** 22, **Will** 21
**Immune** disease, poison; **Resist** insubstantial
**Speed** 6; phasing

⊕ **Spirit Touch** (standard; at-will) ✦ **Necrotic**
+15 vs. Reflex; 7 necrotic damage, or 9 necrotic damage if the target is granting combat advantage to the servile ghost.

**Alignment** Unaligned **Languages** Common
**Str** 20 (+10) **Dex** 18 (+9) **Wis** 13 (+6)
**Con** 12 (+6) **Int** 13 (+6) **Cha** 9 (+4)

## Servile Ghost Tactics

When servile ghosts engage in melee, they look for opponents affected by adverse conditions. They move in on these enemies, using *faceless dread* to weaken opponents' resistances.

**Drowned Ghost** **Level 11 Artillery**
Medium shadow humanoid (undead) XP 600

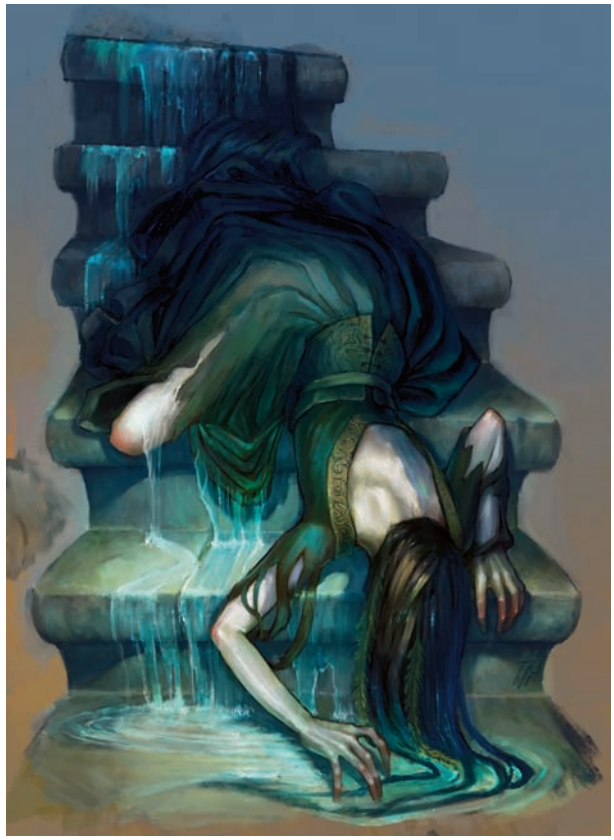
**Initiative** +10 **Senses** Perception +7; darkvision
**Ghost Water** aura 2; any living creature that starts its turn within the aura is slowed until the start of its next turn.
**HP** 60; **Bloodied** 30
**AC** 24; **Fortitude** 21, **Reflex** 24, **Will** 23
**Immune** disease, poison; **Resist** insubstantial
**Speed** 6, climb 6 (spider climb); phasing

⊕ **Spirit Touch** (standard; at-will) ✦ **Necrotic**
+16 vs. Reflex; 2d6 + 4 necrotic damage.

↛ **Eerie Transfiguration** (standard; recharge ⚄ ⁞⁞) ✦ **Psychic**
Ranged 5; +16 vs. Will; 3d6 + 8 psychic damage, and the target's features appear to distort. *Secondary Attack (Gaze, Psychic):* Close burst 3; targets enemies within 3 squares of the primary target; +14 vs. Will; the target takes ongoing 5 psychic damage and is dazed (save ends both).

↛ **Vengeful Emanation** (standard; at-will) ✦ **Psychic**
Ranged 5; +16 vs. Will; 2d6 + 6 psychic damage.

**Alignment** Unaligned **Languages** Common
**Skills** Stealth +15
**Str** 15 (+7) **Dex** 21 (+10) **Wis** 14 (+7)
**Con** 13 (+6) **Int** 10 (+5) **Cha** 18 (+9)



AMANDA SARTOR

## Drowned Ghost Tactics

A drowned ghost uses its climb speed to cling to a high wall or ceiling, remaining out of melee. It uses *eerie transfiguration* when it is available, defaulting to *vengeful emanation* until the former power recharges. The ghost uses *ghost water* to slow nearby enemies, allowing it to scurry away and escape.

**Malicious Ghost** **Level 13 Lurker**
Small shadow humanoid (undead) XP 800

**Initiative** +14 **Senses** Perception +13; darkvision
**HP** 72; **Bloodied** 36
**AC** 27; **Fortitude** 23, **Reflex** 25, **Will** 26; (+2 to all defenses with *inexorable creep*)
**Immune** disease, poison; **Resist** insubstantial
**Speed** fly 6 (hover); phasing

⊕ **Spirit Touch** (standard; at-will) ✦ **Necrotic**
+16 (+18 with *inexorable creep*) vs. Reflex; 2d8 + 4 necrotic damage.

**Piercing Malice** (standard; at-will) ✦ **Psychic**
Ranged 5; +16 (+18 with *inexorable creep*) vs. Will; 2d8 + 4 psychic damage, and the target is slowed (save ends).

**Inky Breath** (standard; recharge ⚄ ⁞⁞) ✦ **Necrotic**
Close blast 5; +15 (+17 with *inexorable creep*) vs. Fortitude; 2d8 + 4 necrotic damage, and the target takes ongoing 10 necrotic damage and is immobilized (save ends both).

**Inexorable Creep**
When a malicious ghost uses phasing to move through obstacles, it gains a +2 bonus to attack rolls and all defenses, and deals 1d6 extra damage on melee attacks and ranged attacks until the start of its next turn.

**Alignment** Unaligned **Languages** Common
**Skills** Stealth +18
**Str** 14 (+8) **Dex** 24 (+13) **Wis** 14 (+8)
**Con** 19 (+10) **Int** 10 (+6) **Cha** 25 (+13)

## Malicious Ghost Tactics

Malicious ghosts prefer to lurk in corridors, catacombs, and mazelike areas. A malicious ghost typically attacks by phasing through a barrier, using *piercing malice* or *inky breath*, and then escaping through an obstacle on its next turn. This strategy allows a malicious ghost to gain the benefit of *inexorable creep* each time it attacks. The ghost engages in melee only as a last resort.

**Watchful Ghost** **Level 15 Soldier**
Medium shadow humanoid (undead) XP 1,200

**Initiative** +11 **Senses** Perception +18; darkvision
**HP** 104; **Bloodied** 52
**AC** 31; **Fortitude** 26, **Reflex** 26, **Will** 28
**Immune** disease, poison; **Resist** insubstantial
**Speed** fly 6 (hover); phasing; see also *harry the marked*

⊕ **Spectral Sword** (standard; at-will) ✦ **Psychic**
+22 vs. AC; 2d8 + 7 psychic damage, and the target is marked (save ends).

**Spectral Crossbow** (standard; at-will) ✦ **Psychic**
Ranged 15; +22 vs. AC; 2d8 + 7 psychic damage, and the target is marked until the end of the watchful ghost's next turn.

**Halting the Marked** (minor 1/round; at-will) ✦ **Psychic**
Close burst 5; targets each creature marked by the watchful ghost; +20 vs. Will; the target takes ongoing 10 psychic damage and is immobilized (save ends both). *Miss:* No ongoing damage, and the target is slowed until the end of the watchful ghost's next turn instead of immobilized.

**Harry the Marked** (move; recharge ⚄ ⁞⁞)
The watchful ghost teleports up to 10 squares into a square adjacent to an enemy it has marked.

**Alignment** Unaligned **Languages** Common
**Str** 15 (+9) **Dex** 20 (+12) **Wis** 23 (+13)
**Con** 20 (+12) **Int** 16 (+10) **Cha** 15 (+9)

## Watchful Ghost Tactics

A watchful ghost fights with *spectral crossbow* until opponents engage it in melee, at which point it uses *spectral sword*. It usse phasing to seek an advantageous position while keeping enemies fixed in place with *halting the marked*.

**Wrath Spirit** **Level 17 Soldier**
Medium shadow humanoid (undead) XP 1,600

**Initiative** +11 **Senses** Perception +12; darkvision
**HP** 111; **Bloodied** 55
**AC** 33; **Fortitude** 27, **Reflex** 29, **Will** 30
**Immune** disease, poison; **Resist** insubstantial
**Speed** fly 6 (hover); phasing

⊕ **Keening Sword** (standard; at-will) ✦ **Psychic**
+24 vs. AC; 2d8 + 7 psychic damage, and the target is marked until the end of the wrath spirit's next turn.

**Exploding Head** (standard; recharge ⚄ ⁞⁞) ✦ **Fear, Necrotic**
The wrath spirit materializes a flaming semblance of its missing head and hurls it: area burst 2 within 10; +21 vs. Fortitude; 3d10 + 7 necrotic damage, and the target is immobilized and marked (save ends both). *Miss:* Half damage, and the target is marked but not immobilized.

**Burning Challenge** (immediate reaction, when an enemy marked by the wrath spirit makes an attack that does not include the wrath spirit; at-will) ✦ **Psychic**
The triggering enemy takes ongoing 10 psychic damage and is dazed (save ends both).

**Alignment** Evil **Languages** Common
**Str** 16 (+11) **Dex** 17 (+11) **Wis** 18 (+12)
**Con** 15 (+10) **Int** 22 (+14) **Cha** 24 (+15)

## Wrath Spirit Tactics

A wrath spirit phases through a wall or other barrier in an attempt to surprise its foes. It opens combat by hurling its *exploding head* before closing in and using *keening sword*. Early in a fight, it tries to mark as many combatants as possible, increasing the chance that it can use *burning challenge*.

**Caller in Darkness** **Level 19 Elite Soldier**
Large shadow animate (undead) XP 4,800

**Initiative** +13 **Senses** Perception +16; darkvision
**HP** 253; **Bloodied** 126; see also *soulstorm*
**AC** 33; **Fortitude** 33, **Reflex** 28, **Will** 33
**Immune** disease, poison; **Resist** insubstantial
**Saving Throws** +2
**Speed** fly 8 (hover); phasing
**Action Points** 1

⊕ **Spirit Bite** (standard; at-will) ✦ **Necrotic, Psychic**
Reach 2; +23 vs. AC; 1d10 + 7 necrotic damage, and ongoing 10 psychic damage (save ends).

⸸ **Double Bite** (standard; at-will) ✦ **Necrotic, Psychic**
The caller in darkness makes two spirit bite attacks.

⸸ **Steal Essence** (standard; at-will) ✦ **Necrotic, Psychic**
Reach 2; targets a creature marked by the caller in darkness; +22 vs. Fortitude; 1d10 + 9 necrotic damage, and ongoing 5 psychic damage (save ends). *First Failed Saving Throw:* The target takes ongoing 5 psychic damage and is weakened (save ends both). *Second Failed Saving Throw:* The target takes ongoing 10 psychic damage and is stunned instead of weakened (save ends both).

✧ **Advantage of Fear** (minor 1/round; at-will) ✦ **Fear**
Close burst 10; targets one creature; the target is marked and grants combat advantage to the caller in darkness (save ends both); see also *steal essence*.

✧ **Soulstorm** (free, when first bloodied; encounter) ✦ **Necrotic, Psychic**
Close burst 2; +22 vs. Reflex; 1d10 + 9 psychic damage plus 1d10 + 9 necrotic damage. In addition, a target that grants combat advantage to the caller in darkness takes ongoing 5 psychic damage and ongoing 5 necrotic damage (save ends both).

**Alignment** Chaotic evil **Languages** Common
**Str** 24 (+16) **Dex** 18 (+13) **Wis** 24 (+16)
**Con** 21 (+14) **Int** 10 (+9) **Cha** 25 (+16)

## Caller in Darkness Tactics

At the beginning of each turn, a caller in darkness targets an enemy with *advantage of fear*. It then attacks marked creatures with *double bite* or *steal essence*. A caller in darkness keeps close to targets granting combat advantage to it through *advantage of fear* so that when it becomes bloodied, its *soulstorm* power has maximum effect.

**Famine Spirit** **Level 21 Brute**
Large shadow humanoid (undead) XP 3,200

**Initiative** +12 **Senses** Perception +16; darkvision
**Gaping Maw** aura 6; any living creature that starts its turn within the aura is pulled 1 square.
**HP** 167; **Bloodied** 83; see also *swallow whole*
**AC** 33; **Fortitude** 34, **Reflex** 32, **Will** 33
**Immune** disease, poison; **Resist** insubstantial
**Speed** 4; phasing

⊕ **Rending Claws** (standard; at-will) ✦ **Necrotic**
Requires a free hand; reach 2; +24 vs. AC; 3d8 + 8 necrotic damage, and the target is grabbed.

⸸ **Swallow Whole** (standard; at-will) ✦ **Acid, Necrotic**
Targets a creature grabbed by the famine spirit; +24 vs. AC; 2d8 + 4 necrotic damage, and the target is engulfed, entering the famine spirit's space and disappearing from sight and removing line of effect to all squares. While engulfed, the target takes ongoing 10 acid damage and is stunned and immobilized (save ends all). The famine spirit gains regeneration 10 while a target is engulfed.
When the target saves, it is no longer engulfed. The target reappears in an unoccupied square adjacent to the famine spirit of the target's choosing. If the famine spirit is killed, an engulfed target is no longer engulfed and reappears in a square previously occupied by the famine spirit. A famine spirit can have only one creature engulfed at a time.

**Alignment** Evil **Languages** Common
**Str** 26 (+18) **Dex** 14 (+12) **Wis** 23 (+16)
**Con** 19 (+14) **Int** 22 (+16) **Cha** 17 (+13)

## Famine Spirit Tactics

Famine spirits hide in ambush and attempt to enter melee as quickly as possible. A famine spirit uses *rending claws* to grab a target before employing *swallow whole*. It continues to grab at other opponents while it has a target engulfed. As soon as one creature escapes, it swallows another.

# Ghost Lore

A character knows the following information with a successful Religion check.

**DC 14:** A poltergeist first appears as a wisp of swirling mist and dust. As the creature's form becomes clearer, it becomes evident that it has a vaguely humanoid shape. Poltergeists are often responsible for inexplicable sounds, such as phantom footsteps, rattling walls, knocking, and eerie music. Innocuous as they might seem, these odd sounds could escalate to more potentially harmful occurrences such as flying objects and physical attacks.

**DC 22:** Servile ghosts are blurry-faced, shambling, translucent spirits. A servile ghost arises when a servant or lackey dies an ignoble death as a consequence of its master's actions. Such deaths are often a result of betrayal or carelessness on the master's part. Knowing nothing but obedience in life, these ghosts seek out new masters in death.

Drowned ghosts are the spirits of those who died watery deaths. They are filled with jealousy of the living, which drives them to take vengeance upon

humanoids they encounter. They do not fly but can cling to walls and crawl across ceilings. It is possible to lay a drowned ghost to rest by finding and properly interring its bloated corpse, or by bringing its murderer to justice if the creature was intentionally drowned. A drowned ghost sometimes takes offense at such intrusive acts, though, and instead hunts down a would-be benefactor.

Malicious ghosts are childlike apparitions that have dull skin and enlarged, inky eyes. Although a malicious ghost appears to walk or run when moving, it actually floats above the ground. Malicious ghosts arise from children who die frightened or alone. Enraged that no one saved its life, the ghost of the child becomes a creature of unquenchable malice. A malicious ghost might pretend to negotiate, but this is always a ruse intended to cause harm later.

**DC 27:** A watchful ghost is a spirit that manifests as a semitranslucent, empty suit of armor that wields spectral weapons. Watchful ghosts are the spirits of guards killed in the line of duty while failing to protect their charges. They stand in eternal defense of the posts they held in life or gravitate toward new treasures or places in need of their protection. Killing a watchful ghost dissipates it temporarily. A year after its destruction, the ghost appears at the site of its original demise. A watchful ghost might cooperate with the living in exchange for help in redeeming its failed duty.

A wrath spirit wears elaborate armor that reveals itself to be semitransparent under bright light. In combat, its weapons emit shrieking, tormented cries. The most notable characteristic of a wrath spirit is its lack of a head, which is a manifestation of its mindless anger. A wrath spirit arises when a violent individual dies while enraged. Such spirits seek out conflict and dive into any fight they find, slaughtering indiscriminately. As a veritable incarnation of anger, a wrath spirit is a difficult negotiating partner. It might be possible to get its attention with information of a brewing war or conflict in which it might unleash its wrath.

A caller in darkness is created from the spirits of dozens of victims who died together in terror. It seeks to draw others into its fear-wracked, hellish existence. The spiritual amalgamation appears as a dark, roiling cloud of gloomy fog that contains dozens of churning humanoid faces that are silently screaming.

**DC 29:** Famine spirits manifest as grotesquely obese humanoids. They have sagging jowls and are sometimes called hungry ghosts. Famine spirits are spectral remnants of people who shortened their lives through gluttony, who hoarded food while others starved, or who died of starvation. These spirits seek to devour the living. Their massive ectoplasmic bellies convert flesh, blood, and bone into necrotic energy to feed them. Only through the promise of great amounts of flesh is it possible to negotiate with a famine spirit, and even then, the creature often loses concentration during negotiations due to the tantalizing aroma of the negotiator's flesh.

GHOST

4

## Encounter Groups

Ghosts are attracted to each other, forming bands that seek to inflict violence upon the living. Occasionally these creatures also tolerate the presence of living creatures among them.

**Level 10 Encounter (XP 2,800)**
- 2 drowned ghosts (level 11 artillery)
- 6 servile ghosts (level 11 minion)
- 1 wailing ghost (level 12 controller)

**Level 16 Encounter (XP 7,200)**
- 1 malicious ghost (level 13 lurker)
- 4 watchful ghosts (level 15 soldier)
- 1 wrath spirit (level 17 soldier)

**Level 20 Encounter (XP 14,400)**
- 1 caller in darkness (level 19 elite soldier)
- 2 famine spirits (level 21 brute)
- 1 fomorian painbringer (level 19 elite controller, *MM* 110)

DAARKEN

# GHOUL

The insatiable ghoul constantly seeks to feed. With their extended maws and jagged claws, ghouls are vicious killers that crave nothing more than to tear into and consume the warm flesh of a living creature.

**Sodden Ghoul** **Level 4 Soldier**
Medium natural humanoid (aquatic, undead) XP 175

**Initiative** +7 **Senses** Perception +2; darkvision
**HP** 53; **Bloodied** 26
**AC** 20; **Fortitude** 16, **Reflex** 17, **Will** 15
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 6, climb 4, swim 8

⊕ **Claw** (standard; at-will)
Requires a free hand; +11 vs. AC; 1d6 + 6 damage, and the target is grabbed; see also *lacedon bite*.

⸸ **Lacedon Bite** (standard; at-will)
Targets a creature grabbed by the sodden ghoul; +11 vs. AC; 1d10 + 6 damage, and the target is dazed (save ends).

⸸ **Rending Pounce** (standard; recharge ⚅ ⚄ ⚃)
The sodden ghoul makes two claw attacks, each at a -2 penalty to the attack roll. If both attacks hit the same target, the target is grabbed, and it takes ongoing 5 damage (save ends); see also *lacedon bite*.

**Alignment** Chaotic evil **Languages** Common
**Skills** Athletics +9, Stealth +10
**Str** 17 (+5) **Dex** 18 (+6) **Wis** 11 (+2)
**Con** 13 (+3) **Int** 9 (+1) **Cha** 12 (+3)

**Sodden Ghoul Wailer** **Level 9 Soldier**
Medium natural humanoid (aquatic, undead) XP 400

**Initiative** +10 **Senses** Perception +5; darkvision
**HP** 85; **Bloodied** 42
**Regeneration** 5
**AC** 25; **Fortitude** 21, **Reflex** 22, **Will** 19
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 6, climb 4, swim 8

⊕ **Claw** (standard; at-will)
Requires a free hand; +16 vs. AC; 2d6 + 5 damage, and the target is grabbed; see also *lacedon bite*.

⸸ **Lacedon Bite** (standard; at-will)
Targets a creature grabbed by the sodden ghoul wailer; +16 vs. AC; 1d10 + 7 damage, and the target is dazed (save ends).

⸸ **Rending Pounce** (standard; recharge ⚅ ⚄ ⚃)
The sodden ghoul wailer makes two claw attacks, each at a -2 penalty to the attack roll. If both attacks hit the same target, the target is grabbed and takes ongoing 5 damage (save ends); see also *lacedon bite*.

✧ **Frightful Dirge** (standard; encounter) ✦ **Fear**
Close burst 2; targets enemies; +14 vs. Will; the target is stunned until end of its next turn.

**Alignment** Chaotic evil **Languages** Common
**Skills** Athletics +13, Stealth +14
**Str** 19 (+8) **Dex** 20 (+9) **Wis** 12 (+5)
**Con** 15 (+6) **Int** 11 (+4) **Cha** 13 (+5)

## Sodden Ghoul Tactics

Sodden ghouls prefer to fight near water, where they can use their swim speed to their advantage. A sodden ghoul first attacks using *rending pounce*, attempting to grab the target so it can then use *lacedon bite*. The creature then alternates between its claw attack and *lacedon bite* while it waits for *rending pounce* to recharge.

**Stench Ghoul** **Level 6 Elite Soldier**
Medium natural humanoid (undead) XP 500

**Initiative** +9 **Senses** Perception +4; darkvision
**Nauseating Stench** aura 2; any living creature within the aura takes a -2 penalty to attack rolls, skill checks, and ability checks.
**HP** 142; **Bloodied** 71
**AC** 23; **Fortitude** 19, **Reflex** 21, **Will** 17
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Saving Throws** +2
**Speed** 8, climb 4
**Action Points** 1

⊕ **Claw** (standard; at-will)
+13 vs. AC; 2d6 + 4 damage, and the target is immobilized (save ends).

⸸ **Ghoulish Bite** (minor 1/round; at-will)
Targets an immobilized creature; +13 vs. AC; 1d10 + 4 damage, and the target is dazed (save ends).

**Alignment** Chaotic evil **Languages** Common
**Skills** Athletics +11, Stealth +12
**Str** 17 (+6) **Dex** 19 (+7) **Wis** 12 (+4)
**Con** 15 (+5) **Int** 14 (+5) **Cha** 12 (+4)

JAKE MASBRUCH

| **Wretched Stench Ghoul** | **Level 12 Elite Soldier** |
|---|---|
| Medium natural humanoid (undead) | XP 1,400 |

**Initiative** +13 **Senses** Perception +8; darkvision
**Nauseating Stench** aura 4; any living creature within the aura takes a -2 penalty to attack rolls, skill checks, and ability checks.
**HP** 240; **Bloodied** 120
**AC** 29; **Fortitude** 24, **Reflex** 25, **Will** 22
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Saving Throws** +2
**Speed** 8, climb 4
**Action Points** 1

⊕ **Claw** (standard; at-will)
+19 vs. AC; 2d6 + 7 damage, and the target is immobilized (save ends).

⸸ **Ghoulish Bite** (minor 1/round; at-will)
Targets a dazed, immobilized, or stunned creature; +19 vs. AC; 1d10 + 8 damage. If the target is immobilized, it is instead dazed (save ends). If the target is already dazed, it is instead stunned (save ends).

**Alignment** Chaotic evil **Languages** Common
**Skills** Athletics +15, Stealth +16

| | | |
|---|---|---|
| **Str** 19 (+10) | **Dex** 21 (+11) | **Wis** 14 (+8) |
| **Con** 16 (+9) | **Int** 16 (+9) | **Cha** 12 (+7) |

## Stench Ghoul Tactics

These ghouls use their nauseating stench to debilitate attackers while rendering them less dangerous with their paralyzing bites. Unlike normal ghouls, stench ghouls use intelligence and cunning to seek positional and environmental advantages through terrain and allies.

| **Darkpact Ghoul** | **Level 19 Elite Skirmisher** |
|---|---|
| Medium natural humanoid (undead) | XP 4,800 |

**Initiative** +16 **Senses** Perception +13; darkvision
**Nauseating Stench** aura 6; any living creature within the aura takes a -2 penalty to attack rolls, skill checks, and ability checks.
**HP** 360; **Bloodied** 180
**AC** 35; **Fortitude** 29, **Reflex** 33, **Will** 31
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Saving Throws** +2
**Speed** 7; see also *baleful step*
**Action Points** 1

⊕ **Claw** (standard; at-will)
+24 vs. AC; 2d10 + 8 damage, and the target is immobilized (save ends).

⸸ **Double Attack** (standard; at-will)
The darkpact ghoul makes two claw attacks.

⸸ **Ravenous Bite** (standard; at-will)
Targets a bloodied creature; +24 vs. AC; 2d12 + 10 damage, or against an immobilized target: 3d12 + 10 damage, and the target is weakened (save ends).

**Baleful Step** (move; recharge ⚅) ✦ **Teleportation**
The darkpact ghoul teleports up to 10 squares. Each enemy adjacent to the darkpact ghoul after it teleports is dazed until the end of the darkpact ghoul's next turn.

**Alignment** Evil **Languages** Common
**Skills** Stealth +19

| | | |
|---|---|---|
| **Str** 23 (+15) | **Dex** 21 (+14) | **Wis** 18 (+13) |
| **Con** 20 (+14) | **Int** 17 (+12) | **Cha** 15 (+11) |

## Darkpact Ghoul Tactics

Darkpact ghouls scurry about the battlefield, looking for injured and bloodied prey. A darkpact ghoul looks for a vulnerable target and then claws at it, keeping the creature in place. The creature retains *baleful step* for a situation in which it needs to escape a group of attackers or when it wants to reach a bloodied creature to use *ravenous bite*.

# Ghoul Lore

A character knows the following information with a successful Religion check.

**DC 15:** Sodden ghouls, known also as lacedons, are aquatic cousins of landborne ghouls. A sodden ghoul arises when an aquatic humanoid that engages in cannibalism dies. Sodden ghouls are also created through deliberate rituals by evil aquatic creatures, such as bog hags, kuo-toas, sahuagin, and aboleths. They lurk near reefs and rocky shores where ships and humanoids are likely to pass. Sodden ghouls are also adept climbers. More than one ship has been discovered adrift with the flesh and marrow of the vessel's sailors stripped from their bones by a horde of sodden ghouls.

Stench ghouls haunt graveyards, battlefields, and other places rich with carrion. A stench ghoul is the result of a cannibalistic humanoid who dies after consuming the rancid flesh of another humanoid. These ghouls typically command packs of other ghouls.

**DC 25:** Darkpact ghouls are the product of corrupt individuals who are cursed to return in undeath. They lose all sanity in the transformation, replacing it with predatory cunning. A few darkpact ghouls are dead warlocks who made pacts with sinister forces to extend their lives without realizing the form they would take upon death. Darkpact ghouls are motivated entirely by hatred and hunger.

# Encounter Groups

Ghouls are often encountered with others of their ilk or under the servitude of a powerful master.

**Level 6 Encounter (XP 1,125)**
- ✦ 1 sahuagin priest (level 8 artillery, *MM* 224)
- ✦ 1 sahuagin raider (level 6 soldier, *MM* 224)
- ✦ 3 sodden ghouls (level 4 soldier)

**Level 13 Encounter (XP 3,700)**
- ✦ 8 horde ghouls (level 13 minion, *MM* 118)
- ✦ 1 viscera devourer (level 12 controller, *MM* 68)
- ✦ 1 wretched stench ghoul (level 12 elite soldier)

**Level 18 Encounter (XP 9,600)**
- ✦ 1 abyssal ghoul (level 16 skirmisher, *MM* 118)
- ✦ 1 bodak skulk (level 16 lurker, *MM* 36)
- ✦ 1 darkpact ghoul (level 19 elite skirmisher)
- ✦ 1 slaughter wight (level 18 brute, *MM* 263)

# GOLEM, DEATHTOUCHED

A subcategory of golem called deathtouched is the result of animated materials associated with death, such as corpses, grave dirt, hangman's nooses, and tombstones. Some are designed as guards; others serve as assassins or weapons.

**Cadaver Golem** **Level 12 Elite Brute**
Large natural animate (construct) XP 1,400
**Initiative** +6 **Senses** Perception +5; darkvision
**HP** 228; **Bloodied** 114; see also *assimilate flesh*
**AC** 26; **Fortitude** 27, **Reflex** 22, **Will** 25
**Immune** disease, poison, sleep
**Saving Throws** +2
**Speed** 6; can't shift
**Action Points** 1
⊕ **Slam** (standard; at-will)
Reach 2; +15 vs. AC; 2d8 + 5 damage, and the target is dazed (save ends).
⸸ **Double Attack** (standard; at-will)
The cadaver golem makes two slam attacks.
⸸ **Assimilate Flesh** (free, when an adjacent enemy becomes bloodied or is reduced to 0 hit points or fewer; at-will) ✦ **Healing**
Targets the triggering enemy; +13 vs. Fortitude; 2d12 + 5 damage, and the cadaver golem regains 57 hit points.
**Alignment** Evil **Languages** Common
**Str** 20 (+11) **Dex** 10 (+6) **Wis** 8 (+5)
**Con** 22 (+12) **Int** 12 (+7) **Cha** 10 (+6)

## Cadaver Golem Tactics

Cadaver golems attack any creatures that get in their way. Compared to other golems, they are cunning, deliberate foes. They focus attacks on injured enemies, attempting to bloody them to gain the benefit of *assimilate flesh*. A cadaver golem also engages nearby foes in an attempt to daze them with *double attack*.

**Grave Dirt Golem** **Level 15 Elite Brute**
Large natural animate (construct) XP 2,400
**Initiative** +5 **Senses** Perception +6; darkvision
**HP** 368; **Bloodied** 184
**AC** 29; **Fortitude** 31, **Reflex** 25, **Will** 26
**Immune** disease, poison, sleep
**Saving Throws** +2
**Speed** 6, burrow 4; see also *grave dirt rampage*
**Action Points** 1
⊕ **Slam** (standard; at-will) ✦ **Necrotic**
Reach 2; +18 (+20 while bloodied) vs. AC; 2d8 + 6 damage, and the target takes ongoing 10 necrotic damage and is dazed (save ends both).
⸸ **Double Attack** (standard; at-will) ✦ **Necrotic**
The grave dirt golem makes two slam attacks.
⸸ **Grave Dirt Rampage** (standard; recharge ⚄ ⚅) ✦ **Necrotic**
The grave dirt golem moves up to its speed plus 2 and can move through enemies' spaces without provoking opportunity attacks. When it enters a creature's space (ally or enemy), the golem makes a slam attack against that creature. The grave dirt golem must end its movement in an unoccupied space, and it can make no more than one slam attack against any single creature when using this power.
**Alignment** Unaligned **Languages** –
**Str** 22 (+13) **Dex** 7 (+5) **Wis** 8 (+6)
**Con** 24 (+14) **Int** 3 (+3) **Cha** 3 (+3)

## Grave Dirt Golem Tactics

This golem's slam attack infects a wound with necrotic energy and staggers the senses of the defender, so the creature tries to attack as many foes as possible. Unlike with other golems, the grave dirt golem's shifting form keeps its *grave dirt rampage* from provoking opportunity attacks. The golem uses that attack when faced with several clustered enemies.

**Tombstone Golem** **Level 17 Elite Soldier**
Large natural animate (construct) XP 3,200
**Initiative** +8 **Senses** Perception +7; darkvision
**HP** 336; **Bloodied** 168; see also *death burst*
**AC** 35; **Fortitude** 32, **Reflex** 27, **Will** 28
**Immune** disease, poison, sleep
**Saving Throws** +2
**Speed** 6; can't shift; see also *golem rampage*
**Action Points** 1
⊕ **Slam** (standard; at-will)
Reach 2; +24 vs. AC; 3d6 + 7 damage, and the target is pushed 1 square and dazed (save ends).

MATTHIAS KOLLROS

**Double Attack** (standard; at-will) ✦ **Necrotic**
The tombstone golem makes two slam attacks, or one *touch of the grave* attack and one slam attack.

**Golem Rampage** (standard; recharge ⚄ ⚅)
The tombstone golem moves up to its speed plus 2 and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a slam attack against that creature. The golem must end its movement in an unoccupied space, and it can make no more than one slam attack against any single creature when using this power.

**Touch of the Grave** (standard; recharges when first bloodied) ✦ **Necrotic**
Reach 2; +22 vs. Fortitude; 4d8 + 15 necrotic damage, and the target is weakened (save ends).

**Death Burst** (when reduced to 0 hit points) ✦ **Necrotic**
The tombstone golem explodes in a burst of jagged stones and necrotic energy. Close burst 1; targets enemies; +23 vs. AC; 2d6 + 2 damage plus 5 necrotic damage, and the space it occupied is difficult terrain until cleared.

**Alignment** Unaligned **Languages** –
**Str** 24 (+15) **Dex** 7 (+6) **Wis** 8 (+7)
**Con** 24 (+15) **Int** 3 (+4) **Cha** 3 (+4)

## Tombstone Golem Tactics

This golem uses *golem rampage* at every opportunity. The creature employs *touch of the grave* to weaken the opponent that it considers most capable of hindering it or dealing damage to it. The golem relies on *double attack* while it waits for *golem rampage* to recharge.

**Hangman Golem** **Level 20 Elite Brute**
Large natural animate (construct) XP 5,600

**Initiative** +13 **Senses** Perception +8; darkvision
**HP** 476; **Bloodied** 238
**AC** 34; **Fortitude** 36, **Reflex** 32, **Will** 30
**Immune** disease, poison, sleep
**Saving Throws** +2
**Speed** 6
**Action Points** 1

**Hangman's Lash** (standard; at-will)
Reach 2; +23 (+25 while bloodied) vs. AC; 2d8 + 7 damage, and the target is immobilized until the end of the hangman golem's next turn; see also *strangle*.

**Double Attack** (standard; at-will)
The hangman golem makes two *hangman's lash* attacks.

**Strangle** (minor 1/round; at-will)
Reach 2; targets a creature immobilized by the hangman golem; +21 vs. Fortitude; 3d8 + 8 damage, and the target takes ongoing 10 damage and is restrained (save ends both).

**Rope Whirlwind** (standard; recharge ⚄ ⚅)
Close burst 3; targets enemies; +21 vs. Reflex; 2d8 + 6 damage, and the target is immobilized (save ends).

**Alignment** Unaligned **Languages** –
**Skills** Stealth +18
**Str** 26 (+18) **Dex** 16 (+13) **Wis** 8 (+9)
**Con** 28 (+19) **Int** 3 (+6) **Cha** 3 (+6)

## Hangman Golem Tactics

These lanky, humanoid-shaped golems move swiftly on two rope feet. A hangman golem starts battle with *rope whirlwind* and then uses *strangle* on an immobilized creature. While it waits for *rope whirlwind* to recharge, it makes *double attacks* and continues to *strangle* creatures.

# Golem Lore

A character knows the following information with a successful skill check.

**Arcana DC 25:** With the exception of the cadaver golem, deathtouched golems are mindless like other golems. They act in accordance with their creator's wishes.

Stone golems that are constructed using tombstones and necrotic energy become tombstone golems.

A grave dirt golem is a huge, animate mound of soil excavated from ancient graves. The necrotic energy and fragments of bone and dry flesh transform the golem into an undead monstrosity.

Also known as a rope golem, a hangman golem is made from long ropes and at least three nooses that have been used to hang people. Hangman golems are stealthy yet resilient, so they are often used as assassins.

**Religion DC 25:** Most cadaver golems are produced accidentally when the creation of a flesh golem goes awry. The result is that the creature retains the soul and intelligence of one of the humanoid components. Most cadaver golems then kill or break free from their creators, wandering off to find a place in the world. Unlike most golems, cadaver golems are free-willed, thinking beings.

# Encounter Groups

Deathtouched golems are often encountered in the company of creatures they have been commanded to serve.

**Level 12 Encounter (XP 3,600)**
- ✦ 2 cadaver golems (level 12 elite brute)
- ✦ 1 minotaur cabalist (level 13 controller, *MM* 190)

**Level 17 Encounter (XP 8,400)**
- ✦ 1 bone naga (level 16 elite controller, *MM* 194)
- ✦ 1 grave dirt golem (level 15 elite brute)
- ✦ 1 tombstone golem (level 17 elite soldier)

**Level 18 Encounter (XP 10,800)**
- ✦ 4 abyssal ghoul hungerers (level 18 minion, *MM* 119)
- ✦ 1 death knight, human paladin (level 17 elite soldier, *MM* 50)
- ✦ 1 hangman golem (level 20 elite brute)

# HOUND, DEATH

Some types of hounds are animated canine corpses, and a few are creatures of shadow that have canine forms. The association these creatures have with death has gained them the name death hounds. They are driven by predatory urges and an appetite for fresh flesh.

**Rot Hound** **Level 1 Minion**
Small natural beast (undead) XP 25

**Initiative** +3 **Senses** Perception +2; darkvision
**Rotting Stench** aura 1; any enemy that starts its turn in the *rotting stench* aura of at least three rot hounds takes a -2 penalty to attack rolls, skill checks, and ability checks until the start of its next turn.
**HP** 1; a missed attack never damages a minion.
**AC** 15; **Fortitude** 11, **Reflex** 17, **Will** 11
**Immune** disease, poison; **Resist** 10 necrotic
**Speed** 8

⊕ **Gravebite** (standard; at-will) ✦ **Necrotic**
+4 vs. Reflex; 5 necrotic damage.

**Alignment** Unaligned **Languages** –
**Str** 8 (-1) **Dex** 16 (+3) **Wis** 14 (+2)
**Con** 14 (+2) **Int** 3 (-4) **Cha** 3 (-4)

## Rot Hound Tactics

Rot hounds are cowardly creatures that dash from shadow to shadow, nipping at their foes. The dogs reek of death, and if a fight is forced, they swarm an opponent and attempt to overwhelm the creature with *rotting stench* and *gravebite*.

**Famine Hound** **Level 2 Skirmisher**
Small natural beast (undead) XP 125

**Initiative** +6 **Senses** Perception +3; darkvision
**HP** 38; **Bloodied** 19
**AC** 16; **Fortitude** 14, **Reflex** 15, **Will** 14
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 8

⊕ **Gnash** (standard; at-will) ✦ **Necrotic**
+5 vs. Reflex; 1d4 + 2 necrotic damage, and ongoing 5 damage (save ends).

**Combat Advantage**
When a famine hound hits a target it has combat advantage against, the target is knocked prone.

**Alignment** Unaligned **Languages** –
**Str** 12 (+2) **Dex** 16 (+4) **Wis** 14 (+3)
**Con** 14 (+3) **Int** 3 (-3) **Cha** 8 (+0)

## Famine Hound Tactics

Famine hounds are cowards, though their hunger for warm flesh drives them toward audacious action. If the hounds have numbers or allies on their side, they all charge the same target using *gnash*. They seek out opportunities to flank an opponent to gain the additional benefit of knocking an opponent prone.

**Deathdog** **Level 6 Elite Brute**
Large shadow beast XP 500

**Initiative** +6 **Senses** Perception +6; darkvision
**HP** 176; **Bloodied** 88
**AC** 20; **Fortitude** 19, **Reflex** 17, **Will** 16
**Saving Throws** +2
**Speed** 8
**Action Points** 1

⊕ **Pouncing Bite** (standard; at-will) ✦ **Necrotic**
+9 vs. AC; 4d6 + 3 necrotic damage, and the target is knocked prone.

↓ **Go for the Legs** (opportunity, when an adjacent enemy stands up; at-will) ✦ **Necrotic**
The deathdog makes a pouncing bite attack against the triggering creature.

**Unholy Animation**
A living humanoid killed by a deathdog rises as a free-willed corruption corpse (*MM* 274) at the end of its creator's next turn.

**Alignment** Unaligned **Languages** –
**Str** 20 (+8) **Dex** 17 (+6) **Wis** 16 (+6)
**Con** 18 (+7) **Int** 5 (+0) **Cha** 10 (+3)

## Deathdog Tactics

Deathdogs charge headlong into combat, launching themselves at the nearest foe using *pouncing bite*. The creatures mauls opponents to the ground and then devours them. If the dogs sense weakness and frailty in a creature, they direct their ferocity toward that target, hoping to fell the creature and bring a corruption corpse to their aid.

**Charnel Hound** **Level 13 Elite Brute**
Large natural beast (undead) XP 1,600

**Initiative** +9 **Senses** Perception +9; darkvision
**Inspire Fear (Fear)** aura 5; any enemy that starts its turn within the aura takes a -2 penalty to attack rolls until the end of its next turn.
**HP** 316; **Bloodied** 158; see also *assimilation*
**AC** 27; **Fortitude** 27, **Reflex** 25, **Will** 24
**Immune** disease, poison; **Resist** 15 necrotic; **Vulnerable** 5 radiant
**Saving Throws** +2
**Speed** 8
**Action Points** 1

⊕ **Gaping Maw** (standard; at-will) ✦ **Necrotic**
+16 vs. AC; 3d8 + 8 necrotic damage, and ongoing 10 necrotic damage (save ends), and the target is knocked prone; see also *opportunistic*.

↓ **Doom Claws** (standard; at-will) ✦ **Necrotic**
The charnel hound makes two attacks; +14 vs. AC each; 2d8 + 8 necrotic damage each. If both attacks hit the same target, the charnel hound makes a gaping maw attack against the target.

**Assimilation** (free, when a creature is reduced to 0 hit points or fewer by the charnel hound; at-will) ✦ **Healing, Necrotic**
Targets the triggering creature; +16 vs. Fortitude; the target loses a healing surge, and the charnel hound regains 79 hit points.

**Opportunistic**
A charnel hound scores a critical hit on a roll of 18-20 and deals 2d8 extra damage against prone targets.

**Alignment** Chaotic evil **Languages** –
**Str** 22 (+12) **Dex** 17 (+9) **Wis** 16 (+9)
**Con** 18 (+10) **Int** 4 (+3) **Cha** 18 (+10)

### Charnel Hound Tactics

A charnel hound rushes into melee as soon as possible and then focuses on a single target. The hound alternates between *gaping maw* and *doom claws*, and it spends its action point when it has a chance to use both attacks against a single target in the same round. The canine is fearless and fights to the death.

## Hound Lore

A character knows the following information with a successful skill check.

**Religion DC 15**: Rot hounds are wretched creatures that look like rotting mutts with putrefying, gut-filled bellies. These creatures are the result of dogs that dig up and eat rotting corpses. The dogs grow sick and slowly rot from the inside out, eventually dying and reanimating due to necromantic energy in an area. The creatures return to "life" with a hunger for living flesh.

A famine hound has the gaunt, hollow features of a starving street dog. Famine hounds arise when dogs are abandoned by their masters and left to starve. They have a boundless hunger for fresh flesh and retain none of their former loyalties.

**Religion DC 20**: A charnel hound consists of a cluster of decaying bodies shaped in the form of a large canine. Charnel hounds are the unholy result of necromantic experiments. Evil ritualists fuse corpses together to create this vicious, predatory dog. Fiercely territorial, a charnel hound roams places infected with necrotic energy or prowls an area at the behest of its creator.

**Arcana DC 15**: A deathdog is a large canine that has two heads, each with a mouth full of sharp fangs. The stench of death lingers in places where a deathdog has been.

**Arcana DC 20**: Deathdogs are creatures of the Shadowfell that transform their prey into corruption corpses. They enter the world through shadow crossings, places where the Shadowfell and the mortal world converge.

## Encounter Groups

Death hounds are drawn to cemeteries and places of death. They sometimes raid towns, though they prefer to linger on the fringes of civilization, preying on hapless travelers. Death hounds can be found among the living or the dead, with or without masters.

**Level 1 Encounter (XP 550)**
- 4 crawling claws (level 1 minion, page 142)
- 4 decrepit skeletons (level 1 minion, *MM* 234)
- 4 rot hounds (level 1 minion)
- 2 zombies (level 2 brute, *MM* 274)

**Level 2 Encounter (XP 625)**
- 2 famine hounds (level 2 skirmisher)
- 1 goblin blackblade (level 1 lurker, *MM* 136)
- 1 goblin sharpshooter (level 2 artillery, *MM* 137)
- 1 goblin skullcleaver (level 3 brute, *MM* 137)

**Level 5 Encounter (XP 1,100)**
- 2 famine hounds (level 2 skirmisher)
- 2 gravehounds (level 3 brute, *MM* 274)
- 1 human mage (level 4 artillery, *MM* 163)
- 4 rot hounds (level 1 minion)

**Level 6 Encounter (XP 1,250)**
- 1 deathdog (level 6 elite brute)
- 1 shadar-kai chainfighter (level 6 skirmisher, *MM* 230)
- 1 shadar-kai gloomblade (level 6 lurker, *MM* 230)
- 1 shadow hound (level 6 skirmisher, *MM* 160)

**Level 13 Encounter (XP 4,400)**
- 1 blaspheme disciple (level 13 artillery, page 135)
- 1 charnel hound (level 13 elite brute)
- 1 lich, human wizard (level 14 controller, *MM* 176)

**Level 13 Encounter (XP 4,400)**
- 1 beholder death tyrant (level 15 solo artillery, page 132)
- 2 charnel hounds (level 13 elite brute)
- 2 fear moths (level 15 soldier, page 185)

DANIEL RUDNICKI

# LARVA UNDEAD

The bodies of larva undead are wholly composed of rotting flesh, fragments of bone, and maggots, centipedes, beetles, and other vermin. Their purposes vary with their form, but each is invariably anathema to the living.

**Larva Assassin** **Level 19 Elite Skirmisher**
Medium natural magical beast (undead) XP 4,800

**Initiative** +19 **Senses** Perception +16
**HP** 360; **Bloodied** 180
**AC** 34; **Fortitude** 32, **Reflex** 34, **Will** 30
**Immune** disease, poison; **Resist** 10 necrotic; takes half damage from melee and ranged attacks; **Vulnerable** 10 radiant, 10 against close and area attacks
**Saving Throws** +2
**Speed** 8; see also *squeezing swarm* and *million leg scuttle*
**Action Points** 1

⊕ **Biting Insects** (standard; at-will) ✦ **Poison**
+24 vs. Fortitude; 3d6 + 7 poison damage.

**Million Leg Scuttle** (move; recharge ⚅ ⚄ ⚃) ✦ **Poison**
+22 vs. Reflex; 3d6 + 7 poison damage, and the larva assassin shifts up to 4 squares and makes a secondary attack. *Secondary Target:* A creature other than the primary target. *Secondary Attack:* +22 vs. Reflex; 3d6 + 7 poison damage.

**Parasitic Infestation** (standard; recharge ⚃) ✦ **Necrotic**
Ranged 5; +22 vs. Fortitude; 1d10 + 8 necrotic damage, and the target takes ongoing 10 necrotic damage and is dazed (save ends both).

**Insect Mimicry** (immediate reaction, when an enemy that begins its move adjacent to the larva assassin ends its move; encounter)
The larva assassin shifts up to 8 squares, ending its movement adjacent to the triggering creature.

**Squeezing Swarm**
By altering its shape, a larva assassin can squeeze through small openings as if it were a Tiny creature.

**Alignment** Evil **Languages** Common
**Skills** Endurance +19, Stealth +22
**Str** 14 (+11) **Dex** 26 (+17) **Wis** 14 (+11)
**Con** 20 (+14) **Int** 16 (+12) **Cha** 15 (+11)
**Equipment** leather armor

## Larva Assassin Tactics

A larva assassin keeps moving, striking and then slipping away from potential enemies using *million leg scuttle*. It takes advantage of terrain features and *squeezing swarm* to gain cover. The assassin uses *insect mimicry* when an enemy tries to escape its clutches. If *million leg scuttle* doesn't recharge, the creature uses *parasitic infestation* on a nearby foe.

**Larva Sniper** **Level 21 Elite Artillery**
Medium natural magical beast (undead) XP 6,400

**Initiative** +13 **Senses** Perception +16
**HP** 306; **Bloodied** 153; see also *vengeful hive*
**AC** 36; **Fortitude** 33, **Reflex** 36, **Will** 34
**Immune** disease, poison; **Resist** 10 necrotic, takes half damage from melee and ranged attacks; **Vulnerable** 10 radiant; 10 against close and area attacks
**Saving Throws** +2
**Speed** 6; see also *squeezing swarm*
**Action Points** 1

⊕ **Stinging Swipe** (standard; at-will) ✦ **Poison**
+28 vs. AC; 2d8 + 2 poison damage.

**Wasp-Flight Arrow** (standard; at-will) ✦ **Poison, Weapon**
Requires longbow; ranged 20/40; +28 vs. AC; 1d10 + 2 damage, and ongoing 5 poison damage (save ends).

**Disrupting Double Arrow** (standard; at-will) ✦ **Poison, Weapon**
Requires longbow; the larva sniper makes two *wasp-flight arrow* attacks. If both attacks hit the same target, it takes ongoing 10 poison damage and is dazed (save ends both).

/ **Escaping Sting** (immediate reaction, when targeted by a melee attack; at-will) ✦ **Poison, Weapon**
The larva sniper shifts up to 3 squares and makes a basic attack.

/ **Vespine Speed** (minor 1/round; at-will) ✦ **Poison, Weapon**
The larva sniper makes a basic attack.

**Vengeful Hive** (when first bloodied; encounter) ✦ **Poison**
Close burst 2; +24 vs. Fortitude; 3d8 + 5 poison damage.

**Squeezing Swarm**
By altering its shape, a larva sniper can squeeze through small openings as if it were a Tiny creature.

**Alignment** Evil **Languages** Common
**Skills** Acrobatics +18, Stealth +18
**Str** 15 (+12) **Dex** 17 (+13) **Wis** 23 (+16)
**Con** 21 (+15) **Int** 27 (+18) **Cha** 16 (+13)
**Equipment** leather armor, longbow

JAKE MASBRUCH

## Larva Sniper Tactics

A larva sniper prefers to fire on foes from a long distance, using *disrupting double arrow* and *vespine speed*. However, a sniper is not totally opposed to engaging in melee. If one or two enemies pursue a sniper, becoming isolated from the group, it uses *escaping sting* and possibly *vengeful hive* on the attackers. The sniper continues to try to retreat, drawing the enemies into dangerous situations due to terrain or the sniper's nearby allies.

| **Larva War Master** | **Level 23 Elite Brute** |
|---|---|
| Medium natural magical beast (undead) | XP 10,200 |
| **Initiative** +19 **Senses** Perception +15 | |
| **Tactical Feedback** (**Psychic**) aura 6; any enemy within the aura takes 10 psychic damage when it shifts. | |
| **HP** 528; **Bloodied** 264 | |
| **AC** 37; **Fortitude** 37, **Reflex** 35, **Will** 34 | |
| **Immune** disease, poison; **Resist** 10 necrotic; takes half damage from melee and ranged attacks; **Vulnerable** 10 radiant, 10 against close and area attacks | |
| **Saving Throws** +2 | |
| **Speed** 5; see also *squeezing swarm* | |
| **Action Points** 1 | |
| ⊕ **Mandible Blade** (standard; at-will) ✦ **Necrotic** +24 vs. Fortitude; 3d10 + 8 necrotic damage. | |
| ǂ **Double Attack** (standard; at-will) ✦ **Necrotic** The larva war master makes two *mandible blade* attacks. | |
| ⊁ **Punishing Beetle** (immediate reaction, when a creature regains hit points; encounter) ✦ **Poison** Ranged 20; targets the triggering creature; +24 vs. Fortitude; 5d10 + 12 poison damage. *Miss:* Half damage. | |
| **Squeezing Swarm** By altering its shape, a larva war master can squeeze through small openings as if it were a Tiny creature. | |
| **Alignment** Evil **Languages** Common | |
| **Skills** Acrobatics +22, Athletics +23, Intimidate +22 | |
| **Str** 28 (+20) **Dex** 26 (+19) **Wis** 18 (+15) | |
| **Con** 24 (+18) **Int** 20 (+16) **Cha** 22 (+17) | |
| **Equipment** plate armor | |

## Larva War Master Tactics

A larva war master wades into melee combat, usually targeting strikers or leaders. The creature positions itself among as many enemies as possible, making enemies suffer from *tactical feedback* if they want to shift away from the war master or its allies. It prefers to use *punishing beetle* on a bloodied enemy that has just been healed. If reduced to 50 hit points or fewer, a war master looks for a way to flee, using *squeezing swarm* if it can to discourage pursuit.

# Larva Undead Lore

A character knows the following information with a successful Religion check.

**DC 22**: Individuals who have relentlessly pursued evil might return as larva undead. When a larva undead is destroyed, the necrotic energy holding it together dissipates, leaving behind a harmless mound of maggots and bugs.

**DC 27**: A larva assassin is a conscienceless killer that arises when a humanoid dies after spending his or her life murdering without pity. When the individual's body begins to decay, a swarm of hornets and centipedes gathers to devour the corpse. Necrotic energy merges the vermin with the consciousness of the former humanoid, creating a larva assassin. The original larva assassins served the legendary being Kyuss; many such creatures now pursue their own dark ambitions. They lurk in the world's shadows, quietly eliminating those who oppose their schemes.

Larva snipers are the result of dead humanoids who took sadistic delight in their ability to slay foes from afar. Upon such a creature's death, masses of yellow, segmented wasps and hornets gather and give the creature's consciousness a physical form. Larva snipers are clever combatants that try to isolate enemies. Although the creature might appear to let its guard down, it has a nasty surprise awaiting anyone foolish enough to take advantage of the opening. When the elder entity Kyuss makes his final assault on the world, it is said that larva snipers will rain down death from atop the towers and roofs of cities.

Larva war masters are the undead progeny of powerful warriors who become unhinged by bloodlust, commit strings of atrocities, and then die. Upon the subject's death, its body is consumed by devouring beetles that strip flesh from bone and then form a new body. Larva war masters hate creatures that show effrontery or that grant succor to their allies. The ancient undead entity Kyuss rewarded his most faithful and remorseless warriors with eternal existence as larva war masters. Now these warriors marshal his ever-growing army of undead.

# Encounter Groups

Larva undead often employ powerful undead as guardians and sentinels. They also occasionally serve mighty creatures.

**Level 19 Encounter (XP 12,000)**
- ✦ 1 larva assassin (level 19 elite skirmisher)
- ✦ 2 slaughter wights (level 18 brute, *MM* 263)
- ✦ 2 sword wraiths (level 17 lurker, *MM* 267)

**Level 21 Encounter (XP 17,600)**
- ✦ 1 larva sniper (level 21 elite artillery)
- ✦ 4 rot harbingers (level 20 soldier, *MM* 223)

**Level 22 Encounter (XP 21,450)**
- ✦ 4 abyssal ghoul myrmidons (level 23 minion, *MM* 119)
- ✦ 1 larva war master (level 23 elite brute)
- ✦ 1 nabassu gargoyle (level 18 lurker, *MM* 115)
- ✦ 1 rot slinger (level 22 artillery, *MM* 223)

# Lich

Many creatures hope to escape death. When such creatures are powerful and corrupt, they sometimes turn to rituals that can transform them into liches. However, immortality comes with a price, and these creatures lose the remaining shreds of their humanity in process.

| **Baelnorn Lich** | **Level 15 Elite Controller** |
|---|---|
| Medium fey humanoid (undead), eladrin | XP 2,400 |
| **Initiative** +10 **Senses** Perception +11; darkvision | |
| **Baelnorn's Will (Fear)** aura 5; any enemy within the aura takes a -2 penalty to Will and to saving throws against psychic effects. | |
| **HP** 292; **Bloodied** 146; see also *indestructible* and *second wind* | |
| **Regeneration** 5 | |
| **AC** 31; **Fortitude** 27, **Reflex** 30, **Will** 29 | |
| **Immune** disease, poison; **Resist** 10 necrotic | |
| **Saving Throws** +2; +5 against charm effects | |
| **Speed** 6; see also *fey step* and *ethereal shift* | |
| **Action Points** 1 | |
| ⓘ **Grasp of Enfeeblement** (standard; at-will) ✦ **Necrotic** | |
| +19 vs. Fortitude; 1d10 + 7 necrotic damage, and the target is weakened until the end of the baelnorn's next turn. | |
| ⓘ **Dream Haunting** (standard; at-will) ✦ **Psychic** | |
| Ranged 20; +19 vs. Reflex; 2d8 + 6 psychic damage. | |
| ⓘ **Voice of Solemnity** (minor 1/round; at-will) ✦ **Charm** | |
| +19 vs. Will; the target falls into a sleepy trance. While in this trance state, the target is immobilized and dominated (save ends both). In addition, the target truthfully answers any question the baelnorn asks. | |
| **Fey Ire** (standard; recharge ⚅ ⚄ ⚃) ✦ **Psychic, Radiant** | |
| Area burst 2 within 10; +17 vs. Will; 2d8 + 9 radiant damage, and the target takes ongoing 5 psychic damage and is dazed (save ends both). *Miss:* Half damage, and the target is instead slowed (save ends). | |
| **Ethereal Shift** (immediate reaction, when an enemy's melee attack misses the baelnorn; at-will) | |
| The baelnorn shifts up to 3 squares. | |
| **Fey Step** (move; encounter) ✦ **Teleportation** | |
| The baelnorn teleports up to 5 squares. | |
| **Projection** (standard; recharges when first bloodied) ✦ **Conjuration, Teleportation** | |
| Ranged 10; the baelnorn creates a conjuration of itself, turns invisible, and teleports up to 5 squares. The conjuration can be attacked and damaged, though it is unaffected by conditions and effects. The conjuration occupies one square and has 1 hit point (a missed attack never damages the conjuration). The baelnorn becomes visible if it attacks or when the conjuration is reduced to 0 hit points. As a move action, the baelnorn can move the conjured illusion up to 6 squares. | |
| **Second Wind** (standard; encounter) ✦ **Healing** | |
| The baelnorn spends a healing surge and regains 73 hit points. It gains a +2 bonus to all defenses until the start of its next turn. | |
| **Indestructible** | |
| When a baelnorn is reduced to 0 hit points, its body and possessions crumble into dust, but it is not truly destroyed. It reappears in 1d10 days within 1 square of its phylactery (if it has one), unless the phylactery is also found and destroyed. | |
| **Alignment** Any **Languages** Common, Elven | |
| **Skills** Arcana +20, History +20, Insight +16 | |
| **Str** 14 (+9) **Dex** 16 (+10) **Wis** 19 (+11) | |
| **Con** 18 (+11) **Int** 23 (+13) **Cha** 21 (+12) | |

## Baelnorn Tactics

A baelnorn opens combat with *voice of solemnity*, followed quickly by *projection* if it succeeds in dominating a target. The baelnorn uses its conjuration to distract creatures while it forces the dominated creature to attack allies. It typically tries to dominate a ranged attacker. Once the conjuration is destroyed, the baelnorn uses *fey ire* and *dream haunting* while employing *ethereal shift* and *fey step* to negotiate the battlefield.

MATS MINNIGAN

**Thicket Dryad Lich** **Level 16 Solo Controller**
Medium fey humanoid (plant, undead) XP 7,000

**Initiative** +13 **Senses** Perception +11; darkvision
**Death Thorns** (**Necrotic**) aura 3; any creature without forest walk takes 5 necrotic damage each time it moves or is pushed, pulled, or slid into a square within the aura.
**HP** 690; **Bloodied** 345; see also *indestructible*
**Regeneration** 10 (if a thicket dryad lich takes radiant damage, regeneration doesn't function until the end of its next turn).
**AC** 34; **Fortitude** 32, **Reflex** 30, **Will** 34
**Immune** disease, poison; **Resist** 15 necrotic
**Saving Throws** +5
**Speed** 8 (forest walk); see also *necrotic treestride*
**Action Points** 2

**Rot Claws** (standard; at-will) ✦ **Necrotic**
+21 vs. AC; 2d8 + 3 damage, and ongoing 5 necrotic damage (save ends).

**Necrocreeper Vines** (standard; at-will) ✦ **Necrotic**
Ranged 10; two attacks, each one against a different target; +19 vs. Reflex; 2d8 + 3 damage per attack, and the target slides 4 squares. At the end of the slide, the target takes ongoing 5 necrotic damage and is restrained (escape ends both).

**Blight Burst** (standard; recharges when first bloodied) ✦ **Poison**
Close burst 3; targets enemies; +19 vs. Fortitude; 2d10 + 3 poison damage, and the target takes ongoing 10 poison damage and is weakened (save ends both).

**Death Spike** (minor 1/round; at-will) ✦ **Necrotic**
Close burst 3; targets one creature restrained by *necrocreeper vines*; +21 vs. AC; 1d6 + 8 damage plus 2d8 necrotic damage, and the target is weakened and takes a –2 penalty to Athletics checks and Acrobatics checks (save ends both).

**Deceptive Veil** (minor; at-will) ✦ **Illusion**
A thicket dryad lich can disguise itself to appear as any Medium humanoid, usually a beautiful elf or eladrin. A successful Insight check (opposed by the dryad's Bluff check) pierces the disguise.

**Necrotic Treestride** (move; at-will) ✦ **Necrotic, Teleportation**
A thicket dryad lich teleports up to 8 squares if it begins and ends the move adjacent to a tree, a treant, or a plant of Large size or bigger. When it teleports in this manner, a thicket dryad lich deals 10 necrotic damage to all nonplant creatures adjacent to it at the end of the teleport.

**Thorny Body**
A creature that a thicket dryad lich has grabbed takes 10 damage when the dryad sustains the grab.

**Indestructible**
When a thicket dryad lich is reduced to 0 hit points, it dissipates into a spray of dead leaves, but it is not truly destroyed. It reappears in 1d10 days within 1 square of its phylactery tree, unless the phylactery tree is also found and destroyed.

**Alignment** Evil **Languages** Elven, telepathy 10
**Skills** Arcana +17, Bluff +20, Insight +16, Stealth +18
**Str** 16 (+11) **Dex** 20 (+13) **Wis** 17 (+11)
**Con** 22 (+14) **Int** 18 (+12) **Cha** 24 (+15)

## Thicket Dryad Lich Tactics

Often posing as a comely elf or eladrin in need of aid, a thicket dryad lich transforms to its true visage when its victims come within the range of its aura. The creature then lashes out with *blight burst*, switching to *necrocreeper vines* while it waits for *blight burst* to recharge. The lich uses a combination of its *death thorns* aura, *necrocreeper vines*, and *death spike* to restrain and incapacitate nearby foes. It uses *necrotic treestride* to escape if too many enemies surround it.

**Void Lich** **Level 20 Elite Lurker**
Medium aberrant humanoid (undead) XP 5,600

**Initiative** +13 **Senses** Perception +18; darkvision
**Shroud of Night** aura 5; bright light within the aura is reduced to dim light, and dim light within the aura is reduced to darkness (if the void lich takes radiant damage, the aura is negated until the end of the void lich's next turn).
**HP** 296; **Bloodied** 148; see also *indestructible* and *life tap*
**AC** 34; **Fortitude** 31, **Reflex** 32, **Will** 34
**Immune** disease, poison, fear; **Resist** 10 necrotic
**Saving Throws** +2
**Speed** 4, fly 8 (hover), see also *phase step*
**Action Points** 1

**Life Tap** (standard; at-will) ✦ **Healing, Necrotic**
+23 vs. Fortitude; 2d6 + 7 necrotic damage, and the void lich regains 15 hit points.

**Void Tendrils** (standard; at-will) ✦ **Necrotic**
Ranged 10; +23 vs. Will; 2d8 + 7 necrotic damage, and the target is knocked prone and dazed (save ends).

**Frightful Gaze** (minor; at-will) ✦ **Fear, Gaze**
Close blast 3; +21 vs. Will; the target is pushed 5 squares and takes a –2 penalty to attack rolls (save ends). *First Failed Saving Throw:* The target is dazed, immobilized, and takes a –2 penalty to attack rolls (save ends all).

**Hideous Laughter** (minor; recharges when the void lich bloodies an enemy) ✦ **Fear, Psychic**
Close blast 3; +21 vs. Will; 2d8 + 7 psychic damage, and the target takes a –5 penalty to all defenses until the end of the void lich's next turn.

**Fade to Dusk** (minor; recharge ⚄ ⁞⁞)
The void lich becomes insubstantial and invisible until it attacks or until the end of its next turn.

**Phase Step** (minor; at-will)
The void lich teleports up to 2 squares.

**Indestructible**
When a void lich is reduced to 0 hit points, its body and possessions dissipate into whips of darkness, but it is not destroyed. It reappears (along with its possessions) in 1d10 days within 1 square of its phylactery, unless the phylactery is also found and destroyed.

**Alignment** Evil **Languages** Common, Deep Speech, telepathy 10
**Skills** Arcana +22, Intimidate +20
**Str** 16 (+13) **Dex** 17 (+13) **Wis** 26 (+18)
**Con** 22 (+16) **Int** 24 (+17) **Cha** 20 (+15)

## Void Lich Tactics

A void lich uses *fade to dusk* and *phase step* to surprise its foes and move about the battlefield. The creature tries to attack at night or in areas of darkness, where it can best utilize *shroud of night*. The lich releases its *hideous laughter* to lower foes' defenses before assaulting them with *frightful gaze* or *void tendrils*.

**Alhoon Lich** **Level 21 Elite Controller (Leader)**
Medium aberrant humanoid (undead), mind flayer XP 6,400

**Initiative** +15 **Senses** Perception +16; darkvision
**Necromantic Aura** (**Necrotic**) aura 5; any living creature that enters the aura or starts its turn within the aura takes 5 necrotic damage.
**HP** 394; **Bloodied** 197; see also *indestructible* and *second wind*
**Regeneration** 10 (if an alhoon takes radiant damage, regeneration doesn't function until the end of its next turn)
**AC** 37; **Fortitude** 31, **Reflex** 35, **Will** 33
**Immune** disease, poison; **Resist** 15 necrotic
**Saving Throws** +2
**Speed** 7
**Action Points** 1; see also *bore into brain (devour brain)*

**Tentacles** (standard; at-will)
+26 vs. AC; 3d8 + 3 damage, and the target is grabbed. The alhoon can have only one creature grabbed at a time.

**Bore into Brain** (standard; at-will)
Targets a creature grabbed by the alhoon or a dazed or stunned creature; +25 vs. Fortitude; 3d10 + 3 damage, and the target is stunned (save ends). If this power reduces the target to 0 hit points or fewer, the alhoon can use *devour brain* or *create thrall*.
*Devour Brain:* The alhoon devours the target's brain. The target is killed, and the alhoon regains an action point.
*Create Thrall (Charm):* The target regains hit points equal to its bloodied value and is dominated until the alhoon lich is destroyed. The target is immune to *mind blast* and gains a +5 bonus to Will while within 10 squares of the alhoon that dominated it.

**Enslave** (standard; recharge ⚄ ⋮⋮) ✦ **Charm**
Ranged 10; +25 vs. Will; the target is dominated (save ends). While dominated, the target is immune to *mind blast* and gains a +5 bonus to Will while within 10 squares of the alhoon that dominated it. The alhoon can have only one creature dominated using *enslave* at a time.

**Mind Blast** (standard; recharge ⚄ ⋮⋮) ✦ **Psychic**
Close blast 5; does not target mind flayers and their thralls; +23 vs. Will; 4d8 + 7 psychic damage, and the target is dazed (save ends). *Miss:* Half damage, and the target is not dazed.

**Interpose Thrall** (immediate reaction, when an enemy targets the alhoon with a melee attack; at-will)
The triggering attack targets a thrall within the attacker's reach.

**Second Wind** (standard; encounter) ✦ **Healing**
The alhoon spends a healing surge and regains 98 hit points. The alhoon gains a +2 bonus to all defenses until the start of its next turn.

**Indestructible**
When an alhoon is reduced to 0 hit points, its body and possessions crumble into dust, but it is not destroyed. It reappears (along with its possessions) in 1d10 days within 1 square of its phylactery, unless the phylactery is also found and destroyed.

**Alignment** Evil **Languages** Deep Speech, telepathy 10
**Skills** Arcana +23, Bluff +17, Insight +21
**Str** 15 (+12) **Dex** 21 (+15) **Wis** 23 (+16)
**Con** 21 (+15) **Int** 26 (+18) **Cha** 14 (+12)

## Alhoon Tactics

An alhoon is a clever, intelligent combatant, entering battle only when it feels it has an advantage. The lich uses *mind blast* or its tentacles until it succeeds in dazing or grabbing a creature. The alhoon then commences to use *bore into brain* on the target. If an alhoon is not yet bloodied and succeeds in dropping a target, it kills the creature outright with *devour brain*. After the lich is bloodied, it is more likely to use the *create thrall* power.

**Demilich** **Level 20 Solo Artillery**
Tiny natural animate (undead) XP 14,000

**Initiative** +13 **Senses** Perception +18; darkvision
**Intruding Terror** (**Fear**) aura 2; enemies within the aura take a -2 penalty to attack rolls.
**HP** 800; **Bloodied** 400; see also *consume soul* and *indestructible*
**Regeneration** 20 (if a demilich takes radiant damage, regeneration doesn't function until the end of its next turn)
**AC** 33; **Fortitude** 35, **Reflex** 32, **Will** 32
**Immune** disease, poison. sleep; **Resist** 10 necrotic, 10 psychic
**Saving Throws** +5
**Speed** fly 12 (hover)
**Action Points** 2

**Shadow Ray** (standard; at-will) ✦ **Necrotic**
Ranged 20; +25 vs. AC; 3d6 + 8 necrotic damage.

**Twin Rays** (standard; at-will) ✦ **Necrotic**
The demilich makes two *shadow ray* attacks.

**Drain Soul** (standard; at-will)
Ranged 5; does not provoke opportunity attacks; +25 vs. Fortitude; the target is dazed and restrained (save ends both). *First Failed Saving Throw:* The target is instead stunned and restrained (save ends both). *Second Failed Saving Throw:* The target dies, and its soul is trapped in one of the demilich's *soul gems* until the demilich is destroyed; see also *consume soul* and the "Fate of Drained Souls" sidebar (page 201).

**Obsidian Eye** (minor; at-will) ✦ **Gaze, Necrotic**
Ranged 20; +25 vs. Fortitude; the target takes ongoing 10 necrotic damage (save ends).

**Soul Shriveling Pulse** (immediate reaction, when a creature fails a saving throw against *drain soul*; at-will) ✦ **Fear, Necrotic**
Close burst 5; +25 vs. Will; 3d6 + 5 necrotic damage, and the target takes a -2 penalty to saving throws (save ends).

**Consume Soul** (minor; expends a trapped soul; recharge ⋮⋮) ✦ **Healing**
The demilich regains 200 hit points.

**Soul Gems**
The demilich's six *soul gems* can each hold the soul of one of its victims. At the beginning of an encounter, the *soul gems* contain two souls. Crushing a gem after the demilich is defeated releases the soul to the Shadowfell.

**Indestructible**
When a demilich is reduced to 0 hit points or fewer, its skull (but not the *soul gems*) crumbles into dust, but it is not destroyed. It reappears in 1d10 days within 1 square of its phylactery, unless the phylactery is also found and destroyed.

**Alignment** Evil **Languages** Common, Supernal
**Skills** Arcana +17, Insight +18, Religion +18
**Str** 16 (+13) **Dex** 16 (+13) **Wis** 17 (+13)
**Con** 24 (+17) **Int** 15 (+12) **Cha** 27 (+18)

## Demilich Tactics

Demiliches rarely enter melee directly, preferring to instead send wave after wave of servitors at adversaries. While foes are engaged with other creatures, a demilich sends volleys of *twin rays* and *obsidian eye*. A demilich targets particularly troublesome nearby opponents with *drain soul*, then positions itself to maximize the effect of *soul shriveling pulse*. As long as the demlich knows that its phylactery is safe, it does not fear fighting to "the death."

DAVID SOURWINE

## Lich Lore

A character knows the following information with a successful Religion check.

**DC 27:** Eladrin become baelnorn liches for a variety of reasons. Many choose this path so they can act as guardians of ancestral vaults and tombs. Unlike most liches, baelnorns are not necessarily evil. The creatures are less power-hungry and covetous than other liches, and they often keep their phylacteries in close proximity to the places they guard. A few baelnorn have no phylacteries at all; rather, their prolonged existence is achieved through a powerful ritual or the blessing of a deity.

Sometimes a dryad's desire to protect its woodland twists into dark obsession. In rare instances, one of these fey creatures crosses the threshold into undeath and becomes a thicket dryad lich. The dryad transforms a favorite tree into a phylactery. The corruption in the dryad's soul then causes the tree to become warped and rotted. Over time, this blight can spread out over the surrounding forest.

A void lich is an antediluvian horror from the Far Realm that seizes control of the body and phylactery of someone performing a lich transformation ritual. Lured into the world by the eldritch power unleashed during the ritual, this aberrant entity shunts the ritual performer's soul off to the Far Realm and possesses the host body as its own. A void lich is cloaked in darkness, a remnant of the dark, churning corridors of its origin plane.

**DC 31:** An alhoon lich's skin has none of the smooth, slimy quality of its mind flayer origin. Instead, the undead illithid's skin appears dry and cracked. An alhoon is known also as an illithilich. Alhoons are magic-using outcasts from mind flayer societies who have defied the ruling elder brains. They still delight in devouring mortal brains, but they no longer require them for sustenance.

A demilich is an animated skull, a skeletal hand, or a spine that is festooned with costly gems. The jewels gleam wickedly with the light of trapped souls. Despite the implication of its name, a demilich is more deadly than a normal lich. Particularly powerful liches that learn the secret of fashioning soul gems often shed their bodies and evolve into demiliches. With size and mobility on their side, these demiliches travel the universe in search of its secrets.

## Encounter Groups

Liches often command armies of lesser undead or have demons or devils serving them. Few liches tolerate anything less than mastery over all creatures surrounding them; they rarely serve more powerful monsters.

**Level 14 Encounter (XP 5,600)**
- 1 baelnorn (level 15 elite controller)
- 2 briar witch dryads (level 13 elite controller, *MM* 96)

**Level 17 Encounter (XP 9,000)**
- 2 boneclaws (level 14 soldier, *MM* 37)
- 1 thicket dryad lich (level 16 solo controller)

**Level 19 Encounter (XP 13,200)**
- 1 alhoon (level 21 elite controller)
- 1 darkpact ghoul (level 19 elite skirmisher, page 155)
- 1 gibbering abomination (level 18 controller, *MM* 126)

**Level 20 Encounter (XP 15,500)**
- 2 callers in darkness (level 19 elite soldier, page 152)
- 1 void lich (level 20 elite lurker)
- 1 voidsoul specter (level 23 lurker, *MM* 244)

**Level 21 Encounter (XP 18,000)**
- 2 bodak reavers (level 18 soldier, *MM* 36)
- 1 demilich (level 20 solo artillery)

# MUMMY

Mummies guard sacred locations, which they sometimes watch over for hundreds of years. Even after centuries, though, their deadliness does not abate. They bestow powerful curses and unleash deadly attacks that infect an interloper with disease.

| **Deranged Champion** | **Level 12 Elite Brute** |
|---|---|
| Large aberrant humanoid (undead), foulspawn | XP 1,400 |

**Initiative** +8 **Senses** Perception +9; darkvision
**Despair (Fear)** aura 5; any enemy within the aura takes a -2 penalty to attack rolls against the deranged champion.
**HP** 300; **Bloodied** 150
**Regeneration** 10 (if a deranged champion takes fire damage, regeneration doesn't function until the end of its next turn)
**AC** 26; **Fortitude** 29 (31 while bloodied), **Reflex** 22, **Will** 26
**Immune** disease, fear, poison; **Resist** 10 necrotic
**Saving Throws** +2
**Speed** 8
**Action Points** 1

⊕ **Rotting Slam** (standard; at-will) ✦ **Disease, Necrotic**
Reach 2; +17 vs. AC (+19 while bloodied); 2d8 + 7 necrotic damage (3d8 + 9 necrotic damage while bloodied), and the target contracts mummy rot (level 12; Endurance improve DC 23, maintain DC 17, worsen DC 16 or lower; *DMG* 49).

**Alignment** Evil **Languages** Deep Speech, telepathy 10
**Str** 24 (+13) **Dex** 14 (+8) **Wis** 7 (+4)
**Con** 20 (+11) **Int** 7 (+4) **Cha** 14 (+8)

## Deranged Champion Tactics

A deranged champion attacks with its fists, mauling whichever opponent seems to be the greatest threat in any given round. The creature tries to infect as many foes as possible with mummy rot.

| **Dark Pharaoh** | **Level 13 Elite Controller (Leader)** |
|---|---|
| Large natural animate (construct, undead), eidolon | XP 1,600 |

**Initiative** +8 **Senses** Perception +9; darkvision
**Despair (Fear)** aura 5; any enemy within the aura takes a -2 penalty to attack rolls against the dark pharaoh.
**HP** 264; **Bloodied** 132; see also *mummy's curse*
**Regeneration** 10 (if a dark pharaoh takes fire damage, regeneration doesn't function until the end of its next turn)
**AC** 30; **Fortitude** 28, **Reflex** 22, **Will** 27
**Immune** disease, poison, sleep; **Resist** 10 necrotic; see also *false faith*
**Saving Throws** +2
**Speed** 5
**Action Points** 1

⊕ **Slam** (standard; at-will) ✦ **Necrotic**
Reach 2; +19 vs. AC; 2d8 + 6 necrotic damage.

**Slamming Fury** (standard; at-will) ✦ **Necrotic**
The dark pharaoh makes two slam attacks, each one against a different target.

**Psychic Block** (immediate interrupt, when an enemy would target the dark pharaoh with an attack; at-will) ✦ **Psychic**
Ranged 10; targets the triggering enemy; +17 vs. Will; the target designates another target for the attack, or the attack is negated. A negated daily power or encounter power is expended.

**Psychic Curse** (standard; at-will) ✦ **Psychic**
Ranged 10; +17 vs. Will; 2d8 + 6 psychic damage, and each time the target uses an attack power, it takes 5 psychic damage (save ends). *Aftereffect:* The target is dazed (save ends).

**Mummy's Curse** (when reduced to 0 hit points) ✦ **Disease**
Close burst 10; targets enemies; +17 vs. Will; the target contracts mummy rot (level 13; Endurance improve DC 23, maintain DC 17, worsen DC 16 or lower; *DMG* 49).

**False Faith** (standard; at-will)
The dark pharaoh assumes a meditative stance. Until the end of its next turn, it gains resist 20 to all damage, and allies in its line of sight gain a +2 bonus to attack rolls. If the dark pharaoh moves, the effect ends.

**Alignment** Evil **Languages** Common
**Str** 22 (+12) **Dex** 14 (+8) **Wis** 16 (+9)
**Con** 20 (+11) **Int** 7 (+4) **Cha** 11 (+6)

## Dark Pharaoh Tactics

A dark pharaoh uses *false faith* to protect itself while bolstering its allies. When out of its meditative state, it judiciously targets foe with *psychic curse*. When an opponent closes in, the dark pharaoh uses *slamming fury* and *psychic block* to deter the enemy.

GORAN JOSIC

**Scourge of Baphomet** **Level 13 Elite Controller (Leader)**
Medium natural humanoid (undead), minotaur XP 1,600

**Initiative** +7 **Senses** Perception +16; darkvision
**Despair** (**Fear**) aura 5; any enemy within the aura takes a -2 penalty to attack rolls against the scourge of Baphomet.
**Baphomet's Boon** aura 10; any ally of the scourge of Baphomet that starts its turn within the aura gains a +2 bonus to attack rolls when charging.
**HP** 258; **Bloodied** 148; see also *ferocious curse*
**Regeneration** 10 (if a scourge of Baphomet takes fire damage, regeneration doesn't function until the end of its next turn)
**AC** 29; **Fortitude** 31, **Reflex** 24, **Will** 30
**Immune** disease, poison; **Resist** 10 necrotic
**Saving Throws** +2
**Speed** 6
**Action Points** 1

⊕ **Great Cursed Mace** (standard; at-will) ✦ **Necrotic, Weapon**
+15 vs. AC; 1d8 + 7 damage plus 1d6 necrotic damage.

↓ **Goring Charge** (standard; at-will)
The scourge of Baphomet makes a charge attack: +16 vs. AC; 2d6 + 6 damage, and the target is knocked prone.

**Horns of Force** (minor; at-will) ✦ **Force**
Ranged 5; +18 vs. AC; 1d8 + 3 force damage, and the target is pushed 2 squares.

**Ferocious Curse** (when reduced to 0 hit points) ✦ **Necrotic, Weapon, Disease**
The scourge of Baphomet makes a melee basic attack and then makes a secondary attack. *Secondary Attack:* Close burst 10; targets enemies; +18 vs. Will; the target contracts mummy rot (level 13; Endurance improve DC 23, maintain DC 17, worsen DC 16 or lower; *DMG* 49).

**Call out the Beast** (minor; at-will)
Ranged 10; one bloodied ally within 10 squares of the scourge of Baphomet makes a melee basic attack as a free action.

**Alignment** Chaotic evil **Languages** Abyssal, Common
**Skills** Dungeoneering +14, Intimidate +14, Nature +16, Religion +12
**Str** 22 (+12) **Dex** 12 (+7) **Wis** 17 (+9)
**Con** 17 (+9) **Int** 13 (+7) **Cha** 16 (+9)
**Equipment** robes, mace

## Scourge of Baphomet Tactics

A scourge of Baphomet beseeches Baphomet as it smites foes. It uses *horns of force* to push an enemy into a place where it can use *goring charge* against the target. The mummy also uses *horns of force* to shove enemies closer to allies so they can attack when the scourge uses *call out the beast*.

## Nonhumanoid Mummies

"Mummy champion" and "mummy lord" are monster templates that can be applied to nonplayer characters. See page 180 of the *Dungeon Master's Guide* for rules on creating new monsters using these templates.

The *Dungeon Master's Guide* indicates that mummy champions and mummy lords should be humanoids, but not every mummy has to follow this guideline. Certain nonhumanoid creatures make excellent mummies. In this section, an eidolon and a sphinx were used as the base creatures for mummies. In general, any creature can become a mummy as long as its purpose is to guard an important location.

**Necrosphinx** **Level 16 Solo Soldier**
Large immortal magical beast (undead) XP 7,000

**Initiative** +12 **Senses** Perception +17; darkvision
**Despair** (**Fear**) aura 5; any enemy within the aura takes a -2 penalty to attack rolls against the necrosphinx.
**HP** 760; **Bloodied** 380; see also *mummy's curse* and *second wind*
**Regeneration** 10 (if a necrosphinx takes fire damage, regeneration doesn't function until the end of its next turn)
**AC** 37; **Fortitude** 35, **Reflex** 32, **Will** 37; see also *sphinx's challenge*
**Immune** disease, poison; **Resist** 10 necrotic
**Saving Throws** +5
**Speed** 6, fly 8 (clumsy), overland flight 10; see also *death's pounce*
**Action Points** 2; see also *sphinx's challenge*

⊕ **Claw** (standard; at-will)
+21 (see also *sphinx's challenge*) vs. AC; 2d10 + 5 damage, and the target is marked until the end of the sphinx's next turn.

↓ **Death's Pounce** (standard; at-will) ✦ **Necrotic**
The necrosphinx moves up to 6 squares and makes two claw attacks, each one against a different target. If an attack hits, that target is knocked prone. If both attacks hit, each target also takes ongoing 5 necrotic damage (save ends).

↓ **Fierce Retort** (immediate interrupt, when a creature marked by the necrosphinx makes a melee attack against it; at-will) ✦ **Necrotic**
Targets the triggering creature; +21 (see also *sphinx's challenge*) vs. AC; 2d10 + 5 damage, and the target takes ongoing 5 necrotic damage and is marked (save ends both).

**Necrotic Roar** (minor; recharge ⚄ ⚅) ✦ **Fear, Necrotic**
Close burst 5; targets enemies; +19 (see also *sphinx's challenge*) vs. Will; the target takes ongoing 5 necrotic damage and a -2 penalty to attack rolls (save ends both).

**Mummy's Curse** (when reduced to 0 hit points) ✦ **Disease**
Close burst 10; targets enemies; +18 vs. Will (see also *sphinx's challenge*); the target contracts mummy rot (level 16; Endurance improve DC 25, maintain DC 20, worsen DC 19 or lower; *DMG* 49).

**Second Wind** (standard; encounter; see also *sphinx's challenge*) ✦ **Healing**
The necrosphinx spends a healing surge and regains 190 hit points. It gains a +2 bonus to all defenses until the start of its next turn.

**Sphinx's Challenge**
The necrosphinx poses a question or riddle out of combat (see *MM* 245). If the challenged creatures refuse to answer or fail to answer correctly, the necrosphinx gains the following benefits until the end of the encounter: 1 extra action point, an extra use of second wind, a +2 bonus to attack rolls, and a +2 bonus to all defenses.

**Alignment** Evil **Languages** Common, Supernal
**Skills** Arcana +16, History +16, Insight +17, Intimidate +16, Religion +16
**Str** 19 (+12) **Dex** 15 (+10) **Wis** 19 (+12)
**Con** 16 (+11) **Int** 16 (+11) **Cha** 16 (+11)

## Necrosphinx Tactics

Like its living counterpart, a necrosphinx enjoys posing a question, challenge, or riddle to potential enemies. Once combat commences, a necrosphinx fights without mercy or pause until it or the intruders are dead. The necrosphinx starts with *necrotic roar* and then uses *death's pounce* on grouped foes.

**Darkflame Taskmaster** **Level 17 Elite Controller**
Medium elemental humanoid (fire, undead), azer XP 3,200

**Initiative** +12 **Senses** Perception +15; darkvision
**Clinging Darkflame** (**Fire, Necrotic**) aura 5; any enemy that starts its turn within the aura takes 5 fire and necrotic damage.
**HP** 330; **Bloodied** 165; see also *mummy's curse*
**Regeneration** 10 (if a darkflame taskmaster takes cold damage, regeneration doesn't function until the end of its next turn)
**AC** 33; **Fortitude** 30, **Reflex** 27, **Will** 34
**Immune** disease, poison; **Resist** 10 fire, 10 necrotic
**Saving Throws** +2
**Speed** 5
**Action Points** 1

⨺ **Scourge** (standard; at-will) ✦ **Weapon**
+22 vs. AC; 1d8 + 4 damage.

↷ **Burning Despair** (standard; at-will) ✦ **Fear, Fire**
Ranged 5; +20 vs. Reflex; the target takes ongoing 5 fire damage and a -2 penalty to all defenses (save ends both).

↯ **Mummy's Curse** (when reduced to 0 hit points) ✦ **Disease**
Close burst 10; targets enemies; +19 vs. Will; the target contracts mummy rot (level 17; Endurance improve DC 25, maintain DC 20, worsen DC 19 or lower; *DMG* 49).

**Alignment** Evil **Languages** Giant
**Str** 20 (+13) **Dex** 18 (+12) **Wis** 24 (+15)
**Con** 21 (+13) **Int** 14 (+10) **Cha** 16 (+11)
**Equipment** chainmail, scourge

## Darkflame Taskmaster Tactics

A darkflame taskmaster moves into the midst of combat to gain the greatest effect with its *clinging darkflame* aura. The mummy is eager to engage in melee so it can affect multiple opponents with its aura while striking a foe each round with *burning despair.* If an opponent uses a cold attack, the darkflame taskmaster focuses on eliminating that threat.

**Forsaken Hierophant** **Level 21 Solo Controller**
Medium natural humanoid (undead), human XP 16,000

**Initiative** +11 **Senses** Perception +14; darkvision
**Decaying Hope** (**Fear, Necrotic**) aura 5; any enemy within the aura takes a -2 penalty to all defenses and a -2 penalty to attack rolls against the forsaken hierophant.
**HP** 955; **Bloodied** 477; see also *mummy's curse*
**Regeneration** 10 (if a forsaken hierophant takes fire damage, regeneration doesn't function until the end of its next turn)
**AC** 37; **Fortitude** 37, **Reflex** 32, **Will** 41
**Immune** disease, poison; **Resist** 15 necrotic
**Saving Throws** +5
**Speed** 5
**Action Points** 2

⨺ **Mace** (standard; at-will) ✦ **Necrotic, Weapon**
+24 vs. AC; 1d8 + 5 damage, and ongoing 10 necrotic damage (save ends).

↯ **Vision of Death** (minor 1/round; at-will) ✦ **Psychic**
Close burst 10; targets one creature; +24 vs. Will; 2d6 + 7 psychic damage, and the target is dazed (save ends).

↯ **Word of Orcus** (standard; recharge ⚅) ✦ **Healing, Necrotic**
Close burst 5; targets enemies; +24 vs. Fortitude; 2d6 + 7 necrotic damage, and the target is stunned (save ends). Undead in the burst regain 15 hit points.

↯ **Mummy's Curse** (when reduced to 0 hit points) ✦ **Disease**
Close burst 10; targets enemies; +23 vs. Will; the target contracts mummy rot (level 21; Endurance improve DC 29, maintain DC 24, worsen DC 23 or lower; *DMG* 49).

THOMAS M. BAXA

| | | |
|---|---|---|
| **Alignment** Chaotic evil | | **Languages** Abyssal, Common |
| **Skills** Religion +17 | | |
| **Str** 23 (+16) | **Dex** 13 (+11) | **Wis** 18 (+14) |
| **Con** 15 (+12) | **Int** 14 (+12) | **Cha** 26 (+18) |
| **Equipment** plate armor, mace | | |

### Forsaken Hierophant Tactics

A forsaken hierophant uses *vision of death* to keep a foe off balance while it fights other enemies. It invokes *word of Orcus* as often as possible, and otherwise attacks with its mace. If an opponent makes an attack that deals fire damage, the forsaken hierophant focuses its attacks on that creature.

## Mummy Lore

A character knows the following information with a successful Religion check.

**DC 20:** Deranged champions are foulspawn hulks that were turned into mummies by cultists who worship beings from the Far Realm. Deranged champions are creatures of madness that know only destruction in death. Even their creators steer clear of the monstrosities once they are set to guard a location.

The scourge of Baphomet's black and crimson robes cover its bandaged body. Exposed fur flakes off, exposing maggot-ridden skin. A select few members of the minotaur cult of Baphomet are chosen to undergo the process that transforms a minotaur into this formidable kind of mummy. As a symbol of its dedication, the mummy's horns and weapon are etched with runes of devotion to Baphomet.

The dark pharaoh is an eidolon infused with the souls of lords and kings and then animated through a divine ritual. This intelligent construct might have once existed to guard great treasures or secrets, but when the divine spark becomes corrupted, it twists the souls within the creature, turning the undead construct against mortals. The souls become a singular consciousness that believes itself to be a deity of death and tyranny, and so the creature searches the world for worshipers, killing all who refuse to follow it.

A necrosphinx is a great, black-winged lion covered in strips of black linen. Its eyes are black with flecks of gold, and its wings consist of dark feathers that barely conceal its rotting flesh. A necrosphinx is created to be a keeper of secrets. These mummies often guard artifacts, lich phylacteries, or tomes of necromantic lore. When first encountered, the creature often issues a challenge in the form of a riddle or question. One's survival often depends on the answer.

**DC 25:** A darkflame taskmaster looks like an undead dwarf that has hair and a beard composed of crackling black flame. The creature is wrapped in oil-soaked bandages that burn with dark fire but are never consumed. Its moldering, brass-colored skin is barely visible beneath its flaming vestments. Darkflame taskmasters are the undead leaders of rogue groups of azers that worship Asmodeus. Darkflame taskmasters bring discipline and community to the devil's followers, and they oversee the construction of massive unholy edifices dedicated to the Lord of the Nine Hells.

Forsaken hierophants are mummies of priests that were so depraved that the subject's fellow death cultists killed and embalmed the priest. Rather than let the priest's power be wasted, though, the other cultists instead transformed the subject into a guardian to watch over their most valuable stores of treasure and knowledge.

## Encounter Groups

Mummies are often found in the company of undead servitors or living devotees.

**Level 12 Encounter (XP 3,800)**
- 2 deranged champions (level 12 elite brute)
- 1 mind flayer infiltrator (level 14 lurker, *MM* 188)

**Level 13 Encounter (XP 4,600)**
- 4 minotaur warriors (level 10 soldier, *MM* 190)
- 1 scourge of Baphomet (level 13 elite controller)
- 2 skeletal tomb guardians (level 10 brute, *MM* 235)

**Level 14 Encounter (XP 5,600)**
- 1 dark pharaoh (level 13 elite controller)
- 1 lich, human wizard (level 14 elite controller, *MM* 176)
- 2 shield guardians (level 14 soldier, *MM* 149)

**Level 17 Encounter (XP 10,600)**
- 1 azer beastlord (level 17 soldier, *MM* 23)
- 3 azer foot soldiers (level 14 soldier, *MM* 22)
- 1 azer rager (level 15 brute, *MM* 22)
- 4 azer warriors (level 17 minion, *MM* 22)
- 1 darkflame taskmaster (level 17 elite controller)

**Level 24 Encounter (XP 28,000)**
- 1 forsaken hierophant (level 21 solo controller)
- 2 giant mummies (level 21 brute, *MM* 193)
- 2 rot harbingers (level 20 soldier, *MM* 223)

# NIGHTHAUNT

Malicious, sinister creatures of darkness, nighthaunts are the cursed souls of those who have consumed food infused with necrotic energy. These undead feed on the life force of living creatures until sated, at which point they travel to the world to unleash their poisoning energy on crops and food stores.

| **Nighthaunt Slip** | **Level 12 Minion** |
|---|---|
| Medium shadow humanoid (undead) | XP 175 |
| **Initiative** +12 **Senses** Perception +7; darkvision | |
| **HP** 1; a missed attack never damages a minion. | |
| **AC** 26; **Fortitude** 24, **Reflex** 23, **Will** 23 | |
| **Immune** disease, poison; **Resist** 10 necrotic, insubstantial | |
| **Speed** 4 (clumsy), fly 8 (hover) | |
| ⨁ **Claw Touch** (standard; at-will) ✦ **Necrotic** | |
| +14 vs. AC; 5 damage plus necrotic damage equal to the number of nighthaunt slips adjacent to the target. | |
| **Alignment** Evil **Languages** Common | |
| **Str** 16 (+9) **Dex** 14 (+8) **Wis** 12 (+7) | |
| **Con** 13 (+7) **Int** 12 (+7) **Cha** 14 (+8) | |

## Nighthaunt Slip Tactics

A nighthaunt slip is attracted to living creatures, eager to draw out their life force. Slips encountered in a group attempt to cluster around a single enemy, trying to deal as much extra necrotic damage as possible through *claw touch*.

| **Nighthaunt Whisperer** | **Level 12 Lurker** |
|---|---|
| Medium shadow humanoid (undead) | XP 700 |
| **Initiative** +14 **Senses** Perception +8; darkvision | |
| **Death Whisper** (**Fear, Necrotic**) aura 2; any enemy within the aura takes a -2 penalty to Will, and at the start of its turn takes 5 necrotic damage. | |
| **HP** 65; **Bloodied** 32 | |
| **AC** 26; **Fortitude** 22, **Reflex** 24, **Will** 23 | |
| **Immune** disease, poison; **Resist** 10 necrotic, insubstantial; **Vulnerable** 10 radiant | |
| **Speed** 4 (clumsy), fly 8 (hover); see also *night's fell kiss* | |
| ⨁ **Claw Touch** (standard; at-will) | |
| +16 vs. Reflex; 2d6 + 4 damage. | |
| ⨽ **Night's Embrace** (standard; at-will) | |
| The nighthaunt whisperer makes two *claw touch* attacks. If both attacks hit the same target, the target is grabbed; see also *night's fell kiss*. A nighthaunt whisperer can grab only one creature at a time. | |
| ⨽ **Night's Fell Kiss** (standard; recharges after the nighthaunt whisperer uses *shadow wing*) ✦ **Necrotic** | |
| The nighthaunt whisperer shifts up to 2 squares, sliding the creature it has grabbed with it. If the nighthaunt whisperer ends this movement adjacent to no other enemy aside from the grabbed target, it makes an attack against the creature: +15 vs. Will; 2d6 + 4 necrotic damage, and the target is stunned (save ends). | |
| **Shadow Wing** | |
| If a nighthaunt whisperer moves at least 8 squares on its turn, it is invisible until the start of its next turn. | |
| **Alignment** Evil **Languages** Common | |
| **Skills** Stealth +17 | |
| **Str** 19 (+10) **Dex** 22 (+12) **Wis** 15 (+8) | |
| **Con** 16 (+9) **Int** 14 (+8) **Cha** 20 (+11) | |

## Nighthaunt Whisperer Tactics

This winged creature of shadow hovers at the edge of combat, looking for an opening before skimming forward to attack. A whisperer tries to move at least 8 squares so it can gain invisibility from *shadow wing*. Once in melee, the creature attacks with *night's embrace*, attempting to grab a target. If it succeeds, on its next turn it presses its blank face to its victim's and uses *night's fell kiss*. The nighthaunt whisperer then glides away from melee, attempting to recharge *night's fell kiss* by using *shadow wing*.

ANTHONY WATERS

| **Nighthaunt Shrine** | **Level 14 Elite Controller (Leader)** |
|---|---|
| Medium shadow humanoid (undead) | XP 2,000 |

**Initiative** +9 **Senses** Perception +12; darkvision
**Death Shield** aura 3; any undead ally or shadow ally within the aura gains a +2 bonus to all defenses.
**HP** 182; **Bloodied** 91
**AC** 28; **Fortitude** 24, **Reflex** 26, **Will** 28
**Saving Throws** +2
**Immune** disease, poison; **Resist** 15 necrotic, insubstantial; **Vulnerable** 10 radiant
**Speed** 4 (clumsy), fly 8 (hover)
**Action Points** 1

**Claw Touch** (standard; at-will)
+15 vs. Reflex; 1d8 + 1 damage (3d8 + 3 while bloodied).

**Terrifying Vision** (minor 1/round; at-will) ✦ **Fear, Gaze, Psychic**
Ranged 5; +18 vs. Will; 2d6 + 5 psychic damage, and the target is pushed 1 square and knocked prone.

**Life Leak** (standard; recharge ⚅) ✦ **Necrotic**
Area burst 5 centered on a bloodied enemy within 10; +16 vs. Fortitude; 4d6 + 6 necrotic damage. *Miss:* Half damage. *Hit or Miss:* Each undead ally or shadow ally in the burst gains 20 temporary hit points.

**Shadowfell Taint** (minor; sustain minor; encounter) ✦ **Necrotic, Zone**
Area burst 1 within 10; the burst creates a zone of darkness that lasts until the end of the nighthaunt shrine's next turn. The zone's space is totally obscured and blocks line of sight for creatures without darkvision. A creature that starts its turn in the zone takes 10 necrotic damage. When the nighthaunt shrine sustains this power, the zone lasts until the end of its next turn. In addition, it can use a move action to move the zone 5 squares.

**Alignment** Evil **Languages** Common
**Skills** Insight +17, Stealth +14

| | | |
|---|---|---|
| **Str** 13 (+8) | **Dex** 14 (+9) | **Wis** 21 (+12) |
| **Con** 10 (+7) | **Int** 16 (+10) | **Cha** 20 (+12) |

### Nighthaunt Shrine Tactics

A nighthaunt shrine begins combat by targeting an enemy with *terrifying vision*. If that foe falls prone, the shrine uses its minor action to place *Shadowfell taint* over its victim. A nighthaunt shrine tries to position itself among allies to give as many as possible the bonus from its *death shield* aura. As soon as some of its allies are hurt, a nighthaunt shrine urges those creature to move among enemies so it can employ *life leak* with greatest effect.

## Nighthaunt Lore

A character knows the following information with a successful Religion check.

**DC 18:** Nighthaunts seek out strong forces of life energy, such as children and young adults. They often target those who are far from help, sweeping into lone farmhouses or campsites to slake their unholy hunger. The commonly held belief is that nighthaunts are bodiless souls whose progress across the Shadowfell was interrupted. Instead of dissipating, these itinerant spirits cloaked themselves in bodies of shadow. Nighthaunts are known for their remorseless hunger, their power over shadow, and the terror they can instill in even the bravest foes.

**DC 23:** The truth of nighthaunts' creation lies in the history of the Black Tower of Vumerion, a former den of necromancy. Before Vumerion was destroyed, it produced many horrors, including an addictive black weed called corpse grass. When consumed, the weed infuses the eater with strength and joy. However, foul nightmares always follow the consumption of the grass.

Corpse grass has spread throughout the Shadowfell and into the world, and many have become addicted to its properties. Those who eat even a little of the grass—no matter what they achieved in life—become nighthaunts in death. The curse of the corpse grass fills these creatures with a raging hunger in death, a hunger that can be sated only through sucking the life out of living creatures.

**DC 25:** The name "corpse grass" is a bit of a misnomer now, for since the initial creation of nighthaunts, the curse of the corpse grass has spread into other vegetation. When a nighthaunt has ingested enough life force, it finds a twilight-lit meadow or field and releases its energies into the grass, weeds, grains, nuts, and other vegetation. The vegetation continues to grow, gaining the properties of corpse grass and perpetuating the nighthaunt cycle.

## Encounter Groups

Nighthaunts travel with their own kind or with other creatures that have ghastly hunger, such as wraiths and vampires.

**Level 12 Encounter (XP 3,400)**
- 4 nighthaunt slips (level 12 minion)
- 1 vampire lord, human rogue (level 11 elite lurker, *MM* 258)
- 1 vampire muse (level 10 elite controller, page 190)
- 4 vampire spawn bloodhunters (level 10 minion, *MM* 259)

**Level 12 Encounter (XP 3,500)**
- 1 battle wight commander (level 12 soldier, *MM* 262)
- 4 nighthaunt slips (level 12 minion)
- 2 spirit vampires (level 12 lurker, page 189)
- 1 titan shell (level 12 brute, page 148)

**Level 12 Encounter (XP 3,500)**
- 1 wailing ghost (level 12 controller, *MM* 117)
- 1 wretched stench ghoul (level 12 elite soldier, page 155)
- 4 nighthaunt slips (level 12 minion)
- 1 nighthaunt whisperer (level 12 lurker)

**Level 14 Encounter (XP 5,200)**
- 1 nighthaunt shrine (level 14 elite controller)
- 2 oblivion wraiths (level 14 brute, page 193)
- 1 watchful ghost (level 15 soldier, page 151)

# Oni

Although all oni are creatures of nightmare, some are particularly terrifying because of their ability to shepherd and harvest souls. Often found in the world or in the Shadowfell, these oni prowl the land for spirits to fuel their deadly powers or for souls that can grant them knowledge and longevity.

**Oni Souleater** **Level 11 Elite Controller**
Large natural humanoid (undead) XP 1,200

**Initiative** +11 **Senses** Perception +8
**HP** 232; **Bloodied** 116
**AC** 25; **Fortitude** 25, **Reflex** 24, **Will** 26
**Immune** disease, poison; **Resist** 10 necrotic
**Saving Throws** +2
**Speed** 6
**Action Points** 1

⊕ **Claw** (standard; at-will)
+16 vs. AC; 2d8 + 2 damage.

⊛ **Soul Grasp** (standard; at-will) ✦ **Necrotic**
Ranged 10; +15 vs. Fortitude; 2d6 + 7 necrotic damage, and the target is immobilized (save ends); see also *consume essence*.

⸸ **Consume Essence** (minor 1/round; at-will) ✦ **Healing, Necrotic**
Targets an immobilized creature; +15 vs. Fortitude; 1d8 + 4 necrotic damage, and the target loses a healing surge; see also *devour soul*. In addition, the oni souleater regains 5 hit points.

⊛ **Harvest Souls** (standard; recharge ⚅ ⚄ ⚃) ✦ **Necrotic**
The oni souleater makes three *soul grasp* attacks.

**Deceptive Veil** (minor; at-will) ✦ **Illusion**
An oni souleater can appear as a Medium or Large humanoid. A successful insight check (opposed by the oni's Bluff check) pierces the illusion (see "Change Shape," *MM* 280).

**Devour Soul**
A creature reduced to 0 healing surges by an oni souleater is killed and its body is reduced to dust. The oni souleater acquires the languages and memories of a target it kills in this way.

**Alignment** Evil **Languages** Common, Giant; see also *devour soul*
**Skills** Bluff +16, Insight +13
**Str** 20 (+10) **Dex** 22 (+11) **Wis** 17 (+8)
**Con** 20 (+10) **Int** 18 (+9) **Cha** 22 (+11)

## Oni Souleater Tactics

Oni souleaters lull their prey into a false sense of security by using *deceptive veil*. A souleater lures creatures into secluded locations where it then drops the guise and attacks using *harvest souls*. Oni souleaters are generally cowardly, though, and if a battle turns against one, it doesn't hesitate to flee, using its guises to help cover its escape.

**Oni Spiritmaster** **Level 14 Elite Artillery**
Large natural humanoid XP 2,000

**Initiative** +12 **Senses** Perception +14; darkvision
**HP** 142; **Bloodied** 71
**AC** 26; **Fortitude** 27, **Reflex** 26, **Will** 26
**Saving Throw** +2
**Speed** 7; fly 8 (clumsy); see also *spirit form*
**Action Points** 1

⊕ **Claw** (standard; at-will)
+21 vs. AC; 2d8 + 4 damage.

⊛ **Dread Fear** (standard; at-will) ✦ **Fear, Necrotic**
Ranged 20; +19 vs. Will; 3d6 + 5 necrotic damage, and the target takes a -2 penalty to attack rolls against the oni spiritmaster and undead creatures (save ends).

⊛ **Harassing Spirits** (standard; encounter; see also *devour spirit*) ✦ **Necrotic, Psychic**
Ranged 20; +19 vs. Reflex; 3d10 + 5 necrotic damage, and the target is dazed and takes ongoing 10 psychic damage (save ends both).

⊛ **Howling Blast** (standard; encounter; see also *devour spirit*) ✦ **Fear, Psychic**
Close blast 5; targets enemies; +17 vs. Will; 2d8 + 6 psychic damage, and the target is knocked prone.

**Deceptive Veil** (minor; at-will) ✦ **Illusion**
An oni spiritmaster can appear as a Medium or Large humanoid. A successful insight check (opposed by the oni's Bluff check) pierces the illusion (see "Change Shape," *MM* 280).

**Devour Spirit** (minor 1/round; at-will)
The oni spirit master devours one howling spirit within sight, killing it and recharging *harassing spirits*, *howling blast*, or *spirit form*.

**Spirit Form** (standard; sustain standard; encounter; see also *devour spirit*) ✦ **Polymorph**
The oni spiritmaster becomes insubstantial, gains phasing, and gains fly (hover) 8 until the end of its next turn.

**Spirit Retinue**
An oni spiritmaster starts combat with four howling spirits. These four spirits are part of the oni spiritmaster's XP value. An oni spiritmaster can have up to twelve howling spirits as part of its retinue, with each howling spirit beyond the first four counting toward the encounter's XP value.

**Alignment** Evil **Languages** Common, Giant
**Skills** Bluff +17, Religion +14, Insight +14
**Str** 18 (+11) **Dex** 20 (+12) **Wis** 14 (+9)
**Con** 22 (+13) **Int** 19 (+11) **Cha** 21 (+12)

## Oni Spiritmaster Tactics

An oni spiritmaster views melee combat as lowly, and it does everything possible to avoid debasing itself by engaging in it. The oni instead sends howling spirits and other allies to occupy enemies while it uses *dread fear*, *harassing spirits*, and *howling blast* from a distance.

A clever and careful tactician, an oni spiritmaster often keeps at least one howling spirit out of melee. The oni withholds the creature as fuel for a power it might need to recharge. The spiritmaster waits to use *spirit form* in case it must make a quick escape, which the creature doesn't hesitate to do if the battle turns against it.

| **Howling Spirit** | **Level 14 Minion** |
|---|---|
| Medium shadow humanoid (undead), oni | XP 250 |
| **Initiative** +14 | **Senses** Perception +14; darkvision |
| **Choir of Madness** aura 1; any enemy within the aura that takes damage from a power that has the fear or psychic keyword takes 5 extra psychic damage. | |
| **HP** 1; a missed attack never damages a minion. | |
| **Immune** disease, poison; **Resist** 10 necrotic, insubstantial | |
| **AC** 30; **Fortitude** 26, **Reflex** 30, **Will** 28 | |
| **Speed** fly 8 (hover); phasing; see also *spectral strafe* | |
| ⨁ **Spectral Strafe** (standard; at-will) ✦ **Necrotic** | |
| The howling spirit shifts up to 1 square before or after the attack; +17 vs. Reflex; 7 necrotic damage. | |
| **Alignment** Evil | **Languages** Common, Giant |
| **Str** 6 (+5) | **Dex** 24 (+14) **Wis** 14 (+9) |
| **Con** 12 (+8) | **Int** 6 (+5) **Cha** 21 (+12) |

## Howling Spirit Tactic

Howling spirits typically engage their foes at the start of combat, seeking to protect the creature that bound them. They remain in close proximity to foes, attempting to catch them in their *choir of madness* aura while striking with *spectral strafe* to achieve a tactical advantage.

# Oni Lore

A character knows the following information with a successful skill check.

**Nature DC 18:** Oni spiritmasters build lairs in graveyards or in the vicinity of ancient battlefields. Although the spiritmasters command powers that aid them in combat, they are also masters of foul rituals that utilize bound spirits as components.

**Nature DC 23:** The oni spiritmaster is considered arrogant even when compared to others of its conceited race. Oni spiritmasters view their ability to bind the souls of other creatures as proof of their superiority.

**Religion DC 18:** Oni souleaters are oni that have traded the warmth of life for longevity in death. These undead oni retain all of their original intelligence and cunning, but they require none of the worldly necessities of mortality, such as food, water, or sleep. Instead, they feed on souls, using them as fuel to linger on in undeath.

Howling spirits are the souls of depraved oni that become trapped in the Shadowfell. Over time they grow insane and become susceptible to the binding rituals of oni spiritmasters and necromancers.

**Religion DC 23:** Oni souleaters consume the essence of living creatures, and in doing so they gain all the memories and languages of the victim. A souleater uses this knowledge combined with its powers of illusion to adopt the persona of its victims. Oni souleaters specifically hunt creatures that have wells of knowledge and memory, such as scholars.

An oni spiritmaster gathers howling souls and binds them through necromantic rites. Hags and rakshasas also covet these malleable spirits, using them as fuel in powerful rituals.

# Encounter Groups

Though almost always accompanied by howling spirits, an oni spiritmaster often surrounds itself with other undead and weak-willed creatures. An oni souleater keeps a retinue of powerful guardians, both alive and dead, as it travels the world in search of souls.

**Level 11 Encounter (XP 2,800)**
- ✦ 1 oni mage (level 10 elite lurker, *MM* 201)
- ✦ 1 oni souleater (level 11 elite controller)
- ✦ 4 putrescent zombies (level 11 minion, page 196)

**Level 11 Encounter (XP 3,000)**
- ✦ 1 oni souleater (level 11 elite controller)
- ✦ 4 servile ghosts (level 11 minion, page 150)
- ✦ 2 spine creep skeletons (level 11 soldier, page 182)

**Level 14 Encounter (XP 5,000)**
- ✦ 4 howling spirits (level 14 minion)
- ✦ 1 night hag (level 14 lurker, *MM* 151)
- ✦ 2 oblivion wraiths (level 14 brute, page 193)
- ✦ 1 warthorn battlebriar (level 14 controller, *MM* 28)

**Level 14 Encounter (XP 5,000)**
- ✦ 1 boneclaw (level 14 soldier, *MM* 37)
- ✦ 8 howling spirits (level 14 minion)
- ✦ 1 oni spiritmaster (level 14 elite artillery)

DERK VENNEMAN

# Ooze

Infused with necrotic energy, undead oozes are the congealed, slimy effluvia of living creatures that died horrible deaths.

## Bloodrot

Bloodrot oozes are undead jellies that form when humanoids are melted by acid. The creature is a vaguely humanoid-shaped mass that reeks of blood.

**Bloodrot** **Level 7 Elite Soldier**
Medium natural animate (blind, ooze, undead) XP 600

**Initiative** +9 **Senses** Perception +5; tremorsense 10
**HP** 168; **Bloodied** 84; see also *split*
**AC** 25; **Fortitude** 22, **Reflex** 21, **Will** 20
**Immune** disease, gaze, poison; **Resist** 10 acid
**Saving Throws** +2
**Speed** 5, climb 3
**Action Points** 1

⨁ **Blood Tendril** (standard; at-will)
+14 vs. Reflex; 2d6 + 4 damage, and the target is grabbed; see also *bloodsqueeze*.

⨁ **Bloodsqueeze** (standard; at-will)
Targets a creature grabbed by the bloodrot; 2d6 + 4 damage (no attack roll required).

⸸ **Taint** (minor; recharge ⚄ ⁞⁞) ✦ **Necrotic**
+12 vs. Fortitude; 2d8 + 6 necrotic damage, and the target loses a healing surge.

**Split** (when first bloodied; encounter)
The bloodrot splits into two Medium individuals, the second one occupying a space adjacent to the original creature. Each of the two creatures has hit points equal to one-half the original's current hit points. Both creatures act on the original creature's initiative count. Effects applied to the original bloodrot do not apply to either of the individuals after the split occurs. A bloodrot can't split if reduced to 0 hit points by the attack that bloodied it.
If out of combat for 5 minutes, the two halves combine back into one bloodrot, which has hit points equal to the combined value of the two halves.

**Alignment** Unaligned **Languages** –
**Skills** Stealth +12
**Str** 16 (+6) **Dex** 18 (+7) **Wis** 14 (+5)
**Con** 20 (+8) **Int** 1 (-2) **Cha** 1 (-2)

### Bloodrot Tactics

A bloodrot ooze lurks in a dark corner, waiting until its prey comes close before striking. The creature then reaches out and attempts to grab a target and drain the blood from it.

### Bloodrot Lore

A character knows the following information with a successful Religion check.

**DC 15:** Bloodrot oozes crave the blood of their foes, pursuing them without any sense of self-preservation.

**DC 20:** Bloodrots are commonly found around the lairs of black dragons and other creatures that employ acid to slay their foes.

## Blood Amniote

Blood amniotes are composed of the congealed blood of hundreds of creatures that died in close proximity. Similar to an anemone, the blood amniote has tendrils that snake out from its body in search of prey.

**Blood Amniote** **Level 9 Elite Soldier**
Large natural animate (blind, ooze, undead) XP 800

**Initiative** +11 **Senses** Perception +6; blindsight 10
**HP** 204; **Bloodied** 102
**AC** 27; **Fortitude** 24, **Reflex** 22, **Will** 23
**Immune** disease, gaze, poison
**Saving Throws** +2
**Speed** 6, climb 4
**Action Points** 1

⨁ **Blood Call** (standard; at-will) ✦ **Necrotic**
Reach 3; +14 vs. Fortitude; 2d8 + 4 necrotic damage, and the target is grabbed. If the blood amniote scores a critical hit, the target loses a healing surge.

⸸ **Body Snatch** (minor; recharge ⚄ ⁞⁞) ✦ **Necrotic**
Close burst 3; targets enemies; +14 vs. Fortitude; the target is pulled to a space adjacent to the blood amniote and is grabbed; see also *blood drain*.

**Blood Drain** (minor 1/round; at-will)
Targets each creature grabbed by the blood amniote; the target loses a healing surge (no attack roll required).

**Grasping Tendrils**
A blood amniote can sustain a grab as a free action.

**Alignment** Unaligned **Languages** –
**Skills** Stealth +14
**Str** 24 (+11) **Dex** 20 (+9) **Wis** 15 (+6)
**Con** 22 (+10) **Int** 1 (-1) **Cha** 1 (-1)

DERK VENNEMAN

## Blood Amniote Tactics

A blood amniote creeps up and then grabs its quarry. It begins with *body snatch* and then uses *blood call* while it waits for *body snatch* to recharge. It tries to grab as many creatures as possible because it can sustain the grabs as a free action due to *grasping tendrils*. Once it has a creature in its grasp, the blood amniote uses *blood drain*.

## Blood Amniote Lore

A character knows the following information with a successful Religion check.

**DC 15:** Scholars debate whether the blood amniote arises spontaneously or is crafted intentionally through necromantic rites and mass sacrifices.

**DC 25:** Legend has it that priests of Orcus once unleashed a storm that rained burning blood on two opposing armies. The storm slew the soldiers, and from the blood-soaked ground arose blood amniotes.

# Spirit Ooze

Spirit oozes are ravenous, incorporeal creatures that are created when wisps of matter from insubstantial undead congeal into a single amorphous entity.

**Spirit Ooze** **Level 16 Elite Lurker**
Large natural animate (blind, ooze, undead) XP 2,800

**Initiative** +20 **Senses** Perception +10; blindsight 10
**HP** 166; **Bloodied** 83; see also *split*
**AC** 32; **Fortitude** 27, **Reflex** 32, **Will** 31; see also *slippery phasing*
**Immune** disease, gaze, poison; **Resist** 10 necrotic, insubstantial
**Saving Throws** +2
**Speed** fly 6 (hover); see also *spirit sink* and *phase away*
**Action Points** 1

⨁ **Spirit Sink** (standard; at-will) ✦ **Necrotic**
Reach 2; +19 vs. Fortitude; 3d6 + 5 necrotic damage, and the target is weakened (save ends). In addition, the spirit ooze gains phasing until the end of its next turn.

**Split** (when first bloodied; encounter)
The spirit ooze splits into two Large individuals, the second one occupying a space adjacent to the original creature. Each of the two creatures has hit points equal to one-half the original's current hit points. Both creatures act on the original creature's initiative count. Effects applied to the original ooze do not apply to either of the individuals after the split occurs. A spirit ooze can't split if reduced to 0 hit points by the attack that bloodied it.
If out of combat for 5 minutes, the two halves combine back into one spirit ooze, which has hit points equal to the combined value of the two halves.

**Combat Advantage**
A spirit ooze deals 2d6 extra damage when it hits a target it has combat advantage against.

**Phase Away** (minor; while the spirit ooze has phasing; see *spirit sink*; at-will)
The spirit ooze shifts up to 1 square.

**Slippery Phasing** (while the spirit ooze has phasing; see *spirit sink*)
The spirit ooze gains a +2 bonus to AC and Reflex.

**Alignment** Unaligned **Languages** –
**Skills** Stealth +21

| | | |
|---|---|---|
| **Str** 16 (+11) | **Dex** 26 (+16) | **Wis** 15 (+10) |
| **Con** 17 (+11) | **Int** 2 (+4) | **Cha** 11 (+8) |

## Spirit Ooze Tactics

A spirit ooze is at its most threatening when it has phasing. The creature instinctively knows this, and as a result it attacks without pause when confronted by foes.

## Spirit Ooze Lore

A character knows the following information with a successful Religion check.

**DC 20:** Spirit oozes have little sentience, but they are cautious and elusive enemies.

# Bone Collector

Bone collectors inhabit subterranean caverns, killing and scavenging to collect bones to increase their mass.

**Bone Collector** **Level 22 Elite Brute**
Huge natural animate (blind, ooze, undead) XP 8,300

**Initiative** +9 **Senses** Perception +11; tremorsense 20
**HP** 520; **Bloodied** 260
**AC** 34; **Fortitude** 36, **Reflex** 32, **Will** 32
**Immune** disease, gaze, poison; **Resist** 15 necrotic
**Saving Throws** +2
**Speed** 4; see also *lurch*
**Action Points** 1

⨁ **Slam** (standard; at-will) ✦ **Necrotic**
Reach 3; +25 vs. AC; 4d6 + 10 necrotic damage.

⇳ **Tendrils** (standard; at-will) ✦ **Healing, Necrotic**
Close blast 3; +23 vs. Reflex; 4d6 + 10 necrotic damage, and the target is grabbed and loses a healing surge. The bone collector regains 5 hit points for each healing surge a target loses in this way.

**Lurch** (move; at-will)
The bone collector shifts up to 3 squares.

**Alignment** Unaligned **Languages** –

| | | |
|---|---|---|
| **Str** 36 (+24) | **Dex** 6 (+9) | **Wis** 11 (+11) |
| **Con** 30 (+21) | **Int** 1 (+6) | **Cha** 1 (+6) |

## Bone Collector Tactics

Bone collectors send out masses of tendrils to snatch opponents and drain their life.

## Bone Collector Lore

A character knows the following information with a successful Religion check.

**DC 25:** Bone collectors stalk underground tunnels. Three massive bone collectors, each rumored to be over 25 feet in diameter, inhabit the Underdark.

# Encounter Groups

Oozes are sometimes encountered among creatures they find inedible, such as plants, constructs, or undead. At other times, oozes are found with the creatures responsible for their creation.

**Level 8 Encounter (XP 1,800)**
- ✦ 1 blood amniote (level 9 elite soldier)
- ✦ 2 crimson acolytes (level 7 skirmisher, *MM* 210)
- ✦ 1 deathpriest of Orcus (level 9 controller, *MM* 210)

# PALE REAVER

Jealous of the living and hungry for their blood, a pale reaver is a predatory undead that exists on the boundary between solidity and insubstantiality. Many haunt the places where they died, attempting to lure the living to their doom. Although all but the most powerful pale reavers are soulless, they retain more cunning and intelligence than most undead.

**Pale Reaver Creeper** **Level 6 Minion**
Medium shadow humanoid (undead) XP 63

**Initiative** +4 **Senses** Perception +3; darkvision
**HP** 1; a missed attack never damages a minion
**AC** 20; **Fortitude** 18, **Reflex** 20, **Will** 21
**Immune** disease, poison; **Resist** 10 necrotic
**Speed** 6; phasing

⊕ **Deadly Mane** (standard; at-will) ✦ **Necrotic**
Reach 2; +11 vs. AC; 5 necrotic damage, and if another *deadly mane* attack has hit the target since the end of the target's last turn, the creature is immobilized until the end of its next turn.

↓ **Blood Drain** (standard; recharges when an adjacent creature becomes bloodied)
Reach 2; targets an immobilized creature; +9 vs. Fortitude; the target loses a healing surge.

**Image of Life** (standard; encounter) ✦ **Illusion**
The pale reaver adopts the appearance of a living humanoid until it attacks or is hit by an attack.

**Alignment** Evil **Languages** Common
**Skills** Stealth +9
**Str** 7 (+1) **Dex** 13 (+4) **Wis** 10 (+3)
**Con** 14 (+5) **Int** 10 (+3) **Cha** 16 (+6)

## Pale Reaver Creeper Tactics

Pale reaver creepers stalk their prey until they see a good opportunity to attack. The reavers then engage their quarry, using a combination of reach and immobilization to remain in a defensive stance while still attacking foes.

**Pale Reaver** **Level 5 Lurker**
Medium shadow humanoid (undead) XP 200

**Initiative** +9 **Senses** Perception +7; darkvision
**HP** 49; **Bloodied** 24
**AC** 19; **Fortitude** 16, **Reflex** 17, **Will** 18
**Immune** disease, poison; **Resist** 10 necrotic; see also *insubstantial transformation* **Vulnerable** radiant (if the pale reaver takes radiant damage, it cannot use *insubstantial transformation* until the end of its next turn)
**Speed** 6; see also *insubstantial transformation*

⊕ **Deadly Mane** (standard; at-will) ✦ **Necrotic**
Reach 2; +10 vs. AC; 1d8 + 6 necrotic damage.

↓ **Blood Drain** (standard; recharges when an adjacent creature becomes bloodied) ✦ **Healing**
Requires combat advantage against the target; reach 2; +8 vs. Fortitude; 2d12 + 6 damage, and the target loses a healing surge and is weakened (save ends). In addition, the pale reaver regains 12 hit points.

**Image of Life** (standard; encounter) ✦ **Illusion**
The pale reaver adopts the appearance of a living humanoid until it attacks or is hit by an attack.

**Insubstantial Transformation** (minor; at-will) ✦ **Polymorph**
The pale reaver becomes insubstantial and gains fly 6 (hover) and phasing until it attacks or becomes dazed, stunned, or unconscious.

**Alignment** Evil **Languages** Common
**Skills** Stealth +10
**Str** 6 (+0) **Dex** 16 (+5) **Wis** 10 (+2)
**Con** 13 (+3) **Int** 10 (+2 ) **Cha** 17 (+5)

## Pale Reaver Tactics

Pale reavers are stealthy combatants that become insubstantial when moving about the battlefield. They tempt attackers into wasting attacks against them before returning to solidity. If seriously injured, a pale reaver attempts to escape by phasing through a wall. Usually they rely on *blood drain* to regain health.

**Pale Reaver Lord** **Level 8 Elite Controller**
Medium shadow humanoid (undead) XP 700

**Initiative** +7 **Senses** Perception +10; darkvision
**HP** 119; **Bloodied** 59
**AC** 24; **Fortitude** 18, **Reflex** 22, **Will** 23
**Immune** disease, poison; **Resist** 10 necrotic; see also *insubstantial transformation*; **Vulnerable** 10 radiant
**Saving Throws** +2
**Speed** 6; see also *insubstantial transformation*
**Action Points** 1

⊕ **Deadly Mane** (standard, at-will) ✦ **Necrotic**
Reach 2; +13 vs. AC; 2d6 + 6 necrotic damage.

↘ **Entrapping Gaze** (minor; encounter) ✦ **Charm, Gaze**
Ranged 10; +12 vs. Will; the target is dominated (save ends).

↓ **Blood Drain** (standard; recharges when an adjacent creature becomes bloodied) ✦ **Healing**
Requires combat advantage against the target; reach 2; +11 vs. Fortitude; 2d12 + 8 damage, and the target loses a healing surge and is weakened (save ends). In addition, the pale reaver lord regains 29 hit points.

↓ **Terrifying Shriek** (standard; encounter) ✦ **Fear, Psychic**
Close burst 5; targets enemies; +12 vs. Will; 2d8 + 3 psychic damage, and the target is immobilized (save ends).

**Image of Life** (standard; encounter) ✦ **Illusion**
The pale reaver lord adopts the appearance of a living humanoid until it attacks or is hit by an attack.

**Insubstantial Transformation** (minor; at-will) ✦ **Polymorph**
The pale reaver lord becomes insubstantial and gains fly 8 (hover) and phasing until it attacks or becomes stunned or unconscious.

**Alignment** Evil **Languages** Common
**Skills** Bluff +13, Diplomacy +13, Intimidate +13, Stealth +12
**Str** 8 (+3) **Dex** 17 (+7) **Wis** 12 (+5)
**Con** 13 (+5) **Int** 14 (+6) **Cha** 19 (+8)

## Pale Reaver Lord Tactics

Pale reaver lords are cunning and deceitful foes that delight in tricking and misleading the living before devouring them. A pale reaver lord uses *image of life* and *entrapping gaze* to lure prey into an isolated place where it can drain the victim of blood. In battle, a pale reaver lord uses *terrifying shriek* to immobilize foes. The creature then uses *insubstantial transformation* to safely negotiate the battlefield as it seeks

opportunities to gain combat advantage and use *blood drain*.

## Pale Reaver Lore

A character knows the following information with a successful Religion check.

**DC 14**: Pale reavers are the undead spirits of humanoids that were killed because they betrayed a person or organization who trusted or relied upon them. In death, they are angry, cursed creatures that seek to trick and betray the living.

**DC 19**: Pale reavers disguise themselves to look as they did in life, though they remain only semi-substantial and feel unnaturally light. They can mimic normal movement despite the fact that they hover just above the ground. Pale reavers are intelligent undead that excel at trickery. Pale reavers can become temporarily insubstantial and gain the ability to move through solid objects.

Pale reavers attack with their long hair, which stretches out like long, vampiric tendrils. They use the blood they drain to heal themselves. When they drain blood, their hair turns from white to red and remains this way for several hours. A pale reaver retains its blood-red hair after feeding even when disguised as a living creature.

**DC 21**: Pale reavers have only partial memories of their lives and must remain within a few miles of the location where they were killed. Even when disguised as living humanoids, the creatures have an eerie quality. Unlike lesser pale reavers, pale reaver lords retain their souls and remember the details of their lives. They are not bound to any location and travel abroad in search of blood.

## Encounter Groups

Pale reavers associate with other undead. They tend to ally with large, physically powerful undead that complement their abilities. Weaker pale reavers are typically part of a band of ravenous undead. Pale reaver lords tend to organize bands of evil creatures to act as servants, guards, and soldiers.

**Level 4 Encounter (XP 875)**
- 1 bonewretch skeleton (level 4 skirmisher, page 180)
- 1 corruption corpse (level 4 artillery, *MM* 274)
- 4 pale reaver creepers (level 6 minion)
- 2 sodden ghouls (level 4 soldier, page 154)

**Level 5 Encounter (XP 1,000)**
- 1 blazing skeleton (level 5 artillery, *MM* 234)
- 1 mad wraith (level 6 controller, *MM* 266)
- 1 pale reaver (level 5 lurker)
- 1 skeleton (level 3 soldier, *MM* 234)
- 1 wight (level 5 skirmisher, *MM* 262)

**Level 8 Encounter (XP 1,750)**
- 2 corpse vampires (level 8 skirmisher, page 189)
- 1 pale reaver lord (level 8 elite controller)
- 1 shattergloom skeleton (level 8 soldier, page 181)

**Level 9 Encounter (XP 1,950)**
- 1 battle wight (level 9 soldier, *MM* 262)
- 1 pale reaver lord (level 8 elite controller)
- 1 poltergeist (level 6 artillery, page 150)
- 2 stonespawned skeletons (level 7 lurker, page 181)

ANGGA SATRIOHADI

# REAPER

A reaper is a hooded, scythe-wielding horror bound to enforce the twisted commands of Vecna and his servants. Reapers are dispatched throughout the world to harvest souls for profane rituals.

| **Reaper** | **Level 9 Lurker** |
|---|---|
| Medium shadow humanoid (undead) | XP 400 |
| **Initiative** +11 | **Senses** Perception +6; darkvision |
| **HP** 77; **Bloodied** 38 | |
| **AC** 23; **Fortitude** 21, **Reflex** 20, **Will** 19 | |
| **Immune** disease, poison; **Resist** 10 necrotic; see also *reap and fade*; **Vulnerable** 5 radiant | |
| **Speed** 5; see also *reap and fade* | |
| ⊕ **Scythe** (standard; at-will) ✦ **Necrotic, Weapon** | |
| +14 vs. AC; 2d4 + 6 necrotic damage. | |
| ⸸ **Reap and Fade** (standard; at-will) ✦ **Necrotic, Teleportation, Weapon** | |
| The reaper makes a scythe attack and then teleports up to 5 squares. The reaper becomes insubstantial and gains phasing until the start of its next turn. | |
| ✧ **Eye of Impending Doom** (minor 1/round; at-will) ✦ **Fear, Gaze, Psychic** | |
| Close burst 3; targets one creature; +12 vs. Will; the target takes 10 psychic damage if it attacks the reaper (save ends). | |
| **Alignment** Evil | **Languages** Common |
| **Skills** Intimidate +9 | |
| **Str** 18 (+8) | **Dex** 16 (+7) **Wis** 15 (+6) |
| **Con** 17 (+7) | **Int** 13 (+5) **Cha** 11 (+4) |
| **Equipment** robes, scythe | |

## Reaper Tactics

A reaper sweeps in toward its victims, using *reap and fade*. The reaper throws back its hood in combat, unveiling its bleak visage. Each round, it uses *eye of impending doom* on a nearby foe. Reapers are devoted servants of Vecna and his followers, and the creatures obediently follow the commands of their masters, even when confronted with overwhelming odds or potential destruction.

| **Entropic Reaper** | **Level 15 Elite Lurker** |
|---|---|
| Medium shadow humanoid (undead) | XP 2,400 |
| **Initiative** +15 | **Senses** Perception +10; darkvision |
| **HP** 232; **Bloodied** 116 | |
| **Regeneration** 10 (if an entropic reaper takes radiant damage, regeneration doesn't function until the end of its next turn) | |
| **AC** 31; **Fortitude** 29, **Reflex** 29, **Will** 27 | |
| **Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant | |
| **Saving Throws** +2 | |
| **Speed** 6 | |
| **Action Points** 1 | |
| ⊕ **Umbral Scythe** (standard; at-will) ✦ **Necrotic, Weapon** | |
| Reach 2; +20 vs. AC; 4d4 + 5 necrotic damage. | |
| ✧ **Entropic Assault** (standard; at-will) ✦ **Necrotic, Psychic, Weapon** | |
| Requires scythe; close burst 2; 4d4 + 5 necrotic damage, the target is dazed (save ends). *First Failed Saving Throw:* The target is instead stunned (save ends). *Second Failed Saving Throw:* The target takes ongoing 10 psychic damage and is stunned (save ends both). | |
| ✧ **Eye of Impending Doom** (minor 1/round, at-will) ✦ **Fear, Gaze, Psychic** | |
| Close burst 3; targets one creature; +18 vs. Will; the target takes 10 psychic damage if it attacks the entropic reaper (save ends). | |
| **Shift Into Nothing** (standard; at-will) | |
| The entropic reaper disappears, negating line of sight and line of effect to it for all creatures. At the start of its next turn, it returns to a square within 5 squares of the square it occupied when it last used *shift into nothing*. | |
| **Alignment** Evil | **Languages** Common |
| **Skills** Intimidate +14 | |
| **Str** 23 (+13) | **Dex** 18 (+11) **Wis** 17 (+10) |
| **Con** 20 (+12) | **Int** 16 (+10) **Cha** 14 (+9) |
| **Equipment** robes, scythe | |

## Entropic Reaper Tactics

An entropic reaper fades in and out of view using *shift into nothing* as it approaches its foes. The creature uses that power to position itself among multiple enemies, where it can best utilize *entropic assault* and *eye of impending doom*. After a turn in which the entropic reaper attacks, the creature retreats using *shift into nothing*. If greatly threatened, an entropic reaper attacks and then spends an action point to immediately use *shift into nothing*.

ANTHONY WATERS

| **Abhorrent Reaper** | **Level 23 Elite Soldier (Leader)** |
|---|---|
| Large shadow humanoid (undead) | XP 10,200 |

**Initiative** +18 **Senses** Perception +14; darkvision
**Aura of Ruin** aura 5; any ally within the aura deals 1d6 extra necrotic damage with melee attacks.
**HP** 424; **Bloodied** 212
**Regeneration** 15 (if an abhorrent reaper takes radiant damage, regeneration doesn't function until the end of its next turn)
**AC** 40; **Fortitude** 37, **Reflex** 34, **Will** 36
**Immune** disease, fear, poison; **Resist** 10 necrotic; see also *umbral phantasm*; **Vulnerable** 10 radiant
**Saving Throws** +2
**Speed** 8, fly 12 (hover)
**Action Points** 1

⊕ **Abhorrent Sickle** (standard; at-will) ✦ **Necrotic, Weapon**
Reach 2; +30 vs. AC; 3d6 + 8 necrotic damage.

⸸ **Hateful Charge** (standard; usable only when charging; at-will) ✦ **Necrotic, Weapon**
Requires sickle; +30 vs. AC; 3d6 + 8 necrotic damage, and the target is knocked prone and is immobilized until the end of the abhorrent reaper's next turn.

⊹ **Hate's Cleave** (standard; at-will) ✦ **Necrotic, Weapon**
Requires sickle; close burst 2; +28 vs. AC; 6d6 + 8 necrotic damage.

**Bloodthirst**
When an abhorrent reaper bloodies an enemy, one of the abhorrent reaper's allies can make a melee basic attack against the bloodied creature as a free action.

**Umbral Phantasm** (immediate interrupt, when the abhorrent reaper would take damage; recharge ⚄ ⚅)
The abhorrent reaper becomes insubstantial until it attacks or until the end of its next turn.

**Alignment** Evil **Languages** Common
**Skills** Intimidate +23

| | | |
|---|---|---|
| **Str** 27 (+19) | **Dex** 21 (+16) | **Wis** 16 (+14) |
| **Con** 20 (+16) | **Int** 18 (+15) | **Cha** 24 (+18) |

**Equipment** robes, sickle

## Abhorrent Reaper Tactics

The abhorrent reaper—sometime called the harbinger of hate—doesn't waste time engaging its foe. The reaper opens combat with *hateful charge*, moving headlong into its enemies. On its next turn, the reaper positions itself among multiple enemies and uses *hate's cleave*. If the creature finds an optimal position for the attack, it spends an action point to repeat the power. An abhorrent reaper typically fights alongside a skirmisher, a brute, or another soldier so that its ally or allies can take advantage of *aura of ruin* and *bloodthirst*.

# Reaper Lore

A character knows the following information with a successful Religion check.

**DC 15:** Common folk regard reapers as embodiments of death that escort souls to the Shadowfell, but their true nature is more sinister. Reapers are servants of Vecna, and they are sent out by the god and his followers to collect souls for profane rituals.

**DC 20:** Reapers are failed undead imitations of the Raven Queen's sorrowsworn. Although Vecna did not succeed in copying the powerful servants, he has nonetheless found use for reapers. Many reapers are also in the service of demon lords, especially Orcus, who uses them for the same foul purpose as Vecna does.

**DC 25:** An abhorrent reaper is a paragon of its kind. The creature collects souls of only the most powerful creatures. Abhorrent reapers also serve as guardians for powerful undead.

**DC 30:** The Raven Queen despises reapers and dispatches sorrowsworn and other powerful servants specifically to eradicate them. Her followers have been known to reward individuals who dispatch reapers.

# Encounter Groups

Reapers rarely accompany living creatures, preferring soulless companions that share a similarly grim purpose. Reapers in the service of demons are sometimes encountered among elementals.

**Level 9 Encounter (XP 2,100)**
✦ 2 reapers (level 9 lurker)
✦ 1 vampire muse (level 10 elite controller, page 190)
✦ 2 vortex wraiths (level 9 soldier, page 192)

**Level 14 Encounter (XP 5,000)**
✦ 2 angels of battle (level 15 skirmisher, *MM* 14)
✦ 1 entropic reaper (level 15 elite lurker)
✦ 1 watchful ghost (level 15 soldier, page 151)

**Level 14 Encounter (XP 5,100)**
✦ 1 entropic reaper (level 15 elite lurker)
✦ 2 oblivion wraiths (level 14 brute, page 193)
✦ 1 wailing ghost (level 12 controller, *MM* 117)

**Level 23 Encounter (XP 24,600)**
✦ 1 abhorrent reaper (level 23 elite soldier)
✦ 1 blood fiend (level 23 soldier, *MM* 12)
✦ 2 voidsoul specters (level 23 lurker, *MM* 244)

**Level 23 Encounter (XP 27,300)**
✦ 1 abhorrent reaper (level 23 elite soldier)
✦ 1 aspect of Vecna (level 25 elite controller, page 213)
✦ 1 voidsoul specter (level 23 lurker, *MM* 244)

# SKELETON

All skeletons arise from the bones of once-living creatures. That basic truth says little about the details of a particular skeleton, however. The character of the living creature, the manner of its death, the requirements of a necromancer, and the deceased's former relationships—all these factors affect the nature and purpose of a skeleton.

**Skinwalker Skeleton** **Level 2 Brute**
Medium natural animate (undead) XP 125

**Initiative** +4 **Senses** Perception +3; darkvision
**HP** 45; **Bloodied** 22
**AC** 16; **Fortitude** 15, **Reflex** 14, **Will** 13; see also *skin case*
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant (while bloodied); see also *skin case*
**Speed** 5

⨁ **Putrefying Pummel** (standard; at-will) ✦ **Disease**
+5 vs. AC; 1d8 + 7 damage (crit 15 damage, and the target contracts skinrot; see below).

**Skin Case** (until first bloodied)
A skinwalker skeleton's fleshy exterior grants it a +2 bonus to AC and Fortitude (already included), negates its vulnerable 5 radiant, and infects a target with skinrot (see below) when the skinwalker skeleton scores a critical hit. These benefits end when the skinwalker skeleton is first bloodied.

**Alignment** Unaligned **Languages** –
**Str** 14 (+3) **Dex** 17 (+4) **Wis** 14 (+3)
**Con** 15 (+3) **Int** 3 (-3) **Cha** 3 (-3)

## Skinwalker Skeleton Tactics

A skinwalker skeleton mindlessly attacks the nearest creature, pummeling the foe and infecting it with disease.

**Skeletal Archer** **Level 3 Artillery**
Medium natural animate (undead) XP 150

**Initiative** +5 **Senses** Perception +3; darkvision
**HP** 37; **Bloodied** 18
**AC** 16; **Fortitude** 14, **Reflex** 16, **Will** 15
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 6

⨁ **Short Sword** (standard; at-will) ✦ **Weapon**
+10 vs. AC; 1d6 + 4 damage.

➶ **Longbow** (standard; at-will) ✦ **Weapon**
Ranged 20/40; +10 (see also *prime shot*) vs. AC; 1d10 + 4 damage.

➶ **Double Shot** (standard; encounter) ✦ **Weapon**
Requires longbow; ranged 20/40; two attacks, each one against a different target; +8 (see also *prime shot*) vs. AC each; 2d10 + 4 damage each.

**Prime Shot**
A skeletal archer gains a +1 bonus to ranged attack rolls against the closest enemy.

**Alignment** Unaligned **Languages** –
**Str** 13 (+2) **Dex** 18 (+5) **Wis** 14 (+3)
**Con** 13 (+2) **Int** 3 (-3) **Cha** 3 (-3)
**Equipment** leather armor, longbow, short sword, quiver of 30 arrows

## Skeletal Archer Tactics

A skeletal archer attacks enemies from afar using its longbow and *double shot*. The skeleton avoids combat, trying to remain at least 10 squares from melee while still firing at the nearest opponent to gain the benefit of *prime shot*.

**Bonewretch Skeleton** **Level 4 Skirmisher**
Small natural animate (undead) XP 175

**Initiative** +10 **Senses** Perception +5; darkvision
**HP** 55; **Bloodied** 27
**AC** 18; **Fortitude** 16, **Reflex** 20, **Will** 16
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 8; see also *rattling shift*

⨁ **Ankle Bite** (standard; at-will)
+9 vs. AC; 1d6 + 6 damage, and the target is slowed until the end of the bonewretch skeleton's next turn.

**Rattling Shift** (move; at-will)
The bonewretch skeleton shifts up to 4 squares, ignoring difficult terrain.

**Alignment** Chaotic evil **Languages** –
**Skills** Stealth +13
**Str** 11 (+2) **Dex** 22 (+8) **Wis** 14 (+4)
**Con** 15 (+4) **Int** 6 (+0) **Cha** 6 (+0)

## Bonewretch Skeleton Tactics

A bonewretch skeleton moves around the battlefield, biting enemies and then dispersing into clanking and tumbling bones with its *rattling shift*. It re-forms near another opponent and repeats the cycle.

**Skinrot** Level 2 Disease
*Often spread by a touch of a disease-ridden corpse, skinrot withers its victim.*
**Endurance** improve DC 15, maintain DC 10, worsen DC 9 or lower

The target is cured. ◀ **Initial Effect:** The target takes a -2 penalty to attack rolls. ▶ **Final State:** While bloodied, the target takes a -4 penalty to attack rolls and cannot spend healing surges.

*Bonewretch skeleton*

| **Stonespawned Skeleton** | **Level 7 Lurker** |
|---|---|
| Medium natural animate (undead) | XP 300 |

**Initiative** +9 **Senses** Perception +6; darkvision, tremorsense 3
**HP** 64; **Bloodied** 32
**AC** 20; **Fortitude** 21, **Reflex** 17, **Will** 17
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 6; see also *merge with stone*

**(+) Slam** (standard; at-will)
+12 vs. AC; 1d10 + 6 damage.

**Stone Shunt** (standard; recharge ⚅)
+11 vs. Fortitude; 2d6 + 9 damage, and the target is restrained (save ends).

**Merge With Stone** (move; at-will)
The stonespawned skeleton merges with an adjacent stone surface of equal or greater size and then shifts up to 3 squares. The stone blocks line of sight and line of effect to the stonespawned skeleton. The skeleton can remain merged with stone indefinitely, but it can take only move actions while merged. A creature can attack a square in which the stonespawned skeleton is merged with the stone, but the skeleton has resist 20 to all damage while merged.

**Alignment** Unaligned **Languages** –
**Skills** Stealth +10
**Str** 22 (+9) **Dex** 14 (+5) **Wis** 16 (+6)
**Con** 16 (+6) **Int** 3 (-1) **Cha** 3 (-1)

## Stonespawned Skeleton Tactics

A stonespawned skeleton lurks inside a stone surface, waiting for a living being to pass it. When it senses prey in the vicinity, it emerges from the wall and attempts to entomb the creature with *stone shunt*. If that power recharges, the skeleton presses the attack against other creatures. Otherwise, it retreats into the stone using *merge with stone* while it waits for *stone shunt* to recharge.

| **Shattergloom Skeleton** | **Level 8 Soldier** |
|---|---|
| Medium shadow animate (undead) | XP 350 |

**Initiative** +11 **Senses** Perception +6; darkvision
**HP** 86; **Bloodied** 43; see also *shadowy rejuvenation*
**AC** 24; **Fortitude** 22, **Reflex** 23, **Will** 18
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 6

**(+) Shadowy Claws** (standard; at-will) ✦ **Necrotic**
+15 vs. AC; 1d8 + 4 damage, and the target takes ongoing 5 necrotic damage and is slowed (save ends both). After the shattergloom skeleton uses *shadowy rejuvenation*, on a hit, the target takes ongoing 10 necrotic damage and is immobilized (save ends both) instead of slowed.

**Shadowy Rejuvenation** (when first bloodied; encounter) ✦ **Necrotic, Zone**
Close burst 2; 2d6 + 4 necrotic damage (no attack roll required); the power creates a zone of darkness that lasts until the end of the encounter. The zone blocks line of sight (creatures that have darkvision ignore this effect). All effects on the shattergloom skeleton end, and the skeleton's *shadowy claws* attack deals ongoing 10 necrotic damage instead of ongoing 5 necrotic damage, and the attack renders a target immobilized instead of slowed.

**Alignment** Unaligned **Languages** –
**Str** 18 (+8) **Dex** 21 (+9) **Wis** 15 (+6)
**Con** 14 (+6) **Int** 4 (+1) **Cha** 6 (+2)

## Shattergloom Skeleton Tactics

Shattergloom skeletons spread out, tying up opponents' movement with their claws while creating confusion with the zones of darkness created by *shadowy rejuvenation*.

| **Death Kin Skeleton** | **Level 9 Lurker** |
|---|---|
| Medium natural animate (undead) | XP 400 |

**Initiative** +14 **Senses** Perception +7; darkvision
**HP** 76; **Bloodied** 38
**AC** 22; **Fortitude** 19, **Reflex** 23, **Will** 18
**Immune** disease, poison; **Resist** 5 necrotic; **Vulnerable** 5 radiant
**Speed** 8

**(+) Double Dagger Strike** (standard; at-will) ✦ **Weapon**
+14 vs. AC; 4d4 + 3 damage

**Combat Advantage**
A death kin skeleton deals 1d6 extra damage when it makes a successful melee attack on any target it has combat advantage against.

**Death's Kin**
When a death kin skeleton takes damage, it can transfer any amount of the damage to another death kin skeleton within 3 squares of it.

**Skeletal Harmony**
A death kin skeleton deals 1d6 extra damage on melee attacks against any target adjacent to two or more death kin skeletons.

**Alignment** Chaotic evil **Languages** –
**Skills** Stealth +15
**Str** 18 (+8) **Dex** 22 (+10) **Wis** 16 (+7)
**Con** 16 (+7) **Int** 7 (+2) **Cha** 3 (+0)
**Equipment** 2 bone daggers

JAKE MASBRUCH

## Death Kin Skeleton Tactics

Death kin skeletons attack in packs and remain in close proximity throughout the fight to gain the most benefit from *death's kin* and *skeletal harmony*. They use *death's kin* to evenly distribute damage and remain fighting longer than normal.

**Giant Skeletal Bat** **Level 10 Skirmisher**
Large natural animate (undead) XP 500

**Initiative** +13 **Senses** Perception +8; darkvision, blindsight 5
**HP** 104; **Bloodied** 52
**AC** 24; **Fortitude** 22, **Reflex** 24, **Will** 20
**Immune** disease, poison; **Resist** 5 necrotic; **Vulnerable** 5 radiant
**Speed** 4, fly 8 (clumsy); see also *swoop and claw*

⊕ **Claw** (standard; at-will)
+15 vs. AC; 2d8 + 4 damage, and the target is pushed 1 square and knocked prone.

⸸ **Swoop and Claw** (standard; recharge ⚅ ⚄ ⚃)
The giant skeletal bat shifts up to 6 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The skeleton cannot attack a single target more than once in this fashion, and it must end its movement in an unoccupied square.

⸸ **Swoop and Drop** (free, when the giant skeletal bat attacks a creature with *swoop and claw*; at-will)
The attack deals no damage. Instead, the target is grabbed. When the giant skeletal bat moves, the grabbed creature slides along with it, remaining in the same space relative to the bat.

**Alignment** Unaligned **Languages** –
**Str** 21 (+10) **Dex** 22 (+11) **Wis** 16 (+8)
**Con** 16 (+8) **Int** 3 (+1) **Cha** 4 (+2)

## Giant Skeletal Bat Tactics

Giant skeletal bats dislike going toe-to-toe with prey. Instead, a giant skeletal bat glides out of the darkness, swooping down on a foe to attack it or to pick up the creature and then drop it.

**Skeletal Hauler** **Level 11 Minion**
Medium natural animate (undead) XP 150

**Initiative** +8 **Senses** Perception +7; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 25; **Fortitude** 25, **Reflex** 22, **Will** 21
**Immune** disease, poison; **Resist** 10 necrotic
**Speed** 6

⊕ **Slam** (standard; at-will)
+16 vs. AC; 7 damage.

**Alignment** Unaligned **Languages** –
**Str** 22 (+11) **Dex** 16 (+8) **Wis** 14 (+7)
**Con** 20 (+10) **Int** 3 (+1) **Cha** 3 (+1)

## Skeletal Hauler Tactics

Skeletal haulers mindlessly assault the closest foes, slamming them with bony fists.

**Spine Creep Skeleton** **Level 11 Soldier**
Medium natural animate (undead) XP 600

**Initiative** +11 **Senses** Perception +7; darkvision
**HP** 113; **Bloodied** 56
**AC** 27; **Fortitude** 25, **Reflex** 25, **Will** 22
**Immune** disease, poison; **Resist** 15 necrotic; **Vulnerable** 5 radiant
**Speed** 5

⊕ **Spinal Flail** (standard; at-will) ✦ **Weapon**
Reach 2; +18 vs. AC; 2d10 + 3 damage, and the target slides 1 square.

⇖ **Spinal Whirlwind** (standard; recharge ⚅ ⚃) ✦ **Weapon**
Requires flail; close burst 2; targets enemies; +16 vs. AC; 2d8 + 6 damage, and the target slides 1 square and is immobilized (save ends).

**Alignment** Chaotic evil **Languages** –
**Str** 19 (+9) **Dex** 19 (+9) **Wis** 15 (+7)
**Con** 17 (+8) **Int** 7 (+3) **Cha** 7 (+3)
**Equipment** scale armor, spine flail

## Spine Creep Skeleton Tactics

Spine creep skeletons tie down melee characters at the center of the battlefield. They slide opponents to gain combat advantage or to keep them at a distance so the creatures can't retaliate with shorter-reach weapons.

**Marrowshriek Skeleton** **Level 12 Lurker**
Medium shadow animate (undead) XP 700

**Initiative** +16 **Senses** Perception +9; darkvision
**HP** 95; **Bloodied** 47
**AC** 27; **Fortitude** 24, **Reflex** 25, **Will** 23
**Immune** disease, poison; **Resist** 15 necrotic; **Vulnerable** 5 radiant
**Speed** 6

⊕ **Osseous Thrust** (standard; at-will)
+17 vs. AC; 1d8 + 9 damage.

⸸ **Marrow Feast** (standard; recharge ⚅ ⚄ ⚃)
Requires combat advantage against the target; +17 vs. AC; 2d8 + 12 damage, and the target is grabbed. Each round that the marrowshriek skeleton sustains the grab, the target takes 15 damage and is weakened until the end of the marrowshriek skeleton's next turn.

⇖ **Marrowshriek** (minor 1/round; at-will)
Close burst 3; targets living creatures; +15 vs. Fortitude; the target is dazed until the end of the marrowshriek skeleton's next turn. If the target is grabbed by the marrowshriek skeleton, it is stunned until the end of the marrowshriek skeleton's next turn instead of dazed.

**Shadowrought** (standard; at-will)
The marrowshriek skeleton becomes invisible until it attacks.

**Alignment** Chaotic evil **Languages** –
**Skills** Stealth +17
**Str** 18 (+10) **Dex** 22 (+12) **Wis** 16 (+9)
**Con** 17 (+9) **Int** 6 (+4) **Cha** 9 (+5)

## Marrowshriek Skeleton Tactics

Marrowshriek skeletons skulk in the darkness, remaining invisible until they are ready to strike. The creatures look for opportunities to gain combat advantage, allowing them to use *marrow feast*. When battle is joined, each one uses *marrowshriek* constantly, filling the area with a horrifying cacophony that inhibits opponents.

## Skeleton Lore

A character knows the following information with a successful Religion check.

**DC 15**: Skinwalker skeletons are produced when a necromancer grafts skin to animated bones. They are used as servants because their appearance is less gruesome than that of most skeletons. A skinwalker skeleton's fleshy casing is ridden with infectious disease, making it a dangerous combatant as well.

Over a period of several weeks, skeletons can be trained in the use of bows to produce skeletal archers.

Bonewretch skeletons are implike creatures that sometimes inhabit graveyards. These child-sized skeletons scurry about, biting opponents' ankles. Bonewretches sometimes carry tokens of their former lives, such as a ragged doll or a bracelet.

Stonespawned skeletons are created when humanoids are crushed under tons of rock and left entombed in stone. Stories of haunted mines often arise due to the presence of stonespawned skeletons.

When seriously wounded, shattergloom skeletons explode in clouds of cloying darkness. After this explosion, the skeleton is infused with a reservoir of necrotic energy that makes its attacks even more dangerous. Shattergloom skeletons are created in dark chambers where natural light cannot reach.

**DC 20**: Death kin skeletons are siblings, kin, or lovers who died in a suicide pact or similar circumstance. They usually come in pairs or packs, which makes them more dangerous.

Giant skeletal bats are the remains of riding bats that were abandoned by their masters in battle. They are sometimes ridden by other undead.

Skeletal haulers are the remains of humanoid slaves and physical laborers. They haul heavy objects and also make effective fodder.

Spine creep skeletons are the result of unjustly beheaded humanoids or those torn to pieces by an angry mob. Each of these monstrosities rips out its own spine and wields it like a flail, striking with the skull. These spinal flails allow the skeletons to strike opponents from a distance and knock them around the battlefield.

Marrowshriek skeletons arise from victims of malnutrition and neglect, and they crave the marrow of the living. Marrowshriek skeletons have the ability to turn invisible, which they use to sneak up on an opponent. The creatures grab unwary prey and suck the marrow from their bones.

## Encounter Groups

Skeletons often serve more powerful undead masters or travel in packs of their own kind.

**Level 3 Encounter (XP 725)**
- 1 deathlock wight (level 4 controller, *MM* 262)
- 2 skeletal archers (level 3 artillery)
- 2 skinwalker skeletons (level 2 brute)

**Level 6 Encounter (XP 1,350)**
- 1 poltergeist (level 6 artillery, page 150)
- 1 stench ghoul (level 6 elite soldier, page 154)
- 2 stonespawned skeletons (level 7 lurker)

**Level 8 Encounter (XP 1,750)**
- 1 flameskull (level 8 artillery, *MM* 109)
- 1 osteopede (level 8 elite skirmisher, page 145)
- 2 shattergloom skeletons (level 8 soldier)
- 1 zombie hulk (level 8 brute, *MM* 275)

**Level 11 Encounter (XP 3,200)**
- 1 marrowshriek skeleton (level 12 lurker)
- 4 skeleton haulers (level 11 minion, page 182)
- 2 spine creep skeletons (level 11 soldier)
- 4 vampire spawn bloodhunter (level 10 minion, *MM* 259)

# Undead Aviary

Most undead are land-bound, but a few can take to the skies, spreading corruption and death on the wing.

## Skin Kite

This creature looks like a gliding mass of skin, akin to a manta ray made of humanoid flesh. Sharp corrugations of calcified tissue line the creature's underbelly and wings.

**Skin Kite** **Level 3 Skirmisher**
Small aberrant beast (undead) XP 150

**Initiative** +8 **Senses** Perception +2; darkvision
**HP** 35; **Bloodied** 17
**AC** 17; **Fortitude** 13, **Reflex** 16, **Will** 14
**Immune** disease, poison
**Speed** fly 5 (hover); see also *flyby attack*

⊕ **Bite** (standard; at-will) ✦ **Necrotic**
+8 vs. AC; 1d4 + 3 necrotic damage.

⸸ **Blinding Grab** (standard; at-will) ✦ **Necrotic**
+6 vs. Fortitude; 1d4 + 3 necrotic damage, and the target is grabbed. The target is blinded until the grab ends. A skin kite can have only one creature grabbed at a time.

⸸ **Flyby Attack** (standard; at-will) ✦ **Necrotic**
The skin kite moves up to 5 squares and makes one melee basic attack at any point during the movement. A skin kite doesn't provoke opportunity attacks from the target of its attack when moving away from the creature.

**Kite Spawn** (free, when the skin kite reduces an enemy to 0 hit points or fewer; at-will)
The skin kite splits, and a new skin kite appears in a square adjacent to the original skin kite. The new skin kite has the same current hit points as the original skin kite but is otherwise a new creature. The new skin kite acts immediately after the original skin kite's initiative count.

**Skills** Stealth +9
**Alignment** Evil **Languages** –
**Str** 10 (+1) **Dex** 16 (+4) **Wis** 12 (+2)
**Con** 11 (+1) **Int** 2 (-3) **Cha** 6 (-1)

### Skin Kite Tactics

A skin kite lurks in the shadows until descending on its prey. It then attaches to a target and bites down, eating the creature's flesh until it feasts on enough flesh to split and produce another of its kind.

### Skin Kite Lore

A character knows the following information with a successful Religion check.

**DC 15**: Skin kites consist of skin flayed from torture victims that is spontaneously or intentionally animated.

## Accipitridae

Accipitridaes resemble gaunt, rotting vultures. They have no feathers, and their eyeballs hang from their skulls. The cruel beasts harass and kill creatures for no other reason than malign entertainment.

**Accipitridae** **Level 5 Skirmisher**
Medium natural beast (undead) XP 200

**Initiative** +7 **Senses** Perception +2; darkvision
**HP** 63; **Bloodied** 31
**AC** 19; **Fortitude** 16, **Reflex** 17, **Will** 14
**Immune** disease, poison
**Speed** fly 7 (hover); see also *screeching retreat*

⊕ **Rake** (standard; at-will) ✦ **Necrotic**
+8 vs. Reflex; 1d6 + 2 necrotic damage, and the target is blinded until the end of the accipitridae's next turn.

⸸ **Bite** (minor 1/round; at-will) ✦ **Necrotic**
Targets a bloodied enemy; +8 vs. Reflex; 1d8 + 4 necrotic damage, and ongoing 5 necrotic damage (save ends).

✧ **Screeching Retreat** (minor; recharge ⚅) ✦ **Thunder**
Close burst 5; +6 vs. Fortitude; 2d6 + 5 thunder damage, and the target is dazed (save ends). *Hit or Miss:* The accipitridae shifts up to 3 squares.

**Alignment** Evil **Languages** –
**Str** 14 (+4) **Dex** 16 (+5) **Wis** 11 (+2)
**Con** 15 (+4) **Int** 3 (-2) **Cha** 3 (-2)

### Accipitridae Tactics

Accipitridaes use hit-and-run tactics, swooping down to peck and rake targets before flying away. When threatened, they release a high-pitched screech that dazes nearby creatures.

### Accipitridae Lore

A character knows the following information with a successful Religion check.

**DC 15**: Accipitridae are the corrupt product of vultures that feed on undead flesh. The undead flesh poisons and kills the vultures, and they reanimate as these cruel, avian monsters.

## Paralyth

Made sentient through foul magic, a paralyth is the animated spine and brain of a humanoid.

**Paralyth** **Level 9 Soldier**
Small natural animate (undead) XP 400

**Initiative** +11 **Senses** Perception +5; darkvision
**Paralytic Aura** aura 5; any enemy that enters the aura or starts its turn within the aura is slowed until the end of its next turn.
**HP** 96; **Bloodied** 48
**AC** 25; **Fortitude** 21, **Reflex** 23, **Will** 19
**Immune** disease, poison; **Resist** 10 psychic
**Speed** 5, fly 8 (hover)

⊕ **Pain Lash** (standard; at-will)
+16 vs. AC; 2d6 + 6 damage, and the target is slowed until the end of the paralyth's next turn.

⸸ **Nervous Feedback** (standard; at-will) ✦ **Psychic**
The paralyth makes two pain lash attacks against a single target. If both hit, the target takes ongoing 5 psychic damage and is marked (save ends both).

✧ **Spinal Domination** (minor 1/round; at-will)
Close burst 3; targets one creature marked by the paralyth; +14 vs. Will; the target is dominated until the end of the paralyth's next turn.

**Alignment** Chaotic evil **Languages** Common, telepathy 10
**Str** 17 (+7) **Dex** 20 (+9) **Wis** 12 (+5)
**Con** 16 (+7) **Int** 11 (+4) **Cha** 13 (+5)

## Paralyth Tactics
Paralyths have a strong sense of self-preservation, which makes them pause at the edge of combat.

## Paralyth Lore
A character knows the following information with a successful Religion check.

**DC 20:** Paralyths are created when necromancers extract the brains and spines from recent victims.

# Fear Moth
A fear moth appears to be a single, malleable creature, though it is composed of thousands of living and dead moths that have banded together.

| **Fear Moth** | **Level 15 Soldier** |
|---|---|
| Large shadow beast (swarm, undead) | XP 1,200 |
| **Initiative** +17 | **Senses** Perception +14; darkvision, blindsight 10 |
| **Swarm Attack** aura 2; the fear moth makes a basic attack as a free action against any enemy that starts its turn within the aura. | |
| **HP** 143; **Bloodied** 71 | |
| **AC** 31; **Fortitude** 26, **Reflex** 29, **Will** 26 | |
| **Immune** disease, poison; **Resist** half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks | |
| **Speed** fly 8 (hover) | |
| ⊕ **Winged Assault** (standard; at-will) | |
| +22 vs. AC; 2d8 + 6 damage, and the target is knocked prone. | |
| ⇜ **Wave of Fear** (minor; recharge ⚄ ⁞⁞) ✦ **Fear, Psychic** | |
| Close blast 3; targets enemies; +19 vs. Will; 4d8 + 6 psychic damage, and the target is stunned until the end of the fear moth's next turn. *Miss:* Half damage, and the target is not stunned. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 10 (+7) | **Dex** 26 (+15) **Wis** 15 (+9) |
| **Con** 15 (+9) | **Int** 3 (+3) **Cha** 18 (+11) |

ERIC L. WILLIAMS

## Fear Moth Tactics
Fear moths fly directly into enemies, using *wave of fear* to sow confusion among foes. They then rely on *winged assault* to keep adversaries from escaping.

## Fear Moth Lore
A character knows the following information with a successful Religion check.

**DC 18**: A fear moth is composed of thousands of living and dead moths that all died simultaneously from some cataclysm.

# Couatl Mockery
This flying mass of scales and feathers moves about at a frenetic pace. The creature retains none of the benevolence of its namesake.

| **Couatl Mockery** | **Level 26 Minion** |
|---|---|
| Medium natural animate (blind, undead) | XP 2,250 |
| **Initiative** +22 | **Senses** Perception +13; blindsight 20 |
| **HP** 1; a missed attack never damages a minion; see also *corrupt cloud* | |
| **AC** 40; **Fortitude** 36, **Reflex** 40, **Will** 38 | |
| **Immune** disease, gaze, poison | |
| **Speed** fly 12 (hover) | |
| ⊕ **Wing Slash** (standard; at-will) ✦ **Necrotic, Radiant** | |
| +31 vs. AC; 6 damage plus 5 radiant and necrotic damage. | |
| ⇜ **Corrupt Cloud** (when the couatl mockery is reduced to 0 hit points) ✦ **Necrotic, Radiant** | |
| Close burst 3; targets enemies; +26 vs. Fortitude; 10 radiant and necrotic damage, and the target cannot spend healing surges until the end of its next turn. | |
| **Alignment** Evil | **Languages** – |
| **Str** 6 (+11) | **Dex** 28 (+22) **Wis** 10 (+13) |
| **Con** 25 (+20) | **Int** 3 (+9) **Cha** 10 (+13) |

## Couatl Mockery Tactics
A couatl mockery zips around the battlefield, attacking enemies with *wing slash*. The creatures make no effort to avoid danger.

## Couatl Mockery Lore
A character knows the following information with a successful Religion check.

**DC 26**: Couatl mockeries are masses of animated scales and feathers collected from slain couatls. They retain some of their namesake's former properties while also being infused with the necrotic energy of undead, which interferes with healing.

# Encounter Groups
Although some creatures of the undead aviary animate naturally, most are produced by necromancers.

**Level 7 Encounter (XP 1,600)**
- ✦ 2 accipitridaes (level 5 skirmisher)
- ✦ 1 crimson acolyte (level 7 skirmisher, *MM* 210)
- ✦ 2 paralyths (level 9 soldier)

# UNRISEN

Rituals go awry, and when the ritual is Raise Dead or a similar form of magic, the results can be grim. The ritual might appear to be a complete failure, yet the residual energy can sometimes raise the creature days after the initial attempt. When this happens, the subject emerges with its soul fragmented and corrupted. A pet comes back from the dead, but it is no longer the adorable feline the family once knew. A child returns, but it is vile and depraved, caring nothing for the people it once loved. No matter what form the creature took in its past life, it returns as a vile, twisted thing—it returns as an unrisen.

**Vile Pet** **Level 11 Minion**
Small natural animate (undead) XP 150

**Initiative** +10 **Senses** Perception +7; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 25; **Fortitude** 21, **Reflex** 26, **Will** 22
**Immune** disease, poison; **Resist** 10 necrotic
**Speed** 8, climb 6

⊕ **Filthy Claws** (standard; at-will)
+16 vs. AC; 1d6 + 3 damage.

⸸ **Infectious Bite** (standard; at-will) ✦ **Disease, Necrotic**
Requires combat advantage against the target; +16 vs. AC; 2d4 + 5 damage, and the target contracts cemetery rot (see below) and takes ongoing 5 necrotic damage (save ends).

**Alignment** Evil **Languages** –
**Skills** Stealth +15
**Str** 4 (+2) **Dex** 21 (+10) **Wis** 14 (+7)
**Con** 14 (+7) **Int** 6 (+3) **Cha** 6 (+3)

## Vile Pet Tactics

Vile pets tend to run in packs, overrunning commoners in attempt to spread disease. They try to flank a target so they can use *infectious bite*. However, the creatures are cowardly and flee if faced with a threatening adversary.

**Corrupted Offspring** **Level 12 Skirmisher**
Small natural animate (undead) XP 700

**Initiative** +13 **Senses** Perception +7; darkvision
**HP** 122; **Bloodied** 61
**AC** 25; **Fortitude** 24, **Reflex** 23, **Will** 23
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant
**Speed** 8; see also *filthy razor* and *cut the tendons*

⊕ **Filthy Razor** (standard; at-will) ✦ **Necrotic, Weapon**
The corrupted offspring shifts up to 2 squares before or after the attack; +15 vs. Reflex; 3d4 + 6 damage, and ongoing 5 necrotic damage (save ends).

⸸ **Cut the Tendons** (standard; recharge ⚄ ⚅) ✦ **Weapon**
The corrupted offspring shifts up to 2 squares before or after the attack; +15 vs. Reflex; 5d4 + 8 damage, and the target is knocked prone and slowed (save ends).

**Alignment** Evil **Languages** Common
**Skills** Bluff +15, Stealth +16
**Str** 6 (+4) **Dex** 21 (+11) **Wis** 12 (+7)
**Con** 18 (+10) **Int** 10 (+6) **Cha** 18 (+10)
**Equipment** razor

## Corrupted Offspring Tactics

Corrupted offspring skitter up behind unsuspecting combatants, cutting them with whatever weapon they happen to have found—usually a filthy razor recovered from a trash bin. After attacking, the offspring darts back into a hiding place, where it remains until it sees another opportunity to attack.

**Tainted Priest** **Level 15 Controller (Leader)**
Medium natural animate (undead) XP 1,200

**Initiative** +9 **Senses** Perception +13; darkvision
**HP** 147; **Bloodied** 73; see also *wave of the grave*
**AC** 29; **Fortitude** 28, **Reflex** 23, **Will** 30
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant
**Speed** 6

⊕ **Unholy Staff** (standard; at-will) ✦ **Healing, Necrotic, Weapon**
+20 vs. AC; 2d8 + 6 damage, and the target loses a healing surge, and the tainted priest regains 5 hit points.

⊗ **Ray of Weakness** (standard; at-will) ✦ **Necrotic**
Ranged 10; +19 vs. Fortitude; 3d6 + 9 necrotic damage, and the target is weakened (save ends).

✧ **Vile Eruption** (standard; encounter) ✦ **Healing, Necrotic**
Close burst 2; +19 vs. Fortitude; 6d4 + 8 necrotic damage, and the target is stunned until the end of its next turn. In addition, each undead ally in the burst regains 20 hit points.

✧ **Wave of the Grave** (free, when first bloodied; encounter) ✦ **Necrotic**
Close blast 5; +19 vs. Fortitude; 4d6 + 8 damage, and ongoing 10 necrotic damage (save ends).

**Alignment** Evil **Languages** Common
**Skills** Bluff +16, Religion +16, Stealth +14
**Str** 16 (+10) **Dex** 14 (+9) **Wis** 23 (+13)
**Con** 19 (+11) **Int** 18 (+11) **Cha** 18 (+11)
**Equipment** robes, staff

**Cemetery Rot** Level 11 Disease

*A disease carried by the rotting, corrupted remains of small pets and animals, cemetery rot withers away the body, leaving a empty, mindless husk that hungers for flesh.*

**Attack:** +14 vs. Fortitude
**Endurance** improve 22, maintain DC 17, worsen DC 16 or lower

The target is cured.

◀ **Initial Effect:** The target cannot regain hit points from powers that have the healing keyword.

◀▶ The target's Fortitude is reduced by 2 until the target is cured. Each time the target fails to improve from this step, the target's Fortitude drops another 2.

▶ **Final State:** When the target's Fortitude reaches 0, it dies and rises as a zombie (*MM* 275).

## Tainted Priest Tactics

A tainted priest prefers to remain at a distance, using its ranged and close powers. If approached in melee, the creature uses *vile eruption* to stun its opponent and then escape. Otherwise, the priest whacks the foe with its staff, gaining hit points before shifting away.

| **Darkhoof** | **Level 18 Elite Soldier** |
|---|---|
| Medium natural beast (undead) | XP 4,000 |
| **Initiative** +14 | **Senses** Perception +17; darkvision |
| **HP** 336; **Bloodied** 168; see also *call to darkness* | |
| **AC** 35; **Fortitude** 31, **Reflex** 32, **Will** 31 | |
| **Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant | |
| **Saving Throws** +2 | |
| **Speed** 8; see also *equine bound* | |
| **Action Points** 1 | |
| ⊕ **Hoof Strike** (standard; at-will) | |
| +25 vs. AC; 2d10 + 4 damage. | |
| ⸸ **Double Attack** (standard; at-will) | |
| The darkhoof makes two *hoof strike* attacks. | |
| ⸸ **Lifebite** (minor; recharge ⚄ ⚅) ✦ **Healing, Necrotic** | |
| +24 vs. Fortitude; the target loses a healing surge, and the darkhoof regains 10 hit points. | |
| ⸸ **Unstoppable Charge** (standard; at-will) | |
| The darkhoof makes a charge attack; +25 vs. AC; 3d10 + 8 damage, and the target is pushed 1 square and knocked prone. | |
| ☽ **Call to Darkness** (when first bloodied and again when the darkhoof is reduced to 0 hit points) ✦ **Necrotic** | |
| Close burst 3; targets enemies; +24 vs. Fortitude; the target is blinded and weakened (save ends both). | |
| **Equine Bound** (move; encounter) | |
| The darkhoof shifts up to 5 squares. | |
| **Alignment** Evil | **Languages** – |
| **Skills** Stealth +17 | |
| **Str** 24 (+16) | **Dex** 16 (+12) **Wis** 17 (+12) |
| **Con** 16 (+12) | **Int** 3 (+5) **Cha** 24 (+16) |

## Darkhoof Tactics

A darkhoof gallops around the battlefield, knocking foes to the ground. If it has a good opportunity to charge a foe, it disengages its current opponent and uses *unstoppable charge*. The creature also uses *lifebite* whenever possible.

# Unrisen Lore

A character knows the following information with a successful Religion check.

**DC 15:** An unrisen is the corrupt result of a failed attempt to resurrect a beast or a humanoid. After the failed ritual, a short time passes after the creature is buried before it rises up to take revenge on nearby living creatures, which it views as responsible for its death.

The most common types of unrisen are children, pets, mounts, and figures of prominence in a community, such as mayors or priests. These figures are sorely missed upon their deaths, so companions of the people or creatures often go to great lengths to attempt to resurrect them.

**DC 20:** Unrisen are drawn to each other and can sense the presence of their kind. They sometimes travel the world, searching for others of their kind to form vile groups.

**DC 25:** Most unrisen are very clever. They pretend to be normal, sometimes insinuating themselves back into their former lives, convincing their friends and family that the resurrection ritual worked successfully.

# Encounter Groups

Unrisen tend to travel together, though they sometimes accept the company of like-minded creatures.

**Level 11 Encounter (XP 3,100)**
- ✦ 2 corrupted offsprings (level 12 skirmisher)
- ✦ 1 vampire lord, human rogue (level 11 elite lurker, *MM* 259)
- ✦ 4 vile pets (level 10 minion)

**Level 14 Encounter (XP 4,600)**
- ✦ 2 blaspheme knights (level 14 soldier, page 136)
- ✦ 2 corrupted offsprings (level 12 skirmisher)
- ✦ 1 tainted priest (level 15 controller)

**Level 17 Encounter (XP 8,200)**
- ✦ 1 blaspheme imperfect (level 14 brute, page 135)
- ✦ 1 darkhoof (level 18 elite soldier)
- ✦ 1 death hag (level 18 soldier, *MM* 151)
- ✦ 1 tainted priest (level 15 controller)

SOUTCHAY SOUNGPRADITH

# VAMPIRE

Bloodsucking undead strike fear in common folk across the world. Stories tell of vampires that turn into beasts, control vermin, or both. Similar yarns speak of vampire weaknesses and prohibitions—limitations that give peasants hope at resistance against such foul creatures. However, this folklore is little more than the fearful ravings and false hopes of desperate people.

This characteristic doesn't have to apply to your game, though. You can add powers to vampire lords or spawn that give the creatures a trait or traits from vampire myth. Such weaknesses were removed from vampire statistics to make the creatures more challenging, yet with the careful application of strengths and weaknesses, you might create a vampire that is both powerful and has features of vampire folklore. For an example of a vampire with unique strengths and weaknesses, see Strahd von Zarovich on page 210.

## Beast Summoning

Vampires are reputed to call beasts to aid them, including bats, rats, wolves, and vermin. In the game, such summoning can rely solely on narrative. A vampire can simply appear alongside such creatures, or it might call them to its aid at some point in battle as a minor action. Try advancing the rat swarm on page 219 of the *Monster Manual* or using advanced shadowhunter bats (*MM* 27) or advanced wolves (*MM* 264).

## Prohibitions

Garlic and holy symbols might hold a vampire at bay. Perhaps the undead requires an invitation to enter a home or hallowed ground. It might be unable to set foot in a temple dedicated to a good deity. Maybe salt across a doorway or running water prevents a vampire from crossing. The vampire might have to take a standard action to pick up small objects, such as kernels of grain, tossed in its path. Any of these features might be integrated into a vampire's design, though common folk and not heroes are more likely to rely on such strategies.

**Holy Symbols:** The folklore of holy symbols derives from the traditional opposition of heroes wielding divine power against vampires. A strong-willed individual displaying a good deity's symbol might be able to repel a vampire. Using a holy symbol in this way is a standard action and grants a Charisma attack or Wisdom attack (plus the holy symbol's enhancement bonus) against the vampire's Will. The attack deals no damage but renders the undead unable to make attacks against the holy symbol's wielder until the end of its next turn. During that time, the holy symbol forces the vampire to remain a number of squares away from the wielder equal to the vampire's reach + 1.

A vampire that has no specific agenda might move away from a person wielding a holy symbol in favor of less oppositional prey. However, vampires often keep minions that lack their aversion to holy symbols and radiant energy, and such creatures would be free to attack the symbol's wielder.

## Secret Weaknesses

A vampire makes an excellent recurring villain, especially if it has a secret weakness (*DMG* 135). One vampire's body might have to be burned, while another succumbs to death only if an ash wood stake pierces its heart after it's slain in battle. Perhaps a specific vampire must suffer its mortal wound while exposed to sunlight, while another's body must be immersed in running water.

## Shapechanging

Accounts tell of vampires that can change into bats or great wolves. Other anecdotes speak of the creatures becoming mist or moonbeams to escape their enemies. To give a vampire such a power, borrow it from another monster. The werewolf (*MM* 181) and Strahd von Zarovich (page 210) are excellent examples of incorporating animal powers into humanoids. The oni night haunter (*MM* 200) has an evasive *gaseous form* power, and the oni mage (*MM* 201) has *deceptive veil*, both of which offer interesting options while interfering minimally with a creature's power level.

### Creating Corpse Vampires and Spirit Vampires

A living humanoid killed by the blood drain of a corpse vampire or a spirit vampire rises as a similar vampire at sunset on the following day. The new vampire has the level it had in life (*DMG* 174). Burning the slain creature's body, decapitating that body, or reviving the slain creature can prevent this transformation.

When a corpse vampire kills a living humanoid by a means other than *blood drain,* that humanoid rises as a zombie of its level (*DMG* 174, *MM* 274) at sunset the next day.

When a spirit vampire or a corpse vampire reduces a living humanoid to 0 hit points or fewer without killing it, the humanoid enters a deep coma. If treated with the Remove Affliction ritual, the humanoid can be healed normally. Otherwise, he or she dies at sunset the next day and becomes a spirit vampire.

A corpse vampire or a spirit vampire that rises in this way has free will. Raising the slain humanoid, such as with the Raise Dead ritual, destroys the vampire.

**Corpse Vampire** **Level 8 Skirmisher**
Medium shadow humanoid (undead) XP 350

**Initiative** +10 **Senses** Perception +3; darkvision
**HP** 88; **Bloodied** 48; see also *blood drain*
**Regeneration** 5 (if a corpse vampire takes radiant damage, regeneration doesn't function until the end of its next turn)
**AC** 22; **Fortitude** 21, **Reflex** 20, **Will** 18
**Immune** disease, poison; **Resist** 5 necrotic
**Speed** 4, burrow 1, climb 4 (spider climb); see also *rending pounce*

⨁ **Claw** (standard; at-will)
+13 vs. AC; 2d6 + 5 damage.

⨁ **Blood Drain** (standard; recharges when an adjacent creature becomes bloodied) ✦ **Healing**
Requires combat advantage against the target; +11 vs. Fortitude; 2d8 + 6 damage, and the target is weakened (save ends), and the corpse vampire regains 24 hit points.

⨁ **Rending Pounce** (standard; at-will)
The corpse vampire shifts up to 6 squares and makes a claw attack.

**Alignment** Chaotic evil **Languages** Common
**Skills** Athletics +14, Stealth +13

| | | |
|---|---|---|
| **Str** 20 (+9) | **Dex** 18 (+8) | **Wis** 8 (+3) |
| **Con** 16 (+7) | **Int** 6 (+2) | **Cha** 13 (+5) |

## Corpse Vampire Tactics

A corpse vampire leaps upon its prey, often from above. It springs around the battlefield with *rending pounce*, clawing at one enemy in an attempt to bloody that foe and recharge *blood drain*.

ANNE STOKES

**Spirit Vampire** **Level 12 Lurker**
Medium shadow humanoid (undead) XP 700

**Initiative** +14 **Senses** Perception +11; darkvision
**HP** 66 (99 if in a possessed body); **Bloodied** 33
**AC** 24; **Fortitude** 23, **Reflex** 24, **Will** 26
**Immune** disease, poison; **Resist** 5 necrotic, insubstantial (spirit form only); **Vulnerable** 5 radiant
**Speed** 6 (possessed body only), fly 6 (spirit form only); phasing (spirit form only)

⨁ **Claw** (standard; at-will) ✦ **Necrotic**
Requires a possessed body; +17 vs. AC; 1d6 + 4 damage plus 1d6 + 4 necrotic damage.

⨁ **Spirit Touch** (standard; at-will) ✦ **Necrotic**
Requires spirit form; +15 vs. Reflex; 2d6 + 6 necrotic damage.

⨁ **Blood Drain** (standard; recharges when an adjacent creature becomes bloodied) ✦ **Healing**
Requires a possessed body and combat advantage against the target; +15 vs. Fortitude; 2d12 + 8 damage, and the target is weakened (save ends), and the spirit vampire regains 16 hit points.

⨁ **Possess Body** (minor; at-will)
A spirit vampire's natural form is its spirit form. However, it can enter the form of a dead or unconscious Medium or smaller humanoid, possessing the body. While in a possessed body, the spirit vampire has the following traits:
- ✦ The spirit vampire loses *spirit touch*, fly 6, and phasing.
- ✦ The spirit vampire gains speed 6, *claw*, *blood drain*, and a +7 bonus to Strength-based checks.
- ✦ The spirit vampire loses the insubstantial quality and gains 33 temporary hit points. When the temporary hit points are gone, the body falls to the ground and the spirit vampire returns to its spirit form.
- ✦ Healing the possessed subject deals damage to the spirit vampire equal to the amount that would be healed. The subject cannot regain hit points or be awakened while it is possessed. A dying creature is considered stable while a spirit vampire possesses its body.
- ✦ A spirit vampire can be targeted by melee and ranged attacks. Close and area attacks hit the possessed subject and the spirit vampire.
- ✦ A spirit vampire can leave a possessed body as a minor action. If it leaves a body, the spirit vampire returns to its spirit form and the body falls prone in the square the spirit vampire occupies.
- ✦ Once a spirit vampire leaves a body, it cannot possess that body for the rest of the encounter.

**Vulnerable to Sunlight**
A spirit vampire that starts its turn in direct sunlight is dazed and cannot use *possess body*.

**Alignment** Chaotic evil **Languages** Common
**Skills** Bluff +17, Stealth +15

| | | |
|---|---|---|
| **Str** 6 (+4 or +11) | **Dex** 18 (+10) | **Wis** 10 (+6) |
| **Con** 16 (+9) | **Int** 10 (+6) | **Cha** 22 (+12) |

## Spirit Vampire Tactics

A spirit vampire avoids combat unless it has a body it can possess. The creature usually keeps a corpse on hand in case combat finds it. The vampire relies on its claw attack and *spirit touch* until it is hurt, at which point it employs *blood drain* at each opportunity. It rips into a single injured foe, focusing its attacks so it can recharge *blood drain* and potentially gain another body to possess.

| **Vampire Muse** | **Level 10 Elite Controller** |
|---|---|
| Medium fey humanoid (undead) | XP 1,000 |

**Initiative** +9 **Senses** Perception +13; darkvision
**HP** 210; **Bloodied** 105; see also *indestructible*
**AC** 26; **Fortitude** 23, **Reflex** 24, **Will** 25
**Immune** disease, poison; **Resist** 5 necrotic; **Vulnerable** 5 radiant
**Saving Throws** +2
**Speed** 6; see also *fey leap*
**Action Points** 1

**Muse's Touch** (standard; at-will) ✦ **Psychic**
+14 vs. Reflex; 2d6 + 4 psychic damage, and the target is slowed and takes a -2 penalty to Will (save ends both).

**Beguiling Eyes** (standard; at-will) ✦ **Charm, Gaze, Psychic**
Ranged 20; +14 vs. Will; 2d6 + 4 psychic damage, and the vampire muse makes a secondary attack against the same target. *Secondary Attack:* +13 vs. Will; the target is dominated (save ends). *Aftereffect:* The target falls prone. The vampire muse can dominate only one creature at a time.

**Song of Lovers Parted** (standard; sustain minor; at-will) ✦ **Charm**
Close burst 10; deafened and dominated creatures are immune; +14 vs. Will; the target is pushed 3 squares and slowed (save ends). When the muse sustains the power, a target slowed by the power is pushed 3 squares.

**Fey Leap** (move; recharge ⚄ ⚅) ✦ **Teleportation**
The vampire muse teleports up to 10 squares.

**Indestructible**
When a vampire muse is reduced to 0 hit points, its body and possessions crumble into dust, but it is not destroyed. It reappears (along with its possessions) in 30 days within 1 square of its blood cauldron, unless the blood cauldron is also found and destroyed.

**Alignment** Unaligned **Languages** Common
**Skills** Bluff +16, Diplomacy +16, Insight +13, Stealth +14

| | | |
|---|---|---|
| **Str** 16 (+8) | **Dex** 18 (+9) | **Wis** 17 (+8) |
| **Con** 17 (+8) | **Int** 12 (+6) | **Cha** 23 (+11) |

**Equipment** book of love poems, flask of blood

## Vampire Muse Tactics

A vampire muse is evasive in combat, using *fey leap* to maneuver out of dangerous situations and into advantageous positions on the battlefield. A vampire muse is willing to take some risks because it can rely on its *indestructible* quality. A vampire muse begins combat by using *beguiling eyes*. If it successfully dominates a foe, it spends its action point to use *song of lovers parted*, pushing away enemies while using the dominated creature to intercept any unaffected foes.

MAZIN KASSIS

## Vampire Lore

A character knows the following information with a successful Religion check.

**DC 15:** A corpse vampire is a pale, feral-looking undead that appears to be slowly decaying into a horrifying form. The creature is slow unless it is bounding toward prey. Due to corpse vampires' unusual movement habits, halflings call them "pouncing vampires."

**DC 20:** A corpse vampire is the result when a humanoid cadaver is buried improperly, robbed of its burial possessions, or left in a place polluted by evil energy. The creature has no soul, but it retains memories of life. It can speak in bestial tones and often victimizes its one-time relatives and friends.

A spirit vampire is much like a wraith. It hungers for blood, but it can drink only while possessing a humanoid body. For this reason, it prefers to dwell where it has access to corpses. When it reanimates a body, the form grows claws and fangs. A spirit vampire in possession of a body is easily mistaken for a normal vampire. A spirit vampire often uses its original body as a tool for feeding, even fooling those who it knew in life. Because a spirit vampire can possess other corpses, though, a single spirit vampire can seem to represent dozens of different vampires. Particularly mischievous spirit vampires

torment the living by affecting the behavior of a departed loved one.

A vampire muse has an eladrinlike guise of such stunning beauty that most mortals do not suspect it is undead. Vampire muses hail from the Feywild and are renowned for stimulating creativity in artists. These gifts come at a price, however. While the muse inspires an artist to the heights of creativity, it steals away the artist's blood. An artist working with a vampire muse might achieve renown for epic poems, songs, or paintings, but he or she tends to die soon afterward, a gaunt and hollow-eyed husk.

**DC 25:** Although it prefers to possess a corpse, a spirit vampire can possess an unconscious humanoid. It is possible to attack the spirit within the body using ranged and melee attacks without harming the subject of the possession. A spirit vampire attacked in this way can be driven out of the host.

Vampire muses are said to truly value the relationship they develop with the mortal they are inspiring. However, they equally value the blood they slowly steal. A vampire muse places this blood in an ornate cauldron in a hidden lair. This blood is the ultimate source of the vampire's power, and it acts like a lich's phylactery, restoring the creature to undeath even after its body has been destroyed. A vampire muse can be permanently eliminated only by finding its blood cauldron and destroying the object.

### A Vampire's Resting Place

Corpse vampires and spirit vampires do not rest in coffins and must instead take an extended rest in a dark place, usually under the earth, each day. The creatures usually do this during daylight hours. If a vampire fails to take this rest, it is reduced to half its normal hit points and is weakened until its next extended rest. A vampire is attuned to the den where it rests. The creature can change its den by resting three consecutive times in a new location (during which time it has half its normal hit points and is weakened). After satisfying this requirement, the location becomes the vampire's new den. A corpse vampire can burrow into loose soil, and it prefers to rest in a fresh grave—usually its own. A spirit vampire uses phasing to pass through the ground and locate underground caverns or niches.

## Encounter Groups

Corpse vampires and spirit vampires hunt with other undead and nocturnal creatures. Vampire muses are often accompanied by living creatures that serve it in the hope of being chosen as companions.

**Level 8 Encounter (XP 1,750)**
- 2 corpse vampires (level 8 skirmisher)
- 1 rot scarab swarm (level 8 soldier, *MM* 30)
- 2 zombie hulks (level 8 brute, *MM* 275)

**Level 9 Encounter (XP 1,975)**
- 2 eladrin fey knights (level 7 soldiers, *MM* 102)
- 5 human lackeys (level 7 minion, *MM* 162)
- 1 vampire muse (level 10 elite controller)

**Level 13 Encounter (XP 4,300)**
- 1 battle wight commander (level 12 soldier, *MM* 262)
- 2 skeletal tomb guardians (level 10 brute, *MM* 235)
- 2 spirit vampires (level 12 lurker)
- 4 vampire spawn bloodhunters (level 10 minion, *MM* 259)
- 1 viscera devourer (level 12 controller, *MM* 68)

# WRAITH

Wraiths hate the living and seek to create more of their kind by killing mortals they encounter. They are joyless beings that dwell in the darkness.

| **Wisp Wraith** | **Level 1 Minion** |
|---|---|
| Medium shadow humanoid (undead) | XP 25 |

**Initiative** +3 **Senses** Perception +0; darkvision
**HP** 1; a miss never damages a minion.
**AC** 13; **Fortitude** 11, **Reflex** 15, **Will** 12
**Immune** disease, poison; **Resist** 10 necrotic, insubstantial; **Vulnerable** 5 radiant
**Speed** fly 6 (hover); phasing; see also *shadow glide*

**Shadow Caress** (standard; at-will) ✦ **Necrotic**
+4 vs. Reflex; 4 necrotic damage, and the target is slowed until the end of the wisp wraith's next turn.

**Shadow Glide** (move; encounter)
The wisp wraith shifts up to 6 squares.

**Alignment** Chaotic evil **Languages** Common
**Skills** Stealth +8

| | | |
|---|---|---|
| **Str** 3 (-4) | **Dex** 17 (+3) | **Wis** 10 (+0) |
| **Con** 13 (+1) | **Int** 4 (-3) | **Cha** 15 (+2) |

## Wisp Wraith Tactics

Wisp wraiths crowd opponents, slowing them with *shadow caresses*.

| **Moon Wraith** | **Level 7 Soldier** |
|---|---|
| Medium shadow humanoid (undead) | XP 300 |

**Initiative** +9 **Senses** Perception +3; darkvision
**HP** 56; **Bloodied** 28
**Regeneration** 5 (if a moon wraith takes radiant damage, regeneration doesn't function until the end of its next turn)
**AC** 21; **Fortitude** 19, **Reflex** 20, **Will** 18
**Immune** disease, poison; **Resist** 10 necrotic, insubstantial
**Speed** fly 10 (hover); phasing; see also *crescent arc* and *lunar violation*

**Lunar Violation** (standard; at-will) ✦ **Necrotic**
The moon wraith shifts up to 2 squares before or after the attack; +12 vs. Fortitude; 2d4 + 6 necrotic damage, and the target is weakened until the end of its next turn.

**Crescent Arc** (standard; recharge ⚅) ✦ **Necrotic**
The moon wraith shifts up to 10 squares, moving through any creatures' spaces; +12 vs. Fortitude against each enemy whose space it enters; 2d4 + 6 necrotic damage, and the target is dazed (save ends). A wraith can pass through a single creature's space only once when using *crescent arc*. *Miss:* Half damage, and the target is not dazed.

**Moon Wrath**
When a moon wraith is in moonlight or starlight, its melee attacks deal 1d4 extra necrotic damage, and the weakened condition caused by *lunar violation* is ended by a save.

**Spawn Wraith**
Any humanoid killed by a moon wraith rises as a free-willed moon wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.

**Alignment** Chaotic evil **Languages** Common
**Skills** Stealth +12

| | | |
|---|---|---|
| **Str** 8 (+2) | **Dex** 19 (+7) | **Wis** 11 (+3) |
| **Con** 16 (+6) | **Int** 8 (+2) | **Cha** 15 (+5) |

## Moon Wraith Tactics

Moon wraiths use hit-and-run tactics, flying though enemies with *crescent arc* as often as possible. They prefer to fight in moonlight and starlight, in which they are more powerful.

| **Vortex Wraith** | **Level 9 Soldier** |
|---|---|
| Medium shadow humanoid (undead) | XP 400 |

**Initiative** +11 **Senses** Perception +7; darkvision
**Vortex (Force)** aura 3; any enemy that starts its turn within the aura takes 5 force damage and is pulled 1 square.
**HP** 67; **Bloodied** 33; see also *final vortex*
**Regeneration** 5 (if a vortex wraith takes radiant damage, regeneration doesn't function until the end of its next turn)
**AC** 25; **Fortitude** 21, **Reflex** 23, **Will** 20
**Immune** disease, poison; **Resist** 10 necrotic, insubstantial
**Speed** fly 6 (hover); phasing; see also *shadow glide*

**Spiral Strike** (standard; at-will) ✦ **Force**
+14 vs. Fortitude; 2d6 + 5 force damage, and the target is slowed until the end of the vortex wraith's next turn.

**Spectral Helix** (standard; encounter) ✦ **Force**
Reach 2; +14 vs. Reflex; 1d6 + 3 force damage, and the target takes ongoing 10 force damage and is immobilized (save ends both). *Hit or Miss:* The vortex wraith shifts up to 1 square but must end adjacent to the target.

**Final Vortex** (when reduced to 0 hit points) ✦ **Force, Teleportation**
Close burst 5; targets enemies; +14 vs. Reflex; 2d6 + 5 force damage, and the target is teleported up to 5 squares and knocked prone. *Miss:* Half damage, and the target is not teleported or knocked prone.

**Shadow Glide** (move; encounter)
The vortex wraith shifts up to 6 squares.

**Spawn Wraith**
Any humanoid killed by a vortex wraith rises as a free-willed vortex wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.

**Alignment** Chaotic evil **Languages** Common
**Skills** Stealth +14

| | | |
|---|---|---|
| **Str** 15 (+6) | **Dex** 20 (+9) | **Wis** 6 (+2) |
| **Con** 17 (+7) | **Int** 8 (+3) | **Cha** 17 (+7) |

## Vortex Wraith Tactics

A vortex wraith hovers around multiple prey, trying to catch as many victims in its aura as possible. The creature takes advantage of the slowing effect of its attacks to keep mobile creatures from escaping while its aura draws more victims within reach.

| **Oblivion Wraith** | **Level 14 Brute** |
|---|---|
| Large shadow humanoid (undead) | XP 1,000 |

**Initiative** +13 **Senses** Perception +7; darkvision
**Nihil** (**Necrotic**) aura 2; any enemy that starts its turn within the aura takes 10 necrotic damage and cannot spend a healing surge until the start of its next turn.
**HP** 116; **Bloodied** 58; see also *death blast*
**Regeneration** 10 (if an oblivion wraith takes radiant damage, regeneration doesn't function until the end of its next turn)
**AC** 26; **Fortitude** 25, **Reflex** 27, **Will** 24
**Immune** disease, poison; **Resist** 15 necrotic, insubstantial
**Speed** fly 6 (hover); phasing; see also *shadow glide*

⊕ **Nihil Strike** (standard; at-will) ✦ **Necrotic**
+15 vs. Reflex; 2d8 + 7 necrotic damage, and the oblivion wraith is invisible to the target until the end of the oblivion wraith's next turn.

↓ **Obliviate** (standard; recharge ⚅ ⚄ ⚃) ✦ **Necrotic**
+15 vs. Reflex; 2d8 + 4 necrotic damage, and the target takes ongoing 15 necrotic damage and a -2 penalty to saving throws (save ends both).

✧ **Death Blast** (when reduced to 0 hit points) ✦ **Necrotic**
Close blast 3; targets enemies; +15 vs. Fortitude; 2d8 + 7 necrotic damage, and the target loses two healing surges. *Miss:* Half damage, and the target loses a healing surge.

**Shadow Glide** (move; encounter)
The oblivion wraith shifts up to 6 squares.

**Spawn Wraith**
Any humanoid killed by an oblivion wraith rises as a free-willed oblivion wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.

**Alignment** Chaotic evil **Languages** Common
**Skills** Stealth +18

| | | |
|---|---|---|
| **Str** 20 (+12) | **Dex** 23 (+13) | **Wis** 10 (+7) |
| **Con** 16 (+10) | **Int** 10 (+7) | **Cha** 18 (+11) |

## Oblivion Wraith Tactics

Oblivion wraiths move into melee range quickly, catching multiple opponents in their *nihil* aura. A wraith then focuses its attacks on a few potent enemies, effectively blinding them with respect to itself using *nihil strike*. If a target seems particularly threatening, the wraith unleashes *obliviate*.

# Wraith Lore

A character knows the following information with a successful Religion check.

**DC 15**: A wisp wraith is the result of a wraith that failed to form correctly when another wraith used *spawn wraith*.

Moon wraiths are floating, crescent-shaped apparitions that are created when a lycanthrope dies during its transformation. They are strongest under moonlight or starlight.

**DC 20**: A vortex wraith creates a whirlwind of force that shuffles around objects and creatures. A vortex wraith rises when a person dies in a tornado or storm and the victim's body is never found.

**DC 25:** An oblivion wraith is a large, shadowy rip in reality that absorbs light and distorts its surroundings.

GORAN JOSIC

It is created when a person dies violently during an important life event, such as a wedding or a coronation.

# Encounter Groups

Wraiths pollute their surroundings with necrotic energy, giving rise to other undead.

**Level 2 Encounter (XP 575)**
✦ 4 decrepit skeletons (level 1 minion, *MM* 234)
✦ 1 famine hound (level 2 skirmisher, page 158)
✦ 4 wisp wraiths (level 1 minion)
✦ 2 zombies (level 2 brute, *MM* 274)

**Level 8 Encounter (XP 1,800)**
✦ 1 moon wraith (level 7 skirmisher)
✦ 1 pale reaver lord (level 8 elite controller, page 176)
✦ 2 vortex wraiths (level 9 soldier)

**Level 13 Encounter (XP 4,400)**
✦ 2 helmed horrors (level 13 soldier, *MM* 155)
✦ 4 horde ghouls (level 13 minion, *MM* 118)
✦ 2 oblivion wraiths (level 14 brute)

# WRATH OF NATURE

Most people living in cities mean well, but a certain amount of pollution is inevitable. Livestock overgraze, communities log and burn forests, and cities dump waste and alchemical byproducts into the streams. The land is forgiving, but sometimes when an area is so wrought with pollution and death, nature's rage gives rise to a wrath of nature, a mindless embodiment of death.

## Calvary Creekrotter

Composed of mud, excrement, rotting vegetation, dead aquatic animals, and toxic liquids, a calvary creekrotter delivers vengeance upon anything it perceives as a threat to nature.

| **Calvary Creekrotter** | **Level 24 Brute** |
|---|---|
| Huge natural beast (plant, undead, water) | XP 6,050 |
| **Initiative** +18 | **Senses** Perception +19; darkvision, tremorsense 10 |
| **Deathwater Aura** (**Necrotic**) aura 10; any creature within the aura takes a -10 penalty to Athletics checks to swim. In addition, any creature within the aura that starts its turn in contact with water takes 15 necrotic damage. | |
| **HP** 270; **Bloodied** 135 | |
| **AC** 36; **Fortitude** 35, **Reflex** 34, **Will** 35 | |
| **Immune** disease, poison; **Resist** 15 necrotic | |
| **Speed** 6, swim 12 | |
| ⊕ **Snatch** (standard; at-will) | |
| Reach 3; +27 vs. AC; 3d8 + 9 damage, and the target is grabbed; see also *douse*. | |
| ⸸ **Douse** (minor 1/round; at-will) ✦ **Poison** | |
| Targets a creature grabbed by the calvary creekrotter; +25 vs. Fortitude; the target takes ongoing 10 poison damage (save ends). | |
| ⟡ **Entangling Execration** (standard; encounter) | |
| Close burst 5; +23 vs. Reflex; the target is restrained (save ends). *Miss:* The target is instead immobilized (save ends). | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 25 (+19) | **Dex** 22 (+18) **Wis** 24 (+19) |
| **Con** 20 (+17) | **Int** 3 (+8) **Cha** 20 (+17) |

### Calvary Creekrotter Tactics

A calvary creekrotter prefers to attack near water, where it can use its swim speed to outmaneuver its opponents. It begins battle by using *entangling execration* to send out tendrils of rotting vegetation and animal corpses to grab hold of its enemies. The creature then employs *snatch* to grab its foes before submerging them in the foul, toxic material of its body using *douse*.

AMELIA STONER

### Calvary Creekrotter Lore

A character knows the following information with a successful Religion check.

**DC 24**: Calvary creekrotters arise as a result of extreme pollution in a river, lake, or part of the ocean. When the land dies away, nature rebels, animating the dead animals and vegetation to visit wrath upon civilization.

**DC 29**: Druids are loath to see the land polluted, yet most also believe wraths of nature are aberrations that are an unwilling reaction by the land. A calvary creekrotter is not an inherently evil creature, but druids believe it represents a threat to life and must be destroyed.

**DC 31**: Some evil creatures, including corrupt druids, purposefully defile bodies of water in an attempt to create these monstrosities. They dump vile substances and waste into streams and rivers, killing life and upsetting the natural order.

# Cindergrove Spirit

Cindergrove spirits appear when a lush, beautiful landscape is willfully burned to the ground and all trace of life is erased. Out of the ashes arises a single wrathful spirit, an undead amalgamation of the life that once filled the area. This spirit's rage ignites a cloud fire that craves to consume civilization in its flames.

| **Cindergrove Spirit** | **Level 27 Artillery** |
|---|---|
| Huge natural magical beast (fire, undead) | XP 11,000 |
| **Initiative** +19 | **Senses** Perception +18; darkvision, tremorsense 20 |
| **Blazing Inferno (Fire)** aura 10; any enemy that starts its turn within the aura takes 10 fire damage. | |
| **HP** 249; **Bloodied** 124; see also *conflagration* | |
| **AC** 41; **Fortitude** 39, **Reflex** 37, **Will** 37 | |
| **Immune** disease, fire; **Resist** 15 necrotic | |
| **Speed** 8 (forest walk) | |
| ⊕ **Burning Grasp** (standard; at-will) ✦ **Fire** | |
| Reach 3; +32 vs. AC; 4d6 + 8 damage, and ongoing 10 fire damage (save ends). | |
| ✧ **Final Conflagration** (when reduced to 0 hit points) ✦ **Fire** | |
| Close burst 20; +28 vs. Reflex; 5d6 + 8 fire damage. *Miss:* Half damage. | |
| ✧ **Fiery Wrath** (standard; at-will) ✦ **Fire** | |
| Area burst 5 within 10; targets enemies; +29 vs. Fortitude; 4d6 + 8 fire damage, and ongoing 10 fire damage (save ends). *Aftereffect:* The target is weakened (save ends). *Miss:* Half damage, and no ongoing damage or aftereffect. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 27 (+21) | **Dex** 22 (+19) **Wis** 20 (+18) |
| **Con** 25 (+20) | **Int** 10 (+13) **Cha** 22 (+19) |

## Cindergrove Spirit Tactics

A cindergrove spirit is content to remain distant from the source of its rage, scouring the target with *fiery wrath*. The spirit ignites buildings and people, which it views as sources of destruction. The creature does not fear death, gladly consuming adversaries in its *final conflagration*.

## Cindergrove Spirit Lore

A character knows the following information with a successful Religion check.

**DC 24**: Cindergrove spirits arise at the edge of communities in which the verdant landscape was burned to make way for civilization.

**DC 29**: Druids are loath to see the land polluted, yet most also believe wraths of nature are aberrations that are an unwilling reaction by the land. A cindergrove spirit is not an inherently evil creature, but druids believe it represents a threat to all life and must be destroyed.

**DC 31**: Some corrupt creatures purposefully burn natural environments rich with life and beauty in an attempt to create these monstrosities.

# Encounter Groups

Wraths of nature are often accompanied by the creatures that willfully created them or by creatures of a similar nature. Thus, cindergrove spirits are joined by members of fire cults and fire creatures, while calvary creekrotters draw monsters of rot, corruption, and slime.

**Level 23 Encounter (XP 24,550)**
- ✦ 1 bone collector (level 22 elite brute, page 175)
- ✦ 1 calvary creekrotter (level 24 brute)
- ✦ 2 earthwind ravagers (level 23 controller, *MM* 104)

**Level 23 Encounter (XP 25,550)**
- ✦ 1 calvary creekrotter (level 24 brute)
- ✦ 4 rot harbingers (level 20 soldier, *MM* 223)
- ✦ 2 rot slingers (level 22 artillery, *MM* 223)

**Level 24 Encounter (XP 32,350)**
- ✦ 1 cindergrove spirit (level 27 artillery)
- ✦ 1 efreet cinderlord (level 23 artillery, *MM* 98)
- ✦ 1 efreet fireblade (level 22 soldier, *MM* 98)
- ✦ 1 efreet flamestrider (level 23 skirmisher, *MM* 99)
- ✦ 1 efreet pyresinger (level 25 controller, *MM* 99)

**Level 25 Encounter (XP 37,000)**
- ✦ 1 cindergrove spirit (level 27 artillery)
- ✦ 2 efreet karadjins (level 28 soldier, *MM* 100)

**Level 25 Encounter (XP 38,100)**
- ✦ 2 calvary creekrotters (level 24 brute)
- ✦ 2 earthrage battlebriars (level 28 elite brute, *MM* 28)

FRANCIS TSAI

# Zombie

Inexhaustible and unreasoning, zombies are shambling semblances of life. They are heedless of their rotting flesh, and they are of almost unlimited supply, given sufficient necrotic energy. Basic zombies grab and maul an enemy, but some are more carefully designed, having the ability to swim, sneak, exude potent fumes, and rise again time after time.

**Drowned One** **Level 2 Minion**
Medium natural animate (aquatic, undead) XP 31

**Initiative** -1 **Senses** Perception +0; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 13; **Fortitude** 13, **Reflex** 9, **Will** 10
**Immune** disease, poison
**Speed** 4, swim 8

⊕ **Slam** (standard; at-will)
+5 vs. AC; 4 damage.

**Alignment** Unaligned **Languages** –
**Str** 14 (+3) **Dex** 6 (-1) **Wis** 8 (+0)
**Con** 12 (+2) **Int** 3 (-3) **Cha** 7 (-1)

## Drowned One Tactics

Drowned ones move much faster in water than on land. They use this ability to their advantage, lurking near water where they can swim up and surprise prey.

**Carcass Eater** **Level 5 Minion**
Small natural animate (undead) XP 50

**Initiative** +5 **Senses** Perception +8; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 21; **Fortitude** 19, **Reflex** 17, **Will** 15
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 6, burrow 4

⊕ **Bite** (standard; at-will) ✦ **Necrotic**
+12 vs. AC; 5 necrotic damage.

⸸ **Blood Frenzy** (free, when an adjacent enemy becomes bloodied; at-will) ✦ **Necrotic**
The carcass eater makes a melee basic attack against the triggering creature.

**Alignment** Unaligned **Languages** –
**Str** 19 (+6) **Dex** 16 (+5) **Wis** 12 (+3)
**Con** 14 (+4) **Int** 4 (-1) **Cha** 5 (-1)

## Carcass Eater Tactics

These creatures look like canines with ratlike faces. They rely on numbers to overwhelm prey. Multiple carcass eaters surround a foe, gaining flanking and attempting to bloody the enemy so they can enter a *blood frenzy*.

**Putrescent Zombie** **Level 11 Minion**
Medium natural animate (undead) XP 150

**Initiative** +3 **Senses** Perception +6; darkvision
**HP** 1; a missed attack never damages a minion; see also *putrescent explosion*.
**AC** 25; **Fortitude** 26, **Reflex** 20, **Will** 22
**Immune** disease, poison
**Speed** 4

⊕ **Sickening Slam** (standard; at-will)
+16 vs. AC; 7 damage, and the target takes a -2 penalty to all defenses until the end of its next turn.

✧ **Putrescent Explosion** (when reduced to 0 hit points) ✦ **Necrotic**
Close burst 5; +14 vs. Reflex; 7 necrotic damage.

**Alignment** Unaligned **Languages** –
**Str** 18 (+9) **Dex** 6 (+3) **Wis** 12 (+6)
**Con** 21 (+10) **Int** 1 (+0) **Cha** 3 (+1)

## Putrescent Zombie Tactics

Like most zombies, a putrescent zombie has few tactics. It shambles forward, bashing and nauseating enemies until an attack causes it to explode with a sickening blast.

**Skulk Zombie** **Level 3 Skirmisher**
Medium natural animate (undead) XP 150

**Initiative** +6 **Senses** Perception +7; darkvision
**HP** 45; **Bloodied** 22
**AC** 17; **Fortitude** 15, **Reflex** 17, **Will** 14
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 6, climb 6 (spider climb); see also *mobile melee attack*

⊕ **Slam** (standard; at-will)
+8 vs. AC; 1d6 + 5 damage.

⸸ **Mobile Melee Attack** (standard; at-will)
The skulk zombie moves up to half its speed and makes one melee basic attack at any point during that movement. The skulk zombie doesn't provoke opportunity attacks from the target of its attack when moving away from the creature.

**Combat Advantage**
A skulk zombie deals 2d6 extra damage when it makes a successful melee attack on any target it has combat advantage against.

**Alignment** Evil **Languages** –
**Skills** Stealth +9
**Str** 15 (+3) **Dex** 17 (+4) **Wis** 12 (+2)
**Con** 13 (+2) **Int** 5 (-2) **Cha** 3 (-3)

## Skulk Zombie Tactics

A skulk zombie uses its climbing ability and stealth to sneak up on prey. The creatures often drop down from above enemies, surprising them and gaining the benefit of combat advantage. They then use *mobile melee attack* to assault enemies as they gradually retreat back into the shadows.

| **Corpse Rat Swarm** | **Level 4 Soldier** |
|---|---|
| Medium natural animate (undead, swarm) | XP 175 |

**Initiative** +8 **Senses** Perception +8; darkvision
**Swarm Attack** aura 1; the corpse rat swarm makes a *swarm of teeth* attack as a free action against any enemy that starts its turn within the aura.
**HP** 53; **Bloodied** 26
**AC** 20; **Fortitude** 16; **Reflex** 17; **Will** 15
**Immune** disease, poison; **Resist** half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks
**Speed** 4, climb 2

⨁ **Swarm of Teeth** (standard; at-will) ✦ **Disease**
+11 vs. AC; 1d6 + 5 damage, and ongoing 3 damage (save ends). *First Failed Saving Throw:* The target contracts filth fever (*MM* 211).

**Alignment** Unaligned **Languages** –

| | | |
|---|---|---|
| **Str** 15 (+4) | **Dex** 18 (+6) | **Wis** 12 (+3) |
| **Con** 13 (+3) | **Int** 2 (-2) | **Cha** 9 (+1) |

## Corpse Rat Swarm Tactics

A corpse rat swarm seeks to engulf and devour any potential prey it encounters. Corpse rat swarms typically divide their attention between several foes, causing bleeding, infected wounds throughout enemy ranks.

| **Dread Zombie** | **Level 5 Soldier** |
|---|---|
| Medium natural animate (undead) | XP 200 |

**Initiative** +3 **Senses** Perception +3; darkvision
**HP** 66; **Bloodied** 33; see also *rise again*
**AC** 21; **Fortitude** 19, **Reflex** 15, **Will** 16
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant; see also *zombie weakness*
**Speed** 5

⨁ **Longsword** (standard; at-will) ✦ **Weapon**
+12 vs. AC; 1d8 + 5 damage.

⨽ **Zombie Grab** (standard; at-will)
+10 vs. Reflex; the target is grabbed. Attempts to escape the zombie's grab take a -5 penalty.

**Rise Again**
If a dread zombie is reduced to 0 hit points by an attack that does not deal fire or radiant damage, the creature is not destroyed. The dread zombie falls prone and appears to be destroyed, but instead, the creature returns with 10 hit points at the beginning of its next turn.

**Zombie Weakness**
A critical hit scored against a dread zombie reduces the zombie to 0 hit points.

**Alignment** Unaligned **Languages** –

| | | |
|---|---|---|
| **Str** 15 (+4) | **Dex** 9 (+1) | **Wis** 12 (+3) |
| **Con** 18 (+6) | **Int** 3 (-2) | **Cha** 4 (-1) |

**Equipment** plate armor, heavy shield, longsword

| **Dread Zombie Myrmidon** | **Level 10 Soldier** |
|---|---|
| Medium natural animate (undead) | XP 500 |

**Initiative** +8 **Senses** Perception +12; darkvision
**HP** 109; **Bloodied** 54; see also *rise again*
**AC** 26; **Fortitude** 23, **Reflex** 19, **Will** 21
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 5

⨁ **Longsword** (standard; at-will) ✦ **Weapon**
+17 vs. AC; 2d8 + 4 damage, and the target is marked until the end of the dread zombie myrmidon's next turn.

⨽ **Necrotic Weapon** (standard; at-will) ✦ **Necrotic, Weapon**
Requires longsword; +17 vs. AC; 2d8 + 4 necrotic damage, and the target is immobilized until the end of the dread zombie myrmidon's next turn. If the target is marked by the dread zombie myrmidon, it is immobilized and dazed until the end of the dread zombie myrmidon's next turn.

**Rise Again**
If a dread zombie myrmidon is reduced to 0 hit points by an attack that does not deal fire damage or radiant damage, the creature is not destroyed. The dread zombie myrmidon falls prone and appears to be destroyed, but instead, the creature returns with 15 hit points at the start of its next turn.

**Alignment** Unaligned **Languages** –

| | | |
|---|---|---|
| **Str** 18 (+9) | **Dex** 12 (+6) | **Wis** 15 (+7) |
| **Con** 21 (+10) | **Int** 5 (+2) | **Cha** 6 (+3) |

**Equipment** plate armor, heavy shield, longsword

ERIC L. WILLIAMS

| Strahd's Dread Zombie | Level 16 Minion |
|---|---|
| Medium natural animate (undead) | XP 350 |

**Initiative** +10 **Senses** Perception +16; darkvision, blindsight 10
**HP** 1; a missed attack never damages a minion; see also *rise again*
**AC** 30; **Fortitude** 31, **Reflex** 27, **Will** 27
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant
**Speed** 5

**Slam** (standard; at-will)
+21 vs. AC; 8 damage.

**Zombie Smash** (standard; recharge ⚅)
+21 vs. AC; 8 damage, and the target is knocked prone.

**Rise Again**
If a Strahd's dread zombie is reduced to 0 hit points by an attack that does not deal fire or radiant damage, the creature is not destroyed. The Strahd's dread zombie falls prone and appears to be destroyed, but instead, the creature returns with 1 hit point at the beginning of its next turn.

**Alignment** Unaligned **Languages** –
**Str** 22 (+14) **Dex** 15 (+10) **Wis** 16 (+11)
**Con** 24 (+15) **Int** 6 (+6) **Cha** 6 (+6)

## Dread Zombie Tactics

Dread zombies are enhanced undead imbued with superior fortitude and minimal intelligence. They throw themselves against their enemies with grim relentlessness.

| Blood Sea Zombie | Level 7 Brute |
|---|---|
| Medium elemental animate (undead, aquatic) | XP 300 |

**Initiative** +4 **Senses** Perception +9; darkvision
**HP** 97; **Bloodied** 48; see also *gory death*
**AC** 19; **Fortitude** 21, **Reflex** 18, **Will** 18
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant; see also *zombie weakness*
**Speed** 4, swim 8

**Slam** (standard; at-will)
+10 vs. AC; 2d8 + 5 damage.

**Zombie Grab** (standard; at-will)
+8 vs. Fortitude; the target is grabbed. Attempts to escape the zombie's grab take a -5 penalty.

**Gory Death** (when reduced to 0 hit points) ✦ **Necrotic**
Close burst 1; 4d6 + 4 necrotic damage, and the target is blinded (save ends).

**Zombie Weakness**
A critical hit scored against a blood sea zombie reduces the zombie to 0 hit points.

**Alignment** Unaligned **Languages** –
**Str** 20 (+8) **Dex** 13 (+4) **Wis** 13 (+4)
**Con** 17 (+6) **Int** 1 (-2) **Cha** 3 (-1)

## Blood Sea Zombie Tactics

A blood sea zombie seeks to grab a living target and pull it underwater, where the zombie and its companions can pummel the victim as it drowns.

| Wrathborn | Level 7 Elite Soldier |
|---|---|
| Medium natural humanoid (undead) | XP 600 |

**Initiative** +7 **Senses** Perception +8; darkvision
**HP** 150; **Bloodied** 75
**Regeneration** 5
**AC** 25; **Fortitude** 23, **Reflex** 21, **Will** 19; see also *survival instinct*
**Immune** disease, poison, fear; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Saving Throws** +2
**Speed** 5
**Action Points** 1

**Longsword** (standard; at-will) ✦ **Weapon**
+14 vs. AC; 2d8 + 2 damage.

**Vengeful Strike** (standard; at-will) ✦ **Necrotic, Weapon**
Requires longsword; +14 vs. AC; 1d8 + 1 damage plus 5 necrotic damage, and the target is pushed 1 square and knocked prone.

**Pinning Chains** (standard; recharge ⚅) ✦ **Necrotic**
Close burst 5; targets enemies; +12 vs. Reflex; 3d8 + 3 necrotic damage. *Hit or Miss:* Each enemy adjacent to the wrathborn is immobilized until the end of the wrathborn's next turn.

**Find the Guilty**
While a wrathborn and its killer are on the same plane, the wrathborn knows the direction and distance to its killer.

**Survival Instinct**
A wrathborn gains a +2 bonus to all defenses while bloodied.

**Alignment** Evil **Languages** Common
**Str** 20 (+8) **Dex** 14 (+5) **Wis** 11 (+3)
**Con** 16 (+6) **Int** 12 (+4) **Cha** 10 (+3)
**Equipment** plate armor, heavy shield, longsword

## Wrathborn Tactics

In combat against its killer, a wrathborn focuses on its foe to the exclusion of all else. Otherwise, the wrathborn attacks the greatest threat. A wrathborn uses *pinning chains* early in battle and then employs *vengeful strike* until *pinning chains* recharges.

| Zombie Throng | Level 9 Brute |
|---|---|
| Huge natural animate (undead, swarm) | XP 400 |

**Initiative** +2 **Senses** Perception +8; darkvision
**Swarm Attack** aura 1; the zombie throng makes a *mob of crushing blows* attack as a free action against any enemy that starts its turn within the aura. While the zombie throng is bloodied, it makes a *zombie grab* attack instead.
**HP** 121; **Bloodied** 60; see also *zombie horde weakness*
**AC** 21; **Fortitude** 24, **Reflex** 18, **Will** 20
**Immune** disease, poison, fear; **Resist** 10 necrotic; takes half damage from melee and ranged attacks; **Vulnerable** 5 radiant, 10 against close and area attacks, 20 against critical hits
**Speed** 4

**Mob of Crushing Blows** (standard; at-will)
+12 vs. AC; 2d8 + 5 damage.

**Zombie Grab** (standard; at-will)
+10 vs. Fortitude; the target is grabbed. Attempts to escape the zombie throng's grab take a -5 penalty.

**Zombie Mass Grab** (standard; recharge ⚅)
Close burst 1; targets enemies; +10 vs. Fortitude; the target is grabbed. Attempts to escape the zombie throng's grab take a -5 penalty.

**Alignment** Unaligned **Languages** –
**Str** 18 (+8) **Dex** 6 (+2) **Wis** 8 (+3)
**Con** 21 (+9) **Int** 1 (-1) **Cha** 3 (+0)

### Zombie Throng Tactics

Zombie throngs close in on their enemies quickly and use *zombie grab* and *zombie mass grab* to keep the creatures in place. Creatures unable to move away are pummeled by the throng's aura. If enemies try to escape, the throng relentlessly pursues, even ignoring potential opportunity attacks against it.

## Zombie Lore

A character knows the following information with a successful Religion check.

**DC 15:** Dread zombies are created by powerful necromancers for war. A dread zombie keeps getting back up after it has been "killed." Several varieties of dread zombies exist, but even necromancers think twice before creating them. Only radiant or fire attacks can permanently send a dread zombie to the grave.

Drowned ones are zombies that have been underwater for some time; their bloated and discolored flesh drips with foul water. Drowned ones are usually the animated corpses of humanoids who died at sea.

A skulk zombie's limbs move in an exaggerated manner, sometimes contorting its body in ways no living humanoid could duplicate. Skulk zombies are stealthy, nimble undead that have the ability to climb walls and ceilings without needing handholds. They are rumored to be animated by the will of Vecna, which gives them an abiding hatred for the living.

A carcass eater is a small gore-streaked creature, resembling a cross between an oversized rat and a desiccated wolf. It is the result of a rodent that gorges on the rotting, necrotic flesh of a canine.

Putrescent zombies are created when necrotic energy mixes with abandoned or lost corpses. Also, a necromancer can use a dedicated ritual to create putrescent zombies. The creature has a revolting discharge that it releases upon death.

**DC 20:** A mass of hundreds of undead rats is called a corpse rat swarm. The bite attacks of a zombie rat swarm infect a creature with the filth fever disease. A corpse rat swarm is created when vast quantities of rats die together and are then infused with necrotic energy.

Blood sea zombies are believed to have been a creation of the demon prince, Demogorgon. Once occupants of only the Abyss, these zombies have spilled over into the world and now lurk in polluted waterways.

A wrathborn is a decaying and ravaged victim of homicide. Wrathborn are undead avengers, returned from the grave to track down and kill their murderers. A wrathborn's eyes, normally sunken and lifeless, blaze with unnatural light when the creature faces its killer. Unlike a true zombie, a wrathborn has a soul. Once the creature has achieved vengeance on its killer, its form crumbles away.

A zombie throng is composed of multiple corpses that cling together in a tightly knit group. The throng consists of the body parts and whole bodies of people killed en masse, often as a result of a disease outbreak.

## Encounter Groups

Zombies are often encountered with other undead under the control of a necromancer or an evil cleric.

**Level 3 Encounter (XP 750)**
- 1 gravehound zombie (level 3 brute, *MM* 274)
- 2 skeletal archers (level 3 artillery, page 180)
- 2 skulk zombies (level 3 skirmisher)

**Level 4 Encounter (XP 900)**
- 4 carcass eaters (level 5 minion)
- 2 corpse rat swarms (level 4 soldier)
- 2 deathlock wights (level 4 controller, *MM* 262)

**Level 5 Encounter (XP 1,125)**
- 3 dread zombies (level 5 soldier)
- 2 corruption corpses (level 4 artillery, *MM* 274)
- 1 rotwing zombie (level 4 skirmisher, *MM* 274)

**Level 7 Encounter (XP 1,500)**
- 2 blazing skeletons (level 5 artillery, *MM* 234)
- 2 shadow hounds (level 6 skirmisher, *MM* 160)
- 1 wrathborn (level 7 elite soldier)

**Level 8 Encounter (XP 1,750)**
- 2 blood sea zombies (level 7 brute)
- 1 sahuagin priest (level 8 artillery, *MM* 224)
- 2 sodden ghoul wailers (level 9 soldier, page 154)

**Level 9 Encounter (XP 2,000)**
- 2 death kin skeletons (level 9 lurker, page 181)
- 1 deathpriest of Orcus (level 9 controller, *MM* 210)
- 2 zombie throngs (level 9 brute)

# Undead Hall of Infamy

Many of the luminaries that follow need no introduction to veteran players—they've been around so long that it seems as though they're destined to live forever.

## Acererak

In a far reach of the world, under a grim, lonely hill, lies a crypt filled with terrible traps and ferocious guardians. Treasures fill the tomb, guarded by the lair's keeper, the demilich Acererak. Having escaped death through lichdom, he houses his intelligence in a bejeweled skull and his soul in a hidden phylactery. Acererak quickly dispatches trespassers, relieving the victims of any magic trinkets or tomes they might have.

**Acererak Construct** **Level 13 Solo Artillery**
Tiny natural animate (homunculus, undead) XP 4,000

**Initiative** +9 **Senses** Perception +13; darkvision
**Intruding Terror (Fear)** aura 2; enemies within the aura take a -2 penalty to attack rolls.
**HP** 600; **Bloodied** 300; see also *consume soul*
**AC** 28; **Fortitude** 29, **Reflex** 26, **Will** 25
**Immune** disease, poison, sleep; **Resist** 10 necrotic, 10 psychic; **Vulnerable** 5 radiant
**Saving Throws** +5
**Speed** fly 10 (hover)
**Action Points** 2

**Shadow Ray** (standard; at-will) ✦ **Necrotic**
Ranged 20; +18 vs. Reflex; 2d8 + 6 necrotic damage.

**Twin Rays** (standard; at-will) ✦ Necrotic
The Acererak construct makes two *shadow ray* attacks.

**Drain Soul** (standard; recharge ⚄ ⚅)
Ranged 5; does not provoke opportunity attacks; +18 vs. Fortitude; the target is dazed and restrained (save ends both). *First Failed Saving Throw:* The target is instead stunned and restrained (save ends both). *Second Failed Saving Throw:* The target dies, and its soul is trapped in one of the Acererak construct's *soul gems* until the construct is destroyed; see also *consume soul* and the "Fate of Drained Souls" sidebar (page 201).

**Soul Shriveling Pulse** (immediate reaction, when a creature fails a saving throw against *drain soul*; at-will) ✦ **Fear, Necrotic**
Close burst 5; +18 vs. Will; 2d6 + 4 necrotic damage, and the target takes a -2 penalty to saving throws (save ends).

**Guard Area**
An Acererak construct can use its *drain soul* power against any creature in its guarded area (see the "Guard" sidebar on page 156 of the *Monster Manual*), even if the power hasn't recharged.

**Consume Soul** (minor; expends a trapped soul; recharge ⚅) ✦ **Healing**
The Acererak construct regains 150 hit points.

**Soul Gems**
The Acererak construct's four *soul gems* can each hold the soul of one of its victims. At the beginning of an encounter, the *soul gems* contain one soul. Crushing a gem after the construct is defeated releases the soul to the Shadowfell.

**Alignment** Evil **Languages** –
**Str** 14 (+8) **Dex** 17 (+9) **Wis** 14 (+8)
**Con** 18 (+10) **Int** 12 (+7) **Cha** 22 (+12)

### Acererak Construct Tactics

If a creature breaches its crypt, the construct unleashes *twin rays*. It uses *drain soul* and *soul shriveling pulse* at each opportunity, positioning itself to target as many creatures as possible. The construct does not fear destruction and fights until eliminated.

**Acererak** **Level 26 Solo Controller**
Tiny natural animate (undead) XP 45,000

**Initiative** +20 **Senses** Perception +21; darkvision
**Intruding Terror (Fear)** aura 5; enemies within the aura take a -2 penalty to attack rolls.
**HP** 1,000; **Bloodied** 500; see also *consume soul* and *indestructible*
**Regeneration** 30 (if Acererak takes radiant damage, regeneration doesn't function until the end of its next turn)
**AC** 44; **Fortitude** 39, **Reflex** 43, **Will** 42
**Immune** disease, poison, sleep; **Resist** 15 necrotic, 15 psychic
**Saving Throws** +5
**Speed** fly 8 (hover)
**Action Points** 2

**Shadow Ray** (standard; at-will) ✦ **Necrotic**
Ranged 20; +31 vs. Reflex; 3d8 + 8 necrotic damage.

**Shadow Drain** (standard; at-will) ✦ **Necrotic**
Acererak makes a *shadow ray* attack and a *drain soul* attack.

**Drain Soul** (standard; at-will)
Ranged 10; does not provoke opportunity attacks; +31 vs. Fortitude; the target is dazed and restrained (save ends both). *First Failed Saving Throw:* The target is instead stunned and restrained (save ends both). *Second Failed Saving Throw:* The target dies, and its soul is trapped in one of Acererak's soul gems until Acererak is destroyed; see also *consume soul* and the "Fate of Drained Souls" sidebar (page 201).

**Azure Eye** (minor; at-will) ✦ **Gaze, Necrotic**
Ranged 20; +31 vs. Will; the target takes ongoing 10 psychic damage and is slowed (save ends both).

**Prismatic Burst** (standard; expends a trapped soul; recharge ⚅) ✦ **Cold, Fire, Lightning, Thunder**
Area burst 3 within 10; +31 vs. Reflex; 3d8 + 8 cold, fire, lightning, and thunder damage, and the target is stunned until the end of Acererak's next turn.

**Soul Shriveling Pulse** (immediate reaction, when a creature fails a saving throw against *drain soul*; at-will) ✦ **Fear, Necrotic**
Close burst 5; +31 vs. Will; 4d6 + 6 necrotic damage, and the target is immobilized and takes a -2 penalty to saving throws (save ends both).

**Consume Soul** (minor; expends a trapped soul; recharge ⚅) ✦ **Healing**
Acererak regains 250 hit points.

**Soul Gems**
Acererak's eight *soul gems* can each hold the soul of one of his victims. At the beginning of an encounter, the *soul gems* contain three souls. Crushing a gem after Acererak is defeated releases the soul to the Shadowfell.

**Indestructible** (when reduced to 0 hit points)
Acererak's skull (but not the *soul gems*) crumbles to dust, but Acererak is not destroyed. He reappears in 1 day adjacent to his phylactery, unless the phylactery is also found and destroyed.

**Alignment** Evil **Languages** Common
**Skills** Arcana +28, History +25, Insight +26
**Str** 19 (+17) **Dex** 25 (+20) **Wis** 27 (+21)
**Con** 25 (+20) **Int** 30 (+23) **Cha** 21 (+18)

## Acererak Tactics

Acererak takes advantage of his speed to maneuver around the battlefield, attempting to stay out of range of enemies' attacks while bombarding foes. Acererak opens combat with *prismatic burst*, then attacks with *azure eye* and *shadow drain* each round, attempting to keep his foes scattered and immobile. He saves a trapped soul for *consume soul*, even if his *prismatic burst* recharges quickly. As long as Acererak knows that his phylactery is stowed safely away, he does not fear fighting to "the death."

# Acererak Lore

A character knows the following information with a successful Religion or Arcana check.

**DC 20:** Dozens have tried to plumb the depths of Acererak's tomb, usually with disastrous results. Over time, the so-called Tomb of Horrors has become a point of interest for necromancers because of Acererak's renowned knowledge of necromancy. This interest gave rise to a city near the tomb called Skull City.

**DC 22:** Acererak is a demilich. The inhabitants of Skull City are obsessed with the power of the dark arts, and they revere the demilich, whom they have named "The Devourer." Idolatry of Acererak has inspired the construction of a massive academy over Acererak's tomb. This school of magic and religion, named the Bleak Academy, harbors cultists who perform ceremonies to garner the attention and favor of Acererak. The inhabitants have left the tomb sacrosanct, though they allow groups of treasure-seeking adventurers to enter, regarding such allowances as offerings to the Devourer.

**DC 27:** The leaders of the Bleak Academy fear that in spite of their attempts to commune with the demilich, they know only a glimmer of Acererak's true motives. They wonder whether Acererak's skull, which lies within the Tomb of Horrors, is Acererak's true guise.

**DC 29:** Acererak's skull, which dwells in the mithral vault of the Tomb of Horrors, is a construct created by the demilich. Acererak designed the skull to facilitate an elaborate plot that involves the collection of souls. If the construct is destroyed, the demilich arranges for a new skull. The real demilich resides in the Fortress of Conclusion, a stronghold hidden in the Shadowfell. For centuries, Acererak has plotted a terrible apotheosis to merge his consciousness with undead everywhere. He need only acquire sufficient power and ample souls.

### Fate of Drained Souls

When a victim of the *drain soul* attack fails its second saving throw, the victim's soul is trapped in one of the demilich's skull's gems. The soul's former body crumbles into dust at the end of the creature's next turn. If the skull is destroyed, each creature trapped in a gem is targeted by an attack: demilich's level + 5 vs. Will; the soul is destroyed. On a miss, the soul remains intact but is trapped in a gem. If a target's soul remains intact within a gem, then the gem glows with a faint inner light and reveals an image of a tiny figure inside. This gem can be used as part of the Raise Dead ritual, reducing the component cost by half. A target whose soul is destroyed can still be brought back by the Raise Dead ritual.

# Encounter Groups

Acererak willingly supplements his power with the aid of other creatures, particularly undead. The demilich also places guardians with the Acererak construct.

**Level 14 Encounter (XP 5,050)**
- 1 Acererak construct (level 13 solo artillery)
- 3 flameskulls (level 8 artillery, *MM* 109)

**Level 16 Encounter (XP 6,800)**
- 1 Acererak construct (level 13 solo artillery)
- 1 cadaver golem (level 12 elite brute, page 156)
- 2 exalted brains in a jar (level 12 controller, page 140)

**Level 27 Encounter (XP 60,300)**
- Acererak (level 26 solo controller)
- 8 abyssal ghoul myrmidons (level 23 minion, *MM* 119)
- 1 blackstar knight (level 23 soldier, page 205)

DAVID SOURWINE

# Ctenmiir the Cursed

Ctenmiir is a human vampire cursed to guard the treasures of the wizard Keraptis. He is bound to the spellcaster's will and is kept magically entranced until intruders awaken him with their presence.

| **Ctenmiir, Human Vampire** | **Level 13 Elite Soldier** |
|---|---|
| Medium natural humanoid (undead) | XP 1,600 |
| **Initiative** +11 | **Senses** Perception +8; darkvision |
| **HP** 254; **Bloodied** 127; see also *second wind* | |
| **Regeneration** 10 (regeneration doesn't function while Ctenmiir is exposed to direct sunlight) | |
| **AC** 31; **Fortitude** 25, **Reflex** 27, **Will** 25 | |
| **Immune** disease, poison; **Resist** 10 necrotic; see also *mist form*; **Vulnerable** 10 radiant | |
| **Saving Throws** +2 | |
| **Speed** 7, climb 3 (spider climb); see also *mist form* | |
| **Action Points** 1 | |
| ⊕ **Hammer Strike** (standard; at-will) ✦ **Weapon** | |
| Requires *Whelm*; +17 vs. AC; 2d10 + 8 damage (crit 28 + 4d6, or crit 28 + 4d10 against Large or larger creatures) | |
| ⊗ **Thrown Hammer** (standard; at-will) ✦ **Weapon** | |
| Requires *Whelm*; ranged 5/10; +17 vs. Reflex; 2d10 + 7 damage (crit 28 + 4d6, or crit 28 + 4d10 against Large or larger creatures) | |
| ⸸ **Double Attack** (standard; at-will) ✦ **Weapon** | |
| Requires *Whelm*; Ctenmiir makes a *hammer strike* attack against one target and a *hammer strike* or a *thrown hammer* attack against another target. | |
| ⸸ **Blood Drain** (standard; recharges when an adjacent creature becomes bloodied) ✦ **Healing** | |
| Requires combat advantage against the target; +15 vs. Fortitude; 4d12 damage, and the target is weakened (save ends), and Ctenmiir regains 63 hit points and 1 action point. | |
| ⸸ **Thunder Smite** (standard; encounter) ✦ **Thunder, Weapon** | |
| Requires *Whelm*; +17 vs. AC; 3d10 + 8 thunder damage (crit 38 + 4d6, or crit 38 + 4d10 against Large or larger creatures), and the target is knocked prone. | |
| ⊰ **Dominating Gaze** (minor; recharge ⚅) ✦ **Gaze, Charm** | |
| Ranged 5; +15 vs. Will; the target is dominated and takes a -2 penalty to saving throws against being dominated (save ends both). *Aftereffect:* The target is dazed (save ends). Ctenmiir can have only one creature dominated at a time. | |
| **Mist Form** (standard; sustain minor; encounter) ✦ **Polymorph** | |
| Ctenmiir becomes insubstantial and gains fly (hover) 12 until the end of his next turn. Ctenmiir cannot attack while in this form and can remain in this state for 1 hour. | |
| **Second Wind** (standard; encounter) ✦ **Healing** | |
| Ctenmiir spends a healing surge to regain 63 hit points. In addition, he gains a +2 bonus to all defenses until the start of his next turn. | |
| **Alignment** Unaligned | **Languages** Common |
| **Skills** Athletics +15, Bluff +11, Intimidate +11, Stealth +14 | |
| **Str** 19 (+10) | **Dex** 16 (+9) **Wis** 14 (+8) |
| **Con** 15 (+8) | **Int** 12 (+7) **Cha** 11 (+6) |
| **Equipment** scale armor, *Whelm*. | |

## Ctenmiir Tactics

Bound to obey his master, Ctenmiir is a stalwart guard. He employs *dominating gaze* when battle begins and uses it at each subsequent opportunity. Once he discovers the most dangerous adversary, he uses *thunder smite* on that creature. Once he has been hurt and spent his action point, he uses *blood drain*. He then focuses his attacks on one or two opponents, attempting to bloody a creature and recharge *blood drain*. He recognizes when a battle is lost and uses *mist form* to retreat.

DERK VENNEMAN

## Ctenmiir Lore

A character knows the following information with a successful Religion check.

**DC 15:** Ctenmiir is a vampire. He has increased physical prowess, powers of domination, and can drain the blood of his foes.

**DC 20:** Ctenmiir was a paladin who chose to become a vampire in the pursuit of longevity. However, Ctenmiir's immortality became a curse when the wizard Keraptis wrested control of the vampire's will. Ctenmiir now serves as an unwilling guard for some of Keraptis's most valuable treasures.

**DC 25:** Ctenmiir wields an ancient warhammer known as *Whelm*. *Whelm* is one of several artifacts in the possession of Keraptis.

## Encounter Groups

Ctenmiir is sometimes joined in his duties by several of Keraptis's other undead guardians.

**Level 14 Encounter (XP 5,200)**
- ✦ 2 blaspheme disciples (level 13 artillery, page 135)
- ✦ 2 blaspheme knights (level 14 soldiers, page 136)
- ✦ Ctenmiir, human vampire (level 13 elite soldier)

# Whelm

*Whelm* is appropriate for paragon-level characters.

**Whelm** Paragon Level

*An anathema to goblins, trolls, and giants, Whelm is a war hammer of noble bearing originally crafted by dwarves. Its spirit is a born hunter, driving its wielder to slay the weapon's enemies.*

*Whelm* is a +3 *magic warhammer* with the following properties and powers.
**Enhancement:** Attack rolls and damage rolls
**Critical:** +3d6 damage, or +3d10 damage against creatures larger than Medium size.
**Property:** Gain a +2 item bonus to Perception checks.
**Property:** You can make a ranged basic attack with *Whelm* as if it has the heavy thrown property and a range of 5/10.
**Power (At-Will ✦ Weapon):** Standard Action. As the paladin's *valiant strike* power (*PH* 92).
**Power (Encounter ✦ Thunder, Weapon):** Standard Action. As the paladin's *thunder smite* power (*PH* 94).
**Power (Daily ✦ Healing, Weapon):** Standard Action. As the paladin's *bloodied retribution* power (*PH* 95).

## Goals of Whelm

✦ Hunt and slay goblins, trolls, and giants.

## Roleplaying Whelm

*Whelm* communicates empathically with its wielder, expressing a constant desire to hunt. The weapon is terse in expressing its wishes. When the wielder has gone a long time without hunting and ignores *Whelm's* appeals, the weapon might take over, seeking another to take it hunting or flying from the wielder's hand when he or she least expects it. *Whelm* is desperately unhappy serving the joyless Ctenmiir, who, because of his curse, never goes hunting.

**CONCORDANCE**

| | |
|---|---|
| **Starting score** | **5** |
| **Owner gains a level** | **+1d10** |
| **Owner is a dwarf** | **+2** |
| **Owner kills a goblin, troll, or giant (maximum 1/day)** | **+1** |
| **Owner fails to kill a goblin, troll, or giant within 1 week** | **-1** |
| **Owner is a goblin, troll, or giant** | **-5** |

## Pleased (16–20)

*"Through my efforts, a new dawn is rising, bringing a day without goblins, trolls, and giants."*

*Whelm* and the wielder fight in unity against their foes. Each understands the other's desires, and they are of one mind. They have begun a personal war against goblins, trolls, and giants.

*Whelm* becomes a +4 *magic warhammer*
**Critical:** +4d6 damage, or +4d10 against creatures larger than Medium size.
**Property:** Gain a +2 item bonus to initiative checks
**Power (Daily ✦ Weapon):** Standard Action. As the fighter's *dragon's fangs* power (*PH* 82).

## Satisfied (12–15)

*"I am the hunter, and they are my prey."*

*Whelm* is content with its wielder but still believes that a better hunter is out there. The weapon accepts the wielder, continuing to express a desire to hunt while also searching for an owner more devoted to its cause.

**Property:** *Whelm's* bonus to Perception checks becomes +3.
**Power (Daily):** Standard Action. As the paladin's *turn the tide* power (*PH* 95).

## Normal (5–11)

*"I sense that I have a great fate with this weapon."*

When *Whelm* first comes in contact with the wielder, it expresses a hatred of giants, trolls, and goblins. If the hammer senses that it is well received, *Whelm* encourages the wielder to take steps to accomplish its goal. Otherwise, the weapon looks for a new wielder.

## Unsatisfied (1–4)

*"Whelm's purpose is too narrow, and I have a greater destiny."*

*Whelm* believes its wielder has little chance of achieving its goals. It actively searches for another wielder and even undermines its owner's activities.

**Property:** You take a -2 penalty to initiative checks.
**Special:** You take a -2 penalty to attack rolls against targets that are not goblins, trolls, or giants. This applies whether you are using or even holding *Whelm*.

## Angered (Below 1)

*"I can no longer abide Whelm's selfish pursuits."*

*Whelm* is fed up with its wielder and seeks any reasonably suited creature to own it. The weapon defies its wielder, thrusting him or her into situations with little hope of success.

*Whelm* becomes a +2 *magic warhammer*.
**Critical** +2d6 damage, or +2d10 against creatures larger than Medium size.
**Special:** You take a -5 penalty to attack rolls against creatures that aren't goblins, trolls, or giants. This applies whether you are using or even holding *Whelm*.

## Moving On

*"Whelm believes its destiny lies elsewhere, so I surrender the weapon to fate."*

*Whelm* knows it can accomplish nothing more with its current wielder. When the character next gains a level, the weapons disappears. If the weapon is at least satisfied, it leaves behind a +3 *magic warhammer*.

# Kas the Betrayer

Long ago, when Vecna was still mortal, Kas was Vecna's most trusted lieutenant. He served Vecna faithfully for centuries, first as an evil human paladin and later as a vampire lord. Over time, Kas came to envy Vecna's power and began plotting against him. In the final ritual of Vecna's apotheosis, Kas struck out, hoping to become a god in Vecna's stead. Kas's attempt to destroy Vecna failed, but he did manage to sever Vecna's hand and cut out one of his eyes in the epic battle. So great was the fight that it destroyed Vecna's tower and flung Vecna and Kas across the planes. Kas's plot failed, though he retains his power.

## Kas Tactics

Kas has a twisted sense of honor that compels him to offer the appearance of a fair fight to any creatures he considers equals. He quickly dispatches challengers of obvious inferiority. Kas usually strikes first and without warning, and he attempts to subdue an opponent rather than kill it. He has no reservations about attacking an unarmed opponent, but the creature must have access to a nearby weapon. If a combatant proves a good challenge, Kas transforms the creature into a vampire spawn under his control after he defeats it.

Kas is cunning, having learned much of his craft from Vecna. He prefers to fight opponents in areas of darkness, where he has no risk of losing his regeneration. Kas revels in combat and tries to engage as many opponents as possible. However, even while engaging multiple foes, he retains wisdom and cunning. Kas is confident of his abilities but makes strategic retreats if necessary. In melee, he disengages with an enemy

TOMÁS GIORELLO

**Kas the Betrayer** **Level 26 Solo Soldier**
Medium natural humanoid, human vampire (undead) XP 45,000

**Initiative** +20 **Senses** Perception +22; darkvision
**HP** 1190; **Bloodied** 595; see also *Kas's recovery* and *blood drain*
**Regeneration** 20 (regeneration doesn't function while Kas is exposed to direct sunlight)
**AC** 44; **Fortitude** 41, **Reflex** 39, **Will** 41
**Immune** disease, poison; **Resist** 15 fire, 15 necrotic; **Vulnerable** 10 radiant
**Saving Throws** +5
**Speed** 7, climb 3 (spider climb)
**Action Points** 2

⊕ **Bastard Sword** (standard; at-will) ✦ **Weapon**
+33 vs. AC; 2d10 + 14 damage (crit 34 + 5d6).

**Blood Drain** (standard; encounter) ✦ **Healing**
Requires combat advantage against the target; +31 vs. Fortitude; 2d12 + 14 damage, and the target is weakened (save ends), and Kas regains 297 hit points.

**Terrifying Smite** (standard; at-will) ✦ **Fear, Weapon**
Requires bastard sword; +33 vs. AC; 2d10 + 14 damage (crit 34 + 5d6), and the target is pushed 5 squares and immobilized (save ends).

**Dominating Gaze** (minor; recharge ⁞⁞) ✦ **Charm, Gaze**
Ranged 5; +31 vs. Will; the target is dominated and takes a -2 penalty to saving throws against being dominated (save ends both). *Aftereffect:* The target is dazed (save ends). Kas can have only one creature dominated at a time.

**Betrayer's Whirlwind** (standard; recharge ⁞⁞) ✦ **Weapon**
Requires bastard sword; close burst 1; +31 vs. AC; 2d10 + 17 damage (crit 37 + 5d6), and the target is blinded (save ends).

**Kas's Challenge** (minor 1/round; at-will) ✦ **Necrotic**
Close burst 5; targets one enemy; the target is marked until the end of Kas's next turn. If the marked target makes an attack that doesn't include Kas as a target, it takes ongoing 10 necrotic damage (save ends).

**Kas's Recovery** (free; while Kas is bloodied; recharges when Kas reduces an enemy to 0 hit points or fewer) ✦ **Healing**
Kas spends a healing surge to regain 297 hit points and end all adverse effects currently affecting him.

**Mist Form** (standard; sustain minor; encounter) ✦ **Polymorph**
The Kas becomes insubstantial and gains fly (hover) 12 until the end of his next turn. Kas cannot attack while in this form and can sustain this form for up to 1 hour.

**Alignment** Evil **Languages** Common
**Skills** Arcana +25, Insight +22, Intimidate +27, Religion +25, Stealth +21

| | | |
|---|---|---|
| **Str** 26 (+21) | **Dex** 20 (+18) | **Wis** 19 (+17) |
| **Con** 22 (+19) | **Int** 24 (+20) | **Cha** 28 (+22) |

**Equipment** *+5 black iron plate armor, +5 lifedrinker bastard sword*

only long enough to use *dominating gaze*, which he targets on the opponent most skilled in melee.

## Kas Lore

A character knows the following information with a successful Religion check.

**DC 25**: Kas is one of the most powerful humanoids who is not a deity. He is a powerful vampire lord and is rumored to have defeated several lesser deities and primordials. He commands armies of living and undead followers, and is worshiped and revered by vampires and debased mortals.

**DC 30**: Kas is known also as Kas the Betrayer and is the sworn enemy of Vecna. He was originally Vecna's trusted lieutenant, but he betrayed Vecna in an effort to become a god in Vecna's stead. Kas severed Vecna's hand and eye, and though both survived the battle, each now seeks the other's destruction. Kas was once an evil paladin, and he still values some knightly principles. He is exceptionally proud and never forgets or forgives insults to him or his honor.

Two artifacts are associated with Kas, the *Sword of Kas* and the *Silver Mask of Kas* (both described in Chapter 2). These items are no longer in his possession and now filter through the planes, corrupting those who are unfortunate enough to find them.

**DC 35**: Kas regularly travels the planes, but he has two primary bases of operation. He commands a kingdom in the Shadowfell, where vampires rule over the living. Kas spends little time there, but he ensures that his vampire lords rule with an iron fist. This kingdom is tolerated by the Raven Queen, whom Kas has appeased by the sharing of information regarding Orcus and Vecna. Kas also spends time in a hidden dominion within the Astral Sea. The dominion is a realm of near total darkness with structures made from finely polished obsidian. Within this realm, the lakes and rivers flow with blood. Some of the prisoners from Kas's kingdom within the Shadowfell are brought to the dominion as food for Kas and his allies who dwell there.

## Blackstar Knight

Blackstar knights are undead spirits housed in vessels of animate black stone. Each knight serves Kas unswervingly, though stories of similar beings under the control of other creatures have begun to surface.

**Blackstar Knight** **Level 23 Soldier**
Medium shadow animate (construct, undead) XP 5,100

**Initiative** +21 **Senses** Perception +19; darkvision
**HP** 212; **Bloodied** 106; see also *soldier's duty*
**AC** 40; **Fortitude** 35, **Reflex** 35, **Will** 35
**Immune** disease, poison, sleep; **Resist** 15 necrotic; **Vulnerable** 15 radiant
**Speed** 7

⊕ **Greatsword** (standard; at-will) ✦ **Weapon**
+28 vs. AC; 2d10 + 9 damage, and the target is marked until the end of the blackstar knight's next turn; see also *deathsword*.

⸸ **Deathsword** (standard; at-will) ✦ **Necrotic, Weapon**
Requires greatsword; targets a creature marked by the blackstar knight; +28 vs. AC; 3d10 + 9 damage, and ongoing 10 necrotic damage (save ends)

✧ **Soldier's Duty** (when reduced to 0 hit points)
Close burst 2; targets undead allies; the target gains 25 temporary hit points.

**No Escape** (move; at-will) ✦ **Teleportation**
The blackstar knight teleports up to 10 squares, ending the move in a square adjacent to a creature marked by the blackstar knight.

**Alignment** Evil **Languages** Common, Primordial
**Str** 27 (+19) **Dex** 26 (+19) **Wis** 26 (+19)
**Con** 20 (+16) **Int** 10 (+11) **Cha** 9 (+10)
**Equipment** greatsword

### Blackstar Knight Tactics

A blackstar knight usually fights alongside its allies, beginning combat by marking a foe. The blackstar knight then uses *deathsword* and *no escape* to hound the marked enemy.

### Blackstar Knight Lore

A character knows the following information with a successful Religion check.

**DC 30**: These blank-faced stone warriors house souls bound to their rocky forms. The ritual for creating them remains a deeply guarded secret, and possibly one that Kas no longer controls. The presence of blackstar knights and similar beings in the service of other masters aside from Kas supports the possibility that Kas's defenses have been compromised and his secrets revealed.

## Encounter Groups

Kas is usually encountered alone, but he sometimes permits the company of powerful undead servitors.

**Level 28 Encounter (XP 69,200)**
- ✦ 2 blackstar knights (level 23 soldier)
- ✦ 1 death knight, dragonborn paladin (level 25 elite soldier, *MM* 51)
- ✦ Kas the Betrayer (level 26 solo soldier)

# KYUSS

The elder entity Kyuss is known as the Bonemaster, Spawner of Corruption, and Lord Betrayer. Kyuss began as a mortal and attained such power and stature that he has become a legendary being. He leveraged his way to a corrupt apotheosis through powerful rituals and a series of deadly betrayals. Kyuss dwells in a dark corner of the Underdark, plotting to expand his influence into the rest of the world and other planes of existence.

**Kyuss** **Level 31 Solo Controller**
Huge natural magical beast (undead) XP 115,000

**Initiative** +18 **Senses** Perception +29; darkvision
**Visions of Worms** (**Fear, Psychic**) aura 5; any enemy that starts its turn within the aura takes 20 psychic damage, and is slowed until the start of its next turn.
**HP** 1,425; **Bloodied** 712
**AC** 46; **Fortitude** 46, **Reflex** 41, **Will** 47
**Immune** disease, poison; **Resist** 15 necrotic, half damage from melee and ranged attack; **Vulnerable** 10 radiant, 10 against close and area attacks
**Saving Throws** +5
**Speed** 6; see also *squeezing swarm*
**Action Points** 2

⊕ **Corrupting Touch** (standard; at-will) ✦ **Necrotic**
Reach 3; +34 vs. Fortitude; 4d8 + 7 necrotic damage. *Miss:* Half damage.

↗ **Mind Worm** (standard; encounter) ✦ **Charm, Psychic**
Ranged 20; +34 vs. Will; 2d10 + 8 psychic damage. In addition, during the target's next turn, Kyuss determines what actions the creature takes and how the target uses those actions.

↗ **Ray of Cold Death** (standard; at-will) ✦ **Cold, Necrotic**
Ranged 20; +34 vs. Reflex; 4d8 + 8 cold and necrotic damage, and the target is slowed and weakened (save ends both).

⊕ / ↗ **Squirming Assault** (standard; at-will)
Kyuss makes up to five attacks using *corrupting touch* and *ray of cold death*.

✧ **Eye of Kyuss** (minor; recharge ⚅ ⚄ ⚃) ✦ **Fear, Gaze, Psychic**
Close burst 10; targets one enemy; +34 vs. Will; the target is stunned until the end of Kyuss's next turn. If the target is in Kyuss's *visions of worms* aura, it also takes 2d10 + 5 psychic damage.

✧ **Kyuss's Fearful Hold** (standard; daily) ✦ **Fear, Psychic**
Close burst 10; targets enemies; +34 vs. Will; 2d10 + 9 damage, and the target is stunned (save ends). *Miss:* Half damage, and the target is instead dazed (save ends).

**Arcane Recall** (minor; encounter)
Kyuss recharges *Kyuss's fearful hold* or *mind worm*.

**Spawn Larva**
A humanoid killed by Kyuss rises as a wormspawn praetorian at the start of Kyuss's next turn.

**Squeezing Swarm**
By altering his shape, Kyuss can squeeze as if he were a Tiny creature.

**Alignment** Evil **Languages** Common, Deep Speech
**Skills** Arcana +25, Dungeoneering +29, Religion +25
**Str** 18 (+19) **Dex** 16 (+18) **Wis** 29 (+24)
**Con** 29 (+24) **Int** 21 (+20) **Cha** 24 (+22)

## Kyuss Tactics

Kyuss deigns to enter combat only when it suits him. When attacked unexpectedly, he halts enemies with the *visions of worms* aura and *Kyuss's fearful hold* before retreating through a nearby crack using *squeezing swarm*. If Kyuss is prepared for a fight, he uses *squirming assault* regularly while waiting for the perfect opportunity to unleash *Kyuss's fearful hold*. Early in battle, Kyuss uses *mind worm* to force an opponent to attack its allies with its most potent attack. Kyuss utilizes *eye of Kyuss* each time it recharges, and he retreats if a battle turns against him.

## Kyuss Lore

A character knows the following information with a History check.

**DC 25:** Kyuss is attended by a host of putrescent creatures that he created. Kyuss was among the first of the larva mages, and now, larva creatures know and revere him. These larva creatures often serve him as warriors and assassins.

Kyuss's schemes evoke his affinity for corruption. His operatives subvert organizations and even create false cults to further his schemes. Sometimes societies tear themselves apart under Kyuss's corrupting influence.

**DC 30:** Kyuss dwells in a deep corner of the Underdark, lounging on a throne made from the bones of the enormous creatures he has consumed. He sometimes writes messages on scrolls, which his servants distribute throughout the world. It is said that the minds of any who read these messages are infiltrated by psychic worms that bring the reader under Kyuss's influence.

**DC 35:** Kyuss was born a mortal in a city where evil walked freely, and where sacrifices were made nightly to honor dark gods. The boundaries between life and death were blurred in this place, and the living and unliving mingled freely. As the seventh of seven children, Kyuss was despised and brutalized by his family. They called him "the worm," and Kyuss fed on their contempt, turning it into dark resolve.

Gradually and imperceptibly, Kyuss drove the members of his family to self-destruction. When all were dead, he took on the identity of a cleric serving the Raven Queen. Aided by alliances with undead ecclesiasts and an instinct for betrayal, he rose through the temple hierarchy, eventually becoming a high priest who attracted followers from far and wide. When his congregation was bloated with followers, Kyuss performed a great ritual that he promised would bring power over neighboring realms. Instead, the ritual slew them all, rotting the flesh from their bones. Kyuss, too, was consumed, but days later, as the maggots and insects fed on the rotting bodies, they came together to form a writhing larva mage—Kyuss's new form.

Kyuss's ultimate objective is the prophesied Age of Worms. One day he plans to send a massive army of larva undead and Underdark creatures to consume the world.

## Wormspawn Praetorian

Ponderous warriors crafted from the cast-off maggots and vermin of Kyuss and similar large larva creatures, wormspawn praetorians fight with unflinching devotion to their creator. Armored in an ever-shifting carapace of gleaming chitin fragments, a wormspawn praetorian lashes out at foes with enormous, clacking mandibles.

| **Wormspawn Praetorian** | **Level 28 Brute** |
|---|---|
| Large natural magical beast (undead) | XP 13,000 |

**Initiative** +24 **Senses** Perception +22; darkvision
**HP** 317; **Bloodied** 158; see also *swarm split*
**AC** 40; **Fortitude** 40, **Reflex** 42, **Will** 40
**Immune** disease, poison; **Resist** 10 necrotic, half damage from melee and ranged attacks; **Vulnerable** 10 radiant; 10 against close and area attacks.
**Speed** 6; see also *swarm-through* and *squeezing swarm*

⊕ **Clacking Mandible** (standard; at-will)
+31 vs. AC; 4d8 + 4 damage.

**Swarm-Through** (move; recharge ⚅) ✦ **Poison**
The wormspawn praetorian shifts up to 5 squares and can move through enemies' spaces when doing so. When it enters an enemy's space, it makes an attack: +31 vs. AC; 3d12 + 4 poison damage. The wormspawn praetorian can make no more than one attack against a single creature when using this power.

**Swarm Split** (when first bloodied; encounter)
The wormspawn praetorian splits into two Large individuals, the second one occupying a space adjacent to the original creature. Each of the two creatures has hit points equal to one-half the original's current hit points. Both creatures act on the original creature's initiative count. Effects applied to the original wormspawn praetorian do not apply to either of the individuals after the split occurs. A wormspawn praetorian can't split if reduced to 0 hit points by the attack that bloodied it.
If out of combat for 5 minutes, the two halves combine back into one wormspawn praetorian, which has hit points equal to the combined value of the two halves.

**Squeezing Swarm**
By altering its shape, a wormspawn praetorian can squeeze as if it were a Tiny creature.

**Alignment** Evil **Languages** Common

| | | |
|---|---|---|
| **Str** 27 (+22) | **Dex** 30 (+24) | **Wis** 26 (+22) |
| **Con** 27 (+22) | **Int** 23 (+20) | **Cha** 23 (+20) |

### Wormspawn Praetorian Tactics

In combat, the wormspawn praetorian engages the nearest available target. It uses *swarm-through* as often as possible, shifting into advantageous attacking positions. Until first bloodied, the praetorian makes no great effort to move out of positions that allow enemies to damage or flank it. After it splits, the new praetorians adopt more conventional defensive tactics.

MARK BEHM

### Wormspawn Praetorian Lore

A character knows the following information with a successful Religion check.

**DC 25:** Wormspawn praetorians typically serve Kyuss, the Spawner of Corruption, but they are also found in the service of other powerful undead and Underdark creatures.

## Encounter Groups

Kyuss usually keeps undead and larval creatures in close proximity. He has no reservations about leaving such servitors to face opponents alone, however.

**Level 29 Encounter (XP 77,000)**
- ✦ 1 demilich (level 26 solo controller, page 164)
- ✦ 1 dread wraith (level 25 lurker, *MM* 267)
- ✦ 4 lich vestiges (level 26 minion, *MM* 176)
- ✦ 2 wormspawn praetorians (level 28 brute)

**Level 32 Encounter (XP 127,000)**
- ✦ 2 atropals (level 28 brutes, *MM* 11)
- ✦ 1 runescribed dracolich (level 29 solo controller, *MM* 73)
- ✦ 2 wormspawn praetorians (level 28 brute)

**Level 33 Encounter (XP 167,000)**
- ✦ Kyuss (level 31 solo controller)
- ✦ 4 wormspawn praetorians (level 28 brute)

# Osterneth, the Bronze Lich

Known as the Supreme Seed of Darkness and the Heart of the Whispered One, Osterneth is Vecna's mightiest servant. Osterneth is tasked with subverting governments, corrupting good people, and spearheading Vecna's takeover of the world.

In public, Osterneth appears as a seductive, aristocratic human female in her late twenties with dark hair and bronze skin. Her look of demure gentility is emphasized by a rich wardrobe and a charming smile that melts men's hearts. Claiming nobility from a distant land, Osterneth uses her guile and charisma to gain favor among the scions of high society. With their interest peaked, the Heart of the Whispered One then seduces the world's greatest leaders, bringing them willingly into the worship of Vecna.

In actuality, Osterneth is an ancient lich from a kingdom lost to memory; her true form is a fleshless skeleton of bronzed bones inlaid with soul gems. Within the empty cavity of her chest pulses the heart of Vecna, a shriveled relic preserved from the desiccated remains of Vecna's original body. The eyes of Osterneth's naked skull blaze with a prismatic radiance that creates a powerful glamour effect, hiding her true appearance from all but her most trusted servants.

## Osterneth Tactics

In combat, Osterneth is aggressive, domineering, and fearless. After sending in her allies, she employs *luring glare* to draw an enemy toward her so she can use *trap the soul* to take the victim out of combat. Osterneth then spends an action point to use *withering domination* on another adversary. She maintains her illusory form in combat, though an opponent might be entitled to Insight checks after she utilizes some of her necrotic powers.

While bloodied, Osterneth uses *consume soul* to regain hit points. She does not flee unless the battle looks lost and she has exhausted her cache of souls.

## Osterneth Lore

A character knows the following information with a successful History check.

**DC 25:** Osterneth is a beautiful, charming noblewoman educated in the arcane arts. She rarely speaks of her past, but claims descent from a distant family of aristocrats in a far-off kingdom.

**DC 30:** Osterneth is very evasive when pressed for details of her past. A veil of mystery surrounds her, and some suspect she is more than she appears.

### Secret Lore

The following information is lore that Osterneth works hard to keep concealed. As DM, you can make this available with a difficult History check or can provide the information as part of an adventure in which Osterneth is a villain. Rewarding the players with clandestine information can be as satisfying as treasure in the right circumstances.

Osterneth grew up as a child of nobility in a kingdom that has long since been forgotten. When she reached maturity, she was married off to the king of an allied nation in a marriage of convenience.

Osterneth's new husband was heavy handed and cruel, and she suffered quietly through his beatings and humiliations. Unknown to her husband, though, Osterneth acquired skill with arcane magic under the tutelage of the king's covetous brother.

Beautiful and charismatic, Osterneth quickly mastered court politics, bringing many young nobles into her fold. Her laughter was infectious and her smile charming. Everyone delighted in her presence except the king, who became increasingly callous and ill-tempered.

When possible, Osterneth escaped court intrigues by slipping out of the castle to masquerade as an adventurer of mediocre arcane talent. She enjoyed these fanciful outings until one day she and her companions stumbled upon a den of cultists dedicated to the worship of Vecna, who was then still a new god. Osterneth watched in horror as her companions were brutally murdered. She was kept as a prisoner of the cult for months until inexplicably set free by her captors.

Within weeks of returning to her husband, the king grew ill and died. Members of the court whispered that the king had been poisoned, but such rumors were squelched when the rumormongers went missing.

Osterneth was crowned queen, and at first was a benevolent but aloof ruler. As she became increasingly distracted by her study of eldritch rituals and arcane relics, she withdrew from the public eye. With each passing year, she deferred more of her duties to the lords and ladies of the kingdom.

So absorbed was Osterneth in magical research that she didn't notice the mounting aggression from her nation of origin. The war with her homeland raged for three years until Osterneth's capital city was taken and her forces were defeated.

Osterneth had a surprise for the invaders, though. In her quest for eldritch might, the queen had tracked down and slain the leader of the cult that had captured her. From the fallen cultist she claimed the Heart of Vecna, a powerful relic that granted everlasting life. Through a secret ritual, she placed the heart inside her chest cavity, and, with its power, became a powerful lich in the service of Vecna. With this newfound power, she obliterated her enemies by raising legions of the dead to oust the would-be conquerors.

**Osterneth, the Bronze Lich** **Level 29 Solo Controller**
Medium natural humanoid (undead), human XP 75,000

**Initiative** +22 **Senses** Perception +26; darkvision, truesight 10
**Necrodeath Aura (Necrotic)** aura 5; any living enemy that enters or starts its turn within the aura takes 20 necrotic damage.
**HP** 993; **Bloodied** 496; see also *indestructible*
**Regeneration** 20 (if Osterneth takes radiant damage, regeneration doesn't function until the end of her next turn)
**AC** 45; **Fortitude** 39, **Reflex** 44, **Will** 44
**Immune** disease, poison; **Resist** 10 cold, 10 lightning, 15 necrotic, 10 psychic
**Saving Throws** +5
**Speed** 6, fly 10 (hover)
**Action Points** 2

**Touch of Death** (standard; at-will) ✦ **Necrotic**
+34 vs. AC; the target gains ongoing 15 necrotic damage (save ends).

**Shadow Ray** (standard; at-will) ✦ **Necrotic**
Ranged 20; +32 vs. Reflex; 3d8 + 7 necrotic damage.

**Trap the Soul** (standard; at-will) ✦ **Necrotic**
Ranged 20; +32 vs. Fortitude; the target is stunned (save ends). *First Failed Saving Throw:* The target loses 1d4 healing surges and is stunned (save ends both). *Second Failed Saving Throw:* The target dies and its soul is trapped within one of Osterneth's soul gems. Osterneth can have up to six souls trapped in her soul gems at any time. A body made soulless by this attack is reduced to dust.

**Void Lightning** (standard; at-will) ✦ **Necrotic, Lightning**
Ranged 20; +32 vs. Reflex, 3d8 + 7 necrotic and lightning damage, and the target is dazed (save ends), and Osterneth makes a secondary attack. *Miss:* Half damage, and the target is not dazed. *Secondary Targets:* Two creatures within 5 squares of the primary target. *Secondary Attack:* +28 vs. Reflex each; 2d8 + 7 necrotic and lightning damage each.

**Withering Domination** (minor; recharge ⚄ ⚅) ✦ **Charm, Necrotic**
Ranged 5; +32 vs. Will; the target is dominated and takes ongoing 10 necrotic damage (save ends both). *Aftereffect:* The target is dazed (save ends).

**Luring Glare** (minor 1/round; at-will) ✦ **Charm**
Close burst 10; targets one creature; +32 vs. Will; the target is pulled 4 squares.

**Consume Soul** (minor; expends a trapped soul; recharge ⚄ ⚅) ✦ **Healing**
Osterneth regains 100 hit points.

**Greater Illusionary Form** (minor; at-will) ✦ **Illusion**
Osterneth can alter her physical form to take on the appearance and smell of any Medium humanoid, including a unique individual (see "Change Shape," *MM* 280). A successful Insight check (opposed by Osterneth's Bluff check) pierces the illusion.

**Soul Gems**
The *soul gems* contain the spirits of Osterneth's victims. At the beginning of an encounter, the *soul gems* contain three souls. Crushing a gem after Osterneth is defeated releases the soul to the Shadowfell.

**Indestructible** (when reduced to 0 hit points)
Osterneth crumbles to dust, but she is not destroyed unless her phylactery is found and also destroyed. She reappears in one day adjacent to her phylactery.

**Alignment** Evil **Languages** Common, Supernal
**Skills** Bluff +28, Intimidate +28, Religion +29, Stealth +27, Thievery +27
**Str** 21 (+19) **Dex** 26 (+22) **Wis** 24 (+21)
**Con** 25 (+21) **Int** 31 (+24) **Cha** 28 (+23)

AMANDA SARTOR

**DC 35:** Osterneth's interest in magic is focused on the necromantic arts, though she feigns only mild interest. The disappearances of several people close to her has led to suspicion. Some claim she is involved in a cult of some kind.

## Encounter Groups

Osterneth usually keeps undead and followers of Vecna in close proximity. She often employs creatures that excel at subterfuge.

**Level 30 Encounter (XP 88,400)**
- 1 aspect of Vecna (level 25 elite controller, page 213)
- Osterneth, the bronze lich (level 29 solo controller)
- 8 undead Vecna cultists (level 21 minion, page 214)

**Level 30 Encounter (XP 91,600)**
- 2 larva mages (level 21 elite artillery, *MM* 175)
- 2 larva war masters (level 23 elite brute, page 161)
- Osterneth, the bronze lich (level 29 solo controller)

**Level 30 Encounter (XP 105,100)**
- 2 great flameskulls (level 24 artillery, *MM* 109)
- 8 lich vestiges (level 26 minion, *MM* 176)
- Osterneth, the bronze lich (level 29 solo controller)

# STRAHD VON ZAROVICH

Strahd calls himself the "first vampire," but the claim is likely untrue, given the diffusion of vampires across the world. However, he might have been the first vampire in Barovia, the land he rules with an iron fist. His repressed subjects refer to him in whispers as "Bloody Strahd" or "the devil Strahd," though few know the truth of his vampiric nature.

**Count Strahd von Zarovich** **Level 20 Solo Skirmisher**
Medium natural humanoid (shapechanger, undead) XP 14,000

**Initiative** +17 **Senses** Perception +18; darkvision, blindsight 10
**HP** 930; **Bloodied** 465; see also *second wind* and *indestructible*
**Regeneration** 10 (regeneration doesn't function while Strahd is exposed to direct sunlight)
**AC** 36; **Fortitude** 33, **Reflex** 34, **Will** 35
**Immune** disease, poison; **Resist** 15 necrotic; see also *mist form;* **Vulnerable** 10 radiant
**Saving Throws** +5
**Speed** 6, climb 4 (spider climb); see also *animal form, crippling strike,* and *mist form*
**Action Points** 2

**Crippling Strike** (standard; at-will) ✦ **Necrotic**
+23 vs. Fortitude; 3d10 + 5 necrotic damage, and the target is slowed until the end of Strahd's next turn. *Hit or Miss:* Strahd shifts up to 2 squares.

**Blood Drain** (standard; at-will) ✦ **Healing**
Requires combat advantage against the target; +23 vs. Fortitude; 3d10 + 5 damage, and the target is weakened (save ends), and Strahd regains 20 hit points.

**Dominating Gaze** (minor; at-will) ✦ **Charm, Gaze**
Ranged 5; +23 vs. Will; the target is dominated and takes a -2 penalty to saving throws against being dominated (save ends both). *Aftereffect:* The target is dazed and takes ongoing 10 psychic damage (save ends both). Strahd can have only one creature dominated at a time.

**Strahd's Choking Fog** (standard; sustain minor or move; encounter) ✦ **Poison, Zone**
Area burst 5 within 10; the burst creates a zone of poisonous vapors that lasts until the end of Strahd's next turn. A creature that enters the zone or that starts its turn in the zone takes 1d10 + 5 poison damage, and ongoing 5 poison damage (save ends). *Sustain Minor:* The zone persists. *Sustain Move:* The zone persists, and Strahd can move it up to 5 squares.

**Animal Form** (minor; at-will) ✦ **Polymorph**
Strahd transforms into a swarm of bats or a black wolf. He cannot use *crippling strike* or *choking fog*, though he gains new powers and statistics in addition to those he regularly has. Strahd can revert to his normal form as a minor action.

**Mist Form** (standard; sustain minor; encounter) ✦ **Polymorph**
All conditions affecting Strahd end, and he becomes insubstantial and gains fly (hover) 12 until the end of his next turn. Strahd cannot attack while in this form.

**Scent of Blood**
Strahd gains combat advantage against living, bloodied foes.

**Second Wind** (standard; encounter) ✦ **Healing**
Strahd spends a healing surge and regains 232 hit points. Strahd gains a +2 bonus to all defenses until the start of his next turn.

**Indestructible** (when reduced to 0 hit points)
Strahd's *mist form* power recharges, and he uses it immediately. Strahd does not die, but he must reach his coffin within 2 hours or be destroyed.

**Alignment** Evil **Languages** Common, Supernal
**Skills**, Bluff +23, Insight +18, Intimidate +23, Stealth +20
**Str** 18 (+14) **Dex** 20 (+15) **Wis** 17 (+13)
**Con** 18 (+14) **Int** 23 (+16) **Cha** 26 (+18)

Strahd gains the following statistics and powers when he assumes the corresponding animal form.

**Strahd's Wolf Form**
**Speed** 8

**Savage Bite** (standard; at-will)
+26 vs AC; 2d12 + 8 damage, and the target is knocked prone.

**Combat Advantage**
Strahd gains combat advantage against a target that has one or more of Strahd's allies adjacent to it. If Strahd has combat advantage against the target, the target is also knocked prone on a hit.

**Strahd's Swarm of Bats Form**
**Swarm Attack** aura 1; Strahd makes a *swarm of vampiric teeth* attack as a free action against any enemy that starts its turn within the aura.
**Resist** half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks

**Swarm of Vampiric Teeth** (standard; at-will) ✦ **Necrotic**
+26 vs AC; 2d6 + 8 necrotic damage, and the target is weakened until the end of Strahd's next turn.

## Strahd's Tactics

Over four hundred years as a vampire have taught Strahd the value of patience. Today, he is more cold and calculating than he once was. Strahd supplemented his martial skills with a study of the necromantic arts. With his vampiric abilities and access to a vast library of spells and rituals, Strahd is a formidable opponent.

In combat, Strahd uses *dominating gaze*, *blood drain*, and *crippling strike* while he looks for a good opportunity to unleash *Strahd's choking fog*. As combat unfolds, Strahd develops strategies to incapacitate the characters most dangerous to him, such as those wielding radiant attacks or who can immobilize him. He attempts to delay or harass PCs by sending his allies to engage them. He can summon these allies with a mental command, and he usually has at least

### The Origins of Strahd

Count Strahd von Zarovich is a signature villain in the highly popular Advanced Dungeons & Dragons adventure, *I6 Ravenloft* and its sequel *I10 Ravenloft II: The House on Gryphon Hill*. In years subsequent to the modules' publication, Strahd and his world were explored in novels and a campaign setting called Ravenloft. Strahd was named as one of the greatest villains in D&D history in Dragon Magazine #360.

a few creature available. Strahd uses *second wind* once he becomes bloodied, and he employs his *animal form* only if it offers a new advantage. Strahd is aware when a fight turns against him or when he has lost the advantage, and he usually has a contingency plan.

## Encounter Groups

Strahd almost always has a few allies on hand, and he gladly sends them at foes if it benefits him.

**Level 22 Encounter (XP 19,800)**
- Count Strahd von Zarovich (level 20 solo skirmisher)
- 12 Strahd's dread zombies (level 16 minion, page 198)
- 1 tombstone golem (level 17 elite soldier, page 156)

**Level 22 Encounter (XP 19,800)**
- Count Strahd von Zarovich (level 20 solo skirmisher)
- 2 death knight, human fighters (level 18 soldier, *MM* 50)
- 2 slaughter wights (level 18 brute, *MM* 263)
- 8 Strahd's dread zombies (level 16 minion, page 198)

## Strahd Lore

A character knows the following information with a successful History check.

**DC 22:** Before coming to rule Barovia, Strahd von Zarovich was a ruthless warlord who led great armies to war. Discontent to lead from behind his troops, Lord Strahd often charged into combat alongside his soldiers. For twenty-seven years Strahd warred against the savage and barbaric Tergs, leading his troops with a combination of bravery, tactical genius, and unrivaled charisma. Years of service took their toll, however, and by the time he reached middle age, Strahd came to believe that he had squandered his life and his youth. In this brooding mood, he claimed an enemy stronghold as his residence and renamed it Castle Ravenloft in memory of his mother, Ravenia. From this position of power and security, he called for his brother Sergei to join him in the castle.

A year later, Ba'al Verzi assassins made an attempt on the Count's life. They failed, however, and their masters were never exposed. A few years afterward, tragedy struck at the wedding of Strahd's brother, who was murdered along with his bride and all the wedding guests. Strahd was shot down by traitorous castle guards. According to legend, the monstrosity of this event cast the land of Barovia into an accursed shadow from which it has never escaped.

Today, Barovia is ruled by Count Strahd von Zarovich XI, the most recent heir to both the title and the name in a long and tyrannical rule.

ANGGA SATRIOHADI



**DC 27:** The true story of Castle Ravenloft is more tragic than even the commonly recounted tale. Filled with despair, jealousy, and a growing hatred for his younger brother Sergei, Strahd sought magical means to restore his youth in the hope of earning the love of Tatyana, his brother's betrothed. In a moment of desperate frustration, he performed a powerful necromantic ritual that exchanged his mortality for enduring youth in a state of undeath: Strahd became a vampire.

On the day of Sergei and Tatyana's wedding, Strahd murdered his brother and pursued the grieving Tatyana until she flung herself from the battlements of Castle Ravenloft. The death of Tatyana and murder of his brother plunged Strahd into an existence of sinister plots and evil impulses. Strahd never sired a descendant and is instead cursed to forever mourn his beloved Tatyana from behind the cold walls of Castle Ravenloft.

# VECNA

VECNA IS KNOWN BY MANY NAMES: The Whispered One, Master of the Spider Throne, The Undying King, Lord of the Rotted Tower, and the Maimed God. These titles are but a few that describe the secretive and incomparably ambitious god. Little is known about Vecna's current ambitions, but that doesn't stop his cultists from developing their own plots.

## VECNA'S TACTICS

For a being of godly intelligence and power, Vecna's tactics are fairly simple. Vecna uses his recharging powers as frequently as he can. While he waits for those powers to recharge, he uses *ray of death* and *paralyzing touch*. He focuses his attacks on one target, attempting to reduce the creature to 0 hit points so he can regain an action point through *Vecna's ambition*. He employs *necrotic web* and *banish to the dread realm* powers to isolate dangerous opponents. He saves at least one action point for when he must use *esoteric action*. Vecna is a pragmatic combatant, and if he senses danger to his existence, he flees. However, if he knows he can rely upon discorporation (see sidebar) to keep him safe, he fights on.

## VECNA LORE

A character knows the following information with a successful Religion check.

**DC 15:** Vecna is the lord of undead, god of secrets, and patron of necromancers. He has tried many times to take over the world.

**DC 20:** Two of Vecna's chief rivals are the Raven Queen and Orcus. Both claim dominion over death, though each, including Vecna, has a different vision of what the afterlife should be. Vecna believes that creatures should serve him in both life and death.

**DC 25:** Vecna once had a powerful lieutenant known as Kas. He was originally Vecna's trusted lieutenant, but he betrayed Vecna in an effort to become a god in Vecna's stead. Kas severed Vecna's hand and an eye, and though both survived the battle, each now seeks the other's destruction.

**DC 30:** Vecna's hand and eye are powerful necromantic artifacts. To be used, the hand must be grafted to a humanoid's wrist where the hand has been severed. The eye must be placed in an empty humanoid eye socket.

Unlike many deities, Vecna has no fixed domain or location. He prowls the planes, searching for secrets. Most often, though, Vecna travels the Astral Sea, visiting the dominions of dead gods.

**DC 35:** Vecna's cult constantly searches for the *hand* and the *eye*. They are also on the lookout for the *sword of Kas*, fearing that the artifact might be used to slay their lord. Recently, the cult has experienced a resurgence under the banner of an enigmatic and charismatic leader known as Mauthereign.

**Vecna** **Level 35 Solo Controller (Leader)**
Medium immortal humanoid, deity (undead) XP 235,000

**Initiative** +25 **Senses** Perception +34; darkvision, truesight 20

**Vecna's Aura** (**Healing, Necrotic**) aura 10; any living creature that starts its turn within the aura takes 50 necrotic damage. Any undead creature that starts its turn within the aura regains 50 hit points.

**HP** 1,580; **Bloodied** 790; see also *divine discorporation*

**AC** 49; **Fortitude** 49, **Reflex** 47, **Will** 51

**Immune** attacks by characters below level 20, disease, illusion, poison; **Resist** 20 necrotic; **Vulnerable** 20 radiant

**Saving Throws** +5; see also *immortal resistance*

**Speed** 8, fly 8 (hover), teleport 10

**Action Points** 4; see also *esoteric action* and *Vecna's ambition*

⊕ **Paralyzing Touch** (standard; at-will) ✦ **Necrotic**
+39 vs. Reflex; 3d6 + 14 necrotic damage, and the target is restrained and weakened (save ends both).

**Banish to the Dread Realm** (standard; recharge ⚅ ⚄ ⚃) ✦ **Psychic**
Ranged 10; +39 vs. Will; 2d10 + 9 psychic damage. The target is banished to a demiplane, disappearing from sight. The target cannot be targeted and cannot take actions until the start of its next turn, at which time the target reappears in the original space it occupied or in the nearest space of Vecna's choice if that space is occupied. The target immediately makes a melee basic attack as a free action against the nearest creature. In addition, the target treats its allies as enemies for the purpose of making opportunity attacks, and if an ally performs an action that would normally provoke an opportunity attack from an enemy, the target makes an opportunity attack against the ally (save ends).

**Ray of Death** (standard; at-will) ✦ **Necrotic**
Ranged 20; +39 vs. Reflex; 2d8 + 15 necrotic damage, and the target loses a healing surge.

**Necrotic Web** (standard; recharge ⚅ ⚄ ⚃) ✦ **Necrotic, Zone**
Area burst 3 within 20; targets living creatures; +39 vs. Reflex; 2d6 + 12 necrotic damage, and the target is restrained and takes ongoing 20 necrotic damage (save ends both). The burst creates a zone of webs that lasts until the end of the encounter. The zone is difficult terrain, and a living creature that ends its move in the web is restrained and takes ongoing 20 necrotic damage (save ends both).

**Divine Discorporation** (when first bloodied; encounter)
Vecna discorporates (see "Discorporation" sidebar).

**Esoteric Action** (immediate interrupt, when an enemy within sight spends an action point; at-will)
Vecna spends an action point and takes an extra action.

**Immortal Resistance** (when Vecna gains an effect that a save can end; at-will)
Vecna makes a saving throw. On a save, Vecna is unaffected by the effect.

**Vecna's Ambition** (when Vecna reduces a creature to 0 hit points or fewer; at-will)
Vecna regains an action point.

**Alignment** Evil **Languages** all, telepathy 20

**Skills** Arcana +34, Bluff +31, Diplomacy +31, Dungeoneering +34, Heal +34, History +34, Insight +34, Intimidate +31, Nature +34, Religion +34

| | | |
|---|---|---|
| **Str** 25 (+24) | **Dex** 26 (+25) | **Wis** 34 (+29) |
| **Con** 28 (+26) | **Int** 34 (+29) | **Cha** 29 (+26) |

**Equipment** robes

Another powerful servant of Vecna is Lady Osterneth, who operates on his behalf from the shadows. Osterneth is a beautiful, charming noblewoman educated in the arcane arts. A veil of mystery surrounds her, and some suspect she is more than she seems.

## Aspect of Vecna

Conjured by means of a ritual known only to devotees of Vecna, an aspect of Vecna heeds its summoner and resembles the Whispered One in cunning and intelligence. It is said that Vecna sees everything his aspect sees and knows everything it learns.

### Aspect of Vecna Tactics

An aspect of Vecna has similar powers to those of Vecna, though the aspect's abilities are much weaker. It attacks with the same strategies as Vecna unless acting differently at the behest of its master.

| **Aspect of Vecna** | **Level 25 Elite Controller** |
|---|---|
| Medium immortal humanoid (undead) | XP 14,000 |
| **Initiative** +18 | **Senses** Perception +25; darkvision, truesight 10 |
| **Vecna's Aura (Healing, Necrotic)** aura 10; any living creature that starts its turn within the aura takes 10 necrotic damage. Any undead creature that starts its turn within the aura regains 5 hit points. | |
| **HP** 464; **Bloodied** 232 | |
| **AC** 41; **Fortitude** 39; **Reflex** 37; **Will** 40 | |
| **Immune** disease, poison; **Resist** 15 necrotic; **Vulnerable** 10 radiant | |
| **Saving Throws** +2 | |
| **Speed** 6, teleport 6 | |
| **Action Points** 1; see also *Vecna's ambition* | |
| **Paralyzing Touch** (standard; at-will) ✦ **Necrotic** | |
| +29 vs. Reflex; 3d6 + 14 necrotic damage, and the target is immobilized and weakened (save ends both). | |
| **Ray of Death** (standard; at-will) ✦ **Necrotic** | |
| Ranged 10; +29 vs. Reflex; 2d8 + 15 necrotic damage, and the target loses a healing surge. | |
| **Necrotic Web** (standard; recharge ⚅) ✦ **Necrotic, Zone** | |
| Area burst 3 within 20; targets living creatures; +29 vs. Reflex; 2d6 + 12 necrotic damage, and the target is immobilized and takes ongoing 10 necrotic damage (save ends both). The burst creates a zone of webs that lasts until the end of the encounter. The zone is difficult terrain, and a living creature that ends its move in the web is immobilized and takes ongoing 10 necrotic damage (save ends both). | |
| **Vecna's Ambition** (when Vecna reduces a creature to 0 hit points or fewer; at-will) | |
| The aspect of Vecna regains an action point. | |
| **Alignment** Evil | **Languages** all |
| **Skills** Arcana +25, Bluff +23, Diplomacy +25, Dungeoneering +25, Heal +25, History +25, Insight +25, Intimidate +23, Nature +25, Religion +25 | |
| **Str** 19 (+16) | **Dex** 23 (+18) | **Wis** 26 (+20) |
| **Con** 24 (+19) | **Int** 27 (+20) | **Cha** 22 (+18) |

### Aspect of Vecna Lore

A character knows the following information with a successful Religion check.

**DC 25:** Though usually called to aid its summoner in the search of lost knowledge, the aspect of Vecna can also serve as a dangerous combatant.

**DC 30:** Although Vecna wields no control over his aspect, he does see everything the aspect sees and knows everything that it learns during its existence.

## Discorporation

When a deity is bloodied, the deity's mind leaves its body and the deity is unable to assume physical form for some time. The discorporation usually lasts at least a few months, and it can last up to several years. During this time, the deity's power is weaker, but it is far from negligible.

If PCs wish to truly kill a deity, they must fulfill one or more conditions specific to that deity. This could require destroying the deity's most prominent temple, or finding an artifact that can deliver the killing blow. If the specific conditions are satisfied, the deity cannot discorporate and instead becomes bloodied as normal. Here are some sample quests.

**Sword of Kas:** The *sword of Kas* (page 44), the ancient weapon of Vecna's treacherous former lieutenant, must be used to fight or kill Vecna.

**Heart of Vecna:** Osterneth, the bronze lich, must be found and destroyed, and Vecna's heart must be recovered from her body and then also destroyed.

**Eye and Hand of Vecna:** The *hand of Vecna* and *eye of Vecna* must be found and destroyed.

JULIE DILLON

# Cult of Vecna

Cults of Vecna abound throughout the world. Their members are self-serving arcanists, priests, nobles, and scholars. These cults are highly secretive, gathering in secret libraries and hidden laboratories.

A new Vecna cult has recently arisen. The cultists believe that they are good and that they must commit evil to show the depravity and carelessness of all gods other than their lord. The cult is currently in hiding, biding its time until Vecna has enough strength to make a play for power.

The leader of the cult, a priest known as Mauthereign (page 102), has gathered followers from among the downtrodden. He fills their heads with twisted dogma that paints Vecna as a champion of the people.

The cult has begun gathering the ancient artifacts of Vecna, and so far it has accumulated five of seven pieces. The only artifacts that elude the cult are the *hand of Vecna* and the *eye of Vecna*.

**Undead Vecna Cultist** **Level 21 Minion**
Medium natural humanoid (undead) XP 500

**Initiative** +17 **Senses** Perception +14
**HP** 1; a missed attack never damages a minion; see also *explosion*
**AC** 35; **Fortitude** 35, **Reflex** 34, **Will** 31
**Immune** disease, poison; **Resist** 10 necrotic
**Speed** 8

⨺ **Claws** (standard; at-will)
+24 vs. AC; 7 damage, and the target loses a healing surge.

**Explosion** (when reduced to 0 hit points) ✦ **Necrotic**
Close burst 1; +23 vs. Reflex; 10 necrotic damage. *Miss:* Half damage.

**Alignment** Chaotic evil **Languages** Common
**Str** 27 (+18) **Dex** 25 (+17) **Wis** 18 (+14)
**Con** 23 (+16) **Int** 19 (+14) **Cha** 13 (+11)
**Equipment** robes

## Undead Vecna Cultist Lore

A character knows the following information with a successful Religion check.

**DC 25:** Cultists of Vecna often undergo profane rites that transform them into undead. These cultists are the most dedicated followers of Vecna,

# Master Enigma of Vecna

An enigma of Vecna is the shell of a petitioner who has angered Vecna by sharing secrets or otherwise failing its god. This creature was described in the *H1: Thunderspire Labyrinth* adventure. The enigma described here is a more powerful version of that monster. A master enigma of Vecna is created from one of Vecna's powerful servitors who violates the god's commandments.

In its normal form, an enigma of Vecna is a bald human with vague features. Enigmas usually wear simple robes, and each carries a dagger. Once bloodied, they undergo a horrific transformation. They sprout long claws and reveal a fanged, twisted visage as the skin falls away, leaving behind a flayed form.

**Master Enigma of Vecna** **Level 22 Controller**
Medium natural humanoid (shapechanger) XP 4,150

**Initiative** +16 **Senses** Perception +19
**HP** 203; **Bloodied** 101; see also *flesh ripper rage* and *horrific visage*
**AC** 36; **Fortitude** 33, **Reflex** 34, **Will** 35
**Speed** 6

⨺ **Dagger** (standard; at-will) ✦ **Weapon**
+28 vs. AC; 4d4 + 5 damage.

**Memory Ripper** (standard; recharge ⚄ ⚅) ✦ **Psychic**
Ranged 5; +26 vs. Will; 3d10 + 3 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends). *Aftereffect:* The target is stunned until the end of its next turn.

**Shock Bolt** (standard; at-will) ✦ **Lightning**
Ranged 10; +26 vs. Reflex; 4d6 + 5 lightning damage, and the target is dazed (save ends).

**Horrific Visage** (when first bloodied; encounter) ✦ **Fear, Psychic**
Close burst 2; targets enemies; +26 vs. Will; 3d8 + 5 psychic damage, and the target is pushed 5 squares.

**Flesh Ripper Rage**
Once a master enigma of Vecna has been bloodied, it gains regeneration 5 and cannot use any power except *rend flesh* until the end of the encounter.

⨺ **Rend Flesh** (standard, usable only after *flesh ripper rage*; at-will)
+25 vs. AC; 4d8 + 5 damage.

**Alignment** Evil **Languages** Common
**Skills** Arcana +22
**Str** 18 (+15) **Dex** 20 (+16) **Wis** 17 (+14)
**Con** 19 (+15) **Int** 22 (+17) **Cha** 19 (+15)
**Equipment** robes, dagger

## Master Enigma of Vecna Tactics

In its initial form, the enigma uses *memory ripper* to suppress a target's knowledge, leaving the target with a limited arsenal of powers.

Enigmas keep away from the fray, using ranged attacks to wear down foes. When a bloodied enigma displays its *horrific visage*, the horror of witnessing the gruesome change causes enemies of Vecna to recoil, allowing the enigma to leap forward and engage them.

## Master Enigma of Vecna Lore

A character knows the following information with a successful Religion check.

**DC 20:** Many temples of Vecna are guarded by mages called enigmas. They have the ability to shock an enemy and leave him or her shaken up.

**DC 25:** Enigmas are actually horrid fiends bound in human form. If pressed in battle, they transform into shrieking, clawed berserkers.

# Encounter Groups

Vecna and his aspect are usually surrounded by devoted followers and powerful undead denizens.

**Level 24 Encounter (XP 28,700)**
- ✦ 1 aspect of Vecna (level 25 elite controller)
- ✦ 2 master enigmas of Vecna (level 22 controller)
- ✦ 8 undead Vecna cultists (level 21 minion)

## THE SCROLL OF MAUTHEREIGN

The Scroll of Mauthereign is a secret manifesto of Vecna's cult. It depicts Mauthereign's twisted version of Vecna's past and sets down the guiding principles of the organization. The following is an excerpt from the scroll.

In the beginning, there was learning, and Vecna was a paragon among the learned. A student of magic, Vecna was a benevolent teacher who gave his time and his knowledge to his students. Working with Kas, his apprentice, Vecna ministered to the needs of commoners and scholars alike. And yet the people asked for more. They cried out for a leader, a visionary presence who would help lead them against their tyrannical leaders and draconian gods. Out of humility, Vecna initially refused. After time, though, he came to understand their suffering and could not stand idly by.

Vecna taught the people to stand up against tyranny. He advised them to march in peaceful displays—nonviolent protests that showed the rulers of the land that their oppression would be resisted. However, the rulers quelled the protests, arresting and torturing the followers and imprisoning Vecna. Those who supported Vecna were rounded up and made into examples, their heads staked upon rusted pikes along the roads.

Vecna's enemies tried to pry his secrets from him; they sought the names of his allies. They starved Vecna and imprisoned him alone in a filthy cell, but Vecna remained resolute. He never gave up hope that justice, reason, and compassion would triumph. And yet these hopes were slowly eroded by the passing of time. Then, in an attempt to acquire Vecna's secrets and learn the name of his allies, these enemies of free thought turned to Kas—Vecna's most trusted ally—who willingly answered the inquisitors' questions. He surrendered the secrets of Vecna to the enemy, betraying our Lord and all his friends.

Vecna survived eleven years without food and water, kept alive by his passion and mental clarity. No, I do not lie! His flesh stretched taut to the bone, growing sallow and sunken. When the torturers grew angry at his determination, they maimed him, severing his hand and cutting out his eye.

Yet Vecna lived on for us! His soul remained rooted to his dying body out of the hope of salvation. But this was not to be. When starvation and inhumanity did not kill our lord, the defilers decided that his time was at an end.

They cut Vecna limb from limb and scattered the parts of his body throughout the world. We did not abide this desecration. Time and again, we attempted to assemble his parts, but the powers of darkness thwarted our every attempt, and it was only through the purest magic that we finally succeeded.

Vecna rose up and smote ruin upon the usurpers and the pretenders. They squealed in cowardice before us. Yet Vecna has mercy even for cowards and tyrants. Under Vecna's rule, the transgressors were banished, and a peace settled over the land. But alas, it was not to last.

Vecna's enemies plotted and schemed, discontent with their lot, generous as it was. He could have killed them! But he did not, instead granting them their own dominions where they could rule. However, this was not enough.

Gathering their powers, these exiles returned in a slavering mob of savagery. They trampled Vecna's idyllic domain, slaughtering the people and mutilating the land. They cornered Vecna in his meditation chamber, and though he pleaded with them to see reason—to look with open eyes and see the wonder his rule had brought to the world—they destroyed him, scattering his parts across the planes.

The miscreants took credit for his achievements, and they used Vecna's secrets to ascend to godhood in a corrupt apotheosis. Now, these immortal swine have renewed their reign of oppression, crushing the spirits of the people under the heel of repugnancy and false religions.

Yet we have not forgotten. The time for benevolent demonstration is over. Vecna's legacy demands true rebellion. These deities have massacred every belief we hold dear. They have banished our lord and despoiled his name. The only way to show them the nature of their evil is to commit our own acts of despicable villainy. Then they will see their own evil reflected in our actions.

When you slay a commoner, it is their evil. When you maim an innocent blacksmith, it is they who wield the knife. We commit these acts as a demonstration of his goodness. We perform these debasements as proof of the degeneration of the gods. When we reassemble our lord's missing parts, our Vecna will return to rule us, and his rule will be good. All that has happened is part of a mysterious and grand design leading to a bright future of unity and peace. Only through our lord can this be achieved, and though you might not understand now, you will soon.

Our souls are dead and we are empty. When he was violated by the usurpers, so too were we violated. When he was betrayed by Kas, so too were we betrayed. Know that all we do is done for a good that is to come. In the world of the future, all that you have lost will be returned to you a thousandfold.

Undead come in as many varieties as there are phobias and nightmares. The templates here transform living creatures into servants of undead and adapt existing undead into even more horrifying and potent creatures.

## Ascetic of Vecna

Wearing only a death shroud, the ascetic of Vecna is a true devotee of the Undying King. An ascetic of Vecna spends its existence contemplating the Maimed God's secrets. The only break from its meditation occurs when the ascetic ventures into the world to collect esoteric knowledge. An ascetic of Vecna is so devoted to the acquisition of knowledge that it fights or kills others to obtain even a minor piece of information. One of these creatures gladly exchanges its life to uncover knowledge for its sinister master.

"Ascetic of Vecna" is a template you can apply to any humanoid or magical beast to represent the creature's devotion to Vecna. This template works best with classes that have high Intelligence and Wisdom requirements, such as wizards and clerics.

**Prerequisites:** Humanoid or magical beast, level 11

| **Ascetic of Vecna** | **Elite Artillery** |
|---|---|
| Humanoid or magical beast | XP Elite |

**Defenses** +2 Fortitude, +4 Will
**Saving Throws** +2
**Action Points** 1
**Hit Points** +6 per level + Constitution score
Powers

**Creeping Rot** (standard; recharge ⚄ ⚅) ✦ **Necrotic**
Area burst 2 within 10; ascetic of Vecna's level + 3 vs. Fortitude; 3d6 + Wisdom or Intelligence modifier (whichever is higher) necrotic damage, and ongoing 5 necrotic damage (save ends). *Failed Saving Throw:* Make an attack that targets a creature adjacent to the creature that failed its saving throw; ascetic of Vecna's level + 3 vs. Fortitude; 3d6 + Wisdom or Intelligence modifier (whichever is higher) necrotic damage

**Master Scholar** (minor; encounter)
Recharge *creeping rot* or an encounter power.

**Master's Trick** (minor; daily)
Regain an action point.

## Deathhunger

Deathhunger creatures have an insatiable appetite for death that drives them to consume their prey either physically or psychically. A deathhunger creature grows in power with each creature it slays. Deathhunger increases a creature's toughness and ferocity. Most creatures consider deathhunger to be a curse even for undead because it drives the afflicted into a mindless rage.

"Deathhunger" is a template you can apply to an undead. The template works best with a creature that has the soldier or brute role.

**Prerequisites:** Undead

| **Deathhunger** (undead) | **Elite Brute** XP Elite |
|---|---|

**Defenses** +2 AC; +2 Fortitude, +2 Will
**Saving Throws** +2
**Action Points** 1
**Hit Points** +10 per level + Constitution score

**Consume** (immediate reaction, when an adjacent creature is reduced to 0 hit points or fewer; recharges when first bloodied) ✦ **Healing**
The triggering creature is killed, and the deathhunger creature either regains hit points equal to one-quarter of its maximum hit points, or gains a +2 bonus to any defense until the end of the encounter; see also *fast healing*.

**Bloodied Ferocity** (while bloodied)
The deathhunger creature gains a +2 bonus to damage rolls. This bonus increases to +4 at 11th level and +6 at 21st level.

**Fast Healing**
When the deathhunger creature regains hit points, it regains 10 additional hit points. These additional hit points increase to 20 at 11th level and to 30 at 21st level.

## Guardian of the Dead

Guardians of the dead take a variety of forms, but each is tasked by way of curse, hex, or sacred promise to guard a tomb, treasure, or resting place from would-be grave robbers and adventurers.

"Guardian of the dead" is a template you can apply to any creature. If you are modifying a nonplayer character, this template works best for fighter, paladin, and warlord classes.

**Prerequisites:** Level 11

| **Guardian of the Dead** | **Elite Soldier** XP Elite |
|---|---|

**Defenses** +2 AC; +2 Fortitude, +2 Will
**Saving Throws** +2
**Action Points** 1
**Hit Points** +8 per level + Constitution score

**Death Mark** (minor; at-will) ✦ **Necrotic**
Close burst 5; targets one creature; the target is marked (save ends). If a creature marked by this power makes an attack that does not include the guardian of the dead, it takes ongoing 10 necrotic damage (save ends). The guardian of the dead can have only one creature marked by this power at a time.

**Entombing Eye** (standard; recharge ⚄ ⁞⁞) ✦ **Gaze, Psychic**
Close burst 5; targets one creature marked by the guardian of the dead's *death mark*; guardian of the dead's level + 2 vs. Will; 2d6 + Charisma modifier psychic damage, and the target is immobilized and takes ongoing 10 psychic damage (save ends both).

**Curse of Sacrilege** (standard; encounter) ✦ **Psychic, Zone**
Area burst 3 within 20; targets enemies; guardian of the dead's level + 2 vs. Will; 3d8 + Charisma modifier psychic damage, and the target is marked. In addition, the burst creates a zone of cursed terrain that lasts until the end of the encounter. A creature marked by the guardian of the dead that starts its turn within the zone takes 10 psychic damage. The guardian of the dead can move the zone up to 3 squares with a move action.

# Infected Zombie

When a virulent plague rips though the land, sometimes the plague's victims rise up from death. These creatures become agents of the plague, spreading infection through their diseased bite.

"Infected zombie" is a template you can apply to any zombie. The template represents a specialized kind of zombie that spreads sickness and disease.

**Prerequisites:** Zombie

| **Infected Zombie** (undead) | **Elite Brute** XP Elite |
|---|---|

**Initiative** -2
**Defenses** +2 AC, +4 Fortitude
**Immune** disease, poison
**Resist** 5 necrotic at 1st level, 10 necrotic at 11th level, 15 necrotic at 21st level
**Vulnerable** 5 radiant at 1st level, 10 radiant at 11th level, 15 radiant at 21st level, 20 against critical hits
**Action Points** 1
**Saving Throws** +2
**Hit Points** +12 per level + Constitution score

**Infectious Bite** (standard; at-will) ✦ **Disease**
Zombie's level + 2 vs. AC; 2d8 + Strength modifier damage, and the target contracts zombie plague (see below).

**Death's Hunger** (when an adjacent enemy is reduced to 0 hit points or fewer)
The infected zombie is dazed and can make only coup de grace attacks against the triggering creature until the triggering creature is dead or the infected zombie is attacked. Each time the zombie hits the triggering creature with a coup de grace, it regains 10 hit points.

**Mindless Attacker**
An infected zombie cannot use attacks that have the weapon keyword.

# Relentless Killer

Relentless killers come from creatures so twisted and deranged that their desire to kill cannot be sated. These individuals thrive off violence and the slaughter of living creatures.

"Relentless Killer" is a template you can apply to any living creature to represent its compulsion to kill.

**Prerequisites:** None

| **Relentless Killer** | **Elite Soldier** XP Elite |
|---|---|

**Defenses** +2 AC, +2 Fortitude, +2 Will
**Saving Throw** +2
**Action Points** 1
**Hit Points** +10 per level + Constitution score

**Mark of Death** (standard; recharge ⚄ ⁞⁞) ✦ **Fear**
Close burst 5; targets one creature; the target is marked and grants combat advantage to the relentless killer (save ends)

**Death's Release** (when the relentless killer is reduced to 0 hit points or fewer) ✦ **Necrotic**
Close burst 3; relentless killer's level + 2 vs. Fortitude; 2d6 + Constitution modifier necrotic damage, and the target is knocked prone. Increase to 3d6 + Constitution modifier at 11th level and 5d6 + Constitution modifier at 21st level.

**Combat Advantage**
The relentless killer deals 2d6 extra damage when it hits a creature it has combat advantage against. This extra damage increases to 3d6 at 21st level.

# Shadow Spirit

In the bleak, desolate corners of the Shadowfell, and in parts of the world where the Shadowfell bleeds over, sometimes death doesn't represent the end of a creature's existence. When a creature dies in one of these places, its soul is trapped, transforming the creature into a shadow spirit.

"Shadow spirit" is a template you can apply to any living beast, humanoid or magical beast.

**Prerequisites:** Living beast, living humanoid, or living magical beast

| **Shadow Spirit** (undead) | **Elite Lurker** XP Elite |
|---|---|

**Initiative** +2
**Defenses** AC +2; Reflex +4, Will +2
**Immune** disease, poison
**Resist** 5 necrotic at 1st level, 10 necrotic at 11th level, 15 necrotic at 21st level, insubstantial
**Vulnerable** 5 radiant at 1st level, 10 radiant at 11th level, 15 radiant at 21st level
**Saving Throws** +2
**Action Points** 1
**Speed** fly 8 (hover)
**Hit Points** +6 per level + Constitution score

**Shadow's Embrace** (standard; at-will) ✦ **Necrotic**
Shadow spirit's level + 2 vs. Reflex; 1d10 + Charisma modifier necrotic damage, and the target is weakened until the end of the shadow spirit's next turn and blinded (save ends).

**Step Through the Shadows** (move; recharge ⚄ ⁞⁞) ✦ **Teleportation**
The shadow spirit teleports up to 3 squares. The origin and destination space must be in dim light or darkness.

**Skills** +4 Stealth

# Spawn of Kyuss

A spawn of Kyuss is created when an infection from a particular species of necrotic burrowing worms kills its host and transforms the creature into an undead monstrosity.

Akin to larva undead, spawns of Kyuss were the Bonemaster's first experiments in the creation of larva- and worm-infused creatures. These larval zombies typically lack the subtlety and power of larva undead, but the strength and virulence of their attacks makes them nonetheless formidable.

"Spawn of Kyuss" is a template you can apply to any beast, humanoid, or magical beast. Although the template is most often applied to living creatures, this is not a prerequisite. The infection can afflict virtually any kind of creature, but it typically infects strong subjects that can best spread the disease.

**Prerequisites:** Level 11, and beast, humanoid, or magical beast.

| **Spawn of Kyuss** (undead) | **Elite Soldier** XP Elite |
|---|---|

**Defenses** +2 AC; +2 Fortitude, +2 Will
**Resist** 5 necrotic at 1st level, 10 necrotic at 11th level, 15 necrotic at 21st level
**Immune** disease, poison
**Saving Throws** +2
**Action Points** 1
**Hit Points** +8 per level + Constitution score
**Regeneration** 10 (if a spawn of Kyuss takes radiant damage, regeneration doesn't function until the end of its next turn)
**Fear of Worms (Fear)** aura 3; any living creature that starts its turn within the aura takes a -2 penalty to attack rolls against spawn of Kyuss, larva undead, wormspawn praetorians, and Kyuss.

**Touch of Kyuss** (standard; recharge ⚄ ⁞⁞) ✦ **Disease, Necrotic**
Spawn of Kyuss's level + 3 vs. Fortitude; 2d6 + Constitution modifier damage, and ongoing 10 necrotic damage (save ends). *First Failed Saving Throw:* The target contracts worms of Kyuss (see below).

# Spirit Possessed

Some spirits can inhabit and control living creatures. These creatures hide among the living, aping the actions of the host. Under this guise, a spirit works covertly toward its malicious goals.

"Spirit possessed" is a template you can apply to a living creature to represent a subject whose body is possessed by an undead spirit.

**Prerequisites:** Living creature, level 11, Charisma 13

| **Spirit Possessed** (undead) | **Elite Controller** XP Elite |
|---|---|

**Defenses** Will +4
**Resist** 10 necrotic at 11th level, 15 necrotic at 21st level
**Vulnerable** 10 radiant at 11th level, 15 radiant at 21st level
**Saving Throws** +2
**Action Points** 1
**HP** +8 per level + Constitution score

**Psychic Assault** (minor 1/round; at-will) ✦ **Psychic**
Close burst 10; targets one creature; spirit possessed's level + 2 vs. Will; 1d6 + Charisma modifier psychic damage, and the target is dazed until the end of the spirit possessed's next turn.

**Spirit Barrage** (standard; recharge ⚄ ⁞⁞) ✦ **Psychic**
Close burst 2; targets enemies; spirit possessed's level +3 vs. Fortitude; 2d6 + Charisma modifier damage, and the target is knocked prone.

**Spirit Transfer** (when the spirit possessed is reduced to 0 hit points) ✦ **Charm, Psychic**
Close burst 3; targets one creature; spirit possessed's level + 3 vs. Will; 3d6 + Charisma modifier psychic damage, and the target is dominated and takes 20 ongoing psychic damage (save ends both; also see below). If the target of the attack is reduced to 0 hit points or fewer by the attack or the ongoing damage, the target spends a healing surge to regain half its maximum hit points. The target is dominated (no save) by the spirit and gains all the characteristics of the spirit possessed template. In addition, all the powers associated with the template are recharged. *Successful Saving Throw:* The spirit possessing the subject is destroyed. *Miss:* Half damage, no ongoing psychic damage, and the target is not dominated. In addition, the spirit possessing the subject is destroyed. *Hit or Miss:* The spirit's former host falls prone and is unconscious at 1 hit point until it takes a short rest.

# Swarm Shifter

Beetles, roaches, and scorpions—these are some of the vermin occupying the insides of a creature that has this template. Whether the victim of a scarab infestation or the target of a nefarious ritual by larva undead, a creature with this template gains the benefits of being a vermin, including a new physical form, enhanced mobility, and a poisonous bite.

| **Worms of Kyuss** | Level 11+ Disease |
|---|---|
| *Delivered by the infectious touch of a spawn of Kyuss, this disease transforms its victim into a malicious undead, larval creature.* | **Endurance** improve DC 15 + two-thirds spawn of Kyuss's level, maintain DC 10 + two-thirds spawn of Kyuss's level, worsen DC 9 + two-thirds spawn of Kyuss's level or lower |

The target is cured.

**Initial Effect:** The target regains only half the normal hit points from healing effects.

**Final State:** The target regains only half the normal hit points from healing effects. In addition, each time the afflicted creature fails to improve, it takes 5 necrotic damage that cannot be cured until the disease is removed. If the afflicted creature dies, it immediately rises as a level-equivalent spawn of Kyuss.

"Swarm shifter" is a template you can apply to any creature. Creatures that can take advantage of enhanced mobility are the ideal recipients of this template.

**Prerequisites:** None

**Swarm Shifter** (swarm) — **Elite Skirmisher** XP Elite

**Defenses** Fortitude +2, Reflex +4
**Resist** half damage from melee and ranged attacks
**Vulnerable** 5 against close and area attacks at 1st level, 10 against close and area attacks at 11th level, 15 against close and area attacks at 21st level
**Saving Throws** +2
**Action Points** 1
**Hit Points** +6 per level + Constitution score
**Swarm Attack** aura 1; the swarm shifter makes a *poisonous bite* attack against an enemy that starts its turn within the aura.

**Poisonous Bite** (standard; at-will) ✦ **Poison**
Swarm shifter's level + 2 vs. Fortitude; 1d8 + Constitution modifier poison damage. Increase to 2d8 + Constitution modifier at 21st level.

**Squeezing Swarm**
By altering its shape, the swarm shifter can squeeze through small openings as if it were a Tiny creature (see "Squeeze," *PH* 292).

# Tomb Tainted

Whether born under a dark star or touched too many times by the hand of the undead, this creature has been tainted by the grave. The creature has sallow skin, receding gums, bloodshot, watery eyes, and elongated yellow fingernails—all signs of its connection to the dead.

"Tomb tainted" is a template you can apply to any living creature to represent its connection to death and the undead.

**Prerequisites:** Living creature

**Tomb Tainted** — **Elite Brute** XP Elite

**Defenses** AC +2; Fortitude +2, Reflex +2
**Resist** 5 necrotic at 1st level, 10 necrotic at 11th level, 15 necrotic at 21st level
**Saving Throws** +2
**Action Points** 1
**Hit Points** +10 per level + Constitution score

**Necrotic Claws** (standard; at-will) ✦ **Necrotic**
Make 2 attacks against the same target: tomb tainted's level + 5 vs. AC each; 1d10 + Strength modifier damage each. If both attacks hit, the target takes ongoing 5 necrotic damage (save ends).

**Death's Breath** (minor; encounter) ✦ **Necrotic**
Close burst 5; tomb tainted's level + 2 vs. Fortitude; 1d8 + Constitution modifier necrotic damage, and the target is immobilized (save ends). Increase damage to 2d8 + Constitution modifier at 11th level, and 3d8 + Constitution modifier at 21st level.

**Power of the Grave**
The template recipient's melee attacks deal 1d8 extra necrotic damage and gain the necrotic keyword. This extra damage increases to 2d8 at 21st level.

# Vampire Thrall

Vampire spawn are useful servants, but sometimes a vampire requires servants that are more hardy and subtle. By feeding on a subject's blood over an extended period of time, a vampire can condition a creature to be a strong yet obedient servant.

"Vampire thrall" is a template you can apply to any living humanoid to represent that creature's service to a vampire lord.

**Prerequisites:** Living humanoid

**Vampire Thrall** (shapechanger, undead) — **Elite Brute** XP Elite

**Defenses** AC +2; Reflex +2; Fortitude +2; Will -2
**Saving Throws** +2
**Action Points** 1
**Immune** disease, poison
**Resist** 5 necrotic at 1st level, 10 necrotic at 11th level, 15 necrotic at 15th level
**Vulnerable** 5 radiant at 1st level, 10 radiant at 11th level, 15 radiant at 21st level
**Hit Points** +10 per level + Constitution score

**Blood Drain** (standard; recharges when an adjacent creature becomes bloodied) ✦ **Healing**
Requires combat advantage against the target; vampire thrall's level + 2 vs. Fortitude; 1d12 + Charisma modifier damage, and the target is weakened (save ends). In addition, the vampire thrall regains hit points equal to one-quarter of its maximum hit points. Increase damage to 2d12 + Charisma modifier at 11th level.

**Telepathic Link**
The vampire thrall's master can speak and be spoken to by the vampire thrall as if both had telepathy 20.

**Wolf Form** (standard; daily) ✦ **Polymorph**
The vampire thrall takes the form of a Medium black wolf, gaining speed 8 and the *savage bite* power, described below.

**Wolf Form**

**Savage Bite** (standard; at-will)
Vampire spawn's level + 4 vs AC; 1d10 + Strength modifier damage, and the target is knocked prone. Increase damage to 2d10 + Strength modifier damage at 11th level.

# Alternative Powers

The powers attributed to undead described in the *Monster Manual* are typical of those creatures, yet they are by no means exclusive. This section presents alternative undead powers that you can substitute for others to make new and interesting undead opponents.

## Bodak Power

Bodaks are ruthless killers that exist for no other purpose than to slay the living. Nightwalkers create bodaks and use them as assassins. The gaze of a bodak kills or drains the life of anyone recently touched by the creature. When a bodak's gaze fails to slay a creature, the creature instead causes an adversary to witness an unsettling vision of his or her own death.

### Debilitating Gaze

A bodak can have this power instead of *agonizing gaze*.

**Debilitating Gaze** (**Gaze**) aura 2; any enemy that starts its turn within the aura takes a –2 penalty to Fortitude.

## Boneclaw Power

Boneclaws are vicious undead created by dark powers to hunt the foes of their creators. The ritual to create boneclaws is jealously guarded by the few casters that know it. Some boneclaws use pulses of necrotic energy to heal undead allies, and some instead have the power to release sharp spikes of bone that burrow into the flesh of their targets. These boneclaws are constructed to maim enemies rather than heal allies.

### Bone Spray

This power replaces a boneclaw's *necrotic pulse*.

**Bone Spray** (when first bloodied; encounter) ✦ **Necrotic**
Close burst 5; targets enemies; boneclaw's level + 2 vs. Reflex; 2d6 + 4 necrotic damage, and ongoing 5 necrotic damage (save ends).

## Death Knight Power

Death knights are warriors that accepted undeath as a way to circumvent mortality. They wield a soul sword that disrupts the life force of their opponents. The following power is a good substitution for a death knight that is more concerned with the glory of vanquishing foes in personal combat than leading troops.

### Terrifying Presence

A death knight can have this power in place of *marshal undead*.

**Terrifying Presence** (**Fear**) aura 1; any enemy within the aura takes a –2 penalty to attack rolls.

## Ghost Power

Ghosts are forlorn spirits doomed to repeat their greatest regrets or to seek to rectify irreparable mistakes. Some ghosts die young, victims of terrible tragedies that robbed them of life. The most potent ghosts have a palpable psychic presence that can fracture the minds of those they touch.

### Touch of Insanity

A ghost can have this power instead of *spirit touch*.

**Touch of Insanity** (standard; at-will) ✦ **Psychic**
Ghost's level + 3 vs. Reflex; 1d8 + Charisma modifier psychic damage, and the ghost is invisible to the target (save ends).

## Ghoul Power

A ghoul's appetite can be sated only by ingesting humanoid flesh. Once a ghoul catches a target, it immobilizes and consumes the prey. Some ghouls prefer to weaken a target so the prey puts up less of a fight.

### Weakening Claws

A ghoul can trade its normal *claws* attack for this one.

**Weakening Claws** (standard; at-will)
Ghoul's level + 5 vs. AC; 1d6 + Strength modifier damage, and the target is weakened until the end of the ghoul's next turn.

## Lich Powers

Most undead animate spontaneously or arise through profane rituals. A few mortals willingly become undead, though, viewing the condition as a form of immortality. These liches gain resilience from the transformation, yet some instead gain the power to teleport. A few liches give up the ability to paralyze their foes for the power to bestow weakness so that they can enjoy the foes' feeble attempts at resistance.

### Lich Step

A lich can have this power instead of *second wind*.

**Lich Step** (move; recharge ⚄ ⚅) ✦ **Teleportation**
The lich teleports up to 8 squares and recharges one encounter or recharge power (including *lich step*).

### Mind Spike

A lich made from the template in the *Dungeon Master's Guide* can have this power in place of *spellmaster*.

**Mind Spike** (standard; recharge ⚅) ✦ **Psychic**
Ranged 5; lich's level + 2 vs. Will; the target loses the use of one randomly determined encounter power. If the target has no remaining encounter powers, it instead takes 1d12 + Intelligence modifier psychic damage.

# Mummy Powers

Mummies are guardians that watch over tombs, temples, and other sacred places. Powerful members of cults and secret organizations are responsible for their creation. Most are mindless servitors, but a few are quite intelligent. All mummies exude negative energy that affects creatures around them, though the form of this aura varies. Some mummies infuse nearby foes with despair, while others cause creatures' skin to wither away. Also, most mummies are able to bestow curses upon trespassers, yet the effect and severity of this curse varies.

## Tomb Rot

A mummy's *despair* aura can be replaced with this power.

**Tomb Rot** (**Necrotic**) aura 5; any enemy that starts its turn within the aura takes 10 necrotic damage.

## Cursing Word

A mummy can exchange *mummy's curse* for this power.

**Cursing Word** (standard; recharge ⚅) ✦ **Disease**
Ranged 10; mummy's level + 2 vs. Will; the target contracts mummy rot (*DMG* 49) of a level equal to the mummy's level – 2.

# Specter Powers

Specters are depraved spirits that lack any semblance of humanity. They hate all living things and seek to snuff out the life of each humanoid they encounter. Found in places of darkness and evil, most specters exude a biting aura of cold that chills the souls of nearby creatures. Specters that arise from slain mortals twisted by insanity often produce auras that outwardly manifest the fragmented condition of their minds.

## Spectral Madness

A specter can have this power instead of *spectral chill*.

**Spectral Madness** aura 1; any enemy that starts its turn within the aura is dazed until the end of its turn.

## Spectral Insanity

This power, designed for a voidsoul specter, replaces *spectral cold*.

**Spectral Insanity** (**Psychic**) aura 1; any enemy that starts its turn within the aura takes 10 psychic damage and is dazed until the end of its turn.

# Vampire Powers

Vampires are decadent undead that dream of ruling over mortals. Dark and depraved, they consider mortals to be pawns and playthings at best and sources of food at worst. Most vampires create thralls by bending weak-minded mortals to their will. They use these thralls as servants or soldiers. Some vampires, however, dominate mortals and then use that influence to sow chaos among them. These vampires are the torturers, plotters, and purveyors of sedition.

## Betraying Gaze

A vampire lord can have this power in place of *dominating gaze*.

**Betraying Gaze** (standard; recharge ⚄ ⚅) ✦ **Charm, Gaze**
Area burst 3 within 10; vampire's level + 2 vs. Will; the target is immobilized and makes a melee basic attack against an adjacent ally of the vampire's choice. *Miss:* The target is immobilized but does not make an attack.

## Vampire Step

A vampire lord can exchange *mist form* for this power.

**Vampire Step** (move; recharge ⚄ ⚅) ✦ **Teleport**
The vampire lord teleports 6 up to squares and becomes insubstantial until the end of its next turn.

# Wight Power

A wight is a hateful, empty creature that seeks to fill the void left by its lost soul with slaughter and carnage. More intelligent than many undead, wights approach battle with cunning, setting ambushes and employing advanced tactics. Most wights suck the life force from their victims. However, a few savor violence so much that they bestow weakness upon victims instead of draining life.

## DAMAGE NUMBERS

When it comes to template powers and alternate powers, attack bonuses fall within a fairly reliable range. The damage rolls for powers tend to vary more and require some finesse. The damage numbers rely as much on good judgment as mathematical calculation. The damage numbers presented in these alternative powers work well when applied to the most basic form of the creature. For example, the alternative ghoul power can be applied to the ghoul from the *Monster Manual* for maximum effect. If you want to apply the power to an abyssal ghoul, which is eleven levels higher, you might need to raise the damage. The damage numbers of some templates automatically adjust according to a monster's level, but you still should give consideration to the results. You can compare the damage output of a templated creature to the numbers presented on page 185 of the *Dungeon Master's Guide*.

### Draining Attack

A wight that has an attack that causes the target to lose a healing surge can have this power instead of the ability to negate the healing surge.

**Draining Attack**
Instead of the target losing a healing surge, the target is weakened until the end of its next turn.

## Wraith Power

Wraiths are hateful spirits that thirst for the souls of the living. Most wraiths spawn more of their kind when they murder a humanoid. However, some wraiths prefer to absorb the souls of their victims, gaining vitality from the creature's essence.

### Soul Spike

Instead of *spawn wraith*, a wraith can have this power.

**Soul Spike** (free, when the wraith reduces a creature to 0 or fewer hit points; at-will) ✦ **Healing**
The wraith can spend a healing surge to regain hit points equal to one-quarter its maximum hit points.

## New Monsters

Every new monster in this book appears on the following list, which is sorted alphabetically by level and monster role. Monster leaders are indicated with an (L).

| Monster | Level and Role | Page |
|---|---|---|
| Ascetic of Vecna (template) | 11+, Elite Artillery | 216 |
| Deathhunger (template) | Any, Elite Brute | 216 |
| Guardian of the Dead (template) | 11+, Elite Soldier | 216 |
| Infected Zombie (template) | Any, Elite Brute | 217 |
| Relentless Killer (template) | Any, Elite Soldier | 217 |
| Shadow Spirit (template) | Any, Elite Lurker | 217 |
| Spawn of Kyuss (template) | 11+, Elite Soldier | 218 |
| Spirit Possessed (template) | 11+, Elite Controller | 218 |
| Swarm Shifter (template) | Any, Elite Skirmisher | 219 |
| Tomb Tainted (template) | Any, Elite Brute | 219 |
| Vampire Thrall (template) | Any, Elite Brute | 219 |
| Crawling Claw | 1 Minion | 142 |
| Rot Hound | 1 Minion | 158 |
| Wisp Wraith | 1 Minion | 192 |
| Skinwalker Skeleton | 2 Brute | 180 |
| Drowned One | 2 Minion | 196 |
| Famine Hound | 2 Skirmisher | 158 |
| Skeletal Archer | 3 Artillery | 180 |
| Crawling Gauntlet | 3 Minion | 142 |
| Tomb Mote | 3 Minion | 144 |
| Skin Kite | 3 Skirmisher | 184 |
| Skulk Zombie | 3 Skirmisher | 196 |
| Brain in a Broken Jar | 4 Controller | 140 |
| Bonewretch Skeleton | 4 Skirmisher | 180 |
| Corpse Rat Swarm | 4 Soldier | 197 |
| Crawling Claw Swarm | 4 Soldier | 142 |
| Sodden Ghoul | 4 Soldier | 154 |
| Pale Reaver | 5 Lurker | 176 |
| Carcass Eater | 5 Minion | 196 |
| Accipitridae | 5 Skirmisher | 184 |
| Dread Zombie | 5 Soldier | 197 |
| Poltergeist | 6 Artillery | 150 |
| Deathdog | 6 Elite Brute | 158 |
| Offalian | 6 Brute | 144 |
| Brain in a Jar | 6 Controller | 140 |
| Pale Reaver Creeper | 6 Minion | 176 |
| Skeleton Soldier | 6 Minion | 77 |
| Forsaken Shell | 6 Skirmisher | 148 |
| Stench Ghoul | 6 Elite Soldier | 154 |
| Blood Sea Zombie | 7 Brute | 198 |
| Stonespawned Skeleton | 7 Lurker | 181 |
| Bloodrot | 7 Elite Soldier | 174 |
| Moon Wraith | 7 Soldier | 192 |
| Wrathborn | 7 Elite Soldier | 198 |
| Pale Reaver Lord | 8 Elite Controller | 176 |
| Corpse Vampire | 8 Skirmisher | 189 |
| Osteopede | 8 Elite Skirmisher | 145 |
| Dragon Shell | 8 Soldier | 148 |
| Shattergloom Skeleton | 8 Soldier | 181 |
| Brain in an Armored Jar | 9 Artillery | 140 |
| Blood Elemental | 9 Elite Brute | 17 |
| Zombie Throng | 9 Brute | 198 |
| Bloodkiss Beholder | 9 Solo Controller | 132 |
| Death Kin Skeleton | 9 Lurker | 181 |
| Reaper | 9 Lurker | 178 |
| Blood Amniote | 9 Elite Soldier | 174 |
| Charnel Cinderhouse | 9 Solo Soldier | 138 |
| Paralyth | 9 Soldier | 184 |
| Sodden Ghoul Wailer | 9 Soldier | 154 |
| Vortex Wraith | 9 Soldier | 192 |
| Vampire Muse | 10 Elite Controller | 190 |
| Giant Skeletal Bat | 10 Skirmisher | 182 |
| Dread Zombie Myrmidon | 10 Soldier | 197 |
| Drowned Ghost | 11 Artillery | 150 |
| Oni Souleater | 11 Elite Controller | 172 |
| Putrescent Zombie | 11 Minion | 196 |
| Servile Ghost | 11 Minion | 150 |
| Skeletal Hauler | 11 Minion | 182 |
| Vile Pet | 11 Minion | 186 |
| Spine Creep Skeleton | 11 Soldier | 182 |
| Cadaver Golem | 12 Elite Brute | 156 |
| Deranged Champion | 12 Elite Brute | 166 |
| Grave Chill Blaspheme | 12 Brute | 134 |
| Titan Shell | 12 Brute | 148 |
| Blaspheme Entomber | 12 Elite Controller | 135 |
| Exalted Brain in a Jar | 12 Controller | 140 |
| Marrowshriek Skeketon | 12 Lurker | 182 |
| Nighthaunt Whisperer | 12 Lurker | 170 |
| Spirit Vampire | 12 Lurker | 189 |
| Flesh Scamp | 12 Minion | 146 |
| Nighthaunt Slip | 12 Minion | 170 |
| Blaspheme Unholy Slayer | 12 Skirmisher | 134 |
| Corrupted Offspring | 12 Skirmisher | 186 |
| Wretched Stench Ghoul | 12 Elite Soldier | 155 |
| Acererak Construct | 13 Solo Artillery | 200 |

| Monster | Level and Role | Page |
|---|---|---|
| Blaspheme Disciple | 13 Artillery (L) | 135 |
| Charnel Hound | 13 Elite Brute | 158 |
| Anefsina, the Black Petal | 13 Elite Controller | 86 |
| Dark Pharaoh | 13 Elite Controller (L) | 166 |
| High Preceptor | 13 Elite Controller (L) | 17 |
| Scourge of Baphomet | 13 Elite Controller (L) | 167 |
| Malicious Ghost | 13 Lurker | 151 |
| Ctenmiir the Cursed | 13 Elite Soldier | 202 |
| Flesh Acolyte | 14 Artillery | 146 |
| Oni Spiritmaster | 14 Elite Artillery | 172 |
| Blaspheme Imperfect | 14 Brute | 135 |
| Oblivion Wraith | 14 Brute | 193 |
| Nighthaunt Shrine | 14 Elite Controller (L) | 171 |
| Howling Spirit | 14 Minion | 173 |
| Lich Claw | 14 Minion | 143 |
| Blaspheme Knight | 14 Soldier | 136 |
| Pit of the Abandoned Regiment | 14 Solo Soldier | 138 |
| Beholder Death Tyrant | 15 Solo Artillery | 132 |
| Grave Dirt Golem | 15 Elite Brute | 156 |
| Baelnorn Lich | 15 Elite Controller | 162 |
| Blaspheme Soul Vessel | 15 Elite Controller | 137 |
| Tainted Priest | 15 Controller (L) | 186 |
| Entropic Reaper | 15 Elite Lurker | 178 |
| Fear Moth | 15 Soldier | 185 |
| Watchful Ghost | 15 Soldier | 151 |
| Organ Wretch | 16 Elite Brute | 147 |
| Hooded Master | 16 Elite Controller | 147 |
| Thicket Dryad Lich | 16 Solo Controller | 163 |
| Spirit Ooze | 16 Elite Lurker | 175 |
| Strahd's Dread Zombie | 16 Minion | 198 |
| Necrosphinx | 16 Solo Soldier | 167 |
| Darkflame Taskmaster | 17 Elite Controller | 168 |
| Ssra-Tauroch | 17 Solo Controller | 94 |
| Kravenghast | 17 Solo Lurker | 101 |
| Tombstone Golem | 17 Elite Soldier | 156 |
| Wrath Spirit | 17 Soldier | 151 |
| Mauthereign | 18 Elite Controller | 102 |
| Pavan | 18 Solo Controller (L) | 103 |
| Darkhoof | 18 Elite Soldier | 187 |
| Dragonscale Slough | 18 Minion | 145 |
| Darkpact Ghoul | 19 Elite Skirmisher | 155 |
| Larva Assassin | 19 Elite Skirmisher | 160 |
| Maheghoda the Black Courser | 19 Skirmisher | 19 |
| Caller in Darkness | 19 Elite Soldier | 152 |

| Monster | Level and Role | Page |
|---|---|---|
| Demilich | 20 Solo Artillery | 164 |
| Hangman Golem | 20 Elite Brute | 157 |
| Void Lich | 20 Elite Lurker | 163 |
| Count Strahd von Zarovich | 20 Solo Skirmisher | 210 |
| Larva Sniper | 21 Elite Artillery | 160 |
| Famine Spirit | 21 Brute | 152 |
| Alhoon Lich | 21 Elite Controller (L) | 164 |
| Forsaken Hierophant | 21 Solo Controller | 168 |
| Undead Vecna Cultist | 21 Minion | 214 |
| Bone Collector | 22 Elite Brute | 175 |
| Dragonclaw Swarm | 22 Brute | 143 |
| Master Enigma of Vecna | 22 Controller | 214 |
| Sceptenar Vasabhakti | 22 Elite Soldier (L) | 19 |
| Kellemor and Przithnee | 23 Elite Artillery | 108 |
| Leglanth and Yargo | 23 Elite Artillery | 106 |
| Larva War Master | 23 Elite Brute | 161 |
| Desecration | 23 Solo Controller | 139 |
| Loratha | 23 Elite Skirmisher | 109 |
| Abhorrent Reaper | 23 Elite Soldier (L) | 179 |
| Blackstar Knight | 23 Soldier | 205 |
| Calvary Creekrotter | 24 Brute | 194 |
| Oreiax | 24 Elite Brute | 116 |
| Death Cultist | 24 Controller | 114 |
| Parthal | 24 Solo Controller | 110 |
| Aspect of Vecna | 25 Elite Controller | 213 |
| Acererak | 26 Solo Controller | 200 |
| Rotvine Defiler | 26 Solo Controller | 130 |
| Couatl Mockery | 26 Minion | 185 |
| Kas the Betrayer | 26 Solo Soldier | 204 |
| Cindergrove Spirit | 27 Artillery | 195 |
| Harrowzau the Unborn | 28 Elite Brute | 127 |
| Wormspawn Praetorian | 28 Brute | 207 |
| Discord Incarnate | 29 Solo Brute | 131 |
| Osterneth, the Bronze Lich | 29 Solo Controller | 209 |
| Harrowzau the God Swallower | 31 Solo Brute | 127 |
| Kyuss | 31 Solo Controller | 206 |
| Vecna | 35 Solo Controller (L) | 212 |

## ABOUT THE DESIGNERS

**BRUCE R. CORDELL** is an Origins award-winning game designer for Wizards of the Coast, Inc., and co-wrote the new *Forgotten Realms® Campaign Guide*. His long list of professional credits includes the *Expanded Psionics Handbook*™ and *Libris Mortis*™ supplements.

**EYTAN BERNSTEIN** hails from New York City. He spends his days writing and editing history books. By night, he works as a game designer, editor, and developer. His previous credits for Wizards of the Coast include *Adventurer's Vault*™, *Magic Item Compendium*™, and *Exemplars of Evil*™.

**BRIAN R. JAMES** has enjoyed the fantastic worlds of the Dungeons & Dragons® game since 1987, and has passed along his joy of gaming to his wife Toni and their four children. His freelance design credits include *Grand History of the Realms*™ and the *Forgotten Realms Campaign Guide*.

**ROBIN LAWS** designed the roleplaying games *Feng Shui*, *The Esoterrorists*, *HeroQuest*, *Fear Itself*, *The Dying Earth*, and *Rune*. D&D® fans know his work from the *Dungeon Master's Guide® II* and *Fiendish Codex II*™ supplements and may also recall *40 Years of Gen Con*, his acclaimed oral history of gaming's biggest convention.

**JOHN SNEAD** is a full-time freelance game designer living in Portland, Oregon. He has written for numerous RPGs, and has more than a million published words to his credit.

# Drizzt Is Willing To Let The Orcs Begin A New Chapter.

## It Begins In Chapter One.

WIZARDS.COM/BOOKS

All trademarks are property of Wizards of the Coast, Inc. ©2008 Wizards

# Unearth the Evil

Whispered tales speak of an eldritch tome crafted by necromancers and filled with spine-chilling facts about a vile menagerie of undead horrors–unnatural things known to haunt the gloom-filled corners of the world and beyond. Beware! *This* is that tome.

This supplement for the Dungeons & Dragons® Roleplaying Game explores the origins, tactics, myths, and lairs of undead creatures. Along with encounters and hooks for your campaign, it presents a host of undead threats, including new varieties of ghouls, skeletons, vampires, wraiths, and zombies. It also introduces new kinds of undead and provides statistics for unique undead villains such as Acererak and Vecna.

For use with these 4th Edition Dungeons & Dragons core products:

*Player's Handbook®* *Dungeon Master's Guide®*

*Monster Manual®*

*D&D® Miniatures* *D&D™ Dungeon Tiles*

GET MORE AT D&D INSIDER™ www.dndinsider.com

d20 SYSTEM™

Wizards®

ISBN: 978-0-7869-5069-0

9 780786 950690 52995 EAN

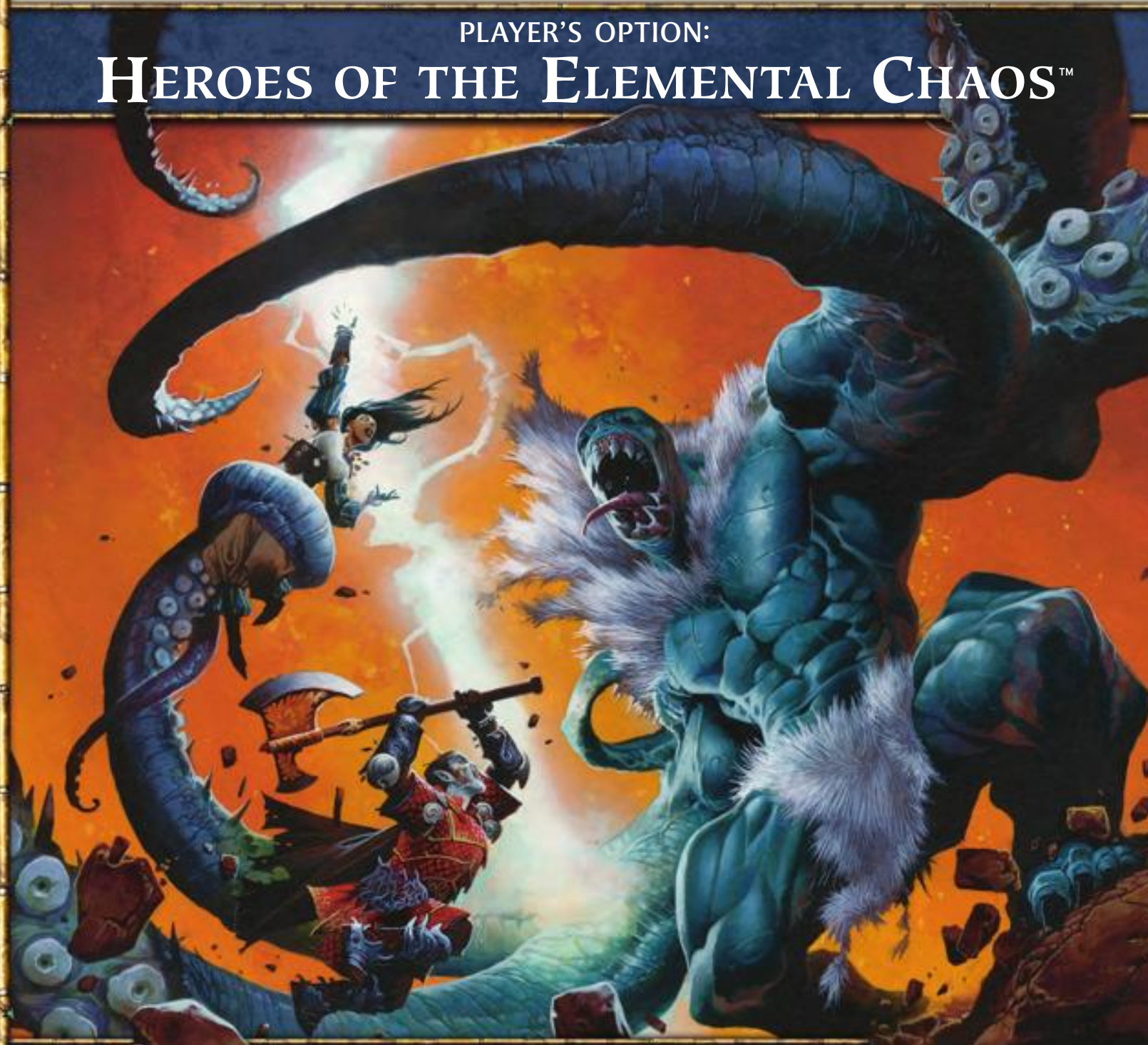
Sug. Retail: **U.S. $29.95** CAN $34.00

Printed in the U.S.A. **239457200**

# DUNGEONS & DRAGONS®

PLAYER'S OPTION:

# HEROES OF THE ELEMENTAL CHAOS™



ROLEPLAYING GAME SUPPLEMENT

Richard Baker ✦ Robert J. Schwalb

# DUNGEONS & DRAGONS®

## PLAYER'S OPTION:

# HEROES OF THE ELEMENTAL CHAOS™

ROLEPLAYING GAME SUPPLEMENT

Richard Baker ✦ Robert J. Schwalb

# CREDITS

Design
**Richard Baker, Robert J. Schwalb**

Development
**Jeremy Crawford, Tanis O'Connor, Chris Sims**

Editing
**Kim Mohan, Scott Fitzgerald Gray**

Additional Development and Editing
**Rodney Thompson, Miranda Horner**

Managing Editors
**Kim Mohan, Jeremy Crawford**

D&D R&D Senior Producer
**Christopher Perkins**

D&D RPG Senior Manager
**Mike Mearls**

D&D Senior Creative Art Director
**Jon Schindehette**

D&D Brand Team
**Liz Schuh, Kierin Chase, Laura Tommervik, Shelly Mazzanoble, Chris Lindsay, Hilary Ross**

Playtesters
**Teos Abadia, Dan Anderson, Lori Anderson, Jim Auwaerter, Chad Brown, Tom Dale, Yourik de Voogd, Larry DeLucas, Julio Esperas, Todd Keck, Mark Knobbe, Sarah LaValle, Galen Mullins, Patrick Neal, Eva Orta, John-Alan Pascoe, Ian Ramsey, Keith Richmond, Mack Schiavo, Pieter Sleijpen, C.J. Thrasher, Renout van Rijn, Gareth Wallace**

Art Director
**Mari Kolkowsky**

Cover Illustrations
**Wayne Reynolds** (front)
**Steve Ellis** (back)

Graphic Designer
**Mari Kolkowsky**

Interior Illustrations
**Dave Allsop, Mark Behm, Zoltan Boros, Anna Christenson, Steve Ellis, Wayne England, Tony Foti, Randy Gallegos, Andrew Hou, Tyler Jacobson, Jorge Lacera, Slawomir Maniak, Jim Nelson, William O'Connor, Adam Paquette, David Rapoza, Sam Wood**

Publishing Production Specialist
**Erin Dorries**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Carmen Cheung**

Production Manager
**Cynda Callaway**

D&D 4th Edition Design
**Rob Heinsoo, Andy Collins, James Wyatt**

Building on the design of previous editions by
**E. Gary Gygax, Dave Arneson, David "Zeb" Cook, Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison**

620-35617000-001 EN
ISBN: 978-0-7869-5981-5

First Printing:
February 2012
9 8 7 6 5 4 3 2 1

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277

Dungeons & Dragons, D&D, Wizards of the Coast, Dungeons & Dragons Essentials, Dungeons & Dragons Insider, *Dragon*, *Player's Option: Heroes of the Elemental Chaos*, *Heroes of the Fallen Lands*, *Heroes of the Forgotten Kingdoms*, *Manual of the Planes*, *Monster Manual*, *Monster Vault*, *Rules Compendium*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast LLC in the U.S.A. and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2012 Wizards of the Coast LLC.

**Visit our website at DungeonsandDragons.com**

# CONTENTS


Chapter 1
**INTO THE MAELSTROM** ..... **4**
**Elemental Magic** ..... **6**
The Nature of Elemental Magic ..... 6
A Scholarly Debate ..... 6
Elemental Expressions ..... 7
Mastering Elemental Magic ..... 8
Perils of Elemental Magic ..... 9
The Basic Elements ..... 9
Air ..... 9
Earth ..... 9
Fire ..... 9
Water ..... 9
**Elemental Influence** ..... **10**
Residual Energy ..... 10
Elemental Beings ..... 10
The Primal Ban: Keeping the World Safer ..... 10
Primordial Cults ..... 11
The Cult of the Elder Elemental Eye ..... 12
The Elder Elemental Eye ..... 12
Planar Breaches ..... 12
Cinderheart ..... 13
**The Elemental Chaos** ..... **14**
Reaching the Plane ..... 15
The Abyss ..... 15
Elemental Realms ..... 15
The City of Brass ..... 16
Kaltenheim ..... 16
The Ninth Bastion ..... 16
Rheilvalt ..... 17
Zerthadlun ..... 17
**Elemental-Touched Races** ..... **17**
Dragonborn ..... 17
The Crucible ..... 17
Drow ..... 18
House Eilservs ..... 18
Dwarves ..... 19
Forgeborn ..... 19
Genasi ..... 19
Half-Orcs and Orcs ..... 20
A Giant Legacy ..... 20
Stonechildren ..... 20
Other Races ..... 21
**Gaining Elemental Power** ..... **22**
Elemental Exposure ..... 22
Primordial Shards ..... 22
Elemental Scholarship ..... 23
Elemental Patrons ..... 23
Serving a Patron ..... 23
**The Primordials** ..... **24**
Elemental Princes ..... 24
Ben-hadar ..... 25
Chan ..... 25
Cryonax ..... 25
Imix ..... 26
Ogrémoch ..... 27
Olhydra ..... 27
Sunnis ..... 28
Yan-C-Bin ..... 28
Zaaman Rul ..... 28
Bound Primordials ..... 29
Balcoth, the Groaning King ..... 29
Bryakus, the Many-Headed One ..... 29
Castanamir, the Shattered Khan ..... 29
Heur-Ket, the Storm Unabated ..... 30
Sisanthak and Vorsheen ..... 30
Free Primordials ..... 30
Alu Kahn Sang, the Wind of Destruction ..... 30
Iktha-Lau, the Ever Empty ..... 31
Ty-h'kadi, Prince of Thunder and Lightning ..... 31
Roster of Known Primordials ..... 32
**Elemental Power in Your Game** ..... **34**
The Planar Wanderer ..... 34
Chosen Agents ..... 34
Secret Lore ..... 34
Planar Conjunction ..... 35
Elemental Incursion ..... 35
Elemental Adventures ..... 35
Chapter 2
**CHARACTER THEMES** ..... **36**
Choosing a Theme ..... 38
Elemental Keyword ..... 39
Demon Spawn ..... 40
Earthforger ..... 42
The Urdunnir ..... 42
Elemental Initiate ..... 44
Firecrafter ..... 46
Ironwrought ..... 48
Janissary ..... 50
Moteborn ..... 52
Primordial Adept ..... 54
Watershaper ..... 56
Windlord ..... 58
The Ze'ishaal Hunters ..... 59
Chapter 3
**CLASSES** ..... **60**
**Druid** ..... **62**
New Primal Aspect ..... 62
New Acolyte Feature ..... 62
Druid of the Wastes ..... 62
New Druid Powers ..... 63
Primal Spirits of the Wastes ..... 64
**Monk** ..... **68**
The Sublime Way ..... 68
New Monastic Traditions ..... 68
Desert Wind ..... 69
Eternal Tide ..... 70
New Monk Powers ..... 70
Hidden Traditions ..... 84
**Sorcerer** ..... **85**
Elementalist ..... 85
Elementalist Race Choices ..... 87
New Sorcerer Powers ..... 92
**Warlock** ..... **96**
Pacts with Primordials ..... 96
New Eldritch Pact ..... 97
New Hexblade Pact ..... 97
New Warlock Powers ..... 102
**Wizard** ..... **105**
Sha'ir ..... 105
Sha'ir Race Choices ..... 107
Defining Your Gen ..... 108
New Wizard Powers ..... 110
Society of Shifting Sands ..... 110
Renowned Elemental Mages ..... 112
Chapter 4
**ELEMENTAL OPTIONS** ..... **120**
**Paragon Paths** ..... **122**
Demon-Bound ..... 122
Doomlord ..... 123
Elemental Anchorite ..... 124
Elemental Savant ..... 125
Favored Sha'ir ..... 127
God Warder ..... 131
Herald of Vezzuvu ..... 132
Legendary Hexblade (Elemental) ..... 133
Prince of Genies ..... 135
Reforged Soul ..... 136
Speaker of Xaos ..... 137
**Epic Destinies** ..... **139**
Emergent Primordial ..... 139
Lord of Chaos ..... 140
**Feats** ..... **142**
**Elemental Companions** ..... **146**
**Elemental Rewards** ..... **151**
Armor ..... 151
Weapons ..... 152
Armaments of the Elemental Plane ..... 152
Implements ..... 153
Primordial Shards ..... 155
Elemental Gifts ..... 157

**Appendix: Character Advancement Table** ..... **159**

CHAPTER 1

# Into the Maelstrom

MUCH SPECULATION exists regarding a vast reservoir of magical power said to be hidden in the depths of the Elemental Chaos. Its signs are everywhere. One doesn't have to look hard to understand the energy emanating from the Plane Below, filtering into the other planes through the magic of mortals and immortals alike. A *fireball* spell harnesses elemental flame, and the evocations of druids and shamans tap into a power even greater than the primal magic that controls it.

Some sages believe that elemental power encompasses the might that is expressed in every other magical tradition, from the dread cold of shadow magic to the unpredictable spells used by chaos sorcerers. Others maintain that elemental power can be harnessed, shaped, and used as a mystical energy separate from the other systems of magic. In the end, both theories might be true.

This chapter explores the fundamentals of elemental power, and includes the following sections.

- **Elemental Magic:** A discussion of the nature of elemental magic, and who can call on its power.
- **Elemental Influence:** An overview of how the Elemental Chaos influences the other planes, particularly the natural world.
- **The Elemental Chaos:** A look at the Plane Below, the font from which all elemental heroes draw their magic, and some major sites within it.
- **Elemental-Touched Races:** Several races and cultures have been affected by elemental power in distinctive ways.
- **Gaining Elemental Power:** A discussion of the processes by which characters tap into elemental power, and a survey of the primordials that can serve as patrons for such characters.
- **The Primordials:** An extensive look at the entities that are the champions of chaos and the epitome of elemental mastery.
- **Elemental Power in Your Game:** Tips for players and DMs who want to introduce elemental power into a campaign.

ZOLTAN BOROS

# Elemental Magic

In the beginning was possibility. Untamed energy roiled and vied in a clashing storm of raw and utter chaos. Formless substance swelled and shrank in the emptiness as fountains of energy burst from its surface. New worlds were born with each passing moment, then were just as quickly consumed in the cosmic maelstrom.

Theology records a host of myths regarding the world's formation. Many temple ceremonies celebrate the divine victory over the elemental hosts, capturing the desperate struggle of gods and primordials in the frescoes and paintings adorning their walls and domes. In the eyes of the faithful, the primordials are perilous monstrosities best forgotten. The gods ended their threat and secured the future.

History is written by the victors, however. Attitudes and beliefs regarding the ancient primordial entities and their failed war against the denizens of the heavens have been shaped by the gods and their servants over millennia. The gods point to their victory as proof they were right in their cause, and they claim that the world is now as it was intended to be. The primordials have been checked in their desire to control and shape the planes, and the faithful of the gods give thanks for a world free of the raging chaos that once overwhelmed it. However, to say that the primordials' elemental power is vanquished is to propagate a dangerous lie.

The primordials are very much alive. Their bodies are imprisoned—weighed down by chains, sealed in inescapable vaults, or clouded by sleep. However, their minds and spirits still endure. They think. They plot. They hate. And as they do, elemental magic flows from the primordials and the Elemental Chaos that is their legacy, spreading insidiously across the multiverse.

## The Nature of Elemental Magic

Major and minor magical traditions can be found across the world and the planes. Arcane, divine, and primal magic are the most ancient and storied of these traditions, their origins tied to the greatest and darkest moments the world has ever known. Less well known but just as powerful, psionic magic waxes and wanes—a mysterious force protecting the world from the alien threat of the Far Realm. Shadow magic pollutes the other traditions it touches, demanding the energy of one's mortal soul as the price for its power.

Because elemental magic manifests within all other traditions, it resists easy categorization. In fact, many theorize that elemental magic does not exist in its own right, claiming that since it is the product of so many other systems of magic, it cannot be a source of magical power in and of itself.

### A Scholarly Debate

The issue of elemental magic as a distinct force in the cosmos has occupied scholars since antiquity. Most magical traditions provide ways of wielding elemental energy. Spells and prayers of lightning, thunder, acid, fire, and cold embody elemental power. No one denies that such energy exists. What remains a point of contention is whether elemental energy can be employed independent of the magical systems used to harness it.

Proponents on both sides of the issue wrestled with the cosmological problems posed by elemental magic, relegating the matter to philosophical debates over hundreds of years. Then the archmage Mordenkainen became determined to settle the dispute. In a lecture to his students, the wizard posited that elemental power is, in fact, the root of all magic—and the underpinning that allows magic to exist in the world. Elemental power underlies every magical tradition, and the methods used to wield it segregate magic into the traditions of the arcane, the divine, the primal, and more.

Not everyone agreed with Mordenkainen's radical interpretation. Rigby, a high priest and a member of the Circle of Eight, conceded that some magic might originate in the Elemental Chaos. However, he argued that such power could not be the foundation of divine magic. Clearly, the primordials did not create the gods, even as the gods used their power apart from the primordials to shape the astral dominions. If divine magic was an exception, then Rigby believed that Mordenkainen's theory was void.

Mordenkainen, never one to back down from a debate, countered in a now-famous letter to the priest, writing, "If the gods are of our reality, then they cannot logically predate the primordials. There was no form or substance prior to the primordials' emergence. Therefore, if the gods were not created by the primordials, they are intruders into this reality from somewhere beyond. It is my belief that upon entering this reality, the gods used the raw energy generated by the Elemental Chaos to establish their immortal forms. Elemental power is the definitive source for the creation of magic, and the traditions we see in the world today are but variations of that single source, colored by the methods used to access it."

Although the Circle of Eight argued over the nature and origin of elemental magic, the definitive voice on the subject came from the renegade wizard Emirikol the Chaotic. Rejecting Mordenkainen's

theory as naive and Rigby's response as delusional, Emirikol argued that elemental magic did, in fact, exist as a separate force in the cosmos. Arcane magic, divine magic, primal magic, and elemental magic were discrete forms of energy. The difference was simply one of scope.

Emirikol believed that most forms of magic have no meaning outside their users, and that such magical systems depend on their practitioners to give them context in the cosmos. What is arcane power without a mage to cast a spell? What is divine magic absent clerics to channel the gods' power? In Emirikol's view, elemental power exists apart from its practitioners. The Elemental Chaos offers the proof. That plane a place of is raw elemental magic, and the creatures populating it embody that power.

Emirikol also believed that elemental power is not discrete, observing that other magical systems access its underlying energy at all times. A wizard's *cone of cold* spell calls forth elemental cold, just as *fireball* releases a burst of elemental fire. However, these spells do not use elemental power to drive them, instead employing an arcane process that shapes that energy. Such magic does not originate in some personal connection to elemental power. Emirikol observed that many spells, disciplines, evocations, and prayers create or manipulate elemental energy, even as they retain their tradition's characteristics.

# Elemental Expressions

As Emirikol realized, practitioners of magic can use the power of the Plane Below without being aware they are doing so. Elemental power adopts the characteristics of the magic used to harness it. Elemental fire called forth by a wizard's spell becomes arcane, while a tide of elemental earth created by a prayer becomes divine.

Any power, regardless of its source, harnesses elemental energy when it deals an elemental damage type—acid, cold, fire, lightning, or thunder. Whether a wizard casts a *fireball* or a druid uses *flame seed*, any elemental spell, prayer, or evocation gathers the energy of the Plane Below and releases it into the world.

## Arcane Magic

Many have questioned Corellon's motives for revealing arcane magic to the eladrin. Surely the god of the fey must have anticipated that the arcane secrets would spread beyond his favored children. Perhaps he accepted that risk against the necessity of arming his people against their enemies. Perhaps he sought to reduce the primordials' strength by allowing mortals to siphon off the elemental power that was

DAVE ALLSOP

*A sha'ir brings forth an air elemental, taking the fight to a vrock demon high overhead*

their lifeblood. Whatever his reasons, arcane magic is the tradition most strongly connected to elemental energy, and its practitioners are among the most potent shapers of destructive elemental power.

Elemental energy is a cornerstone of every wizard's arsenal. Few combat spells can equal the potency and effectiveness of those that draw on elemental power. In fact, an entire school of magic—evocation—allows wizards to control and direct that power, shaping it into controlled bursts, arcing lightning, and countless other forms.

The potency of arcane elemental power is not restricted to wizards. Swordmages, warlocks, binders, hexblades, and even artificers and bards can incorporate elemental energy into their spells. Certain warlocks forge pacts with bound primordials, accessing the power held within their timeless prisons. Of all the arcane casters, the sorcerer comes closest to wielding elemental power in its purest state. Chaos sorcerers (*Player's Handbook 2*), storm sorcerers (*Arcane Power*), and elementalists (described in this book) learn how to channel elemental power into the raw arcane fury that fuels their attacks.

## Divine Magic

Elemental power is also present in divine magic, though few practitioners of divine magic openly acknowledge this connection. After defeating the primordials, many gods used their victory to add elemental interests to their portfolios. Moradin claimed earth. Khala (and later the Raven Queen) stole winter's cold, while Melora claimed dominion over the seas. The gods' power grants their followers a measure of control over these elemental forces, arming their clerics, paladins, and others with a portion of the destructive power of the Elemental Chaos.

## Primal Magic

The primal spirits absorb and contain the excess elemental energy that bleeds into the world from the Elemental Chaos. In doing so, these spirits often acquire characteristics that make apparent their connection to elemental fire, water, earth, and air. The nature magic that is the common thread connecting primal characters allows them to access elemental power through the spirits with whom they associate. The legendary breach wardens (see "Cinderheart," page 13) blend elemental energy into their evocations to better staunch the intrusive power of the Elemental Chaos where it boils into the world.

It is said that the primal spirits exhibit their strong connection to elemental power because the world has yet to shed the elemental influence of its birth. The ties between primal magic and elemental power lead some to suggest that primal magic is elemental magic in a refined and evolved form. Perhaps the primal spirits are echoes from the earliest days of creation—ideas evolved into quasi-real forms, personalities, and identities who owe their existence to the primordials whose power gave them form and permanence.

## Psionic and Shadow Magic

Even the minor power sources grant access to elemental energy. Psionic characters are freely able to use the power of the mind to apprehend and shape elemental energy, as pyrokinetics and mountain devotees demonstrate. Since elemental energy flows into the world and its inhabitants, some psionic characters are able to access the elemental power within by targeting it with their thoughts.

Of all the power sources, shadow magic involves the subtlest manipulation of elemental power. Most hexes focus on darkness, fear, and undeath. However, others weave necrotic energy with elemental power that can destroy both body and soul. Shadow wizards such as nethermancers and necromancers most often use elemental magic, though one can find elemental power in the magic of blackguards, assassins, and other dark adventurers.

# Mastering Elemental Magic

Even as other power sources grant access to and control over elemental magic, the traditions of those forms of magic distract from the question of whether elemental power can be mastered in its own right. Elemental power is widespread and abundant, but how can one tap into its magic, awakening that power and controlling it as the primordials once did?

### ELEMENTAL VIEWPOINT: EVELENNA, PYROKINETICIST

Those who observe me as I wield my powers naturally assume that I am summoning or controlling fire in some way. That is, of course, inaccurate. I have no font of elemental energy in my mind. What I do have is the ability to perceive the latent elemental energies that are locked inside matter. Even the most ordinary rock holds the memories of the deep fires in which it was born countless ages ago. My training in the psionic arts allows me to unlock the hidden fire sleeping in the world around me.

I do not create the fire; I simply let it out.

Emirikol believed it was possible to access elemental magic without an intercessor power source. After a lifetime spent studying the mysterious energy welling up from the Elemental Chaos, he concluded that harnessing elemental power in its purest state required that one become an elemental creature. Elemental creatures are the living extensions of the Plane Below—beings formed wholly of elemental magic and granted life. Emirikol believed that when an elemental creature uses elemental magic, it is in fact drawing that power from itself. The elemental expands its own magical presence to achieve a desired end, whether a frost titan freezing enemies in a wintry blast, or fire giants calling up columns of flame to scorch their foes.

## Perils of Elemental Magic

To transform into an elemental creature is a path that few mortals are willing to tread. Even Emirikol, fascinated as he was by elemental magic, was unwilling to sacrifice his mortality to access the power he coveted. Perhaps more than most, he understood the risks of such a transformation.

The anger of the gods is the greatest danger elemental creatures face. The deities and their servants have no love for elementals, and many still bear grudges from the Dawn War. A creature that transforms into an elemental forfeits the gift of life granted by the gods, and might be shunned or hated by the servants of the divine. Such animosity is not absolute, however. The elemental race of the genasi sometimes serve the gods as paladins, clerics, and invokers.

Elemental transformation strengthens an individual's ties to the Elemental Chaos, and can also attract the attention of the powers residing there. Titans, djinns, and other powerful creatures enslave lesser elementals, using them as servants and soldiers in their interminable wars. Moreover, the process of transformation is not something a mortal can accomplish alone, and often requires outside assistance. An unscrupulous elemental might offer the needed power, only to later bind a mortal supplicant as its thrall.

Worse than a lifetime spent enslaved to an elemental master is the demonic corruption that spills out from the wound at the heart of the Plane Below. Lodged in the depths of the Abyss is a shard of darkness that burrows into the very fabric of reality, allowing the realm of the demons to consume more and more of the Elemental Chaos to feed its insatiable appetite. Elemental creatures caught up in this ageless feeding are transformed and warped into demons. However, all elemental creatures are vulnerable to lesser forms of corruption, and ceding one's mortality reduces a character's natural protection against it.

# The Basic Elements



The Elemental Chaos is a tumultuous storm of energy that constantly demolishes and rebuilds itself. Though the plane mixes the elements, certain major forces remain separate from each other by their very nature. These forces represent pure and unmixed elemental air, earth, fire, and water—the so-called basic elements, the most fundamental and necessary substances in the multiverse.

## Air

Elemental air is the dominion of the gusting winds and the endless blue of the world's skies. Powers associated with this province provide flight, the ability to call up and manipulate winds, or the wherewithal to freeze enemies with bitter cold. Characters who have ties to elemental air are mercurial, whimsical, and free-spirited. Their emotions swing from mild to intense with little warning.

## Earth

From towering mountains to shifting sands, from unyielding stone to the loamy earth that fosters life, elemental earth embodies strength and resilience. Powers that call on elemental earth can send tremors through the ground, shelter creatures within stone and dirt, speed transport through earth or rock, or bolster one's ability to withstand punishment. Characters connected to elemental earth are thoughtful, patient, and slow to change their emotions. If roused to violence, their fury is terrible indeed.

## Fire

Fire represents passion, inspiration, fury, and destruction. Powers drawing on this element create and manipulate flames, provide insight, and intensify emotions. A wielder of elemental fire might blast enemies with flame or whip up allies' anger to push them beyond their limits. Elemental fire inspires its users to be passionate in all they do. Emotions can cloud such a character's judgment, leading to rash action when caution might be the better course.

## Water

Just as water flows through and around barriers, so do those who call on its power evade enemies with ease. Elemental water also controls the power of healing, and its soothing touch can remove injuries and afflictions. Water is the element of motion, communication, and transformation. Characters who identify with elemental water adapt well to circumstances, offering a voice of reason or a call for destruction as the situation demands.

# Elemental Influence

Creation could not have come into being without the Elemental Chaos and the entities that ruled its endlessly changing landscape. The natural world and the other planes bear their creators' fingerprints, and the denizens of all those planes can still sense the power that was used to bind untamed substance into its present forms. One hears their voices in the rumbling earth, in the churning seas, and in the storms that unleash destruction across the land. The primordials—or at least the echoes of their power—are very much alive in the world.

## Residual Energy

The most widespread influence of the Elemental Chaos in the natural world is found in the residual energy left behind from creation, and from the subsequent wars of gods and primordials. The artistry of creation is evident in the world. Majestic mountains, vast oceans, primeval forests, the blue dome of the sky—all were made by the primordials, and their power lingers in their creations.

Residual energy pervades the world, not unlike air. Most creatures live their lives without ever encountering raw elemental energy. As with air, however, its effects can be felt even when it is not seen. Magic in all forms connects to this latent energy and uses it to produce miraculous events, from healing the dying to laying waste to whole armies with ice and fire.

## Elemental Beings

The primal ban prevents the primordials from taking a direct hand in the world's events. However, this ancient pact can do little to stop elemental creatures of lesser stature from crossing over to the world. Across all lands, ancient titans lurk under mountains or in fortresses built atop volcanoes. Elemental lords rule vast ice castles from which they expel glaciers to threaten settled lands. Reckless conjurers call forth elementals, djinns, and other destructive creatures into the mortal realm. From time to time, an ancient relic of the Dawn War is unearthed, enabling elemental monsters dormant for millennia to roam once more. Set free in the world, such creatures unleash chaos and destruction wherever they go. The most powerful among them might turn their attention to unraveling the mortal realm, in accordance with the wishes of their ancient primordial masters.

### THE PRIMAL BAN: KEEPING THE WORLD SAFER

The primal ban is the manifestation of an old, deep magic that lies beyond mortal awareness or understanding. Even the spirits whose existence sustains and reinforces it have little sense of its true nature. The ban is embodied in the existential barriers that surround the natural world and wall out all other planes. It is graven in every rock, every breeze, every living mortal creature, and every tiny mote of substance that is part of the natural world. By means of this deep, ancient warding, beings of other planes—even the mightiest gods and primordials—can be expelled or hedged out by those with sufficient power and knowledge to do so, because their substance is not of the mortal world.

The ancient wardings of the primal ban are continually renewed by the world's primal spirits. These mysterious entities came into existence in the early days of creation, when the gods began to sculpt and bind the raw structure forged by the primordials and populate it with their own works. A portion of the gods' essence lingered in everything they touched, imbuing the world and all things in it with souls. During the timeless era of the world's youth, these souls became aware. Some of these spirits chose sides in the Dawn War, others fought to defend the places and creatures from which they came, and still others silently healed the world's wounds when the conflict moved to some other place. As the primal spirits grew older and stronger, the primal ban began to take shape and grow with them. They became able to protect more and more of the world, hedging out the rampaging primordials and mitigating godly efforts to change the world from its current shape.

Some scholars assert that the primal spirits crafted the ban to guard their newborn world from the ravages of the Dawn War. Others believe that the laws of the natural world governing seasons, weather, and life that are ingrained in the primal spirits came to develop an inherent strength of their own that resists the caprices of god and primordial both.

The primal ban is not absolute, nor is it impervious. The most powerful primordials and gods can resist or defy its effects with great effort. Many lesser elemental powers can do so in places where elemental influence is naturally strong in the world, or when the proper conditions lend them the strength to act. However, the surest way to circumvent the ban is to work through mortal creatures. The warding does not constrain the acts of creatures native to the natural world, so mortals who call upon divine aid or elemental energy can bring these forces into the world much more easily than gods or primordials can make their way in from outside.

*Earth that floats in air while water cascades down—elemental influence at its most unnatural*

ADAM PAQUETTE

# Primordial Cults

Among the greatest threats to the delicate balance that the primal spirits fight to preserve are the primordial cults. The idea of devoting oneself to a primordial power is anathema to most of those who consider themselves right-thinking people. For them, the gods defeated the primordials in a just and fairly conducted war, and if they had failed, creation itself would have been undone.

Primordial cultists see history differently. In their view, the primordials are more worthy of veneration than are the gods, who staked their claim on creation only after the primordials had finished their own work. If mortals have anyone to thank for their lives, it is the ancient elemental powers that fabricated the world.

Most individuals who pledge their lives in service to a primordial are outcasts, misfits, and enemies of light and goodness. For this reason, primordial cults attract the worst kind of followers. Criminals, deviants, and the insane fill their ranks, searching for something they cannot find in the worship of the gods.

Some people become primordial worshipers to find legitimacy for their own dark desires. Imix would never condemn a mortal for burning innocents, just as Ogrémoch looks favorably on servants who bury their enemies alive. Other cultists are drawn to raw elemental power, hoping to attain it by freeing the primordials from their prisons.

Pressure from religious institutions and widespread intolerance have driven primordial cults underground. Members keep their loyalties to and associations with such entities a secret, fearful of attracting the interest of the authorities. Cults gather in secret places where they can perform their profane ceremonies away from suspicious eyes, or remain hidden in the depths of the wilderness, worshiping at ancient altars raised before the first humanoid cities were constructed. Iktha-Lau, Heur-Ket, and Mual-Tar are common patrons of these groups, and great evil is done in their names.

Though primordial cults can weaken the social order and undermine civilization, the greatest threat they represent is freeing a primordial from its prison. Such an act would have widespread repercussions. Eons spent in chains have driven many primordials mad, reducing them to bestial terrors. Calling such a being into the natural world—an end that many cults seek—might shatter the primal ban that protects the world from extraplanar exploitation. Such an event could trigger a new Dawn War.

*A cultist devoted to the Elder Elemental Eye performs a rite that gives her control over a surging torrent*

As dire as primordial cults are, not all seek evil ends. Certain cults are founded to honor worthy primordials—entities that either took no part in the Dawn War or fought alongside the gods. From the perspective of their followers, these primordials are more worthy of mortal adoration than are the gods with whom they shared their creation. The primordials are the rightful rulers of the world, usurped by beings whose lesser power is proven by their inability to destroy those they defeated.

## The Cult of the Elder Elemental Eye

The danger posed to the world by any other primordial cult pales in comparison to the Cult of the Elder Elemental Eye. The cult is most often associated with the princes of elemental evil (page 24), but they are merely stewards for a vast and unknowable entity. The Elder Elemental Eye is believed to be an ancient primordial being that was cast out from the Elemental Chaos by its fellow primordials. It works to regain a foothold in the planes and resume efforts toward the goal it once sought—the end of all things.

Throughout history, the cult has threatened civilization by raising armies and dark temples, whose priests scour the world for the keys needed to free their master. What gains the cult makes are often sabotaged by infighting and betrayal. Factions rule the cult, each seeking to gain dominance over the others—even if doing so means destroying everything they work toward.

Compounding these troubles are other powers who seek to exploit the cult. At various times, Zuggtmoy, Graz'zt, Iuz the Evil, and Lolth have all manipulated the cult into advancing their own agendas.

# Planar Breaches

A planar breach is born in an area where the bounds of reality are tested to the point of breaking. One can be created by a powerful ritual, the appearance of an elder evil, or the awakening of a primordial. In addition, certain locations spawn planar breaches on their own, causing bubbles to form and burst in reality, spewing the stuff of one plane into another.

### THE ELDER ELEMENTAL EYE

The Elder Elemental Eye does not exist—or at least that's what a few unhinged minds claim. To them, the Eye is nothing but a fabrication created by four powerful princes of elemental evil. Their goal in doing so is to conceal their true master, the dreaded Chained God. The creator of the Abyss, the Chained God embodies an evil so dark that few mortals dare utter his name for fear of inviting his insane attention.

Such theories are often discounted, and with good reason. No records confirm that the Chained God ever existed. The priests of other faiths are silent regarding this absent deity, and no legitimate holy books or scriptures mention this dark being. Yet it is the absence of proof wherein the Chained God can be found, hidden between the words and invocations that glorify the powers of light and good. He is the shadow that lurks within the dawn, and the pall across creation that sparked the war between above and below. He is the madness promised to those who dare examine the forbidden texts bearing his sigil—a rune-etched arrowhead whose significance has survived despite the silence of the god himself.

No prayers offered to the Chained God are ever answered. No power flows from this inscrutable being. The only hints of his existence are scattered in dubious writings unearthed in blasphemous temples, and preserved by the insane cabal who call themselves the Doomdreamers. Does the Chained God exist? Perhaps. What does this monstrous deity want? None dare say.

ANNA CHRISTENSON

A planar breach builds before it completely forms. As it threatens to explode, a bulge forms in reality, causing the area of the breach to distort and assume a stretched or compacted appearance. A few moments after the event begins, the bulge explodes outward, causing a portion of one plane and its inhabitants to fall into the other plane. The breach and the area all around it fuse into a bizarre amalgamation of realities, gaining the traits of both planes, and allowing passage from one plane to the next.

Planar breaches can cause widespread damage and destruction. (For example, one might expect catastrophe when an ocean of boiling water pours into the natural world from the Elemental Chaos.) Some planar breaches spawn elemental motes, free-floating chunks of earth, water, or some other fundamental element, that careen through the skies. Other planar breaches erase vast sections of lands, pulling them into some other world.

## Cinderheart

Breaches spread devastation in a wide area around them. However, in a few instances, primal champions can move fast enough to contain and control a breach, curbing its destructive power. The fortress known as Cinderheart is the most famous elemental breach to threaten the world in modern times. Set against the slopes of an active volcano, the site sits within a haze of black clouds and ash that fill the air like a constant storm. The breach to the Elemental Chaos found within the volcano's caldera is a conduit to the fires of creation. The breach's continued quiescence is a testament to the stalwarts who dwell there, known among themselves and to others as the wardens of the breach.

In the aftermath of the fall of Nerath, the druids and wardens who dwelled in Cinderheart opened their doors to refugees being hunted by a demonic host. Thanks to the magma elementals conjured by the druids' magic, the pursuing gnolls and other fiends gained no ground against the remote fortress, and the refugees were given a chance at a new life. Their descendants make up much of the fortress's present-day population.

The wards prevent the breach from spreading, but not even these potent rituals can prevent elemental energy from contaminating the nearby landscape and the creatures and spirits populating it. Primal champions charged with monitoring the ward soon discover the primal spirits with whom they are allied acquire many of the traits and characteristics of the breach. These spirits become wilder, aggressive, and more dangerous. Many guardians work to cleanse the affected spirits, but a few manage to find a way to use their extraordinary qualities for the benefit of Cinderheart and all those who help to hold the breach.

SLAWOMIR MANIAK

*A stalwart of Cinderheart holds the line against anything that comes through the breach*

*One of the more sedate, even idyllic, sites in the Elemental Chaos—likely not to remain that way for long*

# The Elemental Chaos

No traveler to the Elemental Chaos could mistake it for any other plane or world in the infinity of existence. The "ground" might be bare elemental rock, hardening magma, a smooth sheet of ice or glass, or a field of jagged crystals or crumbling ash. Mountains of stone drift through the air or float on currents of lightning, while storm clouds collide with sheets of flame. Not far away, a sheer cliff drops into a bottomless crevasse, or a river of magma cuts across the landscape. Another island might drift nearby, perhaps far below or just above—but sometimes on a collision course. The resulting cataclysm annihilates both landforms and creates something entirely new.

The substance of the Elemental Chaos is raw matter, unworked and unrefined. Air fills most expanses between masses of other elemental material, making the majority of the plane theoretically hospitable to travelers from the world.

In places, though, the air itself is a hazard—swirling in ceaseless whirlwinds that grasp and never let go, or flowing as a liquid, cold enough to freeze fire.

Rock, iron, ice, crystal, and sand provide surfaces to stand on. Magma, molten metals, and even running flame stream through rivers or pool in great blazing lakes. Sometimes stone moves like water even without the heat of magma—an earthflow can carry away anything built on apparently solid ground.

Water flows in valleys cut in rock, but it can also course through empty space. It churns in tumultuous seas, floats in clouds of scalding vapor, blows in storms of snow or hail, or drifts along in the form of majestic icebergs.

Raw energy defies the constraints of material form. Sheets of fire dance across the sky, and liquid flame flows in canals through the City of Brass. Lightning flashes so constantly that those suitably protected find it to be solid footing. Thunder rolls like tidal waves across the expanse of the plane, flowing about or shattering whatever stands in its path.

All these substances and forces are in constant motion, subject to collisions, tides, and storms of raw chaos energy. Within all this instability are islands (some as large as continents) that enjoy a temporary reprieve—places where communities thrive and monsters dwell. Here, in these drifting realms, adventures in the Elemental Chaos typically unfold.

ADAM PAQUETTE

# Reaching the Plane

The world was formed out of the Elemental Chaos, and in places it remains close to its origin. In the crater of an active volcano, at the eye of a mighty storm, among the churning of an ocean maelstrom, or from the heart of an ancient glacier, the Elemental Chaos spills into the world in destructive glory.

Adventurous souls might seek out such a location to see if it contains a portal, or might be drawn to such a site to combat creatures native to the Elemental Chaos that spill into the world. In their efforts to put a stop to an angry storm titan or a marching army of fire archons, the characters might pass involuntarily from the natural world to the Elemental Chaos.

The Elemental Chaos is home to a metropolis that rivals any other in grandeur: the City of Brass, capital of the efreets. It is a hub for trade across the Elemental Chaos and to worlds beyond. Several permanent teleportation circles within and just outside the City of Brass are well-known destinations for the Planar Portal ritual, making it easily accessible to travelers seeking an entry point to the Elemental Chaos.

Permanent circles are also located in many of the githzerai monasteries found in the Elemental Chaos, and their sigils are catalogued in certain worldly monasteries. The fortress of the Ninth Bastion (page 16) also has a well-guarded circle. Many tomes of foul lore concerning demons and the Abyss contain sigil sequences that can be used in a Planar Portal ritual, but these sequences more often than not lead to traps, prisons, or regions of the uppermost Plain of a Thousand Pits that are more than likely fatal.

Travelers who can't find a naturally occurring portal or the sigil sequence of an existing teleportation circle can use the Elemental Transference ritual (*Manual of the Planes*). This method is risky, since the travelers arrive in a random place and can find it difficult to return.

# The Abyss

At the deepest point of the Elemental Chaos lies the realm of demons and their vile works, the place where evil takes physical form and seethes with its own baleful energy. As one draws near to the Abyss, the tides of churning matter found in the Elemental Chaos take on a different character. Their slow seething grows faster and more violent. Storms gather in the skies as a great spiraling cataclysm takes shape, dragging matter into its maw. All but the most reckless travelers turn back at this sight, for beyond lies a nightmare of destruction and eternal malice.

In the Abyss, the raw potential of the elements is turned toward its darkest and most corrupt form. The realms of this plane within a plane are created in mockery of the mortal world and the dominions of the gods. The Abyss consists of hundreds of layers, most in the form of islands of earth adrift in storm-filled skies, inexorably circling toward annihilation in the region's black heart. Only a few of these terrible places are commonly known among the people of the mortal realm. The Plain of a Thousand Portals. The steaming jungles of Abysm. The vast, strand-filled void known as the Demonweb. The ashen realm of Thanatos, where the demon prince Orcus rules.

Few mortals gain demonic power without becoming the worst sort of villains and monsters. Still, a few locales within the Abyss are home to living mortals. Azzagrat, the demesne of the demon lord Graz'zt, draws bold and wicked merchants from across the planes, and many demon lords keep mortal captives and slaves for their amusement.

# Elemental Realms

At first examination, the Elemental Chaos appears to be a magnificent but lifeless wasteland—a realm of inanimate matter in countless forms. Appearances can be deceiving, however. In the most stable and hospitable locations on the plane, humanoids and other creatures of the world make homes of one sort or another. The Elemental Chaos is raw matter waiting to be shaped, and an ordinary mortal mind can impose order on the shifting conditions in the immediate area. Exceptional mortals—those of great intelligence, deep resolve, or unusual heritage—can achieve correspondingly more expansive results.

The ascetic githzerai build islands of stability to house their monasteries and strongholds in the Elemental Chaos. Ambitious mortals travel here from the world to forge outposts such as the Ninth Bastion, establish mining camps and trade towns, or create secret towers and refuges amid drifting mountains and radiant seas. Many of the most powerful mortal wielders of elemental magic are natives of these fantastic realms and retreats.

As spectacular as the fortresses of the githzerai and the strongholds of mortal wizards might be, they are nothing compared to the domains of the true elementals. The Elemental Chaos is home to an endless variety of creatures, many of which have little in common with mortals and no interest in their concerns. All a xorn knows about the humans it might encounter in the Elemental Chaos is that cracking their soft shells yields up delicious gemstones. Other elemental races, such as efreets, djinns, and frost giants, strive for power, riches, and influence just as the people of mortal domains do.

Heroes native to the Elemental Chaos might hail from any of a thousand cities, realms, or strongholds. Whether mortal or elemental in nature, they have come of age in a place very different from the lush, orderly, and unchanging lands of the mortal realm.

*The Sultan of Brass, lord of efreets and ruler of the City of Brass*

## The City of Brass

The most spectacular of the elemental realms, the City of Brass is the capital of the mighty efreet empire—a metropolis built on a basalt island surrounded by a sea of fire. Members of the mortal races find the city blisteringly hot, but the conditions here are seldom a threat to survival. Visitors must avoid places of obvious danger, such as the great canals filled with flowing fire that crisscross the city's districts and neighborhoods.

As the largest city in the Elemental Chaos, and perhaps the largest settlement on any plane, the City of Brass is a nexus for planar travelers. Portals leading to fiery regions throughout the multiverse can be found here, along with docks for *planar dromonds*, great mercantile gates, and caravan yards where the traders of a hundred realms gather.

Efreets are a cruel and domineering race, grasping and quick to anger. They are also highly intelligent and understand the value of law and order. The laws of the city permit efreets to do as they please, even as they lay down harsh standards for the conduct of other races.

Though most of the city's inhabitants are efreets and other elemental creatures, a significant number of mortals also live in the efreet capital. Uncounted humans, dwarves, genasi, and other humanoids have been enslaved over the centuries by efreets and their minions, and their descendants now make up about two-thirds of the city's population.

## Kaltenheim

The greatest kingdom of the frost giants in the Elemental Chaos, Kaltenheim is the domain of the mighty frost titan Thrym. The halls of Thrym's jarls are scattered across vast plains of snow-covered tundra, jagged icebound mountains, and frozen seas. No members of the mortal races live here of their own free will, but the jarls hold hundreds of mortal thralls. Frost giants have little skill at creating fine or delicate craftwork, or at building any but the crudest structures. Likewise, they have no patience for tending herds or gathering what little food can be found in Kaltenheim. Instead, they set their slaves to such menial tasks as these.

Even compared to the efreets, frost giants are brutal and capricious masters. Still, even a frost giant understands that a talented crafter is hard to replace, and some thralls are valued more than others. Few mortals thrive in Kaltenheim, but some of those who do come to master the elemental magic of the frost giants over time. A few of these earn preferential treatment, or find the opportunity to escape and make their way to more hospitable lands. Mortal heroes who come of age as thralls of giants are a grim and hardened lot, survivors of the most heartless captivity imaginable.

## The Ninth Bastion

This fortress-city is the realm of the knightly order known as the Heirs of the Lawbringer. It stands on a great plinth of rock overlooking a barren stony plain beneath a sky illuminated by drifting luminous orbs of metal and stone. Home to some fifteen thousand people, mostly humans and dwarves, the city is protected by towers and battlements of iron set beneath a great dome of elemental lightning.

The Ninth Bastion is a prime example of an elemental realm founded by the mortal races. Few people have ever attempted such an ambitious task, and most such domains consist of small towers or strongholds that house no more than a few hundred people. The Ninth Bastion is an exception. The Heirs of the Lawbringer are committed to expanding and ordering their realm over time, eventually establishing a fertile, stable kingdom in the depths of the Elemental Chaos. The Bastion has been besieged by giants, demons, titans, and other elemental powers since its creation. Eight times, it is said to have fallen

JIM NELSON

to its foes and then been regained. Its current incarnation has stood for centuries.

When the Ninth Bastion is not under attack or imminent threat, its knights and the other heroes of the city fight to keep lines of communication open with nearby settlements. The Bastion is scarcely able to support itself; its survival depends on a steady flow of supplies from more fertile regions of the plane. Residents of the Ninth Bastion greet elemental creatures with suspicion and distrust, and are always on guard against attacks from the denizens of the Plane Below. However, the residents of the fortress sometimes permit freed azers to find new lives here, and efreet merchant princes are given permission to peddle their wares in the stronghold's markets.

## Rheilvalt

A trade city in the network of elemental rivers and streams known as the Riverweb, Rheilvalt stands on a small archipelago of rocky islets linked to each other by arched bridges. Home to several thousand human and genasi, as well as a number of halfling clans, the city serves as a primary port of call for merchants from across the planes. Rheilvalt's location at a confluence of mighty rivers provides access to a vast territory spanning thousands of miles of elemental water.

Commerce is king in Rheilvalt, and its merchants roam far across the Elemental Chaos and into the seas and waterways of the mortal realm. Many Rheilvaltan heroes find their way to the world to seek their fortunes—some willingly, some through misfortune or the actions of enemies.

## Zerthadlun

The greatest stronghold of the githzerai race, Zerthadlun is a walled city home to more than twenty thousand people. It stands in the middle of a wide, dusty plain created and maintained by the ceaseless meditations of a select group of monks. Most residents of Zerthadlun are githzerai ascetics who share in the communal life of the city. Although Zerthadlun is larger than Rheilvalt, few mortal travelers seek it out. The githzerai are unconcerned with amassing wealth through trade, though they welcome any who visit their realm in peace.

Many githzerai heroes are natives of the Elemental Chaos and Zerthadlun. The githzerai maintain smaller strongholds and monasteries across the plane, but most of these exist to serve Zerthadlun's needs. Many strongholds are built in fertile regions to supply the great city with crops that cannot easily be grown in its local environs. Others serve as watchtowers to protect Zerthadlun's hinterlands against the raids of slaads or githyanki.

# Elemental-Touched Races



A connection exists between living creatures and the Elemental Chaos—a bond born at the world's creation. All mortal races thus exhibit an inexorable attraction to elemental magic, even if only a handful of the heroes and villains of those races ever learn to fully master that power.

This section provides an overview of several major races and how elemental power influences their cultural identity, their legends, and their societies.

## Dragonborn

Arrogance alone is not why the dragonborn believe they have dominion over elemental magic. True children of Io, dragonborn harbor the power of fire and ice, thunder and lightning within them. Their hearts draw energy from the Elemental Chaos, allowing them to focus this power as a potent blast of elemental fury. Most dragonborn believe that Io gifted them with elemental power as a sign of his favor and as a symbol of his authority over the primordials. Some sages believe that this act was integral in fomenting the hatred between the primordials and the gods as they vied for dominance.

History recognizes Arkhosia as a nation made mighty through martial and magical achievements. Dragonborn sorcerers outstripped their rivals when it came to manipulating elemental energy, using arcane magic to shape that power in the interminable war against Bael Turath. Arkhosia's destruction took with it much of the magical lore regarding the Elemental Chaos, and the most powerful methods for harnessing the power of the Plane Below have been lost to legend and myth. Still, the descendants of the once-mighty dragonborn empire sometimes stumble across the ancient knowledge of their people, discovering the means to control elemental power as the heroes of old did.

### The Crucible

The dragonborn pride themselves on their legacy—a history crowded with honorable and noble champions. However, for every bright light, there stands an opposite shadow. The Crucible's ascent signals a grim point in dragonborn history, and one that most do their best to forget. An order of warriors arising from the ruins and bitter grief of a fallen empire, the Crucible dedicated its efforts toward vengeance against the despised tieflings. The masters of the order sought a way to destroy the tiefling race, erasing it from the world by fully embracing the

elemental nature that all dragonborn shared. Rather than controlling this power, the dragonborn lost themselves in its fury, becoming agents of destruction and chaos.

Throwing off restraint and drawing greater and greater energy into themselves, the dragonborn of the Crucible became living portals to the Elemental Chaos. The power of absolute destruction was theirs to command, and it was used to scourge the tieflings. Before their vengeance could be completed, however, the dragonborn following this path were themselves destroyed—consumed by the unchecked power they sought to control.

Rumors persist that some Crucible members survived by becoming elemental creatures. That transformation caused them to shed their draconic characteristics and take on forms unknown to their race, akin to how catastrophic dragons differ from chromatic and metallic dragons.

# Drow

Their exile from the lands of light has driven the dark elves to embrace any means of protecting themselves against the Underdark's horrors. Most dark elves living in the enclaves and settlements scattered throughout the subterranean world offer fealty to Lolth, since doing otherwise invites retribution from the Demon Queen's most zealous faithful. When they are not pandering to the priestesses, though, the bold and unhinged among the dark elves sometimes serve even darker powers, hoping to advance their standing and status through secrecy. Elemental magic is one avenue by which disenfranchised and oppressed drow gain power in the dark elf realms.

Lolth and her priestesses regard elemental magic as a threat to their authority. As a result, they hunt down and destroy anyone suspected of consorting with elemental powers. Foremost among their enemies are the followers of the mysterious Elder Elemental Eye, who have at times grown powerful enough to threaten the priestesses' reign.

Lolth's priestesses make concessions when it comes to learning elemental magic. They sometimes encourage males to study sorcery and other arcane spellcraft in the hope of controlling such magic in Lolth's name. Those who show talent in arcane magic are watched and tested for loyalty. Any who falter or cause suspicion that they are seeking power for their own ends are quickly made examples of.

## House Eilservs

Even with the threat of death looming over anyone who breaks from Lolth's worship, cultists dedicated to the Elder Elemental Eye have always infested drow society. Most such cults are small, consisting of a few desperate and deranged castoffs and exiles. Death squads sweep through the cities, rounding up these miscreants and executing them with little fanfare. At times, powerful drow have found strong allies in these cults, and have used cult magic to advance their own aims.

House Eilservs of Erelhei-Cinlu had benefited from Lolth's favor for decades. Using its exalted status to amass power and influence, the house prepared to elevate its matriarch Eclavdra to become queen of all drow. When Eilservs made its move, however, rival houses rose up in opposition. The priestesses feared that a strong queen would weaken their authority, and thus they threw their weight behind the rival houses to block Eilservs' bid for power.

In response, House Eilservs abandoned its designs on ruling the drow and instead pledged itself to the Elder Elemental Eye. While replacing fallen soldiers with elemental servants, Eclavdra turned her attention to the surface world, where Eilservs planned to spread its vile religion and establish a new force to rival the priestesses.

A combination of factors unraveled Eclavdra's designs. The house's machinations in the surface world stirred up several giant tribes, driving them to attack civilization's outposts. In response, adventuring bands stormed the giants' strongholds and defeated them one by one, eventually discovering that drow agents were behind the attacks. This in turn led heroes into the Underdark, where they fought against the drow and breached the Great Fane of Lolth. The attack threw Erelhei-Cinlu into chaos. The other houses turned against Eilservs, driving its members from the city for years. In the end, Eclavdra returned to Lolth's service, reestablished her house, and was chosen to become Lolth's most prized exarch.

Na'Dhaunxutal, Eilservs' current matriarch, has worked hard to erase the house's sordid history and remain firmly in Lolth's favor. However, whispered rumors suggest that the Elder Elemental Eye continues to have an interest in Eilservs. It is said that certain sons and daughters of the house still perform forbidden rites and ceremonies to that unknowable power, continuing the work Eclavdra began.

# Dwarves

In the time known by the dwarves as the Age of Chains, the primordials enslaved the dwarves and forced them to toil for the giants the primordials had created. Even in their torment, many dwarves managed to learn the secrets of elemental magic from their masters. The price that such knowledge exacted is demonstrated by the azers and the galeb duhrs, who lost their natural heritage and became elemental creatures in thrall to their giant lords.

As their legends recount, the dwarves broke their chains and won their freedom in time. This victory was achieved in part through their own boldness and Moradin's divine aid, and also by the use of the elemental magic that had once enslaved and tortured them. The dwarves called forth fire to incinerate their overseers, conjured earth to seal off passages and cover their retreat, and triggered quakes to topple the giants' fortresses. These lessons formed a foundation for an important part of dwarven culture. Today, those who excel in the arts of elemental magic are among the most respected in their clans.

Their time as slaves hardened the dwarves, and many think nothing of venturing into the Elemental Chaos. Dwarf miners follow mithral veins through portals to the Plane Below without slowing their work, whether their tunnels take them into floating earth motes or great rocky bergs adrift on lava floes. The dwarves fortify these elemental mines within vast strongholds, building towering walls and stout turrets strong enough to repel any attack. Conscious of the fate of the azers and the galeb duhrs, most dwarves do not dwell for long in the Elemental Chaos, returning to the natural world periodically to avoid overexposure to the plane's influence.

## Forgeborn

Not every dwarf clan that escaped the giants did so without incurring scars. Proximity to elemental power transformed many dwarves, including those now known as the forgeborn. Although they were changed by elemental power, the forgeborn halted their transformation soon enough to preserve their dwarven identity. They now use their gift for elemental power to wage war against the giants, ogres, and orcs that wronged them so long ago and continue to do so.

Forgeborn dwarves bear an elemental mark on their souls. They pride themselves on escaping the giants, but mourn the kin they left behind. They regard the fire burning in their hearts as both a boon for the strength it gives them and a bane for what it could do to them if they surrender to its influence. Every forgeborn dwarf must harness the elemental power that flows in his or her blood or risk being transformed into an azer—a fate that all dwarves fear.

A singular focus on avenging the atrocities against their people helps the forgeborn dwarves control their elemental heritage. More so than most of their kin, the forgeborn seek out opportunities to slay giants and destroy elementals. Facing a titan in mortal combat is the fate that every forgeborn dreams of. The energy within gives rise to the legendary fury of their kind. In the thick of battle, when their control begins to slip, flames might dance across forgeborn weapons while thunder booms in the cadence of their battle chants.

A restlessness infects the forgeborn, and young warriors often leave their clans to become defenders of their race. Forgeborn dwarves rarely mingle with other dwarves, however, believing that their kin lack their zeal and hatred, and that non-forgeborn pander too often to the gods who allowed the primordials to enslave them.

# Genasi

The truth of the race's beginning is lost to history, and as a result genasi have a large number of contradictory creation myths. Many legends claim that the genasi were once humans who became infused with elemental power. The most popular and widely accepted story states that a group of human wizards called sha'irs worked closely with powerful elemental beings and eventually became so steeped in elemental power that their children were infused with it—becoming the first genasi.

Other stories abound. Perhaps the genasi developed from human agents of the primordials who were twisted by dark elemental energy, or they were brave champions who stole power from the primordials. Perhaps they were simply trapped in the Elemental Chaos and absorbed its ambient power.

A number of genasi resent the implication that they must have grown from human stock. They seek to distance themselves from humans and establish themselves as a unique race. A popular tale told in this camp claims that the genasi were the first humanoids created. The primordials made the cosmos long before the gods arrived, and as they spun the raw stuff of existence from the void, their great generative power gave life to some of it. Thus were the first elemental creatures born. The primordials soon became aware of these bits of elemental conglomerate that did not act randomly or naturally. They were pleased with the results and experimented with creating additional forms of life. Many of these did not survive, but djinns, efreets, giants, and genasi are all results of the primordials' efforts.

The merciless environment and fierce competition with the other offspring of the primordials weeded out the weakest of the genasi stock, so that only the cleverest remained. Even though the

survivors were able to hold their own, their numbers were few, and as a group they were still no match for the other new races.

Teetering on the brink of extinction, the genasi gathered together for one last desperate try at protecting their race: They struck at the primordials. Most died in this heroic attempt, but a few survived, coming away with small fragments of their creators' power. Employing arcane means to harness this essence, they created the first archon forges. Then, with armies of elemental soldiers at their disposal, the genasi carved out domains for themselves and multiplied, until other servants of the primordials stole the forges, claiming them as their own creations.

For genasi, elemental magic is less a process of study and learning than it is an awakening of natural abilities. For this reason, genasi favor elemental powers reflecting their particular elemental heritage. Firesoul genasi often explore fire magic, while watersoul genasi choose powers granting control over water. Primordials and powerful genies sometimes bestow elemental power to genasi who prove their worth.

# Half-Orcs and Orcs

The orcs have strong ties to the Elemental Chaos. They are a wild and wrathful race, driven by a dark god to commit violence against the civilized world. With no desire to cultivate, build, or create, orcs are content to seize and destroy.

The madness and savagery of the orcs flows from their vicious gods, whose worship infects their race with chaos and evil. Most orcs follow the mad god Gruumsh, but the race's religion includes a host of other entities, from wicked exarchs to primal spirits, and even the lost primordials. Orcs are superstitious by nature, and with good reason. They haunt the wild places—those lands that the civilized races have not yet conquered, or which they ceded long ago. The old powers still rule these realms, and one can find altars here to strange beings of rock and fire, wind and rain. From these sources, the orcs bolster their dark magic, calling on the fury of the Elemental Chaos to prepare the way for their warriors' charge.

As for half-orcs, their human heritage has done nothing to dilute their connection to elemental power. They might escape the dread attention of the one-eyed monster worshiped by their kin, but many half-orcs retain their people's reverence for both the primal spirits and the primordials. Such worship grants them a much-needed outlet for their darker impulses. As a way to bleed off the anger and rage that clouds their minds, elemental magic proves useful to this end.

## A Giant Legacy

Orcs are often lumped in with ogres and the giant races, thanks to their god's association and alliance with the primordials. Orcs use the same tongue the giants speak, hearkening back to common origins and alliances in a previous age.

This connection extends to half-orcs as well. No matter how much half-orcs might try to distance themselves from their savage kin, those brought up in orc society suffer through horrific lives. For these wretches to survive, they must turn to sources of power other than the brute strength of the orcs that they cannot match. The human cleverness in their nature makes many half-orcs suited for dabbling in magic, particularly of the primal variety. However, rather than harnessing force directly from nature, half-orcs use primal magic to draw elemental energy into themselves, emulating the primordials. The best of these warriors sometimes win prominent positions within their tribes, and might act as battle leaders or advisors to chieftains.

## Stonechildren

One of the origin stories of the half-orcs stems from an ancient eladrin myth. It claims that half-orcs arose from the contest between Corellon and Gruumsh, created from blood spilled when the god of the fey put out the dark god's eye. Some dismiss such tales as fancy, but the half-orcs known as the stonechildren use this myth as the foundation of their existence.

The stonechildren believe that the first half-orcs were hated and reviled, shunned by both orcs and humans because of their mingled blood and strange aspect. The gods offered no succor to this accidental race, and thus the half-orcs were driven into the wilderness, forced to fend for themselves. For decades, they wandered, homeless and persecuted, searching for a place of their own. Their refusal to surrender to the elements paid off when they came to True Stone—the Mountain of the Lode Mother, where the primordial Sunnis and her earth titan consort Entemoch reigned long before the Dawn War.

Instead of turning them away, the primordial welcomed the refugees into her realm. She made a place for them in the tunnels below, providing them with iron for weapons and armor, and giving them shelter against the raging storms. In exchange, these half-orcs worshiped Sunnis as a god, pledging their bodies and souls to her forever.

Long service to Sunnis transformed these half-orcs. Though they share the same traits as others of their kind, their mixed heritage has all but vanished behind their elemental facade. Gone is the olive complexion and dark hair typical of half-orcs. In its place, the stonechildren have craggy features and pale skin the color of marble. They display an incredible talent

for elemental magic and are among the best in the world at shaping stone and rock. The stonechildren do not mingle with other races. However, because their primordial mistress has been silent over the long ages since they first settled in the True Stone, some have emerged to seek their fortunes in the world beyond their mountain home.

# Other Races

Elemental power is the foundation for all magical traditions, from the arcane spells used by wizards to the psionic disciplines that monks and battleminds master. All races have thus encountered elemental power in some form or fashion. How the members of each race regard such power reflects their prevailing attitudes about magic in general.

## Eladrin and Elves

Corellon revealed the secrets of magic to the world, giving his favored children the knowledge of arcane power. His teachings enabled the eladrin to call forth elemental energy to be directed as they saw fit. Although eladrin magic has long since come to focus on the school of enchantment and the other traditions of the fey, one can still find elemental roots in the magic wielded by the eladrin nobility. The bralanis, for example, have power over elemental wind, while the ghaeles can call forth elemental cold.

When the elves broke from their eladrin kin, they brought the secrets of arcane magic with them. Nature magic, however, proved more suited to their needs, and thus the old traditions fell out of favor. Still, the magic of the elves evokes elemental power as they shape and defend their natural environment.

## Githzerai

The githzerai fled to the Elemental Chaos to escape war with their githyanki kin. Desperate to cast aside the violence bred into them by their former illithid masters, the githzerai sought freedom from the purpose for which they were created. Though dangerous and unpredictable, the Elemental Chaos held the freedom the githzerai sought—the plane's roiling turmoil reflecting the upheaval in their minds and hearts. Studying chaos taught the githzerai to master their rage and achieve a true and lasting peace with themselves. Githzerai heroes take such mastery to the next level, seeking to control the chaos around them just as they control the chaos within.

## Gnomes

Gnomes are born with a talent for magic. Most favor arcane power, tapping into the arts of illusion that helped free them from their fomorian masters. The escape from the fomorians saw the gnomes seek refuge wherever they could find it, from the deep forests in the Feywild to the defiles and chasms of the most remote mountains. These mountain-dwelling gnomes, sometimes called rock gnomes, applied their magical talents to communing with the elemental spirits of their adopted homeland. Rock gnomes have learned to meld their bodies into stone to conceal their presence, and to call up elemental servants and power to protect them from threats.

## Goliaths

The goliaths see spirits in all things, from the rocky mountaintops where they make their homes, to the trees blanketing the lower slopes, to the clouds that scour the heavens above them. Many of these are primal spirits—entities that personify an aspect of the natural world. However, the spirits acknowledged by the goliaths sometimes represent an older power. A slumbering primordial might lurk beneath a mountain, while wild storm elementals rage atop its high peaks. Goliaths see no difference between these elemental presences and the primal spirits of their homelands, and they are content to make offerings to any spirits of the land and receive power in exchange.

## Halflings

Halfling communities follow the world's roads and waterways, making elemental magic useful both for protection and to expedite travel. Halflings who channel elemental power can coax more speed from a clan's boats, communicate with kin over long distances, or use the power of water and storm against their enemies. Although gifted in elemental magic, halflings guard their lore carefully, always fearing that the power they master might be used against them. Within a clan, elders teach the secrets of elemental power only to the most promising and dedicated candidates.

## Humans

Ingenuity is the human race's greatest asset. Cursed with a short life span, humans must make do with the years available to them, and they are more than equal to the challenge. This innate drive and resourcefulness reveals itself in their advances in the study of arcane magic, the grand temples they raise to the gods, and the mighty nation-states they have raised across the world. It comes as no surprise, then, that humans as a group have learned more about elemental magic and have delved further into its secrets than any other race.

Humans can be found in practically any elemental venue or realm, except for those populated entirely by some other race, or those whose residents are anathema to humanity.

# Gaining Elemental Power

The ability to wield elemental magic in its purest state is exclusive to elemental creatures, which channel the raw energy of the Elemental Chaos through themselves when they call on that plane's power. A number of ways exist for adventurers to transform themselves into elemental creatures, and to thus begin the process of mastering the power of the Plane Below.

This section explores the ways your character might come across elemental power, examines how you can transform yourself into an elemental creature or attune yourself to elemental energy, and looks at elemental patrons that might provide your character with the power he or she seeks.

## Elemental Exposure

The boundaries between the planes are not as secure as many imagine. Portals bridge unimaginable distances, allowing instant transport to another reality. The planes can overlap in places, so that unwary travelers in the world might find themselves stumbling into the Feywild or Shadowfell without warning. Planar breaches and reality rips can damage a plane's integrity, delivering strange monsters and weird weather to unsuspecting communities. Portals remain common, and more spectacular planar phenomena might occur only once in a century. Regardless, these events can and do have lasting consequences to people near them.

Most portals to the Elemental Chaos carry no risk of transformation. Passing through such a doorway whisks the character to whatever destination lies on the other side. However, the magic powering a portal can break down over time, allowing the destination to leak through. Decaying portals to the Elemental Chaos are not sufficient to transform people living nearby all at once. After a few generations, however, the children of a settlement in proximity to a malfunctioning portal might develop unusual traits or become genuine elemental creatures.

The most violent planar phenomena change the landscape more swiftly. Planar breaches can have devastating effects. When the Elemental Chaos breaches the world, the energy of the plane shatters and transforms the terrain around it in the blink of an eye. Creatures not killed outright might find themselves transformed into elemental creatures by such events.

A rare few creatures experience transformation into elemental creatures by acclimating to the Elemental Chaos. Humanoids who migrate to the Plane Below and remain there find that their minds and bodies change over time. The natural characteristics of a mortal creature's race are supplanted by those common to elemental creatures. Such changes might be immediate or might take generations to surface. No one can predict what might happen in the Elemental Chaos.

## Primordial Shards

Primordial shards provide another method for acquiring elemental power. These strange rocky growths can appear anywhere, from the depths of the Underdark to the most windswept mountain peaks. The origin of these multicolored crystals is a matter of great debate. Some have claimed they are the remnants of fallen primordials and other powerful elemental creatures. Others believe that primordial shards are crystallized ichor left behind wherever a primordial's blood stained the ground during the Dawn War. It could be these shards are nothing more than remnant energy left over from creation, solidified into their present form. Origins aside, primordial shards are known to be reservoirs of elemental energy. Those who find a shard can access its power—and might be transformed by it.

Each primordial shard is associated with a specific elemental essence, or combination of essences, revealed by its color. Air shards are clear, earth shards are brown, fire shards are red, and water shards are blue. Some primordial shards combine those raw elements, such that fire and earth traits create a shard linked to magma, while air and fire combine to create a smoke shard.

Some primordial shards are akin to naturally occurring magic items, possessing powers that a wielder can choose to call on. Others offer a different sort of power, holding the ability to bond with a mortal creature and transform it into an elemental being in part or in whole. Such shards can bestow a potent elemental property or power of some kind, but bonding with a mortal creature usually discharges the power of the shard. A shard that loses its potency becomes an ordinary crystal, albeit a valuable one.

# Elemental Scholarship

A character can also embrace elemental power through research and scholarship. Writings on the Elemental Chaos vary in quality and availability. Most are guides to the plane, offering insights into the creatures dwelling there and unreliable accounts of locations, societies, and the like. Other writings might contain potent rituals enabling short-term or permanent transformation, along with the fundamental methods for manifesting elemental power while in this state.

The study of elemental power lies outside the bounds of accepted magical tradition. Major institutions of magical learning take a dim view of such scholarship, and characters who pursue elemental power can find themselves ostracized. Many religious orders enshrine the animosity between their gods and the primordials by maintaining an open hostility toward characters who pursue elemental power. The agents of such orders scour the planes for legends and lore related to mastering and using elemental magic. A prized manuscript recovered from a shrine to a primordial could attract the attention of crusading zealots eager to consign the tome—and its researcher—to purifying fires.

More ominously, elemental magic often leads to dark changes in those who master it. The attentions of demons and powerful elemental creatures are always a threat for those dabbling in banned works, whose powers and rituals fail to distinguish between demons and the elementals from which they were spawned. The most important lore regarding elemental magic comes from the devotees of the Elder Elemental Eye. This forbidden cult deals with the so-called princes of elemental evil, who offer power to tempt those of flawed morality. Many who have delved into elemental lore have found themselves enthralled by these dark powers.

# Elemental Patrons

For most mortals, there can be no greater betrayal than to pledge service to a primordial. These beings once sought the world's destruction, emerging from the Elemental Chaos to lay siege to the mortal realm and the astral dominions alike. The cosmic struggle between god and primordial is laid down in sacred scrolls and annals preserved from ancient times, guarded by devout and dedicated servants. In those texts, dire warnings can be found of what will happen if the primordials break their chains or awaken from their slumber. Doom. Destruction. Apocalypse.

Yet across the world, gathering in secret cellars and shrines hidden in the deep wilds, an increasing number of mortals willingly serve these catastrophic beings, worshiping them as gods. Despite the actions of hunters and inquisitors whose purpose it is to stamp out these cults wherever they are found, the faithful of the primordials persist in their misguided beliefs. And as the world decays, sliding deeper into darkness, more and more people turn from the gods' temples in the hope of seeking a better future.

The reputation for evil and destruction carried by the primordials is not always warranted. Certainly, wicked powers can be found in their ranks. Erek-Hus, the King of Terror, was known for his lust for destruction. Haemnathuun the Blood Lord committed unspeakable atrocities when the elemental host invaded the Astral Sea, before the gods cut him down. But though many primordials craved nothing more than the utter destruction of the gods and the unraveling of the world they themselves had forged, others were too vast or self-absorbed to be concerned with the Dawn War.

A few primordials fostered life in the world, seeing the gods as partners in shepherding creation to its true potential. Then the Dawn War severed the ties between those powers, making enemies of allies and casualties of those who stood apart. Since certain gods proved indiscriminate regarding whom they named as foes, the good primordials were drawn into the conflict, swept up in the world-shattering events that destroyed everything for which they had worked. Whether good or evil, all primordials faced divine judgment before being locked away in dark oubliettes, bound in chains, and forgotten.

In noting the primordials' role in creation, one might argue that they deserve worship more than the gods who usurped them. Without their efforts, there would be no mortal realm. No time or history. Nothing but endless chaos. As such, it is easy to understand why some mortals find themselves turning away from the heavens and searching elsewhere to place their faith. Too often, though, mortals with evil beliefs, deviant interests, and other less-admirable qualities turn to the primordials only in search of the power and chaos that is their legacy. For every well-intentioned wisdom seeker who communes with the likes of Sunnis or Ben-hadar, a vile arsonist burns homes in the name of Imix, even as a foul cultist of Olhydra drowns the young as sacrifices to that mercurial mistress.

## Serving a Patron

The surest route to accessing elemental magic is to serve an elemental patron. In this case, service is not the same as worshiping a deity. The primordials are distant masters. They have little interest in—or awareness of—the drama unfolding in the world. Some primordials are too vast to consider the minuscule specks roaming across the surface of creation. Others

*A freshly summoned earth elemental tears free from the ground in the center of a ritual circle*

pass the long centuries slumbering in vaults buried deep in the Elemental Chaos, or are otherwise prevented from acting by the adamantine shackles that bind them in place and diminish their power.

Instead of dealing with your primordial patron on a personal level, you work through proxies who act on the primordial's behalf. These lesser powers can be anything from genies to slaads, elementals, or spirits touched by elemental power. The proxies receive your patron's dreams or carry messages from your primordial's dark prison, offering guidance or instruction in accordance with the proxy's interpretation. You must trust that the agent acts in your best interest and in the interest of the being you serve.

Many who worship the primordials convene with their proxies only infrequently, and you might need to draw your own conclusions regarding your master's plans for you. As a result, some followers of otherwise peaceful or beneficent primordials are led to commit terrible acts in their names, even as others do good works on behalf of a malicious patron. Serving an elemental patron has no specific requirements or prerequisites. The greater the access to the Elemental Chaos, the more power these patrons provide as reflected in your theme, class, and other mechanical options.

# The Primordials

The primordials described in this section represent a small selection of the major known primordials that an adventurer might choose as a patron. As with the primal spirits in the natural world, the primordial powers are open to expansion, and DMs should feel free to add new primordials important to their individual campaigns. Likewise, a player might suggest a new primordial to best fit a character's selection of class features and abilities.

## Elemental Princes

To many mortal minds, even those steeped in religious lore and ancient history, the primordial host consists of nothing but figures vast and terrible—violent, warlike beings whose role in creation has ended and who now remain hidden away in the deepest recesses of the Elemental Chaos, wrapped in chains, sealed in inescapable vaults. They evoke fear and misgivings about what calamities they might bring about if freed—yet as dangerous as these beings might be, to conceive of them as an extended family is a foolish simplification. It does not account for the tangled alliances and grudges that pervade these ancient elemental powers and persist to this day despite their status as prisoners, exiles, and dormant monstrosities.

One group, known as the archomentals, is often included in the primordials' ranks but stands apart from the others in many ways. Some lore suggests that these figures played little or no part in the world's creation and arose at some point afterward. The archomentals might have been the first servants crafted by the primordials, infused with such chaotic power that they held sway over all other elemental beings beneath them.

Regardless of their origin, the archomentals have only grown in power since the end of the Dawn War, and today they exert influence in the mortal world. Most mortals refer to these entities as the elemental princes. The evil princes Imix, Ogrémoch, Yan-C-Bin, and Olhydra, among others, form a wicked pantheon of sorts, gathering followers and servants from across the planes for some dark and despicable end.

Countering their depredations is the group of archomentals known as the princes of elemental good. These include Ben-hadar, Chan, Sunnis, Zaaman Rul, and more. Although they are characterized as good, their virtue stems from their opposition to their evil counterparts and not from any moral code. If these entities have good intentions, they express them on behalf of the elemental creatures that dwell in their realms.

JIM NELSON

The good archomentals, for the most part, opposed the Dawn War and either fought alongside the gods or abstained from the conflict. Their refusal to participate ultimately enabled them to retain their freedom, because the deities did not subject them to the fate of their defeated kin. But that freedom comes at a price—the good archomentals are the objects of scorn and hatred from the primordials that are bound or locked away. As a result, the princes of elemental good sequester themselves in great fortresses, daring not to stray too far from their realms lest they face reprisals from the cultists and elemental creatures that are still loyal to the dead, dormant, or otherwise imprisoned primordial powers.

## Ben-hadar

Of all the good archomentals, Ben-hadar, the Valorous Tempest, called Prince of the Emerald Tide and Coral Lord, has withdrawn the most and remains cloistered in his fabulous coral palace beneath the Elemental Chaos's briny sea.

Owing to his arrogance and self-absorption, Ben-hadar is seldom stirred from his constant brooding. Only if some threat from beyond his realm imperils those who live under his rule will he stir from his throne. Even then, his time beyond his stronghold's walls is brief—long enough to hurl tidal waves and whirlpools against the invaders until nothing remains but corpses—before he swims back to his palace.

Ben-hadar's self-imposed isolation wins him few friends in the Elemental Chaos. The Coral Lord cares for nothing beyond what happens in his realm, and thus both Chan and Zaaman Rul despise him for his perceived reticence. Ben-hadar's introspective tendencies run so deep that he has abandoned the ancient struggles against his malicious counterpart, Olhydra, and the two have not clashed in centuries.

The Valorous Tempest shapes his watery body into a towering humanoid form. Ben-hadar's palace lurks in a hidden recess in the Coral Reef of Ssegurgass. Water elementals and other servant creatures safeguard the labyrinthine tunnels leading to the sumptuous chambers within, deny entry to all petitioners. The archomental has no time for mortals or their plight and has instructed his servants to turn away anyone seeking an audience.

## Chan

Chan is the patron of calm breezes, gentle sounds, and those elementals that reject the Abyss's corrupting influence. Although she is described in peaceful terms, the Silent One can become the harshest wind, the howling tornado, or the unrelenting tempest if she is angered, as Ben-hadar knows all too well.

Unlike the other archomentals, Chan has not made a prison for herself in her realm and frequently travels the Elemental Chaos with a legion of djinns, aerial servants, and mephits in tow, always watching for signs of her nemesis, Yan-C-Bin—she has made it her purpose to check the advances and efforts of the elemental prince at every turn. She does this with caution, for if she acts too aggressively and openly, she could invite the same attention from her foe.

When not flying through the plane's stormy skies, Chan breezes through the seemingly endless corridors of her Palace of Unseen Contemplation, a floating glass stronghold that drifts among the clouds. Since her realm is not fixed and instead moves across the plane, she employs numerous djinns and other creatures of elemental air to patrol the vicinity for miles around. In ages past, wars between her and other primordials have brought ruin to many of the delicate spires and minarets that adorn her palace—damage requiring great magic to repair. As much as she fears for her holdings, she believes it is her purpose to prevent the Elder Elemental Eye from gaining power and thus focuses her attention on battling the evil archomentals—in particular Yan-C-Bin, her evil counterpart in the province of elemental air. For this same reason, Chan has an ongoing feud with Ben-hadar, for she cannot understand his reluctance to lend aid to such a noble cause.

Chan does not have a physical, visible form. Her body, such as it is, consists of gently swirling breezes. When she needs to interact with another creature, she lets the winds carry her words or, rarely, she gathers and condenses moisture in the air until she resembles an undulating cloud.

## Cryonax

For all the uproar they foment and represent, for all the shows of force that one visits upon another, most of the elemental princes cancel each other out. Although the threat that any one of them presents to the world is great, the archomentals check each other, the good containing the evil, the evil pushing back against the good, so even as one gains power and influence, the others rally to send the ambitious peer toppling once more.

This balance does not apply to the "fifth" prince of elemental evil. No directly opposing force exists to counteract his evil, and as a result he is ever so slowly succeeding in the fight to break free from his imprisonment. Cryonax, the Blizzard King, is a tentacled horror shackled to a glacier that flows down from the jagged mountains known as the Teeth of Lormoch. He claims dominion over elemental cold and all creatures associated with ice, snow, and freezing temperatures. The adamantine chains that hold him strain against his thrashing, and the hordes of elementals and ice archons that attend him constantly work to loosen the bindings so their master will be free once more.

Cryonax is an enormous, bestial monstrosity, a fur-covered thing similar in appearance to a yeti, but

*Cryonax strives to enwrap the world in his icy tentacles*

with muscular tentacles in place of arms. As the bindings on him have grown weaker, the terrain around his prison has fissured and cracked, releasing plumes of absolute cold that can freeze a mortal in an instant.

Murky, conflicting tales suggest many origins for the Blizzard King. Some claim he was the last horror whelped by the Elder Elemental Eye. Others say Cryonax was a demon lord who led an army out from the Abyss to conquer the Elemental Chaos. Some have even claimed he is none other than Khala, the one-time goddess of winter, not dead but cast down to the Plane Below to languish for her wickedness. Whatever the case, Cryonax is a renegade archomental who takes part in none of his peers' infighting and instead sets his sights higher, to become free and conquer not just the Elemental Chaos, but all of creation.

## Imix

Several archomentals emerged in the ages following the Dawn War, only to be twisted toward darkness by the Elder Elemental Eye and the bubbling wickedness spilling out from the Abyss. Other princes of elemental evil had a hand in the world's creation, had lent power and will toward the great work. Imix is one such. He stands apart from the corrupted princes, for this ancient power was among the first to emerge from the chaos at time's beginning, a malevolent force for destruction and death whose hatred blazes like a star in the Plane Below.

Imix, called the Eternal Flame, arose before mankind was even a dream. Unlike the other primordials, evil intent darkened his spirit from the start. Considered father to the salamanders, prince of the efreets, and creator of many of the terrible, fiery creations at large in the Elemental Chaos, he needed no convincing to join forces with the Elder Elemental Eye and spread elemental influence into the Material Plane. Imix ultimately met defeat and imprisonment for his part in the war against the gods, and ever since the end of the Dawn War he has been trapped in a volcano's fiery heart, unable to escape the bubbling magma and noxious fumes confining him.

Imprisonment has not prevented the Eternal Flame from continuing his plots—it has in fact given him time to set in motion even more sinister efforts. Imix has made great strides in corrupting mortals and drawing them into his cults. His fire temples command power and respect from the other elemental cults. Furthermore, fire elementals still venerate and fear the Fire Lord, unwilling to break with him lest he destroy them as he has countless others.

In recent years, Imix's offspring Zaaman Rul, whom the Eternal Flame sired with the late Bristia Pel, princess of elemental fire, raised an army and laid siege against Imix's prison with the intent of destroying his father. Imix proved more powerful, his armies crushed the rebels, and those spared from the

ANDREW HOU

conflagration became slaves to Imix's dark will. Only Zaaman Rul escaped to lick his wounds.

Imix wears many forms. Normally, he appears an enormous column of flame, a great fiery pillar that twists and writhes as if a serpent. When interacting with mortals, he coalesces the flames into a humanoid shape and demands that petitioners bow before him. Those who do not must contend with the fiery sword he forms from his own essence. Imix despises the other elemental princes, and though his command over fire creatures seems complete, he is not content. He has turned his fiery eye toward Olhydra, and those closest to him whisper that he intends to capture her and use her essence to help free himself from his prison.

## Ogrémoch

Long before the Dawn War broke out, Ogrémoch terrorized the Elemental Chaos. In the early days of creation, the Lord of the Black Earth erupted from his mountain lair and rumbled across the shifting landscape. He was one of the principal powers who formed the world, lending much of himself and his energy toward shaping the high mountains and binding the unformed substance into its present shape. Ogrémoch had no love for the world, but he saw it as his own. He would not allow the gods to steal what he was rightfully his. And so, when war broke out, the Stone Tyrant was one of the first to go to battle.

At some point during the Dawn War, Ogrémoch learned of a forgotten and ancient primordial known as the Elder Elemental Eye. It was said this being was the first and mightiest, and the entity had been sealed away in the deepest pits, a realm called Tartarus, to languish for eternity. Other primordials had sworn service to the exiled Eye and, though Ogrémoch did not trust these other self-styled elemental princes, he believed the Elder Elemental Eye was the best hope for turning the tide in the war. By pledging fealty to the power, the primordial saw his worst traits magnified, and whatever good might have been in him was scourged away until only hunger and wickedness remained.

In the Dawn War's final days, Ogrémoch became so unstable and dangerous that the other primordials shunned him. He had turned against his allies in rage-fueled outbursts, doing as much to thwart the elemental cause as the gods themselves. Ogrémoch, as mighty as he was, could not stand against the combined forces of the gods and the primordials that had turned against him. Moradin forged a set of unbreakable chains and used them to shackle Ogrémoch to a flat-topped mountain, never to trouble the world again. Still, Ogrémoch's confinement doesn't prevent him from affecting the mortal world. Cults dedicated to him toil to free both him and the Elder Elemental Eye, which holds the promise of absolute power.

The Lord of Black Earth appears as an enormous human-shaped aggregate of rock, crystal, sand, and earth. He strains against his chains, his rumbling voice almost drowning out the shrieking winds that whip around him ceaselessly. As much as he struggles, he cannot be free. His confinement, however, does not prevent the elemental prince from influencing his realm and attracting mortal followers in the natural world. Cultists sworn to earth temples work to loose the Elder Elemental Eye from its prison in the hope that their own master, the Stone Tyrant, will also become free and lead them to glory.

## Olhydra

The Princess of Elemental Water, before her own imprisonment, attracted many followers in the mortal world and throughout the Elemental Chaos. A fickle, violent entity, she embodied terrible storms lashing the shores and tidal waves dashing ships onto the rocks. Water-dwelling creatures came to worship her out of fear, lest they invite her wrath. They raised idols and made sacrifices, all for the purpose of diverting her fell attention away from them.

As terrible a figure as she once was, her time has almost completely passed. Melora, having smote her, claimed her portfolio and now rules the seas in her stead.

Confined to her great coral castle, uprooted and discarded in a trench beneath one of the endless oceans spreading across the Elemental Chaos, Olhydra has only water elementals for company. She swims through the halls of her decaying fortress, searching for and never finding a way out. Melora sealed every exit with living coral so that the elemental princess would never escape.

As with other elemental princes, although her prison contains Olhydra's physical form, her essence still stretches up and out from the trench, twisting elemental creatures toward chaos and evil. Many mortal races still make sacrifices in her name, fearing her wrath if they fail to uphold the ancient traditions. As well, cultists dedicated to the Elder Elemental Eye often gravitate toward the princess, establishing temples in her honor to earn her protection in the event that the ancient primordial somehow becomes free. Those loyal to Olhydra plot and scheme against Imix's fire temples, and conflict between these factions has been ongoing for centuries.

Before her fall, Olhydra was the most comely of the primordial powers. Able to assume any form she wished, she would bend hearts and minds with a seductive appearance or shatter sanity with a horrible forms if she became angered. Her long confinement has left her much reduced, and now she manifests as a current or a large wave, a crashing, malevolent force with no purpose other than to destroy.

## Sunnis

The archomental named Sunnis, often called the True Stone, rules an underground principality from within a great cavern called the Sandfall. The place takes its name from the constant streams of sand that spill down from cracks in the ceiling overhead.

Where Ben-hadar broods and Chan plots, Sunnis regards her role to be protector and champion of earth creatures, and thus she lends aid to any and all who pay her fealty. In the tangled corridors that define her realm, one can find elemental earth creatures of all shapes and sizes, living and working in the harmony fostered by the True Stone.

Sunnis maintains a humanoid form, appearing as a tall, muscular woman carved from stone. Her outgoing nature and widespread influence in the Elemental Chaos are the reasons why she is one of the few entities the gods respect. Many deities work with Sunnis to maintain the peace, and they enlist her aid to contend with the cosmic threats of which mortals remain unaware. Sunnis's influence extends beyond the Elemental Chaos as well. She respects the primal ban that bars her from taking a direct hand in mortal affairs, but she had many champions in the natural world, lending each elemental power in exchange for representing her interests. It should come to no surprise that some races include Sunnis in their prayers to the gods, a rite especially prevalent among some dwarves, galeb duhrs, and other earth-dwelling races.

The True Stone's efforts in the natural world and the Elemental Chaos serve a greater purpose. Like her archomental counterparts, Sunnis swore long ago to end the scourge embodied by Ogrémoch. Whispers abound that she has prepared some great prison for her rival, a pit so deep that the elemental prince will never escape. Eventually, Sunnis will hatch her plot to lure her foe to the site of his doom, and once that is accomplished, she plans to hurl the monster into the black depths and seal away her nemesis for all time.

Ogrémoch, being likewise a prince of elemental earth, has little to fear from these designs, yet he uses caution when dealing with his nemesis. Wars between his forces and those sworn to the True Stone erupt across the Elemental Chaos often, and the conflict has on occasion spilled into the natural realm, as evidenced by the many abandoned, blood-stained earth temples across the world.

## Yan-C-Bin

Yan-C-Bin, the prince of elemental air, also known as the Storm Born and the Howling Hatred, was the first of the princes of elemental evil to learn of the Elder Elemental Eye. Yan-C-Bin has always valued secrets, and no one in the Elemental Chaos knows more about the plane and its inhabitants than he does. After learning of the Eye, Yan-C-Bin convinced other primordials, including Olhydra and Imix, to join forces and serve that power in the hope of breaking the gods, gaining the world for themselves, and crushing the other primordials that had gained ascendancy during and after the world's creation. Through it all, Yan-C-Bin remained a hidden, secret partner, whispers carried on gentle zephyrs to tempt others to wickedness and evil, until the other elemental princes became fully in the dark master's thrall.

Yan-C-Bin's subtle influence did not escape the gods when they settled accounts after the Dawn War, and the Poison Wind found himself sealed inside a palace made of solidified air. Because his prison is mobile, Yan-C-Bin can command the corrupted greater air elementals tethered to his stronghold to drag it across the skies so the elemental prince can observe as he always has.

His palace keeps him from running amok, but Yan-C-Bin remains an active and malevolent power. Rather than take a direct hand, he relies on air elementals, archons, and other creatures to act on his behalf. These agents spy on other elementals and bring their secrets to the great palace, feeding the prince a steady diet of rumor and fact, secrets and lies. Yan-C-Bin is so knowledgeable that many petition the elemental prince for lore, a commodity he is always willing to offer in exchange for service, aid, or information.

No one trusts Yan-C-Bin. Other primordials avoid him. The greatest direct threat to Yan-C-Bin comes from his archrival and chief foe, the good archomental Chan. The two have never met, never clashed in battle, yet they wage a secret war of information and sabotage. Chan, who is free to go wherever she wishes, cannot count her mobility as an asset, since Yan-C-Bin's servants are everywhere, always watching and ready to share their findings with their master. Nothing Chan does goes without Yan-C-Bin's knowledge, and his servants stand ready to thwart her every design.

## Zaaman Rul

Elemental lore posits that Imix, the Fire Lord, sired Zaaman Rul in a tryst with the princess of everlasting flame, Bristia Pel, who was destroyed in the battle that led to the defeat and imprisonment of the Queen of Chaos. If the tales are true, Zaaman Rul inherited his mother's virtue and hatred for Imix and has long sought to avenge her death by ending the life of his itinerant father. He assembled a great host of azers, salamanders, and fire elementals, and prepared to lead his army to lay siege against Imix's fortress.

Youthful exuberance and no small amount of arrogance caused Zaaman Rul to underestimate his father's strength, and so he found his forces shattered, scattered, and driven away. The soldiers of Zaaman

Rul that were captured by Imix's forces were soon twisted toward darkness, and Zaaman Rul's grand vision turned to ashes. Since his disastrous attempt to overthrow Imix, Zaaman Rul has remained in hiding, biding his time until he can renew the war against his father.

Zaaman Rul was once a mere fire elemental, yet the primordial essence passed down from his father and his mother helped him become more than he began as. He stands over ten feet tall and has crimson skin and long black hair, giving him an infernal, almost devilish appearance. Like his father, he can conjure a fiery sword from his essence, the blade burning so hot that it can scorch even creatures made from elemental flame. As powerful as he is, his early defeat and his youth place him at the bottom of the hierarchy of the princes of elemental good, forcing him to rely on the benevolence of his peers and those deities that are friendly to his cause.

# Bound Primordials

When most natives of the mortal world think about primordials, what comes to mind are entities that they believe to be sealed away, never again to ravage the natural realm.

Whether "sealed away" is accurate or not, the deities have certainly taken pains to imprison or neutralize each bound primordial in a unique and (they hope) effective fashion. Five of the more distinctive stories of these entities are provided here.

## Balcoth, the Groaning King

At the end of the Dawn War, the gods showed no mercy. Any primordial that fought against them met a bitter end—sealed away, maimed, or shackled with chains that can never be sundered. Balcoth, called the Groaning King, is free to roam the Elemental Chaos. Yet he does so broken, his head locked away in a secure vault in the natural world while his body rages in a fruitless search to reunite with it. Balcoth earned this fate by plotting against the gods, lending aid to his allies from behind the scenes, and arming his servants with dread magic devised by his own wicked imagination.

Elemental power flows from the stump of Balcoth's neck—raw chaos and magic spilling out for anyone to claim. Balcoth's head plots revenge for the day when it reunites with his body. He thus allows mortals to draw power from his remains in the hope of increasing his presence in the world. Most cults dedicated to the Groaning King share his madness and evil, even as a few cunning souls exploit the primordial, stealing power to use as they wish. Cultists communicate with Balcoth by casting the severed heads of enemies into bonfires.

## Bryakus, the Many-Headed One

One of the most monstrous primordials is Bryakus the Many-Headed, whose spilled blood spawned the first hydras. A vicious and terrible foe of the gods in the Dawn War, Bryakus was named the Great Maw, his appetite never slaked no matter how many angels he devoured. Kord defeated him in a mighty battle, delivering what should have been a killing blow. However, Bryakus thrashed about to spray his ichor down upon the world. The more the primordial fought, the more Kord was moved to strike, so that blow after blow rained down until only an unrecognizable mess remained.

Despite the appalling injuries he endured, Bryakus survived, each piece of sundered flesh and bone imbued with his hatred. Since his fall, his servants have roamed the planes for his remains, reconstructing their master in some deep place where none can interfere with their task. The degree to which Kord mutilated the Many-Headed One is a testament to how many centuries his cultists have sought in vain to reclaim him, with no end in sight. As long as Bryakus remains in this wretched state, he has no say in how the elemental power he offers is used.

## Castanamir, the Shattered Khan

Castanamir, the Shattered Khan, was a brilliant general and tactician in the Dawn War, whose cunning for battle allowed the elemental hordes to gain ground in the Astral Sea. His success lured Io into

### ELEMENTAL VIEWPOINT: DRUNDZHAR, DWARF CULTIST

You call me a madman? You have no idea what you are speaking of, you fools. Long ago the Lord of the Black Earth was betrayed and bound by godlings and faithless allies, but the day is coming when that ancient treachery will be punished—and I will be there to see it! Great will be the rewards for those who gave mighty Ogrémoch their allegiance in the years of his wrongful imprisonment. The Lord of the Black Earth will raise me up as a king over all this land! All of you who have mocked and despised me, turning away from the true power of the earth, I will see to it that you receive the justice you so richly deserve. I will throw down mountainsides and shatter cities in my master's name! And who will you call a madman then?

the war, for even that arrogant god could not sit on the sidelines as his fellow deities were slaughtered. The great dragon emerged from his dominion to end Castanamir's threat, snatching up the primordial in his great maw, flinging him down to the natural world, and watching as he fell to the ocean and moved no more.

The storm giants and titans still pay homage to Castanamir, though the primordial has been silent since his fall. Mortals seeking power over thunder and lightning can prove their worth to the primordial by petitioning the storm titan who resides on the island bearing Castanamir's name. This island is known as the center of fierce storms that have littered the surrounding seabed with ships. Some even claim that the island is Castanamir's still-living remains.

## Heur-Ket, the Storm Unabated

The changes the gods made to the world and its people invited Heur-Ket's wrath, drawing the Storm Unabated from his great thunderhead castle. The mighty primordial launched himself against the gods and their armies, destroying and scattering many. Then Heur-Ket vanished during a misguided attempt to storm Hestavar alone, defeated by the gods Erathis, Ioun, and Pelor in a brutal offensive.

Since that day, whispers in the Bright City have suggested that the three gods chained the primordial in this astral dominion to neutralize his destructive might for eternity. Despite protestations to the contrary by the angelic minister who governs the city, such rumors persist.

Imprisoned by the combined might of three gods and their astral power, Heur-Ket is now little more than mindless rage—an impotent tempest raging on the outer bounds of Hestavar. The more he fights to break free, the tighter the gods' chains become. His cults have all but vanished in the world, and the storm titans who once worshiped him have turned their devotion to other powers instead. Still, cunning practitioners of elemental magic understand the power that remains to be coaxed from this primordial, and those seeking dominion over lightning and thunder favor him.

## Sisanthak and Vorsheen

A mote of fire and ice drifts through the Astral Sea, a battleground for the twin primordials Sisanthak and Vorsheen. Lured here by the gods during the Dawn War, these two forces are caught in an eternal struggle for dominance over the mote, called Frostburn. Sisanthak the Endless Winter plots his rival's downfall, forging ice archons by the thousands as the tempestuous Vorsheen spawns fire archons to fight against them. The two forces are evenly matched, their battle raging for longer than memory and set to continue unabated for thousands of years more.

Despite their obvious hatred for each other, the conflict between Sisanthak and Vorsheen unites them in a curious way. Their presence creates a planar anomaly capable of generating intense elemental energy. Each primordial uses this energy to create archon armies whose destruction fuels the orb, and thus perpetuates it.

Neither primordial is aware of how long they have fought, or that the Dawn War is long over. So inextricably linked are Sisanthak and Vorsheen that their mortal followers honor them together as a duality—light and dark, fire and ice, perpetual conflict. The primordials know that they cannot risk giving ground by diverting attention from their struggle, so they depend on their archons to deal with mortal petitioners and servants.

# Free Primordials

For one reason or another, a small number of primordials were not subjected to the revenge of the deities at the end of the Dawn War. The reasons why they remain unfettered are as varied as the entities themselves.

## Alu Kahn Sang, the Wind of Destruction

Raging across the Elemental Chaos is a continent-sized dust storm known as the Wind of Destruction. A great and terrifying cloud of shrieking winds and flying grit, the storm is capable of stripping flesh from bone in seconds. But this is no mere environmental effect. The Wind of Destruction is Alu Kahn Sang, a primordial of incalculable power and madness who craves carnage and violence.

Alu Kahn Sang survived the Dawn War, though not through any effort or bravery on his part. In madness, he smashed down the gates of the heavens to flood the Astral Sea with his destructive vastness. Only the combined effort of Khala and her son Kord turned the storm, flinging it back to the Elemental Chaos. Before Alu Kahn Sang could recover, the gods won the war and the primordials were vanquished.

One of the rare primordials still free and at large in the Elemental Chaos, Alu Kahn Sang craves vengeance against the gods and lures elementals of all kinds to his cause. Such service is typically short-lived, since the Wind of Destruction destroys any who displease him.

This primordial has little interest in mortals or their troubles, though he will sometimes speak through shardstorm vortexes. Alu Kahn Sang masters the provinces of air and earth, and mortals hungry for elemental power are sometimes lured to serve

*Unlike most primordials, Ty-h'kadi remains a force to be reckoned with in the world*

him despite his fearsome aspect. Those drawing power from the Wind of Destruction are violent and unpredictable, given to ferocious outbursts with little provocation.

## Iktha-Lau, the Ever Empty

The primordials did more than simply create the world. They hung it in space and set it in motion alongside the other celestial bodies that track across the heavens. The darkness of the void and the endless night surrounding the world is the realm of Iktha-Lau the Ever Empty, primordial of nothingness. It fell to her to clear away the raw chaos that made room for creation, and she resides still in the emptiness that is her legacy. An impassive observer, she witnesses time's passage from afar, her frozen heart unconcerned with and unmoved by the struggles she observes.

Iktha-Lau is a remote power, and in her vastness of utter cold dwell the stars and the terrible creatures that take their shape. Mortals drawing on her power do so without attracting her notice, and she never sends messengers to deal with her servants. She cares nothing for her followers, leaving them to divine her intentions through their observations of the night sky.

## Ty-h'kadi, Prince of Thunder and Lightning

The lord of the storm elementals is a violent and unpredictable primordial—a great, fickle monstrosity who swings between subtle rumbling and destructive outburst with little warning. If not for the efforts of Chan, who tempers Ty-h'kadi's anger, the Prince of Thunder and Lightning would have lost all control long ago. It was Chan who lured Ty-h'kadi from the Astral Sea in the Dawn War's waning days, thus sparing him from almost certain destruction.

Since Heur-Ket's defeat and disappearance, the Prince of Thunder and Lightning has grown stronger. His ascendancy has made him more aggressive concerning developments in the Elemental Chaos, and he resents the gods' influence in the natural world. From time to time, his anger gets the better of him, requiring Chan to engage him in battle to once more bring him under control.

Ty-h'kadi employs storm archons as soldiers and messengers, and mortals wishing to commune with his power speak through them. The primordial sometimes rails against the primal ban. At such times, violent storms erupt in the skies of the world, flashing green lightning and unleashing deafening thunder.

DAVE ALLSOP

# Roster of Known Primordials

No one knows for certain how many primordials exist. Hundreds were spawned in the beginning of the cosmos, and many were slain in the Dawn War long before any tale of their names or deeds was recorded in the lore of mortals. Even the weakest primordials are monsters of terrible destructive power, capable of crushing all but the mightiest mortal heroes and laying waste to whole kingdoms. The greatest primordials are so strong that even the gods fear them.

The list presented here includes many primordials known primarily from their presence in the world of Abeir-Toril, and a couple found on the desert world of Athas. The Dawn War was a battle with many fronts, and Abeir-Toril and Athas suffered in the war of gods and primordials just as many other mortal worlds did. Whether these Abeiran (or Athasian) primordials are known in worlds beyond their home worlds is questionable; the existence of multiple primordials with similar natures and interests suggests that (unlike some gods) these beings are naturally concentrated or anchored to physical existence in one specific corner of the multiverse, and do not appear in multiple worlds.

Many primordials are categorized as archomentals—beings that rule vast elemental domains and command the allegiance of many lesser creatures. This group includes the elemental princes, detailed earlier in this section. Some primordials are revered as deities by mortals and are counted as members of pantheons. Even though these entities are not divine in nature, they bestow elemental powers on their priests and are venerated by hosts of mortal followers. Primordials that have been wholly transformed or consumed by the Abyss are not included in this list. Creatures such as Demogorgon, Orcus, and Baphomet are more properly described as demon lords, not primordials.

**KNOWN PRIMORDIALS**

| Name | Sobriquet/Title | Status | Notes |
|---|---|---|---|
| Achazar | The Pillar of Wrath | Dormant | A fire primordial that ruled Tarmalune in Abeir |
| Akadi | Queen of Air | Deity | Elemental lord worshiped in Toril as goddess of the sky |
| Alu Kahn Sang | Wind of Destruction | Free | A vast, raging dust storm in the Elemental Chaos |
| Alyolvoy | — | Unknown | An obscure primordial of water and mud |
| Arambar | — | Dead | Slain long ago; its essence causes Abeir's steelsky |
| Asgorath | The World Shaper | Deity | A primordial who hurled a comet at Toril, creating the Sea of Fallen Stars; worshiped in the draconic pantheon |
| Atropus | The World Born Dead | Free | A vast primordial of undeath, spawner of the atropals |
| Balcoth | The Groaning King | Imprisoned | Beheaded primordial, powerless without its body |
| Ben-hadar | The Valorous Tempest | Free | Archomental, lord of good sea creatures |
| Borem | of the Lake of Boiling Mud | Dead | One of the Seven Lost Gods of Toril; killed by Bane, Myrkul, and Bhaal in their mortal lives |
| Bristia Pel | Princess of Everlasting Flame | Dead | Archomental of fire, killed in battle against the Queen of Chaos |
| Bryakus | The Colossus of Chaos | Dormant | Sundered into many pieces; its blood spawned all hydras |
| Bwimb | Baron of Ooze | Dead? | Archomental, prince of evil ooze creatures; killed by Orcus but respawned as a new Bwimb |
| Castanamir | The Shattered Khan | Dormant | Patron of storm and cloud giants, entombed in sea |
| Chan | The Silent One | Free | Archomental, queen of good air creatures |
| Chlimbia | Prince of Magma | Imprisoned | Archomental, prince of evil magma creatures |
| Cryonax | Prince of Elemental Cold | Imprisoned | Archomental, prince of evil cold creatures |
| Crystalle | King of Minerals | Free | Archomental, prince of mineral creatures |
| Dendar | The Night Serpent | Imprisoned | An Elder Evil of Abeir-Toril; fated to destroy the world |
| Dur-baagal | — | Dead | An ice primordial of Abeir-Toril slain by Auril |
| Ehkahk | The Smoldering Duke | Free | Archomental, prince of smoke creatures, ruler of Fume |
| Entropy | — | Imprisoned? | Held in a sphere of annihilation; now free? |
| Erek-Hus | King of Terror | Dead | Clove Io in two, then defeated by Bahamut and Tiamat |
| Garash | — | Unknown | A primordial that vanished seeking the Shard of Evil |
| Gargash | — | Dead | Underdark primordial that cursed Torog |
| Gazra | The Shifting Emperor | Free | Archomental, prince of ash creatures |
| Grumbar | Lord of Earth | Deity | Elemental lord worshiped in Toril as god of the earth |
| Haemnathuun | The Blood Lord | Dead | Created abominations; its corpse floats in the Astral Sea |

**KNOWN PRIMORDIALS (CONT.)**

| Name | Sobriquet/Title | Status | Notes |
|---|---|---|---|
| Herumar | The Sand Scourge | Free | Monstrous hydra-like primordial dwelling in Athas |
| Heur-Ket | The Storm Unabated | Imprisoned | Storm primordial thought to be bound in Hestavar |
| Iktha-Lau | The Ever Empty | Free | Primordial of nothingness, uncaring and remote |
| Ilmeth | — | Dead | A slain primordial that exists as a vestige now |
| Imix | Prince of Elemental Fire | Imprisoned | Archomental, prince of evil fire creatures |
| Istishia | Lord of Water | Deity | Elemental lord worshiped in Toril as god of water |
| Karshimis | Despot of Shyr | Unknown | Primordial of Abeir, ruler of the land of Shyr |
| Kezef | The Chaos Hound | Free | An Elder Evil of Abeir-Toril that hunts mortal souls |
| Kossuth | Lord of Fire | Deity | Elemental lord worshiped in Toril as the god of fire |
| Lormoch | Master of Tides | Dead | Long-dead primordial |
| Maegera | — | Dormant | Dormant fire primordial trapped under Gauntlgrym |
| Maram | of the Great Spear | Imprisoned | One of the Seven Lost Gods of Toril; sealed in the Elemental Chaos by the Monuments of the Ancients |
| Miska | The Wolf Spider | Exiled | Demonic primordial banished by Rod of Seven Parts |
| Mual-Tar | The Thunder Serpent | Imprisoned | Bound by chains forged by Moradin |
| Murgremir | The Rotting Hill | Free | Primordial of muck and decay that haunts the Blackmire |
| Nehushta | — | Unknown | Primordial who created the fortress of Glaur |
| Nekal | of the Glowing Deep | Dead | Water primordial slain by Pelor, Kord, Bane, Sehanine |
| Nihil | — | Dead | Primordial of unbeing, defeated by Bahamut |
| Ogrémoch | Prince of Elemental Earth | Imprisoned | Archomental, prince of evil earth creatures |
| Olhydra | Princess of Elemental Water | Imprisoned | Archomental, princess of evil water creatures |
| Piranoth | The World Mover | Imprisoned | Primordial of earth, fire, frost; patron of giants |
| Queen of Chaos | — | Dormant | Demonic primordial or obyrith now dormant in the Steaming Fen, an Abyssal layer |
| Rorn | Rorn of the Rages | Dormant | Powerful, hated, lava-like primordial of Abeir |
| Sehil | — | Dead | Primordial killed by Kord in last battle of the Dawn War |
| Shangar | The Uncrowned | Imprisoned | A primordial of fire |
| Shax | The Destroyer | Dead | Dead primordial of the sea; exists as a vestige now |
| Sisanthak | The Endless Winter | Imprisoned | Ice primordial trapped on the astral mote Frostburn |
| Solkara | The Crushing Wave | Imprisoned | Primordial of crushing depths and icy cold defeated by Melora, Kord, and Sehanine; imprisoned in glacier |
| Sun Sing | Viceroy of the Void | Free | Archomental associated with darkness, emptiness |
| Sunnis | The True Stone | Free | Archomental, patron of the Underdark, venerated by svirfneblin and stonechildren |
| Syvexrae | The Queen of Stone | Dead | Petrified; her body serves as the palace of Doresain |
| Tabrach-Ti | Queen of Bronze | Dead | First primordial to fall in Dawn War; slain by Bane |
| Telos | — | Dormant | Primordial of Abeir-Toril who fell from the sky in Vaasa |
| Timesus | The Black Star | Dead | A powerful primordial of dissolution, entropy |
| Ty-h'kadi | Prince of Thunder and Lightning | Free | Storm primordial, rival of Heur-Ket |
| Tziphal | The Mountain Builder | Dormant | Primordial of folding earth, petrification, volcanoes; created many races with power of petrification |
| Ubtao | The Deceiver | Deity | A primordial of Abeir-Toril that keeps Dendar imprisoned; worshiped as the god of Chult |
| Ul-Athra | The Mouths of Thirst | Free | Monstrous primordial of Athas; spawner of silt horrors |
| Ulctilantilokla | — | Free | A primordial that grew from the first dream |
| Umboras | Lord of Rimefire | Imprisoned | Lured to Pandemonium by Raven Queen and trapped |
| Uzrith | — | Unknown | An obscure primordial of earth and mud |
| Vezzuvu | The Burning Mountain | Imprisoned | Volcano primordial; trapped in a field of radiance |
| Vorsheen | — | Imprisoned | Fire primordial trapped on the astral mote Frostburn |
| Yan-C-Bin | Prince of Elemental Air | Imprisoned | Archomental, prince of evil air creatures |
| Zaaman Rul | The Resilient Ember | Free | Archomental, child of Imix and Bristia Pel |
| Zurtharak | The Vein of Iron | Dead | Earth primordial defeated by Moradin |

# Elemental Power in Your Game

The themes, class options, and character options (including feats and paragon paths) introduced in the following chapters represent a significant expansion to the scope of your Dungeons & Dragons game. If you are a player, ask your Dungeon Master to give some thought to introducing these new options.

In many campaigns, players can re-create characters or introduce new ones that make use of the material in this book. However, the sudden prominence of a new power source can push a campaign in new and unexpected directions. Even with elemental power already established in the context of the traditional magical power sources, the tone of a campaign can change when the party's fighter suddenly exhibits the ability to control elemental fire through the firecrafter theme, or if a wizard character begins employing elemental spells. You and your DM might come up with a way to explain why the campaign world has changed. Alternatively, you can assume that the world was always this way, then find reasons why such abilities and paths have previously gone unseen and unused.

With that in mind, here are a few methods that can be used to introduce elemental power into the ongoing story of a campaign, at the same time that characters gain access to the new classes and options.

## The Planar Wanderer

If you want to introduce a new character making use of the materials in this book, that individual could be a single exceptional wanderer from the elemental realms. Many Dungeons & Dragons characters hail from exotic lands or have unique origins, and the appearance of a githzerai monk with elemental powers or a human fire elementalist associated with the Ninth Bastion can be part of that. This option is the simplest way to integrate elemental power into your game.

The planar wanderer might be a character who combines an elemental theme such as moteborn or janissary (see chapter 2) with a more ordinary choice of race and class. Alternatively, he or she could be a member of a race native to the Elemental Chaos, such as a githzerai or a genasi. In either case, the character has left the Elemental Chaos behind to take up adventuring in the mortal world. A planar wanderer offers interesting roleplaying possibilities, since he or she will be unfamiliar with the most mundane aspects of the natural world, including commonly encountered monsters, weather that changes while the landscape stays the same, and races rarely found in the Elemental Chaos.

As a variant on this idea, an elemental-themed character might come from a distant land where elemental power is more widely known and studied than it is in the rest of the world. For example, a sha'ir might seem exotic in a setting where arcane magic is traditionally controlled by wizard orders or closely associated with eladrin traditions. The choice to play such a character is not that different from introducing a ninja, a drow, or any other character not normally found among the peoples and cultures of the campaign. The reception such a character might receive could include suspicion, puzzlement, open hostility, awe, or well-meaning ignorance.

## Chosen Agents

Elemental entities are often limited in their ability to affect events in the world. When they discern the need to act in the mortal realms, such creatures choose agents to serve as their proxies. Many of these entities—whether mad primordials, princes of elemental evil, or demon lords seeking to meddle in worldly affairs—are less than friendly to the mortal races. Others are less malevolent. For example, a djinn lord might seek out a warlock to offer the power of an elemental pact, while a titan might abide by an ancient alliance and aid a dwarf hero of a particular clan or house. Not all characters in the party need to be approached to serve as agents at the same time, or by the same potential patron.

As a champion or agent of an elemental power, a character might be conscripted to perform specific tasks. However, as with any characters who serve a pact, an order, or an organization, such agents are free to use their talents for whatever purpose they wish. A warlock with an elemental pact might go on adventures that have nothing to do with his or her patron, whose elemental power is simply a tool to be used and improved on. However, it is likely that a hero singled out to serve as an elemental champion will always be engaged in advancing a patron's designs—even if the character doesn't fully understand what those designs might be.

## Secret Lore

During the course of their adventures in the world, the heroes might stumble across secret lore as a means of opening up new options of elemental power. This knowledge could take many forms, from a great tome of elemental spells to a hidden monastery that teaches a style of martial arts not known anywhere

else. A secretive cabal of magical knowledge might pass down its traditions only to a few chosen successors. A cleric or paladin order might have been created in the name of defending the world against elemental assault. All you (or, more likely, your DM) need to do is decide who or what holds the secret of elemental magic, why they keep this information secret, and what their ultimate goal or purpose is.

The adventurers might discover this store of long-hidden knowledge in the course of traveling through strange lands, or by recovering a tome or an artifact from a treasure hoard. Alternatively, they might be chosen by the initiates of a hidden group to serve as new recruits in a centuries-long struggle against elemental evil.

Not all secret lore lies in the hands of those with good intentions, and it is possible that the heroes could stumble onto these secrets when they confront those who wield elemental power for evil purposes. For example, a party challenging the fourfold sects of the Temple of Elemental Evil could easily discover how to master elemental power by studying the treatises and writings of their enemies.

# Planar Conjunction

The planes are not locked to each other in the same unchanging relationship. Over time, variations in the weave of reality draw the natural world closer to or farther from the planes surrounding it, or cause different aspects of a planar relationship to surface or subside. Elemental rifts and portals wax and wane with the never-ending flux of the world's connections to the Elemental Chaos. In this model of planar relations, the world is now emerging from a period of elemental dormancy stretching back millennia. The planes are moving back into full alignment, and for the first time in ages, elemental creatures and phenomena threaten the world.

Just as the rising tide of elemental influence is reopening old portals and bringing more elemental creatures across the planar boundaries, so too are forgotten magical traditions and dormant elemental bloodlines returning to prominence. A sorcerer might find that arcane incantations and elaborate gestures are no longer needed to channel elemental power, with such energy able to be called by any sufficient exertion of will. Characters might discover that they suddenly have the wherewithal to command fire, wind, stone, or water, remembering a forgotten heritage or discovering new capabilities granted by the touch of the Plane Below.

## Elemental Incursion

Not all planar conjunctions are accidental. In this scenario, the heroes' homeland becomes a battleground when some great elemental threat—a plague of slaads, an invading tribe of giants, a demon horde, or an army of archons—takes advantage of favorable connections between the planes and launches a major attack against the natural world. This scenario might easily combine several of the previous options for introducing elemental power to a campaign. The heroes might become allies of an old order of elemental knights or wizards whose members have been guarding against this evil day. Winning the battle might necessitate a desperate adventure into the heart of the Elemental Chaos to strike at the source of the trouble. The conditions that make the incursion possible might also awaken the potential for elemental power in the heroes fighting against it.

An elemental incursion can serve as the basis for a single adventure, a series of linked adventures, or an entire campaign. At the epic level, the heroes might have to confront a mighty elemental power such as a noble efreet, a titan, or a primordial on the verge of escaping from its ancient chains.

# Elemental Adventures

You can introduce elemental power as a theme of your campaign by creating an adventure that sends the heroes into the Elemental Chaos. Heroes of the mortal world who are exposed to the magic and wonder of the elemental realms might naturally learn a new trick or two. Some of the character themes in this book (earthforger, firecrafter, ironwrought, watershaper, and windlord) directly bestow elemental abilities, representing natural talents and affinities possessed by such characters when they first venture into the Elemental Chaos.

Instead of setting up a single adventure in an elemental locale, the DM might instead anchor the campaign in the Elemental Chaos for an extended period. The Plane Below presents boundless opportunities for long-term campaigning. The heroes can build their careers around defending an elemental realm such as Zerthadlun or the Ninth Bastion. They can plunder the lost towers and hidden strongholds littering the plane, or they might explore fantastic sites such as the City of Brass. Naturally, the longer the characters remain in the Elemental Chaos and the more locales they visit, the greater their opportunities to find mentors or lore that can lead them to the mastery of elemental magic.

CHAPTER 2

# Character Themes

THIS CHAPTER presents a selection of themes related to elemental magic and the Elemental Chaos. A theme is a calling, vocation, or archetype you can use to add further detail and options to your character. Your theme joins your class and race in helping you to realize your adventurer's identity. You might be a human slayer, but you could also be a windlord, an earthforger, or a moteborn. Most themes are available to members of any class or race, so you can choose the theme that best fits your imagination.

Each theme contains story elements you might adopt to flesh out your character's background and his or her place in the world. You can work with your Dungeon Master to integrate the character theme you choose into the backdrop of the campaign, whether you select a theme as part of character creation or you want to apply a theme to an existing character at a higher level.

This chapter includes the following sections.

- **Choosing a Theme:** How themes work and rules for what your character can gain from having one.
- **New Themes:** Ten character themes for any campaign setting, which are summarized on the following table. Each includes supporting mechanics you can adopt as you gain levels.

| Theme | Description |
|---|---|
| Demon Spawn | One who has demonic ancestry |
| Earthforger | Devotee of elemental earth |
| Elemental Initiate | Monastic student of the elements |
| Firecrafter | Devotee of elemental fire |
| Ironwrought | Devotee of elemental metal |
| Janissary | Servant of powerful genies |
| Moteborn | Native of an elemental realm |
| Primordial Adept | Priest of a primordial |
| Watershaper | Devotee of elemental water |
| Windlord | Devotee of elemental air |

STEVE ELLIS

# Choosing a Theme

Your character can have only one theme, which you can choose when you create your character. The theme you select grants the benefits described in this section. You don't have to choose a theme, and you can defer your choice until you reach a higher level. However, themes describe unique backgrounds, origins, and occupations—adopting one at 1st level can help you define your character.

## Starting Feature

Each theme includes a feature that you gain when you select the theme.

## Additional Features

You gain a theme's additional features whenever you reach the appropriate level. Most themes offer additional features at levels 5 and 10.

## Optional Powers

A theme grants access to a range of utility powers (and occasionally attack powers). Add the powers from the theme you choose to those available to you because of your class. Whenever you reach a level at which your class grants a power, you can choose a theme power instead. The theme power must be of the same or lower level than the class power you might have gained. For example, if you attain 6th level as a wizard who has the windlord theme, you can choose a 2nd-level or 6th-level wizard utility power or windlord utility power.

## Using Themes to Create Characters

Themes are intended as tools in character creation. The theme you choose helps you to add detail to your character, push beyond the limits of class and race, and expand your customization options. For example, if you're playing a defender, you might choose earthforger to help you lock down more enemies. If you're playing a controller and want to boost your control options, primordial adept could be your best choice.

You can instead use a theme to take your character in a new direction, adopting a story or role your class otherwise doesn't provide. A theme's starting feature can let you contribute in different ways, perhaps letting you take on some defender responsibilities even though you're a striker. For example, as a knight you're a defender, but choosing firecrafter gives you some impressive ranged capabilities.

All of the above advice presumes that you consider theme after you choose a class. However, choosing your theme first might be the better way to realize your character concept. From this decision, you can go on to choose race, class, feats, and so on, reinforcing the idea that began with the theme that appealed to you most.

Regardless of when you choose your character theme, look for ways to incorporate it into your character's background. Your theme might reflect the event that propelled you into your adventuring career. Or it can suggest specialized training you underwent to prepare for the objectives you or someone else set. Perhaps the best way to think of a theme is this: What were you immediately before you became an adventurer? How would you describe yourself to someone else in the game world? A class name isn't necessarily an obvious part of a character's identity—if you see a skilled sword-wielder in leather armor, that person might be a fighter, a rogue, a ranger, or a paladin. A theme, on the other hand, can be something that is obvious to the character and to everyone else.

A few themes in this chapter involve differing ways a character might approach elemental magic. A few have a stronger connection to the Elemental Chaos than normal characters possess. Some even make your character an elemental creature, changing his or her basic nature.

## Themes in the Party

Character themes in this book provide story elements that can be unique to your character. Maybe you know secrets that others do not. You might have a goal you keep hidden from your compatriots. Such character aspects are meant to inspire roleplaying, not to set your character against others in your party.

Think about how your character's theme might interact with the themes that the other players choose. Discuss this with them and the DM in the same way that you might talk about what class or role each person is playing in the party. Characters could come from similar backgrounds or the same elemental realm, or similar themes might indicate a like-minded worldview. As you roleplay your theme, make choices that enhance the fun at the table and the cooperative nature of the game.

## Gaining Themes at Higher Levels

You can adopt a theme for an existing character at a higher level. Gaining a theme at a higher level might be the consequence of events in the campaign. Several themes included in this chapter are suitable for acquisition at any point in your career. Gaining a theme might be the result of completing a major quest, defeating a powerful elemental or demon, or being exposed to an environmental hazard related to the Elemental Chaos.

Before you choose a theme, consult your Dungeon Master to come up with an explanation and method for gaining your theme. The DM might make the

theme a reward of some sort. You might have to travel to the Elemental Chaos or seek out a region where the plane threatens to breach the natural world. Then again, the DM might let you take the theme without any requirements.

## Changing Themes

Although a theme can last throughout your character's career, circumstances might arise in which it makes sense for your theme to change. You could begin your career as a watershaper and later find yourself working for Zaaman Rul, a fiery primordial. You might then abandon the watershaper theme and adopt firecrafter, especially if Zaaman Rul replaces your previous patron.

When you can retrain, you can exchange your theme for another instead of using any other option for retraining. To retrain a theme, however, you must have none of the theme's optional powers, and you must have neither feats nor a paragon path for which the theme is a prerequisite. A paragon path that requires your current theme prevents you from retraining that theme, since paragon paths can't be retrained. But if you have only optional powers or feats that prevent you from retraining your current theme, you can retrain those powers or feats to others that don't require your current theme. Once you have retrained all character elements that require your current theme, you can then retrain your theme at your next retraining opportunity.

## More Elemental Themes

The *Dark Sun® Campaign Setting* introduced character themes to the Dungeons & Dragons game with a selection that reflected certain occupations, callings, and backgrounds. Although those themes were designed for use in that setting, several are appropriate for characters who have strong ties to the Elemental Chaos. The elemental priest, primal guardian, and wasteland nomad themes can all work in other settings with little to no modification.

### ELEMENTAL KEYWORD

Elemental energy is available to users of most power sources. Powers gain the elemental keyword only if they draw energy directly from the Plane Below. Since there are a number of different ways to access the Elemental Chaos, the elemental keyword is usually paired with another power source, such as arcane or primal. Characters of the elemental origin have a stronger connection to true elemental power. Many characters of this origin express their heritage through one of the themes in this book.

***A character with the windlord theme can produce a swirling gale out of elemental air***

JORGE LACERA

# Demon Spawn

*"Am I evil? It's in my blood. But let my actions, rather than my appearance, show you my true nature."*

Encounters between demons and mortals end almost always in swift death for the mortals. Demons live to destroy everything they can until they are destroyed themselves. This violent behavior makes it rare for demons to consort with mortals, yet here and there across the planes, one can find mortals who have demonic blood flowing through their veins. Called demon spawn, most such creatures display wild, destructive evil similar to that of their demonic sires.

Unraveling the mystery of how demon spawn come to exist requires some background about how mortal races interact with the Abyss. Lolth instructed her chosen people in demonology ages ago, and her priestesses sometimes call forth demons to sire draegloths with willing initiates. Similar ceremonies might be found in other dark societies. Other kinds of demon spawn descend from incubi. Sages believe that incubi were devils that followed Graz'zt into the Abyss when he sought to conquer its first layer. Despite their new home, these incubi retain their basic nature, and they still trouble the natural world with nocturnal visitations that sometimes result in demon-blooded children. However, because the Abyss changes and corrupts all it touches, the most common way that demon spawn come into existence is through exposure to abyssal energy.

Few demon spawn show evidence of their demonic heritage as soon as they are born. In fact, most look like normal mortal children, visually unremarkable. The transformation might start gradually, first with small horns breaking the skin on the forehead and later vestigial bat wings emerging from the shoulder blades. Demon spawn who conceal or downplay these features can avoid attracting attention or, if they desire, pass as tieflings.

## Creating a Demon Spawn

Some demon spawn are little more than ravening monsters that wreak havoc in the world until some hero puts them down. A rare few find ways to control the corrupting influence that consumes them and channel it in constructive ways. Demon spawn are apt warriors, favoring classes that let them engage in hand-to-hand combat. Their unholy heritage makes them unpredictable in battle and, as the fighting rages on, they can lose the ability to distinguish clearly between friend and foe. For this reason, they focus less on defense and more on offense. Few warriors can match the ferocity that a demon spawn barbarian, ranger, or fighter displays.

## Starting Feature

Your demonic heritage reveals itself in your flesh and in your wild temper. Horns pierce your brow, and your expression takes on a sinister cast, your thoughts turning to anger and violence. Darkness rules your heart, and it goads you to indulge your evil impulses and to lash out at anyone you can reach.

**Benefit:** Your origin becomes elemental. For the purpose of effects that relate to creature origin, you are considered to be an elemental. You also gain the demon keyword and are considered to be a demon.

You also gain the *demonic frenzy* power.

DAVE ALLSOP

**Demonic Frenzy** **Demon Spawn Attack**

*When your anger breaks free, your claws and teeth lengthen and you can't stop yourself from lashing out.*

**Encounter ✦ Elemental**
**No Action** **Melee** 1
**Trigger:** You hit with a melee attack on your turn.
**Target:** One randomly determined creature adjacent to you
**Effect:** The target takes 1d6 damage.
*Level 11:* 2d6 damage.
*Level 21:* 3d6 damage.

# Additional Features

## Level 5 Feature

Your dark heritage becomes more and more pronounced, resulting in further changes to your physique. You might become stooped or grow long talons from your fingers. Your horns might extend even farther, or tiny wings could sprout from your back. Beyond the physical changes, you also discover you can give voice to dark thoughts in the foulest of languages.

**Benefit:** You gain a +2 power bonus to Intimidate checks. In addition, you add Abyssal to the languages you can read, write, and speak.

## Level 10 Feature

You have struggled against the evil that stains your soul, battled against the corruption that threatens to topple you into eternal darkness, and still your heritage continues to reveal itself. Your demonic features are harder to conceal as they become even more exaggerated. Runes in the Abyssal language might appear under your skin, your eyes might glow, and scales could cover your body. In keeping with these changes, you gain a demon's supernatural ability to shrug off various damaging elements.

**Benefit:** The first time you are bloodied in each encounter, choose acid, cold, fire, lightning, or thunder. You gain resist 5 to that damage type until the end of the encounter. At 11th level, this resistance increases to 10, and at 21st level, this resistance increases to 15.

Also, until the end of your next turn, your allies provoke opportunity attacks from you. You must make every opportunity attack you can.

# Optional Powers

You can resist your demonic nature or embrace it. Exploring your sinister heritage reveals new opportunities to channel its power, and new ways to call forth the darkness and bend it to your will. You might use these powers to help overcome your enemies by turning evil against itself, or you might surrender to the corruption.

## Level 2 Utility Power

Your senses have become heightened until you can see in total darkness. Your eyes flash whenever you strike an opponent that is already at your mercy.

**Abyssal Eyes** **Demon Spawn Utility 2**

*Your eyes give off a sinister gleam that enables you to see in the dark and unnerve your enemies.*

**Daily ✦ Elemental**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you have darkvision. In addition, whenever you make a melee attack against a bloodied enemy, you have combat advantage against that enemy.

## Level 6 Utility Power

Your demonic ancestry manifests in a propensity for violent outbursts, an interest in committing evil acts, and a twisting of your physical appearance. Although your heritage pressures you, you can resist coming fully under its influence. Sometimes, however, it benefits you to relax your hold and let the monster within you free.

**Demonic Ferocity** **Demon Spawn Utility 6**

*Surrendering to your demonic heritage fills you with dreadful viciousness.*

**Encounter ✦ Elemental**
**No Action** **Personal**
**Trigger:** You make an attack roll and miss.
**Effect:** You reroll the attack roll and can use either result. Until the end of your next turn, your allies provoke opportunity attacks from you. You must make every opportunity attack you can.

## Level 10 Utility Power

Like it or not, you have become the Abyss's herald, a messenger of doom. Killing, carnage, and battle can call forth the power within you. When you let this power loose, it infects everyone on the battlefield with an unholy need to kill.

**Abyssal Doom** **Demon Spawn Utility 10**

*The brutality of your attack instills a similar lust for blood in every creature near you.*

**Encounter ✦ Elemental**
**Free Action** **Close** burst 3
**Trigger:** You reduce a creature to 0 hit points on your turn.
**Target:** You and each creature in the burst
**Effect:** Until the end of your next turn, each target grants combat advantage and deals 1d8 extra damage with melee attacks.

# Earthforger

*"Elemental earth resonates in my soul."*

Strong, durable, and implacable, earthforgers embody elemental earth. They can manifest its power in defense or as a weapon, drawing energy from the stones or releasing it outward to hold enemies back. Earthforgers wield great power, but such ability comes at an even greater price. When they grasp this elemental magic and take it in, earthforgers are reborn as elemental creatures.

Dwarves pioneered the techniques of earthforging long ago; many sages believe that the race's first steps toward mastering elemental power occurred when the dwarves were enslaved by the giants, and those efforts led to the birth of the galeb duhr race. While extracting precious metals and gemstones from deep under the mountains, dwarf miners in that long-ago time came across primordial shards, crystallized magic left from creation. Using these shards, the dwarves found they could shape stone more easily, while also being able to endure even greater punishment. An unknown number of dwarves succumbed to elemental power's temptations, losing themselves to its magic, but enough resisted and proved mighty allies in the uprising that led to the dwarves' exodus from cruel enslavement.

MARK BEHM

Other races have stumbled across earthforging under similar circumstances. Goliaths learned to use elemental earth from the stone spirits who watch over their mountain camps. Svirfneblin, gnomes who have long dwelt in the Underdark, use earthforging to evade drow slavers and destroy other hostile humanoids. Travelers report encounters with strange hermits, formerly mortal creatures that have been transformed into beings of living stone. Such individuals are rare, yet anyone who explores the wild places, those untamed lands where the primordials' fingerprints can still be seen, might very well come across an earthforger.

## Creating an Earthforger

Not only can earthforgers increase their physical might by drawing power from the ground, they can use the same energy to shore up their defenses and resist injury. Some earthforgers pledge to protect others, taking up careers as battleminds or wardens to reflect their singular commitment to safeguarding their charges. In lands where mainstream religions have great sway, earthforgers might conceal their magical abilities, using them to supplement the fighting maneuvers learned from being a knight or a weapon-master. An earthforger does not often pursue a divine career, but when one does, he or she favors the paladin class and worships Melora, Moradin, or Kord.

Dwarves, goliaths, and other races with ties to mountains, hills, and subterranean environments have the oldest earthforging traditions, but a member of any race can learn the techniques. Earthforgers tend to have high Strength or Constitution scores and thus are more likely to emerge in races that have an advantage in these areas.

## Starting Feature

Embracing the power of earth and stone transforms you into an earth elemental. You retain your general size, shape, and physical characteristics before the

### THE URDUNNIR

Legends speak of clans of earthforger dwarves who dwell in the deepest quarters of the Underdark, exploring the deeps in search of hidden splendors. These reclusive folk are known as the Urdunnir, or the orecutter dwarves. Blessed by the elemental lord Dumathoin, the Urdunnir use their power over stone to mine veins of strange metals that no other mortals can reach. The Urdunnir are not great warriors, but they are masterful artisans, the finest metalworkers of all the dwarves. They have no love for the evil races of the Underdark and sometimes aid surface explorers by serving as guides and scouts.

transformation. Your connection to earth is apparent in your pebbly hide and glittering eyes. These physical changes herald the elemental power you now wield. Furthermore, the earth responds whenever you call on your reserves, making you nearly invulnerable to anything that would attack your body.

**Benefit:** Your origin becomes elemental. For the purpose of effects that relate to creature origin, you are considered to be an elemental. In addition, you add Primordial to the languages you can read, write, and speak. Whenever you use your second wind, you gain a +1 power bonus to all defenses until the start of your next turn.

You also gain the *stone panoply* power.

**Stone Panoply** — Earthforger Attack

*By striking the ground, you bring forth a shower of rock and dirt that besets those near you and armors you in a stony shell.*

**Encounter ✦ Elemental, Weapon**
**Standard Action** **Close** burst 1
**Requirement:** You must be on the ground.
**Target:** Each creature in the burst
**Attack:** Highest ability modifier vs. AC
**Hit:** 1[W] + highest ability modifier damage.
*Level 11:* 2[W] + highest ability modifier damage.
*Level 21:* 3[W] + highest ability modifier damage.
**Effect:** Until the end of your next turn, you are slowed and you gain resistance to all damage equal to 1 + one-half your level.

# Additional Features

## Level 5 Feature

Earth energy flowing into you girds you against environmental hazards, disease, and similar dangers. So great is your command over this energy that the earth resounds when you invoke your wrath against your foes.

**Benefit:** You gain a +2 power bonus to Endurance checks. Further, whenever you use *stone panoply*, the burst creates a zone that lasts until the end of the encounter. The ground in the zone is difficult terrain for enemies that lack earth walk.

## Level 10 Feature

Your connection to elemental earth is so strong that you can root yourself in place, as immovable as a mountain.

**Benefit:** Whenever an effect would pull, push, or slide you while you are on the ground, you can reduce the distance of that forced movement by 1 square.

# Optional Powers

Elemental earth yields all its secrets only to a devoted few. Discipline, force of will, and focus are required to wrest earth magic from the Elemental Chaos and manifest it to serve your needs. You took an important step when you accepted the way of elemental earth and transformed into an elemental, but that step was merely the first one. To fully realize your opportunity, you must devote more of yourself to controlling the earth's true power.

## Level 2 Utility Power

Echoes of elemental earth resonate from the stones beneath you. *Earthforger's might* calls elemental force from your environment and increases your physical strength for as long as you remain in contact with the ground. Using this power might also bring about some cosmetic change, causing your flesh to assume a stony appearance for as long as the effect lasts.

**Earthforger's Might** — Earthforger Utility 2

*You draw power from the stones beneath you to increase your physical might.*

**Daily ✦ Elemental**
**Minor Action** **Personal**
**Requirement:** You must be on the ground.
**Effect:** Until the end of the encounter, or until you are no longer on the ground, you gain a +2 power bonus to melee damage rolls and Strength checks.
*Level 11:* +4 power bonus.
*Level 21:* +6 power bonus.

## Level 6 Utility Power

Elemental earth reveals more of its secrets to you. Now you move easily through rubble and debris, and you can even pass through solid stone.

**Earthforger's Passage** — Earthforger Utility 6

*Whether dirt or stone, rubble or debris, earth moves to accommodate your passage.*

**Encounter ✦ Elemental**
**Move Action** **Personal**
**Effect:** You move up to your speed. During this movement, you have earth walk, and you can move through earth or stone as if you had phasing.

## Level 10 Utility Power

The elemental power you wield permeates your being. It is as much a part of you as your mind, your strength, and your durability. When you use *tremor step*, you release this power into the earth, and the resulting shock waves hinder your foes and fortify your allies.

**Tremor Step** — Earthforger Utility 10

*The earth trembles around you, making footing treacherous for your foes and infusing allies with refreshing earth energy.*

**Daily ✦ Aura, Elemental**
**Minor Action** **Personal**
**Requirement:** You must be on the ground.
**Effect:** You activate an aura 2 that lasts until the end of your next turn or until you are no longer on the ground. The ground in the aura is difficult terrain for enemies that lack earth walk.
**Sustain Minor:** The aura persists until the end of your next turn, and you or one ally in the aura gains temporary hit points equal to one-half your level.

# Elemental Initiate

*"Inner harmony is a balancing of elements."*

Elemental initiates follow a philosophy grounded in the understanding of the four elements and their influence over mortal bodies, hearts, and minds. One who would become an initiate withdraws from ordinary life to seek wisdom in a setting free of distractions, such as a monastery, a remote temple, or the dojo of a famous teacher. In some societies, the philosophy of the elements is widely known and respected as a path all should seek to progress along during the course of their lives. Among other cultures, these teachings are regarded as exotic or are unheard of. No matter the viewpoint of others, the path of the initiate is one of truth seeking and self-knowledge above all, a lifelong search for meaning and understanding.

Before heading into the world, most elemental initiates lead ascetic lives. They own little more than the robes on their backs, and they eschew luxuries and intemperate behavior as distractions from the path to which they devote themselves. An initiate strives to curb passions rather than allowing those passions to rule. An elemental initiate might be a student who preserves ancient tomes, a martial arts disciple who studies the four elements, or an anchorite absorbed in the exploration of the mind in the wild and lonely places of the world. Philosophically minded initiates devote hours each day to study, discourse, and observation of the world around them, while others dedicate their time to meditation and exercise. In and around the daily discipline of the monastery or temple, common chores and tasks are shared among all members of the order.

Typical elemental initiates are content to remain in their hidden temples and remote monasteries all their lives, devoting themselves to the study of their philosophy. However, some believe that they must travel widely, to pass on their learning and to absorb new lessons from the world outside the monastery walls. Other initiates take up a life of humble service, using their unusual training and abilities to help others. Adventuring elemental initiates come from the latter two camps.

## Creating an Elemental Initiate

Many kinds of characters might begin their training in monasteries, dojos, or isolated temples. Monks and battleminds are especially likely to do so. Characters as diverse as assassins, swordmages, and wizards can also flourish in cloistered environments where a student can focus on mastering a rare and difficult art. Some races and cultures, such as the githzerai, possess strong monastic traditions and make a point of training their most promising youths in secluded environments. Githzerai society is almost entirely organized around monasteries devoted to elemental study and in the Elemental Chaos. Any githzerai character could be an elemental initiate, regardless of class or background.

TYLER JACOBSON

## Starting Feature

Self-knowledge, adaptability, and discipline are the hallmarks of an elemental initiate's study, and few exercises develop these qualities in the same way as mastering the basics of an unarmed fighting style. Some initiates eschew the use of weapons and do their best to avoid violence, but the world rarely rewards the pacifist with peace. Learning how to defend oneself with the minimum force necessary is the best available compromise. All elemental initiates perfect defensive techniques that emphasize counter-attacks and positioning rather than aggression. You can quickly exploit any mistake your enemy makes to strike back while the foe is off balance.

**Benefit:** You gain a +2 proficiency bonus with unarmed attacks, and your unarmed attack can deal 1d6 damage instead of 1d4. You also gain proficiency with ki focuses.

You also gain the *disciplined counter* power.

**Disciplined Counter** — Elemental Initiate Attack

*An enemy's miss allows you to rebalance the flow of energy by making an instant counterattack.*

**Encounter ✦ Elemental, Psionic, Weapon**
**Immediate Reaction** **Melee** 1
**Trigger:** An adjacent enemy misses you with a melee attack.
**Target:** The triggering enemy
**Attack:** Highest ability modifier vs. Reflex
**Hit:** 1[W] damage, and you slide the target up to 2 squares. The target grants combat advantage until the end of your next turn.
*Level 11:* 2[W] damage.
*Level 21:* 3[W] damage.

# Additional Features

## Level 5 Feature

Even martially focused monasteries and dojos hold learning in the highest regard. The initiate's life is one of never-ending inquiry and examination.

**Benefit:** You gain training in one skill from among Arcana, History, Nature, and Religion.

## Level 10 Feature

Years of reflection and self-denial provide an elemental initiate with a deep reservoir of calm resolve. You resist temptation, overcome fear, and see through deceit more easily than others can.

**Benefit:** You gain a +1 power bonus to Will.

# Optional Powers

Initiates place a high value on prowess in unarmed combat, studying techniques of self-defense, and improving concentration and focus with rigorous physical exercises. In an initiate's worldview, the elements describe aspects of mortal thought and behavior as much as they describe the physical matter of the world. People whose personalities are dominated by the element of fire are said to be mercurial or volatile, easily angered but also creative and passionate. People who have an affinity for elemental earth are considered to be stoic, stubborn, and inflexible, but absolutely reliable. Years of study combine this philosophy of the metaphysical nature of the elements with the sheer physical rigors of exercise, deprivation, and discipline. So trained, an elemental initiate can master impressive powers of movement, healing, and defense.

## Level 2 Utility Power

Chief among the initiate's regimen are exercises of balance and movement. Mastering control of the body is an important first step in gaining control over one's full capabilities. Thanks to hours upon hours spent balancing and sparring in awkward positions, you can fight and maneuver with your full skill regardless of the surface you're standing on.

**Balancing Step** — Elemental Initiate Utility 2

*The elemental balance within you allows you to move carefully and with perfect grace.*

**Encounter ✦ Elemental, Psionic**
**Move Action** **Personal**
**Effect:** You shift up to 3 squares, ignoring difficult terrain. Until the end of your next turn, you gain a +2 power bonus to all defenses, and climbing or balancing doesn't cause you to grant combat advantage.

## Level 6 Utility Power

Initiates who study the body's natural energy and currents understand that injuries are nothing more than temporary misalignments of elements that are normally in balance. With a little training and practice, elemental initiates can learn how to neutralize wounds and fatigue with a few well-placed taps or touches in crucial spots.

**Restoring Touch** — Elemental Initiate Utility 6

*Your knowledge of the body's natural energy flow allows you to heal minor injuries with a few skillful touches.*

**Encounter ✦ Elemental, Healing, Psionic**
**Standard Action** **Melee** 1
**Target:** One creature
**Effect:** The target can spend a healing surge and regain 1d6 additional hit points. The target can also end one poison, dazing, or stunning effect currently affecting it.

## Level 10 Utility Power

Not all battles are won with an all-out assault or an unyielding defense. Sometimes the simplest path to victory is to allow your foe to defeat itself. When circumstances warrant, you can emulate the flickering flame, the gentle breeze, or the flowing tide and adopt a combat style emphasizing patience, movement, and misdirection. Not only can you have excellent mobility in the thickest fray, but you can also use feints, dodges, and distractions to protect allies near you.

**Flowing Defense** — Elemental Initiate Utility 10

*You adopt a shifting stance that allows you to move easily while guarding yourself and nearby friends.*

**Daily ✦ Elemental, Psionic, Stance**
**Minor Action** **Personal**
**Effect:** You assume the flowing defense stance. Until the stance ends, you can shift 1 square as a minor action. Further, you gain a +2 power bonus to all defenses. Your allies gain the same bonus while adjacent to you.

# Firecrafter

*"I feel the flames of a thousand suns burning in my heart."*

Fire creates and destroys. With fire, one can transform raw iron into a useful blade, clear a field of crops to halt the spread of a disease, or lay waste to anything that stands in one's way. Fire is also the element of emotion, of passion and intensity, of new ideas and revelations. Firecrafters embrace elemental fire, using it to forge themselves into something new, something made from fire and yet bound in humanoid form.

Firecrafting finds its roots among the primitive cultures in the world. Legend holds that the primordial Imix gifted mortals with fire in order to destroy them, and it was Ioun's intervention and knowledge that gave mortals the wisdom to control it. Ioun enabled mortals not only to use fire for light and warmth, but to bend it to their will with magic.

Firecrafters come by their power through the same channels that other individuals learn to use elemental magic. Some might transform into elemental creatures after discovering a primordial shard. An imprisoned primordial might grant a boon to a particularly loyal follower, while mere exposure to the Elemental Chaos could be the catalyst that awakens a latent elemental quality in others. Regardless of his or her history, a firecrafter leads a lonely life. People fear firecrafters, and with good reason.

## Creating a Firecrafter

Considered the most dangerous of the elemental arts, firecrafting lets an individual channel uncontrolled elemental fire into the world. Reckless usage often produces tragic results, with innocents burned or maimed for being too close when the fire slips free. This said, firecrafters learn to control their flames in time. Firecrafting intensifies an individual's emotions, leading most firecrafters to be rash and violent. Most seek occupations that provide an outlet for their aggression and thus become barbarians and slayers. Others find that elemental fire can boost magical ability, and many firecrafters have gone on to find great success as mages, psions, and warlocks. Divine firecrafters are almost unknown; they tend to follow Ioun.

## Starting Feature

Elemental fire suffuses your being, burning away the last vestiges of your mortality and revealing your new form as an elemental creature. Your unusual nature is apparent to anyone who sees the pale nimbus of flames rising from your skull and the black, red, or orange color of your skin. Your eyes become brilliant pinpoints, seeming hotter than the coals in a blacksmith's forge.

The fire inside you shines forth, bringing light to darkness, while the fire powers you learn strike with terrible force. You can release your inner fire as a corona to scorch anyone who dares to face you.

**Benefit:** Your origin becomes elemental. For the purpose of effects that relate to creature origin, you are considered to be an elemental. Add Primordial to the languages you can read, write, and speak. Also, you can emit dim light out to 5 squares. As a minor action, you can suppress or resume this light.

You also gain the *blazing corona* power.

**Blazing Corona** — **Firecrafter Attack**

*Fire erupts from your body, burning until you fling it away from you as a fiery bolt.*

**Encounter ✦ Aura, Elemental, Fire**
**Minor Action** **Personal**
**Effect:** You activate an aura 1 that lasts until the end of your next turn. Any creature that starts its turn in the aura takes fire damage equal to your highest ability modifier. Using the secondary power ends the aura.
**Secondary Power** (Elemental, Fire)
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Highest ability modifier + 2 vs. Reflex
*Level 11:* Highest ability modifier + 4
*Level 21:* Highest ability modifier + 6
**Hit:** 1d8 fire damage.
*Level 11:* 2d8 fire damage.
*Level 21:* 3d8 fire damage.

## Additional Features

**Level 5 Feature** The energy in your soul helps you move like a flickering flame, dancing across the battlefield wherever you please. Calling on your inner reserves builds the flame's intensity so that your fiery attacks strike with greater accuracy.

**Benefit:** You gain a +2 power bonus to Acrobatics checks. Whenever you use your second wind, you gain a +1 power bonus to attack rolls with fire attacks until the end of your next turn.

**Level 10 Feature** Using elemental fire spurs you into action, whether it drives you forward to bring the swirling flames to your enemies or pulls you back to avoid injuring your companions.

**Benefit:** Whenever you use *blazing corona*, you can also shift up to 3 squares as a free action.

## Optional Powers

Tapping into elemental fire sets in motion changes that awaken in you intense emotion and sometimes trigger violent outbursts in the form of uncontrollable flames. You must focus on controlling these fires lest they escape your control and burn everyone and everything around you. Further training rewards you with greater control and also reveals new ways to use elemental fire.

## Level 3, 13, and 23 Attack Powers

Producing a bit of flame is a trick a first-year wizard's apprentice can perform, yet the simplicity of that trick belies your expanding control over elemental fire. The flames you manifest come from within you and shine with a steady light. Although the fire does not burn you, if you cast it away, it scorches whatever it touches.

### Lesser Produce Flame — Firecrafter Attack 3

*Snapping your fingers causes a fiery ball to appear in your hand to illuminate your surroundings.*

**Encounter ✦ Elemental, Fire**
**Minor Action** **Personal**
**Effect:** You create a flame in your hand that emits bright light out to 10 squares. The flame lasts until the end of the encounter, until you dismiss it as a minor action, or until you use the secondary power.
**Secondary Power** (Elemental, Fire)
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Highest ability modifier vs. Reflex. You gain a +2 bonus to the attack roll.
**Hit:** 2d8 + highest ability modifier fire damage.

### Produce Flame — Firecrafter Attack 13

As *lesser produce flame*, with the following changes.
**Attack:** The bonus increases to +4.
**Hit:** The damage increases to 3d8 + highest ability modifier fire damage.

### Greater Produce Flame — Firecrafter Attack 23

As *lesser produce flame*, with the following changes.
**Attack:** The bonus increases to +6.
**Hit:** The damage increases to 4d8 + highest ability modifier fire damage.

## Level 6 Utility Power

Surrendering to the fire burning inside you causes lambent flames to fill the air. Although the flickering lights that *burning bright* creates do not burn, fires brought into their midst flare and become almost impossible to put out.

### Burning Bright — Firecrafter Utility 6

*Your presence causes fires to burn so hot that little hope exists of extinguishing them.*

**Daily ✦ Aura, Elemental, Fire**
**Minor Action** **Personal**
**Effect:** You activate an aura 2 that lasts until the end of the encounter. Enemies in the aura have vulnerable 5 fire and take a -2 penalty to saving throws against ongoing fire damage. Nonmagical fires in the aura can be put out only if you allow them to be extinguished.

## Level 7, 17, and 27 Attack Powers

No one can deny the destructive potential of elemental fire, but such demonstrations are crude and mask its subtler benefits. Fire can inflame the passions, build confidence, and awaken new possibilities to those touched by its energy.

MARK BEHM

When you use *roaring flames*, you put elemental fire's constructive aspects to use, aiding your companions in their efforts.

### Lesser Roaring Flames — Firecrafter Attack 7

*A bright and loud cascade of fire singes your foes while inspiring your allies.*

**Encounter ✦ Elemental, Fire**
**Standard Action** **Close** burst 3
**Target:** Each enemy in the burst
**Attack:** Highest ability modifier vs. Reflex. You gain a +2 bonus to the attack roll.
**Hit:** 2d6 + highest ability modifier fire damage.
**Effect:** Each ally in the burst gains a +2 power bonus to one attack roll, saving throw, or skill or ability check made before the start of your next turn.

### Roaring Flames — Firecrafter Attack 17

As *lesser roaring flames*, with the following changes.
**Attack:** The bonus increases to +4.
**Hit:** The damage increases to 3d6 + highest ability modifier fire damage.

### Greater Roaring Flames — Firecrafter Attack 27

As *lesser roaring flames*, with the following changes.
**Attack:** The bonus increases to +6.
**Hit:** The damage increases to 4d6 + highest ability modifier fire damage.

# Ironwrought

*"The weapon is only as strong as the hand that wields it."*

Air, earth, fire, and water eclipse the other expressions of elemental essence found in the Plane Below. They are, after all, the most dominant forms, and most elemental creatures incorporate one or two of these fundamental elements into their being. Less prominent elemental provinces include all manner of phenomena from magma to ice, and smoke to metal. Although devotees of these lesser forces might be rarer than others, they are no less capable than other users of elemental magic. The ironwroughts prove this fact time and time again.

The first ironwroughts appeared not long after human empires extended into the Elemental Chaos. Faced with teeming demons, mad slaads, and hostile elementals, as well as physical changes the settlers experienced after being exposed to the plane, the best warriors filled their time perfecting fighting techniques. The heavy armor, the metal weaponry, and their iron resolve all inclined them toward the lesser-known province of elemental metal. It took no time for these warriors to adopt metallic characteristics, becoming less human and more like the creatures they were sworn to fight. Calling themselves the ironwrought, they proved instrumental in throwing back the elemental hordes long enough for their people to establish colonies.

From these early warriors descend the ironwrought societies still found across the Elemental Chaos and in the natural world. Two of these, the Scions of Steel and the Iron Brotherhood, actively recruit novices to train in the mystic arts. These warriors hire themselves out as mercenaries across the planes, selling their swords to whoever can afford the fee. Their reputation for excellence keeps these battle groups in constant employ, and they can be found fighting for the efreets, guarding caravans, standing watch on the walls of githzerai fortresses, and elsewhere on the plane and beyond.

## Creating an Ironwrought

Ironwrought adventurers come from the ranks of warriors, especially those who favor heavy armor and military weapons. Combat training establishes the proper mind-set for gaining and using elemental metal's power. Fighters, some paladins, and battleminds have the needed talents to merge elemental magic with their particular fighting art. Ironwroughts make strong battle leaders, and some of the greatest examples come from the ranks of warlords, runepriests, and ardents.

You might have stumbled onto your heritage by some stroke of fate (good or bad). Maybe you learned to use elemental metal by joining an ironwrought society that shepherded you into your new nature through a mystical ceremony, altering your course forever. Then again, you could be a native of the Elemental Chaos who acquired your talents naturally from the wild plane.

ADAM PAQUETTE

Although the ironwroughts originated in humanity, any humanoid who has the discipline and fighting skill can join ironwrought ranks. Ironwrought masters accept students who demonstrate physical prowess, toughness, and speed. Genasi, dwarves, half-orcs, and goliaths all fit the bill.

## Starting Feature

The moment you recognized your affinity for elemental metal, you took the first step toward a greater destiny. Metal is the stuff of battle, and you display an unusual knack for wielding weaponry. You could also experience strange physical changes. Your skin might gleam as if it were made from polished metal. When you are caught in the rain, rust spots could appear on your flesh. You also grow heavier, if not bulkier, weighing more than you should.

When you embrace elemental metal, you become an elemental creature. After some time, you acquire metallic characteristics and find new strength and durability when you need it. Drawing on your reserves increases metal's influence on you and helps

you perform incredible physical stunts. You can call on this magic to help some of your strikes land true.

**Benefit:** Your origin becomes elemental. For the purpose of effects that relate to creature origin, you are considered to be an elemental. Add Primordial to the languages you can read, write, and speak. You gain a +1 power bonus to Athletics checks and Endurance checks. Whenever you use your second wind, this power bonus increases to +4 until the end of your next turn.

You also gain the *inevitable strike* power.

**Inevitable Strike** — **Ironwrought Attack**

*Elemental power flows through you, providing you with keen accuracy and sharper striking force.*

**Encounter ✦ Elemental, Weapon**
**No Action** **Personal**
**Trigger:** You make a melee weapon attack roll.
**Effect:** Make the attack roll twice. If both attack rolls hit, the target takes 1d8 extra damage.
*Level 11:* 2d8 extra damage.
*Level 21:* 3d8 extra damage.

# Additional Features

## Level 5 Feature

Your elemental nature responds to injuries by hardening your skin so that small cuts and impacts have no effect.

**Benefit:** While you are bloodied, you have resist 2 to all damage. At 11th level, this resistance increases to 4. At 21st level, this resistance increases to 6.

## Level 10 Feature

Each time you channel the essence of elemental metal, your ability to strike true improves.

**Benefit:** Whenever you use *inevitable strike*, you gain a +1 power bonus to melee weapon attack rolls until the end of your next turn.

# Optional Powers

All ironwroughts draw the power they wield from a personal connection to elemental metal. For most, this power manifests in battle prowess and resilience that supplements formal combat training. The following powers represent advanced techniques you can adopt. Each offers a different way to manifest the essence of elemental metal.

## Level 2 Utility Power

Your affinity with metal gives you access to incredible reserves, hardening you to keep fighting when others might fall.

**Steely Resolve** — **Ironwrought Utility 2**

*You recover from a solid blow as if your enemy had struck metal rather than flesh.*

**Daily ✦ Elemental, Healing**
**No Action** **Personal**
**Trigger:** You are bloodied by an attack.
**Effect:** You can spend a healing surge. Until the end of your next turn, you gain a +2 power bonus to AC and Fortitude.

## Level 6 Utility Power

You use your inner strength to focus your attacks and steel yourself against injury. As your understanding increases, you learn to express your elemental nature by transforming your flesh into living iron.

**Ironwrought Toughness** — **Ironwrought Utility 6**

*Embracing your elemental power gives your flesh the durability of iron.*

**Daily ✦ Elemental**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you have resistance to all damage equal to the amount that your ironwrought level 5 feature normally grants. While you are bloodied, this resistance increases by 2.

## Level 10 Utility Power

You have perfected your fighting techniques, using elemental force to augment your maneuvers so they strike with greater effectiveness. The ultimate expression of your nature comes when you learn *weapon unity*. With this power, you merge your body with your weapon so that the latter becomes an extension of your will.

**Weapon Unity** — **Ironwrought Utility 10**

*Your essence flows into your weapon so that you and it are one.*

**Daily ✦ Elemental, Stance**
**Minor Action** **Personal**
**Effect:** You assume the weapon unity stance. Until the stance ends, your melee weapon attacks can score a critical hit on a roll of 19–20. You also gain a +2 power bonus to opportunity attack rolls.

## ELEMENTARY VIEWPOINT: VOMAR VALSK, MERCENARY

My forefathers came to the elemental domains from a world called Oerth, long ago. They were wizards once, and they fashioned a refuge in the rocky islets of a planar sea. But humans aren't meant to live in the elemental realm, at least not without being changed. That onetime wizards' refuge grew into a keep and trade-town in time, and whatever gift for magic my family once had faded through the generations, replaced by the magic of the elements. I wonder what I would have been if my ancestors hadn't come to this realm . . . but I'm a sellsword, a wanderer of the Chaos. Iron is our magic now, and it suits me well enough.

# Janissary

The races of geniekind have a reputation for carrying off mortals to serve as slaves in the cities and palaces of the Elemental Chaos. Few mortals realize, however, that being the slave of a genie is far from an unpleasant existence. These servants lead lives not much different from those of the common workers, servants, soldiers, and artisans found toiling in and around the castles and palaces of nobles in the world. Even the most ordinary genie—whether dao, djinn, efreet, or marid—fancies itself a great lord with a high and royal title. It regards the everyday business of administering its estates and overseeing its property to be a task utterly beneath its attention. Instead, these genie overlords leave most of their affairs in the hands of a select caste of trusted, loyal slaves known as janissaries.

Some janissaries are part of a genie's household staff and have little freedom to travel, but most large genie cities and realms are host to a whole class of janissaries who are considered slaves of the throne, rather than of a particular genie. Most such janissaries serve as elite soldiers, city officials, or highly valued artisans and engineers. They are allowed to own property, bear arms, travel, marry, and engage in whatever pursuits they like, although most are guards or bureaucrats in the ruler's service. Adventuring janissaries usually come from this group and are free to do as they please—until a high-ranking genie commands a service from them. It's not unusual for janissaries to venture into the mortal world on various errands, then stay on to seek their fortunes when their original mission is completed.

Although janissaries are often rich, comfortable, and entrusted with great authority, they are still subject to the whims of their genie masters. Good-natured genies, such as djinns and marids, treat their janissaries well and bestow honors and offices on servants who show cleverness, reliability, and efficiency. Daos and efreets, on the other hand, are cruel and overbearing, so they naturally value servants who use brutality and viciousness when attending to their duties. In most realms janissaries enjoy at least some legal protection against poor or capricious treatment, but in return they are expected to police themselves stringently and to comply with any order or request a genie gives them.

## Creating a Janissary

A janissary might come to hold many different offices and perform a number of duties, but an adventuring janissary is, first and foremost, a warrior who helps make up the core of a genie's entourage or army. Therefore, most such janissaries are fighters, warlords, battleminds, or other characters who are expressly suited for military service. Genies have little patience for characters who show devotion to entities other than themselves, so it is unusual to find cleric or paladin janissaries. However, wizards, sorcerers, warlocks, and swordmages are almost as common as martial characters among the ranks of janissaries. Skilled spellcasters are highly prized as guards and advisors.

## Starting Feature

A janissary is tattooed, branded, or otherwise marked to indicate the individual's special status. The mark is placed on the face, the scalp, or the hands, and is not meant to be concealed—genies aren't interested in whether janissaries can pass without notice in mortal lands, although most people in the natural world wouldn't recognize a janissary's mark as a sign of ownership or associate it with a genie. Not only does this mark identify the janissary's owner, it often serves as the focus for an elemental blessing that protects its bearer against the environmental dangers of the Elemental Chaos.

You and your fellow janissaries are noted for your iron discipline, selfless courage, and unmatched fighting spirit. Janissaries are proud of their traditions and highly motivated to live up to their masters' expectations. Leading the way into battle fills your heart with pride and zeal.

**Benefit:** You gain a +5 power bonus to Endurance checks against environmental dangers. Add Primordial to the languages you can read, write, and speak.

You also gain the *janissary charge* power.

**Janissary Charge** **Janissary Attack**

*You hurl yourself into battle, threatening your enemy and preventing it from moving easily.*

**Encounter ✦ Elemental, Weapon**
**Standard Action** **Melee** 1
**Effect:** You gain 5 temporary hit points, and then you charge an enemy. If your charge attack hits, the target is slowed until the end of your next turn.
*Level 11:* 10 temporary hit points.
*Level 21:* 15 temporary hit points.

## Additional Features

### Level 5 Feature

Genie society is fractious at best, since even the most even-tempered genies are inclined to harbor petty jealousies and grudges for centuries. Janissaries are recognized as parties who can be relied upon as go-betweens in genie relations. Even the most vicious efreet hesitates before attacking a janissary messenger, because an attack on the servant can be viewed as an attack on the janissary's master, who might be an important genie. Consequently, janissaries gain a great deal of experience in approaching genies and other elemental powers with proper courtesy.

**Benefit:** You gain a +2 bonus to Bluff, Diplomacy, and Insight checks made against creatures that have the elemental origin.

### Level 10 Feature

Janissaries judge themselves by the quality of the service they render. Like members of any elite order or martial society, they strive to be worthy of their comrades' respect, regardless of the consequences to themselves. Although it is not quite true that they are without fear, this extraordinary sense of service provides a measure of protection against effects that might break or control lesser warriors.

**Benefit:** You gain a +2 power bonus to saving throws against charm effects and fear effects.

## Optional Powers

Most janissaries regard themselves as soldiers, embracing military discipline and training tirelessly with their chosen weapons. Janissaries are not dedicated to the raw stuff of the elements in the same way that other elemental heroes are. Compared to elementalists or sha'irs (see Chapter 3), janissaries only scratch the surface of elemental power, but their elemental abilities provide them with potent defenses and supernatural vigor in times of need.

### Level 2 Utility Power

Having trained as an elite guard in a genie palace, you are expected to defend your masters from the indignity of personal assault. Your elemental power gives you the ability to shield nearby allies for a short time.

**Janissary's Shield** — **Janissary Utility 2**

*You call upon elemental force and shape it around you to protect nearby allies from attack.*

**Encounter ✦ Aura, Elemental**
**Minor Action** **Personal**
**Effect:** You activate an aura 1 that lasts until the end of your next turn. Allies in the aura gain a +2 power bonus to all defenses. Choose acid, cold, fire, lightning, or thunder. While in the aura, you and your allies have resist 5 to that damage type.

### Level 6 Utility Power

Any warriors who hope to fight amid the hazards of the Elemental Chaos must find ways to overcome all sorts of obstacles. Your mist form is a minor elemental transformation that allows you to turn your body into streaming smoke, sand, dust, or similar particles, then fly or swim in this insubstantial form for a moment.

MARK BEHM

**Janissary's Mist Form** — **Janissary Utility 6**

*You briefly transform yourself into mist, dust, or ash, giving you the ability to pass over or through obstacles.*

**Encounter ✦ Elemental, Polymorph**
**Standard Action** **Personal**
**Effect:** You assume mist form. While in this form, you are insubstantial, and you gain a fly speed or swim speed (choose one) equal to your speed. You cannot attack while in this form, but you can move at full speed while squeezing and do not grant combat advantage for squeezing. The form lasts until the end of your next turn or until you to end it as a minor action.

### Level 10 Utility Power

Experienced janissaries can call upon the power of the elements to heal their wounds and lend power to their attacks.

**Janissary Zeal** — **Janissary Utility 10**

*You invoke elemental power to renew your vigor and strength.*

**Encounter ✦ Elemental, Healing**
**Minor Action** **Personal**
**Effect:** You can spend a healing surge, and you gain a +2 power bonus to attack rolls until the start of your next turn.

# Moteborn

Thousands of otherwise ordinary mortals live among the wonders and perils of the elemental plane, inhabiting isolated citadels that loom atop drifting earthmotes or thronging trade-towns standing on the shores of exotic seas.

Mortal denizens of the Elemental Chaos, known as moteborn, often leave their homes behind and seek their fortunes elsewhere. A moteborn's reason for doing so might be anything: Catastrophe sometimes destroys an elemental realm, leaving its survivors scattered and homeless. A criminal, whether guilty or falsely accused, might flee to avoid punishment. Someone whose culture values personal honor might go into exile when dishonored, hoping to spare family and friends from disgrace. Other moteborn are people of status in their native domains, and such moteborn travel and adventure to prove their worth.

Depending on how and why a moteborn leaves his or her elemental home behind, he or she might wander the Elemental Chaos in search of wealth and power, or search for a new home in the natural world where he or she can win high station. Another moteborn might be an exile hiding from enemies back home, taking a false name and traveling to keep ahead of pursuers and assassins.

## Creating a Moteborn

Because scores, perhaps hundreds, of separate mortal domains are scattered across the vastness of the Elemental Chaos, a moteborn might belong to any race or class. Any character who hails from an exotic homeland and demonstrates a knack for self-reliance and far traveling is suited for this theme.

## Starting Feature

As a native of the Elemental Chaos, you learned the language of elementals in your youth. You are also exceptionally well versed in knowledge of elemental creatures and their works. Even if you are not a true student of arcane knowledge, you know a lot more about arcane matters than most worldbound adventurers do.

Your people have long-established pacts with the denizens of the Elemental Chaos, giving you the ability to summon and command minor elementals. A flame zephyr is a typical example. The creature is intelligent enough to follow specific directions, so you can use it for any task you can explain to it. In a fight, you can direct the zephyr to attack creatures near it with its scorching winds, or you can command it to batter and buffet any enemy you are engaged with.

**Benefit:** You gain a +2 power bonus to Arcana checks. Add Primordial to the languages you can read, write, and speak. If you already know Primordial, you instead learn Abyssal, Dwarven, or Giant.

You also gain the *summon flame zephyr* power.

**Summon Flame Zephyr** **Moteborn Attack**

*From the smallest spark, cinder, or candle flame, you command a minor elemental of air and fire to come forth.*

**Daily ✦ Elemental, Summoning**
**Minor Action** **Ranged** 10
**Effect:** You summon a flame zephyr in an unoccupied square in range. The creature is an ally to you and your allies.

The zephyr lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in its description. You don't need line of effect to the zephyr to command it. When you command the zephyr, the two of you share knowledge but not senses.

When the zephyr makes a check, you make the roll using your game statistics, not including temporary bonuses or penalties.

The flame zephyr lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your healing surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

**Flame Zephyr** **Summoned Creature**
Small elemental magical beast (air, fire)

**HP** your bloodied value; **Healing Surges** none, but you can spend a healing surge for the zephyr if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6, fly 6
**Resist** fire 10

☼ **Dust and Smoke ✦ Aura** 1
Allies in the aura have partial concealment. You gain a +2 power bonus to damage rolls against enemies in the aura. At 11th level, this bonus increases to +3. It increases to +4 at 21st level.

**Standard Action** (fire) **✦ At-Will**
*Attack:* Close burst 1 (creatures in the burst); your level + 5 vs. Reflex
*Hit:* 1d6 + your highest ability modifier fire damage, and you can slide the target 1 square.
*Level 21:* 2d6 + your highest ability modifier fire damage.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The zephyr crawls, runs, stands up, shifts, squeezes, or walks.

## Additional Features

**Level 5 Feature** You didn't walk from the Elemental Chaos to the natural world. Gates, portals, and elemental rifts provide the planar traveler with a thousand shortcuts to all points of the multiverse. You have learned how to find and use these devices and phenomena.

**Benefit:** You gain a +5 power bonus to checks to locate, activate, and control magical or elemental portals, gates, and similar objects. If a portal is trapped or dangerous, or leads to a hazardous destination, you can sense this danger with a successful Arcana check (moderate DC of your level).

### Level 10 Feature
Your special affinity for the plane where you were born strengthens, so that the minor elemental you can summon is quicker to answer your call.

**Benefit:** You can use *summon flame zephyr* twice per day, but only once per encounter.

## Optional Powers

Elemental-born heroes innately have access to a variety of powers and abilities that are rare or unheard of in the mortal world. If you choose to emphasize your planar heritage, you can learn several utility powers intended to help you survive the rigors of the Elemental Chaos.

### Level 2 Utility Power
Any experienced traveler of the Elemental Chaos is familiar with a wide variety of hazards—blasts of fire, eruptions of earth, immersion in frigid seas. You have mastered a minor spell that adjusts your metabolism to resist almost any common elemental hazard.

**Elemental Adaptation** — **Moteborn Utility 2**

*You use minor elemental warding to adapt yourself to almost any hazardous environment.*

**Daily ✦ Elemental**
**Minor Action** **Personal**
**Effect:** Choose acid, cold, fire, lightning, or thunder. Until the end of the encounter, you gain resist 5 to that damage type and a +5 power bonus to Endurance checks.

SLAWOMIR MANIAK

### Level 6 Utility Power
This handy trick allows you to imbue an aspect of your surroundings, such as a campfire, a small boulder, or a breeze, with elemental force, turning it into a minor elemental for a short time. You can use this servant for simple errands such as carrying a message or an item, retrieving a small object, or searching a small area for something you can describe precisely. Your creation isn't very bright, so you must be specific in your instructions.

**Elemental Drudge** — **Moteborn Utility 6**

*You call forth a minor elemental and dispatch it on an errand.*

**Daily ✦ Conjuration, Elemental**
**Standard Action** **Ranged** 5
**Effect:** You conjure a minor elemental spirit that animates a Small mass of whatever element is available in an unoccupied square in range. This drudge persists until you dismiss it as a minor action, until it completes its task, or until 1 hour has elapsed. The drudge has speed 10 and a +0 bonus to ability checks required to perform its errand. It can travel up to 1 mile from you in the performance of its task. You can command the drudge to do any of the following errands.

- ✦ **Fetch:** The drudge can retrieve an object of up to 50 pounds, as long as you can indicate or describe the object and its location. If the object is too heavy, stuck, or otherwise inaccessible, the drudge returns to you without the object.
- ✦ **Carry:** The drudge can carry an object of up to 50 pounds to a location, as long as you can indicate or describe the object and its location.
- ✦ **Manipulate:** The drudge can go to a location, which you must indicate or describe, and manipulate an object that you can indicate or describe. If the object is not where you specified or cannot be manipulated as you directed, the drudge returns to you.

### Level 10 Utility Power
Your familiarity with the elements provides you with the ability to quickly manipulate the composition of a nearby patch of ground or mass of air, creating a simple but effective trap.

**Elemental Mine** — **Moteborn Utility 10**

*You bottle raw chaos in a small area, creating a hazard that goes unseen until an enemy steps into it.*

**Encounter ✦ Elemental, Zone**
**Minor Action** **Ranged** 10
**Target:** One square
**Effect:** The target square becomes a zone that lasts until the end of the encounter or until an enemy enters it. Without a Perception check (DC 10 + your level + your highest ability modifier), your enemies notice neither the zone nor your use of this power. When an enemy enters the zone, that enemy and each creature adjacent to the zone take 5 damage and fall prone.

# Primordial Adept

Most mortals give their devotion to the gods, but other powers that crave worship dwell in the cosmos. A primordial adept is a cultist, a seeker after hidden knowledge, or a member of an esoteric order who turns away from the deities to worship one of the ancient primordials.

In some places, adepts are considered to be religious individuals and occupy the same role in society that divine priests do. Like priests, adepts are initiated into their powers; some establish their bond with their patron under the tutelage of a cult or a secret society, participating in ceremonies designed to mark their accession to the organization's inner circles. Other adepts forge their bond with their patrons by devising their own rituals of binding and command.

Some adepts think of themselves less as priests and more as scholars and delvers into the unknown. They seek out the writings of older primordial adepts in hopes of mastering a source of power that most other scholars wouldn't dare to unearth.

All primordial adepts have many of the same goals: the mastery of elemental power, the accumulation of knowledge and lore, and the continuing favor of their inscrutable patrons. An adept becomes an adventurer to explore places of ancient power, recover lost knowledge, and (more rarely) advance the causes and designs of his or her elemental patron.

DAVE ALLSOP

## Creating a Primordial Adept

Primordial adepts are characters of unusual intelligence, zeal, or force of personality. Delving into secrets that mortals were not meant to know is not a calling for the fainthearted. Arcane characters such as sorcerers, warlocks, and wizards are drawn by the lure of hidden lore and make excellent primordial adepts. Divine and primal characters very rarely pursue this path, since taking a primordial for a patron is incompatible with wielding divine energy or serving the primal spirits. However, some gods have strong ties to the elements (for example, Melora, Moradin, and Tharizdun), and a cleric or an invoker devoted to the elemental aspects of a deity might fit this theme.

## Starting Feature

Each primordial adept has a patron—a great elemental being to which the adept is bound. Whether an adept regards the patron as a source of power to be harnessed or as a being worthy of absolute devotion, the effects are the same. The patron lends a small amount of its power to the adept, enhancing the abilities already at the adept's command. Scores, perhaps hundreds, of primordials, titans, and other beings might serve as patrons. Two examples, elaborated upon here, are Vezzuvu, the Burning Mountain, and Solkara, the Crushing Wave.

**Benefit:** You have proficiency with rods. Add Primordial to the languages you can read, write, and speak. In addition, you gain either the *Solkara's wave* or the *Vezzuvu's eruption* power.

**Solkara's Wave** **Primordial Adept Attack**

*You call forth an icy flood filled with the power of Solkara.*

**Encounter ✦ Arcane, Cold, Elemental, Implement**
**Standard Action** **Close** blast 3
**Target:** Each creature in the blast
**Attack:** Highest ability modifier vs. Fortitude
**Hit:** 1d8 + highest ability modifier cold damage, and you push the target up to 2 squares. The target is slowed and gains vulnerable 5 cold until the end of your next turn.
*Level 11:* 2d8 + highest ability modifier cold damage.
*Level 21:* 3d8 + highest ability modifier cold damage.

**Vezzuvu's Eruption** **Primordial Adept Attack**

*A small eruption knocks creatures down with rumbling tremors and sears them with hot ash.*

**Encounter ✦ Arcane, Elemental, Fire, Implement, Thunder, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in the burst
**Attack:** Highest ability modifier vs. Reflex
**Hit:** 1d6 + highest ability modifier thunder damage, and the target falls prone.
*Level 11:* 2d6 + highest ability modifier thunder damage.
*Level 21:* 3d6 + highest ability modifier thunder damage.
**Effect:** The burst creates a zone of difficult terrain that lasts until the end of your next turn. Any creature that ends its turn in the zone takes 5 fire damage.

# Additional Features

## Level 5 Feature

Denizens of the Elemental Chaos know, respect, and possibly fear the primordial you serve. A mere mention of your patron's name and your status as one of its servants is enough to cause most elemental creatures to give your words extra heed.

**Benefit:** You gain a +2 bonus to Bluff, Diplomacy, Insight, and Intimidate checks against creatures that have the elemental origin.

## Level 10 Feature

Your elemental patron places a portion of its essence at your command, drastically enhancing the effectiveness of your attacks when they align with its sphere of influence.

**Benefit:** If you chose *Solkara's wave*, you gain a +2 power bonus to damage rolls with cold powers and thunder powers. If you chose *Vezzuvu's eruption*, you gain a +2 power bonus to damage rolls with fire powers and thunder powers.

# Optional Powers

Any adept can more strongly demonstrate adherence to a patron by utilizing other expressions of that primordial's influence.

## Level 2 Utility Power

Devotion to Solkara grants you a spell that saturates your surroundings with your patron's influence, so that those near you feel as if they are being crushed in deep water.

Vezzuvu enables you to create a volcanic emanation around your feet. Scalding mud bogs down those nearby, the mud growing hotter as they try to escape.

**Solkara's Grasp** — **Primordial Adept Utility 2**

*You surround yourself with an aura that emulates the crushing pressure of the deeps.*

**Daily ✦ Arcane, Aura, Elemental**
**Minor Action** **Personal**

**Effect:** You activate an aura 2 that lasts until the end of your next turn. Each creature that starts its turn in the aura is slowed, gains vulnerable 5 cold, and takes a -2 penalty to attack rolls until the start of its next turn.

**Sustain Minor:** The aura persists until the end of your next turn.

**Vezzuvu's Tread** — **Primordial Adept Utility 2**

*Ground by your feet grows soft and hot, like the boiling mud on a volcano's flanks.*

**Daily ✦ Arcane, Aura, Elemental, Fire**
**Minor Action** **Personal**

**Effect:** You activate an aura 2 that lasts until the end of your next turn. The aura is difficult terrain for all creatures except you. Any enemy that ends its turn in the aura farther from you than where it started its turn, or that willingly leaves the aura, takes 5 fire damage.

**Sustain Minor:** The aura persists until the end of your next turn.

## Level 6 Utility Power

Solkara allows you to cover a wide area in slick ice. Unnaturally cold icicles jut like frozen trees from the icy mass.

If you venerate Vezzuvu, you can shape stone from your surroundings into temporary armor made of heated rock.

**Solkara's Forest** — **Primordial Adept Utility 6**

*You call forth frigid water that quickly solidifies into slippery terrain and tree-like icicles.*

**Daily ✦ Arcane, Cold, Elemental, Zone**
**Standard Action** **Close** burst 2

**Effect:** The burst creates a zone of ice that lasts until the end of the encounter. The zone is difficult terrain for all creatures except you and creatures that have ice walk. Any creature that is pushed, pulled, or slid while in the zone can be moved 1 additional square by the forced movement.

You also create up to three icicles, each in an unoccupied square in the burst. These icicles are blocking terrain. Any creature other than you that enters a square adjacent to an icicle, or ends its turn there, takes 5 cold damage. A creature can take this damage only once per turn.

**Vezzuvu's Armor** — **Primordial Adept Utility 6**

*You gird yourself with crude armor made of volcanic rock.*

**Daily ✦ Arcane, Elemental, Fire**
**Minor Action** **Personal**

**Effect:** You gain resist 5 fire and a +2 power bonus to AC and Fortitude. Any enemy that hits you with a melee attack takes 5 fire damage. These effects last until the end of your next turn.

**Sustain Minor:** The effect persists until the end of your next turn.

## Level 10 Utility Power

The raw elements always surround you, ready to be shaped as you need. You can conjure elemental spirits to animate earth, water, or other elements around you, shaping them into humanoid forms that resemble elemental archons. You can deliver opportunity attacks through your conjured archons by striking out from your position—the conjurations ape your motions, forming crude limbs and weapons as needed.

**Guardian Archons** — **Primordial Adept Utility 10**

*You conjure minor elemental spirits to impede your foes.*

**Daily ✦ Arcane, Conjuration, Elemental**
**Standard Action** **Close** burst 5

**Effect:** You conjure three elemental guardians, each in an unoccupied square in the burst. They remain until the end of your next turn. Enemies cannot enter the guardians' spaces, but you and your allies can move through them. You can make opportunity attacks through each guardian as if you occupied its square.

**Move Action:** You move each guardian up to 3 squares.

**Sustain Minor:** The guardians persist until the end of your next turn.

# WATERSHAPER

*"I am the still pool and the tempestuous sea."*

The versatility of elemental water manifests in the talents of the watershapers. These elemental devotees can wield water as a weapon, sending waves crashing into their enemies. With experience, a watershaper can discover water's subtler aspects. Such a master can use water to touch other minds, ease suffering, and alter one's appearance to stave off age or conceal one's physical connection to the Elemental Chaos.

Of all the expressions of elemental power in the world, the art of watershaping was not an accidental discovery. Most who know of it see it as a blessing from the kindly primordial Ben-hadar to ease the suffering created by the Dawn War. Some skeptics suggest that the "gift" was nothing more than a way to help the primordials maintain a foothold in the natural world. Regardless of the motive behind its existence, watershaping has helped mortals travel around the world by enabling them to brave the ocean's surface and explore its depths. All waterfaring people count themselves lucky if they have a watershaper in their midst.

Watershapers operate as advisors, envoys, and arbitrators in the communities they live in or near. They keep the peace, urging calm in their fellows. As reasonable and diplomatic as watershapers can be, they have a stormy side. When one is roused to violence, he or she can be a dangerous adversary.

## Creating a Watershaper

Halflings, not surprisingly given their association with rivers and lakes, produce more watershapers than any other race. But the riverfolk do not share their secrets with other peoples, and an outsider must find some other way to learn watershaping. A primordial shard, especially one found at the bottom of a still pond or lodged in the rocks below a waterfall, might offer its possessor a relatively easy way to become a watershaper.

Aside from halflings, humans and elves are next most likely to learn this craft. As great explorers, humans brave the seas, searching for new lands and peoples. Elves honor the wilderness and might discover the power of elemental water in a sacred stream or a pool in a remote part of a forest.

Anyone with an interest in commanding the waves—even someone who has no previous life in or on the water—can nurture that interest and develop into a watershaper. Although any watershaper can become a warrior, and many are vaunted combatants, others find the talents they have cultivated are best used to aid the injured and bolster companions, contributing toward completing a shared quest in ways other than swinging a sword. Watershapers who adopt this lifestyle are almost always bards, since they can help their comrades and learn spells that take advantage of their water manifestations. A watershaper might also be a shaman, a druid, or, rarely, a cleric of Melora.

## Starting Feature

Mastering elemental water requires a sacrifice of identity and self as you merge with the endless ocean. As the power floods in, you experience a transformation. Your skin assumes a blue or green hue, while your eyes grow large to help navigate the deep waters. You might develop gills on the sides of your neck, or webbing between your fingers and toes.

**Benefit:** Your origin becomes elemental. For the purpose of effects that relate to creature origin, you are considered to be an elemental. Add Primordial the languages you can read, write, and speak. You also gain the aquatic trait, so you can breathe underwater. In aquatic combat, you gain a +2 bonus to attack rolls against nonaquatic creatures. Further, you gain a swim speed equal to half your speed.

You also gain the *buffeting wave* power.

**Buffeting Wave** **Watershaper Attack**

*At your command, a wall of water appears and crashes down.*

**Encounter ✦ Elemental**
**Standard Action** **Close** blast 3
**Target:** Each creature in the blast
**Attack:** Highest ability modifier vs. Fortitude. You gain a +2 bonus to the attack roll.
*Level 11:* The bonus increases to +4.
*Level 21:* The bonus increases to +6.
**Hit:** 1d6 + highest ability modifier damage, and the target falls prone.
*Level 11:* 2d6 + highest ability modifier damage.
*Level 21:* 3d6 + highest ability modifier damage.

### ELEMENTARY VIEWPOINT: HASHRA, THE WATER WITCH

It is amusing that so many consider water to be the weakest element. Earth has strength and mass, fire is destruction, and air is quickness and freedom. Each has its place, yet water possesses all of these traits. Ice can be as unyielding as stone. A torrential downpour can wipe out a community as easily as a wildfire. A whitewater river, a waterfall, or a spring cloudburst—all are quick enough for me, thank you. You see, with elemental water at my command, I can do what any of my peers can do, and more.

# Additional Features

## Level 5 Feature

As you learn more of the secrets of elemental water, you find yourself growing empathic toward others, as if you can feel their thoughts and sense their hurts. Your developing instincts help you improve your prowess in the healing arts, while also protecting you from deception and misdirection. When your own need for healing is great, the elemental water that sustains you can also renew an ally.

**Benefit:** You gain a +2 power bonus to Insight checks and Heal checks. In addition, whenever you use your second wind, one ally within 5 squares of you gains temporary hit points equal to your highest ability modifier.

## Level 10 Feature

Violent blasts of water that you create linger in a swirling vortex that grabs at your enemies' feet and interferes with their movements. This effect reflects your arrival at the pinnacle of the watershaper's art.

**Benefit:** Whenever you use *buffeting wave*, the blast creates a zone that is difficult terrain for enemies until the end of your next turn.

# Optional Powers

Water transforms, bestows life, and facilitates communication. When you became a watershaper, you learned to bring forth elemental water from the Plane Below. Now, your further study and deeper focus makes available more of water's myriad possibilities.

## Level 2 Utility Power

As part of their repertoire of healing, many watershapers learn to use elemental water to wash away sickness, cleanse wounds, and ease discomfort. *Safe harbor* draws on water's restorative properties to help a friend in need.

**Safe Harbor** — **Watershaper Utility 2**

*Elemental water rinses away all hurts and provides shelter until your companion can recover.*

**Daily ✦ Elemental, Healing**
**Minor Action** **Melee** 1
**Target:** You or one ally
**Effect:** The target can spend a healing surge. Until the end of your next turn, the target gains a +2 power bonus to all defenses, and squares adjacent to the target are difficult terrain for enemies.

## Level 6 Utility Power

Water is unlike other elemental forces in that it is both malleable and controllable. A watershaper can manifest these properties in his or her appearance, needing but a moment of preparation to appear as anyone he or she wishes. Most watershapers use this ability to maintain a youthful appearance.

JIM NELSON

**Flowing Features** — **Watershaper Utility 6**

*You cause the tissues in your body to reshape themselves into a form more to your liking.*

**Encounter ✦ Elemental, Polymorph**
**Minor Action** **Personal**
**Effect:** You alter your physical form to take on the appearance of any humanoid of your size. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. You remain in your new form until you change form again or until you dismiss the form as a minor action.

Any creature that attempts to see through your ruse makes an Insight check opposed by your Bluff check. You gain a +5 bonus to your check.

## Level 10 Utility Power

The ocean extends as far as the eye can see, spreading out to all corners in the world. Though vast distances might separate the ports of the world, water connects them all. Using elemental power in a similar fashion, you merge your consciousness with those around you. All of you share your thoughts and combine your talents to function better together than you would if you were apart.

**Sea of Unity** — **Watershaper Utility 10**

*You create a profound link among you and your companions.*

**Daily ✦ Aura, Elemental**
**Minor Action** **Personal**
**Effect:** You activate an aura 5 that lasts until the end of the encounter. You and each ally in the aura grant combat advantage for being flanked only if you and every ally in the aura are flanked. When one enemy in the aura grants combat advantage to you or an ally in the aura, that enemy grants combat advantage to you and each ally in the aura.

# Windlord

*"I soar, carried on currents of elemental air."*

The mantle of the windlord is taken up by those who devote themselves to mastering elemental air, able to manipulate any expression of it from the lightest breeze to the most terrible gale.

A windlord might be a mortal who has pledged fealty to a primordial such as Chan, Yan-C-Bin, or another figure associated with elemental air or storms. Other individuals come to master the talents of the windlord after discovering a primordial relic or being transformed during an extended foray into the Elemental Chaos.

In some histories, the earliest windlords were eladrin mages who discovered how they could use elemental air to supplement their magical training. Legends go on to say that once these mages mastered the higher mysteries, they lost their fey heritage and soared through the air as eagles. Some claim that they still watch over the eladrin cities today, always circling, always vigilant until the day when they are vitally needed.

Other accounts hypothesize that the djinn handed down the secrets of becoming a windlord to mortal allies who had earned their trust. Support for this claim is found in frescoes in the ruined city of Badalada, perched atop a floating earthmote in the Elemental Chaos, that show djinn carrying what are obviously humans, elves, and other races through the air and teaching them to fly. If there were such connections between these races, they are long dead now, since the djinn presently show little interest in forging bonds with the people of the natural world.

A windlord who strikes out in the world does not go long without attracting a potential employer. One who does not pursue the life of an adventurer might find work as a spy or a scout. Being able to manipulate elemental air helps such an individual pick out sounds another person might not perceive. A windlord can hide on a high perch and monitor enemy movements, or find a path through the wilderness from the advantage of an aerial position.

## Creating a Windlord

Best known for their speed and mobility, windlords are agile combatants, darting through the air and supplementing their attacks with gusts that rush in from nowhere. Many windlords use hit-and-run tactics, similar to those that might be employed by monks, rangers, and assassins. Although elemental air does not increase an attack's potency, it does help a combatant get into a superior position from where he or she can attack.

RANDY GALLEGOS

Mages, psions, druids, and others can use power over elemental air to make up for any shortcoming they might have in weapon use. With the increased maneuverability and defensive properties elemental air can provide, such implement wielders can better reach places where they can use their magic to the greatest effect.

## Starting Feature

You must embrace the untamed nature of the Elemental Chaos to wield its power. Whether you came by this ability through a primordial shard or a forbidden ritual, or by spending too much time on this dangerous plane, you undergo a transformation into an elemental creature. Your skin pales, your eyes brighten, and a wispy breeze always stirs your hair and clothing.

You can call elemental air to spirit you aloft and lend a surprising movement aspect to your attacks. With elemental air in your pocket, so to speak, you find that the wind helps you run, climb, and jump. Your sensitivity to air clarifies your senses so that you can pick out small details and hear faint noises.

**Benefit:** Your origin becomes elemental. For the purpose of effects that relate to creature origin, you are considered to be an elemental. Add Primordial to the languages you can read, write, and speak. You gain a +2 power bonus to Athletics checks and Perception checks.

You also gain the *wind fury assault* power.

**Wind Fury Assault** — **Windlord Attack**

*The wind carries you aloft, helping you deliver a punishing strike against a distant foe.*

**Encounter ✦ Elemental, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Effect:** You can fly up to your speed. At any point during this movement, you can make the following attack.
**Target:** One creature
**Attack:** Highest ability modifier vs. AC
**Hit:** 1[W] + highest ability modifier damage, and you can slide the target 1 square.
*Level 11:* 2[W] + highest ability modifier damage.
*Level 21:* 3[W] + highest ability modifier damage.

# Additional Features

## Level 5 Feature

Elemental air is always with you, helping you fly farther. When you call upon your reserves, the wind rushes forth to repel any creatures that threaten you.

**Benefit:** Whenever an effect enables you to fly, you can fly 1 additional square. Further, whenever you use your second wind, you can push each creature adjacent to you 1 square.

## Level 10 Feature

You have reached the apex of your control over elemental air. When you use your signature attack, a howling wind sends your target spinning away.

**Benefit:** Whenever you hit with *wind fury assault*, you slide the target up to a number of squares equal to your highest ability modifier.

# Optional Powers

Upon becoming an elemental creature, you found the winds answering your call, rising in strength and building in intensity around you until you could leap through the air. As your familiarity with elemental air strengthens, so does your connection with the manifestations you can produce. Air is more than a gust or a violent storm. In the right hands, it can deflect missiles and keep your enemies from advancing on you. You can even learn how to distort the air so that a creature you shield in this fashion disappears from sight. The ultimate expression of your ability is when you can soar over a hazard or obstacle almost as well as a flying creature.

## Level 2 Utility Power

When you use *protective gale*, winds swirl around you, snatching missiles from the air and hurling them away. So strong are these winds that your enemies find it a struggle to close on you.

**Protective Gale** — **Windlord Utility 2**

*The wind rises up in a shell around you, hindering your enemies and deflecting their projectiles.*

**Encounter ✦ Aura, Elemental**
**Minor Action** **Personal**
**Effect:** You activate an aura 2 that lasts until the end of your next turn. The aura is difficult terrain for enemies. You and each ally in the aura gain a +2 power bonus to AC and Reflex against ranged attacks.

## Level 6 Utility Power

With a subtle trick, you can manipulate the air around you or another creature, changing it so that no light can pass through it. The distorted light causes the target to be invisible for as long as you concentrate.

**Bend Light** — **Windlord Utility 6**

*Light seems to veer away from your target, and the creature abruptly vanishes.*

**Daily ✦ Elemental, Illusion**
**Standard Action** **Ranged** 10
**Target:** You or one creature
**Effect:** The target is invisible until the end of your next turn. If the target makes an attack, the invisibility ends.
**Sustain Minor:** If the target is within 10 squares of you, the invisibility persists until the end of your next turn.

## Level 10 Utility Power

The potential of elemental air resides fully within you. Now, even your least effort can lift you up and into the air. You can leap across obstacles and reach distant ledges as though they were a step away.

**Wind Step** — **Windlord Utility 10**

*For a few moments, the wind carries and holds you and then places you safely down again.*

**Encounter ✦ Elemental**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you have a fly speed of 8 and can hover. When this flight ends, you descend to the ground, taking no falling damage.

## THE ZE'ISHAAL HUNTERS

The wild wastelands of the Shaar are home to a tribe of elf windlords who call themselves the Ze'ishaal. Fierce and proud, these nomads sometimes raid the Border Kingdoms or skirmish with patrols from the few cities and towns along the eastern shore of the Shining Sea. The Ze'ishaal are closely allied with elemental wind spirits, and they gain their unusual powers from a sacred oath or promise each warrior swears before the tribe's wind shamans. Although the settlers and townsfolk of neighboring lands dislike the Ze'ishaal, the elves are far more dangerous to the marauding humanoids and monsters of the Shaar Desolation than they are to civilized folk.

CHAPTER 3

# Classes

FIRE THAT never extinguishes. The ever-roaring wind. The groaning earth shuddering underfoot. The tidal wave that smashes all in its path: elemental power awaits your command. Elemental power in all its forms awaits your command.

If you want to play a druid that combines feral attributes with lightning claws, or you favor freezing your enemies in place with cold drawn from Cryonax's slumbering form, incorporating elemental magic into your arsenal provides a potent boost to your capabilities.

This chapter explores new options for elemental heroes, providing a pair of new subclasses and new options for existing classes. You'll find these sections in the following pages.

- **Druid:** New elemental-themed powers and a new primal aspect allow you to build a druid who transforms into an elemental beast. Sentinel druids gain access to a new build, the druid of the wastes.
- **Monk:** Two new monastic traditions, Desert Wind and Eternal Tide, are presented here, along with elemental and non-elemental powers suitable for any monk.
- **Sorcerer:** The elementalist is a new sorcerer subclass. Elementalist characters focus on a particular element, learning a few potent ways to harness elemental might. This section also contains utility powers suitable for any sorcerer.
- **Warlock:** Warlocks gain access to the elemental pact by making deals with ancient primordials. Both the classic warlock and the hexblade can take up the elemental pact.
- **Wizard:** The sha'ir is a new wizard subclass. Sha'irs are mysterious wizards who bind elementals to their service to gain access to secret magical power. This section also offers new powers for all wizards.

ZOLTAN BOROS

# Druid

Druids are the natural world's champions and protectors. Communing with the primal spirits gives druids access to potent evocations that enable them to turn the world against their foes, whether by causing roots and vines to choke the life from their opponents or calling down storms to wash them away.

Yet underlying primal magic are the elemental forces at the heart of its creation. Here and there, one can find the hallmarks of the primordials' handiwork, places steeped in ancient magic that warps and transforms the spirits bound to those sites. Although druids confer with elemental-touched spirits in the same way they interact with other primal entities, the magic wielded by such a druid bears a striking similarity to that used by those who master the magic from the Elemental Chaos.

## New Primal Aspect

When you choose your Primal Aspect, you can choose Primal Wrath instead of another option, such as those in *Player's Handbook 2*.

**Primal Wrath:** While you are not wearing heavy armor, you gain a +1 bonus to the attack rolls of druid attack powers and druid paragon path attack powers that have the cold, fire, lightning, or thunder keywords.

## New Acolyte Feature

If you are a sentinel druid (see *Heroes of the Forgotten Kingdoms*), you can choose Druid of the Wastes for your Acolyte of the Natural Cycle class feature. This choice determines your animal companion, and it replaces the features described for Druid of Spring or Druid of Summer.

### Druid of the Wastes

You draw your strength from the world's majestic desolate places—the icy wastes of the north, the bleak shores, the great sandy deserts, or the barren rocky mountains. In these places the primal spirits embody the living elements and take on elemental-like forms.

**Benefit:** You gain the following benefits.

- ✦ Your animal companion is a living zephyr.
- ✦ When wielding a spear or a staff, you gain a +1 shield bonus to AC and Reflex.
- ✦ You gain a +2 bonus to Endurance checks.

### Druid of the Wastes: Living Zephyr

The living zephyr is a minor elemental that takes its shape from the terrain around it—dust, sand, snow, ocean spray, or sometimes wind.

**Living Zephyr**
Medium elemental magical beast

**HP** your bloodied value — **Initiative** equal to yours
**AC** 14, **Fortitude** 13, **Reflex** 14, **Will** 13 (add your level to each defense) — **Perception** equal to yours + 2
**Speed** 0, fly 6 (hover; altitude limit 2)

**Traits**

☼ **Debris Cloud ✦ Aura** 2
The aura is lightly obscured to enemies.

**Standard Actions**

⊕ **Animal Attack ✦ At-Will**
*Attack:* Melee 1 (one creature); your level + 5 vs. AC
*Hit:* 1d10 + your Wisdom modifier damage, and the zephyr can slide the target 1 square.
*Level 13:* 1d10 + 3 + your Wisdom modifier damage.
*Level 23:* 2d10 + 5 + your Wisdom modifier damage.

| | | |
|---|---|---|
| **Str** 12 | **Dex** 20 | **Wis** 14 |
| **Con** 17 | **Int** 3 | **Cha** 7 |

### Level 13: Paragon of the Wastes

When sorely pressed by your foes, you briefly adopt the form of the elusive elements, giving ground like dust, sand, snow, or spray driven before the wind.

**Benefit:** The first time each encounter that you or your living zephyr companion becomes bloodied, you can use an immediate reaction to become insubstantial and shift up to 5 squares. You are insubstantial until the start of your next turn.

### Level 17: Animal Companion Power

Your living zephyr is now so forceful that creatures caught in it can be lifted aloft and carried away.

**Benefit:** You gain the *zephyr carry* power.

**Zephyr Carry** — **Druid Utility**

*Your companion is a concentrated gust that you can direct to bring its target through the air and into your clutches.*

**Encounter ✦ Primal**
**Free Action** — **Special**
**Trigger:** Your living zephyr animal companion hits an enemy within 5 squares of you with *animal attack*.
**Effect:** You slide the living zephyr up to 3 squares, and then slide the enemy up to 5 squares to a square adjacent to the zephyr.

### Level 27: Blessing of the Wastes

With a moment's thought, you can surround an ally in a whirling cloud of dust, sand, snow, or mist.

Elemental power stanches your ally's wounds and hides your friend from view.

**Benefit:** Whenever you use your second wind, choose one ally within 10 squares of you. That ally ends one ongoing damage effect that he or she is currently suffering, and the ally gains partial concealment until the end of your next turn.

# New Druid Powers

The druid powers in this section expand on those found in *Player's Handbook 2*, *Primal Power*, *Heroes of the Feywild*, and other sources. These powers are among your options when you choose druid powers of the given levels.

## Level 1 Daily Power

### Whirlwind of Sand

Your bestial form dissolves into a swirling cloud of sand that builds speed until you become a veritable storm of roaring wind and hard-driven sand that can carve rock or flay flesh, accompanied by thunder that shakes the ground.

**Whirlwind of Sand** — **Druid Attack 1**

*Scourging sand rakes the air around you. The fierce wind and drifting dust hinder your enemies' movement.*

**Daily ✦ Beast Form, Elemental, Implement, Primal, Thunder**
**Standard Action** **Close** burst 1
**Target:** Each enemy in the burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier thunder damage, and the target is slowed (save ends).
**Miss:** Half damage.
**Effect:** Until the end of the encounter, squares adjacent to you are difficult terrain for enemies.

## Level 2 Utility Power

### Dust Eddy

The primal spirits loosen the primal ban on your behalf, helping you draw elemental power through your bestial form and manifest it around you. Ash, dust, sand, or snow forms across your body, falls free, and swirls around you in a blinding cloud.

**Dust Eddy** — **Druid Utility 2**

*You surround yourself with a violent swirl of wind that fills the air with dust and debris.*

**Encounter ✦ Aura, Beast Form, Elemental, Primal**
**Minor Action** **Personal**
**Effect:** You gain partial concealment and activate an aura 1 that last until the end of your next turn or until you leave beast form. Any enemy that ends its turn in the aura is blinded until the end of your next turn.

## Level 5 Daily Power

### Brutal Erosion

This evocation applies the natural forces of erosion to an enemy, so that pieces of its body fall away each time you or an ally strikes it.

**Brutal Erosion** — **Druid Attack 5**

*Primal magic erodes the creature you hit, much as the winds smooth hills and the waves devour coastlines.*

**Daily ✦ Elemental, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage, and the target is subjected to brutal erosion (save ends). Until this effect ends, the target takes a –1 penalty to attack rolls and all defenses. This penalty worsens by 1 each time the target is hit by an attack (maximum penalty of –5).
**Miss:** Half damage, and the target is subjected to brutal erosion as above, but with a maximum penalty of –2 (save ends).

## Level 6 Utility Power

### Raise the Stones

The druids of old created stone circles to commune with the primal spirits, to mark the burial sites of great warriors, or to help study the stars. *Raise the stones* can provide cover from attacks and create an obstacle to impede your foes.

**Raise the Stones** — **Druid Utility 6**

*You call to the spirits of earth, and a group of monoliths emerge from the ground.*

**Daily ✦ Elemental, Primal**
**Standard Action** **Close** burst 10
**Effect:** You create six stone pillars in unoccupied squares on solid ground in the burst. The pillars are blocking terrain. Each pillar stands 10 feet tall and has AC 5, Fortitude 15, Reflex 5, and 30 hit points. A creature can climb a pillar with a DC 15 Athletics check. If a pillar is reduced to 0 hit points, its square and each square adjacent to it becomes rubble-strewn difficult terrain.

## Level 9 Daily Power

### Wildfire Aura

One of the biggest risks in wielding elemental fire is its tendency to get out of control. You learn to command the primal spirits that help you assume a monstrous form and open conduits to elemental fire. Ravenous flames wreathe you, flowing out to wash over your foes. The longer you let the flames run wild, the farther they spread.

### Wildfire Aura — Druid Attack 9

*Vicious spirits respond to your evocation with hungry flames that leap and dance around you.*

**Daily ✦ Aura, Beast Form, Elemental, Fire, Implement, Primal**
**Standard Action** **Close** burst 1
**Target:** Each enemy in the burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier fire damage.
**Miss:** Half damage.
**Effect:** You activate an aura 1 that lasts until the end of the encounter or until you dismiss it as a minor action. Any enemy that ends its turn in the aura takes fire damage equal to your Wisdom modifier. Once per round as a minor action while you are in beast form, you can increase the aura's size by 1 (up to aura 5).

## Level 10 Utility Power

**Spirited Wind** The spirits of elemental air offer their aid when you use *spirited wind*. They rush about you, gathering in numbers enough to carry you and a companion wherever you wish to go.

### Spirited Wind — Druid Utility 10

*A powerful gust circles around you and lifts you and an ally into the air.*

**Encounter ✦ Elemental, Primal**
**Move Action** **Close** burst 1
**Target:** You and one ally in the burst
**Effect:** Each target can fly up to 6 squares as a free action, and gains a +4 power bonus to all defenses against opportunity attacks provoked by this movement.

## Level 15 Daily Power

**Jaws of Ice** The spirits of winter answer your call and help you transform into a shaggy beast of snow and ice. This evocation is useful for pinning down enemies with elemental cold until they freeze to death.

### Jaws of Ice — Druid Attack 15

*Spirits of cold and winter swirl around you and trap enemies in ice that promises a slow demise.*

**Daily ✦ Aura, Beast Form, Cold, Elemental, Implement, Primal**
**Standard Action** **Close** burst 1
**Target:** Each enemy in the burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d10 + Wisdom modifier cold damage.
**Miss:** Half damage.
**Effect:** You activate an aura 1 that lasts until the end of the encounter or until you dismiss it as a minor action. Enemies are slowed and cannot shift while in the aura. In addition, any enemy that ends its turn in the aura takes 10 cold damage and is grabbed.

## Level 16 Utility Power

**Chariot of Sustarre** Sustarre, a renowned druid, learned how to summon a flaming chariot that can convey a group of companions through the sky.

### Chariot of Sustarre — Druid Utility 16

*In a thunderous clap, two fiery steeds appear, pulling a flaming chariot to carry you into battle.*

**Daily ✦ Elemental, Primal, Summoning**
**Standard Action** **Ranged** 10
**Effect:** You summon the chariot of Sustarre in an unoccupied space within range. The chariot and its two steeds are treated as a single creature; they share hit points and cannot be separated.

The chariot lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in its description.

The chariot can hold up to four Medium creatures in a Large space centered on one of its edges. Entering or leaving that space costs 1 extra square of movement.

The chariot lasts until it is reduced to 0 hit points, at which point you lose a healing surge (or hit points equal to your surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

## PRIMAL SPIRITS OF THE WASTES

Druids are usually called to serve as the guardians of places rich in life and beauty—verdant forests, lush grasslands, or bountiful marshes. Those who are drawn to the untamed wilderness of the world's wastelands are dedicated to a different task. Druids of the waste deal with uncaring, even cruel, primal spirits that resent the boundaries of landscape and season confining them. These spirits need little guarding; instead, they are to be paid homage and, from time to time, placated with gifts or sacrifices. Three of these entities are briefly described here.

**Biter with a Thousand Fangs:** A spirit that embodies the ravenous insects and other small, scuttling creatures of deserts or desolate areas, the Biter is a fearsome and feral being, scarcely aware of itself. It can drive swarms of insects to wreak terrible destruction, but few druids dare call upon its aid.

**Bone Vulture:** A spirit of scavengers and decay, the Bone Vulture embodies the creatures that feed on death. It is old and patient, and often shows itself to those who are soon to die. Though it is a menacing spirit, the Bone Vulture is not malevolent; scavengers play their part in the cycle of life, too.

**Old Tortoise:** The Old Tortoise is a spirit of endurance and survival. It is associated with life's slow, steady growth in desolate places. When the desert blooms for a short time after a rain, nomad tribes honor the Old Tortoise for keeping its promise that life will find a way to flourish in any setting.

| **Chariot of Sustarre** | **Level 16 Summoned Creature** |
|---|---|
| Gargantuan elemental magical beast (fire) | |
| **HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the chariot if an effect allows it to spend one | |
| **Defenses** your defenses, not including any temporary bonuses or penalties | |
| **Speed** 8, fly 8 (hover) | |
| ☼ **Formed from Fire** (fire) ✦ **Aura** 1 | |
| The aura is lightly obscured, and any enemy that ends its turn in the aura takes 10 fire damage. | |
| **Cover** | |
| The chariot grants partial cover to its occupants. | |
| **Minor Action** ✦ **At-Will** (1/round) | |
| *Effect:* The chariot walks, shifts, runs, stands up, squeezes, or crawls. | |
| **Instinctive Effect** | |
| If you haven't given the chariot any commands by the end of your turn, the chariot moves half its speed if it can. If you are outside the chariot, it must end this movement closer to you than where it began the movement. | |

# Level 19 Daily Power

## Ravaging Lightning

You can use the primal power sustaining your beast form to attract elemental lightning to dance across your body. You leap forward, releasing crackling death against those in your path. The lingering energy intensifies with each hostile action your victims make.

| **Ravaging Lightning** | **Druid Attack 19** |
|---|---|
| *Lightning envelops your claws as your strike marks an opponent for the reprisals of the primal storm spirits.* | |
| **Daily** ✦ **Beast Form, Elemental, Implement, Lightning, Primal** | |
| **Standard Action** | **Melee** 1 |
| **Target:** One or two creatures | |
| **Attack:** Wisdom vs. Reflex | |
| **Hit:** 4d8 + Wisdom modifier lightning damage. | |
| **Miss:** Half damage. | |
| **Effect:** The target is subjected to ravaging lightning (save ends). If the target makes an attack, it cannot make saving throws against this effect until the start of its next turn. When the target misses with an attack, it grants combat advantage until the start of its next turn and takes lightning damage equal to your Wisdom modifier. | |

SLAWOMIR MANIAK

*A druid in animal form uses jaws of ice to rend and freeze an orc at the same time*

# Level 22 Utility Power

## Elemental Passage

You realize a deeper understanding of the fundamental kinship between the natural world and the Elemental Chaos and can move freely between these realms. When you return from the Elemental Chaos, you bring back some of the energy of that dire plane.

**Elemental Passage** **Druid Utility 22**

*You step sideways and disappear. Your return brings with it screaming winds and flickering flames, roaring waves and trembling earth.*

**Daily ✦ Elemental, Primal**
**Move Action** **Personal**
**Effect:** You are removed from play until the start of your next turn. You then reappear in an unoccupied space within 10 squares of the space you last occupied. When you return to play, roll a d4 to determine the effect that occurs.

1. *Air:* You pull each creature within 3 squares of you up to 2 squares.
2. *Earth:* Each square within 2 squares of you becomes difficult terrain until the end of the encounter.
3. *Fire:* Each creature adjacent to you gains vulnerable 5 fire until the end of your next turn.
4. *Water:* You push each creature adjacent to you up to 2 squares.

# Level 25 Daily Powers

## Summon Elemental Warrior

In much the same way as the primordials manipulated raw chaos to make it assume a fixed state, you have learned to loosen the bonds that hold substance together and return it to the primordial state. In this form, you can direct it to obey your every command.

**Summon Elemental Warrior** **Druid Attack 25**

*An elemental being forms at your command, its raw, violent nature only just constrained by your will.*

**Daily ✦ Elemental, Primal, Summoning**
**Minor Action** **Ranged** 10
**Effect:** You summon an elemental warrior in an unoccupied space within range. The elemental is a type you choose: air, earth, fire, or water. The creature is an ally to you and your allies.

The elemental lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in the elemental's description. You must have line of effect to the elemental to command it. When you command the elemental, you and the elemental share knowledge but not senses.

When the elemental makes a check, you make the roll using your game statistics, not including any temporary bonuses or penalties.

The elemental lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

**Elemental Warrior (Air)** **Summoned Creature**
Large elemental humanoid (air)

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the elemental if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 0, fly 10 (hover)

**ǂ Standard Action ✦ At-Will**
*Attack:* Melee 2 (one creature); your level + 5 vs. Reflex
*Hit:* 2d8 + your Wisdom modifier damage, and the target is marked by the elemental until the end of your next turn. The target is also immobilized and takes ongoing 10 damage (save ends both). This effect ends if the target is ever more than 2 squares away from the elemental.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The elemental either walks, shifts, runs, stands up, squeezes, or crawls.

**Opportunity Action ✦ At-Will**
*Trigger:* An enemy that is marked by the elemental moves without shifting or uses an attack power that does not include the elemental as a target.
*Effect:* The elemental uses its standard action attack against the triggering enemy.

**Elemental Warrior (Earth)** **Summoned Creature**
Large elemental humanoid (earth)

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the elemental if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 5, burrow 5

**ǂ Standard Action ✦ At-Will**
*Attack:* Melee 2 (one creature); your level + 5 vs. Reflex
*Hit:* 2d8 + your Wisdom modifier damage, and one enemy adjacent to the target takes damage equal to 10 + your Wisdom modifier. The target cannot shift and is marked by the elemental until the end of your next turn.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The elemental either walks, shifts, runs, stands up, squeezes, or crawls.

**Opportunity Action ✦ At-Will**
*Trigger:* An enemy that is within 2 squares of the elemental and is marked by it moves without shifting or uses an attack power that does not include the elemental as a target.
*Effect:* The elemental uses its standard action attack against the triggering enemy.

**Elemental Warrior (Fire)** **Summoned Creature**
Large elemental humanoid (fire)

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the elemental if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 8, fly 4 (clumsy)

**Standard Action** (fire) ✦ **At-Will**
*Attack:* Melee 2 (one creature); your level + 5 vs. Reflex
*Hit:* 2d8 + your Wisdom modifier fire damage, and the target is marked by the elemental until the end of your next turn. The target also takes ongoing 10 fire damage (save ends). The elemental can shift 1 square.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The elemental either walks, shifts, runs, stands up, squeezes, or crawls.

**Opportunity Action ✦ At-Will**
*Trigger:* An enemy that is within 2 squares of the elemental and is marked by it moves without shifting or uses an attack power that does not include the elemental as a target.
*Effect:* The elemental uses its standard action attack against the triggering enemy.

**Elemental Warrior (Water)** **Summoned Creature**
Large elemental humanoid (water)

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the elemental if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6, swim 6

**Standard Action ✦ At-Will**
*Attack:* Melee 2 (one creature); your level + 5 vs. Reflex
*Hit:* 3d8 + your Wisdom modifier damage, and the elemental pushes the target up to 2 squares and knocks it prone. The target is marked by the elemental until the end of your next turn.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The elemental either walks, shifts, runs, stands up, squeezes, or crawls.

**Opportunity Action ✦ At-Will**
*Trigger:* An enemy that is within 2 squares of the elemental and is marked by it moves without shifting or uses an attack power that does not include the elemental as a target.
*Effect:* The elemental uses its standard action attack against the triggering enemy.

## Wicker Man

Druids who hold congress with the more sinister primal spirits sometimes go to great lengths to appease their spiritual benefactors. The *wicker man* power holds a sacrifice in place while roaring fires cook it alive.

**Wicker Man** **Druid Attack 25**

*You create a ghastly wicker man, a great looming monstrosity that entraps your enemies. The howls and screams of caught foes are almost drowned out by the roaring flames.*

**Daily ✦ Conjuration, Elemental, Fire, Implement, Primal**
**Standard Action** **Ranged** 20

**Effect:** You conjure a Huge wicker man on the ground within range. The wicker man occupies its space. The wicker man can be attacked, has hit points equal to your bloodied value, and shares your defenses. The wicker man lasts until it drops to 0 hit points or until the end of your next turn. Any creature that enters a square adjacent to the wicker man or ends its turn there takes fire damage equal to your Wisdom modifier (a creature can take this damage only once per turn).

When the wicker man first appears, you make the following attack.

**Target:** Each creature in the wicker man's space
**Attack:** Wisdom vs. Reflex
**Hit:** The target is restrained (escape DC 33). Until this effect ends, the target takes ongoing 10 fire damage. In addition, the target has line of sight and line of effect only to things inside the wicker man, and no creature outside the wicker man has line of sight or line of effect to it. The effect ends if the target is entirely outside the wicker man.
**Miss:** You slide the target up to 2 squares to a square adjacent to the wicker man. The target then falls prone.

**Sustain Minor:** The wicker man persists until the end of your next turn. Each creature restrained inside the wicker man takes 2d10 + your Wisdom modifier fire damage.

# Level 29 Daily Power

## Blizzard's Embrace

While in your monstrous form, you draw forth primal spirits infused with elemental cold, luring them to your side with promises of light and warmth. The spirits feast upon your enemies and prevent their escape with claws of elemental ice.

**Blizzard's Embrace** **Druid Attack 29**

*Your strike sets the spirits of elemental cold against your enemies in a storm of snow, wind, and ice.*

**Daily ✦ Beast Form, Cold, Elemental, Implement, Primal, Zone**
**Standard Action** **Close** burst 2
**Target:** Each enemy in the burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 4d8 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone that lasts until the end of the encounter. For enemies, the zone is heavily obscured and difficult terrain. In addition, any enemy that ends its turn in the zone takes 10 cold damage and is restrained until the start of its next turn.

# Monk

The ancient disciplines that monks practice require harmony of body and mind. Those who achieve this state can translate thought into action, pushing past what is possible for normal mortals.

An unconventional warrior, a monk has no need for weighty armor or military weaponry. Hands, feet, elbows, and head serve a monk just as well as a sword or an axe, while speed and agility help monks evade their enemies' attacks.

Neither introspective study nor physical training makes monks what they are. Their secret lies in a reservoir of mental power known as psionic energy. By practicing combat techniques and spending long periods in meditation, a monk learns to channel this energy, whether to empower an unarmed strike or to leap through the air as if he or she were flying. Psionic power magnifies a monk's strength and quickness until they reach superhuman levels. Monks think nothing of racing across a still pool or balancing on a sword's point. And they don't balk when confronted with a heavily armored foe, since they know their strikes are effective against even the stoutest armor.

Monks do not learn their fighting arts through trial and error. Each one must seek out a master to learn how to find the psionic energy within the mind and then harness it. Many masters are hermits, free from the distractions of the civilized world. Others are found in monasteries where potential students can learn techniques from a variety of instructors to develop a style that fits each one's tastes and talents.

Some of these monasteries stand on mist-shrouded mountaintops reachable only by a thousand-step climb up a staircase fraught with danger. Others rise from tiny islands rendered nearly imperceptible by an ever-present fog. A few schools operate within civilization, sometimes even inside a city, so anyone who aspires to become a monk has a good chance of finding a place to study.

Most initiates who enter a monastery find little reason to leave. For such individuals, training is a never-ending endeavor—there is always something to learn from the venerable masters. Many monks therefore content themselves with a simple life spent exploring the mind's power, perfecting their bodies, and studying the philosophy that underpins their disciplines.

Each discipline a monk learns originates from a philosophical understanding about the world and expresses that philosophy through a movement technique and an attack. Most students cleave to one philosophy or combat style to start, but some gradually incorporate disciplines from other philosophies as they widen their experience and hone their fighting abilities.

These more accomplished students, possessed of a broad range of disciplines, are capable of meeting the equally wide variety of challenges that the outside world presents. The monks in this latter group are the ones who decide to leave the monastery and find themselves well suited to the adventurer's life. Gold and glory are not motivations for most adventuring monks; they are driven by other goals that they share with heroes of all sorts: seeking out worthy opponents, finding new masters to learn from, and fighting the darkness that would ruin the world.

### CREATING A MONK

*Player's Handbook 3* contains the rules for creating monk player characters. *Psionic Power* contains additional rules for monk characters, including a new build, powers, paragon paths, and feats designed specifically for monks.

## The Sublime Way

Some monks subscribe to an elemental-based philosophy that its adherents call the Sublime Way. These monks discern the world beyond perception by harnessing elemental magic with the power of their minds.

Students of the Sublime Way seek to attain enlightenment by unifying thought and action, just as all monks do, but these individuals strive to transcend their mortal existence and achieve a state in the world as it truly is—a universe of pure energy and endless possibility.

If the Sublime Way represents a destination, the monastic traditions within this philosophy are roads leading to it. Followers of the Sublime Way regard one's internal energy as the fundamental force in reality—an energy that is bound into discrete forms, yet at the same time unified. This energy is, of course, elemental power, the residual forces of chaos left behind from creation.

## New Monastic Traditions

Each route to the Sublime Way is rooted in ancient mysticism, meditation, and spiritual awakening. A monastic tradition embodies a path to personal discovery, and following that path focuses your psionic reserves so you can sense the world beyond perception and harness the elemental energy coruscating all around you. A monastic tradition provides more than a philosophical understanding of the world—it shapes the way you engage the world, whether by opening doors to new possibilities or by offering you

*A monk of the Eternal Tide tradition has no trouble staying ahead of her fiendish pursuer*

DAVE ALLSOP

the foundational techniques you can use to protect yourself.

This book introduces two monastic traditions that have ties to the Sublime Way. When you create a monk, Desert Wind and Eternal Tide are among your choices for the Monastic Tradition class feature.

## Desert Wind

After the fall of Arkhosia, many dragonborn retreated to the deep deserts to contemplate their empire's collapse and find a way to overcome the loss. What began as refugee camps evolved into genuine communities, their members united by a common belief and hope for the future—and in some cases these ideas became something more. The Desert Wind tradition reflects these survivors' triumph over the harshness of a life spent under the desert sun. These warriors learned to ease their discomfort by using the elemental fire within themselves as a shield and a weapon.

Monks of the Desert Wind tradition emulate these predecessors as they rush into battle, spin away from threats, and scorch enemies with strikes bolstered by elemental fire. Like all monks, you need a high Dexterity score to perform your disciplines. Manifesting elemental fire requires a strong, confident outlook, so Charisma should be your second-highest ability score. Consider Constitution for your third-best score to increase your durability.

If you choose the Desert Wind monastic tradition, you gain the following class features.

### Desert Wind Flurry of Blows

You are as a screaming blast of heat that blisters anything in your path. Your strikes release elemental flame that you can hurl against your enemies.

**Desert Wind Flurry of Blows** **Monk Feature**

*A successful attack ignites your mind's power, causing lambent flames to dance across your body and sear your enemies.*

**At-Will ✦ Elemental, Fire, Psionic**
**No Action** **Melee** 1
**Trigger:** You hit with an attack during your turn.
**Target:** One creature
*Level 11:* One or two creatures
*Level 21:* Each enemy adjacent to you
**Effect:** The target takes 2 + your Charisma modifier fire damage. If the target wasn't targeted by the triggering attack, it also takes a -2 penalty to attack rolls for any attack that includes you as a target until the end of your next turn. You can then shift 1 square.
**Special:** You can use this power only once per round.

### Mental Crucible
Incorporating elemental fire into your fighting techniques gives you an edge when confronting fire-using creatures. The flames bend away from you, as if unwilling to touch you.

**Benefit:** You gain resist 5 fire. The resistance increases to 10 at 11th level and 15 at 21st level. If you already have fire resistance that is equal to or higher than this value, increase it by 2.

## Eternal Tide

History tells how the githzerai fled from their corrupted cousins, the githyanki, and of their own struggles to come to terms with the conflict shaping their thoughts. They sought refuge in the Elemental Chaos, thinking their estranged kin would not follow, not realizing that the tumultuous landscape was like a mirror of their souls. As the githzerai became acclimated to their new environment, they discovered that by concentrating on their surroundings, they could control the swirling chaos. And then they realized that if they could control the chaos without, they could do the same for the chaos in their hearts.

Since the githzerai established the Eternal Tide tradition, its methods have spread beyond the Elemental Chaos, and its disciplines are now taught in some academies.

As with any monk, Dexterity should be your highest ability score. Many disciplines require you to respond to force with equal force, so Strength should be your next highest ability score. Wisdom is a good choice for your third-highest ability score, to improve your awareness and resist mental assaults.

If you choose the Eternal Tide monastic tradition, you gain the following class features.

### Eternal Tide Flurry of Blows
When you strike a foe, you can compel another to face you. The stronger you become, the greater the number of enemies that find themselves drawn toward you.

**Eternal Tide Flurry of Blows** — **Monk Feature**

*You unleash psionic energy in the wake of your initial attack to wrench another enemy into your reach.*

**At-Will ✦ Elemental, Psionic**
**No Action** **Melee** 2
**Trigger:** You hit with an attack during your turn.
**Target:** One creature
*Level 11:* One or two creatures
*Level 21:* One, two, or three creatures
**Effect:** The target takes damage equal to your Strength modifier, and you can pull the target 1 square. If the target wasn't targeted by the triggering attack, it is slowed until the end of your next turn.
**Special:** You can use this power only once per round.

### Mental Balance
You interact with the world differently from how others do. You see cosmic forces in all things, and you perceive elemental energy emanating from your environment, fighting to escape the hold of order. Your understanding of balance helps you to thwart your enemies' attacks and also to turn any motion used against you to your advantage.

**Benefit:** Whenever an enemy would pull, push, or slide you, you can reduce the forced movement by 1 square. After the forced movement is resolved, you can shift 1 square as a free action.

# New Monk Powers

These powers are among your options when you choose monk powers of the given levels. The powers are particularly suitable for monks who choose Desert Wind or Eternal Tide for their monastic tradition.

## Level 1 At-Will Powers

### Blistering Flourish
When you perform *blistering flourish,* you fix in your mind the image of a candle flame and feed psionic energy into the image. Until it fades, elemental fire adds potency to your strikes and punishes enemies that would stop your progress.

**Blistering Flourish** — **Monk Attack 1**

*Executing movements in a complex pattern brings forth elemental fire to aid the next attack you make.*

**At-Will ✦ Elemental, Fire, Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 1d8 + Dexterity modifier damage. Until the end of your next turn, your melee attacks deal extra fire damage equal to your Charisma modifier.
*Level 21:* 2d8 + Dexterity modifier damage.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move up to your speed. Enemies that hit you with opportunity attacks provoked by this movement take fire damage equal to 2 + your Charisma modifier.

### Crashing Wave
No barrier can stop a tidal wave; no obstacle can halt its progress. *Crashing wave* lets you push through your foes so you can focus on the target you want to strike.

### Crashing Wave — Monk Attack 1

*Surging forward through your enemies' ranks, you deliver a resounding strike to send an enemy reeling.*

**At-Will ✦ Elemental, Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 1d8 + Dexterity modifier damage, and you can slide the target 1 square.
*Level 21:* 2d8 + Dexterity modifier damage.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift up to a number of squares equal to half your Strength modifier. You can shift through enemies' spaces during this move.

# Level 1 Encounter Powers

## Balance Restored

Monks of the Eternal Tide adopt fighting styles that enable them to turn their enemies' strength against those foes.

### Balance Restored — Monk Attack 1

*Dropping into a wide stance helps you deliver the greatest impact, while also ensuring that you can deal with any counterattacks that follow.*

**Encounter ✦ Elemental, Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 1d10 + Dexterity modifier damage, and you push the target up to a number of squares equal to half your Strength modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift 1 square. The next time an adjacent enemy hits you before the start of your next turn, you can knock that enemy prone after the attack is resolved.

## Call up the Savage Wind

Your emotions stir up the air. The winds follow your movement, helping you across obstacles in your path.

### Call up the Savage Wind — Monk Attack 1

*A stiff gust rises up to scatter your enemies and speed you over treacherous terrain.*

**Encounter ✦ Elemental, Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Close** blast 3
**Target:** Each creature in the blast
**Attack:** Dexterity vs. Fortitude
**Hit:** 1d8 + Dexterity modifier damage.
**Effect:** You can slide each target 1 square.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move up to your speed, ignoring difficult terrain.

## Light the Fire

Focusing your mind on elemental fire while you meditate makes it easier for you to use psionic energy and call it forth. *Light the fire* throws open your mental doors to scourge your opponents.

### Light the Fire — Monk Attack 1

*Bright flames dance across your body, scorching enemies you strike and swirling around you to immolate foes in your reach.*

**Encounter ✦ Aura, Elemental, Fire, Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d8 + Dexterity modifier fire damage.
**Effect:** You activate an aura 1 that lasts until the start of your next turn. Any enemy that starts its turn in the aura takes fire damage equal to 2 + your Charisma modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift up to 2 squares.

# Level 1 Daily Powers

## Cyclone Scourge

Your thoughts whirl around you as you hurtle through the air. Winds gain strength and follow you as you crash down on your foe. Your attack produces a swirling vortex that spirals out of control, flinging away everything in its path.

### Cyclone Scourge — Monk Attack 1

*You leap into the air, gathering up winds to help you smash your enemy and trap it in a swirling column of destruction.*

**Daily ✦ Elemental, Implement, Psionic, Zone**
**Standard Action** **Close** blast 3
**Effect:** Before the attack, you fly up to your speed to a square adjacent to an enemy.
**Target:** One creature in the blast
**Attack:** Dexterity vs. Reflex
**Hit:** 2d6 + Dexterity modifier damage, and the target is immobilized (save ends).
**Miss:** Half damage.
**Effect:** The blast creates a zone that lasts until the end of your next turn. You can move the zone up to 3 squares as a move action. Once per turn, when a creature other than you enters the zone or ends its turn there, you can slide that creature up to 2 squares as a free action.
**Sustain Minor:** The zone persists until the end of your next turn.

### Reflection in Water
You can quickly size up an enemy and detect its weaknesses. When you use *reflection in water*, you concentrate your attention on imminent threats and undermine an enemy's attacks with your own superior positioning.

**Reflection in Water** — Monk Attack 1

*Fixing your attention on a single opponent lets you mirror its movements with swift strikes and counterstrikes.*

**Daily ✦ Elemental, Implement, Psionic, Stance**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d6 + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** You assume the reflection in water stance. Until the stance ends, you gain combat advantage against any enemy adjacent to at least one of your allies. Also, when an enemy adjacent to you misses you with an attack, you can use an immediate reaction to swap places with it (the enemy slides 1 square, and you shift 1 square).

### Risen Sun
Your passion and fury ignite your psionic reservoir, causing your mental energy to manifest as flame. Before the fire gutters out, you can hurl it against your foes in a sheet of brilliant agony.

**Risen Sun** — Monk Attack 1

*Your wrath ignites your thoughts and causes them to erupt into liquid flames that rush out and incinerate anything near you.*

**Daily ✦ Aura, Elemental, Fire, Implement, Psionic**
**Standard Action** **Close** blast 3
**Target:** Each enemy in the blast
**Attack:** Dexterity vs. Reflex
**Hit:** 2d6 + Dexterity modifier damage, and ongoing 5 fire damage (save ends).
**Each Failed Saving Throw:** You can slide the target 1 square as a free action.
**Effect:** You activate an aura 1 that lasts until the end of your next turn. Any enemy that enters the aura or ends its turn there takes fire damage equal to your Dexterity modifier. A creature can take this damage only once per turn.

## Level 2 Utility Powers

### Cat and Mouse
Every enemy has a blind spot; you just have to find it. When you strike your foe, you can use *cat and mouse* to slip away and set up your next attack.

**Cat and Mouse** — Monk Utility 2

*You step into your enemy's blind spot after a successful attack and leave it casting about to find you.*

**Encounter ✦ Psionic**
**Free Action** **Personal**
**Trigger:** You hit an enemy with a melee attack.
**Effect:** You shift up to 3 squares to a square adjacent to the enemy. Until the start of your next turn or until you take damage from an attack, you have total concealment against that enemy.

### Eye in the Sky
By emptying your mind of all distractions, you elevate your awareness and thereby perceive the battlefield from a different perspective. While in this state, you can anticipate your enemies' movements and react accordingly.

**Eye in the Sky** — Monk Utility 2

*You attune your mind to the dangers at hand, and when an enemy closes, you step out of its reach.*

**Encounter ✦ Psionic, Stance**
**Minor Action** **Personal**
**Effect:** You assume the eye in the sky stance. Until the stance ends, you gain a +5 power bonus to Perception checks, and you can use the secondary power at will.
**Secondary Power** (Psionic)
**Immediate Interrupt** **Personal**
**Trigger:** An enemy enters a square adjacent to you.
**Effect:** You can shift 1 square to a square adjacent to the triggering enemy. You gain a +2 power bonus to all defenses against that enemy's attacks until the end of this turn.

### Reed in the Wind
You turn your enemy's momentum to your advantage. When a foe attacks, you roll with the strike and set up a vicious counter.

**Reed in the Wind** — Monk Utility 2

*You spin away from the attack, only to snap back with a quick threat of your own.*

**Encounter ✦ Psionic**
**Immediate Reaction** **Personal**
**Trigger:** An enemy attacks you.
**Effect:** You gain temporary hit points equal to your Dexterity modifier, and you gain combat advantage against the triggering enemy until the end of your next turn.

## Level 3 Encounter Powers

### Bonecrusher
Drawing from your psionic reservoir enables you to focus your thoughts and their strength into one brutal strike. An enemy hit by this attack finds itself stripped of its defenses.

**Bonecrusher** — Monk Attack 3

*A sickening crunch sounds from your opponent when you land your strike. Its pain bolsters your confidence to keep fighting.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d8 + Dexterity modifier damage, and the target takes a -2 penalty to all defenses until the end of your next turn.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift 1 square. Until the end of your next turn, you gain a +2 power bonus to AC and Fortitude.

### Burning Brand

One of the signature disciplines of the Desert Wind tradition, *burning brand* lodges a seed of flame in a creature—a seed that detonates with any impact.

**Burning Brand** **Monk Attack 3**

*Your strike leaves behind a fiery imprint that explodes the next time the target is struck. Wielding fire in this way wreathes you in concealing smoke.*

**Encounter ✦ Elemental, Fire, Full Discipline, Implement, Psionic**

**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d8 + Dexterity modifier damage. The first time the target takes damage from an attack before the start of your next turn, the target and each of your enemies adjacent to it take fire damage equal to 3 + your Charisma modifier.

**Movement Technique**
**Move Action** **Personal**
**Effect:** You move up to your speed + 2. You have partial concealment during this movement.

### Frozen Moment

The Eternal Tide teaches that reality is not unlike a vast ocean, and all things in it are part of a larger whole. *Frozen moment* uses elemental cold to intensify the connection between you and your opponent so neither of you can escape the other.

**Frozen Moment** **Monk Attack 3**

*Your strike pins down your enemy, forcing it to face you.*

**Encounter ✦ Elemental, Cold, Full Discipline, Implement, Psionic**

**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d6 + Dexterity modifier cold damage, and the target is immobilized until the end of your next turn.

**Movement Technique**
**Move Action** **Personal**
**Effect:** Until the start of your next turn, you are immobilized and gain resistance to all damage equal to 3 + your Strength modifier.

## Level 5 Daily Powers

### Calm Before the Storm

Clearing your mind of fear and doubt helps you achieve enough clarity to anticipate attacks and foil them. Most of the time your instincts are right, but misjudging your opponent might expose you to even greater danger.

**Calm Before the Storm** **Monk Attack 5**

*You feel calm settle over you, and you see your situation with new eyes. Reading your enemies' thoughts helps you strike before their own attacks can land.*

**Daily ✦ Implement, Psionic, Stance**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d6 + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** You enter the calm before the storm stance. Until the stance ends, you are slowed, and you can use the secondary power at will.

**Secondary Power** (Implement, Psionic)
**Immediate Interrupt** **Melee** 1
**Trigger:** An enemy adjacent to you makes an attack.
**Target:** The triggering enemy
**Attack:** Dexterity vs. Reflex
**Hit:** 1d8 + Dexterity modifier damage, and the target falls prone.
**Miss:** You grant combat advantage to the target until the start of your next turn.

### Overwhelming Mountain Strike

After innumerable hours spent sharpening your fighting prowess, you know where to strike to cripple your opponent. The target of *overwhelming mountain strike* must devote all its effort to moving if it would withdraw.

**Overwhelming Mountain Strike** **Monk Attack 5**

*Your strike against a pressure point robs your enemy of its ability to maneuver effectively. Until it recovers, you keep it pinned down.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d8 + Dexterity modifier damage, and the target is dazed (save ends).
**Aftereffect:** The target is slowed until the end of its next turn.
**Miss:** Half damage, and the target is slowed until the end of your next turn.

### Salamander Charge

Students of the Desert Wind can call upon elemental fire with a simple gesture or maneuver. *Salamander charge* represents your growing control over flame and your ability to direct it where it can be most effective.

**Salamander Charge** — **Monk Attack 5**

*Your motions gather elemental fire, and you leave a fiery trail behind you as you close in to destroy your opponent.*

**Daily ✦ Elemental, Fire, Implement, Psionic, Zone**
**Standard Action** **Melee** touch
**Effect:** You move up to your speed. The squares you leave become a zone that lasts until the end of your next turn. Any creature that enters the zone or starts its turn there takes fire damage equal to your Dexterity modifier. A creature can take this damage only once per turn.
At the end of the move, make the following attack.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 4d6 fire damage.
**Miss:** Half damage.

## Level 6 Utility Powers

### Break the Dam

When an enemy's attack finds its mark, this power enables you to act instinctively to prevent a second strike. Your subconscious mind speeds you away from the danger threatening you.

**Break the Dam** — **Monk Utility 6**

*You use the pain of an enemy's blow to draw more deeply from your psionic reservoir and quit your position for a safer one.*

**Encounter ✦ Psionic**
**Immediate Reaction** **Personal**
**Trigger:** An enemy hits you with an attack.
**Effect:** You shift up to half your speed.

### Fresh Start

You know how to channel your mental prowess into giving yourself a surge of vitality and, at the same time, the uncanny ability to slip into a new position on the battlefield.

**Fresh Start** — **Monk Utility 6**

*All in a whisper of time, you call upon your mental reserves to invigorate you while willing yourself to dart to a better location.*

**Daily ✦ Healing, Psionic**
**Minor Action** **Personal**
**Effect:** You can spend a healing surge, and then shift up to 2 squares.

### Roll the Boulder

This discipline enables you to bridge the gap between the mental and the physical. Enemies that you move forcibly are nearly helpless to resist your manipulation.

**Roll the Boulder** — **Monk Utility 6**

*To your enemies, you seem to swell in size and stature, your body made more formidable by your mind's strength.*

**Daily ✦ Psionic, Stance**
**Minor Action** **Personal**
**Effect:** You enter the roll the boulder stance. Until the stance ends, you gain a +2 power bonus to the distance of your pushes, pulls, and slides, and you gain a +4 power bonus to Strength checks and Strength-based skill checks.

## Level 7 Encounter Powers

### Deafening Howl

Monks who know how to manipulate elemental air can draw the substance from the Plane Below to aid them. *Deafening howl* is a useful discipline since it helps you reach foes beyond the battle lines.

**Deafening Howl** — **Monk Attack 7**

*You vault into the air, soaring over your enemies to land in their midst and roar in defiance.*

**Encounter ✦ Elemental, Full Discipline, Implement, Psionic, Thunder**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier thunder damage.
**Effect:** Each creature adjacent to you becomes deafened until the end of your next turn.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You fly up to your speed.

### Fiery Serpent

Monks who study the Desert Wind tradition wield elemental fire as a weapon. *Fiery serpent* extends your reach to harry enemies that manage to slip away from you.

**Fiery Serpent** — **Monk Attack 7**

*A snaking flame extends from your hand and snaps through the air to strike a distant opponent. The flames you call forth linger, adding their power to your next fire attack.*

**Encounter ✦ Elemental, Fire, Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d8 + Dexterity modifier fire damage.
**Miss:** One enemy within 5 squares of you other than the target takes 1d8 fire damage.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift up to half your speed. Until the end of your next turn, you gain a +2 power bonus to fire damage rolls.

### Giant's Grasp
This power enables you to ensnare an enemy and drag it with you in an almost unbreakable grip. You simply believe that the target cannot escape you, and that belief becomes fact.

**Giant's Grasp** — **Monk Attack 7**

*You snap your hand out to grab your foe. As you tighten your grip, the enemy howls in pain.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Requirement:** You must have at least one hand free.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d6 + Dexterity modifier damage, and you grab the target. Until the end of your next turn, the target takes a penalty to escape attempts equal to your Strength modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move up to your speed. If you are grabbing a creature, the creature moves with you. This movement does not provoke opportunity attacks from creatures you have grabbed.

## Level 9 Daily Powers

### Lightning Leap
Freeing the energy that your mind creates can produce destructive and surprising results. When you use this discipline, this energy becomes slashing lightning that provides you with an escape from enemies that surround you.

**Lightning Leap** — **Monk Attack 9**

*The lightning that scorches your enemies also speeds you away, and thunder offers a cacophonous accompaniment.*

**Daily ✦ Elemental, Implement, Lightning, Psionic, Thunder**
**Standard Action** **Close** burst 1
**Primary Target:** Each creature in the burst
**Primary Attack:** Dexterity vs. Reflex
**Hit:** 1d8 + Dexterity modifier lightning damage.
**Miss:** Half damage.
**Effect:** You jump up to 5 squares without provoking opportunity attacks. Then make the secondary attack.
**Close** burst 1
**Secondary Target:** Each creature in the burst
**Secondary Attack:** Dexterity vs. Fortitude
**Hit:** 1d8 + Dexterity modifier thunder damage.
**Miss:** Half damage.

### Stone Juggernaut
Some seekers of the Sublime Way can transform themselves by using their minds to harness the might of elemental earth. *Stone juggernaut* turns you into an unstoppable force on the battlefield.

ANNA CHRISTENSON

*Using the wind as a springboard is a common tactic for a monk who can manipulate elemental air*

*A monk who uses break the stone becomes impervious and immovable, taking on those aspects of elemental earth*

JIM NELSON

**Stone Juggernaut** — Monk Attack 9

*Attuning your mind to elemental earth triggers your transformation into a stone juggernaut. Your every strike causes the earth to fracture and enemies to fall.*

**Daily ✦ Polymorph, Psionic**
**Minor Action** — **Personal**
**Effect:** You assume the form of the stone juggernaut until the end of the encounter. While in this form, you have a +2 power bonus to all defenses and can make saving throws against slowing, immobilizing, or restraining effects at the start of your turn as well as the end of your turn. The form also enables you to ignore difficult terrain and use the secondary power at will.

**Secondary Power** (Implement, Psionic)
**Standard Action** — **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d6 + Dexterity modifier damage, and the target falls prone.

### Tsunami Throw

Mastering the secrets of the Eternal Tide enables you to invert an enemy's aggression so that it becomes an asset you can exploit. When you use *tsunami throw*, an enemy's attack becomes the instrument of its downfall.

**Tsunami Throw** — Monk Attack 9

*You catch one opponent and hurl it away from you with a wave of mental force, sending it crashing into your other enemies.*

**Daily ✦ Elemental, Implement, Psionic**
**Immediate Reaction** — **Melee** 1
**Trigger:** An adjacent enemy hits you with an attack.
**Primary Target:** The triggering enemy
**Primary Attack:** Dexterity vs. Fortitude
**Hit:** 1d8 + Dexterity modifier damage.
**Effect:** You push the primary target up to 5 squares, knock it prone, and then make the secondary attack.
**Close** burst 1 centered on the primary target
**Secondary Target:** Each creature other than the primary target in the burst
**Secondary Attack:** Dexterity vs. Fortitude
**Hit:** 1d8 + Dexterity modifier damage, and the secondary target falls prone.

## Level 10 Utility Powers

### Elemental Resilience

You have trained your mind to act instantly when you are hit by an elemental attack. Whether you absorb the energy or repel it does not matter—the important thing is that it does not have its full effect on you.

### Elemental Resilience — Monk Utility 10

*Your reactions are faster than the energy being brought to bear against you. You instantly adjust your body to minimize the effect of all such attacks that target you.*

**Encounter ✦ Elemental, Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** You take acid, cold, fire, lightning, or thunder damage.
**Effect:** You gain resist 5 to the triggering damage type until the start of your next turn.
**Aftereffect:** You gain resist 3 to the triggering damage type until the end of the encounter.

## Flame's Blessing

By achieving a certain state of mind, you can draw upon the quickness of flickering fire at the same time that you hone in on the enemies you are trying to burn.

### Flame's Blessing — Monk Utility 10

*The pale flames dancing across your body do not harm you, but instead turn you into a faster and more accurate attacker.*

**Daily ✦ Elemental, Psionic, Stance**
**Minor Action** **Personal**
**Effect:** You assume the flame's blessing stance. Until the stance ends, you gain a +2 power bonus to speed and a +1 power bonus to fire attack rolls.

## Mirrored Pursuit

Synchronizing your movements with an enemy's enables you to keep pace with your foe. There is nowhere it can go where you can't follow.

### Mirrored Pursuit — Monk Utility 10

*You match your enemy's movements as if you were a reflection in a still pool.*

**Daily ✦ Psionic**
**No Action** **Special**
**Trigger:** You hit an enemy with a melee attack.
**Effect:** You mark the enemy until it drops to 0 hit points or until the end of the encounter. Until the mark ends, you can use the secondary power at will.
**Secondary Power**
**Immediate Reaction** **Personal**
**Trigger:** The marked enemy moves willingly on its turn.
**Effect:** You shift up to your speed, and you must end this shift adjacent to the enemy. You don't get your normal move action on your next turn.

# Level 13 Encounter Powers

## Break the Stone

Your ability to protect yourself reaches a new plateau when you learn *break the stone*. The same energy that makes you almost invulnerable helps you cripple an enemy's defenses.

### Break the Stone — Monk Attack 13

*The ground trembles as you step forward to smash your foe. So great is the concussion that your opponent finds itself disoriented and vulnerable.*

**Encounter ✦ Elemental, Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d10 + Dexterity modifier damage. Until the end of your next turn, the target is slowed and has vulnerability to all damage equal to your Strength modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift up to 2 squares. Until the start of your next turn, you gain resistance to all damage equal to 3 + your Strength modifier, and you cannot be subjected to forced movement unless you choose to be.

## Skirling Grasp

As your fury grows, the winds respond and bear down on your enemies to hurl them where you want them to go.

### Skirling Grasp — Monk Attack 13

*A mighty wind howls around you, punishing your foes and giving you incredible mobility.*

**Encounter ✦ Elemental, Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Close** blast 3
**Target:** Each creature in the blast
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d8 + Dexterity modifier damage and the target is immobilized until the end of your next turn.
**Effect:** You slide each target up to 2 squares.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move up to your speed + 2, ignoring difficult terrain.

## ELEMENTARY VIEWPOINT: ERZAHAN, DESERT WIND MASTER

You are more than mere flesh and blood, my young friend. You are one with the grains of sand beneath your feet and the currents of air that tease your hair, one with the warmth of the sun, one with all things living and unliving that surround you.

All that exists is energy, you see, energy born ages ago in the making of the world and frozen for a time in this shape or that. This is the metaphor of the elements, young one: There is no permanence, only change that has not yet happened. I will teach you how to shape your world with nothing more than a thought . . . if you are ready.

### Stoke the Flames
You visibly manifest an impressive display of flames, which causes burns and raises blisters on anyone or anything that comes near you.

**Stoke the Flames** — Monk Attack 13

*Calling on a great quantity of elemental fire to aid your attacks causes you to emanate hungry flames that scorch anything in their path.*

**Encounter ✦ Aura, Elemental, Fire, Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Close** burst 1
**Target:** Each creature in the burst
**Attack:** Dexterity vs. Reflex
**Hit:** 2d8 + Dexterity modifier fire damage.
**Effect:** You activate an aura 1 that lasts until the end of your next turn. Any creature that enters the aura or ends its turn there takes fire damage equal to 5 + your Charisma modifier. A creature can take this damage only once per turn.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift up to 3 squares.

## Level 15 Daily Powers

### Breath of the Storm Lord
This discipline helps you strike with great effect, and also move more quickly than an ordinary mortal. This abrupt movement disturbs your environment, causing winds to pick up and batter the enemies you strike.

**Breath of the Storm Lord** — Monk Attack 15

*You execute a series of kicks and thrusts that calls forth a column of storm clouds to hamper and brutalize your foe.*

**Daily ✦ Elemental, Implement, Psionic, Thunder, Zone**
**Standard Action** **Close** blast 3
**Target:** Each enemy in the blast
**Attack:** Dexterity vs. Reflex
**Hit:** 3d8 + Dexterity modifier thunder damage, and the target is slowed (save ends).
**Miss:** Half damage.
**Effect:** You shift up to 4 squares to a square adjacent to the blast. The blast then creates a zone that lasts until the end of your next turn. The zone is difficult terrain for creatures other than you, and any creature other than you that ends its turn in the zone falls prone. You can move the zone up to 3 squares as a move action.
**Sustain Minor:** The zone persists until the end of your next turn.

### Dragon's Flame
Your ability to call upon this discipline is further proof of your growing skill at manipulating fire. Not only does each of your attacks sear both body and mind, any enemy you hit remains subject to your will until it can shake off the effect.

**Dragon's Flame** — Monk Attack 15

*You surge through your enemies' ranks with a flurry of blazing attacks, and as your strikes fall, fire radiates out from you.*

**Daily ✦ Aura, Elemental, Fire, Implement, Psionic, Psychic**
**Standard Action** **Close** blast 5
**Target:** Each enemy in the blast
**Attack:** Dexterity vs. Will
**Hit:** 2d8 + Dexterity modifier fire and psychic damage, and ongoing 10 fire and psychic damage (save ends).
**Each Failed Saving Throw:** You can slide the target up to 2 squares as a free action.
**Miss:** Half damage.
**Effect:** You activate an aura 1 that lasts until the end of your next turn. Any enemy that enters the aura or ends its turn there takes fire and psychic damage equal to your Dexterity modifier. An enemy can take this damage only once per turn.

### Sundered Mountain
This discipline makes your enemy a slave to pain—every step it takes sends agony coursing through its body.

**Sundered Mountain** — Monk Attack 15

*A cracking noise sounds when you strike your foe, and the creature's staggering, pain-wracked steps are evidence of the extent of its injuries.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 4d10 + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** The target is subjected to sundering (save ends). Until this effect ends, the target takes 5 damage for each square it willingly enters. If the target moves more than half its speed willingly, it falls prone at the end of its movement. While you are adjacent to the target, it cannot make saving throws to end this effect.

## Level 16 Utility Powers

### Catch the Wind
Monks prefer hand-to-hand combat, and most have few options when faced with enemies at a distance. *Catch the wind* lets you respond to a ranged attacker by partially deflecting its missile, and speeding you to the foe's side so you can wreak your vengeance.

**Catch the Wind** — Monk Utility 16

*Spinning away from an enemy's missile sends you on a giant leap through the air that brings you close to your attacker.*

**Daily ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy within 10 squares of you damages you with a ranged or an area attack.
**Effect:** You take only half damage from the attack. After the attack is resolved, you fly up to 10 squares to a square adjacent to the triggering enemy.

**One Hundred Steps** A subtle discipline of defense, often incredibly frustrating to your enemies, *one hundred steps* turns you into an ominous, blurry threat. You become a target that is both hard to see and difficult to keep up with.

**One Hundred Steps** Monk Utility 16

*You attune your mind to concentrate on keeping yourself safe, and you can effortlessly flit away from any attack mounted against you.*

**Daily ✦ Psionic, Stance**
**Minor Action** **Personal**
**Effect:** You assume the one hundred steps stance. Until the stance ends, you have partial concealment, and you can use the secondary power at will.
**Secondary Power** (Psionic, Teleportation)
**Immediate Reaction** **Personal**
**Trigger:** An enemy attacks you.
**Effect:** You teleport up to 2 squares.

**Roots of the Mountain** Your combat prowess ensures that your place in a fight is on the front lines. *Roots of the mountain* uses your mental energy to reinforce your body, enabling it to withstand the most punishing strikes.

**Roots of the Mountain** Monk Utility 16

*Rooting yourself in place helps you deflect an enemy's attack and knock the foe out of your way.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** An adjacent enemy attacks your AC or Fortitude.
**Effect:** You gain a +4 power bonus to AC and Fortitude until the start of your next turn. If the triggering attack misses, you can push the triggering enemy up to 2 squares.

## Level 17 Encounter Powers

**Bitter Stasis** Eternal Tide monks often draw force from the Elemental Chaos, deploying elemental cold to keep an enemy where you want it.

**Bitter Stasis** Monk Attack 17

*The elemental cold released through your attack traps you and an enemy in ice. The cold is more than your enemy can bear, but it offers you protection from outside interference.*

**Encounter ✦ Cold, Elemental, Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d8 + Dexterity modifier cold damage, and the target is restrained until the end of your next turn.
**Movement Technique**
**Move Action** **Personal**
**Effect:** Until the end of your next turn, you are immobilized, you are immune to forced movement, and you gain resistance to all damage equal to 5 + your Strength modifier.

**Fist of the Whirling Tempest** The thunderstorm reflects the turmoil in your heart, and training your focus on this upheaval helps you use this destructive power to your advantage.

**Fist of the Whirling Tempest** Monk Attack 17

*You reach out with your thoughts to the sky and call down a thunderbolt to destroy your enemies. Echoing thunder follows you as you maneuver into position.*

**Encounter ✦ Aura, Elemental, Full Discipline, Implement, Lightning, Psionic, Thunder**
**Attack Technique**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3d6 + Dexterity modifier lightning damage, and the target is dazed until the end of your next turn.
**Effect:** You activate an aura 1 that lasts until the start of your next turn. Any creature that enters the aura or ends its turn there takes 1d6 thunder damage. A creature can take this damage only once per turn.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift up to your speed.

**Living Torch** The flames this discipline draws from the Elemental Chaos seem almost eager to feast on your enemies, building in intensity in answer to the violence they engender.

**Living Torch** Monk Attack 17

*Black smoke roils around you, obscuring you from sight. When you strike a foe, heat shimmers appear and explode with renewed flames each time your target sustains further injury.*

**Encounter ✦ Elemental, Fire, Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d8 + Dexterity modifier damage.
**Effect:** Until the end of your next turn, whenever the target takes damage from an attack, each of your enemies adjacent to it takes 10 fire damage. An enemy can take this damage only once per turn.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move up to your speed + 2. During this movement, you have total concealment.

*A band of goblins is about to be consumed by the wildfire left behind as a monk moves out of harm's way*

# Level 19 Daily Powers

## Duel of Fates

By issuing a challenge to a particular enemy, you prevent it from escaping you. While subject to your *duel of fates*, the foe you single out finds it has no choice but to take you on.

**Duel of Fates** **Monk Attack 19**

*You zero in on an enemy and commit yourself to its defeat by creating a field to keep it close and hedge out interference.*

**Daily ✦ Implement, Psionic, Psychic, Zone**
**Standard Action** **Close** burst 2
**Target:** One creature in the burst
**Attack:** Dexterity vs. Reflex
**Hit:** 4d8 + Dexterity modifier damage, and the target grants combat advantage (save ends).
**Miss:** Half damage.
**Effect:** The squares adjacent to the burst become a zone that lasts until the target drops to 0 hit points or until you leave the zone. Nothing can teleport into or out of the area enclosed by the zone. The target treats the zone as blocking terrain, and any creature other than you or the target that enters the zone or starts its turn there takes 10 psychic damage. A creature can take this damage only once per turn.

## Fire-Snake Dance

This discipline reflects your growing mastery over elemental fire. As you channel it through your psionic pathways, you can shape it into fiery serpents that entwine your enemies and hold them in place.

**Fire-Snake Dance** **Monk Attack 19**

*The fires erupting from your body burn so brightly that none dare stop you. As you move across the battlefield, you deliver strikes that constrict your enemies with coils of flame.*

**Daily ✦ Elemental, Fire, Implement, Psionic**
**Standard Action** **Melee** 1
**Effect:** You shift up to your speed + 4. You make the following attack each time you first enter a square adjacent to an enemy during this movement. You can attack a given enemy only once with each use of this power.
**Attack:** Dexterity vs. Reflex
**Hit:** 3d6 + Dexterity modifier fire damage, and the target is immobilized until the end of your next turn.
**Miss:** Half damage, and the target is slowed until the end of your next turn.

RANDY GALLEGOS

### Neutralizing Strike
Even a hydra, with all its snapping jaws, is left reeling when struck by this debilitating attack. It leaves your opponent struggling just to stay upright, let alone react with an offensive of its own.

**Neutralizing Strike** — Monk Attack 19

*The disruptive force of your mentally enhanced strike renders your target virtually helpless and ready to be finished off.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 3d8 + Dexterity modifier damage, and the target is stunned until the end of your next turn.
**Miss:** Half damage, and the target is weakened until the end of your next turn.

## Level 22 Utility Powers

### Everywhere at Once
Distance and time are concoctions the mind creates to make sense of the world outside. You can free your consciousness from such limitations, so you can be in one place and all places at the same time.

**Everywhere at Once** — Monk Utility 22

*Your enlightened mind collapses all points in an area to one, so you can be wherever you wish.*

**Daily ✦ Psionic, Teleportation, Zone**
**Minor Action** **Close** burst 5
**Effect:** The burst creates a zone that lasts until the end of the encounter. Any enemy that starts its turn in the zone grants combat advantage to you until the start of its next turn. In addition, whenever an enemy misses you with an attack while you are in the zone, you can teleport to another square in the zone as an immediate reaction.

### Hastened Effort
This discipline unlocks deeper reservoirs of power to help you push yourself farther than normal limits allow. You move too quickly to be able to line up an attack, but you can use the surge to move a greater distance or perform some other maneuver.

**Hastened Effort** — Monk Utility 22

*Psionic energy rushes through you, helping you to do more than what should be possible.*

**Daily ✦ Psionic**
**Minor Action** **Personal**
**Effect:** You shift up to 2 squares and take a standard action. You cannot use this action to make an attack.

### Perfect Motion
With an instant's thought, you see routes once hidden to you. A turned back, a quick distraction, even simple positioning can grant opportunities for you to move without drawing attacks.

**Perfect Motion** — Monk Utility 22

*Expanding your mind lets you see pathways across the battlefield that you can exploit to move with impunity.*

**Daily ✦ Psionic, Stance**
**Minor Action** **Personal**
**Effect:** You assume the perfect motion stance. Until the stance ends, your movement does not provoke opportunity attacks.

## Level 23 Encounter Powers

### Blazing Scourge
The more you study and work with elemental fire, the more versatile your applications of it become. Now, the flares you send out can entrap multiple foes at the same time.

**Blazing Scourge** — Monk Attack 23

*Hot tendrils unfurl from your outstretched hand to ensnare your foes. The fire you command makes enemies think twice about stopping you and adds intensity to your other fire attacks.*

**Encounter ✦ Elemental, Fire, Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Ranged** 5
**Target:** One, two, or three creatures
**Attack:** Dexterity vs. Reflex
**Hit:** 3d8 + Dexterity modifier fire damage, and the target is immobilized until the end of your next turn.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift up to your speed. Until the end of your next turn, you gain a +4 power bonus to fire damage rolls.

### Lightning in the Clouds
This power lets you channel the elemental fury found in storms, and infuses you with lightning and thunder to use against your enemies. Soaring above them, you rain destruction down upon their heads.

**Lightning in the Clouds** — Monk Attack 23

*You leap into the air and hurl lightning and thunder against your foes.*

**Encounter ✦ Elemental, Full Discipline, Implement, Lightning, Psionic, Thunder**
**Attack Technique**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3d6 + Dexterity modifier lightning damage, and the target is dazed until the end of your next turn.
**Effect:** Each creature adjacent to the target takes 10 thunder damage.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You fly up to your speed + 2. If you do not land at the end of this movement, you hover until the start of your next turn, when you descend without taking falling damage.

### Order Unbound
The greatest disciplines taught by masters of the Eternal Tide help students soften or even shed the structure imposed on their bodies. *Order unbound* releases you from the bonds of physicality and lets you move with impunity to strike from a direction your enemies don't expect.

**Order Unbound** — **Monk Attack 23**

*You shed order's hold on your body and become pure energy, if only for a few moments. Your rapid strikes wreak havoc on your foes.*

**Encounter ✦ Elemental, Full Discipline, Implement, Psionic, Teleportation**

**Attack Technique**
**Standard Action** **Close** burst 2
**Target:** Each creature in the burst
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d8 + Dexterity modifier damage, and you slide the target up to a number of squares equal to 1 + your Strength modifier.
**Effect:** The first time the target makes an attack before the start of your next turn, it falls prone after resolving the attack.

**Movement Technique**
**Move Action** **Personal**
**Effect:** You become insubstantial until the start of your next turn and teleport up to a number of squares equal to your speed.

## Level 25 Daily Powers

### Crushing Anger
This discipline combines defense and offense in a brutally effective way, harming the enemy that provokes you and burying it under a mental oppression so great that it must either flee from you or crumple beneath your slightest touch.

**Crushing Anger** — **Monk Attack 25**

*An enemy's strike awakens dreadful rage in you, which you turn into a mental onslaught that leaves the creature unable to continue facing you.*

**Daily ✦ Implement, Psionic**
**Immediate Reaction** **Melee** 1
**Trigger:** An adjacent enemy hits you with an attack.
**Target:** The triggering enemy
**Attack:** Dexterity vs. Fortitude
**Hit:** 4d8 + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** The target is subjected to crushing anger (save ends). While the target is within 2 squares of you, it takes a -2 penalty to saving throws to end this effect. Until the effect ends, you can use a minor action once during each of your turns to deal 10 damage to the target and knock it prone.

### Enduring Boulder
When you use this discipline, you manifest all the might of elemental earth without sacrificing speed or agility. Your rocky hide protects you from attacks, but each time an attack lands, some of your exterior breaks away to reveal your true form underneath.

**Enduring Boulder** — **Monk Attack 25**

*You become a creature not unlike stone, capable of bringing great physical force to bear and proving almost invulnerable to attacks for a time.*

**Daily ✦ Elemental, Implement, Polymorph, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 5d10 + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** You assume the form of the enduring boulder. While in this form, you gain resist 30 to all damage and a +3 power bonus to melee damage rolls. Each time you are hit by an attack, reduce the resistance by 5. When the resistance drops to 0, the form ends.

### Living Lightning
Many followers of the Sublime Way develop elemental characteristics in time. *Living lightning* is one way in which these traits might manifest. Using this power gives you the appearance and destructive nature of the worst tempests that rage across the Elemental Chaos.

**Living Lightning** — **Monk Attack 25**

*Launching yourself at an enemy causes psionic energy to crackle around you so that when you land, you deliver a thunderbolt that can shatter your target's body and mind.*

**Daily ✦ Elemental, Implement, Lightning, Psionic, Thunder**
**Standard Action** **Melee** touch
**Effect:** Before the attack, you can fly up to your speed. Any creature that hits you with an opportunity attack provoked by this movement takes 10 lightning damage.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d8 + Dexterity modifier lightning and thunder damage, and the target is stunned until the end of your next turn.
**Miss:** Half damage, and the target loses its standard action on its next turn.

# Level 27 Encounter Powers

## Get Away, Stay Away

When enemies have the audacity to close upon you in a group, you can wound them and scatter them at the same time. Foes that don't learn to keep their distance will get a second lesson.

**Get Away, Stay Away** — **Monk Attack 27**

*By waiting until several enemies converge on you, you can drive home to all of them at once the folly of daring to confront you head-on.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Close** burst 1
**Target:** Each enemy in the burst
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d8 + Dexterity modifier damage, and you push the target up to a number of squares equal to your Strength modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift up to 2 squares. Until the start of your next turn, when an adjacent enemy damages you with an attack, you can use an immediate reaction to push that enemy up to 3 squares and knock it prone.

## Loose the Screaming Gale

The winds you call forth with *loose the screaming gale* originate from beyond the natural world, and they owe their strength and fury to elemental air. Your connection to that force empowers this discipline, which batters and buffets your enemies while it sets you free to soar upon the same winds.

**Loose the Screaming Gale** — **Monk Attack 27**

*An unnatural wind comes to life, following on the heels of your swift attacks and hammering into your foes. The same gale lifts you into the air.*

**Encounter ✦ Elemental, Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Close** blast 5
**Target:** Each creature in the blast
**Attack:** Dexterity vs. Fortitude
**Hit:** 3d8 + Dexterity modifier damage, you slide the target up to 3 squares, and it is immobilized until the end of your next turn.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You fly up to a number of squares equal to your speed + 4. If you do not land at the end of this movement, you land safely in the nearest unoccupied square at the start of your next turn.

## Wildfire Unleashed

Your expertise with elemental fire culminates in *wildfire unleashed*. This power momentarily transforms you into a creature of flame, so that fire burns in the tracks you leave behind you and flows before you where you direct it. This power is useful for isolating a powerful foe while blasting its underlings.

**Wildfire Unleashed** — **Monk Attack 27**

*Elemental fire crawls up your arms and spreads across your body. Wherever you go, fire follows, and at your command savage heat washes out ahead of you to incinerate your enemies.*

**Encounter ✦ Elemental, Fire, Full Discipline, Implement, Psionic, Zone**
**Attack Technique**
**Standard Action** **Close** blast 3
**Target:** Each creature in the blast
**Attack:** Dexterity vs. Reflex
**Hit:** 3d8 + Dexterity modifier fire damage.
**Effect:** The blast creates a zone that lasts until the end of your next turn. Any creature that enters the zone or ends its turn there takes fire damage equal to 3 + your Charisma modifier. A creature can take damage from a zone created by this power only once per turn.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift up to half your speed. The squares you leave become a zone that lasts until the end of your next turn. Any creature that enters the zone or ends its turn there takes fire damage equal to 3 + your Charisma modifier. A creature can take damage from a zone created by this power only once per turn.

# Level 29 Daily Powers

## Bones of the Mountain King

A potent attack when you need to lock down several enemies at once, *bones of the mountain king* causes your opponents' skeletons or other internal structures to calcify, causing barbs to push out from inside. Although you can affect several enemies at once, the fact that they are immobilized by this power ensures that they focus their attacks on you until freed from the power's effects.

**Bones of the Mountain King** — **Monk Attack 29**

*Each foe exposed to your rapid assault finds its mobility suddenly curtailed. The longer you remain at hand to threaten an enemy, the more it suffers.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Close** burst 1
**Target:** Each enemy in the burst
**Attack:** Dexterity vs. Fortitude
**Hit:** 5d6 + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** The target is immobilized and takes ongoing 10 damage (save ends both). While you are adjacent to the target, it takes a penalty to saving throws against this effect. The penalty equals half your Dexterity modifier.

**Rising Phoenix** Your emotions are wild, raging forces that reach their apex when you are on the brink of your demise. If an attack delivers a grievous injury, your emotions take over, rousing you as a creature of fiery devastation.

**Rising Phoenix** **Monk Attack 29**

*Death's proximity awakens the fires within you, causing them to flow out from you in a blazing torrent to burn your enemies and lift you above the battlefield.*

**Daily ✦ Aura, Elemental, Fire, Healing, Implement, Psionic**
**Immediate Interrupt** **Close** burst 3
**Trigger:** An attack bloodies you or drops you below 1 hit point.
**Target:** Each enemy in the burst
**Attack:** Dexterity vs. Reflex
**Hit:** 2d8 + Dexterity modifier fire damage, and the target is marked and takes ongoing 10 fire damage (save ends both).
**Each Failed Saving Throw:** The ongoing fire damage increases by 5.
**Miss:** Half damage.
**Effect:** You can spend a healing surge. Until the end of the encounter, you have a fly speed of 6 (altitude limit 2). You also activate an aura 1 that lasts until the end of the encounter. Any enemy that enters the aura or ends its turn there takes fire damage equal to your Dexterity modifier. A creature can take this damage only once per turn.

**Tormenting Mirage** Attuning your senses to be especially sensitive to your enemies helps you to assail them with a withering attack, then distort their perceptions. You make yourself harder to hit, and any enemy that tries to hurt you pays.

**Tormenting Mirage** **Monk Attack 29**

*Clouding your enemies' thoughts with doubt and fear, you use their failures to press your own attacks.*

**Daily ✦ Implement, Psionic, Psychic, Stance**
**Standard Action** **Close** burst 1
**Target:** Each enemy in the burst
**Attack:** Dexterity vs. Reflex
**Hit:** 6d6 + Dexterity modifier psychic damage.
**Miss:** Half damage.
**Effect:** You assume the tormenting mirage stance. Until the stance ends, you gain a +2 power bonus to all defenses against attacks made by enemies adjacent to you, you grant combat advantage to all other enemies, and you can use the secondary power at will.
**Secondary Power** (Fear, Psionic, Psychic)
**Immediate Reaction** **Melee** 1
**Trigger:** An enemy adjacent to you misses you with an attack.
**Target:** The triggering enemy
**Effect:** The target takes psychic damage equal to your Dexterity modifier. You and the target swap positions (it slides 1 square, and you shift 1 square), and you gain combat advantage against it until the end of your next turn.

## HIDDEN TRADITIONS

Desert Wind and Eternal Tide are the monastic traditions most commonly practiced by adventuring monks, but not the only elemental traditions that monks study. Three others, much less prevalent in the world, are described here.

**Cloud Tiger:** A tradition inspired by the element of air, the Cloud Tiger style employs jumps, kicks, and sudden whirlwind attacks, buffeting foes with blasts of wind as well as strikes of foot and fist. The most accomplished Cloud Tiger masters are said to catch lightning in their hands and turn it against their enemies. This tradition eschews the contemplative life of a typical monastery; Cloud Tiger masters believe that, like the wind, they are meant to roam the wide world. They pass their philosophy along one student at a time, choosing young aspirants to share their travels and study at their side. As a consequence, Cloud Tiger practitioners are few in number and widely scattered.

**Diamond Mind:** This rare tradition arose among a mysterious race known as the xephs, who dwell in a remote region of the Elemental Chaos. This philosophy is based on the power of a living mind to impose order on the surrounding elements, and it regards all things as expressions of elemental energy. Masters of the Diamond Mind tradition are known for uncanny perception and awareness, combined with the ability to move and react in slivers of time that others can barely perceive. However, very few have ever fully mastered these powers.

**Stone Dragon:** An old and conservative monastic tradition, Stone Dragon emphasizes the strength and endurance of elemental earth. Stone Dragon masters can shrug off blows that would stun an ogre, and crumple iron plate with their fists. Various grapples and holds are also prominent in the Stone Dragon tradition. Stone Dragon monasteries are the most widespread after those of Desert Wind and Eternal Tide, but Stone Dragon practitioners rarely seek lives of adventure. They are patient and imperturbable to a fault, and see little reason to interfere in worldly affairs.

# Sorcerer

Sorcerers are born to wield magic. While wizards study old spellbooks for years and warlocks seek out perilous entities to forge their pacts, sorcerers need no special training or patron to become powerful; they need only unlock the seething arcane potential hidden within themselves. They tend to be flamboyant, proud, wild, and untamed, shaping spells through emotion and intuition.

Although many sorcerers approach their magic through the medium of ancient bloodlines or by seeking to embody concepts such as chaos, storms, or cosmic motion, others are drawn to the raw power of the elements. These sorcerers are known as elementalists.

This section includes new powers for all sorcerers, as well as the elementalist subclass.

## Elementalist

**Arcane Striker:** Elementalists who specialize in air or fire magic scour their foes with destructive energy, hurling blasts of flame or bolts of lightning. Those who specialize in earth or water magic hinder enemies, catching them in tides and quakes. Few can withstand an elementalist's wrath for long.

**Key Abilities:** Charisma, Constitution

Disdaining the framework of theories of magic and sympathetic principles, elementalists seize the raw stuff of creation with simple force of will, bending the elements to their whim. Elementalist sorcerers might fashion whips or darts out of fire, create shields and armor from living rock, or inundate their enemies beneath torrents of water.

Since elementalists arise from very different magic-using traditions, other users of arcane power shun them. These sorcerers practice their arts in isolated monasteries, secretive cabals, and occasionally elemental cults. Often accused of being more reckless and destructive than other kinds of sorcerers, elementalists in turn sneer at spellcasters who seek to create tools and systems for shaping magic at a safe distance. To elementalists, the only right way to wield magic is to dive in headlong and seize power with both hands. Some believe that elementalists are prone to evil or that they revel in reckless destruction, but neither assertion is necessarily true. Like more conventional arcane magic, the elementalist's magic is a tool—and like any tool, it can be turned to evil ends or to good.

TYLER JACOBSON

*This half-elf fire elementalist has an affinity with flame that comes from his very core*

### Elementalist Traits

**Hit Points:** You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level.

**Bonus to Defenses:** +2 Will

**Healing Surges per Day:** 6 + your Constitution modifier

**Armor Proficiencies:** Cloth

**Weapon Proficiencies:** Simple melee, simple ranged

**Implement Proficiencies:** Daggers, staffs

**Class Skills:** Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), Endurance (Con), History (Int), Insight (Wis), Intimidate (Cha), Nature (Wis)

**Trained Skills:** Arcana, plus three more from the list of class skills

## Creating an Elementalist

An elementalist is a type of sorcerer, a class introduced in *Player's Handbook 2*. To create an elementalist, use the character creation rules in the *Rules Compendium* or the *Player's Handbook*. The Character Advancement table (page 159) summarizes how many feats and utility powers your sorcerer should gain at each level, as well as when ability scores increase.

An elementalist has the Elemental Magic spell source as a class feature (which works like spell sources from *Player's Handbook 2*) and gains other class features related to an affinity for a particular element. Elementalists gain no encounter or daily attack powers from their class, but instead rely on at-will attack powers that have additional effects activated with the *elemental escalation* power.

## Ability Scores

Your elementalist sorcerer requires a superior Charisma score, since all your attacks are based on that ability. Constitution is a very important secondary score, contributing to your ability to channel dangerous bursts of elemental energy.

Your other ability scores help to complete the portrait of your character and round out your talents. A good Dexterity or Intelligence makes sense as your third-best ability score, providing you with a solid Reflex defense. If you favor Dexterity, you might be a physically oriented elementalist who communes with the elements through rigorous physical exercises. If Intelligence is your choice, you could instead be an elemental sage, a student of the elemental planes and their denizens.

## Class Features

An elementalist has the following class features, starting at level 1.

### Elemental Bolt

You can call forth elemental energy, infuse it with the element closest to your soul, and launch the resulting projectile at an enemy.

**Benefit:** You gain the *elemental bolt* power.

**Elemental Bolt** — **Sorcerer Attack**

*You hurl a spear of elemental energy at your foe.*

**At-Will ✦ Arcane, Elemental, Implement; Varies**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 1d12 + Charisma modifier damage.
*Level 21:* 2d12 + Charisma modifier damage.
**Special:** This power can be used as a ranged basic attack.

### Elemental Magic

As you open yourself to the fury of the Plane Below, you learn that physical hardiness and mental versatility are essential for you to channel elemental power and avoid destruction.

**Benefit:** You gain the following benefits.

*Elemental Power:* You gain a bonus to the damage rolls of arcane powers equal to your Constitution modifier. This bonus increases to 2 + your Constitution modifier at 5th level, 5 + your Constitution modifier at 15th level, and 8 + your Constitution modifier at 25th level.

*Elemental Resilience:* While you are not wearing heavy armor, you can use your Constitution modifier in place of your Dexterity or Intelligence modifier to determine your AC.

*Elemental Versatility:* At 9th level and 19th level, you gain a sorcerer at-will attack power of your choice.

### Elemental Specialty

The most important step in a novice elementalist's early days is realizing his or her favored element: air, earth, fire, or water. Your specialty shapes your identity as an elementalist, and it strongly influences other choices you make throughout your career.

**Benefit:** Choose an elemental specialty. You gain the benefits of that specialty.

### Air Elementalist

You wield the howl of the storm. Wild gales and raging lightning are your weapons. With time and experience, you master powers of weather and flight. You dislike spending too much time with a roof over your head; you are most comfortable in wide-open spaces and in high places, where the winds are strong and free.

Air elementalists generally dislike wielding spells of elemental earth. Elemental air is the essence of

movement and change. Earth feels too immobile and inflexible to an air elementalist.

**Benefit:** You gain the following features.

*Attack Power:* You gain either the *howling zephyr* or the *static charge* power (see page 90).

*Enhanced Elemental Bolt:* Your *elemental bolt* deals lightning damage. On a hit, its target gains vulnerable 3 to your elemental attacks until the end of your next turn.

*Elemental Soul:* At 5th level, you gain resist 10 lightning. At 15th level, you gain a +2 bonus to saving throws against ongoing lightning damage. At 25th level, choose either cold or thunder. You gain resist 10 to the chosen damage type and a +2 bonus to saving throws against ongoing damage of that type.

*Fly:* At 23rd level, you can fly up to half your speed as a move action.

### Earth Elementalist

You are a master of the solid and unyielding powers of elemental earth. At your command, stone armors your body, and rock and earth erupt from the ground or materialize from thin air to batter or bury your enemies. As you gain experience, you develop the ability to shape the earth around you or even pass through solid rock.

Elemental air is the antithesis of earth, so you probably dislike learning spells of air. That element lacks solidity, substance, and permanence—the very qualities that lend you power over elemental earth.

**Benefit:** You gain the following features.

*Attack Power:* You gain either the *erupting earth* or the *seismic shock* power (see page 90).

*Enhanced Elemental Bolt:* Your *elemental bolt* deals acid damage. On a hit, its target is slowed until the end of your next turn.

*Elemental Soul:* At 5th level, you gain resist 10 acid. At 15th level, you gain a +2 bonus to saving throws against ongoing acid damage. At 25th level, choose either fire or thunder. You gain resist 10 to the chosen damage type and a +2 bonus to saving throws against ongoing damage of that type.

*Burrow:* At 23rd level, you can burrow up to half your speed as a move action. You have tremorsense 5 while burrowing.

## ELEMENTALIST RACE CHOICES

The following races are excellent choices for elementalist sorcerers.

**Human:** Humans have the potential to excel in just about any class or career they set their minds to. However, it's not just a good match of native talent (as demonstrated by choosing a bonus to Charisma or Constitution) and racial features. The sheer diversity of human cultures scattered throughout the world means that there are many places where learning and philosophy view the world through the lens of the four classic elements. Monasteries, dojos, and mystic orders devoted to one or more of the elements are common in some human lands, providing the human elementalist with a grounding in the beliefs and traditions of his or her people.

As a human elementalist, you probably began your adventuring career by studying in a small, isolated place of learning. Unlike with mage academies or wizard apprenticeships, your lessons did not come from reading musty tomes and performing tedious chores. Instead, you learned through doing, slowly mastering the art of summoning your favored elements from the elemental plane and shaping them to suit your will. Common folk see you and those who follow similar paths as wandering ascetics, travelers who seek wisdom in life's simple truths.

Human elementalists are more devoted to their philosophy than to specific deities, but they sometimes follow gods of travel and striving. Avandra and Kord are good choices.

**Genasi:** As incarnations of elemental energy, genasi are naturally drawn to the elementalist's path. Though a number of genasi are highly intelligent and formally study the arcane arts as wizards or swordmages, many others eschew techniques and constructions such as spellbooks or pacts. They prefer to channel the raw, unfiltered energy of the Elemental Chaos; genasi who choose a bonus in Constitution possess an extra reserve of the fortitude and endurance needed to control these unpredictable powers. Many genasi elementalists have a specialty that matches their elemental manifestation, but this is far from universally true—after all, genasi often manifest different elements over the courses of their lives, or even two or more elements at once.

Most genasi elementalists are self-taught. Your magical talent most likely became apparent when you were only a child, and at first it seemed like an unusually strong capacity for the elemental manifestation that every genasi possesses. If you were raised among other genasi, they quickly recognized your innate gifts and encouraged you to exercise them, much as a champion athlete would be encouraged to exercise and compete. You never chose an elemental specialty as you mastered your powers—your elemental specialty is the form in which your gift for magic appeared when you first began to show promise as a sorcerer.

Like human elementalists, genasi elementalists rarely choose to follow patron deities. When they do, they usually prefer elemental deities such as Akadi, Grumbar, or Kossuth, or they venerate some of the more benevolent primordials, such as the archomentals Ben-hadar, Sunnis, or Zaaman Rul.

*A water elementalist is at home among the denizens of the deep*

**Fire Elementalist** You are a living conflagration, a master of the most spectacular and destructive of all the elements. Yours is the power of the raging forest fire, the burning sun, and incinerating heat. Subtlety is not your strong suit; in battle you seek to burn down all who oppose you.

Fire elementalists tend to disdain powers of elemental water, which is often calming and cooling.

**Benefit:** You gain the following features.

*Attack Power:* You gain either the *blazing cloud* or the *ignition* power (see page 90).

*Enhanced Elemental Bolt:* Your *elemental bolt* deals fire damage. On a hit, its damage increases by 1d6.

*Elemental Soul:* At 5th level, you gain resist 10 fire. At 15th level, you gain a +2 bonus to saving throws against ongoing fire damage. At 25th level, choose either lightning or thunder. You gain resist 10 to the chosen damage type and a +2 bonus to saving throws against ongoing damage of that type.

*Teleport:* At 23rd level, you can teleport up to half your speed as a move action.

**Water Elementalist** You command the most subtle and mutable of the four elements. Water transforms easily to ice, mist, and steam. In the form of a gentle rain it nourishes and sustains, but as a raging flood it can scour channels through solid rock and sweep away all before it. You are especially drawn to water in motion—the ocean with its pounding surf and seething tides, and rivers and streams as they wind their way across the land to the sea.

You likely prefer not to use fire powers. That element burns the moisture from all it touches.

**Benefit:** You gain the following features.

*Attack Power:* You gain either the *deluge* or the *ice prison* power (see page 90).

*Enhanced Elemental Bolt:* Your *elemental bolt* deals cold damage. On a hit, you can slide each creature adjacent to its target 1 square.

*Elemental Soul:* At 5th level, you gain resist 10 cold. At 15th level, you gain a +2 bonus to saving throws against ongoing cold damage. At 25th level, choose either acid or thunder. You gain resist 10 to the chosen damage type and a +2 bonus to saving throws against ongoing damage of that type.

*Swim:* At 23rd level, you gain a swim speed equal to your speed + 2. You also gain the aquatic trait; you can breathe underwater, and in aquatic combat, you gain a +2 bonus to attack rolls against nonaquatic creatures.

## Escalating Elements

By reaching deep into your reserves of arcane strength, you can manifest spectacular bursts of elemental power. When you escalate one of your sorcerer powers, you might be able to expand the power's area, increase its intensity to deal more damage, or channel a more persistent expression of your element that affects your enemies for a longer time. At higher levels, your control over the elements improves. They respond more readily to your commands, giving you the ability to manifest exceptional bursts of elemental energy more frequently.

**Benefit:** You gain the *elemental escalation* power associated with your Elemental Specialty: air, earth, fire, or water.

At 3rd, 7th, and 13th level, you gain an additional use of the power each encounter, but you can still use the power only once per round.

**Elemental Escalation (Air)** **Sorcerer Attack**

*The tempest's power surges through you, wrathfully striking your enemies and lifting you aloft.*

**Encounter ✦ Arcane, Elemental; Varies**
**Free Action** **Personal**
**Trigger:** You use a sorcerer at-will attack power.
**Effect:** You can make one additional creature a target of the triggering attack. If the attack's range is melee or ranged, the additional target must be within 5 squares of you. If the attack's range is area or close, the additional target must be adjacent to the burst or blast.

Each target hit by the attack takes 1d10 extra damage of the type dealt by the triggering attack In addition, you fly up to half your speed as a free action.

*Level 17:* 2d10 extra damage, and you also slide the target up to 2 squares.

*Level 27:* 3d10 extra damage, and the target is also blinded until the end of your next turn.

**Special:** You can use this power only once per round.

TONY FOTI

**Elemental Escalation (Earth)** **Sorcerer Attack**

*Earth energy infuses you with resilience. It allows you to deliver mighty blows and great hindrances to your foes.*

**Encounter ✦ Arcane, Elemental; Varies**
**Free Action** **Personal**
**Trigger:** You use a sorcerer at-will attack power.
**Effect:** You can make one additional creature a target of the triggering attack. If the attack's range is melee or ranged, the additional target must be within 5 squares of you. If the attack's range is area or close, the additional target must be adjacent to the burst or blast.

Each target hit by the attack takes 1d10 extra damage of the type dealt by the triggering attack. In addition, you gain temporary hit points equal to your Charisma modifier.

*Level 17:* 2d10 extra damage, and the target is also immobilized until the end of your next turn.

*Level 27:* 3d10 extra damage, and you also gain resistance to all damage equal to one-half your level until the end of your next turn.

**Special:** You can use this power only once per round.

**Elemental Escalation (Fire)** **Sorcerer Attack**

*As elemental energy flows through you, the rage of your internal inferno infuses it, and you move like a wildfire.*

**Encounter ✦ Arcane, Elemental; Varies**
**Free Action** **Personal**
**Trigger:** You use a sorcerer at-will attack power.
**Effect:** You can make one additional creature a target of the triggering attack. If the attack's range is melee or ranged, the additional target must be within 5 squares of you. If the attack's range is area or close, the additional target must be adjacent to the burst or blast.

Each target hit by the attack takes 1d10 extra damage of the type dealt by the triggering attack. In addition, you shift up to half your speed as a free action.

*Level 17:* 2d10 extra damage, and ongoing 10 fire damage (save ends).

*Level 27:* 3d10 extra damage, and the attack also deals half damage on a miss.

**Special:** You can use this power only once per round.

**Elemental Escalation (Water)** **Sorcerer Attack**

*A whirlpool wells up within, deflecting harm from you and overwhelming your enemies.*

**Encounter ✦ Arcane, Elemental; Varies**
**Free Action** **Personal**
**Trigger:** You use a sorcerer at-will attack power.
**Effect:** You can make one additional creature a target of the triggering attack. If the attack's range is melee or ranged, the additional target must be within 5 squares of you. If the attack's range is area or close, the additional target must be adjacent to the burst or blast.

Each target hit by the attack takes 1d10 extra damage of the type dealt by the triggering attack. In addition, you gain a +2 power bonus to all defenses until the end of your next turn.

*Level 17:* 2d10 extra damage, and the target is also dazed until the end of your next turn.

*Level 27:* 3d10 extra damage, and the target also falls prone.

**Special:** You can use this power only once per round.

# Powers

Your elementalist starts with *elemental bolt*, *elemental escalation*, and a power associated with his or her Elemental Specialty. See the Character Advancement table (page 159) for the utility powers you gain as you advance in level.

When you select powers at higher levels, consider the sorcerer powers introduced in this book, which are tailored for the elementalist. *Player's Handbook 2*, *Arcane Power*, and other sources present a variety of other sorcerer powers to choose from.

# Skills

Sorcerers of any kind are people of extraordinary willfulness and force of personality. Few are content to allow anyone else to speak for them. If you see yourself as a leader in the adventuring party, you should choose one of the three interaction skills (Bluff, Diplomacy, or Intimidate). Intimidate is an obvious choice for an elementalist, since elementalists are not particularly subtle. However, you might prefer to use reason or guile in your dealings with others. After all, not all the beings you interact with are human; trickery or persuasion might be more useful than threats in breaking through the native stubbornness of an elder earth elemental.

The second theme represented in your skill list is rare and unusual lore. Arcana, Dungeoneering, History, and Nature all provide you with the ability to make knowledge checks when confronted with strange phenomena or creatures. All sorcerers have training in Arcana, but you should consider choosing a second knowledge skill in order to expand your learning. No one expects sorcerers to have the same devotion to scholarship that wizards do, but you are certainly more conversant about magical matters and distant planes than the typical fighter or rogue is.

# Feats

Your primary role in battle is to contribute offense, not defense; it's important to get the most out of your attack powers. Since your sorcerer attack powers are all implement powers, Implement Focus and either Staff Expertise or Implement Expertise (dagger) are feats you should consider early in your career.

Feats that improve your reaction time by boosting your initiative or giving you an edge at the start of a battle are also useful for improving your offensive abilities. These are especially useful for elementalists who favor control powers, since it's always better to slow down or immobilize an enemy before it can close in on the party. Improved Initiative and Aggressive Advantage are good choices for getting the most out of your first strike.

Finally, feats that help you shrug off or resist crippling conditions are always useful. It's important for

you to be able to open the range when enemies press you closely, and feats such as Defensive Mobility and Resilient Focus can help you preserve your ability to maneuver.

# Equipment

The only type of armor you have proficiency with is cloth armor. You have proficiency with simple melee and simple ranged weapons. Magic is really your primary weapon and your chief defense, but you never know when you might be confronted by an enemy that is immune or resistant to your preferred element or caught up in a melee where using ranged spells would be too risky.

You start with 100 gp to buy your starting equipment. Choose a dagger or a staff as your implement, which can double as a melee weapon. Don't bother to purchase a ranged weapon unless you have a lot of money left over or you think it suits your character concept; your sorcerer attack powers are much more accurate and damaging than a stray shot from a crossbow or a sling.

# Elementalist Powers

Elementalists have a collection of sorcerer at-will attack powers all their own. The source of their spells is the awesome power of the elements, untamed and unstoppable.

## Blazing Cloud

By concentrating your blistering flames in a sphere around yourself, you can attack numerous close-up foes at once. Better yet, this spell's effects linger, creating a ring of fire that helps to turn away incoming attacks.

**Blazing Cloud** — Sorcerer Attack

*You surround yourself in a nimbus of roaring flames.*

**At-Will ✦ Arcane, Elemental, Fire, Implement**
**Standard Action** **Close** burst 1
**Target:** Each creature in the burst
**Attack:** Charisma vs. Reflex
**Hit:** 1d8 + Charisma modifier fire damage.
*Level 21:* 2d8 + Charisma modifier fire damage.
**Effect:** You gain a +2 power bonus to AC and Reflex until the start of your next turn.

## Deluge

Water is the lifeblood of living creatures. It is a subtle element, one able to sustain life, dissolve solids, and scour worlds over thousands of years to create amazing terrain. It can also be used as a blunt attack when an area is suddenly flooded with it.

**Deluge** — Sorcerer Attack

*You pull a mass of water from the elemental plane, hammering your enemies and sweeping them off their feet.*

**At-Will ✦ Arcane, Elemental, Implement**
**Standard Action** **Close** blast 3
**Target:** Each creature in the blast
**Attack:** Charisma vs. Reflex
**Hit:** 1d8 + Charisma modifier damage, and you push the target 1 square.
*Level 21:* 2d8 + Charisma modifier damage.

## Erupting Earth

Wherever you stand, you can call up stones, pebbles, and slabs of rock, and smash your enemies from below, and perhaps pin them beneath earthy debris.

**Erupting Earth** — Sorcerer Attack

*You bring forth a mass of earth and rock from the elemental plane, battering your enemies and pinning them in place.*

**At-Will ✦ Arcane, Elemental, Implement**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in the burst
**Attack:** Charisma vs. Fortitude
**Hit:** 1d6 + Charisma modifier damage.
*Level 21:* 2d6 + Charisma modifier damage.
**Effect:** The area becomes difficult terrain until the end of your next turn.

## Howling Zephyr

A sorcerer of the air knows how to summon screaming winds from the Elemental Chaos and send them against foes. Creatures caught in the zephyr are moved every which way.

**Howling Zephyr** — Sorcerer Attack

*You command the air to swirl violently, creating a short-lived zephyr of thunderous wind that sweeps away your enemy.*

**At-Will ✦ Arcane, Elemental, Implement, Thunder**
**Standard Action** **Close** burst 1
**Target:** Each creature in the burst
**Attack:** Charisma vs. Fortitude
**Hit:** 1d8 + Charisma modifier thunder damage, and you can slide the target 1 square.
*Level 21:* 2d8 + Charisma modifier thunder damage.

## Ice Prison

A lethal swirl of icicles forms out of the air when you cast this spell. The icicles partially encase creatures in the area for a short time, slowing their movements.

**Ice Prison** — Sorcerer Attack

*You create a cloud of intense cold and swift-growing icicles that chills your foes for a time.*

**At-Will ✦ Arcane, Cold, Elemental, Implement**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in the burst
**Attack:** Charisma vs. Fortitude
**Hit:** 1d8 + Charisma modifier cold damage, and the target is slowed until the end of your next turn.
*Level 21:* 2d8 + Charisma modifier cold damage.

*A dwarf sorcerer uses erupting earth to throw an obstacle in the way of her foes*

## Ignition

The fires that burn in the Elemental Chaos are so hot that they can radiate even across dimensional walls when you stoke them. When an area begins to smolder, the roar of catching fire soon follows.

**Ignition** — Sorcerer Attack

*You hurl a concussive blast, causing everything in the area to smoke, smolder, and then burst into flame.*

**At-Will ✦ Arcane, Elemental, Implement, Fire, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in the burst
**Attack:** Charisma vs. Fortitude
**Hit:** 1d10 + Charisma modifier damage.
*Level 21:* 2d10 + Charisma modifier damage.
**Effect:** The burst creates a zone that lasts until the start of your next turn. Any creature that enters the zone or ends its turn there takes fire damage equal to your Constitution modifier. A creature can take this damage only once per turn.

## Seismic Shock

This spell unleashes intense vibrations all around you, shaking the ground and disorienting your foes. Even if you aren't in contact with the ground, you can channel the seismic energy through almost any medium.

**Seismic Shock** — Sorcerer Attack

*You strike the ground, creating an abrupt tremor of seismic activity. Enemies in the area are disoriented.*

**At-Will ✦ Arcane, Elemental, Implement, Thunder**
**Standard Action** **Close** burst 1
**Target:** Each creature in the burst
**Attack:** Charisma vs. Fortitude
**Hit:** 1d8 + Charisma modifier thunder damage, and the target grants combat advantage until the end of your next turn.
*Level 21:* 2d8 + Charisma modifier thunder damage.

## Static Charge

Lightning arcs from one conductor to another. You take advantage of that characteristic with this spell.

**Static Charge** — Sorcerer Attack

*You create a shaped pulse of lightning that shocks foes standing near you, arcing to additional enemies near them.*

**At-Will ✦ Arcane, Elemental, Implement, Lightning**
**Standard Action** **Close** blast 3
**Target:** Each enemy in the blast
**Attack:** Charisma vs. Reflex
**Hit:** 1d8 lightning damage, and one enemy adjacent to the target takes lightning damage equal to your Charisma modifier.
*Level 21:* 2d8 lightning damage.

MARK BEHM

# New Sorcerer Powers

The powers in this section expand on those found in *Player's Handbook 2* and other sources. These powers are among your options when you choose sorcerer powers of the given levels.

## Level 2 Utility Powers

### Rock Armor

The element of earth embodies endurance, solidity, and stability. This spell epitomizes those qualities. You cover yourself with loose-fitting armor made from stones, pebbles, and slabs of rock, held in place by your elemental magic.

**Rock Armor** — Sorcerer Utility 2

*You shield yourself with armor shaped from the rock, pebbles, and earth around you.*

**Daily ✦ Arcane, Elemental, Stance**
**Minor Action** — **Personal**
**Effect:** You assume the rock armor stance. Until the stance ends, you are slowed and gain resistance to all damage equal to your Charisma modifier.

### Shield of Flames

This spell invokes elemental fire and wraps it around your body, deterring your enemies from attacking you or even remaining nearby. You look like you are standing in the heart of a conflagration, but the flames do not harm you in the least.

**Shield of Flames** — Sorcerer Utility 2

*You conjure a sphere of blazing hot flames, obscuring your form and damaging enemies who tarry too close.*

**Encounter ✦ Arcane, Aura, Elemental, Fire**
**Minor Action** — **Personal**
**Effect:** You activate an aura 1 that lasts until the end of your next turn. You have partial concealment against enemies in the aura, and any creature that makes a melee attack against you or ends its turn in the aura takes fire damage equal to your Charisma modifier. A creature can take this damage only once per turn.

### Wall of Water

You bring a volume of water from the elemental plane and shape it into a short-lived barrier. The wall is permeable, but it slows and deflects attacks and requires a substantial effort to push through. In addition, creatures passing through the wall are soaked to the skin.

**Wall of Water** — Sorcerer Utility 2

*You shape water into a foot-thick vertical wall that interferes with attacks and movement for a short time.*

**Daily ✦ Arcane, Elemental**
**Minor Action** — **Area** wall 5 within 10 squares
**Effect:** You create a wall of water that lasts until the end of your next turn. The wall provides superior cover against attacks made through it. A creature must swim to move through the wall (Athletics DC 10). In addition, a creature passing through the wall gains vulnerable 5 cold until the end of its next turn.
**Sustain Minor:** The wall persists until the end of your next turn.
**Special:** If any part of the wall meets an area of liquid water at least 5 squares in size, you can increase the area to a wall 10.

### Whirling Wind

You summon a strong blast of wind, which blows away from you. Any creature in the area has a difficult time pushing itself upwind and is hampered by blowing dust and light debris in the air. Small, light objects—for example, paper, cloth, and baskets—are swept out of the area.

**Whirling Wind** — Sorcerer Utility 2

*Whirling air surrounds you, protecting you and obscuring your position.*

**Encounter ✦ Arcane, Elemental, Zone**
**Minor Action** — **Close** burst 1
**Effect:** The burst creates a zone of lightly obscured squares that lasts until the end of your next turn. Creatures in the zone must spend 1 extra square for each square of movement toward you.

## Level 6 Utility Powers

### Raise Stone

This spell causes a 5-foot-wide column of stone to grow or subside beneath a nearby patch of ground, giving you the ability to change its elevation. Though it is difficult to employ as an attack, you could block a 5-foot-wide passageway, lift a square containing a helpless comrade out of the reach of enemies, sink a boulder out of your way, or provide yourself with an elevator to reach a high ledge.

**Raise Stone** — Sorcerer Utility 6

*You raise or lower a column of rock from the ground.*

**Encounter ✦ Arcane, Elemental**
**Minor Action** — **Ranged** 5
**Target:** One square of stone, mud, or dirt
**Effect:** You cause the target square to rise up to 20 feet or sink up to 10 feet. If you raise the square, the area below it is filled with solid rock and becomes blocking terrain. Creatures in the target square can shift 1 square as a free action to avoid being raised or lowered. This power cannot be used to harm a creature, and any such use causes the power to fail. The target square remains at its new elevation until the end of the encounter.

**Fire Stride** This spell grants you the ability to move between two nearby fires with a single step. A clever fire elementalist can become extremely elusive in a place where numerous fires are burning in close proximity–for example, the hearth-fires of a town or village, the campfires of an army, or the burning trees of a forest fire.

**Fire Stride** — Sorcerer Utility 6

*You step into a blazing fire and instantly teleport to another nearby fire without harm.*

**At-Will ✦ Arcane, Elemental, Teleportation**
**Move Action** — **Personal**
**Requirement:** You must be adjacent to a fire of campfire size or larger.
**Effect:** You teleport up to 10 squares to a square adjacent to a fire of campfire size or larger.

**Water to Ice** The energy most often associated with elemental water is cold, which is useful in battle and also when defeating the right sort of obstacle or preparing a battleground. This spell instantly causes water in the area to freeze, becoming slick, hard ice. Large bodies of water freeze to a depth of only 6 inches, but that is more than enough to form an impromptu bridge or raft.

**Water to Ice** — Sorcerer Utility 6

*Using cold to directly harm your enemies is one thing. You can also turn it to your advantage by using cold against water, freezing the area around you.*

**Encounter ✦ Arcane, Elemental**
**Standard Action** — **Area** burst 3 within 10 squares
**Effect:** You cause nonliving water in the burst to freeze to a depth of 6 inches. Mud or swamp freezes, becoming normal terrain. Wet floors change to slick ice, becoming difficult terrain. Ice covers bodies of water in the area, which can now be walked on (although the ice is difficult terrain). A creature that enters a square of this ice or starts its turn there must make a DC 11 Acrobatics check or fall prone. The transformed ice remains frozen until it melts naturally.

**Wind Rider** Many air elementalists naturally long to take wing, but other elementalists find the ability to fly useful as well. This spell grants you the ability to surf on powerful but unpredictable updrafts. Balancing on an unseen column of wind is strenuous, but you can remain airborne indefinitely.

**Wind Rider** — Sorcerer Utility 6

*Powerful winds bear you aloft by pushing against the ground beneath you.*

**Encounter ✦ Arcane, Elemental**
**Minor Action** — **Personal**
**Effect:** Until the end of your next turn, you can fly up to your speed as a move action (altitude limit 4). You grant combat advantage while aloft.
**Sustain Standard:** The effect persists until the end of your next turn.

# Level 10 Utility Powers

**Control Flame** At your command, fires die down or leap up and blaze with renewed fury. You can also cause a fire to leave its fuel source and burn in another spot altogether.

**Control Flame** — Sorcerer Utility 10

*You command a fire to burn more fiercely, or move it to a new location.*

**Encounter ✦ Arcane, Elemental**
**Standard Action** — **Close** burst 3
**Effect:** You take control of each nonliving fire in the burst that is not controlled by a creature. Choose one of the following options for each fire.
*Expand:* The fire expands to a square adjacent to it.
*Extinguish:* The fire is extinguished.
*Relocate:* You move the fire up to 2 squares.
Expanded or relocated flames return to their normal size and location at the end of your next turn.
**Sustain Minor:** The effect persists until the end of your next turn, and you can expand, extinguish, or relocate the controlled flames again.

**Earth Passage** This spell allows you to pass through earth, rock, or worked stone as easily as you stride across a room. You can traverse a wall made of stone and rubble, stride through a cave-in, or escape a jail cell by walking through the floor.

**Earth Passage** — Sorcerer Utility 10

*You stride through earth or stone as if it isn't there.*

**Encounter ✦ Arcane, Elemental**
**Move Action** — **Personal**
**Effect:** You move up to your speed. During this movement, you can pass through stone, rock, sand, or earth, and you have tremorsense 1. If you end this movement inside solid earth, you immediately move to an unoccupied square nearest your entry point.

**Elemental Shield** In natural manifestations or in the hands of your enemies, elemental power can be a deadly threat. This spell lets you counter an enemy that is attacking with acid, cold, fire, lightning, or thunder, shielding the party from the worst effects for a short time.

**Elemental Shield** — Sorcerer Utility 10

*You block a dangerous manifestation of the elements with an immediate counterspell, protecting yourself and your allies.*

**Daily ✦ Arcane, Elemental**
**Immediate Interrupt** — **Close** burst 2
**Trigger:** You or an ally within 2 squares of you takes acid, cold, fire, lightning, or thunder damage.
**Target:** You and each ally in the burst
**Effect:** Until the end of your next turn, each target gains resist 10 to the triggering damage type.

*Elemental warding puts a barrier of lightning between a sorcerer and a displacer beast*

**Elemental Warding** This spell creates a barrier of elemental energy in a small area. An ally that ventures into the area feels a coruscating bubble of your chosen element surrounding his or her position.

**Elemental Warding** — Sorcerer Utility 10

*You ward an area with seething elemental power.*

**Encounter ✦ Arcane, Elemental, Zone**
**Minor Action** **Close** burst 10
**Target:** One, two, or three squares in the burst
**Effect:** Choose acid, cold, fire, lightning, or thunder. Each target square becomes a zone that lasts until the end of the encounter. You or an ally gains resist 10 to damage of the chosen type while in the zone.

## Level 16 Utility Powers

**Elemental Translation** This spell opens a gate to the Elemental Chaos, shifting a large mass of raw elemental material from that plane to yours. The material comes into existence too slowly to be effective as an attack, but it provides you with many options for altering your environment. The material you bring forth is real and permanent, although air quickly disperses and fire burns out if it has no fuel.

ZOLTAN BOROS

### Elemental Translation — Sorcerer Utility 16

*You create a large volume of elemental material.*

**Daily ✦ Arcane, Elemental**
**Minor Action** **Close** blast 3
**Target:** Each creature in the blast
**Effect:** You push each target to a square adjacent to the blast. If a target can't be pushed, its space is excluded from the blast. Choose air, earth, fire, or water to determine the blast's effect.

*Air:* Normal fires in the blast are extinguished, and gases or vapors are dispersed.

*Earth:* The blast is filled with firmly packed dirt and is blocking terrain.

*Fire* (Zone): Burning embers and flames create a zone that lasts until the end of the encounter. Any creature in the zone has vulnerable 10 fire.

*Water:* A mass of water appears in the blast and collapses into a pool 2 feet deep and 10 squares in diameter centered on the blast, becoming difficult terrain until the end of your next turn. It then becomes 6 inches deep and 20 squares in diameter, and has no effect on movement.

## Icy Integument

This spell covers you in armor made of ice, which radiates intense cold all around you. Not only does the integument provide excellent protection, but long, jagged icicles growing from your icy armor also endanger any enemy who tries to strike you.

### Icy Integument — Sorcerer Utility 16

*You armor yourself with ice covered in sharp icicles. You radiate bitter cold, slowing your attackers.*

**Encounter ✦ Arcane, Aura, Cold, Elemental**
**Minor Action** **Personal**
**Effect:** You activate an aura 1 that lasts until the end of your next turn. Any creature in the aura that makes a melee attack against you takes cold damage equal to 10 + your Charisma modifier, and it is slowed until the end of its next turn. While the aura is active, you have partial cover.

## Tornado Leap

Winds that would batter and scour any other creature are your servants. This spectacular spell flings you across the battlefield in a cyclone of air. As the cyclone slows, you retain the ability to fly at a more sedate pace for a short time.

### Tornado Leap — Sorcerer Utility 16

*You leap into the air in a violent cyclone.*

**Encounter ✦ Arcane, Elemental**
**Move Action** **Personal**
**Effect:** You fly up to your speed + 2. You also gain a fly speed equal to your speed and can hover until the end of your next turn.

# Level 22 Utility Powers

## Elemental Rift

This spell creates a swirling vortex leading to the Elemental Chaos. Any creature that enters the area is sucked toward the rift; if it fails to exit the area, it is banished to the Elemental Chaos for a time. *Elemental rift* is a powerful deterrent to most foes, and it can make a wide area virtually impassable.

### Elemental Rift — Sorcerer Utility 22

*You open a vortex leading to the elemental planes. Any creature that ventures too close is sucked inside it.*

**Encounter ✦ Arcane, Elemental, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Effect:** The burst creates a zone that lasts until the end of your next turn. When an enemy enters the zone or starts its turn there, it is slowed until the end of its next turn and pulled 1 square toward the center of the zone. If a creature ends its turn in the zone, it is removed from play (save ends).
**Sustain Minor:** The zone persists until the end of your next turn.

## Suppress Element

With this spell, a powerful elementalist can suppress the strength of other elements in his or her vicinity. For example, a fire elementalist might choose to suppress elemental water, reducing cold damage and hindering water creatures that remain close by.

### Suppress Element — Sorcerer Utility 22

*You weaken the strength of effects and creatures affiliated with one of the elements.*

**Encounter ✦ Arcane, Aura, Elemental**
**Minor Action** **Personal**
**Effect:** You activate an aura 3 that lasts until the end of the encounter. Choose air, earth, fire, or water to determine the aura's effect.

*Air:* Lightning damage is halved against you and your allies in the aura. If an enemy that has the air subtype ends its turn in the aura, that enemy is dazed until the end of its next turn.

*Earth:* Thunder damage is halved against you and your allies in the aura. If an enemy that has the earth subtype ends its turn in the aura, that enemy is dazed until the end of its next turn.

*Fire:* Fire damage is halved against you and your allies in the aura. If an enemy that has the fire subtype ends its turn in the aura, that enemy is dazed until the end of its next turn.

*Water:* Cold damage is halved against you and your allies in the aura. If an enemy that has the water subtype ends its turn in the aura, that enemy is dazed until the end of its next turn.

# Warlock

The warlock's world is one shaped by mysterious relationships—trafficking with dark powers from beyond mortal ken that offer secrets of magical knowledge in exchange for service, information, souls, or some other inscrutable end.

A warlock might forge a pact with a mercurial fey creature, a calculating devil, or a being from the darkness between the stars. There are warlocks bound to great magical kings, and those who draw power out of vestiges from beyond time. Perhaps the most feared of all, however, are those who risk the world's annihilation by consorting with the primordials that strain against their chains and rattle their cages in a desperate attempt to escape their ages-old exile.

Under most circumstances, primordials care nothing for mortals and barely acknowledge their existence. Elemental pact warlocks thus go about bargaining with these powers in different ways. They often absorb magic from different entities at different times, calling forth elemental fire from Imix at one moment and then borrowing from Ben-hadar the next. A primordial's moral predilections, if the entity has any, rarely play a part in the warlock's worldview, since an elemental pact warlock doesn't serve an individual primordial but rather serves them all.

## Pacts with Primordials

Primordials are restless. They strain against the adamantine chains placed upon them. They fight to rouse themselves from the slumber to which they were consigned. They dream of vengeance, they hunger for freedom, and they pine for a day when they can reclaim what is theirs. Primordials are unmoved by mortal matters, unconcerned with other creatures' trivial triumphs and defeats.

As such, a warlock seeking a relationship with a primordial does not make a bargain in the traditional sense of the word. No negotiation occurs. An offering of one's fealty is all that is needed. This opening of oneself creates a connection, forged between an uncaring patron and an infinitesimal speck. The bond comes to shape the mortal's identity, warping his or her nature, until the warlock becomes a mighty extension of his or her unknowable benefactor.

As an elemental pact warlock, you have dared to open the floodgates to elemental power. Your prize

*This warlock's elemental ability, known as Yan-C-Bin's breath, is a potent weapon against a carrion crawler*

STEVE ELLIS

for approaching the providers of this power is the ability to incorporate their destructive and capricious energy into your spells. Regardless of the kind of warlock you are, a strong personality is crucial for shaping and controlling elemental foes, so be sure to make your Charisma your highest score. Elemental magic is taxing and demands much from your body. Constitution should be your next highest ability score.

The elemental pacts presented here are for warlocks created using the *Player's Handbook* or *Heroes of the Forgotten Kingdoms*.

# New Eldritch Pact

When you choose the Eldritch Pact for your *Player's Handbook* warlock, the elemental pact is among your options.

## Elemental Pact

The Elemental Chaos's power lured you into forging a pact with one of the inscrutable primordials. You reached into the roiling Plane Below and stole its power. Your magic is wild and random, changing to suit the powers you serve. The elemental power fueling your spells surprises your enemies with the seemingly random energy you can loose against them.

**Elemental Affinity:** After each rest, roll a d10 to determine your current elemental affinity. You can choose the damage type when you use your second wind, but the type changes again when you rest.

| d10 | Affinity |
|---|---|
| 1-2 | Acid |
| 3-4 | Cold |
| 5-6 | Fire |
| 7-8 | Lightning |
| 9-10 | Thunder |

On your turn, when you use an arcane attack power that deals force, necrotic, poison, or psychic damage, you can change the damage type to match that of your current elemental affinity. Your elemental affinity's damage type replaces each instance of force, necrotic, poison, and psychic damage that the power deals.

**Chromatic Bolt:** You gain the *chromatic bolt* power (page 102).

**Accursed Affinity:** You have the Accursed Affinity pact boon. When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, the next enemy you place your Warlock's Curse on gains vulnerable 5 to the damage type matching your current elemental affinity. This vulnerability is cumulative with the enemy's existing vulnerability to the same damage type, if any, and lasts until the curse ends. The vulnerability increases to 10 at 11th level and 15 at 21st level.

# New Hexblade Pact

When you choose the pact for your hexblade warlock (see *Heroes of the Forgotten Kingdoms*), the elemental pact is among your options.

## Elemental Pact

Your pact is an unusual one, since you might have made it with unwilling or unaware primordial partners. Inviting elemental power into your soul affects a subtle transformation that gives you access to elemental magic's raw, destructive potential. You venture into the wider world as a champion of destruction, a force for upheaval, armed with the power of chaos.

## Level 1: Elemental Pact Reward

Your primordial connections keep you supplied with elemental power that you can release through your magical attacks.

**Benefit:** You gain proficiency with scale armor. In addition, you gain a bonus to the damage rolls of your warlock and warlock paragon path attack powers.

### ELEMENTARY VIEWPOINT: BEY AD-AZAZIN, FLAME OF SHAHI

You name us tyrants? Despots? Cruel taskmasters who bend all to our will to feed our appetites? How little you mortals know. What did you think would happen when the primordials fell? Did you imagine the Abyss would be free to expand, to consume the entirety of the Elemental Chaos unchecked? I understand how the nature of my homeland might suggest that we elementals are of a single mind—wild and free, reckless, random in our violence, like untamed savages hungry to rend flesh and crack bones. Nothing could be further from the truth. I shall grant you a reprieve for holding to such beliefs. No need to thank me.

You see, mortal, we are the bulwark holding back chaos. We are order. We are law. We rule because it is proper and right. We rule because without us, the Abyss would consume everything—and then where would you be?

The noble efreets learned the lessons of this plane early. A firm hand is needed to ensure obedience and to repel the chaotic forces chipping away at our achievements. You might call the laws of this fair city harsh, perhaps draconian, and you would be right. But we have next to no crime, and all who live under our laws are safe and secure from the world without. Now tell me, worm, which of your mortal cities can say the same?

The bonus equals your Constitution modifier. The bonus increases to 2 + your Constitution modifier at 5th level, 4 + your Constitution modifier at 15th level, and 6 + your Constitution modifier at 25th level.

At 9th level, you also gain this bonus to the damage rolls of the creature you summon with *summon warlock's ally.*

## Level 1: Elemental Pact Boon

Souls wriggling free from those slain on the battlefield excite the chaos flowing from your pact. Elemental energy rushes out and protects you from harm. The fading life force enables you to become a creature of chaos, if only for a few moments.

**Benefit:** You gain the *warding chaos* power.

### Warding Chaos — Warlock Utility

*Energy flares from a dying enemy, warding you against elemental damage.*

**At-Will ✦ Arcane, Elemental**
**Free Action** **Personal**
**Trigger:** You reduce an enemy to 0 hit points, or an enemy adjacent to you drops to 0 hit points.
**Effect:** You gain resist 5 acid, cold, fire, lightning, and thunder until the end of your next turn. You can shift up to a number of squares equal to your Constitution modifier.
**Special:** You can use this power only once per round.

## Level 1: Elemental Pact Weapon

The original *blade of chaos* was forged from a broken piece of panoply belonging to Miska the Wolf-Spider that was lost when the fabled Wind Dukes of Aqaa defeated him. A fouled bit of steel, nearly overlooked as mere debris, it contained a fragment of the primordial's essence. Other blades of this sort have been crafted over the years, each one channeling raw, chaotic force and enabling the wielder to turn it to advantage.

A curved chopping sword with a single serrated edge, a *blade of chaos* is a physical manifestation of a warlock's elemental pact. Although it appears heavy and unwieldy, the blade is easily wielded in one hand. One can feel elemental power roiling in the steel, as if the weapon were alive.

The blade's bearer can call forth its wrath with two powers born in chaos. *Unraveling strike* breaks down a creature's natural resistances to elemental magic, and *elemental wrath* releases a flood of destructive energy in whatever form the wielder chooses, to blast a foe and destroy anyone else who comes too close.

### Blade of Chaos — Warlock Item

*This large, curved blade has a single serrated edge.*

**Weapon Category:** One-handed military melee weapon
**Weapon Group:** Heavy blade
**Proficiency Bonus:** +3
**Damage:** 2d4
**Property:** High crit

### Unraveling Strike — Warlock Attack

*Brilliant colors flare around your blade, rending your enemy's defenses to create an opening for your next attack.*

**At-Will ✦ Arcane, Elemental, Implement, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must use this power with your *blade of chaos.*
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. Choose acid, cold, fire, lightning or thunder. The target gains vulnerable 3 to that damage type until the end of your next turn.
*Level 21:* 2[W] + Charisma modifier damage.
**Special:** You can use this power as a melee basic attack.

### Elemental Wrath — Warlock Attack

*Your serrated blade shreds an enemy's resistances to the elements while surrounding you with destructive energy.*

**Encounter ✦ Arcane, Aura, Elemental, Implement, Weapon; Varies**
**Standard Action** **Melee** weapon
**Requirement:** You must use this power with your *blade of chaos.*
**Special:** Each time you use this power, choose acid, cold, fire, lightning, or thunder. The power's damage is that type.
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2[W] + Charisma modifier damage, and the target loses any resistance or immunity to this power's damage type until the end of your next turn.
*Level 13:* 3[W] + Charisma modifier damage.
*Level 23:* 4[W] + Charisma modifier damage.
**Effect:** You activate an aura 1 that lasts until the end of your next turn. Any creature that enters the aura or starts its turn there takes damage equal to your Constitution modifier. A creature can take this damage only once per turn.

## Level 7: Elemental Pact Weapon Retribution

Enemies realize their error in attacking you when you instantly blast their thoughts with a psychic scream fueled by the chaos residing in your serrated blade.

**Benefit:** You gain the *elemental roar* power.

**Elemental Roar** **Warlock Attack**

*A terrible howling tears into your enemy's mind in retribution for its attack.*

**Encounter ✦ Arcane, Elemental, Psychic**
**Immediate Reaction** **Melee** 1
**Requirement:** You must be holding your *blade of chaos.*
**Trigger:** An adjacent enemy attacks you.
**Target:** The triggering enemy
**Effect:** 5 + your Charisma modifier psychic damage, and the target grants combat advantage until the end of your next turn.
*Level 17:* 10 + your Charisma modifier psychic damage.
*Level 27:* 15 + your Charisma modifier psychic damage.

# Level 9: Summon Warlock's Ally (Elemental)

The archons first appeared during the Dawn War as an answer to the angelic legions making up the gods' armies. Forged in vast numbers from elemental materials, the archons had keen intellects and an abiding hatred for their immortal foes. You can call upon an archon to aid you in battle. Although the archon has little reason to aid you, the blade you bear bends it to your will, and thus the archon fights at your side.

**Benefit:** You can use *summon warlock's ally* to summon an archon grunt. When you use this power, roll a d4 to determine the type of archon grunt you summon: 1, air; 2, earth; 3, fire; or 4, water.

**Air Archon Grunt** **Level 9 Summoned Creature**
Medium elemental humanoid (air)

**HP** your bloodied value; **Healing Surges** none, but you can spend a healing surge for the archon if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6, fly 6
☼ **Gift of Wind ✦ Aura** 2
You gain a +2 power bonus to Acrobatics checks while you are in the aura.
**Fluttering Form**
Whenever the archon takes damage from a melee attack, the attacker can slide the archon 1 square.
ǂ **Standard Action ✦ At-Will**
*Attack:* Melee 1 (one creature); your level + 7 vs. AC
*Hit:* 2d8 + your Charisma modifier damage, and the target is immobilized until the end of your next turn.
**Minor Action ✦ At-Will** (1/round)
*Effect:* The archon walks, shifts, runs, stands up, squeezes, or crawls.
**Opportunity Action ✦ At-Will**
*Trigger:* An enemy hits you with a melee attack while you are adjacent to the archon.
*Effect:* The archon pushes the triggering enemy up to 3 squares.

**Earth Archon Grunt** **Level 9 Summoned Creature**
Medium elemental humanoid (earth)

**HP** your bloodied value; **Healing Surges** none, but you can spend a healing surge for the archon if an effect allows it to spend one
**Defenses** your defenses (+2 to AC and Fortitude), not including any temporary bonuses or penalties
**Speed** 6 (earth walk)
☼ **Gift of Stone ✦ Aura** 2
You gain a +2 power bonus to Endurance checks while you are in the aura.
**Shattering Tremors**
Whenever the archon takes thunder damage, it is slowed until the end of its next turn.
ǂ **Standard Action ✦ At-Will**
*Attack:* Melee 1 (one creature); your level + 7 vs. AC
*Hit:* 2d10 + your Charisma modifier damage, and the archon pushes the target up to a number of squares equal to your Constitution modifier.
**Minor Action ✦ At-Will** (1/round)
*Effect:* The archon walks, shifts, runs, stands up, squeezes, or crawls.
**Opportunity Action ✦ At-Will**
*Trigger:* An enemy hits you with a melee attack while you are adjacent to the archon.
*Effect:* The triggering enemy falls prone.

**Fire Archon Grunt** **Level 9 Summoned Creature**
Medium elemental humanoid (fire)

**HP** your bloodied value; **Healing Surges** none, but you can spend a healing surge for the archon if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 7
**Resist** 10 fire
☼ **Gift of Fire ✦ Aura** 2
You gain a +2 power bonus to Intimidate checks while you are in the aura.
**Guttering Flames**
Whenever the archon takes cold damage, it cannot shift until the end of its next turn.
ǂ **Standard Action** (fire) **✦ At-Will**
*Attack:* Melee 1 (one creature); your level + 7 vs. AC
*Hit:* 2d8 + your Charisma modifier fire damage, and the target gains vulnerable 5 fire until the end of your next turn.
**Minor Action ✦ At-Will** (1/round)
*Effect:* The archon walks, shifts up to 3 squares, runs, stands up, squeezes, or crawls.
**Opportunity Action** (fire) **✦ At-Will**
*Trigger:* An enemy hits you with a melee attack while it is within 7 squares of the archon.
*Effect:* The archon shifts up to 7 squares to a square adjacent to the triggering enemy. The enemy then takes 5 fire damage.

*A tiefling hexblade prepares to turn and fight before an ogre can finish its onrushing assault*

MARK BEHM

| **Water Archon Grunt** | **Level 9 Summoned Creature** |
|---|---|
| Medium elemental humanoid (aquatic, water) | |
| **HP** your bloodied value; **Healing Surges** none, but you can spend a healing surge for the archon if an effect allows it to spend one | |
| **Defenses** your defenses (+2 to AC and Reflex), not including any temporary bonuses or penalties | |
| **Speed** 6, swim 6 | |
| ☼ **Gift of Water ✦ Aura** 2 | |
| You gain a +2 power bonus to Athletics checks while you are in the aura. | |
| **Aquatic** | |
| The archon can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures. | |
| **Frozen Waves** | |
| Whenever the archon takes cold damage, it is slowed until the end of its next turn. | |
| ⍿ **Standard Action ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); your level + 7 vs. AC | |
| *Hit:* 1d10 + your Charisma modifier damage, and ongoing 5 damage (save ends). | |
| **Minor Action ✦ At-Will** (1/round) | |
| *Effect:* The archon walks, shifts, runs, stands up, squeezes, or crawls. | |
| **Opportunity Action ✦ At-Will** | |
| *Trigger:* An enemy hits you with a melee attack while you are adjacent to the archon. | |
| *Effect:* The archon slides the triggering enemy up to 2 squares. | |

## Level 25: Greater Summon Warlock's Ally (Elemental)

The primordials' firstborn, the titans witnessed and aided in the world's creation. Each titan is a vast being armed with elemental power reflecting its maker's nature and temperament. Hate drives these creatures, and they rule as petty tyrants over domains populated by giants and lesser creatures. Not even you, with all your magical power, can compel these creatures to serve you, so when you summon a titan, you are calling forth a mere fragment of its essence in whatever elemental substance is at hand.

**Benefit:** You can use *summon warlock's ally* to summon a titan warrior. When you use this power, roll a d4 to determine the type of titan warrior you summon: 1, air; 2, earth; 3, fire; or 4, water.

**Earth Titan Warrior** **Level 25 Summoned Creature**
Huge elemental humanoid (earth, giant)

**HP** your bloodied value; **Healing Surges** none, but you can spend a healing surge for the titan if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6 (earth walk)
**Immune** petrification

☼ **Stone Body ✦ Aura** 2
You gain a +4 power bonus to Endurance checks while you are in the aura.

ǂ **Standard Action ✦ At-Will**
*Attack:* Melee 3 (one creature); your level + 7 vs. AC
*Hit:* 4d10 + your Charisma modifier damage.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The titan walks, shifts, runs, stands up, squeezes, or crawls.

**Minor Action ✦ Encounter**
*Effect:* Until the end of your next turn, each enemy that enters the titan's aura or starts its turn there falls prone.

ǂ **Opportunity Action ✦ At-Will**
*Trigger:* An enemy adjacent to you and within 3 squares of the titan willingly moves without shifting.
*Attack:* Melee 3 (triggering enemy); your level + 5 vs. Reflex
*Hit:* 5 damage, and the target is dazed (save ends).

**Fire Titan Warrior** **Level 25 Summoned Creature**
Huge elemental humanoid (fire, giant)

**HP** your bloodied value; **Healing Surges** none, but you can spend a healing surge for the titan if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 8

☼ **Agile Flames ✦ Aura** 2
You gain a +4 power bonus to Acrobatics checks while you are in the aura.

ǂ **Standard Action** (fire) **✦ At-Will**
*Attack:* Melee 3 (one creature); your level + 7 vs. AC
*Hit:* 4d10 + your Charisma modifier fire damage.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The titan walks, shifts, runs, stands up, squeezes, or crawls.

**Minor Action** (fire) **✦ Encounter**
*Effect:* Until the end of your next turn, each enemy that ends its turn in the titan's aura takes 10 fire damage.

↯ **Opportunity Action** (fire) **✦ At-Will**
*Trigger:* An enemy ends its turn adjacent to you and within 5 squares of the titan.
*Attack:* Ranged 5 (triggering enemy); your level + 5 vs. Reflex
*Hit:* 10 damage, and ongoing 10 fire damage (save ends).

**Frost Titan Warrior** **Level 25 Summoned Creature**
Huge elemental humanoid (cold, giant)

**HP** your bloodied value; **Healing Surges** none, but you can spend a healing surge for the titan if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 8 (ice walk)

☼ **Icy Strength ✦ Aura** 2
You gain a +4 power bonus to Athletics checks while you are in the aura.

ǂ **Standard Action** (cold) **✦ At-Will**
*Attack:* Melee 3 (one creature); your level + 7 vs. AC
*Hit:* 4d10 + your Charisma modifier cold damage.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The titan walks, shifts, runs, stands up, squeezes, or crawls.

**Minor Action** (cold) **✦ Encounter**
*Effect:* Until the end of your next turn, the titan's aura is difficult terrain for enemies that lack ice walk, and each enemy that ends its turn in the aura takes 10 cold damage.

ǂ **Opportunity Action ✦ At-Will**
*Trigger:* An enemy adjacent to you and within 3 squares of the titan willingly moves without shifting.
*Attack:* Melee 3 (triggering enemy); your level + 5 vs. Fortitude
*Hit:* 5 damage, the titan pushes the target up to 3 squares, and the target is immobilized (save ends).

**Storm Titan Warrior** **Level 25 Summoned Creature**
Huge elemental humanoid (aquatic, giant)

**HP** your bloodied value; **Healing Surges** none, but you can spend a healing surge for the titan if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 8, fly 4, swim 8

☼ **Storm Sight ✦ Aura** 2
You gain a +4 power bonus to Perception checks while you are in the aura.

**Aquatic**
The titan can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

ǂ **Standard Action** (lightning, thunder) **✦ At-Will**
*Attack:* Melee 3 (one creature); your level + 7 vs. AC
*Hit:* 4d10 + your Charisma modifier lightning and thunder damage.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The titan walks, shifts, runs, stands up, squeezes, or crawls.

**Minor Action** (lightning, thunder) **✦ Encounter**
*Effect:* Until the end of your next turn, each enemy that ends its turn in the titan's aura takes 10 lightning and thunder damage.

↯ **Opportunity Action** (lightning) **✦ At-Will**
*Trigger:* An enemy ends its turn adjacent to you and within 5 squares of the titan.
*Attack:* Ranged 5 (triggering enemy); your level + 5 vs. Reflex
*Hit:* 5 lightning damage, and the target is dazed (save ends).

# New Warlock Powers

The powers in this section expand on those found in the *Player's Handbook* and other sources. These powers are among your options when you choose warlock powers of the given levels. These powers are especially appropriate for a warlock who has an elemental pact.

## Level 1 At-Will Power

### Chromatic Bolt

Raw, unformed chaos wreaks havoc with the mind. Few creatures can comprehend the raw potential lurking within elemental energy. When you loose a *chromatic bolt*, you hurl an undulating missile created from unformed substance that can send agony lancing through your opponent's mind.

**Chromatic Bolt** — **Warlock Attack 1**

*You loose a crackling bolt of raw chaos against your foes.*

**At-Will ✦ Arcane, Elemental, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 1d8 + Charisma modifier psychic damage, and one creature within 5 squares of the target takes psychic damage equal to your Constitution modifier.
*Level 21:* 2d8 + Charisma modifier psychic damage, and psychic damage equal to 3 + your Constitution modifier.

## Level 1 Daily Power

### Yan-C-Bin's Breath

The evil prince of elemental water stirs in his watery prison, plotting the downfall of the gods and extending the influence of the Elder Elemental Eye across the world. Calling to Yan-C-Bin is perilous, since the monstrous primordial uses any excuse to extend a sliver of himself out from his prison.

**Yan-C-Bin's Breath** — **Warlock Attack 1**

*You exhale a cloud of roiling green vapor that melts anything it touches.*

**Daily ✦ Acid, Arcane, Elemental, Implement, Zone**
**Standard Action** **Close** blast 3
**Target:** Each creature in the blast
**Attack:** Charisma vs. Fortitude
**Hit:** 2d6 + Charisma modifier acid damage, and ongoing 5 acid damage (save ends).
**Miss:** Half damage.
**Effect:** The blast creates a zone that lasts until the end of your next turn. The zone is difficult terrain for creatures other than you. Each creature other than you that ends its turn in the zone takes 5 acid damage.
**Sustain Minor:** Roll a d6. On an odd result, reduce the zone's size by 1 square. On an even result, increase the zone's size by 1 square. If the zone occupies 0 squares, it ends. Otherwise, the zone persists until the end of your next turn.

## Level 2 Utility Power

### Stony Roots

Arcane magic makes it possible for you to tie yourself to the earth, thus grounding you and preventing enemies from removing you from their path.

**Stony Roots** — **Warlock Utility 2**

*You draw elemental earth through your body to ensure that nothing can dislodge you from your position.*

**Daily ✦ Arcane, Elemental**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you can ignore forced movement, and you can make a saving throw when an attack would knock you prone. On a save, you don't fall prone.

## Level 5 Daily Power

### Tentacles of Cryonax

The fallen primordial Cryonax is a monstrous power, his name whispered for fear of attracting his attention. This spell emulates his presence, causing tentacles to reach out from Cryonax's realm to crush anything they can.

**Tentacles of Cryonax** — **Warlock Attack 5**

*The temperature plummets as two ghastly, white tentacles emerge from out of nowhere to grab your enemies.*

**Daily ✦ Arcane, Cold, Conjuration, Elemental**
**Standard Action** **Close** burst 10
**Effect:** You conjure two icy tentacles, each in an unoccupied square in the burst. The tentacles persist until the end of your next turn. Each creature other than you that starts its turn adjacent to a tentacle takes 5 cold damage, and it is slowed until the end of its next turn. While a tentacle persists, you can use the secondary power through it.
**Secondary Power** (Arcane, Cold, Elemental, Implement)
**Standard Action** **Melee** 2
**Target:** One enemy
**Attack:** Charisma vs. Reflex
**Hit:** 3d6 + Charisma modifier cold damage, the tentacle pulls the target 1 square, and the target is grabbed (save ends).
**Each Failed Saving Throw:** 5 cold damage.
**Miss:** Half damage.
**Sustain Minor:** Roll a d6. On a 1, remove one tentacle. On a 6, add one tentacle to an unoccupied square within 10 squares of you. If you have one or more tentacles remaining, the effect persists until the end of your next turn. Otherwise, the effect ends.

## Level 6 Utility Power

### Chaos Armor

This spell draws energy from the Elemental Chaos and gathers it about you in a protective field. The field warps and crackles, and energy lashes out from you at opportune times.

### Chaos Armor — Warlock Utility 6

*Power flows around you, girding you against the elements and lashing your enemies.*

**Daily ✦ Arcane, Elemental; Varies**
**Minor Action** **Personal**
**Effect:** Choose acid, cold, fire, lightning, or thunder. Until the end of the encounter, you gain resist 10 to the chosen damage type. In addition, whenever an enemy hits you with an attack during your turn, one enemy within 5 squares of you takes damage of the chosen type equal to your Constitution modifier.

## Level 10 Utility Power

**Murky Deep** A defensive spell, *murky deep* calls forth elemental water on the battlefield. Your connection to the Elemental Chaos lets you move safely through the area with great speed while your enemies flounder and struggle to advance through the dark waters.

### Murky Deep — Warlock Utility 10

*A bead of moisture appears above your head and expands into great shimmering strands of befouled water.*

**Daily ✦ Arcane, Elemental, Zone**
**Minor Action** **Close** burst 3
**Effect:** The burst creates a zone of lightly obscured squares that lasts until the end of your next turn. When you shift without leaving the zone, you can shift up to 2 additional squares in the zone. Any enemy that enters the zone or starts its turn there is slowed until the start of its next turn. A creature that has a swim speed ignores this effect.
**Sustain Minor:** The zone persists until the end of your next turn.

## Level 15 Daily Power

**Dream of Mual-Tar** The primordial Mual-Tar, the Thunder Spirit, strains against its chains, demanding release from the divine bonds placed upon it. This spell draws forth a speck of its monstrous attention and invites its consciousness to join the struggle.

### Dream of Mual-Tar — Warlock Attack 15

*A horrific serpent of lightning and thunder uncoils before you.*

**Daily ✦ Arcane, Elemental, Implement, Lightning, Thunder, Zone**
**Standard Action** **Close** blast 5
**Target:** Each creature in the blast
**Attack:** Charisma vs. Reflex
**Hit:** 3d6 + Charisma modifier lightning damage, and ongoing 5 thunder damage (save ends).
**Each Failed Saving Throw:** Each creature adjacent to the target takes thunder damage equal to your Charisma modifier.
**Miss:** Half damage.
**Effect:** The blast creates a zone that lasts until the end of your next turn. While in the zone, creatures other than you have vulnerable 5 lightning and vulnerable 5 thunder.
**Sustain Minor:** The zone persists until the end of your next turn. Roll a d6. On a 1, each creature in the zone can shift 1 square as a free action. On a 6, each creature other than you in the zone is slowed until the end of your next turn.

## Level 16 Utility Power

**Heart of the Storm** The storms raging across the Elemental Chaos are almost beyond description. Violet lightning dances amid boiling clouds, while deafening thunder wracks the landscape for miles. Carried by winds that screech and moan, these storms rush about the plane to vent their wrath. This spell opens a tiny passage to one of these storms, letting the wind clear a path for you to escape.

### Heart of the Storm — Warlock Utility 16

*A forceful wind shoves back the creatures around you to provide you an exit.*

**Encounter ✦ Arcane, Elemental**
**Move Action** **Close** burst 2
**Target:** Each creature in the burst
**Effect:** You push each target 1 square. You then fly up to 8 squares.

## ELEMENTAL VIEWPOINT: SARSIENE, TIEFLING HEXBLADE

Do I dabble in dangerous powers? Of course I do. I do not deny it, although I must say that I "dabble" in nothing. I am quite deliberate and single-minded in my work, especially because my rites—if not performed perfectly—might anger beings that could burn me to ash with a flick of a finger or level a city, should I inadvertently provide a door through which they might escape.

Before you pass judgment on me, however, consider this: No lesser power could arm me so well against the nightmarish foes I battle in the service of those who scorn and distrust me. I and my comrades willingly stand between you and monstrous horrors you could hardly imagine. How much more at risk would your life be if I were not here to protect you? Remember, all power has inherent danger. The magic I wield is simply a little more obvious than most in its potential peril.

*The Fire Lord approves as another group of victims falls to the baleful eye of Imix*

# Level 19 Daily Power

## Baleful Eye of Imix

The infinitely ancient primordial Imix claims dominion over elemental fire. Believed to be chief among the Elder Elemental Eye's servants, Imix is favored for his malice and the great gains he provides cultists in their efforts to recruit followers in the natural world. This horrid spell bestirs the Flame Prince, so that Imix himself looks onto your struggles.

**Baleful Eye of Imix** **Warlock Attack 19**

*A great fiery eye opens, and as the eye winks, it erupts in a burst of flames.*

**Daily ✦ Arcane, Conjuration, Elemental, Fire, Teleportation**
**Minor Action** **Ranged** 10

**Effect:** You conjure a Large eye of Imix in an unoccupied space in range. The eye persists until the end of your next turn. Each creature other than you that starts its turn adjacent to the eye takes ongoing 10 fire damage (save ends). Any creature that enters the eye's space takes 10 fire damage and can then teleport up to 5 squares as a free action. Until the effect ends, you can use the secondary power.

**Secondary Power** (Arcane, Elemental, Fire, Implement)
**Standard Action** **Close** burst 3 centered on the eye
**Target:** Each creature in the burst
**Attack:** Charisma vs. Fortitude
**Hit:** 4d6 + Charisma modifier fire damage, and the eye pulls the target up to 2 squares.

**Sustain Minor:** The eye persists until the end of your next turn. Roll a d6. On a 1, you cannot use the secondary power on your next turn. On a 6, creatures within 3 squares of the eye take fire damage equal to your Charisma modifier.

# Level 29 Daily Power

## Fury of Ogrémoch

The Lord of the Black Earth has nursed a grudge against the natural world since the gods first ripped it from his grasp. He craves the world's annihilation, if only to deny his enemies what they stole from him. Calling on Ogrémoch brings forth his malign presence in a whirling storm that petrifies creatures in its presence.

**Fury of Ogrémoch** **Warlock Attack 29**

*The ground trembles and dust chokes the air as Ogrémoch's wrath encases your enemies and then explodes each stony casing in a spray of jagged shards.*

**Daily ✦ Arcane, Elemental, Implement**
**Standard Action** **Close** blast 5
**Target:** Each enemy in the blast

**Effect:** The target is immobilized (save ends).
**First Failed Saving Throw:** The target is instead restrained (save ends).
**Second Failed Saving Throw:** The target is instead petrified (save ends).

**Aftereffect:** As a free action, make the following attack, which is a close burst 2 centered on the target.
**Target:** Each creature in the burst
**Attack:** Charisma vs. Reflex
**Hit:** 3d6 + Charisma modifier damage. If the target was restrained by this power, this attack deals 1d6 extra damage to it. If the target was petrified by this power, this attack deals 2d6 extra damage to it.
**Miss:** Half damage.

WAYNE ENGLAND

# Wizard

The roads to magical mastery are many and varied. Sorcerers call forth the power from within and bards channel arcane magic through story and song, but the wizard defines what magic is. For most wizards, magic is something learned and studied, a complex arrangement of formulas and mystical techniques buried in thick tomes, written in cramped hands using occult diagrams and strange symbols. After years spent in study and concentration, often under a stern master who guides his or her development, a wizard is free to use this scholarly training in pursuit of whatever objectives are important to the individual.

Scholarship is the most common path for the wizard—a dangerous route reserved for the brightest minds in the world—yet it is not the only one. The spells a wizard learns are things in the cosmos, complicated and often elusive, but they are things to be found, discovered, and used. Even though many wizards dredge up spells from old spellbooks, other sources provide this sort of magic. Great entities, mighty wizards in their own right, can lend magical knowledge to mortals in exchange for some inscrutable service. Other avenues might exist as well.

The following section presents new powers for wizards with a strong elemental theme, as well as a new wizard subclass, the sha'ir.

## Sha'ir

**Arcane Controller:** Using magic granted by your gen servant, you take control of the battlefield with the raw forces of elemental energy.

**Key Abilities:** Intelligence, Constitution

Sha'irs cull magical energy from the Elemental Chaos to power their spells. Rather than pore over ancient formulas and techniques, these wizards bargain with elemental powers for the magical knowledge they need. Sha'irs do not deal directly with these powers; instead, they rely on proxies, elemental spirits called gen servants, to negotiate on their behalf. Dispatching these servants to the Elemental Chaos each day, a sha'ir replenishes the necessary power and information to wield the forces of creation.

Their unconventional methods, combined with their reputation for consorting with dangerous, often violent, powers, place sha'irs on the fringes of the magical world. Other wizards regard sha'irs with scorn and distrust, believing that they cheat by circumventing the arduous training and research wizards must typically undergo. This mistrust stems from ignorance, however, for even though a sha'ir draws magic from a gen servant, a foundation in arcane training is necessary to wield the power he or she gains.

Since sha'irs do not clutter their minds with mystical formulas and arcane utterances, they have wider access to spells than other wizards enjoy. They need only know a spell's basic structure to request it from their gen servants. The gen servant then vanishes into the Elemental Chaos, where it bargains with more powerful elemental lords and creatures to acquire the spell the sha'ir seeks and then returns without fail to provide its master with the energy and means to cast the spell. So even though sha'irs do not employ spellbooks, they have access to the full expanse of wizards' most powerful and versatile spells.

The elemental powers that lend magical knowledge and energy to sha'irs do not do so without an expectation of recompense. Sha'irs often take up the adventurer's life for this reason. They work in the world and beyond as representatives, agents, and servants of their elemental masters. Many times a sha'ir does not even realize that his or her actions are furthering some elemental being's designs, and what might seem to be a normal expedition into the unknown could have consequences not realized for years to come.

## Creating a Sha'ir

A sha'ir is a type of wizard, a class introduced in the *Player's Handbook*. To create a sha'ir, use the character creation rules in the *Rules Compendium* or the *Player's Handbook*. The Character Advancement table (page 159) summarizes how many powers and feats your sha'ir should have at each level, as well as when ability scores increase.

A sha'ir lacks these wizard class features from the *Player's Handbook:* Arcane Implement Mastery, Ritual Casting, and Spellbook. A sha'ir instead gains the class features Gen Servant and Elemental Resistance.

### Sha'ir Traits

**Hit Points:** You start with hit points equal to 10 + your Constitution score. You gain 4 hit points each time you gain a level.

**Bonus to Defenses:** +2 to Will

**Healing Surges per Day:** 6 + your Constitution modifier

**Armor Proficiencies:** Cloth

**Weapon Proficiencies:** Dagger, quarterstaff

**Implement Proficiencies:** Orbs, staffs, wands

**Class Skills:** Arcana (Int), Diplomacy (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Nature (Wis), Religion (Int)

**Trained Skills:** Arcana, plus three more from the list of class skills

*A sha'ir and her djinnling servant*

TYLER JACOBSON

## Ability Scores

When you determine your ability scores, Intelligence should be your highest score, since a keen intellect is needed to master the intricacies of magic and also determines the accuracy and potency of your spells. Constitution should be your next highest score. Channeling the elemental energy that powers your spells is physically demanding, especially when you summon creatures to serve you.

Your other abilities can reveal a great deal about your character's history and personality. A high Strength or Dexterity hints at physical hardships, perhaps faced in a barren or otherwise dangerous homeland. A low Strength could mean you lived a pampered life and gained your training from a classroom or tutor. A high Charisma could mean you won over the genies with your words, while a low Charisma could suggest that you were an outcast and dabbled in forbidden lore on your own.

## Class Features

A sha'ir has the following class features, starting at level 1.

**Gen Servant** Elemental magic bows to no mortal master. Only those steeped in elemental energy or who can broker with the elemental powers can coax forth its magic. You enlist the aid of a minor elemental spirit, a gen servant, to keep you supplied with the magical energy you need to cast your spells. Each day, you dispatch this servant to the Elemental Chaos to steal, beg, or borrow this energy from the greater powers residing there. When the servant returns, the energy it brings back floods into your mind.

A gen servant is an arcane familiar forged from your own essence and that of elemental substance until it adopts a fixed and permanent form. As with any familiar, the characteristics that your gen servant takes on depend on you. The familiar might just be an extension of your magical abilities, or it might develop a distinctive personality, aiding you with knowledge from the Plane Below. How large a part your servant plays in your adventures is up to you.

**Benefit:** You gain the Arcane Familiar feat (page 142) as a bonus feat. You can choose any familiar normally available to a wizard or one of the familiars available only to sha'irs, which are described below.

At the end of each extended rest, when your familiar returns from its venture into the Elemental Chaos, you can replace one of your wizard daily attack powers or wizard utility powers with another wizard power of the same type. The new power must have a level, and its level must be the same as the old power's level.

**Daolanin** Stoic to the point of rudeness, daolanin tend to be dour and ill-tempered companions. They

prefer the truth, even when that truth cuts like a knife. Daolanin are squat creatures with brown or gray skin, dark hair, and brutish features. They are strong and fierce in battle and prove adept at keeping enemies at bay.

**Daolanin** **Familiar**

*The crude and abrasive daolanin compensates for its unpleasant disposition through the command it displays over elemental earth.*

**Prerequisite:** You must be a wizard (sha'ir).
**Speed** 6

Constant Benefits

**Earth's Upheaval**
The ground adjacent to you and the daolanin is difficult terrain for enemies that lack earth walk.

Active Benefits

**Gift of Stone**
When you use an arcane daily attack power, the daolanin pushes one enemy adjacent to it up to a number of squares equal to your Constitution modifier.

**Elemental Conduit**
Once per encounter, you can use your familiar's space as the origin for a close arcane attack power.

Djinnling The mercurial djinnlings often have unpredictable personalities. They are quick to anger, but quicker to forget, tending to drift through many moods with little warning or reason. Djinnlings are short, thin humanoids with blue skin and tousled white hair. They are swift servants, and they can use the winds as weapons to disperse your enemies.

**Djinnling** **Familiar**

*The djinnling's changeable nature does little to interfere with its willingness and ability to aid your cause.*

**Prerequisite:** You must be a wizard (sha'ir).
**Speed** 6, fly 4 (hover)

Constant Benefits

**Forceful Gusts**
You can slide one ally adjacent to you or to the djinnling 1 square as a minor action.

Active Benefits

**Gift of Wind**
When you use an arcane daily attack power, you slide one creature adjacent to the djinnling up to 2 squares, and the djinnling shifts up to 2 squares.

**Elemental Conduit**
Once per encounter, you can use your familiar's space as the origin for a close arcane attack power.

Efreetkin The aggressive and malicious efreetkin resemble their larger cousins in both appearance and temperament. With fiery hair, ruddy skin, and small horns sprouting from their brows, they look like little devils and often behave as such. They delight in causing mischief and are famous for causing trouble for their masters. Despite this tendency, efreetkin are potent allies in battle, and many sha'irs tolerate their wickedness because of the power they offer.

## SHA'IR RACE CHOICES

The following races make good choices for a sha'ir character.

**Genasi:** The first sha'irs, according to most legends concerning these wizards, were genasi. Or, at least, they were the humans who eventually became the genasi when they ventured into the Elemental Chaos. As elemental creatures and sometime allies of the genie races, genasi excel at manipulating elemental power and easily weave chaos energy into their arcane spells to great effect. Furthermore, genasi can tap into their own elemental nature to manifest destructive energy or alter their forms to escape danger.

The genies look favorably upon the genasi, regarding them as distant cousins or perhaps children when they are condescending. For this reason, the genies readily aid genasi allies. They magnify the talent the genasi already possess. Sha'irs among genasi communities are highly respected and valued as leaders and envoys.

The gods have little place in the lives of genasi sha'irs. Even gods who oversee arcane magic, such as Corellon, are accorded little respect, since sha'irs circumvent the methods he taught to the mortal races. If a sha'ir showed any favor to a particular god, it would be either Ioun or Vecna.

**Githzerai:** The githzerai withdrew to the Elemental Chaos to escape the escalating war with the githyanki. Finding the Plane Below to be a suitable haven, its shifting, changing landscape covering their retreat, they established outposts and monasteries from which they could study their new home. Though many githzerai found that the chaos reflected the upheaval in their hearts and used the insights gained from their scrutiny to unlock their minds' power, a few found the energy itself tempting and bent their wills to mastering it as wizards and warlocks.

Settling in the Elemental Chaos brought the githzerai into conflict with demons and slaads almost at once. In answer, the githzerai made alliances with the more peaceful genies, and from those alliances the first sha'irs were created. Githzerai sha'irs most often operate as diplomats and envoys to djinns and efreets. Within their communities, they might act as community leaders and advisors. Most githzerai sha'irs quit their communities altogether to explore the planes and increase their understanding of elemental magic.

Githzerai do not deal with gods often, and their sha'irs are no different. These people meet their spiritual needs by seeking enlightenment and evolving their minds beyond the limitations imposed by their bodies.

| Efreetkin | Familiar |
|---|---|
| *The fires glowing from within an efreetkin's blackened flesh hint at the malice these servants hold for natural creatures.* | |
| **Prerequisite:** You must be a wizard (sha'ir). | |
| **Speed** 8 | |
| Constant Benefits | |
| **Friend of Flames** | |
| You gain resist 5 fire. | |
| Standard Actions | |
| **Gift of Flame** (fire) | |
| When you use an arcane daily attack power, one enemy adjacent to the efreetkin takes fire damage equal to 3 + your Constitution modifier. | |
| **Elemental Conduit** | |
| Once per encounter, you can use your familiar's space as the origin for a close arcane attack power. | |

**Maridan** The playful maridans are a good-natured servants, friendly and personable. They are creatures of elemental water, and their green skin and blue hair help them blend into the depths. Though their spirits are often high, maridans are easily dismayed and might become uncooperative or angry when threatened. Maridans are thought to be the most reliable of allies, and their influence on the battlefield can slow enemies and interfere with their attacks.

| Maridan | Familiar |
|---|---|
| *The playful maridan brings levity to the most trying situations, yet its jocularity never interferes with the performance of its duty.* | |
| **Prerequisite:** You must be a wizard (sha'ir). | |
| **Speed** 6, swim 6 | |
| Constant Benefit | |
| **Aquatic** | |
| You and the maridan can breathe underwater. In aquatic combat, you gain a +2 bonus to attack rolls against nonaquatic creatures. | |
| Active Benefit | |
| **Gift of Water** | |
| When you use an arcane daily attack power, each enemy adjacent to the maridan is slowed, and you (if you are adjacent to the maridan) and each ally adjacent to it gain partial concealment. These effects last until the end of your next turn. | |
| **Elemental Conduit** | |
| Once per encounter, you can use your familiar's space as the origin for a close arcane attack power. | |

**Sha'ir Cantrips** The magic provided by a shair's gen servant hints at the power to come, yet the sha'ir must first master the elementary, minor spells before attempting greater feats.

**Benefit:** You gain four cantrips of your choice. (This book includes cantrip options. See *Heroes of the Fallen Lands* or the *Player's Handbook* for others.)

**Elemental Resistance** As you and your familiar harvest magic from the Elemental Chaos, you learn to protect yourselves and your companions from elemental damage.

**Benefit:** At the end of each extended rest, choose acid, cold, fire, lightning, or thunder. Until the end of your next extended rest, you and your allies have resistance to that damage type while adjacent to the familiar when it is in active mode. The resistance equals your Constitution modifier. At level 21, the resistance increases to twice your Constitution modifier.

## Powers

Your sha'ir starts with eight wizard powers of your choice:

- Two 1st-level wizard at-will attack powers
- One 1st-level wizard encounter attack power
- One 1st-level wizard daily attack power
- Four wizard cantrips granted by the feature Sha'ir Cantrips

When choosing your powers, consider the wizard powers introduced in this book, which include magical effects that have strong thematic ties to the Elemental Chaos. The *Player's Handbook*, *Arcane Power*, *Heroes of the Fallen Lands*, and other sources present a variety of other wizard powers to choose from.

## Skills

Your skills can reveal much about your character's past and upbringing, hinting at the circumstances that led to your character's becoming an adventurer and also what your character hopes to achieve. Interaction skills such as Bluff, Diplomacy, and Insight all improve your ability to negotiate, forge alliances, and manipulate others. Training in Bluff could mean you deceived an elemental entity into helping you, and Diplomacy might suggest that you won over the entity and gained its help through honest means.

Arcana might be the foundation for your magical training, but other knowledge skills such as Dungeoneering, History, Nature, and Religion demonstrate a broader education. Training in Dungeoneering could reflect some previous contact with Far Realm forces,

### DEFINING YOUR GEN

Your gen servant is your most distinctive class feature and the one that sets you apart from other wizards. Not only does it keep you supplied with magical energy and help you overcome enemies in battle, it is a constant companion. You might see your gen servant as nothing more than a mechanical asset, a class feature you can use to get the upper hand in battle. Your gen servant can be much more, however, than just a notation on your character sheet. A gen can be a friend, confidant, or advisor.

When you imagine your gen, consider how you recruited it to your service. How did you meet? Did you help the gen through a difficulty? Or did you negotiate service with it, offering something in return for its aid? If you negotiated, what did you offer?

*Her maridan companion looks apprehensive as an eladrin sha'ir holds a tome aloft invisibly*

RANDY GALLEGOS

perhaps driving you to seek out an unconventional source of power to combat them. History suggests an academic origin; perhaps you learned your techniques in a grand academy, a concept further supported by training in Religion. Training in Nature might mean that you encountered an elemental entity in the wilderness, perhaps at a place steeped in chaos magic or where the planar boundaries are thin.

## Feats

Certain feats are more useful to you at the start. As an implement user, any feat designed to increase your accuracy while also enhancing your ability to control enemies can serve you well. Orb Expertise, or a similar feat from the implement training category, improves your chance to hit while also letting you exert greater influence over your enemies. If you prefer damage, you can't go wrong with the Implement Focus feat.

Although implement training feats can benefit you in battle, other feats can serve your needs as well. Quick reaction feats, such as Aggressive Advantage and Improved Initiative, help you take control of the battlefield before your enemies have a chance to react. Toughness, Durable, Resilient Focus, and other enduring stamina feats ensure that you keep your feet.

As tempting as it might be to choose your feat based on combat needs, you can also use your feat choice to reinforce your character's personality and background. Learning and lore feats such as Elemental Synergy and Jack of All Trades demonstrate increased applications for your knowledge skills. Elemental feats, Child of Wind for example, open up a wide range of possibilities to explore your unusual heritage.

## Equipment

You have proficiency with cloth armor. Since you rely on magic to serve as your weapon, you have little need to arm yourself beyond a backup weapon for the rare occasion when you find yourself cornered.

Like all starting characters, you have 100 gp with which you can purchase your starting equipment. You should purchase an implement first. Orbs help wizards who favor strong control spells, while wands are good for expanding your spellcasting options and increasing your accuracy. Finally, a staff is a worthwhile choice if you favor defense over offense.

# New Wizard Powers

The powers in this section expand on those found in the *Player's Handbook*, *Heroes of the Fallen Lands*, *Arcane Power*, and other sources. These powers are among your options when you choose wizard powers of the given levels.

## Cantrips

**Water Stride** This cantrip emulates the Water Walking ritual, giving you the short-lived ability to pass across liquid obstacles such as streams or ponds.

**Water Stride** — **Wizard Utility**

*You speed across a liquid surface as if it were solid ground.*

**Encounter ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you can treat liquid surfaces as if they were solid ground but difficult terrain.

**Whispering Wind** A perfect spell for transmitting messages over short distances, you can use *whispering wind* to warn allies of danger or to coordinate an attack.

**Whispering Wind** — **Wizard Utility**

*You speak a message to the wind and let it carry your words to an audience you choose.*

**Encounter ✦ Arcane**
**Standard Action** **Personal**
**Effect:** You cause a breeze to carry a message of up to 25 words or a sound up to 6 seconds long to a place you choose. The destination must be within a number of miles equal to your Intelligence modifier and must be familiar to you, and it must be a location that the wind can reach. Once you complete the message or the sound, the wind travels at speed 5 (or 1 mile per hour) until it reaches the destination, where it conveys the message or the sound regardless of whether anyone hears it.
**Special:** You can have one *whispering wind* active at a time.

## Level 1 At-Will Powers

**Flame Arrow** The war wizard Melf, also called Prince Brightflame, created *flame arrow* to ignite missiles with elemental flame. Although the spell was intended for use with projectiles such as arrows or bolts, any ranged weapon will do.

### SOCIETY OF SHIFTING SANDS

The Society of Shifting Sands is an organization of sha'irs devoted to discovering and claiming artifacts lost beneath the desert sands. The society believes there was an ancient race of planar travelers who dwelt in deserts, and relics of the race's ancient magic lie hidden within their lost cities.

The society endears itself to desert settlements by setting up secret outposts for a time, bringing in new coin while chasing across the desert in search of artifacts. However, many of these settlements also become embittered when the society picks up and leaves.

Desert rulers are not happy with the Society of Shifting Sands, because these wizards tend to go where they want and dig up ancient cities, possibly unleashing who knows what in the way of curses. This conflict has led to all manner of unpleasantness in the past and has forced some members of the group underground. The society is extremely leery of making its goals and intentions known, and members rarely approach anyone directly for admission. Instead, they spread rumors that they are in an area and wait to see who seeks them out. Protective rituals and reliable informants help to keep the Shifting Sands out of trouble. In large part because the group keeps its activities secret, the number of newcomers to the society is necessarily limited. Over the last few years, the roster of membership has steadily declined, and still, only a handful of new members are recruited each year.

A schism has formed within the group. Some of its members would like to bring the society out of the shadows and make peace with local rulers. This would give them a freer hand in operations and allow them to swell their numbers. Other members of the society are happy with the group's low profile. For the most part, the society runs smoothly and doesn't draw undue attention to itself. By operating in this way, it has managed to gain quite a few prized artifacts without making enemies. At the current time, the society is in a state of indecision as both sides wait to see how and when the power struggle will begin in earnest.

At the head of the Shifting Sands is the Triumvirate, a group made up of the society's three most esteemed sha'irs. Once a year, the Triumvirate brings together all the society's members and gives them assignments. Most members take the assignments they are given without complaint and devote as much time as is reasonable to finishing their tasks, and they are free to use whatever resources are at their disposal.

Though somewhat haphazard in their record keeping, the members of the Shifting Sands are dedicated to their cause, and they rally to the defense of one of their own should the need arise. This is not a group to be feared, precisely, but respect is definitely in order.

**Flame Arrow** — Wizard Attack 1

*By pointing at a projectile or a ranged weapon, you cause it to be wreathed in flame.*

**At-Will ✦ Arcane, Evocation, Fire, Implement**
**Standard Action** **Close** burst 1
**Target:** You and each ally in the burst
**Effect:** The next ranged weapon attack that each target makes before the end of your next turn deals 1d6 extra fire damage.
*Level 21:* 2d6 extra fire damage.

### Howling Wall

Some wizards believe that wailing air elementals make the dreadful noise *howling wall* produces. Aside from the din, the spell is useful for spreading out your enemies since you can shape it in any way you wish.

**Howling Wall** — Wizard Attack 1

*A screaming wind gusts across the battlefield, buffeting creatures in its path.*

**At-Will ✦ Arcane, Evocation, Implement**
**Standard Action** **Area** wall 6 within 10 squares
**Target:** Each creature in the wall
**Attack:** Intelligence vs. Fortitude
**Hit:** You slide the target up to 2 squares, and it is slowed until the end of your next turn.

## Level 1 Daily Powers

### Watery Sphere

Calling forth elemental water and shaping it into a sphere helps protect you while also giving you a powerful weapon to ensnare your enemies.

**Watery Sphere** — Wizard Attack 1

*A single water droplet expands to overtake your enemies, trapping them inside an enormous watery sphere.*

**Daily ✦ Arcane, Implement, Transmutation, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in the burst
**Attack:** Intelligence vs. Reflex
**Hit:** The target is immobilized and grants combat advantage (save ends both).
**Miss:** You must slide the target up to 3 squares to a square adjacent to the burst.
**Effect:** The burst creates a zone that lasts until the end of your next turn. The zone is difficult terrain, and it grants partial cover to creatures on opposite sides of it. You can use a move action to move the zone up to 3 squares. If you do so, any creatures immobilized by this power and in the zone slide up to 3 squares, staying inside the zone. When a creature enters the zone or starts its turn there, you can use an immediate reaction to make the attack against that creature.
**Sustain Minor:** The zone persists until the end of your next turn.

***A howling wall spell repels would-be assailants as well as any solid obstruction does***

ZOLTAN BOROS

**Wind Blade** This spell gathers elemental air and compresses it into a razor-sharp blade. At your command, the blade flies through the air to slice your opponent to ribbons.

**Wind Blade** — Wizard Attack 1

*The moaning wind becomes a shrill whistle as you turn it into a blade perfect for slashing through your foes.*

**Daily ✦ Arcane, Conjuration, Force, Implement, Transmutation**
**Standard Action** **Ranged** 5

**Effect:** You conjure a blade of solid wind in an unoccupied square within range. The blade lasts until the end of your next turn. Enemies adjacent to the blade grant combat advantage. You can use a move action to move the blade to a square within range. When the blade appears, it makes the following attack, and while the blade persists, you can repeat the attack as a standard action.

**Target:** One creature adjacent to the blade
**Attack:** Intelligence vs. Reflex
**Hit:** 2d6 + Intelligence modifier force damage, and you can slide the target 1 square.

**Sustain Minor:** The blade persists until the end of your next turn.

# Level 2 Utility Powers

**Flare** Flooding arcane energy into a small area can create a pyrotechnic display to impress and dazzle those who behold it.

**Flare** — Wizard Utility 2

*Multicolored sparks, sizzles, and sparks erupt from the fire and provide a momentary distraction.*

**Encounter ✦ Arcane, Zone**
**Minor Action** **Area** burst 1 within 10 squares
**Effect:** The burst creates a zone of bright light that lasts until the end of your next turn. Creatures in the zone have partial concealment.

**Protection from Missiles** Most wizards prefer to fight from behind the front ranks. The biggest danger these wizards face is from ranged fire. *Protection from missiles* shields you and your nearby companions from arrows and bolts.

**Protection from Missiles** — Wizard Utility 2

*A wave of your hand calls forth a protective wind to disperse arrows and other missiles headed your way.*

**Daily ✦ Arcane, Zone**
**Minor Action** **Close** burst 2
**Effect:** The burst creates a zone that lasts until the end of the encounter. While in the zone, you and your allies gain a +4 power bonus to all defenses against ranged weapon attacks.

# Level 5 Daily Powers

**Fire Mantle** The obvious and destructive uses for elemental fire exist in many spells—yet, with proper finesse, fire can do more than destroy. *Fire mantle* protects a person from attacks by exacting a price from an enemy that comes too close.

## RENOWNED ELEMENTAL MAGES

Mages have studied the schools of magic for thousands of years, and many of the most well-known spells were worked out long ago by wizards who lived and died in ancient times. However, the schools of the elements—pyromancy and its as yet unnamed equivalents in cold magic, earth magic, wind magic, and water magic—are recent innovations in the arcane arts.

Some of the leading theorists and spell inventors in the schools of the elements continue to pursue their researches to this day, and can be found by those who seek their knowledge . . . although it is not always wise to press an archmage for his or her secrets.

The adventurer Maximilian is the inventor of many spells of earth manipulation, including the well-known *earthen grasp*. A brilliant, flamboyant human nobleman, Maximilian was a rakehell and iconoclast who upended several wizards' guilds with his elemental theories twenty years ago. He disappeared in the Underdark while experimenting with what he referred to as node magic, but his apprentice Gerard carries on his work and now serves as a royal advisor in Therund.

Alamaera, an eladrin sage, is widely regarded as the creator of the school of elemental air. A subtle and patient individual, her interest in defensive magic led her to devise spells such as *howling wall* and *cloud form*. She is now a powerful elemental anchorite who dwells in a castle on a drifting earthmote in the Elemental Chaos. She is rumored to command the allegiance of powerful djinns.

Perhaps the most notorious of these elemental mages is the despicable Abi Dalzim. A student of rare and unusual water magic, Abi Dalzim devised the *watery double* spell as well as the vile incantation known as *horrid wilting*. Abi Dalzim is a short, wizened human of advanced years, with a long, white beard and a bejeweled turban. Cruel, imperious, and hungry for ever greater magical power, Abi Dalzim makes his home in a half-buried necropolis lost in the sands of the great southern deserts. He pays close attention to other wizards, whom he views as potential rivals, and has been known to ambush heroes after they have recovered rare magical treasures, taking what he wants from their desiccated corpses.

**Fire Mantle** — Wizard Attack 5

*You wreathe yourself or an ally in protective fire, which punishes nearby foes.*

**Daily ✦ Arcane, Aura, Evocation, Fire**
**Standard Action** **Ranged** 10
**Target:** You or one ally
**Effect:** You activate an aura 1 on the target that lasts until the end of the encounter or until the target dismisses it as a minor action. When any enemy enters the aura or ends its turn there, that enemy takes fire damage equal to your Intelligence modifier. An enemy can take this damage only once per turn.

In addition, until the aura ends, the target has partial concealment and resist 10 fire.

**Ice Knife** By freezing elemental water into ice, you create a weapon able to punch through armor or thick hide.

**Ice Knife** — Wizard Attack 5

*Hurling a blade of ice against your foe causes the ice to explode into jagged shards that tear through anything they hit.*

**Daily ✦ Arcane, Cold, Evocation, Implement**
**Standard Action** **Ranged** 20
**Primary Target:** One creature
**Primary Attack:** Intelligence vs. Reflex
**Hit:** 2d8 + Intelligence modifier cold damage, and the primary target is immobilized (save ends).
**Miss:** Half damage.
**Effect:** Make the secondary attack.
**Secondary Attack**
**Area** burst 2 centered on the primary target
**Secondary Target:** Each creature in the burst other than the primary target
**Secondary Attack:** Intelligence vs. Fortitude
**Hit:** 5 cold damage, and the secondary target takes a –2 penalty to AC (save ends).

# Level 6 Utility Powers

**Conjure Fortification** This spell was created to provide a hasty defense against a charging enemy or shore up an existing defense. Cunning wizards have also used it to create bridges across chasms, rivers, and other impediments.

**Conjure Fortification** — Wizard Utility 6

*A low stone wall rises from the ground, offering cover against attack or passage over an obstacle.*

**Daily ✦ Arcane, Conjuration**
**Standard Action** **Area** wall 5 within 10 squares
**Effect:** You conjure a wall of stone. The wall can be up to 1 square high, and at least 2 squares of it must rest on a solid surface. The wall lasts until the end of the encounter. The wall is blocking terrain. A creature can climb the wall with a DC 15 Athletics check.

WILLIAM O'CONNOR

*The ice knife spell is elemental water at its deadliest*

**Watery Double** Calling forth elemental water and imbuing it with your essence gives you a temporary, though potent, advantage in combat. Whenever you cast a spell, you can choose to cast it yourself or have your double cast it for you.

**Watery Double** — Wizard Utility 6

*Creating a duplicate of yourself from elemental water lets you cast spells from unexpected directions.*

**Encounter ✦ Arcane, Conjuration**
**Minor Action** **Ranged** 10
**Effect:** You conjure a watery double of yourself in an unoccupied square within range. The double occupies its space, and it lasts until the end of your next turn. Until the conjuration ends, you can use your space or the double's space as the origin for your wizard attack powers.

# Level 9 Daily Powers

## Death Smoke

Calling forth the Shadowfell's unhealthy atmosphere and lacing it with ribbons of elemental air lets you inundate an area with killing smoke. Your hold on the cloud is tenuous at best; it fights your control, trying to drift around the battlefield.

**Death Smoke** — **Wizard Attack 9**

*Great, billowing clouds of noxious smoke spread death and decay to your enemies.*

**Daily ✦ Arcane, Implement, Necrotic, Necromancy, Poison, Shadow, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in the burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d8 + Intelligence modifier necrotic and poison damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Squares in the zone are lightly obscured. Any creature that enters the zone or ends its turn there takes 5 necrotic and poison damage. A creature can take this damage only once per turn. You can move the zone up to 3 squares as a move action.
**Sustain Minor:** The zone moves 1d4 squares in a random direction, and it persists until the end of your next turn.

## Earthen Grasp

This spell forms a massive fist out of stone and animates it long enough to bludgeon any enemy it can reach.

**Earthen Grasp** — **Wizard Attack 9**

*A great fist rises from the ground to smash your enemies flat.*

**Daily ✦ Arcane, Conjuration**
**Minor Action** **Ranged** 20
**Effect:** You conjure a Large earthen fist on the ground in an unoccupied space within range. The fist lasts until the end of your next turn. The fist occupies its space, and you and your allies can flank with it. While the fist persists, you can use the secondary power at will.
**Secondary Power (Arcane, Implement)**
**Standard Action** **Close** blast 2 from the fist
**Target:** Each enemy in the blast
**Attack:** Intelligence vs. Reflex
**Hit:** 3d6 + Intelligence modifier damage, and the target falls prone.
**Sustain Minor:** The fist persists until the end of your next turn.

## Melf's Minute Meteors

Among the many battle spells Melf created, *Melf's minute meteors* might be the most famous. The spell brings forth fiery spheres that you can launch with minimal effort or keep around you to protect you from attacks.

**Melf's Minute Meteors** — **Wizard Attack 9**

*Tiny balls of fire wink into existence around your head, awaiting your command to streak toward a foe and detonate.*

**Daily ✦ Arcane, Evocation, Fire**
**Standard Action** **Personal**
**Effect:** Five fiery globes appear in the air around your head and hover there until they are expended or until the end of the encounter. While at least one globe remains, you can use the secondary power once per round, and any adjacent enemy that hits you with an attack takes 3 fire damage for each globe remaining.
**Secondary Power** (Arcane, Evocation, Fire, Implement)
**Minor Action** **Ranged** 20
**Target:** One enemy
**Attack:** Intelligence vs. Reflex
**Hit:** 2d4 + Intelligence modifier fire damage, and ongoing 5 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 5. One globe is expended.

# Level 10 Utility Powers

## Dig

You can use this spell to excavate a pit, clear a rubble-strewn hallway, or burrow a slanting passage up or down to reach another dungeon level.

**Dig** — **Wizard Utility 10**

*You cause earth and stone to pull apart, creating a deep pit or a shortcut to a different location.*

**Daily ✦ Arcane**
**Minor Action** **Ranged** 10
**Effect:** You create a hole on an unoccupied horizontal or vertical surface within range. The hole's opening can be up to 2 squares on a side. The hole's depth is up to a number of squares equal to twice your Intelligence modifier. Unless the DM rules otherwise, the hole does not destabilize the material around it. A creature can climb the hole's walls with a DC 20 Athletics check.

## Flowing Evasion

This spell works by flooding arcane magic into the water found in a target's body, thus letting the creature assume a liquid form. While in this form, the target can flow through and around enemies.

**Flowing Evasion** — **Wizard Utility 10**

*Assuming a watery form lets your target slither through the enemy ranks to get into position to make a attack or to escape.*

**Encounter ✦ Arcane**
**Move Action** **Close** burst 5
**Target:** You or one ally in the burst
**Effect:** The target can use a free action to shift up to a number of squares equal to your Intelligence modifier. The target can shift through enemy spaces.

## Gale Wall

Unlike many spells that create walls, *gale wall* does not need to stand on a flat surface and can hover in the air to inhibit flying enemies.

**Gale Wall** — **Wizard Utility 10**

*A wall of gusting wind slows movement and deflects missiles.*

**Daily ✦ Arcane, Conjuration**
**Minor Action** **Area** wall 8 within 10 squares
**Effect:** You conjure a wall of wind that lasts until the end of your next turn. The wall can be up to 4 squares high. Any creature that starts its turn in the wall or adjacent to it is pushed 1d4 squares away from it. Moving through a square of the wall costs 2 extra squares of movement. In addition, a creature has superior cover against any ranged weapon attack that passes through the wall.
**Sustain Minor:** The wall persists until the end of your next turn.

# Level 15 Daily Powers

## Fiery Constrictor

Arcane magic animates elemental fire you call forth, fixing it into a serpentine shape that seems almost alive. The shape slithers between your allies to ensnare the enemies they face.

**Fiery Constrictor** — **Wizard Attack 15**

*Elemental fire flows out from a single point to form into a slithering serpent that coils about your enemies and crushes them in its fiery embrace.*

**Daily ✦ Arcane, Evocation, Fire, Implement**
**Standard Action** **Area** wall 8 within 10 squares
**Target:** Each creature in the wall
**Attack:** Intelligence vs. Reflex
**Hit:** 2d8 + Intelligence modifier fire damage, and the target is restrained and takes ongoing 10 fire damage (save ends both).
**Miss:** Half damage, and ongoing 5 fire damage (save ends).

WAYNE ENGLAND

## Summon Invisible Stalker

Invisible stalkers are air elementals warped by ancient magic for the sole purpose of hunting and killing enemies. You can call forth one of these predators to fight for your cause.

**Summon Invisible Stalker** — **Wizard Attack 15**

*A relentless killer emerges from the Elemental Chaos to stalk your foe and strangle it to death.*

**Daily ✦ Arcane, Summoning**
**Minor Action** **Ranged** 5
**Effect:** You summon an invisible stalker in an unoccupied space within range. The creature is an ally to you and your allies.

The invisible stalker lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in the creature's description. You must have line of effect to the creature to command it. When you command the creature, you and the creature share knowledge but not senses.

When the creature makes a check, you make the roll using your game statistics, not including any temporary bonuses or penalties.

The creature lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

**Invisible Stalker** — **Level 15 Summoned Creature**
Large elemental humanoid (air)

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the invisible stalker if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6, fly 6 (hover)

☼ **Keen Senses ✦ Aura** 5
You gain a +5 power bonus to Perception checks while in the aura.

**Natural Invisibility**
The invisible stalker is invisible to creatures more than 1 square away from it.

**Standard Action ✦ At-Will**
*Requirement:* The invisible stalker must not be grabbing a creature.
*Attack:* Melee 2 (one creature); your level + 5 vs. AC
*Hit:* 2d10 + your Intelligence modifier damage, and the target is grabbed (escape DC 24). Until the grab ends, the target takes ongoing 5 damage and grants combat advantage.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The invisible stalker either walks, shifts, runs, stands up, squeezes, crawls, or flies.

**Opportunity Action ✦ At-Will**
*Trigger:* An adjacent enemy misses the invisible stalker with an attack.
*Effect:* The invisible stalker can shift 1 square.

*A halfling wizard protected by living iron fears no spears*

DAVE ALLSOP

### Vitriolic Sphere The corrosive fluids created by *vitriolic sphere* burn so fiercely that your enemies cannot protect themselves from the attacks that follow.

**Vitriolic Sphere** **Wizard Attack 15**

*The orb of acid you hurl against your opponent burns your target severely and splashes out to catch anyone nearby.*

**Daily ✦ Acid, Arcane, Evocation, Implement**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 3d6 + Intelligence modifier acid damage, and the target grants combat advantage and takes ongoing 10 acid damage (save ends both).
**Miss:** Half damage, and the target grants combat advantage until the end of your next turn.
**Effect:** Each creature adjacent to the target grants combat advantage until the end of your next turn and takes acid damage equal to your Intelligence modifier.

## Level 16 Utility Powers

### Alter Self Many hydromancers maintain their youthful appearance by manipulating the water in their bodies. You can use these same techniques to appear as anyone you wish.

**Alter Self** **Wizard Utility 16**

*You alter your features until you become a stranger to all who know you.*

**Daily ✦ Arcane, Polymorph**
**Minor Action** **Personal**
**Effect:** You alter your physical form to take on the appearance of any humanoid of your size category. You retain your game statistics in your new form. Your clothing and other equipment are unchanged. To impersonate a specific individual, you must have seen that individual. Your new form lasts until you use this power again or until you end it as a minor action.

Any creature can discern that your form is a disguise by making an Insight check opposed by your Bluff check. You gain a +5 power bonus to your check.

### Cloud Form When you need to scout an area or to slip away from a vicious enemy, this spell transforms you into mist so you can float through the air and drift through the tiniest cracks.

**Cloud Form** **Wizard Utility 16**

*Your body and equipment dissolve into a misty cloud. While in this form, you can move through any opening.*

**Daily ✦ Arcane, Polymorph**
**Minor Action** **Personal**
**Effect:** You assume a cloudy form until the end of the encounter or you use a minor action to dismiss it. While in this form, you are insubstantial, you have a fly speed of 6 (hover), and you gain a +5 power bonus to Stealth checks. In addition, you cannot attack and you cannot use any of your equipment. You can move through small holes or narrow openings large enough to permit smoke or air.

# Level 19 Daily Powers

## Horrid Wilting

The best hydromancers can not only create water but destroy it. *Horrid wilting* removes all the water from a creature's body until only a withered husk remains.

**Horrid Wilting** — **Wizard Attack 19**

*Crimson droplets fly from the target as your spell pulls the moisture from its body. Flesh withers, bones creak, and a dry whistle escapes from your opponent as its pain mounts.*

**Daily ✦ Arcane, Implement, Transmutation**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 9d4 + Intelligence modifier damage, and the target is slowed and weakened (save ends both). If the target has the aquatic or the water keyword, it takes 10 extra damage.
**Miss:** Half damage, and the target is slowed (save ends).

## Landslide

This spell tears up and flings forward the landscape, creating a wave of destruction that crashes into your enemies. The churning debris can stay in place or tumble away from you to drive your foes back.

**Landslide** — **Wizard Attack 19**

*Stones, pebbles, and debris tumble away from you in a tremendous flood of earth that sweeps through everything in its path.*

**Daily ✦ Arcane, Evocation, Implement, Zone**
**Standard Action** **Close** blast 5
**Target:** Each creature in the blast
**Attack:** Intelligence vs. Fortitude
**Hit:** 4d6 + Intelligence modifier damage, and the target falls prone.
**Miss:** Half damage.
**Effect:** The blast creates a zone that lasts until the end of your next turn. The ground of the zone is difficult terrain. You can take a move action to push the zone and each creature in it up to 3 squares.
**Sustain Minor:** The zone persists until the end of your next turn, and each creature in the zone takes 5 damage.

# Level 22 Utility Powers

## Command Water

By stopping briefly near a body of water and casting this spell, you can manipulate that water in any way you like.

**Command Water** — **Wizard Utility 22**

*The waters froth and tumble in response to your command, rising, falling, or parting to create a dry path.*

**Daily ✦ Arcane**
**Standard Action** **Ranged** 10
**Requirement:** You must use this power during a short or an extended rest.
**Target:** A lake or a stretch of river that has a diameter in miles of your Intelligence modifier or less.
**Effect:** Choose one of the following effects. The effect lasts until your next extended rest or until you dismiss it as a standard action.
- ✦ You reduce or increase the water's depth by a number of feet up to your Intelligence modifier.
- ✦ You create a dry path through the water. The path is up to 30 feet wide and extends from one shore to the other shore by the shortest distance, from your side of the water to the opposite side.

## Living Iron

This spell turns a creature's body to iron. Although slower and vulnerable to lightning, the affected creature can shrug off most damage, and its attacks strike with terrible force.

**Living Iron** — **Wizard Utility 22**

*As the spell takes effect, the target's body screeches as its flesh darkens to polished black iron.*

**Daily ✦ Arcane, Polymorph**
**Minor Action** **Melee** 1
**Target:** You or one ally
**Effect:** The target assumes the form of living iron. The form lasts until the target is affected by another polymorph effect, until you take a minor action to dismiss it, or until the end of the encounter. While in this form, the target gains vulnerable 20 lightning and is slowed. In addition, the target gains the following benefits.
- ✦ Resist 10 to all damage.
- ✦ Immunity to blindness, deafness, disease, and poison.
- ✦ No need to breathe, and thus cannot suffocate.
- ✦ +6 power bonus to melee damage rolls.

## ELEMENTAL VIEWPOINT: JENDA-SHAN, GENASI SHA'IR

How do you find Threshold now? You have been here for two Portals and you've adapted well—well for a human, that is. When we last spoke, you explained you came to my city in search of magic. I can tell you have found something, though maybe not what you thought you would, eh?

Friend, be at ease. The Elemental Chaos does not give up its boons without a price. You will grow accustomed to your new nature in time. You are one of us now. Oh, you are not genasi. Make no mistake about that. But the elemental energies are in you now. They fill you with power you can use to shape the world around you. It was magic you sought and magic you have found. Be patient and let go of your fragile nature.

The air gen you bound is restless. I can see it in your eyes. The gen is fickle and willful now, but do not fear—the gen will settle. You and your gen are one now, and once you become accustomed to each other, you will both be greater than you were apart.

# Level 25 Daily Powers

## Reverse Gravity

This spell's name is thought by some to be misleading. You do not, in fact, reverse gravity, but the effect is the same—you cause elemental air to hurl your target skyward. Fortunate targets find something to grab to arrest their movement. The unlucky ones keep rising until the spell wears off, only to fall to their doom.

**Reverse Gravity** — **Wizard Attack 25**

*A ferocious wind snatches your foes and wrenches them up into the air, carrying them so high that they almost vanish from view.*

**Daily ✦ Arcane, Evocation, Implement**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each enemy in the burst
**Attack:** Intelligence vs. Fortitude
**Hit:** The target rises 40 feet off the ground, and it hovers there immobilized (save ends). If the target cannot rise the full distance (due to a ceiling or some other blocking terrain), it takes 1d10 damage for every 10 feet it is prevented from rising.
**Each Failed Saving Throw:** The target rises 20 more feet, and it takes 1d10 damage for every 10 feet it is prevented from rising.
**Miss:** The target falls prone, and it cannot stand up (save ends).

## Rime Beasts

Forming magical beasts from elemental cold bolsters your numbers with powerful allies. Their mere presence drains heat from the air, and when they sink their fangs into your foes, the beasts trap them in ice.

**Rime Beasts** — **Wizard Attack 25**

*Elemental water bubbles up from the ground and freezes into monstrous shapes that obey your every command.*

**Daily ✦ Arcane, Cold, Conjuration, Implement**
**Minor Action** **Ranged** 20
**Effect:** You conjure four Medium rime beasts in unoccupied squares within range. The rime beasts occupy their spaces and last until the end of your next turn. The rime beasts can be attacked. They share your defenses and have 20 hit points each. Any enemy that starts its turn in a square adjacent to a rime beast takes 10 cold damage and is slowed until the start of its next turn. In addition, while the rime beasts remain, you can take the following special actions.
**Standard Action:** Each rime beast makes the following attack. Melee 1 (one enemy); Intelligence vs. Fortitude; 2d6 + Intelligence modifier cold damage, and the target is restrained until the end of your next turn.
**Move Action:** You move each rime beast up to 4 squares.
**Sustain Minor:** The beasts persist until the end of your next turn.

# Level 29 Daily Powers

## Crack the World

What makes this spell so dangerous is that it not only creates a rift to the Elemental Chaos, it causes the earth to rip apart. Creatures that fall into the rift vanish in its black depths until they can find their way out.

**Crack the World** — **Wizard Attack 29**

*The ground shudders and pulls apart to form a deep chasm into which your enemies fall.*

**Daily ✦ Arcane, Evocation, Implement**
**Standard Action** **Area** wall 8 within 20 squares
**Target:** Each creature in the wall
**Attack:** Intelligence vs. Reflex
**Hit:** The target is removed from play and takes ongoing 30 damage (save ends both).
**Aftereffect:** The target returns to play prone in a square adjacent to the wall.
**Miss:** The target takes 15 damage, and you push it up to 3 squares away from the wall.
**Effect:** The wall's space on the ground becomes a chasm 80 feet deep. A creature can climb the chasm's walls with a DC 31 Athletics check.

## Devastating Whirlwind

This destructive spell calls down a tornado to tear through your enemies and carry them away.

**Devastating Whirlwind** — **Wizard Attack 29**

*A whirling column of wind rips across the landscape, hurling creatures into the air.*

**Daily ✦ Arcane, Implement, Zone**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in the burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d8 + Intelligence modifier damage, and the target is immobilized and takes ongoing 15 damage (save ends both).
**Aftereffect:** You push the target up to 6 squares away from the burst's origin, and the target falls prone.
**Miss:** You push the target up to 6 squares away from the burst's origin, and the target falls prone.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Any creature that ends its turn in the zone takes 10 damage and falls prone. You can take a move action to move the zone up to 8 squares, and any immobilized or prone creature in it slides with it, remaining in position in the zone.
**Sustain Standard:** The zone persists until the end of your next turn, and you can repeat the attack against each creature in the zone, although this attack has no effect on a miss.

*Crack the world sends a trio of drow to their doom*

**Flash Freeze** This spell calls forth a wind from the coldest regions of the Elemental Chaos and releases it in a lethal blast capable of freezing creatures solid.

**Flash Freeze** **Wizard Attack 29**

*An arcane wind blasts elemental cold at your foes and freezes them in their tracks.*

**Daily ✦ Arcane, Cold, Implement, Zone**
**Standard Action** **Close** blast 5
**Target:** Each creature in the blast
**Attack:** Intelligence vs. Fortitude
**Hit:** 7d6 + Intelligence modifier cold damage, and the target is petrified until the end of your next turn.
**Aftereffect:** The target is slowed and takes ongoing 10 cold damage (save ends both).
**Miss:** Half damage, and the target is restrained until the end of your next turn.
**Effect:** The blast creates a zone that lasts until the end of your next turn. Squares in the zone are difficult terrain. Any creature knocked prone in the zone takes 10 extra cold damage.

**Incendiary Cloud** Perhaps the subtlest elemental fire spell, *incendiary cloud* appears to be a normal explosion of fire. Its nature reveals itself when you feed arcane energy into the cloud and cause it to expand until everyone catches fire.

**Incendiary Cloud** **Wizard Attack 29**

*A fiery bead rapidly expands into a burning cloud that consumes everything it touches.*

**Daily ✦ Arcane, Fire, Implement, Zone**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 3d8 + Intelligence modifier fire damage, and ongoing 20 fire damage (save ends).
**Miss:** Half damage.
**Effect:** The target's space and each square adjacent to it become a zone that lasts until the end of your next turn. The zone is lightly obscured, and any creature that ends its turn in the zone takes ongoing 10 fire damage (save ends).
**Sustain Minor:** The zone's size increases by 1, and the zone persists until the end of your next turn.

STEVE ELLIS

CHAPTER 4

# Elemental Options

MANY ROADS lead to elemental mastery. A path might reveal itself through a chance encounter with a primordial shard, or exposure to a breach along one of the planar boundaries. Other heroes might spend their lives chasing after rumors, scouring the planes for any scrap of lore, to uncover the secrets needed to use even the most basic form of elemental magic. Then there are those who look inside themselves, peering into their souls for the elemental threads that exist in all mortal creatures, seeking to coax their ability to life with sheer willpower. There is no one true path to mastering such power; anyone has the potential to become an elemental hero.

This chapter highlights routes to elemental magic that involve aspects of a character other than theme or class. New paragon paths reinforce existing connections to the Elemental Chaos, or reflect new discoveries made on reaching the paragon tier. For those fully committed to mastering elemental power, two epic destinies describe possible futures. New feats explore ways characters can become more elemental in nature. A hero might form a bond with an elemental companion, or gain an elemental reward. All of these options add flavorful details to your character's story and help you realize his or her place in the DUNGEONS & DRAGONS world.

This chapter includes the following sections.

- **Paragon Paths:** Ten new paragon paths reveal new methods and expressions of elemental magic.
- **Epic Destinies:** Two epic destinies reward characters for harnessing power from the Elemental Chaos and explore their final fates.
- **Feats:** New feats offer ways to become a creature of the Elemental Chaos and ways to better harness its power.
- **Elemental Companions:** Any character can add some elemental abilities to his or her portfolio by learning how to summon an elemental companion.
- **Elemental Rewards:** Wreckage from the Dawn War litters the planes still. Finding these trinkets and earning these boons can put the power of creation in a hero's hands.

STEVE ELLIS

# Paragon Paths

The following paragon paths are available to any character who meets the prerequisites.

## Demon-Bound

**Prerequisite:** Demon spawn theme or any non-good alignment

The darkness of the Abyss is a deep wound in the center of the Elemental Chaos,a bleak vortex that births the planes' myriad evils. Corruption flows out from this darkening pit to infect the land and creatures and twist them to evil. During your adventures, you encountered abyssal energy—perhaps when you slew a demon or after you explored a tainted site. The corruption changed you, infected you, and exposed you to horrid evil. Now it is all you can do to hold that evil at bay.

### Level 11: Abyssal Action

Demonic energy supplements your personal power when circumstances demand more from you.

*Demon-bound*

**Benefit:** When you spend an action point to make an extra attack, you gain temporary hit points equal to one-half your level. You also gain a +2 bonus to attack rolls until the end of your next turn.

### Level 11: Abyssal Frenzy

The demonic influence that contaminates your soul responds instantly to violence and escalates the carnage you create.

**Abyssal Frenzy** — **Demon-Bound Attack 11**

*Striking one enemy triggers a wild outburst that pushes everyone in reach away from you.*

**Encounter ✦ Elemental**
**Free Action** — **Close** burst 1
**Trigger:** You hit with a melee attack.
**Target:** Each creature in the burst
**Effect:** Each target takes 10 damage, and you can push it 1 square.

### Level 11: Demonic Bloodlust

A ferocious attack can shatter both an enemy's body and its ability to protect itself.

**Benefit:** When you bloody an enemy with a melee attack, that enemy grants combat advantage to you until the end of your next turn.

### Level 12: Demonic Resilience

Your demonic presence wants you to live and intercedes on your behalf when you find yourself in peril.

**Demonic Resilience** — **Demon-Bound Utility 12**

*Profane runes flare on your body to protect you and give you strength.*

**Encounter ✦ Elemental**
**Immediate Interrupt** — **Personal**
**Trigger:** You are bloodied by an attack or are hit while bloodied.
**Effect:** Reduce the damage from the triggering attack by 10. Until the end of your next turn, your melee attacks deal 1d6 extra damage.

### Level 16: Vile Possession

The consciousness of another lurks inside you, filling your head with evil thoughts. Most times, you control this corrupting pulse, but pain or stress can free the fiend within.

**Benefit:** While you are bloodied, you gain a +2 bonus to melee damage rolls, and your allies provoke opportunity attacks from you. When anyone provokes an opportunity attack from you while you are bloodied, you take 5 damage if you do not make the attack. This damage cannot be prevented in any way.

ANNA CHRISTENSON

## Level 20: Demonic Stigmata

By surrendering to the demon within, you take on not only its killing power but its actual appearance.

**Demonic Stigmata** — **Demon-Bound Attack 20**

*You become a horrid demon. Horns break through your brow, your skin turns red, and unholy runes form on your skin.*

**Daily ✦ Elemental, Polymorph**
**Minor Action** **Personal**

**Effect:** You gain temporary hit points equal to one-half your level, and you assume the demonic stigmata form until the end of the encounter or until you end this effect as a minor action. While in this form, you gain the following benefits.

- ✦ Darkvision
- ✦ An additional use of *demonic resilience* during this encounter
- ✦ Use of the secondary power once per round

**Secondary Power**
**Minor Action** **Melee** 1
**Requirement:** You must have hit with a melee attack during this turn.
**Target:** One creature
**Attack:** Highest ability modifier + 5 vs. Fortitude
**Hit:** 1d12 + your highest ability modifier damage.

# DOOMLORD

**Prerequisite:** Ironguard theme, or proficiency with scale armor and a military melee weapon

From brooding fortresses in the Elemental Chaos, the Doomguard watches the decay of the cosmos and its unstoppable slide into dissolution. These stoic warriors believe the universe's fate was sealed when the gods defeated the primordials, because imprisoning these entities kept them from sustaining the world and thus doomed it. The Doomlords are the Doomguard's champions, warriors aligned against those who espouse order and perpetuate corrupt and tyrannical regimes. As is true of their cousins, the Doomguard Marauders (*Manual of the Planes*), the ranks of the Doomlords include both valiant champions of freedom and murderous anarchists.

## Level 11: Doomlord's Action

Channeling entropic forces causes reality to bend and groan around you until everything blackens and crumbles away around you.

**Benefit:** You can spend an action point to deal 1d10 + your highest ability modifier necrotic damage to each creature adjacent to you, instead of taking an extra action. Each creature damaged in this way then gains vulnerable 5 necrotic until the end of your next turn.

MARK BEHM

*Doomlord*

## Level 11: Entropic Surge

Rather than fully restore your vigor, you can channel some of your innate healing energy and release it in the form of wrath. For a few moments, you attacks fall with incredible accuracy.

**Benefit:** Whenever you spend a healing surge to regain hit points, you can choose to reduce the hit points regained by half your surge value to instead gain a +2 bonus to attack rolls until the end of your next turn.

## Level 11: Entropy Strike

Your weapon is a tool of entropy. With the aid of this power, your strikes undo the work of creation, one enemy at a time.

**Entropy Strike** — **Doomlord Attack 11**

*A ruinous attack ravages an enemy and delays its ability to recover from its injuries.*

**Encounter ✦ Elemental, Necrotic**
**No Action** **Special**
**Trigger:** You hit an enemy with a melee weapon attack.
**Effect:** The attack deals 1[W] extra necrotic damage, and the target cannot regain hit points or gain temporary hit points until the end of your next turn.

## Level 12: Doomlord's Advance

Entropy can cause reality to splinter or break apart. You sense the cracks around you and leap through them to ambush your foes.

**Doomlord's Advance** — Doomlord Utility 12

*Reality decays at your word, letting you slip through time and space in an instant.*

**Encounter ✦ Elemental, Teleportation, Zone**
**Move Action** — **Personal**
**Effect:** You teleport up to 5 squares, and the space you leave becomes a zone that lasts until the end of your next turn. Creatures in the zone or adjacent to it take a –2 penalty to attack rolls and saving throws.

## Level 16: Entropic Harbinger

The more creatures you defeat, the more the cosmos withers. Your destructive nature manifests as a field that prevents creatures from staving off death.

**Entropic Harbinger** — Doomlord Utility 16

*Dispatching an enemy releases entropic forces to rend and ruin your foes.*

**At-Will ✦ Aura, Elemental**
**Free Action** — **Personal**
**Trigger:** You reduce a nonminion enemy to 0 hit points.
**Effect:** You activate an aura 2 that lasts until the end of your next turn. Enemies in the aura cannot regain hit points or gain temporary hit points.

## Level 20: Hasten the End

The ultimate expression of your power is the ability to dissolve the bonds that hold an enemy together. A successful strike causes your opponent to degenerate until nothing but dust remains.

**Hasten the End** — Doomlord Attack 20

*Your weapon turns black when it strikes and causes your target to dissolve before your eyes.*

**Daily ✦ Elemental, Necrotic**
**No Action** — **Special**
**Trigger:** You hit an enemy with a melee weapon attack.
**Effect:** The enemy takes 2[W] extra damage, and it takes ongoing 20 necrotic damage (save ends). If any of this damage reduces the enemy to 10 hit points or fewer, it dies.
*Aftereffect:* Ongoing 10 necrotic damage (save ends).

# Elemental Anchorite

**Prerequisite:** Any elemental attack power

The most devoted students of the elements often withdraw from the society of fellow mortals to contemplate the deep truths of existence. You have chosen the lonely path of the elemental anchorite, dedicating yourself to a life of austerity and reflection. When your companions return to home, family, and high honors after their adventures, you instead seek solitude in places of great elemental power. The secrets of the universe are engraved in the stone of mighty mountains and whispered by the winds that sigh across lonely deserts.

Some elemental anchorites seek isolation in order to master ever more formidable abilities, using elemental essence to further whatever purposes they deem important. Others are more philosophical, and view themselves as servants of balance who act to check the excesses of forces, monsters, or villains that disturb the natural equilibrium of the world. The purpose to which you put your understanding of elemental forces is ultimately up to you.

## Level 11: Anchorite's Action

Elemental forces do not exist only in rock, air, or water; they also infuse every being composed of

*Elemental anchorite*

RANDY GALLEGOS

matter. In desperate moments, you can call upon these internal forces for strength and endurance.

**Benefit:** When you spend an action point, you can end all immobilizing or restraining effects on yourself. In addition, you gain a +2 bonus to elemental attack rolls until the start of your next turn.

## Level 11: Anchorite's Stability

You are keenly aware of your surroundings, and of the physical forces at play around you. It is difficult to move you when you don't want to be moved.

**Benefit:** Whenever you would be knocked prone or subjected to forced movement, you can make a saving throw to remain standing or to negate the forced movement.

## Level 11: Force of Balance

You exploit the subtle potential of forces in your environment to lend extra effectiveness to your attack.

**Force of Balance** — Elemental Anchorite Attack 11

*You strike with perfectly measured force, using elemental power to maximize the impact of your attack.*

**Encounter ✦ Elemental**
**No Action** — **Special**
**Trigger:** You hit an enemy with an elemental attack power.
**Effect:** The triggering attack deals 1[W] extra damage if it is a weapon attack or 1d8 extra damage if it is not a weapon attack, and the target falls prone.

## Level 12: Shielding Element

You can preserve some of the energy of your elemental attacks to protect yourself.

**Shielding Element** — Elemental Anchorite Utility 12

*You retain the energy of an elemental attack, shaping it into a short-lived shield to protect yourself.*

**Encounter ✦ Elemental; Varies**
**Minor Action** — **Personal**
**Requirement:** You must have hit an enemy with an acid, cold, fire, lightning, or thunder attack during this turn.
**Effect:** Until the end of your next turn, you gain resist 10 to one damage type of the attack (one of the types noted above). In addition, any enemy that hits you with a melee attack before the end of your next turn takes 10 damage of that type.

## Level 16: Elemental Sustenance

The power of the elements sustains and fortifies you. The endless endurance of the earth or the burning vigor of fire help you to recover from fatigue and injury when you call upon your elemental powers.

**Benefit:** When you use a daily elemental power, you can spend a healing surge.

## Level 20: Elemental Transcendence

Elemental energy sleeps in all things; with this power, you unlock it from pebble, air, plant, or creature. The destructive release of energy leaves a scorched area around you but fuels your elemental powers.

**Elemental Transcendence** — Elemental Anchorite Attack 20

*You draw upon the matter surrounding you to increase the intensity of your elemental attacks.*

**Daily ✦ Elemental, Stance**
**Minor Action** — **Personal**
**Effect:** You assume the elemental transcendence stance. Until the stance ends, your elemental weapon attacks deal 1[W] extra damage, and your elemental nonweapon attacks deal 1d8 extra damage. In addition, any enemy that ends its turn adjacent to you takes 10 damage.

# Elemental Savant

**Prerequisite:** Sorcerer (elementalist)

You have grown confident in your ability to shape your chosen element to your will. Winds shift and swirl at your least gesture, and flames brighten and dance in your presence, eager to answer your call.

Having mastered the talent of manipulating your element in the world around you, you now seek to understand its secret essence and bind it to yourself.

## Level 11: Elementalist Action

When supreme effort is called for, you can pour your all into your elemental spells to launch an attack of exceptional intensity. Even enemies that manage to elude your attack still feel some of its furious impact.

**Benefit:** When you spend an action point to take an extra action, the next sorcerer attack power you use before the end of your next turn deals extra damage to one target of the attack. The extra damage equals one-half your level.

## Level 11: Savant Focus

Your intensive study of your chosen element reveals new insights. In combat you can wield your favored element with uncanny precision.

**Benefit:** You gain a +1 power bonus to attack rolls with powers granted by your Elemental Specialty class feature.

*Elemental savant*

## Level 11: Savant Power

Already skilled in the control and manipulation of your favored element, you discover a new way to manifest your powers in battle.

**Benefit:** You gain an additional sorcerer at-will attack power of your choice.

## Level 12: Elemental Form

After exhaustive study and practice, you gain the ability to transpose your body in the natural world with your chosen element. In this form you are a roughly human-sized copy of yourself, insubstantial and amorphous. Though you can't easily attack in this form, it provides you with excellent protection from attack and offers you other advantages.

**Elemental Form** — **Elemental Savant Utility 12**

*With a thought, you force open your connection to the primordial forces. Enemies shrink back as your body disassociates, reforming as an expression of your elemental nature.*

**Daily ✦ Arcane, Elemental, Polymorph**
**Minor Action** — **Personal**

**Effect:** You assume the form of a living mass of your chosen element: wind, flame, water, or loose earth and sand. This form lasts until the end of the encounter or until you end it as a minor action. While in this form, you are insubstantial, you do not need to breathe, and you can't take standard actions. You can squeeze through any opening at least 1 inch in diameter. In addition, you gain the following benefits based on your chosen element.

*Air:* You have partial concealment and a fly speed of 6.
*Earth:* You have tremorsense 5 and a burrow speed of 5.
*Fire* (Aura, Fire): You activate an aura 1. Any creature that ends its turn in the aura takes 10 fire damage.
*Water* (Healing): You have regeneration 5 while bloodied, and you have a swim speed of 6.

## Level 16: Confer Protection

Your native resistance has made you virtually immune to all but the most powerful manifestations of your chosen element. You can provide your companions with similar resistances to energy you have mastered.

**Benefit:** While they are adjacent to you, allies share the resistances you gain from your Elemental Specialty class feature.

### ELEMENTARY VIEWPOINT: ALHANDRA OF THE SOUTH WIND

It really just is controlled chaos when you get down to brass tacks. My colleagues, those mages and arcanists who claim to wield true magic, are in fact imposing their will, or perhaps the will of those authors who first devised the spells, on the forces of chaos and disorder. Magic disrupts the natural laws. It breaks the rules. With it, mortals can become as gods, altering their reality as they see fit. It sounds very impressive, I know.

Let me dismiss the romance, if you'll allow me. These spells culled from dusty tomes and manuals preserved and guarded by countless wizards over the ages are nothing more than imagination and will. Yes, there are specific formulas, complex gestures, and all the funny little incantations and noises required to produce those effects, but they are all just for show. Hand a spell to a fighter and what do you think will happen? Nothing, of course. The fighter lacks the training to bend his will and imagination to produce the desired effect.

I suppose what I'm driving at is that if all the hoops a wizard must leap through in order to cast even a simple cantrip are nothing but a ritualized system, a crutch if you will, that provides a language for producing a desired effect, then finding other ways to produce the same or similar effects is in no way invalidated by adopting a different system. In effect, even though I learn my spells from powers residing in the Elemental Chaos, I am no less a wizard than any other bespectacled, pointy-hat-wearing fool clutching a book to his chest.

TYLER JACOBSON

## Level 20: Elemental Nature

You are slowly becoming an elemental creature. Your body is no longer mere flesh and blood; you might have a trace of fire in your blood or rock in your very bones. This demi-elemental nature makes you unusually resistant to effects that incapacitate other characters.

**Benefit:** You gain a +2 bonus to saving throws against ongoing damage and dazing or stunning effects. You also gain an additional use of *elemental form* each day, but you can use the power only once per encounter.

# Favored Sha'ir

**Prerequisite:** Wizard (sha'ir)

Your rapport with the elemental powers has grown to such a degree that they regard you as one of their own. Throughout the heroic tier, you established yourself as an able partner, ally, and, perhaps, servant of the elemental powers and in doing so earned greater and greater elemental rewards, including advanced arcane knowledge and more powerful spells. So armed, you stand ready to face even greater threats and reap even greater rewards.

The elemental powers' favor grants you deeper insights into elemental magic. Not only can your gen servant fetch potent spells, but you can pierce the barriers between the planes to draw forth power to serve your needs. Such command over creation's fundamental forces translates into an improved gen servant that, at your command, can manifest the Elemental Chaos's unruly energies in effective and dangerous ways. Not only does your gen servant improve, but when you master all the elemental gifts, you can transform your servant into a powerful elemental monolith.

## Level 11: Elemental Retreat

By proving your worth to the genies, you have earned their aid when the situation turns dire. You can manifest the elemental magic that they have bestowed on you to create a doorway through which you can step to gain succor. When you return moments later, you do so charged with the might of the Plane Below.

**Elemental Retreat** — **Favored Sha'ir Utility**

*With a gesture, you create a magical passage to the Elemental Chaos. Stepping through it, you disappear for a few moments, When you return, crackling energy dances across your body.*

**Daily ✦ Arcane, Elemental, Healing**
**Standard Action** **Personal**
**Effect:** You are removed from play until the start of your next turn. You reappear in an unoccupied space within 10 squares of the space you last occupied. Then choose one of the following effects.
- ✦ You can spend a healing surge.
- ✦ One ally adjacent to you can spend a healing surge.
- ✦ Each ally adjacent to you when you reappear gains a +2 power bonus to the attack rolls of powers that have the acid, cold, fire, lightning, or thunder keywords. This bonus lasts until the end of your next turn.

## Level 11: Gen Action

The bond between you and your familiar strengthens. When you push past your normal limits, a surge of elemental magic transports you both.

**Benefit:** When you spend an action point to take an extra action, you and your familiar can each teleport up to 5 squares as a free action before or after you take the extra action.

## Level 11: Wrath of the Genies

You have risen so far in the genies' esteem that they are ready to lend a hand if you need it. *Wrath of the genies* demonstrates how their interest can manifest in a sudden, destructive burst around your familiar.

**Wrath of the Genies** — **Favored Sha'ir Attack 11**

*You call forth the genies' anger through your familiar and release a wave of chaotic magic to wash over your foes.*

**Encounter ✦ Arcane, Elemental, Implement; Varies**
**Standard Action** **Area** burst 3 centered on your familiar in active mode
**Special:** The damage type that you resist today with your Elemental Resistance class feature determines this power's damage type.
**Target:** Each creature in the burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d6 + Intelligence modifier damage of the specified type. That type determines an additional effect.
*Acid:* The target takes a -2 penalty to all defenses until the end of your next turn.
*Cold:* The target is immobilized until the end of your next turn.
*Fire:* The target takes 1d6 extra fire damage.
*Lightning:* The target takes a -2 penalty to attack rolls until the end of your next turn.
*Thunder:* The target falls prone, and it is deafened until the end of your next turn.
**Miss:** Half damage.
**Effect:** You gain a +2 power bonus to the attack rolls of powers that have the acid, cold, fire, lightning, or thunder keywords. This bonus lasts until the end of your next turn.

*Favored sha'ir*

## Level 12: Chaos Tide

Chaos courses through all elemental power, and its influence is what gives elemental magic its unpredictable characteristics. Learning to draw more and more upon the Plane Below can twist reality and toss about the creatures in your presence.

**Chaos Tide** **Favored Sha'ir Utility 12**

*Raw, untamed chaos explodes from you and your familiar, causing reality to bend and snap back into place. Creatures caught in the manifestation find themselves in unexpected locations.*

**Encounter ✦ Arcane, Elemental, Teleportation**
**Free Action** **Close** burst 1
**Trigger:** You hit at least one enemy with an arcane attack power while your familiar is in active mode.
**Target:** Each creature in the burst and each creature adjacent to your familiar
**Effect:** You teleport each target up to 1d4 squares (roll once for each target). You cannot teleport a target into hindering terrain. You and your familiar then teleport up to 1d4 squares apiece.

## Level 16: Elemental Paragon

Elemental power suffuses your familiar. It is this power that lets you exert your will over the chaos welling up from the Plane Below. As you become more adept, so too does your familiar, which bestows an elemental boon on you.

**Benefit:** You gain a benefit based on the familiar you chose for the Gen Servant class feature.

*Daolanin:* While your familiar is in passive mode and you hit with an arcane at-will attack power, you can also push the target up to a number of squares equal to your Constitution modifier.

*Djinnling:* While your familiar is in passive mode and you hit with an arcane at-will attack power, you can also slide the target up to 2 squares.

*Efreetkin:* While your familiar is in passive mode and you hit with an arcane at-will attack power, the target takes extra fire damage equal to your Constitution modifier.

*Maridan:* While your familiar is in passive mode and you hit with an arcane at-will attack power, you and each ally adjacent to you can shift up to a number of squares equal to your Constitution modifier as a free action.

*Other Familiar:* While your familiar is in passive mode and you hit with an arcane at-will attack power, you can teleport a number of squares up to your Constitution modifier.

## Level 20: Unleash Monolith

The genies' interest in you continues to increase, and with this attention comes even greater rewards. If you have need, you can call upon their favor to transform your familiar into an elemental monolith. The elemental breaks free from the familiar's form, its normal

TYLER JACOBSON

appearance melting away as the towering elemental comes into existence. The monolith obeys your every command and lurches forth to crush your enemies.

**Unleash Monolith** **Favored Sha'ir Attack 20**

*You familiar swells and breaks apart, releasing an elemental monolith to fight on your behalf. This towering servant wades into battle, smashing and destroying as you command it.*

**Daily ✦ Arcane, Elemental, Summoning**
**Minor Action** **Ranged** 5
**Requirement:** Your familiar must be in passive mode.
**Effect:** Your familiar is removed from play, and you summon an air, an earth, a fire, or a water monolith in an unoccupied space within range. The creature is an ally to you and your allies.

The monolith lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in the monolith's description. You must have line of effect to the creature to command it. When you command the creature, you and the creature share knowledge but not senses.

When the creature makes a check, you make the roll using your game statistics, not including any temporary bonuses or penalties.

The creature lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter. When the monolith vanishes, your familiar returns to play in passive mode.

**Air Monolith** **Level 20 Summoned Creature**
Large elemental magical beast (air)

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the monolith if an effect allows it to spend one
**Defenses** your defenses + 2, not including any temporary bonuses or penalties
**Speed** 0, fly 8 (hover)
**Vulnerable** 5 fire

**Phantom on the Wind**
The monolith becomes invisible whenever it starts your turn without an enemy adjacent to it. The invisibility lasts until the end of your next turn or until it hits or misses with an attack.

**┼ Standard Action ✦ At-Will**
*Attack:* Melee 2 (one creature); your level + 5 vs. Reflex
*Hit:* 2d8 + your Intelligence modifier damage, and the monolith can slide the target 1 square.

**┼ Standard Action ✦ Encounter**
*Attack:* Melee 1 (one creature that can't see the monolith); your level + 5 vs. Reflex
*Hit:* 4d8 + your Intelligence modifier damage, and the monolith grabs the target (escape DC 29) if it does not have a creature grabbed. Until the grab ends, the target takes ongoing 10 damage, and any ranged or melee attacks that hit the monolith deal only half damage to it and the other half to the grabbed target.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The monolith either walks, shifts, runs, stands up, squeezes, or crawls.

## ELEMENTARY VIEWPOINT: RUAN, FIRST MAGE OF CANTICLE

Elemental magic is dangerous, and for the life of me I cannot fathom why anyone would seek it out. There is a good reason why we wizards use elemental energy through arcane methods. The school of evocation was founded for the express purpose of doing just this. And you know, the school's founders did so because they understood what so-called elemental power was. It's not like the power from the gods, or even that granted by the spirits those savages claim are in every rock and tree and filthy mud pile. Most forms of magic exist outside the user, who must master the tradition, method, or some other process that allows an individual to create an effect that defies nature's laws.

For example, when I cast a spell, I do so through a known formula that combines vocalization and gesture to produce the desired outcome. Though I have little practical experience with primal magic or its practitioners, I do know that those witch doctors evoke their spirits—demons, if you ask me—to accomplish something that their simple, uncivilized minds can imagine. Method is crucial, since expertise in this area requires talent, training, and patience—qualities that most simple folk lack. Elemental magic, by contrast, requires no methodology to employ, and thus is available to any wretch that covets the dangerous power it promises.

I'm sure you think me a reprehensible person for my prejudices, but you must understand that I did not receive the title of First Mage by accident. No. I won my position through hard work, discipline, and, of course, exhibiting talents that set me apart from my fellows. Yet if anyone could access the power in my tomes, then where would I be? And what would happen if some miscreant could call down fire to incinerate a villain in an instant, or wipe out a coastline with a tidal wave born from something as innocent as a sneeze. It's madness! These elementalists must be stopped, and any doors to the secrets of elemental chaos must be sealed shut. To do otherwise is to invite doom upon our heads.

**Earth Monolith** **Level 20 Summoned Creature**
Large elemental magical beast (earth)

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the monolith if an effect allows it to spend one
**Defenses** your defenses + 2, not including any temporary bonuses or penalties
**Speed** 5, burrow 5

**Brittle Skin**
Whenever the monolith takes thunder damage, it takes a -2 penalty to all defenses until the end of your next turn.

**Standard Action ✦ At-Will**
*Attack:* Melee 2 (one creature); your level + 7 vs. AC
*Hit:* 2d8 + your Intelligence modifier damage, and the target cannot shift until the end of your next turn.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The monolith either walks, shifts, runs, stands up, squeezes, or crawls.

**Immediate Reaction ✦ At-Will**
*Trigger:* An enemy within 2 squares of the monolith attacks you.
*Attack:* Melee 2 (triggering enemy); your level + 7 vs. AC
*Hit:* 10 damage, and the target falls prone.

**Fire Monolith** **Level 20 Summoned Creature**
Large elemental magical beast (fire)

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the monolith if an effect allows it to spend one
**Defenses** your defenses + 2, not including any temporary bonuses or penalties
**Speed** 8, fly 4 (clumsy)

**Frozen in Place**
Whenever the monolith takes cold damage, it cannot shift until the end of your next turn.

**Heart of Flame** (fire)
Whenever an enemy adjacent to the monolith misses you or it with an attack, that enemy takes 10 fire damage.

**Standard Action** (fire) **✦ At-Will**
*Attack:* Melee 2 (one creature); your level + 5 vs. Reflex
*Hit:* Ongoing 15 fire damage (save ends).

**Minor Action ✦ At-Will** (1/round)
*Effect:* The monolith either walks, shifts, runs, stands up, squeezes, or crawls.

**Water Monolith** **Level 20 Summoned Creature**
Large elemental magical beast (water)

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the monolith if an effect allows it to spend one
**Defenses** your defenses + 2, not including any temporary bonuses or penalties
**Speed** 6, swim 6

**Aquatic**
The monolith can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against creatures that lack the aquatic keyword.

**Sensitive to Cold**
Whenever the monolith takes cold damage, it gains vulnerable 5 against the next attack that hits it before the end of your next turn.

**Standard Action ✦ At-Will**
*Attack:* Melee 2 (one creature); your level + 5 vs. Fortitude
*Hit:* 2d6 + your Intelligence modifier damage, and the monolith pushes the target up to 3 squares.

**Standard Action ✦ Encounter**
*Attack:* Close blast 3 (creatures in the blast); your level + 5 vs. Fortitude
*Hit:* 4d6 + your Intelligence modifier damage, and the monolith pushes the target up to 2 squares and knocks it prone.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The monolith either walks, shifts, runs, stands up, squeezes, or crawls.

*Earth monolith*

SAM WOOD

# God Warder

**Prerequisite:** Training in Religion

The gods decreed that the primordials would trouble the planes no more. To make good on this proclamation, they directed their servants to maintain prisons and preserve chains to ensure that these beings never escaped. You have made this cause your own and pledged your implement or weapon to the holy purpose of containing the primordials forever.

## Level 11: Exacting Action

The holy cause to which you are pledged lets you call an ally to your side or drag an enemy forward to face you.

**Benefit:** When you spend an action point to take an extra action, choose one creature within 5 squares of you that you can see. You can pull that creature up to 5 squares.

## Level 11: Heaven's Chains

The Astral Sea's enemies cannot escape your wrath. Your attacks bind them with weighty shackles.

**Benefit:** Immobilized enemies grant combat advantage to you. In addition, when you hit an enemy with a melee or ranged daily attack power and deal damage to it, you can reduce that damage by 10 (and no less than 10) to immobilize the target until the end of your next turn.

## Level 11: Righteous Prohibition

You pass judgment on your foe, calling upon godly intervention to punish your enemy for its wicked intent.

**Righteous Prohibition** — **God Warder Attack 11**

*The creature before you quavers at the brilliance of your strike and finds itself unable to respond in kind.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Highest ability modifier vs. Will. You have combat advantage against an elemental creature for this attack.
**Hit:** 3d8 + your highest ability modifier radiant damage. Until the end of your next turn, the target is slowed, and the damage of its acid, cold, fire, lightning, or thunder attacks is halved.
**Miss:** Half damage, and the target is slowed until the end of your next turn.

*God warder*

## Level 12: Warding Advance

The gods invest you with the holy power you need to protect allies from attack and punish your chosen foes in the same maneuver.

**Warding Advance** — **God Warder Utility 12**

*You blunt an enemy's attack with a swift prayer. Your words build confidence to ensure the success of your next strike.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An enemy damages an ally of yours with an attack while the ally is within 5 squares of you.
**Target:** The damaged ally in the burst
**Effect:** The damage against the target is reduced by 10. You can then shift 1 square, and you gain a +2 power bonus to attack rolls against the triggering attacker until the end of your next turn.

## Level 16: Bind the Wicked

Your justifiable anger binds your foes as securely as if you had wrapped them in chains.

**Benefit:** Whenever you hit an immobilized enemy with a melee or ranged attack, you can cause the enemy to be restrained instead of immobilized.

DAVE ALLSOP

## Level 20: Chains That Bind

The gods reveal the prayer you need to shackle an enemy as securely as the gods bound the primordials.

**Chains That Bind** — **God Warder Attack 20**

*Brilliant chains erupt from the ground to coil about your enemy, the burning light causing it to shriek in pain and fear.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Highest ability modifier vs. Fortitude. You have combat advantage against an elemental creature for this attack.
**Hit:** 2d10 + your highest ability modifier radiant damage, and the target is removed from play (save ends).
*Third Failed Saving Throw:* The effect ends, but the target appears in a random location in the Elemental Chaos.
**Miss:** Half damage, and the target is restrained until the end of your next turn.

# Herald of Vezzuvu

**Prerequisite:** Earthforger theme, firecrafter theme, primordial adept theme, or elemental pact warlock

Many primordials lie unconscious in their bonds, but Vezzuvu, the Queen of the Burning Mountain, still harbors both awareness and reason. Vezzuvu long ago determined that her road to freedom was to win the devotion (or fear) of mortal followers, and thereby become an elemental god. She can no longer stride the world or reign over an elemental domain, but she can still shake the mortal world by exerting her will on places of elemental power or bestowing on others the ability to call upon her essence.

As a herald of Vezzuvu, you have been gifted with a portion of the primordial's awesome abilities. You can wield this talent as you like, since Vezzuvu wants others who see your prowess to be drawn to her worship. The Queen of the Burning Mountain requires little from you most of the time, but her interests are erratic; you might walk the world for years without any messages from her, only to be sent suddenly to quell a volcanic rift, destroy the temple of an evil god, or seek out an artifact held by a frost titan.

## Level 11: Volcanic Resistance

Your fervent adherence to Vezzuvu renders you extremely resistant to fire in all its incarnations.

**Benefit:** You gain resist 10 fire, or resist 5 to any damage that includes fire, whichever causes you to take less damage.

## Level 11: Volcanic Action

At times of great need, you draw extraordinary strength from the Queen of the Burning Mountain.

**Benefit:** When you spend an action point to take an extra action, choose fire or thunder. You deal extra damage of that type with your next attack before the end of your next turn. This damage is equal to one-half your level.

## Level 11: Lava Bomb

Vezzuvu is a patron who lends herself to acts of destruction, as you might expect. *Lava bomb* allows you to bring forth a boulder-sized mass of molten lava and hurl it at your enemies.

**Lava Bomb** — **Herald of Vezzuvu Attack 11**

*You translate a heavy molten blob from the Elemental Chaos and drop it on a distant foe. Splatters of lava scorch nearby foes.*

**Encounter ✦ Elemental, Fire**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Highest ability modifier + 4 vs. Reflex
*Level 21:* Highest ability modifier + 6 vs. Reflex
**Hit:** 2d8 + your highest ability modifier fire damage, and ongoing 10 fire damage (save ends).
**Effect:** Each creature adjacent to the target takes 10 fire damage.

*Herald of Vezzuvu*

ADAM PAQUETTE

## Level 12: Vezzuvu's Balm

When molten rock slumbers in the marrow of your bones, fire can be a powerful restorative. This power allows you to heal yourself with an enemy's fire attack.

**Vezzuvu's Balm** — Herald of Vezzuvu Utility 12

*You absorb the heat of a fire attack, converting it into healing and empowering your next attack.*

**Daily ✦ Elemental, Healing**
**Immediate Interrupt** — **Personal**
**Trigger:** You take fire damage.
**Effect:** You don't take the fire damage. Instead, you regain a number of hit points equal to the fire damage you would have taken (don't apply your resistance), and you gain a +2 power bonus to attack rolls until the end of your next turn.

## Level 16: Volcanic Walk

Vezzuvu's heralds have a supernatural affinity for volcanic phenomena and easily move in or around terrain that others would not dare to enter.

**Benefit:** You ignore difficult terrain caused by volcanic conditions (lava, ash, or quaking). You can move on lava as if it were solid ground.

## Level 20: Volcanic Wrath

Those who anger Vezzuvu or her chosen servants face the most spectacular and destructive of all natural catastrophes: the searing heat and crushing power of a pyroclastic flow.

**Volcanic Wrath** — Herald of Vezzuvu Attack 20

*You open a rift to a volcanic eruption in the Elemental Chaos, blasting nearby foes and producing a flood of lava.*

**Daily ✦ Elemental, Fire, Zone**
**Standard Action** — **Close** blast 5
**Target:** Each creature in the blast
**Attack:** Highest ability modifier + 5 vs. Reflex
**Hit:** 3d8 + your highest ability modifier damage, and ongoing 10 fire damage (save ends). You push the target up to 3 squares.
**Miss:** Ongoing 10 fire damage (save ends).
**Effect:** The blast creates a zone that lasts until the end of the encounter. For creatures other than you the zone is difficult terrain and lightly obscured, and any creature that ends its turn there takes 10 fire damage.

# Legendary Hexblade (Elemental)

**Prerequisite:** Warlock (hexblade), elemental pact

Your pact weapon has claimed many enemies, and with each victory your prowess and confidence grow. You focus your study and practice on your pact and on the primordials whose power you share, hoping to solve more mysteries and master more secrets of elemental magic. With knowledge comes power, and power you shall have—at any cost.

## Level 11: Hexblade's Action (Elemental)

You can draw more sustenance from your pact when you need to push past your normal limits. When you do so, elemental essence alters your form to make it more resilient and flexible.

**Benefit:** When you spend an action point to take an extra action, you gain temporary hit points equal to one-half your level. Until the end of your next turn, your reach with melee weapon attacks increases by 1.

## Level 11: Elemental Pact Aspect

Magic that originates in the Elemental Chaos can protect you from the plane's destructive energy and help you withstand the rigors of hostile environments.

**Benefit:** You gain a +2 bonus to Endurance checks. At the end of each extended rest, choose acid, cold, fire, lightning, or thunder. You gain resist 10 to the chosen damage type until the end of your next extended rest. At 21st level, the resistance increases to 15.

## Level 11: Elemental Pact Curse

Although your primordial benefactors might not always be aware of your service, to ensure a steady supply of magical energy you must reinforce your pact with souls harvested from the enemies you defeat. The *chaotic mind curse* spell unhinges an enemy's mind to make the creature into an unwitting accomplice in creating carnage.

*Legendary hexblade*

**Chaotic Mind Curse** — **Legendary Hexblade Attack 11**

*Swirling multicolored lights attack the mind of your enemy and warp the creature's perceptions.*

**Encounter ✦ Arcane, Charm, Elemental, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One enemy
**Attack:** Charisma vs. Will
**Hit:** 3d10 + Charisma modifier psychic damage.
**Effect:** Until the end of your next turn, the target's allies provoke opportunity attacks from the target, and it must make every opportunity attack it can.

## Level 12: Elemental Pact Invocation

Chaos surges into you when you call on your distant source for assistance. Unpredictable and potentially dangerous, the primordials' boon might either protect you from magical attacks or subject to you even greater injury.

**Elemental Invocation** — **Legendary Hexblade Utility 12**

*Chaos power flows from your pact, and its uncontrollable energy might deflect or attract elemental attacks.*

**Daily ✦ Arcane, Elemental**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, whenever you take acid, cold, fire, lightning, or thunder damage, you can roll a d20. On a 10 or higher, you reduce the damage by 15. On a 1 or a 2, you instead take 10 extra damage of that type.

## Level 16: Improved Elemental Pact Boon

Each enemy slain feeds power to the primordials. In exchange, they take notice of you and reward your efforts with a surge of elemental energy.

**Benefit:** Whenever you use *warding chaos*, the next melee weapon attack you make before the end of your next turn deals extra damage of a type you choose equal to your Constitution modifier. Choose acid, cold, fire, lightning, or thunder damage when you make the attack.

## Level 20: Elemental Transformation

The chaos flowing into you triggers a drastic transformation. You become an elemental monstrosity, a living storm of destructive energy that shifts and changes with each attack you make. Your form protects you from those same chaotic forces.

ANNA CHRISTENSON

**Elemental Transformation** **Legendary Hexblade Attack 20**

*You draw upon primordial essence to complete your change into an elemental creature flaring with chaotic energy.*

**Daily ✦ Arcane, Elemental, Polymorph**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you gain resist 5 acid, cold, fire, lightning, and thunder. This resistance stacks with any other resistance you have. You also gain a +2 power bonus to AC and Fortitude, and you can use the secondary power once per round.
**Secondary Power** (Arcane, Elemental, Implement; Varies)
**Minor Action** **Close** burst 1
**Effect:** Before the attack, roll a d10 to determine the attack's damage type: 1-2, acid; 3-4, cold; 5-6, fire; 7-8, lightning; or 9-10, thunder.
**Target:** Each creature in the burst
**Attack:** Charisma vs. Fortitude
**Hit:** The effect is determined by the attack's damage type.
*Acid:* 10 acid damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
*Cold:* 10 cold damage, and the target is immobilized until the end of your next turn.
*Fire:* 10 fire damage, and ongoing 5 fire damage (save ends).
*Lightning:* 10 lightning damage, and the target grants combat advantage until the end of your next turn.
*Thunder:* 10 thunder damage, and you push the target up to 3 squares.

# Prince of Genies

**Prerequisite:** Elemental origin or training in Diplomacy

Your life took a turn for the strange when you discovered a minor treasure containing an elemental spirit. The being trapped inside promised you much in exchange for its freedom, offering anything in its power to grant. Freeing the spirit is not so easy, since potent wards keep it imprisoned. So you came to an arrangement with it. You will search for a way to free it, and it will help you complete your quests.

## Level 11: Genie in a Bottle

The spirit whispers advice and lends its aid as long as it has the power to do so.

**Benefit:** You gain a +1 power bonus to skill checks and saving throws.

## Level 11: Wishful Action

Drawing on the genie's magic gives you a better chance of succeeding on your next effort.

**Benefit:** When you spend an action point to take an extra action, you gain a +2 bonus to the next attack roll, saving throw, or skill check you make before the end of your next turn.

*Prince of genies*

## Level 11: Genie's Intercession

It is in your genie's interest to keep you alive. If an enemy manages to get in a successful blow against you, the genie whisks you away after you make a counterstrike.

**Genie's Intercession** **Prince of Genies Attack 11**

*An elemental spirit rushes forth to punish your attacker and then propels you and a comrade to safer spots.*

**Encounter ✦ Elemental, Teleportation**
**Immediate Reaction** **Melee** 1
**Trigger:** You are hit by an enemy adjacent to you.
**Target:** The triggering enemy
**Attack:** Highest ability modifier + 4 vs. Reflex
*Level 21:* Highest ability modifier + 6 vs. Reflex
**Hit:** 2d6 + your highest ability modifier damage, and you push the target up to 2 squares.
**Miss:** Half damage.
**Effect:** You and one ally adjacent to you each teleport up to 5 squares.

RANDY GALLEGOS

## Level 12: Limited Wish

Your genie can grant you whatever you wish, within reason, on a daily basis. It's also possible to use this boon to benefit one of your friends.

**Limited Wish** — Prince of Genies Utility 12

*Name your desire, and the genie provides it.*

**Daily ✦ Elemental**
**Minor Action** — **Close** burst 1
**Target:** You or one ally in the burst
**Effect:** Choose one of the following.
- ✦ The target regains the use of an expended encounter utility power.
- ✦ The target treats its next miss before the end of the encounter as a hit.
- ✦ The target gains a +2 power bonus to all defenses until the end of the encounter.
- ✦ The target gains training in one skill of his or her choice until the end of the encounter.

## Level 16: Luck of the Genies

The genie blesses you with good fortune and protects you from the most disastrous failures.

**Benefit:** Whenever you roll a natural 1 on a saving throw or a skill check, you can reroll it.

## Level 20: Genie's Gift

At the apex of the paragon tier, you finally learn how to coax your genie from its vessel. When it appears, it erupts with a flash and a bang that leaves your enemies befuddled. While the spirit is free, it grants a benefit to you or an ally you name.

**Genie's Gift** — Prince of Genies Attack 20

*The genie's vessel pops open, releasing a powerful elemental spirit that catches your enemies by surprise.*

**Daily ✦ Charm, Elemental**
**Standard Action** — **Close** burst 2
**Target:** Each enemy in the burst
**Attack:** Highest ability modifier + 5 vs. Will
**Hit:** The target is dazed (save ends).
**Miss:** The target is dazed until the end of your next turn.
**Effect:** You or one ally in the burst gains an action point that must be used before the end of your next turn or it is lost.

# Reforged Soul

**Prerequisite:** Elemental origin or Born of the Elements feat

However you came by your elemental nature—by birth or through exposure to elemental magic—you are now an elemental creature. Exploring your heritage and testing its limits increases your personal power as well as your ability to command the magic flowing from the Elemental Chaos. The more you grow in power, the stronger the plane's hold on you becomes.

## Level 11: Chaos-Touched

Your elemental nature grants you some control over and resistance to elemental energy.

**Benefit:** At the end of each extended rest, roll a d10 and consult the following table. You gain resist 10 to the damage type you rolled, and your reforged soul attack powers gain this damage type. The benefit lasts until the end of your next extended rest.

| d10 | Damage Type |
|---|---|
| 1-2 | Acid |
| 3-4 | Cold |
| 5-6 | Fire |
| 7-8 | Lightning |
| 9-10 | Thunder |

## Level 11: Surging Action

When your need is greatest, you can manifest your elemental nature as a surge of chaotic energy.

**Benefit:** When you spend an action point to make an extra attack, that attack deals 1d6 extra damage if it is a close or area attack, or 1d10 extra damage if it is a melee or ranged attack. This extra damage has a damage type matching the type you rolled for your Chaos-Touched feature. The extra damage increases to 2d6 and 2d10 at 21st level.

## Level 11: Elemental Cascade

Calling forth the chaos building inside you lets you release a gout of elemental energy to assail your foes.

**Elemental Cascade** — Reforged Soul Attack 11

*You release the potential raging within you as a crackling cascade of untamed energy.*

**Encounter ✦ Elemental**
**Standard Action** — **Melee** 1 or **Ranged** 10
**Target:** One creature
**Attack:** Highest ability modifier + 4 vs. Reflex
*Level 21:* Highest ability modifier + 6 vs. Reflex
**Hit:** 2d10 + your highest ability modifier damage.
**Miss:** Half damage.
**Effect:** Roll a d20. On a 10 or higher, you can repeat this attack once against a different target within range.

## Level 12: Flowing Chaos

More and more, you are becoming a conduit to the Elemental Chaos. Now you learn a way to release your inner energy to augment those around you.

**Flowing Chaos** — Reforged Soul Utility 12

*You exude the power of the elements to aid your nearby allies by enhancing the lethality of their attacks.*

**Daily ✦ Aura, Elemental**
**Minor Action** **Personal**
**Effect:** You activate an aura 1 that lasts until the end of the encounter. While in the aura, you and each ally gain a +3 power bonus to damage rolls that include acid, cold, fire, lightning, or thunder.

## Level 16: Embraced by Chaos

The Elemental Chaos's influence on you grows, giving you an expanded command of your innate abilities.

**Benefit:** You roll twice and use both results when you use your Chaos-Touched feature. When you get a duplicate result, choose any other damage type instead.

You are also able to speak, read, and write Primordial fluently.

## Level 20: Elemental Flood

You can loose the force raging inside you in an explosion of energy that selectively targets your foes.

**Elemental Flood** — Reforged Soul Attack 20

*Energy pours out from you in a terrible flood, burning, freezing, and destroying anything in its path.*

**Daily ✦ Elemental, Zone; Varies**
**Standard Action** **Close** burst 3
**Target:** Each enemy in the burst
**Attack:** Highest ability modifier + 5 vs. Reflex
**Hit:** 3d8 + your highest ability modifier damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Any enemy that enters the zone or ends its turn there takes 10 damage of the types rolled for your Chaos-Touched feature (a creature can take this damage only once per turn).
**Sustain Minor:** The zone persists until the end of your next turn.

# Speaker of Xaos

**Prerequisite:** Training in Arcana

The Speakers of Xaos are a society of sages, wizards, explorers, and priests who study the Elemental Chaos. You are a member in good standing of this fellowship. The Speakers maintain libraries, small colleges, and chapter houses in many elemental domains, including the City of Brass and Zerthadlun,

ZOLTAN BOROS

*Reforged soul*

and the organization has small chapters in various mortal worlds as well.

The Speakers have no great purpose beyond a shared interest in the magic, secrets, and phenomena of the Elemental Chaos. Members report interesting discoveries to their fellows, consult with each other on difficult problems, and work together to collect and preserve unusual knowledge or resources pertaining to the Plane Below. Individual members are also free to follow their own desires regarding whether to share information or respond to calls for assistance from their fellows. The only rule is to treat your colleagues as you would have them treat you.

## Level 11: Xaos Lore

You hold potent secrets of elemental spellcasting; your elemental spells and abilities are especially pernicious and long-lasting.

**Benefit:** You gain a +1 bonus to attack rolls against creatures that have the elemental origin, and such creatures take a –1 penalty to saving throws against effects you create.

*Speaker of Xaos*

## Level 11: Xaos Action

You command elemental powers with surprising deftness and flexibility, especially when you are under duress.

**Benefit:** When you spend an action point to take an extra action, you can widen the effect of the next cold, fire, lightning, or thunder attack you make before the end of your next turn. Choose to either add one target within range to a melee or ranged attack or increase the size of a burst or a blast by 1.

## Level 11: Elemental Durance

After calling upon a power that makes use of elemental energy, you can retain an echo or remnant of that energy. This power allows you to shape that remnant into a cage of blazing fire, bitter cold, or crackling lightning.

**Elemental Durance** — **Speaker of Xaos Attack 11**

*You shape the elemental energy of an attack into a temporary prison.*

**Encounter ✦ Elemental; Varies**
**Free Action** **Special**
**Trigger:** You hit an enemy with a cold, fire, lightning, or thunder attack.
**Effect:** You push the enemy 1 square. If it moves before the end of its next turn, it takes 3d10 damage of the type dealt by the triggering attack.

## Level 12: Repel Elements

Your understanding of the essential nature of elemental creatures and energies provides you with the power to hold them at bay when you wish.

**Repel Elements** — **Speaker of Xaos Utility 12**

*Your mastery of the elements allows you to inscribe a ward against energy of a particular type.*

**Encounter ✦ Elemental, Zone**
**Minor Action** **Close** burst 1
**Target:** Each elemental enemy in the burst
**Effect:** You must push each target 1 square. The burst then creates a zone that lasts until the end of your next turn. Elemental enemies cannot willingly enter the zone, and you and each ally in the zone gain a +2 power bonus to all defenses against attacks that deal cold, fire, lightning, or thunder damage, as well as the attacks of elemental enemies.

## Level 16: Power of Xaos

You are so skilled in wielding elemental force that your successful attacks always inflict a significant amount of harm.

**Benefit:** When you deal damage with a cold, fire, lightning, thunder, or elemental attack, reroll any damage die that results in 1 until you get a 2 or higher.

## Level 20: Elemental Chains

You are a master at shaping elemental energy. With this power, you can transform your elemental magic into damaging bonds, pinning your enemies in place.

**Elemental Chains** — **Speaker of Xaos Attack 20**

*The residue of your elemental attacks erupts in light and color, forming chains that wrap around your foe.*

**Daily ✦ Elemental; Varies**
**Free Action** **Special**
**Trigger:** You hit one or more enemies with an attack dealing cold, fire, lightning, or thunder damage.
**Effect:** Each enemy you hit with the triggering attack is restrained and takes ongoing 15 damage of the type dealt by the triggering attack (save ends both). Each enemy you missed with the triggering attack is immobilized until the end of your next turn.

TYLER JACOBSON

# Epic Destinies

The following epic destinies are available to any character wishing to pursue a destiny influenced by the elemental powers.

## Emergent Primordial

*You carry the essence of an imprisoned primordial, a being so vast, so terrible, that the gods imprisoned it in the Elemental Chaos.*

**Prerequisite:** 21st level; elemental origin, Born of the Elements feat, or any elemental power

There is no full accounting of the primordials sealed away in the Elemental Chaos and elsewhere in the planes. Their roster is endless, their exploits too terrible to dwell upon. They are too powerful to die, too dangerous to live. The gods sealed them in the deepest depths to ensure that they would trouble the planes no more. During their imprisonment, the primordials have never ceased their efforts to escape and to resume the struggle against the gods they hate.

In exploring elemental magic, you have been touched by a primordial's essence. Perhaps only a dream has settled in your mind, or maybe a shard of a fallen primordial became lodged inside you. When you attain the epic tier, the shard awakens and begins merging its identity with yours until one day you become like a primordial.

### Living the Destiny

Although the primordial within you seeks to annihilate your identity, it has no choice but to bend to your will. At the same time, your growing power awakens the primordial in your thoughts, gradually drawing it out from its long slumber until its presence pervades your consciousness. By the time you complete your final quest, you might be ready to surrender your body and soul to the primordial—or descend into the Elemental Chaos to confront and destroy it for good.

### Level 21: Primordial Rebirth

An elemental essence awakens inside you and lends you its power. The essence transforms you, turning you into a suitable vessel for its emerging presence.

**Benefit:** You increase one ability score of your choice by 2.

Your origin changes to elemental if it is not elemental already, and you can speak, read, and write Primordial.

JIM NELSON

*Emergent Primordial*



In addition, choose one of the following: acid, cold, fire, lightning, or thunder. You gain resist 15 to the chosen damage type, and you gain a +3 bonus to damage rolls that include that type.

### Level 24: Primordial Rebirth

Death cannot claim you as long as the primordial shares your body. If you fall in battle, the primordial awakens to your enemies' detriment.

**Benefit:** Once per day when you start your turn at 0 hit points or fewer, you regain hit points equal to your bloodied value. When you do so, each ally within 5 squares of you can spend a healing surge. In addition, each ally within 10 squares of you who has this epic destiny gains 20 temporary hit points and can shift 1 square as a free action.

### Level 26: Primordial Form

The primordial essence strains against your body's limitations, demanding release and battering your psyche. When you give in to the primordial's demands, you become a monstrous creature, an elemental nightmare towering over the battlefield.

**Primordial Form** **Emergent Primordial Utility 26**

*You free the primordial within you and transform into a titanic elemental being, like the ancient and terrible forces unseen since the Dawn War.*

**Daily ✦ Elemental, Polymorph**
**Minor Action** **Personal**

**Effect:** You assume the form of a Huge primordial-like creature until the end of your next turn. Creatures adjacent to you when you assume the form are pushed 1 square, or they fall prone if they cannot be pushed. While in this form, you gain the following benefits.

- ✦ Your reach increases by 2.
- ✦ You gain resist 5 to all damage.
- ✦ You gain a +4 power bonus to melee damage rolls and damage rolls that include acid, cold, fire, lightning, or thunder.

**Sustain Minor:** The form persists until the end of your next turn.

## Level 30: Primordial Ascendance

You and the primordial merge. Now that your elemental nature is unfettered, it might seek to resume its war against the gods or turn its malign attention against other enemies. Your greatest successes renew and embolden your allies.

**Benefit:** Whenever you score a critical hit or reduce a nonminion enemy to 0 hit points, each ally within 5 squares of you gains 10 temporary hit points, and each one gains a +2 power bonus to attack rolls until the end of your next turn.

# Lord of Chaos

*You incarnate a creative force that can shape the Elemental Chaos into continent-sized wonders and sculpt kingdoms. The multiverse itself is your canvas.*

**Prerequisite:** 21st level

Long ago, an ancient race of mighty sorcerers abandoned the material world for the Elemental Chaos, drawn by the plane's infinite mutability. These were the Reigar, a humanlike people who revered personal freedom, expression, and artistry above all other values. In time they mastered the secrets of immortality and became a race of godlings in mortal form—self-centered, capricious, driven only by the desire to experience new sensations and outdo each other in creative works. Foreseeing that their race would eventually dwindle and stagnate, the Reigar created one last masterwork of cooperative magic: a sentient, self-guiding force that would seek out the most brilliant and worthy souls among mortals and gift them with the powers of the Reigar, thus renewing the race across the ages.

In the course of your mortal adventures, you have developed into that one person in a million who embodies the exquisitely rare mix of brilliance, beauty, willfulness, and creativity that characterizes the immortal ranks of the Reigar. The ancient lore of the Reigar has revealed itself to you and given you the ability to shape the world to suit your whims.

## Living the Destiny

Few of your kind remain anywhere in the multiverse. You and your kindred souls are not mortals, nor gods, nor elemental beings; you are something else. As a Lord of Chaos, you might commit yourself to shaping a vast swath of the elemental plane into a domain of your own. You or your descendants could rule over an extraplanar kingdom forged by your will and imagination. Or you might choose to roam the multiverse, immersing yourself in every interest and experience that catches your eye. Whatever path you take, you eventually leave your adventuring career behind, drawn by the challenge of shaping and ordering your own private universe.

*Lord of Chaos*

MARK BEHM

## Level 21: Awakening

An intangible mantle of power begins to gather around you, and you awaken to the realization that you are more than the mortal you once were.

**Benefit:** You increase your Charisma by 2, and your origin becomes immortal.

In addition, you gain a shakti, an ancient tool of the Reigar that takes the form of a small statuette or token that is representative of you. As a minor action, you can transform it into a +5 *magic weapon*, *magic implement*, *magic armor*, or *amulet of protection* (+6 at 26th level). If the shakti leaves your person or is destroyed somehow, it turns to dust. You can create it again as a minor action, and it appears on your person in the desired form.

## Level 24: Rapid Reincarnation

You can recover from mortal injury by making your body disincarnate, briefly relinquishing your physical form, and then re-creating it shortly afterward anywhere near where you fell.

**Benefit:** Once per day when you would make a death saving throw, you can instead choose to become disincarnate. Your body disappears in motes of golden light, and you can then reincarnate anywhere within 1 mile, between 1 minute and 1 hour later. You reincarnate with hit points equal to your bloodied value.

## Level 26: Whim of Creation

With sufficient time and concentration, any sentient creature can effect minor changes to its surroundings in the Elemental Chaos. You can achieve much wider results with a moment's thought, regardless of where you happen to be.

**Whim of Creation** — **Lord of Chaos Utility 26**

*You reshape your surroundings to suit your tastes.*

**Daily ✦ Elemental**
**Minor Action** **Close** burst 5
**Effect:** Choose one of the following effects. The effect lasts as long as you wish.
*Remove Difficult Terrain:* You change up to 5 squares of nonmagical difficult terrain in the burst into normal terrain.
*Create Difficult Terrain:* You change up to 5 squares in the burst into difficult terrain.
*Create Weather:* You create fog, mist, rain, wind, harmless ball lightning, or other nondamaging weather conditions in the burst. The weather can change how heavily obscured the burst is.

## Level 30: Master of Chaos

Unseen currents of power surge throughout the Elemental Chaos, and are preserved—frozen—in the matter of the mortal world too. You sense these currents and exploit them in combat by teleporting yourself or your foe along them.

**Benefit:** When you bloody an enemy or score a critical hit against an enemy, you can teleport yourself or the enemy up to 10 squares as a free action.

### ELEMENTAL VIEWPOINT: SCAR, HALF-ORC FIRECRAFTER

The fire has been in me since I was old enough to stand. It is in my blood, a gift of my family that has been passed down through the generations. I am no priest or mage, but I can call fire from my hands to burn my foes or armor myself in living flame. Some say that we are cursed to burn the things we love and consume ourselves with this power, but I call it a blessing. The fire gives me strength, quickness, the power to destroy my foes . . . and, of course, pain. But that, too, makes me stronger.

I am of the Firedrake tribe of the Smoking Mountains, although I have wandered far since the years of my youth. There amid the steaming vents and the rumbling mountains I grew to manhood. These are hard lands, shaken by the restless earth and home to hungry monsters and cruel giants. My people have lived among these dangers since the time of my grandfather's grandfather. The mountains are our stronghold and refuge; no enemy has ever defeated us on our home ground. Not even the God-King himself could make us bend our knees to him!

My people are brave and strong warriors, as you might guess. But it is not with steel alone that the valley of the Firedrakes is defended. We learned long ago to live alongside the restless elementals of our homeland. Many among us are born with the power of elemental fire in our blood; we are fated to be the protectors and champions of our people. Some who are born to serve the fire are destroyed by the flame within before their time, but others such as I learn to leash the powers we are born with, to control our gifts before they consume us. When I am done with my wanderings in the wider world, I will go home and make myself a mighty chief among my people. And I will rule with fire in my fist.

# Feats

The feats presented in this section largely deal with elemental magic and the Elemental Chaos. Several feats grant access to elemental energy, letting you draw upon its power in ways to aid or complement your other capabilities.

**Arcane Familiar [Familiar]** You have attracted a small creature into your service that will aid you in your adventures.

**Prerequisite:** Any arcane class

**Benefit:** You gain a familiar. For each familiar feat you have beyond this one, your familiar gains a +1 bonus to all defenses.

**Born of the Elements** Power flows up from the Elemental Chaos and through you, attuning your soul to its destructive energy. The influence of the Plane Below manifests itself in your sometimes harsh and jarring demeanor and your preternatural resilience to environmental dangers. Furthermore, you have an instinctive knowledge of the elemental tongue and can communicate with creatures hailing from that plane.

**Prerequisite:** Elemental origin or training in Arcana

**Benefit:** You gain a +2 feat bonus to Endurance checks and Intimidate checks.

In addition, you can speak, read, and write Primordial.

*The Earthwalker feat makes a wall no barrier at all*

JIM NELSON

**Burning Vapors** You have an uncanny ability to command elemental acid, to intensify its power or to manifest it in a stinging cloud.

**Prerequisite:** 11th level

**Benefit:** You gain a +3 feat bonus to acid damage rolls. This bonus increases to +4 at 21st level.

In addition, whenever you take acid damage from an attack, each enemy adjacent to you takes a -2 penalty to attack rolls until the end of its next turn.

**Child of Fire** Elemental fire burns in your breast. These flames are eager to escape. Should your control ever slip, they rush free to scorch your foe.

**Prerequisite:** Born of the Elements feat

**Benefit:** Whenever an attack bloodies you or knocks you unconscious, one enemy of your choice within 2 squares of you takes fire damage equal to your Constitution modifier.

**Child of Stone** You are a child of elemental earth; its power sustains and protects you. You can call forth earth's protective power to shield you when your need is greatest.

**Prerequisite:** Born of the Elements feat

**Benefit:** When you use your second wind while on an earthen or stone surface, you also gain resist 5 to all damage until the end of your next turn. At 21st level, the resistance increases to 10.

**Child of Storm** The eldritch storms boiling across the Elemental Chaos reflect the turmoil in your heart. Elemental energy invigorates you.

**Prerequisite:** Born of the Elements feat

**Benefit:** Whenever you take acid, cold, fire, lightning, or thunder damage from an enemy attack, you gain a +2 bonus to your next saving throw during this encounter.

**Child of the Sea** You are the most free when swimming. Your elemental heritage lets you maneuver through waters with ease as if you were born to it.

**Prerequisite:** Born of the Elements feat

**Benefit:** You have a swim speed equal to your walking speed. In addition, you count as having the aquatic keyword. In aquatic combat, you gain a +2 bonus to attack rolls against nonaquatic creatures.

**FEATS**

| Elemental | Prerequisites | Benefit |
|---|---|---|
| Born of the Elements | Elemental origin or training in Arcana | +2 to Endurance and Intimidate; gain Primordial language |
| Burning Vapors | Level 11 | +3 to acid damage rolls |
| Child of Fire | Born of the Elements | Flames damage foe when you are bloodied or unconscious |
| Child of Stone | Born of the Elements | Gain resist 5 all when you use second wind on stone surface |
| Child of Storm | Born of the Elements | +2 to next saving throw after taking elemental damage |
| Child of the Sea | Born of the Elements | Gain swim speed, other aquatic benefits |
| Child of Wind | Born of the Elements | Ignore difficult terrain when not wearing heavy armor |
| Earthwalker | Level 21, Born of the Elements | Gain earth walk; gain phasing after using second wind |
| Fiery Blood | Level 11 | +3 to fire damage rolls |
| Firedancer | Born of the Elements | Gain resist 5 fire; deal fire damage after using second wind |
| Icy Heart | Level 11 | +3 to cold damage rolls |
| Lightning Soul | Level 11 | +3 to lightning damage rolls |
| Rising Chaos | Born of the Elements | +2 to damage rolls after taking elemental damage |
| Seastrider | Level 21, Born of the Elements | Shift through enemies' spaces, move across liquid |
| Thunder's Rumble | Level 11 | +3 to thunder damage rolls |
| Windfoot | Level 21, Born of the Elements | Take half damage from falling; fly after using second wind |

| Elemental Companion | Prerequisites | Benefit |
|---|---|---|
| Elemental Companion | Born of the Elements, no Arcane Familiar feat | You gain an elemental companion |
| Elemental Conduit | Level 2, Elemental Companion | Swap a utility power for *elemental conduit* power |
| Elemental Invigoration | Elemental Companion | You and allies near your companion gain bonus to damage |
| Elemental Vengeance | Level 6, Elemental Companion | Swap a utility power for *elemental vengeance* power |

| Familiar | Prerequisites | Benefit |
|---|---|---|
| Arcane Familiar | Any arcane class | You gain a familiar |

| Implement Training | Prerequisites | Benefit |
|---|---|---|
| Ki Focus Expertise | — | +1 to attack rolls with ki focuses, +1 damage against bloodied enemies |
| Tome Expertise | — | +1 to attack rolls with tomes, enemies adjacent to your conjurations or summoned creatures grant combat advantage |
| Totem Expertise | — | +1 to attack rolls with totems, ignore partial cover and partial concealment on those attacks |

### Child of Wind

Drawing on your heritage of elemental air gives lift to your steps and lets you take to the air whenever an attack would push you back.

**Prerequisite:** Born of the Elements feat

**Benefit:** Whenever you charge or run and are not wearing heavy armor, you ignore difficult terrain.

### Earthwalker

Your elemental heritage manifests as an affinity for elemental earth. Neither rubble nor uneven stone hampers you, for you can call upon your heritage to let you move through solid rock.

**Prerequisite:** 21st level, Born of the Elements feat

**Benefit:** You gain earth walk, meaning that you ignore difficult terrain caused by rubble, uneven stone, or earthen construction.

In addition, whenever you use your second wind, you have phasing until the end of your next turn. Using this feat, you can phase only through earth and rock.

### Elemental Companion [Elemental Companion]

You fashion a companion from raw elemental substance. The companion aids you in your endeavors when called. (See page 146 for a selection of elemental companions.)

**Prerequisite:** Born of the Elements feat, must not have the Arcane Familiar feat

**Benefit:** You gain an elemental companion.

For each elemental companion feat you have beyond this one, your elemental companion gains a +1 bonus to all defenses.

### Elemental Conduit [Elemental Companion]

When danger looms, you can use the bond you share with your elemental companion to flee to safety.

**Prerequisite:** 2nd level, Elemental Companion feat

**Benefit:** You swap a utility power that is at least 2nd level for the *elemental conduit* power.

In addition, while your elemental companion is in passive mode, you gain a +2 power bonus to Insight checks and Perception checks.

**Elemental Conduit** **Feat Utility**

*Chaos from your elemental companion twists space so that the two of you can swap positions.*

**Daily ✦ Elemental, Teleportation**
**Move Action** **Close** burst 10
**Target:** Your active elemental companion in the burst
**Effect:** You teleport yourself and the target, swapping positions.

## Elemental Invigoration [Elemental Companion]

Your recovery sends a surge of elemental power through your elemental companion, causing chaos energy to increase your allies' might.

**Prerequisite:** Elemental Companion feat

**Benefit:** When you spend a healing surge to regain hit points while your elemental companion is in active mode, you and each ally adjacent to the companion gain a +2 bonus to damage rolls until the start of your next turn.

## Elemental Vengeance [Elemental Companion]

You cannot abide harm to befall your elemental companion, so when it does happen, you respond with terrible fury.

**Prerequisite:** 6th level, Elemental Companion feat

**Benefit:** You swap a utility power that is at least 6th level for the *elemental vengeance* power.

In addition, while your elemental companion is in active mode, you gain a +1 bonus to attack rolls against bloodied creatures that are adjacent to the companion.

**Elemental Vengeance** **Feat Utility**

*A burst of scintillating colors erupts from your destroyed companion, distracting your enemies and calling the companion back to you.*

**Daily ✦ Elemental**
**Immediate Reaction** **Close** burst 1 centered on the space your companion last occupied
**Trigger:** Your active elemental companion is destroyed.
**Target:** Each enemy in the burst
**Effect:** Each target grants combat advantage until the end of your next turn. In addition, your elemental companion returns to you in passive mode.

## Fiery Blood

Liquid fire boils in your veins, increasing your control over elemental fire. Your fires burn hotter and fire that strikes you burns nearby enemies.

**Prerequisite:** 11th level

**Benefit:** You gain a +3 feat bonus to fire damage rolls. This bonus increases to +4 at 21st level.

In addition, whenever you take fire damage from an attack, each enemy adjacent to you takes 5 fire damage. This damage increases to 10 at 21st level.

## Firedancer

You have a connection to elemental fire thanks to your elemental heritage. You do not fear flames since they do no longer burn you.

**Prerequisite:** Born of the Elements feat

**Benefit:** You gain resist 5 fire. This resistance increases to 10 at 11th level and 15 at 21st level. If you already have fire resistance, it instead increases by 5.

In addition, when you use your second wind, your melee and ranged attacks deal 1d6 extra fire damage until the end of your next turn.

## Icy Heart

Your frozen heart increases your mastery over elemental cold. Your cold attacks are potent, fueled by the Elemental Chaos's frozen reached. Furthermore, cold attacks rebound off you as freezing cold that slows your foes.

**Prerequisite:** 11th level

**Benefit:** You gain a +3 feat bonus to cold damage rolls. This bonus increases to +4 at 21st level.

In addition, whenever you take cold damage from an attack, each enemy within 2 squares of you becomes slowed until the end of your next turn.

## Ki Focus Expertise

You have dedicated yourself to becoming as attuned to your ki focus as possible, heightening your prowess in battle.

**Benefit:** You gain a +1 feat bonus to implement attack rolls and weapon attack rolls that you make with your ki focus.

In addition, you gain a +1 bonus to the damage rolls of attacks that you make with your ki focus against a bloodied enemy. Both of these bonuses increase to +2 at 11th level and +3 at 21st level.

## Lightning Soul

The storm rages within you, demanding release through your lightning attacks. Should lightning strike you, it arcs toward another foe.

**Prerequisite:** 11th level

**Benefit:** You gain a +3 feat bonus to lightning damage rolls. This bonus increases to +4 at 21st level.

In addition, whenever you take lightning damage from an attack, one enemy within 5 squares of you takes 10 lightning damage. This damage increases to 15 at 21st level.

## Rising Chaos

You feel new strength awaken within you whenever you must confront elemental energy. The power awakened bolsters your attacks.

**Prerequisite:** Born of the Elements feat

**Benefit:** Whenever you take acid, cold, fire, lightning, or thunder damage from an enemy attack, you

gain a +2 bonus to damage rolls until the end of your next turn.

**Seastrider** Your elemental heritage manifests as an affinity for elemental water. You can use elemental water's power to flow through your enemies and across liquid surfaces.

**Prerequisite:** 21st level, Born of the Elements feat

**Benefit:** You can shift through enemies' spaces.

In addition, you can use a move action to move up to your speed across a liquid surface, treating it as solid ground. If you end the move on the liquid, you sink.

**Thunder's Rumble** You feel every thunderbolt, every rumble from the storms swirling through the Elemental Chaos. You can call upon its power to intensify your thunder attacks and knock aside enemies when you yourself take thunder damage.

**Prerequisite:** 11th level

**Benefit:** You gain a +3 feat bonus to thunder damage rolls. This bonus increases to +4 at 21st level.

In addition, whenever you take thunder damage from an attack, you can push each creature adjacent to you 1 square.

**Tome Expertise** The tomes you study reveal ancient and dangerous secrets. Your familiarity with these books lets you access their power more easily and make your conjurations and summoned monsters more fearsome.

**Benefit:** You gain a +1 feat bonus to implement attack rolls that you make with a tome. This bonus increases to +2 at 11th level and +3 at 21st level.

In addition, enemies adjacent to your conjurations or summoned creatures grant combat advantage. An enemy that is immune to fear is immune to this effect.

**Totem Expertise** A totem is a physical representation of one or more primal spirits. Your totem makes it easier to commune with the associated spirit and reveals your enemies to your allies.

**Benefit:** You gain a +1 feat bonus to implement attack rolls that you make with a totem. This bonus increases to +2 at 11th level and +3 at 21st level.

Also, you ignore partial cover and partial concealment on implement attacks you make with a totem.

**Windfoot** You have an affinity for elemental air thanks to your unusual heritage.

**Prerequisite:** 21st level, Born of the Elements feat

**Benefit:** You take only half damage from falling.

In addition, when you use your second wind, you can fly up to 2 squares as a free action.

JIM NELSON

***A sha'ir and his daolanin gen servant stand their ground against a pair of githyanki***

# Elemental Companions

Inconsistency is the only constant in the Elemental Chaos. Landscapes change, mountains rise, and oceans evaporate, while storms tumble across the roiling heavens. The Elemental Chaos's mutable nature means creatures that have strong personalities and force of will can shape reality in whatever way they please, creating stabilized areas amid the chaos or contributing to the plane's uncertainty. And because elemental material often spills out from the Plane Below, certain individuals can contain raw chaos and bring it with them as a companion.

Only individuals who are attuned to the chaotic forces and who happen upon elemental substance can shape it into a creature and fix its form. Elemental companions, then, are rarer than the people able to create them. Only a person who has the Elemental Companion feat has such a companion.

When the companion adopts a form, it resembles an actual creature, a physical being occupying space. Yet this form is in many ways an illusion, a projection of the maker's will onto unformed substance. Without its maker, the elemental companion has no identity, no objectives, not even a shape. It is only when the maker fixes the companion in his or her mind that it becomes an elemental creature.

Elemental companions and arcane familiars have much in common. As magical creations, elemental companions require a constant supply of energy to maintain their forms and lack the durability to withstand the sort of punishment another creature can endure. Both types of companions depend on their masters for existence, and thus it is in their interest to do as their masters command.

The connection between master and companion is somewhat different from that between master and familiar. Once a master fashions an elemental companion, the companion merges with its maker until they are one and the same. The creator can then, on command, manifest the elemental companion by compelling it to assume a physical form. The form often depends on the companion's elemental nature and does not often vary, which suggests that perhaps there is more to these companions than shaped elemental substance after all.

As helpful as elemental companions can be, they are not warriors. They lack the means to protect themselves or fight on your behalf. The power they offer is subtle but helpful. It expands your options for overcoming challenges both in combat and out. When your companion merges with you, it alters your nature, granting a persistent benefit. And when you manifest your elemental companion, it can take a direct hand in helping you overcome difficulties.

## Modes

Like an arcane familiar, an elemental companion has two different modes: passive mode and active mode. The companion is always in one mode or the other. You can switch your companion between these modes as a minor action.

**Passive Mode:** When your elemental companion is in passive mode, it has merged with your body. So bound, it is usually undetectable, though it might manifest in subtle ways, such as a fiery ring around your irises or a stirring of your clothing when the air doesn't move. A creature can detect the presence of a passive elemental companion by succeeding on an Arcana check against a moderate DC of your level.

While in this mode, your elemental companion cannot be targeted or damaged by any effect, and you gain the passive benefit described in its stat block. If your companion is not in your space when you switch it to passive mode, it appears in your space.

**Active Mode:** Manifesting an elemental companion causes it to emerge from your body and assume a physical form in the nearest unoccupied square. While in this mode, your elemental companion is considered a creature that occupies its space, and you gain the active benefit described in its stat block.

Unless otherwise noted in the companion's description, it can't exist more than 20 squares away from you. At the end of your turn, if your companion is more than 20 squares away, it appears in your space and enters passive mode.

If the companion must make an ability or a skill check, it uses your relevant modifier to do so.

## Characteristics

Each elemental companion has a stat block that specifies its game statistics. It also shares the following characteristics with other elemental companions.

**Acting as a Combatant:** Your elemental companion is considered an ally to you and your allies. While in active mode, it can be affected by game effects in the same way as any other creature can be, although it is immune to your attacks, unless you choose to ignore this benefit.

The only attacks that your companion can make are specified in its stat block. In addition, you and your allies cannot flank with your elemental companion, unless otherwise specified in its stat block.

**Communication:** Your elemental companion can speak, and it is fluent in every language you know. You can communicate telepathically with your elemental companion. You do not need line of sight or line of effect to do so. When you command the companion, you and the companion share knowledge but not senses.

**Destruction of the Companion:** If your elemental companion drops below 1 hit point, it

*A pech, the elemental companion of a fighter, emerges at its master's side in time to keep slavering monsters at bay*

is temporarily destroyed. After your next short or extended rest, it returns to you in passive mode. If you drop below 1 hit point, the elemental companion appears in your space and enters passive mode. If you die, the companion is destroyed. If you are restored to life, it is also restored, and it returns in passive mode.

## Actions

In active mode, your elemental companion can take actions, however it depends on you for guidance.

**Standard Action:** To take a standard action, your elemental companion needs you to take a standard action to command it to do so.

**Move Action:** Whenever you take a move action, your elemental companion can also take a move action. Alternatively, you can take a move action and not move to simply command your elemental companion to take a move action.

**Minor Action:** To take a minor action, your elemental companion needs you to take a minor action to command it to do so.

**Free Actions:** Your companion can take free actions without you taking an action to command it.

**Triggered Actions:** If one of your elemental companion's triggered actions is triggered, the companion can take that action only if you take the same kind of action to command it to do so.

## Gaining a Companion

You gain an elemental companion when you take the Elemental Companion feat. Once you choose a companion, that choice remains for as long as you have the feat. You can use retraining to swap out your current elemental companion for a different one.

### Arctine

Slight creatures with blue skin and white hair, arctines embody elemental cold. They have a cool demeanor and rarely show emotion. Ice crystals form in the air and frost crawls across the ground while this companion is active. When it is in passive mode, your breath steams, and your flesh cools.

| **Arctine** **Elemental Companion** |
|---|
| Small elemental humanoid (cold) |
| **HP** 1; a missed attack never damages the companion |
| **Defenses** your defenses, not including any temporary bonuses or penalties |
| **Speed** 6 (ice walk) |
| **Passive Benefits** |
| **Frost Armor** |
| You have ice walk while you shift, and you have resist 3 cold (6 at 11th level and 9 at 21st level). |
| **Active Benefits** |
| **Minor Action** (zone) ✦ **Encounter** |
| *Effect:* The arctine creates a zone of difficult terrain in a close burst 1. Creatures with ice walk are unaffected. The zone lasts until the end of the encounter or until the arctine leaves the zone, dies, or enters passive mode. |

DAVE ALLSOP

## Automaton

The automaton lumbers into combat, its gears whirring and valves piping steam into the air. Created from elemental metal, it has unusual durability, and its strange form can unnerve foes enough to give you and your allies a tactical advantage in combat. While in passive mode, you grow slightly heavier as your blood takes on the appearance of quicksilver.

**Automaton** **Elemental Companion**
Small elemental humanoid (construct)
**HP** 1; a missed attack never damages the companion
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 5
Passive Benefits
**Self-Repair**
You gain a +2 power bonus to saving throws against ongoing damage.
Active Benefits
**Fearsome Presence**
You and your allies can flank with the automaton.
**Immediate Interrupt ✦ At-Will**
*Trigger:* The automaton takes damage from an attack while you are within 2 squares of it.
*Effect:* The automaton takes no damage from the attack. You take the damage instead.

## Chaos Phage

Slaads grow their numbers by implanting embryos—chaos phages—into their victims. You extract a phage from a victim before it has a chance to become a slaad tadpole and bind it to you as an elemental companion. Unpredictable and maddening, chaos phages prove dangerous companions, since they hide in your skull and are extremely painful to activate. An active phage slithers across the ground, driven to feast on your enemies' minds.

**Chaos Phage** **Elemental Companion**
Small elemental magical beast
**HP** 1; a missed attack never damages the companion
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6 Darkvision
Passive Benefits
**Mad Delusions** (psychic)
You gain a +1 power bonus to Will. When the chaos phage enters active mode, you take psychic damage equal to 1 + one-half your level.
Active Benefits
**Immediate Reaction ✦ At-Will**
*Trigger:* An enemy adjacent to the chaos phage becomes bloodied.
*Effect:* The chaos phage enters passive mode, and the triggering enemy grants combat advantage (save ends). Until this effect ends, the chaos phage cannot enter active mode.

## Crysmalite

Crysmals haunt the deep caverns under the Elemental Chaos, clinging to the crystalline shards sprouting from the walls, ceilings, and floors. These crystals resonate with elemental power and once harnessed can become smaller versions of the deadly predators, called crysmalites. A crysmalite's scuttling, arachnid form conceals cunning and a greedy streak. While the creature is in its passive state, tiny crystal shards sprout from your skin.

**Crysmalite** **Elemental Companion**
Small elemental magical beast (spider)
**HP** 1; a missed attack never damages the companion
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6, climb 3 (spider climb)
Passive Benefits
**Uncanny Senses and Grip**
You gain a +2 power bonus to Perception checks, and you gain a +2 bonus to Athletics checks to climb.
Active Benefits
**Free Action ✦ Encounter**
*Trigger:* You make a blast or burst attack, and the crysmalite is in the area of effect.
*Effect:* Enemies adjacent to the crysmalite take a –2 penalty to attack rolls until the end of your next turn.

## Flame Serpent

A snake formed from elemental fire, a flame serpent resembles a flame snake and a salamander, elemental creatures famous for their malice and cruelty, traits these elemental companions share. Manifesting the flame serpent causes it to appear coiled around your body, and then it slithers away. When you recall it, fire rings your irises.

**Flame Serpent** **Elemental Companion**
Small elemental magical beast (fire)
**HP** 1; a missed attack never damages the companion
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6
**Resist** 10 fire
Passive Benefits
☼ **Burning Inside ✦ Aura** 2
The aura is brightly lit. You can activate or deactivate this aura as a minor action.
**Fire Within**
You have resist 3 fire (6 at 11th level and 9 at 21st level).
Active Benefits
☼ **Flickering Flames ✦ Aura** 1
Any enemy in the aura grants combat advantage to you when you use a fire power against it.
**Move Action ✦ Encounter**
*Effect:* The flame serpent shifts up to its speed.

## Hordeling

Hordelings gather in great masses throughout the Abyss. Considered the least of demons—the seeds from which other, greater fiends spring—their numbers are without end. A hordeling companion is not a true hordeling, but is instead Abyssal substance shaped into a monstrous form. The evil pervading the plane reveals itself in the demon's demands to be free from you.

**Hordeling** **Elemental Companion**
Small elemental humanoid (demon)

**HP** 1; a missed attack never damages the companion
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 4 Darkvision

**Passive Benefits**

**Vicious**
You gain a +2 power bonus to opportunity attack rolls.

**Rattle the Cage**
Whenever you end the encounter with the hordeling in passive mode, you take damage equal to your level.

**Active Benefits**

**Standard Action** (fear) ✦ **Encounter**
*Effect:* The hordeling can push each creature adjacent to it 1 square.

**Immediate Interrupt** ✦ **Encounter**
*Trigger:* You or the hordeling takes acid, cold, fire, lightning, or thunder damage.
*Effect:* You and the hordeling each gain resist 5 to the triggering damage type, or types, until the end of your next turn (10 at 11th level and 15 at 21st level).

## Magmin

The hulking magmin displays its elemental nature in the flaming fissures that appear across its blackened body. Slow and ponderous, it goes where directed, obeying your every command. The magmin ignites your temper to give you a fearsome demeanor. Fire stokes your anger, while cold dampens it.

**Magmin** **Elemental Companion**
Medium elemental humanoid (earth, fire)

**HP** 1; a missed attack never damages the companion
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 4
**Resist** 5 fire

**Passive Benefits**

**Fiery Intensity**
You gain a +2 power bonus to Intimidate checks.

**Flowing Lava**
When you take fire damage, you gain a +2 power bonus to speed until the end of your next turn. When you take cold damage, you are slowed until the end of your next turn.

**Active Benefits**

**Immediate Reaction** ✦ **Encounter**
*Trigger:* An enemy adjacent to the magmin becomes bloodied.
*Effect:* The triggering enemy is weakened until the end of your next turn.

## Mud Wretch

Drawn from the bubbling mud pits in the Elemental Chaos or elsewhere, the mud wretch drips burning filth wherever it goes. Despite its hideous appearance, mud wretches show great affection to their masters and protect them even in their passive mode. An acrid odor surrounds characters merged with mud wretches.

**Mud Wretch** **Elemental Companion**
Small elemental magical beast (earth, water)

**HP** 1; a missed attack never damages the companion
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 4
**Resist** 5 acid

**Passive Benefits**

**Corrosive Secretions**
Any enemy that grabs you immediately takes 3 acid damage (6 at 11th level and 9 at 21st level).

**Unnatural Flexibility**
Squeezing doesn't cause you to move at half speed.

**Active Benefits**

☼ **Noxious Vapors** ✦ **Aura** 1
While you are bloodied, enemies in the aura take a -1 penalty to attack rolls.

**Move Action** ✦ **At-Will**
*Effect:* The mud wretch shifts up to 2 squares.

## Nereid

The beautiful nereid could easily be confused for a nymph or some other enchanting fey creature, for they are alluring to anyone who looks on them. Although the elemental companion is not a true nereid, it shares many of their qualities, being an adept swimmer and so beautiful other creatures find it hard to pull away from them. When the nereid returns to passive mode, it collapses into a watery serpent that coils around you and soaks your clothing.

**Nereid** **Elemental Companion**
Small elemental humanoid (aquatic, water)

**HP** 1; a missed attack never damages the companion
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6, swim 6

**Passive Benefits**

**Aquatic**
You can breathe underwater. In aquatic combat, you gain a +2 bonus to attack rolls against creatures that do not have the aquatic trait.

**Active Benefits**

**Aquatic**
The nereid can breathe underwater.

**Free Action** (healing) ✦ **Encounter**
*Trigger:* An ally adjacent to the nereid spends a healing surge.
*Effect:* The triggering ally regains 3 additional hit points (6 at 11th level and 9 at 21st level).

## Pech

Some claim the Elemental Chaos's consummate miners, pechs, share a common ancestry with dwarves. Short, with bristly hair and wide eyes, they chip through rock to extract gemstones. Like other elemental companions, the pech is not a true representative of this race but a copy. Quiet, reserved, and slow to anger, the pech displays its affinity for elemental earth by the ease with which it moves across and through rock and the boons it bestows on you.

**Pech** **Elemental Companion**
Small elemental humanoid (earth)

**HP** 1; a missed attack never damages the companion
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 4 (earth walk) Tremorsense 5

Passive Benefits

**Stone's Resilience**
You have earth walk while you shift, and you gain a +2 power bonus to Endurance checks.

Active Benefits

**Earth Glide**
The pech can pass through earth and rock as if it were phasing.

## Storm Talon

The storm talon soars through the skies on cloud wings. Lightning dances in its eyes, and each beat of its wings sends thunder booming all around. When in its passive state, you feel energized and lightweight. The storm talon is a gregarious companion, often breaking tension with a quip and a joke.

**Storm Talon** **Elemental Companion**
Small elemental magical beast

**HP** 1; a missed attack never damages the companion
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 2, fly 6
**Resist** 5 lightning, 5 thunder

Passive Benefits

**Storm Dancer**
You gain a +2 power bonus to Acrobatics checks. Whenever you are pulled, pushed, or slid, you can take a free action to shift 1 square at the end of the forced movement.

Traits

**Soaring Talon**
The storm talon has a range limit of 40 squares from you.

☼ **Eye of the Storm ✦ Aura 1**
You and your allies gain a +2 power bonus to lightning or thunder attack rolls against enemies in the aura.

## Sylph

The ethereal sylphs inhabit the regions in the Elemental Chaos where air holds sway. Most serve the djinns as messengers and companions, though a few go their own way. The elemental companion closely resembles other sylphs, being humanoid with pale skin, flowing hair, and large insect wings. The air swirls around your companion or you when it is in its passive mode.

**Sylph** **Elemental Companion**
Medium elemental humanoid (air)

**HP** 1; a missed attack never damages the companion
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6, fly 6 (hover)

Passive Benefits

**Ephemeral Wings**
You gain a +2 bonus to Athletics checks made to jump.

**Ethereal Personality**
You gain a +2 power bonus to Bluff checks.

Active Benefits

☼ **Buffeting Winds ✦ Aura 1**
Attackers take a -1 penalty to ranged attack rolls against creatures in the aura.

**Move Action ✦ Encounter**
*Effect:* One ally of yours adjacent to the sylph can fly up to 3 squares as a free action.

# Roleplaying a Companion

Whether or not an elemental companion is a genuine creature, in time, it develops a personality, behaviors, and interests, as typical for the kind of creature involved. All sylphs, for example, are capricious, while all pechs are stoic and reserved. Companions do remember events and can learn from them. Each new experience triggers subtle changes that, in time, help the companion evolve a distinct personality.

When you choose your elemental companion, you should take your roleplaying cues from the companion's entry as a starting point. Also, your Dungeon Master might encourage certain behaviors and make suggestions about the companion. Be aware that the DM has the authority to portray the elemental companion whenever it disagrees with you, though such instances should be rare.

At the table, you might be tempted to focus on your elemental companion and bring it to life, either as comic relief or to explore its struggle with its growing identity. While this can be entertaining, your elemental companion is secondary to your character and should not detract from the enjoyment of everyone else around you. Be aware of how your fellow players perceive the companion and tailor your roleplaying to accommodate their patience.

## CUSTOMIZING YOUR COMPANION'S APPEARANCE

The eight elemental companions described in this book all have a particular shape according to their type. You should not feel constrained by this description and can modify it to suit your interests. They are elementals shaped by your character's imagination after all. It's best to limit your creative impulses here and avoid making overly fantastical changes. No cosmetic alteration can change the elemental companions statistics block and so it wouldn't make sense to change a pech into a massive dragon, when you can't change the companion's size.

In addition to defining its appearance while in active mode, you should also consider what effect it has on you while in passive mode. A passive fire snake might replace your hair with a fiery corona. Be creative. Just remember that cosmetic changes do not alter the mechanics.

# Elemental Rewards

Elemental energy emanates from the Plane Below, spreading into other planes, carried on eldritch winds to manifest in arcane spells, the thunder in the heavens, and in the races and creatures influenced by the plane's nature. This energy could lurk in a magic treasure wrested from a dragon's lair or might be bestowed after a person achieves a task important to a powerful elemental entity. This section provides a selection of magic rewards that adventurers might earn during their adventurers.

The magic of the Plane Below touches many items. The sword that erupts in flames must draw those flames from somewhere. The boots that lift a hero into the air might derive their power from elemental air. While many well-known items bear the plane's hallmarks, certain items display strong elemental ties, perhaps from being lost in the Plane Below for ages. Other items might have been forged on that plane by elemental hands, while some magic objects are relics from a forgotten age, perhaps used in the war for creation that marked the end of the primordials' influence.

## Armor

Magic armor imbued with elemental power affords some protection against elemental energy or channels it in useful ways.

### Brassburn Armor

Forged in the fabled City of Brass, *brassburn armor* protects mercenaries who fight for efreets and who lack the elemental resistance possessed by many of the efreets' warriors.

**Brassburn Armor** — Level 5+ Uncommon

*Although the armor does not burn you, you feel heat radiating out from its brass links and plates.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Chain, scale
**Enhancement Bonus:** AC

**Property**

You gain a +2 item bonus to saving throws against ongoing fire damage.

☼ **Attack Power** (Aura, Fire) ✦ **Daily** (Immediate Reaction)

*Trigger:* You take damage from an enemy attack.
*Effect:* You activate an aura 1 that lasts until the end of your next turn. Any creature that enters the aura or starts its turn there takes fire damage equal to 3 + the armor's enhancement bonus. A creature can take this damage only once per turn.

### Chromatic Robe

Perfect apparel for battle wizards and their ilk, a *chromatic robe* captures residual energy from incoming attacks and channels it into the wearer's next attack.

**Chromatic Robe** — Level 5+ Rare

*Fibers of elemental energy give this fine garment the ability to harvest dangerous forces and rebound them against aggressors.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Cloth
**Enhancement Bonus:** AC

**Property**

You gain a +2 item bonus to saving throws against ongoing damage that has a type.

**Utility Power ✦ Encounter** (Immediate Reaction)

*Trigger:* You take damage that has a type.
*Effect:* Your next melee or ranged attack made before the end of your next turn deals 1d6 extra damage of the triggering damage type. If you do not make an attack before the end of your next turn, you take this damage, and the power is not expended.
*Level 15 or 20:* 2d6 extra damage.
*Level 25 or 30:* 3d6 extra damage.

### Demonskin Armor

This armor is made from the hide of a demon that was flayed alive, thereby preserving its natural defensive abilities. Although few are willing to go through the process required to manufacture the armor, rare is the adventurer who would set such armor aside.

**Demonskin Armor** — Level 13+ Uncommon

*This hideous suit is made from a demon's hide and retains enough of its nature to protect you from elemental energy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Leather, hide
**Enhancement Bonus:** AC

**Property**

You gain an item bonus to Intimidate checks. The bonus equals the armor's enhancement bonus.

**Utility Power ✦ Daily** (Immediate Reaction)

*Trigger:* You take acid, cold, fire, lightning, or thunder damage.
*Effect:* You gain resist 10 to the triggering damage type until the end of the encounter.
*Level 23 or 28:* Resist 15.

# Weapons

Forges far and wide across the Elemental Chaos produce powerful weapons used by the plane's mightiest champions. The following items are a selection of the more famous examples.

## Earth-Splitter Weapon

The dwarf champions who hunted down their giant slavers favored the *earth-splitter weapon*. Each strike fueled their anger and gave them resolve to do the grisly work ahead.

**Earth-Splitter Weapon** Level 4+ Uncommon

*This stone-headed axe bears Primordial runes, which shine with dread power as you grip its handle.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Axe
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Property**

Whenever you hit one or more targets with an attack power using this weapon and that power has the acid, cold, fire, lightning, or thunder keyword, you gain temporary hit points equal to 1 + the weapon's enhancement bonus.

**Utility Power** (Zone) ✦ **Daily** (Free Action)

*Trigger:* You use your second wind on your turn.
*Effect:* You create a zone in a close burst 2. The zone is difficult terrain for your enemies, and it lasts until the end of your next turn.

## Firewind Blade

Most *firewind blades* are scimitars, though longswords and broadswords are also common. Crafted in the Elemental Chaos, these weapons resist fire's effects, making them ideal for manifesting elemental flame.

**Firewind Blade** Level 4+ Uncommon

*The air around the long blade shimmers as if it were emitting heat.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Heavy blade
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 fire damage per plus, and you can slide the target 1 square per plus

**Property**

Whenever you hit one or more targets with a fire power using this weapon, one enemy adjacent to you takes fire damage equal to 1 + the weapon's enhancement bonus.

**Utility Power** (Fire) ✦ **Daily** (Free Action)

*Trigger:* You use your second wind on your turn.
*Effect:* Until the end of your next turn, your melee attacks using this weapon deal extra fire damage equal to the weapon's enhancement bonus.

## Stormshard Weapon

The genasi claim that *stormshard weapons* are lightning bolts bound in steel. Made from a single length of metal, such a spear proves to be an exceptional conductor for most forms of energy.

### ARMAMENTS OF THE ELEMENTAL PLANE

The raw energies and fantastic ores of the Elemental Chaos provide ambitious smiths and artisans with the materials for weapons and devices of great efficacy. Masterwork armors such as crysteel, elderhide, elderscale, and rimefire can be created only in the forges of elemental smiths, and magic weapons that harness elemental forces (for example, flaming, frost, lightning, and thundering weapons) are naturally easier to produce in places where these energies can be concentrated and distilled down to their most destructive essences.

Although magic arms and armor are almost commonplace in many parts of the Elemental Chaos, those who labor to create these powerful armaments can be difficult to deal with. Azers and salamanders are very talented metalworkers and devise many weapons that harness elemental fire, but most azers are enslaved by fire titans, and salamanders despise all other races. Efreets disdain anything that resembles common labor and do not sully their hands with forge work, but they have an eye for talent in their slaves; the armorers of the City of Brass are second only to those of Tymphalos in the Nine Hells and the legendary master smiths of Moradin's awesome halls in Mount Celestia. Unfortunately for those who would seek their services, efreets are all too likely to add visiting mortals to their roster of slaves rather than their list of customers.

The safest places to seek out elemental craftsmanship are in the various enclaves of mortal races within the Elemental Chaos, whether those are elemental races such as the genasi or moteborn expatriates such as humans or dwarves. Genasi smiths are nearly as skilled as azers and salamanders, and they experiment with a wider variety of alloys and combinations of forces. Dwarf smiths working in the Elemental Chaos are even more talented than the genasi or the slaves of the efreets, and are the creators of many legendary weapons and armors. Many aspiring master smiths of the mortal world venture into the Chaos to study at the forges of the moteborn dwarves.

*The tidal hammer is this watersoul genasi's favorite weapon*

JIM NELSON

## Tidal Weapon

A *tidal weapon* has a hollow head filled with elemental water, which is imbued with magic able to harness tidal forces. Each swing from the weapon carries you deeper into battle, and when you recover from your injuries, the hammer drags another foe forward to face your fury.

**Tidal Weapon** Level 4+ Uncommon

*With a head carved to resemble a watery fist, this potent weapon reveals its power each time you manifest elemental energy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Hammer
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d4 damage per plus, and the target falls prone

**Property**

Whenever you hit one or more targets with an attack power using this weapon and that power has the acid, cold, fire, lightning, or thunder keyword, you can shift a number of squares equal to half the weapon's enhancement bonus (minimum 1).

**Utility Power ✦ Daily** (Free Action)

*Trigger:* You use your second wind on your turn.
*Effect:* Choose one creature within 5 squares of you. You pull that creature up to 4 squares.

# IMPLEMENTS

The elemental-themed implements here include tomes and ki focuses. Wizards automatically have proficiency with using tomes as implements.

## Chronicle of the Dawn War

This tome recounts the cataclysmic event that freed the world from the primordials' influence. Though it is flawed by the presence of contradictory accounts, it is nonetheless a potent weapon against elemental creatures.

**Chronicle of the Dawn War** Level 4+ Uncommon

*An exhaustive record of the Dawn War's triumphs and defeats await those who examine this tome's pages.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement:** Tome
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 radiant damage per plus

**Properties**

- ✦ You gain an item bonus to Arcana checks and Religion checks. The bonus equals the tome's enhancement bonus.
- ✦ You gain a +2 item bonus to the tome's attack rolls against elemental creatures.
- ✦ When you bloody an elemental creature with an implement attack using this tome, the creature takes extra radiant damage equal to twice the tome's enhancement bonus.

## Stormshard Weapon Level 9+ Rare

*The wind moans and thunder rumbles each time you strike with this spear.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Weapon:** Spear
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** One enemy within 5 squares of the target takes 1d8 lightning and thunder damage per plus

**Property**

Whenever you hit one or more targets with an attack power using this weapon and that power has the lightning or thunder keyword, you can slide one creature adjacent to you up to a number of squares equal to half the weapon's enhancement bonus.

**Utility Power ✦ Encounter** (Free Action)

*Trigger:* You use your second wind on your turn.
*Effect:* You fly up to your speed. You gain a power bonus to all defenses against opportunity attacks provoked by this movement. The bonus equals the weapon's enhancement bonus.

# Cold Fury Ki Focus

Cryonax gifted *cold fury ki focuses* to his archon captains during a war against Chan. The Silent One destroyed the archons, but the medallions remained, lost in the Elemental Chaos's unfathomable oceans.

**Cold Fury Ki Focus** Level 4+ Uncommon

*The angrier you get, the colder this blue steel medallion becomes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement:** Ki focus
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 cold damage per plus

**Property**

When you use your second wind, your attacks using this ki focus deal extra cold damage until the end of your next turn. The extra damage equals the ki focus's enhancement bonus.

**Attack Power** (Cold) ✦ **Daily** (Free Action)

*Trigger:* You hit an adjacent enemy with an attack using this ki focus.

*Effect:* The target is immobilized until it takes damage from an attack, until it uses a standard action to end this effect, or until the end of the encounter. If it is damaged before the end of your next turn, it takes extra cold damage equal to 3 + the ki focus's enhancement bonus.

# Demonomicon

One of the most infamous tomes is the dreaded *Demonomicon of Iggwilv*. A compendium of all things demonic, it is a singular resource on demons, the Abyss, and exploiting power from both. The *Demonomicon* presented here is an imperfect and incomplete copy, though it still has power enough for anyone interested in demonology.

**Demonomicon** Level 13+ Rare

*Foul Abyssal runes and dubious stains mar the tome's blackened cover, revealing the foul practices for which it has been used.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement:** Tome
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus

**Properties**

- ✦ You gain an item bonus to Intimidate checks equal to the tome's enhancement bonus.
- ✦ You gain a +5 item bonus to knowledge checks related to the Abyss and monster knowledge related to demons.
- ✦ When you reduce a nonminion creature to 0 hit points with this tome, you gain a +1 item bonus to attack rolls until the end of your next turn.

**Utility Power ✦ Encounter** (Free Action)

*Trigger:* You use an arcane summoning power.

*Effect:* The summoned creature's origin changes to elemental, and it gains the demon keyword. The summoned creature gains a +2 power bonus to attack rolls and a +4 power bonus to damage rolls. In addition, if the creature normally does nothing if you end your turn without giving it a command, it instead takes a free action to shift 1 square and make a basic attack against the creature nearest to it.

*Level 23 or 28:* +6 power bonus to damage rolls.

# Enduring Hatred Ki Focus

Not all agree that the gods were right in their war against the primordials, and some would go so far as to say the elemental lords were justified in their aggression. These trinkets capture the primordials' wrath and bestow it onto their wielders.

## KI FOCUSES

A ki focus is an implement that certain characters use as a focus for their inner magical energy, known as ki. A ki focus might take the form of a training manual, a scroll of ancient secrets, a blunt training weapon, or a cherished memento.

**Attunement:** Before you can use a ki focus, you must attune yourself to it. To attune yourself to a ki focus, you must have the item on your person during a short or an extended rest and must have proficiency with ki focuses. Some characters study their ki focus to attune themselves to it. Others meditate with it or wield it as they practice fighting techniques. The ki focus that you are attuned to occupies your ki focus item slot.

Whenever you take a rest, you can attune yourself to a ki focus in your possession, but you can be attuned to only one ki focus at a time. Also, only one creature at a time can be attuned to a particular ki focus. Once you attune yourself to a ki focus, no one else can be attuned to it until you are no longer attuned to it or you are dead.

**Using a Ki Focus:** Once you have attuned yourself to a ki focus, you must either wear it or hold it in order to use it as an implement.

**Ki Focuses and Weapon Attacks:** If you use a magic ki focus, you can add its enhancement bonus to the attack rolls and the damage rolls of weapon attacks you make using a weapon with which you have proficiency. If you have both a magic ki focus and a magic weapon, you choose before you use an attack power whether to draw on the magic of the ki focus or that of the weapon. Your choice determines which enhancement bonus, critical hit effects, and magic item properties and powers you can apply to that power. You can't, for example, use the enhancement bonus of your ki focus and the critical hit effect of your magic weapon on the same attack.

### Enduring Hatred Ki Focus — Level 3+ Uncommon

*A broken holy symbol represents a long-standing grudge against heaven's immortals.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement:** Ki focus
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d10 damage per plus against an immortal creature

**Property**

Any enemy you bloody with an attack using this ki focus takes a penalty to all defenses until the end of your next turn. The penalty equals half the implement's enhancement bonus (minimum -1).

## Fireblood Ki Focus

The Elemental Chaos played host to innumerable battles. The loosed elemental energy sometimes infuses broken blades, sundered armor, and other detritus on the battlefield.

### Fireblood Ki Focus — Level 5+ Uncommon

*A burned and pitted scrap of steel might have once been a dagger or a shoulder plate. Gripping the item fills you with inexplicable anger.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement:** Ki focus
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 acid and fire damage per plus

**Property**

Whenever you take acid or fire damage, you gain a +2 item bonus to speed until the end of your next turn.

**Attack Power** (Acid, Fire) ✦ **Daily** (Free Action)

*Trigger:* You bloody an enemy with an implement attack using this ki focus.
*Effect:* The enemy takes ongoing acid and fire damage equal to 2 + this ki focus's enhancement bonus (save ends).

## Magic Ki Focus

A magic ki focus is a trinket, bauble, or other affectation imbued with magical energy to magnify its focusing power.

### Magic Ki Focus — Level 1+ Common

*A minor focus, enchanted to help channel mystical power.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 1 | +1 | 360 gp | Lvl 16 | +4 | 45,000 gp |
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |

**Implement:** Ki focus
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

## Magic Tome

Most magic tomes are journals, manuals, and commentaries on magic's use. The enchantment focuses these insights to aid the reader in spellcasting.

### Magic Tome — Level 1+ Common

*An enchanted tome, filled with elementary magical lore.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 1 | +1 | 360 gp | Lvl 16 | +4 | 45,000 gp |
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |

**Implement:** Tome
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

## Tablet of Ad-Baraz

Reading aloud the names from the *tablet of Ad-Baraz* causes intense discomfort to those who hear them. It is as if the ground and even the air itself rumbled with a hatred nursed since the dawn of time.

### Tablet of Ad-Baraz — Level 5+ Uncommon

*Etched onto this clay tablet is a list of names, the identities of those primordials defeated in a time now largely forgotten.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement:** Tome
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Property**

You gain an item bonus to Arcana checks and History checks equal to the tome's enhancement bonus.

**Attack Power ✦ Daily** (No Action)

*Trigger:* You hit one or more enemies with an arcane attack power using this tome.
*Effect:* Each enemy that you hit treats all squares as difficult terrain (save ends).

# Primordial Shards

Relics from the Dawn War lie scattered across the planes. Some objects are strange and inscrutable, their purpose and function long forgotten; others hum with elemental power, offering much to a passerby who happens to claim them.

A primordial shard is a crystalline sliver, usually no more than two inches in length, imbued with elemental energy. A character uses a primordial shard by carrying it somewhere close to his or her body or by embedding it in the skin. Primordial shards transform their wielders into elemental creatures and improve their bearer's control over the most common forms of elemental magic.

A character can benefit from only one primordial shard at a time.

## Cinder of Gazra

The primordial named Gazra cared nothing for the world and sought to burn creation to ash, then start again, only to destroy the world and everything in it once more. Gazra was put down by the combined efforts of Khala and Zehir, who dismembered the fiery lord and scattered his remains across the planes.

### Cinder of Gazra — Level 12+ Rare

*Black soot and ash covers your body when you claim this shard and enemies who subject you to force or flame do so at their peril.*

Lvl 12 13,000 gp Lvl 22 325,000 gp
**Wondrous Item:** Primordial shard

**Properties**
- ✦ Your origin changes to elemental.
- ✦ You can benefit from only one primordial shard at a time. If you carry more than one, none of them function.
- ✦ You gain resist 10 fire.
  *Level 22:* Resist 20 fire.

**Attack Power ✦ At-Will** (Immediate Interrupt)
*Trigger:* An adjacent enemy pulls, pushes, or slides you.
*Effect:* The triggering enemy grants combat advantage until the end of your next turn.

**Attack Power** (Fire) **✦ Daily** (Immediate Reaction)
*Trigger:* You take fire damage from an enemy attack.
*Attack:* Close burst 1 (enemies in the burst); the shard's level + 5 vs. Reflex
*Hit:* The target takes ongoing 5 fire damage (save ends).
*Level 22:* Ongoing 10 fire damage.

## Echo of Ty'h'kadi

Heroes who claim the *echo of Ty'h'kadi* gain power over elemental storms and can wield lightning and thunder. Hidden within the shard is a fragment of the lost primordial. When the shard is exposed to lightning, anyone nearby can hear his hate-filled cry thundering in their ears.

### Echo of Ty'h'kadi — Level 7+ Rare

*Light worms through this violet shard, as if somehow it contained the very essence of lightning.*

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
Lvl 17 65,000 gp
**Wondrous Item:** Primordial shard

**Properties**
- ✦ Your origin changes to elemental.
- ✦ You can benefit from only one primordial shard at a time. If you carry more than one, none of them function.
- ✦ You gain a +1 item bonus to the damage rolls of lightning powers and thunder powers.
  *Level 17:* +2 item bonus.
  *Level 27:* +3 item bonus.

**Attack Power** (Thunder) **✦ Encounter** (Immediate Reaction)
*Trigger:* You take lightning damage from an enemy attack.
*Effect:* Close burst 1 (enemies in the burst). Each target takes 3 thunder damage.
*Level 17:* 5 thunder damage.
*Level 27:* 10 thunder damage.

## Obsidian Sliver

It's believed that the jagged black glass littering certain regions in the world originated with a primordial of earth and fire, a prince of magma and lord of fire. The few to put their hands on these slivers claim to have felt drawn to desolate regions, as if they had left something important there.

### Obsidian Sliver — Level 8+ Rare

*Heat radiates out from this primordial shard, promising power over earth and fire should you take it up.*

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp
**Wondrous Item:** Primordial shard

**Properties**
- ✦ Your origin changes to elemental.
- ✦ You can benefit from only one primordial shard at a time. If you carry more than one, none of them function.
- ✦ You gain earth walk, which allows you to ignore difficult terrain that is rubble, uneven stone, or earthen construction

**Utility Power ✦ Encounter** (Immediate Reaction)
*Trigger:* You take fire damage from an enemy attack.
*Effect:* You shift up to half your speed. Each enemy adjacent to you at the end of the shift gains vulnerable 5 fire (save ends).
*Level 18:* Vulnerable 10 fire.
*Level 28:* Vulnerable 15 fire.

## Pale Tooth

Legend holds that Cryonax, the nearly forgotten prince of elemental cold, shattered his teeth on Moradin's armor when the two fought on a now-forgotten mountaintop. It's said these jagged remnants litter the ground there still.

### Pale Tooth — Level 7+ Rare

*This milky white shard is cool to the touch, hinting at the elemental power contained within.*

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
Lvl 17 65,000 gp
**Wondrous Item:** Primordial shard

**Properties**
- ✦ Your origin changes to elemental.
- ✦ You can benefit from only one primordial shard at a time. If you carry more than one, none of them function.
- ✦ You gain ice walk, which allows you to ignore difficult terrain that is ice or snow.
- ✦ You gain a +1 item bonus to cold damage rolls.
  *Level 17:* +2 item bonus.
  *Level 27:* +3 item bonus.

**Attack Power ✦ Daily** (Free Action)
*Trigger:* You take cold damage from an enemy attack.
*Attack:* Close burst 1 (enemies in the burst); the shard's level + 5 vs. Fortitude
*Level 17:* Close burst 2.
*Level 27:* Close burst 3.
*Hit:* The target is immobilized and has vulnerable 5 cold until the end of your next turn.

## Pitted Flowstone

The vile elemental prince Bwimb, the primordial called the Ooze Lord, was an ocean of acid that flowed across the Astral Sea until he was finally struck down by Kord. The primordial's ruined essence then fell as rain on the natural world below, producing acid-etched shards that give their bearers uncanny control over acid's corrosive effects.

**Pitted Flowstone** Level 9+ Rare

*Your skin gains an unhealthy pallor, and a glistening sheen covers your body.*

Lvl 9 4,200 gp Lvl 29 2,625,000 gp
Lvl 19 105,000 gp
**Wondrous Item:** Primordial shard

**Properties**

- ✦ Your origin changes to elemental.
- ✦ You can benefit from only one primordial shard at a time. If you carry more than one, none of them function.
- ✦ You gain a +5 item bonus to skill checks made as part of the escape action.
- ✦ You can shift through enemies' spaces. Once per turn, you can deal 5 acid damage to an enemy when you enter its space by shifting.
  *Level 19:* 10 acid damage.
  *Level 29:* 15 acid damage.

**Utility Power ✦ Encounter** (Immediate Reaction)
*Trigger:* You take acid damage from an enemy attack.
*Effect:* You shift up to half your speed.

# Elemental Gifts

Elemental spirits and other entities sometimes reward powerful servants with control over the elements. An adventurer might earn an elemental gift by communing with such an entity, finding a font of elemental energy, or being exposed to some planar catastrophe involving the Elemental Chaos.

These elemental gifts are alternative rewards, which function as magic items that do not occupy an item slot and that typically fade after five levels (see *Dungeon Master's Guide 2*).

## Gift of Chaos

Only lunatics seek out the *gift of chaos*, for its blessings are strange, random, and sometimes dangerous. Heroes sometimes acquire this elemental gift after defeating a powerful slaad or exploring a site rich in chaotic magic.

**Gift of Chaos** Level 13 Uncommon

*Unpredictability dogs your steps, and you never know when chaos will play a part in your destiny.*

**Alternative Reward:** Elemental gift 17,000 gp

**Attack Power ✦ Daily** (Free Action)
*Trigger:* You roll a natural 1 or 20 on an attack roll or a saving throw.
*Effect:* Roll a d6 to determine the effect.

1. *Forceful Chaos:* You must push each creature adjacent to you up to d4 squares.
2. *Confounding Chaos:* You and one creature within 10 squares of you are dazed until the end of your next turn.
3. *Maddening Chaos (Psychic):* Each enemy adjacent to you takes 5 psychic damage.
4. *Swapping Chaos (Teleportation):* You and each creature adjacent to you can teleport up to d6 squares as a free action.
5. *Warping Chaos:* Each enemy within 2 squares of you is slowed (save ends).
6. *Inciting Chaos:* Each ally within 5 squares of you can shift up to 2 squares as a free action.

*A druid receives the gift of flame*

## Gift of Flame

Elemental fire spirits are reluctant to grant boons to mortals, lest the spirits' power be used against them. The *gift of flame* is a special prize awarded to those allies who prove their loyalty and who also have pledged their lives to fighting fiery creatures.

**Gift of Flame** Level 7+ Uncommon

*Hearing elemental fire's call, you vanish and reappear in a flash of flames.*

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
Lvl 17 65,000 gp
**Alternative Reward:** Elemental gift

**Property**

Your fire attacks ignore 5 points of fire resistance.
*Level 27:* Ignore 10 points of fire resistance.

**Attack Power** (Fire, Teleportation) **✦ Daily** (Immediate Reaction)
*Trigger:* A creature within 10 squares of you takes fire damage.
*Effect:* You teleport 10 squares to a square adjacent to the triggering creature. Each enemy adjacent to you before and after the teleportation takes 3 fire damage.
*Level 17:* 6 fire damage.
*Level 27:* 9 fire damage.

MARK BEHM

# Gift of Stone

Heroes who earn the *gift of stone* discover what fate holds in store for them if they continue their service to the earth spirits. They assume a rocky appearance and can sometimes transform themselves into stone.

**Gift of Stone** Level 11 Uncommon

*A sudden transformation into stone protects you from an attack and adds power to your next melee strike.*

**Alternative Reward:** Elemental gift 9,000 gp

**Utility Power** (Polymorph) ✦ **Daily** (Immediate Interrupt)

*Trigger:* An enemy hits you.

*Effect:* You become petrified until the start of your next turn.

*Aftereffect:* The next enemy you hit with a melee attack before the end of your turn falls prone.

# Gift of the Sea

The waves come in, and the waves go out. This endlessly repeating cycle is yours to command when you earn the *gift of the sea*. This gift works by seizing the energy used to move you and then releasing it to knock back your attacker.

**Gift of the Sea** Level 8 Uncommon

*The harder your enemy tries to move you, the harder you move the enemy.*

**Alternative Reward:** Elemental gift 3,400 gp

✧ **Attack Power** ✦ **Daily** (Immediate Reaction)

*Trigger:* An enemy pulls, pushes, or slides you.

*Effect:* Close burst 10 (the triggering enemy in the burst). You push the target a number of squares equal to the distance you were pulled, pushed, or slid.

# Spirit of Storm

The storms marching across the Elemental Chaos are among the fiercest in the planes. Gaining the attention from the spirits that haunt those storms is difficult. One must display uncommon ferocity and fearlessness to earn their favor.

**Spirit of Storm** Level 5+ Uncommon

*Primordial lightning erupts from your enemy, and thunder booms all around.*

Lvl 5 1,000 gp Lvl 25 625,000 gp
Lvl 15 25,000 gp

**Alternative Reward:** Elemental gift

**Property**

You gain resist 3 lightning and resist 3 thunder

*Level 15:* Resist 5 lightning and resist 5 thunder.

*Level 25:* Resist 10 lightning and resist 10 thunder.

**Attack Power** (Lightning, Thunder) ✦ **Daily** (No Action)

*Trigger:* You hit an enemy with a melee or ranged attack.

*Effect:* The enemy takes 1d6 extra lightning damage, and each of your enemies adjacent to the enemy takes 1d6 thunder damage.

*Level 15:* 2d6 lightning damage and 2d6 thunder damage.

*Level 25:* 3d6 lightning damage and 3d6 thunder damage.

# Spirit of Wind

The spirits of elemental air are fickle and capricious, bestowing their favor and ripping it away just as quickly. The *spirit of wind* embodies the spirits' unpredictable behavior in the benefits rewarded to anyone who feels their howling approval.

**Spirit of Wind** Level 3+ Uncommon

*The fury of the storm manifests around you when you call forth its power.*

Lvl 3 680 gp Lvl 23 425,000 gp
Lvl 13 17,000 gp

**Alternative Reward:** Elemental gift

**Utility Power** (Zone) ✦ **Daily** (Minor Action)

*Effect:* You create a zone in a close burst 1. The zone lasts until the end of your next turn. The zone is difficult terrain, and any creature gains a +2 power bonus to all defenses while in it.

*Level 13:* Close burst 2.

*Level 23:* Close burst 3.

## ELEMENTAL VIEWPOINT: FRENGAR, FROST GIANT WARCHIEF

Puny mortals! Miserable, weak, sickly things, they are. I set my thralls to work my mines, to dig iron out of the hard ground . . . and the miners sicken and die. I chain them to the forge and command them to shape my iron into arms and armor and tools with their clever hands . . . and they collapse and die. I put my thralls out in the cold fields to tend my herds, to keep my livestock and cattle from running off, and to guard against thieves and predators . . . and I find my thralls frozen in the morning and my flocks scattered. So then I bring my human thralls into my hall and command them to serve me, to cook my meals and scrub my floors, and still they whine and complain and say they grow sick from cold and hunger!

I have met some of these so-called wizards and sorcerers who claim to command the magic of the elements. Hah! They think they can control the magic of the giants? Do they think they are stronger than we are? Would they make us their thralls? Thieves and tricksters! No frost-mage or ice-sorcerer can shackle my strength. When I have hewn down their warriors and broken their limbs, I take them back to my frigid halls and give them work fit for weaklings and slaves.

# Appendix: Character Advancement Table



## HEROIC TIER

| Total XP | Level | Ability Scores | Powers and Features | Feats Known | Total Powers Known (At-Will/Encounter/ Daily/Utility) |
|---|---|---|---|---|---|
| 0 | 1st | see race | class features; racial traits; gain 1 feat; train starting skills; gain 2 at-will attack powers; gain 1 encounter attack power; gain 1 daily attack power | 1† | 2/1/1/0 |
| 1,000 | 2nd | – | gain 1 utility power; gain 1 feat | 2 | 2/1/1/1 |
| 2,250 | 3rd | – | gain 1 encounter attack power | 2 | 2/2/1/1 |
| 3,750 | 4th | +1 to two | gain 1 feat | 3 | 2/2/1/1 |
| 5,500 | 5th | – | gain 1 daily attack power | 3 | 2/2/2/1 |
| 7,500 | 6th | – | gain 1 utility power, gain 1 feat | 4 | 2/2/2/2 |
| 10,000 | 7th | – | gain 1 encounter attack power | 4 | 2/3/2/2 |
| 13,000 | 8th | +1 to two | gain 1 feat | 5 | 2/3/2/2 |
| 16,500 | 9th | – | gain 1 daily attack power | 5 | 2/3/3/2 |
| 20,500 | 10th | – | gain 1 utility power, gain 1 feat | 6 | 2/3/3/3 |

## PARAGON TIER

| Total XP | Level | Ability Scores | Powers and Features | Feats Known | Total Powers Known (At-Will/Encounter/ Daily/Utility) |
|---|---|---|---|---|---|
| 26,000 | 11th | +1 to all | paragon path features; gain 1 paragon path encounter attack power; gain 1 feat | 7 | 2/4/3/3 |
| 32,000 | 12th | – | gain 1 paragon path utility power; gain 1 feat | 8 | 2/4/3/4 |
| 39,000 | 13th | – | replace 1 encounter attack power | 8 | 2/4*/3/4 |
| 47,000 | 14th | +1 to two | gain 1 feat | 9 | 2/4/3/4 |
| 57,000 | 15th | – | replace 1 daily attack power | 9 | 2/4/3*/4 |
| 69,000 | 16th | – | paragon path feature; gain 1 utility power; gain 1 feat | 10 | 2/4/3/5 |
| 83,000 | 17th | – | replace 1 encounter attack power | 10 | 2/4*/3/5 |
| 99,000 | 18th | +1 to two | gain 1 feat | 11 | 2/4/3/5 |
| 119,000 | 19th | – | replace 1 daily attack power | 11 | 2/4/3*/5 |
| 143,000 | 20th | – | gain 1 paragon path daily attack power; gain 1 feat | 12 | 2/4/4/5 |

## EPIC TIER

| Total XP | Level | Ability Scores | Powers and Features | Feats Known | Total Powers Known (At-Will/Encounter/ Daily/Utility) |
|---|---|---|---|---|---|
| 175,000 | 21st | +1 to all | epic destiny feature; gain 1 feat | 13 | 2/4/4/5 |
| 210,000 | 22nd | – | gain 1 utility power, gain 1 feat | 14 | 2/4/4/6 |
| 255,000 | 23rd | – | replace 1 encounter attack power | 14 | 2/4*/4/6 |
| 310,000 | 24th | +1 to two | epic destiny feature; gain 1 feat | 15 | 2/4/4/6 |
| 375,000 | 25th | – | replace 1 daily attack power | 15 | 2/4/4*/6 |
| 450,000 | 26th | – | gain 1 epic destiny utility power; gain 1 feat | 16 | 2/4/4/7 |
| 550,000 | 27th | – | replace 1 encounter attack power | 16 | 2/4*/4/7 |
| 675,000 | 28th | +1 to two | gain 1 feat | 17 | 2/4/4/7 |
| 825,000 | 29th | – | replace 1 daily attack power | 17 | 2/4/4*/7 |
| 1,000,000 | 30th | – | epic destiny feature; gain 1 feat | 18 | 2/4/4/7 |

**NOTE: In addition to the benefits summarized on this table, you always get more hit points when you gain a level. See your class description for details.**

*** At these levels you replace a known power with a new power of your new level.**

**† Humans gain one additional feat at 1st level. Some classes grant additional feats as well.**

# FACE CERTAIN DEATH. BRING A FRIEND.

Assemble a hardcore party of adventurers and discover if you have what it takes to survive the most challenging missions you've ever faced.

D&D® Lair Assault Organized Play program offers master tacticians, rules experts, and min/maxers an all-new gaming experience where the difference between victory and defeat depends on your game knowledge, ability to adapt, and a little bit of luck.

Each challenge can be played through in just a couple hours, but most players will have to make multiple attempts before they emerge victorious. Stores can run sessions at any time, and each D&D Lair Assault challenge lasts a few months. So gather your wits, bring extra character sheets, and pick up some *D&D Fortune Cards™*— you'll need 'em.

FIND A STORE NEAR YOU AT DUNGEONSANDDRAGONS.COM

DUNGEONS & DRAGONS LAIR ASSAULT

TM & © 2011 Wizards of the Coast LLC.

# Command the Elements

Imagine untamed oceans wracked by lightning, whirlwinds of seething flame and roaring thunder, and massive shards of flying earth and ice. Welcome to the Elemental Chaos, the raw plane from which the gods and the primordials fashioned the world. The plane forms the foundation of the D&D® cosmos and is home to countless elemental beings, including genies, archons, and demons. It's also a source of tremendous arcane power, the place where all fireballs and lightning bolts are born.

Now you can play a hero who harnesses the raw power of the Elemental Chaos. *Player's Option: Heroes of the Elemental Chaos*™ presents the elementalist sorcerer and the sha'ir wizard as new class options, as well as new character themes, feats, powers, paragon paths, epic destinies, and elemental companions.

For use with these Dungeons & Dragons® products:

*Player's Handbook*® core rulebooks

*Heroes of the Fallen Lands*™

*Heroes of the Forgotten Kingdoms*™

*Rules Compendium*™

D&D INSIDER

Wizards

ISBN: 978-0-7869-5981-5

9 780786 959815 52995 EAN

Sug. Retail: **U.S. $29.95** CAN $35.00

Printed in the U.S.A. **356170000**

# Dungeons & Dragons®

## Player's Handbook® 2

Primal, Arcane, and Divine Heroes

ROLEPLAYING GAME CORE RULES

Jeremy Crawford • Mike Mearls • James Wyatt

# Dungeons & Dragons®

## Player's Handbook® 2

ROLEPLAYING GAME SUPPLEMENT

Jeremy Crawford • Mike Mearls • James Wyatt

# CREDITS


Design
**Logan Bonner, Jesse Decker, Mike Mearls, Robert J. Schwalb, Stephen Schubert, Stephen Radney-MacFarland, Peter Schaefer**

Development
**Richard Baker, Andy Collins, Jeremy Crawford, Mike Donais, Andrew Finch, David Noonan, Matthew Sernett**

Writing
**James Wyatt**

Mechanical Concepts
**Rob Heinsoo**

Editing
**Jeremy Crawford (lead), Michele Carter, Greg Bilsland**

Managing Editing
**Kim Mohan, Torah Cottrill**

Director of D&D R&D and Book Publishing
**Bill Slavicsek**

D&D Creative Manager
**Christopher Perkins**

D&D Design Manager
**James Wyatt**

D&D Development and Editing Manager
**Andy Collins**

Art Director
**Jon Schindehette**

Graphic Designer
**Soe Murayama**

Cover Illustration
**Daniel Scott**

Interior Illustrations
**Steve Argyle, Eric Belisle, Michael Bierek, Devon Caddy-Lee, Mitch Cotie, Thomas Denmark, Eric Deschamps, Brian Despain, Vincent Dutrait, Steve Ellis, Wayne England, Howard Lyon, Mike May, Raven Mimura, William O'Connor, Hector Ortiz, Wayne Reynolds, Chris Seaman, John Stanko, Matias Tapia, Franz Vohwinkel, Eva Widermann, James Zhang**

D&D Brand Team
**Liz Schuh, Scott Rouse, Kierin Chase, Sara Girard, Martin Durham**

Publishing Production Specialist
**Angelika Lokotz**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Carmen Cheung**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).

620-21898720-001 EN
9 8 7 6 5 4 3 2 1
First Printing:
March 2009
ISBN: 978-0-7869-5016-4

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277



Dungeons & Dragons, D&D, d20, d20 System, Wizards of the Coast, Forgotten Realms, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *D&D Insider*, *Dungeon Tiles*, *Adventurer's Vault*, *Martial Power,* all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All Wizards characters, character names, and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2009 Wizards of the Coast LLC.


VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

# CONTENTS


INTRODUCTION . . . . . 4
The Primal Power Source . . . . . 5
1: CHARACTER RACES . . . . . 6
Deva . . . . . 8
Gnome . . . . . 10
Being Small . . . . . 11
Goliath . . . . . 12
Half-Orc . . . . . 14
Shifter . . . . . 16
Racial Paragon Paths . . . . . 18
Adroit Explorer . . . . . 18
Ancestral Incarnate . . . . . 19
Bloodfury Savage . . . . . 20
Fey Beguiler . . . . . 21
Firstborn of Moradin . . . . . 22
Halfling Scoundrel . . . . . 23
Moonstalker . . . . . 24
Scion of Arkhosia . . . . . 25
Shiere Knight . . . . . 26
Stoneblessed . . . . . 27
Turathi Highborn . . . . . 28
Twilight Guardian . . . . . 29
2: CHARACTER CLASSES . . . . . 30
Avenger . . . . . 32
Avengers and Deities . . . . . 33
Avenger Powers . . . . . 34
Paragon Paths . . . . . 44
Hammer of Judgment . . . . . 44
Oathsworn . . . . . 45
Unveiled Visage . . . . . 46
Zealous Assassin . . . . . 47
Barbarian . . . . . 48
Barbarian Powers . . . . . 50
Paragon Paths . . . . . 62
Bear Warrior . . . . . 62
Fearbringer Thane . . . . . 63
Frenzied Berserker . . . . . 64
Wildrunner . . . . . 65
Bard . . . . . 66
Bard Powers . . . . . 68
Paragon Paths . . . . . 78
Student of the Seven . . . . . 78
Summer Rhymer . . . . . 79
Voice of Thunder . . . . . 80
War Chanter . . . . . 81
Druid . . . . . 82
Druid Powers . . . . . 84
Paragon Paths . . . . . 96
Blood Moon Stalker . . . . . 96
Guardian of the Living Gate . . 97
Keeper of the Hidden Flame . . 98
Sky Hunter . . . . . 99
Invoker . . . . . 100
Invokers and Deities . . . . . 101
Invoker Powers . . . . . 102
Paragon Paths . . . . . 114
Angelic Aspect . . . . . 114
Blightspeaker . . . . . 115
Flame of Hope . . . . . 116
Hammer of Vengeance . . . . . 117
Shaman . . . . . 118
Custom Spirit Companions . . . . 119
Shaman Powers . . . . . 120
Paragon Paths . . . . . 132
Disciple of the World Serpent . . . . . 132
Ghost Panther . . . . . 133
Great Bear Shaman . . . . . 134
Spirit Tempest . . . . . 135
Sorcerer . . . . . 136
Sorcerer Powers . . . . . 138
Paragon Paths . . . . . 148
Arcane Wellspring . . . . . 148
Demonskin Adept . . . . . 149
Dragonsoul Heir . . . . . 150
Wild Mage . . . . . 151
Warden . . . . . 152
Guardian Form Powers . . . . . 153
Warden Powers . . . . . 154
Paragon Paths . . . . . 166
Bloodwrath Guardian . . . . . 166
Horned Champion . . . . . 167
Storm Sentinel . . . . . 168
Verdant Lord . . . . . 169
Epic Destinies . . . . . 170
Fatesinger . . . . . 170
Glorious Spirit . . . . . 171
Harbinger of Doom . . . . . 172
Lorekeeper . . . . . 173
Primal Avatar . . . . . 174
Revered One . . . . . 175
3: CHARACTER OPTIONS . . . . . 176
Backgrounds . . . . . 178
Geography . . . . . 178
Society . . . . . 178
Birth . . . . . 178
Occupation . . . . . 179
Racial Backgrounds . . . . . 180
Other Benefits in Play . . . . . 182
Feats . . . . . 184
Heroic Tier Feats . . . . . 184
Paragon Tier Feats . . . . . 190
Epic Tier Feats . . . . . 194
Multiclass Feats . . . . . 196
Adventuring Gear . . . . . 197
Magic Items . . . . . 197
Armor . . . . . 197
Weapons . . . . . 203
Rods . . . . . 205
Staffs . . . . . 206
Totems . . . . . 207
Wondrous Items . . . . . 209
Rituals . . . . . 211
Variant Ritual Books . . . . . 211
Ritual Descriptions . . . . . 212
Affect Normal Fire . . . . . 212
Animal Friendship . . . . . 212
Aria of Revelation . . . . . 212
Bloom . . . . . 213
Call Wilderness Guide . . . . . 213
Chorus of Truth . . . . . 213
Control Weather . . . . . 214
Create Campsite . . . . . 214
Fool's Speech . . . . . 215
Glib Limerick . . . . . 215
Ironwood . . . . . 215
Lullaby . . . . . 215
Pyrotechnics . . . . . 215
Reverse Portal . . . . . 216
Snare . . . . . 216
Song of Restfulness . . . . . 216
Song of Sustenance . . . . . 216
Speak with Nature . . . . . 216
Traveler's Chant . . . . . 217
Tree Shape . . . . . 217
Tree Stride . . . . . 217
Tune of Merriment . . . . . 217
Wyvern Watch . . . . . 217
APPENDIX: RULE UPDATES . . . 218
Reading a Power . . . . . 218
The Power Format . . . . . 218
The Power Description . . . . . 218
The Marked Condition . . . . . 218
Movement Effects . . . . . 219
Keywords . . . . . 219
Extra Damage . . . . . 221
New Stealth Rules . . . . . 222
Bluff . . . . . 222
Stealth . . . . . 222
Perception . . . . . 223
Targeting What You Can't See . . . . . 223
GLOSSARY . . . . . 223
INDEX . . . . . 223

# Introduction

**Get ready** for the next level!

*Player's Handbook 2* is the most significant expansion yet to the 4th Edition Dungeons & Dragons® game. The *Player's Handbook*® presents eight races and eight classes. This book introduces five more races and eight more classes, including a mix of all-new material and some old favorites, along with a wealth of new options for any character.

Chapter 1 presents five additional races. The gnome and the shifter make the journey from the *Monster Manual*® to this book. The goliath (introduced in 2004's *Races of Stone*) and the half-orc return to the D&D® game in updated form. Devas are a new race of reincarnated immortal spirits striving for the perfection of their souls. This chapter also includes racial paragon paths for the races in this book as well as ones in the *Player's Handbook*.

Chapter 2 is the heart of the book, with eight new classes. Longtime D&D players will recognize some of these classes from past editions, but you've never seen them presented like this before. The arcane classes expand to include the bard and the sorcerer. The invoker and the avenger join the roster of divine classes. The primal power source makes its debut with classes of all four roles: the barbarian, the druid, the shaman, and the warden. The chapter ends with six new epic destinies.

Chapter 3 introduces the concept of backgrounds, a new game element you can use to customize your character and help expand his or her personality and history. If you're using the *Forgotten Realms Player's Guide*, you're familiar with the idea of choosing a home region for your character and gaining a benefit from that origin. The backgrounds in this chapter offer you dozens of ideas for expanding your character's story, and a choice of related benefits. This chapter also includes new feats, equipment, and magic items, including armor, weapons, and implements designed for use with the new classes in this book. The chapter ends with a group of new rituals.

At the end of the book is an important appendix of rule updates. It contains an updated explanation of how to read a power description, including new rules that apply to many of the powers in this book—in particular, rules about keywords such as beast form, spirit, and summoning. The appendix also contains the new version of the Stealth skill as well as updates to rules related to that skill in the *Player's Handbook*.

The D&D game is constantly evolving. *Player's Handbook 2* is the second book in a series that will continue adding new options for your characters for years to come. But the game changes in smaller ways as well, and the best way to keep up with those changes is to visit the Wizards of the Coast website.

## Your Part in the Story

One of the Dungeon Master's jobs is to be a narrator—to describe what's going on in the world of the game as you explore it along with your fellow adventurers. When your party enters a room, the DM tells you what it looks like and what's in it. However, narration isn't exclusively the DM's job: You describe your own character's actions, and even during an intense combat encounter, you have a chance to take part in telling the story of the game.

The flavor text included in every power description is a starting point you can use when narrating your part in the action. When your barbarian attacks, you can just say, "Krusk uses *howling strike*. I get a 24." Or using the flavor text as a cue, you can say, "With a blood-freezing scream, I throw myself into the fray! Does a 24 hit?"

A power's flavor text is only a starting point. You can modify that flavor however you like, as long as you don't change the power's game effects. Maybe you would rather think of the barbarian power *macetail's rage* as channeling the World Serpent, a primal spirit that appears in some shaman powers. You might say, "The earth shakes beneath my feet as the World Serpent stirs, knocking my foe to the ground!"

Choosing a background for your character can also be a great opportunity to take part in shaping the story of the game. After you've looked at the "Backgrounds" section of Chapter 3, talk with your DM about the background elements you want for your character.

The D&D game is all about telling an adventure story. If you take a more active part in telling your character's part of the story, everyone has more fun.

# THE PRIMAL POWER SOURCE



Four of the classes introduced in this book—the barbarian, the druid, the shaman, and the warden—use the primal power source. Some primal powers are more overtly magical than others, but they all draw on the spirits of nature that pervade the world and, to some extent, the echo plane known as the Feywild.

According to legend, when the gods made war against the primordials at the dawn of time, the battles raged across the cosmos for uncounted centuries. The gods slowly gained the upper hand, successfully imprisoning or banishing many of the primordials. However, this war threatened the very existence of the world, as the primordials who brought it forth from the Elemental Chaos clashed with the gods who sought to fix the form of the world in permanence. In the last days of the war, a new force made itself known in the cosmos: the spiritual expression of the world itself. These primal spirits declared an end to the conflict, asserting that the world would no longer be a battleground for the two opposing forces. The gods and the primordials were banished to their home planes, and the primal spirits of the world decreed a balance: The world would remain a place where matter and spirit mingled freely, where life and death proceeded in an orderly cycle, where the seasons changed in their unending wheel without interference. The gods and the primordials could still influence the world, but they could not rule it.

These primal spirits are beyond number, ranging from spirits too weak to have proper names to the mightiest incarnations of nature's power: the Primal Beast, the Fate Weaver, the Great Bear, the World Serpent, and others. They are spirits of winds and weather, of predators and prey, of plains and forests, of mountains and swamps. As the people of the world have come to know these primal spirits and live in harmony with them, some mortal spirits have joined their number after death, just as some mortal souls pass to the dominions of their gods. These great ancestors are among the most potent of the primal spirits.

Characters who use the primal power source stand firmly rooted in the world, between the divine power of the Astral Sea and the primordial churning of the Elemental Chaos. They have some affinity with the native inhabitants of the Feywild, who share their love and respect for the natural world. They are staunch enemies of aberrant creatures whose very existence is a blight on the natural world, as well as of demons that seek to destroy it, undead that violate life's natural cycle, and (to a lesser extent) those who seek to despoil the wilderness in the name of progress and civilization.

That doesn't mean that a primal character must be a sworn enemy of the gods, or of a character such as a paladin of Erathis who seeks to settle and civilize the world. There might be some conflict and disagreement between such characters, but they also have many common foes. A primal character's greatest concern is with creatures and forces that threaten the stability of the world and the balanced cycles of nature. In a broad view, the cities and civilizations of humans and other races are just as much a part of nature as are primeval forests and mountains, and just as worthy of protection.

Many primal characters do hold the gods in great respect. Without the gods' intervention, the primordials would have left the world in an ever-changing state not much different from the Elemental Chaos, hostile to natural life. In general, even evil gods would rather rule the world than destroy it.

For that reason, characters who wield primal power sometimes worship gods as well. As god of the wilderness, Melora is sometimes seen as an ally of the primal spirits. Kord is occasionally called the lord of the storm spirits, and both Corellon and Sehanine have ties to the Feywild that make them friendly with nature spirits.

Primal powers are called evocations, because primal characters evoke primal spirits to make attacks and effects in the world. Some characters channel primal spirits through their bodies in order to transform themselves and thereby make their physical attacks more formidable. Barbarians invite primal spirits to take residence in their bodies, entering a trancelike rage in which a spirit's ferocity overwhelms the barbarian's own reason. Wardens draw on the primal spirits of earth, trees, and beasts to transform their bodies, giving them strength to stand against their enemies. Druids call on the Primal Beast to transform their bodies into animal forms, taking on different aspects of the Primal Beast's nature.

Other characters evoke primal spirits to create external effects. Shamans use spirit companions as their primary link to the spirit world. A spirit companion might attack an enemy, or a shaman might conjure another spirit to create an effect—and afterward, the spirit's power lingers in the shaman's spirit companion. Druids, too, can evoke primal spirits to create terrain effects, buffet foes with thunder and wind, or create bursts of fire.

CHAPTER 1

# Character Races

THE EIGHT races described in the *Player's Handbook* are the most common heroic races in the world of the DUNGEONS & DRAGONS game, but they are by no means the only ones. This chapter introduces five new races, from the humble gnome to the exalted deva.

Two of these races—the gnome and the shifter—appear in the *Monster Manual*, but here they're fleshed out and presented with an eye toward their use as player characters. (The information in this book supersedes what's in the *Monster Manual*.) The other races—the deva, the goliath, and the half-orc—are new additions to the game and the world.

This chapter also includes racial paragon paths for the races in this book as well as ones in the *Player's Handbook*.

The races in this chapter follow the same format as the ones in the *Player's Handbook*. When you create a character, you can choose one of these races instead of one of those.

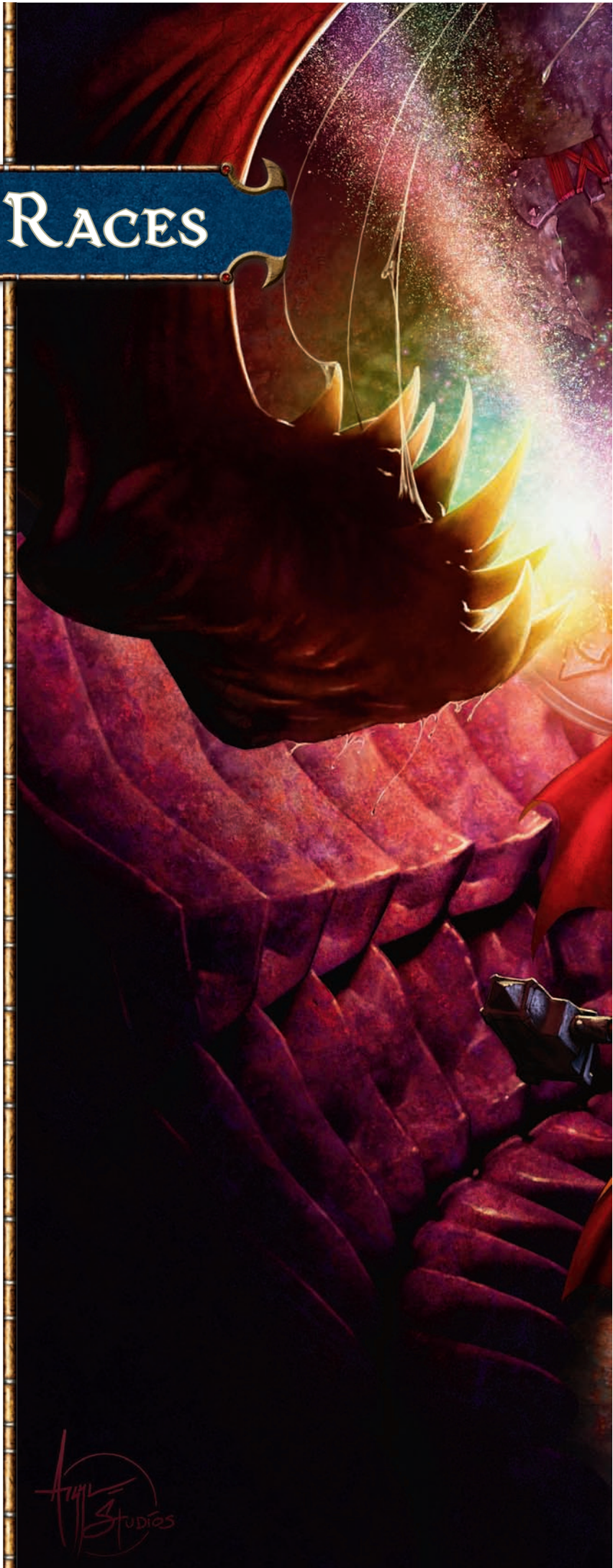
**Devas** are noble, virtuous beings who strive to perfect themselves through an apparently endless sequence of reincarnations. Once immortal spirits who served the gods of good, devas are now bound in flesh, the better to wage war against the forces of evil in the world and beyond.

**Gnomes** are small and stealthy fey who value a quick mind and the ability to escape notice. Gnomes are drawn to illusion and trickery. They explore the world with a sense of curiosity and wonder.

**Goliaths** dwell high in mountainous regions, traveling with the migrations of elk and other game. They view life as a grand competition and call on primal power to enhance their considerable physical strength and endurance.

**Half-orcs** combine the best qualities of humans and orcs and are strong, fierce, decisive, and resourceful. They savor the simple pleasures of life, from feasting and revelry to the thrill of battle.

**Shifters** carry a touch of lycanthropic blood in their veins. In the heat of battle, they tap into the power of the beast within, unleashing the savagery that lurks beneath their surface. They are predators by nature, defining the world in terms of hunter and prey.



STEVE ARGYLE

# DEVA

STEVE ARGYLE

***Immortal spirits who embody virtue, born and reborn to mortal life in the world***

**RACIAL TRAITS**

**Average Height:** 6′ 1″-6′ 6″
**Average Weight:** 175-280 lb.

**Ability Scores:** +2 Intelligence, +2 Wisdom
**Size:** Medium
**Speed:** 6 squares
**Vision:** Normal

**Languages:** Common, choice of two others
**Skill Bonuses:** +2 History, +2 Religion
**Astral Majesty:** You have a +1 bonus to all defenses against attacks made by bloodied creatures.
**Astral Resistance:** You have resistance to necrotic damage and radiant damage equal to 5 + one-half your level.
**Immortal Origin:** Your spirit is native to the Astral Sea, so you are considered an immortal creature for the purpose of effects that relate to creature origin.
**Memory of a Thousand Lifetimes:** You have the *memory of a thousand lifetimes* power.

**Memory of a Thousand Lifetimes** — Deva Racial Power

*The dreamlike memories of your previous lives lend insight to aid you.*

**Encounter**
**No Action** **Personal**
**Trigger:** You make an attack roll, a saving throw, a skill check, or an ability check and dislike the result
**Effect:** You add 1d6 to the triggering roll.

Deep in the recesses of memory, devas recall what they once were: immortal servitors of the gods of good, spirits who chose to bind themselves to the world in mortal flesh. For millennia, their souls have been reborn to wage an endless war against the forces of darkness. Most devas are fiercely committed to the cause of good, because they fear what they might become if they turn to evil: A deva whose soul becomes corrupted risks being reborn as a rakshasa.

Play a deva if you want . . .

- to have dimly remembered connections to a thousand heroic lifetimes.
- to embrace the cause of good and strive for perfection in all you do.
- to be a member of a race that favors the avenger, cleric, invoker, and wizard classes.

## Physical Qualities

In appearance, devas are very similar to humans, but with an unearthly beauty and an uncanny stillness about them. They are almost as tall as dragonborn, but much more slender.

Devas' coloration distinguishes them most strongly from humans. All devas have patterns of light and dark colors on their skin. The light portions are chalk white or pale gray, and the dark areas range from blue or purple to dark gray or black. In any individual deva, either light or dark can be dominant, with the opposite shade appearing in simple, elegant patterns on the face, chest, and shoulders. A deva's hair is typically the same color as these skin patterns.

When sitting or standing at rest, devas remain almost perfectly still, except for the occasional blink of the eyes. They don't fidget or twitch, and their eyes move only when they are actively examining something.

Devas do not have children. When a deva dies, his or her spirit is reincarnated in a new, adult body that appears in some sacred place, such as a mountain peak, a riverbank, or a desert oasis. The new deva retains enough memory of past lives to speak and understand multiple languages and offer the proper prayers and sacrifices to the gods of good.

## Playing a Deva

Devas are refined and polite. They follow the highest moral standards, but they are not afraid of violence. They believe that the pursuit of good is an eternal war with the forces of evil, embodied in rakshasas, demons, devils, and the evil gods and their servant angels. Devas wage that war in their hearts as well, constantly vigilant lest evil take root and corrupt their souls, transforming them into the creatures they most despise.

Because they remember, at least dimly, a life in the Astral Sea spent in close company with the gods, most devas are devout worshipers of the gods of good, especially Bahamut but also Moradin and Pelor. Devas seek to achieve a personal connection with the gods rather than approach them through temples and priests. They worship at meals in their homes, setting an empty place for the absent gods, and strive through meditation and prayer to become more like the gods they serve. Deva adventurers are commonly avengers, clerics, and invokers, who savor the experience of divine power flowing through them without any intermediary.

Devas do not have cities or societies of their own, and their numbers are so small that a deva can spend entire lifetimes without ever meeting another of his or her kind. They live among other races and, at least to some extent, adopt their ways. However, all devas remember elements of the life they had before their incarnation in flesh and the beginning of their cycle of rebirth, and they share some common cultural elements of dress, religion, and habits. Devas favor flowing clothes of fine silks, polished metal armor with winglike shoulder ornaments, and headdresses or helmets that suggest crowns or halos. In other ways, they prefer to live simply, without extravagance.

**Deva Characteristics:** Dedicated, devout, elegant, enlightened, introspective, mystical, refined, righteous, spiritual, thoughtful

**Male Names:** Adiah, Ansis, Ayab, Bavak, Beriah, Eben, Elyas, Galad, Gamal, Hiyal, Iannes, Kerem, Mahar, Marach, Mathas, Natan, Nehem, Oris, Raham, Ronen, Samel, Sered, Tavar, Vered, Zachar

**Female Names:** Abea, Adara, Asha, Chana, Danel, Darah, Davi, Elka, Eranah, Hania, Hava, Idria, Isa, Jael, Kana, Kayah, Lihi, Mahel, Marek, Noma, Navah, Paziah, Ravah, Riya, Sada, Shara, Tirah

## Deva Adventurers

Three sample deva adventurers are described below.

Galad is a deva wizard who believes that the goal of his existence is to attain perfect knowledge of the universe. He believes that his arcane power is a manifestation of all he has learned throughout all his past lives, and that in this life or perhaps the next he will achieve perfect mastery and become a demigod, freed from the cycle of reincarnation.

Eranah is an invoker who wields the power of Bahamut. Just as Bahamut warred with Tiamat when the world was young, Eranah believes that her calling in this incarnation is to fight against the evil dragons and dragonspawn that pollute the world. Words of power resound in her mind like an echo of the Platinum Dragon's voice when she invokes his wrath upon her enemies.

Raham is a shaman who has embraced his life in the world, abandoning all thought of his previous astral existence. The primal spirits of the world are his patrons and allies, not the gods he left behind. He sees his endless rebirth as a part of the cycle of nature and has no desire to escape it.

# GNOME

STEVE ARGYLE

*Slight, sly tricksters of the Feywild who excel at avoiding notice*

**RACIAL TRAITS**

**Average Height:** 3′ 4″-3′ 8″
**Average Weight:** 50-75 lb.

**Ability Scores:** +2 Intelligence, +2 Charisma
**Size:** Small (see the sidebar)
**Speed:** 5 squares
**Vision:** Low-light

**Languages:** Common, Elven
**Skill Bonuses:** +2 Arcana, +2 Stealth
**Fey Origin:** Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.
**Master Trickster:** Once per encounter, you can use the wizard cantrip *ghost sound* (*Player's Handbook*, page 158) as a minor action.
**Reactive Stealth:** If you have any cover or concealment when you make an initiative check, you can make a Stealth check.
**Trickster's Cunning:** You have a +5 racial bonus to saving throws against illusions.
**Fade Away:** You have the *fade away* power.

**Fade Away** — Gnome Racial Power

*You turn invisible in response to harm.*

**Encounter ✦ Illusion**
**Immediate Reaction** **Personal**
**Trigger:** You take damage
**Effect:** You are invisible until you attack or until the end of your next turn.

In the Feywild, the best way for a small creature to survive is to be overlooked. While suffering in servitude to the fomorian tyrants of the Feydark, gnomes learned to hide, to mislead, and to deflect—and by these means, to survive. The same talents sustain them still, allowing them to prosper in a world filled with creatures much larger and far more dangerous than they are.

Play a gnome if you want . . .

- ✦ to be curious, funny, and tricky.
- ✦ to rely more on stealth and deception than on brute strength and intimidation.
- ✦ to be a member of a race that favors the bard, sorcerer, warlock, and wizard classes.

## Physical Qualities

Gnomes are smaller even than halflings, rarely exceeding 4 feet in height. Apart from their size, they resemble elves or eladrin, with pointed ears and chiseled facial features such as high cheekbones and sharp jaws. They have a more wild look than eladrin do, though, particularly in the hair that sprouts from their heads in random directions. Some male gnomes sprout tufts of hair from their chins, but they otherwise lack body hair.

Gnome skin tone ranges from a ruddy tan through woody brown to rocky gray. Their hair can be virtually any color, from stark white to blond and various shades of brown to autumnal orange or green. Their eyes are glittering black orbs.

Gnomes are as long-lived as eladrin, living over 300 years, but they show more of the effects of age. A gnome over the age of 100 has gray or white hair and skin that shows the wrinkled and weathered lines of a century of laughter, but even the oldest gnome retains the strength and agility of youth.

## Playing a Gnome

In quiet forests of the Feywild and remote woodlands in the world, gnomes live out of sight and mostly beneath the notice of larger races. Gnomes dwell in homes dug among the roots of trees, easily overlooked and cleverly concealed by camouflage and illusion. They are fond of the burrowing mammals that share their habitat, such as badgers, foxes, and rabbits, and have a sense of kinship with these small animals that share their forests.

Unobtrusiveness is a virtue among gnomes. They grow up on games of stealth and silence, in which the winner is the last to be discovered. An adult gnome who draws attention in a crowd is considered dangerously rude. Gnome folk heroes are not mighty warriors, but tricksters who slip out of captivity, play great pranks without being detected, or sneak past magical guardians. They deflect both aggression and attention with humor, and they guard their thoughts with friendly laughter.

Gnomes also value a quick mind and the ability to come up with a clever solution to any problem.

### Being Small

Small characters follow most of the same rules as Medium ones, with the following exceptions.

- You can't use two-handed weapons, such as greatswords and halberds.
- When you use a versatile weapon, such as a longsword, you must use it two-handed, but you don't deal additional damage for doing so.

They appreciate witty conversation, especially rapid-fire repartee. They are inventive and resourceful, although they have little interest in or aptitude for the kind of technology found in human cities. They have an innate talent for magic and a love of illusion, music, poetry, and story.

Eager to see what the world has to offer and willing to be awed by its wonders, gnomes greet the world with open curiosity. Gnomes who are drawn to adventure are most often driven by curiosity and wanderlust above any desire for wealth or glory.

Gnomes were once enslaved by the fomorian rulers of the Feydark, the subterranean caverns of the Feywild. They regard their former masters with more fear than hatred, and they feel some degree of sympathy for the fey that still toil under fomorian lashes—particularly the spriggans, which some say are corrupted gnomes. Gnomes are not fond of goblins or kobolds, but in typical gnome fashion, they avoid creatures they dislike rather than crusading against them. They are fond of eladrin and other friendly fey, and gnomes who travel the world have good relations with elves and halflings.

**Gnome Characteristics:** Affable, clever, crafty, curious, funny, guarded, inconspicuous, inventive, secretive, sly, tricky

**Male Names:** Alston, Alvyn, Brocc, Eldon, Frug, Kellen, Ku, Nim, Orryn, Pock, Sindri, Warryn, Wrenn

**Female Names:** Breena, Carlin, Donella, Ella, Lilli, Lorilla, Nissa, Nyx, Oda, Orla, Roswyn, Tana, Zanna

## Gnome Adventurers

Two sample gnome adventurers are described below.

Kellen is a gnome bard with a grim sense of humor and a ready blade. He was thrust unwillingly into an adventuring career when cyclopses raided his village and took him captive. He labored as a slave to a fomorian king for a decade before finally making his escape and fleeing the Feywild entirely. Though he longs to return one day to free the members of his family he was forced to leave behind, fear of what awaits him in the Feywild keeps him in the world.

Orla has lived in the world her entire life. She was born in a forest among elves, but an encounter in the forest one evening changed her life. She found herself face to face with a fey spirit of such power that she was unable to move or speak and could only acquiesce to its unspoken demands. Her life belongs to that spirit now, she knows. She wields its power as a fey pact warlock, but she feels its desires and pursues its goals without fully understanding where they might lead her.

# GOLIATH

STEVE ARGYLE

*Tribal nomads of the mountains,*
*strong as the rock and proud as the peak*

**RACIAL TRAITS**

**Average Height:** 7′ 2″–7′ 8″
**Average Weight:** 280–340 lb.

**Ability Scores:** +2 Strength, +2 Constitution
**Size:** Medium
**Speed:** 6 squares
**Vision:** Normal

**Languages:** Common, either Dwarven or Giant
**Skill Bonuses:** +2 Athletics, +2 Nature
**Mountain's Tenacity:** You have a +1 racial bonus to Will.
**Powerful Athlete:** When you make an Athletics check to jump or climb, roll twice and use either result.
**Stone's Endurance:** You have the *stone's endurance* power.

**Stone's Endurance** Goliath Racial Power

*Your foes' attacks bounce off your stony hide.*

**Encounter**
**Minor Action** **Personal**

**Effect:** You gain resist 5 to all damage until the end of your next turn.
*Level 11:* Resist 10 to all damage.
*Level 21:* Resist 15 to all damage.

Goliaths are mountain-dwelling nomads who see life as a grand competition. Their scattered bands have never been major players in the politics of the lowland world, but they have wandered the mountain ranges of the world since the primordials first shaped the peaks and valleys. Tall and massive, goliaths revere the primal power of nature and use it to enhance their own strength.

Play a goliath if you want . . .

- to be tougher and stronger than nearly anyone else.
- to master the rugged mountain slopes.
- to be a member of a race that favors the barbarian, fighter, and warden classes.

## Physical Qualities

Goliaths tower over even dragonborn, standing between 7 and 8 feet tall. Their skin is gray or brown, mottled with darker patches that they believe hint at some aspect of each goliath's fate or destiny. Their skin is speckled with lithoderms, coin-sized growths of bone that appear like pebbles studding their arms, shoulders, torso, and head. A bony ridge juts over their gleaming blue or green eyes. Male goliaths are bald, and females have dark hair they typically grow long and wear in braids.

Goliaths have life spans comparable to those of humans.

## Playing a Goliath

Goliaths are driven by a fierce love of competition. Anything that can be conceived as a challenge invites goliaths to keep score, tracking their progress against both their comrades and themselves. A goliath fighter might remark on how many times he has drawn first blood in battle within a particular dungeon compared to the party's rogue, and he's certainly mentally tracking his own performance against his last adventure. This competitiveness takes the form of good-natured rivalry among goliaths. As a race they have no patience for cheaters, gloaters, or sore losers, but goliaths can be very hard on themselves when they fail to measure up to their own past accomplishments.

Daring that borders on foolhardiness is also a common trait among goliaths. They have no fear of heights, climbing sheer mountain cliffs and leaping great chasms with ease. Their nomadic lifestyle of hunting and gathering instills in them an inquisitive interest in whatever lies over the next ridge or at the head of a canyon. To a wandering hunter's mind, that curiosity can lead to better hunting grounds or a good water source that would otherwise go undiscovered.

Goliaths respect and revere the natural world, and goliath adventurers commonly draw on the primal power source. Druids and shamans are more common among them than clerics, and goliath priests—called skywatchers—invoke the spirits of nature and their ancestors far more often than they call on the distant gods of the Astral Sea. Some goliath tribes also honor Kord, Melora, and Avandra, particularly those tribes that have frequent contact with other races. Tribes that regularly trade with dwarves sometimes offer sacrifices to Moradin as well.

**Goliath Characteristics:** Competitive, daring, driven, inquisitive, powerful, reliable, restless, trusting

**Male Names:** Aukan, Eglath, Gauthak, Ilikan, Kavaki, Keothi, Lo-Kag, Maveith, Meavoi, Thotham, Vimak

**Female Names:** Gae-Al, Kuori, Manneo, Nalla, Orilo, Paavu, Pethani, Thalai, Uthal, Vaunea

## Goliath Adventurers

Three sample goliath adventurers are described below.

Kavaki was injured in an avalanche as a young man and exiled from his tribe because he was unable to walk with them when they moved to a new hunting ground. His tribe lamented his loss, celebrated his accomplishments, and then left him for dead. However, a ram spirit sheltered him through blizzards and storms until his injury healed, and he now evokes the power of that ram spirit to fuel his barbarian rage. Still cut off from his tribe, Kavaki has found a new family—a group of adventurers—and is determined never again to be in a position where he cannot carry his own weight.

Nalla was a tent-mother for her tribe, caring for infants and toddlers while their parents performed their own tasks on the tribe's behalf. When her own child died in an orc raid, however, Nalla felt that she could no longer bear to care for children, and she soon exiled herself. As a fighter, she has fallen in with a band of adventurers she now guards with her life, almost as if they were the children of her tribe.

Lo-Kag was a trader for his tribe, interacting regularly with a nearby dwarf clan. As a warden, he was interested in the traditions of the dwarven defenders—determined fighters and paladins sworn to the defense of their clanhold—and learned much from a mentor trained in their ways. On his last trip to the dwarf clanhold, however, he found it deserted. Corpses lay strewn around the citadel, but he saw no sign of violence or looting. Instead of returning to his tribe, Lo-Kag set out into the world to investigate the mystery of the dwarves' demise.

# HALF-ORC

*Fierce warriors who combine human resolve with orc savagery*

**RACIAL TRAITS**

**Average Height:** 5′ 9″-6′ 4″
**Average Weight:** 155-225 lb.

**Ability Scores:** +2 Strength, +2 Dexterity
**Size:** Medium
**Speed:** 6 squares
**Vision:** Low-light

**Languages:** Common, Giant
**Skill Bonuses:** +2 Endurance, +2 Intimidate
**Half-Orc Resilience:** The first time you are bloodied during an encounter, you gain 5 temporary hit points. The temporary hit points increase to 10 at 11th level and to 15 at 21st level.
**Swift Charge:** You gain a +2 bonus to speed when charging.
**Furious Assault:** You have the *furious assault* power.

**Furious Assault** Half-Orc Racial Power

*Your monstrous wrath burns inside you, giving strength to your attack.*

**Encounter**
**Free Action** **Personal**
**Trigger:** You hit an enemy
**Effect:** The attack deals 1[W] extra damage if it's a weapon attack or 1d8 extra damage if it isn't.

An obscure legend claims that when Corellon put out Gruumsh's eye in a primeval battle, part of the savage god's essence fell to earth, where it transformed a race of humans into fierce half-orcs. Another story suggests that an ancient hobgoblin empire created half-orcs to lead orc tribes on the empire's behalf. Yet another legend claims that a tribe of brutal human barbarians chose to breed with orcs to strengthen their bloodline. Some say that Kord created half-orcs, copying the best elements from the human and orc races to make a strong and fierce people after his own heart. If you ask a half-orc about his origin, you might hear one of these stories. You might also get a punch in the face for asking such a rude question.

Play a half-orc if you want . . .

- to be big, strong, and fast.
- to harness anger into resilience and combat power.
- to be a member of a race that favors the barbarian, fighter, ranger, and rogue classes.

STEVE ARGYLE

## Physical Qualities

Half-orcs favor their human lineage in appearance, but are distinguished by skin that tends to various shades of gray, broad jaws, and prominent lower canine teeth—though these are still a far cry from the jutting tusks of orcs. On average, they are taller and stronger than humans as well. Their hair is usually black, though it grays quickly with age. Most half-orcs who live among humans favor human styles of clothing and hairstyle, but a few adopt orc traditions, tying small bones or beads into long braids or bunches of hair.

Half-orcs don't live quite as long as humans do. They mature quickly, reaching adulthood at about 16 years, and rarely live past the age of 60.

## Playing a Half-Orc

Half-orcs combine the best qualities of humans and orcs, though some would argue that the good qualities of orcs are few and hard to find. From their orc blood, half-orcs inherit great physical strength and toughness. They are fierce warriors, fleet of foot as they charge into battle.

Their human blood makes half-orcs decisive and bold, resourceful and self-reliant. They are adaptable and able to make their way in almost any circumstance. Although half-orcs often live on the fringes of society in human towns and cities, they still find ways to prosper in a world to which they don't fully belong.

For all their good qualities, many half-orcs exhibit characteristics that polite society finds uncouth or undesirable. Half-orcs have little patience for complicated rules of etiquette or procedure and find little value in hiding their true opinions in order to spare someone's feelings. They enjoy the simple pleasures of food and drink, boasting, singing, wrestling, drumming, and dancing, and they don't find much satisfaction in more refined or sophisticated arts. They're prone to act without much deliberation, preferring to overcome obstacles as they arise rather than consider every possible outcome and make contingency plans. These qualities lead some members of other races to consider them rude or crass, but others find their brashness refreshing.

Half-orcs generally live among either human or orc cultures—some in bustling human towns or cities, others among remote human or orc tribes. Most half-orcs have two half-orc parents, but sometimes half-orcs marry and have half-orc children with humans or orcs. Orcs show grudging respect to half-orcs for their considerable strength and for their cunning intelligence, which sometimes allows half-orcs to rise to leadership positions in orc tribes.

Although possessed of many strengths, half-orcs frequently encounter prejudice in human communities. Thus, most half-orcs gravitate to careers involving physical labor or violence. For some, the life of an adventurer is either a natural extension of that trend or a way to throw off the weight of prejudice. The adventuring life also means finding a place in a group of allies and equals—a simple pleasure that is all too hard for many half-orcs to find in the world.

**Half-Orc Characteristics:** Brash, ferocious, hedonistic, impulsive, short-tempered, tough, uninhibited

**Male Names:** Brug, Dorn, Druuk, Gnarsh, Grumbar, Hogar, Karash, Korgul, Krusk, Lubash, Mord, Ohr, Rendar, Sark, Scrag, Tanglar, Tarak, Thar, Ugarth, Yurk

**Female Names:** Augh, Bree, Ekk, Gaaki, Grai, Grigri, Gynk, Huru, Lagazi, Murook, Nogu, Ootah, Puyet, Tawar, Tomph, Ubada, Vanchu

## Half-Orc Adventurers

Three sample half-orc adventurers are described below.

Tarak, a half-orc rogue, is at home in the city. He grew up in the rough-and-tumble wharf quarter and ran with street gangs and rough sailors. Everything changed when a sailor dropped dead at his feet, leaving a mysterious box in Tarak's possession. The box brought chaos into his life until he fled the city and fell in with some adventurers on the road. Tarak doesn't know what's in the box—its strange lock has defeated every attempt to open it, and its hard metal sides resist breaking. But goblins and doppelgangers have proven themselves willing to kill to get the box for themselves, piquing Tarak's interest.

Murook is a warden, born and raised among an orc tribe. She was a staunch defender of her tribe for years, but her ties to the primal spirits of wood and stone slowly coaxed her away from the worship of Gruumsh and led her to question the brutality the orcs performed in his name. She made her way to human lands and has struggled to fit in, trying to leave behind the barbarian ways of her tribe and adopt at least a veneer of civilization, but she is still far more comfortable among the trees and mountains than confined in a city or village.

Dorn is a half-orc ranger who prefers not to talk about his birth and his family. He spent most of his life in a hut at the outskirts of a farming village, hunting and trapping in the surrounding forest, keeping to himself and asking only to be left alone. His life turned upside down on his thirtieth birthday, when a group of adventurers stopped in the village looking for directions to an ancient ruin. The villagers steered the adventurers to Dorn, who agreed to guide them through the forest. He never returned home, because that first adventure led him into many more.

# SHIFTER

*Ferocious heirs of the wild,*
*the perfect fusion of civilized race and wild beast*

**RACIAL TRAITS**
**Average Height:** 5′ 7″-6′ 0″
**Average Weight:** 130-180 lb.

**Size:** Medium
**Speed:** 6 squares
**Vision:** Low-light

**Languages:** Common, choice of one other

**LONGTOOTH SHIFTERS**
**Ability Scores:** +2 Strength, +2 Wisdom
**Skill Bonuses:** +2 Athletics, +2 Endurance
**Longtooth Shifting:** You have the *longtooth shifting* power.

**RAZORCLAW SHIFTERS**
**Ability Scores:** +2 Dexterity, +2 Wisdom
**Skill Bonuses:** +2 Acrobatics, +2 Stealth
**Razorclaw Shifting:** You have the *razorclaw shifting* power.

**Longtooth Shifting** Shifter Racial Power

*You unleash the beast within and take on a savage countenance.*

**Encounter ✦ Healing**
**Minor Action** **Personal**
**Requirement:** You must be bloodied.
**Effect:** Until the end of the encounter, you gain a +2 bonus to damage rolls. In addition, while you are bloodied, you gain regeneration 2.
*Level 11:* Regeneration 4.
*Level 21:* Regeneration 6.

**Razorclaw Shifting** Shifter Racial Power

*You unleash the beast within and take on a savage countenance.*

**Encounter**
**Minor Action** **Personal**
**Requirement:** You must be bloodied.
**Effect:** Until the end of the encounter, your speed increases by 2, and you gain a +1 bonus to AC and Reflex.

Shifters are fierce hunters strongly influenced by their animal nature. Though they can't fully change shape as their lycanthrope ancestors can, shifters do become more bestial during the heat of battle, calling on the primal power of the beast within.

Play a shifter if you want . . .

- ✦ to tap into bestial strength or speed in battle.
- ✦ to be a character in tune with your primal savage nature.
- ✦ to be a member of a race that favors the druid, fighter, ranger, and warden classes.

STEVE ARGYLE

## Physical Qualities

In broad strokes, shifters resemble humans with animalistic features. Their bodies are lithe and strong, and they often move in a crouched posture, springing and leaping along the ground. Their faces have a bestial cast, with wide, flat noses, large eyes and heavy eyebrows, pointed ears, and long sideburns. The hair of their heads is thick and worn long. Shifter skin and hair are usually some shade of brown.

Longtooth shifters claim werewolves as ancestors and have a vaguely canine cast to their features that becomes much more pronounced when they use their *longtooth shifting* power. Razorclaw shifters are descended from weretigers and are more catlike, particularly when using *razorclaw shifting*.

Shifters live about as long as humans.

## Playing a Shifter

Shifters are strongly influenced by their animal natures. They think and act like predators, conceiving of most activities in terms of hunting and prey.

Longtooth shifters are drawn to a pack of companions, whether that's a family group or an adventuring party. They work well as part of a team in combat, coordinating their attacks with their allies and coming to the aid of beleaguered friends. They're drawn to the leader and defender roles, and they make excellent clerics, fighters, paladins, and wardens.

Razorclaw shifters are more independent, self-reliant, and adaptable. They're no less devoted to their adventuring companions, but they trust their allies to take care of themselves, and they strive to carry their own weight in the group. They're more inclined to be strikers or controllers, and they favor classes such as avenger, druid, ranger, and rogue.

Historically, most shifters dwelled in nomadic bands in plains and forests far removed from cities and towns. Since the fall of Nerath, however, the increasing dangers of the wilds have driven many shifters into closer proximity to human and elf communities. Some shifters have adapted smoothly to this change, carving niches for themselves as trappers, hunters, fishers, trackers, guides, or military scouts. Others have a much harder time fitting in. Shifters who feel alienated from the plains and forests they love sometimes take up the adventuring life as a way of escaping the confines of city walls and returning to nature. Some shifters, though, turn to a life of crime, preying on the residents of their new homes like the hunters they are.

**Shifter Characteristics:** Active, alert, fierce, free-spirited, intuitive, perceptive, predatory, self-reliant, unrestrained, wild

**Male Names:** Ash, Brook, Claw, Cliff, Flint, Frost, River, Rock, Storm, Thorn, Tor

**Female Names:** Aurora, Autumn, Dawn, Hazel, Iris, Lily, Rain, Rose, Summer

## Shifter Adventurers

Three sample shifter adventurers are described below.

Ash is a proud longtooth cleric devoted to Melora. His clan moved from the open plains into a nearby city shortly after the fall of Nerath, and most of them have adjusted smoothly to an urbanized life. Even during his childhood, though, Ash felt a calling to the wild places of the world, and he ventured far from the city on his wanderings. As a personal rite of passage when he turned 18, he traveled ten days from the city into the wilds and stayed there for ten more days, spending his time hunting, gathering food, and praying to the god of the wilderness. He had planned to return after those ten days but decided that Melora had a different plan in mind. He avoids cities and towns now unless he has no choice, spending his time wandering the wilds, exploring ancient ruins, and fighting the monsters that make the wilderness unsafe.

Summer is a razorclaw druid whose tribe still wanders a pristine forest far from any human cities. She was her tribe's moonspeaker, a religious leader who traveled among the different clans of her tribe. In the summer of one year, she went to visit the northernmost clan and never found them. She traveled farther and farther afield until she found a hobgoblin city. While sneaking into the city, she discovered that the surviving members of the clan were now slaves of the hobgoblins. She plans to return to that city one day to free her people, but in the meantime she is very interested in the power she has gained through adventuring.

Storm is a razorclaw avenger dedicated to the Raven Queen. He knows no tribe except the remote monastery where he was raised and trained. For many years, he never knew another shifter, and he believed himself to be a human who was specially blessed for the work of the Raven Queen—endowed with speed, stealth, and strength to make him more perfect in her service. On reaching adulthood, he left the monastery and ventured into the world on his first major undertaking for his order. There he discovered others of his race and has begun to question fundamental assumptions of his identity. Disillusioned about his god's work, he has taken up with a group of adventurers while he sorts out his place in a world that is much different from anything he previously imagined.

# RACIAL PARAGON PATHS

Most paragon paths are specific to particular classes. This section presents racial paragon paths, which are specific to races included in this book and in the *Player's Handbook*. The only prerequisite for any of these paths is that you be a character of the appropriate race. Only a dwarf can be a firstborn of Moradin, for example, and you must be a half-orc to take the bloodfury savage path. A racial paragon path is an exemplar of a race's defining characteristics. A scion of Arkhosia is not just any dragonborn hero: He or she is one of the finest examples of certain qualities that set dragonborn apart from other races.

Exemplars of the half-elf race do not pursue a paragon path; instead, they take the Versatile Master feat in Chapter 3.

**Choosing a Racial Paragon Path:** When you reach 11th level, you can choose a racial paragon path instead of another paragon path (see *Player's Handbook*, page 53). You gain the features and the powers of the path at the levels specified in the racial paragon path's description.

**Implements:** If your racial paragon path includes powers that have the implement keyword, you can use your class's implements, as well as implements you can use because of a feat, with those powers. When you wield a magic version of such an implement, you can add its enhancement bonus to the attack rolls and the damage rolls of your racial paragon path powers that have the implement keyword. Without an implement, you can still use these powers.

## Adroit Explorer

*"Turn back? Now? But we don't know what's on the next floor!"*

**Prerequisite:** Human

The unknown has an inexplicable hold on you. Your greatest ambition is to discover, to unearth, to explore. You are the perfect expression of the human tendency to comb the world in search of knowledge and power, infused with an almost superhuman determination. This determination is central to your nature—a drive that propels you to work harder, fight longer, and strive for more than you should be able to attain through your own merits. You are not satisfied until you have achieved complete victory in your endeavors, and you develop powers to help you achieve your goals. Your will only grows stronger when your back is against the wall, and you fight all the harder, making sure you win the day.

Whether you are motivated by a thirst for knowledge of the world's most ancient civilizations, a hunger for long-lost secrets of arcane power, a drive to conquer and settle the world in the name of Erathis, or a lust for gold and glory, you're willing to face great danger to achieve your goals. Thanks to your single-minded dedication, you usually manage to escape from danger in one piece, even if you survive only by the skin of your teeth.

### Adroit Explorer Path Features

**Ambitious Effort (11th level):** Choose an encounter attack power of 7th level or lower from your class. You gain that power. If you choose an encounter attack power that you already know, you now have two uses of that power per encounter. At 21st level, you can replace this power with an encounter attack power of 13th level or lower from your class.

**Bloody Determination (11th level):** The first time you are bloodied during an encounter, you gain a +5 power bonus to your next attack roll before the end of your next turn against the enemy that bloodied you.

**Heroic Action (11th level):** When you spend an action point to take an extra action, you also gain resist 10 to all damage until the end of your next turn. The resistance increases to 20 at 21st level.

**Champion of Humanity (16th level):** After each extended rest, you have 2 action points instead of 1.

### Adroit Explorer Powers

**Destined for Greatness** — Adroit Explorer Utility 12

*Despair is never an option.*

**Encounter ✦ Healing**
**No Action** **Personal**
**Trigger:** You fail a saving throw and you are not dying
**Effect:** You reroll the saving throw with a +4 power bonus. In addition, you can spend a healing surge.

**Bloodied Greatness** — Adroit Explorer Attack 20

*Your enemies' attacks push you over a threshold, and you tap into a fresh reserve of strength. You unleash one of your mightiest attacks, fueled by your pain.*

**Daily**
**Immediate Reaction** **Personal**
**Trigger:** An enemy bloodies you
**Effect:** You use one of your encounter attack powers against the triggering enemy. That power can already be expended, and if it is not, using it through this power doesn't expend it.

# Ancestral Incarnate

*"It looks as if you spent a lifetime learning that technique. I humbly counter—with a technique that took a dozen lifetimes to master."*

**Prerequisite:** Deva

All devas have at least a tenuous connection to their past lives, and they see themselves as spiritual descendants of their previous incarnations. For you, the connection to your past lives is more tangible. As an ancestral incarnate, you can call forth your own spirit as it existed years or centuries ago to advise you, protect you, and confound your enemies. Those who have the temerity to face you in battle learn that they aren't fighting just the present-day incarnation of you, but also every incarnation of you that has ever been.

## Ancestral Incarnate Path Features

**Resurgent Action (11th):** When you spend an action point to take an extra action, you can regain the use of an encounter attack power that you have already used during this encounter. The power's level must be no higher than your level - 4, and you must use the power when taking the extra action.

**Serene Countenance (11th):** You gain a +2 bonus to saving throws to end effects that make you dazed or stunned.

**Past-Life Acolytes (16th):** When you perform any ritual, you can make three ghostly incarnations of your past lives step out of your body to help you. Each incarnation either grants you a +2 bonus to the ritual's skill check or contributes a healing surge to help pay the ritual's healing surge cost, if any. The number of incarnations increases to four at 20th level, five at 25th level, and six at 30th level.

## Ancestral Incarnate Powers

**Past-Life Guardian** Ancestral Incarnate Attack 11

*A translucent deva spirit steps out of your body and interposes itself between you and an enemy.*

**Encounter ✦ Conjuration, Implement**
**Standard Action** **Ranged** 5

**Effect:** You conjure a spectral guardian that occupies 1 square within range. The guardian lasts until the end of your next turn. The guardian makes the following attack when it appears, and it can repeat the attack as an opportunity attack.

**Target:** One creature adjacent to the guardian
**Attack:** Wisdom vs. Reflex
**Hit:** 3d8 + Wisdom modifier damage.

**Past-Life Servant** Ancestral Incarnate Utility 12

*A spirit resembling one of your past incarnations steps out of your body, bows briefly, and moves as you direct.*

**Daily ✦ Conjuration**
**Minor Action** **Ranged** 20

**Effect:** You conjure a spectral servant in an unoccupied square within range. The servant can perform one of these tasks when it appears:

- ✦ Move 6 squares.
- ✦ Pick up an unattended object adjacent to it that weighs up to 20 pounds.
- ✦ Manipulate an unattended object adjacent to it.

**Sustain Minor:** The servant persists, and it can perform another task from the list above. You can spend multiple minor actions in a round to have the servant perform multiple tasks.

**Past-Life Vanguard** Ancestral Incarnate Attack 20

*Spirit after sword-wielding spirit leaps out of your body Each stabs a nearby enemy; then they all leap back inside you, invigorating you as they return.*

**Daily ✦ Healing, Implement**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 4d8 + Wisdom modifier damage.
**Effect:** You regain 5 hit points for each target.

HOWARD LYON

# Bloodfury Savage

*"I'll tear out your heart and make it my feast!"*

**Prerequisite:** Half-orc

In the veins of your people flows the mingled blood of orcs and humans, a perfect union of ferocity and adaptability. In general, half-orcs manifest the best traits of humans and orcs. In your heart, though, orc drums beat a call to war, stirring a savage craving for violence. You brim with fury you can barely contain, and in the thick of combat it overflows into a raging torrent. Only battle can feed the hunger in your soul, for you were born to the bloodfury.

For your entire life, you have felt the stirrings of war within you, the conflict between the human and orc halves that define your divided nature. From the battle raging inside, you derive great power, great strength, and above all, a great capacity for destruction. In combat, you lose yourself to the storm, unleashing your bloodfury in a frothing display of violence that inspires fear in all who fight you.

## Bloodfury Savage Path Features

**Eager Action (11th level):** When you spend an action point to take an extra action, you also gain a bonus to speed equal to your Dexterity modifier until the end of your next turn.

**Fearsome Disposition (11th level):** When you make an Intimidate check, you can roll twice and use either result.

**Savage Resilience (16th level):** When you use your Half-Orc Resilience racial trait, you also gain resist 10 to all damage until the end of your next turn.

## Bloodfury Savage Powers

**Unbound Assault** — Bloodfury Savage Attack 11

*You tear across the battlefield, eager to feed fresh kills to your weapon.*

**Encounter ✦ Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you shift 3 squares.
**Target:** One creature
**Attack:** Strength or Dexterity vs. AC
**Hit:** 3[W] + Strength or Dexterity modifier damage, and you gain a +4 bonus to damage rolls against the target until the end of your next turn.
**Special:** When you gain this power, choose Strength or Dexterity as the ability you use when making attack rolls and damage rolls with this power.

**Frothing Madness** — Bloodfury Savage Utility 12

*Something erupts inside you, turning you into a relentless force of destruction.*

**Daily ✦ Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain a +2 bonus to damage rolls and a +5 bonus to saving throws.

**Murderous Rage** — Bloodfury Savage Attack 20

*You swear that your foe will not survive this battle, as you focus your steadily growing fury on it.*

**Daily ✦ Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength or Dexterity vs. AC
**Hit:** 4[W] + Strength or Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you gain a +1 bonus to damage rolls against the target. Whenever you hit the target with a melee attack, this bonus increases by 1.
**Special:** When you gain this power, choose Strength or Dexterity as the ability you use when making attack rolls and damage rolls with this power.

JOHN STANKO

# Fey Beguiler

*"Now you see me—but not for long!"*

**Prerequisite:** Gnome

The gnome race has learned to survive in a dangerous world by remaining unnoticed, staying out of sight and wielding magic to become invisible. As a fey beguiler, you take that a step farther, using magic to cloud and confuse your enemies' minds while you perfect your own talents for stealth and secrecy.

As you progress along the path of the fey beguiler, you learn an array of methods to move around unseen while bedeviling your foes. You can turn invisible, blast your foe with a globe of fey light and dash away unseen, or dumbfound an opponent, leaving it vulnerable to your allies' attacks. To supplement the powers of your path and your class, you also learn skills and utility powers typically available to rogues and wizards, either magical or mundane tricks to enhance your stealth, movement, or other capabilities. The key to your success is to escape notice, and you have an arsenal of techniques to do just that.

You can be sly and sneaky, moving quietly and skulking through the shadows. Subtlety is a valuable tool, and secrecy can save your life. But sometimes a forthright attack on an enemy's mind is just the right tool for the job.

RAVEN MIMURA

## Fey Beguiler Path Features

**Skill Learning (11th level):** You gain training in a skill from the rogue or wizard class skills list.

**Disappearing Trick (11th level):** You can spend an action point to become invisible until the end of your next turn or until you attack, instead of taking an extra action.

**Clever Versatility (12th level):** You gain a utility power of 10th level or lower from the rogue or wizard class.

**Sneaky Gnome (16th level):** You roll twice whenever you make a Stealth check and use either result.

## Fey Beguiler Powers

**Bedazzling Orb** — Fey Beguiler Attack 11

*As you disappear from view, an orb of bright fey light streaks toward your opponent, then erupts in a dazzling flash that leaves that foe dazed.*

**Encounter ✦ Illusion, Implement, Radiant**
**Standard Action** **Ranged** 10
**Effect:** Before the attack, you become invisible until the end of your turn.
**Target:** One creature
**Attack:** Intelligence or Charisma vs. Reflex
**Hit:** 2d8 + Intelligence or Charisma modifier radiant damage, and the target is dazed until the end of your next turn.
**Special:** When you gain this power, choose Intelligence or Charisma as the ability you use when making attack rolls and damage rolls with this power.

**Beguiling Bolt** — Fey Beguiler Attack 20

*Your mental assault leaves your foe bewildered and vulnerable to attack, as you draw on fey power to regain your ability to vanish.*

**Daily ✦ Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence or Charisma vs. Will
**Hit:** 4d10 + Intelligence or Charisma modifier psychic damage, and the target grants combat advantage (save ends).
**Miss:** Half damage, and the target grants combat advantage until the end of its next turn.
**Effect:** You regain the use of your *fade away* racial power if you have already used it during this encounter.
**Special:** When you gain this power, choose Intelligence or Charisma as the ability you use when making attack rolls and damage rolls with this power.

# Firstborn of Moradin

*"My strength is the eternal endurance of the mountains. I will not break."*

**Prerequisite:** Dwarf

At the dawn of creation, dwarven myths say, Moradin made the race of dwarves. His firstborn had bones cut from bedrock, souls wrought from iron, and hearts carved of gleaming diamonds. These firstborn were the models after which all other dwarves were patterned.

Although the firstborn of Moradin's making vanished in servitude to the giants, their fighting techniques and mystical traditions have not been lost. A new era of dwarven heroism has arrived, and the legacy of the firstborn continues. Those few who most skillfully follow the paths of the ancient firstborn are slowly transformed into the image of Moradin's firstborn.

As one of the present-day firstborn of Moradin, you forge a deep connection with the earth, tapping into the power that courses through the bedrock beneath your feet. You draw on the strength of the mountains to resist injury, expand your senses through rock and stone, and root yourself in the bones of the earth. You are the stuff new legends are made of.

WAYNE REYNOLDS

## Firstborn of Moradin Path Features

**Stonebones (11th level):** Whenever you take a critical hit, roll a d20. If you roll 10 or higher, the critical hit turns into a normal hit.

**Strength of the Earth (11th level):** When you spend an action point to take an extra action, you can also spend a healing surge.

**Dwarven Resurgence (16th level):** When you use your second wind, you make a saving throw against each effect on you that a save can end.

## Firstborn of Moradin Powers

**Receive the Charge** — Firstborn of Moradin Attack 11

*You ready yourself for an approaching enemy, deftly maneuvering to a better position and striking before your foe strikes you.*

**Encounter ✦ Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy enters a square adjacent to you
**Effect:** Before the attack, you shift 1 square.
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.

**Earthsense** — Firstborn of Moradin Utility 12

*Your connection with the earth allows you to sense even the faintest tremors in stone, letting you see what others cannot.*

**Daily ✦ Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain tremorsense 10.

**Mountain Stance Strike** — Firstborn of Moradin Attack 20

*You call on the weight of the mountains to crash down on your foes and to ground yourself against your enemies' attacks.*

**Daily ✦ Stance, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage, and you knock the target prone. If the target stands up before the end of your next turn, you can make a melee basic attack against it as an immediate interrupt if you are adjacent to it.
**Miss:** Half damage.
**Effect:** You assume the mountain stance. Until the stance ends, you gain a +2 bonus to AC, and you can ignore being pulled, pushed, slid, or knocked prone.

# Halfling Scoundrel

*"The bigger they are, the easier they topple."*

**Prerequisite:** Halfling

The greatest heroes of halfling legend are those who defeat giants, dragons, or other oversized threats to their homes and communities, using their wits, their agility, and a hefty dose of audacity. These heroes aren't necessarily armored warriors wielding legendary swords, and they don't have lands or noble titles. They are ordinary folk who rise to the challenge of the times, proving that size and strength aren't needed to come out on top. You're one of these heroes.

Like most halflings, you have found that the best way to get by in a world full of much larger creatures is to stay out of their way. Doing that might mean keeping out of their sight or staying on their good side. It might also mean keeping out of their reach, or dodging their attacks. Stealth and trickery might not be weapons and armor by themselves, but they are a useful supplement to the finest steel. Coupled with your natural daring and determination, these strengths are enough to bring you victory against any foe, no matter how large.

Compared to the legendary heroes of other races, you might come across as a scamp or a scoundrel. But the fact that you're crafty, resourceful, and sometimes sneaky doesn't make you any less of a hero. Avandra has blessed you with courage beyond question, ingenuity sufficient for any challenge, and the stealth you need to survive.

## Halfling Scoundrel Path Features

**Fearless Scoundrel (11th level):** Whenever you are affected by a fear effect that a save can end, you can make a saving throw against the effect at the start of your turn. If you don't save, you can make another saving throw against the effect at the end of your turn.

STEVE ELLIS

**Resourceful Action (11th level):** You can spend an action point to gain a +5 bonus to an attack roll, a saving throw, or a skill check you have just rolled, instead of taking an extra action.

**Crafty Combatant (16th level):** When you use your *second chance* racial power and the enemy's attack misses after the reroll, that enemy grants combat advantage to you until the end of your next turn.

## Halfling Scoundrel Powers

### Sly Offensive — Halfling Scoundrel Attack 11

*Your weapon ends up exactly where the enemy didn't expect, leaving that foe off balance.*

**Encounter ✦ Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Dexterity or Charisma vs. Reflex
**Hit:** 2[W] + Dexterity or Charisma modifier damage, and the target takes a –2 penalty to attack rolls against you until the end of its next turn. If the target misses with any attack during its next turn, you can shift a number of squares equal to your Dexterity or Charisma modifier as an opportunity action.
**Special:** When you gain this power, choose Dexterity or Charisma as the ability you use when making attack rolls and damage rolls with this power. You use the same ability to determine the number of squares you shift.

### Problem Solver — Halfling Scoundrel Utility 12

*You find solutions to the thorniest problems.*

**Encounter**
**Immediate Interrupt** **Ranged** 10
**Trigger:** An ally within 10 squares of you fails a check with a skill in which you're trained
**Target:** The triggering ally
**Effect:** The target can reroll the skill check with a +2 power bonus.

### Halfling's Taunt — Halfling Scoundrel Attack 20

*You enrage your foe with a chuckle and a taunt. That foe's fury swells as its attacks miss you and you whack it in response.*

**Daily ✦ Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Dexterity or Charisma vs. AC
**Hit:** 5[W] + Dexterity or Charisma modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, if the target attacks, it must include you as a target if none of your allies are nearer to it than you are. You gain a +2 bonus to all defenses against the target's attacks. If the target misses you with an attack, you can make a basic attack against it as an opportunity action.
**Special:** When you gain this power, choose Dexterity or Charisma as the ability you use when making attack rolls and damage rolls with this power.

# Moonstalker

*"I can see my destiny in the face of the moon, and I call to it in greeting."*

**Prerequisite:** Shifter

Shifters harbor a bestial nature inside themselves. When a shifter is under duress, this nature reveals itself in his or her features and prowess. This innate savagery is the gift of shifters' lycanthrope ancestors, the quality passed down through the generations that gives the shifter race its identity. Most shifters can call on their legacy when needed, but you enjoy a closer kinship to your lycanthrope forebears.

You take the name moonstalker for the strong lycanthropic heritage you have awakened in your spirit. You have always had an animalistic side, manifested in your physical features and sometimes through your behavior, but at some point you learned that you were different, and that the gift from your ancestors was greater than you could have believed. You are still able to shift your form, physically expressing shifter traits, but you can take that power a step farther and use your bestial nature to fully transform into a wolf or a tiger. This ability accompanies a host of other changes, and your tactics and behavior leave behind civilized methods for those of an untamed predator.

DEVON CADDY-LEE

## Moonstalker Path Features

**Hunter Action (11th level):** When you spend an action point to make an attack, you can shift a number of squares equal to your Wisdom modifier as a free action before or after the attack.

**Go for the Throat (11th level):** When you hit a prone target with a melee attack, the attack deals 1d6 extra damage. The extra damage increases to 2d6 at 21st level.

**Pack Tactics (16th level):** While you are adjacent to a prone enemy, you and your allies add your Wisdom modifier to damage rolls against that enemy.

## Moonstalker Powers

**Call to the Moon** Moonstalker Attack 11

*A bloodcurdling howl escapes from your throat, announcing that the hunt has begun.*

**Encounter ✦ Fear, Psychic**
**Minor Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Wisdom + 4 vs. Will
*Level 21:* Wisdom + 6 vs. Will
**Hit:** 1d8 + Wisdom modifier psychic damage, and the target grants combat advantage until the end of your next turn.

**Unleash the Silent Predator** Moonstalker Utility 12

*Your body contorts as you transform into the creature lurking inside you.*

**Daily ✦ Polymorph**
**Minor Action** **Personal**
**Effect:** You assume the form of a gray wolf or a tiger of your size until the end of the encounter, until you fall unconscious, or until you drop to 0 hit points or fewer. In this form, you add your Wisdom modifier to your speed. In addition, whenever you walk as a move action, you can shift 1 square as a free action before doing so.

**Circle the Prey** Moonstalker Attack 20

*You stalk around your enemy, searching for an opening to make a killing blow.*

**Daily ✦ Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength or Dexterity vs. Reflex
**Hit:** 3[W] + Strength or Dexterity modifier damage, and ongoing 10 damage (save ends). In addition, you knock the target prone.
**Miss:** Half damage.
**Effect:** Before or after the attack, you shift a number of squares equal to your Wisdom modifier. After the attack, the target grants combat advantage to you until the end of your next turn.
**Special:** When you gain this power, choose Strength or Dexterity as the ability you use when making attack rolls and damage rolls with this power.

# Scion of Arkhosia

*"By the blood of Io, you will fall!"*

**Prerequisite:** Dragonborn

Scions of Arkhosia are the descendants of the noble dragonborn heroes of the fallen empire of Arkhosia. In the years since that empire fell, its heirs have scattered across the world, their lineage and heritage confused or lost in the darkness of the present age. Most dragonborn spend their lives unaware of what sort of potential lies within them, but a few manage to awaken and master their hidden reserves of power.

You are one of these scions, and you have begun the long and arduous process of unlocking the power of your noble blood. Your ancestry places you closer to your dragon kin than other dragonborn are. As a result, you gain a greater mastery over your *dragon breath*, able to alter its substance at will.

The clearest sign of your noble heritage, though, is the draconic wings that begin to form on your back as soon as you adopt this paragon path. They take some time to grow strong and large enough to sustain short bursts of flight, but they mark you unmistakably as what you are: a hero of your people reborn.

MATIAS TAPIA

## Scion of Arkhosia Path Features

**Versatile Breath (11th level):** Whenever you attack with your *dragon breath* racial power, choose one of the following damage types: acid, cold, fire, lightning, or poison. The attack's damage is also that type.

**Draconic Outburst (11th level):** When you spend an action point to make an attack, each enemy adjacent to you takes damage equal to 5 + your Constitution modifier when you resolve the attack. This damage is the same type you initially chose for your *dragon breath* racial power.

**Blood of Io (16th level):** You gain overland flight with a speed of 12.

## Scion of Arkhosia Powers

**Dragon's Wrath** — Scion of Arkhosia Attack 11

*You exhale draconic energy that detonates at a distance.*

**Encounter ✦ Varies**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Attack:** Strength, Constitution, or Dexterity + 4 vs. Reflex
*Level 21:* Strength, Constitution, or Dexterity + 6 vs. Reflex
**Hit:** 3d6 + Constitution modifier damage.
**Special:** This power uses the same ability as your *dragon breath* racial power, and it uses the same damage type you initially chose for that power.

**Dragon Wings** — Scion of Arkhosia Utility 12

*Fully formed dragon wings protrude from your back, giving you the ability to fly.*

**At-Will**
**Move Action** **Personal**
**Effect:** You fly a number of squares equal to your speed. You must land at the end of this movement.

**Clinging Breath** — Scion of Arkhosia Attack 20

*Your breath weapon clings to creatures before you, eating them alive.*

**Daily ✦ Varies**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Strength, Constitution, or Dexterity + 6 vs. Reflex
**Hit:** 3d6 + Constitution modifier damage, and ongoing 10 damage (save ends).
**Miss:** Half damage, and ongoing 5 damage (save ends).
**Special:** This power uses the same ability as your *dragon breath* racial power, and it uses the same damage type you initially chose for that power.

# Shiere Knight

*"By the court of the Summer Queen, you shall pay for your transgressions!"*

**Prerequisite:** Eladrin

Most noble eladrin, including bralani and ghaeles such as those described in the *Monster Manual*, are prominent figures in their houses, lords and ladies who have positions of authority over the lesser members of their houses. A few eladrin heroes, however, champion the cause of their race as a whole, rather than of any particular house. Though they are often anointed by house nobles, these shiere knights are free agents, beholden to no particular house and dedicated to protecting the eladrin from fomorians, spriggans, and other hostile denizens of the Feywild.

Becoming a shiere knight involves more than attaining a title. As a champion of your race, you become a living embodiment of the power of the Feywild. Your appearance is marked by a sign of the fey power within you: a faint glow that outlines your frame and burns in your eyes, an eldritch wind that constantly stirs the air around you, or some other manifestation of your otherworldly nature. You can channel this power to beguile your foes or drive them off in fear.

## Shiere Knight Path Features

**Blessed of the Fey (11th level):** Whenever you are affected by a charm effect that a save can end, you can make a saving throw against the effect at the start of your turn. If you don't save, you can make another saving throw against the effect at the end of your turn.

**Fey Leap Action (11th level):** You can spend an action point to teleport 10 squares, instead of taking an extra action.

**Cloaked in Magic (16th level):** Whenever you teleport, you gain a +2 bonus to all defenses until the start of your next turn.

## Shiere Knight Powers

**Ensorcelled Mind** — Shiere Knight Attack 11

*You fill your foe's mind with haunting images of the Feywild's wonder and beauty, with the result that the enemy cannot bear to see you harmed.*

**Encounter ✦ Charm**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Intelligence, Wisdom, or Charisma + 4 vs. Will
*Level 21:* Intelligence, Wisdom, or Charisma + 6 vs. Will
**Hit:** Until the end of your next turn, the target can't attack you. In addition, when any creature within the target's reach hits or misses you, the target makes a melee basic attack against that creature as a free action, with a +2 bonus to the attack roll.
**Special:** When you gain this power, choose Intelligence, Wisdom, or Charisma as the ability you use when making attack rolls with this power.

**Fey Escape** — Shiere Knight Utility 12

*As your foe draws near, a swirling storm of leaves spins around you and whisks you to safety.*

**Daily ✦ Teleportation**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy enters a square adjacent to you
**Effect:** You teleport 5 squares.

**Imperious Presence** — Shiere Knight Attack 20

*Filled with the power of the Feywild, you drive your enemies away in fear, sapping them of their strength.*

**Daily ✦ Fear**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Intelligence, Wisdom, or Charisma + 6 vs. Will
**Hit:** The target is weakened (save ends). The target then moves away from you at its speed as a free action.
**Miss:** The target is weakened until the end of your next turn, and you push the target 3 squares.
**Special:** When you gain this power, choose Intelligence, Wisdom, or Charisma as the ability you use when making attack rolls with this power.

BRIAN DESPAIN

# Stoneblessed

*"There are secrets in the peaks, mysteries I have unraveled and embraced."*

**Prerequisite:** Goliath

There can be no understating the kinship that goliaths share with their mountain homes. Like the mountains, goliaths stand tall despite the hardship of life amid the wind, snow, and ice of the highest crags. Most goliaths are proud merely to draw strength from their upbringing amid the towering peaks, but a rare few come to embody the spirit of the mountains.

You are such a hero, a stoneblessed goliath who has an uncommon connection to stone and earth. Rock beneath your feet emboldens you, and the elements nourish you, until you become the personification of your homeland's peaks. As a stoneblessed, you draw power from the stone itself, allowing you to transcend the bounds of your mortal form and achieve astonishing acts of strength. Your attacks strike with the weight of the mountain behind them. When you reach the pinnacle of this path, you can transform yourself into an entity of stone, crushing those who stand against you.

MICHAEL BIEREK

When you take the first step on this path, your features and form begin a slow transformation, revealing the depth of your mountain connection. Your skin gains the texture of sandstone, thickening to protect you from harm. Your eyes lose their moisture until they eventually shine like diamonds, reflecting light in a rainbow. The lithoderms that stud your shoulders and elbows transform into crystalline growths. Among goliaths, these features mark you as a true champion, a chosen hero of your kind.

## Stoneblessed Path Features

**Stonehide Action (11th level):** When you spend an action point to take an extra action, you also gain a +2 bonus to AC until the end of your next turn.

**Unusual Reach (11th level):** Your melee reach increases by 1.

**Mountain Crush (16th level):** Whenever you score a critical hit with a two-handed weapon, the attack deals extra damage equal to twice your Constitution modifier.

## Stoneblessed Powers

**Mountain Sweep** Stoneblessed Attack 11

*You sweep your weapon in a terrible arc, slicing through your foes as if they were wheat before the scythe.*

**Encounter ✦ Weapon**
**Standard Action** **Melee** weapon
**Target:** One or two creatures
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier + Constitution modifier damage.

**Summit Advantage** Stoneblessed Utility 12

*Focusing your awareness, you ready yourself to lash out at any enemy in reach that gives you an opening.*

**Encounter**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you have threatening reach.

**Avalanche Assault** Stoneblessed Attack 20

*With the power of an avalanche, you rain blows on your enemy. The strength of the mountains lingers in your limbs while you remain in this stance.*

**Daily ✦ Stance, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 4[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You assume the stance of the avalanche. Until the stance ends, you can move through an enemy's space if that enemy is your size or smaller, and you gain a bonus to the damage rolls of your at-will attacks equal to your Constitution modifier.

# Turathi Highborn

*"The error of my ancestors was in dealing with evil powers they couldn't control."*

**Prerequisite:** Tiefling

The sins of Bael Turath lie exposed in the sinister appearance of its tiefling descendants. Each pair of horns, every sinewy tail, and every set of glowing red eyes reminds the world of the perils of dealing with devils and the evils that result from such fell bargains. Many tieflings rise above the darkness clouding their souls, but a few find it far harder to divorce themselves from their sinister heritage, largely because of their familial connections to those first tieflings who forged pacts with Asmodeus and other archdevils of the Nine Hells.

As a Turathi highborn, you bear a heavier burden than your kin, for it was your ancestors who damned the tiefling race. For better or worse, you retain a stronger connection to the Nine Hells than most of your race. You loose bursts of hellfire on your enemies when enraged, and infernal power undergirds your other talents. Drawing on the lore of Bael Turath's ancient nobility, you can unhinge the minds of your foes or make them your slaves—even as you engulf them in hellfire.

## Turathi Highborn Path Features

**Turathi Frenzy (11th level):** You gain a bonus to damage rolls against bloodied enemies equal to 1 + your Charisma modifier.

**Hellfire Action (11th level):** When you spend an action point to make an attack, that attack deals 2d6 extra fire damage on a hit.

**Kneel before the Turathi (16th level):** When you hit with an attack benefiting from your *infernal wrath* racial power, you also knock the target prone.

## Turathi Highborn Powers

**Bolts of Bedevilment** Turathi Highborn Attack 11

*Twin bolts of black fire leap from your hands to swirl about your enemy, tricking the foe into attacking one of its allies.*

**Encounter ✦ Charm, Fire**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma, Constitution, or Intelligence + 4 vs. Will
*Level 21:* Charisma, Constitution, or Intelligence + 6 vs. Will
**Hit:** The target makes a basic attack against a creature of your choice as a free action. The target gains a +2 power bonus to the attack roll, and on a hit, its attack deals 2d6 extra fire damage.
**Special:** When you gain this power, choose Charisma, Constitution, or Intelligence as the ability you use when making attack rolls with this power.

**Infernal Nova** Turathi Highborn Utility 12

*You are wreathed in red and black flames that erupt to sear your foes when you are hit in melee.*

**Daily ✦ Fire, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever you take damage from a melee attack, each enemy adjacent to you takes 5 fire damage.

**Thrall of Turath** Turathi Highborn Attack 20

*You wrap your foe's mind with hellfire, burning the enemy even as it follows your commands.*

**Daily ✦ Charm, Fire**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Charisma, Constitution, or Intelligence + 6 vs. Will
**Hit:** 2d6 + Constitution modifier fire damage, and the target is dominated and takes ongoing 5 fire damage (save ends both).
**Miss:** Half damage, and the target makes a basic attack against a creature of your choice as a free action.
**Special:** When you gain this power, choose Charisma, Constitution, or Intelligence as the ability you use when making attack rolls with this power.

# Twilight Guardian

*"Despoiler! Feel nature's wrath!"*

**Prerequisite:** Elf

Among the elves, a rare few embrace the splendor of the natural world and draw power from its bountiful life in ways that others cannot begin to understand. Such elves champion nature in all its forms, placing the needs of the wilderness above their own. These heroes are called twilight guardians, for they preserve the wilderness from the encroaching darkness, safeguarding the natural world from destruction at the hands of the incautious and the malevolent alike.

Though it might seem that the twilight guardian chooses to champion the cause of nature, most twilight guardians would say that the world chose them. The world responds, they believe, to an uncommon reverence for nature, an awareness of the true power of life, and an understanding of the need for a harmonious balance to ensure the world's survival. These qualities arise most commonly among the elves, and thus the path of the twilight guardian is unique to that race.

As a twilight guardian, you evolve into a physical conduit of natural power, channeling the life force of the earth itself to better combat your enemies. The power flowing though you sharpens your senses and attunes you to your surroundings. Protecting the wilderness is your paramount concern. You are not required to safeguard a particular region, but instead to protect nature wherever you go in your travels. As long as you remain a stalwart protector, the natural world will aid you in your crusade, lending you its strength to ensure your triumph over those who would contaminate the land.

JAMES ZHANG

## Twilight Guardian Path Features

**Elfsight (11th level):** You ignore the -2 penalty for attacking an enemy that has concealment. Also, your racial bonus to Perception checks increases to +4, and the racial bonus to Perception checks that you grant through your Group Awareness racial trait increases to +2.

**Accurate Action (11th level):** When you spend an action point to make an attack, you can make two attack rolls for that attack and use either result.

**Twilight Walk (16th level):** You ignore difficult terrain.

## Twilight Guardian Powers

**Bonds of Life** — Twilight Guardian Attack 11

*Tendrils erupt from your target's body, entwining it and holding it fast.*

**Encounter**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Intelligence, Wisdom, or Charisma + 4 vs. Reflex
*Level 21:* Intelligence, Wisdom, or Charisma + 6 vs. Reflex
**Hit:** 1d10 + Wisdom modifier damage, and the target is restrained until the end of your next turn.
**Special:** When you gain this power, choose Intelligence, Wisdom, or Charisma as the ability you use when making attack rolls with this power.

**Twilight Stealth** — Twilight Guardian Utility 12

*With a thought, you vanish into your surroundings.*

**Daily ✦ Illusion**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you are invisible to any creature against which you have any cover or concealment.

**Nature's Rage** — Twilight Guardian Attack 20

*The world reflects your outrage, coming to life with sudden and entangling ferocity.*

**Daily ✦ Zone**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Intelligence, Wisdom, or Charisma + 6 vs. Reflex
**Hit:** 2d10 + Wisdom modifier damage, and the target is restrained (save ends).
**Effect:** The blast creates a zone of writhing plants that lasts until the end of the encounter. Any enemy that enters the zone is restrained (save ends).
**Special:** When you gain this power, choose Intelligence, Wisdom, or Charisma as the ability you use when making attack rolls with this power.

CHAPTER 2

# Character Classes

**Your character's** class is the most important factor in determining what your character can do. Your class determines what armor and weapons you start off knowing how to use, what skills you can learn, how many hit points you have, and—most important—the class features and powers you wield. These, in turn, determine what role you're best suited for in combat encounters as well as in some noncombat encounters.

This chapter introduces eight classes to the D&D game, representing three power sources and all four character roles. The bard and the sorcerer take their place alongside other arcane classes. The avenger and the invoker expand the roster of divine classes to all four roles. The primal power source is represented here by one class for each role: barbarian, druid, shaman, and warden.

Every class dabbles in functions related to another role. Some classes have one secondary role, whereas others incline toward one of two secondary roles based on an individual character's choice of class features and powers. The role entries for the classes in this book note each class's secondary role or roles.

Here you'll find descriptions of the following eight classes, along with four new paragon paths for each one. The chapter concludes with six new epic destinies.

**Avenger (page 32):** A divine striker trained in secret rites to bring divine justice to the gods' foes.

**Barbarian (page 48):** A striker who rages with primal fury.

**Bard (page 66):** An arcane leader who inspires and empowers with magic song and verse.

**Druid (page 82):** A controller who is a master of primal magic and can take on animal forms.

**Invoker (page 100):** A controller who wields raw divine power, the magic the gods used to fight the primordials.

**Shaman (page 118):** A mystic leader who channels primal power through a spirit companion.

**Sorcerer (page 136):** A striker who is an open floodgate of unshaped arcane might.

**Warden (page 152):** A staunch defender who channels the power of earth and root.

WILLIAM O'CONNOR

# AVENGER

*"Everything my god needs to say to you can be said with my weapon."*

**CLASS TRAITS**

**Role:** Striker. Your oaths bring divine wrath upon the enemies of your god. With methodical devastation, you eliminate one foe at a time. You lean toward controller as a secondary role.

**Power Source:** Divine. You practice mysteries forgotten or forbidden by most religious orders, yet the power you wield is a gift from your god.

**Key Abilities:** Wisdom, Dexterity, Intelligence

**Armor Proficiencies:** Cloth

**Weapon Proficiencies:** Simple melee, military melee, simple ranged

**Implements:** Holy symbols

**Bonus to Defense:** +1 Fortitude, +1 Reflex, +1 Will

**Hit Points at 1st Level**: 14 + Constitution score

**Hit Points per Level Gained:** 6

**Healing Surges per Day:** 7 + Constitution modifier

**Trained Skills:** Religion. From the class skills list below, choose three more trained skills at 1st level.
*Class Skills:* Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha), Perception (Wis), Religion (Int), Stealth (Dex), Streetwise (Cha)

**Class Features:** Armor of Faith, Avenger's Censure, Channel Divinity, *oath of enmity*

In secret temples far from bustling cities and priestly hierarchies, orders of esoteric warriors train their initiates in ancient traditions now forgotten or forbidden by most religious organizations. The champions of these orders are avengers—deadly weapons in the hands of their gods, imbued with divine power through secret rites of initiation. In battle, avengers swear to execute divine vengeance, entering a mental state that gives them unerring focus on a single enemy.

As an avenger, you were trained in a monastery, initiated through secret rites, and imbued with the power to smite your god's foes. You might be a disciple of Ioun, sworn to hunt and exterminate the minions of Vecna until you one day face the Maimed God. You could be an agent of the Raven Queen, bringing death to those who would defy your mistress. Or perhaps you serve Bahamut as an agent of justice, bringing ruin to tyrants and oppressors. The organizations devoted to your god might view you as a heretic or a hero, but you answer only to your god and to the vows you swore upon your initiation as an avenger.

Where will those vows lead you? One thing is certain: Doing the will of your god is never easy and never free of peril.

WILLIAM O'CONNOR

## Avenger Class Features

Avengers have the following class features.

### Armor of Faith

The favor of your deity wards you from harm. While you are neither wearing heavy armor nor using a shield, you gain a +3 bonus to AC.

### Avenger's Censure

As an avenger, you train your mind, body, and soul toward one purpose: destroying the enemies of your faith. To that end, you gain divine aid in pursuing a single target, though the way you eliminate that enemy varies. Do you pin your foe down and keep other enemies away, or do you pursue your foe across the field of battle?

Choose one of these options. Your choice provides bonuses to certain avenger powers, as detailed in those powers.

**Censure of Pursuit:** If your *oath of enmity* target moves away from you willingly, you gain a bonus to damage rolls against the target equal to 2 + your Dexterity modifier until the end of your next turn. The bonus increases to 4 + your Dexterity modifier at 11th level and 6 + your Dexterity modifier at 21st level.

**Censure of Retribution:** When any enemy other than your *oath of enmity* target hits you, you gain a bonus to damage rolls against your *oath of enmity* target equal to your Intelligence modifier until the end of your next turn. This bonus is cumulative.

### Channel Divinity

Once per encounter, you can use a Channel Divinity power. You start with two Channel Divinity powers: *abjure undead* and *divine guidance*. You can gain additional Channel Divinity powers by taking divinity feats.

### Oath of Enmity

Your god gives you the power to strike down your chosen prey. You gain the *oath of enmity* power.

## Avengers and Deities

**Choice of Deity:** Each avenger chooses a single deity from the pantheon and gives his or her exclusive service to that deity (see "Deities," *Player's Handbook*, page 20). Most avengers are trained at secret temples or monasteries where they learn esoteric doctrines and hidden legends that often suggest the superiority of their deity over all others.

A ceremony of investiture at your home temple, which culminated in an experience that seemed like a manifestation of your deity, granted you the ability to wield your divine powers. Your investiture complete, you left your temple to travel the world in the service of your deity and your order—or perhaps you fled your order and now seek a way to serve your god beyond the order's strictures. Whatever relationship you have with your order, nothing can remove the spark of divine power within you. What you do with that power is yours to decide.

**Choice of Alignment:** You must choose an alignment compatible with the deity you serve. Good avengers serve good deities, lawful good avengers serve lawful good deities, and so on. However, if you are unaligned, you can serve any deity, for avengers' work often leads to a certain level of disillusionment and detachment that prompts them to be unaligned.

## Implements

Like clerics and paladins, avengers use holy symbols to help channel and direct their divine powers. When they make their own holy symbols, the symbols are often different in some detail from the symbols used by other characters, yet avengers can use the same holy symbols used by clerics and paladins.

When you wear or hold a magic holy symbol, you can add its enhancement bonus to the attack rolls and the damage rolls of avenger powers and avenger paragon path powers that have the implement keyword. Without a holy symbol, you can still use these powers.

## Creating an Avenger

The three key ability scores for an avenger are Wisdom, Dexterity, and Intelligence. Avengers typically choose feats, skills, and powers to complement the ability score related to their choice of Divine Censure.

### Avenger Overview

**Characteristics:** Swinging a melee weapon in combat, you wield devastating divine power against your foes. You have a secondary assortment of ranged and close implement powers that let you draw your foes closer to you, teleport near them, or scorch them with divine wrath from afar.

**Religion:** An avenger might serve any deity, but an avenger is more likely to worship an unaligned deity than a god of good or lawful good. Avengers of Ioun are among the most common, fighting a war of knowledge against the servants of Vecna. Unaligned avengers often revere the Raven Queen, Erathis, or Sehanine, and evil avengers often serve Asmodeus, Lolth, Tiamat, or Zehir.

**Races:** Elves and razorclaw shifters make excellent pursuing avengers, and devas excel as isolating avengers. Many avengers are human, because most of the hidden monasteries that produce avengers are of human origin.

### Isolating Avenger

After you swear an *oath of enmity*, you keep your enemy beside you and drive other foes away. Your powers help you isolate one creature at a time and bring it down quickly and let you take vengeance when that creature's allies get past your defenses. Your attacks use Wisdom, so it should be your best ability score. Choose Intelligence for your second-best score, reflecting your keen tactical awareness. Select powers that help you sequester your foe from its allies.

**Suggested Class Feature:** Censure of Retribution
**Suggested Feat:** Toughness
**Suggested Skills:** Athletics, Intimidate, Religion, Streetwise
**Suggested At-Will Powers:** *bond of retribution*, *overwhelming strike*
**Suggested Encounter Power:** *avenging echo*
**Suggested Daily Power:** *temple of light*

### Pursuing Avenger

Once you swear an *oath of enmity* against an enemy, you pursue that creature wherever it goes. As much as it might try to escape your wrath, your powers let you follow it and punish it for trying to flee. Make Wisdom your highest ability score, and make Dexterity your second-best score to help you nimbly pursue your foe. Select powers that prevent your foe from moving away from you or that let you shift or teleport to the foe's side.

**Suggested Class Feature:** Censure of Pursuit
**Suggested Feat:** Invigorating Pursuit
**Suggested Skills:** Acrobatics, Perception, Religion, Stealth
**Suggested At-Will Powers:** *bond of pursuit*, *radiant vengeance*
**Suggested Encounter Power:** *angelic alacrity*
**Suggested Daily Power:** *oath of the final duel*

## Avenger Powers

Your avenger powers are called prayers. Many avengers describe the experience of calling on their gods' powers in combat as a state in which prayers are uttered almost instinctively, as if their gods were controlling their actions.

### Class Features

Each avenger has the power *oath of enmity* and the Channel Divinity powers *abjure undead* and *divine guidance*.

**Oath of Enmity** — Avenger Feature

*You focus your wrath on a single foe, giving your attacks against it extraordinary accuracy.*

**Encounter (Special) ✦ Divine**
**Minor Action** **Close** burst 10
**Target:** One enemy you can see in burst
**Effect:** When you make a melee attack against the target and the target is the only enemy adjacent to you, you make two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point you regain the use of this power.

If another effect lets you roll twice and use the higher result when making an attack roll, this power has no effect on that attack. If an effect forces you to roll twice and use the lower result when making an attack roll, this power has no effect on that attack either.

If an effect lets you reroll an attack roll and you rolled twice because of this power, you reroll both dice.

**Channel Divinity: Abjure Undead** — Avenger Feature

*You send a brilliant ray of radiant power at an undead foe, compelling it to stagger toward you.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Close** burst 5
**Target:** One undead creature in burst
**Attack:** Wisdom vs. Will
**Hit:** 3d10 + Wisdom modifier radiant damage, and you pull the target a number of squares equal to 1 + your Wisdom modifier. The target is also immobilized until the end of your next turn.
*Level 5:* 4d10 + Wisdom modifier damage.
*Level 11:* 5d10 + Wisdom modifier damage.
*Level 15:* 6d10 + Wisdom modifier damage.
*Level 21:* 7d10 + Wisdom modifier damage.
*Level 25:* 8d10 + Wisdom modifier damage.
**Miss:** Half damage, and you pull the target 1 square.

**Channel Divinity: Divine Guidance** — Avenger Feature

*You lend your deity's guidance to an ally's attack against your foe.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Close** burst 10
**Trigger:** An ally within 10 squares of you makes an attack roll against your *oath of enmity* target
**Target:** The triggering ally
**Effect:** The target makes a second attack roll and uses either result.

## Level 1 At-Will Prayers

### Bond of Pursuit — Avenger Attack 1

*With your attack, you utter a promise to follow your enemy if it tries to escape.*

**At-Will ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage. If the target doesn't end its next turn adjacent to you, you can shift a number of squares equal to 1 + your Dexterity modifier as a free action, and you must end that shift closer to the target.
*Level 21:* 2[W] + Wisdom modifier damage.

### Bond of Retribution — Avenger Attack 1

*Whirling divine energy promises swift retribution if one of your foe's companions attacks you.*

**At-Will ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage. The first time an enemy other than the target hits or misses you before the end of your next turn, the target takes radiant damage equal to your Intelligence modifier.
*Level 21:* 2[W] + Wisdom modifier damage.

### Overwhelming Strike — Avenger Attack 1

*As you attack, you maneuver around your foe, forcing it to move with you.*

**At-Will ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage. You shift 1 square and slide the target 1 square into the space you occupied.
*Level 21:* 2[W] + Wisdom modifier damage.

### Radiant Vengeance — Avenger Attack 1

*Calling on the power of your deity, you transfer the pain of your wounds to a foe and regain some resilience.*

**At-Will ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier radiant damage, and you gain temporary hit points equal to your Wisdom modifier.
*Level 21:* 2d8 + Wisdom modifier damage.

## Level 1 Encounter Prayers

### Angelic Alacrity — Avenger Attack 1

*You focus divine energy through your body to gain uncanny speed as you make your attack.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you shift 2 squares.
**Censure of Pursuit:** The number of squares you shift equals 1 + your Dexterity modifier.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage.

### Avenging Echo — Avenger Attack 1

*Your weapon sweeps in a deadly arc, leaving in its wake swirling radiant energy that keeps your foes at bay.*

**Encounter ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage. Until the end of your next turn, any enemy that ends its turn adjacent to you or that hits or misses you takes 5 radiant damage.
**Censure of Retribution:** The radiant damage equals 5 + your Intelligence modifier.

### Shared Madness — Avenger Attack 1

*The wrath of your god sears the mind of one foe and echoes to assault another enemy as well.*

**Encounter ✦ Divine, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 1d10 + Wisdom modifier psychic damage, and a second creature you can see takes the same damage.

### Whirlwind Charge — Avenger Attack 1

*As you charge your foe, divine light surrounds you in a protective nimbus, then erupts at your foe.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage.
**Special:** When charging, you can use this power in place of a melee basic attack. If you charge, you gain a +4 bonus to AC against opportunity attacks you provoke while moving to the target.

## Level 1 Daily Prayers

### Aspect of Might — Avenger Attack 1

*You strike a crippling blow against your foe, and divine power bolsters you.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you gain a +5 power bonus to Athletics checks, a +2 power bonus to speed, and a +2 power bonus to the damage rolls of melee attacks.

### Oath of the Final Duel — Avenger Attack 1

*You swear an oath that you will slay the foe before you. As long as you work to fulfill this oath, that foe cannot escape.*

**Daily ✦ Divine, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, if the target is more than 3 squares away from you at the start of your turn, you can teleport to a space within 3 squares of it as a minor action. This effect ends if you end your turn more than 3 squares away from the target.

### Renewing Strike — Avenger Attack 1

*You draw on your deity's power to smite your foe with divine lightning and to heal your injuries.*

**Daily ✦ Divine, Healing, Implement, Lightning**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier lightning damage.
**Miss:** Half damage.
**Effect:** You can spend a healing surge.

### Temple of Light — Avenger Attack 1

*Your weapon strike creates a field of searing energy around an enemy. The energy burns any foe you hit that is within the field.*

**Daily ✦ Divine, Radiant, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier radiant damage.
**Effect:** The attack creates a zone of radiant energy in a burst 2 centered on the target. The zone lasts until the end of the encounter. When the target moves, the zone moves with it, remaining centered on it. Whenever you hit a creature that is within the zone, that attack deals 1d6 extra radiant damage.

## Level 2 Utility Prayers

### Blessing of Vengeance — Avenger Utility 2

*With the death of your foe, your god grants you a boon.*

**Daily ✦ Divine**
**Free Action** **Personal**
**Trigger:** Your *oath of enmity* target drops to 0 hit points
**Effect:** You gain temporary hit points equal to your healing surge value.

### Distracting Flare — Avenger Utility 2

*Divine light surrounds you, providing a distraction while you slip away unseen.*

**Encounter ✦ Divine**
**Move Action** **Personal**
**Effect:** You become invisible and move your speed. You are invisible until the end of the movement.

### Refocus Enmity — Avenger Utility 2

*After searching your soul, you realize who your true foe is and swear an oath against it.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 10
**Target:** One creature you can see in burst
**Effect:** The target becomes the target of your *oath of enmity*, replacing the current target.

### Resonant Escape — Avenger Utility 2

*A quick prayer as you dodge calls forth divine power, which carries you a short distance away.*

**Encounter ✦ Divine, Teleportation**
**Immediate Reaction** **Personal**
**Trigger:** An enemy hits or misses you with a melee attack
**Effect:** You teleport 3 squares.

## Level 3 Encounter Prayers

### Deflecting Thunder — Avenger Attack 3

*A thunderclap batters your foe as your weapon connects, and another thunderclap deflects the next attack against you, turning the attack toward a nearby foe.*

**Encounter ✦ Divine, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier thunder damage. Until the end of your next turn, the next melee or ranged attack against you instead targets an enemy adjacent to you other than the attacker.

### Enmity's Reach — Avenger Attack 3

*A crash of thunder behind your foe shoves it closer to your waiting weapon and slows that foe's escape.*

**Encounter ✦ Divine, Implement, Thunder**
**Standard Action** **Close** burst 5
**Target:** One creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d10 + Wisdom modifier thunder damage, and you pull the target 2 squares. The target is slowed until the end of your next turn.

### Halo of Fire — Avenger Attack 3

*A circle of flame erupts around your foe, harming any other enemy that moves near the creature.*

**Encounter ✦ Divine, Fire, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier fire damage. Until the end of your next turn, any enemy that ends its turn adjacent to the target takes 5 fire damage.
**Censure of Retribution:** The fire damage equals 5 + your Intelligence modifier.

### Sequestering Strike — Avenger Attack 3

*Your attack slices into your foe and through the fabric of space, hurtling both you and that foe a short distance away.*

**Encounter ✦ Divine, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage, and you teleport the target 2 squares. You then teleport to a space adjacent to the target.
**Censure of Pursuit:** The number of squares you teleport the target equals 1 + your Dexterity modifier.

## Level 5 Daily Prayers

### Bond of Foresight — Avenger Attack 5

*A bond of fate links you to your enemy, giving you the ability to foresee its every move. Whenever it moves or attacks you, you're ready.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** When the target hits or misses you or shifts, the target provokes an opportunity attack from you (save ends).

### Dawn Fire Sigil — Avenger Attack 5

*A glowing mark of divine radiance prevents your foe from hiding from you and increases the accuracy of your attacks.*

**Daily ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier radiant damage.
**Miss:** Half damage.
**Effect:** The target doesn't benefit from cover or concealment against your attacks (save ends). The target can still benefit from superior cover or total concealment against your attacks. Until the end of the encounter, you gain a +1 bonus to attack rolls against the target.

### Executioner's Cloak — Avenger Attack 5

*With a stroke of your weapon, you cause shadows to flow over your foe's eyes, concealing you as you close in for the kill.*

**Daily ✦ Divine, Illusion, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage, and you are invisible to the target (save ends).
**Aftereffect:** You are invisible to the target until the end of your next turn.
**Miss:** Half damage, and you are invisible to the target until the end of your next turn.

### Oath of Consuming Light — Avenger Attack 5

*You place a burning mark of divine radiance on your foe as you swear an oath to destroy this creature. With every wound you inflict on the creature, the burning mark erupts in searing light.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom radiant damage. Whenever you hit the target with a divine power, the target takes 1d6 extra radiant damage (save ends).
**Aftereffect:** Whenever you hit the target with a divine power, the target takes 1d4 extra radiant damage (save ends).
**Miss:** Half damage. Whenever you hit the target with a divine power, the target takes 1d4 extra radiant damage (save ends).

## Level 6 Utility Prayers

### Aspect of Agility — Avenger Utility 6

*You move with the speed of the west wind, leaving your foes with little chance of striking you.*

**Encounter ✦ Divine**
**Move Action** **Personal**
**Effect:** You shift 5 squares, and you gain a +2 bonus to AC and Reflex until the end of your next turn.

### Oath of Enduring Wrath — Avenger Utility 6

*You swear to defeat your enemies, and your god grants you the perseverance to overcome any hindrance.*

**Daily ✦ Divine**
**Minor Action** **Personal**
**Effect:** You gain a +2 power bonus to saving throws until the end of the encounter.

### Oath of the Relentless Hunter — Avenger Utility 6

*You touch an enemy and swear an oath to hunt it to the end of the world. With this oath, you can always find your foe.*

**Daily ✦ Divine**
**Minor Action** **Melee** touch
**Target:** One creature
**Effect:** Until you use this power on a different target, you can take a standard action to determine the distance and the direction to the target. The distance and the direction are based on a straight line between you and the target, ignoring any barriers. If the target is on a different plane from you, you know which plane but gain no other information.

### Wrath of the Divine — Avenger Utility 6

*Suffering a foe's lucky attack, you call on your god to visit your pain upon the one you have sworn to kill.*

**Daily ✦ Divine, Radiant**
**Immediate Reaction** **Close** burst 10
**Trigger:** An enemy scores a critical hit against you
**Target:** Your *oath of enmity* target in burst
**Effect:** The target takes radiant damage equal to the critical hit's damage.

## Level 7 Encounter Prayers

### Avenging Winds — Avenger Attack 7

*You whisper a prayer, calling a gust of wind that slams your foe and halts its movement if it tries to escape.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier damage. Until the end of your next turn, if the target moves, you can slide it 2 squares as an immediate reaction.

### Blade Step — Avenger Attack 7

*As you strike one foe, you teleport next to another.*

**Encounter ✦ Divine, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage, and you teleport 10 squares to a space that must be adjacent to an enemy.

### Inexorable Pursuit — Avenger Attack 7

*Shrouded in divine mist, you stride through any obstacle to reach your foe, then smite it with the wrath of your god.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you gain phasing until the end of your turn, and you shift 3 squares.
**Censure of Pursuit:** The number of squares you shift equals 2 + your Dexterity modifier.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage.

### Splinter the Formation — Avenger Attack 7

*You strike your foe and, with a wave of astral energy, you sweep away other enemies, isolating your prey.*

**Encounter ✦ Divine, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage, and you teleport each enemy within 2 squares of the target 2 squares.
**Censure of Retribution:** The number of squares you teleport each enemy equals 1 + your Intelligence modifier.

## Level 9 Daily Prayers

### Aspect of Speed — Avenger Attack 9

*You accelerate past your foes, making an attack and then darting away.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before and after the attack, you shift 5 squares.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage.
**Miss:** Half damage.

### Enduring Strike — Avenger Attack 9

*As you strike at your foe, you call on your god to cast away an effect that plagues you.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage, and you make a saving throw with a +5 bonus.
**Miss:** Half damage, and you make a saving throw.

### Oath of Pursuit — Avenger Attack 9

*As you attack your foe, you swear an oath of relentless pursuit against it. Although your foe might try to escape, it can never evade you.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, if the target moves on its turn, you can shift 3 squares at the end of the target's turn as an opportunity action. You must end this movement closer to the target.

### Temple of Shadow — Avenger Attack 9

*You channel dark energy around your foe, creating a cloud of shadows that helps conceal you from your enemies.*

**Daily ✦ Divine, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** The attack creates a zone of swirling shadows in a burst 1 centered on the target. The zone lasts until the end of the encounter. When the target moves, the zone moves with it, remaining centered on it. While you are within the zone, you gain concealment and can make Stealth checks to become hidden. When you leave the zone, you have concealment until the end of your turn.

## Level 10 Utility Prayers

### Avenger's Readiness — Avenger Utility 10

*As your opponents prepare to strike, you make a sudden move to spoil their plans.*

**Daily ✦ Divine**
**No Action** **Personal**
**Trigger:** You roll initiative at the beginning of an encounter
**Effect:** You gain a +5 power bonus to the initiative check. You shift 3 squares as a free action when the first creature in the initiative order starts its turn, even if you're surprised.

### Channel Endurance — Avenger Utility 10

*You focus your inner strength and tap into your god's power to forestall an injury.*

**Encounter ✦ Divine**
**Minor Action** **Personal**
**Effect:** You gain resist 5 to all damage until the end of your next turn.

### Eye of Justice — Avenger Utility 10

*Your eyes glow with divine energy, allowing you to spot foes no matter how well they hide.*

**Encounter ✦ Divine**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you can see invisible creatures within 5 squares of you.

### River of Life — Avenger Utility 10

*Divine power flows through you, allowing you to shrug off injury after injury.*

**Daily ✦ Divine, Healing**
**Minor Action** **Personal**
**Effect:** You gain regeneration 5 until the end of the encounter.

## Level 13 Encounter Prayers

### Cloud of Souls — Avenger Attack 13

*As you swing your weapon, you speak a prayer for your foe's innocent victims and summon them to torment your enemies.*

**Encounter ✦ Divine, Psychic, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2[W] + Wisdom modifier psychic damage. The attack creates a zone of shrieking souls in a close burst 1. The zone lasts until the end of your next turn or until you dismiss it as a minor action. Any enemy that enters the zone is dazed until the end of your next turn.
**Censure of Retribution:** Until the end of your next turn, you gain a bonus to attack rolls against the target equal to one-half your Intelligence modifier.

### Light of the Avenging Sun — Avenger Attack 13

*As your attack hits home, your become wrapped in blinding light, hindering a foe's ability to strike you.*

**Encounter ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier radiant damage, and the target takes a -4 penalty to attack rolls against you until the end of your next turn.

### Sequestering Word — Avenger Attack 13

*A word of divine power thunders from your mouth, smiting your foe and transporting it to a place where you can face it alone.*

**Encounter ✦ Divine, Implement, Teleportation, Thunder**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier thunder damage, and you teleport the target 5 squares. You then teleport to a space adjacent to the target.
**Censure of Pursuit:** Until the end of your next turn, any enemy that ends its turn adjacent to you takes thunder damage equal to 5 + your Dexterity modifier.

### Whirling Blades — Avenger Attack 13

*When you have your foe alone, it becomes an easy target for your vicious cuts and lunges.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC. You gain a +2 bonus to the attack roll if no enemy is adjacent to the target.
**Hit:** 3[W] + Wisdom modifier damage. The attack deals 5 extra damage if no enemy is adjacent to the target.

## Level 15 Daily Prayers

### Aspect of Fury — Avenger Attack 15

*You channel the anger of your god, creating a cloud of whirling death around you.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, any enemy that starts its turn adjacent to you or that hits or misses you with a melee attack takes 5 damage.

### Bond of the Sacred Duel — Avenger Attack 15

*In your single-minded devotion to destroying your chosen foe, you strike at that foe and form a psychic bond with it that causes it to suffer if its allies attack you.*

**Daily ✦ Divine, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2[W] + Wisdom modifier psychic damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter or until you attack anyone other than the target, the target takes 5 psychic damage whenever another enemy hits you.

### Oath of Divine Lightning — Avenger Attack 15

*Lightning erupts around your weapon as you attack your foe, then lingers, promising punishment if your enemy remains in one place for too long.*

**Daily ✦ Divine, Lightning, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier lightning damage. The target takes 5 lightning damage at the end of its turn if it doesn't move at least 1 square during its turn (save ends). Shifting doesn't count toward this movement.
**Miss:** Half damage, and the target takes 5 lightning damage at the end of its next turn if it doesn't move at least 1 square during that turn. Shifting doesn't count toward this movement.

### Sigil of Carceri — Avenger Attack 15

*You mark your enemy with the baleful red sigil of Carceri, the prison realm of the gods. Spectral chains surround your foe, holding it in place and shielding your allies from its attacks.*

**Daily ✦ Divine, Force, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d10 + Wisdom modifier force damage. The target is immobilized, and its attacks against creatures more than 5 squares away from it automatically miss (save ends both).
**Miss:** Half damage. Until the end of your next turn, the target is immobilized, and its attacks against creatures more than 5 squares away from it automatically miss.

## Level 16 Utility Prayers

### Astral Cloak — Avenger Utility 16

*With a glimmer of silvery mist, you fade from view for a brief time.*

**Encounter ✦ Divine, Illusion**
**Minor Action** **Personal**
**Effect:** You become invisible until the end of your turn.

### Bulwark of Defiance — Avenger Utility 16

*You push aside the pain of your foe's attacks, allowing you to act without hindrance for a moment.*

**Encounter ✦ Divine**
**No Action** **Personal**
**Trigger:** You fail a saving throw other than a death saving throw
**Effect:** Until the end of your next turn, the effect you failed the saving throw against doesn't affect you, but you make saving throws against it as normal.

### Vengeful Revenant — Avenger Utility 16

*Even the grip of death cannot keep you down. With hidden strength, you muster the energy to rise.*

**Daily ✦ Divine, Healing**
**No Action** **Personal**
**Trigger:** You fail a death saving throw
**Effect:** You succeed on the death saving throw and spend a healing surge. You gain a +5 power bonus to all defenses until the end of your next turn.

### Winds of the Astral Sea — Avenger Utility 16

*Silvery mist shimmers around you, and you disappear, then reappear a short distance away.*

**Encounter ✦ Divine, Teleportation**
**Move Action** **Personal**
**Effect:** You teleport 4 squares.

## Level 17 Encounter Prayers

### Astral Fury — Avenger Attack 17

*You send your foes tumbling through the Astral Sea, teleporting them a short distance and leaving them disoriented.*

**Encounter ✦ Divine, Implement, Psychic, Teleportation**
**Standard Action** **Ranged** 10
**Target:** One or two creatures
**Attack:** Wisdom vs. Will
**Hit:** 2d6 + Wisdom modifier psychic damage, and you teleport the target 3 squares. The target is immobilized until the end of your next turn.

### Ready the Final Blow — Avenger Attack 17

*Your attack leaves your foe frozen in place, less able to avoid your next assault.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage, and the target is immobilized until the end of your next turn. You gain a +2 bonus to your next attack roll against the target before the end of your next turn.
**Censure of Pursuit:** The bonus to the attack roll equals 2 + your Dexterity modifier.

### Spectral Charge — Avenger Attack 17

*As you move to engage your enemy, part of you leaves the physical world momentarily.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you become insubstantial until the end of your next turn.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage.
**Special:** When charging, you can use this power in place of a melee basic attack. If you charge, you become insubstantial when you begin the charge.

### Warding Blade — Avenger Attack 17

*Your weapon cracks with thunder as it slams into your foe, knocking any nearby enemies away. If any other foes draw too close, your thunder-infused weapon is ready to punish them.*

**Encounter ✦ Divine, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier thunder damage, and you push any enemy within 2 squares of you, other than the target, 2 squares. Until the end of your next turn, if any enemy other than the target enters a square adjacent to you or hits or misses you from a square within your reach, you can make a melee basic attack against that enemy as an opportunity action.
**Censure of Retribution:** You gain a power bonus to the attack roll of the melee basic attack equal to your Intelligence modifier.

## Level 19 Daily Prayers

### Aspect of Awe — Avenger Attack 19

*Cloaking yourself in a divine glamor, you assault your foe's mind and compel the creature to approach you.*

**Daily ✦ Charm, Divine, Implement, Psychic**
**Standard Action** **Close** burst 5
**Target:** One creature in burst
**Attack:** Wisdom vs. Will
**Hit:** 4d8 + Wisdom modifier psychic damage, and you pull the target 3 squares. At the start of each of your turns, you pull the target 3 squares (save ends).
**Miss:** Half damage, and you pull the target 2 squares. At the start of your next turn, you pull the target 3 squares.

### Oath of the Inevitable Blade — Avenger Attack 19

*You swear that your blade shall taste your foe's blood, and even if your attack fails to draw blood, you are assured of a later success.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 5[W] + Wisdom modifier damage.
**Miss:** Half damage. You gain a +5 power bonus to your next damage roll against the target before the end of the encounter, unless you attack another creature first.

### Temple of Respite — Avenger Attack 19

*Radiant power sears and slows your foe and forms a divine pattern that bolsters your defenses and hinders your enemies' movement.*

**Daily ✦ Divine, Radiant, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier radiant damage, and the target is slowed (save ends).
**Miss:** Half damage, and the target is slowed until the end of your next turn.
**Effect:** The attack creates a zone of radiance in a close burst 1. The zone lasts until the end of the encounter. While you are within the zone, you gain a +2 bonus to all defenses. The zone is difficult terrain to enemies.

### Vengeful Recovery — Avenger Attack 19

*You visit the pain of your wounds upon your foe as you draw strength and health from your god.*

**Daily ✦ Divine, Healing, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage, and the target is dazed (save ends). You regain hit points as if you had spent a healing surge.
**Miss:** Half damage, and the target is dazed until the end of your next turn. You can spend a healing surge.

## Level 22 Utility Prayers

### Ghostly Vengeance — Avenger Utility 22

*You slip between this world and the Astral Sea, allowing you to move through objects and protecting you from attacks.*

**Daily ✦ Divine**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you gain phasing, and you take half damage from opportunity attacks.

### Indomitable Resolve — Avenger Utility 22

*The power of the gods sustains you, allowing you to ignore an injury.*

**Daily ✦ Divine**
**Immediate Interrupt** **Personal**
**Trigger:** You take damage
**Effect:** The damage is reduced to 0.

### Oath of the Final Strike — Avenger Utility 22

*Nothing can prevent you from completing the task set before you by the gods, not even death.*

**Daily ✦ Divine**
**Immediate Interrupt** **Personal**
**Trigger:** An attack reduces you to 0 hit points or fewer and doesn't kill you
**Effect:** You are dying but don't fall unconscious. Until the end of your next turn, you don't take any damage after the triggering attack, and you gain a +4 bonus to attack rolls. At the end of your next turn, you fall unconscious if you are still dying.

### Twin Step — Avenger Utility 22

*You appear next to a foe, launch a devastating assault, and then disappear beyond its reach.*

**Encounter ✦ Divine**
**Move Action** **Personal**
**Effect:** You teleport 8 squares. As the last action of your turn, you can teleport 8 squares as a free action.

## Level 23 Encounter Prayers

### Avenger's Shield — Avenger Attack 23

*You create a sphere of radiance that burns your foe. The sphere also protects you, flaring brightly if that foe attacks you.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 4d6 + Wisdom modifier radiant damage. If the target hits or misses you before the end of your next turn, as an immediate reaction you cause the target to be blinded until the end of your next turn.

### Bond of Justice — Avenger Attack 23

*You strike your foe in an eruption of searing radiance, creating a bond between your spirits. If that foe moves away from you, you can teleport to its side and attack it.*

**Encounter ✦ Divine, Radiant, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 4[W] + Wisdom modifier radiant damage. If the target is not adjacent to you at the start of your next turn, you gain a +4 bonus to attack rolls against it until the end of that turn, and during that turn, you can teleport to a space adjacent to the target as a move action.
**Censure of Pursuit:** When you use this power to teleport adjacent to the target, it takes radiant damage equal to 5 + your Dexterity modifier.

### Phase Duel — Avenger Attack 23

*You knock your opponent out of phase with the world and join it in a solitary duel to the death. You both remain visible as hazy outlines in the world, but no other creature can touch either of you.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage. Until the end of your next turn, you and the target are immobilized. In addition, no other creature has line of sight or line of effect to either of you, and the two of you have line of sight and line of effect only to each other. This effect ends if the immobilized condition ends on either of you before the end of your next turn.
**Censure of Retribution:** Until the end of your next turn, you gain a bonus to all defenses against the target's attacks equal to your Intelligence modifier.

## Level 25 Daily Prayers

### Aspect of Death — Avenger Attack 25

*You become a bearer of death. As long as you remain near your chosen foe, it suffers a foretaste of death.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 6[W] + Wisdom modifier damage, and the target takes 10 damage at the start of its turn if you are within 5 squares of it (save ends).
**Miss:** Half damage, and the target takes 5 damage at the start of its turn if you are within 5 squares of it (save ends).

### Bond of Destiny — Avenger Attack 25

*You insert a fragment of your spirit into your enemy's mind. Until that enemy ejects the fragment, you can transport yourself to the enemy's side.*

**Daily ✦ Divine, Implement, Psychic, Teleportation**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 6d8 + Wisdom modifier psychic damage.
**Miss:** Half damage.
**Effect:** The target suffers a bond of destiny (save ends). Until the bond ends, you can teleport to a space adjacent to the target as a minor action. You don't need line of sight to the destination space.
**Aftereffect:** You can teleport to a space adjacent to the target as a free action once. You don't need line of sight to the destination space.

### Executioner's Justice — Avenger Attack 25

*Your attack sears your enemy's mind as much as its body, and sends it spiraling down a painful path toward annihilation.*

**Daily ✦ Divine, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 4[W] + Wisdom modifier psychic damage, and the target is dazed (save ends).
**First Failed Saving Throw:** The target is stunned instead of dazed (save ends).
**Each Additional Failed Saving Throw:** The target takes 20 psychic damage.
**Miss:** Half damage, and the target is dazed (save ends).

### Sigil of Damnation — Avenger Attack 25

*A horrid sigil appears on your enemy's head, marking the creature as damned.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 4[W] + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, when you miss the target with an avenger encounter attack power, the attack deals half damage.

## Level 27 Encounter Prayers

### Astral Charge — Avenger Attack 27

*As you charge, energy from the Astral Sea empowers you, making your final attack stun your foe.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage, and the target is stunned until the end of your next turn.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Death Stroke — Avenger Attack 27

*When your foe's allies are distracted and distant, you deal a deadly attack.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC. You gain a +4 bonus to the attack roll if no enemy is adjacent to the target.
**Hit:** 4[W] + Wisdom modifier damage. The attack deals 2[W] extra damage if no enemy is adjacent to the target.

### Inevitable End — Avenger Attack 27

*Your devastating attack should be enough to exact vengeance for your god. If it is not, and your foe escapes you this time, then you can try the attack again.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Censure of Pursuit:** You gain a bonus to the attack roll equal to your Dexterity modifier.
**Hit:** 4[W] + Wisdom modifier damage.
**Effect:** If the target is still alive and not adjacent to you at the end of its next turn, you regain the use of this power. You can regain the use of this power in this manner once per encounter.

### Scatter to the Astral Winds — Avenger Attack 27

*As you strike your enemy, the winds of an astral tempest sweep over the area, carrying away your other foes.*

**Encounter ✦ Divine, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 3[W] + Wisdom modifier damage, and you teleport each enemy within 5 squares of you, other than the target, 5 squares.
**Censure of Retribution:** The number of squares you teleport each enemy equals 4 + your Intelligence modifier.

## Level 29 Daily Prayers

### Aspect of Terror — Avenger Attack 29

*You take on a terrifying aspect, assaulting your enemies' minds and making them loath to attack you.*

**Daily ✦ Divine, Fear, Implement, Psychic**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 5d6 + Wisdom modifier psychic damage, and you push the target 3 squares. If the target hits or misses you, it is stunned until the end of its next turn (save ends).
**Miss:** Half damage. If the target hits or misses you before the end of your next turn, the target is stunned until the end of its next turn.

### Fiery Vengeance — Avenger Attack 29

*With a fearsome cry, you transfer the pain of your wounds into an outburst of cleansing fire.*

**Daily ✦ Divine, Fire, Healing, Implement, Radiant**
**Standard Action** **Close** burst 3
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 7d6 + Wisdom modifier fire and radiant damage.
**Miss:** Half damage.
**Effect:** You regain hit points as if you had spent a healing surge. Until the end of the encounter, any enemy that ends its turn adjacent to you takes 10 fire and radiant damage.

### Final Oath — Avenger Attack 29

*Delivering a wicked blow, you swear to your god that either you or your foe shall die this day.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 9[W] + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you and the target gain a +5 bonus to attack rolls against each other.

### Temple of Resolution — Avenger Attack 29

*As you strike, a prison of radiant blades appears around you and your foe, ensuring that no other enemies interfere with your battle.*

**Daily ✦ Divine, Radiant, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 5[W] + Wisdom modifier radiant damage.
**Miss:** Half damage.
**Effect:** The attack creates a zone of radiant energy in a close burst 2. The zone lasts until the end of the encounter. The target takes 25 radiant damage whenever it leaves the zone. Any enemy other than the target takes 25 radiant damage when entering the zone or ending its turn there. An enemy that enters or leaves the zone as a result of forced movement does not take this damage.

## Hammer of Judgment

*"The hammer of the smith must sometimes also be the hammer of the warrior."*

**Prerequisite:** Avenger

As the blacksmith's hammer shapes metal according to the smith's will, so you have been sent to shape the world to your god's will. A tool and a weapon in your god's hand, you are called to shape the course of kingdoms and punish those who stand opposed to the ways of your god. Although the smith's hammer is a tool of building and creation, in time of need it can also be a weapon of destruction.

In following this path, you emphasize the control elements of many avenger powers, particularly pulling, pushing, sliding, and teleporting your foes. You gain abilities that let you push your foes even with powers that don't normally involve forced movement and that increase the distance you move your foes with your powers. Your new attack powers push your targets around or knock them to the ground.

True to the name of this path, you are most effective if you are wielding a hammer, such as a maul.

### Hammer of Judgment Path Features

**Avalanche Action (11th level):** When you spend an action point to make an attack and that attack hits, you push each target you hit with that attack a number of squares equal to your Intelligence modifier.

**Bone Crusher (11th level):** Whenever you hit a creature with a daily attack power, that creature takes a –2 penalty to AC until the end of your next turn.

**Bloodthirsty Hammer (16th level):** Whenever you pull, push, slide, or teleport a bloodied creature by using a power, you can move the creature an additional 2 squares.

### Hammer of Judgment Prayers

**Thunder Hammer** Hammer of Judgment Attack 11

*You slam your weapon into the ground, and the earth itself transmits your god's wrath, bludgeoning your enemies with the force of thunder and either knocking them to the ground or driving them back.*

**Encounter ✦ Divine, Thunder, Weapon**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2[W] + Wisdom modifier thunder damage, and you either knock the target prone or push it 2 squares.
**Weapon:** If you are wielding a hammer, the number of squares you can push the target equals 1 + your Intelligence modifier.

**Resolve of Steel** Hammer of Judgment Utility 12

*Like steel forged and tempered by a master smith, you resist the worst of your enemies' attacks.*

**Encounter ✦ Divine**
**Minor Action** **Personal**
**Effect:** You gain resist 10 to all damage until the end of your next turn.

**Hammer of the Final Pronouncement** Hammer of Judgment Attack 20

*Your god's judgment drives your foe back and roots it to the ground.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 4[W] + Wisdom modifier damage. You push the target 3 squares, and it is immobilized (save ends).
**Miss:** Half damage. You push the target 3 squares, and it is immobilized until the end of your next turn.
**Weapon:** If you are wielding a hammer, the number of squares you can push the target equals 3 + your Intelligence modifier.

FRANZ VOHWINKEL

# Oathsworn

*"Your words are nothing but wind. My words endure."*

**Prerequisite:** Avenger, *oath of enmity* power

For certain avenger sects, the swearing of oaths is a central part of their religious observances and their rites of initiation. In the teachings of these sects, an oath sworn by an avenger is akin to the words of creation spoken by the gods to give lasting form to the world; when the avenger's will and the god's will are one, an avenger's oath has the power to make reality conform to the words of the oath.

As a member of one of these oathsworn sects, your *oath of enmity* power carries particular weight. When you swear your god's judgment against a foe, that creature's attacks are less likely to harm you. When your foe lies dead, you claim the reward of fulfilling your oath, drawing new vigor for the remaining battle. As you advance along the oathsworn path, you gain powers that are more effective against the target of your oath, weakening it or making it vulnerable to your later attacks. You can even grant the benefit of your *oath of enmity* to your allies for a short time, ensuring that they help you bring your foe to justice.

## Oathsworn Path Features

**Blood Oath (11th level):** You gain a +1 bonus to all defenses against attacks made by your *oath of enmity* target.

**Sworn Action (11th level):** When you spend an action point to make an attack, you make two attack rolls against each target of that attack and use either result.

**Enduring Oath (16th level):** When your *oath of enmity* target drops to 0 hit points, you can spend a healing surge as a free action.

## Oathsworn Prayers

**Oath of Weakness** — Oathsworn Attack 11

*As you strike your sworn foe, the power of your oath saps its strength and will.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** Your *oath of enmity* target
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage, and the target is weakened until the end of your next turn.

**Sworn Crusade** — Oathsworn Utility 12

*The holy nimbus representing your oath against an enemy surrounds your allies too, endowing them with deadly accuracy.*

**Daily ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** Each ally in burst
**Effect:** Until the end of your next turn, each target makes two attack rolls and uses the result he or she prefers when making a melee attack against your *oath of enmity* target.

**Oath Bond** — Oathsworn Attack 20

*You bind a foe with your oath, consigning it to your god's punishment.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** Your *oath of enmity* target
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage.
**Effect:** The target gains vulnerable 5 to your attacks (save ends).

MATIAS TAPIA

# Unveiled Visage

*"Look upon my face and see the face of my god."*

**Prerequisite:** Avenger

At the culmination of your rite of initiation years ago, one of the avengers in your secret temple pulled back the hood of a voluminous cloak to reveal a face that was not mortal, but fully divine. You saw the face of your god in that moment, and that sight transformed you. That knowledge of divine presence is what allows you to wield the power you have and what authorizes you to act in your god's name. Slowly—ever so slowly—you are growing into the image of your god, to the point where your face begins to reveal your deity's countenance as well.

To the initiated in your faith, the face of your god is a wondrous sight, capable of inspiring awe and increased devotion. To the enemies of your god, the face is a thing of fear, of searing and blinding radiance.

Your path is about your own physical and spiritual transformation. As you progress along the path of the unveiled visage, you become a more clear mirror of your god's face and a more faithful expression of the god's will. You can tap into the vigilance of the divine mind and transform yourself into a divine aspect not unlike an angel, flying on wings to better fight your god's foes.

MICHAEL BIEREK

## Unveiled Visage Path Features

**Unveiled Action (11th level):** When you spend an action point to take an extra action, you also gain an extra use of one of your Channel Divinity powers during this encounter.

**Soaring Charge (11th level):** When you charge, you can fly your speed as part of the charge. You also gain a +2 bonus to all defenses against opportunity attacks you provoke while moving during the charge.

**Bloodied Might (16th level):** The first time you become bloodied during an encounter, you regain the use of *radiant visage* if you have already used it during this encounter.

## Unveiled Visage Prayers

**Radiant Visage** — Unveiled Visage Attack 11

*The light of your god's presence shines from your face, searing your foes.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 3d6 + Wisdom modifier radiant damage.

**Divine Vigilance** — Unveiled Visage Utility 12

*With senses heightened by your god's presence, you dash past your foes and deny them any opening to attack you.*

**Encounter ✦ Divine**
**Move Action** **Personal**
**Effect:** You shift your speed. You don't grant combat advantage to any enemy until the end of your next turn.

**Divine Aspect** — Unveiled Visage Attack 20

*You become a more perfect expression of your god's presence, blistering your enemies with the light of your spirit and sprouting radiant wings to finish the battle.*

**Daily ✦ Divine, Implement, Polymorph, Radiant**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 5d6 + Wisdom modifier radiant damage.
**Effect:** Until the end of the encounter, you gain a +2 power bonus to AC. In addition, you gain a fly speed equal to your speed, and you can hover.

# Zealous Assassin

*"It is the will of Sehanine that the servants of Lolth should die as they lived—in silence and in secret."*

**Prerequisite:** Avenger, trained in Stealth

Every avenger is trained in the ruthless art of combat and skilled in the art of isolating a foe and dispatching it with a few swift blows. Some avenger sects also emphasize the art of stealth—particularly those dedicated to deities who favor stealth, shadows, and secrecy, including Sehanine, Lolth, Zehir, and Vecna. Among these avengers, the most dangerous follow the path of the zealous assassin.

As a follower of this path, you embody devotion and ruthlessness in equal measure, making you a deadly weapon aimed at your deity's foes. Your skills are focused on the ability to slip in and out of shadows at the edge of combat, dealing blows that quickly dispose of enemies. You pool shadows around yourself or hide in a nimbus of divine light, and you master techniques that take advantage of openings in combat, dealing greater damage when you have combat advantage or against bloodied foes. At the culmination of the path, you can make yourself invisible to your foe, then sear it with blinding radiance that leaves it more susceptible to your attacks.

EVA WIDERMANN

## Zealous Assassin Path Features

**Divine Shroud Action (11th level):** When you spend an action point to take an extra action, you also gain concealment until the end of your next turn, and you can teleport 3 squares as a free action before or after the extra action.

**Finishing Technique (11th level):** When you hit a bloodied target that is granting combat advantage to you, the attack deals 1d6 extra damage against the target.

**Zealot's Veil (16th level):** When you charge, you can make a Stealth check opposed by the passive Perception check of the target of your charge attack. (You don't take a penalty to this check for moving during the charge.) If the check succeeds, you gain combat advantage for the attack.

## Zealous Assassin Prayers

**Strike from Empty Air** Zealous Assassin Attack 11

*You teleport to the perfect position to deliver a deadly strike against your foe.*

**Encounter ✦ Divine, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage. If you have combat advantage against the target, the attack deals 1[W] extra damage.
**Effect:** Before or after the attack, you teleport 2 squares.

**Avenging Shadow** Zealous Assassin Utility 12

*You call upon your god to blot your image from your foe's mind.*

**Daily ✦ Divine, Illusion**
**Minor Action** **Close** burst 10
**Target:** One enemy in burst
**Effect:** You become invisible to the target until the end of your next turn. If the target is your *oath of enmity* target, you become invisible to it (save ends).

**Blade of the Zealot** Zealous Assassin Attack 20

*Your weapon sears your foe with radiant energy and leaves it vulnerable to your attacks.*

**Daily ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee weapon**
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 4[W] + Wisdom modifier radiant damage. The target takes ongoing 10 radiant damage and grants combat advantage to you (save ends both).
**Miss:** Half damage. The target takes ongoing 5 radiant damage and grants combat advantage to you (save ends both).

# BARBARIAN

*"My strength is the fury of the wild."*

**CLASS TRAITS**

**Role:** Striker. You use powerful two-handed weapons to deal serious damage to your enemies. Your physical power and daunting presence can cause foes to cower before you, and you can temporarily increase your abilities by harnessing great bursts of terrifying rage. Depending on your choice of class features and powers, you lean toward either defender or leader as a secondary role.

**Power Source:** Primal. You are a primal champion, a warrior devoted to the natural world and an embodiment of your tribe's fierce traditions.

**Key Abilities:** Strength, Constitution, Charisma

**Armor Proficiencies:** Cloth, leather, hide
**Weapon Proficiencies:** Simple melee, military melee
**Bonus to Defense:** +2 Fortitude

**Hit Points at 1st Level:** 15 + Constitution score
**Hit Points per Level Gained:** 6
**Healing Surges per Day:** 8 + Constitution modifier

**Trained Skills:** From the class skills list below, choose three trained skills at 1st level.
*Class Skills:* Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis)

**Class Features:** Barbarian Agility, Feral Might, *rage strike*, Rampage

Barbarians are savage warriors who deal out powerful blows from their mighty weapons. They charge from foe to foe and seldom feel the pain of an enemy's strike. For barbarians' foes, the moments of greatest terror come when barbarians call upon primal forces to lend power to their raging spirits. These rages, although temporary, give a barbarian incredible powers, a combination of skill, willpower, and a legacy of ancient tribal rituals.

As a barbarian, you have a link to powerful nature spirits and other primal forces bound to the warriors of your tribe by the songs and totems of your legacy. These spirits lend energy to your rages, transforming you into a devastating force on the battlefield. As you become more experienced, these rages transcend mortal limitations, manifesting directly as waves of elemental power or gifting you with supernatural recuperative powers.

When the heat of battle is upon you, will you respond with a sudden charge that fells with one mighty swing of your weapon, or with a prolonged rage that leaves destroyed foes in your wake?

WILLIAM O'CONNOR

# Barbarian Class Features

Barbarians have the following class features.

## Barbarian Agility

While you are not wearing heavy armor, you gain a +1 bonus to AC and Reflex. The bonus increases to +2 at 11th level and +3 at 21st level.

## Feral Might

Barbarians connect with the natural world in a variety of ways. Some barbarians grow so hardened to physical punishment that they find it easier to simply absorb, rather than avoid, attacks. Others are living examples of the power of one's will to shape one's fate.

Choose one of the following options. The choice you make gives you the benefit described below and also provides bonuses to certain barbarian powers, as detailed in those powers.

**Rageblood Vigor:** You gain the *swift charge* power. In addition, whenever your attack reduces an enemy to 0 hit points, you gain temporary hit points equal to your Constitution modifier. The number of temporary hit points equals 5 + your Constitution modifier at 11th level and 10 + your Constitution modifier at 21st level.

**Thaneborn Triumph:** You gain the *roar of triumph* power. In addition, whenever you bloody an enemy, the next attack by you or an ally against that enemy gains a bonus to the attack roll equal to your Charisma modifier.

## Rage Strike

Barbarian daily attack powers have the rage keyword (page 220). They allow you to unleash powerful bursts of emotion, willpower, and primal energy. Each rage power starts with a mighty attack, and then you enter a rage, which grants an ongoing benefit.

At 5th level, you gain the *rage strike* power, which lets you channel an unused rage power into a devastating attack while you're raging. Using *rage strike* is an alternative to using a second rage power in a climactic battle; it gives you the damage output of a daily power without forcing you to enter a different rage.

## Rampage

Once per round, when you score a critical hit with a barbarian attack power, you can immediately make a melee basic attack as a free action. You do not have to attack the same target that you scored a critical hit against.

# Creating a Barbarian

You can choose any barbarian powers you like for your character, though many barbarians favor one of two builds: the rageblood barbarian or the thaneborn barbarian. All barbarians rely on Strength. Barbarians also benefit from a high Constitution or Charisma, depending on which expression of the class they favor.

## Rageblood Barbarian

You can withstand a great deal of physical punishment, especially when you are in the throes of rage. At higher levels, your powers, particularly your rages, visibly manifest the spirits sacred to your tribe. Strength should be your highest ability score, since you use it for your attacks, but make Constitution a close second. Charisma might be your third-best score, especially if you want to use some powers designed for the thaneborn barbarian build. Rageblood barbarians lean toward defender as a secondary role.

**Suggested Class Feature:** Rageblood Vigor
**Suggested Feat:** Weapon Expertise
**Suggested Skills:** Athletics, Endurance, Perception
**Suggested At-Will Powers:** *devastating strike*, *recuperating strike*
**Suggested Encounter Power:** *avalanche strike*
**Suggested Daily Power:** *bloodhunt rage*

### Barbarian Overview

**Characteristics:** You combine powerful melee attacks with an excellent ability to absorb damage. You gain tremendous bursts of power through mighty rages. You have unusually high hit points for your role, making you more durable than other strikers.

**Religion:** Most barbarians revere the primal spirits of the natural world rather than calling on the gods of the Astral Sea. Some barbarians don't see conflict between the gods and the primal spirits and therefore honor deities of nature or warfare in addition to the primal spirits. These barbarians often revere Kord, Melora, Avandra, or the Raven Queen. Evil or chaotic evil barbarians turn to Gruumsh or, more rarely, Bane or Zehir.

**Races:** Goliaths are ideal rageblood barbarians. Dragonborn make excellent thaneborn barbarians. Half-orcs are often barbarians but don't favor either of the two types. Dwarf and shifter barbarians tend to be rageblood barbarians, while halfling and half-elf barbarians choose the thaneborn path.

### Thaneborn Barbarian

You use primal power to fuel your mighty rages and lend power to your already imposing personal presence. Your combination of physical prowess and charismatic appeal draws allies to you as surely as it fills your foes with fear. Again, make Strength your highest ability score, followed by Charisma and then Constitution. Thaneborn barbarians lean toward leader as a secondary role.

**Suggested Class Feature:** Thaneborn Triumph
**Suggested Feat:** Rising Fury
**Suggested Skills:** Athletics, Intimidate, Perception
**Suggested At-Will Powers:** *howling strike*, *pressing strike*
**Suggested Encounter Power:** *vault the fallen*
**Suggested Daily Power:** *macetail's rage*

## Barbarian Powers

Your powers are evocations of primal strength. At lower levels, your powers rely partly on martial skill and personal presence, but even at the start of your career, the primal spirits of the world infuse your body with vigor. At higher levels, the primal spirits flow more freely through you and your weapons, creating effects that are more obviously supernatural.

Your barbarian daily attack powers have the rage keyword (page 220). While you are raging, your barbarian at-will attack powers gain certain benefits, as detailed in those powers.

### Class Features

Each barbarian gains the power *rage strike*, usable only during a rage, at 5th level.

**Rage Strike** — Barbarian Feature

*You channel your primal rage into a devastating attack.*

**Daily (Special) ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be raging and have at least one unused barbarian rage power.
**Target:** One creature
**Attack:** Strength vs. AC. To make this attack, you expend an unused barbarian rage power.
**Hit:** You deal damage based on the level of the rage power you expend:

| | |
|---|---|
| 1st level | 3[W] + Strength modifier |
| 5th level | 4[W] + Strength modifier |
| 9th level | 5[W] + Strength modifier |
| 15th level | 6[W] + Strength modifier |
| 19th level | 7[W] + Strength modifier |
| 25th level | 8[W] + Strength modifier |
| 29th level | 9[W] + Strength modifier |

**Miss:** Half damage.
**Special:** You can use this power twice per day.

The Feral Might class feature grants each barbarian one of the following powers.

**Roar of Triumph** — Barbarian Feature

*Your howl of victory shakes your enemies to the core, as they know your blood thirst is not yet quenched.*

**Encounter ✦ Fear, Primal**
**Free Action** **Close** burst 5
**Trigger:** Your attack reduces an enemy to 0 hit points
**Target:** Each enemy in burst
**Effect:** Each target takes a –2 penalty to all defenses until the end of your next turn.

**Swift Charge** — Barbarian Feature

*As your foe falls, you rush toward your next victim.*

**Encounter ✦ Primal**
**Free Action** **Personal**
**Trigger:** Your attack reduces an enemy to 0 hit points
**Effect:** You charge an enemy.

### Level 1 At-Will Evocations

**Devastating Strike** — Barbarian Attack 1

*You strike with awesome power, more concerned with offensive strength than defensive posturing.*

**At-Will ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a two-handed weapon.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + 1d8 + Strength modifier damage.
*Level 11:* 1[W] + 2d8 + Strength modifier damage.
*Level 21:* 2[W] + 3d8 + Strength modifier damage.
**Effect:** Until the start of your next turn, any attacker gains a +2 bonus to attack rolls against you. If you are raging, attackers do not gain this bonus.

**Howling Strike** — Barbarian Attack 1

*With a blood-freezing scream, you throw yourself into the fray.*

**At-Will ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a two-handed weapon.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + 1d6 + Strength modifier damage.
*Level 11:* 1[W] + 2d6 + Strength modifier damage.
*Level 21:* 2[W] + 3d6 + Strength modifier damage.
**Special:** When charging, you can use this power in place of a melee basic attack. If you are raging, you can move 2 extra squares as part of the charge.

### Pressing Strike — Barbarian Attack 1

*You push lesser foes from your path, moving through the lines of battle at will.*

**At-Will ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you shift 2 squares. You can move through an enemy's space during the shift, but you can't end there.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and you push the target 1 square. If you are raging, the attack deals 1d6 extra damage.
*Level 21:* 2[W] + Strength modifier damage.

### Recuperating Strike — Barbarian Attack 1

*Nothing restores your will to fight more than slamming your weapon into a foe. Each crushing swing gives you more will to press on.*

**At-Will ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a two-handed weapon.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and you gain temporary hit points equal to your Constitution modifier. If you are raging, the number of temporary hit points you gain equals 5 + your Constitution modifier.
*Level 11:* 1[W] + 1d6 + Strength modifier damage.
*Level 21:* 2[W] + 2d6 + Strength modifier damage.

## Level 1 Encounter Evocations

### Avalanche Strike — Barbarian Attack 1

*You drop your guard and put all your strength into a devastating overhead swing.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Rageblood Vigor:** The attack deals extra damage equal to your Constitution modifier.
**Effect:** Until the start of your next turn, any attacker gains a +4 bonus to attack rolls against you.

### Bloodletting — Barbarian Attack 1

*Your powerful attack is meant to finish off a wounded foe.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. If the target is bloodied, the attack deals extra damage equal to your Constitution modifier.

### Great Cleave — Barbarian Attack 1

*The numbers arrayed against you mean nothing. You swing your weapon in a great arc, stopped by nothing so trivial as flesh and bone.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage + 1 damage for each enemy adjacent to you.

### Vault the Fallen — Barbarian Attack 1

*You leap from one foe to the next, leaving blood in your wake.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One or two creatures
**Attack:** Strength vs. AC
**Hit:** 1[W] + 1d6 + Strength modifier damage.
**Effect:** If you target two creatures, you can shift 1 square after the first attack.
**Thaneborn Triumph:** The number of squares you can shift equals your Charisma modifier.

## Level 1 Daily Evocations

### Bloodhunt Rage — Barbarian Attack 1

*Your rage surges up from the depths of your pain to bring pain to the wounded.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the bloodhunt. Until the rage ends, you gain a bonus to melee damage rolls equal to your Constitution modifier if either you or your target is bloodied.

### Macetail's Rage — Barbarian Attack 1

*You knock your enemy to the ground with a slam like the behemoth's heavy tail, and the rage of the macetail fills you, refreshing you with every blow of your weapon.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. Reflex
**Hit:** 1[W] + Strength modifier damage, and you knock the target prone.
**Miss:** Half damage.
**Effect:** You enter the rage of the macetail behemoth. Until the rage ends, whenever you hit, you gain temporary hit points equal to your Strength modifier.

### Rage Drake's Frenzy — Barbarian Attack 1

*You slam your weapon into your wounded foe, and the rage drake's spirit fills you. You erupt in violence, swinging furiously at a new foe as soon as the last one falls.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC. If the target is bloodied, you gain a +2 bonus to the attack roll.
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the rage drake. Until the rage ends, once per round when you reduce an enemy to 0 hit points, you can make a melee basic attack as a free action.

### Swift Panther Rage — Barbarian Attack 1

*You slash your foe with fury as the spirit of the swift panther grants you its speed and agility.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the swift panther. Until the rage ends, you gain a +2 bonus to speed and can shift 2 squares as a move action.

## Level 2 Utility Evocations

### Combat Sprint — Barbarian Utility 2

*Having saved a bit of strength for just this moment, you burst across the battlefield.*

**Encounter ✦ Primal**
**Move Action** **Personal**
**Effect:** You move your speed + 4. You gain a +4 bonus to all defenses against any opportunity attack you provoke with this movement.

### Primal Vitality — Barbarian Utility 2

*Drawing strength from the ground beneath your feet, you push away the pain of minor wounds.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** You gain temporary hit points equal to one-half your level + your Constitution modifier. If you are raging, the number of temporary hit points you gain equals one-half your level + twice your Constitution modifier.

### Stonebreaker — Barbarian Utility 2

*Without hesitation, you smash through the door.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you gain a +5 bonus to Strength checks to break objects, and you deal double damage against objects.

### Tiger's Leap — Barbarian Utility 2

*With a surge of strength and will, you leap a great distance without a running start.*

**Encounter ✦ Primal**
**Move Action** **Personal**
**Prerequisite:** You must be trained in Athletics.
**Effect:** You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start and can move as far as the check allows.

## Level 3 Encounter Evocations

### Blade Sweep — Barbarian Attack 3

*Though the fury of your attack is directed at a single foe, no nearby enemy is spared your wrath.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and each bloodied enemy adjacent to you takes damage equal to your Constitution modifier.
**Rageblood Vigor:** Each enemy adjacent to you that is not bloodied also takes damage equal to your Constitution modifier.

### Blood Strike — Barbarian Attack 3

*Blood calls to blood. Your pain and your enemy's give strength to your assault.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. If you or the target is bloodied, the attack deals 1[W] extra damage.

### Daring Charge — Barbarian Attack 3

*You leap forward and charge your foes. Those who try to strike you as you charge ahead only embolden your attack.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Special:** When charging, you can use this power in place of a melee basic attack. If you charge, you gain a +2 bonus to the attack roll and the damage roll for each opportunity attack made against you while you charge.
**Thaneborn Triumph:** You gain a bonus to AC equal to your Charisma modifier against any opportunity attack you provoke during your charge.

### Hammer Fall — Barbarian Attack 3

*You swing your weapon in a great underhand arc, and the impact lifts your target off its feet and sends it crashing to the ground.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage, and you knock the target prone.

### Shatterbone Strike — Barbarian Attack 3

*The fury of your assault knocks your foe off balance, leaving a hole in its defenses.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target takes a -2 penalty to AC until the end of your next turn.
**Thaneborn Triumph:** The penalty to AC equals your Charisma modifier.

## Level 5 Daily Evocations

### Frost Wolf Rage — Barbarian Attack 5

*Like the great spirit wolf whose breath is the cold north wind, you are wreathed in frost, chilling those who try to harm you.*

**Daily ✦ Cold, Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Effect:** Before the attack, the target can make a melee basic attack against you as a free action. If it does so, your attack deals 1[W] extra cold damage.
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier cold damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the frost wolf. Until the rage ends, any enemy that hits you with a melee attack takes cold damage equal to 3 + your Constitution modifier.

### Silver Phoenix Rage — Barbarian Attack 5

*Your mighty blow erupts in silver fire as the spirit of the phoenix enters you. As you rage, vitality surges through you to ward you from death.*

**Daily ✦ Fire, Healing, Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier fire damage, and ongoing 5 fire damage (save ends).
**Miss:** Half damage.
**Effect:** You enter the rage of the silver phoenix. Until the rage ends, you gain regeneration 3. In addition, the first time you drop to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt.

### Thunder Hawk Rage — Barbarian Attack 5

*Your thunderous attack dazes your foe as you channel the great spirit hawk whose wings rumble across the sky. Your screaming charge blasts your enemies with thunder.*

**Daily ✦ Primal, Rage, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier thunder damage, and the primary target is dazed (save ends).
**Miss:** Half damage.
**Effect:** You enter the rage of the thunder hawk. Until the rage ends, you can make the following secondary attack once during each of your turns.
**Free Action** **Melee** 1
**Secondary Target:** One creature
**Secondary Attack:** Strength vs. Fortitude
**Hit:** You knock the secondary target prone.

### Vengeful Storm Rage — Barbarian Attack 5

*Your whirlwind assault engulfs your enemies in lightning as you channel the storm's fury.*

**Daily ✦ Lightning, Primal, Rage, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier lightning damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the vengeful storm. Until the rage ends, at the start of each of your turns, each enemy adjacent to you takes 3 lightning damage.

THOMAS DENMARK

## Level 6 Utility Evocations

### Combat Surge — Barbarian Utility 6

*As your attack goes awry, you react from the heat of your rage, without pause or thought, reversing your weapon and striking again.*

**Daily ✦ Primal**
**Free Action** **Personal**
**Trigger:** You miss with an attack
**Requirement:** You must be raging.
**Effect:** You reroll the attack.

### Indomitable Shift — Barbarian Utility 6

*You pound across the battlefield, leaving no opening as you move and drawing strength from the numbers arrayed against you.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** You shift a number of squares equal to your Constitution modifier. You gain 1d10 temporary hit points plus 1 additional temporary hit point for each enemy within 2 squares of you.

### Instinctive Charge — Barbarian Utility 6

*Instinctively aware of danger, you are poised to fight as soon as the battle begins.*

**Daily ✦ Primal**
**No Action** **Personal**
**Trigger:** You roll initiative at the beginning of an encounter
**Effect:** You gain a +5 power bonus to your initiative. You also gain a +2 power bonus to your first attack roll during the encounter.

### Loss of Will — Barbarian Utility 6

*As you turn aside your foe's attack, you stare into its eyes. Your enemy now knows that the battle is in your favor.*

**Encounter ✦ Primal**
**Immediate Reaction** **Personal**
**Trigger:** An enemy misses you with you an attack
**Target:** The triggering enemy
**Effect:** Until the end of the target's next turn, the target takes a penalty to attack rolls against you equal to your Charisma modifier.

## Level 7 Encounter Evocations

### Curtain of Steel — Barbarian Attack 7

*You are the pacing lion, the circling predator. No attack will come toward you without being answered in kind.*

**Encounter ✦ Primal, Weapon**
**Immediate Reaction** **Melee** 1
**Trigger:** An enemy adjacent to you hits or misses you
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Thaneborn Triumph:** You gain a bonus to the attack roll equal to your Charisma modifier.
**Hit:** 3[W] + Strength modifier damage.

### Great Shout — Barbarian Attack 7

*You slam your weapon into a foe, then give voice to the fury of your ancestors, cowing those who dare to stand against you.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and each enemy within 5 squares of you takes a -2 penalty to attack rolls until the end of your next turn.

### Feast of Violence — Barbarian Attack 7

*You drop your guard as you come close for your attack, drawing primal strength from the violence directed at you.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Special:** You can choose to provoke opportunity attacks when you make this attack. If you do so, you gain a +1 bonus to the attack roll for each creature that attacks you, and the attack deals 1[W] extra damage.

### Tide of Blood — Barbarian Attack 7

*Your anger sweeps over every nearby enemy, drawing blood to fuel the tide of your assault on one of them.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. The attack deals 1 extra damage for each enemy adjacent to you.
**Rageblood Vigor:** The attack instead deals 1 extra damage for each enemy within a number of squares of you equal to your Constitution modifier.

## Level 9 Daily Evocations

### Black Dragon Rage — Barbarian Attack 9

*Channeling the spirit of the black dragon's caustic heart, your attack erupts in searing acid. As you rage, acid sears the eyes of nearby foes.*

**Daily ✦ Acid, Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier acid damage, and ongoing 5 acid damage (save ends).
**Miss:** Half damage.
**Effect:** You enter the rage of the black dragon. Until the rage ends, at the start of each of your turns, each enemy adjacent to you is blinded until the end of your turn.

CHRIS SEAMAN

### Oak Hammer Rage — Barbarian Attack 9

*The ancient spirit of the oak knocks your foe to the ground. As you rage, you knock foe after foe down to the earth, then strike them with the earth's fury.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you knock the target prone.
**Miss:** Half damage.
**Effect:** You enter the rage of the oak hammer. Until the rage ends, whenever you hit a target with a melee attack, you knock that target prone. If that target is already prone, the attack instead deals extra damage equal to your Constitution modifier.

### Stone Bear Rage — Barbarian Attack 9

*The spirit of the stone bear that hunts at the mountains' roots courses through you, and its fury blunts the pain of your wounds.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the stone bear. Until the rage ends, you gain resistance to all damage equal to your Constitution modifier.

### White Tiger Rage — Barbarian Attack 9

*The spirit of the white tiger empowers your attack, freezing your enemy in place. As the tiger's rage fills you, winter's chill slows your foes.*

**Daily ✦ Cold, Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier cold damage, and the target is immobilized (save ends).
**Miss:** Half damage, and the target is slowed (save ends).
**Effect:** You enter the rage of the white tiger. Until the rage ends, any enemy that starts its turn adjacent to you is slowed until the end of its turn.

## Level 10 Utility Evocations

### Deny Death — Barbarian Utility 10

*The darkness will not swallow you until you have finished what you set out to do.*

**Daily ✦ Primal**
**Immediate Interrupt** **Personal**
**Trigger:** You drop to 0 hit points or fewer and don't die
**Effect:** You are dying but don't fall unconscious because of that condition. At the end of your next turn, you fall unconscious if you are still dying.

### Heart Strike — Barbarian Utility 10

*You put the weight of your spirit behind every swing of your weapon.*

**Daily ✦ Primal, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever you hit with an at-will attack power, the attack deals extra damage equal to your Charisma modifier.

### Mountain Roots — Barbarian Utility 10

*You sink your spirit into the earth to stand your ground.*

**Daily ✦ Primal, Stance**
**Immediate Interrupt** **Personal**
**Trigger:** You are pulled, pushed, or slid
**Effect:** You negate the forced movement. Until the stance ends, you can negate forced movement against you.

### Wellspring of Renewal — Barbarian Utility 10

*You draw on a fount of primal energy to renew your strength and your focus.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** You gain temporary hit points equal to one-half your level + your Constitution modifier. In addition, if you are marked, that condition ends.

## Level 13 Encounter Evocations

### Blade Whirlwind — Barbarian Attack 13

*Driven by strength and will, your weapon sweeps in a mighty arc that cuts every foe around you and drives them back from your fury.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Rageblood Vigor:** You also push the target 1 square.

### Crack the Skull — Barbarian Attack 13

*You slam your weapon against the skull of your foe, leaving it disoriented.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 3[W] + Strength modifier damage, and the target is dazed until the end of your next turn.

### Storm of Blades — Barbarian Attack 13

*You lift your weapon again and again, each blow's impact fueling the next swing.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage. Then repeat the attack against the target or against another creature within reach. You can make the attack a number of times equal to your Constitution modifier.

### Terror's Cry — Barbarian Attack 13

*As you smite your foe, you utter a terrible howl that strikes terror into your enemies' hearts.*

**Encounter ✦ Fear, Primal, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. Fortitude
**Hit:** 3[W] + Strength modifier damage. Make a secondary attack that is a close burst 1.
**Secondary Target:** Each enemy in burst
**Secondary Attack:** Charisma vs. Will
**Hit:** The secondary target moves 2 squares away from you as a free action and takes a -2 penalty to attack rolls until the end of your next turn.
**Thaneborn Triumph:** The penalty to attack rolls equals your Charisma modifier.

### Thunderfall — Barbarian Attack 13

*You lower your shoulder, dipping your weapon beneath your opponent's guard and driving it up into the foe's body to knock it off balance.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you push the target 1 square and knock it prone.
**Special:** When charging, you can use this power in place of a melee basic attack. If you charge and hit, the number of squares you push the target equals your Constitution modifier.

## Level 15 Daily Evocations

### Flameheart Rage — Barbarian Attack 15

*The spirit of the red dragon imbues your attack with fiery wrath, scorching your foe. As you rage, the fire of the dragon's heart lashes out at those that strike you.*

**Daily ✦ Fire, Primal, Rage, Weapon**
**Standard Action** **Close** burst 1
**Targets:** Each enemy in burst
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier fire damage, and ongoing 5 fire damage (save ends).
**Miss:** Half damage.
**Effect:** You enter the rage of the red dragon. Until the rage ends, any creature that hits you with a melee attack takes fire damage equal to 5 + your Constitution modifier.

### Hunting Lion Rage — Barbarian Attack 15

*You channel the spirit of the hunting lion into a mighty blow. As you rage, the lion's spirit makes the most of every advantage.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the hunting lion. Until the rage ends, you gain a +2 power bonus to attack rolls against any target that is granting combat advantage to you.

### Iron Hammer Rage — Barbarian Attack 15

*Even the iron that sleeps in the earth has its primal spirits, which fuel your mighty attacks to dash your foes against walls and large trees.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you push the target a number of squares equal to your Strength modifier.
**Miss:** Half damage, and you push the target 1 square.
**Effect:** You enter the rage of the iron hammer. Until the rage ends, whenever you hit a creature with a melee attack, you push that creature 2 squares. If the creature is adjacent to blocking terrain at the end of the push, the creature takes damage equal to your Strength modifier.

### Thunderfury Rage — Barbarian Attack 15

*Charging at your foe and knocking it to the ground, you call on the spirit of the thunderfury boar to drive you into a frenzy. In your rage, you lash out at foes that attack you.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you knock the target prone.
**Miss:** Half damage.
**Effect:** You enter the rage of the thunderfury boar. Until the rage ends, when any enemy adjacent to you hits or misses you, you can make a melee basic attack against that enemy as an immediate reaction.

## Level 16 Utility Evocations

### Fuel the Fire — Barbarian Utility 16

*You lower your weapon, allowing your opponent to score a glancing blow, but the pain only fuels your rage and adds strength to your own attacks.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** Each enemy adjacent to you can make an opportunity attack against you. Until the end of your next turn, you gain a bonus to attack rolls equal to +2 for each enemy that makes the opportunity attack.

### Great Stomp — Barbarian Utility 16

*As you slam your foot into the ground, primal energy pours through you, buckling the ground beneath you with its power.*

**Daily ✦ Primal**
**Minor Action** **Close** burst 5
**Effect:** Each square in the burst becomes difficult terrain until the end of your next turn.

### Primal Resistance — Barbarian Utility 16

*You stand untouched by the magical energy of your foes.*

**Daily ✦ Primal, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain resist 10 against a damage type of your choice: acid, cold, fire, lightning, or thunder.

### Spur the Cycle — Barbarian Utility 16

*Just as in the natural world, death leads to new life: killing your foe spurs you to further action.*

**Daily ✦ Primal**
**Free Action** **Personal**
**Trigger:** You reduce an enemy to 0 hit points during your turn
**Effect:** You take a standard action.

## Level 17 Encounter Evocations

### Devastating Blow — Barbarian Attack 17

*Your powerful blow shatters your target's defenses.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and the target takes a -2 penalty to AC until the end of your next turn.
**Thaneborn Triumph:** The penalty to AC equals your Charisma modifier.

### Mountain Grasp — Barbarian Attack 17

*You bring your weapon down in a great overhead arc, rooting your foe in place with the weight of your blow.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is immobilized and grants combat advantage to you until the end of your next turn.

### Shoulder Slam — Barbarian Attack 17

*You lower your shoulder into your foes, driving them across the ground.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage, and you push the target 1 square. You then shift 1 square and make a secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
**Special:** When charging, you can use this power in place of a melee basic attack. If you charge, you gain a bonus to the primary attack roll equal to your Constitution modifier.

### Threatening Fury — Barbarian Attack 17

*Your fierce attack brings you into your opponent's reach, ensuring that it can't attack you or escape without reprisal.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Effect:** Whenever the target shifts or makes an attack roll against you before the end of your next turn, you can make an opportunity attack against it.

### Vigorous Strike — Barbarian Attack 17

*You strike your foe with a mighty assault that bolsters you against attacks.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you gain temporary hit points equal to one-half your level.
**Rageblood Vigor:** The number of temporary hit points you gain equals one-half your level + your Constitution modifier.

## Level 19 Daily Evocations

### Ghost Viper Rage — Barbarian Attack 19

*The spirit of the ghost viper infuses you, sending venom coursing through the veins of your foe. As you rage, the viper's spirit throws nearby foes off guard.*

**Daily ✦ Poison, Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and ongoing 10 poison damage (save ends).
**Miss:** Half damage.
**Effect:** You enter the rage of the ghost viper. Until the rage ends, any enemy that starts its turn next to you grants combat advantage to you and your allies until the end of its next turn.

### Hydra Rage — Barbarian Attack 19

*Your overwhelming attack leaves your target staggered, and the spirit of the hydra courses through you. As you rage, your weapon darts and bites like the hydra's many heads.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and the target is dazed (save ends).
**Miss:** Half damage.
**Effect:** You enter the rage of the hydra. Until the rage ends, once per round when you make an attack that misses, you can make a melee basic attack as a free action.

### Storm Drake Rage — Barbarian Attack 19

*Lightning cascades around you and flows into your enemy. As you rage, lightning lashes out at any foe that strikes you, knocking it to the ground.*

**Daily ✦ Lightning, Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier lightning damage, and ongoing 10 lightning damage (save ends).
**Miss:** Half damage.
**Effect:** You enter the rage of the storm drake. Until the rage ends, any enemy that hits you with a melee attack takes 5 lightning damage and is knocked prone.

### Winter Phoenix Rage — Barbarian Attack 19

*Your blow erupts in grasping frost as the spirit of the winter phoenix enters you. As you rage, vitality surges through you to ward you from death.*

**Daily ✦ Cold, Healing, Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier cold damage, and ongoing 10 cold damage (save ends).
**Miss:** Half damage.
**Effect:** You enter the rage of the winter phoenix. Until the rage ends, you gain regeneration 5 + your Constitution modifier. In addition, the first time you drop to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt.

## Level 22 Utility Evocations

### Last Stand — Barbarian Utility 22

*As death looms before you, you push yourself to battle on.*

**Daily ✦ Primal**
**Immediate Interrupt** **Personal**
**Trigger:** You drop to 0 hit points or fewer and don't die
**Effect:** You are dying but don't fall unconscious because of that condition. At the end of your next turn, you fall unconscious if you are still dying.
**Sustain Minor:** You take 5 damage and don't fall unconscious.

### Primal Instinct — Barbarian Utility 22

*You close your eyes and strike, guided more by your instincts than by your senses.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** You gain blindsight 10 until the end of the encounter.

### Primal Vigor — Barbarian Utility 22

*Infused with primal energy, you draw on the power of your opponent's attack to spur your will to live.*

**Daily ✦ Primal**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by an attack
**Effect:** Until the end of your next turn, you gain resistance to all damage equal to one-half your level + your Constitution modifier.

### Untouched — Barbarian Utility 22

*Primal energy from the earth and the air courses through you, cleansing you of the dire effects of battle.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** You make a saving throw against each effect on you that a save can end. You gain a bonus to each saving throw equal to your Constitution modifier.

## Level 23 Encounter Evocations

### Arcing Throw — Barbarian Attack 23

*Spirits of wind and storm carry your weapon across the battlefield to smite your target, then linger around that foe to hinder its movement.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Ranged** 5/10
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage, and the target is slowed until the end of your next turn.
**Special:** When you use this power, you can make the attack with a melee weapon as if it were a heavy thrown weapon. If it is a magic weapon, it returns to your hand after the attack is resolved.

### Berserker's Shout — Barbarian Attack 23

*You shout your fury as you strike your foe, sending fear like daggers into the hearts of nearby enemies.*

**Encounter ✦ Fear, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage, and each enemy adjacent to you takes a –2 penalty to attack rolls until the end of your next turn.
**Thaneborn Triumph:** The penalty to attack rolls equals your Charisma modifier.

### Crater Fall — Barbarian Attack 23

*You swing your weapon in a great underhand arc and then drive it up into your opponent, sending the foe flying back through the air.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you push the target 3 squares and knock it prone. This forced movement ignores hindering terrain, such as a pit, between the target's starting square and its destination. If you push the target through squares occupied by other enemies, those enemies are knocked prone.
**Special:** When charging, you can use this power in place of a melee basic attack. If you charge, the number of squares you push the target equals your Strength modifier.

### Fatal Strike — Barbarian Attack 23

*Your powerful attack, like the coming of winter, puts an end to growth and healing.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and the target cannot regain hit points until the start of your next turn.
**Rageblood Vigor:** The attack deals extra damage equal to your Constitution modifier.

### Feral Scythe — Barbarian Attack 23

*Your weapon is a swirling vortex of destruction, biting deep into every foe beside you.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.

### Staggering Strike — Barbarian Attack 23

*With a quick, instinctive strike, you knock your opponent senseless.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage, and the target is stunned until the end of your next turn.

## Level 25 Daily Evocations

### Ash Hammer Rage — Barbarian Attack 25

*You pull the unyielding might of the forest into your weapon and drive your foe back. As you rage, you draw vitality through your rooted connection to the ground.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 7[W] + Strength modifier damage, and you push the target a number of squares equal to your Constitution modifier.
**Miss:** Half damage, and you push the target 1 square.
**Effect:** You enter the rage of the ash hammer. Until the rage ends, whenever you hit with an attack, you gain temporary hit points equal to 10 + your Charisma modifier. If that attack already grants temporary hit points to you, add your Charisma modifier to the number of temporary hit points you gain.

### Blood Hunger Rage — Barbarian Attack 25

*Your fierce attack leaves your target reeling. As you rage, the Primal Beast surges in your blood, drawing on the carnage around you to empower your attacks.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 7[W] + Strength modifier, and the target is dazed (save ends).
**Miss:** Half damage.
**Effect:** You enter the blood hunger rage. Until the rage ends, you gain a bonus to attack rolls equal to the number of bloodied creatures within 3 squares of you.

### Blue Dragon Rage — Barbarian Attack 25

*Your weapon surges with lightning like the blue dragon's horn. As you rage, the spirit of the blue dragon courses through you, and your blows erupt in bursts of lightning.*

**Daily ✦ Lightning, Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage, and ongoing 10 lightning damage (save ends).
**Miss:** Half damage.
**Effect:** You enter the rage of the blue dragon. Until the rage ends, once per round when you hit a target with a melee attack, each enemy adjacent to that target takes 10 lightning damage.

### Stone Tempest Rage — Barbarian Attack 25

*Like the mighty storms that shake the earth, your attack crashes into your foe and brings it to the ground. As you rage, your fury turns your attacks into devastating wounds.*

**Daily ✦ Primal, Rage, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 7[W] + Strength modifier thunder damage, and you knock the target prone.
**Miss:** Half damage.
**Effect:** You enter the rage of the stone tempest. Until the rage ends, you can score a critical hit on a roll of 18–20.

## Level 27 Encounter Evocations

### Blood Wrath — Barbarian Attack 27

*The blood of your foes fills you with a thirst for more violence.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC. You gain a +2 bonus to the attack roll if the target is bloodied.
**Hit:** 5[W] + Strength modifier damage, and you gain a +2 bonus to attack rolls until the end of your next turn.
**Rageblood Vigor:** The bonus to attack rolls equals your Constitution modifier.

### Bonebreaker — Barbarian Attack 27

*You twist and lean into your weapon just as your opponent tries to pull away, rending flesh and bone.*

**Encounter ✦ Primal, Weapon**
**Immediate Interrupt** **Melee** weapon
**Trigger:** An enemy leaves a square adjacent to you
**Target:** The triggering enemy
**Attack:** Strength vs. Fortitude
**Hit:** 4[W] + Strength modifier damage, and the target takes 10 damage if it moves more than 1 square during the movement that this attack interrupts.

### Butcher's Feast — Barbarian Attack 27

*No attack will come toward you without being answered in kind.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 6[W] + Strength modifier damage. Until the end of your next turn, you can make a melee basic attack as a free action against any enemy adjacent to you that hits or misses you.
**Thaneborn Triumph:** Until the end of your next turn, you gain a power bonus to basic attack rolls equal to your Charisma modifier.

### Hurricane of Blades — Barbarian Attack 27

*You become a tempest of steel, ripping through your foes in a horrific display of carnage.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
**Effect:** Make the attack five more times against the same target or different ones.

### Rampaging Dragon Strike — Barbarian Attack 27

*Like a terrible dragon, you dominate the battlefield, knocking aside the lesser foes to pit your strength against the strongest.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One or two creatures
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you push the primary target 1 square.
**Effect:** You move your speed and then make a secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Strength + 1 vs. AC
**Hit:** 3[W] + Strength modifier damage.

MATIAS TAPIA

## Level 29 Daily Evocations

### Crimson Phoenix Rage — Barbarian Attack 29

*Your mighty blow erupts in flame to engulf your nearby foes as the spirit of the crimson phoenix enters you. As you rage, fire bursts from your weapon with every strike, and vitality surges through you to ward you from death.*

**Daily ✦ Fire, Healing, Primal, Rage, Weapon**
**Standard Action** **Close** burst 1
**Targets:** Each creature in burst
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier fire damage, and ongoing 10 fire damage (save ends).
**Miss:** Half damage.
**Effect:** You enter the rage of the crimson phoenix. Until the rage ends, your at-will attack powers deal 1[W] extra fire damage on a hit. In addition, whenever you drop to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt.

### Rage of the Primal Beast — Barbarian Attack 29

*The Primal Beast awakens within you, and your attack leaves your foe bleeding. As you rage, you feed on the presence of your foes; overwhelming numbers only make you stronger.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage, and ongoing 10 damage (save ends).
**Miss:** Half damage.
**Effect:** You enter the rage of the Primal Beast. Until the rage ends, you gain a bonus to attack rolls equal to the number of enemies you can see.

### Winter Ghost Rage — Barbarian Attack 29

*The touch of your weapon is the wintry chill of death. As you rage, the spirit of winter fills you, causing you to become a ghost to your foes as you near death.*

**Daily ✦ Cold, Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 6[W] + Strength modifier cold damage, and ongoing 10 cold damage (save ends).
**Miss:** Half damage.
**Effect:** You enter the rage of the winter ghost. Until the rage ends, you are insubstantial while you are bloodied.

### World Serpent Rage — Barbarian Attack 29

*You smash your weapon into your foe with all your strength as the spirit of the World Serpent courses through you. As you rage, your spirit's coils keep your enemies close and empower your attacks against them.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 7[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the World Serpent. Until the rage ends, you can make a melee basic attack as a free action against any enemy adjacent to you that shifts. In addition, on your turn, you gain a +5 bonus to damage rolls against any enemy that was adjacent to you at the start of your turn.
**Special:** When charging, you can use this power in place of a melee basic attack.

# Bear Warrior

*"The bear's power and strength are my guides. The bear's form is my weapon of choice."*

**Prerequisite:** Barbarian

You revere the bear as a symbol of the warrior's strength and prowess. Through long and ancient rites, you have bound that symbol to your heart with more than just words and totems. In battle, you become the bear, shaping your form to its form and your strength to its strength.

Most bear warriors strive to emulate the bear beyond combat situations. You might catch fish with your bare hands, tear open beehives to feast on the honey inside, or roar in an aggressive territorial display. Like many barbarians, you're more at home in the wild places of the world than when surrounded by buildings.

ERIC BELISLE

## Bear Warrior Path Features

**Bear's Toughness (11th level):** When you spend an action point to take an extra action, you can also spend a healing surge.

**Bear Form (11th level):** As a bear warrior, you have the ability to channel the primal energy of beasts into your physical form. While you are raging, you take on a bearlike appearance. Your head becomes that of a bear, your body sprouts thick fur, and your hands become heavy claws. Until the rage ends, you gain a +1 bonus to AC and can use your second wind as a free action.

**Wild Push (16th level):** Whenever you score a critical hit with a melee attack while you are raging, you push the target a number of squares equal to your Strength modifier.

## Bear Warrior Evocations

**Mauling Bear** — Bear Warrior Attack 11

*You channel the bear's strength into a powerful blow that knocks your opponent to the ground. Like an angry bear, you stand over your foe, waiting for its next move.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you knock the target prone.
**Effect:** Until the end of your next turn, if you are adjacent to the target when it stands up, you can make a melee basic attack against it as an immediate reaction.

**Bestial Vigor** — Bear Warrior Utility 12

*Primal might wells within you, allowing you to shake off wounds and see the fight to its end.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** You gain temporary hit points equal to your healing surge value and can make a saving throw against each effect on you that a save can end.

**Rampaging Bear** — Bear Warrior Attack 20

*With a mighty roar, you crash through the battle lines of your enemies.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you push the target 1 square and knock it prone.
**Effect:** You shift a number of squares equal to your Strength modifier and then make a secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you push the secondary target 1 square and knock it prone.
**Effect:** You shift a number of squares equal to your Strength modifier. You then enter the bear warrior's rage. Until the rage ends, you gain regeneration 5, and whenever you are pulled, pushed, or slid, you can reduce the distance of the forced movement by 1 square.

# Fearbringer Thane

*"You needn't wait until the bodies fall to know the victor. Simply find the eyes that first hold fear—those are the eyes that can never see victory."*

**Prerequisite:** Barbarian

Many barbarians combine mastery of primal power with an imposing personal presence and natural leadership ability. The most dreaded warriors among them are fearbringer thanes, who harness those twin powers to strike terror into their enemies' hearts.

As a fearbringer thane, you shape battles with your will and your fearsome presence. Fear is a weapon you wield, turning your foes to quaking weaklings before you cut them down with your axe or sword. As your rages seize you and fill you with primal power, that power flows out from you to inspire your allies and fill your enemies with terror.

Many fearbringer thanes use their power to gather hordes of savage warriors under their banners. Others, including most player characters, lead smaller bands of adventurers on raids into dungeons and other adventure sites. In either case, a fearbringer thane is something like a hybrid of barbarian and warlord, as close to a leader as a barbarian comes.

HOWARD LYON

## Fearbringer Thane Path Features

**Staggering Fury (11th level):** When you spend an action point to make a melee attack while you are raging, each enemy that can see you takes a –2 penalty to attack rolls until the end of your next turn.

**Inspire Ferocity (11th level):** While you are raging, any ally within 5 squares of you who hits with a melee attack gains a +2 bonus to the damage roll.

**Dominating Presence (16th level):** Whenever you score a critical hit, your allies gain a +2 bonus to attack rolls against the target until the end of your next turn.

## Fearbringer Thane Evocations

**Screaming Hawk Strike** — Fearbringer Thane Attack 11

*Your terrifying attack leaves your foe hesitant, diminishing its defenses.*

**Encounter ✦ Fear, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target takes a –2 penalty to AC until the end of your next turn.
**Special:** If you use this power while you are raging, roll a d20. On a 10 or higher, you retain the use of this power.

**Fearsome Presence** — Fearbringer Thane Utility 12

*You enemies quake before you, their attacks becoming weak because of their fear.*

**Daily ✦ Primal, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain a +2 bonus to all defenses.

**Tide of Battle** — Fearbringer Thane Attack 20

*Your allies take heart as you slam your weapon into your foes.*

**Daily ✦ Healing, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One, two, or three creatures
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** An ally within 5 squares of you can spend a healing surge.

# Frenzied Berserker

*"Caution? Discretion? No! Valor is to face your foe in battle and then stand over the broken corpse."*

**Prerequisite:** Barbarian

The devastation of the thunderstorm howls in your soul, wild and untamed. You thrill in the chaos of battle, your wrath unquenched and uncontrollable. Battle, for you, is not a means to an end; it is an end in itself. The thrill of combat draws you on, and wounds only drive you to greater frenzy.

Caught in the tumult of your anger, you must attack—calculated maneuvers and intricate strategies are diversions. You attack with sweeping blows that cleave through your enemies or lock single foes in deadly exchanges that can end only in the death of one or the other of you. When the furor of battle seizes you, you ignore pain and keep fighting when others would fall, an unconquerable whirlwind of destruction.

## Frenzied Berserker Path Features

**Frenzied Blood (11th level):** If you spend an action point to make a melee attack and that attack misses, you deal half of that attack's damage on the miss. This benefit does not apply to attacks that already deal damage on a miss.

**Warpath (11th level):** Whenever you hit with a melee attack while raging, the attack deals 2 extra damage. In addition, whenever you start your turn adjacent to one or more enemies while you are raging and are able to take actions, you must make either a melee or a close attack against one of those enemies during your turn or be stunned until the end of your next turn.

**Unfeeling Rage (16th level):** You gain resist 5 to all damage while you are bloodied and raging.

## Frenzied Berserker Evocations

**Persistent Frenzy** Frenzied Berserker Attack 11

*Caught up in the madness of your wrath, you swing your weapon again and again.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each creature in burst you can see
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
**Special:** If you use this power while you are raging, roll a d20. On a 10 or higher, you retain the use of this power.

**Deathless Frenzy** Frenzied Berserker Utility 12

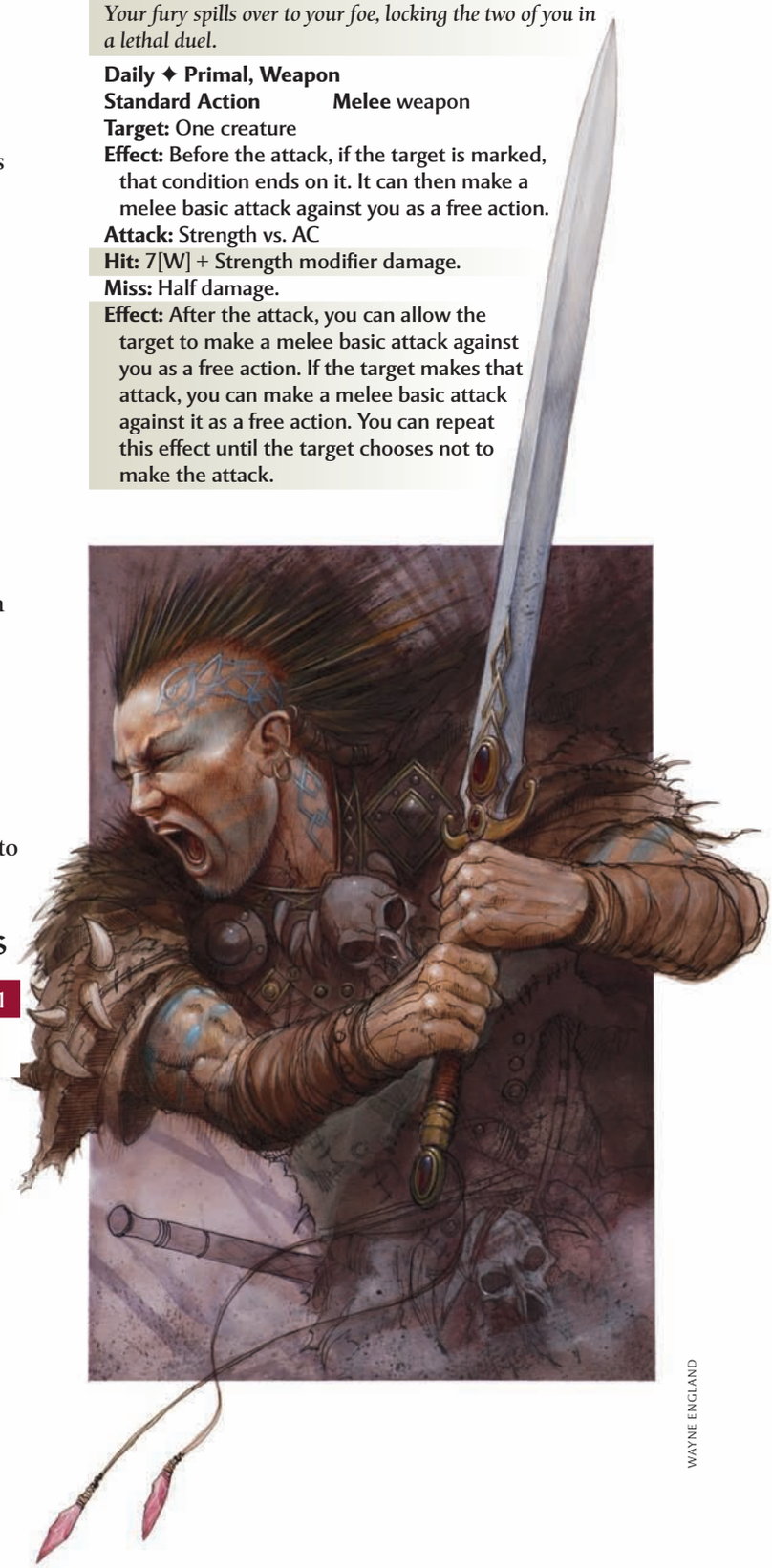
*For a time, your anger can stave off even death.*

**Daily ✦ Primal**
**Immediate Interrupt** **Personal**
**Trigger:** You drop to 0 hit points or fewer and don't die
**Effect:** Until you regain hit points, you are dying but don't fall unconscious because of that condition. If you fail a death saving throw, you fall unconscious, and this effect ends.

**Final Confrontation** Frenzied Berserker Attack 20

*Your fury spills over to your foe, locking the two of you in a lethal duel.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Effect:** Before the attack, if the target is marked, that condition ends on it. It can then make a melee basic attack against you as a free action.
**Attack:** Strength vs. AC
**Hit:** 7[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** After the attack, you can allow the target to make a melee basic attack against you as a free action. If the target makes that attack, you can make a melee basic attack against it as a free action. You can repeat this effect until the target chooses not to make the attack.



WAYNE ENGLAND

# Wildrunner

*"The land gives wings to my feet and makes my spirit soar."*

**Prerequisite:** Barbarian, trained in Nature

The wilderness is your home, and your connection to the primal spirits of the land grants you speed and ferocity. You move through the forest like a deer, and you charge into battle with the cheetah's speed and fury.

The powers of a wildrunner emphasize mobility, letting you shift and move quickly while striking your foes. You pounce from foe to foe, avoiding opportunity attacks while dealing all the damage your rage can muster.

Elf barbarians are frequently drawn to this paragon path, because its powers complement their natural mobility. Likewise, many rangers who nurture a connection to the primal forces of nature by taking barbarian multiclass feats find this path appealing.

## Wildrunner Path Features

**Hunter's Fury (11th level):** When you spend an action point to make a melee attack, you can shift a number of squares equal to your Strength modifier after the attack.

**Wildrunner's Swiftness (11th level):** You gain a +1 bonus to your speed, or a +2 bonus while you are raging.

**Wild Resilience (16th level):** While you are raging, you gain a +2 bonus to saving throws.

## Wildrunner Evocations

**Shifting Wilds Strike** — Wildrunner Attack 11

*Like a predator in the wild, you shift to a better position after your attack.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you shift 3 squares.
**Special:** If you use this power while you are raging, roll a d20. On a 10 or higher, you retain the use of this power.

**Press the Kill** — Wildrunner Utility 12

*As one foe drops, you turn with lightning speed and prepare to attack your next target.*

**Encounter ✦ Primal**
**Free Action** **Personal**
**Trigger:** You reduce an enemy to 0 hit points
**Effect:** You shift a number of squares equal to your Strength modifier.

**Wildrunner's Rage** — Wildrunner Attack 20

*You dart among your enemies, hampering their movement with each well-placed attack.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the primary target is immobilized until the end of your next turn.
**Miss:** Half damage.
**Effect:** You shift a number of squares equal to your Strength modifier and then make a secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the secondary target is immobilized until the end of your next turn.
**Miss:** Half damage.
**Effect:** You enter the wildrunner's rage. Until the rage ends, you gain a +2 bonus to AC and Reflex, and you ignore difficult terrain. In addition, you can shift 2 squares as a move action.

MATIAS TAPIA

# BARD

WILLIAM O'CONNOR

***"The clash of blades, a note.***
***A battle fought, a verse.***
***The hero's war, a song."***

**CLASS TRAITS**

**Role:** Leader. Your spells inspire and invigorate your allies. Your spells also include significant control elements, making controller a natural secondary role.

**Power Source:** Arcane. You channel magical power through words and music, studying long and hard to master the power contained in the lore and sagas of old.

**Key Abilities:** Charisma, Intelligence, Constitution

**Armor Proficiencies:** Cloth, leather, hide, chainmail; light shield

**Weapon Proficiencies:** Simple melee, longsword, scimitar, short sword, simple ranged, military ranged

**Implements:** Wands

**Bonus to Defense:** +1 Reflex, +1 Will

**Hit Points at 1st Level:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 7 + Constitution modifier

**Trained Skills:** Arcana. From the class skills list below, choose four more trained skills at 1st level.
*Class Skills:* Acrobatics (Dex), Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Religion (Int), Streetwise (Cha)

**Class Features:** Bardic Training, Bardic Virtue, *majestic word*, Multiclass Versatility, Skill Versatility, Song of Rest, *words of friendship*

Bards are artists first and foremost, and they practice magic just as they practice song, drama, or poetry. They have a clear sense of how people perceive reality, so they master charm magic and some illusions. Sagas of great heroes are part of a bard's repertoire, and most bards follow the example of many fables and become skilled in a variety of fields. A bard's artistic ability, knowledge of lore, and arcane might are widely respected, particularly among the world's rulers.

Art and magic share a sublime beauty, and, as a bard, you seek the place where the two meet. You might be a naturally talented wanderer who casts impressive spells almost instinctively, a student of a bardic college who learned ordered systems of magic and epic poetry, a warrior skald who mixes skill at

arms with thundering music, a dashing performer known for putting on a good show even for your enemies, or a perfectionist who seeks the consummate formula that blends art and magic into a higher force.

A steady rhythm beats in the back of your mind as you brandish your sword. Your eyes and ears pick up the motion of the villains that surround you, and one glance tells you everything you need to know to defeat them. You whistle three staccato notes, letting your allies know the symphony of battle is about to begin.

## Bard Class Features

Bards have the following class features.

### Bardic Training

You gain the Ritual Caster feat as a bonus feat, allowing you to use magical rituals. You own a ritual book, and it contains two rituals of your choice that you have mastered: one 1st-level ritual that has bard as a prerequisite (see Chapter 4) and another 1st-level ritual.

In addition, you can perform one bard ritual per day of your level or lower without expending components, although you must pay any other costs and use any focus required by the ritual. At 11th level, you can perform two bard rituals per day of your level or lower without expending components; at 21st level, you can perform three.

### Bardic Virtue

Bards praise many virtues in their stories, telling tales of people whose particular qualities set them above common folk. The valor of dauntless heroes and the cunning of great minds are among these virtues, and a bard can choose to emphasize either quality.

Choose one of the following options. The choice you make gives you the benefit described below and also provides bonuses to certain bard powers, as detailed in those powers.

**Virtue of Cunning:** Once per round, when an enemy attack misses an ally within a number of squares of you equal to 5 + your Intelligence modifier, you can slide that ally 1 square as a free action.

**Virtue of Valor:** Once per round, when any ally within 5 squares of you reduces an enemy to 0 hit points or bloodies an enemy, you can grant temporary hit points to that ally as a free action. The number of temporary hit points equals 1 + your Constitution modifier at 1st level, 3 + your Constitution modifier at 11th level, and 5 + your Constitution modifier at 21st level.

### Majestic Word

The arcane power of a bard's voice can heal allies. You gain the *majestic word* power.

### Multiclass Versatility

You can choose class-specific multiclass feats from more than one class.

### Skill Versatility

You gain a +1 bonus to untrained skill checks.

### Song of Rest

When you play an instrument or sing during a short rest, you and each ally who can hear you are affected by your Song of Rest. When an affected character spends healing surges at the end of the rest, that character regains additional hit points equal to your Charisma modifier with each healing surge. A character can be affected by only one Song of Rest at a time.

### Words of Friendship

Bards use magic to honey their words and turn the simplest argument into a compelling oration. You gain the *words of friendship* power.

## Implements

Bards use wands to direct and control their spells. When you wield a magic wand, you can add its enhancement bonus to the attack rolls and the damage rolls of bard powers and bard paragon path powers that have the implement keyword. Without a wand, you can still use these powers.

Songblades and some magic musical instruments (see Chapter 3) can be used as implements for bard powers and bard paragon path powers. Bards treasure these magic musical instruments not only for the power they offer, but for the wondrous melodies they produce in the hands of a skilled musician.

### Bard Overview

**Characteristics:** Your powers are a mix of ranged, melee, and close attacks, giving you plenty of options whether you choose to lead from the front or the rear. Your attacks can provide bonuses and extra movement to you and your allies, or they can charm and deceive your enemies.

**Religion:** Many bards revere Corellon, patron of both artists and wielders of arcane magic. Cunning bards also honor Avandra and Sehanine, who are credited with inspiring trickery in the heroes of old. Valorous bards are more likely to revere Bahamut, Kord, or Moradin. Evil bards often worship Lolth, Tiamat, or Zehir.

**Races:** Half-elves are sometimes said to be the best bards, partly because their ability score bonuses favor the valorous bard and partly because their Dilettante racial trait complements the bard's Multiclass Versatility. Gnomes and tieflings both make excellent cunning bards.

# Creating a Bard

Your choice of ability scores, class features, and powers suggests one of two builds based on the storied virtues of cunning and valor. All bards use Charisma for their attacks. Intelligence increases the effect of tricky attacks, and Constitution is best for powers that inspire allies.

## Cunning Bard

The heroes of the past whom you hold as exemplars overcame adversity and escaped danger using their wits, by tricking their foes and concocting cunning stratagems. You seek to emulate those heroes, combining your winning personality with a keen intellect. You use Charisma for your attack powers, so make it your highest score, followed by Intelligence to improve the effects of your tricky powers. Constitution is a good third score. Look for powers that let you put your cunning to work. Most cunning bards focus on ranged attack powers, using a wand from a safe distance to orchestrate the flow of battle.

**Suggested Class Feature:** Virtue of Cunning
**Suggested Feat:** Advantage of Cunning
**Suggested Skills:** Arcana, Bluff, Intimidate, Perception, Streetwise
**Suggested At-Will Powers:** *misdirected mark, vicious mockery*
**Suggested Encounter Power:** *blunder*
**Suggested Daily Power:** *stirring shout*

## Valorous Bard

To your mind, the ancient heroes most worthy of emulation are those whose courage in the face of overwhelming odds carried them to victory. Your own fortitude and forceful personality inspire similar valor in your allies. Your highest ability score should be Charisma, since you use it for attack powers, followed by Constitution to improve your powers of inspiration. It's a good idea to make Intelligence your third score. Choose powers that emphasize valor and endurance in the face of adversity. Most valorous bards focus on melee and close attack powers, wielding a sword in the thick of battle and leading by example.

**Suggested Class Feature:** Virtue of Valor
**Suggested Feat:** Strength of Valor
**Suggested Skills:** Arcana, Athletics, Diplomacy, Intimidate, Perception
**Suggested At-Will Powers:** *guiding strike, war song strike*
**Suggested Encounter Power:** *shout of triumph*
**Suggested Daily Power:** *slayer's song*

# Bard Powers

Your powers are called spells, and you create them by gracefully mixing art, magic, and weapon skill.

## Class Features

Each bard has the powers *majestic word* and *words of friendship*.

### Majestic Word — Bard Feature

*You utter words laden with preternatural inspiration, restoring your ally's stamina and making wounds seem insignificant.*

**Encounter (Special) ✦ Arcane, Healing**
**Minor Action** **Close** burst 5 (10 at 11th level, 15 at 21st level)
**Target:** You or one ally in burst
**Effect:** The target can spend a healing surge and regain additional hit points equal to your Charisma modifier. You also slide the target 1 square.
*Level 6:* 1d6 + Charisma modifier additional hit points.
*Level 11:* 2d6 + Charisma modifier additional hit points.
*Level 16:* 3d6 + Charisma modifier additional hit points.
*Level 21:* 4d6 + Charisma modifier additional hit points.
*Level 26:* 5d6 + Charisma modifier additional hit points.
**Special:** You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.

### Words of Friendship — Bard Feature

*You infuse your words with arcane power, transforming even the simplest speech into compelling oratory.*

**Encounter ✦ Arcane**
**Minor Action** **Personal**
**Effect:** You gain a +5 power bonus to the next Diplomacy check you make before the end of your next turn.

## Level 1 At-Will Spells

### Guiding Strike — Bard Attack 1

*Your weapon stroke guides your allies, showing them where to focus their attacks.*

**At-Will ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and the target takes a –2 penalty to the defense of your choice until the end of your next turn.
*Level 21:* 2[W] + Charisma modifier damage.

### Misdirected Mark — Bard Attack 1

*You conceal your arcane attack, tricking your foe into thinking the attack came from one of your allies.*

**At-Will ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 1d8 + Charisma modifier damage, and the target is marked by an ally within 5 squares of you until the end of your next turn.
*Level 21:* 2d8 + Charisma modifier damage.

### Vicious Mockery — Bard Attack 1

*You unleash a string of insults at your foe, weaving them with bardic magic to send the creature into a blind rage.*

**At-Will ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 1d6 + Charisma modifier psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
*Level 21:* 2d6 + Charisma modifier damage.

### War Song Strike — Bard Attack 1

*You sing a song of war and victory, invigorating your allies as they press the attack.*

**At-Will ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and any ally who hits the target before the end of your next turn gains temporary hit points equal to your Constitution modifier.
*Level 21:* 2[W] + Charisma modifier damage.

## Level 1 Encounter Spells

### Blunder — Bard Attack 1

*You fog your foe's mind, causing it to stumble past your allies.*

**Encounter ✦ Arcane, Charm, Implement**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 1d6 + Charisma modifier damage, and you slide the target 2 squares. During the slide, you or one of your allies can make a melee basic attack against the target as a free action, with a +2 power bonus to the attack roll.
**Virtue of Cunning:** The power bonus to the attack roll equals 1 + your Intelligence modifier.

### Fast Friends — Bard Attack 1

*You sing a tune of false friendship, leaving your foe in a reverie.*

**Encounter ✦ Arcane, Charm, Implement**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** Choose yourself or an ally. The target cannot attack that character until the end of your next turn or until you or one of your allies attacks the target.

### Inspiring Refrain — Bard Attack 1

*Your weapon hums with an arcane song that helps guide nearby allies to glory.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and each ally within 5 squares of you gains a +1 power bonus to attack rolls until the end of your next turn.

### Shout of Triumph — Bard Attack 1

*You unleash a mighty call of battle, scattering your enemies while urging your allies forward.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 1d6 + Charisma modifier thunder damage, and you push the target 1 square.
**Effect:** You slide each ally in the blast 1 square.
**Virtue of Valor:** The number of squares you push the target and slide the allies equals your Constitution modifier.

## Level 1 Daily Spells

### Echoes of the Guardian — Bard Attack 1

*You recite a verse from the saga of a great warrior, confounding your enemy so that one of your companions can more easily protect the others.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and until the end of your next turn, the target is marked by an ally within 5 squares of you.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, once during each of your turns, choose an ally within 5 squares of you when you hit an enemy. Until the end of your next turn, that enemy is marked by that ally.

### Slayer's Song — Bard Attack 1

*You sing a tune of war that diminishes your foes' defenses with each blow you strike.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and the target grants combat advantage to you and your allies (save ends).
**Miss:** Half damage.
**Effect:** Until the end of the encounter, whenever you hit an enemy, that enemy grants combat advantage to you and your allies until the end of your next turn.

### Stirring Shout — Bard Attack 1

*Your shout of wrath stabs into your foe's mind. Each time your allies hit that foe, they draw strength from its weakness.*

**Daily ✦ Arcane, Healing, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d6 + Charisma modifier psychic damage.
**Effect:** Until the end of the encounter, whenever an ally hits the target, that ally regains hit points equal to your Charisma modifier.

### Verse of Triumph — Bard Attack 1

*Your voice crescendos as you sing of victory. Your inspirational words drive allies forward to attack.*

**Daily ✦ Arcane, Charm, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you and any ally within 5 squares of you gain a +1 power bonus to damage rolls and saving throws. In addition, whenever you or an ally reduces an enemy to 0 hit points with an attack, you and any ally within 5 squares of the enemy can shift 1 square as a free action.

## Level 2 Utility Spells

### Hunter's Tune — Bard Utility 2

*You shape the flow of sound, containing it and creating an area of silence.*

**Daily ✦ Arcane**
**Minor Action** **Ranged** 10
**Target:** One ally
**Effect:** Until the end of your next turn, the target gains a +5 power bonus to Stealth checks and doesn't take a penalty to Stealth checks for moving more than 2 squares or running.
**Sustain Minor:** The effect persists if the target is within range.

### Inspire Competence — Bard Utility 2

*Your magic channels the skill of ancient experts to help with the task at hand.*

**Encounter ✦ Arcane**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Choose a skill. Until the end of the encounter, each target gains a +2 power bonus to his or her next check using that skill.

### Song of Courage — Bard Utility 2

*Your magic creates shouts of encouragement, making it seem as though an entire army were cheering on your allies.*

**Daily ✦ Arcane, Zone**
**Minor Action** **Close** burst 5
**Effect:** The burst creates a zone of inspirational shouts that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, any ally gains a +1 power bonus to attack rolls.
**Sustain Minor:** The zone persists.

### Song of Defense — Bard Utility 2

*You intone a few notes from a battle hymn, and your magic bolsters your allies' ability to parry attacks.*

**Daily ✦ Arcane, Zone**
**Minor Action** **Close** burst 5
**Effect:** The burst creates a zone of bolstering song that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, any ally gains a +1 power bonus to AC.
**Sustain Minor:** The zone persists.

## Level 3 Encounter Spells

### Charger's Call — Bard Attack 3

*You weave a song of fearless knights and mighty chargers, encouraging your allies to throw themselves into the fray.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and each ally within 5 squares of you gains a +2 bonus to attack rolls while charging until the end of your next turn.
**Virtue of Valor:** The bonus to attack rolls equals 1 + your Constitution modifier.

### Cunning Ferocity — Bard Attack 3

*The mark of your weapon on your target's hide gives strength to your allies' attacks against the same foe.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 1[W] + Charisma modifier damage, and each ally within 5 squares of you gains a +2 bonus to damage rolls against the target until the end of your next turn.
**Virtue of Cunning:** The bonus to damage rolls equals 1 + your Intelligence modifier.

### Dissonant Strain — Bard Attack 3

*You sing in two pitches at once, creating a song that harms your foe while helping your ally.*

**Encounter ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d6 + Charisma modifier psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn. In addition, an ally within 5 squares of you can make a saving throw.

### Impelling Force — Bard Attack 3

*A bolt of force shoves your foe next to one of your allies.*

**Encounter ✦ Arcane, Force, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 1d10 + Charisma modifier force damage, and you slide the target 5 squares to a space adjacent to one of your allies.

## Level 5 Daily Spells

### Satire of Bravery — Bard Attack 5

*Your verse mocks your foes' courage, forcing them to become the cowards you describe.*

**Daily ✦ Arcane, Implement, Psychic**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Charisma vs. Will
**Hit:** 2d6 + Charisma modifier psychic damage, and the target is affected by your satire of bravery (save ends). While the target is affected by the satire, if the target ends its turn closer to you than where it started its turn, the target takes 1d6 + Charisma modifier psychic damage and is dazed until the end of its next turn.
**Miss:** Half damage.
**Effect:** You push the target 3 squares.

### Song of Discord — Bard Attack 5

*You foster distrust in one of your foes, causing it to strike out at its allies.*

**Daily ✦ Arcane, Charm, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** The target is dominated until the end of your next turn.
**Effect:** The target makes a basic attack against an enemy of your choice as a free action.

### Tune of Ice and Wind — Bard Attack 5

*You hum a discordant tune, slowing your enemies with ice and moving your allies with wind.*

**Daily ✦ Arcane, Cold, Implement**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Attack:** Charisma vs. Will
**Hit:** 2d6 + Charisma modifier cold damage, and the target is slowed (save ends).
**Miss:** Half damage, and the target is slowed until the end of your next turn.
**Effect:** You slide each ally in the burst 3 squares.

### Word of Mystic Warding — Bard Attack 5

*A word of power assaults your foe's mind, establishing a ward that harms it further if it draws closer to the ally you name.*

**Daily ✦ Arcane, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier psychic damage. Choose an ally within 5 squares of you. If the target moves closer to that ally during the target's turn, the target takes psychic damage equal to your Charisma modifier (save ends).
**Miss:** Half damage.

## Level 6 Utility Spells

### Allegro — Bard Utility 6

*You drum out a hasty rhythm that infuses you and your comrades with magical speed.*

**Daily ✦ Arcane**
**Minor Action** **Close** burst 10
**Target:** You and each ally in burst
**Effect:** You slide each target 2 squares.

### Ode to Sacrifice — Bard Utility 6

*Like many heroes who prove their worth by shouldering the burdens of others, you take a harmful effect from an ally.*

**Encounter ✦ Arcane**
**Minor Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** You transfer one effect on the target that a save can end to yourself or to another ally in the burst. The new subject of the effect gains a power bonus to saving throws against that effect equal to your Constitution modifier.

### Song of Conquest — Bard Utility 6

*Your arcane song bolsters your allies, so they fight your foes with renewed vigor.*

**Encounter ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, any ally within 5 squares of you who hits an enemy gains temporary hit points equal to 3 + your Constitution modifier.

### Trickster's Healing — Bard Utility 6

*Your magic turns an enemy's blunder into an opportunity for your allies to overcome their wounds.*

**Daily ✦ Arcane, Healing**
**Immediate Reaction** **Close** burst 10
**Trigger:** An attack misses an ally within 10 squares of you
**Target:** Each ally in burst missed by the triggering attack
**Effect:** Each target regains hit points equal to one-half your level + your Intelligence modifier.

## Level 7 Encounter Spells

### Deflect Attention — Bard Attack 7

*You focus a foe's violent determination elsewhere, making you or an ally invisible to it for a moment.*

**Encounter ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d6 + Charisma modifier psychic damage, and you or an ally within 10 squares of you becomes invisible to the target until the end of your next turn.

### Distracting Shout — Bard Attack 7

*Your shout draws the enemy's attention so that your allies can maneuver around the foe, letting them get in close or get away.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier thunder damage, and the target takes a -5 penalty to opportunity attack rolls until the end of your next turn.
**Virtue of Cunning:** The penalty to opportunity attack rolls equals 4 + your Intelligence modifier.

### Scorpion's Claw Strike — Bard Attack 7

*Your distraction allows one of your allies to slip around a foe.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and you slide an ally who is adjacent to the target to another space adjacent to it.
**Virtue of Valor:** Until the end of your next turn, the ally also gains a power bonus to AC equal to your Constitution modifier.

### Unluck — Bard Attack 7

*You manipulate what was once an ode to fate, speaking it in reverse and warping the weave of fortune.*

**Encounter ✦ Arcane, Implement, Necrotic**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 1d8 + Charisma modifier necrotic damage. The next time the target makes an attack roll before the end of your next turn, you roll a d20 and can replace the target's roll with yours. In addition, choose an ally within 5 squares of you. The next time that ally attacks the target before the end of your next turn, you roll a d20 and can replace the ally's roll with yours.

## Level 9 Daily Spells

### Forceful Conduit — Bard Attack 9

*A jolt of pain establishes an arcane link between your foe and one of your allies. Your ally can see through the foe's eyes and channel his or her own powers through its body.*

**Daily ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier psychic damage, and the target is affected by a forceful conduit (save ends). Choose an ally within 10 squares of you. While the target is affected by this forceful conduit, that ally can make implement attacks during his or her turn as if occupying the target's space.
**Miss:** Half damage. Until the end of your next turn, an ally within 10 squares of you can make implement attacks during his or her turn as if occupying the target's space.

### Hideous Laughter — Bard Attack 9

*Horrible convulsions seize your foe in a terrible mockery of laughter.*

**Daily ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3d8 + Charisma modifier psychic damage, and the target can't take opportunity actions and takes a -2 penalty to attack rolls (save ends both).
**Aftereffect:** The target can't take opportunity actions (save ends).
**Miss:** Half damage, and the target can't take opportunity actions until the end of your next turn.

### Hymn of the Daring Rescue — Bard Attack 9

*Your attack resonates in an arcane song that allows an ally to teleport to your side.*

**Daily ✦ Arcane, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 3[W] + Charisma modifier damage.
**Effect:** Choose an ally within 5 squares of you. Until the end of the encounter, that ally can teleport to a space adjacent to you as a move action.

### Thunder Blade — Bard Attack 9

*Your weapon resonates with thunder, smiting your foe and enabling you to move enemies into locations where your allies can more easily reach them.*

**Daily ✦ Arcane, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier thunder damage, and you slide the target 2 squares.
**Effect:** Until the end of the encounter, whenever you hit a target with an at-will attack power, you slide the target 2 squares to a space that must be adjacent to at least one of your allies.

## Level 10 Utility Spells

### Illusory Erasure — Bard Utility 10

*Your magic song makes an ally abruptly disappear, giving him or her a chance to sneak up on foes.*

**Encounter ✦ Arcane, Illusion**
**Minor Action** **Ranged** 10
**Target:** One ally
**Effect:** The target becomes invisible until the end of your next turn, and you slide the target 2 squares.

### Song of Recovery — Bard Utility 10

*You instill a sense of perseverance in your allies with an inspiring song.*

**Encounter ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, any ally within 5 squares of you gains a +2 power bonus to saving throws.

### Veil — Bard Utility 10

*You mask the appearance of your party, sculpting an illusory disguise.*

**Daily ✦ Arcane, Illusion**
**Minor Action** **Close** burst 10
**Target:** You and each ally in burst
**Effect:** You transform the auditory, tactile, and visual qualities of the targets' bodies and equipment. Each target assumes the appearance of a humanoid of the same size, even the appearance of a specific individual you have seen. The illusion lasts for 1 hour, or you can end it as a minor action. A creature can recognize a target's form as illusory with an Insight check opposed by that target's Bluff check with a +5 power bonus.

### Word of Life — Bard Utility 10

*A single word is sufficient to save an ally from death's grasp while punishing the foe who dealt the deadly blow.*

**Daily ✦ Arcane, Healing**
**Immediate Reaction** **Close** burst 20
**Trigger:** An enemy attack reduces an ally within 20 squares of you to 0 hit points or fewer
**Target:** The triggering ally in burst
**Effect:** The target can spend a healing surge. In addition, the attacking enemy takes a –5 penalty to all defenses until the end of your next turn.

## Level 13 Encounter Spells

### Earthquake Strike — Bard Attack 13

*The rhythm of your attack makes the earth quake beneath your and your allies' targets.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and you knock the target prone. Until the end of your next turn, each ally within 10 squares of you can knock prone any creature he or she hits.
**Virtue of Valor:** Until the end of your next turn, the allies gain a bonus to damage rolls equal to your Constitution modifier.

### Foolhardy Fighting — Bard Attack 13

*Your attack inspires recklessness in your foe, causing it to act without caution.*

**Encounter ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 1d10 + Charisma modifier psychic damage. Until the end of your next turn, any attack the target makes provokes opportunity attacks.
**Virtue of Cunning:** Until the end of your next turn, the target takes a penalty to attack rolls equal to your Intelligence modifier.

### Harmony of the Two — Bard Attack 13

*As you strike your foe, a nearby ally lashes out with an attack in harmony with yours.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage. An ally within 2 squares of you can make a basic attack against the target as a free action.

### Song of Storms — Bard Attack 13

*With a sonorous hum, you summon lightning, blasting your foes with it and imbuing your allies' attacks with its power.*

**Encounter ✦ Arcane, Implement, Lightning**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Charisma vs. Reflex
**Hit:** 2d6 + Charisma modifier lightning damage. Each ally in the blast deals 1d6 extra lightning damage on a hit until the end of your next turn.

## Level 15 Daily Spells

### Confusing Chorus — Bard Attack 15

*Hundreds of voices jeer and threaten your foe from all sides. Lashing out blindly, the foe might hit anyone.*

**Daily ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3d6 + Charisma modifier psychic damage. As the first action of each of the target's turns, the target makes a melee basic attack against a creature of your choice as a free action (save ends).
**Miss:** Half damage. As the first action of the target's next turn, the target makes a melee basic attack against a creature of your choice as a free action.

### Dance of Biting Wind — Bard Attack 15

*Your attack impedes your foe's attacks. Its echoes carry you and your allies in a combat dance, letting you move away from clumsy attackers.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and the target takes a –2 penalty to attack rolls (save ends).
**Effect:** Until the end of the encounter, whenever an enemy's attack misses you or an ally within 5 squares of you, the target of the attack can shift 1 square as a free action.

### Menacing Thunder — Bard Attack 15

*The echoes of your blow resound as the fight continues, guiding the attacks of your allies to bring your foes to a quick end.*

**Daily ✦ Arcane, Implement, Thunder, Zone**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier thunder damage.
**Effect:** The burst creates a zone of resonating thunder that lasts until the end of the encounter. While within the zone, any ally gains a +2 power bonus to attack rolls.

### Quick Steel Dance — Bard Attack 15

*You land a mighty blow that befuddles your foe, redirecting its attention to an ally near you. The echoes of that strike quicken your allies, allowing them to react to a foe's movement.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage, and until the end of your next turn, the target is marked by an ally within 10 squares of you.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, whenever an enemy that is adjacent to any of your allies shifts, those allies can each shift 1 square as an opportunity action.

## Level 16 Utility Spells

### Blink Zone — Bard Utility 16

*You warp the boundaries between worlds, causing the boundaries to fade and mingle.*

**Daily ✦ Arcane, Teleportation, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Effect:** The burst creates a zone of planar instability that lasts until the end of your next turn. While within the zone, you and any ally gain a +2 power bonus to AC and Reflex and can teleport 2 squares as a move action.
**Sustain Minor:** The zone persists.

### Chorus of Recovery — Bard Utility 16

*You whisper a quiet song of peace and health, fortifying your allies against the ills that plague them.*

**Daily ✦ Arcane**
**Minor Action** **Close** burst 3
**Effect:** The burst creates a zone of rejuvenation that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. Any ally who starts his or her turn within the zone can make a saving throw.
**Sustain Minor:** The zone persists.

### Elegy of the Undefeated — Bard Utility 16

*This ancient lament returns an ally from the brink of death.*

**Daily ✦ Arcane, Healing**
**Standard Action** **Close** burst 5
**Target:** One dying ally in burst
**Effect:** The target regains hit points as if he or she had spent two healing surges. The target can then stand up as a free action.

### Song of Sublime Snowfall — Bard Utility 16

*Your song causes gleaming white motes to fall from above, healing your allies and pulling at your foes as they try to move in the area.*

**Daily ✦ Arcane, Healing, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each ally in burst
**Effect:** Each target regains hit points equal to your Charisma modifier. The burst creates a zone of difficult terrain for enemies that lasts until the end of your next turn. This difficult terrain also affects flying enemies.
**Sustain Minor:** The zone persists, and each target within the zone regains hit points equal to your Charisma modifier.

## Level 17 Encounter Spells

### Masks of Menace — Bard Attack 17

*You warp your enemy's perception so that it perceives your allies as frightful beasts. Only one ally retains a normal appearance.*

**Encounter ✦ Arcane, Fear, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3d6 + Charisma modifier psychic damage. Choose an ally within 5 squares of you. Until the end of your next turn, the target takes a –5 penalty to attack rolls for any attack that doesn't include that ally as a target.

WAYNE ENGLAND

### Shout of Evasion — Bard Attack 17

*Your shout batters your foe with arcane thunder and spurs you and your allies into motion.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier thunder damage, and you and each ally within 10 squares of you can shift 2 squares as a free action.
**Virtue of Cunning:** The number of squares you and your allies can shift equals 1 + your Intelligence modifier.

### Song of Summons — Bard Attack 17

*As you strike your foe with your weapon, you call an ally to lend aid to your attack.*

**Encounter ✦ Arcane, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and you teleport an ally within 10 squares of you to a space adjacent to you.
**Virtue of Valor:** Until the end of your next turn, the ally also gains a power bonus to attack rolls against the target equal to your Constitution modifier.

### Word of Vulnerability — Bard Attack 17

*You speak a word of power as you strike your foe, and the foe becomes vulnerable to your allies' attacks.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage. Until the end of your next turn, each ally who hits the target and has combat advantage against it deals extra damage equal to your Charisma modifier.

## Level 19 Daily Spells

### Encircling Dance — Bard Attack 19

*As dazzling light bursts around your foes, you and your allies can move to better positions.*

**Daily ✦ Arcane, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One or two creatures
**Attack:** Charisma vs. Reflex
**Hit:** 3d8 + Charisma modifier radiant damage.
**Miss:** Half damage.
**Effect:** You and each ally within 10 squares of you can shift 5 squares as a free action.

### Increasing the Tempo — Bard Attack 19

*Your ally attacks with incredible speed, becoming a blur of motion.*

**Daily ✦ Arcane**
**Standard Action** **Ranged** 10
**Target:** One ally
**Effect:** The target makes four basic attacks as a free action.

### Irresistible Dance — Bard Attack 19

*An eerie piping fills an area, forcing the creatures there into an idiot dance that sends them careening around at your command.*

**Daily ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Will
**Hit:** 3d6 + Charisma modifier psychic damage, and the target grants combat advantage to you and your allies (save ends).
**Miss:** Half damage.
**Effect:** You slide each target a number of squares equal to your Charisma modifier.

### Satire of Prowess — Bard Attack 19

*Your verse mocks your foe's attacks and forces it to conform to your description of its ineptitude.*

**Daily ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 4d6 + Charisma modifier psychic damage, and the target is affected by your satire of prowess (save ends). While the target is affected by the satire, the target rolls twice when it makes an attack roll and must use the lower roll, and any attacker rolls twice when it makes an attack roll against the target and must use the higher roll.
**Miss:** Half damage. Until the end of your next turn, the target rolls twice when it makes an attack roll and must use the lower roll, and any attacker rolls twice when it makes an attack roll against the target and must use the higher roll.

## Level 22 Utility Spells

### Elegy Unwritten — Bard Utility 22

*Your quick word staves off death before it can grasp your friend.*

**Daily ✦ Arcane, Healing**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An ally within 5 squares of you dies
**Target:** The triggering ally in burst
**Effect:** The target regains hit points as if he or she had spent a healing surge. In addition, the target can stand up and shift 2 squares as a free action.

### Invisible Troupe — Bard Utility 22

*As you whisper a word, you and your allies fade from view.*

**Encounter ✦ Arcane, Illusion**
**Minor Action** **Close** burst 3
**Target:** You and each ally in burst
**Effect:** Each target becomes invisible until the end of your next turn.

### Mirrored Entourage — Bard Utility 22

*You weave a song of illusion, causing duplicates to appear next to your allies. The duplicates try to intercept enemy attacks and disappear when they succeed.*

**Daily ✦ Arcane, Illusion**
**Minor Action** **Close** burst 20
**Target:** Each ally in burst
**Effect:** Each target gains two illusory duplicates of him- or herself that last until the end of the encounter. Until the duplicates disappear, the duplicates share the target's space and move with him or her. In addition, the target gains a +4 power bonus to AC. When an attack against AC misses the target, one of that target's duplicates disappears, and the power bonus to AC decreases by 2.

### Song of Transition — Bard Utility 22

*Your song swells and bends planar boundaries, allowing allies to make jaunts through space.*

**Daily ✦ Arcane, Teleportation, Zone**
**Minor Action** **Area** burst 1 within 10 squares
**Effect:** You create a zone of music that lasts until the end of your next turn. While within the zone, you and any ally can teleport to any space within 10 squares of you as a move action.
**Sustain Minor:** The zone persists.

## Level 23 Encounter Spells

### Echoes in Time — Bard Attack 23

*As arcane force tears into your foe, the force rends the fabric of time. For a moment, your allies can move about and attack before teleporting back to the place they now stand.*

**Encounter ✦ Arcane, Force, Implement, Teleportation**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 3d8 + Charisma modifier force damage. Each ally within 10 squares of you, as the last action of his or her next turn, can teleport as a free action back to the space where he or she started that turn.
**Virtue of Cunning:** Until the start of your next turn, any ally who teleports using this power gains a power bonus to all defenses equal to your Intelligence modifier.

### Rhythm of Disorientation — Bard Attack 23

*A clatter of sounds surrounds your foes, causing them to lose their balance and creating opportunities for your allies to attack.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Attack:** Charisma vs. Will
**Hit:** 1d6 + Charisma modifier thunder damage, and you knock the target prone. In addition, an ally of yours adjacent to the target can make a melee basic attack against it as a free action.

### Song of Liberation — Bard Attack 23

*A burst of arcane music erupts from your weapon and washes over your allies, loosing them from bonds that restrain their movement.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 4[W] + Charisma modifier damage, and the immobilized, restrained, and slowed conditions end on each ally within 5 squares of you, provided a save can end the condition.

### Weal and Woe — Bard Attack 23

*Your attack brings doom to your foe and glory to your ally.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage, and one ally adjacent to the target makes a saving throw with a +5 power bonus.
**Virtue of Valor:** The ally gains a power bonus to his or her next attack roll against the target equal to your Constitution modifier.

## Level 25 Daily Spells

### Adversarial Song — Bard Attack 25

*Your song erupts in your foe's mind, weakening its attacks against any creature but the ally you name. At the same time, it bolsters that ally so that he or she can fight the foe to the bitter end.*

**Daily ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3d10 + Charisma modifier psychic damage.
**Miss:** Half damage.
**Effect:** Choose an ally within 10 squares of you. The target deals half damage to any of your allies except the chosen ally (save ends). In addition, that ally deals 1d10 extra damage on a hit against the target until the end of the encounter.

### Fraught with Failure — Bard Attack 25

*Your mocking song saps your foe's will and breaks its confidence, leaving it immobile and ineffectual.*

**Daily ✦ Arcane, Charm, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier psychic damage, and the target is immobilized (save ends) and weakened (save ends).
**Miss:** Half damage, and the target is immobilized and weakened until the end of your next turn.

### Frenzied Rhythm — Bard Attack 25

*The wild rhythm of your chant drives your enemies into senseless violence upon each other.*

**Daily ✦ Arcane, Charm, Implement**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Charisma vs. Will
**Hit:** You slide the target 5 squares. The target makes a basic attack as a free action against a creature of your choice. The target is then stunned until the end of your next turn.
**Miss:** The target is dazed until the end of your next turn.

### Vision Distortion — Bard Attack 25

*A burst of blinding light skews the vision of your enemies.*

**Daily ✦ Arcane, Illusion, Implement, Radiant**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Will
**Hit:** 3d8 + Charisma modifier radiant damage. The target's vision is distorted (save ends). While the target's vision is distorted, you are invisible to the target, and whenever an ally hits it, that ally becomes invisible to the target until the end of the ally's next turn.
**Miss:** Half damage, and you are invisible to the target until the end of your next turn.

## Level 27 Encounter Spells

### Bond of Malediction — Bard Attack 27

*You intone a dread curse upon your foe, linking its fate to the safety of your ally. If your friend is hurt, your foe will be hurt as well.*

**Encounter ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 3d10 + Charisma modifier psychic damage. Choose an ally within 10 squares of you. Until the end of your next turn, the target takes 10 psychic damage whenever that ally takes damage.
**Virtue of Cunning:** Whenever the ally takes damage, the target takes psychic damage equal to 10 + your Intelligence modifier.

### Kaleidoscopic Burst — Bard Attack 27

*You sculpt prismatic colors that dazzle your enemies and allow allies to escape.*

**Encounter ✦ Arcane, Implement, Radiant**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Attack:** Charisma vs. Will
**Hit:** 3d8 + Charisma modifier radiant damage.
**Effect:** Each ally in the burst can shift 2 squares as a free action.

### Surge of Valor — Bard Attack 27

*Inspired and empowered by the example of your fierce blow, your allies surge forward to attack.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and each ally within 10 squares of you can shift 2 squares and make a melee basic attack as a free action.
**Virtue of Valor:** The allies gain a bonus to the attack roll and the damage roll equal to 1 + your Constitution modifier.

## Level 29 Daily Spells

### Hero's Beacon — Bard Attack 29

*Your weapon erupts in blazing light that ignites your foe in radiant flames. The light of those flames persists, healing your allies and searing your enemies.*

**Daily ✦ Arcane, Healing, Radiant, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 4[W] + Charisma modifier radiant damage.
**Effect:** The attack creates a zone of bright light in a burst 2 centered on the target. The zone lasts until the end of the encounter. When the target moves, the zone moves with it, remaining centered on it. Any ally who starts his or her turn within the zone regains hit points equal to your Charisma modifier. Any enemy that starts its turn within the zone takes 10 radiant damage.

### Satire of Leadership — Bard Attack 29

*Your verse mocks your foe's leadership and bends reality to conform with your words; any enemy near your foe is more vulnerable to attack.*

**Daily ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 5d10 + Charisma modifier psychic damage.
**Effect:** The target and each enemy within 3 squares of it take a -2 penalty to all defenses and gain vulnerable 5 to all damage (save ends both).

### Spellbind — Bard Attack 29

*Your unrivaled charm, combined with cunning magic, convinces an enemy to obey you.*

**Daily ✦ Arcane, Charm, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** The target is dominated (save ends).
**Aftereffect:** 2d10 + Charisma modifier damage, and the target is dazed until the end of your next turn.
**Miss:** The target is dazed (save ends).
**Aftereffect:** 2d10 + Charisma modifier damage.

## Student of the Seven

*"Why hitch your cart to just one horse?"*

**Prerequisite:** Bard, any multiclass feat

Among the many legends told by bards, a few mythic figures appear with some regularity, including the mysterious Seven. The Seven are sisters, or sometimes brothers, whose names vary from tale to tale. They're not gods, but they're not mortals either; sometimes they're exarchs of Corellon or some other god, and sometimes they're angels who come from seven different dominions. But most often, they're simply the Seven. Some tales describe them as patrons of the arts, inventors or sponsors of dance, poetry, singing, instrumental music, painting, drama, and the like. Other tales describe them as patrons of every mortal activity, or even as sponsors of different power sources. The Seven are never exactly the same in any two tales, or even in the same tale told twice. And as their student, neither are you.

Following the promptings of the Seven, your interests accept no limitations. No narrow field of study can contain your wide-ranging curiosity. You excel as an arcane leader, but what's to prevent you from learning a few tricks from a martial defender or a primal controller? No knowledge is off limits, and nothing is impossible.

By taking multiclass feats and learning powers from a variety of classes, you always have the right tool for the job. In addition, you learn spells that have enormous versatility, ensuring that you can provide help anytime you or an ally needs a bonus in a specific area. You dabble in a little bit of everything, and you manage not only to improve yourself but also to make others a little better at what they do best.

### Student of the Seven Path Features

**Daily Mastery (11th level):** At the end of an extended rest, you can replace a daily attack power granted through a multiclass feat with another daily attack power of the same level or lower from the same class.

**Versatile Action (11th level):** When you spend an action point to take an extra action, you regain the use of an encounter utility power or an encounter attack power that you gained through a multiclass feat and that you have used during this encounter.

**Compensatory Insight (16th level):** When you use an attack power granted through a multiclass feat, you gain a bonus to the attack's damage roll equal to your Intelligence modifier.

### Student of the Seven Spells

**Anyspell** — Student of the Seven Attack 11

*Drawing on the raw arcane power around you, you shape your spell to the form and purpose you need. As a side effect, you grant momentary protection or a surge of aggressive inspiration to a nearby ally.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Close** burst 5
**Target:** One creature in burst
**Attack:** Charisma vs. Fortitude, Reflex, or Will (choose one)
**Hit:** 3d8 + Charisma modifier damage.
**Effect:** Until the end of your next turn, one ally in the burst gains a +2 power bonus to all defenses or a +1 power bonus to attack rolls.

**Versatile Glamor** — Student of the Seven Utility 12

*You have the perfect spell for any situation.*

**Daily ✦ Arcane**
**Minor Action** **Ranged** 5
**Target:** You or one ally
**Effect:** The target gains one of the following benefits until the end of the encounter:
- ✦ +2 power bonus to speed
- ✦ +2 power bonus to attack rolls and damage rolls with opportunity attacks
- ✦ +4 bonus, instead of +2, to attack rolls with combat advantage
- ✦ Concealment
- ✦ Resist 10 to a damage type of your choice

**Voice of the Seven** — Student of the Seven Attack 20

*You speak one word with seven supernatural voices, and your target is driven back and rooted to the ground.*

**Daily ✦ Arcane, Implement**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Charisma vs. Fortitude, Reflex, or Will (choose one)
**Hit:** 3d10 + Charisma modifier damage. Either the target is dazed (save ends), or you push the target 3 squares and it is immobilized (save ends).
**Miss:** Half damage, and the target is either dazed or immobilized until the end of your next turn.

# Summer Rhymer

*"Ancient rhythms, endlessly refreshed. This blade cuts like a poem."*

**Prerequisite:** Bard, Virtue of Cunning class feature

Among the most powerful residents of the Feywild is Tiandra, the Summer Queen (see *Manual of the Planes*). Her court is a reflection of her unearthly beauty, hung with flower garlands and alive with bustling activity. Her smile can ripen crops, and her favor bestowed on a mortal can quicken the gifts of song and poetry.

Whether the Summer Queen has actually smiled on you or you merely aspire to seek her blessing, you claim some association with the Summer Fey and study their musical magic. In your feytouched presence, you and your allies teleport freely, and you can call on the Summer Queen's powers of growth to aid your own healing powers.

If you serve the Summer Queen well, you might hope to receive some favor from her. Great heroes of the past have sometimes received noble titles, magic instruments, access to powerful enchantments, and other gifts from her hand. As the fey go, the Summer Queen is relatively trustworthy, but be warned: No fey gift is truly free.

RAVEN MIMURA

## Summer Rhymer Path Features

**Feypath (11th level):** When you spend an action point to take an extra action, you teleport yourself or an ally adjacent to you 5 squares as a free action before or after the extra action.

**The Queen's Grace (11th level):** Whenever you grant healing with a bard healing power, add your Charisma modifier to the hit points regained by each target.

**Judgment of the Summer Court (16th level):** Whenever an enemy's missed attack triggers your Virtue of Cunning class feature, you gain a +2 bonus to attack rolls against that enemy until the end of your next turn.

## Summer Rhymer Spells

**Song of the Queen's Protection** Summer Rhymer Attack 11

*You sing a melody of eldritch quality that assaults your foe's senses while causing wisps of light to blur the outlines of your allies.*

**Encounter ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d10 + Charisma modifier psychic damage, and until the end of your next turn, any ally within 10 squares of you gains concealment until the end of his or her next turn.

**Song of Spiral Paths** Summer Rhymer Utility 12

*This song weaves qualities of the Feywild into the air, causing space to bend around you and your allies.*

**Daily ✦ Arcane, Teleportation, Zone**
**Minor Action** **Close** burst 10
**Effect:** The burst creates a zone of fey magic that lasts until the end of your next turn. While within the zone, you and any ally can teleport 2 squares as a move action.
**Sustain Minor:** The zone persists.

**Song of the High Court** Summer Rhymer Attack 20

*Bright leaves of radiant power flare around you and your allies as you sing an ode lauding the durability of nature.*

**Daily ✦ Arcane, Implement, Radiant, Zone**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Charisma vs. Will
**Hit:** 3d10 + Charisma modifier radiant damage.
**Effect:** The burst creates a zone of song that lasts until the end of your next turn. While within the zone, you and any ally gain resist 5 to all damage.
**Sustain Minor:** The zone persists.

# Voice of Thunder

*"When thunder speaks, all nature feels a twinge of fear."*

**Prerequisite:** Bard

Your voice is your power, and as you study and practice ancient bardic traditions, your power grows stronger. The rumble of thunder in a stormy sky, the tremor of the earth that topples buildings, the rhythm of waves crashing against the shore, the explosive detonation of fire—your voice is the raw elemental power of sound, booming and concussive.

Variations of this path appear in the bardic traditions of many races and cultures. Eladrin often associate their magical traditions with forces of nature, and like a bralani of autumn winds or a tulani of summer sun, you might be a noble eladrin of the thunderstorm. Dwarf and goliath bards are more inclined to think of the rumble of stone. Drow bards speak of the voice of fury or of madness that empowers their harshly beautiful music. Tieflings wield explosive force with their mighty voices.

The features and powers of this path increase the range and effectiveness of your thunder powers. Your thunderous songs and shouts echo to repeat their assault on your foes, and your *song of thunder* gives your allies the ability to conjure echoes of your booming voice.

FRANZ VOHWINKEL

## Voice of Thunder Path Features

**Voice of Thunder (11th level):** When you spend an action point to take an extra action, the size of any close burst attack you make during that action increases by 1, and the size of any close blast attack you make during that action increases by 2.

**Voice to Wake the Dead (11th level):** As a free action, you can grant a dying ally within 10 squares of you a +2 power bonus to death saving throws. The bonus lasts until that ally is no longer dying.

**Booming Words (16th level):** You gain a +2 bonus to damage rolls when using a thunder power.

## Voice of Thunder Spells

**Rolling Echo** — Voice of Thunder Attack 11

*You send two successive waves of thunder rolling from you.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 2d6 + Charisma modifier thunder damage, and you push the target 1 square. Before you take any actions during your next turn, you can repeat the attack as a free action.

**Doom Echo** — Voice of Thunder Utility 12

*You call upon the distant echoes of your magic to create an echo of a spell that you have already unleashed upon the world.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** You regain the use of a bard encounter attack power that has the thunder keyword and that you have used during this encounter.

**Song of Thunder** — Voice of Thunder Attack 20

*You initiate a song of pealing thunder that echoes between you and your allies, battering your enemies into submission.*

**Daily ✦ Arcane, Implement, Thunder**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 3d6 + Charisma modifier thunder damage, and you knock the target prone.
**Miss:** Half damage.
**Effect:** At the start of the next turn of each ally in the blast, the ally deals 5 thunder damage to each enemy within 2 squares of him or her.

# War Chanter

*"Together we take our place among the greatest heroes the world has ever known!"*

**Prerequisite:** Bard, Virtue of Valor class feature

Bards look to the tales of past heroes for inspiration and use those tales to spur their allies. As a war chanter, you embrace those tales as a pattern for your own life, leading your companions into battle with songs and cadences that extol the virtues of bravery, endurance, and strength of arms. The roar of battle, the clash of steel on steel, the warrior's cry, the tramp of marching feet—these are all notes you weave into the symphony of war, which flows across the field like a raging torrent, catching up your friends and foes alike.

Your music and oratory inspire your allies to greater deeds of valor. Your Virtue of Valor grants temporary hit points to you as well as to your allies, and your own battle prowess can bolster your allies against injury. Your powers are similar in some ways to those of a warlord, granting your allies movement and attacks against the foes you strike with your own weapon.

## War Chanter Path Features

**Inspire by Example (11th level):** When you spend an action point to take an extra action, each ally within 5 squares of you gains a bonus to attack rolls and damage rolls equal to your Constitution modifier until the end of your next turn.

**Inspire by Word (11th level):** When an ally gains temporary hit points from your Virtue of Valor, you gain the same number of temporary hit points. In addition, when you reduce an enemy to 0 hit points or bloody an enemy, one ally within 10 squares of you gains temporary hit points equal to 5 + your Constitution modifier. The number of temporary hit points equals 8 + your Constitution modifier at 21st level.

**Inspire by Deed (16th level):** You can spend 2 action points during an encounter, instead of only 1.

## War Chanter Spells

**Victorious Smite** War Chanter Attack 11

*Striking your foe, you call an ally to your side to attack the same target.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage.
**Effect:** As a free action, an ally within 5 squares of you can shift 3 squares and make a basic attack against the target with a bonus to the attack roll and the damage roll equal to your Constitution modifier.

**Battle Chant** War Chanter Utility 12

*You inspire your allies with visions of glory, focusing their attacks on a particular foe.*

**Encounter ✦ Arcane**
**Minor Action** **Close** burst 10
**Target:** You and each ally in burst
**Effect:** Choose an enemy in the burst. Each target gains a +2 power bonus to attack rolls against that enemy until the end of your next turn.

**Visions of Victory** War Chanter Attack 20

*Inspired by visions of a glorious victory, your ally unleashes a powerful attack on the foe that you just hit.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. As a free action, an ally of yours adjacent to the target can use an encounter melee attack power against the target, hitting it automatically.
**Miss:** As a free action, an ally of yours adjacent to the target can use an at-will melee attack power against the target, hitting it automatically.

ERIC DESCHAMPS

# DRUID

*"I am the seeker. I am the stalker. I am the storm."*

**CLASS TRAITS**

**Role:** Controller. Your beast form gives you access to powers that provide control at close range, while your humanoid form allows you to hinder your opponents from a distance. Depending on your choice of class features and powers, you might lean toward either leader or striker as a secondary role.

**Power Source:** Primal. You have gained your powers through a careful study of and communion with the natural world.

**Key Abilities:** Wisdom, Dexterity, Constitution

**Armor Proficiencies:** Cloth, leather, hide
**Weapon Proficiencies:** Simple melee, simple ranged
**Implements:** Staffs, totems
**Bonus to Defense:** +1 Reflex, +1 Will

**Hit Points at 1st Level:** 12 + Constitution score
**Hit Points per Level Gained:** 5
**Healing Surges per Day:** 7 + Constitution modifier

**Trained Skills:** Nature. From the class skills list below, choose three more trained skills at 1st level.
*Class Skills:* Arcana (Int), Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Nature (Wis), Perception (Wis)

**Class Features:** Balance of Nature, Primal Aspect, Ritual Casting, *wild shape*

Secretive and enigmatic, druids call the wilderness their home. They are capable of running with a wolf pack, speaking with the most ancient trees, and watching thunderstorms from atop the clouds themselves. They regard challenges as tests, both of their fitness and of their connection with the wild places of the world. And though many druids project an outward calm, they have the cunning of the beast and the fury of the storm.

Whether you were born to the wilds or retreated from civilization, whether you chose your path or answered a call that whispered in your heart, you share a bond with the primal spirits of nature. You are neither their servant nor their master, but winds, trees, and beasts heed your words, for they recognize you as kin.

Call to the spirits, and they will entangle your foes or smite your enemies with the storm. Unleash your own spirit, and you will become the Primal Beast, uncaged and untamed.

WILLIAM O'CONNOR

# Druid Class Features

Druids have the following class features.

## Balance of Nature

Some druids favor being in beast form, while others prefer being in humanoid form. However, just as druids seek balance in the world between divine and primordial forces, druids pursue balance within their own minds and bodies.

You begin with three at-will attack powers. Throughout your career, at least one of those powers, and no more than two, must have the beast form keyword. By this means, you have access to useful attacks in either beast form or humanoid form.

## Primal Aspect

Druidic lore speaks of the Primal Beast, the first spirit of the world's noble predators. A formless thing of shadows, fur, feathers, and claws, this creature appears in many druids' visions, and they speak of channeling the Primal Beast when using their *wild shape* and beast form powers. As a druid, you choose which aspect of the Primal Beast you most strongly manifest with your powers.

Choose one of these options. Your choice provides bonuses to certain druid powers, as detailed in those powers.

**Primal Guardian:** While you are not wearing heavy armor, you can use your Constitution modifier in place of your Dexterity or Intelligence modifier to determine your AC.

**Primal Predator:** While you are not wearing heavy armor, you gain a +1 bonus to your speed.

## Ritual Casting

You gain the Ritual Caster feat as a bonus feat, allowing you to use magical rituals. You own a ritual book, and it contains two rituals of your choice that you have mastered: Animal Messenger (*Player's Handbook*, page 300) and another 1st-level ritual.

Once per day, you can use Animal Messenger without expending components.

## Wild Shape

As a druid, you have the ability to channel the primal energy of beasts into your physical form and transform into a beast. You have an at-will power, *wild shape*, that allows you to assume the form of a beast, and many druid powers have the beast form keyword (page 219) and therefore can be used only while you are in beast form.

The *wild shape* power lets you assume a form of your size that resembles a natural or a fey beast, usually a four-legged mammalian predator such as a bear, a boar, a panther, a wolf, or a wolverine. Your beast form might also be an indistinct shape of shadowy fur and claws, an incarnation of the Primal Beast of which all earthly beasts are fractured images. You choose a specific form whenever you use *wild shape*, and that form has no effect on your game statistics or movement modes.

Your choice of Primal Aspect might suggest a specific form you prefer to assume, and certain beast form powers specify changes to your form when you use them. You might also resemble a more exotic beast when you're in beast form: a reptile such as a rage drake or a crocodile, or a fantastic beast such as an owlbear or a bulette.

# Implements

Druids employ staffs and totems as a means of focusing their primal energy. When you wield a magic staff or a magic totem, you can add its enhancement bonus to the attack rolls and the damage rolls of druid powers and druid paragon path powers that have the implement keyword. Without an implement, you can still use these powers.

# Creating a Druid

Druids rely on Wisdom, Dexterity, and Constitution for their powers. You can choose any powers you like, but many druids choose powers that complement their choice of Primal Aspect.

## Guardian Druid

As a guardian druid, you are a protector of the land and those who rely on it. Yours is the magic of earth, forest, and sky, the enduring aspects of nature that outlive any mortal tyrant. Your powers incline you toward leader as a secondary role. Wisdom should be your highest ability score, since your attack powers rely on it, but make Constitution your second-best

### Druid Overview

**Characteristics:** You combine a number of potent ranged and area powers with the ability to take beast form and bring the fight directly to your foes. Depending on the powers you choose, you can spend more combat time in beast form or more in your humanoid form.

**Religion:** Most druids do not worship the gods of the Astral Sea, instead orienting their lives and beliefs around the primal spirits of nature. It might be misleading to call their relationship with these spirits worship, but druids invoke the spirits in times of passage, implore them for aid, and appease them with offerings of burned food or spilled blood.

**Races:** Elves and razorclaw shifters make excellent predator druids, combining native insight and attunement to nature with grace and agility. Dwarves excel as guardian druids; goliath and human druids often follow that path as well.

score to heighten your endurance and your guardian powers.

**Suggested Class Feature:** Primal Guardian
**Suggested Feat:** Primal Instinct
**Suggested Skills:** Arcana, Heal, Insight, Nature
**Suggested At-Will Powers:** *call of the beast*, *chill wind*, *grasping claws*
**Suggested Encounter Power:** *frost flash*
**Suggested Daily Power:** *fires of life*

### Predator Druid

As a predator druid, you hunt down and destroy those who despoil the natural world. Yours is the magic of the bared fang, the stalking wolf pack, and the blood-red moon. Your powers make striker your secondary role, with a focus on dealing significant damage along with your control effects. Make Wisdom your highest ability score to get the most out of your attacks, followed by Dexterity to enhance your predator powers.

**Suggested Class Feature:** Primal Predator
**Suggested Feat:** Primal Fury
**Suggested Skills:** Arcana, Athletics, Nature, Perception
**Suggested At-Will Powers:** *flame seed*, *pounce*, *savage rend*
**Suggested Encounter Power:** *darting bite*
**Suggested Daily Power:** *savage frenzy*

### Choosing Druid Powers

As you choose druid powers, you have two factors to consider. One is how the powers fit into your character concept—whether you imagine your character as more of a guardian or more of a predator. The other is how much time you envision spending in beast form. This factor is independent of your choice of build; both guardian druids and predator druids can choose powers that are mostly used in beast form or mostly used in humanoid form. But it's important for how your druid feels during play.

The easiest strategy is to choose the power at each level that appeals to you most. If most of those powers are beast form powers, then you'll spend a lot of time in beast form, using powers that you enjoy. If most of those powers are ranged and area powers you use in humanoid form, that will change the way you play your character. As long as you enjoy the powers you're using, that's fine.

If you need more guidance, choose beast form powers for about half of your powers. At 1st level, choose one or two beast form at-will attack powers, then choose either a beast form encounter power or a beast form daily power. As you advance in levels, continue trying to balance your power selections between beast form powers and other powers.

Remember that you can use retraining (*Player's Handbook*, page 28) to change your power selections if you find your choices unsatisfying.

## Druid Powers

Your powers are evocations that call on primal spirits to alter your physical form and hamper your enemies. You call up roots and vines from the ground, summon lightning from the sky, engulf your enemies in fire, or transform yourself into a fierce predator whose howl can shake your foes with fear.

### Class Features

Each druid has the power *wild shape*.

**Wild Shape** — Druid Feature

*You assume an aspect of the Primal Beast or return to your humanoid form.*

**At-Will ✦ Polymorph, Primal**
**Minor Action (Special)** **Personal**

**Effect:** You change from your humanoid form to beast form or vice versa. When you change from beast form back to your humanoid form, you shift 1 square. While you are in beast form, you can't use attack, utility, or feat powers that lack the beast form keyword, although you can sustain such powers.

You choose a specific form whenever you use *wild shape* to change into beast form. The beast form is your size, resembles a natural beast or a fey beast, and normally doesn't change your game statistics or movement modes. Your equipment becomes part of your beast form, but you drop anything you are holding, except implements you can use. You continue to gain the benefits of the equipment you wear.

You can use the properties and the powers of implements as well as magic items that you wear, but not the properties or the powers of weapons or the powers of wondrous items. While equipment is part of your beast form, it cannot be removed, and anything in a container that is part of your beast form is inaccessible.

**Special:** You can use this power once per round.

### Level 1 At-Will Evocations

**Call of the Beast** — Druid Attack 1

*You draw forth the savagery that dwells in every creature, compelling your enemies to fight without forethought or plan.*

**At-Will ✦ Charm, Implement, Primal, Psychic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Will

**Hit:** The target can't gain combat advantage until the end of your next turn. In addition, on its next turn the target takes psychic damage equal to 5 + your Wisdom modifier when it makes any attack that doesn't include your ally nearest to it as a target.

*Level 21:* 10 + Wisdom modifier psychic damage.

**Chill Wind** — Druid Attack 1

*A howling gust of icy wind savages your enemies, scattering them.*

**At-Will ✦ Cold, Implement, Primal**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude

**Hit:** 1d6 cold damage, and you slide the target 1 square.

*Level 21:* 2d6 cold damage.

### Flame Seed — Druid Attack 1

*You hurl a seed infused with primal energy at your foes. When it strikes the ground, the seed explodes in a fiery burst.*

**At-Will ✦ Fire, Implement, Primal, Zone**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d6 fire damage, and the squares adjacent to the target become a fiery zone that lasts until the end of your next turn. Any enemy that enters the zone or starts its turn there takes fire damage equal to your Wisdom modifier.
*Level 21:* 2d6 fire damage.

### Grasping Claws — Druid Attack 1

*You rend and tear your foe with your claws, leaving it unable to escape your next assault.*

**At-Will ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier damage, and the target is slowed until the end of your next turn.
*Level 21:* 2d8 + Wisdom modifier damage.
**Special:** This power can be used as a melee basic attack.

### Pounce — Druid Attack 1

*You leap at your foe, catching it off guard.*

**At-Will ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier damage. The target grants combat advantage to the next creature that attacks it before the end of your next turn.
*Level 21:* 2d8 + Wisdom modifier damage.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Savage Rend — Druid Attack 1

*You rake your foe with your claws, setting it up for the kill.*

**At-Will ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier damage, and you slide the target 1 square.
*Level 21:* 2d8 + Wisdom modifier damage.
**Special:** This power can be used as a melee basic attack.

### Storm Spike — Druid Attack 1

*A bolt of lightning spears your foe and charges the air around it. If your enemy doesn't move away, a second spark will erupt around it.*

**At-Will ✦ Implement, Lightning, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier lightning damage. If the target doesn't move at least 2 squares on its next turn, it takes lightning damage equal to your Wisdom modifier.
*Level 21:* 2d8 + Wisdom modifier damage.

### Thorn Whip — Druid Attack 1

*Barbed vines whip out from the wood of your staff or totem to lash and ensnare your prey.*

**At-Will ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d8 + Wisdom modifier damage, and you pull the target 2 squares.
*Level 21:* 2d8 + Wisdom modifier damage.

## Level 1 Encounter Evocations

### Cull the Herd — Druid Attack 1

*Your feral glare rends your foe's mind with a sense of doom and drags that foe toward your claws.*

**Encounter ✦ Beast Form, Charm, Implement, Primal, Psychic**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier psychic damage, and you pull the target 3 squares.

### Darting Bite — Druid Attack 1

*With quickness and cunning, you bite your enemies and dodge to avoid a counterattack.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One or two creatures
**Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier damage. If at least one of the attacks hits, you can shift 2 squares.
**Primal Predator:** The number of squares you can shift equals your Dexterity modifier.

### Frost Flash — Druid Attack 1

*You blast your enemy with cold that leaves it frozen in place.*

**Encounter ✦ Cold, Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d6 + Wisdom modifier cold damage, and the target is immobilized until the end of your next turn.
**Primal Guardian:** The attack deals extra damage equal to your Constitution modifier.

### Twisting Vines — Druid Attack 1

*Vines and roots erupt from the ground around nearby creatures.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier damage, and each square adjacent to the target becomes difficult terrain until the end of your next turn.

## Level 1 Daily Evocations

### Faerie Fire — Druid Attack 1

*A burst of colorful light envelops your foes, distracting and slowing them. As each creature breaks free of the effect, the light flares one last time, searing the flesh and dazzling the eyes.*

**Daily ✦ Implement, Primal, Radiant**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Will
**Hit:** The target is slowed and grants combat advantage (save ends both).
**Aftereffect:** 3d6 + Wisdom modifier radiant damage, and the target grants combat advantage until the end of your next turn.
**Miss:** 1d6 + Wisdom modifier radiant damage, and the target grants combat advantage until the end of your next turn.

### Fires of Life — Druid Attack 1

*Searing flame engulfs your foes and burns them for a time. As each creature extinguishes the flames that burn it, healing fire leaps to one of your allies.*

**Daily ✦ Fire, Healing, Implement, Primal**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 1d6 + Wisdom modifier fire damage, and ongoing 5 fire damage (save ends). If the target drops to 0 hit points before it saves against the ongoing damage, one creature of your choice within 5 squares of the target regains hit points equal to 5 + your Constitution modifier.
**Aftereffect:** One creature of your choice within 5 squares of the target regains hit points equal to your Constitution modifier.
**Miss:** Half damage.

### Savage Frenzy — Druid Attack 1

*In a blur of claw and fang, you strike out at nearby enemies.*

**Daily ✦ Beast Form, Implement, Primal**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Wisdom vs. Reflex
**Hit:** 1d6 + Wisdom modifier damage, and the target is dazed and slowed (save ends both).
**Miss:** Half damage, and the target is slowed until the end of your next turn.

### Wind Prison — Druid Attack 1

*Gusting winds batter your foe, and when the foe moves, the winds blast outward and knock your enemies to the ground.*

**Daily ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier damage.
**Effect:** The target grants combat advantage until it moves or until the end of the encounter. When the target first moves before the end of the encounter, each enemy within 5 squares of the target is knocked prone.

## Level 2 Utility Evocations

### Barkskin — Druid Utility 2

*A protective layer of tree bark covers your body and armor.*

**Encounter ✦ Primal**
**Minor Action** **Ranged** 5
**Target:** You or one ally
**Effect:** Until the end of your next turn, the target gains a power bonus to AC equal to your Constitution modifier.

### Fleet Pursuit — Druid Utility 2

*Your limbs propel you forward with the speed of a cheetah.*

**Daily ✦ Beast Form, Primal**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you gain a power bonus to your speed while you are in beast form equal to your Dexterity modifier.

### Obscuring Mist — Druid Utility 2

*A thick fog coalesces from nowhere, hiding your allies.*

**Daily ✦ Primal, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Effect:** The burst creates a zone of lightly obscured squares that lasts until the end of your next turn.
**Sustain Minor:** The zone persists, and you can increase its size by 1 to a maximum of burst 5.

### Skittering Sneak — Druid Utility 2

*You can adopt the form of a mouse, a large spider, or another animal that wouldn't draw a second glance from most observers.*

**Daily ✦ Primal**
**Free Action** **Personal**
**Prerequisite:** You must have the *wild shape* power.
**Effect:** Until the end of the encounter, you can use *wild shape* to assume the form of a Tiny natural beast or fey beast, such as a mouse, a house cat, or a large spider. In this form, you gain a +5 bonus to Stealth checks. You can't attack, pick up anything, or manipulate objects.
Until this power ends, you can use *wild shape* to change among this form, another beast form, and your humanoid form.

## Level 3 Encounter Evocations

### Battering Claws — Druid Attack 3

*You fall upon your foes like a thunderbolt, hurling them aside with a series of ferocious attacks.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One or two creatures
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier damage, and you slide the target 2 squares.

### Call Lightning — Druid Attack 3

*Bolts of lightning spear your foes as thunder rumbles around them, distracting them and threatening to blast them if they move away.*

**Encounter ✦ Implement, Lightning, Primal, Thunder, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier lightning damage.
**Effect:** The burst creates a zone of rumbling thunder that lasts until the end of your next turn. While within the zone, any enemy takes a -2 penalty to attack rolls, and any enemy that leaves the zone takes 5 thunder damage.

### Predator's Flurry — Druid Attack 3

*You dart across the battlefield, attacking your foes as you slip through their ranks.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Primary Target:** One creature
**Primary Attack:** Wisdom vs. Reflex
**Hit:** 1d6 + Wisdom modifier damage, and the primary target is dazed until the end of your next turn.
**Effect:** You shift 2 squares and then make a secondary attack.
**Primal Predator:** The number of squares you shift equals your Dexterity modifier.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Wisdom vs. Reflex
**Hit:** 1d6 + Wisdom modifier damage, and the secondary target is dazed until the end of your next turn.

### Tundra Wind — Druid Attack 3

*A roaring wind batters your foes, encrusting them with ice and knocking them to the ground.*

**Encounter ✦ Cold, Implement, Primal**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier cold damage, and you knock the target prone.
**Primal Guardian:** You also push the target a number of squares equal to your Constitution modifier.

## Level 5 Daily Evocations

### Hobbling Rend — Druid Attack 5

*You rip into your foes' legs, leaving them hobbled and bleeding.*

**Daily ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One or two creatures
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier damage, and the target is slowed (save ends).
**Miss:** Half damage, and the target is slowed until the end of your next turn.

### Primal Wolverine — Druid Attack 5

*You transform into a dire wolverine, snapping and biting at any foe foolish enough to attack you. Your fierce attack on a nearby foe rips muscle and tendon, slowing its movement.*

**Daily ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier damage, and ongoing 5 damage (save ends).
**Miss:** Half damage.
**Effect:** Until the end of the encounter, while you are in beast form and are able to take actions, any enemy that makes a melee attack against you takes damage equal to your Constitution modifier.

### Roar of Terror — Druid Attack 5

*Your roar is the voice of the Great Bear, striking terror into every heart.*

**Daily ✦ Beast Form, Fear, Implement, Primal, Psychic**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Will
**Hit:** 2d6 + Wisdom modifier psychic damage, and the target is dazed (save ends).
**Miss:** Half damage, and the target is dazed until the end of your next turn.

VINCENT DUTRAIT

### Wall of Thorns — Druid Attack 5

*A thicket of briars confounds and traps your enemies.*

**Daily ✦ Conjuration, Implement, Primal**
**Standard Action** **Area** wall 8 within 10 squares
**Effect:** You conjure a wall of thorny, writhing vines. The wall can be up to 4 squares high and must be on a solid surface, and it lasts until the end of your next turn. The wall provides cover. A creature's line of sight through a wall square is blocked unless the creature is adjacent to that square.

Entering a wall square costs 3 extra squares of movement. If a creature enters the wall's space or starts its turn there, that creature takes 1d10 + your Wisdom modifier damage and ongoing 5 damage (save ends).
**Sustain Minor:** The wall persists.

## Level 6 Utility Evocations

### Black Harbinger — Druid Utility 6

*You can turn into a raven and take wing, no longer earthbound.*

**Daily ✦ Primal**
**Free Action** **Personal**
**Prerequisite:** You must have the *wild shape* power.
**Effect:** Until the end of the encounter, you can use *wild shape* to assume the form of a Tiny raven. In this form, you gain a fly speed equal to your speed, and your walking speed becomes 2. You can't attack, pick up anything, or manipulate objects.

Until this power ends, you can use *wild shape* to change among this form, another beast form, and your humanoid form.

### Camouflage Cloak — Druid Utility 6

*Your target takes on the appearance of the surrounding terrain, fading from view.*

**Encounter ✦ Primal**
**Minor Action** **Ranged** 5
**Target:** You or one ally
**Effect:** The target becomes invisible until he or she moves or until the end of your next turn.

### Chant of Sustenance — Druid Utility 6

*You intone a brief petition to primal spirits, who funnel power on your behalf to sustain effects you have created.*

**Daily ✦ Primal**
**Minor Action** **Close** burst 10
**Target:** Each of your zones in burst
**Effect:** You move each target 5 squares. If any of those targets will end at the end of your current turn, you can make those targets last until the end of your next turn.

### Stalker's Eyes — Druid Utility 6

*Your eyesight, hearing, and sense of smell grow as strong as those of a predator.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** You gain low-light vision and a +4 bonus to Perception checks until the end of the encounter.

## Level 7 Encounter Evocations

### Feast of Fury — Druid Attack 7

*You are a flurry of fangs and claws, carving a bloody swath through your foes.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Primary Target:** One creature
**Primary Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier damage.
**Effect:** Make a secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier damage. The secondary attack deals 5 extra damage if the primary attack hit.

### Latch On — Druid Attack 7

*You sink your teeth and claws into your prey, preventing it from escaping.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier damage, and you grab the target.
**Primal Predator:** The target takes a penalty to checks to escape the grab equal to your Dexterity modifier.

### Swirling Winds — Druid Attack 7

*A cone of turbulent air forms around your foe, battering it and blowing other creatures toward you.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier damage, and you pull each creature within 3 squares of the target 1 square.
**Primal Guardian:** If you pull one or more creatures that are adjacent to the target, the target takes extra damage equal to your Constitution modifier.

### Tremor — Druid Attack 7

*The ground shakes under your enemies' feet.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier damage, and you knock the target and each enemy adjacent to it prone.

WAYNE ENGLAND

## Level 9 Daily Evocations

### Entangle — Druid Attack 9

*Roots and vines reach up from the earth to clutch at any creature nearby. As the plants slow enemies, your fangs and claws gain savage power against those foes.*

**Daily ✦ Implement, Primal, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 1d6 + Wisdom modifier damage, and the target is immobilized (save ends).
**Effect:** The burst creates a zone of grasping roots and vines that lasts until the end of the encounter. Any enemy that starts its turn within the zone is slowed until the end of your next turn. While you are in beast form, your melee attacks against enemies within the zone can score critical hits on rolls of 18–20.

### Feral Mauling — Druid Attack 9

*Your savage assault leaves your enemy too weak to make effective attacks.*

**Daily ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier damage, and the target takes a –2 penalty to attack rolls (save ends).
**Miss:** Half damage, and the target takes a –2 penalty to attack rolls until the end of your next turn.

### Primal Wolf — Druid Attack 9

*You transform into a dire wolf, knocking your enemy prone and savagely tearing into any others where they lie.*

**Daily ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier damage. You knock the target prone, and it can't stand up (save ends).
**Miss:** Half damage, and you knock the target prone.
**Effect:** Until the end of the encounter, you gain a +2 bonus to attack rolls against prone targets. In addition, whenever you hit an enemy with a melee attack while you are in beast form, you can knock that enemy prone.

### Sunbeam — Druid Attack 9

*Brilliant rays of light dazzle your enemies' eyes.*

**Daily ✦ Implement, Primal, Radiant**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** The target is blinded (save ends).
**Aftereffect:** 1d10 + Wisdom modifier radiant damage.
**Miss:** 1d10 + Wisdom modifier radiant damage.

## Level 10 Utility Evocations

### Armor of the Wild — Druid Utility 10

*Your hide hardens into armored plates. Your enemies can hurt you, but not as badly as they would like.*

**Daily ✦ Beast Form, Primal**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, while you are in beast form, you gain resistance to all damage equal to your Constitution modifier.

### Feywild Sojourn — Druid Utility 10

*You take a jaunt to the Feywild, returning to the world when you have healed and changed form.*

**Encounter ✦ Primal, Teleportation**
**Move Action** **Personal**
**Effect:** You teleport to a safe place in the Feywild. While you are there, you can't take any actions other than using your second wind and *wild shape*. At the end of your next turn or as a move action before then, you reappear in an unoccupied space within 10 squares of the space you left.

### Roots of Rescue — Druid Utility 10

*Roots erupt from the ground and hold your ally in place.*

**Encounter ✦ Primal**
**Immediate Interrupt** **Ranged** 10
**Trigger:** You or an ally within 10 squares of you is pulled, pushed, or slid
**Target:** The character affected by the forced movement
**Effect:** The target is unaffected by the forced movement.

### Winter Storm — Druid Utility 10

*Ice covers the ground, and biting wind makes your foes more vulnerable to your cold attacks.*

**Daily ✦ Primal, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Effect:** The burst creates a zone of difficult terrain that lasts until the end of your next turn. While within the zone, any enemy gains vulnerable 5 cold. You can end the zone as a minor action.
**Sustain Minor:** The zone persists, and you can increase its size by 1 to a maximum of burst 5.

## Level 13 Encounter Evocations

### Claws of Retribution — Druid Attack 13

*Wet with your enemy's blood, your claws lash out at any foe adjacent to you that dares to attack.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier damage. Until the end of your next turn, you can make a melee basic attack as an opportunity action against any enemy adjacent to you that hits or misses with an attack.
**Primal Predator:** You gain a bonus to the attack rolls of the melee basic attacks equal to your Dexterity modifier.

### Expose Weakness — Druid Attack 13

*You expose a hole in your prey's defenses, creating an opening for another strike.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier damage. The next attack against the target before the end of your next turn is made against the target's lowest defense.
**Primal Guardian:** If the next attack hits the target, the attack deals extra damage equal to your Constitution modifier.

### Thunder Crash — Druid Attack 13

*A crash of thunder leaves your target stunned.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** The target is stunned until the end of your next turn.

### Tidal Surge — Druid Attack 13

*A wave of water rises up, moving creatures where you want them.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier damage, and you slide the target 3 squares.

## Level 15 Daily Evocations

### Baleful Polymorph — Druid Attack 15

*Transformed into a harmless animal, your enemy can do nothing but struggle against its useless new form.*

**Daily ✦ Implement, Polymorph, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** The target is stunned and assumes the form of a harmless, Tiny natural beast or fey beast such as a newt, a turtle, or a mouse (save ends both). As a minor action, you can end the effect, which makes the target subject to the aftereffect.
**Aftereffect:** 1d10 + Wisdom modifier damage.
**Miss:** 1d10 + Wisdom modifier damage, and the target is dazed (save ends).

### Call Lightning Storm — Druid Attack 15

*Lightning strikes from dark clouds overhead.*

**Daily ✦ Implement, Lightning, Primal, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier lightning damage.
**Effect:** The burst creates a zone of wind and lightning that lasts until the end of your next turn. Any creature that enters the zone or starts its turn there is slowed until the end of your next turn. As a move action, you can move the zone 5 squares.
**Sustain Minor**: The zone persists, and each creature within it takes 5 lightning damage.

### Devouring Ice — Druid Attack 15

*A coating of ice forms over your enemy, rooting it to the ground and freezing its flesh. The ice cuts the enemy when it breaks free.*

**Daily ✦ Cold, Implement, Primal, Reliable**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** The target is immobilized and takes ongoing 5 cold damage (save ends both).
**Aftereffect:** 2d10 + Wisdom modifier cold damage.

### Revitalizing Pounce — Druid Attack 15

*As you leap at your prey, you are energized by the hunt.*

**Daily ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 3d8 + Wisdom modifier damage, and you remove from yourself every effect that a save can end.
**Miss:** Half damage, and you make a saving throw against each effect that a save can end.

### Slashing Claws — Druid Attack 15

*Your claws leave bleeding wounds that refuse to close.*

**Daily ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d10 + Wisdom modifier damage, and ongoing 10 damage (save ends).
**Aftereffect:** Ongoing 5 damage (save ends).
**Miss:** Half damage, and ongoing 5 damage (save ends).

## Level 16 Utility Evocations

### Howl of the Wild — Druid Utility 16

*Your eerie howl channels primal power into your allies.*

**Daily ✦ Beast Form, Healing, Primal**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** You spend a healing surge, and each target regains 2d6 hit points.
*Level 21:* Each target regains 3d6 hit points.
*Level 26:* Each target regains 4d6 hit points.

### Insect Plague — Druid Utility 16

*You turn into a swarm of scurrying insects, held together by the power of your consciousness.*

**Daily ✦ Primal**
**Free Action** **Personal**
**Prerequisite:** You must have the *wild shape* power.
**Effect:** Until the end of the encounter, you can use *wild shape* to assume the form of a cloud of insects. In this form, you gain a fly speed equal to your speed, and you can hover. You also become insubstantial. When you squeeze, you can move at full speed instead of half speed and can fit through any opening large enough to accommodate even a single insect. You can't attack, pick up anything, or manipulate objects.
Until this power ends, you can use *wild shape* to change among this form, another beast form, and your humanoid form.

### Primal Restoration — Druid Utility 16

*A green glow surrounds your nearby allies, purging them of various afflictions.*

**Daily ✦ Healing, Primal**
**Standard Action** **Close** burst 2
**Target:** You and each ally in burst
**Effect:** Each target can spend a healing surge either to regain hit points or to remove one effect that a save can end.

### Wall of Stone — Druid Utility 16

*A granite wall emerges from the ground as you direct.*

**Daily ✦ Conjuration, Primal**
**Standard Action** **Area** wall 12 within 10 squares
**Effect:** You conjure a wall of rough stone. The wall can be up to 6 squares high and must be on a solid surface. The wall is a solid obstacle. Each square of the wall has 100 hit points and crumbles into difficult terrain if it is destroyed. The whole wall crumbles into difficult terrain at the end of the encounter.

## Level 17 Encounter Evocations

### Windstorm — Druid Attack 17

*A brief but mighty cyclone batters creatures and carries them away.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d6 + Wisdom modifier damage, and you slide the target 2 squares.
**Primal Guardian:** The number of squares you slide the target equals 1 + your Constitution modifier.

### Lightning Cascade — Druid Attack 17

*Lightning shoots from your fingertips to electrify one enemy and then a second.*

**Encounter ✦ Implement, Lightning, Primal**
**Standard Action** **Ranged** 10
**Primary Target:** One creature
**Primary Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier lightning damage, and the primary target is slowed until the end of your next turn.
**Effect:** Make a secondary attack that is an area burst 5 centered on the primary target.
**Secondary Target:** One creature other than the primary target in burst
**Secondary Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier lightning damage to the primary and secondary targets, and the secondary target is slowed until the end of your next turn.

### Scavenger's Prize — Druid Attack 17

*Your foe is trapped in your grasp as you drag it off.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d10 + Wisdom modifier damage, and you grab the target.
**Primal Predator:** You can also shift a number of squares equal to your Dexterity modifier and pull the target with you.

### Shifting Rake — Druid Attack 17

*You easily duck under your foe's defenses to deliver a crippling attack.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Effect:** Before and after the attack, you shift 2 squares.
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier damage, and the target cannot shift until the end of your next turn.

## Level 19 Daily Evocations

### Entangling Thorns — Druid Attack 19

*Thorny vines burst from the ground to entangle creatures. Ripping free of the thorns causes even greater pain.*

**Daily ✦ Implement, Primal**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** The target is immobilized and takes ongoing 5 damage (save ends both).
**Aftereffect:** 2d6 + Wisdom modifier damage.
**Miss:** 1d6 + Wisdom modifier damage, and the target is immobilized until the end of your next turn.

### Lunge and Vanish — Druid Attack 19

*You disappear after mauling your enemy.*

**Daily ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 4d10 + Wisdom modifier damage.
**Effect:** You become invisible and then shift 5 squares. You remain invisible until the end of your next turn.

### Primal Bear — Druid Attack 19

*You transform into a dire bear, grabbing your foes and squeezing the life from their bodies.*

**Daily ✦ Beast Form, Healing, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d10 + Wisdom modifier damage, and you grab the target. Until the grab ends, the target takes 10 damage at the start of your turn.
**Miss:** Half damage, and you grab the target.
**Effect:** Until the end of the encounter, while you are in beast form, you gain a +2 bonus to AC and Fortitude.

### Winter Hailstorm — Druid Attack 19

*A blizzard appears, growing to encompass an ever-wider area.*

**Daily ✦ Cold, Implement, Primal, Zone**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 4d6 + Wisdom modifier cold damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of wind and hail that lasts until the end of your next turn. Any creature that enters the zone or starts its turn there is slowed until the end of your next turn and takes 5 cold damage. You can end the zone as a minor action.
**Sustain Minor:** The zone persists, and you can increase its size by 1 to a maximum of burst 5.

## Level 22 Utility Evocations

### Phantom Beast — Druid Utility 22

*Your beast form takes on properties of the primal spirits that hunt like ghosts through the world.*

**Daily ✦ Beast Form, Primal**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, whenever you use *wild shape* to change into beast form, you become insubstantial and gain phasing until the end of your turn.

### Sky Talon — Druid Utility 22

*You can take the form of a majestic eagle, soaring above the fray and swooping down to claw at your foes.*

**Daily ✦ Primal**
**Free Action** **Personal**
**Prerequisite:** You must have the *wild shape* power.
**Effect:** Until the end of the encounter, you can use *wild shape* to assume the form of an eagle that is your size. In this form, you gain a fly speed equal to 2 + your speed, and you can hover. You can't use daily attack powers or manipulate objects.
Until this power ends, you can use *wild shape* to change among this form, another beast form, and your humanoid form.

### Unseen Beast — Druid Utility 22

*You vanish and then emerge where your enemies least expect it.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, whenever you use *wild shape* to change into beast form, you become invisible until the end of your turn.

### Unyielding Roots — Druid Utility 22

*Your allies sprout roots from their legs and feet, which draw healing power from the earth and plant them firmly in place.*

**Daily ✦ Healing, Primal**
**Standard Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Until the end of your next turn, each target can negate being pulled, pushed, or slid. In addition, if a target is bloodied at the start of his or her turn, he or she regains hit points equal to your Constitution modifier.
**Sustain Minor:** The effect persists.

## Level 23 Encounter Evocations

### Grasping Earth — Druid Attack 23

*The earth itself grabs at your enemies, holding them in place for your claws to tear at them.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Will
**Hit:** 2d6 + Wisdom modifier damage, and the target is immobilized until the end of your next turn.
**Primal Predator:** Until the end of your next turn, while you are in beast form you gain a bonus to attack rolls against the target equal to your Dexterity modifier.

### Primal Roar — Druid Attack 23

*Your earthshaking roar blasts your enemies' ears and minds, sending them sprawling.*

**Encounter ✦ Beast Form, Implement, Primal, Psychic**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier psychic damage, and the target is knocked prone and deafened until the end of your next turn.

### Stormburst — Druid Attack 23

*A thundercloud appears overhead, and lightning crackles down onto the heads of your enemies.*

**Encounter ✦ Implement, Lightning, Primal**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier lightning damage, and the target is slowed until the end of your next turn.
**Effect:** Until the end of your next turn, any creature that enters the area of the burst or starts its turn there takes 5 lightning damage.

### Strength of the Hunt — Druid Attack 23

*You slash at your foe, drawing strength and health from the same primal spirits that empower your attack.*

**Encounter ✦ Beast Form, Healing, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 3d10 + Wisdom modifier damage, and you can spend a healing surge.
**Primal Guardian:** An ally within 5 squares of you can also spend a healing surge.

## Level 25 Daily Evocations

### Ferocious Maul — Druid Attack 25

*In a flurry of bestial savagery, you tear into your foe, knocking it prone, sapping its strength, and tossing it away.*

**Daily ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Primary Attack:** Wisdom vs. Reflex
**Hit:** You knock the target prone.
**Effect:** Make a secondary attack against the target.
**Secondary Attack:** Wisdom vs. Will
**Hit:** The target is weakened (save ends).
**Effect:** Make a tertiary attack against the target.
**Tertiary Attack:** Wisdom vs. Fortitude
**Hit:** You push the target a number of squares equal to your Constitution modifier, and the target is dazed (save ends).
**Effect:** The target takes 2d10 + your Wisdom modifier damage. If all three attacks hit, the target takes extra damage equal to your Dexterity modifier.

EVA WIDERMANN

### Fey Lure — Druid Attack 25

*Glittering motes of eldritch light both sear and enchant your foes, who follow the motes.*

**Daily ✦ Charm, Implement, Primal, Radiant, Zone**
**Standard Action** **Area** burst 3 within 20 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 3d6 + Wisdom modifier radiant damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of eldritch lights that lasts until the end of your next turn. While the zone persists, you slide each enemy within it 3 squares at the end of your turn.
**Sustain Minor:** The zone persists.

### Primal Storm — Druid Attack 25

*The sky churns with storm clouds as fire and lightning batter your foes.*

**Daily ✦ Fire, Implement, Lightning, Primal, Zone**
**Standard Action** **Area** burst 4 within 20 squares
**Primary Target:** Each enemy in burst
**Primary Attack:** Wisdom vs. Fortitude
**Hit:** 4d6 + Wisdom modifier fire and lightning damage, and the primary target is knocked prone.
**Miss:** Half damage.
**Effect:** The burst creates a zone of raging wind that lasts until the end of your next turn. While the zone persists, you can make the following secondary attack, using a square within the zone as the attack's origin square.
**Opportunity Action** **Close** burst 1
**Trigger:** A prone enemy within the zone stands up
**Secondary Target:** The triggering enemy in burst
**Secondary Attack:** Wisdom vs. Reflex
**Hit:** The secondary target cannot stand up during its current turn.
**Sustain Minor:** The zone persists.

### Primal Tiger — Druid Attack 25

*You transform into a dire tiger, lashing out at foes that dare draw near.*

**Daily ✦ Beast Form, Implement, Primal**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Wisdom vs. Reflex
**Hit:** 6d6 + Wisdom modifier damage. If the attack hits at least once, you shift a number of squares equal to your Dexterity modifier.
**Effect:** Until the end of the encounter, while you are in beast form you can make a melee basic attack as an opportunity action against any enemy that enters a square adjacent to you.

## Level 27 Encounter Evocations

### Explosive Wind — Druid Attack 27

*A sudden eruption of howling, swirling wind scatters creatures in all directions.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 4d6 + Wisdom modifier damage, and you slide the target 5 squares.

### Feral Whirlwind — Druid Attack 27

*You claw and bite every enemy within reach.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Wisdom vs. Reflex
**Hit:** 4d6 + Wisdom modifier damage.

CHRIS SEAMAN

### Leaping Rake — Druid Attack 27

*You jump at your enemy, maul it with your claws, and then leap to the next foe.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Effect:** Before the attack, you shift 3 squares.
**Primal Predator:** The number of squares you shift equals 1 + your Dexterity modifier.
**Target:** Each enemy within reach during the shift
**Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier damage, and the target is dazed until the end of your next turn.

### Polar Blast — Druid Attack 27

*You channel the force of the northern wastes into a blast of freezing wind.*

**Encounter ✦ Cold, Implement, Primal**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 3d8 + Wisdom modifier cold damage, and the target is immobilized until the end of your next turn.
**Primal Guardian:** Until the end of your next turn, the target also gains vulnerability to all damage equal to your Constitution modifier.

## Level 29 Daily Evocations

### Blinding Blizzard — Druid Attack 29

*Polar winds and snow move across the battlefield as you direct.*

**Daily ✦ Cold, Implement, Primal, Zone**
**Standard Action** **Area** burst 2 within 20 squares
**Primary Target:** Each creature in burst
**Primary Attack:** Wisdom vs. Fortitude
**Hit:** 4d6 + Wisdom modifier cold damage, and the primary target is blinded (save ends).
**Miss:** Half damage.
**Effect:** The burst creates a zone of snow that lasts until the end of your next turn. While the zone persists, you can make the following secondary attack, using a square within the zone as the attack's origin square.
**Opportunity Action** **Close** burst 1
**Trigger:** A creature enters the zone or starts its turn there
**Secondary Target:** The triggering creature in burst
**Secondary Attack:** Wisdom vs. Reflex
**Hit:** The secondary target is restrained until the end of your next turn.
**Sustain Minor:** The zone persists.

### Gaze of the Beast — Druid Attack 29

*As your foe catches your gaze, you call up the beast inside it and take control.*

**Daily ✦ Beast Form, Charm, Implement, Primal, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** The target is dominated (save ends).
**Aftereffect:** 3d10 + Wisdom modifier psychic damage.
**Miss:** The target is dazed (save ends).
**Aftereffect:** 2d10 + Wisdom modifier psychic damage.

### Lifeleech Thorns — Druid Attack 29

*Your enemies struggle to free themselves from the roots that trap them, even as you draw the life from them to heal your own wounds.*

**Daily ✦ Healing, Implement, Primal**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** The target is immobilized and weakened and takes ongoing 10 damage (save ends all). You regain hit points equal to your Constitution modifier for each target you hit with this power.
**Aftereffect:** 3d8 + Wisdom modifier damage.
**Miss:** 1d10 + Wisdom modifier damage, and the target is weakened (save ends).

### Primal Archetype — Druid Attack 29

*No longer an imperfect reflection of the Primal Beast, your beast form becomes a true expression of the first predator.*

**Daily ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One or two creatures
**Attack:** Wisdom vs. Reflex. You gain a +2 bonus to the attack roll against a bloodied target.
**Hit:** 2d6 + Wisdom modifier damage, and the target is stunned (save ends).
**Miss:** Half damage, and the target is stunned until the end of your next turn.
**Effect:** Until the end of the encounter, while you are in beast form you gain a +4 bonus to speed and a +2 bonus to attack rolls against bloodied targets, and you can shift 2 squares as a move action.

## Blood Moon Stalker

*"Tonight, the full moon rises red over the mountains. This is the night of the blood moon—my night."*

**Prerequisite:** Druid, *wild shape* power

Several legends tell of the blood moon, a night or sometimes a season when the Primal Beast stalks the wilderness of the world in physical form. During the blood moon, the predators of the world are said to be more dangerous and to have an insatiable hunger. According to some legends, the blood moon is a perversion of the world's natural state, brought about by the gods or by the fierce response of the primal spirits to some violation of their precepts. Whatever the cause and exact effects of the blood moon, some druids use these legends as a symbol for their own ferocious zeal in protecting the natural balance of the world.

You are a blood moon stalker, favoring your beast form and choosing powers that make you more dangerous in that form. As your body transforms into beast form, so too your mind embraces your bestial side. You take pride and pleasure in fighting without conscious thought, drawing on bestial instinct and wisdom to guide your attacks upon your prey. You are a fierce hunter, a silent stalker of the wilds, but you are also a crusader for the primal spirits, ensuring that neither gods nor primordials overstep the bounds set for them at the dawn of time.

Through the power of the blood moon, you and your spirit brothers, sisters, and ancestors are the custodians of the world.

ERIC BELISLE

### Blood Moon Stalker Path Features

**Blood Moon Action (11th level):** When you spend an action point to take an extra action while you are in beast form, you can also make a melee basic attack as a free action.

**Blood Moon Hunger (11th level):** When you reduce an enemy to 0 hit points with a melee or a close attack, you can use your second wind as a free action.

**Frenzied Claws (16th level):** While you are in beast form, you can score a critical hit on a roll of 19–20.

### Blood Moon Stalker Evocations

**Blood Moon Frenzy** Blood Moon Stalker Attack 11

*With a fearsome roar, you claw at the enemies around you, dealing harsher wounds to those near death.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Close** burst 1
Target: Each enemy in burst you can see
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier damage. The attack deals 1d6 extra damage against a target that is already bloodied.

**Feral Accuracy** Blood Moon Stalker Utility 12

*Your claws and eyes glow red, as the blood moon heightens the accuracy of your attacks.*

**Daily ✦ Beast Form, Primal**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you can reroll any melee or close attack that misses, and you must use the second roll.

**Nature's Grave** Blood Moon Stalker Attack 20

*You leap at the enemy in a furious attack. One of you will not walk away from this fight.*

**Daily ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Requirement:** You or the target must be bloodied.
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 6d10 + Wisdom modifier damage.
**Miss:** Half damage.

# Guardian of the Living Gate

*"There are creatures from beyond this world that seek to destroy all that we have built. My task is to destroy them first."*

**Prerequisite:** Druid

Ancient compacts and edicts protect the natural world from too much interference by gods and primordials. As much as primordials, as well as demons, might like to tear the world apart and draw it back into the Elemental Chaos from which it was made, their power is limited. To many druids' eyes, the greatest threat that now faces the world is not god or primordial, but alien creatures from the Far Realm that are not bound by the ancient laws. These creatures don't necessarily want to destroy the world, but whether or not they mean to, they corrupt it simply by being in it.

As a guardian of the Living Gate, you have sworn to seek out and kill aberrant creatures that have ties to the Far Realm and to seal any portals between that plane and the world. You might have joined an order of like-minded druids (the organization known as the Circle of the True is the largest such order), or you might have found your own way into the esoteric knowledge of the Living Gate. The mystical powers you learn on this path, starting with the *first ward of the Living Gate*, are generally useful for protecting your allies and bringing ruin to your enemies, but your charge is to use them to defend the natural world from forces that would corrupt and destroy it.

## Guardian of the Living Gate Path Features

**Guardian Action (11th level):** When you spend an action point to take an extra action, you or an ally within 5 squares of you can make a saving throw with a +5 bonus.

**Entwining Evocation (11th level):** When you make an area attack, you gain combat advantage against each target that has no creatures adjacent to it.

**Enduring Spirit (16th level):** Once per round, when you fail a saving throw, an ally within 5 squares of you can make a saving throw.

## Guardian of the Living Gate Evocations

**First Ward of the Living Gate** Guardian of the Living Gate Attack 11

*You evoke a curse that wracks your foe with pain and marks it and its companions as enemies of the primal spirits.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Attack:** Wisdom vs. Reflex
**Target:** One creature
**Hit:** 3d10 + Wisdom modifier damage. Until the end of your next turn, you gain a +2 bonus to the attack rolls of any primal attack powers you use against the target and any enemy within 5 squares of it.

**Second Ward of the Living Gate** Guardian of the Living Gate Utility 12

*You expunge the corrupting influence of your enemy from the world.*

**Daily ✦ Primal**
**Minor Action** **Close** burst 5
**Target:** One enemy in burst
**Effect:** Until the end of the encounter, you and your allies gain a +4 bonus to saving throws against effects caused by the target.

**Third Ward of the Living Gate** Guardian of the Living Gate Attack 20

*Your foe begins to dissipate as the primal spirits tear it apart.*

**Daily ✦ Implement, Primal**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 4d10 + Wisdom modifier damage, and ongoing 10 damage (save ends). Whenever the target takes the ongoing damage, it is knocked prone and each enemy within 5 squares of it takes 5 damage.
**Miss:** Half damage, and ongoing 5 damage (save ends).

# Keeper of the Hidden Flame

*"The Hidden Flame burns within us all. Draw on it for your fury, or I will call it out for your doom."*

**Prerequisite:** Druid

According to druidic legend, the Hidden Flame is a spark of vigor and vitality that exists within every creature. Beasts, especially predatory mammals, are said to live in harmony with the Hidden Flame within them, calling upon it to fuel their hunting fury. When a creature lets the Hidden Flame burn out of control, the result is a mad savagery that is no more in harmony with the natural way of things than the behavior of those civilized folk who act as if no flame burns within them at all.

You are a keeper of the Hidden Flame, able to tap into this wellspring of strength and bestial fury. By calling to the Hidden Flame in a creature, you can spur that creature into a frenzy that leaves no room for strategic or tactical thinking. You draw on the Hidden Flame in yourself and your allies to perfect your predatory instinct, helping you fight with terrible ferocity.

## Keeper of the Hidden Flame Path Features

**Keeper's Action (11th level):** When you spend an action point to take an extra action, you can also reroll the next attack you make that misses before the end of your turn, and you must use the second roll.

**Fury of the Hidden Flame (11th level):** You gain a +1 bonus to ranged, area, and close attack rolls against the enemy nearest to you.

**Leap to the Fray (16th level):** Whenever an ally within 5 squares of you charges, you and each other ally within 5 squares of you can shift 1 square as a free action.

## Keeper of the Hidden Flame Evocations

**Summon the Beast** — Keeper of the Hidden Flame Attack 11

*Your foe howls with bestial rage, throwing itself into the fight and right into your trap.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** You pull the target 5 squares and knock it prone. In addition, the target is dazed until the end of your next turn.

**Spark of Fury** — Keeper of the Hidden Flame Utility 12

*You call on the wellspring of wrath that burns within you and your allies. For a critical moment, all of you fight with the ferocity of cornered beasts.*

**Encounter ✦ Primal**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Until the end of your next turn, each target gains a +1 power bonus to attack rolls and a +2 power bonus to damage rolls.

**Spirit of the Beast** — Keeper of the Hidden Flame Attack 20

*The spirit of the beast overwhelms your foe, driving it into a reckless rampage.*

**Daily ✦ Implement, Primal**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** The target is overwhelmed by a beast spirit (save ends). While overwhelmed by the spirit, the target grants combat advantage, can make melee attacks only, and must target your ally nearest to it when it attacks. In addition, it must make any opportunity attack it can. The target cannot make a saving throw against this effect if the target has hit with a melee attack since the end of its last turn.
**Miss:** The target grants combat advantage and must target your ally nearest to it when it attacks (save ends both). The target cannot make a saving throw against this effect if the target has hit with a melee attack since the end of its last turn.

EVA WIDERMANN

# Sky Hunter

*"The eagle is the perfect predator. Not bound to earth, it hunts like a primal spirit in the world."*

**Prerequisite:** Druid, *wild shape* power

Although the Primal Beast usually appears as a mammalian predator, some aspects of the Primal Beast soar through the sky on feathered wings, hunting prey from the air. Eagles, hawks, and falcons are no less fierce predators than panthers and wolves, and some druids assume their forms to fly after their own prey.

You are such a druid, a sky hunter who emulates birds of prey in your beast form. Your beast form can't always fly, but it can take to the air from time to time. Some sky hunters assume a beast form a little like a cockatrice—a stalking predator with primitive wings that allow it to fly in short bursts. Others retain their normal beast form but change momentarily into a bird form when they use their sky hunter powers.

## Sky Hunter Path Features

**Sky Hunter's Action (11th level):** When you spend an action point to take an extra action, you can fly your speed before taking that action.

**Master of Wings (11th level):** You gain a +2 bonus to attack rolls against flying creatures.

**Beast Senses (16th level):** Whenever you use a beast form daily power, you gain a +5 power bonus to Perception checks until the end of the encounter.

## Sky Hunter Evocations

### Blinding Talons — Sky Hunter Attack 11

*Changing into a flying raptor's form, you swoop at your enemy's eyes.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Personal**

**Effect:** You assume the form of an eagle that is your size, fly twice your speed, and make the following melee touch attack at any point during the movement. You don't provoke an opportunity attack for moving away from the attack's target. After the attack, you return to your normal beast form.

**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier damage, and the target is blinded until the end of your next turn.

### Soaring Falcon — Sky Hunter Utility 12

*You can take the form of a swift bird of prey to soar above your foes.*

**Daily ✦ Primal**
**Free Action** **Personal**
**Prerequisite:** You must have the *wild shape* power.

**Effect:** Until the end of the encounter, you can use *wild shape* to assume the form of a Tiny falcon. In this form, you gain a fly speed equal to your speed. You also gain a +5 bonus to Perception checks and a +4 bonus to AC against opportunity attacks. You can't attack, pick up anything, or manipulate objects.

Until this power ends, you can use *wild shape* to change among this form, another beast form, and your humanoid form.

### Primal Eagle — Sky Hunter Attack 20

*You transform into a dire eagle, swooping from the air to batter your foes with the thunder of your wings.*

**Daily ✦ Beast Form, Implement, Primal, Thunder**
**Standard Action** **Personal**

**Effect:** You assume the form of an eagle that is your size, fly your speed, and then make the following attack, which is a close burst 5. You then return to your normal beast form. Until the end of the encounter, while you are in beast form you can assume this eagle form and fly your speed as a move action. At the end of that action, you must land, and you return to your normal beast form.

**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 4d6 + Wisdom modifier thunder damage, and the target is slowed (save ends).
**Miss:** Half damage, and the target is slowed until the end of your next turn.

MATIAS TAPIA

# INVOKER

***"The only thing stronger than my faith is the fire I use to burn away those who stand against the will of the gods."***

**CLASS TRAITS**

**Role:** Controller. You invoke the power of a god to blast your foes from a distance, leave them unable to defend themselves, and scatter them to the four winds. Depending on your choice of class features and powers, you lean toward either leader or striker as a secondary role.

**Power Source:** Divine. You practice an ancient form of divine magic, wielding the power that the gods themselves used in their battle against the primordials.

**Key Abilities:** Wisdom, Constitution, Intelligence

**Armor Proficiencies:** Cloth, leather, hide, chainmail
**Weapon Proficiencies:** Simple melee, simple ranged
**Implements:** Rods, staffs
**Bonus to Defense:** +1 Fortitude, +1 Reflex, +1 Will

**Hit Points at 1st Level:** 10 + Constitution score
**Hit Points per Level Gained:** 4
**Healing Surges per Day:** 6 + Constitution modifier

**Trained Skills:** Religion. From the class skills list below, choose three more trained skills at 1st level.
*Class Skills:* Arcana (Int), Diplomacy (Cha), Endurance (Con), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int)

**Class Features:** Channel Divinity, Divine Covenant, Ritual Casting

At the dawn of time, the gods who inhabited the Astral Sea warred with the primordials of the Elemental Chaos, the mighty beings who shaped the world out of formless void. The greatest of the gods' mortal agents in that war were invokers, imbued with a fragment of the gods' own might to fight alongside them. No other mortal servant of the gods can claim the same kind of power. Through rites of investiture, avengers, clerics, and paladins gain the ability to manifest echoes of that power, uttering careful prayers and channeling divine energy through their holy symbols. You, however, channel your god's power directly. No mere symbol can contain it, for you speak the words of creation, shaping the universe to your and your god's will.

Perhaps you were trained in a secret monastery, or you studied in a library where the universe's oldest lore was preserved. Or perhaps you experienced the presence of your god firsthand and took a shard of

WILLIAM O'CONNOR

divine power into yourself. You might even be an immortal born into flesh, slowly awakening to the awesome divine power that is your birthright. Whatever your past, you are among the gods' most trusted servants, bound to a covenant in which you swore to use divine power with great care. To what end will you wield that might?

## Invoker Class Features

Invokers have the following class features.

### Channel Divinity

Once per encounter, you can use a Channel Divinity power. You start with two Channel Divinity powers: *rebuke undead* and a power determined by your Divine Covenant. You can gain additional Channel Divinity powers by taking divinity feats.

### Divine Covenant

Invokers wield ancient divine power that is not accessible to most mortals—only to those who enter into a personal covenant with a god. Invokers undergo long years of study and testing. Only after that time are they allowed to enter into the final covenant that grants them access to this class's powers. Some say that, in the final swearing of the covenant, the invoker's god briefly manifests, but the details of an invoker's initiation are a closely held secret.

Choose one of the options described below. The Divine Covenant you choose provides you with a Channel Divinity power and a covenant manifestation that takes effect whenever you use a divine encounter or daily attack power. Your choice also provides bonuses to certain invoker powers, as detailed in those powers.

#### Covenant of Preservation

The gods have charged you to defend the faithful and to ally with those who seek to defeat the gods' enemies.

**Channel Divinity:** You gain the Channel Divinity power *preserver's rebuke*.

**Covenant Manifestation:** When you use a divine encounter or daily attack power on your turn, you can slide an ally within 10 squares of you 1 square.

#### Covenant of Wrath

You have sworn to seek out and destroy those that oppose the gods. Primordials, demons, and devils fall before your magic like wheat before a scythe.

**Channel Divinity:** You gain the Channel Divinity power *armor of wrath*.

**Covenant Manifestation:** When you use a divine encounter or daily attack power on your turn, you gain a bonus to the damage roll equal to 1 for each enemy you attack with the power.

### Ritual Casting

You gain the Ritual Caster feat as a bonus feat, allowing you to use magical rituals (see Chapter 10 of the *Player's Handbook*). You own a ritual book, and it contains two rituals of your choice that you have mastered: Hand of Fate and one 1st-level ritual.

Once per day, you can use Hand of Fate without expending components.

## Implements

Invokers do not make use of holy symbols, since they believe that their magic predates and transcends such representations of divine power. Instead, invokers make use of rods and staffs as representations of the gods' dominion over the world. When you wield a magic rod or a magic staff, you can add its enhancement bonus to the attack rolls and the damage rolls of invoker powers and invoker paragon path powers that have the implement keyword. Without an implement, you can still use these powers.

## Invokers and Deities

**Choice of Deity:** Like other divine characters, invokers are dedicated servants of one or more deities. Most invokers devote themselves to a single deity, but all invokers recognize the entire pantheon as worthy of respect (see "Deities," *Player's Handbook*, page 20). Whereas a cleric might revere Corellon and despise Lolth as a rival and enemy, an invoker dedicated to Corellon recognizes Lolth and her servants

### Invoker Overview

**Characteristics:** Your powers are aimed at controlling your foes: slowing, stopping, or compelling their movement; weakening their attacks; or hedging them in zones of divine fire. You summon angelic beings to face your enemies, and you empower your allies to fight with divine fervor.

**Religion:** Like clerics, invokers can worship any deity, but few invokers serve gods who are newer arrivals to the pantheon, such as the Raven Queen and Vecna. Invokers dedicated to Bahamut often revere Tiamat as well, worshiping those two gods as the two halves of the slain dragon-god Io. More than most other divine characters, invokers offer prayers to and call on favors from the entire pantheon, for all the gods, whatever their alignments, fought together against the primordials.

**Races:** Dwarves and devas make particularly good invokers; both the dwarven devotion to the gods and the devas' heritage lend themselves to the invoker's worldview. Ancient and long-lived, eladrin and elves have a racial memory that keeps alive the legends of the first wars between the gods and the primordials, and the two races often follow in the paths of the first invokers. Invokers can be found among all races, however.

as comrades in arms against the forces that seek to destroy the world and the gods. That's not to say that you can't oppose the evil schemes of Lolth's followers if you're dedicated to Corellon, only that you shouldn't lose sight of the grander scheme of things.

**Choice of Alignment:** Invokers don't gain their power through rites of investiture or ordination, as avengers, clerics, and paladins do. You bear the touch of your god's own hand on your soul, a direct channel through which divine power can flow into the world, shaped by your will. Because you strive to bring your will into perfect accordance with your deity's, your alignment must match your deity's. For instance, an invoker of Moradin must be lawful good, an invoker of Pelor must be good, and an invoker of Ioun must be unaligned.

## Creating an Invoker

Invokers rely on Wisdom—as an expression of their link to the divine will—for the accuracy and potency of their attacks. Each invoker enters into a covenant with a god, a sworn pact in which the invoker agrees to fulfill certain duties in exchange for the divine power he or she will use to carry out those duties. The two most common covenants—the Covenant of Preservation and the Covenant of Wrath—lend themselves to two common invoker builds. Even though you must choose a covenant, you can choose any powers you like to help you fulfill it.

### Preserving Invoker

You defend your allies, combining defensive magic with prayers that hinder or prevent your enemies' attacks. Wisdom should be your highest ability score, followed by Intelligence, since you need foresight and cunning to protect your allies. Choose powers that grant defensive benefits to your allies or penalties to your enemies. The preserving invoker leans toward leader as a secondary role.

**Suggested Class Feature:** Covenant of Preservation

**Suggested Feat:** Insightful Preservation

**Suggested Skills:** Arcana, Diplomacy, History, Religion

**Suggested At-Will Powers:** *sun strike*, *vanguard's lightning*

**Suggested Encounter Power:** *blades of astral fire*

**Suggested Daily Power:** *binding invocation of chains*

### Wrathful Invoker

You are an instrument of divine wrath, smiting those who have the temerity to doubt the reach of your god's power. Make Wisdom your highest ability score, followed by Constitution, since your physical durability allows you to withstand and channel divine wrath. Focus on powers that bring ruin to your foes. The wrathful invoker leans toward striker as a secondary role.

**Suggested Class Feature:** Covenant of Wrath

**Suggested Feat:** Invoker Defense

**Suggested Skills:** Endurance, Insight, Intimidate, Religion

**Suggested At-Will Powers:** *avenging light*, *grasping shards*

**Suggested Encounter Power:** *thunder of judgment*

**Suggested Daily Power:** *purging flame*

## Invoker Powers

Your invoker powers are called prayers, but they are not as much supplications to the gods as direct manifestations of divine power.

### Class Features

Each invoker has the Channel Divinity power *rebuke undead*. Your choice of Divine Covenant determines the other Channel Divinity power you start with.

**Channel Divinity: Armor of Wrath** — Invoker Feature

*As your foe strikes, you invoke the gods' power to encase yourself in a burning aura of radiant energy.*

**Encounter ✦ Divine, Radiant**
**Immediate Reaction** **Close** burst 5
**Trigger:** An enemy within 5 squares of you hits you
**Target:** The triggering enemy in burst
**Effect:** The target takes radiant damage equal to your Constitution modifier, and you push the target 2 squares.
*Level 11:* 1d6 + Constitution modifier radiant damage.
*Level 21:* 2d6 + Constitution modifier radiant damage.

**Channel Divinity: Preserver's Rebuke** — Invoker Feature

*You call upon the gods to punish the enemy that dares harm those entrusted to your care.*

**Encounter ✦ Divine**
**Immediate Reaction** **Personal**
**Trigger:** An enemy within 10 squares of you hits your ally
**Effect:** Before the end of your next turn, you gain a bonus to your next attack roll against the triggering enemy equal to your Intelligence modifier.

### Channel Divinity: Rebuke Undead — Invoker Feature

*Undead flee and then cower in your presence, their bodies seared by divine light.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Close** blast 5
**Target:** Each undead creature in blast
**Attack:** Wisdom vs. Will
**Hit:** 1d10 + Wisdom modifier radiant damage. You push the target 2 squares, and it is dazed until the end of your next turn.
*Level 5:* 2d10 + Wisdom modifier radiant damage.
*Level 11:* 3d10 + Wisdom modifier radiant damage.
*Level 15:* 4d10 + Wisdom modifier radiant damage.
*Level 21:* 5d10 + Wisdom modifier radiant damage.
*Level 25:* 6d10 + Wisdom modifier radiant damage.
**Miss:** Half damage.

## Level 1 At-Will Prayers

### Avenging Light — Invoker Attack 1

*You smite your foe with a searing orb of light, which burns with the fire of vengeance if your allies have been harmed.*

**At-Will ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d10 + Wisdom modifier radiant damage. If a bloodied ally is adjacent to the target, the attack deals extra radiant damage equal to your Constitution modifier.
*Level 21:* 2d10 + Wisdom modifier radiant damage.
**Special:** You can use this power as a ranged basic attack.

### Divine Bolts — Invoker Attack 1

*You hurl bolts of divine lightning at your enemies.*

**At-Will ✦ Divine, Implement, Lightning**
**Standard Action** **Ranged** 10
**Target:** One or two creatures
**Attack:** Wisdom vs. Reflex
**Hit:** 1d6 + Wisdom modifier lightning damage.
*Level 21:* 2d6 + Wisdom modifier lightning damage.

### Grasping Shards — Invoker Attack 1

*You hurl a crystalline sphere of magic at your foes. On impact, it splinters into hundreds of tiny, radiant blades, which slice into your enemies and slow their movement.*

**At-Will ✦ Divine, Implement, Radiant**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** Wisdom modifier radiant damage, and the target is slowed until the end of your next turn.
*Level 21:* 1d10 + Wisdom modifier radiant damage.

### Sun Strike — Invoker Attack 1

*A beam of radiant energy extends from your hands to bathe a foe in searing light and force it to move.*

**At-Will ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier radiant damage, and you slide the target 1 square.
*Level 21:* 2d8 + Wisdom modifier radiant damage.
**Special:** You can use this power as a ranged basic attack.

### Vanguard's Lightning — Invoker Attack 1

*Bolts of divine lightning arc from your hands to scorch the area before you. The bolts linger, ready to avenge any attacks made by your foes.*

**At-Will ✦ Divine, Implement, Lightning**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 1d6 + Wisdom modifier lightning damage. Whenever the target makes an opportunity attack before the end of your next turn, the target takes lightning damage equal to your Intelligence modifier.
*Level 21:* 2d6 + Wisdom modifier lightning damage.

## Level 1 Encounter Prayers

### Astral Terror — Invoker Attack 1

*Astral energy surges through you, transforming you into a beacon of divine terror that sends your foes reeling.*

**Encounter ✦ Divine, Fear, Implement, Psychic**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 1d6 + Wisdom modifier psychic damage, and you push the target 2 squares.

### Blades of Astral Fire — Invoker Attack 1

*Gleaming blades of radiant energy appear and strike your foes. The blades then transform into spectral shields that protect your allies.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 1d6 + Wisdom modifier radiant damage.
**Effect:** Each ally in the burst gains a +2 power bonus to AC until the end of your next turn.
**Covenant of Preservation:** The bonus to AC equals 1 + your Intelligence modifier.

### Spear of the Inquisitor — Invoker Attack 1

*A lance of gleaming energy slices through the air and into your foe, burning it with the power of the gods and rooting it in place.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier radiant damage, and the target is immobilized until the end of your next turn.

### Thunder of Judgment — Invoker Attack 1

*Blasts of thunder rock the air around your foes each time you strike your staff on the ground, leaving them battered and senseless.*

**Encounter ✦ Divine, Implement, Thunder**
**Standard Action** **Ranged** 10
**Target:** One, two, or three creatures
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d6 + Wisdom modifier thunder damage, or 2d6 + Wisdom modifier thunder damage if you target only one creature. In addition, the target is dazed until the end of your next turn.
**Covenant of Wrath:** You also push the target a number of squares equal to your Constitution modifier.

## Level 1 Daily Prayers

### Angelic Echelon — Invoker Attack 1

*Spectral angels swoop down to attack the foes around you and then linger briefly, threatening to inflict further damage.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 1d6 + Wisdom modifier radiant damage. Whenever the target attacks before the end of your next turn, the target takes 5 radiant damage.
**Miss:** Half damage.

### Binding Invocation of Chains — Invoker Attack 1

*You whisper ancient words of binding, invoking the power of the gods to hinder your foes' movement with spectral chains.*

**Daily ✦ Divine, Implement**
**Standard Action** **Close** burst 10
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** The target is slowed (save ends).
**Miss:** The target is slowed until the end of your next turn.

### Purging Flame — Invoker Attack 1

*Divine fire washes over your foe, burning not only its physical form but the very stuff of its soul.*

**Daily ✦ Divine, Fire, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier fire damage, and ongoing 10 fire damage (save ends).
**Miss:** Half damage, and ongoing 5 fire damage (save ends).

### Summon Angel of Fire — Invoker Attack 1

*A mote of light appears before you, and from it steps an angelic figure wreathed in fire.*

**Daily ✦ Divine, Fire, Implement, Summoning**
**Minor Action** **Ranged** 5
**Effect:** You summon a Medium angel of fire in an unoccupied square within range. The angel has speed 6 and fly 6 (hover). You can give the angel the following special commands.
**Standard Action:** Close burst 1; targets each creature in burst; Wisdom vs. Reflex; 1d8 + Wisdom modifier fire damage.
**Opportunity Attack:** Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier fire damage.

## Level 2 Utility Prayers

### Divine Call — Invoker Utility 2

*You intone a word of power to rally your allies to your side.*

**Encounter ✦ Divine**
**Minor Action** **Ranged** 10
**Target:** One or two allies
**Effect:** You pull each target 3 squares.

### Emissary of the Gods — Invoker Utility 2

*You speak with the voice of the gods, compelling others to heed your words.*

**Daily ✦ Divine**
**Minor Action** **Personal**
**Effect:** You gain a +5 power bonus to your next Diplomacy check or Intimidate check during this encounter. If you make this check as part of a skill challenge, you gain 2 successes if the check is successful and don't gain a failure if the check fails.

### Shroud of Awe — Invoker Utility 2

*Your voice resonates with thunder, and you are shrouded in divine majesty that strikes awe and respect in your listeners' hearts.*

**Encounter ✦ Divine**
**Minor Action** **Personal**
**Effect:** You can speak with a thunderous voice that allows creatures within 500 feet of you to hear you clearly. Before the end of your turn, you gain a power bonus to your next Intimidate check equal to your Constitution modifier.

### Shroud of Warning — Invoker Utility 2

*You invoke the gods' protection, allowing you and your allies to act a moment sooner when combat erupts.*

**Daily ✦ Divine**
**No Action** **Close** burst 10
**Trigger:** You and your allies roll initiative at the beginning of an encounter
**Target:** You and each ally in burst
**Effect:** Each target gains a bonus to the initiative check equal to 2 + your Intelligence modifier.

### Wall of Light — Invoker Utility 2

*You transform divine energy into the form of a long, glowing wall.*

**Daily ✦ Conjuration, Divine**
**Minor Action** **Area** wall 5 within 10 squares
**Effect:** You conjure a wall of divine energy. The wall is 1 square high, and it lasts until the end of your next turn. While within the wall, any ally gains a +1 power bonus to AC, and each ally who starts his or her turn in the wall gains 5 temporary hit points.
**Sustain Minor:** The wall persists.

## Level 3 Encounter Prayers

### Chains of Carceri — Invoker Attack 3

*You invoke the power of the prison of Carceri, causing red chains to appear around your enemies to hinder their movement.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier damage, and the target is slowed until the end of your next turn.

### Glyph of Imprisonment — Invoker Attack 3

*A divine glyph of censure forms around your foes, searing them and glowing with radiant power. If they move from their positions, the glyph flares with searing light.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Will
**Hit:** 1d8 + Wisdom modifier radiant damage. If the target moves before the end of its next turn, the target takes 5 radiant damage.

### Offering of Justice — Invoker Attack 3

*You call out to the gods, demanding retribution against a foe who dares to strike at you or your allies and mercy for a foe who refrains from attacking.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Effect:** If the target attacks you or your allies before the end of its next turn, the target takes 2d10 + your Wisdom modifier radiant damage at the end of that turn. If the target doesn't attack you or your allies before the end of its next turn, the target instead gains 5 temporary hit points at the end of that turn.

### Sun Hammer — Invoker Attack 3

*Forged from the light of the Bright City of Hestavar, the sun hammer glows brighter the more your allies suffer. You invoke the hammer to call down a radiant burst upon your foes.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d10 + Wisdom modifier radiant damage. If any bloodied allies are in the burst, the attack deals 2 extra radiant damage.

FRANZ VOHWINKEL

## Level 5 Daily Prayers

### Blade of Vengeance — Invoker Attack 5

*A spectral form like a shining angel appears amid your foes. Though the angel is indistinct and incorporeal, its curving blade seems solid and poised to attack an enemy that threatens your allies.*

**Daily ✦ Conjuration, Divine, Implement**
**Standard Action** **Ranged** 10
**Effect:** You conjure a blade of vengeance in an unoccupied square within range. The blade lasts until the end of your next turn. The blade occupies 1 square. Enemies cannot move through its space, but allies can. The blade can flank enemies with you and your allies. In addition, you can make the following attack with the blade.
**Immediate Interrupt** **Melee** 1
**Trigger:** An enemy within 10 squares of the blade hits your ally
**Effect:** Before the attack, you move the blade to a square adjacent to the triggering enemy.
**Target:** The triggering enemy
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier damage.
**Sustain Minor:** The blade persists, and you can move it 5 squares.

### Grasping Chains of the Justiciar — Invoker Attack 5

*You invoke the chains of Rathos, an exarch of the gods charged with capturing renegade angels. These glowing blue chains erupt from the ground to tether your foes in place.*

**Daily ✦ Divine, Force, Implement**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 1d6 + Wisdom modifier force damage, and the target is immobilized (save ends).
**Miss:** Half damage, and the target is slowed until the end of your next turn.

### Icon of Terror — Invoker Attack 5

*You invoke the Icon of Terror, an image that was once used to drive the beings of the Far Realm from this reality. You drive nearby creatures back in fear as the icon assaults their minds.*

**Daily ✦ Divine, Fear, Implement, Psychic**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Will
**Hit:** 2d6 + Wisdom modifier psychic damage, and you push the target 2 squares.
**Covenant of Wrath:** The number of squares you push the target equals your Constitution modifier.
**Miss:** Half damage, and you push the target 1 square.

### Searing Orb — Invoker Attack 5

*A miniature sun appears amid your foes, blinding them with divine radiance.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d8 + Wisdom modifier radiant damage, and the target is blinded (save ends).
**Covenant of Preservation:** The target is also dazed until the end of your next turn.
**Miss:** Half damage, and the target is blinded until the end of your next turn.

## Level 6 Utility Prayers

### Astral Step — Invoker Utility 6

*You create momentary doorways through the Astral Sea, teleporting yourself and your companions a short distance.*

**Daily ✦ Divine, Teleportation**
**Move Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** You teleport each target 3 squares.
**Covenant of Preservation:** The number of squares you teleport each target equals 3 + your Intelligence modifier.

### Demand Justice — Invoker Utility 6

*Whether an ally labors under a deadly effect or a foe seeks to escape the just end wrought by your magic, you tilt fate in your favor.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Ranged** 10
**Trigger:** A creature within 10 squares of you makes a saving throw
**Target:** The triggering creature
**Effect:** The target rerolls the saving throw and must use the new result.

### Shared Endurance — Invoker Utility 6

*During the ancient war, the gods stood as one against their primordial foes. Your magic can help you and your allies stand as one as well, taking wounds on one another's behalf.*

**Daily ✦ Divine**
**Immediate Interrupt** **Ranged** 10
**Trigger:** An ally within 10 squares of you takes damage from an attack
**Target:** The triggering ally
**Effect:** You or an ally within 10 squares of you takes the damage from the triggering attack instead of the target, but the target takes any other effect caused by the attack.

### Shield of Light — Invoker Utility 6

*A flash of light flares in your enemy's eyes, disrupting its attack against your ally.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Ranged** 10
**Trigger:** An enemy within 10 squares of you makes an attack roll against your ally
**Target:** The triggering enemy
**Effect:** The target takes a -3 penalty to the triggering attack roll. If the attack hits and deals damage, you slide the ally 1 square after the damage is dealt.

### Symbol of Hope — Invoker Utility 6

*You conjure a glowing symbol of hope, which renews your allies' efforts against the enemy.*

**Daily ✦ Conjuration, Divine**
**Minor Action** **Ranged** 10
**Effect:** You conjure a symbol of hope in an unoccupied square within range. The symbol lasts until the end of your next turn. Any ally within 5 squares of the symbol gains a +2 power bonus to saving throws, and any ally who starts his or her turn within 5 squares of the symbol gains 5 temporary hit points.
**Sustain Minor:** The symbol persists.

## Level 7 Encounter Prayers

### Baleful Eye of Judgment — Invoker Attack 7

*You fix your wrathful glare upon a group of enemies, filling them with awe and terror.*

**Encounter ✦ Divine, Fear, Implement, Psychic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier psychic damage, and the target takes a -2 penalty to attack rolls until the end of its next turn.

### Bolt of the Rising Sun — Invoker Attack 7

*A soft ray of light dances across your foe. The light increases in radiance until it chars the foe's flesh and impairs its vision.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier radiant damage. Until the end of your next turn, the target doesn't have line of sight to any creature more than 3 squares away from it.

### Invoke Obedience — Invoker Attack 7

*As you are filled with glory, your enemies know they must either bow before you or suffer your wrath.*

**Encounter ✦ Divine, Implement, Psychic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Effect:** Before the attack, each target can fall prone as a free action. The attack automatically misses a prone target.
**Covenant of Wrath:** Each prone target takes 1d6 psychic damage.
**Attack:** Wisdom + 5 vs. Will
**Hit:** 2d6 + Wisdom modifier psychic damage.

### Thunderbolt of the Heavens — Invoker Attack 7

*A crackling bolt of blue energy leaps from your staff, knocking your enemies away from you.*

**Encounter ✦ Divine, Implement, Thunder**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier thunder damage, and you push the target 1 square.
**Covenant of Preservation:** The number of squares you push the target equals 1 + your Intelligence modifier.

## Level 9 Daily Prayers

### Cerulean Flames — Invoker Attack 9

*Ancient texts speak of the Cerulean Sign, a powerful sigil used to hold creatures from beyond the cosmos at bay. You invoke this sign, creating a pool of radiance that blinds those that leave its grasp.*

**Daily ✦ Divine, Implement, Radiant, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 3d6 + Wisdom modifier radiant damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of cerulean light that lasts until the end of your next turn. Any creature that starts its turn within the zone and leaves it is blinded (save ends).
**Sustain Minor:** The zone persists.

### Fourfold Invocation of Doom — Invoker Attack 9

*As you speak the four verses of doom, your foes wilt in fear, their enthusiasm for the battle doused.*

**Daily ✦ Divine, Fear, Implement, Psychic**
**Standard Action** **Close** burst 10
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** The target is dazed (save ends).
**Miss:** The target is dazed until the end of your next turn.
**Effect:** Until the end of the encounter, any creature that hits or misses you takes 5 psychic damage.

### Summon Blade Angel — Invoker Attack 9

*You trace a shimmering sigil in the air, and an angelic figure steps from it, bearing the twin swords of vengeance and pain.*

**Daily ✦ Divine, Implement, Summoning**
**Minor Action** **Ranged** 5
**Effect:** You summon a Medium blade angel in an unoccupied square within range. The angel has speed 6 and fly 6 (hover). It has a +4 bonus to AC. You can give the angel the following special commands.
**Minor Action:** Melee 1; targets one creature; Wisdom vs. Fortitude; 1d8 + Wisdom modifier damage.
**Opportunity Attack:** Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and the target is slowed until the end of its turn.

### Visions of Paradise — Invoker Attack 9

*You speak the seven words of peace, sending your foe into a dreamlike state as visions of paradise cloud its mind.*

**Daily ✦ Charm, Divine, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** The target is unable to make attacks (save ends). Whenever the target is attacked, it can make a saving throw against this effect.
**Miss:** The target is unable to make attacks until the end of its next turn. If the target is attacked before the end of its next turn, this effect ends.

## Level 10 Utility Prayers

### Angelic Visage — Invoker Utility 10

*As your foe attacks, you transform into the image of a death angel. Filled with terror, the foe backs away.*

**Encounter ✦ Divine, Fear**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An enemy within 5 squares of you makes an attack roll against you
**Target:** The triggering enemy
**Effect:** The target takes a -2 penalty to the triggering attack roll. After the attack is resolved, you push the target 3 squares.

MICHAEL BIEREK

### Covenant of Endurance — Invoker Utility 10

*You offer your life energy on your friends' behalf.*

**Daily ✦ Divine**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, whenever an ally within 10 squares of you has an opportunity to spend a healing surge, you can spend a healing surge on that ally's behalf as a free action. You spend the healing surge but regain no hit points, and the ally regains hit points as if he or she had spent a healing surge.

### Divine Renewal — Invoker Utility 10

*You fortify your allies with life-sustaining power.*

**Daily ✦ Divine**
**Standard Action** **Ranged** 10
**Target:** One or two allies who each have two healing surges or fewer
**Effect:** Each target regains a healing surge.

### Martyr's Ward — Invoker Utility 10

*You unleash a shield of divine energy that deflects an attack from your friend to yourself.*

**Daily ✦ Divine**
**Immediate Interrupt** **Close** burst 10
**Trigger:** An ally within 10 squares of you is hit by an area or a close attack
**Effect:** The triggering attack hits you instead of the ally.

## Level 13 Encounter Prayers

### Compel Attention — Invoker Attack 13

*You speak with the voice of divine authority, forcing an enemy to pause.*

**Encounter ✦ Divine, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 3d8 + Wisdom modifier psychic damage, and the target is dazed until the end of your next turn.
**Effect:** You gain a +5 bonus to Diplomacy checks and Intimidate checks against the target until the end of your next turn.

### Pillar of Guardian Flame — Invoker Attack 13

*You whisper a divine word that rumbles like distant thunder as a pillar of flame erupts around your enemies.*

**Encounter ✦ Divine, Fire, Implement, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 3d6 + Wisdom modifier fire damage.
**Effect:** The burst creates a zone of divine fire that lasts until the end of your next turn. When any enemy within the zone leaves it or hits or misses you or your allies outside it, that enemy takes 5 fire damage.

### Seal of the Heretic — Invoker Attack 13

*You mark your foes with a divine brand, bringing the wrathful eyes of the gods upon them.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Ranged** 10
**Target:** One, two, or three creatures
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier damage, or 3d8 + Wisdom modifier damage if you target only one creature. The target takes a -5 penalty to a saving throw of your choice before the end of your next turn.
**Covenant of Wrath:** The target takes the -5 penalty to all saving throws before the end of your next turn.

### Winds of Celestia — Invoker Attack 13

*You call the winds that buffet the upper reaches of Celestia to scatter your foes.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d6 + Wisdom modifier damage, and you either slide the target 2 squares or knock it prone.
**Covenant of Preservation:** Either the number of squares you slide the target equals 1 + your Intelligence modifier, or you slide the target 1 square before knocking it prone.

## Level 15 Daily Prayers

### God Hammer — Invoker Attack 15

*A gleaming, spectral warhammer appears above your foes and slams down in their midst, creating a crash of thunder. The hammer is an image of Guldarak, which the gods shaped out of pure thunder to drive primordials out of the earth's depths.*

**Daily ✦ Divine, Implement, Thunder, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 4d6 + Wisdom modifier thunder damage.
**Miss:** Half damage.
**Effect:** Each target drops prone. In addition, the burst creates a zone of resounding thunder that lasts until the end of your next turn. At the start of your next turn, any creature within the zone drops prone.
**Sustain Minor:** The zone persists.

### Mark of Anathema — Invoker Attack 15

*You place a mark of anathema on your foe, a shining brand that sears the flesh and harms those who ally with your enemy.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d10 + Wisdom modifier radiant damage, and ongoing 10 radiant damage (save ends).
**First Failed Saving Throw:** Ongoing 15 radiant damage (save ends).
**Miss:** Half damage, and ongoing 5 radiant damage (save ends).
**Effect:** Whenever the target fails a saving throw against the ongoing damage, each enemy within 5 squares of the target takes 5 radiant damage.

### Three Beacons of Twilight — Invoker Attack 15

*In the darkest days of the war against the primordials, the gods used three gleaming beacons to guide them across the Astral Sea. Today, those lights still burn, misleading your enemies while guiding your allies to safety.*

**Daily ✦ Divine, Implement, Radiant, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 4d6 + Wisdom modifier radiant damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of glimmering light that lasts until the end of the encounter. As a minor action, you can teleport a creature within the zone 5 squares.

### Wall of Blades — Invoker Attack 15

*You draw shards of astral steel into the world and arrange them into a deadly wall of spinning blades. You then command parts of the wall to fly at your enemies.*

**Daily ✦ Conjuration, Divine, Implement, Radiant**
**Standard Action** **Area** wall 8 within 20 squares
**Effect:** You conjure a wall in unoccupied squares that consists of radiant blades. The wall can be up to 4 squares high, and it lasts until the end of your next turn. The wall provides cover to you and your allies. Any creature that enters the wall or starts its turn there takes 2d10 + your Wisdom modifier radiant damage.
While you are within 5 squares of the wall, you can make the following attack.
**Standard Action** **Ranged** 10
**Effect:** Before the attack, remove a square of the wall.
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier radiant damage.
**Sustain Minor:** The wall persists.

## Level 16 Utility Prayers

### Covenant of Life — Invoker Utility 16

*You create a divine pact with one of your allies, offering your strength, and the strength of your friends, if your ally needs it.*

**Daily ✦ Divine**
**Minor Action** **Close** burst 10
**Target:** You or one ally in burst
**Effect:** Until the end of the encounter, you and your allies can use second wind either to gain the normal benefits or to grant the benefits to the target. A donor character uses his or her second wind but neither regains hit points nor gains a bonus to all defenses, and the target regains hit points as if he or she had spent a healing surge and gains a +2 bonus to all defenses until the start of the donor's next turn.

### Icon of Life — Invoker Utility 16

*You invoke the symbol of life, a gleaming icon of gold that pulls your allies' spirits back to their mortal shells, even as death tries to draw them away.*

**Daily ✦ Divine, Zone**
**Minor Action** **Area** burst 5 within 20 squares
**Effect:** The burst creates a zone of golden light that lasts until the end of the encounter. While within the zone, any ally gains a +5 bonus to death saving throws, and if the ally rolls a natural 20 on a death saving throw, that ally can spend two healing surges rather than one.

### Shield of Justice — Invoker Utility 16

*You invoke the justice of the gods, shielding your ally while calling doom upon your foe.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Ranged** 10
**Trigger:** An enemy within 10 squares of you makes an attack roll against your ally
**Target:** The triggering enemy
**Effect:** The target takes a -4 penalty to the triggering attack roll. Until the end of your next turn, any attacker gains a +2 power bonus to attack rolls against the target.

### Walk Between Worlds — Invoker Utility 16

*The gods built many strange passages through time and space to help them in their battles against the primordials. You know of many such paths.*

**Daily ✦ Divine**
**Minor Action** **Ranged** 10
**Target:** You or one ally
**Effect:** The target gains phasing until the end of your next turn.
**Sustain Minor:** The effect persists.

## Level 17 Encounter Prayers

### Blood Debt — Invoker Attack 17

*Each wound your foe deals adds to its mounting debt of blood and invites your allies' retribution.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 3d10 + Wisdom radiant damage. Until the end of your next turn, each creature that the target attacks gains a +2 bonus to its next attack roll against the target.
**Covenant of Wrath:** The bonus to the attack roll equals 1 + your Constitution modifier.

### Curse of Haemnathuun — Invoker Attack 17

*You invoke a faint echo of the curse that transformed the fearsome primordial Haemnathuun into a statue, partially encasing your foes in stone for a moment.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier damage, and the target is dazed and immobilized until the end of your next turn.

### Glyph of Radiance — Invoker Attack 17

*You invoke a glyph of radiance, a tool used by the gods both to illuminate the darkest realms and to blind their enemies with the glyph's unyielding light.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Will
**Hit:** 2d6 + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn.

### Glyph of Three Blades — Invoker Attack 17

*In ages past, the gods forged three sacred blades that could surround and trap the mightiest primordials. You invoke these weapons to trap your foes in a ring of spectral blades.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier damage. If the target moves more than 1 square before the end of your next turn, the target takes 5 damage.
**Covenant of Preservation:** The damage the target takes from moving more than 1 square equals 5 + your Intelligence modifier.

## Level 19 Daily Prayers

### Astral Tempest — Invoker Attack 19

*You breach the wall between this world and an astral dominion, causing a storm of divine energy to rip through your foes, scattering them, before it dissipates.*

**Daily ✦ Divine, Implement**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 7d6 + Wisdom modifier damage, and you slide the target 5 squares and knock it prone.
**Miss:** Half damage, and you slide the target 3 squares and knock it prone.

### Malediction of Gartak — Invoker Attack 19

*The exarch Gartak betrayed the gods. He was cursed so that the next killing blow he landed on a foe caused him to die with the same wound.*

**Daily ✦ Divine, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 5d6 + Wisdom modifier damage.
**Effect:** Whenever the target hits with an attack, the target takes 10 damage. This effect ends at the end of the target's turn if it has not attacked since the end of its last turn.

### Summon Angel of Light — Invoker Attack 19

*A mote of light appears before you, and an angel clad in glowing silver armor steps forth from it. The angel wields a flail that ends in an orb of pure radiance.*

**Daily ✦ Divine, Implement, Radiant, Summoning**
**Minor Action** **Ranged** 10
**Effect:** You summon a Medium angel of light in an unoccupied square within range. The angel has speed 6 and fly 8 (hover). It has a +4 bonus to AC and a +2 bonus to its other defenses. Any enemy that starts its turn adjacent to the angel is marked by the angel until the end of your next turn. You can give the angel the following special commands.

**Minor Action:** Melee 1; targets one creature; Wisdom vs. Reflex; 1d10 + Wisdom modifier radiant damage, and until the end of your next turn, the target doesn't have line of sight to creatures more than 5 squares away from it.

**Opportunity Attack:** Melee 1; targets one creature; Wisdom vs. Reflex; 1d10 + Wisdom modifier radiant damage.

### Tomb of Magrym — Invoker Attack 19

*You invoke the name of Magrym—an exarch of stone and darkness who helped build the prison Carceri—to entomb your foes.*

**Daily ✦ Conjuration, Divine, Implement**
**Standard Action** **Area** burst 1 within 10 squares
**Effect:** The burst conjures a tomb of white stone. The tomb fills the burst and must be on a solid surface. The tomb is a solid obstacle, and it can be attacked as an object: AC 6, Fortitude 10, Reflex 5, and 60 hit points. When the tomb is destroyed, it crumbles into difficult terrain.

As the tomb appears, make the following attack.

**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 3d6 + Wisdom modifier damage, and the target disappears into the tomb. While inside the tomb, the target is dazed and doesn't have line of sight or line of effect to anything other than the tomb. The target can make melee and close attacks only against the tomb. When the tomb is destroyed, the target reappears in the space it last occupied or in the nearest unoccupied space.
**Miss:** Half damage, and you slide the target to the nearest space outside the burst.

## Level 22 Utility Prayers

### Covenant of Vengeance — Invoker Utility 22

*You forge a covenant with your ally. Anyone foolish enough to attack that ally will suffer your wrath.*

**Daily ✦ Divine**
**Minor Action** **Close** burst 10
**Target:** You or one ally in burst
**Effect:** All of the target's marks end. Until the end of the encounter or until the target marks a creature, if a creature attacks the target, you and your allies gain a +4 power bonus to attack rolls against that creature until the end of your next turn.

### Invoke Angelic Form — Invoker Utility 22

*Your ally partially transforms into an angel and can now fly on divine wings.*

**Daily ✦ Divine, Polymorph**
**Minor Action** **Ranged** 10
**Target:** You or one ally
**Effect:** Until the end of the encounter, the target gains a fly speed of 8 and can hover.

### Invoke Heroism — Invoker Utility 22

*The greatest heroes of the gods fought with the fury of two. You grant an ally such might.*

**Daily ✦ Divine**
**Minor Action** **Ranged** 20
**Target:** One ally
**Effect:** The target can take an extra standard action during his or her next turn.

### Ward of Divine Light — Invoker Utility 22

*You shroud yourself in a column of blinding light that sustains your life and shields you from harm.*

**Daily ✦ Divine, Healing**
**Standard Action** **Personal**
**Effect:** You can spend two healing surges, and you are immune to all damage until the start of your next turn. If you willingly attack before the end of your next turn, you take damage equal to your bloodied value.

## Level 23 Encounter Prayers

### Cascade of Five Suns — Invoker Attack 23

*You invoke the power of the five suns—a group of stars the gods used to navigate the Astral Sea when the primordials threatened to extinguish all light—to sear your enemies with radiant energy.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex. Make a number of attack rolls equal to the number of targets, and then assign each roll to a target.
**Hit:** 4d8 + Wisdom modifier radiant damage.

### Storm of Celestia — Invoker Attack 23

*You invoke the storms that sometimes rumble over Celestia's slopes, using their winds and thunder to scatter the enemy.*

**Encounter ✦ Divine, Implement, Thunder**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 5d6 + Wisdom modifier thunder damage, and you slide the target to any unoccupied space in the burst.

### Vindicating Flames — Invoker Attack 23

*A barrage of fiery orbs fills an area with lingering flames, which surround your foes.*

**Encounter ✦ Divine, Fire, Implement**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier fire damage, and if the target moves before the end of your next turn, it takes 10 fire damage.
**Covenant of Wrath:** If the target moves before the end of your next turn, the fire damage equals 10 + your Constitution modifier.

### Word of Rebuke — Invoker Attack 23

*You speak a word of divine rebuke, disrupting your foe's mind and hindering its attacks.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 5d6 + Wisdom modifier damage, and the target is dazed until the end of your next turn.
**Covenant of Preservation:** Until the end of your next turn, the target also takes a penalty to attack rolls equal to your Intelligence modifier.

## Level 25 Daily Prayers

### Anthem of the First Dawn — Invoker Attack 25

*When the gods struck their final blow against those who would destroy the cosmos, the dawning of the first day brought death to their enemies and life to their surviving friends.*

**Daily ✦ Divine, Healing, Implement, Radiant**
**Standard Action** **Close** burst 10
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 6d6 + Wisdom modifier radiant damage.
**Miss:** Half damage.
**Effect:** Each ally in the burst can spend a healing surge.

### Invoke the Fallen — Invoker Attack 25

*In their final battles, the gods used their fallen as terrible weapons. The ashes of dead gods choked, blinded, and killed their enemies. You invoke these remains and turn them against your foes.*

**Daily ✦ Divine, Implement, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier damage, and the target takes ongoing 10 damage and is blinded (save ends both).
**Miss:** Half damage, and the target is blinded until the end of your next turn.
**Effect:** The burst creates a zone of lightly obscured terrain until the end of the encounter. While within the zone, you and your allies gain a +2 bonus to attack rolls with divine powers.

### Racking Invocation of Pain — Invoker Attack 25

*You invoke the divine word of pain to send agony coursing through your enemies. The slightest touch causes them to double over in pain.*

**Daily ✦ Divine, Implement**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 4d8 + Wisdom modifier damage, and the target is dazed and takes 10 extra damage whenever it is hit by a melee attack (save ends both).
**Miss:** Half damage, and the target is dazed (save ends).

### Rain of Colorless Fire — Invoker Attack 25

*Ancient legends tell of fire without color that fell from the sky for a year to annihilate a nation of wizards who sought to overthrow the gods.*

**Daily ✦ Divine, Fire, Implement, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 3d10 + Wisdom modifier fire damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of colorless fire that lasts until the end of your next turn. At the start of your turn, each creature within the zone takes 3d10 + your Wisdom modifier fire damage.
**Sustain Minor:** The zone persists.

## Level 27 Encounter Prayers

### Invoke Terror — Invoker Attack 27

*You invoke the words of fear that the gods once cast at the primordials to drive them into the prisons that hold them to this day.*

**Encounter ✦ Divine, Fear, Implement, Psychic**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Will
**Hit:** 3d8 + Wisdom modifier psychic damage, and the target moves half its speed away from you, avoiding unsafe squares and difficult terrain if it can.
**Covenant of Wrath:** Until the start of your next turn, opportunity attacks that hit the target deal extra damage equal to your Constitution modifier.

### Offering of Peace — Invoker Attack 27

*You invoke the word of the gods, offering a foe a moment of respite. If either your foe or your allies break this bond, the gods impose their judgment.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One enemy
**Effect:** If the target attacks before the end of your next turn, it takes 4d10 + your Wisdom modifier radiant damage. If you or an ally attacks the target before the end of your next turn, the target gains 10 temporary hit points and a +5 bonus to its next attack roll.
**Covenant of Preservation:** You and your allies gain a +2 power bonus to all defenses until the end of your next turn.

### Swarm of Astral Steel — Invoker Attack 27

*You call on the gods to send a swarm of astral blades to attack your foes. The blades follow your command, slicing at enemies that advance or forcing them to disperse.*

**Encounter ✦ Divine, Implement, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier damage.
**Effect:** The burst creates a zone of blades that lasts until the end of your next turn. Choose the zone's effect: Each target hit by the attack either takes 10 damage if it ends its next turn within the zone or takes 10 damage if it ends its next turn outside the zone.

### Word of Annihilation — Invoker Attack 27

*You whisper a word of annihilation, threatening your enemies with oblivion.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Wisdom vs. Will
**Hit:** 4d10 + Wisdom modifier damage.

## Level 29 Daily Prayers

### Fires of the Silver Gate — Invoker Attack 29

*You invoke the power of the Silver Gate, a prison that holds a primordial whose name is long forgotten. The gate's radiance pours forth, consuming your foe and marking it as anathema. Only a fool lingers near it as you consign its soul to the gods.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 7d6 + Wisdom modifier radiant damage.
**Miss:** Half damage.
**Effect:** The target takes ongoing 10 radiant damage (save ends). Until the target saves against this ongoing damage, any enemy takes 10 radiant damage when it ends its turn within 5 squares of the target.

### Invoke the Absolute Dark — Invoker Attack 29

*A sphere of absolute darkness appears amid your foes as you create a gate to the dead space between the planes. The sphere rips at your foes as it draws them near.*

**Daily ✦ Divine, Implement, Zone**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 6d6 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of darkness that lasts until the end of your next turn. The zone is totally obscured. In addition, any creature that starts its turn within the zone takes 10 damage, slides 1 square toward the zone's center, and is slowed until the end of its turn. You can dismiss the zone as a minor action.
**Sustain Minor:** The zone persists, and you can increase its size by 1 to a maximum of burst 5.

### Summon Angel of Victory — Invoker Attack 29

*With a great shout, you call to the gods for aid against your foes. An angel of victory, a member of the angelic host that defeated the primordials, answers your call.*

**Daily ✦ Divine, Implement, Summoning**
**Minor Action** **Ranged** 20
**Effect:** You summon a Medium angel of victory in an unoccupied square within range. The angel has speed 6 and fly 8 (hover). It has a +4 bonus to AC and a +2 bonus to its other defenses. You can give the angel the following special commands.

**Minor Action:** Melee 1; targets one creature; Wisdom vs. Will; 2d10 + Wisdom modifier damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

**Standard Action:** Close burst 2; targets each enemy in burst; Wisdom vs. Reflex; the angel pulls the target 1 square, and the target is slowed until the end of your next turn.

**Opportunity Attack:** Melee 1; targets one creature; Wisdom vs. Will; 2d10 + Wisdom modifier damage.

### Word of the Gods — Invoker Attack 29

*Speaking with the authority of the gods, you utter a word of command. Those who hear it must obey or suffer.*

**Daily ✦ Charm, Divine, Implement, Psychic**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Will
**Hit:** The target is dominated (save ends).
**Aftereffect:** 3d6 + Wisdom modifier psychic damage.
**Miss:** 6d6 + Wisdom modifier psychic damage.

MIKE MAY

## Angelic Aspect

*"I am one with the angels that serve my god."*

**Prerequisite:** Invoker

During the gods' ancient war against the primordials, invokers were their most trusted mortal servants, allowed to wield the raw divine power typically reserved for the gods' immortal agents, the angels. Over time, the distinction between the most favored mortal invokers and the angels themselves became hard to define. Some invokers drew so much divine energy into themselves that they took on angelic aspects. Some angels, conversely, emptied themselves of divine essence and clothed themselves in mortal flesh as invokers, voluntarily limiting their own power in order to serve as more effective divine agents in the world.

One of those paths is yours, and it has led you to this point: You are neither fully mortal nor fully angel, but some of both. As an angelic aspect, you can channel divine energy through your mortal body to take on angelic characteristics: resistance to the forces of dark and light, an awesome presence that strikes fear into the hearts of those who try to strike you, wings to fly across the field of battle, and mighty attacks akin to those of angels.

If you were born mortal, your transformation is beginning; you are on the threshold of becoming something more, and immortality awaits. If you have always been an angelic being veiled in flesh, the veil is beginning to part and your true nature is being revealed. Either way, your enemies have much to fear.

### Angelic Aspect Path Features

**Wings of Action (11th level):** When you spend an action point to take an extra action, you can fly 8 squares as a free action, and you gain a +2 bonus to AC until the start of your next turn.

**Angelic Resistance (11th level):** You gain resist 10 necrotic and resist 10 radiant. If you already have either resistance, that resistance increases by 5.

**Angelic Emanation (16th level):** While you aren't bloodied, attackers take a -2 penalty to attack rolls against you.

### Angelic Aspect Prayers

**Angelic Blades** — Angelic Aspect Attack 11

*The metallic wings of an angel of battle sprout from your back and shower your foes with razor-sharp blades.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier damage, and the target is slowed until the end of your next turn.
**Effect:** You gain a fly speed of 8 until the end of your next turn.

**Shielding Nimbus** — Angelic Aspect Utility 12

*Divine power surges through you, giving you an angelic visage and shielding you from damage.*

**Daily ✦ Divine**
**Minor Action** **Personal**
**Effect:** Choose a damage type: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. You gain resist 10 to that damage type until the end of the encounter. If you already have resistance to that damage type, the resistance increases by 5 until the end of the encounter.

**Coldfire Pillar** — Angelic Aspect Attack 20

*You bond with an angel of vengeance, transforming yourself into a raging pillar of cold fire.*

**Daily ✦ Cold, Divine, Fire, Implement**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 4d8 + Wisdom modifier cold and fire damage.
**Miss:** Half damage.
**Effect:** You are immune to cold damage and fire damage until the start of your next turn.

VINCENT DUTRAIT

# Blightspeaker

*"Pelor is compassionate, but the wicked deserve the punishment I bring to them in his name."*

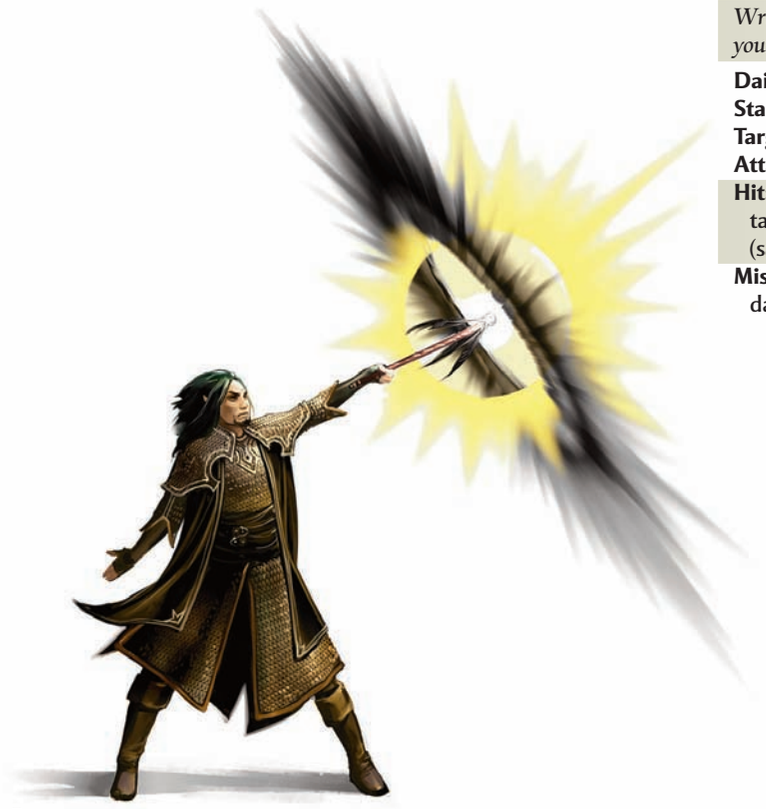
**Prerequisite:** Invoker

Divine wrath can manifest as punishing blasts of radiant light, as fire from the heavens, or as thunder and lightning that smite the gods' foes. Sometimes, though, the gods' anger is manifested in plagues and curses upon the wicked. Even good deities can resort to extreme methods to purge the world of corruption.

As a blightspeaker, you wield such extreme methods in your god's name. Like an angel of death, you wield the scythe of necrotic power and harvest life from your enemies to fuel your own strength. To the common folk, you are a frightful presence, a grim reminder of your god's darker side. To your enemies, you are a terror, a manifestation of the judgment that has been pronounced upon them and of the punishment that awaits.

## Blightspeaker Path Features

**Blighting Action (11th level):** When you spend an action point to take an extra action, each enemy within 5 squares of you gains vulnerable 5 necrotic until the end of your next turn. In addition, all damage you deal during this turn is necrotic in addition to its other damage types.



EVA WIDERMANN

**Dissolution's Call (11th level):** Whenever you score a critical hit with a divine attack power, you regain a number of hit points equal to 5 + your Wisdom modifier.

**Echoed Malediction (16th level):** When a creature saves against an effect caused by you, that creature takes 10 necrotic damage.

## Blightspeaker Prayers

**Chains of Death** — Blightspeaker Attack 11

*Deadly necrotic energy binds your foe where it stands.*

**Encounter ✦ Divine, Implement, Necrotic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d6 + Wisdom modifier necrotic damage, and the target is restrained until the end of your next turn.

**False Life** — Blightspeaker Utility 12

*You draw the life force from your opponent, gathering it to yourself and gaining a temporary boost of vitality.*

**Daily ✦ Divine**
**Minor Action** **Personal**
**Effect:** You gain temporary hit points equal to one-half your level + your Wisdom modifier. If you have hit an enemy since the end of your last turn, you instead gain temporary hit points equal to your level + your Wisdom modifier.

**Endbringer** — Blightspeaker Attack 20

*Writhing dark energy, the precursor of an apocalypse, tears at your foe.*

**Daily ✦ Divine, Implement, Necrotic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d6 + Wisdom modifier damage, and the target takes ongoing 15 necrotic damage and is blinded (save ends both).
**Miss:** Half damage, and the target takes ongoing 10 necrotic damage (save ends).

# Flame of Hope

*"I do not aspire to greatness. I hope instead that my actions can kindle the flame of greatness in others."*

**Prerequisite:** Invoker

When the gods warred with the primordials at the dawn of time, the gods fought to bring hope to the world they had helped to create. If the world had been left to the primordials, it would have been a fearsome place, dominated by tyrants who might destroy and remake any part of the world without warning. All the mortal inhabitants of the world might have been slaves, as the dwarves were enslaved by the titan servitors of the primordials. At best, they might have been terrified fugitives, hiding in despair from the wanton destruction of the world's elemental rulers.

Because the gods fought the primordials and freed the world from their dominion, the mortal races can live in hope. It is your sacred trust to nurture the embers of hope in the world and stir them into great bonfires that shed light into the world's darkest places. As a flame of hope, you wield powers of fiery radiance that heal and inspire your allies while burning and blinding your foes.

HECTOR ORTIZ

## Flame of Hope Path Features

**Inspiring Attack Action (11th level):** When you spend an action point to make an attack, you and each ally within 5 squares of you gain a bonus to attack rolls against each target of that attack until the start of your next turn. The bonus equals your Intelligence modifier.

**Enduring Hope (11th level):** While you aren't bloodied, each ally within 5 squares of you gains a +1 bonus to saving throws.

**Righteous Resurgence (16th level):** When you use your second wind, each enemy within 5 squares of you takes 1d6 + your Intelligence modifier fire and radiant damage, and each ally within 5 squares of you gains temporary hit points equal to that damage.

## Flame of Hope Prayers

**Numinous Cascade** Flame of Hope Attack 11

*Brilliant fire streams from you to burn your foe, and cascades past that foe to sear another. Radiance dances across both targets, guiding the attacks of your allies against them.*

**Encounter ✦ Divine, Fire, Implement, Radiant**
**Standard Action** **Ranged** 10
**Primary Target:** One creature
**Primary Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier fire and radiant damage. Until the end of your next turn, your allies gain a +2 bonus to attack rolls against the primary target.
**Effect:** Make a secondary attack.
**Secondary Target:** One creature within 5 squares of the primary target
**Secondary Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier fire and radiant damage. Until the end of your next turn, your allies gain a +2 bonus to attack rolls against the secondary target.

**Blinding Ward** Flame of Hope Utility 12

*Brilliant fire erupts from your ally at your word, blinding the enemy who sought to harm your friend.*

**Daily ✦ Divine**
**Immediate Interrupt** **Ranged** 10
**Trigger:** An enemy within 10 squares of you makes an attack roll against you or your ally
**Target:** The triggering enemy
**Effect:** The target is blinded until the start of your next turn.

**Sunburst Bulwark** Flame of Hope Attack 20

*Radiant fire erupts from you, bringing respite to your allies and searing your foes, rooting your enemies in place.*

**Daily ✦ Divine, Fire, Healing, Implement, Radiant**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier fire and radiant damage, and the target is immobilized until the end of your next turn.
**Effect:** Each ally in the burst can spend a healing surge and regains additional hit points equal to your Intelligence modifier.

# Hammer of Vengeance

*"By the hammer Guldarak, Moradin will have vengeance against his foes. And I will deliver it."*

**Prerequisite:** Invoker

CHRIS SEAMAN

During the war against the primordials, Moradin and Kord worked together to forge Guldarak, "the God Hammer." They crafted the hammer out of raw thunder and bound its handle with rings of lightning. Moradin was the first to wield the hammer, taking it into the Great Dismal Delve in the heart of the Elemental Chaos. Moradin used the God Hammer to shatter the stone that protected the primordial Zurtharak, who was called the Vein of Iron for the way he burrowed and twisted through solid stone. With Kord and Bahamut at his side, Moradin then used the hammer to shatter the primordial's body.

Several other gods wielded Guldarak during the war, and the hammer became a symbol of divine vengeance. Each time the primordials scored a victory against the gods, a god lay a hand on Guldarak, swore an oath of vengeance, and then took up the hammer and carried out that oath.

Like Guldarak, you are an instrument of divine vengeance, wielding thunder to smite your god's foes. Thunder wards your allies and dazes your enemies, and can even teleport your allies to your side.

## Hammer of Vengeance Path Features

**Lingering Rebuke (11th level):** When you spend an action point to take an extra action, each enemy that hits or misses you or an ally within 5 squares of you before the end of your next turn takes 1d6 + your Constitution modifier thunder damage.

**Enduring Castigation (11th level):** While you're not bloodied, each enemy within 5 squares of you takes a -2 penalty to saving throws.

**Penance (16th level):** Whenever you score a critical hit with a divine attack power, the target is dazed until the end of your next turn.

## Hammer of Vengeance Prayers

**Mark of Castigation** — Hammer of Vengeance Attack 11

*You batter your foe with thunder and promise it explosive retribution if it attacks.*

**Encounter ✦ Divine, Implement, Thunder**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 1d10 + Wisdom modifier thunder damage. If the target hits or misses you or your ally before the end of your next turn, the target takes 3d10 + your Wisdom modifier thunder damage.

**Thundering Summons** — Hammer of Vengeance Utility 12

*With a thundering word, you call your allies to your side. They arrive like echoes rolling across the sky.*

**Encounter ✦ Divine, Teleportation**
**Move Action** **Close** burst 10
**Target:** One or two allies in burst
**Effect:** You teleport each target to a space adjacent to you.

**Warding Thunder** — Hammer of Vengeance Attack 20

*You surround yourself and your allies with a ward of thunder, which batters your enemies. One of your allies carries your mark of protection, so if your foes attack that ally, the ward erupts in thunder again.*

**Daily ✦ Divine, Implement, Thunder, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 5d6 + Wisdom modifier thunder damage.
**Effect:** The burst creates a zone of warding thunder that lasts until the end of your next turn. Choose an ally when the zone is created. If any enemy attacks that ally, you can repeat the attack against each enemy within the zone as a free action.
**Sustain Minor:** The zone persists.

# SHAMAN

***"The spirits surround us, guide us, and hold all the knowledge of the world."***

**CLASS TRAITS**

**Role:** Leader. Your spirit companion bolsters and heals your nearby allies, and you can evoke other spirits to aid your allies and harm your foes. Depending on your choice of class features and powers, you lean toward either defender or striker as a secondary role.

**Power Source:** Primal. The spirits of the natural world give you power and manifest on your behalf.

**Key Abilities:** Wisdom, Constitution, Intelligence

**Armor Proficiencies:** Cloth, leather

**Weapon Proficiencies:** Simple melee, longspear

**Implements:** Totems

**Bonus to Defense:** +1 Fortitude, +1 Will

**Hit Points at 1st Level:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 7 + Constitution modifier

**Trained Skills:** Nature. From the class skills list below, choose three more trained skills at 1st level.
*Class Skills:* Arcana (Int), Athletics (Str), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Nature (Wis), Perception (Wis), Religion (Int)

**Class Features:** Companion Spirit, *healing spirit, speak with spirits*

Shamans are inspiring and dangerous battle leaders. They command powerful spirit guides, and through them lead their allies. These nature spirits bolster their allies' attacks and offer protection and healing when needed.

In a rite of passage or initiation, you pledged yourself to the spirits, to be their voice and hands in the world. Through ancient song and sacred ceremony, you have called a powerful spirit companion to your side. The primal spirits of nature affirm your will, guide the actions of your allies, and deal mighty attacks against your foes. You might be a venerable advisor to a tribal leader, a young traveler seeking to bring tales of a wider world back to your people, or a scholar devoted to the pursuit of nearly forgotten lore.

The spirits and voices of nature guide your every step. Their power flows through you, calling you to lead, to fight, and to triumph.

WILLIAM O'CONNOR

## Shaman Class Features

Shamans have the following class features.

### Companion Spirit

As part of your initiation as a shaman, you acquired a spirit companion, an animal spirit that accompanies and assists you. Many shaman powers have the spirit keyword (page 220). Your spirit companion must be present when you use such a power.

You gain the *call spirit companion* power, which allows you to call your spirit companion to your side. In addition, choose one of the following Companion Spirit options. Your choice provides you with a Spirit Boon as well as a special attack made through your spirit companion, and your choice determines one of your at-will attack powers. Your choice also provides bonuses to certain shaman powers, as detailed in those powers.

#### Protector Spirit

You draw on the strength of the bear or a similar protective spirit to defend and bolster your allies.

**Spirit Boon:** Any ally adjacent to your spirit companion regains additional hit points equal to your Constitution modifier when he or she uses second wind or when you use a healing power on him or her.

**Spirit's Shield:** You gain the *spirit's shield* power, an attack you make through your spirit companion as an opportunity action.

**At-Will Attack Power:** You gain the *protecting strike* power. You choose a second at-will attack power as normal.

#### Stalker Spirit

You call on the stealth and cunning of the panther or a similar stalking spirit to empower and position your allies.

**Spirit Boon:** Any ally adjacent to your spirit companion gains a bonus to damage rolls against bloodied enemies equal to your Intelligence modifier.

**Spirit's Fangs:** You gain the *spirit's fangs* power, an attack you make through your spirit companion as an opportunity action.

**At-Will Attack Power:** You gain the *stalker's strike* power. You choose a second at-will attack power as normal.

### Custom Spirit Companions

Whichever type of spirit companion you choose, it can have any appearance you like. If your character's culture reveres the basilisk as the embodiment of the stalker spirit, your spirit companion might resemble a basilisk. Or you could decide that your dragonborn shaman's protector spirit looks like a rage drake. A drow shaman's spirit companion might look like a spider or a lizard.

### Healing Spirit

You gain the *healing spirit* power. Through this power, you grant your allies additional resilience with a short evocation of primal power.

### Speak with Spirits

You gain the *speak with spirits* power. You are aware of the constant presence of spirits that float at the edges of reality. You can focus your inner energy and open your mind to these spirits, letting them guide your actions or fill you with insights.

## Implements

Shamans use totems carved to resemble the spirits they most commonly call upon, particularly their spirit companions. When you wield a magic totem, you can add its enhancement bonus to the attack rolls and the damage rolls of shaman powers and shaman paragon path powers that have the implement keyword. Without an implement, you can still use these powers.

## Creating a Shaman

All shamans rely on Wisdom, and they also benefit from a high Constitution or Intelligence. You can choose any shaman powers you like for your character, though many shamans favor one of two different builds, letting their power choices be shaped by the form of their spirit companions.

### Bear Shaman

You excel at protecting your allies and preserving life. Make Wisdom your highest ability score, followed by Constitution so that you can better lend health to

### Shaman Overview

**Characteristics:** You lead your adventuring party from a position of relative safety, sending your spirit companion to the front of the battle while you linger behind. Your powers fall into two broad categories: melee attacks your spirit companion makes, and ranged attacks. Your daily powers include a number of conjurations and zones, representing your ability to call on additional spirits for aid.

**Religion:** Shamans draw their power from the primal power source and therefore don't usually worship gods. They view themselves as agents—not servants or masters—of the spirits of nature and instruct others how to live their lives in harmony with those spirits. Like druids, shamans call on the spirits to witness significant events but don't worship them.

**Races:** Elves, humans, and shifters are the most common shamans, putting their high Wisdom and innate connection to nature to good use in this class. Dwarves make excellent bear shamans, and devas excel as panther shamans.

your allies. You'll want a good Intelligence score to improve your AC as well. Choose powers that help guard your allies against attacks, restore hit points, or provide temporary hit points. Your secondary role is defender.

**Suggested Class Feature:** Protector Spirit
**Suggested Feat:** Shared Healing Spirit
**Suggested Skills:** Endurance, Heal, Nature, Perception
**Suggested At-Will Powers:** *defending strike*, *protecting strike*
**Suggested Encounter Power:** *thunder bear's warding*
**Suggested Daily Power:** *spirit of the healing flood*

### Panther Shaman

You wield the spirits' power to see events before they unfold and to shape them as you like, guiding your allies' actions in battle. Wisdom should be your best ability score, then Intelligence so that you can increase your allies' tactical advantage. A high Constitution will improve your hit points and Fortitude. Choose powers that support your allies in melee, particularly allies who seek combat advantage and who relish quick movement. Your secondary role is striker.

**Suggested Class Feature:** Stalker Spirit
**Suggested Feat:** Stalker Spirit Adept
**Suggested Skills:** Athletics, Heal, Nature, Perception
**Suggested At-Will Powers:** *stalker's strike*, *watcher's strike*
**Suggested Encounter Power:** *twin panthers*
**Suggested Daily Power:** *wrath of the spirit world*

## Shaman Powers

Your powers evoke primal spirits that you view as partners and revered elders. Many of your powers channel primal energy through your spirit companion and have the spirit keyword (page 220), including powers that have "spirit" as part of the range. Those powers treat your spirit companion's space as the origin square for the power, so "melee spirit 1" means you can target a creature adjacent to your spirit.

Other shaman powers call on other spirits to intervene in the course of battle on your behalf, and many of those spirits then channel their energy through your spirit companion either to benefit allies or to harm enemies.

### Class Features

Each shaman has the powers *call spirit companion*, *healing spirit*, and *speak with spirits*. Your choice of Companion Spirit determines whether you have the power *spirit's fangs* or *spirit's shield*.

#### Call Spirit Companion — Shaman Feature

*Your soul reaches out to your spirit friend, which faithfully appears at your side.*

**At-Will ✦ Conjuration, Primal**
**Minor Action** **Close** burst 20
**Effect:** You conjure your spirit companion in an unoccupied square in the burst. The spirit lasts until you fall unconscious or until you dismiss it as a minor action. The spirit occupies 1 square. Enemies cannot move through its space, but allies can. When you take a move action, you can also move the spirit a number of squares equal to your speed.

The spirit can be targeted by melee or ranged attacks, although it lacks hit points. If a single melee or ranged attack deals damage to the spirit equal to 10 + one-half your level or higher, the spirit disappears, and you take damage equal to 5 + one-half your level. Otherwise, the spirit is unaffected by the attack.

#### Healing Spirit — Shaman Feature

*You call to the spirits on behalf of a wounded ally, closing wounds and filling your ally with vigor.*

**Encounter (Special) ✦ Healing, Primal**
**Minor Action** **Close** burst 5
**Target:** You or one ally in burst
**Effect:** The target can spend a healing surge. If the target does so, one ally adjacent to your spirit companion, other than the target, regains 1d6 hit points.
*Level 6:* 2d6 hit points.
*Level 11:* 3d6 hit points.
*Level 16:* 4d6 hit points.
*Level 21:* 5d6 hit points.
*Level 26:* 6d6 hit points.
**Special:** You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.

#### Speak with Spirits — Shaman Feature

*You commune with the spirits, letting them guide your words and actions.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** During this turn, you gain a bonus to your next skill check equal to your Wisdom modifier.

#### Spirit's Fangs — Shaman Feature

*When an enemy drops its guard, your spirit companion leaps on it, claws and fangs bared.*

**At-Will ✦ Implement, Primal, Spirit**
**Opportunity Action** **Melee** spirit 1
**Trigger:** An enemy leaves a square adjacent to your spirit companion without shifting
**Target:** The triggering enemy
**Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier damage.
*Level 21:* 2d10 + Wisdom modifier damage.

MICHAEL BIEREK

### Spirit's Shield — Shaman Feature

*Your spirit companion bats at a foe that drops its guard, and a nearby ally draws healing energy from the spirit.*

**At-Will ✦ Healing, Implement, Primal, Spirit**
**Opportunity Action** **Melee** spirit 1
**Trigger:** An enemy leaves a square adjacent to your spirit companion without shifting
**Target:** The triggering enemy
**Attack:** Wisdom vs. Reflex
**Hit:** Wisdom modifier damage.
**Effect:** One ally within 5 squares of your spirit companion regains hit points equal to your Wisdom modifier.

## Level 1 At-Will Evocations

### Defending Strike — Shaman Attack 1

*Your spirit companion strikes a foe, drawing energy from the enemy and turning that energy into a protective shield.*

**At-Will ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier damage. Until the end of your next turn, you and your allies gain a +1 power bonus to AC while adjacent to your spirit companion.
*Level 21:* 2d8 + Wisdom modifier damage.

### Haunting Spirits — Shaman Attack 1

*Howling spirits appear around your foe, distracting it from your ally's attack.*

**At-Will ✦ Implement, Primal, Psychic**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 1d6 + Wisdom modifier psychic damage. Until the end of your next turn, the target grants combat advantage to an ally of your choice.
*Level 21:* 2d6 + Wisdom modifier psychic damage.

### Protecting Strike — Shaman Attack 1

*Roaring echoes from ancient caves and hollows accompany your spirit companion's attack, infusing your allies with vitality.*

**At-Will ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 1d8 + Wisdom modifier damage, and each ally adjacent to your spirit companion gains temporary hit points equal to your Constitution modifier.
*Level 21:* 2d8 + Wisdom modifier damage.

### Stalker's Strike — Shaman Attack 1

*As your spirit companion claws at your foe, the spirit is filled with predatory fury, becoming a greater threat to your enemies.*

**At-Will ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Fortitude. If the target is bloodied, you gain a bonus to the attack roll equal to one-half your Intelligence modifier.
**Hit:** 1d10 + Wisdom modifier damage. Until the end of your next turn, your spirit companion can flank with you and your allies.
*Level 21:* 2d10 + Wisdom modifier damage.

### Watcher's Strike — Shaman Attack 1

*Your spirit companion harries your enemies, distracting them and giving you openings for your attacks. You and your allies can also draw on the spirit's heightened senses for a moment.*

**At-Will ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier damage. Until the end of your next turn, you and your allies gain a +1 bonus to attack rolls and a +5 bonus to Perception checks while adjacent to your spirit companion.
*Level 21:* 2d8 + Wisdom modifier damage.

### Wrath of Winter — Shaman Attack 1

*Winter spirits surround your enemy, ripping into it with spectral fangs and claws and calling your spirit companion to join the fray.*

**At-Will ✦ Cold, Implement, Primal, Teleportation**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d10 + Wisdom modifier cold damage. You can teleport your spirit companion to a space adjacent to the target.
*Level 21:* 2d10 + Wisdom modifier cold damage.

## Level 1 Encounter Evocations

### Call to the Ancestral Warrior — Shaman Attack 1

*Your spirit companion channels a mighty ancestor spirit as it attacks your foe and bolsters your allies' defenses.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier damage. Until the end of your next turn, you and your allies gain a +2 power bonus to all defenses while adjacent to your spirit companion.

### Call to the Ancient Defender — Shaman Attack 1

*Your spirit companion channels the spirit of an ancestral warrior, which helps your spirit companion cover your allies' retreat.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier damage. Until the end of your next turn, you and your allies gain a +5 bonus to all defenses against opportunity attacks while adjacent to your spirit companion.

### Thunder Bear's Warding — Shaman Attack 1

*An ancient bear spirit roars with thunder and channels its strength through your spirit companion to bolster your allies.*

**Encounter ✦ Implement, Primal, Thunder**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d6 + Wisdom modifier thunder damage. Until the end of your next turn, you and your allies gain resistance to all damage equal to your Constitution modifier while adjacent to your spirit companion.
**Protector Spirit:** You or an ally within 5 squares of you gains temporary hit points equal to your Constitution modifier.

### Twin Panthers — Shaman Attack 1

*Two panther spirits leap on your foes, and the panthers channel their predatory instincts through your spirit companion so that it menaces nearby enemies.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Stalker Spirit:** If the target is bloodied, you gain a bonus to the attack roll equal to your Intelligence modifier.
**Hit:** 1d8 + Wisdom modifier damage. Until the end of your next turn, you and your allies have combat advantage when making melee attacks against any enemy adjacent to your spirit companion.
**Effect:** Make the attack one more time against the same target or a different one.

## Level 1 Daily Evocations

### Blessing of the Seven Winds — Shaman Attack 1

*You call on the spirits of the seven winds. They roar over the battlefield, knocking aside a foe and sending other enemies sprawling.*

**Daily ✦ Implement, Primal, Zone**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d10 + Wisdom modifier damage, and you slide the target 2 squares.
**Miss:** Half damage.
**Effect:** The attack creates a zone of swirling winds in a burst 1 centered on the target. The zone lasts until the end of the encounter. As a move action, you can move the zone 5 squares. As a minor action, you can slide each creature within the zone 1 square.

### Cleansing Wind of the North — Shaman Attack 1

*You call on the spirits of the frigid north to bite into your enemies and to carry away your allies' ills.*

**Daily ✦ Cold, Implement, Primal**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d10 + Wisdom modifier cold damage.
**Miss:** Half damage.
**Effect:** Each ally in the blast makes a saving throw with a +5 power bonus.

### Spirit of the Healing Flood — Shaman Attack 1

*The spirit of the great flood appears, a being of storm-tossed water. Its essence sustains your allies and drowns your foes.*

**Daily ✦ Healing, Implement, Primal**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d8 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you and each ally in the burst gain regeneration 2 while bloodied. As a minor action, a character can end this effect on himself or herself to regain 10 hit points.

### Wrath of the Spirit World — Shaman Attack 1

*Angry spirits lash out at the minds of your foes all around you and your spirit companion.*

**Daily ✦ Implement, Primal, Psychic**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst and each enemy adjacent to your spirit companion
**Attack:** Wisdom vs. Will
**Hit:** 3d6 + Wisdom modifier psychic damage, and you knock the target prone.
**Miss:** Half damage.

## Level 2 Utility Evocations

### Bonds of the Clan — Shaman Utility 2

*You take on a portion of your ally's injury.*

**Encounter ✦ Primal**
**Immediate Interrupt** **Ranged** 10
**Trigger:** An ally within 10 squares of you takes damage
**Target:** The triggering ally
**Effect:** You and the target each take half of the damage.

### Spirit Call — Shaman Utility 2

*You whisper words of ancient power, causing your guardian spirits to move as you command.*

**Encounter ✦ Primal**
**Minor Action** **Close** burst 10
**Target:** Each of your shaman conjurations and zones in burst
**Effect:** You move each target 5 squares.

### Spirit of Life — Shaman Utility 2

*The spirit of a golden owl alights on your ally's shoulder and flutters off, carrying with it that friend's aches and wounds.*

**Daily ✦ Healing, Primal**
**Standard Action** **Close** burst 10
**Target:** One ally in burst
**Effect:** The target regains hit points as if he or she had spent a healing surge.

### Spirits of Battle — Shaman Utility 2

*You invoke ancestral spirits of battle. Under their shadow, your allies fight with greater might.*

**Daily ✦ Primal, Zone**
**Minor Action** **Area** burst 5 within 10 squares
**Effect:** The burst creates a zone filled with ancestral spirits that lasts until the end of the encounter. While within the zone, your allies gain a +1 bonus to attack rolls.

## Level 3 Encounter Evocations

### Call to the Savage Elder — Shaman Attack 3

*Your spirit companion lashes out in a savage attack, filling your allies with ferocity.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier damage. Until the end of your next turn, any ally adjacent to your spirit companion gains a power bonus to the damage rolls of melee attacks equal to your Wisdom modifier.

### Lightning Panther Spirit — Shaman Attack 3

*With a rumbling growl, a panther spirit appears and strikes your foe with lightning before it vanishes. Your spirit companion channels the panther's swiftness to your allies.*

**Encounter ✦ Implement, Lightning, Primal**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier lightning damage. Until the end of your next turn, any ally adjacent to your spirit companion can shift as a minor action.
**Stalker Spirit:** Until the end of your next turn, any ally ignores difficult terrain in your spirit companion's space and in squares adjacent to it.

### Rimefire Spirit — Shaman Attack 3

*A spirit of ice and flame freezes and burns your foe, and the spirit's energies emanate from your spirit companion, making nearby enemies vulnerable to further attacks.*

**Encounter ✦ Cold, Fire, Implement, Primal**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d6 + Wisdom modifier cold and fire damage. Until the end of your next turn, any enemy adjacent to your spirit companion gains vulnerable 5 cold and vulnerable 5 fire.

### Spring Renewal Strike — Shaman Attack 3

*As your spirit companion attacks your foe, the spirit channels healing power into a nearby ally.*

**Encounter ✦ Healing, Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier damage, and one ally adjacent to your spirit companion can spend a healing surge.
**Protector Spirit:** The ally regains additional hit points equal to your Constitution modifier.

## Level 5 Daily Evocations

### Earthrage Spirit — Shaman Attack 5

*The spirit of the great earth serpent rages beneath your enemies, knocking them to the ground and sending minor tremors to topple them for the rest of the battle.*

**Daily ✦ Implement, Primal**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier damage, and you knock the target prone.
**Miss:** Half damage.
**Effect:** Each target drops prone whenever it is hit by an attack (save ends).

### Spirit of the Hawk's Wind — Shaman Attack 5

*A wind sweeps over the area as a shining hawk spirit swoops down on your foe. As the spirit beats its wings, it creates gusts that lift your allies aloft, allowing them to move in safety.*

**Daily ✦ Implement, Primal, Radiant, Zone**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn.
**Miss:** Half damage.
**Effect:** The attack creates a zone of uplifting winds in a burst 3 centered on the target. The zone lasts until the end of the encounter. While within the zone, any ally can use a move action to shift 4 squares and ignore difficult terrain during the shift. As a move action, you can move the zone 5 squares.

### Spirit of the Shielding Fire — Shaman Attack 5

*A spirit of flame shields your ally from harm, lashing out at your command when the ally comes under attack.*

**Daily ✦ Fire, Implement, Primal**
**Standard Action** **Close** burst 5
**Primary Target:** One ally in burst
**Effect:** The primary target gains 10 temporary hit points. Until the end of the encounter, the primary target gains resist 5 fire, and you can make the following attack.
**Immediate Interrupt** **Ranged** 5
**Trigger:** An enemy hits the primary target with a melee attack
**Secondary Target:** The triggering enemy
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier fire damage.

### War Chieftain's Blessing — Shaman Attack 5

*The spirit of a regal warrior clad in a chieftain's robes utters a great battle cry and hews at your foe with an axe. Your allies, heartened by the chieftain's efforts, redouble their attacks.*

**Daily ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d10 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you and your allies gain a +2 bonus to attack rolls against the target.

## Level 6 Utility Evocations

### Blessing of the Iron Tree — Shaman Utility 6

*You invoke the spirit of the legendary tree of iron to grant your ally the endurance needed to survive.*

**Daily ✦ Primal**
**Minor Action** **Close** burst 5
**Target:** One bloodied ally in burst
**Effect:** The target gains resist 5 to all damage until the end of the encounter.

### Spirit of Dawn — Shaman Utility 6

*A spirit of the sun appears before you, casting a light on your foes that makes it nearly impossible for them to hide from you.*

**Daily ✦ Primal, Zone**
**Minor Action** **Area** burst 5 within 10 squares
**Effect:** The burst creates a zone of bright light that lasts until the end of your next turn. You and your allies ignore cover, superior cover, concealment, and total concealment when attacking any enemy that is within the zone. While within the zone, any enemy takes a -5 penalty to Stealth checks.

### Spirit of the Keeper — Shaman Utility 6

*A protective ancestor spirit appears and lays a healing hand on your ally. The spirit's warding power flows into your spirit companion, helping it defend your allies from attack.*

**Daily ✦ Healing, Primal**
**Minor Action** **Close** burst 5
**Target:** One creature in burst
**Effect:** The target can spend a healing surge and regain 1d6 additional hit points. Until the end of the encounter, any ally adjacent to your spirit companion doesn't grant combat advantage.

### Sudden Restoration — Shaman Utility 6

*Primal energy surges into your allies to drive away harmful effects.*

**Encounter ✦ Primal**
**Minor Action** **Ranged** 10
**Target:** One or two allies
**Effect:** Each target makes a saving throw.

## Level 7 Encounter Evocations

### Call to the Blood Dancer — Shaman Attack 7

*A vicious spirit of blood and wrath infuses your spirit companion, which howls in fury as it slashes your foe with claws and fangs.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d10 + Wisdom modifier damage. Until the end of your next turn, any ally can score a critical hit on a roll of 18-20 while adjacent to your spirit companion.
**Stalker Spirit:** Until the end of your next turn, any ally gains a bonus to damage rolls equal to your Intelligence modifier while adjacent to your spirit companion.

### Call to the Howling Storm — Shaman Attack 7

*Your spirit companion takes on an aspect of howling winds and lightning to strike at your enemy while whirling a nearby ally into a better position.*

**Encounter ✦ Implement, Lightning, Primal, Spirit, Thunder**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier lightning and thunder damage, and one ally adjacent to your spirit companion can shift 5 squares as a free action.

### Thunderstorm Spirit — Shaman Attack 7

*A storm spirit lashes out at your enemy and then focuses its power around your spirit companion.*

**Encounter ✦ Implement, Lightning, Primal, Thunder**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d12 + Wisdom modifier lightning and thunder damage. Until the end of your next turn, when you and your allies hit any enemy adjacent to your spirit companion, that enemy takes 1d6 extra lightning and thunder damage.

### Winter Wind Spirit — Shaman Attack 7

*A whirling spirit of biting winds and driving snow lashes your enemy. Its power funnels through your spirit companion to shield your ally from harm.*

**Encounter ✦ Cold, Implement, Primal**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d10 + Wisdom modifier cold damage. Before the end of your next turn, as an immediate interrupt, you can grant an ally adjacent to your spirit companion a +4 bonus to AC against an attack that hits.
**Protector Spirit:** The bonus to AC equals 3 + your Constitution modifier.

## Level 9 Daily Evocations

### Ancient Warlord's Inspiration — Shaman Attack 9

*A spectral figure clad in elaborate hide armor appears beside your foe, accompanied by the booming of a distant war horn. The figure swings its club at your enemy and remains to give inspiration to your allies.*

**Daily ✦ Conjuration, Implement, Primal**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier damage.
**Effect:** You conjure an ancient warlord spirit in an unoccupied square adjacent to the target. The spirit lasts until the end of the encounter. If an ally starts his or her turn adjacent to the spirit or in its space, as an immediate reaction you can allow that ally to make a basic attack as a free action. As a move action, you can move the spirit 5 squares.

HECTOR ORTIZ

### Clever Trickster Spirit — Shaman Attack 9

*An ephemeral creature of stealth, cunning, and deception leaps on your foe, attacking that enemy and keeping it off balance. When your enemy finally shakes the spirit off, the spirit moves on to bedevil another foe.*

**Daily ✦ Implement, Primal, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier psychic damage.
**Miss:** Half damage.
**Effect:** The target is slowed and grants combat advantage (save ends both).
**Aftereffect:** The enemy nearest to the target is slowed and grants combat advantage (save ends both).

### Raging Storm Spirit — Shaman Attack 9

*With a peal of thunder, a storm cloud laden with dancing bolts of lightning appears and lashes out at your foe, then lingers to empower the attacks of your allies.*

**Daily ✦ Implement, Lightning, Primal, Thunder, Zone**
**Standard Action** **Area** burst 5 within 10 squares
**Target:** One creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 3d6 + Wisdom modifier lightning damage.
**Effect:** The burst creates a zone of thunder that lasts until the end of the encounter. Any ally deals 1d6 extra thunder damage when he or she hits an enemy that is within the zone.

### Spirit of Autumn's Reaping — Shaman Attack 9

*A spirit of a robed figure swings its scythe to harvest the enemy's life, using that energy to heal you and your allies.*

**Daily ✦ Healing, Implement, Necrotic, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d6 + Wisdom modifier necrotic damage, and the target gains vulnerable 5 to all damage (save ends).
**Miss:** Half damage, and the target gains vulnerable 2 to all damage (save ends).
**Effect:** You and each ally within 10 squares of you regain 5 hit points.

## Level 10 Utility Evocations

### Primal Gust — Shaman Utility 10

*A gust moves an ally or an enemy into position.*

**Encounter ✦ Primal**
**Minor Action** **Ranged** 10
**Target:** One creature
**Effect:** You slide the target 3 squares.

### Rock Shield Spirits — Shaman Utility 10

*Spirits of earth rise up to protect your allies.*

**Daily ✦ Primal, Zone**
**Minor Action** **Area** burst 1 within 5 squares
**Effect:** The burst creates a zone filled with rock spirits that lasts until the end of the encounter. While within the zone, any ally gains a +2 power bonus to AC and Fortitude. As a move action, you can move the zone 5 squares.

### Spirits of the Shadowed Moon — Shaman Utility 10

*A spirit of the moon—a creature of mist and shadow—conceals your allies.*

**Daily ✦ Primal, Zone**
**Minor Action** **Close** burst 3
**Effect:** The burst creates a zone of glimmering lights and shadows that lasts until the end of the encounter. While within the zone, you and your allies gain concealment and can make Stealth checks to become hidden. As a move action, you can move the zone 5 squares.

### Spirit Summons — Shaman Utility 10

*You send forth a call into the spirit world and summon a second companion to guide your way.*

**Daily ✦ Primal**
**Free Action** **Personal**
**Effect:** Until the end of the encounter, you can use your *call spirit companion* power to conjure a second spirit companion. When you attack with a spirit power, you choose which spirit companion to use for the attack. When an effect applies to creatures adjacent to your spirit companion, that effect applies to creatures adjacent to both spirit companions. The second spirit companion disappears at the end of the encounter.

## Level 13 Encounter Evocations

### Call to the Indomitable Defender — Shaman Attack 13

*Slamming into your opponent, your spirit companion channels a spirit of iron and earth. That spirit's invulnerability flows through your spirit companion to protect you and your allies.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier damage. Until the end of your next turn, you and your allies gain resist 5 to all damage while adjacent to your spirit companion.
**Protector Spirit:** The resistance equals 4 + your Constitution modifier.

### Call to the Laughing Fortune — Shaman Attack 13

*Your spirit companion channels a spirit of good fortune as it attacks your foe. For a moment, your spirit companion shares the blessing of that spirit with your nearby allies.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier damage. Until the start of your next turn, if an ally adjacent to your spirit companion misses with an attack, you can use an immediate interrupt to allow that ally to reroll the attack.
**Stalker Spirit:** The ally gains a bonus to the new attack roll equal to your Intelligence modifier.

### Howling Gust — Shaman Attack 13

*A howling spirit of wind appears next to your foe and batters it with a gale, then channels its essence through your spirit companion to whisk a nearby ally across the battlefield.*

**Encounter ✦ Implement, Primal, Teleportation**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier damage, and you slide the target 2 squares. You teleport one ally adjacent to your spirit companion 5 squares.

### Spirit of Cleansing Light — Shaman Attack 13

*A swirling mote of shining light sears your foes, then channels healing power through your spirit companion, driving ill effects from one of your allies.*

**Encounter ✦ Implement, Primal, Radiant**
**Standard Action** **Ranged** 5
**Target:** One or two creatures
**Attack:** Wisdom vs. Will
**Hit:** 3d6 + Wisdom modifier radiant damage, and one ally adjacent to your spirit companion makes a saving throw with a +2 bonus.

## Level 15 Daily Evocations

### Guardian of the Primal Copse — Shaman Attack 15

*A spirit of the forest smashes your enemy with its mighty branches. For the moment, your foe's defenses are only as strong as the weakest.*

**Daily ✦ Implement, Primal**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 4d8 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** After the attack, the target's defenses all equal the lowest of its defenses (save ends).

### Searing Wind of the South — Shaman Attack 15

*The first wind of the south blew through a trackless desert, scattering sand and gusting with bone-charring heat. Its spirit still races across the world, and you call it forth to aid you in battle.*

**Daily ✦ Fire, Implement, Primal**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 4d6 + Wisdom modifier fire damage.
**Miss:** Half damage.
**Effect:** You slide each ally in the blast to another space in or adjacent to the blast.

### Spirit of the Wolf Pack — Shaman Attack 15

*A great howl sweeps over the battle as a pack of spectral wolves bound from the spirit world to attack your foes.*

**Daily ✦ Implement, Primal**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Will
**Hit:** 3d6 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** The target grants combat advantage, and an attack deals 1d6 extra damage to the target on a hit if the attacker is flanking the target (save ends both).

### Storm Guardian Spirit — Shaman Attack 15

*Thunder crashes over your foe as the storm guardian spirit appears. This spectral creature of dark storm clouds then surrounds your ally and avenges attacks against that ally.*

**Daily ✦ Implement, Primal, Thunder**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 3d10 + Wisdom modifier thunder damage.
**Miss:** Half damage.
**Effect:** Choose an ally within 5 squares of the target. Until the end of the encounter, when any enemy hits that ally, that enemy takes 5 thunder damage and is pushed 1 square from the ally.

## Level 16 Utility Evocations

### Fate Weaver's Shield — Shaman Utility 16

*You call on the spirit of the great spider known as the Fate Weaver to craft a web of protection around an ally.*

**Encounter ✦ Primal**
**Minor Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** The target gains a +5 bonus to all defenses until the end of your next turn or until it attacks.

### Forge the Chains of Life — Shaman Utility 16

*As you feel an ally's spirit begin to slip away, you shout a word of command that fills that ally with new life.*

**Daily ✦ Healing, Primal**
**Immediate Interrupt** **Close** burst 10
**Trigger:** An ally within 10 squares of you fails a death saving throw
**Target:** The triggering ally in burst
**Effect:** The target regains hit points equal to his or her bloodied value.

### Spirit Binding — Shaman Utility 16

*You weave primal forces to strengthen the bond between your spirit companion and another spirit it is channeling, allowing the connection to linger for a moment longer.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** If your spirit companion is granting any benefits until the end of this turn to allies adjacent to it, the benefits instead last until the end of your next turn.

### Spirits of the Dancing Zephyr — Shaman Utility 16

*Gentle winds fill the area, giving your allies the agility to spring to a better position after being attacked.*

**Daily ✦ Primal, Zone**
**Minor Action** **Area** burst 5 within 10 squares
**Effect:** The burst creates a zone of wind that lasts until the end of the encounter. Whenever you or an ally is hit or missed while within the zone, that character can shift 1 square as an immediate reaction. As a move action, you can move the zone 5 squares.

## Level 17 Encounter Evocations

### Call to the Lashing Behemoth — Shaman Attack 17

*Your spirit companion channels the spirit of a behemoth with a lashing tail and knocks your foe to the ground. The behemoth spirit then empowers your nearby allies.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d10 + Wisdom modifier damage, and the target falls prone. Until the end of your next turn, while adjacent to your spirit companion, any ally can knock a target prone that he or she hits. If the target is already prone, it takes 1d8 extra damage.

### Shackles of the Mountain — Shaman Attack 17

*Two spirits—humanoid forms of granite—appear and batter your foes. They then channel power through your spirit companion to weaken the defenses of nearby enemies.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One or two creatures
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier damage. Until the end of your next turn, any enemy uses the lower of its AC and Reflex as its AC while adjacent to your spirit companion.
**Stalker Spirit:** The enemy instead uses the lowest of its AC, Fortitude, and Reflex as its AC.

### Spirit Bond of Vengeance — Shaman Attack 17

*Your spirit companion channels a vengeful spirit as it lashes out at a foe. For a short time, the pain of other enemies flows through your companion to wrack that enemy.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier damage. Until the end of your next turn, the target takes 1d6 damage when any ally hits an enemy, other than the target, that is adjacent to your spirit companion.

### Spirit of Spring's Renewal — Shaman Attack 17

*A humanoid spirit formed of bark, vines, and roots appears and slams your enemy. Channeling power through your spirit companion, the spirit renews your allies' strength.*

**Encounter ✦ Healing, Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 3d6 + Wisdom modifier damage, and each ally adjacent to your spirit companion can spend a healing surge.
**Protector Spirit:** Each of the allies who spends a healing surge regains additional hit points equal to twice your Constitution modifier.

## Level 19 Daily Evocations

### Great Bear Guardian — Shaman Attack 19

*A bear spirit appears amid your foes. It knocks one enemy aside and stands alert, ready to protect you and your allies with its vicious claws.*

**Daily ✦ Conjuration, Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d10 + Wisdom modifier damage, and you push the target 2 squares and knock it prone.
**Miss:** Half damage, and you push the target 1 square.
**Effect:** You conjure a bear spirit in an unoccupied square adjacent to the target. The spirit lasts until the end of the encounter. The spirit occupies 1 square. Enemies cannot move through its space, but allies can. As a move action, you can move the spirit 5 squares.
The spirit can flank enemies with you and your allies, and it can make opportunity attacks against your enemies: Wisdom vs. Reflex; 2d10 + your Wisdom modifier damage.

### Horns of the Undefeated Khan — Shaman Attack 19

*Horns sound as the great khan—a champion of the primal forest who has never been defeated in battle—strides from the spirit world to lead your allies into the fray.*

**Daily ✦ Implement, Primal**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 4d8 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of your next turn, you and your allies gain a +2 bonus to attack rolls and a +5 bonus to damage rolls against the target. As a free action before your next turn, each ally within 20 squares of the target can make a saving throw and shift 3 squares as the first action of his or her turn.

### Spirit of the Shield Breaker — Shaman Attack 19

*A howling warrior bearing a greataxe leaps on your foe, shattering its defenses and urging your allies to greater glory.*

**Daily ✦ Conjuration, Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 3d12 + Wisdom modifier damage, and the target takes a -4 penalty to AC (save ends).
**Aftereffect:** The target takes a -2 penalty to AC (save ends).
**Miss:** Half damage, and the target takes a -2 penalty to AC (save ends).
**Effect:** You conjure the spirit of the shield breaker in a square adjacent to the target. The spirit lasts until the end of the encounter. As a move action, you can move the spirit 5 squares. While adjacent to the spirit or in its space, you and your allies gain a +5 power bonus to damage rolls.

### Tendrils of the Fate Weaver — Shaman Attack 19

*You call on the spirit of the Fate Weaver, a great spider said to have created the bindings between the planes, to wrap your foe in rock-hard spiderwebs and to protect your friend.*

**Daily ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 4d10 + Wisdom modifier damage, and the target is slowed and can't gain combat advantage against any target (save ends both). The target takes a -5 penalty to saving throws against this effect.
**Miss:** Half damage.
**Effect:** Choose an ally within 10 squares of you. Until the end of the encounter, if any enemy hits that ally, that enemy is immobilized until the end of its next turn.

## Level 22 Utility Evocations

### Bounty of Life — Shaman Utility 22

*You tap into the flow of primal energy and send vigor into your allies, allowing even the most grievous injury to knit in an instant.*

**Daily ✦ Healing, Primal**
**Minor Action** **Close** burst 10
**Target:** Each ally in burst
**Effect:** Each target gains regeneration 5 until the end of the encounter. The regeneration increases to 10 while a target is bloodied.

### Call the Dead — Shaman Utility 22

*You reach into the spirit world and grasp your allies' fleeing souls, returning them to their bodies so that they can fight on.*

**Daily ✦ Healing, Primal**
**Standard Action** **Close** burst 5
**Target:** Each dead ally in burst
**Effect:** Each target returns to life and spends a healing surge. Each target is also considered to have failed no death saving throws during this encounter.

### Doorway to the Spirit World — Shaman Utility 22

*The boundaries between the spiritual and the physical waver as you open a doorway to the spirit world to protect your allies from harm.*

**Daily ✦ Primal, Zone**
**Minor Action** **Area** burst 1 within 10 squares
**Effect:** The burst creates a zone of primal energy that lasts until the end of the encounter. While within the zone, you and your allies are insubstantial.

### Spirit of the World Healer — Shaman Utility 22

*You call on the spirit of the World Healer—the force that mended the world after the great war between the gods and the primordials—to tend to a wounded comrade.*

**Daily ✦ Healing, Primal**
**Minor Action** **Close** burst 10
**Target:** One ally in burst
**Effect:** The target regains all its hit points.

## Level 23 Encounter Evocations

### Call to the Primal Protector — Shaman Attack 23

*Your spirit companion briefly appears as a monstrous bear as it mauls your foe. The spirit's protective power wards your allies from your enemies' attacks.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier damage. Until the end of your next turn, any ally takes half damage from any source while adjacent to your spirit companion.
**Protector Spirit:** Each ally adjacent to your spirit companion gains temporary hit points equal to 5 + your Constitution modifier.

### Call to the Relentless Hunter — Shaman Attack 23

*Your spirit companion is filled with the spirit of the relentless hunter as it ferociously rakes your enemy. For a short time, your allies are filled with a similar ferocity.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 4d6 + Wisdom modifier damage. Until the end of your next turn, when any ally adjacent to your spirit companion misses with an at-will or an encounter attack power, that attack deals 1d10 damage.
**Stalker Spirit:** The damage on an ally's miss equals 1d10 + your Intelligence modifier.

### Spirit of the Death Raven — Shaman Attack 23

*A black bird swoops over your foe—a sign of ill omen, signifying that your enemy's death is at hand.*

**Encounter ✦ Implement, Primal, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 4d8 + Wisdom modifier psychic damage. Before the end of your next turn, you roll a d20 the next time the target is hit by an attack that isn't a critical hit. If you roll 15 or higher, that attack becomes a critical hit.

### Twin Tempest Spirits — Shaman Attack 23

*Shrieking bird spirits of thunder and lightning descend on your foes, battering them as the planar winds from the spirits' wings flow through your spirit companion, allowing your allies to teleport.*

**Encounter ✦ Implement, Lightning, Primal, Teleportation, Thunder**
**Standard Action** **Ranged** 10
**Target:** One or two creatures
**Attack:** Wisdom vs. Reflex
**Hit:** 3d10 + Wisdom modifier lightning and thunder damage. If either attack hits, you can teleport each ally adjacent to your spirit companion 10 squares.

## Level 25 Daily Evocations

### Ironborn Spirit — Shaman Attack 25

*A spirit of iron impales your foe with an iron spike, then creates an area where your allies can stand fast.*

**Daily ✦ Implement, Primal, Zone**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d10 + Wisdom modifier damage, and the target is immobilized (save ends).
**Miss:** Half damage, and the target is immobilized until the end of your next turn.
**Effect:** The attack creates a zone that is a burst 5 centered on the target. The zone lasts until the end of the encounter. While within the zone, any ally gains a +2 power bonus to AC and can negate being pulled, pushed, or slid.

### Spirit of the Laughing Wanderer — Shaman Attack 25

*A spirit like a hyena appears and savages your foe's mind, barking its eerie cackle. Its laugh continues to dumbfound your enemy as it moves to a different foe.*

**Daily ✦ Implement, Primal, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 3d10 + Wisdom modifier psychic damage, and the target is stunned (save ends).
**Aftereffect:** The enemy nearest to the target is stunned (save ends).
**Miss:** Half damage, and the target is dazed and slowed (save ends both).
**Aftereffect:** The enemy nearest to the target is dazed and slowed (save ends both).

### Spirit of the World Serpent — Shaman Attack 25

*The spirit of the World Serpent emerges from the ground to pierce your foe with its fangs, pinning the foe to the ground. Tremors from the spirit's movement shake the ground.*

**Daily ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 5d8 + Wisdom modifier damage, and you knock the target prone. Whenever the target stands up, it takes 15 damage (save ends).
**Aftereffect:** Whenever the target stands up, it takes 10 damage (save ends).
**Aftereffect:** Whenever the target stands up, it takes 5 damage (save ends).
**Miss:** Half damage. Whenever the target stands up, it takes 10 damage (save ends).
**Effect:** At the start of the target's turn, it and any enemy within 3 squares of it are knocked prone (save ends).

### Western Wind of Storms — Shaman Attack 25

*You call on the spirit of the stormy western wind to hurl your enemies away, spinning them through the planar firmament and whisking your allies to safety.*

**Daily ✦ Implement, Lightning, Primal, Teleportation**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 3d6 + Wisdom modifier lightning damage, and you teleport the target 10 squares.
**Miss:** Half damage, and you teleport the target 5 squares.
**Effect:** You teleport each ally in the blast 10 squares.

## Level 27 Encounter Evocations

### Blood Reaper Spirits — Shaman Attack 27

*Shrieking falcons with red feathers circle your foes, slashing at them with knifelike talons. Once the falcons have tasted blood, they channel their strength through your spirit companion to your allies.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 4d6 + Wisdom modifier damage. Until the end of your next turn, any ally gains a +2 bonus to damage rolls while adjacent to your spirit companion.
**Effect:** Make the attack two more times against the same target or different ones. The bonus to your allies' damage rolls increases to +4 if the attack hits twice and +6 if it hits three times.
**Stalker Spirit:** Your Intelligence modifier is added to the bonus to damage rolls.

### Call to the Cleansing Fire — Shaman Attack 27

*A mote of white fire emerges from your spirit companion. Its radiance burns an enemy and sweeps away your allies' ills.*

**Encounter ✦ Fire, Implement, Primal, Radiant, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 4d8 + Wisdom modifier fire and radiant damage. Until the end of your next turn, each ally gains a +5 bonus to saving throws while adjacent to your spirit companion.
**Protector Spirit:** The bonus to saving throws equals 3 + your Constitution modifier.

### Call to the Great Hunter — Shaman Attack 27

*Your spirit companion is filled with the battle wisdom of the great hunter spirit as it rends your foe and then lends that wisdom to a nearby ally.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 4d8 + Wisdom modifier damage. One ally adjacent to your spirit companion gains a +5 bonus to attack rolls until the end of your next turn.

MATIAS TAPIA

### Spirit of Elder Wisdom — Shaman Attack 27

*A spirit elder clad in robes and bearing a staff appears next to your foe. Lightning arcs from the spirit's hands to shock that foe. The spirit lends counsel to your allies, ensuring that their efforts are not wasted.*

**Encounter ✦ Implement, Lightning, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 3d8 + Wisdom modifier lightning damage, and the target is dazed until the end of your next turn. Any ally adjacent to your spirit companion who misses with an encounter attack power before the end of your next turn does not expend the use of that power.

## Level 29 Daily Evocations

### Death Spirit — Shaman Attack 29

*Time seems to freeze for a moment as everything goes quiet. Death itself, the ender of all things, has entered the fray, wracking your foe with pain that only intensifies as others fall.*

**Daily ✦ Implement, Necrotic, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 7d10 + Wisdom modifier necrotic damage.
**Miss:** Half damage.
**Effect:** When any creature drops to 0 hit points or fewer within 10 squares of the target, the target takes 3d10 necrotic damage (save ends).
**Aftereffect:** When any creature drops to 0 hit points or fewer within 10 squares of the target, the target takes 2d10 necrotic damage (save ends).

### Sea of Serpents — Shaman Attack 29

*A wave of snake spirits surges forth to devour your foes and aid your allies in battle. The serpents impart their agility to your allies, allowing them to attack with lightning speed.*

**Daily ✦ Implement, Primal, Zone**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 5d6 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** The blast creates a zone of serpent spirits that lasts until the end of the encounter. Any ally that starts his or her turn within the zone gains three benefits until the start of his or her next turn: The ally can shift 3 squares as a minor action, gains combat advantage against each enemy, and can use an opportunity action to make a melee basic attack against any enemy adjacent to him or her that shifts.

### Spirits of Mist — Shaman Attack 29

*You call to the spirits that linger at the edge of the world and maintain the barriers of the planes. The spirits heed your call, smiting your enemies and guarding your allies from attack.*

**Daily ✦ Implement, Primal, Zone**
**Standard Action** **Area** burst 3 within 10 squares
**Target:** One creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 4d10 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of mist that lasts until the end of the encounter. While within the zone, you and your allies are insubstantial. As a move action, you can move the zone 3 squares.

### Spirit of the Unbroken Vow — Shaman Attack 29

*At the end of the war between the gods and the primordials, the primal forces forged a sacred compact that established the laws of nature. As you call on the power of that compact to ravage your foe, your ally swears an oath to slay your enemy.*

**Daily ✦ Implement, Primal, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 7d6 + Wisdom modifier psychic damage.
**Miss:** Half damage.
**Effect:** Choose an ally within 10 squares of you. Until the end of the encounter, that ally gains a +2 bonus to attack rolls against the target. Whenever the ally damages the target, this bonus increases by 1 to a maximum of +10. If the ally doesn't attack the target during his or her turn, the bonus decreases by 2 to a minimum of +0.

# Disciple of the World Serpent

*"The whole world rests in the coils of the great serpent. You would be wise to learn its ways."*

**Prerequisite:** Shaman, *call spirit companion* power

The World Serpent, legend says, is among the greatest of the primal spirits that established the natural laws of the world and is one of the staunchest defenders of those laws. When a divine exarch and the servant of a primordial joined forces in an attempt to tamper with the natural order, the World Serpent simultaneously crushed the life from them both. The earth is said to rest in this mighty serpent's coils, the motion of which shakes the ground.

As a disciple of the World Serpent, you are charged with maintaining the balance of the natural order and ensuring that creatures from beyond the mortal realm keep to their place. You wield the World Serpent's power, using it to pierce your foes with its fangs or crush them in its coils. Your spirit companion hinders the movement of your enemies as the World Serpent's coils echo through the space around it. The World Serpent's venom empowers your evocations, poisoning creatures that break free of your power.

## Disciple of the World Serpent Path Features

**Grasping Spirit (11th level):** Enemies treat squares adjacent to your spirit companion as difficult terrain.

**Spirit Shaman's Bounty (11th level):** When you spend an action point to take an extra action, one ally adjacent to your spirit companion can spend a healing surge.

**Spirit Venom (16th level):** Whenever an enemy saves against your shaman daily attack powers, that enemy takes 10 poison damage.

## Disciple of the World Serpent Evocations

**Serpent's Rebuke** — Disciple of the World Serpent Attack 11

*The jaws of the World Serpent bite at your foe, stabbing through its mind and rooting it in place. Enemies that draw too close to the transfixed foe feel the echoes of its pain.*

**Encounter ✦ Implement, Primal, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier psychic damage. Until the end of your next turn, the target is immobilized, and any enemy that enters a square adjacent to the target takes 5 psychic damage. An enemy takes this damage only once for each use of this power.

**Seal of the Serpent** — Disciple of the World Serpent Utility 12

*A twisting mark like a glowing green serpent appears on your enemy's skin, drawing the attacks of your ally to unerringly strike the foe.*

**Encounter ✦ Primal**
**Minor Action** **Ranged** 5
**Target:** One creature
**Effect:** Choose yourself or one ally within 5 squares of you. Until the end of your next turn, that character ignores cover, superior cover, concealment, and total concealment when attacking the target. In addition, the character can make ranged attacks against the target without having line of sight or line of effect to it.

**Crush of the Serpent** — Disciple of the World Serpent Attack 20

*You call on the spirit of the World Serpent to crush your enemy in its emerald coils.*

**Daily ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** The target is immobilized and takes ongoing 15 damage (save ends both).
**Aftereffect:** The target is immobilized and takes ongoing 5 damage (save ends both).
**Miss:** The target is slowed and takes ongoing 5 damage (save ends both).

MIKE MAY

# Ghost Panther

*"Do not trouble us again, or you will feed the panther spirits that stalk between the worlds."*

**Prerequisite:** Shaman, *call spirit companion* power

The mystery of the primal stalker is that death is a constant presence in the midst of life; the death of the prey brings life to the predator. And when death comes to the predator, it brings life to scavengers and carrion feeders. Death is part of the great wheel of mortal existence, and an important part of the shaman's communion with the spirit world.

As a shaman, you have always walked close to death. Now you have set out on the path of the ghost panther, where life and death twine together still closer. You stalk the wild, hiding from your prey, leaping and climbing like the most agile of cats. You call on panther spirits to attack your foes, weaken your prey, help you leap away from enemy attacks, and lead you through the spirit world to teleport adjacent to your foes.

## Ghost Panther Path Features

**Ghost Panther's Wisdom (11th level):** You and your allies gain a +5 power bonus to Stealth checks while adjacent to your spirit companion.

**Ghost Panther Action (11th level):** When you spend an action point to take an extra action, each enemy adjacent to your spirit companion grants combat advantage to you and your allies until the end of your next turn.

**Panther Ancestors (16th level):** You gain a bonus to Acrobatics, Athletics, and Stealth checks equal to your Wisdom modifier.

## Ghost Panther Evocations

**Predator Spirit** — Ghost Panther Attack 11

*A panther spirit appears and rends your foe; then its bloodthirstiness flows through your spirit companion to weaken your enemies.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier damage. Until the end of your next turn, bloodied enemies are weakened while adjacent to your spirit companion.

**Great Cat's Dodge** — Ghost Panther Utility 12

*Your eyes shine yellow like those of a great cat as you leap away from an enemy attack.*

**Encounter ✦ Primal**
**Immediate Interrupt** **Personal**
**Trigger:** An attack misses you
**Effect:** You shift 3 squares.

**Ghost Panther Spiral** — Ghost Panther Attack 20

*A stream of frenzied panther spirits flows around you, savaging your enemies. The wind of the spirits' passage lets you and your allies slip through the spirit world to attack your foes.*

**Daily ✦ Implement, Primal, Teleportation, Zone**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 5d6 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of rushing spirits that lasts until the end of the encounter. You or any ally who is within the zone can use a minor action to teleport to a space adjacent to an enemy that is within the zone.

CHRIS SEAMAN

# Great Bear Shaman

*"Foulspawn cannot match the ancient powers of our land."*

**Prerequisite:** Shaman, *call spirit companion* power

Many shaman traditions revere the Great Bear as the perfect example of the protector spirit. As a mother bear furiously guards her cubs against danger, so the Great Bear stands guard over the world, protecting it from those who would destroy or corrupt it, and so too do you, as a Great Bear shaman, protect your adventuring companions. Your spirit companion is your link to the Great Bear, channeling its strength and endurance to you through your evocations.

Your main purpose is to stand alongside other warriors and make them stronger. When you can, protect the weak. When you cannot, strengthen the strong to make them better protectors. As you pursue the path of the Great Bear shaman, your spirit companion channels the power of the Great Bear to harry your enemies, punishing them when they attack your friends. Your companion roars with the ferocious strength of the Great Bear, galvanizing your allies into action. You give your allies additional attacks whenever you spur yourself to greater action, and you empower the attacks they make when enemies drop their guard.

You are the world's protector, and the Great Bear's roar echoes in every word you speak.

## Great Bear Shaman Path Features

**Great Protector's Prowess (11th level):** You and your allies gain a +2 bonus to damage rolls against marked enemies adjacent to your spirit companion.

**Great Bear's Action (11th level):** When you spend an action point to take an extra action, one ally of your choice within 10 squares of you can make a melee basic attack as a free action, before or after the extra action.

**Looming Presence (16th level):** While adjacent to your spirit companion, your allies gain a +5 power bonus to attack rolls when making opportunity attacks.

## Great Bear Shaman Evocations

**Bear Fang Defense** Great Bear Shaman Attack 11

*Your spirit companion lets out the terrible roar of the Great Bear and smashes its heavy paw into your foe. The presence of the bear spirit is impossible to ignore.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d10 + Wisdom modifier damage, and the target is marked until the end of your next turn. Until the mark ends, whenever the target makes an attack while adjacent to your spirit companion, the target takes 1d10 damage and is knocked prone after the attack is resolved.

**Galvanizing Bellow** Great Bear Shaman Utility 12

*The roar of your spirit companion spurs your allies to move.*

**Encounter ✦ Primal**
**Minor Action** **Close** burst 5
**Target:** Each ally in burst
**Effect:** Each target can shift 2 squares as a free action.

**Call to the Great Bear** Great Bear Shaman Attack 20

*Your spirit companion mauls your enemy with its claws and teeth. The spirit of the Great Bear lingers around your foe, punishing it for harming your allies.*

**Daily ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 4d10 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** The target takes a -2 penalty to attack rolls, and whenever it hits with an attack, the target takes 1d10 + your Wisdom modifier damage (save ends both).

MATIAS TAPIA

# Spirit Tempest

*"The spirit wind is always blowing through the world. You need but feel it to draw on its power."*

**Prerequisite:** Shaman, *call spirit companion* power

What is a spirit but an exhalation of the world, a distillation of life lived in the drawing and releasing of breath? The spirits of the world are alive, and that means they are in motion. They are a wind that blows through the world, even in the solid rock of the earth's deepest reaches.

As a spirit tempest, you tap into the movement of the spirit world, the wind that blows through all things. You draw on that movement to bring motion to the field of battle: You call spirit winds to transport yourself and your allies in the blink of an eye, to carry your healing power and the power of your attacks into larger areas, and to empower the attacks of your allies.

The spirits are the breath of the world. Breathe deeply, and let them move and guide you.

THOMAS DENMARK

## Spirit Tempest Path Features

**Spirit Wind Action (11th level):** When you spend an action point to take an extra action, each ally adjacent to your spirit companion can teleport 2 squares as a free action.

**Healing Guides (11th level):** When you restore hit points with your *healing spirit* power, any ally adjacent to or within a conjuration or a zone that you created with a shaman power or a shaman paragon path power also regains hit points as if he or she were adjacent to your spirit companion.

**Spirit Combatant (16th level):** When you use a shaman at-will attack power that has the spirit keyword, you gain combat advantage for that attack.

## Spirit Tempest Evocations

**Spirit Tide** — Spirit Tempest Attack 11

*Your spirit companion lashes out at an enemy, sending a swirling storm of spirits to batter other nearby foes.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d10 + Wisdom modifier damage, and each enemy within 5 squares of the target takes 1d10 damage.

**Spirit Flow** — Spirit Tempest Utility 12

*Spirits swirl around your ally and your spirit companion as the two disappear, and then each reappears where the other just stood.*

**Encounter ✦ Primal, Teleportation**
**Minor Action** **Close** burst 20
**Target:** One ally in burst
**Effect:** You teleport the target and your spirit companion, swapping their positions.

**Spirit Storm** — Spirit Tempest Attack 20

*A wind howls around your enemy as dozens of minor storm spirits appear and attack it. Your allies can trade positions inside the storm with a thought.*

**Daily ✦ Implement, Primal, Teleportation, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** One creature in burst
**Attack:** Wisdom vs. Will
**Hit:** 4d8 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of storm spirits that lasts until the end of the encounter. While within the zone, any ally gains a +1 bonus to attack rolls and damage rolls against the target. In addition, any ally within the zone can teleport as a move action, swapping positions with another ally within the zone.

# SORCERER

*"I am in the arcane, and the arcane is in me."*

**CLASS TRAITS**

**Role:** Striker. You channel powerful magical energy through your body, exerting control over wild arcane magic to blast foes. You lean toward controller as a secondary role.

**Power Source:** Arcane. Arcane magic is in your blood, as a touch of either ancient draconic power or untamed chaos energy, and you unleash it through sheer force of will and physical discipline.

**Key Abilities:** Charisma, Dexterity, Strength

**Armor Proficiencies:** Cloth
**Weapon Proficiencies:** Simple melee, simple ranged
**Implements:** Daggers, staffs
**Bonus to Defense:** +2 Will

**Hit Points at 1st Level:** 12 + Constitution score
**Hit Points per Level Gained:** 5
**Healing Surges per Day:** 6 + Constitution modifier

**Trained Skills:** Arcana. From the class skills list below, choose three more trained skills at 1st level.
*Class Skills:* Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), Endurance (Con), History (Int), Insight (Wis), Intimidate (Cha), Nature (Wis)

**Class Features:** Spell Source

The sorcerer is the arcane antithesis of the wizard. Wielding raw, barely contained magical power, sorcerers channel bursts and blasts of arcane energy through their bodies. They gain their power not through rigorous study of esoteric tomes, but by harnessing magic in their blood, waiting to be tapped and shaped. If wizards wield magic as fighters wield swords, a sorcerer's magic is the arcing greataxe of a raging barbarian.

You might be a proud dragonborn scion of ancient Arkhosia, calling on the draconic power of your heritage, or perhaps you were bathed in dragon blood as an infant to fill you with that power. You might have been born in a place where planar forces converged in strange eddies, infusing you with chaos, or perhaps you survived implantation of a slaad embryo, which left the taint of chaos upon you.

Magic pulses through your veins, calling on you to give it expression. As it grows ever stronger, will it consume you or transform you into magic incarnate?

WILLIAM O'CONNOR

# Sorcerer Class Features

Sorcerers have the following class features.

## Spell Source

As a sorcerer, you gain power through an instinctive or inborn connection to an ancient arcane source. Choose either Dragon Magic or Wild Magic. The choice you make grants you specific features and also provides bonuses to certain sorcerer powers, as detailed in those powers.

### Dragon Magic

The elemental power of dragons flows through you, infusing your spells with draconic strength. Through force of will, you tap into the arcane might of dragons.

**Draconic Power:** You gain a bonus to the damage rolls of arcane powers equal to your Strength modifier. The bonus increases to your Strength modifier + 2 at 11th level and your Strength modifier + 4 at 21st level.

**Draconic Resilience:** While you are not wearing heavy armor, you can use your Strength modifier in place of your Dexterity or Intelligence modifier to determine your AC.

**Dragon Soul:** Choose a damage type: acid, cold, fire, lightning, poison, or thunder. You gain resist 5 to that damage type. The resistance increases to 10 at 11th level and 15 at 21st level.

Your arcane powers ignore any target's resistance to that damage type up to the value of your resistance.

**Scales of the Dragon:** The first time you become bloodied during an encounter, you gain a +2 bonus to AC until the end of the encounter.

### Sorcerer Overview

**Characteristics:** As an arcane striker, you have a resemblance to the warlock. However, more of your powers create bursts or blasts of elemental forces to damage multiple foes, and your magic is the result of powerful arcane forces in your blood rather than the result of pacts you have made with mysterious entities.

**Religion:** If the diverse lot of sorcerers has one quality in common, it's a high opinion of themselves. Many sorcerers dream of becoming gods one day, and the majority find it hard to supplicate any being more powerful than themselves. That said, dragon sorcerers often nod to Bahamut or Tiamat, and some chaos sorcerers acknowledge Avandra, Corellon, and Sehanine for their inclinations toward wild magic.

**Races:** Dragonborn are the iconic dragon sorcerers, giving arcane expression to the draconic blood that flows in their veins. Half-elves are also often dragon sorcerers. Halflings and drow make excellent chaos sorcerers. Gnomes and tieflings are often sorcerers as well.

### Wild Magic

You draw your spells from the entropic forces of the Elemental Chaos. Whether tapping into the power of primordial beings or drawing strength directly from that plane, you unleash magic in wild surges.

**Chaos Burst:** Your first attack roll during each of your turns determines a benefit you gain in that round. If you roll an even number, you gain a +1 bonus to AC until the start of your next turn. If you roll an odd number, you make a saving throw.

**Chaos Power:** You gain a bonus to the damage rolls of arcane powers equal to your Dexterity modifier. The bonus increases to your Dexterity modifier + 2 at 11th level and your Dexterity modifier + 4 at 21st level.

**Unfettered Power:** When you roll a natural 20 on an attack roll for an arcane power, you slide the target 1 square and knock it prone after applying the attack's other effects.

When you roll a natural 1 on an attack roll for an arcane power, you must push each creature within 5 squares of you 1 square.

**Wild Soul:** When you finish an extended rest, roll a d10 to determine a damage type.

| d10 | Damage Type |
|---|---|
| 1 | Acid |
| 2 | Cold |
| 3 | Fire |
| 4 | Force |
| 5 | Lightning |
| 6 | Necrotic |
| 7 | Poison |
| 8 | Psychic |
| 9 | Radiant |
| 10 | Thunder |

You gain resist 5 to that damage type until the end of your next extended rest. The resistance increases to 10 at 11th level and 15 at 21st level.

While you have resistance to that damage type, your arcane powers ignore any target's resistance to that damage type up to the value of your resistance.

# Implements

Sorcerers wield daggers and staffs to channel their wild arcane power. When you wield a magic dagger or a magic staff, you can add its enhancement bonus to the attack rolls and the damage rolls of sorcerer powers and sorcerer paragon path powers that have the implement keyword. Without an implement, you can still use these powers.

Any dagger can function as a sorcerer implement. However, you don't gain a dagger's proficiency bonus when using the dagger as an implement.

# Creating a Sorcerer

Charisma, Dexterity, and Strength are the most important ability scores for a sorcerer. You can choose any powers you like, but many sorcerers choose feats, skills, and powers to complement their Spell Source choice.

## Chaos Sorcerer

Like the arcane power you wield, you can be reckless and hard to control. Charisma should be your highest ability score, followed by Dexterity. Select powers that use your high Dexterity to move your enemies, deal extra damage, or impose penalties on your foes.

**Suggested Class Feature:** Wild Magic
**Suggested Feat:** Arcane Spellfury
**Suggested Skills:** Arcana, Bluff, Endurance, Insight
**Suggested At-Will Powers:** *chaos bolt*, *storm walk*
**Suggested Encounter Power:** *bedeviling burst*
**Suggested Daily Power:** *dazzling ray*

## Dragon Sorcerer

You command the ancient arcane power that flows through dragons. Make Charisma your highest ability score, followed by Strength. Select powers that use your high Strength to deal extra damage, grant yourself a bonus, or hinder your enemies.

**Suggested Class Feature:** Dragon Magic
**Suggested Feat:** Implement Expertise
**Suggested Skills:** Arcana, Athletics, History, Intimidate
**Suggested At-Will Powers:** *burning spray*, *dragonfrost*
**Suggested Encounter Power:** *tempest breath*
**Suggested Daily Power:** *lightning breath*

# Sorcerer Powers

Like other arcane classes' powers, your powers are called spells. A sorcerer's arsenal is an eclectic mixture of deadly spells drawn from enigmatic or reckless traditions of magic. More studious arcane practitioners sometimes regard sorcerers as novices who play with dangerous power beyond their control, but the proof of their worth is in the havoc they wreak on their foes.

## Level 1 At-Will Spells

**Acid Orb** — Sorcerer Attack 1

*You hurl a globe of acid at a distant enemy.*

**At-Will ✦ Acid, Arcane, Implement**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 1d10 + Charisma modifier acid damage.
*Level 21:* 2d10 + Charisma modifier acid damage.
**Special:** This power can be used as a ranged basic attack.

**Burning Spray** — Sorcerer Attack 1

*You fling your arm in a wide arc, casting liquid fire at your foes.*

**At-Will ✦ Arcane, Fire, Implement**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Charisma vs. Reflex
**Hit:** 1d8 + Charisma modifier fire damage.
*Level 21:* 2d8 + Charisma modifier fire damage.
**Dragon Magic:** The next enemy that hits you with a melee attack before the end of your next turn takes fire damage equal to your Strength modifier.

**Chaos Bolt** — Sorcerer Attack 1

*A bolt of many-colored light leaps from your hand and screams toward an enemy's head.*

**At-Will ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Primary Target:** One creature
**Primary Attack:** Charisma vs. Will
**Hit:** 1d10 + Charisma modifier psychic damage.
*Level 21:* 2d10 + Charisma modifier psychic damage.
**Wild Magic:** If you rolled an even number for the primary attack roll, make a secondary attack.
**Secondary Target:** One creature within 5 squares of the target last hit by this power
**Secondary Attack:** Charisma vs. Will
**Hit:** 1d6 psychic damage. If you rolled an even number for the secondary attack roll, repeat the secondary attack. You can attack a creature only once with a single use of this power.

CHRIS SEAMAN

### Dragonfrost — Sorcerer Attack 1

*A gust of frost hammers your foe and knocks it back.*

**At-Will ✦ Arcane, Cold, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 1d8 + Charisma modifier cold damage, and you push the target 1 square.
*Level 21:* 2d8 + Charisma modifier cold damage.
**Special:** This power can be used as a ranged basic attack.

### Storm Walk — Sorcerer Attack 1

*The thunder of your steps batters your foe.*

**At-Will ✦ Arcane, Implement, Thunder**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 1d8 + Charisma modifier thunder damage.
*Level 21:* 2d8 + Charisma modifier thunder damage.
**Effect:** Before or after the attack, you shift 1 square.

## Level 1 Encounter Spells

### Bedeviling Burst — Sorcerer Attack 1

*An eruption of psychic energy assaults your enemies' minds, sending them staggering.*

**Encounter ✦ Arcane, Implement, Psychic**
**Standard Action** **Close** burst 3
**Target:** One or two creatures in burst
**Attack:** Charisma vs. Will
**Hit:** 1d10 + Charisma modifier psychic damage, and you push the target a number of squares equal to your Dexterity modifier.
**Wild Magic:** If you rolled an even number on the attack roll, you slide the target instead of pushing it.

### Explosive Pyre — Sorcerer Attack 1

*Your foe stands at the center of a conflagration of your design.*

**Encounter ✦ Arcane, Fire, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier fire damage. Until the start of your next turn, any enemy that enters a square adjacent to the target or starts its turn there takes 1d6 fire damage.

### Frostbind — Sorcerer Attack 1

*Creaking ice envelops and hinders your enemy.*

**Encounter ✦ Arcane, Cold, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 3d6 + Charisma modifier cold damage, and the target takes a -2 penalty to Reflex until the end of your next turn.

### Tempest Breath — Sorcerer Attack 1

*You exhale mist that burns and disorients your foes, and a lingering fog obscures you.*

**Encounter ✦ Acid, Arcane, Implement**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Charisma vs. Reflex
**Hit:** 2d6 + Charisma modifier acid damage, and the target can't gain combat advantage against any creature until the end of your next turn.
**Dragon Magic:** You gain concealment until the end of your next turn.

### Thunder Slam — Sorcerer Attack 1

*A shock wave of sound slams into the enemy.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 2d10 + Charisma modifier thunder damage, and you push the target 3 squares.

## Level 1 Daily Spells

### Chromatic Orb — Sorcerer Attack 1

*An orb of arcane energy shifts colors as it hurtles toward your enemy. On impact, it erupts with damaging force, releasing the energy that was dominant at the time of impact.*

**Daily ✦ Arcane, Implement; Varies**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 3d10 + Charisma modifier damage. Roll a d6 to determine the attack's damage type and effect.
1. **Yellow:** Radiant damage, and the target is dazed (save ends).
2. **Red:** Fire damage, and each creature adjacent to the target takes fire damage equal to your Dexterity modifier.
3. **Green:** Poison damage, and ongoing 5 poison damage (save ends).
4. **Turquoise:** Lightning damage, and you slide the target a number of squares equal to your Dexterity modifier.
5. **Blue:** Cold damage, and the target is immobilized (save ends).
6. **Violet:** Psychic damage, and the target takes a -2 penalty to AC (save ends).

**Miss:** 1d10 damage. Roll a d6 to determine the attack's damage type and effect, as above.

### Dazzling Ray — Sorcerer Attack 1

*A brilliant beam lances out to strike your foe and befuddle it.*

**Daily ✦ Arcane, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 6d6 + Charisma modifier radiant damage.
**Wild Magic:** If you rolled an even number on the attack roll, the target takes a penalty to attack rolls against you equal to your Dexterity modifier (save ends).
**Miss:** Half damage.

### Dragonfang Bolt — Sorcerer Attack 1

*Venomous fangs hurtle toward your foes, piercing their flesh and then poisoning them.*

**Daily ✦ Arcane, Implement, Poison**
**Standard Action** **Ranged** 10
**Target:** One or two creatures
**Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier damage, and ongoing 5 poison damage (save ends).
**Miss:** 2d8 + Charisma modifier damage.

### Lightning Breath — Sorcerer Attack 1

*You exhale a blast of lightning at your foes. The lightning then forms a ring around you, repelling nearby attackers.*

**Daily ✦ Arcane, Implement, Lightning**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Charisma vs. Reflex
**Hit:** 3d8 + Charisma modifier lightning damage.
**Miss:** Half damage.
**Effect:** Until the end of your next turn, whenever an enemy hits you with a melee attack, you push that enemy 1 square.
**Dragon Magic:** The enemy also takes 5 lightning damage.
**Sustain Minor:** The effect persists.

## Level 2 Utility Spells

### Dragonflame Mantle — Sorcerer Utility 2

*You ward yourself with a mantle of flame.*

**Encounter ✦ Arcane, Fire**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by an attack
**Effect:** Until the end of your next turn, you gain a +1 power bonus to all defenses, and any creature that hits you with a melee attack takes 1d6 fire damage.

### Elemental Shift — Sorcerer Utility 2

*The alignment of elements within you changes at your command.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** You can change the resistance granted by your Dragon Soul or Wild Soul to one of the other damage types for the rest of the encounter. In addition, one ally adjacent to you gains resist 5 to the damage type that you resist until the end of the encounter.
*Level 11:* Resist 10.
*Level 21:* Resist 15.

### Stretch Spell — Sorcerer Utility 2

*You bend space to increase the extent of your spell.*

**Encounter ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of your turn, add your Dexterity modifier to the range of your ranged arcane powers.

### Unseen Aid — Sorcerer Utility 2

*Invisible forces aid you in mysterious ways.*

**Encounter ✦ Arcane**
**Minor Action** **Personal**
**Effect:** You gain a +2 bonus to a skill check you make this turn.

## Level 3 Encounter Spells

### Dancing Lightning — Sorcerer Attack 3

*As lightning strikes your foe, thunder batters creatures around it.*

**Encounter ✦ Arcane, Implement, Lightning, Thunder**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d10 + Charisma modifier lightning damage, and each creature adjacent to the target takes thunder damage equal to your Charisma modifier.

### Flame Spiral — Sorcerer Attack 3

*You surround yourself in a vortex of fire, which lashes out at nearby foes.*

**Encounter ✦ Arcane, Fire, Implement**
**Standard Action** **Close** burst 2
**Target:** One, two, or three creatures in burst
**Attack:** Charisma vs. Reflex
**Hit:** 1d10 + Charisma modifier fire damage.
**Effect:** Until the start of your next turn, any enemy that enters a square adjacent to you or starts its turn there takes 1d6 fire damage.

### Ice Dragon's Teeth — Sorcerer Attack 3

*Shards of ice like the teeth of a dragon explode among your foes, chilling and slowing them.*

**Encounter ✦ Arcane, Cold, Implement**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier cold damage, and the target is slowed until the end of your next turn.

### Poisonous Exhalation — Sorcerer Attack 3

*A cloud of poisonous vapor billows from your mouth to sap your enemies' endurance.*

**Encounter ✦ Arcane, Implement, Poison**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier poison damage, and the target takes a -2 penalty to Fortitude until the end of your next turn.
**Dragon Magic:** The penalty to Fortitude equals 1 + your Strength modifier.

### Spectral Claw — Sorcerer Attack 3

*A claw of force crushes your foe in its grip.*

**Encounter ✦ Arcane, Force, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 1d8 + Charisma modifier force damage, and the target is immobilized until the end of your next turn.
**Wild Magic:** If you rolled an even number on the attack roll, you slide the target a number of squares equal to your Dexterity modifier.

## Level 5 Daily Spells

### Acidic Implantation — Sorcerer Attack 5

*You implant a bubble of acid in a foe and hurl the foe into its allies. The bubble then explodes.*

**Daily ✦ Acid, Arcane, Implement**
**Standard Action** **Ranged** 10
**Primary Target:** One creature
**Primary Attack:** Charisma vs. Fortitude
**Hit:** You slide the primary target 3 squares.
**Effect:** The primary target takes 2d6 acid damage. Make a secondary attack that is an area burst 1 centered on the primary target.
**Secondary Target**: Each creature in burst
**Secondary Attack:** Charisma vs. Reflex
**Hit:** 2d6 acid damage.

### Palest Flames — Sorcerer Attack 5

*The blue flames that engulf your foe make it more susceptible to the ravages of cold.*

**Daily ✦ Arcane, Fire, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 1d10 + Charisma modifier fire damage, and the target gains vulnerable 10 cold (save ends).
**Miss:** Half damage, and the target gains vulnerable 5 cold until the end of your next turn.

### Reeling Torment — Sorcerer Attack 5

*Your hold on your enemy's mind lets you move your foe, tormented by spasms, around the battlefield.*

**Daily ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3d8 + Charisma modifier psychic damage. At the start of each of the target's turns, you can slide the target 3 squares as a free action (save ends).
**Miss:** Half damage. At the start of each of the target's turns, you can slide the target 1 square as a free action (save ends).

### Serpentine Blast — Sorcerer Attack 5

*A bolt of lightning leaps from your fingers to strike at your foe, twisting past obstacles.*

**Daily ✦ Arcane, Implement, Lightning**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex. The attack ignores cover and concealment, but not superior cover or total concealment.
**Hit:** 3d10 + Charisma modifier lightning damage.
**Miss:** Half damage.

### Thunder Leap — Sorcerer Attack 5

*A thunderclap propels you into the air, and you land with a deafening crack, pushing your foes away.*

**Daily ✦ Arcane, Implement, Thunder**
**Standard Action** **Close** burst 1
**Primary Target:** Each creature in burst
**Primary Attack:** Charisma vs. Fortitude
**Hit:** 2d6 + Charisma modifier thunder damage.
**Effect:** You jump a number of squares equal to your speed + your Charisma modifier. This movement does not provoke opportunity attacks. Then make a secondary attack.
**Secondary Target:** Each creature in burst
**Secondary Attack:** Charisma vs. Fortitude
**Hit:** 2d6 thunder damage, and you push the secondary target 1 square.

## Level 6 Utility Spells

### Arcane Empowerment — Sorcerer Utility 6

*You force additional energy into your spells.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of your turn, increase the size of your arcane powers' blasts and bursts by 1.

### Energetic Flight — Sorcerer Utility 6

*You hurtle forward on wings shaped from streamers of dancing energy.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you gain a fly speed equal to your speed, and you can hover.

### Sudden Scales — Sorcerer Utility 6

*Dragon scales cover your form in reaction to an assault, as arcane power shields your mind and body from harm.*

**Encounter ✦ Arcane**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by an attack
**Effect:** You gain a +4 bonus to all defenses against the triggering attack.
**Dragon Magic:** The bonus to all defenses equals 3 + your Strength modifier.

### Swift Escape — Sorcerer Utility 6

*A quick reaction saves you from the explosion.*

**Encounter ✦ Arcane, Teleportation**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by an area or a close attack
**Effect:** You teleport 3 squares.
**Wild Magic:** The number of squares you teleport equals 2 + your Dexterity modifier.

## Level 7 Encounter Spells

### Chaos Storm — Sorcerer Attack 7

*A storm of lightning pounds your enemies. When the storm clears, everyone has teleported to new positions by your magic.*

**Encounter ✦ Arcane, Implement, Lightning, Teleportation**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Reflex
**Hit:** 2d6 + Charisma modifier lightning damage.
**Effect:** You teleport each target hit by the attack so that it swaps positions with another target hit by the attack.
**Wild Magic:** You instead teleport each target hit by the attack to any other space within the burst.

### Crushing Sphere — Sorcerer Attack 7

*A field of force contracts around your enemies, crushing them.*

**Encounter ✦ Arcane, Force, Implement**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Reflex
**Hit:** 2d6 + Charisma modifier force damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

### Rimestorm — Sorcerer Attack 7

*A wintry blast drives your enemies to their knees.*

**Encounter ✦ Arcane, Cold, Implement**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier cold damage, and you knock the target prone.
**Dragon Magic:** The target also takes a -2 penalty to Fortitude until the end of your next turn.

### Shout — Sorcerer Attack 7

*A deafening shout leaves your enemies reeling.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier thunder damage, and the target is deafened until the end of your next turn.

## Level 9 Daily Spells

### Adamantine Echo — Sorcerer Attack 9

*You unleash a thunderous roar to batter your enemies, and scales like those of an adamantine dragon cover your skin.*

**Daily ✦ Arcane, Implement, Thunder**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 2d6 + Charisma modifier thunder damage, and ongoing 5 thunder damage (save ends).
**Miss:** Ongoing 5 thunder damage (save ends).
**Effect:** You gain a +2 power bonus to AC until the end of the encounter.
**Dragon Magic:** The power bonus to AC equals your Strength modifier.

### Contagious Curse — Sorcerer Attack 9

*A cloud of poison gas coils around your foe, warding off help.*

**Daily ✦ Arcane, Implement, Poison**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 2d10 + Charisma modifier poison damage.
**Effect:** You slide the target a number of squares equal to your Charisma modifier. The target is poisonous to your enemies (save ends). While the target is poisonous, any enemy that starts its turn adjacent to the target takes 1d10 poison damage.
**Wild Magic:** If you rolled an even number on the attack roll, any enemy that starts its turn within 2 squares of the poisonous target takes 1d10 poison damage.

### Prime the Fire — Sorcerer Attack 9

*Flames wash over your foe and then subside, but they flare to life again if the enemy acts in hostility.*

**Daily ✦ Arcane, Fire, Implement**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier fire damage.
**Effect:** If the target attacks before the start of your next turn, the target takes 2d8 fire damage.

### Staggering Blast — Sorcerer Attack 9

*Your mental assault leaves your foe reeling. With a thought, you can force the foe to the ground if it tries to move.*

**Daily ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3d8 + Charisma modifier psychic damage. If the target moves before the end of your next turn, you can knock the target prone during that movement as an immediate interrupt.
**Miss:** Half damage, and you knock the target prone.

## Level 10 Utility Spells

### Chaos Link — Sorcerer Utility 10

*You bend the fabric of reality to bind an enemy's fate to yours.*

**Daily ✦ Arcane**
**Immediate Reaction** **Close** burst 5
**Trigger:** You are hit by an area or a close attack
**Target:** One creature in burst
**Effect:** The triggering attack also hits the target.

### Devour Magic — Sorcerer Utility 10

*You consume lingering magic to empower your own.*

**Daily ✦ Arcane, Implement**
**Standard Action** **Ranged** 5
**Target:** One conjuration or zone
**Attack:** Charisma + 2 vs. the Will of the target's creator
**Hit:** The target is destroyed. All its effects end, including those that a save can end.
**Dragon Magic:** You gain the bonus from your Scales of the Dragon, whether or not you're bloodied.
**Wild Magic:** Until the end of the encounter, the first time you attack during each of your turns, you can choose your Chaos Burst benefit, instead of having your attack roll determine it.

### Invert Resistance — Sorcerer Utility 10

*You twist the nature of your foes to turn their protection into a weakness.*

**Daily ✦ Arcane**
**Minor Action** **Close** burst 5
**Target:** Each enemy in burst
**Effect:** Each target loses its resistances and gains vulnerable 5 to the damage types it had resistance against (save ends both).

### Narrow Escape — Sorcerer Utility 10

*You teleport away from your foe and reduce the force of its attack.*

**Encounter ✦ Arcane, Teleportation**
**Immediate Reaction** **Personal**
**Trigger:** You are hit by an attack
**Effect:** You take half damage from the attack. You then teleport a number of squares equal to your Charisma modifier + your Dexterity modifier.

## Level 13 Encounter Spells

### Chains of Fire — Sorcerer Attack 13

*Fiery serpents wrap around your foes and drag them together, holding them close.*

**Encounter ✦ Arcane, Fire, Implement**
**Standard Action** **Ranged** 10
**Target:** One or two creatures
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier fire damage. If you hit two targets with this power, you slide one of them to a space that must be adjacent to the other, and until the end of your next turn, the two targets take 1d10 fire damage the first time they are more than 3 squares apart.

### Jaws of the Earth — Sorcerer Attack 13

*The earth rises up like the maw of a hungry dragon to clamp around your foe and hold it in place.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 3d6 + Charisma modifier damage, and the target is immobilized until the end of your next turn. While the target is immobilized by this power, you and your allies can move through the target's space and don't provoke opportunity attacks from it by leaving a square adjacent to it.

### Mind Hammer — Sorcerer Attack 13

*Howling chaos slams into your foe's mind and throws the creature to the ground.*

**Encounter ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d10 + Charisma modifier psychic damage, and you knock the target prone.
**Wild Magic:** If you rolled an even number on the attack roll, the target can't stand up until the end of your next turn. If you rolled an odd number on the attack roll, you slide the target a number of squares equal to your Dexterity modifier.

### Thunder Breath — Sorcerer Attack 13

*A blast of thunder like a dragon's roar issues from your mouth, staggering your foes.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 2d6 + Charisma modifier thunder damage, and the target is dazed until the end of your next turn.
**Dragon Magic:** The target is also slowed until the end of your next turn.

## Level 15 Daily Spells

### Frost Eddies — Sorcerer Attack 15

*Cold slams into your foe, leaving a whirling storm of frost lingering around it.*

**Daily ✦ Arcane, Cold, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 5d8 + Charisma modifier cold damage.
**Effect:** Until the end of the encounter, wherever the target moves, each square adjacent to it is difficult terrain for your enemies.

### Hostility Charm — Sorcerer Attack 15

*You cloud your foe's senses so that it questions which creatures are its allies.*

**Daily ✦ Arcane, Charm, Psychic, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 5d6 + Charisma modifier psychic damage, and as a free action, the target charges your enemy nearest to it that it can charge and makes a melee basic attack.
**Wild Magic:** If you rolled an even number on the attack roll, your enemies can provoke opportunity attacks from the target, and the target must make any opportunity attack that they provoke (save ends).
**Miss:** Half damage.

### Scintillating Starburst — Sorcerer Attack 15

*A brilliant mote of magic streaks toward your foe and explodes.*

**Daily ✦ Arcane, Implement, Radiant**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 4d6 + Charisma modifier radiant damage, and the target is blinded (save ends).
**Miss:** Half damage.

### Spitfire Furnace — Sorcerer Attack 15

*After unleashing a blast of flames, you smolder with heat, and no one dares approach you.*

**Daily ✦ Arcane, Fire, Implement**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Charisma vs. Reflex
**Hit:** 4d10 + Charisma modifier fire damage.
**Effect:** Until the end of the encounter, any enemy that starts its turn within 2 squares of you takes 3 fire damage.
**Dragon Magic:** Until the end of the encounter, any enemy that starts its turn within 2 squares of you instead takes fire damage equal to 2 + your Strength modifier.

## Level 16 Utility Spells

### Breath of the Desert Dragon — Sorcerer Utility 16

*A gust of warm air lifts creatures skyward.*

**Encounter ✦ Arcane**
**Move Action** **Area** burst 3 within 10 squares
**Target:** Each creature in burst
**Effect:** Each target can fly a number of squares equal to 6 + your Strength modifier as an immediate reaction. Until the end of your next turn, each target can fly the same distance as a move action.

### Chaos Echoes — Sorcerer Utility 16

*You warp the natural laws of cause and effect to make an enemy feel the effects of an attack against you.*

**Daily ✦ Arcane**
**Immediate Reaction** **Close** burst 5
**Trigger:** You are hit or missed by an attack
**Target:** One enemy in burst
**Effect:** The triggering attack hits the target.

### Chaos Sanctuary — Sorcerer Utility 16

*You create small pockets of chaos to warp the energy of your next spell around your allies.*

**Encounter ✦ Arcane**
**Minor Action** **Close** burst 10
**Effect:** Choose a number of squares in the burst equal to your Dexterity modifier. Until the end of your turn, any creature whose space is entirely in those squares is not affected by your area or close arcane powers.

### Comrades' Mantle — Sorcerer Utility 16

*You share your resistance with your allies.*

**Daily ✦ Arcane**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Choose a damage type: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Each target gains resist 5 to that damage type until the end of the encounter.

### Draconic Majesty — Sorcerer Utility 16

*As your foes draw near you, fear steals into their hearts.*

**Encounter ✦ Arcane, Fear, Zone**
**Minor Action** **Close** burst 3
**Effect:** The burst creates a zone of fear that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. The zone is difficult terrain for your enemies. While within the zone, any enemy takes a penalty to attack rolls equal to your Strength modifier.

## Level 17 Encounter Spells

### Breath of Winter — Sorcerer Attack 17

*You exhale a blast of freezing wind to slow your enemies' movement.*

**Encounter ✦ Arcane, Cold, Implement**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier cold damage, and the target is slowed until the end of its next turn.

### Dragon Tail Meditation — Sorcerer Attack 17

*A lashing tail of lightning protects you from a foe that thinks it has the advantage.*

**Encounter ✦ Arcane, Implement, Lightning**
**Immediate Reaction** **Melee** 1
**Trigger:** An enemy moves into a space where it flanks you
**Target:** The triggering creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d10 + Charisma modifier lightning damage.
**Dragon Magic:** You push the target a number of squares equal to your Strength modifier.

### Poisonous Evasion — Sorcerer Attack 17

*You disappear as your enemy misses, leaving a cloud of poison behind.*

**Encounter ✦ Arcane, Implement, Poison, Teleportation**
**Immediate Reaction** **Close** burst 1
**Trigger:** An enemy misses you with an attack
**Target:** Each creature in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 3d10 + Charisma modifier poison damage.
**Effect:** You teleport 10 squares.

### Thunder Summons — Sorcerer Attack 17

*Thunderous crashes hurl your enemies around in a storm of chaos.*

**Encounter ✦ Arcane, Implement, Teleportation, Thunder**
**Standard Action** **Ranged** 10
**Target:** One, two, or three creatures
**Attack:** Charisma vs. Will
**Hit:** 3d8 + Charisma modifier thunder damage, and you teleport the target to a space adjacent to your enemy that is nearest to it.
**Wild Magic:** If you rolled an even number on the attack roll, you can teleport the target to a space adjacent to your ally, not your enemy, who is nearest to it.

## Level 19 Daily Spells

### Baleful Gaze of the Basilisk — Sorcerer Attack 19

*You cast a toxic glance at your foe, leaving it paralyzed with fear.*

**Daily ✦ Arcane, Fear, Implement, Poison**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** The target is stunned and takes ongoing 10 poison damage (save ends both).
**Miss:** Ongoing 10 poison damage (save ends).
**Dragon Magic:** When the target saves against the ongoing poison damage, you slide the target a number of squares equal to your Strength modifier.

### Blackfire Serpent — Sorcerer Attack 19

*A coiled serpent made of black flames appears among your enemies and unleashes a blast of fire.*

**Daily ✦ Arcane, Conjuration, Fire, Implement**
**Standard Action** **Ranged** 10
**Effect:** You conjure a blackfire serpent in an unoccupied square within range. The serpent lasts until the end of your next turn. The serpent occupies 1 square. Enemies cannot move through its space, but allies can.
When it appears, the serpent makes the following attack, which is a close blast 3. As a move action, you can move the serpent a number of squares equal to your Strength modifier.
**Target:** Each creature in blast
**Attack:** Charisma vs. Reflex
**Hit:** 2d12 + Charisma modifier fire damage.
**Sustain Minor:** The snake persists, and it can repeat the attack.

### Prismatic Explosion — Sorcerer Attack 19

*You batter a group of enemies with dazzling colors, each color causing a different effect.*

**Daily ✦ Arcane, Implement; Varies**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Reflex
**Hit:** 3d12 + Charisma modifier damage. Roll a d6 for each target to determine the attack's damage type and effect.
1. **Yellow:** Radiant damage, and the target is blinded (save ends).
2. **Red:** Fire damage, and the target is knocked prone and takes ongoing 10 fire damage (save ends).
3. **Green:** Poison damage, and the target takes ongoing 15 poison damage (save ends).
4. **Turquoise:** Lightning damage, and you knock the target prone and slide it a number of squares equal to your Dexterity modifier.
5. **Blue:** Cold damage, and the target is stunned (save ends).
6. **Violet:** Psychic damage, and the target takes a penalty to AC equal to your Dexterity modifier (save ends).

**Miss:** 2d12 damage. Roll a d6 for each target to determine the attack's damage type and effect, as above.

### Split Strike — Sorcerer Attack 19

*A bolt of lightning leaps from each of your hands.*

**Daily ✦ Arcane, Implement, Lightning**
**Standard Action** **Ranged** 10
**Target:** One or two creatures
**Attack:** Charisma vs. Reflex
**Hit:** 6d6 + Charisma modifier lightning damage.
**Wild Magic:** If you rolled an even number on the attack roll, the target is immobilized (save ends). If you rolled an odd number on the attack roll, the target is dazed (save ends).
**Miss:** Half damage.

## Level 22 Utility Spells

### Dragon Fear — Sorcerer Utility 22

*You stop your enemy in its tracks.*

**Encounter ✦ Arcane, Fear**
**Immediate Interrupt** **Ranged** 5
**Trigger:** A creature moves closer to you during its turn
**Target:** The triggering creature
**Effect:** The target can't move closer to you until the end of its turn.

### Platinum Scales — Sorcerer Utility 22

*You gleam with platinum-tinted dragon scales of energy.*

**Daily ✦ Arcane**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by an attack
**Effect:** Until the end of the encounter, you gain a power bonus to all defenses equal to your Strength modifier.

### Shared Sorcery — Sorcerer Utility 22

*A shimmering emanation of sorcerous energy protects your friends from harm.*

**Daily ✦ Arcane**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Choose a damage type: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Each target gains resist 10 to that damage type until the end of the encounter.

### Wind Shape — Sorcerer Utility 22

*You become a creature of air and rushing wind.*

**Encounter ✦ Arcane, Polymorph**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you become insubstantial, you gain a fly speed equal to your speed, and you can hover.

## Level 23 Encounter Spells

### Black Breath — Sorcerer Attack 23

*You exhale a blast of acid, drawing on the power of the fearsome black dragon to sear your enemy and limit its vision.*

**Encounter ✦ Acid, Arcane, Implement**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Charisma vs. Reflex
**Hit:** 5d6 + Charisma modifier acid damage.
**Dragon Magic:** Until the end of your next turn, the target doesn't have line of sight to any creature more than 3 squares away from it.

### Chaos Orbs — Sorcerer Attack 23

*You hurl two orbs of chaos at your foes.*

**Encounter ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One or two creatures
**Attack:** Charisma vs. Will
**Hit:** 3d8 + Charisma modifier psychic damage, and the target is dazed until the end of your next turn.

### Iron Chains — Sorcerer Attack 23

*Smoking chains of black iron appear and wrap around your target, then snake outward to bind all nearby creatures.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 2d6 + Charisma modifier damage, and the target and each creature adjacent to it are restrained until the end of your next turn.

### Plates of Ice — Sorcerer Attack 23

*Icy plates form over your enemy's body, draining its strength.*

**Encounter ✦ Arcane, Cold, Implement**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 4d6 + Charisma modifier cold damage, and the target is weakened until the end of your next turn.
**Wild Magic:** If you rolled an even number on the attack roll, each creature adjacent to the target takes 1d6 cold damage.

## Level 25 Daily Spells

### Draconic Incarnation — Sorcerer Attack 25

*Calling on the full power of the arcane forces that flow through you, you stand within a vortex of devastating energy.*

**Daily ✦ Arcane, Implement; Varies**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Charisma vs. Reflex
**Hit:** 7d6 + Charisma modifier damage. Choose a damage type: acid, cold, fire, lightning, poison, or thunder. The attack deals damage of this type to each target.
**Miss:** Half damage.
**Dragon Magic:** Until the end of the encounter, once during each of your turns, you can slide one enemy within 3 squares of you 2 squares as a free action.

### Force Storm — Sorcerer Attack 25

*Bolts of force swirl in the area like a deadly tornado, stealing energy from each enemy to empower themselves.*

**Daily ✦ Arcane, Force, Implement**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Reflex
**Hit:** 3d6 + Charisma modifier force damage. The attack deals 5 extra force damage for each target it hits.
**Miss:** Half damage.

### Words of Chaos — Sorcerer Attack 25

*A wave of chaos assaults your enemy's mind. When the enemy attacks, you bend reality to redirect the attack.*

**Daily ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Primary Attack:** Charisma vs. Will
**Hit:** 4d12 + Charisma modifier psychic damage.
**Effect:** When the target makes an attack roll for a melee or a ranged attack, you can make a secondary attack against the target if it is within 10 squares of you (save ends).
**Immediate Interrupt** **Close** burst 10
**Secondary Attack:** Charisma vs. Will
**Hit:** The target must choose a different creature to target with its attack if it can. Otherwise, its attack is unaffected by this secondary attack.
**Wild Magic:** If you rolled an even number on the secondary attack roll, you choose the creature that the target attacks.

## Level 27 Encounter Spells

### Lightning Eruption — Sorcerer Attack 27

*Lightning crackles over your victim and arcs into nearby enemies.*

**Encounter ✦ Arcane, Implement, Lightning**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 3d12 + Charisma modifier lightning damage, and each enemy adjacent to the target takes 1d12 + your Charisma modifier lightning damage.

### Poison Ward — Sorcerer Attack 27

*You lance a foe with poison, which coils in the foe's heart to punish any aggression against you.*

**Encounter ✦ Arcane, Implement, Poison**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 4d10 + Charisma modifier poison damage. If the target moves closer to you or hits or misses you during its next turn, the target takes 2d10 poison damage.

### Thunder Pulse — Sorcerer Attack 27

*You stomp a foot on the ground, and the resulting shock wave hurls your enemies away.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 3d6 + Charisma modifier thunder damage, and you push the target a number of squares equal to your Charisma modifier and knock it prone.

### Wildfire Curse — Sorcerer Attack 27

*As your foe bursts into flame, a fiery mote flies at another foe nearby.*

**Encounter ✦ Arcane, Fire, Implement**
**Standard Action** **Ranged** 10
**Primary Target:** One creature
**Primary Attack:** Charisma vs. Reflex
**Hit:** 4d6 + Charisma modifier fire damage. Make a secondary attack.
**Secondary Target:** One creature within 5 squares of the target last hit by this power
**Secondary Attack:** Charisma vs. Reflex
**Hit:** 4d6 + Charisma modifier fire damage. Repeat the secondary attack against a creature you haven't already targeted with this power during this encounter.

## Level 29 Daily Spells

### Endless Acid — Sorcerer Attack 29

*Acid bubbles up from inside your foe, searing its flesh and resisting attempts to scrape it off.*

**Daily ✦ Acid, Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 1d6 + Charisma modifier acid damage, and ongoing 15 acid damage (save ends).
**Aftereffect:** Ongoing 10 acid damage (save ends).
**Aftereffect:** Ongoing 5 acid damage (save ends).
**Miss:** Ongoing 15 acid damage (save ends).

### Entropic Whirlwind — Sorcerer Attack 29

*Chaos swirls around you, opening and sealing holes in the fabric of reality to move your foes and allies as you wish.*

**Daily ✦ Arcane, Implement, Teleportation**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Charisma vs. Will
**Hit:** 3d8 + Charisma modifier damage, and you teleport the target a number of squares equal to your Dexterity modifier. The target again takes 3d8 + your Charisma modifier damage whenever it teleports (save ends).
**Effect:** Until the end of the encounter, when any creature ends its turn within 5 squares of you, you can teleport the creature to any space within 5 squares of you as an immediate reaction.

### Prismatic Storm — Sorcerer Attack 29

*The sky rains down a rainbow of destruction.*

**Daily ✦ Arcane, Implement; Varies**
**Standard Action** **Area** burst 3 within 20 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Reflex
**Hit:** 5d8 + Charisma modifier damage. Roll a d6 for each target to determine the attack's damage type and effect.
1. **Yellow:** Radiant damage, and the target is blinded and takes a -2 penalty to saving throws (save ends both).
2. **Red:** Fire damage, and the target is knocked prone and takes ongoing 15 fire damage (save ends).
3. **Green:** Poison damage, and the target takes ongoing 20 poison damage (save ends).
4. **Turquoise:** Lightning damage, and you knock the target prone and slide it a number of squares equal to your Dexterity modifier. In addition, the target is dazed (saved ends).
5. **Blue:** Cold damage, and the target is stunned (save ends).
6. **Violet:** Psychic damage, and the target takes a penalty to AC and Reflex equal to your Dexterity modifier (save ends).

**Miss:** 3d8 damage. Roll a d6 for each target to determine the attack's damage type and effect, as above.

# Arcane Wellspring

*"I don't care why it works. I just know it does."*

**Prerequisite:** Sorcerer

Arcane power flows in all sorcerers, an innate part of them. For you, however, that power is like a geyser building up beneath the earth before it finally erupts with devastating and glorious force. Your connection to that power has always been easy, almost instinctual. It's so much a part of you that it slowly transforms you, making you into a being as much of the forces you channel as of flesh and soul.

As you walk the path of the arcane wellspring, you master a second damage type. You learn spells that channel both damage types or that surround you with swirling arcane energy. Ultimately, you gain the ability to transform yourself into arcane energy for a brief time.

## Arcane Wellspring Path Features

**Double Resistance (11th level):** If you have Dragon Magic, choose a second damage type for your Dragon Soul class feature. If you have Wild Magic, roll twice on the Wild Soul table after each extended rest. (If you get the same result a second time, roll again.) Whichever of these two Spell Source options you have, you gain resistance to both damage types, and your arcane powers ignore any target's resistance to both types up to the value of your resistance.

**Split Spell Action (11th level):** You can spend an action point to target an additional creature when you use an arcane power that normally targets only one, instead of taking an extra action.

**Antagonistic Transposition (16th level):** When you use an arcane power that is an area or a close attack, you can teleport two creatures hit by the attack, swapping their positions before resolving the attack.

## Arcane Wellspring Spells

**Twin Bolt** — Arcane Wellspring Attack 11

*Summoning internal reserves, you hurl a bolt of magic that reflects the two forces that infuse you.*

**Encounter ✦ Arcane, Implement; Varies**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 3d10 + Charisma modifier damage. The damage is the two types you resist with your Dragon Soul or Wild Soul class feature and with your Double Resistance path feature.
**Special:** You can choose to lose both of the resistances provided by your Dragon Soul or Wild Soul class feature and by your Double Resistance path feature for the rest of the encounter. If you do so, you can make two attacks with this power, each against a different target. Each target the attack hits takes 3d12 + your Charisma modifier damage, instead of 3d10 + your Charisma modifier.

**Sorcerous Wings** — Arcane Wellspring Utility 12

*Arcane power surrounds you and spreads out behind you to form wings.*

**Encounter ✦ Arcane; Varies**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you gain a fly speed of 6, and you can hover, and whenever an enemy makes an opportunity attack against you, that enemy takes 2d10 + your Charisma modifier damage. The damage is the two types you resist with your Dragon Soul or Wild Soul class feature and with your Double Resistance path feature.

**Sorcerous Metamorphosis** — Arcane Wellspring Attack 20

*Your body becomes the energy that courses through you.*

**Daily ✦ Arcane, Implement; Varies**
**Standard Action** **Personal**
**Effect:** Until the end of your next turn, you become insubstantial, and you gain phasing. In addition, when any creature makes a melee attack against you or when you first enter a creature's space on your turn, the creature takes 3d6 + your Charisma modifier damage. The damage is the two types you resist with your Dragon Soul or Wild Soul class feature and with your Double Resistance path feature.

FRANZ VOHWINKEL

# Demonskin Adept

*"You see for yourself what becomes of my enemies."*

**Prerequisite:** Sorcerer

Arcane magic is a form of power wielded for purposes both benevolent and malevolent. There is nothing inherently good or evil about it. Its moral value depends on the purpose to which it is put. At least, that is usually the case.

As a demonskin adept, you wield arcane power ripped from the depths of the Abyss, the home of demons. You incorporate the ritually treated skins of demons into your clothes and armor, and you use those skins to open conduits through which your spells are warped by the Abyss's unutterable evil. Perhaps you believe that good ends justify evil means, but how long can you maintain your desire for good when you allow such evil to touch your soul?

The power you wield is stolen, and the lords of the Abyss do not take kindly to being robbed. Although this path brings great power, it is power that comes at a sometimes terrible price. Count yourself lucky if the worst price you pay is your life.

## Demonskin Adept Path Features

**Demon Fury (11th level):** When you spend an action point to take an extra action, you and your allies gain a +3 bonus to attack rolls until the start of your next turn, and your enemies gain a +3 bonus to their attack rolls against you until the start of your next turn.

MIKE MAY

**Variable Resistance (11th level):** Once per encounter as a minor action, you can change the damage type that you resist through your Dragon Soul or Wild Soul class feature. Choose the new damage type from those available in the class feature.

**Glimpse of the Abyss (16th level):** When you score a critical hit, you and the target are blinded until the start of your next turn.

## Demonskin Adept Spells

**Demon-Soul Bolts** Demonskin Adept Attack 11

*You unleash a volley of howling, demonic souls torn from the Abyss to batter your foes.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 1d8 + Charisma modifier thunder damage, and you slide the target 1 square.
**Effect:** Make the attack two more times against the same target or different ones.

**Demonic Wrath** Demonskin Adept Utility 12

*Like a howling demon, you channel your pain into greater power for your spells.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Requirement:** You must be bloodied.
**Effect:** Until the end of the encounter, while you're bloodied, your arcane attacks deal 1d6 extra damage on a hit.

**Swords of the Marilith** Demonskin Adept Attack 20

*With a gesture, you fill the air about you with a marilith's slashing swords.*

**Daily ✦ Arcane, Implement, Zone**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Charisma vs. Reflex
**Hit:** 3d6 + Charisma modifier damage
**Effect:** The burst creates a zone of whirling blades that lasts until the end of your next turn. When the zone appears, choose its effect:
- ✦ Any enemy takes 3d6 + your Charisma modifier damage if it starts its turn within the zone.
- ✦ Any enemy takes 1d6 + your Charisma modifier damage if it starts its turn within the zone. While within the zone, you and your allies gain a +4 power bonus to AC.

**Sustain Minor:** The zone persists, and you can change its effect.

# Dragonsoul Heir

*"That's no dragon—it's a slug, content to sleep on a pile of coins. See my power, the same power wielded by the dragon lords of ancient Arkhosia: I, my friend, am truly a dragon."*

**Prerequisite:** Sorcerer, Dragon Magic class feature

In the early years of the world, the mightiest sorcerers were dragons, powerful spellcasters who used the elemental magic churning in their blood to create devastating spells that cemented their hold over vast empires. Even as recently as the dragonborn empire of Arkhosia, dragons were the exemplars of the draconic sorcerer's path. In the present age, however, few dragons practice the art that their ancestors created.

Your path follows in the ancient footsteps of the greatest sorcerers the world has ever known, drawing on the traditions preserved from Arkhosia's dragon lords and the sorcerers before them, back almost to the beginning of the world. Wielding the same power as the dragons of old, you inure yourself to the dangers of battle, making your mere presence a threat to your foes as you wreathe yourself in flames or lightning, acid or poison, cold or thunder, according to the nature of the draconic magic in your blood.

The dragons of old are alive in your soul, and their power is yours to command.

## Dragonsoul Heir Path Features

**Draconic Durability (11th level):** Your number of healing surges per day increases by two.

**Draconic Resilience Action (11th level):** When you spend an action point to take an extra action, you also gain a number of temporary hit points equal to one-half your level.

**Dragon Soul Resistance (16th level):** The resistance provided by your Dragon Soul class feature increases by 10.

## Dragonsoul Heir Spells

**Breath of the Dragon Soul** — Dragonsoul Heir Attack 11

*You exhale a mighty blast of elemental essence.*

**Encounter ✦ Arcane, Implement; Varies**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier damage. The damage is the type you resist with your Dragon Soul class feature.

**Dragon's Revenge** — Dragonsoul Heir Utility 12

*Elemental power surrounds you and lashes out at those who attack you.*

**Daily ✦ Arcane; Varies**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, when any enemy hits or misses you with an attack against AC, that enemy takes 1d10 + your Strength modifier damage. The damage is the type you resist with your Dragon Soul class feature.

**Veil of the Dragon** — Dragonsoul Heir Attack 20

*Elemental forces in the form of a dragon hover around you as you slash your foes with claws of magic.*

**Daily ✦ Arcane, Implement; Varies**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Charisma vs. Reflex
**Hit:** 6d6 + Charisma modifier damage.
**Effect:** Until the end of your next turn, any creature that makes a melee attack against you takes 2d6 + your Charisma modifier damage. In addition, you can make the following attack, which can be used as a melee basic attack.
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 4d6 + Charisma modifier damage.
**Sustain Minor:** The effect persists.
**Special:** The damage dealt by this power is the type you resist with your Dragon Soul class feature.

HOWARD LYON

# Wild Mage

*"If you can control your power, you don't have enough."*

**Prerequisite:** Sorcerer, Wild Magic class feature

The entropy of the Elemental Chaos flows in your veins. Your spells open arcane conduits to that plane and draw energy through—whatever energy is convenient, impelled and empowered by the force of chaos itself. Your spells might be unpredictable, but their randomness gives them power.

## Wild Mage Path Features

**Chaos Action (11th level):** When you spend an action point to take an extra action, you can roll a d6 to also gain one of the benefits below.

| d6 | Chaos Action Effect |
|---|---|
| 1 | You become invisible until the start of your next turn. |
| 2 | You teleport a number of squares equal to 5 + your Dexterity modifier. |
| 3 | You gain temporary hit points equal to one-half your level. |
| 4 | Until the end of the encounter, each ally within 5 squares of you gains resist 10 to the damage type you resist with your Wild Soul. |
| 5 | You teleport an ally and an enemy within 10 squares of you, swapping their positions. |
| 6 | You and each ally within 5 squares of you each make a saving throw. |

**Wild Surge (11th level):** When you roll a natural 1 on an attack roll for an arcane power, you can take the miss result and your Unfettered Power class feature, or you can roll a d6 to substitute one of the results below.

| d6 | Wild Surge Effect |
|---|---|
| 1 | The attack misses, and you and the target teleport, swapping positions after you resolve the rest of the attack. |
| 2 | The attack misses, and you drop prone and slide 3 squares away from the target. |
| 3 | The attack misses, and both you and the target are dazed (save ends). |
| 4 | Reroll the attack roll. If you roll a natural 1 again, you take 2d10 + your Charisma modifier damage, and you can't use Wild Surge again during this encounter. |
| 5 | The attack hits instead of misses, and you are stunned until the end of your next turn. |
| 6 | The attack hits instead of misses. |

**Critical Surge (16th level):** When you score a critical hit, it deals 1d10 extra damage.

## Wild Mage Spells

**Tempest Surge** — Wild Mage Attack 11

*Raw energy erupts from your outstretched palm, then curls into a whirling tempest.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Area** burst 1d4 within 20 squares
**Special:** Pick the burst's origin square before rolling to determine the burst's size.
**Target:** Each creature in burst. Roll a d4, and you can exclude a number of targets equal to the result.
**Attack:** Charisma vs. Reflex
**Hit:** 3d8 + Charisma modifier damage.

**Torrent of Power** — Wild Mage Utility 12

*You open a conduit to the Elemental Chaos. Its surging energy erupts uncontrollably.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, whenever you roll the highest number on any damage die, roll that die again and add its result to the damage total.

**Prismatic Bolt** — Wild Mage Attack 20

*A beam of colorful light leaps from your hand to cause a debilitating effect.*

**Daily ✦ Arcane, Implement; Varies**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 5d8 + Charisma modifier damage. Roll a d6 to determine the attack's damage type and effect.
1. **Yellow:** Radiant damage, and your ally nearest to the target can spend a healing surge.
2. **Black:** Necrotic damage, and the target is weakened (save ends).
3. **Green:** Poison damage, and the target takes ongoing 15 poison damage (save ends).
4. **White:** Force damage, and the target is restrained (save ends).
5. **Blue:** Cold damage, and the target is stunned (save ends).
6. **Violet:** Psychic damage, and the target is dominated (save ends).

**Miss:** 3d8 damage. Roll a d6 to determine the attack's damage type and effect, as above.

# WARDEN

*"Get past me? You might as well try to push the mountains aside."*

**CLASS TRAITS**

**Role:** Defender. You are sturdy and resilient, and you can assume bestial or treelike forms to destroy your foes. Depending on your choice of class features and powers, you lean toward either controller or striker as a secondary role.

**Power Source:** Primal. You are a primal champion, a guardian of the natural world and custodian of all living things.

**Key Abilities:** Strength, Constitution, Wisdom

**Armor Proficiencies:** Cloth, leather, hide; light shield, heavy shield

**Weapon Proficiencies:** Simple melee, military melee, simple ranged

**Bonus to Defense:** +1 Fortitude, +1 Will

**Hit Points at 1st Level:** 17 + Constitution score

**Hit Points per Level Gained:** 7

**Healing Surges per Day:** 9 + Constitution modifier

**Trained Skills:** Nature. From the class skills list below, choose three more trained skills at 1st level.
*Class Skills:* Athletics (Str), Dungeoneering (Wis), Endurance (Con), Heal (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis)

**Class Features:** Font of Life, Guardian Might, Nature's Wrath

As mountains stand fast against the buffeting wind and trees bend but do not break in the storm, wardens are stalwart protectors who draw on the primal spirits of nature to defend the natural world from those who would corrupt or destroy it. Some wardens use the power of earth and stone to shield their allies from harm, whereas others summon the primal strength within themselves to increase their ferocity and tenacity.

As a warden, you might be the staunch defender of a tribe, chosen by the spirits to be your people's champion. Perhaps you were visited by spirits at a sacred grove and charged with protecting it against a spreading corruption. You might have been raised by a bear or nurtured by dryads, chosen from infancy to stand fast against nature's enemies.

Primal power waits in the ground beneath your feet, surges with every beat of your heart, and flows through your lungs with every breath. The world cries out to you, calling for a champion to defend it. Will you heed its call?

WILLIAM O'CONNOR

# Warden Class Features

Wardens have the following class features.

## Font of Life

At the start of your turn, you can make a saving throw against one effect that a save can end. On a save, the effect immediately ends, preventing it from affecting you on your current turn. If you save against being stunned or dazed, you can act normally on your turn. If you save against ongoing damage, you avoid taking the damage.

If you fail the saving throw, you still make a saving throw against the effect at the end of your turn.

## Guardian Might

Wardens connect with the natural world in a variety of ways to augment their fighting abilities. Choose one of the following options.

**Earthstrength:** While you are not wearing heavy armor, you can use your Constitution modifier in place of your Dexterity or Intelligence modifier to determine your AC.

In addition, when you use your second wind, you gain an additional bonus to AC equal to your Constitution modifier. The bonus lasts until the end of your next turn.

**Wildblood:** While you are not wearing heavy armor, you can use your Wisdom modifier in place of your Dexterity or Intelligence modifier to determine your AC.

In addition, when you use your second wind, each enemy marked by you takes an additional penalty to attack rolls for attacks that don't include you as a target. The penalty equals your Wisdom modifier and lasts until the end of your next turn.

## Nature's Wrath

Once during each of your turns, you can mark each adjacent enemy as a free action. This mark lasts until the end of your next turn.

### Guardian Form Powers

Many of your daily powers are polymorph powers, which change your body into a guardian form, allowing you to take on the qualities of a beast spirit or a tree spirit. You remain in this form until the end of the encounter or until you choose to assume a new form. While you are in this form, you retain the ability to use your equipment and other powers.

In addition to a physical transformation, each guardian form power also grants you an attack you can make as a separate action (the action type is specified in the power description). You can use this attack once during the same encounter in which you use the guardian form power and only while you remain in that guardian form.

In addition, you gain the *warden's fury* and *warden's grasp* powers. You can use these powers against enemies to prevent them from harming those you protect.

# Creating a Warden

You can choose any warden powers you like for your character, though many wardens focus on powers that complement their choice of Guardian Might. All wardens rely on Strength. Wardens also benefit from a high Constitution or Wisdom, depending on which expression of warden they favor.

## Earth Warden

You draw primal power through a link with the land, and the power of the earth strengthens and sustains you. Make Strength your highest ability score, followed by Constitution, which increases your AC as well as your hit points if you choose the Earthstrength version of Guardian Might. Select powers that channel primal energy through the land around you, hindering your foes' movement or knocking them prone. You lean toward controller as a secondary role.

**Suggested Class Feature:** Earthstrength
**Suggested Feat:** Crushing Earthstrength
**Suggested Skills:** Athletics, Heal, Nature, Perception
**Suggested At-Will Powers:** *earth shield strike, strength of stone*
**Suggested Encounter Power:** *thunder ram assault*
**Suggested Daily Power:** *form of the willow sentinel*

### Warden Overview

**Characteristics:** Boasting more hit points than most other characters of your level, you sometimes stand up to your foes by staunchly taking whatever punishment they throw at you. Thanks to the primal power coursing through you, you can throw it right back at them, manipulating the earth around you or altering your own form to hinder and punish your foes.

**Religion:** Like other primal classes, wardens generally disdain worship of the gods, which they view as interlopers in the natural world. Instead, they live in harmony with the spirits of beasts, trees, and stone that infuse the world. Some wardens, though, acknowledge some gods as peaceful partners of the primal spirits and look kindly upon such deities as Melora, Corellon, Kord, Moradin, and Pelor.

**Races:** Goliaths make ideal earth wardens, combining natural strength and endurance with a love of earth and stone. Longtooth shifters embody the ideals of the wild warden, channeling the beast within as a manifestation of the primal spirits. Humans, dwarves, dragonborn, and half-orcs are also commonly wardens.

### Wild Warden

Your blood is a medium of primal power; nature's vigor pulses in your veins. Strength should be your highest ability score, followed by Wisdom, which increases your Armor Class if you choose the Wildblood version of Guardian Might. Select powers that awaken the primal power within you, turning you into a vicious predator. You lean toward striker as a secondary role.

**Suggested Class Feature:** Wildblood
**Suggested Feat:** Wildblood Cunning
**Suggested Skills:** Athletics, Intimidate, Nature, Perception
**Suggested At-Will Powers:** *thorn strike, weight of earth*
**Suggested Encounter Power:** *wildblood frenzy*
**Suggested Daily Power:** *form of the relentless panther*

## Warden Powers

Your powers, called evocations, channel primal energy through your body. Some draw their strength from the earth, others call on primal beast spirits, and still others evoke the spirits of trees and other plants.

### Class Features

Each warden has the powers *warden's fury* and *warden's grasp*.

**Warden's Fury** — Warden Feature

*You lash out with nature's wrath at a foe that has attacked your ally and diminish its defenses.*

**At-Will ✦ Primal, Weapon**
**Immediate Interrupt** **Melee** weapon
**Trigger:** An enemy marked by you makes an attack that does not include you as a target
**Target:** The triggering enemy
**Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier damage, and the target grants combat advantage to you and your allies until the end of your next turn.
*Level 21:* 2[W] + Strength modifier damage.

**Warden's Grasp** — Warden Feature

*Spectral vines clutch at a foe that has attacked your ally, impeding your enemy's movement.*

**At-Will ✦ Primal**
**Immediate Reaction** **Close** burst 5
**Trigger:** An enemy marked by you that is within 5 squares of you makes an attack that does not include you as a target
**Target:** The triggering enemy in burst
**Effect:** You slide the target 1 square. The target is slowed and cannot shift until the end of its turn.

### Level 1 At-Will Evocations

**Earth Shield Strike** — Warden Attack 1

*Primal power flows from the ground to give the weight of stone to your strike and to your skin, shielding you from attack for a moment.*

**At-Will ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and you gain a +1 power bonus to AC until the end of your next turn.
*Level 21:* 2[W] + Strength modifier damage.

**Strength of Stone** — Warden Attack 1

*Drawing power from the earth, you smash your weapon into your foe and bolster yourself against attack.*

**At-Will ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and you gain temporary hit points equal to your Constitution modifier.
*Level 21:* 2[W] + Strength modifier damage.

**Thorn Strike** — Warden Attack 1

*Spectral thorns sprout from your weapon and grasp at your foe, pulling it closer.*

**At-Will ✦ Primal, Weapon**
**Standard Action** **Melee** 2
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and you pull the target 1 square.
*Level 21:* 2[W] + Strength modifier damage.

**Weight of Earth** — Warden Attack 1

*Your attack sends the primal energy of earth flowing into your enemy, slowing its movement.*

**At-Will ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target is slowed until the end of your next turn.
*Level 21:* 2[W] + Strength modifier damage.

## Level 1 Encounter Evocations

### Earth Spikes — Warden Attack 1

*The earth rises in concert with your attack, driving sharp spikes of wood and stone up toward your foe even as your weapon slams down.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage. Until the end of your next turn, the target's space and each square adjacent to it are filled with spikes. Any enemy that enters this spike-filled area or starts its turn there takes 5 damage.

### Hungry Earth — Warden Attack 1

*You slam your weapon against the ground, bringing forth primal energy that causes the earth to batter your foes and churn beneath their feet.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier damage.
**Effect:** Until the end of your next turn, each square in the burst is difficult terrain for your enemies.

### Thunder Ram Assault — Warden Attack 1

*As your attack hits, you channel the spirit of the thunder ram to knock your foe and its companions away from you.*

**Encounter ✦ Primal, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier thunder damage. Make a secondary attack that is a close blast 3.
**Earthstrength:** You also push the primary target a number of squares equal to your Constitution modifier.
**Secondary Target:** Each creature in blast
**Secondary Attack:** Strength vs. Fortitude
**Hit:** 1d6 thunder damage, and you push the secondary target 1 square.

### Wildblood Frenzy — Warden Attack 1

*Primal power boils in your blood, and you surge into a frenzy, making two powerful attacks.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
**Wildblood:** The attack deals extra damage equal to your Wisdom modifier.
**Effect:** Make the attack one more time against the same target or a different one.

## Level 1 Daily Evocations

### Form of the Fearsome Ram — Warden Attack 1

*You become mightier and faster, manifesting the horns and hooves of a ram. Your attacks push your foes around the battlefield, and you can make another attack to push a foe and knock it prone.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the fearsome ram until the end of the encounter. While you are in this form, you gain a +2 power bonus to speed and a +2 bonus to charge attack rolls. In addition, when you hit a target with an at-will attack, you push the target 1 square. If the attack already pushes the target, the distance of the push increases by 1 square.
Once during this encounter, you can make the following weapon attack while you are in this form.
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you shift your speed.
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage, and you push the target 3 squares and knock it prone. You then shift into a space that must be adjacent to the target.
**Miss:** Half damage, and you push the target 1 square. You then shift into a square the target vacated.

### Form of the Relentless Panther — Warden Attack 1

*You take on the bestial fangs, sleek fur, and hunting grace of a panther. At the time you choose, you can make a nimble attack, darting across the battlefield to deal a bleeding wound to one of your foes.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the relentless panther until the end of the encounter. While you are in this form, you gain a +2 bonus to Reflex and a +1 bonus to attack rolls against enemies marked by you. In addition, you can shift 2 squares as a move action.
Once during this encounter, you can make the following weapon attack while you are in this form.
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you shift your speed.
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 2[W] + Strength modifier damage, and ongoing 5 damage (save ends).
**Miss:** Half damage, and ongoing 2 damage (save ends).

### Form of the Willow Sentinel — Warden Attack 1

*Your skin takes on the appearance of smooth bark, and you draw strength from the earth. Your presence heightens your allies' endurance, and your viny branches help protect your nearby friends.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of the willow sentinel until the end of the encounter. While you are in this form, you can negate being pulled, pushed, or slid. In addition, any ally gains a +2 power bonus to Fortitude while adjacent to you.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Immediate Interrupt** **Melee** 1
**Trigger:** An enemy adjacent to you makes an attack roll against your ally
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target takes a -4 penalty to the triggering attack roll.
**Miss:** Half damage, and the target takes a -2 penalty to the triggering attack roll.

### Form of Winter's Herald — Warden Attack 1

*Ice as strong as steel forms over your armor, while frost on the ground around you hinders your enemies' movement. At the time you choose, you can swing your weapon in a freezing whirlwind that holds your enemies in place.*

**Daily ✦ Cold, Polymorph, Primal**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of winter's herald until the end of the encounter. While you are in this form, you gain a +1 bonus to AC and resist 5 cold. In addition, each square within 2 squares of you, wherever you move, is difficult terrain for your enemies.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier cold damage, and the target is immobilized (save ends).
**Miss:** Half damage, and the target is immobilized until the end of your next turn.

## Level 2 Utility Evocations

### Eyes of the Hawk — Warden Utility 2

*You call on the primal energy in your blood, allowing you to find your foes like a keen-eyed hawk.*

**Encounter ✦ Primal**
**Minor Action** **Personal**

**Effect:** You make a Perception check with a +10 power bonus.

### Mountain Lion Step — Warden Utility 2

*Like an agile mountain lion, you leap across difficult terrain with ease.*

**Encounter ✦ Primal**
**Minor Action** **Personal**

**Effect:** You ignore difficult terrain until the end of your next turn.

### Nature's Abundance — Warden Utility 2

*Plants burst into life around you. They sway back and forth to shield your allies, parting to allow attacks against your foes.*

**Daily ✦ Primal, Zone**
**Standard Action** **Close** burst 3

**Effect:** The burst creates a zone of plants that lasts until the end of the encounter. You and your allies have cover while within the zone.

### Triumphant Vigor — Warden Utility 2

*One victory gives you strength to achieve the next.*

**Daily ✦ Healing, Primal**
**Minor Action** **Personal**

**Requirement:** You must have reduced an enemy to 0 hit points during this turn.

**Effect:** You regain hit points equal to 1d6 + your Wisdom modifier + your Constitution modifier.

EVA WIDERMANN

## Level 3 Encounter Evocations

### Burst of Earth's Fury — Warden Attack 3

*You slam your weapon into the ground, causing the earth to toss and churn as if from an earthquake.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target cannot shift until the end of your next turn.

### Earthgrasp Strike — Warden Attack 3

*The primal power of earth courses through your weapon and slams your foe to the ground, where rocks and roots hold it firm.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and you knock the target prone. The first time the target stands up before the end of your next turn, it takes 1d10 + your Strength modifier damage.
**Earthstrength:** The target can't stand up until the end of your next turn, and the first time it stands up before the end of the encounter, it takes 1d10 + your Strength modifier damage.

### Predatory Guardian — Warden Attack 3

*You press the attack, slicing into your foe and standing ready to pursue if it attempts to flee.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. If the target shifts before the start of your next turn, you shift 2 squares as an immediate reaction.
**Wildblood:** The number of squares you shift equals 1 + your Wisdom modifier.

### Thundering Strike — Warden Attack 3

*You channel the essence of a storm into your weapon. As your strike hammers home, a peal of thunder crashes over your enemy.*

**Encounter ✦ Primal, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier thunder damage, and the target is dazed and deafened until the end of your next turn.

## Level 5 Daily Evocations

### Storm Strike — Warden Attack 5

*Whirling your weapon overhead, you create a storm of wind and lightning that you hurl at your enemies.*

**Daily ✦ Lightning, Primal, Weapon**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier lightning damage, and you slide the target 3 squares.
**Miss:** Half damage, and you slide the target 1 square.

### Hail of Thorns — Warden Attack 5

*You sweep your weapon in a wide arc, drawing on primal energy to cast a hail of poisonous thorns at your foes.*

**Daily ✦ Poison, Primal, Weapon**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast you can see
**Attack:** Strength vs. Reflex
**Hit:** 1[W] + Strength modifier poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).
**Miss:** Half damage, and the target is slowed (save ends).

### Thunder Step — Warden Attack 5

*With a clap of thunder, you teleport next to an enemy and slam it with a thunderous blow.*

**Daily ✦ Primal, Teleportation, Thunder, Weapon**
**Standard Action** **Melee weapon**
**Effect:** Before the attack, you teleport 5 squares.
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 2[W] + Strength modifier thunder damage, and the target is dazed (save ends).
**Miss:** Half damage, and the target is dazed until the end of your next turn.

### Winter's Grip — Warden Attack 5

*With a sweep of your weapon, a gale spawned from a blizzard blasts over your foes.*

**Daily ✦ Cold, Primal, Weapon, Zone**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier cold damage, and the target is slowed (save ends).
**Miss:** Half damage.
**Effect:** The blast creates a zone of frost that lasts until the end of your next turn. Any creature that enters the zone or starts its turn there takes 5 cold damage.
**Sustain Minor:** The zone persists.

## Level 6 Utility Evocations

### Bear's Endurance — Warden Utility 6

*Drawing on the boundless endurance of a bear, you regain a measure of your vitality.*

**Daily ✦ Healing, Primal**
**Immediate Interrupt** **Personal**
**Trigger:** You drop to 0 hit points or fewer
**Effect:** You regain hit points as if you had spent a healing surge.

### Earthguard — Warden Utility 6

*Primal power from the earth fortifies your body and mind.*

**Daily ✦ Primal, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain a +1 power bonus to all defenses.

### Sea Stride — Warden Utility 6

*You draw on the strength of flowing water to glide through the waves with ease.*

**At-Will ✦ Primal**
**Minor Action** **Personal**
**Effect:** You gain a swim speed equal to your speed until the end of your turn.

### Windborne Step — Warden Utility 6

*A sudden gust of wind whips around you, lifting you into the fray.*

**Encounter ✦ Primal**
**Move Action** **Personal**
**Effect:** You shift 2 squares. You ignore difficult terrain during the shift.

## Level 7 Encounter Evocations

### Earth Gift — Warden Attack 7

*The spirits of earth reward your attack with a gift of health.*

**Encounter ✦ Healing, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you regain 10 hit points.

### Mountain Hammer — Warden Attack 7

*You strike with the strength of a mountain: brutal and unforgettable.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage, and the target takes a -2 penalty to melee attack rolls until the end of your next turn.
**Earthstrength:** The penalty to melee attack rolls equals 1 + your Constitution modifier.

### Stalker's Positioning — Warden Attack 7

*Predatory instincts guide your attack as you position your prey exactly where you want it.*

**Encounter ✦ Fear, Primal, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you slide the target 1 square. You can slide the target into a second creature's space and then slide the second creature 1 square.
**Wildblood:** Both the target and the second creature take psychic damage equal to your Wisdom modifier.

### Thorn Burst — Warden Attack 7

*As you strike your foe, poisoned thorns burst from your weapon and lodge in your target's allies.*

**Encounter ✦ Poison, Primal, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. Reflex
**Hit:** 1[W] + Strength modifier damage. Make a secondary attack.
**Secondary Target:** Each enemy adjacent to the primary target
**Secondary Attack:** Strength vs. Reflex
**Hit:** 5 poison damage.

## Level 9 Daily Evocations

### Form of the Oak Sentinel — Warden Attack 9

*Your skin thickens into rough bark, and your hair becomes a mane of leaves. Your arms lengthen so that you can attack your foes and protect your allies from a distance.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the oak sentinel until the end of the encounter. While you are in this form, your melee reach increases by 1. In addition, any enemy that hits you with a melee attack takes damage equal to your Strength modifier. This damage increases to twice your Strength modifier at 21st level.
Once during this encounter, you can make the following weapon attack while you are in this form.
**Immediate Interrupt** **Melee** weapon
**Trigger:** An enemy within your reach makes a melee attack against your ally
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You become the target of the triggering attack, even if you aren't within that attack's range.

### Form of the Frenzied Wolverine Warden Attack 9

*You strike wounded foes with particular ferocity. When the time is right, you make a brutal attack against your chosen foe, opening a bleeding wound.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of the frenzied wolverine until the end of the encounter. While you are in this form, you gain a +2 bonus to attack rolls against any enemy that is bloodied or taking ongoing damage. In addition, you can use your second wind as a minor action.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon
**Target:** One creature
**Hit:** 1[W] + Strength modifier damage, and ongoing 5 damage (save ends).
**Miss:** Half damage, and ongoing 2 damage (save ends).

DEVON CADDY-LEE

### Form of the Stone Sentinel Warden Attack 9

*Your body becomes a fusion of flesh and rough stone, invigorated by your connection to the earth.*

**Daily ✦ Healing, Polymorph, Primal**
**Minor Action** **Personal**

**Effect:** You regain hit points as if you had spent a healing surge. You also assume the guardian form of the stone sentinel until the end of the encounter. While you are in this form, you gain regeneration equal to your Constitution modifier.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You can spend a healing surge.

### Form of the Storm Eagle Warden Attack 9

*Majestic feathered wings sprout from your back, and lightning crackles around your talonlike hands, as you leap into the air.*

**Daily ✦ Lightning, Polymorph, Primal**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of the storm eagle until the end of the encounter. While you are in this form, you gain resist 5 lightning. You can fly your speed as a move action and must land at the end of the action.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon
**Effect:** Before the attack, you move your speed.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier lightning damage, and the target is dazed (save ends).
**Miss:** Half damage, and the target is dazed until the end of your next turn.

## Level 10 Utility Evocations

### Earthstride Warden Utility 10

*You meld into the ground and then emerge a short distance away.*

**Encounter ✦ Primal, Teleportation**
**Move Action** **Personal**

**Effect:** You teleport a number of squares equal to your Constitution modifier.

### Returning Strength Warden Utility 10

*Just as primal energy grants life to the world, it lends strength and endurance to you.*

**Daily ✦ Healing, Primal**
**Minor Action** **Personal**

**Effect:** You spend a healing surge and regain additional hit points equal to your Strength modifier.

### Shield of Stone — Warden Utility 10

*Earth carries your ally to safety while stone forms a protective barrier around him or her.*

**Daily ✦ Primal**
**Minor Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** You slide the target 5 squares. Until the end of your next turn, the target gains resist 5 to all damage and a +2 power bonus to all defenses.

### Warding Vines — Warden Utility 10

*Spectral vines bloom around you to shield you and your allies.*

**Daily ✦ Primal, Zone**
**Minor Action** **Close** burst 2
**Effect:** The burst creates a zone of protective vines that lasts until the end of the encounter. While within the zone, you and your allies gain resistance to all damage equal to your Constitution modifier.

## Level 13 Encounter Evocations

### Creeper's Grasp — Warden Attack 13

*Tendrils cover the enemy you hit, stopping its movement.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 2[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.

### Icy Shards — Warden Attack 13

*Ice crystals spread from your weapon to hinder your foe, then erupt to cut other nearby enemies.*

**Encounter ✦ Cold, Primal, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier cold damage, and the primary target is slowed until the end of your next turn. Make a secondary attack.
**Secondary Target:** Each enemy adjacent to the primary target
**Secondary Attack:** Strength vs. Fortitude
**Hit:** 5 cold damage.

### Ponderous Strike — Warden Attack 13

*Your weapon takes on the weight of stone as it smashes into your foe, knocking it off balance.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target provokes an opportunity attack from you if it shifts before the end of your next turn.
**Earthstrength:** On a miss, the target provokes an opportunity attack from you if it shifts before the end of your next turn.

### Sunburst Strike — Warden Attack 13

*The light of the sun erupts around your enemy as you strike, blinding it for a moment.*

**Encounter ✦ Primal, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier radiant damage, and the target is blinded until the end of your next turn.
**Wildblood:** If the target is bloodied, you shift 2 squares.

## Level 15 Daily Evocations

### Form of Summer Fire — Warden Attack 15

*A crown of flames on your head, a burst of fire around your weapon, and a smoldering inferno in your eyes mark your transformation, protecting you from fire as you later erupt in flames to sear your foes.*

**Daily ✦ Fire, Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of summer fire until the end of the encounter. While you are in this form, you gain resist 10 fire and a +3 bonus to damage rolls.
Once during this encounter, you can make the following weapon attack while you are in this form.
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Strength vs. Reflex
**Hit:** 2[W] + Strength modifier fire damage.
**Miss:** Half damage.

### Form of the Charging Boar — Warden Attack 15

*Your features twist and contort as tusks push out from your jaw. The fury of the boar fills you when you choose to crash into your foe, knocking it across the battlefield.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the charging boar until the end of the encounter. While you are in this form, you gain resist 5 to all damage and a +2 power bonus to Fortitude and Will.
Once during this encounter, you can make the following weapon attack while you are in this form.
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you move your speed.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you slide the target 2 squares.
**Miss:** Half damage, and you slide the target 1 square.

### Form of the Rowan Sentinel — Warden Attack 15

*Your skin becomes smooth bark that crackles with lightning. Your arms lengthen to complete your transformation. At the moment you choose, your attack delivers a barrage of lightning that staggers your foe.*

**Daily ✦ Lightning, Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the rowan sentinel until the end of the encounter. While you are in this form, you gain resist 10 lightning, and your melee reach increases by 1. In addition, if any enemy starts its turn within 3 squares of you and you are able to take actions, that enemy is marked until the end of your next turn.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier lightning damage, and the target is dazed and takes ongoing 5 lightning damage (save ends both).
**Miss:** Half damage, and the target is dazed until the end of your next turn.

### Form of the Stonecrusher — Warden Attack 15

*Stony plating spreads to armor your body and root you to the ground. When the time is right, you can swing your weapon in a great burst and smash your foes to the ground.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the stonecrusher until the end of the encounter. While you are in this form, you gain a +2 bonus to AC. If you are pulled, pushed, or slid, you can reduce the distance of the forced movement by 2 squares.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target is immobilized (save ends).
**Miss:** Half damage.
**Effect:** You knock the target prone.

## Level 16 Utility Evocations

### Cleansing Earth — Warden Utility 16

*Even as harm befalls you, you draw on the earth for the strength to shrug it off.*

**Encounter ✦ Primal**
**Immediate Reaction** **Personal**
**Trigger:** You are subjected to an effect that a save can end
**Effect:** You make a saving throw against the triggering effect, with a power bonus to the saving throw equal to your Strength modifier.

### Monkey's Grip — Warden Utility 16

*Your grip is sure, allowing you to scramble up nearly any surface.*

**At-Will ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of your turn, you gain a climb speed equal to half your speed.

### Primal Leap — Warden Utility 16

*You spring into the air, making a prodigious leap over the heads of your enemies.*

**Encounter ✦ Primal**
**Move Action** **Personal**
**Effect:** You jump a number of squares equal to your speed + your Strength modifier.

### Verdant Life — Warden Utility 16

*You tap into the essence of primal power, causing even your most horrid wounds to mend in an instant.*

**Daily ✦ Healing, Primal**
**Minor Action** **Personal**
**Effect:** You can spend two healing surges.

## Level 17 Encounter Evocations

### Call Forth the Harvest — Warden Attack 17

*A vicious swing causes the ground around you to erupt in entangling growth, interfering with your enemies' movement.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. Make a secondary attack that is a close burst 2.
**Secondary Target:** Each enemy in burst
**Secondary Attack:** Strength vs. Reflex
**Hit:** The secondary target is marked and slowed until the end of your next turn.

### Eager Vine Strike — Warden Attack 17

*Bright green tendrils wrap around your foe and hold it fast.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.
**Earthstrength:** Until the end of your next turn, the target also takes a penalty to AC and Reflex equal to your Constitution modifier.

### Earth Hold's Rebuke — Warden Attack 17

*Emerald light swirls around you as primal spirits lend their strength to your attack.*

**Encounter ✦ Healing, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you can spend a healing surge.

### Razorleaf Cut — Warden Attack 17

*Coils of vines adorned with razor-sharp leaves tear the flesh of your enemy and drain its strength.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage, and the target is weakened until the end of your next turn.
**Wildblood:** The attack deals extra damage equal to your Wisdom modifier.

## Level 19 Daily Evocations

### Blizzard Strike — Warden Attack 19

*The bitter cold of the frozen wastes spreads over your foe, encasing it in ice, and wintry winds whip around you to slow your other enemies.*

**Daily ✦ Cold, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier cold damage, and the target is slowed (save ends).
**First Failed Saving Throw:** The target is immobilized instead of slowed (save ends).
**Second Failed Saving Throw:** The target is restrained instead of immobilized (save ends).
**Miss:** Half damage, and the target is slowed until the end of your next turn.
**Effect:** Each enemy within 3 squares of you, other than the target, is slowed until the end of your next turn.

### Dire Beast Assault — Warden Attack 19

*Like a great dire bear or tiger, you relentlessly pursue your foes and inflict bleeding wounds on them.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before and after the attack, you shift 1 square.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and ongoing 10 damage (save ends).
**Miss:** Half damage, and ongoing 5 damage (save ends).

### Lightning Barrage — Warden Attack 19

*As you whirl your weapon, it draws lightning from the air and sends it cascading over the enemies around you.*

**Daily ✦ Lightning, Primal, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Strength vs. Reflex
**Hit:** 1[W] + Strength modifier lightning damage, and the target is blinded and dazed (save ends both).
**Miss:** Half damage, and the target is dazed until the end of your next turn.

### Thundering Bolts — Warden Attack 19

*You smash your weapon into the earth, unleashing a wave of thunder that knocks your foes to the ground.*

**Daily ✦ Primal, Thunder, Weapon**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier thunder damage.
**Miss:** Half damage.
**Effect:** You knock each target prone.

## Level 22 Utility Evocations

### Eagle's Wings — Warden Utility 22

*Black wings with white tips extend from your back, letting you catch the wind and fly.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You sprout wings that last until the end of the encounter. While you have the wings, you have a fly speed equal to your speed, and you can hover.

### Panacea — Warden Utility 22

*You channel the protection of primal forces, warding yourself against harmful effects.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** You make a saving throw with a +4 power bonus. You also gain a +4 power bonus to saving throws until the end of the encounter.

DEVON CADDY-LEE

### Renewal — Warden Utility 22

*You draw nourishing energy from the earth and awaken reserves of power within yourself.*

**Daily ✦ Healing, Primal**
**Minor Action** **Personal**
**Effect:** You spend a healing surge. In addition, you regain the use of an encounter attack power you have already used during this encounter.

### Wellspring of Life — Warden Utility 22

*Your connection to the primal spirits sustains you.*

**Daily ✦ Healing, Primal**
**Minor Action** **Personal**
**Effect:** You spend a healing surge. In addition, you gain regeneration equal to 5 + your Strength modifier until the end of the encounter.

## Level 23 Encounter Evocations

### Guardian's Wrath — Warden Attack 23

*With a furious blow, you give your foe a painful reminder of the threat you pose, singling it out for wrath if it disregards you.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage. Until the end of your next turn, the target is marked, and it provokes an opportunity attack from you if it makes an attack that does not include you as a target.

### Nature's Ally — Warden Attack 23

*The ground beneath your enemy's feet comes to life, shoving the foe into your vicious attack.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Close** burst 3
**Target:** One creature in burst
**Primary Attack:** Strength vs. Reflex
**Hit:** You pull the target 2 squares to a space that must be adjacent to you. Make a secondary attack that is a melee attack against the target.
**Secondary Attack:** Strength + 2 vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Earthstrength:** If either attack hits, the target is also slowed until the start of your next turn.

### Startling Savagery — Warden Attack 23

*Your savage attack leaves your foe staggering, while power courses through your blood to enhance your next assault.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is dazed until the end of your next turn.
**Wildblood:** Until the end of your next turn, you gain a power bonus to attack rolls equal to your Wisdom modifier.

### Whirlwind Assault — Warden Attack 23

*As you swing your weapon, it stirs up an encircling wind that lingers around you, protecting you from attacks.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** You gain a +2 power bonus to AC and Reflex until the end of your next turn.

## Level 25 Daily Evocations

### Form of the Blood Wolf — Warden Attack 25

*Your body hunches forward and your legs grow longer as you take on the aspect of a wolf. You can make a single savage assault to throw your foe off balance, setting it up for you to knock it down with your next attack.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the blood wolf until the end of the encounter. While you are in this form, you gain a +2 bonus to speed and a +4 bonus to damage rolls for melee attacks against bloodied targets. In addition, if you have combat advantage against a target that you hit with a melee attack, you can knock that target prone.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage, and the target grants combat advantage to you (save ends).
**Miss:** Half damage, and the target grants combat advantage to you until the end of your next turn.

### Form of the Displacer Beast — Warden Attack 25

*Your appearance shimmers as light warps around you, and you take on a feline aspect. At the time you choose, you can make a double attack.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the displacer beast until the end of the encounter. While you are in this form, roll a d20 whenever a melee attack hits you. On a roll of 10 or higher, you take half damage from the attack.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Make the attack one more time against the target.

### Form of the Jungle Lord — Warden Attack 25

*Your chest grows broader, your arms lengthen, and your legs shorten as you take on the aspect of a great ape. As you climb with ease, your powerful attacks position your enemies exactly where you want them.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the jungle lord until the end of the encounter. While you are in this form, you gain a climb speed equal to your speed and a +2 bonus to Reflex. In addition, whenever you hit a target with a melee attack, you slide the target 2 squares. If that attack already pulls, pushes, or slides the target, you slide the target 2 squares after that forced movement.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and you slide the target 1 square.
**Miss:** Half damage.

### Form of the Autumn Reaper — Warden Attack 25

*Your body becomes like the dry form of a tree in late autumn, and death clings to you. Your attacks drain the life from your foes, and in one great blow, you can sap the strength from an enemy.*

**Daily ✦ Necrotic, Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the autumn reaper until the end of the encounter. While you are in this form, you gain resist 10 necrotic, and your melee reach increases by 1. In addition, your melee attacks deal extra necrotic damage equal to your Strength modifier.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier necrotic damage, and the target is weakened (save ends).
**Miss:** Half damage, and the target is weakened until the end of your next turn.

## Level 27 Encounter Evocations

### Earth Tomb — Warden Attack 27

*Such is the force of your attack that the ground opens beneath your enemy and holds it down.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is knocked prone and can't stand up until the end of your next turn.

**Earthstrength:** You also slide the target a number of squares equal to your Constitution modifier.

### Guardian's Storm — Warden Attack 27

*As you strike your foe, you call on storm spirits to surround it in a cage of lightning.*

**Encounter ✦ Lightning, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and the target takes 15 lightning damage if it moves before the end of your next turn.

**Wildblood:** The lightning damage equals 15 + your Wisdom modifier.

### Screaming Wind Strike — Warden Attack 27

*Howling winds swirl around your foe and trap it in a whirling prison.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 2[W] + Strength modifier damage, and the target is stunned until the end of your next turn.

### Weight of the Mountain — Warden Attack 27

*Your weapon crashes onto your foe like an avalanche, and the earth shudders in response.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. Make a secondary attack that is a close burst 5.

**Secondary Target:** Each enemy in burst
**Secondary Attack:** Strength vs. Fortitude
**Hit:** 2d6 damage.
**Effect:** Each secondary target is slowed until the end of your next turn.

## Level 29 Daily Evocations

### Form of the Chimera — Warden Attack 29

*As your head takes on a leonine aspect, two additional heads sprout from your shoulders: a ram's and a dragon's.*

**Daily ✦ Fire, Polymorph, Primal**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of the chimera until the end of the encounter. While you are in this form, flanking enemies don't gain combat advantage against you. In addition, whenever you hit a target with a charge attack, you can either push the target 1 square or knock it prone.

Once during this encounter, you can make the following attack while you are in this form.

**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Strength + 6 vs. Reflex
**Hit:** 2d10 fire damage, and ongoing 5 fire damage (save ends).
**Miss:** Half damage.

### Form of Spring Renewal — Warden Attack 29

*Brilliant light surrounds you, lifting you up and filling you with vitality. You can gather this energy and unleash it in a burst of searing light, but doing so leaves you momentarily disoriented.*

**Daily ✦ Healing, Polymorph, Primal, Radiant**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of spring renewal until the end of the encounter. While you are in this form, you gain resist 10 necrotic. In addition, you gain a fly speed of 8, and you can hover.

Once during this encounter, you can make the following attack while you are in this form.

**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Strength + 6 vs. Reflex
**Hit:** 4d10 radiant damage.
**Miss:** Half damage.
**Effect:** You regain all your hit points, but you are stunned until the end of your next turn.

### Form of the Starmetal Warrior — Warden Attack 29

*Your skin hardens into gleaming dark metal, and the ground shudders beneath your heavy tread. Cosmic winds swirl around you, hindering airborne foes. When you lash out in fury, you make a devastating attack against nearby enemies.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of the starmetal warrior until the end of the encounter. While you are in this form, you gain a +3 bonus to AC. In addition, while any flying enemy is within 10 squares of you, its fly speed is 1.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. This damage ignores any of the target's resistances.
**Miss:** Half damage. This damage ignores any of the target's resistances.

### Form of the Soul Serpent — Warden Attack 29

*You take on the aspect of the soul serpent, keeper of the gate of dreams. The world becomes a ghostly landscape in which you feel your foes as much as see them. Your eyes flash, and when you choose, you can dazzle nearby foes with a glance.*

**Daily ✦ Polymorph, Primal, Psychic**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of the soul serpent until the end of the encounter. While you are in this form, you gain a +2 bonus to AC and Fortitude. You also gain tremorsense 5.

Once during this encounter, you can make the following attack while you are in this form.

**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Strength + 6 vs. Will
**Hit:** 2d10 psychic damage, and you slide the target 5 squares.
**Miss:** Half damage.
**Effect:** Each target is dazed (save ends).

# Bloodwrath Guardian

*"We are all animals. Only our arrogance separates us from our more wild kin."*

**Prerequisite:** Warden

The primal power you wield has formed a bond between you and the natural creatures of the world. In their myriad forms, you see fractured reflections of a greater being: the Primal Beast, who was the world's first predator. All the hunting animals of the world—mighty lions and howling wolves, lowly ferrets and soaring eagles—hold a distant echo of the Primal Beast in their hearts.

In your commitment to protect the world from demons, aberrations, and other beings that would corrupt the balance of nature, you find yourself growing closer to the Primal Beast's perfection. That growth is reflected in your bloodwrath—the heightened speed you gain when you adopt a guardian form, and the fury that punishes the enemies you mark. At the pinnacle of your path, you at last gain the ability to take on the form of the Primal Beast.

VINCENT DUTRAIT

## Bloodwrath Guardian Path Features

**Furious Action (11th level):** You can spend an action point to gain a bonus to attack rolls equal to your Wisdom modifier until the end of your turn, instead of taking an extra action.

**Bloodwrath Stride (11th level):** While you are in a guardian form, you gain a +2 bonus to speed.

**Bloodwrath Fury (16th level):** When you hit an enemy with a melee attack and the enemy is marked by you, you gain a +2 bonus to the damage roll.

## Bloodwrath Guardian Evocations

**Bloodwrath Strike** Bloodwrath Guardian Attack 11

*Primal fury wells within you as you slam your weapon into your foe.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 3[W] + Strength modifier damage.

**Warding Frenzy** Bloodwrath Guardian Utility 12

*Your senses heightened by the primal spirits around you, you present a constant threat to enemies nearby and are ready to strike if they ignore you.*

**Daily ✦ Primal, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, any enemy that starts or ends its turn adjacent to you is marked until the end of its next turn.

**Form of the Primal Beast** Bloodwrath Guardian Attack 20

*Your body becomes a hunched thing of fur and shadow, an echo of the archetypal predator, the Primal Beast. When you muster your strength for a great attack, you deal a grievous wound to your foe.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the Primal Beast until the end of the encounter. While you are in this form, your melee reach increases by 1, and you gain threatening reach.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and ongoing 10 damage (save ends).

# Horned Champion

*"Don't speak to me of your petty concerns—speak to me of the world's needs."*

**Prerequisite:** Warden

You have communed with the spirits of the land and have been found worthy of the horned champion's mantle. You transcend the flesh you were born with to become the chosen vessel of nature's spirits. Your duty is to take up arms against the fell creatures of the land, to put an end to their destruction, and to restore the splendor of the untamed wilds.

Becoming a horned champion is a transformative experience. Gone are the simple concerns that bound you to the world. You see the world on a grander scale, as an organism that must be protected against the abominations that would siphon its strength for dark purposes. You appear to have no ties to people or places, only to your weighty mission, leading many to feel as though you lack understanding of the individual's plight. Although it's true that you care little for the individual's suffering, giving no more attention to a mortal's difficulties than one would show to an insect, your concern encompasses the natural world and all things living in it. Thus, in a way, your ties to others are deeper than friendship, for they are forged from the bonds that connect all living things.

ERIC BELISLE

## Horned Champion Path Features

**Vicious Action (11th level):** When you spend an action point to make an attack and that attack misses, you can reroll that attack roll but must use the second result.

**Fervent Pursuit (11th level):** When you hit an enemy with an opportunity attack, that enemy is slowed until the end of its turn.

**Blessing of Spring (16th level):** Whenever you use a warden daily attack power that has the polymorph keyword, you can spend a healing surge as a free action.

## Horned Champion Evocations

**Zealous Strike** — Horned Champion Attack 11

*With a roar, you charge at your enemies to deliver an overwhelming attack.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC. If the target is bloodied, you gain a +2 bonus to the attack roll.
**Hit:** 1[W] + Strength modifier damage, and you knock the target prone.
**Effect:** Make the attack one more time against the same target or a different one.

**Impetuous Stride** — Horned Champion Utility 12

*Primal energy surrounds you as you push through the enemies' ranks. Only a fool would dare strike you.*

**Encounter ✦ Primal**
**Move Action** **Personal**
**Effect:** You move your speed. If any creature makes an opportunity attack against you during this movement, that creature takes damage equal to 5 + your Wisdom modifier.

**Form of the Leaping Stag** — Horned Champion Attack 20

*Great horns sprout from your head as primal power quickens your step. Your charging assault can leave an enemy senseless.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the leaping stag until the end of the encounter. While you are in this form, you gain a +4 bonus to speed. In addition, as a move action, you can move your speed and gain a +2 power bonus to AC against opportunity attacks until the end of your turn. During this movement, you can move through any enemy's space, marking that enemy until the end of your next turn.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon
**Effect:** Before the attack, you move your speed.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is stunned until the end of your next turn.
**Miss:** Half damage, and the target is dazed until the end of your next turn.

# Storm Sentinel

*"Feel the wrath of the storm unleashed, for I am nature's champion and none shall stand against me."*

**Prerequisite:** Warden

To many, there is no clearer expression of the power of nature than the raging fury of the storm. Churning clouds, crashing thunder, and blasting lightning are manifestations of the rage coursing through the world when its natural laws are violated and its purity corrupted. When gods or primordials overstep their bounds, when demons or aberrant beings try to tear the fabric of reality, the fury of a storm—and its cleansing rain—are part of nature's response.

Most wardens draw power from the earth. As an incarnation of the storm's wrath, your greatest primal power comes from the sky. Lightning flows in your veins, and thunder booms in your footsteps. As you advance along this path, you can transform yourself into wind and rain and can ultimately take on the aspect of storm's wrath.

## Storm Sentinel Path Features

**Invigorating Action (11th level):** When you spend an action point to make an attack, you can spend a healing surge as a free action after the attack.

**Critical Jolt (11th level):** Whenever you score a critical hit, it deals extra lightning damage equal to your Strength modifier.

**Undying Wind (16th level):** Whenever you spend a healing surge, you regain additional hit points equal to your Constitution modifier.

## Storm Sentinel Evocations

**Thunder Smash** — Storm Sentinel Attack 11

*Your weapon rumbles with thunder as you swing it toward the earth in a tremendous smash that knocks your foes down.*

**Encounter ✦ Primal, Thunder, Weapon**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier thunder damage, and you knock the target prone.

**Storm Step** — Storm Sentinel Utility 12

*For a brief moment, you transform into wind and rain.*

**Encounter ✦ Primal**
**Move Action** **Personal**
**Effect:** You become insubstantial until the end of your next turn. In addition, you fly your speed; at the end of this movement, you must land in a space adjacent to an enemy.

**Form of Storm's Wrath** — Storm Sentinel Attack 20

*Thunder crashes around you as your skin becomes the dark blue-gray of thunderclouds and your eyes flash with lightning.*

**Daily ✦ Lightning, Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of storm's wrath until the end of the encounter. While you are in this form, any enemy that starts its turn adjacent to you is marked until the end of your next turn and takes lightning damage equal to your Constitution modifier if you are able to take actions. In addition, at the start of each of your turns, choose one enemy that you can see within 3 squares of you. That enemy takes lightning damage equal to 5 + your Constitution modifier.

VINCENT DUTRAIT

# Verdant Lord

*"I am one with the forest, and the forest is one with me."*

**Prerequisite:** Warden

Like the trees of the forest, you draw strength from the loamy earth, from the water that spills from the sky and flows across the land, and from the radiance of the sun. You embrace the essence of the tree, becoming the forest's protector, its champion against those that would despoil it. When you use your primal powers, shoots of new growth emerge from the ground, flowers bloom, and trees straighten with renewed vigor.

You favor guardian form powers that let you take on treelike forms (such as *form of the willow sentinel*, *form of the oak sentinel*, and *form of the rowan sentinel*), but even when you take on other aspects, the earth responds with growth. As the culmination of this path, you can take on a form like that of a treant, smashing foes and objects alike with a weapon held in your branchlike fists.

## Verdant Lord Path Features

**Reaching Action (11th level):** When you spend an action point to take an extra action while you are in a guardian form, your melee reach increases by 1 until the end of your turn.

**Writhing Roots (11th level):** While you are in a guardian form, enemies treat each square adjacent to you as difficult terrain, and each ally adjacent to you gains a +1 bonus to AC.

**Iron Boughs (16th level):** When you hit an enemy with a melee attack and the enemy is marked by you, you gain a +2 bonus to the damage roll.

## Verdant Lord Evocations

**Falling Tree Strike** Verdant Lord Attack 11

*As the tree falls and crushes all beneath it, your weapon smashes down to knock your foe off its feet.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 2[W] + Strength modifier damage, and you knock the target prone.

**Awaken the Forest** Verdant Lord Utility 12

*Vines burst from the ground around you to hinder your foes.*

**Daily ✦ Primal, Zone**
**Standard Action** **Close** burst 3
**Effect:** The burst creates a zone of thick vines that lasts until the end of your next turn. The zone is difficult terrain for your enemies. In addition, your allies have cover while within the zone. As a move action, you can move the zone 5 squares.
**Sustain Minor:** The zone persists.

**Form of the Verdant Lord** Verdant Lord Attack 20

*You transform into a treant, sprouting roots that draw strength from the earth and growing branches that sap life from your foes.*

**Daily ✦ Healing, Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the verdant lord. While you are in this form, your melee reach increases by 1, you gain a +5 bonus to Strength checks to break objects, and your attacks deal triple damage to objects. In addition, at the start of each of your turns, each ally within 2 squares of you regains 5 hit points.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 3[W] + Strength modifier damage, and the target is immobilized (save ends).
**Miss:** Half damage, and the target is immobilized until the end of your next turn.

WAYNE ENGLAND

# EPIC DESTINIES

When you reach 21st level, you can choose an epic destiny. You're free to delay your choice until a later level or to forgo an epic destiny altogether. If you choose an epic destiny after 21st level, you gain all of the epic destiny's benefits that are for your level and lower.

## Fatesinger

*The Song of Heroes resonates in your soul. Until you can join the chorus, you share the wonder of its music with the world.*

**Prerequisite:** 21st-level bard

In the darkest days of the divine war against the primordials, when those agents of oblivion seemed fated to tear down the divine works and unravel creation itself, the gods' heralds joined voices and spurred mortal champions to fight back. Their song made heroes of common folk, giving them the resolve to stand fast against the tide of enemies around them. These early heralds live on still in the legends and tales of their descendants, and without their emboldening song, the world might have come to an end.

VINCENT DUTRAIT

You have studied the Song of Heroes, and you know that all great champions still hear its melody. They might not be aware of it, but at some point they, like you, caught a faint note of it. The distant strains of this ancient song—hidden in an uplifting tune, perhaps, or half-remembered in a stirring call to action—provide the inspiration that mortals need to rise above the mundane and become legends.

### Immortality

You have heard the haunting melody of that ancient song. In that moment, when the words of creation echoed in the harmony of the cosmos, your life's purpose and final fate became clear. Now, your course changed, you devote your time to teasing out the fragments of this ancient song and binding them into a single work, restoring the Song of Heroes to the world to stir new champions to fight against the enemies of creation and safeguard the world for the future.

**The Eternal Chorus:** When you complete your Destiny Quest, you unlock the fullness of the glorious work, each elusive note captured in the proper order, the music clear. For the first time, you can perform the Song of Heroes in its entirety. The song's purity dissolves your form until you join the singers of yore in body and voice, blending your resonant tones with the rest of the chorus to carry the song forward into eternity.

### Fatesinger Features

**Destiny Fulfilled (21st level):** You can spend an action point to allow an ally within 20 squares of you to make an attack as a free action, instead of taking an extra action yourself. If the ally's attack hits, you regain the action point.

**Fate's Clarity (24th level):** Whenever you use your *majestic word* power, the target can roll twice on all attack rolls, saving throws, skill checks, and ability checks and use the result he or she prefers until the start of your next turn.

**Heroic Inspiration (30th level):** Whenever an ally within 5 squares of you spends an action point to make an attack, you and all allies can spend a healing surge as a free action.

### Fatesinger Power

**Fragment of the Song** Fatesinger Utility 26

*You sing a verse of the Song of Heroes, honoring champions past, present, and yet to come. Surrounded by its melodies, you and your allies are spurred to incredible heroism.*

**Daily ✦ Arcane, Zone**
**Minor Action** **Close** burst 5

**Effect:** The burst creates a zone of emboldening music that lasts until the end of your next turn. While within the zone, you and each ally can spend an action point to take two extra actions, instead of one. As a move action, you can move the zone 3 squares.

**Sustain Minor:** The zone persists.

# Glorious Spirit

*Glorious deeds live forever. You have been marked for immortality as a warrior spirit to guide future generations.*

**Prerequisite:** 21st level, any primal class

Among the host of primal spirits that guard the world and maintain its natural order, the revered spirits of great mortal heroes stand as proud beacons guiding their living descendants to follow their paths. It is your destiny to stand with them, proving your worth by earning glory in battle. While you still live, you are not yet a Glorious Spirit, but your immortal kindred exult in your triumphs and strengthen you with some portion of their own power, awaiting the appointed day when you fight your last mortal battle and join them in the spirit world.

Battle against any worthy adversary fills your heart with joy and wins the acclaim of your unseen comrades. You harbor a special enmity for foes who would cheat death or inflict inglorious deaths on others. These foes above all you seek to send ahead of you into the dark.

## Immortality

The great ancestral spirits you revere are those who take joy in mortal examples of valor and great endurance. Through your love of battle, you have won the approval of these spirits, and in return they offer you the chance to aid your descendants and those of like mind when your days are done.

**Eternal Glory:** You distinguish yourself during your final battle, fighting with unmatched valor. Whether you stand or fall, you finally behold the great company of Glorious Spirits, gathered to welcome you into their shining ranks. In a flight of wild joy, they lead you into the spirit world, where a great feast has been prepared in your honor. Leaving your mortal life behind, you become a true Glorious Spirit, an unseen presence on the battlefields of the world who fills living warriors with the courage and might needed to overcome their enemies.

## Glorious Spirit Features

**Worthy Foe (21st level):** Once per encounter as a minor action, you can designate the enemy nearest to you as a worthy foe until the end of the encounter. Until the start of your next turn, your attacks against the worthy foe ignore any resistance and the insubstantial quality.

In addition, once per round, you can deal 2d8 extra damage to the worthy foe on a hit. If you can make multiple attacks against the worthy foe during your turn, you decide which attack to apply the extra damage to after all the attacks are rolled.

Finally, if you reduce the worthy foe to 0 hit points, you can spend a healing surge as a free action.

**Seeker of Foes (24th level):** Once per encounter as a move action, you can teleport to a space adjacent to any creature that you can see.

**Bearer of Doom (30th level):** If your worthy foe is the only target of your attack and that attack misses, you retain the use of that attack power. Any effect that normally occurs when you miss with the power still applies.

## Glorious Spirit Power

**Spirit Steed** — Glorious Spirit Utility 26

*Appearing from nowhere, a winged spirit steed carries you beside your foe.*

**At-Will**
**Immediate Reaction** **Personal**
**Trigger:** The enemy designated by your Worthy Foe feature ends its movement within 6 squares of you
**Effect:** You fly and land in a space adjacent to the triggering enemy. This movement doesn't provoke opportunity attacks.

EVA WIDERMANN

# Harbinger of Doom

*Ill fortune follows in your wake.*

**Prerequisite:** 21st level

You are an omen of storms, a herald of destruction, a spreader of calamity—wherever you go, destinies are unraveled and woven anew. You have broken free of the bonds of fate, and for you, nothing is written. Every step along your path, every decision you make, forces the future to shape itself accordingly. The ripples spreading from your choices can topple kings, wake ancient terrors, ruin kingdoms, and thwart the designs of the gods themselves.

The most dire consequences of your choices befall those people, realms, or causes to which you choose to give battle. Misfortunes, accidents, and natural disasters gather around your enemies when you are near—minor flukes at first, such as a hailstorm that ruins a crop, a messenger delayed by a few important hours when his horse throws a shoe, or a servant who forgets to secure a gate. You can't control these happenings, or even guess how they might take shape. In fact, ill chance often falls upon those you do not wish to harm, although not in the same measure as your enemies suffer. You dare not linger in places you love, lest you inadvertently destroy the things you hold dear.

## Immortality

No one can know for sure what doom your existence portends. You might battle a dark overlord as a valiant champion of good. Your failure might cause the destruction of the kingdom you fought to defend, and your success might lead to the rise of an inflexible tyranny every bit as dangerous as the dark overlord you overthrew. Only at the end of your mortal life does your true purpose become clear.

**Doom Fulfilled:** You are drawn irresistibly to fulfill some ultimate doom—usually the catastrophic destruction of a great creature, a mighty realm, or a legendary artifact. When you triumph, fate repairs itself around you, and a new skein of destiny takes shape. In such a weaving, you no longer have a place, and you are hurled out of existence. Nothing remains of you, but you are remembered in the world's myths and legends as an agent of change and destruction. In some future time and place, you awaken with the dreadful knowledge that once again you must serve as doom's harbinger.

## Harbinger of Doom Features

**Shield of Ill Fortune (21st level):** Whenever you roll a natural 1 on an attack roll, you can reroll it. If you roll a second natural 1, you can't reroll it. In addition, when any enemy rolls a natural 1 on an attack roll against you, that enemy is stunned until the end of your next turn, and you can slide the enemy 3 squares as an immediate reaction.

**Master of Ill Fortune (24th level):** Once per encounter, when a creature within 10 squares of you drops to 0 hit points or fewer, you can make a saving throw or spend a healing surge.

**Doom's Reward (30th level):** Whenever you make an attack and miss every target, you gain temporary hit points equal to one-half your level.

## Harbinger of Doom Power

**Cloak of Doom** Harbinger of Doom Utility 26

*A storm of disaster surrounds you, bringing doom to your foes.*

**Daily**
**Minor Action** **Personal**

**Effect:** Until the end of the encounter, any enemy within 3 squares of you grants combat advantage to your allies, cannot teleport, and takes 5 damage whenever it misses with an attack.

MIKE MAY

# Lorekeeper

*All knowledge must be preserved. It must be saved and protected, for knowledge holds the key to who we are, what we were, and what we shall become.*

**Prerequisite:** 21st level, Intelligence 21 or Wisdom 21, training in two knowledge skills

You are a font of knowledge, a peerless scholar, and a custodian of legends, myths, and, above all, truth. Though you content yourself with study and reflection, people come to you from all over the world, and beyond it, for an audience. They seek to apply your keen intellect and wisdom to any number of problems: locating a long-lost artifact, solving an impossible riddle, or devising a strategy to overcome a horde of raging berserkers. Others seek you out just to talk, learn, and expand their own understanding.

With such knowledge comes grave responsibility, for some truths are best kept secret. If you glibly reveal the location of a powerful weapon lost since the fall of an ancient civilization, you might very well doom the world to witnessing firsthand that weapon's power. If you withhold the cure to a plague, the deaths of its victims rest upon your shoulders. Ultimately, you must decide whether you hoard your knowledge or dispense it freely, and whether you have the wisdom to know what to reveal and what to hide.

## Immortality

Lorekeepers are among the most learned people in the world, and they rely on their vast knowledge to battle those who embrace ignorance and reject civilization.

**Grand Library:** The ultimate expression of your temporal power is the construction of a grand library to hold your collection. By the time you complete your Destiny Quest, you have acquired more books, manuscripts, and other texts than you can catalog. The only way to prevent certain suspect writings from falling into the wrong hands is to construct a place to protect them. Whether you build your edifice in the mortal world, adrift in the Astral Sea, or hidden within the City of Brass, Sigil, or Gloomwrought, this grand library ensures your immortality. The library reminds all who behold its wonders of your single-minded commitment to preserving lore and your great deeds in pursuit of knowledge.

## Lorekeeper Features

**Lorekeeper's Wisdom (21st level):** Whenever you make a knowledge check or a monster knowledge check, you can roll twice and use either result.

In addition, your attacks deal 2 extra damage on a hit against creatures whose origins are within the purview of your trained skills. For example, if you are trained in Arcana, your attacks deal 2 extra damage on a hit against elemental, fey, and shadow creatures.

WAYNE ENGLAND

**Lorekeeper's Cunning (24th level):** When you are making a skill check for any ritual, you can roll twice and use either result.

You can double the time it takes to perform a ritual to reduce the component cost of that ritual by half.

In addition, whenever you score a critical hit against a creature whose origin is within the purview of one of your trained skills, you gain a +2 bonus to attack rolls against that creature until the end of your next turn.

**Lorekeeper's Revelation (30th level):** Choose two of your daily utility powers. Those two powers are now encounter powers for you. If you do not have two daily utility powers, you can immediately retrain your utility powers until you have two daily utility powers that then become encounter powers.

## Lorekeeper Power

**True Name** Lorekeeper Utility 26

*You speak your foe's true name, revealing its weaknesses to your allies.*

**Encounter**
**Standard Action** **Close** burst 10
**Target:** One creature in burst
**Effect:** Until the end of your next turn, you and your allies gain a bonus to damage rolls against the target equal to your Intelligence or Wisdom modifier.

# Primal Avatar

*You are the living embodiment of nature's power, a mighty primal spirit veiled in living flesh.*

**Prerequisite:** 21st level, any primal class

You are one with the world around you. You hear the whispers of the trees as they speak of their ancient dreams, you taste the change of seasons carried on the four winds, and you understand the thoughts of beasts nearby. The world of spirit that exists alongside the physical world is as real to you as your own body; you perceive and move in both realms at the same time. Like the wisest and most powerful barbarians, druids, shamans, and wardens who have gone before you, you have no fear of death, for when you die, you will reside in the spirit world that you already know.

Many primal spirits are benign. Some are heedless of mortal concerns, and others are actively malevolent. Your power and attunement to their world draws these spirits' attention, for they perceive you even as you perceive them. Hostile spirits see you as a threat and seek to hamper your progress. But you have allies in the spirit realm too, friendly powers who nurture you, lending a measure of their own strength to support your cause. As your power grows, so too does your connection to the spirits of nature, until its sustaining power accompanies you wherever you go.

Your presence in the world has such resonance that a great primal spirit might seek you out to recruit you for a greater purpose. Whether you choose to bind yourself to the entity or not has no effect on your abilities, but service might result in physical manifestations that evoke qualities held by your patron. For example, if you ally yourself with a spirit of the woodlands, your hair might take on a leafy appearance that changes with the passing of the seasons; if you choose to serve a spirit of the hunt, you might acquire a bestial appearance and a shaggy mane; and if you serve an animal spirit of wisdom and guidance, you might grow a stag's antlers or develop hooves for feet.

## Immortality

When your body's life comes to its end, you will continue to exist as one of the spirits of nature.

**Mighty Among the Spirits:** As you near the completion of your Destiny Quest, you feel the tug of something greater, some deeper force drawing you on and goading you to bring your mission to its conclusion quickly. Not long after finishing your final task, you walk from the world into the spirit realm, leaving your mortality behind. Freed from the bonds of your body, you join the host of spirits that protect the natural order and guide new champions to follow the trail you blazed.

## Primal Avatar Features

**Primal Travel (21st level):** When any enemy hits you with a melee attack, you can teleport 3 squares as an immediate reaction.

**Spirit Boon (24th level):** After each extended rest, choose one ability score. Until the end of your next extended rest, you gain a +1 bonus to attack rolls, skill checks, and ability checks related to that ability.

**Eternal Return (30th level):** Once per day, when you die and have at least two healing surges remaining, you can will yourself back to life. At the start of one of your turns within 10 rounds of your death, you can spend two healing surges to return to life. You return with hit points equal to your bloodied value and free of any effects that a save can end. You then take your turn normally.

## Primal Avatar Power

**Walk with the Spirits** Primal Avatar Utility 26

*Your spirit slips free from your body, revealing your true nature.*

**Daily ✦ Primal**
**Minor Action** **Personal**

**Effect:** Your body disappears, and you appear in spirit form in an adjacent space. While you are in this form, you are insubstantial and gain phasing. You also gain a fly speed equal to your speed, and you can hover. You can use at-will powers and encounter powers, but you cannot use daily powers, magic item powers, or rituals. You can remain in this form until you end it as a standard action, until you drop to 0 hit points or fewer, or until you take a short rest or an extended rest. When you leave this form, your body reappears, rejoined by your spirit, in your current space.

ERIC BELISLE

# Revered One

*You peer beyond the mortal veil to apprehend a deeper, fundamental truth.*

**Prerequisite:** 21st level, any divine class

As the result of long reflection, unflinching morals, and a lifetime of pious service to the gods, you have developed a powerful new philosophy of the mortal place in the cosmos. You have glimpsed the truth of the infinite, the timeless expanse to which mortal souls eventually go, and your insights have the power to change the world. Your teachings are destined to bring hope and enlightenment to people for centuries to come, for glimpses of truth lie within the words you have set down and within the story of your deeds.

Your philosophy might seem, at first glance, to trivialize the gods and their dominions, but you recognize that the gods are necessary intermediaries between mortals and the infinite. You therefore honor all deities as examples for mortals to learn from. Your sermons, your writings, or the stories of your life have the power to help followers of many different gods to understand the lessons of the mortal world.

The exact nature of your revelations is up to you. You might be a visionary who perceives the eventual fate of mortal souls and teaches others how their actions in this world influence their ultimate destinies. You might be a reformer whose teachings challenge inflexible, age-old doctrines of great temples. You might be a philosopher who maintains a creed of stoicism, a fiery condemnation of evil, or an ethical system of obligation to others. Or perhaps you instruct your initiates in darker truths that incite greed, hedonism, or tyranny—not all who follow this path find philosophies of peace and enlightenment, after all.

## Immortality

The Revered One walks a perilous road, for not all powerful entities wish for enlightenment and understanding to dawn on the mortal world.

**Truth Revealed:** You have traveled to the farthest corners of the universe, stood fast against heavenly legions, battled armies of devils, and thwarted demonic hordes. You have traveled the Astral Sea's dominions and explored the Elemental Chaos in your search for understanding. At last you are within reach of the wellspring of all existence. Upon completing your Destiny Quest, you receive a vision, a golden path stretching into infinity. Unshakable in the power of your convictions, you take the first step on this final journey, slipping beyond this reality and vanishing from view. The road ahead is long and strange, but your journey is only beginning. For ages to come, mortals will follow in your footsteps, guided by your teachings and inspired by your example.

MIKE MAY

## Revered One Features

**Immortal Foe (21st level):** Immortal creatures take a –2 penalty to attack rolls against you. In addition, you gain a bonus to damage rolls against immortal creatures equal to your Wisdom modifier.

**Manifest the Divine (24th level):** You can use each of your Channel Divinity powers once per encounter. In addition, you can select any Channel Divinity feat, even if you do not worship the required god.

**Bestow Grace (30th level):** When any ally within 20 squares of you drops to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt. You regain no hit points from spending the surge, but the ally regains hit points as if he or she had spent a healing surge.

## Revered One Power

**Serene Protection** Revered One Utility 26

*Once you understand a thing, it becomes a simple matter to ignore it. Sharing your understanding with your allies, you ward yourself and them from harm.*

**Daily ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Choose a damage type: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Each target gains resist 30 to that damage type until the end of your next turn.
**Sustain Minor:** The resistance persists.

CHAPTER 3

# Character Options

HOWARD LYON

**Taken together,** class and race define most of your character's capabilities—but there's more to a character than capabilities. Your character's feats and equipment complement your powers and class features, while a developed background helps to flesh out your character into a three-dimensional person.

Backgrounds give only minor benefits in the game, but they're an important part of defining who your character is, not just what he or she can do. They suggest elements of personality and story that you can use while you play your character, and they're also a great hook your DM can use to connect your character to the adventures that await you.

Feats are a great way to customize your character, to tweak your abilities so they're just right for the character you want to play. The feats in this chapter are aimed primarily at the new classes and races that appear in this book.

Mundane and magic items guard your weaknesses and enhance your strengths. They ensure that your attacks and defenses keep pace with the increasingly dangerous monsters you face in your adventures.

Rituals extend your capabilities, giving you new ways to overcome obstacles and handle problems outside combat. A careful selection of rituals helps round off your character, making you ready to tackle whatever adversity comes your way.

This chapter includes the following sections.

- **Backgrounds:** Rules and extensive story ideas for fleshing out your character's past and its effect on the present.
- **Feats:** A wide selection of new feats for characters of every tier.
- **Adventuring Gear:** Basic equipment your character might need.
- **Magic Items:** New armor, weapons, implements, and other items geared toward the classes in this book.
- **Rituals:** New rituals, including some exclusively for bards and those that provide new options for all ritual casters.

# BACKGROUNDS

The *Player's Handbook* provides questions to help you think about your character's background. The suggestions here are resources you can use when you create a character, offering a wider variety of story hooks and adding a game benefit that reflects your character's history.

This section describes a number of background elements you can use as inspiration for fleshing out your character. You can choose any number of these background elements, but a good way to create a rich yet manageable background is to choose one element from each of three different categories. This book includes five categories: geography, society, birth, occupation, and racial backgrounds.

Regardless of how many background elements you use, when you create a character you can (with your DM's consent) select one of the following background benefits:

- Gain a +2 bonus to checks with a skill associated with your background.
- Add a skill associated with your background to your class's skills list before you choose your trained skills.
- Choose one language connected to your background. You can speak, read, and write that language fluently.
- If you are using a campaign setting that offers regional benefits (such as the Forgotten Realms setting), gain a regional benefit.

The background elements presented here are not the only ones possible. Use these ideas for inspiration in creating a background as unique as your character. Above all, remember that a background is more than a game benefit. It forms the foundation of your character, provides hints of what lies ahead in the campaign, and informs your character's personality.

## Geography

This element describes the basic environment of the region in which you were raised.

**Desert:** You were raised in an arid wasteland, such as a sandy desert or rocky badlands. How did you and your family survive? Do you long for the simple life of the desert, or are you thankful to be free of its constant hardships? How do you cope with the overwhelming variety of sights and smells in urban environments?

*Associated Skills:* Endurance, Nature

**Forest:** You were raised in a wooded region, such as a forest or a jungle. Did you survive by foraging, or were you and your family hunters? Do you feel at one with the forest, or is it merely a source of food to be harvested?

*Associated Skills:* Nature, Perception

**Mountains:** You were raised among the cold, craggy peaks of a mountain range. How often did you visit the lowlands as you were growing up? What brought you out of the mountains to become an adventurer?

*Associated Skills:* Athletics, Dungeoneering

**Urban:** You were raised in a large city. What part of the city did you grow up in? Did you stick to that area, or did you explore all the quarters of the city? Do you still have ties to your old neighborhood, or are you happy to forget your childhood?

*Associated Skills:* History, Streetwise

**Wetlands:** You were raised in a swamp, a river delta, or another marshy area. Which did you learn first—to walk or to swim? Do you distrust the feel of solid ground, or are you happy finally to have dry feet?

*Associated Skills:* Athletics, Nature

## Society

This background element indicates your social and economic standing.

**Poor:** You grew up without a steady income. Were your family members peasants, servants, or unskilled laborers? Did you and your family have to beg in the streets to stay fed? What was the biggest sacrifice you or your family had to make to survive? How did you come to own your starting possessions?

*Associated Skill:* Streetwise

**Wealthy:** You grew up rich, never wanting for anything. What was the source of this wealth? Was it inherited, or did your family work for its riches? Was it obtained legitimately, or through underhanded methods? What kind of home did you live in? Was there ever a time when you knew what it was like to be hungry or desperate?

*Associated Skill:* History

**Noble:** You are a member of the aristocracy. Does your family have a noble rank? Are you the heir to a title, and if so, how many people stand between you and that title? Under what circumstances did you become an adventurer?

*Associated Skills:* Diplomacy, Insight

## Birth

If one background element is common to many heroes, it is an unusual birth circumstance.

**Among Another Race:** You were born among a race other than your own. Did you grow up among the trees of an elven forest, deep in a dwarven

mountain fortress, or in a halfling caravan? Did your family live among that race when you were born, or did some other circumstance bring you there?

*Associated Skill:* A skill the other race gains a bonus to

**Blessed:** You received a great blessing from a complete stranger when you were born. What type of person blessed you? Was he or she associated with a particular religion? If so, are you a member of that faith? Did you stay in contact with this person, or do you distrust the motives behind the blessing? How does the blessing affect you?

*Associated Skills:* Insight, Religion

**Cursed:** You received a dire curse from a complete stranger when you were born. What type of person cursed you, and why? Did you ever see the stranger again? Were you shunned because of the curse? Do you carry an obvious mark of it? How does the curse affect you?

*Associated Skills:* Bluff, Religion

**Omen:** Your birth was marked by an unusual occurrence—perhaps a great storm, an eclipse, or the start or end of a battle. What was the omen? How was it interpreted? Were others born under the same omen, and if so, do you have any special relationships with them?

*Associated Skills:* Arcana, History

**On Another Plane:** You were not born in the world, but rather on another plane, such as the Feywild. What circumstances brought your ancestors to that plane? Were they natives of that plane, taken there against their will, or just visitors? When did you leave that plane, and what did you have to accomplish to escape it? Do you miss your birth plane, or do you dread returning to it?

*Associated Skill:* Arcana

**Prophecy:** Your birth was foretold in a prophecy. What does the prophecy say about you and about your future? Who, if anyone, believes the prophecy? Are you trying to fulfill the prophecy or to thwart it? The details of the prophecy might suggest further adventures to the DM.

*Associated Skills:* History, Religion

## Occupation

Before you became an adventurer, this was the way you earned your keep.

**Artisan:** You had a skilled occupation dedicated to a particular craft, such as baking, blacksmithing, carpentry, or cobbling. What did you make? Did you enjoy your work, or was it only a means of supporting yourself? What was your finest creation, and what happened to that item?

*Associated Skills:* Athletics, Diplomacy

**Criminal:** You lived on the wrong side of the law. What sorts of crimes did you commit? Did you enter a life of crime by necessity or by choice? Did you belong to a gang? Do you still engage in occasional wrongdoing, or have you left that life behind? If the latter, what caused you to give up your criminal ways? Do you still have contacts among the criminal underworld? Do your former associates now consider you an enemy?

*Associated Skills:* Stealth, Thievery

**Entertainer:** You were a dancer, a singer, an acrobat, a storyteller, or another kind of performer. Were you a solo entertainer, or did you perform as part of a group? Were you well known? If so, do you still encounter admirers?

*Associated Skills:* Bluff, History

**Farmer:** You worked on a farm, learning the ways of the natural world. Did you raise livestock, crops, or both? Did your farm have a specialty? Did you or your family own the farm, or were you a hired hand? Do you miss those days, or were you eager to escape?

*Associated Skills:* Endurance, Nature

### Background Examples

Following are two examples of how to use the material in this section to craft a cohesive background for a character.

Born and raised in the grimy streets of a large city, Neris developed a knack for getting others to follow her lead. Once she was old enough to help support her family, this talent enabled her to rise to the rank of sergeant in the city militia. With her parents and younger siblings taken care of and a little extra copper for herself, Nerys was more comfortable than she ever thought she would be. But when one of her childhood friends needed a favor, Nerys found herself on the wrong side of one of the city's smuggling syndicates. On the run from a crime boss with a grudge, Nerys has fallen in with a band of adventurers and is putting her street smarts to good use.

Nerys's player chose three background elements: urban (geography), poor (society), and military (occupation). Nerys added Streetwise to her class skills list.

Jahan is the only child of a noble house and was his parents' treasure from the day he was born. Indeed, at the moment of his birth, a pair of cranes appeared and circled the roof of his tower room three times. Jahan became a respected scholar while still young, focusing his studies on the history of his land. As dawn broke on the day when he would enter adulthood and become next in line for his family's title, the rising sun revealed a terrible scene: thousands of dead cranes lay strewn over the countryside. Weeks later, their crops mysteriously failing and their wells gone dry, commoners have begun to whisper that Jahan is the cause. The time has come for him to abandon his books and search for answers in the outside world.

Jahan's player chose three background elements: noble (society), omen (birth), and scholar (occupation). Jahan gains a +2 bonus to History checks.

**Mariner:** You worked aboard a ship. Was it a riverboat or a sailing ship? Were you a deckhand, a pilot, a marine, or an officer? How extensively did you travel? Where did you go? Was your vessel a merchant craft, a pleasure yacht, a transport vessel, or a pirate ship?

*Associated Skills:* Acrobatics, Perception

**Merchant:** You were engaged in the buying and selling of goods. What kinds of goods did you buy or sell? Were you an honest merchant, or did you take advantage of your customers? Did you or your family own the business, or did you work for someone else? Did you travel, or did you work at a shop or inn?

*Associated Skills:* Bluff, Diplomacy

**Military:** You served in a military organization, such as an army or a city guard. Were you conscripted, or did you volunteer? What was your rank? How did you leave the service? If you haven't left, describe the circumstances under which you still serve while also adventuring.

*Associated Skills:* Athletics, Endurance

**Scholar:** Your life once revolved around knowledge. What area of scholarship was your domain? Were you a teacher or a scribe, an architect or an astrologer, a barrister or a sage? Did others respect your theories, or did they scoff at your ideas? Do you still seek to learn and to teach, or have you given up academia for a life of adventure?

*Skills:* Arcana, Religion

## Racial Backgrounds

Something in your background sets you apart from others of your race.

### Deva

**Brink of Enlightenment:** You were an incredibly advanced soul during your most recent past life, close to achieving the epic transcendence that your spirit has sought through a thousand lifetimes. What interrupted your spiritual journey and led to your rebirth as an adventurer?

*Associated Skill:* Arcana

**Brink of Corruption:** In your most recent past life, your spirit was corrupted. Your evil was so great that you were nearly reborn as a rakshasa. Although your rebirth washed most of the taint from your soul, you still experience flashes of violent anger or sadistic thoughts. What led to your corruption? Were you tempted by power, or were you seeking to avert a larger evil by your actions?

*Associated Skills:* Intimidate, Stealth

**Forgotten Lifetime:** Although your memory of your past lives is vague, there is one—your most recent—that you can't remember at all. As far as you can tell, there is a gap of nearly a century during which you didn't exist. Did something interfere with your reincarnation, or did something happen during that lifetime that prevents you from remembering it?

*Associated Skills:* Endurance, Thievery

### Dragonborn

**Dishonored:** Some magnificent failure on your part resulted in the utter loss of your honor. Many dragonborn in your position would seek death, but you have not. Why? Were you wrongly accused? If not, what did you do that cost you your honor? Would you do it again? How might you regain your honor?

*Associated Skills:* Bluff, Streetwise

**Rare Egg:** The egg that you hatched from was unusual in a way that dragonborn consider auspicious. It might have had the appearance of burnished gold, carried a pattern that resembled a significant symbol, or broken cleanly into two pieces when you emerged. How much weight do you attach to this phenomenon? What do you think it means, and what did your parents think?

*Associated Skills:* Arcana, Religion

**Brush with the Past:** At some point in your life, you encountered some element of dragonborn history. You might have found a weapon forged in the lost empire of Arkhosia, discovered a fragment of parchment dating from that age, or dreamed of an ancient battle as if you had been there. How much of an impact did this encounter have on you? How does it motivate you now? Are you driven to rebuild the ancient glory of your race? Or are you embittered by the fall of Arkhosia and prepared to carve yourself a place in a new empire?

*Associated Skills:* History, Insight

### Drow

**Outcast:** You were cast out from the city of your birth, most likely because of your failure to comply with the evil customs of your people or the terrible whims of Lolth's priests. Do you dream of returning and gaining revenge, or are you fleeing for your life?

*Associated Skills:* Dungeoneering, Perception

**Orphan:** The drow community in which you were born no longer exists. Perhaps an army of dwarves or elves wiped it from the Underdark, or it was exterminated by another drow city. Somehow, you survived this event. Did something about you prompt a member of the invading force to spare you and bring you to the surface?

*Associated Skills:* Dungeoneering, Endurance

### Dwarf

**Outcast:** Your family and clan have cast you out, severing the ties that are so important to the members of your race. What did you do to deserve this fate? Are you trying to earn your way back into your clan, or to make a great name for yourself and establish a new clan of your own? Are your fellow

adventurers a surrogate family for you, or are you a loner at heart?

*Associated Skill:* Bluff

**Dedicated to an Ancestor:** You were born on the same day of the year as one of your clan's ancestral heroes, and your parents dedicated you to that hero, whose name you share. What was that hero known for? Do you feel called to emulate your namesake's great deeds, or are you driven to make a name for yourself in a different way? Do you ever dream of your ancestor, or have feelings of déjà vu, as if you're walking in that hero's footsteps?

*Associated Skills:* Diplomacy, History

**Ancestral Home Lost:** During your youth, your clan's ancestral home was conquered by enemies or destroyed in a natural disaster. You were among the displaced survivors who built a new life, most likely in a nearby human settlement. Did your parents survive the disaster? If not, who raised you? Were the survivors welcomed into the new community, or were you ostracized? Do you dream of someday rebuilding your ancestral home?

*Associated Skills:* Nature, Perception

## Eladrin

**Noble Birth:** One of your parents is a noble eladrin. What was your noble parent's title? (Brallani of autumn winds, ghaele of winter, and coure of mischief and strife are examples of the many possible titles.) Do you feel a special affinity for a season, passion, or other natural or emotional phenomenon associated with your parent's title? You probably have much stronger ties to the Feywild than to the world. Why are you now adventuring in the world? When was the first time you visited the world, and what was your reaction to it?

*Associated Skills:* Intimidate, Nature

**Estranged Fey:** You were born in the world and never visited the Feywild before the start of your adventuring career. Were your parents exiled or killed? Were you raised by members of another race? Perhaps your trance is haunted by visions of the Feywild's lush landscapes. Or is the Feywild foreign to you, as strange as some distant nation?

*Associated Skills:* Endurance, Nature

**Drowscarred:** You carry a personal mark of an encounter with the drow—perhaps a physical scar, but more likely an emotional one. What happened? No doubt this encounter intensified your hatred of the drow. But is your hatred now mixed with fear? Or is it a burning drive to exact revenge? Perhaps something about the encounter gave you a trace of compassion for the drow. Do you hope that they might one day be redeemed and rejoin the eladrin fold?

*Associated Skills:* Dungeoneering, Heal

THOMAS DENMARK

## Elf

**Fey Ally:** You are very familiar with the Feywild and have close ties to your eladrin cousins or to other fey creatures. How did you end up with such ties? Perhaps invaders destroyed your family or your home, forcing you to flee to the Feywild. Did the eladrin take you in? It is possible that you have never lived among other elves. Why did you leave the Feywild? Were you cast out, or did you strike out on your own to see the world?

*Associated Skills:* Arcana, Insight

**Wild Elf:** You come from a particularly wild tribe, considered primitive by other elves. Why is your tribe so isolated? Did you lose contact with the outside world, or did your people shun civilization? Have you ever been to a city, or are such places the stuff of campfire tales?

*Associated Skills:* Acrobatics, Athletics

**Urban Elf:** You were raised in a city where another race was dominant. What drove your family to the city? Do your people live as humans do, or did you grow up in an elven enclave? Are you happy there, or do you long to return to the wild?

*Associated Skills:* Streetwise, Thievery

## Genasi

**Chaos Born:** You spent some part of your early life in the Elemental Chaos—perhaps living in the efreets' City of Brass or in a githzerai monastery. Fond of traveling in the Elemental Chaos, you recently found yourself thrust through a portal into the world. Are you stranded in the world, or have you decided to stay for a while? Are you eager to return, or enjoying a life less plagued by elemental dangers?

*Associated Skills:* Arcana, Endurance

**Academic Exhibit:** Perhaps they created you, perhaps they summoned you, or perhaps they simply found you—however they acquired you, a cabal of arcane scholars treated you as the subject of fascinating study. You might have been on display, or you might have been kept hidden away from everyone except members of the cabal. Were you well treated, or were you locked in a cage? Did some catastrophe befall the scholars, allowing you to escape? Were you the catastrophe?

*Associated Skills:* Arcana, Thievery

### Gnome

**Fomorian Captivity:** You were the captive of a fomorian overlord. Was your family captured, or were you born into captivity? How did you escape? Are you driven by revenge, or by a deep desire to stay as far away from fomorians as possible?

*Associated Skills:* Endurance, Stealth

**Estranged Fey:** Your parents abandoned the Feywild before your birth and never returned. Did your family leave the Feywild by choice or through necessity? Do you plan to return to the homeland you have never seen, or are you content with the place you have found in the world?

*Associated Skills:* Endurance, Nature

### Goliath

**Skywatcher:** You were a respected advisor to your tribe. You helped your people avoid overhunting and overharvesting, scouted new territory, and oversaw seasonal celebrations. Now you are separated from your tribe, either by choice or by necessity. What happened? Did you make a decision that earned you bitter enemies in your tribe? Did a younger member rise to favor over you? Or did you feel a call to the world beyond your tribal lands?

*Associated Skills:* History, Religion

**Lightlost:** Your tribe members, brought near starvation by drought, followed a mountain spring to an underground river and found the food they needed to survive. Eventually forging an alliance with a nearby clan of dwarves, they adapted to a subterranean life and haven't emerged since. You are the first member of your tribe to see the sun in generations. Why have you emerged from the caves?

*Associated Skills:* Athletics, Dungeoneering

### Half-Elf

**Wanderer:** You have never lived in one place for more than a few months at a time. Why do you travel so much? Are you and your family on the run from something? Or were you a foundling who was raised by another wayfarer? Do you know where your family members are now, or have you lost touch with them in your travels?

*Associated Skill:* Streetwise

**Cultural Half-Elf:** Unlike most half-elves, you were raised as part of a half-elf community. Your parents were half-elves, and the mingling of elf and human blood in your veins goes back generations. Why did this community form? Did your people face prejudice from humans, elves, or both? Or have you had almost no contact with either race until now?

*Associated Skill:* History

**Outcast:** You were born in circumstances that made you unwelcome—in a community of elves where humans were hated, for example, or vice versa. What was the circumstance of your birth? How did your parents fit into the community? Did you leave by choice, or were you forced out? Do any lingering rivalries or enemies from your home still plague you?

*Associated Skills:* Endurance, Nature

### Half-Orc

**Orc Birth:** The child of an orc and a half-orc, you were born and spent your early years among orcs. You might have been destined for greatness, but something happened. Perhaps the tribe was slaughtered in an ill-fated raid or by a group of adventurers. Or perhaps a full-blooded orc challenged your half-orc parent's leadership, and you fled to avoid certain death. How do you feel about orcs now?

*Associated Skill:* Athletics

**Stormtouched:** Many half-orcs hold Kord in particular respect, even if they don't acknowledge him as the creator of their race. You had a brush with

### Other Benefits in Play

Your DM might decide to give your character a bonus to certain skill checks or other rolls in situations when your character's background could conceivably provide an edge. If your character's background includes an apprenticeship to a blacksmith, for example, the DM might give a bonus to Diplomacy checks when your character interacts with the baron's blacksmith, or a bonus to a Perception check when particular training could help your character notice something awry. Feel free to ask the DM about a "background bonus" if you see a possible connection.

Your character's background might also mean that he or she knows how to do certain things that have nothing to do with the game's skill system or other rules elements. If your character worked as a blacksmith, you don't need to make a skill check for your character to produce a horseshoe, or to earn a subsistence living as a blacksmith. There might be circumstances in which a well-defined background can give your character an edge in the game, even when the rules don't cover the situation.

Details of your background almost always involve other people—such as friends, enemies, family members, and former teachers. These bits of history offer a good opportunity for the DM to create nonplayer characters and situations that can be used later in the campaign.

a storm; perhaps you were born during a thunderstorm, or maybe you were struck by lightning as a young adult. Now Kord's touch is on you, and it's clear that he has some particular destiny in mind for you. But what is it?

*Associated Skills:* Nature, Religion

**First Generation:** One of your parents was a human, and the other was an orc. What circumstances brought them together? Who raised you? Were you welcome in your home village or city, or treated as an outcast?

*Associated Skill:* Bluff

## Halfling

**Storyteller:** You are a font of halfling folklore, able to spin fables and legends relevant to virtually any situation. Hidden in these tales is a wealth of useful information about halfling history and culture. How did you learn them? Which of the stories do you consider most important? Did the stories spur you to a life of adventure, and if so, why?

*Associated Skills:* History, Religion

**Avandra's Kiss:** Your birth was accompanied by an unusual occurrence that your family regarded as a sign of Avandra's favor. Perhaps a bird perched on the windowsill of the room where you were born, or you have a birthmark resembling Avandra's holy symbol. What is the mark or occurrence that reveals this favor? How did it affect your childhood and training? Does it affect your plans for the future?

*Associated Skills:* Acrobatics, Heal

**Banned:** You have been cast out of your community, and members of your own family are forbidden to speak to you or even breathe your name. What did you do to earn this shame? Does anyone back home miss you or sympathize with your plight? Is there a price on your head, or does your past otherwise threaten to overshadow your future?

*Associated Skills:* Bluff, Stealth

## Human

**Ancestral Holdings:** Your family carried a significant noble title during the height of the empire of Nerath, but the lands your family once held are now a dangerous wilderness. Do you dream of clearing the lands and making them fit for human habitation once again? Or are you fleeing the ever-shabbier pretensions of your family of nobles-in-exile?

*Associated Skills:* Diplomacy, History

**Heir of the Forgotten Gods:** A sign at your birth or some event in your life pointed to the influence of a god that is either dead or forgotten. Are you destined to revive the worship of this long-forgotten deity, or to take the place of a god that has lain dead since the dawn of time? Do you view the other gods as potential allies or as dangerous competitors?

*Associated Skills:* Insight, Religion

## Shifter

**Moonspeaker:** You were a moonspeaker, a religious leader who traveled among different shifter communities. That background gave you a much broader experience of the world than most shifters enjoy. Do you plan to return to your tribe one day, or is the endless variety of a life of adventure what you seek?

*Associated Skills:* Heal, Religion

**City Shifter:** Your tribe was forced off its lands at some point during the last century, and you were born and raised in a large human city. You might have been born to a life of crime, or your family might have established itself in a prominent position. How do you feel about urban life? Do you dream of open fields and untamed forests, or are the twisting alleys and crowded markets your true home?

*Associated Skills:* Acrobatics, Streetwise

**Persecution:** You or your family endured a period of persecution, during which shifters were imprisoned or killed because of their perceived ties to lycanthropes. Were you arrested? Did you live in hiding? Has the experience made you ashamed of your origin, or defiantly proud?

*Associated Skills:* Bluff, Stealth

## Tiefling

**Merchant Dynasty:** You grew up in a conclave of other tieflings, part of a large merchant family, surrounded by wealth if not prestige. It was a sheltered life, and you're unaccustomed to either hardship or prejudice. Why did you leave the comforts of your home to become an adventurer?

*Associated Skill:* Streetwise

**Dark Secret:** At some point in your past, you did something truly evil. You escaped punishment, but if you were ever to be identified as the perpetrator of that deed, you could still be put to death for it. Are you adventuring to forget the horror of your deed and stay away from those who still hunt you, or to try to atone for the wrong you committed? Whatever your crime, it was a clear demonstration of the evil of which you are capable because of the infernal taint in your soul. Will you transcend that evil, or will it ultimately claim you?

*Associated Skills:* Arcana, Dungeoneering

**Infernal Nightmares:** You are plagued by nightmarish visions that haunt your sleep. In your dreams, you have vivid glimpses of the Nine Hells and the torments they offer, as well as of the splendor of Asmodeus's palace and the luxurious lives of his most favored servants. What message do you take from these visions? What connection, if any, do you feel to the Nine Hells and their denizens? Does some infernal patron want something from you, or is some divine force reminding you of the punishment you risk if you stray from the path of righteousness?

*Associated Skills:* Bluff, Religion

Feats are useful tools to customize your character, covering weaknesses or enhancing strengths. The feats presented here focus on the new races and classes in this book, but many of the feats are open to any character.

You must meet a feat's prerequisites, if any, to take the feat. If you ever lose a prerequisite for a feat, you can't use the feat until you meet the prerequisite again. A feat that has a class as a prerequisite is available only to members of that class, including characters who have joined the class through a class-specific multiclass feat.

## Heroic Tier Feats

Any feat in this section is available to a character of any level who meets the prerequisites. Heroic tier feats and multiclass feats are the only feats you can take if you are 10th level or lower.

### Advantage of Cunning

**Prerequisite:** Bard, Virtue of Cunning class feature

**Benefit:** When you slide an ally with your Virtue of Cunning, you can also slide an enemy that was adjacent to that ally into the space the ally vacated.

### Anger Unleashed

**Prerequisite:** Half-orc

**Benefit:** The first time you are bloodied during an encounter, you gain a +2 bonus to attack rolls until the end of your next turn.

### Arcane Spellfury

**Prerequisite:** Sorcerer

**Benefit:** When you hit any enemy with a sorcerer at-will attack power, you gain a +1 bonus to attack rolls against that enemy until the end of your next turn.

### Auspicious Lineage

**Prerequisite:** Deva

**Benefit:** When you use your *memory of a thousand lifetimes* racial power, you add 1d8 to the triggering roll, instead of 1d6.

### Bardic Knowledge

**Prerequisite:** Bard

**Benefit:** You gain a +2 feat bonus to Arcana, Dungeoneering, History, Nature, Religion, and Streetwise checks.

### Blurring Claws

**Prerequisite:** Razorclaw shifter

**Benefit:** While you are under the effect of your *razorclaw shifting* racial power, you gain a +2 bonus to melee weapon damage rolls against any target granting combat advantage to you.

### Combat Medic

**Prerequisite:** Trained in Heal

**Benefit:** You administer first aid to stabilize the dying as a minor action, instead of a standard action.

You also gain a +2 feat bonus to Heal checks.

### Coordinated Explosion

**Benefit:** When you use any implement power that creates a burst or a blast, you gain a +1 bonus to attack rolls against the power's targets if at least one ally is within the burst or the blast.

### Crushing Earthstrength

**Prerequisite:** Warden, Earthstrength class feature

**Benefit:** When you use your second wind, you gain a bonus to weapon damage rolls equal to your Constitution modifier until the end of your next turn.

### Deadly Rage

**Prerequisite:** Barbarian

**Benefit:** You gain a +1 bonus to damage rolls while raging. The bonus increases to +2 at 11th level and +3 at 21st level.

### Disciplined Wild Soul

**Prerequisite:** Sorcerer, Wild Magic class feature

**Benefit:** When determining your Wild Soul damage type, roll twice and use either result.

### Distant Advantage

**Benefit:** You gain combat advantage for ranged or area attacks against any enemy flanked by your allies.

### Echoes of Thunder

**Benefit:** When you hit with any thunder attack power, you gain a +1 bonus to damage rolls until the end of your next turn. The bonus increases to +2 at 11th level and +3 at 21st level.

### Enraged Boar Form

**Prerequisite:** Druid, *wild shape* power

**Benefit:** While you are in beast form, you gain a +1 bonus to attack rolls and a +2 bonus to damage rolls with charge attacks.

RAVEN MIMURA

## Expert Ritualist

**Prerequisite:** Ritual Caster feat

**Benefit:** You gain a +2 bonus to skill checks that you make while performing a ritual.

## Ferocious Tiger Form

**Prerequisite:** Druid, *wild shape* power

**Benefit:** While you are in beast form, you gain a +2 bonus to damage rolls against enemies granting combat advantage to you.

## Fey Trickster

**Prerequisite:** Gnome

**Benefit:** You gain the wizard cantrips *mage hand* and *prestidigitation* (*Player's Handbook*, pages 158 and 159) as encounter powers.

## Goliath Greatweapon Prowess

**Prerequisite:** Goliath

**Benefit:** You gain proficiency with all simple and military two-handed melee weapons and a +2 feat bonus to damage rolls with such weapons. The bonus increases to +3 at 11th level and +4 at 21st level.

## Gorebrute Charge

**Prerequisite:** Longtooth shifter

**Benefit:** While you are under the effect of your *longtooth shifting* racial power, you gain a +3 bonus to damage rolls with charge attacks.

## Group Stealth

**Prerequisite:** Gnome

**Benefit:** Allies within 10 squares of you gain a +2 racial bonus to Stealth checks.

## Guaranteed Retribution

**Prerequisite:** Avenger, Censure of Retribution class feature, *oath of enmity* power

**Benefit:** When any enemy other than your *oath of enmity* target hits you, you gain a +1 feat bonus to attack rolls against your *oath of enmity* target until the end of your next turn.

## Implement Expertise

**Benefit:** Choose a type of implement. You gain a +1 bonus to attack rolls with any implement power you use through that type of implement. The bonus increases to +2 at 15th level and +3 at 25th level.

**Special:** You can take this feat more than once. Each time you take this feat, choose a different type of implement.

## Improved Armor of Faith

**Prerequisite:** Avenger, *armor of faith* power

**Benefit:** While you are neither wearing heavy armor nor using a shield, you gain a +1 bonus to AC. The bonus increases to +2 at 11th level and +3 at 21st level.

## Improved Bull Rush

**Prerequisite:** Str 13, Con 13

**Benefit:** When you use the bull rush action, you gain a +4 feat bonus to the attack roll. The bonus increases to +6 at 11th level and +8 at 21st level.

## Improved Dragon Soul

**Prerequisite:** Sorcerer, Dragon Magic class feature

**Benefit:** The resistance granted by your Dragon Soul increases by 2. The increase changes to 5 at 11th level and 10 at 21st level.

**HEROIC TIER FEATS**

| Any Class | Prerequisites | Benefit |
|---|---|---|
| Anger Unleashed | Half-orc | +2 attack for 1 round after becoming bloodied |
| Auspicious Lineage | Deva | Roll d8 instead of d6 for *memory of a thousand lifetimes* |
| Blurring Claws | Razorclaw shifter | +2 damage with combat advantage during *razorclaw shifting* |
| Combat Medic | Trained in Heal | Stabilize the dying as minor action, +2 to Heal checks |
| Coordinated Explosion | — | +1 to attack rolls with blast or burst if ally is in area |
| Distant Advantage | — | Gain combat advantage with ranged and area attacks against flanked enemies |
| Echoes of Thunder | — | +1 damage after you hit with thunder power |
| Expert Ritualist | Ritual Caster | +2 bonus to ritual skill checks |
| Fey Trickster | Gnome | Gain *mage hand* and *prestidigitation* as encounter powers |
| Goliath Greatweapon Prowess | Goliath | Gain proficiency, +2 damage with two-handed melee weapons |
| Gorebrute Charge | Longtooth shifter | +3 damage on charge attacks during *longtooth shifting* |
| Group Stealth | Gnome | Nearby allies gain +2 to Stealth checks |
| Implement Expertise | — | +1 to attack rolls with chosen implement |
| Improved Bull Rush | Str 13, Con 13 | +4 to bull rush attacks |
| Improved Grab | Str 13 | +4 to grab attacks |
| Markings of the Blessed | Goliath | Roll twice for first saving throw each encounter |
| Markings of the Victor | Goliath | Roll twice for first attack roll each encounter |
| Melee Training | — | Change ability used for melee basic weapon attacks |
| Oncoming Storm | — | Hit with lightning power to gain +1 on thunder attacks |
| Potent Rebirth | Deva | +2 to attack and damage if reduced to 0 hp |
| Radiant Power | Deva | +2 damage with implement power for -2 to attack |
| Restful Healing | — | Maximize healing between encounters |
| Savage Assault | Half-orc | Target of *furious assault* takes -1 to defenses |
| Shadow Skulk | Gnome | Stay hidden when you miss with area or ranged attack |
| Speed Loader | — | Load crossbow as free action instead of minor |
| Surging Flame | — | Fire-resistant target takes extra damage from fire powers |
| Thirst for Battle | Half-orc | +3 to initiative and one additional healing surge |
| Timely Respite | — | Second wind or total defense grants saving throw |
| Two-Weapon Threat | Dex 13, Two-Weapon Fighting | +3 damage on opportunity attacks with two melee weapons |
| Weapon Expertise | — | +1 to attacks with weapon group |
| Wild Senses | Shifter | Roll twice when following tracks, +3 to initiative |

*Continued on page 187*

### Improved Grab

**Prerequisite:** Str 13

**Benefit:** When you use the grab action, you gain a +4 feat bonus to the attack roll. The bonus increases to +6 at 11th level and +8 at 21st level.

### Improved Majestic Word

**Prerequisite:** Bard, *majestic word* power

**Benefit:** When you use *majestic word*, the target of the power gains temporary hit points equal to your Charisma modifier.

### Improved Rageblood Vigor

**Prerequisite:** Barbarian, Rageblood Vigor class feature

**Benefit:** You gain 5 additional temporary hit points from your Rageblood Vigor.

### Improved Roar of Triumph

**Prerequisite:** Barbarian, Thaneborn Triumph class feature

**Benefit:** When you use *roar of triumph* while raging, *roar of triumph* becomes a close burst 5 + your Charisma modifier, instead of a close burst 5, and you gain a +2 power bonus to weapon damage rolls until the end of your next turn.

### Insightful Preservation

**Prerequisite:** Invoker, Covenant of Preservation class feature

**Benefit:** When you use your *preserver's rebuke* power, one ally hit by the triggering attack gains temporary hit points equal to 3 + your Intelligence modifier.

**HEROIC TIER FEATS CONT.**

| Avenger Feat | Prerequisites | Benefit |
|---|---|---|
| Guaranteed Retribution | Avenger, Censure of Retribution, *oath of emnity* | +1 to next attack roll against *oath of enmity* target when when another enemy hits you |
| Improved Armor of Faith | Avenger, *armor of faith* | Increases *armor of faith* bonus to AC |
| Invigorating Pursuit | Avenger, Censure of Pursuit, *oath of enmity* | Gain +2 AC and damage when you charge *oath of enmity* target |

| Barbarian Feat | Prerequisites | Benefit |
|---|---|---|
| Deadly Rage | Barbarian | +1 damage while raging |
| Improved Rageblood Vigor | Barbarian, Rageblood Vigor | Gain 5 extra temporary hp from Rageblood Vigor |
| Improved Roar of Triumph | Barbarian, Thaneborn Triumph | *Roar of triumph* burst is larger, grants you +2 damage |
| Rising Fury | Barbarian | +2 damage when you reduce enemy to 0 hp |

| Bard Feat | Prerequisites | Benefit |
|---|---|---|
| Advantage of Cunning | Bard, Virtue of Cunning | Slide enemy into ally's vacated space |
| Bardic Knowledge | Bard | +2 bonus to several skill checks |
| Improved Majestic Word | Bard, *majestic word* | Target of *majestic word* gains temporary hp |
| Strength of Valor | Bard, Virtue of Valor | Virtue of Valor also grants +2 damage |

| Druid Feat | Prerequisites | Benefit |
|---|---|---|
| Enraged Boar Form | Druid, *wild shape* | +1 attack, +2 damage when charging in beast form |
| Ferocious Tiger Form | Druid, *wild shape* | +2 damage with combat advantage in beast form |
| Primal Fury | Druid, Primal Predator | +1 to attacks with primal powers against bloodied enemies |
| Primal Instinct | Druid, Primal Guardian | Ally can reroll initiative |

| Invoker Feat | Prerequisites | Benefit |
|---|---|---|
| Insightful Preservation | Invoker, Covenant of Preservation | *Preserver's rebuke* grants temporary hp |
| Invoker Defense | Invoker | +2 AC when you hit nearby enemy |
| Resonating Covenant | Invoker, Divine Covenant | +1 attack with at-will after using encounter or daily power |
| Scouring Wrath | Invoker, Covenant of Wrath | *Armor of wrath* gives target vulnerable 2 |

*Continued on page 188*

### Invigorating Pursuit

**Prerequisite:** Avenger, Censure of Pursuit class feature, *oath of enmity* power

**Benefit:** When you hit your *oath of enmity* target with a charge attack, you gain a +2 bonus to AC and damage rolls until the end of your next turn.

### Invoker Defense

**Prerequisite:** Invoker

**Benefit:** When you hit an enemy within 3 squares of you with an invoker power, you gain a +2 feat bonus to AC until the start of your next turn.

### Markings of the Blessed

**Prerequisite:** Goliath

**Benefit:** The first time you make a saving throw during each encounter, you can roll twice and use either result.

### Markings of the Victor

**Prerequisite:** Goliath

**Benefit:** The first time you make an attack roll during each encounter, you can roll twice and use either result.

### Melee Training

**Benefit:** Choose an ability other than Strength. When you make a melee basic attack using a weapon you are proficient with, you can use that ability instead of Strength for the attack roll and the damage roll.

### Oncoming Storm

**Benefit:** When you hit with any lightning attack power, you gain a +1 bonus to attack rolls with thunder powers until the end of your next turn.

**HEROIC TIER FEATS** CONT. FROM PAGE 187

| Shaman Feat | Prerequisites | Benefit |
|---|---|---|
| Protector Spirit Adept | Shaman, Protector Spirit | Allies adjacent to spirit companion gain +1 Fort, Ref, Will |
| Shared Healing Spirit | Shaman, *healing spirit* | Change recipient of additional hit points |
| Spirit Speaker | Shaman, Speak with Spirits | *Speak with spirits* grants skill bonus to ally |
| Stalker Spirit Adept | Shaman, Stalker Spirit | Allies adjacent to spirit companion can shift as a free action |

| Sorcerer Feat | Prerequisites | Benefit |
|---|---|---|
| Arcane Spellfury | Sorcerer | +1 to attack rolls after hitting with sorcerer at-will attack |
| Disciplined Wild Soul | Sorcerer, Wild Magic | Roll twice to determine Wild Soul damage type |
| Improved Dragon Soul | Sorcerer, Dragon Magic | Increase Dragon Soul resistance by 2 |
| Sorcerous Blade Channeling | Sorcerer | Use dagger to make ranged attacks as melee attacks |

| Warden Feat | Prerequisites | Benefit |
|---|---|---|
| Crushing Earthstrength | Warden, Earthstrength | Add Constitution modifier to damage after second wind |
| Revitalizing Font of Life | Warden, Font of Life | Successful Font of Life saving throw grants +2 bonus to other saving throws |
| Sudden Roots | Warden | Enemy hit by opportunity attack is slowed |
| Wildblood Cunning | Warden, Wildblood | Shift when you use second wind |

### Potent Rebirth

**Prerequisite:** Deva

**Benefit:** When you drop to 0 hit points or fewer, you gain a +2 bonus to attack rolls and damage rolls until the end of the encounter.

### Primal Fury

**Prerequisite:** Druid, Primal Predator class feature

**Benefit:** You gain a +1 bonus to attack rolls with primal powers against bloodied enemies.

### Primal Instinct

**Prerequisite:** Druid, Primal Guardian class feature

**Benefit:** When you roll initiative at the start of any encounter, one ally within 5 squares of you can reroll his or her initiative.

### Protector Spirit Adept

**Prerequisite:** Shaman, Protector Spirit class feature

**Benefit:** Your allies gain a +1 bonus to Fortitude, Reflex, and Will while adjacent to your spirit companion.

### Radiant Power

**Prerequisite:** Deva

**Benefit:** When you make an implement attack, you can take a –2 penalty to the attack roll. If you do so and the attack hits, it deals 2 extra radiant damage. The extra radiant damage increases to 4 at 11th level and 6 at 21st level.

### Resonating Covenant

**Prerequisite:** Invoker, Divine Covenant class feature

**Benefit:** Whenever you use a divine encounter or daily attack power on your turn, you gain a +1 feat bonus to your next attack roll with an at-will divine power before the end of your next turn.

### Restful Healing

**Benefit:** After you take a short rest or an extended rest, any healing power you use before the start of your next encounter restores the maximum number of hit points possible.

For example, if a 6th-level cleric with Wisdom 18 and this feat uses *healing word* after a rest, that power allows the target to regain hit points equal to his or her healing surge value plus 16 (the maximum result of 2d6 + 4).

### Revitalizing Font of Life

**Prerequisite:** Warden, Font of Life class feature

**Benefit:** If you succeed on a saving throw granted by Font of Life, you gain a +2 bonus to all other saving throws during or at the end of your current turn.

### Rising Fury

**Prerequisite:** Barbarian

**Benefit:** When you reduce an enemy to 0 hit points, you gain a +2 feat bonus to weapon damage rolls until the end of your next turn. The bonus increases to +3 at 11th level and +4 at 21st level.

### Savage Assault
**Prerequisite:** Half-orc
**Benefit:** When you use your *furious assault* racial power, the enemy you hit also takes a –1 penalty to all defenses until the end of your next turn.

### Scouring Wrath
**Prerequisite:** Invoker, Covenant of Wrath class feature
**Benefit:** When you use your *armor of wrath* power, the target gains vulnerable 2 to all other damage until the end of your next turn.

### Shadow Skulk
**Prerequisite:** Gnome
**Benefit:** Whenever you miss with a ranged or an area attack while hidden, you remain hidden.

### Shared Healing Spirit
**Prerequisite:** Shaman, *healing spirit* power
**Benefit:** When you use *healing spirit*, you can choose one ally within 2 squares of the target to regain the additional hit points, instead of an ally adjacent to your spirit companion.

### Sorcerous Blade Channeling
**Prerequisite:** Sorcerer
**Benefit:** When you use any ranged sorcerer attack power through a dagger, you can use the power as a melee attack. If you do so, the power's range equals your melee reach.

### Speed Loader
**Benefit:** As a free action, you can reload a crossbow you're wielding that has the load minor property.

### Spirit Speaker
**Prerequisite:** Shaman, *speak with spirits* power
**Benefit:** When you use *speak with spirits*, you can grant the power's effect to an ally within 5 squares of you, rather than to yourself.

### Stalker Spirit Adept
**Prerequisite:** Shaman, Stalker Spirit class feature
**Benefit:** Any ally who starts his or her turn adjacent to your spirit companion can shift 1 square as a free action, as the first action during his or her turn.

### Strength of Valor
**Prerequisite:** Bard, Virtue of Valor class feature
**Benefit:** When you grant an ally temporary hit points with your Virtue of Valor, that ally also gains a +2 bonus to the next damage roll he or she makes before the end of your next turn.

### Sudden Roots
**Prerequisite:** Warden
**Benefit:** Whenever you hit an enemy with an opportunity attack, that enemy is slowed until the end of its turn.

### Surging Flame
**Benefit:** When you hit a target that has fire resistance with a fire power, any fire power deals 5 extra fire damage against that target until the end of your next turn.

### Thirst for Battle
**Prerequisite:** Half-orc
**Benefit:** You gain a +3 feat bonus to initiative checks, and your number of healing surges increases by one.

CHRIS SEAMAN

### Timely Respite

**Benefit:** When you use your second wind or use the total defense action, you can make a saving throw.

### Two-Weapon Threat

**Prerequisite:** Dex 13, Two-Weapon Fighting feat

**Benefit:** While you are wielding two melee weapons, you gain a +3 bonus to damage rolls with opportunity attacks.

### Weapon Expertise

**Benefit:** Choose a weapon group. You gain a +1 bonus to attack rolls with any weapon power you use with a weapon from that group. The bonus increases to +2 at 15th level and +3 at 25th level.

**Special:** You can take this feat more than once. Each time you select this feat, choose another weapon group.

### Wildblood Cunning

**Prerequisite:** Warden, Wildblood class feature

**Benefit:** When you use your second wind, you can shift a number of squares equal to your Wisdom modifier as a free action.

### Wild Senses

**Prerequisite:** Shifter

**Benefit:** Whenever you make a Perception check to find tracks, you roll twice and use either result.

You also gain a +3 feat bonus to initiative checks.

## Paragon Tier Feats

Any feat in this section is available to a character of 11th level or higher who meets the feat's other prerequisites.

### Agile Opportunist

**Prerequisite:** 11th level

**Benefit:** When you are pulled, pushed, or slid into a square adjacent to an enemy, you can use an opportunity action to make a melee basic attack against that enemy.

### Arcane Flexibility

**Prerequisite:** 11th level, sorcerer, Spell Source class feature

**Benefit:** When you score a critical hit with a sorcerer power, you can change the damage type dealt by the power to a damage type you have resistance or immunity to.

### Ascendant Lineage

**Prerequisite:** 11th level, deva

**Benefit:** When you use your *memory of a thousand lifetimes* racial power and the triggering roll still fails, you don't expend the use of *memory of a thousand lifetimes*. However, you can't use the power again until the start of your next turn.

### Astral Renewal

**Prerequisite:** 11th level, deva

**Benefit:** Whenever your Astral Resistance racial trait reduces the damage you take from an enemy's attack, you gain a +2 bonus to the next attack roll you make before the end of your next turn.

### Beasthide Shifting

**Prerequisite:** 11th level, shifter

**Benefit:** While you are under the effect of your *razorclaw shifting* or *longtooth shifting* racial power, you gain resist 2 to all damage.

### Charging Rampage

**Prerequisite:** 11th level, barbarian, Rampage class feature

**Benefit:** When you score a critical hit with a barbarian attack power while you are raging, you can charge as a free action, instead of making a melee basic attack as a result of Rampage.

### Cliffwalk Shifting

**Prerequisite:** 11th level, shifter

**Benefit:** While you are under the effect of your *razorclaw shifting* or *longtooth shifting* racial power, you gain a climb speed equal to your speed.

### Draconic Spellfury

**Prerequisite:** 11th level, sorcerer, Dragon Magic class feature

**Benefit:** Whenever you hit an enemy with a sorcerer at-will attack power, you gain temporary hit points equal to your Strength modifier.

### Earthstrength Resolve

**Prerequisite:** 11th level, warden, Earthstrength class feature

**Benefit:** When any enemy marked by you makes an attack that doesn't include you as a target, you gain temporary hit points equal to your Constitution modifier.

### Enhanced Font of Life

**Prerequisite:** 11th level, warden, Font of Life class feature

**Benefit:** You gain a +1 bonus to saving throws granted by your Font of Life.

### Fade Ally

**Prerequisite:** 11th level, gnome

**Benefit:** Your *fade away* racial power is a close burst 5, instead of a personal power, and it can target you or one of your allies in the burst. The target is invisible until he or she attacks or until the end of his or her next turn.

### Guardian Spirit
**Prerequisite:** 11th level, shaman, Protector Spirit class feature
**Benefit:** While any unconscious ally is adjacent to your spirit companion, he or she gains resist 20 to all damage and a +2 bonus to death saving throws.

### Hunting Wolf Form
**Prerequisite:** 11th level, druid, *wild shape* power
**Benefit:** While you are in beast form, you gain a +5 feat bonus to Perception checks and a +1 feat bonus to speed.

### Inexorable Pursuit
**Prerequisite:** 11th level, avenger, Censure of Pursuit class feature, *oath of enmity* power
**Benefit:** When you charge your *oath of enmity* target, you can ignore difficult terrain and move through enemies' spaces during the charge.

### Improved Cunning
**Prerequisite:** 11th level, bard, Virtue of Cunning class feature
**Benefit:** When you use Virtue of Cunning to slide an ally, you can slide the ally 2 squares instead of 1.

### Improved Valor
**Prerequisite:** 11th level, bard, Virtue of Valor class feature
**Benefit:** The number of temporary hit points granted by your Virtue of Valor increases by 3.

### Lyric of Rejuvenation
**Prerequisite:** 11th level, bard, Song of Rest class feature
**Benefit:** Each ally affected by your Song of Rest regains 2 additional hit points with each healing surge he or she spends at the end of the rest.

### Nimble Spirit
**Prerequisite:** 11th level, shaman, Companion Spirit class feature
**Benefit:** You can use *call spirit companion* as a free action during your turn.

### Onslaught of Enmity
**Prerequisite:** 11th level, avenger, *oath of enmity* power
**Benefit:** When you use *oath of enmity*, you can shift 2 squares closer to the target as a free action.

### Overbearing Retribution
**Prerequisite:** 11th level, invoker, Covenant of Wrath class feature
**Benefit:** When you use your *armor of wrath* power, the target falls prone after you push it.

### Paragon Defenses
**Prerequisite:** 11th level
**Benefit:** You gain a +1 feat bonus to Fortitude, Reflex, and Will.

### Preserver's Vengeance
**Prerequisite:** 11th level, invoker, Covenant of Preservation class feature
**Benefit:** You gain a +2 bonus to damage rolls with divine attack powers while a bloodied ally is within 5 squares of you.

### Protected Isolation
**Prerequisite:** 11th level, avenger, Censure of Retribution class feature, *oath of enmity* power
**Benefit:** While you are adjacent to your *oath of enmity* target, you gain a +1 bonus to AC.

### Quick Recovery
**Prerequisite:** 11th level
**Benefit:** Whenever you spend a healing surge at the end of a short rest or an extended rest, you regain 5 additional hit points.

### Quick Wild Shape
**Prerequisite:** 11th level, druid, *wild shape* power
**Benefit:** You can use your *wild shape* power as a free action during your turn.

### Rageblood Recovery
**Prerequisite:** 11th level, barbarian, Rageblood Vigor class feature
**Benefit:** When you hit with the charge attack granted by *swift charge* while you are raging, you can spend a healing surge as a free action.

### Reserve Maneuver
**Prerequisite:** 11th level
**Benefit:** Choose an encounter attack power from your class. The power must be your level or lower and one that you don't already have. When you regain the use of your powers at the end of any rest, you can gain the use of the chosen power instead of regaining the use of an encounter attack power of the same level or higher.
**Special:** Each time you gain a level, you can exchange the power you chose for this feat for another encounter attack power from your class. The power must be your level or lower and one that you don't already have.

### Speaker of the Gods
**Prerequisite:** 11th level, invoker
**Benefit:** When you use any Channel Divinity power, you can score a critical hit on a roll of 18–20 with the next divine attack power that you use before the end of your next turn.

**PARAGON TIER FEATS**

| Any Class | Prerequisites | Benefit |
|---|---|---|
| Agile Opportunist | — | Use opportunity action to attack when subjected to forced movement |
| Ascendant Lineage | Deva | *Memory of a thousand lifetimes* not expended on failed roll |
| Astral Renewal | Deva | +2 to next attack when Astral Resistance reduces damage |
| Beasthide Shifting | Shifter | Gain resist 2 to all damage during racial power |
| Cliffwalk Shifting | Shifter | Gain climb speed during racial power |
| Fade Ally | Gnome | *Fade away* can affect nearby ally instead of you |
| Paragon Defenses | — | +1 to Fortitude, Reflex, and Will |
| Quick Recovery | — | Regain additional hp after resting |
| Reserve Maneuver | — | Swap encounter powers during rest |
| Strength from Pain | Half-orc | +5 damage for 1 round after becoming bloodied |
| Surprising Disappearance | Gnome | *Fade away* gives combat advantage against attacker |
| Two-Weapon Opening | Two-Weapon Fighting | Critical hit with main weapon grants free attack with off-hand weapon |
| Unrelenting Assault | Half-orc | Trigger *furious assault* on miss |
| Unyielding Stone | Goliath | *Stone's endurance* grants temporary hp |
| Versatile Master | Half-elf | Improved Dilettante and paragon multiclassing |
| Vexing Flanker | — | Targets you flank grant combat advantage to your allies |

| Avenger Feat | Prerequisites | Benefit |
|---|---|---|
| Inexorable Pursuit | Avenger, Censure of Pursuit, *oath of enmity* | Ignore difficult terrain and move through enemies' spaces when you charge your *oath of enmity* target |
| Onslaught of Enmity | Avenger, *oath of enmity* | Shift toward target when you use *oath of enmity* |
| Protected Isolation | Avenger, Censure of Retribution, *oath of enmity* | Gain +1 AC when adjacent to *oath of enmity* target |

| Barbarian Feat | Prerequisites | Benefit |
|---|---|---|
| Charging Rampage | Barbarian, Rampage | Charge when you score a critical hit |
| Rageblood Recovery | Barbarian, Rageblood Vigor | Spend healing surge when you hit with *swift charge* |
| Thaneborn Advance | Barbarian, Thaneborn Triumph | Shift when you use *roar of triumph* |

### Stalking Panther Form

**Prerequisite:** 11th level, druid, *wild shape* power

**Benefit:** While you are in beast form, you gain a +5 feat bonus to Stealth checks and a +4 feat bonus to initiative checks.

### Strength from Pain

**Prerequisite:** 11th level, half-orc

**Benefit:** The first time you are bloodied during an encounter, you gain a +5 bonus to damage rolls until the end of your next turn.

### Surprising Disappearance

**Prerequisite:** 11th level, gnome

**Benefit:** When you use your *fade away* racial power, the creature that dealt the triggering damage to you grants combat advantage to your allies until the end of its next turn.

### Thaneborn Advance

**Prerequisite:** 11th level, barbarian, Thaneborn Triumph class feature

**Benefit:** When you use your *roar of triumph* power while you are raging, you can shift a number of squares equal to your Charisma modifier and use your new position as the origin square of the burst.

### Two-Weapon Opening

**Prerequisite:** 11th level, Two-Weapon Fighting feat

**Benefit:** When you are wielding two melee weapons and score a critical hit with your main weapon, you can make a melee basic attack with your off-hand weapon against the same target as a free action.

### Unrelenting Assault

**Prerequisite:** 11th level, half-orc

**Benefit:** You can use your *furious assault* racial power when you miss with an attack. If you do so, the attack deals 1[W] damage if it's a weapon attack or 1d10 damage if it isn't.

**PARAGON TIER FEATS CONT.**

| Bard Feat | Prerequisites | Benefit |
|---|---|---|
| Improved Cunning | Bard, Virtue of Cunning | Slide ally 2 squares instead of 1 |
| Improved Valor | Bard, Virtue of Valor | Virtue of Valor grants +3 temporary hp |
| Lyric of Rejuvenation | Bard, Song of Rest | Song of Rest grants extra healing |

| Druid Feat | Prerequisites | Benefit |
|---|---|---|
| Hunting Wolf Form | Druid, *wild shape* | +5 to Perception, +1 to speed in beast form |
| Quick Wild Shape | Druid, *wild shape* | Use *wild shape* as a free action |
| Stalking Panther Form | Druid, *wild shape* | +5 to Stealth, +4 to initiative in beast form |

| Invoker Feat | Prerequisites | Benefit |
|---|---|---|
| Overbearing Retribution | Invoker, Covenant of Wrath | *Armor of wrath* target knocked prone |
| Preserver's Vengeance | Invoker, Covenant of Preservation | +2 to damage when bloodied ally is nearby |
| Speaker of the Gods | Invoker | Score critical hit on 18–20 after Channel Divinity power |

| Shaman Feat | Prerequisites | Benefit |
|---|---|---|
| Guardian Spirit | Shaman, Protector Spirit | Spirit companion protects unconscious allies |
| Nimble Spirit | Shaman, Companion Spirit | Conjure spirit companion as a free action |

| Sorcerer Feat | Prerequisites | Benefit |
|---|---|---|
| Arcane Flexibility | Sorcerer, Spell Source | Change damage type of your critical hits |
| Draconic Spellfury | Sorcerer, Dragon Magic | Gain temporary hp when you hit with at-will sorcerer attack |
| Wild Spellfury | Sorcerer, Wild Magic | Adjacent enemies take damage when you hit with at-will sorcerer attack |

| Warden Feat | Prerequisites | Benefit |
|---|---|---|
| Earthstrength Resolve | Warden, Earthstrength | Gain temporary hp when marked enemy attacks an ally |
| Enhanced Font of Life | Warden, Font of Life | +1 to saving throws from Font of Life |
| Wildblood Speed | Warden, Wildblood | Shift when marked enemy attacks an ally |

### Unyielding Stone

**Prerequisite:** 11th level, goliath

**Benefit:** When you use your *stone's endurance* racial power, you gain temporary hit points equal to one-half your level + your Constitution modifier.

### Versatile Master

**Prerequisite:** 11th level, half-elf

**Benefit:** You can use the power you chose through your Dilettante racial trait as an at-will power.

If you choose the paragon multiclassing option (see the *Player's Handbook*, page 209), you can choose powers at 11th level, 12th level, and 20th level from any class, instead of only from your second class. You can also spend an action point to regain the use of an encounter attack power that you have already used during this encounter, instead of taking an extra action.

### Vexing Flanker

**Prerequisite:** 11th level

**Benefit:** While you are flanking an enemy, that enemy grants combat advantage to your allies.

### Wild Spellfury

**Prerequisite:** 11th level, sorcerer, Wild Magic class feature

**Benefit:** Whenever you hit an enemy with a sorcerer at-will attack power, each enemy adjacent to you takes damage equal to your Dexterity modifier.

### Wildblood Speed

**Prerequisite:** 11th level, warden, Wildblood class feature

**Benefit:** When any enemy marked by you makes an attack that doesn't include you as a target, you can shift a number of squares equal to your Wisdom modifier as a free action.

# Epic Tier Feats

Any feat in this section is available to a character of 21st level or higher who meets the feat's other prerequisites.

### Ancient Stone

**Prerequisite:** 21st level, goliath

**Benefit:** When your *stone's endurance* racial power ends, you gain resist 10 to all damage until the end of your next turn.

### Bow Mastery

**Prerequisite:** 21st level

**Benefit:** When you make a ranged attack with a bow or a crossbow, you can score a critical hit on a roll of 19–20.

### Burst of Savagery

**Prerequisite:** 21st level, shifter

**Benefit:** While you are under the effect of your *razorclaw shifting* or *longtooth shifting* racial power, you can end that power's effects as a free action in order to deal 2d6 extra damage to one target you hit. When you do so, you also gain 10 temporary hit points.

### Enduring Font

**Prerequisite:** 21st level, warden, Font of Life class feature

**Benefit:** Your Font of Life grants you two saving throws instead of one. You must make the saving throws against two different effects.

### Enduring Rage

**Prerequisite:** 21st level, barbarian, Rageblood Vigor class feature

**Benefit:** While you are raging, you do not fall unconscious as a result of the dying condition.

### Epic Fortitude

**Prerequisite:** 21st level

**Benefit:** You gain a +4 bonus to Fortitude.

### Epic Reflexes

**Prerequisite:** 21st level

**Benefit:** You gain a +4 bonus to Reflex.

### Epic Will

**Prerequisite:** 21st level

**Benefit:** You gain a +4 bonus to Will.

### Ferocious Critical

**Prerequisite:** 21st level, half-orc

**Benefit:** Whenever you score a critical hit with a melee weapon attack, you gain a +4 bonus to attack rolls and damage rolls until the end of your next turn.

### Indomitable Will

**Prerequisite:** 21st level

**Benefit:** You gain a +2 feat bonus to Will and saving throws against effects that make you dazed, dominated, or stunned.

### Invoked Devastation

**Prerequisite:** 21st level, invoker

**Benefit:** You can increase the size of any blast or burst you create with an invoker power by 1 (from blast 3 to blast 4, for example).

### Long Arm of Virtue

**Prerequisite:** 21st level, bard, Bardic Virtue class feature

**Benefit:** The range of your Bardic Virtue increases by 5 squares.

### Mighty Enmity

**Prerequisite:** 21st level, avenger, *oath of enmity* power

**Benefit:** The first time you use *oath of enmity* during an encounter, you can target two enemies you can see in the burst, instead of one.

### Mighty Spirit

**Prerequisite:** 21st level, shaman, Companion Spirit class feature

**Benefit:** Any benefits granted to allies adjacent to your spirit companion apply to all allies within 2 squares of your spirit companion.

### Opportune Reflexes

**Prerequisite:** 21st level

**Benefit:** You gain a +2 feat bonus to Reflex and saving throws against ongoing damage.

### Primal Aspect Form

**Prerequisite:** 21st level, druid, *wild shape* power

**Benefit:** While you are bloodied in beast form, you gain regeneration 2.

### Primal Resurgence

**Prerequisite:** 21st level, any primal class

**Benefit:** Once per day, when you become bloodied, as a free action you can regain the use of a primal daily power you have already used today.

### Robust Defenses

**Prerequisite:** 21st level

**Benefit:** You gain a +2 feat bonus to Fortitude, Reflex, and Will.

### Sorcerous Flux

**Prerequisite:** 21st level, sorcerer

**Benefit:** When you attack at least two enemies with a sorcerer power, you can swap the attack rolls against two of the targets after you make all the attack rolls for that power.

**EPIC TIER FEATS**

| Any Class | Prerequisites | Benefit |
|---|---|---|
| Ancient Stone | Goliath | Gain resist 10 to all damage when *stone's endurance* ends |
| Bow Mastery | — | Score critical hit on a 19-20 with a bow or a crossbow |
| Burst of Savagery | Shifter | End racial power for extra damage and temporary hp |
| Epic Fortitude | — | +4 to Fortitude |
| Epic Reflexes | — | +4 to Reflex |
| Epic Will | — | +4 to Will |
| Ferocious Critical | Half-orc | +4 to attack and damage after a critical hit |
| Indomitable Will | — | +2 to Will, +2 to saving throws against dazed, dominated, or stunned |
| Opportune Reflexes | — | +2 to Reflex, +2 to saving throws against ongoing damage |
| Primal Resurgence | — | Regain primal daily power when bloodied 1/day |
| Robust Defenses | — | +2 to Fortitude, Reflex, and Will |
| Transcendent Lineage | Deva | Roll twice for *memory of a thousand lifetimes* |
| Unyielding Fortitude | — | +2 to Fortitude, +2 to death saving throws |
| Vanishing Act | Gnome | Teleport when you use *fade away* |

| Avenger Feat | Prerequisites | Benefit |
|---|---|---|
| Mighty Enmity | Avenger, *oath of enmity* | Pick two *oath of enmity* targets the first time you use the oath |

| Barbarian Feat | Prerequisites | Benefit |
|---|---|---|
| Enduring Rage | Barbarian, Rageblood Vigor | Remain conscious at 0 hp or lower while raging |
| Thaneborn Conqueror | Barbarian, Thaneborn Triumph | *Roar of triumph* reduces damage dealt by foes |

| Bard Feat | Prerequisites | Benefit |
|---|---|---|
| Long Arm of Virtue | Bard, Bardic Virtue | Increase range of Bardic Virtue by 5 squares |

| Druid Feat | Prerequisites | Benefit |
|---|---|---|
| Primal Aspect Form | Druid | Gain regeneration 2 while bloodied in beast form |

| Invoker Feat | Prerequisites | Benefit |
|---|---|---|
| Invoked Devastation | Invoker | Expand size of blast or burst |

| Shaman Feat | Prerequisites | Benefit |
|---|---|---|
| Mighty Spirit | Shaman, Companion Spirit | Spirit companion effects extend to 2 squares |

| Sorcerer Feat | Prerequisites | Benefit |
|---|---|---|
| Sorcerous Flux | Sorcerer | Swap attack rolls of multitarget sorcerer power |

| Warden Feat | Prerequisites | Benefit |
|---|---|---|
| Enduring Font | Warden, Font of Life | Font of Life grants two saving throws per turn |

### Thaneborn Conqueror

**Prerequisite:** 21st level, barbarian, Thaneborn Triumph class feature

**Benefit:** When you use your *roar of triumph* power while raging, any enemy affected by the power's penalty to defenses also takes a -5 penalty to damage rolls until the end of your next turn.

### Transcendent Lineage

**Prerequisite:** 21st level, deva

**Benefit:** When you use your *memory of a thousand lifetimes* racial power, you can reroll the die and add either result to the triggering roll.

### Unyielding Fortitude

**Prerequisite:** 21st level

**Benefit:** You gain a +2 feat bonus to Fortitude and death saving throws.

### Vanishing Act

**Prerequisite:** 21st level, gnome

**Benefit:** Whenever you use your *fade away* racial power, you can also teleport a number of squares equal to your speed. The power gains the teleportation keyword.

**MULTICLASS FEATS**

| Name | Prerequisites | Benefit |
|---|---|---|
| Acolyte of Divine Secrets | Wis 13 | Invoker: Religion skill, invoker at-will 1/encounter |
| Arcane Prodigy | Cha 13 | Sorcerer: Arcana skill, bonus damage 1/encounter |
| Bardic Dilettante | Cha 13 | Bard: skill training, *majestic word* 1/day |
| Berserker's Fury | Str 13, Con 13 | Barbarian: skill training, bonus damage 1/day |
| Defender of the Wild | Str 13 | Warden: skill training, mark adjacent enemies 1/encounter |
| Divine Bloodline | Wis 13 | Avenger: Religion skill, *oath of enmity* 1/encounter |
| Initiate of the Old Faith | Wis 13 | Druid: Nature skill, *wild shape*, at-will beast form power 1/encounter |
| Spirit Talker | Wis 13 | Shaman: Nature skill, *call spirit companion, spirit's fangs* or *spirit's shield* 1/encounter, *speak with spirits* 1/day |

# Multiclass Feats

The following class-specific multiclass feats allow you to dabble in the classes presented in this book. See pages 208 and 209 in the *Player's Handbook* for rules on multiclassing.

If you take a class-specific multiclass feat, you count as a member of that clas for the purpose of meeting prerequisites, including prerequisites for feats, paragon paths, epic destinies, and rituals.

## Acolyte of Divine Secrets [Multiclass Invoker]

**Prerequisite:** Wis 13

**Benefit:** You gain training in Religion.

Choose a 1st-level invoker at-will attack power. You can use that power once per encounter.

In addition, you can wield invoker implements.

## Arcane Prodigy [Multiclass Sorcerer]

**Prerequisite:** Cha 13

**Benefit:** You gain training in Arcana.

Once per encounter as a free action, you can gain a +2 bonus to your next damage roll. The bonus increases to +3 at 11th level and +4 at 21st level.

In addition, you can wield sorcerer implements.

## Bardic Dilettante [Multiclass Bard]

**Prerequisite:** Cha 13

**Benefit:** You gain training in one skill from the bard's class skills list.

Once per day, you can use the bard's *majestic word* power.

In addition, you can wield bard implements.

## Berserker's Fury [Multiclass Barbarian]

**Prerequisite:** Str 13, Con 13

**Benefit:** You gain training in one skill from the barbarian's class skills list.

Once per day as a free action, you can gain a +2 bonus to damage rolls until the end of the encounter.

## Defender of the Wild [Multiclass Warden]

**Prerequisite:** Str 13

**Benefit:** You gain training in one skill from the warden's class skills list.

Once per encounter as a free action, you can mark each enemy adjacent to you until the end of your next turn.

## Disciple of Divine Wrath [Multiclass Avenger]

**Prerequisite:** Wis 13

**Benefit:** You gain training in Religion.

Once per encounter, you can use the avenger's *oath of enmity* power. The effect lasts until the end of your next turn.

In addition, you can wield avenger implements.

## Initiate of the Old Faith [Multiclass Druid]

**Prerequisite:** Wis 13

**Benefit:** You gain training in Nature.

You gain the druid's *wild shape* power.

Choose a 1st-level druid at-will attack power that has the beast form keyword. You can use that power once per encounter.

In addition, you can wield druid implements.

## Spirit Talker [Multiclass Shaman]

**Prerequisite:** Wis 13

**Benefit:** You gain training in Nature.

You gain the shaman's *call spirit companion* power, but you use it as a standard action.

You gain either *spirit's fangs* or *spirit's shield* as an encounter power.

You gain *speak with spirits* as a daily power.

In addition, you can wield shaman implements.

# ADVENTURING GEAR

In addition to the gear presented in the *Player's Handbook* and in the *Adventurer's Vault* supplement, musical instruments and totems are available for purchase.

### ADVENTURING GEAR

| Item | Price | Weight |
|---|---|---|
| **Musical instrument** | | |
| Drum | 3 gp | 1 lb. |
| Flute | 5 gp | 1 lb. |
| Harp | 15 gp | 4 lb. |
| Horn | 7 gp | 3 lb. |
| Lute | 12 gp | 2 lb. |
| Lyre | 9 gp | 2 lb. |
| Woodwind | 10 gp | 1 lb. |
| **Totem** | 5 gp | 2 lb. |

**Musical Instrument:** Bards and other characters use instruments for art and entertainment. A nonmagical musical instrument confers no game benefit but can be enchanted later. The instruments on the table are portable instruments.

**Totem:** Druids and shamans use totems as focuses for their evocations. A totem is a short length of wood or bone, similar to a rod, which is carved to resemble a nature spirit and is adorned with feathers, fur, leaves, bones, teeth, and the like. A nonmagical totem confers no game benefit but can be enchanted later.

# MAGIC ITEMS

The magic items presented in this chapter use the same rules as those in the *Player's Handbook* and in the *Adventurer's Vault* supplement.

This chapter introduces two kinds of magic items: totems and musical instruments. Totems (page 207) are implements for certain primal classes, and musical instruments are wondrous items (page 209) that are especially useful to bards.

## Armor

Magic armor increases your Armor Class by adding an enhancement bonus to the armor's armor bonus.

**Masterwork Armor:** Masterwork armor grants a higher armor bonus than non-masterwork armor and is always magical. The type and level of magic armor determines if it can be masterwork, as detailed in the tables below. The cost of masterwork armor is included in the cost of magic armor, so higher-level characters should seek out masterwork armor instead of normal magic armor. Some masterwork armor grants a resistance or an armor bonus to Fortitude, Reflex, or Will, instead of granting a higher armor bonus to AC. The *Player's Handbook* and *Adventurer's Vault* describe various types of masterwork armor.

### MAGIC CLOTH ARMOR

| Lvl | Masterwork Type | Armor Bonus | Enhancement Bonus | Total AC Bonus |
|---|---|---|---|---|
| 1-5 | — | +0 | +1 | +1 |
| 6-10 | — | +0 | +2 | +2 |
| 11-15 | Githweave* | +0 | +3 | +3 |
| 16-20 | Feyweave | +1 | +4 | +5 |
| 21-25 | Efreetweave* | +1 | +5 | +6 |
| 26-30 | Starweave | +2 | +6 | +8 |

*This armor, detailed in *Adventurer's Vault*, grants you a +1 armor bonus to Will.

### MAGIC LEATHER ARMOR

| Lvl | Masterwork Type | Armor Bonus | Enhancement Bonus | Total AC Bonus |
|---|---|---|---|---|
| 1-5 | — | +2 | +1 | +3 |
| 6-10 | — | +2 | +2 | +4 |
| 11-15 | Drowmesh* | +2 | +3 | +5 |
| 16-20 | Feyleather | +3 | +4 | +7 |
| 21-25 | Anathema* | +3 | +5 | +8 |
| 26-30 | Starleather | +4 | +6 | +10 |

*This armor, detailed in *Adventurer's Vault*, grants you a +1 armor bonus to Reflex.

### MAGIC HIDE ARMOR

| Lvl | Masterwork Type | Armor Bonus | Enhancement Bonus | Total AC Bonus |
|---|---|---|---|---|
| 1-5 | — | +3 | +1 | +4 |
| 6-10 | — | +3 | +2 | +5 |
| 11-15 | Earthhide* | +3 | +3 | +6 |
| 16-20 | Darkhide | +4 | +4 | +8 |
| 21-25 | Stalkerhide* | +4 | +5 | +9 |
| 26-30 | Elderhide | +5 | +6 | +11 |

*This armor, detailed in *Adventurer's Vault*, grants you a +1 armor bonus to Fortitude.

### MAGIC CHAINMAIL

| Lvl | Masterwork Type | Armor Bonus | Enhancement Bonus | Total AC Bonus |
|---|---|---|---|---|
| 1-5 | — | +6 | +1 | +7 |
| 6-10 | Finemail | +7 | +2 | +9 |
| 11-15 | Braidmail | +8 | +3 | +11 |
| 16-20 | Forgemail | +9 | +4 | +13 |
| 21-25 | Weavemail* | +10 | +5 | +15 |
| 26-30 | Spiritmail | +12 | +6 | +18 |

*This armor, detailed in *Adventurer's Vault*, grants you a +1 armor bonus to Will.

### MAGIC SCALE ARMOR

| Lvl | Masterwork Type | Armor Bonus | Enhancement Bonus | Total AC Bonus |
|---|---|---|---|---|
| 1-5 | — | +7 | +1 | +8 |
| 6-10 | Drakescale | +8 | +2 | +10 |
| 11-15 | Wyvernscale | +9 | +3 | +12 |
| 16-20 | Wyrmscale | +10 | +4 | +14 |
| 21-25 | Nagascale* | +11 | +5 | +16 |
| 26-30 | Elderscale | +13 | +6 | +19 |

*This armor, detailed in *Adventurer's Vault*, grants you a +1 armor bonus to Fortitude.

## MAGIC PLATE ARMOR

| Lvl | Masterwork Type | Armor Bonus | Enhancement Bonus | Total AC Bonus |
|---|---|---|---|---|
| 1-5 | — | +8 | +1 | +9 |
| 6-10 | Layered plate | +9 | +2 | +11 |
| 11-15 | Gith plate | +10 | +3 | +13 |
| 16-20 | Warplate | +11 | +4 | +15 |
| 21-25 | Legion plate | +12 | +5 | +17 |
| 26-30 | Godplate | +14 | +6 | +20 |

## MAGIC ARMOR

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 2 | Agile resolve vestments +1 | 520 | Cloth |
| 2 | Astral fire +1 | 520 | Chain |
| 2 | Enduring spirit vestments +1 | 520 | Cloth |
| 2 | Horn tusk +1 | 520 | Hide |
| 2 | Hunting beast +1 | 520 | Hide |
| 2 | Indomitable resolve vestments +1 | 520 | Cloth |
| 2 | Luring withdrawal +1 | 520 | Leather, chain |
| 2 | Vigorous resolve vestments +1 | 520 | Cloth |
| 2 | Warding spirit +1 | 520 | Leather |
| 3 | Divine retribution +1 | 680 | Chain |
| 3 | Life vine +1 | 680 | Hide |
| 3 | Predator +1 | 680 | Hide |
| 3 | Skald's +1 | 680 | Leather, chain |
| 4 | Bear spirit +1 | 840 | Leather |
| 4 | Bold victory +1 | 840 | Leather, Chain |
| 4 | Pouncing beast +1 | 840 | Hide |
| 4 | Rebuking +1 | 840 | Chain |
| 5 | Enduring beast +1 | 1,000 | Hide |
| 5 | Panther spirit +1 | 1,000 | Leather |
| 7 | Agile resolve vestments +2 | 2,600 | Cloth |
| 7 | Astral fire +2 | 2,600 | Chain |
| 7 | Enduring spirit vestments +2 | 2,600 | Cloth |
| 7 | Horn tusk +2 | 2,600 | Hide |
| 7 | Hunting beast +2 | 2,600 | Hide |
| 7 | Indomitable resolve vestments +2 | 2,600 | Cloth |
| 7 | Luring withdrawal +2 | 2,600 | Leather, chain |
| 7 | Vigorous resolve vestments +2 | 2,600 | Cloth |
| 7 | Warding spirit +2 | 2,600 | Leather |
| 8 | Divine retribution +2 | 3,400 | Chain |
| 8 | Life vine +2 | 3,400 | Hide |
| 8 | Predator +2 | 3,400 | Hide |
| 8 | Shared valor +2 | 3,400 | Leather, chain |
| 8 | Skald's +2 | 3,400 | Leather, chain |
| 9 | Bear spirit +2 | 4,200 | Leather |
| 9 | Bold victory +2 | 4,200 | Leather, chain |
| 9 | Inner warmth +2 | 4,200 | Hide |
| 9 | Pouncing beast +2 | 4,200 | Hide |
| 9 | Rebuking +2 | 4,200 | Chain |
| 10 | Enduring beast +2 | 5,000 | Hide |
| 10 | Lifeblood +2 | 5,000 | Hide |
| 10 | Panther spirit +2 | 5,000 | Leather |

## MAGIC ARMOR CONT.

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 12 | Agile resolve vestments +3 | 13,000 | Cloth |
| 12 | Astral fire +3 | 13,000 | Chain |
| 12 | Enduring spirit vestments +3 | 13,000 | Cloth |
| 12 | Horn tusk +3 | 13,000 | Hide |
| 12 | Hunting beast +3 | 13,000 | Hide |
| 12 | Indomitable resolve vestments +3 | 13,000 | Cloth |
| 12 | Luring withdrawal +3 | 13,000 | Leather, chain |
| 12 | Vigorous resolve vestments +3 | 13,000 | Cloth |
| 12 | Warding spirit +3 | 13,000 | Leather |
| 13 | Desperate resolve vestments +3 | 17,000 | Cloth |
| 13 | Divine retribution +3 | 17,000 | Chain |
| 13 | Life vine +3 | 17,000 | Hide |
| 13 | Predator +3 | 17,000 | Hide |
| 13 | Rageblood +3 | 17,000 | Hide |
| 13 | Shared valor +3 | 17,000 | Leather, chain |
| 13 | Skald's +3 | 17,000 | Leather, chain |
| 13 | Spirit shield +3 | 17,000 | Leather |
| 13 | Warding light +3 | 17,000 | Chain |
| 14 | Bear spirit +3 | 21,000 | Leather |
| 14 | Bold victory +3 | 21,000 | Leather, chain |
| 14 | Inner warmth +3 | 21,000 | Hide |
| 14 | Legendmaker +3 | 21,000 | Leather, chain |
| 14 | Pouncing beast +3 | 21,000 | Hide |
| 14 | Rebuking +3 | 21,000 | Chain |
| 15 | Bloodvine +3 | 25,000 | Hide |
| 15 | Enduring beast +3 | 25,000 | Hide |
| 15 | Lifeblood +3 | 25,000 | Hide |
| 15 | Panther spirit +3 | 25,000 | Leather |
| 15 | Penance +3 | 25,000 | Chain |
| 17 | Agile resolve vestments +4 | 65,000 | Cloth |
| 17 | Astral fire +4 | 65,000 | Chain |
| 17 | Enduring spirit vestments +4 | 65,000 | Cloth |
| 17 | Horn tusk +4 | 65,000 | Hide |
| 17 | Hunting beast +4 | 65,000 | Hide |
| 17 | Indomitable resolve vestments +4 | 65,000 | Cloth |
| 17 | Luring withdrawal +4 | 65,000 | Leather, chain |
| 17 | Vigorous resolve vestments +4 | 65,000 | Cloth |
| 17 | Warding spirit +4 | 65,000 | Leather |
| 18 | Desperate resolve vestments +4 | 85,000 | Cloth |
| 18 | Divine retribution +4 | 85,000 | Chain |
| 18 | Life vine +4 | 85,000 | Hide |
| 18 | Predator +4 | 85,000 | Hide |
| 18 | Rageblood +4 | 85,000 | Hide |
| 18 | Roc +4 | 85,000 | Hide |
| 18 | Shared valor +4 | 85,000 | Leather, chain |
| 18 | Skald's +4 | 85,000 | Leather, chain |
| 18 | Spirit shield +4 | 85,000 | Leather |

**MAGIC ARMOR CONT.**

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 18 | Warding light +4 | 85,000 | Chain |
| 19 | Bear spirit +4 | 105,000 | Leather |
| 19 | Bold victory +4 | 105,000 | Leather, Chain |
| 19 | Inner warmth +4 | 105,000 | Hide |
| 19 | Legendmaker +4 | 105,000 | Leather, Chain |
| 19 | Pouncing beast +4 | 105,000 | Hide |
| 19 | Rebuking +4 | 105,000 | Chain |
| 20 | Bloodvine +4 | 125,000 | Hide |
| 20 | Enduring beast +4 | 125,000 | Hide |
| 20 | Lifeblood +4 | 125,000 | Hide |
| 20 | Panther spirit +4 | 125,000 | Leather |
| 20 | Penance +4 | 125,000 | Chain |
| 20 | Perpetual resolve vestments +4 | 125,000 | Cloth |
| 22 | Agile resolve vestments +5 | 325,000 | Cloth |
| 22 | Astral fire +5 | 325,000 | Chain |
| 22 | Enduring spirit vestments +5 | 325,000 | Cloth |
| 22 | Horn tusk +5 | 325,000 | Hide |
| 22 | Hunting beast +5 | 325,000 | Hide |
| 22 | Indomitable resolve vestments +5 | 325,000 | Cloth |
| 22 | Luring withdrawal +5 | 325,000 | Leather, chain |
| 22 | Vigorous resolve vestments +5 | 325,000 | Cloth |
| 22 | Warding spirit +5 | 325,000 | Leather |
| 23 | Desperate resolve vestments +5 | 425,000 | Cloth |
| 23 | Divine retribution +5 | 425,000 | Chain |
| 23 | Life vine +5 | 425,000 | Hide |
| 23 | Predator +5 | 425,000 | Hide |
| 23 | Rageblood +5 | 425,000 | Hide |
| 23 | Roc +5 | 425,000 | Hide |
| 23 | Shared valor +5 | 425,000 | Leather, chain |
| 23 | Skald's +5 | 425,000 | Leather, chain |
| 23 | Spirit shield +5 | 425,000 | Leather |
| 23 | Warding light +5 | 425,000 | Chain |
| 24 | Bear spirit +5 | 525,000 | Leather |
| 24 | Bold victory +5 | 525,000 | Leather, chain |
| 24 | Inner warmth +5 | 525,000 | Hide |
| 24 | Legendmaker +5 | 525,000 | Leather, chain |
| 24 | Pouncing beast +5 | 525,000 | Hide |
| 24 | Rebuking +5 | 525,000 | Chain |
| 25 | Bloodvine +5 | 625,000 | Hide |
| 25 | Enduring beast +5 | 625,000 | Hide |
| 25 | Lifeblood +5 | 625,000 | Hide |
| 25 | Panther spirit +5 | 625,000 | Leather |
| 25 | Penance +5 | 625,000 | Chain |
| 25 | Perpetual resolve vestments +5 | 625,000 | Cloth |
| 27 | Agile resolve vestments +6 | 1,625,000 | Cloth |
| 27 | Astral fire +6 | 1,625,000 | Chain |
| 27 | Enduring spirit vestments +6 | 1,625,000 | Cloth |

**MAGIC ARMOR CONT.**

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 27 | Horn tusk +6 | 1,625,000 | Hide |
| 27 | Hunting beast +6 | 1,625,000 | Hide |
| 27 | Indomitable resolve vestments +6 | 1,625,000 | Cloth |
| 27 | Luring withdrawal +6 | 1,625,000 | Leather, chain |
| 27 | Vigorous resolve vestments +6 | 1,625,000 | Cloth |
| 27 | Warding spirit +6 | 1,625,000 | Leather |
| 28 | Desperate resolve vestments +6 | 2,125,000 | Cloth |
| 28 | Divine retribution +6 | 2,125,000 | Chain |
| 28 | Life vine +6 | 2,125,000 | Hide |
| 28 | Predator +6 | 2,125,000 | Hide |
| 28 | Rageblood +6 | 2,125,000 | Hide |
| 28 | Roc +6 | 2,125,000 | Hide |
| 28 | Shared valor +6 | 2,125,000 | Leather, chain |
| 28 | Skald's +6 | 2,125,000 | Leather, chain |
| 28 | Spirit shield +6 | 2,125,000 | Leather |
| 28 | Sudden escape +6 | 2,125,000 | Chain |
| 28 | Warding light +6 | 2,125,000 | Chain |
| 29 | Bear spirit +6 | 2,625,000 | Leather |
| 29 | Bold victory +6 | 2,625,000 | Leather, chain |
| 29 | Inner warmth +6 | 2,625,000 | Hide |
| 29 | Legendmaker +6 | 2,625,000 | Leather, chain |
| 29 | Pouncing beast +6 | 2,625,000 | Hide |
| 29 | Rebuking +6 | 2,625,000 | Chain |
| 30 | Bloodvine +6 | 3,125,000 | Hide |
| 30 | Enduring beast +6 | 3,125,000 | Hide |
| 30 | Lifeblood +6 | 3,125,000 | Hide |
| 30 | Panther spirit +6 | 3,125,000 | Leather |
| 30 | Penance +6 | 3,125,000 | Chain |
| 30 | Perpetual resolve vestments +6 | 3,125,000 | Cloth |

## Agile Resolve Vestments

Level 2+

*These embroidered vestments channel your resolve to imbue you with agility.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Cloth
**Enhancement:** AC
**Property:** While you are bloodied, you gain a +2 item bonus to Reflex.

## Astral Fire Armor

Level 2+

*The small crystals in the links of this armor glitter like stars, and when exposed to divine energy, they flare and fill you with defensive power.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Chain
**Enhancement:** AC
**Property:** When you use any Channel Divinity power, you gain a +2 item bonus to AC and Fortitude until the end of your next turn.

## Bear Spirit Armor — Level 4+

*Crafted from bear hide and stitched with invocations to the beast's spirit, this armor rewards fury with a bear's endurance.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Leather
**Enhancement:** AC

**Power (Daily ✦ Spirit):** Immediate Reaction. *Trigger:* An ally within 5 squares of your spirit companion hits an enemy. *Effect:* You and each ally within 5 squares of your spirit companion gain temporary hit points equal to 5 + your Constitution modifier.
*Level 14 or 19:* 10 + your Constitution modifier temporary hit points.
*Level 24 or 29:* 15 + your Constitution modifier temporary hit points.

## Bloodvine Armor — Level 15+

*Embedded beneath this armor's surface are rootlike tendrils. When you are hit, these tendrils expand and harden, providing superior protection.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Hide
**Enhancement:** AC

**Power (Daily):** Immediate Reaction. *Trigger:* An enemy hits you. *Effect:* You gain a +1 power bonus to AC until the end of the encounter. Whenever an enemy hits you, the bonus increases by 1 to a maximum power bonus of +2.
*Level 20:* Maximum power bonus of +3.
*Level 25 or 30:* Maximum power bonus of +4.

## Bold Victory Armor — Level 4+

*The magic that flows through this impressive armor bolsters you or your friend as you turn a battle toward victory.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Leather, chain
**Enhancement:** AC

**Power (Encounter):** Free Action. *Trigger:* You or an ally within 5 squares of you bloodies an enemy. *Effect:* The attacker gains a +2 power bonus to AC until the end of his or her next turn.

## Desperate Resolve Vestments — Level 13+

*The divine power within these vestments turns the deadliest attack into a glancing blow.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Cloth
**Enhancement:** AC

**Power (Daily ✦ Healing):** Immediate Interrupt. *Trigger:* You take damage from an attack. *Effect:* You become insubstantial until the end of your next turn. You can spend a healing surge.

## Divine Retribution Armor — Level 3+

*When you are hit, the divine power imbuing the links of this armor flares and empowers your attacks against those that harm you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Chain
**Enhancement:** AC

**Power (Encounter):** Immediate Reaction. *Trigger:* An enemy hits you with a melee or a close attack. *Effect:* Until the end of your next turn, you gain a bonus to damage rolls against the triggering enemy equal to the armor's enhancement bonus.

## Enduring Beast Armor — Level 5+

*The spirit within this glistening armor grants you the fortitude to replenish your energy even after the most grievous wounds.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Hide
**Enhancement:** AC

**Property:** While you are in beast form, you regain 2 additional hit points whenever you spend a healing surge.
*Level 15 or 20:* 4 additional hit points.
*Level 25 or 30:* 6 additional hit points.

**Power (Daily ✦ Healing):** Minor Action. You spend a healing surge.

## Enduring Spirit Vestments — Level 2+

*The divine power imbued in these vestments inures you to damage.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Cloth
**Enhancement:** AC

**Power (Daily ✦ Healing):** Free Action. *Trigger:* You use a Channel Divinity power. *Effect:* You gain a +2 bonus to AC until the end of the encounter. You also regain 5 hit points.
*Level 12 or 17:* Regain 10 hit points.
*Level 22 or 27:* Regain 15 hit points.

## Horn Tusk Armor — Level 2+

*Short tusks protrude from this armor's shoulder guards. The armor gives you the resilience of a boar, allowing you to attack even as a foe drops you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Hide
**Enhancement:** AC

**Power (Encounter):** Immediate Interrupt. *Trigger:* An enemy reduces you to 0 hit points or fewer. *Effect:* You make a melee basic attack with a bonus to the attack roll and the damage roll equal to the armor's enhancement bonus.

## Hunting Beast Armor — Level 2+

*This armor carries within it the spirit of a hunting beast. When you change into beast form, that spirit guides your movements.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Hide
**Enhancement:** AC
**Property:** While you are in beast form, you gain a +2 item bonus to Reflex.
**Power (Encounter ✦ Beast Form):** Move Action. You shift 2 squares.

## Indomitable Resolve Vestments — Level 2+

*These embroidered vestments channel your resolve and imbue you with willpower and determination.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Cloth
**Enhancement:** AC
**Property:** While you are bloodied, you gain a +2 item bonus to Will.

## Inner Warmth Armor — Level 9+

*Created from the hide of elemental beasts, this armor exudes an aura of comforting warmth.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Armor:** Hide
**Enhancement:** AC
**Property:** You gain resist 5 cold and resist 5 necrotic.
*Level 19 or 24:* Resist 10 cold and resist 10 necrotic.
*Level 29:* Resist 15 cold and resist 15 necrotic.
**Power (Daily):** Minor Action. Until the end of the encounter, any ally adjacent to you gains the resistances granted by this armor.

## Legendmaker Armor — Level 14+

*Wearing this impressive armor, you can inspire your allies to help create the stuff of legends.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Leather, chain
**Enhancement:** AC
**Property:** If you have the *majestic word* power, you are not restricted to using it only once per round.
**Power (Daily):** Immediate Reaction. *Trigger:* An ally within 5 squares of you reduces an enemy to 0 hit points. *Effect:* The triggering ally can take an extra standard action before the end of his or her turn.

## Lifeblood Armor — Level 10+

*This armor is infused with primal spirits that sustain and shield you from your enemies' attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Armor:** Hide
**Enhancement:** AC
**Property:** You gain 5 temporary hit points after each rest. If you remove the armor, you lose these temporary hit points.
*Level 15 or 20:* 10 temporary hit points.
*Level 25 or 30:* 15 temporary hit points.

## Life Vine Armor — Level 3+

*This armor is woven with an intricate lattice of living vines that form a symbiotic relationship with the wearer.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Hide
**Enhancement:** AC
**Power (Daily ✦ Healing):** Immediate Interrupt. *Trigger:* An enemy scores a critical hit against you. *Effect:* You spend a healing surge and regain additional hit points equal to the armor's enhancement bonus.

## Luring Withdrawal Armor — Level 2+

*Crafted from the essence of wind elementals, this armor allows you to withdraw from a foe and lure it into a trap.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Leather, chain
**Enhancement:** AC
**Power (Daily):** Immediate Reaction. *Trigger:* An enemy misses you with a melee attack. *Effect:* You shift 1 square and slide the triggering enemy into the space you vacated.

## Panther Spirit Armor — Level 5+

*Crafted of supple leather from a noble panther's hide, this armor is imbued with the panther spirit's power and resilience.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Leather
**Enhancement:** AC
**Power (Daily ✦ Healing):** Immediate Reaction. *Trigger:* An ally within 5 squares of you hits an enemy with a melee attack and is flanking that enemy. *Effect:* The triggering ally regains hit points equal to half the attack's damage.

## Penance Armor — Level 15+

*Intricate runes of rebuke are scribed into this armor's links, promising divine punishment for those that dare harm you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Chain
**Enhancement:** AC
**Power (Daily):** Immediate Interrupt. *Trigger:* An enemy hits you with a melee or a close attack. *Effect:* The triggering enemy is weakened until the end of its next turn.

## Perpetual Resolve Vestments — Level 20+

*The divine power in these vestments shields you from ongoing damage.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 25 | +5 | 625,000 gp | | | |

**Armor:** Cloth
**Enhancement:** AC
**Property:** You take ongoing damage at the end of your turn, instead of at the start. At the end of your turn, you make saving throws against ongoing damage before taking the damage.

## Pouncing Beast Armor — Level 4+

*When you wear this armor, you can feel the beast spirit within you urging you to leap forward and attack.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Hide
**Enhancement:** AC
**Property:** When you use *wild shape* to change into beast form, you can shift 1 square.
**Power (Daily ✦ Beast Form):** Move Action. You shift 5 squares and must end in a space adjacent to an enemy.

## Predator Armor — Level 3+

*When you change into beast form, the primal spirit within this armor grants you the power to bring down an escaping foe.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Hide
**Enhancement:** AC
**Property:** While you are in beast form, you gain a +1 item bonus to Fortitude and Will.
**Power (Daily ✦ Beast Form):** Immediate Reaction. *Trigger:* An enemy adjacent to you shifts. *Effect:* Until the end of your next turn, you gain a bonus to attack rolls and damage rolls against the triggering enemy equal to the armor's enhancement bonus.

## Rageblood Armor — Level 13+

*This armor was crafted from the hide of a ferocious behemoth. That creature's blood rage now enhances your own fury.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Hide
**Enhancement:** AC
**Property:** When you use any barbarian rage power, you regain hit points equal to 10 + your Constitution modifier.
**Power (Daily):** Free Action. *Trigger:* You make a damage roll and dislike the result. *Effect:* You reroll the damage and use either result.

## Rebuking Armor — Level 4+

*This silver chainmail glimmers as the divine magic within it bolsters your defenses against a foe that feels your wrath.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Chain
**Enhancement:** AC
**Property:** When you hit an enemy with any divine attack power, you gain a +1 bonus to all defenses against that enemy's attacks until the end of your next turn.

## Roc Armor — Level 18+

*This armor is decorated with roc feathers. When you enter beast form, you can tap into the great beast's spirit to adopt its shape.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 23 | +5 | 425,000 gp | | | |

**Armor:** Hide
**Enhancement:** AC
**Power (Daily):** Free Action. Until the end of the encounter, you can use your *wild shape* power to assume the form of a roc that is your size. In this form, you gain a fly speed of 6, and you can hover. You can't use daily attack powers or manipulate objects.

Until this power ends, you can use *wild shape* to change among this form, another beast form, and your humanoid form.

## Shared Valor Armor — Level 8+

*The verses and images inlaid into this armor's surface are a source of inspiration for the wearer as much as for those who behold the armor.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Armor:** Leather, chain
**Enhancement:** AC
**Property:** Whenever you grant temporary hit points to an ally, you gain temporary hit points equal to half the number you granted to that ally.

## Skald's Armor — Level 3+

*A favorite item of wandering bards, this armor enhances your ability to talk your way out of tight situations.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Leather, chain
**Enhancement:** AC
**Property:** You gain a +2 item bonus to Bluff checks and Diplomacy checks.
*Level 13 or 18:* +4 item bonus.
*Level 23 or 28:* +6 item bonus.
**Power (Daily):** Immediate Interrupt. *Trigger:* An enemy targets you with a melee attack. *Effect:* The triggering enemy instead targets a creature of your choice adjacent to you.

### Spirit Shield Armor — Level 13+

*This leather armor is engraved with images of beast spirits, and their power flows through your spirit companion to your allies.*

Lvl 13 +3 17,000 gp
Lvl 18 +4 85,000 gp
Lvl 23 +5 425,000 gp
Lvl 28 +6 2,125,000 gp

**Armor:** Leather
**Enhancement:** AC

**Power (Daily):** Minor Action. Until the end of your next turn, you lose the armor's enhancement bonus, and each ally adjacent to your spirit companion gains a bonus to AC equal to the armor's enhancement bonus.

### Sudden Escape Armor — Level 28

*This shimmering armor allows you to invoke astral energy to spirit yourself away from an attack.*

Lvl 28 +6 2,125,000 gp

**Armor:** Chain
**Enhancement:** AC

**Power (Daily ✦ Teleportation):** Immediate Interrupt. *Trigger:* An enemy hits you with a melee or a close attack. *Effect:* You teleport 5 squares and become insubstantial until the start of your next turn.

### Vigorous Resolve Vestments — Level 2+

*These embroidered vestments channel your resolve and imbue you with resilience.*

Lvl 2 +1 520 gp
Lvl 7 +2 2,600 gp
Lvl 12 +3 13,000 gp
Lvl 17 +4 65,000 gp
Lvl 22 +5 325,000 gp
Lvl 27 +6 1,625,000 gp

**Armor:** Cloth
**Enhancement:** AC

**Property:** While you are bloodied, you gain a +2 item bonus to Fortitude.

### Warding Light Armor — Level 13+

*White and yellow fire plays over this armor's links. When a foe strikes you, these flames erupt in a punishing flare.*

Lvl 13 +3 17,000 gp
Lvl 18 +4 85,000 gp
Lvl 23 +5 425,000 gp
Lvl 28 +6 2,125,000 gp

**Armor:** Chain
**Enhancement:** AC

**Power (Daily ✦ Radiant):** Immediate Reaction. *Trigger:* An enemy hits you. *Effect:* The triggering enemy takes 1d8 + your Wisdom modifier radiant damage.
*Level 18 or 23:* 2d8 + your Wisdom modifier radiant damage.
*Level 28:* 3d8 + your Wisdom modifier radiant damage.

### Warding Spirit Armor — Level 2+

*The primal power infused within this leather armor draws power from your spirit companion to shield you from attack when your guard is down.*

Lvl 2 +1 520 gp
Lvl 7 +2 2,600 gp
Lvl 12 +3 13,000 gp
Lvl 17 +4 65,000 gp
Lvl 22 +5 325,000 gp
Lvl 27 +6 1,625,000 gp

**Armor:** Leather
**Enhancement:** AC

**Property:** You gain a +4 power bonus to AC against opportunity attacks while your spirit companion is present in the encounter.

## Weapons

You add a magic weapon's enhancement bonus to your attack rolls and damage rolls when you attack with it using a weapon power.

**MAGIC WEAPONS**

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 2 | Wyrmtooth dagger +1 | 520 | Dagger |
| 3 | Harsh songblade +1 | 680 | Heavy blade, light blade |
| 4 | Tooth of chaos +1 | 840 | Dagger |
| 5 | Winged dagger +1 | 1,000 | Dagger |
| 7 | Wyrmtooth dagger +2 | 2,600 | Dagger |
| 8 | Harsh songblade +2 | 3,400 | Heavy blade, light blade |
| 9 | Tooth of chaos +2 | 4,200 | Dagger |
| 10 | Elemental twist dagger +2 | 5,000 | Dagger |
| 10 | Winged dagger +2 | 5,000 | Dagger |
| 12 | Wyrmtooth dagger +3 | 13,000 | Dagger |
| 13 | Harsh songblade +3 | 17,000 | Heavy blade, light blade |
| 13 | Piercing songblade +3 | 17,000 | Heavy blade, light blade |
| 14 | Tooth of chaos +3 | 21,000 | Dagger |
| 15 | Elemental twist dagger +3 | 25,000 | Dagger |
| 15 | Winged dagger +3 | 25,000 | Dagger |
| 17 | Wyrmtooth dagger +4 | 65,000 | Dagger |
| 18 | Harsh songblade +4 | 85,000 | Heavy blade, light blade |
| 18 | Piercing songblade +4 | 85,000 | Heavy blade, light blade |
| 19 | Tooth of chaos +4 | 105,000 | Dagger |
| 20 | Elemental twist dagger +4 | 125,000 | Dagger |
| 20 | Lilting songblade +4 | 125,000 | Heavy blade, light blade |
| 20 | Winged dagger +4 | 125,000 | Dagger |
| 22 | Wyrmtooth dagger +5 | 325,000 | Dagger |
| 23 | Harsh songblade +5 | 425,000 | Heavy blade, light blade |
| 23 | Piercing songblade +5 | 425,000 | Heavy blade, light blade |
| 24 | Tooth of chaos +5 | 525,000 | Dagger |
| 25 | Elemental twist dagger +5 | 625,000 | Dagger |
| 25 | Lilting songblade +5 | 625,000 | Heavy blade, light blade |
| 25 | Winged dagger +5 | 625,000 | Dagger |
| 27 | Wyrmtooth dagger +6 | 1,625,000 | Dagger |
| 28 | Harsh songblade +6 | 2,125,000 | Heavy blade, light blade |
| 28 | Piercing songblade +6 | 2,125,000 | Heavy blade, light blade |
| 29 | Tooth of chaos +6 | 2,625,000 | Dagger |
| 30 | Elemental twist dagger +6 | 3,125,000 | Dagger |
| 30 | Lilting songblade +6 | 3,125,000 | Heavy blade, light blade |
| 30 | Winged dagger +6 | 3,125,000 | Dagger |

**Using a Weapon as an Implement:** Some classes can use certain magic weapons as implements. If you're able to wield a magic weapon as an implement and use an implement power through it, you add the weapon's enhancement bonus to the power's attack rolls and damage rolls, but you do not use the weapon's proficiency bonus. If you score a critical hit with the magic weapon when using it as an implement, you use the weapon's critical hit effect.

### Elemental Twist Dagger — Level 10+

*This dagger allows you to twist your foes' resistances to your advantage.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Weapon:** Dagger
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When any enemy's resistances or immunities reduce the damage of any sorcerer attack power you use through this dagger, you gain 5 temporary hit points.
*Level 15 or 20:* 10 temporary hit points.
*Level 25 or 30:* 15 temporary hit points.
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a sorcerer attack power using this dagger. *Effect:* Choose a damage type. The triggering enemy loses resistance or immunity to that damage type until the end of the encounter.

### Harsh Songblade — Level 3+

*As this blade channels your bardic magic, the blade unleashes a wail that leaves your foes senseless.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Heavy blade, light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** Bards can use this blade as an implement for bard powers and bard paragon path powers.
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a bard thunder power using this blade. *Effect:* Each enemy within 2 squares of the triggering enemy is dazed until the end of your next turn.

### Lilting Songblade — Level 20+

*When swung in an arc, this blade unleashes an inspiring ode to victory that increases in intensity with each defeated enemy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 25 | +5 | 625,000 gp | | | |

**Weapon:** Heavy blade, light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 damage per plus
**Property:** Bards can use this blade as an implement for bard powers and bard paragon path powers.
**Power (Daily):** Minor Action. Each ally within 20 squares of you gains a +4 item bonus to damage rolls until the end of the encounter. Whenever you or an ally reduces an enemy to 0 hit points before the end of the encounter, the bonus increases by 2.

### Piercing Songblade — Level 13+

*Silent until it lands a crucial blow, this blade sends forth a piercing note that rends your target's armor.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Heavy blade, light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 damage per plus
**Property:** Bards can use this blade as an implement for bard powers and bard paragon path powers.
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a bard attack power using this blade. *Effect:* Until the end of the encounter, that enemy takes a -2 penalty to AC.

### Tooth of Chaos — Level 4+

*This dagger seems to change shape in your hand, becoming precisely what you need to strike your enemy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Dagger
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a sorcerer attack power using this dagger. *Effect:* Whenever you hit that enemy with a sorcerer attack power before the end of the encounter, you can treat your attack roll as even or odd.

### Winged Dagger — Level 5+

*This dagger can take to the air to deliver your spells and protect you from harm.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Dagger
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (At-Will):** Free Action. *Trigger:* An enemy hits you with an opportunity attack when you use a sorcerer ranged or area attack power through this dagger. *Effect:* The triggering enemy takes 5 damage.
*Level 15 or 20:* 10 damage.
*Level 25 or 30:* 15 damage.
**Power (Daily):** Minor Action. Choose one enemy within 10 squares of you that you can see. The next sorcerer close attack power you use through this dagger before the end of the encounter treats a square adjacent to that enemy as its origin square.

### Wyrmtooth Dagger — Level 2+

*Carved from a dragon's tooth, this dagger can strip away a creature's elemental defenses.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Dagger
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and the target loses its resistances (save ends).
**Power (Daily):** Free Action. Until the end of the encounter, sorcerer attack powers you use through this dagger ignore the resistances of any enemy within 10 squares of you.

# Rods

A rod is a short, heavy cylinder, typically covered in mystic runes or inscribed crystals. You can't make melee attacks with a rod.

If you can wield a rod as an implement, you can add its enhancement bonus to the attack rolls and the damage rolls of implement powers you use through the rod, and you can use its properties and powers. Otherwise, you gain no benefit from wielding a rod.

**RODS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 2 | Rod of hope triumphant +1 | 520 |
| 4 | Rod of forceful invocation +1 | 840 |
| 4 | Rod of wrathful dismissal +1 | 840 |
| 7 | Rod of binding awe +2 | 2,600 |
| 7 | Rod of hope triumphant +2 | 2,600 |
| 8 | Rod of resurgent valor +2 | 3,400 |
| 9 | Rod of forceful invocation +2 | 4,200 |
| 9 | Rod of wrathful dismissal +2 | 4,200 |
| 12 | Rod of binding awe +3 | 13,000 |
| 12 | Rod of hope triumphant +3 | 13,000 |
| 13 | Rod of resurgent valor +3 | 17,000 |
| 13 | Rod of scouring justice +3 | 17,000 |
| 14 | Rod of brilliant wrath +3 | 21,000 |
| 14 | Rod of forceful invocation +3 | 21,000 |
| 14 | Rod of wrathful dismissal +3 | 21,000 |
| 17 | Rod of binding awe +4 | 65,000 |
| 17 | Rod of hope triumphant +4 | 65,000 |
| 18 | Rod of resurgent valor +4 | 85,000 |
| 18 | Rod of scouring justice +4 | 85,000 |
| 19 | Rod of brilliant wrath +4 | 105,000 |
| 19 | Rod of forceful invocation +4 | 105,000 |
| 19 | Rod of wrathful dismissal +4 | 105,000 |
| 20 | Rod of retributive justice +4 | 125,000 |
| 22 | Rod of binding awe +5 | 325,000 |
| 22 | Rod of hope triumphant +5 | 325,000 |
| 23 | Rod of resurgent valor +5 | 425,000 |
| 23 | Rod of scouring justice +5 | 425,000 |
| 24 | Rod of brilliant wrath +5 | 525,000 |
| 24 | Rod of forceful invocation +5 | 525,000 |
| 24 | Rod of wrathful dismissal +5 | 525,000 |
| 25 | Rod of retributive justice +5 | 625,000 |
| 27 | Rod of binding awe +6 | 1,625,000 |
| 27 | Rod of hope triumphant +6 | 1,625,000 |
| 28 | Rod of resurgent valor +6 | 2,125,000 |
| 28 | Rod of scouring justice +6 | 2,125,000 |
| 29 | Rod of brilliant wrath +6 | 2,625,000 |
| 29 | Rod of forceful invocation +6 | 2,625,000 |
| 29 | Rod of wrathful dismissal +6 | 2,625,000 |
| 30 | Rod of dual invocation +6 | 3,125,000 |
| 30 | Rod of retributive justice +6 | 3,125,000 |

## Rod of Binding Awe

Level 7+

*Divine power channeled through this rod overwhelms your foe with awe, rooting it in place.*

Lvl 7 +2 2,600 gp
Lvl 12 +3 13,000 gp
Lvl 17 +4 65,000 gp
Lvl 22 +5 325,000 gp
Lvl 27 +6 1,625,000 gp

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a divine attack power using this rod. *Effect:* That enemy is immobilized until the end of its next turn.

## Rod of Brilliant Wrath

Level 14+

*When you invoke radiant power with this rod, you can intensify its power to daze or blind your foes.*

Lvl 14 +3 21,000 gp
Lvl 19 +4 105,000 gp
Lvl 24 +5 525,000 gp
Lvl 29 +6 2,625,000 gp

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 radiant damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy and deal radiant damage to it using this rod. *Effect:* That enemy and any creature adjacent to it are dazed until the end of your next turn.
*Level 24 or 29:* That enemy and any creature adjacent to it are also blinded until the end of your next turn.

## Rod of Dual Invocation

Level 30

*When unleashed, the mighty divine power contained within this rod allows you to echo your first attack with another devastating attack.*

Lvl 30 +6 3,125,000 gp

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with an invoker attack power using this rod. *Effect:* You use an invoker at-will or encounter attack power that must include the triggering enemy as a target.

## Rod of Forceful Invocation

Level 4+

*When your prayer smites your foes, they stagger backward under the weight of this rod's power.*

Lvl 4 +1 840 gp
Lvl 9 +2 4,200 gp
Lvl 14 +3 21,000 gp
Lvl 19 +4 105,000 gp
Lvl 24 +5 525,000 gp
Lvl 29 +6 2,625,000 gp

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a divine attack power using this rod. *Effect:* You push that enemy 2 squares and knock it prone. If the triggering attack already pushes the target, you apply this push after that.
*Level 14 or 19:* Push 4 squares.
*Level 24 or 29:* Push 6 squares.

### Rod of Hope Triumphant — Level 2+

*As your foe falls, the divine power of this rod invigorates you, for justice has been served.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you reduce any enemy to 0 hit points with a divine attack power using this rod, you gain temporary hit points equal to the rod's enhancement bonus.

### Rod of Resurgent Valor — Level 8+

*Divine wrath channeled through this rod empowers your prayers against those who dare to attack you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When any creature attacks you, you gain a +1 item bonus to attack rolls with this rod against that creature until the end of your next turn.

### Rod of Retributive Justice — Level 20+

*As you clutch this rod, words of divine power spring to your lips to smite those who harm you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 25 | +5 | 625,000 gp | | | |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and the target takes a -1 penalty to all defenses until the end of your next turn.
**Power (Daily):** Immediate Reaction. *Trigger:* An enemy hits you. *Effect:* You use an invoker at-will or encounter attack power that must include the triggering enemy as a target.

### Rod of Scouring Justice — Level 13+

*The divine wrath channeled through this rod cascades doom upon your foe.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a divine attack power using this rod. *Effect:* That enemy takes a -2 penalty to saving throws and ongoing 5 damage (save ends both).
*Level 23 or 28:* Ongoing 10 damage.

### Rod of Wrathful Dismissal — Level 4+

*This rod's power lets you move a foe into a position where your allies can deal with it.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Immediate Reaction. *Trigger:* An enemy hits you. *Effect:* You slide the triggering enemy 3 squares to a space that must be adjacent to one of your allies.

## Staffs

A staff is a shaft of wood as tall or slightly taller than you are, sometimes crowned with a decorative crystal or some other symbol of power. A staff is an implement that can also be used as a weapon.

If you can wield a staff as an implement, you can add its enhancement bonus to the attack rolls and the damage rolls of implement powers you use through the staff, and you can use its properties and powers. Otherwise, you treat a staff as a magic quarterstaff and cannot use its properties or powers.

**Using a Staff as a Weapon:** When you use a melee weapon power through a staff, the staff functions as a magic quarterstaff, and you add the staff's enhancement bonus to the power's attack rolls and damage rolls. You add the weapon's proficiency bonus to the attack rolls if you're proficient with quarterstaffs. If you score a critical hit with the staff when using it as a weapon, you use the staff's critical hit effect.

**STAFFS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 7 | Staff of distant shielding +2 | 2,600 |
| 8 | Staff of provocation +2 | 3,400 |
| 12 | Staff of distant shielding +3 | 13,000 |
| 13 | Staff of provocation +3 | 17,000 |
| 14 | Staff of the sunburst +3 | 21,000 |
| 17 | Staff of distant shielding +4 | 65,000 |
| 18 | Staff of provocation +4 | 85,000 |
| 19 | Staff of the sunburst +4 | 105,000 |
| 22 | Staff of distant shielding +5 | 325,000 |
| 23 | Staff of provocation +5 | 425,000 |
| 24 | Staff of the sunburst +5 | 525,000 |
| 27 | Staff of distant shielding +6 | 1,625,000 |
| 28 | Staff of provocation +6 | 2,125,000 |
| 29 | Staff of the sunburst +6 | 2,625,000 |

### Staff of Distant Shielding — Level 7+

*With a word, you ward an ally against a foe's attack, promising swift retribution if harm comes to your companion.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily ✦ Radiant):** Minor Action. Choose one ally within 10 squares of you. The next enemy to make an attack roll against that ally before the end of the encounter takes 10 radiant damage.
*Level 12 or 17:* 15 radiant damage.
*Level 22 or 27:* 20 radiant damage.

### Staff of Provocation — Level 8+

*The enemy you smite with your attack is momentarily marked as anathema, provoking even its own allies to bring it down.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily ✦ Charm):** Free Action. *Trigger:* You hit an enemy with an attack power using this staff. *Effect:* One creature of your choice makes a melee basic attack against that enemy as a free action. The attacking creature gains a bonus to the attack roll and the damage roll equal to your Intelligence modifier.

### Staff of the Sunburst — Level 14+

*Adorned with a gleaming solar disk, this staff can erupt with radiant power when you are hit.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily ✦ Radiant):** Immediate Reaction. *Trigger:* An enemy damages you with an attack. *Effect:* Each enemy within 5 squares of you takes 5 radiant damage and is knocked prone.
*Level 24 or 29:* 10 radiant damage.

# Totems

A totem is a short length of wood or bone carved to resemble a patron animal or a nature spirit. One end is typically adorned with feathers, teeth, small bones, scraps of hide, leaves, or other symbols of primal power. You can't make melee attacks with a totem.

If you can wield a totem as an implement, you can add its enhancement bonus to the attack rolls and the damage rolls of implement powers you use through the totem, and you can use its properties and powers. Otherwise, you gain no benefit from wielding a totem.

**TOTEMS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 1 | Magic totem +1 | 360 |
| 2 | Autumn harvest totem +1 | 520 |
| 2 | Hungry spirits totem +1 | 520 |
| 3 | Summer growth totem +1 | 680 |
| 3 | Watchful spirit totem +1 | 680 |
| 4 | Winter's Grasp Totem +1 | 840 |
| 5 | Pure spirit totem +1 | 1,000 |
| 5 | Spring renewal totem +1 | 1,000 |
| 6 | Magic totem +2 | 1,800 |
| 7 | Autumn harvest totem +2 | 2,600 |
| 7 | Hungry spirits totem +2 | 2,600 |
| 8 | Feral spirit totem +2 | 3,400 |
| 8 | Summer growth totem +2 | 3,400 |
| 8 | Watchful spirit totem +2 | 3,400 |
| 9 | Winter's grasp totem +2 | 4,200 |
| 10 | Pure spirit totem +2 | 5,000 |
| 10 | Spring renewal totem +2 | 5,000 |
| 11 | Magic totem +3 | 9,000 |
| 12 | Autumn harvest totem +3 | 13,000 |
| 12 | Hungry spirits totem +3 | 13,000 |
| 13 | Feral spirit totem +3 | 17,000 |
| 13 | Summer growth totem +3 | 17,000 |
| 13 | Watchful spirit totem +3 | 17,000 |
| 14 | Winter's grasp totem +3 | 21,000 |
| 15 | Pure spirit totem +3 | 25,000 |
| 15 | Spring renewal totem +3 | 25,000 |
| 16 | Magic totem +4 | 45,000 |
| 17 | Autumn harvest totem +4 | 65,000 |
| 17 | Hungry spirits totem +4 | 65,000 |
| 18 | Feral spirit totem +4 | 85,000 |
| 18 | Summer growth totem +4 | 85,000 |
| 18 | Watchful spirit totem +4 | 85,000 |
| 19 | Winter's grasp totem +4 | 105,000 |
| 20 | Pure spirit totem +4 | 125,000 |
| 20 | Spring renewal totem +4 | 125,000 |
| 21 | Magic totem +5 | 225,000 |
| 22 | Autumn harvest totem +5 | 325,000 |
| 22 | Hungry spirits totem +5 | 325,000 |
| 23 | Feral spirit totem +5 | 425,000 |
| 23 | Summer growth totem +5 | 425,000 |
| 23 | Watchful spirit totem +5 | 425,000 |
| 24 | Winter's grasp totem +5 | 525,000 |
| 25 | Pure spirit totem +5 | 625,000 |
| 25 | Spring renewal totem +5 | 625,000 |
| 26 | Magic totem +6 | 1,125,000 |
| 27 | Autumn harvest totem +6 | 1,625,000 |
| 27 | Hungry spirits totem +6 | 1,625,000 |
| 28 | Feral spirit totem +6 | 2,125,000 |
| 28 | Summer growth totem +6 | 2,125,000 |
| 28 | Watchful spirit totem +6 | 2,125,000 |
| 29 | Winter's grasp totem +6 | 2,625,000 |
| 30 | Pure spirit totem +6 | 3,125,000 |
| 30 | Spring renewal totem +6 | 3,125,000 |

## Autumn Harvest Totem — Level 2+

*This totem is fashioned from leaves and bone shards. It embodies the spirit of autumn and the inevitability of death.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d10 damage per plus against a bloodied creature
**Property:** Attacks made through this totem deal extra damage against bloodied creatures equal to 1 + one-half the totem's enhancement bonus.

## Feral Spirit Totem — Level 8+

*When the wild spirits stream forth from their homes to hunt, they won't be satisfied with only one victim.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus to the target or to one enemy adjacent to your spirit companion
**Power (Daily):** Free Action. *Trigger:* You bloody an enemy with a primal ranged attack power using this totem. *Effect:* One enemy adjacent to your spirit companion takes 1d6 damage per plus.

## Hungry Spirits Totem — Level 2+

*The appearance of this totem changes week by week, depending on which spirits are hungriest.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 damage per plus, and you can move your spirit companion to a space adjacent to the target.
**Power (Daily ✦ Healing, Spirit):** Free Action. *Trigger:* You hit an enemy adjacent to your spirit companion with a primal attack power using this totem. *Effect:* You and one ally within 2 squares of the enemy can spend a healing surge.

## Magic Totem — Level 1+

*This item is a simple totem that channels primal energy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 1 | +1 | 360 gp | Lvl 16 | +4 | 45,000 gp |
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

## Pure Spirit Totem — Level 5+

*Interwoven vines carved on this totem symbolize the primal magic of healing and growth held within it.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (Daily ✦ Healing):** Minor Action. One ally within 5 squares of you regains 1d6 hit points per plus.

## Spring Renewal Totem — Level 5+

*This totem carries the primal magic of spring. It represents the power to restore life.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and one ally within 5 squares of you regains hit points equal to twice the totem's enhancement bonus.
**Power (Daily ✦ Healing):** Free Action. *Trigger:* You hit an enemy with a primal attack power using this totem. *Effect:* One ally within 5 squares of you gains regeneration equal to twice the totem's enhancement bonus until the end of the encounter.

## Summer Growth Totem — Level 3+

*Summer brings growth, and the primal energy channeled through this item helps spawn vines that hinder your foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and the target is restrained until the end of your next turn.
**Power (Daily):** Minor Action. Each square within 5 squares of you is difficult terrain for your enemies until the end of your next turn.

## Watchful Spirit Totem — Level 3+

*Several animal faces seem to look out from this totem with wide eyes. Its magic, channeled through your spirit companion, lashes out at those who harm your allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d12 damage per plus against a bloodied creature
**Property:** You gain an item bonus to Perception checks equal to the totem's enhancement bonus.
**Power (Daily):** Minor Action. Until the end of your next turn, any enemy that damages an ally adjacent to your spirit companion takes damage equal to twice this totem's enhancement bonus.

### Winter's Grasp Totem — Level 4+

*This totem is fashioned from dry wood and white fur. It embodies the spirit of winter and a time when nature sleeps and life grows weak.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Totem)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 cold damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a primal attack power using this totem. *Effect:* That enemy is weakened until the end of your next turn.

# Wondrous Items

The wondrous items in this chapter are musical instruments. Any class can use musical instruments, but the items are particularly appealing to bards. A bard can use certain instruments as implements for bard powers as well as bard paragon path powers. A few instruments also have powers that are enhanced if used by a bard who has the Song of Rest class feature.

**Using a Musical Instrument:** Like other wondrous items, a musical instrument doesn't take up an item slot. However, to use an instrument's properties and powers, you must be holding and playing the instrument as appropriate: strumming a lute, sounding a horn, and so on.

**WONDROUS ITEMS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 3 | Fochlucan bandore | 680 |
| 3 | Harp of deeper slumber | 680 |
| 5 | Mac-Fuirmidh cittern | 1,000 |
| 6 | Flute of the dancing satyr | 1,800 |
| 7 | Doss lute | 2,600 |
| 9 | Watcher's horn | 4,200 |
| 12 | Cli lyre | 13,000 |
| 17 | Canaith mandolin | 65,000 |
| 18 | Fire horn | 85,000 |
| 22 | Horn of Baldagyr | 325,000 |
| 23 | Anstruth harp | 425,000 |
| 29 | Ollamh harp | 2,625,000 |

WAYNE ENGLAND

## Anstruth Harp — Level 23

*Named for an ancient college of bardic learning, this small, elegant harp holds mighty powers of healing.*

**Wondrous Item** 425,000 gp

**Property:** Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +5 enhancement bonus to attack rolls and damage rolls, and it deals 5d6 extra damage on a critical hit.

**Power (Daily ✦ Healing):** Standard Action. Use this power during a short rest. At the end of the short rest, one ally who remained within 20 squares of you during the rest regains all of his or her hit points.
**Song of Rest:** The ally also regains a healing surge.

## Canaith Mandolin — Level 17

*The life-giving music of this lutelike instrument revitalizes a listener.*

**Wondrous Item** 65,000 gp

**Property:** Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +4 enhancement bonus to attack rolls and damage rolls, and it deals 4d6 extra damage on a critical hit.

**Power (Daily ✦ Healing):** Standard Action. Use this power during a short rest. At the end of the short rest, choose yourself or an ally who remained within 20 squares of you during the rest. Until the end of that character's next short rest or extended rest, he or she regains an additional 5 hit points when spending a healing surge.
**Song of Rest:** The additional hit points equal 10.

## Cli Lyre — Level 12

*The graceful, rounded body of this magic lyre produces resonant tones that imbue listeners with increased presence.*

**Wondrous Item** 13,000 gp

**Property:** Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +3 enhancement bonus to attack rolls and damage rolls, and it deals 3d6 extra damage on a critical hit.

**Power (Daily):** Standard Action. You and each ally within 20 squares of you gain a +5 power bonus to his or her next Bluff, Diplomacy, or Intimidate check before the end of his or her next short rest or extended rest.
**Song of Rest:** The power bonus equals +10.

## Doss Lute — Level 7

*The dulcet music of this lute imbues its listeners with resilience and quiet resolve.*

**Wondrous Item** 2,600 gp

**Property:** Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +2 enhancement bonus to attack rolls and damage rolls, and it deals 2d6 extra damage on a critical hit.

**Power (Daily):** Standard Action. Use this power during a short rest. At the end of the short rest, choose yourself or an ally who remained within 20 squares of you during the rest. Until the end of that character's next short rest or extended rest, he or she gains a +1 power bonus to saving throws.
**Song of Rest:** The power bonus equals +2.

## Fire Horn — Level 18

*This brass horn is warm to the touch. Fire symbols are carved along its length.*

**Wondrous Item** 85,000 gp

**Power (Daily):** Minor Action. Each enemy in a close blast 5 is affected by this power. An affected enemy that does not have resistance or immunity to fire gains vulnerable 10 fire (save ends). An affected enemy that has resistance or immunity to fire loses that resistance or immunity (save ends).

## Flute of the Dancing Satyr — Level 6

*Carved from wood and inscribed with arcane glyphs, this flute can play a tune of speed and elegance.*

**Wondrous Item** 1,800 gp

**Power (Encounter):** Move Action. You shift 2 squares, and each ally within 5 squares of your destination space can shift 1 square as a free action.

## Fochlucan Bandore — Level 3

*This instrument's song imbues listeners with fervor and strength.*

**Wondrous Item** 680 gp

**Property:** Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +1 enhancement bonus to attack rolls and damage rolls, and it deals 1d6 extra damage on a critical hit.

**Power (Daily):** Standard Action. Use this power during a short rest. At the end of the short rest, one ally who remained within 20 squares of you during the rest gains a +1 power bonus to weapon damage rolls until the end of his or her next short rest or extended rest.
**Song of Rest:** The power bonus equals +2.

## Harp of Deeper Slumber — Level 3

*A single tone from this small harp leaves creatures briefly inattentive.*

**Wondrous Item** 680 gp

**Power (Daily):** Minor Action. Each creature within 20 squares of you takes a -15 penalty to Perception checks until the end of your next turn.

### Horn of Baldagyr — Level 22

*This horn is crafted from the scales of Baldagyr, an astral dragon sworn to watch over the resting place of a mighty primordial until the end of time.*

**Wondrous Item** 325,000 gp

**Power (Daily):** No Action. *Trigger:* You roll initiative at the beginning of an encounter. *Effect:* You and each ally within 10 squares of you gain a +5 item bonus to initiative checks and a +2 power bonus to attack rolls on his or her first turn during the encounter.

### Mac-Fuirmidh Cittern — Level 5

*The music of this magic lute lingers in the mind, providing vigor long after its tones have ceased.*

**Wondrous Item** 1,000 gp

**Property:** Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +1 enhancement bonus to attack rolls and damage rolls, and it deals 1d6 extra damage on a critical hit.

**Power (Daily ✦ Healing):** Standard Action. Use this power during a short rest. At the end of the short rest, choose yourself or an ally who remained within 20 squares of you during the rest. Until the end of that character's next short rest or extended rest, he or she regains an additional 2 hit points when spending a healing surge.
**Song of Rest:** The additional hit points equal 4.

### Ollamh Harp — Level 29

*This harp calls down the fury of the storm and grants it to all listeners.*

**Wondrous Item** 2,625,000 gp

**Property:** Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +6 enhancement bonus to attack rolls and damage rolls, and it deals 6d6 extra damage on a critical hit.

**Power (Daily):** Standard Action. Use this power during a short rest. At the end of the short rest, you and each ally who remained within 20 squares of you during the rest are affected by this power. Until the end of each affected character's next short rest or extended rest, his or her attacks deal 5 extra lightning damage.

### Watcher's Horn — Level 9

*This small black horn produces no noise when sounded, but it awakens your slumbering friends and makes them ready to fight.*

**Wondrous Item** 4,200 gp

**Power (Daily):** Minor Action. The horn silently awakens each sleeping ally within 10 squares of you. Each ally is not surprised when he or she wakes up.

# RITUALS



From ancient rites and ceremonies to arcane forces bound to music, rituals have many forms and functions in the Dungeons & Dragons game. Rituals create magical effects through the recitation and performance of magical formulas drawn from ritual scrolls and books. This section provides a variety of rituals, many of which are tailored for the new classes in this book. Although these rituals evoke arcane, divine, and primal themes, any adventurer who has the Ritual Caster feat can master and perform most of them.

## Prerequisite

Some rituals in this chapter include a "Prerequisite" entry. You must meet a ritual's prerequisite to master or perform the ritual, although you can assist another character in performing a ritual even if you don't meet the prerequisite.

## Category

Each ritual category in the *Player's Handbook* is associated with one or more key skills. Some of the rituals in this book have key skills other than the ones normally associated with some ritual categories.

## Variant Ritual Books

Although the ritual books described in the *Player's Handbook* contain all the instructions necessary to master and perform a ritual, their form may be unappealing to characters who have forsaken the traditional trappings of civilization. Variant ritual book options can reconcile a character's background with his or her desire to use ritual magic.

Some ritual casters record their rituals in an unorthodox manner. They inscribe rituals on cured hides, etch them into stone tablets, or paint them onto armor or weapons. Remote cultures and isolated ritual casters have even more esoteric methods of storing and encoding their rituals, from patterns of knots tied in rope to tiny statuettes displaying the required body motions, or even tubes of glass that convey the ritual through shape and color. No matter what form it takes, a variant ritual book still requires a 50 gp investment. In addition, a ritual caster must spend the same amount of time to create it and to master the rituals within it as described in "Creating a Ritual Book" on page 298 of the *Player's Handbook*. Each of these unusual methods of storing rituals contains the same amount of space for recording rituals as a traditional ritual book.

# Ritual Descriptions

## Affect Normal Fire

*Fire leaps and dances at your command, brightening or dimming.*

**Level:** 3
**Category:** Exploration
**Time:** 1 minute
**Duration:** 8 hours
**Component Cost:** 25 gp
**Market Price:** 125 gp
**Key Skill:** Arcana or Nature (no check)

You gain mastery over nonmagical fire. For the ritual's duration, or until you take an extended rest, you can manipulate nonmagical flames within 10 squares of you as a minor action. You can make a fire that normally provides dim light produce an equal amount of bright light, or you can double the radius of bright light a fire produces. Alternatively, you can diminish a fire's light, reducing its area of bright light to an equal amount of dim light, or reducing its area of dim light to darkness. Reducing a fire's light to produce no light does not extinguish the flame. You can extinguish 1 square of nonmagical fire as a minor action.

## Animal Friendship

*The animal nuzzles your hand, returning the friendship you offer.*

**Level:** 5
**Category:** Binding
**Time:** 1 minute
**Duration:** Special
**Component Cost:** 50 gp
**Market Price:** 250 gp
**Key Skill:** Nature

When you perform this ritual, choose a nonhostile Tiny natural beast, such as a cat, a fox, a fish, a mouse, or a sparrow. This animal must remain within 5 squares of you for the time necessary to perform the ritual. Once the ritual is complete, the animal regards you as a friend and performs simple tasks on your behalf. The tasks are limited to the options below, and assigning a task requires a standard action.

*Fetch:* The animal retrieves a Tiny object of 10 pounds or less that you and it can see. If the animal is unable to carry the object due to the item's size or weight, the animal enlists the aid of other creatures of its kind to fulfill the task.

*Perform:* The animal performs a simple trick, such as rolling over or playing dead.

*Seek:* The animal scouts ahead and examines an area for anything that's alive or animate. The animal can travel up to 20 squares away from you and uses your passive Perception check to determine if it notices hidden creatures in the area. When the animal returns, you learn from it whether a creature occupies the area. The animal cannot communicate any other information aside from the presence or absence of a creature.

*Watch:* The animal remains in its current location and watches that area. When you assign the animal the task, you designate creatures that are allowed to enter the location. If a creature that you have not designated enters the location, the watching animal informs you by coming to you and making a noise. If you move more than 20 squares away from the area, the animal leaves its post and rejoins you.

Unless otherwise commanded, the animal accompanies you for the ritual's duration, perching on your shoulder, hiding in your pocket, or walking alongside you. The animal has AC 14, Fortitude 12, Reflex 12, and Will 12. The animal has 1 hit point, and a missed attack never damages the animal.

Your Nature check determines the length of time the animal remains in your service, but you can release an animal from your service as a minor action.

| Nature Check Result | Duration |
|---|---|
| 19 or lower | 1 hour |
| 20–29 | 8 hours |
| 30–39 | 1 day |
| 40 or higher | 1 week |

At the heroic tier, you can have one animal at a time bound to your service using the ritual. At the paragon tier, you can have two animals bound using the ritual. At the epic tier, you can have three animals bound using the ritual. You must complete a separate ritual for each animal you bind.

## Aria of Revelation

*Your operatic notes spark new ideas, helping your allies overcome a challenging problem.*

**Level:** 10
**Category:** Divination
**Time:** 10 minutes
**Duration:** Instantaneous
**Prerequisite:** Bard
**Component Cost:** 400 gp, plus a focus worth 1,000 gp
**Market Price:** 1,000 gp
**Key Skill:** Arcana

When you finish performing the ritual, each ally who heard it can make an Arcana, a Dungeoneering, a History, a Nature, or a Religion check to uncover a clue or recall a bit of useful information. The ally must be trained in the skill and gains a bonus to the check based on your Arcana check result.

| Arcana Check Result | Bonus |
|---|---|
| 19 or lower | +5 |
| 20–29 | +10 |
| 30–39 | +15 |
| 40 or higher | +20 |

The information learned is equivalent to that gained from a successful knowledge check or monster knowledge check.

**Focus:** A musical instrument you play as part of performing the ritual.

## Bloom

*Grass grows, trees bear fruit, and the land's bounty is available to all.*

**Level:** 2
**Category:** Exploration
**Time:** 10 minutes
**Duration:** Instantaneous
**Component Cost:** 20 gp
**Market Price:** 100 gp
**Key Skill:** Nature (no check)

Upon completion of the ritual, you cause all outdoor terrain within 20 squares of you to bloom with new growth and foliage. The entire area becomes difficult terrain.

Alternatively, the ritual causes crops and fruit-bearing plants within 20 squares of you to yield food. The plants produce enough food to feed five people for a week.

## Call Wilderness Guide

*An animal native to the local wilderness answers your call, approaching you and then walking away. A moment later it pauses, looking over its shoulder as if to make sure you are following.*

**Level:** 6
**Category:** Exploration
**Time:** 30 minutes
**Duration:** Special
**Component Cost:** 144 gp
**Market Price:** 360 gp
**Key Skill:** Nature

You call a nature spirit into your service to act as a guide. The guide takes the form of a Medium or smaller natural beast, with defenses equal to yours at the time you perform the ritual. The guide has 1 hit point, and a missed attack never damages it. It has a speed of 8, but it measures its pace so that you and your party can keep up with it.

The guide leads you to a location you name as you perform the ritual. The destination must be a specific place, such as Shathrax's Lair or the Tower of Kettenor. The guide cannot lead you to a general location, such as "a cave full of treasure," or to an unknown place, such as "the secret lair of the dragon Arrythis." For the ritual's duration, the guide leads you to the destination by the shortest (although not necessarily the safest) route.

Your Nature check determines how long the guide serves you. If you can't reach the specified destination within the allotted time, the guide leads you as far as it can along the way and then vanishes.

| Nature Check Result | Duration |
|---|---|
| 19 or lower | 1 hour |
| 20–29 | 4 hours |
| 30–39 | 8 hours |
| 40 or higher | 16 hours |

**RITUALS BY LEVEL**

| Lvl | Ritual | Key Skill |
|---|---|---|
| 1 | Create Campsite | Nature |
| 1 | Glib Limerick* | Arcana |
| 1 | Traveler's Chant* | Arcana |
| 2 | Bloom | Nature |
| 2 | Pyrotechnics | Arcana |
| 2 | Tree Shape | Nature |
| 3 | Affect Normal Fire | Arcana or Nature |
| 3 | Lullaby* | Arcana |
| 4 | Snare | Nature |
| 5 | Animal Friendship | Nature |
| 5 | Speak with Nature | Nature |
| 6 | Call Wilderness Guide | Nature |
| 6 | Fool's Speech* | Arcana |
| 6 | Ironwood | Nature |
| 6 | Tree Stride | Nature |
| 6 | Wyvern Watch | Arcana |
| 8 | Song of Sustenance* | Arcana |
| 9 | Tune of Merriment* | Arcana |
| 10 | Aria of Revelation* | Arcana |
| 10 | Chorus of Truth* | Arcana |
| 10 | Song of Restfulness* | Arcana |
| 12 | Reverse Portal | Arcana |
| 14 | Control Weather | Nature |

***This ritual is usable only by bards.**

## Chorus of Truth

*Falsehood rings like dissonance against the beautiful harmonies of your instrument.*

**Level:** 10
**Category:** Exploration
**Time:** 10 minutes
**Duration:** 30 minutes
**Prerequisite:** Bard
**Component Cost:** 200 gp, plus a focus worth 1,000 gp
**Market Price:** 1,000 gp
**Key Skill:** Arcana

Make an Arcana check. Creatures within 5 squares of you while you perform the ritual take a penalty to Bluff checks determined by your check result. The penalty lasts for the duration of the ritual.

| Arcana Check Result | Penalty |
|---|---|
| 19 or lower | -2 |
| 20–29 | -4 |
| 30–39 | -6 |
| 40 or higher | -10 |

**Focus:** A musical instrument you play as part of performing the ritual.

## Control Weather

*Thunderheads form on the horizon and race across the sky, bringing with them curtains of rain and slashing lightning.*

**Level:** 14
**Category:** Exploration
**Time:** 1 hour
**Duration:** Special
**Component Cost:** 1,800 gp
**Market Price:** 4,500 gp
**Key Skill:** Nature

You change the weather outside in a 2-mile radius centered on you. The change is limited by the current season. Choose from the options below based on the season.

| Season | Weather Results |
|---|---|
| Spring | Heat wave, sleet storm, or thunderstorm |
| Summer | Hailstorm, heat wave, or rainstorm |
| Autumn | Cold snap, fog, sleet, or windstorm |
| Winter | Blizzard, windstorm, or thaw |

You control the weather's general tendencies, such as the direction and intensity of the wind or the degree of obscurity from fog, hail, rain, and snow. You cannot control specific applications of the weather, such as where lightning strikes. You can alter the weather among the available options as a standard action for the duration of the ritual, which is determined by your Nature check. Each time you choose to change the weather result, the new weather conditions take 10 minutes to manifest.

| Nature Check Result | Duration |
|---|---|
| 19 or lower | 2 hours |
| 20–29 | 4 hours |
| 30–39 | 16 hours |
| 40 or higher | 24 hours |

## Create Campsite

*A crackling fire, a hot meal, and a warm bedroll await you after a long day of adventuring.*

**Level:** 1
**Category:** Exploration
**Time:** 10 minutes
**Duration:** 8 hours
**Component Cost:** 15 gp
**Market Price:** 50 gp
**Key Skill:** Nature

You summon hundreds of diminutive nature spirits to assemble a campsite in a 5-square radius around you. The spirits clear the area, set up tents, unroll bedrolls, gather water, and prepare a nourishing meal. They also conceal the campsite, with your Nature check result serving as the DC for Perception checks to notice the hidden camp.

The spirits utilize your and your allies' gear to make the campsite. If you and your allies lack the appropriate gear, the spirits gather raw materials from the environment to make the campsite.

At the end of the ritual's duration, the spirits break down the campsite, pack up your gear, and restore the site to its original state, removing evidence that you and your allies camped there.

DEVON CADY-LEE

## Fool's Speech

*What did you say?*

**Level:** 6
**Category:** Deception
**Time:** 10 minutes
**Duration:** 1 hour
**Prerequisite:** Bard
**Component Cost:** 50 gp, plus a focus worth 360 gp
**Market Price:** 360 gp
**Key Skill:** Arcana (no check)

When you finish performing the ritual, you and up to five allies who heard it can use a secret language to communicate with each other. To other creatures, your speech is incomprehensible, a string of nonsense words. Affected characters can speak in Fool's Speech or another language at their discretion.

**Focus:** A musical instrument you play as part of performing the ritual.

## Glib Limerick

*You recite a short rhyme and feel your tongue loosen so the lies can flow freely.*

**Level:** 1
**Category:** Deception
**Time:** 1 minute
**Duration:** 10 minutes
**Prerequisite:** Bard
**Component Cost:** 10 gp, plus a focus worth 5 gp
**Market Price:** 50 gp
**Key Skill:** Arcana (no check)

For the ritual's duration, whenever you make a Bluff check, you can roll twice and use either result. The ritual's effect automatically ends when you roll initiative.

**Focus:** A musical instrument you play as part of performing the ritual.

## Ironwood

*The wood beneath your hand hardens, assuming an almost metallic sheen.*

**Level:** 6
**Category:** Creation
**Time:** 1 hour
**Duration:** Permanent
**Component Cost:** 75 gp
**Market Price:** 360 gp
**Key Skill:** Nature

You alter a quantity of wood to have the strength and consistency of steel. The DC to burst or break the wood increases by 5. The wood also gains resist 10 to all damage.

Your Nature check determines the amount of wood you can affect with this ritual.

| Nature Check Result | Size |
|---|---|
| 19 or lower | Medium object |
| 20–29 | Large object |
| 30–39 | Huge object |
| 40 or higher | Gargantuan object |

## Lullaby

*Your audience grows sleepy with your soothing performance.*

**Level:** 3
**Category:** Exploration
**Time:** 10 minutes
**Duration:** As long as you play plus 10 minutes
**Prerequisite:** Bard
**Component Cost:** 25 gp, plus a focus worth 20 gp
**Market Price:** 125 gp
**Key Skill:** Arcana

Your performance makes your audience drowsy. Make an Arcana check. The result determines the penalty to Insight checks and Perception checks of each creature that can hear you other than you and your allies.

| Arcana Check Result | Penalty |
|---|---|
| 19 or lower | -2 |
| 20–29 | -4 |
| 30–39 | -6 |
| 40 or higher | -10 |

Affected creatures are also considered distracted, which might allow an ally (or you, after you stop playing) to make Stealth checks to hide from them even without superior cover or total concealment.

**Focus:** A musical instrument you play as part of performing the ritual.

## Pyrotechnics

*A flare soars into the night sky and explodes with brilliant color.*

**Level:** 2
**Category:** Creation
**Time:** 1 minute
**Duration:** 10 minutes
**Component Cost:** 20 gp
**Market Price:** 50 gp
**Key Skill:** Arcana (no check)

You send a barrage of small, colorful explosions into the sky. The explosions blossom into whatever color or shape you choose for 1 minute. At the end of each minute of the ritual's duration, you can choose a new color and shape. At night, the lights are visible within a 10-mile radius. During the day, the lights are visible within a 1-mile radius.

## Reverse Portal

*You open a portal not from here to there, but from there to here.*

**Level:** 12
**Category:** Travel
**Time:** 10 minutes
**Duration:** Special
**Component Cost:** 500 gp
**Market Price:** 2,600 gp
**Key Skill:** Arcana

You create a shortcut across the fabric of the world, linking your location with a permanent teleportation circle elsewhere on the same plane (see the Linked Portal ritual, *Player's Handbook*, page 307). As part of performing this ritual, you sketch out a 10-foot-diameter circle in rare chalks and inks. Alternatively, you can use a permanent teleportation circle, which reduces the component cost to 150 gp and grants you a +5 bonus to your Arcana check.

At the ritual's completion, make an Arcana check. The result determines the duration that the portal remains open.

| Arcana Check Result | Portal Duration |
|---|---|
| 19 or lower | 1 round |
| 20–39 | 3 rounds |
| 40 or higher | 5 rounds |

The portal displays views of the other location in the same way as that created by the Linked Portal ritual, but creatures cannot enter the origin point and appear at the other location. Instead, creatures can only step into the distant end of the portal to appear at the origin point with you.

## Snare

*A barely visible circle appears on the ground, ready to entrap any enemies that enter the area.*

**Level:** 4
**Category:** Warding
**Time:** 10 minutes
**Duration:** 8 hours or until discharged
**Component Cost:** 25 gp
**Market Price:** 150 gp
**Key Skill:** Nature

You create a magical snare in a 2-square-by-2-square area adjacent to you. When you complete the ritual, make a Nature check. The check result is the Perception DC to detect the snare and the Thievery DC to disable it. As part of the ritual, you can name creatures that can pass freely through the snare's area, and you can set conditions that allow a creature to bypass the snare. Any other creature that enters the snare's area is subject to an attack equal to your level + 4 vs. Reflex. On a hit, the target is immobilized (save ends). When the snare is triggered, you become aware that it has been triggered regardless of your distance from it. The ritual is also discharged.

## Song of Restfulness

*As you play your instrument, your allies nod off one by one. When you finish, they awaken, refreshed and filled with resolve to continue the quest.*

**Level:** 10
**Category:** Exploration
**Time:** 10 minutes
**Duration:** Instantaneous
**Prerequisite:** Bard
**Component Cost:** 400 gp, plus a focus worth 1,000 gp
**Market Price:** 1,200 gp
**Key Skill:** Arcana (no check)

When you perform this ritual at the beginning of an extended rest, you reduce the time needed for the extended rest by 2 hours for yourself and any allies who hear the performance. A character can benefit from this ritual only once during any 24-hour period.

**Focus:** A musical instrument you play as part of performing the ritual.

## Song of Sustenance

*Your audience finds your dulcet tones as nourishing as the finest fare.*

**Level:** 8
**Category:** Exploration
**Time:** 10 minutes
**Duration:** 48 hours
**Prerequisite:** Bard
**Component Cost:** 135 gp, plus a focus worth 680 gp
**Market Price:** 680 gp
**Key Skill:** Arcana (no check)

Your performance nourishes up to ten Small or Medium creatures for the duration, as if they had enjoyed a great feast. The creatures also gain a +5 bonus to Endurance checks for the duration. You designate the affected creatures as part of performing the ritual, and they must hear all of it.

**Focus:** A musical instrument you play as part of performing the ritual.

## Speak with Nature

*Animals and plants respond to your queries, revealing what they have seen and what they know.*

**Level:** 5
**Category:** Divination
**Time:** 10 minutes
**Duration:** 10 minutes
**Component Cost:** 80 gp
**Market Price:** 250 gp
**Key Skill:** Nature

For the ritual's duration, you can communicate with natural beasts and mundane plants (but not plant creatures). The ritual does not make animals friendly, and the animals or plants are limited in their knowledge by their experiences and mobility. For example, a plant knows only about its immediate surroundings, and a fish can describe only what it has seen or experienced underwater.

Your Nature check result determines the number of questions you can ask.

| Nature Check Result | Number of Questions |
|---|---|
| 9 or lower | Zero |
| 10–19 | One |
| 20–29 | Two |
| 30 or higher | Three |

## Traveler's Chant

*Your chant lifts your allies' steps and helps take their minds off the drudgery of the journey.*

**Level:** 1
**Category:** Exploration
**Time:** 10 minutes
**Duration:** 8 hours
**Prerequisite:** Bard
**Component Cost:** 10 gp, plus a focus worth 5 gp
**Market Price:** 75 gp
**Key Skill:** Arcana (no check)

For the ritual's duration, you and up to eight allies who heard the whole performance of the ritual can travel farther than normal. For the purpose of determining how far you and the allies can travel in an hour or a day, treat the group's speed as the slowest member's speed + 2.

**Focus:** A musical instrument you play as part of performing the ritual.

## Tree Shape

*You assume the form of a tree, blending into the forest around you.*

**Level:** 2
**Category:** Exploration
**Time:** 10 minutes
**Duration:** 6 hours
**Component Cost:** 20 gp
**Market Price:** 100 gp
**Key Skill:** Nature (no check)

You transform into a Large tree or shrub. While you are in this state, you perceive everything around you as normal. You retain all of your statistics, though you cannot use powers or perform rituals. All your clothing and gear transforms along with you. The ritual ends and you revert to your normal form if you take any damage or take an action, or at the end of the ritual's duration.

## Tree Stride

*Stepping into one plant, you instantly emerge from another some distance away.*

**Level:** 6
**Category:** Travel
**Time:** 30 minutes
**Duration:** Special
**Component Cost:** 50 gp
**Market Price:** 360 gp
**Key Skill:** Nature

You open a magical portal in a tree adjacent to you, connecting it to a second tree that you can see. You and up to eight allies can move through the portal and emerge instantly from the second tree, and return by stepping into the second tree. The portal remains in place for a duration determined by your Nature check result, but only you and the designated allies can pass through the portal in either direction.

| Nature Check Result | Duration |
|---|---|
| 19 or lower | 1 hour |
| 20–29 | 4 hours |
| 30–39 | 12 hours |
| 40 or higher | 24 hours |

## Tune of Merriment

*Your songs and rhymes intoxicate the gathered crowd with laughter, making it susceptible to your and your friends' influence.*

**Level:** 9
**Category:** Exploration
**Time:** 10 minutes
**Duration:** 10 minutes
**Prerequisite:** Bard
**Component Cost:** 160 gp, plus a focus worth 840 gp
**Market Price:** 900 gp
**Key Skill:** Arcana (no check)

For the ritual's duration, you and any ally who heard the whole performance of the ritual can roll twice and use either result when making Diplomacy checks to influence anyone else who heard all of it.

**Focus:** A musical instrument you play as part of performing the ritual.

## Wyvern Watch

*A wyvern-shaped presence formed from mist fills the area, promising doom to those who stumble into its demesne.*

**Level:** 6
**Category:** Warding
**Time:** 1 hour
**Duration:** 8 hours or until discharged
**Component Cost:** 100 gp
**Market Price:** 360 gp
**Key Skill:** Arcana

You place a ward in a 4-square-by-4-square area. The ghostly form of a wyvern appears in that area. Your Arcana check determines the Perception DC to notice the wyvern's presence.

As part of the ritual, you can name creatures that can pass freely through the warded area, and you can set conditions that allow a creature to bypass the ward. Any other creature that enters the area is subject to an attack equal to your level + 4 vs. Will. On a hit, the target is immobilized (save ends). When the attack is triggered, you become aware that it has been triggered regardless of your distance from the ritual's area. The ritual is also discharged.

# Appendix: Rule Updates

This appendix contains rule updates for powers and the Stealth skill. Visit the Wizards of the Coast website for other updates.

## Reading a Power

The *Player's Handbook* introduces how to read a power, starting on page 54 of that book. This section touches on some of the information discussed there: the format of player character powers and their keywords. The information here incorporates clarifications and new rules, and it supersedes previous sources.

### The Power Format

Player character powers are designed to be easily referenced during play. Even though other kinds of powers, such as monster powers, have different formats, many of the guidelines here also apply to them.

**Sequence:** The order of information in a power description is a general guide to the sequence in which the power's various effects occur. For example, an "Effect" entry might appear above attack information in a power description to indicate that something happens before you make the attack.

**Indentation:** When information is indented in a power description, that means the information is contingent on the information directly above it. For example, a "Secondary Attack" entry indented below a "Hit" entry is a reminder that you can make the secondary attack only if you hit with the primary attack.

### The Power Description

A power description contains various entries, some of which appear in every power description, whereas other entries appear only when needed by a particular power. Here are explanations of the various entries, presented in their typical order.

**Power Name and Level:** The name of a power and the power's level appear in a colored bar on the first line of the power's description. The color of the bar indicates how often you can use the power; green means the power is an at-will power, red means it's an encounter power, and black means it's a daily power.

**Flavor Text:** The next line, in italicized text, briefly explains what the power does, from the perspective of your character in the world. The rest of the power description is rules text, but this material is intended to help you narrate what your character is doing.

**Usage:** The first word on the next line tells you how often you can use the power, that is, whether it is an at-will, an encounter, or a daily power.

**Keywords:** The power's keywords appear next. The keywords tell you the power source, any damage types associated with the power, accessories you can use with it, and other associated effects. If "Varies" appears among the keywords, that means the power has variable keywords, which you or circumstances determine.

**Action Type:** The next line begins with the type of action required to use the power: standard, move, minor, free, immediate reaction, immediate interrupt, or opportunity. Some powers require no action to use. See the *Player's Handbook*, page 267, for more information about action types.

**Trigger:** Powers that are immediate actions (interrupts or reactions) or opportunity actions have a trigger, which defines when you're allowed to use the power. Some powers that are free actions, or that require no action to use, have a trigger as well.

**Attack Type and Range:** The power's attack type and range appear on the same line as its action type. The attack types are melee, ranged, area, and close. Each attack type has rules for range and targeting, detailed on pages 270–273 of the *Player's Handbook*.

**Prerequisite or Requirement:** Some powers are usable only if you meet a precondition. You must meet a *prerequisite* to select a power. You must meet a *requirement* to use a power.

**Target:** If a power directly affects one or more creatures or objects, it has a "Target" entry, specifying whom and what the power affects.

**Attack:** A power's attack entry specifies the ability score you use to make the attack, any special modifiers that apply to the attack roll, and which of the target's defenses you check against.

**Hit:** This entry describes what happens to each target that you hit with the power's attack.

**Miss:** This entry describes what happens to each target that you miss with the power's attack. In

#### The Marked Condition

When you mark a creature, you force it to engage you or suffer the consequences. While that creature is marked by you, it takes a –2 penalty to attack rolls for any attack that doesn't include you as a target. In addition, powers, class features, magic item properties, and feats might have effects that trigger when the creature takes certain actions.

A creature can be subject to only one mark at a time, and a new mark supersedes a mark that was already in place. The effect you use to mark a creature determines how long the creature remains marked by you. Regardless of the mark's duration, it ends if someone else marks that creature, unless an effect says otherwise.

contrast to the *Player's Handbook*, the "Miss" entries in this book specify only what happens when you miss, not what doesn't happen.

"Half damage" in this entry refers to rolled damage. Roll the damage specified in the "Hit" entry and deal half of that damage to each target you miss. "Half damage" does not apply to ongoing damage or any other damaging effects in the "Hit" entry.

**Effect:** Anything that appears in an "Effect" entry occurs when you use the power, whether or not you hit with it, if it is an attack power.

**Secondary Target and Secondary Attack:** Some powers allow you to make secondary (or even tertiary) attacks. A "Hit," a "Miss," or an "Effect" entry tells you when to make a secondary attack. Unless otherwise noted, the attack type and the range of a secondary attack are the same as the power's, and the secondary attack doesn't require a separate action.

Some powers give you the ability to make a secondary attack at a point later in an encounter, after the initial effect takes place. These powers include information about the secondary attack's action type, attack type, range, and effect.

**Sustain:** If a power has a "Sustain" entry, you can keep that power active by taking a specified action during your turn. See "Durations," page 278 in the *Player's Handbook,* for more about sustaining a power.

**Class Feature Names:** When a class feature name appears as a header in a power description, the associated entry describes an additional or a replacement effect that applies if you have that class feature.

**Aftereffect:** An aftereffect automatically occurs after another effect ends. An "Aftereffect" entry is beneath the effect it applies to, which is typically in a "Hit" or an "Effect" entry.

A target is sometimes subject to an aftereffect after a save. If that save occurs when the target is making multiple saving throws, the aftereffect takes effect after the target has made all of them.

### MOVEMENT EFFECTS

Many powers allow you and your allies to move or allow you to move your enemies forcibly. If a power notes a distance that you or an ally moves (for example, "you shift 2 squares"), the character allowed to move can decide to move all, some, or none of that distance. Similarly, if a power forcibly moves an enemy (for example, "you push the target 3 squares"), you can decide to move the enemy all, some, or none of that distance.

If a power notes the destination for your or an ally's move (for example, "a space adjacent to the target"), the character allowed to move decides either to move to that destination or not. You can't move partway. Similarly, if a power specifies where you force an enemy to move, you decide either to move the enemy there or not.

**Failed Saving Throw:** Sometimes an effect changes as a target fails saving throws against it. The new effect, specified in a "First Failed Saving Throw" or a "Second Failed Saving Throw" entry, takes effect after the target fails a saving throw against the previous effect at the end of the target's turn. The effect doesn't change if the creature fails a saving throw against it at a time other than the end of its turn.

**Special:** Any unusual information about the use of a power appears in this entry. For example, some powers can be used as basic attacks, which is noted in a "Special" entry.

**Level:** This entry tells you if some part of the power—often its damage—increases at a specific level.

## Keywords

Here is a list of keywords currently used in PC powers. Some of these keywords—beast form, rage, spirit, and summoning—are introduced in this book. Others are used in books, like *Martial Power*, that have been published since the *Player's Handbook*. Following the list are keywords that have special rules.

**KEYWORDS**

| Power Sources |
|---|
| Arcane |
| Divine |
| Martial |
| Primal |
| **Damage Types** |
| Acid |
| Cold |
| Fire |
| Force |
| Lightning |
| Necrotic |
| Poison |
| Psychic |
| Radiant |
| Thunder |
| **Accessories** |
| Implement* |
| Weapon* |

*Indicates special rules.

| Effect Types |
|---|
| Beast* |
| Beast Form* |
| Charm |
| Conjuration* |
| Fear |
| Healing |
| Illusion |
| Invigorating* |
| Poison |
| Polymorph* |
| Rage |
| Rattling* |
| Reliable* |
| Sleep |
| Spirit* |
| Stance* |
| Summoning* |
| Teleportation* |
| Zone* |

### Beast

A power that has the beast keyword can be used only while your beast companion is conscious and present in an encounter.

### Beast Form

You can use a beast form power only while you are in beast form.

### Conjuration

Powers that have the conjuration keyword create conjurations, objects or creatures of magical energy.

**CONJURATION**

A conjuration you create uses these rules, unless a power description says otherwise.

- **Occupies No Squares:** The conjuration occupies no squares.
- **Unaffected by the Environment:** Terrain and environmental phenomena have no effect on the conjuration. For example, a conjuration that is an icy hand functions in an inferno without penalty. The conjuration does not need to be supported by a solid surface, so it can float in the air.
- **Your Defenses:** Normally, a conjuration cannot be attacked or physically affected. If a conjuration can be attacked or physically affected, it uses your defenses. Unless an attack specifically targets conjurations, only the attack's damage (not including ongoing damage) affects the conjuration.
- **Attacking with a Conjuration:** If you can attack with a conjuration, you make the attack. You determine line of sight normally, but you determine line of effect from the conjuration.
- **Movable Conjurations:** If the power you use to create a conjuration allows you to move it, it's a movable conjuration. At the end of your turn, the movable conjuration ends if you are not within range of at least 1 square it's in (using the power's range) or if you don't have line of effect to at least 1 square it's in.

  When you move a conjuration, you can't move it through a solid obstacle.
- **Death Ends:** If you die, the conjuration ends immediately.

## Implement

Implements are items wielded by certain characters to channel their powers. Your class description or a feat tells you which implements you can wield, if any. To use the powers and the properties of a magic implement, you must be able to wield that implement.

The implement keyword identifies a power that can be used through an implement, and the implement must be a type wielded by the power's class. You can use implement powers without an implement, and wielding a nonmagical implement confers no benefit. If you wield a magic implement, you can add its enhancement bonus to the attack rolls and the damage rolls of implement powers you use through it (Chapter 3 contains various magic implements, as does Chapter 7 in the *Player's Handbook*).

## Invigorating

If you are trained in Endurance, you gain temporary hit points equal to your Constitution modifier when you hit with a power that has the invigorating keyword. No invigorating power grants temporary hit points more than once during a turn, even if you hit more than once with that power.

## Polymorph

Polymorph powers change a target's physical form in some way.

**POLYMORPH**

You use these rules when you're affected by a polymorph power.

- **One Polymorph at a Time:** If you are affected by more than one polymorph power, only the most recent one has any effect. The other powers' effects remain on you and their durations expire as normal, but those effects don't apply. However, when the most recent effect ends, the next most recent one that is still active applies to you.
- **Changing Size:** If a polymorph power reduces your space, you do not provoke opportunity attacks for leaving squares as you shrink.

  If a polymorph effect makes you too large to fit in the available space, the effect fails against you, but you are stunned (save ends). For example, if you are crawling through a narrow tunnel and a polymorph effect tries to turn you into a creature that is too large for the tunnel, the effect fails, but you are stunned until you save.
- **Death Ends:** If you die, polymorph effects end on you immediately.

## Rage

A rage power allows you to enter a rage specified in the power. A rage lasts until you enter a new rage or until the end of the encounter.

## Rattling

If you are trained in Intimidate and deal damage with a power that has the rattling keyword, the target takes a –2 penalty to attack rolls until the end of your next turn. A creature that is immune to fear is not subject to this penalty.

## Reliable

If you miss every target when using a reliable power, you don't expend the use of that power.

## Spirit

You can use a spirit power only if your spirit companion is present in the encounter. If a spirit power includes "spirit" in its range, you determine line of sight and line of effect from your spirit companion's space, which is the power's origin square.

## Stance

When you use a stance power, you assume a stance that lasts until you assume another stance or until the end of the encounter.

## Summoning

Powers that have the summoning keyword bring creatures from elsewhere, often other planes, to serve you in a variety of ways.

### SUMMONED CREATURE

A creature you summon uses these rules, unless a power description says otherwise.

- **Allied Creature:** When you use a summoning power, you create a creature that is an ally to you and your allies. The power determines where the summoned creature appears.
- **Your Defenses:** The summoned creature's defenses equal yours when you summon it, not including any temporary bonuses or penalties.
- **Hit Points:** The summoned creature's maximum hit points equal your bloodied value. When the summoned creature drops to 0 hit points, it is destroyed, and you lose a healing surge. If you have no healing surges left, you instead take damage equal to half your bloodied value.
- **No Healing Surges:** The summoned creature lacks healing surges, but if a power allows it to spend a healing surge, you can spend a healing surge for it. The summoned creature then gains the benefit of the healing surge, instead of your gaining it.
- **Speed:** The summoning power determines the summoned creature's speed.
- **Commanding the Creature:** The summoned creature has no actions of its own; you spend actions to command it mentally. You can command the creature only if you have line of effect to it. When you command the creature, the two of you share knowledge but not senses.

  As a minor action, you can command the summoned creature to take one of the following actions, if it is physically capable of taking that action: crawl, escape, fly, open or close a door or a container, pick up or drop an item, run, stand up, shift, squeeze, or walk.

  The summoning power determines any special commands you can give the summoned creature and gives an action type for each command. If a special command is a minor action, you can give that command only once during each of your turns.
- **Attacks and Checks:** If a summoning power allows the summoned creature to attack, you make an attack through the creature, as specified in the power description. If the summoned creature can make a skill check or an ability check, you make the check. Attacks and checks you make through the creature do not include temporary bonuses or penalties to your statistics.
- **Duration:** Unless the summoning power states otherwise, the summoned creature lasts until the end of the encounter and then disappears. As a minor action, you can dismiss the summoned creature.

## Teleportation

A teleportation power transports creatures or objects instantaneously from one location to another.

### TELEPORTATION

You use these rules when you use a teleportation power.

- **Line of Sight:** You must have line of sight to the destination space.
- **No Line of Effect:** Neither you nor the creature or object being teleported needs line of effect to the destination space.
- **Destination Space:** The destination must be a space that the creature or object being teleported can occupy without squeezing.
- **Instantaneous:** Teleportation is instantaneous. The creature or object being teleported disappears and immediately appears in the destination space you choose. The movement is unhindered by intervening creatures, objects, or terrain.
- **No Opportunity Actions:** The creature or object being teleported doesn't provoke opportunity actions for leaving its space.
- **Immobilized or Restrained:** Being immobilized or restrained doesn't prevent a creature from teleporting. If a creature teleports away from a physical restraint, a monster's grasp, or some other immobilizing effect that is located in a specific space, the creature is no longer immobilized or restrained. Otherwise, the creature teleports but is still immobilized or restrained when it reaches the destination space.

## Weapon

The weapon keyword identifies a power that is used with a weapon, including an improvised weapon such as an unarmed strike (see "Weapons," *Player's Handbook*, page 215). The range and the damage of a weapon power is usually determined by the weapon you use with it. A [W] in a power's damage expression stands for your weapon's damage dice (see "Damage," *Player's Handbook*, page 276).

If you use a weapon power with a weapon you're proficient with, you add the weapon's proficiency bonus to the attack rolls of that power. Your class and feats determine your weapon proficiencies. If you use a weapon power with a magic weapon, you can

### EXTRA DAMAGE

**Many effects grant you the ability to deal extra damage, including powers, feats, and magic item properties. Extra damage is always in addition to other damage. For example, if you have a feat that causes your area attacks to deal extra damage, the extra damage doesn't apply when you use an area attack that deals no damage, such as the wizard's *sleep* power.**

add the magic weapon's enhancement bonus to the power's attack rolls and damage rolls.

### Zone

Powers that have the zone keyword create zones, magical areas that last for a round or more.

**ZONE**

A zone you create uses these rules, unless a power description says otherwise.

- **Fills an Area of Effect:** The zone is created by an area of effect and fills each square in the area that is within line of effect of the origin square.
- **Unaffected by Attacks and the Environment:** The zone cannot be attacked or physically affected, and terrain and environmental phenomena have no effect on it. For example, a zone that deals fire damage is unaffected by cold damage.
- **Movable Zones:** If the power you use to create a zone allows you to move it, it's a movable zone. At the end of your turn, the movable zone ends if you are not within range of at least 1 square of it (using the power's range) or if you don't have line of effect to at least 1 square of it.

  When you move a zone, you can't move it through a solid obstacle.
- **Overlapping Zones:** If zones overlap and impose penalties to the same roll or game statistic, a creature affected by the overlapping zones is subject to the worst penalty. Similarly, a creature in the overlapping area takes damage only from the zone that deals the most damage, regardless of damage type.
- **Death Ends:** If you die, the zone ends immediately.

## New Stealth Rules

This section presents updates to the Stealth skill and to rules related to that skill, as presented in the first printing of the *Player's Handbook*.

### Bluff

The following paragraph replaces the "Create a Diversion to Hide" paragraph in the Bluff skill's shaded box (*Player's Handbook*, page 183).

- **Create a Diversion to Hide:** Once per combat encounter, you can create a diversion to hide. As a standard action, make a Bluff check opposed by the passive Insight check of any enemy that can see you. If you succeed, make a Stealth check opposed by the passive Perception check of any enemy present. If the Stealth check succeeds against an enemy, you are hidden from that enemy until the end of your turn or until you attack.

### Stealth

The following shaded box replaces the Stealth skill's shaded box and the table underneath it (*Player's Handbook*, page 188).

**Stealth:** At the end of a move action.

- **Opposed Check:** Stealth vs. passive Perception. If multiple enemies are present, your Stealth check is opposed by each enemy's passive Perception check. If you move more than 2 squares during the move action, you take a -5 penalty to the Stealth check. If you run, the penalty is -10.
- **Becoming Hidden:** You can make a Stealth check against an enemy only if you have superior cover or total concealment against the enemy or if you're outside the enemy's line of sight. Outside combat, the DM can allow you to make a Stealth check against a distracted enemy, even if you don't have superior cover or total concealment and aren't outside the enemy's line of sight. The distracted enemy might be focused on something in a different direction, allowing you to sneak up.
- **Success:** You are hidden, which means you are silent and invisible to the enemy (see "Concealment" and "Targeting What You Can't See," page 281).
- **Failure:** You can try again at the end of another move action.
- **Remaining Hidden:** You remain hidden as long as you meet these requirements.

  *Keep Out of Sight:* If you no longer have any cover or concealment against an enemy, you don't remain hidden from that enemy. You don't need superior cover, total concealment, or to stay outside line of sight, but you do need some degree of cover or concealment to remain hidden. You can't use another creature as cover to remain hidden.

  *Keep Quiet:* If you speak louder than a whisper or otherwise draw attention to yourself, you don't remain hidden from any enemy that can hear you.

  *Keep Still:* If you move more than 2 squares during an action, you must make a new Stealth check with a -5 penalty. If you run, the penalty is -10. If any enemy's passive Perception check beats your check result, you don't remain hidden from that enemy.

  *Don't Attack:* If you attack, you don't remain hidden.
- **Not Remaining Hidden:** If you take an action that causes you not to remain hidden, you retain the benefits of being hidden until you resolve the action. You can't become hidden again as part of that same action.
- **Enemy Activity:** An enemy can try to find you on its turn. If an enemy makes an active Perception check and beats your Stealth check result (don't make a new check), you don't remain hidden from that enemy. Also, if an enemy tries to enter your space, you don't remain hidden from that enemy.

## Perception

Using the Perception skill actively is a minor action, not a standard action (*Player's Handbook*, page 186).

## Targeting What You Can't See

The following paragraphs replace the second and third paragraphs in the "Targeting What You Can't See" sidebar (*Player's Handbook*, page 281).

**Invisible Creatures and Stealth:** If an invisible creature is hidden from you ("Stealth," page 188), you can neither hear nor see it, and you have to guess what space it occupies. If an invisible creature is not hidden from you, you can hear it or sense some other sign of its presence and therefore know what space it occupies, although you still can't see it.

**Make a Perception Check:** On your turn, you can make a Perception check as a minor action (page 186) to try to determine the location of an invisible creature that is hidden from you.

# Glossary

This brief glossary contains game terms that appear in this book and are defined in a book other than a *Player's Handbook*.

**attacking objects:** With your DM's permission, you can use a power that normally attacks creatures to attack objects. See the *Dungeon Master's Guide,* page 65, for how to damage objects.

**blindsight:** If you have blindsight, you can clearly see creatures or objects within a specified range and within line of effect, even if they are invisible or obscured. You otherwise rely on your normal vision.

**fly speed:** If you have a fly speed, you can fly a number of squares up to that speed as a move action. To remain in the air, you must move at least 2 squares during your turn, or you crash at the end of your turn. While flying, you can't shift or make opportunity attacks, and you crash if you're knocked prone. See the *Dungeon Master's Guide*, page 47, for more about flying.

**hover:** If you have a fly speed and can hover, you can remain in the air without moving during your turn. You can also shift and make opportunity attacks while flying.

**overland flight:** An overland flight speed works like a fly speed with one exception: While you are in the air using your overland flight speed, you crash if you take any action other than a move action to use overland flight or a free action.

**tremorsense:** If you have tremorsense, you can clearly see creatures or objects within a specified range, even if they are invisible, obscured, or outside line of effect, but you and they must be in contact with the ground or the same substance, such as water or a web. You otherwise rely on your normal vision.

# Index

among another race background 178
Armor of Faith 33
artisan background 179
Avenger's Censure 33
Balance of Nature 83
backgrounds 178
Barbarian Agility 49
bard implements 67, 204, 209
Bardic Training 67
Bardic Virtue 67
blessed background 179
Censure of Pursuit 33
Censure of Retribution 33
Channel Divinity (avenger) 33, 34
Channel Divinity (invoker) 101, 102, 103
Chaos Burst 137
Chaos Power 137
Companion Spirit 119
covenant manifestation 101
Covenant of Preservation 101
Covenant of Wrath 101
criminal background 179
cursed background 179
desert background 178
deva 8
deva backgrounds 180
deva paragon path 19
Divine Covemant 101
Draconic Power 137
Draconic Resilience 137
Dragon Magic 137
Dragon Soul 137
dragonborn backgrounds 180
drow backgrounds 180
dragonborn paragon path 25
druid implements 83, 206
dwarf backgrounds 180
dwarf paragon path 22
Earthstrength 153
eladrin backgrounds 181
eladrin paragon path 26
elf backgrounds 181
elf paragon path 29
entertainer background 179
farmer background 179
Feral Might 49
Font of Life 153
forest background 178
genasi backgrounds 181
gnome 10
gnome backgrounds 182
gnome paragon path 21
goliath 12
goliath backgrounds 182
goliath paragon path 27
guardian form powers 153
Guardian Might 153
half-elf backgrounds 182
half-orc 14
half-orc backgrounds 182
half-orc paragon path 20
halfling backgrounds 183
halfling paragon path 23
*healing spirit* 119, 120
holy symbols 33
human backgrounds 183
human paragon path 18
invoker implements 101, 205, 206
*majestic word* 67, 68
mariner background 180
masterwork armor 197
merchant background 180
military background 180
mountains background 178
Multiclass Versatility 67
musical instruments 67, 197, 209, 210
Nature's Wrath 153
noble background 178
*oath of enmity* 33, 34
omen background 179
on another plane background 179
poor background 178
Primal Aspect 83
Primal Guardian 83
primal power source 5
Primal Predator 83
prophecy background 179
*rage strike* 49, 50
Rageblood Vigor 49
Rampage 49
ritual books, variant 211
Ritual Casting (druid) 83
Ritual Casting (invoker) 101
rods 101, 205
Scales of the Dragon 137
scholar background 180
shaman implements 119, 207
shifter 16
shifter backgrounds 183
shifter paragon path 24
Skill Versatility 67
Small characters 11
Song of Rest 67
songblades 67, 203, 204
sorcerer implements 137, 203, 206
*speak wth spirits* 119, 120
Spell Source 137
spirit boon 119
*spirit's fangs* 119, 120
*spirit's shield* 119, 121
staffs 83, 101, 137, 206
Thaneborn Triumph 49
tieflng backgrounds 183
tiefling paragon path 28
totems 83, 119, 197, 207
Unfettered Power 137
urban background 178
Virtue of Cunning 67
Virtue of Valor 67
wands 67
wealthy background 178
wetlands background 178
Wild Magic 137
Wild Soul 137
*wild shape* 83, 84
Wildblood 153
*words of friendship* 67, 68

# WHEN THERE'S A FIGHT WITH A DRAGON, IT'S MORE FUN TO BE ON *HIS* SIDE.

As Dungeon Master, you get to control the monsters, craft the challenges, and create the stories that get retold. Expand your imagination beyond your character sheet and into a D&D® campaign of your own.

Pick up a copy of the *Dungeon Master's Guide®* and *Dungeon Master's Guide 2* — and share the experience.

**CREATE AN ACCOUNT AT:**
**DNDINSIDER.COM**

All trademarks are property of Wizards of the Coast LLC. ©2009 Wizards.

# Heroes of Primal Might and Ancient Power

From the bright towns and darkened wilderness they come: mighty heroes intent on exploring dungeons, slaying monsters, and battling evil.

This companion to the *Player's Handbook*® core rulebook introduces the primal power source, which draws on the spirits that preserve and sustain the world. *Player's Handbook 2* includes four classes tied to the primal power source: the barbarian, the druid, the shaman, and the warden. It also presents four new arcane and divine classes: the avenger, the bard, the invoker, and the sorcerer.

This essential book for D&D® players contains other exciting options, including new races, powers, feats, paragon paths (including racial paragon paths), epic destinies, magic items (including totems), rituals, and a background section designed to help you develop your character's history and personality.

To use this book, you need the following 4th Edition Dungeons & Dragons® core products:

*Player's Handbook®*
*Dungeon Master's Guide®*
*Monster Manual®*

GET MORE AT D&D INSIDER™ www.dndinsider.com

d20 SYSTEM™

Wizards®

ISBN: 978-0-7869-5016-4

9 780786 950164 53495 EAN

Sug. Retail: **U.S. $34.95** CAN $39.95

Printed in the U.S.A. **218987200**

# Dungeons & Dragons®

## Player's Handbook® 3

Psionic, Divine, and Primal Heroes

ROLEPLAYING GAME CORE RULES

Mike Mearls • Bruce R. Cordell • Robert J. Schwalb

# Dungeons & Dragons®

## Player's Handbook® 3

ROLEPLAYING GAME CORE RULES

Mike Mearls • Bruce R. Cordell • Robert J. Schwalb

# CREDITS


Design
**Mike Mearls (lead), Bruce R. Cordell, Robert J. Schwalb**

Additional Design
**Rob Heinsoo, James Wyatt**

Development
**Stephen Schubert (lead), Jeremy Crawford, Peter Schaefer, Rodney Thompson**

Additional Development
**Andy Collins, Stephen Radney-MacFarland**

Editing
**Jeremy Crawford (lead), Michele Carter, Cal Moore**

Additional Editing
**Torah Cottrill, Miranda Horner**

Managing Editing
**Kim Mohan**

Director of D&D R&D and Book Publishing
**Bill Slavicsek**

D&D Creative Manager
**Christopher Perkins**

D&D Design Manager
**James Wyatt**

D&D Development and Editing Manager
**Andy Collins**

D&D Senior Art Director
**Jon Schindehette**

Art Director
**Kate Irwin**

Cover Illustration
**Michael Komarck**

Graphic Designer
**Leon Cortez, Keven Smith, Emi Tanji**

Interior Illustrations
**Ralph Beisner, Eric Belisle, Kerem Beyit, Wayne England, Jason A. Engle, Carl Frank, Randy Gallegos, Adam Gillespie, Ralph Horsley, Roberto Marchesi, Jake Masbruch, Jim Nelson, William O'Connor, Hector Ortiz, Shane Nitzsche, Wayne Reynolds, Chris Seaman, John Stanko, Matias Tapia, Beth Trott, Francis Tsai, Eva Widermann, Sam Wood, Ben Wootten, Kieran Yanner**

D&D Brand Team
**Liz Schuh, Jesse Decker, Kierin Chase, Laura Tommervik, Shelly Mazzanoble, Martin Durham**

Publishing Production Specialist
**Christopher Tardiff**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Travis Adams, Ashley Brock**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).

620-25124000-001 EN
9 8 7 6 5 4 3 2 1
First Printing:
March 2010
ISBN: 978-0-7869-5390-5

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277



Dungeons & Dragons, D&D, d20, d20 System, Wizards of the Coast, *Adventurer's Vault, Player's Handbook, Dungeon Master's Guide, Monster Manual,* D&D Insider, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2010 Wizards of the Coast LLC


VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

# CONTENTS


INTRODUCTION ..... 4
The Psionic Power Source ..... 4

1: CHARACTER RACES ..... 6
Githzerai ..... 8
Minotaur ..... 10
Shardmind ..... 12
Wilden ..... 14
Racial Paragon Paths ..... 16
Blooded Champion ..... 16
Nature's Avatar ..... 17
Rrathmal ..... 18
Shard Disciple ..... 19

2: CHARACTER CLASSES ..... 20
Ardent ..... 22
Ardent Class Features ..... 23
Creating an Ardent ..... 23
Ardent Powers ..... 24
Ardent Paragon Paths ..... 38
Argent Soul ..... 38
Psionic Binder ..... 39
Stygian Adept ..... 40
Talaric Strategist ..... 41
Battlemind ..... 42
Battlemind Class Features ..... 43
Creating a Battlemind ..... 43
Battlemind Powers ..... 44
Battlemind Paragon Paths ..... 58
Eternal Blade ..... 58
Iron Guardian ..... 59
Steel Ego ..... 60
Zephyr Blade ..... 61
Monk ..... 63
Monk Class Features ..... 63
Implements ..... 63
Creating a Monk ..... 64
Monk Powers ..... 64
Monks and Weapons ..... 64
Full Discipline ..... 64
Monk Paragon Paths ..... 76
Ghostwalker ..... 76
Initiate of the Dragon ..... 77
Mountain Devotee ..... 78
Radiant Fist ..... 79
Psion ..... 80
Psion Class Features ..... 81
Implements ..... 81
Creating a Psion ..... 82
Psion Powers ..... 82
Psion Paragon Paths ..... 94
Cerulean Adept ..... 94
Dreamwalker ..... 95
Time Bender ..... 96
Uncarnate ..... 97
Runepriest ..... 98
Runepriest Class Features ..... 99
Creating a Runepriest ..... 99
Runepriest Powers ..... 100
The Runic Keyword ..... 100
Rune Magic ..... 100
Runepriest Paragon Paths ..... 112
Hammer of Vengeance ..... 112
Light Bringer ..... 113
Master of the Forge ..... 114
Rune Shield ..... 115
Seeker ..... 116
Seeker Class Features ..... 117
Creating a Seeker ..... 117
Seeker Powers ..... 117
Seeker Paragon Paths ..... 130
Crimson Hunter ..... 130
Death Arrow ..... 131
Seven Fates Archer ..... 132
Swift Strider ..... 133
Hybrid Characters ..... 134
Hybrids and Roles ..... 134
Group Building ..... 134
Creating a Hybrid Character ..... 135
How Does It Work? ..... 135
Special Rules ..... 136
Assigning Ability Scores ..... 136
Psionic Augmentation and Hybrid Characters ..... 137
Hybrid vs. Multiclass ..... 138
Hybrid Artificer ..... 139
Hybrid Ardent ..... 139
Hybrid Avenger ..... 140
Hybrid Barbarian ..... 141
Hybrid Bard ..... 141
Hybrid Battlemind ..... 142
Hybrid Cleric ..... 143
Hybrid Druid ..... 143
Hybrid Fighter ..... 144
Hybrid Invoker ..... 145
Hybrid Monk ..... 145
Hybrid Paladin ..... 146
Hybrid Psion ..... 147
Hybrid Ranger ..... 147
Hybrid Rogue ..... 148
Hybrid Runepriest ..... 149
Hybrid Seeker ..... 150
Hybrid Shaman ..... 150
Hybrid Sorcerer ..... 151
Hybrid Swordmage ..... 152
Hybrid Warden ..... 152
Hybrid Warlock ..... 153
Hybrid Warlord ..... 154
Hybrid Wizard ..... 155
Epic Destinies ..... 156
Diamond Soul ..... 156
Godmind ..... 157
Invincible Mind ..... 158
Master of the Eternal Hunt ..... 159
Rune Maker ..... 160
War Master ..... 161

3: CHARACTER OPTIONS ..... 162
Skill Powers ..... 164
Gaining and Using a Skill Power ..... 164
Acrobatics ..... 164
Arcana ..... 165
Athletics ..... 165
Bluff ..... 166
Diplomacy ..... 167
Dungeoneering ..... 168
Endurance ..... 168
Heal ..... 169
History ..... 170
Insight ..... 170
Intimidate ..... 172
Nature ..... 172
Perception ..... 173
Religion ..... 174
Stealth ..... 175
Streetwise ..... 175
Thievery ..... 176
Feats ..... 177
Rune Feats ..... 177
Heroic Tier Feats ..... 177
Paragon Tier Feats ..... 186
Epic Tier Feats ..... 190
Multiclass Feats ..... 193
Superior Implements ..... 195
Magic Items ..... 197
Armor ..... 197
Weapons ..... 200
Ki Focuses ..... 203
Orbs ..... 206
Staffs ..... 209
Rings ..... 213
Consumables ..... 213

APPENDIX: READING A POWER ..... 214
The Power Format ..... 214
Entries in a Power ..... 214
Keywords ..... 215

GLOSSARY ..... 220

# Introduction

This volume, the third *Player's Handbook* for the current edition of the Dungeons & Dragons® game, offers a wealth of new character options, including new races and classes, a new way to combine classes, new skill powers, and a wide array of new feats. It introduces the psionic power source, used by four of the classes in these pages, along with a new approach to power acquisition and management that allows certain psionic characters unprecedented flexibility with their powers.

Chapter 1 introduces four additional races. The githzerai and the minotaur from the *Monster Manual*® appear here in player-friendly form with some additional and revised abilities. Wilden are a newborn race of plantlike fey arisen to combat the threat of the Far Realm. Shardminds are crystalline living constructs imbued with psionic power.

Six new classes make up most of Chapter 2. The users of the psionic power source are the psion, the battlemind, the monk, and the ardent. The seeker (a primal controller) and the runepriest (a divine leader) round out the new classes. New rules for hybrid characters, who combine powers and features from two classes, also appear in Chapter 2, along with six new epic destinies.

Chapter 3 includes a variety of new options for characters of every class. First are skill powers, a new category of utility powers that characters of any class can gain to make better use of their skills. New feats provide additional opportunities for characters to specialize in certain types of weapons, maneuvers, or powers. Finally, the chapter includes new equipment, notably superior implements.

The book's appendix summarizes how to read a power and includes updated definitions of the keywords used in the book's powers. The best way to stay on top of updates to the game's rules is by visiting the Wizards of the Coast website.

*Player's Handbook* 3 concludes with a glossary of game terms that are used in this book.

## The Psionic Power Source

***"The Far Realm is a disease, and we are its cure."***

Long ago, before the Dawn War between the gods and the primordials changed the face of the universe, a gateway lay hidden in the depths of the Astral Sea, a Living Gate that slept through the ages. A powerful being, said to be neither god nor primordial but kin to both, guarded the Living Gate so that none could open it or peer into the madness beyond.

An often-forgotten legend describes how three gods came to the Living Gate. Pelor, who shined light into all shadows, first found the gate, though he later wished he had not. Ioun, whose mind hungered to understand all things, awoke the sleeping gate. And a third, nameless god, who feared no danger and doubted all authority, distracted the guardian so that all three gods could catch a glimpse through the Living Gate. The three gods left, changed by the knowledge they had gained and linked by a terrible secret, and swore never to seek the gate again or share what they had seen.

Through many long ages the Living Gate rested peacefully. Even as the Dawn War sundered the fabric of the Astral Sea and its dominions, the gate's guardian kept it shut. As the war raged on, however, one of the three gods who had peered beyond the gate broke the shared vow they had all sworn, returned to the gate, and killed the guardian. Probably it was the nameless god, for it is hard to imagine Pelor or Ioun doing anything so foolish or malign. In any event, the Living Gate awoke from its eons of sleep . . . and opened.

The alien creatures and defiling energy of the Far Realm erupted into reality, and its terrors emerged across the Astral Sea and spilled into the world. Many astral realms were consumed, forcing the gods to turn their attention away from the Dawn War and defend their homes. Finally, Ioun and Pelor shattered the Living Gate, sealing the passage to the Far Realm and protecting the fabric of reality, although at the cost of Pelor's verdant dominion.

It was at that time, sages in the world's oldest monasteries claim, that the gods' mortal servants first learned to harness psionic power. Monks dedicated to Ioun learned to harness the tiny fragments of psionic power set loose in the world as a result of the Far Realm incursion. Through rigorous discipline and self-control, monks trained themselves to access this rare and mysterious power.

Some speculate that psionic magic is a force that originates in the Far Realm and came into the universe with the sundering of the Living Gate. Others, including most practitioners of psionic ways, believe that their power is the world's response to the intrusion of the Far Realm, similar to a mortal body's reaction to disease. Perhaps Ioun herself learned the mysteries of the psionic way when she peered through the Living Gate, and foreseeing a future incursion of Far Realm monstrosities into the world, she taught her mortal followers the use of psionics so that they might have a defense prepared.

In more recent years, the presence of the Far Realm has had an increasing influence on the world. Perhaps Pelor and Ioun failed to completely seal the rift where the Living Gate once stood, and the passage of uncounted centuries has allowed the slow seepage of the Far Realm's defiling energy into the universe. Or perhaps another rift has opened, allowing aberrant monstrosities to stream into the world and spread their corruption. Whatever the cause, the heightened presence of Far Realm energy has provoked a stronger response from the psionic forces of the world, making psionic magic more common, stronger, and easier to control.

Monks continue to study their disciplined techniques of harnessing psionic magic as though it were still a precious resource to be husbanded. Psions share a similar approach, using careful study and rigorous self-control to measure and direct the powerful stream of psionic magic at their command. Ardents and battleminds, though, seem to acquire psionic powers at the whim of the universe, channeling their power with little effort and carrying it on the tides of their emotions.

Psionic characters aren't necessarily driven by a knowledge of their purpose in the defense of the world or their place in Ioun's visions of the future. Most of them begin their careers with the same sorts of motivations that drive other adventurers: a thirst for revenge, a desire to protect their villages, a hunger for gold or glory, or simple wanderlust. Depending on your DM's campaign, your psionic character might have a very different role to play in protecting the world—defending it, perhaps, against a demonic invasion or the reawakening of slumbering primordials. However, the various psionic philosophies all agree on one thing: by simply practicing psionic magic, you are increasing the world's ability to defend itself against the Far Realm.

## PSIONIC PHILOSOPHIES

As psionic power has matured and strengthened, several competing philosophies have arisen regarding its use and purpose. Powerful wielders of psionic magic naturally gather disciples and devotees who seek to learn from them, forming the basis of what amount to philosophical schools or sects.

The key philosophies that dominate discussion and debate about psionics include the following.

**Fists of Zuoken:** Zuoken was a human monk who achieved perfect harmony of body, mind, and spirit through knowledge, meditation, and decisive action. Ioun rewarded his service and dedication by making him an immortal exarch in her service, and the disciples he gathered around him in life remain a significant monastic order dedicated to preserving knowledge of the psionic arts. The Fists of Zuoken believe that psionic powers are to be nurtured in all who possess them. Adherents of the Fists of Zuoken are generally good.

**Guiding Hand:** The philosophy of the Guiding Hand teaches that psionic power is a gift from the cosmos intended to help protect the universe from destruction. The natural extension of this philosophy is that those who are blessed with psionic power have a responsibility to protect the weak and innocent from marauding monsters and other dangers. Most followers of the Guiding Hand are good or lawful good.

**School of Unmatched Excellence:** The masters of this school teach that those who wield psionic power are a superior class of beings. Their inherent superiority gives them the right and even responsibility to assume dominion over their lesser kindred. A few students of the School of Unmatched Excellence are unaligned, relatively benign individuals who seek to benevolently guide lesser mortals, but most are evil.

**The Path of Thirty-Seven Obstacles:** This philosophy stresses the importance of personal excellence and mastery, which is most clearly demonstrated by seeking out and defeating powerful opponents. Most commonly, adherents of this path live as adventurers, proving their worth against powerful monsters and claiming the treasure and other trophies that rightfully belong to them. Most followers of this philosophy are unaligned.

CHAPTER 1

# Character Races

JASON A. ENGLE

THE MOST common races in the world of the DUNGEONS & DRAGONS game appear in the *Player's Handbook* and *Player's Handbook 2*. This chapter introduces four new and more unusual races. Heroic adventurers of these races are rare; if you choose to play one, your character is exceptional and perhaps marked for a special destiny.

The githzerai and the minotaur appear in the *Monster Manual*, but here they're fleshed out and presented for use as player characters. The other two races—the shardmind and the wilden—are new to the game. Wilden, in fact, are new to the world, only recently appearing in the Feywild in response to the growing threat of the Far Realm.

This chapter's races follow the same format as the ones in the *Player's Handbook*. However, instead of describing example adventurers, the entries in this book provide racial backgrounds, following the background rules in *Player's Handbook 2*.

**Githzerai** are disciplined ascetics living amid the tumult of the Elemental Chaos. They are not a numerous people even on their home plane. They are sworn foes of their kindred race, the githyanki, as well as of the mind flayers that once enslaved them. These twin hatreds fuel most githzerai adventurers.

**Minotaurs** are hulking, beast-headed folk, whose physical form represents the internal war they wage between civilization and the rampaging beast in their inmost nature. Some minotaurs give in to their innate savagery, following the path of the demon lord Baphomet. Minotaur characters, though, along with the best elements of minotaur civilization, rein in the beast and rise above their violent impulses.

**Shardminds** are crystalline creatures formed of physical and psychic fragments of an ancient entity called the Living Gate. With logic and discipline, they harness magical power with the goal of rebuilding the Living Gate, although factions among them hold different ideas of how best to pursue that goal.

**Wilden** are plantlike fey creatures, newly arisen in the Feywild to combat the spread of the Far Realm's influence. They can take on different aspects of nature's essence, altering their appearance and even their personality with each change of aspect.

# GITHZERAI

*Ascetic and disciplined, masters of body and mind*

**RACIAL TRAITS**
**Average Height:** 6′ 0″-6′ 5″
**Average Weight:** 160-190 lb.

**Ability Scores:** +2 Wisdom; +2 Dexterity or Intelligence
**Size:** Medium
**Speed:** 6 squares
**Vision:** Normal

**Languages:** Common, Deep Speech
**Skill Bonuses:** +2 Acrobatics, +2 Athletics
**Danger Sense:** You have a +2 racial bonus to initiative checks.
**Defended Mind:** You have a +2 racial bonus to saving throws against effects that daze, dominate, or stun.
**Shifting Fortunes:** When you use your second wind, you can shift 3 squares as a free action.
**Iron Mind:** You have the *iron mind* power.

**Iron Mind** — Githzerai Racial Power

*Under the brunt of an attack, you use the power of your mind to fortify yourself against harm.*

**Encounter**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by an attack
**Effect:** You gain a +2 bonus to all defenses until the end of your next turn.

The githzerai are descended from an ancient race once held in thrall by mind flayer overlords. After the bloody uprising that won these people their freedom, ideological differences split them into two races: the githzerai and the githyanki. The githzerai rejected the cruel warmongering of the githyanki and withdrew to the Elemental Chaos and to remote locations in the world to follow a path of self-reflection, harnessing the power of the mind and the soul. Centuries later, the githzerai remain in such locations, leading disciplined lives and observing their surroundings to determine their place in the universe.

Play a githzerai if you want . . .

- to be a character who has strong planar ties.
- to avoid attacks and stay one step ahead of your enemies.
- to be a member of a race that favors the avenger, monk, ranger, and seeker classes.

ADAM GILLESPIE

## Physical Qualities

Characterized by spare frames and an exotic appearance, githzerai are taller than humans and slender to the point of being gaunt. Their skin tends toward yellow tones, occasionally shading into brown or green. They have distinctive angular features and pointed ears, as well as eyes set in deep sockets and flattened noses set high on their faces.

Male githzerai usually keep their heads shaved or tonsured and braided, and they grow controlled facial hair. A typical style is a shaved pate with a long braid trailing from the back of the head. Females wear their long hair close to the head in braids or tight buns. Githzerai hair is typically russet, but black and gray sometimes occur.

The githzerai commitment to asceticism means that individuals generally disdain displays of wealth. Their clothing is practical, simple in design, and accentuated only by simple jewelry. They indulge their artistic nature through body painting or tattoos. Even these expressions incorporate a functional purpose: Tattoos serve as identifiers, helping githzerai recognize the tradition and location from which a fellow githzerai hails.

Githzerai live about as long as humans.

## Playing a Githzerai

Githzerai value their heritage. It informs their philosophy, their behavior, and their intolerance for githyanki and mind flayers. Where githyanki crave battle and conquest, githzerai seek inner harmony and self-mastery. They often travel great distances to explore the self and to give up mortal attachments by witnessing the possibilities that existence has to offer.

Although githzerai are willing to explore and experience the cosmos, they maintain a worldview centered on personal responsibility and accomplishment. The race's social hierarchy is based entirely on merit, and each githzerai must earn a place in history. Great heroes, leaders, and teachers are immortalized as revered ancestors, with important techniques and cultural elements bearing their names. The unworthy remain lowly and are forgotten.

Austerity, prudence, pragmatism, and tenacity also run strong in the githzerai persona. Githzerai rarely own more than they need. They don't speak at length when a brief statement will do. Although githzerai have fiery souls, reflected by their fierce resolve and strong loyalties, they rarely display strong emotions. The trust of a githzerai must be earned, and most githzerai expect weakness and lack of discipline in others. However, githzerai readily make use of any resources at hand, including members of other races, to solve problems or shore up defenses. A githzerai rarely backs down from a challenge in which success seems possible.

Few relationships hold any sway over githzerai. Religion, nationalism, and even familial loyalties are less important than personal seeking and enlightenment. Githzerai place value on proven methods and associates, rather than on those that tradition or dogma might dictate. Githzerai seek out capable teachers, students, and companions, and they are unwavering allies to those who prove worthy.

To discover whether someone or something is worthy, githzerai must be open-minded as well as willing to learn and to take risks. The fact that githzerai find it easier to trust other githzerai than they do members of other races tempers this measure of tolerance. Only a member of the race can truly understand the struggles that the githzerai have undergone.

**Githzerai Characteristics:** Ascetic, calculating, calm, cautious, cynical, disciplined, introspective, pragmatic, quiet, secretive, suspicious, terse

**Male Names:** Dak, Durth, Ferzth, Greth, Hurm, Kalla, Murg, Nurm, Shrakk

**Female Names:** Adaka, Adeya, Ella, Ezhelya, Immilzin, Izera, Uweya

## Githzerai Backgrounds

Here are background elements for githzerai.

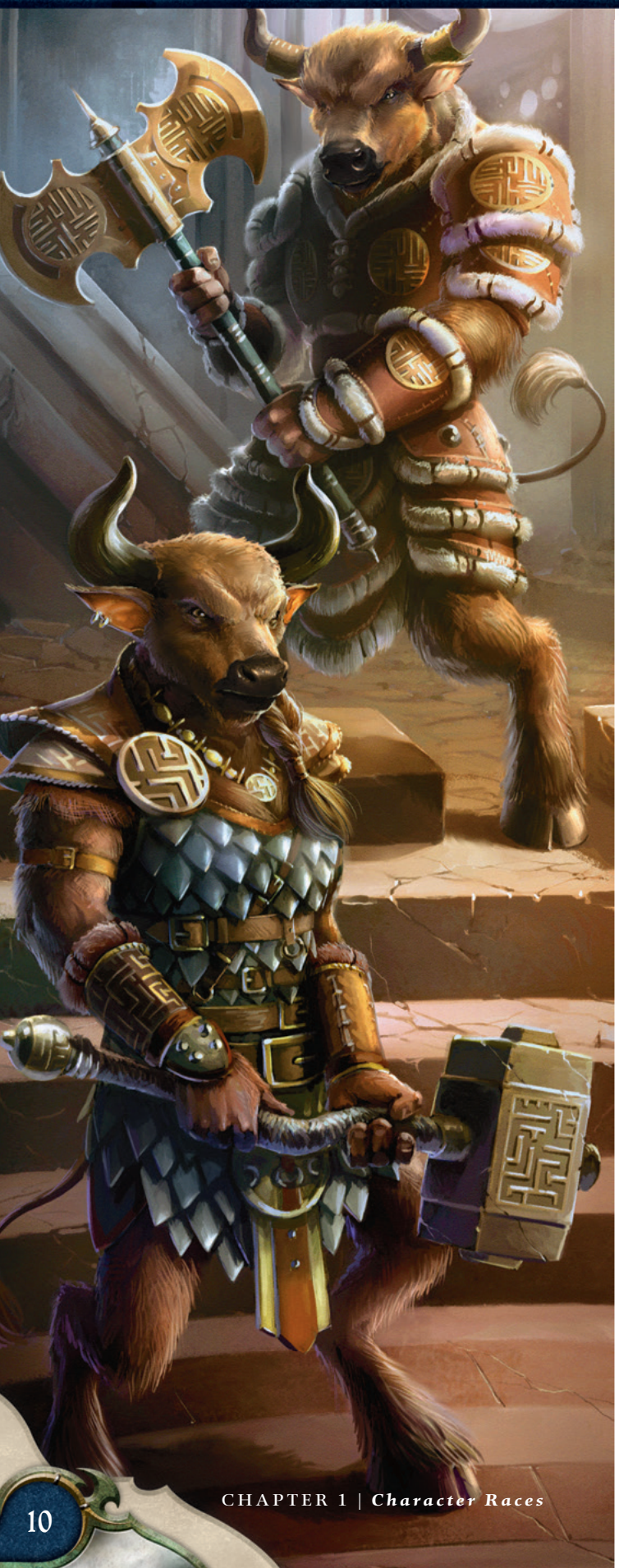
**Cenobite Initiate:** You were raised and trained in a githzerai monastery in the Elemental Chaos or a remote part of the world. You might have stayed there for all your early years, contemplating the dangers around you and binding your mind in discipline. Then, something drew you away from your home. Perhaps you sought the answers to questions about your race's origin. Maybe a visitor aroused your curiosity about the world beyond the monastery's walls. Now you find yourself outside the disciplined civilization of the githzerai. How are you adjusting? Is the experience intriguing or frustrating? Are new companions a suitable replacement for those you left behind?

*Associated Skills:* Arcana, History

**War Band Survivor:** You joined a githzerai war band that either traveled to the world or originated in it. Your band sought enemies of the githzerai and found foes beyond your group's capabilities. You were the only survivor of the battle. What happened to the rest of your band? You might be stranded in the world with no easy route home, but do you want to go home? Is the shame of your band's defeat, or perhaps the shame of your survival, too great? Do you seek vengeance for the death of your companions or absolution for the guilt you feel as a survivor?

*Associated Skills:* Dungeoneering, Perception

# MINOTAUR



***Caught between savagery and civilization, these warriors struggle against the beast within***

**RACIAL TRAITS**

**Average Height:** 7′ 1″–7′ 5″
**Average Weight:** 320–350 lb.

**Ability Scores:** +2 Strength; +2 Constitution or Wisdom
**Size:** Medium
**Speed:** 6 squares
**Vision:** Normal

**Languages:** Common, choice of one other
**Skill Bonuses:** +2 Nature, +2 Perception
**Vitality:** You have one additional healing surge.
**Ferocity:** When you drop to 0 hit points or fewer, you can make a melee basic attack as an immediate interrupt.
**Heedless Charge:** You have a +2 racial bonus to AC against opportunity attacks you provoke during a charge.
**Goring Charge:** You have the *goring charge* power.

**Goring Charge** — Minotaur Racial Power

*You charge the enemy and gore it with your horns.*

**Encounter**
**Standard Action** **Melee** 1
**Effect:** You charge and make the following attack in place of a melee basic attack.
**Target:** One creature
**Attack:** Strength, Constitution, or Dexterity + 4 (6 at 11th level and 8 at 21st level) vs. AC
**Hit:** 1d6 + Strength, Constitution, or Dexterity modifier damage, and you knock the target prone.
*Level 11:* 2d6 + Strength, Constitution, or Dexterity modifier damage.
*Level 21:* 3d6 + Strength, Constitution, or Dexterity modifier damage.

Minotaurs embody the tension between civilization and savagery, discipline and madness, for they stand in two worlds. Tugged toward violence but bound by conscience, numerous minotaurs are driven to rise above their dark impulses. Such a minotaur seeks the balance between the monstrous and the refined. Innumerable minotaurs give in to the temptations staining their souls and find themselves thralls to Baphomet, the Horned King. Minotaurs must struggle to become more than the beasts they resemble or else succumb to the demonic brutality they despise.

Play a minotaur if you want . . .

ADAM GILLESPIE

- to be a mighty warrior who has amazing strength and endurance.
- to be a monstrous adventurer struggling against villainous tendencies.
- to be a member of a race that favors the barbarian, fighter, and warden classes.

## Physical Qualities

A minotaur combines the features of human and bull, with the build and musculature of a hulking humanoid, but with cloven hooves, a bovine tail, and, most distinctive of all, a bull's head. Fur covers a minotaur's upper body, coarse and thick on the head and neck, gradually thinning around the shoulders until it becomes humanlike hair over the arms and upper torso. The thick hair turns shaggy once more at the minotaur's waist and thickens around the loins and legs, with tufts at the end of the tail and around the powerful hooves. Minotaurs take pride in their horns, the sharpness, size, and color of which are related to an individual's place in minotaur society. Fur and skin coloring runs from albino white to coal black, though most minotaurs have red or brown fur and hair.

Labyrinthine patterns are important to minotaurs, and these decorations appear on their clothing, armor, and weapons, and sometimes even on their hides. Each pattern is particular to a clan, and the pattern's size and complexity help minotaurs identify family allegiance and caste. The patterns evolve through the generations, growing more expansive based on clan members' deeds and a clan's history.

Minotaurs live as long as humans do.

## Playing a Minotaur

The minotaur preference for labyrinths is legendary, and is more than a quirk. It is central to what minotaurs believe and how they see the world around them. A labyrinth is a physical representation of the spiritual and psychological journey each minotaur must undertake to make peace with his or her conflicted nature.

Each minotaur must navigate the perils of the self to transcend bestial impulses. One minotaur might achieve this easily. Another might wander the corridors of his or her mind and soul for a lifetime, trapped within the circuitous passages of self-deception and monstrous desire. Those who fail might descend into depravity, becoming the thralls of the Horned King, whose presence looms over every minotaur community.

Perhaps as a result of this inner struggle, minotaurs seek structure and order in all they do. They take great pleasure from perfecting their talents, and many spend lifetimes mastering trades, artistic styles, magic, and fighting techniques. Once minotaurs commit themselves to a task, they see it through. Failure is not perceived as a personal flaw, but as an opportunity for growth. Giving up when faced with challenges, however, is seen as a weakness of character. The greatest challenge for minotaurs is to remain vigilant against their inner corruption, and so to capitulate in any effort is more than dangerous; it is the first step on the road to spiritual corruption.

Although many minotaurs are civilized, they are the objects of suspicion and hatred from other races. This animosity stems not only from minotaurs' monstrous appearance, but also from their infamy. Wicked minotaurs are remorseless raiders and killers, and these are often the only minotaurs known in a given area.

**Minotaur Characteristics:** Bloodthirsty, cruel, disciplined, enlightened, frustrated, militant, mystical, polite, savage, spiritual, tortured

**Male Names:** Asteron, Bjorkus, Codrus, Foostus, Goeban, Jak, Minron, Noostoron, Podrus, Terios

**Female Names:** Duula, Esteru, Hester, Kuonu, Loodra, Oestra, Raastred, Seestra, Uovana, Weoren

## Minotaur Backgrounds

Here are background elements for minotaurs.

**Baphomet Clan Exile:** Your clan succumbed to the lies and promises of Baphomet's cultists, and all your living relations are in the thrall of the demon lord. You alone refused to bow to the Horned King, choosing to flee into exile rather than become a sacrifice on Baphomet's altars. Perhaps you swore to fight Baphomet in order to purify your people, or to exterminate your entire clan. Or perhaps you seek only to put that disaster behind you, to move on with your life and keep the beast in your heart contained.

Associated Skills: Religion, Stealth

**Silenced Beast:** The voice of the beast within you is silent. Its savagery has no hold over you, and its call has no appeal. You have transcended it and moved to a higher consciousness, something akin to enlightenment. You are at peace with yourself, with who you are, and with the world around you. When you need to fight, you can fight fiercely, but you don't lose control—the beast is at your command. How did you find such peace? Was it through religious devotion, disciplined martial practice, arcane study, or psionic meditation? Is there anything that can shatter your tranquility and loose the beast again?

*Associated Skills:* Diplomacy, Insight

# SHARDMIND

*Raw psionic energy barely contained in a body of gleaming crystalline shards*

**RACIAL TRAITS**

**Average Height:** 5′ 9″-6′ 2″
**Average Weight:** 180-230 lb.

**Ability Scores:** +2 Intelligence; +2 Wisdom or Charisma
**Size:** Medium
**Speed:** 6 squares
**Vision:** Normal

**Languages:** Common, Deep Speech, choice of one other
**Skill Bonuses:** +2 Arcana, +2 Endurance, +2 to one other skill
**Telepathy:** You can communicate telepathically with any creature within 5 squares of you that has a language.
**Crystalline Mind:** You have resist 5 psychic. The resistance increases to 10 at 11th level and 15 at 21st level.
**Living Construct:** You are a living construct. You don't need to eat, drink, breathe, or sleep. You never have to make Endurance checks to resist the effects of starvation, thirst, or suffocation.
**Immortal Origin:** You are native to the Astral Sea, so you are considered an immortal creature for the purpose of effects that relate to creature origin.
**Shard Swarm:** You have the *shard swarm* power.

**Shard Swarm** — Shardmind Racial Power

*You loosen your mental grip on your physical form, distracting your foes with a swarm of shards. You then re-form elsewhere.*

**Encounter ✦ Teleportation**
**Move Action** **Close** burst 1
**Target:** Each enemy in burst
**Effect:** Each target grants combat advantage to you until the end of your next turn. You then teleport half your speed.

Shardminds are sentient fragments of the Living Gate, which once stood at the pinnacle of the intricate lattice of the Astral Sea. Beyond that gate lay the alien Far Realm, and the gate's destruction during the Dawn War resulted in the rise of the mind flayer empire. Though Ioun's power holds the portal closed, shardminds seek to rebuild the gate and forever cut off the Far Realm's ability to influence the world.

Play a shardmind if you want . . .

- ✦ to play a strange, intellectual character who has a strong psionic flavor.

ADAM GILLESPIE

- to embody an ancient history that makes you an enemy of the Far Realm and its denizens.
- to be a member of a race that favors the psion, wizard, and invoker classes.

## Physical Qualities

Shardminds are crystalline creatures consisting of hundreds of small shards of translucent green, white, red, or amber crystal assembled into humanoid form and animated by a force of pure psionic energy. Shardminds choose their forms to mimic the shapes of humanoids; some take on forms that seem more masculine, while others appear more feminine. A shardmind's animating force glows dimly from within each of its component shards, emanating most brightly from where the eyes of a natural humanoid would be. This inner light sheds dim light in a shardmind's space, but a shardmind individual can squelch the light with an instant's concentration—in order to hide in the dark, for example.

The crystalline fragments making up a shardmind's body are in constant, silent motion, almost like the circulation of blood. When a shardmind is stunned or unconscious, it might lose control of the tight mental reins that keep its body in humanoid form, a few shards slipping free into orbits around its body until the shardmind regains control.

Shardminds are living creatures only in the loosest sense. Their crystalline bodies require no sustenance, and they don't breathe. They don't need sleep, though they must still rest for six hours to gain the benefits of an extended rest. They don't have gender and don't reproduce, but the shardminds alive today aren't the same ones that sprang to life during the Dawn War. Shardminds say that the Living Gate shattered into countless fragments, and each time an awakened shardmind is killed, another one somewhere in the universe stirs to consciousness.

## Playing a Shardmind

Shardminds are fragments of pure thought given life and substance. They are logical, emotionally distant, and naive to the ways of society in the world. Some approach life with innocent curiosity, eager to embrace the wealth of experiences the world has to offer, while others remain reserved and aloof, bearing a higher purpose in mind at all times. Though they often seem dispassionate, when a strong emotion seizes them, they experience it powerfully. For example, shardminds don't get annoyed; they become enraged.

Although the race as a whole shares a common goal of rebuilding the Living Gate, several philosophies disagree on how to accomplish that goal. The three most important sects are the Thought Builders, the God Shards, and the Shard Slayers. See "Shardmind Backgrounds" below for more information about each philosophy.

**Shardmind Characteristics:** Detached, insightful, intellectual, logical, thoughtful, volatile

**Shardmind Names:** Amata, Arshaka, Arwia, Balashi, Bashanu, Belessunu, Dipana, Erishti, Eshunu, Hunzu, Iltani, Ishmea, Kuaya, Kubaba, Kuri, Manishtu, Naram, Nuraya, Seluku, Tabni, Ubashu, Utua, Zakiti

## Shardmind Backgrounds

These shardmind background elements each represent a distinct philosophy, so it is unlikely that a shardmind would have more than one of them.

**Thought Builder:** You seek to create a new Living Gate and to imbue it with the psionic power necessary to keep the influence of the Far Realm at bay. The sect is prominent in the planar metropolis of Hestavar (see *Manual of the Planes*, page 94). Most members of the Thought Builders are dedicated to Ioun. They tend to be unaligned or good.

*Associated Skills:* Arcana, Religion

**God Shard:** You believe that each shardmind must seek to acquire as much personal power as possible. Since you are a fragment of the Living Gate, your own power is the force that keeps the Far Realm from destroying the universe; each shardmind, in fact, is a fragment of divine power and carries a responsibility to nurture that power. Most God Shards are unaligned and revere no deity.

*Associated Skills:* History, Religion

**Shard Slayer:** You believe that when a shardmind dies, its animating life force returns to the site of the Living Gate, where it shores up the universe's defenses against the Far Realm's intrusion. Thus, you seek to kill as many shardminds as possible, starting with the adherents of other philosophies. As a precautionary measure, you also seek out fragments of the Living Gate that have not yet awakened to sentience, and you destroy them as well, hoping to reduce the number of shardminds that will exist in the future. Most Shard Slayers are evil, and many are devoted to Vecna.

*Associated Skills:* Arcana, Intimidate

# WILDEN

*Nature's guardians—hunters and destroyers, keepers of ancient knowledge*

**RACIAL TRAITS**

**Average Height:** 5′ 6″-5′ 9″
**Average Weight:** 140-170 lb.

**Ability Scores:** +2 Wisdom; +2 Constitution or Dexterity
**Size:** Medium
**Speed:** 6 squares
**Vision:** Low-light

**Languages:** Common, Elven
**Skill Bonuses:** +2 Nature, +2 Stealth
**Fey Origin:** You are native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.
**Hardy Form:** Choose Fortitude, Reflex, or Will. You gain a +1 racial bonus to that defense.
**Nature's Aspect:** Whenever you complete an extended rest, choose one of the following aspects of nature to manifest.

*Aspect of the Ancients:* You can use the *voyage of the ancients* power while you are in this aspect.

*Aspect of the Destroyer:* You can use the *wrath of the destroyer* power while you are in this aspect.

*Aspect of the Hunter:* You can use the *pursuit of the hunter* power while you are in this aspect.

**Voyage of the Ancients** Wilden Racial Power

*You vanish and leave a bewildered foe in your wake.*

**Encounter ✦ Teleportation**
**Free Action** **Personal**
**Trigger:** You hit an enemy with an area or a close attack
**Effect:** You teleport 3 squares. Choose a single enemy you hit with the attack. You and one ally you can see gain combat advantage against that enemy until the end of your next turn.

**Wrath of the Destroyer** Wilden Racial Power

*Your destroyer aspect responds to an attack with deadly force.*

**Encounter**
**Immediate Reaction** **Personal**
**Trigger:** A bloodied enemy attacks you or your ally adjacent to you
**Effect:** You either make a melee basic attack against the triggering enemy or charge it. If your attack hits, the enemy is also dazed until the end of your next turn.

**Pursuit of the Hunter** Wilden Racial Power

*Your prey tries to maneuver away, but there is no escape.*

**Encounter**
**Immediate Reaction** **Personal**
**Trigger:** An enemy within 2 squares of you moves on its turn
**Effect:** You shift 3 squares. Until the end of your next turn, you deal 1d6 extra damage to the triggering enemy when you hit it, and you ignore the -2 penalty to attack rolls for attacking it when it has cover or concealment.

ADAM GILLESPIE

The wilden emerged from the unspoiled reaches, ancient bogs, and primeval forests of the Feywild. Awakened to fight the growing corruption plaguing the land, they strive to restore the natural order and to purge aberrant horrors from the world.

Play a wilden if you want . . .

- ✦ to embody nature's ability to right its own course.
- ✦ to adapt to the challenges you face by altering your essential nature.
- ✦ to be a member of a race that favors the battlemind, druid, invoker, and shaman classes.

## Physical Qualities

Wilden are plantlike fey creatures. Their bones are hardwood, and their supple, barklike skin trails into viny tendrils and a cloak of leaves.

Within each wilden lies nature's spirit, and all can manifest this spirit in different aspects. Each aspect triggers a transformation, reflecting the purpose for which the wilden were created. A wilden in the aspect of the ancients has eyes and leaves of white. When a wilden is in the aspect of the destroyer, jagged spurs break through the skin, and the eyes darken to black. The hunter's aspect camouflages a wilden's body with green and brown patterns, while the eyes take on an emerald color.

As wilden age, their bodies move through the seasons. Young wilden are like trees in spring, filled with life and vigor, their bodies a green hue. In the summer phase, a wilden's body is brown or tan, while the cloak of leaves remains vibrant green. Wilden in the autumn phase undergo a profound change, their skin darkening as their leaves turn color to reds, yellows, and oranges. Finally, the winter phase heralds the end of a wilden's life, as the body grows thinner and the wilden's leaves wither and fall.

A typical wilden lives more than a century.

## Playing a Wilden

The wilden are a race in its infancy. Wilden believe that they awoke to meet a threat moving across the Feywild and into the world: the rising power of the Far Realm and its incursions into the rest of the known universe, in the form of aberrant creatures.

Central to wilden existence are nature's three aspects: the keeper of ancient secrets, the destroyer, and the hunter. As keepers of ancient secrets, wilden act as stewards, preserving the land against any who would defile it. The destroyer aspect is nature's fury incarnate—the destruction embodied by hurricanes, tornadoes, and lightning strikes. The aspect of the hunter seeks out and eradicates aberrant corruption.

Individuality has no place in a wilden's life. Males and females display differences in personality and appearance, but all wilden regard themselves as parts of a greater whole. When speaking of themselves, wilden use the plural, saying "we" instead of "I."

As a new people, wilden lack grudges toward other races. Most wilden are eager to learn about other societies, beliefs, and cultures, and they might adopt the values of other races as their own.

Wilden can experience shifts in personality when they assume their aspects. They become thoughtful and cautious when in the aspect of the ancients, aggressive in the aspect of the destroyer, and secretive and withdrawn in the aspect of the hunter.

Even as wilden shape their beliefs through exposure to other cultures, they maintain that their purpose is to secure the Feywild and the natural world from harm. Wilden who worship gods venerate deities who cherish nature, such as Corellon, Melora, and Sehanine. Wilden also honor the primal spirits.

Wilden have no kingdoms or cities, but they regard all of nature as their home. When they gather, they do so in communities where the borders between the Feywild and the natural world are thinnest. Wilden live in harmony with nature, so even in these settlements, it is difficult to distinguish where the wilderness leaves off and the community begins.

**Wilden Characteristics:** Accepting, ambitious, contradictory, curious, driven, enigmatic, intolerant, measured, savage, violent

**Male Names:** Banmarden, Fiddenmar, Durmindin, Kettenbar, Midnorten, Rodmennar, Vennerzad

**Female Names:** Dannamai, Ennimbel, Kalkennash, Nementah, Shallahai, Tellorda, Zazenna

## Wilden Backgrounds

Here are background elements for wilden.

**Born of Ruin:** You were born in a place defiled by the Far Realm. You might have been born to wilden parents, or simply emerged from the dying plant life at the edges of the defilement. Perhaps you hope to return there and purge that place of its corruption when your power is great enough. Or perhaps there is no hope for it, and you can strive only to prevent such a catastrophe from occurring elsewhere.

*Associated Skills:* Arcana, Nature

**Hunted:** Something seems to know of you—and to want you dead. Destruction has followed you for your entire life, and the fact that you are alive seems to be proof that you are being preserved for some greater purpose. Are aberrant monsters drawn to try to destroy you? Is there a widespread cult devoted to a Far Realm overlord that seeks to kill you? Or is there simply a curse on you that brings destruction to everyone and everything you love?

*Associated Skills:* Bluff, Stealth

Building on the racial paragon paths presented in *Player's Handbook 2*, the paragon paths in the rest of this chapter are intended for this book's races.

## Blooded Champion

*"I do what I was made to do, for the causes I choose."*

**Prerequisite:** Minotaur

The warrior caste within minotaur society doesn't admit just anyone to its ranks. To be recognized as a champion, a blooded warrior, you must demonstrate both skill at arms and an unfailing discipline to master the beast that rages to be released. Time and again, you proved your mastery over your weapons and yourself until that day when you finally gained the recognition you rightly deserved.

Continuous training has done more for you than simply gaining you greater standing among your people. Your devotion to your craft elevates your fighting style beyond that of most warriors. Your weapons are extensions of your will, razor-sharp appendages that slice and hew as you direct them.

More important, you meld the spiritual forces guiding you on your life's journey with your own fighting spirit until you become a honed machine of war. The thrill of the fight rises with your adrenaline, but it doesn't master you. The urge to kill lends strength to your attacks, but doesn't overtake your self-control. You recognize the taint afflicting your people, and you know that to give in to these dark impulses is to step into the trap of bestial savagery that all your people must face. So each battle and each contest is a chance to demonstrate your resolve and your mind's focus on rising above the shadow that darkens your soul.

SHANE NITZSCHE

### Blooded Champion Path Features

**Vigorous Action (11th level):** When you spend an action point to make an attack while you're bloodied, you gain temporary hit points equal to your Constitution score.

**Aggressive Resurgence (11th level):** When you use your second wind, you can forgo regaining hit points and the bonus to your defenses to instead both regain the use of your *goring charge* racial power and gain a +2 bonus to attack rolls and damage rolls until the end of your next turn.

**Never Say Die (16th level):** When you drop to 0 hit points or fewer, you don't fall unconscious as a result of the dying condition until you fail a death saving throw.

### Blooded Champion Powers

**Follow-Up Gore** — Blooded Champion Attack 11

*Your weapon strike unbalances your foe, leaving it exposed to your ferocious gore attack.*

**Encounter ✦ Weapon**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + 2d6 + Strength modifier damage, and you slide the target 1 square and knock it prone.

**Bloodthirsty Shift** — Blooded Champion Utility 12

*When an enemy of yours falls, you spring forward to engage the next foe.*

**Encounter**
**Free Action** **Personal**
**Trigger:** You reduce an enemy to 0 hit points
**Effect:** You shift your speed to a square adjacent to an enemy.

**Driving Gore** — Blooded Champion Attack 20

*You swing your horns in a brutal arc, knocking your enemy back and down.*

**Daily**
**Standard Action** **Melee** 1
**Effect:** You charge and use the following attack in place of a melee basic attack.
**Target:** One creature
**Attack:** Strength + 8 vs. AC
**Hit:** 5d6 + Strength modifier damage, and you slide the target 4 squares and knock it prone.
**Miss:** Half damage, and you slide the target 2 squares.

# Nature's Avatar

*"I am every aspect of nature, its power taken shape in me."*

**Prerequisite:** Wilden

Every wilden manifests the changing face of nature. Each day, a wilden chooses to embody one of nature's aspects.

For you, these aspects are not just transient states. They are reflections of nature's versatility and power. As you fight for the preservation of the world, you draw deeply from each aspect. You gain an additional benefit from each aspect while you are bloodied. You have learned ways to funnel the power of nature's aspects into your attacks. Eventually, you master the ability to quickly change your aspect to meet any challenge with the best tools at your command.

## Nature's Avatar Path Features

**Bloodied Aspect (11th level):** You gain a benefit related to the aspect of nature you are manifesting.

*Aspect of the Ancients:* When you spend a healing surge while you are bloodied, you regain additional hit points equal to your Wisdom modifier.

*Aspect of the Destroyer:* You gain a +1 racial bonus to attack rolls while you are bloodied.

*Aspect of the Hunter:* You gain a +1 racial bonus to speed while you are bloodied.

**Adaptive Action (11th level):** When you spend an action point, you can change your current aspect of nature to a different one as a free action. If you have already used the encounter power associated with your previous aspect, you can't use the power from your new aspect until you have taken a short rest.

**Bloodied Vigor (16th level):** When you use your second wind while you are bloodied, you gain a +2 power bonus to attack rolls and damage rolls until the end of your next turn.

## Nature's Avatar Powers

**Freezing Blast** — Nature's Avatar Attack 11

*You draw power from the world to bolster your attack with a blast of freezing wind.*

**Encounter ✦ Cold**
**Free Action** **Personal**
**Trigger:** You hit a creature with an at-will attack power
**Target:** The creature you hit
**Effect:** The target takes 1d10 extra cold damage from the triggering attack, and the target is subject to an additional effect based on your current aspect of nature.
**Aspect of the Ancients:** The target is dazed until the end of your next turn.
**Aspect of the Destroyer:** The target instead takes 2d10 extra cold damage.
**Aspect of the Hunter:** The target is restrained until the end of your next turn.

**Nature's Rebirth** — Nature's Avatar Utility 12

*Tapping into the ever-changing nature of the Feywild, you alter your aspect to meet your adversary.*

**Daily**
**Minor Action** **Personal**
**Effect:** You can make a saving throw. In addition, you change your current aspect of nature to a different one. You can use the power associated with the new aspect, even if you have already used an aspect of nature power during this encounter.

**Nature's Purging Fire** — Nature's Avatar Attack 20

*Just as a forest fire clears the way for new growth, you ignite your enemy to cleanse its influence from the world.*

**Daily ✦ Fire, Teleportation**
**Free Action** **Personal**
**Trigger:** You hit or miss a creature with an at-will attack power
**Target:** The creature you hit or missed
**Effect:** The target takes 10 fire damage, the target deals 5 fire damage to each enemy adjacent to it at the start of its turn (save ends), and the target is subject to an additional effect based on your current aspect of nature.
**Aspect of the Ancients:** The target is subjected to the ancients' grasp (save ends). Until the grasp ends, any enemy that starts its turn adjacent to the target is immobilized until the end of your next turn.
**Aspect of the Destroyer:** The target instead takes 20 fire damage.
**Aspect of the Hunter:** The target is subjected to your hunter's wrath (save ends). Until the wrath ends, whenever you hit the target, you can teleport it 5 squares to a square adjacent to an enemy.

BETH TROTT

# Rrathmal

*"The search for enlightenment and the freedom we now possess do not allow us the luxury of quietly suffering our enemies."*

**Prerequisite:** Githzerai

Untold years of slavery shaped your people. Freedom molded them further during the split from those who became the githyanki. In the centuries since the githzerai gained independence, they have struggled to master themselves and prepared themselves against any threat to the liberty they earned so long ago. They will not be enslaved again.

Defense is not enough, however. Your people have always formed war bands to deal with menaces close and far. Highest among these groups is a rrakkma—a vengeance band. Mighty githzerai called rrathmals gather in these elite cadres to hunt those who still watch the free githzerai with covetous eyes. Each rrakkma sets out on a hunt, bringing destruction to mind flayers, githyanki, and other threats wherever they are found.

At times, a rrakkma has a goal, such as hindering ferreting out a hive of mind flayers. Sometimes the members of a rrakkmas wander until they have faced a number of foes sufficient to call the mission a success. To serve in a rrakkma is a great privilege, and githzerai preparing to join such a group receive special training. Even a githzerai who has proven worthy while traveling among nongithzerai might be so honored.

You are such a one. You have served your people well, proven yourself worthy of special training, or found a teacher who knows the techniques of the vengeance warriors of the githzerai. You have learned to make assaults decisively, pursue enemies relentlessly, and defeat foes utterly.

## Rrathmal Path Features

**Psychic Resistance (11th level):** You gain resist 10 psychic. The resistance increases to 15 at 21st level.

**Unfettered Action (11th level):** When you spend an action point to take an extra action, any effects on you that daze, restrain, slow, or immobilize end.

**Preternatural Instinct (16th level):** When you roll initiative, you can roll twice and use either result.

## Rrathmal Powers

**Trace Chance** — Rrathmal Attack 11

*By peering into the future, you pick through the possibilities to anticipate your enemy's next action.*

**Encounter**
**Standard Action** **Ranged** 5
**Target:** One creature
**Effect:** You gain a +2 bonus to the next melee attack roll you make against the target with an at-will power before the end of your next turn. If that attack hits, it is a critical hit.

**Rrathmal Pursuit** — Rrathmal Utility 12

*Even as your opponent withdraws, you are in motion, cutting off its retreat.*

**At-Will**
**Immediate Reaction** **Personal**
**Trigger:** An adjacent enemy shifts away from you
**Effect:** You shift your speed to a square adjacent to the triggering enemy.

**Vengeance Shroud** — Rrathmal Attack 20

*Exerting your steely will, you force order onto the chaos of battle and turn the hostility of your adversaries into suffering.*

**Daily ✦ Psychic, Zone**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Dexterity or Wisdom + 6 vs. Will
**Hit:** 2d10 + Dexterity or Wisdom modifier psychic damage. The first time the target hits or misses during each of its turns, it takes 10 psychic damage (save ends).
**Miss:** Half damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. While within the zone, any ally can take 10 on the first attack roll of his or her turn, rather than rolling a d20.
**Sustain Minor:** The zone persists.

RALPH BEISNER

# Shard Disciple

*"My body is but one of many possible configurations of substance."*

**Prerequisite:** Shardmind

A shardmind's physical form is an amalgamation of crystalline shards that shardminds believe are fragments of the Living Gate, bound together by force of will into a humanoid form. Every shardmind has a limited ability to alter that form.

You, however, are a shard disciple; you have learned how to relax the bonds of your form to the point where your body becomes a swirling storm of crystalline fragments. You can disperse your body to protect yourself from attacks, and your *shard swarm* racial power lets you form yourself into a lethal cloud of crystals. As you advance in level, you learn to disperse your consciousness into your component fragments, allowing you to quickly recover from mortal injury or even maintain your consciousness in the form of a swirling storm of shards and psionic energy.

## Shard Disciple Path Features

**Perfect Shard Swarm (11th level):** Your *shard swarm* racial power becomes a close burst 2, instead of a close burst 1. In addition, you can use *shard swarm* to teleport your speed, instead of half your speed.

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Swarm Action (11th level):** When you spend an action point to take an extra action, you take half damage from melee attacks and ranged attacks until the end of your next turn.

**Constant Swarm (16th level):** You can use your *shard swarm* racial power one additional time during each encounter.

## Shard Disciple Powers

**Irruption of the Living Gate** — Shard Disciple Attack 11

*Ruby shards explode around your foes. With the expenditure of psionic energy, you can transport yourself into the middle of the storm.*

**Encounter ✦ Implement, Psionic, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 2d10 + Intelligence modifier damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. The zone is difficult terrain for your enemies.
**Augment 2 (Teleportation)**
**Area** burst 2 within 10 squares
**Effect:** As above, and while the zone persists, you can teleport to a square within it as a move action.

**Recrystallize** — Shard Disciple Utility 12

*Your wounds have broken your mental hold on your physical form, but a flicker of psionic energy within you lets you reconstitute your body elsewhere.*

**Daily ✦ Healing, Psionic, Teleportation**
**No Action** **Personal**
**Trigger:** You drop to 0 hit points or fewer
**Effect:** You spend a healing surge and then teleport 10 squares.

**Shard Storm** — Shard Disciple Attack 20

*The crystalline fragments of your body explode in a swirling whirlwind of psionic energy, forming a terrible storm to batter your enemies.*

**Daily ✦ Implement, Polymorph, Psionic, Teleportation, Zone**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 3d6 + Intelligence modifier damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn or until you leave it. The zone is difficult terrain for your enemies, and any enemy that ends its turn within the zone takes 10 damage. While the zone persists, you take half damage from melee attacks and ranged attacks, and those attacks can't pull, push, or slide you. As a move action, you can teleport to a square within the zone.
**Sustain Minor:** The zone persists.

JIM NELSON

CHAPTER 2

# Character Classes

**Choosing a** class is the most important decision you make in creating a character, because it determines so much of what you can do. From armor and weapon proficiencies to power selection, your class is an important determinant of your character's capabilities, and it has a tremendous impact on your experience of the game.

This chapter introduces six classes to the D&D game, representing three power sources and all four character roles. The seeker expands the roster of primal classes first introduced in *Player's Handbook 2*. The runepriest provides a very different take on the divine leader from the cleric in the first *Player's Handbook*. The psionic power source is represented here by one class for each role: ardent, battlemind, monk, and psion.

Here you'll find descriptions of these six classes, along with four new paragon paths for each one. Following those classes are rules for hybrid characters, which combine two classes to bring a unique arsenal of powers and talents to an adventuring party.

**Ardent (page 22):** A psionic leader who manipulates the emotions of allies and enemies alike.

**Battlemind (page 42):** A psionic defender who exercises the power of the mind to control the body.

**Monk (page 62):** A psionic striker who combines focused melee attacks, often made unarmed, with incredible feats of movement and agility.

**Psion (page 80):** A psionic controller who uses mental powers to move objects or opponents, or to bend foes' minds to his or her will.

**Runepriest (page 98):** A divine leader who uses the mystical runes of the gods to form prayers of warding or destruction.

**Seeker (page 116):** A controller who calls on nature spirits to imbue arrows or other projectiles with primal power.

**Hybrid Characters (page 134):** New rules for combining the features and powers of two classes in a manner far more flexible than multiclassing.

**Epic Destinies (page 156):** The Diamond Soul, Godmind, Invincible Mind, Master of the Eternal Hunt, Rune Maker, and War Master destinies provide new epic options.

RALPH HORSLEY

# ARDENT

***"The fate of the world rests on the fire of your passions."***

**CLASS TRAITS**

**Role:** Leader. You fill your allies with the will to fight and the clarity of purpose needed for victory. When you attack, you loose thoughts that intensify emotions and lay bare truths. Depending on your choice of class features, you lean toward either defender or striker as a secondary role.

**Power Source:** Psionic. You are a spiritual warrior whose thoughts swirl about you to infect your enemies with doubt and fill your allies with confidence.

**Key Abilities:** Charisma, Constitution, Wisdom

**Armor Proficiencies:** Cloth, leather, hide, chainmail

**Weapon Proficiencies:** Simple melee, military melee, simple ranged

**Bonus to Defense:** +1 Fortitude, +1 Will

**Hit Points at 1st Level:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 7 + Constitution modifier

**Trained Skills:** From the class skills list below, choose four trained skills at 1st level.
*Class Skills:* Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Endurance (Con), Heal (Wis), Insight (Wis), Intimidate (Cha), Streetwise (Cha)

**Class Features:** Ardent Mantle, *ardent surge*, Psionic Augmentation

Those who let their base emotions rule them invite madness and destruction. Prolonged feelings of fear, greed, lust, or hatred can weaken the mind's defenses against manipulation. Wielding psionic power, you excite such emotions in your enemies, creating gaps in their defenses and frustrating their attacks, all while filling your allies with encouraging thoughts and guarding them against despair and other negative emotions.

Ardents rarely learn their art through formal training. In many ways, they are incidental leaders, having stumbled onto psionic power at some point earlier in their lives. How you discovered your psionic talent can shape how you wield this power now. You might have awakened to your talent in the heat of battle, experiencing a mental breakthrough that allowed you to augment your attacks by rending your enemies' minds. Or your friends might reflect your power when your mood bleeds into theirs, altering their emotional states to match your own. Regardless of the revelation, you learned to harness this power to support your fighting prowess and to guide your allies to victory.

WILLIAM O'CONNOR

# Ardent Class Features

Ardents have the following class features.

## Ardent Mantle

A person's state of mind can be armor against the decay and madness born from base emotions, and thus ardents gird themselves by donning particular mindsets to ward off the perils brought on by fear, despair, and hatred. Various emotional states, called mantles, can safeguard the mind. Ardents most commonly use the mantles of clarity and elation.

Choose one of the following options. Your choice gives a power to you as well as a benefit to you and your allies.

**Mantle of Clarity:** You and each ally within 5 squares of you gain a bonus to all defenses against opportunity attacks. The bonus equals your Wisdom modifier.

In addition, each ally within 5 squares of you gains a +2 bonus to Insight checks and Perception checks.

You also gain the *ardent alacrity* power.

**Mantle of Elation:** You and each ally within 5 squares of you gain a bonus to damage rolls for opportunity attacks. The bonus equals your Constitution modifier.

In addition, each ally within 5 squares of you gains a +2 bonus to Diplomacy checks and Intimidate checks.

You also gain the *ardent outrage* power.

## Ardent Surge

You gain the *ardent surge* power. Your advanced emotional state is inspirational, motivating your allies and helping them to recover from injuries.

## Psionic Augmentation

Through discipline and careful study, you have mastered a form of psionic magic that offers greater versatility than other characters command. You know a broad array of at-will powers, each of which is a conduit through which you can pour as much or as little psionic energy as you choose. You channel psionic energy into a reservoir of personal power—represented in the game as power points—that you can use to augment your at-will attack powers, replacing the encounter attack powers that other characters use.

Because of this class feature, you acquire and use powers in a slightly different manner from how most other classes do.

**At-Will Attack Powers:** At 1st level, you choose two at-will attack powers and one daily attack power from your class, but you don't start with any encounter attack powers from your class. You can instead augment your class at-will attack powers using power points. These powers have the augmentable keyword.

You gain new at-will attack powers from this class, instead of new encounter attack powers, as you increase in level. At 3rd level, you choose a new at-will attack power from this class. At 7th, 13th, 17th, 23rd, and 27th level, you can replace one of your at-will attack powers with another one of your level or lower. Both powers must be augmentable and from this class.

**Power Points:** You start with 2 power points. You gain 2 additional power points at 3rd and 7th level, 1 additional power point at 13th level, and 2 additional power points at 17th, 21st, 23rd, and 27th level. If you gain power points from another source (such as your paragon path), add them to your power point total. You can use your power points to augment any augmentable power you have, regardless of how you gained the power.

You regain all your power points when you take a short or an extended rest.

| Level | At-Will Attack Powers | Power Points |
|---|---|---|
| 1 | Choose two | Gain 2 |
| 3 | Choose one | Gain 2 (4 total) |
| 7 | Replace one | Gain 2 (6 total) |
| 13 | Replace one | Gain 1 (7 total) |
| 17 | Replace one | Gain 2 (9 total) |
| 21 | — | Gain 2 (11 total) |
| 23 | Replace one | Gain 2 (13 total) |
| 27 | Replace one | Gain 2 (15 total) |

# Creating an Ardent

Ardents depend on Charisma more than other abilities. Constitution is important for powers that improve your allies' attacks, and Wisdom is important if you want to foil your enemies' attacks. You can choose any powers you like, though many ardents favor one of the two builds described here.

## Ardent Overview

**Characteristics:** You lead your group from the front lines, mixing strong melee attacks with equally strong mental assaults. Your strikes can dismantle your enemies' defenses and make them more vulnerable to your allies' attacks. In addition, you can provoke allies to perform daring stunts and maneuvers, helping them gain better positions, leap across the battlefield to close with distant foes, or shrug off deadly afflictions.

**Religion:** Ardents gravitate toward wild and unpredictable gods, favoring those who represent war or wilderness. Kord and Melora are the most popular, with more independent ardents following Avandra. Evil ardents find much to like in Bane and Gruumsh.

**Races:** Humans, half-elves, and kalashtar are the most common ardents, though dragonborn, halflings, gnomes, and tieflings also excel in this class, having the natural charisma needed to focus their inner strength.

### Enlightened Ardent

You read your enemies' weaknesses and reveal them to your allies, and your keen insight helps your allies overcome damaging effects. Make Charisma your highest ability score. You should also consider investing in Wisdom to take advantage of powers that confuse your enemies. A high Constitution not only grants you more hit points and increases your Fortitude, but it also lets you employ powers normally used by euphoric ardents. Your secondary role is defender, and your leadership helps protect allies from harm.

**Suggested Class Feature:** Mantle of Clarity
**Suggested Feat:** Bolstering Mantle
**Suggested Skills:** Bluff, Diplomacy, Heal, Insight
**Suggested At-Will Powers:** *focusing strike*, *psionic shield*
**Suggested Daily Power:** *wormhole plunge*

### Euphoric Ardent

You can scarcely contain the emotions that strain against your will like a crashing tide. When you make your attacks, they flood out of you, increasing your allies' confidence and washing away your enemies' courage. Charisma should be your highest ability score, followed by a high Constitution score to improve those effects that raise your allies' spirits and diminish your enemies' capabilities. If you want to diversify your powers, a high Wisdom can't hurt, but you should also look to Dexterity for initiative checks and Reflex. Your secondary role is striker, and your powers can augment your allies' attacks.

**Suggested Class Feature:** Mantle of Elation
**Suggested Feat:** Heartening Surge
**Suggested Skills:** Athletics, Endurance, Intimidate, Streetwise
**Suggested At-Will Powers:** *demoralizing strike*, *ire strike*
**Suggested Daily Power:** *battleborn acuity*

## Ardent Powers

When you use your ardent disciplines, you transmit your thoughts and emotions to those around you. These sensations bleed into nearby creatures, either filling them with despair and pain or hope and vigor. Your powers are accompanied by visual signs, contained in a sudden corona of light that swirls out from your head and flares around you. The light's color reflects your mood, with brilliant scarlet flashes representing anger; green, health and vigor; black, fear and death; and so on. When you augment your powers by spending power points, the corona intensifies.

### Class Features

You have the *ardent surge* power and either *ardent outrage* or *ardent alacrity*, depending on your choice of Ardent Mantle.

**Ardent Alacrity** — Ardent Feature

*As you take a hit, your emotional energy inspires your allies.*

**Encounter ✦ Psionic**
**No Action** **Close** burst 5
**Trigger:** You are bloodied by an attack
**Target:** Each ally in burst
**Effect:** Each target can use a free action either to shift 1 square or to move half his or her speed.

**Ardent Outrage** — Ardent Feature

*As you take a hit, your anger unbalances your foes.*

**Encounter ✦ Psionic**
**No Action** **Close** burst 5
**Trigger:** You are bloodied by an attack
**Target:** Each enemy in burst
**Effect:** Each target grants combat advantage until the start of your next turn.

**Ardent Surge** — Ardent Feature

*You send a surge of powerful emotion that revives a faltering ally.*

**Encounter (Special) ✦ Healing, Psionic**
**Minor Action** **Close** burst 5 (10 at 16th level)
**Target:** You or one ally
**Effect:** The target can spend a healing surge and regain 1d6 additional hit points.
*Level 6:* 2d6 additional hit points.
*Level 11:* 3d6 additional hit points.
*Level 16:* 4d6 additional hit points.
*Level 21:* 5d6 additional hit points.
*Level 26:* 6d6 additional hit points.
**Mantle of Clarity:** The target gains a +1 bonus to all defenses until the end of your next turn.
**Mantle of Elation:** The target gains a +1 bonus to attack rolls until the end of your next turn.
**Special:** You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.

### Level 1 At-Will Disciplines

**Demoralizing Strike** — Ardent Attack 1

*The fury of your assault causes a surge of fear in your foe's heart.*

**At-Will ✦ Augmentable, Fear, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and the target takes a -2 penalty to all defenses until the end of your next turn.
**Augment 1**
**Hit:** 1[W] + Charisma modifier damage, and the target takes a penalty to Will equal to 1 + your Constitution modifier until the end of your next turn.
**Augment 2**
**Close** burst 1
**Target:** Each creature in burst
**Hit:** 1[W] + Charisma modifier damage, and the target takes a penalty to all defenses equal to 1 + your Constitution modifier until the end of your next turn.

### Energizing Strike — Ardent Attack 1

*The energy and emotion you put into your attack flows into your ally.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and one ally within 5 squares of you gains temporary hit points equal to one-half your level + your Charisma modifier.
**Augment 1 (Healing)**
**Hit:** 1[W] + Charisma modifier damage, and one dying ally within 5 squares of you regains hit points equal to your Charisma modifier.
**Augment 2 (Healing)**
**Hit:** 2[W] + Charisma modifier damage, and you or one ally within 5 squares of you can spend a healing surge.

### Focusing Strike — Ardent Attack 1

*You attack your foe with calm and clarity of mind, extending that clarity to give a nearby ally a chance to clear a lingering effect.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and you or one ally within 5 squares of you can make a saving throw.
**Augment 1**
**Hit:** As above, and if the saving throw is against a charm or a fear effect, it gains a power bonus equal to your Wisdom modifier.
**Augment 2**
**Hit:** 2[W] + Charisma modifier damage, and you and each ally within 5 squares of you can make a saving throw.

### Ire Strike — Ardent Attack 1

*You feel anger rising within you, and you empower a nearby ally to strike.*

**At-Will ✦ Augmentable, Psionic**
**Standard Action** **Melee** 1
**Target:** One enemy
**Effect:** One ally adjacent to you can make a melee basic attack against the target as a free action. If the attack hits, the target has vulnerable 2 to all damage until the end of your next turn.
**Augment 1**
**Effect:** As above, but the vulnerability is only to psychic damage and equals 1 + your Charisma modifier.
**Augment 2**
**Effect:** One ally within 5 squares of you can use a free action to shift to a square adjacent to the target and then make a melee basic attack against it. If the attack hits, it deals 1d8 extra damage to the target, and the target has vulnerability to all damage equal to 1 + your Charisma modifier until the end of your next turn.

### Psionic Shield — Ardent Attack 1

*As you strike your foe, you motivate a nearby ally with a calm determination to defend himself or herself.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and one ally within 5 squares of you gains a +1 power bonus to all defenses until the end of your next turn.
**Augment 1**
**Hit:** 1[W] + Charisma modifier damage, and one ally within 5 squares of you gains a power bonus to Will equal to your Wisdom modifier until the end of your next turn.
**Augment 2**
**Hit:** 2[W] + Charisma modifier damage, and each ally within 5 squares of you gains a +2 power bonus to all defenses until the end of your next turn.

## Level 1 Daily Disciplines

### Adrenaline Strike — Ardent Attack 1

*Your allies feel a rush of emotion with each blow they land.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, whenever you or any of your allies hits the target, the character who made the attack can shift 1 square as a free action.

### Battleborn Acuity — Ardent Attack 1

*You shine like a beacon, lighting the way to victory.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of your next turn, your allies gain both a +1 power bonus to attack rolls and a power bonus to damage rolls equal to your Constitution modifier while they are adjacent to you.
**Sustain Minor:** The effect persists.

### Implanted Suggestion — Ardent Attack 1

*You compel your enemy to open itself to attack.*

**Daily ✦ Charm, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2[W] + Charisma modifier damage, and the target is dazed (save ends).
**Miss:** Half damage.
**Effect:** The target is affected by your suggestion (save ends). Until the suggestion ends, whenever the target makes an attack, one ally adjacent to the target can make a melee basic attack against it as a free action after the target's attack is resolved.

### Mental Turmoil — Ardent Attack 1

*You transform your opponent's frustration about its own mistakes into your allies' elation.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and the target takes a penalty to attack rolls equal to your Wisdom modifier (save ends).
**Miss:** Half damage, and the target takes a penalty to attack rolls equal to half your Wisdom modifier (save ends).
**Effect:** Until the end of the encounter, whenever the target misses with a melee attack, you or one ally adjacent to you gains temporary hit points equal to 5 + one-half your level.

### Wormhole Plunge — Ardent Attack 1

*Your foe falls through a hole in space and appears some distance away from you.*

**Daily ✦ Psionic, Teleportation, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** You teleport the target a number of squares equal to your Wisdom modifier, and then one ally adjacent to the target can make a melee basic attack against it as a free action.

The attack creates a zone in the space that the target vacated. The zone lasts until the end of your next turn. Any creature that starts its turn within 3 squares of the zone is pulled 1 square toward it or into it. As a free action, you can teleport a creature within the zone 3 squares.

## Level 2 Utility Disciplines

### Bend Space — Ardent Utility 2

*You close the distance between an ally and an enemy.*

**Encounter ✦ Psionic**
**Minor Action** **Ranged** 5
**Target:** One ally
**Effect:** Until the end of your next turn, the target's reach increases by 1, and the target adds your Wisdom modifier to the range of his or her ranged powers.

### Dimension Swap — Ardent Utility 2

*You fold the space between yourself and an ally.*

**Encounter ✦ Psionic, Teleportation**
**Move Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** You teleport yourself and the target, swapping positions.

### Mind over Matter — Ardent Utility 2

*You convince an ally that the wounds he or she suffers are not as bad as they seem.*

**Daily ✦ Psionic**
**Minor Action** **Ranged** 5
**Target:** You or one ally
**Effect:** The target gains temporary hit points equal to his or her healing surge value.

### Psionic Conduit — Ardent Utility 2

*You lend psionic power to an ally in need.*

**Encounter ✦ Psionic**
**Minor Action** **Melee** touch
**Target:** One ally
**Effect:** You transfer 1 or 2 power points to the target.

### Wellspring of Vigor — Ardent Utility 2

*By shutting down his or her ability to feel pain, you ensure that your ally can keep going when others might falter.*

**Daily ✦ Psionic**
**Minor Action** **Melee** touch
**Target:** You or one ally
**Effect:** Until the end of the encounter, whenever the target starts his or her turn and is not bloodied, he or she gains temporary hit points equal to 1 + your Constitution modifier.

## Level 3 At-Will Disciplines

### Distracting Strike — Ardent Attack 3

*With a savage strike, you wrench your enemy's attention from an ally.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and either you or an ally adjacent to the target marks it until the end of your next turn.
**Augment 1**
**Effect:** The marked condition ends on allies adjacent to you, who can each shift 1 square as a free action.
**Augment 2**
**Close** burst 1
**Target:** Each enemy in burst

### Impatient Strike — Ardent Attack 3

*You cannot contain yourself—you must close at once!*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you shift 1 square.
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. One ally adjacent to the target gains a +2 power bonus to damage rolls against it until the start of your next turn.
**Augment 1**
**Hit:** As above, and each ally adjacent to you can stand up as a free action.
**Augment 2**
**Hit:** 2[W] + Charisma modifier damage. Until the end of your next turn, allies gain a power bonus to damage rolls equal to your Constitution modifier while they are adjacent to you.

### Prescient Strike — Ardent Attack 3

*You let your weapon serve as warning to your comrade.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Primary Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. When the target attacks you or an ally adjacent to you during its next turn, you can make the following secondary attack against it as an immediate interrupt.
**Secondary Attack:** Charisma vs. Will
**Hit:** The target takes a penalty to its attack roll equal to your Wisdom modifier.
**Augment 1**
**Hit:** As above, but you can make the secondary attack only if the target attacks your or the ally's Will. You gain a bonus to the secondary attack roll equal to your Wisdom modifier.
**Augment 2**
**Hit:** 2[W] + Charisma modifier damage. When the target attacks you or an ally you can see during its next turn, you can make the following secondary attack against it as an immediate interrupt, with a bonus to the secondary attack roll equal to your Wisdom modifier.

### Unnerving Shove — Ardent Attack 3

*You lash the enemy's mind and body with your attack.*

**At-Will ✦ Augmentable, Fear, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 1[W] + Charisma modifier damage, and you push the target a number of squares equal to your Constitution modifier.
**Augment 1**
**Hit:** 1[W] + Charisma modifier damage, and if the target is dazed, you push it a number of squares equal to 2 + your Constitution modifier.
**Augment 2**
**Hit:** 2[W] + Charisma modifier damage, and you push the target a number of squares equal to 1 + your Constitution modifier. In addition, the target grants combat advantage to your allies adjacent to it at the end of the push.

BETH TROTT

## Level 5 Daily Disciplines

### Empowered Arsenal — Ardent Attack 5

*Violet energy shimmers around you, lending psionic power to your allies' attacks.*

**Daily ✦ Psionic, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage.
**Effect:** The attack creates a zone in a close burst 1. The zone lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, your allies gain a bonus to damage rolls equal to your Constitution modifier, and their melee attacks ignore the insubstantial quality.
**Sustain Minor:** The zone persists.

### Enlightening Pulse — Ardent Attack 5

*Clarity pulses out from your mind, creating an area that helps your allies free themselves from unfavorable circumstances.*

**Daily ✦ Psionic, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage.
**Effect:** The attack creates a zone in a close burst 2. The zone lasts until the end of your next turn. When an ally damages an enemy that is within the zone, one ally within the zone can make a saving throw with a power bonus equal to your Wisdom modifier.
**Sustain Minor:** The zone persists.

### Fate Exchange — Ardent Attack 5

*You bend space to let yourself and an ally exchange positions.*

**Daily ✦ Healing, Psionic, Teleportation**
**Standard Action** **Close** burst 5
**Target:** You and one ally in burst
**Effect:** The targets teleport, swapping positions, and can then each make a basic attack as a free action, with a +2 power bonus to the attack rolls. For each of these attacks that hits, you or one ally you can see can both spend a healing surge and make a saving throw. If both basic attacks miss, you regain the use of this power.

### Persistent Veil — Ardent Attack 5

*Whether or not your attack hits, your psionic assault makes your foe think you blinded it.*

**Daily ✦ Charm, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and the target is blinded (save ends).
**Aftereffect:** All creatures have concealment against the target, and it takes a -5 penalty to Perception checks (save ends both).
**Miss:** Half damage, and the target is blinded until the start of your next turn.
**Aftereffect:** All creatures have concealment against the target, and it takes a -5 penalty to Perception checks (save ends both).

## Level 6 Utility Disciplines

### Battle Link — Ardent Utility 6

*Your senses merge with your ally's until you see things from all perspectives.*

**Daily ✦ Psionic**
**Minor Action** **Ranged** 5
**Target:** Two allies you can see or you and one ally you can see
**Effect:** Until the end of the encounter, whenever the targets are within 5 squares of each other, neither grants combat advantage for being flanked unless both are flanked.

### Body Adjustment — Ardent Utility 6

*At your touch, your ally trembles with newfound energy.*

**Encounter ✦ Psionic**
**Minor Action** **Melee** touch
**Target:** You or one ally
**Effect:** The target gains temporary hit points equal to 1d12 + your Charisma modifier.

### Evade Attack — Ardent Utility 6

*When your friend steps into harm's way, you whisk him or her to safety.*

**Encounter ✦ Psionic, Teleportation**
**Immediate Interrupt** **Ranged** 20
**Trigger:** An ally is hit by an opportunity attack
**Target:** The triggering ally
**Effect:** You teleport the target a number of squares equal to your Charisma modifier.

### Mend Wounds — Ardent Utility 6

*You accelerate your friend's natural healing ability so that his or her wounds close with amazing speed.*

**Daily ✦ Healing, Psionic**
**Minor Action** **Melee** touch
**Target:** You or one ally
**Effect:** The target regains hit points as if he or she had spent a healing surge.

### Thought Shield — Ardent Utility 6

*You focus your mind and construct a psionic shield to shelter you and your allies from harm.*

**Encounter ✦ Psionic, Zone**
**Minor Action** **Close** burst 1
**Effect:** The burst creates a zone that lasts until the end of your next turn. You and your allies gain both resist 3 to all damage and a +2 bonus to saving throws while within the zone.

## Level 7 At-Will Disciplines

### Courageous Strike — Ardent Attack 7

*You strike at your foe and fill your friend with courage, bolstering both of you against the foe's attacks.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and you and one ally adjacent to you gain a +2 power bonus to AC against the target's attacks until the end of your next turn.
**Augment 1**
**Hit:** As above, but the power bonus applies to all defenses, not just AC.
**Augment 2 (Zone)**
**Close** burst 1
**Target:** Each enemy in burst
**Hit:** 1[W] + Charisma modifier damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. You and your allies gain a power bonus to AC equal to your Wisdom modifier while within the zone.

### Forward-Thinking Cut — Ardent Attack 7

*You fling yourself at your enemy, and your allies attack more mightily in response.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and each ally adjacent to you gains a +1 power bonus to attack rolls until the start of your next turn.
**Special:** When charging, you can use this power unaugmented in place of a melee basic attack.
**Augment 1**
**Effect:** If you make a charge attack with this power, you can shift 1 square before the charge.
**Augment 2**
**Effect:** One or two allies you can see can each charge creatures other than the target as a free action, with a power bonus to their damage rolls equal to your Constitution modifier.

### Mindlink Strike — Ardent Attack 7

*Linking minds with an ally, you coordinate your efforts to confound your foe.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** 1
**Target:** One creature
**Effect:** One ally adjacent to you can make a melee basic attack against the target as an opportunity action. On a hit, you and the ally can each shift as a free action.
**Augment 1**
**Effect:** As above, and the ally gains a +3 power bonus to the damage roll if he or she is marking the target.
**Augment 2**
**Close** burst 1
**Target:** Each enemy you can see in burst
**Hit:** 1[W] + Charisma modifier damage, and one ally adjacent to the target can make a melee basic attack against it as an opportunity action.

### Rewarding Strike — Ardent Attack 7

*There is joy in victory, and those who follow your lead experience exhilaration.*

**At-Will ✦ Augmentable, Healing, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. The next ally who hits the target before the start of your next turn regains hit points equal to your Constitution modifier.
**Augment 1**
**Hit:** 1[W] + Charisma modifier damage. Allies who hit the target's Will before the start of your next turn can spend a healing surge.
**Augment 2**
**Hit:** 2[W] + Charisma modifier damage. Allies who hit the target before the end of your next turn can spend a healing surge.

### Unhinging Strike — Ardent Attack 7

*A jolt of psionic power clouds your enemy's senses so that the foe sees its cohorts as its enemies.*

**At-Will ✦ Augmentable, Charm, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** Charisma modifier psychic damage, and the target makes a melee basic attack as a free action against a creature of your choice.
**Augment 1**
**Hit:** Charisma modifier psychic damage. Until the end of the target's next turn, enemies provoke opportunity attacks from the target, and it must make those attacks.
**Augment 2**
**Hit:** 1[W] + Charisma modifier psychic damage, and the target makes a melee basic attack as a free action against one or two creatures of your choice.

## Level 9 Daily Disciplines

### Agony Field — Ardent Attack 9

*You strike your foe and let out a psychic shriek, which creates a pulsing field of pain.*

**Daily ✦ Psionic, Psychic, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 1[W] + Charisma modifier damage, and ongoing 5 psychic damage (save ends).
**Miss:** Half damage.
**Effect:** The attack creates a zone in a close burst 1. The zone lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. Whenever you take damage from an attack, each enemy within the zone takes 5 psychic damage.
**Sustain Minor:** The zone persists.

### Dulled Reflexes — Ardent Attack 9

*Your foe moves slower and slower until it can't move, and its slowness infects its allies.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and the target takes a -2 penalty to speed (save ends). Until the penalty ends, it worsens by 2 whenever the target attacks. When the target's speed reaches 0 in this way, the penalty ends, but the target is restrained and stunned (save ends both).
**Effect:** Until the end of the encounter, any enemy that starts its turn adjacent to the target is slowed (save ends).

### Feast of Despair — Ardent Attack 9

*Your attack rattles your foe, and you and your allies draw energy from its despair.*

**Daily ✦ Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3[W] + Charisma modifier psychic damage.
**Effect:** Until the end of the encounter, the target takes a -2 penalty to all defenses, and whenever it misses with an attack, you or an ally you can see regains 1 power point.

### Feast of Plenty — Ardent Attack 9

*You wrap your foe in a psionic net that leaches power from it for your allies.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage.
**Effect:** Until the end of the encounter, whenever the target takes damage, you and each ally adjacent to you gain temporary hit points equal to 3 + your Wisdom modifier.

### Passage of Swords — Ardent Attack 9

*You fling your foe away. As it goes, your allies take advantage of its disorientation.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Close** burst 3
**Target:** One enemy in burst
**Attack:** Charisma vs. Fortitude
**Hit:** The target is dazed (save ends).
**Effect:** You slide the target 5 squares. Each ally adjacent to the target during this slide can make a melee basic attack against it as a free action, with a power bonus to the damage roll equal to your Charisma modifier.

## Level 10 Utility Disciplines

### From the Brink — Ardent Utility 10

*Your friend hovers near death. You touch his or her mind, and your friend awakens with a start.*

**Daily ✦ Healing, Psionic**
**Minor Action** **Close** burst 10
**Target:** One ally
**Effect:** The target regains hit points as if he or she had spent a healing surge. If the target is dying, he or she regains additional hit points equal to 2d10 + your Charisma modifier. In addition, the target can stand up as a free action.

### Incite Bravery — Ardent Utility 10

*Your allies find new courage with your support.*

**Encounter ✦ Psionic**
**Minor Action** **Close** burst 1
**Target:** You and each ally in burst
**Effect:** Until the end of your next turn, each target gains a +2 power bonus to attack rolls and a +2 power bonus to saving throws against fear effects.

### Reactive Resistance — Ardent Utility 10

*You anticipate an attack and magically feed resilience to yourself or your friend.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Close** burst 10
**Trigger:** An attack damages you or an ally
**Target:** You or the ally in burst
**Effect:** The damage the target takes from the triggering attack is reduced by an amount equal to your level.

### Tower of Iron Will — Ardent Utility 10

*You visualize a mighty tower, and in doing so you create a psionic bastion to protect your allies.*

**Daily ✦ Psionic, Zone**
**Minor Action** **Close** burst 3
**Effect:** The burst creates a zone that lasts until the end of your next turn. While within the zone, you and your allies gain resist 10 psychic, a +4 power bonus to Will, and a +2 power bonus to AC, Fortitude, and Reflex. In addition, any ally who starts his or her turn within the zone can make a saving throw against a dominating or stunning effect.
**Sustain Minor:** The zone persists.

## Level 13 At-Will Disciplines

### Confusing Strike — Ardent Attack 13

*You flood your opponent's thoughts with confusing images.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
**Augment 1**
**Hit:** As above, and the target also takes a -2 penalty to Will until the end of your next turn.
**Augment 4 (Zone)**
**Close** burst 1
**Target:** Each enemy you can see in burst
**Hit:** 1[W] + Charisma modifier damage, and the target is dazed until the end of your next turn.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Enemies take a -2 penalty to attack rolls while within the zone.

### Field of Alacrity — Ardent Attack 13

*Your attack distracts the enemy, giving your allies an opening to maneuver.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. Until the start of your next turn, allies adjacent to the target can shift as a minor action.
**Augment 1**
**Hit:** As above, and each ally within 5 squares of you can stand up as a free action.
**Augment 4**
**Close** burst 1
**Target:** Each enemy in burst
**Hit:** 1[W] + Charisma modifier damage. One ally within 5 squares of you can take a move action as a free action.

### Hope's Audacity — Ardent Attack 13

*Your optimism is an inspiration to those around you.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. Until the start of your next turn, allies within 5 squares of you can score a critical hit against the target on a roll of 19-20.
**Augment 1**
**Hit:** As above, and whenever an ally scores a critical hit against the target before the start of your next turn, you and each ally within 5 squares of you can shift 1 square as a free action.
**Augment 4**
**Hit:** 2[W] + Charisma modifier damage. Until the start of your next turn, allies within 5 squares of you can score a critical hit on a roll of 19-20.

### Revelatory Strike — Ardent Attack 13

*As you strike, you open your ally's mind, allowing him or her to see ways to overcome various ills.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. One ally adjacent to you or the target can either make a saving throw or gain a +1 power bonus to all defenses until the end of your next turn.
**Augment 1**
**Hit:** 1[W] + Charisma modifier damage. One ally adjacent to you or the target can either make a saving throw with a +5 power bonus against a charm or illusion effect or gain a power bonus to Will equal to your Wisdom modifier until the end of your next turn.
**Augment 4 (Zone)**
**Hit:** 2[W] + Charisma modifier damage. The attack creates a zone in a close burst 2. The zone lasts until the end of your next turn. Any ally who starts his or her turn within the zone can either make a saving throw with a +2 power bonus or gain a power bonus to all defenses equal to your Wisdom modifier until the end of his or her next turn.

### Victorious Urging — Ardent Attack 13

*You fill your foe with visions of impending doom and an ally with a dream of victory.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. One ally adjacent to you or the target gains a +2 power bonus to attack rolls against the target until the end of your next turn.
**Augment 1**
**Hit:** 1[W] + Charisma modifier damage. One ally adjacent to you or the target gains a power bonus to attack rolls against the target's Fortitude until the end of your next turn. The bonus equals your Constitution modifier.
**Augment 4**
**Hit:** 2[W] + Charisma modifier damage, and you push the target 1 square. Until the end of your next turn, you and your allies gain a +2 power bonus to attack rolls against the target and any enemies adjacent to it.

## Level 15 Daily Disciplines

### Extermination Urge — Ardent Attack 15

*A savage strike against your opponent implants a terrible urge within it to seek out its end.*

**Daily ✦ Charm, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** The target is dominated and gains vulnerability to all damage equal to your Wisdom modifier (save ends both).
**Miss:** The target is dazed and gains vulnerability to all damage equal to half your Wisdom modifier (save ends both).

### Imminent Demise — Ardent Attack 15

*Your enemies face certain doom, and you force them to see it and despair.*

**Daily ✦ Psionic, Psychic, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier psychic damage.
**Miss:** Half damage.
**Effect:** The attack creates a zone in a close burst 1. The zone lasts until the end of your next turn. Bloodied enemies that start their turn within the zone take 10 psychic damage.
**Sustain Minor:** The zone persists.

### Mountainfall Strike — Ardent Attack 15

*You smash your weapon into your enemy, imparting the feeling that it and all its companions have been buried alive.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and the target is immobilized (save ends). Until the condition ends, any enemy that starts its turn adjacent to the target is immobilized until the start of that enemy's next turn.
**Miss:** Half damage, and the target is slowed (save ends). Until the condition ends, any enemy that starts its turn adjacent to the target is slowed until the start of that enemy's next turn.

### Unchecked Aggression — Ardent Attack 15

*Your anger bleeds out from you, unnerving your enemies and strengthening your allies.*

**Daily ✦ Psionic, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage.
**Effect:** The attack creates a zone in a close burst 1. The zone lasts until the end of your next turn. While within the zone, allies gain a bonus to damage rolls equal to your Constitution modifier, and enemies grant combat advantage.

### Vigorous Offensive — Ardent Attack 15

*As battle's thrill overtakes you and you swing your weapon all around, your allies share in the same emotions.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One, two, three, or four creatures
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage.
**Effect:** For each attack you make with this power, an ally within 5 squares of you gains temporary hit points equal to 3 + your Charisma modifier.

KEREM BEYIT

## Level 16 Utility Disciplines

### Bountiful Life — Ardent Utility 16

*As your fortunes improve, so too do those of your allies.*

**Daily ✦ Psionic, Zone**
**Standard Action** **Close** burst 10
**Effect:** The burst creates a zone that lasts until the end of your next turn. Whenever you regain hit points, each ally within the zone gains temporary hit points equal to half the hit points you regained.
**Sustain Minor:** The zone persists.

### Fortunate Recovery — Ardent Utility 16

*You share your luck with your allies.*

**Encounter ✦ Psionic**
**No Action** **Close** burst 10
**Trigger:** You succeed on a saving throw
**Target:** Each ally in burst
**Effect:** The next saving throw each target makes before the end of your next turn gains a bonus equal to your Constitution modifier.

### Mental Rejuvenation — Ardent Utility 16

*Your psionic magic allows one ally to ignore many wounds or several allies to ignore a few.*

**Daily ✦ Healing, Psionic**
**Standard Action** **Close** burst 5
**Target:** You or one ally in burst or you and each ally in burst
**Effect:** If you target only one creature with this power, the target regains hit points as if he or she had spent two healing surges. If you target more than one creature, each target regains hit points as if he or she had spent a healing surge.

### Re-Form Mind — Ardent Utility 16

*You connect the target's thoughts to awaken new talents.*

**Daily ✦ Psionic**
**Standard Action** **Melee** touch
**Requirement:** You must be taking a short rest.
**Target:** One creature
**Effect:** The target gains training in a skill of your choice until you take an extended rest.

### Uncanny Awareness — Ardent Utility 16

*Sensing your enemies are about to strike, you urge your allies into position.*

**Daily ✦ Psionic**
**Free Action** **Close** burst 3
**Trigger:** You roll initiative
**Target:** You and each ally in burst
**Effect:** Each target can move half his or her speed as a free action.

## Level 17 At-Will Disciplines

### Diamond Defense Assault — Ardent Attack 17

*The crystalline motes released by your attack shelter your allies and interfere with your enemies' strikes.*

**At-Will ✦ Augmentable, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier psychic damage. One ally adjacent to the target marks it until the end of your next turn.
**Augment 1**
**Hit:** 1[W] + Charisma modifier psychic damage. If the target shifts during its next turn, one ally can make a melee basic attack against it as a free action.
**Augment 4 (Zone)**
**Close** burst 2
**Target:** Each enemy in burst
**Hit:** 1[W] + Charisma modifier damage, and you slide the target 1 square.
**Effect:** The burst creates a zone that lasts until the end of your next turn. While within the zone, allies gain a +4 bonus to all defenses against attacks from outside the zone, and enemies take a -2 penalty to attack rolls.

### Illuminating Strike — Ardent Attack 17

*Light bathes your foe as you strike and then settles on a nearby ally for protection.*

**At-Will ✦ Augmentable, Psionic, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier radiant damage. One ally adjacent to you or the target gains resistance to all damage equal to your Wisdom modifier until the start of your next turn.
**Augment 1**
**Hit:** 1[W] + Charisma modifier radiant damage. One ally within 5 squares of you gains necrotic, psychic, or radiant resistance equal to 3 + your Wisdom modifier until the start of your next turn.
**Augment 4**
**Close** burst 1
**Target:** Each enemy in burst
**Hit:** 2[W] + Charisma modifier radiant damage.
**Effect:** If you hit at least one target, one ally within 5 squares of you gains resistance to all damage equal to 3 + your Wisdom modifier until the start of your next turn.

### Temporal Strike — Ardent Attack 17

*Time bends around your foe to protect your allies.*

**At-Will ✦ Augmentable, Psionic, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. The attack creates a zone in a close burst 2. The zone lasts until the end of your next turn. While within the zone, you and your allies are insubstantial against opportunity attacks.
**Augment 1**
**Hit:** As above, but you and your allies are instead insubstantial against attacks that target Reflex.
**Augment 4**
**Hit:** 2[W] + Charisma modifier damage, and the target is slowed until the end of your next turn. The attack creates a zone in a close burst 2. The zone lasts until the end of your next turn. While within the zone, you and your allies are insubstantial.

### Terrifying Deluge — Ardent Attack 17

*You spear your enemy's mind and body, so when the foe is next attacked, its mind blossoms in pain.*

**At-Will ✦ Augmentable, Fear, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. The next time an ally hits the target before the start of your next turn, you can slide the target 1 square as a free action.
**Augment 1**
**Hit:** 1[W] + Charisma modifier damage. When any ally hits the target with an attack against Will before the start of your next turn, you can slide the target 1 square as a free action.
**Augment 4**
**Close** burst 2
**Target:** Each enemy in burst
**Hit:** 1[W] + Charisma modifier damage, and you slide the target 1 square. When any ally hits the target before the start of your next turn, you can slide the target 1 square as a free action.

## Level 19 Daily Disciplines

### Chains of Affinity — Ardent Attack 19

*You create a mental link with your foes so that when your allies take damage, your adversaries feel it.*

**Daily ✦ Psionic, Psychic, Weapon, Zone**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. When any ally takes damage from an attack while within the zone, each enemy within the zone takes 5 psychic damage.
**Sustain Minor:** The zone persists.

### Deflecting Disk — Ardent Attack 19

*Your attack manifests a shimmering field, which you can move to protect your allies.*

**Daily ✦ Conjuration, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 4[W] + Charisma modifier damage, and you push the target 2 squares.
**Miss:** Half damage.
**Effect:** You conjure a shimmering disk of force in a square within 5 squares of you. Allies in the disk's square or adjacent to it gain a +2 power bonus to all defenses. You can move the disk 3 squares as part of a move action. When an attack hits an ally adjacent to the disk, you can use an immediate interrupt to grant the ally a +2 bonus to all defenses against that attack. The disk lasts until the end of the encounter or until you use the immediate interrupt.

### Shared Vigor — Ardent Attack 19

*You create an expanse of glittering energy to reinvigorate your allies.*

**Daily ✦ Healing, Psionic, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage.
**Effect:** The attack creates a zone in a close burst 2. The zone lasts until the end of the encounter. When any ally within the zone spends a healing surge, all other allies within the zone regain 1d10 hit points.

### Temporal Acceleration — Ardent Attack 19

*As you leap into battle, time accelerates in jumps, trying to catch up to you.*

**Daily ✦ Psionic, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 4[W] + Charisma modifier damage, and the target is slowed and cannot shift (save ends both).
**Miss:** Half damage, and the target is slowed and cannot shift until the end of your next turn.
**Effect:** The attack creates a zone in a close burst 2. The zone lasts until the end of your next turn. Any enemy that starts its turn within the zone is slowed until the end of its next turn. Any ally that starts his or her turn within the zone gains a +2 power bonus to speed until the end of his or her next turn.
**Sustain Minor:** The zone persists.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Vitality Transfer — Ardent Attack 19

*The pain your attack inflicts on your foe gives you strength to heal your comrades.*

**Daily ✦ Healing, Psionic, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 4[W] + Charisma modifier damage. Once before the end of the encounter, when the target starts its turn bloodied or drops to 0 hit points, each ally you can see regains hit points as if he or she had spent a healing surge.

## Level 22 Utility Disciplines

### Borrowed Time — Ardent Utility 22

*You steal a bit of time and give it to the ally who can best use it.*

**Daily ✦ Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Effect:** The target can use a free action to take a standard, a move, and a minor action.

### Guided Opportunity — Ardent Utility 22

*Your thoughts guide your ally's attack so that it strikes true.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Close** burst 3
**Trigger:** An ally within 3 squares of you makes an opportunity attack
**Target:** The triggering ally in burst
**Effect:** The target gains a power bonus to the attack roll and the damage roll equal to your Charisma modifier.

### Insensate Mind — Ardent Utility 22

*You influence the mind of your ally so that he or she doesn't feel pain for a time.*

**Encounter ✦ Psionic**
**Minor Action** **Melee** touch
**Target:** One creature
**Effect:** The target gains resistance to all damage equal to one-half your level until the end of your next turn.

### Rapid Recovery — Ardent Utility 22

*You channel positive thoughts to speed your allies' recovery.*

**Daily ✦ Healing, Psionic, Zone**
**Minor Action** **Close** burst 1
**Effect:** The burst creates a zone that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. Any ally who starts his or her turn within the zone regains 10 hit points.
**Sustain Minor:** The zone persists.

## Level 23 At-Will Disciplines

### Flood of Madness — Ardent Attack 23

*Your feint twists the mind of your foe so that it lashes out at its companion.*

**At-Will ✦ Augmentable, Charm, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** Charisma modifier psychic damage, and the target makes a melee basic attack as a free action against a creature of your choice.
**Augment 2**
**Hit:** 1[W] + Charisma modifier psychic damage, and the target makes a melee basic attack as a free action against an enemy granting combat advantage to you. If that attack hits, the target makes a melee basic attack against another enemy granting combat advantage to you.
**Augment 6**
**Hit:** 1[W] + Charisma modifier psychic damage, and the target makes a melee basic attack as a free action against each of your enemies adjacent to it.

### Perception Shift — Ardent Attack 23

*As you strike, you force your victim to attack where your allies are strongest.*

**At-Will ✦ Augmentable, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 1[W] + Charisma modifier psychic damage. The next time the target makes an attack before the start of your next turn, it attacks a defense of your choice.
**Augment 2**
**Close** burst 1
**Target:** Each enemy you can see in burst
**Hit:** 1[W] + Charisma modifier psychic damage. Whenever the target attacks before the end of your next turn, it attacks a defense of your choice.
**Augment 6 (Zone)**
**Close** burst 1
**Target:** Each enemy you can see in burst
**Hit:** 2[W] + Charisma modifier psychic damage. Whenever the target attacks before the end of your next turn, it attacks a defense of your choice.
**Effect:** The burst creates a zone that lasts until the end of your next turn. When any enemy attacks while within the zone, the enemy attacks a defense of your choice.

### Revealing Strike — Ardent Attack 23

*Your attack highlights the target's weaknesses.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and the target takes a -2 penalty to all defenses until the start of your next turn.
**Augment 2**
**Hit:** 2[W] + Charisma modifier damage, and the target takes a -2 penalty to all defenses and can't benefit from concealment or invisibility until the end of your next turn.
**Augment 6**
**Hit:** 4[W] + Charisma modifier damage, and the target takes a -3 penalty to all defenses until the end of your next turn. In addition, you and each ally adjacent to you gain blindsight 10 until the end of your next turn.

### Revelatory Slash — Ardent Attack 23

*Rather than attack, you open your mind's eye and urge your allies to strike.*

**At-Will ✦ Augmentable, Psionic**
**Standard Action** **Close** burst 10
**Target:** One ally in burst
**Effect:** The target can make a melee basic attack as a free action. If that attack hits, the creature that is hit grants combat advantage until the end of your next turn.
**Augment 2**
**Effect:** The target can make a melee basic attack as a free action against a creature granting combat advantage to you. The target gains a power bonus to the damage roll equal to your Constitution modifier. If that attack hits, the creature that is hit is dazed until the end of your next turn.
**Augment 6**
**Target:** One or two allies in burst
**Effect:** Each target can make an at-will attack as a free action. If a target's attack hits, he or she gains 15 temporary hit points.

## Level 25 Daily Disciplines

### Blistering Aversion — Ardent Attack 25

*You convince your enemy and nearby foes that they are being burned alive.*

**Daily ✦ Fire, Psionic, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier fire damage, and ongoing 15 fire damage (save ends).
**Miss:** Half damage.
**Effect:** The attack creates a zone in a close burst 3. The zone lasts until the end of your next turn. Any enemy that ends its turn within the zone takes ongoing 10 fire damage (save ends).
**Sustain Minor:** The zone persists.

### Corona of Battle — Ardent Attack 25

*Your emotions emanate from you to instill new courage and prowess in your allies.*

**Daily ✦ Healing, Psionic, Zone**
**Standard Action** **Close** burst 5
**Effect:** The burst creates a zone that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, allies gain regeneration 5 and a +2 power bonus to attack rolls, and their attacks deal 1d10 extra damage.
**Sustain Minor:** The zone persists.

### Intellect Bomb — Ardent Attack 25

*Your attack implants a psychic bomb in your foe's mind.*

**Daily ✦ Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage, and you slide the primary target 1 square.
**Effect:** Before the end of the encounter, you can make the following secondary attack once, either when the primary target drops to 0 hit points or as a minor action. The secondary attack is a close burst 2 centered on the primary target.
**Secondary Target:** Each enemy in burst
**Secondary Attack:** Charisma vs. Will
**Hit:** 2d10 + Charisma modifier psychic damage, and the secondary target is dazed until the end of your next turn.

### Revealed Assets — Ardent Attack 25

*Your attack clarifies your allies' senses and helps your friends anticipate their enemies' attacks.*

**Daily ✦ Psionic, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 4[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** The attack creates a zone in a close burst 2. The zone lasts until the end of your next turn. While within the zone, allies gain a bonus to all defenses equal to the number of enemies within the zone.
**Sustain Minor:** The zone persists.

### Summons to Doom — Ardent Attack 25

*You compel your enemies to approach to be punished.*

**Daily ✦ Charm, Psionic, Psychic, Weapon**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Charisma vs. Will
**Hit:** You pull the target 4 squares, and it takes 4[W] + your Charisma modifier psychic damage. The enemy then chooses either to be pushed 3 squares or to take a -2 penalty to attack rolls (save ends).
**Miss:** Half damage.

## Level 27 At-Will Disciplines

### Dismissive Strike — Ardent Attack 27

*When your attack hits, you dismiss your enemy and leave it to face your friends.*

**At-Will ✦ Augmentable, Psionic, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and you teleport the target 5 squares to a square adjacent to an ally.
**Augment 2**
**Close** burst 1
**Target:** Each enemy you can see in burst
**Hit:** 1[W] + Charisma modifier damage, and you teleport the target to a square adjacent to an ally who is adjacent to you.
**Augment 6 (Zone)**
**Hit:** 2[W] + Charisma modifier damage.
**Effect:** The attack creates a zone in a close burst 1. The zone lasts until the end of your next turn. When any enemy enters the zone or starts its turn there, you can teleport that enemy 5 squares as a free action. Any ally who enters the zone or starts his or her turn there can teleport 5 squares as a free action.

### Exhilarating Strike — Ardent Attack 27

*You inspire your allies to strike, and success rewards them with recovery.*

**At-Will ✦ Augmentable, Psionic**
**Standard Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** The target can make a melee basic attack as a free action.
**Augment 2**
**Effect:** The target can make a melee basic attack as a free action, with a power bonus to the damage roll equal to your Wisdom modifier. If that attack hits, the target can make a saving throw.
**Augment 6**
**Target:** Each ally in burst
**Effect:** Each target can use a free action either to make a basic attack or to charge, with a power bonus to the damage roll equal to your Wisdom modifier. If a target hits, he or she can make a saving throw.

### Restorative Bastion — Ardent Attack 27

*A successful strike with your weapon fills a nearby ally with new life.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 1[W] + Charisma modifier damage, and one ally within 5 squares of you can make a saving throw.
**Augment 2**
**Hit:** 2[W] + Charisma modifier damage, and one ally within 5 squares of you can make a saving throw, with a +5 power bonus if it's against ongoing damage.
**Augment 6**
**Hit:** 4[W] + Charisma modifier damage, and each ally you can see can make a saving throw.

### Unnerving Disruption — Ardent Attack 27

*You confuse your enemy, throwing off its attacks.*

**At-Will ✦ Augmentable, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier psychic damage. Until the end of your next turn, the target takes a –2 penalty to attack rolls.
**Augment 2**
**Close** burst 1
**Target:** Each enemy in burst
**Hit:** 1[W] + Charisma modifier psychic damage. Until the end of your next turn, the target takes a penalty to attack rolls against Will. The penalty equals your Constitution modifier.
**Augment 6 (Zone)**
**Close** burst 1
**Target:** Each enemy in burst
**Hit:** 1[W] + Charisma modifier psychic damage. Until the end of your next turn, the target is weakened and takes a penalty to attack rolls. The penalty equals your Constitution modifier.
**Effect:** The burst creates a zone that lasts until the end of your next turn. While within the zone, allies gain a bonus to damage rolls equal to your Constitution modifier.

## Level 29 Daily Disciplines

### Empathic Projection — Ardent Attack 29

*Your emotions flood the battlefield so that your allies feel your successes and know to compensate for your failures.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy you can see in burst
**Attack:** Charisma vs. AC
**Hit:** 4[W] + Charisma modifier damage, and you push the target 2 squares.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, whenever you hit with an attack, allies within 3 squares of you gain a +2 power bonus to attack rolls until the end of your next turn, and whenever you miss with an attack, allies within 3 squares of you gain a +2 power bonus to all defenses until the end of your next turn.

### Image of Doom — Ardent Attack 29

*In the mind of your enemy, you become the image of its doom, and it quails before your attacks.*

**Daily ✦ Fear, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 5[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, the target takes a –2 penalty to attack rolls and all defenses while it can see you, and you can slide it 1 square as a free action when it takes damage from any attack.

FRANCIS TSAI

### Undeniable Weakness — Ardent Attack 29

*You impart sensations of frailty to your foes and of might to your friends.*

**Daily ✦ Psionic, Weapon, Zone**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Charisma vs. AC
**Hit:** 4[W] + Charisma modifier damage, and the target is weakened (save ends).
**Miss:** Half damage, and the target is weakened until the end of your next turn.
**Effect:** The burst creates a zone that lasts until the end of the encounter. While within the zone, your allies have resistance to all damage equal to your Wisdom modifier.

### Violent Spark — Ardent Attack 29

*Crimson light shines from your allies' eyes as your comrades make a sudden barrage of attacks.*

**Daily ✦ Psionic**
**Standard Action** **Close** burst 10
**Target:** Each ally in burst
**Effect:** Each target can make an at-will attack as a free action, with a power bonus to the damage roll equal to your Wisdom modifier. If a target misses, he or she can make a saving throw.

## Argent Soul

*"Despair has no hold when I am near."*

**Prerequisite:** Ardent

You are a brilliant vessel; you embody hope, joy, and endless confidence, and your presence lifts your allies' spirits. On the battlefield, you wash away despair, dispel doubt, and fuel your allies' passions. As an argent soul, you have an uncommonly pure spirit. You see the best in every situation, finding solutions where others find only defeat. Melancholy has no hold on you, for optimism's light burns away grief. Others find your good nature infectious and strive to rise to your example.

The road to becoming an argent soul is varied. You can simply be a good and wholesome person, untouched by the horrors you have witnessed, or you might have been touched by a god, your soul purified and claimed for a higher purpose. Regardless of the cause of your transformation, it is profound.

Whenever you attack with your ardent powers, a silver corona glimmers around you. Those it touches feel their confidence building, the pain from their injuries falling away so that they can keep fighting no matter the odds.

HECTOR ORTIZ

### Argent Soul Path Features

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Restoring Critical (11th level):** Whenever you score a critical hit with an ardent or an argent soul power, one ally within 5 squares of you can spend a healing surge.

**Vitalizing Action (11th level):** When you spend an action point to make an attack, you and each ally within 5 squares of you gain temporary hit points equal to your Constitution modifier.

**Argent Devastation (16th level):** When you attack with an ardent or an argent soul power, you can score a critical hit on a roll of 19–20.

### Argent Soul Disciplines

**Argent Strike** — Argent Soul Attack 11

*Your weapon shines with silver light. When it strikes, your corona flares to revitalize an ally.*

**Encounter ✦ Augmentable, Healing, Psionic, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier radiant damage, and one ally within 5 squares of you can both spend a healing surge and shift 1 square as a free action. If the ally doesn't spend a healing surge, he or she gains 10 temporary hit points.
**Augment 2**
**Hit:** 2[W] + Charisma modifier radiant damage. Each ally within 3 squares of you can both spend a healing surge and shift 1 square as a free action. Any ally who doesn't spend a healing surge gains 10 temporary hit points.

**Burgeoning Reserves** — Argent Soul Utility 12

*Your touch restores vitality to a fallen comrade.*

**Daily ✦ Healing, Psionic**
**Standard Action** **Melee** 1
**Target:** One dying ally
**Effect:** The target can spend a healing surge, and he or she gains regeneration 5 until the end of your next turn.
**Sustain Minor:** The regeneration persists. You can sustain the regeneration only if the target is bloodied.

**Argent Flood** — Ardent Soul Attack 20

*Your allies find new reserves in the silver light you unleash.*

**Daily ✦ Healing, Psionic, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 4[W] + Charisma modifier radiant damage.
**Effect:** Each ally within 5 squares of you can either spend a healing surge or gain temporary hit points equal to his or her healing surge value.

# Psionic Binder

*"I am your prison. From me there is no escape."*

**Prerequisite:** Ardent

Though no chains bind them, your enemies become your prisoners. You are a psionic binder, a living prison whose thoughts are as strong as adamantine bonds. When you engage your foes, you redirect their thoughts inward, forming mental walls to constrain their thoughts and root them to the spot. You can keep your enemy imprisoned long enough for your allies to close in and deliver whatever justice the foe deserves.

The aberrant menace is a wily threat, slipping unseen into the mortal world and spreading its corrupting influence to foment unrest and mutation wherever it goes. No matter how many aberrant monsters are destroyed, others spawn to spread wickedness. The only answer is containment. By pinning down the threat, you can destroy it, one monster at a time.

By no means are your efforts exclusive to aberrant enemies. Any who stand against you in your single-minded pursuit deserve your dread attention.

JOHN STANKO

## Psionic Binder Path Features

**Constant Jailer (11th level):** Whenever you hit an immobilized creature with a melee or a close attack, that creature can't make saving throws on its next turn against effects that immobilize.

**Imprisoning Action (11th level):** When you spend an action point to make an attack and the attack hits, the target is also restrained (save ends).

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Crushing Walls (16th level):** While you are adjacent to an immobilized enemy, that enemy grants combat advantage.

## Psionic Binder Disciplines

**Binding Strike** Psionic Binder Attack 11

*Your strike binds the enemy's mind with psionic chains.*

**Encounter ✦ Augmentable, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier psychic damage, and the target is immobilized until the start of your next turn.
**Augment 2**
**Hit:** 2[W] + Charisma modifier psychic damage, and the target is immobilized until the start of your next turn.

**Executioner's Summons** Psionic Binder Utility 12

*With your enemy pinned down, you call forth the executioner to give it a quick end.*

**Encounter ✦ Psionic, Teleportation**
**Move Action** **Close** burst 5
**Requirement:** You must be adjacent to an immobilized enemy.
**Target:** One ally in burst
**Effect:** You teleport the target to a square adjacent to an immobilized enemy adjacent to you. Until the end of your next turn, the target gains +2 power bonus to attack rolls against that enemy and a power bonus to damage rolls against it equal to your Wisdom modifier.

**Perfect Prison** Psionic Binder Attack 20

*Your foe's thoughts collapse under the terrifying weight of your attack.*

**Daily ✦ Fear, Psionic, Weapon, Zone**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and the target is dazed and slowed (save ends both).
**Miss:** Half damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Dazed creatures cannot leave the zone. As a move action, you can move the zone 3 squares.
**Sustain Minor:** The zone persists.

# Stygian Adept

*"There are no fears but those of your own making."*

**Prerequisite:** Ardent

There are shadows in the mind. Unnerving memories, old fears, and crushing disappointments all lie ready to be exploited and manipulated. Those who know these fears can turn them into weapons, amplified until they unravel the consciousness. You are familiar with these fears, and you wield them like razors.

As a stygian adept, you sense the fear and terror in your enemies, harnessing these emotions and using them to attack your foes' minds. With your powers you can create phantom terrors that only your opponent can perceive, distracting the enemy from your allies as they move into position. A foe firmly in your grasp finds itself lost in a maze of half-realized imaginings, each more terrible than the last.

## Stygian Adept Path Features

**Fleeing Fear (11th level):** Whenever you hit an enemy with a fear power, you can slide the enemy 1 square.

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Unraveling Action (11th level):** When you spend an action point to make a fear attack, each target hit by the attack has vulnerability to all damage until the end of your next turn. The vulnerability equals your Constitution modifier.

**Fearsome Zone (16th level):** Enemies in any zone created by your psionic powers take a –2 penalty to attack rolls. Enemies that are immune to fear ignore this penalty.

## Stygian Adept Disciplines

**Stygian Strike** Stygian Adept Attack 11

*To your enemy, you take on the appearance of its greatest fear, causing it to stumble back in terror.*

**Encounter ✦ Augmentable, Fear, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 1[W] + Charisma modifier psychic damage, and you push the target a number of squares equal to your Constitution modifier.
**Augment 2**
**Hit:** As above, and you or one ally can make a melee basic attack against the target as an opportunity action at any point during the push.

**Haunting Shadows** Stygian Adept Utility 12

*Doubts blur your enemies' vision, making it hard for your foes to see the true threat before them.*

**Daily ✦ Psionic, Zone**
**Minor Action** **Close** burst 3
**Effect:** The burst creates a zone that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. Your allies have concealment against enemies that are within the zone.
**Sustain Minor:** The zone persists.

**Subconscious Horror** Stygian Adept Attack 20

*Your attack conjures a horrific vision that only you and your enemy can see.*

**Daily ✦ Conjuration, Fear, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** You conjure a subconscious horror in an unoccupied square within 5 squares of you. The horror lasts until the end of your next turn. The horror is invisible to everyone but you and the target. Whenever the target starts its turn and can see the horror, the target must either end that turn farther away from the horror than where it started, by at least a number of squares equal to half its speed, or take 10 psychic damage and grant combat advantage until the start of its next turn.
**Sustain Minor:** The horror persists, and you can move it 4 squares.

CHRIS SEAMAN

# Talaric Strategist

*"Your thoughts betray you."*

**Prerequisite:** Ardent

Long ago, when aberrant monsters first spilled into the mortal world, a warrior society was formed to protect the world from the Far Realm's corrupting influence. The society's members recorded their techniques in a volume known as the *Talaric Codex*. In it were the forms and disciplines needed to master their psionic fighting art. In the countless years since its formation, the society has decayed and dissolved. Its monasteries have fallen, and the writings of its adepts have been scattered across the world.

You have found fragments of writing from this ancient society and learned to focus your psionic powers to give you a tactical advantage in battle. Because your training was haphazard and pieced together from fragments of lore, you improvise where your training is incomplete, drawing from your ardent powers to fill your gaps in knowledge. Still, the teachings you uncovered proved instructive, and you can take charge of nearly any battlefield.

Central to your learning is the ability to read your enemies' intent and turn it against them. You translate the clarity of your vision and your openness to the thoughts and experiences of those around you into a decided tactical advantage. You can warn allies against impending attacks, move companions to adapt to enemy formations, and help your allies scatter when they are faced with devastating magic.

BETH TROTT

## Talaric Strategist Path Features

**Anticipatory Action (11th level):** When an enemy enters a square adjacent to you, you can spend an action point to take a standard action as an immediate interrupt.

**Battle Instinct (11th level):** You and allies within 5 squares of you gain a +2 power bonus to initiative checks.

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Tactician's Surge (16th level):** Whenever you use your *ardent surge* power, you can slide each ally in the burst 1 square.

## Talaric Strategist Disciplines

**Anticipation Tactics** Talaric Strategist Attack 11

*Your tactical intuition places your ally just where he or she needs to be.*

**Encounter ✦ Augmentable, Psionic**
**Immediate Interrupt** **Close** burst 3
**Trigger:** An enemy within 2 squares of you makes a melee attack
**Target:** One ally in burst
**Effect:** The target can use a free action to shift 1 square and make a melee basic attack against the triggering enemy. That attack deals 1d8 extra damage to the enemy.
**Augment 2**
**Target:** One or two allies in burst or you and one ally in burst
**Effect:** Each target can use a free action to shift 2 squares and make a basic attack against the triggering enemy.

**Insightful Command** Talaric Strategist Utility 12

*You exhort your allies to move to new positions or to defend themselves.*

**Daily ✦ Psionic**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Each target can either shift half his or her speed as a free action or gain a +3 bonus to all defenses until the end of your next turn.

**Combined Effort** Talaric Strategist Attack 20

*Drawing from your allies' perceptions, you discern the best place to strike.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC. You gain a +1 bonus to the attack roll for each ally within 2 squares of the target.
**Hit:** 4[W] + Charisma modifier damage, and the target is dazed (save ends).
**Miss:** Half damage, and the target is dazed until the end of your next turn.

# BATTLEMIND

*"My mind is a far deadlier weapon than some ill-crafted bit of iron."*

**CLASS TRAITS**

**Role:** Defender. You are tough and fast, while your mastery of psionic magic allows you to outwit your foes. Depending on your choice of class features and powers, you lean toward either controller or striker as a secondary role.
**Power Source:** Psionic. You are a psionic warrior, a weapon master who combines physical might and a cunning intellect.
**Key Abilities:** Constitution, Wisdom, Charisma

**Armor Proficiencies:** Cloth, leather, hide, chainmail, scale; light shield, heavy shield
**Weapon Proficiencies:** Simple melee, military melee, simple ranged
**Bonus to Defense:** +2 Will

**Hit Points at 1st Level:** 15 + Constitution score
**Hit Points per Level Gained:** 6
**Healing Surges per Day:** 9 + Constitution modifier

**Trained Skills:** From the class skills list below, choose three trained skills at 1st level.
*Class Skills:* Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Endurance (Con), Heal (Wis), Insight (Wis), Intimidate (Cha)

**Class Features:** Psionic Augmentation, Psionic Defense, Psionic Study

As wanderers, mercenaries, and adventurers, battleminds are carefree warriors who seek only to test their skill against the mightiest and most dangerous opponents. Battleminds possess a potent combination of psionic and physical skill, allowing them to use their magic to manipulate and deceive their foes even as their fighting skill lets them carve a swath through enemy ranks. Battleminds tend to be bold and sometimes arrogant, an attitude earned through bringing ruin to enemies over the course of many conflicts.

You might not share your fellow battleminds' arrogance, but you do have access to an array of combat abilities that let you manipulate, baffle, and defeat your enemies. Your mind is as deadly as your weapon, and with the aid of your psionic magic, your body can turn aside attacks as effectively as a suit of plate armor can.

Let those who would stand against your might quiver in terror when you approach, for you are a battlemind, and supremacy in combat is your birthright.

WILLIAM O'CONNOR

# Battlemind Class Features

Battleminds have the following class features.

## Psionic Augmentation

Through discipline and careful study, you have mastered a form of psionic magic that offers greater versatility than other characters command. You know a broad array of at-will powers, each of which is a conduit through which you can pour as much or as little psionic energy as you choose. You channel psionic energy into a reservoir of personal power—represented in the game as power points—that you can use to augment your at-will attack powers, replacing the encounter attack powers that other characters use.

Because of this class feature, you acquire and use powers in a slightly different manner from how most other classes do.

**At-Will Attack Powers:** At 1st level, you choose two at-will attack powers and one daily attack power from your class, but you don't start with any encounter attack powers from your class. You can instead augment your class at-will attack powers using power points. These powers have the augmentable keyword.

You gain new at-will attack powers from this class, instead of new encounter attack powers, as you increase in level. At 3rd level, you choose a new at-will attack power from this class. At 7th, 13th, 17th, 23rd, and 27th level, you can replace one of your at-will attack powers with another one of your level or lower. Both powers must be augmentable and from this class.

### Battlemind Overview

**Characteristics:** Your heavy armor allows you to take on your enemies' attacks without fear, and your melee attacks that are augmented by psionic magic let you control your enemies like puppets and set them up for defeat. You excel at controlling the battle line and forcing enemies to fight you while your allies wreak havoc.

**Religion:** Battleminds who live up to this class's renowned arrogance rarely pray to the gods, and stories abound of battleminds whose ill luck could be placed at the feet of their impiety. Those battleminds who do follow the gods typically revere Kord for his martial skill and strength, Bahamut for his practice of justice, or Ioun for being the originator of psionic magic.

**Races:** Dwarves and wilden make excellent resilient battleminds, putting their Constitution and Wisdom to great use in shaping their bodies to meet the needs of combat. Half-elves are ideal quick battleminds, channeling their natural Charisma into psionic alacrity. Goliaths' sheer physical power makes them well suited for this class, and many gnome and tiefling warriors are drawn to the guile and trickery of some battlemind powers.

**Power Points:** You start with 2 power points. You gain 2 additional power points at 3rd and 7th level, 1 additional power point at 13th level, and 2 additional power points at 17th, 21st, 23rd, and 27th level. If you gain power points from another source (such as your paragon path), add them to your power point total. You can use your power points to augment any augmentable power you have, regardless of how you gained the power.

You regain all your power points when you take a short or an extended rest.

| Level | At-Will Attack Powers | Power Points |
|---|---|---|
| 1 | Choose two | Gain 2 |
| 3 | Choose one | Gain 2 (4 total) |
| 7 | Replace one | Gain 2 (6 total) |
| 13 | Replace one | Gain 1 (7 total) |
| 17 | Replace one | Gain 2 (9 total) |
| 21 | — | Gain 2 (11 total) |
| 23 | Replace one | Gain 2 (13 total) |
| 27 | Replace one | Gain 2 (15 total) |

## Psionic Defense

Three powers—*battlemind's demand*, *blurred step*, and *mind spike*—help you maintain tactical superiority in combat. You can use these psionic powers to demand your enemies' attention, follow them if they try to avoid you, and punish them if they attack your allies. This combination of mental compulsion and psionic enhancement of your own capabilities makes you a force to be reckoned with in battle.

## Psionic Study

Battleminds learn to fight using their bodies as weapons. Some battleminds alter their own form to fit their needs. Other battleminds use their psionic power to predict the best position for launching an attack.

Choose one of these options.

**Battle Resilience:** You gain the *battle resilience* power, which reflects your ability to use your psionic power to bend your own body to protect yourself.

**Speed of Thought:** You gain the *speed of thought* power, which allows you to be always ready for a fight.

# Creating a Battlemind

Battleminds rely on Constitution, Charisma, and Wisdom for their powers. You can choose any powers you like, but many battleminds choose powers that complement their choice of combat style.

### Resilient Battlemind

You use your psionic power to transform your body, altering it to take on the qualities of iron or stone, or to transform your weapon so it hits harder or bypasses your foes' protections. Make Constitution your highest ability score, followed by Wisdom to reflect the strong mental control you have over your physical state. Charisma is a good third choice. For daily powers, consider those that alter your form and provide additional augmentations you can use for your other powers.

**Suggested Class Feature:** Battle Resilience
**Suggested Feat:** Deceptive Mind
**Suggested Skills:** Arcana, Endurance, Intimidate
**Suggested At-Will Powers:** *iron fist*, *bull's strength*
**Suggested Daily Power:** *aspect of elevated harmony*

### Quick Battlemind

You use your psionic power to make yourself faster, increasing your speed and agility in combat. Make Constitution your highest ability score, followed by Charisma to reflect your ability to project your psionic power into the world. Wisdom should be your third-best ability. For daily powers, consider those that grant new opportunity actions to you, ensuring that your foes can't outmaneuver you.

**Suggested Class Feature:** Speed of Thought
**Suggested Feat:** Improved Speed of Thought
**Suggested Skills:** Arcana, Athletics, Insight
**Suggested At-Will Powers:** *demon dance*, *whirling defense*
**Suggested Daily Power:** *steel unity strike*

## Battlemind Powers

Your powers are called disciplines; they combine your fighting ability with your mastery of psionic magic. You can plant images in a foe's mind and use psionic power to lend unmatched speed and strength to your weapon blows.

### Class Features

Each battlemind has the powers *battlemind's demand*, *blurred step*, and *mind spike*.

**Battlemind's Demand** — Battlemind Feature

*You draw your foe's concentration, taunting the foe to strike at you.*

**At-Will ✦ Augmentable, Psionic**
**Minor Action** **Close** burst 3
**Target:** One creature in burst
**Effect:** You mark the target until you use this power again or until the end of the encounter.
**Augment 1**
**Target:** One or two creatures in burst

**Blurred Step** — Battlemind Feature

*You bend reality with the power of your mind, flashing across the space between you and your enemy.*

**At-Will ✦ Psionic**
**Opportunity Action** **Personal**
**Trigger:** An adjacent enemy marked by you shifts
**Effect:** You shift 1 square.

**Mind Spike** — Battlemind Feature

*You force your enemy to feel the pain that it inflicts on your friend.*

**At-Will ✦ Force, Psionic, Psychic**
**Immediate Reaction** **Melee** 1
**Trigger:** An adjacent enemy marked by you deals damage to your ally with an attack that doesn't include you as a target
**Target:** The triggering enemy
**Effect:** The target takes force and psychic damage equal to the damage that its attack dealt to your ally.

The Psionic Study option that you choose determines whether you have *battle resilience* or *speed of thought*.

**Battle Resilience** — Battlemind Feature

*You steel yourself for battle, girding yourself against your foe's initial assault.*

**Encounter ✦ Psionic**
**Free Action** **Personal**
**Trigger:** An attack hits or misses you for the first time during an encounter
**Effect:** Until the end of your next turn, you gain resistance to all damage equal to 3 + your Wisdom modifier.
*Level 11:* Resist 6 + your Wisdom modifier.
*Level 21:* Resist 9 + your Wisdom modifier.

**Speed of Thought** — Battlemind Feature

*You move in the blink of an eye, reaching your foes before they can draw their weapons.*

**Encounter ✦ Psionic**
**Free Action** **Personal**
**Trigger:** You roll initiative
**Effect:** You move a number of squares equal to 3 + your Charisma modifier.
**Special:** You can use this power even if you're surprised.

### Level 1 At-Will Disciplines

**Demon Dance** — Battlemind Attack 1

*As you slash your enemy, you implant the image of howling demons into its mind, distracting the foe from making attacks.*

**At-Will ✦ Augmentable, Fear, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier psychic damage, and the target takes a -5 penalty to opportunity attack rolls until the end of your next turn.
**Augment 1**
**Hit:** As above, and the target loses threatening reach until the end of your next turn.
**Augment 2**
**Hit:** 2[W] + Constitution modifier psychic damage, and the target can't make opportunity attacks until the end of your next turn.

### Iron Fist — Battlemind Attack 1

*You change the density of your hand and arm to that of iron, allowing you to ward off your foe's attacks.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage.
**Effect:** Until the end of your next turn, you gain resistance to all damage equal to your Wisdom modifier.
**Augment 1**
**Effect:** Until the end of your next turn, you gain fire resistance equal to 5 + your Wisdom modifier.
**Augment 2**
**Hit:** 2[W] + Constitution modifier damage.

### Bull's Strength — Battlemind Attack 1

*You slam your foe back as if it were a puny goblin. By enhancing your strength further, you can reach enemies farther away or even swat multiple foes.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and you push the target 1 square.
**Augment 1**
**Special:** Your reach increases by 1 for this attack.
**Augment 2**
**Close** blast 3
**Target:** Each enemy you can see in blast

### Twisted Eye — Battlemind Attack 1

*You flood the mind of your foe with psionic energy, befuddling its vision and distorting its perception of nearby threats. By increasing the flood to a torrent, you can blind the foe completely.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to the number of your allies adjacent to it.
**Augment 1**
**Special:** When making an opportunity attack, you can use this power in place of a melee basic attack.
**Augment 2**
**Hit:** 1[W] + Constitution modifier damage, and the target is blinded until the end of your next turn.

### Whirling Defense — Battlemind Attack 1

*Seeking to defend your friends, you attack your foe to get it to focus on you. By channeling more power into your attack, you can distract more opponents.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and you mark the target until the end of your next turn.
**Augment 1**
**Effect:** Whenever you use your mind spike before the end of your next turn, the target of that power takes extra damage equal to your Charisma modifier.
**Augment 2**
**Close** burst 1
**Target:** Each enemy you can see in burst

## Level 1 Daily Disciplines

### Allies to Enemies — Battlemind Attack 1

*Your attack rattles your foe with a vision of its allies betraying it. The foe lashes out at a companion before realizing its mistake.*

**Daily ✦ Charm, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier psychic damage, and the target makes a melee basic attack as a free action against a creature of your choice.
**Miss:** Half damage.

### Aspect of Elevated Harmony — Battlemind Attack 1

*Your eyes glow as you achieve harmony of mind, body, and spirit. In this state, you are able to heal yourself, and you understand where to strike your enemy best and how to lessen its blows.*

**Daily ✦ Healing, Polymorph, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier damage.
**Miss:** Half damage.
**Effect:** You can spend a healing surge. You then assume the aspect of elevated harmony until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.
**Augment 1**
**Effect:** You gain temporary hit points equal to 5 + your Wisdom modifier. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your Wisdom modifier.

### Psionic Anchor — Battlemind Attack 1

*You bind your foe with an anchor of psionic energy so that you can draw it back to your side with only a thought.*

**Daily ✦ Psionic, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier damage. As a free action at the end of the target's turn, you can teleport the target to a square adjacent to you (save ends).
**Miss:** Half damage. As a free action at the end of the target's next turn, you can teleport the target to a square adjacent to you.

### Steel Unity Strike — Battlemind Attack 1

*You become one with your weapon as you unleash a devastating attack against your foe, leaving yourself in position to strike again if your enemies flee.*

**Daily ✦ Psionic, Stance, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Constitution vs. AC
**Hit:** 3[W] + Constitution modifier damage.
**Miss:** Half damage.
**Effect:** You assume the steel unity stance. Until the stance ends, you can make the following secondary attack.
**Opportunity Action** **Melee** 1
**Trigger:** An adjacent enemy marked by you moves without shifting on its turn
**Secondary Target:** The triggering enemy
**Secondary Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier damage.

## Level 2 Utility Disciplines

### Feather Step — Battlemind Utility 2

*With a focused thought, you lift your body slightly off the ground on a current of psionic energy, allowing you to move over water or broken ground with ease.*

**At-Will ✦ Psionic**
**Move Action** **Personal**
**Effect:** Until the end of this turn, you ignore difficult terrain and can both move across liquid and stand on it as if it were solid ground. In addition, you move 3 squares.

### Psionic Vigor — Battlemind Utility 2

*You focus your mind to shrug off injuries.*

**Encounter ✦ Psionic**
**Minor Action** **Personal**
**Effect:** You gain temporary hit points equal to 5 + your Charisma modifier.

### Telepathic Challenge — Battlemind Utility 2

*You loom large in your foes' minds, forcing the enemies to turn their attention toward you.*

**Encounter ✦ Psionic**
**Minor Action** **Close** burst 2
**Target:** Each enemy in burst
**Effect:** You mark each target until the end of your next turn.

## Level 3 At-Will Disciplines

### Mind Snare — Battlemind Attack 3

*Your attack addles your foe, causing it to focus on you instead of on your friend. With a little more effort, you can force your enemy to focus solely on you.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and one ally within 5 squares of you becomes invisible to the target until the target is adjacent to him or her or until the end of your next turn.
**Augment 1**
**Hit:** As above, but the invisibility isn't ended by the target being adjacent to the ally.
**Augment 2**
**Hit:** 2[W] + Constitution modifier damage. Until the end of your next turn, your allies are invisible to the target while they aren't adjacent to it.

### Mist Weapon — Battlemind Attack 3

*Your weapon transforms into mist, allowing your strikes to slide through armor, flesh, and ghostly essence. By adjusting the mist's consistency, you can force ghostly creatures to become material.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** 1[W] + Constitution modifier damage.
**Augment 1**
**Hit:** As above, and if the target is insubstantial, it doesn't benefit from that quality against this attack and it takes extra damage equal to your Wisdom modifier.
**Augment 2**
**Hit:** 2[W] + Constitution modifier damage, and the target doesn't benefit from being insubstantial until the end of your next turn.

### Spectral Legion — Battlemind Attack 3

*You trick your enemy into perceiving a legion of foes pressing in upon it. By expending more power, you can make the phantoms seem more real, causing the enemy to freeze in indecision.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage. Until the end of your next turn, the target grants combat advantage to your allies while they are adjacent to it.
**Augment 1**
**Hit:** As above, and the target takes a penalty to the attack rolls of melee attacks and close attacks until the end of your next turn. The penalty equals your Charisma modifier.
**Augment 2**
**Hit:** 2[W] + Constitution modifier damage. Until the end of your next turn, the target is immobilized, and it grants combat advantage to your allies while they are adjacent to it.

### Visions of Terror — Battlemind Attack 3

*With a sweeping attack, you trick your foe's mind into seeing you as a monstrous figure whose blow sends the enemy stumbling back. You can expend more power to cause other foes to stagger back.*

**At-Will ✦ Augmentable, Fear, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and you push the target 2 squares.
**Augment 1**
**Hit:** As above, but you push the target a number of squares equal to your Charisma modifier. In addition, until the end of your next turn, if you or any of your allies pulls, pushes, or slides the target, the forced movement increases by 1 square.
**Augment 2**
**Hit:** 1[W] + Constitution modifier damage, and you push the target a number of squares equal to your Charisma modifier. After the push, you slide each enemy adjacent to the target 1 square.

## Level 5 Daily Disciplines

### Aspect of Living Stone — Battlemind Attack 5

*You harden your flesh, becoming a living statue and delivering heavy blows that knock your foes to the ground.*

**Daily ✦ Polymorph, Psionic, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy you can see in burst
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and you knock the target prone.
**Miss:** Half damage.
**Effect:** You assume the aspect of living stone until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.
**Augment 1**
**Effect:** You gain resist 5 to all damage until the end of your next turn. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your Wisdom modifier.

EVA WIDERMANN

### Beckoning Strike — Battlemind Attack 5

*As you strike your enemy, you unleash a surge of psionic energy that warps the minds of the foes you challenge, compelling them to approach you.*

**Daily ✦ Psionic, Stance, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier damage.
**Miss:** Half damage.
**Effect:** You assume the beckoning stance. Until the stance ends, you can make the following secondary attack.
**Opportunity Action** **Melee** 1
**Trigger:** An adjacent enemy marked by you moves without shifting on its turn
**Secondary Target:** The triggering enemy
**Secondary Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage. At the end of the secondary target's turn, you can use a free action to pull the secondary target a number of squares equal to its speed.

### Nightmare Vortex — Battlemind Attack 5

*You generate a vortex of nightmares around yourself that engulfs the minds of your enemies, forcing your foes to move away from imagined attacks.*

**Daily ✦ Fear, Psionic, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy you can see in burst
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and you slide the target 1 square.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, whenever an enemy starts its turn within 3 squares of you, you can slide the target 1 square as a free action.

### Predator to Prey — Battlemind Attack 5

*You unleash a wave of psionic energy that crushes your foe's bravery, leaving the enemy overwhelmed with terror.*

**Daily ✦ Fear, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Will
**Hit:** 2[W] + Constitution modifier damage.
**Miss:** Half damage.
**Effect:** The target's reach is reduced by 1 (minimum 1), and whenever the target is hit, you can slide it 1 square as a free action (save ends both).

## Level 6 Utility Disciplines

### Psionic Ambush — Battlemind Utility 6

*You forge a mental link with your enemy and travel through a fold in space, appearing suddenly next to that enemy.*

**Encounter ✦ Psionic, Teleportation**
**Move Action** **Ranged** 10
**Target:** One creature marked by you
**Effect:** You teleport to a square adjacent to the target. The target grants combat advantage to you until the end of your turn.

### Sense Minds — Battlemind Utility 6

*You stretch your senses outward, using your mind's eye to look beyond the material world in search of living minds.*

**Encounter ✦ Psionic**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you know the location of all living creatures within 10 squares of you. Until this effect ends, you don't grant combat advantage to those creatures, and if they have cover or concealment when you attack them, you don't take the -2 penalty to attack rolls against them.

### Stag's Leap — Battlemind Utility 6

*You spring into the air, fueling your leap with your psionic magic.*

**At-Will ✦ Psionic**
**Move Action** **Personal**
**Effect:** You make an Athletics check to jump with a +5 bonus. You are considered to have a running start.

### Winged Weapon — Battlemind Utility 6

*You channel psionic energy into your weapon, adjusting the rules of nature so that the weapon will slide through the air as if on wings when you hurl it.*

**Encounter ✦ Psionic**
**Minor Action** **Personal**
**Effect:** Choose a weapon you are holding. The next melee attack you make with that weapon before the end of your next turn becomes a ranged attack with a range of 10. The weapon returns to your hand after you make that attack.

## Level 7 At-Will Disciplines

### Ego Crush — Battlemind Attack 7

*Your strike delivers a torrent of psionic energy that addles your foe.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and the target cannot gain combat advantage until the end of your next turn.
**Augment 1**
**Special:** When making an opportunity attack, you can use this power in place of a melee basic attack.
**Augment 2**
**Close** burst 1
**Target:** Each enemy in burst
**Hit:** 2[W] + Constitution modifier damage, and the target cannot gain combat advantage until the end of your next turn.

### Ghost in the Steel — Battlemind Attack 7

*Your weapon attack is merely a distraction from your true assault as you use a spike of psionic energy to cause your foe to harm itself.*

**At-Will ✦ Augmentable, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage. The first time the target hits or misses any of your allies before the end of your next turn, it takes psychic damage equal to your Wisdom modifier.
**Augment 1**
**Hit:** Choose one of the target's melee basic attacks. The target hits itself with that attack.
**Augment 2**
**Hit:** 1[W] + Constitution modifier damage. The next time the target makes a melee attack before the end of your next turn, you can choose which creature it attacks (not including itself).

### Lightning Rush — Battlemind Attack 7

*Like a lightning strike, you rush across the battlefield and launch a counterattack to help a friend. If you choose, you can draw the enemy's attack to yourself.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Immediate Interrupt** **Melee** 1
**Trigger:** An enemy within 5 squares of you targets an ally with an attack
**Effect:** Before the attack, you move your speed to a square adjacent to the triggering enemy.
**Target:** The triggering enemy
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage.
**Effect:** You don't get your normal standard action on your next turn.
**Augment 1**
**Hit:** As above, and the target takes a penalty to the triggering attack roll equal to your Charisma modifier.
**Augment 2**
**Hit:** 2[W] + Constitution modifier damage, and you become the target of the triggering attack.
**Effect:** You get your normal standard action on your next turn.

### Psionic Speed — Battlemind Attack 7

*You move in a blur, making a series of quick attacks that force your opponents to regard you as a threat.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One, two, or three creatures
**Attack:** Constitution vs. AC
**Hit:** 1[W] damage, and you mark the target until the end of your next turn.
**Augment 1**
**Effect:** After both the first and second attacks, you shift 1 square to a square adjacent to the next target.
**Augment 2**
**Hit:** 1[W] + Constitution modifier damage.
**Effect:** You mark the target until the end of your next turn.

### Stone Squire — Battlemind Attack 7

*For an instant, you take on the weight of stone, allowing you to use your heavier mass to sweep your foe to the ground.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Fortitude
**Hit:** Constitution modifier + Wisdom modifier damage, and you knock the target prone.
**Augment 1**
**Effect:** After the attack, you shift 2 squares to a square adjacent to the target.
**Augment 2**
**Hit:** 1[W] + Constitution modifier damage, and you knock the target prone.

## Level 9 Daily Disciplines

### Aspect of Disembodiment — Battlemind Attack 9

*Your attack transforms both your enemy and yourself into a partially liquid form.*

**Daily ✦ Polymorph, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Fortitude
**Hit:** 2[W] + Constitution modifier damage, and the target takes a penalty to attack rolls and saving throws equal to your Wisdom modifier (save ends). The penalty also ends if the target ends its turn without having made an attack during that turn.
**Miss:** Half damage.
**Effect:** You assume the aspect of disembodiment until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.
**Augment 1**
**Effect:** You shift half your speed before or after the attack. You can move through enemies' spaces during this shift. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your Wisdom modifier.

### Inexorable Death Strike — Battlemind Attack 9

*You project a vision of your enemy's death into the foe's mind.*

**Daily ✦ Psionic, Psychic, Stance, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Constitution vs. Will
**Hit:** 1[W] + Constitution modifier damage, and ongoing 5 psychic damage (save ends).
**Miss:** Half damage, and ongoing 5 psychic damage (save ends).
**Effect:** You assume the inexorable death stance. Until the stance ends, you can make the following secondary attack.
**Opportunity Action** **Melee** 1
**Trigger:** An adjacent enemy marked by you moves without shifting on its turn
**Secondary Target:** The triggering enemy
**Secondary Attack:** Constitution vs. AC
**Hit:** 1[W] damage, and the secondary target fails its first saving throw at the end of this turn.
*Level 21:* 2[W] + Constitution modifier damage.

### Intellect Hammer — Battlemind Attack 9

*You hammer your foe's intellect, draining power from it.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and the target is dazed until the end of your next turn. In addition, you regain 2 power points.
**Miss:** Half damage. In addition, you regain 1 power point.

### Iron Tomb — Battlemind Attack 9

*Psionic energy cascades from your weapon as you strike your foe, transforming the enemy into a statue of iron.*

**Daily ✦ Polymorph, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Fortitude
**Hit:** The target is stunned and immune to all damage but psychic damage (save ends both).
**Miss:** The target is stunned and immune to all damage but psychic damage until the end of your next turn.

### Whelm — Battlemind Attack 9

*You unleash a blast of crackling psionic energy as you strike, flinging your enemy back.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Fortitude
**Hit:** 3[W] + Constitution modifier damage, and you push the target 2 squares.
**Miss:** Half damage, and you push the target 1 square.

## Level 10 Utility Disciplines

### Battle Aspect — Battlemind Utility 10

*You let the power of your mind run rampant, transforming yourself into a creature of pure psionic energy.*

**Daily ✦ Polymorph, Psionic, Teleportation**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you gain resist 5 to all damage and can teleport 3 squares as a move action.

### Guardian's Speed — Battlemind Utility 10

*As your ally reels from an attack, you act with the speed of thought to shield your friend from further assault.*

**At-Will ✦ Psionic**
**Immediate Reaction** **Melee** 1
**Trigger:** An adjacent ally takes damage
**Target:** The triggering ally
**Effect:** You slide the target 1 square.

### Iron Warding — Battlemind Utility 10

*For a moment, your flesh becomes as hard as iron, and your foe's attack bounces off you harmlessly.*

**Daily ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** You take damage from an attack
**Effect:** The damage is reduced to 0, but you are subject to all other effects of the attack, if any.

### Shadow Ally — Battlemind Utility 10

*Your form shimmers as you send a wave of psionic energy washing over your foes. In their minds, you fade away as your duplicate appears and threatens them.*

**Daily ✦ Conjuration, Illusion, Psionic**
**Minor Action** **Ranged** 5
**Effect:** You conjure an illusory duplicate of yourself in an unoccupied square within range. The duplicate lasts until the end of the encounter. You gain a +4 power bonus to all defenses against any attack that doesn't include both you and the duplicate. As part of a move action, you can move the duplicate 5 squares.

The duplicate can be targeted by melee attacks and ranged attacks, although it lacks hit points. The duplicate disappears if a melee or a ranged attack deals any damage to it.

## Level 13 At-Will Disciplines

### Brutal Barrage — Battlemind Attack 13

*You lash out with your weapon, slamming your foe again and again until you drive it into the ground.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC. Make the attack three times.
**Hit:** Constitution modifier damage.
**Effect:** If you hit the target two or more times, it falls prone.
**Augment 1**
**Attack:** Constitution vs. AC. Make the attack four times.
**Augment 4**
**Attack:** Constitution vs. AC. Make the attack four times.
**Hit:** Constitution modifier + Charisma modifier damage.

### Dizzying Strike — Battlemind Attack 13

*You strike your foe with crackling psionic energy, creating an intense vertigo in the foe that throws it off balance.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and you slide the target 1 square.
**Augment 1**
**Hit:** 1[W] + Constitution modifier damage. Until the end of your next turn, when the target attacks any of your allies, you can use a free action to slide the target 1 square after its attack.
**Augment 4**
**Hit:** 1[W] + Constitution modifier damage, and the target is dazed until the end of your next turn.

### Luring Steel — Battlemind Attack 13

*Your strike delivers a pulse of psionic energy into your enemy, compelling it to attack you or suffer. By increasing the pulse's strength, you can affect more enemies.*

**At-Will ✦ Augmentable, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage. As a free action, you can use your *battlemind's demand* power against the target.
**Effect:** Until the end of your next turn, whenever an enemy hits any ally who is adjacent to you with a melee attack, that enemy takes psychic damage equal to your Charisma modifier.
**Augment 1**
**Effect:** As above, but the enemy takes the damage when it hits or misses.
**Augment 4**
**Hit:** 2[W] + Constitution modifier damage, and you pull each enemy within 2 squares of you 1 square. As a free action, you can use your *battlemind's demand* power against each enemy adjacent to you.

### Overwhelming Lunge — Battlemind Attack 13

*You lunge forward to attack your enemy, your reach magically extended.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon + 1 reach
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage.
**Augment 1**
**Attack:** As above, and you ignore the -2 penalty for attacking an enemy that has cover granted by other enemies.
**Augment 4**
**Hit:** 2[W] + Constitution modifier damage. You slide each creature adjacent to the target 1 square and then slide the target 2 squares.

### Web of Betrayal — Battlemind Attack 13

*You create a web of psionic energy around your foe that convinces it of its allies' betrayal. By strengthening the web, you can compel your foe's allies to meet those expectations.*

**At-Will ✦ Augmentable, Charm, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier psychic damage. Until the end of your next turn, the target takes 2 psychic damage when any enemy of yours attacks while adjacent to it.
**Augment 1**
**Hit:** 1[W] + Constitution modifier psychic damage. Until the end of your next turn, any enemy takes a -2 penalty to attack rolls while adjacent to the target.
**Augment 4**
**Hit:** 2[W] + Constitution modifier psychic damage. Until the end of your next turn, when any enemy attacks any ally of yours who is adjacent to the target, the enemy also makes the attack against the target.

## Level 15 Daily Disciplines

### Aspect of Enlightening Flame — Battlemind Attack 15

*As you attack your foes, you become the embodiment of flame in their eyes. With each strike, you inflict blistering wounds, which burn your enemies from within.*

**Daily ✦ Fire, Polymorph, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One or two creatures
**Attack:** Constitution vs. AC
**Hit:** 3[W] + Constitution modifier damage, and ongoing 5 fire and psychic damage (save ends).
**Miss:** Half damage.
**Effect:** You assume the aspect of the enlightening flame until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.
**Augment 1**
**Effect:** Choose a single creature hit by the at-will attack. That creature takes extra fire and psychic damage equal to your Wisdom modifier.

### Intellect Sunder — Battlemind Attack 15

*Your attack devastates your foe's mind, forcing the enemy to revert to its base instincts and focus its anger on you.*

**Daily ✦ Fear, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Will
**Hit:** 2[W] + Constitution modifier damage. Whenever the target attacks, it can use only basic attacks and must include you as a target (save ends both).
**Miss:** Half damage. Until the end of your next turn, whenever the target attacks, it can use only basic attacks and must include you as a target.

### Mind Blade — Battlemind Attack 15

*You lash out with your weapon and channel a burst of pain into your enemy's mind. Though the blow doesn't connect, your foe collapses as it feels the weapon strike a vital area.*

**Daily ✦ Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Will
**Hit:** The target falls unconscious (save ends).
**Aftereffect:** 10 + Constitution modifier psychic damage.
**Miss:** The target is dazed (save ends).

### Paralyzing Fear Strike — Battlemind Attack 15

*You wave your weapon in an intricate pattern, channeling psionic energy into it as you strike. Your foe is paralyzed with fear as it perceives a hellish scene of torment engulfing it.*

**Daily ✦ Fear, Psionic, Stance, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Constitution vs. Will
**Hit:** 2[W] + Constitution modifier damage, and the primary target is immobilized (save ends).
**Miss:** Half damage, and the primary target is immobilized until the end of your next turn.
**Effect:** You assume the paralyzing fear stance. Until the stance ends, you can make the following secondary attack.
**Opportunity Action** **Melee** 1
**Trigger:** An adjacent enemy marked by you moves without shifting
**Secondary Target:** The triggering enemy
**Secondary Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and the secondary target is immobilized until the end of your next turn.
*Level 21:* 2[W] + Constitution modifier damage.

## Level 16 Utility Disciplines

### Extend the Mind's Eye — Battlemind Utility 16

*You zero in your thoughts, snapping previously unseen details into focus within your mind's eye.*

**Encounter ✦ Psionic**
**Free Action** **Personal**
**Effect:** You gain a +5 power bonus to your next Insight check or Perception check during this encounter.

### Mind of Endurance — Battlemind Utility 16

*You tap into your body's natural healing abilities and mend your wounds.*

**Daily ✦ Healing, Psionic**
**Minor Action** **Personal**
**Effect:** You spend a healing surge. In addition, until the end of the encounter, you have regeneration 5 while you're bloodied.

### Shield of the Iron Mind — Battlemind Utility 16

*You create a shield of psionic power that fortifies your allies.*

**Daily ✦ Psionic, Zone**
**Minor Action** **Close** burst 5
**Effect:** The burst creates a zone that lasts until the end of the encounter. When you move, the zone moves with you, remaining centered on you. You and your allies gain a +4 power bonus to Will and saving throws while within the zone.

### Sudden Rush — Battlemind Utility 16

*With a burst of psionic energy, you appear next to an enemy you have called out.*

**Encounter ✦ Psionic, Teleportation**
**Move Action** **Personal**
**Effect:** You teleport to a square adjacent to a creature marked by you.

## Level 17 At-Will Disciplines

### Battle Vortex — Battlemind Attack 17

*Your attack creates a vortex that sends waves of psychic energy crashing over your enemies. By increasing the vortex's intensity, you can move or lock down your foes.*

**At-Will ✦ Augmentable, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage. Until the end of your next turn, when any enemy starts its turn within 2 squares of you but ends its turn more than 2 squares away from you, that enemy takes psychic damage equal to your Constitution modifier.
**Augment 1**
**Hit:** 1[W] + Constitution modifier damage. Until the end of your next turn, while the target is within 2 squares of you, it takes a -2 penalty to attack rolls against your allies who are more than 2 squares away from you.
**Augment 4 (Teleportation)**
**Hit:** 3[W] + Constitution modifier damage. Until the end of your next turn, when any enemy starts its turn within 2 squares of you but ends its turn more than 2 squares away from you, you can teleport that enemy 3 squares as a free action, and it is immobilized until the end of its next turn.

KIERAN YANNER

### Dazzling Assault — Battlemind Attack 17

*Your foe attempts to slip away from you, but you attack in a blur of movement, sending your enemy in another direction and binding it with psionic energy.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Immediate Interrupt** **Melee** 1
**Trigger:** An adjacent enemy marked by you shifts
**Target:** The triggering enemy
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage. You slide the target 1 square, and it is immobilized until the end of your next turn.
**Effect:** You don't get your normal standard action on your next turn.
**Augment 1**
**Hit:** As above, and the target cannot teleport and is immune to forced movement while immobilized by this attack.
**Augment 4**
**Hit:** 3[W] + Constitution modifier damage. You slide the target 2 squares, and it is immobilized until the end of your next turn.
**Effect:** You get your normal standard action on your next turn.

### Entangling Weapon — Battlemind Attack 17

*You imbue your attack with psionic energy, allowing you to strike precisely and forcing your opponent to move as you dictate.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and you slide the target 1 square. You then shift 1 square into the space the target left.
**Augment 1**
**Hit:** 1[W] + Constitution modifier damage. Whenever the target shifts before the end of your next turn, you can use a free action to slide the target 1 square at the end of the shift.
**Augment 4**
**Hit:** 3[W] + Constitution modifier damage. When you hit any enemy before the end of your next turn, you slide that enemy 2 squares.

### Festering Wound — Battlemind Attack 17

*You strike and slash, opening wounds both physical and mental, which flare with pain as you press the attack.*

**At-Will ✦ Augmentable, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and your next psionic attack against the target before the end of your next turn deals 1d6 extra psychic damage.
**Augment 1**
**Hit:** 1[W] + Constitution modifier damage, and the target loses its psychic resistance until the end of your next turn.
**Augment 4**
**Hit:** 3[W] + Constitution modifier damage, and your next psionic attack against the target before the end of your next turn deals 1d6 extra psychic damage.

### Step of the Pursuer — Battlemind Attack 17

*Your attack hammers your foe, allowing you to bind it with a psionic link that keeps your enemy close.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage. If the target moves away from you on its next turn, you can use a free action to shift 3 squares to a square closer to the target after its move.
**Augment 1**
**Hit:** 1[W] + Constitution modifier damage. You are immune to the slowed and immobilized conditions until the end of your next turn.
**Augment 4 (Teleportation)**
**Hit:** 3[W] + Constitution modifier damage. If the target moves away from you on its next turn, you can use a free action to teleport to a square adjacent to the target after its move.

## Level 19 Daily Disciplines

### Aspect of Stolen Identity — Battlemind Attack 19

*You repeatedly transform yourself into simulacra of your enemies. Through these forms, you can cause your enemies to harm themselves.*

**Daily ✦ Charm, Polymorph, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 3[W] + Constitution modifier damage.
**Miss:** Half damage.
**Effect:** You assume the aspect of stolen identity until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.
**Augment 2**
**Effect:** Choose a single creature hit by the at-will attack, and choose a melee basic attack of that creature. The creature then hits itself with that melee basic attack as a free action.

### Mind Wrack — Battlemind Attack 19

*You drive a psionic spike of pain into your enemy's mind. Each time you land a blow thereafter, the spike reverberates, causing your foe increased agony.*

**Daily ✦ Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Will
**Hit:** 3[W] + Constitution modifier damage.
**Miss:** Half damage.
**Effect:** The target takes ongoing 5 psychic damage (save ends). Whenever you hit the target before this ongoing damage ends, the ongoing damage increases by 5.

### Relentless Strike — Battlemind Attack 19

*You assume perfect positioning and strike with precision to leave a lasting wound. While in this stance, you can deliver a staggering blow to any enemy that tries to move away from you.*

**Daily ✦ Psionic, Stance, Weapon**
**Standard Action** **Close** burst 1
**Primary Target:** Each enemy in burst
**Primary Attack:** Constitution vs. AC
**Hit:** 3[W] + Constitution modifier damage, and ongoing 5 damage (save ends).
**Miss:** Half damage.
**Effect:** You assume the perfect storm stance. Until the stance ends, you can make the following secondary attack.
**Opportunity Action** **Melee** 1
**Trigger:** An adjacent enemy marked by you moves without shifting
**Secondary Target:** The triggering enemy
**Secondary Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and the secondary target is dazed until the end of your next turn.
*Level 21:* 2[W] + Constitution modifier damage.

### Vengeful Mind — Battlemind Attack 19

*You shunt aside your wrath at seeing your friends attacked, focusing your rage to lend exacting precision to your attacks.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 4[W] + Constitution modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, when the target attacks any ally of yours, you gain a +2 power bonus to attack rolls against the target until the end of your next turn. If you already have the bonus when the target attacks an ally, the bonus increases by 1.

## Level 22 Utility Disciplines

### Immortal Endurance — Battlemind Utility 22

*You draw on deep reserves of psionic energy to shrug off even the most terrible wounds.*

**Daily ✦ Psionic**
**Minor Action** **Personal**
**Effect:** You gain temporary hit points equal to your bloodied value.

### Indomitable Maneuver — Battlemind Utility 22

*Assessing your enemies' weaknesses, you maneuver past your foes, positioning yourself to your best advantage.*

**Encounter ✦ Psionic**
**Move Action** **Personal**
**Effect:** You shift 12 squares and can move through enemies' spaces during the shift.

### Perfect Eye — Battlemind Utility 22

*You cast your mind out, ignoring all barriers to find your foes.*

**Daily ✦ Psionic**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you ignore all barriers to line of effect and line of sight that are within 20 squares of you. In addition, you ignore the -2 penalty for attacking enemies that have concealment or cover within that range.

### Tactical Supremacy — Battlemind Utility 22

*You're an avatar of battle, taking advantage of the slightest flaws in your enemies' defenses to gain supremacy over them.*

**Daily ✦ Psionic**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, enemies grant combat advantage to you.

## Level 23 At-Will Disciplines

### Armor of Blades — Battlemind Attack 23

*As your foe attacks your ally, you intervene to protect your friend.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Immediate Interrupt** **Melee** 1
**Trigger:** An enemy adjacent to you targets one of your allies with a melee attack
**Target:** The triggering enemy
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and the target attacks you instead of the ally.
**Effect:** You don't get your normal standard action on your next turn.
**Augment 2**
**Hit:** 2[W] + Constitution modifier damage, and the target takes a penalty to its attack roll equal to your Charisma modifier.
**Augment 6**
**Hit:** 3[W] + Constitution modifier damage, and you slide the target 3 squares and shift 3 squares to a square adjacent to it. The target then attacks you instead of the ally.
**Effect:** You get your normal standard action on your next turn.

### Might of the Ogre — Battlemind Attack 23

*You imbue yourself with the strength of an ogre as you unleash a strike that fells your foe, making it an easy target for your allies.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] damage. You knock the target prone, and if it stands up before the end of your next turn, it provokes opportunity attacks for doing so.
**Augment 2**
**Close** burst 1
**Target:** Each enemy in burst
**Hit:** 2[W] damage. You knock the target prone, and if it stands up before the end of your next turn, it provokes opportunity attacks for doing so.
**Augment 6**
**Hit:** 3[W] damage, and the target is dazed until the end of your next turn. You knock the target prone, and if it stands up before the end of your next turn, it provokes opportunity attacks for doing so.

### Press of Battle — Battlemind Attack 23

*Your psionic assault presses in on your foe, inhibiting its ability to maneuver.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and squares adjacent to you and squares adjacent to your allies are difficult terrain for the target until the end of your next turn.
**Augment 2**
**Hit:** 2[W] + Constitution modifier damage, and the target can't shift until the end of your next turn.
**Augment 6**
**Hit:** 3[W] + Constitution modifier damage, and the target is immobilized and grants combat advantage to your allies until the end of your next turn.

### Spring Assault — Battlemind Attack 23

*You leap toward your foe and unleash a fury of blows that overwhelm its defenses.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC. If you weren't adjacent to the target at the start of this turn, the target grants combat advantage to you for this attack.
**Hit:** 1[W] + Constitution modifier damage.
**Augment 2**
**Hit:** 2[W] + Constitution modifier damage, and you shift 3 squares. If you use this power unaugmented on your next turn, you can shift 3 squares as a free action either before or after the attack.
**Augment 6**
**Hit:** 3[W] + Constitution modifier damage, and you are invisible to the target until the end of your next turn.

### Veil of the Mind's Eye — Battlemind Attack 23

*You release a flash of psionic energy in your foe's mind, clouding the foe's vision. You can strengthen the flash to disrupt the foe's vision further.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage. Until the end of your next turn, any creature more than 4 squares away from the target has total concealment against it.
**Augment 2**
**Hit:** 2[W] + Constitution modifier damage, and each ally within 10 squares of you is invisible to the target until the end of your next turn.
**Augment 6**
**Hit:** 3[W] + Constitution modifier damage, and the target is blinded until the end of your next turn.

## Level 25 Daily Disciplines

### Aspect of Luminous Thought — Battlemind Attack 25

*Your mind and body become one as you execute the perfect attack and transform yourself into a being of pure thought.*

**Daily ✦ Polymorph, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Effect:** The target takes 20 + your Constitution modifier psychic damage. You then assume the aspect of luminous thought until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.
**Augment 2**
**Effect:** Until the end of your next turn, you gain a +2 bonus to all defenses against the targets of the at-will attack. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your Wisdom modifier.

ERIC BELISLE

### Deadly Haste Strike — Battlemind Attack 25

*You weave through the battlefield, darting to a new foe after each strike with such speed that your enemies think they face an army.*

**Daily ✦ Psionic, Stance, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One, two, three, or four creatures
**Primary Attack:** Constitution vs. AC
**Hit:** 3[W] + Constitution modifier damage.
**Miss:** Half damage.
**Effect:** Before each attack but the first, you shift your speed. After making all the attacks, you assume the deadly haste stance. Until the stance ends, you can make the following secondary attack.
**Opportunity Action** **Melee** 1
**Trigger:** An adjacent enemy marked by you moves without shifting
**Secondary Target:** The triggering enemy
**Secondary Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier damage. You shift half your speed and make a melee basic attack against a different enemy.

### Psychic Hammer — Battlemind Attack 25

*Your attack leaves your enemy unable to think clearly. With a subtle mental push, you can direct the enemy's actions.*

**Daily ✦ Charm, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Will
**Hit:** 3[W] + Constitution modifier psychic damage, and the target is dominated (save ends). Until this domination ends, you can use a free action at the start of each of the target's turns to slide the target a number of squares equal to its speed.
**Miss:** Half damage, and the target is dazed (save ends).

### Vitality Theft — Battlemind Attack 25

*Your punishing attack establishes a brief psionic link with your foe that saps its mental energy and renews your own.*

**Daily ✦ Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Will
**Hit:** 5[W] + Constitution modifier psychic damage.
**Miss:** Half damage.
**Effect:** You regain 6 power points.

## Level 27 At-Will Disciplines

### Brilliant Recovery — Battlemind Attack 27

*After missing your foe with an attack, you shift your grip on your weapon and make a quick follow-up strike.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Minor Action** **Melee** weapon
**Target:** An enemy you missed with an attack during this turn
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage.
**Augment 2**
**Attack:** Constitution vs. Reflex
**Hit:** 2[W] + Constitution modifier damage.
**Augment 6**
**Hit:** 3[W] + Constitution modifier damage.
**Miss:** You regain the power points you spent to augment this power.

### Cage of Cowardice — Battlemind Attack 27

*Your attack undermines your foe's confidence in attacking anyone but you. Using more psionic energy, you can stun the foe.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and you mark the target until the end of your next turn.
**Augment 2**
**Hit:** 2[W] + Constitution modifier damage, and you mark the target until the end of your next turn.
**Special:** When making an opportunity attack, you can use this power in place of a melee basic attack.
**Augment 6**
**Hit:** 2[W] + Constitution modifier damage, and the target is stunned until the end of your next turn.

### Mind of Mirrors — Battlemind Attack 27

*You engulf your foe's mind with images that hinder the enemy's perception of its enemies. By making the images more real, you can manipulate your enemy into attacking those you choose.*

**At-Will ✦ Augmentable, Charm, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage. Until the end of your next turn, the target takes a –5 penalty to attack rolls against creatures other than you.
**Augment 2**
**Hit:** 2[W] + Constitution modifier damage. Until the end of your next turn, the target provokes opportunity attacks when it makes any attack that doesn't include at least one of your enemies as a target.
**Augment 6**
**Hit:** 3[W] + Constitution modifier damage, and the target is dominated until the end of your next turn. Until this domination ends, the target has combat advantage against itself and your enemies.

### Psionic Storm — Battlemind Attack 27

*You unleash a storm of psionic power that damages your foe and enhances your ability to force enemies to deal with you first or pay a heavy price.*

**At-Will ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage.
**Effect:** Until the end of your next turn, your *mind spike* power deals extra damage equal to 5 + your Wisdom modifier.
**Augment 2**
**Close** burst 2
**Target:** Each enemy in burst
**Hit:** 2[W] + Constitution modifier damage, and you mark the target until the end of your next turn.
**Augment 6**
**Hit:** 4[W] + Constitution modifier damage.
**Effect:** Until the end of your next turn, you can use your *mind spike* power as a free action, and it deals extra damage equal to 5 + your Wisdom modifier.

## Level 29 Daily Disciplines

### Aspect of Annihilation — Battlemind Attack 29

*You imbue yourself with destructive magic as you strike your enemy, disrupting its substance for a time.*

**Daily ✦ Polymorph, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Fortitude
**Hit:** 3[W] + Constitution modifier damage, and ongoing 20 damage (save ends).
**Miss:** Half damage, and ongoing 10 damage (save ends).
**Effect:** You assume the aspect of annihilation until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.
**Augment 2**
**Effect:** The target of the at-will attack fails its first saving throw before the end of your next turn. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your Wisdom modifier.

### Fatal Barrage — Battlemind Attack 29

*Sensing your foe's defenses, you lash out at the weakest point with unnatural speed and grace, delivering a deadly strike.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 6[W] + Constitution modifier damage. The damage increases by 5 for each effect on the target that a save can end.
**Miss:** Half damage. The damage increases by 2 for each effect on the target that a save can end.

### Mind-Sundering Burst — Battlemind Attack 29

*You unleash a burst of psychic energy as you spin and slash with your weapon, sending your foes reeling.*

**Daily ✦ Psionic, Psychic, Stance, Weapon**
**Standard Action** **Close** burst 3
**Primary Target:** Each creature in burst
**Primary Attack:** Constitution vs. Will
**Hit:** 4[W] + Constitution modifier psychic damage, and the primary target is dazed and immobilized (save ends both).
**Miss:** Half damage, and the primary target is dazed until the end of your next turn.
**Effect:** You assume the mind-sundering stance. Until the stance ends, you can make the following secondary attack.
**Opportunity Action** **Melee** 1
**Trigger:** An adjacent enemy marked by you moves without shifting
**Secondary Target:** The triggering enemy
**Secondary Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier damage. You slide the secondary target 3 squares to a square adjacent to you, and it is immobilized (save ends).

### Nova Strike — Battlemind Attack 29

*You erupt into a blur of motion and launch a devastating attack.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** 7[W] + Constitution modifier damage. If you have no power points remaining, the damage increases by 2[W].
**Miss:** Half damage.

# Eternal Blade

*"You face not only myself, but seven generations of the world's finest warriors."*

**Prerequisite:** Battlemind

The Order of the Eternal Blade is a secretive group, but you sought out its masters and gained entry. Whatever drove you to the order, you knew you made the right choice when the masters first instructed you. On that day, you first learned to communicate with your blade guide, the psychic resonance of generations of eternal blades that came before you.

The order's first members foresaw the emergence of psionic magic. When those members died, they cast their minds forward in time in search of worthy heirs to their cause. You are one such heir. Your blade guide lingers near you, teaching you the fighting arts of the eternal blades. Even if you fall in battle, your experience shall not be lost, for you too shall cast your mind forward in search of a new champion to guide.

## Eternal Blade Path Features

**Blade Guide (11th level):** You gain the *blade guide* power.

**Guided Action (11th level):** When you spend an action point to take an extra action, you can reroll your next attack roll that misses before the end of your turn.

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Eternal Warrior (16th level):** When you drop to 0 hit points or fewer, the dying condition neither causes you to fall unconscious nor forces you to make death saving throws until the end of your next turn.

## Eternal Blade Disciplines

### Blade Guide — Eternal Blade Feature

*You home in on your foe, linking your weapon to its life force to improve your accuracy.*

**Encounter ✦ Augmentable, Psionic**
**Minor Action** **Close** burst 10
**Target:** The enemy nearest to you in burst
**Effect:** Until the end of the encounter, you gain a +2 bonus to opportunity attack rolls against the target, and it grants combat advantage to you while you're the only creature adjacent to it.
**Augment 1**
**Special:** If the target drops to 0 hit points during this encounter, you regain the use of this power.

### Eternal Vigilance — Eternal Blade Attack 11

*While attacking your foe, you take careful stock of its fighting stance, so when the foe makes its next move, you foil it.*

**Encounter ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage. Until the end of your next turn, the target provokes opportunity attacks from you whenever it shifts
**Augment 2**
**Hit:** 2[W] + Constitution modifier damage. Until the end of your next turn, the target provokes opportunity attacks from you and your allies whenever it shifts or makes close attacks.

### Blade Guide's Counsel — Eternal Blade Utility 12

*Your blade guide provides you with the insight needed to overcome almost any challenge.*

**Daily ✦ Psionic**
**Standard Action** **Personal**
**Effect:** You gain training in an untrained skill of your choice. The training lasts until your next short rest.

### Guided Aggression — Eternal Blade Attack 20

*You delve into your blade guide's memories to learn the secrets of your foe's tactics.*

**Daily ✦ Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 3[W] + Constitution modifier damage, and you knock the target prone.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you can use *eternal vigilance* against the target as an at-will power. In addition, you regain 2 power points.

HECTOR ORTIZ

# Iron Guardian

*"You're going to have to hit me a lot harder if you want to get my full attention."*

**Prerequisite:** Battlemind

The mind is more powerful than the body, and none demonstrate this principle better than you. As an iron guardian, you have learned to channel psionic energy into your flesh and bones. With a thought, your skin becomes as hard as iron and your bones become as unbreakable as stone. In battle you're a juggernaut, capable of withstanding the fiercest attacks and replying with shattering strikes of your own.

Your unmatched endurance allows you to stand at the forefront of any battle. You exult in the look of despair that crosses your enemy's face as blade, arrow, and claw rebound harmlessly off you. With this confidence, you move to the center of any fight, daring your foes to match themselves against you.

MATIAS TAPIA

## Iron Guardian Path Features

**Indomitable Iron (11th level):** When you spend an action point to take an extra action, you gain a +4 bonus to AC and damage rolls until the end of your next turn.

**Iron Control (11th level):** When any enemy pulls or pushes you, you can use a free action to slide that enemy 2 squares after the forced movement.

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Impenetrable Iron (16th level):** Whenever a critical hit is scored against you, roll a d20. On a roll of 10 or higher, the critical hit is a normal hit instead.

## Iron Guardian Disciplines

**Guardian's Might** Iron Guardian Attack 11

*Your weapon fuses with you for a moment as you crash into your enemy and knock it down.*

**Encounter ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier + Wisdom modifier damage, and you knock the target prone. You then shift 2 squares to a square adjacent to the target.
**Effect:** You gain a +2 power bonus to AC until the end of your next turn.
**Augment 2**
**Target:** One or two creatures

**Iron Defense** Iron Guardian Utility 12

*You skin becomes as hard as iron, allowing you to shrug off even the deadliest blows.*

**At-Will ✦ Psionic**
**Standard Action** **Personal**
**Effect:** Until the end of your next turn, roll a d20 whenever you take damage. On a 10 or higher, the damage is reduced to 0. Otherwise, the damage is halved.

**Aspect of the Iron Guardian** Iron Guardian Attack 20

*You transform into a creature of iron, scattering foes and crushing those foolish enough to resist your advance.*

**Daily ✦ Polymorph, Psionic, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy you can see in burst
**Attack:** Constitution vs. AC
**Hit:** 3[W] + Constitution modifier damage, and you knock the target prone.
**Miss:** Half damage.
**Effect:** You assume the aspect of the iron guardian until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.
**Augment 1**
**Effect:** Until the start of your next turn, you gain a +2 power bonus to AC, and any enemy adjacent to you that falls prone or starts its turn prone takes damage equal to your Constitution modifier. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your Wisdom modifier.

# Steel Ego

*"This contest can end only in your defeat."*

**Prerequisite:** Battlemind, *mind spike* power

Confidence is why you always win. Even when you are faced with a setback, your resolve never wavers, and you're certain you will overcome adversity no matter how severe. Some people mistake your confidence for arrogance or foolishness, but you prove the truth of your words time and again, showing your detractors your might.

You back up your confidence with your psionic mastery, wrapping your soul, body, and mind in a barrier of willpower to deflect any attack you face, whether it strikes your body or mind. With this unwavering resolve, you can dismiss a foe's strikes, standing undaunted before its best efforts to hurt you. And with this security, you project your personality onto those you fight, flooding their minds with the imminence of their defeat.

## Steel Ego Path Features

**Demanding Action (11th level):** When you spend an action point to take an extra action, you can use your *mind spike* power as a free action until the end of your next turn.

**Mind Smash (11th level):** Whenever you deal damage with your *mind spike* power, each enemy adjacent to the target takes psychic damage equal to your Charisma modifier.

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Psionic Cascade (16th level):** Whenever you score a critical hit, you regain 1 power point.

## Steel Ego Disciplines

**Stinging Rebuke** — Steel Ego Attack 11

*Your enemy realizes its mistake in attacking when you react to its aggression with a swift strike.*

**Encounter ✦ Augmentable, Psionic, Weapon**
**Immediate Reaction** **Melee** 1
**Trigger:** An enemy adjacent to you attacks you or your ally with a melee or a close attack
**Target:** The triggering enemy
**Attack:** Constitution vs. AC
**Hit:** 2[W] + Constitution modifier damage, and you mark the target until the end of your next turn.
**Effect:** Until the end of your next turn, the range of your *mind spike* power increases to 10, but it remains a melee power. In addition, you can use your *mind spike* power as a free action once before the start of your next turn.
**Augment 2**
**Hit:** 3[W] + Constitution modifier damage, and you mark the target until the end of your next turn.

**Forceful Contempt** — Steel Ego Utility 12

*Through mental force, you will your flesh to become as hard as steel to foil an attack against you.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by an attack that targets a defense other than Fortitude
**Effect:** The attack instead targets your Fortitude, and you gain a +2 power bonus to Fortitude until the end of your next turn.

**Fear and Loathing** — Steel Ego Attack 20

*As you attack your foe, you bring the full force of your personality against it. The psychic assault rips through your foe's nerves.*

**Daily ✦ Fear, Psionic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. Fortitude
**Hit:** 4[W] + Constitution modifier psychic damage, and the target provokes opportunity attacks whenever it makes melee attacks (save ends).
**Miss:** Half damage, and the target provokes opportunity attacks whenever it makes melee attacks before the end of your next turn.
**Effect:** Until the end of the encounter, you can use a free action to slide the target 1 square whenever it is hit by an opportunity attack.

JASON A. ENGLE

# Zephyr Blade

*"Can you stop the wind? Can you grasp it in your hands? If not, you stand no chance of stopping me."*

**Prerequisite:** Battlemind

Without formal training, you learned your techniques in a haphazard fashion, unlocking your potential with each contest, awakening new techniques as you blended psionic power with your weapon strikes. At some point during your battles, you began to hear a faint wailing—subtle, quiet, but definitely present. Now when you fight, the breeze whips up into a storm, lending new strength to your attacks.

What you hear are psionic winds swirling around you. Your crude methods cause psionic power to bleed from you. Instead of dissipating, it swirls, blowing around you, unseen and unnoticed by any but you and the enemies who stand against you. When you reclaim this power, your body undergoes a strange transformation, becoming disjoined from reality for a moment or two before you snap back into place.

The more you work with this loosed psionic power, the more ephemeral you become. You can stir up the power to rip through your enemies' minds, or you can draw it into yourself to vanish and reappear where least expected.

## Zephyr Blade Path Features

**Beguiling Advantage (11th level):** Your melee attacks against dazed, slowed, or stunned enemies deal extra damage to them equal to your Charisma modifier.

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Zephyr Action (11th level):** When you spend an action point to take an extra action, you are insubstantial and phasing until the start of your next turn.

**Speed of the Wind (16th level):** You gain a +2 bonus to speed. In addition, the move granted by your *speed of thought* power doesn't provoke opportunity attacks.

## Zephyr Blade Disciplines

**Knifing Wind** Zephyr Blade 11

*As you slash your foe, you generate a psionic wind that knifes into your enemy's mind.*

**Encounter ✦ Augmentable, Psionic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and the target is dazed until the end of your next turn.
**Augment 2**
**Hit:** 2[W] + Constitution modifier damage, and the target is dazed until the end of your next turn.

**Mental Zephyr** Zephyr Blade Utility 12

*You feel the bite from your enemy's attack and let the winds howling within you infuse your flesh and pull you to safety.*

**Encounter ✦ Psionic**
**Immediate Reaction** **Personal**
**Trigger:** An enemy hits you
**Effect:** You shift 1 square. Until the end of your next turn, you are insubstantial and phasing, and your attacks ignore the insubstantial quality.

**Storm Dance Strike** Zephyr Blade Attack 20

*You become the screaming gale, encircling and buffeting your foes.*

**Daily ✦ Psionic, Stance, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One or two creatures
**Primary Attack:** Constitution vs. AC
**Hit:** 3[W] + Constitution modifier damage.
**Effect:** If you attack two creatures with this power, you teleport 5 squares between the first and the second attack. You assume the storm dance stance. Until the stance ends, you can make the following secondary attack.
**Opportunity Action** **Melee** 1
**Trigger:** An adjacent enemy marked by you moves without shifting
**Secondary Target:** The triggering enemy
**Secondary Attack:** Constitution vs. AC
**Hit:** 1[W] + Constitution modifier damage, and the secondary target is slowed until the end of your next turn. In addition, you teleport 5 squares and then teleport the secondary target to a square adjacent to you.
*Level 21:* 2[W] + Constitution modifier damage.

RALPH BEISNER

# MONK

*"You fight well, but without discipline and focus, you will fall."*

**CLASS TRAITS**

**Role:** Striker. You typically eschew weapons in favor of unarmed attacks, and you avoid armor in favor of maneuverability and agility. Few can match your speed and poise on the battlefield. Your powers are more than simple attacks; they are complex forms that allow you to strike and move with unmatched grace. You lean toward controller as a secondary role.

**Power Source:** Psionic. Your intense focus, constant training, and exceptional talent combine to allow you to harness the psionic power within yourself.

**Key Abilities:** Dexterity, Strength, Wisdom

**Armor Proficiencies:** Cloth

**Weapon Proficiencies:** Club, dagger, monk unarmed strike, quarterstaff, shuriken, sling, spear

**Implements:** Ki focuses, weapons with which you have proficiency

**Bonus to Defense:** +1 Fortitude, +1 Reflex, +1 Will

**Hit Points at 1st Level:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 7 + Constitution modifier

**Trained Skills:** From the class skills list below, choose four trained skills at 1st level.
*Class Skills:* Acrobatics (Dex), Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), Insight (Wis), Perception (Wis), Religion (Int), Stealth (Dex), Thievery (Dex)

**Class Features:** Monastic Tradition, Unarmed Combatant, Unarmored Defense

From high in forbidding mountains to deep in the alleys of a city's meanest district, the ascetic warriors known as monks practice their art. By focusing on their minds and bodies, honing both to near perfection, they master a psionic fighting art that allows them to deliver a punch with the force of a giant's club and to absorb attacks as easily as a heavily armored knight. Monks tap into the psionic potential that rests within themselves, turning that energy further inward to fortify their bodies and sharpen their minds.

Perhaps you set out on this path to put a dark past behind you. Or your village was victimized one time too many by an evil lord or marauding beasts, and you now seek justice. No matter what your motivation, the path of the monk transforms you into a living weapon.

WILLIAM O'CONNOR

The road opens wide before you. With little more than a walking stick and perhaps a satchel of food, you are ready to take on whatever the world can throw at you. Your years of training taught you to turn your eye inward. Now it is time to look outward and test yourself against the world's dangers.

# Monk Class Features

Monks have the following class features.

## Monastic Tradition

Monks train in a number of traditional techniques, with each monastery focusing on a specific style. Choose either Centered Breath or Stone Fist as your tradition. The choice you make grants you a Flurry of Blows power and a defensive benefit.

### Centered Breath

The Centered Breath tradition emphasizes honing your mental awareness to better harness psionic magic. This tradition teaches that only by controlling yourself can you control your environment. The tradition's adherents are typically ascetics, whose monasteries stand in quiet corners of the world where the monks can train and study without distraction. In some of these monasteries, speech is forbidden except for one hour each day.

**Flurry of Blows:** You gain the *centered flurry of blows* power.

**Mental Equilibrium:** You gain a +1 bonus to Fortitude. This bonus increases to +2 at 11th level and +3 at 21st level.

### Monk Overview

**Characteristics:** You use powers that combine movement with powerful strikes, allowing you to dart in and out of battle without risking attack from your foes. Compared to other strikers, you are better at taking on small groups of enemies. You hit, move, and fade away before your enemies can respond.

**Religion:** Bahamut attracts monks who serve as champions of good. Other monks revere Kord, seeing in his battle prowess an example they can aspire to. Contemplative monks devote themselves to Ioun, seeking to hone their minds and bring their entire beings into balance. A few monks forgo devotion to the gods, preferring to find strength in rigorous adherence to their ascetic principles and the training needed to unlock their psionic powers.

**Races:** Humans are the most common monks and master a greater variety of fighting styles than monks of other races. Githzerai society is built around monastic communities, and many members of that race adopt the monk class. Elves are talented monks, since their awareness and agility are both useful tools in studying monastic disciplines.

### Stone Fist

The Stone Fist tradition is one of physical mastery, relentless exercise, and athletic perfection. Its adherents seek to master their bodies, turning themselves into living weapons capable of supernatural feats of strength, agility, and speed. Monks of the Stone Fist prefer to study among the trappings of civilization. Some Stone Fist monasteries are small schools built in towns and villages, where students work as laborers and artisans when they aren't training. Other Stone Fist monasteries stand in the most forbidding regions of the world—from the bitter cold of the tundra to the edge of a rumbling volcano—to test their students' endurance day after day.

**Flurry of Blows:** You gain the *stone fist flurry of blows* power.

**Mental Bastion:** You gain a +1 bonus to Will. This bonus increases to +2 at 11th level and +3 at 21st level.

## Unarmed Combatant

You can make unarmed attacks with much greater effectiveness than most other combatants can. When you make a weapon attack such as a melee basic attack, you can use the monk unarmed strike, which is a weapon in the unarmed weapon group. This weapon has the off-hand weapon property and a +3 proficiency bonus, and it deals 1d8 damage. You must have a hand free to use your monk unarmed strike, even if you're kicking, kneeing, elbowing, or headbutting a target. Your monk unarmed strike can't be turned into a magic weapon, but it can benefit from a magic ki focus if you have one (see "Implements" below).

## Unarmored Defense

While you are wearing cloth armor or no armor and aren't using a shield, you gain a +2 bonus to AC.

# Implements

Monks usually channel their psionic energy through an item called a ki focus, which is a wooden practice weapon, prayer beads, a manual of lore, or some other object a monk studies or uses during training or meditation. After you attune yourself to a ki focus, you can use it as an implement when it is on your person (see "Ki Focuses," page 203).

When you wear or hold your ki focus, you can add its enhancement bonus to the attack rolls and the damage rolls of monk powers and monk paragon path powers that have the implement keyword. You can also add its enhancement bonus to the attack rolls and the damage rolls of weapon attacks you make using a weapon with which you have proficiency.

You can also use a weapon with which you have proficiency as an implement. When wielding the weapon as an implement, the weapon's characteristics—proficiency bonus, damage die, and weapon properties like defensive or high crit—are irrelevant to your implement powers.

If you have both a magic ki focus and a magic weapon, you choose before you use an attack power whether to draw on the magic of the ki focus or the weapon. Your choice determines which enhancement bonus, critical hit effects, and magic item properties and powers you can apply to that power. You can't, for example, use the enhancement bonus of your ki focus and the critical hit effect of your magic weapon with the same attack.

# Creating a Monk

You can make your monk however you like. The builds here provide suggestions based on the monastic traditions of Centered Breath and Stone Fist. All monks use Dexterity for their attacks. Wisdom increases the effect of attacks associated with the Centered Breath tradition, and Strength is important for attacks associated with the Stone Fist tradition.

## Centered Breath Monk

You search for the flow of energy within yourself, the world, and each battle. Calmly anticipating your enemy's attacks, you move swiftly across the battlefield and excel at projecting your psionic energy outward to control your enemies and foil their plans. Dexterity should be your highest score, Wisdom should be your second, and Strength can be your third, since you will probably want to select a mix of powers that use Wisdom and Strength.

**Suggested Class Feature:** Centered Breath

**Suggested Feat:** Pointed Step Style

**Suggested Skills:** Acrobatics, Athletics, Insight, Perception

**Suggested At-Will Powers:** *dancing cobra, five storms*

**Suggested Encounter Power:** *drunken monkey*

**Suggested Daily Power:** *masterful spiral*

## Stone Fist Monk

Your fighting style is aggressive, emphasizing powers that eliminate your enemy quickly, rather than powers that help you control the battle. Though capable of rapid movement, your combat maneuvers are more likely to consist of a couple of quick steps, rather than a rapid shift across the entire battle. As with other monks, Dexterity should be your highest score. Choose Strength as your second-highest ability score, followed by Wisdom.

**Suggested Class Feature:** Stone Fist

**Suggested Feat:** Crashing Tempest Style

**Suggested Skills:** Acrobatics, Athletics, Endurance, Perception

**Suggested At-Will Powers:** *crane's wings, dragon's tail*

**Suggested Encounter Power:** *awaken the slumbering hurt*

**Suggested Daily Power:** *spinning leopard maneuver*

### Monks and Weapons

Your monk attack powers are implement powers, meaning they are enhanced by the powers, properties, and enhancement bonus of your ki focus or a weapon you use as an implement. All your monk attacks can involve the use of a weapon, whether it's your monk unarmed strike or a manufactured object. Because the attacks can draw on the magic of your ki focus, they are equally effective whether you wield a quarterstaff or batter your foes with punches and kicks.

You might want to use a weapon so that you can take advantage of feats such as Shielding Whirlwind Style or Crashing Tempest Style. You can switch weapons with ease or pick up whatever is at hand to attack your foes, drawing on the power of your ki focus instead of relying on the strength of magically enhanced steel.

You might also want to carry a sling or some shuriken so that you can make ranged basic attacks.

# Monk Powers

Your monk powers are called disciplines. They rely on your physical training, mental focus, and mastery of psionic magic to function.

### Full Discipline

Many monk powers have the full discipline keyword (page 217). A full discipline power gives you at least two actions to choose from, usually an attack technique and a movement technique. Attack techniques usually require a standard action, and movement techniques are options for your move actions. For a monk, a full discipline power represents a fighting style, a unique combination of a move and an attack.

## Class Features

Monks gain a Flurry of Blows power based on their chosen tradition. Monks of the Centered Breath tradition gain *centered flurry of blows*, and Stone Fist tradition monks gain *stone fist flurry of blows*.

### Centered Flurry of Blows — Monk Feature

*Your fists become a blur as you follow up your initial attack with another, shifting your foes' positions to your advantage.*

**At-Will ✦ Psionic**
**Free Action (Special)** **Melee** 1
**Trigger:** You hit with an attack during your turn
**Target:** One creature
*Level 11:* One or two creatures
*Level 21:* Each enemy adjacent to you
**Effect:** The target takes damage equal to 2 + your Wisdom modifier, and you slide it 1 square to a square adjacent to you or 1 square in any direction if the target wasn't targeted by the triggering attack.
**Special:** You can use this power only once per round.

### Stone Fist Flurry of Blows — Monk Feature

*You lash out at another enemy after your first attack, a casual reminder of your great strength.*

**At-Will ✦ Psionic**
**Free Action (Special)** **Melee** 1
**Trigger:** You hit with an attack during your turn
**Target:** One creature
*Level 11:* One or two creatures
*Level 21:* Each enemy adjacent to you
**Effect:** The target takes damage equal to 3 + your Strength modifier. If the target wasn't targeted by the triggering attack, the damage increases by 2 (4 at 11th level and 6 at 21st level).
**Special:** You can use this power only once per round.

## Level 1 At-Will Disciplines

### Crane's Wings — Monk Attack 1

*You leap across the battlefield and kick your foe, sending it staggering backward.*

**At-Will ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 1d10 + Dexterity modifier damage, and you push the target 1 square.
*Level 21:* 2d10 + Dexterity modifier damage.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start, and the distance of the jump isn't limited by your speed.

### Dancing Cobra — Monk Attack 1

*You dodge and weave like a cobra, confounding your enemy and turning its attacks back against it.*

**At-Will ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 1d10 + Dexterity modifier damage. If the target has made an opportunity attack against you during this turn, the target takes extra damage equal to your Wisdom modifier.
*Level 21:* 2d10 + Dexterity modifier damage.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 2.

### Dragon's Tail — Monk Attack 1

*Your hand lashes out like a dragon's tail, and with the lightest touch unleashes power that knocks your foe to the ground.*

**At-Will ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 1d6 + Dexterity modifier damage, and you knock the target prone.
*Level 21:* 2d6 + Dexterity modifier damage.
**Movement Technique**
**Move Action** **Melee** 1
**Target:** One ally or one prone enemy
**Effect:** You swap places with the target.

### Five Storms — Monk Attack 1

*You move like a whirlwind, spinning as you unleash an array of kicks and punches, which slam into your foes like a storm crashing onto the shore.*

**At-Will ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Close** burst 1
**Target:** Each enemy you can see in burst
**Attack:** Dexterity vs. Reflex
**Hit:** 1d8 + Dexterity modifier damage.
*Level 21:* 2d8 + Dexterity modifier damage.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift 2 squares.

## Level 1 Encounter Disciplines

### Awaken the Slumbering Hurt — Monk Attack 1

*Your foes' wounds allow you to dodge at just the right angles to foil the enemies' attacks. When you attack, you focus on a single enemy's injuries and find the perfect place to strike.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d8 + Dexterity modifier damage. If the target is bloodied, it takes extra damage from both this attack and your next attack against it before the end of your next turn. The extra damage equals your Strength modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed. During this movement, bloodied enemies can't attack you with opportunity actions or immediate actions.

### Drunken Monkey — Monk Attack 1

*You lurch seemingly out of control. Your enemies are bewildered as they try to hit your swaying form, and with a cunning jab, you cause one of your foes to attack its companion.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One enemy
**Attack:** Dexterity vs. Will
**Hit:** 1d8 + Dexterity modifier damage, and you slide the target 1 square. The target then makes a melee basic attack as a free action against one enemy of your choice. The target gains a bonus to the attack roll equal to your Wisdom modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 2. During this movement, you ignore difficult terrain and gain a power bonus to all defenses against opportunity attacks. The bonus equals your Wisdom modifier.

### Open the Gate of Battle — Monk Attack 1

*Your sudden movement catches your foe unprepared, and you launch into your attack.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier damage. The target takes 1d10 extra damage if it was at full hit points when you hit it with this attack.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 2. During this movement, you don't provoke opportunity attacks from the first enemy you move away from.

### Rising Storm — Monk Attack 1

*The air around you hums with power as you focus the energy within you into a roar of thunder.*

**Encounter ✦ Full Discipline, Implement, Psionic, Thunder**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d8 + Dexterity modifier thunder damage, and each enemy adjacent to the target takes thunder damage equal to your Strength modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You fly your speed. If you don't land at the end of this movement, you fall.

## Level 1 Daily Disciplines

### Harmonious Thunder — Monk Attack 1

*You punch one foe, then spin and deliver a kick to another. Thunder rumbles in the distance, rolls closer, and explodes between your two foes.*

**Daily ✦ Implement, Psionic, Thunder**
**Standard Action** **Melee** touch
**Target:** One or two creatures
**Attack:** Dexterity vs. Fortitude
**Hit:** 3d6 + Dexterity modifier thunder damage.
**Miss:** Half damage.
**Effect:** When one of the targets takes damage, the other target takes thunder damage equal to your Strength modifier. This effect lasts until the end of the encounter or until one of the targets drops to 0 hit points.

### Masterful Spiral — Monk Attack 1

*With a sudden burst of motion, you deliver crushing kicks and punches of psionic force to nearby enemies.*

**Daily ✦ Force, Implement, Psionic, Stance**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Dexterity vs. Reflex
**Hit:** 3d8 + Dexterity modifier force damage.
**Miss:** Half damage.
**Effect:** You can assume the spiral stance. Until the stance ends, your reach with melee touch attacks increases by 1.

### Spinning Leopard Maneuver — Monk Attack 1

*Maintaining perfect balance, you weave a deadly path through the fray, dealing kicks and punches to each foe you pass.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** 1
**Effect:** You shift your speed and can make the following attack once against each enemy that you move adjacent to during the shift.
**Target:** One enemy
**Attack:** Dexterity vs. Reflex
**Hit:** 3d8 + Dexterity modifier damage.
**Miss:** Half damage.

### Whirling Mantis Step — Monk Attack 1

*With swift steps and overwhelming leverage, you shove aside your foes and cripple them with vicious kicks.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Effect:** You shift your speed. If you enter a square adjacent to any enemy during this shift, you slide that enemy 1 square. You can slide each enemy only once during the shift. After the shift, make the following attack.
**Target:** One, two, or three creatures
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d10 + Dexterity modifier damage, and the target is slowed (save ends).
**Miss:** Half damage, and the target is slowed until the end of your next turn.

## Level 2 Utility Disciplines

### Careful Stride — Monk Utility 2

*You walk with such precision and control that broken ground and even bodies of water cannot impede you.*

**Encounter ✦ Psionic**
**Move Action** **Personal**
**Effect:** Until the end of this turn, you ignore difficult terrain and can both move across liquid and stand on it as if it were solid ground. In addition, you move your speed.

### Grasp the Wind — Monk Utility 2

*Before your enemy can force you back, you whirl around, using the power of its attack to propel you where you want to go.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** You are pulled, pushed, or slid
**Effect:** Instead of being affected by the forced movement, you shift the number of squares it would have moved you.

### Harmonious Discipline — Monk Utility 2

*A specific sequence of disciplined breathing enhances both your defense and your offense.*

**Encounter ✦ Psionic**
**Minor Action** **Personal**
**Effect:** You gain temporary hit points equal to your Wisdom modifier. When you have no temporary hit points remaining, you gain a bonus to the damage roll of your next melee attack before the end of your next turn. The bonus equals your Wisdom modifier.

### Supreme Flurry — Monk Utility 2

*Your speed is a blur. Where does one strike end and another begin? It doesn't matter as long as the blow lands.*

**Daily ✦ Psionic**
**Free Action** **Personal**
**Trigger:** You use your Flurry of Blows power and resolve the effects of the power that triggered it
**Effect:** You shift half your speed and use your Flurry of Blows power again.

## Level 3 Encounter Disciplines

### Dance of Swords — Monk Attack 3

*As your foes swarm around you, you leap among them and turn their numbers against them.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d8 + Dexterity modifier damage, and the target takes extra damage equal to twice the number of enemies adjacent to you.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 2. If enemies make opportunity attacks against you during this movement and miss, you gain combat advantage against the enemies that missed until the end of your turn.

### Enduring Champion — Monk Attack 3

*You focus your pain into a point at the end of your fist. As you strike, you deliver your ills to your enemy.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d10 + Dexterity modifier damage. You can make a saving throw against one effect that a save can end, with a bonus equal to your Wisdom modifier. If you save, not only does the effect end, but the target takes damage equal to your Wisdom modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 2. Each time you are attacked during this movement, you gain a +1 bonus to speed until the end of your next turn.

### Eternal Mountain — Monk Attack 3

*You focus your mind, calling on your iron discipline to walk, fight, and shrug off attacks with a mountain's enduring spirit.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d8 + Dexterity modifier damage, and you knock the target prone.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You gain resistance to all damage equal to your Strength modifier until the end of your next turn. In addition, you shift 2 squares.

### Twin Thunders — Monk Attack 3

*You move in a blur and deliver a sweeping kick with such ferocity that thunderous energy blasts both your foe and its cohort.*

**Encounter ✦ Full Discipline, Implement, Psionic, Thunder**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d10 + Dexterity modifier thunder damage, and a single enemy adjacent to the target takes 1d10 thunder damage.
**Movement Technique**
**Move Action** **Personal**
**Effect:** Choose one enemy adjacent to you and move your speed + 2. During this movement, you don't provoke opportunity attacks from that enemy.

## Level 5 Daily Disciplines

### Deadly Cobra Strike — Monk Attack 5

*You weave from side to side and lash your hand forth like a striking cobra, leaving behind psionically poisoned wounds.*

**Daily ✦ Implement, Poison, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d10 + Dexterity modifier damage, and ongoing 5 poison damage (save ends).
**Miss:** Half damage.

### One Hundred Leaves — Monk Attack 5

*You launch a flurry of attacks, striking with such speed and might that creatures scatter before you like leaves in a hurricane.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Dexterity vs. Reflex
**Hit:** 3d8 + Dexterity modifier damage, and you push the target 2 squares.
**Miss:** Half damage, and you push the target 1 square.
**Effect:** Until the end of your next turn, you can target one additional creature in range with your Flurry of Blows power.

### Steel Warrior Technique — Monk Attack 5

*You focus your mind, drawing on psionic energy to make your skin as hard as steel. When your fist strikes, it hits with the force of a giant's axe.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3d10 + Dexterity modifier damage, and you mark the target (save ends).
**Miss:** Half damage, and you mark the target until the end of your next turn.
**Effect:** Until this power's mark ends on the target, it takes damage equal to your Strength modifier whenever it hits you.

### Supreme Avalanche Combination — Monk Attack 5

*A cascade of punches creates deep wounds that your future attacks can exploit.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 3d10 + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you gain a +2 power bonus to damage rolls against the target, and you slide it 1 square whenever you hit it with an attack. If that attack includes forced movement, you can increase the distance of that movement by 1 square instead of sliding the target 1 square.

## Level 6 Utility Disciplines

### Centered Defense — Monk Utility 6

*You breathe deeply. With your center strong, you calmly avoid enemy attacks.*

**Daily ✦ Psionic, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain a +2 power bonus to all defenses.

### Echoing Thunder — Monk Utility 6

*As your blurring fists wreak havoc around you, the thunderous echo of your flurries slams into other foes.*

**Encounter ✦ Psionic**
**Free Action** **Personal**
**Trigger:** You use your Flurry of Blows power
**Effect:** Each enemy within 2 squares of you that was not damaged by your Flurry of Blows power is pushed 1 square.

### Leap of the Heavens — Monk Utility 6

*You leap into the air, reaching incredible heights.*

**Encounter ✦ Psionic**
**Move Action** **Personal**
**Effect:** You make an Athletics check to jump with a +10 power bonus. You are considered to have a running start.

### Purifying Meditation — Monk Utility 6

*You focus your mind inward, finding the source of what ails you and driving it away.*

**Encounter ✦ Psionic**
**Minor Action** **Personal**
**Effect:** You make a saving throw with a bonus equal to your Wisdom modifier.

## Level 7 Encounter Disciplines

### Fist of One Hundred Strikes — Monk Attack 7

*You move so quickly that you become a blur, as if a hundred copies of yourself suddenly sprang among your foes.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One or two creatures
**Attack:** Dexterity vs. Reflex
**Hit:** 2d6 + Dexterity modifier damage, and you shift 1 square.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift 2 squares.

### Grasping Tide — Monk Attack 7

*You fall upon your foe like a tidal wave, delivering a series of punches and kicks that catch it within your grasp and drag it along with you.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d6 + Dexterity modifier damage, and the target is dazed until the end of your next turn.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift 2 squares. During the shift, if you leave a square adjacent to any enemy that you have hit on this turn, you can slide that enemy 1 square into the space you vacated.

HECTOR ORTIZ

## Strike the Avalanche — Monk Attack 7

*As your blow falls, you send your foe flying across the battlefield to slam into your enemies like an avalanche.*

**Encounter ✦ Full Discipline, Implement, Psionic**

**Attack Technique**
**Standard Action** **Melee** touch
**Primary Target:** One creature
**Primary Attack:** Dexterity vs. Fortitude
**Hit:** 2d10 + Dexterity modifier damage, and you slide the primary target a number of squares equal to your Wisdom modifier. Make a secondary attack that is a close burst 1 centered on the primary target.
**Secondary Target:** Each creature in burst other than the primary target
**Secondary Attack:** Dexterity vs. Fortitude
**Hit:** The secondary target falls prone.

**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 2. During this movement, you don't provoke opportunity attacks from prone enemies.

## Titan's Step — Monk Attack 7

*You drop into a deep fighting stance. Each step you take carves chunks from the ground below you, and each kick you deliver crushes bone and metal.*

**Encounter ✦ Full Discipline, Implement, Psionic**

**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d8 + Dexterity modifier damage, and you push the target a number of squares equal to your Strength modifier.

**Movement Technique**
**Move Action** **Personal**
**Effect:** You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start. Where you land, each square adjacent to you becomes difficult terrain until the end of your next turn.

# Level 9 Daily Disciplines

## Crane Dance — Monk Attack 9

*You step carefully to reach your foes, measuring their posture and fighting stance to deliver just the right amount of power to send them toppling over.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One, two, three, or four creatures
**Attack:** Dexterity vs. Reflex
**Hit:** 2d8 + Dexterity modifier damage, and you knock the target prone.
**Miss:** Half damage.
**Effect:** You shift 2 squares after each attack.

## Relentless Hound Technique — Monk Attack 9

*You make a quick attack against your foe, marking it with a psionic tag. Where it goes, you can follow.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Primary Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of your next turn, when the target willingly leaves a square adjacent to you, you can shift 1 square as a free action. You can make the following secondary attack against the target once before the end of the encounter.
**Immediate Interrupt** **Melee** touch
**Trigger:** The target makes an attack
**Secondary Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier damage.
**Miss:** Half damage.

## Strength to Weakness — Monk Attack 9

*You psionically perceive what your eyes cannot see: your foe's inner weakness. You lightly touch that foe. A moment later, the agony of your attack falls upon it.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude or Reflex
**Hit:** Ongoing damage equal to 15 + your Dexterity modifier (save ends).
**Miss:** Ongoing 10 damage (save ends).

## Twilight Touch — Monk Attack 9

*You tap your fingers against your enemies' heads, disrupting the flow of energy through the foes and clouding their vision.*

**Daily • Implement, Psionic, Psychic**
**Standard Action** **Melee** touch
**Target:** One, two, or three creatures
**Attack:** Dexterity vs. Reflex
**Hit:** 3d6 + Dexterity modifier psychic damage, and the target is blinded until the end of your next turn.
**Miss:** Half damage.

## Level 10 Utility Disciplines

### Internal Power — Monk Utility 10

*You draw on the psionic power that flows within you to knit your wounds.*

**Daily ✦ Healing, Psionic**
**Minor Action** **Personal**
**Effect:** You spend a healing surge and regain 2d6 additional hit points.

### Iron Dragon Defense — Monk Utility 10

*You quiet your mind and shrug off the pain inflicted upon you.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** You take damage
**Effect:** The damage is reduced by 10 + your Wisdom modifier.

### Spider Technique — Monk Utility 10

*The power of your mind turns walls and ceilings into floors for you.*

**At-Will ✦ Psionic**
**Move Action** **Personal**
**Effect:** You climb your speed. During this movement, you can move across overhanging surfaces, such as ceilings, but you fall if you end your turn on such a surface.

### Spring Up — Monk Utility 10

*You leap to your feet.*

**Encounter ✦ Psionic**
**Free Action** **Personal**
**Trigger:** You are prone at the start of your turn
**Effect:** You stand up.

## Level 13 Encounter Disciplines

### Dance of the Stinging Hornet — Monk Attack 13

*You leap into the air and land on your foe's back. From there, you rain blows on your enemy.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier damage, and you grab the target. Until the grab ends, the target grants cover to you, and if it is larger than you, you can end a move action in its space. If you do so, the target isn't immobilized by this grab, and you remain in its space when it moves (you don't provoke opportunity attacks as you move with it). Until you leave the target's space, its movement doesn't provoke opportunity attacks from you.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start. You can use the attack technique at any point during this movement.

### Furious Bull — Monk Attack 13

*You move like an enraged bull, drawing on your psionic power to shove aside your foes and deliver vicious punches that leave them senseless.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Close** burst 2
**Requirement:** You must not be immobilized.
**Target:** Each enemy in burst
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d6 + Dexterity modifier damage, and you slide the target 1 square. The target is dazed until the end of your next turn.
**Effect:** You shift 3 squares to a square in the burst.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 2. During this movement, you can move through enemies' spaces.

### Overpowering Strike — Monk Attack 13

*You focus psionic energy into a single strike so powerful that your foe has trouble striking back.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Will
**Hit:** 3d10 + Dexterity modifier damage. Until the end of your next turn, the target takes a penalty to attack rolls against you equal to your Wisdom modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift 3 squares.

### Step Between the Worlds — Monk Attack 13

*You slip underneath the fabric of the world, emerging to fall upon your enemy with a kick, sending it through the passage you emerged from.*

**Encounter ✦ Full Discipline, Implement, Psionic, Teleportation**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Will
**Hit:** 3d6 + Dexterity modifier damage, and you teleport the target a number of squares equal to your Wisdom modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You teleport a number of squares equal to 2 + your Wisdom modifier.

## Level 15 Daily Disciplines

### Dancer on the Sea of Battle — Monk Attack 15

*You weave between enemy lines, dashing among your foes and leaving fallen warriors in your wake.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee 1**
**Effect:** You shift your speed and can make the following attack once against each enemy you move adjacent to during the shift.
**Target:** One enemy
**Attack:** Dexterity vs. Fortitude
**Hit:** 3d10 + Dexterity modifier damage, and you knock the target prone.
**Miss:** Half damage.

### Ring the Golden Bell — Monk Attack 15

*You leap up and punch at the air, causing a shimmering bolt of force to arc across the battlefield. You follow the bolt, landing at its point of impact.*

**Daily ✦ Force, Implement, Psionic**
**Standard Action** **Close** burst 1
**Effect:** Before the attack, you jump 10 squares. This movement doesn't provoke opportunity attacks.
**Target:** Each creature in burst
**Attack:** Dexterity vs. Reflex
**Hit:** 4d6 + Dexterity modifier force damage, and the target is dazed (save ends).
**Miss:** Half damage, and the target is dazed until the end of your next turn.

### Way of the Autumn Wind — Monk Attack 15

*You spring into the air and perform a roundhouse kick, creating a bitter draft. You dance on the wind as it washes over your foes, draining their strength.*

**Daily ✦ Cold, Implement, Psionic, Stance**
**Standard Action** **Close** burst 2
**Target:** Each creature in burst
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d6 + Dexterity modifier cold damage, and the target is weakened (save ends).
**Miss:** Half damage, and the target is weakened until the end of your next turn.
**Effect:** You can assume the autumn wind stance. Until the stance ends, you can shift 2 squares as an immediate reaction when you are hit by any attack.

## Level 16 Utility Disciplines

### Diamond Mind — Monk Utility 16

*Your disciplined mind repels an attack.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** An attack hits your Will
**Effect:** You gain a +5 bonus to Will against the triggering attack.

### Master of Winds Stance — Monk Utility 16

*Wind whips around you, taking you where you need to go, not where anyone else would send you.*

**Daily ✦ Psionic, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, when you are pulled, pushed, or slid by any enemy, you can use a free action at the end of the forced movement to shift the same number of squares that you were moved.

### Meditative Solace — Monk Utility 16

*By focusing your mind, you banish your ills.*

**Daily ✦ Psionic, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, once per round you can use a minor action to make a saving throw.

### Stance of the Still Sword — Monk Utility 16

*You cast aside thoughts of battle, and your foes are compelled to do the same.*

**Daily ✦ Psionic, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, enemies take a –2 penalty to attack rolls against you.

## Level 17 Encounter Disciplines

### Death's Chilled Embrace — Monk Attack 17

*Your touch roots your foe in place, so when it is forced to move, its flesh cracks like breaking ice.*

**Encounter ✦ Full Discipline, Implement, Necrotic, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2d8 + Dexterity modifier necrotic damage, and the target is immobilized until the end of your next turn. Until this immobilization ends, the target takes damage equal to 5 + twice your Strength modifier when it is hit by any attack that pulls, pushes, or slides it.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 2. You can use the attack technique at any point during this movement.

### Steps of Grasping Fire — Monk Attack 17

*You become sheathed in flames and leave a trail of fire behind you with each step.*

**Encounter ✦ Fire, Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier fire damage.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed. During this movement, any enemy that hits you takes fire damage equal to 5 + your Wisdom modifier, and each square you leave is filled with fire until the end of your next turn. Any creature that enters a fire square or starts its turn there takes fire damage equal to 5 + your Wisdom modifier.

### Three Winds Kick — Monk Attack 17

*You move like a hurricane, dashing amid your enemies as you deliver a flurry of kicks.*

**Encounter ✦ Full Discipline, Implement, Psionic, Teleportation**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One, two, or three creatures
**Attack:** Dexterity vs. Reflex
**Hit:** 1d10 + Dexterity modifier + Wisdom modifier damage, and you shift 2 squares.
**Movement Technique**
**Move Action** **Personal**
**Effect:** Choose one enemy within 6 squares of you. You teleport to a square adjacent to that enemy.

### Whirlwind Kick — Monk Attack 17

*You spin at incredible speeds, creating a vortex of wind that draws your foes near. As they sprawl around you, you leap into the air and make your escape.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Close** burst 3
**Primary Target:** Each enemy in burst
**Primary Attack:** Dexterity vs. Fortitude
**Hit:** You pull the target 2 squares.
**Effect:** Make a secondary attack.
**Secondary Target:** Each enemy adjacent to you
**Secondary Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier + Strength modifier damage.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You fly your speed. The first square of this movement doesn't provoke opportunity attacks.

## Level 19 Daily Disciplines

### Angelic Legion Technique — Monk Attack 19

*You launch yourself at your enemy, forcing it to duel with an overwhelming array of kicks and punches. By compelling the enemy to attack, you lure it into your trap.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 5d10 + Dexterity modifier damage, and you mark the target (save ends).
**Miss:** Half damage, and you mark the target until the end of your next turn.
**Effect:** Until this power's mark ends, you can use a free action to force the target to attack you with its ranged attacks and melee attacks as long as you are within those attacks' range. Each time the target attacks you, you gain a +4 power bonus to attack rolls against it until the end of your next turn.

JOHN STANKO

### Duel in the Heavens — Monk Attack 19

*You draw on your inner reserves to unleash a deadly kick. Your foe soars through the air, and in a flash you leap after it. For a brief moment, the two of you float in midair until you unleash a second attack that sends it crashing to the ground.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Primary Attack:** Dexterity vs. Fortitude
**Hit:** 3d10 + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** You slide the target 5 squares and then shift 5 squares to a square adjacent to it. Make a secondary attack against the target.
**Secondary Attack:** Dexterity vs. Fortitude
**Hit:** 10 + Dexterity modifier damage. The target falls prone, and it is dazed until the end of your next turn.
**Miss:** Half damage, and the target falls prone.
**Effect:** You fly your speed. This movement doesn't provoke opportunity attacks.

### Inevitable Fist — Monk Attack 19

*You strike at your foe. No matter how it tries to dodge your attack, it cannot escape.*

**Daily ✦ Implement, Psionic, Stance**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity + 2 vs. Reflex
**Hit:** 3d10 + Dexterity modifier damage.
**Miss:** 2d10 + Dexterity modifier damage.
**Effect:** You can assume the stance of the inevitable fist. Until the stance ends, your Flurry of Blows power deals 2 extra damage.

### Rising Dragon Fire — Monk Attack 19

*You exhale an inferno to burn your enemies.*

**Daily ✦ Fire, Implement, Psionic, Zone**
**Standard Action** **Close** burst 2
**Target:** Each creature in burst
**Attack:** Dexterity vs. Reflex
**Hit:** 5d6 + Dexterity modifier fire damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. When you hit any creature that is within the zone, that creature takes 2d6 extra fire damage.
**Sustain Minor:** The zone persists.

## Level 22 Utility Disciplines

### Diamond Body — Monk Utility 22

*Your incredible speed and resilience, born from your mastery of psionic magic, allow you to shrug off a deadly attack.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by an attack
**Effect:** You gain resist 20 to all damage against the triggering attack.

### Indomitable Technique — Monk Utility 22

*At one moment, you were on the edge of death. The next moment, psionic power courses through you, mending your wounds.*

**Daily ✦ Healing, Psionic**
**No Action** **Personal**
**Trigger:** You have 0 hit points or fewer at the start of your turn
**Effect:** You spend a healing surge to regain hit points equal to your bloodied value.

### Mist Walker's Step — Monk Utility 22

*With the proper focus of your psionic power, even physical obstacles are no match for you.*

**Encounter ✦ Psionic**
**Minor Action** **Personal**
**Effect:** You are phasing and ignore difficult terrain until the end of your next turn.

### Wind Walker — Monk Utility 22

*You step through the air, relying on your focus and psionic power to fly with the same ease others walk.*

**At-Will ✦ Psionic**
**Move Action** **Personal**
**Effect:** You fly your speed. If you don't land at the end of this movement, you fall.

## Level 23 Encounter Disciplines

### Fist of Golden Light — Monk Attack 23

*Focusing your psionic energy, you transform your fist into a brand of radiance.*

**Encounter ✦ Full Discipline, Implement, Psionic, Radiant**
**Attack Technique**
**Standard Action** **Melee** touch
**Primary Target:** One creature
**Primary Attack:** Dexterity vs. Fortitude
**Hit:** 2d10 + Dexterity modifier radiant damage. Make a secondary attack that is a close burst 1 centered on the primary target.
**Secondary Target:** Each enemy in burst
**Secondary Attack:** Dexterity vs. Fortitude
**Hit:** The secondary target is blinded until the end of your next turn.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 4.

### Hungry Ghost — Monk Attack 23

*You transform into a spectral version of yourself, and your strike gives you vitality.*

**Encounter ✦ Full Discipline, Implement, Necrotic, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3d10 + Dexterity modifier necrotic damage. You gain temporary hit points equal to 10 + your Wisdom modifier.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You are insubstantial and phasing until the end of your turn, and you move your speed.

### Legion of One — Monk Attack 23

*The carnage you leave in your wake marks your path through the enemy.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier damage.
**Effect:** You shift 4 squares to a square in the burst.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift 4 squares.

### Sunder the Castle — Monk Attack 23

*You settle into a fighting posture, and your enemies sense that you are about to unleash an attack capable of pushing a castle off its foundation.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3d10 + Dexterity modifier damage, and you push the target a number of squares equal to your Strength modifier and knock it prone.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 4. During this movement, any enemy that misses you with an opportunity attack falls prone.

## Level 25 Daily Disciplines

### Phoenix Dance — Monk Attack 25

*You focus your psionic energy and project it outward as a halo of golden flame. You rampage among your foes, burning them as you unleash a series of kicks and punches.*

**Daily ✦ Fire, Implement, Psionic, Radiant**
**Standard Action** **Melee 1**
**Effect:** You shift your speed and make the following attack once against each enemy you move adjacent to during the shift.
**Target:** One enemy
**Attack:** Dexterity vs. Fortitude
**Hit:** 3d10 + Dexterity modifier damage, and you knock the target prone.
**Miss:** Half damage.
**Effect:** The target takes fire and radiant damage equal to 5 + your Strength modifier.

### Strike of the Vulnerable Turtle — Monk Attack 25

*Your hands become a blur as you make a rapid series of attacks, reducing your foe's armor to a crumpled ruin.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 6d8 + Dexterity modifier damage. Until the end of the encounter, attacks against the target's AC or Reflex are against the lower of the two defenses.
**Miss:** Half damage. Attacks against the target's AC or Reflex are against the lower of the two defenses (save ends).

### Wandering Comet Strike — Monk Attack 25

*You deliver a crushing blow to one foe, focus your psionic energy to step between the worlds, and repeat this attack again.*

**Daily ✦ Implement, Psionic, Teleportation**
**Standard Action** **Melee** 1
**Target:** One, two, or three enemies
**Attack:** Dexterity vs. Reflex.
**Hit:** 3d10 + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** After attacking a target with this power, you teleport to a square adjacent to a different enemy within 10 squares of you.

### Watchful Hydra Stance — Monk Attack 25

*You make a series of quick attacks against enemies around you and assume a vigilant stance against them all.*

**Daily ✦ Implement, Psionic, Stance**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Dexterity vs. Reflex
**Hit:** 6d6 + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** You can assume the watchful hydra stance. Until the stance ends, you can target an additional creature within 3 squares of you with your Flurry of Blows power.

## Level 27 Encounter Disciplines

### Celestial Drunken Boxer — Monk Attack 27

*You shudder and stumble, yet there is a method to your madness. Each move is perfectly timed to mislead your enemies, causing them to attack each other.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Dexterity vs. Will
**Hit:** The target makes a melee basic attack as a free action against one enemy of your choice. The target gains a bonus to the attack roll and the damage roll against that enemy. The bonus equals your Wisdom modifier
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift 4 squares.

### Fist of Indomitable Iron — Monk Attack 27

*Your arm transforms into solid iron as you punch your foe and pierce past its armor.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 4d10 + Dexterity modifier + Strength modifier damage.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift a number of squares equal to your Strength modifier. During this movement, you can shift through enemies' spaces.

### Heart-Sundering Strike — Monk Attack 27

*You focus psionic power in your hands, creating a lethal resonance. With a touch, you leave your foe at your mercy.*

**Encounter ✦ Full Discipline, Implement, Psionic, Psychic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Will
**Hit:** The target is dominated until the end of your next turn.
**Aftereffect:** 2d6 + Dexterity modifier psychic damage.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You move your speed + 4. You can use the attack technique at any point during the movement.

### Tap the Life Well — Monk Attack 27

*Psionic energy flows through you, whisking you through space and disrupting your enemies' life force.*

**Encounter ✦ Full Discipline, Implement, Psionic, Teleportation**
**Attack Technique**
**Standard Action** **Melee** touch
**Primary Target:** One creature
**Primary Attack:** Dexterity vs. Fortitude
**Hit:** 3d10 + Dexterity modifier damage. You teleport to a square adjacent to an enemy within 6 squares of you. Then make a secondary attack.
**Secondary Target:** One enemy other than the primary target
**Secondary Attack:** Dexterity vs. Fortitude
**Hit:** The primary and secondary targets are dazed until the end of your next turn.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You teleport to a square adjacent to an enemy within 6 squares of you.

## Level 29 Daily Disciplines

### Mist on the Storm — Monk Attack 29

*You transform into a ghostly figure and walk among your foes, your fists and feet passing through their armor like mist.*

**Daily ✦ Implement, Psionic, Stance**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Dexterity vs. Reflex
**Hit:** 7d6 + Dexterity modifier damage, and the target is weakened (save ends).
**Miss:** Half damage, and the target is weakened until the end of your next turn.
**Effect:** You can assume the misty storm stance. Until the stance ends, you are phasing. When you are hit by an attack, as an immediate interrupt you can become insubstantial until the end of your next turn, and the stance ends.

HECTOR ORTIZ

### Quivering Palm — Monk Attack 29

*Your vicious blow causes supernatural agony to your foe. Slowly but surely, its life slips away.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 5d10 + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** The target takes ongoing 10 damage (save ends).
**Each Failed Saving Throw:** The ongoing damage increases by 5.

### Stunning Fist — Monk Attack 29

*Every living creature has weak points, some more subtle than others. You execute the strike of the nine stars, hitting each of your foe's vulnerable spots.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Melee** touch
**Target:** One creature
**Primary Attack:** Dexterity vs. Reflex
**Hit:** 6d8 + Dexterity modifier damage.
**Effect:** Make a secondary attack against the target.
**Secondary Attack:** Dexterity vs. Reflex
**Hit:** The target is stunned (save ends).
**Miss:** The target is either dazed or weakened (save ends).

## Ghostwalker

*"I watch the souls as they depart this world for the next."*

**Prerequisite:** Monk

The Monastery of the Eternal Void stands at a crossroads where the Shadowfell washes against the world's shores. Some who study in the monastery delve into the Shadowfell's secrets, but most of the disciples there contemplate the nature of life and death, the soul's final migration, and the fate awaiting creatures in the afterlife. Proximity to the darkened plane informed the monastery's fighting techniques as they developed into their current forms.

Your training at the monastery opened your inner eye, allowing you glimpses from this world into the realm of the dead. Those visions left a mark on you; your flesh is pale and dark circles ring your eyes, as if death's touch draws near. Despite these changes, you are no less vital and have gained uncanny insight into the nature of souls and their movements.

As a ghostwalker, you use psionic power to cloak yourself in shadow and thereby avoid attacks. You can also strike at a foe's life force, sapping its strength.

### Ghostwalker Path Features

**Ghostwalker's Action (11th level):** When you spend an action point to make an attack, any enemy granting combat advantage to you that is hit by that attack is weakened until the end of your next turn.

**Of Two Worlds (11th level):** You have concealment against any enemy granting combat advantage to you. In addition, when any enemy misses you with a melee attack while you have concealment or total concealment, you can shift 1 square as a free action.

**Ride the Spirit (16th level):** Whenever you reduce an enemy to 0 hit points, you can use a free action to teleport a number of squares equal to your Wisdom modifier. Until the end of your next turn, you have combat advantage against each enemy adjacent to you at the end of the teleportation.

### Ghostwalker Disciplines

**Tormented Spirit** — Ghostwalker Attack 11

*Spirits whisk you and an enemy away, and you sap your foe's strength with your deadly touch.*

**Encounter ✦ Full Discipline, Implement, Necrotic, Psionic, Teleportation**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One enemy granting combat advantage to you
**Attack:** Dexterity vs. Fortitude
**Hit:** 3d6 + Dexterity modifier necrotic damage, and the target is weakened until the end of your next turn.
**Movement Technique**
**Move Action** **Melee** 1
**Target:** One enemy
**Effect:** You teleport yourself and the target 5 squares to squares adjacent to each other. The target grants combat advantage to you until the end of your next turn.

**Soul Dance** — Ghostwalker Utility 12

*Your form wavers, and in a blink of an eye, you are somewhere else.*

**Daily ✦ Psionic, Stance, Teleportation**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you have concealment. When any enemy misses you with a melee attack, you can use a free action to teleport to a square adjacent to that enemy and gain combat advantage against it until the end of your next turn.

**Vengeful Ghost** — Ghostwalker Attack 20

*You strike your opponent with such force that you rattle its soul. You teleport away, leaving it vengeful.*

**Daily ✦ Implement, Psionic, Teleportation**
**Standard Action** **Melee** touch
**Target:** One enemy granting combat advantage to you
**Attack:** Dexterity vs. Will
**Hit:** 2d10 + Dexterity modifier damage, and the target is stunned (save ends).
**Aftereffect:** The target is dazed until it hits you with a melee attack or until it takes damage.
**Miss:** Half damage, and the target is dazed (save ends).
**Effect:** You teleport 5 squares.

ROBERTO MARCHESI

# Initiate of the Dragon

*"The dragon holds many secrets, and with those secrets, I battle the forces of darkness."*

**Prerequisite:** Monk

The monastery you trained at followed a rare discipline, the school of the dragon's wisdom. Your masters explained that in the ancient days, the dragons taught the mightiest of mortals how to transcend their physical forms and become as mighty as a dragon. Your monastery teaches that with the right focus and discipline, you too can master the secrets of the dragon.

You learn to focus your psionic power outward, unleashing the dragon's fiery breath and turning your skin into an armored hide of dragon scales. You move with the dragon's speed, dancing on the wind with wings of psionic power. Once you master this discipline, you learn how to transform into a dragon for a brief moment.

Half-orc monks are frequently drawn to this paragon path, since their agility and strength serve them well on this path. By the same token, their fiery rage matches the dragon's anger when it is called to battle.

## Initiate of the Dragon Path Features

**Strength of the Dragon (11th level):** You gain resist 5 fire, or if you already have fire resistance, it increases by 5. Whenever you take fire damage, you gain a +2 bonus to damage rolls until the end of your next turn, even if your fire resistance negates the damage.

**Dragon's Action (11th level):** When you spend an action point to take an extra action, you can use a free action to deal fire damage to each enemy in a close blast 3. The fire damage equals 5 + your Strength modifier.

**Claws of the Dragon (16th level):** Damage dealt by your Flurry of Blows power gains a +2 bonus and ignores resistances.

## Initiate of the Dragon Disciplines

**Draconic Torrent** — Initiate of the Dragon Attack 11

*Like the dragons you seek to emulate, you leap into the air and unleash a torrent of fiery energy upon your enemies.*

**Encounter ✦ Fire, Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Dexterity vs. Reflex
**Hit:** 3d8 + Dexterity modifier fire damage.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You fly your speed. You can end this movement in midair. At the end of your turn, you fall but take no falling damage.

**Dragon's Vengeance** — Initiate of the Dragon Utility 12

*When your enemy earns your ire by wounding you, the heat of dragon's fire washes off you in waves.*

**Daily ✦ Fire, Psionic, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, any enemy that starts its turn adjacent to you while you are bloodied takes 5 fire damage.

**Draconic Avatar** — Initiate of the Dragon Attack 20

*You unleash a gout of flame as you transform into a shape between a humanoid and a dragon. Wings surge from your back, your hands grow long, sharp talons, and your skin becomes as hard as a dragon's scales.*

**Daily ✦ Fire, Implement, Polymorph, Psionic**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Dexterity vs. Reflex
**Hit:** 4d8 + Dexterity modifier fire damage.
**Miss:** Half damage.
**Effect:** You can assume the form of the dragon. Until the end of the encounter, you gain a +2 power bonus to AC, a +4 power bonus to damage rolls with monk powers and initiate of the dragon powers, and a fly speed equal to your speed.

EVA WIDERMANN

# Mountain Devotee

*"The mountain possesses quiet strength and an unfailing resilience that stands against the cruelest storms, but when it is moved to action, nothing can stand against it."*

**Prerequisite:** Monk, *stone fist flurry of blows* power

You spent years studying at a remote mountain monastery where your masters taught you to reflect on the mountain's strength and majesty. Through your meditations you learned to become as the mountain, to stand fast against your enemies and repulse their attacks with your unflinching resolve. When not contemplating the mountain's great power, you put your efforts into mastering the fighting techniques your masters taught, and in time, you became like the object of your veneration.

Your fighting style captures the mountain's strength and makes it your own. By focusing your psionic power into your body, you harden your fists, so that you can punch through stone or flesh with equal ease. You also learned to ground yourself, to bind your feet to the ground so that not even the most vicious storm can dislodge you. While so grounded, you can catch your enemies and hurl them away.

## Mountain Devotee Path Features

**Shattering Fists (11th level):** Your monk unarmed strike and *stone fist flurry of blows* both deal 2 extra damage. In addition, your monk unarmed strike gains a bonus to damage rolls against objects and creatures that have the construct keyword. The bonus equals your Strength modifier.

**Inexorable Mountain's Action (11th level):** When you spend an action point to take an extra action, your *stone fist flurry of blows* deals extra damage equal to your Strength modifier until the end of the turn.

**Avalanche Flurry (16th level):** Once per round, when you use your *stone fist flurry of blows* against a target that was not the target of the triggering attack, you can knock the target prone instead of dealing damage.

## Mountain Devotee Disciplines

### Tumbling Boulder — Mountain Devotee Attack 11

*The boulder moves slowly at first, but once it picks up speed, few things can stop it.*

**Encounter ✦ Full Discipline, Implement, Psionic**
**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier damage, and the target falls prone and can't stand up until the end of your next turn.
**Movement Technique**
**Move Action** **Personal**
**Effect:** You shift half your speed and gain a +2 bonus to all defenses until the end of your next turn.

ROBERTO MARCHESI

### Root the Mountain — Mountain Devotee Utility 12

*You assume a wide stance, digging your feet into the ground to become as steadfast as the mountain.*

**Encounter ✦ Psionic, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you can't be pulled, pushed, slid, or knocked prone unless you want to be. You are slowed while you are in this stance. You can end the stance as a free action.

### Avalanche Throw — Mountain Devotee Attack 20

*You grab the enemy as it moves in to attack, and you throw it across the battlefield, then leap through the air to deliver a devastating attack.*

**Daily ✦ Implement, Psionic**
**Immediate Reaction** **Melee** 1
**Trigger:** An adjacent enemy hits you with a melee or a close attack
**Target:** The triggering enemy
**Primary Attack:** Dexterity vs. Reflex
**Hit:** 1d10 + Dexterity modifier damage, and you push the target 5 squares and knock it prone.
**Miss:** Half damage, and you push the target 2 squares.
**Effect:** You jump to a square you can see adjacent to the target. This movement doesn't provoke opportunity attacks. Then make a secondary attack against the target.
**Secondary Attack:** Dexterity vs. Fortitude
**Hit:** 1d10 + Dexterity modifier damage, and the target is dazed (save ends).

# Radiant Fist

*"My power comes from within, and I wield it in the name of the gods."*

**Prerequisite:** Monk, trained in Religion

You studied in a monastery devoted to the gods, guiding your mastery of psionic magic with the discipline and study of your faith. You likely worship Pelor or Bahamut, but most non-evil deities have at least one monastery dedicated to the fighting arts.

Your monk abilities are touched by divine power, allowing you to channel radiant energy and tap into the astral realm. Like other monks, you move with incredible speed and hit with unmatched power. In addition, the gods provide you with the ability to quash those who follow the gods of evil.

Dwarf monks are frequently drawn to this paragon path, since their piety and endurance allow them to withstand the mental and physical demands placed on a radiant fist.

## Radiant Fist Path Features

**Channel Divinity (11th level):** You gain the Channel Divinity class feature, which means you can use a single Channel Divinity power once per encounter. You also gain a divinity feat of your choice.

**Radiant Fist's Action (11th level):** When you spend an action point to take an extra action, you regain 15 hit points. Until the end of your next turn, your attacks deal extra radiant damage equal to your Wisdom modifier.

**Radiant Hammer Fists (16th level):** Whenever your Flurry of Blows power deals damage, you can make that damage radiant, instead of any other damage type. In addition, whenever you score a critical hit with a monk power or a radiant fist power, each enemy adjacent to you is blinded until the end of your next turn.

## Radiant Fist Disciplines

**Divine Sun** — Radiant Fist Attack 11

*Radiance surrounds you as you teleport yourself and a friend across the battlefield and sear through your enemy's defenses.*

**Encounter ✦ Divine, Full Discipline, Implement, Psionic, Radiant, Teleportation**

**Attack Technique**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Will
**Hit:** 3d6 + Dexterity modifier radiant damage, and the target gains vulnerable 5 radiant until the end of your next turn.

**Movement Technique**
**Move Action** **Melee** 1
**Target:** One ally
**Effect:** You teleport yourself and the target a number of squares equal to your speed + 2 to squares adjacent to each other.

**Undimmed Sun** — Radiant Fist Utility 12

*Just as you begin to feel the weight of your wounds, you stand defiant as the gods heal you.*

**Daily ✦ Divine, Healing, Psionic**
**Minor Action** **Personal**
**Requirement:** You must be bloodied.
**Effect:** You regain hit points as if you had spent a healing surge. Until the end of the encounter, you gain resistance to all damage equal to your Wisdom modifier.

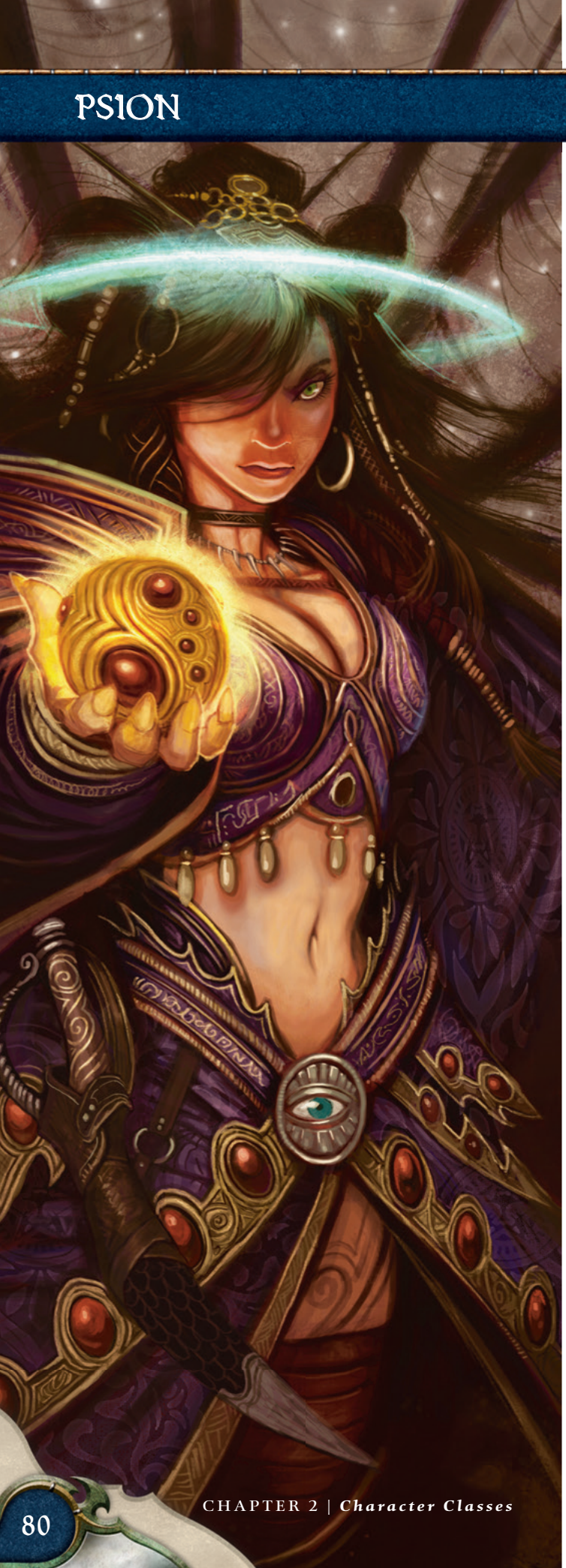
**Blinding Sun Technique** — Radiant Fist Attack 20

*You utter a prayer as the psionic energy within you flows into your attacks. With each strike, the divine radiance that burns within you grows stronger.*

**Daily ✦ Divine, Implement, Psionic, Radiant**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3d10 + Dexterity modifier radiant damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you gain a +4 power bonus to damage rolls, and you can score a critical hit with monk powers and radiant fist powers on a roll of 19-20. When you score a critical hit with such powers, the target of the critical hit is blinded (save ends).

ERIC BELISLE

# PSION



*"I can bend the desires of mortals and immortals to my will."*

**CLASS TRAITS**

**Role:** Controller. You can mentally influence the actions of your foes, and you can toss your enemies around the battlefield with psionic force.

**Power Source:** Psionic. You direct psionic energy from within your own mind, focusing that power through meditation and contemplation. Your magic works on the minds of others or manifests your will as a physical force in the world.

**Key Abilities:** Intelligence, Charisma, Wisdom

**Armor Proficiencies:** Cloth
**Weapon Proficiencies:** Simple melee, simple ranged
**Implements:** Orbs, staffs
**Bonus to Defense:** +2 Will

**Hit Points at 1st Level:** 12 + Constitution score
**Hit Points per Level Gained:** 4
**Healing Surges per Day:** 6 + Constitution modifier

**Trained Skills:** From the class skills list below, choose four trained skills at 1st level.
*Class Skills:* Arcana (Int), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Intimidate (Cha), Perception (Wis)

**Class Features:** Discipline Focus, Psionic Augmentation, Ritual Casting

Psions are the quintessential manipulators of psionic power. Psions unleash the potential locked within every conscious mind, move objects with just a thought, and assume command of even the least desire of their foes. Psions make manifest their secret wishes when others can only dream.

You know the mental pathways that lead to amazing edifices of altered reality. You could be a brash human youth flush with your mental ability's first flowering, a tattooed cenobite enrolled in a secret psionic academy, a fey enchanter using ancient techniques to beguile your foes, or perhaps a specially trained inquisitor who has learned one secret too many.

A flare of mental energy warms you, the thoughts of friends and foes glitter like stars all about you, and your thoughts themselves are weapons half sheathed. If a god can reshape the world and you can enthrall a god, what does that make you?

WILLIAM O'CONNOR

# Psion Class Features

Psions have the following class features.

## Discipline Focus

Psions focus their studies and meditations toward perfecting or understanding a particular concept or manifestation of psionic power. Choose one of these options. Your choice represents the focus of your studies.

**Telekinesis Focus:** You gain the powers *far hand* and *forceful push*.

**Telepathy Focus:** You gain the powers *distract* and *send thoughts*.

## Psionic Augmentation

Through discipline and careful study, you have mastered a form of psionic magic that offers greater versatility than other characters command. You know a broad array of at-will powers, each of which is a conduit through which you can pour as much or as little psionic energy as you choose. You channel psionic energy into a reservoir of personal power—represented in the game as power points—that you can use to augment your at-will attack powers, replacing the encounter attack powers that other characters use.

Because of this class feature, you acquire and use powers in a slightly different manner from how most other classes do.

**At-Will Attack Powers:** At 1st level, you choose two at-will attack powers and one daily attack power from your class, but you don't start with any encounter attack powers from your class. You can instead augment your class at-will attack powers using power points. These powers have the augmentable keyword.

You gain new at-will attack powers from this class, instead of new encounter attack powers, as you increase in level. At 3rd level, you choose a new at-will attack power from this class. At 7th, 13th, 17th, 23rd, and 27th level, you can replace one of your at-will attack powers with another one of your level or lower. Both powers must be augmentable and from this class.

**Power Points:** You start with 2 power points. You gain 2 additional power points at 3rd and 7th level, 1 additional power point at 13th level, and 2 additional power points at 17th, 21st, 23rd, and 27th level. If you gain power points from another source (such as your paragon path), add them to your power point total. You can use your power points to augment any augmentable power you have, regardless of how you gained the power.

You regain all your power points when you take a short or an extended rest.

| Level | At-Will Attack Powers | Power Points |
|---|---|---|
| 1 | Choose two | Gain 2 |
| 3 | Choose one | Gain 2 (4 total) |
| 7 | Replace one | Gain 2 (6 total) |
| 13 | Replace one | Gain 1 (7 total) |
| 17 | Replace one | Gain 2 (9 total) |
| 21 | — | Gain 2 (11 total) |
| 23 | Replace one | Gain 2 (13 total) |
| 27 | Replace one | Gain 2 (15 total) |

## Ritual Casting

You gain the Ritual Caster feat as a bonus feat, allowing you to use magical rituals (see Chapter 10 of the *Player's Handbook*). You own a ritual book. Choose either Sending or Tenser's Floating Disk. Your book contains that ritual, which you can use without expending components once per day. It also contains another 1st-level ritual of your choice.

# Implements

Psions employ orbs and staffs to focus their psionic energy into their powers. When you wield a magic orb or staff, you can add its enhancement bonus to the attack rolls and the damage rolls of psion powers and psion paragon path powers that have the implement keyword. Without an implement, you can still use these powers.

## Psion Overview

**Characteristics:** Brandishing the might of your mind, you unleash psionic powers against your foes. Your powers allow you to manipulate a foe's mind with telepathic commands and scatter a group of enemies with telekinetic bursts. You can augment your at-will powers by spending power points, providing you more options than nearly any other class has.

**Religion:** Ioun, the god of knowledge, is often considered the patron of psionic magic, and many psions worship her. Telepathic psions who live by tricking their foes often follow Sehanine, and psions who view the practice of psionic magic as an art form pray to Corellon. Other psions choose deities based on ideals beyond their choice of class: Psions who believe fiercely in justice worship Bahamut, and those who seek to expand the power of civilization worship Erathis, for example. Evil psions (and a few unaligned ones as well) often worship Vecna, the god of secrets.

**Races:** Psionic power is most prevalent among humans, who are quick to exploit even a hint of latent psionic talent. However, many fey adventurers use psionics to beguile and bewilder their enemies, and both gnomes and eladrin are commonly telepathic psions. Tieflings, perhaps as an expression of their diabolic heritage, also enjoy manipulating the minds of their foes.

# Creating a Psion

All psions rely on Intelligence. Psions also benefit from a high Charisma or Wisdom, depending on which expression of the class they favor. Psions often choose feats, skills, and powers to complement the ability score related to their choice of focus.

## Telekinetic Psion

As a telekinetic psion, you prefer to use mental force on creatures and objects. You choose powers that let you manipulate foes by flinging them around the battlefield or by binding them in place, as well as powers that create defensive barriers. Intelligence is the key ability for your attacks, so make it your highest score. Choose Wisdom as your next-highest score to increase the effects of your telekinetic abilities. Select powers that allow you to reorder the battlefield and that make the best use of your high Intelligence and Wisdom scores.

**Suggested Class Feature:** Telekinesis Focus
**Suggested Feat:** Controlling Advantage
**Suggested Skills:** Arcana, Dungeoneering, Insight, Perception
**Suggested At-Will Powers:** *kinetic trawl*, *force punch*
**Suggested Daily Power:** *telekinetic anchor*

## Telepathic Psion

As a telepathic psion, you focus on influencing your enemies' minds. You choose powers that persuade foes to mistake friend for foe, that crush minds in your psychic grip, and that take control of an enemy's will. Your attack powers use Intelligence; make it your highest ability score. Powers tailored for your build often use Charisma, so it should be your second-best score. Select powers that help you control your enemies and make the best use of your high Intelligence and Charisma scores.

**Suggested Class Feature:** Telepathy Focus
**Suggested Feat:** Precise Mind
**Suggested Skills:** Arcana, Bluff, Diplomacy, Insight
**Suggested At-Will Powers:** *memory hole*, *mind thrust*
**Suggested Daily Power:** *mental trauma*

# Psion Powers

Your psion powers are called disciplines. You tap into your mental reservoir to affect the world around you and your enemies' perception of it.

## Class Features

Each psion has two encounter powers granted by the Discipline Focus class feature. A telepathic psion has *distract* and *send thoughts*. A telekinetic psion has *far hand* and *forceful push*.

### Distract — Psion Feature

*Your mental barrage momentarily confuses an enemy.*

**Encounter ✦ Psionic**
**Minor Action** **Ranged** 10
**Target:** One creature
*Level 11:* One or two creatures
*Level 21:* One, two, or three creatures
**Effect:** The target grants combat advantage to the next creature that attacks it before the end of your next turn.

### Far Hand — Psion Feature

*You lift an object into the air with the power of your mind.*

**Encounter ✦ Psionic**
**Minor Action** **Ranged** 5
**Target:** One object that weighs 20 pounds or less and isn't carried by another creature
**Effect:** You either move the target to a square within range or manipulate it. When you move the target with this power, you can cause the target to remain aloft until the end of your next turn. If you are holding the target when you use this power, you can put it into a container that's on your person and simultaneously move a second object that you're carrying to your hand. The second object then becomes the target if it weighs 20 pounds or less.
**Sustain Minor:** You either move the target to a square within range or manipulate it.

### Forceful Push — Psion Feature

*With a focused thought, your mental push becomes physical force, moving a creature in the direction you choose.*

**Encounter ✦ Psionic**
**Free Action** **Ranged** 10
**Target:** One creature
**Effect:** You slide the target 1 square, but not into hindering terrain.
*Level 11:* You slide the target 2 squares.
*Level 21:* You slide the target 3 squares.

### Send Thoughts — Psion Feature

*You communicate telepathically with a creature.*

**Encounter ✦ Psionic**
**Free Action** **Ranged** 20
**Target:** One creature that shares a language with you
**Effect:** You send a mental message of 25 words or fewer to the target. The target can respond in kind as a free action.

## Level 1 At-Will Disciplines

### Dishearten — Psion Attack 1

*You insert thoughts of defeat into your foes' minds, sapping the enemies' will to fight.*

**At-Will ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Will
**Hit:** 1d6 + Intelligence modifier psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
**Augment 1**
**Hit:** As above, and the target cannot make opportunity attacks until the end of your next turn.
**Augment 2**
**Hit:** 2d6 + Intelligence modifier psychic damage, and the target takes a penalty to attack rolls equal to your Charisma modifier until the end of your next turn.

### Force Punch — Psion Attack 1

*You punch your foe telekinetically, pushing it and its allies away from you.*

**At-Will ✦ Augmentable, Force, Implement, Psionic**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d8 + Intelligence modifier force damage, and you push the target and each enemy adjacent to you 1 square.
**Augment 1**
**Hit:** As above, but you push the target a number of squares equal to your Wisdom modifier.
**Augment 2**
**Hit:** 1d8 + Intelligence modifier + Wisdom modifier force damage, and you knock the target prone. In addition, you push the target and each enemy adjacent to you 1 square.

### Kinetic Trawl — Psion Attack 1

*You catch your foe in a net of constricting force and draw the foe toward you.*

**At-Will ✦ Force, Implement, Psionic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 1d8 + Intelligence modifier force damage, and you pull the target 1 square.
**Special:** You can use this power unaugmented as a ranged basic attack.
**Augment 1**
**Hit:** 1d10 + Intelligence modifier force damage, and you pull the target a number of squares equal to your Wisdom modifier.
**Augment 2**
**Hit:** 2d10 + Intelligence modifier force damage, and you pull the target a number of squares equal to your Wisdom modifier.

### Memory Hole — Psion Attack 1

*You sift through your foe's mind for the mental representation of yourself within it and brutally rip it out.*

**At-Will ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 1d6 + Intelligence modifier psychic damage, and you become invisible to the target until the start of your next turn.
**Augment 1**
**Hit:** As above, but the invisibility lasts until the end of your next turn.
**Augment 2**
**Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Hit:** 2d6 + Intelligence modifier psychic damage, and you become invisible to the target until the start of your next turn.

### Mind Thrust — Psion Attack 1

*You unleash a psychic assault on your foe's mental pathways. You can increase the assault's intensity to weaken your foe's defenses.*

**At-Will ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 1d10 + Intelligence modifier psychic damage.
**Special:** You can use this power unaugmented as a ranged basic attack.
**Augment 1**
**Hit:** As above, and the target takes a penalty to Will equal to your Charisma modifier until the end of your next turn.
**Augment 2**
**Hit:** 2d10 + Intelligence modifier psychic damage, and the target takes a penalty to all defenses equal to your Charisma modifier until the end of your next turn.

## Level 1 Daily Disciplines

### Hand of Caution — Psion Attack 1

*You forge a barrier of hand-shaped force. When your foe moves too close to you, the barrier repels it.*

**Daily ✦ Force, Implement, Psionic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 2d8 + Intelligence modifier force damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you can use a minor action to push the target 1 square when the target is within 5 squares of you. This effect ends if you end your turn adjacent to the target.

### Mental Trauma — Psion Attack 1

*You assault your enemy with a psychic bolt, impairing its ability to withstand subsequent assaults on its mind.*

**Daily ✦ Implement, Psionic, Psychic**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 3d8 + Intelligence modifier psychic damage.
**Miss:** Half damage.
**Effect:** The target gains vulnerable 5 psychic (save ends).

### Ravening Thought — Psion Attack 1

*You craft an insidious idea barbed with contradictions and horrors and project it into the mind of your foe. The thought then tries to invade other foes' minds.*

**Daily ✦ Implement, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Primary Target:** One creature
**Primary Attack:** Intelligence vs. Will
**Hit:** 2d6 + Intelligence modifier psychic damage, and ongoing 5 psychic damage (save ends).
**Miss:** Half damage, and ongoing 3 psychic damage (save ends).
**Effect:** Make a secondary attack.
**Secondary Target:** Each enemy adjacent to the primary target
**Secondary Attack:** Intelligence vs. Will
**Hit:** 1d6 + Intelligence modifier psychic damage, and ongoing 5 psychic damage (save ends).

### Telekinetic Anchor — Psion Attack 1

*You drive an unseen spike of force into space itself, anchoring creatures in place and causing them harm if they struggle.*

**Daily ✦ Force, Implement, Psionic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 3d6 + Intelligence modifier force damage.
**Miss:** Half damage.
**Effect:** Each target takes 5 force damage the first time it moves on its next turn.

## Level 2 Utility Disciplines

### Intellect Fortress — Psion Utility 2

*A shimmering fortress of mind-generated force springs into being, deflecting certain attacks.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by an attack
**Effect:** Choose a defense. Until the end of your next turn, you gain a power bonus to that defense equal to your Charisma modifier.

### Skill Empowerment — Psion Utility 2

*You send currents of energy into your ally's mind and body, empowering your comrade to achieve exceptional deeds.*

**Daily ✦ Psionic**
**Minor Action** **Ranged** 10
**Target:** One ally
**Effect:** Choose a skill. The target gains a +3 power bonus to checks using that skill until the end of the encounter.

BEN WOOTTEN

### Telekinetic Lift — Psion Utility 2

*You lift a creature or an object into the air with the power of your mind and can hold it there or move it as you wish.*

**Daily ✦ Psionic**
**Standard Action** **Ranged** 10
**Target:** One ally, helpless enemy, or object that weighs 400 pounds or less and isn't carried by another creature
**Effect:** You slide the target 3 squares in any direction, even into the air. The target remains aloft and is immobilized until the end of your next turn. You can end this effect as a free action, and it ends if you end your turn out of range of the target. If the target is a creature, it can end the effect as a minor action.
**Sustain Minor:** The target remains aloft and is immobilized until the end of your next turn, and you can slide the target 3 squares in any direction. Alternatively, you can drop the target and then use the power on a new target.

### Transport Self — Psion Utility 2

*With a thought, you transport yourself to a position that better suits your desires.*

**Encounter ✦ Psionic, Teleportation**
**Move Action** **Personal**
**Effect:** You teleport a number of squares equal to 1 + your Wisdom modifier.

## Level 3 At-Will Disciplines

### Betrayal — Psion Attack 3

*You weaken your foe's sense of self and force the enemy to betray a comrade.*

**At-Will ✦ Augmentable, Charm, Implement, Psionic**
**Standard Action** **Ranged** 10
**Target:** One enemy
**Attack:** Intelligence vs. Will
**Hit:** You slide the target 1 square to a square adjacent to an enemy. The target then makes a melee basic attack as a free action against that enemy, with a bonus to the attack roll equal to your Charisma modifier.
**Augment 1**
**Hit:** As above, and the target gains a bonus to the damage roll equal to your Charisma modifier.
**Augment 2**
**Hit:** You slide the target a number of squares equal to your Charisma modifier to a square adjacent to an enemy. The target then makes a melee basic attack as a free action against that enemy, with a bonus to the attack roll and the damage roll equal to your Charisma modifier. The target is also dazed until the end of your next turn.

### Burning Flux — Psion Attack 3

*You telekinetically grasp empty space and shape it into a whirlwind of burning, grasping filaments that sears nearby enemies.*

**At-Will ✦ Augmentable, Fire, Implement, Psionic, Zone**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 1d6 + Intelligence modifier fire damage.
**Effect:** Choose a square in the target's space. That square becomes a zone that lasts until the end of your next turn. Any creature that enters the zone, starts its turn there, or starts its turn adjacent to it takes fire damage equal to your Wisdom modifier.
**Augment 1**
**Effect:** As above, and the zone is totally obscured.
**Augment 2**
**Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Hit:** 2d6 + Intelligence modifier fire damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. The zone is totally obscured, and any creature that enters the zone or starts its turn there takes fire damage equal to your Wisdom modifier.

### Force Hammer — Psion Attack 3

*You fashion a hammer of force to smash your enemies and either slow them or knock them to the ground.*

**At-Will ✦ Augmentable, Force, Implement, Psionic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d6 + Intelligence modifier force damage, and the target is slowed until the end of your next turn.
**Augment 1**
**Hit:** As above, and the target can't shift until the end of your next turn.
**Augment 2**
**Hit:** 1d8 + Intelligence modifier force damage, and you knock the target prone.

### Id Insinuation — Psion Attack 3

*You send tendrils of thought burrowing into your foes' minds, compromising the enemies' resilience. By increasing the size of the tendrils, you can make your foes more susceptible to harm.*

**At-Will ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Will
**Hit:** 1d6 + Intelligence modifier psychic damage, and the target takes a -2 penalty to Fortitude until the end of your next turn.
**Augment 1**
**Hit:** As above, but the penalty to Fortitude equals your Charisma modifier.
**Augment 2**
**Hit:** 2d8 + Intelligence modifier psychic damage. If an attack hits the target's Fortitude before the end of your next turn, that attack deals extra damage equal to your Charisma modifier.

## Level 5 Daily Disciplines

### Crisis of Identity — Psion Attack 5

*You pull on the invisible threads of your foe's self-knowledge, scrambling the creature's mind.*

**Daily ✦ Charm, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 3d6 + Intelligence modifier psychic damage, and the target makes a melee basic attack as a free action against a creature of your choice, with a bonus to the attack roll and the damage roll equal to your Charisma modifier.
**Miss:** Half damage.

### Hypnotic Pulse — Psion Attack 5

*You emanate a hypnotic ripple of psychic influence that spreads among your foes.*

**Daily ✦ Implement, Psionic, Psychic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Will
**Hit:** 2d6 + Intelligence modifier psychic damage, and the target is dazed (save ends).
**Miss:** The target is dazed until the end of your next turn.

### Shredding Ribbons — Psion Attack 5

*A mass of whirling, shredding, translucent ribbons of force erupts into existence at your behest. The razor-sharp tendrils repeatedly slice into your foes.*

**Daily ✦ Force, Implement, Psionic, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 2d6 + Intelligence modifier force damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Any creature that enters the zone or starts its turn there takes force damage equal to your Wisdom modifier.
**Sustain Minor:** The zone persists.

### Telekinetic Maul — Psion Attack 5

*You form a maul of telekinetic force and slam it into your foe, knocking that enemy backward.*

**Daily ✦ Force, Implement, Psionic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 3d12 + Intelligence modifier force damage, and you push the target a number of squares equal to your Wisdom modifier (minimum 1). If you push the target into difficult terrain, the target falls prone.
**Miss:** Half damage, and you push the target 1 square.

## Level 6 Utility Disciplines

### Mind Shadow — Psion Utility 6

*Your enemies' ability to pay attention to you fades. You recede to the edge of your foes' vision as nothing but a blurred shadow.*

**Daily ✦ Psionic**
**Minor Action** **Personal**
**Effect:** Until you hit any creature with an attack or until the end of the encounter, you are invisible to your enemies if you are not their nearest enemy.

### Steadfast Stanchion — Psion Utility 6

*You clamp invisible wedges of force onto space itself, tethering yourself and your allies against forced movement.*

**Daily ✦ Psionic**
**Standard Action** **Personal**
**Effect:** You become immune to forced movement until the end of your next turn. In addition, your allies are immune to forced movement while within 5 squares of you. If you move, the effect ends.
**Sustain Minor:** The effect persists.

### Telekinetic Screen — Psion Utility 6

*You mentally project a thin layer of force around yourself to ward off a deadly attack.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy scores a critical hit against you
**Effect:** The attack's damage is reduced by 10 + your Wisdom modifier.

## Level 7 At-Will Disciplines

### Cranial Disturbance — Psion Attack 7

*You generate a spike of expanding force within your enemy, disorienting that foe and knocking it off balance. You can expand the spike to have it explode, affecting more foes.*

**At-Will ✦ Augmentable, Force, Implement, Psionic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d8 + Intelligence modifier force damage, and you knock the target prone.
**Augment 1**
**Hit:** As above, and each creature adjacent to the target takes force damage equal to your Wisdom modifier.
**Augment 2**
**Hit:** 1d8 + Intelligence modifier force damage, and the target is dazed until the end of your next turn. In addition, each creature adjacent to the target takes force damage equal to 5 + your Wisdom modifier.

### Dread Spiral — Psion Attack 7

*You focus your thoughts on your foe, binding it with unbreakable force that lets you move it as you wish. By exerting more willpower, you can move your enemy farther.*

**At-Will ✦ Augmentable, Force, Implement, Psionic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d10 + Intelligence modifier force damage, and you slide the target 1 square.
**Augment 1**
**Hit:** As above, but you pull the target a number of squares equal to your Wisdom modifier, instead of sliding it.
**Augment 2**
**Hit:** 2d10 + Intelligence modifier force damage, and you slide the target a number of squares equal to your Wisdom modifier.

### Force Grasp — Psion Attack 7

*You grasp your foe with a hand of shimmering force, slowing it. You can hold the foe in place if you infuse the hand with enough power.*

**At-Will ✦ Augmentable, Force, Implement, Psionic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d8 + Intelligence modifier force damage, and the target is slowed until the end of your next turn.
**Augment 1**
**Target:** One creature or two creatures adjacent to each other
**Augment 2**
**Target:** One or two creatures
**Hit:** 2d8 + Intelligence modifier force damage, and the target is immobilized until the end of your next turn.

### Mind Break — Psion Attack 7

*You lance your foe's mind with mental trauma, which makes the enemy vulnerable to psychic damage. If you choose, you can strip away its psychic resistances.*

**At-Will ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 1d8 + Intelligence modifier psychic damage, and the target gains vulnerability to psychic damage equal to your Charisma modifier until the end of your next turn.
**Special:** You can use this power unaugmented as a ranged basic attack.
**Augment 1**
**Hit:** As above, but the vulnerability equals 5. The target loses psychic resistance until the end of your next turn.
**Augment 2**
**Hit:** 2d8 + Intelligence modifier psychic damage, and the target gains vulnerability to psychic damage equal to 5 + your Charisma modifier until the end of your next turn.

## Level 9 Daily Disciplines

### Clear the Slate — Psion Attack 9

*You create huge gauntlets of mental force that snatch creatures and move them into positions that you desire.*

**Daily ✦ Force, Implement, Psionic**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d6 + Intelligence modifier force damage, and you slide the target a number squares equal to 3 + your Wisdom modifier.
**Miss:** Half damage, and you slide the target 1 square.

### Mind Blast — Psion Attack 9

*You blast your foes with a torrent of psychic energy.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Intelligence vs. Will
**Hit:** The target is stunned (save ends).
**Miss:** The target is dazed until the end of your next turn.

### Mind Cannon — Psion Attack 9

*You rend your foe with a thunderous explosion of force, which sends a shock wave into nearby creatures.*

**Daily ✦ Force, Implement, Psionic, Thunder**
**Standard Action** **Ranged** 10
**Primary Target:** One creature
**Primary Attack:** Intelligence vs. Fortitude
**Hit:** 2d8 + Intelligence modifier force and thunder damage. You push the primary target 1 square, and it is deafened (save ends).
**Effect:** Make a secondary attack that is a close burst 1 centered on the primary target.
**Secondary Target:** Each creature in burst other than the primary target
**Secondary Attack:** Intelligence vs. Fortitude
**Hit:** 1d8 + Wisdom modifier thunder damage.
**Miss:** Half damage.

### Sensory Onslaught — Psion Attack 9

*You overload your foe's senses with a blaring, flashing, odorous mental onslaught that only that creature can perceive.*

**Daily ✦ Implement, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 2d10 + Intelligence modifier psychic damage, and ongoing 5 psychic damage (save ends).
**Miss:** Half damage.
**Effect:** Until the end of your next turn, the target takes a -2 penalty to attack rolls and to all defenses, and it can't take opportunity actions.

## Level 10 Utility Disciplines

### Force Bubble — Psion Utility 10

*You create invisible spheres of force around yourself and your nearby allies. The spheres mute or even stop dangerous energy that rages beyond them.*

**Encounter ✦ Psionic**
**Minor Action** **Close** burst 1
**Target:** You and each ally in burst
**Effect:** Choose cold, fire, force, lightning, necrotic, radiant, or thunder. Until the end of your next turn, each target gains resistance to that damage type, but only when the damage is from ranged or area attacks. The resistance equals 5 + your Intelligence modifier.

### Intellect Leech — Psion Utility 10

*You force a short-range telepathic connection on your foe. Every time your enemy's mind is damaged, you draw invigorating energy from it.*

**Daily ✦ Psionic**
**Minor Action** **Ranged** 20
**Target:** One creature
**Effect:** Until the end of the encounter, whenever the target takes psychic damage while within 10 squares of you, you gain temporary hit points equal to 5 + your Charisma modifier.

### Mind over Flesh — Psion Utility 10

*You draw on your reservoir of psionic power to bolster yourself against a debilitating effect.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** An effect dazes, dominates, or stuns you
**Effect:** You make a saving throw against the triggering effect. If you save, the triggering effect doesn't affect you.

### Sky Hook — Psion Utility 10

*You direct your telekinetic focus on yourself and raise yourself into the air.*

**Daily ✦ Psionic**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you have a fly speed equal to your speed (hover; altitude limit 2).

## Level 13 At-Will Disciplines

### Concussion Burst — Psion Attack 13

*The air ripples as you knock your foes down with a wave of pummeling force.*

**At-Will ✦ Augmentable, Force, Implement, Psionic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** Intelligence modifier force damage, and the target falls prone.
**Augment 1**
**Hit:** As above, and if the target is hit by an attack against Fortitude before the start of your next turn, the target falls prone.
**Augment 4**
**Hit:** 3d6 + Intelligence modifier force damage, and the target falls prone.

### Dual Hallucination — Psion Attack 13

*You pull disquieting images from your foes' minds and combine the images into horrific hallucinations, which you use to disorient those foes.*

**At-Will ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 20
**Target:** One or two creatures
**Attack:** Intelligence vs. Will
**Hit:** 1d8 + Intelligence modifier psychic damage, and the target grants combat advantage to the next creature that attacks it before the end of your next turn.
**Augment 1**
**Hit:** As above, and the target takes a penalty to Reflex equal to your Charisma modifier until the end of your next turn.
**Augment 4**
**Hit:** 2d8 + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn.

### Mind Wipe — Psion Attack 13

*You fray your foes' offensive abilities with a psychic lance of disruption.*

**At-Will ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Will
**Hit:** 1d8 + Intelligence modifier psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
**Augment 1**
**Hit:** As above, but the penalty equals your Charisma modifier and applies only to the target's next attack roll that isn't a basic attack before the end of your next turn.
**Augment 4**
**Hit:** 3d8 + Intelligence modifier psychic damage, and the target takes a penalty equal to your Charisma modifier to the next attack roll it makes before the end of your next turn.

### Thunder Tether — Psion Attack 13

*You focus your will and wrench space around your foes, tethering them in place. Any of them that try to move pay a thunderous price.*

**At-Will ✦ Augmentable, Implement, Psionic, Thunder**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** One or two creatures in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 1d8 + Intelligence modifier thunder damage. If the target moves on its next turn, it takes thunder damage equal to your Wisdom modifier.
**Augment 1 (Zone)**
**Hit:** As above, and the burst creates a zone that lasts until the end of your next turn. The target can't leave the zone during its next turn.
**Augment 4**
**Hit:** 3d8 + Intelligence modifier thunder damage. If the target moves before the start of your next turn, it and each creature adjacent to it at the start of that move take thunder damage equal to your Wisdom modifier.

## Level 15 Daily Disciplines

### Crushing Bludgeon — Psion Attack 15

*You manifest a massive fist of unstoppable force and bludgeon your foe with it, slowing that enemy's movements.*

**Daily ✦ Force, Implement, Psionic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 4d10 + Intelligence modifier force damage, and the target is slowed (saved ends).
**Miss:** Half damage, and the target is slowed until the end of your next turn.

### Dominate — Psion Attack 15

*A silvery ray of psychic compulsion lances into your foe's innermost thoughts, dazing the creature long enough for you to assume control of its actions.*

**Daily ✦ Charm, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** The target is dominated (save ends).
**Aftereffect:** The target takes ongoing 10 psychic damage (save ends).
**Miss:** The target takes ongoing 10 psychic damage (save ends).

### Imprison — Psion Attack 15

*You release an explosion of force that sends your foes spinning away. You then reshape that force into shackles to bind your enemies in place.*

**Daily ✦ Force, Implement, Psionic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 3d6 + Intelligence modifier force damage. You slide the target a number of squares equal to 2 + your Wisdom modifier, and it is immobilized (save ends).
**Miss:** Half damage, and you slide the target 1 square.

### Psychofeedback — Psion Attack 15

*You sever one of your foe's mental pathways, causing searing pain. You can exploit that mental wound whenever the foe harms your friends, renewing your own vitality.*

**Daily ✦ Implement, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Target:** One or two creatures
**Attack:** Intelligence vs. Fortitude
**Hit:** 3d8 + Intelligence modifier psychic damage, and the target is dazed (save ends). While the target is dazed by this power, you gain temporary hit points equal to 1d8 + your Charisma modifier whenever the target deals damage to another creature.
**Miss:** Half damage.

JASON A. ENGLE

## Level 16 Utility Disciplines

### Freedom of Movement — Psion Utility 16

*You generate a field of slippery force that aids your allies who are entangled in difficult situations.*

**Daily ✦ Psionic**
**Minor Action** **Area** burst 2 within 10 squares
**Target:** Each ally in burst
**Effect:** You slide each target a number of squares equal to 1 + your Wisdom modifier. In addition, the immobilized, restrained, and slowed conditions end on each target, and if a target is grabbed, the grab ends.

### Precognitive Step — Psion Utility 16

*You can see the shades of things to come a heartbeat before they occur, granting you a sliver of time in which to alter events.*

**Daily ✦ Psionic**
**Minor Action** **Personal**
**Effect:** Roll a d20. Once during this encounter, you can use that roll's result in place of one of your attack rolls, saving throws, skill checks, or ability checks or in place of an enemy's attack roll against you.

### Psychic Chirurgery — Psion Utility 16

*You send a charge of psionic energy into yourself or an ally, delaying an adverse effect.*

**Encounter ✦ Psionic**
**Free Action** **Melee** touch
**Trigger:** You or an ally is subjected to an effect that a save can end
**Target:** You or the ally
**Effect:** The target isn't subjected to the effect until the end of his or her next turn and can't start making saving throws against the effect until after that turn.

### Telekinetic Boost — Psion Utility 16

*You focus your mental energy on creating a conduit for your allies' movement.*

**Daily ✦ Psionic, Zone**
**Minor Action** **Ranged** 5
**Effect:** You create a zone in an unoccupied square within range. The zone lasts until the end of your next turn. When any ally enters the zone, you can use a free action to slide that ally a number of squares equal to your Wisdom modifier. You can slide the ally in any direction, even into the air.
**Sustain Minor:** The zone persists, and you can move it to a different unoccupied square within range.

## Level 17 At-Will Disciplines

### Crystalline Bonds — Psion Attack 17

*You construct a lattice of binding crystalline force. By increasing the lattice's strength, you can induce pain in the foes inside the lattice.*

**At-Will ✦ Augmentable, Implement, Psionic**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Intelligence vs. Fortitude
**Hit:** The target is immobilized until the end of your next turn.
**Augment 1 (Force)**
**Hit:** As above, and Wisdom modifier force damage.
**Augment 4 (Force)**
**Hit:** 3d10 + Intelligence modifier force damage, and the target is immobilized until the end of your next turn.

### Forced Opportunity — Psion Attack 17

*You jolt your foe's psyche, disrupting the creature's concentration and allowing an ally to strike the foe during the lapse. By channeling more psionic energy, you can create an opening for several allies to exploit.*

**At-Will ✦ Augmentable, Implement, Psionic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** One ally adjacent to the target can make an opportunity attack against it as a free action, with a bonus to the attack roll and the damage roll equal to your Charisma modifier.
**Augment 1**
**Hit:** As above, and the ally gains combat advantage for the opportunity attack.
**Augment 4**
**Hit:** Each of your allies adjacent to the target can make an opportunity attack against it as a free action, with a bonus to the attack roll and the damage roll equal to your Charisma modifier.

### Psychic Brand — Psion Attack 17

*You manifest a glowing symbol over your enemy's head. The symbol moves with your foe, helping reveal its location. At your choosing, the symbol can intensify your foe's pain.*

**At-Will ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 1d10 + Intelligence modifier psychic damage. Until the end of your next turn, the target cannot benefit from concealment or total concealment.
**Special:** You can use this power unaugmented as a ranged basic attack.
**Augment 1**
**Hit:** As above, and the target grants combat advantage until the end of your next turn.
**Augment 4**
**Hit:** 2d10 + Intelligence modifier psychic damage. Until the end of your next turn, the target cannot benefit from concealment or total concealment, and it gains vulnerability to all damage equal to your Charisma modifier.

### Shield Crack — Psion Attack 17

*Lightning erupts from your brow in all directions, battering the defenses of all in its path. By refining the shape of the arc, you can have it strike only those you choose.*

**At-Will ✦ Augmentable, Implement, Lightning, Psionic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 1d8 + Intelligence modifier lightning damage, and the target takes a -2 penalty to AC until the end of your next turn.
**Augment 1**
**Target:** Each enemy in burst
**Augment 4**
**Hit:** 3d8 + Intelligence modifier lightning damage, and the target takes a penalty to AC and Reflex until the end of your next turn. The penalty equals your Wisdom modifier.

## Level 19 Daily Disciplines

### Crisis of Breath — Psion Attack 19

*You telekinetically plug your foe's airways, causing the creature to suffocate, and interfering with its other vital functions.*

**Daily ✦ Implement, Psionic, Reliable**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d8 + Intelligence modifier damage, and ongoing 10 damage (save ends). The target takes a -4 penalty to its first saving throw against this ongoing damage.
**Sustain Minor:** The target takes a -2 penalty to its next saving throw against the ongoing damage.

### Psychic Crush — Psion Attack 19

*You crush some of your enemies' mental processes. The enemies' bodies spasm with the pain that lingers.*

**Daily ✦ Implement, Psionic, Psychic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Will
**Hit:** 3d8 + Intelligence modifier psychic damage, and ongoing 5 psychic damage (save ends). If the target is bloodied, it is also dazed (save ends).
**Miss:** Half damage. If the target is bloodied, it is also dazed until the end of your next turn.

### Psychic Leech — Psion Attack 19

*You plunge a thread of command into your foe's mind, forcing the foe to turn on its ally. You draw psionic power from your foe, and you gain vitality if the foe hits its companion.*

**Daily ✦ Charm, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 2d10 + Intelligence modifier psychic damage, and the target makes a basic attack as a free action against a creature of your choice. If that attack hits, you gain temporary hit points equal to the damage it deals.
**Miss:** The target makes a basic attack as a free action against a creature of your choice. If that attack hits, you gain temporary hit points equal to your Charisma modifier.
**Effect:** You regain 1 power point.

### Shred Reality — Psion Attack 19

*With an explosion of telekinetic force, you rip a temporary hole in reality that pulls at friend and foe alike. One of them is briefly sucked into that void.*

**Daily ✦ Force, Implement, Psionic, Teleportation**
**Standard Action** **Area** burst 3 within 10 squares
**Primary Target:** Each creature in burst
**Primary Attack:** Intelligence vs. Reflex
**Hit:** 3d8 + Intelligence modifier force damage, and you teleport the target 3 squares.
**Effect:** Make a secondary attack.
**Secondary Target:** One creature hit by the primary attack
**Secondary Attack:** Intelligence vs. Will
**Hit:** The target is removed from play. At the end of your next turn, the target reappears in an unoccupied space of your choice within 5 squares of you and is dazed until the end of its next turn.
**Miss:** The target is dazed until the end of your next turn.

## Level 22 Utility Disciplines

### Mind over Earth — Psion Utility 22

*The ground falls away as you effortlessly propel yourself upward.*

**Daily ✦ Psionic**
**Minor Action** **Personal**
**Effect:** You gain fly 8 (hover) until the end of the encounter.

### Rejuvenate the Mind — Psion Utility 22

*When you catch your breath, you experience a rush of psionic vigor.*

**Daily ✦ Psionic**
**Free Action** **Personal**
**Trigger:** You use your second wind
**Effect:** You regain 2 power points.

### Through the Walls — Psion Utility 22

*You alter the physical form of those nearby, allowing you and your friends to walk through walls.*

**Daily ✦ Psionic**
**Standard Action** **Close** burst 1
**Target:** You and each ally in burst
**Effect:** Each target is phasing until the end of your next turn.
**Sustain Minor:** The effect persists.

### Warding Shield — Psion Utility 22

*As your enemy's assault washes toward you, you create a field of psionic energy to protect yourself and your allies.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An enemy targets you with an area or a close attack
**Target:** You and each ally in burst
**Effect:** Until the end of your next turn, each target gains a bonus to AC, Fortitude, and Reflex equal to your Wisdom modifier.

## Level 23 At-Will Disciplines

### Cruel Crush — Psion Attack 23

*You smash your foe to the ground with crushing telekinetic force. By channeling more power, you can grind the foe into the ground.*

**At-Will ✦ Augmentable, Force, Implement, Psionic**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 1d8 + Intelligence modifier force damage, and you knock the target prone.
**Augment 2**
**Hit:** 2d10 + Intelligence modifier force damage, and you knock the target prone.
**Augment 6**
**Hit:** 4d8 + Intelligence modifier force damage, and you knock the target prone. It cannot stand up until the end of your next turn.

### Daggers of Pain — Psion Attack 23

*You send shards of psychic aggression ripping through your enemies, scarring their minds. When those foes move, you can intensify the pain.*

**At-Will ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Will
**Hit:** 1d8 + Intelligence modifier psychic damage, and the target gains vulnerability to psychic damage equal to your Charisma modifier until the end of your next turn.
**Augment 2**
**Hit:** 2d10 + Intelligence modifier psychic damage, and the target gains vulnerability to psychic damage equal to your Charisma modifier until the end of your next turn.
**Augment 6**
**Hit:** 4d8 + Intelligence modifier psychic damage, and the target takes psychic damage equal to your Charisma modifier whenever it enters a square on its next turn.

### Space Vortex — Psion Attack 23

*You tear a momentary vortex in space above your foe and hurl the foe through it.*

**At-Will ✦ Augmentable, Force, Implement, Psionic, Teleportation**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** Intelligence modifier force damage, and you teleport the target to a square within 5 squares of you.
**Augment 2**
**Hit:** 1d12 + Intelligence modifier force damage, and you teleport the target to a square within 5 squares of you.
**Augment 6**
**Hit:** 2d12 + Intelligence modifier force damage, and the target is removed from play. At the end of your next turn, the target reappears in an unoccupied space of your choice that you can see.

### Sudden Control — Psion Attack 23

*With a thought, you force your foe to attack one of its companions. With greater concentration, your control becomes absolute.*

**At-Will ✦ Augmentable, Charm, Implement, Psionic**
**Standard Action** **Ranged** 10
**Target:** One enemy
**Attack:** Intelligence vs. Will
**Hit:** You slide the target a number of squares equal to your Charisma modifier. The target then makes a basic attack as a free action against a creature of your choice, with a bonus to the attack roll and the damage roll equal to your Charisma modifier.
**Augment 2 (Psychic)**
**Hit:** As above, and the target takes 10 psychic damage if its attack misses.
**Augment 6**
**Hit:** The target is dominated until the end of your next turn. Until the domination ends, the target gains a bonus to attack rolls and damage rolls equal to your Charisma modifier.

## Level 25 Daily Disciplines

### Forest of Exclusion — Psion Attack 25

*Strands of force ripple outward from you, battering your foes away. With focus, you can maintain the field of energy to continue pushing away those who wish you harm.*

**Daily ✦ Force, Implement, Psionic, Zone**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 4d10 + Intelligence modifier force damage, and you push the target 4 squares.
**Miss:** Half damage, and you push the target 2 squares.
**Effect:** The burst creates a zone that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. Any enemy that enters the zone or starts its turn there takes 5 force damage and grants combat advantage until the end of its next turn.
**Sustain Minor:** The zone persists.

### Mind Switch — Psion Attack 25

*You project a fragment of your consciousness into your enemy's mind, disorienting the enemy and creating a temporary clone of your will within it that you can use to channel your magic.*

**Daily ✦ Implement, Psionic, Psychic**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 2d8 + Intelligence modifier psychic damage, and the target takes ongoing 10 psychic damage and is stunned (save ends both). While the target is stunned by this power, you can use a square in the target's space as the origin square of your psionic implement powers.
**Miss:** Half damage, and the target is dazed (save ends).

### Telekinetic Bombard — Psion Attack 25

*You project a shimmering dart of deadly force toward your foes. It explodes, flinging victims away.*

**Daily ✦ Force, Implement, Psionic**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 5d6 + Intelligence modifier force damage, and you push the target a number of squares from the center of the burst equal to your Wisdom modifier. If the target ends adjacent to blocking terrain, the target takes 3d6 extra damage.
**Miss:** Half damage, and you push the target 2 squares from the center of the burst.

### Thrall — Psion Attack 25

*Psychic energy pierces your foe's sense of self, distracting the foe so that you can assume control of its actions.*

**Daily ✦ Charm, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** The target is dominated (save ends).
**Aftereffect:** 2d10 + Intelligence modifier psychic damage, and the target is dominated until the end of its next turn.
**Miss:** The target is dazed (save ends).
**Aftereffect:** 1d10 psychic damage, and the target grants combat advantage until the end of its next turn.

## Level 27 At-Will Disciplines

### Claws of Force — Psion Attack 27

*Claws of force erupt around your enemy. By increasing the claws' strength, you can keep your foe close or hold it in place.*

**At-Will ✦ Augmentable, Force, Implement, Psionic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 1d8 + Intelligence modifier force damage, and the target is slowed until the end of your next turn.
**Augment 2**
**Hit:** 2d8 + Intelligence modifier force damage. If the target starts its next turn adjacent to you or your allies, it can move during that turn only to squares that are adjacent to you or your allies.
**Augment 6**
**Hit:** 2d8 + Intelligence modifier force damage, and the target is restrained until the end of your next turn.

ROBERTO MARCHESI

### Concussive Detonation — Psion Attack 27

*You unleash a blast of force, which tears into your foes, leaving them off balance. You can focus the blast to knock your enemies senseless.*

**At-Will ✦ Augmentable, Force, Implement, Psionic**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Intelligence vs. Reflex
**Hit:** 1d8 + Intelligence modifier force damage, and the target is slowed until the end of your next turn.
**Augment 2**
**Hit:** 2d8 + Intelligence modifier force damage, and the target gains vulnerability to force damage equal to your Wisdom modifier until the end of your next turn.
**Augment 6**
**Hit:** 2d8 + Intelligence modifier force damage, and the target is stunned until the end of your next turn.

### Intrusive Spear — Psion Attack 27

*You fashion a spear of telekinetic force and launch it at your foe. The spear strikes with such might that the foe's defenses falter.*

**At-Will ✦ Augmentable, Force, Implement, Psionic**
**Standard Action** **Ranged** 20
**Target:** One or two creatures
**Attack:** Intelligence vs. Reflex
**Hit:** 1d8 + Intelligence modifier force damage, and the target grants combat advantage until the end of your next turn.
**Augment 2**
**Target:** Two creatures adjacent to each other
**Hit:** 2d10 + Intelligence modifier force damage, and the target grants combat advantage until the end of your next turn.
**Augment 6**
**Hit:** 4d8 + Intelligence modifier force damage, and the target grants combat advantage until the end of your next turn.

### Psionic Veil — Psion Attack 27

*You pull a veil over your foes' senses, hiding yourself and your allies. With a little more power, you can blind your enemies.*

**At-Will ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Area** burst 1 within 20 squares
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Will
**Hit:** 1d8 + Intelligence modifier psychic damage, and you and each ally adjacent to you are invisible to the target until the end of your next turn.
**Augment 2**
**Area** burst 2 within 20 squares
**Hit:** 2d10 + Intelligence modifier psychic damage, and you and each ally adjacent to you are invisible to the target until the end of your next turn.
**Augment 6**
**Area** burst 2 within 20 squares
**Hit:** 3d8 + Intelligence modifier psychic damage, and the target is blinded until the end of your next turn.

## Level 29 Daily Disciplines

### Clasp of the Psion — Psion Attack 29

*You cause two shimmering, gigantic hands of force to smash your foes and grasp them in place.*

**Daily ✦ Force, Implement, Psionic, Zone**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 6d6 + Intelligence modifier force damage, and the target is immobilized (save ends).
**Miss:** Half damage, and the target is slowed (saved ends).
**Effect:** The burst creates a zone that lasts until the end of the encounter. While within the zone, any enemy that is hit by a force power is also immobilized until the end of its next turn.

### Microcosm — Psion Attack 29

*You blast your foe with a cacophony of conflicting images and muscle commands, replacing its perception of reality with sights, sounds, and smells that don't exist.*

**Daily ✦ Implement, Psionic, Psychic**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 5d8 + Intelligence modifier psychic damage, and the target is deafened (save ends), blinded (save ends), and slowed (save ends).
**Miss:** Half damage, and the target is blinded (save ends).
**Effect:** Until the power's effects end on the target, you can slide it a number of squares equal to your Charisma modifier as a minor action once per round.

### Soul Break — Psion Attack 29

*You sear your foe with an ebony ray of psychic compulsion, giving it the choice to remain under your domination or pay a terrible price.*

**Daily ✦ Charm, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** The target is dominated (save ends).
**Aftereffect:** The target chooses either to be stunned until the end of its next turn or to take 3d10 + your Intelligence modifier psychic damage.
**Miss:** 2d10 + Intelligence modifier psychic damage, and the target is dazed (save ends).

### Tear the World — Psion Attack 29

*You strike your enemies with an overwhelming blast of telekinetic force that drives your foes away and almost tears the fabric of reality itself.*

**Daily ✦ Force, Implement, Psionic**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Intelligence vs. Fortitude
**Hit:** 5d6 + Intelligence modifier force damage, and ongoing 15 force damage (save ends).
**Aftereffect:** If the target is within 10 squares of you, you push it a number of squares equal to your Wisdom modifier.
**Miss:** Half damage, and you push the target 3 squares.

## Cerulean Adept

*"The walls of the world are thinner than most suspect. Demons and undead are bad enough, but things far worse seek to break through and feast on reality. I won't allow it."*

**Prerequisite:** Psion

An order of protectors called the Keepers of the Cerulean Sign formed long ago to face the threat of the Far Realm's collision with reality. The keepers achieved a great victory and fenced out an invading sovereignty of madness behind potent seals. But as often happens, without an imminent threat to face, the protectors slowly faded from history, and their most potent weapons, artifacts known as the Seven Cerulean Seals, were lost or destroyed.

But the Far Realm remains. Its presence is a barb in reality's side. Some say psionic power itself is the world's answer to the Far Realm. Just as a body unconsciously fights off sickness, the universe prepares for some future battle by sowing psionic potential among its denizens.

Your psionic ability alerted you to the growing aberrant threat at a young age. Despite being a psionic weapon against aberrant spawn, you sought out even more potent weapons. While in the depths of a psionic trance, you glimpsed the original Cerulean Seals. There is little hope of recovering them, but you formed an image of them in your mind and created a copy. Like one of the seals, your copy—a Cerulean Sign—consists of a stylized white tree on a sky-blue background. You have taken up the sign and pledged yourself to the world's defense.

ROBERTO MARCHESI

### Cerulean Adept Path Features

**Cerulean Sign Focus (11th level):** You gain a +1 bonus to Will.

**Cerulean Action (11th level):** When you spend an action point to use an at-will attack power that has a 1-point augmentation, you can use that augmentation without spending a power point.

**Paragon Power Points (11th level):** You gain 2 additional power points.

**All-Seeing Eye (16th level):** When you attack with an augmented psionic power, you can score a critical hit on a roll of 19–20. When you attack an aberration with an unaugmented psionic power, you can score a critical hit on a roll of 18–20.

### Cerulean Adept Disciplines

**Cerulean Blaze** — Cerulean Adept Attack 11

*You brandish the Cerulean Sign, channeling its radiance to shove your foe back so hard that it falls. By channeling a bit more energy, you can affect more enemies.*

**Encounter ✦ Augmentable, Implement, Psionic, Radiant**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 1d8 + Intelligence modifier radiant damage, and you push the target 3 squares and knock it prone.
**Augment 2**
**Area** burst 1 within 20 squares
**Target:** Each creature in burst

**Harden Mind** — Cerulean Adept Utility 12

*By focusing on what's real, you shut out the psychic tumult damaging you.*

**Encounter ✦ Psionic**
**Immediate Interrupt** **Personal**
**Trigger:** You take psychic damage
**Effect:** You gain psychic resistance equal to 5 + one-half your level until the end of your next turn.

**Seal the Threshold** — Cerulean Adept Attack 20

*You emanate a blaze of cerulean fire and shoot it toward your foe, engulfing that enemy in the fire's fury. The fire continues to burn those tainted by aberration.*

**Daily ✦ Implement, Psionic, Radiant**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 4d10 + Intelligence modifier radiant damage.
**Miss:** Half damage.
**Effect:** You regain 1 power point, and the target takes ongoing 5 radiant damage (save ends). If the target is aberrant, the ongoing damage increases to 10.

# Dreamwalker

*"When I dream, I give a whole new meaning to the concept of sleepwalking."*

**Prerequisite:** Psion

Psions who devote their full attention to lucid dreaming can fashion themselves a dream form capable of acting in the waking world, even while the psion remains conscious.

## Dreamwalker Features

**Manifest Dream Form (11th level):** You gain the *manifest dream form* power.

**Dreaming Advantage (11th level):** When you spend an action point to make a psionic attack, you gain combat advantage for that attack against any enemy adjacent to your dream form.

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Dreaming Manifestation (16th level):** When you use a psionic attack power that is an area burst, you can target one additional enemy that is outside the burst and adjacent to your dream form.

## Dreamwalker Disciplines

### Manifest Dream Form — Dreamwalker Feature

*A hazy image of yourself, your dream form manifests nearby.*

**At-Will ✦ Conjuration, Psionic**
**Free Action** **Close** burst 10
**Trigger:** You spend 1 power point or more to augment a psionic power

**Effect:** You conjure your dream form in an unoccupied square in the burst. It lasts until you fall unconscious, until you dismiss it as a minor action, or until you use this power again. Your dream form occupies its square, and you and your allies can move through it. When you take a move action, you can also move your dream form a number of squares equal to your speed. You can see and hear as if you were in your dream form's square, and you can use powers as if you were there. Your dream form can flank with your allies, and you gain combat advantage against any target your dream form is flanking.

Your dream form can be attacked, although it lacks hit points. If it takes any damage, it disappears. It is immune to your attacks.

### Dream Blade — Dreamwalker Attack 11

*Your dream form lashes out with a blade of psychic energy at a nearby foe and hinders any enemies that try to pass by it.*

**Encounter ✦ Implement, Psionic, Psychic**
**Standard Action** **Close** burst 5

**Effect:** Your dream form makes the following melee attack. If your dream form isn't present, you use *manifest dream form* as part of this power, and then your dream form makes the attack.

**Target:** One creature adjacent to your dream form
**Attack:** Intelligence vs. Reflex
**Hit:** 2d8 + Intelligence modifier psychic damage.
**Effect:** Until the end of your next turn, squares adjacent to your dream form are difficult terrain for your enemies.

**Augment 2**
**Target:** Each enemy adjacent to your dream form

ERIC BELISLE

### Dream Stride — Dreamwalker Utility 12

*Stepping through the realm of dreams, you and your dream form switch places.*

**Encounter ✦ Psionic, Teleportation**
**Move Action** **Personal**

**Effect:** You and your dream form teleport, swapping positions.

### True Dream Form — Dreamwalker Attack 20

*You fashion a replica of your strongest dreams and send it forth to do your bidding.*

**Daily ✦ Implement, Psionic, Psychic, Summoning**
**Standard Action** **Ranged** 20

**Effect:** You summon your true dream form in an unoccupied square within range. Your true dream form is Medium and has speed 6 and fly 6 (hover). You can see and hear as if you were in your true dream form's space, and you can use powers as if you were there. Your true dream form can flank with your allies, and you gain combat advantage against any target your true dream form is flanking. You can give your true dream form the following special command. On the turn you summon your true dream form, you give that command as part of using this power.

**Standard Action:** Melee 1; targets one creature; Intelligence vs. Reflex; 3d8 + Intelligence modifier psychic damage, and ongoing 5 psychic damage (save ends).

**Instinctive Effect:** If you haven't given your true dream form any commands by the end of your turn, it uses one of your psionic at-will attack powers that has the implement keyword against an enemy of your choice. It can't augment the power.

# Time Bender

*"When you talk about the passage of time, how little you really understand. For me, time and space are interchangeable."*

**Prerequisite:** Psion

Psions, especially those who prefer telekinetic powers to telepathic ones, instinctively recognize how the fabric of space is just one side of the swath; the other side is time. Objects, creatures, and worlds travel through both, though time is a direction that has only a single route—forward—while space allows movement any which way.

Or so it seems to most. But for those who are able to literally grasp the fabric of space to stretch, compact, and shape it, time is more malleable, within limits. Understanding this fact opens up new possibilities.

You recognize time's pliability. You already have an arsenal of mental tools capable of gripping the seams in the material of space. You have discovered that you can also use your understanding of the nature of time as a springboard to greater power. As your knowledge of time's intricacies has grown, so has your ability to affect time. You believe you'll soon be wielding time like a sword to cut down your foes before they even understand they're in danger.

## Time Bender Path Features

**Time-Lapse (11th level):** When you spend an action point to make an attack with a psionic power, you gain a +1 bonus to the attack roll and can teleport 6 squares as a free action after the attack.

**Loan from the Past (11th level):** Whenever you roll initiative, roll an additional d20. Once during that encounter, you can replace an attack roll, a skill check, an ability check, or a saving throw with that roll.

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Borrow from the Future (16th level):** You can take an extra move action during your turn, but if you do so, you lose your move action on your next turn. You can't use this feature on consecutive rounds.

## Time Bender Disciplines

**Bonds of Time** — Time Bender Attack 11

*You grasp threads of time and pull them, causing your foes to lose track of the present.*

**Encounter ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Area** burst 1 within 20 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 2d6 + Intelligence modifier psychic damage, and the target can take only one action during its next turn.
**Augment 2**
**Hit:** 3d6 + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn.

**Time Strider** — Time Bender Utility 12

*You slow down time slightly, moving like a hummingbird as you dart among your slow-moving friends and foes.*

**Daily ✦ Psionic**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you gain a +2 power bonus to attack rolls, saving throws, and all defenses, and you gain a power bonus to speed equal to your Wisdom modifier.

**Lost in Time** — Time Bender Attack 20

*You detach your foe from the swath of space-time it currently inhabits. Unmoored, it briefly becomes lost in time.*

**Daily ✦ Implement, Psionic, Psychic**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** The target takes ongoing 10 psychic damage and is removed from play (save ends both). When this effect ends, the target reappears in the space it last occupied or in the nearest unoccupied space of its choice.
**Aftereffect:** 1d10 + Intelligence modifier psychic damage, and the target is dazed (save ends).

JIM NELSON

# Uncarnate

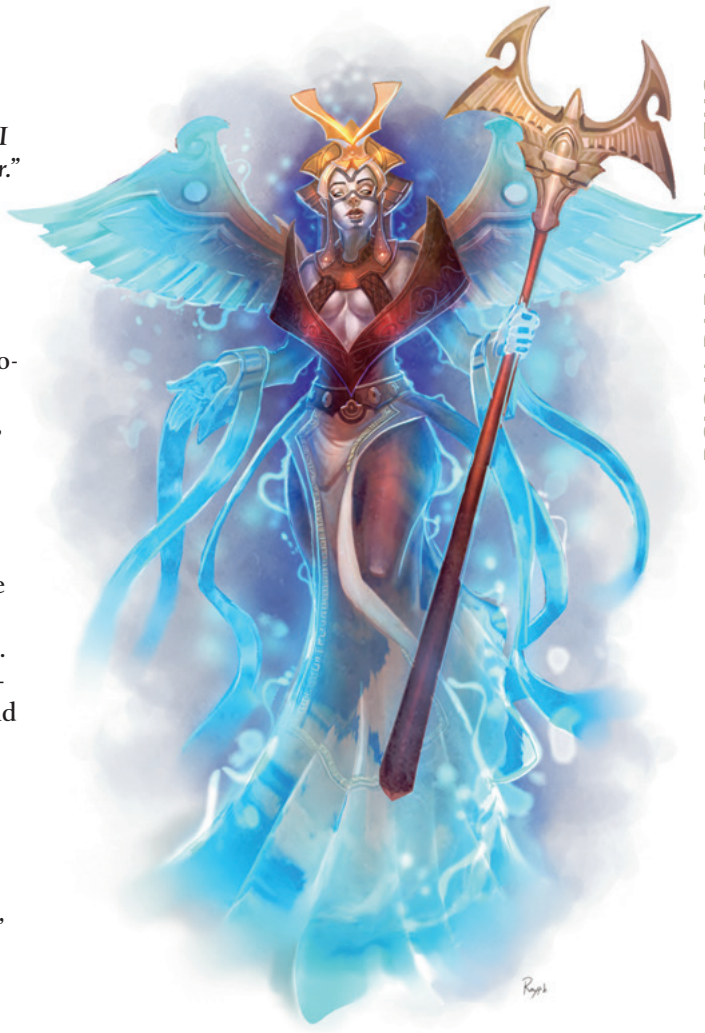
*"This shell of skin, organs, and bones is only a vessel—one I yearn to leave behind to be free of the limitations of matter."*

**Prerequisite:** Psion

An uncarnate's ultimate goal is to become a being of pure mind, unbound by the limits of corporeality. "The flesh is weak, but the mind is strong" is an aphorism among many psions, but uncarnates take it as their guiding truth. They seek to become discarnate, to grow into creatures of pure thought held together by psionic will.

Uncarnates don't seek the paths of undeath that some arcanists choose. Though uncarnates using their abilities are sometimes mistaken for wraithlike spirits, such spirits are bound by the chill chains of undeath, not the self-generated will of psionic might.

You set yourself possibly the greatest psionic challenge: to maintain the clarity and power of your mind as you slowly work at forgetting the flesh that supports it. In the end, it's only the mind that matters.



## Uncarnate Path Features

**Flicker into Nothing (11th level):** When you spend an action point to attack with a psionic power, you become insubstantial until the end of your next turn.

**Misty Step (11th level):** Your psionic attacks ignore the insubstantial quality.

**Paragon Power Points (11th level):** You gain 2 additional power points.

**Discarnate Form (16th level):** When you spend at least 4 power points to augment a psionic power, you become insubstantial until the end of your next turn.

## Uncarnate Disciplines

**Phantom Hook** Uncarnate Attack 11

*You let fly a psychic harpoon, which disrupts both flesh and incorporeal matter with equal reliability.*

**Encounter ✦ Augmentable, Implement, Psionic, Psychic**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d10 + Intelligence modifier psychic damage, and you pull the target 1 square. If the target is insubstantial, it loses the insubstantial quality until the end of your next turn.
**Augment 2**
**Hit:** 2d12 + Intelligence modifier psychic damage, and you pull the target 5 squares. If you pull the target to a square adjacent to you, the target is immobilized until the end of your next turn. If the target is insubstantial, it loses the insubstantial quality until the end of your next turn.

**Shed Body** Uncarnate Utility 12

*You cast aside your body, briefly becoming a creature of pure thought.*

**Daily ✦ Psionic**
**Minor Action** **Personal**
**Effect:** You become a being of thought until the end of the encounter. In this form, you are insubstantial, gain fly 6 (hover; altitude limit 2) and a +2 power bonus to AC and Reflex, and can't take standard actions. You can end the effect as a minor action.

**Dissolve the Flesh** Uncarnate Attack 20

*You concentrate on the matter making up your foe. With a psionic strike, you destabilize that matter, and your foe begins to dissolve away.*

**Daily ✦ Implement, Psionic**
**Standard Action** **Area** burst 1 within 20 squares
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 3d6 + Intelligence modifier damage, and ongoing 10 damage (save ends).
**First Failed Saving Throw:** The target is also dazed (save ends).
**Miss:** Half damage, and ongoing 5 damage (save ends).

RALPH BEISNER

# RUNEPRIEST

*"The divine runes of might are stronger than any steel, more dangerous than any spell."*

**CLASS TRAITS**

**Role:** Leader. The runes you invoke allow you to impart strength and vitality to your allies while leaving your enemies open to attack. Depending on your choice of class features and powers, you might lean toward either defender or controller as a secondary role.

**Power Source:** Divine. You are a master of divine runes, a powerful alphabet that formed the basis of the gods' power. Other runic structures exist, but you have mastered the runes of the gods.

**Key Abilities:** Strength, Constitution, Wisdom

**Armor Proficiencies:** Cloth, leather, hide, chainmail, scale; light shield

**Weapon Proficiencies:** Simple melee, simple ranged

**Bonus to Defense:** +2 Will

**Hit Points at 1st Level:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 7 + Constitution modifier

**Trained Skills:** Religion. From the class skills list below, choose three more trained skills at 1st level.
*Class Skills:* Arcana (Int), Athletics (Str), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Religion (Int), Thievery (Dex)

**Class Features:** Rune Master, *rune of mending*, Runic Artistry

Isolated in sacred forges and holy libraries, runepriests seek to unlock the secrets of the runes of divine power. Legend holds that the gods crafted a set of powerful runes, each imbued with a core of divine power, to help create the world and give it order. During the long war against the primordials, many of these runes were lost. Even the gods only dimly recall the runes of power. Somewhere in the forgotten depths of a dungeon or the isolated corner of the planes, those ancient runes wait to be discovered. A runepriest can learn much in the peaceful halls of a temple, but sooner or later he or she must put on armor and go forth to find or create a new rune, and in so doing earn a name among the masters of rune magic.

You learned the art of rune smithing from your master. Perhaps you sweated over a forge deep within a dwarven stronghold, crafting weapons and armor for the faithful as part of your apprenticeship. Or you might have helped inscribe runes in the living wood of the forest, crafting signs to warn of approaching enemies. Along the way, you learned how to take

WILLIAM O'CONNOR

inscribed runes and turn them into words and signs of power that you can incorporate into your prayers. But now, the time for learning is at an end. Now is the time for adventure.

Merge the runes of power with your weapons and armor. Call to the gods and channel their might against your enemies. The runes are your weapons, and the gods' foes await your judgment.

## Runepriest Class Features

Runepriests have the following class features.

### Rune Master

Some of your powers have the runic keyword. When you are going to use a runic power, you first choose one of the runes noted in the power—either the rune of destruction or the rune of protection—and then use the power, applying the chosen rune's effects. The moment you choose the rune, you enter its rune state. You remain in that rune state until you enter another rune state or until the end of the encounter.

Whenever you enter the rune state of the rune of destruction or the rune of protection, you gain an additional benefit, specified below. The benefit lasts while you're in the rune state.

**Rune of Destruction:** Allies gain a +1 bonus to attack rolls against enemies that are adjacent to you or to any other runepriests who are in this rune state.

**Rune of Protection:** While adjacent to you, allies gain resist 2 to all damage. The resistance increases to 4 at 11th level and 6 at 21st level.

### Rune of Mending

You gain the *rune of mending* power. This rune restores your allies' health and grants them additional power based on your rune state.

### Runic Artistry

Many runepriests follow one of the two major traditions of rune magic: the path of the Wrathful Hammer or the way of the Defiant Word. The two traditions use the same runes but differ in their practices and teachings. Choose one of the following options.

**Defiant Word:** Whenever an enemy misses you with an attack, you gain a bonus to damage rolls against that enemy until the end of your next turn. The bonus equals your Wisdom modifier, regardless of the number of times the enemy misses you in a round.

**Wrathful Hammer:** You gain proficiency with military hammers and military maces. In addition, whenever an enemy deals damage to you with an attack, you gain a bonus to damage rolls against that enemy until the end of your next turn. The bonus equals your Constitution modifier, regardless of the number of times the enemy damages you in a round.

### Runepriest Overview

**Characteristics:** You use melee attacks to harass your enemies and leave them vulnerable to your allies' attacks. With your heavy armor and your ability to heal, you are ideally suited for standing on the front line.

**Religion:** Runepriests are found among the followers of all the gods, but they most commonly worship Corellon, Erathis, Ioun, or Moradin. Moradin is a patron of smiths and other artisans who seek to master a craft. Many runepriests create fine goods as they practice their ability to forge runes. Corellon attracts runepriests who view the inscribing of runes as an art. Ioun values the protective aspects of rune magic and the knowledge contained in the runes. Erathis favors inventors and others who seek knowledge, a perfect match for runepriests who seek to uncover or create new runes.

**Races:** Deva runepriests favor the way of the Defiant Word and create beautiful illuminated manuscripts of religious lore, building libraries that grow for generations in hidden corners of the Astral Sea. Elf runepriests also embrace this path, tending trees and other plants to grow in runic patterns to honor the gods. Dwarves, minotaurs, and goliaths commonly follow the path of the Wrathful Hammer. In great caverns, divine runes decorate dwarven chapels as well as secluded minotaur shrines. Goliath runepriests carve massive runes atop their holy peaks, marking the territory as warded by the gods and serving as landmarks for their people as they migrate from one mountain to the next.

## Creating a Runepriest

Your choice of ability scores, powers, and Runic Artistry tradition suggests one of two builds based on the two most ancient runepriest traditions, the path of the Wrathful Hammer and the way of the Defiant Word. All runepriests use Strength for their attacks. Constitution increases the effect of certain runepriest powers, while Wisdom bolsters others.

### Defiant Runepriest

A length of paper inscribed with runes might appear fragile, yet it hangs from the eaves of a temple day after day, shrugging off rain, snow, cold, and heat. The way of the Defiant Word holds that runes, wherever they are inscribed, provide strength not merely by the power they employ, but by binding together an object or a person and the concept held within a rune. As a defiant runepriest, you fight on the front lines, sustaining and aiding your allies with divine runes. You focus your efforts on the most dangerous enemies, using your magic to restrict their attacks and shield your allies from harm. Strength should be your highest ability score, followed by Wisdom. Choose the Defiant Word as your path of Runic

Artistry, and select powers that don't simply destroy your foes with brute force, but foil their efforts. These choices incline you toward controller as your secondary role.

**Suggested Class Feature:** Defiant Word
**Suggested Feat:** Rune of Hope
**Suggested Skills:** Arcana, History, Insight, Religion
**Suggested At-Will Powers:** *word of binding, word of exchange*
**Suggested Encounter Power:** *divine rune of thunder*
**Suggested Daily Power:** *rune of the undeniable dawn*

### Wrathful Runepriest

Runepriests who follow the path of the Wrathful Hammer inscribe their runes in stone, metal, and ironwood, materials that can withstand the punishing forces that the runes channel. As a wrathful runepriest, you lead the attack against the forces of evil. Your place is at the forefront of any battle, using your hammer to smite your enemies. Strength should be your highest ability score, followed by Constitution. Choose the path of the Wrathful Hammer as your form of Runic Artistry, and select powers that inspire allies around you and wrap your foes in magic that punishes them for not following your edicts. These choices incline you toward defender as your secondary role.

**Suggested Class Feature:** Wrathful Hammer
**Suggested Feat:** Rune of Vengeance
**Suggested Skills:** Athletics, Endurance, Heal, Religion
**Suggested At-Will Powers:** *word of diminishment, word of shielding*
**Suggested Encounter Power:** *anvil of battle*
**Suggested Daily Power:** *rune of endless fire*

## Runepriest Powers

Your powers are prayers that evoke the power of divine runes to smite your enemies and protect your allies. You brand your foes with runes and other markings, leaving them vulnerable to your allies' attacks. Many of your powers have the runic keyword (see the sidebar).

### The Runic Keyword

When you are going to use a runic power, you first choose one of the runes noted in the power and then use the power, applying the chosen rune's effects. The moment you choose the rune, you enter its rune state. You remain in that rune state until you enter another rune state or until the end of the encounter.

## Class Features

Each runepriest has the *rune of mending* power.

**Rune of Mending** — Runepriest Feature

*The healing rune flares with a cold blue fire as you trace it in the air. The rune then appears on your allies' armor.*

**Encounter (Special)** ✦ **Divine, Healing, Runic**
**Minor Action** **Close** burst 5 (10 at 11th level, 15 at 21st level)
**Target:** You or one ally in burst
**Effect:** The target can spend a healing surge.
*Level 6:* The target regains 1d6 additional hit points.
*Level 11:* The target regains 2d6 additional hit points.
*Level 16:* The target regains 3d6 additional hit points.
*Level 21:* The target regains 4d6 additional hit points.
*Level 26:* The target regains 5d6 additional hit points.
**Rune of Destruction:** You and each ally in the burst gain a +2 power bonus to damage rolls (+4 power bonus at 11th level and +6 power bonus at 21st level) until the end of your next turn.
**Rune of Protection:** You and each ally in the burst gain a +1 bonus to all defenses until the end of your next turn.
**Special:** You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.

### Rune Magic

A runepriest handles the least powerful divine runes, those that a mortal can inscribe without risking body and soul. Only the gods and their mightiest servants can truly master the greatest divine runes. Two lesser runic syllabaries are presented here, those of protection and destruction.

Runes of protection fortify defenses, strengthen the spirit, preserve resolve, and deflect an enemy's attacks. Runes of destruction are also known as sigils of unmaking. They weaken steel and stone, degrade flesh and bone, disrupt order, and fray thought.

When you use a runic power, you choose one of the runic alphabets with which to empower your prayers, often tracing a rune in the air as you use a power. Your choice of runic alphabet alters the workings of the power. Using runes of protection might enhance the power's bonus to defense, whereas using runes of destruction boosts its damage.

After you use the power, a rune might glow over your head, on your weapon, or on your armor—a sign of the rune state you have entered.

## Level 1 At-Will Prayers

### Word of Binding — Runepriest Attack 1

*You tap your foe with your weapon and draw on the rune of binding. Divine power coils around the foe, holding it in place.*

**At-Will ✦ Divine, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** Strength modifier damage, and the target is immobilized until the end of your next turn or until you aren't adjacent to it.
**Rune of Destruction:** Before the end of your next turn, the next attack against the target from one of your allies deals extra damage to the target equal to your Wisdom modifier.
**Rune of Protection:** One ally adjacent to either you or the target gains a power bonus to AC equal to your Wisdom modifier until the end of your next turn.

### Word of Diminishment — Runepriest Attack 1

*Your weapon flares with golden energy as you invoke the rune of diminishment. That energy ripples forth as you strike your enemy.*

**At-Will ✦ Divine, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
**Rune of Destruction:** Until the end of your next turn, the target has vulnerable 2 to all damage, but vulnerable 5 against opportunity attacks.
*Level 11:* Vulnerable 4, but 7 against opportunity attacks.
*Level 21:* Vulnerable 6, but 10 against opportunity attacks.
**Rune of Protection:** Until the end of your next turn, the target takes a penalty to damage rolls equal to your Constitution modifier.

### Word of Exchange — Runepriest Attack 1

*The rune of exchange embodies the opposing forces contained within the divine runic alphabet. What one creature gains, another must lose.*

**At-Will ✦ Divine, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
**Rune of Destruction:** Before the end of your next turn, the next attack against the target from one of your allies deals extra damage to the target equal to your Wisdom modifier, and the ally gains temporary hit points equal to your Wisdom modifier.
**Rune of Protection:** The target takes a -2 penalty to all defenses until the end of your next turn, and the next ally to hit the target before the end of your next turn gains a power bonus to AC equal to your Wisdom modifier. The bonus lasts until the end of your next turn.

### Word of Shielding — Runepriest Attack 1

*The rune of shielding flares to life when your foe strikes at you or your friends.*

**At-Will ✦ Divine, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
**Rune of Destruction:** The first time the target hits or misses you or an ally adjacent to you with an attack before the end of your next turn, the target takes damage equal to your Constitution modifier. The target doesn't take this damage if it attacks a creature marking it.
**Rune of Protection:** The first time the target hits or misses you or an ally adjacent to you with an attack before the end of your next turn, the target of that attack gains temporary hit points equal to your Constitution modifier.

## Level 1 Encounter Prayers

### Anvil of Battle — Runepriest Attack 1

*The rune of the anvil, when enhanced by your mastery of divine magic, allows you to become a bulwark.*

**Encounter ✦ Divine, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier damage. Until the start of your next turn, you have resist 5 to all damage against the target's attacks.
**Rune of Destruction:** Until the end of your next turn, whenever the target shifts, you or an ally adjacent to you can make an opportunity attack against it with a bonus to the attack roll equal to your Constitution modifier.
**Rune of Protection:** Until the end of your next turn, whenever the target shifts, you and each ally within 2 squares of the target can shift 1 square as a free action.

### Divine Rune of Thunder — Runepriest Attack 1

*You invoke the rune of thunder and strike your foe, hammering it with a boom.*

**Encounter ✦ Divine, Runic, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier thunder damage.
**Rune of Destruction:** Add your Wisdom modifier to the damage roll. The target grants combat advantage until the end of your next turn.
**Rune of Protection:** You push the target a number of squares equal to your Wisdom modifier, and it is dazed until the end of your next turn.

### Executioner's Call — Runepriest Attack 1

*Your weapon batters your foe, branding it with the rune of the executioner.*

**Encounter ✦ Divine, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage. Your allies gain a +2 bonus to damage rolls against the target until the end of your next turn.
**Rune of Destruction:** One ally within 5 squares of you gains a +4 power bonus to the next attack roll he or she makes against the target before the start of your next turn.
**Rune of Protection:** The target takes a –2 penalty to attack rolls until the end of your next turn.

### Flames of Purity — Runepriest Attack 1

*You strike the ground, marking it with the rune of purifying fire and causing divine flames to wash over your enemies.*

**Encounter ✦ Divine, Fire, Healing, Runic, Weapon**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier fire damage.
**Rune of Destruction:** Each ally in the blast gains a +3 power bonus to damage rolls until the end of your next turn.
**Rune of Protection:** Each ally in the blast regains 3 hit points.

MATIAS TAPIA

## Level 1 Daily Prayers

### Rune of Endless Fire — Runepriest Attack 1

*The sun was shaped by the rune of endless fire. You invoke the least form of the rune to wreathe your foe in golden, killing light.*

**Daily ✦ Divine, Fire, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier fire and radiant damage, and the target is blinded until the end of your next turn.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you gain a +2 bonus to damage rolls, your attacks deal fire and radiant damage instead of their normal damage types, and the number of hit points and temporary hit points granted by your powers increases by 4.

### Rune of Iron's Rebuke — Runepriest Attack 1

*The rune of iron's rebuke was first inscribed during the performance of a great ritual that bound the golem Talos within the depths of the Elemental Chaos.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is slowed and cannot shift (save ends both).
**Miss:** Half damage, and the target is slowed and cannot shift until the end of your next turn.
**Effect:** Until the end of the encounter, while the target is adjacent to you, it takes damage equal to your Strength modifier when any attack misses it and deals no damage on a miss.

### Rune of the Undeniable Dawn — Runepriest Attack 1

*In the ancient days, the gods created a mighty rune to protect their astral domains against the primordials. You strike this rune into the ground, creating a consecrated space.*

**Daily ✦ Divine, Radiant, Weapon, Zone**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier radiant damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. You and your allies gain a +2 power bonus to all defenses while within the zone.
**Sustain Minor:** The zone persists.

### Rune of Twilight's Beacon — Runepriest Attack 1

*You trace a rune in the air, the first of the seven runes that represent the gates of death. The first gate symbolizes death's undeniable call.*

**Daily ✦ Divine, Weapon; Varies**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier necrotic or radiant damage.
**Miss:** Half damage.
**Effect:** Choose an ally within 5 squares of you. Until the end of the encounter, the target takes 5 necrotic or radiant damage whenever it doesn't end its turn adjacent to that ally. This effect ends if the ally ends his or her turn not adjacent to the target.

## Level 2 Utility Prayers

### Icon of Victory — Runepriest Utility 2

*The icons of victory were runes that steeled the divine echelons against the primordial hordes. You invoke the least of these runes, inspiring your allies to victory.*

**Daily ✦ Divine, Zone**
**Minor Action** **Close** burst 1
**Effect:** The burst creates a zone that lasts until the end of your next turn. You and your allies gain a +2 power bonus to attack rolls while within the zone.
**Sustain Minor:** The zone persists.

### Mark of Skilled Effort — Runepriest Utility 2

*You call on the runes of knowledge to grant to an ally the skill he or she needs to complete a daunting task.*

**Encounter ✦ Divine**
**Minor Action** **Ranged** 10
**Target:** One ally
**Effect:** Until the end of your next turn, the target gains a +5 power bonus to his or her next untrained skill check or a +2 power bonus to his or her next trained skill check.

### Rune of the Final Effort — Runepriest Utility 2

*You trace the rune of the final effort on your ally, granting him or her the resilience needed to see the battle to the end.*

**Encounter ✦ Divine**
**Minor Action** **Melee** 1
**Target:** One bloodied ally
**Effect:** Until the end of your next turn, the target gains a +5 power bonus to all defenses.

### Shield of Sacrifice — Runepriest Utility 2

*You invoke the rune of sacrifice, ensuring that he or she who gives strength in the name of the gods will also receive their protection.*

**Daily ✦ Divine, Healing**
**Minor Action** **Close** burst 5
**Target:** You or one ally in burst
**Effect:** The target loses a healing surge. One or two allies within 5 squares of the target regain hit points as if they had each spent a healing surge. The target and each ally who regained hit points gain a +5 power bonus to AC until the end of your next turn.

## Level 3 Encounter Prayers

### Beacon of Vengeance — Runepriest Attack 3

*You invoke a rune of avenging light that burns the image of one of your allies from your foe's mind.*

**Encounter ✦ Divine, Radiant, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier radiant damage, and one ally adjacent to the target becomes invisible to it until the end of your next turn.
**Rune of Destruction:** If the ally's next attack against the target before the end of your next turn is against AC, it is against Reflex instead if that defense is lower.
**Rune of Protection:** The ally can use a free action to shift a number of squares equal to your Wisdom modifier.

### Symbol of Wrath Reversed — Runepriest Attack 3

*You brand your foe with the symbol of wrath reversed. The more the enemy struggles against you, the more the symbol lends strength to you and your allies.*

**Encounter ✦ Divine, Healing, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
**Rune of Destruction:** The target's first attack during its next turn provokes an opportunity attack from you or an ally of your choice.
**Rune of Protection:** If the target makes any attacks during its next turn, you and each ally within 3 squares of it regain hit points equal to your Constitution modifier.

### Word of Alliance — Runepriest Attack 3

*You weave together your allies' strength, combining your efforts to overwhelm your enemy.*

**Encounter ✦ Divine, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Rune of Destruction:** Until the end of your next turn, when any ally attacks the target, he or she gains a power bonus to the attack roll equal to the number of his or her allies adjacent to the target.
**Rune of Protection:** Until the end of your next turn, the target takes a penalty to attack rolls equal to the number of your allies adjacent to it when it attacks.

### Word of the Blinding Shield — Runepriest Attack 3

*You call out the word of the blinding shield, creating a halo of energy that protects your ally.*

**Encounter ✦ Divine, Radiant, Runic, Weapon**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An enemy makes an attack roll against your ally
**Target:** The triggering enemy in burst
**Attack:** Strength vs. Fortitude
**Hit:** The target is blinded until the end of its turn.
**Rune of Destruction:** The target also takes radiant damage equal to your Constitution modifier.
**Rune of Protection:** The ally gains temporary hit points equal to your Constitution modifier.

## Level 5 Daily Prayers

### Cage of Light — Runepriest Attack 5

*You slam your weapon into the ground, imprinting a rune of imprisonment that causes light to wash over your enemies.*

**Daily ✦ Divine, Radiant, Weapon, Zone**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Strength vs. Will
**Hit:** 2[W] + Strength modifier radiant damage.
**Miss:** Half damage.
**Effect:** The blast creates a zone that lasts until the end of your next turn. Leaving the zone costs enemies 2 extra squares of movement. Any enemy that attacks an ally who is within the zone grants combat advantage (save ends).
**Sustain Minor:** The zone persists.

### Rune of Arrow's Flight — Runepriest Attack 5

*In the elder days, Gruumsh carved this rune to guide Corellon's arrow into the heart of a primordial serpent. Corellon later used the same rune against Gruumsh to destroy his eye.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Will
**Hit:** 2[W] + Strength modifier damage, and the target grants combat advantage when targeted by area attacks and ranged attacks and has vulnerable 5 to all damage from area attacks and ranged attacks (save ends both).
**Aftereffect:** The target grants combat advantage when targeted by area attacks and ranged attacks until the end of your next turn.
**Miss:** Half damage, and the target grants combat advantage when targeted by area attacks and ranged attacks until the end of your next turn.
**Effect:** Until the end of the encounter, enemies don't grant cover to the target against ranged attacks.

### Rune of the Ember of Wrath — Runepriest Attack 5

*You strike your foes, branding them with the rune of the ember of wrath.*

**Daily ✦ Divine, Fire, Weapon**
**Standard Action** **Melee** weapon
**Target:** One or two creatures
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier fire damage.
**Miss:** Half damage.
**Effect:** If you attack only one creature with this power, it takes ongoing 5 fire damage (save ends). If you attack two creatures, both are affected by the ember of wrath (save ends). Until the ember ends on a target, whenever that target is hit by a melee or a ranged attack, the other target takes 5 fire damage.

### Rune of the Final Act — Runepriest Attack 5

*You invoke the second of the seven runes that represent the gates of death. The second gate embodies the soul's first step from the body.*

**Daily ✦ Divine, Weapon; Varies**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier necrotic or radiant damage.
**Miss:** Half damage.
**Effect:** The target is affected by a deathly rune (save ends). Until the rune ends, you and your allies gain a +2 power bonus to damage rolls against the target. Whenever you or any of your allies hit the target, the bonus increases by 1.

## Level 6 Utility Prayers

### Banner of Alliance — Runepriest Utility 6

*You invoke the rune of shared pains, allowing you to absorb the punishment meant for an ally.*

**Daily ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** Until the end of the encounter, whenever the target takes damage, you can use an immediate interrupt to take the damage in the target's place.

### Compact of Peace — Runepriest Utility 6

*You invoke the runes of peace, making a pledge to set aside your weapons and giving you and your allies the chance to negotiate.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Each target gains a +5 power bonus to Diplomacy checks and Insight checks until the end of your next turn. The effect ends if any target makes an attack.

### Rune of Meritorious Alacrity — Runepriest Utility 6

*As battle begins, you invoke the rune of meritorious alacrity, bringing your friends instantly to readiness.*

**Daily ✦ Divine**
**Free Action** **Ranged** sight
**Trigger:** You roll initiative
**Target:** You and each ally
**Effect:** Each target gains a +10 bonus to his or her initiative check.

### Rune of Unyielding Steel — Runepriest Utility 6

*The rune of unyielding steel strengthens anything, even a living creature's skin, to the point that arrows and blades bounce off it.*

**Encounter ✦ Divine**
**Standard Action** **Melee** 1
**Target:** One ally
**Effect:** The target gains a +2 power bonus to all defenses until the end of your next turn or until he or she is no longer adjacent to you.

## Level 7 Encounter Prayers

### Gathering Storm Intonation — Runepriest Attack 7

*You tap your foe with your weapon, placing a rune of storm upon it.*

**Encounter ✦ Divine, Lightning, Runic, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. Reflex
**Hit:** 1[W] + Strength modifier lightning damage. Until the end of your next turn, you can make the following secondary attack, using a square in the primary target's space as the origin square.
**Opportunity Action** **Close** burst 1
**Trigger:** The primary target makes an attack
**Secondary Target:** Each enemy in burst other than the primary target
**Secondary Attack:** Strength vs. Reflex
**Hit:** Strength modifier lightning damage.
**Rune of Destruction:** The primary target takes lightning damage equal to your Constitution modifier.
**Rune of Protection:** You slide the secondary target 2 squares.

### Rune of Roaring Fire — Runepriest Attack 7

*Your attack leaves a rune of fire on your foe, causing a torrent of flame to surround it.*

**Encounter ✦ Divine, Fire, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier fire damage.
**Rune of Destruction:** Until the end of your next turn, the target takes fire damage equal to 5 + your Constitution modifier whenever it makes an opportunity attack.
**Rune of Protection:** Until the end of your next turn, you and your allies have concealment against the target, and the target takes a penalty to Perception checks equal to your Constitution modifier.

### Symbol of Cowardice — Runepriest Attack 7

*Your divine magic infects the target with overwhelming fear, ruining its attacks or causing it to shrink away from your allies.*

**Encounter ✦ Divine, Fear, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Will
**Hit:** 2[W] + Strength modifier damage.
**Rune of Destruction:** Until the end of your next turn, each ally who ends his or her turn adjacent to the target can push the target 1 square as a free action.
**Rune of Protection:** Until the end of your next turn, the target takes a penalty to attack rolls equal to your Wisdom modifier + the number of your allies adjacent to it.

### Word of Befuddlement — Runepriest Attack 7

*You craft a cunning runic phrase and invoke it as you strike your opponent, smashing its intellect. It fights like a wild beast, lashing out in pain when injured.*

**Encounter ✦ Divine, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Will
**Hit:** 2[W] + Strength modifier damage.
**Rune of Destruction:** Until the end of your next turn, the first time any of your allies hits the target, the target makes a melee basic attack as a free action against an enemy of your choice.
**Rune of Protection:** Until the end of your next turn, the target takes a -5 penalty to attack rolls against your allies who aren't adjacent to it.

## Level 9 Daily Prayers

### Rune of Boundless Fury — Runepriest Attack 9

*Kord first carved this rune, cutting it into the flesh of a primordial beast. His sacred berserkers, their wrath fired by the bloody symbol, overwhelmed the foe.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of your next turn, whenever any ally starts his or her turn adjacent to the target, that ally can make a melee basic attack against the target as a free action.

### Rune of Death's Verge — Runepriest Attack 9

*You invoke the third of the seven runes that represent the gates of death. The third gate slams shut as the soul passes through, severing the soul's link to its body.*

**Daily ✦ Divine, Weapon; Varies**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier necrotic or radiant damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you can make the following secondary attack, using a square in the primary target's space as the origin square.
**Opportunity Action** **Close** burst 3
**Trigger:** The primary target drops to 0 hit points
**Secondary Target:** Each enemy in burst
**Secondary Attack:** Strength vs. Will
**Hit:** The secondary target is dazed (save ends).

### Rune of Shielding — Runepriest Attack 9

*You inscribe a rune of containment on your foe to protect you and your allies from attacks that rage around the foe.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, when the target is included as a target of a close or an area attack that also includes you or any of your allies, the attack automatically misses you and your allies.

### Unconquered Redoubt — Runepriest Attack 9

*With a mighty swing, you place the rune of the unconquered redoubt into the ground. The blast knocks your enemies back as your magic weaves a defense.*

**Daily ✦ Divine, Radiant, Weapon, Zone**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier radiant damage, and you push the target 4 squares.
**Miss:** Half damage, and you push the target 1 square.
**Effect:** The blast creates a zone that lasts until the end of your next turn. While within the zone, you and your allies gain a +2 power bonus to AC and resist 5 to all damage against close attacks and area attacks.
**Sustain Minor:** The zone persists.

## Level 10 Utility Prayers

### Banner of Resolution — Runepriest Utility 10

*You invoke the rune of resolve, granting your ally the bravery and strength needed to repel the enemy.*

**Daily ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** Until the end of the encounter, the target gains 5 temporary hit points whenever he or she hits with an attack.

### Rune of Daunting Light — Runepriest Utility 10

*You invoke a rune on yourself and your allies that makes you all appear daunting even when your defenses are down.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** The targets don't grant combat advantage until the end of your next turn.

### Rune of Shared Lore — Runepriest Utility 10

*You invoke the rune of shared lore. Your skill is your allies' skill, and theirs is yours.*

**Daily ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Choose a skill. Until the end of the encounter, whenever each target makes a check with that skill, he or she uses the highest bonus for that skill from among all the targets.

### Rune of the Astral Winds — Runepriest Utility 10

*You place a rune of the astral winds on your ally, allowing him or her to slip by your enemies in safety.*

**At-Will ✦ Divine**
**Move Action (Special)** **Melee** touch
**Target:** One ally
**Effect:** You slide the target 4 squares.
**Special:** You can use this power only once per round.

## Level 13 Encounter Prayers

### Iron Redoubt — Runepriest Attack 13

*You invoke the runes of iron and perseverance, a combination that allows you to stand against the enemy's mightiest attacks.*

**Encounter ✦ Divine, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and you mark the target until the end of your next turn.
**Rune of Destruction:** Until the mark ends, you can use an opportunity action to make a melee basic attack against the target when it makes any attack that doesn't include you as a target. You gain a power bonus to the attack roll and the damage roll against the target equal to your Wisdom modifier.
**Rune of Protection:** Until the end of your next turn, the target takes a penalty to damage rolls equal to your Wisdom modifier.
**Effect:** Until the end of your next turn, you have resist 5 to all damage against the target's attacks.

### Whirling Storm Word — Runepriest Attack 13

*The word of whirling storms carries within it the power of an astral hurricane. You impart this energy to your foe, causing the rune's energy to push and pull it, ruining its defenses.*

**Encounter ✦ Divine, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target grants combat advantage until the end of your next turn.
**Rune of Destruction:** Until the end of your next turn, while the target is flanked, you and your allies gain a bonus to damage rolls against it equal to your Constitution modifier.
**Rune of Protection:** Until the end of your next turn, the target takes a penalty to attack rolls equal to your Constitution modifier.

### Word of Astral Defiance — Runepriest Attack 13

*Runes of power radiate defiant light around you and either weaken your foes or defend your allies.*

**Encounter ✦ Divine, Radiant, Runic, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each creature in burst
**Attack:** Strength vs. Reflex
**Hit:** 1[W] + Strength modifier radiant damage, and you slide the target 1 square.
**Rune of Destruction:** Until the end of your next turn, the target has vulnerability to all damage while adjacent to you. The vulnerability equals your Wisdom modifier
**Rune of Protection:** Until the end of your next turn, allies gain a power bonus to all defenses while adjacent to you. The bonus equals your Wisdom modifier.

### Word of Lingering Thunder Runepriest Attack 13

*Your weapon burns the word of lingering thunder on your foe. If that foe draws too close to your allies or moves away from a specific combatant, the rune's energy roars forth to punish it.*

**Encounter ✦ Divine, Runic, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier thunder damage.
**Rune of Destruction:** Choose one or two allies within 5 squares of you. If the target enters a square adjacent to either of those allies during its next turn, it takes thunder damage equal to your Constitution modifier and falls prone.
**Rune of Protection:** Choose one ally within 5 squares of you. If the target moves away from that ally during its next turn, it takes thunder damage equal to your Constitution modifier and falls prone.

## Level 15 Daily Prayers

### Brand of Arcing Lightning Runepriest Attack 15

*Lightning plays along your weapon as you attack your foe. The lightning then jumps to strike at other foes.*

**Daily ✦ Divine, Lightning, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier lightning damage.
**Miss:** Half damage.
**Effect:** The target is affected by a lightning brand (save ends). Until the brand ends, whenever you or any of your allies hit the target, an enemy within 5 squares of the target takes lightning damage equal to 5 + your Strength modifier.

### Rune of Judgment's Levy Runepriest Attack 15

*Souls are judged in the afterlife and must account for their deeds. This rune, the fourth of the seven runes that represent the gates of death, symbolizes that step along the soul's journey.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Primary Attack:** Strength vs. Reflex
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You mark the target until the end of the encounter. Until the mark ends, you can make the following secondary attack against the target.
**Immediate Interrupt** **Close** burst 5
**Trigger:** The target makes an attack that doesn't include you as a target
**Secondary Attack:** Strength vs. Will
**Hit:** 1[W] damage.

### Rune of the First Fortress Runepriest Attack 15

*The First Fortress was a redoubt built to defend against the primordials' attacks on the Astral Sea. This rune was carved to bolster the fortress's gates.*

**Daily ✦ Divine, Weapon, Zone**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. While within the zone, you and your allies gain resist 5 to all damage. Any enemy that willingly enters the zone is immobilized until the end of your next turn.
**Sustain Minor:** The zone persists.

### Rune of the Flanking Wind Runepriest Attack 15

*You imprint the rune of the flanking wind on your foe. Thus summoned, the wind carries your allies into position against the foe and protects them.*

**Daily ✦ Divine, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Choose one ally within 10 squares of you. You teleport that ally to a square where he or she flanks the target. Until the end of the encounter, you and your allies gain a +2 power bonus to all defenses while flanking the target.

SHANE NITZSCHE

## Level 16 Utility Prayers

### Rune of Preservation — Runepriest Utility 16

*The rune of preservation grants its targets the ability to withstand attacks that would cripple a normal creature.*

**Encounter ✦ Divine, Healing**
**Minor Action** **Close** burst 5
**Target:** Two allies in burst or you and one ally in burst
**Effect:** Each target gains resist 5 to all damage until the end of your next turn. In addition, each target can spend a healing surge.

### Rune of Reinvigoration — Runepriest Utility 16

*This potent symbol infuses you and your allies with energy.*

**Daily ✦ Divine, Healing**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Each target regains hit points as if he or she had spent a healing surge and gains a +4 power bonus to all defenses until the end of your next turn.

### Rune of the Unblinking Eye — Runepriest Utility 16

*A gentle light washes over the area, allowing you and your allies to see details that would otherwise escape your notice.*

**Daily ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Each target gains a +5 power bonus to Perception checks until the end of the encounter.

### Rune of the Warded Path — Runepriest Utility 16

*You invoke the rune of the warded path, a mark once used by the gods to ensure the safety of secret ways through the planes.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 5
**Effect:** Choose up to four unoccupied squares in the burst. Until the end of your next turn, you and your allies don't provoke opportunity attacks when leaving those squares.

## Level 17 Encounter Prayers

### Rune of the Astral Phalanx — Runepriest Attack 17

*You invoke a rune that marked the battle standards of the divine armies in the earliest days of creation and that bound angel, god, and mortal together in a unified fighting force.*

**Encounter ✦ Divine, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and each ally adjacent to the target can make a melee basic attack against it as a free action.
**Rune of Destruction:** Each ally gains a bonus to the melee basic attack's damage roll equal to your Wisdom modifier.
**Rune of Protection:** Each ally can shift a number of squares equal to your Wisdom modifier as a free action, instead of making the melee basic attack.

### Mark of Battle's End — Runepriest Attack 17

*As your weapon slams into your foe, the mark of battle's end blazes on the foe. Other enemies stagger away, pushed back by the mark's power.*

**Encounter ✦ Divine, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you push each enemy within 3 squares of the target 3 squares away from it.
**Rune of Destruction:** You slide each ally within 3 squares of the target 3 squares to a square adjacent to the target.
**Rune of Protection:** You push each ally within 3 squares of the target 3 squares away from it.

### Whisper of the Cunning Step — Runepriest Attack 17

*Many runes embody a principle of balance. As you invoke the rune of the cunning step, you steal a foe's speed and agility and grant it to an ally.*

**Encounter ✦ Divine, Runic, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is slowed until the end of your next turn.
**Rune of Destruction:** One ally within 5 squares of you can use a free action to shift half his or her speed. If that ally ends this shift adjacent to the target, the ally gains a +2 power bonus to the next attack roll he or she makes against the target before the end of your next turn.
**Rune of Protection:** One ally within 5 squares of you can use a free action to teleport a number of squares equal to his or her speed + your Wisdom modifier.

### Word of Healing Assault — Runepriest Attack 17

*A single empowered word infuses your allies with might and returns their health.*

**Encounter ✦ Divine, Healing, Runic**
**Standard Action** **Close** burst 5
**Target:** One or two allies in burst
**Effect:** Each target can make a basic attack as a free action. If a target's attack hits, he or she can also spend a healing surge and regain 2d10 additional hit points.
**Rune of Destruction:** The basic attacks each deal extra damage equal to your Constitution modifier.
**Rune of Protection:** Each target gains resist 5 to all damage until the end of your next turn.

## Level 19 Daily Prayers

### Mark of Ill Luck — Runepriest Attack 19

*You place the mark of ill luck on your foe. The mark ensures that failed attacks ricochet onto that foe.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, the target takes 5 damage both when a ranged attack against a creature within 5 squares of it misses and when a melee attack against a creature adjacent to it misses.

### Rune of Rust — Runepriest Attack 19

*As you strike your foe, dull red energy spreads across it in the pattern of the rune of rust, a mark of the decay of all things.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** The target takes a -4 penalty to AC (save ends).
**Each Failed Saving Throw:** The penalty increases by 2.
**Aftereffect:** The penalty persists until the end of the target's next turn.

### Rune of the Threshold — Runepriest Attack 19

*The fifth of the seven runes that represent the gates of death embodies the threshold a soul must pass on its way to its final reward. Only the most strong-willed of creatures can resist that gate's lure.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Will
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of your next turn, whenever the target saves against an effect, that effect instead persists until the end of the target's next turn.

### Rune of Warding Light — Runepriest Attack 19

*You invoke the rune of warding light, which produces a fortified area that your enemies have little chance of breaching.*

**Daily ✦ Divine, Radiant, Weapon, Zone**
**Standard Action** **Close** burst 2
**Effect:** The burst creates a zone that lasts until the end of your next turn. You and your allies have cover while within the zone. While the zone persists, you can make the following attack, using the burst's origin square as the attack's origin square.
**Opportunity Action** **Close** burst 2
**Trigger:** An enemy enters the zone or starts its turn there
**Target:** The triggering enemy in burst
**Attack:** Strength vs. Will
**Hit:** 1[W] + Strength modifier radiant damage, and you slide the target 3 squares.
**Sustain Minor:** The zone persists.

## Level 22 Utility Prayers

### Banner of the Undefeated — Runepriest Utility 22

*You forge a rune of endless battle, one that compels your allies to fight on even when death tugs at them.*

**Daily ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Until the end of the encounter, the dying condition doesn't cause the targets to fall unconscious. Each target instead falls unconscious when he or she fails a death saving throw.

### Banner of Victory — Runepriest Utility 22

*You forge a rune of victory, keeping your allies on their feet while your foes suffer.*

**Daily ✦ Divine, Healing, Zone**
**Minor Action** **Close** burst 5
**Effect:** The burst creates a zone that lasts until the end of your next turn. While within the zone, you and your allies have regeneration 5 while bloodied. While within the zone, your enemies have vulnerable 5 to all damage.
**Sustain Minor:** The zone persists.

### Rune of the Hero's Resolve — Runepriest Utility 22

*The rune of the hero's resolve allows a single warrior to fight with the vigor and purpose of two combatants.*

**Daily ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** You or one ally in burst
**Effect:** The target gains temporary hit points equal to his or her current hit point total and can take a standard action as a free action.

### Symbol of Defiance — Runepriest Utility 22

*The symbol of defiance fortifies your allies when your foes believe they have defeated you.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** Each bloodied ally in burst
**Effect:** You slide each target 5 squares. Until the end of your next turn, each target gains a power bonus to all defenses equal to your Wisdom modifier.

## Level 23 Encounter Prayers

### Mark of Untamed Wrath — Runepriest Attack 23

*Many divine runes contain the power of wrath, since they arose during the Dawn War. This rune turns your enemy's anger into destruction for its cohorts.*

**Encounter ✦ Divine, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Will
**Hit:** 3[W] + Strength modifier damage.
**Rune of Destruction:** Until the end of your next turn, when any of your allies hit the target, each enemy adjacent to the target takes 5 damage.
**Rune of Protection:** Until the end of your next turn, the target must include your enemy nearest to it as a target of its attacks. If the target can't include any of your enemies when it makes an attack, the target is dazed until the end of its next turn, after it makes the attack.

### Rune of Rising Fury — Runepriest Attack 23

*You call forth the rune of rising fury, placing it among your foes. As your allies press the attack, the rune glows red and incites them to greater glory.*

**Encounter ✦ Divine, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** Three of your allies can each make a basic attack against the target as a free action once during each of their next turns.
**Rune of Destruction:** The allies have combat advantage against the target for the basic attacks.
**Rune of Protection:** The allies can each shift 1 square as a free action after making the basic attack.

### Rune of the Wandering Star — Runepriest Attack 23

*You invoke the rune of the wandering star. A mote of energy appears and sears your enemies with light.*

**Encounter ✦ Divine, Radiant, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier radiant damage.
**Rune of Destruction:** The target takes extra radiant damage equal to your Constitution modifier. At the end of the target's next turn, each enemy within 5 squares of it takes radiant damage equal to your Constitution modifier.
**Rune of Protection:** The target takes a -2 penalty to the next attack roll it makes before the end of your next turn. At the end of the target's next turn, each enemy within 5 squares of it takes a penalty to damage rolls on that enemy's next turn. The penalty equals 5 + your Constitution modifier.

### Tide of Victory — Runepriest Attack 23

*You trace the rune of imminent victory on your foe, which quails in terror, since it now sees that you and your allies are an indomitable force.*

**Encounter ✦ Divine, Fear, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Will
**Hit:** 3[W] + Strength modifier damage.
**Rune of Destruction:** You push the target a number of squares equal to the number of your allies within 3 squares of it. The target also takes extra damage equal to your Constitution modifier.
**Rune of Protection:** Until the end of your next turn, whenever the target makes an attack roll, it takes a penalty to that roll equal to the number of your allies within 3 squares of it.

## Level 25 Daily Prayers

### Rune of Allied Effort — Runepriest Attack 25

*The gods unleashed monstrous energy against their enemies during the Dawn War. The rune of allied effort ensured that such power did not harm their allies.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 6[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, when the target is included as a target of a close or an area attack that also includes you or your allies, you and each ally included in the attack can choose not to be targeted by it.

### Rune of the Conquering Sign — Runepriest Attack 25

*The foe you curse with this rune has little hope of escaping your allies' relentless attacks.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** The target is affected by the conquering sign (save ends). Until the sign ends, each ally within 5 squares of the target can make a basic attack against it as a free action at the start of each of the target's turns.

### Rune of the Penultimate Step — Runepriest Attack 25

*The sixth of the seven runes that represent the gates of death describes the next-to-last step a soul takes on its final journey. At this stage, the soul enters a state of deep slumber as it prepares for its final destination.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** The target is stunned (save ends).
**First Failed Saving Throw:** The target is unconscious instead of stunned (save ends).
**Miss:** The target is stunned (save ends).

### Sylarian Sign — Runepriest Attack 25

*The Sylarian Sign is a potent symbol of divine magic that extinguishes the elemental nature of primordials and other foes of the gods.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Strength vs. Reflex
**Hit:** 4[W] + Strength modifier damage, and the target doesn't benefit from resistances or immunities until the end of the encounter. In addition, the target takes a -10 penalty to damage rolls that deal acid, cold, fire, lightning, or thunder damage (save ends).
**Miss:** Half damage, and the target's resistances are reduced by 10 until the end of the encounter. In addition, the target takes a -5 penalty to damage rolls that deal acid, cold, fire, lightning, or thunder damage (save ends).

## Level 27 Encounter Prayers

### Invocation of Carceri — Runepriest Attack 27

*You invoke the rune of the prison domain, causing red chains of astral energy to form and bind your enemies.*

**Encounter ✦ Divine, Radiant, Runic, Weapon, Zone**
**Standard Action** **Close** burst 2
**Effect:** Before the attack, the burst creates a zone that lasts until the end of your next turn.
**Target:** One, two, or three enemies in burst
**Attack:** Strength vs. Reflex
**Hit:** 2[W] + Strength modifier radiant damage, and the target can't leave the zone until the end of your next turn.
**Rune of Destruction:** When a target within the zone hits or misses a creature outside the zone, that target takes radiant damage equal to your Constitution modifier and falls prone.
**Rune of Protection:** While within the zone, each target takes a -4 penalty to attack rolls against creatures outside the zone.

### Word of Divine Battle — Runepriest Attack 27

*The word of divine battle hammers your foe, while giving your allies the edge they need to win the day.*

**Encounter ✦ Divine, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Rune of Destruction:** Until the end of your next turn, your allies gain a +4 power bonus to attack rolls against the target.
**Rune of Protection:** Until the end of your next turn, each ally you can see gains a power bonus to all defenses equal to your Wisdom modifier.

### Word of Vengeful Thunder — Runepriest Attack 27

*Thunder rumbles across the battlefield as you unleash this rune, blasting your enemy and cloaking your allies in a protective shield.*

**Encounter ✦ Divine, Runic, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier thunder damage.
**Rune of Destruction:** Choose up to two allies within 10 squares of you. Until the end of your next turn, any enemy that deals damage to either ally takes thunder damage equal to half the damage it dealt.
**Rune of Protection:** Choose up to two allies within 10 squares of you. Until the end of your next turn, those allies take half damage from all attacks.

### Word of Weal and Woe — Runepriest Attack 27

*As you smite your foe, you draw on this word to cure your allies and bring additional pain to your opponent.*

**Encounter ✦ Divine, Healing, Radiant, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier radiant damage, and each ally within 5 squares of you can spend a healing surge.
**Rune of Destruction:** For each ally who spends a healing surge, the target takes extra damage equal to your Wisdom modifier.
**Rune of Protection:** For each ally who spends a healing surge, the target and each enemy within 2 squares of it take a -1 penalty to attack rolls and damage rolls until the end of your next turn.

## Level 29 Daily Prayers

### Brand of Death's Gate — Runepriest Attack 29

*The last of the seven runes that represent the gates of death blasts the soul from your foe's body.*

**Daily ✦ Divine, Weapon; Varies**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 7[W] + Strength modifier necrotic or radiant damage.
**Miss:** Half damage.
**Effect:** The first time you use this power each day, you regain the use of the power if it reduces the target to 0 hit points.

### Rune of Awakening — Runepriest Attack 29

*As you slam your foe with your weapon, you invoke the rune of awakening. Divine energy sweeps over the battlefield as your allies tap into newfound reserves of strength.*

**Daily ✦ Divine, Healing, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 3[W] + Strength modifier damage, and three allies you can see regain all their hit points.
**Miss:** Half damage, and one ally you can see regains all his or her hit points.

### Rune of Pacifism — Runepriest Attack 29

*You tap your foe gently, belying this rune's potent magic. Under its influence, your foe can barely defend itself.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Will
**Hit:** 5[W] + Strength modifier damage, and the target cannot attack (save ends).
**Miss:** Half damage, and the target cannot attack until the end of your next turn.

## Hammer of Vengeance

*"Your crimes have been recorded in the runes. Now it is time to forge your doom."*

**Prerequisite:** Runepriest

Runepriests study not only the divine runes and the craft needed to shape them, but also the history and story behind each rune. Many runes have been lost over the centuries, usually due to the acts of demons, devils, and primordials. Some runepriests swear to avenge these wrongs, dedicating themselves to crushing those who would stand against the gods. You are one of these runepriests.

Your rune-enhanced prayers harm those who injure your allies. Those fool enough to incite your anger soon learn the error of their ways.

Dragonborn and minotaur runepriests are the most common followers of this path. Both races have developed a keen sense of vengeance for past crimes, and thus this path fits them well.

### Hammer of Vengeance Path Features

**Bloody Vengeance (11th level):** Whenever you enter a new rune state, you can enter the rune state of vengeance instead. When any ally hits an enemy adjacent to you while you are in this rune state, you can make a melee basic attack against that enemy as an immediate reaction. This rune state then ends.

**Avenging Action (11th level):** When you spend an action point to take an extra action, enemies take radiant damage equal to your Constitution modifier when they make attacks while they're within 5 squares of you and damage your allies with those attacks. This effect lasts until the end of your next turn.

**Inescapable Vengeance (16th level):** When you make a melee basic attack granted by your Bloody Vengeance path feature, you gain a +1 bonus to the attack roll and a bonus to the damage roll equal to your Constitution modifier.

### Hammer of Vengeance Prayers

**Avenging Hammer** — Hammer of Vengeance Attack 11

*Your assault scores a deep wound, and your foe will earn itself another if it continues to harm your friends.*

**Encounter ✦ Divine, Runic, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. If the target deals damage to any of your allies before the end of your next turn, you regain the use of this power. You can regain the use of this power only once per encounter.
**Rune of Destruction:** If the target hits or misses a bloodied ally before the end of your next turn, you can make a melee basic attack against the target as an immediate reaction.
**Rune of Protection:** If the target hits or misses a bloodied ally before the end of your next turn, you can teleport the target to a square adjacent to you as an immediate reaction.

**Shield of Vengeance** — Hammer of Vengeance Utility 12

*Your enemy attacks your ally, but with a quick prayer, you turn its aggression against it.*

**Encounter ✦ Divine**
**Immediate Reaction** **Close** burst 5
**Trigger:** An enemy attacks your ally
**Target:** The attacked ally in burst
**Effect:** The target gains both combat advantage and a +5 bonus to damage rolls against the triggering enemy until the end of your next turn.

**Vengeance's End** — Hammer of Vengeance Attack 20

*Your enemy has visited enough damage upon you. Divine energy wreathes you in radiance as you strike to put an end to its villainy.*

**Daily ✦ Divine, Radiant, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be bloodied.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier radiant damage. Reroll all of these damage dice that roll a 1 or a 2, and continue rerolling until you roll higher than 2 on all the dice.

FRANCIS TSAI

# Light Bringer

*"I carry the runes of light to the darkest places."*

**Prerequisite:** Runepriest

The runes have long been a potent weapon for the gods, and few runes are as mighty as the twelve sigils of the sun. These runes embody concepts of hope, the coming dawn, protection, and endurance. You have studied them in hopes of mastering the divine magic they offer. Few can unlock these runes' power, since they demand a heavy toll from those who study them. You spent hours staring into the sun, almost going blind in the process, to purge your mind of all shadow. Only in such a condition can a runepriest master these runes.

As a light bringer, you carry the sun's radiance to places that have never been blessed with its cleansing light. You harbor a particular hatred of the Shadowfell and the undead creatures that spawn there. There are many creatures that hide from the sun's cleansing light. You have sworn to carry that light to them.

## Light Bringer Path Features

**Holy Radiance (11th level):** As a minor action, you can shed bright light in a radius of up to 10 squares. You can change this radius, or extinguish the light, with another minor action.

**Twelve Runes of the Sun (11th level):** Whenever you enter a new rune state, you can enter the rune state of the light bringer instead. While you are in this rune state, enemies within 3 squares of you can't benefit from concealment.

**Invigorating Light (11th level):** You can spend an action point to enable one ally within 5 squares of you to take a standard action as a free action, instead of taking an extra action yourself.

**Undeniable Light (16th level):** While you are in the rune state of the light bringer, allies within 3 squares of you can't be blinded.

## Light Bringer Prayers

**Mote of the Sun** — Light Bringer Attack 11

*Your weapon strike unleashes a mote of blinding light that leaves your foes reeling.*

**Encounter ✦ Divine, Radiant, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** The target and each enemy adjacent to it are blinded until the end of your next turn.
**Rune of Destruction:** The target also takes 1[W] + your Strength modifier radiant damage.
**Rune of Protection:** When the blindness ends on the target, all creatures have concealment against it until the end of your next turn.

**Anthem of the Dawn** — Light Bringer Utility 12

*You trace the rune of dawn with lines of gleaming energy. The rune flares with power, inspiring your allies to greater glory.*

**Daily ✦ Divine, Healing**
**Minor Action** **Close** burst 2
**Target:** You and each ally in burst
**Effect:** Each target can spend a healing surge. Any target who does so gains temporary hit points equal to his or her healing surge value, and blinding effects end on him or her.

**Dawning Light** — Light Bringer Attack 20

*Light erupts from your weapon, driving your foes away just as the dawn pushes back the night.*

**Daily ✦ Divine, Radiant, Weapon**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Strength vs. Will
**Hit:** 3[W] + Strength modifier radiant damage, and you push the target 4 squares.
**Miss:** Half damage, and you push the target 2 squares.
**Effect:** Each ally in the blast gains 10 temporary hit points and can shift 3 squares as a free action.

KIERAN YANNER

# Master of the Forge

*"Bring forth your sword, so that I can bless it with the fury of the gods."*

**Prerequisite:** Runepriest

The forge rune is a rare divine rune that few runepriests learn to master. Only by toiling at a forge for years in training can one hope to learn its secrets. You are one such runepriest. During your apprenticeship, you learned not only the mysteries of divine magic but also the subtle powers of the forge. Guided by the gods and your teachers, you crafted weapons and armor and learned to care for the spiritual and material needs of those who fight for the gods.

A master of the forge draws power from the forge rune, imbuing allies' weapons and armor with divine power. At your behest, blades slice through stone with ease, and armor deflects even a dragon's claws.

Dwarf runepriests are the most common followers of this path. The dwarven heritage of metalwork makes the forge rune a common topic of study among them.

## Master of the Forge Path Features

**Runes of the Blade Smith (11th level):** When you take a short or an extended rest, you can touch one weapon that you or an ally carries. That weapon then gains a +1 bonus to damage rolls until you grant this bonus to a different weapon.

**Forge Rune Action (11th level):** When you spend an action point to take an extra action, you and each ally within 5 squares of you gain a +4 bonus to weapon damage rolls until the end of your next turn.

**Indomitable Steel (16th level):** When you take a short or an extended rest, you can touch one suit of heavy armor that you or an ally wears. That armor gains a +1 bonus to AC until you grant this bonus to a different suit of armor.

## Master of the Forge Prayers

**Call of Iron** Master of the Forge Attack 11

*As you strike your foe, you awaken within your allies' weapons and armor the indomitable power of iron.*

**Encounter ✦ Divine, Runic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Rune of Destruction:** Until the end of your next turn, each ally who hits the target with a weapon attack deals 1[W] extra damage.
**Rune of Protection:** Each ally within 5 squares of you gains a +2 power bonus to AC, or a +4 power bonus if the ally is wearing heavy armor. The bonus lasts until the end of your next turn.

JIM NELSON

**Blessing of the Forge** Master of the Forge Utility 12

*At your touch, your ally's armor gains unmatched strength, causing even the mightiest blow to bounce off it.*

**At-Will ✦ Divine**
**Minor Action (Special)** **Melee** touch
**Target:** One ally
**Effect:** Until the end of your next turn, the target gains a +2 power bonus to AC, or a +4 power bonus if the target is wearing heavy armor.
**Special:** You can use this power only once per round.

**Fury of the Forge** Master of the Forge Attack 20

*As your weapon crashes into your foe, you call on the forge rune to scorch that enemy.*

**Daily ✦ Divine, Fire, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier fire damage, and ongoing 10 fire damage (save ends).
**Miss:** Half damage, and ongoing 5 fire damage (save ends).
**Effect:** Until the target saves against the ongoing fire damage, your allies deal 1d6 extra fire damage when they hit it with melee attacks.

# Rune Shield

*"The runes of the gods are stronger than any steel."*

**Prerequisite:** Runepriest

You see in the runes a strength greater than that of any mortal power, and you maintain a stern resolution to bring the power of the gods to bear on those who would threaten the world and the astral domains. The first rune of shielding remains carved into the stone at the heart of the world, where members of your order delved into the darkest shadows to defeat primordials of earth and lava. Someday you might make a pilgrimage to that sacred place, but until then you stand at the forefront of any battle. Your runes echo across the battlefield, scattering your foes and fortifying your allies.

As a rune shield, you master a series of secret runes that allow you to cloak your allies in a protective sphere of divine magic. The runes have such power that merely speaking them turns aside arrows, knocks swords and axes away from your friends, and blunts your enemies' most reckless charge.

## Rune Shield Path Features

**Guardian Shield (11th level):** Whenever you enter a new rune state, you can enter the rune state of the iron shield instead. While you are in this rune state, each ally gains a +2 bonus to all defenses while adjacent to you. This rune state ends when you move.

**Protective Action (11th level):** When you spend an action point to take an extra action, each ally you can see gains a +2 power bonus to all defenses until the start of your next turn.

**Mighty Guardian (16th level):** The bonus to all defenses granted by your Guardian Shield path feature increases to 4.

## Rune Shield Prayers

**Battering Rune** — Rune Shield Attack 11

*Divine energy blasts out from a gleaming golden rune suspended in the air, battering your foes. The rune's light lingers for a moment, blessing you and your allies with divine favor.*

**Encounter ✦ Divine, Runic, Weapon, Zone**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you push the target 3 squares.
**Effect:** The blast creates a zone that lasts until the end of your next turn.
**Rune of Destruction:** While within the zone, you and your allies gain a +1 power bonus to attack rolls against enemies outside the zone.
**Rune of Protection:** While within the zone, you and your allies gain a +2 power bonus to AC. The zone is difficult terrain for your enemies.

**Rune of Shielding** — Rune Shield Utility 12

*You channel divine power as you inscribe a rune into the ground. The rune glows with silver energy that spreads into a zone of protection around you.*

**Daily ✦ Divine, Zone**
**Minor Action** **Close** burst 3
**Effect:** The burst creates a zone that lasts until the end of your next turn. When any enemy enters a square within the zone, its move ends. Enemies can't be pulled, pushed, or slid to a square within the zone.
**Sustain Minor:** The zone persists.

**Hounding Shield of Radiance** — Rune Shield Attack 20

*Radiance washes over your foe, coalescing in a gleaming shield that whirls around it, spoiling the foe's attacks.*

**Daily ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier radiant damage.
**Miss:** Half damage.
**Effect:** You mark the target until the end of the encounter. Until the mark ends, you can make the following secondary attack against the target.
**Opportunity Action** **Melee** 1
**Trigger:** The target hits your ally
**Secondary Attack:** Strength vs. Will
**Hit:** 5 radiant damage, and the ally takes only half damage from the target's attack.

BETH TROTT

# SEEKER

*"I am the lightning strike, the earth's upheaval, the unruly sea. I am the bringer of your destruction."*

**CLASS TRAITS**

**Role:** Controller. You are a primal hunter who forges bonds with mysterious spirits to gain their aid in bringing down your prey. Depending on your choice of class features, you lean toward either defender or striker as a secondary role.
**Power Source:** Primal. Through ancient ceremonies and whispered evocations, you call on primal spirits to lend their might to your cause.
**Key Abilities:** Wisdom, Strength, Dexterity

**Armor Proficiencies:** Cloth, leather
**Weapon Proficiencies:** Simple melee, simple ranged, military ranged
**Bonus to Defense:** +1 Reflex, +1 Will

**Hit Points at 1st Level:** 12 + Constitution score
**Hit Points per Level Gained:** 5
**Healing Surges per Day:** 7 + Constitution modifier

**Trained Skills:** Nature. From the class skills list below, choose three more trained skills at 1st level.
*Class Skills:* Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Insight (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Stealth (Dex)

**Class Features:** *Inevitable shot*, Seeker's Bond

Seekers are primal champions who scour the wilderness in search of those who would defile it. Versed in hunting techniques handed down through the generations, seekers combine thrown weapon and bow techniques with primal evocations. The combination allows seekers great range in which to deliver deadly attacks that confound and hamper their enemies. When a seeker looses a missile, the primal spirits bound to it through ancient evocations are freed, sometimes as terrifying beasts and sometimes as nature's raw destructive potential.

As a seeker, you are both a hunter and a mystic. You attune yourself to the wilderness you call your home, but you are equally tied to the spirits that dwell in the world around you. With your people's traditions and whispered advice from the spirits, you navigate the wilds with ease, at home in that environment as any beast. If an enemy appears, you have nothing to fear, both because you have mastered your weapons and because the spirits to whom you have bound yourself add their savage might to your attacks. Whether you use lightning strikes, grasping vines, or spectral beasts, your enemies cannot stand against your assault.

WILLIAM O'CONNOR

# Seeker Class Features

Seekers have the following class features.

## Inevitable Shot

You gain the *inevitable shot* power. You can use this power to call on spirits to send your projectile hurling toward another enemy when you miss with a ranged attack.

## Seeker's Bond

Seekers develop special bonds with primal spirits by offering solemn vows to further the spirits' purposes. In exchange for these vows, the spirits bestow a measure of their strength to aid their champions' cause.

Choose one of these options. Your choice provides bonuses to certain seeker powers, as detailed in those powers.

**Bloodbond:** You gain the *encaging spirits* power. In addition, while you are not wearing heavy armor, you can shift as a minor action.

**Spiritbond:** You gain the *spirits' rebuke* power. You also gain a +1 bonus to attack rolls with both light thrown and heavy thrown weapons, and when you make an attack by throwing a weapon with which you have proficiency, the weapon returns to your hand after the attack. In addition, while you are not wearing heavy armor, you can use your Strength modifier in place of your Dexterity or Intelligence modifier to determine your AC.

# Creating a Seeker

All seekers depend on Wisdom to commune with the spirits to guide them and aid in their attacks. Seekers bind themselves with spirits through their Seeker's Bond. Bloodbond and Spiritbond are the most common, and your choice corresponds with one of two seeker builds. Regardless of your particular bond, however, you can choose whatever powers best help you to keep your vow.

## Protecting Seeker

The natural world stands in peril thanks to numerous and widespread enemies. You spoke your vow and forged a bond with the primal spirits, swearing to safeguard the land from harm. Wisdom is your most important ability, so it should be your highest score. Strength adds weight to your attacks and punishes those enemies that draw too close. Consider powers that conjure spirits to harry your enemies. You lean toward defender as a secondary role.

**Suggested Class Feature:** Spiritbond
**Suggested Feat:** Spiritbond Defense
**Suggested Skills:** Heal, Insight, Nature, Perception
**Suggested At-Will Powers:** *biting swarm, guardian harrier*
**Suggested Encounter Power:** *serpent arrow*
**Suggested Daily Power:** *spirit rider*

## Vengeful Seeker

You have witnessed nature's destruction and its plunder by cruel and careless mortals. No longer will you wait; vengeance demands blood. A blood oath compels you to hunt down and destroy the world's enemies, and those who despoil it will find no mercy from you. Wisdom is your most important ability, followed by Dexterity to help keep you one step ahead of your enemies and avoid their attacks. You lean toward striker as a secondary role.

**Suggested Class Feature:** Bloodbond
**Suggested Feat:** Bloodied Elusion
**Suggested Skills:** Acrobatics, Athletics, Nature, Stealth
**Suggested At-Will Powers:** *biting swarm, elemental spirits*
**Suggested Encounter Power:** *flickering arrow*
**Suggested Daily Power:** *storm of spirit shards*

# Seeker Powers

Your powers are evocations gained from the bonds you forge with primal spirits. Unlike most other controllers, you use weapons to direct your spirit allies and their destructive wrath, launching arrows or throwing other ranged weapons into your enemies' midst, only to watch your weapons explode in scorching lightning or booming thunder. Your attacks can also herald the appearance of the spirits themselves, calling them forth to assail your enemies.

### Seeker Overview

**Characteristics:** Your arrows or thrown weapons loose primal power when used. They might manifest as primal spirits hungering for revenge or as icy winds or crackling lightning. Your powers control your enemies, interfering with their movement, holding them in place, or injuring them for their actions. Also, your attacks might call forth spirits to worry your enemies and pursue them across the battlefield.

**Religion:** Like other primal characters, seekers view the world's primal spirits as kindred and partners, and they venerate them more than they worship the gods. Seekers who do follow deities commonly worship Melora for her dominion over the forces of nature, Corellon (who is sometimes depicted as the founder of archery), Kord, or Sehanine. Evil seekers sometimes follow Gruumsh or Zehir.

**Races:** Elves and shifters are the most common seekers, since both their natural inclinations toward primal paths and their inherent abilities make them well matched with the capabilities of the class. Goliaths who favor ranged combat sometimes become seekers (preferring thrown weapons over bows or crossbows), and wilden seekers are also fairly common.

## Class Features

Each seeker has the *inevitable shot* power. You also have either the *encaging spirits* or the *spirits' rebuke* power, depending on the Seeker's Bond option you select.

### Encaging Spirits — Seeker Feature

*You call on protecting spirits to harry your foes.*

**Encounter ✦ Primal**
**Minor Action** **Close** burst 1 (2 at 11th level, 3 at 21st level)
**Target:** Each enemy in burst
**Effect:** You push each target 1 square, and each target is slowed until the end of your next turn.

### Inevitable Shot — Seeker Feature

*Even as your target ducks under your shot, the projectile moves on its own to find another enemy.*

**Encounter ✦ Primal**
**Free Action** **Personal**
**Trigger:** You miss a creature with a ranged attack
**Effect:** You make a ranged basic attack against an enemy within 5 squares of the creature you missed, using a square in that creature's space as the attack's origin square.
**Special:** You regain the use of this power when you spend an action point.

### Spirits' Rebuke — Seeker Feature

*You dodge your enemy's attack, and spirits coalesce around you to punish your attacker.*

**Encounter ✦ Primal, Weapon**
**Immediate Reaction** **Melee** weapon
**Requirement:** You must be wielding a light thrown or a heavy thrown weapon.
**Trigger:** An enemy misses you with a melee attack
**Target:** The triggering enemy
**Effect:** The target takes 1[W] + your Strength modifier damage, and you push it 1 square.

## Level 1 At-Will Evocations

### Biting Swarm — Seeker Attack 1

*Stinging spirit insects swarm around your enemy.*

**At-Will ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage, and the target and each enemy adjacent to it take a -2 penalty to attack rolls until the start of your next turn.
*Level 21:* 2[W] + Wisdom modifier damage.
**Special:** You can use this power as a ranged basic attack.

### Elemental Spirits — Seeker Attack 1

*Taking the form of blazing flame, crackling ice, sizzling lightning, or thunderous storm, elemental spirits shoot forth to do your enemy harm.*

**At-Will ✦ Primal, Weapon; Varies**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Special:** Choose cold, fire, lightning, or thunder whenever you use this power. Your choice determines the power's damage type.
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage of the chosen type. Until the end of your next turn, any creature that starts its turn adjacent to the target takes damage of the chosen type equal to your Dexterity modifier.
*Level 21:* 2[W] + Wisdom modifier damage of the chosen type.

### Grappling Spirits — Seeker Attack 1

*Spirits erupt from your weapon, seizing your enemy and impeding its movement.*

**At-Will ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage, and the target is slowed and can't shift until the end of its next turn.
*Level 21:* 2[W] + Wisdom modifier damage.
**Special:** You can use this power as a ranged basic attack.

### Guardian Harrier — Seeker Attack 1

*A raptor spirit claws at your foe's face until the foe retreats.*

**At-Will ✦ Primal, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage. If the target doesn't end its next turn at least 2 squares away from its starting position, it takes damage equal to your Strength modifier.
*Level 21:* 2[W] + Wisdom modifier damage.
**Special:** You can use this power as a ranged basic attack.

### Thorn Cloud Shot — Seeker Attack 1

*Thorn-covered vines sprout up from the ground around the enemy you strike.*

**At-Will ✦ Poison, Primal, Weapon, Zone**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage. The attack creates a zone in a burst 1 centered on the target. The zone lasts until the start of your next turn. Any creature that ends its turn within the zone takes poison damage equal to your Wisdom modifier.
*Level 21:* 2[W] + Wisdom modifier damage.

## Level 1 Encounter Evocations

### Flickering Arrow — Seeker Attack 1

*With a flash, primal motes of light illuminate your target and dazzle those nearby.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + 1d6 + Wisdom modifier damage. Until the end of your next turn, the target can't benefit from cover, concealment, or total concealment, and enemies take a -2 penalty to attack rolls while within 2 squares of the target.
**Bloodbond:** Enemies take the penalty while within a number of squares of the target equal to 2 + your Dexterity modifier.

### Mischief Spirits — Seeker Attack 1

*Troublesome spirits shimmer around your foe, tripping it if it dares move.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + 1d6 + Wisdom modifier damage. If the target moves on its next turn, it falls prone at the end of that turn.
**Special:** You can use this power as a ranged basic attack.

### Possessing Spirits — Seeker Attack 1

*From your foe's wound, a possessing spirit takes hold, making the foe attack its companion.*

**Encounter ✦ Charm, Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 1[W] + Wisdom modifier damage, and the target makes a melee basic attack as a free action against an enemy adjacent to it. If that attack hits, the target and that enemy are also dazed until the end of your next turn.

### Serpent Arrow — Seeker Attack 1

*Your projectile takes the form of a constrictor serpent. Where it strikes, it binds with menacing strength. When it releases, it scatters your foes.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + 1d6 + Wisdom modifier damage. At the end of the target's next turn, you slide the target and each enemy adjacent to it 1 square.
**Spiritbond:** The number of squares you slide the enemies adjacent to the target equals your Strength modifier.

### Spider Spirits — Seeker Attack 1

*The spider spirit sends forth its children to harry your foes.*

**Encounter ✦ Poison, Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + 1d8 + Wisdom modifier poison damage, and the target is slowed and takes a -2 penalty to all defenses until the end of your next turn.

## Level 1 Daily Evocations

### Fungal Blooms — Seeker Attack 1

*When your projectile strikes your foe, the air fills with spores that create quivering puffballs where they land.*

**Daily ✦ Conjuration, Poison, Primal, Weapon**
**Standard Action** **Ranged** weapon
**Primary Target:** One creature
**Primary Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage, and the primary target is immobilized (save ends).
**Effect:** You conjure four fungal blooms in four different squares adjacent to the primary target. A fungal bloom can make the following secondary attack, using the fungal bloom's square as the origin square. Once a fungal bloom attacks, it disappears. It otherwise lasts until the end of the encounter.
**Opportunity Action** **Close** burst 1
**Trigger:** An enemy enters the fungal bloom's square
**Secondary Target:** Each enemy in burst
**Secondary Attack:** Wisdom vs. Fortitude
**Hit:** Wisdom modifier poison damage.

### Rime Strike — Seeker Attack 1

*You attack your enemy and call on primal spirits to rime the ground around it.*

**Daily ✦ Cold, Primal, Weapon, Zone**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier cold damage, and the target is immobilized (save ends).
**Miss:** Half damage.
**Effect:** The attack creates a zone of difficult terrain in a burst 1 centered on the target. The zone lasts until the end of the encounter. Any creature that enters the zone or starts its turn there takes 5 cold damage. As a minor action, you can end the zone.

### Spirit Rider — Seeker Attack 1

*A malformed spirit leaps from your weapon to latch onto your foe and then slash at nearby enemies when the foe's attacks fail.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage.
**Effect:** Until the end of the encounter, the first time the target misses with an attack each round, each enemy adjacent to the target takes damage equal to your Wisdom modifier.

### Storm of Spirit Shards — Seeker Attack 1

*Your projectile becomes a burst of spirit shards, which rain down on your foes.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Area** burst 1 within weapon range
**Target:** Each enemy in burst
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + 2d6 + Wisdom modifier damage.
**Miss:** Half damage.

### Swarming Bats — Seeker Attack 1

*Your attack brings with it a flutter of bat spirits that confuse your enemies.*

**Daily ✦ Primal, Weapon, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 1[W] + Wisdom modifier damage.
**Effect:** You slide each target 1 square. The burst creates a zone of difficult terrain that lasts until the end of your next turn. The zone is also difficult terrain for flying creatures. While within the zone, enemies grant combat advantage. As a move action, you can move the zone 4 squares.
**Sustain Minor:** The zone persists.

## Level 2 Utility Evocations

### Harrying Spirits — Seeker Utility 2

*When your enemy shrugs off an ill effect, you call spirits from the remnants of that effect to distract a different foe.*

**Daily ✦ Primal**
**Free Action** **Close** burst 10
**Trigger:** An enemy you can see saves against an effect that a save can end
**Target:** One enemy in burst other than the triggering enemy
**Effect:** Whenever the target attacks you before the end of the encounter, the target grants combat advantage until the end of its next turn.

### Hunter's Instinct — Seeker Utility 2

*In the middle of battle, you know where to strike and make it hurt the most.*

**Daily ✦ Primal, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, when you make a ranged weapon attack against any creature within 2 squares of you, you can score a critical hit on a roll of 19–20.

### Stag's Grace — Seeker Utility 2

*With spirit-granted grace, you move and attack in a way that prevents your foe from taking advantage of your attention being elsewhere.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** Choose one enemy you can see. Until the end of your next turn, you do not provoke opportunity attacks from that enemy.

### Stone Spirit Ward — Seeker Utility 2

*You become as resilient as stone, causing attacks to bounce off you with little effect.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you gain resistance to all damage equal to your Strength modifier.

## Level 3 Encounter Evocations

### Burrowing Shot — Seeker Attack 3

*Beetles burrow into your enemy's flesh, erupting to attack nearby foes when your target makes an aggressive action.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + 1d8 + Wisdom modifier damage. The first time the target makes an attack before the end of your next turn, each enemy adjacent to the target takes 5 damage.

KIERAN YANNER

### Escaping Shot — Seeker Attack 3

*Brandishing your weapon, you call forth spirits to stupefy your enemy.*

**Encounter ✦ Primal, Psychic, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 1[W] + Wisdom modifier psychic damage, and the target is dazed until the end of your next turn.
**Effect:** You shift 1 square.
**Bloodbond:** The number of squares you shift equals your Dexterity modifier.
**Special:** Making this attack doesn't provoke an opportunity attack from the target.

### Spectral Scorpion Sting — Seeker Attack 3

*Your attack calls forth a spirit scorpion to sting your enemies.*

**Encounter ✦ Conjuration, Poison, Primal, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier poison damage. You conjure a spirit scorpion in an unoccupied square adjacent to the target. The scorpion lasts until the end of your next turn. Any enemy that starts its turn adjacent to the scorpion takes 5 poison damage if it ends its turn not adjacent to the scorpion.

### Stampede Shot — Seeker Attack 3

*Spectral bison appear and follow your projectile as it streaks toward your enemy.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 1[W] + 1d6 + Wisdom modifier damage, and you push the target 2 squares, then push each enemy adjacent to it 2 squares.
**Spiritbond:** The number of squares you push the target equals your Strength modifier.

### Winter Spirit — Seeker Attack 3

*Winter spirits swirl and dance in eddies of snow that appear where your attack falls.*

**Encounter ✦ Cold, Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 1[W] + Wisdom modifier cold damage, and the target is immobilized until the end of its next turn.
**Special:** You can use this power as a ranged basic attack.

## Level 5 Daily Evocations

### Corralling Shot — Seeker Attack 5

*Your projectile divides midflight into three barbs, which thrust two foes toward a third.*

**Daily ✦ Primal, Reliable, Weapon**
**Standard Action** **Ranged** weapon
**Primary Target:** One creature
**Primary Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage. Make a secondary attack.
**Secondary Target:** One or two creatures that are within 5 squares of the primary target
**Secondary Attack:** Wisdom vs. AC
**Hit:** 1[W] damage, and you slide the secondary target 5 squares to a square adjacent to the primary target.

### Ensnaring Shot — Seeker Attack 5

*Just before your shot strikes your foe, the projectile explodes into tiny, burrowing seeds that grow into binding vines.*

**Daily ✦ Primal, Weapon, Zone**
**Standard Action** **Ranged** weapon
**Primary Target:** One creature
**Primary Attack:** Wisdom vs. Reflex
**Hit:** 1[W] + Wisdom modifier damage, and the primary target is restrained (save ends).
**Effect:** The attack creates a zone of difficult terrain in a burst 1 centered on the primary target. The zone lasts until the end of your next turn. Until the zone ends, you can make the following secondary attack, using a square within the zone as the origin square.
**Opportunity Action** **Close** burst 1
**Trigger:** An enemy enters the zone or starts its turn there
**Secondary Attack:** Wisdom vs. Reflex
**Secondary Target:** The triggering enemy in burst
**Hit:** The secondary target is immobilized (save ends).
**Sustain Minor:** The zone persists.

### Call of the Ghost Wolf — Seeker Attack 5

*Your attack calls forth a wolf spirit to keep your foes at bay.*

**Daily ✦ Conjuration, Primal, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + 1d6 + Wisdom modifier damage.
**Effect:** You conjure a ghost wolf in an unoccupied square adjacent to the target. The wolf occupies its square and lasts until the end of your next turn. Your allies can flank enemies with the wolf and deal 2d6 extra damage when they hit enemies flanked by it.
**Sustain Minor:** The wolf persists, and each enemy adjacent to it takes a -2 penalty to attack rolls until the end of your next turn.

### Protecting Spirits — Seeker Attack 5

*With a flurry of spirit-guided attacks, you knock your foes away.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 1[W] + 1d6 + Wisdom modifier damage, and you push the target 2 squares and knock it prone.
**Miss:** Half damage, and you push the target 1 square.

### Wildfire Shot — Seeker Attack 5

*Your enemy erupts in fire, which spreads to its allies.*

**Daily ✦ Fire, Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1[W] + Wisdom modifier fire damage, and ongoing 5 fire damage (save ends). Whenever the target takes this ongoing damage, each enemy adjacent to the target takes ongoing 5 fire damage (save ends).
**Miss:** Half damage, and ongoing 5 fire damage (save ends).

## Level 6 Utility Evocations

### Blurring Stride — Seeker Utility 6

*When you move across the battlefield, you become less and less distinct.*

**Daily ✦ Illusion, Primal**
**Minor Action** **Personal**
**Effect:** You assume a blurry form until the end of your next turn. Until this form ends, if you end a move action at least 3 squares from where you started, you gain concealment until the end of your next turn.
**Sustain Minor:** The form persists.

### Cloak of Quills — Seeker Utility 6

*Sharp spines emerge from your skin, making your enemies think twice about striking you.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, whenever an adjacent enemy hits you with an opportunity attack, that enemy takes damage equal to your Strength modifier.

### Eagle's Aim — Seeker Utility 6

*Your eyesight sharpens until you can pick out the most distant foes.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you take no penalty to attack rolls for attacking at long range.

### Earthbond Gift — Seeker Utility 6

*When at your weakest, you draw renewing strength from the land.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Requirement:** You must be bloodied or weakened.
**Effect:** You gain temporary hit points equal to twice your Wisdom modifier. If you are weakened, you can also make a saving throw against a single effect on you that is weakening you.

## Level 7 Encounter Evocations

### Feyjump Shot — Seeker Attack 7

*Your missiles shine with emerald light and carry with them the Feywild's power to relocate your foe.*

**Encounter ✦ Primal, Teleportation, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One or two creatures
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage, and you teleport the target 3 squares.
**Effect:** If you hit both targets, you can swap their positions when you teleport them, rather than teleporting each one 3 squares. If you do so, both targets are dazed until the end of your next turn.

### Thunder Spirit — Seeker Attack 7

*A distant rumble sounds, portending what will happen when your missile finds its mark.*

**Encounter ✦ Primal, Thunder, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier thunder damage, and the target falls prone and is deafened until the end of your next turn.
**Bloodbond:** Each enemy adjacent to the target takes thunder damage equal to your Dexterity modifier and is deafened until the end of your next turn.

### Tremor Shot — Seeker Attack 7

*When your shot strikes your foe, the ground trembles around it.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Primary Target:** One creature
**Primary Attack:** Wisdom vs. AC
**Hit:** 1[W] + 1d8 + Wisdom modifier damage. Make a secondary attack that is an area burst 1 centered on the primary target.
**Secondary Target:** Each enemy in burst other than the primary target
**Secondary Attack:** Wisdom vs. Fortitude
**Hit:** You slide the secondary target 1 square, and it grants combat advantage until the end of your next turn.

### Wasp Sting Shot — Seeker Attack 7

*Vicious wasps fill the air around your enemy, adding their stingers to your weapon's bite.*

**Encounter ✦ Poison, Primal, Weapon, Zone**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + 1d6 + Wisdom modifier poison damage. The attack creates a zone in a burst 1 centered on the target. The zone lasts until the end of your next turn. Any enemy that enters the zone or starts its turn there takes poison damage equal to your Wisdom modifier.
**Special:** You can use this power as a ranged basic attack.

### Windstorm Strike — Seeker Attack 7

*The winds pick up with sudden force, knocking your enemies away.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Area** burst 1 within weapon range
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 1[W] + Wisdom modifier damage, and you push the target 2 squares.
**Spiritbond:** The number of squares you push the target equals your Strength modifier.

## Level 9 Daily Evocations

### Binding Shot — Seeker Attack 9

*Two shots leap toward your foes, and when the shots strike, tendrils spread out to bind the foes together.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** Two creatures within 5 squares of each other
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + 1d8 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** If both attacks hit, you slide one of the targets 5 squares to a square adjacent to the other target, and each target is bound by vines (save ends). Until this effect ends on a target, that target can't move by any means to a square that isn't adjacent to the other target. When a target makes a saving throw against this effect, the target can take 10 damage to gain a +5 bonus to the saving throw.

### Nature's Vengeance — Seeker Attack 9

*When you attack, nature responds with vines that ensnare your enemies.*

**Daily ✦ Primal, Weapon, Zone**
**Standard Action** **Ranged** or **Melee** weapon
**Requirement:** You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + 1d6 + Wisdom modifier damage. You slide the target 1 square, and it is immobilized (save ends).
**Miss:** Half damage.
**Effect:** The attack creates a zone in a burst 1 centered on the target. The zone lasts until the end of your next turn. Whenever an enemy within the zone deals damage with an attack, that enemy is immobilized (save ends). If that enemy is already immobilized, it takes 5 damage, and it is restrained instead of immobilized (save ends).
**Sustain Minor:** The zone persists.

### Spirits of Fire and Ice — Seeker Attack 9

*Flames and frost mingle their power to destroy your enemies.*

**Daily ✦ Cold, Fire, Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier fire damage. Choose either the target or one creature adjacent to it. The creature you choose takes ongoing 5 cold damage and is immobilized (save ends both). Whenever that creature takes this ongoing damage, each enemy adjacent to it takes 5 cold damage.
**Miss:** Half damage, and the target takes ongoing 5 cold damage (save ends).

### Squall Spirit — Seeker Attack 9

*Spawned from raging spring storms, the squall spirits strike your foes with primal fury.*

**Daily ✦ Lightning, Primal, Thunder, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 1[W] + 2d8 + Wisdom modifier lightning damage, and each enemy adjacent to the target takes 5 thunder damage.
**Miss:** Half damage.

## Level 10 Utility Evocations

### Burrowing Stride — Seeker Utility 10

*You dive into the earth and reappear some distance from your starting point.*

**Daily ✦ Primal, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you can use a move action to move either your speed through loose earth or half your speed through solid stone. You must end the move in an unoccupied space.

### Feywild Jaunt — Seeker Utility 10

*You vanish into the Feywild. A moment later, you reappear some distance away from where you disappeared.*

**Encounter ✦ Primal**
**Move Action** **Personal**
**Effect:** You are removed from play. At the start of your next turn, you reappear in an unoccupied space of your choice. That space must be within a number of squares of the space you left equal to your speed.

### Host of Sparrows — Seeker Utility 10

*As you are hurt, you dissipate into a host of sparrows, flying to re-form farther away.*

**Daily ✦ Polymorph, Primal**
**Immediate Reaction** **Personal**
**Trigger:** You are damaged by an attack
**Effect:** You assume the form of a cloud of flying sparrows until the start of your next turn, and you fly your speed without provoking opportunity attacks. While in this form, you are insubstantial, you can't attack, and you can't pick up or manipulate objects. If you are still airborne at the start of your turn, you land without taking falling damage.

### Sheltering Underbrush — Seeker Utility 10

*Vines and undergrowth burst forth to shelter you.*

**Daily ✦ Primal, Zone**
**Minor Action** **Close** burst 2
**Effect:** The burst creates a zone that lasts until the end of your next turn. You and your allies have cover while within the zone, and the zone is difficult terrain for your enemies.
**Sustain Minor:** The zone persists.

## Level 13 Encounter Evocations

### Feymire Trap — Seeker Attack 13

*Your attack causes your enemy to fall through a fold in space and appear elsewhere, hindered by primal spirits.*

**Encounter ✦ Primal, Teleportation, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + 2d6 Wisdom modifier damage. You teleport the target 3 squares, and it is slowed until the end of its next turn.

### Rabid Shot — Seeker Attack 13

*Your attack poisons your foe, causing it to throw itself at its ally.*

**Encounter ✦ Poison, Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 1[W] + Wisdom modifier poison damage. The target must use a free action to charge a creature of your choice. If the charge attack misses or the target can't charge anyone, the target takes 10 poison damage.

### Raven Wing Shot — Seeker Attack 13

*Avian shadows swirl and flutter about your prey, their talons leaving bloody rents.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + 1d8 + Wisdom modifier damage. If the target doesn't end its next turn at least 2 squares away from its starting position, it takes 1d8 damage.
**Special:** You can use this power as a ranged basic attack.

### Swarming Spirits — Seeker Attack 13

*Angry bees follow your missile, swarming around your enemy until it cannot see and pestering other enemies nearby.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage. Until the end of your next turn, the target is blinded, and enemies take a -2 penalty to attack rolls while within 2 squares of the target.
**Bloodbond:** Enemies take the penalty while within a number of squares of the target equal to 2 + your Dexterity modifier.

### Wind Spirits — Seeker Attack 13

*The wind whips around you and shrieks when you make your attack.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Area** burst 1 within weapon range
**Target:** Each enemy in burst
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage, and you push the target 2 squares and knock it prone.
**Spiritbond:** The number of squares you push the target equals your Strength modifier.
**Special:** Using this power doesn't provoke opportunity attacks.

## Level 15 Daily Evocations

### Corrosive Slime — Seeker Attack 15

*Your missile slams into the foe, causing its skin to bubble. Corrosive ropes of slime then burst from it and burn your other enemies.*

**Daily ✦ Acid, Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier acid damage, and the target and each enemy adjacent to it take ongoing 10 acid damage (save ends).
**Miss:** Half damage, and each enemy adjacent to the target takes 5 acid damage.
**Effect:** Any creature reduced to 0 hit points by this power dissolves into a puddle of corrosive slime that fills the creature's space. Until the end of the encounter, any creature that enters that space or starts its turn there takes 5 acid damage.

### Fey Sinkhole — Seeker Attack 15

*You open a temporary rift to the Feywild. A vortex of beguiling magic lashes around the opening, dragging creatures toward it.*

**Daily ✦ Primal, Psychic, Teleportation, Weapon, Zone**
**Standard Action** **Area** burst 1 within weapon range
**Effect:** The burst creates a zone that lasts until the end of the encounter or until you dismiss it as a minor action. Until the zone ends, you can make the following attack, using a square within the zone as the origin square.
**Opportunity Action** **Close** burst 1
**Trigger:** A creature starts its turn within the zone
**Target:** The triggering creature in burst
**Attack:** Wisdom vs. Will
**Hit:** 5 psychic damage, and the target is dazed until the start of its next turn. If the target leaves the zone before the end of its turn, you can use a free action to teleport the target to a square within the zone.

### Triple Raptor Shot — Seeker Attack 15

*Your attack explodes into spirit raptors, which tear at your foe.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. Reflex. Make the attack three times.
**Hit:** 1[W] + Wisdom modifier damage.
**Miss:** Half damage.

### Wave of Sleep — Seeker Attack 15

*Your projectile dissolves into a blast of sand that lodges in your opponents' eyes, causing unendurable fatigue.*

**Daily ✦ Primal, Sleep, Weapon**
**Standard Action** **Area** burst 2 within weapon range
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** The target is dazed (save ends).
**First Failed Saving Throw:** The target is unconscious instead of dazed (save ends).
**Miss:** The target is dazed (save ends).

## Level 16 Utility Evocations

### Bramble Hide — Seeker Utility 16

*Thorny vines emerge from your skin, promising pain to any who try to harm you.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you gain a +2 bonus to AC, and any creature that hits you with a melee attack takes 10 + your Wisdom modifier damage.

JIM NELSON

### Earthfriend — Seeker Utility 16

*The land welcomes you and your allies as old friends, allowing you easy passage.*

**Encounter ✦ Primal**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Each target ignores difficult terrain until the end of your next turn.
**Sustain Minor:** The effect persists.

### Ephemeral Wings — Seeker Utility 16

*When you're struck, ephemeral wings carry you to safety.*

**Encounter ✦ Primal**
**Immediate Reaction** **Personal**
**Trigger:** An enemy damages you with a melee or a close attack
**Effect:** You fly a number of squares equal to your Wisdom modifier and must land in a square that is farther away from the enemy than where you started. This movement doesn't provoke opportunity attacks.

### Sure Sight — Seeker Utility 16

*Your missiles shine with emerald light, and no earthly force can block your sight.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you gain darkvision, ignore concealment and total concealment, and are immune to the blinded condition.

## Level 17 Encounter Evocations

### Convocation of Arrows — Seeker Attack 17

*Screeching eagles join the fight, emerging from the spirit world to savage your foes.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One or two creatures
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + 1d8 + Wisdom modifier damage.
**Special:** You can use this power as a ranged basic attack.

### Flesh-Tether Shot — Seeker Attack 17

*The missile punches through your enemy, dragging some of the creature's viscera with it as it slams into the ground. It can move, but it's going to hurt.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage. If the target moves before the end of your next turn, it takes 5 damage and is dazed until the end of its next turn.
**Bloodbond:** The target also grants combat advantage until the end of your next turn.

### Infestation of Moths — Seeker Attack 17

*Your enemy collapses into a fluttering cloud of moths, which blind nearby enemies.*

**Encounter ✦ Polymorph, Primal, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + 2d8 + Wisdom modifier damage, and you slide the target 3 squares. Until the start of your next turn, the target is insubstantial, and enemies are blinded while adjacent to it.
**Spiritbond:** The number of squares you slide the target equals 2 + your Strength modifier.

### Sprite Dance — Seeker Attack 17

*Cunning sprites emerge from the Feywild to dance with your enemies and draw them into danger across the battlefield.*

**Encounter ✦ Primal, Teleportation, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage, and you teleport the target 5 squares. One ally adjacent to the destination space can then make a melee basic attack against the target as an immediate reaction.

## Level 19 Daily Evocations

### Captivating Missile — Seeker Attack 19

*When your missile strikes, blue and green light plays across your foe briefly as you establish control over its mind.*

**Daily ✦ Charm, Primal, Reliable, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage, and the target is dominated (save ends).
**Special:** You can use this power as a ranged basic attack.

### Conflagration Spirit — Seeker Attack 19

*Your projectile ignites with blue flames, spilling liquid fire wherever it falls.*

**Daily ✦ Fire, Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + 2d8 + Wisdom modifier fire damage, and ongoing 10 fire damage (save ends).
**Miss:** Half damage.
**Effect:** Each enemy adjacent to the target takes 10 fire damage.

### Fury Spirits — Seeker Attack 19

*A well-placed shot calls forth primal spirits that carry your enemy's pain to your other enemies.*

**Daily ✦ Conjuration, Primal, Weapon**
**Standard Action** **Ranged** weapon
**Primary Target:** One creature
**Primary Attack:** Wisdom vs. AC
**Hit:** 1[W] + 2d8 + Wisdom modifier damage.
**Effect:** You conjure four fury spirits in four different squares adjacent to the primary target. Each spirit can make the following secondary attack, using the spirit's square as the origin square. Once a spirit attacks, it disappears. It otherwise lasts until the end of the encounter.
**Opportunity Action** **Close** burst 1
**Trigger:** An enemy enters the spirit's square
**Secondary Target:** Each enemy in burst
**Secondary Attack:** Wisdom vs. Reflex
**Hit:** 5 + Wisdom modifier damage.

### Grasping Vines — Seeker Attack 19

*Your attack causes vines to twist around your foe. They don't let go until it has felt pain.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + 3d8 + Wisdom modifier damage. The target is then immobilized until it has taken at least 10 damage.
**Miss:** Half damage, and the target is immobilized until the end of your next turn.

### Rending Vines — Seeker Attack 19

*Thorny vines erupt from the earth and snake around your enemies, tearing at them as they try to escape.*

**Daily ✦ Primal, Weapon, Zone**
**Standard Action** **Area** burst 2 within weapon range
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 1[W] + 1d8 + Wisdom modifier damage, and the target is restrained (save ends).
**Effect:** The burst creates a zone of difficult terrain that lasts until the end of your next turn. Any enemy that starts its turn within the zone takes 5 damage. Until the zone ends, you can make the following secondary attack, using a square within the zone as the origin square.
**Free Action** **Close** burst 1
**Trigger:** An enemy enters the zone
**Secondary Target:** The triggering enemy in burst
**Secondary Attack:** Wisdom vs. Reflex
**Hit:** 5 damage, and the secondary target is restrained (save ends).
**Sustain Minor:** The zone persists.

## Level 22 Utility Evocations

### Guiding Spirit — Seeker Utility 22

*Spirits guide your aim, helping you strike a distant foe.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** You gain a +5 power bonus to the next ranged attack roll you make before the end of your turn.

### Land Passage — Seeker Utility 22

*The earth opens up and welcomes you and your friend into its primal embrace.*

**Encounter ✦ Primal**
**Immediate Interrupt** **Melee** 1
**Trigger:** You are targeted by an attack
**Target:** You or you and one ally
**Effect:** The targets are removed from play. At the start of your next turn, they each reappear in unoccupied spaces within 5 squares of the space you left.

### Nature's Passage — Seeker Utility 22

*For a time, you walk partly in the world and partly in the realm of the spirits.*

**Daily ✦ Primal, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you are phasing.

### Primal Morass — Seeker Utility 22

*Water bubbles up from the ground and creates a morass.*

**Daily ✦ Primal, Zone**
**Standard Action** **Area** burst 5 within 10 squares
**Effect:** The burst creates a zone that lasts until the end of your next turn. Each square within the zone requires 2 extra squares of movement to enter. Creatures ignore this effect while flying.
**Sustain Minor:** The zone persists.

## Level 23 Encounter Evocations

### Quill Storm — Seeker Attack 23

*When your projectile hits your enemy, long quills tear from it and fly outward.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Primary Target:** One creature
**Primary Attack:** Wisdom vs. AC
**Hit:** 1[W] + 2d8 + Wisdom modifier damage. Make a secondary attack that is an area burst 3 centered on the primary target.
**Secondary Target:** Each creature in burst other than the primary target
**Secondary Attack:** Wisdom vs. Reflex
**Hit:** 1d8 damage, and the secondary target takes a -2 penalty to attack rolls (save ends).

### Roaring Missile — Seeker Attack 23

*As you attack, your body vibrates with a deep rumble that transitions into a destructive roar from the spirit world and slams into your enemies.*

**Encounter ✦ Primal, Thunder, Weapon**
**Standard Action** **Area** burst 2 within weapon range
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 1[W] + Wisdom modifier thunder damage. Until the end of your next turn, the target is deafened and dazed, and each enemy adjacent to it is deafened.

### Sinking Earth — Seeker Attack 23

*The ground turns to mud beneath your enemy's feet, trapping it in a quagmire.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage. Until the end of your next turn, the target is restrained, and enemies adjacent to it are slowed.
**Special:** You can use this power as a ranged basic attack.

### Spirit Inferno — Seeker Attack 23

*Sparks fly from your weapon as you hit your foe, which erupts in flames that grow worse when its allies attack.*

**Encounter ✦ Fire, Primal, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2[W] + Wisdom modifier damage. Until the end of your next turn, the target is immobilized and takes 5 fire damage whenever an enemy within 5 squares of it makes an attack.
**Spiritbond:** Add your Strength modifier to the fire damage.

### Stride-Breaking Shot — Seeker Attack 23

*You strike your foe in a sensitive spot, and if the foe retreats, the wound becomes more painful.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + 2d6 + Wisdom modifier damage. Until the end of your next turn, the target takes 5 damage whenever it moves on its turn or uses an attack power.
**Bloodbond:** Add your Dexterity modifier to the damage the target takes whenever it moves on its turn or uses an attack power.

## Level 25 Daily Evocations

### Lightning Burst — Seeker Attack 25

*At your command, tiny sparks grow into humanoid shapes formed from lightning that dance and scorch your enemies.*

**Daily ✦ Lightning, Primal, Weapon**
**Standard Action** **Ranged** weapon
**Primary Target:** One or two creatures
**Primary Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier lightning damage.
**Miss:** Half damage.
**Effect:** Make a secondary attack for each primary target. Each attack is an area burst 1 centered on a different primary target.
**Secondary Target:** Each creature in burst other than the primary targets
**Secondary Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier lightning damage.

### Slavering Sentinels — Seeker Attack 25

*From the circle drawn with your weapon, slavering spirit beasts appear around you and shelter you from harm.*

**Daily ✦ Conjuration, Fear, Primal, Weapon**
**Standard Action** **Area** burst 2 within weapon range
**Effect:** You conjure four spirit sentinels in four different unoccupied squares in the burst. The sentinels occupy their squares, and they last until the end of your next turn. The sentinels grant cover to you and your allies. As a move action, you can move a single sentinel to a square within 10 squares of you. While the sentinels persist, you can make the following attack through them.
**Opportunity Action** **Melee** 1
**Trigger:** An enemy starts its turn adjacent to a sentinel
**Target:** The triggering enemy
**Attack:** Wisdom vs. Reflex
**Hit:** 3d8 + Wisdom modifier damage, and you push the target 5 squares from the sentinel.
**Sustain Minor:** The sentinels persist.

### Thundering Shot — Seeker Attack 25

*An earsplitting crack sounds when you strike, sending thunder out in all directions.*

**Daily ✦ Primal, Thunder, Weapon**
**Standard Action** **Ranged** weapon
**Primary Target:** One creature
**Primary Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier thunder damage.
**Effect:** Make a secondary attack that is an area burst 1 centered on the primary target.
**Secondary Target:** Each creature in burst
**Secondary Attack:** Wisdom vs. Fortitude
**Hit:** 10 thunder damage, and the secondary target is dazed and slowed (save ends both).

### Wind of Decay — Seeker Attack 25

*A fetid wind carries your missile into the heart of your foes and delivers a sickening stench.*

**Daily ✦ Poison, Primal, Weapon, Zone**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + 2d8 + Wisdom modifier damage, and the target and each enemy adjacent to it are dazed (save ends).
**Effect:** The attack creates a zone in a burst 1 centered on the target. The zone lasts until you dismiss it as a minor action or until the end of the encounter. Any creature that ends its turn within the zone takes 10 poison damage. As a move action, you can move the zone 4 squares.

## Level 27 Encounter Evocations

### Abundant Growth — Seeker Attack 27

*Your missile takes root in the target, sprouting creeping vines that cause the target to stumble and fall.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + 2d6 + Wisdom modifier damage, and the target is slowed until the start of your next turn. The first time the target takes damage while slowed by this power, the target is instead immobilized until the end of your next turn. The first time the target takes damage while immobilized by this power, the target falls prone.

FRANCIS TSAI

## Angry Earth — Seeker Attack 27

*Spirits of stone and soil rise in answer to your attack's call and knock down your foes.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + 2d6 + Wisdom modifier damage, and the target and all enemies within 2 squares of it fall prone.

## Devouring Arrow — Seeker Attack 27

*Your projectile rots as it flies toward your foe, until nothing but horrid maggots remain to feast on the foe.*

**Encounter ✦ Necrotic, Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2[W] + Wisdom modifier necrotic damage, and the target and each creature adjacent to it are weakened until the end of your next turn.
**Special:** You can use this power as a ranged basic attack.

## Razor Hail — Seeker Attack 27

*Your projectile splinters into a cloud of razor-sharp icicles that rip flesh and then melt away in a crimson flood.*

**Encounter ✦ Cold, Primal, Weapon**
**Standard Action** **Area** burst 2 within weapon range
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2[W] + Wisdom modifier cold damage. If the target moves more than half its speed on its next turn, it falls prone at the end of that turn.
**Bloodbond:** If the target moves at all on its next turn, it grants combat advantage until the end of your next turn.

## Widows' Net — Seeker Attack 27

*The wound your weapon inflicts gives birth to swarming black widows, causing your foe to fall back and ensnare its allies.*

**Encounter ✦ Poison, Primal, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier poison damage, and you slide the target 2 squares. Each enemy adjacent to the target at the end of this movement is restrained until the end of your next turn.
**Spiritbond:** The number of squares you slide the target equals your Strength modifier.

# Level 29 Daily Evocations

## Baleful Shot — Seeker Attack 29

*The foe you strike with your projectile warps and twists excruciatingly, the sight of which unnerves your enemies.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + 2d8 + Wisdom modifier damage, and the target is stunned (save ends).
**Miss:** Half damage, and the target is dazed (save ends).
**Effect:** Any enemy that can see the target and isn't immune to fear takes a -2 penalty to attack rolls until the start of your next turn.

## Bones of the Earth — Seeker Attack 29

*Jagged rocks burst forth in answer to your attack and close on your enemy, crushing it in a stony embrace.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + 3d8 + Wisdom modifier damage, and the target takes 10 damage whenever it moves on its turn (save ends).
**Miss:** Half damage, and the target takes 5 damage whenever it moves on its turn (save ends).

## Trampling Shot — Seeker Attack 29

*At your call, spectral rhinos slam into your foes, and then you fire, taking advantage of the chaos unleashed by the stampede.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 2[W] + Wisdom modifier damage, and you knock the target prone.
**Effect:** You make a ranged basic attack with a +2 bonus to attack rolls for each target you hit with the close blast and a +5 bonus to damage rolls for each target you missed with it.

## Uttercold — Seeker Attack 29

*Heat flees the target of your attack, freezing the target solid.*

**Daily ✦ Cold, Primal, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + 2d8 + Wisdom modifier cold damage, and the target is restrained and gains vulnerable 10 to all damage (save ends both). In addition, any enemy that starts its turn adjacent to the target takes 5 cold damage and is slowed until the start of its next turn.
**Miss:** Half damage, and the target is slowed (save ends).

## Crimson Hunter

*"There is nowhere to hide, prey, for your blood stinks of your fear."*

**Prerequisite:** Seeker

The spirits demand recompense for crimes committed against the natural world, and they accept payment only in blood. You are their collector. You range the land to exact the price your enemies must pay for violating the world. You are a relentless hunter, ruthless in your mien and efficient in your methods.

The spirits aid you in your efforts by imparting to you the ancient hunting methods of your people. Though your ancestors used these techniques to bring down game, you find them equally effective in eliminating your foes. Each time an enemy falls, you reaffirm your bond to your spirit guides, offering the fallen enemy as a sacrifice to slake their thirst until you next come upon a deserving foe.

As a crimson hunter, you focus on the striker elements found in many seeker evocations. The smell of blood provokes you, letting you move more quickly to engage your enemies. These techniques allow you to close the distance to bring an enemy in range or to skirt the battlefield for your next strike.

CHRIS SEAMAN

### Crimson Hunter Path Features

**Crimson Hunter's Action (11th level):** When you spend an action point to take an extra action, you gain a +1 bonus to speed until the end of the encounter.

**Accurate Arrow (11th level):** You gain a +1 bonus to the attack rolls of your ranged basic attacks.

**Keen Missile (16th level):** When you make a ranged basic attack, you can score a critical hit on a roll of 19–20.

### Crimson Hunter Evocations

**Ravaging Shot** — Crimson Hunter Attack 11

*You draw from your ancestors' insights to guide your shots.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage, and the target gains vulnerable 5 to all damage until the end of your next turn.
**Special:** You can use this power as a ranged basic attack.

**Hunter's Mobility** — Crimson Hunter Utility 12

*An enemy's momentary weakness gives you the chance to adjust your position.*

**Encounter ✦ Primal**
**Immediate Reaction** **Personal**
**Trigger:** An enemy you can see is bloodied by an attack
**Effect:** You shift half your speed.

**Bloody Despair** — Crimson Hunter Attack 20

*Your careful shot nudges the enemy into despair, robbing it of some of its strength.*

**Daily ✦ Primal, Reliable, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One bloodied creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 3[W] + Wisdom modifier damage, and the target is weakened (save ends). The target takes a –5 penalty to saving throws against this effect until the end of its next turn.

# Death Arrow

*"Let my black arrow be the answer to your violation."*

**Prerequisite:** Seeker, Bloodbond class feature

Through ancient ceremonies and whispers of vengeance, you bind within your arrows all the rage and indignation you possess. The process transforms each arrow into a macabre length of polished bone capped with a jagged tip and fitted with black fletching. When you fire these wicked barbs from your bow, they bite deep, delivering death's fatal message.

By walking the path of the death arrow, you deliver punishing damage when you attack single targets and can wreak havoc when you spread your attacks among several foes at once. For you, destroying an enemy eclipses any other concern, and thus you commit yourself to annihilating your foes, no matter the cost.

To master the death arrow ceremonies, you must deal with the most unnerving and violent primal spirits. Such contact leaves an indelible mark on you, such that your features grow severe, your eyes wild, and your temper fragile. More than anything, your unwillingness to grant quarter to those who ask it and your single-minded devotion to utterly ruining your foes can prove unnerving to your companions.

## Death Arrow Path Features

**Rattling Arrows (11th level):** Whenever you hit an enemy with a ranged attack and are hidden from that enemy, all enemies adjacent to the target take a -2 penalty to attack rolls until the end of your next turn. Enemies immune to fear do not take this penalty.

**Brutal Arrows (11th level):** When you spend an action point to make a ranged or an area attack, you can reroll any of the attack's damage dice that come up as a 1 or a 2. You keep rerolling a die until you get a number other than 1 or 2.

**Death Arrows (16th level):** Whenever you hit an enemy currently affected by your Rattling Arrows penalty, your can score a critical hit on a roll of 18-20.

## Death Arrow Evocations

**Savage Archery** — Death Arrow Attack 11

*The vengeance that you instill in each shot tears into your foes and lowers their defenses.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Area** burst 2 within weapon range
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 1W] + Wisdom modifier damage, and the target takes a -2 penalty to AC and Fortitude until the end of your next turn.

**Binding Aim** — Death Arrow Utility 12

*You pause long enough to whisper your enemy's name to the arrow you are about to fire.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** You gain a +6 power bonus to the next ranged attack roll that you make before the start of your next turn.

**Cloud of Doom** — Death Arrow Attack 20

*You launch many arrows, causing a black cloud of them to fall on your foes and litter the ground with broken shafts and razor-sharp barbs.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Area** burst 3 within weapon range
**Target:** Each creature in burst
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage. If the target is flying, it falls prone.
**Effect:** The burst creates a zone of difficult terrain that lasts until the end of the encounter. Any creature takes 5 damage when it enters the zone on its turn.

MATIAS TAPIA

# Seven Fates Archer

*"Go forth, spirits, and make true the portents of my enemies' defeat."*

**Prerequisite:** Seeker

Spirits are everywhere in the world, from haunted forests to windswept mountains. These entities can be nothing more than wild emotions given half-realized form, or they can possess vast intelligence, with memories stretching back to the world's earliest days. You turn to these spirits to help you protect the world, drawing from their vast and mysterious power to glimpse your enemies' fates and bring about their final ends.

Communing with the land's spirits reveals possible futures, from which you pluck the strands of fate that coincide best with your travels, and you weave those strands into your bowstring. Arrows fired from the bow carry with them the fates your enemies deserve.

This paragon path is one of guardianship. Just as you can harry enemies by loosing spirits at them, so too can you alter the fates of those around you. These techniques help keep your allies from harm, even as you frustrate and confound your foes.

RALPH BEISNER

## Seven Fates Archer Path Features

**Guarding Shot (11th level):** Whenever you make a ranged attack, you can take a –2 penalty to the attack roll against one of the targets to grant a +2 bonus to the AC of one ally adjacent to that target. The bonus lasts until the end of your next turn.

**Pinning Action (11th level):** When you spend an action point to make a ranged basic attack, targets hit by the attack are also immobilized and grant combat advantage until the end of your next turn.

**Opportunity Shot (16th level):** Whenever you can make an opportunity attack, you can make a ranged basic attack in place of a melee basic attack. Your attack doesn't provoke opportunity attacks.

## Seven Fates Archer Evocations

**Spirit Shackles** Seven Fates Archer Attack 11

*When your projectile hits, primal spirits pull at your target, slowing it down.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Area** burst 1 within weapon range
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 1[W] + 1d8 + Wisdom modifier damage, and the target is slowed until the end of your next turn.

**Intercepting Shot** Seven Fates Archer Utility 12

*Reacting with instinctive speed, you intercept an enemy's attack.*

**Encounter ✦ Primal, Weapon**
**Immediate Interrupt** **Ranged** weapon
**Trigger:** An enemy hits an ally adjacent to you with a ranged attack
**Target:** The triggering enemy
**Effect:** Make a ranged basic attack against the target with a –2 penalty to the attack roll. Your attack has no effect on the target, whether it hits or misses. However, if it hits, the ally gains a +5 bonus to all defenses against the triggering enemy's attack, and if that attack still hits, the ally takes only half damage from it.

**Storm of Five Spirits** Seven Fates Archer Attack 20

*Your missile's impact into the ground calls forth a pack of angry spirits to harry your foes.*

**Daily ✦ Conjuration, Primal, Weapon**
**Standard Action** **Area** burst 3 within weapon range
**Effect:** You conjure five angry spirits in five different unoccupied squares in the burst. The spirits occupy their squares, and they last until the end of your next turn. You and your allies can gain cover from the spirits and can move through their squares. While adjacent to any of the spirits, enemies take a –2 penalty to attack rolls. When the spirits appear, each one makes the following melee attack.
**Target:** One enemy adjacent to the spirit
**Attack:** Wisdom vs. Reflex
**Hit:** 1[W] damage, and the target falls prone.

# Swift Strider

*"I stand in two worlds: the world you see and the world you don't."*

**Prerequisite:** Seeker, Spiritbond class feature

You move with liquid grace and in a way that shows that you are unhindered by your environment. The primal spirits with whom you ally yourself guide your steps so that you can move without fear, boldly moving faster than your foes can track. You might use hidden pathways and shortcuts through the world. Or you might have taken your first step into the spirit world and, by doing so, now have the same freedom enjoyed by the land's spirit custodians.

Becoming a swift strider allows you to move with astonishing speed. You can anticipate your enemy's attacks and spring to safety. As you follow this path, your body begins to blur when you move, making it hard for foes to protect themselves from your strikes.

You attack while moving, spin away when your enemies hit you, and, eventually, speed through their ranks, delivering strikes that rob them of their mobility and increase your speed. By moving just outside the reach of your foes, you can deliver punishing attacks with your seeker powers to contain and control them so that your allies can move in for the kill.

## Swift Strider Path Features

**Defensive Shift (11th level):** The first time you shift on each of your turns, you gain a +2 bonus to AC and Reflex until the start of your next turn.

**Escaping Action (11th level):** When you spend an action point to take an extra action, you can shift as a minor action until the end of your next turn.

**Swift Stride Assault (16th level):** Whenever you use a move action and end the move at least 3 squares away from where you started, you gain a bonus to damage rolls with light thrown and heavy thrown weapons until the end of your turn. The bonus equals your Strength modifier.

## Swift Strider Evocations

**Blurring Offensive** — Swift Strider Attack 11

*You move with such speed and attack with such force that your enemy finds it impossible to track your movements.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
**Effect:** Before the attack, you shift 1 square. If you are marked, that condition ends on you before the shift.
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2[W] + Wisdom modifier damage, and the target grants combat advantage to you until the end of your next turn. In addition, you slide the target 1 square, and you shift 1 square.

FRANCIS TSAI

**Swift Vengeance** — Swift Strider Utility 12

*After being hit, you adjust your position to prepare your revenge.*

**Encounter ✦ Primal**
**Immediate Reaction** **Personal**
**Trigger:** An enemy hits you with a melee attack
**Effect:** You shift 1 square. Until the end of your next turn, the triggering enemy grants combat advantage to you, and you can score a critical hit on a roll of 19–20 against that enemy when you make weapon attacks against it.

**Striding Barrage** — Swift Strider Attack 20

*You speed across the battlefield, loosing shot after shot as you move.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
**Effect:** Before the primary attack, you shift 2 squares.
**Primary Target:** One creature
**Primary Attack:** Wisdom vs. AC
**Hit:** 1[W] + 2d6 + Wisdom modifier damage, and the primary target is slowed (save ends).
**Effect:** You shift 2 squares and make a secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Wisdom – 1 vs. AC
**Hit:** 1[W] + 2d6 + Wisdom modifier damage, and the secondary target is slowed (save ends).
**Effect:** You shift 2 squares and make a tertiary attack.
**Tertiary Target:** One creature other than the primary and secondary targets
**Tertiary Attack:** Wisdom – 2 vs. AC
**Hit:** 1[W] + 2d6 + Wisdom modifier damage, and the tertiary target is slowed (save ends).

# HYBRID CHARACTERS

*A young apprentice wizard is forced into the military when her hometown is sacked by orcs. After leading a squadron in the baron's army for three months to drive back the invading horde, she retires from military service to enter an adventuring career as a warlord/wizard.*

*A lone barbarian from the far north travels to the gleaming cities of the south, where a local thieves' guild recruits him as hired muscle. Along the way, he picks up several tricks of cunning and wit, all the better to defeat those who think him nothing more than a savage. When he later becomes an adventurer, this barbarian/rogue relies on both his talents as a burglar and his ability to unleash the raging beast that still lurks within his heart.*

The hybrid character rules allow you to combine elements of two character classes into a whole. Effectively, you create a brand-new class from portions of two classes. Like the multiclass feats introduced in the *Player's Handbook*, these rules let you reflect a more varied array of character abilities than traditional classes do. Whether you're doing this to reflect your character's elaborate backstory, to combine different mechanical elements to create a potent new combination, or to fill out a group that needs just a little something extra, the end result is the same: Your hybrid character gives up depth of ability in exchange for greater flexibility.

## Hybrids and Roles

When you combine two classes of the same role (such as fighter and paladin), you can expect your character to be about as effective in filling that role as a single-class character of the same role.

Combining two classes of different roles, however, creates a character who can operate reasonably well in two different roles in certain situations. This flexibility lets you adjust your tactics—and your contribution—from round to round, based on the particular challenges you face.

A potential downside is that you probably can't fill either role through an entire encounter. A cleric/rogue, for example, might be able to heal half as often as a normal cleric and deal striker-level damage with only some attacks.

## Group Building

When adding a hybrid character to an adventuring group, it's best if at least one (if not both) of the roles normally filled by your two classes are also filled by another character in the group. For example, your cleric/rogue won't feel quite as lacking in healing or damage output if you also have a warlord and a

WILLIAM O'CONNOR

ranger in the group. A hybrid character makes a great fifth or sixth group member, since key roles are likely covered by your allies.

A hybrid character can also be a great way to deal with a smaller-than-normal group. If your group has only two or three characters, having one or two hybrid characters can help you fill the missing roles. Your group won't fill the roles as completely as a full-sized group would, but half a leader is usually better than no leader at all.

## Creating a Hybrid Character

If you want to make a hybrid character, pick the two classes that you want to combine, and then read the entries for the hybrid versions of them. This section provides hybrid versions of the classes in the *Player's Handbook*, *Player's Handbook 2*, and *Player's Handbook 3* as well as the swordmage class from the *Forgotten Realms Player's Guide* and the artificer class from the *Eberron Player's Guide*. The information below details how to combine the elements of the two hybrid classes you choose.

**Armor Proficiencies:** You start with only the armor proficiencies that are possessed by both of your classes. For example, a fighter/rogue initially has proficiency with cloth armor and leather armor only.

**Weapon Proficiencies:** Combine the weapon proficiencies given for each of your classes. For example, a cleric/rogue starts with proficiency with simple melee weapons (including the dagger), simple ranged weapons (including the crossbow and the sling), shuriken, and short swords.

**Implements:** You can wield the implements of both classes, and you can use implement powers from either class (and from those classes' paragon paths) through the implements of either class. For example, a cleric/warlock can use implement powers from either class through holy symbols, rods, and wands.

**Bonus to Defense:** You gain the bonuses to defenses noted in both hybrid class entries. Bonuses to the same defense add together. Some hybrid class entries give you a choice of which defense to apply a bonus to.

**Hit Points at 1st Level:** To determine your hit points at 1st level, add together the hit points at 1st level noted in both hybrid class entries, and round fractions down. Then add your Constitution score to the result.

**Hit Points per Level Gained:** To determine the hit points you gain at each new level, add together the values noted in each of your hybrid class entries, and round fractions down. For example, a cleric/fighter gains 5 hit points at each new level (2.5 for cleric + 3 for fighter, rounded down).

**Healing Surges per Day:** Add together the healing surges per day noted in both hybrid class entries, and round fractions down. Then add your Constitution modifier to the result.

**Class Skills:** To create your list of class skills, combine the class skills noted for the two hybrid classes.

**Trained Skills:** You gain three trained skills, chosen from your list of class skills. Some hybrid class entries grant extra trained skills, which must be taken from that class's skills list, not from the combined list.

**Class Features:** You gain all the class features in both hybrid class entries.

If a class feature has the word "hybrid" in parentheses after its name, it is a modified version of the class feature but still counts as that class feature for the purpose of meeting prerequisites.

**Hybrid Talent Options:** Each hybrid class entry includes one or more Hybrid Talent options. These options become available when you select the Hybrid Talent feat (page 181).

**Starting Powers:** As a hybrid character, you start with the following powers.

*At-Will:* Choose two 1st-level at-will attack powers, one from each class.

*Encounter:* You gain one 1st-level encounter attack power, chosen from either of your hybrid classes. If either of those classes has the Psionic Augmentation class feature, see "Psionic Augmentation and Hybrid Characters," page 137.

*Daily:* You gain one 1st-level daily attack power, chosen from either of your hybrid classes.

**Gaining Additional Powers:** When you reach a new level and gain an encounter attack power, a daily attack power, or a utility power, you can choose that power from either class. However, if you have at least two powers in the same category (at-will attack, encounter attack, daily attack, or utility), at least one of those powers must come from each of your hybrid

### How Does It Work?

The hybrid character rules break down each class into parts. The hybrid version of a class provides a portion of the game benefits of the normal class (hit points, defenses, proficiencies, class features, and so forth). When combined with the hybrid version of another class, these two partial classes create a whole class.

Because character classes aren't designed to be broken down and recombined in this way, not every hybrid is equally effective. Different combinations of roles, key ability scores, types of attacks, and other elements can result in different degrees of efficacy.

For that reason, this section provides advice on how to build an effective hybrid character. You can ignore this advice in order to create a hybrid that fits your mental image of your character precisely, but that character might prove less effective than your nonhybrid allies.

classes. For example, if you have two encounter attack powers, one of the powers must be from one of your hybrid classes, and the other power must be from your other hybrid class.

Even if you later change your powers through retraining, power-swap feats, or some other means, you must retain at least one power in each of those four categories from both of your classes (see "Retraining," page 137, for how hybrid characters use the retraining rules).

*Example:* Bergen, a 1st-level fighter/rogue, wants a mixture of powers from his two classes. He selects *cleave* (fighter) and *deft strike* (rogue) as his at-will attack powers. He then selects *steel serpent strike* (fighter) as his 1st-level encounter attack power and *blinding barrage* (rogue) as his 1st-level daily attack power.

When Bergen reaches 3rd level and gains another encounter attack power, he must select the new power from the rogue class, since he already has a fighter encounter attack power. Alternatively, he could use retraining to replace *steel serpent strike* with *king's castle*, a 1st-level rogue encounter attack power, and then choose a 3rd-level fighter encounter attack power.

When Bergen reaches 7th level, he can choose his new encounter attack power from either class, since he already has an encounter attack power from each.

# Special Rules

Hybrid characters interact with some game rules in exceptional ways.

## Meeting Prerequisites

A hybrid character is considered a member of both classes, and has those classes' roles. For example, a fighter/wizard can take feats and paragon paths that have the fighter or the wizard class as a prerequisite.

As noted in some hybrid class entries, a hybrid character receives a modified version of a class feature. Such a class feature counts as the full-fledged feature for the purpose of meeting prerequisites and applying various game options.

## Multiclass Feats

A hybrid character can select multiclass feats. The rules for multiclassing still apply: You can't take multiclass feats for a class you already belong to, which includes both of your hybrid classes.

## Paragon Tier Hybrids

Rather than take a paragon path at 11th level, a hybrid character can choose to gain more powers from his or her classes. If you choose this option, you gain several benefits.

At 11th level, you gain Hybrid Talent (page 181) as a bonus feat, even if you already have it.

## Assigning Ability Scores

When you combine two classes to build your hybrid character, try to choose classes that have complementary key abilities, secondary abilities, or both. Doing this helps your character remain effective.

For example, fighters and paladins share a key ability: Strength. This means a fighter/paladin hybrid character can select and use attack powers from both classes easily. The two classes also share a secondary ability: Wisdom. If the hybrid character has a high Wisdom score, he or she can benefit from various Wisdom-based options available to both classes, such as the paladin's *radiant smite* power and the fighter's Combat Superiority class feature.

If you choose two classes that have different key abilities, make sure that both of the ability scores are high enough that you can use your powers and class features effectively. For instance, a fighter/rogue needs a good Dexterity score (to use rogue attack powers) as well as a good Strength score (to use fighter powers).

When you play a hybrid character, it becomes even more important to use your racial ability score bonuses to their best effect. You'll get the most value if you match your two classes' key abilities to a set of racial ability score bonuses (such as a half-orc fighter/rogue).

Something to consider when assigning ability scores: If you select two classes whose key abilities are in the same defense pair (such as Dexterity and Intelligence), one or two of your defenses are likely to be lower than normal. This disadvantage can be overcome through feats and magic items, or you can play it up as a character quirk.

Here are some good ability score arrays to use when creating a hybrid character:

**18 14 11 10 10 8**
If your key abilities match, you can probably get away with this top-heavy ability score array, though you're probably sacrificing benefits derived from secondary abilities. A swordmage/wizard using this array would likely place the 18 in Intelligence and the 14 in whichever secondary ability mattered most.

**16 16 12 11 10 8**
This array works well for hybrid characters who have two key abilities, particularly if those overlap with secondary abilities. A fighter/swordmage might like this array, putting one 16 in Strength and the other in Intelligence.

**16 14 14 13 10 8**
This array is good for hybrid characters who want attack powers drawing on three or more abilities, such as a rogue/warlock who wants to select attack powers based on Dexterity, Constitution, and Charisma.

In place of the paragon path encounter attack power gained at 11th level, you can select an encounter attack power of 7th level or lower from either of your hybrid classes.

In place of the paragon path utility power gained at 12th level, you can select a utility power of 10th level or lower from either of your hybrid classes.

In place of the paragon path daily attack power gained at 20th level, you can select a daily attack power of 19th level or lower from either of your hybrid classes.

### Racial Traits

Some races grant benefits based on a class. As long as you remember that you are a member of both of your classes, these benefits should be easy to adjudicate. Here are two examples.

**Dilettante (Half-Elf):** You can't choose the 1st-level at-will attack power from either of your hybrid classes.

**Bonus At-Will Power (Human):** You choose the extra 1st-level at-will attack power from either of your hybrid classes.

### Retraining

When you use retraining (*Player's Handbook*, page 28) to replace a power from one of your hybrid classes, the new power can be from either of your hybrid classes, as long as the new power is of the same type and of the same level or lower as the old power. In addition, the replacement must follow the rules for a hybrid character gaining powers (see "Creating a Hybrid Character," above).

If only one of your hybrid classes has the Psionic Augmentation class feature, you can use retraining to replace an augmentable at-will attack power with an encounter attack power and vice versa, but you must always have two at-will attack powers, one from each class. Making such a replacement will change your power point total (see "Psionic Augmentation and Hybrid Characters" below).

You cannot use retraining to replace one of your hybrid classes with a different hybrid class. You cannot, for example, use retraining to change from cleric/fighter to fighter/paladin.

### Trading Class Features

A hybrid character can't trade a hybrid version of a class feature for a nonhybrid version of a class feature, unless a hybrid class entry expressly allows the trade.

## Psionic Augmentation and Hybrid Characters

If either of your hybrid classes has the Psionic Augmentation class feature, you follow slightly different rules to build your character.

### Both Classes Have Psionic Augmentation

If both of your hybrid classes have Psionic Augmentation, you gain powers and power points at the same rate as a normal class that has the class feature. Follow the rules for choosing powers as detailed in "Creating a Hybrid Character" above, but ignore references to encounter attack powers, since you don't gain any from either class.

### Only One Class Has Psionic Augmentation

If only one of your classes has Psionic Augmentation, you use the rules for choosing powers as detailed in "Creating a Hybrid Character" above, except that you follow different rules for choosing encounter attack powers.

At 1st level, you choose either the hybrid power point option (see below) or a 1st-level encounter attack power from the class that includes such powers. You start with no power points unless you either choose the hybrid power point option or gain them from a source other than your classes.

When you reach 3rd level, see "Gaining Encounter Attack Powers" below for how to proceed.

#### Hybrid Power Point Option

When you choose the hybrid power point option, you gain a number of power points based on the levels of the augmentable at-will attack powers that you have.

To determine your power point total, consult the table for how many power points each of the powers is worth, and then add those points together.

| Power Level | Power Points |
|---|---|
| 1-10 | 2 |
| 11-20 | 4 |
| 20-30 | 6 |

Whenever you gain, retrain, or swap an augmentable at-will attack power from your class, recalculate your power point total. Only augmentable at-will attack powers from your class count when you determine the total.

### Gaining Encounter Attack Powers

At 3rd level, whether you gain an encounter attack power or power points is determined by your choice at 1st level.

- If you chose to gain an encounter attack power at 1st level, you gain the hybrid power point option at 3rd level and can swap your augmentable 1st-level at-will attack power for a new augmentable at-will attack power of 3rd level or lower.
- If you chose the hybrid power point option at 1st level, at 3rd level you must choose a 3rd-level encounter attack power from your class that includes such powers.

At 7th level, you choose one of the following options, regardless of what you chose before.

- You gain a 7th-level encounter attack power from your class that includes such powers.
- You gain an augmentable 7th-level at-will attack power, and your power point total increases accordingly.

When you reach a higher level at which you can swap an encounter attack power, you can instead swap an augmentable at-will attack power, but you must still keep at least one encounter attack power from your class that includes them.

*Example:* At 1st level, the battlemind/fighter Dolora chooses *iron fist* (battlemind) and *sure strike* (fighter) as her at-will attack powers and *psionic anchor* (battlemind) as her 1st-level daily attack power.

She chooses *passing attack* (fighter) as her 1st-level encounter attack power. This means she starts with no power points to augment *iron fist*.

At 3rd level, Dolora must take the hybrid power point option. She also chooses to swap *iron fist* for *mind snare* (battlemind), an augmentable 3rd-level at-will attack power. Her power point total is now 2.

At 5th level, she chooses *rain of steel* (fighter) as her 5th-level daily attack power. She had to select a fighter power because she didn't have a fighter daily attack power yet.

At 7th level, she chooses *stone squire* (battlemind), an augmentable 7th-level at-will attack power, rather than gaining another encounter attack power. Her power point total is now 4.

At 9th level, she chooses *victorious surge* (fighter) as her new daily attack power. Since she already had one daily attack power from each class, she could have selected one from either class.

At 10th level, she decides to retrain, replacing *mind snare* with *dance of steel* (fighter), a 3rd-level encounter attack power. Her power point total drops to 2 as a result.

At 13th level, she replaces *passing attack* with *overwhelming lunge* (battlemind), an augmentable 13th-level at-will attack power. Her power point total is now 6. She still has one fighter encounter attack power, *dance of steel*.

## Proceed with Care

The system of classes and roles in D&D is designed to ensure that every character has a clear purpose at the table and that no character can easily become marginalized by poor choices made in character creation.

The hybrid character system discards many of the safeguards built into the normal class system. Even though every effort has been made to craft a hybrid system that creates characters that are as viable as their single-class comrades, the sheer number of combinations available ensures that some combinations might feel less effective than others.

If you find that your hybrid character isn't as effective as you had expected, work with your DM to find a solution. You might choose to combine a different pair of classes, to use the multiclass system, or to change to a nonhybrid character.

## Hybrid vs. Multiclass

Both the hybrid character system and the multiclass system allow a character to select powers and class features from multiple classes. However, these two systems offer different advantages and disadvantages, which help make both choices interesting.

- A multiclass character doesn't give up any class features. However, he or she must spend feats to dabble in a second class, whereas a hybrid character doesn't need to spend any feats to do so.
- A hybrid character can begin play with a more varied array of class features and powers than a multiclass character can.
- A hybrid character whose classes have different roles is capable of temporarily but effectively stepping into either role, but can't replace a nonhybrid character in either role. A multiclass character fills one role entirely—the role of his or her main class—and can occasionally fill another role, but not as well as a hybrid character can.
- The hybrid character system is a more effective way of describing a character who has an unusual backstory than the multiclass system is. A hybrid character can begin his or her adventuring career having already mixed two very different classes. In contrast, a multiclass character starts out concentrated on a single class and slowly expands into another class.

It's up to you to decide which of these two systems better describes your character's unique mixture of class features, powers, and backstory.

# Hybrid Artificer

Whether student or tinkerer, you have learned many tricks for imbuing magic into objects and creatures. Your expertise is spotty, however, with many gaps that a true artificer might scoff at. Of course, you know plenty of tricks beyond the skill of that artificer.

Why does your knowledge have such gaps? Do you lack the discipline or talent to master some of the formulas and recipes of the artificer? Or have you recognized that technical skills must be supplemented with other abilities?

As a hybrid artificer, you retain some of the artificer's healing ability, but you trade away magic item manipulation in exchange for another class's abilities.

**CLASS TRAITS**
**Role:** Leader
**Power Source:** Arcane
**Key Abilities:** Intelligence, Constitution, Wisdom

**Armor Proficiencies:** Cloth, leather
**Weapon Proficiencies:** Simple melee, simple ranged
**Implements:** Rods, staffs, wands
**Bonus to Defense:** +1 Fortitude or Will

**Hit Points at 1st Level:** 6
**Hit Points per Level Gained:** 2.5
**Healing Surges per Day:** 3

**Class Skills:** Arcana (Int), Diplomacy (Cha), Dungeoneering (Wis), Heal (Wis), History (Int), Perception (Wis), Thievery (Dex)

**Class Features:** Healing Infusion (hybrid)
**Hybrid Talent Options:** Arcane Empowerment, Arcane Rejuvenation

## Class Feature

Hybrid artificers have the following class feature.

**Healing Infusion (Hybrid):** This class feature functions as the artificer class feature (*Eberron Player's Guide*, page 45), except that you can create only one healing infusion at the end of each extended rest.

## Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Arcane Empowerment:** This class feature functions exactly as the artificer class feature (*Eberron Player's Guide*, page 44).

**Arcane Rejuvenation:** This class feature functions exactly as the artificer class feature (*Eberron Player's Guide*, page 44).

## Suggested Combinations

The artificer/wizard is a master of arcane secrets, using Intelligence to attack enemies and heal allies. The artificer/psion functions similarly, but by mixing arcane and psionic powers.

The artificer/swordmage might prefer melee powers. Choose Constitution as your secondary ability score to maximize synergy between the two classes.

The artificer/warlock can be an effective mix of leadership and damage-dealing, particularly if you set Intelligence and Constitution as your two highest ability scores.

# Hybrid Ardent

Like most ardents, your psionic power comes from self-discovered potential rather than training. Why did you choose not to focus on honing your talent for harnessing emotion? Do you fear this ability, preferring to supplement it with the abilities of another class? Have you only begun to unlock this mysterious power?

As a hybrid ardent, you provide occasional but timely bursts of emotion to allies and enemies alike. However, by blending this power with the talents of another class, you give up the depth of your control over others' emotions.

**CLASS TRAITS**
**Role:** Leader
**Power Source:** Psionic
**Key Abilities:** Charisma, Constitution, Wisdom

**Armor Proficiencies:** Cloth, leather, hide, chainmail
**Weapon Proficiencies:** Simple melee, military melee, simple ranged
**Bonus to Defense:** +1 Fortitude or Will

**Hit Points at 1st Level:** 6
**Hit Points per Level Gained:** 2.5
**Healing Surges per Day:** 3.5

**Class Skills:** Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Endurance (Con), Heal (Wis), Insight (Wis), Intimidate (Cha), Streetwise (Cha)

**Class Features:** Ardent Mantle (hybrid), *ardent surge* (hybrid), Psionic Augmentation (hybrid)
**Hybrid Talent Options:** Ardent Armor Proficiency, Mantle Power

## Class Features

Hybrid ardents have the following class features.

**Ardent Mantle (Hybrid):** This class feature functions as the ardent class feature (page 23), except that you don't gain the power associated with the mantle you choose.

**Ardent Surge (Hybrid):** You gain the ardent power *ardent surge* (page 24). The power functions as normal, except that you can use it only once per encounter.

**Psionic Augmentation (Hybrid):** This class feature functions as the ardent class feature (page 23), except that your power point total varies depending on your selection of powers. See "Psionic Augmentation and Hybrid Characters" (page 137) to determine the number of power points you have.

### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Ardent Armor Proficiency:** You gain proficiency with leather armor, hide armor, and chainmail.

**Mantle Power:** You gain the power associated with the Ardent Mantle option you chose (page 23).

### Suggested Combinations

The ardent/bard is a great combination thematically, and the two classes' roles and key ability scores match. It's easy to imagine a character who taps into others' emotions through both mental manipulation and song.

If you prefer to stay fully psionic, the ardent/battlemind delivers durability in battle and retains important leader functions.

One can easily compare the emotional discipline of an ardent to that required to be a paladin, and mixing these two classes creates an interesting hybrid. Charisma should be your best ability score, with Strength, Constitution, and Wisdom all vying for second place.

## Hybrid Avenger

You blend secret monastic training with other talents to become a special servant of the gods. Do your vows represent an earlier stage of your life, all but left behind, or a newfound mission?

As a hybrid avenger, you pursue your foes with great skill, but you must sacrifice some of your offensive and defensive capabilities to dabble in a second class.

**CLASS TRAITS**

**Role:** Striker
**Power Source:** Divine
**Key Abilities:** Wisdom, Dexterity, Intelligence

**Armor Proficiencies:** Cloth
**Weapon Proficiencies:** Simple melee, military melee, simple ranged
**Implements:** Holy symbols
**Bonus to Defense:** +1 Fortitude, Reflex, or Will

**Hit Points at 1st Level:** 7
**Hit Points per Level Gained:** 3
**Healing Surges per Day:** 3.5

**Class Skills:** Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha), Perception (Wis), Religion (Int), Stealth (Dex), Streetwise (Cha)

**Class Features:** *Oath of enmity* (hybrid)
**Hybrid Talent Options:** Armor of Faith, Avenger's Censure (hybrid), Channel Divinity (hybrid)

### Class Feature

Hybrid avengers have the following class feature.

**Oath of Enmity (Hybrid):** You gain the avenger power *oath of enmity* (*Player's Handbook 2*, page 34). The power functions as normal, except that you can apply the effect only when you make a melee attack using an avenger power or an avenger paragon path power.

### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Armor of Faith:** This class feature functions exactly as the avenger class feature (*Player's Handbook 2*, page 33).

**Avenger's Censure (Hybrid):** This class feature functions as the avenger class feature (*Player's Handbook 2*, page 33), except that the bonus to damage rolls applies only to your avenger powers and avenger paragon path powers.

**Channel Divinity (Hybrid):** This class feature functions as the avenger class feature (*Player's Handbook 2*, page 33), except that you start with a single avenger Channel Divinity power of your choice.

CHRIS SEAMAN

### Suggested Combinations

The avenger/invoker enjoys a variety of melee and nonmelee attacks, all based on Wisdom. You can control enemies at a distance, making it even easier for you to hunt down your prey.

The avenger/monk uses a high Wisdom score and great mobility to pursue enemies with deadly efficiency.

The avenger/wizard seems like an unusual combination at first glance, but both classes suggest the study of secret lore. With good Wisdom and Intelligence scores, you can achieve the same variety of attacks as an avenger/invoker can.

## Hybrid Barbarian

In your heart, you know the power of rage. However, your link to the primal spirits that unleash these rages isn't quite as strong as a typical barbarian's. Perhaps you have been away from the tribe for too long, or maybe you have only begun to harness primal power.

Regardless of the reason, as a hybrid barbarian you can't unleash the primal rage in your heart quite as easily as a full member of that class can, but you remain capable of occasional frenzied bursts of energy.

**CLASS TRAITS**

**Role:** Striker
**Power Source:** Primal
**Key Abilities:** Strength, Constitution, Charisma

**Armor Proficiencies:** Cloth, leather, hide
**Weapon Proficiencies:** Simple melee, military melee
**Bonus to Defense:** +1 Fortitude

**Hit Points at 1st Level:** 7.5
**Hit Points per Level Gained:** 3
**Healing Surges per Day:** 4

**Class Skills:** Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis)

**Class Features:** Rampage
**Hybrid Talent Options:** Barbarian Armored Agility, Feral Might

### Class Feature

Hybrid barbarians have the following class feature.

**Rampage:** This class feature functions exactly as the barbarian class feature (*Player's Handbook 2*, page 49).

### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Barbarian Armored Agility:** You gain the Barbarian Agility class feature (*Player's Handbook 2*, page 49). You also gain proficiency with leather armor and hide armor.

**Feral Might:** This class feature functions exactly as the barbarian class feature (*Player's Handbook 2*, page 49).

### Suggested Combinations

The hybrid barbarian can be joined with the hybrid fighter for great durability and melee prowess. Choose a Hybrid Talent option to improve your AC, either Barbarian Armored Agility or Fighter Armor Proficiency.

If you are a barbarian/cleric who chooses Strength-based healing powers, you gain valuable healing capability that you can use to keep yourself fighting.

A barbarian/ranger is a potent combatant. Such a character can use barbarian powers requiring a two-handed weapon as well as ranger powers requiring two melee weapons.

## Hybrid Bard

You are a dabbler among dabblers. The versatility of the typical bard isn't enough for you, so you have branched out even further. Alternatively, you might have been incapable of mastering the bard's full repertoire of performance and inspiration and have chosen to explore other areas to expand your abilities.

As a hybrid bard, you retain some of the bard's healing power, but trade away much of that class's innate versatility in exchange for access to another class's tricks.

**CLASS TRAITS**

**Role:** Leader
**Power Source:** Arcane
**Key Abilities:** Charisma, Intelligence, Constitution

**Armor Proficiencies:** Cloth, leather, hide, chainmail; light shield
**Weapon Proficiencies:** Simple melee, longsword, scimitar, short sword, simple ranged, military ranged
**Implements:** Wands
**Bonus to Defense:** +1 Reflex or Will

**Hit Points at 1st Level:** 6
**Hit Points per Level Gained:** 2.5
**Healing Surges per Day:** 3.5

**Class Skills:** Acrobatics (Dex), Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Religion (Int), Streetwise (Cha)
**Extra Trained Skill:** Choose an extra trained skill from the class skills list above.

**Class Features:** *Majestic word* (hybrid), Skill Versatility
**Hybrid Talent Options:** Bard Armor Proficiency, Bardic Virtue, Song of Rest, *words of friendship*

### Class Features

Hybrid bards have the following class features.

**Majestic Word (Hybrid):** You gain the bard power *majestic word* (*Player's Handbook 2*, page 68). The power functions as normal, except that you can use it only once per encounter.

**Skill Versatility:** This class feature functions exactly as the bard class feature (*Player's Handbook 2*, page 67).

### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Bard Armor Proficiency:** You gain proficiency with leather armor, hide armor, chainmail, and light shields.

**Bardic Virtue:** This class feature functions exactly as the bard class feature (*Player's Handbook 2*, page 67).

**Song of Rest:** This class feature functions exactly as the bard class feature (*Player's Handbook 2*, page 67).

**Words of Friendship:** You gain the bard power *words of friendship* (*Player's Handbook 2*, page 68).

### Suggested Combinations

The bard and warlock classes make a good hybrid combination, with complete overlap between primary and secondary abilities. Focus on ranged implement attacks when choosing bard powers.

A bard/paladin can mix leadership and defense and maintain accuracy with Charisma attack powers. You'll need a little help with AC, particularly if you're the only defender in the group.

Combining a bard with a warlord can create a leader who has powers that move allies and enemies around the battlefield with ease.

## Hybrid Battlemind

When you start with a sturdy mind and body, you can add almost any other set of talents to achieve a strong whole—or so you like to tell yourself.

What led you to add another class's abilities to your own mental and physical perfection as a battlemind? Do you secretly believe your psionic talents to be unreliable, at least compared to a strong blade or a reliance on other forms of magic? Or have you only recently discovered your psionic capabilities?

As a hybrid battlemind, you give up some battlefield control and psionic tricks in order to add another class's features and powers to your arsenal.

**CLASS TRAITS**
**Role:** Defender
**Power Source:** Psionic
**Key Abilities:** Constitution, Wisdom, Charisma
**Armor Proficiencies:** Cloth, leather, hide, chainmail, scale; light shield, heavy shield
**Weapon Proficiencies:** Simple melee, military melee, simple ranged
**Bonus to Defense:** +1 Will

**Hit Points at 1st Level:** 7.5
**Hit Points per Level Gained:** 3
**Healing Surges per Day:** 4.5

**Class Skills:** Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Endurance (Con), Heal (Wis), Insight (Wis), Intimidate (Cha)

**Class Features:** Psionic Augmentation (hybrid), Psionic Defense (hybrid)
**Hybrid Talent Options:** Battlemind Armor Proficiency, Psionic Study

### Class Features

Hybrid battleminds have the following class features.

**Psionic Augmentation (Hybrid):** This class feature functions as the battlemind class feature (page 43), except that your power point total varies depending on your selection of powers. See "Psionic Augmentation and Hybrid Characters" (page 137) to determine the number of power points you have.

**Psionic Defense (Hybrid):** This class feature functions as the battlemind class feature (page 43), except that you must choose either *blurred step* or *mind spike*.

### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Battlemind Armor Proficiency:** You gain proficiency with leather armor, hide armor, chainmail, scale armor, light shields, and heavy shields.

**Psionic Study:** This class feature functions exactly as the battlemind class feature (page 43).

### Suggested Combinations

The battlemind/fighter has plenty of durability, but you'll need to assign high scores to both Strength and Constitution, with Wisdom as your third-best score.

The ardent/battlemind also needs two high scores—Constitution and Charisma—but can manage without a third good score. This combination also gives you the full array of power points for your augmentable powers.

A battlemind/warlock can get away with only one high ability score (Constitution), and Charisma makes a great secondary score for both classes. Unfortunately, you're a little fragile for a defender, so either shore up those defenses or find a tough ally to stand next to.

BEN WOOTTEN

# Hybrid Cleric

By learning talents beyond those taught to the typical cleric, you have honed yourself into a distinctive divine leader. Your cleric training might represent a youthful devotion or a newly discovered dedication to a god.

As a hybrid cleric, you offer useful healing to a group, although less than a full-fledged cleric could. You also give up the versatility of the Channel Divinity and Ritual Casting class features in order to master new talents.

**CLASS TRAITS**
**Role:** Leader
**Power Source:** Divine
**Key Abilities:** Wisdom, Strength, Charisma

**Armor Proficiencies:** Cloth, leather, hide, chainmail
**Weapon Proficiencies:** Simple melee, simple ranged
**Implements:** Holy symbols
**Bonus to Defense:** +1 Will

**Hit Points at 1st Level:** 6
**Hit Points per Level Gained:** 2.5
**Healing Surges per Day:** 3.5

**Class Skills:** Arcana (Int), Diplomacy (Cha), Heal (Wis), History (Int), Insight (Wis), Religion (Int)

**Class Features:** Healer's Lore, *healing word* (hybrid)
**Hybrid Talent Options:** Cleric Armor Proficiency, Channel Divinity (hybrid)

## Class Features

Hybrid clerics have the following class features.

**Healer's Lore:** This class feature functions exactly as the cleric class feature (*Player's Handbook*, page 61).

**Healing Word (Hybrid):** You gain the cleric power *healing word* (*Player's Handbook*, page 62). The power functions as normal, except that you can use it only once per encounter.

## Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Cleric Armor Proficiency:** You gain proficiency with leather armor, hide armor, and chainmail.

**Channel Divinity (Hybrid):** This class feature functions as the cleric class feature (*Player's Handbook*, page 61), except that you start with a single cleric Channel Divinity power of your choice.

## Suggested Combinations

Cleric/fighter and cleric/paladin offer similar benefits: a great mix of Strength-based melee attacks, high durability, and healing powers to keep yourself and your allies in the fight.

A cleric/invoker stays at the back of the party, launching helpful ranged attacks and devastating area blasts from a position of relative safety.

A cleric/warlord combines leader powers from two different classes to make an effective whole.

# Hybrid Druid

Your ability to take on the form of a beast marks you unmistakably as a druid, but your bond to the spirits of nature remains somewhat tenuous. Do your druid powers stem from an innate but undeveloped link to primal spirits? Or have you just begun to explore the mysteries of nature after a life spent in other pursuits?

As a hybrid druid, you can assume beast form and likely know powers useful in that form. However, you sacrifice some connections to the natural world—including Primal Aspect and Ritual Casting—to explore another class's talents.

**CLASS TRAITS**
**Role:** Controller
**Power Source:** Primal
**Key Abilities:** Wisdom, Dexterity, Constitution

**Armor Proficiencies:** Cloth, leather, hide
**Weapon Proficiencies:** Simple melee, simple ranged
**Implements:** Staffs, totems
**Bonus to Defense:** +1 Reflex or Will

**Hit Points at 1st Level:** 6
**Hit Points per Level Gained:** 2.5
**Healing Surges per Day:** 3.5

**Class Skills:** Arcana (Int), Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Nature (Wis), Perception (Wis)

**Class Features:** *Wild shape*
**Hybrid Talent Options:** Druid Armor Proficiency, Primal Aspect

### Class Feature

Hybrid druids have the following class feature.

**Wild Shape:** You gain the druid power *wild shape* (*Player's Handbook 2*, page 84).

### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Druid Armor Proficiency:** You gain proficiency with leather armor and hide armor.

**Primal Aspect:** This class feature functions exactly as the druid class feature (*Player's Handbook 2*, page 83).

### Suggested Combinations

The druid/shaman is an ideal combination of primal classes, mixing the druid's control and melee powers with the shaman's leadership.

A druid/invoker mixes powers and features from two different Wisdom-based controller classes and can offer an interesting character background: What brought you to mesh the ancient power of the gods with the might of primal spirits?

Hybrid druids who want to increase their deadliness in melee should consider the avenger, ranger, and rogue classes.

### Selecting Druid Powers

Despite automatically gaining the *wild shape* power, a hybrid druid doesn't automatically come with beast form powers; you must select them.

At 1st level, you should consider selecting a beast form power as your lone druid at-will attack power. You can use your other at-will attack power in your humanoid form.

If you don't have any beast form powers, you're wasting *wild shape*, so include beast form powers among your attack powers and utility powers.

## Hybrid Fighter

You call on your martial training to guard allies and strike down enemies, and because of your hybrid training, you have tricks up your sleeve that your enemies don't expect.

Many hybrid fighters learned their martial talents in a military or a mercenary organization, but these experiences typically represent only a portion of the character's background. Perhaps your character has moved on from military service to a new area of expertise, or maybe you have taken up the sword as part of a new direction in your life after months or years of other studies.

As a hybrid fighter, you protect your comrades as any other defender does: with durability, martial prowess, and battlefield control. However, you give up some of the fighter's talent with weapons, and you can't mark enemies with all your powers.

**CLASS TRAITS**

**Role:** Defender
**Power Source:** Martial
**Key Abilities:** Strength, Dexterity, Wisdom, Constitution

**Armor Proficiencies:** Cloth, leather, hide, chainmail, scale; light shield, heavy shield
**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged
**Bonus to Defense:** +1 Fortitude

**Hit Points at 1st Level:** 7.5
**Hit Points per Level Gained:** 3
**Healing Surges per Day:** 4.5

**Class Skills:** Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha), Streetwise (Cha)

**Class Features:** Combat Challenge (hybrid)
**Hybrid Talent Options:** Combat Specialty, Fighter Armor Proficiency, Fighter Combat Talent

### Class Feature

Hybrid fighters have the following class feature.

**Combat Challenge (Hybrid):** This class feature functions as the fighter class feature (*Player's Handbook*, page 76), except that you can use it to mark only enemies you attack using fighter powers and fighter paragon path powers.

### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Combat Specialty:** When you select this option, you choose one of the following class features.

*Combat Agility:* This class feature functions exactly as the fighter class feature (*Martial Power 2*, page 6).

*Combat Superiority:* This class feature functions exactly as the fighter class feature (*Player's Handbook*, page 76).

**Fighter Armor Proficiency:** You gain proficiency with leather armor, hide armor, chainmail, scale armor, light shields, and heavy shields.

**Fighter Combat Talent:** When you select this option, you choose one of the following class features.

*Battlerager Vigor (Hybrid):* This class feature functions as the fighter class feature (*Martial Power*, page 6), except that you don't gain the bonus to damage rolls when wearing light armor or chainmail.

*Brawler Style:* This class feature functions exactly as the fighter class feature (*Martial Power 2*, page 6).

*Fighter Weapon Talent:* This class feature functions exactly as the fighter class feature (*Player's Handbook*, page 76).

*Tempest Technique:* This class feature functions exactly as the fighter class feature (*Martial Power*, page 7).

### Suggested Combinations

A fighter/paladin draws on two different flavors of tenacity and resilience to create a single defender.

By adding hybrid warlord to hybrid fighter, you can dabble in either tactical genius or inspirational brilliance without giving up melee prowess.

If you're looking to add some nonmelee attacks to your hybrid fighter, consider the hybrid invoker. You don't give up much AC (particularly if you are going to wield a two-handed weapon), and it doesn't hurt for a fighter to have a high Wisdom score.

## Hybrid Invoker

You wield the might of the gods, mixed with powers more earthly. But why would you forsake pure devotion to the secrets of the invoker? Did you uncover a mystery that frightened you from wielding such unfettered power? Or has your understanding of divinity only recently awakened?

As a hybrid invoker, you wield the gods' own might to smite your foes. However, you forgo the versatility of Channel Divinity and Ritual Casting to gain the benefits of another class.

**CLASS TRAITS**

**Role:** Controller
**Power Source:** Divine
**Key Abilities:** Wisdom, Constitution, Intelligence

**Armor Proficiencies:** Cloth, leather, hide, chainmail
**Weapon Proficiencies:** Simple melee, simple ranged
**Implements:** Rods, staffs
**Bonus to Defense:** +1 Fortitude, Reflex, or Will

**Hit Points at 1st Level:** 5
**Hit Points per Level Gained:** 2
**Healing Surges per Day:** 3

**Class Skills:** Arcana (Int), Diplomacy (Cha), Endurance (Con), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int)

**Class Features:** Covenant Manifestation
**Hybrid Talent Options:** Channel Divinity (hybrid), Invoker Armor Proficiency

### Class Feature

Hybrid invokers have the following class feature.

**Covenant Manifestation:** You gain the Covenant Manifestation of a Divine Covenant of your choice (*Player's Handbook 2*, page 101).

### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Channel Divinity (Hybrid):** This class feature functions as the invoker class feature (*Player's Handbook 2*, page 101), except that you start with a single Channel Divinity power. That power is the Channel Divinity power associated with the same Divine Covenant as your Covenant Manifestation.

**Invoker Armor Proficiency:** You gain proficiency with leather armor, hide armor, and chainmail.

### Suggested Combinations

A cleric/invoker offers a divine combination of mass devastation and healing powers.

An invoker/wizard or invoker/psion has access to a vast array of controller powers. Consider taking the Hybrid Talent feat to get the Channel Divinity power *preserver's rebuke* in order to make optimal use of a high Intelligence score.

The invoker/shaman mixes two very different traditions of power to great effect on the battlefield.

## Hybrid Monk

You are an enigma, blending supreme discipline and focus with a multifaceted approach to victory in battle. How do you explain this seeming contradiction? Are you a failed student of monastic discipline, turning to alternative talents to stay alive? Or have you newly discovered an ascetic lifestyle and now seek to leave behind your former life?

As a hybrid monk, you sacrifice some of the training of your monastic tradition, including significant unarmed prowess, in order to gain aspects of a second class.

CHRIS SEAMAN

**CLASS TRAITS**
**Role:** Striker
**Power Source:** Psionic
**Key Abilities:** Dexterity, Strength, Wisdom

**Armor Proficiencies:** Cloth
**Weapon Proficiencies:** Club, dagger, quarterstaff, shuriken, sling, spear
**Implements:** Ki focus, weapons with which you have proficiency
**Bonus to Defense:** +1 Fortitude, Reflex, or Will

**Hit Points at 1st Level:** 6
**Hit Points per Level Gained:** 2.5
**Healing Surges per Day:** 3.5

**Class Skills:** Acrobatics (Dex), Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), Insight (Wis), Perception (Wis), Religion (Int), Stealth (Dex), Thievery (Dex)

**Class Features:** Monastic Tradition (hybrid)

**Hybrid Talent Options:** Expanded Tradition, Unarmed Combatant, Unarmored Defense

### Class Feature

Hybrid monks have the following class feature.

**Monastic Tradition (Hybrid):** Choose a Monastic Tradition option (page 63). You gain only the Flurry of Blows power associated with that option. Your Flurry of Blows power is triggered only when you hit with a monk power or monk paragon path power during your turn. You are considered to have that option for the purpose of meeting prerequisites.

### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Expanded Tradition:** You gain all the features associated with your Monastic Tradition.

**Unarmed Combatant:** This class feature functions exactly as the monk class feature (page 63).

**Unarmored Defense:** This class feature functions exactly as the monk class feature (page 63).

### Suggested Combinations

The monk/rogue is an excellent combination, resulting in a character who can use a dagger to deliver flurries and sneak attacks alike. Focus on a good Dexterity score and make Strength second best.

The avenger/monk combination suggests years of training in a secret monastery dedicated to disciplined vengeance. You'll need a high score in both Dexterity and Wisdom to maximize accuracy.

The fighter/monk can call out foes for one-on-one battle, and then slip away when things get too rough. Put high scores in both Dexterity and Strength, with Wisdom a strong third score.

## Hybrid Paladin

You combine the divine authority of a paladin with the talents of another class to become a formidable protector. Many hybrid paladins have only recently pledged themselves to the path of the divine warrior after years spent in other pursuits. A few, however, have recognized that single-minded devotion isn't for them and have expanded their abilities accordingly.

As a hybrid paladin, you bring a useful marking ability and strong melee powers to a group. Like other defenders, you are durable and can protect allies well, but you give up some healing capability to gain the talents of another class.

**CLASS TRAITS**
**Role:** Defender
**Power Source:** Divine
**Key Abilities:** Strength, Charisma, Wisdom

**Armor Proficiencies:** Cloth, leather, hide, chainmail, scale, plate; light shield, heavy shield
**Weapon Proficiencies:** Simple melee, military melee, simple ranged
**Implements:** Holy symbols
**Bonus to Defense:** +1 Fortitude, Reflex, or Will

**Hit Points at 1st Level:** 7.5
**Hit Points per Level Gained:** 3
**Healing Surges per Day:** 5

**Class Skills:** Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int)

**Class Features:** *Divine challenge* (hybrid)
**Hybrid Talent Options:** Channel Divinity (hybrid), Paladin Armor Proficiency

### Class Feature

Hybrid paladins have the following class feature.

**Divine Challenge (Hybrid):** You gain the paladin power *divine challenge* (*Player's Handbook*, page 91). The power functions as normal, except that the following text replaces the power's second paragraph.

> While a target is marked, it takes a –2 penalty to attack rolls for any attack that doesn't include you as a target. The first time it makes an attack that doesn't include you as a target before the start of your next turn, you can use an immediate reaction to deal radiant damage to the target equal to your Charisma modifier. The damage increases to 2 + your Charisma modifier at 11th level and 4 + your Charisma modifier at 21st level.

### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Channel Divinity (Hybrid):** This class feature functions as the paladin class feature (*Player's Handbook*, page 91), except that you start with a single paladin Channel Divinity power of your choice.

**Paladin Armor Proficiency:** You gain proficiency with leather armor, hide armor, chainmail, scale armor, plate armor, light shields, and heavy shields.

### Suggested Combinations

Combining the hybrid fighter with the hybrid paladin keeps your AC up and mixes two different styles of melee control.

It's easy to see the value of combining paladin and cleric, but the paladin/warlord—favoring Charisma over Intelligence—might well be the most valiant battlefield leader imaginable.

Perhaps a strange combination, the paladin/warlock meshes melee prowess with deadly ranged attacks, as well as the ability to keep distant foes marked with *divine challenge*. For this combination, Paladin Armor Proficiency is a must-have option.

## Hybrid Psion

You can bend your enemies' wills to your own, yet that is not enough. What led you to meld the psion's powers of mental control with the powers of another class? Have you discovered a secret connection between psionics and another power source? Or do your mental talents represent the ace up your sleeve, an unexpected well of tricks that supplement your other abilities?

As a hybrid psion, you forgo that class's innate talent with rituals and minor psionic powers to gain features and powers from a second class.

**CLASS TRAITS**

**Role:** Controller
**Power Source:** Psionic
**Key Abilities:** Intelligence, Charisma, Wisdom

**Armor Proficiencies:** Cloth
**Weapon Proficiencies:** Simple melee, simple ranged
**Implements:** Orbs, staffs
**Bonus to Defense:** +1 Will

**Hit Points at 1st Level:** 6
**Hit Points per Level Gained:** 2
**Healing Surges per Day:** 3

**Class Skills:** Arcana (Int), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Intimidate (Cha), Perception (Wis)

**Class Features:** Discipline Focus (hybrid), Psionic Augmentation (hybrid)
**Hybrid Talent Options:** Expanded Discipline Focus

### Class Features

Hybrid psions have the following class features.

**Discipline Focus (Hybrid):** Choose a Discipline Focus option (page 81). If you choose Telekinesis Focus, you gain the *far hand* power. If you choose Telepathy Focus, you gain the *send thoughts* power.

**Psionic Augmentation (Hybrid):** This class feature functions as the psion class feature (page 81), except that your power point total varies depending on your selection of powers. See "Psionic Augmentation and Hybrid Characters" (page 137) to determine the number of power points you have.

### Hybrid Talent Option

If you take the Hybrid Talent feat, you can select the following option.

**Expanded Discipline Focus:** If you have Telekinesis Focus, you gain the *forceful push* power. If you have Telepathy Focus, you gain the *distract* power.

### Suggested Combinations

The psion/wizard is a controller extraordinaire, using a high Intelligence to rain down arcane and psionic destruction on enemies.

A bard/psion combines discipline with guile to outfox enemies just long enough to defeat them. You'll want high Intelligence and Charisma scores.

The psion/warlock grasps for power from all sources, whether by mastering your own psionic potential or by drawing on bargains with otherworldly entities. With good Intelligence and Charisma scores, you should be able to gather all the power you need.

## Hybrid Ranger

You blend the hunter's dogged pursuit of a quarry with other talents to become a formidable warrior. You might have learned your ranger powers as a young wanderer or an independent scout before taking up new skills. Alternatively, you might have been driven only recently to a life in the wilderness.

You retain the ranger's damage-dealing capability. However, you initially give up the specialization of the ranger's Fighting Style class feature.

**CLASS TRAITS**

**Role:** Striker
**Power Source:** Martial
**Key Abilities:** Strength, Dexterity, Wisdom

**Armor Proficiencies:** Cloth, leather, hide
**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged
**Bonus to Defense:** +1 Fortitude or Reflex

**Hit Points at 1st Level:** 6
**Hit Points per Level Gained:** 2.5
**Healing Surges per Day:** 3

**Class Skills:** Acrobatics (Dex), Athletics (Str), Dungeoneering (Wis), Endurance (Con), Heal (Wis), Nature (Wis), Perception (Wis), Stealth (Dex)
**Extra Trained Skill:** Choose an extra trained skill from the class skills list above.

**Class Features:** Hunter's Quarry (hybrid)
**Hybrid Talent Options:** Ranger Armor Proficiency, Ranger Combat Talent, Ranger Fighting Style

### Class Feature

Hybrid rangers have the following class feature.

**Hunter's Quarry (Hybrid):** This class feature functions as the ranger class feature (*Player's Handbook*, page 104), except that you can deal the extra damage only when you hit your quarry with a ranger power or a ranger paragon path power.

### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Ranger Armor Proficiency:** You gain proficiency with leather armor and hide armor.

**Ranger Combat Talent:** When you select this option, you choose one of the following class features.

*Prime Shot:* This class feature functions exactly as the ranger class feature (*Player's Handbook*, page 104).

*Running Attack:* This class feature functions exactly as the ranger class feature (*Martial Power 2*, page 32).

**Ranger Fighting Style:** When you select this option, you choose one of the following class features.

*Archer Fighting Style:* This class feature functions exactly as the ranger class feature (*Player's Handbook*, page 104).

*Beast Mastery (Hybrid):* This class feature functions as the ranger class feature (*Martial Power*, page 38), except that the beast takes a -1 penalty to attack rolls and all defenses.

*Hunter Fighting Style:* This class feature functions exactly as the ranger class feature (*Martial Power 2*, page 32).

*Marauder Fighting Style:* This class feature functions exactly as the ranger class feature (*Martial Power 2*, page 32).

*Two-Blade Fighting Style:* This class feature functions exactly as the ranger class feature (*Player's Handbook*, page 104).

### Suggested Combinations

Fighter/ranger is an effective combination if you focus on melee powers designed for two weapons.

A ranger/rogue is undoubtedly a master damage-dealer. However, when combining the ranger and rogue classes, choose your powers carefully; many of these powers have weapon requirements that don't match up well. For example, if you want to use ranged powers from both classes, you need a crossbow.

Even though the druid/ranger or ranger/seeker must balance multiple key abilities, these combinations add a fun primal flavor to the hybrid ranger.

## Hybrid Rogue

You know the value of a well-placed knife, even if you don't bring the rogue's full complement of talents to every situation.

The most common backstory for a hybrid rogue is a childhood spent on the mean streets of a city, learning enough tricks to stay alive and out of prison. Alternatively, you might have been a respected member of society once, driven to a rogue's life by cruel fate or the machinations of your enemies.

You can be just as sneaky and deadly as a non-hybrid rogue, but you must sacrifice some rogue options to gain options from another class.

**CLASS TRAITS**
**Role:** Striker
**Power Source:** Martial
**Key Abilities:** Dexterity, Strength, Charisma

**Armor Proficiencies:** Cloth, leather
**Weapon Proficiencies:** Dagger, hand crossbow, shuriken, sling, short sword
**Bonus to Defense:** +1 Reflex

**Hit Points at 1st Level:** 6
**Hit Points per Level Gained:** 2.5
**Healing Surges per Day:** 3

**Class Skills:** Acrobatics (Dex), Athletics (Str), Bluff (Cha), Dungeoneering (Wis), Insight (Wis), Intimidate (Cha), Perception (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex)
**Extra Trained Skills:** Choose two extra trained skills from the class skills list above.

**Class Features:** Sneak Attack (hybrid)
**Hybrid Talent Options:** First Strike, Rogue Combat Talent, Rogue Tactics

### Class Feature

Hybrid rogues have the following class feature.

**Sneak Attack (Hybrid):** This class feature functions as the rogue class feature (*Player's Handbook*, page 117), except that you can deal the extra damage only when you hit with a rogue power or a rogue paragon path power.

### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**First Strike:** This class feature functions exactly as the rogue class feature (*Player's Handbook*, page 117).

**Rogue Combat Talent:** When you select this option, you choose one of the following class features.

ROBERTO MARCHESI

*Sharpshooter Talent:* This class feature functions exactly as the rogue class feature (*Martial Power 2*, page 56).

*Rogue Weapon Talent:* This class feature functions exactly as the rogue class feature (*Player's Handbook*, page 117).

**Rogue Tactics:** This class feature functions exactly as the rogue class feature (*Player's Handbook*, page 117).

### Suggested Combinations

Most hybrid rogues need two good ability scores, making hybrid combinations tricky to build.

A rogue/sorcerer can add some devious ranged and burst attacks to a repertoire of melee powers.

Combining the hybrid rogue with the hybrid bard creates a master trickster, who uses Charisma and Dexterity to alternately befuddle and eviscerate foes.

If you prefer brawn over guile, combine the hybrid fighter with the hybrid rogue, choose Rogue Tactics through the Hybrid Talent feat, and then pick either the Brutal Scoundrel class feature (*Player's Handbook*, page 117) or the Ruthless Ruffian class feature (*Martial Power*, page 73).

## Hybrid Runepriest

You have begun to unlock the mysteries of divine runes, but you lack the focus needed for true mastery. What keeps you from achieving this focus? Have you recognized that runic study alone is insufficient to stand against the forces of evil? Or have you started dabbling in rune magic to enhance your already formidable talents in battle?

As a hybrid runepriest, you forgo some battlefield healing and mastery of basic runes in exchange for a second class's features and powers.

**CLASS TRAITS**

**Role:** Leader
**Power Source:** Divine
**Key Abilities:** Strength, Constitution, Wisdom

**Armor Proficiencies:** Cloth, leather, hide, chainmail, scale; light shield
**Weapon Proficiencies:** Simple melee, simple ranged
**Bonus to Defense:** +1 Will

**Hit Points at 1st Level:** 6
**Hit Points per Level Gained:** 2.5
**Healing Surges per Day:** 3.5

**Class Skills:** Arcana (Int), Athletics (Str), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Religion (Int), Thievery (Dex)

**Class Features:** *Rune of mending* (hybrid), Runic Artistry
**Hybrid Talent Options:** Rune Master, Runepriest Armor Proficiency

### Class Features

Hybrid runepriests have the following class features.

**Rune of Mending (Hybrid):** You gain the runepriest power *rune of mending* (page 100). The power functions as normal, except that you can use it only once per encounter.

**Runic Artistry:** This class feature functions exactly as the runepriest class feature (page 99).

### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Rune Master:** This class feature functions exactly as the runepriest class feature (page 99).

**Runepriest Armor Proficiency:** You gain proficiency with leather armor, hide armor, chainmail, scale armor, and light shields.

### Suggested Combinations

The cleric/runepriest combines leadership from two divine classes, offering a wealth of story and tactical options. Make Strength and Wisdom your two best ability scores, with either Constitution or Charisma in third place.

Both the fighter/runepriest and the paladin/runepriest offer similar blends of the leader and defender roles, and also allow you to maximize your class armor proficiencies. Strength should be your primary ability score, with Constitution or Wisdom a good second choice.

The barbarian/runepriest provides a hefty dose of damage-dealing capability, allowing you to put the fear of your god into foes. Your highest ability score should be Strength, with Constitution second.

# Hybrid Seeker

You have forged a tenuous bond with primal spirits of the hunt. What keeps you from giving yourself fully to the primal spirits? Do you fear loss of control? Do you mistrust their motives? Or are you simply not spiritually strong enough to hold the power they offer?

As a hybrid seeker, you give up some battlefield control ability in exchange for features and powers of a second class.

**CLASS TRAITS**
**Role:** Controller
**Power Source:** Primal
**Key Abilities:** Wisdom, Strength, Dexterity

**Armor Proficiencies:** Cloth, leather
**Weapon Proficiencies:** Simple melee, simple ranged, military ranged
**Bonus to Defense:** +1 Reflex or Will

**Hit Points at 1st Level:** 6
**Hit Points per Level Gained:** 2.5
**Healing Surges per Day:** 3.5

**Class Skills:** Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Insight (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Stealth (Dex)

**Class Features:** *Inevitable shot* (hybrid), Seeker's Bond (hybrid)
**Hybrid Talent Options:** True Seeker's Bond

## Class Features

Hybrid seekers have the following class features.

**Inevitable Shot (Hybrid):** You gain the seeker power *inevitable shot* (page 118). The power functions as normal, except that it is triggered only by ranged attacks from seeker powers and seeker paragon path powers.

**Seeker's Bond (Hybrid):** Choose one of the Seeker's Bond options (page 117). You gain only the power associated with that option, and you can use the power only once per day. You are also considered to have that option for the purpose of meeting prerequisites and using the benefits tailored for it in certain powers.

## Hybrid Talent Option

If you take the Hybrid Talent feat, you can select the following option.

**True Seeker's Bond:** You gain the rest of the benefits of the Seeker's Bond option you chose (except that you can still use the power only once per day).

## Suggested Combinations

The best hybrid combination for this class is ranger/seeker, creating a ranged attack specialist. Your Wisdom and Dexterity scores should be equally high, with Strength a good third choice.

The rogue/seeker can pick up ranged attacks from both classes, using thrown daggers or a hand crossbow rather than a longbow. Ability score assignment is difficult; you'll need high Wisdom and Dexterity scores, and your secondary ability options require some tough choices.

The fighter/seeker can be a mighty warrior. Strength and Wisdom should be your top ability scores.

# Hybrid Shaman

You have learned to call a spirit companion to your side, yet your connection to primal spirits isn't as strong as a shaman's. What caused this deficiency? Did you flee or fail a rite of passage before its completion, weakening your link to the spirit world? Have you angered the spirits, causing their voices to quiet in your mind?

As a hybrid shaman, you have a spirit companion, as well as the ability to call on spirits for healing, but you give up many of your other talents to pursue a second class.

**CLASS TRAITS**
**Role:** Leader
**Power Source:** Primal
**Key Abilities:** Wisdom, Constitution, Intelligence

**Armor Proficiencies:** Cloth, leather
**Weapon Proficiencies:** Simple melee, longspear
**Implements:** Totems
**Bonus to Defense:** +1 Fortitude or Will

**Hit Points at 1st Level:** 6
**Hit Points per Level Gained:** 2.5
**Healing Surges per Day:** 3.5

**Class Skills:** Arcana (Int), Athletics (Str), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Nature (Wis), Perception (Wis), Religion (Int)

**Class Features:** Companion Spirit (hybrid), *healing spirit* (hybrid), *speak with spirits*
**Hybrid Talent Options:** Spirit Boon, Spirit's Power

## Class Features

Hybrid shamans have the following class features.

**Companion Spirit (Hybrid):** You gain the *call spirit companion* power (*Player's Handbook 2*, page 120).

In addition, choose one of the Companion Spirit options (*Player's Handbook 2*, page 119). You don't gain the Spirit Boon or any of the powers granted by that choice, but you are considered to have the class feature for the purpose of meeting prerequisites and using the benefits tailored for it in certain powers.

*Special:* To select the at-will attack power associated with a Companion Spirit, you must have the appropriate spirit. For example, you can't select the *stalker's strike* power unless you have Stalker Spirit.

**Healing Spirit (Hybrid):** You gain the shaman power *healing spirit* (*Player's Handbook 2*, page 120). The power functions as normal, except that you can use it only once per encounter.

**Speak with Spirits:** You gain the shaman power *speak with spirits* (*Player's Handbook 2*, page 120).

### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Spirit Boon:** You gain the Spirit Boon of the Companion Spirit option you chose (*Player's Handbook 2*, page 119).

**Spirit's Power:** You gain the opportunity action power of the Companion Spirit option you chose (*Player's Handbook 2*, page 119).

### Suggested Combinations

A druid/shaman has a wide array of options on the battlefield, including area attacks and healing effects.

The hybrid shaman seeking to add melee prowess would do well to consider the hybrid warden.

A melee-focused hybrid shaman might add the hybrid avenger, favoring Intelligence as a secondary ability. Would such a character be more loyal to the primal spirits or to the divine patron who schooled him or her in the arts of retribution?

## Hybrid Sorcerer

You know the innate power of arcane magic flowing through your body and blood, yet it does not speak to you as strongly as it would if you were only a sorcerer.

Is your sorcerous bloodline diluted, requiring you to learn other talents to survive as an adventurer? Or do you fear what might happen if you gave yourself fully to the luring pulse of magic?

As a hybrid sorcerer, you're capable of unleashing powerful gouts of arcane fury. But you don't have the resilience of a nonhybrid sorcerer or the other quirks derived from a dedication to sorcerous ways.

**CLASS TRAITS**
**Role:** Striker
**Power Source:** Arcane
**Key Abilities:** Charisma, Dexterity, Strength

**Armor Proficiencies:** Cloth
**Weapon Proficiencies:** Simple melee, simple ranged
**Implements:** Daggers, staffs
**Bonus to Defense:** +1 Will

**Hit Points at 1st Level:** 6
**Hit Points per Level Gained:** 2.5
**Healing Surges per Day:** 3

**Class Skills:** Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), Endurance (Con), History (Int), Insight (Wis), Intimidate (Cha), Nature (Wis)

**Class Features:** Sorcerous Power
**Hybrid Talent Options:** Soul of the Sorcerer

### Class Feature

Hybrid sorcerers have the following class feature.

**Sorcerous Power:** You gain a bonus to the damage rolls of sorcerer powers and sorcerer paragon path powers equal to your Strength or Dexterity modifier. This bonus increases by 2 at 11th level and by 2 again at 21st level.

You choose which modifier to use when you make your character. If you choose Strength, you can use your Strength modifier in place of your Dexterity or Intelligence modifier to determine your AC while you are not wearing heavy armor.

KIERAN YANNER

### Hybrid Talent Option

If you take the Hybrid Talent feat, you can select the following option.

**Soul of the Sorcerer:** Choose one of the following class features: Dragon Soul (*Player's Handbook 2*, page 137), Soul of the Cosmic Cycle (*Arcane Power*, page 27), Storm Soul (*Arcane Power*, page 26), or Wild Soul (*Player's Handbook 2*, page 137). You gain that class feature, and you are considered to have the associated Spell Source for the purpose of meeting prerequisites and using the benefits tailored for it in certain powers.

### Suggested Combinations

One can easily imagine a young sorcerer turning to an Eldritch Pact to gain access to even greater power. Indeed, the sorcerer/warlock is a potent striker who has a variety of attacks, though the classes' secondary abilities don't match up well.

Add the hybrid bard to your hybrid sorcerer to gain healing powers and to heighten your character's reputation as a valorous trickster.

A rogue/sorcerer gains some useful melee attack powers, as long as he or she favors Dexterity.

## Hybrid Swordmage

You are no stranger to discipline and training, but you don't have the single-minded commitment to arcane swordplay that a swordmage has. Perhaps in your youth you dabbled in the fundamentals of spell and blade but never dedicated yourself to these studies wholeheartedly. Some hybrid swordmages are new students of ancient magical traditions, coming most often from other arcane or martial traditions.

As a hybrid swordmage, you provide a good mix of melee prowess, battlefield control, and utility, but you can't hold back waves of enemies quite as well as a full-fledged swordmage can.

**CLASS TRAITS**
**Role:** Defender
**Power Source:** Arcane
**Key Abilities:** Intelligence, Strength, Constitution

**Armor Proficiencies:** Cloth, leather
**Weapon Proficiencies:** Simple melee, military light blades, military heavy blades, simple ranged
**Implements:** Light blades, heavy blades
**Bonus to Defense:** +1 Will

**Hit Points at 1st Level:** 7.5
**Hit Points per Level Gained:** 3
**Healing Surges per Day:** 4

**Class Skills:** Arcana (Int), Athletics (Str), Diplomacy (Cha), Endurance (Con), History (Int), Insight (Wis), Intimidate (Cha)

**Class Features:** Swordbond, Swordmage Aegis (hybrid)
**Hybrid Talent Options:** Swordmage Warding

### Class Features

Hybrid swordmages have the following class features.

**Swordbond:** This class feature functions exactly as the swordmage class feature (*Forgotten Realms Player's Guide*, page 26).

**Swordmage Aegis (Hybrid):** This class feature functions as the swordmage class feature (*Forgotten Realms Player's Guide*, page 26), except that you can use the power that you choose only once per encounter. However, you regain the use of that power when its target drops to 0 hit points or when its mark is superseded by another mark.

### Hybrid Talent Option

If you take the Hybrid Talent feat, you can select the following option.

**Swordmage Warding:** This class feature functions exactly as the swordmage class feature (*Forgotten Realms Player's Guide*, page 26).

### Suggested Combinations

Most hybrid swordmages sacrifice some of their defense for greater versatility. Combining the hybrid swordmage with the hybrid wizard or psion gives you a great breadth of powers that share the same key ability.

If you're dedicated to staying in melee, consider adding the hybrid warlord, and put your Intelligence to good use as a tactician.

Although the hybrid swordmage and the hybrid shaman might seem incompatible, the spirit companion and the *spirit's fangs* power give a swordmage an extra option for battlefield control that doesn't require you to stay in the forefront every round.

## Hybrid Warden

To stand strong against the defilers of the natural world, you have buttressed your primal tenacity with the capabilities of another class. These capabilities might be other ways of channeling primal spirits, or you might have decided that you can't count on the spirits for all your strength.

As a hybrid warden, you can still punish foes for attacking your allies. However, because you divide your focus between two classes, you must give up some of the class's innate durability (in the form of Font of Life and Guardian Might).

**CLASS TRAITS**
**Role:** Defender
**Power Source:** Primal
**Key Abilities:** Strength, Constitution, Wisdom

**Armor Proficiencies:** Cloth, leather, hide; light shield, heavy shield
**Weapon Proficiencies:** Simple melee, military melee, simple ranged
**Bonus to Defense:** +1 Fortitude or Will
**Hit Points at 1st Level:** 8.5
**Hit Points per Level Gained:** 3.5
**Healing Surges per Day:** 4.5

**Class Skills:** Athletics (Str), Dungeoneering (Wis), Endurance (Con), Heal (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis)

**Class Features:** Nature's Wrath (hybrid)
**Hybrid Talent Options:** Font of Life, Warden's Armored Might

### Class Feature

Hybrid wardens have the following class feature.

**Nature's Wrath (Hybrid):** This class feature functions as the warden class feature (*Player's Handbook 2*, page 153), except that you mark only one adjacent enemy when you use the class feature's marking ability.

### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Font of Life:** This class feature functions exactly as the warden class feature (*Player's Handbook 2*, page 153).

**Warden's Armored Might:** You gain the Guardian Might class feature (*Player's Handbook 2*, page 153). You also gain proficiency with leather armor, hide armor, light shields, and heavy shields.

### Suggested Combinations

The fighter/warden offers great durability and melee attacks, though this combination might need some help with AC; Warden's Armored Might or Fighter Armor Proficiency are good fixes.

Adding the hybrid cleric gives the hybrid warden useful healing powers; Wisdom is likely your secondary ability.

Combining the hybrid warden with the hybrid ranger increases your damage output without hurting your AC too much.

## Hybrid Warlock

You draw power from snippets of arcane lore wrested from dusty tomes and primeval entities, but these secrets do not wholly define or limit your abilities.

What keeps you from fully embracing the pacts of a warlock? Do you fear the price that such bargains might entail? Or have you not yet managed to pin down the final secret that would unleash your arcane destiny?

As a hybrid warlock, you command excellent damage-dealing ability along with some control powers, but you must give up some of the more notable features of the class, including Pact Boon and Shadow Walk.

**CLASS TRAITS**
**Role:** Striker
**Power Source:** Arcane
**Key Abilities:** Charisma, Constitution, Intelligence

**Armor Proficiencies:** Cloth, leather
**Weapon Proficiencies:** Simple melee, simple ranged
**Implements:** Rods, wands
**Bonus to Defense:** +1 Reflex or Will

**Hit Points at 1st Level:** 6
**Hit Points per Level Gained:** 2.5
**Healing Surges per Day:** 3

**Class Skills:** Arcana (Int), Bluff (Cha), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int), Streetwise (Cha), Thievery (Dex)

**Class Features:** Eldritch Pact (hybrid), Warlock's Curse (hybrid)
**Hybrid Talent Options:** Prime Shot, Shadow Walk, Warlock Pact Boon

### Class Features

Hybrid warlocks have the following class features.

**Eldritch Pact (Hybrid):** This class feature functions as the warlock class feature (*Player's Handbook*, page 130), except that you don't gain the at-will attack power or the Pact Boon granted by it. This means you meet prerequisites that require the pact you choose, and you can use the benefits tailored for it in certain powers.

**Warlock's Curse (Hybrid):** This class feature functions as the warlock class feature (*Player's Handbook*, page 131), except that you can deal the extra damage only when you hit a cursed enemy with a warlock power or a warlock paragon path power.

### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Prime Shot:** This class feature functions exactly as the warlock class feature (*Player's Handbook*, page 131).

**Shadow Walk:** This class feature functions exactly as the warlock class feature (*Player's Handbook*, page 131).

**Warlock Pact Boon:** You gain the Pact Boon associated with your Eldritch Pact.

To select this option, you must have selected the at-will attack power associated with your pact. If you later retrain that power, you lose the benefit of this option.

### Suggested Combinations

A sorcerer/warlock can be a potent striker, with Charisma as the highest ability score.

Combining the warlock with the wizard creates a synergistic power list, and the wizard's key ability, Intelligence, is a good secondary ability for the warlock.

A combination of warlock and bard works quite well, thanks to the ability score overlap of the two classes and the diversity of their power selection.

## Hybrid Warlord

You have combined your talent for command with other skills, rather than focusing entirely on leadership. How and where did you come to learn the intricacies of command? Did an early stint in the military or tutelage at the feet of a tribal leader inspire you to grasp the reins of authority? Or have you only recently donned the mantle of leadership?

As a hybrid warlord, you bring talents of combat leadership and healing to a group, although you give up the Commanding Presence class feature.

**CLASS TRAITS**
**Role:** Leader
**Power Source:** Martial
**Key Abilities:** Strength, Intelligence, Charisma

**Armor Proficiencies:** Cloth, leather, hide, chainmail; light shield
**Weapon Proficiencies:** Simple melee, military melee, simple ranged
**Bonus to Defense:** +1 Fortitude or Will

**Hit Points at 1st Level:** 6
**Hit Points per Level Gained:** 2.5
**Healing Surges per Day:** 3.5

**Class Skills:** Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Intimidate (Cha)
**Class Features:** *Inspiring word* (hybrid), Warlord Leadership
**Hybrid Talent Options:** Commanding Presence (hybrid), Warlord Armor Proficiency

### Class Features

Hybrid warlords have the following class features.

**Inspiring Word (Hybrid):** You gain the warlord power *inspiring word* (*Player's Handbook*, page 145). The power functions as normal, except that you can use it only once per encounter.

**Warlord Leadership:** You choose one of the following class features.

*Battlefront Leader:* This class feature functions exactly as the warlord class feature (*Martial Power 2*, page 83).

*Canny Leader:* This class feature functions exactly as the warlord class feature (*Martial Power 2*, page 82).

*Combat Leader:* This class feature functions exactly as the warlord class feature (*Player's Handbook*, page 144).

### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Commanding Presence (Hybrid):** This class feature functions as the warlord class feature (*Player's Handbook*, page 144), except that you can grant the benefit of your Commanding Presence option only once per encounter.

**Warlord Armor Proficiency:** You gain proficiency with leather armor, hide armor, chainmail, and light shields.

### Suggested Combinations

The paladin/warlord and fighter/warlord combinations provide durability and melee control as well as healing.

For a barbarian/warlord, what's more inspiring than charging into battle with a savage war cry? Make Charisma your second-highest ability score and pick powers from the two classes that take advantage of it.

A consummate leader, the cleric/warlord should focus on powers that use Strength and Charisma.

# Hybrid Wizard

The path of wizardry demands focus and study, yet you have mastered several elements of arcane magic while still having time for other learning.

Did you give up a promising academic life to pursue a less sheltered existence? Did your mentor abandon you before sharing the final secrets of arcane lore? Or have you only recently begun the long task of mastering the arcane power that permeates the cosmos?

As a hybrid wizard, you have much of a wizard's versatility in power selection, but you give up the flexibility provided by the Ritual Casting and Spellbook class features, as well as the Arcane Implement Mastery class feature.

JAKE MASBRUCH

**CLASS TRAITS**

**Role:** Controller
**Power Source:** Arcane
**Key Abilities:** Intelligence, Wisdom, Dexterity

**Armor Proficiencies:** Cloth
**Weapon Proficiencies:** Dagger, quarterstaff
**Implements:** Orbs, staffs, wands
**Bonus to Defense:** +1 Will

**Hit Points at 1st Level:** 5
**Hit Points per Level Gained:** 2
**Healing Surges per Day:** 3

**Class Skills:** Arcana (Int), Diplomacy (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Nature (Wis), Religion (Int)

**Class Features:** Cantrips
**Hybrid Talent Options:** Arcane Implement Mastery

## Class Feature

Hybrid wizards have the following class feature.

**Cantrips:** This class feature functions exactly as the wizard class feature (*Player's Handbook*, page 158).

## Hybrid Talent Option

If you take the Hybrid Talent feat, you can select the following option.

**Arcane Implement Mastery:** This class feature functions exactly as the wizard class feature (*Player's Handbook*, page 157).

## Suggested Combinations

As a hybrid wizard, you're not particularly durable, so you must choose your second hybrid class, as well as your powers, with care.

The swordmage shares the same key ability, but that class's predilection for melee combat is at odds with the typical wizard's preference for staying out of the fray. To keep up in melee, select a good mix of close attack powers and some feats that improve your survivability. Alternatively, focus your swordmage power selection on ranged powers and area powers and enter melee only as a last resort.

A cleric/wizard who has good Intelligence and Wisdom scores can safely and effectively remain in the back ranks while supporting allies with battlefield control and healing.

Adding the avenger class to your hybrid wizard allows you to surprise your enemies with the occasional deadly melee attack. Taking Armor of Faith through the Hybrid Talent feat gives you the boost to AC you need to stay close enough to deliver such an attack.

When you reach 21st level, you can choose an epic destiny. You're free to delay your choice until a later level or to forgo an epic destiny altogether. If you choose an epic destiny after 21st level, you gain all of the epic destiny's benefits that are for your level and lower.

# Diamond Soul

*The psionic energy that flows through you is more than a weapon. It is the essence of your soul.*

**Prerequisite:** 21st level, monk

At a young age, you knew that the monastic traditions of the fighting monks were your calling. As a youth, you watched the initiates practice and spotted errors in their technique. When you first presented yourself to the masters, their amusement at your observations turned to astonishment. Time and again, you were proven right. The masters expected ever more from you as they took you under their tutelage, putting the most daunting tasks and grueling training regimens before you. Again and again, you overcame these challenges.

Others have displayed this same talent, but few have achieved the same level of mastery. You stand on the brink of the final steps of your studies. True, you were the best student in your class, but you know enough of the fighting arts to understand how little you truly know.

Your greatest tests lie ahead of you. Will you finally achieve the ultimate mastery you seek, or will you find that your skills are less than perfect?

## Immortality

Life, death, fame, and power mean little to you. All monks seek to attain perfect mastery of their fighting art, and you are one of the few to achieve it. Your task done, you have little use for the material world.

**Perfect Master:** The lore you study transcends such trifling mortal concerns as the material body or the spark of life. When you have attained perfect mastery, you join the tiny group of monks who have founded new psionic philosophies. Monasteries sprout across the planes to study your teachings and pass them from generation to generation.

## Diamond Soul Features

**Monastic Perfection (21st level):** Choose two monk encounter attack powers of your level or lower. Those two powers become your reserve powers. Whenever you take a short rest, you can swap one of your monk encounter attack powers for a reserve power of the same level or lower. Each time you gain a level, you can change your reserve powers.

**Diamond Body (21st level):** Your Dexterity score increases by 2. In addition, you no longer age.

**Moving Perfection (24th level):** You gain a +2 bonus to speed, and when you shift, you can shift 1 extra square.

**Diamond Perfection (30th level):** Once per round when you miss with a monk attack, you can reroll the attack roll.

## Diamond Soul Power

**Flawless Maneuver** Diamond Soul Utility 26

*Above the din and chaos of battle, your mind focuses with absolute clarity as you spot the perfect moment for your next attack.*

**Encounter ✦ Psionic**
**Minor Action** **Personal**

**Effect:** You gain a +10 power bonus to your next attack roll. If that roll is a natural 1, the attack doesn't automatically miss.

JAKE MASBRUCH

# Godmind

*"It's all coming together. I understand. I understand . . . everything!"*

**Prerequisite:** 21st level, any psionic class

Your mind flows like a river during a storm surge, threatening to overflow with a torrent of thought. As your consciousness grows more charged with psionic power, your attention expands each day. Soon, you believe, little will lie beyond your comprehension. No mystery will veil the divide between your desire and reality. You have become the walking embodiment of mind over matter. In truth, your mind controls matter and the perceptions of others. You suspect that you have discovered a new path to divinity, one powered by your will alone. But this is not a divinity that requires the adoration of others; the intensity of your focus is enough to sustain your mounting abilities.

It used to be that an insight would come to you unbidden once in a great while and shine like a star in your mind; a connection you had failed to make before suddenly became clear. Those moments of clarity were wonderful, even more so for their rarity. But now an hour does not go by that you don't make such a startling association. All the components of existence are connected in far more fundamental ways than you had realized.

You now believe that much of what makes up reality is merely the consensus, albeit an unconscious one, of all the thinking beings within it. With your psionic abilities, you can influence how the minds around you see and understand their surroundings, and in so doing, you reshape the world according to your will.

## Immortality

You perfect your understanding of the great skein of existence and picture it as a self-reinforcing and self-generating construct of conception and thought. It seems as if all the lesser minds in the universe make up one universal mind, whose perceptions expand once per age. You decide to contribute consciously to that expansion.

**Universe Mind:** With a smile on your face, you expend all your psionic power in one dramatic flare. Your physical form drops away, a vessel that has served its purpose. You imprint your mind on the universe, becoming an eternal thought, a higher ideal, a meme that will forever reverberate through existence. When your name is spoken, you notice, and if the need is great enough, you provide a crucial insight. Finally, you know all, see all, and think all.

MATIAS TAPIA

## Godmind Features

**Lay Bare the Mind (21st level):** Once per encounter, you can use a minor action to cause a single enemy you can see to have vulnerable 5 psychic until the end of the encounter.

**Startling Insight (24th level):** After you use your second wind, you can roll twice when you make any attack rolls, saving throws, skill checks, and ability checks and use either result. This benefit lasts until the end of your next turn.

**Wellspring of Mental Power (30th level):** You gain 4 additional power points.

## Godmind Power

**Rejuvenate Mind** — Godmind Utility 26

*Light emanates from you as you reach into the collective unconscious and touch a font of mental power.*

**Daily ✦ Psionic**
**Minor Action** **Personal**

**Effect:** You regain either all your power points or the use of all your daily powers, except this one. You also gain a number of temporary hit points equal to your highest ability score.

# Invincible Mind

*You are no longer just a warrior. Now you are an aspect of war itself.*

**Prerequisite:** 21st level, battlemind

Across the world and beyond, you have sought the mightiest foes. Giants, dragons, orc kings, demons, and devils have fallen before you. Your skill is unmatched by mortals, and now you turn your attention to the mightiest beings in the cosmos. As you enter the epic tier, you have but one goal: to carve your name in the annals of history as the mightiest warrior of all time.

Many have attempted to travel this road, but few have seen it through to the end. You have searched for their names in ancient tomes. Here and there you find stories of champions who opposed the mightiest beings in the cosmos but died while trying to slay them. By studying their mistakes, you have learned to avoid those errors. When the time comes for you to batter down the gates of Bane's fortress or to cross swords with Asmodeus himself, you will be ready.

Wherever you wander, tales of your deeds spread. Some of those who hear the stories seek you out in hopes of proving their talents by defeating you. Others swear fealty to you, seeing in your crusade the chance for an immortality of their own. You accept both challengers and allies. The former give you the practice you need to hone your skills, while the latter form the army you will one day lead to crush your chosen quarry.

Your life has been a long battle, but now it nears its end. Will you carry the day and achieve undying fame, or will your example serve as a warning to those who travel this path in the future?

## Immortality

Your immortality lies not in extending your life beyond its normal limits, but in conquering a foe the world deems unbeatable. Some day, after you defeat a demon lord, an archdevil, or even a god, your victory will echo through history forever.

**Unconquered Master:** Once you have established that you are the greatest warrior who ever lived, what else is there for you to pursue? Challengers arise, but none can match you. In time, you fade from the world and become a creature of pure psionic magic, content to be the measuring stick for all who come after you. Your fighting style lives on as a new psionic philosophy.

## Invincible Mind Features

**Battle Sovereignty (21st level):** You gain a +10 bonus to initiative checks and a +2 bonus to weapon attack rolls.

**Reinvigorating Attack (24th level):** When you have 0 power points and hit an enemy with a battlemind at-will attack that is unaugmented, you regain 2 power points.

**Invincible (30th level):** When you drop to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt.

## Invincible Mind Power

**Indomitable Stratagem** Invincible Mind Utility 26

*You spot a minor flaw in your foe's fighting style, one that you can exploit to deadly effect.*

**Daily ✦ Psionic**
**Minor Action** **Personal**

**Effect:** Choose one enemy you can see. Until the end of the encounter, you gain a +2 power bonus to attack rolls against that enemy, and when you use battlemind at-will attacks that are unaugmented against that enemy, you can treat them as if they were augmented by 1 power point (level 1, 3, 7, 13, and 17 powers) or 2 power points (level 23 and 27 powers).

FRANCIS TSAI

# Master of the Eternal Hunt

*Across the universe, those who would defile the world fear your wrath.*

**Prerequisite:** 21st level, seeker

As a seeker, it falls to you to search out those who would wreck the natural order. The primal spirits forced the gods and the primordials from the world following the Dawn War and still stand as sentinels against their incursions. You understand better than most the chaos and horror that such beings can unleash. Some gods are benevolent, but others are destructive and evil. The gods must attend to their own affairs and allow the mortal world to follow its own fate.

When you took your first steps along the seeker's path, you sought out demons, marauding orcs that burned and destroyed at Gruumsh's behest, and rampant elementals. As these enemies fell before you, your mastery grew. In time, the primal spirits called out to you. There were greater enemies to fight, and you took to the planes to slay them before they could release their horrors upon the world. Titans, aberrations, and other powerful threats fell before you.

Though you have fought and defeated many foes, more and more take their place. You must now seek a new path, one that can help ensure the world's safety forever. As your skills reach their peak, you must seek out the deadliest hunting grounds, planes where the primal might of the world is but a whisper.

You are a Master of the Eternal Hunt. It is your fate to travel far beyond the world to battle those that threaten it. You might die alone and forgotten in some terrible corner of the Abyss, but if you survive, you will join the spirits as an everlasting guardian of all you value.

## Immortality

Your quest is never truly complete, for as long as gods, demons, devils, and primordials battle in the planes, their struggles spill over to the natural world. Some day, when you have hunted the mightiest of the world's foes to extinction, you can finally find peace, but until then, you must fight on.

**Spirit of the Hunt:** In time, your body proves a hindrance to your efforts. The threats to the world far too often encompass more than physical destruction. The mightiest of creatures, particularly beasts that originate from beyond the bounds of the cosmos, seek not merely to destroy the world but to transform it. When your mortal life is at an end, you will join the spirits in safeguarding the world. In this form, you can hunt forever.

## Master of the Eternal Hunt Features

**Relentless Hunter (21st level):** Your Wisdom score increases by 2. You ignore all penalties from cover, superior cover, concealment, and total concealment when you make ranged attacks against enemies within 10 squares of you.

**Faultless Tracker (24th level):** You gain darkvision and tremorsense 10.

**Deathless Hunter (30th level):** Once per day when an enemy's attack reduces you to 0 hit points or fewer, your current hit point total changes to 1 instead, and you gain resist 20 against that enemy's attacks until the end of the encounter. When that enemy drops to 0 hit points, you drop to 0 hit points.

## Master of the Eternal Hunt Power

**Relentless Step** Master of the Eternal Hunt Utility 26

*No enemy can escape from you and your ally. All it takes is for one arrow to find its mark, and you can close in for the kill.*

**Encounter ✦ Primal, Teleportation**
**Minor Action** **Ranged** 5
**Target:** One ally
**Effect:** You teleport yourself and the target to different squares within 5 squares of an enemy within 20 squares of you. You must have hit the enemy with a seeker attack during this turn.

BEN WOOTTEN

# Rune Maker

*You no longer merely inscribe the runes of divine power. Now you create them.*

**Prerequisite:** 21st level, runepriest

For you, the divine runes were never merely inert symbols that channeled divine magic. Instead, the runes have always been more like living creatures to you. You don't simply mark a rune on stone or paper or trace it in the air. You breathe life into it, carefully forming its curves and lines while drawing divine magic into it.

Your deep understanding of the runes and the power they represent marks you as one of the greatest runepriests ever. As you enter the final stage of your career, your understanding of your art grows still deeper. At first in small, tantalizing hints and later in insights that come upon you like bolts from the heavens, you understand the fundamental structures of the runes. You are no longer content to learn of the runes created by the gods. Your ambition and mastery push you to create new runes, to find the markings that catalog, and perhaps even create, entirely new aspects of the world.

Should you prove worthy of this task, the very fiber of the cosmos might bend and shift at your command. The power you seek is far greater than any you previously imagined you could control, but with diligence, bravery, and faith, you know that you can achieve anything. Soon you will take your place beside the gods.

## Immortality

At the apex of your craft, you set aside mortal concerns and work alongside the gods to craft the runes of creation.

**Rune Forge:** You understand the deepest secrets of the runes, and you take your place among the gods as one who can forge reality. You create your own astral domain and from there gather some of the finest crafters from across the cosmos. Until the end of time, you build new divine runes.

## Rune Maker Features

**Rune of Might (21st level):** Your Strength score increases by 2. Once you are in a rune state, you can change the rune state as a minor action.

**Lord of All Runes (24th level):** Once per round, when you change your rune state on your turn, you or one adjacent ally can make a saving throw.

**Rune of Immortality (30th level):** When you fail your third death saving throw during an encounter, you don't die. You instead vanish, appearing in your god's dominion. All conditions and harmful effects on you end, you are considered to have failed no death saving throws, and you can spend a healing surge. At the start of your next turn, you reappear within 10 squares of the space you left.

## Rune Maker Power

**Persistent Runes** Rune Maker Utility 26

*As you master the secrets of rune crafting, you learn to forge runes that last longer than normal.*

**Encounter ✦ Divine**
**Free Action** **Personal**
**Trigger:** You miss with a runepriest encounter attack power
**Effect:** The attack power's rune state takes effect despite the miss.

HECTOR ORTIZ

# War Master

*An army you lead will not suffer defeat. When you take the field, your foes have already lost.*

**Prerequisite:** 21st level, ardent

It is one thing to excel at personal battlefield prowess. It is another to extend that skill to a group of allies, a phalanx of warriors, an entire army, or even an entire nation. You were always talented with a blade, but you learned early on that a dozen blades raised as one could defeat the mightiest lone warrior. Combining many individual efforts into one force is a daunting challenge, one surpassed only by the hazards of battle itself.

As a War Master, you seek to forge order from the chaos of battle. Under your command, your allies fight with unmatched coordination and skill. Your tactical skill and insight make you a daunting foe. Under your command, even a mob of ill-armed peasants is a daunting fighting force.

With each victory, you set your sights ever higher. As you grow in power, you seek to prove that no horde or army the cosmos can muster can best you and your forces on the field of battle.

## Immortality

You pursue not an escape from death's bonds, but the very conquest of death itself, for death is the only force that can stand against you and bring your armies to ruin. With death conquered, you will live forever in glory, hailed as a savior—or perhaps cursed by those no longer allowed death's release from a life of suffering.

**Conqueror of Death:** At some point in your career, only one foe remains to you, and you set out to conquer what no one has ever been able to defeat. Perhaps you marshal an army and lay siege to the Raven Queen's palace, or perhaps doing that would only install you as a new god of death. Instead, you might take only your trusted adventuring companions on a final quest to slay death itself. Your final conquest might be hopeless, but you stand forever as a shining example to those who rage against the bonds of mortality.

## War Master Features

**Unmatched Tactician (21st level):** You and allies within 5 squares of you gain a +5 bonus to initiative. When you make an attack, you gain a +1 bonus to the attack roll if at least one of your allies is adjacent to the target.

**Unyielding Inspiration (24th level):** Whenever you enable an ally to spend a healing surge, each ally adjacent to him or her gains 15 temporary hit points.

**Boundless Morale (30th level):** Whenever an ally within 5 squares of you drops to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt. You regain no hit points for doing so, but the ally regains hit points as if he or she had spent a healing surge and regains 20 additional hit points.

## War Master Power

**Brilliant Strategy** War Master Utility 26

*You weave a skein of psionic magic, combining your allies' talents into a single, unbeatable force.*

**Daily ✦ Psionic**
**Minor Action** **Close** burst 5
**Target:** One enemy you can see in burst
**Effect:** Until the end of your next turn, you and your allies gain a bonus to attack rolls against the target equal to the number of your allies adjacent to it. If the target drops to 0 hit points, you can use this power again during this encounter.
**Sustain Minor:** The effect persists.

JOHN STANKO

CHAPTER 3

# Character Options

The D&D game is all about options, and the material in this chapter is designed to expand those options beyond your choice of class and race. Whether you're playing a character using the new classes and races in this book or using material from the previous *Player's Handbook* volumes, you'll find powers, feats, and equipment here to appeal to you.

This chapter includes the following sections.

- **Skill Powers:** This new category of utility powers gives new meaning to your skill training. Having training in a skill gives you the ability to choose a skill power associated with that skill instead of a utility power from your class, giving you a variety of new ways to put your skills to use.
- **Feats:** Dozens of new feats offer not only support for the new classes and races in this book, but also a wide array of options for any characters. Multiclass and hybrid characters in particular will find useful feats to help them make better use of both of their classes' capabilities.
- **Superior Implements:** Orbs, totems, staffs, and other implements made with special materials and techniques can offer implement-wielding characters a variety of benefits comparable to the special qualities of weapons.
- **Magic Items:** The new magic items in this chapter are designed specifically for characters making use of the new options in this book. Here you'll find magic armor, weapons, implements (including ki focus implements for monks), and rings that provide ways to enhance psionic powers, contain augmentable powers, and otherwise appeal to characters who use the new classes found in Chapter 2.

RANDY GALLEGOS

*Mamindreth Starsong paused a moment as the Linked Portal ritual drew to an end. He had forgotten the powdered gatevine and couldn't remember the rest of the words. Of course, he couldn't stop now, so he scooped up some grass and dirt and intoned some mumbo jumbo, and the gate opened.*

*The ogre dealt Kraya a blow to the head that should have dropped her like a rag doll. She could barely see through the blood in her eyes but refused to fall. The dragonborn retaliated with a blast of icy breath and a charge, and then nearly collapsed from the pain.*

*Corrin brushed a hand past the duke's belt and stepped back. This act gave his companion the chance to run the man through while the duke was worrying about what had been stolen—which was nothing more than his attention.*

A skill power is a utility power that represents a degree of skillfulness surpassing that conferred by normal training. Having a skill power is a sign of your mastery of that skill or a mark of your natural aptitude for it. You must be trained in a skill to gain and use its powers (see "Skill Training," *Player's Handbook*, page 178).

## Gaining and Using a Skill Power

You can gain and use only the skill powers associated with your trained skills. Whenever you reach a level that grants you a utility power from your class, you can choose a skill power in place of a class power. The skill power you choose must be of the same level as or lower in level than the class power you would have gained.

You can use retraining (*Player's Handbook*, page 28) to replace a class power with a skill power and vice versa, as long as the new power is of the same level as or lower in level than the replaced power.

You cannot replace a utility power from a paragon path or an epic destiny with a skill power.

## Acrobatics

You can combine your speed and agility to cross treacherous terrain, keep your balance even in the most difficult situations, and maneuver past enemies. Acrobatics powers enhance your maneuverability, allowing you to catch your enemy by surprise or to evade attacks by tumbling to safety.

You must be trained in Acrobatics to gain and use Acrobatics powers.

### Level 2

**Agile Recovery** — Acrobatics Utility 2

*With a quick leap, you are back on your feet and ready to act.*

**At-Will**
**Minor Action** **Personal**
**Effect:** You stand up.

### Level 6

**Dodge Step** — Acrobatics Utility 6

*Relying on superior balance and agility, you move in the blink of an eye.*

**Encounter**
**Immediate Reaction** **Personal**
**Trigger:** An enemy ends its turn adjacent to you
**Effect:** You shift 1 square.

**Graceful Maneuver** — Acrobatics Utility 6

*You dodge past your enemies with speed and grace.*

**Encounter**
**Move Action** **Personal**
**Effect:** You shift half your speed.

**Perfect Balance** — Acrobatics Utility 6

*No matter how narrow the path, you have the balance and coordination needed to walk it.*

**At-Will**
**Move Action** **Personal**
**Effect:** You move your speed - 2. During this movement, you ignore difficult terrain, and you can move across any horizontal surface that is at least 3 inches wide without making an Acrobatics check.

**Tumbling Dodge** — Acrobatics Utility 6

*You deftly tumble away from a strike.*

**Encounter**
**Immediate Interrupt** **Personal**
**Trigger:** A melee attack hits you
**Effect:** You make an Acrobatics check and gain a bonus to all defenses against the triggering attack equal to the check result divided by 10. If the bonus causes the attack to miss, you shift 1 square.

### Level 10

**Drop and Roll** — Acrobatics Utility 10

*You fall off a ledge, but your training allows you to dash forward after landing safely.*

**At-Will**
**Immediate Reaction** **Personal**
**Trigger:** You fall and take no damage
**Effect:** You shift 3 squares.

**Rapid Escape** — Acrobatics Utility 10

*You suddenly slip from your enemy's grasp, leaving it briefly vulnerable to your attacks.*

**At-Will**
**Minor Action** **Personal**
**Requirement:** You must be grabbed.
**Effect:** You make an Acrobatics check to escape. If the check succeeds and a creature was grabbing you, the creature grants combat advantage to you until the end of your turn.

### Level 16

**Reflexive Dodge** — Acrobatics Utility 16

*As the attack explodes toward you, your reflexes allow you to remain one step ahead of it.*

**Encounter**
**Immediate Interrupt** **Personal**
**Trigger:** An area or a close attack hits you
**Effect:** You make an Acrobatics check and reduce the damage you take from the triggering attack by half the check result. You then shift half your speed.

## Arcana

Long hours of studying magic and its related fields have prepared you well for a life of adventure. Ignorance is doom in dangerous situations; the correct bit of knowledge at the right time can save lives and turn sure defeat into a close victory. Arcana powers allow you to exploit critical lore about your enemies so that you can meddle in their attacks or have an edge in a fight.

You must be trained in Arcana to gain and use Arcana powers.

### Level 2

**Arcane Senses** — Arcana Utility 2

*You refocus your eyes to see magic energy invisible to the untrained eye, learning how many magical creatures are nearby.*

**Encounter**
**Minor Action** **Personal**
**Effect:** You make an Arcana check and learn the number of elemental, fey, and shadow creatures that are within a number of squares of you equal to the check result. You don't learn the creatures' locations, but you do learn separate counts for each type.

**Arcane Mutterings** — Arcana Utility 2

*You launch into a recitation of obscure lore on a subject to impress, cow, or trick your audience.*

**Encounter**
**Free Action** **Personal**
**Trigger:** You would make a Bluff, a Diplomacy, or an Intimidate check
**Effect:** You make an Arcana check in place of the Bluff, Diplomacy, or Intimidate check.

### Level 6

**Experienced Arcana** — Arcana Utility 6

*You have discovered how to perform your magic rituals with fewer alchemical reagents than other magicians require.*

**Daily**
**Free Action** **Personal**
**Trigger:** You are performing an Arcana ritual of one-half your level or lower
**Effect:** You expend only half of the ritual's gold piece component cost (any focus item must still meet the minimum cost), although you cannot use this power to reduce the component cost of the rituals Brew Potion and Enchant Magic Item. If you make an Arcana check as part of the ritual and dislike the result, you can reroll the check with a +4 power bonus and use either result.

**Insightful Warning** — Arcana Utility 6

*As your foe unleashes its attack, you realize that you have read about this sort of danger and shout a warning to your friends.*

**Encounter**
**Immediate Interrupt** **Personal**
**Trigger:** A creature you can see makes an attack roll for an area or a close attack that includes you as a target
**Effect:** You and each ally included as a target of the triggering attack gain a +2 power bonus to all defenses against it.

### Level 16

**Elemental Countermeasures** — Arcana Utility 16

*As magical energy streaks toward you, you use your knowledge of that magic to counter some of it.*

**Encounter**
**Immediate Interrupt** **Personal**
**Trigger:** You take acid, cold, fire, lightning, or thunder damage
**Effect:** You make an Arcana check. The damage is reduced by the check result divided by 2.

## Athletics

Your physical strength helps you overcome many obstacles, whether you are swimming across a roaring river, scrambling up a cliff, or smashing through a door. Athletics powers exploit your physical prowess to let you bull your way through any situation, relying on brawn to reach your enemies no matter how remote they might be.

You must be trained in Athletics to gain and use Athletics powers.

### Level 2

**Bounding Leap** — Athletics Utility 2

*As you spring through the air, you tuck in your legs and arms, spinning to eke out a little extra distance.*

**Encounter**
**Move Action** **Personal**
**Effect:** You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start, and the distance of the jump isn't limited by your speed.

**Scrambling Climb** — Athletics Utility 2

*You use your forward momentum to help pull yourself upward.*

**Encounter**
**Move Action** **Personal**
**Effect:** You make an Athletics check to climb with a +5 power bonus. If the check succeeds, you climb a number of squares equal to 2 + your speed.

## Level 6

**Mighty Sprint** — Athletics Utility 6

*Your throw yourself forward at a breakneck pace, bounding over obstacles.*

**Encounter**
**Move Action** **Personal**
**Effect:** You move your speed + 4. During this movement, you ignore difficult terrain and gain a +5 power bonus to Athletics checks you make as part of the move.

**Sudden Leap** — Athletics Utility 6

*You spring around your enemy too quickly for it to strike you.*

**Encounter**
**Move Action** **Melee** 1
**Target:** One creature
**Effect:** You make an Athletics check against a DC determined by the target's size: 15 (Medium or smaller), 20 (Large), 25 (Huge), or 30 (Gargantuan). If the check succeeds, you jump to another square adjacent to the target, without provoking an opportunity attack from it.

## Level 10

**Incredible Stride** — Athletics Utility 10

*You move with amazing swiftness.*

**Daily ✦ Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain a +4 power bonus to speed.

# Bluff

Lies have many shades, and your palette holds them all. As an accomplished liar, you make the implausible seem true and the impossible possible. Bluff powers give you new techniques for fooling those around you. You can fill in gaps in conversation with whatever words roll off your tongue, deceive enemies to give your side an edge in battle, and talk your way out of sticky situations with a few quick words and an honest expression.

You must be trained in Bluff to gain and use Bluff powers.

## Level 2

**Battle Feint** — Bluff Utility 2

*Your sudden move causes the enemy to flinch, setting up your ally's next attack.*

**Encounter**
**Minor Action** **Melee** 1
**Target:** One creature
**Effect:** You make a Bluff check opposed by the target's passive Insight check. If the check succeeds, one ally adjacent to you gains combat advantage against the target for that ally's next attack against it before the end of your next turn.

**False Bravado** — Bluff Utility 2

*Your apparent courage makes your enemy think twice about pressing its attack.*

**At-Will**
**Minor Action** **Personal**
**Requirement:** You must be marked.
**Effect:** You are no longer marked.

## Level 6

**Confusing Blather** — Bluff Utility 6

*You spew a stream of nonsense, leaving your enemies puzzled.*

**Encounter**
**Minor Action** **Close** burst 1
**Target:** Each enemy in burst
**Effect:** You make a Bluff check opposed by each target's passive Insight check. If the check succeeds against a target, that target cannot make opportunity attacks against you until the end of your next turn.

BETH TROTT

### Dirty Tricks — Bluff Utility 6

*Using trickery, you create opportunities to evade capture.*

**Encounter**
**Minor Action** **Personal**
**Effect:** You make a Bluff check opposed by an adjacent enemy's passive Insight check. If the check succeeds, you move 1 square and don't provoke an opportunity attack from that enemy.

### Fast Talk — Bluff Utility 6

*During a negotiation, your misstep becomes an opportunity to find your opponent's weakness.*

**Encounter**
**Free Action** **Personal**
**Trigger:** You make a Bluff, a Diplomacy, or an Intimidate check and dislike the result
**Effect:** You make a Bluff check and use either result.

## Level 10

### Improvisational Arcana — Bluff Utility 10

*As you perform a ritual, you intersperse made-up words and improvise components, using odds and ends at hand.*

**Daily**
**Free Action** **Personal**
**Trigger:** You are performing a ritual of one-half your level or lower
**Effect:** You expend only half of the ritual's gold piece component cost (any focus item must still meet the minimum cost), although you cannot use this power to reduce the component cost of the rituals Brew Potion and Enchant Magic Item. You can also make a Bluff check in place of any skill check the ritual requires.

### Stall Tactics — Bluff Utility 10

*Your fast talking causes your enemies to hesitate for a crucial moment.*

**Daily**
**Free Action** **Ranged** sight
**Trigger:** You roll initiative
**Target:** Each enemy you can see
**Effect:** Each target's initiative is reduced by 10.

# Diplomacy

You have a way with people, possessing the right mix of empathy and charm. Those who meet you are inclined to befriend you, doing as you wish or helping you and your cause. Diplomacy powers broaden your options. You force enemies to think twice about attacking, bargain to your best advantage, or inspire your allies to great heroics.

You must be trained in Diplomacy to gain and use Diplomacy powers.

## Level 2

### Soothing Words — Diplomacy Utility 2

*The battle done, your allies turn to you for words of encouragement and support.*

**Daily**
**Standard Action** **Close** burst 5
**Requirement:** You must be taking a short rest.
**Target:** Each ally who can hear you in burst
**Effect:** When each target spends one or more healing surges at the end of the short rest, he or she regains additional hit points equal to your Charisma modifier.

## Level 6

### Haggle — Diplomacy Utility 6

*You are a practiced negotiator, sometimes able to turn a slip of the tongue to your advantage.*

**Encounter**
**Free Action** **Personal**
**Trigger:** You make a Diplomacy check and dislike the result
**Effect:** You reroll the Diplomacy check and use either result.

### Stirring Speech — Diplomacy Utility 6

*Reciting your allies' great deeds and talents, you fill them with the confidence they need to win a battle ahead.*

**Daily**
**Standard Action** **Close** burst 5
**Requirement:** You must be taking a short rest.
**Target:** Each ally who can hear you in burst
**Effect:** Until the end of the next encounter, each target gains a +1 bonus to attack rolls and saving throws while not bloodied.

## Level 10

### Befriend — Diplomacy Utility 10

*You know the right things to say to make people like you.*

**Encounter ✦ Charm**
**Minor Action** **Ranged** 5
**Target:** One nonhostile creature that has Intelligence 5 or higher
**Effect:** Until the end of the encounter, you gain a +5 power bonus to Bluff checks and Diplomacy checks against the target.

### Cry for Mercy — Diplomacy Utility 10

*With pleading words and gestures, you discourage your enemies from striking down the wounded.*

**Encounter**
**Minor Action** **Close** burst 5
**Target:** You or one ally in burst; the target must be bloodied
**Effect:** Until the end of your next turn or until the target is no longer bloodied, the target's movement does not provoke opportunity attacks, and the target gains a +4 power bonus to all defenses.

**Noble Sacrifice** Diplomacy Utility 10

*You demand that an enemy face you to distract it from your wounded friend, who is inspired by your sacrifice.*

**Encounter ✦ Charm**
**Immediate Interrupt** **Close** burst 3
**Trigger:** An enemy within 3 squares of you makes a melee attack roll against your bloodied ally adjacent to you
**Target:** The triggering enemy
**Effect:** The target's attack roll is against you instead of the bloodied ally. If the attack hits you, the ally gains temporary hit points equal to your Charisma modifier.

### Level 16

**Indomitable Ally** Diplomacy Utility 16

*When you are near, your allies refuse to give up.*

**Encounter**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An ally within 5 squares of you is reduced to 0 hit points or fewer by an attack
**Target:** The triggering ally in burst
**Effect:** Until the end of the target's next turn, the dying condition doesn't cause the target to fall unconscious.

## Dungeoneering

Whether creeping through the Underdark or exploring dungeon depths, you possess exceptional skill in navigating the subterranean world. With Dungeoneering powers, you can react to underground dangers at a glance, retain your faculties when bereft of light, and uncover secrets about aberrant monsters.

You must be trained in Dungeoneering to gain and use Dungeoneering powers.

### Level 2

**Deep Shadows** Dungeoneering Utility 2

*Judging the play of shadows against the cave wall, you spot a hiding place that an untrained explorer would overlook.*

**Encounter**
**Minor Action** **Personal**
**Requirement:** You must have cover or concealment underground.
**Effect:** You make a Dungeoneering check in place of a Stealth check to hide.

**Otherworldly Lore** Dungeoneering Utility 2

*Something about the aberrant horror's movements strikes a chord; you know just how to fight it.*

**Encounter**
**Minor Action** **Close** burst 5
**Target:** One aberrant creature you can see in burst
**Effect:** You make a Dungeoneering monster knowledge check to determine the target's resistances and vulnerabilities. If the check succeeds, you or one ally who can hear you gains a +4 power bonus to his or her next attack roll against the target before the end of your next turn.

### Level 6

**Eyes of the Deep Delver** Dungeoneering Utility 6

*Long hours of working in dimness allow you to focus your senses for a moment to see in utter darkness.*

**Encounter**
**Minor Action** **Personal**
**Effect:** You gain blindsight 10 until the end of your next turn.

**Stonecunning** Dungeoneering Utility 6

*The subterranean world keeps few secrets from you.*

**Encounter**
**Free Action** **Personal**
**Trigger:** You would make a Perception check underground
**Effect:** You make a Dungeoneering check in place of the Perception check.

### Level 10

**Trap Sense** Dungeoneering Utility 10

*As the trap springs, your experience in dealing with such hazards lets you step aside and leave a foe at the trap's mercy.*

**Encounter**
**Immediate Interrupt** **Personal**
**Trigger:** A trap or a hazard makes a melee or a ranged attack roll against you
**Effect:** You gain a +4 power bonus to all defenses against the attack. If the attack misses you, the trap repeats the attack as a free action against an enemy adjacent to you.

## Endurance

Adventuring is not for the weak. Most who take up such a life are made of sterner stuff than the average mortal, yet you put even those bold souls to shame. Full of vigor, you do not succumb to the injuries that might hinder another. Endurance powers build on your natural hardiness, allowing you to shrug off injuries, ignore damage, and keep yourself and your allies fighting.

You must be trained in Endurance to gain and use Endurance powers.

### Level 2

**Endure Pain** Endurance Utility 2

*You grin and bear it, shrugging off the pain of a new wound.*

**Daily**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by an attack
**Effect:** Until the end of your next turn, you gain resistance to all damage equal to 5 + your Constitution modifier.

WAYNE ENGLAND

**Invigorating Presence** — Endurance Utility 2

*Inspired by your resilience, your allies find the will to overcome challenges.*

**Daily**
**Standard Action** **Close** burst 5
**Requirement:** Your second wind must be available for you to use.
**Target:** Each ally in burst
**Effect:** You use your second wind, and each target gains temporary hit points equal to 10 + your Constitution modifier.

## Level 6

**Third Wind** — Endurance Utility 6

*You have almost endless reserves and can rebound from injuries that would bring down another.*

**Daily ✦ Healing**
**Minor Action (Special)** **Personal**
**Effect:** You spend a healing surge.
**Special:** As a standard action, an adjacent ally can make a DC 10 Heal check to allow you to use this power without spending an action yourself.

**Walk It Off** — Endurance Utility 6

*You take a deep breath to fight off a lingering wound.*

**Encounter**
**No Action** **Personal**
**Trigger:** Your turn starts and you have ongoing damage
**Effect:** Make a saving throw against the ongoing damage before you take the damage.

## Level 10

**Reactive Surge** — Endurance Utility 10

*The attack was well placed, but you choose not to let it affect you.*

**Encounter ✦ Healing**
**Immediate Reaction** **Personal**
**Trigger:** An attack bloodies you
**Effect:** You spend a healing surge.

## Level 16

**Diehard** — Endurance Utility 16

*Though blood pours from a dozen wounds, you refuse to lie down and die.*

**Daily**
**Immediate Interrupt** **Personal**
**Trigger:** You drop to 0 hit points or fewer
**Effect:** Until you aren't dying or until the end of the encounter, the dying condition doesn't cause you to fall unconscious, but you are dazed.

# Heal

Injuries are part of every adventurer's life. Sword cuts, arrow punctures, burns from flaming breath, and countless other afflictions arise over the course of a typical adventure. Your companions can usually take care of themselves, but in a crisis, your training provides a much-needed boost. Heal powers give you a wide range of methods to care for comrades, helping them draw on their inner strength and even return from the brink of death.

You must be trained in Heal to gain and use Heal powers.

## Level 2

**Healer's Gift** — Heal Utility 2

*You tend to a fallen comrade and stave off death's touch.*

**Encounter ✦ Healing**
**Standard Action** **Melee** 1
**Target:** One dying creature
**Effect:** The target can spend a healing surge.

## Level 6

**Delay Poison** — Heal Utility 6

*Your ministrations briefly protect your patient from poison.*

**Encounter**
**Minor Action** **Melee** 1
**Target:** You or one creature
**Effect:** The target is immune to poison until the end of your next turn.

**Physician's Care** — Heal Utility 6

*Your extensive training helps you get an ally back into the fight.*

**Encounter ✦ Healing**
**Standard Action** **Melee** 1
**Target:** You or one ally
**Effect:** The target can spend a healing surge.

### Swift Recovery — Heal Utility 6

*You address a companion's most critical wounds to get him or her back into the battle.*

**Encounter**
**Minor Action** **Melee** 1
**Target:** One ally
**Effect:** The target can use his or her second wind without taking an action to do so.

## Level 10

### Time Out — Heal Utility 10

*You grant your comrade a moment of respite.*

**Encounter**
**Minor Action** **Melee** 1
**Target:** One ally
**Effect:** The target regains the use of second wind if he or she has already used it during this encounter.

## Level 16

### Miraculous Treatment — Heal Utility 16

*Your expert care mends some wounds instantly.*

**Daily ✦ Healing**
**Standard Action** **Melee** 1
**Target:** One ally
**Effect:** The target regains hit points as if he or she had spent a healing surge.

# History

To some, history is nothing more than dusty tomes and useless trivia. But as the saying goes, those who ignore history are doomed to repeat it. From your studies you can recall useful facts that apply to everything from the magical to the mundane. History powers demonstrate your exceptional education, letting you remember useful details with perfect clarity or recall the tactics of historic battles while you are in combat.

You must be trained in History to gain and use History powers.

## Level 2

### Legend Lore — History Utility 2

*Legends are your specialty, and you can always find a use for these stories.*

**Encounter**
**Free Action** **Personal**
**Trigger:** You would make a knowledge check using a skill other than History
**Effect:** You make a History check in place of the knowledge check.

### Perfect Recall — History Utility 2

*Your mind is a steel trap; nothing escapes it.*

**At-Will**
**Free Action** **Personal**
**Trigger:** You would make an Intelligence check
**Effect:** You make a History check in place of the Intelligence check.

### Strategist's Epiphany — History Utility 2

*Recalling ancient battles, you find their echoes in your enemies' positions and use that knowledge to help your side in the battle.*

**Daily**
**Free Action** **Close** burst 5
**Trigger:** You roll initiative
**Target:** You and each ally in burst
**Effect:** You make a History check, and each target can use the check result as his or her initiative check result.

## Level 6

### Historical Revelation — History Utility 6

*When your ally struggles to recall an important fact, you supply a story to nudge him or her onto the right path.*

**Encounter**
**Immediate Reaction** **Close** burst 5
**Trigger:** An ally within 5 squares of you makes a knowledge check and dislikes the result
**Target:** The triggering ally in burst
**Effect:** The target rerolls the knowledge check and uses either result.

## Level 10

### Tactician's Measure — History Utility 10

*The enemies' movements are similar to those used in a skirmish you once studied. You use knowledge of it to outmaneuver a foe.*

**Encounter**
**Immediate Reaction** **Melee** 1
**Trigger:** An enemy enters a square adjacent to you or to an ally adjacent to you
**Target:** You or the ally
**Effect:** The target shifts 1 square and gains a +2 bonus to all defenses until the end of your next turn.

# Insight

You can strongly empathize with others and thus anticipate their actions and assess their motives. You might be a compassionate soul, who connects with everyone you meet, or a calculating plotter, who peers into others' hearts to learn how best to exploit them. Insight powers make you an expert observer, helping you guide negotiations as you see fit. These powers also have useful combat applications, letting you read your enemies and outmaneuver them.

You must be trained in Insight to gain and use Insight powers.

## Level 2

### Anticipate Maneuver — Insight Utility 2

*You read your opponent like an open book and outsmart it.*

**Encounter**
**Minor Action** **Melee** 1
**Target:** One creature
**Effect:** You make an Insight check opposed by a Bluff check that the target makes as a free action. If your check succeeds, the target grants combat advantage to you until the end of your next turn.

## Level 6

### Empathic Read — Insight Utility 6

*You sense where the conversation is headed and stop an ally from making a gaffe.*

**Encounter**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An ally fails a Bluff, a Diplomacy, or an Intimidate check
**Target:** The triggering ally in burst
**Effect:** The target rerolls the skill check and uses either result.

### Insightful Counter — Insight Utility 6

*You foresee your opponent's move and deny it the advantage.*

**Encounter**
**Minor Action** **Personal**
**Effect:** You do not grant combat advantage until the end of your next turn.

### Prescient Maneuver — Insight Utility 6

*Your enemy moves, and you match its steps with a countermove.*

**Encounter**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy within 5 squares of you moves willingly
**Effect:** You shift half your speed.

## Level 10

### Insightful Comment — Insight Utility 10

*You assess the situation and offer words of advice that guide the conversation in a fruitful direction.*

**Encounter**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Until the end of your next turn, each target gains a bonus to Bluff checks, Diplomacy checks, and Intimidate checks equal to your Wisdom modifier.

### Prescient Defense — Insight Utility 10

*You anticipate your foe's attack and ably defend yourself.*

**Encounter**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by a creature
**Effect:** You gain a +2 power bonus to all defenses against the attack.

## Level 16

### Insightful Riposte — Insight Utility 16

*You predict how the enemy will react to your strike and account for it.*

**Encounter**
**Free Action** **Personal**
**Trigger:** You miss with an attack
**Effect:** You gain a +3 bonus to the attack roll.

EVA WIDERMANN

## Intimidate

Intimidation is all about implied threat, a convincing promise of pain or deprivation. You can exude menace at will, making others nervous by your presence alone. Sometimes a whisper is enough to make people do as you wish. Intimidate powers allow you to hone your threatening presence into a potent tool, whether on the battlefield or over a sumptuous meal. You can rattle your enemies, urge your friends back into battle, and unnerve intractable adversaries.

You must be trained in Intimidate to gain and use Intimidate powers.

### Level 2

**Ominous Threat** — Intimidate Utility 2

*You draw your enemy's attention to rest squarely on you.*

**Encounter**
**Free Action** **Melee** 1
**Trigger:** You hit an enemy with a melee attack
**Target:** The enemy you hit
**Effect:** You mark the target until the end of your next turn. In addition, one ally marked by the target is no longer marked.

### Level 6

**Demoralize Foe** — Intimidate Utility 6

*You spit an ugly threat at your adversary, making it think twice before it attacks you.*

**Encounter ✦ Fear**
**Free Action** **Melee** 1
**Trigger:** You hit an enemy with a melee attack
**Target:** The enemy you hit
**Effect:** The target takes a –2 penalty to attack rolls against you until the end of your next turn.

**Everybody Move** — Intimidate Utility 6

*You inspire terror in your enemies.*

**Encounter ✦ Fear**
**Minor Action** **Close** blast 3
**Target:** Each enemy in blast
**Effect:** You push each target 1 square, but not into hindering terrain.

**Try the Stick** — Intimidate Utility 6

*Why waste time with diplomacy when threats can get to the heart of the matter?*

**Encounter**
**Free Action** **Personal**
**Trigger:** You would make a Diplomacy check
**Effect:** You make an Intimidate check in place of the Diplomacy check.

### Level 10

**Snap out of It** — Intimidate Utility 10

*A smack across the face brings your ally back to his or her senses.*

**Encounter**
**Minor Action** **Melee** touch
**Target:** One ally subject to a dazing, dominating, or stunning effect that a save can end
**Effect:** The target makes a saving throw against the effect.

## Nature

The world holds few secrets from a person who has your training and powers of observation. You can recognize plants and animals on sight, identify hazards, and find paths through the wild. Nature powers allow you to work more effectively with beasts, to find the most advantageous ground on which to begin a battle, and to guide your allies through perilous lands.

You must be trained in Nature to gain and use Nature powers.

### Level 2

**Mounted Coordination** — Nature Utility 2

*You synchronize your attack with your mount's movements to maximize your damage.*

**Encounter**
**Minor Action** **Personal**
**Requirement:** You must be mounted on a willing creature.
**Effect:** You gain a +2 bonus to the damage roll of your next attack before the start of your next turn.

**Nature Sense** — Nature Utility 2

*The forest is quiet . . . too quiet.*

**Daily**
**Free Action** **Personal**
**Trigger:** You would roll initiative in a natural environment
**Effect:** You make a Nature check in place of your initiative check. In addition, you and your allies gain a +4 bonus to all defenses until the end of the first round of the encounter.

### Level 6

**Path of the Bounding Stag** — Nature Utility 6

*You easily pick a path through the underbrush.*

**Encounter**
**Move Action** **Personal**
**Effect:** You move your speed. During this movement, you ignore difficult terrain that is a result of trees, underbrush, or other natural growth.

**Practiced Rider** — Nature Utility 6

*So familiar are you with the saddle, you can spring to or from your mount in a flash.*

**At-Will**
**Minor Action** **Personal**
**Effect:** You mount or dismount a willing, adjacent creature that has the mount keyword.

### Level 10

**Spot the Path** Nature Utility 10

*Having walked miles of broken trails, you know how to find the safest way through the most treacherous terrain.*

**Encounter**
**Minor Action** **Close burst 5**
**Target:** You and each ally in burst
**Effect:** Each target ignores difficult terrain until the end of your next turn.

## Perception

Few details escape your keen senses. You can spot a falcon on a cloudy day, track prey through barren mountains, and hear the faintest noises through solid doors. Perception powers give you additional opportunities to apply your uncanny awareness. With them, you can pinpoint distant enemies, spot an ambush, or guide a companion's strike to an enemy's most vulnerable spot.

You must be trained in Perception to gain and use Perception powers.

### Level 2

**Far Sight** Perception Utility 2

*You focus your senses to pick out enemies at the edge of your vision.*

**Encounter**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, your ranged weapon attack rolls take no penalty from long range, and they ignore cover and concealment, but not superior cover or total concealment.

### Level 6

**Guided Shot** Perception Utility 6

*You spot a critical weakness in a foe's defenses, which an ally can exploit to deadly effect.*

**Encounter**
**Immediate Interrupt** **Close** burst 10
**Trigger:** An ally within 10 squares of you misses with an attack against AC
**Target:** The triggering ally in burst
**Effect:** The target's attack is made against Reflex instead of AC.

**Trapfinding** Perception Utility 6

*As a trap harries your allies, you swiftly scan the area, picking out the most likely location of the hidden control panel.*

**Encounter**
**Free Action** **Personal**
**Trigger:** You find a trap with a Perception check
**Effect:** Until the end of the encounter, you can reroll Thievery checks to disable the trap. You must use the second result.

**Warning of Peril** Perception Utility 6

*Your keen senses notice the tiniest details, which you relay to your allies with a quick word of warning.*

**Daily ✦ Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, allies who can see or hear you can use your passive Perception check in place of their own while they are within 5 squares of you. You do not grant this benefit while you are unconscious.

### Level 10

**Focused Sight** Perception Utility 10

*The noise of battle grows faint, and the flash of blade and spell fades away, as you focus all your senses on your target.*

**Encounter**
**Minor Action** **Ranged** 10
**Target:** One creature
**Effect:** When you attack the target, you take no penalties to attack rolls because of cover, superior cover, concealment, or total concealment. This benefit lasts until the end of your next turn.

**Perfect Sight** Perception Utility 10

*Enemies might hide, but once you find a trace of them, there's no escaping you.*

**Encounter**
**Minor Action** **Personal**
**Effect:** You gain blindsight 5 until the end of your next turn.

**Spot Weakness** Perception Utility 10

*You pinpoint a weakness and direct your next attack toward it.*

**Encounter**
**Minor Action** **Ranged** sight
**Target:** One creature
**Effect:** Until the end of your next turn, you gain a +4 power bonus to damage rolls against the target when you hit it.

**Uncanny Instincts** Perception Utility 10

*Your keen senses guide your and your friend's reactions.*

**Daily**
**Free Action** **Close** burst 5
**Trigger:** You roll initiative and dislike the result
**Target:** You and one ally in burst
**Effect:** The targets can use your passive Perception check in place of their initiative checks.

# Religion

Your extensive reading of religious texts gives you insight into cosmological concerns. You have studied the primeval struggles between the gods and the primordials, the role the gods play in the world, and even the perversion of the natural order embodied by undead. Religion powers enable you to apply theological principles to combating the world's ills. With these powers, you can aid your allies and use your faith as a shield.

You must be trained in Religion to gain and use Religion powers.

## Level 2

### Faith Healing — Religion Utility 2

*Your prayers help an ally recover from injury.*

**Daily ✦ Healing**
**Standard Action** **Melee** touch
**Target:** One creature
**Effect:** The target can spend a healing surge.

## Level 6

### Censure the Unholy — Religion Utility 6

*Brandishing your holy symbol, you drive undead away and bolster your allies against them.*

**Encounter ✦ Zone**
**Minor Action** **Close** burst 1
**Requirement:** You must be wearing or holding a holy symbol.
**Effect:** The burst creates a zone that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, your allies gain a +2 power bonus to all defenses against undead creatures. If an undead creature ends its turn within the zone, you push it 1 square as a free action.

### Theologian's Shield — Religion Utility 6

*Calling on lore culled from sacred texts, you know how to protect yourself from your enemy's attack.*

**Encounter**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by a necrotic or a radiant attack
**Effect:** Until the end of your next turn, you gain resistance to necrotic damage and resistance to radiant damage equal to 5 + your Intelligence modifier.

## Level 10

### Conviction — Religion Utility 10

*You whisper a prayer for aid to overcome hardship.*

**Encounter**
**Minor Action** **Personal**
**Effect:** You gain a +5 bonus to the next saving throw you make before the start of your next turn.

### Recitation — Religion Utility 10

*You echo your allies' prayers to give them strength.*

**Daily ✦ Zone**
**Minor Action** **Close** burst 1
**Effect:** The burst creates a zone that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, your allies gain a +1 power bonus to attack rolls.
**Sustain Minor:** The zone persists.

MATIAS TAPIA

# Stealth

You learned early on that the enemy that doesn't see you is the enemy least likely to repel your attacks. After honing your sneaky talents, you can slip through the shadows, avoiding attention until the right moment to attack presents itself. Stealth powers demonstrate your prowess at avoiding detection, letting you maximize concealment and cover, shadow enemies, and move without drawing notice.

You must be trained in Stealth to gain and use Stealth powers.

## Level 2

### Obscured Avoidance — Stealth Utility 2

*Although your enemy's attention is on you, its inability to see you clearly can keep you out of harm's way.*

**At-Will**
**Minor Action** **Personal**
**Requirement:** You must be marked and have concealment from the creature that marked you.
**Effect:** The marked condition ends on you.

## Level 6

### Concealed Shift — Stealth Utility 6

*Your enemy misjudges your position, giving you a chance to duck out of the way.*

**Encounter**
**Immediate Reaction** **Personal**
**Trigger:** An enemy misses you with a melee or a ranged attack while you have concealment or cover from it
**Effect:** You shift 1 square.

### Shrouding Gloom — Stealth Utility 6

*Using the environment agilely, you disappear from view.*

**Encounter**
**Minor Action** **Personal**
**Requirement:** You must have cover or concealment.
**Effect:** You make a Stealth check.

## Level 10

### Crowd Cover — Stealth Utility 10

*You keep your enemies between you and their companion, using them as a shield.*

**Encounter**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy makes a ranged attack roll against you
**Effect:** Enemies adjacent to you and in the attack's way grant cover to you against the attack. If the attack misses, the attacker rerolls it against one enemy that granted cover to you against it.

### Persistent Tail — Stealth Utility 10

*You follow your prey unseen, waiting for the best time to strike.*

**At-Will**
**Move Action** **Close** burst 20
**Target:** One creature in burst that you can see and that you have cover or concealment against
**Effect:** The first time the target moves before the start of your next turn, you can move your speed as an immediate reaction. If you end the movement with cover or concealment against the target, you can make a Stealth check to become hidden.

## Level 16

### Deepening Gloom — Stealth Utility 16

*Using the surroundings, you obscure yourself from your attacker.*

**Encounter**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy hits you with a melee or a ranged attack and you have cover or concealment against it
**Effect:** You become invisible to the triggering enemy until the start of your next turn.

# Streetwise

You are most at home in the city. Even if you have never been there before, as soon as you walk a city's streets, rub elbows with its citizens, and feel its pulse beneath your feet, you are on familiar ground. The Streetwise skill comprises more than just ferreting out a community's secrets; it's knowing where to look, how to look, and how to survive while doing so. Streetwise powers hone these survival techniques to let you avoid notice and evade pursuit in any urban area.

You must be trained in Streetwise to gain and use Streetwise powers.

## Level 2

### City Rat — Streetwise Utility 2

*Like a rat, you are particularly skilled at using the environment, as well as your companions, to stay out of sight.*

**Encounter**
**Free Action** **Personal**
**Trigger:** You end a move action and have cover against at least one creature
**Effect:** You make a Streetwise check in place of a Stealth check to become hidden from any creature against which you have cover.

### Nose for Trouble — Streetwise Utility 2

*Many years of life in cities have taught you to keep a close eye on your surroundings. When trouble breaks out, you're ready for it.*

**Daily**
**Free Action** **Personal**
**Trigger:** You roll initiative and dislike the result
**Effect:** You make a Streetwise check, and you use either that check result or your initiative check result as your initiative.

### Level 6

**City Dweller** — Streetwise Utility 6

*Your familiarity with cities tells you what will support your weight and helps you perceive things that are out of place.*

**Daily**
**Free Action** **Personal**
**Trigger:** You would make an Acrobatics, an Athletics, or a Perception check in an urban environment
**Effect:** You make a Streetwise check in place of the Acrobatics, Athletics, or Perception check.

**Slow Pursuit** — Streetwise Utility 6

*You knock over obstacles, take difficult paths, drop rubbish, and do anything else you can think of to slow your enemies' pursuit.*

**Encounter**
**Move Action** **Personal**
**Requirement:** You must be in an urban environment.
**Effect:** You move your speed. At one point during this movement, you create an area of difficult terrain in a close blast 3. The difficult terrain lasts until the end of the encounter.

### Level 10

**Navigate Crowds** — Streetwise Utility 10

*A life spent in the city has trained you to maneuver through crowds.*

**Encounter**
**Move Action** **Personal**
**Effect:** You shift your speed. During this movement, you can move through enemies' spaces.

## Thievery

The larcenous arts are invaluable for navigating the world's perils. The Thievery skill is useful for dismantling traps, confounding enemies, or bypassing wards and locked doors to reach the best treasure. Most adventuring groups contain someone who at least dabbles in such training. With Thievery powers, you deftly maneuver objects and keep your opponents off balance with your distracting moves.

You must be trained in Thievery to gain and use Thievery powers.

### Level 2

**Fast Hands** — Thievery Utility 2

*Your fingers blur as you manipulate objects faster than the eye can follow.*

**At-Will**
**Free Action (Special)** **Personal**
**Effect:** You draw or sheathe a weapon, pick up an item in your space or adjacent to you, or retrieve or stow an item.
**Special:** You can use this power only once per round.

**Lock Tap** — Thievery Utility 2

*A practiced tap is sometimes all it takes to pop open a lock.*

**Encounter**
**Minor Action** **Personal**
**Effect:** You make a Thievery check to open an adjacent lock.

**Quick Palm** — Thievery Utility 2

*Through sleight of hand, you make the object disappear.*

**Encounter**
**Minor Action** **Personal**
**Effect:** You make a Thievery check either to pick an adjacent pocket or to use sleight of hand.

### Level 6

**Hasty Retreat** — Thievery Utility 6

*It dawns on you as you botch the job that now might be a good time to make a swift exit.*

**Encounter**
**Free Action** **Personal**
**Trigger:** Your Thievery check triggers a trap
**Effect:** You shift a number of squares equal to half your Dexterity modifier.

**Quick Switch** — Thievery Utility 6

*You pull your friend closer and then slip away.*

**Encounter**
**Move Action** **Melee** 1
**Target:** One ally
**Effect:** You slide the target 1 square into your space. You then shift 1 square.

**Stolen Defense** — Thievery Utility 6

*You make a move toward your foe, leading it to believe that you just robbed it and giving your ally a chance to get the jump on it.*

**Encounter**
**Minor Action** **Melee** touch
**Target:** One creature
**Effect:** You make a Thievery check opposed by the target's passive Perception check. If your check succeeds, the next ally who attacks the target before the end of your next turn gains combat advantage against it for that attack.

### Level 10

**Disruptive Stunt** — Thievery Utility 10

*With a flurry of taps, shoves, and nudges, you push past your foe, leaving it flustered.*

**Encounter**
**Move Action** **Melee** 1
**Target:** One creature
**Effect:** You move your speed through the target's space to a square adjacent to it. This movement does not provoke an opportunity attack from the target. In addition, the target takes a -2 penalty to attack rolls until the start of your next turn.

The feats presented in this section provide a wide array of options for all characters. Characters using the new classes and races in this book will find abundant feats aimed at improving their class and racial features. Multiclass and hybrid characters can make use of a range of feats designed to help them make better use of their class abilities. Other characters can choose from a number of feats that help them get maximum benefit from their strengths and cover their weaknesses.

## Rune Feats

This category of feats (available to the runepriest class) includes effects that improve based on the number of rune feats you have. The word "Rune" in brackets after a feat's name designates that the feat is a rune feat.

## Heroic Tier Feats

Feats in this section are available to characters of any level who meet the prerequisites.

### Alhahn's Mindful Relocation

**Prerequisite:** Githzerai, Shifting Fortunes racial trait

**Benefit:** When you use your Shifting Fortunes, you can shift your speed, instead of 3 squares.

### Battle Hardened

**Benefit:** You gain a +5 feat bonus to saving throws against fear effects.

In addition, you gain a +2 feat bonus to initiative checks.

### Battle Caster Defense

**Benefit:** You gain a +4 bonus to AC against opportunity attacks that you provoke when using a ranged or an area power.

### Battering Shield

**Prerequisite:** Proficiency with heavy shields

**Benefit:** When you are wielding a heavy shield and push or slide a target with a melee attack, you can move that target 1 additional square.

### Beguiling Enchantment

**Benefit:** Whenever you hit an enemy with a charm power, that enemy takes a –2 penalty to attack rolls against you until the end of its next turn.

### Bloodied Elusion

**Prerequisite:** Seeker, Bloodbond class feature

**Benefit:** When you are bloodied by any attack, you can shift 1 square as a free action.

### Bloodied Ferocity

**Prerequisite:** Minotaur

**Benefit:** The first time you are bloodied during an encounter, you can make a melee basic attack as a free action. If you do so, you grant combat advantage until the end of your next turn.

### Bolstering Mantle

**Prerequisite:** Ardent, Ardent Mantle class feature

**Benefit:** Whenever you spend a healing surge, one ally within the radius of your Ardent Mantle can either gain 5 temporary hit points or make a saving throw.

RALPH BEISNER

### HEROIC TIER FEATS

| Any Class | Prerequisites | Benefit |
|---|---|---|
| Alhahn's Mindful Relocation | Githzerai, Shifting Fortunes | Shift your speed when using Shifting Fortunes |
| Battle Hardened | — | +5 to saving throws against fear, +2 to initiative checks |
| Battle Caster Defense | — | +4 AC against opportunity attacks after you use ranged or area power |
| Battering Shield | Proficiency with heavy shields | Push or slide target 1 additional square when using shield |
| Beguiling Enchantment | — | Enemy -2 to attacks after you hit it with charm power |
| Bloodied Ferocity | Minotaur | Make free melee basic attack when first bloodied |
| Brutal Ferocity | Minotaur, Ferocity | +2 attack and damage with attack granted by Ferocity |
| Burden of Guardianship | Wilden, Nature's Aspect | Temporary hp when you use racial power and ally is nearby |
| Burden of Rejuvenation | Wilden, Nature's Aspect | Unconscious ally you can see heals when you use racial power |
| Cascading Rush | — | Push adjacent enemy before or after bull rush |
| Cleanse the Madness | Shardmind or wilden | +2 or more damage against aberrant creatures |
| Combat Intuition | — | +2 to opportunity attacks against enemy you miss |
| Dakshai's Body-Mind Union | Githzerai, *iron mind* | Expend *iron mind* to gain saving throw with +5 bonus |
| Deadly Draw | — | Combat advantage against enemy you pull or slide adjacent |
| Directed Bull Rush | — | Slide your bull rush target instead of pushing |
| Focused Mind | — | +4 to saving throws against dazing and stunning effects |
| Goring Shove | Str 15, minotaur, *goring charge* | Push target 1 square after *goring charge* |
| Grounding Shot | — | Your ranged attacks hit and damage prone targets more easily |
| Hafted Defense | — | +1 AC and Reflex while wielding polearm or staff in two hands |
| Hammering Iron | — | Push target after opportunity attack when using hammer |
| Headsman's Chop | — | 5 extra damage to prone target when using axe or heavy blade |
| Hybrid Talent | Hybrid character | Gain a hybrid talent option for one of yur hybrid class entries |
| Impending Victory | — | +1 attack with at-will powers against bloodied creatures |
| Improved Aspect of Nature | Wilden, Nature's Aspect | Gain additional benefit from use of your racial power |
| Iron Resolve of Zerthadlun | Githzerai | +2 to saving throws if you have at least 1 power point |
| Liberating Shard Swarm | Shardmind, *shard swarm* | Make saving throw when you use *shard swarm* |
| Low Crawl | — | You can shift while prone |
| Lucky Start | — | Make first attack roll twice if your initiative check is highest |
| Miryath's First Strike | Wis 13, githzerai | Extra damage against creature that has not yet acted |
| Nimble Runner | — | +2 Reflex when you run, and don't grant combat advantage |
| Opportunistic Shove | — | Bull rush when you make opportunity attack |
| Polearm Flanker | — | Flank from 1 square away when using polearm |
| Power Throw | Str 15 | Trade -2 attack for damage bonus with heavy thrown weapon |
| Prime Burst | Prime Shot | Prime Shot benefit also applies to area burst attacks |
| Psychic Focus | Shardmind | +2 or more damage with psychic powers |
| Rapid Assault | — | +2 or more damage on your first attack during an encounter |
| Secret of Reawakening | Wilden, Nature's Aspect | Change aspect and regain racial power after you drop to 0 hp |
| Shifting Defense | — | Shift 1 square when you use total defense |
| Skill Power | 2nd level | Gain skill power of your level or lower |
| Spring Step | — | Shift 1 square when you stand up |
| Springing Charge | Minotaur | Make second charge attack after critical on first charge attack |
| Steady Feet | — | Ignore 1 square of difficult terrain when you walk |
| Strike and Shove | — | Push target after critical hit with melee attack |
| Superior Implement Training | — | Use one superior implement of a type open to your class |
| Teamwork Defense | — | +1 AC when adjacent to ally who also has this feat |
| Unarmored Agility | — | +2 AC while wearing cloth armor or no armor |
| Unfailing Vigor | — | Spend a healing surge if you roll 18-20 on death saving throw |
| Versatile Expertise | — | Bonus to attacks with weapons and implements of your choice |
| Vicious Advantage | — | Gain combat advantage against slowed or immobilized targets |
| Warding Defense | — | Allies benefit when you use total defense and wield a shield |

### HEROIC TIER FEATS CONTINUED

| Any Class | Prerequisites | Benefit |
|---|---|---|
| Warding Shard Swarm | Shardmind, *shard swarm* | +2 defenses when you use *shard swarm* |
| Watchful Redoubt | — | +1 attack when you use total defense |
| Zuwoth's Enlightened Step | Githzerai | You don't provoke from enemies that have not yet acted |

| Ardent | Other Prerequisites | Benefit |
|---|---|---|
| Bolstering Mantle | Ardent Mantle | Spend healing surge, ally gains temporary hp or saving throw |
| Clarified Instincts | Mantle of Clarity | Mantle's bonus to Insight and Perception equals Wis modifier |
| Elated Emotions | Mantle of Elation | Mantle's bonus to Diplomacy and Intimidate equals Con modifier |
| Heartening Surge | *Ardent surge* | Increase *ardent surge* bonus to defenses or attacks by 1 |
| Mantle of Readiness | Ardent Mantle | You and nearby allies gain +2 speed at start of combat |

| Battlemind | Other Prerequisites | Benefit |
|---|---|---|
| Deceptive Mind | *Battle resilience* | +2 to all defenses when using *battle resilience* |
| Improved Speed of Thought | *Speed of thought* | Your *speed of thought* movement increases by 2 squares |
| Lure of Iron | *Mind spike* | Slide target of *mind spike* |
| Punishing Spike | *Mind spike* | *Mind spike* imposes -2 penalty to target's next saving throw |
| Pursuing Step | *Blurred step* | Triggering enemy grants combat advantage to you if adjacent |

| Monk | Other Prerequisites | Benefit |
|---|---|---|
| Crashing Tempest Style | Flurry of Blows | +2 to Flurry of Blows damage when wielding club |
| Improved Monk Unarmed Strike | Unarmed Combatant | Damage die of your unarmed strike improves to 1d10 |
| Pointed Step Style | Flurry of Blows | Attack from 2 squares away when using spear with Flurry of Blows |

| Psion | Other Prerequisites | Benefit |
|---|---|---|
| Controlling Advantage | — | Add 1 square to forced movement if you have combat advantage |
| Discipline Adept | Discipline Focus | Use each Discipline Focus power twice per encounter |
| Exchange Power | *Send thoughts* | Transfer 1 power point to ally whe using *send thoughts* |
| Orbiting Object | *Far hand* | Sustain *far hand* for free if target is adjacent or in your space |
| Precise Mind | — | +1 attack with unaugmented psionic at-wills after you hit with augmented psionic attack power |

| Runepriest | Other Prerequisites | Benefit |
|---|---|---|
| Rune of Eloquence | — | Bonus to Bluff and Diplomacy equal to your number of rune feats |
| Rune of Hope | *Rune of mending* | *Rune of mending* target also gains temporary hp |
| Rune of Vengeance | — | Bonus to damage equal to your number of rune feats after you are first bloodied |
| Rune of Zeal | — | Bonus to Athletics and Endurance equal to your number of rune feats |

| Seeker | Other Prerequisites | Benefit |
|---|---|---|
| Bloodied Elusion | Bloodbond | Shift 1 square when bloodied by any attack |
| Improved Inevitable Shot | *Inevitable shot* | *Inevitable shot* attack ignores cover and concealment |
| Inescapable Shot | *Inevitable shot* | *Inevitable shot* targets enemy within 10 squares of missed target |
| Spiritbond Defense | Spiritbond | Use second wind and grant bonus to defense to adjacent ally |
| Strengthened Bond | Seeker's Bond | Regain Seeker's Bond power when first bloodied |

## Brutal Ferocity

**Prerequisite:** Minotaur, Ferocity racial trait

**Benefit:** You gain a +2 bonus to the attack rolls and damage rolls of the melee basic attack granted by your Ferocity.

## Burden of Guardianship

**Prerequisite:** Wilden, Nature's Aspect racial trait

**Benefit:** When you use a wilden racial power and an ally is within 2 squares of you, you gain temporary hit points equal to 3 + your Constitution or Wisdom modifier.

### Burden of Rejuvenation

**Prerequisite:** Wilden, Nature's Aspect racial trait

**Benefit:** When you use a wilden racial power, you can spend a healing surge to allow one unconscious ally you can see to regain hit points as if he or she had spent a healing surge.

### Cascading Rush

**Benefit:** Whenever you push a target with a bull rush, you can also push one enemy adjacent to that target 1 square. The enemy can be adjacent to the target either before or after you resolve the bull rush.

### Clarified Instincts

**Prerequisite:** Ardent, Mantle of Clarity class feature

**Benefit:** The bonus to Insight checks and Perception checks granted by your Mantle of Clarity equals your Wisdom modifier, instead of +2.

### Cleanse the Madness

**Prerequisite:** Shardmind or wilden

**Benefit:** You gain a +2 bonus to damage rolls against aberrant creatures. The bonus increases to +4 at 11th level and +6 at 21st level.

### Combat Intuition

**Benefit:** Whenever you miss an enemy with a melee attack, you gain a +2 bonus to opportunity attack rolls against that enemy until the start of your next turn.

### Controlling Advantage

**Prerequisite:** Psion

**Benefit:** When you pull, push, or slide a target that is granting combat advantage to you, you can increase the distance of the forced movement by 1 square.

### Crashing Tempest Style

**Prerequisite:** Monk, Flurry of Blows class feature

**Benefit:** While you are wielding a club, you gain a +2 bonus to damage dealt by your Flurry of Blows power.

### Dakshai's Body-Mind Union

**Prerequisite:** Githzerai, *iron mind* racial power

**Benefit:** When you are subjected to an effect that a save can end, you can expend the use of your *iron mind* as an immediate interrupt to make a saving throw with a +5 bonus against that effect, instead of gaining the normal effect of *iron mind*.

### Deadly Draw

**Benefit:** Whenever you pull or slide an enemy to a square adjacent to you, you gain combat advantage against that enemy until the end of your next turn.

### Deceptive Mind

**Prerequisite:** Battlemind, *battle resilience* power

**Benefit:** You gain a +2 bonus to all defenses while your *battle resilience* is in effect.

### Directed Bull Rush

**Benefit:** Whenever you hit a target with a bull rush, you can slide that target rather than push it.

### Discipline Adept

**Prerequisite:** Psion, Discipline Focus class feature

**Benefit:** You can use each power granted by your Discipline Focus twice per encounter.

### Elated Emotions

**Prerequisite:** Ardent, Mantle of Elation class feature

**Benefit:** The bonus to Diplomacy checks and Intimidate checks granted by your Mantle of Elation equals your Constitution modifier, instead of +2.

### Exchange Power

**Prerequisite:** Psion, *send thoughts* power

**Benefit:** When you use *send thoughts* to deliver a message to an ally who has power points, you can transfer 1 power point of yours to that ally.

### Focused Mind

**Benefit:** You gain a +4 feat bonus to saving throws against dazing effects and stunning effects.

### Goring Shove

**Prerequisite:** Str 15, minotaur, *goring charge* racial power

**Benefit:** Whenever you hit a target with your *goring charge*, you can also push that target 1 square.

### Grounding Shot

**Benefit:** Your ranged attacks ignore the penalty for attacking prone targets and deal 2 extra damage against them.

### Hafted Defense

**Benefit:** While wielding a polearm or a staff in two hands, you gain a +1 shield bonus to AC and Reflex.

### Hammering Iron
**Benefit:** Whenever you hit a target with an opportunity attack using a hammer, you can also push that target 1 square.

### Headsman's Chop
**Benefit:** Whenever you hit a prone target with an axe or a heavy blade, the target takes 5 extra damage.

### Heartening Surge
**Prerequisite:** Ardent, *ardent surge* power
**Benefit:** The bonus that your *ardent surge* grants to either defenses or attack rolls increases by 1.

### Hybrid Talent
**Prerequisite:** Hybrid character
**Benefit:** You gain a hybrid talent option for one of your hybrid class entries.
**Special:** You gain this feat at 11th level if you don't take a paragon path. If you gain this feat twice, you can't use it to choose an option that you already have.

### Impending Victory
**Benefit:** You gain a +1 bonus to attack rolls with at-will powers against bloodied creatures.

### Improved Aspect of Nature
**Prerequisite:** Wilden, Nature's Aspect racial trait
**Benefit:** When you use your *voyage of the ancients* racial power, you can teleport 2 additional squares.
You gain a +2 bonus to the attack roll granted by your *wrath of the destroyer* racial power.
When you use your *pursuit of the hunter* racial power, you can shift 2 additional squares.

### Improved Inevitable Shot
**Prerequisite:** Seeker, *inevitable shot* power
**Benefit:** When you make the ranged basic attack granted by your *inevitable shot*, the attack ignores cover and concealment, but not superior cover or total concealment.

### Improved Monk Unarmed Strike
**Prerequisite:** Monk, Unarmed Combatant class feature
**Benefit:** The damage die of your monk unarmed strike becomes 1d10, instead of 1d8.

### Improved Speed of Thought
**Prerequisite:** Battlemind, *speed of thought* power
**Benefit:** When you use your *speed of thought*, you can move 2 additional squares.

### Inescapable Shot
**Prerequisite:** Seeker, *inevitable shot* power
**Benefit:** When you use your *inevitable shot*, you can make the ranged basic attack against an enemy within 10 squares of the creature you missed, instead of an enemy within 5 squares.

### Iron Resolve of Zerthadlun
**Prerequisite:** Githzerai
**Benefit:** While you have at least 1 power point, you gain a +2 feat bonus to saving throws.

### Liberating Shard Swarm
**Prerequisite:** Shardmind, *shard swarm* racial power
**Benefit:** When you use your *shard swarm*, you can also make a saving throw.

RALPH BEISNER

### Low Crawl
**Benefit:** You can shift while prone.

### Lucky Start
**Benefit:** If your initiative is the highest of any combatant's at the start of an encounter, when you make your first attack roll of the encounter you can roll twice and use either result.

### Lure of Iron
**Prerequisite:** Battlemind, *mind spike* power
**Benefit:** You can slide the target of your *mind spike* 1 square.

### Mantle of Readiness
**Prerequisite:** Ardent, Ardent Mantle class feature
**Benefit:** During surprise rounds and the first nonsurprise round of any encounter, you and each ally who starts his or her turn within the radius of your Ardent Mantle gain a +2 bonus to speed.

### Miryath's First Strike
**Prerequisite:** Wis 13, githzerai
**Benefit:** The first time you hit a creature that has not yet acted during the encounter, that creature takes extra psychic damage equal to 1 + your Dexterity or Wisdom modifier. The extra damage increases to 2 + your Dexterity or Wisdom modifier at 11th level and 3 + your Dexterity or Wisdom modifier at 21st level.

### Nimble Runner
**Benefit:** When you run, you gain a +2 bonus to Reflex until the start of your next turn, and running doesn't cause you to grant combat advantage.

### Opportunistic Shove
**Benefit:** When making an opportunity attack, you can bull rush in place of a melee basic attack. On a hit, the target also grants combat advantage until the start of your next turn.

### Orbiting Object
**Prerequisite:** Psion, *far hand* power
**Benefit:** While the target of your *far hand* is either in your space or adjacent to you, you can sustain the power as a free action on your turn.

### Pointed Step Style
**Prerequisite:** Monk, Flurry of Blows class feature
**Benefit:** When your Flurry of Blows power is triggered by an attack that you make with a spear, one target of that power can be up to 2 squares away from you.

### Polearm Flanker
**Benefit:** When you make a melee attack with a polearm against a target that is not adjacent to you, choose an unoccupied square that is adjacent to both you and the target. You are considered to occupy that square for the purpose of determining if you flank the target for the attack.

### Power Throw
**Prerequisite:** Str 15
**Benefit:** When you make a ranged attack with a heavy thrown weapon, you can take a –2 penalty to the attack roll. If the attack hits, you gain a +2 bonus to the damage roll. The bonus increases to +4 at 11th level and +6 at 21st level.

### Precise Mind
**Prerequisite:** Psion
**Benefit:** Whenever you hit with a psionic attack power that is augmented with 2 or more power points, you gain a +1 bonus to attack rolls with psionic at-will attack powers that are unaugmented until the end of your next turn.

### Prime Burst
**Prerequisite:** Prime Shot class feature
**Benefit:** The benefit of your Prime Shot also applies to your area burst attacks.

### Psychic Focus
**Prerequisite:** Shardmind
**Benefit:** You gain a +2 feat bonus to damage rolls with psychic powers. The bonus increases to +3 at 11th level and +4 at 21st level.

### Punishing Spike
**Prerequisite:** Battlemind, *mind spike* power
**Benefit:** When you damage a target with your *mind spike*, that target takes a –2 penalty to the next saving throw it makes before the start of your next turn.

### Pursuing Step
**Prerequisite:** Battlemind, *blurred step* power
**Benefit:** When you use *blurred step*, if you end the shift adjacent to the triggering enemy, that enemy grants combat advantage to you until the end of your next turn.

### Rapid Assault
**Benefit:** On your first turn during an encounter, you gain a +2 bonus to damage rolls with melee attacks. The bonus increases to +4 at 11th level and +6 at 21st level.

### Rune of Eloquence [Rune]
**Prerequisite:** Runepriest
**Benefit:** You gain a feat bonus to Bluff checks and Diplomacy checks equal to the number of rune feats you have.

### Rune of Hope [Rune]
**Prerequisite:** Runepriest, *rune of mending* power
**Benefit:** The target of your *rune of mending* also gains temporary hit points equal to the number of rune feats you have.

### Rune of Vengeance [Rune]
**Prerequisite:** Runepriest
**Benefit:** The first time you are bloodied during an encounter, you gain a bonus to damage rolls equal to the number of rune feats you have. The bonus lasts until the end of your next turn.

### Rune of Zeal [Rune]
**Prerequisite:** Runepriest
**Benefit:** You gain a feat bonus to Athletics checks and Endurance checks equal to the number of rune feats you have.

### Secret of Reawakening
**Prerequisite:** Wilden, Nature's Aspect racial trait
**Benefit:** Once per day if you drop to 0 hit points or fewer, you can change your current aspect of nature when you are no longer dying, as if you had taken an extended rest. You also regain the use of your wilden racial power as if you had taken a short rest.

### Shifting Defense
**Benefit:** When you use the total defense action, you can also shift 1 square.

### Skill Power
**Prerequisite:** 2nd level
**Benefit:** You gain a skill power of your level or lower from a skill in which you are trained.

### Spiritbond Defense
**Prerequisite:** Seeker, Spiritbond class feature
**Benefit:** When you use your second wind, one ally adjacent to you gains a +2 bonus to all defenses until the start of your next turn.

### Spring Step
**Benefit:** You can shift 1 square as a free action when you stand up.

### Springing Charge
**Prerequisite:** Minotaur
**Benefit:** When you score a critical hit with a charge attack, you can charge a different creature as a free action once per round.

### Steady Feet
**Benefit:** When you use the walk action, you can ignore 1 square of difficult terrain during that movement.

### Strengthened Bond
**Prerequisite:** Seeker, Seeker's Bond class feature
**Benefit:** The first time you are bloodied during an encounter, you regain the use of your Seeker's Bond power if it is expended.

### Strike and Shove
**Benefit:** Whenever you score a critical hit with a melee attack, you can push the target 1 square.

### Superior Implement Training
**Benefit:** You can use a single superior implement of your choice. The implement must be of a type you are already able to use.
**Special:** You can take this feat more than once. Each time you take this feat, choose a different superior implement.

### Teamwork Defense
**Benefit:** While you are adjacent to one or more allies who also have this feat, you gain a +1 bonus to AC.

JIM NELSON

### Unarmored Agility

**Benefit:** You gain a +2 feat bonus to AC while wearing either cloth armor or no armor.

### Unfailing Vigor

**Benefit:** When you roll an 18 or higher on a death saving throw, you can spend a healing surge as if you had rolled a 20.

### Versatile Expertise

**Benefit:** Choose a weapon group and an implement type. You gain a +1 feat bonus to attack rolls both when using a weapon from the chosen group and when using an implement of the chosen type. The bonus increases to +2 at 15th level and +3 at 25th level.

**Special:** You can take this feat more than once. Each time you take this feat, choose a different weapon group and a different implement type.

### Vicious Advantage

**Benefit:** You gain combat advantage against immobilized targets and slowed targets.

### Warding Defense

**Benefit:** Whenever you use the total defense action while wielding a shield, allies adjacent to you gain a +2 bonus to AC and Reflex until the start of your next turn or until they are no longer adjacent to you.

### Warding Shard Swarm

**Prerequisite:** Shardmind, *shard swarm* racial power

**Benefit:** When you use your *shard swarm*, you gain a +2 bonus to all defenses until the end of your next turn.

### Watchful Redoubt

**Benefit:** When you use the total defense action, you also gain a +1 bonus to attack rolls until the end of your next turn.

### Zuwoth's Enlightened Step

**Prerequisite:** Githzerai

**Benefit:** During the first round of an encounter, you don't provoke opportunity attacks from enemies that have not yet acted.

## Paragon Tier Feats

Feats in this section are available to characters of 11th level or higher who meet the feats' other prerequisites.

### Alacrity of Fortune

**Prerequisite:** 11th level, ardent, Mantle of Clarity class feature

**Benefit:** Whenever an ally within the radius of your Mantle of Clarity makes a save, he or she can shift 1 square as a free action.

### Aspect of the Cultivator

**Prerequisite:** 11th level, wilden, Nature's Aspect racial trait

**Benefit:** Replace one of your Nature's Aspect options with the aspect of the cultivator. You can use the *balm of the cultivator* power while you are in this aspect.

**Balm of the Cultivator** Wilden Racial Power

*Your enemy's attack releases healing energy within you, which you use to aid your friend.*

**Encounter ✦ Healing**
**Immediate Reaction** **Close** burst 5
**Trigger:** An enemy damages you with an attack
**Target:** One ally in burst
**Effect:** The target can spend a healing surge.

**PARAGON TIER FEATS**

| Any Class | Prerequisites | Benefit |
|---|---|---|
| Aspect of the Cultivator | Wilden, Nature's Aspect | Trade one Nature's Aspect for aspect of the cultivator |
| Awaken Aspect | Wilden, Nature's Aspect | Change Nature's Aspect after short rest |
| Beast Within | Minotaur | +1 attack and damage while bloodied |
| Bloodborn Recovery | Minotaur, Ferocity | Spend healing surge after melee basic attack crit from Ferocity |
| Bloody Gore | Minotaur, *goring charge* | Regain *goring charge* when first bloodied |
| Burden of Liberty | Wilden, Nature's Aspect | Ally can teleport to you after you use racial power |
| Critical Reserve | Psionic Augmentation | Regain 1 power point when you crit with unaugmented at-will |
| Expanded Fragments | Shardmind, Telepathy | Range of your telepathy is 15 when you're not bloodied |
| Expansive Burst | — | Your close bursts and area bursts ignore cover |
| Eyes in the Back of Your Head | — | You don't grant combat advantage from being flanked |
| Githzerai Planewalker | Githzerai | Master and perform portal rituals more easily |
| Grazing Shot | — | You deal damage if your ranged basic attack misses |
| Gritty Determination | — | Gain temporary hp when you use daily attack power |
| Guarded Mind | Shardmind, Crystalline Mind | Add your Int or Wis modifier to your Crystalline Mind |
| Healing Fragments | Shardmind, Telepathy | Allies in telepathy range regain some hp when you spend healing surge |
| Iron Hands | Wis 13, githzerai, *iron mind* | Your melee attacks deal more damage while you use *iron mind* |
| Liberating Teleport | — | +2 to saving throws at end of turn after you teleport |
| Opportunistic Withdrawal | — | Moving doesn't provoke from adjacent enemy granting you combat advantage |
| Opportunity Sidestep | — | Shift 1 square after hitting with opportunity attack |
| Overwhelming Critical | — | Target of your critical hit is also knocked prone |
| Psionic Rejuvenation | Shardmind, Psionic Augmentation | Regain 1 power point when you use second wind |
| Repel Charge | — | Counter enemy's charge attack with your melee basic attack |
| Roll with It | — | Shift 1 square after undergoing forced movement |
| Secret of Escape | Wilden | Teleport to ally when you drop to 0 hp |
| Shared Danger Sense | Githzerai | Nearby allies gain +2 to initiative checks |
| Shield Mastery | Proficiency with light shields or heavy shields | Add shield bonus to Fortitude while wielding shield you have proficiency with |
| Vicious Ferocity | Minotaur, Ferocity | Substitute at-will attack for melee basic attack with Ferocity |
| Wind's Fortunes | Githzerai, Shifting Fortunes | Teleport instead of shift with Shifting Fortunes |

### Awaken Aspect

**Prerequisite:** 11th level, wilden, Nature's Aspect racial trait

**Benefit:** When you complete a short rest, you can exchange your current aspect of nature for another one.

### Beast Within

**Prerequisite:** 11th level, minotaur

**Benefit:** While bloodied, you gain a +1 bonus to attack rolls and damage rolls.

### Bloodbond Wrath

**Prerequisite:** 11th level, seeker, *encaging spirits* power

**Benefit:** The targets of your *encaging spirits* grant combat advantage to you until the end of your next turn.

### Bloodborn Recovery

**Prerequisite:** 11th level, minotaur, Ferocity racial trait

**Benefit:** When you score a critical hit with the melee basic attack granted by your Ferocity, you can spend a healing surge.

### Bloody Gore

**Prerequisite:** 11th level, minotaur, *goring charge* racial power

**Benefit:** The first time you are bloodied during an encounter, you regain the use of your *goring charge*.

### Brutal Flurry

**Prerequisite:** 11th level, monk, Flurry of Blows class feature

**Benefit:** Whenever you target only one creature with your Flurry of Blows power, the creature takes 2 extra damage. The extra damage increases to 4 at 21st level.

**PARAGON TIER FEATS CONT.**

| Ardent | Other Prerequisites | Benefit |
|---|---|---|
| Alacrity of Fortune | Mantle of Clarity | Ally within mantle can shift after making save |
| Elation of Fortune | Mantle of Elation | Ally within mantle gains +1 attack after making save |
| Improved Ardent Surge | *Ardent surge* | Add Charisma modifier to hp target regains from *ardent surge* |
| Widened Mantle | Ardent Mantle | Mantle affects you and allies within 10 squares |

| Battlemind | Other Prerequisites | Benefit |
|---|---|---|
| Defiant Fire | *Battle resilience* | Regain *battle resilience* when first bloodied |
| Demand's Reach | *Battlemind's demand* | *Battlemind's demand* becomes burst 5 |
| Linebreaker | *Speed of thought* | End *speed of thought* move in enemy's space, then slide enemy |
| Steel Rebuke | *Mind spike* | Also damage enemies adjacent to target with *mind spike* |

| Monk | Other Prerequisites | Benefit |
|---|---|---|
| Brutal Flurry | Flurry of Blows | Single target of your Flurry of Blows takes extra damage |
| Effortless Motion | — | +1 AC after you use movement technique |
| Simple Precision | — | +1 to at-will attacks after you hit with at-will attack or melee basic attack |
| Starblade Flurry | Flurry of Blows | Throw dagger or shuriken to add one more target on your Flurry of Blows attack |

| Psion | Other Prerequisites | Benefit |
|---|---|---|
| Desperate Renewal | — | While bloodied, use second wind to regain power points instead of hit points |
| Dominating Mind | — | Target of your dazing, dominating, or stunning effect takes -2 penalty to first saving throw |
| Predictive Defense | — | +2 to defenses against melee attacks after you hit with unaugmented attack power |
| Targeting Force | — | +2 to force attack against immobilized or restrained target |

| Runepriest | Other Prerequisites | Benefit |
|---|---|---|
| Defiant Light | Defiant Word | Gain necrotic and radiant resistances, +1 attack against targets vulnerable to radiant |
| Rune of Escape | — | Nearby ally can shift after using second wind |
| Rune of Torment | — | Deal damage to nearby enemy that fails saving throw |
| Wrath of Defeat | Wrathful Hammer | Make melee basic attack when you drop to 0 hit points or fewer |

| Seeker | Other Prerequisites | Benefit |
|---|---|---|
| Bloodbond Wrath | *Encaging spirits* | Targets of your *encaging spirits* grant you combat advantage |
| Inevitable Volley | *Inevitable shot* | Attack two targets instead of one with *inevitable shot* |
| Primal Eye | — | Add Dex or Int modifier to damage with ranged basic attacks |
| Punishing Rebuke | *Spirit's rebuke* | 1[W] extra damage with *spirit's rebuke* |

## Burden of Liberty

**Prerequisite:** 11th level, wilden, Nature's Aspect racial trait

**Benefit:** When you use a wilden racial power, one ally within 5 squares of you can teleport to a square adjacent to you as a free action.

## Critical Reserve

**Prerequisite:** 11th level, Psionic Augmentation class feature

**Benefit:** Once per encounter when you score a critical hit with an at-will psionic power that is unaugmented, you regain 1 power point.

## Defiant Fire

**Prerequisite:** 11th level, battlemind, *battle resilience* power

**Benefit:** The first time you are bloodied during an encounter, you gain a use of your *battle resilience* that you can use only the next time you are hit or missed during the encounter.

## Defiant Light

**Prerequisite:** 11th level, runepriest, Defiant Word class feature

**Benefit:** You gain resist 5 necrotic and resist 5 radiant. You also gain a +1 bonus to attack rolls with runepriest powers against targets that are vulnerable to radiant damage.

BEN WOOTTEN

### Demand's Reach

**Prerequisite:** 11th level, battlemind, *battlemind's demand* power

**Benefit:** The burst of your *battlemind's demand* increases to 5.

### Desperate Renewal

**Prerequisite:** 11th level, psion

**Benefit:** If you use your second wind while you are bloodied, you can spend the healing surge to regain 2 power points, instead of regaining hit points.

### Dominating Mind

**Prerequisite:** 11th level, psion

**Benefit:** Whenever you daze, dominate, or stun a creature with a psionic effect that a save can end, the creature takes a –2 penalty to its first saving throw against that effect.

### Effortless Motion

**Prerequisite:** 11th level, monk

**Benefit:** Whenever you use a movement technique from a monk at-will power, you gain a +1 bonus to AC until the end of your next turn.

### Elation of Fortune

**Prerequisite:** 11th level, ardent, Mantle of Elation class feature

**Benefit:** Whenever an ally within the radius of your Mantle of Elation makes a save, he or she gains a +1 bonus to attack rolls until the end of his or her next turn.

### Expanded Fragments

**Prerequisite:** 11th level, shardmind, Telepathy racial trait

**Benefit:** While you are not bloodied, the range of your telepathy increases to 15.

### Expansive Burst

**Prerequisite:** 11th level

**Benefit:** Your close burst and area burst attacks ignore cover, but not superior cover.

### Eyes in the Back of Your Head

**Prerequisite:** 11th level

**Benefit:** Being flanked doesn't cause you to grant combat advantage.

KEREM BEYIT

### Githzerai Planewalker

**Prerequisite:** 11th level, githzerai

**Benefit:** When you perform the ritual Linked Portal, Planar Portal, or True Portal, you halve the time required to perform it and gain a +5 bonus to any required skill check. In addition, you can master those rituals even if you don't have the Ritual Caster feat.

### Grazing Shot

**Prerequisite:** 11th level

**Benefit:** If you miss with a ranged basic attack that doesn't deal damage on a miss, the target takes damage equal to your Dexterity modifier.

### Gritty Determination

**Prerequisite:** 11th level

**Benefit:** Whenever you use a daily attack power, you gain temporary hit points equal to one-half your level + your Constitution modifier.

### Guarded Mind

**Prerequisite:** 11th level, shardmind, Crystalline Mind racial trait

**Benefit:** Add your Intelligence or Wisdom modifier to the resistance granted by your Crystalline Mind.

### Healing Fragments

**Prerequisite:** 11th level, shardmind, Telepathy racial trait

**Benefit:** Whenever you spend a healing surge, each ally within your telepathy range regains hit points equal to your Wisdom modifier.

### Improved Ardent Surge

**Prerequisite:** 11th level, ardent, *ardent surge* power

**Benefit:** The target of your *ardent surge* regains additional hit points equal to your Charisma modifier.

### Inevitable Volley

**Prerequisite:** 11th level, seeker, *inevitable shot* power

**Benefit:** When you use your *inevitable shot*, you can make two ranged basic attacks instead of one, each against a different target.

### Iron Hands

**Prerequisite:** 11th level, Wis 13, githzerai, *iron mind* racial power

**Benefit:** While your *iron mind* is in effect, you gain a bonus equal to your Wisdom modifier to melee damage rolls.

### Liberating Teleport

**Prerequisite:** 11th level

**Benefit:** If you teleport on your turn, you gain a +2 feat bonus to saving throws at the end of that turn.

### Linebreaker

**Prerequisite:** 11th level, battlemind, *speed of thought* power

**Benefit:** When you use your *speed of thought*, you can enter an enemy's space. Doing so ends the movement. You must then slide the enemy 1 square.

### Opportunistic Withdrawal

**Prerequisite:** 11th level

**Benefit:** While you are adjacent to an enemy granting combat advantage to you, your movement doesn't provoke opportunity attacks from that enemy.

### Opportunity Sidestep

**Prerequisite:** 11th level

**Benefit:** When you hit with an opportunity attack, you can shift 1 square as a free action.

### Overwhelming Critical

**Prerequisite:** 11th level

**Benefit:** Whenever you score a critical hit, you also knock the target prone.

### Predictive Defense

**Prerequisite:** 11th level, psion

**Benefit:** Whenever you hit an enemy with a psionic at-will attack power that is unaugmented, you gain a +2 bonus to all defenses against melee attacks until the end of your next turn.

### Primal Eye

**Prerequisite:** 11th level, seeker

**Benefit:** You add your Dexterity or Intelligence modifier to damage rolls when you make ranged basic attacks.

### Psionic Rejuvenation

**Prerequisite:** 11th level, shardmind, Psionic Augmentation class feature

**Benefit:** When you use your second wind, you also regain 1 power point.

### Punishing Rebuke

**Prerequisite:** 11th level, seeker, *spirits' rebuke* power

**Benefit:** Your *spirits' rebuke* deals 1[W] extra damage.

### Repel Charge
**Prerequisite:** 11th level
**Benefit:** Whenever an enemy makes a charge attack against you, you can make a melee basic attack against that enemy as an opportunity action.

### Roll with It
**Prerequisite:** 11th level
**Benefit:** Whenever an enemy pulls, pushes, or slides you, you can shift 1 square as a free action at the end of the forced movement.

### Rune of Escape [Rune]
**Prerequisite:** 11th level, runepriest
**Benefit:** Whenever an ally within 5 squares of you uses his or her second wind, that ally can use a free action to shift a number of squares equal to the number of rune feats you have.

### Rune of Torment [Rune]
**Prerequisite:** 11th level, runepriest
**Benefit:** Whenever an enemy within 5 squares of you fails a saving throw against an effect caused by your runepriest powers, that enemy takes damage equal to the number of rune feats you have.

### Secret of Escape
**Prerequisite:** 11th level, wilden
**Benefit:** Once per day when you drop to 0 hit points or fewer and don't die, you can teleport to a square adjacent to an ally within 10 squares of you.

### Shared Danger Sense
**Prerequisite:** 11th level, githzerai
**Benefit:** Allies within 5 squares of you gain a +2 racial bonus to initiative checks.

### Shield Mastery
**Prerequisite:** 11th level, proficiency with light shields or heavy shields
**Benefit:** While wielding a shield with which you have proficiency, your shield bonus also applies to your Fortitude.

### Simple Precision
**Prerequisite:** 11th level, monk
**Benefit:** Whenever you hit with a monk at-will attack power or a melee basic attack, you gain a +1 bonus to attack rolls for the attack techniques of your monk at-will attack powers until the end of your next turn.

### Starblade Flurry
**Prerequisite:** 11th level, monk, Flurry of Blows class feature
**Benefit:** When you use your Flurry of Blows power, you can add a single target within 5 squares of you by throwing a dagger or a shuriken that you have in hand. Doing so doesn't provoke opportunity attacks.

### Steel Rebuke
**Prerequisite:** 11th level, battlemind, *mind spike* power
**Benefit:** When you damage a target with your *mind spike*, enemies adjacent to the target take psychic damage equal to your Wisdom or Charisma modifier.

### Targeting Force
**Prerequisite:** 11th level, psion
**Benefit:** When you immobilize or restrain a target with a psionic power, you gain a +2 bonus to the next attack roll you make with a force power against that target before the end of your next turn.

### Vicious Ferocity
**Prerequisite:** 11th level, minotaur, Ferocity racial trait
**Benefit:** Whenever you would make the melee basic attack granted by your Ferocity, you can substitute any at-will attack you know for the basic attack.

### Widened Mantle
**Prerequisite:** 11th level, ardent, Ardent Mantle class feature
**Benefit:** The radius of your Ardent Mantle increases to 10.

### Wind's Fortunes
**Prerequisite:** 11th level, githzerai, Shifting Fortunes racial trait
**Benefit:** When you use your Shifting Fortunes, you can instead teleport the number of squares you would have shifted.

### Wrath of Defeat
**Prerequisite:** 11th level, runepriest, Wrathful Hammer class feature
**Benefit:** When you drop to 0 hit points or fewer, you can use an immediate interrupt to make a melee basic attack with a +2 bonus to the attack roll.

# Epic Tier Feats

Feats in this section are available to characters of 21st level or higher who meet the feats' other prerequisites.

### Adamantine Mind

**Prerequisite:** 21st level, githzerai, *iron mind* racial power

**Benefit:** When you use your *iron mind,* you gain a +4 bonus to all defenses, instead of +2.

### Burden of Vision

**Prerequisite:** 21st level, wilden, Nature's Aspect racial trait

**Benefit:** Whenever you use a wilden racial power, you gain blindsight 10 until the end of your next turn.

### Centered Master

**Prerequisite:** 21st level, monk, *centered flurry of blows* power

**Benefit:** Your *centered flurry of blows* can slide each target 2 squares, instead of 1.

### Champion of Nature

**Prerequisite:** 21st level, wilden, Nature's Aspect racial trait

**Benefit:** Whenever you reach a milestone, choose an aspect of nature available to you but that you aren't manifesting. You can use that aspect's racial power as well as the power of your current aspect. You can't use this feat to choose the same aspect more than once before your next extended rest.

### Clarifying Presence

**Prerequisite:** 21st level, shardmind, Telepathy racial trait

**Benefit:** When any ally within your telepathy range makes a saving throw against an effect that dazes or stuns, he or she can roll twice and use either result.

### Cleaving Axe

**Prerequisite:** 21st level

**Benefit:** Once per round when you reduce any enemy to 0 hit points with an axe, you can make a melee basic attack as a free action.

### Deft Aim

**Prerequisite:** 21st level

**Benefit:** Whenever you use a bow or a crossbow to make a ranged basic attack against AC, you can make the attack against Reflex instead.

### Devouring Demand

**Prerequisite:** 21st level, battlemind, *battlemind's demand* power

**Benefit:** When you augment *battlemind's demand*, you can target up to three creatures in the burst.

### Endangering Outrage

**Prerequisite:** 21st level, ardent, *ardent outrage* power

**Benefit:** Each enemy affected by your *ardent outrage* has vulnerability to all damage until the end of your next turn. The vulnerability equals your Constitution modifier.

### Epic Alacrity

**Prerequisite:** 21st level, ardent, *ardent alacrity* power

**Benefit:** Each ally affected by your *ardent alacrity* can shift half his or her speed, instead of 1 square.

### Inevitable Accuracy

**Prerequisite:** 21st level, seeker, *inevitable shot* power

**Benefit:** When you use your *inevitable shot* and don't hit with it, you regain the use of the power.

### Iron Body

**Prerequisite:** 21st level, Wis 13, githzerai, *iron mind* racial power

**Benefit:** While your *iron mind* is in effect, you gain resistance to all damage equal to your Wisdom modifier.

### Long Step

**Prerequisite:** 21st level

**Benefit:** Whenever you shift, you can shift 1 additional square.

### Mythic Senses

**Prerequisite:** 21st level, minotaur

**Benefit:** When you roll initiative, you can substitute a Perception check for your initiative check.

### Peerless Reaction

**Prerequisite:** 21st level, githzerai, *iron mind* racial power

**Benefit:** When you are hit by an attack, you can expend the use of your *iron mind* as an immediate interrupt to use your second wind, instead of gaining *iron mind*'s normal effect.

### Psychic Bastion

**Prerequisite:** 21st level, psion

**Benefit:** Whenever you score a critical hit with a psionic psychic power, you gain a +4 bonus to all defenses until the end of your next turn.

### Rapid Regeneration

**Prerequisite:** 21st level

**Benefit:** While you have regeneration, the value of the regeneration increases by an amount equal to your Constitution modifier.

### EPIC TIER FEATS

| Any Class | Prerequisites | Benefit |
|---|---|---|
| Adamantine Mind | Githzerai, *iron mind* | +4 defenses instead of +2 when using *iron mind* |
| Burden of Vision | Wilden, Nature's Aspect | Gain blindsight after using racial power |
| Champion of Nature | Wilden, Nature's Aspect | Gain additional aspect power after reaching milestone |
| Clarifying Presence | Shardmind, Telepathy | Dazed or stunned ally in telepathy range rolls saving throw twice |
| Cleaving Axe | — | Make free melee basic attack after reducing foe to 0 hp with axe |
| Deft Aim | — | Basic attack with bow or crossbow is against Reflex instead of AC |
| Iron Body | Githzerai, *iron mind* | Gain resistance to all damage while using *iron mind* |
| Long Step | — | Add 1 square to any shift you make |
| Mythic Senses | Minotaur | Substitute Perception check for initiative check |
| Peerless Reaction | Githzerai, *iron mind* | Expend *iron mind* to use second wind after you are hit |
| Rapid Regeneration | — | Add your Con modifier to any regeneration you possess |
| Rejuvenating Shardswarm | Shardmind, *shard swarm* | Also spend healing surge when you use *shard swarm* |
| Secret of Enduring Vigor | Wilden | Spend healing surge when reduced to 0 hp or fewer 1/day |
| Superior Initiative | — | +8 bonus to initiative checks |
| Telepathic Sustenance | Shardmind, Telepathy | Allies in telepathy range don't need to breathe |
| Uncanny Scent | Minotaur, trained in Perception | Ignore all concealment of creatures within 2 squares, detect invisible creatures wthout Perception check |
| Vicious Stomp | Minotaur, *goring charge* | Free melee basic attack against foe knocked prone by *goring charge* |

| Ardent | Other Prerequisites | Benefit |
|---|---|---|
| Endangering Outrage | *Ardent outrage* | *Ardent outrage* gives enemies vulnerability to damage |
| Epic Alacrity | *Ardent alacrity* | *Ardent alacrity* allows allies to shift half their speed |

| Battlemind | Other Prerequisites | Benefit |
|---|---|---|
| Devouring Demand | *Battlemind's demand* | Target three creatures with augmented *battlemind's demand* |
| Vengeance Spike | *Mind spike* | +2 to additional attacks against target damaged by *mind spike* |

| Monk | Other Prerequisites | Benefit |
|---|---|---|
| Centered Master | *Centered flurry of blows* | Slide targets 2 squares instead of 1 with *centered flurry of blows* |
| Stone Fist Master | *Stone fist flurry of blows* | Targets of *stone fist flurry of blows* grant combat advantage for next attack |
| Unarmed Mastery | Unarmed Combatant | Crit on 19-20 when making melee attack with unarmed strike |

| Psion | Other Prerequisites | Benefit |
|---|---|---|
| Psychic Bastion | — | +4 defenses after you crit with psionic psychic power |
| Resilient Shield | — | Resist 10 all after you crit with psionic force power |

| Runepriest | Other Prerequisites | Benefit |
|---|---|---|
| Rune of Battle | — | Adjacent ally gains free attack after you crit with runepriest power |
| Rune of Health | *Rune of mending* | Other allies in *rune of mending* burst regain hit points |

| Seeker | Other Prerequisites | Benefit |
|---|---|---|
| Inevitable Accuracy | *Inevitable shot* | Regain use of power after missed *inevitable shot* attack |
| Ruthless Price | *Encaging spirits* | *Encaging spirits* immobilizes targets instead of slowing |
| Spiritbond Outrage | *Spirit's rebuke* | Targets damaged by *spirit's rebuke* also knocked prone |

#### Rejuvenating Shard Swarm

**Prerequisite:** 21st level, shardmind, *shard swarm* racial power

**Benefit:** When you use your *shard swarm*, you can also spend a healing surge.

#### Resilient Shield

**Prerequisite:** 21st level, psion

**Benefit:** Whenever you score a critical hit with a psionic force power, you gain resist 10 to all damage until the end of your next turn.

### Rune of Battle [Rune]

**Prerequisite:** 21st level, runepriest

**Benefit:** Whenever you score a critical hit with a runepriest power, one ally adjacent to the target can make a melee basic attack against that target as a free action. The ally gains a bonus to the attack roll and the damage roll equal to the number of rune feats you have.

### Rune of Health [Rune]

**Prerequisite:** 21st level, runepriest, *rune of mending* power

**Benefit:** Each ally, other than the target, in the burst of your *rune of mending* regains hit points equal to 3 + the number of rune feats you have.

### Ruthless Price

**Prerequisite:** 21st level, seeker, *encaging spirits* power

**Benefit:** When you use your *encaging spirits*, you can immobilize any of the targets, instead of slowing them.

### Secret of Enduring Vigor

**Prerequisite:** 21st level, wilden

**Benefit:** Once per day when you drop to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt.

### Spiritbond Outrage

**Prerequisite:** 21st level, seeker, *spirits' rebuke* power

**Benefit:** Targets damaged by your *spirits' rebuke* also fall prone.

### Stone Fist Master

**Prerequisite:** 21st level, monk, *stone fist flurry of blows* power

**Benefit:** Each target of your *stone fist flurry of blows* grants combat advantage for the next attack against it before the end of your next turn.

### Superior Initiative

**Prerequisite:** 21st level

**Benefit:** You gain a +8 feat bonus to initiative checks.

### Telepathic Sustenance

**Prerequisite:** 21st level, shardmind, Telepathy racial trait

**Benefit:** Allies within your telepathy range don't need to breathe.

### Unarmed Mastery

**Prerequisite:** 21st level, monk, Unarmed Combatant class feature

**Benefit:** Whenever you make a melee attack with your monk unarmed strike, you can score a critical hit on a roll of 19–20.

JASON A. ENGLE

**MULTICLASS FEATS**

| Name | Prerequisites | Benefit |
|---|---|---|
| Demanding Talent | Con 13 | Battlemind: Skill training, *battlemind's demand* 1/encounter |
| Disciplined Talent | Int 13 | Psion: Skill training, one 1st-level at-will power 1/encounter |
| Fervent Talent | Cha 13 | Ardent: Skill training, *ardent surge* 1/day |
| Monastic Disciple | Dex 13 | Monk: Skill training, one Flurry of Blows power 1/encounter |
| Primal Sharpshooter | Wis 13 | Seeker: Nature skill, *inevitable shot* 1/day, one 1st-level at-will power 1/encounter |
| Student of Divine Runes | Str 13 | Runepriest: Religion skill, *rune of mending* 1/day |
| Psionic Complement | See text | Swap augmentable at-will power and power points for encounter power |
| Psionic Conventionalist | See text | Swap augmentable at-will power for augmentable at-will power of new class |
| Psionic Dabbler | See text | Swap encounter power for augmentable at-will power, gain power points |

### Uncanny Scent

**Prerequisite:** 21st level, minotaur, trained in Perception

**Benefit:** You ignore concealment and total concealment when attacking creatures that are within 2 squares of you. You also don't need to make Perception checks to determine the location of invisible creatures that are within 2 squares of you.

### Vengeance Spike

**Prerequisite:** 21st level, battlemind, *mind spike* power

**Benefit:** When you damage a target with your *mind spike*, you gain a +2 bonus to attack rolls against that target until the end of your next turn.

### Vicious Stomp

**Prerequisite:** 21st level, minotaur, *goring charge* racial power

**Benefit:** When you knock a target prone with your *goring charge*, you can make a melee basic attack against the target as a free action.

## Multiclass Feats

The following multiclass feats allow you to dabble in the classes presented in this book. See pages 208 and 209 of the *Player's Handbook* for rules on multiclassing.

### Class-Specific Feats

If you take a class-specific multiclass feat, you count as a member of that class for the purpose of meeting prerequisites.

### Demanding Talent [Multiclass Battlemind]

**Prerequisite:** Con 13

**Benefit:** You gain training in one skill from the battlemind's class skills list.

Once per encounter, you can use the *battlemind's demand* power, but the mark lasts until the end of your next turn.

### Disciplined Talent [Multiclass Psion]

**Prerequisite:** Int 13

**Benefit:** You gain training in one skill from the psion's class skills list.

Choose one 1st-level psion at-will attack power. You can use that power once per encounter, and you can't augment it.

In addition, you can wield psion implements when using psion powers and psion paragon path powers.

### Fervent Talent [Multiclass Ardent]

**Prerequisite:** Cha 13

**Benefit:** You gain training in one skill from the ardent's class skills list.

Once per day, you can use the ardent's *ardent surge* power.

### Monastic Disciple [Multiclass Monk]

**Prerequisite:** Dex 13

**Benefit:** You gain training in one skill from the monk's class skills list.

Choose one of the monk's Flurry of Blows powers. You can use that power once per encounter.

In addition, you can wield monk implements when using monk powers and monk paragon path powers.

### Primal Sharpshooter [Multiclass Seeker]

**Prerequisite:** Wis 13

**Benefit:** You gain training in Nature.

Once per day, you can use the seeker's *inevitable shot* power. You don't regain the use of that power when you spend an action point.

Choose one 1st-level seeker at-will attack power. You can use that power once per encounter.

### Student of Divine Runes [Multiclass Runepriest]

**Prerequisite:** Str 13

**Benefit:** You gain training in Religion.

Once per day, you can use the runepriest's *rune of mending* power.

## Power-Swap Feats

Because the ardent, the battlemind, and the psion don't have encounter attack powers, the power-swap feat Novice Power in the *Player's Handbook* doesn't do anything when those classes are involved. The following power-swap feats are alternatives for characters who multiclass into or out of classes that have the Psionic Augmentation class feature.

### Psionic Conventionalist [Multiclass Encounter]

**Prerequisite:** 4th level, any class-specific multiclass feat for a class that doesn't have the Psionic Augmentation class feature, Psionic Augmentation class feature

**Benefit:** You can swap one of your augmentable at-will attack powers for an encounter attack power of the same level or lower from the class you multiclassed into. You lose a number of power points based on the level of the at-will attack power: level 1–10, 2 power points; level 11–20, 4 power points; and level 21–30, 6 power points.

### Psionic Complement [Multiclass Encounter]

**Prerequisite:** 4th level, any class-specific multiclass feat for a class that has the Psionic Augmentation class feature, Psionic Augmentation class feature

**Benefit:** You can swap one of your augmentable at-will attack powers for an augmentable at-will attack power of the same level or lower from the class you multiclassed into. You can use that power once per encounter.

### Psionic Dabbler [Multiclass Encounter]

**Prerequisite:** 4th level, any class that doesn't have the Psionic Augmentation class feature, any class-specific multiclass feat for a class that has the Psionic Augmentation class feature

**Benefit:** You can swap one of your encounter attack powers for an augmentable at-will attack power of the same level or lower from the class you multiclassed into. You can use that power once per encounter. You gain a number of power points based on the level of the at-will attack power: level 1–10, 2 power points; level 11–20, 4 power points; and level 21–30, 6 power points.

WILLIAM O'CONNOR

## Paragon Multiclassing

This section expands on the paragon multiclassing rules on page 209 of the *Player's Handbook*.

**Qualifying:** To qualify for paragon multiclassing, you must have a multiclass encounter, a multiclass utility, and a multiclass daily feat, regardless of those feats' names. The three feats must be for the same class.

**Psionic Augmentation:** If either of your classes has the Psionic Augmentation class feature and you choose paragon multiclassing, the benefits you gain at 11th level are different from those noted in the *Player's Handbook*, whereas the benefits you gain at 12th level and 20th level are the same.

If your first and second classes both have the Psionic Augmentation class feature, at 11th level you gain 2 power points and an at-will attack power of 7th level or lower from your second class.

If your first class has the Psionic Augmentation class feature and your second class doesn't have it, at 11th level you gain an at-will attack power from your second class as well as an encounter attack power of 7th level or lower from that class.

If your first class doesn't have the Psionic Augmentation class feature and your second class does have it, at 11th level you lose one at-will attack power from your first class but gain 2 power points and an at-will attack power of 7th level or lower from your second class.

# SUPERIOR IMPLEMENTS



Formed of exotic materials and created using magical crafting techniques, superior implements enhance a wielder's magic. Despite their magical origin, superior implements aren't magic items per se, but like non-superior implements, they can be enchanted with the Enchant Magic Item ritual. Each type of superior implement has one or more properties that enhance its wielder's attack powers, such as granting improved accuracy or increasing forced movement. These properties are comparable to the properties that many weapons have.

## Wielding a Superior Implement

You need the Superior Implement Training feat (page 183) to gain the benefits of a specific superior implement. If you wield a superior implement and don't have the feat for it, you don't gain the benefits of its properties, but you can use it as a normal implement of its type, assuming you're able to use implements of that type.

**SUPERIOR IMPLEMENTS**

| Holy Symbols | Price | Weight | Properties |
|---|---|---|---|
| Accurate symbol | 25 | 1 | Accurate |
| Astral symbol | 18 | 1 | Distant, energized (radiant) |
| Warding symbol | 21 | 1 | Shielding, unstoppable |
| Wrathful symbol | 23 | 1 | Empowered crit, undeniable |

| Orbs | Price | Weight | Properties |
|---|---|---|---|
| Accurate orb | 30 | 2 | Accurate |
| Crystal orb | 27 | 2 | Energized (psychic), undeniable |
| Greenstone orb | 27 | 2 | Energized (acid), unstoppable |
| Petrified orb | 25 | 2 | Energized (force), forceful |

| Rods | Price | Weight | Properties |
|---|---|---|---|
| Accurate rod | 25 | 2 | Accurate |
| Ashen rod | 22 | 2 | Energized (fire), unerring |
| Deathbone rod | 22 | 2 | Energized (necrotic), undeniable |
| Defiant rod | 18 | 2 | Energized (radiant), shielding |

| Staffs | Price | Weight | Properties |
|---|---|---|---|
| Accurate staff | 20 | 4 | Accurate |
| Guardian staff | 13 | 4 | Energized (force), shielding |
| Mindwarp staff | 16 | 4 | Distant, energized (psychic) |
| Quickbeam staff | 15 | 4 | Energized (thunder), forceful |

| Tomes | Price | Weight | Properties |
|---|---|---|---|
| Echo tome | 15 | 3 | Distant, unerring |
| Forbidden tome | 15 | 3 | Deadly, unstoppable |
| Unspeakable tome | 15 | 3 | Empowered crit, undeniable |

| Totems | Price | Weight | Properties |
|---|---|---|---|
| Accurate totem | 20 | 2 | Accurate |
| Farseeing totem | 14 | 2 | Deadly, distant |
| Icicle totem | 15 | 2 | Empowered crit, energized (cold) |
| Storm totem | 18 | 2 | Energized (thunder), unstoppable |

| Wands | Price | Weight | Properties |
|---|---|---|---|
| Accurate wand | 20 | – | Accurate |
| Cinder wand | 18 | – | Empowered crit, energized (fire) |
| Dragontooth wand | 18 | – | Deadly, unerring |
| Rowan wand | 15 | – | Distant, energized (lightning) |

## Reading the Table

An entry in the Superior Implements table contains the following information.

**Name:** The superior implement's name is in the lefthand column.

**Price:** The superior implement's cost in gold pieces. Magic superior implements include this cost.

**Weight:** The superior implement's weight in pounds.

**Properties:** The superior implement's properties.

### Superior Implement Properties

A superior implement's properties apply only to attacks made with the implement. They affect only implement powers, even if an implement can be used to make weapon attacks.

**Accurate:** You gain a +1 bonus to attack rolls made with an accurate implement.

**Deadly:** You gain a +1 bonus to damage rolls made with a deadly implement. The bonus increases to +2 at 11th level and +3 at 21st level.

**Distant:** The range of your area and ranged attack powers increases by 2 when they're used through a distant implement.

**Empowered Crit:** When you score a critical hit with an empowered crit implement, the attack deals 1d10 extra damage. The extra damage increases to 2d10 at 11th level and 3d10 at 21st level.

**Energized:** When you use an attack power through an energized implement, you gain a +2 bonus to damage rolls if the power has the keyword that matches the implement's damage type. The bonus increases to +3 at 11th level and +4 at 21st level.

**Forceful:** Whenever you pull, push, or slide a target with an attack power using a forceful implement, the distance of the forced movement increases by 1 square.

**Shielding:** Whenever you hit at least one target with an attack power using a shielding implement, you gain a +1 shield bonus to AC and Reflex until the start of your next turn.

**Undeniable:** You gain a +1 bonus to attack rolls against Will when attacking with an undeniable implement.

**Unerring:** You gain a +1 bonus to attack rolls against Reflex when attacking with an unerring implement.

**Unstoppable:** You gain a +1 bonus to attack rolls against Fortitude when attacking with an unstoppable implement.

WAYNE ENGLAND

## Superior Implement Descriptions

**Holy Symbols:** An accurate symbol is carved with symbols of power that channel divine energy more precisely. An astral symbol is crafted of solidified mist from the Astral Sea and glows with a faint silvery light. A warding symbol has protective glyphs carved into its adamantine surface. A wrathful symbol is made from black iron mined in Chernoggar and engraved with runes of divine fury.

**Orbs:** An accurate orb is made of clear blown glass, with tiny runes engraved around its equator. A crystal orb looks similar, but has a faceted surface and might appear in any color. A greenstone orb is carved from a heavy metallic stone that has an affinity for acid magic. A petrified orb is made from petrified wood.

**Rods:** An accurate rod is made from a shaft of silver, bound with golden bands. An ashen rod is made from fire-blackened hardwood and laced with veins of crystallized red sap. A deathbone rod is formed from the bone of an undead creature that is no longer animate. A defiant rod is made of white gold and studded with crystals or gemstones.

**Staffs:** An accurate staff is smooth and straight, balanced for easy handling and made of polished hardwood. A guardian staff is formed from an uncut branch of a watcher tree, a variety of oak that grows only in the Feywild. A mindwarp staff is made of light, strong wood, smoothed and polished and topped with a many-faceted crystal. A quickbeam staff is made of rowan wood cut from a tree that has been struck by lightning.

**Tomes:** The cover of an echo tome is a plate of iron inlaid with silver, and its pages are thin sheets of mithral engraved with arcane secrets. A forbidden tome has a heavy cover and binding, with a lock to keep it closed to prying eyes. An unspeakable tome is bound in straps of iron so that it cannot be opened, but it imparts the knowledge it contains through sinister whispers in the night.

**Totems:** An accurate totem is a short rod of light wood wrapped in snakeskin. A farseeing totem consists of eagle feathers tied at one end of a roc's bone. An icicle totem is a shaft of unmelting ice, freezing cold to the touch but wrapped with white fur to protect the wielder's hand. A storm totem is made from wood scorched by lightning and adorned with a thunderhawk's feather.

**Wands:** An accurate wand is a smooth and straight length of light wood, honed to a point at the tip. A cinder wand, in contrast, is blackened and crooked, and warm to the touch. A dragontooth wand is smooth ivory that is bound with bands of gold. A rowan wand is polished wood engraved with lightning motifs.

# MAGIC ITEMS

The magic items presented in this chapter use the same rules as those in the *Player's Handbook* and *Player's Handbook 2*. This chapter introduces a new kind of magic implement: the ki focus (page 203), which is used by monks.

## Armor

Magic armor increases your Armor Class by adding an enhancement bonus to the armor's armor bonus. See the *Player's Handbook* and *Player's Handbook 2* for information on masterwork armor.

### MAGIC ARMOR

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 2 | Armor of eyes +1 | 520 | Scale, plate |
| 2 | Awakening armor +1 | 520 | Hide, chain |
| 2 | Elusive armor +1 | 520 | Cloth, leather |
| 2 | Gleaming armor +1 | 520 | Chain, scale |
| 3 | Defensive armor +1 | 680 | Any |
| 3 | Ironclad armor +1 | 680 | Scale, plate |
| 3 | Thought eater armor +1 | 680 | Leather, hide |
| 4 | Ectoplasmic armor +1 | 840 | Leather, hide |
| 4 | Feedback armor +1 | 840 | Cloth, leather |
| 4 | Flowform armor +1 | 840 | Cloth, leather |
| 4 | Joyous armor +1 | 840 | Chain, scale |
| 5 | Quicksilver armor +1 | 1,000 | Chain |
| 7 | Armor of eyes +2 | 2,600 | Scale, plate |
| 7 | Awakening armor +2 | 2,600 | Hide, chain |
| 7 | Elusive armor +2 | 2,600 | Cloth, leather |
| 7 | Gleaming armor +2 | 2,600 | Chain, scale |
| 8 | Defensive armor +2 | 3,400 | Any |
| 8 | Ironclad armor +2 | 3,400 | Scale, plate |
| 8 | Thought eater armor +2 | 3,400 | Leather, hide |
| 9 | Ectoplasmic armor +2 | 4,200 | Leather, hide |
| 9 | Feedback armor +2 | 4,200 | Cloth, leather |
| 9 | Flowform armor +2 | 4,200 | Cloth, leather |
| 9 | Joyous armor +2 | 4,200 | Chain, scale |
| 10 | Armor of transport +2 | 5,000 | Chain, scale |
| 10 | Quicksilver armor +2 | 5,000 | Chain |
| 12 | Armor of eyes +3 | 13,000 | Scale, plate |
| 12 | Awakening armor +3 | 13,000 | Hide, chain |
| 12 | Elusive armor +3 | 13,000 | Cloth, leather |
| 12 | Gleaming armor +3 | 13,000 | Chain, scale |
| 13 | Defensive armor +3 | 17,000 | Any |
| 13 | Ironclad armor +3 | 17,000 | Scale, plate |
| 13 | Thought eater armor +3 | 17,000 | Leather, hide |
| 14 | Ectoplasmic armor +3 | 21,000 | Leather, hide |
| 14 | Feedback armor +3 | 21,000 | Cloth, leather |
| 14 | Flowform armor +3 | 21,000 | Cloth, leather |
| 14 | Joyous armor +3 | 21,000 | Chain, scale |
| 15 | Armor of transport +3 | 25,000 | Chain, scale |
| 15 | Quicksilver armor +3 | 25,000 | Chain |
| 17 | Armor of eyes +4 | 65,000 | Scale, plate |
| 17 | Awakening armor +4 | 65,000 | Hide, chain |
| 17 | Elusive armor +4 | 65,000 | Cloth, leather |

### MAGIC ARMOR CONT.

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 17 | Gleaming armor +4 | 65,000 | Chain, scale |
| 18 | Defensive armor +4 | 85,000 | Any |
| 18 | Ironclad armor +4 | 85,000 | Scale, plate |
| 18 | Thought eater armor +4 | 85,000 | Leather, hide |
| 19 | Ectoplasmic armor +4 | 105,000 | Leather, hide |
| 19 | Feedback armor +4 | 105,000 | Cloth, leather |
| 19 | Flowform armor +4 | 105,000 | Cloth, leather |
| 19 | Joyous armor +4 | 105,000 | Chain, scale |
| 20 | Armor of transport +4 | 125,000 | Chain, scale |
| 20 | Quicksilver armor +4 | 125,000 | Chain |
| 20 | Temporal armor +4 | 125,000 | Cloth |
| 22 | Armor of eyes +5 | 325,000 | Scale, plate |
| 22 | Awakening armor +5 | 325,000 | Hide, chain |
| 22 | Elusive armor +5 | 325,000 | Cloth, leather |
| 22 | Gleaming armor +5 | 325,000 | Chain, scale |
| 23 | Defensive armor +5 | 425,000 | Any |
| 23 | Ironclad armor +5 | 425,000 | Scale, plate |
| 23 | Thought eater armor +5 | 425,000 | Leather, hide |
| 24 | Ectoplasmic armor +5 | 525,000 | Leather, hide |
| 24 | Feedback armor +5 | 525,000 | Cloth, leather |
| 24 | Flowform armor +5 | 525,000 | Cloth, leather |
| 24 | Joyous armor +5 | 525,000 | Chain, scale |
| 25 | Armor of transport +5 | 625,000 | Chain, scale |
| 25 | Quicksilver armor +5 | 625,000 | Chain |
| 25 | Temporal armor +5 | 625,000 | Cloth |
| 27 | Armor of eyes +6 | 1,625,000 | Scale, plate |
| 27 | Awakening armor +6 | 1,625,000 | Hide, chain |
| 27 | Elusive armor +6 | 1,625,000 | Cloth, leather |
| 27 | Gleaming armor +6 | 1,625,000 | Chain, scale |
| 28 | Defensive armor +6 | 2,125,000 | Any |
| 28 | Ironclad armor +6 | 2,125,000 | Scale, plate |
| 28 | Thought eater armor +6 | 2,125,000 | Leather, hide |
| 29 | Ectoplasmic armor +6 | 2,625,000 | Leather, hide |
| 29 | Feedback armor +6 | 2,625,000 | Cloth, leather |
| 29 | Flowform armor +6 | 2,625,000 | Cloth, leather |
| 29 | Joyous armor +6 | 2,625,000 | Chain, scale |
| 30 | Armor of transport +6 | 3,125,000 | Chain, scale |
| 30 | Quicksilver armor +6 | 3,125,000 | Chain |
| 30 | Temporal armor +6 | 3,125,000 | Cloth |

### Armor of Eyes

Level 2+

*The eyes carved on this heavy armor constantly watch for incoming attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Scale, plate
**Enhancement:** AC
**Property:** You gain a +2 item bonus to Perception checks.
**Power (Encounter):** Free Action. *Trigger:* An enemy targets you with an attack and you're granting combat advantage to it. *Effect:* You don't grant combat advantage to the triggering enemy for this attack.

## Armor of Transport — Level 10+

*Crystals woven into this armor flare when you're attacked, spiriting you a short distance away. By channeling more power to the crystals, you can take your friends with you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Armor:** Chain, scale
**Enhancement:** AC
**Power (Daily ✦ Augmentable, Teleportation):** Immediate Interrupt. *Trigger:* An enemy hits you. *Effect:* You teleport 5 squares.
**Augment 1:** You also teleport each ally adjacent to your starting space to different squares adjacent to your destination space.

## Awakening Armor — Level 2+

*This plain-looking armor lets you foresee ambushes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Hide, chain
**Enhancement:** AC
**Property:** While bloodied, you gain a +1 bonus to Will.
**Power (Daily):** No Action. *Trigger:* You are surprised. *Effect:* You are no longer surprised.

## Defensive Armor — Level 3+

*This durable armor responds to your thoughts and reinforces itself to protect you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Any
**Enhancement:** AC
**Power (Daily ✦ Augmentable):** Immediate Interrupt. *Trigger:* An enemy hits you. *Effect:* Until the start of your next turn, you gain a +2 bonus to the defense that the triggering enemy hit.
**Augment 1:** The bonus increases to +5.

## Ectoplasmic Armor — Level 4+

*This armor, covered in mottled patterns that shift with your mood, lets you take on the form of a spirit.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Leather, hide
**Enhancement:** AC
**Property:** You gain resist 5 psychic.
*Level 14 or 19:* Resist 10 psychic.
*Level 24 or 29:* Resist 15 psychic.
**Power (Daily ✦ Augmentable):** Immediate Interrupt. *Trigger:* An enemy hits you. *Effect:* You are insubstantial until the end of your next turn.
**Augment 1:** You are also phasing until the end of your next turn.

## Elusive Armor — Level 2+

*This armor offers no purchase to foes that would pin you down.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Cloth, leather
**Enhancement:** AC
**Property:** You gain a +2 bonus to escape checks.
**Power (Daily ✦ Augmentable):** Immediate Reaction. *Trigger:* You are immobilized by an attack. *Effect:* You are no longer immobilized, and you shift 1 square.
**Augment 1:** The number of squares you shift equals half your speed.

CHRIS SEAMAN

## Feedback Armor — Level 4+

*Crackling psychic energy cascades around you, flaring outward when you make a mental assault on a foe.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Cloth, leather
**Enhancement:** AC
**Power (Daily ✦ Augmentable, Psychic):** Free Action. *Trigger:* You use a psychic power. *Effect:* Each creature adjacent to you takes 1d6 psychic damage and is pushed 1 square.
**Augment 2:** The psychic damage increases to 2d6.
**Augment 4:** The psychic damage increases to 3d6.

## Flowform Armor — Level 4+

*This armor quickly adapts to changing environments, shielding you from adverse effects.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Cloth, leather
**Enhancement:** AC
**Power (Encounter ✦ Augmentable):** No Action. *Trigger:* You're subjected to an effect that a save can end. *Effect:* You make a saving throw against the effect.
**Augment 1:** You gain a bonus to the saving throw equal to the armor's enhancement bonus.

## Gleaming Armor — Level 2+

*When you're wounded, the energy infusing this crystalline armor flares, momentarily dazzling your enemies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Chain, scale
**Enhancement:** AC
**Power (Encounter ✦ Augmentable):** Immediate Reaction. *Trigger:* You take damage from an attack. *Effect:* You gain concealment until the end of your next turn.
**Augment 1:** You regain the use of this power.

## Ironclad Armor — Level 3+

*When your enemy attacks, this armor forms hardened ridges and spikes that damage your foe.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Scale, plate
**Enhancement:** AC
**Power (Daily ✦ Augmentable):** Free Action. *Trigger:* An enemy misses you with a melee attack. *Effect:* The triggering enemy takes 1d6 damage per plus.
**Augment 2:** The damage equals 1d10 per plus.

## Joyous Armor — Level 4+

*Silver filigree on this armor shines when you heal yourself, renewing your allies' vigor.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Chain, scale
**Enhancement:** AC
**Power (Daily ✦ Augmentable):** Free Action. *Trigger:* You spend a healing surge. *Effect:* Each ally adjacent to you gains temporary hit points equal to twice the armor's enhancement bonus.
**Augment 1:** The number of temporary hit points equals three times the armor's enhancement bonus.

## Quicksilver Armor — Level 5+

*With chain links that have the consistency of cloth but the strength of steel, this silvery armor won't weigh you down.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Chain
**Enhancement:** AC
**Property:** While you have at least 1 power point, you gain a +1 item bonus to speed.
**Power (Encounter):** Minor Action. You shift 1 square.

## Temporal Armor — Level 20+

*This armor steals future moments to aid you in the present.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 25 | +5 | 625,000 gp | | | |

**Armor:** Cloth
**Enhancement:** AC
**Property:** You gain a +2 item bonus to initiative checks.
**Power (Daily):** Minor Action. You can take an extra standard action during this turn. You can't use this power and spend an action point during the same encounter.

## Thought-Eater Armor — Level 3+

*The gaze of your enemies slides off this nondescript armor, almost as if you weren't there.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Leather, hide
**Enhancement:** AC
**Property:** You gain a +2 item bonus to Stealth checks.
**Power (Daily ✦ Augmentable, Illusion):** Minor Action. Until the end of your next turn, you have concealment against enemies that are more than 2 squares away from you.
**Augment 1:** You have total concealment instead of concealment.

# Weapons

For information on how magic weapons work and how to use them with your powers, see "Weapon," page 219.

## MAGIC WEAPONS

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 2 | Manifester weapon +1 | 520 | Any |
| 2 | Psychokinetic weapon +1 | 520 | Any melee |
| 2 | Weapon of shared wrath +1 | 520 | Any melee |
| 3 | Anathema weapon +1 | 680 | Any |
| 3 | Inertial weapon +1 | 680 | Flail, hammer, mace |
| 3 | Ki weapon +1 | 680 | Any |
| 4 | Dislocation weapon +1 | 840 | Hvy blade, lt blade |
| 4 | Retributive weapon +1 | 840 | Bow, spear |
| 4 | Suppression weapon +1 | 840 | Any ranged |
| 4 | Unraveling weapon +1 | 840 | Bow, spear |
| 5 | Mindcrusher weapon +1 | 1,000 | Hammer, mace |
| 5 | Thoughtspike weapon +1 | 1,000 | Hvy blade, lt blade, spear |
| 7 | Manifester weapon +2 | 2,600 | Any |
| 7 | Psychokinetic weapon +2 | 2,600 | Any melee |
| 7 | Weapon of shared wrath +2 | 2,600 | Any melee |
| 8 | Anathema weapon +2 | 3,400 | Any |
| 8 | Inertial weapon +2 | 3,400 | Flail, hammer, mace |
| 8 | Ki weapon +2 | 3,400 | Any |
| 9 | Dislocation weapon +2 | 4,200 | Hvy blade, lt blade |
| 9 | Retributive weapon +2 | 4,200 | Bow, spear |
| 9 | Suppression weapon +2 | 4,200 | Any ranged |
| 9 | Unraveling weapon +2 | 4,200 | Bow, spear |
| 10 | Guarding weapon +2 | 5,000 | Any melee |
| 10 | Mindcrusher weapon +2 | 5,000 | Hammer, mace |
| 10 | Thoughtspike weapon +2 | 5,000 | Hvy blade, lt blade, spear |
| 12 | Manifester weapon +3 | 13,000 | Any |
| 12 | Psychokinetic weapon +3 | 13,000 | Any melee |
| 12 | Weapon of shared wrath +3 | 13,000 | Any melee |
| 13 | Anathema weapon +3 | 17,000 | Any |
| 13 | Inertial weapon +3 | 17,000 | Flail, hammer, mace |
| 13 | Ki weapon +3 | 17,000 | Any |
| 14 | Dislocation weapon +3 | 21,000 | Hvy blade, lt blade |
| 14 | Retributive weapon +3 | 21,000 | Bow, spear |
| 14 | Suppression weapon +3 | 21,000 | Any ranged |
| 14 | Unraveling weapon +3 | 21,000 | Bow, spear |
| 15 | Guarding weapon +3 | 25,000 | Any melee |
| 15 | Mindcrusher weapon +3 | 25,000 | Hammer, mace |
| 15 | Thoughtspike weapon +3 | 25,000 | Hvy blade, lt blade, spear |
| 17 | Manifester weapon +4 | 65,000 | Any |
| 17 | Psychokinetic weapon +4 | 65,000 | Any melee |
| 17 | Weapon of shared wrath +4 | 65,000 | Any melee |
| 18 | Anathema weapon +4 | 85,000 | Any |
| 18 | Inertial weapon +4 | 85,000 | Flail, hammer, mace |
| 18 | Ki weapon +4 | 85,000 | Any |
| 19 | Dislocation weapon +4 | 105,000 | Hvy blade, lt blade |
| 19 | Retributive weapon +4 | 105,000 | Bow, spear |
| 19 | Suppression weapon +4 | 105,000 | Any ranged |
| 19 | Unraveling weapon +4 | 105,000 | Bow, spear |
| 20 | Guarding weapon +4 | 125,000 | Any melee |
| 20 | Mindcrusher weapon +4 | 125,000 | Hammer, mace |
| 20 | Thoughtspike weapon +4 | 125,000 | Hvy blade, lt blade, spear |
| 22 | Manifester weapon +5 | 325,000 | Any |
| 22 | Psychokinetic weapon +5 | 325,000 | Any melee |
| 22 | Weapon of shared wrath +5 | 325,000 | Any melee |
| 23 | Anathema weapon +5 | 425,000 | Any |
| 23 | Inertial weapon +5 | 425,000 | Flail, hammer, mace |
| 23 | Ki weapon +5 | 425,000 | Any |
| 24 | Dislocation weapon +5 | 525,000 | Hvy blade, lt blade |
| 24 | Retributive weapon +5 | 525,000 | Bow, spear |
| 24 | Suppression weapon +5 | 525,000 | Any ranged |
| 24 | Unraveling weapon +5 | 525,000 | Bow, spear |
| 25 | Guarding weapon +5 | 625,000 | Any melee |
| 25 | Mindcrusher weapon +5 | 625,000 | Hammer, mace |
| 25 | Thoughtspike weapon +5 | 625,000 | Hvy blade, lt blade, spear |
| 27 | Manifester weapon +6 | 1,625,000 | Any |
| 27 | Psychokinetic weapon +6 | 1,625,000 | Any melee |
| 27 | Weapon of shared wrath +6 | 1,625,000 | Any melee |
| 28 | Anathema weapon +6 | 2,125,000 | Any |
| 28 | Inertial weapon +6 | 2,125,000 | Flail, hammer, mace |
| 28 | Ki weapon +6 | 2,125,000 | Any |
| 29 | Dislocation weapon +6 | 2,625,000 | Hvy blade, lt blade |
| 29 | Retributive weapon +6 | 2,625,000 | Bow, spear |
| 29 | Suppression weapon +6 | 2,625,000 | Any ranged |
| 29 | Unraveling weapon +6 | 2,625,000 | Bow, spear |
| 30 | Guarding weapon +6 | 3,125,000 | Any melee |
| 30 | Mindcrusher weapon +6 | 3,125,000 | Hammer, mace |
| 30 | Thoughtspike weapon +6 | 3,125,000 | Hvy blade, lt blade, spear |

## Anathema Weapon — Level 3+

*This weapon shines in the presence of an aberrant menace, dealing greater damage to such enemies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d8 damage per plus against aberrant creatures
**Power (Daily ✦ Augmentable):** Minor Action. Before the end of the encounter, your next attack with this weapon that hits an aberrant creature deals 1[W] extra damage to that creature.
**Augment 2:** The extra damage equals 2[W].

## Dislocation Weapon — Level 4+

*This weapon flickers as it strikes, transporting your enemy into a disadvantageous position among your allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Heavy blade, light blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (Daily ✦ Augmentable, Teleportation):** Free Action. *Trigger:* You hit an enemy with an attack using this weapon. *Effect:* You teleport the enemy to a square adjacent to one of your allies.
**Augment 2:** The enemy grants combat advantage until the end of your next turn.

WAYNE ENGLAND

## Guarding Weapon — Level 10+

*This weapon, covered with imagery of shields, lets you make enemies pay dearly when they ignore you and attack your friends.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d12 damage per plus with opportunity attacks
**Property:** While adjacent to you, allies gain a +2 bonus to AC against opportunity attacks.
**Power (Daily ✦ Augmentable):** Free Action. *Trigger:* You hit an enemy with an opportunity attack using this weapon. *Effect:* The enemy is also dazed until the end of your next turn.
**Augment 4:** The enemy is stunned until the end of your next turn, instead of dazed.

## Inertial Weapon — Level 3+

*When you force your foe to move against its will, the solidified energy sheathing this weapon expends itself with an echoing snap, sending other enemies stumbling away.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Flail, hammer, mace
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 force damage per plus
**Power (Daily ✦ Augmentable):** Free Action. *Trigger:* You push or slide an enemy with an attack using this weapon. *Effect:* You push each enemy adjacent to you, other than the enemy you pushed or slid, 1 square.
**Augment 2 (Force):** Your attack deals 1d10 extra force damage.

## Ki Weapon — Level 3+

*This weapon seems to become one with your body, allowing you to deal more damage when you strike with multiple blows.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** Once per turn, when you use your Flurry of Blows power, it deals 2 extra damage to its targets.

## Manifester Weapon — Level 2+

*By focusing your mind on the psionic energy stored in this weapon, you can extract a measure of its power.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Power (Daily):** Minor Action. You gain 1 power point until the end of your next turn. You can use this power point only to augment a psionic attack power.

## Mindcrusher Weapon — Level 5+

*This weapon channels psychic energy, empowering your mental attacks to continue resonating within your foe after you strike.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Hammer, mace
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 psychic damage per plus
**Property:** You gain a +2 item bonus to damage rolls with psychic attacks using this weapon.
**Power (Daily ✦ Psychic):** Free Action. *Trigger:* You hit an enemy with a psychic attack using this weapon. *Effect:* The enemy takes ongoing 5 psychic damage (save ends). *Level 15 or 20:* Ongoing 10 psychic damage (save ends). *Level 25 or 30:* Ongoing 15 psychic damage (save ends).

## Psychokinetic Weapon — Level 2+

*A single thought sends this weapon leaping from your hand to strike a distant foe.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (Encounter ✦ Augmentable):** Standard Action. Make a ranged basic attack using this weapon, even if it doesn't have the light thrown or the heavy thrown property. The weapon returns to your hand after the attack.
**Augment 2:** The attack deals 1[W] extra damage.

## Retributive Weapon — Level 4+

*Spirits of mighty warriors bound to this weapon become enraged when you're attacked, adding their strength to your attack to knock an enemy away.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Bow, spear
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (Daily):** Immediate Reaction. *Trigger:* An enemy hits you with a melee or a close attack. *Effect:* Make a ranged basic attack against the triggering enemy using this weapon. This attack doesn't provoke opportunity attacks. On a hit, you also push the target 2 squares.

## Suppression Weapon — Level 4+

*On your command, this weapon creates a shimmering field of energy around your foe that contains your enemies' attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Any ranged
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a ranged attack using this weapon. *Effect:* Until the end of your next turn, enemies within 3 squares of the enemy you hit can't make ranged or area attacks against creatures more than 3 squares away from that enemy.

## Thoughtspike Weapon — Level 5+

*As you strike with this weapon, it fires spikes of mental energy into each foe that is focusing its attention on you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Heavy blade, light blade, spear
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 psychic damage per plus
**Power (Daily ✦ Augmentable, Psychic):** Free Action. *Trigger:* You hit an enemy with an attack using this weapon. *Effect:* Each enemy marked by you takes psychic damage equal to the weapon's enhancement bonus.
**Augment 2:** The psychic damage equals 1d10 + the weapon's enhancement bonus.

## Unraveling Weapon — Level 4+

*Ancient oaths carved into this weapon flare with crimson light when you call on them, overcoming your enemy's protections.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Bow, spear
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** Whenever you bloody an enemy with a seeker ranged attack using this weapon, you can shift 1 square.
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a seeker attack. *Effect:* The attack ignores the enemy's immunities and resistances.

## Weapon of Shared Wrath — Level 2+

*When you're injured, this weapon transfers your wrath to an ally, inspiring him or her to attack a foe.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (Daily):** Immediate Reaction. *Trigger:* An enemy bloodies you. *Effect:* One ally within 5 squares of you can make a basic attack as a free action.

# Ki Focuses

A ki focus is an implement that certain classes use as a focus for their inner magical energy, known as their ki. A ki focus might take the form of a training manual, a scroll of ancient secrets, or a blunt training weapon. To use a ki focus, you must first attune yourself to it. Some characters study their ki focus to attune themselves to it. Others meditate with it or wield it as they practice their fighting techniques. Once you have attuned yourself to a ki focus, you must either wear or hold it to use it as an implement.

When you attune yourself to a ki focus, you draw on magic within it to shape your ki. This attunement is temporary, fading away if you attune yourself to a different ki focus or if you die. The ki focus that you're attuned to occupies your ki focus item slot.

To attune yourself to a ki focus, you must have the item on your person during a short or an extended rest. Whenever you take a rest, you can attune yourself to a ki focus in your possession, but you can be attuned to only one ki focus at a time. Also, only one creature at a time can be attuned to a particular ki focus. Once you attune yourself to a ki focus, no one else can attune to it until you are no longer attuned to it.

If you can use a ki focus as an implement, you follow the normal rules for implement use (see "Implement," page 219).

Being able to use a ki focus as an implement means you can also use it with your weapon attacks. You can add its enhancement bonus to the attack rolls and the damage rolls of weapon attacks you make using a weapon with which you have proficiency. However, you must choose to use the enhancement bonus, properties, and powers of the ki focus, rather than the weapon you're wielding, or vice versa. You can't use both when you use a power.

**KI FOCUSES**

| Lvl | Name | Price (gp) |
|---|---|---|
| 1 | Magic ki focus +1 | 360 |
| 2 | Cobra strike ki focus +1 | 520 |
| 2 | Ghost strike ki focus +1 | 520 |
| 3 | Blazing arc ki focus +1 | 680 |
| 3 | Death strike ki focus +1 | 680 |
| 3 | Impeding ki focus +1 | 680 |
| 3 | Windsoul ki focus +1 | 680 |
| 4 | Abduction ki focus +1 | 840 |
| 4 | Elusive action ki focus +1 | 840 |
| 4 | Mighty strike ki focus +1 | 840 |
| 4 | Quick strike ki focus +1 | 840 |
| 5 | Blurred strike ki focus +1 | 1,000 |
| 6 | Magic ki focus +2 | 1,800 |
| 7 | Cobra strike ki focus +2 | 2,600 |
| 7 | Ghost strike ki focus +2 | 2,600 |
| 8 | Blazing arc ki focus +2 | 3,400 |
| 8 | Death strike ki focus +2 | 3,400 |
| 8 | Impeding ki focus +2 | 3,400 |
| 8 | Windsoul ki focus +2 | 3,400 |
| 9 | Abduction ki focus +2 | 4,200 |
| 9 | Elusive action ki focus +2 | 4,200 |
| 9 | Mighty strike ki focus +2 | 4,200 |
| 9 | Quick strike ki focus +2 | 4,200 |
| 10 | Blurred strike ki focus +2 | 5,000 |
| 11 | Magic ki focus +3 | 9,000 |
| 12 | Cobra strike ki focus +3 | 13,000 |
| 12 | Ghost strike ki focus +3 | 13,000 |
| 13 | Blazing arc ki focus +3 | 17,000 |
| 13 | Death strike ki focus +3 | 17,000 |
| 13 | Impeding ki focus +3 | 17,000 |
| 13 | Windsoul ki focus +3 | 17,000 |
| 14 | Abduction ki focus +3 | 21,000 |
| 14 | Elusive action ki focus +3 | 21,000 |
| 14 | Mighty strike ki focus +3 | 21,000 |
| 14 | Quick strike ki focus +3 | 21,000 |
| 15 | Blurred strike ki focus +3 | 25,000 |
| 16 | Magic ki focus +4 | 45,000 |
| 17 | Cobra strike ki focus +4 | 65,000 |
| 17 | Ghost strike ki focus +4 | 65,000 |
| 18 | Blazing arc ki focus +4 | 85,000 |
| 18 | Death strike ki focus +4 | 85,000 |
| 18 | Impeding ki focus +4 | 85,000 |
| 18 | Windsoul ki focus +4 | 85,000 |
| 19 | Abduction ki focus +4 | 105,000 |
| 19 | Elusive action ki focus +4 | 105,000 |
| 19 | Mighty strike ki focus +4 | 105,000 |
| 19 | Quick strike ki focus +4 | 105,000 |
| 20 | Blurred strike ki focus +4 | 125,000 |
| 21 | Magic ki focus +5 | 225,000 |
| 22 | Cobra strike ki focus +5 | 325,000 |
| 22 | Ghost strike ki focus +5 | 325,000 |
| 23 | Blazing arc ki focus +5 | 425,000 |
| 23 | Death strike ki focus +5 | 425,000 |
| 23 | Impeding ki focus +5 | 425,000 |
| 23 | Windsoul ki focus +5 | 425,000 |
| 24 | Abduction ki focus +5 | 525,000 |
| 24 | Elusive action ki focus +5 | 525,000 |
| 24 | Mighty strike ki focus +5 | 525,000 |
| 24 | Quick strike ki focus +5 | 525,000 |
| 25 | Blurred strike ki focus +5 | 625,000 |
| 26 | Magic ki focus +6 | 1,125,000 |
| 27 | Cobra strike ki focus +6 | 1,625,000 |
| 27 | Ghost strike ki focus +6 | 1,625,000 |
| 28 | Blazing arc ki focus +6 | 2,125,000 |
| 28 | Death strike ki focus +6 | 2,125,000 |
| 28 | Impeding ki focus +6 | 2,125,000 |
| 28 | Windsoul ki focus +6 | 2,125,000 |
| 29 | Abduction ki focus +6 | 2,625,000 |
| 29 | Elusive action ki focus +6 | 2,625,000 |
| 29 | Mighty strike ki focus +6 | 2,625,000 |
| 29 | Quick strike ki focus +6 | 2,625,000 |
| 30 | Blurred strike ki focus +6 | 3,125,000 |

## Abduction Ki Focus — Level 4+

*This focus is a pair of adamantine chains that loop within each other. By untangling the loop, you focus your ki upon paths of space and time.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Whenever you hit an enemy with a melee basic attack using this ki focus, you can slide the target 1 square as a free action.

**Power (Daily ✦ Teleportation):** Free Action. *Trigger:* You hit an enemy with a melee attack using this ki focus. *Effect:* You teleport 5 squares, and you teleport the enemy 5 squares to a square adjacent to you.

## Blazing Arc Ki Focus — Level 3+

*When you grasp this white rock and focus on its power by enduring the charring heat within it, you mold your ki into a thing of fire.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 fire damage per plus

**Power (At-Will ✦ Fire):** Free Action. *Trigger:* You make a melee attack using this ki focus. *Effect:* The attack deals fire damage instead of any other damage type.

## Blurred Strike Ki Focus — Level 5+

*You can master the secret of speed by catching this small mechanical fly in your hands.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** You can use your Flurry of Blows power an additional time during your turn, but the two uses of that power must be triggered by two different attacks that you make with this ki focus.

**Power (Daily):** Free Action. *Trigger:* You move at least half your speed during this turn. *Effect:* You gain a +2 bonus to all defenses until the end of your next turn.

## Cobra Strike Ki Focus — Level 2+

*This clay serpent drips with a strange venom. By pressing your finger into its fangs, you unlock the serpent's mysteries.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 poison damage per plus
**Property:** You gain a +2 item bonus to saving throws against poison.

**Power (Daily ✦ Poison):** Free Action. *Trigger:* You hit an enemy with a melee attack using this ki focus. *Effect:* The enemy also takes ongoing poison damage equal to 2 + your Strength or Wisdom modifier (save ends).
*Level 12 or 17:* Ongoing poison damage equal to 5 + your Strength or Wisdom modifier (save ends).
*Level 22 or 27:* Ongoing poison damage equal to 10 + your Strength or Wisdom modifier (save ends).

## Death Strike Ki Focus — Level 3+

*This small wooden box contains gray soil. As you work the soil into your hands, you focus your ki on matters of the grave.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 necrotic damage per plus

**Power (At-Will ✦ Necrotic):** Free Action. *Trigger:* You make a melee attack using this ki focus. *Effect:* The attack deals necrotic damage instead of any other damage type.

WAYNE ENGLAND

## Elusive Action Ki Focus — Level 4+

*As you practice with this blunt short sword, you mystically learn new defensive techniques.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** You gain a +2 bonus to AC against opportunity attacks.
**Power (Encounter):** Free Action. *Trigger:* An enemy hits you with an opportunity attack. *Effect:* You use your Flurry of Blows power, even if you have already used it during this round.

## Ghost Strike Ki Focus — Level 2+

*This white orb seems little more than a worthless bauble, but when you focus on it, you see paths where the dead walk.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Whenever you make a melee attack against an insubstantial creature granting combat advantage to you, the attack ignores the insubstantial quality.

## Impeding Ki Focus — Level 3+

*This jade figurine serves as a convenient target dummy, allowing you to focus your ki on making the most of a foe's vulnerabilities.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** You gain a +2 bonus to damage rolls using this ki focus with melee attacks against dazed or stunned enemies.
*Level 13 or 18:* +4 bonus to damage rolls.
*Level 23 or 28:* +6 bonus to damage rolls.
**Power (Encounter):** Free Action. *Trigger:* You use your Flurry of Blows power. *Effect:* During this turn, each bloodied enemy you damage with your Flurry of Blows power cannot regain hit points until the end of your next turn.

## Magic Ki Focus — Level 1+

*This ancient scroll looks as if it is about to crumble to dust, but the magic within its text keeps its form intact. By studying the writings, you focus your ki into a potent weapon.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 1 | +1 | 360 gp | Lvl 16 | +4 | 45,000 gp |
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

## Mighty Strike Ki Focus — Level 4+

*This leather bag contains a metal plate inscribed with runes. You focus your ki and strike at the plate, shattering it to pieces that turn to smoke. The plate then reappears in the bag.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** Your Flurry of Blows power deals 1 extra damage when it is triggered by an attack using this ki focus.
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a melee attack using this ki focus. *Effect:* Until the end of your next turn, you ignore the enemy's immunities and resistances.

## Quick Strike Ki Focus — Level 4+

*This long rope coils around your hands and feet, teaching you to strike with foot and hand as one.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and you shift 1 square per plus
**Power (Daily):** Free Action. *Trigger:* You damage an enemy with your Flurry of Blows power. *Effect:* You make a melee basic attack against that enemy.

## Windsoul Ki Focus — Level 3+

*This leather bag contains a dancing vortex of wind, which teaches you its secrets.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Ki Focus)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and you push the target 1 square per plus
**Property:** While flying, you gain a +1 bonus to damage rolls with melee attacks using this ki focus.
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a melee attack using this ki focus. *Effect:* You also push the enemy a number of squares equal to the ki focus's enhancement bonus.

# Orbs

Although orbs are a favored implement for users of arcane power, some psionic characters can also use these magical spheres. Many orbs are characterized by their ability to manipulate creatures.

If you can use an orb as an implement, you follow the normal rules for implement use (see "Implement," page 219). Otherwise, you gain no benefit from an orb.

**ORBS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 3 | Orb of frustrated recovery +1 | 680 |
| 3 | Orb of mental constitution +1 | 680 |
| 3 | Orb of nimble thoughts +1 | 680 |
| 3 | Orb of psychic conversion +1 | 680 |
| 4 | Orb of psionic recovery +1 | 840 |
| 4 | Orb of the canny liar +1 | 840 |
| 4 | Orb of the deft negotiator +1 | 840 |
| 4 | Orb of the furtive mind +1 | 840 |
| 4 | Orb of the menacing impulse +1 | 840 |
| 4 | Orb of the peerless artist +1 | 840 |
| 4 | Orb of the sympathetic eye +1 | 840 |
| 4 | Orb of unstoppable decline +1 | 840 |
| 5 | Orb of life conversion +1 | 1,000 |
| 5 | Orb of unfailing concentration +1 | 1,000 |
| 8 | Orb of frustrated recovery +2 | 3,400 |
| 8 | Orb of mental constitution +2 | 3,400 |
| 8 | Orb of nimble thoughts +2 | 3,400 |
| 8 | Orb of psychic conversion +2 | 3,400 |
| 9 | Orb of psionic recovery +2 | 4,200 |
| 9 | Orb of the canny liar +2 | 4,200 |
| 9 | Orb of the deft negotiator +2 | 4,200 |
| 9 | Orb of the furtive mind +2 | 4,200 |
| 9 | Orb of the menacing impulse +2 | 4,200 |
| 9 | Orb of the peerless artist +2 | 4,200 |
| 9 | Orb of the sympathetic eye +2 | 4,200 |
| 9 | Orb of unstoppable decline +2 | 4,200 |
| 10 | Orb of life conversion +2 | 5,000 |
| 10 | Orb of unfailing concentration +2 | 5,000 |
| 13 | Orb of frustrated recovery +3 | 17,000 |
| 13 | Orb of mental constitution +3 | 17,000 |
| 13 | Orb of nimble thoughts +3 | 17,000 |
| 13 | Orb of psychic conversion +3 | 17,000 |
| 14 | Orb of psionic recovery +3 | 21,000 |
| 14 | Orb of the canny liar +3 | 21,000 |
| 14 | Orb of the deft negotiator +3 | 21,000 |
| 14 | Orb of the furtive mind +3 | 21,000 |
| 14 | Orb of the menacing impulse +3 | 21,000 |
| 14 | Orb of the peerless artist +3 | 21,000 |
| 14 | Orb of the sympathetic eye +3 | 21,000 |
| 14 | Orb of unstoppable decline +3 | 21,000 |
| 15 | Orb of life conversion +3 | 25,000 |
| 15 | Orb of unfailing concentration +3 | 25,000 |
| 18 | Orb of frustrated recovery +4 | 85,000 |
| 18 | Orb of mental constitution +4 | 85,000 |
| 18 | Orb of nimble thoughts +4 | 85,000 |
| 18 | Orb of psychic conversion +4 | 85,000 |

**ORBS** CONT.

| Lvl | Name | Price (gp) |
|---|---|---|
| 19 | Orb of psionic recovery +4 | 105,000 |
| 19 | Orb of the canny liar +4 | 105,000 |
| 19 | Orb of the deft negotiator +4 | 105,000 |
| 19 | Orb of the furtive mind +4 | 105,000 |
| 19 | Orb of the menacing impulse +4 | 105,000 |
| 19 | Orb of the peerless artist +4 | 105,000 |
| 19 | Orb of the sympathetic eye +4 | 105,000 |
| 19 | Orb of unstoppable decline +4 | 105,000 |
| 20 | Orb of life conversion +4 | 125,000 |
| 20 | Orb of unfailing concentration +4 | 125,000 |
| 23 | Orb of frustrated recovery +5 | 425,000 |
| 23 | Orb of mental constitution +5 | 425,000 |
| 23 | Orb of nimble thoughts +5 | 425,000 |
| 23 | Orb of psychic conversion +5 | 425,000 |
| 24 | Orb of psionic recovery +5 | 525,000 |
| 24 | Orb of the canny liar +5 | 525,000 |
| 24 | Orb of the deft negotiator +5 | 525,000 |
| 24 | Orb of the furtive mind +5 | 525,000 |
| 24 | Orb of the menacing impulse +5 | 525,000 |
| 24 | Orb of the peerless artist +5 | 525,000 |
| 24 | Orb of the sympathetic eye +5 | 525,000 |
| 24 | Orb of unstoppable decline +5 | 525,000 |
| 25 | Orb of life conversion +5 | 625,000 |
| 25 | Orb of unfailing concentration +5 | 625,000 |
| 28 | Orb of frustrated recovery +6 | 2,125,000 |
| 28 | Orb of mental constitution +6 | 2,125,000 |
| 28 | Orb of nimble thoughts +6 | 2,125,000 |
| 28 | Orb of psychic conversion +6 | 2,125,000 |
| 29 | Orb of psionic recovery +6 | 2,625,000 |
| 29 | Orb of the canny liar +6 | 2,625,000 |
| 29 | Orb of the deft negotiator +6 | 2,625,000 |
| 29 | Orb of the furtive mind +6 | 2,625,000 |
| 29 | Orb of the menacing impulse +6 | 2,625,000 |
| 29 | Orb of the peerless artist +6 | 2,625,000 |
| 29 | Orb of the sympathetic eye +6 | 2,625,000 |
| 29 | Orb of unstoppable decline +6 | 2,625,000 |
| 30 | Orb of life conversion +6 | 3,125,000 |
| 30 | Orb of unfailing concentration +6 | 3,125,000 |

### Orb of Frustrated Recovery — Level 3+

*This scarlet sphere shines with an inner light when you use it to frustrate your enemy's attempts to recover from your attack.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* An enemy within 5 squares of you saves against ongoing damage. *Effect:* The triggering enemy instead fails the saving throw.

## Orb of Life Conversion — Level 5+

*This black orb feeds on your life force instead of your psionic reserves to augment your powers.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 necrotic damage per plus
**Power (Encounter):** Free Action. *Trigger:* You use a psionic power through this orb. *Effect:* You lose a healing surge instead of spending power points to augment the power. The augmentation can cost no more than 2 power points.
*Level 15 or 20:* No more than 4 power points.
*Level 25 or 30:* No more than 6 power points.

## Orb of Mental Constitution — Level 3+

*This rough brown stone reinforces your hardiness with your mental toughness.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Property:** You gain a +5 item bonus to Endurance checks.
**Power (Encounter ✦ Augmentable):** Immediate Interrupt.
*Trigger:* An enemy attack targets your AC or Fortitude.
*Effect:* The attack instead targets your Will.
**Augment 1:** You gain a +4 bonus to Will until the end of your next turn.

## Orb of Nimble Thoughts — Level 3+

*This scarlet crystal lets you move across the battlefield at the speed of thought to avoid your foes' attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Property:** You gain an item bonus to initiative checks equal to your Intelligence modifier.
**Power (Encounter ✦ Augmentable):** Move Action. You shift a number of squares equal to your Intelligence modifier.
**Augment 1:** You regain the use of this power.

## Orb of Psionic Recovery — Level 4+

*This pink sphere absorbs lingering psionic energy and harnesses it for your use.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Immediate Reaction. *Trigger:* An ally within 5 squares of you misses with an augmented psionic attack power. *Effect:* You regain 2 power points.
*Level 14 or 19:* Regain 4 power points.
*Level 24 or 29:* Regain 6 power points.

## Orb of Psychic Conversion — Level 3+

*This clear crystal orb imbues your attacks with psychic energy and channels the pain of psychic damage you take, sending it to your enemies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Power (Encounter ✦ Psychic):** Free Action. *Trigger:* You make an attack using this orb. *Effect:* The attack deals psychic damage instead of any other damage type.
**Power (Daily ✦ Psychic):** Immediate Reaction. *Trigger:* You take psychic damage from an attack. *Effect:* Each enemy that is affected by one of your effects that a save can end takes 5 psychic damage.

WAYNE ENGLAND

## Orb of the Canny Liar — Level 4+

*This smoky gray orb enhances your ability to bluff, making your foe more vulnerable to sudden attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Property:** You gain an item bonus to Bluff checks equal to the orb's enhancement bonus.
**Power (Daily ✦ Augmentable):** Free Action. *Trigger:* You hit an enemy with an attack using this orb. *Effect:* The enemy grants combat advantage until the end of your next turn.
**Augment 2:** The enemy is also dazed until the end of your next turn.

## Orb of the Deft Negotiator — Level 4+

*This pale white stone emits feelings of calm and goodwill, making your enemies willing to attack those you choose.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Property:** You gain an item bonus to Diplomacy checks equal to the orb's enhancement bonus.
**Power (Daily ✦ Augmentable, Charm):** Free Action. *Trigger:* You hit an enemy with an attack using this orb. *Effect:* The enemy makes a melee basic attack as a free action against a creature of your choice that is adjacent to it.
**Augment 2:** The enemy gains a power bonus to the attack roll equal to your Wisdom modifier.

## Orb of the Furtive Mind — Level 4+

*You can use this black crystal to conceal yourself after an attack.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Property:** You gain an item bonus to Stealth checks equal to the orb's enhancement bonus.
**Power (Daily ✦ Augmentable, Illusion):** Free Action. *Trigger:* You hit an enemy with an attack using this orb. *Effect:* You are invisible to the enemy until the end of your next turn.
**Augment 1:** You are invisible to all enemies until the end of your next turn.

BEN WOOTTEN

## Orb of the Menacing Impulse — Level 4+

*This red stone transmits feelings of uneasiness to your enemy, forcing it to flee from you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Property:** You gain an item bonus to Insight checks equal to the orb's enhancement bonus.
**Power (Daily ✦ Fear):** Free Action. *Trigger:* You hit an enemy with an attack using this orb. *Effect:* The enemy moves its speed away from you as a free action.

## Orb of the Peerless Artist — Level 4+

*This blue stone lets you shape psionic magic as you wish.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Property:** You gain an item bonus to Insight checks equal to the orb's enhancement bonus.
**Power (Encounter ✦ Augmentable):** Free Action. *Trigger:* You make an area or a close attack with a psionic power using this orb. *Effect:* You can exclude a number of squares from the attack's blast or burst equal to your Wisdom modifier.
**Augment 2 (Psychic):** On a hit, a target takes 2 extra psychic damage for each square excluded.

### Orb of the Sympathetic Eye — Level 4+

*This crystal orb, which changes color to fit the moods of those around you, lets you transmit your enemy's pain to another foe.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Property:** You gain an item bonus to Insight checks equal to the orb's enhancement bonus.
**Power (Daily ✦ Psychic):** Free Action. *Trigger:* You hit an enemy with an attack using this orb. *Effect:* A creature that is both adjacent to that enemy and not included as a target of your attack takes psychic damage equal to the damage you dealt to the enemy.

### Orb of Unfailing Concentration — Level 5+

*This oval orb helps you maintain your concentration, absorbing any psionic energy that escapes when your focus is broken.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (Encounter):** Free Action. *Trigger:* You miss with an augmented attack power using this orb. *Effect:* You regain the power points you spent to augment the power.

### Orb of Unstoppable Decline — Level 4+

*You can use this purple crystal sphere to capture your foe's image and subject it to a psychic assault when it unsuccessfully tries to shrug off harmful effects.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 psychic damage per plus
**Power (Daily ✦ Psychic):** Free Action. *Trigger:* You hit an enemy with a psychic attack using this orb. *Effect:* Until the end of the encounter, whenever the enemy fails a saving throw, it takes psychic damage equal to the orb's enhancement bonus.
**Augment 2:** The psychic damage equals 1d10 + this orb's enhancement bonus.

## Staffs

A number of classes, including the psion, use staffs as implements. Often made of wood, staffs can also be crafted from metal and other materials. Many staffs are set with gems or crystals to focus magical energy from various sources.

If you can use a staff as an implement, you follow the normal rules for implement use (see "Implement," page 219).

You can use melee weapon powers through a staff. When you do so, the staff functions as a magic quarterstaff (see "Weapon," page 219).

**STAFFS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 2 | Aversion staff +1 | 520 |
| 2 | Staff of insightful detection +1 | 520 |
| 2 | Staff of the discerning watcher +1 | 520 |
| 2 | Staff of tongues +1 | 520 |
| 2 | Staff of unfailing talent +1 | 520 |
| 3 | Staff of the evader +1 | 680 |
| 3 | Staff of the impregnable mind +1 | 680 |
| 4 | Staff of forceful rebuking +1 | 840 |
| 4 | Staff of psychic knives +1 | 840 |
| 4 | Staff of the adaptable mind +1 | 840 |
| 4 | Staff of the temporal juggler +1 | 840 |
| 4 | Staff of the third eye +1 | 840 |
| 5 | Harvester's staff +1 | 1,000 |
| 5 | Staff of psicraft +1 | 1,000 |
| 5 | Staff of the renewing source +1 | 1,000 |
| 5 | Staff of the traveler +1 | 1,000 |
| 7 | Aversion staff +2 | 2,600 |
| 7 | Staff of insightful detection +2 | 2,600 |
| 7 | Staff of the discerning watcher +2 | 2,600 |
| 7 | Staff of tongues +2 | 2,600 |
| 7 | Staff of unfailing talent +2 | 2,600 |
| 8 | Staff of the evader +2 | 3,400 |
| 8 | Staff of the impregnable mind +2 | 3,400 |
| 9 | Staff of forceful rebuking +2 | 4,200 |
| 9 | Staff of psychic knives +2 | 4,200 |
| 9 | Staff of the adaptable mind +2 | 4,200 |
| 9 | Staff of the temporal juggler +2 | 4,200 |
| 9 | Staff of the third eye +2 | 4,200 |
| 10 | Harvester's staff +2 | 5,000 |
| 10 | Staff of psicraft +2 | 5,000 |
| 10 | Staff of the renewing source +2 | 5,000 |
| 10 | Staff of the traveler +2 | 5,000 |
| 12 | Aversion staff +3 | 13,000 |
| 12 | Staff of insightful detection +3 | 13,000 |
| 12 | Staff of the discerning watcher +3 | 13,000 |
| 12 | Staff of tongues +3 | 13,000 |
| 12 | Staff of unfailing talent +3 | 13,000 |
| 13 | Staff of the evader +3 | 17,000 |
| 13 | Staff of the impregnable mind +3 | 17,000 |
| 14 | Staff of forceful rebuking +3 | 21,000 |
| 14 | Staff of psychic knives +3 | 21,000 |
| 14 | Staff of the adaptable mind +3 | 21,000 |

**STAFFS** CONT.

| Lvl | Name | Price (gp) |
|---|---|---|
| 14 | Staff of the temporal juggler +3 | 21,000 |
| 14 | Staff of the third eye +3 | 21,000 |
| 15 | Harvester's staff +3 | 25,000 |
| 15 | Staff of psicraft +3 | 25,000 |
| 15 | Staff of the renewing source +3 | 25,000 |
| 15 | Staff of the traveler +3 | 25,000 |
| 17 | Aversion staff +4 | 65,000 |
| 17 | Staff of insightful detection +4 | 65,000 |
| 17 | Staff of the discerning watcher +4 | 65,000 |
| 17 | Staff of tongues +4 | 65,000 |
| 17 | Staff of unfailing talent +4 | 65,000 |
| 18 | Staff of the evader +4 | 85,000 |
| 18 | Staff of the impregnable mind +4 | 85,000 |
| 19 | Staff of forceful rebuking +4 | 105,000 |
| 19 | Staff of psychic knives +4 | 105,000 |
| 19 | Staff of the adaptable mind +4 | 105,000 |
| 19 | Staff of the temporal juggler +4 | 105,000 |
| 19 | Staff of the third eye +4 | 105,000 |
| 20 | Harvester's staff +4 | 125,000 |
| 20 | Staff of psicraft +4 | 125,000 |
| 20 | Staff of the renewing source +4 | 125,000 |
| 20 | Staff of the traveler +4 | 125,000 |
| 22 | Aversion staff +5 | 325,000 |
| 22 | Staff of insightful detection +5 | 325,000 |
| 22 | Staff of the discerning watcher +5 | 325,000 |
| 22 | Staff of tongues +5 | 325,000 |
| 22 | Staff of unfailing talent +5 | 325,000 |
| 23 | Staff of the evader +5 | 425,000 |
| 23 | Staff of the impregnable mind +5 | 425,000 |
| 24 | Staff of forceful rebuking +5 | 525,000 |
| 24 | Staff of psychic knives +5 | 525,000 |
| 24 | Staff of the adaptable mind +5 | 525,000 |
| 24 | Staff of the temporal juggler +5 | 525,000 |
| 24 | Staff of the third eye +5 | 525,000 |
| 25 | Harvester's staff +5 | 625,000 |
| 25 | Staff of psicraft +5 | 625,000 |
| 25 | Staff of the renewing source +5 | 625,000 |
| 25 | Staff of the traveler +5 | 625,000 |
| 27 | Aversion staff +6 | 1,625,000 |
| 27 | Staff of insightful detection +6 | 1,625,000 |
| 27 | Staff of the discerning watcher +6 | 1,625,000 |
| 27 | Staff of tongues +6 | 1,625,000 |
| 27 | Staff of unfailing talent +6 | 1,625,000 |
| 28 | Staff of the evader +6 | 2,125,000 |
| 28 | Staff of the impregnable mind +6 | 2,125,000 |
| 29 | Staff of forceful rebuking +6 | 2,625,000 |
| 29 | Staff of psychic knives +6 | 2,625,000 |
| 29 | Staff of the adaptable mind +6 | 2,625,000 |
| 29 | Staff of the temporal juggler +6 | 2,625,000 |
| 29 | Staff of the third eye +6 | 2,625,000 |
| 30 | Harvester's staff +6 | 3,125,000 |
| 30 | Staff of psicraft +6 | 3,125,000 |
| 30 | Staff of the renewing source +6 | 3,125,000 |
| 30 | Staff of the traveler +6 | 3,125,000 |

## Aversion Staff — Level 2+

*While you wield this staff, any foe afflicted by your powers is reluctant to attack you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement** (**Staff**)
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** You gain a +2 bonus to all defenses against attacks from enemies that are subject to effects caused by you.

## Harvester's Staff — Level 5+

*This bone staff converts the life energy of your comrades into psionic energy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement** (**Staff**)
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 necrotic damage per plus
**Property:** You gain a +3 item bonus to Intimidate checks.
**Power** (**Daily**)**:** Standard Action. One ally adjacent to you loses a healing surge, and you regain 2 power points.
*Level 15 or 20:* Regain 4 power points.
*Level 25 or 30:* Regain 6 power points.

## Staff of Forceful Rebuking — Level 4+

*Your foes can't resist the power of this crystal-capped staff when you forcibly move them.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement** (**Staff**)
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 force damage per plus
**Property:** When you pull or push a creature with a power using this staff, the forced movement increases by 1 square.
**Power** (**Daily**)**:** Free Action. *Trigger:* You hit an enemy with a force attack using this staff. *Effect:* The enemy falls prone.

## Staff of Insightful Detection — Level 2+

*Armed with this delicate staff, you can intuit secrets and perceive those who wish to remain hidden.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement** (**Staff**)
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** You gain a +1 item bonus to Insight checks.
*Level 12 or 17:* +2 item bonus.
*Level 22 or 27:* +3 item bonus.
**Power** (**Encounter**)**:** Minor Action. Until the end of your next turn, enemies don't benefit from concealment or total concealment against your attacks.
**Sustain Minor:** The effect persists if you spend 1 power point.

## Staff of Psicraft

Level 5+

*This crystal staff shapes psionic energy and reveals arcane secrets. By channeling energy into the staff, you can recover your own expended psionic energy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** You gain a +1 item bonus to Arcana checks.
*Level 15 or 20:* +2 item bonus.
*Level 25 or 30:* +3 item bonus.
**Power (Daily ✦ Augmentable):** Free Action. *Trigger:* You make a psionic area or close attack using this staff. *Effect:* The size of the attack's blast or burst increases by 1.
**Augment 2:** You regain the use of this power.

## Staff of Psychic Knives

Level 4+

*This light metal staff lets you form a mental link to your foe. Through this connection, you can disorient the foe by sending jolts of pain into its mind.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Property:** You gain a +1 item bonus to Intimidate checks.
*Level 14 or 19:* +2 item bonus.
*Level 24 or 29:* +3 item bonus.
**Power (Daily ✦ Fear):** Free Action. *Trigger:* You hit an enemy with a psionic attack using this staff. *Effect:* You slide the enemy 1 square. Until the end of your next turn, whenever the enemy takes damage from an attack, you can slide it 1 square as a free action.

## Staff of the Adaptable Mind

Level 4+

*This staff lets your body move at the instant you perceive a threat, allowing you and your friends to avoid harm.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** You gain a +1 item bonus to Perception checks.
*Level 14 or 19:* +2 item bonus.
*Level 24 or 29:* +3 item bonus.
**Power (Daily ✦ Augmentable):** Immediate Interrupt. *Trigger:* An enemy hits you. *Effect:* You gain resistance to all damage equal to 5 + the staff's enhancement bonus until the start of your next turn.
**Augment 1:** Each ally adjacent to you also gains the resistance until the start of your next turn.

## Staff of the Discerning Watcher

Level 2+

*This crystalline staff focuses your senses to help you perceive your surroundings better.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (Daily):** Free Action. *Trigger:* You roll initiative. *Effect:* You and each ally within 5 squares of you can take 10 on the initiative check.

## Staff of the Evader

Level 3+

*This green wooden staff ensures that you can slip out of harm's way when you're held in place.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** You gain a +2 item bonus to saving throws against being immobilized or slowed.
**Power (Daily ✦ Teleportation):** Immediate Reaction. *Trigger:* You are immobilized by an attack. *Effect:* The effect that immobilized you ends, and you teleport 5 squares.

SAM WOOD

## Staff of the Impregnable Mind

Level 3+

*This adamantine staff protects you from mental attacks. By channeling power into it, you can increase the protection it offers to include all attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 psychic damage per plus
**Property:** You gain resist 5 psychic.
*Level 13 or 18:* Resist 10 psychic.
*Level 23 or 28:* Resist 15 psychic.
**Power (Daily ✦ Augmentable):** Immediate Interrupt. *Trigger:* An enemy targets you with an attack against Will. *Effect:* Until the start of your next turn, you gain a bonus to Will equal to the staff's enhancement bonus.
**Augment 1:** You instead gain the bonus to all defenses.

## Staff of the Renewing Source

Level 5+

*This staff draws on residual psionic energy, allowing you to expend less energy when you strike a foe.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. *Trigger:* You hit an enemy with an augmented psionic attack power. *Effect:* You regain 2 power points.
*Level 15 to 20:* Regain 4 power points.
*Level 25 to 30:* Regain 6 power points.

## Staff of the Temporal Juggler

Level 4+

*This multicolored staff allows you to steal bits of time from your enemies to accomplish more than you normally could.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** You gain a +1 item bonus to History checks.
*Level 14 or 19:* +2 item bonus.
*Level 24 or 29:* +3 item bonus.
**Power (Daily):** Free Action. *Trigger:* You daze or stun an enemy with a psionic attack using this staff. *Effect:* You can take an additional move action or minor action during this turn.

## Staff of the Third Eye

Level 4+

*This staff has a capstone carved to resemble a closed eye. The eye opens when you channel a power through an ally's location.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (Encounter):** Free Action. *Trigger:* You make a ranged attack using this staff. *Effect:* Choose an ally within 5 squares of you. You use a square in that ally's space as the attack's origin square.

## Staff of the Traveler

Level 5+

*This ruddy staff looks as if it has seen many lands and many times, and it offers you the same opportunities for travel.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** You teleport the target 2 squares per plus
**Property:** Whenever you shift, you can instead teleport the number of squares you would have shifted.
**Power (Encounter ✦ Teleportation):** Free Action. *Trigger:* You teleport using a psionic teleportation power. *Effect:* You teleport the same number of squares that you teleported using the triggering power.

## Staff of Tongues

Level 2+

*Language is no barrier while you wield this staff.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 damage per plus
**Property:** You gain a +1 item bonus to Diplomacy checks.
*Level 12 or 17:* +2 item bonus.
*Level 22 or 27:* +3 item bonus.
**Property:** You can speak, read, and write Supernal.

KIERAN YANNER

### Staff of Unfailing Talent — Level 2+

*This staff is charged with psychic energy as long it remains in contact with you while you have a reserve of psionic energy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus, or +1d10 psychic damage per plus if you have at least 1 power point

## Rings

These rings are best used by characters who have access to the Psionic Augmentation class feature.

**RINGS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 12 | Psychic's ring | 13,000 |
| 14 | Ring of mental power | 21,000 |

### Psychic's Ring — Level 12

*This crystalline ring glitters with psionic energy, allowing you to communicate telepathically.*

**Item Slot:** Ring 13,000 gp
**Power (Encounter):** Free Action. You use the psion's *send thoughts* power (page 82).
If you have reached at least one milestone today, the messages that you and the target exchange can be up to 50 words long.

### Ring of Mental Power — Level 14

*This brushed silver band pulses with a catalyst for psionic minds, allowing you to expend energy when your reserves are gone.*

**Item Slot:** Ring 21,000 gp
**Power (Encounter):** Free Action. *Trigger:* You have no power points remaining. *Effect:* You regain 1 power point.
**Power (Daily):** Free Action. *Trigger:* You miss with an augmented psionic attack power. *Effect:* You regain the power points you spent to augment the power.
If you have reached at least one milestone today, you can instead reroll the attack roll and use either result.

## Consumables

In addition to the consumable items presented in the *Player's Handbook*, many psionic adventurers utilize unusual consumable items to help focus their minds and bolster their powers. The items are considered other consumables for the purpose of categorization.

**CONSUMABLES**

| Lvl | Name | Price (gp) |
|---|---|---|
| 3 | Talent shard | 30 |
| 4 | Cognizance crystal | 40 |
| 8 | Talent shard | 125 |
| 13 | Talent shard | 650 |
| 14 | Cognizance crystal | 800 |
| 18 | Talent shard | 3,400 |
| 23 | Talent shard | 17,000 |
| 24 | Cognizance crystal | 21,000 |
| 28 | Talent shard | 85,000 |

### Cognizance Crystal — Level 4+

*This multicolored crystal captures unspent psionic power. It crumbles to dust after releasing that energy.*

| | | | |
|---|---|---|---|
| Lvl 4 | 40 gp | Lvl 24 | 21,000 gp |
| Lvl 14 | 800 gp | | |

**Other Consumable**
**Power (Consumable):** Free Action. *Trigger:* You miss all targets with an augmented psionic attack power. *Effect:* You regain 1 power point.
*Level 14:* Regain 2 power points.
*Level 24:* Regain 4 power points.

### Talent Shard — Level 3+

*This crystal shard contains the essence of a specific talent. When you extract it, you gain insight into that talent for a short time.*

| | | | |
|---|---|---|---|
| Lvl 3 | 30 gp | Lvl 18 | 3,400 gp |
| Lvl 8 | 125 gp | Lvl 23 | 17,000 gp |
| Lvl 13 | 650 gp | Lvl 28 | 85,000 gp |

**Other Consumable**
**Power (Consumable):** Minor Action. Choose one skill. You gain a +1 bonus to checks with that skill until the end of the encounter.
*Level 8:* +2 bonus.
*Level 13:* +3 bonus.
*Level 18:* +4 bonus.
*Level 23:* +5 bonus.
*Level 28:* +6 bonus.

# Appendix: Reading a Power

The *Player's Handbook* introduces how to read a power, starting on page 54 of that book. This appendix summarizes that information and defines keywords introduced in this book.

## The Power Format

Player character powers are formatted to be easily referenced during play.

**Sequence:** The order of information in a power description is a general guide to the sequence in which the power's effects occur. For example, an "Effect" entry might appear above attack information in a power description to indicate that something happens before you make the attack.

**Indentation:** When information is indented in a power description, that means the information is contingent on the information directly above it. For example, a "Secondary Attack" entry indented right below a "Hit" entry is a reminder that you can make the secondary attack only if you hit with the primary attack.

## Entries in a Power

A power description contains various entries, some of which appear in every power description, whereas other entries appear only when needed by a particular power. Here are explanations of the various entries, presented in their typical order.

**Power Name and Level:** The name of a power and the power's level appear in a colored bar on the first line of the power's description. The color of the bar indicates how often you can use the power; green means the power is an at-will power, red means it's an encounter power, and black means it's a daily power.

**Flavor Text:** The next entry, in italic text, briefly explains what the power does, from the perspective of your character in the world. The rest of the power description is rules text, but this flavor material is intended to help you narrate what your character is doing.

**Usage:** The first word on the next line tells you how often you can use the power, that is, whether it is an at-will, an encounter, or a daily power.

**Keywords:** The power's keywords appear next. The keywords tell you the power source, any damage types associated with the power, accessories you can use with it, and other associated effects. If "Varies" appears among the keywords, that means the power has variable damage types, which you or circumstances determine. See "Keywords" below for keyword definitions.

**Action Type:** The next line begins with the type of action required to use the power: standard, move, minor, free, immediate reaction, immediate interrupt, or opportunity. Some powers require no action to use. See page 267 of the *Player's Handbook* for more information about action types.

**Attack Type and Range:** The power's attack type and range appear on the same line as its action type. The attack types are melee, ranged, area, and close. Each attack type has rules for range and targeting, detailed on pages 270–273 of the *Player's Handbook*.

**Trigger:** Powers that are immediate actions (interrupts or reactions) or opportunity actions have a trigger, which defines when you're allowed to use the power. Some powers that are free actions, or that require no action to use, have a trigger as well.

**Prerequisite or Requirement:** Some powers are usable only if you meet a precondition. You must meet a *prerequisite* to select a power. You must meet a *requirement* to use a power.

**Target:** If a power directly affects one or more creatures or objects, it has a "Target" entry, specifying whom or what the power affects.

**Attack:** A power's attack entry specifies the ability score you use to make the attack, any special modifiers that apply to the attack roll, and which of the target's defenses you check against.

**Hit:** This entry describes what happens to each target that you hit with the power's attack.

**Miss:** This entry describes what happens to each target that you miss with the power's attack. In contrast to the *Player's Handbook*, the "Miss" entries in this book specify only what happens when you miss, not what doesn't happen.

"Half damage" in this entry refers to rolled damage. Roll the damage specified in the "Hit" entry and deal half of that damage to each target you miss. "Half damage" does not apply to ongoing damage or any other damaging effects in the "Hit" entry.

**Effect:** Anything that appears in an "Effect" entry occurs when you use the power, whether or not you hit with it.

**Secondary Target and Secondary Attack:** Some powers allow you to make secondary (or even tertiary) attacks. A "Hit," a "Miss," or an "Effect" entry tells you when to make a secondary attack. Unless otherwise noted, the attack type and the range of a secondary attack are the same as the power's, and the secondary attack doesn't require a separate action.

Some powers give you the ability to make a secondary attack at a point later in an encounter. These powers include information about the secondary attack's action type, attack type, range, and effect.

**Sustain:** If a power has a "Sustain" entry, you can keep that power active by taking a specified action during your turn. See "Durations," page 278 of the *Player's Handbook*, for more about sustaining a power.

**Class Feature Names:** When a class feature name appears as a header in a power description, the associated entry describes an additional or a replacement effect that applies if you have that class feature.

**Aftereffect:** An aftereffect automatically occurs after another effect ends. An "Aftereffect" entry is beneath the effect it applies to, which is typically in a "Hit" or an "Effect" entry.

A target is sometimes subjected to an aftereffect after a save. If that save occurs when the target is making multiple saving throws, the aftereffect takes effect after the target has made all of them.

**Failed Saving Throw:** Sometimes an effect changes as a target fails saving throws against it. The new effect, specified in a "Failed Saving Throw" entry, takes effect after the target fails a saving throw against the previous effect at the end of the target's turn. The effect doesn't change if the creature fails a saving throw against it at a time other than the end of its turn.

**Level:** This entry tells you if some part of the power—often its damage—increases when you reach a specific level.

**Special:** Any unusual information about the use of a power appears in this entry. For example, some powers can be used as basic attacks, which is noted in a "Special" entry.

# KEYWORDS





This book uses keywords from the standard four categories: power source, damage type, effect type, and accessory.

## Power Source

The source of a power is identified by its power source keyword: arcane, divine, martial, primal, psionic, or shadow. If a power has more than one power source keyword, the power counts as belonging to each of those power sources.

## Damage Type

Many attacks deal a specific type of damage: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Each of these damage types has a keyword associated with it. If a power has such a keyword, the power deals that type of damage (the exception is poison, the keyword for which refers to damage, a nondamaging effect, or both).

**Changing Damage Types:** If the damage types in a power change, the power both loses the keywords for any damage types that are removed and gains the keywords for any damage types that are added (the poison keyword is removed from a power only if that power neither deals poison damage nor has any nondamaging effects).

CARL FRANK

For example, if a sorcerer casts *dragonfrost* through a *flaming dagger* and uses the dagger's ability to change the damage to fire, *dragonfrost* gains the fire keyword and loses the cold keyword for that use, since the power is dealing fire damage instead of cold damage. That use of the power can therefore benefit from effects, like feats, that affect fire powers, but not from effects that affect cold powers.

# Effect Type

Effect type keywords signify the presence of particular effects in powers, and many of these keywords have special rules that govern how their powers are used. Whether or not an effect type keyword has special rules, other effects in the game refer to that keyword. For example, the charm keyword has no special rules, but some creatures gain a bonus to saving throws against charm powers.

Three effect type keywords are introduced in this book: augmentable, full discipline, and runic. This section contains the definitions of all the effect type keywords used in this book.

## Augmentable

A power that has the augmentable keyword has optional augmentations, which you can use at the cost of power points. Characters gain power points from sources such as Psionic Augmentation, a class feature of ardents, battleminds, and psions.

**AUGMENTABLE**

You use these rules when you use an augmentable power.

- **Decide First:** You must decide whether and how to augment an augmentable power when you choose to use the power, before you make any attack rolls or apply any of the power's effects.
- **Power Point Cost:** An augmentation specifies its cost in power points. For example, "Augment 1" means you must spend 1 power point to use an augmentation. You must spend the required power points when you decide to use the augmentation.
- **One at a Time:** You can use only one augmentation on a power at a time, so you can't, for example, spend 3 power points to use both a 1-point and a 2-point augmentation on a single power.
- **Replace Base Effects:** When you augment a power, changes to the power are noted in the augmentation. If an augmentation includes a specific power entry, such as "Hit" or "Effect," that entry replaces the entry in the base power that has the same name. An augmented version of a power is otherwise identical to the base power.
- **Unaugmented:** When you use an augmentable power without augmenting it, the power is referred to as unaugmented for that use (some effects apply only when a power is unaugmented). A power that doesn't have the augmentable keyword is never considered unaugmented.
- **At-Will Attack Powers:** When a power or some other effect lets you use an at-will attack power, you can choose to use one of your augmentable at-will attack powers, but you must use it unaugmented.

  When a racial trait grants you an at-will attack power of your choice and you choose an augmentable at-will attack power, the power loses both the augmentable keyword and its augmentations.

## Charm

A charm power controls a creature's actions in some way. This control is often represented by the creature being forced to attack its ally or being subjected to the dominated condition.

## Conjuration

A conjuration power creates a conjuration, which is a thing of magical energy that resembles a creature or an object. Even if a conjuration looks like a creature or displays some degree of sentience, it is not considered a creature.

**CONJURATION**

A conjuration you create uses these rules, unless a power description says otherwise.

- **Occupies No Squares:** The conjuration occupies no squares.
- **Unaffected by the Environment:** Terrain and environmental phenomena have no effect on the conjuration. For example, a conjuration that is an icy hand functions in an inferno without penalty. The conjuration does not need to be supported by a solid surface, so it can float in the air.
- **Your Defenses:** Normally, a conjuration cannot be attacked or physically affected. If your conjuration can be attacked or physically affected, it uses your defenses. Unless an attack specifically targets conjurations, only the attack's damage (not including ongoing damage) affects the conjuration.
- **Attacking with a Conjuration:** Normally, a conjuration cannot attack. If your conjuration can attack, you make the attack. You determine line of sight normally, but you determine line of effect from the conjuration, as if you were in its space.

- **Movable Conjurations:** If the power you use to create a conjuration allows you to move it, it's a movable conjuration. At the end of your turn, the movable conjuration ends if you are not within range of at least 1 square it's in (using the power's range) or if you don't have line of effect to at least 1 square it's in.

  When you move a conjuration, you can't move it through blocking terrain.
- **Death Ends:** If you die, the conjuration ends immediately.

## Fear

A fear power inspires fright. This fright is often represented by a creature being forced to move, taking a penalty to attack rolls, or granting combat advantage.

## Full Discipline

A full discipline power contains what are effectively two mini-powers, an attack technique and a movement technique.

**FULL DISCIPLINE**

You use these rules when you use a full discipline power.

- **One per Round:** You can use only one full discipline power per round, unless you spend an action point. If you spend an action point to take an extra action, you can switch to a different full discipline power.
- **Separate Actions:** Each of the techniques in a full discipline power requires a separate action to use. The action types are specified in the power. You can use the techniques in whatever order you like during a round, and you can use one of the techniques and not the other during a particular round.

  The number of times you can use a technique during a round is determined by the power's type—at-will or encounter—and by the actions you have available in that round. For example, you can use the techniques of an at-will full discipline power as many times during a round as you like, provided you have enough of the required actions. If you use an encounter full discipline power, you can use both techniques, but can use each technique only once during that round.

## Healing

A healing power restores hit points, usually either by restoring hit points immediately or by granting regeneration.

## Illusion

An illusion power deceives the mind or the senses. Illusions often obstruct vision or redirect attacks. If an illusion power deals damage, the damage itself is not an illusion.

## Poison

A poison power delivers a nondamaging poisonous effect, deals poison damage (see "Damage Type" above), or both.

## Polymorph

Polymorph powers change a creature's physical form in some way.

**POLYMORPH**

You use these rules when you're affected by a polymorph power.

- **One Polymorph at a Time:** If you are affected by more than one polymorph power, only the most recent one has any effect. The other powers' effects remain on you and their durations expire as normal, but those effects don't apply. However, when the most recent effect ends, the next most recent one that is still active applies to you. For example, if you are a druid under the effect of *wild shape* and a monster uses a polymorph power on you, the effect of your *wild shape* is suppressed until the monster's polymorph effect ends on you.
- **Changing Size:** If a polymorph power reduces your space, you do not provoke opportunity attacks for leaving squares as you shrink.

  If a polymorph effect would make you too large to fit in the available space, the effect fails against you, but you are stunned (save ends). For example, if you are crawling through a narrow tunnel and a polymorph effect tries to turn you into a creature that is too large for the tunnel, the effect fails, but you are stunned until you save.
- **Death Ends:** If you die, polymorph effects end on you immediately.

## Reliable

If you miss every target with a reliable power, you don't expend the use of that power.

## Runic

A runic power channels the magic of runes that are specified in the power.

**RUNIC**

You use these rules when you use a runic power.

- **Choose First:** When you are going to use a runic power, you first choose one of the runes in the power and then use the power, applying the chosen rune's effects.
- **Rune State:** You are then in the rune state associated with the chosen rune until you enter a new rune state or until the end of the encounter. Certain effects rely on you being in a particular rune state.

## Sleep

Sleep powers knock creatures unconscious. Unless a power says otherwise, this unconsciousness is not normal sleep, so a creature that is subjected to it cannot be simply awakened; the power specifies how the unconsciousness ends.

## Stance

When you use a stance power, you assume a stance that lasts until you assume another stance or until the end of the encounter. You can assume no more than one stance per turn.

## Summoning

Powers that have the summoning keyword bring creatures magically from elsewhere, often from other planes, to serve you.

### SUMMONED CREATURE

A creature you summon uses these rules, unless a power description says otherwise.

- **Allied Creature:** When you use a summoning power, you create a creature that is an ally to you and your allies. The power determines where the summoned creature appears.
- **Your Defenses:** The summoned creature's defenses equal yours when you summon it, not including any temporary bonuses or penalties.
- **Hit Points:** The summoned creature's maximum hit points equal your bloodied value. When the summoned creature drops to 0 hit points, it is destroyed, and you lose a healing surge. If you have no healing surges left, you instead take damage equal to half your bloodied value.
- **No Healing Surges:** The summoned creature lacks healing surges, but if a power allows it to spend a healing surge, you can spend a healing surge for it. The summoned creature, rather than you, then gains the benefit of the healing surge.
- **Speed:** The summoning power determines the summoned creature's speed.
- **Commanding the Creature:** The summoned creature has no actions of its own; you spend actions to command it mentally. You can command the creature only if you have line of effect to it. When you command the creature, the two of you share knowledge but not senses.

  As a minor action, you can command the summoned creature to take one of the following actions, if it is physically capable of taking that action: crawl, escape, fly, open or close a door or a container, pick up or drop an item, run, stand up, shift, squeeze, or walk.

  The summoning power determines any special commands you can give the summoned creature and gives an action type for each command. If a special command is a minor action, you can give that command only once during each of your turns.
- **Attacks and Checks:** If a summoning power allows the summoned creature to attack, you make an attack through the creature, as specified in the power description. If the summoned creature can make a skill check or an ability check, you make the check. Attacks and checks you make through the creature do not include temporary bonuses or penalties to your statistics.
- **Duration:** Unless the summoning power states otherwise, the summoned creature lasts until the end of the encounter and then disappears. As a minor action, you can dismiss the summoned creature.

## Teleportation

A teleportation power transports creatures or objects instantaneously from one location to another.

### TELEPORTATION

You use these rules when you use a teleportation power on a target, which might be yourself, another creature, or an object.

- **Instantaneous:** Teleportation is instantaneous. The target disappears and immediately appears in the destination space you choose. The movement is unhindered by intervening creatures, objects, or terrain.
- **Destination Space:** The destination of the teleportation must be an unoccupied space that the target can occupy without squeezing. If arriving in the destination space would cause the target to fall or if that space is hindering terrain, the target can make a saving throw. On a save, the teleportation is negated.
- **Line of Sight:** You must have line of sight to the destination space.
- **No Line of Effect:** Neither you nor the target needs line of effect to the destination space.
- **No Opportunity Actions:** The target doesn't provoke opportunity actions for leaving its starting position.
- **Immobilized or Restrained:** Being immobilized or restrained doesn't prevent a target from teleporting. If a target teleports away from a physical restraint, a monster's grasp, or some other immobilizing effect that is located in a specific space, the target is no longer immobilized or restrained. Otherwise, the target teleports but is still immobilized or restrained when it reaches the destination space.

### Zone

Powers that have the zone keyword create zones, magical areas that last for a round or more.

**ZONE**

A zone you create uses these rules, unless a power description says otherwise.

- **Fills an Area of Effect:** The zone is created within an area of effect and fills each square in the area that is within line of effect of the origin square.
- **Unaffected by Attacks and the Environment:** The zone cannot be attacked or physically affected, and terrain and environmental phenomena have no effect on it. For example, a zone that deals fire damage is unaffected by cold damage.
- **Movable Zones:** If the power you use to create a zone allows you to move it, it's a movable zone. At the end of your turn, the movable zone ends if you are not within range of at least 1 square of it (using the power's range) or if you don't have line of effect to at least 1 square of it.

  When you move a zone, you can't move it through blocking terrain.
- **Overlapping Zones:** If zones overlap and impose penalties to the same roll or game statistic, a creature affected by the overlapping zones is subjected to the worst penalty. Similarly, a creature in the overlapping area takes damage only from the zone that deals the most damage, regardless of damage type.
- **Death Ends:** If you die, the zone ends immediately.

## Accessory

The two accessory keywords—implement and weapon—indicate whether a power can be used with an implement or a weapon.

### Implement

Implements are items wielded by certain characters to channel their powers. Your class description or a feat tells you which implements you can wield, if any.

The implement keyword identifies a power that can be used through an implement, and the implement must be a type wielded by the power's class or paragon path. For example, to use an implement with a wizard power, the implement must be a type used by wizards, such as an orb or a wand, and you must be able to wield it. If a power, like one from a racial paragon path, has this keyword but isn't associated with a class or a class paragon path, you can use any implement with that power, as long as you're able to wield the implement.

**Magic Implements:** To use a magic implement—including its properties and powers—you must be able to wield that kind of implement. If you can wield a magic implement, you can add its enhancement bonus to the attack rolls and the damage rolls of implement powers you use through it. See "Magic Items," starting on page 223 of the *Player's Handbook*, for more about magic implements.

**Using a Weapon as an Implement:** If you're able to use a weapon as an implement, the weapon works like a normal implement for you, but you use neither the weapon's proficiency bonus nor its nonmagical weapon properties with your implement powers.

When you use a magic version of the weapon as an implement, you can use the magic weapon's enhancement bonus, critical hit effects, properties, and powers. However, some magic weapons have properties and powers that are worded in such a way that they work only with weapon attacks. Also, a weapon's range and damage die are usually irrelevant to implement powers, since such powers have their own ranges and damage expressions.

### Weapon

The weapon keyword identifies a power that is used with a weapon, including an improvised weapon such as an unarmed strike (see "Weapons," *Player's Handbook*, page 215). The range and the damage of a weapon power is usually determined by the weapon you use with it. A [W] in a power's damage expression stands for your weapon's damage dice (see "Damage," *Player's Handbook*, page 276).

If you use a weapon power with a weapon with which you have proficiency, you add the weapon's proficiency bonus to the attack rolls of that power. Your class and feats determine your weapon proficiencies.

**Magic Weapons:** If you use a weapon power with a magic weapon, you can add the magic weapon's enhancement bonus to the power's attack rolls and damage rolls. See "Magic Items," starting on page 223 of the *Player's Handbook*, for more about magic weapons.

**Using an Implement as a Weapon:** Most implements cannot be used as weapons. However, a few implements, like staffs, are expressly usable as both implements and weapons. When you wield such an implement as a weapon, you follow the normal rules for using a weapon.

When you use a magic version of the implement as a weapon, you can use the magic implement's enhancement bonus and critical hit effects. To use its properties and powers, you must be able to wield it as an implement (see "Implement" above). Also, some magic implements have properties and powers that are worded in such a way that they work only with implement attacks.

# GLOSSARY

This glossary defines some of the game terms used in this book, as well as terms related to them. The material here assumes you're familiar with the skill and combat chapters in the *Player's Handbook*. The glossary supersedes previous sources and incorporates clarifications and new rules.

**aberrant [origin]:** Aberrant creatures are native to or shaped by the Far Realm.

**acid [keyword]:** A damage type (page 215).

**altitude limit:** If you have a specified altitude limit while flying, you crash at the end of your turn if you are flying higher than that limit. See also **fly speed**.

**augmentable [keyword]:** An effect type. See also page 216.

**blinded [condition]:** While you are blinded, you can't see, which means your targets have total concealment against you, and you take a –10 penalty to Perception checks. You also grant combat advantage and can't flank.

**blindsight:** If you have blindsight, you can clearly see creatures or objects within a specified range and within line of effect, even if they are invisible or obscured. You otherwise rely on your normal vision.

**blocking terrain:** A type of terrain that blocks squares, often by filling them. *Examples:* Walls, doors, and large pillars. Blocking terrain provides cover, interferes with movement around it, and blocks line of effect. It also blocks line of sight, unless it's transparent. See also "Terrain and Obstacles," *Player's Handbook*, page 283.

**bonus:** See "Bonuses and Penalties," *Player's Handbook*, page 275, and **untyped bonus**.

**charm [keyword]:** An effect type. See also page 216.

**cold [keyword]:** A damage type (page 215).

**conjuration [keyword]:** An effect type. See also page 216.

**darkvision:** If you have darkvision, you can see in dim light and darkness without penalty. This means you ignore the –2 penalty to attack rolls when you attack a target that has concealment as a result of dim light and the –5 penalty to attack rolls when you attack a target that has total concealment as a result of darkness.

**dazed [condition]:** While you are dazed, you can take either a standard, a move, or a minor action on your turn. You can still take free actions, but you can't take immediate or opportunity actions. You also grant combat advantage and can't flank.

**deafened [condition]:** While you are deafened, you can't hear, and you take a –10 penalty to Perception checks.

**dominated [condition]:** While you are dominated, you can't take actions. Instead, the dominating creature chooses a single action for you to take on your turn: a standard, a move, or a minor action. The only powers it can make you use are at-will powers. You also grant combat advantage and can't flank.

**dying [condition]:** Dropping to 0 hit points or fewer causes you to have this condition, which ends if you regain hit points. While you are dying, you are unconscious and must make death saving throws. See also "Death and Dying," *Player's Handbook*, page 295. See also **unconscious**.

**elemental [origin]:** Elemental creatures are native to the Elemental Chaos.

**extra damage:** Many powers and other effects grant the ability to deal extra damage. Extra damage is always in addition to other damage. This means an attack that deals no damage, such as the wizard power *sleep*, can't deal extra damage.

**fear [keyword]:** An effect type. See also page 217.

**fey [origin]:** Fey creatures are native to the Feywild.

**fire [keyword]:** A damage type (page 215).

**fly speed:** If you have a fly speed, you can fly a number of squares up to that speed as a move action. To remain in the air, you must move at least 2 squares during your turn, or you crash at the end of your turn. While flying, you can't shift or make opportunity attacks, and you crash if you are knocked prone. See also "Flying," *Dungeon Master's Guide*, page 47.

**force [keyword]:** A damage type (page 215).

**full discipline [keyword]:** An effect type. See also page 217.

**grab:** See "Escape" and "Grab," *Player's Handbook*, pages 288 and 290.

**half damage:** When a power or another effect deals half damage, apply all modifiers to the damage, including resistances and vulnerabilities, and then divide the damage in half.

**healing [keyword]:** An effect type. See also page 217.

**heavily obscured:** A measure of visibility and a type of obscured terrain. You have total concealment when you are in a heavily obscured square, although you have only concealment against an enemy adjacent to you. *Examples:* Heavy fog, smoke, or foliage. Contrast with **lightly obscured** and **totally obscured**.

**helpless [condition]:** While you are helpless, you grant combat advantage and can be the target of a coup de grace (*Player's Handbook*, page 288).

**hidden:** When you are hidden from an enemy, you are silent and invisible to that enemy. You normally use the Stealth skill to become hidden. See also **invisible**.

**hindering terrain:** A type of terrain that hinders creatures, usually by damaging them. *Examples:* Pits, lava, and deep water. You can make a saving throw when you are pulled, pushed, slid, or teleported into hindering terrain. See also "Teleportation," page 218, and "Falling," *Player's Handbook*, page 284.

**hover:** If you can hover, you can remain in the air without moving during your turn. You can also shift and make opportunity attacks while flying. See also **fly speed**.

**illusion [keyword]:** An effect type. See also page 217.

**immobilized [condition]:** When you are immobilized, you can't move, unless you teleport or are pulled, pushed, or slid.

**immortal [origin]:** Immortal creatures are native to the Astral Sea. Unless they are killed, they live forever.

**immune:** If you are immune to a damage type (such as cold or fire), you don't take that type of damage. If you are immune to a condition or another effect (such as the dazed condition or forced movement), you are unaffected by it. If you are immune to charm, fear, illusion, poison, or sleep, you are unaffected by the nondamaging effects of a power that has that keyword.

Immunity to one part of a power does not make you immune to other parts of the power. For example, if you are immune to thunder, a power can deal no thunder damage to you, but the power could push you.

**implement [keyword]:** An accessory type. See also page 219.

**insubstantial:** When you are insubstantial, you take half damage from any damage source, including ongoing damage. See also **half damage**.

**invisible:** If you are invisible, you have several advantages against creatures that can't see you: You have total concealment against them, you don't provoke opportunity attacks from them, and they grant combat advantage to you.

**knowledge check:** A skill check used to remember a useful bit of information in a particular field of knowledge. Arcana, Dungeoneering, History, Nature, and Religion are the skills most commonly used to make knowledge checks. See also "Knowledge Checks," *Player's Handbook*, page 179.

**lightly obscured:** A measure of visibility and a type of obscured terrain. You have concealment when you are in a lightly obscured square. *Examples:* Dim light, foliage, fog, smoke, and heavy rain or falling snow. Contrast with **heavily obscured** and **totally obscured**.

WAYNE REYNOLDS

**lightning [keyword]:** A damage type (page 215).

**low-light vision:** If you have low-light vision, you can see in dim light without penalty. This means you ignore the –2 penalty to attack rolls when you attack a target that has concealment as a result of dim light.

**marked [condition]:** When you mark a creature, that creature takes a –2 penalty to attack rolls for any attack that doesn't include you as a target. A creature can be subjected to only one mark at a time, and a new mark supersedes an old one.

**move:** Whenever a creature, an object, or an effect leaves a square to enter another, it is moving, whether that move is done willingly or is forced. This means shifting, teleporting, and being pushed are all moves, for example.

If a power notes a distance that you or an ally moves willingly (for example, "you shift 2 squares"), the character allowed to move can decide to move all, some, or none of that distance. Similarly, if a power forcibly moves an enemy (for example, "you push the target 3 squares"), you can decide to move the enemy all, some, or none of that distance.

If a power notes the destination for your or an ally's move (for example, "a square adjacent to the target"), the character allowed to move decides either to move to that destination or not. You can't move partway. Similarly, if a power specifies where you force an enemy to move, you decide either to move the enemy there or not.

See also "Movement and Position," *Player's Handbook*, page 282.

**natural [origin]:** Natural creatures are native to the natural world.

**necrotic [keyword]:** A damage type (page 215).

**once per round:** Some effects are usable only once per round. If you use such an effect, you can't use it again until the start of your next turn.

**penalty:** See "Bonuses and Penalties," *Player's Handbook*, page 275.

**phasing:** When you are phasing, you ignore difficult terrain and can move through objects and other creatures, but you must end your movement in an unoccupied space.

**poison [keyword]:** A damage and effect type. See also page 217.

**polymorph [keyword]:** An effect type. See also page 217.

**prone [condition]:** When you are prone, you are lying down. You take a –2 penalty to attack rolls, and the only way you can move is by crawling, teleporting, or being pulled, pushed, or slid. In addition, you grant combat advantage to enemies making melee attacks against you, but you gain a +2 bonus to all defenses against ranged attacks from enemies that aren't adjacent to you.

If you're flying when you fall prone, you safely descend a distance equal to your fly speed. If you don't reach a solid surface, you fall.

You can drop prone as a minor action.

**psychic [keyword]:** A damage type (page 215).

**radiant [keyword]:** A damage type (page 215).

**regeneration:** See the *Player's Handbook*, page 293.

**reliable [keyword]:** An effect type. See also page 217.

**removed from play:** Some effects can temporarily remove you from play. While you are removed from play, your turns start and end as normal, but you can't take actions, unless specified otherwise. In addition, you have neither line of sight nor line of effect to anything, and nothing has line of sight or line of effect to you.

**resist:** If you have resistance, you take less damage from a specific damage type. For example, if you have resist 10 fire, you take 10 less damage when an attack deals fire damage to you or when you take ongoing fire damage. See also "Damage Type," page 215.

*Against Combined Damage Types:* Your resistance is ineffective against combined damage types unless you have resistance to each of the damage types, and then only the weakest of the resistances applies. For example, if you have resist 10 lightning and resist 5 thunder and an attack deals 15 lightning and thunder damage to you, you take 10 damage, because the resistance to the combined damage types is limited by the lesser of the two resistances.

*Not Cumulative:* Resistances against the same damage type are not cumulative. Only the highest resistance applies. For example, if you have resist 5 cold and then gain resist 10 cold, you have resist 10 cold, not resist 15 cold. Similarly, if you have resist 5 cold and then gain resist 2 to all damage, you still have resist 5 cold, not resist 7 cold.

**restrained [condition]:** While you are restrained, you are immobilized, and you can't be pulled, pushed, or slid. You also take a –2 penalty to attack rolls, and you grant combat advantage. See also **immobilized**.

**runic [keyword]:** An effect type. See also page 217.

**save:** A successful saving throw. A save ends an effect that includes one of the following notations in parentheses: "save ends," "save ends both," or "save ends all." See also "Saving Throws," *Player's Handbook*, page 279.

*Identical Effects That a Save Can End:* If you are subjected to identical effects that a save can end, including ongoing damage, you ignore all but one of those effects. For example, if you are dazed (save

ends) and then you are attacked and again dazed (save ends), you ignore the second effect, since it is identical to the effect you are already subject to.

You never make multiple saving throws against identical effects. You do, however, make separate saving throws against effects that aren't identical, even if they contain the same condition. For example, dazed (save ends) and dazed and immobilized (save ends both) are not identical effects, so you must make separate saving throws against them. See also "Ongoing Damage," *Player's Handbook*, page 278.

*Overlapping Durations:* When you are subjected to identical effects that end at different times, you ignore all the effects but the one that has the most time remaining. Effects that a save can end work differently, since you don't know when they're going to end. You, therefore, track effects that a save can end separately from effects that end at specific times. See also "Durations," *Player's Handbook*, page 278.

**shadow [origin]:** Shadow creatures are native to the Shadowfell.

**sleep [keyword]:** An effect type. See also page 218.

**slowed [condition]:** When you are slowed, your speed becomes 2 if it was higher than that. This speed applies to all your movement modes (walking, flying, and so on), but it applies to neither forced movement against you nor teleportation. You also cannot benefit from bonuses to speed, although you can take actions, such as the run action, that allow you to move farther than your speed. If you are subjected to this condition while you're moving, you must stop if you have already moved at least 2 squares.

**solid obstacle:** See **blocking terrain**.

**stance [keyword]:** An effect type. See also page 218.

**stunned [condition]:** While you are stunned, you can't take actions. You also grant combat advantage and can't flank.

**summoning [keyword]:** An effect type. See also page 218.

**surprised [condition]:** While you are surprised, you can't take actions. You also grant combat advantage and can't flank.

**teleportation [keyword]:** An effect type. See also page 218.

**threatening reach:** If you have threatening reach, you can make an opportunity attack against any enemy within your reach that provokes an opportunity attack.

**thunder [keyword]:** A damage type (page 215).

**totally obscured:** A measure of visibility and a type of obscured terrain. You have total concealment when you are in a totally obscured square. *Example:* Total darkness. Contrast with **heavily obscured** and **lightly obscured**.

**tremorsense:** If you have tremorsense, you can clearly see creatures and objects within a specified range, even if they are invisible, obscured, or outside line of effect, but both you and they must be in contact with the ground or the same substance, such as water or a web. You otherwise rely on your normal vision.

**unconscious [condition]:** While you are unconscious, you are helpless, you can't take actions, and you take a –5 penalty to all defenses. You also can't flank. When you are subjected to this condition, you fall prone, if possible. See also **helpless** and **prone**.

**untyped bonus:** A bonus that has no type. Bonuses that have no type add together. However, if you gain multiple untyped bonuses from the same named game element (a power, a feat, a class feature, and the like), only the highest bonus applies, unless stated otherwise. For example, if you spend an action point and can see two warlords who have the Tactical Presence class feature, you gain the bonus to attack rolls from only one of the warlords, whichever one provides the higher bonus. See also "Bonuses and Penalties," *Player's Handbook*, page 275.

**vulnerable:** If you are vulnerable to a particular damage type, you take a specific amount of extra damage when you take damage of that type. For example, if you have vulnerable 10 radiant, you take 10 extra radiant damage when an attack deals radiant damage to you or when you take ongoing radiant damage. See also "Damage Type," page 215.

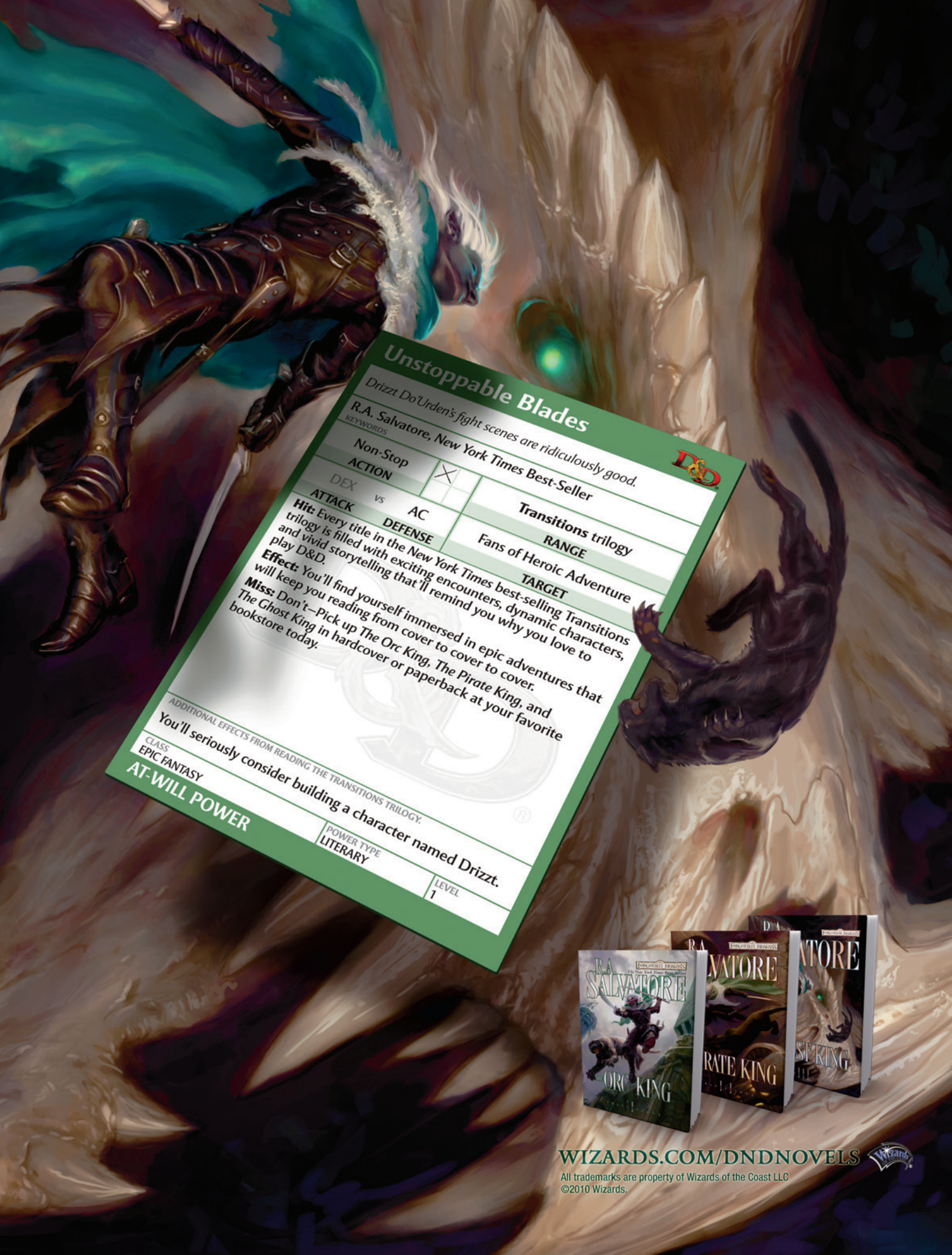
*Against Combined Damage Types:* Vulnerability to a specific damage type applies even when that damage type is combined with another. For example, if you have vulnerable 5 fire, you take 5 extra damage when you take ongoing fire and radiant damage.

*Not Cumulative:* Vulnerabilities to the same damage type are not cumulative. Only the highest vulnerability applies. For example, if you have vulnerable 5 psychic and then gain vulnerable 10 psychic, you have vulnerable 10 psychic, not vulnerable 15 psychic.

**weakened [condition]:** While you are weakened, your attacks deal half damage, but ongoing damage that you deal is not affected. See also **half damage**.

**weapon [keyword]:** An accessory type. See also page 219.

**zone [keyword]:** An effect type. See also page 219.


Unstoppable Blades
Drizzt Do'Urden's fight scenes are ridiculously good.
R.A. Salvatore, New York Times Best-Seller
KEYWORDS
Non-Stop
ACTION
DEX
vs
AC
ATTACK
DEFENSE
Transitions trilogy
RANGE
Fans of Heroic Adventure
TARGET
Hit: Every title in the New York Times best-selling Transitions trilogy is filled with exciting encounters, dynamic characters, and vivid storytelling that'll remind you why you love to play D&D.
Effect: You'll find yourself immersed in epic adventures that will keep you reading from cover to cover to cover.
Miss: Don't—Pick up The Orc King, The Pirate King, and The Ghost King in hardcover or paperback at your favorite bookstore today.
ADDITIONAL EFFECTS FROM READING THE TRANSITIONS TRILOGY.
You'll seriously consider building a character named Drizzt.
CLASS
EPIC FANTASY
AT-WILL POWER
POWER TYPE
LITERARY
LEVEL
1
R.A. SALVATORE
THE ORC KING
RATE KING
WIZARDS.COM/DNDNOVELS
All trademarks are property of Wizards of the Coast LLC
©2010 Wizards.

# Think You've Seen It All? Think Again

Out of the Far Realm they came: creatures of horror and madness. As the gods rallied against the incursion, brave heroes arose with newfound powers of their own. Together they stood against this threat from beyond, just as they stand today.

This companion to the *Player's Handbook*® and *Player's Handbook 2* core rulebooks introduces the psionic power source—powers of the will brought to bear against evil's madness. *Player's Handbook 3* includes four classes tied to the psionic power source: the ardent, the battlemind, the monk, and the psion. It also presents a new divine class (the runepriest) and a new primal class (the seeker).

This essential book for Dungeons & Dragons® players contains other exciting options: new races, powers (including skill powers for all classes), feats, paragon paths, epic destinies, equipment, superior implements, and rules for hybrid characters.

For use with these 4th Edition Dungeons & Dragons® products:

*Player's Handbook*® core rulebooks
*Dungeon Master's Guide*® core rulebooks
*Monster Manual*® core rulebooks
*D&D*® *Miniatures* *D&D*™ *Dungeon Tiles*

GET MORE AT D&D INSIDER™ www.dndinsider.com

d20 SYSTEM

Wizards of the Coast®

ISBN: 978-0-7869-5390-5
9 780786 953905 53495 EAN
Sug. Retail: U.S. $34.95 CAN $39.95
Printed in the U.S.A. 251240000

# Dungeons & Dragons®

## Primal Power™

Options for Barbarians, Druids, Shamans, and Wardens

ROLEPLAYING GAME SUPPLEMENT

Mike Mearls

# Dungeons & Dragons®

# Primal Power™

ROLEPLAYING GAME SUPPLEMENT

Mike Mearls

# CREDITS


Design
**Mike Mearls (lead), Eytan Bernstein, Logan Bonner, Rob Heinsoo, Robert J. Schwalb**

Additional Design
**Greg Bilsland, James Wyatt**

Development
**Stephen Schubert (lead), Peter Schaefer, Rodney Thompson**

Additional Development
**Mike Donais, Stephen Radney-MacFarland, Chris Tulach**

Editing
**Jeremy Crawford (lead), Scott Fitzgerald Gray, M. Alexander Jurkat, Cal Moore**

Managing Editing
**Kim Mohan**

Director of D&D R&D and Book Publishing
**Bill Slavicsek**

D&D Creative Manager
**Christopher Perkins**

D&D Senior Art Director
**Jon Schindehette**

D&D Design Manager
**James Wyatt**

D&D Development and Editing Manager
**Andy Collins**

Art Director
**Kate Irwin**

Cover Illustration
**Steve Prescott**

Graphic Designer
**Leon Cortez, Keven Smith, Emi Tanji**

Additional Graphic Design
**Soe Murayama**

Interior Illustrations
**Steve Argyle, Ralph Beisner, Eric Belisle, Kerem Beyit, Chippy, Mitch Cotie, Jesper Ejsing, Jason A. Engle, Tomas Giorello, Howard Lyon, Warren Mahy, Raven Mimura, Jim Nelson, William O'Connor, Hector Ortiz, Wayne Reynolds, Chris Seaman, Eva Widermann, Sam Wood, Ben Wootten**

Publishing Production Specialist
**Christopher Tardiff**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Carmen Cheung**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).

620-21911720-001 EN
9 8 7 6 5 4 3 2 1
First Printing: October 2009
ISBN: 978-0-7869-5023-2

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277



Dungeons & Dragons, D&D, d20, d20 System, Wizards of the Coast, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *Primal Power*, Eberron, Forgotten Realms, *Adventurer's Vault*, *Arcane Power*, *Draconomicon*, *Keep on the Shadowfell*, *Martial Power*, *Open Grave: Secrets of the Undead*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2009 Wizards of the Coast LLC


VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

# Introduction

*Primal Power* has its roots in the decision to include the druid as a monster in the 1976 supplement *Greyhawk*®. D&D® cocreator Gary Gygax likely had little idea at the time that his description would affect the game for the next three decades: "These men are priests of a neutral-type religion . . . Druids may change shape three times per day . . . from size as small as a raven to as large as a small bear. They will generally (70%) be accompanied by numbers of barbaric followers (fighters)." That, in a nutshell, is the origin of the primal power source. In the first mention of the iconic primal character class, there are ties to shapeshifting and barbaric warriors.

The druid's identity in D&D has changed little since 1976, and in many ways the story of the primal power source's creation and development is the story of strengthening the druid class's roots and making them the centerpiece of both the class and the power source that arose around it.

For many years, druids were presented as a type of cleric, a divine spellcaster who worshiped gods of nature, the elements, and natural forces. Under that scheme in 4th Edition, druids might have been priests of Melora and similar deities. But that approach would have left druids as a second banana to the other divine classes and created a divide in the divine power source. Clerics and paladins share thematic and aesthetic similarities, whereas druids have more bonds thematically with barbarians.

As we looked at the barbarian and the druid together, the primal power source took form. Both classes have strong ties to nature, and both have a feral quality. They made a good match, and thus began a long process of design and development that culminated in *Player's Handbook*® 2 and this book.

Primal power is all about the natural world, which is more than plants, animals, mountains, and forests. Primal magic is a fundamental force of the natural world that holds the often malevolent forces of the planes at bay. Why do the gods dwell in the Astral Sea if so many of their followers live in the world? What keeps 25th-level monsters from stomping cities into dust? The primal spirits are keepers of the natural order. They ensure that the cycle of life and death, the turn of the seasons, and the web of life that connects all living things remain intact despite the intentions of gods, primordials, demons, and devils. Primal spirits are the world's defenders, not its masters. As a wielder of primal magic, your character is an inheritor of their tradition.

## Using This Book

As you can see by the table of contents, *Primal Power* is organized by class. Whether you have a character of a particular class or you want to make a character of that class, all you have to do is consult the proper chapter for new class features, builds, powers, and paragon paths. The final chapter of the book contains a large section on the spirit way, dozens of new feats, eight primal-themed epic destinies, several new rituals, and information on the primal spirits and the primal backgrounds that can deepen your roleplaying experience.

# Contents


1: Barbarian . . . . . 4
Playing a Barbarian . . . . . 6
New Builds . . . . . 8
New Powers . . . . . 10
New Paragon Paths . . . . . 25

2: Druid . . . . . 32
Playing a Druid . . . . . 34
New Builds . . . . . 36
New Powers . . . . . 38
New Paragon Paths . . . . . 53

3: Shaman . . . . . 60
Playing a Shaman . . . . . 62
New Builds . . . . . 64
New Powers . . . . . 66
New Paragon Paths . . . . . 79

4: Warden . . . . . 86
Playing a Warden . . . . . 88
New Builds . . . . . 90
New Powers . . . . . 92
New Paragon Paths . . . . . 107

5: Primal Options . . . . . 114
The Spirit Way . . . . . 116
Primal Spirits . . . . . 121
Primal Backgrounds . . . . . 130
New Feats . . . . . 136
Tribal Feats . . . . . 136
Heroic Tier Feats . . . . . 136
Paragon Tier Feats . . . . . 143
Epic Tier Feats . . . . . 146
Multiclass Feats . . . . . 148
Epic Destinies . . . . . 149
Fang of the World Serpent . . . . . 149
Fury of the Wild . . . . . 150
Honored Ancestor . . . . . 151
Mythic Spirit . . . . . 152
Perfect Guardian . . . . . 153
Reincarnate Champion . . . . . 154
Sovereign Beast . . . . . 155
World Tree Guardian . . . . . 156
New Rituals . . . . . 157

CHAPTER 1

# Barbarian

***"My rage is my weapon. My rage is my armor. My rage is your doom."***

A BARBARIAN can be a quiet warrior who launches into a rampage, or a fierce savage who lives for violence. Do you do battle out of duty and honor, wielding your weapon with grim resolve, or do you savor every blow you deal? Whatever your purpose, you are a barbarian—a force to be feared.

Despite your reputation for brutality, you are more than muscle and savagery. Your bond to the primal spirits makes you a wellspring of force and vitality. It is the spirits that make you a barbarian—they funnel power through your body, instill rage in your heart, and wreak carnage through your weapon.

Rageblood barbarians inspire their allies with their ferocity and endurance; thaneborn barbarians bolstering themselves and their comrades with their courage and resilience. A thunderborn barbarian is surrounded by a cloak of thunder spirits; a whirling barbarian, armed with two weapons, cuts through foes like a cyclone. Whatever type of barbarian you are, you'll find options in this chapter to support you.

- **Playing a Barbarian:** Ideas about the barbarian's place in the world and at the game table, to help you bring your character to life.
- **New Builds:** The thunderborn barbarian emits menacing war cries that make enemies stagger in fear. The whirling barbarian is a dervish of death, wielding a weapon in each hand.
- **New Class Features:** With thunderborn wrath, the death of each enemy lets you scatter your other foes in fear. Using your whirling slayer feature, you traverse the battlefield like a tornado.
- **New Powers:** You can unleash a voice like thunder or fight with two weapons as if they were twin claws. The chapter also supports existing builds with powers that inspire allies, add vigor, and dole out brutal blows.
- **New Paragon Paths:** You can harness primal force in the form of seven new paragon paths.

JASON A. ENGLE

Running with the beasts, a lone warrior haunts the forest like a ghost, guarding against interlopers. On the high mountain plateau, a somber leader guides his ravaged tribe in its struggle against the cruel winter and hungry predators. At the edge of town, a hermit trains a young boy to harness the beast within and channel it into his weapon. The barbarian has many manifestations, and each one has its place in the world.

## Your Primal Roots

Part of what makes you a barbarian is your connection to the primal spirits, so give some thought to the nature of that connection and how you forged it. Many barbarians were born and raised in cultures that venerate the primal spirits, and they underwent rites of passage designed to strengthen their ties to those spirits. In your rages, you might commune with the same spirits that your tribal ancestors have called upon for generations.

In contrast, your ties to the primal spirits might be intensely personal. You might have grown up on a farm and developed a mystical relationship with nature and the spirits that inhabit the wilds. You might even be a city-dweller who experienced a profound revelation of power of the primal spirits and learned to call on them and channel them in and out of combat.

Even in civilized lands, some warrior orders train their members to harness the power of the beast within, channeling primal spirits in rages and other evocations. Some of these orders venerate the spirits, while others view the spirits as tools to be manipulated in order to turn a warrior into a savage killer.

Whatever the nature and origin of your relationship to the spirits, that relationship defines your capabilities as a barbarian, and to some extent, it defines who you are.

### Trophies

Some barbarians wear trophies on their armor and weapons both to demonstrate their prowess in battle and to serve as a reminder of foes they have overcome. Evil barbarians focus on grim, horrific trophies—severed heads, preserved hands, and bits of bone—to strike fear in their enemies. Most barbarians, though, prefer less grisly displays of their skill.

Many barbarians are proudest of trophies taken from foes that have knocked them unconscious or otherwise pushed them to the brink of defeat. Barbarians also use trophies to mark a victory over a long-standing enemy or a powerful foe whose defeat trumpets their skill and prowess.

The best trophies symbolize an opponent's strength and ability. A dragon's fang, a shard from a powerful warrior's armor, or the stub of a necromancer's staff signify the enemy's power and ability. A barbarian typically attaches these trophies to his or her armor and gear, allowing them to hang as testaments to his fighting ability.

If you decide to collect trophies of your fallen enemies, make a list of each item you take from a foe. These trophies are more than marks of victory; they are important symbols of your history. Giving one of your trophies as a gift is a sign of trust and respect. When you are confronted by a particularly worthy foe, you might allow the enemy to live but make the surrender of some token a condition of that offer.

## Totem Animals

Although your powers do not require it, you might adopt a totem beast, an animal whose ferocity and traits appeal to you as a model for your own deeds. You might adorn yourself with tattoos, pelts, claws, and teeth to increase your resemblance to your chosen beast. Like the totem carved into a representation of specific spirits that serves as an implement in the hands of a druid or a shaman, your adorned body draws the spirits of your chosen beast so that they can lend you their power.

Most barbarians who have totem beasts take an appropriate name. Yoreth Hawksworn scales the highest peaks and swoops upon his foes like a diving falcon. Darva Thunderbear roars as she charges her enemies and swings her maul with bone-crushing, ursine strength.

## Living with Rage

Rage defines your magical combat prowess, and your relationship to that rage says a lot about your character's personality. As a barbarian, you have a choice. Does rage sum up your entire being, or are you at peace except when you must reach deep and summon the storm?

Anger might be a constant, simmering undercurrent to your every word and action. Are you aggrieved by some past wrong you seek to redress? Infuriated by the death of a loved one you hope to avenge? Or is the constant thrum of your rage like the heartbeat of the Primal Beast, not so much an undercurrent of anger as the predator's constant readiness for fierce combat?

Or you might be a calm, cheerful soul, at peace with the world—until enemies are in sight. Then you open your mind to the primal fury that lurks in the depths of your soul, and you unleash a rage all the more terrifying because it is so unlike your normal demeanor.

How well do you contain your rage? Does it erupt only when you summon it, or has it broken free of your control at times in the past—perhaps with tragic consequences? A single critical moment in your background when anger got the better of you can be a

defining element of your history and personality. Did you, in a moment of uncontrolled rage, kill someone you loved? Perhaps you dishonored yourself and your family by killing an enemy who pleaded for mercy. Maybe you went on a rampage through a marketplace and then fled your village in shame.

What's it like when you use a rage power? You're channeling the spirit of a powerful animal or a force of nature, which alters the nature of your attacks, sometimes fundamentally. Is the spirit's form visible above or around you as you rage? Do you undergo a physical transformation? Is your body warped and distorted by your frenzy, or do you suddenly sprout horns, claws, a furred or scaly hide, or other bestial features?

Primal power flows through you and invigorates you, strengthening your attacks. Is this power exhilarating or exhausting? Is it an aching or a burning that you ignore in the heat of your fury, or a pleasurable sensation that softens the pain of your wounds? Are you focused on the tumult of battle around you, or detached from it, as if you were watching from someplace outside your body?

A barbarian is always destructive and brutally effective in combat, but it can be interesting to explore the idea that your personality changes dramatically when you unleash your primal fury.

## Threats and Allies

As a barbarian, you know that your allies rely on you to hit hard and bring your enemies down. You also know that you are certain to suffer more damage than your friends do. Even if you fight alongside defenders such as wardens and paladins, you attract a lot of enemy attention because of the threat you pose.

### Civilized Barbarians

In battle, barbarians are howling, near-suicidal warriors, who overwhelm their enemies with brute strength and savage magic. But not every barbarian practices that same approach away from the battlefield. A barbarian might lay down his or her greataxe and behave as a cunning diplomat, a shrewd negotiator, or a talented artisan.

Such barbarians understand the balance between the civilized ways of humanoid cultures and the feral nature of the beast. When these individuals are living or traveling among civilization's trappings, they know that words are far more potent than swordplay. A warrior might conquer an enemy with savagery, but allies are better made and influenced by charm and wisdom.

This sort of behavior from a barbarian surprises those who are ignorant of the primal ways, a reaction that many chieftains and lords have used to their advantage. The perfumed, silk-clad merchant of a caravan might not suspect that the chief sitting across from him studied at four academies. All the merchant sees is the barbarian's frayed leather armor and a cloak made from the pelt of a girallon.

You might choose to develop talents and powers that play off that threat, gaining abilities that draw more of the enemy's attention while also setting up your own deadliest attacks. For example, the *savage growl* power (page 13) marks an enemy that you hit and lets you deal more damage to that foe—in exchange for letting it deal more damage to you. This approach makes you an even bigger target, creating a dynamic often seen in legends and tales—barbarians swagger like the king of all they see, but they frequently travel with a shaman or a bard companion who helps keep them alive.

Of course, you need not play your barbarian as a risk-loving combat gambler. Even if that's how you began your adventuring career, the life cycle of the great predators offers lessons that might affect you as you move into the paragon and epic tiers. As the old primal proverb has it, "Every old tiger is a careful tiger." You might have fought without a care early in your career, but you have come to learn a bit more strategy as you have gained power. You have grown more deliberate about when to use your deadliest powers and when to take a quick step back to allow an ally to handle a fight.

BEN WOOTEN

## Playing Your Build

If you choose a specific build for your barbarian, you might let your choice inform the way you roleplay the character as well as how you perform in combat. Even if you choose powers from different builds, your character might end up inclining toward one or another type of barbarian, which can suggest facets of your barbarian's personality.

Rageblood barbarians are perhaps the most likely to lose themselves in rage (see "Born to the Beast," page 23). You might feel no pain while seized by the primal spirits of battle, and felling an enemy fills you with exuberant vigor. Outside combat, you might be a quiet stalker, like a patient tiger, or a brash and boisterous adventurer, more like a thrashing boar.

Thaneborn barbarians retain their powerful presence even when gripped by rage, and they tend to keep their wits about them as well. You might shout encouragement to your allies as you hew about yourself in battle, exhorting them to follow your example. Outside combat, whether or not your allies follow your lead might depend on the wisdom you display. If you rush boldly into deadly situations, they might learn to disregard your magnetic personality in favor of the counsel of wiser heads.

If you're a thunderborn barbarian, the fury of the storm constantly surrounds you. You might have a quick temper that flares like lightning when someone angers you, or your fury might build slowly, as the distant rumble of thunder grows louder when the storm draws nearer. In combat, you might let the thunder be your voice, or you might shout battle cries and exhortations that reverberate in the noise of the storm. Thunderborn barbarians are most likely to wear their rage as a constant cloak, finding it difficult to set aside their anger when it isn't needed.

### Who's a Barbarian?

Just like members of other classes, barbarians are not common in the world. People of the barbarian class are exceptional, and they're usually heroes—or villains. Raging hordes of orc or human berserkers might sometimes rampage through the remnants of civilization, but at most only a handful of true barbarians fight among them, probably in positions of leadership. A barbarian has a special connection to the primal spirits, a relationship that few other people in the world can claim.

### Play Style: Keep It Simple

Playing a barbarian can be straightforward fun. You aren't necessarily expected to study the situation and choose the optimal path. You can say, "Look, I know there might be excellent tactical things to do, like feeding so-and-so a healing potion or using my second wind. But that's not me. I'm just going to hit this guy really hard." Everyone around the table nods because hey, you're the barbarian. If you don't hit the enemy hard, who will?

Whirling barbarians tend to be lighthearted and cheerful compared to other barbarians. Even in the heat of rage, while moving with dizzying speed among your foes, you might taunt them or joke about their misfortune. Your rage might be more of a physical state than an emotional one—like a rush of adrenaline that propels you to greater speed and strength without clouding your mind. If that's the case, it's probably easy for you to set aside your rage when you are not in battle; at those times you might carry yourself with the pride of a skilled hunter or with the jovial ease of a self-assured hero.

### Barbarians and Heavy Armor

Some folk believe that barbarians look down on heavy armor. Although some barbarians do believe that anyone who needs to pull on a steel shell before heading into battle is better off staying at home, most of them don't care how or why their enemies and allies armor themselves. Bravery and skill, not a warrior's belongings, are the paramount considerations.

Barbarians have no natural aversion to heavy armor, but its obvious benefits are realized only after long hours of training and practice. A barbarian who does use heavy armor typically modifies and decorates it with patterns, runes, and trophies evocative of the primal spirits. Dwarves emblazon shoulder and knee guards with leering, bestial faces to ward off bad luck. Human barbarians replace their armor's padding with furs taken from lions, owlbears, and other ferocious beasts they have defeated in battle. Goliaths paint their armor, scribing representations of their battles on each section of scale armor or across the expanse of their breastplates.

In the end, a barbarian in heavy armor might not look like a typical berserker, but he or she still cannot be mistaken for a fighter. If you decide to wear heavy armor, take some time to describe how your character has modified it. Give your equipment a primal edge, a mark showing that your armor is an extension of your fighting style and your beliefs.

The two new builds in this section expand the ways in which you can tailor your barbarian. The thunderborn barbarian, as the name implies, uses the power of thunder to damage enemies and make them cower. The whirling barbarian relies on speed and finesse to make particularly lethal two-weapon attacks.

## Thunderborn Barbarian

Some barbarians can be mistaken for savage warriors bereft of magic, at least until they rage. Whether you are raging or not, no one makes that mistake about you. Your ferocity and power have endeared you to the primal spirits of thunder. They circle around you, waiting for a time when you unleash them on your enemies.

When you stride into battle, low thunder rumbles around you. Even underground or on a clear day, the deep-throated murmur of distant storms accompanies you. When you charge, the growl grows into thunderclaps, sounding nearby. When you shriek your battle cry, a booming roar breaks over your enemies.

The faint-hearted cower before you. Those who are brave or foolish enough to stand before the rumble of your approach are laid low by your weapons and your rage.

### New Class Feature

When you choose your Feral Might, you can choose Thunderborn Wrath instead of another option, such as the ones in *Player's Handbook 2*.

**Thunderborn Wrath:** You gain the *war cry* power. In addition, once per round when your attack bloodies an enemy, each enemy adjacent to you takes thunder damage equal to your Constitution modifier.

**War Cry** Barbarian Feature

*Your potent victory cry sends nearby enemies reeling in terror.*

**Encounter ✦ Fear, Primal**
**Free Action** **Close** blast 3
**Trigger:** Your attack reduces an enemy to 0 hit points
**Target:** Each enemy in blast
**Effect:** You push each target 1 square.

### Suggested Options

Thunderborn barbarians lean toward controller as a secondary role. Powers improved by Thunderborn Wrath include blasts, which allow you to affect small groups of enemies, so it pays to move as close to as many enemies as possible. Consider favoring feats and powers that allow you to move more easily around the battlefield.

Like other barbarians, you should make Strength your highest ability score. Constitution should be your second-highest score, since Thunderborn Wrath powers often rely on it.

**Suggested Class Feature:** Thunderborn Wrath*
**Suggested Feat:** Thunderborn Rage*
**Suggested Skills:** Athletics, Intimidate, Nature
**Suggested At-Will Powers:** *howling strike*, *howl of fury**
**Suggested Encounter Power:** *shout of terror**
**Suggested Daily Power:** *tyrant's rage**
*New option presented in this book

CHIPPY

# Whirling Barbarian

Some barbarians, particularly elves and half-orcs, rely on speed and startling force to slay their enemies. Stories abound of the ability of such barbarians to cut down an entire group of bandits in the blink of an eye. These whirling barbarians combine supreme speed and agility with great strength.

Whirling barbarians fight with two weapons, often a pair of axes or swords. Dwarf whirling barbarians favor battleaxes and war picks, whereas half-orcs lean toward clubs and maces.

Compared to other barbarians, whirling barbarians are more mobile and better able to deal damage to several enemies with a single attack. Such barbarians rove the battlefield, swinging their weapons in a blur and hewing down any foes that are rash enough to draw near.

## New Class Feature

When you choose your Feral Might, you can choose Whirling Slayer instead of another option, such as the ones in *Player's Handbook 2*.

**Whirling Slayer:** You gain the *whirling lunge* power, and you can wield a one-handed weapon in your off hand and treat it as an off-hand weapon. In addition, once per round when your attack bloodies an enemy, you can shift 2 squares as a free action, and each enemy adjacent to you at the end of the shift grants combat advantage to you until the end of your next turn.

**Whirling Lunge** Barbarian Feature

*Striking down one foe, you whirl deeper into enemy ranks.*

**Encounter ✦ Primal, Weapon**
**Free Action** **Melee** 1
**Trigger:** Your attack reduces an enemy to 0 hit points
**Effect:** You shift 2 squares and then deal 1[W] damage (off-hand weapon) to an enemy adjacent to you that you can see.

## Suggested Options

You can choose from several methods for improvement as a whirling barbarian. Feats that increase your prowess at wielding two melee weapons are a good investment, since Whirling Slayer powers all require you to wield two weapons. Consider wielding a thrown weapon in one hand to give yourself the option of fighting at range. Multiclassing into ranger will give you even more two-weapon powers to choose from.

Strength should be your highest ability score, since it bolsters all your barbarian attacks. You should make Dexterity your second-highest score, because that ability is often used by Whirling Slayer powers.

**Suggested Class Feature:** Whirling Slayer*
**Suggested Feat:** Two-Weapon Fighting
**Suggested Skills:** Acrobatics, Athletics, Perception
**Suggested At-Will Powers:** *pressing strike*, *whirling rend**
**Suggested Encounter Power:** *whirling frenzy**
**Suggested Daily Power:** *thunder hooves rage**
*New option presented in this book

WILLIAM O'CONNOR

# NEW POWERS

The new powers presented in this chapter supplement those already available to barbarians. Many of the powers support the Thunderborn Wrath and Whirling Slayer class features, but the broad range of powers here provides useful options for any barbarian.

## Level 1 At-Will Evocations

### Howl of Fury — Barbarian Attack 1

*You strike a hearty blow, then unleash an ear-splitting battle cry.*

**At-Will ✦ Primal, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each enemy in the blast, other than the target, takes thunder damage equal to your Constitution modifier. If you are raging, the thunder damage equals 3 + your Constitution modifier.
*Level 21:* 2[W] + Strength modifier damage, and add 5 to the thunder damage, whether or not you are raging.

### Whirling Rend — Barbarian Attack 1

*You strike out in two directions, drawing blood from different enemies.*

**At-Will ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. AC (main weapon)
**Hit:** 1[W] + Strength modifier damage, and an enemy adjacent to you other than the target takes 1[W] damage (off-hand weapon). If you are raging, add your Dexterity modifier to both damage rolls.
*Level 21:* 2[W] + Strength modifier damage, and 2[W] damage (off-hand weapon).

## Level 1 Encounter Evocations

### Desperate Fury — Barbarian Attack 1

*Even if it kills you, you'll accept nothing less than a solid hit.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Rageblood Vigor:** The attack deals extra damage equal to your Constitution modifier.
**Miss:** You can take 5 damage to reroll the attack. If the reroll hits, use the hit effect above. If the reroll misses, you take 5 damage.

### Escalating Violence — Barbarian Attack 1

*You hack at your enemy, daring it and its companions to incur your greater fury.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. If you take damage before the start of your next turn, you gain a +2 bonus to the attack rolls and the damage rolls of your next attack.
**Thaneborn Triumph:** Until the end of your next turn, an ally within 5 squares of you gains a bonus to damage rolls against the target equal to your Charisma modifier.

### Resurgent Strike — Barbarian Attack 1

*You slash, you are rejuvenated, and your enemy's blood wells.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** You either gain 3 + your Constitution modifier temporary hit points or end one dazing or weakening effect on yourself. The target then takes 2[W] + your Strength modifier damage.

### Shout of Terror — Barbarian Attack 1

*The primal storm that rages within you manifests as a terrifying battle scream that causes your enemies to hesitate.*

**Encounter ✦ Fear, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each enemy in the blast is slowed until the end of your next turn.
**Thunderborn Wrath:** Until the end of your next turn, you gain a bonus to damage rolls against slowed creatures equal to your Constitution modifier.

### Whirling Frenzy — Barbarian Attack 1

*Someone will bleed after every strike of this frenzy. You prefer to see your enemy's blood but are prepared to see your own.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Close** burst 1
**Requirement:** You must be wielding two melee weapons.
**Target:** Each creature in burst
**Attack:** Strength vs. AC (main weapon)
**Whirling Slayer:** The attack can target Reflex instead of AC.
**Hit:** 1[W] + 1[W] (off-hand weapon) + Strength modifier damage.
**Miss:** You take 1d6 damage.

## Level 1 Daily Evocations

### Blood Bear Rage — Barbarian Attack 1

*You strike, then call on the spirit of the blood bear, drawing on its great strength and crushing grip to destroy your foes.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you grab the target.
**Miss:** Half damage.
**Effect:** You enter the rage of the blood bear. Until the rage ends, you gain a +4 bonus to grab attacks. If an enemy starts its turn grabbed by you, it takes 5 + your Strength modifier damage.

### Life Thane Rage — Barbarian Attack 1

*As you strike, raging energy boils out of you as life-giving mist, healing you and invigorating your allies.*

**Daily ✦ Healing, Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You can spend a healing surge. You enter the rage of the life thane. Until the rage ends, any ally who starts his or her turn within 3 squares of you gains temporary hit points equal to your Charisma modifier.

### Savage Juggernaut Rage — Barbarian Attack 1

*Your blow triggers an inner wrath that grows more and more unstoppable with each enemy you fell.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the savage juggernaut. Until the rage ends, you gain a power bonus to attack rolls equal to the number of nonminion creatures you have reduced to 0 hit points since you entered the rage.

### Thunder Hooves Rage — Barbarian Attack 1

*You hammer the enemy with a heavy blow, and the spirits of stampeding beasts fill you with strength.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the thunder hooves. Until the rage ends, you can move through one or two enemies' spaces during each of your turns. When you move through an enemy's space, your next attack against that enemy during the same turn deals 1[W] extra damage.

STEVE ARGYLE

### Tyrant's Rage — Barbarian Attack 1

*Your blow is a prelude to a furious shriek. Your visage reveals a berserker fury, which causes your foes to recoil.*

**Daily ✦ Fear, Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Will
**Hit:** 2[W] + Strength modifier damage, and the target is dazed (save ends).
**Miss:** Half damage, and the target is dazed until the end of your next turn.
**Effect:** You enter the rage of the tyrant. Until the rage ends, you can push every enemy adjacent to you 1 square as a minor action once per round.

## Level 2 Utility Evocations

### Bounding Stride — Barbarian Utility 2

*You lope across the battlefield, your wounds fueling your stride.*

**Encounter ✦ Primal**
**Move Action** **Personal**
**Effect:** You move your speed + 2, or your speed + 6 if you are bloodied.

### Feral Rejuvenation — Barbarian Utility 2

*You call on the spirits to stitch your wounds, proudly displaying the blood you have spilled in their names.*

**Daily ✦ Healing, Primal**
**Free Action** **Personal**
**Trigger:** Your attack damages an enemy
**Effect:** You spend a healing surge. If the triggering attack reduced an enemy to 0 hit points, you regain additional hit points equal to one-half your level + your Charisma modifier.

### Savage Comeback — Barbarian Utility 2

*An enemy tried to hinder you, but you break free, ignoring the injury you suffer in the process.*

**Daily ✦ Primal**
**No Action** **Personal**
**Trigger:** You are conscious and fail a saving throw
**Effect:** You take 2d6 damage and succeed on the saving throw.

### Savage Growl — Barbarian Utility 2

*If the blow you just delivered wasn't enough to get your foe's attention, your menacing growl cannot be ignored.*

**Encounter ✦ Primal**
**Free Action** **Personal**
**Trigger:** You hit an enemy and don't reduce it to 0 hit points
**Target:** The enemy you hit
**Effect:** You mark the target until the end of your next turn. Until the mark ends, you and the target deal 1d8 extra damage against each other.

### Shrug It Off — Barbarian Utility 2

*With a brutal shake of your head, you slough off a hindrance before it can affect you.*

**Encounter ✦ Primal**
**Immediate Reaction** **Personal**
**Trigger:** You are subjected to an effect that a save can end
**Effect:** You make a saving throw against the triggering effect. If you succeed, you shift 1 square as a free action.

## Level 3 Encounter Evocations

### Brutal Slam — Barbarian Attack 3

*Your forceful blow pushes your foe into one of its companions.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage, and you push the target 2 squares and knock it prone. Then one enemy adjacent to the target takes 1d8 + your Strength modifier damage.

### Reckless Rampage — Barbarian Attack 3

*As you advance, enemy attacks fuel a wrath that spills over with undeniable force against your chosen target.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you move your speed. If an enemy makes an opportunity attack against you as a result of this movement, you gain combat advantage against the target of this attack.
**Rageblood Vigor:** Add your Constitution modifier to the distance you can move.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.

### Rippling Blades — Barbarian Attack 3

*If your foe avoids your attack, you accept a glancing blow to maneuver that foe into a weak position, ready for your friend's attack.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** You can take 5 damage to enable an ally adjacent to the target to make a melee basic attack against it as a free action.
**Thaneborn Triumph:** The ally gains a bonus to the damage roll equal to your Charisma modifier.

### Thundering Howl — Barbarian Attack 3

*You strike and then let out a thunderous battle cry, which knocks your foes back.*

**Encounter ✦ Primal, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each enemy in the blast takes 1d6 thunder damage and is pushed 1 square.
**Thunderborn Wrath:** The number of squares you push each enemy equals your Constitution modifier.

### Whirling Step — Barbarian Attack 3

*You strike out and keep moving. As you pass, many enemies bleed.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. AC (main weapon)
**Hit:** 1[W] + Strength modifier damage.
**Effect:** You shift 2 squares. If the attack hit, you deal 1[W] damage (off-hand weapon) to one or two enemies that are adjacent to you at some point during the shift.
**Whirling Slayer:** The number of squares you shift equals your Dexterity modifier.

## Prejudice and Rewards

The most common prejudice that you face in civilized lands is that you are a savage who does as much damage to your friends as to your enemies. On the bright side, those who believe this slur tend to overvalue your services as a hired warrior. In prejudiced areas, a noble or a merchant who employs a barbarian counts on rivals and enemies to give you, and your employer, a wide berth.

## Level 5 Daily Evocations

**Ancient Berserkers' Rage** Barbarian Attack 5

*You lash out and the spirits of ancestral berserkers roar their approval. As always, they are anxious to fight beside a member of the clan.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the ancient berserkers. At the start of each of your turns until the rage ends, you gain combat advantage against each enemy adjacent to you and a power bonus to damage rolls against them equal to your Charisma modifier. These benefits last until the end of your turn.

**Rage of the Crimson Hurricane** Barbarian Attack 5

*Your swing arcs around you, and rage transforms you into a swirling storm of death, dangerous to any enemy near you.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
**Effect:** Each target takes ongoing 5 damage (save ends). You enter the rage of the crimson hurricane. Until the rage ends, when you hit any enemy with a primal melee power, each enemy adjacent to you takes damage equal to your Strength modifier.

### Ancient Berserkers' Rage

Kavaki roared as he swung his axe, and the world slowed. He saw the blade gleam in the torchlight, saw it cut through the orc's armor, watched a spray of blood erupt from the creature's side. He heard the crunch of ribs, then the orc's gurgling death cry as it tried to bring its own axe to bear for one final blow. Kavaki's foot lashed out and knocked the weapon from the orc's hand.

The earth beneath him trembled with the answering roar of Kavaki's warrior ancestors shouting their approval. For a moment he saw them, their weapons gleaming gold as they gathered around him. He raised his axe, dripping with orc blood, and the ancestors shouted again.

The orcs could not hear the ancestors, he knew. And yet the orcs quailed, their savagery replaced by fear as he leaped into their midst, hewing right and left. Distant voices urged him on, and he fought with strength borrowed from generations of warriors before him.

He felt those warriors' hands clapping his shoulders and slapping his back, and as the last orc fell, he allowed himself a moment to bask in their approval. His clan had left him for dead years ago. So perhaps he was dead—but if that meant he could fight alongside the greatest warriors of the past, Kavaki didn't mind.

**Razor Wind Rage** Barbarian Attack 5

*Your strike batters the crowding enemies, unleashing your rage. From then on, after each devastating blow, primal winds speed you.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you push the target 1 square.
**Miss:** Half damage.
**Effect:** You enter the rage of the razor wind. Until the rage ends, whenever your Rampage class feature is triggered, you can shift a number of squares equal to your Dexterity modifier and then make a melee basic attack against each enemy adjacent to you as a free action, instead of making a single melee basic attack.

**Tiger's Claw Rage** Barbarian Attack 5

*Your attack awakens the tiger spirit within you. Its raking claws punish any enemies that avoid your blows.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the tiger's claw. Until the rage ends, when you miss any creature with an at-will melee attack, that creature takes 1[W] damage.

## Level 6 Utility Evocations

**Climber's Claws** Barbarian Utility 6

*Thick claws spring from your hands, allowing you to scale surfaces quickly.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you gain a climb speed equal to your speed.

**Primal Charge** Barbarian Utility 6

*You thunder across the battlefield in a blur of steel and speed.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you gain a +4 power bonus to speed when charging.

**Relentless Surge** Barbarian Utility 6

*With a deep breath, you draw vigor from within yourself.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** You gain 5 + your Constitution modifier temporary hit points.

### Run Rampant — Barbarian Utility 6

*With bestial might, you break free and step forward, eager for battle again.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** You make either an escape attempt or a saving throw against an effect that immobilizes, restrains, or slows you. You gain a bonus to the roll equal to your Strength modifier.

### Snarling Defiance — Barbarian Utility 6

*Your blood flows, and your response is a feral snarl as you prepare to make the offender pay.*

**Daily ✦ Primal**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit and damaged by an attack
**Effect:** You take half damage from the attack and gain a +2 power bonus to attack rolls against the attacker until the end of your next turn.

## Level 7 Encounter Evocations

### Blood Sacrifice — Barbarian Attack 7

*You wound yourself, offering your pain to the spirits in exchange for a more telling strike.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Effect:** Before the attack, you can take 1d10 damage. If you do so, you gain a bonus to the damage roll equal to the damage you take + your Constitution modifier.
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage.

### Fearsome Smash — Barbarian Attack 7

*Smashing your weapon through your foe's defenses injures both body and will.*

**Encounter ✦ Fear, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
**Thaneborn Triumph:** The penalty to attack rolls equals 1 + your Charisma modifier.
**Special:** You can use this power against an adjacent enemy as an immediate reaction that triggers when that enemy hits you.

### Harbinger of Doom — Barbarian Attack 7

*You hack through one foe, and your battle cry heralds doom for the enemies before you.*

**Encounter ✦ Fear, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each enemy in the blast gains vulnerable 5 to all damage until the end of your next turn.
**Thunderborn Wrath:** The vulnerability equals 3 + your Constitution modifier.

### Looming Threat — Barbarian Attack 7

*An ally might have raised a foe's ire, but once you strike, that enemy must pay attention to you.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. If the target is marked by an ally, the attack deals 1[W] extra damage. You then mark the target until the end of your next turn.
**Rageblood Vigor:** Until the mark ends, you gain a power bonus to damage rolls against the target equal to your Constitution modifier.

BEN WOOTEN

### Slash and Slash Again — Barbarian Attack 7

*You strike hard and then lay into enemies all around you.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. AC (main weapon)
**Hit:** 2[W] + Strength modifier damage. Until the start of your next turn, you can use a free action to deal 1[W] damage (off-hand weapon) to any enemy that starts its turn adjacent to you.
**Whirling Slayer:** Add your Dexterity modifier to the off-hand weapon damage.

## Level 9 Daily Evocations

### Flying Serpent Rage — Barbarian Attack 9

*Coiling, spitting, and darting, you react to the enemy's charge with brutal swiftness.*

**Daily ✦ Primal, Rage, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy charges you or an ally
**Effect:** Before the attack, you shift 6 squares.
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the flying serpent. Until the rage ends, you can shift 2 squares as a move action. In addition, after making a charge attack on your turn, you can take further actions during that turn.

### Rage of the Battle Tyrant — Barbarian Attack 9

*Your strike awakens a rage within you that urges your allies to move about the battlefield with impunity whenever you hit.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target gains vulnerable 5 to all damage (save ends).
**Miss:** Half damage.
**Effect:** You enter the rage of the battle tyrant. Until the rage ends, when you hit any enemy with a primal attack power, one ally within 2 squares of that enemy can shift 1 square as a free action.

### Rage of the Death Spirit — Barbarian Attack 9

*As you strike, robbing your foe of its strength, you awaken a spirit that commands your enemies' attention.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is weakened (save ends).
**Miss:** Half damage, and the target is weakened until the end of your next turn.
**Effect:** You enter the rage of the death spirit. Until the rage ends, as the first action of each of your turns, you can use a free action to mark each enemy within 2 squares of you until the end of your next turn. In addition, you gain a +2 bonus to attack rolls against enemies marked by you.

### Rage of the Primal Banshee — Barbarian Attack 9

*You manifest shrieking spirits as you strike your enemy. While the spirits remain, your foes can't bring themselves to rush your allies.*

**Daily ✦ Fear, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you push the target 3 squares.
**Miss:** Half damage, and you push the target 1 square.
**Effect:** You enter the rage of the primal banshee. Until the rage ends, enemies cannot charge any ally who is within a number of squares of you equal to your Charisma modifier.

### Serpent Fang Rage — Barbarian Attack 9

*Scale-shaped tattoos form on your arms, and you strike with a suddenly envenomed weapon. From then on, your rage-flushed markings distract those you damage.*

**Daily ✦ Poison, Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier poison damage, and ongoing 5 poison damage (save ends).
**Miss:** Half damage.
**Effect:** You enter the rage of the serpent fang. Until the rage ends, any enemy you hit grants combat advantage until the end of your next turn.

## Level 10 Utility Evocations

### Barbaric Instinct — Barbarian Utility 10

*Submerging conscious thought, you cut through the fog that threatens to envelop your mind.*

**Daily ✦ Primal**
**Immediate Interrupt** **Personal**
**Trigger:** You are subjected to a dazing or a stunning effect
**Effect:** If the effect would have dazed you, you aren't dazed. If the effect would have stunned you, you are dazed instead.

### Barbaric Offering — Barbarian Utility 10

*You ruin your foe, and the spirit of triumph steels you against a hindrance.*

**Encounter ✦ Primal**
**Free Action** **Personal**
**Trigger:** You bloody an enemy or reduce it to 0 hit points
**Effect:** You make a saving throw against one effect that a save can end, with a bonus equal to your Charisma modifier (minimum +1).

### Enraged Surge — Barbarian Utility 10

*Your errant blow fuels your anger, empowering your strikes for a few moments.*

**Encounter ✦ Primal**
**Free Action** **Personal**
**Trigger:** You miss with an attack while raging
**Effect:** You gain a +2 power bonus to melee attack rolls and melee damage rolls until the end of your next turn.

### Howl of the Alpha Wolf — Barbarian Utility 10

*You snarl nearly incomprehensible orders to your allies, and they hasten to obey.*

**Encounter ✦ Primal**
**Move Action** **Close** burst 5
**Target:** One ally in burst, or each ally in burst if you have reduced an enemy to 0 hit points during this turn
**Effect:** You slide each target 2 squares. You then shift 3 squares.

### Totemic Scarification — Barbarian Utility 10

*As you set aside caution for relentlessness, glowing totemic symbols begin carving themselves across your skin.*

**Daily ✦ Primal, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you take a -2 penalty to all defenses but gain a +1 bonus to attack rolls.

## Level 13 Encounter Evocations

### Ancient Clan Strike — Barbarian Attack 13

*Your tattoos, scars, and markings burn with primal energy, guiding and empowering a deadly blow.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Effect:** *Before the attack, you can take 3d6 damage. If you do so, you gain a +1 bonus to the attack roll and do not expend this power if you miss.*

**Rageblood Vigor:** If you take the damage, you also gain a bonus to the damage roll equal to your Constitution modifier.
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.

### Blood-Frenzy Strike — Barbarian Attack 13

*Your heavy blow draws blood and undermines the enemy's resolve in the face of greater damage.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target gains vulnerable 5 to all damage until the end of your next turn.

**Thaneborn Triumph:** The vulnerability equals 3 + your Charisma modifier.

### Fortune's Favor — Barbarian Attack 13

*You strike at an odd angle, gambling that your enemy will react by maneuvering into the force of your blow.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage. You can reroll the attack. If the reroll hits, the attack deals 1[W] extra damage. If the reroll misses, the attack deals 1[W] less damage.

### Iron Breaker's Shout — Barbarian Attack 13

*You deliver a telling blow, then issue a battle cry so ferocious that it causes your foes' defenses to weaken.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each enemy in the blast takes a penalty to all defenses equal to your Constitution modifier until the end of your next turn.

**Thunderborn Wrath:** The penalty to all defenses equals 1 + your Constitution modifier.

### Rolling Boulder — Barbarian Attack 13

*You barrel through your enemies, knocking them aside as you bear down on your chosen foe.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Primary Target:** One creature
**Effect:** You knock the primary target prone. You then shift 3 squares and can move through prone enemies' spaces during the shift. Make a secondary attack.

**Whirling Slayer:** The number of squares you shift equals 1 + your Dexterity modifier.

**Secondary Target:** One enemy other than the primary target
**Secondary Attack:** Strength vs. AC (main weapon)
**Hit:** 2[W] + 1[W] (off-hand weapon) + Strength modifier damage.

## Level 15 Daily Evocations

### Ancestral War Band Rage — Barbarian Attack 15

*You hew at your enemy, and the spirits of ancestral warriors rise up to aid you.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the ancestral war band. Until the rage ends, you gain combat advantage against any enemy when making primal melee attacks against it. In addition, whenever you roll a 1 on a damage die for a primal attack, the roll changes to the die's maximum value.

### Frost Hide Rage — Barbarian Attack 15

*Your weapon becomes icy as you strike. Afterward, the ice spreads over you, shielding you from harm.*

**Daily ✦ Cold, Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier cold damage, and the target is slowed (save ends).
**Miss:** Half damage.
**Effect:** You enter the rage of the frost hide. Until the rage ends, you gain resistance to all damage equal to your Constitution modifier.

### Rage of the War Bringer — Barbarian Attack 15

*Your strike rings out, and your wrath boils over. You inspire your allies to strike true.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the war bringer. Until the rage ends, any ally who has line of sight to you gains a bonus to melee damage rolls equal to your Charisma modifier.

### Scytheclaw Rage — Barbarian Attack 15

*You batter a foe to the ground, and you channel the spirit of the scytheclaw drake. Even as you swing your weapon, you kick and punch to keep your foes back.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You knock the target prone. You enter the rage of the scytheclaw drake. Until the rage ends, you can push an enemy adjacent to you 2 squares as a minor action once per round.

### Tidal Rage — Barbarian Attack 15

*You swing your weapon in an arc, and waves of fury issue forth. You then overpower your foes, moving them around the battlefield.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you slide the target 4 squares.
**Miss:** Half damage, and you slide the target 1 square.
**Effect:** You enter the tidal rage. Until the rage ends, once per round, when you hit an adjacent enemy with a primal power, you slide each enemy adjacent to you 1 square.

## Level 16 Utility Evocations

### Battle Lust — Barbarian Utility 16

*Your bloodlust pulls you from the brink of death.*

**Daily ✦ Healing, Primal**
**No Action** **Personal**
**Trigger:** You are dying at the start of your turn
**Effect:** You spend a healing surge, and you can stand up as a free action. Until the end of your next turn, you gain a +2 bonus to attack rolls and a +4 bonus to damage rolls.

### Bounding Advance — Barbarian Utility 16

*You bound past your foes.*

**Encounter ✦ Primal**
**Move Action** **Personal**
**Effect:** You shift 5 squares and can move through enemies' spaces during the shift.

### Rampant Malice — Barbarian Utility 16

*While your foe's attention is drawn to your comrade, you maneuver for a telling blow.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of your turn, you gain combat advantage against any enemy that is marked by an ally of yours.

### Scent of Blood — Barbarian Utility 16

*As your lifeblood drains from you, the scent of it awakens primal power, strengthening your blows and aiding your recuperation.*

**Encounter ✦ Primal**
**Immediate Reaction** **Personal**
**Trigger:** An enemy bloodies you
**Effect:** Until the end of your next turn, you gain a bonus equal to your Constitution modifier to damage rolls and your healing surge value.

### Strength of Enduring Pain — Barbarian Utility 16

*The wound burns, but that pain merely adds to the devastation of your blows.*

**Encounter ✦ Primal**
**Free Action** **Personal**
**Trigger:** You take ongoing damage
**Effect:** Until the end of your turn, you gain a bonus to damage rolls equal to the ongoing damage (if you are taking multiple types of ongoing damage, the bonus equals the highest of them).

## Level 17 Encounter Evocations

### Blood-Spattered Frenzy — Barbarian Attack 17

*You whirl around, bathing your enemies in their own blood.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Close** burst 1
**Requirement:** You must be wielding two melee weapons.
**Target:** Each creature in burst
**Attack:** Strength vs. AC (main weapon)
**Whirling Slayer:** The attack can target Reflex instead of AC.
**Hit:** 2[W] + 1[W] (off-hand weapon) + Strength modifier damage.

### Frightening Strike — Barbarian Attack 17

*Your savage strike and maddened gaze wither the resolve of the enemies around you.*

**Encounter ✦ Fear, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and each enemy adjacent to you takes a -2 penalty to attack rolls until the end of your next turn.
**Thaneborn Triumph:** The penalty to attack rolls equals 1 + your Charisma modifier.

### Lines of Rage — Barbarian Attack 17

*Straining your muscles to the point of agony, you channel the pain into a devastating blow.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Effect:** Before the attack, you can take 2d8 damage. If you do so, the attack deals 2d8 extra damage.
**Rageblood Vigor:** You can take 1d8 damage instead of 2d8.
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.

### Stone-Splitting Roar — Barbarian Attack 17

*Your strike draws on the strength of the earth and is followed by a thunderous battle cry that rattles your enemies.*

**Encounter ✦ Primal, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each enemy in the blast takes 2d6 thunder damage and grants combat advantage until the end of your next turn.
**Thunderborn Wrath:** Add your Constitution modifier to the thunder damage.

### Whirling Skirmish — Barbarian Attack 17

*Using the momentum of your strike, you cut across the battlefield, eluding blows and then imperiling your foes.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. AC (main weapon)
**Hit:** 2[W] + Strength modifier damage. You shift 3 squares and then deal 2[W] damage (off-hand weapon) to each enemy adjacent to you.
**Whirling Slayer:** The number of squares you shift equals 1 + your Dexterity modifier.

## Level 19 Daily Evocations

### Desert Wind Rage — Barbarian Attack 19

*A desert wind rises in the wake of your strike, blinding your foe. The sirocco then expands and settles in, scouring even distant enemies.*

**Daily ✦ Fire, Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is blinded until the end of your next turn.
**Miss:** Half damage.
**Effect:** You enter the rage of the desert wind. Until the rage ends, at the start of each of your turns, you deal 5 + your Strength modifier fire damage to each enemy within 5 squares of you.

### Elder Tuskbrother Rage — Barbarian Attack 19

*Hurtling at an enemy, you make an inescapable attack. The spirit of the tuskbrother boar inspires you, adding to the force of your charges.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage, and you push the target a number of squares equal to your Constitution modifier.
**Miss:** Half damage.
**Effect:** You enter the rage of the elder tuskbrother. Until the rage ends, whenever you charge an enemy and hit, you push that enemy a number of squares equal to your Constitution modifier.
**Special:** When charging, you can use this power in place of a melee basic attack.

## A Great Ancestor

The shades of powerful barbarians frequently linger in the world as ancestor spirits. Sometimes death brings a perspective that can be difficult to appreciate in life. In other cases, barbarians who lived hard and died young feel compelled to learn more of the history of the people they barely got to know while they lived. In still other cases, barbarians leave important tasks unfinished when they die earlier than they had expected. A powerful barbarian ancestor spirit might bide its time through the generations, waiting for the advent of a new barbarian hero capable of accomplishing the quest that the spirit was unable to complete in its own life. Separate from any tribe or village, outside the nurturing power of the primal spirits, such an ancestor might have become a sad or vengeful ghost. Inside the spirit way, however, it functions as a more or less patient counselor, waiting for the day when its unfulfilled obligations can be laid to rest.

### Primal War Band Rage — Barbarian Attack 19

*The spirits of an ancient war band spiral around you, distracting your foes.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the primal war band. Until the rage ends, each enemy within 5 squares of you grants combat advantage.

### Rock Tree Rage — Barbarian Attack 19

*Your overwhelming strike calls the spirit of the great rock tree, rooting you and allowing you to lash out at approaching enemies.*

**Daily ✦ Primal, Rage, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy enters a square adjacent to you
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the rock tree. Until the rage ends, when any enemy enters a square adjacent to you, you can make an opportunity attack against that enemy. In addition, if you are pulled, pushed, or slid, you can reduce the distance of the forced movement by 2 squares.

### Voracious Predator Rage — Barbarian Attack 19

*You swing mightily, and spirit predators arise, empowering your blows whenever you leave an enemy's body in your wake.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage. If the target is already bloodied, the attack deals 1[W] extra damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the voracious predator. Until the rage ends, when you reduce any enemy to 0 hit points with an attack, you gain a +2 power bonus to your next weapon attack roll, and that next attack deals 1[W] extra damage if it hits.

## Level 22 Utility Evocations

### Blood Seeker's Pursuit — Barbarian Utility 22

*You are drawn to foes closer to death, and their wounds fortify you.*

**Encounter ✦ Primal**
**Move Action** **Personal**
**Requirement:** No enemies are adjacent to you.
**Effect:** You shift your speed. You gain 1d8 + your Constitution modifier temporary hit points, plus 1d8 temporary hit points for each bloodied enemy adjacent to you at the end of the shift.

### Brutal Payback — Barbarian Utility 22

*Absorbing a mighty blow, you turn your pain into power for a short time.*

**Encounter ✦ Primal**
**Immediate Reaction** **Personal**
**Trigger:** An enemy scores a critical hit against you
**Effect:** You gain a +4 power bonus to attack rolls until the end of your next turn.

WILLIAM O'CONNOR

### Emboldening Courage — Barbarian Utility 22

*Your allies are heartened by your relentlessness and move to assist you.*

**Encounter ✦ Primal**
**Free Action** **Close** burst 3
**Trigger:** You hit or miss an enemy with a charge attack
**Target:** Each ally in burst
**Effect:** As a free action, each target can shift 3 squares to a square closer to the enemy.

### Raging Resurgence — Barbarian Utility 22

*The spirits rejoice in your enemy's errant blow, and their exultation invigorates you.*

**Daily ✦ Healing, Primal**
**Immediate Reaction** **Personal**
**Trigger:** An enemy misses you with an attack
**Effect:** You spend a healing surge and regain additional hit points equal to your Constitution modifier.

### Unexpected Clarity — Barbarian Utility 22

*An astonishing strike opens up new opportunities for you.*

**Daily ✦ Primal**
**Free Action** **Personal**
**Trigger:** You score a critical hit with a barbarian attack power and haven't used Rampage during this round
**Effect:** In place of making a melee basic attack as a result of Rampage, you can take an additional standard action on your next turn.

## Level 23 Encounter Evocations

### Berserker's Flurry — Barbarian Attack 23

*You strike deeply, then extend your weapons in a whirl of rage, striking foes that venture too close.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. AC (main weapon)
**Hit:** 3[W] + Strength modifier damage. Until the end of your next turn, you deal 1[W] damage (off-hand weapon) to any enemy that starts its turn adjacent to you.
**Whirling Slayer:** Add your Dexterity modifier to the off-hand weapon damage.

### Cutting the Path — Barbarian Attack 23

*You knock away nearby enemies, then dash across the battlefield to attack a single foe.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Close** burst 1
**Primary Target:** Each enemy in burst
**Primary Attack:** Strength vs. Fortitude
**Hit:** You push the primary target 2 squares and knock it prone.
**Effect:** You move your speed. Then make a secondary attack.
**Secondary Target:** One creature other than the primary targets
**Secondary Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.

JASON A. ENGLE

### Leaves Before the Wind — Barbarian Attack 23

*The battle cry that follows your strike scatters your foes.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. You slide each enemy in the blast 3 squares.
**Thunderborn Wrath:** The number of squares you slide each enemy equals 2 + your Constitution modifier.

### Rabid Beast — Barbarian Attack 23

*You recklessly stalk a distant enemy and are emboldened by attacks on the way.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Effect:** You grant combat advantage until the start of your next turn. You then move your speed and make the following attack. If an enemy makes an opportunity attack against you as a result of this movement, your attack deals 1[W] extra damage.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage.

### This One Is Mine! — Barbarian Attack 23

*Taking advantage of an enemy focused on one of your allies, you deliver a mighty strike, which turns that enemy's focus to you.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Until the end of your next turn, you gain a +2 power bonus to attack rolls against any enemy marked by any of your allies. Then make the following attack.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage, and you mark the enemy until the end of your next turn.
**Rageblood Vigor:** Until the mark ends, you gain a bonus to damage rolls against the target equal to your Constitution modifier.

## Level 25 Daily Evocations

### Circle of Blood Rage — Barbarian Attack 25

*You spin, hacking at your enemies. The image of the circle of blood used in your initiation rites grips your mind, empowering your later attacks.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each creature in burst
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the circle of blood. Until the rage ends, you gain a power bonus to attack rolls with barbarian at-will attack powers and *rage strike* equal to the number of creatures you targeted with this power.

### Clawed Ancestor Rage — Barbarian Attack 25

*You strike a mighty blow, then draw the enemy close. The shadowy presence of the Great Bear grows within you, roaring into full frenzy as you clench a foe.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and you grab the target.
**Miss:** Half damage.
**Effect:** You enter the rage of the clawed ancestor. Until the rage ends, you can make a grab attempt as a minor action once per round. You add your weapon's enhancement bonus to this grab attempt. In addition, if an enemy begins its turn grabbed by you, it takes 10 + your Strength modifier damage.

### Rage of the Unbridled Beast — Barbarian Attack 25

*Your strike savages your foe's defenses and looses your inner beast, quickening your reflexes and causing pain to any foe that draws near.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and the target takes a penalty to AC equal to your Constitution modifier (save ends).
**Miss:** Half damage, and the target takes a penalty to AC equal to your Constitution modifier until the end of your next turn.
**Effect:** You enter the rage of the unbridled beast. Until the rage ends, when any enemy enters a square adjacent to you, you can make a melee basic attack against that enemy as an opportunity action.

### Raptor's Eye Rage — Barbarian Attack 25

*With the vision of a bird of prey, you strike with deadly accuracy.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC. You make two attack rolls and use either result.
**Hit:** 5[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the raptor's eye. Until the rage ends, you can reroll a single damage die each time you roll damage.

## Level 27 Encounter Evocations

### Crippling Assault — Barbarian Attack 27

*Your strike demoralizes your enemy, leaving it more vulnerable to ensuing blows.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and the target gains vulnerable 5 to all damage until the start of your next turn.
**Thaneborn Triumph:** The vulnerability equals 3 + your Charisma modifier.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Frenzied Scramble — Barbarian Attack 27

*You slam your enemy with your weapon and then whirl toward other foes to give them a taste of the pain.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. AC (main weapon)
**Hit:** 4[W] + Strength modifier damage. You shift 3 squares and then deal 2[W] damage (off-hand weapon) to each enemy adjacent to you.
**Whirling Slayer:** Add your Dexterity modifier to the off-hand weapon damage.

## Born to the Beast

Some barbarians retain little memory of their rage, or even the broad details of battle. Once combat begins, it's as if they literally become someone or something else. In the aftermath, they remember only scattered thoughts, blurred images, and the feelings of triumph and power.

Some cultures mark such warriors as "born to the beast." These barbarians receive little in the way of formal training; the beast that lurks within them, or the Primal Beast itself, guides their hands in battle. Many stories are told of a warrior born to the beast taking up a throwing axe while still a child and saving his family by hewing a dozen enemy marauders.

Given their relative lack of formal training, those born to the beast favor simple weapons, such as clubs and maces. In battle, such warriors howl and shriek like wild animals, their muscles surging with raw, primal magic.

This boon comes at a price. If a barbarian who is born to the beast fails to establish contact with wiser or less feral beasts or ancestor spirits, he or she risks giving in to the beast completely and becoming little more than a wandering berserker, a dangerous animal whose lust for battle can end only in death. The Primal Beast is too savage to consider that possible outcome to be a problem.

### Menacing Blow — Barbarian Attack 27

*Your ferocious swing chills your foe, leaving it ripe for further punishment.*

**Encounter ✦ Fear, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage, and the target takes a -2 penalty to attack rolls and grants combat advantage until the end of your next turn.

### Savage Ancestors Strike — Barbarian Attack 27

*You feel the pain of your own fury, causing your strike to be even more life-threatening to your foe.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you can take 5d6 damage to gain a +2 bonus to the attack roll. If you do so, you do not expend this power if you miss.
**Rageblood Vigor:** You can take 3d6 damage instead of 5d6.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage, and you gain a +2 power bonus to attack rolls until the end of your next turn.

### Terrifying Howl — Barbarian Attack 27

*You engage the enemy, and your thunderous battle cry crashes over your enemies, rattling them so much that they can't move.*

**Encounter ✦ Primal, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier thunder damage. You then howl in a blast 3 that includes the target. Each enemy in the blast is immobilized until the end of your next turn.
**Thunderborn Wrath:** Until the end of your next turn, you gain a bonus to attack rolls against immobilized enemies equal to your Constitution modifier.

## Level 29 Daily Evocations

### Ancient Forebears' Rage — Barbarian Attack 29

*You inflict a devastating blow, and the spirits of your forebears empower your other attacks.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 6[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the ancient forebears. Until the rage ends, whenever you roll 1 or 2 on a damage die for a primal attack, the roll changes to the die's maximum value.

STEVE ARGYLE

### Rage of Retribution — Barbarian Attack 29

*Waves of force issue from your blow, injuring surrounding enemies. Your rage erupts, immediately punishing enemies that wound you.*

**Daily ✦ Force, Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and each enemy, other than the target, within 5 squares of you takes 2[W] force damage.
**Miss:** Half damage.
**Effect:** You enter the rage of retribution. Until the rage ends, whenever a single attack deals 20 damage or more to you, you can deal 10 damage to each enemy within 5 squares of you as a free action.

### Rage of the Thundering Rhino — Barbarian Attack 29

*You channel your attack to awaken the rage of the thundering rhino. When you hit a foe, you send it flying.*

**Daily ✦ Primal, Rage, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you move your speed to a square adjacent to an enemy.
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 5[W] + Strength modifier thunder damage, and you push the target a number of squares equal to your Constitution modifier. The target and each creature adjacent to it are then knocked prone.
**Miss:** Half damage, and you push the target 1 square.
**Effect:** You enter the rage of the thundering rhino. Until the rage ends, whenever you hit an enemy with a basic attack, that attack deals 1[W] extra thunder damage, and you push that enemy 1 square.

### Thunderstorm Rage — Barbarian Attack 29

*You hit your foe with a shocking strike, sparking a rage that causes thunder to boom over your enemies.*

**Daily ✦ Primal, Lightning, Rage, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and ongoing 15 lightning damage (save ends).
**Miss:** Half damage, and ongoing 5 lightning damage (save ends).
**Effect:** You enter the rage of the thunderstorm. Until the rage ends, once per round when you make an attack roll against an enemy and hit, you can make the attack roll a second time against that enemy. If the second attack roll hits, the attack deals 2[W] extra thunder damage.

## Ancestral Weapon

*"What is best in life? To end each battle in honor and victory."*

**Prerequisite:** Barbarian, Rampage class feature

Elders tell stories to the young about the days when honored ancestors roamed the land. According to the stories, these forebears were a breed apart: stronger, wiser, and more attuned to the virtues of the spirit way than the people of today are. The ancestors' spirits do little to discourage such tales. It's good to be remembered fondly and respectfully, so that young people will heed ancient lessons. Eventually, the young grow up and learn that people throughout history have largely been the same.

You are exceptional, however—one of those who truly is a breed apart. You are a mighty slayer, a champion who can keep a community alive through the worst of times. You can inspire your people to take on fights they normally couldn't win, and your bravery might make you a hero for the ages.

Ancestral spirits have marked you as their chosen warrior, so they remain close to you. If they can help keep you alive, everyone benefits. If you fall, they'll be on hand to welcome you into their ancestral war band.

### Ancestral Weapon Path Features

**Strong Spirit (11th level):** You add your Charisma modifier to your healing surge value.

**Battle Spirit's Touch (11th level):** When you spend an action point to make an attack and hit at least one target with that attack, you can spend a healing surge.

**Lethal Rampage (16th level):** In place of making a melee basic attack as a result of Rampage, you can use a melee at-will attack power

### Ancestral Weapon Evocations

**Blood-Spattered Fury** Ancestral Weapon Attack 11

*You explode in violence, striking out and drawing your enemies' wrath.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Close** burst 2
**Target:** Each enemy you can see in burst
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you mark the target until the end of your next turn. Until the mark ends, you and the target deal 1[W] extra damage against each other.

**Ancestor's Presence** Ancestral Weapon Utility 12

*Calling on the spirit of an honored ancestor for aid, you focus on the destruction of a chosen foe.*

**Daily ✦ Primal**
**Minor Action** **Close** burst 5
**Target:** One enemy in burst
**Effect:** You mark the target until the end of the encounter. Whenever the target makes an attack before this mark ends, you gain a power bonus to damage rolls against it equal to your Charisma modifier. The power bonus lasts until the end of your next turn.

**Ancestral Weapon's Rage** Ancestral Weapon Attack 20

*You strike hard, and the awesome power of the ancestors flows through you. To protect your allies, you then draw your enemies' ire to yourself.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You mark the target until the end of your next turn. You enter the rage of the ancestral weapon. Until the rage ends, you mark each enemy you attack until the end of your next turn. In addition, you deal 1[W] extra damage against enemies marked by you.

EVA WIDERMANN

# Building Thunder

*"Dragon, the spirits rebuke you with thunder!"*

**Prerequisite:** Barbarian, Thunderborn Wrath class feature

As you have grown in power, the thunder spirits riding on your war cries have amassed strength of their own. When your weapon strikes true, the spirits pour from you in an unrivaled storm, smashing enemies who might have shrugged off your physical blows or the war cries of a lesser thunderborn barbarian.

Like a great storm piling thunderheads higher and darker, you gather strength as you fight battles and suffer wounds. More conservative warriors hold back or retreat when their wounds accumulate, whereas you reach your peak when your reserves are close to their end.

When the storm finally breaks, your voice calls the lightning as well as the thunder spirits. You master the full arsenal of the storm.

## Building Thunder Path Features

**Thunder Rolls In (11th level):** When you spend an action point to use a thunder power, you can turn any blast 3 created by that power into a blast 5.

**Thunderous Echo (11th level):** When you hit an enemy with a thunder power, you deal extra thunder damage equal to your Constitution modifier to the first creature you hit before the end of your next turn.

**Lightning Flash (16th level):** Your thunder powers deal lightning and thunder damage when they deal thunder damage.

## Building Thunder Evocations

**Finishing Thunder** — Building Thunder Attack 11

*You attack, then release a thundering shout that blasts injured enemies.*

**Encounter ✦ Primal, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each bloodied enemy in the blast takes 5 + your Constitution modifier thunder damage.

**Storm Gathering** — Building Thunder Utility 12

*Through sheer force of will, you turn the fatigue of the day's battles to your advantage.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, your attacks deal extra thunder damage equal to the number of healing surges you have spent since your last extended rest.

**Storm Dragon Rage** — Building Thunder Attack 20

*Lightning arcs from your weapon as you fly against those that defy the storm.*

**Daily ✦ Lightning, Primal, Rage, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier lightning and thunder damage. You then howl in a blast 3 that includes the target. Each enemy in the blast, other than the target, is dazed until the end of your next turn.
**Miss:** Half damage.
**Effect:** You enter the rage of the storm dragon. Until the rage ends, once per round when you hit with an at-will attack power, you deal 1[W] lightning and thunder damage to each enemy within 3 squares of you. In addition, you gain a fly speed equal to your speed, and you must land at the end of your turn when you fly using this rage.

WARREN MAHY

# Calm Fury

*"Though I am consumed by rage, I push through to the stillness of true ferocity."*

**Prerequisite:** Barbarian, *rage strike* power

In the past, you raged like any other barbarian. Then you learned the secret power that comes from being able to harness your fury. You now attain the furious clarity on the far side of rage. You walk a perfectly controlled sword's edge of lethal potential.

It might have been a specific catastrophe—a moment when you had spent yourself in savagery and could not respond to a new and greater threat—that showed you the way to a higher plane of rage. Or you might have felt a call to a deeper understanding of rage, one that eludes other barbarians.

You have the spirit and the understanding of an elder. You are able to look beyond the next few bloody moments toward what might be best for the future. The primal spirits you call on are wise and strong. They share with you a broad perspective, the knowledge that controlled fury can be stronger than rage without restraint.

## Calm Fury Path Features

**Strength in Action (11th level):** When you spend an action point to take an extra action, you regain hit points equal to one-half your level + your Strength modifier.

**Certain Savagery (11th level):** You don't need to be raging to use *rage strike*. On a miss, your *rage strike* deals no damage, you don't expend a rage power, and you don't expend a use of *rage strike*.

**Relentless Pace (16th level):** You can use *rage strike* three times per day, and it deals 1[W] extra damage.

## Calm Fury Evocations

**Furious Calm** — Calm Fury Attack 11

*With a heavy strike, you settle into your fury, allowing you to tap reserves of endurance.*

**Encounter ✦ Healing, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 3[W] + Strength modifier damage, and you can spend a healing surge.

**Deliberate Rampage** — Calm Fury Utility 12

*Your previous devastating blow grants you an opening to strike again, and a chance to use your rage for invigoration.*

**Encounter ✦ Primal**
**Free Action** **Personal**
**Trigger:** You score a critical hit with a barbarian attack power and haven't used Rampage this round
**Effect:** In place of making a melee basic attack as a result of Rampage, you can use *furious calm*, even if you have already used that power during this encounter.

**Lethal Ancestor Rage** — Calm Fury Attack 20

*An ancestor wreathes you in power, strengthening your attacks and invigorating you.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the lethal ancestor. Until the rage ends, you gain a +2 power bonus to attack rolls with at-will attack powers and *rage strike*. In addition, when you hit any enemy with an at-will attack power or *rage strike*, you gain temporary hit points equal to one-half your level + your Strength modifier.

RALPH BEISNER

# Death's Thane

*"Flee before me, fools! My battle cry heralds the stride of death itself."*

**Prerequisite:** Barbarian, Thunderborn Wrath class feature

From a young age, you studied the turning of the seasons and the relentless march of time. In the end, all things die. You embraced this truth, and in accepting the certainty of death, you found that it elicited no fear in you. Death is as common as the rain on your face or the wind through your hair. Why turn away from it like a frightened rabbit?

As a barbarian, death is your steady companion on the battlefield. Your profound acceptance of mortality and your mastery of primal magic combine to transform you into death's herald. You channel the fleeting passage of life and the inevitability of the grave through your mighty battle cries. Your mere presence on the battlefield is enough to drive the most superstitious of your enemies before you. As for the rest, they fall like wheat before the harvester's scythe.

## Death's Thane Path Features

**Death's Right Hand (11th level):** When you spend an action point to take an extra action during the same turn when you reduced an enemy to 0 hit points, you gain a +2 bonus to attack rolls and a bonus to damage rolls equal to your Constitution modifier until the end of your next turn.

**Death Shout (11th level):** Each target you push with your *war cry* power takes necrotic damage equal to your Constitution modifier.

**Inevitability of Death (16th level):** You make death saving throws at the start of your turn, rather than at the end. Whenever you fail a death saving throw, each enemy within 3 squares of you takes 5 necrotic damage.

## Death's Thane Evocations

**Death Cry** — Death's Thane Attack 11

*You strike and let out a macabre howl, sapping the strength of enemies before you.*

**Encounter ✦ Necrotic, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier necrotic damage. You then howl in a blast 3 that includes the target. Each enemy in the blast is weakened until the end of your next turn.

**Killing Ground** — Death's Thane Utility 12

*After you send a foe to its afterlife, you issue a yell that infuses an area with the might of primal death.*

**Daily ✦ Primal, Zone**
**Free Action** **Close** blast 5
**Trigger:** Your attack reduces an enemy to 0 hit points
**Effect:** The blast creates a zone of death that lasts until the end of the encounter. You gain a +1 bonus to attack rolls and a +4 bonus to damage rolls against any enemy within the zone.

**Reaper's Rage** — Death's Thane Attack 20

*You strike with deadly intent and bellow, rooting your enemies in despair. From then on, you personify relentless death.*

**Daily ✦ Necrotic, Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier necrotic damage.
**Miss:** Half damage.
**Effect:** You howl in a blast 3 that includes the target. Each enemy in the blast is immobilized (save ends). You enter the rage of the reaper. Until the rage ends, when any enemy ends its turn within 3 squares of you, you can shift 3 squares to a square adjacent to that enemy as a free action.

WARREN MAHY

WARREN MAHY

# Stonefire Rager

*"The earth's rage abides deep below. When roused, it bucks and heaves, leaving nowhere to run or hide."*

**Prerequisite:** Barbarian

Many barbarians fight with the viciousness of a wild animal. Others draw strength from the violence of storms or the destructiveness of fire. You prefer a more steady source: the might of earth and stone. Although the earth endures in stillness, entire cities are destroyed when its anger is incited. You have studied the power of the earth and learned to incorporate it into your barbarian evocations. You combine the raging fury of magma with the patience of stone.

Stonefire ragers are common among dwarves and goliaths. They scale the greatest peaks of the world to commune with mountain spirits. Here and there, small monasteries stand atop mountains where stonefire ragers gather. At first glance, the warrior monks of these places seem to be simple ascetics. Woe to the villain that dares disturb their meditations.

## Stonefire Rager Path Features

**Calm Before the Flame (11th level):** When you spend an action point to make an attack, each target you hit takes extra fire damage equal to your Constitution modifier and is knocked prone.

**Resilience of Stone (11th level):** When an enemy scores a critical hit against you, you can roll a d20. On a 10 or higher, that attack becomes a normal hit instead of a critical hit.

**Fire's Wrath (16th level):** While you are bloodied, you gain resist 10 fire and a +2 bonus to damage rolls.

## Stonefire Rager Evocations

**Pyroclastic Tide** Stonefire Rager Attack 11

*You swing your weapon mightily, channeling a primal fire that washes over your enemies.*

**Encounter ✦ Fire, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 3[W] + Strength modifier damage, and each enemy within 2 squares of you takes fire damage equal to your Strength modifier.

**Serenity of Stone** Stonefire Rager Utility 12

*You skin becomes hard as stone, allowing you to shrug off even the most potent attacks.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Requirement:** You must not be raging.
**Effect:** You gain resist 10 to all damage until you use a rage power or until the end of the encounter.

**Volcanic Rage** Stonefire Rager Attack 20

*Your weapon is sheathed in flame as you strike. Your wrath boils over, radiating from your molten skin and scorching nearby foes.*

**Daily ✦ Fire, Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier fire damage.
**Miss:** Half damage.
**Effect:** You enter the rage of the volcano. Until the rage ends, as the first action of each of your turns, you can deal 5 + your Constitution modifier fire damage to each enemy within 3 squares of you as a free action. In addition, if an adjacent enemy hits you, you gain a +2 bonus to attack rolls against that enemy until the end of your next turn.

# Twinclaw Slayer

*"Stand proud and face me, dog!"*

**Prerequisite:** Barbarian, Whirling Slayer class feature

Your prowess is hardly a mystery to those who behold you. You hold a weapon in your right hand and another weapon in your left. You keep your inner self somewhat contained until battle begins. At that point, you hurl yourself against as many enemies as possible. The two weapons in your hands, projecting from your whirling arms, are the lethal claws of a great predator. The spirit pack trailing you growls with bloodlust and relishes the kill.

You cultivate the feral spirit of a great wolverine, a scytheclaw drake, an ancient tribal hero, or another vicious combatant. This spirit guides your path, finally manifesting through you when you have mastered the *twinclaw berserker rage*.

EVA WIDERMANN

## Twinclaw Slayer Path Features

**Close Destruction (11th level):** When you spend an action point to make an attack, you gain a bonus to its attack rolls equal to the number of enemies adjacent to you.

**Threshing Mist (11th level):** When any of your attacks deals both your main weapon and off-hand weapon damage to the same target, you can shift 1 square to a square adjacent to the target as a free action.

**Bloody Price (16th level):** While you are wielding two melee weapons, you can reroll a missed opportunity attack once per turn and use either result.

## Twinclaw Slayer Evocations

**Twinclaw Rend** — Twinclaw Slayer Attack 11

*Both your weapons bite deep, and the scent of fresh blood guides your subsequent blows.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. AC (main weapon)
**Hit:** 2[W] + 1[W] (off-hand weapon) + Strength modifier damage. You gain a +2 power bonus to melee attack rolls until the end of your next turn.
**Special:** You can use this power in place of a melee basic attack.

**Dangerous Blur** — Twinclaw Slayer Utility 12

*You whirl your weapons closer to a foe, swearing retribution.*

**Encounter ✦ Primal**
**Immediate Reaction** **Personal**
**Trigger:** An adjacent enemy hits you
**Effect:** The next attack you make against the triggering enemy before the end of your next turn deals 1[W] extra damage (off-hand weapon).

**Twinclaw Berserker Rage** — Twinclaw Slayer Attack 20

*You strike at enemies far and wide. Your rage then transforms you into a frenzy of steel.*

**Daily ✦ Primal, Rage, Weapon**
**Standard Action** **Close** burst 2
**Requirement:** You must be wielding two melee weapons.
**Target:** Each enemy in burst
**Attack:** Strength vs. AC (main weapon)
**Hit:** 2[W] + 1[W] (off-hand weapon) + Strength modifier damage.
**Effect:** You enter the rage of the twinclaw berserker. Until the rage ends, as the first action of each of your turns, you can deal 2[W] damage (off-hand weapon) to each enemy adjacent to you as a free action.

# Winter Fury

*"The world awakens in spring. You won't."*

**Prerequisite:** Barbarian

Winter and death are part of the natural cycle, a clearing away of the old so that new life can take its place. You are a slayer, an agent of winter. You hew away your enemies so that new life can be nurtured.

Winter is nature's tool, a test that winnows the weak. You have sought winter's embrace. You have communed with spirits from the darkness beyond mountains and glaciers, from where cold reigns supreme. You carry something with you, a piece of frigid fury from the spirit of a frozen wasteland. Armed with your icy wrath, you doom your foes to be shattered and buried in the avalanche of your assault.

MITCH COTIE

## Winter Fury Path Features

**Surging Ice (11th level):** When you spend an action point to make an attack, the first target hit by the attack and each enemy adjacent to it are immobilized until the end of your next turn.

**Ice Heart Reaper (11th level):** You gain a +1 bonus to attack rolls and a +2 bonus to damage rolls against immobilized targets.

**Frost Reaver (16th level):** You gain resist 10 cold. Whenever you deal damage that has no type, you can make it cold damage.

## Winter Fury Evocations

**Clutch of Winter** — Winter Fury Attack 11

*You swing your frosty weapon in a deadly arc, freezing your foe in place.*

**Encounter ✦ Cold, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier cold damage, and the target is immobilized until the end of your next turn.

**Armor of Glaciers** — Winter Fury Utility 12

*A layer of primal frost covers you, deflecting your foes' attacks until it is chipped away.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** You gain resist 20 to all damage until the end of the encounter. Whenever this resistance reduces damage, the resistance decreases by 5, and it ends when it reaches 0. If you take fire damage, the resistance ends after reducing that damage.

**World's End Rage** — Winter Fury Attack 20

*Your strike encases your foe in ice. Snow then swirls around you and freezes your enemies as you rage across the battlefield.*

**Daily ✦ Cold, Primal, Rage, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier cold damage, and the target is restrained (save ends).
**Miss:** Half damage.
**Effect:** You enter the rage of the world's end. Until the rage ends, when you hit any enemy with an at-will attack power, that enemy is immobilized until the end of your next turn.

CHAPTER 2

# Druid

*"I am the voice of the wilderness, and when I speak, the world shudders."*

**The primal** spirits that inhabit the world are at your command. The very substance of nature responds to your call, allowing you to use it as a weapon and a tool. Your own spirit is a part of the primal world, and your body is but a reflection of your spirit, shifting freely from your mundane humanoid form to any of thousands of bestial shapes, reflecting the glorious variety of nature. You are a druid, mysterious and elusive, wise beyond common mortal knowing.

Your body is a conduit for primal magic, and with that power, you might transform into a wolf or a panther and glide unseen among the trees. You could sculpt your body into a shifting mass of fur, feathers, claws, or scales. Or your form can become a swarm of hundreds of small creatures, which move as a shifting, shapeless mass over the ground.

In this chapter, you'll find powerful evocations to allow you to transform into beasts, control the elements, and summon creatures to your aid. The chapter contains the following material.

- **Playing a Druid:** Perspectives on the druid's place in the world and at the game table.
- **New Builds:** As a swarm druid, you can transform yourself into a beast form made of hundreds or thousands of tiny creatures. Becoming a summoner druid enables you to bring forth creatures great and small to do your bidding.
- **New Class Feature:** Primal Swarm is a new version of Primal Aspect designed expressly for the swarm druid.
- **New Powers:** This chapter offers more options for summoning both creatures and swarms, and it supports existing druid builds, providing powers for predator and guardian druids and for druids who favor evocations that control the battlefield.
- **New Paragon Paths:** You can channel the powers of the wild as a member of one of seven new paragon paths, among them the coiled serpent, the luminescent swarm, the pack lord, and the whirling samara.

WILLIAM O'CONNOR

# PLAYING A DRUID

A solitary traveler bedecked in claws and feathers walks a lonely road, just ahead of roiling storm clouds. At a crossroads, a robed woman stands before a mangled tree, asking the plant for directions. Atop a high mountain, a weathered ascetic stares out at the sky, reading portents. Druids live in concert with nature, enduring both the blistering sun and the paralyzing cold with quiet persistence. Despite their apparent isolation, they count all of the world's plants and animals among their friends, so few druids see themselves as hermits or recluses. As a druid, you view the wild as a living, breathing entity—one that is with you wherever you go.

## The First Mistake

In the ancient days when the first druids achieved mastery over primal magic, some of the mightiest magicians chose to remain in beast form at all times. After all, why return to the life of the tribe when one could run in the night with a pack of wolves, prowl the savannah as a fearless lion, or roam the forests as a bear? These druids had unlocked many deep secrets, and they thought that by remaining in beast form forever they would learn more.

In time, the error of their reasoning became apparent—but too late to benefit those who made the mistake. The druids who chose to live only as beasts were gradually subsumed into the lives of the beasts they had joined. As their souls merged with those of the beasts, their minds grew dim, so that they forgot that they had not always been beasts. The deep secrets they discovered became locked inside their animalistic minds.

The druids who came after these ancient ones learned from the error of their predecessors. They realized that a druid must stand at the center of all living things, seeing in each natural form the purpose it serves in the order of the world. A druid takes the shape of a beast not to become an animal, but to learn to see the world from a dual perspective—that of an animal and that of a person.

Some ancestor spirits say that those original, ancient druids still wander the world as immortal beasts. Can such druids be returned to their humanoid forms? If so, would they give up their secrets? Perhaps one day you will find out.

## Druids and the Primal Spirits

As with characters of other primal classes, your powers derive from your relationship with the primal spirits. However, your most important relationship is with the Primal Beast, the mysterious and savage entity that enables your *wild shape* power.

When you're fighting in your humanoid form, your evocations often direct and manipulate the spirits. But you don't normally communicate with the spirits in battle or summon them with conjurations. You summon beasts, not spirits. Your connection with nature during battle is more visceral—like bones crunching between your fangs or like lightning rippling out of your soul as you become the storm. The Primal Beast inhabits your flesh and shapes you into an echo of one of its many forms.

Outside combat, though, you might have much broader contact with a range of primal spirits, particularly in your use of ritual magic. Removed from the frenzy of combat, you are the most adept ritual caster in the spirit way.

## Your Wild Shape

The ability to shapeshift is a power that itches to be used, making it hard for some druids to remain in one form for long. Is *wild shape* a power you reserve for combat, when you need to unleash the Primal Beast on your foes? Or is changing shape a form of communication, like the expression on your face? Some druids use *wild shape* as a form of conversational punctuation, especially when they are agitated—taking on a beast form to snarl a curse before finishing the thought in a humanoid voice.

Do you speak in beast form? Some druids choose not to, perhaps because they believe that the purpose of their beast form is to experience animal life in its purest context, and humanoid speech is antithetical to that goal. Others use *wild shape* multiple times in the course of a single spoken sentence, keeping a constant flow of words while punctuating their thoughts with growls and roars that their humanoid voices can't properly produce.

What beast form do you prefer? Guardian druids lean toward the form of a large, hardy animal such as a bear, a boar, a wolverine, a rage drake, or a bulette. Predator druids often choose the form of a pack predator or a stalker such as a panther, a lion, a wolf, a tiger, or a displacer beast. Swarm druids have their own unique swarm forms, composed of countless tiny insects, rodents, or drakes. Many druids choose forms that defy these trends, however, commonly adopting the form of a stag, a ram, a horse, a bison, or a behemoth. Many more adopt a different form each time they change shape.

It's often possible to tell, looking at a druid in beast form, that the creature is no ordinary beast. Some druids always adopt forms that have obvious magical distinctions from normal beasts, such as patterned fur or glowing eyes. Others take on forms that don't resemble any normal animal, indistinct shapes of fur

and claws, feathers, or scales. Sometimes, though, it's subtle cues that reveal a druid in beast form—an obvious intelligence and attentiveness in the beast's demeanor or something unusual in the way it moves.

## Druids and Other Forms of Magic

Druids see the need for balance in all things, and that attitude extends to different forms of magic. Arcane, divine, and psionic magic all have their place in the world. Like all things, though, any form of magic becomes a threat when it grows too strong.

Arcane magic has the potential to upset the balance of the natural world. The quest for immortality seizes many wizards, some of whom take up the dark path of undeath to prolong their existence. Druids can accept that the influence of the Shadowfell sometimes spawns undead. However, they believe that rituals that create undead are intolerable attacks on nature. Such lore and its users must be destroyed.

Divine magic is a useful tool for protecting a community, but it comes at the price of obedience to a power that exists beyond the world. The gods are powerful and wise, but they have designs upon the world that at times put them in conflict with the primal spirits. To the druids, divine power is like a dire wolf taken at birth and trained to hunt. It might be a useful ally, but at some point its true, predatory nature will arise.

Psionic magic confuses druids. It has only recently appeared among creatures of the world, making its proper role in the natural order unclear. Its prevalence among aberrant creatures causes some druids to see psionic magic as a herald of the Far Realm's corrupting influence. Others view psionic magic as a powerful tool against the threat of the Far Realm.

## Other Origins

Most druids arise in families or communities that hold the primal spirits in esteem and follow the spirit way. As children, these druids seem aware of the spirits around them in the world, and they display the power of the Primal Beast within them. It's rarely a surprise when such a child takes on the adventuring life and manifests the full powers of a druid.

It's not unheard of for druid powers to arise spontaneously, for someone who has no familiarity with the primal spirits to suddenly change shape or call on druid evocations. This sort of event occurs most often in situations of great stress, moments when people want to flee or fight, and suddenly find that they can fight faster or with greater savagery than they had imagined possible. Their bodies transform without conscious will or effort, and the Primal Beast is unleashed.

Still other druids approach the primal spirits through less traditional routes. Some members of sects of Melora, for example, train their devotees to commune with the primal spirits, and occasionally druids arise among these sects, no less devoted to the goddess for all the primal power flowing through their bodies.

WARREN MAHY

This chapter presents one new build for the druid, the swarm druid. You can choose the Primal Swarm class feature and select related powers to create a druid character who has a distinctive flavor, becoming an insect swarm when you adopt your beast form.

In addition to this new build, this chapter also includes a suite of summoning powers for the druid. Whichever build you choose for your character, you can use summoning powers to enhance your other capabilities.

## Swarm Druid

Druids call on forces associated with primal magic, such as beasts, plants, storms, and the earth. Swarm druids prefer to call on a particular primal force: insect swarms. Such druids see great strength in the unity of purpose and combined might of a colony of ants or a nest of hornets.

Most druids assume the forms of creatures such as bears, panthers, and rams, but a swarm druid splinters into hundreds of insects, all driven toward a single purpose by the druid's mind. The druid is at once all the creatures in the swarm and none of them. Enemies might stomp at the swarm, crushing a beetle here and swatting a wasp there, but to the druid the loss of an individual in the swarm means nothing. It is the swarm as a whole—a dauntless tide of chitin and stingers—that matters.

Swarm druids are most often found in tropical climates. They typically dwell in jungles, where they have witnessed the power of an ant colony on the march. Druids of the Underdark also tend toward this discipline. In web-shrouded caves, drow and troglodyte swarm druids commune with spiders, mushroom forests, and creatures that have never seen the light of day.

### New Class Feature

When you choose your Primal Aspect, you can choose Primal Swarm instead of another option, such as the ones in *Player's Handbook 2*.

**Primal Swarm:** While you are in beast form and not wearing heavy armor, melee attacks and ranged attacks deal less damage to you. When you take damage from either type of attack, the damage is reduced by your Constitution modifier.

RALPH BEISNER

### Suggested Options

As a swarm druid, you focus on close attacks and other multitarget attacks that can be used while you are in beast form. Many of your powers (as well as the Primal Swarm class feature) cause you to take less damage or to avoid attacks entirely, allowing you to hold your own when you stay in melee range. It's a good idea to focus on feats, powers, and other options that boost your ability in close-quarters fighting. Many of your beast form powers are close bursts or blasts. Look for feats that improve such powers.

Make Wisdom your highest ability score to bolster all your druid attacks, followed by Constitution to enhance your Primal Swarm powers.

**Suggested Class Feature:** Primal Swarm*

**Suggested Feat:** Toughness

**Suggested Skills:** Arcana, Endurance, Nature, Perception

**Suggested At-Will Powers:** *grasping claws, swarming locusts,* thorn whip*

**Suggested Encounter Power:** *scattered form**

**Suggested Daily Power:** *fog of insects**

*New option presented in this book

# Summoner Druid

You are a champion of nature, a leader of spirits, and a summoner of feral beasts. You place your trust in the magic of the hunting tiger, the stalking wolf, and the shrieking hawk. The creatures you summon obey your every command, yet if you fail to guide them, they act according to their instincts.

Only the most powerful of your evocations can summon creatures to fight at your side, so you must be careful to pick the right moment to summon them. They fight with courage and tenacity regardless of the foe.

The creatures that heed your call are companions, not mere pawns. You are their caretaker and guide. If you allow them to run rampant, the blame for any foolish decisions they make rests on you alone. With the power to command the spirits and give them physical form comes the responsibility to use that power with wisdom and foresight.

## Suggested Options

The summoner druid is not a full build, but a druid of any Primal Aspect who chooses mostly summoning powers for his or her daily attack powers. As a summoner, you should choose powers and feats that allow you to function better when fighting alongside a creature you summoned. However, keep in mind that summoning powers are daily powers, so you can't rely on them too heavily at low levels.

**Primal Guardian:** You are a druid who dabbles in the leader role, and you can use summoned creatures to hold back enemies and provide relief to beleaguered allies.

**Primal Predator:** A summoning power allows you to build your own pack, granting you an instant ally for flanking and distracting your enemies.

**Primal Swarm:** You can use summoned creatures to hem in your enemies, making it easier to catch those enemies in your close attacks.

**Suggested Feat:** Strong-Willed Summoning*

**Suggested Skills:** Arcana, Diplomacy, Insight, Nature

**Suggested At-Will Powers:** *call of the beast, fire hawk,* savage rend*

**Suggested Encounter Power:** *call forth the spirit pack**

**Suggested Daily Power:** *summon pack wolf**

*New option presented in this book

### For the DM: Summoned Creatures

When a druid summons a creature into the world, that creature is an independent entity, a shard of primal magic given form. In extremely rare cases—so rare that some druids never witness such an event—a summoned creature carries a shard of a great spirit. After such a summoned creature has survived the battle into which it was summoned, the creature speaks briefly with the voice of the elder spirits, or it snarls and motions for the druid to follow it.

The good news is that such a summoned creature will speak words of prophecy or lead the druid to a previously unseen path. The bad news is that such remarkable events happen only when the primal spirits are gathering their power to oppose a force that threatens the world. The prophecy points to danger, and the path leads to peril. But that is the stuff of which a hero's life is made.

EVA WIDERMANN

# NEW POWERS

This section expands the power options for all druids, as well as presenting powers tailored for swarm druids and for druids who want to summon creatures.

## Level 1 At-Will Evocations

### Fire Hawk — Druid Attack 1

*A hawk of flame swoops on your foe, burning it. The hawk hovers for a moment, ready to swoop in for another attack should that foe's defenses falter.*

**At-Will ✦ Fire, Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier fire damage. Until the start of your next turn, you can make the following secondary attack against the target.
*Level 21:* 2d8 + Wisdom modifier fire damage.
**Opportunity Action** **Ranged** 10
**Trigger:** The target takes any action that can provoke opportunity attacks
**Secondary Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier fire damage.

### Swarming Locusts — Druid Attack 1

*Insects launch from you to vex your enemies.*

**At-Will ✦ Beast Form, Implement, Primal, Zone**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier damage.
*Level 21:* 2d8 + Wisdom modifier damage.
**Effect:** The blast creates a zone of swarming locusts that lasts until the end of your next turn. While within the zone, enemies grant combat advantage.

## Level 1 Encounter Evocations

### Call Forth the Spirit Pack — Druid Attack 1

*Spectral wolves leap forth to knock your enemies down.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Close** burst 5
**Target:** One or two creatures in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 1d6 + Wisdom modifier damage, and the target is knocked prone. If the target is marked by one of your allies, the target takes 1d6 extra damage.

### Close to the Kill — Druid Attack 1

*This close to the kill, your instincts take over.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** 1
**Target:** One enemy
**Attack:** Wisdom vs. Reflex
**Hit:** 1d12 + Wisdom modifier damage. If the target is bloodied or reduced to 0 hit points by this attack, you gain temporary hit points equal to one-half your level.
**Primal Guardian:** Add your Constitution modifier to the temporary hit points.

### Scattered Form — Druid Attack 1

*Your form scatters into a horde of insects to attack nearby creatures.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Close** burst 1
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier damage. You take half damage from the next melee or ranged attack that damages you before the end of your next turn.
**Primal Swarm:** You take half damage from all melee attacks and ranged attacks until the end of your next turn.

### Stinging Cloud — Druid Attack 1

*You call forth a cloud of insects to sting and poison your foes.*

**Encounter ✦ Implement, Poison, Primal, Zone**
**Standard Action** **Area** burst 1 within 5 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier poison damage.
**Effect:** The burst creates a zone of stinging insects that lasts until the end of your next turn. Any creature that ends its turn within the zone takes 5 poison damage.
**Primal Swarm:** Add your Constitution modifier to the poison damage.

### Thorn Spray — Druid Attack 1

*You release a blast of thorns that puncture your foes.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d6 + Wisdom modifier damage, and the target takes a -2 penalty to all defenses until the end of your next turn.
**Primal Predator:** The penalty to all defenses equals 1 + your Dexterity modifier.

## Level 1 Daily Evocations

### Earth Roots — Druid Attack 1

*Roots erupt at your command, lashing and grasping at your enemies.*

**Daily ✦ Implement, Primal, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier damage.
**Effect:** The burst creates a zone of writhing roots that lasts until the end of your next turn. Any enemy that starts its turn within the zone is slowed until the end of its next turn.
**Sustain Minor:** The zone persists, and you can slide one enemy within 2 squares of the zone 2 squares to a square within it.

### Fog of Insects — Druid Attack 1

*A swarm of insects surges from you, stinging creatures all around before swirling about you protectively.*

**Daily ✦ Implement, Primal**
**Standard Action** **Close** burst 3
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d10 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** You gain a +2 power bonus to all defenses until the end of the encounter.

### Lightning Arc — Druid Attack 1

*Twin bolts of lightning strike your foes and knock over creatures near them.*

**Daily ✦ Implement, Lightning, Primal**
**Standard Action** **Ranged** 10
**Primary Target:** One or two creatures
**Primary Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier lightning damage, and the primary target is dazed until the end of your next turn.
**Miss:** Half damage.
**Effect:** Make a secondary attack that is an area burst 1, one burst centered on each primary target.
**Secondary Target:** Each creature in bursts
**Secondary Attack:** Wisdom vs. Fortitude
**Hit:** The secondary target is knocked prone.

### Summon Fierce Boar — Druid Attack 1

*With a piercing squeal, a spirit takes form as a ferocious boar and slams its tusks into your enemies.*

**Daily ✦ Implement, Primal, Summoning**
**Standard Action** **Ranged** 5
**Effect:** You summon a Medium boar in an unoccupied square within range. The boar has speed 6. You can give the boar the following special command. On the turn you summon the boar, you give that command as part of using this power. When the boar is reduced to 0 hit points, you can give the command as an immediate interrupt.
**Standard Action:** Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and the target is pushed 1 square.
**Instinctive Effect:** If you haven't given the boar any commands by the end of your turn, it charges the nearest bloodied creature it can charge, using its attack as a melee basic attack. If it can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

### Summon Giant Toad — Druid Attack 1

*You summon a spirit ally, a great toad that flicks its tongue to pluck a meal from among your enemies.*

**Daily ✦ Implement, Primal, Summoning**
**Standard Action** **Ranged** 5
**Effect:** You summon a Medium giant toad in an unoccupied square within range. The toad has speed 5 and swim 6, and it gains a +10 bonus to Athletics checks to jump. You can give the toad the following special command. On the turn you summon the toad, you give that command as part of using this power.
**Standard Action:** Melee 3; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and the target is pulled 2 squares.
**Instinctive Effect:** If you haven't given the toad any commands by the end of your turn, it attacks the same creature that it attacked during your previous turn. If it can't do that, it attacks an enemy within 3 squares of it if it can. Otherwise, it moves its speed to a square within 3 squares of the nearest enemy.

## Instinctive Effects

Druid summoning powers use the same rules as other powers that have the summoning keyword, as explained in *Player's Handbook 2* (page 221). However, all the summoning powers in this chapter include an instinctive effect, an action the summoned creature takes in lieu of any other command. This feature reflects the fact that your summoning powers give physical form to beast spirits—spirits that are independent and not much different from the living beasts of the world.

Be careful with the instinctive effects of the creatures you summon! Sometimes an instinctive effect is useful and helpful, letting the summoned creature attack without costing you any actions. Sometimes, though, the summoned creature might attack you or your allies. Remember that when an instinctive effect refers to "the nearest creature," that doesn't mean just enemies.

### Summon Pack Wolf — Druid Attack 1

*You reach out into the spirit world and find an ally, an ancient wolf spirit made solid by your magic for these few minutes of the hunt.*

**Daily ✦ Implement, Primal, Summoning**
**Standard Action** **Ranged** 5
**Effect:** You summon a Medium wolf in an unoccupied square within range. The wolf has speed 6. You can give the wolf the following special command. On the turn you summon the wolf, you give that command as part of using this power.

**Standard Action:** Melee 1; targets one creature; Wisdom vs. Reflex; 1d6 + Wisdom modifier damage, and if the wolf has combat advantage against the target, the target is knocked prone.

**Instinctive Effect:** If you haven't given the wolf any commands by the end of your turn, it attacks an adjacent prone creature. If it can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

## Level 2 Utility Evocations

### Ferocious Transformation — Druid Utility 2

*In response to an enemy's attack, you transform into a beast and pounce.*

**Encounter ✦ Primal**
**Immediate Reaction** **Personal**
**Trigger:** An enemy hits you while you aren't in beast form
**Effect:** You use *wild shape* to change into beast form and then shift 1 square. You gain combat advantage against the triggering enemy until the end of your next turn.

### Resist Energy — Druid Utility 2

*Magical energy washes around you, but your primal magic protects you and your allies.*

**Encounter ✦ Primal**
**Immediate Interrupt** **Close** burst 1
**Trigger:** You take cold, fire, lightning, or thunder damage
**Target:** You and each ally in burst
**Effect:** Each target gains resist 5 to the triggering damage type until the end of your next turn.

### Sudden Bite — Druid Utility 2

*When your foe drops its guard, you change into a beast to strike.*

**Encounter ✦ Primal**
**Opportunity Action** **Personal**
**Trigger:** An enemy provokes an opportunity attack from you
**Effect:** You use *wild shape* to change into beast form. You then make the opportunity attack.

### Verdant Bounty — Druid Utility 2

*Plants erupt to hide your allies.*

**Encounter ✦ Primal, Zone**
**Minor Action** **Area** burst 2 within 10 squares
**Effect:** The burst creates a plant-filled zone that lasts until the end of your next turn. The zone is heavily obscured, and you and your allies gain a +5 bonus to Stealth checks while within the zone.

### Warding Wind — Druid Utility 2

*Winds howl around you, shielding you from harm and hurling your attacker away.*

**Encounter ✦ Primal**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by a melee attack
**Effect:** You gain a +2 power bonus to all defenses until the end of your next turn. If the triggering attack misses you, you slide the attacker 2 squares.

## Level 3 Encounter Evocations

### Feral Harrier — Druid Attack 3

*You launch yourself at your prey to tear it limb from limb.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Effect:** Before the attack, you shift 3 squares.
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier damage.

**Primal Predator:** After the attack, you shift 3 squares.

### Flowing Swarm — Druid Attack 3

*You disperse into a cloud of insects, swarm over your enemies, and then coalesce in a different place.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier damage.
**Effect:** If you hit at least one target, you shift 4 squares to a square in the blast or adjacent to it.

**Primal Swarm:** During the shift, you can move through enemies' spaces. If you move through the space of a target hit by the attack, that target takes damage equal to your Constitution modifier.

### Ironbreaker's Claws — Druid Attack 3

*The spirit of a great wolverine pounces on your foes. As it draws blood, it lends you its ferocity.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier damage. Until the end of your next turn, any enemy that hits or misses you while you are in beast form takes 5 damage.

### Roar of the Unbowed Beast — Druid Attack 3

*You sound a thunderous challenge to your foes. The thunder echoes around them, causing them to reel if they don't stand and fight.*

**Encounter ✦ Beast Form, Implement, Primal, Thunder**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Wisdom vs. Will
**Hit:** 1d8 + Wisdom modifier thunder damage, and you mark the target until the end of your next turn. Until the mark ends, if the target makes an attack on its turn that doesn't include you as a target, you can slide it 3 squares as a free action at the end of its turn.

**Primal Guardian:** The number of squares you slide the target equals 2 + your Constitution modifier.

### Thorn Castle — Druid Attack 3

*You cause thorny vines to weave around your foes, tearing into them and forming a defensive barrier.*

**Encounter ✦ Implement, Primal, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier damage, and the target is slowed until the end of your next turn.
**Effect:** The burst creates a thorny zone that lasts until the end of your next turn. The zone grants cover to creatures within it and creatures attacked through it. Any creature that enters the zone takes 5 damage.

## Level 5 Daily Evocations

### Clinging Drones — Druid Attack 5

*Immense insects cling to anyone who gets near you, making it difficult for them to move carefully.*

**Daily ✦ Beast Form, Implement, Primal**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier damage, and the target is slowed and can't shift (save ends both).
**Miss:** Half damage.
**Effect:** Until the end of the encounter, enemies can't shift while adjacent to you.

### Summon Fire Beetle — Druid Attack 5

*You hurl a fiery spark to the ground, where it blossoms into a fire-spewing beetle.*

**Daily ✦ Fire, Implement, Primal, Summoning**
**Standard Action** **Ranged** 5
**Effect:** You summon a Small fire beetle in an unoccupied square within range. The beetle has speed 6 and resist 5 fire. You can give the beetle the following special command. On the turn you summon the beetle, you give that command as part of using this power.

**Standard Action:** Close blast 3; targets each creature in blast; Wisdom vs. Reflex; 1d8 + Wisdom modifier fire damage.

**Instinctive Effect:** If you haven't given the beetle any commands by the end of your turn, it makes its attack against at least one enemy, targeting as many enemies as possible. If it can't target any enemies, it moves its speed to a square adjacent to an enemy.

EVA WIDERMANN

## Druid Circles

As druids grow older, they are more and more likely to seek out other druids from near or distant lands with whom they create small informal groups that they refer to as circles, groves, or rings. A druid circle typically has between three and seven members. The members do not always share ideals, goals, or even alignments. Balance is the druid's life lesson, and as druids mature, they are increasingly aware that listening only to viewpoints similar to their own can push them out of balance.

Sometimes a circle has members of vastly varying power levels. Given the small number of truly powerful druids in the world, it is possible that some druids go their entire lives without being a member of a circle, while others are members of two or three, sometimes even at the same time.

Most circles do not meet often. If members gather once a year on a particular solstice or equinox, that's considered a busy schedule. Once every two or three years is just as likely, though members of the same circle might contact each other individually more often than that.

### Summon Guard Drake — Druid Attack 5

*You utter an age-old evocation that summons a drake to defend you or your friend.*

**Daily ✦ Implement, Primal, Summoning**
**Standard Action** **Ranged** 5

**Effect:** You summon a Small guard drake in an unoccupied square within range. Choose yourself or an ally as the character the drake guards. The drake has speed 6. You can give the drake the following special commands. On the turn you summon the drake, you give the first command as part of using this power.

**Standard Action:** Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and the target is marked by the drake until the end of your next turn.

**Immediate Interrupt:** Triggered when an enemy adjacent to the drake makes an attack roll against the character guarded by the drake; melee 1; targets the triggering enemy; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and the target takes a penalty to the interrupted attack roll equal to your Wisdom modifier.

**Instinctive Effect:** If you haven't given the drake any commands by the end of your turn, it moves its speed to a square adjacent to the character it guards. If it ends adjacent to any enemies, those enemies are marked by the drake until the end of your next turn.

## DRUIDS' GARDENS

Druids often spend time, gold, and effort cultivating specialized magical gardens, but few people who are not good friends with a druid ever see a druid's gardens.

Druids' gardens partake of the class's dual nature. Transforming into animal form, a druid travels deep into forests, into caves, or perhaps high into the branches of a great tree. In a distant glen, in a cavern with flowing water, or on the wide, sun-dappled branch of a great tree, the druid tends a garden that nondruids might not even recognize as such. The art is in growing powerful herbs, ancient species of creatures, and glorious plants that fit seamlessly into their environment.

The highest art of a druid's garden comes when after centuries, the plants and creatures that the druid nurtured within the garden have spread naturally and noninvasively to form part of the natural heritage of an area. No matter how powerful a druid is in combat or as an epic hero, there is no guarantee that the druid's garden will find a place within the world. Nondruids don't usually understand how and why such gardens are so important to druids, but they sometimes see the consequences, such as moments when two druids who should be enemies spend time discussing tricks of gardening that seem irrelevant to everyone else.

### Summon Shadow Ape — Druid Attack 5

*Darkness gathers around your implement as you summon a ferocious, shadowy ape.*

**Daily ✦ Implement, Primal, Summoning**
**Standard Action** **Ranged** 5

**Effect:** You summon a Medium shadow ape in an unoccupied square within range. The ape has speed 6 and climb 4. You can give the ape the following special command. On the turn you summon the ape, you give that command as part of using this power.

**Standard Action:** Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and all creatures have concealment from the target until the end of your next turn.

**Instinctive Effect:** If you haven't given the ape any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

### Summon Stalking Panther — Druid Attack 5

*With a growl, a panther coalesces where you point, and it pounces on your enemy.*

**Daily ✦ Implement, Primal, Summoning**
**Standard Action** **Ranged** 5

**Effect:** You summon a Medium panther in an unoccupied square within range. The panther has speed 7. You can give the panther the following special command. On the turn you summon the panther, you give that command as part of using this power.

**Standard Action:** The panther shifts 3 squares and then attacks: melee 1; targets one creature; Wisdom vs. Reflex; 1d10 + Wisdom modifier damage.

**Instinctive Effect:** If you haven't given the panther any commands by the end of your turn, it charges the nearest enemy that has no creatures within 2 squares of it, using its attack (without the shift) as a melee basic attack. If it can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

### Vine Serpents — Druid Attack 5

*You call forth serpentine vines to entangle your foes. The vines strike at any creature within their grasp that drops its guard.*

**Daily ✦ Implement, Primal, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier damage, and the target is restrained (save ends).
**Miss:** Half damage, and the target is immobilized until the end of your next turn.
**Effect:** The burst creates a viny zone that lasts until the end of the encounter. Any creature within the zone that leaves it or attacks a creature outside it takes 5 + your Wisdom modifier damage.

## Level 6 Utility Evocations

### Creeping Vines — Druid Utility 6

*Vines erupt along a vertical surface, creating handholds and footholds for you and your allies.*

**Encounter ✦ Primal, Zone**
**Minor Action** **Area** wall 10 within 10 squares
**Effect:** The wall creates a zone of creeping vines that lasts until the end of your next turn. Each square of the zone must be adjacent to a vertical surface. While within the zone, you and your allies can climb that vertical surface with a climb speed of 5.

### Rebuking Thorns — Druid Utility 6

*You utter an evocation of protection, which launches thorns at your attackers.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, when any enemy hits you with a melee attack, that enemy takes damage equal to your Constitution or Dexterity modifier.

### Rodent's Agility — Druid Utility 6

*In the blink of an eye, you transform into a mouse, dart away from your foe, and then transform back.*

**Encounter ✦ Primal**
**Move Action** **Personal**
**Prerequisite:** You must have the *wild shape* power.
**Effect:** You move 5 squares. This movement doesn't provoke opportunity attacks, and you can move through enemies' spaces during it.

### Swarm Dispersal — Druid Utility 6

*Your body bursts into a swarm and scatters, making an attack ineffective against you.*

**Encounter ✦ Primal**
**Immediate Interrupt** **Personal**
**Trigger:** You take damage from a melee or a ranged attack
**Prerequisite:** You must have the *wild shape* power.
**Effect:** You gain resist 10 to all damage until the end of your next turn.

## Level 7 Encounter Evocations

### Blood-Spray Bite — Druid Attack 7

*As you tear into your foe, the hideous wounds you inflict cause your other foes to back away in terror.*

**Encounter ✦ Beast Form, Fear, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d10 + Wisdom modifier damage, and you push each enemy adjacent to you, other than the target, 2 squares.
**Primal Predator:** The push instead affects each enemy, other than the target, within a number of squares of you equal to your Dexterity modifier.

### Plague of Locusts — Druid Attack 7

*With a gesture, you cause locusts to descend on your foes.*

**Encounter ✦ Implement, Poison, Primal**
**Standard Action** **Ranged** 5
**Target:** One, two, or three creatures
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d6 + Wisdom modifier poison damage, and the target grants combat advantage until the end of your next turn.
**Primal Swarm:** The attack deals extra poison damage equal to your Constitution modifier.

### Poison Sting — Druid Attack 7

*The insects of your swarm form gain poisonous stingers and use them against creatures all around.*

**Encounter ✦ Beast Form, Implement, Poison, Primal**
**Standard Action** **Close** burst 2
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d10 + Wisdom modifier poison damage. The next time the target moves before the start of your next turn, it takes 1d10 poison damage.
**Primal Swarm:** Add your Constitution modifier to the poison damage the target takes when it moves.

### Wind of Blades — Druid Attack 7

*You call on a wind that has blown over countless battlefields. It batters your foes, infecting them with battle madness.*

**Encounter ✦ Charm, Implement, Primal**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Will
**Hit:** 1d6 + Wisdom modifier damage. The next time the target makes an attack roll before the end of your next turn, it deals 5 damage to each of your enemies adjacent to it.
**Primal Guardian:** Add your Constitution modifier to the damage the target deals.

### Three Halves Make a Whole

Although their ability scores don't necessarily make them the best druids, half-elf and half-orc heroes are sometimes drawn to the druid class. A half-elf who hasn't figured out how to balance her human and elven obligations can escape them both by shifting into beast form. A half-orc who has difficulty being accepted in civilized human or savage orc society can become a shapeshifter and gain acceptance with a primal tribe far from his original home. In a sense, half-elves and half-orcs who make this choice are taking a path set out for them by razorclaw shifters, who are descended from lycanthropes and drawn to the druid class for its ability to merge the separate pieces of their body and psyche.

## Level 9 Daily Evocations

### Death's Bounty — Druid Attack 9

*You strike at your enemy with the fury of winter's hunter, and the place of that enemy's death becomes a patch of greenery.*

**Daily ✦ Cold, Implement, Necrotic, Primal, Zone**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d10 + Wisdom modifier cold and necrotic damage.
**Miss:** Half damage.
**Effect:** When the target drops to 0 hit points, a zone of greenery appears in a burst 2 centered on the target. The zone lasts until the end of the encounter. The zone is difficult terrain, and any creature that ends its turn there is immobilized until it escapes (the zone uses your defenses when the creature tries to escape).

### Flurry of Stingers — Druid Attack 9

*Vicious, stinging insects dart around you, stinging anyone who comes near.*

**Daily ✦ Beast Form, Implement, Poison, Primal**
**Standard Action** **Close** burst 2
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d10 + Wisdom modifier poison damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, any enemy that enters a square adjacent to you or starts its turn there takes poison damage equal to your Constitution modifier.

### Summon Crocodile — Druid Attack 9

*Chomping its jaws, a great crocodile appears at your command.*

**Daily ✦ Implement, Primal, Summoning**
**Standard Action** **Ranged** 5
**Effect:** You summon a Large crocodile in an unoccupied space within range. The crocodile has speed 6 and swim 8. You can give the crocodile the following special command. On the turn you summon the crocodile, you give that command as part of using this power.

**Standard Action:** Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and the crocodile grabs the target. The target takes a -3 penalty to escape checks against the crocodile.

**Instinctive Effect:** If you haven't given the crocodile any commands by the end of your turn, it sustains the grab and attacks the creature it's grabbing. If it can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

### Summon Proud Bear — Druid Attack 9

*You stomp as you summon your bear ally, which appears and looks for something big to maul.*

**Daily ✦ Implement, Primal, Summoning**
**Standard Action** **Ranged** 5
**Effect:** You summon a Large bear in an unoccupied space within range. The bear has speed 6 and a +4 bonus to attack rolls against creatures its own size or larger. You can give the bear the following special command. On the turn you summon the bear, you give that command as part of using this power.

**Standard Action:** Melee 2; targets one creature; Wisdom vs. Fortitude; 2d6 + Wisdom modifier damage.

**Instinctive Effect:** If you haven't given the bear any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

### Summon Great Eagle — Druid Attack 9

*You call to the sky, and a second later an eagle swoops at your foes.*

**Daily ✦ Implement, Primal, Summoning**
**Standard Action** **Ranged** 5
**Effect:** You summon a Medium eagle in an unoccupied square within range. The eagle has fly 8 (hover), and it has a +4 bonus to AC against opportunity attacks. You can give the eagle the following special command. On the turn you summon the eagle, you give that command as part of using this power.

**Standard Action:** The eagle moves its speed and attacks at one point during that movement: melee 1; targets one creature; Wisdom vs. Reflex; 2d6 + Wisdom modifier damage, and the target grants combat advantage until the end of your next turn.

**Instinctive Effect:** If you haven't given the eagle any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy, and that enemy grants combat advantage until the end of your next turn.

## Level 10 Utility Evocations

### Animal Clan — Druid Utility 10

*You form a deep bond with your summoned animals, drawing out their thirst for battle.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** Once per round until the end of the encounter, you can use a minor action to command one of your summoned creatures to use its instinctive effect.

## Emissaries of the World

The primal spirits' relationship to the planes that echo the natural world is a complex one. The Feywild and the Shadowfell aren't part of the world, but both of them parallel the traits of the world, and so they are not entirely cut off from the power of the primal spirits.

Shamans say that the primal spirits flow where they like, but that they are not nearly as powerful in either the Feywild or the Shadowfell, where other powers reign.

Druids say that when they enter these other planes, their presence helps the primal spirits flow alongside and out from their steps. Exploring or living in the Feywild or the Shadowfell, they say, makes one a kind of emissary, increasing the likelihood that people in those planes will benefit from primal power.

### Animal Shapes — Druid Utility 10

*You transform yourself and your allies into mice, beetles, or other seemingly innocuous animals.*

**Daily ✦ Polymorph, Primal**
**Standard Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Until the end of your next turn, the targets assume the forms of Tiny creatures, such as mice, cats, beetles, or spiders. While in these forms, the targets can't attack, pick up anything, or manipulate objects. The targets gain a +5 power bonus to Stealth checks and a +2 power bonus to AC and Reflex. Each target can end this effect on himself or herself as a minor action.
**Sustain Minor:** The effect persists on yourself and any target within 5 squares of you.

### Cleansing Rain — Druid Utility 10

*A gentle rain falls over the area around you, soothing burning wounds.*

**Daily ✦ Primal, Zone**
**Minor Action** **Close** burst 3
**Effect:** The burst creates a rainy zone that lasts until the end of the encounter. While within the zone, you and any allies gain resist 10 fire and resist 10 acid and a +2 power bonus to saving throws against ongoing fire damage and ongoing acid damage.

### Goodberry — Druid Utility 10

*You infuse several berries with primal power. Those who consume them receive a brief resurgence of energy.*

**Daily ✦ Healing, Primal**
**Minor Action** **Personal**
**Effect:** You create four goodberries that last until the end of your next extended rest if they aren't consumed. A creature can use a minor action to consume a goodberry either to regain 5 hit points, to make a saving throw, or to gain 5 temporary hit points.

### Swarm Swap — Druid Utility 10

*As an attack sweeps toward you, you burst into a swarm that swoops over an enemy, forcing it into your space.*

**Encounter ✦ Beast Form, Primal**
**Immediate Interrupt** **Melee** 1
**Trigger:** You are targeted by an area or a close attack
**Target:** One creature
**Effect:** You swap places with the target.

## Level 13 Encounter Evocations

### Floating Death — Druid Attack 13

*After swarming over your foes, you move to another group of enemies and attack them as well.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Close** burst 1
**Primary Target:** Each creature in burst
**Primary Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier damage.
**Effect:** You shift your speed. If you end this movement at least 4 squares from where you started, you can make a secondary attack.
**Secondary Target:** Each creature in burst
**Secondary Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier damage.
**Primal Swarm:** If you hit at least one target with the primary attack, the secondary attack deals extra damage equal to your Constitution modifier.

### Oak Skewer — Druid Attack 13

*You conjure a massive spear of oak and skewer your foe with it.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier damage, and you push the target 3 squares. If the target ends this movement adjacent to a solid obstacle (such as a wall), the target is immobilized until the end of your next turn.
**Primal Guardian:** Add your Constitution modifier to the number of squares you push the target.

### Rending Claws — Druid Attack 13

*A slash with your claws reveals your foe's weaknesses.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier damage, and the target gains vulnerable 5 to all damage until the end of your next turn.
**Primal Predator:** The vulnerability equals 3 + your Dexterity modifier.

### Twin-Horned Bolt — Druid Attack 13

*A spectral bull appears before you and knocks your foe to the ground.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier damage, and the target is knocked prone. If any enemies provide cover against this attack, they are also knocked prone.

## Level 15 Daily Evocations

### Devouring Flies — Druid Attack 15

*You conjure a horde of ravenous horseflies, which bite your foes and transfer vitality to you.*

**Daily ✦ Healing, Implement, Primal, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of horseflies that lasts until the end of the encounter. When any enemy starts its turn within the zone, you or an ally of your choice within 5 squares of you regains 6 hit points.

### Summon Lightning Drake — Druid Attack 15

*Lightning crackles as you summon a drake to do your bidding.*

**Daily ✦ Implement, Lightning, Primal, Summoning**
**Standard Action** **Ranged** 5
**Effect:** You summon a Medium lightning drake in an unoccupied square within range. The drake has speed 6 and resist 10 lightning. You can give the drake the following special commands. On the turn you summon the drake, you give the first command as part of using this power.

**Standard Action:** Ranged 10; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier lightning damage.

**Standard Action:** Area burst 1 within 10 squares; targets each creature in burst; Wisdom vs. Reflex; 2d6 + Wisdom modifier lightning damage.

**Instinctive Effect:** If you haven't given the drake any commands by the end of your turn, it shifts 1 square and uses its area burst attack, targeting as many creatures as possible (including you and your allies).

### Summon Razorclaw Bat — Druid Attack 15

*Stealthy and deadly, a razorclaw bat responds to your summons and dives on your foe.*

**Daily ✦ Implement, Primal, Summoning**
**Standard Action** **Ranged** 5
**Effect:** You summon a Medium razorclaw bat in an unoccupied square within range. The bat has fly 7 (hover) and blindsight 5. The bat gains a +5 bonus to Stealth checks, and it deals 1d10 extra damage to a target when it has combat advantage against that target. You can give the bat the following special commands. On the turn you summon the bat, you give the first command as part of using this power.

**Standard Action:** The bat shifts 5 squares and attacks: melee 1; targets one creature; Wisdom vs. Reflex; 2d6 + Wisdom modifier damage.

**Standard Action:** Close burst 2; targets each creature in burst; the targets lose all concealment against you and your allies until the end of your next turn.

**Instinctive Effect:** If you haven't given the bat any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves twice its speed to a square outside every enemy's line of sight. It then makes a Stealth check with no penalty for movement.

### Summon Savage Tiger — Druid Attack 15

*Speaking an ancient oath, you summon a great tiger to its feast.*

**Daily ✦ Implement, Primal, Summoning**
**Standard Action** **Ranged** 5
**Effect:** You summon a Large tiger in an unoccupied space within range. The tiger has speed 7. You can give the tiger the following special command. On the turn you summon the tiger, you give that command as part of using this power.

**Standard Action:** Melee 1; targets one creature; Wisdom vs. Reflex; 2d8 + Wisdom modifier damage.

**Instinctive Effect:** If you haven't given the tiger any commands by the end of your turn, it charges the nearest bloodied creature it can charge, using its attack as a melee basic attack. If it can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

### Wrath of the Storm Chaser — Druid Attack 15

*Wind and lightning lash around your foe. Later, when you transform into a beast, the wind blows that foe around the battlefield.*

**Daily ✦ Implement, Lightning, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 4d8 + Wisdom modifier lightning damage, and you slide the target 3 squares.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, whenever you use *wild shape* to change into beast form, you slide the target 2 squares.

## Sky Speakers

Druids don't speak with the spirits as naturally as shamans do. Some druids choose a different mode of understanding the will of the spirits, a form of observation of nature that blends into a nomadic lifestyle that takes them across the world.

By observing the movements of storms, clouds, winds, birds and other flying creatures, druids who think of themselves as sky speakers believe that they can trace the earliest motions of the primal spirits—movements that lead to ancient places of primal power and hunting ranges in the clouds that have been preserved since before the Dawn War.

Sky speakers erect shrines atop the highest peaks. One sky speaker seldom has any difficulty recognizing another, because no one else pays so much attention to the world above, even while in the form of a creature that has four paws upon the earth.

## Level 16 Utility Evocations

### Darting Viper — Druid Utility 16

*You transform into a viper and slip away from your foes. You then return to your normal form but retain some aspects of the viper for a moment.*

**Encounter ✦ Primal**
**Move Action** **Personal**
**Prerequisite:** You must have the *wild shape* power.
**Effect:** You shift your speed. During this movement, you ignore difficult terrain and can shift through enemies' spaces. You then gain a +4 power bonus to speed and can move through enemies' spaces until the end of your next turn.

### Dryad's Trees — Druid Attack 16

*Two ancient trees spring up. You and your allies can move from one tree to the other with a single step.*

**Daily ✦ Conjuration, Primal, Teleportation**
**Minor Action** **Close** burst 20
**Effect:** You conjure two trees in two unoccupied squares in the burst. Each tree occupies 1 square and must be on a solid surface. The trees last until the end of the encounter. When adjacent to either tree, you and your allies can each use a move action to teleport to a square adjacent to the other tree.

### Elusive Wind — Druid Utility 16

*You catch the wind and soar away to safety.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** If you are marked, that condition ends on you. You then fly 8 squares. This movement doesn't provoke opportunity attacks, and if you don't land at the end of the movement, you descend to the ground without taking falling damage. In addition, until the end of your next turn, you can shift 1 square as a free action whenever you are hit.

### Feral Recovery — Druid Utility 16

*You call on the feral heart that lurks within all creatures to allow yourself and your friends to shake off an effect.*

**Daily ✦ Primal**
**Minor Action** **Close** burst 2
**Target:** You and each ally in burst
**Effect:** Each target can make a saving throw against an effect that a save can end, with a +5 power bonus to the saving throw if the effect has the charm, the fear, or the illusion keyword.

### Phantom Beast — Druid Utility 16

*You can briefly adopt the form of a beast spirit, allowing you to pass through barriers.*

**Encounter ✦ Beast Form, Primal**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you gain phasing while you are in beast form.

## Level 17 Encounter Evocations

### Cloud of Sparrows — Druid Attack 17

*Sparrows swirl around you, a storm of tiny talons and beaks that rends your foes and then whisks you away.*

**Encounter ✦ Implement, Primal, Teleportation**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d6 + Wisdom modifier damage.
**Effect:** You teleport 5 squares, and you gain concealment until the start of your next turn.

### Devouring Swarm — Druid Attack 17

*You dispatch pieces of your swarm form to drain blood from your foes to give yourself resilience.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d8 + Wisdom modifier damage.
**Effect:** If you hit at least one target, you gain 10 temporary hit points.
**Primal Swarm:** Add your Constitution modifier to the temporary hit points.

### Hungry for the Kill — Druid Attack 17

*As you shake your enemy's life loose, you avoid a doom waiting for you.*

**Encounter ✦ Beast Form, Healing, Implement, Primal**
**Standard Action** **Melee** touch
**Effect:** Before the attack, you shift 2 squares.
**Primal Predator:** The number of squares you shift equals your Dexterity modifier.
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d12 + Wisdom modifier damage. If either you or the target is bloodied or at 0 hit points or fewer, you can spend a healing surge, make a saving throw, or both.

## Seekers of the Lost Dawn

During the bleakest days of the Dawn War, the overwhelming power of the gods and the primordials scarred, churned, and scorched the world. Great holes opened in the surface of the world, swallowing entire forests and mountain ranges, until the primal spirits finally drove the combatants back to the planes.

To this day, primal heroes search out those long-forgotten lands swallowed deep within the earth. Guided by spirits who half remember the battles but have no memory of what was lost, a few druids in each generation find themselves drawn to search for forests of gleaming crystals and former mountain peaks buried beneath earth that rests uneasily over former places of primal power.

Where such sites have fallen into the Underdark, they have nearly always been broken apart and digested by that realm's alien nature. But in many places—too many to ignore—pockets of the lost dawn still exist as bubbles of earth and hidden springs, separated from the Underdark below by gradually eroding rock.

### Inexorable Smash — Druid Attack 17

*You bash your foe, staggering it for a moment.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d10 + Wisdom modifier damage, and you slide the target 1 square. The target is dazed until the end of your next turn.
**Primal Guardian:** The number of squares you slide the target equals your Constitution modifier.

### Torrential Storm — Druid Attack 17

*Dark clouds gather at your command. Lightning and rain fall to damage your foes and keep them away from you.*

**Encounter ✦ Implement, Lightning, Primal, Zone**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d6 + Wisdom modifier lightning damage, and you slide the target 3 squares.
**Effect:** The blast creates a stormy zone that lasts until the end of your next turn. A creature hit by this attack that enters the zone on its turn takes 10 lightning damage.

## Level 19 Daily Evocations

### Pummeling Hail — Druid Attack 19

*Chunks of ice fall from the sky, battering your foes.*

**Daily ✦ Cold, Implement, Primal**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 5d6 + Wisdom modifier cold damage.
**Effect:** The burst creates a zone of hail that lasts until the end of your next turn. Any creature that enters the zone or starts its turn there takes 5 + your Constitution modifier cold damage.
**Primal Swarm:** You aren't affected by the zone while you are in beast form.
**Sustain Minor:** The zone persists.

### Summon Swamp Behemoth — Druid Attack 19

*A primeval swamp spirit assumes solid form at your summons and thrashes over the battlefield.*

**Daily ✦ Implement, Primal, Summoning**
**Standard Action** **Ranged** 5
**Effect:** You summon a Large behemoth in an unoccupied space within range. The behemoth has speed 8 and ignores difficult terrain. You can give the behemoth the following special commands. On the turn you summon the behemoth, you give the first command as part of using this power.
**Standard Action:** Melee 2; targets one creature; Wisdom vs. Reflex; 2d8 + Wisdom modifier damage.
**Standard Action:** The behemoth moves its speed. During this movement, it can move through enemies' spaces. When it enters an enemy's space, it attacks that enemy: Wisdom vs. Reflex; 1d8 + Wisdom modifier damage. It can't attack a creature in this way more than once per round.
**Instinctive Effect:** If you haven't given the behemoth any commands by the end of your turn, it uses its second attack against as many enemies as possible.

### Summon Guardian Briar — Druid Attack 19

*You summon spirits that coalesce into a mighty creature of thorns and brambles that protects you and your friends.*

**Daily ✦ Implement, Primal, Summoning**
**Standard Action** **Ranged** 5
**Effect:** You summon a Large guardian briar in an unoccupied space within range. The guardian briar has speed 5 and ignores difficult terrain. You and your allies gain a +2 power bonus to AC while within 2 squares of the guardian briar. You can give the guardian briar the following special command. On the turn you summon the guardian briar, you give that command as part of using this power.
**Standard Action:** Melee 2; targets one creature; Wisdom vs. Reflex; 2d8 + Wisdom modifier damage.
**Instinctive Effect:** If you haven't given the guardian briar any commands by the end of your turn, it attacks an enemy within 2 squares of it if it can. Otherwise, it moves its speed to a square where it is within 2 squares of as many allies as possible.

### Summon Thunder Bison — Druid Attack 19

*Thunder rumbles in the distance, drawing closer and closer until a bison trundles out of the spirit world to appear by your side.*

**Daily ✦ Implement, Primal, Summoning**
**Standard Action** **Ranged** 5
**Effect:** You summon a Large bison in an unoccupied space within range. The bison has speed 7 and a +2 bonus to AC. You can give the bison the following special command. On the turn you summon the bison, you give that command as part of using this power.
**Standard Action:** Melee 1; targets one creature; Wisdom vs. Reflex; 2d10 + Wisdom modifier thunder damage.
**Instinctive Effect:** If you haven't given the bison any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

### Tremors — Druid Attack 19

*You command the earth, causing tremors to topple your foes.*

**Daily ✦ Implement, Primal, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Primary Target:** Each creature in burst
**Primary Attack:** Wisdom vs. Reflex
**Hit:** 4d6 + Wisdom modifier damage, and the primary target is knocked prone.
**Miss:** Half damage.
**Effect:** The burst creates a quaking zone that lasts until the end of the encounter. The zone is difficult terrain. While the zone persists, you can make the following secondary attack as a minor action once per round.
**Secondary Target:** Each creature within the zone
**Secondary Attack:** Wisdom vs. Reflex
**Hit:** 1d10 damage, and the secondary target is knocked prone.

## Level 22 Utility Evocations

### Fey Circles — Druid Utility 22

*Toadstool rings appear at your command, carrying with them the magic to whisk a creature from one ring to the next.*

**Daily ✦ Conjuration, Primal, Teleportation**
**Minor Action** **Close** burst 20
**Effect:** You conjure eight fey circles in eight unoccupied squares in the burst. You and your allies can use the fey circles to teleport. When a character enters a fey circle's square, he or she can teleport to another fey circle's square, as long as the destination square is unoccupied. Then both fey circles disappear. The fey circles last until the end of the encounter if they aren't used.

### Protective Whirlwind — Druid Utility 22

*Howling wind swirls around you, strong enough to deflect attacks.*

**Daily ✦ Primal, Zone**
**Standard Action** **Close** burst 3
**Effect:** The burst creates a windy zone that lasts until the end of your next turn. Area attacks and ranged attacks against creatures within the zone take a –4 penalty to the attack rolls against them. In addition, the zone is difficult terrain. When a creature other than you ends its movement within the zone, you can slide that creature 3 squares as a free action.
**Sustain Minor:** The zone persists.

### Stonebones — Druid Utility 22

*Drawing strength from the earth, your body becomes nearly impervious to damage and immovable.*

**Encounter ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the start of your next turn, you gain resist 15 to all damage, and when you are pulled, pushed, or slid, you can make a saving throw. If you save, you ignore the forced movement.

### Tortoise Shell — Druid Utility 22

*Your or your friend's skin hardens into a tortoise shell, perfect for deflecting enemy attacks.*

**Daily ✦ Primal**
**Minor Action** **Close** burst 5
**Target:** You or one ally in burst
**Effect:** The target gains a +4 power bonus to all defenses until the end of your next turn. If the target moves, the power bonus decreases to +2.
**Sustain Minor:** The effect persists.
**Special:** When you are hit by a melee attack, you can use this power on yourself as an immediate interrupt.

### Tree of Life — Druid Utility 22

*You draw on primal energy to cause vines and plants to sprout for a moment, creating a useful tool for you and your allies.*

**Daily ✦ Conjuration, Healing, Primal**
**Minor Action** **Ranged** 10
**Effect:** You conjure a life-giving tree in an unoccupied square within range. The tree must be on a solid surface, and it lasts until the end of the encounter. The tree occupies 1 square and provides cover. You and your allies gain regeneration 5 while within 2 squares of the tree.

## Level 23 Encounter Evocations

### Blinding Swarm — Druid Attack 23

*You become a cloud of insects that obscures your enemies' vision.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier damage, and the target is blinded until the end of your next turn.
**Primal Swarm:** If the attack hits at least once, you shift to a square in the blast or adjacent to it.

### Fearsome Fangs — Druid Attack 23

*Lunging to ravage your enemy with a vicious bite, you create an opportunity for allies to aid you or flee to safety.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Effect:** Before the attack, each ally adjacent to the target can shift 1 square as a free action.
**Attack:** Wisdom vs. Reflex
**Hit:** 4d8 + Wisdom modifier damage, and you slide the target 1 square. The target grants combat advantage until the end of your next turn.
**Primal Guardian:** The number of squares you slide the target equals your Wisdom modifier.

### Rain of Fire Needles — Druid Attack 23

*Your evocation causes pine needles to rain down and explode shortly after impact.*

**Encounter ✦ Fire, Implement, Primal, Zone**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier damage.
**Effect:** The burst creates a zone of pine needles that lasts until the end of your next turn. At the start of your next turn, each creature within the zone takes 2d8 + Wisdom modifier fire damage.

### Razor Snare — Druid Attack 23

*Razor vines erupt where you point and snake around your enemies. The vines tighten if those enemies dare move.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier damage. If the target moves before the end of your next turn, it takes 2d6 damage.
**Primal Predator:** The target also grants combat advantage until the end of your next turn.

## Level 25 Daily Evocations

### Avian Cloud — Druid Attack 25

*You create a cloud of angry birds that scratch at the eyes of your foes.*

**Daily ✦ Implement, Primal, Zone**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier damage, and the target is blinded (save ends).
**Miss:** Half damage, and the target is blinded until the end of your next turn.
**Effect:** The burst creates a zone of birds that lasts until the end of the encounter. Creatures outside the zone have total concealment against creatures within the zone. Any enemy that starts its turn within the zone takes 10 + your Wisdom modifier damage.

### Creeping Doom — Druid Attack 25

*At your command, biting and stinging vermin spill forth to consume your enemies.*

**Daily ✦ Implement, Primal, Zone**
**Standard Action** **Close** burst 1
**Effect:** The burst creates a zone of vermin that lasts until the end of your next turn. Any creature that starts its turn within the zone takes 10 damage and grants combat advantage until the start of its next turn. As a move action, you can move the zone 3 squares. When the zone appears, make the following attack. As a standard action, you can repeat the attack.
**Target:** Each creature within the zone or adjacent to it
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier damage, and the target is dazed until the end of your next turn.
**Sustain Minor:** The zone persists, and you can increase its size by 1 to a maximum of burst 5.

### Primal Ape — Druid Attack 25

*Loosing a thunderous roar, you swell in size to assume the form of a primal ape.*

**Daily ✦ Beast Form, Implement, Primal, Thunder**
**Standard Action** **Close** burst 1
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 6d6 + Wisdom modifier thunder damage, and you push the target 3 squares.
**Miss:** Half damage, and you push the target 2 squares.
**Effect:** Until you leave your current beast form or until the end of the encounter, your size increases to Large, you gain a climb speed of 6 and a +2 bonus to AC and Fortitude, and your melee attacks deal 2d6 extra damage. In addition, you gain a +2 bonus to speed when you charge.

### Summon Proud Mastodon — Druid Attack 25

*Your call is answered by a mastodon, ready to trample your enemies.*

**Daily ✦ Implement, Primal, Summoning**
**Standard Action** **Ranged** 10
**Effect:** You summon a Large mastodon in an unoccupied space within range. The mastodon has speed 7 and a +4 bonus to attack rolls against creatures its own size or larger. You can give the mastodon the following special command. On the turn you summon the mastodon, you give that command as part of using this power.
**Standard Action:** Melee 2; targets one creature; Wisdom vs. Fortitude; 3d6 + Wisdom modifier damage, and the target is knocked prone.
**Instinctive Effect:** If you haven't given the mastodon any commands by the end of your turn, it charges the nearest unbloodied enemy it can charge, using its attack as a melee basic attack. If it can't do that, it attacks an enemy within 2 squares of it if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

### Summon Razorclaw Behemoth — Druid Attack 25

*With a primeval hiss, you summon a reptilian predator that runs on two legs and cuts with all four.*

**Daily ✦ Implement, Primal, Summoning**
**Standard Action** **Ranged** 10
**Effect:** You summon a Medium behemoth in an unoccupied square within range. The behemoth has speed 7. You can give the behemoth the following special command. On the turn you summon the behemoth, you give that command as part of using this power.
**Standard Action:** Melee 1; targets one creature; Wisdom vs. Reflex; 2d6 + Wisdom modifier damage, and ongoing 5 damage (save ends).
**Instinctive Effect:** If you haven't given the behemoth any commands by the end of your turn, it charges the nearest creature taking ongoing damage that it can charge, using its attack as a melee basic attack. If it can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

## Level 27 Encounter Evocations

### Behemoth Stampede — Druid Attack 27

*You gesture, and a behemoth stampede tramples your enemies and then vanishes.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 3d6 + Wisdom modifier damage, and the target is pushed 5 squares and knocked prone.

## Death Fangs — Druid Attack 27

*Your eyes glow red with feral fire as you are overcome with the death spirit, a primal force that lays low living things.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 5d10 + Wisdom modifier damage.
**Primal Predator:** The attack deals extra damage equal to your Dexterity modifier.

## Howling Doom — Druid Attack 27

*You unleash a mighty roar, leaving your foes frozen in terror as you prepare to move in for the kill.*

**Encounter ✦ Beast Form, Fear, Implement, Primal, Psychic**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Will
**Hit:** 3d6 + Wisdom modifier psychic damage, and the target is immobilized and grants combat advantage to you until the end of your next turn.

## Thunder Claw — Druid Attack 27

*Thunder rumbles around you as you rear back to attack. As your claws rip into your foe, the thunder crashes over it.*

**Encounter ✦ Beast Form, Implement, Primal, Thunder**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d10 + Wisdom modifier thunder damage, and the target is stunned until the end of your next turn.
**Primal Guardian:** You also slide the target a number of squares equal to your Constitution modifier.

## Disorienting Drone — Druid Attack 27

*Insects appear around you and emit an eerie drone, disorienting your foes.*

**Encounter ✦ Charm, Implement, Primal**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 2d10 + Wisdom modifier damage, and the target is dazed and deafened until the end of your next turn.
**Primal Swarm:** The size of the burst increases by 1.

BEN WOOTEN

## Level 29 Daily Evocations

### Earth Maw — Druid Attack 29

*You call forth a maw of earth and stone, which seeks to swallow your foe.*

**Daily ✦ Conjuration, Implement, Primal**
**Standard Action** **Ranged** 20

**Effect:** You conjure a Large maw of earth in an unoccupied space within range. The maw occupies its space, and it lasts until the end of your next turn. As a move action, you can move the maw a number of squares equal to your Wisdom modifier. When the maw appears, it makes the following attack.

**Target:** One enemy adjacent to the maw
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d8 + Wisdom modifier damage, and the target is restrained (save ends). Until this effect ends, the maw cannot attack another creature or move.

**Sustain Minor:** The maw persists. It repeats its attack against the creature it is restraining, or it attacks an adjacent enemy.

### Hunter's Heart — Druid Attack 29

*Your magic lashes out at your foe, creating a bond between the two of you, defining you as the hunter and it as your prey.*

**Daily ✦ Implement, Primal**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** The target is immobilized (save ends).
**Aftereffect:** 6d10 + Wisdom modifier damage.
**Miss:** The target is immobilized until the end of your next turn.
**Aftereffect:** 2d10 + Wisdom modifier damage.
**Effect:** Whenever you use *wild shape* to change into beast form before the end of the encounter, you gain a +2 bonus to attack rolls and a +5 bonus to damage rolls against the target until the end of your turn.

### Summon Elder Pack Wolf — Druid Attack 29

*With a mighty howl, an ancient wolf spirit manifests to hunt beside you and your allies.*

**Daily ✦ Implement, Primal, Summoning**
**Standard Action** **Ranged** 10

**Effect:** You summon a Large wolf in an unoccupied space within range. The wolf has speed 8. You can give the wolf the following special commands. On the turn you summon the wolf, you give the first command as part of using this power.

**Standard Action:** Melee 1; targets one creature; Wisdom vs. Reflex; 2d10 + Wisdom modifier damage, and the target is knocked prone.

**Opportunity Action:** Triggered when an adjacent creature stands up; melee 1; targets the triggering creature; Wisdom vs. Reflex; 2d10 + Wisdom modifier damage, and the target can't stand up until the start of its next turn.

**Instinctive Effect:** If you haven't given the wolf any commands by the end of your turn, it attacks an adjacent prone creature. If can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

### Summon Storm Behemoth — Druid Attack 29

*Lightning and thunder herald the ground-shaking tread of a primeval spirit returned in the flesh.*

**Daily ✦ Implement, Lightning, Primal, Summoning**
**Standard Action** **Ranged** 10

**Effect:** You summon a Large storm behemoth in an unoccupied space within range. The behemoth has speed 8. You can give the behemoth the following special commands. On the turn you summon the behemoth, you give the first command as part of using this power.

**Standard Action:** Melee 2; targets one creature; Wisdom vs. Reflex; 3d10 + Wisdom modifier damage.

**Standard Action:** Area burst 2 within 20 squares; targets each creature in the burst; Wisdom vs. Reflex; 2d8 + Wisdom modifier lightning damage.

**Instinctive Effect:** If you haven't given the behemoth any commands by the end of your turn, it makes its melee attack against an adjacent enemy if it can. Otherwise, it makes its area attack, targeting as many creatures as possible (including you and your allies).

### Whirling Firestorm — Druid Attack 29

*Your words of primal might unleash a firestorm to consume your enemies.*

**Daily ✦ Fire, Implement, Primal, Zone**
**Standard Action** **Close** burst 2
**Primary Target:** Each creature in burst
**Primary Attack:** Wisdom vs. Reflex
**Hit:** 4d6 + Wisdom modifier fire damage, and ongoing 10 fire damage (save ends).
**Miss:** Half damage.
**Effect:** The burst creates a zone of fire that lasts until the end of your next turn. Any creature other than you that starts its turn within the zone takes 10 fire damage.
**Sustain Minor:** The zone persists. You can either increase its size by 1 to a maximum of burst 5 or decrease its size by 1 to make the following ranged secondary attack. If you reduce the size to 0, the zone ends.
**Secondary Target:** One creature within 10 squares of the zone
**Secondary Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier fire damage.

# Coiled Serpent

*"No sound of my movement or sight of my scales will reach you. You'll feel only the pierce of my fangs and the sting of my poison."*

**Prerequisite:** Druid

You have mastered the form of the coiled serpent, a sleek, stealthy beast form that carries the promise of pain and poison for your enemies. Some druids keep their distance from serpentine beasts, but you recognize such creatures as being just as integral to the natural world as anything that has fur or feathers. You call on cold-eyed serpent spirits, and your connection to the cobra, the adder, and the python gives you a subtle magic.

As a coiled serpent, you gain abilities that let you grab creatures, deal poison damage, and move swiftly.

## Coiled Serpent Path Features

**Serpent Form (11th level):** While you are in beast form, you gain resist 15 poison and a +5 bonus to Stealth checks. The resistance increases to 20 at 21st level.

HECTOR ORTIZ

**Snake Fang Action (11th level):** When you spend an action point to make an attack, each target hit by that attack takes ongoing 10 poison damage (save ends).

**Serpent's Poison (16th level):** When you hit with a melee attack while you are in beast form, the attack deals 2d6 extra poison damage.

## Coiled Serpent Evocations

**Constricting Coils** — Coiled Serpent Attack 11

*You wrap your enemy in your coils, slowly crushing it.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier damage, and the target is grabbed. Until the end of your next turn, while you are grabbing the target, you gain a +5 power bonus to all defenses, and any attack that misses you hits the target.

**Serpent's Dash** — Coiled Serpent Utility 12

*You slither off, causing your enemies to lose track of you as you mask yourself in shadow.*

**Encounter ✦ Beast Form, Primal**
**Move Action** **Personal**
**Effect:** You shift 3 squares and gain concealment until the end of your next turn.

**Fazing Fangs** — Coiled Serpent Attack 20

*You call serpent spirits that sink their fangs deep and deliver a poison that stupefies your foes and punishes them for their attacks.*

**Daily ✦ Implement, Poison, Primal**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 3d8 poison damage, and the target is dazed (save ends). Until this effect ends, the target takes 10 poison damage whenever it attacks.
**Miss:** Half damage, and the target is dazed until the end of your next turn.

## The Circle of Serpentis

Most people, even among primal tribes, associate the form of the coiled serpent with evil druids, including the Circle of Serpentis. The circle is a sinister group that reveres Zehir—above all primal spirits, some say. The members of the circle (mostly yuan-ti) use their coiled serpent forms to strike secretly in the name of their dark god. Although their lairs lie deep in the wilderness, they sometimes infiltrate cities and borderland settlements.

If you are or were associated with the Circle of Serpentis, you might be a former member of the circle who now seeks redemption by foiling the circle's plans or a power-hungry character who becomes an ally of the circle despite its evil.

# Luminescent Swarm

*"Insects don't need to speak to communicate. Watch the way my swarm dances, and you'll see the way."*

**Prerequisite:** Druid, Primal Swarm class feature

When you take on the form of an insect swarm, the insects glow with supernatural light. The stories of your ancestors tell of luminescent insects in primeval times, insects that led your ancestors through swamps and forests to safety. These creatures had no kindness for the enemies of your tribe and used their hypnotic lights to lead enemies astray, drowning them in deep bogs and abandoning them in animal dens. You, too, are a protector and an ally when you take on the shape of the luminescent swarm.

You can harness primal lights to bewilder and blind your enemies. Your attacks deal psychic damage and deliver effects that make it more difficult for your enemies to attack.

## Luminescent Swarm Path Features

**Luminescent Lantern (11th level):** While you are in beast form, you have an aura 5. The aura is filled with bright light, and allies within the aura gain a +2 bonus to saving throws.

**Radiant Swarm Action (11th level):** When you spend an action point to take an extra action, your beast form attacks during this turn deal extra radiant damage equal to one-half your level.

**Blaze of Light (16th level):** When you use *wild shape* to change from beast form to your humanoid form, choose an adjacent creature (before or after you shift as part of using *wild shape*). That creature takes a -2 penalty to attack rolls against you until the end of your next turn.

## Luminescent Swarm Evocations

**Mystifying Lights** — Luminescent Swarm Attack 11

*You become a whirl of insects, glowing with a supernatural light that mesmerizes creatures before you.*

**Encounter ✦ Beast Form, Implement, Primal, Psychic**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Will
**Hit:** 2d6 + Wisdom modifier psychic damage, and you slide the target 1 square. The target is dazed until the end of your next turn.
**Effect:** You shift 1 square for each target you hit.

**Light of Clarity** — Luminescent Swarm Utility 12

*Primal light fills the air around you, revealing hidden creatures.*

**Daily ✦ Primal, Zone**
**Minor Action** **Close** burst 2
**Effect:** The burst creates a zone of bright light that lasts until the end of your next turn. Any creature within the zone can't gain concealment or total concealment, and any creature that starts its turn within the zone can't gain concealment or total concealment until the end of its next turn.
**Sustain Minor:** The zone persists.
**Special:** You can use this power while you are in beast form.

**Brilliant Swarm** — Luminescent Swarm Attack 20

*Blinding light flashes around you as glowing insects swarm over your foes.*

**Daily ✦ Beast Form, Implement, Primal, Radiant**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude, Reflex, Will. You make one attack roll per target, comparing the result against all three defenses. A target suffers the effects associated with each defense that the attack hits.
**Hit (Fortitude):** The target takes ongoing 10 radiant damage (save ends).
**Hit (Reflex):** You slide the target 5 squares.
**Hit (Will):** The target is blinded (save ends).
**Hit (Any):** The target takes 1d8 + your Wisdom modifier radiant damage for each of its defenses that the attack hits.

ERIC BELISLE

# Pack Lord

*"My companions and I are just a small part of a much larger pack, and we always hunt together."*

**Prerequisite:** Druid

With each evocation you cast, you hear the distant growls and cries of your pack. They wait for your magic to call them forth into battle, and they are eager to fight. You strengthen them with your magic, and you draw power from them. You are at your mightiest when you stand at the head of your summoned pack.

When you summon the beasts of your pack, your evocations echo through them. Their wounds knit shut, and they leap to attack with a ferocity augmented by your primal magic. In turn, you draw on their feral strength to endure your enemy's attacks and to strengthen your own.

JESPER EJSING

## Pack Lord Path Features

**Natural Pack Member (11th level):** While you have at least one summoned creature present, you gain a +1 bonus to attack rolls and all defenses.

**Pack Intensity (11th level):** When you spend an action point to take an extra action, you can give a single minor action command to one of your summoned creatures as a free action. If you don't give any other commands to that creature during this turn, the creature uses its instinctive effect at the end of your turn.

**Natural Vitality (16th level):** Creatures you summon with your druid powers gain regeneration equal to your Wisdom modifier while they are bloodied.

**Great Summoning (20th level):** You gain a 19th-level druid summoning power.

## Pack Lord Evocations

**Alpha's Command** — Pack Lord Attack 11

*You don't even have to snarl a command; your pack member takes your meaning from your bloody fangs.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier damage, and you command one of your summoned creatures to make one of its standard action attacks. If you don't have a summoned creature present, roll a d20. If you roll 10 or higher, one ally within 5 squares of you can charge or make a basic attack as a free action.

**Full Pack** — Pack Lord Utility 12

*You and your summoned creature howl in unison.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you can use a minor action once per round to command one of your summoned creatures to make one of its standard action attacks.

# Primal Summoner

*"This isn't a battle. It's a hunt. And you're not the hunter."*

**Prerequisite:** Druid

Perhaps you were raised in the wilderness and learned to summon beasts to serve as your hunting companions. Perhaps your community needed protection, and you learned the ways of summoning animal guardians at a moment's notice. Or it could be that you grew up hearing the whispers of animal spirits and are a master at calling them to your side. Whatever your route to the path of the primal summoner, you seek a mastery over summoned beasts that other druids do not possess. Some of your abilities help your beasts act on their instincts, whereas other abilities help you command those beasts with even greater skill.

The primal slayer that you learn to control at the peak of your power is an ancient spirit. It might not be the most mighty creature you learn to summon, but its ability to change its shape echoes the versatility of your power.

## Primal Summoner Path Features

**Feral Ways (11th level):** When your summoned creatures use their instinctive effects, they regain hit points equal to your Wisdom modifier and gain a +2 power bonus to any attack rolls that are part of those effects.

**Primal Summoner Action (11th level):** When you spend an action point to take an extra action, you can give a single standard action command to one of your summoned creatures as a free action.

**Move as One (16th level):** When you move using a move action, one of your summoned creatures can move its speed.

## Primal Summoner Evocations

**Redfang Prophecy** — Primal Summoner Attack 11

*You cause your enemy to feel teeth crunching through bone. Your summoned creature then heightens that enemy's pain.*

**Encounter ✦ Implement, Primal, Psychic**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier psychic damage. Until the end of your next turn, your summoned creatures deal extra damage against the target equal to your Wisdom modifier.

**Tightened Control** — Primal Summoner Utility 12

*The bond between you and your summoned beasts grows stronger, strengthening them.*

**Daily ✦ Primal, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, your summoned creatures gain a +2 power bonus to attack rolls and damage rolls, except when such rolls are part of an instinctive effect.

**Summon Primal Slayer** — Primal Summoner Attack 20

*Fast, lethal, and capable of changing its shape, the primal slayer is an extension of your deadly will.*

**Daily ✦ Implement, Primal, Summoning**
**Standard Action** **Ranged** 5
**Effect:** You summon a Large primal slayer in an unoccupied space within range. The primal slayer has speed 8. You can give the primal slayer the following special commands. On the turn you summon the primal slayer, you give either command as part of using this power.

**Standard Action:** The primal slayer changes size to Large if it was Medium and gains a burrow speed of 6, and it then shifts 2 squares and attacks: melee 2; targets one or two creatures; Wisdom vs. AC; 2d12 + Wisdom modifier damage.

**Standard Action:** The primal slayer changes size to Medium if it was Large and gains a fly speed of 8 and can hover, and it then shifts 2 squares and attacks: melee 1; targets one creature; Wisdom vs. Reflex; 3d10 + Wisdom modifier damage.

**Instinctive Effect:** If you haven't given the primal slayer any commands by the end of your turn, it attacks a bloodied enemy if it can. Otherwise, it attacks an adjacent enemy. It makes the first attack if it is Medium and the second if it is Large.

TOMAS GIORELLO

TOMAS GIORELLO

# Spiral Wind's Ally

*"Stillness is death. Touch the wind and live."*

**Prerequisite:** Druid

Many of the world's languages use words for "spirit" and "breath" that are related to each other. Whereas other primal magicians mostly consort with the spirits behind the world's creatures and things, you have befriended one of the ancient winds. The Spiral Wind carries the secrets of life in its twists; look at any humanoid fingerprint, and you'll see the spirals that mark where the wind entered to give the person life.

You have learned to call the Spiral Wind when you and your allies have need of its healing powers. You won't be mistaken for a cleric or a shaman, but your allies have learned that a sudden breeze might be a sign of your allied wind's arrival.

The Spiral Wind has more to do with the people of the wilderness than with the beasts, and you are more comfortable in humanoid form than in beast form. You can still change shape, but most of the powers and features that rely on the Spiral Wind work only when you are in your humanoid form.

## Spiral Wind's Ally Path Features

**Healing Spiral (11th level):** While you are not in beast form, any bloodied ally within 5 squares of you who spends a healing surge regains additional hit points equal to your Wisdom modifier.

**Spiral Wind Action (11th level):** When you spend an action point to take an extra action and you are not in beast form, a bloodied ally within 5 squares of you can spend a healing surge.

**Allied Winds (16th level):** When you spend a healing surge, you can shift 2 squares as a free action.

## Spiral Wind's Ally Evocations

**Spiral Gust** — Spiral Wind's Ally Attack 11

*Your wind blasts in crisscrossing funnels, whipping into your enemies and granting your allies renewed breath.*

**Encounter ✦ Healing, Implement, Primal**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier damage, and an ally adjacent to the target regains hit points equal to your Wisdom modifier.

**Releasing Breath** — Spiral Wind's Ally Utility 12

*As your friend catches his or her breath, wind gusts past, making you and your allies harder to see.*

**Encounter ✦ Primal**
**Immediate Reaction** **Ranged** 10
**Trigger:** An ally within 10 squares of you uses his or her second wind
**Target:** The triggering ally
**Effect:** The target and each ally within 5 squares of him or her gain concealment until the end of your next turn.

**Three Shifting Winds** — Spiral Wind's Ally Attack 20

*The Spiral Wind calls on its cold or thunderous cousins to help you or takes its spiral path one twist further and explodes into radiance.*

**Daily ✦ Healing, Implement, Primal; Varies**
**Standard Action** **Close** blast 5
**Special:** Choose cold, radiant, or thunder whenever you use this power. Your choice determines both the power's damage type and an effect.
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 4d10 + Wisdom modifier damage of the type you chose.
**Miss:** Half damage.
**Effect (Cold):** Each target is slowed (save ends).
**Effect (Radiant):** Each ally in the blast regains hit points equal to your Wisdom modifier + one-half your level.
**Effect (Thunder):** One target of your choice is dazed until the end of your next turn.

# Storm Speaker

*"Once the storm begins, no mortal force can halt it."*

**Prerequisite:** Druid

The might of primal storms—furious things of lightning, thunder, and rain—courses through your magic. Few druids walk the path of the storm speaker, for it is fraught with indomitable forces that can be channeled only temporarily, rather than truly controlled. The storm speaker dabbles with primal powers that dance and surge across the sky, free of all fetters.

Storm speakers seek out broad plains, the better to see and study storms that sweep across the sky. Their lodges are marked by tall spikes of iron marked with yellow and blue runes. During a storm, a speaker meditates within one of these lodges, allowing his or her mind to wander among the winds and rain. If the storms are open to sharing their secrets, bolts of lightning strike the iron spikes, sending waves of primal energy over the speaker, fortifying his or her power.

## Storm Speaker Path Features

**Storm Touched (11th level):** You gain resist 5 lightning and resist 5 thunder. Whenever you take lightning or thunder damage, you gain 5 temporary hit points, and you gain a +1 bonus to attack rolls with primal powers until the end of your next turn.

**Storm Speaker Action (11th level):** When you spend an action point to take an extra action, you can also fly 8 squares as a free action. This movement doesn't provoke opportunity attacks.

**Dancing Tempest (16th level):** Once per round when you hit an enemy with a lightning or a thunder power, you can shift 1 square as a free action.

## Storm Speaker Evocations

**Storm Beast** — Storm Speaker Attack 11

*With a great roar, you channel the fury of a primal storm. Lightning dances around you and strikes your enemies.*

**Encounter ✦ Beast Form, Implement, Lightning, Primal**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier lightning damage, and you gain a +2 power bonus to attack rolls against the target until the end of your next turn.

**Shield of Gales** — Storm Speaker Utility 12

*A funnel cloud forms around you, knocking aside your enemies and shielding you from harm.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you gain a +2 power bonus to all defenses. When any enemy ends its turn adjacent to you, you can slide that enemy 1 square as a free action.

**Storm Child** — Storm Speaker Attack 20

*For a short time, you become a child of storms. Thunder booms as lightning crackles around you, launching at your enemies.*

**Daily ✦ Implement, Lightning, Primal, Thunder**
**Standard Action** **Close** burst 3
**Target:** One, two, or three enemies in burst
**Attack:** Wisdom vs. Reflex
Hit: 3d8 + Wisdom modifier lightning and thunder damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you can make the following attack once per round, either in your humanoid form or in your beast form.
**Minor Action** **Close** burst 5
**Target:** One creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier lightning damage.

RAVEN MIMURA

# Whirling Samara

*"For you, despoiler, these seeds are a promise of death."*

**Prerequisite:** Druid, Primal Swarm class feature

As a druid who assumes swarm shapes, you have already mastered complex magic that maintains your identity even while you are dispersed in the form of many insects. Your new path focuses on gaining greater control of the individuals that compose your swarm forms. Most druids work with one swarm shape at a time, but you mix many different types of seeds, leaves, insects, and other natural things into a supremely flexible form, which adapts to any challenge.

Many of your powers take advantage of the whirling wings of the seeds called samaras or the buzzing wings of insects. You can take flight as smoothly as you shift into beast form, then send pieces of yourself whirling among your allies to protect them from harm.

## Whirling Samara Path Features

**Shed Bulk for Speed (11th level):** When you spend an action point to take an extra action, you can reroll two different attack rolls before the end of your next turn. When you make one of these rerolls, you take 1d10 + one-half your level damage and use either result.

**Parting Swarm (11th level):** While you are in beast form, you are immune to being pulled, pushed, and slid by melee attacks and ranged attacks.

**Spinning Wings (16th level):** When you change from humanoid form to your beast form on your turn, you gain a fly speed equal to your speed until the end of your turn.

## Whirling Samara Evocations

**Protective Spiral** — Whirling Samara Attack 11

*The whirling wings of your swarm form extend out, cutting your enemies before spiraling protectively around your friend.*

**Encounter ✦ Beast Form, Implement, Primal**
**Standard Action** **Melee** 2
**Target:** One or two creatures
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier damage. An ally within 2 squares of you gains temporary hit points equal to your Wisdom modifier.

**Dark Wings** — Whirling Samara Utility 12

*Pieces of your beast form cling heavily to any who dare slash at you.*

**Encounter ✦ Beast Form, Primal**
**Free Action** **Personal**
**Trigger:** You use *wild shape* to change into beast form
**Effect:** Until the end of your next turn, you become insubstantial and can move through enemies' spaces while you are in beast form.

**Great Winged Samara** — Whirling Samara Attack 20

*Seeds erupt around you, blinding your enemies and then whirling around you, ready to blind again.*

**Daily ✦ Primal, Implement**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 3d10 + Wisdom modifier damage, and the target is blinded (save ends).
**Effect:** Until the end of the encounter, you gain two benefits while you are in beast form: You can shift 2 squares as a minor action, and whenever you score a critical hit against an enemy, that enemy is blinded (save ends).

JESPER EJSING

CHAPTER 3

# Shaman

*"You think the world is only what you can see? Then you are truly blind."*

**You live** in a world that most other people can't even perceive. To you, the realm of the primal spirits isn't a theoretical construct or an abstract notion—it's the world you live in, and the physical world sometimes seems like a dream. What others perceive, at best, in flashes and brief visions, you see all the time. This is your glory and perhaps, ultimately, your curse, for you are a shaman—the purest conduit between the mortal world and the spirit realm that suffuses it.

The most important spirit, of course, is your spirit companion, a constant presence and your link to the spirit world. When you call upon ancestor spirits or spirits of natural forces, your companion represents their presence in the world on your behalf. Your companion might also nudge you into adventures, point you in a certain direction, or even growl pointed advice when it thinks you need to hear wisdom.

This chapter includes evocations that allow your shaman character to channel a new array of primal spirits. You'll find a broad range of material to help build your shaman, including the following.

- **Playing a Shaman:** Suggestions to help you create your shaman as a character who has a unique perspective on the world and the spirits that inhabit it.
- **New Builds:** The eagle shaman and the world speaker shaman provide options beyond those previously presented in *Player's Handbook 2*.
- **New Class Features:** The Watcher Spirit class feature helps you guide your allies' ranged attacks, while the World Speaker Spirit class feature helps you convince the world to bend to your will.
- **New Powers:** The new powers in this book include an abundance of terrain-control effects and ranged attacks, as well as evocations intended to empower the ranged attackers in your party.
- **New Paragon Paths:** Seven new paths, including the scarred healer, whose body bears constant testimony to the wounds he or she seeks to heal, and the seasons' herald, who is adept at using the spirits to maintain the balance of nature.

HOWARD LYON

# PLAYING A SHAMAN

A wizened dwarf follows a shaggy bear spirit along a lonely mountain road, unsure where the spirit will lead. Moving with the grace and stealth of a panther, an elf and his spirit companion creep through the forest toward their unsuspecting orc prey. A human draped in leaves and furs stands with arms upraised to the stormy sky, calling on the spirits of thunder and lightning. Shamans are primal mystics, existing simultaneously in the world and in the realm of the primal spirits. Surrounded by a great cloud of ancestor and nature spirits, they bring the wisdom of the ancients to the people of the world.

## Your Spirit Companion

Shamans have one feature that sets them apart from other heroes—their spirit companions. A spirit companion is a spirit that temporarily leaves the great stream of spirits flowing throughout the world to join with a shaman's magic. It might be a guide that can show you options and paths you wouldn't otherwise consider, a being of ancient wisdom who waits patiently for you to match it in power and experience, or a weirdly intelligent pet.

Many spirit companions are animal spirits, minor forces of nature's power embodied in animal form. Your spirit companion might take the form of a panther or a tiger, but its spiritual essence is the stalker, the archetypal predator of which all earthly hunters are reflections. Similarly, a watcher spirit is a spirit of nature's watchful eye given form as an eagle or some other bird of prey, whereas a bear spirit embodies the protective instincts that sustain the natural world. A world speaker spirit might appear as an animal, but its essence is that of the living world itself, the cycles that change and move all things.

Your spirit companion might instead be an ancestor spirit from the distant past of your family or tribe. Or it could be an ancient humanoid spirit with no direct relation to you, attaching itself to you in order to share its wisdom for your benefit. Perhaps it has no living descendants and has chosen you to be its spiritual heir, or maybe its descendants have failed to honor it, and the spirit has chosen you for the job of reminding its ungrateful heirs to show proper respect for the departed.

In a few unusual cases, a spirit companion isn't a singular spirit. Some shamans call one spirit companion at a time from a pool of spirits, each with its own name and distinguishing quirks. You could invent personalities and descriptions for a roster of spirit companion allies, then randomly determine which one is with you in any given encounter.

Other shamans attract different spirit companions as their power increases; for example, a 1st-level shaman might have a spirit companion that is a minor panther spirit, but that same shaman at 27th level might have a great elder spirit as a spirit companion.

Your spirit companion might match your personality, embodying your ideals or your aspirations. If you have a bear spirit companion, for example, it might share your steadfast, trustworthy nature—or your companion might exhibit those qualities while you aspire to them but continually fall short. Some shamans feel that their spirit companions complement their own personalities because of the differences between the two; your panther spirit companion might be as free-wheeling and independent as you are staid and reliable.

## Talking with Spirits

Although shamans describe their interaction with the spirits as "talking," this communication isn't always verbal, and it's rarely as fluid as a conversation with another person. The spirits speak in many ways, and even ancestor spirits that were once people often find it difficult to maintain their attention on the physical world long enough to carry on a conversation, or even to complete a sentence.

BEN WOOTTEN

Communication with a spirit might take the form of an emotional impression, a vision, or a demonstration of the spirit's power upon the world. This is one reason why you can use the *speak with spirits* power to receive a bonus to a skill check only once in every encounter. You can sometimes get a good idea of what the spirits are trying to say, especially if you've asked the right question, but conversation with spirits other than your spirit companion is often a matter of interpreting feelings and intentions rather than gleaning actual words and clear instructions.

How you communicate with your spirit companion is a matter for you to decide when shaping your character. Do you give it verbal commands or requests? Do you form words in your mind that the spirit companion understands and responds to? Or does it simply apprehend your will and act upon it without any conscious effort on your part?

Perhaps your spirit companion isn't really under your control. It might act of its own free will, moving to where it believes it is most needed, perhaps even calling the spirits on your behalf without you fully understanding what it's doing.

## Acquiring a Spirit Companion

The process by which you acquired your spirit companion is virtually synonymous with the means by which you became a shaman. True, you might have gone through some formal rite of initiation or process of study under another shaman's tutelage after your spirit companion attached itself to you. But as soon as that spirit made itself known to you—whether you accepted it or not—you were on the road to becoming a shaman.

Some shamans first encounter their spirit companions during childhood. Perhaps you heard the soft growl of an animal in your dreams, or you caught glimpses of a beast peering at you from around a corner or behind a tree. Such a spirit is sometimes known as a spirit of destiny, for it appears unbidden, choosing you for the shaman's path rather than leaving your destiny to fate or chance.

A spirit of destiny is a guide, friend, and protector from when you take your first steps to your final day in the world. In the time between, you are marked for some destiny, though none can say whether you can live up to it. At some point in your life, you'll face a choice, and that decision will have grave consequences.

Other shamans have terrifying first encounters with their spirit companions, a harrowing process called a battle initiation. In your youth, you might have once wandered into the wilderness, far from home and help. You might have been hunting with a group and were separated from your companions, or perhaps you were traveling an ancient, worn road that suddenly came to an end. There you were attacked by a ferocious beast—a bear or a tiger, perhaps, or maybe the boar you thought you were hunting. Its first attack injured you, but not so terribly that you could not flee.

No matter how hard you tried to escape it, the beast followed you, dogging your heels until at last you collapsed in exhaustion. As you ran, the land seemed to twist and turn around you—familiar paths didn't lead where they should have, instead taking you farther into the wild. As you panted for breath, the beast toyed with you, circling you and taking the occasional bite or swipe.

Then something remarkable happened. Somehow, you mustered the strength to stand up and confront the beast. Perhaps your hand found a weapon you thought had been lost on the ground, or you seized a tree branch and swung wildly at the beast. Instead of fighting back, though, your spirit companion revealed its true nature to you, bowing in respect and communicating your new bond.

A shaman who undergoes a battle initiation, it is said, is meant for a life of struggle, during which his or her spirit companion prepares the shaman for a great battle or a lifelong ascension toward epic power.

## Shaman Eccentricities

Perhaps because of their close links to the primal spirits, some shamans are prone to eccentric behavior. They are so accustomed to interacting with the spirit world that their dealings with the mortal world suffer. It's not uncommon for shamans to speak out loud to spirits that no one else can see or hear. Some labor under prohibitions that they believe the spirits impose on them, such as abstaining from certain foods (see "Taboos," page 120). Others give the distinct impression that their spirit companions are the ones in control, bumbling their way through adventures while their companions act as the real leaders.

Some shamans play up their eccentricities, striving to appear harmless or perhaps taking advantage of the fact that people tend to associate strange behavior with dangerous power. Others seem oblivious to the possibility that there is anything odd about their conduct.

The shaman class fulfills the leader role in the game, but perhaps because of this tendency toward eccentricity, shamans are less likely than other leader types to actually serve in this role. Most shamans are happy to leave the job of commanding and organizing a band of adventurers to other characters in the party, while still supporting, healing, and enhancing their friends.

This section presents two new builds, the eagle shaman and the world speaker shaman. Each build has a new Companion Spirit option associated with it, either of which you can choose when you make your shaman.

## Eagle Shaman

Your spirit companion soars above you and your allies, keeping a watchful eye for hidden enemies and drawing attacks to distant foes. Your role is to guide the attacks of your allies, using your spirit companion to concentrate your allies' ranged attacks on enemies you want to slay or lock down.

You are at your best alongside allies who are armed with bows, javelins, slings, or powerful ranged magic. Rangers, warlocks, and other classes that have features or powers that let them target the nearest enemy thrive in your company, since your spirit companion lets them consider any enemy adjacent to it their nearest enemy.

### New Class Feature

When you choose your Companion Spirit, you can choose Watcher Spirit instead of another option, such as the ones in *Player's Handbook 2*.

#### Watcher Spirit

**Spirit Boon:** Enemies adjacent to your spirit companion can't gain cover from other enemies. In addition, your allies can treat any enemy adjacent to your spirit companion as their nearest enemy.

**Spirit's Prey:** You gain the *spirit's prey* power, an attack you make through your spirit companion as an opportunity action.

**Spirit's Prey** — Shaman Feature

*Your spirit companion lashes out at a moving foe, and an ally uses the distraction to fire on that enemy.*

**At-Will ✦ Primal, Spirit**
**Opportunity Action** **Melee** spirit 1
**Trigger:** An enemy leaves a square adjacent to your spirit companion without shifting
**Target:** The triggering enemy
**Effect:** One ally within 10 squares of your spirit companion can make a ranged basic attack against the target as a free action with combat advantage.

**At-Will Attack Power:** You gain the *claws of the eagle* power. You choose a second 1st-level at-will attack power as normal.

### Suggested Options

Make Wisdom your highest ability score, followed by Dexterity to enhance the effects of your Watcher Spirit powers. A high Constitution will improve your hit points and Fortitude. Choose powers you can use to heal the defenders and the melee strikers of your group, while you and other ranged attackers remain in the back ranks to concentrate fire on the foes that your spirit companion designates as optimal targets. Your secondary role is striker.

**Suggested Class Feature:** Watcher Spirit*
**Suggested Feat:** Invigorating Spirit*
**Suggested Skills:** Heal, Insight, Nature, Perception
**Suggested At-Will Powers:** *claws of the eagle*,* *watcher's strike*
**Suggested Encounter Power:** *Stormhawk's fury**
**Suggested Daily Power:** *Great Watcher spirit**
*New option presented in this book

JOHN STANKO

# World Speaker Shaman

You channel the living essence of the primal world and the cycles that define it, giving you command over the field of battle. Your spirit companion acts almost like a defender, preventing enemy movement around it while helping your allies move freely.

Your spirit companion is a being of stone and earth, summer and winter, wind and rain. Its appearance varies according to its nature and your desires. It might be vaguely humanoid or shaped somewhat like an animal. Most likely it changes its shape or its mix of earth, air, and water as the primal power flowing through it aligns with the cycles of the natural world.

## New Class Feature

When you choose your Companion Spirit, you can choose World Speaker Spirit instead of another option, such as the ones in *Player's Handbook 2*.

### World Speaker Spirit

**Spirit Boon:** Any ally who provokes an opportunity attack by entering or leaving a square adjacent to your spirit companion gains a bonus to all defenses against that attack. The bonus equals your Constitution modifier.

**World Speaker's Command:** You gain the *world speaker's command* power, an attack you make through your spirit companion as an opportunity action.

**World Speaker's Command** Shaman Feature

*The voices and growls of primal spirits cascade on your foe, stopping it in its tracks.*

**At-Will ✦ Implement, Primal, Spirit**
**Opportunity Action** **Melee** spirit 1
**Trigger:** An enemy leaves a square adjacent to your spirit companion without shifting
**Attack:** Wisdom vs. Will
**Hit:** The target stops moving and must use a different action to resume moving.

**At-Will Attack Power:** You gain the *voice of battle* power. You choose a second 1st-level at-will attack power as normal.

## Suggested Options

Wisdom should be your highest ability score, followed by Constitution to improve the battlefield control you exert through your World Speaker Spirit powers. Intelligence or Dexterity should be your third-best score, to improve your AC and Reflex. Choose powers that let you reshape the terrain around you in combat and control enemy movement, as well as healing and protecting your allies. Your secondary role is controller.

KEREM BEYIT

**Suggested Class Feature:** World Speaker Spirit*
**Suggested Feat:** Strengthening Spirit*
**Suggested Skills:** Arcana, Athletics, Endurance, Nature
**Suggested At-Will Powers:** *protecting strike*, *voice of battle**
**Suggested Encounter Power:** *bramble ally**
**Suggested Daily Power:** *stone root spirit**
*New option presented in this book

### Spirit of the Seasons

In the first year of your relationship with your spirit companion, you might have discovered that your companion shifts and changes with the seasons. Such a spirit companion is both an auspicious omen and a foreboding one. It foretells of a long life, but it also portends that, at some point, you shall commit to a great cause for good or evil, life or destruction. In shifting between each season, the spirit shows the turmoil that wracks your psyche.

If your spirit companion manifests in such a way, you will probably draw many powerful figures to your side over the course of your career. Some of these figures will seek to guide you to the hope of spring or the light of summer, while others will try to drag you into the dark of winter. You sit at the nexus of many great events.

# NEW POWERS

Many of the powers in this section are tailored for the eagle shaman and the world speaker shaman. However, shamans of any build can make good use of the options presented here, expanding their versatility on and off the battlefield.

## Level 1 At-Will Evocations

### Claws of the Eagle — Shaman Attack 1

*Your spirit companion swoops down on your foe, causing it to neglect its defenses for a short time.*

**At-Will ✦ Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Effect:** One ally adjacent to your spirit companion or within 3 squares of you can make a basic attack against the target. If the ally's attack hits, the target grants combat advantage until the end of your next turn.

### Spirit of the Tempest — Shaman Attack 1

*You draw on the strength of your spirit companion, channeling a storm of primal power to attack your foe and aid an ally.*

**At-Will ✦ Implement, Primal, Thunder**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d8 + Wisdom modifier thunder damage.
*Level 21:* 2d8 + Wisdom modifier thunder damage.
**Effect:** One ally within 2 squares of either you or your spirit companion can make a saving throw.

### Voice of Battle — Shaman Attack 1

*You voice a battle cry through your spirit companion, which hammers into your enemy and spurs an ally into motion.*

**At-Will ✦ Implement, Primal, Psychic, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 1d6 + Wisdom modifier psychic damage.
*Level 21:* 2d6 + Wisdom modifier psychic damage.
**Effect:** One ally within 2 squares of your spirit companion can shift 2 squares as a free action.

## Level 1 Encounter Evocations

### Bramble Ally — Shaman Attack 1

*You hurl brambles from the spirit world at your enemy and then cause them to sprout from your spirit companion, limiting the movement of nearby enemies.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier damage. Until the end of your next turn, any enemy that starts its turn adjacent to your spirit companion is slowed during that turn.
**World Speaker Spirit:** Any enemy that starts its turn adjacent to your spirit companion is instead immobilized during that turn.

### Certain Threat — Shaman Attack 1

*With a snarl and a savage lunge, your spirit companion draws and holds the attention of a foe.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier damage, and the target is marked by your spirit companion until the end of your next turn or until your spirit companion disappears.
**Protector Spirit:** The penalty to attack rolls that the target takes from being marked by this power equals 1 + your Constitution modifier instead of -2.

### Ironbreaker Claws — Shaman Attack 1

*Your spirit companion sinks its claws into your foe, twisting the enemy off balance and leaving it open to an ally's attack.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier damage. An ally adjacent to the target can make a melee basic attack against it as a free action.
**Stalker Spirit:** The ally gains a bonus to the attack roll equal to your Intelligence modifier.

HECTOR ORTIZ

### Spirits of Mountain Mist — Shaman Attack 1

*A chilling mist streams from your spirit companion, coalescing around your enemies and allowing your allies to attack them more easily.*

**Encounter ✦ Cold, Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier cold damage. Until the end of your next turn, any ally who makes an area or a close attack that includes your spirit companion in the area of effect gains a +1 power bonus to the attack rolls of that attack.

### Stormhawk's Fury — Shaman Attack 1

*Your spirit companion dives on your enemy and unleashes a bolt of lightning, which lingers momentarily.*

**Encounter ✦ Implement, Lightning, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Effect:** Before the attack, you can move your spirit companion 3 squares.
**Watcher Spirit:** The number of squares you can move your spirit companion equals 2 + your Dexterity modifier.
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier lightning damage. Until the end of your next turn, when any ally hits an enemy adjacent to your spirit companion, that enemy takes extra lightning damage equal to your Dexterity modifier.

## Level 1 Daily Evocations

### Great Watcher Spirit — Shaman Attack 1

*The spirit of the Great Watcher shows the path to victory, pointing out flaws in your enemy's defenses while shoring up your comrades' weaknesses.*

**Daily ✦ Primal**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** One or two allies in burst
**Effect:** Each target can make a basic attack as a free action. Until the end of the encounter, any ally adjacent to your spirit companion doesn't grant combat advantage.

### Spirit Cascade — Shaman Attack 1

*You summon the spirit of mountain headwaters to repeatedly cascade against enemies that approach your spirit companion.*

**Daily ✦ Implement, Primal**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier damage.
**Effect:** The first time any ally hits an enemy adjacent to your spirit companion, the attack deals 1d6 extra damage to that enemy. The second time any ally hits an enemy adjacent to your spirit companion, the attack deals 2d6 extra damage to that enemy. The third time any ally hits an enemy adjacent to your spirit companion, the attack deals 3d6 extra damage to that enemy. This effect ends after the third attack hits or at the end of the encounter.

### Spirit of Grief's Shadow — Shaman Attack 1

*You unleash a spirit of death, misery, and famine on your foe, leaving it weak and listless.*

**Daily ✦ Implement, Primal, Psychic**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** The target is dazed and slowed and takes ongoing 5 psychic damage (save ends all).
**Miss:** The target is dazed until the end of your next turn, and it is slowed (save ends).
**Effect:** Until the end of the encounter, the target takes a -5 penalty to saving throws while adjacent to your spirit companion.

### Spray of Quills — Shaman Attack 1

*You shoot a barrage of poisonous quills at your foes.*

**Daily ✦ Implement, Poison, Primal**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier damage, and ongoing 5 poison damage (save ends). Until this ongoing damage ends, your allies gain a +2 power bonus to attack rolls against the target.

### Stone Root Spirit — Shaman Attack 1

*The earth rises at your command, scattering your enemies and creating a bastion for you and your allies.*

**Daily ✦ Implement, Primal, Zone**
**Standard Action** **Area** burst 1 within 5 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** You slide the target 2 squares to a square outside the burst and knock the target prone.
**Miss:** You slide the target 1 square.
**Effect:** The burst creates a zone of protective earth that lasts until the end of the encounter. The zone is difficult terrain for your enemies. You and your allies gain cover while within the zone.

## Level 2 Utility Evocations

### Engaging Pursuit — Shaman Utility 2

*Your spirit companion follows your enemies closely, preventing them from escaping your wrath.*

**Encounter ✦ Primal, Spirit**
**Immediate Reaction** **Personal**
**Trigger:** An enemy that started its turn adjacent to your spirit companion ends its movement no longer adjacent to your spirit companion
**Effect:** You move your spirit companion to a square adjacent to the triggering enemy.

### Protective Roots — Shaman Utility 2

*Thin roots extend from your spirit companion to clothe you and your friends in a protective layer.*

**Daily ✦ Primal, Spirit**
**Minor Action** **Close** burst spirit 1
**Target:** You and each ally in burst
**Effect:** Each target gains resistance to all damage equal to your Constitution modifier until the end of the encounter.

### Spirit of the Great Cat — Shaman Utility 2

*The spirit of a magnificent cat overshadows you, lending you and your allies its grace.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, allies within 3 squares of you can stand up as a minor action, and when any ally within 3 squares of you shifts, that ally can shift 1 extra square.

### Spirit Zephyr — Shaman Utility 2

*A gentle wind blows around your spirit companion and enhances your allies' ranged attacks.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you and your allies gain a +1 power bonus to ranged attack rolls against enemies adjacent to your spirit companion. In addition, as a free action you can end this power's effect to grant one ally within 10 squares of you a +2 bonus to ranged attack rolls until the end of your next turn.

### Stormhawk Vigilance — Shaman Utility 2

*As your foes leap to attack, the spirit of Stormhawk lends quickness to your allies as they prepare for the assault.*

**Daily ✦ Primal**
**No Action** **Close** burst 5
**Trigger:** You roll initiative at the beginning of an encounter
**Target:** You and each ally in burst
**Effect:** You slide each target 3 squares. Each target can draw a weapon or an implement as a free action.

## Level 3 Encounter Evocations

### Capturing Jaws — Shaman Attack 3

*Your spirit companion catches your enemy in its jaws, holding it steady for your allies' strikes.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier damage, and the target is immobilized until the end of your next turn.
**Protector Spirit:** Until the end of your next turn, your allies can flank enemies with your spirit companion, and any ally flanking an enemy with your spirit companion gains a bonus to attack rolls against that enemy equal to your Constitution modifier.

### Sly Fox Spirit — Shaman Attack 3

*Your spirit companion transforms into a cunning fox spirit and distracts your enemies, allowing your friends to attack.*

**Encounter ✦ Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One ally
**Effect:** The target can make a basic attack as a free action. If that attack hits, a second ally adjacent to your spirit companion can make a basic attack as a free action.

### Spirit Hunt — Shaman Attack 3

*Your spirit companion goes on the hunt, focusing entirely on its prey.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Stalker Spirit:** You gain a +2 power bonus to the attack roll if no creatures are within 3 squares of the target.
**Hit:** 2d10 + Wisdom modifier damage, or 3d10 + Wisdom modifier damage if no creatures are adjacent to the target.

### Spirit of Slavering Bloodlust — Shaman Attack 3

*Your spirit companion slavers at the scent of blood, and its feral frenzy spreads to your allies.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Fortitude. If the target is bloodied, you gain a +2 bonus to the attack roll.
**Hit:** 2d8 + Wisdom modifier damage. Until the end of your next turn, any ally adjacent to your spirit companion gains a +2 power bonus to attack rolls and damage rolls against bloodied creatures.
**Watcher Spirit:** The bonus to attack rolls and damage rolls equals your Dexterity modifier.

### Steadfast Mountain Guardian — Shaman Attack 3

*Your spirit companion becomes a creature of rock and earth, providing you and your allies with a protective barrier.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d10 + Wisdom modifier damage, and the target is pushed 2 squares.
**Effect:** Until the end of your next turn, you and your allies gain a +1 power bonus to all defenses while adjacent to your spirit companion.
**World Speaker Spirit:** The power bonus to all defenses equals your Constitution modifier.

## Level 5 Daily Evocations

### Coils of the World Serpent — Shaman Attack 5

*The earth trembles, and a distant roar rumbles across the battlefield as the World Serpent manifests.*

**Daily ✦ Implement, Primal, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of spectral coils that lasts until the end of the encounter. When any enemy hits an ally who is within the zone, that enemy takes damage equal to your Wisdom modifier.

### Spirit of Battle's End — Shaman Attack 5

*Your spirit companion tears into your enemy, promising a swift end.*

**Daily ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** When any ally misses the target with a melee attack, the target takes 5 damage and makes a saving throw. If that saving throw is successful, this effect ends. Otherwise, it lasts until the end of the encounter.

### Vengeful Blood Spirits — Shaman Attack 5

*You fill your allies with the power of the blood spirits—primal entities that thirst for violence, blood, and vengeance.*

**Daily ✦ Primal**
**Standard Action** **Ranged** 5
**Target:** One or two allies
**Effect:** Each target can charge as a free action and deals 1d10 extra damage if the charge attack hits. In addition, until the end of the encounter, each target gains a +2 bonus to attack rolls and damage rolls when charging.

### Wind of Pain and Succor — Shaman Attack 5

*A wind spirit twines around your spirit companion, allowing it to deliver a chilling strike against your foe or a restorative embrace to an ally.*

**Daily ✦ Cold, Healing, Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 3d8 + Wisdom modifier cold damage.
**Miss:** Half damage.
**Effect:** The first ally to regain hit points while adjacent to your spirit companion regains 1d8 additional hit points. The second ally to do so regains 2d8 additional hit points, and the third ally to do so regains 3d8 additional hit points. This effect ends after the third ally regains these additional hit points or at the end of the encounter.

### Winds of the Scorching Desert — Shaman Attack 5

*Hot winds sear and scatter your enemies, while you or your spirit companion ride those currents across the battlefield.*

**Daily ✦ Fire, Implement, Primal**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier fire damage, and you slide the target a number of squares equal to your Wisdom modifier.
**Miss:** Half damage, and you slide the target 1 square.
**Effect:** Before or after the attack, you slide yourself or your spirit companion a number of squares equal to your speed.

## Level 6 Utility Evocations

### Everlasting Flame's Strength — Shaman Utility 6

*You lend your ally the aid of a fire spirit, which burns more brightly as that ally defeats your enemies.*

**Daily ✦ Fire, Healing, Primal**
**Minor Action** **Ranged** 5
**Target:** One ally
**Effect:** Until the end of the encounter, whenever the target reduces an enemy to 0 hit points, he or she regains 5 hit points, and each enemy adjacent to him or her takes 2 fire damage.

### Hearth Spirit — Shaman Utility 6

*A comforting hearth spirit settles over you, soothing you and your allies.*

**Daily ✦ Healing, Primal**
**Minor Action** **Close** burst 3
**Target:** Each ally in burst
**Effect:** Each target regains 1d6 hit points. Until the end of your next turn, you and your allies can use your second winds as a minor action while adjacent to your spirit companion.

### Spirit Companion's Shelter — Shaman Utility 6

*You create a shield of primal energy to protect your spirit companion.*

**Encounter ✦ Primal, Spirit**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy hits your spirit companion
**Effect:** Your spirit companion gains a +4 bonus to the defense targeted by the attack.

### Spirit of Vengeance — Shaman Utility 6

*As your foe strikes you down, you unleash your reserve of spiritual energy to invigorate your allies.*

**Daily ✦ Healing, Primal**
**Immediate Interrupt** **Close** burst 10
**Trigger:** An enemy reduces you to 0 hit points or fewer
**Target:** Each ally in burst
**Effect:** Each target can spend a healing surge. In addition, until the end of your next turn, each target gains a +2 bonus to attack rolls against the triggering enemy.

### Spur the Pack — Shaman Utility 6

*Your spirit companion nips at the heels of your allies, motivating them to move in for the kill.*

**Daily ✦ Primal, Spirit**
**Minor Action** **Close** burst spirit 1
**Target:** You and each ally in burst
**Effect:** You slide each target a number of squares equal to your Wisdom modifier.

## Level 7 Encounter Evocations

### Blood-Red Mist — Shaman Attack 7

*As your spirit companion slashes your foe, tendrils of mist pour from the wound, encircling nearby enemies and hampering their attacks.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier damage. Until the end of your next turn, enemies take a -2 penalty to all defenses while adjacent to your spirit companion.

### Flashing Spirit — Shaman Attack 7

*Your spirit companion darts around the battlefield, looking for opportunities to help your allies deliver deadly attacks.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Close** burst spirit 1
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier damage.
**Effect:** While any ally is adjacent to your spirit companion, he or she gains a +2 bonus to damage rolls for each enemy you hit with this attack. This effect lasts until the end of your next turn.

### The Burden of Vision

None of the other primal heroes understand the spirits as well as you do. Wardens embody the protective role of the spirits, but that's not the same as understanding them. Barbarians are generally too single-minded to grasp the implications of what the spirits are showing them while they're raging. Druids understand the viewpoint of the animal spirits, the Primal Beast, and many others, but their perspective is limited.

It's up to you to grapple with the full range of the spirits that surge through the primal world and their viewpoints. Sometimes your allies might think you're absentminded, disconnected, or otherworldly. It's true that you aren't always fully aware of what your physical allies are talking about, but that's because you have hundreds, maybe even thousands, of spirit allies flowing around you, and sometimes what the spirits have to tell you is more important than the paladin's tale of her latest exploit or the rogue's display of acrobatics.

### Guardian Eagle Flock — Shaman Attack 7

*Your spirit companion changes into a flock of hunting eagles that swoop overhead, using their talons to create openings for your allies and to drive your enemies away.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Close** burst spirit 2
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d10 + Wisdom modifier damage.
**Watcher Spirit:** You slide the target 3 squares.
**Effect:** If you hit at least one target, you slide each ally in the burst 3 squares.

### Hammer of the Grasping Tides — Shaman Attack 7

*Your spirit companion transforms into a thrashing tide—a tidal wave to your foes and a guiding current to your allies.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Close** burst spirit 2
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier damage, and the target is slowed until the end of your next turn.
**Effect:** Each ally in the burst gains a +3 bonus to speed until the end of your next turn.
**World Speaker Spirit:** Until the end of your next turn, each ally in the burst gains a bonus to all defenses against opportunity attacks equal to 2 + your Constitution modifier.

### Spirit of Weakness — Shaman Attack 7

*Your spirit companion carves a crimson rune in the flesh of your enemy, weakening that foe and leaving it vulnerable to an ally's strike.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** The target is weakened until the end of your next turn. An ally adjacent to the target can make a melee basic attack against it as a free action with combat advantage.
**Stalker Spirit:** The ally gains a bonus to the damage roll equal to your Intelligence modifier.

## Level 9 Daily Evocations

### Call Discordant Spirit — Shaman Attack 9

*You force a disagreeable spirit to bind itself to your enemy briefly, creating such discordance within the enemy that its companions lose their concentration.*

**Daily ✦ Implement, Primal, Psychic, Reliable**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d10 + Wisdom modifier psychic damage. Until the end of the encounter, each enemy other than the target takes a -2 penalty to attack rolls and saving throws while within 5 squares of it.

### Explosive Sacrifice — Shaman Attack 9

*Your spirit companion sacrifices itself in an explosion of energy, which tears into nearby creatures.*

**Daily ✦ Implement, Primal, Spirit**
**Standard Action** **Close** burst spirit 2
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier damage, and the target is dazed (save ends).
**Miss:** Half damage.
**Effect:** Your spirit companion disappears, and you can't call it back until after the end of your next turn.

### Spirit Control — Shaman Attack 9

*You open a rift of flaring spiritual energy that blasts your enemies, strengthens your spirit companion, and enhances your ability to call on the spirits.*

**Daily ✦ Implement, Primal, Psychic, Zone**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier damage. Your spirit companion gains a +2 power bonus to attack rolls against the target until the end of the encounter.
**Miss:** Half damage.
**Effect:** The blast creates a zone of flaring energy that lasts until the end of the encounter. While your spirit companion is within the zone, your spirit powers gain a bonus to damage rolls equal to your Wisdom modifier.

### Spirit of Earth Arisen — Shaman Attack 9

*A spirit of soil and rock erupts from the ground under your foe. Its presence rallies your allies, who are invigorated by the spirit with each strike.*

**Daily ✦ Conjuration, Healing, Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Effect:** You conjure a spirit of the land in an unoccupied square adjacent to the target. The spirit lasts until the end of your next turn. The spirit occupies 1 square. Each square within 2 squares of the spirit is difficult terrain for your enemies. When any ally in those squares hits an enemy, that ally regains 5 hit points. An ally can regain hit points in this way once per round. As a move action, you can move the spirit 5 squares.

When the spirit appears, it makes the following attack against the target.

**Attack:** Wisdom vs. Fortitude
**Hit:** 3d6 + Wisdom modifier damage.
**Miss:** Half damage.

**Sustain Minor:** The spirit persists.

## Level 10 Utility Evocations

### Quickening Breeze — Shaman Utility 10

*You call a gentle wind that surrounds your spirit companion and extends outward to your allies, helping them overcome harmful effects.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** The first time any ally fails a saving throw while adjacent to your spirit companion, the ally can reroll the saving throw. The second time any ally fails a saving throw while adjacent to your spirit companion, the ally can reroll the saving throw with a +1 bonus. The third time any ally fails a saving throw while adjacent to your spirit companion, the ally can reroll the saving throw with a +2 bonus. This effect ends after the third rerolled saving throw or at the end of the encounter.

### Shield of the Immortal Forest — Shaman Utility 10

*You awaken the slumbering spirits of the forest to protect your allies from harm.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you and your allies gain a +2 power bonus to all defenses while within 5 squares of your spirit companion. In addition, when an enemy hits an ally within 10 squares of you, you can use an immediate interrupt to end this effect and grant that ally a +6 bonus to all defenses against the attack.

### Stone Root's Resilience — Shaman Utility 10

*You grant an ally the resilience of the mountains to sustain blows that would cripple another creature.*

**Daily ✦ Primal**
**Minor Action** **Ranged** 5
**Target:** One ally
**Effect:** Until the end of the encounter, the target gains temporary hit points equal to your Wisdom modifier at the start of each of his or her turns.

### Twilight's Veil — Shaman Utility 10

*You reach into the spirit world, weaving together strands of primal night to cloak yourself and your allies in a veil of invisibility.*

**Encounter ✦ Primal**
**Minor Action** **Close** burst 1
**Target:** You and each ally in burst
**Effect:** Each target becomes invisible until he or she attacks or until the end of your next turn.

## Weighing the Spirits

At times, a shaman might want to understand the relationship between another shaman and that shaman's spirit companion. Nonshamans can't know anything more than what they see with their eyes, but a shaman observing the interaction between another shaman and that individual's spirit companion has a chance to figure out whether the companion started as an ancestor spirit, a local animal spirit, or something stranger.

Assessing another shaman's spirit companion requires making a Nature check as a standard action. Use the DCs for your level as given in the table on page 42 of the *Dungeon Master's Guide*. If the other shaman is lower level than you, it's an easy check; if the same level as you, it's a moderate check; if higher level than you, it's a hard check.

## Level 13 Encounter Evocations

### Drawing All Eyes — Shaman Attack 13

*Your spirit companion's vicious attack forces your enemy to take notice of it.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 4d6 + Wisdom modifier damage, and the target is marked by your spirit companion until the end of your next turn or until your spirit companion disappears.
**Protector Spirit:** The penalty to attack rolls that the target takes from being marked by this power equals your Constitution modifier instead of -2.

### Hungry Spirit — Shaman Attack 13

*Food for the spirits is sustenance for your friends.*

**Encounter ✦ Healing, Implement, Primal**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 3d10 + Wisdom modifier damage. If this attack reduces the target to 0 hit points, an ally adjacent to your spirit companion regains hit points equal to one-half your level + your Wisdom modifier.

### Spirit of the Killing Shot — Shaman Attack 13

*Your spirit companion briefly melds with your ally, lending your comrade the eye of an accomplished hunter.*

**Encounter ✦ Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One ally
**Effect:** The target makes a basic attack as a free action. If the attack hits, it deals maximum damage.
**Stalker Spirit:** The target gains a bonus to the attack roll and the damage roll equal to your Intelligence modifier.

### Spirits of the Forsaken Vale — Shaman Attack 13

*As your spirit companion attacks, spirits that look like wisps of bluish gray smoke spew from it, disorienting nearby foes.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d8 + Wisdom modifier damage. Until the end of your next turn, any ally who makes an area or a close attack that includes your spirit companion in the area of effect gains combat advantage against each target of that attack.

### Storm of War — Shaman Attack 13

*You summon a windstorm created from the war cries of a thousand ancient battlefields to batter and distract your foe.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier damage. Each enemy adjacent to your spirit companion grants combat advantage until the end of your next turn.
**World Speaker Spirit:** Until the end of your next turn, your allies gain a bonus to damage rolls against any enemy adjacent to your spirit companion equal to your Constitution modifier.

## Level 15 Daily Evocations

### Reparative Spirit — Shaman Attack 15

*Working with your allies, your spirit companion lunges in for a vicious attack against your enemy and then lends vigor to a nearby ally.*

**Daily ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 3d8 + Wisdom modifier damage, or 5d8 + Wisdom modifier damage if at least one ally is adjacent to your spirit companion.
**Miss:** Half damage.
**Effect:** At the end of each of your turns until the end of the encounter, one ally adjacent to your spirit companion gains 5 + your Wisdom modifier temporary hit points.

### Spirit Ocean — Shaman Attack 15

*You call the powerful spirit of the Primal Ocean, which crashes into your enemy before flowing into your spirit companion to yield its strength to your allies.*

**Daily ✦ Implement, Primal**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 3d10 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** The first time any ally hits an enemy adjacent to your spirit companion, the attack deals 1d10 extra damage to that enemy. The second time any ally hits an enemy adjacent to your spirit companion, the attack deals 2d10 extra damage to that enemy. The third time any ally hits an enemy adjacent to your spirit companion, the attack deals 3d10 extra damage to that enemy. This effect ends after the third attack hits an enemy adjacent to your spirit companion or at the end of the encounter.

## Descendant Spirits

A few shamans seldom talk with ancestor spirits. Instead, these shamans have a relationship with tribal or primal spirits that are on the other end of the natural cycle. The opposite of an ancestor spirit isn't the spirit of a stranger; it's the spirit of a tribe member who hasn't been born yet or, as these unorthodox shamans say, "the spirit of a future ancestor." If you choose to play a shaman who has this viewpoint, that character might be the type who enjoys making portentous and potentially prophetic remarks that no one, including the character, truly understands. Your DM might be able to use your shaman's unique viewpoint as the source of new plot lines.

### Spirit Pin — Shaman Attack 15

*You command your spirit companion to pin your foe in place.*

**Daily ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d10 + Wisdom modifier damage, and the target is immobilized (save ends).
**First Failed Saving Throw:** The target is restrained instead of immobilized (save ends).
**Miss:** Half damage, and the target is immobilized (save ends).

### Tree Father's Bounty — Shaman Attack 15

*Trees erupt from the ground, battering your enemies and allowing your allies to skirt around the trunks to reach superior positions.*

**Daily ✦ Implement, Primal, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 4d6 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of trees that lasts until the end of the encounter. The zone is difficult terrain for your enemies. You and your allies gain cover while within the zone. When any ally starts his or her turn within the zone, you can use a free action to slide that ally 3 squares.

## Level 16 Utility Evocations

### Guiding Snarl — Shaman Utility 16

*Your spirit companion feints to put your foe in a better position for your ally's strike.*

**Daily ✦ Primal, Spirit**
**Immediate Interrupt** **Melee** spirit 1
**Trigger:** An ally adjacent to your spirit companion misses an enemy with an attack
**Target:** The triggering ally
**Effect:** The target can reroll the attack and gains a power bonus to the attack roll equal to your Intelligence modifier.

### Healing Howl — Shaman Utility 16

*Your spirit companion unleashes a howl of courage that bolsters allies near it.*

**Daily ✦ Healing, Primal, Spirit**
**Minor Action** **Close** burst spirit 3
**Target:** You and each ally in burst
**Effect:** Each target regains hit points as if he or she had spent a healing surge. If the burst includes at least three enemies, each target regains additional hit points equal to your Wisdom modifier.

### Presence of the Ancestor Spirit — Shaman Utility 16

*You call the spirit of one of your warrior ancestors to merge with an ally, lending its battle knowledge and spiritual protection to your friend.*

**Daily ✦ Primal**
**Minor Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** Until the end of the encounter, the target gains a power bonus to damage rolls equal to your Intelligence modifier. While the target is adjacent to your spirit companion, the power bonus increases by 2. In addition, when any enemy hits the target and deals damage, you can use an immediate interrupt to end this effect and make the attack deal half damage.

### Screening Branches — Shaman Utility 16

*A tangled mass of branches, vines, and leaves provides defense against your enemies' attacks and soothes your allies' wounds.*

**Daily ✦ Conjuration, Primal**
**Minor Action** **Area** wall 4 within 20 squares
**Effect:** You conjure a wall of branches and vines. The wall can be up to 2 squares high and must be on a solid surface, and it lasts until the end of your next turn. The wall provides superior cover, but creatures adjacent to it can make ranged attacks through it without taking the -5 penalty to attack rolls.

Entering a wall square costs 2 extra squares of movement. Any ally adjacent to the wall at the start of his or her turn gains 5 + your Constitution modifier temporary hit points.

**Sustain Minor:** The wall persists.

### Spirit's Regeneration — Shaman Utility 16

*A glow of regenerative light surrounds your allies and increases in intensity while they are next to your spirit companion.*

**Daily ✦ Healing, Primal**
**Minor Action** **Close** burst 5
**Target:** One or two creatures in burst
**Effect:** Until the end of the encounter, each target gains regeneration 5 while bloodied. The regeneration increases to 10 while the target is adjacent to your spirit companion.

## Spirit of an Ancient Enemy

In some extraordinary cases, a shaman might gain a spirit companion that was once an ancient enemy of the shaman's ancestors or tribe, but which has been reformed, to a greater or lesser degree, through its death and bonding with the flowing spirits of the primal world. A shaman who has such a spirit companion is destined either for great things or a terrible death. If you want to adopt this option for your shaman and your DM agrees, it might generate a substantial share of the plot complications in the game. Ideally, your DM will repay you by pointing you toward occasional treasures and fantastic destinies—unless a savage death finds you and your spirit companion first.

## Level 17 Encounter Evocations

### Boar's Toss — Shaman Attack 17

*Your spirit companion slams your enemy through the air, leaving it open for your allies' ranged attacks.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d10 + Wisdom modifier damage, and you slide the target 2 squares. Then move your spirit companion to a square adjacent to it, and each ally within 10 squares of the target can make a ranged basic attack against it as a free action.
**Watcher Spirit:** The allies gain a power bonus to the damage rolls of the ranged basic attacks equal to your Dexterity modifier.

### Flesh Ripper's Claws — Shaman Attack 17

*Your spirit companion slashes your foe, leaving it unbalanced and vulnerable to your ally's attack.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier damage, and an ally adjacent to the target can make a melee basic attack against it as a free action. If that attack hits, the target is knocked prone.
**Protector Spirit:** If the target stands up on its next turn, an ally adjacent to it can make a melee basic attack against it as a free action.

### Hunt and Return — Shaman Attack 17

*Your spirit companion ranges ahead for a moment, attacking an enemy before retreating toward your allies.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Stalker Spirit:** You gain a +2 bonus to the attack roll if no creatures are within 3 squares of the target.
**Hit:** 3d8 + Wisdom modifier damage, or 4d8 + Wisdom modifier damage if no creatures are adjacent to the target.
**Effect:** After the attack, you can move your spirit companion 4 squares.

### Spirit Lance — Shaman Attack 17

*Your spirit companion's form wavers momentarily as a spear of brilliant energy lances from it toward your enemy.*

**Encounter ✦ Force, Implement, Primal, Spirit**
**Standard Action** **Ranged** spirit 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 3d10 + Wisdom modifier force damage.

HECTOR ORTIZ

### Thorn Ally — Shaman Attack 17

*Thorny branches from thickets in the spirit realm erupt from your spirit companion to pierce and entangle your enemy.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier damage. Until the end of your next turn, any enemy that starts its turn adjacent to your spirit companion is restrained until the end of your next turn.

## Level 19 Daily Evocations

### Ancestors' Drum — Shaman Attack 19

*A spectral drum created by your ancestors manifests in your hands, thundering until you put it aside or until its power reaches a crescendo.*

**Daily ✦ Healing, Implement, Primal, Thunder**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier thunder damage.
**Effect:** One ally in the burst can spend a healing surge.
**Sustain Standard:** The size of the burst increases by 1, and you make the attack again. After you use the power as a close burst 3, it can't be sustained.

### Spirit of the Hunter's Soul — Shaman Attack 19

*The spirit of a great hunter appears and strikes at your foe with a mighty attack. It then bonds with an ally to continue the onslaught.*

**Daily ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 5d8 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** Choose an ally within range. That ally gains a +5 power bonus to damage rolls against the target until the end of the encounter. While that ally is adjacent to your spirit companion, add your Intelligence modifier to the power bonus.

### Tree Father's Ward — Shaman Attack 19

*You call on Tree Father to punish your enemies for attacking and to reward your allies for fighting bravely.*

**Daily ✦ Healing, Implement, Primal**
**Standard Action** **Close** blast 5
**Target:** One or two enemies in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d8 + Wisdom modifier damage, and the target takes a -4 penalty to attack rolls (save ends).
**Miss:** Half damage.
**Effect:** Each bloodied ally in the blast regains hit points as if he or she had spent a healing surge.

### Wind of Death and Mercy — Shaman Attack 19

*Your spirit companion joins with a wind spirit to entwine your enemy in chilly currents. Your allies are then invigorated by this union.*

**Daily ✦ Cold, Healing, Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 5d10 + Wisdom modifier cold damage.
**Miss:** Half damage.
**Effect:** The first ally to regain hit points while adjacent to your spirit companion regains 1d12 additional hit points. The second ally to do so regains 2d12 additional hit points, and the third ally to do so regains 3d12 additional hit points. This effect ends after the third ally regains these additional hit points or at the end of the encounter.

## Level 22 Utility Evocations

### Medicines of Many Forms — Shaman Utility 22

*You scatter medicinal herbs among your allies, healing body, mind, and spirit.*

**Encounter ✦ Healing, Primal**
**Minor Action** **Close** blast 5
**Target:** Each ally in blast
**Effect:** Each target can choose to either make a saving throw, spend a healing surge, or gain 20 temporary hit points.

### Natural Rebirth — Shaman Utility 22

*Sensing an ally about to cross through death's veil, you call on earth spirits to keep the soul from departing. The spirits restore the ally to health, imbued with primal power.*

**Encounter ✦ Healing, Primal**
**Minor Action** **Close** burst 20
**Target:** One dying ally in burst
**Effect:** The target regains hit points as if he or she had spent a healing surge. Until the end of the encounter, the target is immune to effects that immobilize, restrain, or slow.

### Spirit of the Cunning General — Shaman Utility 22

*The spirit of a legendary war leader settles on your form, inspiring your allies to mighty deeds.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, when any ally within 3 squares of your spirit companion spends an action point to make an attack and misses all targets with it, that ally regains the action point and can spend it again during this encounter.

### Spirit Realm — Shaman Utility 22

*You dissolve your connection to your spirit companion for a short time so that it can infuse itself into the spirits of the area, expanding its influence on the world.*

**Daily ✦ Primal, Spirit, Zone**
**Minor Action** **Area** burst 3 within 10 squares
**Special:** Your spirit companion must be in the burst.
**Effect:** Your spirit companion disappears (if you have multiple spirit companions, they all disappear). The burst creates a zone of spirits that lasts until the end of your next turn. Any effect that refers to being adjacent to or within a certain number of squares of your spirit companion instead applies to targets within the zone. You can't use *call spirit companion* while the zone persists.
**Sustain Minor:** The zone persists.

### Spirits of Recovery — Shaman Utility 22

*Luminous spirits of ancestral tribal healers appear around your allies, tending their wounds.*

**Encounter ✦ Primal**
**Minor Action** **Close** burst 2
**Target:** Each ally in burst
**Effect:** Each target can make a saving throw against an effect that a save can end. A target who saves gains 1d10 + your Wisdom modifier temporary hit points.

## Level 23 Encounter Evocations

### Blood-Red Bonds — Shaman Attack 23

*Your spirit companion wounds your foe and then ruthlessly pursues your enemies.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 3d8 + Wisdom modifier damage. Until the end of your next turn, enemies take a –4 penalty to all defenses while adjacent to your spirit companion. In addition, if an enemy starts its turn adjacent to your spirit companion but does not end that turn adjacent to it, you can use a free action at the end of that turn to move your spirit companion a number of squares equal to your speed to a square that is nearer to that enemy.

### Eagle's Aerie — Shaman Attack 23

*Your spirit companion launches into the sky, diving on your enemies and herding them toward your allies.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Close** burst spirit 3
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier damage, and you slide the target 2 squares. The target grants combat advantage to your allies until the end of your next turn.
**Watcher Spirit:** Until the end of your next turn, the target can't gain the benefits of cover against your allies.

### Mighty Spirit Leap — Shaman Attack 23

*Your spirit companion leaps among your enemies and makes furious attacks, which inspire your allies to strike just as viciously.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One, two, or three creatures
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier damage.
**Effect:** After each attack roll, you can move your spirit companion a number of squares equal to your speed. Roll a d6 for each target you hit and total the rolls. Until the end of your next turn, your allies gain a bonus to damage rolls equal to the result while adjacent to your spirit companion.
**Stalker Spirit:** Add your Intelligence modifier to the bonus to damage rolls.

### Spirit of the Ram — Shaman Attack 23

*Your spirit companion transforms into a cluster of leaping ram spirits, which empower your allies to charge your foes.*

**Encounter ✦ Primal, Spirit**
**Standard Action** **Close** burst spirit 2
**Target:** Each ally in burst
**Effect:** Each target can charge an enemy as a free action, with a +4 power bonus to the attack roll and a +5 bonus to the damage roll. If the charge attack hits, the target pushes the enemy 3 squares.
**Protector Spirit:** The number of squares the target pushes the enemy equals 2 + your Constitution modifier.

### Spirit of the Vengeful Mountain — Shaman Attack 23

*Your spirit companion manifests the essence of the impassable mountain, forming an impenetrable barrier against your foes.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Close** burst spirit 3
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier damage. Until the end of your next turn, the target is restrained and can't teleport.
**World Speaker Spirit:** Until the end of your next turn, your allies gain a bonus to attack rolls against the target equal to your Constitution modifier.

## Level 25 Daily Evocations

### Huntmaster's Horn — Shaman Attack 25

*The towering spirit of a master of the wild hunt appears above you and blows a horn, shaking your foes' resolve and calling your allies to battle.*

**Daily ✦ Fear, Implement, Primal, Psychic**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Will
**Hit:** 5d6 + Wisdom modifier psychic damage, and the target is immobilized (save ends).
**Miss:** Half damage, and the target is slowed (save ends).
**Effect:** Each ally in the blast gains a power bonus to damage rolls equal to your Intelligence modifier, and creatures that are slowed or immobilized grant combat advantage to them. These effects last until the end of the encounter.

### Shaman Pairs

A few tribes practice a deadly form of shamanic initiation. Instead of initiating a single shaman, two paired tribes each send a candidate through a series of difficult trials, with only one tribe member surviving to become a new shaman. The other tribe member then becomes the new shaman's spirit companion. This practice follows the path of the elder spirits known as the Hunter Twins (page 125).

In most paired tribes, the two would-be shamans start as friends and end as allies, understanding that the tribes' unique magic demands that one sacrifice the rest of his or her life to become a spirit companion. A few of the more warmongering or evil-aligned tribes treat the paired initiation as an outright combat challenge witnessed by both tribes, binding the loser as a spirit companion through the focused will of the entire tribe and its warlike ancestors.

### Peacemaker's Lodge — Shaman Attack 25

*A ring of stone spirits forms in front of you, and a calming haze washes over those inside it.*

**Daily ✦ Implement, Primal, Psychic, Zone**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Will
**Hit:** 4d10 + Wisdom modifier psychic damage, and the target is dazed until the end of your next turn.
**Effect:** The blast creates a zone of tranquility until the end of your next turn. Creatures within the zone take a penalty to attack rolls equal to your Constitution modifier. Your allies don't take this penalty while adjacent to your spirit companion.
**Sustain Minor:** The zone persists.

### Stormhawk's Gambit — Shaman Attack 25

*You call on the generosity of Stormhawk, sending your enemies crashing down with a blast of power and lifting you and your allies into the sky with primal grace.*

**Daily ✦ Implement, Primal**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 5d6 + Wisdom modifier damage, and the target is slowed (save ends). A flying target crashes.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, when you or any ally starts his or her turn within 5 squares of your spirit companion, that character gains a fly speed equal to his or her speed and can hover until the end of his or her next turn.

### Sunder Spirit — Shaman Attack 25

*You drag your foe's soul from its body and sever the connection, forcing your enemy to reestablish the link or perish. Your spirit companion then uses the foe's life force to heal your allies.*

**Daily ✦ Healing, Implement, Necrotic, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 3d10 + Wisdom modifier necrotic damage, and the target is knocked unconscious (save ends).
**Each Failed Saving Throw:** Each ally adjacent to your spirit companion regains 5 hit points.
**Third Failed Saving Throw:** The target drops to 0 hit points.
**Miss:** Half damage, and the target is dazed (save ends).
**Each Failed Saving Throw:** Each ally adjacent to your spirit companion regains 5 hit points.
**Effect:** Until the end of the encounter, any bloodied ally who starts his or her turn adjacent to your spirit companion regains 5 hit points.

## Level 27 Encounter Evocations

### Conquering Storm Spirit — Shaman Attack 27

*Your spirit companion becomes a cyclone, which distracts your enemies and gives your allies more chances to strike.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Close** burst spirit 3
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier damage. Until the end of your next turn, the target provokes opportunity attacks when it makes any attack.
**World Speaker Spirit:** Until the end of your next turn, the target takes a penalty to attack rolls equal to your Constitution modifier.

### Forcing the Threat — Shaman Attack 27

*Your spirit companion launches a deadly attack, forcing your enemy to pay attention to it or suffer more wounds.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 4d6 + Wisdom modifier damage, and the target is marked by your spirit companion until the end of your next turn or until your spirit companion disappears. Until the mark ends, whenever the target makes an attack that doesn't include your spirit companion as a target, the target takes 2d6 damage.
**Protector Spirit:** The penalty to attack rolls that the target takes from being marked by this power equals your Constitution modifier instead of -2.

### Hunter in the Sky — Shaman Attack 27

*You call on the spirit of the great sky hunter to slay your foe. As the spirit's shadow moves across the battlefield, your foe's attention is drawn to the danger lurking above.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Ranged** spirit 5
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit?:** 4d10 + Wisdom modifier damage. Until the end of your next turn, your allies gain a +2 bonus to ranged attack rolls against the target while they are adjacent to your spirit companion.
**Watcher Spirit:** The bonus to ranged attack rolls equals 1 + your Dexterity modifier.

### Ravenous Spirit — Shaman Attack 27

*Your spirit companion feasts on the enemy, gaining health for your friends.*

**Encounter ✦ Healing, Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 4d10 + Wisdom modifier damage. If the attack reduces the target to 0 hit points, you and your allies regain hit points equal to one-half your level + your Wisdom modifier if adjacent to your spirit companion.

### Warthane Ally — Shaman Attack 27

*An ancient leader of your people emerges from the spirit realm to strike your enemy, imparting knowledge of your foes' weaknesses to your spirit companion before returning to its honored place.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 3d8 + Wisdom modifier damage. Until the end of your next turn, your allies gain a +5 power bonus to attack rolls and damage rolls with at-will attack powers while adjacent to your spirit companion.

## Level 29 Daily Evocations

### Heart of Bedlam — Shaman Attack 29

*All around you, confusion reigns as you redirect creatures' instinctual urges of violence toward opponents of your choosing.*

**Daily ✦ Primal**
**Standard Action** **Personal**
**Effect:** As the first action of each of your turns until the end of the encounter, you can use a free action to cause one creature within 2 squares of your spirit companion to make a basic attack as a free action against another creature of your choice.

### Spiritblood Vines — Shaman Attack 29

*Patches of red and green vines spring up from the ground, tangling your enemies. You can destroy a vine to release the primal energy it holds, healing a nearby ally.*

**Daily ✦ Conjuration, Healing, Implement, Primal**
**Standard Action** **Close** burst 5
**Effect:** You conjure vines in four unoccupied squares in the burst. The vines last until the end of your next turn. When the vines appear, each vine makes the following attack. As a standard action, you can cause each vine to make the attack again. A creature can be hit by this power only once per round.
**Target:** One creature adjacent to the vine
**Attack:** Wisdom vs. Reflex
**Hit:** 3d8 + Wisdom modifier damage, and the target is restrained (save ends).
**Sustain Minor:** The vines persist, and you can destroy a vine. If you do so, one ally in that square or adjacent to it can either spend a healing surge or regain 20 hit points.

### Spirit of Fiery Hatred — Shaman Attack 29

*A spirit of burning hatred enters your foe and consumes it from the inside. When your enemy falls, your allies rejoice.*

**Daily ✦ Fire, Healing, Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d10 + Wisdom modifier fire damage, and ongoing 15 fire damage (save ends). If this power reduces the target to 0 hit points, each ally adjacent to your spirit companion can spend a healing surge.
**Miss:** Half damage, and ongoing 10 fire damage (save ends).
**Effect:** Until the end of the encounter, when any ally adjacent to your spirit companion hits an enemy, that enemy takes ongoing 5 fire damage (save ends).

### Spirit Torrent — Shaman Attack 29

*With the sound of crashing waves, a great spirit rains blows on your enemy, then recedes within your spirit companion, where it waits to help your allies batter your foes again.*

**Daily ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 7d10 + Wisdom modifier damage.
**Effect:** The first time any ally hits an enemy adjacent to your spirit companion, the attack deals 1d12 extra damage to that enemy. The second time any ally hits an enemy adjacent to your spirit companion, the attack deals 2d12 extra damage to that enemy. The third time any ally hits an enemy adjacent to your spirit companion, the attack deals 3d12 extra damage to that enemy. This effect ends after the third attack hits or at the end of the encounter.

### Spring's Laughter — Shaman Attack 29

*A fresh breeze swirls around your enemy, confounding its attacks.*

**Daily ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** The target takes a -2 penalty to saving throws, and the damage from its damage rolls is reduced to 0 (save ends both).
**Miss:** The target is weakened (save ends).

## Shamans and Twins

Not all ancestor spirits are spirits of adult members of a tribe. Sometimes a young shaman acquires a spirit companion that was the spirit of an ancestor who died young, so that the shaman engages with a peer. This sort of relationship is especially common in cases when one twin dies in the womb, in childbirth, or early in childhood. Shamans are always rare, but the surviving twin in such a situation is much more likely to become a shaman than any other ordinary person. The spirit of the twin might become the shaman's spirit companion, or it might join the ranks of the many other spirits that flow around the shaman during his or her lifetime. Sometimes the dead twin's spirit vanishes without explanation, leading the shaman into a lifelong quest to find this missing sibling spirit.

# Disciple of Winds

*"The wind carries with it a voice of power, but only those who listen closely can hear it."*

**Prerequisite:** Shaman, *call spirit companion* power

Just as the gentlest wind stirs grains of sand when it travels, so too do disciples of the winds take an active role in the events and lives they come into contact with during their wanderings. As a disciple of the winds, you are a shaman of wind spirits, from the gentle breeze that brings summer's warmth to the ferocious storm that scours the land, ripping trees from the earth. You particularly honor Stormhawk, and that spirit's range of emotions and thirst for vengeance are the standard by which you measure your own actions.

Although you sometimes choose to commune with the spirits of the wind among the aeries of great mountains, you seek adventure wherever the winds carry you, embracing happenstance and luck as omens of the wind spirits. If you arrive at a castle besieged by giants, you gladly join the fight against the invaders, because the winds led you there to take part in events. Where the winds travel, you follow, and you are no mere observer.

BEN WOOTTEN

## Disciple of Winds Path Features

**Wind Shroud (11th level):** When you use a primal healing power, you can slide the target 1 square.

**Disciple of the Winds Action (11th level):** When you spend an action point to take an extra action, each ally within 5 squares of you can shift 3 squares as a free action.

**Wind's Resilience (16th level):** If an enemy pulls, pushes, or slides an ally within 5 squares of you, you can slide that ally 1 square as a free action after the forced movement.

## Disciple of Winds Evocations

**Snatching Winds** Disciple of Winds Attack 11

*Your spirit companion turns into a whirlwind, battering your enemies and lifting them into the air.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One or two creatures
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d8 + Wisdom modifier damage. Until the end of your next turn, your allies can move through the target's space, and the target can't use opportunity actions.

**Shielding Winds** Disciple of Winds Utility 12

*Wind spirits push your ally out of danger.*

**Encounter ✦ Primal**
**Minor Action** **Ranged** 10
**Target:** One ally
**Effect:** Until the end of your next turn, when any enemy ends its movement adjacent to the target, you can slide the target 1 square as a free action.

**Hurricane's Fury** Disciple of Winds Attack 20

*You call on the fury of Stormhawk, summoning storm winds that push your allies about the battlefield and scatter your enemies like rag dolls.*

**Daily ✦ Implement, Primal**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 4d6 + Wisdom modifier damage, and you slide the target 2 squares. The target is dazed (save ends).
**Miss:** Half damage, and you slide the target 1 square. The target is dazed until the end of your next turn.
**Effect:** You slide each ally in the blast 3 squares.

# Everflame Guardian

*"The first fire burned the hottest."*

**Prerequisite:** Shaman

When Everflame first sparked upon the world, it left behind fires that burned without fuel, stoked only by Everflame's essence. Guided by the spirits, shamans gathered these embers and tended to them. Even though Everflame originated outside the world, with time and careful tending by these Everflame guardians, its fires became part of the natural order.

As an Everflame guardian, you embrace two equal tasks. On one hand, you search for demons, devils, primordials, and other creatures that have intruded into the world, scouring them with the fiery might of Everflame. On the other hand, you seek to ensure that new life rises in the aftermath of great calamity. Whether a volcanic eruption destroys a region, a great fire burns a forest, or a legion of monsters disrupts the natural order, you seek to nurture the world back to health, believing that no force, not even Everflame itself, can extinguish hope or life.

## Everflame Guardian Path Features

**Guardian of the Flame (11th level):** You gain resist 5 fire. If you already have fire resistance, it increases by 5.

**Everflame Action (11th level):** When you spend an action point to take an extra action, each ally within 5 squares of you regains 5 hit points, and each enemy within 5 squares of you gains vulnerable 5 fire until the end of your next turn. In addition, each enemy within 5 squares of you that has fire resistance or immunity to fire loses it until the end of your next turn.

**Renewing Flames (16th level):** When you heal an ally with a primal healing power, one enemy adjacent to that ally takes 5 fire damage.

## Everflame Guardian Evocations

**Spark of Life** — Everflame Guardian Attack 11

*Flames erupt around your enemies, charring their flesh while comforting your allies.*

**Encounter ✦ Fire, Healing, Implement, Primal**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 3d6 + Wisdom modifier fire damage.
**Effect:** Each bloodied ally in the burst regains 5 + your Wisdom modifier hit points.

**Guardian's Shield** — Everflame Guardian Utility 12

*You draw forth a tiny shard of Everflame. Under its halo, life flourishes.*

**Encounter ✦ Fire, Primal**
**Minor Action** **Close** burst 2
**Target:** You and each ally in burst
**Effect:** Each target gains resist 5 to all damage until the end of your next turn. The first time any enemy deals damage to the target before the end of your next turn, that enemy takes 5 fire damage.

**Elder Flame** — Everflame Guardian Attack 20

*You call forth a living piece of Everflame and set it against your enemies.*

**Daily ✦ Conjuration, Fire, Implement, Primal**
**Standard Action** **Ranged** 10
**Effect:** You conjure a shard of Everflame in an unoccupied square within range. The shard lasts until the end of the encounter. When any ally within 2 squares of the shard hits an enemy, the attack deals 1d10 extra fire damage to that enemy. As a move action, you can move the shard 5 squares. You can make the following attack, centered on the shard. Doing so destroys the shard.
**Minor Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 4d8 + Wisdom modifier fire damage.

WARREN MAHY

# Great Elder

*"We never see the whole of the world, never understand it completely. But a spirit from the dawn times walks beside me, and our power does not require perfect understanding."*

**Prerequisite:** Shaman, *call spirit companion* power, World Speaker Spirit class feature

Shamans know that the spirits are not truly the size of a human, an elf, or a panther. The spirits are vast, small, or whatever they are called on to be by the world's needs. Shamans know this to be true, but not all shamans can master their unconscious expectations of the spirits. Each spirit companion appears as a creature of the shaman's size because of its link to the shaman, and as allies and friends, both share an image, a reflection, within the world of spirits.

You have seen partway through this veil. As a follower of the world speaker tradition, you know that your spirit companion is vast. By seeing part of this truth, you know that your spirit companion's size approaches that of an elder spirit, having a touch of the scope and power you will acquire if you live to fulfill an epic destiny.

As an elder spirit, your spirit companion protects your allies as it has always protected the people of the world. Its knowledge, allied with your understanding of nature, is sometimes the only shield your allies require.

## Great Elder Path Features

**Elder Presence (11th level):** As a minor action, you can make your spirit companion Large or Medium.

**Great Elder Action (11th level):** When you spend an action point to take an extra action, allies adjacent to your spirit companion gain a +2 bonus to all defenses until the end of your next turn.

**Elder Counsel (16th level):** When an enemy attacks the Will of an ally adjacent to your spirit companion, that ally's Will can equal yours if he or she chooses.

## Great Elder Evocations

**Great Reaching Spirit** Great Elder Attack 11

*Your spirit companion reaches out to its full length and slams your enemies, catching them off guard and forcing them to hesitate for a moment.*

**Encounter ✦ Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1 (or 2 if your spirit companion is Large)
**Target:** One or two creatures
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier damage. Until the end of your next turn, you and your allies gain a +2 bonus to all defenses while adjacent to your spirit companion.

**Great Hymn of Nature** Great Elder Utility 12

*In the spirit world, the song is many-layered and hours long. In the natural world, you hum three bars and the spirits do the rest.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** You make a Nature check. Until the end of your next turn, your allies can use the result of that check in place of their defenses while adjacent to your spirit companion.

**An End to Tolerance** Great Elder Attack 20

*Moved to anger, the World Spirit allows none to escape.*

**Daily ✦ Implement, Primal, Psychic**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Will
**Hit:** 4d6 + Wisdom modifier psychic damage, and the target is dazed (save ends).
**Effect:** Until the end of the encounter, any enemy that starts its turn adjacent to your spirit companion chooses either to be dazed until the end of its turn or to take psychic damage equal to your Wisdom modifier.

RALPH BEISNER

# Keen Eagle

*"A moment. Follow her flight. Now!"*

**Prerequisite:** Shaman, *call spirit companion* power, Watcher Spirit class feature

You are part of the watcher spirit tradition. Though you hesitate to speak ill of it, you have the sense that its founding members might have focused too much on watching the world and not enough on listening to the spirits. Your eagle spirit companion has always talked with you, telling you secrets not spoken of by your watcher spirit mentors.

Other shamans' spirit companions have their own advantages, such as a knack for healing or a strong sense of nature. As a keen eagle shaman, you have a bloodthirsty spirit for a companion, and each new power you learn together has a primary purpose: wounding your foes. Your spirit companion guides the attacks of you and your allies, even at great distances, and uses a subtle turn of a wing or a slashing talon to put a foe in its most vulnerable position.

JIM NELSON

## Keen Eagle Path Features

**Eagle Summons the Fire (11th level):** You and your allies can choose creatures or squares adjacent to your spirit companion as the target of your ranged attacks and area attacks.

**Keen Eagle Action (11th level):** When you spend an action point to take an extra action, you can use your *call spirit companion* power as a free action to conjure a second spirit companion. When you attack with a spirit power, you choose which spirit companion to use for the attack; you don't make the attack through both of them. When an effect applies to creatures adjacent to your spirit companion, that effect applies to creatures adjacent to both spirit companions. The second spirit companion disappears at the end of your next turn.

**Eagle's Reach (16th level):** Your ranged shaman powers that have a range of 5 or 10 change to a range of 20.

## Keen Eagle Evocations

**Winged Spirit Strike** Keen Eagle Attack 11

*The spirit of a bird of prey dives on your enemy, leaving your foe vulnerable to your allies' attacks.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** Wisdom modifier damage. Until the end of your next turn, any ally can score a critical hit against the target on a roll of 16–20.

**Hunting Eagle** Keen Eagle Utility 12

*You send your spirit companion to your ally's aid. It flies around your ally's target, making that foe easier for your ally to attack.*

**Encounter ✦ Primal, Spirit**
**Immediate Interrupt** **Personal**
**Trigger:** An ally adjacent to your spirit companion makes an attack roll for a ranged or an area attack
**Effect:** You move your spirit companion to a square adjacent to a target of the attack. The triggering ally gains a +2 power bonus to the attack roll against each target adjacent to your spirit companion.

**Flurry of Spirit Talons** Keen Eagle Attack 20

*In a burst of supernatural speed, your spirit companion flashes among your enemies, leaving them gashed, staggered, and vulnerable to attack.*

**Daily ✦ Implement, Primal, Spirit**
**Standard Action** **Close** burst spirit 1
**Effect:** Until the end of the encounter or until your spirit companion disappears, you and your allies can score critical hits on a roll of 18–20 against any creature that is adjacent to your spirit companion. Then make the following attack.
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 5d6 + Wisdom modifier damage. If you score a critical hit with the attack, the target is also dazed (save ends).

# Scarred Healer

*"Scars carry two lessons. The first is that victory often has a price. The second is that no defeat is final."*

**Prerequisite:** Shaman, *call spirit companion* power

The powerful magic you and your allies have mastered during your adventures can cure most nonfatal wounds, and even fatal wounds might be only temporary setbacks. Death is a solvable problem, and you are one of the most powerful healers that most people will encounter. Why, then, do you bear such terrible scars, as if you were a warrior who had suffered a terrible defeat?

In the history of your people, victories and defeats have always gone hand in hand. Your scars are marks of your status as one of the heroes who ensures that no defeat will be total. By accepting the painful lessons of the past and bearing their marks on your flesh, you access healing magic that other shamans can't or aren't willing to use.

The most powerful healing spirits of the world recognize your unique pattern of scars. When the world hangs in the balance, the power of these spirits is on your side.

## Scarred Healer Path Features

**Scar's Gift (11th level):** When you use a primal healing power on a target adjacent to your spirit companion, the target regains additional hit points equal to your Constitution modifier.

**Scarred Healer Action (11th level):** When you spend an action point to take an extra action, one ally adjacent to your spirit companion gains temporary hit points equal to one-half your level + your Wisdom modifier.

**Healing Paths (16th level):** When any ally within 5 squares of you or your spirit companion spends a healing surge to regain hit points, he or she regains additional hit points equal to your Wisdom modifier.

## Scarred Healer Evocations

**Sharing the Kill** — Scarred Healer Attack 11

*Your spirit companion tears into your foe, sharing its elation of the hunt with your allies.*

**Encounter ✦ Healing, Implement, Primal, Spirit**
**Standard Action** **Melee** spirit 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 3d8 + Wisdom modifier damage. Each ally adjacent to your spirit companion regains 1d6 + your Wisdom modifier hit points.

**Spirit's Touch** — Scarred Healer Utility 12

*Your spirit companion reaches out to your ally, lending some of its vitality to ward that ally from harm.*

**Encounter ✦ Primal, Spirit**
**Immediate Reaction** **Melee** spirit 1
**Trigger:** An ally adjacent to your spirit companion takes damage from an attack
**Target:** The triggering ally
**Effect:** The target gains temporary hit points equal to your Constitution modifier. In addition, the target gains a +2 power bonus to saving throws until the end of your next turn.

**The Burning Dance** — Scarred Healer Attack 20

*As your scars flare with light, your spirit companion pulses with the radiance of the sun, moon, and stars. When that radiance deflects off your burning foes, it heals your allies.*

**Daily ✦ Fire, Healing, Implement, Primal, Radiant, Spirit**
**Standard Action** **Close** burst spirit 2
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier fire and radiant damage.
**Effect:** Each target takes ongoing 10 fire and radiant damage (save ends). When any target takes this ongoing damage, one ally within 5 squares of you or your spirit companion regains 10 hit points.

JIM NELSON

# Seasons' Herald

*"The armies of the mortal world march and conquer, but in time, each falls. The seasons march forever."*

**Prerequisite:** Shaman, *call spirit companion* power

Night follows day, winter follows summer, and death follows life. These are the basic truths of the primal world. For those who understand this fact and watch closely, Great Watcher provides inspiration and guidance, revealing omens of what is to come. Shamans who have the gifts of insight and prophecy often become great political or military leaders by using these talents wisely.

As a seasons' herald, you embrace the future, whether it's promising or dreadful. You don't shy away from ill omens. Accepting what lies ahead and having the determination to prepare for it form the bedrock of your beliefs.

You follow the path of adventure out of a sense of duty to your people and to the natural world. Looking into the future to prepare for the present, you seek out evil before it develops into a larger threat. As a wandering prophet or a simple helper, you travel to those places where you are most needed to maintain the natural order, whether doing so requires stopping war, ending a drought, or preventing unnatural creatures from entering the world through a planar breach.

BEN WOOTTEN

## Seasons' Herald Path Features

**Watch the Omens (11th level):** You and each ally within 5 squares of you gain a +2 bonus to initiative checks.

**Seasons' Herald Action (11th level):** You can spend an action point to allow an ally within 5 squares of you to take a standard action instead of taking an extra action yourself.

**Turn of Seasons (16th level):** When an enemy reduces an ally within 5 squares of you to 0 hit points or fewer, another ally of your choice within 5 squares of you regains 5 + your Wisdom modifier hit points.

## Seasons' Herald Evocations

**Balance of Life** — Seasons' Herald Attack 11

*Your spirit companion restores balance by taking from a foe what that foe took from an ally.*

**Encounter ✦ Implement, Primal, Spirit**
**Immediate Reaction** **Melee** spirit 1
**Trigger:** An enemy adjacent to your spirit companion deals damage to your ally
**Target:** The triggering enemy
**Attack:** Wisdom vs. Reflex
**Hit:** The target takes damage equal to the damage it dealt to your ally.

**Read the Omens** — Seasons' Herald Utility 12

*You scan the area, mindful of any omen that might prove useful in charting your next action.*

**Encounter ✦ Primal**
**Free Action** **Personal**
**Trigger:** You make an attack roll, a saving throw, a skill check, or an ability check and don't roll a 20
**Effect:** The next time you would roll a d20 before the end of your next turn, use the result of the triggering die roll instead.

**Inevitable Winter** — Seasons' Herald Attack 20

*You call spirits of death and winter, commanding them to surround a foe to sap its vitality.*

**Daily ✦ Implement, Primal**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 3d10 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** When the target saves against any effect, you can roll a d20. If your roll is higher than the target's save, the target instead fails the saving throw (save ends).

# Warrior of Spring

*"With spring, there is always hope."*

**Prerequisite:** Shaman, *call spirit companion* power

The power of spring is in its ability to bring rebirth and hope. A warrior of spring wields this power to great effect, whether as a healer or a guardian of the primal world. As a shaman who follows this path, you are gifted with powers of primal healing beyond those of most other shamans. Your presence can allow allies to recover from the most grievous injury, or even from death itself.

Although you pride yourself in watching over your community, when adventure or the duty of a great cause calls, you are ready to act. You can heal your allies or instill hope in them, and the spirits you call on can help you defeat the greatest of threats.

As you go on adventures, your duty as a warrior of spring is clear. You carry a bundle of seeds gathered from across the lands. No matter what desolate realm you find yourself in, you're ready to scatter those seeds through it so that their verdant bounty can continue the cycle of spring.

## Warrior of Spring Path Features

**Revitalizing Presence (11th level):** When you use a primal power to allow an ally to spend a healing surge, that ally regains 1d6 additional hit points.

**Warrior of Spring Action (11th level):** When you spend an action point to take an extra action, one bloodied ally within 5 squares of you can spend a healing surge.

**Spring's Vigor (16th level):** When you use a primal power to allow an ally to spend a healing surge, that ally can also spend an action point to take an extra action.

## Warrior of Spring Evocations

**Spring's Dawning** Warrior of Spring Attack 11

*The light of spring erupts from the spirit world, searing your foes and providing a beacon of hope to your allies.*

**Encounter ✦ Implement, Primal, Radiant, Spirit**
**Standard Action** **Close** burst spirit 1
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 3d6 + Wisdom modifier radiant damage. Each ally who can see your spirit companion can make a saving throw with a +2 power bonus.

**Hope Beyond Death** Warrior of Spring Utility 12

*Although winter might empty fields, cast leaves from trees, and freeze rivers, the world blooms anew at spring's return.*

**Daily ✦ Primal**
**Immediate Interrupt** **Ranged** 10
**Trigger:** An ally within 10 squares of you fails a death saving throw
**Target:** The triggering ally
**Effect:** The target is considered to have rolled a 20 for the death saving throw.

**Spring's Resurgence** Warrior of Spring Attack 20

*You call forth the power of spring's resurgence, lending strength to your allies with the demise of each enemy.*

**Daily ✦ Healing, Implement, Primal, Zone**
**Free Action** **Area** burst 2 within 10 squares
**Trigger:** An enemy within 10 squares of you drops to 0 hit points
**Target:** Each enemy in burst centered on the triggering enemy
**Attack:** Wisdom vs. Will
**Hit:** 5d6 + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of verdure that lasts until the end of the encounter. Any bloodied ally who starts his or her turn within the zone regains 10 hit points. When any enemy within the zone drops to 0 hit points, each ally within the zone regains 10 hit points.

WAYNE REYNOLDS

CHAPTER 4

# Warden

*"The rivers are my blood; the mountain wind, my voice. My body is the earth, and from the power of the primal spirits, I draw strength to fight the foes of nature."*

**You are** the rock that stands against the storm, protecting the world from those that would destroy or corrupt it. You are a warden, and your duty is to protect your allies and the natural order. For you, it is an honor to preserve the world against chaos and depravation.

Other heroes trust to the strength of armor and weapons, or to the might of spells and prayers. However, as a warden, you know that steel, arcane magic, and even the might of the gods can't stand for long against the power of nature. The strength you draw from land and sky, forest and river drives your need to defend and heal your land and allies—your role reflecting that of the primal spirits who are the protectors of the world. The evocations you summon up can unleash destructive energy that drops foes at your feet. More important, your primal fury fuels your transformation into a guardian form, granting you powerful abilities and attacks.

This chapter supports the warden with the following information.

- **Playing a Warden:** The origins of the warden class, its burdens and powers, and your role both in the world and at the game table.
- **New Builds:** As a life warden, you can share your reserves of healing power with your allies. Or you can choose to be a storm warden, moving your enemies around the field of conflict.
- **New Class Features:** Two new options for your Guardian Might class feature bestow the benefit of your healing on your allies, or let you hinder and control your foes in the thick of combat.
- **New Powers:** A wide range of evocations support the new warden builds, and grant existing builds even more versatility.
- **New Paragon Paths:** Seven new paragon paths let you customize your warden's advancement, whether by mastery of the elements or creating ever-stronger connections to the primal spirits that grant you power.

CHIPPY

# PLAYING A WARDEN

Still and silent as the towering oaks, a gnarled warrior watches for signs of aberrant activity in the forest. Filled with the righteous fury of the primal spirits, a weathered champion swings a wooden cudgel to smite the foes of nature. Drawing on the strength of the earth beneath her feet, a warden becomes like stone—immovable, impassive, and steadfast.

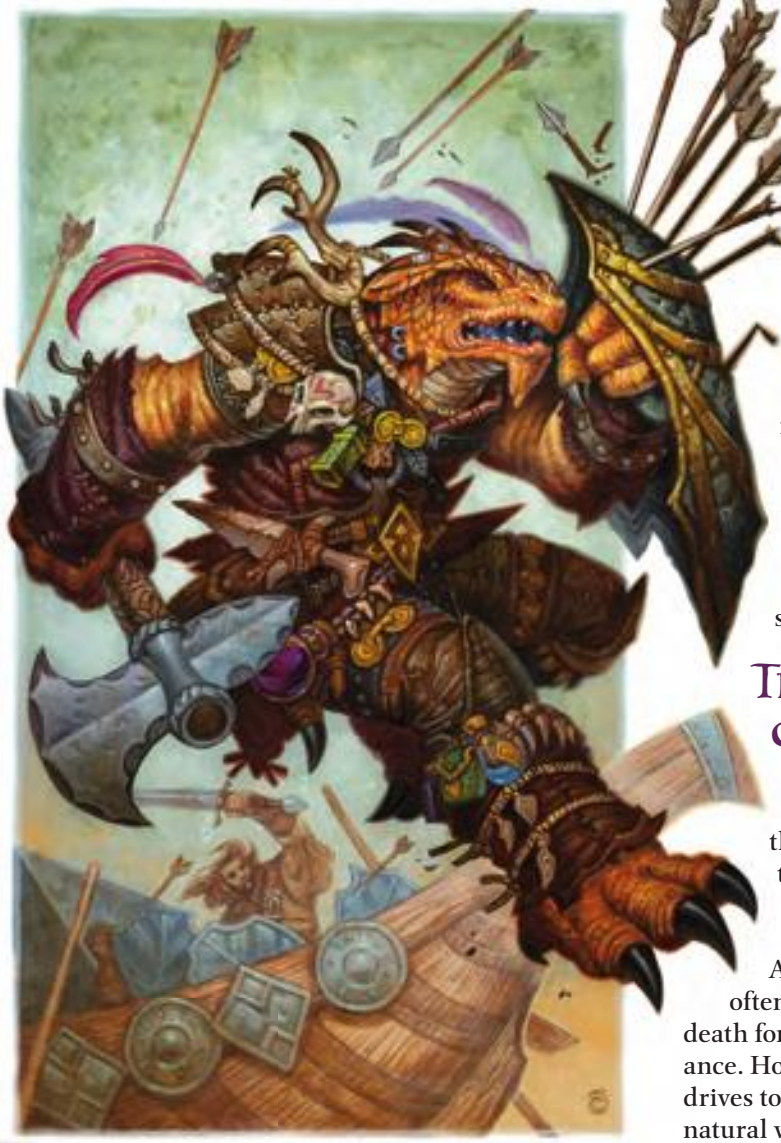
A warden is the quintessential protector, a manifestation of nature's desire to protect itself from corruption and harm. As a warrior whose powers channel the primal spirits, you take on those spirits' mission, protecting the natural world and helping it thrive.

## The Newcomers

A warden is defined by his or her commitment to defending the natural world, but this commitment is more than simple tradition. The truth of the wardens' origins is not secret, but neither is it well known outside the narrow orders of those who wield primal power.

The oldest ancestor spirits say that barbarians, shamans, and druids have been a part of the natural order for all time. Throughout the histories of all races—and perhaps before the first peoples had even taken shape—barbarians have raged at the forefront of combat, druids have hunted alongside the beasts whose shape they take, and shamans have spoken for the primal spirits that watch over the land. However, wardens are a more recent order, forged in response to the progress of history—and the threats that recent events have unleashed.

Over the course of countless centuries, the rise of civilized and monstrous empires spread violence and war across the world. In reaction to the threat posed by the ambitions of emperors and kings—and by the powerful magic their forces wielded—the primal spirits worked subtly within the sentient races to create a new type of champion.



CHRIS SEAMAN

You and your kind are that champion—as potent in a fight as any barbarian, channeling powers of transformation in the manner of the druids, and calling on the magic of the primal spirits to produce mighty evocations of combat and healing. The warden's powers of protection and defense give you the same role and responsibilities toward your allies as the primal spirits have toward the natural world. Your warden powers fill a niche addressed by none of the other primal classes. As a symbol of your defensive prowess, you rely on the strength of the shield that other primal heroes cannot naturally integrate with their own fighting styles.

## The Burden of Defense

Your life as a warden is likely to be defined by how you balance the responsibilities thrust upon you. You might feel the constant tug of obligation to the people of your homeland, even when your life as an adventurer takes you far from the place of your birth. As a member of an adventuring party, you often mean the difference between life and death for friends who cannot match your endurance. How do you balance what might be conflicting drives to protect your homeland, your party, and the natural world?

Traveling to new places—and particularly to other planes—comes easier to the druid, the barbarian, and even the shaman than it does to many wardens. Your obligation to defend your homeland and the wider natural world might make it difficult for you to leave that homeland or world behind. However, eventually you must accept that your destiny lies beyond the lands of your birth, and that your mandate to defend the world will inevitably set you against foes from beyond that world.

Your devotion to your people likely translates to an unfailing dedication to the allies in your adventuring party. Some wardens take this unconscious role even further, adopting strangers who appear to be in need of defending. Though barbarians, druids, and shamans typically remain closely tied to their own ancestors and patron spirits, wardens can tap into the spiritual power that surrounds and protects any people, defending strangers as fiercely as they do the members of their own families.

## Warding Circles

In many of the wild and dark places of the world, wardens stand at the center of small, loose-knit organizations known as warding circles. Some warding circles are dedicated to preserving certain geographical regions, while others focus on defending the world and its inhabitants against particular kinds of threats, but all owe their inspiration to a group of elder spirits known as the Monster Slayers (page 125). Sidebars throughout this chapter give examples of prominent warding circles.

A typical warding circle has only one or perhaps two wardens at its center. Six or seven other members round out the circle. In exceptional circumstances, these other members might also be heroic characters; this occurs most often when a player character warden establishes a warding circle and calls on fellow adventurers to join the circle's membership. Other circles are made up of more ordinary folk (whose statistics might be drawn from the *Monster Manual* or *Monster Manual 2* entries for humans, elves, gnomes, shifters, dwarves, goliaths, half-orcs, and other races).

A warding circle typically operates in a limited geographical area and has no contact with other circles unless its territory overlaps with that of another one. No hierarchy or overarching organization links circles to each other, even those that share a common tradition and name. For example, the Circle of Summer's Shield that protects the settlements along the Nentir River has no connection to the similar Circle of Summer's Shield that patrols the distant Icepine Wood, far to the north. The two circles have similar beliefs, practices, and traditions—probably dating from a time when the power of Nerath facilitated easy communication between such far-flung circles.

## Wardens' Meditations

Unlike a shaman, you are not in constant contact with the primal spirits that are the source of your power. Your link to the spirit world is strongest when you are in a guardian form. In your guardian form, you invite the primal spirits to enter your body and make it theirs, and in that moment of transformation you learn much of their wisdom and their will.

Consequently, you might make an effort to use one of your guardian forms at least once a day. Even if combat doesn't make that transformation necessary, you adopt a guardian form to meditate and commune with the spirits. When you do use a guardian form power in combat, you might linger in that form as long as possible once the battle is over, savoring your intimate communion with the spirits for as long as it lasts.

Quiet contemplation isn't the only form of connection with the spirits that you might enjoy in guardian form. Depending on the form you assume, you might howl with the icy winds of a terrible blizzard, leap among the flames of a forest fire, or fly among the clouds in a summer thunderstorm, all in an effort to draw closer to the primal spirits of those natural forces.

When wardens gather, it's not uncommon for them to greet each other with a shift into guardian form, spend a few moments in shared communication with the spirits, and then launch into a furious melee, unleashing the full power of the spirits upon each other. Such ceremonial combats are rarely fatal, instead serving to draw the gathered wardens together in a common purpose and invoke the spirits' participation in their activities together.

## Wardens and the Wild

A warden feels most at home in the wilderness, stalking among the trees, scaling broad cliff faces, and navigating narrow canyons. Why does your warden character feel so drawn to the wild places of the world? Perhaps you encountered a primal spirit at some point in your childhood or youth—an awesome experience of the spirit's presence and power that set you on the path toward becoming a warden. Perhaps you were born and raised in a wilderness area and simply find such places, far from the noise and bustle of civilization, comforting and familiar.

A warden rarely stays in one place for long, preferring to experience the broad range of environments that nature has to offer. Maybe you want to challenge your own mental and physical limitations, pushing them to extremes as you cross glaciers and deserts alike. Or you might be drawn by the possibility of discovering ancient primal secrets extending back to the early days of creation. Traveling the world might be a form of spiritual journey for you. Regardless of what drives you to explore, you are at home in the wildest places of the world.

This section presents two new builds, the life warden and the storm warden. Each build has a new Guardian Might option associated with it, either of which you can choose when you make your warden.

## Life Warden

By drawing deep on the primal currents flowing through all things, you wield the power that was the first spark of life in the mortal realm. With that power, you shelter the world from its harshest enemies, bolstering your allies even as you defend the land.

Your bond to the land is such that life flourishes when you draw on the primal magic you command. Injuries mend, sickness passes, and your allies fight with renewed vigor. Your spear, shield, and armor might be your obvious tools of war, but your ability to ignite the spark of life in the face of a deadly enemy is your greatest talent.

Your foes assail you again and again, but their efforts mean nothing. Your primal magic mends the injuries they cause and strikes them down to end their violence once and for all.

### New Class Feature

When you choose your Guardian Might, you can choose Lifespirit instead of another option, such as the ones in *Player's Handbook 2*.

**Lifespirit:** While you are not wearing heavy armor, you can use your Wisdom modifier in place of your Dexterity or Intelligence modifier to determine your AC.

In addition, when you use your second wind, an ally within 5 squares of you can spend a healing surge and make a saving throw.

### Suggested Options

Strength is your most important ability, governing your attacks and the beneficial power that your successful attacks unleash. A high Wisdom benefits your Will while also increasing your AC, and Wisdom is the cornerstone of many of the benefits granted by your powers. This build reinforces your leadership role, and powers that channel benefits to your allies are your best choice.

**Suggested Class Feature:** Lifespirit*

**Suggested Feat:** Lifespirit Vigor*

**Suggested Skills:** Endurance, Heal, Nature, Perception

**Suggested At-Will Powers:** *earth shield strike, resilience of life**

**Suggested Encounter Power:** *warden's sacrifice**

**Suggested Daily Power:** *form of the faultless tracker**

*New option presented in this book

KEREM BEYIT

# Storm Warden

The strength of the storm is the epitome of primal power, from the screaming winds and relentless snows of the highest mountains to the lashing rains and blistering lightning of a summer thunderstorm. Although all wardens draw power from nature, the storm warden has the strongest connection to nature's wrath.

You are the sword of the rumbling storm, an avenging warrior whose primal magic swirls around your chosen enemies like the gathering winds of a hurricane. Your draw your enemies close to you, keeping them near with primal magic to prevent them from escaping your wrath. Once a foe falls into your magic's grasp, it cannot escape.

The storm simmers around you, ready to rumble to life when your foe draws near. When the storm surges to life, it cuts off your enemy's escape and forces it into a fight it cannot win. By your blade or by the primal winds you command, your foe's aggression comes to an end.

## New Class Feature

When you choose your Guardian Might, you can choose Stormheart instead of another option, such as the ones in *Player's Handbook 2*.

**Stormheart:** While you are not wearing heavy armor, you can use your Constitution modifier in place of your Dexterity or Intelligence modifier to determine your AC.

In addition, when you use your second wind, you slide each enemy marked by you and within 2 squares of you 1 square, and each enemy marked by you is slowed until the end of your next turn.

## Suggested Options

As with all wardens, Strength is your most important ability score. Constitution should be your next best score, since it improves your AC and the benefits of many of your warden powers. As a storm warden, you lean toward controller as a secondary role, and your powers should draw on the savagery of the elements to punish your enemies, particularly those marked by you.

**Suggested Class Feature:** Stormheart*

**Suggested Feat:** Stormheart Push*

**Suggested Skills:** Athletics, Endurance, Intimidate, Nature

**Suggested At-Will Powers:** *strength of stone*, *tempest assault**

**Suggested Encounter Power:** *gale strike**

**Suggested Daily Power:** *form of mountain's thunder**

*New option presented in this book

JIM NELSON

### GUARDIAN MIGHT

Whatever manifestation of Guardian Might you choose, this class feature is more than simply a pair of game benefits—it's a representation of your connection to the natural world.

Each form of Guardian Might allows you to use a different ability score—either Wisdom or Constitution—instead of Dexterity or Intelligence to determine your Armor Class. In the rules of the game, that's an incentive to keep you in light armor. But in the world of the game, it reflects how the primal spirits shield and protect you from harm. They toughen your skin to ward off blows, swirl around you in gusts of wind that deflect attacks, or infuse you with life-giving power to heal your wounds before you even feel their effects.

The other part of Guardian Might is an additional effect that takes place when you use your second wind. All characters can draw on reserves of strength and health within themselves by using their second wind. When you do so, however, you're not just drawing on power within yourself, but on the life of the primal spirits that surround you in the earth and sky. When you draw on that power, the spirits respond. They ward you against further attack (Earthstrength), make you a greater threat in your enemies' eyes (Wildblood), aid your allies (Lifespirit), or gust in furious winds to send your enemies staggering (Stormheart).

# NEW POWERS

Many of the powers in this section are tailored for the life warden and the storm warden. However, wardens of any build can make good use of the options presented here, expanding their versatility on and off the battlefield.

## Level 1 At-Will Evocations

**Resilience of Life** — Warden Attack 1

*The might of your attack boosts the vigor of an ally fighting at your side.*

**At-Will ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and an ally adjacent to you gains temporary hit points equal to your Wisdom modifier.
*Level 21:* 2[W] + Strength modifier damage.

**Tempest Assault** — Warden Attack 1

*When you strike with lightning, a pulse of thunder pounds your target's companion.*

**At-Will ✦ Lightning, Primal, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier lightning damage, and one enemy within 2 squares of you that is marked by you, other than the target, takes thunder damage equal to your Constitution modifier.
*Level 21:* 2[W] + Strength modifier lightning damage.

## Level 1 Encounter Evocations

**Gale Strike** — Warden Attack 1

*Your attack unleashes a primal wind that batters foes driven to engage you.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and each enemy marked by you, other than the target, takes damage equal to your Constitution modifier.
**Stormheart:** You also slide each enemy marked by you 1 square.

**Grasping Winds** — Warden Attack 1

*You draw on the spirit of the storm to drag foes closer for your next attack.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and you pull each enemy within 3 squares of you 2 squares.

**Rending Fury** — Warden Attack 1

*You tear into the target with two fast strikes, crippling its ability to respond to any foe but you.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC. Make the attack roll twice and use either result.
**Hit:** 1[W] + Strength modifier damage. Until the end of your next turn, the target takes a -2 penalty to attack rolls for attacks that don't include you as a target. If both of your attack rolls would hit, the penalty equals -5.
**Wildblood:** The penalty to attack rolls equals your Wisdom modifier, or 1 + your Wisdom modifier if both of your attack rolls would hit.

## Circle of the Dark Wing

The Circles of the Dark Wing hunt those who would break the cycle of life with the blasphemy of undeath. Wardens and other characters within a Circle of the Dark Wing hunt down liches, vampires, and other free-willed undead. They seek out and destroy tomes and other references that detail the secrets of creating or becoming undead, and they oppose the dark work of necromancers wherever such individuals are found. Members of the circle wear a black cloak to mark their affiliation.

Though the members of these circles follow no single path, the Dark Wing contains many heroes willing to go to extremes in the pursuit of their goals. The fanaticism of these zealots has made outlaws of all circle members in some areas—particularly those lands that have heard of the burning of the Grand Library of Tyrath. The priests of Ioun who kept the library had long ago taken into their safekeeping several volumes of dark lore from the legendary city of Moil. One Circle of the Dark Wing decided that burning the site to the ground was the best way to destroy the books and the dark secrets they held.

Most who follow the spirit way—including many other wardens—reject the fanaticism of the Circle of the Dark Wing. Moreover, based on the circle's chosen emblem, many wonder openly what relationship might exist between the order and the Raven Queen.

### Roots of Stone — Warden Attack 1

*The burst of primal energy you unleash ripples through the ground around you and limits your foes' movement.*

**Encounter ✦ Primal, Weapon, Zone**
**Standard Action** **Close** burst 1
**Effect:** The burst creates a zone of rippling earth that lasts until the end of your next turn. Make the following attack.
**Target:** Each enemy in burst
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage. The target is knocked prone when it leaves the zone.
**Earthstrength:** The target also takes damage equal to your Constitution modifier when it leaves the zone.

### Warden's Sacrifice — Warden Attack 1

*In the aftermath of your attack, foes that hit you grant vigor to your allies.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. Until the end of your next turn, when any enemy hits you, an ally within 3 squares of you gains 5 temporary hit points.
**Lifespirit:** Add your Wisdom modifier to the temporary hit points.

## Level 1 Daily Evocations

### Form of the Dread Serpent — Warden Attack 1

*Dark scales coat your skin, allowing you to move with the subtlety of a snake and to envenom your attack at the time you choose.*

**Daily ✦ Poison, Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the dread serpent until the end of the encounter. While you are in this form, you gain resist 5 poison and a +2 bonus to Reflex. In addition, you can shift 1 square as a minor action.
Once during this encounter, you can make the following weapon attack while you are in this form.
**Standard Action** **Melee** weapon
**Target:** One or two creatures
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).
**Miss:** Half damage, and the target takes ongoing 2 poison damage and is slowed (save ends both).

### Form of the Faultless Tracker — Warden Attack 1

*You gain the keen senses of a relentless hunter, ignoring your foes' attempts to conceal themselves and denying them advantage against you and your allies.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the faultless tracker until the end of the encounter. While you are in this form, you gain a +5 power bonus to Perception checks, and you ignore the penalty to attack rolls from concealment (but not total concealment). In addition, you and any allies within 2 squares of you do not grant combat advantage for being flanked.
Once during this encounter, you can make the following weapon attack while you are in this form.
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** The target can't gain concealment or total concealment (save ends both).

### Form of the Laughing Killer — Warden Attack 1

*Your mind guarded against assault, you take on characteristics of a hyena, your lips curling into a cackling sneer as you harry adjacent foes.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the laughing killer until the end of the encounter. While you are in this form, you gain a +2 bonus to Will and to saving throws against charm effects and fear effects. In addition, your allies have combat advantage when making melee attacks against any enemy adjacent to you.
Once during this encounter, you can make the following weapon attack while you are in this form.
**Standard Action** **Melee** weapon
**Target:** One bloodied creature
**Attack:** Strength vs. Reflex
**Hit:** 1[W] + Strength modifier damage, and ongoing 5 damage (save ends).
**Miss:** Half damage.

## Circle of the Stars

A Circle of the Stars is composed of seekers and explorers who delve into the unknown to root out and destroy the terrors it hides. These wardens and their allies hunt for news of lost dungeons, secret passages to the Underdark, and tales of subterranean races. They organize expeditions to map the reaches of the deep, dedicating themselves to uncovering and defeating its menaces long before they can threaten the people of the surface.

Wardens of this circle favor blue cloaks, decorated with patterns of stars sewn in with white or silver thread. High-level members of the order can will the stars to shine on their cloaks when they wish.

Members of a Circle of the Stars maintain detailed maps of the areas of the Underdark they have explored. Such maps might provide adventure hooks for wardens associated with the circle.

### Form of Mountain's Thunder — Warden Attack 1

*You transform to take on a protective shell of rock and earth, shielding you and allowing you to call thunder and lightning to strike your foes.*

**Daily ✦ Lightning, Polymorph, Primal, Thunder**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of mountain's thunder until the end of the encounter. While you are in this form, you gain resist 3 to all damage and a +1 bonus to AC. Once per round when you hit an enemy with a melee attack, each enemy marked by you takes thunder damage equal to your Strength modifier.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Close** burst 1
**Target:** Each enemy you can see in burst
**Attack:** Strength vs. Reflex
**Hit:** 1[W] + Strength modifier thunder damage, and you knock the target prone.
**Miss:** Half damage.
**Effect:** Each enemy marked by you takes lightning damage equal to your Strength modifier.

### Form of the Swamp Hunter — Warden Attack 1

*You take on the rough skin of a crocodile, granting you its relentless nature and letting you pass easily through water.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of the swamp hunter until the end of the encounter. While you are in this form, you gain swamp walk, a swim speed equal to your speed, and a +2 bonus to attack rolls against immobilized creatures. In addition, when you reduce any enemy marked by you to 0 hit points with an attack, you mark one enemy within 5 squares of you until the end of your next turn.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 2[W] + Strength modifier damage, and you grab the target. If the target is dazed, immobilized, slowed, or stunned, the attack deals 1[W] extra damage.
**Miss:** Half damage.

## Level 2 Utility Evocations

### Erupting Font — Warden Utility 2

*As you shake off a debilitating condition, your primal might raises your foes' ire.*

**Encounter ✦ Primal**
**No Action** **Close** burst 5
**Trigger:** You succeed on the saving throw granted by your Font of Life class feature
**Target:** Each enemy in burst
**Effect:** You mark each target until the end of your next turn.

### Guardian Thorns — Warden Utility 2

*You surround your friend with ghostly thorns that impale any enemy that attacks him or her.*

**Encounter ✦ Primal**
**Minor Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** Until the end of your next turn, when any enemy marked by you hits or misses the target, that enemy takes 5 damage.

### Warden's Tempest — Warden Utility 2

*Your wrath is a storm, and an enemy that feels it is moved against its will.*

**Encounter ✦ Primal**
**Minor Action** **Melee** 1
**Target:** One enemy marked by you
**Effect:** You slide the target 1 square.

WARREN MAHY

### Warding Touch — Warden Utility 2

*You increase your vulnerability in combat to shore up an ally's defense.*

**Encounter ✦ Primal**
**Minor Action** **Melee** 1
**Target:** One ally
**Effect:** Until the end of your next turn, you take a penalty to AC equal to your Constitution modifier, and the target gains a power bonus to AC equal to your Constitution modifier. If the target has any creatures marked, those marks end, and if the target marks a creature, this effect ends.

## Level 3 Encounter Evocations

### Guardian Shock Wave — Warden Attack 3

*As you hit with a brutal attack, a wave of primal energy ripples through the ground around the target.*

**Encounter ✦ Primal, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the squares adjacent to the target become a zone of shifting ground until the end of your next turn. Any enemy marked by you that enters the zone is knocked prone.

### Pressing Attack — Warden Attack 3

*You quickly close the distance to a foe, striking with a furious attack.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you move 4 squares.
**Wildblood:** Add your Wisdom modifier to the number of squares you can move.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.

### Rough Strike — Warden Attack 3

*Your attack hinders your foe's movement as much as the roughest terrain.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is slowed until the end of your next turn.
**Earthstrength:** The attack deals extra damage equal to your Constitution modifier.

### Strongskin Clash — Warden Attack 3

*A burst of spiritual energy fuels a flurry of attacks against your foes and grants your allies the toughened hide of a primal beast.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy you can see in burst
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and each ally in the burst gains resist 3 to all damage until the end of your next turn.
**Lifespirit:** The resistance equals 2 + your Wisdom modifier.

### Violent Bolt — Warden Attack 3

*Lightning summoned by your attack arcs from the target to strike a second foe.*

**Encounter ✦ Lightning, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 1[W] + Strength modifier lightning damage, and one enemy marked by you, other than the target, must choose either to fall prone or to take 5 lightning damage.
**Stormheart:** Whatever its choice, the marked enemy takes lightning damage equal to your Constitution modifier.

## Level 5 Daily Evocations

### Clutching Mire — Warden Attack 5

*A sweep of your weapon blasts your foes and turns the ground before you into a shallow bog, which hinders creatures' movement.*

**Daily ✦ Primal, Weapon, Zone**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target is slowed (save ends).
**Miss:** Half damage, and the target is slowed until the end of your next turn.
**Effect:** The blast creates a swampy zone that lasts until the end of your next turn. The zone is difficult terrain, and any creature that ends its turn within the zone is slowed (save ends).
**Sustain Minor:** The zone persists.

### Earth-Shaking Rend — Warden Attack 5

*The ground before you shakes when you strike it with your weapon, blasting creatures and knocking them off their feet.*

**Daily ✦ Primal, Weapon, Zone**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Each target is knocked prone. The blast creates a zone of shifting earth that lasts until the end of your next turn. The zone is difficult terrain, and any creature that ends its turn within the zone is knocked prone.
**Sustain Minor:** The zone persists.

### Lifebind Attack — Warden Attack 5

*Your attack binds the target to you, further hindering its attacks if it does not engage you.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** While the target is marked by you, its penalty to attack rolls for the marked condition is -5 instead of -2. This effect lasts until you end your turn more than 5 squares away from the target or until the end of the encounter.

### Rampant Forest — Warden Attack 5

*The spectral essence of a primeval forest erupts around the target, impeding your foes' movement.*

**Daily ✦ Primal, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage. The target's space and each square adjacent to it become a zone of difficult terrain for your enemies until the end of the encounter.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, when you first hit any enemy after using this power, that enemy's current space and each square adjacent to it become a zone of difficult terrain for your enemies until the end of the encounter.

### Wellspring Strike — Warden Attack 5

*Your attack saps life from your enemies and unlocks a wellspring of healing energy, which revitalizes you and those who fight at your side.*

**Daily ✦ Healing, Primal, Weapon**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and ongoing 5 damage (save ends).
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you gain regeneration 5 while bloodied. At the start of each of your turns, you can forgo regaining the 5 hit points to allow a bloodied ally adjacent to you to regain them instead.

## Circle of the One Pack

The warden who forged the first Warding Circle of the One Pack believed that all worldly creatures are connected in a complex web of life, from the lowliest ant to the most powerful mage. However, he believed that this web remains intact only as long as creatures of other planes remain sequestered from the world.

Members of the Circles of the One Pack wear no symbol of their allegiance, the better to surprise their foes. They wander on their own or in small bands, always on the lookout for signs marking the presence of planar beings in the world—from news of far-off wars, to the rise of evil cults, to undue influence by gods, primordials, fiends, and archfey. Circle members can be friendly toward planar visitors that want to live in harmony with the world (most eladrin, for example). However, otherworldly creatures that seek to subvert or dominate worldly realms are confronted and eliminated.

Those who have heard of the Circles of the One Pack are likely familiar with one circle's victory against an insane cleric of Torog. Laying claim to powerful magic, this mad priest set out to bore a tunnel to the heart of the world and unleash his deity's wrath. Wardens from the circle infiltrated the cleric's operations, slaying him and his legion of monstrous followers in a battle that has become the subject of legend and song.

## Level 6 Utility Evocations

### Returning the Gift — Warden Utility 6

*You draw on your strength to return the aid given to you by an ally.*

**Daily ✦ Primal**
**Immediate Interrupt** **Personal**
**Trigger:** An ally targets you with a power that does not include that ally as a target
**Effect:** The ally also becomes a target of the power.

### Soothing Wind — Warden Utility 6

*Your primal might allows you to regain additional vigor in the heat of combat.*

**Daily ✦ Healing, Primal**
**Minor Action** **Personal**
**Effect:** You use your second wind and regain 2d6 additional hit points.

### Treacherous Ice — Warden Utility 6

*Ice forms on the ground around you as you fight, limiting your foes' movement.*

**Daily ✦ Primal, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, enemies can't shift into or out of squares adjacent to you.

### Wilding Strength — Warden Utility 6

*Your devastating attacks are fueled by a surge of primal fury.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, whenever you make an attack roll or a damage roll with a weapon attack, roll a d6 and add it as a power bonus to the roll.

### Wrathful Mastery — Warden Utility 6

*The pain you endure increases the strength of your later attack.*

**Daily ✦ Primal**
**Immediate Reaction** **Personal**
**Trigger:** An enemy's attack hits you and damages you
**Effect:** You take extra damage from the triggering attack equal to one-half your level. The next time you attack any enemy marked by you before the end of the encounter, you gain a bonus equal to your Constitution modifier to the attack roll and the damage roll.

## Level 7 Encounter Evocations

### Angry Spirits — Warden Attack 7

*As you swing your weapon around you, you draw forth spiritual energy to damage your foes.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Close** burst 2
**Target:** Each enemy marked by you in burst
**Attack:** Strength vs. Will
**Hit:** 1[W] + Strength modifier damage.

### Guardian's Pounce — Warden Attack 7

*In a blur of movement, you attack an enemy that closes with your ally.*

**Encounter ✦ Primal, Weapon**
**Immediate Reaction** **Melee** 1
**Trigger:** An enemy enters a square adjacent to an ally within 3 squares of you on its turn
**Wildblood:** Add your Wisdom modifier to the number of squares away from you the ally can be.
**Effect:** You shift your speed to a square adjacent to the triggering enemy and then make the following attack.
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target takes a -5 penalty to attack rolls until the end of its turn.

### Mountain's Stature — Warden Attack 7

*The fury of your attack extends its reach, drawing your foes close or knocking them to the ground.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon + 1 reach
**Target:** One or two creatures
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and you can either pull the target 1 square or knock it prone.
**Earthstrength:** The number of squares you can pull the target equals 2.

### Sheltering Storm — Warden Attack 7

*A primal storm wind sweeps you and your allies into each other's positions as you take attacks meant for them.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy you can see in burst
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
**Effect:** Until the end of your next turn, when any ally adjacent to you is targeted by an attack that does not include you as a target, you can swap places with that ally as an immediate interrupt. You become the target of the attack instead of the ally.
**Lifespirit:** The attack that targets you takes a penalty to the attack roll equal to your Wisdom modifier.

### Winter's Claws — Warden Attack 7

*Your attack bites deep with a pulse of cold, hindering the target's movement even as it ripples out to strike other foes.*

**Encounter ✦ Cold, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier cold damage, and the target is slowed until the end of your next turn.
**Stormheart:** Until the end of your next turn, if the target makes an attack that does not include you as a target, the target and each enemy marked by you take cold damage equal to your Constitution modifier.

## Level 9 Daily Evocations

### Form of the Sirocco — Warden Attack 9

*A haze of sand surrounds you, protecting you from harm and letting you move like a blinding desert wind.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the sirocco until the end of the encounter. While you are in this form, you gain resist 5 to all damage, and you can shift 2 squares as a move action. In addition, whenever you shift, you can move through enemies' spaces.
Once during this encounter, you can make the following weapon attack while you are in this form.
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier damage, and the target is blinded (save ends).
**Miss:** Half damage, and the target is blinded until the end of your next turn.

### Form of the Flame Snake — Warden Attack 9

*A supple layer of protective scales covers your skin and bestows the strike of the flame snake on your weapon.*

**Daily ✦ Fire, Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the flame snake until the end of the encounter. While you are in this form, you gain resist 10 fire, a +1 bonus to AC, and a +5 bonus to Athletics checks.
Once during this encounter, you can make the following weapon attack while you are in this form.
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 1[W] + Strength modifier fire damage.
**Effect:** The target takes ongoing 10 fire damage (save ends).

### Form of the Hunting Shark — Warden Attack 9

*Your skin takes on the texture of a great shark's, granting you mobility in water and the driven attack of an ocean predator.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the hunting shark until the end of the encounter. While you are in this form, you gain a swim speed equal to your speed. In addition, while any ally flanks an enemy with you, he or she gains a +4 bonus to attack rolls against that enemy because of combat advantage, instead of +2.
Once during this encounter, you can make the following weapon attack while you are in this form.
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. If the target is bloodied, it takes ongoing damage equal to 5 + your Wisdom modifier (save ends).
**Miss:** Half damage. If the target is bloodied, it takes ongoing damage equal to your Wisdom modifier (save ends).

### Form of Paradise's Bounty — Warden Attack 9

*A protective layer of earth and vines wraps you tight, lashing out with your attack to hinder a foe.*

**Daily ✦ Healing, Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of paradise's bounty until the end of the encounter. While you are in this form, you gain resist 5 necrotic and a +2 bonus to Fortitude. In addition, whenever you spend a healing surge, each ally within 2 squares of you regains 5 hit points.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier damage, and the target is dazed and slowed (save ends both).
**Miss:** Half damage, and the target is dazed and slowed until the end of your next turn.

### Form of the Stalwart Mastodon — Warden Attack 9

*Your body transforms to give you the thick hide and determined pace of the mighty mastodon, allowing you to knock creatures across the battlefield.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the stalwart mastodon until the end of the encounter. While you are in this form, you gain a +2 bonus to all defenses while bloodied. In addition, when you push or slide an enemy, you can increase the distance of the forced movement by 1 square.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Strength + 2 vs. Fortitude
**Hit:** 2[W] + Strength modifier damage, and you slide the target 2 squares and knock it prone. You must shift to a square the target vacated.

## Level 10 Utility Evocations

### Bond of Shared Pain — Warden Utility 10

*The bond you share with your companions lets you take the injury meant for an ally.*

**Encounter ✦ Primal**
**Immediate Interrupt** **Close** burst 2
**Trigger:** An ally within 2 squares of you takes damage from an attack
**Target:** The triggering ally in burst
**Effect:** You take the damage from the attack, instead of the target, but the target takes any other effect caused by the attack.

### Elemental Warding — Warden Utility 10

*You summon primal spirits to protect you and your allies from elemental power.*

**Encounter ✦ Primal**
**Minor Action** **Close** burst 1
**Target:** You and each ally in burst
**Effect:** Choose cold, fire, lightning, or thunder. Until the end of your next turn, each target gains resistance to that damage type equal to one-half your level.

### Guardian's Attack — Warden Utility 10

*Your guardian form grants you even greater potency in combat.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Requirement:** You must be in a guardian form and must have used that form's attack during this encounter.
**Effect:** You regain the use of the guardian form's attack.

### Shared Font of Life — Warden Utility 10

*Primal bonds connect you and an ally, allowing you to share your own resilience.*

**Encounter ✦ Primal**
**No Action** **Close** burst 5
**Trigger:** You start your turn
**Target:** One ally in burst
**Effect:** The target can make a saving throw, and you can't use your Font of Life class feature during this turn.

### Spiritual Rejuvenation — Warden Utility 10

*By drawing on your primal strength, you tap additional reserves of vitality.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Requirement:** You must have used your second wind during this encounter.
**Effect:** You regain the use of your second wind.

## Level 13 Encounter Evocations

### Erupting Vines — Warden Attack 13

*Your attack summons a clutching mass of spectral vines that holds your enemies fast.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage. The target and each enemy adjacent to it are immobilized until the end of your next turn.

**Earthstrength:** An additional enemy within 2 squares of the target is immobilized.

### Healing Harvest — Warden Attack 13

*The savagery of your attack invigorates your allies when they target the same foe.*

**Encounter ✦ Healing, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. Until the start of your next turn, when any ally hits the target, that ally regains 2 + your Wisdom modifier hit points.
**Lifespirit:** The target grants combat advantage to your allies until the start of your next turn.

### Mark of Talons — Warden Attack 13

*Your weapon attack summons up a shroud of spectral claws that follow as you slip away from the target, drawing the ire of other foes.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. You shift 2 squares and then mark each enemy adjacent to you until the end of your next turn.
**Wildblood:** The distance you shift equals your Wisdom modifier.

### Rumbling Doom — Warden Attack 13

*Your strike cracks with a pulse of thunder, which knocks your target across the battlefield, and then summons lightning against other foes.*

**Encounter ✦ Lightning, Primal, Thunder, Weapon**
**Standard Action** **Close** burst 5
**Target:** One creature in burst
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier thunder damage, and you slide the target 2 squares. The target is deafened and marked until the end of your next turn. At the start of your next turn, each enemy marked by you that is not adjacent to you takes 5 lightning damage.
**Stormheart:** The lightning damage equals 3 + your Constitution modifier.

### Sacrificial Strike — Warden Attack 13

*Your attack shrouds you in primal energy, strengthening your allies with each strike made against you.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. Until the end of your next turn, when any enemy hits you, an ally within 3 squares of you gains 10 temporary hit points.
**Lifespirit:** Add your Wisdom modifier to the temporary hit points.

### Stormhowler's Strike — Warden Attack 13

*Your attack summons up a storm of primal fury that draws in those that try to escape it.*

**Encounter ✦ Primal, Teleportation, Weapon, Zone**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier damage.
**Effect:** The blast creates a zone of howling wind that lasts until the end of your next turn. Any enemy that starts its turn within the zone and ends its turn outside the zone is teleported at the end of its turn to a square within the zone.

## Level 15 Daily Evocations

### Form of the Avalanche Unleashed — Warden Attack 15

*You take on a resilient shell of rock and ice even as your presence on the battlefield slows your foes.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the avalanche unleashed until the end of the encounter. While you are in this form, you gain resist 5 to all damage. In addition, each enemy that starts its turn within 2 squares of you is slowed until the start of its next turn.
Once during this encounter, you can make the following weapon attack while you are in this form.
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and you knock the target prone. The target is stunned (save ends).
**Miss:** Half damage, and the target is dazed (save ends).

## Circle of Summer's Shield

The Circles of Summer's Shield patrol the forests, deserts, and mountains where remote towns and villages stand against encroaching darkness. Through the tireless work of the members of a circle, a rampaging elemental that might level a settlement or the hobgoblin raiders set on enslaving a remote freehold are kept at bay.

For the members of these circles, the spread of civilization in the form of frontier settlements is as much a part of the natural order as the flow of rivers and the growth of forests. Especially in the long aftermath of the fall of Nerath, holding back the darkness that spreads between the far-flung outposts of civilization requires exceptional bravery. The wardens, rangers, sorcerers, barbarians, and druids of a Circle of Summer's Shield are up to the task.

Members of this circle display a yellow disk representing the sun somewhere on their shield, armor, or cloak. They typically work alone or in small groups, meeting at ancient monuments at the winter solstice to share news and prepare for the next year.

### Form of the Crushing Mountain — Warden Attack 15

*Your body takes on the form of unworked stone, toughening it as your forbidding presence hinders the movement of foes around you. When the time is right, you magically pull enemies to your side.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of the crushing mountain until the end of the encounter. While you are in this form, you gain a +2 bonus to AC. In addition, enemies adjacent to you cannot shift, and enemies must spend 1 extra square of movement to leave squares adjacent to you.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Close** burst 3
**Target:** Each enemy you can see in burst
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and you pull the target 2 squares.
**Miss:** Half damage, and you pull the target 1 square.

### Form of the Hunting Tiger — Warden Attack 15

*You assume the aspect of a tiger, boosting your speed and agility, especially when your allies are under attack.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of the hunting tiger until the end of the encounter. While you are in this form, you gain a +2 bonus to speed and Reflex. In addition, when any enemy marked by you makes an attack roll against any of your allies, you can shift 2 squares toward that enemy as a free action.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC. Make the attack roll twice and use either result.
**Hit:** 1[W] + Strength modifier damage. If both of your attack rolls would hit, the attack deals 10 extra damage.
**Miss:** Half damage.

### Form of the Sand Sentinel — Warden Attack 15

*A vortex of burning desert sand surrounds you, boosting your resilience and that of your allies and allowing you to swing your weapon to create a blast of fire.*

**Daily ✦ Fire, Polymorph, Primal**
**Minor Action** **Personal**

**Effect:** You gain 10 temporary hit points, and you assume the guardian form of the sand sentinel until the end of the encounter. While you are in this form, you gain a +2 bonus to Fortitude. In addition, when you hit any enemy, an ally within 5 squares of you gains 5 temporary hit points.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier fire damage.
**Miss:** Half damage.

### Form of the Windstorm's Wrath — Warden Attack 15

*You are girded by wind and rain, which protect you and nearby allies and drive your foes across the battlefield.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of the windstorm's wrath until the end of the encounter. While you are in this form, you gain a +2 bonus to Fortitude and Reflex. In addition, allies adjacent to you take half damage from melee attacks and ranged attacks.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Close** blast 3
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and you slide the target 3 squares and knock it prone.
**Effect:** You slide each enemy marked by you 1 square.

WARREN MAHY

## Level 16 Utility Evocations

### Fortress of Stone — Warden Utility 16

*The earth rumbles at your ally's feet, as protective stone rises.*

**Encounter ✦ Primal**
**Minor Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** Until the end of your next turn or until the target moves, the target gains cover, and no enemy can enter a square adjacent to him or her.

### Invigorating Presence — Warden Utility 16

*You summon the spirits of the land to grant you and your allies increased vigor.*

**Daily ✦ Primal**
**Minor Action** **Close** burst 3
**Target:** You and each ally in burst
**Effect:** Each target gains 15 temporary hit points.

### Masking Fog — Warden Utility 16

*You exhale a clinging mist that obscures your allies.*

**Daily ✦ Primal**
**Minor Action** **Close** blast 5
**Target:** Each ally in blast
**Effect:** Each target gains concealment until the end of your next turn.
**Sustain Minor:** The effect persists, but it ends on one target of your choice.

### Ancestors of War

In these times, those who follow the spirit way are as likely to live in towns or villages, settled and civilized, as they are to wander in tribal groups and follow traditional ways. Occasionally, ancestor spirits grow angry with their descendants, believing that this sedentary life has made them soft and weak. In their anger, they withhold their support and power, while urging those who commune with them to demonstrate their worthiness to receive the ancestor's support. They drive their descendants to war in pursuit of glory.

Though it happens rarely, it's not unknown for a young man or woman who demonstrates an affinity for the primal spirits to become suddenly violent, having fallen under the sway of a warlike ancestor. Some of these individuals become criminals, seeking out the descendants of ancient tribal enemies and killing them brutally in mismatched combat. Others become adventurers—often wardens or barbarians—who seek to please their warlike ancestors and win glory by slaying monsters that threaten their civilized homes.

### Sun Fire Guardian — Warden Utility 16

*Enemies that try to strike your ally are blinded by golden light.*

**Encounter ✦ Primal**
**Minor Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** Until the end of your next turn, when any enemy marked by you makes an attack roll against the target, that enemy is blinded until the end of the turn during which it makes the attack roll.

### Warden's Refusal — Warden Utility 16

*The spiritual energy you wield knocks back a foe attempting to gain the advantage on your ally.*

**Encounter ✦ Primal**
**Immediate Reaction** **Close** burst 5
**Trigger:** An enemy marked by you ends its movement within 5 squares of you and is flanking your ally
**Target:** The triggering enemy in burst
**Effect:** You slide the target 1 square.

## Level 17 Encounter Evocations

### Flames of Life — Warden Attack 17

*With your weapon wreathed in primal flame, your attack channels healing energy to an ally.*

**Encounter ✦ Fire, Healing, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One or two creatures
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier fire damage, and an ally within 5 squares of you regains 5 hit points.
**Lifespirit:** Add your Wisdom modifier to the hit points the ally regains.

### Leap of the Relentless Hunter — Warden Attack 17

*When a foe moves too close to your ally, you cross the battlefield in the blink of an eye to make a savage attack.*

**Encounter ✦ Primal, Weapon**
**Immediate Reaction** **Melee** 1
**Trigger:** An enemy marked by you enters a square adjacent to your ally within 5 squares of you
**Effect:** You shift your speed to a square adjacent to the triggering enemy. Then make the following attack.
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Wildblood:** You gain a bonus to the attack roll equal to your Wisdom modifier.
**Hit:** 2[W] + Strength modifier damage, and you slide the target 1 square to another square adjacent to you.

### Rough Advantage — Warden Attack 17

*Your attack causes the ground to rise up, holding the target fast.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.
**Earthstrength:** The attack deals extra damage equal to your Constitution modifier.

### Warden's Lure — Warden Attack 17

*A burst of primal fire surrounds your foes and draws them close for a blistering attack.*

**Encounter ✦ Fire, Primal, Weapon**
**Standard Action** **Close** burst 4
**Target:** Each enemy you can see in burst
**Effect:** You pull each target 3 squares to a square adjacent to you. Then make the following attack.
**Target:** Each enemy adjacent to you
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier fire damage, and you slide the target 1 square.

### Windy Assault — Warden Attack 17

*Wind topples your foe and then blows others toward you.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you knock the target prone. You then pull each enemy within 5 squares of you that is marked by you 2 squares.
**Stormheart:** Each enemy within 5 squares of you that is marked by you grants combat advantage until the start of your next turn.

## Level 19 Daily Evocations

### Creeping Brambles — Warden Attack 19

*Brambles thrust up from the ground, lashing at your enemies while hindering attacks against you and your allies.*

**Daily ✦ Primal, Weapon, Zone**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Strength vs. Reflex
**Hit:** 2[W] + Strength modifier damage, and the target is slowed (save ends).
**Miss:** Half damage, and the target is slowed until the end of your next turn.
**Effect:** The blast creates a zone of brambles that lasts until the end of your next turn. While within the zone, you and your allies gain cover. When any enemy enters the zone or starts its turn there, it takes 5 damage. As a move action, you can move the zone 3 squares.
**Sustain Minor:** The zone persists.

### Howl of Wrath — Warden Attack 19

*With your devastating strike, you unleash a wail that makes your enemies freeze in terror.*

**Daily ✦ Fear, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target and each enemy within 5 squares of you are immobilized (save ends).
**Miss:** Half damage, and the target and each enemy within 5 squares of you are slowed until the end of your next turn.

### Sparking Strike — Warden Attack 19

*Lightning arcs from your weapon as you strike, surrounding the target to lash out at nearby foes.*

**Daily ✦ Lightning, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 4[W] + Strength modifier lightning damage. Until the start of your next turn, any enemy that enters a square within 2 squares of the target takes 10 lightning damage. If no enemy enters a square within 2 squares of the target, the target takes 10 lightning damage at the start of your next turn.
**Miss:** Half damage.

### Warding Smash — Warden Attack 19

*A furious strike sends your target to the ground.*

**Daily ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 5[W] + Strength modifier damage, and you knock the target prone.
**Miss:** Half damage.
**Special:** When your *warden's fury* power is triggered, you can use this power in its place as an immediate interrupt.

## Level 22 Utility Evocations

### A Scattering of Ashes — Warden Utility 22

*You move your allies across the battlefield, then summon an ashen haze.*

**Encounter ✦ Primal, Zone**
**Minor Action** **Close** burst 3
**Target:** Each ally in burst
**Effect:** You slide each target 2 squares. The burst creates a zone of swirling ash that lasts until the end of your next turn. Creatures have concealment while within the zone.

### Channeled Vitality — Warden Utility 22

*Spiritual energy surrounds you, granting increased vigor and allowing you to channel primal fury into your attacks.*

**Daily ✦ Primal**
**Minor Action** **Personal**
**Effect:** You gain temporary hit points equal to your healing surge value. In addition, once per round when you hit with a weapon attack, that attack deals 2[W] extra damage. This effect ends when you have no temporary hit points remaining.

### Debilitating Ward — Warden Utility 22

*An enervating haze of primal energy lashes out at foes that attack your ally.*

**Encounter ✦ Primal**
**Minor Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** When any enemy marked by you hits or misses the target before the end of your next turn, that enemy takes 10 damage and gains vulnerable 10 to all damage until the end of its next turn.

### Strength from Death — Warden Utility 22

*You gain renewed vigor when an enemy falls.*

**Encounter ✦ Healing, Primal**
**Immediate Reaction** **Personal**
**Trigger:** A nonminion enemy within 10 squares of you drops to 0 hit points
**Effect:** You regain 10 + your Constitution modifier hit points.

## Level 23 Encounter Evocations

### Darkforest Vines — Warden Attack 23

*Shadowy vines wrap the target, holding it fast as they lash nearby foes with venomous thorns.*

**Encounter ✦ Poison, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is restrained until the end of your next turn. Each enemy adjacent to the target takes 5 poison damage and is slowed until the end of your next turn.
**Earthstrength:** Each enemy adjacent to the target takes extra poison damage equal to your Constitution modifier.

### Desert Winds — Warden Attack 23

*With a sweep of your weapon, you summon a fiery wind that clouds your enemies' sight and sears all who try to escape it.*

**Encounter ✦ Fire, Primal, Weapon, Zone**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Strength vs. Reflex
**Hit:** 2[W] + Strength modifier fire damage. The blast creates a zone of fiery haze until the end of your next turn. The zone blocks enemies' line of sight, and any enemy entirely within the zone is blinded. Any enemy that starts its turn within the zone takes 2d10 fire damage when it leaves the zone.

### Primal Rebuke — Warden Attack 23

*The lingering strength of your attack drives the target to the ground unless it keeps its distance from you and your allies.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage. Until the end of your next turn, if the target enters a square adjacent to you or any of your allies, it falls prone.
**Lifespirit:** Each ally within 3 squares of you can make a saving throw.

### Snowy Grasp — Warden Attack 23

*As you strike, snow and ice hold the target fast and blow around your foes to hinder their movement.*

**Encounter ✦ Cold, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier cold damage, and the target is immobilized until the start of your next turn. Each enemy marked by you is slowed until the start of your next turn.
**Stormheart:** Until the start of your next turn, when any enemy marked by you moves on its turn, that enemy takes cold damage equal to your Constitution modifier.

### Sky's Reach — Warden Attack 23

*Spirits of the air aid your attack, allowing your weapon to strike out at targets normally beyond your reach.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon + 2 reach
**Target:** One or two creatures
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Wildblood:** You slide the target 5 squares. If the target ends this movement adjacent to you, it takes damage equal to your Wisdom modifier.

## Level 25 Daily Evocations

### Form of Earth's Beneficence — Warden Attack 25

*Your flesh becomes darker, taking on the resilience and fertility of earth and granting you some control when you are forced to move.*

**Daily ✦ Healing, Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of earth's beneficence until the end of the encounter. While you are in this form, you gain regeneration 5, and you can shift 1 square as a minor action. In addition, whenever you are pulled, pushed, or slid, you can reduce the distance of the forced movement by 1 square.
Once during this encounter, you can make the following weapon attack while you are in this form.
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you slide the target 5 squares and mark it until the end of your next turn.
**Effect:** You slide one ally within 5 squares of you 5 squares. That ally can spend a healing surge.

### Form of the Entangling Spider — Warden Attack 25

*You gain the climbing ability of a spider, your body shrouded in webs that peel off to hinder your foes.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of the entangling spider until the end of the encounter. While you are in this form, you gain a climb speed equal to your speed and a +2 bonus to Fortitude. In addition, each square within 3 squares of you, wherever you move, is difficult terrain for your enemies.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Close** blast 3
**Target:** One creature in blast
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and the target is restrained (save ends).
**Miss:** Half damage, and the target is slowed (save ends).

### Form of the Night Hunter — Warden Attack 25

*Your eyes enlarge, enabling you to see even in total darkness, and you gain the power of flight and the formidable attack of the hunting owl.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of the night hunter until the end of the encounter. While you are in this form, you gain darkvision and a fly speed equal to your speed. In addition, you gain a +2 bonus to your first attack roll each round.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and ongoing 10 damage (save ends).
**Miss:** Half damage.

### Form of the Shifting Ancestor — Warden Attack 25

*Your form becomes indistinct as you take on the attributes of the Primal Beast, from which all beasts are descended. At the time you choose, you make a vicious attack that saps your foe's strength.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of the shifting ancestor until the end of the encounter. At the start of each of your turns while you are in this form, choose one of the following benefits: a +2 bonus to Fortitude, Reflex, and Will; a +2 bonus to AC; a +2 bonus to attack rolls; or a +4 bonus to saving throws. The benefit you choose lasts until the start of your next turn.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is weakened until the end of your next turn.
**Miss:** Half damage.

### Form of the World Forger — Warden Attack 25

*A shroud of molten rock surrounds you, protecting you and your allies even as it sears those who attack you.*

**Daily ✦ Fire, Polymorph, Primal**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of the world forger until the end of the encounter. While you are in this form, you gain a +2 bonus to AC. In addition, any ally gains a +2 bonus to AC while within 5 squares of you. Any enemy that hits you with a melee attack takes 5 fire damage, and any enemy that hits an ally within 5 squares of you with a melee attack takes 10 fire damage.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Strength vs. Reflex
**Hit:** Ongoing 20 fire damage (save ends).
**Aftereffect:** Ongoing 10 fire damage (save ends).
**Miss:** Ongoing 10 fire damage (save ends).

## Level 27 Encounter Evocations

### Blood of Nature's Foes — Warden Attack 27

*A blood-red haze erupts around your weapon when you strike, drawing the attention of your foes as you slip past them.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you mark the target until the end of your next turn.
**Effect:** You shift 3 squares and then mark each enemy adjacent to you until the end of your next turn.
**Wildblood:** The distance you shift equals your Wisdom modifier.

### Glacial Hammer — Warden Attack 27

*Your icy attack freezes the target and its nearby companions in place.*

**Encounter ✦ Cold, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier cold damage. Until the end of your next turn, the target and each enemy adjacent to it are restrained.
**Earthstrength:** Until the end of your next turn, the target and each enemy adjacent to it gain vulnerability to all damage equal to your Constitution modifier.

### Lightning Explosion — Warden Attack 27

*Your weapon channels a bolt of lightning, which leaps from the target to other foes.*

**Encounter ✦ Lightning, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier lightning damage. Choose three enemies within 10 squares of the target that are marked by you. You slide each of those enemies 3 squares, and you mark them until the end of your next turn. In addition, they each take lightning damage equal to your Constitution modifier.
**Stormheart:** Add 3 to the lightning damage taken by each of the three enemies.

### Ravenous Earth — Warden Attack 27

*The ground around your target begins to shake, smashing enemies that approach too close.*

**Encounter ✦ Primal, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the squares adjacent to the target become a zone of shifting ground until the end of your next turn. Any enemy that enters the zone takes 2d10 damage and is immobilized until the zone ends.

### Sacrificial Assault — Warden Attack 27

*Your devastating attack cloaks you in primal energy, allowing subsequent attacks against you to grant vitality to your allies.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage. Until the end of your next turn, when any enemy hits you, one ally within 3 squares of you gains 20 temporary hit points and a +2 bonus to all defenses until the end of his or her next turn.
**Lifespirit:** Add your Wisdom modifier to the temporary hit points.

### Strengthening Gift — Warden Attack 27

*Your attack sends the target careening across the battlefield to crash into your other foes.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 3[W] + Strength modifier damage, and you mark the target until the end of your next turn. You push the target 3 squares and then slide each enemy adjacent to the target 1 square.

## Level 29 Daily Evocations

### Form of the Grim Harvester — Warden Attack 29

*You take on the shrouded guise of the reaper of life, strengthening your attacks against badly wounded creatures and letting you strike when your enemies fall.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the grim harvester until the end of the encounter. While you are in this form, you gain a +2 power bonus to attack rolls against bloodied creatures. In addition, when any nonminion enemy within 5 squares of you drops to 0 hit points, you can make a melee basic attack as a free action.
Once during this encounter, you can make the following weapon attack while you are in this form.
**Standard Action** **Melee** weapon
**Target:** One bloodied creature
**Attack:** Strength vs. Fortitude
**Hit:** 4[W] + Strength modifier damage, and the target gains vulnerable 10 to all damage (save ends).
**Miss:** Half damage, and the target gains vulnerable 5 to all damage (save ends).

## Circle of New Kin

Warding circles are typically not long-lived organizations, and few members of any individual circle expect it to last forever. However, the Warding Circles of New Kin are even more ephemeral than most.

For a single season, the members of a Circle of New Kin adopt a settlement or a tribe as if its members were their own blood. A Circle of New Kin dedicates itself to seeking out and destroying whatever threatens its temporary community, although the abilities of circle members to root out bad leadership, overcome taboos, or change people's outlook are limited.

Warding Circles of New Kin draw on the assistance and example of an elder spirit named Blood Cousin (page 122), an entity dedicated to seeing followers of the spirit way set aside their conflicts and work together for the benefit of all. Even with such power behind them, however, members of a Circle of New Kin must maintain a delicate balance in what they do. Relationships among disparate peoples are often complicated by old grudges, minor disagreements, communication barriers, and other obstacles, and circle members who attempt to broker peace between feuding groups sometimes leave even bloodier conflicts behind them when they eventually move on.

### Form of the Imperious Phoenix — Warden Attack 29

*Your body is suffused with the protective radiance of the phoenix, allowing you to escape an enemy's attack in a restorative burst of primal fire.*

**Daily ✦ Fire, Polymorph, Primal, Radiant, Teleportation**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of the imperious phoenix until the end of the encounter. While you are in this form, you gain a fly speed equal to your speed, and you can hover. In addition, you gain resist 15 fire and resist 15 radiant.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Immediate Interrupt** **Close** burst 3
**Trigger:** An enemy attack damages you
**Effect:** Before the attack, you teleport your speed.
**Target:** Each creature in burst and each enemy marked by you
**Attack:** Strength + 6 vs. Reflex
**Hit:** 2[W] + Strength modifier fire and radiant damage, and ongoing 15 fire and radiant damage (save ends).
**Miss:** Half damage.
**Effect:** Your current hit point value changes to your bloodied value, and you remove from yourself every effect that a save can end.

### Form of the Thunderstorm — Warden Attack 29

*Thunder booms around you as storm spirits whisk you across the battlefield. When the time is right, you unleash a thunderous attack, which your enemies cannot ignore.*

**Daily ✦ Polymorph, Primal, Teleportation, Thunder**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of the thunderstorm until the end of the encounter. While you are in this form, you gain resist 20 lightning and resist 20 thunder, and you can teleport your speed as a move action. In addition, whenever you teleport using this power, each enemy adjacent to your destination space takes 10 thunder damage.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 3[W] + Strength modifier thunder damage, and you push the target 5 squares. Until the end of your next turn, the target is stunned, and the target and each enemy adjacent to it are marked.

### Form of the Unruly Earth — Warden Attack 29

*A shell of stone and moss protects you from harm and lets you move freely over any terrain, even as earth spirits grasp at your chosen foes.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of the unruly earth until the end of the encounter. While you are in this form, you gain a +2 bonus to Fortitude, and you ignore difficult terrain. Each enemy marked by you is slowed and takes a -4 penalty to AC until the mark ends.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage. You knock the target prone, and it can't stand up (save ends).
**Miss:** Half damage.

### Form of Verdant Growth — Warden Attack 29

*Lush growth covers you and exudes life-giving power.*

**Daily ✦ Healing, Polymorph, Primal**
**Minor Action** **Personal**

**Effect:** You assume the guardian form of verdant growth until the end of the encounter. While you are in this form, you gain a +2 bonus to Fortitude. In addition, at the start of each of your turns, each ally within 5 squares of you regains hit points equal to your Constitution modifier. If you are in this form the first time you drop to 0 hit points or fewer in the encounter, you return to life at the start of your next turn if you died and regain hit points as if you had spent a healing surge.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You or an ally within 10 squares of you can spend a healing surge.

JASON A. ENGLE

# Child of the North Wind

*"My weapon strikes with the north wind's savage bite. You aren't mighty enough to stand against it."*

**Prerequisite:** Warden

You are part of a tradition that considers the north wind to be your spiritual parent, and you revere the spirits that first breathed life into the world. Members of your tradition can be found wherever the north wind blows.

As a child of the north wind, you are a pillar of strength in your party, your courage as unceasing as a gale. When you are embattled, you call on the ferocity of windstorms to aid your attacks. When your ire is aroused, the air might gust around you, just as the strongest winds might fall silent in response to your calm.

## Child of the North Wind Path Features

**North Wind Action (11th level):** When you spend an action point to take an extra action, you also gain a benefit until the end of your next turn: When you hit any enemy, you either deal 5 extra damage to that enemy or knock it prone.

**North Wind Vortex (11th level):** When you reduce any enemy to 0 hit points, you slide each enemy marked by you 1 square as a free action.

**Staggering Critical (16th level):** When you score a critical hit with a melee attack, each enemy marked by you is knocked prone.

## Child of the North Wind Evocations

**Call to the Wind** Child of the North Wind Attack 11

*A driving wind adds to the strength of your attack, pushing an enemy back and drawing the ire of that enemy and its companions.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 3[W] + Strength modifier damage, and you push the target 2 squares. The target and each enemy adjacent to it are then marked until the end of your next turn.

**North Wind's Embrace** Child of the North Wind Utility 12

*You call down a primal gale that protects you or an ally.*

**Daily ✦ Conjuration, Primal**
**Standard Action** **Close** burst 5
**Effect:** You conjure a protective whirlwind in 1 square in the burst. The whirlwind lasts until the end of your next turn. While within the whirlwind's square, you or an ally gains resist 10 to all damage and a +2 power bonus to all defenses.
**Sustain Minor:** The whirlwind persists, and you can move it your speed.

**Form of the Northern Whirlwind** Child of the North Wind Attack 20

*Your body takes on the form of the wind that howls around you, protecting you as it buffets your foes.*

**Daily ✦ Polymorph, Primal, Teleportation**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the northern whirlwind until the end of the encounter. While you are in this form, you gain resist 10 to all damage. In addition, when you pull, push, or slide an enemy, you can increase the distance of the forced movement by 1 square. When you use your Nature's Wrath class feature, you can mark each enemy within 2 squares of you instead of each adjacent enemy.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Close** burst 5
**Target:** Each enemy marked by you in burst
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You slide each target 1 square and then teleport to a square adjacent to one of them.

KEREM BEYIT

# Earth Shaker

*"My strength is the strength of the earth. There is no shame in your falling, but you would be foolish to attempt to rise."*

**Prerequisite:** Warden

Regardless of the combat tricks you have learned during your adventuring career and the tactics with which you have surprised your enemies, a part of you yearns for direct and uncomplicated applications of might. The path of the earth shaker appeals to you because it matches strength to strength—your mastery of weapons augmented by the power of the earth beneath your feet, working together to oppose the raw might of dragons and behemoths, demons and deities.

The strength of earth that you draw on allows you to move through the ground at speed, even as your attacks bypass an opponent's armor to strike at the body within. Your connection to the natural world allows you to seek out targets behind obstacles or even within the ground, and your attacks can knock your foes down.

Leave the subtleties of strategy and complex tactics to others. Instead, you keep faith with the oldest spirits of rock and earth, letting their grim determination guide you in your mission to defend the world from forces that would despoil it.

JASON A. ENGLE

## Earth Shaker Path Features

**Full Impact (11th level):** You gain a +1 bonus to attack rolls against Fortitude.

**Surging Earth (11th level):** When you spend an action point to take an extra action while you are in guardian form, each enemy you hit with a primal attack power before the end of your next turn is knocked prone.

**Certain Gravity (16th level):** Your at-will warden attacks can target Fortitude instead of AC.

## Earth Shaker Evocations

**Shake the Earth** — Earth Shaker Attack 11

*Your attack emits a pulse of thunder that strikes around obstacles and can wrench burrowing creatures from the ground.*

**Encounter ✦ Primal, Thunder, Weapon**
**Standard Action** **Close** burst 4
**Target:** Each enemy in burst
**Special:** Solid obstacles do not block line of effect for the burst.
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier thunder damage. If the target is burrowing, you slide it 4 squares to the square nearest to it that is within your line of effect.

**Tread the Earth** — Earth Shaker Utility 12

*You dive within the earth and move through it quickly, gaining advantage over unsuspecting enemies.*

**Encounter ✦ Primal**
**Move Action** **Personal**
**Effect:** You burrow twice your speed. Each enemy adjacent to you at the end of your move grants combat advantage to you until the end of your next turn.

**Form of the Primeval Bulette** — Earth Shaker Attack 20

*You take on the armored form of the monstrous bulette, granting you increased vitality and allowing you to burrow through the earth.*

**Daily ✦ Healing, Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the primeval bulette until the end of the encounter. While you are in this form, you gain a burrow speed equal to your speed and a +3 bonus to Fortitude. In addition, whenever you spend a healing surge, you regain 20 additional hit points.

Once during this encounter, you can make the following attack while you are in this form.

**Standard Action** **Close** burst 2
**Effect:** Before the attack, you burrow your speed. You must burrow at least 2 squares.
**Target:** Each creature in burst
**Attack:** Strength + 4 vs. Fortitude
*Level 26:* Strength + 6 vs. Fortitude
**Hit:** 3d8 + Strength modifier damage, and you knock the target prone. If the target is already prone, it takes ongoing 5 damage (save ends).
**Miss:** Half damage, and you knock the target prone.

# Emerald Guardian

*"As long as I draw breath, no stain on this world will last."*

**Prerequisite:** Warden

As an emerald guardian, you are nature's stalwart protector, wandering the world in search of corruption and purging it. You and your fellow guardians staunchly oppose those who bend magic to sinister ends, and much of your efforts are dedicated to containing such threats. You seek to restore the balance that is central to the prosperity of all living things.

The primal power of life infuses an emerald guardian. Wherever you go, blight fades, flowers blossom, and the power of nature is reinvigorated. As an emerald guardian, you lend this healing presence to your allies, helping them withstand enemy attacks.

## Emerald Guardian Path Features

**Distracting Action (11th level):** When you spend an action point to take an extra action, one ally adjacent to you before or after you take the action can shift his or her speed as a free action.

**Primal Blessing (11th level):** When you succeed on a saving throw at the start of your turn, one ally adjacent to you can make a saving throw with a +2 bonus.

**Emerald Fury (16th level):** When you hit an enemy with your *warden's fury* power, you push that enemy 3 squares, and then one ally adjacent to that enemy gains 10 temporary hit points.

## Emerald Guardian Evocations

**Defiler's Doom** Emerald Guardian Attack 11

*A target that flees from your first attack is drawn back to face a second.*

**Encounter ✦ Primal, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. If the target is not adjacent to you at the end of its next turn, you teleport it to a square adjacent to you and make a melee basic attack against it as a free action.

**Preservation of the Wild** Emerald Guardian Utility 12

*The spirits of nature destroy lingering magic at your command.*

**Daily ✦ Primal**
**Standard Action** **Close** burst 3
**Effect:** All conjurations and zones in the burst are destroyed. In addition, ongoing necrotic damage ends on each creature in the burst.

**Form of the Life-Giver** Emerald Guardian Attack 20

*You appear to increase in size as you take on the form of the legendary life-giver, granting vitality to your allies.*

**Daily ✦ Healing, Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the life-giver until the end of the encounter. While you are in this form, your size is Large. In addition, you gain resist 20 necrotic. Any ally that starts his or her turn within 3 squares of you regains 5 hit points.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon + 1 reach
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage, and you knock the target prone. The target is stunned (save ends).

**Each Failed Saving Throw:** One ally within 3 squares of the target can spend a healing surge.
**Miss:** Half damage, and the target is dazed (save ends).

**Each Failed Saving Throw:** One ally within 3 squares of the target can spend a healing surge.

JIM NELSON

# First Hunter

*"Run all you like, for you cannot hide."*

**Prerequisite:** Warden

The bond between hunter and prey is as old as life itself. This relationship is second nature to you—a way of life that helps you work with other hunters, combining all your skill to bring down even the deadliest quarry. By learning and applying the secrets of the first hunter, you have honed your warden powers for maximum efficiency with spears and other thrown weapons. Whether you fight from the front or strike from the side, your allies can rely on you.

If you finally become the prey, let your hunter beware. You walk with the spirits of ancestral hunters at your side, and foes that corner you will feel the bite of your weapon.

## First Hunter Path Features

**First Hunter Action (11th level):** When you spend an action point to make an attack, one of your allies gains combat advantage against the target of the attack until the end of your next turn.

**Spear's Master (11th level):** You can use any one-handed simple or military weapon as a thrown weapon with a normal range of 5 and a long range of 10. When you throw such a weapon as a ranged basic attack, the attack deals extra damage equal to your Constitution modifier. In addition, if the target is adjacent to one of your allies, you gain a +2 bonus to the attack roll.

**Hunters Together (16th level):** The first time you hit an enemy each round, choose one ally. The next ranged attack that ally makes against that enemy before the end of your next turn gains a bonus to the damage roll equal to your Constitution modifier.

## First Hunter Evocations

**First Hunter's Spear** First Hunter Attack 11

*You throw your weapon at your foe, hitting it so hard that it's distracted when your ally attacks.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a thrown weapon.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and one of your allies gains combat advantage against the target until the end of your next turn.

**Marked Prey** First Hunter Utility 12

*When an enemy tries to slip away, you and a companion hunter close in for the kill.*

**Encounter ✦ Primal**
**Immediate Reaction** **Personal**
**Trigger:** An enemy marked by you ends its turn farther from you than where it started its turn
**Effect:** You and one ally can each shift half your speed as a free action to squares closer to the triggering enemy.

**Form of the First Hunter** First Hunter Attack 20

*You transform to resemble an ancient predator. You then hinder your foes and make a target vulnerable to your allies' attacks.*

**Daily ✦ Primal, Polymorph**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the first hunter until the end of the encounter. While you are in this form, you gain a +2 power bonus to saving throws. In addition, each enemy marked by you is slowed until the mark ends.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a thrown weapon if you make a ranged attack.
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 3[W] + Strength modifier damage. Until the end of your next turn, your allies gain combat advantage against the target, and they gain a bonus to damage rolls against it equal to your Constitution modifier.
**Miss:** Half damage.

ERIC BELISLE

# Icewrought Sentinel

*"Submit, or feel the wrath of the season of death!"*

**Prerequisite:** Warden

Nature sleeps when winter falls, resting until the warmth of spring creeps across the land once more. Though forests grow quiet and few creatures stir, the warden's duty endures when the land is at its most vulnerable.

An icewrought sentinel harnesses winter's power for the world's defense. Whether you are drawn to this path through a natural affinity for wintry wastes or a spiritual connection to the season of darkness, your first step on the path to becoming an icewrought sentinel brings about changes in your body. Your flesh feels cool to the touch. Your eyes become a deep blue but turn frost-white when you are angry, and your lips and extremities take on a faint blue cast. When you use your warden evocations, snow swirls in the air around you as lines of frost form and quickly vanish on your skin.

## Icewrought Sentinel Path Features

**Cold Snap Action (11th level):** When you spend an action point to make an attack, each enemy that is adjacent to you or marked by you takes cold damage equal to one-half your level. In addition, you gain a +1 bonus to attack rolls with cold powers until the end of your next turn.

**Frigid Embrace (11th level):** You gain cold resistance equal to 5 + one-half your level.

**Winter's Winds (16th level):** When you hit an enemy with a primal cold power, you slide that enemy 2 squares after the attack is resolved.

## Icewrought Sentinel Evocations

**Rime Shackles** Icewrought Sentinel Attack 11

*Your weapon strikes with bitter cold that freezes the target in its tracks.*

**Encounter ✦ Cold, Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier cold damage, and the target is immobilized until the end of your next turn. On your next turn, if you hit the target with a primal cold power, the target is immobilized until the end of its next turn.

**Icewrought Armor** Icewrought Sentinel Utility 12

*A shell of ice spreads across your ally, offering protection even as it freezes a foe that dares to strike.*

**Encounter ✦ Primal**
**Minor Action** **Close** burst 3
**Target:** You or one ally in burst
**Effect:** The target gains a +2 bonus to all defenses until the end of your next turn. If the target is hit by a melee attack before the bonus ends, the attacker is immobilized until the end of its next turn, and the bonus ends.

WAYNE REYNOLDS

**Form of the Icewrought Sentinel** Icewrought Sentinel Attack 20

*A protective sheath of ice covers you and spreads to hinder your foes' movement, coating your weapon to blind a foe when you strike.*

**Daily ✦ Cold, Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the icewrought sentinel until the end of the encounter. While you are in this form, you gain a +2 bonus to AC and Fortitude. In addition, your enemies cannot charge or run if they start that movement within 2 squares of you, and each square within 2 squares of you, wherever you move, is difficult terrain for your enemies.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 3[W] + Strength modifier cold damage, and the target is blinded (save ends).
**Miss:** Half damage, and the target is blinded until the end of your next turn.

# Radiant Serpent

*"The spirit of the couatl burns brightest."*

**Prerequisite:** Warden

You raise your eyes and heart to the stars and to the spirit of the shining, winged serpents that helped tame the primordials. You have chosen the couatl as a spiritual ally, embracing that legendary creature's power so thoroughly that you assume its very form. You emulate your shining ally by rising above the battle with a flourish of power or by passing through your enemies like a radiant spirit.

Like couatls, you understand the necessity of sacrifice. The coils of your power can trap enemies that would otherwise harm your allies, but you must be willing to take those allies' hurts on yourself. If your own survival is jeopardized as you protect your friends, so be it.

## Radiant Serpent Path Features

**Radiant Glow (11th level):** You gain radiant resistance equal to one-half your level and a +2 bonus to saving throws against effects that immobilize or restrain you. In addition, whenever you take radiant damage, your attacks deal extra radiant damage equal to one-half your level until the end of your next turn.

**Radiant Serpent Action (11th level):** When you spend an action point to take an extra action while you are in any guardian form, you become insubstantial and gain phasing and a fly speed equal to your speed until the end of your next turn.

**Mantle of Sacrifice (16th level):** When you score a critical hit against an enemy, that enemy cannot attack any target except you until the end of your next turn.

## Radiant Serpent Evocations

**Radiant Coils** — Radiant Serpent Attack 11

*Coils of light wrap around your target and burn it with radiant energy if it moves.*

**Encounter ✦ Primal, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you mark the target until the end of your next turn. If the target moves before the end of your next turn, it takes 2d8 radiant damage.

**Shining Pass** — Radiant Serpent Utility 12

*Each ally you pass by is cloaked in a radiant glow, which allows you to share your own resilience.*

**Daily ✦ Healing, Primal**
**Minor Action** **Personal**
**Effect:** When you pass through an ally's space before the end of your turn, you can spend a healing surge on that ally's behalf as a free action. You spend the healing surge but regain no hit points, and the ally regains hit points as if he or she had spent a healing surge. No ally can benefit more than once from a single use of this power.

**Form of the Radiant Couatl** — Radiant Serpent Attack 20

*You take on a serpentine appearance as radiance surrounds you, granting you the movement and resilience of the great couatl.*

**Daily ✦ Healing, Lightning, Polymorph, Primal, Radiant**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the radiant couatl until the end of the encounter. While you are in this form, you gain a fly speed equal to your speed, and you can hover. You gain a +5 bonus to saving throws against ongoing damage and against effects that immobilize, restrain, or slow you.

Once during this encounter, you can make the following attack while you are in this form.

**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each enemy in burst
**Attack:** Strength + 4 vs. Reflex
*Level 26:* Strength + 6 vs. Reflex
**Hit:** 2d10 + Strength modifier lightning and radiant damage. One ally in the burst can spend a healing surge.
**Miss:** Half damage.

BEN WOOTTEN

# Tribal Champion

*"You want them? You go through me first."*

**Prerequisite:** Warden

All your life you have known you were destined for greatness, as did the ancestor spirits of your tribe's great warriors. You owe your prowess in combat to the heroes whose blood flows in your veins. When you recover your strength in combat, these guardian spirits flash into sight for a moment, defending you from your enemies so that you can fight on.

The ancestral spirits that watch over you might represent any of the heroic classes of your people. The barbarian's strength drives the fury of your attacks, just as the shaman's wisdom inspires your tactics. However, in your determination to defend your allies and the world around you, you remain a warden through and through.

## Tribal Champion Path Features

**Allied Champions (11th level):** When you use your second wind as a standard action, each enemy marked by you takes psychic damage equal to one-half your level + your Strength modifier.

When you use your second wind as a minor action, one enemy marked by you takes psychic damage equal to your Strength modifier.

RALPH BEISNER

**Tribal Champion Action (11th level):** When you spend an action point to take an extra action, you can choose a guardian form granted by any of your daily powers. Until the end of your next turn, you assume that form and gain all its effects, but you cannot use the form's attack. This use of the form does not expend the use of the power that grants it, and you can assume a form granted by a power you have already used today.

**Ferocious Defender (16th level):** When an ally adjacent to you is bloodied for the first time in an encounter, you gain a +1 power bonus to attack rolls until the end of your next turn.

## Tribal Champion Evocations

**Fell the Mighty** Tribal Champion Attack 11

*Taking on a foe more powerful than you only increases the fury of your attack.*

**Encounter ✦ Primal, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC. If the target's current hit point total is higher than yours, you can score a critical hit on a roll of 19-20.
**Hit:** 2[W] + Strength modifier damage. If this damage makes the target's current hit point total lower than yours, you also knock the target prone.

**Pure Power** Tribal Champion Utility 12

*You draw on the power of the heroes who watch over you, increasing the potency of your guardian form's attack.*

**Daily ✦ Primal**
**Free Action** **Personal**
**Trigger:** You hit with a weapon attack granted by your guardian form
**Effect:** The attack deals 2[W] extra damage.

**Form of the Tribal Champion** Tribal Champion Attack 20

*The shades of countless ancestors flow through you as you fight, defending you from harm and debilitating your foes.*

**Daily ✦ Primal, Polymorph**
**Minor Action** **Personal**
**Effect:** You assume the guardian form of the tribal champion until the end of the encounter. While you are in this form, you gain a +1 power bonus to all defenses. In addition, each enemy marked by you takes a -4 penalty to attack rolls (instead of -2) for any attack that does not include you as a target.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of your next turn, each enemy marked by you takes a -8 penalty to attack rolls (instead of -4) for any attack that does not include you as a target.

CHAPTER 5

# Primal Options

WILLIAM O'CONNOR

Whether you're a barbarian, a druid, a shaman, or a warden, you'll find an assortment of features in this chapter to help expand your options in both combat and noncombat encounters. Players with characters who are multiclassing into a primal class will also find new opportunities in this chapter.

From the material in this chapter, you can learn about the important elder spirits that primal characters revere, and you can choose a vivid background to help enhance your character's story. You can acquire new rituals that let you wield the forces of nature, and you can pursue epic destinies that transform you into an embodiment of primal power. Equip yourself with all the tools to bring your primal character to life.

- **The Spirit Way:** This section contains important background information about following the spirit way—the rhythm and ritual of life in cooperation with the primal spirits.
- **Primal Spirits:** This part of the chapter contains brief descriptions of two dozen of the Great Elders, some of the most important of the numberless primal spirits that inhabit the world.
- **Primal Backgrounds:** Several new backgrounds for your character are introduced, to supplement those in *Player's Handbook 2*.
- **Feats:** This chapter presents feats by tier, including new options for every primal class. Characters of any class can take the new tribal feats to better coordinate the efforts of their group.
- **Epic Destinies:** Eight new epic destines aimed at primal characters offer new paths to immortality.
- **Rituals:** The rituals in this chapter provide more options for wielding the power of nature.

The complex relationship between the primal spirits and those who follow them is something like a religion, something like a philosophy, and something like a pattern of familial obligations. However, though in some aspects the followers of the spirit way resemble the faithful worshipers of Moradin, Corellon, or Melora, the primal spirits are not gods.

Worship of the gods means paying homage and offering sacrifice to the superior beings whose mythical actions created the world and whose power influences even the afterlife. By contrast, the spirit way is a broad set of principles in which even the greatest primal spirits are seen as companions and allies. As a follower of the spirit way, you commune with powerful beings—distant ancestors, beast archetypes, and the sentient essences of places of power—beings whose primal energy permeates the world and whose strength can aid you if your goals and deeds are worthy.

The primal spirits do not hold themselves separate from the world or from the mortals who communicate with them. Rather, these spirits are thoroughly intertwined in the lives of people who follow their way. When a barbarian channels the rage of an ancestral war band, those warriors might be the subjects of stories he learned as a child. A shaman who acquires a spirit companion might discover it to be the spirit of a bear slain by the shaman's grandmother—or perhaps even the spirit of the bear and the spirit of the grandmother combined.

Most spirits are subtle creatures whose influence on the world is felt only indirectly by those who follow them. However, followers of the spirit way do sometimes come into contact with beings possessed of dangerous levels of power. Spirits such as the World Serpent and Whisper should be met with great care or not met at all.

## In the Beginning

Those who follow the spirit way believe that the primal spirits flowed through the world beginning at the moment when there was a world to move through and creatures to inhabit it. Perhaps their existence was a natural consequence of the world's creation. Maybe the gods created the primal spirits—intentionally or inadvertently—when they imbued their creation with permanence. Some say the primal spirits created themselves, others that the primal spirits were the original archetypes the gods used when they shaped the world.

In any event, although they were present from the beginning of creation, those first primal spirits lacked the ability or the will to communicate with the earliest sentient beings, and the first mortals could not hear the spirits in the same way they heard the orders and threats of the gods and the primordials.

The gods helped set the world right, creating order and shaping life and living things according to their own terms. But then the gods stepped away from the world to fight the Dawn War against the primordials. While the gods and the primordials waged great battles in their far-off realms, the primal spirits of the world found their voice.

When the Dawn War spilled over into the mortal realm, spirits such as Stormhawk helped keep the world from being destroyed. Tree Father, Great Bear, and the Hunter Twins gave aid to the desperate peoples of the world, allowing them to survive in those devastating times.

The war between the gods and the primordials was nearly over when Khala, god of winter, attempted to seize the world for herself. The spirits realized that even though the gods had fought to save the world from the primordials, the gods' power would inevitably threaten the world in the end. While the gods smashed Khala's armies in the Astral Sea, the primal spirits rose up and destroyed her winter fortresses in the mortal realm. When their war was done, the gods looked to the world in victory—only to discover that the primal spirits had managed to seize what the gods had fought for.

By the power they wielded in the mortal world, the spirits declared that both gods and primordials were banished from direct contact with the world. With the gods ensconced in the Astral Sea above and the surviving primordials bound or lost in the Elemental Chaos below, the world would exist as a place of balance—a realm of life and death and the never-ending cycle of the seasons. Weakened by war and unwilling to destroy the world to spite the spirits that had claimed it, the gods relented.

In all the uncounted years since the end of the Dawn War, the decree of the primal spirits has held. The gods and the primordials can influence the world, but not even the most powerful deities or demon princes can project their full power into the mortal realm without attracting the unleashed wrath of the primal spirits.

The primal spirits use much of their power to maintain the barriers they established between the world and the older realms. However, they share this power with their allies—the people who follow the spirit way. When mortals die, some join the deities in their astral dominions. Others dwell within the world, becoming one with the primal spirits, which protect the balance and order of nature and all living things.

## What Matters Most

As a follower of the spirit way, you have certain priorities. What matters to you as a primal character might include many things, but the spirits teach that your first two priorities should always be protecting the natural world and preserving the people you're connected to.

### The Natural World

The most important task for a follower of the spirit way is to protect the natural world and the cycles of nature. Only in the most extraordinary circumstances should this put you into conflict with expanding civilization. Rather, the opposing forces that you need to protect the world from include rampaging primordials, marauding demons, the corrupting influence of the Far Realm and its denizens, undead that violate the natural cycle of birth and death, and—on rare occasions—the gods.

Only when the schemes of a god (usually an evil one) or a god's followers involve conquering the world, violating the first edicts of the primal spirits, does the obligation to protect the natural world bring you into conflict with the gods. Similarly, only when the spread of civilization means the utter devastation of nature in a large region—cutting or burning down a vast expanse of woodland, leveling mountains, stopping up rivers at their source—do the primal spirits feel threatened, and devastation on this level is beyond the capabilities of most civilizations in the D&D world.

### The People

The spirit way teaches that all people are interconnected. You have learned that all people are your kin, as if you were a member of a great tribe that includes members of all races across the world. That "tribe" or family also includes the primal spirits. Even the terrifying World Serpent, whose power could potentially destroy the world, is like an elder member of this extended family, a force to be respected and learned from.

Different followers of the spirit way understand the nature and scope of their familial obligation differently. Some have a narrow view, looking to a literal tribe of related clans as the limit of their community. They feel no responsibility for the welfare of those outside the tribe, even for other followers of the spirit way. Others take the broader view that they believe the elder spirits intend: All who follow the spirit way, all who respect and nurture the world and live in harmony with the spirits—even, perhaps, all living things—are part of a great tribe, part of their obligation and responsibility, part of their family. For if all followers of the spirit way are kin to the primal spirits and look up to them as wise elders, then it follows naturally that they are all kin to each other, far-flung and different as they might be.

## Following the Spirit Way

As a powerful primal hero, you understand the place of the primal spirits in the world and their influence over it. Your primal power demonstrates your interaction with the spirits on a day-to-day basis. If you are a shaman, you talk with spirits at will, and sometimes they talk to you against your will. If you are a barbarian or a warden, the spirits of ancestors, of great beasts, and of the elements flow through you even when they are not revealing themselves through your powers. If you are a druid, your direct connection to the primal spirits might manifest itself primarily during rituals and combat, but your magic is wholly defined by the flow of power through the spirit world. For the masses of ordinary people, though, interactions with the primal spirits are both more subtle and often more complex.

### Local Spirits

Those who follow the spirit way most commonly venerate one or more of the spirits that inhabit prominent geographical features, plants, animals, and other natural phenomena in a particular area. The most common primal shrines in the world are those erected at the sites where great spirits are thought to live: on the slopes of a volcano, at the source of a mighty river, or in a grove dominated by a huge, ancient oak tree. The common folk offer tokens of sacrifice and implore these spirits for blessings in hunting, exploration, and farming.

### Ancestors

The veneration of ancestors is a common component of the spirit way, particularly in a tribal context, where family ties are important. People offer small sacrifices to the spirits of their ancestors as a sign of piety, out of respect for deeds the ancestors performed in life, and to implore the spirits' guidance. Some sacrifices are entirely symbolic, while others are a part of ritual magic meant to unlock the secrets and power that the ancestor spirits are willing to share.

### Great Elders

For most followers of the spirit way, local spirits and direct ancestors are the most important primal spirits—the members of their immediate family, as it were. The majority of primal characters' evocations call on these relatively minor spirits as well. However, greater spirits than these inhabit the world. They are the great elders whose power and influence extends across the world. Primal characters call on these spirits with some of their evocations, and the followers of the spirit way recognize the great elders as the oldest, wisest, and most powerful members of their extended family. See "Primal Spirits" on page 121 for more information about the great elders.

### Communicating with Spirits

Just as many temples throughout the world have priests who are not clerics but who nevertheless learn to perform magical rituals, it's not uncommon for wise elders who tend primal shrines to call on the spirits by means of ritual magic. These elders were sometimes born with a remarkable sensitivity to the presence of primal spirits, but some developed their gifts with age and increasing wisdom. These primal practitioners often know rituals to implore the spirits' guidance and aid, including rituals such as Brew Potion, Commune with Nature, Bloom, and Speak with Nature that might be useful to player characters.

### Community

Many of the rites and ceremonies observed as part of the spirit way are all about community—recognizing, celebrating, and solidifying the ties that bind people, ancestors, other spirits, and the world itself together. All are part of a living whole, the spirit way teaches, interconnected and interdependent. The primal spirits are members of the same great family—not overlords or rulers, but elders who are respected for their wisdom and power. For that reason, their presence is invoked for rites of passage—marriages and births, funerals, and other observances of life's transition—for they are part of the community that recognizes and ritualizes those transitions.

The huge number of spirits in the world means that different people and groups have different ways of interacting with those spirits. The passage of seasons, the phases of the moon, migration patterns, marriage and childbirth—all of these events might be marked by personal meditation, simple rituals performed in the home, or elaborate ceremonies involving everyone in a community.

## Primal Points of Light

Under the rule of the now-fallen empire of Nerath, members of many different races and cultures were brought together in a vast and unified civilization. Before Nerath's rise, cultures that followed the spirit way tended to live in tribal structures and nomadic patterns. Now, in the wake of Nerath's fall, it's not uncommon to find a primal shrine located in a grove at the edge of a village or ancestor veneration taking place in the heart of the greatest cities that remain.

However, some of the older tribes in the world resisted assimilation into Nerath's civilization, and some newer tribes have moved back into the wilderness since its fall. The wilderness beyond the scattered city-states and baronies of Nerath's heirs is a dangerous place, but these tribes bring the strength of numbers, dedication to their way of life, and the power of primal magic to bear in their defense, and many manage not just to survive, but even to thrive.

Some of the lands claimed by these tribes are points of light just as much as are more civilized areas, places where travelers can find safe shelter and protection from the wild world beyond. Others are little different from the lands roamed by tribes of orcs or gnolls, where few travelers dare to venture and even fewer survive.

A windswept plateau might be a safe haven for members of a specific tribe. However, adventurers who aren't informed of the plateau's hazards by the tribe's ancestor spirits will find great danger at such a site, particularly if those ancestor spirits take a dislike to them. A forest that is home to tribes of barbaric elves might seem safer than an unsettled wood, but that sense of security can vanish quickly beneath a hail of elven arrows. Groups that contain primal characters might be able to befriend a distrustful tribe by communicating with the local spirits. However, the elders of an isolated tribe might not want adventuring types coming through their territory and corrupting people with their outsiders' ways.

EVA WIDERMANN

This is not to say that relationships between civilized lands and primal tribes are automatically hostile, however. In fact, in some lands, a bond of friendship between civilized and primal cultures creates some of the brightest points of light in the world. When a city-state or a barony encourages relations of trust and respect with a tribe on its border, the tribe acts as a buffer zone, a first line of defense against threats from the hostile darkness. Supported by the civilized land's armies and magic, that tribe likewise can respond to greater threats than it could stand against alone.

Eladrin cities surrounded by elven forest tribes are a common model of this type of relationship. Likewise, dwarven cities of the mountains sometimes enter into alliances with tribes of goliath and human followers of the spirit way, increasing the safety and prosperity of all.

## Primal Shrines

As a rule, sites sacred to the spirit way do not resemble the temples to deities built by civilized people. Shrines appear throughout the world, often well hidden or designed to blend in with their natural surroundings. Spirit way shrines are often impromptu sites, carved out from the natural world and adorned with tribal relics.

A shrine in the wilderness might take the form of a natural niche on a cliff face, flanked by carefully balanced columns of stone; a carved rock rising from the rapids of a swiftly flowing stream; a string of feathers flying from the tops of a tall tree; or an ancient log set with tokens and offerings to encourage the renewed cycle of life.

Primal shrines are seldom intended to last forever; instead, they are designed to succumb to the effects of weather and time. Forest shrines quickly vanish beneath each new season's growth. Shrines of stone are eroded over long years or scattered by the blunt force of earthquakes and storms. For the people who built it, the disappearance of a shrine is a sign that the spirits have moved on, seeking other sites where the next shrines will rise.

Those who visit or stumble upon a primal shrine typically spend a short while offering a greeting to the spirits of the area. Most people do not receive a noticeable response, although some might be blessed with a brief tingling sensation as the spirits of the shrine flow through them. Heroes might receive an audible greeting. However, extensive verbal communication with the spirits isn't normally possible without the aid of a ritual, such as Commune with Nature or Speak with Nature. The spirits know much about the lands surrounding their shrines, and the right ritual allows characters to pierce the veil between the mundane world and the spirit world and learn from their wisdom.

Followers of the spirit way commonly leave an offering when they visit a shrine. Such a token can be a small item of natural beauty (such as a shell, a feather, or a semiprecious stone), an intricate carving, or a personally significant relic. In several tales of fable and legend, heroes often find a much-needed item beside an out-of-the-way shrine, set there by the spirits for their use. However, to followers of the spirit way, taking any item from a shrine without the express invitation of the spirits is an abhorrent act.

Those who live in towns and cities and follow the spirit way establish a variety of shrines to local spirits and ancestors. Many urban shrines are similar to those found in the wilderness—erected from natural materials and not intended to last. It is not uncommon to find small shrines dedicated to ancestor spirits inside the homes of followers of the spirit way.

## Places of Power

Places of power are longer-lasting than shrines because they have been chosen by the spirits rather than created by those who follow them. Places of power are typically centered on sites where a strong natural or magical phenomenon has attracted the interest of the spirits. Most places of power feature some form of natural shelter or a location where a ritual can be performed without interruption.

Permanent, manufactured shelters and other structures are rarely added to a place of power, even if the folk who follow its spirits live in permanent dwellings elsewhere. Occasionally, a place of power is adorned with boulders, great logs, or even a cliff face carved with representations of the spirits who commonly return to the site—something like a druid's or a shaman's totem, but on a much larger scale.

The following examples of places of power might spark ideas for sites that are important to your character.

### Witchlight Tree

Though this ancient tree is long dead, its dry branches still stretch to the sky, towering above the surrounding forest. The trunk of the tree is hollow, and on the nights of the full moon, glowing wisps of light float down inside. A group of elves and shifters gathers at the Witchlight Tree every month, standing inside the enormous trunk as the witchlights descend. The elves and shifters believe the lights are manifestations of forest spirits who come to bring their blessings to the gathered.

### Echo Cavern

In a cave behind a roaring waterfall, the voices of the ancestors are carried on the echoing wind. The cave is too small for more than one or two people to occupy it at a time. A community of humans and halflings gathers outside the cave for rites of passage,

during which it sends young adults into the cave one at a time. As the youths enter, they are ritually purified by passing through the curtain of water. Once inside, they meditate on the sound of the rushing water and the voices in the echoes. They emerge the next morning as adults, carrying some fragment of the ancestors' wisdom with them.

### Speaking Mounds

On an ancient battlefield, a series of burial mounds are scribed with scenes from long-forgotten battles. No community gathers regularly at the Speaking Mounds, but individuals of many different races visit the site to seek the wisdom of the ancestors buried there. The mounds are said to shift or speak in the presence of druids or shamans, though only those nearby can witness this reaction.

### Everspring Grove

A circle of ancient trees in the heart of a sprawling forest, Everspring Grove is home to powerful spirits of the wood. The trees keep their green leaves throughout the fall and winter, the temperature inside the circle is always comfortably warm, and berries grow year-round on bushes among the trees. A few tales speak of heroes lost in the forest in winter, in danger of freezing, who find warm shelter and food in the heart of Everspring Grove. The grove is a meeting place for a group of elves, and also a crossing point where eladrin and gnomes enter the world to pay respects to the primal spirits of the place.

### The Standing Stones

This large circle of monumental stones began as a temporary shrine, but survived for long centuries by virtue of the spirits' interest in the place. Earth and storm spirits are attracted to the ring of stones, and dwarves and goliaths gather there to venerate the spirits.

## Taboos

Occasionally, a spirit places a taboo upon the people who venerate that spirit—some kind of restriction or prohibition that might seem nonsensical or overly burdensome to outsiders. It's not a common occurrence, but it happens, particularly when the spirit's followers have been hit hard by war or social unrest. In these cases, a taboo is seen as an imperfect solution to a deeper problem, a spiritual shield against deeper corruption that would further weaken the spirit's followers.

Taboos in such cases might include restrictions on travel, on interacting with certain races, on eating certain foods, or on marrying into certain family lines. Those who violate the spirits' prohibitions might be required to undergo a ritual of purification, while major transgressions are sometimes punished with temporary or permanent exile.

More than one primal hero first became an adventurer after rejecting the taboos of his or her people. In the larger context of the campaign, heroes are sometimes expected to be taboo-breakers—powerful enough to ignore even the worst effects of breaking a taboo and able to perform the magical tasks and quests necessary to eliminate a taboo for those who can't break its power themselves.

Helpful heroes sometimes discover that what appears at first to be a useless or even culturally debilitating taboo is in reality an unwritten response to a long-forgotten danger. For example, people forbidden to travel outside a particular river valley might have originally done so to avoid the wrath of a jealous and powerful river spirit that has since been displaced. Taboos and the quests to eliminate them are unlikely to play a major part in most campaigns, but they can provide a useful backdrop to the lives of the people who follow the spirit way.

## Gods and Spirits

The gods are sometimes known by different names in isolated cultures that follow the spirit way. For example, Kord is called Wild Storm Father by some goliath tribes, and Melora is known as Great Mother in certain remote regions. However, characters who learn the lore of such folk can easily note that those people speak of Wild Storm Father and Great Mother differently from how they speak of Stormhawk or Dark Sister. The latter are treated as familiar allies or even family; the former are more powerful and distant monarchs.

The primal spirits are not gods. They are plentiful beyond counting, unlike the limited pantheon of gods. They do not demand worship, and their power is limited to the natural world. Followers of the spirit way do not limit their veneration to a single spirit in the way that some people devote themselves to the worship of one deity. Even so, some people confuse the primal spirits with deities, referring to the spirit way as "the old faith"—as if, somehow, worship of the pantheon of gods was destined to supplant and replace reverence for the primal spirits.

In fact, most of the time the spirit way and the worship of the gods do not conflict. The gods have no vested interest in stamping out the spirit way, and the primal spirits certainly feel no need to argue against the teachings of the gods—indeed, they rarely argue much of anything. The gods exist in their astral dominions, the spirits in the mortal world, and each is worthy of respect, veneration, or worship as appropriate to its station. Those who follow the spirit way often blend that path with the worship of gods such as Corellon, Kord, Melora, Sehanine, and even Bane or Zehir. As long as the practice of primal magic and the proper relationship with the spirits are maintained, both ways can easily coexist.

# PRIMAL SPIRITS

The gods in their majesty are distinct individuals. In contrast, even the greatest primal spirits do not possess single discrete forms. The primal spirits permeate the world, flowing through its natural features with an intensity that depends on a spirit's relationship to a particular place or object. The power that a primal spirit manifests in the world varies according to the season, the weather, the terrain, and the lingering effects of events that have marked a location in the past.

Many primal spirits are strictly connected to a specific location in the world, or are devoted to protecting a particular family or tribe. Above them stand the great elders—powerful spirit entities that are known across the entire world. The great elders discussed later in this section are only a few among many. Scores of great spirits are thought to exist, though their true numbers might never be known.

JOHN STANKO

Unlike a deity, a primal spirit does not go by only one name or use a single universal symbol to represent itself. One tribe might depict the World Serpent as a snake swallowing its own tail, and another might show the World Serpent twining around and through a tree symbolizing the mortal realm. Yet another group might think of the World Serpent as a snake-skinned goliath whose serpentine lower body disappears into the earth. The gods' powers are tied to specific images and holy symbols, but the primal spirits do not care how they are depicted, as long as they and the world they protect are shown respect.

As a rule, the power of the primal spirits is greatest in the world, but player characters who wield primal power are at no disadvantage when their adventures take them to the planes and beyond. Heroes carry their power with them, so that they are never cut off from the source of their strength. Primal powers wielded by player characters function normally in the Feywild and the Shadowfell, in the Astral Sea and the Elemental Chaos, and in the Underdark. However, lesser mortals who follow the spirit way might be uncomfortable traveling into places where the voices of nature and the ancestors seem distant.

## Spirits and the Spirit World

The primal spirits are not creatures that people can interact with in a typical fashion. Most of the time, they're invisible and intangible, present in the world but not part of its physical substance. The greatest primal spirits seem to be truly immortal: Mortals can't harm them, and even gods and primordials are hard-pressed to destroy them—at least, by any means short of destroying the world. Lesser spirits fade in and out of existence, though. Local spirits die when the natural features they're connected to are killed or destroyed, and ancestor spirits fade, it is said, when they are forgotten by their descendants.

Primal characters' evocations can cause the spirits to manifest, typically as conjurations, but only a fool would think of these magical manifestations as anything but the merest fragment of the spirits' true power. Manifested in a conjuration, though, a spirit can physically affect the world. The reverse isn't true: Creatures in the world might be able to harm the conjuration, but not the spirit itself.

Shamans and mystics sometimes speak of "walking in the spirit world" as if the primal spirits inhabited some other plane of existence, such as the Feywild or the Shadowfell, but that language is misleading. The primal spirits live in the world, not removed from it. The "spirit world" is one way of

describing the primal spirits' substance and nature; they lack physical substance, yet they have form to those who have eyes to see it. When mortals enter the spirit world, their senses and consciousness are altered so they can perceive the spirits. Sometimes this alteration occurs during sleep or deep meditation, when a shaman dreams of a journey away from his body and into the spirit world where primal spirits express their will or deliver warnings. At other times, a mystic experiences a transformation of vision while remaining fully conscious and in her body. She simply sees the spirits present in the world around her, often suffused with a golden glow.

In this altered state of awareness, the world seems more alive—every tree and mountain has its spirit moving within it, the sky throngs with beast and wind spirits, the ground itself eddies with the currents of spirits flowing through it. Even when a mortal can perceive the spirits in this way, it's normally impossible to affect them, to touch or harm them in any way.

There are legends, however, of powerful individuals or artifacts that allow mortals both to see into the spirit world and to kill the primal spirits that inhabit it. These legends tell of terrible destruction resulting from the death of the primal spirits whose life sustains the natural world, but they invariably end with a grisly demise for the foolish mortal who dared to abuse such power. Some describe the World Serpent devouring the offender, others tell of Fate Weaver trapping the mortal in her web, and others speak of the Primal Beast appearing to rend and tear the flesh of the upstart. If there is an appropriate use for such power, it must be wielded carefully to avoid angering such powerful elder spirits.

## The Great Elders

Unless otherwise described in this section, each of the great elders is a mighty being whose power courses through the entire world. No elder spirit is omniscient or all-powerful, but each has facets that connect it to the powers, the rituals, and the activities of primal heroes of any class.

The following discussion of the great elders among the primal spirits is not exhaustive. For the most part, it focuses on those elder spirits relevant to player characters and other heroes. Moreover, although the pantheon of gods has remained more or less finite since the devastation of the Dawn War, no complete accounting of the elder spirits that dwell within the world has ever been made.

Your DM might expand this collection of elder spirits, and you should feel free to suggest additions to the roster that are relevant to your character's abilities and background.

### Always Falling

Always Falling is a spirit of water in motion, strongest around rivers and waterfalls. River spirits have a way of mixing together, and an alliance with Always Falling allows a character to come to a quicker understanding with local spirits and other characters' ancestor spirits. It is said that Always Falling has met everyone in the world worth meeting, although it takes him time to recall specific encounters.

### Blood Cousin

The primal spirit known as Blood Cousin is dedicated to maintaining harmony between disparate tribes, and she is instrumental in the creation of Circles of New Kin (see page 105). Blood Cousin is regarded as a force for innovation among the tribes, and new traditions among those who follow the spirit way are often attributed to her followers. In her name, friends of different families, tribes, or races sometimes adopt each other as blood cousins, pledging cooperation and support for each other's people. It is said that Blood Cousin once lived as a barbarian, and members of that class believe that she favors their kind.

Blood Cousin is variously said to have been born a human, an elf, or a dragonborn, but she was subsequently reborn many times into ancient tribes of different races. In each tribe, she taught the same initiation ceremonies, showing her people that they could welcome newcomers into the tribe without weakening it or disturbing the ancestor spirits. Tribes that follow her example are referred to as Blood Cousin tribes; even the most insular of these tribes sometimes adopt particularly worthy outsiders, whether from their own or another race.

### Carver

Carver lives in the final moments of each wave as it breaks along the shore. However, his name and presence are invoked even far from the ocean, for this spirit represents the ceaseless rolling power of nature that carves the world into its ever-changing shape. Of the primal classes, barbarians and wardens are the likeliest to be drawn to Carver's combination of power and grace. For coastal tribes, Carver is a symbol of bounty and change—the ocean constantly wearing away the land even as it supplies sustenance and casts its treasures on the shore.

### The Deep Winds

The world below the world is still part of the primordials' original raw creation. Since the Underdark operates by ancient laws unrefined by the touch of the gods, much of that mysterious land falls outside the primal spirits' aegis.

However, vast sections of the Underdark are composed of rock descended from the world above or areas shaped by Torog's blood or Lolth's power. The Deep Winds are great elder spirits that dwell in such

areas, where they are revered by the rare followers of the spirit way who live so far below ground. Some outcast drow, for example, call on the Deep Winds to protect and guide them in the Underdark.

The Deep Winds flow strongest in the Shallows, but their fastest route of travel through the Underdark is along the King's Highway forged by Torog's blood. The Deep Winds are also fond of following the paths of great primal heroes (including player characters) as they navigate the dangerous depths.

Unlike the ageless great spirits of the surface world, individual spirits of the Deep Winds sometimes become lost and perish in the Underdark's ancient labyrinths.

## Earth Wheel

Though many followers of the spirit way plant crops, some stay constantly on the move and subsist only on what nature has to offer. The elder spirit named Earth Wheel provides for such tribes, offering bountiful food to sustain them on their journeys. When these tribes are in harmony with Earth Wheel's turning, their travels become part of the area's natural pattern. With the spirits of that area in harmony, whole fields of herbs, berries, and fruits ripen just in time for the arrival of the tribes that depend on them.

Their relationship with Earth Wheel inspires some tribes to maintain consistent migration patterns; these tribes show little tolerance for outsiders who impinge on the territories and routes they have marked out. Tribes that rely on Earth Wheel to supplement their hunting activities are more accepting of strangers. Tribes that depend solely on Earth Wheel for their survival treat their bounty as a sacred trust and can be dangerous if challenged.

## Everflame

Most primal spirits of flame are young—burning bright for a time, then flickering away to be replaced by new spirits. Unlike other spirits, these flame spirits make a point of introducing themselves when they communicate with mortals, since they know how unlikely it is that they will speak with the same characters a second time.

But not all flame spirits are so ephemeral. Everflame is an ancient flame spirit who has taken on a unique protective role. This elder spirit is a guardian who ensures that great fires blaze strongly enough to eventually burn themselves out. Flame is a cleansing force in the world, but only once it stops can the natural balance reestablish itself. Everflame whips the lesser flame spirits on, ensuring that they burn out quickly instead of learning how to live forever.

Along with the World Serpent and Stormhawk, Everflame was one of the elder spirits who did the most to burn away the god Khala's false winter. Unlike hearth spirits and the legion of shorter-lived flame spirits, Everflame seldom has shrines. Places of power dedicated to him are more common, and are often found near volcanoes and elemental flame vents that erupt with deadly force.

The common folk have little contact with Everflame, since simple cooking fires and bonfires have no need of his power. However, among tribes of the spirit way that burn their dead, Everflame is invoked so that a pyre will burn quickly. Player characters and other heroes commonly know of Everflame, and they might call on his power in the course of their adventures.

TOMAS GIORELLO

### THE BIRTH OF EVERFLAME

In the days when gods and primordials fought, the primordials sought to cover the world in flames. The fire would burn the forests, kill the people, and leave the world nothing but a pile of ashes to be scattered on the winds of the Elemental Chaos.

The primordials unleashed their flame, and it began to devour the great forests that stood at the dawn of time. The people fled in terror and despaired, for they had no hope of stopping the fire.

But then, a great thing happened.

Where the fire devoured earth and wood, plants and beasts arose among the ashes. The fire turned and stomped back over the fresh sprouts, but they arose again wherever fire had rampaged before.

Around and around the fire raced, but it was never able to burn one place before life once again arose in another.

And then the fire realized its place and leapt upon the wind to become one with the world. The world survived, and even when the flames claim tree after tree, it remains true that life follows death as surely as death follows life.

## Fate Weaver

The great elder called Fate Weaver is also known as Grandmother Spider, and the choice of name corresponds with a people's optimism regarding their future. Those who face great challenges or peril speak of Fate Weaver, invoking a sense of impartial fate and a belief that their troubles are beyond the cares of the spirits. Those who are more content with their prospects—or who are intent on maintaining a positive outlook regardless of circumstance—think of Grandmother Spider, patiently weaving webs that connect all living things in providence.

Aside from her role in spinning the webs of fate, Fate Weaver is also a protective spirit. Shamans call upon her to protect allies or tangle enemies in her spirit webbing (see the *Fate Weaver's shield* and *tendrils of the Fate Weaver* powers in *Player's Handbook 2*).

Fate Weaver is also said to have spun the webs that bind the planes together, keeping the Feywild and the Shadowfell tightly linked to the world. It is because of Fate Weaver's web that events in the world often echo across the Feywild and the Shadowfell, and that bond also enables the primal spirits to extend their power out from the world into those other planes. Travelers who know Fate Weaver's patterns, it is said, can use the strands of her webs to cross between the worlds.

## The Grandmothers

The Grandmothers are an extended group of female ancestor spirits. They are accorded collective elder spirit status because many scattered groups of people know them by the same name, and because Grandmothers of widely separated groups are capable of sharing information and memories. The Grandmothers are on good terms with most other ancestor spirits, though they are often at cross-purposes with Old Grandfather.

## Great Bear

Great Bear is a powerful warrior and protector spirit who defends the world in the way that a she-bear ferociously defends her cubs. The common folk think fondly of Great Bear, and they show a certain amount of reverence for the natural beasts that share her form. These include cave bears and dire bears (as a creature of the Feywild, the deadly owlbear is not accorded the same respect, even among elves). For those who respect Great Bear, hunting a bear is undertaken only with humility and the proper sacrifices. However, no issue is made of those who defend themselves from a wild bear's unprovoked attack.

During pregnancy and childbirth, some mothers call on ancestor spirits such as the Grandmothers, or gentler spirits of water and earth such as Always Falling. However, sometimes the spirits tell an expectant mother that the child she bears is destined to become a great hero. Those mothers are inclined to call on Great Bear to ensure that their children follow in the protector's path to defend the world from harm.

Bear shamans call upon Great Bear with regularity (see especially the *Great Bear guardian* power in *Player's Handbook 2*), and the Great Bear shaman paragon path in *Player's Handbook 2* reflects the shaman who emulates Great Bear as a stalwart protector. Druids and barbarians also have powers that call on Great Bear's might (*roar of terror* in *Player's Handbook 2* and *clawed ancestor rage* in this book).

## Great Current

Great Current is a single name shared by a multiplicity of water spirits who move the deep waters of the sea. Many coast-dwellers and seafarers honor Great Current. A few tribes of the spirit way live on giant, raftlike islands that are spawned from the living islands of the great ocean, and for them, Great Current is the source of life and their livelihood.

## Great Watcher

Great Watcher is a mysterious, formless spirit said to see and hear everything that takes place on the surface of the world. She carries the winds of change across the world, paints the leaves in autumn, and brings omens and signs of the future to those who know how to watch. She is revered for her prescience and insight, and shamans call upon her when they try to discern what the future holds.

Those who understand nature's constant change emulate Great Watcher by observing that change without being swallowed up by it. Detachment and balance are the ideals that Great Watcher embodies, and her followers strive to emulate them.

The shaman power *Great Watcher spirit* in this book grants a fragment of Great Watcher's insight to the shaman's allies, while the seasons' herald paragon path in this book gives a shaman Great Watcher's powers of prophecy and insight.

## The Hunter Twins

The Hunter Twins were a mortal brother and sister who should have been born just before the Dawn War. While still in the womb, they realized that if they both came into the world, their mother would die. To prevent this fate, they struck a bargain. One of the two children was born, growing up to become the world's greatest hunter. The other child's spirit slipped into the world to take the form of many animals, so that its twin would have prey to hunt. When the mortal twin died, the two traded places, and so the twins have taken turns as hunter and hunted for all time.

Depictions of the Hunter Twins typically show a male wearing an antlered headdress alongside a she-wolf or a female barbarian wearing a wolf skin. These spirits are popular among all the primal classes, who draw on the twins' strength for their transformative, beast form, and hunting powers.

## Hunter of Winter

In the form of a great white tiger, the Hunter of Winter is said to hunt in the midst of fierce blizzards and ice storms. Some seek to emulate the ferocity of this elder spirit, while others ask it to drive prey to them, to provide food in the depths of winter.

The barbarian power *white tiger rage* in *Player's Handbook 2* calls on the Hunter of Winter.

## The Monster Slayers

The Monster Slayers are a group of heroic ancestor spirits that warriors and heroes of all tribes look up to. The story of the Monster Slayers is told in variant forms in many different traditions. Though each version invokes a different set of ancestors and local spirits, the common core of these tales provides adventurers with a well-understood place among the cultures that follow the spirit way.

Countless peoples count Monster Slayers among their ancestral spirits, and most folk who follow the spirit way have at least a passing relationship with ancestor spirits that were once adventurers. When a child turns his or her eyes to the threats of the wide world, parents remember Monster Slayer ancestors and support the child's dream of adventure. Like the Monster Slayers of old, heroic adventurers fight for the security and preservation of the world.

A few followers of the spirit way, however, do not revere the Monster Slayers or welcome those who follow in their footsteps. Some bitter shamans claim that the Monster Slayers released the monstrous scourge in the first place, simply as a test of their own skill. Others tell stories of adventurers who brought destruction to their people by angering monsters in the wild, drawing the monsters' wrath and vengeance. Still others speak of powerful magic that turns great heroes into monsters themselves.

### The Monster Slayers' Quest

Long ago, after countless generations of struggle, all the many peoples of the world succeeded in defeating the monsters that had long preyed on the folk of the spirit way. With the magic the people had created in harmony with the primal spirits, these creatures were trapped or banished far from the mortal realm.

The elder spirits were pleased at this outcome. However, convinced that the mortal races no longer needed their aid, they settled down in their favorite places instead of flowing through the world as a whole. While the elder spirits resided on the tops of mighty mountains, in ancient trees, or in the deepest rivers, mortal generations quickly passed by in relative peace.

When things changed for the worse, some blamed Whisper. Others named malicious gods or devils jealous of the mortal races' prosperity. In any case, the monsters that had been bound or trapped by the followers of the primal spirits gained new power and intelligence. Able to communicate with each other in their places of banishment and binding, they learned to coordinate and control their power to break their chains. Gaining new knowledge of tactics and stealth, they attacked the people with renewed strength. With no history to guide them and no elder spirits to draw on, the people were quickly overcome.

The Monster Slayers were primal heroes who left their homelands to travel throughout the world, hunting the monsters that had escaped from their confinement. On the way, the Monster Slayers met other heroes and relearned the magical secrets that had once defeated the monstrous threat. They codified that knowledge in order to train others, and their teachings helped shape the spirit way into its present form.

In the end, the Monster Slayers' trials awoke the elder spirits, who understood that they must leave their rest and return to their ceaseless movement through the world.

## Old Grandfather

Old Grandfather claims to be the first ancestor spirit—a battered and embittered mortal who endured a hard life and death and who has complained about both ever since. Old Grandfather is much less helpful than other ancestor spirits, most of whom are dedicated to maintaining dignity in and respect for their family lines. As a result, no group, tribe, or race claims a connection to him.

In truth, Old Grandfather's original race is long gone, which inspires his role as a sort of ancestral gadfly for clans and tribes across the world. Fortunately, his spirit can't be everywhere at once, and most folk have learned that the better Old Grandfather is treated, the sooner he tires of having nothing to complain about and moves on.

Player characters who become involved with Old Grandfather fare better than common folk. The grumpy old spirit resents his descendants for not living up to the standards he believes he set. However, as PCs rise in power as primal heroes, Old Grandfather becomes less annoying and considerably more helpful. He might even offer assistance to epic-level primal heroes in exchange for a favor—a secret task he has been unable to complete through all his long years.

## The Primal Beast

The spirit known as the Primal Beast plays a part in the power of every primal class. Countless other beast spirits are at large in the world, but the Primal Beast taps into an ancient, raw strength that is the equal of any magic of the gods.

The Primal Beast is a predator from the dawn era, when the first sentient races were just another kind of prey for the mighty beasts. The Primal Beast has no love of mortals. The heroes who can call on this spirit are treated as fellow predators—lesser members of a hunting pack that can tear gods to shreds and feast on their remains. Lesser mortals do as little as possible to draw the Primal Beast's attention, and adventurers who flaunt their connection to this mighty spirit might quickly find themselves feared and shunned.

Fear of the Primal Beast has a far-reaching influence on the lives of many people who follow the primal spirits. By tradition, some folk of the spirit way do not raise herd animals as food, for all primal tribes tell tales of how the Primal Beast sends the world's greatest predators against such herding folk. To the Primal Beast, animals are for hunting, for riding, or for companionship, and tribes that attempt to upset that natural order pay the price. Those people who do raise livestock tell stories of great ancestral heroes who won a reprieve from the wrath of the Primal Beast, or perhaps a divine sanction that protects them from the Primal Beast's wrath.

Many druid powers call on the Primal Beast, starting with *wild shape* and culminating in the *primal archetype* power in *Player's Handbook 2*. Several other classes also have powers that draw on this mighty spirit: *blood hunger rage* and *rage of the Primal Beast* for barbarians, both in *Player's Handbook 2*, and *form of the shifting ancestor* for wardens, in this book, as well as the warden paragon path bloodwrath guardian in *Player's Handbook 2*.

## The Soul Serpent

A great snake said to guard the gate of dreams, the Soul Serpent has gleaming, iridescent scales and glowing eyes that shift colors with its ever-changing mood. Mortals passing through the gate of dreams become like spirits, no longer bound by time and space, and able to interact with the primal spirits face to face. Likewise, some primal evocations draw spirits through the gate of dreams so they can take physical form in the world. The Soul Serpent watches over these passages, coiled in a perpetual state of watchful dreaming.

The power *form of the Soul Serpent* in *Player's Handbook 2* allows wardens to call on the strength of the Soul Serpent.

### Stoneroot and Moradin

The god Moradin, the legends say, carved the mountains from the primordial earth. Dwarves who follow the primal way tell the tale of the first mountain he shaped.

Moradin wanted to craft a monument that would be visible anywhere in the world, a towering symbol of the gods' power that would inspire worship and obedience and serve as a testament to his artistry. He worked the stone of the living earth into a mountain that touched the sky, even as its roots sunk far into the depths of the earth. He named the mountain Stoneroot.

But Stoneroot was not merely a monument, not just an object crafted by Moradin's hand. Like the rest of the newly birthed world, it had its own spirit—perhaps a bit of Moradin's breath that permeated the stone. The mountain's peak was draped in a cloak of snow, rains flowed down its sides and formed mighty rivers, and a host of lesser spirits were born in Stoneroot's mighty shadow. Moradin's favored creatures, the Firstborn of the dwarves, tunneled into the sides of the great mountain, and Moradin himself built a temple at the frozen summit where he could dwell among his followers from time to time.

During the Dawn War, a host of giants and titans marched upon Stoneroot and laid siege to the Firstborn in their great halls. Moradin came to their defense, but the titans called upon their master, Vezzuvu, the primordial known as the Burning Mountain. God and primordial clashed at the feet of Stoneroot, but Moradin was outmatched and fled, seeking the aid of his fellow gods.

At Vezzuvu's mighty hands, the Firstborn dwarves were scattered and Stoneroot was smashed to rubble. The great primal spirit of the mountain, though, escaped the primordial's wrath and to this day wanders the world, pushing the mountains to ever greater heights even as they sink their roots deeper into the earth.

### Stoneroot

The elder spirit Stoneroot embodies the ageless forces that thrust mountains toward the sky. Every proud mountain spirit owes allegiance and fealty to Stoneroot, and the peoples of the mountains venerate his strength and endurance. Even in areas far removed from the mountains, followers of the spirit way acknowledge Stoneroot's power as a source of stability, invoking his name to summon the strength of the earth.

### Stormhawk

Stormhawk fought the gods and the primordials during the Dawn War, and he was the primary force that demonstrated to both factions that the world could stand against them. Adventurers and other heroes favor Stormhawk for his focus and for his power when he is pushed to anger. The common folk respect Stormhawk for his wisdom and instinct, though they have few reasons to call on him in daily life.

As a spirit of transformation that understands the place of stealth and perseverance in combat, Stormhawk is popular among druids, even as the fury that he summons for his battles echoes the barbarian's rage. To shamans and wardens, Stormhawk is an all-encompassing force—a spirit whose great wings take him past all points of the world in a heartbeat.

Three shaman powers in this book call on Stormhawk: *Stormhawk's fury, Stormhawk vigilance,* and *Stormhawk's gambit*. In addition, shamans who adopt the disciple of winds paragon path in this book wield Stormhawk's power.

### Tree Father

Tree Father is an ancient and trusted spirit whose days of might and power are largely behind him. However, he is still called on and respected for his gifts of wisdom, as well as for his association with hunting and with the great forests. Other primal spirits and gods claim a part in the creation of the trees, but Tree Father's accomplishment lies in the forging of bonds between trees and other living things to create the forest.

Tree Father is popular among all races except elves, whose own legends provide an alternative history of the great forests of the world. In lieu of conversing with Tree Father, elves who follow the spirit way interact with a host of forest spirits. Elves think of most forests as female and know the spirits in that form.

Two shaman powers in this book, *Tree Father's bounty* and *Tree Father's ward* draw on the power of this elder spirit.

### Stormhawk Takes Flight

This is a story of Stormhawk, and of how he taught the world to defend itself against elementals and immortals.

In the early days of the war of gods and primordials, the world remained untouched. Battles raged across the Astral Sea and over the Elemental Chaos, but the mortal realm was left alone. When that changed and war came to the world, the suffering was great.

One day, five younger gods and one great primordial tumbled into the world while locked in battle. Fire scorched the woods. Acid melted mountains. Astral stone and primordial iron carved huge scars through earth and sky. The people ran in terror.

As the gods and the primordial battled, none noticed the white cloud that drifted above them. The gods did not see the cloud grow black as mountains tumbled. The primordial ignored the rain as it hammered against it, pleading for peace. As the cloud took the shape of a great hawk, lightning flashed a warning from its eyes. Thunder boomed from the great bird's beak, demanding peace, but the gods and the primordial fought on.

Driven by rage, the great hawk swooped through the battle, scattering those who brought war to the world.

The lightning spoke: "I warned you once. Not again." In a great blue-white flash, the gods and the primordial were blinded.

The thunder spoke: "I asked for peace. You would not listen." With a terrible roar, the storm drove all other sound from the combatants' ears.

The rain spoke in tap-tap-tapping drops that the elemental and the immortals could understand in their blinded and deafened state: "I asked before. Now I am telling you." And the rain beat down on them in waves, pummeling all memory and reason from their minds.

Stormhawk dipped its beak into each god and the primordial, ripping out the choice bits before throwing those enemies back into the worlds from which they had come.

### Tree Father Creates the Forests

In the earliest days, the land was rich with herds of great beasts. The people hunted easily and ate well. The people ate and ate, and the beasts died and died at the points of hunters' spears and arrows. Too soon, there were hardly any beasts left to hunt.

Tree Father saw this and knew that something had to be done. He pulled the hair from his thick, green beard and spread it over the earth. By the weave of his power, the scattered stands of trees that spread across the land grew close together and were intertwined. Soon, there were forests of great trees, with more spreading all the time. The beasts ran into the forest and hid from the hunters.

In time, the beasts grew more numerous, and everyone knew that was a good thing. But hunting was tougher than it had been, for catching prey in the forest was hard work.

The people cried out to Tree Father: "You hide away the meat for our fires. Our children grow weak, and the people grow fewer. Take away these forests, so that we might find our prey once again."

But Tree Father only smiled and shook his head.

Soon, the war of gods and primordials began. The people fled from the plains into the forests. There, Tree Father's boughs and leaves kept them hidden. And so it was that the people relearned old lessons. The world is for all things, and when anyone can be prey for stronger hunters, it is good to know places to hide.

## Whisper

The elder spirit Whisper goes by different names and aspects across the world; Dark Sister, Fox Woman, and Little Dragon are among the most common. Whatever her name, Whisper makes trouble. Her voice is the rustling leaves and the wind through the grass. She weaves many tales—some true, most not. In stories, she plays tricks on deities, primordials, hapless ancestors, and the other elder spirits.

Some believe that Whisper had a hand in the return of the primal monsters, the threat of which brought the Monster Slayers into being. However, many also believe that Whisper first warned the gods that the primordials were set to destroy the world, or that it was she who tricked the primordials into taking their battle with the gods to other realms, sparing the world from destruction.

No one fully trusts Whisper, and those who bear her marks—typically tattoos of the moon and stars, a fox's eyes, or a dragon's tail—often live as loners, away from the suspicious eyes of others in the tribe. Shamans admire Whisper because she hears things she shouldn't, and because she is sometimes willing to share that forbidden knowledge. Barbarians revere her ability to drive folk to anger and rage with her subtle taunts, while druids respect her guise as the cunning fox. Wardens are less likely to draw on Whisper's power, though the rare wardens who can maintain a sense of humor alongside their sense of duty and obligation are sometimes influenced by her example.

## The World Healer

When the war between the gods and the primordials ended and the primal spirits banished both opposing forces from the world, the World Healer moved across the face of the earth like a gentle wind. Where untamed primordial energy had warped the world, dissolving it back to its raw elemental state, the World Healer reshaped and repaired it. Where divine power had scorched the world, consuming forests in fire and drying seas with blinding light, the World Healer restored life and health to the injured land. Even now, the World Healer helps the world recover from tragedy and devastation, reinforcing the natural cycle of rebirth and renewal.

Shamans sometimes call on this elder spirit for their mightiest evocations of healing, such as *spirit of the World Healer* in *Player's Handbook 2*.

JIM NELSON

## The World Serpent

The World Serpent is one of the best known of the great elders. When Khala tried to seize the mortal realm in her wintry grip, she sent her strongest exarch to forge an alliance with the primordial lord of ice. The World Serpent was watching. When those foes met, he wrapped his coils around Khala's exarch and the primordial lord, crushing them to a broken mass that Everflame burned away as a dark warning to the gods.

The deity Torog is said to have been trapped in the Underdark during the Dawn War because of the power of the primordials' curses. However, disciples of the World Serpent suspect that their spirit played a part in the deity's imprisonment, and that even now, he lies coiled around the earth and Torog's Underdark alike. His allies, the Deep Winds, move secretly through the darkness while the World Serpent lingers above, patiently awaiting the moment when Torog extends his power too far and slips into the World Serpent's grasp.

Most common folk have little reason to call on the World Serpent unless they live in regions prone to earthquakes, or from where they can see the scaly ridges of his shed skin, shaken loose as mountain ranges at the dawn of time. In contrast, primal heroes of all types are drawn to the World Serpent's power. The disciple of the World Serpent paragon path in *Player's Handbook 2* allows a shaman to become the ultimate protector of the balance of the natural order, following in the path of this elder spirit. The barbarian's *World Serpent rage* and the shaman's *spirit of the World Serpent* (both in *Player's Handbook 2*) are among the most powerful evocations available to primal characters. But even low-level shamans can call on the World Serpent's earth-shaking might with the *coils of the World Serpent* power in this book.

## The World Tree

The most ancient primal spirit of the forest, the World Tree is closely associated with Tree Father, but they are not the same spirit. The roots of the World Tree extend to the foundation of the earth, circulating life and primal power throughout the world. In fact, some shamans say that the World Tree is the spirit of the world itself–not any particular aspect of it, but the entire creation, its interconnected inhabitants and precariously balanced environments.

Some say that Corellon planted the World Tree and in that way seeded all the forests of the primeval world. Other legends say that Corellon or Tree Father, or the god and the spirit working together, gathered seeds from the World Tree and spread them across the world to plant the first forests.

Only characters who adopt the World Tree Guardian epic destiny in this book can call on the might of this ancient and powerful spirit, as they strive to protect it–and the world itself–from destruction and corruption.

SAM WOOD

# PRIMAL BACKGROUNDS

The following material expands on the background system presented in *Player's Handbook 2*, with a focus on geographical backgrounds. These backgrounds speak to powerful archetypes of primal characters in legend and fiction, such as the stalking barbarian from the frigid north or the druidic sage who studied herbs and animals in quiet contemplation before being thrust into a life of adventure.

Like the backgrounds in *Player's Handbook 2*, the backgrounds in this book fall into these categories: geography, society, birth, occupation, and racial backgrounds.

## Geography

These backgrounds give examples of wild places from which primal heroes might originate. The exact location of the homeland in relation to the rest of the world is up to you and your Dungeon Master. The land of your birth or upbringing might be a previously unexplored or forgotten stretch of countryside. It might be an isolated region in the Feywild. Or you might have been born in a region of an existing realm recently suffused with primal energy.

These backgrounds include both associated skills and associated languages, which are usually the languages of the races most commonly found in each geographical area.

If you are using a published world, such as the Forgotten Realms or the Eberron campaign setting, you can easily adapt the primal homelands described here to a setting-specific location. For example, the Wrathwood could represent the Reaching Woods in Elturgard or the Grove of the Guardian Trees in the Eldeen Reaches. Similarly, the Sea of Dust might be the Dust Desert of Raurin or a region in the Demon Wastes on Khorvaire. Although primal homelands can exist anywhere in the world, be sure to work with your DM to find a suitable location.

### Blazestone

*Rivers of fire, molten rock, toxic plumes venting from broken earth*

Rugged peaks and belching volcanoes characterize Blazestone. In this forlorn region, toxic clouds rain ash across a barren landscape. Black glass crunches underfoot, while singed trees clack and clatter whenever the infrequent breeze blows hot air across the wastes. In spite of the hostile environment, a life can be lived here, though it is a tough and unforgiving one by any standard. The people of Blazestone make the most of scarce resources as they scratch out an existence among the broken terrain spilling down from the fiery peaks.

If you are a native of Blazestone, you are accustomed to hardships and danger, and you rely on toughness to carry you through your adventures. Genasi are common here, and goliaths, dwarves, and humans also call these forlorn lands home. Barbarians and wardens make the best Blazestone adventurers.

*Associated Skills:* Athletics, Endurance
*Associated Languages:* Giant, Primordial

### Bleakmire

*Creeping vines, insect clouds, endless brooding wetlands where death is never far away*

Mist-shrouded wetlands, the Bleakmire is an ominous moor, where tall grasses conceal brackish waters and where gnarled trees struggle for the light just visible through the perpetual haze. Plague, vermin, and poisonous creatures teem in the Bleakmire, making it a dangerous place to explore. Patient crocodiles, disease-carrying insects, blood-sipping bats, stalking predators, and poisonous reptiles conspire to make intruders pay for their trespass.

You grew up in the sodden expanse of the Bleakmire, avoiding the many perils that lie in wait for the unwary. Humans subsist in the Bleakmire in the greatest numbers, but elves, half-orcs, and halflings live here, too. If kobolds are available as a player character race, you might consider that as your racial choice. Bleakmire characters are often insular and protective, traits exhibited by many wardens, but any primal class works well for this homeland.

*Associated Skills:* Endurance, Stealth
*Associated Language:* Draconic

### Bloodtangle

*Towering trees, savage carnivores, torrential rains mingling with debilitating swelter*

Far to the south sprawls the Bloodtangle, a fecund expanse of rain forest sheltering an impassable landscape teeming with life. The trees grow tall and close together, their hundred-foot-high canopy blocking sunlight from the dank forest floor. Streams wind among the trunks, while bogs, quicksand, and flash floods take travelers by surprise. With hosts of poisonous wildlife, silent predators, and vicious natives, the Bloodtangle is no place for the unprepared. The people of the Bloodtangle are known for their use of venoms extracted from stinging insects, toxic amphibians, and venomous snakes.

You are at home in the unforgiving Bloodtangle. Human and elf are good racial choices for this homeland, but goblins, bugbears, hobgoblins, and kobolds

are also appropriate if those are used as player races in your game. Barbarians and druids are excellent class choices, and you might consider multiclassing into ranger to reflect your superior hunting techniques.

*Associated Skills:* Heal, Nature
*Associated Languages:* Draconic, Goblin

## Broken Lands

*Great canyons and towering earth spires, spectacularly striated rock, dry and thirsty soil*

The Broken Lands are an arid region marked by dramatic natural features: ravines, rock spires, and steep slopes with colorfully patterned striations. Vegetation is sparse, and rainfall is infrequent but intense. Drakes and lions hunt a variety of prey through the canyons. The cliffs, loose soil, and patches of slick clay make traversing the Broken Lands difficult, so travelers are rare and roads are unknown. The people of the Broken Lands, mostly dwarves and orcs, war with each other for what few resources the dry land has to offer.

You were born in the Broken Lands and grew up accustomed to hardship. The ways of the world beyond your homeland are strange to you, and you're marked by a strong competitive streak. Barbarians are the most common primal characters from the Broken Lands, but druids and shamans are also good options.

*Associated Skills:* Endurance, Intimidate
*Associated Languages:* Dwarven, Giant

## Frostfell

*Relentless tundra, colliding icebergs, sudden whiteouts, and sunshine that offers no warmth*

Far to the north, beyond lands even partially civilized by mortals, stretches the wintry realm of the Frostfell. This frozen land, trapped in ice and blanketed by snow, is dimly illuminated by brief light that brings no succor. Little grows in the frigid wastes, and the temperature rarely climbs above freezing. Blue mountains sheathed in rime march across the horizon, while winds scour fields, disturbing the snow and revealing below it ice many feet thick. The people of the Frostfell carve ice castles from icebergs floating in the frigid seas.

You come from the frozen lands of the Frostfell and bring the traditions and methods of your people with you. Your homeland's harsh environment requires sturdiness or adaptability from its people. As a result, dwarf and human are good racial choices. For your class, consider druid or shaman.

*Associated Skills:* Athletics, Endurance
*Associated Language:* Dwarven

## Howling Plains

*Screaming winds, merciless horse riders, endless grasslands anchoring the dome of the world*

To an outsider, the leagues of grasslands seem empty, but that is far from the truth. Birds nest in the undulating stalks. Wild horses run beneath the clear skies. Nature spirits live in every blade of grass, beneath every rock, and within the springs and streams that crisscross the landscape. Primal laughter is carried on the howling winds that give these plains their name. The people of the Howling Plains ride fleet-footed steeds across the rolling plains, following the movements of antelope and other migratory animals and avoiding the depredations of goblins.

You hail from the Howling Plains and have been initiated in the ancient rites practiced there. A member of any primal class can originate in this homeland, but barbarians and shamans are best suited.

*Associated Skills:* Athletics, Endurance
*Associated Language:* Goblin

## Maelstrom

*Crashing waves on a stony shore, brooding storm clouds, rushing rivers spilling into an unruly sea*

The Maelstrom is a never-ending whirlpool of the sea, shrouded in constant storms, spewing thunder and mist as it inundates the surrounding lands with rain. Overlooking the spinning vortex is a great rocky shore, a nesting place for birds and tortoises. The stony beaches are home to scuttling crabs and scavenging gulls. To those living in its shadow, the Maelstrom is the birthplace of all living things. To outsiders, it is an insatiable vortex that swallows all things. The people who dwell in the shadow of the Maelstrom venture into the stormy waters on its verge to fish or to salvage wrecked vessels.

You were forged in the storm and quenched by the sea. Halflings are the most common race from this region, but genasi, specifically the stormsoul, watersoul, and windsoul manifestations, claim this homeland as well.

*Associated Skills:* Athletics, Intimidate
*Associated Language:* Primordial

## Sea of Dust

*Exposed barrens, shifting dunes, ruins of an ancient era buried in a vast wasteland*

The Sea of Dust was once a verdant land, destroyed by unchecked magic in a storm of hatred and destruction. The power released in these cataclysmic rituals erased the ruling civilizations, reducing their cities to rubble and their fertile lands to areas of waste. Yet even in the wake of this devastation,

life continues—testimony to nature's resilience. The nomadic peoples of the Sea of Dust band together, seeking to heal the land ravaged by their ancestors.

Having long roamed the Sea of Dust, you have become inured to its challenges. Dragonborn and tieflings are the most likely races to come from this homeland, but humans as well as firesoul and windsoul genasi are found here, too. Barbarians and shamans are the best class choices.

*Associated Skills:* Endurance, Nature
*Associated Languages:* Draconic, Primordial

### Thunderpeaks

*Booming thunder, cloud-shrouded slopes, mountains so tall they scrape the sky*

Spine of the world, the Thunderpeaks have long been deemed insurmountable by travelers. No pass threads between the peaks, no road climbs their dizzying heights. Worse, black storm clouds gather overhead, herded by inexplicable wind currents, to lash the peaks with lightning and constant rain. The Thunderpeaks offer a glimpse into the raw and often violent nature of primal power. Intrepid souls who scale their heights soon taste its potency.

Goliaths make the best Thunderpeaks characters, although dwarves and dragonborn can also emerge from this homeland. Barbarians are an obvious choice for character class, but wardens serve as well.

*Associated Skills:* Athletics, Dungeoneering
*Associated Languages:* Dwarven, Giant

### Underwild

*Twisting corridors, subterranean gardens, fearsome horrors that have never seen daylight*

The Underdark crawls with vile abominations that shun the rays of the sun. Populated by creatures such as drow and mind flayers, the place is known for its violent and cruel denizens. Still, not all areas are overrun by such sinister inhabitants. Certain places, far from the frequently traveled corridors, are filled with eddies and swirls of primal power, spawning new life out of the ruins of old. Such places are called the Underwild, and in them fungus forests, sweeps of phosphorescent mold, and slime pools gather primal energy for use by those who have the courage to seize it. Those who discover the Underwild also find abundant food, water, and other resources to help them survive the otherwise desolate Underdark.

Originating from the Underdark, you have seen its wonders and its wickedness. Drow is the best racial choice for this homeland, and the dark elves make interesting barbarians and druids. Of course, any race that has strong ties to the Underdark can work as well.

*Associated Skills:* Dungeoneering, Perception
*Associated Languages:* Deep Speech, Elven

### Wrathwood

*Emerald shadows, tall trees, a profusion of sun-dappled sylvan splendor*

Blanketing a secluded valley, steeped in ancient magic, is the Wrathwood. This brooding forest has never felt the bite of an axe or the flame's hungry touch, for the woodland defends itself. One does not live in the Wrathwood without the permission of the trees; even the animals and insects sheltering beneath the boughs show deep reverence for their homeland. The Wrathwood does not welcome sentient beings, but those who show deference to and respect for the trees are tolerated and might even be allowed to make their homes in the cool shadows cast by towering redwoods.

You have a special connection to the Wrathwood and carry the lessons of your homeland with you as you venture into the world. Elves, eladrin, gnomes, and other races with strong connections to nature hail from this homeland. Any primal class can originate in the Wrathwood, though druids are the most common.

*Associated Skills:* Perception, Stealth
*Associated Language:* Elven

## Combining Backgrounds

Remember that you can choose multiple backgrounds for your character, and you can mix and match backgrounds from this book, *Player's Handbook 2*, and other sources.

Consider this example: Quinn is a razorclaw shifter druid. He knows little about his birth, but his player knows that Quinn was born among a remote tribe of savage shifters—little different from lycanthropes in their savagery. Quinn's father was human, though, and the tribe abandoned him when he was born. The primal spirits watched over him during his infancy, inspiring a pride of lions to protect and raise him. When he was three, one of the lions carried him through miles of wilderness to the nearest human settlement and left him near the village. A local farmer found and raised him, recognizing the touch of the primal spirits upon him and caring for him out of respect for the spirits. As he grew, Quinn demonstrated a special empathy for all forms of life and a true healer's touch.

Quinn's player chose three background elements: isolated (society), found in the wild (birth), and farmer (occupation). Quinn gains a +2 bonus to Heal checks.

## Society

The society background element in *Player's Handbook 2* describes social and economic status in the broadest terms. These additional backgrounds tell more specific stories about your character's social origin.

### Disgraced

You are the child of a tribal chieftain, raised with the expectation that you would one day take on that position. After years of training, the time came for you to complete the great hunt, in which you would slay a mystic red stag and take your place at your father's side. Tracking the beast was easy, but when you found the stag, you could not bring yourself to slay it. It met your gaze, and it seemed to speak to you, though you've never been able to express what it said in words. You returned to your tribe in disgrace, your failure seen as a sign of weakness. The chieftain and the other members of the tribe declared that you were not fit to rule, and you were banished, told not to return until you had redeemed your honor.

What did the stag communicate to you? How can you regain your honor? Do you want to return and claim your rightful title, or is the adventuring life more appealing to you now?

Perhaps political rather than primal factors led to your banishment. Were you falsely charged with a crime you didn't commit? Were you expelled on the whim of your jealous father or mother? Or did you renounce your people voluntarily?

*Associated Skills:* Arcana, Diplomacy

### Failed Thane

Once you were a leader of your people—perhaps a thaneborn barbarian using your magnetism and power to bend them to your will, or possibly a wise shaman or druid guiding them with your insight and magic. However, your leadership brought them to disaster. You might have urged them into a war they couldn't win, coaxed them to migrate to land that couldn't support them, or angered the primal spirits by defying a taboo. The consequences were disastrous, and the remnant of your people banished you in hopes of appeasing the angry spirits. Now you live with the weight of that failure on your conscience. Are you repentant, or do you defiantly believe you did the right thing? Perhaps your decision was an unpleasant alternative to a far worse fate. What will happen if your destiny leads you into a similar decision, when the lives of your adventuring companions are at stake?

*Associated Skills:* Diplomacy, Insight

### Isolated

You have lived most of your life isolated in the wilderness, and you're unfamiliar with the customs of those who dwell in cities and villages. Perhaps you were raised by preternaturally intelligent animals in the wild, under the tutelage of the primal spirits, or you might have been born in a very remote tribe. You're accustomed to the natural order and to nature's form of justice. You enjoy a deep connection to the primal spirits, and you might never have heard of the distant gods of the Astral Sea. You are reverent toward plants and animals, and might call them friends far more readily than you extend that term to other humanoids.

How and by whom were you raised? How do you react to civilization once you encounter it? With wide-eyed wonder or grim disdain?

*Associated Skills:* Endurance, Nature

## Birth

These background elements speak to the harsh realities of life in the wilder places of the world.

### Found in the Wild

You were discovered wandering in the wilderness at a very young age, and you have little memory of your early past. You spent your youth working on a farm not far from the area where you were found. That life might have been enough for you, for you've always felt a deep connection to the earth. However, when your new homeland was attacked by goblin raiders and its citizens were murdered, you felt a presence within your blood that called you to action, and you have been following that call ever since.

Who took you in when you were found? Was that person a loving foster parent or a cruel taskmaster? What experiences in your youth nurtured your apparently inborn connection to the primal spirits, and how has that connection flourished in your adulthood?

*Associated Skills:* Heal, Streetwise

### Primal Omen

Great Watcher sent signs to herald your birth: patterns in the sky or in the flights of birds, whispers in the leaves of the forest, rumblings in the earth, or a song in the thunder. The omens were said to point to the primal spirits' favor, and no one was surprised when you mastered the evocations of your class. However, just before her death, your mother tried to tell you that there was more to the omen—something more troubling, perhaps even sinister. She couldn't get the words out, and no one else knew or was willing to tell you what the elders had said about your birth. You left your home partly to prove that you are the master of your own destiny, and you still don't know what destiny Great Watcher foresaw for you.

*Associated Skills:* Arcana, Nature

### Refugee

You were once a champion among your people, but your life changed when your community was attacked by trolls. You fought bravely, and it was only through your prowess that you were able to survive. You escaped to a nearby settlement and from there made your way through the world for a time. Yet you never forgot what happened to your people, and you have sworn vengeance against the creatures responsible.

Are there other survivors of your people? Do you know where they are? Do you hope to reunite them?

*Associated Skills*: Intimidate, Thievery

## Occupation

Primal characters often have occupational backgrounds that involve spending time in the wilderness.

### Renegade

You have spent many years walking the roads, and though many know you, few know your origin. You are the lone survivor of a mystic enclave that possessed a terrible secret. The only way you have found to avoid those who might try to seize the knowledge you have is to keep moving, always just ahead of your pursuers. You use your allies among the primal spirits to help you stay one step ahead of your enemies. However, it's a hard life always being on the move, and you wonder how long you can keep it up.

*Associated Skills:* Arcana, Streetwise

### Revered Elder

You are no brash youth embarking on a life of adventure before settling into a respectable adulthood. Your younger days are behind you, though your body and mind are still strong thanks to the favor of the spirits. You have communed with the spirits all your life, and until recently you used their wisdom to guide your people. You might have been the head of a family following the spirit way in the midst of a town or city, or you could have advised the chieftain of a vast tribe in the wilderness. Perhaps you sat on a council of elders in a village, or even led that council.

But something changed, and the sedate life of an elder is no longer possible for you. What happened to spur you into adventure? Did you have a vision that summoned you to a dangerous place? Did a younger member of your family venture into a dungeon and never return? Perhaps you lost your ability to easily slip into the spirit world and commune with the spirits, and you want to find out why.

*Associated Skills:* Insight, Nature

### Sage

You have dedicated your life to a careful study of nature, learning its cycles and rhythms. You see the world in a very different way from others, and for that reason, people come from far and wide to seek your wisdom on matters of nature. You have read the spirits' signs and omens, and you know something is coming that no one is prepared for. You might be alone in this knowledge, but the fact that you have the knowledge suggests that you can help avert whatever disaster is imminent.

*Associated Skills:* Arcana, Nature

### Wild Hunter

Ordinary hunters stalk deer and other game quietly, and they prefer to strike from a distance with javelin, sling, or bow. But you are no ordinary hunter. You seek the nastiest dire tiger or bulette in the area and beat it to death with your club to tenderize the meat. You might be protecting your people by driving off dangerous predators, or you might kill these monsters just to prove your strength. As a wild hunter, you are truly happy only in areas populated by dangerous prey such as mastodons and behemoths.

*Associated Skills:* Athletics, Nature

## Racial Backgrounds

Racial traditions color the way that primal heroes interact with the primal spirits and might shape the way you build your character. These backgrounds reflect the specific primal slants of different races. Some of them have less to do with the events of your past than with the beliefs or traditions of your people.

A few races don't have background entries here. For goliaths and shifters who have primal classes, the racial backgrounds in *Player's Handbook 2* are appropriate. If you want to play an elf who has strong ties to the primal spirits, consider the wild elf background in *Player's Handbook 2*. Human characters should consider geography, society, or other background elements from that book or this one.

### Deva

**Spirit Soul:** You believe that your race has a dual essence, that upon your death one part of that essence reincarnates in a new body while another joins the great cloud of primal spirits. The spirits of your past incarnations are like your ancestors, and you seek to commune with them above all other primal spirits, striving to assimilate all the wisdom you have acquired in your past lives.

*Associated Skills:* Arcana, History

### Dragonborn

**Dragon Totem Warrior:** In the way that some barbarians adopt totem animals that embody the qualities they aspire to, you look to the qualities of drakes and dragons as a model for your own ferocity. You might come from a tribe of dragonborn that serves a living dragon ruler, or perhaps you venerate

a long-dead dragon spirit that once ruled your ancestors. Gray dragons and cobalt dragons are the most common totem dragons for dragonborn characters, because they are the most rapacious hunters among dragonkind.

*Associated Skills:* Athletics, Endurance

## Drow

**Underdark Survivor:** You never saw the lightless depths beneath the earth as a place of death and unmoving stone. To your eyes, it teemed with life—not just the life of fungi and crawling things, but the whispers of the Deep Winds and other primal spirits. Even the terrible spider symbol of Lolth you saw as an echo of the Fate Weaver, a being of far greater wisdom than the dread and demented Spider Queen. Your beliefs and strange behavior earned you exile from your home city, but you didn't mind much—you always felt more at home in the wild caverns anyway.

*Associated Skills:* Dungeoneering, Nature

## Dwarf

**Earth Steward:** It is your duty to safeguard the natural stone and be a steward for the gifts the spirits offer to your people. You call upon the dwarf ancestors and the spirits of rock and mountain, seeing both groups of spirits as the venerable elders of your people. The riches of the earth are not to be used for personal profit or glory, but for the good of the people.

*Associated Skills:* Endurance, History

## Eladrin or Gnome

**Primal Fey:** The primal spirits inhabit and protect the natural world. The echo planes—the Feywild and the Shadowfell—are not entirely cut off from the spirits' power, but the spirits are much weaker there, where other powers hold sway. You are native to the Feywild, where arcane magic courses through every leaf and blade of grass. You always felt an affinity for and a sensitivity to that magic, a constant awareness of its hum through the wild places of your home. Then you visited the world, and your ear naturally listened for the same vibrant hum. You found it, but it was different—it was the song of the primal spirits. You found that you could naturally communicate with those spirits and call on their power.

*Associated Skills:* Arcana, Nature

## Genasi

**Primal Soul:** Many genasi gravitate toward the places in the world that reflect the elemental nature of their own being; earthsoul genasi live in mountainous regions, while watersoul genasi live by the sea. For you, however, this natural attraction led to a far deeper communion. Your nature is closely tied to the Elemental Chaos, but in the world you found powerful spirits inhabiting the same features that called to your elemental soul. Your earthsoul spoke to the spirit of the great mountains. Your firesoul called to the spirits dancing in the volcano's heart. Your stormsoul sang as the storm spirits thundered in the sky. Your watersoul found its kindred in the spirits of wave and current. Your windsoul howled in harmony with the spirits of the air. You recognized your kin, and they recognized you, gifting you with power and wisdom.

*Associated Skills:* Athletics, Nature

## Half-Elf or Half-Orc

**Spirit of Two Worlds:** You are the child of a city-dwelling human and either an elf from a particularly wild tribe or an orc from a relatively civilized one. You inherited a keen awareness of nature and an affinity for the primal spirits from your nonhuman parent, and a fondness for civilization and a reverence for the gods from your human parent. You see no conflict between these two worlds, and you move easily between the rites you use to invoke the spirits' favor and the prayers you offer in the temples of the gods. You venerate your elf or orc ancestors and seek deeper understandings of your human side's primal roots. Some people—perhaps even one of your parents—might pressure you to choose one path or the other, but for now, you choose to walk them both.

*Associated Skills:* Nature, Religion

## Halfling

**Free Spirit:** The ultimate symbol of primal power, to your eyes, is the ever-changing, relentless rush of water. The spirits you evoke are nature spirits of lakes, rivers, and rain, or animal spirits of fish, waterfowl, and songbirds. Water is everywhere, a sign of freedom that encourages you to stay on the move. You might come from a halfling tribe that wanders a marsh, a river, or a coastline. Or you could come from a city, where artificial pools and aviaries are your only connection to the spirits you revere.

*Associated Skills:* Athletics, Nature

## Tiefling

**Feral Exile:** After the fall of Bael Turath, thousands of tieflings wandered through the wild. Your ancestors discovered the primal magic in the wildest places of the world, long ignored by the arcane magicians of the empire, and adopted a new lifestyle suited to the savage wilderness. More than many other primal characters, you might be drawn to the ferocity and bloodthirsty nature of some beast spirits, and you might be more at home in desolate, blasted wastelands than in verdant swamps or forests. Is primal magic a means by which you hope to atone for the evil of your ancestors? Or do you view it as a tool to acquire power of your own—power that might one day exceed that of Bael Turath?

*Associated Skills:* Arcana, Intimidate

The feats presented here are tailored for primal characters, although a few of them can be used by characters who use any power source.

You must meet a feat's prerequisites, if any, to take the feat. If you ever lose a prerequisite for a feat, you can't use the feat until you meet the prerequisite again. A feat that has a class as a prerequisite is available only to members of that class, including characters who have joined the class through a class-specific multiclass feat.

## Tribal Feats

The core of primal power rests in understanding the connections that bind all living things. Groups that have such an understanding learn to strengthen their bonds of blood and friendship, and they are capable of extraordinary coordination based on a deep familiarity, trust, and kinship, rather than hours of training. Tribal feats represent such coordination.

A tribal feat grants a bonus to you that increases if your allies also have the feat. An adventuring party that uses these feats might feature similar tattoos, carry totems or charms, or adopt a symbol that adorns their shields, cloaks, and armor.

## Heroic Tier Feats

Feats in this section are available to characters of any level who meet the prerequisites.

### Agile Form

**Prerequisite:** Druid, *wild shape* power

**Benefit:** When you use *wild shape* to change from your humanoid form to beast form, you shift 1 square.

### Animal Empathy

**Prerequisite:** Trained in Nature

**Benefit:** You gain a +2 feat bonus to Nature checks. Also, when you would make an Insight check against a natural beast, you can make a Nature check instead.

### Audacious Crow [Tribal]

**Benefit:** You gain a +2 feat bonus to Thievery checks. This bonus increases by 1 for each ally within 10 squares of you who has this feat, to a maximum of +5.

### Bloodied Spear [Tribal]

**Benefit:** You gain a +1 feat bonus to attack rolls and damage rolls when making opportunity attacks. This bonus increases by 1 for each ally within 10 squares of you who has this feat, to a maximum of +5.

### Bloody Triumph

**Prerequisite:** Barbarian, Thaneborn Triumph class feature

**Benefit:** When you bloody an enemy, you or an ally gains a bonus to the next damage roll against that enemy before the end of the encounter equal to your Charisma modifier.

### Courageous Heart [Tribal]

**Benefit:** You gain a +2 feat bonus to saving throws against charm effects or fear effects. This bonus increases by 1 for each ally within 10 squares of you who has this feat, to a maximum of +5.

### Crippling Crush

**Prerequisite:** Warden

**Benefit:** When you immobilize or slow an enemy with a weapon attack using a hammer or a mace, that enemy takes extra damage equal to your Constitution modifier.

### Deep Sage

**Prerequisite:** Trained in Dungeoneering

**Benefit:** You gain a +5 feat bonus to Dungeoneering knowledge checks and to monster knowledge checks to identify aberrant creatures.

In addition, you can now speak, read, and write Deep Speech fluently.

### Druid of Darkness

**Prerequisite:** Drow, druid, *wild shape* power

**Benefit:** While you are in beast form, you gain a +2 bonus to damage rolls against enemies granting combat advantage to you.

### Earthstrength Resilience

**Prerequisite:** Warden, Earthstrength class feature

**Benefit:** When you use your second wind, you gain resist 2 to all damage until the end of your next turn. The resistance increases to 5 at 11th level and 8 at 21st level.

### Elemental Barbarian

**Prerequisite:** Genasi, barbarian

**Benefit:** When you use your *firepulse* or *promise of storm* racial power while raging, you gain a +2 bonus to attack rolls until the end of your next turn.

### Enduring Mountain [Tribal]

**Benefit:** Whenever you spend a healing surge, you regain 2 additional hit points. You regain 1 more additional hit point for each ally within 10 squares of you who has this feat, to a maximum of 5 additional hit points.

### Eyes of the Spirits
**Prerequisite:** Elf, any primal class
**Benefit:** Each ally affected by your Group Awareness racial trait doesn't take the –2 penalty for attacking an enemy that has concealment.

### Fading Spirit
**Prerequisite:** Gnome, shaman
**Benefit:** While you are hidden from a creature, your spirit companion is also hidden from that creature.

### Fearsome Charge
**Prerequisite:** Barbarian, Rageblood Vigor class feature
**Benefit:** When you hit with the charge attack granted by *swift charge*, you can push the target 1 square.

### Fearsome Host [Tribal]
**Benefit:** You gain a +2 feat bonus to Intimidate checks. This bonus increases by 1 for each ally within 10 squares of you who has this feat, to a maximum of +5.

### Feral Fey Step
**Prerequisite:** Eladrin, any primal class
**Benefit:** The first time you are bloodied during an encounter, you can use your *fey step* racial power as an immediate reaction, even if you have already used it during this encounter.

### Focus the Spirits' Lives
**Prerequisite:** Deva, any primal class
**Benefit:** When you use your *memory of a thousand lifetimes* racial power to make a Nature check or an attack roll using a beast form or a spirit power, you add 1d10 to the roll, rather than 1d6.

### Four Winds [Tribal]
**Benefit:** You gain a +2 feat bonus to Athletics checks. This bonus increases by 1 for each ally within 10 squares of you who has this feat, to a maximum of +5.

### Half-Elf Spirit Speaker
**Prerequisite:** Half-elf, any primal class
**Benefit:** The first time you are bloodied during an encounter, you and each ally within 10 squares of you gain a +1 bonus to all defenses until the end of your next turn.
In addition, allies within 10 squares of you gain a +1 racial bonus to Insight checks and Nature checks.

EVA WIDERMANN

### Herbalist
**Prerequisite:** Trained in Dungeoneering or Nature, trained in Heal
**Benefit:** You gain a +5 bonus to Heal checks to treat disease.
In addition, when you reach 5th level, you master the ritual Brew Potion and can perform it without a ritual book.

### Hide Armor Expertise
**Prerequisite:** Con 15, any primal class, proficiency with hide armor
**Benefit:** While wearing hide armor, you can use your Constitution modifier in place of your Dexterity or Intelligence modifier to determine your AC.

## HEROIC TIER FEATS

| Any Class | Prerequisites | Benefit |
|---|---|---|
| Audacious Crow | — | +2 to Thievery checks; increase by 1 for each ally with feat |
| Bloodied Spear | — | +1 to attack and damage with opportunity attacks; increase by 1 for each ally with feat |
| Courageous Heart | — | +2 to saving throws against charm or fear; increase by 1 for each ally with feat |
| Enduring Mountain | — | Regain 2 additional hp with healing surge; increase by 1 for each ally with feat |
| Fearsome Host | — | +2 to Intimidate checks; increase by 1 for each ally with feat |
| Four Winds | — | +2 to Athletics checks; increase by 1 for each ally with feat |
| Herbalist | Trained in Dungeoneering or Nature, trained in Heal | +5 to Heal checks for disease; gain Brew Potion ritual |
| Inner Compass | Trained in Dungeoneering or Nature | Roll twice for Dungeoneering and Nature checks in natural environment |
| Midnight Stalker | — | +2 to Stealth checks; increase by 1 for each ally with feat |
| Swift Jaguar | — | +2 to initiative; increase by 1 for each ally with feat |
| Watchful Owl | — | +2 to Perception checks; increase by 1 for each ally with feat |
| Wild Sage | Trained in Nature | +5 to Nature knowledge and monster knowledge checks to identify natural creatures, and gain a ritual |

| Any Primal Class | Other Prerequisites | Benefit |
|---|---|---|
| Animal Empathy | Trained in Nature | +2 to Nature checks, and substitute Nature for Insight when dealing with beasts |
| Deep Sage | Trained in Dungeoneering | +5 to Dungeoneering knowledge and aberrant creature monster knowledge checks, and gain fluency in Deep Speech |
| Eyes of the Spirits | Elf | Allies affected by Group Awareness ignore -2 concealment penalty |
| Feral Fey Step | Eladrin | Use *fey step* again the first time you're bloodied |
| Focus the Spirits' Lives | Deva | Roll d10 instead of d6 for *memory of a thousand lifetimes* on some rolls |
| Half-Elf Spirit Speaker | Half-elf | +1 to all defenses for you and allies when you're first bloodied; +1 to Insight and Nature for allies |
| Hide Armor Expertise | Con 15, proficiency with hide armor | Substitute Con modifier for Dex or Int to determine AC |
| Human Nature Lore | Human | Roll twice for Endurance or Nature checks |
| Longtooth Spirit Shifter | Longtooth shifter | *Longtooth shifting* regeneration increases by 2 |
| Manifest Healing | Genasi | Gain 5 temporary hp when you use a racial power |
| Markings of the Elements | Goliath | Give up resistance to all damage from *stone's endurance* to gain resist 5 to chosen damage type |
| Markings of the Predator | Goliath | +1 to all defenses when you bloody a creature |
| Primal Halfling Counterattack | Halfling | +4 to damage against target of *second chance* |
| Primal Resilience | Half-orc | Increase temporary hp from Half-Orc Resilience |
| Razorclaw Spirit Shifter | Razorclaw shifter | Shift 1 when damaged by attack against AC or Reflex while using *razorclaw shifting* |
| Reckless Charge | — | -2 to AC for +1 to attack while charging |
| Rites of Spirits' Blood | Tiefling | +2 to attack roll with Bloodhunt and *infernal wrath* |
| Skins of the Slain | Proficiency with hide armor | Gain bonus to Intimidate checks equal to hide armor's enhancement bonus |
| Spider's Swiftness | Drow | +1 to speed, or +2 when affected by polymorph or rage power |
| Spirits of Stealth | Gnome | +3 damage against bloodied creatures while you're hidden |
| Spirits of Stone | Dwarf | +2 to next attack roll when you use second wind |
| Spirits of the Primal Dragons | Dragonborn | Deal 1d8 extra damage of same type as *dragon breath* after becoming bloodied |
| Staggering Smash | — | Push target 1 when you daze or stun it with primal power |
| Stone Step Spirits | Dwarf | Ignore 1 square of difficult terrain when you move, or all difficult terrain when you charge |

| Barbarian Feat | Other Prerequisites | Benefit |
|---|---|---|
| Bloody Triumph | Thaneborn Triumph | Gain bonus to next damage roll against enemy you bloody |
| Elemental Barbarian | Genasi | +2 to attack roll when you use *firepulse* or *promise of storm* while raging |
| Fearsome Charge | Rageblood Vigor | Target of *swift charge* is also pushed 1 |
| Hurl Weapon | – | Treat one-handed off-hand weapons as heavy thrown |
| Improvised Missile | – | +2 to attack and damage with thrown improvised melee |
| Raging Bloodcut | – | Reduce rage power damage to deal ongoing damage |
| Swift Slayer | Whirling Slayer | Shift your Dex modifier with Whirling Slayer |
| Targeted Assault | – | +2 to attacks against creatures marking you |
| Thunderborn Rage | Thunderborn Wrath | +5 to thunder damage of Thunderborn Wrath |

| Druid Feat | Other Prerequisites | Benefit |
|---|---|---|
| Agile Form | *Wild shape* | Shift 1 when you use *wild shape* |
| Druid of Darkness | Drow, *wild shape* | +2 damage when you have combat advantage in beast form |
| Predator's Burst | Primal Predator, *wild shape* | While in beast form, +2 to speed, +1 to attack while charging |
| Quick Stow | *Wild shape* | Items change with you in beast form |
| Stinging Swarm | Primal Swarm, *wild shape* | While you're in beast form, enemies that damage you grant combat advantage to you |
| Strong-Willed Summoning | – | Creatures you summon gain +1 to attack with instinctive actions |
| Watchful Guardian | Primal Guardian, *wild shape* | While you're in beast form, you and allies adjacent to you gain +2 to opportunity attack rolls |
| Wild Bull Rush | *Wild shape* | While in beast form, +2 to bull rush attacks and use bull rush against any size target |

| Shaman Feat | Other Prerequisites | Benefit |
|---|---|---|
| Fading Spirit | Gnome | Spirit companion is hidden while you're hidden |
| Invigorating Spirit | *Healing spirit* | Ally adjacent to spirit companion shifts 1 after you use *healing spirit* |
| Precise Fangs | Stalker Spirit | +2 to attack roll when you use *spirit's fangs* |
| Protector's Shield | Protector Spirit | Deal 1d8 extra damage with *spirit's shield* |
| Rejuvenating Spirit | *Healing spirit* | Target of *healing spirit* makes a saving throw |
| Resilient Spirit | – | +2 to defenses for spirit companion |
| Spirit Tribe | *Speak with spirits* | Allies gain +2 to checks with *speak with spirits* chosen skill |
| Spirit's Fey Step | Eladrin | Teleport your spirit companion when you use *fey step* |
| Strengthening Spirit | *Healing spirit* | Allies adjacent to spirit companion gain temporary hp when you use *healing spirit* |
| Sudden Call | – | Use *call spirit companion* as a free action |
| Vigorous Spirit | *Healing spirit* | Target of *healing spirit* regains additional hp |
| Watcher Spirit Adept | Watcher Spirit | Allies adjacent to companion gain +2 to Insight, Perception |
| World Speaker Spirit Adept | World Speaker Spirit | You and allies ignore difficult terrain while adjacent to spirit companion |

| Warden Feat | Other Prerequisites | Benefit |
|---|---|---|
| Crippling Crush | – | Deal extra damage to targets you slow or immobilize with hammer or mace attacks |
| Earthstrength Resilience | Earthstrength | Gain resist 2 to all damage when you use second wind |
| Impaling Thrust | – | Treat critical as normal hit to immobilize target when using heavy blade or spear |
| Lifespirit Vigor | Lifespirit | Another ally makes saving throw when you use second wind |
| Primal Breath | Dragonborn | Mark each target of your *dragon breath* |
| Stormheart Push | Stormheart | Push target 2 with Stormheart instead of sliding it |
| Wildblood Fury | Wildblood | Gain bonus to damage rolls against enemies you've marked when you use second wind |

### Human Nature Lore

**Prerequisite:** Human, any primal class

**Benefit:** Whenever you make an Endurance check or a Nature check, you can roll twice and use either result.

### Hurl Weapon

**Prerequisite:** Barbarian

**Benefit:** You can use any one-handed off-hand weapon as a heavy thrown weapon. Normal range for weapons you wield this way is 5 squares, and long range is 10 squares.

### Impaling Thrust

**Prerequisite:** Warden

**Benefit:** Whenever you score a critical hit with a heavy blade or a spear, you can choose to treat the critical hit as a normal hit. If you do so, the target is immobilized until the start of your next turn.

### Improvised Missile

**Prerequisite:** Barbarian

**Benefit:** You can use improvised melee weapons (not including unarmed attacks) as heavy thrown weapons with a normal range of 5 squares and a long range of 10 squares.

In addition, whenever you use an improvised melee weapon this way, you gain a +2 feat bonus to attack rolls and damage rolls.

### Inner Compass

**Prerequisite:** Trained in Dungeoneering or Nature

**Benefit:** You always know which way is north. When making a Dungeoneering check or a Nature check to find your way in a natural environment, you can roll twice and use either result.

### Invigorating Spirit

**Prerequisite:** Shaman, *healing spirit* power

**Benefit:** When you use *healing spirit*, each ally adjacent to your spirit companion can shift 1 square as a free action.

### Lifespirit Vigor

**Prerequisite:** Warden, Lifespirit class feature

**Benefit:** You can grant a saving throw to a second ally within 5 squares of you when you use your second wind.

### Longtooth Spirit Shifter

**Prerequisite:** Longtooth shifter, any primal class

**Benefit:** While you are under the effect of your *longtooth shifting* racial power, the regeneration you gain increases by 2.

### Manifest Healing

**Prerequisite:** Genasi, any primal class

**Benefit:** When you use a genasi racial power, you gain 5 temporary hit points. The temporary hit points increase to 10 at 11th level and 15 at 21st level. If you have two or more elemental manifestations, the temporary hit points increase by 5.

### Markings of the Elements

**Prerequisite:** Goliath, any primal class

**Benefit:** Whenever you use your *stone's endurance* racial power, you can choose cold, fire, lightning, poison, radiant, or thunder. If you do so, you gain resistance to that damage type instead of resistance to all damage, and the resistance increases by 5.

### Markings of the Predator

**Prerequisite:** Goliath, any primal class

**Benefit:** When you bloody a creature, you gain a +1 bonus to all defenses until the end of your next turn.

### Midnight Stalker [Tribal]

**Benefit:** You gain a +2 feat bonus to Stealth checks. This bonus increases by 1 for each ally within 10 squares of you who has this feat, to a maximum of +5.

### Precise Fangs

**Prerequisite:** Shaman, Stalker Spirit class feature

**Benefit:** When you use your *spirit's fangs* power, you gain a +2 bonus to the attack roll.

### Predator's Burst

**Prerequisite:** Druid, Primal Predator class feature, *wild shape* power

**Benefit:** When you charge while you are in beast form, you gain a +2 bonus to speed and a +1 bonus to the damage rolls of the charge attack.

### Primal Breath

**Prerequisite:** Dragonborn, warden

**Benefit:** When you use your *dragon breath* racial power, you can choose to mark each target.

### Primal Halfling Counterattack

**Prerequisite:** Halfling, any primal class

**Benefit:** When you use your *second chance* racial power, you gain a +4 bonus to damage rolls against the creature that attacked you until the end of your next turn. This bonus increases to +6 at 11th level and +8 at 21st level.

KEREM BEYIT

### Primal Resilience

**Prerequisite:** Half-orc, any primal class

**Benefit:** You gain additional temporary hit points from your Half-Orc Resilience racial trait equal to your Constitution modifier.

### Protector's Shield

**Prerequisite:** Shaman, Protector Spirit class feature

**Benefit:** When you hit with your *spirit's shield* power, the attack deals 1d8 extra damage.

### Quick Stow

**Prerequisite:** Druid, *wild shape* power

**Benefit:** When you use *wild shape* to change from your humanoid form to beast form, you don't automatically drop handheld items that aren't implements. Such items become part of your beast form. However, you gain no benefit from a handheld item, such as a shield, that must be wielded to be functional, and you can use only the properties and powers of the item that don't require you to make an attack with it.

### Raging Bloodcut

**Prerequisite:** Barbarian

**Benefit:** When you hit a target with any rage power, you have the option of reducing the damage to that target by 1[W] before you roll damage. If you do so, the target takes ongoing 5 damage (save ends).

At 11th level, you gain the option of reducing the damage by 2[W] to increase the ongoing damage to 10. At 21st level, you gain the option of reducing the damage by 3[W] to increase the ongoing damage to 15. You can't take away more damage dice than the power has. For example, if a power normally deals 2[W] damage, you can't reduce the damage by 3[W].

### Razorclaw Spirit Shifter

**Prerequisite:** Razorclaw shifter, any primal class

**Benefit:** While you're under the effect of your *razorclaw shifting* racial power, when an enemy damages you with an attack against AC or Reflex, you can shift 1 square as an immediate reaction.

### Reckless Charge

**Prerequisite:** Any primal class

**Benefit:** When you make a charge attack, you can take a -2 penalty to AC until the start of your next turn to gain a +1 bonus to the attack rolls of that attack.

### Rejuvenating Spirit

**Prerequisite:** Shaman, *healing spirit* power

**Benefit:** When you use *healing spirit*, the target can make a saving throw.

### Resilient Spirit

**Prerequisite:** Shaman

**Benefit:** Your spirit companion gains a +2 bonus to all defenses.

### Rites of Spirits' Blood

**Prerequisite:** Tiefling, any primal class

**Benefit:** Your bonus to attack rolls from your Bloodhunt racial trait increases to +2. When you use your *infernal wrath* racial power, you gain a +2 power bonus to the attack roll, instead of +1.

### Skins of the Slain

**Prerequisite:** Any primal class, proficiency with hide armor

**Benefit:** While wearing hide armor, you gain a feat bonus to Intimidate checks equal to 1 + the armor's enhancement bonus.

### Spider's Swiftness

**Prerequisite:** Drow, any primal class

**Benefit:** You gain a +1 feat bonus to speed. The bonus increases to +2 while you're under the effect of a primal polymorph or rage power.

### Spirit Tribe

**Prerequisite:** Shaman, *speak with spirits* power

**Benefit:** When you use *speak with spirits* to gain a bonus to a skill check, each ally within 5 squares of you gains a +2 power bonus to checks with that skill until the end of your next turn.

### Spirit's Fey Step

**Prerequisite:** Eladrin, shaman

**Benefit:** When you use your *fey step* racial power, you can teleport your spirit companion a number of squares equal to the distance you teleported.

### Spirits of Stealth

**Prerequisite:** Gnome, any primal class

**Benefit:** You gain a +3 feat bonus to damage rolls against bloodied creatures you are hidden from. This bonus increases to +5 at 11th level and +7 at 21st level.

### Spirits of Stone

**Prerequisite:** Dwarf, any primal class

**Benefit:** When you use your second wind, you gain a +2 bonus to your next attack roll with a primal power before the end of your next turn.

### Spirits of the Primal Dragons

**Prerequisite:** Dragonborn, any primal class

**Benefit:** The first time you are bloodied during an encounter, your attacks deal 1d8 extra damage until the end of your next turn. This damage is the type you initially chose for your *dragon breath* racial power.

### Staggering Smash

**Prerequisite:** Any primal class

**Benefit:** Whenever you daze or stun an enemy with a primal power, you push that enemy 1 square.

### Stinging Swarm

**Prerequisite:** Druid, Primal Swarm class feature, *wild shape* power

**Benefit:** Once per round when an enemy damages you with a melee attack while you are in beast form, that enemy grants combat advantage to you until the end of your next turn.

### Stone Step Spirits

**Prerequisite:** Dwarf, any primal class

**Benefit:** While you're not wearing heavy armor, you can ignore 1 square of difficult terrain when you move and ignore all difficult terrain when you move as part of a charge.

### Stormheart Push

**Prerequisite:** Warden, Stormheart class feature

**Benefit:** When you use Stormheart to slide an enemy, you can push the enemy 2 squares instead of sliding it.

### Strengthening Spirit

**Prerequisite:** Shaman, *healing spirit* power

**Benefit:** When you use *healing spirit*, each ally adjacent to your spirit companion gains temporary hit points equal to your Wisdom modifier.

### Strong-Willed Summoning

**Prerequisite:** Druid

**Benefit:** When a creature you summon uses an instinctive action to attack, it gains a +1 bonus to the attack roll.

### Sudden Call

**Prerequisite:** Shaman

**Benefit:** You can use your *call spirit companion* power as a free action on your turn.

### Swift Jaguar [Tribal]

**Benefit:** You gain a +2 feat bonus to initiative checks. This bonus increases by 1 for each ally within 10 squares of you who has this feat, to a maximum of +5.

### Swift Slayer

**Prerequisite:** Barbarian, Whirling Slayer class feature

**Benefit:** When you use Whirling Slayer to shift, you can shift a number of squares equal to your Dexterity modifier, instead of 2 squares.

### Targeted Assault

**Prerequisite:** Barbarian

**Benefit:** You gain a +2 bonus to attack rolls against any creature marked by you.

### Thunderborn Rage

**Prerequisite:** Barbarian, Thunderborn Wrath class feature

**Benefit:** The thunder damage of your Thunderborn Wrath increases by 5.

### Vigorous Spirit

**Prerequisite:** Shaman, *healing spirit* power

**Benefit:** When you use *healing spirit*, the target regains additional hit points equal to your Wisdom modifier.

### Watcher Spirit Adept

**Prerequisite:** Shaman, Watcher Spirit class feature

**Benefit:** Allies gain a +2 bonus to Insight checks and Perception checks while adjacent to your spirit companion.

### Watchful Guardian
**Prerequisite:** Druid, Primal Guardian class feature, *wild shape* power
**Benefit:** While you are in beast form, you and each ally adjacent to you gain a +2 feat bonus to attack rolls when making opportunity attacks.

### Watchful Owl [Tribal]
**Benefit:** You gain a +2 feat bonus to Perception checks. This bonus increases by 1 for each ally within 10 squares of you who has this feat, to a maximum of +5.

### Wild Bull Rush
**Prerequisite:** Druid, *wild shape* power
**Benefit:** While you are in beast form, you gain a +2 feat bonus to bull rush attack rolls, and you can bull rush targets of any size.

### Wild Sage
**Prerequisite:** Trained in Nature
**Benefit:** You gain a +5 feat bonus to Nature knowledge checks and to monster knowledge checks to identify a natural creatures.
In addition, choose one of the following rituals: Dowsing Rod, Portend Weather, or Traveler's Camouflage. You master that ritual and can perform it once per day without a ritual book and without expending components.

### Wildblood Fury
**Prerequisite:** Warden, Wildblood class feature
**Benefit:** When you use your second wind, you gain a bonus to damage rolls against each enemy marked by you equal to your Wisdom modifier until the end of your next turn.

### World Speaker Spirit Adept
**Prerequisite:** Shaman, World Speaker Spirit class feature
**Benefit:** You and your allies ignore difficult terrain while adjacent to your spirit companion.

## Paragon Tier Feats
A character must be at least 11th level to select any of the feats in this section.

### Arcing Throw
**Prerequisite:** 11th level, warden
**Benefit:** When you use a spear as a thrown weapon, the target doesn't gain cover from its allies.

### Bolstered Swarm
**Prerequisite:** 11th level, druid, Primal Swarm class feature, *wild shape* power
**Benefit:** When you use *wild shape* to change from your humanoid form to beast form, you gain 5 + your Constitution modifier temporary hit points. The temporary hit points increase to 10 + your Constitution modifier at 21st level.

### Bolstering Guardian
**Prerequisite:** 11th level, druid, Primal Guardian class feature
**Benefit:** When you reduce an enemy to 0 hit points with a druid attack power, one ally adjacent to you gains temporary hit points equal to your Constitution modifier.

### Commanding Form
**Prerequisite:** 11th level, druid, *wild shape* power
**Benefit:** Once per round while you are in beast form, you can use a free action to give one of your summoned creatures a command that normally requires a minor action.

### Cyclone Spirit
**Prerequisite:** 11th level, shaman, World Speaker Spirit class feature
**Benefit:** Whenever you or an ally pulls, pushes, or slides a target, the distance of the forced movement can be increased by 1 square if the target began the forced movement adjacent to your spirit companion.

### Double Lunge
**Prerequisite:** 11th level, barbarian, *whirling lunge* power
**Benefit:** When you use *whirling lunge*, you deal extra damage to the target equal to your Strength modifier.

### Earthstrength Defenses
**Prerequisite:** 11th level, warden, Earthstrength class feature
**Benefit:** When you use your second wind, you gain a bonus to Fortitude, Reflex, and Will equal to your Constitution modifier until the end of your next turn.

### Ephemeral Spirit
**Prerequisite:** 11th level, shaman
**Benefit:** Your spirit companion takes half damage from ranged attacks.

### Explosive Rage Strike
**Prerequisite:** 11th level, barbarian, *rage strike* power
**Benefit:** When you use *rage strike*, you can reduce the damage it deals by 2[W]. If you do so, the power becomes a close burst 1.

**PARAGON TIER FEATS**

| Any Primal Class | Other Prerequisites | Benefit |
|---|---|---|
| Thundering Bull Rush | — | Target 2 creatures with bull rush and choose space you shift into |
| Two-Handed Grasp | — | Wield a versatile spear in two hands to gain high crit |

| Barbarian Feat | Other Prerequisites | Benefit |
|---|---|---|
| Double Lunge | *Whirling lunge* | Deal extra damage to target of *whirling lunge* |
| Explosive Rage Strike | *Rage strike* | Reduce rage strike damage by 2[W] to treat range as close burst 1 |
| Reckless Rage | — | -2 to attack roll to deal 1[W] extra damage with a rage power |
| Thirsty Blade | — | Deal Strength modifier damage to adjacent enemies when you drop target with charge using axe or heavy blade |
| Thunderous Cry | *War cry* | Targets of your *war cry* grant combat advantage to you |
| Violent Reminder | Rageblood Vigor | +5 to next damage roll when you drop enemy |
| Withering Roar | Thaneborn Triumph | Target grants combat advantage or takes -2 to all defenses when you hit with *roar of triumph* |

| Druid Feat | Other Prerequisites | Benefit |
|---|---|---|
| Bolstered Swarm | Primal Swarm, *wild shape* | Gain temporary hp when you use *wild shape* |
| Bolstering Guardian | Primal Guardian | Grant adjacent ally temporary hit points when you drop enemy |
| Commanding Form | *Wild shape* | Command a creature you summoned with a free action |
| Pouncing Form | Primal Predator, *wild shape* | Shift your Dex modifier in squares when you use *wild shape* |
| Scattering Swarm | Primal Swarm, *wild shape* | Shift 2 if an area or close attack damages you in beast form |
| Vital Form | *Wild shape* | Regain second wind when you use *wild shape* |
| Warning Guardian | Primal Guardian | Adjacent allies don't grant combat advantage while flanked |

| Shaman Feat | Other Prerequisites | Benefit |
|---|---|---|
| Cyclone Spirit | World Speaker Spirit | Increase by 1 the forced movement of enemies adjacent to your spirit companion |
| Ephemeral Spirit | — | Spirit companion takes half damage from ranged attacks |
| Retributive Spirit | *Call spirit companion* | -2 to defenses of creature that destroys spirit companion |
| Sentinel Spirit | Watcher Spirit | +2 to opportunity attack rolls for allies adjacent to spirit companion |
| Shielding Spirit | Protector Spirit, *healing spirit* | +2 to all defenses for allies adjacent to spirit companion when you use *healing spirit* |
| Spirit's Eyes | — | Roll twice for Perception checks if spirit companion present |
| Vicious Spirit | *Healing spirit*, Stalker Spirit | +2 to damage against bloodied enemies for allies adjacent to your spirit companion when you use *healing spirit* |

| Warden Feat | Other Prerequisites | Benefit |
|---|---|---|
| Arcing Throw | — | Target of a thrown spear doesn't gain cover from allies |
| Earthstrength Defenses | Earthstrength | Gain bonus to Fortitude, Reflex, and Will when you use second wind |
| Forceful Smash | Con 15 | Critical hit using a hammer or mace also knocks target prone |
| Lifespirit Healing | — | Second ally can spend healing surge and make saving throw when you use second wind |
| Maneuvering Attack | — | Enemies you forcibly move using a polearm or a spear grant combat advantage to you |
| Stormheart Thunder | Stormheart | Target gains vulnerable 5 thunder when slowed by your Stormheart |
| Wellspring of Life | Font of Life | Adjacent allies gain +1 to saving throws when you succeed on Font of Life saving throw |
| Wildblood Retribution | Wildblood | Make melee basic attack as a free action against marked target when you use your second wind |

## Forceful Smash

**Prerequisite:** 11th level, warden

**Benefit:** Whenever you score a critical hit with a hammer or a mace, the target is knocked prone.

## Lifespirit Healing

**Prerequisite:** 11th level, warden, Lifespirit class feature

**Benefit:** When you use your second wind, a second ally within 5 squares of you can spend a healing surge and make a saving throw.

### Maneuvering Attack
**Prerequisite:** 11th level, warden
**Benefit:** When you pull, push, or slide a target with an attack using a polearm or a spear, that target grants combat advantage to you until the end of your next turn.

### Pouncing Form
**Prerequisite:** 11th level, druid, Primal Predator class feature, *wild shape* power
**Benefit:** When you use *wild shape* to change from your humanoid form to beast form, you can shift a number of squares equal to your Dexterity modifier.

### Reckless Rage
**Prerequisite:** 11th level, barbarian
**Benefit:** When you attack an enemy with a rage power, you can take a –2 penalty to the attack roll against that enemy to deal 1[W] extra damage to it.

### Retributive Spirit
**Prerequisite:** 11th level, shaman, *call spirit companion* power
**Benefit:** When your spirit companion is destroyed, the creature that destroyed it takes a –2 penalty to all defenses until the end of your next turn.

### Scattering Swarm
**Prerequisite:** 11th level, druid, Primal Swarm class feature, *wild shape* power
**Benefit:** While you are in beast form, if you take damage from an area or a close attack, you can shift 2 squares as a free action.

### Sentinel Spirit
**Prerequisite:** 11th level, shaman, Watcher Spirit class feature
**Benefit:** Allies gain a +2 bonus to attack rolls when making opportunity attacks while adjacent to your spirit companion.

### Shielding Spirit
**Prerequisite:** 11th level, shaman, Protector Spirit class feature, *healing spirit* power
**Benefit:** When you use *healing spirit*, each ally adjacent to your spirit companion gains a +2 bonus to all defenses until the end of your next turn.

### Spirit's Eyes
**Prerequisite:** 11th level, shaman
**Benefit:** Whenever you make a Perception check while your spirit companion is present, you can roll twice and use either result.

### Stormheart Thunder
**Prerequisite:** 11th level, warden, Stormheart class feature
**Benefit:** When you use Stormheart to slow an enemy, that enemy gains vulnerable 5 thunder until the end of your next turn.

### Thirsty Blade
**Prerequisite:** 11th level, barbarian
**Benefit:** When you reduce an enemy to 0 hit points with a charge attack using an axe or a heavy blade, each enemy adjacent to you at the end of the charge takes damage equal to your Strength modifier.

### Thundering Bull Rush
**Prerequisite:** 11th level, any primal class
**Benefit:** When you bull rush, you can target two creatures adjacent to you. If you hit and push both targets, you choose which vacated space you shift into.

### Thunderous Cry
**Prerequisite:** 11th level, barbarian, *war cry* power
**Benefit:** When you use *war cry*, the targets grant combat advantage to you until the end of your next turn.

### Two-Handed Grasp
**Prerequisite:** 11th level, any primal class
**Benefit:** While you wield a spear with the versatile property in two hands, the spear gains the high crit property.

### Vicious Spirit
**Prerequisite:** 11th level, shaman, *healing spirit* power, Stalker Spirit class feature
**Benefit:** When you use *healing spirit*, each ally adjacent to your spirit companion gains a +2 bonus to damage rolls against bloodied enemies until the end of your next turn.

### Violent Reminder
**Prerequisite:** 11th level, barbarian, Rageblood Vigor class feature
**Benefit:** When you reduce an enemy to 0 hit points, you gain a +5 bonus to the next damage roll you make before the end of your next turn.

### Vital Form
**Prerequisite:** 11th level, druid, *wild shape* power
**Benefit:** Once per encounter, when you use *wild shape*, you regain the use of your second wind if you have already used it during this encounter.

### Warning Guardian

**Prerequisite:** 11th level, druid, Primal Guardian class feature

**Benefit:** Any ally adjacent to you doesn't grant combat advantage for being flanked.

### Wellspring of Life

**Prerequisite:** 11th level, warden, Font of Life class feature

**Benefit:** When you succeed on a saving throw granted by your Font of Life, each ally adjacent to you gains a +1 bonus to saving throws until the end of your next turn.

### Wildblood Retribution

**Prerequisite:** 11th level, warden, Wildblood class feature

**Benefit:** When you use your second wind, if any enemy marked by you makes an attack that doesn't include you as a target before the start of your next turn, you can make a melee basic attack against that enemy as a free action during your next turn.

### Withering Roar

**Prerequisite:** 11th level, barbarian, Thaneborn Triumph class feature

**Benefit:** When you use your *roar of triumph* power, you choose for each target either to grant combat advantage until the end of your next turn or to take the -2 penalty to all defenses.

## Epic Tier Feats

A character must be at least 21st level to select any of the feats in this section.

### Earthstrength Might

**Prerequisite:** 21st level, warden, Earthstrength class feature

**Benefit:** When you use your second wind, you can make a melee basic attack as a free action.

### Far-Reaching Grasp

**Prerequisite:** 21st level, warden, *warden's grasp* power

**Benefit:** Your *warden's grasp* is a close burst 10 instead of a close burst 5, and the range of the trigger increases to 10 squares.

### Grave Spirit

**Prerequisite:** 21st level, shaman, Stalker Spirit class feature

**Benefit:** When an enemy adjacent to your spirit companion drops to 0 hit points, each ally adjacent to your spirit companion regains 10 hit points.

### Guardian Resurgence

**Prerequisite:** 21st level, druid, Primal Guardian class feature

**Benefit:** When an ally adjacent to you uses his or her second wind, that ally regains additional hit points equal to your Constitution modifier.

CHIPPY

**EPIC TIER FEATS**

| Any Primal Class | Other Prerequisites | Benefit |
|---|---|---|
| Second Skin | Con 17, proficiency with hide armor | +2 to AC with hide armor, reduce check penalty by 1, and +1 to attack with primal fear powers |

| Barbarian Feat | Other Prerequisites | Benefit |
|---|---|---|
| Overpowering Charge | — | Knock target prone when you hit with a charge attack |
| Slayer's Shift | — | Shift 1 as a free action when you bloody or drop a creature |
| Sweeping Blade | — | Damage adjacent enemies when you hit with an opportunity attack using an axe or a heavy blade |

| Druid Feat | Other Prerequisites | Benefit |
|---|---|---|
| Guardian Resurgence | Primal Guardian | Adjacent ally regains additional hit points with second wind |
| Primal Summoning Expertise | — | Use a minor action to command a creature you summoned with a primal summoning power |
| Swift Predator | Primal Predator, *wild shape* | +1 to speed in beast form, and increase shift by 1 |
| Wild Surge | *Wild shape* | Use second wind as free action when you use *wild shape* |

| Shaman Feat | Other Prerequisites | Benefit |
|---|---|---|
| Grave Spirit | Stalker Spirit | Allies regain 10 hp when enemy adjacent to spirit companion drops |
| Ironheart Spirit | Protector Spirit | Ally adjacent to spirit companion shifts 1 when hit |
| Purging Spirit | *Healing spirit* | Allies adjacent to spirit companion make a saving throw when you use *healing spirit* adjacent to spirit companion |
| Spirit of Health | Protector Spirit | Allies adjacent to spirit companion spend a healing surge when you use second wind |
| Stone Heart Spirit | World Speaker | Spirit companion provides cover |
| Triumphant Spirit | Stalker Spirit | Ally makes melee basic attack as a free action when he or she drops an enemy |
| Vexing Spirit | Watcher Spirit | Allies don't grant combat advantage to enemies adjacent to spirit companion |

| Warden Feat | Other Prerequisites | Benefit |
|---|---|---|
| Earthstrength Might | Earthstrength | Make a melee basic attack as free action when you use second wind |
| Far-Reaching Grasp | *Warden's grasp* | *Warden's grasp* has a range of close burst 10 and triggers on an enemy within 10 squares |
| Tangling Grasp | *Warden's grasp* | Targets of *warden's grasp* are immobilized instead of slowed |

### Ironheart Spirit

**Prerequisite:** 21st level, shaman, Protector Spirit class feature

**Benefit:** When an enemy hits an ally adjacent to your spirit companion, that ally can shift 1 square as a free action.

### Overpowering Charge

**Prerequisite:** 21st level, barbarian

**Benefit:** When you hit a target with a charge attack, you can knock the target prone.

### Primal Summoning Expertise

**Prerequisite:** 21st level, druid

**Benefit:** You can use a minor action to give a standard action command to a creature you summoned with a primal summoning power.

### Purging Spirit

**Prerequisite:** 21st level, shaman, *healing spirit* power

**Benefit:** When you use *healing spirit*, each ally adjacent to your spirit companion can make a saving throw.

### Second Skin

**Prerequisite:** 21st level, Con 17, any primal class, proficiency with hide armor

**Benefit:** While you are wearing hide armor, you gain a +2 feat bonus to AC, and the armor's check penalty is reduced by 1.

In addition, you gain a +1 bonus to the attack rolls of primal fear powers you use.

**MULTICLASS FEATS**

| Name | Prerequisites | Benefit |
|---|---|---|
| Hunting Predator | Initiate of the Old Faith | +1 to speed in beast form |
| Mending Spirit | Spirit Talker | Gain *healing spirit* power, 1/encounter |
| Rampant Fury | Berserker's Fury | Gain Rampage class feature |
| Warden's Endurance | Defender of the Wild | Once per encounter, make a saving throw at start of your turn |

### Slayer's Shift

**Prerequisite:** 21st level, barbarian

**Benefit:** When you bloody a creature or reduce a creature to 0 hit points, you can shift 1 square as a free action.

### Spirit of Health

**Prerequisite:** 21st level, shaman, Protector Spirit class feature

**Benefit:** When you use your second wind, each ally adjacent to your spirit companion can spend a healing surge.

### Stone Heart Spirit

**Prerequisite:** 21st level, shaman, World Speaker Spirit class feature

**Benefit:** Your spirit companion can provide cover to you and your allies.

### Sweeping Blade

**Prerequisite:** 21st level, barbarian

**Benefit:** When you hit an enemy with an opportunity attack using an axe or a heavy blade, any other enemies adjacent to you take 4 + your Strength modifier damage.

### Swift Predator

**Prerequisite:** 21st level, druid, Primal Predator class feature, *wild shape* power

**Benefit:** While you are in beast form, you gain a +1 feat bonus to speed, and whenever you shift, you can increase the distance by 1 square.

### Tangling Grasp

**Prerequisite:** 21st level, warden, *warden's grasp* power

**Benefit:** You can immobilize the target of your *warden's grasp* until the end of its next turn, instead of slowing it.

### Triumphant Spirit

**Prerequisite:** 21st level, shaman, Stalker Spirit class feature

**Benefit:** When an ally reduces an enemy adjacent to your spirit companion to 0 hit points, that ally can make a melee basic attack as a free action.

### Vexing Spirit

**Prerequisite:** 21st level, shaman, Watcher Spirit class feature

**Benefit:** Your allies don't grant combat advantage to enemies adjacent to your spirit companion.

### Wild Surge

**Prerequisite:** 21st level, druid, *wild shape* power

**Benefit:** When you use *wild shape* to change from beast form to your humanoid form, you can use your second wind as a free action.

## Multiclass Feats

The following multiclass feats allow you to benefit further from taking the multiclass feats in *Player's Handbook 2*.

### Hunting Predator [Multiclass Druid]

**Prerequisite:** Initiate of the Old Faith feat

**Benefit:** While you are in beast form, you gain a +1 bonus to speed.

### Mending Spirit [Multiclass Shaman]

**Prerequisite:** Spirit Talker feat

**Benefit:** You gain the shaman power *healing spirit*, but you can use it only once per encounter.

### Rampant Fury [Multiclass Barbarian]

**Prerequisite:** Berserker's Fury feat

**Benefit:** You gain the barbarian class feature Rampage.

### Warden's Endurance [Multiclass Warden]

**Prerequisite:** Defender of the Wild feat

**Benefit:** Once per encounter, you can make a saving throw against one effect that a save can end at the start of your turn. On a save, the effect immediately ends, preventing it from affecting you on your current turn. If you fail the saving throw, you still make a saving throw against the effect at the end of your turn.

# EPIC DESTINIES

Your epic destiny brings you in tune with the world you strive to protect, making your connection to the primal world unbreakable. Those who achieve primal epic destinies become known as great spirits by the lesser spirits and by the tribes and people who revere and acknowledge the power of primal spirits.

## Fang of the World Serpent

*When the slumbering World Serpent awakes, its fury incarnates—in you.*

**Prerequisite:** 21st level, any primal class

The role of the primal spirits is to protect and preserve the world. Even the World Serpent, whose coils could crush a god and whose fangs could pierce a primordial, exists to protect the natural order and balance of the world, not simply to destroy. Though the motions of the World Serpent's mighty coils can shake the earth, he enfolds the world to shield it from harm, not to crush away its life.

You, though, are a living embodiment of the World Serpent's anger. His venom courses through your veins, and your sinews carry the strength of his coils. You are meant to face some terrible foe—a demon prince or a primordial, perhaps, or even a destructive god who seeks the world's demise. The World Serpent has invested you with his power for a single purpose: to destroy that threat and preserve the world's balance.

### Immortality

You were born for this one purpose: to carry the World Serpent's wrath to the enemies of the world. When that purpose is accomplished, what fate awaits you?

**Striking Serpent:** The power of the World Serpent burns within you, and that power need not return to him when your mortal life has ended. When the greatest threat to the world's existence is finally defeated and your Destiny Quest is complete, your spirit joins the world you fought so hard to protect. You become a new elder spirit—Striking Serpent—ready to invest a new champion with your power when another threat to the world arises.

### Fang of the World Serpent Features

**Serpent's Fury (21st level):** When you hit an enemy with a primal melee attack power, your next melee attack against that enemy before the end of your next turn deals extra damage equal to your Strength modifier.

**Rampant Slaughter (24th level):** When you bloody an enemy or score a critical hit with a primal melee attack power, you can make two melee basic attacks as a free action. Only one of these attacks can target the creature you bloodied or scored a critical hit against.

**Serpent's Resilience (30th level):** Any creature that scores a critical hit against you must make the attack roll again with a –5 penalty. If the second attack roll would hit, the attack is indeed a critical hit. Otherwise, the critical hit becomes a normal hit, and you can spend a healing surge as a free action.

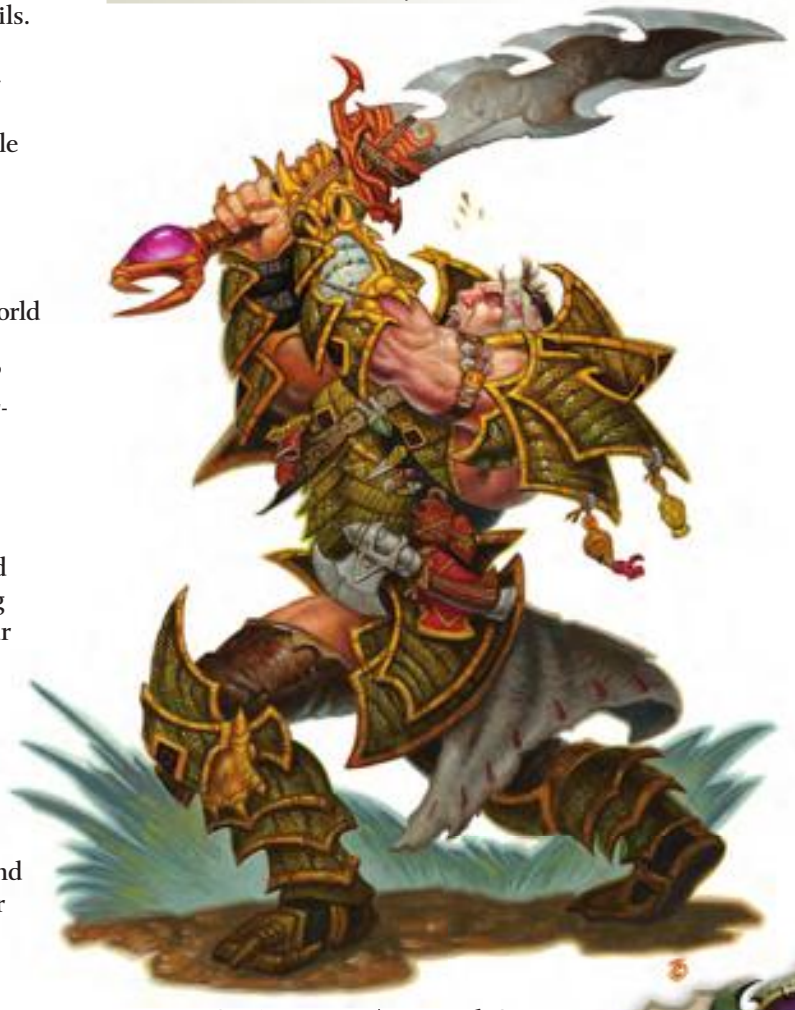
### Fang of the World Serpent Power

**Serpent's Retaliation** — Fang of the World Serpent Utility 26

*Your enemies' strikes fuel the fury of your counterattacks.*

**Daily ✦ Primal, Stance**
**Minor Action** **Personal**

**Effect:** Until the stance ends, whenever an enemy hits you, you gain a +2 power bonus to speed and a +2 bonus to attack rolls until the end of your next turn.



CHRIS SEAMAN

# Fury of the Wild

*Your anger can never be quenched as long as cruel beings despoil the natural world.*

**Prerequisite:** 21st level, any primal class

You are an incarnation of nature's wrath, rampaging against all who would destroy the bounty of nature. Your enemies are many: the demons that seek destruction of life and land, the aberrant monsters that stain the beauty of the world, and the impetuous creatures that destroy forests and rivers for the sake of creating grotesque cities from stone torn from the earth. You feel the pain of the natural world around you when it's burned by unnatural fire or polluted with the presence of those who dishonor the wild, and you hear the spirits cry out in agony as they die. Wild, unbridled fury rages in you and is unleashed without warning against the foes of the natural world.

JASON A. ENGLE

## Immortality

Your eternal fate depends on the state of the world when you die.

**Fury Made Placid:** If your death stops the destruction of nature, you can sleep in peace. By defeating a great enemy of the natural world, or creating a great expanse of untouched wilderness, you can overcome the rage that drives you. You become one of the great spirits, but one that is peaceful. The speakers of primal lore will tell tales of your change and how your great sacrifice prevented nature's decline, thus quelling your anger. You now live as a more benevolent spirit of peace or beauty.

**The Fury Eternal:** Despite all your effort and all your rage, nature is subjected to more transgressions every day. You can no longer contain your outrage, and you permanently become a spirit of fury. You stalk the wilderness and rampage into cities indiscriminately, wreaking agony and destruction on all in your path. Your story is a cautionary one. Tribal leaders warn youths to avoid your path and say that you are proof that no matter how hard one fights, the enemies of nature can corrupt and destroy.

## Fury of the Wild Features

**Fury's Strength (21st level):** Your Strength or Wisdom score increases by 2.

**Land's Fury (24th level):** When you score a critical hit, each unbloodied enemy within 10 squares of you takes damage equal to your level + your Strength or Wisdom modifier.

**Unstoppable Fury (30th level):** When you miss a creature that isn't bloodied with an at-will attack power, you can reroll that attack but must use the second result.

## Fury of the Wild Power

**Fury's Form** Fury of the Wild Utility 26

*Your blood is nature's blood, and when you are harmed, you become a spirit of fury bent on avenging nature's pain.*

**Encounter ✦ Primal**
**Immediate Reaction** **Personal**
**Trigger:** An enemy bloodies you
**Effect:** You gain temporary hit points equal to your level. Until the end of your next turn, you gain a +2 power bonus to attack rolls, all defenses, and speed. In addition, you gain a bonus to damage rolls against unbloodied creatures equal to your Strength or Wisdom modifier.

# Honored Ancestor

*The spirits that have clustered around you all your life reveal their final secret—you have always been one of them.*

**Prerequisite:** 21st level, any primal class

As you have risen toward epic power, it has become increasingly clear that you have a unique relationship with the ancestor spirits that other primal heroes know as guides and allies. If you're a druid, you hear the voices of the ancestors each time you shift shapes. If you're a barbarian, your rages are always tempered by a third perspective, and sometimes a fourth, fifth, and sixth, as if you were observing yourself from above and on each side, seeing through more than your own rage-filled eyes. If you're a warden, you understand that the tribe's ancient protectors are your peers, not just your ancestors. If you're a shaman, you have realized the truth before attaining your epic destiny: The ancestors are more than guides and allies—they were once your comrades, your friends, and your helpers when you walked the world in earlier lifetimes, helping the people as an ancestor spirit.

You are an ancient ancestor reborn into a new life. You share understandings and communication with other primal spirits beyond anything that most primal heroes experience because you know all the voices of the spirits, all the subtle ways and swift whispers by which they make themselves known. You can see the spirits everywhere in the world as they inhabit trees and rocks or flow through the bodies of you and your allies.

## Immortality

As an ancient spirit returned to mortal flesh, you strive to fulfill the mission that returned you to the world.

**Great Ancestor:** What is your great cause, your mission? It must be something huge, something that the natural course of the world could not have accomplished. If you don't already know your cause as you move into the epic tier, work with your DM to arrange a great a mission that befits a returned Honored Ancestor.

When you have completed your Destiny Quest, you might stay within the world for one more season to fix each of the world's textures in your memory. Then you must return to the world of the ancestors. As a spirit, you will remember this life, and all the others. It was a good life. Perhaps it was the last time you will walk the earth. Perhaps not.

## Honored Ancestor Features

**Spirit Guide (21st level):** You can no longer be surprised, and you don't grant combat advantage for being flanked, dazed, or prone.

**Spirit Migration (24th level):** When you spend an action point to take an extra action, you can teleport 5 squares as a free action, either before or after the extra action.

**Spirit's Protection (30th level):** The first time you are reduced to 0 hit points or fewer during an encounter, you can spend a healing surge and regain additional hit points equal to your Wisdom or Charisma score.

## Honored Ancestor Power

**Spirit Warning** — Honored Ancestor Utility 26

*The spirits that guide you warn you of impending doom.*

**Encounter ✦ Primal**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy hits you
**Target:** The triggering enemy
**Effect:** The target rerolls the attack with a -5 penalty and must use the new result. The target can't score a critical hit with the rerolled attack.

RALPH BEISNER

# Mythic Spirit

*Your mortal deeds warrant your inclusion in the legends of the elder spirits. As you shape the world, you find your place in eternity.*

**Prerequisite:** 21st level, any primal class

The greatest primal spirits are immortalized in the stories recounted by your people. Told and retold around campfires, these tales warn the young against foolish mistakes and inspire greatness from living heroes. Each telling changes a tale; each speaker alters minor details or fabricates new adventures. These adaptations do not make the tales any less true, however. The primal spirits and their place in the world are fluid, changing with mortal expectation and need.

Although you have learned to count the great primal spirits as allies, you never expected to be included in the stories of the ancestors and elder spirits. Even more disconcerting is that the storytellers incorporate you in the most famous tales, placing you alongside Great Bear and the World Serpent. In these evolving recitations, you play a small part at first, but your role grows with each telling. As you travel the world and beyond, battling foes and righting wrongs, you find truth in these tales and a dim awareness that somehow, you have always been and always will be.

ERIC BELISLE

## Immortality

Each victory and defeat cements your place in history. In the end, you fade from the present to live on in legend.

**Stuff of Legend:** Your adventures permeate the world, carried on the wind. Where the motes of your myth fall, primal tribes weave them into their tales, binding you to the past, setting your deeds alongside those of the other great spirits. You might deny the details of these tales at first, but in time, the stories become familiar and you begin to remember the events as they are recounted, not necessarily as they happened. Your place in legend is secured when you complete your Destiny Quest and join the cast of hundreds who guide the primal people through myth into the uncertain future. You fade away, your body dissolving into the wind and the earth as your spirit flows out into the world.

## Mythic Spirit Features

**Foretold Destiny (21st level):** An ability score of your choice increases by 2. You gain a +2 bonus to saving throws while you are not bloodied.

**It Is Written (24th level):** Whenever you save, each ally adjacent to you can make a saving throw.

**Mythic Rebirth (30th level):** While you are dying, you do not need to make death saving throws, and you can use your second wind without taking an action.

## Mythic Spirit Power

**Fate Averted** Mythic Spirit Utility 26

*You alter fate, rewriting your people's myths to serve your purpose.*

**Daily ✦ Healing, Primal, Teleportation**
**Immediate Interrupt** **Close** burst 20
**Trigger:** An ally within 20 squares of you is reduced to 0 hit points or fewer by an attack
**Target:** The triggering ally in burst
**Effect:** You teleport the target to a square adjacent to you. The target regains hit points equal to 1 + his or her bloodied value and can make a basic attack as a free action.

# Perfect Guardian

*Blessed by your destiny as a great protector, your natural form shifts to accommodate the power of the elder spirits.*

**Prerequisite:** 21st level, warden

Force fills the winds that tear your clothes. Strength wells up from the stones beneath your feet. Having drawn this power into your being, you bend it to serve your will. Nature's might buttresses your attacks. Primeval resilience safeguards you and your companions. Your reshaped flesh demonstrates your true mastery over primal power. Long practice with your evocations allows you to fully apprehend nature's magic. You blend the gifts of your various guardian forms, until you start to acquire a resemblance to the Primal Beast of which those forms are all aspects.

The ease with which you harness primal power comes partly from your experience with nature's bounty, but also because the spirits entrust you with even greater energy. They willingly lend you their wisdom and might each time you draw from their abundant well. These spirits chose you to be their champion, and as such, they create new pathways for you to seize their strength and bind it to your body in incredible ways. This boon ensures that no despoiler of the world can stand against your wrath.

## Immortality

The primal spirits entrust their guardian with fabulous power in exchange for eternal vigilance against nature's many foes.

**Eternal Defender:** The flood of power intensifies with each victory on the road toward fulfilling your Destiny Quest. As you near your quest's end, nature's hold on you manifests even when you are not wielding your power. Your natural appearance becomes more bestial and predatory, something like an echo of the Primal Beast even when you are not in a guardian form.

When you seize your destiny, your instincts guide you to the fate you have earned. You travel the world until you come upon an ancient stone circle. The menhirs come to life, welcoming you as a brother or a sister and inviting you to stand vigil with them over the world. You take your place alongside these mighty wardens. You feel your skin hardening and your heartbeat slowing as you assume the final transformation. But your spirit roars, leaping into the sky to hunt down the enemies of the primal way with the aid of the rest of the elder spirits. Future generations won't just know your name—they will call on you as their ally and guardian.

## Perfect Guardian Features

**Beast Strike (21st level):** Once per round, when you hit a target with a melee attack, you knock that target prone. If the target is already prone, the attack instead deals 2d8 extra damage, or 2d10 extra damage if the target is marked by you.

**Eyes of the Sentinel (24th level):** You can see invisible creatures within 5 squares of you, and you gain a +5 bonus to Perception checks to notice hidden creatures.

**Perfect Mark (30th level):** As the first action of each of your turns, you can use a free action to mark each enemy adjacent to you until the start of your next turn. If you supersede this mark with another one on an enemy, that enemy takes a –5 penalty to attack rolls for any attack that doesn't include you as a target, instead of a –2 penalty, until the second mark ends.

## Perfect Guardian Power

**Guardian's Pounce** Perfect Guardian Utility 26

*You leap forward to absorb an attack meant for your friend.*

**Encounter ✦ Primal**
**Immediate Interrupt** **Personal**
**Trigger:** A melee or a ranged attack hits an ally within 5 squares of you
**Effect:** You shift a number of squares equal to twice your speed to a square adjacent to the creature that made the triggering attack. The attack hits you instead, and you mark the creature that made it.

CHIPPY

# Reincarnate Champion

*You remember the exploits of your earlier incarnations—each a champion of the spirit way. It's now time to teach the world a new heroic story.*

**Prerequisite:** 21st level, any primal class

You know that some primal souls leave the world behind to join the mystery after death. Other transcendent heroes join the spirits, flowing through the world to give it life and preserve its natural order. Still other primal champions reincarnate into new bodies, returning as new exemplars of nature.

You long suspected that you were one of the spirits who regularly return to the world in new bodies, though you could not be certain until the day you attained epic power. As your epic destiny opened before you, so did the memories of your past lives, a long chain of heroes, leaders, humble souls, and conquerors who lived in harmony with the spirits.

You are a champion of the spirit way, a defender of the world's primal cycles. In this life, you finally have the chance to put the knowledge and power of all your incarnations together.

## Immortality

One of the great elder spirits, Blood Cousin, had dozens of lives as a champion of the spirit way, teaching people across the world initiation rites so that tribes could adopt members of any race who proved worthy. You revere Blood Cousin for this work in strengthening primal tribes. You will do the same, but in a different a manner.

**A New Story:** Generations from now, people will tell stories about you. You harnessed dozens of past lives as a primal champion as you accomplished mighty heroic deeds. Tales of your exploits will inspire people on the spirit way as they battle evil deities and demon princes. The best part of these stories is that somewhere, someone hearing them will be touched by your spirit and will create a new piece of the primal story.

## Reincarnate Champion Features

**Past Spirit (21st level):** Choose a race other than your own. You are considered a member of that race for the purpose of meeting feat prerequisites. If that race has any racial encounter powers, you gain one of your choice.

At 24th level, you choose a second race and gain the same benefits with it.

**Many Perspectives (21st level):** You gain a +2 bonus to Intelligence-, Wisdom-, and Charisma-based skill checks and ability checks.

**Epic Vitality (24th level):** An ability score of your choice increases by 2.

**The Champion Returned (30th level):** You gain access to every racial encounter power. To use a racial encounter power that you don't have, you expend the use of one of your racial encounter powers.

## Reincarnate Champion Power

**Swift Reincarnation** — Reincarnate Champion Utility 26

*In an instant, you move from death to new life in a different form, hastening the natural cycle.*

**Daily ✦ Healing, Primal**
**Immediate Interrupt** **Personal**
**Trigger:** You drop to 0 hit points or fewer

**Effect:** You regain hit points equal to your bloodied value. Choose a race other than your own. You appear as a member of that race.

If the race is not one of your Past Spirit races, you gain one of that race's racial encounter powers, if any, until the end of your next extended rest.

If the race is one of your Past Spirit races, you can choose to replace your current race with that race at the end of your next extended rest, but only if your current race is not a prerequisite for any of your attributes, such as feats. If you do so, your previous race becomes one of your Past Spirit races.

CHRIS SEAMAN

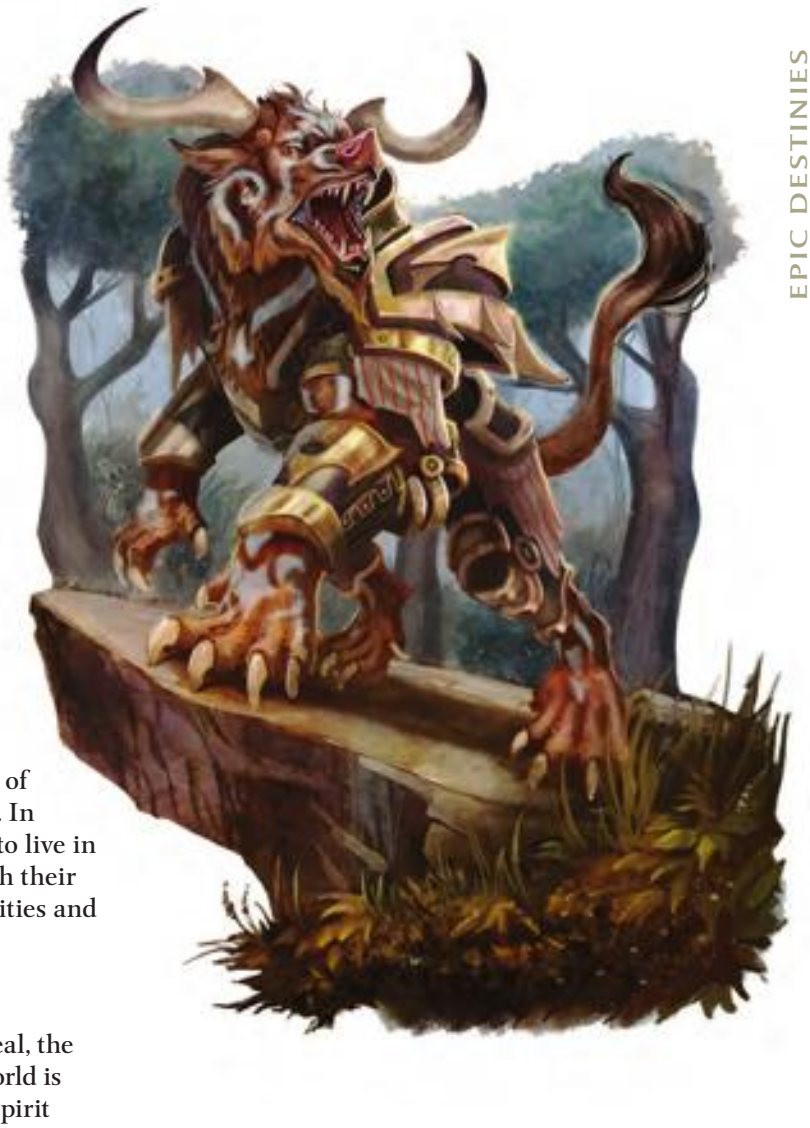
# Sovereign Beast

*You have focused the savagery of the Primal Beast through your nobility of spirit to become a monarch among the beasts of the wild.*

**Prerequisite:** 21st level, druid, *wild shape* power

You have channeled the ferocity of the Primal Beast through your limbs countless times, adopting a form that echoes the great spirit, the archetype of all beasts. Yet you are not a beast; you are more than just a reflection of the Primal Beast's manifold nature. By bringing its savage nature into balance with your humanoid spirit, you have become a synthesis that is more than either part. You are the Sovereign Beast, the quintessence of all that is noble and true in nature.

You are striking out on a path that none have pre-viously walked to its conclusion, staking out a middle path between the way of beasts and the ways of the humanoid races. In you is incarnate the potential for the races to live in closer harmony with the world, in tune with their instincts but still awake to their finest qualities and highest ideals.



RALPH BEISNER

## Immortality

For now, you are an incarnation of a new ideal, the first of your kind. When your time in the world is fulfilled, though, you will become an elder spirit in your own right, a pattern that future druids will attempt to follow.

**A New Elder Spirit:** Your work in the world complete, you transcend your physical form and become a primal spirit. No longer simply in the world, you are now of it, part of the circle of spirits that protects and preserves it. In your spirit form, you roam free, sometimes wearing the shape of a noble beast, sometimes appearing as a humanoid, but always holding the twin aspects of your nature in perfect and everlasting balance.

## Sovereign Beast Features

**Magnificent Beast (21st level):** When you use *wild shape* to change from your humanoid form to beast form, you can change your size to Large. While you are in a Large beast form, you gain a +2 bonus to damage rolls and speed.

**Sovereign's Charge (24th level):** Once per encounter when you charge while in beast form, you can use one of your beast form encounter attack powers in place of a melee basic attack. If the attack hits, the target is also knocked prone.

**Sovereign's Inheritance (30th level):** When you reduce a nonminion enemy to 0 hit points with a beast form attack power, you can choose either to spend a healing surge or to regain the use of an encounter attack power that you have used during this encounter.

## Sovereign Beast Power

**Resplendent Beast** Sovereign Beast Utility 26

*Your sudden transformation casts your enemies aside and fills them with terror at what you have become.*

**At-Will ✦ Fear, Primal**
**Free Action** **Close** burst 1
**Trigger:** You use *wild shape* to change into beast form and increase your size to Large
**Target:** Each creature in burst
**Effect:** You push each target 1 square. In addition, enemies that have line of sight to you grant combat advantage to you and take a –2 penalty to attack rolls until the end of your next turn.

# World Tree Guardian

*The wise and powerful World Tree finds a kindred spirit in you. In your pledge to defend that ancient spirit from harm, the wider world falls under your protection.*

**Prerequisite:** 21st level, any primal class

You have seen the World Tree, the most ancient primal spirit of the forest. Legends say that the roots of the World Tree are the roots of the world itself and that any harm done to this ancient entity shakes the earth and cracks the sky. You chose to defend the World Tree, and in doing so, you were able to speak to it and gain its favor. You can now call on its power, granting you the strength and resilience of nature itself. The World Tree is intertwined with the world so that any harm to one hurts the other—an outcome you are sworn to prevent.

## Immortality

The World Tree has existed since the beginning of time. If you have your way, it will live longer still.

**The Tree's Counterpart:** You become the World Tree's counterpart among the races of the world—a primal symbol of life and a worldly representative among the great spirits of nature. Accepted into the company of the most powerful and ancient primal spirits, you abandon your mortal form to become a being of pure primal essence.

You are no longer as active as you once were in shaping the fate of the world; the actions that led to your immortality have kept the world safe for some time. Instead, you sleep soundly in verdant groves or walk the wider world invisible to the eyes of mortals. However, when the greatest dangers threaten the world, you heed the summons to convene with other great spirits to rally against those perils.

CHRIS SEAMAN

## World Tree Guardian Features

**Bark of the World Tree (21st level):** Whenever an enemy hits you, you can use an immediate reaction to gain resistance to all damage equal to 5 + your Constitution modifier. This resistance lasts until the start of your next turn.

**Boon of the World Tree (24th level):** Once per day, you can die in place of an ally. The moment an ally dies, you can choose to die instead, and that ally gains hit points equal to his or her bloodied value. At the end of your next turn, you return to life with hit points equal to your healing surge value. Until the end of the encounter, you gain regeneration 10 while you are bloodied.

**World Tree's Growth (30th level):** You have regeneration equal to the number of healing surges you have remaining.

## World Tree Guardian Power

**Boughs of the World Tree** — World Tree Guardian Utility 26

*Gnarled branches burst from the battlefield, granting benefits to your allies and hindering your foes with twisting vines.*

**Daily ✦ Conjuration, Primal**
**Standard Action** **Close** burst 20

**Effect:** You conjure boughs of the World Tree in five unoccupied squares in the burst that aren't adjacent to one another. The boughs last until the end of your next turn. The boughs are solid obstacles, and each square adjacent to them is difficult terrain for your enemies.

The boughs can be attacked. Each has resist 20 to all damage, and a bough is destroyed if it takes any damage.

When you use this power, choose one of the following benefits:

- ✦ Your allies gain a +1 bonus to attack rolls while adjacent to a bough.
- ✦ Your allies gain a +1 bonus to all defenses while adjacent to a bough.
- ✦ Any ally who begins his or her turn adjacent to a bough gains temporary hit points equal to your Strength or Wisdom modifier.

**Sustain Minor:** The boughs persist.

# NEW RITUALS

As a primal character, you have access to the same wide range of rituals available to any other ritual caster. The new rituals here expand the options available to you and all other ritual casters, with an emphasis on rituals that invoke the power of primal spirits.

See Chapter 10 of the *Player's Handbook* for instructions on how to use a ritual in the D&D game.

**RITUALS BY LEVEL**

| Lvl | Ritual | Key Skill |
|---|---|---|
| 1 | Dowsing Rod | Nature |
| 1 | Portend Weather | Nature |
| 1 | Traveler's Camouflage | Nature |
| 5 | Starshine | Nature |
| 10 | Eagles' Flight | Nature |
| 10 | Water's Gift | Nature |
| 14 | Primal Prison | Nature |
| 19 | Primal Grove | Nature |

## Dowsing Rod

*You find a gnarled branch, and it turns as you hold it, pointing the way to a natural feature.*

**Level:** 1
**Category:** Divination
**Time:** 1 minute
**Duration:** 12 hours or until discharged
**Component Cost:** 10 gp
**Market Price:** 50 gp
**Key Skill:** Nature (no check)

You transform a stick or other natural object into a dowsing rod. When you do so, name a natural feature of the environment, such as mountains, rivers, forests, or caves. The dowsing rod points the way to the nearest place that fits the description. You can't name a specific place, such as Mount Baneflame, and the rod can't find magically concealed locations. When you reach the destination, the ritual is discharged.

## Eagles' Flight

*Great eagle spirits thunder through the sky, carrying you and your allies to a far-off location.*

**Level:** 10
**Category:** Exploration
**Time:** 10 minutes
**Duration:** 12 hours
**Component Cost:** 400 gp
**Market Price:** 1,000 gp
**Key Skill:** Nature

Up to eight giant eagle spirits appear to carry you and your allies. Each eagle can carry one Medium creature. The eagles have a fly speed and an overland flight speed determined by your Nature check.

| Nature Check Result | Speed | Overland Flight |
|---|---|---|
| 24 or lower | 8 | 10 |
| 25-29 | 10 | 15 |
| 30-39 | 12 | 20 |
| 40 or higher | 15 | 30 |

Creatures take a -4 penalty to attack rolls and defenses while carried by the eagles.

The eagles can't attack or affect other creatures in any way. The eagles' defenses are equal to yours, and if an eagle is hit by an attack, it descends to a solid surface to drop off the creature it carries, then flies away. Eagles who have flown away during combat can be called back as a standard action outside combat.

## Portend Weather

*You see what the weather will be in the near future.*

**Level:** 1
**Category:** Divination
**Time:** 5 minutes
**Duration:** Instantaneous
**Component Cost:** 10 gp
**Market Price:** 50 gp
**Key Skill:** Nature (no check)

You determine what the weather will be like for the next 24 hours within a 50-mile radius of you. You and any allies present for the ritual gain a +5 bonus to Endurance checks to endure extreme weather you have foreseen.

## Primal Grove

*You create a hidden grove, concealed by primal spirits, which grows lush and peaceful and awaits your return.*

**Level:** 19
**Category:** Travel
**Time:** 10 minutes
**Duration:** Permanent (special)
**Component Cost:** 12,000 gp to create a grove and entrance; 4,000 gp to create an entrance
**Market Price:** 21,000 gp
**Key Skill:** Nature

A primal grove is a haven that is magically hidden by primal spirits. You use this ritual either to create a grove and an entrance to it or to create an entrance to a grove that you or someone else created.

**Creating a Grove:** When you create a grove, it appears in a hidden location in the world or the Feywild, and you determine its password. You also create an entrance to it (see "Creating an Entrance" below).

A grove generates enough food and drink to sustain its occupants and has a moderate, unchanging climate. If you move objects into a grove, they remain there when you leave, but food and other resources created by the grove disappear when removed.

Your Nature check determines the grove's size in squares and how many creatures it can accommodate.

| Nature Check Result | Size | Capacity |
|---|---|---|
| 24 or lower | 5 × 5 | 25 Medium creatures |
| 25-34 | 7 × 7 | 50 Medium creatures |
| 35-44 | 10 × 10 | 100 Medium creatures |
| 45 or higher | 14 × 14 | 200 Medium creatures |

**Creating an Entrance:** A primal grove is inaccessible, except to those who know its password and pass through an entrance to it. You use this ritual to create an entrance to a primal grove, the password of which you must know.

When you create an entrance to a grove, the entrance appears in a square adjacent to you. If a creature that knows the grove's password enters that square, the creature can teleport to a square in the grove. Anyone inside the grove can exit it as part of a move action, teleporting either to an active entrance or to the most recent entrance if none are active.

Your Nature check determines the duration of the entrance. When you create a grove, you use a single check to create both the grove and an entrance to it. As a minor action, you can close an entrance you created.

| Nature Check Result | Entrance Duration |
|---|---|
| 24 or lower | 1 hour |
| 25-34 | 24 hours |
| 35-44 | 1 month |
| 45 or higher | 1 year |

Extraordinary magic might allow someone to enter a grove against the creator's will.

## Primal Prison

*Your foe is swallowed up by the land, to be entrapped and taunted by spirits.*

**Level:** 14
**Category:** Binding
**Time:** 1 hour
**Duration:** Permanent (special)
**Component Cost:** 1,600 gp
**Market Price:** 4,200 gp
**Key Skill:** Nature

You imprison an adjacent creature in a tree, a boulder, or another solid natural object. The subject must be helpless or willing, and the object you imprison it inside must be larger than it. Your Nature check determines the maximum level of the subject.

| Nature Check Result | Maximum Level |
|---|---|
| 14 or lower | Your level - 5 |
| 15-24 | Your level |
| 25 or higher | Your level + 2 |

The subject remains imprisoned until you choose to discharge the ritual or until you die. In addition, you must take a personal effect from the subject and hide it or carry it with you. If the personal effect is brought to the subject's location, the subject can be released.

You choose whether the subject ages while imprisoned, and the subject is unaware of its surroundings. Destroying the imprisoning object releases the subject, who appears in the object's space, bloodied and unconscious. You know if the object is destroyed, regardless of your distance from it.

The imprisoning object you takes on a faint resemblance to the subject. Knots in the shape of the subject's face might form on a tree, or a stone might take on coloration faintly depicting the subject's silhouette.

## Starshine

*The blue glow from your fey lamps might not be bright, but it reveals those who stalk in shadows.*

**Level:** 5
**Category:** Warding
**Time:** 10 minutes
**Duration:** 8 hours
**Component Cost:** 40 gp
**Market Price:** 250 gp
**Key Skill:** Nature

When you complete the ritual, you create motes of blue light within 10 squares of you. Each mote hovers in a square of your choice and sheds dim light in a 2-square radius. The motes are intangible and cannot be interacted with. While within the radius of a mote's light, a creature takes a -5 penalty to Stealth checks.

Your Nature check determines the number of motes you create.

| Nature Check Result | Motes Created |
|---|---|
| 19 or lower | One |
| 20-29 | Three |
| 30-39 | Six |
| 40 or higher | Nine |

## Traveler's Camouflage

*You and your allies take on the textures and colors of the world around you.*

**Level:** 1
**Category:** Deception
**Time:** 10 minutes
**Duration:** 10 hours
**Component Cost:** 10 gp
**Market Price:** 50 gp
**Key Skill:** Nature

You cloak yourself and any allies present for the ritual in a camouflaging shroud. The subjects of this ritual gain a bonus to Stealth checks while traveling, and other creatures take a penalty when using Perception to find your tracks.

Your Nature check determines the bonus you and your allies gain and the penalty others take.

| Nature Check Result | Bonus to Stealth | Penalty to Find Tracks |
|---|---|---|
| 19 or lower | +2 | -2 |
| 20-29 | +5 | -5 |
| 30 or higher | +10 | -10 |

This camouflage protects you and your allies as you travel, but not during battle. Any subject who rolls initiative or makes an attack roll loses the benefit of this ritual until the end of the encounter. If a subject is hidden when he or she makes an attack, that subject loses the bonus before making the attack roll, which could cause him or her to lose the benefit of being hidden for that attack.

## Water's Gift

*You and your allies take on the traits of aquatic creatures.*

**Level:** 10
**Category:** Exploration
**Time:** 10 minutes
**Duration:** Special
**Component Cost:** 400 gp
**Market Price:** 1,000 gp
**Key Skill:** Nature

You and up to seven other creatures present for the ritual take on certain aquatic abilities: the ability to breathe water as easily as air, to speak underwater normally, and to fight underwater without penalty. Each subject also gains a +5 power bonus to Athletics checks to swim.

Your Nature check result determines the duration of the effect.

| Nature Check Result | Duration |
|---|---|
| 14 or lower | 3 hours |
| 15-24 | 6 hours |
| 25 or higher | 12 hours |

## ABOUT THE DESIGNERS

**MIKE MEARLS is the Lead Designer for the Dungeons & Dragons® roleplaying game. His recent credits include *H1: Keep on the Shadowfell*™ and *Player's Handbook® 2*.**

**EYTAN BERNSTEIN hails from New York City. He spends his days writing and editing history books for a major educational publisher. By night, he works as a game designer, editor, and developer. His many previous credits for Wizards of the Coast include *Adventurer's Vault*™, *Open Grave: Secrets of the Undead*™, and *Arcane Power*™.**

**LOGAN BONNER has worked on *D&D® Miniatures*, the *Forgotten Realms® Player's Guide*, *Adventurer's Vault*, *Player's Handbook 2*, and *Arcane Power* in his time as a designer at Wizards of the Coast. He has designed both familiars and alchemy, encouraging people to be both social and antisocial.**

**ROB HEINSOO led the design of the 4th Edition D&D® Roleplaying Game. His 4th Edition design credits include *Martial Power*™ and the *Forgotten Realms Player's Guide*. His other game designs include *Three-Dragon Ante*™ and *Dungeons & Dragons Inn-Fighting*™.**

**ROBERT J. SCHWALB works as a freelance designer for Wizards of the Coast. His recent credits include *Martial Power*, *Draconomicon*™, and the *Forgotten Realms Player's Guide*. Robert lives in Tennessee with his incredibly patient wife, Stacee, and his pride of fiendish werecats, but is happiest when chained to his desk, toiling for his dark masters in Seattle.**

# SHARE YOUR ADVENTURES. SHAPE YOUR WORLD.

Explore Faerûn with a band of adventurers gathered from around the globe and make a *real* impact on the world of Toril.

The RPGA's Living Forgotten Realms campaign offers dozens of official D&D® adventures every year—adventures that will help guide how the Realms will continue to evolve.

And best of all, you can do it wherever you play D&D—at home, your favorite game store, conventions—anywhere.

**GET MORE INFORMATION AT: WIZARDS.COM/RPGA**

DUNGEONS & DRAGONS®
LIVING FORGOTTEN REALMS

RPGA NETWORK

All trademarks are property of Wizards of the Coast, LLC.
©2008 Wizards.

# Take a Walk on the Wild Side

You haunt a vast and untamed wilderness, a terrifying domain of ferocious beasts and natural perils, yet you do not fear its mystery. With fierce resolve, you draw power from the spirits that preserve and sustain the world, destroying the monsters that threaten it. You are a primal creature, and evil cowers before you.

This Dungeons & Dragons® supplement presents never-before-seen options for primal characters, including new powers, tribal feats, paragon paths, and epic destinies designed for the barbarian, druid, shaman, and warden classes. *Primal Power*™ also provides information on major primal spirits, as well as builds and class features that allow you to play new versions of your favorite primal classes.

For use with these 4th Edition Dungeons & Dragons® products:

*Player's Handbook*® core rulebooks

*Dungeon Master's Guide*® core rulebooks

*Monster Manual*® core rulebooks

*D&D*® *Miniatures* *D&D*™ *Dungeon Tiles*

GET MORE AT D&D INSIDER™ www.dndinsider.com

d20 SYSTEM™

Wizards®

ISBN: 978-0-7869-5023-2

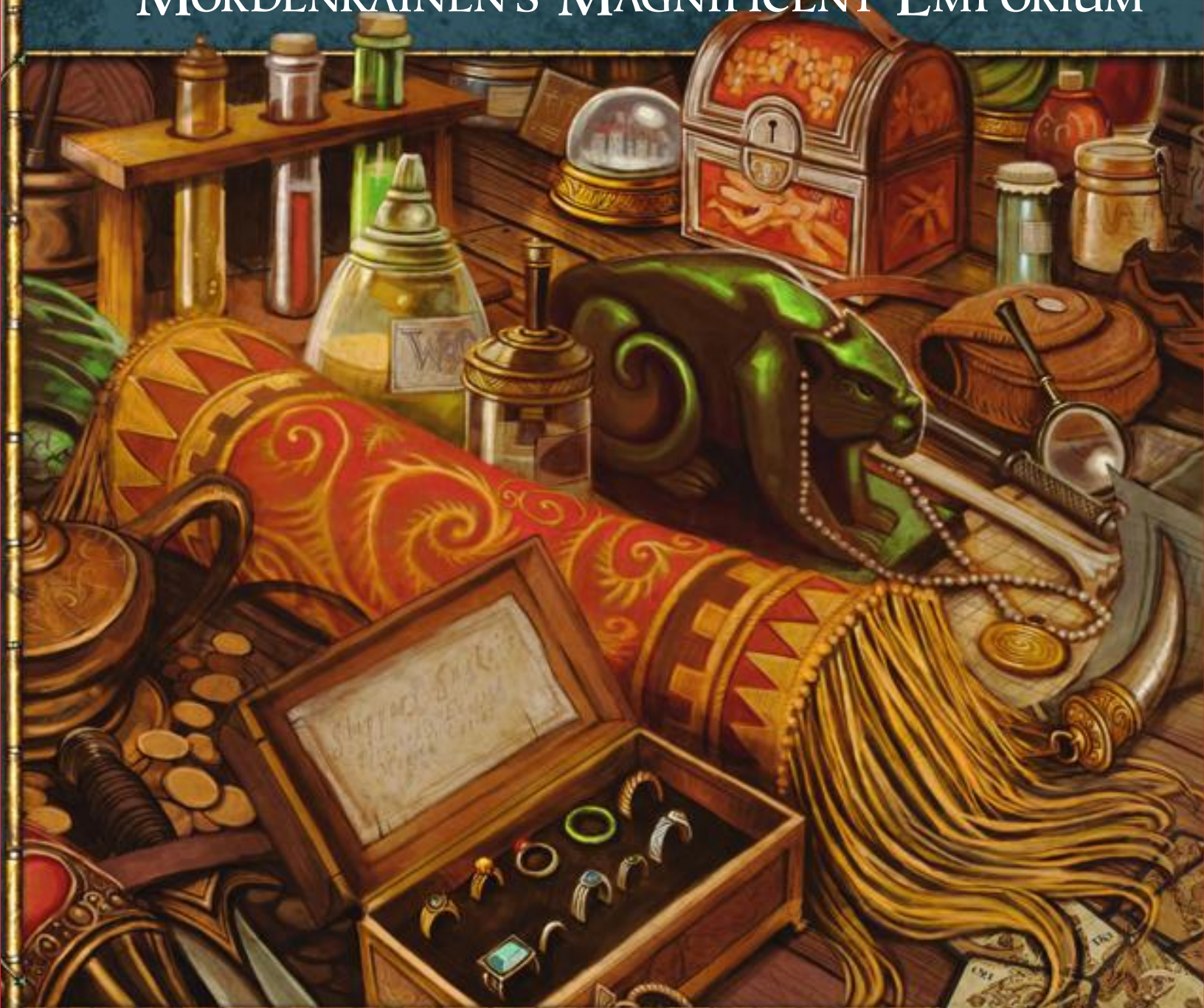
9 780786 950232 52995 EAN

Sug. Retail: **U.S. $29.95** CAN $37.00

Printed in the U.S.A. **219117200**

# Dungeons & Dragons®

## Mordenkainen's Magnificent Emporium™



ROLEPLAYING GAME SUPPLEMENT

Jeremy Crawford ✦ Stephen Schubert ✦ Matt Sernett

# Dungeons & Dragons®

## Mordenkainen's Magnificent Emporium™

ROLEPLAYING GAME SUPPLEMENT

Jeremy Crawford ✦ Stephen Schubert ✦ Matt Sernett

# CREDITS

Design
**Tavis Allison, Scott Fitzgerald Gray, Robert J. Schwalb, Matt Sernett, Jeff Tidball**

Additional Design
**Richard Baker, Eytan Bernstein, Greg Bilsland, Logan Bonner, Mike Mearls, Claudio Pozas, Chris Sims, James Wyatt**

Development
**Jeremy Crawford (lead), Stephen Schubert**

Editing
**Cal Moore (lead), Tanis O'Connor**

Managing Editor
**Kim Mohan**

D&D R&D Senior Producer
**Christopher Perkins**

D&D R&D Group Manager
**Mike Mearls**

Playtesters
**Aaron Brosman, Angela Amburn, Brittani-Pearl Macfadden, Bryan Amburn, Cliff Thrasher, Douglas Kilpatrick, Galen Mullins, Greg Hartman, Ian Ramsey, James Auwaerter, Jeffrey Barnes, John Stanford, Jonathan D'Silva, Jordan Conrad, Keith Richmond, Kevin Lawson, Krishna Simonse, Lori Anderson, Matthew Fuchs, Nicholas Wolfanger, Patrick Neal, Sarah LaValle, Shawn Merwin, Todd Keck, Tom Dale, Tony Lawrence**

D&D Senior Creative Art Director
**Jon Schindehette**

Art Director
**Kate Irwin**

Cover Illustration
**William O'Connor**

Graphic Designer
**Yasuyo Dunnett**

Interior Illustrations
**Vincent Dutrait, Emrah Elmasli, Wayne England, Brian Hagan, Jeff Himmelman, Tyler Jacobson, Michael Komarck, Howard Lyon, Warren Mahy, David Martin, Jim Nelson, William O'Connor, Hector Ortiz, Marc Sasso, Chris Seaman, Cynthia Sheppard, John Stanko, Beth Trott, Franz Vohwinkel, Eva Widermann, Ben Wootten**

Publishing Production Specialist
**Erin Dorries**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Carmen Cheung**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).

620-28069000-001 EN
ISBN: 978-0-7869-5744-6

First Printing:
September 2011
9 8 7 6 5 4 3 2 1

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277

Dungeons & Dragons, D&D, Wizards of the Coast, *Mordenkainen's Magnificent Emporium*, Forgotten Realms, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *Monster Vault*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All characters, and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast. Printed in the U.S.A. ©2011 Wizards of the Coast LLC.

**Visit our website at DungeonsandDragons.com**

# CONTENTS


**Introduction** ..... 4

Chapter 1
**ARMOR** ..... **6**
- New Armor and Shields ..... 8
- Armor and Shield Descriptions ..... 10
- Armor Training Feats ..... 11
- Magic Armor ..... 12

Chapter 2
**WEAPONS** ..... **18**
- New Weapons ..... 20
  - New Weapon Category: Superior Weapons ..... 20
  - Weapon Descriptions ..... 21
- New Weapon Feats ..... 23
- Magic Weapons ..... 25
- Magic Ammunition ..... 36

Chapter 3
**IMPLEMENTS** ..... **38**
- Superior Implements ..... 40
- Magic Implements ..... 42
  - Holy Symbols ..... 42
  - Ki Focuses ..... 44
  - Orbs ..... 45
  - Rods ..... 47
  - Staffs ..... 49
  - Tomes ..... 51
  - Totems ..... 53
  - Wands ..... 54

Chapter 4
**MAGICAL GEAR** ..... **58**
- Arms Slot Items ..... 60
- Feet Slot Items ..... 63
- Hands Slot Items ..... 65
- Head Slot Items ..... 67
- Neck Slot Items ..... 71
- Rings ..... 76
- Waist Slot Items ..... 78
- Wondrous Items ..... 80
- Consumable Items ..... 90
  - Elixirs and Potions ..... 90
  - Other Consumables ..... 98

Chapter 5
**ARTIFACTS AND CURSES** ..... **102**
**Artifacts** ..... 104
- Sentient Artifacts ..... 105
- Artifact Descriptions ..... 105

**Item Curses** ..... 111
- Using Cursed Items ..... 111
- Curse Descriptions ..... 112

**Story Items** ..... 116
- How They Work ..... 116
- Item Descriptions ..... 117

Chapter 6
**ADVENTURING GEAR** ..... **122**
- Adventuring Gear ..... 124
- Buildings ..... 127
- Trade Goods ..... 128

**Alchemical Items** ..... 129
- Item Descriptions ..... 130

Appendix 1:
**Hirelings and Henchmen** ..... 136

Appendix 2:
**Magic Item Stories** ..... 144

Appendix 3:
**Item Levels as Treasure** ..... 144

Appendix 4:
**Item Lists** ..... 145


MICHAEL KOMARCK

# Introduction

*The years die, burned to nothing by time, darkening my memory with their passing—like soot that builds upon a hearth beam. I am Mordenkainen, and although I do not look it, I am old. I have outlived rivals, enemies, and friends. I have lived long enough to see rivals become friends and friends become enemies—and to see enemies returned to the fold of friendship. But for a few dust-mad liches dreaming in their lonely tombs, my friends and I represent the last of the old guard. Who born in the last forty years can measure of themselves an ounce of the worth of Otiluke, Bigby, Tenser, or Robilar—or even Rary or Evard?*

*Bah! What does it matter? I grow self-pitying as I approach the end of a century. Surely the young fools who test the wards upon my vaults are no younger or more foolish than my companions and I were when we delved into the dungeons of Castle Greyhawk or Maure Castle. They all have their reasons, just as we did long ago.*

*And what are those reasons? What draws adventurers today to plumb the death-trap depths of the earth and brave the terrors of curse-bound ruins? What called us to do the same in the past—and drives me still?*

*It all boils down to power: the wealth that can buy it, and the magic that can wrest it from the ether.*

*Once I sought power for its own sake. Now I seek it to keep it from others. I do not wish to rule the world—only my small part of it. Yet many are the grasping hands of those who would claim control. Some use evil means toward such ends, while others pursue a more virtuous path, but regardless of the manner of its acquisition, power wielded to dictate over all is power used to disastrous effect. Friends will be lost, great works will be cast to ruin, and wars will be fought, but none shall gain the upper hand over all as long as I and the Circle of Eight remain.*

*We balance the scales.*

*In some cases, that means a feather's touch: a word or two in the right ear, an heir spirited away from assassins, or a storm to cast a ship off course—simple feats accomplished with a trifling of magic. At other times, circumstances dictate that our hand falls more heavily. Fortunate for us and the world that those times are few.*

*Too often, our actions hinge upon who possesses some item of power. Those whom we oppose might have dug up some relic of antiquity or simply taken one such from unwitting treasure hunters. To combat that imbalance, we arrange it so that those hunters or other adventurers win their way to the items necessary to destroy the relic. We set events into motion so that a magic shield finds its way onto the arm of a certain warrior. Our enemies give that warrior a sword that corrupts him into a monster for their cause.*

*Of course, not all magic items represent pieces on the chessboard. Steeped in the power of magic as we of the Circle are, it can be easy to forget that fact.*

*When you watch a feather drift to the surface of the water and it expands into a boat before your eyes, how can you do anything but marvel? And no matter how many times you pull forth a swatch of cloth and unfold it to reveal its hidden contents, the wonder of that moment never diminishes.*

*Even those items that present a more obvious threat can be joyful things. The cloak that renders you unseen can be used to great effect by those with ambition, or for thrills by those who are simply curious or mischievous. The sword forged by angels might cut a swath through the orcs, gnolls, and ogres of the world, or it might simply protect a farmer's sheep from wolves.*

*After all, most magic items—even those made with evil intent—are not themselves evil. They do not of themselves seek dominion over the world. That is a trait particular to their wielders.*

*Of course, what evil can be wrought by an item in the wrong hands depends much upon the item itself. That is why I seek to know ever more about the magic items of this world—and others.*

*It might surprise some that I write of other worlds. And no, I do not imply other planes, but other places—places filled with various lands and countries with inhabitants that see themselves as the most important and central to the universe, just as we do.*

*I care little for them, as I am from this world, this Oerth. Just as these other worlds have similar magic items, I'm sure there are some among them who serve as I and the Circle of Eight do. Let them sort out their own problems; we have enough of our own.*

*I have recorded the stories for the items I encountered from these other worlds so that they can be known for what they are should they find their way into our own. Often their properties are shockingly similar to items that can be discovered all over Oerth, so the idea of items (and perhaps other travelers like myself) passing between worlds might not be so far-fetched.*

*By cataloguing what exists—and what is rumored to exist—I hope to be forewarned of the danger of any item when it falls into the wrong hands. Soon I will share this knowledge—if not with the world, then with the Circle of Eight. Surely someone besides myself should be armed with this knowledge.*

*I suppose, if you are reading this, I have already chosen to share it. In that case, I hope you take what you learn here and put it to sensible use. I would not have this book used as some plunderer's to-do list! Instead, tread lightly, act wisely, be wary, and be well.*

—Mordenkainen, from his secret master copy of the *Magnificent Emporium* before he burned its pages and then disintegrated the ash.

**Scholar's Note:** This excerpt and others to follow were gleaned from the original master text during the production of one of its eight copies. As a former apprentice to Mordenkainen, please understand that I take my life in my hands by disseminating his work without his permission. Please treat this text with the utmost care and secrecy.

—Qort

# The Promises of Magic

The crystal sphere glowing upon its pedestal, the jewel-encrusted sword jutting from a heap of gold, the embossed breastplate glittering in the depths of a murky pool, the gloves that slip on like a second skin, the dusty tome laden with inscribed spells, the bottle that holds a swirling blue liquid—these items promise magic, and magic promises power. It might be the power to dominate others, but it might also be the power to do something extraordinary such as walking through a wall, seeing through stone, or taking flight. All kinds of magic await you in the pages of this book. How you use it is up to you.

## Making Magic Items Magical

*Mordenkainen's Magnificent Emporium* supplements your Dungeons & Dragons game in a new way. Of course, it presents items galore of all types, but this tome also puts a lot of emphasis on the fun elements of an item's history, appearance, or folklore.

The goal of this treatment is to make magic items more magical. Some players see magic items as rules elements to acquire rather than objects of wonder. That's fine if that's how you want to play, but if you're looking for more engaging items and you want to bring a sense of excitement back to their acquisition, *Mordenkainen's Magnificent Emporium* can help.

Many of the items in this book were created by writing their descriptions and story elements first. The rules for how the items work were developed after that. That's the reverse of how magic items have been typically designed.

### SELLING MAGIC ITEMS

Each of the magic items in this book has a rarity, either common, uncommon, or rare, that affects how much a seller can expect to receive for it.

Uncommon and rare items, made during an earlier age through methods no longer understood, are so valuable that they cannot normally be purchased—they can be gained only as treasure. Anyone who chooses to sell such an item, assuming a buyer can be found, can expect to receive the full given sale price for a rare item, and 50 percent of the sale price for an uncommon item.

The knowledge of crafting common items still remains in the world, however, and such items can be bought and sold more easily (though they are by no means available on every street corner). Adventurers who want to sell common magic items can expect to receive 20 percent of their sale price, since the demand for such items is relatively low.

This change in how an item is designed puts the inspiring elements about an item front and center instead of its game rule information. Rules elements can be made unique and fun, but without good story elements to support them, they tend to be a little dry. Hopefully, you'll take inspiration from what you find in this book to make your game more fun.

# How to Use This Book

**For the Dungeon Master:** You can simply use this book as another resource to stock treasure troves, but there are other ways *Mordenkainen's Magnificent Emporium* can enhance your game. Look at the stories about these magic items as an additional resource for you. An Arcana check can tell the players the history of an item, but that aspect of an item can become much more engaging by incorporating it into the history of your world or its current events.

For instance, the ruling line of a kingdom might consider a certain item a part of its regalia of rulership. Once it goes missing, the heroes could become embroiled in the politics of the realm and the history of the item as they seek whomever stole it.

A wizard might discover the means to create some useful item whose power was thought lost to the ages. The characters might seek out this wizard in order to obtain the item, only to discover that many others have had the same idea.

**For Players:** Common magic items that a character might find for sale are presented throughout this book, and you can use *Mordenkainen's Magnificent Emporium* as a resource for character building. If you're inclined, you can put together a short wish list of rare and uncommon items you'd like your character to find.

Perhaps some item that was a family heirloom for generations has been lost or stolen. Maybe a relative whom your character admires was an adventurer and was lost with the item in some famous dungeon. The item could have been passed down to a rival branch of your family or clan.

You might face the destiny of being saddled with a cursed item when you reach a certain age. Maybe your family rid itself of a curse that had long plagued it, but a seer has predicted its return to your hands.

Alternatively, your character might be fated to claim some great weapon and use it to defeat an equally great evil. Or you could seek an item to prove your claim to a birthright.

Perhaps you belong to a family or a cult dedicated to the eradication of the works of some spellcaster, and you seek several items in order to destroy them before they can be used for evil. The possibilities are limited only by your imagination.

CHAPTER 1

# Armor

*As a puissant fighting man, Robilar of course wore armor of all sorts throughout his career, and I owe much of my practical knowledge of the topic to watching him in battle and due to a small amount of his instruction. Of course, I've scoured libraries for information about magical armor, studied the many suits I've discovered in treasure troves or peeled off the smoking remains of my foes, and naturally I have created many such items as part of my own aspirations for protecting myself and those in my employ.*

*I find that those who wield swords place a great deal of importance on shields. It's a natural blindness of most melee combatants to emphasize protecting themselves against the kinds of attacks they make with their own weapons. When you see what the edge of a sword does to the bared flesh of an enemy, you cannot help but think of your own body cut and your own blood shed. A suit of shining mail seems a great boon, and if it can be enchanted to ward off arrows or deflect a giant's hammer, so much the better.*

*I find such thinking is often shortsighted. Does lightning glance away from that breastplate? How will chain links protect you from seeping acid? When does fire not burn skin, and what is leather if not skin? Is it not better to be a swift-stinging wasp or a nigh-invisible gnat than an armored beetle waddling underfoot?*

*Of course, at times you must play anvil to the hammer's blow. Some threats cannot be avoided. Someone must meet the enemy face on and hurl flesh at foe. And at these times—when steel must stop a dragon's charge—I am grateful to my shortsighted allies for their blind faith in the strength of armor.*

*Their deaths give me time to complete my spells.*

*I should perhaps not have written that last sentence, but as a guide to the magic items of this world and others, I think truth should play the paramount role. And the truth is that we wizards cannot always rely upon spells alone. If you spend your time summoning beasts, raising protective fields of force, and warding yourself against unearthly energies, when do you have time to assault your enemy? An armored warrior between you and your target proves both a distraction for your foe and a natural bulwark. And that ally will be more confident in his role (and will last longer) if girded in enchanted armor.*

—Mordenkainen, from his master copy of the *Magnificent Emporium*, on a magically hidden page accessible only by those who can cast spells

BEN WOOTTEN

# New Armor and Shields

Many kinds of armor and shields are designed to provide a barrier against harm and little else. For most adventurers, protection from a troll's club or a drow's poisoned blade is all that's needed. However, some rarer types of armor provide added benefits and features. This book introduces new, exotic armors that have more to offer than the more common options.

Although these new kinds of armor and shields are useful, they demand specialized training to utilize them. The feats presented on page 11 allow characters to use these items without restriction.

## Reading the Armor and Shields Table

An entry on the Armor and Shields table contains the following information.

**Armor/Shield:** The armor or shield's name.

**Armor Bonus:** The armor bonus to AC that a creature gains while wearing the armor.

**Shield Bonus:** The shield bonus to AC and Reflex that a creature gains while using the shield.

**Check:** The penalty to Strength-, Dexterity-, and Constitution-based skill checks that a creature takes while wearing the armor or using the shield. This penalty is called an armor check penalty. It does not apply to ability checks (such as a Strength check to break down a door or a Dexterity check to determine initiative in combat).

**Speed:** The penalty to speed that a creature takes while wearing the armor or using the shield.

**Price:** The item's cost in gold pieces.

**Weight:** The armor or shield's weight.

**Properties:** An item's properties. See below for new definitions.

**Base Type:** A suit of armor or a shield counts as the indicated type for the purpose of determining what magical properties it can gain.

## Armor and Shield Properties

**Barbed:** A suit of barbed armor or a barbed shield is covered with spikes and hooks designed to injure creatures foolish enough to grab at it.

While you wear barbed armor or wield a barbed shield, a creature takes damage equal to 2 + one-half your level when you escape that creature's grab on your turn or when that creature escapes your grab. If you wear barbed armor and carry a barbed shield at the same time, the creature takes this damage only once.

**Durable:** A suit of durable armor gives added protection by absorbing some of the force from attacks. However, in doing so, the armor takes damage.

The first time you take damage during an encounter, reduce that damage by an amount equal to the armor's durability rating (for instance, 2 for ring mail). The armor then loses this property until you repair it during a short rest or an extended rest.

Durable armor provides greater damage absorption when it is enchanted. Add the enhancement bonus of the armor to the durability rating of light armor, and add twice the enhancement bonus to the durability rating of heavy armor.

**Tough:** Tough armor is reinforced with additional plates designed to protect vulnerable areas.

The first time in each encounter a critical hit is scored against your AC while you're wearing tough armor, the critical hit becomes a normal hit.

**ARMOR AND SHIELDS**

| Armor | Armor Bonus | Check | Speed | Price (gp) | Weight | Properties | Base Type |
|---|---|---|---|---|---|---|---|
| Studded leather (light) | +3 | — | — | 35 | 28 lb. | Tough | Leather |
| Ring mail (light) | +3 | -1 | — | 40 | 30 lb. | Durable 2 | Chainmail |
| Banded mail (heavy) | +6 | -1 | -1 | 55 | 35 lb. | Tough | Chainmail |
| Splint mail (heavy) | +7 | -2 | -1 | 50 | 55 lb. | Durable 3 | Scale |
| Spiked plate (heavy) | +8 | -3 | -1 | 55 | 60 lb. | Barbed | Plate |
| Full plate (heavy) | +8 | -1 | -1 | 65 | 60 lb. | Tough | Plate |

| Shield | Shield Bonus | Check | Speed | Price (gp) | Weight | Properties | Base Type |
|---|---|---|---|---|---|---|---|
| Barbed shield | +2 | -3 | — | 20 | 18 lb. | Barbed | Heavy |

***Ring mail***

***Spiked plate***

***Studded leather***

***Banded mail***

*Some warriors care more about what their armor looks like than the protection it offers. Others wear mismatched motleys of plates and leather like some sort of badge of honor. Personally, if you're relying on bits of leather and metal for fashion or protection, I think you're in trouble.*

***Splint mail***

WAYNE ENGLAND

# Armor and Shield Descriptions

**Banded Mail:** Banded mail consists of a suit of chainmail reinforced with layers of metal plates arranged in strips along the suit's midsection. Banded mail offers the same level of protection as chainmail while proving lighter and more flexible. A warrior in banded mail moves as quickly as one in leather armor.

**Barbed Shield:** Although a shield is usually a defensive item, a barbed shield turns the tables on attackers because of the long spikes and blades attached to it. While too awkward to use as a weapon, a barbed shield provides added protection against enemies that attempt to grab you, because the spikes and barbs built into it cut into them.

*Barbed shield*

**Full Plate:** Though the dwarves are loath to admit it, human smiths crafted the first suits of full plate for the use of mounted knights. Of course, the dwarves are quick to add, they did perfect those initial, flawed designs. Among all the kinds of heavy armor, full plate offers unmatched protection and flexibility.

**Ring Mail:** This flexible but sturdy armor consists of a typical suit of leather armor with a series of metal rings sewn onto its surface. The rings enhance the armor's sturdiness, improving its protective qualities while still offering the maneuverability of lightweight armor.

**Spiked Plate:** A dwarven innovation, spiked plate is a suit of plate mail studded with sharp, metal spikes. The dwarves developed this armor to deal with subterranean beasts such as hook horrors and umber hulks that grasp and crush their prey.

**Splint Mail:** First developed by the dwarves, splint mail consists of vertical strips of metal bound to a thick layer of leather and chainmail. Because it is so heavy and ponderous, few other than dwarves wear it in battle. While it lacks the protective elements of plate, it is scale armor's equal. More important, its rigid construction allows it to absorb some portion of an enemy's blows.

**Studded Leather:** Studded leather is leather armor reinforced with metal studs. It provides a middle ground between hide armor and ring mail. It is more flexible than either, while its reinforced construction gives it a slight edge over hide.

## Magic Armor Bonuses

Of course, magic armor provides an armor bonus to AC just as nonmagical armor does. But magic armor works a little differently, because its armor bonus often increases at higher levels rather than remaining a static value. As a set of armor receives more powerful magical enchantments, the armor improves due to a combination of rare materials and advanced techniques needed to allow it to hold the more powerful enchantments.

Consult the tables here to find out the total bonus to AC for a suit of armor based on its enhancement bonus and its armor bonus.

**MAGIC RING MAIL**

| Level | Enhancement Bonus | Armor Bonus | Total Bonus to AC |
|---|---|---|---|
| 1-5 | +1 | +3 | +4 |
| 6-10 | +2 | +3 | +5 |
| 11-15 | +3 | +3 | +6 |
| 16-20 | +4 | +4 | +8 |
| 21-25 | +5 | +4 | +9 |
| 26-30 | +6 | +5 | +11 |

**MAGIC STUDDED LEATHER**

| Level | Enhancement Bonus | Armor Bonus | Total Bonus to AC |
|---|---|---|---|
| 1-5 | +1 | +3 | +4 |
| 6-10 | +2 | +3 | +5 |
| 11-15 | +3 | +3 | +6 |
| 16-20 | +4 | +4 | +8 |
| 21-25 | +5 | +4 | +9 |
| 26-30 | +6 | +5 | +11 |

**MAGIC BANDED MAIL**

| Level | Enhancement Bonus | Armor Bonus | Total Bonus to AC |
|---|---|---|---|
| 1-5 | +1 | +6 | +7 |
| 6-10 | +2 | +7 | +9 |
| 11-15 | +3 | +8 | +11 |
| 16-20 | +4 | +9 | +13 |
| 21-25 | +5 | +10 | +15 |
| 26-30 | +6 | +12 | +18 |

HECTOR ORTIZ

**MAGIC SPLINT MAIL**

| Level | Enhancement Bonus | Armor Bonus | Total Bonus to AC |
|---|---|---|---|
| 1-5 | +1 | +7 | +8 |
| 6-10 | +2 | +8 | +10 |
| 11-15 | +3 | +9 | +12 |
| 16-20 | +4 | +10 | +14 |
| 21-25 | +5 | +11 | +16 |
| 26-30 | +6 | +13 | +19 |

**MAGIC SPIKED PLATE AND FULL PLATE**

| Level | Enhancement Bonus | Armor Bonus | Total Bonus to AC |
|---|---|---|---|
| 1-5 | +1 | +8 | +9 |
| 6-10 | +2 | +9 | +11 |
| 11-15 | +3 | +10 | +13 |
| 16-20 | +4 | +11 | +15 |
| 21-25 | +5 | +12 | +17 |
| 26-30 | +6 | +14 | +20 |

*I encountered a certain thief wearing armor of escape. He proved quite troublesome when placed in both conventional and magical restraints. Once I determined that the armor was enchanted, I attempted to remove it. Of course, I failed—at least initially. Oddly, I found the application of sovereign glue to be the key to separating the thief from his protection. I simply adhered the suit to a boulder and pushed him down a well. I suppose he could thank the properties of the armor for his swift egress from the suit and return to the surface. That's a lesson about magic all would do well to mark: Beware overconfidence in an enchantment's intent, and be ready to use it in ways not intended.*

# Armor Training Feats

With new gear come new techniques and tactics for using it. The following feats are designed to interact with the armor and shields introduced in this book. All these feats are in the armor training category.

## Armor Proficiency: Banded Mail

**Prerequisite:** Proficiency with chainmail
**Benefit:** You gain proficiency with banded mail.

## Armor Proficiency: Full Plate

**Prerequisite:** Proficiency with plate armor
**Benefit:** You gain proficiency with full plate.

## Armor Proficiency: Ring Mail

**Prerequisite:** Proficiency with hide armor or chainmail
**Benefit:** You gain proficiency with ring mail.

## Armor Proficiency: Spiked Plate

**Prerequisite:** Proficiency with plate armor
**Benefit:** You gain proficiency with spiked plate.

## Armor Proficiency: Splint Mail

**Prerequisite:** Proficiency with scale armor
**Benefit:** You gain proficiency with splint mail.

## Armor Proficiency: Studded Leather

**Prerequisite:** Proficiency with hide armor
**Benefit:** You gain proficiency with studded leather armor.

## Shield Proficiency: Barbed Shield

**Prerequisite:** Proficiency with heavy shields
**Benefit:** You gain proficiency with barbed shields.

# Magic Armor

Whether crafted from metals carved from astral domains, forged in the first embers stoked by Moradin, or formed from the scales of a sea creature, magic armor provides unmatched protection.

Some suits of armor come with histories, rumors, and stories. A suit of magic plate recovered from an ancient tomb might have once belonged to a great emperor. Alternatively, the leather armor taken from a famous outlaw might be a red flag to any of that outlaw's allies and friends, making whoever wears it a prime target for assassination.

## Armor of Dogged Grit

It has been suggested that a suit of armor of this sort—which is invariably dented, scarred, and worn, not to mention mismatched after decades of having demolished greaves, gauntlets, and buckles swapped in and out—gains its power by absorbing the endurance of those who have worn it over the ages. Such assertions are untrue but impossible to squelch; the truth is that the enchantments put on these suits can be imbued only in armor that has been well used and even abused.

An adventurer who wears *armor of dogged grit* is able to keep fighting through nearly any battle, no matter how many of the enemy's blows he or she must endure. The armor appears little better than a run-of-the-mill version of its kind at turning blows, but the one wearing it can fight on, even after suffering grievous harm, until the battle is won.

**Armor of Dogged Grit** — Level 7+ Uncommon

*While in this armor, you continue to fight on with grim determination, even though you absorb blows that would fell most combatants.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Armor:** Chain, scale, or plate
**Enhancement Bonus:** AC

**Property**

Whenever you take 20 or more damage from an attack, you gain 5 temporary hit points at the end of the current turn.

*Level 12 or 17:* Whenever you take 30 or more damage from an attack, you gain 10 temporary hit points at the end of the current turn.

*Level 22 or 27:* Whenever you take 40 or more damage from an attack, you gain 15 temporary hit points at the end of the current turn.

## Armor of Escape

No matter what shackles or bindings are used on the wearer of this armor, they are less effective at holding their prey. The obvious way to circumvent this armor—forcibly removing it—is impossible without the wearer's consent (or death).

Stories are still told in Hammerfast's taverns about one famous rogue from recent memory who escaped from the trade guild's dungeon thanks to her *armor of escape*. After being caught infiltrating the guild's treasury, she bluffed the guards into thinking that she was a spy sent by Mayor Goldspinner to test the treasury's defenses. Before they tried to remove her armor and gear, she convinced the guards to check her story with their captain. By the time they returned, now knowing her lie for what it was, she had made her exit.

**Armor of Escape** — Level 2+ Common

*Thanks to this armor, you shrug off shackles and bindings as easily as you would remove a pair of breeches.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Any
**Enhancement Bonus:** AC

**Property**

You gain an item bonus to escape attempts equal to 2 + the armor's enhancement bonus. In addition, this armor cannot be removed without your consent while you're living.

## Armor of Scintillating Colors

This armor was created by an archmage indentured to an ancient king who sought to bedazzle even the gods with the splendor of his personage. It is said that the kingly armor the archmage created for his liege shone as brightly as the sun, and all who saw its brilliance were overcome by the wearer's majesty. The archmage assured his liege that the armor's magic would affect even those of immortal—perhaps even deific—power. However, the fact that neither the ancient monarch nor his *armor of scintillating colors* exists in any other stories suggests that either the enchanter's capabilities were not as great as he believed, or the archmage deliberately overstated the armor's power to rid himself of the megalomaniacal king. Whatever the case, a few powerful archmages have attempted to recreate this armor throughout the centuries, with limited success.

**Armor of Scintillating Colors** — Level 9+ Uncommon

*The majesty imbued upon you by this vibrant armor compels enemies in your presence to stand down.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Armor:** Cloth, leather, hide, or chain
**Enhancement Bonus:** AC

**Property**

You gain an item bonus to Diplomacy checks and Intimidate checks equal to the armor's enhancement bonus.

☼ **Utility Power** (Aura, Charm) ✦ **Daily** (Minor Action)

*Effect:* You activate an aura 2 that lasts until you attack, until the armor is removed, or until the end of the encounter. Whenever an enemy in the aura targets you with a melee or a ranged attack, it must first succeed on a saving throw to make the attack against you.

*Blending armor*

## Armor of the Charging Wind

Warriors of the Feywild rely on speed and cunning as much as brute force. Where a dwarf warrior shrugs off attacks with his or her plate armor and hews an orc in half with an axe blow, an eladrin fighter dashes among his or her foes, dodging blows and making quick, sharp attacks at enemies' vulnerable areas. *Armor of the charging wind* embodies the latter fighting style by drawing on the power of elemental air and fey illusion magic to make its wearer as invisible as the rushing wind.

**Armor of the Charging Wind** — Level 5+ Uncommon

*This elegantly crafted armor allows you to rush unseen across the battlefield, moving like the wind.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Cloth, leather, or hide
**Enhancement Bonus:** AC
**Utility Power** (Illusion) ✦ **Encounter** (Free Action)
*Trigger:* You start a charge.
*Effect:* You are invisible until the end of the current turn.

## Blending Armor

One ancient tale speaks of an entire army that moved over the land as if it were leaves blown by the wind, appearing suddenly upon the breeze. If the soldiers of such an army were all clad in *blending armor*, it is easy to understand the origin of that story. The colors and textures of *blending armor* continually blend and swirl to match its surroundings, erupting into a wild cacophony of movement when its wearer is in action and settling into a stable pattern when he or she is at rest. Whether worn by everyone in an army or by an individual, this armor makes it easy for its wearer to move stealthily and remain unnoticed.

**Blending Armor** — Level 9+ Uncommon

*When you move, this armor erupts into swirling colors whose palette is taken from the surrounding environment, obscuring your exact position.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Armor:** Cloth, leather, or hide
**Enhancement Bonus:** AC
**Property**
You gain an item bonus to Stealth checks equal to the armor's enhancement bonus.
**Utility Power** (Illusion) ✦ **Encounter** (Move Action)
*Effect:* You gain a +2 power bonus to all defenses until the end of this turn, and you shift up to 3 squares.

HOWARD LYON

# Blessed Armor of Kord

It is said that *blessed armor of Kord* was worn by the deity himself during the war against the primordials. Over time, shards of that suit were scattered to the corners of the planes. A few of the armor's constituent pieces have been discovered in the millennia since those battles of antiquity—a greave, a vambrace, the gorget. Other parts of the original *blessed armor of Kord* no doubt still rest in ancient tombs and treasure hoards, waiting to be rediscovered. Suits of armor fashioned in recent times sometimes incorporate recovered scraps of the original. Such suits are also referred to as *blessed armor of Kord*, though they are but pale imitations of the original.

When any component of this suit is incorporated into a suit of ordinary armor, the whole becomes charged with the power of Kord, and its wearer can release discharges of lightning and thunder upon his or her enemies. It is thought that bringing several of the pieces of Kord's original armor together would increase these benefits exponentially, but this act has never been accomplished; some believe that the dissolution of the armor is Kord's will, and that to reunite the pieces would invite the god's disfavor.

**Blessed Armor of Kord** — **Level 18+ Rare**

*Charged with divine power, this armor lets you unleash Kord's mighty wrath on enemies who dare attack you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 23 | +5 | 425,000 gp | | | |

**Armor:** Chain, scale, or plate
**Enhancement Bonus:** AC

**Attack Power** (Lightning, Thunder) ✦ **Encounter** (Immediate Reaction)
*Trigger:* An enemy adjacent to you hits you.
*Effect:* Melee 1 (the enemy that hit you). The target takes 15 lightning and thunder damage.
*Level 23 or 28:* 20 lightning and thunder damage.

**Attack Power** (Lightning) ✦ **Daily** (Minor Action)
*Effect:* Close burst 2 (enemies in the burst). Each target takes 10 lightning damage.
*Level 23 or 28:* 15 lightning damage.

# Doppelganger Armor

This strange armor has been mentioned in many tomes containing lore about enchanted items. Although every account describes each suit of *doppelganger armor* as having similar capabilities, no two of these accounts agree on the armor's physical characteristics.

*Doppelganger armor*'s strange power is its ability to take on the protective properties of the armor being worn by its wearer's opponent. It can absorb and exhibit the qualities of plate mail, a shield, or even the magical protections placed on enchanted armor. All scholarly sources agree, however, that each wearer can claim the protective benefits of an opponent's defenses only while that opponent lives and fights, since the armor's magic draws upon the foe's skill and abilities as well as its defenses.

**Doppelganger Armor** — **Level 5+ Uncommon**

*As you focus on a nearby enemy, this armor flares with magical energy, changing itself to match the defenses of your foe.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Any
**Enhancement Bonus:** AC

**Utility Power ✦ Daily** (Minor Action)
*Effect:* Choose one enemy within 5 squares of you. You gain a +2 power bonus to the defense that is the enemy's highest until the end of the encounter or until that enemy drops below 1 hit point.

*Despite its name, doppelganger armor does not give one the shape-shifting capability of those loathsome creatures, nor does it allow one to take on the appearance of an enemy's armor of clothes. Rather, it has the curious property of granting one protection while an enemy is alive. While useful when attempting to slay or negotiate with a single opponent, it seems a hard property to use when many foes dog you. Can you risk not swinging your sword at one in order to protect yourself from many?*

# Ebon Armor

The armor worn by the living dead slowly becomes imbued with shadow magic. When a death knight, a wight, or some similar horror is defeated, a skilled wizard can preserve the magic bound within the armor before it dissipates. Imbued with the power of the grave, *ebon armor* allows its wearer to siphon life energy from dying foes.

**Ebon Armor** — **Level 3+ Uncommon**

*This black armor's breastplate is detailed with small skulls at its joints and breastplate, as if it had been crafted for an undead warrior.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Chain, scale, or plate
**Enhancement Bonus:** AC

**Properties**
- ✦ You gain necrotic resistance equal to 3 + twice this armor's enhancement bonus.
- ✦ When an enemy adjacent to you dies, you gain temporary hit points equal to 3 + this armor's enhancement bonus.

# Fishscale Armor

The original *fishscale armor* was made for the leading captain of a seagoing fleet belonging to a rich merchant house. The armor's singular capability is derived from the virtues of the fish scales from which it is painstakingly crafted. The armor's wearer can swim through water as freely and swiftly as a fish can.

Naturally, the original captain's counterparts from other merchant houses soon commissioned the construction of similar armor, and the pirates who opposed those fleets commissioned or stole their own copies, making this armor commonplace for a time—among the extremely wealthy, at least.

**Fishscale Armor** — Level 8+ Common

*While wearing this armor, you slide through the water like a great fish.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Armor:** Hide or scale
**Enhancement Bonus:** AC
**Property**
You gain a swim speed equal to 3 + the armor's enhancement bonus.

# Gloaming Armor

*Gloaming armor* is designed to make its wearer invisible with a simple command. Some suits are also enchanted to dampen sounds the wearer makes, and at least one rumor tells of a suit of this armor that can project a silence effect out a short distance to those around it. Although some sages think it's possible to create *gloaming armor* out of sturdier materials, the only known examples of the enchantment have been placed on less noisy types of armor such as cloth, leather, and hide.

**Gloaming Armor** — Level 5+ Rare

*You fade from view even as the noise of your footfalls recedes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Cloth, leather, or hide
**Enhancement Bonus:** AC
**Property**
You gain an item bonus to Stealth checks equal to the armor's enhancement bonus.
**Utility Power** (Illusion) ✦ **Encounter** (Standard Action)
*Effect:* You become invisible until you attack or until the end of the encounter. You can end this effect as a minor action.
*Level 15, 20, 25, or 30:* While you are invisible, allies within 5 squares of you gain an item bonus to Stealth checks equal to the armor's enhancement bonus.

*Fishscale armor*

# Greater Armor of Eyes

Many believe that a paranoid crafter enchanted the first suit of *greater armor of eyes*. The armor's effect is simple: It allows the one wearing it to see in all directions at once. It is impossible to gain any advantage against someone wearing this armor by attacking him or her from behind or from an unnoticed position, and avoiding the wearer's notice is difficult. There are dangers to such protection, however, because it is thought that the paranoiac who enchanted the original armor died in a particularly poetic fashion from the gaze of a basilisk.

**Greater Armor of Eyes** — Level 14+ Rare

*While you wear this armor, your visual senses expand in every direction, enabling you to avoid unseen attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Any
**Enhancement Bonus:** AC
**Properties**
- ✦ You gain an item bonus to Perception checks equal to the armor's enhancement bonus.
- ✦ You cannot be blinded.
- ✦ You gain darkvision.
- ✦ *Level 24 or 29:* You don't grant combat advantage for being flanked.

BETH TROTT

# Hide of Worms

The material that makes up this strange suit of armor seems normal at first glance. Closer inspection reveals that the armor's weave is crafted from thousands of inch-long worm castings, pressed and woven together. The nature of the maggot-sized worms used in this way has been lost to history, but they must not have been mundane creatures; else why use such minute elements to construct a suit of armor?

Someone wearing *hide of worms* armor can pass safely through soil and dirt, carrying along anything else worn or held. The chronicles of a certain notorious bandit king of antiquity whose signature accoutrement was his *hide of worms* are rife with accounts of him enticing enemies to follow him beneath the ground, eventually submerging them entirely and leaving them to die, buried alive. Such tales are probably overstated.

**Hide of Worms** **Level 12+ Uncommon**

*You press your body to the ground and pass freely into it, burrowing through the dirt easily.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Leather or hide
**Enhancement Bonus:** AC
**Utility Power ✦ Daily** (Minor Action)
*Effect:* You gain a burrow speed of 3 until the end of the encounter, but you cannot use this speed to move through solid stone.

# Plate Mail of Etherealness

Nonmagical plate mail is a damage barrier of the highest order, but at great cost to the wearer's mobility. *Plate mail of etherealness* offers nearly flawless magical protection and grants its wearer superior mobility on the battlefield. The armor's wearer can travel between the dimensions that define the planes, making walls and similar barriers no more hindering than a gentle breeze.

Most of the burnished surfaces of *plate mail of etherealness* shine with a misty silver light, like the flashing sun seen through a thin fog.

**Plate Mail of Etherealness** **Level 17+ Uncommon**

*You surprise your enemies by using this armor to move through a hindering obstacle to get behind them.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 22 | +5 | 325,000 gp | | | |

**Armor:** Plate
**Enhancement Bonus:** AC
**Utility Power ✦ Encounter** (Standard Action)
*Effect:* You are phasing until the end of your next turn.

# Robe of the Archmage

A multitude of legends talk about archmages and their exploits. Even though each story varies considerably, one common element often exists: Each archmage wore a protective item of tremendous power known as a *robe of the archmage*. Some such robes are said to provide nigh-invulnerable physical protection to their wearers, while others offer equal defense against other kinds of attacks, whether magical or psionic. Other tales tell of robes that are reputed to amplify the raw power of the magic commanded by their wearers, or that allow their wearers to channel spells normally beyond the grasp of mortals. A few dark rumors even claim that some robes instantly slay anyone but their owner who dons them.

**Robe of the Archmage** **Level 20+ Rare**

*You can tap this robe's power to broaden your magical ability, but at a cost, since your body acts as a conduit for that force.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 25 | +5 | 625,000 gp | | | |

**Armor:** Cloth
**Enhancement Bonus:** AC
**Properties**
- ✦ You gain a +1 item bonus to Fortitude and Will.
  *Level 25 or 30:* The bonus increases to +2.
- ✦ After each extended rest, you can prepare one additional utility power of your level or lower from your spellbook. You must have a spellbook to use this benefit, and the additional power can be the same level as another utility power you prepare.

**Utility Power ✦ Daily** (Minor Action)
*Effect:* You take damage equal to your bloodied value that can't be reduced in any way. The next damage roll you make with an arcane attack power before the end of the turn has all of its damage dice maximized.

*Curse the wizard that created the first robe of the archmage! Now any whelp of a hedge conjurer or witless apprentice that finds one considers himself an archmage. Then these fools seek magic far above their station or grasp at power as if donning a robe made them royalty. What a blasted nuisance. I hesitate to count the number of "archmages" I've reduced to dust. Still, I've found that for wizards worthy of the title, a robe of the archmage can be a useful item.*

# Robe of Useful Items

Those capable of scaling the greatest heights of intellect are often saddled with the inability to give proper thought to the mundane and unexceptional. For this reason, a transcendent genius of ancient times labored for a year and a day to craft this extraordinary robe, rather than simply remembering to pack his traveling pouches before departing on a journey.

A *robe of useful items* is exactly what its name suggests: a garment whose pockets, pouches, and sleeves hold utensils, tools, and implements that its wearer can bring forth on command. Corkscrews, rope, mirrors, candles, fishhooks—a *robe of useful items* can produce nearly anything portable and mundane.

**Robe of Useful Items** — Level 2+ Common

*No matter what simple item you need, you can find it in one of this robe's many pockets.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Cloth

**Enhancement Bonus:** AC

**Utility Power ✦ Daily** (Minor Action)

*Effect:* You procure one nonmagical item worth up to 10 gp (with the DM's approval) from the robe. The item is generic (a torch or a rope, for instance), not a specific item (the key to a particular chest). The item lasts for 1 hour. When it disappears, you regain the use of this power.

*I find it's handy to simply wear a robe of useful items about the tower. There's no need to remember where you set your quill or to look for a sponge to mop something up. You just pull out what you need at the moment, and poof! I've also found it to be a delightful means of snacking—with the truly delicious benefit of not having to loosen the robe's belt.*

# Shallow Grave Armor

*Shallow grave armor* is noteworthy for the dust and grime that is forever embedded in its padding, greaves, and joints. Although this armor looks dingy, its attunement to the grave lends it a potent magical ability. Part of the process of creating this armor requires it to be buried in a grave for a year and a day. That attunement to the grave provides it with a powerful ward against harm. If a person clad in *shallow grave armor* suffers a deadly wound, the armor's magic surges to provide a corresponding burst of healing.

**Shallow Grave Armor** — Level 9+ Uncommon

*This suit of armor is covered with dirt and grime. No amount of scrubbing can remove it.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Armor:** Any

**Enhancement Bonus:** AC

**Utility Power** (Healing) ✦ **Daily** (No Action)

*Trigger:* You start your turn and are dying.

*Effect:* You can spend a healing surge and can stand up as a free action. Until the end of the encounter, you gain necrotic resistance and radiant vulnerability equal to 5 + this armor's enhancement bonus.

# Wintersnap Armor

This white armor is designed for use in climates where frigid temperatures and bitter winds freeze the flesh and steal the very life of those with warm blood in their veins. *Wintersnap armor* protects its wearer from cold temperatures and cruel winds. Further, the white-colored material it is constructed from conceals its wearer with supernatural potency while on snow and ice.

The material from which *wintersnap armor* is made seems immediately obvious to those who see it from a distance—surely came from a great polar bear, or a furred cold drake, or an albino seal—but upon closer examination of its texture and sheen, all of these possibilities are discarded, because the nature of its crafting is mystifying. The most common theory suggests that the material comes from the pelt of a unique creature known as the White One, who is eternally bound in a secret place within the ice. It is thought that this creature's fortitude is so great that it can survive being flayed and eventually produces a new skin that can be shaped into this armor.

**Wintersnap Armor** — Level 4+ Uncommon

*This strange white armor absorbs cold winds before they find your flesh, storing the bite of the frigid air so you can bring it forth when the time is right.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Any

**Enhancement Bonus:** AC

**Properties**

- ✦ You gain cold resistance equal to 3 + twice the armor's enhancement bonus.
- ✦ You gain a bonus to Stealth checks in snowy or icy environments equal to the armor's enhancement bonus.

☼ **Utility Power** (Aura) ✦ **Daily** (Minor Action)

*Effect:* You activate an aura 1 that lasts until the end of the encounter, until you deactivate it as a minor action, or until the armor is removed. Squares in the aura are difficult terrain for creatures other than you.

CHAPTER 2

# Weapons

*It might surprise some who know my reputation as a mighty wizard, but I have found that a weapon serves as well as a spell on many occasions. I speak not just of wielding a staff to ward off an enemy or using the knife kept for cutting meat to slash a sleeping throat, but also of keeping a scabbarded blade at my side. I have in my time smashed foes with maces, hacked them with axes, slashed them with swords, and impaled them upon polearms.*

*We who hold discourse with demons and cull reagents from corpses should not be so effete that we fear calluses upon our palms. Indeed, every wizard should take note of the use of martial weapons. If nothing else, you will understand as you die why you should have ducked instead of parried. Why let your last thought be one of confusion?*

*More to the point, you should have a deep knowledge of magic weapons. So many enchanted blades, enspelled spears, arcane arrows, and other such baubles litter old battlefields that I've heard of farmers turning them up in their fields when they plow. Such objects of power should not be allowed to ricochet about the world. They must be catalogued, measured for their danger, and each tracked according to its threat.*

*Woe would come to us all if Blackrazor or a vorpal sword were allowed to circulate unchecked by our vigilance. By the same token, we must understand that not every dancing sword or dragonslaying lance represents a grave threat to global stability. Many magic weapons should be examined for their properties and then be allowed to move through the world as the whims of fate decree.*

*When you find new properties on weapons (or upon any other items, for that matter), please record them in your copy of this book. Doing that will transfer them to my master copy, and I will then disseminate that knowledge to the others who hold a copy of this work. Please include any information you gather about creating the various properties of magic items, and be assured I will keep such knowledge in the strictest confidence.*

–Mordenkainen, from his master copy of the *Magnificent Emporium*

**Scholar's Note:** Of special note is the last paragraph, which was redacted from the few copies that Mordenkainen disseminated before he reclaimed and destroyed them.

–Qort

JOHN STANKO

# New Weapons

The armaments described here are somewhat less common than the typical sword or axe, but they are no less useful. Many weapons were born from necessity, such as war picks crafted from the mining implements of threatened dwarf clans. In other cases, weapons were adapted to fit a group's preferred fighting style, such as pikes crafted by gnomish militias to hold larger foes at bay.

## New Weapon Category: Superior Weapons

Superior weapons are specialized swords, axes, and other weapons that require intensive training to master their use. These weapons are usually more accurate or damaging than their nonsuperior counterparts, but come at the cost of requiring advanced training and study. Many of them are also rarely seen. A warrior trained in a superior weapon might hail from an exotic land or claim membership in a small or diminishing fighting school.

You can gain proficiency with a superior weapon by taking the Weapon Proficiency feat and choosing that weapon.

## Reading the Weapon Tables

An entry on the weapons table contains the following information.

**Weapon:** The weapon's name.

**Prof.:** Having proficiency with a weapon means that you are trained in the use of that weapon, which gives you a proficiency bonus to weapon attack rolls. The bonus appears in this column if applicable. Some weapons are more accurate than others, as reflected by their bonus. If you don't have proficiency with the weapon, you don't gain this bonus.

**Damage:** The weapon's damage die. When a power deals a number of weapon damage dice (such as 4[W]), you roll the number of the dice indicated by this entry. If the weapon's damage die is an expression of multiple dice, roll that number of dice the indicated number of times. For example, a broadsword (which has a damage die of 1d10) deals 4d10 damage when used with a power that deals 4[W] on a hit.

**Range:** Weapons that can strike at a distance have a range entry. The number before the slash indicates the normal range (in squares) for an attack. The number after the slash indicates the long range for an attack; an attack at long range takes a –2 penalty to the attack roll. Squares beyond the second number are considered to be out of range and can't be targeted with this weapon.

If a melee weapon has a range entry, it can be thrown and belongs to either the light thrown or the heavy thrown category.

An entry of "—" indicates that the weapon can't be used at range, except as an improvised weapon.

**Price:** The weapon's cost in gold pieces.

**Weight:** The weapon's weight in pounds.

**Properties:** A weapon's properties. See page 269 of the *Rules Compendium* for explanations of most of the properties. The new mounted property is explained below.

**Group:** A weapon's group. See the explanation on page 271 of the *Rules Compendium*.

## Weapon Properties

**High Crit:** A high crit weapon deals more damage when you score a critical hit with it. On a critical hit, the weapon deals 1[W] extra damage at 1st–10th levels, 2[W] extra damage at 11th–20th levels, and 3[W] extra damage at 21st–30th levels. This extra damage is in addition to any critical damage the weapon supplies if it is a magic weapon.

**Light Thrown:** A ranged basic attack with a light thrown weapon uses your Dexterity modifier for the attack and damage rolls, unless otherwise noted in the description of the power used.

**Mounted:** A mounted weapon is most effective when you use it while riding a mount. When you use such a weapon while not mounted, you take a –2 penalty to attack rolls with it. While you are mounted, your charge attacks with the weapon deal 1[W] extra damage.

**Off-Hand:** An off-hand weapon is light enough that you can hold it and attack effectively with it while also holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that allows such an attack, but you can attack with either weapon.

**Reach:** With a reach weapon, you can make melee attacks against enemies that are 2 squares away from you as well as against adjacent enemies. Even so, you can make opportunity attacks only against enemies adjacent to you and can flank only enemies adjacent to you.

**Small:** This property describes a two-handed or a versatile weapon that a Small character can use in the same way a Medium character can. A halfling can use a shortbow, for instance, even though halflings can't normally wield two-handed weapons.

**Versatile:** Versatile weapons are one-handed, but you can use one two-handed. If you do so, you gain a +1 bonus to the weapon's damage rolls.

A Small creature, such as a halfling, must use a versatile weapon two-handed and doesn't gain the bonus to damage rolls.

### SIMPLE MELEE WEAPONS

*One-Handed*

| Weapon | Prof. | Damage | Range | Price | Weight | Properties | Group |
|---|---|---|---|---|---|---|---|
| Light mace | +2 | 1d6 | — | 3 gp | 2 lb. | Off-hand, small | Mace |
| Short spear | +2 | 1d6 | 5/10 | 2 gp | 1 lb. | Light thrown, off-hand, small | Spear |

*Two-Handed*

| Weapon | Prof. | Damage | Range | Price | Weight | Properties | Group |
|---|---|---|---|---|---|---|---|
| Morningstar | +2 | 1d10 | — | 10 gp | 8 lb. | — | Mace |

### MILITARY MELEE WEAPONS

*One-Handed*

| Weapon | Prof. | Damage | Range | Price | Weight | Properties | Group |
|---|---|---|---|---|---|---|---|
| Broadsword | +2 | 1d10 | — | 20 gp | 5 lb. | Versatile | Heavy blade |
| Flail | +2 | 1d10 | — | 10 gp | 5 lb. | Versatile | Flail |
| Lance | +2 | 1d10 | — | 12 gp | 10 lb. | Mounted, small, versatile | Spear |
| Light war pick | +2 | 1d6 | — | 10 gp | 4 lb. | High crit, off-hand, small | Pick |
| Rapier | +3 | 1d8 | — | 25 gp | 2 lb. | — | Light blade |
| War pick | +2 | 1d8 | — | 15 gp | 6 lb. | High crit, small, versatile | Pick |

*Two-Handed*

| Weapon | Prof. | Damage | Range | Price | Weight | Properties | Group |
|---|---|---|---|---|---|---|---|
| Falchion | +3 | 2d4 | — | 25 gp | 7 lb. | High crit | Heavy blade |
| Glaive | +2 | 2d4 | — | 25 gp | 10 lb. | Reach | Heavy blade, polearm |
| Halberd | +2 | 1d10 | — | 25 gp | 12 lb. | Reach | Axe, polearm |
| Heavy flail | +2 | 2d6 | — | 25 gp | 10 lb. | — | Flail |
| Heavy war pick | +2 | 1d12 | — | 20 gp | 8 lb. | High crit, small | Pick |
| Pike | +2 | 1d10 | — | 15 gp | 6 lb. | Reach, small | Polearm, spear |

### SUPERIOR MELEE WEAPONS

*One-Handed*

| Weapon | Prof. | Damage | Range | Price | Weight | Properties | Group |
|---|---|---|---|---|---|---|---|
| Bastard sword | +3 | 1d10 | - | 30 gp | 6 lb. | Versatile | Heavy blade |
| Serrated pick | +2 | 1d10 | — | 15 gp | 4 lb. | High crit, small | Pick |
| Katar | +3 | 1d6 | — | 3 gp | 1 lb. | High crit, off-hand | Light blade |
| Waraxe | +2 | 1d12 | — | 30 gp | 10 lb. | Versatile | Axe |
| Whip | +3 | 1d4 | — | 10 gp | 2 lb. | Reach | Whip |

*Two-Handed*

| Weapon | Prof. | Damage | Range | Price | Weight | Properties | Group |
|---|---|---|---|---|---|---|---|
| Spiked chain | +3 | 2d4 | — | 30 gp | 10 lb. | Reach | Flail |

## Weapon Descriptions

**Bastard Sword:** This heavier variation on the longsword requires special training to cope with its weight and peculiar balance. Warriors who master the bastard sword gain the typical sword's accuracy and balance combined with the striking power of a warhammer or battle axe.

**Broadsword:** Compared to a longsword, a broadsword has a heavier blade more suited to brutal tactics than to quick maneuvers.

**Falchion:** A falchion features a long, wide blade that bends in a curve, similar to that of a scimitar.

**Flail:** Based on a simple agricultural tool, a flail is a wooden handle attached by a short chain to a spiked metal ball. The chain allows a skilled warrior to generate impressive force with each stroke or entangle a foe's legs or arms.

**Glaive:** With its long, wooden haft that ends in a swordlike cutting blade, the glaive excels at keeping enemies at a distance.

**Halberd:** A halberd's heavy head makes it a devastating weapon, while its long, wooden haft grants it the reach needed to deter would-be attackers.

**Heavy Flail:** This two-handed variation of a standard flail can bash through armor with ease.

**Heavy War Pick:** A longer haft and a heavier pick end make this weapon an ideal choice for a gnome or a halfling in search of a two-handed weapon.

**Katar:** Also known as a punching dagger, this blade has an H-shaped handle that its wielder grasps in his or her fist. By driving this weapon at a foe with

*1. Halberd; 2. Falchion; 3. War pick; 4. Katar; 5. Spiked chain; 6. Rapier; 7. Morningstar; 8. Bastard sword; 9. Flail; 10. Glaive*

a punching motion, the katar's wielder strikes with deep and deadly attacks.

**Lance:** This long, heavy spear relies on the weight and speed of a charging mount to skewer a hapless enemy. Most mounted warriors set aside their lances once they engage in close quarters fighting.

**Light Mace:** The smaller races often prefer this version of the mace because of its lighter weight. It can deliver a solid, if not crushing, blow to an enemy.

**Light War Pick:** This variation on the pick trades hitting power for speed and agility. Gnomes often favor the light war pick as an off-hand weapon.

**Morningstar:** This fancier take on a two-handed club consists of a wooden haft topped with a spiked metal ball. The morningstar is common among mercenaries, ogres, trolls, and others that want a heavy weapon that requires little training or maintenance.

**Pike:** The pike is similar to a longspear, except that its superior construction and balance make it usable by gnomes, halflings, and other Small folk.

**Rapier:** A weapon of choice for the sophisticated duelist, the rapier is a long, light blade ideal for parrying blows and delivering quick counterattacks.

**Serrated Pick:** This weapon is similar to a standard pick, except for its longer, sharper, and sawlike pick head. With proper training, a warrior can inflict terrible wounds not only with the serrated pick's initial impact but also as the weapon is pulled free from a target.

**Short Spear:** Although this weapon often serves the same role as a spear, it is more handy for the smaller races. It can also be used as a thrown weapon, unlike a full-sized spear.

**Spiked Chain:** Eladrin duelists are thought to be the first to employ this weapon, and its combination of speed and elegance supports that theory. The spiked chain delivers raking blows from a distance. Like a whip or a flail, it can also wrap around a foe's legs to send that enemy tumbling to the ground.

**War Pick:** Adapted from the common mining tool, a war pick features a compact design combined with a single, sharp point to punch through armor. Gnomes and halflings favor war picks because of the weapon's small size.

**Waraxe:** This is a favorite weapon of dwarves, who can wield it with a shield or with two hands for greater damage. Either way, it cuts through orcs' necks very well.

**Whip:** Stories of novices injuring themselves with this weapon underscore the difficulty of mastering the whip, but in the hands of an expert, a whip can drag a foe down, drive away a vicious animal, or even wrap around a loose object at a distance.

WAYNE ENGLAND

# New Weapon Feats

With new weapons come new techniques, tricks, and tactics to use them. The feats presented here are designed to interact with the weapons introduced in this book.

## Feat Categories

Each of the feats in this section belongs to one of two groupings, or categories, based on its general theme. Feat categories were introduced in *Heroes of the Fallen Lands* and *Heroes of the Forgotten Kingdoms* as a way for players to organize and tailor their feat choices.

**Weapon Training** The intense study of a single weapon allows a warrior to achieve unmatched levels of skill, though at the cost of flexibility. Three of the feats in this book are part of the weapon training category.

| Weapon Training Feats |
|---|
| Flail Expertise |
| Pick Expertise |
| Polearm Expertise |

**Strike Specialization** The *power strike* power represents a sudden surge of adrenaline, a focused attack, or a savage twist of a blade. Some skilled warriors learn to incorporate it into their fighting style, using their cunning, strength, and foresight to deliver an attack that takes advantage of a weapon's unique traits.

The feats in this new category all modify the power strike power. They are ideal for rangers, fighters, and other characters who have access to that power.

| Strike Specialization Feats |
|---|
| Axe Strike |
| Flail Strike |
| Hammer Strike |
| Heavy Blade Strike |
| Light Blade Strike |
| Mace Strike |
| Pick Strike |
| Spear Strike |
| Staff Strike |

## Adventurer Feats

This section presents the feats in alphabetical order.

**Axe Strike** In your hands, an axe is a tool of devastation. When you focus your efforts, your attacks open deep wounds and cleave through armor, even if they're only glancing blows.

**Prerequisite:** *Power strike* power

**Benefit:** When you miss a target with a weapon attack using an axe, you can expend a use of *power strike* to deal 5 damage to the target, even if it is a minion. This damage increases to 10 at 11th level and 15 at 21st level.

**Flail Expertise** The flail requires a mix of speed and power, a style that you have perfected over long hours of training. With a sweeping attack, you entangle a foe and send it tumbling to the ground.

**Benefit:** You gain a +1 feat bonus to weapon attack rolls that you make with a flail. This bonus increases to +2 at 11th level and +3 at 21st level.

In addition, when you hit with a melee weapon attack using a flail and the attack lets you slide the target, you can knock the target prone instead of sliding it.

**Flail Strike** As a master of the flail, you have learned to make powerful strikes that take advantage

*Axe strike*

JEFF HIMMELMAN

*Mace strike*

of your cunning and guile. Your aggressive attacks are often feints, allowing you to knock your enemies to the ground using the weapon's chain and making them more vulnerable to your follow-up strike.

**Prerequisite:** *Power strike* power

**Benefit:** When you use *power strike* with a flail, you can knock the target prone, but the extra damage is reduced by 1[W]. If you do so, the target provokes an opportunity attack from you if it stands up adjacent to you during its next turn.

## Hammer Strike

Your tactics are as subtle and indirect as a warhammer to the head. You line up your enemy and knock it senseless with a powerful blow.

**Prerequisite:** *Power strike* power

**Benefit:** When you use *power strike* with a hammer, you can daze the target until the end of your next turn, but the extra damage is reduced by 1[W].

## Heavy Blade Strike

A heavy blade excels at holding back hordes of enemies. With great sweeps of your weapon, you hew through your foes' ranks and leave behind a trail of corpses.

**Prerequisite:** *Power strike* power

**Benefit:** When you reduce an enemy to 0 hit points with a weapon attack using a heavy blade, you can use *power strike*. Instead of gaining the power's normal benefit, you make a melee basic attack against a different creature as a free action.

## Light Blade Strike

The rapier, the short sword, and other light blades are finesse weapons that require speed rather than strength. Where other warriors rely on brute power for their attacks, you carefully strike at your foe's most vulnerable point.

**Prerequisite:** *Power strike* power

**Benefit:** When you make a melee basic attack with a light blade against a target's AC, you can use *power strike* before making the attack roll. Instead of gaining the power's normal benefit, you make the attack against the target's Reflex, rather than AC. In addition, if the attack hits, you gain a +2 bonus to the damage roll against the target. This bonus increases to +4 at 11th level and +6 at 21st level.

## Mace Strike

A mace excels at delivering crushing blows against a foe's armor or protected areas. Your attacks do more than crush armor. By focusing on a vulnerable area, you can break ribs, snap bone, or hit your foes where it really hurts with a single blow.

**Prerequisite:** *Power strike* power

**Benefit:** When you make a melee basic attack with a mace against a target's AC, you can use *power strike* before making the attack roll. Instead of gaining the power's normal benefit, you make the attack against the target's Fortitude, rather than AC. In addition, if the attack hits, you gain a +2 bonus to the damage roll against the target. This bonus increases to +4 at 11th level and +6 at 21st level.

## Pick Expertise

The pick is a favored weapon of dwarves, gnomes, and others that must battle giants. Its curved point makes it an excellent weapon for striking at a foe's feet, particularly against larger foes such as giants or ogres. Of course, to a halfling or gnome a human is a larger foe.

**Benefit:** You gain a +1 feat bonus to weapon attack rolls that you make with a pick. This bonus increases to +2 at 11th level and +3 at 21st level.

In addition, you gain a +1 bonus to pick damage rolls against any enemy that has a size category larger than yours. This bonus increases to +2 at 11th level and +3 at 21st level.

## Pick Strike

A pick is built to drive deep into an enemy's armor. Its heavy, piercing head can crack through an umber hulk's hide or a hobgoblin warlord's plate armor. When you throw your weight behind a pick attack, your weapon pierces deep into your foe, hurting it very badly.

**Prerequisite:** *Power strike* power

**Benefit:** When you use *power strike* with a pick, you deal the maximum damage you could roll for *power strike* if your attack roll against the target was 18–20.

CYNTHIA SHEPPARD

**Polearm Expertise** With proper training, a polearm's length provides both an offensive and a defensive edge. When you attack, you keep your foes at a distance. When they close to attack, the polearm's size makes it ideal for parrying.

**Benefit:** You gain a +1 feat bonus to weapon attack rolls that you make with a polearm. This bonus increases to +2 at 11th level and +3 at 21st level.

In addition, while you hold a two-handed polearm in both hands, you gain a +2 bonus to all defenses against charge attacks.

*Many wizards consider swordplay and similar pursuits to be the purview of hirelings and allies. For them, the spell is blade and bulwark. Well, take it from one wizard who has outlasted many such fools: You can run out of spells, but there are weapons enough in the world to arm everyone in it four times over. You will someday need a weapon, and when you do, you'll want to know which end to swing at your enemy.*

**Spear Strike** The spear was one of the first weapons developed for hunting and warfare, and for good reason. It is relatively easy to construct, and it is ideal for keeping foes at a distance and for pinning them down.

**Prerequisite:** *Power strike* power

**Benefit:** When you use *power strike* with a spear, you can immobilize the target until the end of your next turn, but the extra damage is reduced by 1[W].

**Staff Strike** The staff is primarily a defensive weapon that is usually consigned to the hands of wizards or monks. In the hands of a canny warrior, a staff can be a formidable weapon thanks to its reach and the fact that either end can strike. Your unexpected strikes with this weapon allow you to knock your foes off balance and ruin their defenses.

**Prerequisite:** *Power strike* power

**Benefit:** When you use *power strike* with a staff, the target grants combat advantage until the end of your next turn.

# Magic Weapons

Legend holds that the first magic weapons were crafted as gifts from wizards and clerics to their people as a token of alliance and friendship in the earliest days of history. After all, while a weapon is a warrior's tool, its crafting requires the expertise of a skilled spellcaster or an expert smith. Rarely does the hand that forges a blade wield it in battle.

Magic weapons are powerful symbols. A simple +2 *longsword* might stand as a symbol of sovereignty, granting the crown to whoever carries it. An otherwise plain magic axe might be the one weapon foretold to defeat the demon king. When an adventurer pulls a magic weapon from a treasure cache, it carries with it the legends and history forged by its previous wielders.

## Captain's Weapon

These weapons gained their name from a warlord of antiquity who led a band of mercenaries known as the Wolf Raiders. Although the unit fought in many battles for various lords and countries, it always emerged from a fight with minimal casualties. The warlord claimed that between his expert skill and the power of his greatsword, which was bestowed upon him by Bane, no force could defeat his warriors. The sword gained its name from the pledge the warriors spoke before each battle: "With the captain's weapon leading us, we cannot lose."

Many weapons of simple but nonmagical virtue have been misidentified as *captain's weapons* by those who vanquished their wielders, since skilled captains often render their allies more capable through encouragement, commands, and confident presence. Such nonmagical leadership is, of course, that much more effective when combined with the capabilities of an actual *captain's weapon*.

**Captain's Weapon** **Level 13+ Rare**

*You brandish your weapon and give battle commands to your nearby comrades, who take heart knowing your side will win the day.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any melee

**Enhancement Bonus:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Attack Power ✦ Daily** (Standard Action)

*Effect:* Choose one creature adjacent to you. Each of your allies within 3 squares of that creature can make a basic attack against it as a free action.

**Utility Power ✦ Encounter** (Minor Action)

*Effect:* Choose one ally within 3 squares of you. That ally gains a power bonus to his or her next damage roll during this encounter. The bonus is equal to the weapon's enhancement bonus.

# Flame Tongue Weapon

Many magical blades glow in darkness. Some shimmer so brightly that their light can be seen by daylight. *Flame tongue weapons* are to these what a bonfire is to a candle. When a *flame tongue weapon*'s wielder speaks a command word, the weapon bursts with roaring flames capable of searing flesh and setting ablaze anything flammable.

Some *flame tongue weapons* are paired with enchanted scabbards or harnesses, allowing them to ignite immediately as they are drawn and readied. Ill suited for those who prefer the shadows, *flame tongue weapons* are made for those who lead from the front, acting as a beacon to foes and promising those enemies that searing flame awaits them should they attack.

**Flame Tongue Weapon** **Level 10+ Rare**

*This blade spews forth flames that engulf your enemies in fire.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Weapon:** Heavy blade or light blade
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 fire damage per plus

**Properties**

- ✦ While holding this weapon, you have fire resistance equal to 3 + twice the weapon's enhancement bonus.
- ✦ All untyped damage dealt by weapon attacks using this weapon changes to fire damage.
- ✦ Once per round when you reduce an enemy to 0 hit points with a weapon attack using this weapon, each of your enemies adjacent to that enemy takes fire damage equal to 5 + the weapon's enhancement bonus.

**Attack Power** (Fire) ✦ **Encounter** (Standard Action)

*Attack:* Close blast 3 (creatures in the blast); the weapon's level + 3 vs. Reflex
*Hit:* 1d10 fire damage, and ongoing 5 fire damage (save ends).
*Level 15 or 20:* 2d10 fire damage, and ongoing 10 fire damage (save ends).
*Level 25 or 30:* 3d10 fire damage, and ongoing 15 fire damage (save ends).

# Frost Brand Weapon

An old tale so widely retold that it cannot possibly be true holds that an ancient wizard embraced the power of elemental fire so wholly that its flames animated the blood in his veins. His knowledge of that element was without peer among mortals. In the later centuries of his life, his experiments grew more speculative and more dangerous, until he succumbed to the old adage known to every child—"Play with fire and you'll get burned"—and was consumed by the very fires he had controlled for so long.

He was so powerful, however, that even this fate did not end his life, but he felt so betrayed by his favored element that he turned against fire just as it had turned against him. The *frost brand weapons* that currently exist are the results of his rage-fueled research into quenching fire and tempering the body against its burn.

***Flame tongue***

**Frost Brand Weapon** **Level 8+ Rare**

*Frost forms on your hands as you alter your grip on this icy weapon, but the cold doesn't harm you as the weapon devours all the heat around you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Any melee
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 cold damage per plus

**Properties**

- ✦ While holding this weapon, you have fire resistance equal to 3 + twice the weapon's enhancement bonus.
- ✦ All untyped damage dealt by weapon attacks using this weapon changes to cold damage.

**Attack Power** (Cold) ✦ **Encounter** (Standard Action)

*Attack:* Close blast 3 (creatures in the blast); the weapon's level + 3 vs. Reflex
*Hit:* 1d10 cold damage, and the target is immobilized (save ends).
*Level 13 or 18:* 2d10 cold damage.
*Level 23 or 28:* 3d10 cold damage.

**Utility Power ✦ Encounter** (Minor Action)

*Effect:* Close burst 5. You can extinguish any nonmagical fire in the burst, and each ally in the burst makes a saving throw against ongoing fire damage that a save can end.

JIM NELSON

# Giantslayer Weapon

*Giantslayer weapons* are designed to strike true and deal grievous wounds against giants and titans. The most powerful of these weapons were forged by the gods as gifts for their exarchs to help them fight in the Dawn War. In later years, the exarchs and their allies crafted lesser versions of the original weapons (as described here) to help them continue the fight against giantkind, which didn't stop harrying the mortal races after the war.

**Giantslayer Weapon** **Level 7+ Uncommon**

*This weapon seeks out giantkind, helping you deliver vicious strikes against those foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Weapon:** Any melee
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus, or +1d12 damage per plus against Large or larger humanoids

**Property**

You gain an item bonus to damage rolls against Large or larger humanoids. The bonus equals the weapon's enhancement bonus.

**Utility Power ✦ Encounter** (Immediate Interrupt)

*Trigger:* A giant tries to push you, stun you, or knock you prone.
*Effect:* You are immune to the push or the stun and do not fall prone.

*Giants can cause large problems for the rest of us in the world, but those who wield giantslayer weapons would do well to remember that those who are vulnerable to such weapons can help to resolve troubles of great scope as well. I count among my allies both a tribe of stone giants and a tribe of their cloud kindred. The stone giants even aided me in the construction of my citadel, while the cloud giants will rush to my aid in return for helping them defeat a flight of dragons. I could not have hoped to gain such staunch friends while swinging about a sword dedicated to their deaths.*

# Greater Dancing Weapon

Some stories say that the idea of the *dancing weapon*—one able to animate itself to fight without the sword arm of a mortal behind it—was the fantasy of a vexed sergeant whose soldiers were frequently too intoxicated or hung over to fight properly when the time for battle came. One comic tale suggests that a wizard traveling with just such a frustrated commander crafted the enchantments used in all current versions of *dancing weapons* as an elaborate (but welcome) joke.

Whatever its provenance, a *greater dancing weapon* is not only magical in nature, but wondrous to behold as it whirls and dances around the field of battle as if held by an invisible but expert hand. It creates confusion and terror among the wielder's enemies by darting across the battlefield, slashing and thrusting at opponents that have no one to retaliate against.

Dark rumors persist that servants of Vecna are seeking these weapons. It's not conjectured whether they want the weapons for their own use or for some other servants of the god of secrets, or if they plan to use the weapons' magic for some other rite. The rumors suggest that Vecna's followers are willing to pay well for the weapons, but that anyone who refuses their offer comes to an ill end.

**Greater Dancing Weapon** **Level 15+ Rare**

*This weapon leaps from your grasp, then darts and weaves through the air toward your enemies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Any melee
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus

**Utility Power ✦ At-Will** (Minor Action)

*Effect:* The weapon animates and dances in the air in an unoccupied square adjacent to you. You can use a move action to cause the weapon to fly up to 6 squares to a square that you can see. The object occupies 1 square, and it cannot flank. Its defenses equal 10 + its level, although it cannot be harmed by any attack. If an attack hits the weapon, it returns to your hand (or it falls in your space if you don't have a hand free or in the nearest square if it can't reach you), and this power ends. You can use a minor action to end this power if the weapon is adjacent to you, causing the weapon to return to your hand.

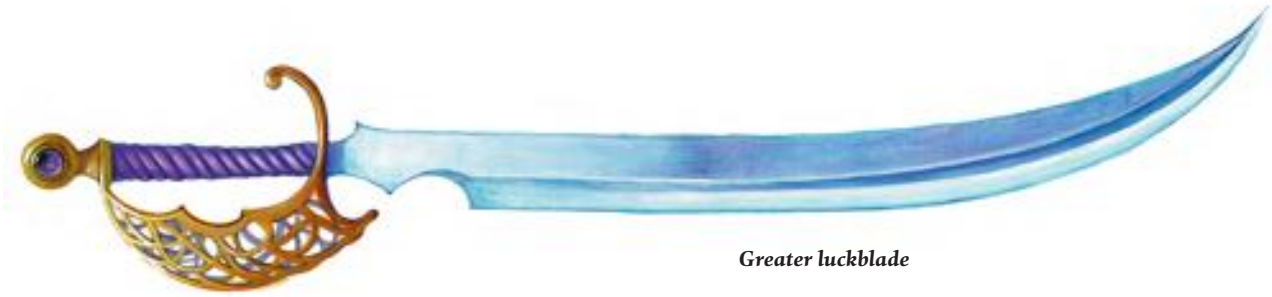
While you can see the weapon, you can make weapon attacks with it while it dances, using its square as the origin square of the attacks (including all attack and damage modifiers that you would normally apply).

**ǂ Attack Power ✦ At-Will** (Opportunity Action)

*Trigger:* An enemy that you can see takes an action that provokes opportunity attacks and is adjacent to the weapon while the weapon's utility power is in effect.
*Effect:* You make a melee basic attack against that enemy, using the weapon.

**ǂ Attack Power ✦ Daily** (Minor Action)

*Requirement:* The weapon's utility power must be in effect, and you must be able to see the weapon.
*Effect:* You make a melee basic attack using the weapon.



*Greater luckblade*

## Greater Luckblade

Tales say that it's impossible to slay the wielder of a *greater luckblade* while he or she is holding it. Although some sages refute this claim, no record exists of the death of a warrior who clutched such a weapon.

The method by which these blades protect and assist those who wield them is strange and subtle. Although their wielders' blows land more often than not, no supernatural force guides those wielders' hands. Those who wield these weapons parry more blows than most, but a *greater luckblade*'s ability to keep its wielder safe is clearly not all-powerful. Even so, the tales claiming that it's impossible to slay the wielder of a *greater luckblade* continue to spread.

**Greater Luckblade** — Level 15+ Rare

*Feeling a vibration in this weapon, you spin aside. A second later, a foe's strike splits the air where your head just was.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Heavy blade or light blade
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus

**Utility Power ✦ Encounter** (Immediate Interrupt)
*Trigger:* An enemy hits you with an attack while you're bloodied.
*Effect:* The enemy must reroll the attack and use the new result.

**Utility Power ✦ Daily** (No Action)
*Trigger:* You miss with an attack roll.
*Effect:* You reroll the attack roll and use the new result.

## Hammer of Storms

Each of these mighty hammers is infused with the power of thunder and lightning. It is said that the effectiveness of the hammer increases when the weapon is near other weapons of its kind. Stories tell of battles in which many *hammers of storms* were brought together to sunder the walls of a fortification.

**Hammer of Storms** — Level 12+ Uncommon

*When you wield this weapon, the power of the storm rages around you, blasting your enemies with thunder and lightning.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Hammer
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus

**Attack Power** (Lightning, Thunder) ✦ **Encounter** (Standard Action)
*Attack:* Close burst 2 (enemies in the burst); the weapon's level + 3 vs. Fortitude
*Hit:* 5 lightning and thunder damage, and the target falls prone.
*Level 22 or 27:* 10 lightning and thunder damage.
*Special:* This power deals 2 extra damage for each *hammer of storms* that is within 10 squares of this weapon (10 extra damage maximum).

*I've no doubt that dwarves crafted the hammers of storms. Many of the great axes and hammers that course with lightning or thunder with each swing were pulled from the forge by dwarf hands. It might seem odd that dwarves, largely beholden to Moradin, would have so much affinity for storms, the domain of Kord. But dwarves value Kord's emphasis on strength, and storms lash their mountain homes far more often than any other elemental force. That the dwarves should make weapons that grow stronger when used in concert should be no surprise to anyone, but why should those weapons have become separated from one another and "lost"? Perhaps the dwarves did not predict how deadly the weapons would be in their own clan wars. If you and your allies have such weapons, excellent. But as soon as your enemies have them as well . . .*

WAYNE ENGLAND

# Lesser Cloaked Weapon

Although more effective in combat than its nonmagical counterparts, a *lesser cloaked weapon* truly stands apart from them in the way that it disappears beyond the possibility of detection when it's sheathed, stowed, or slung. Sight, touch, and even many magical means of detection are powerless to find such a weapon that has been stored away; it is as if the weapon has ceased to exist until its wielder speaks a command word and reaches to grasp the hidden item from its place of concealment. At such command, the weapon reappears, ready for use once more. It is impossible to know how many of these weapons lie in the vaults and graves of the world, unknowingly buried along with their owners.

**Lesser Cloaked Weapon** — Level 2+ Common

*Seemingly unarmed as your foe approaches, you reach behind your back. Suddenly, this weapon appears in your hands, tilting the odds in your favor.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Any
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Property**

When stowed, a *cloaked weapon* cannot be detected or taken from its owner. The weapon's owner must speak a chosen word when stowing the weapon somewhere on his or her person. This word becomes the weapon's command word. As a minor action, the weapon's owner can give the command word and reach for the location where the weapon was last stowed, and it will appear in the owner's hand. The weapon's owner can use the same command word or choose a different one each time the weapon is stowed.

# Lifestealer Weapon

Made from rare materials that enhance the flow of necrotic energy, each *lifestealer weapon* was created to siphon life force from those it strikes. When a *lifestealer weapon* strikes a creature, the weapon creates a conduit of necrotic energy between the creature and its wielder, allowing the wielder to steal the creature's vitality to heal his or her wounds. Additionally, each time the weapon's wielder slays a foe, the weapon absorbs that enemy's vitality, transferring a portion of it to the wielder.

It is thought by some sages that those who enchanted *lifestealer weapons* in primeval days sought to use the extra life force absorbed from slain enemies by these weapons for some evil purpose. Enchanters and sages of the current age are unable to divine where the energy goes or to replicate the primordial magic that created these weapons.

**Lifestealer Weapon** — Level 4+ Uncommon

*When you strike your enemy, a small measure of your foe's life force is absorbed by this weapon and directed into you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Any melee
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d12 necrotic damage per plus

**Property**

Whenever you kill an enemy with this weapon, you gain temporary hit points equal to 5 + the weapon's enhancement bonus.

**Attack Power** (Healing, Necrotic) ✦ **Daily** (No Action)

*Trigger:* You hit an enemy with an attack using this weapon.
*Effect:* The target takes extra necrotic damage equal to 2 + the weapon's enhancement bonus, and you regain a number of hit points equal to that extra damage.

# Mace of Disruption

These weapons were forged through a combination of Moradin's metalcraft, Kord's strength, and Ioun's knowledge. Those three gods working together crafted the first *maces of disruption* to honor Pelor, whose healing magic saved their lives during the Dawn War. Since that time, similar weapons have passed among Pelor's followers.

A *mace of disruption* is utterly inimical to undead creatures. Within the center of its striking head rests a tiny ember of radiance. That shard is sealed in metal and wood—were it ever exposed, its light would blind onlookers, including the weapon's wielder—yet its power courses through the mace. The slightest touch annihilates lesser undead creatures, and vampires, wraiths, and even liches recoil from its blows.

**Mace of Disruption** — Level 10+ Rare

*This iron mace is scribed with a variety of holy runes. It glimmers with white light as divine magic flows through it.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Weapon:** Mace
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus

**Properties**

- ✦ An evil creature that uses this weapon to make an attack takes radiant damage equal to 5 + this weapon's level.
- ✦ If you attack an undead minion with this weapon, that minion is destroyed, whether the attack hits or misses. If the minion has powers or traits triggered by its destruction, they are not triggered.
- ✦ If you hit an undead creature with this weapon, you gain a power bonus to the damage roll against that creature. The bonus equals the weapon's enhancement bonus.

**Attack Power ✦ Encounter** (No Action)

*Trigger:* You hit an undead creature with this weapon.
*Effect:* You push the creature up to 3 squares, and it is immobilized (save ends).

# Maul of the Titans

Although the strength of titans is phenomenal, the engineering skill of dwarves and humans is capable of conceiving and constructing fortifications that can withstand even the titans' considerable might. However, nothing built by the hands of mortals, no matter how strongly reinforced by engineering or by magic, is capable of withstanding a blow from a *maul of the titans*, including solid rock.

It is said that texts detailing the expensive and time-consuming creation of these weapons still exist, the powerful incantations and formulas waiting upon their pages. If that claim is true, these texts would be more valuable than the weapons themselves. Those who spread such tales claim the texts can be found in the ancient tombs of the dwarf wizards who crafted the original mauls, but the dwarves strongly discourage such stories—as well any grave-robbers they discover disturbing their dead.

**Maul of the Titans** Level 18+ Rare

*No opposition can stand against you while you wield this mighty hammer, whether living foe or inanimate edifice.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 23 | +5 | 425,000 gp | | | |

**Weapon:** Hammer
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus

**Attack Power ✦ Encounter** (No Action)
*Trigger:* You hit a creature with an attack using this weapon.
*Effect:* The creature also falls prone, and you gain a +10 power bonus to the damage roll against it.
*Level 23 or 28:* +15 power bonus.

**Utility Power ✦ Encounter** (No Action)
*Trigger:* You hit an inanimate object with an attack using this weapon.
*Effect:* You gain a +20 power bonus to the damage roll against the object.
*Level 23 or 28:* +30 power bonus.

# Mighty Dwarven Thrower

Ancient songs and chants of dwarf priests tell of the mighty hammer carried by the ancient scion of the dwarf race who led the first rebellion against the dwarves' giant and titan slavemasters. The legends do not agree on that weapon's true name, but all concur that it measured more than six feet from end to end, it flew forth from its master's hand with the power of a thunderbolt, and it instantly slew any titan it struck. And not only that, before the slain foe even tumbled to the ground, the weapon appeared back in the mighty hero's hand.

That ancient weapon—if it ever truly existed—is certainly a powerful artifact. Stories of that hammer have inspired dwarf smiths and crafters to try to imitate the weapon, and many enchanted hammers have been created that possess some of that weapon's fabled traits.

In keeping with the dwarven aesthetic, all *mighty dwarven throwers* are cast in bold, geometric shapes that look as if they were never intended for flight. Some *mighty dwarven throwers* emit a whine or a hum when thrown (the dwarves say the hammer is singing). Others exude a trail of shining light, like a meteor streaking through the night sky, as they fly toward their target. Some return instantly to their owner's hand or boomerang through the air in return flight. One feature common to all is that they are especially effective against giants and titans.

**Mighty Dwarven Thrower** Level 15+ Rare

*Thunder peals as you hurl this hammer through the air on a collision course with your enemy's skull.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Hammer
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d12 damage per plus against Large or larger humanoids

**Property**
You gain an item bonus to damage rolls against Large or larger humanoids. The bonus equals 2 + the weapon's enhancement bonus.

**Attack Power ✦ Encounter** (Standard Action)
*Attack:* Ranged 10 (one creature). You throw the weapon but make a melee basic attack against the target. On a hit, the target also falls prone. After the attack, the weapon returns to your hand.

**Utility Power ✦ Daily** (Free Action)
*Trigger:* You hit a creature adjacent to you with this weapon.
*Effect:* The creature is dazed (save ends).

*In my experience—for all their long-winded ramblings about lineage and tradition—dwarves are a greedy and devious people. I write this not to insult them in any way. I have found greed to be a useful motivator both for myself and my underlings, and I prize the ingenious trickery that some members of the race demonstrate. Such cleverness can be seen in the creation of mighty dwarven throwers. You might see before you a dwarf holding a two-handed maul of so much heft it seems he could barely swing it, yet he hurls it fifty feet as easily as a child casts a stone. Then, in the blink of an eye, he holds it high once again.*

# Punishing Weapon

Every wound delivered by a *punishing weapon* brings the enemy closer to death, as each subsequent strike hits harder than the last. When someone wielding one of these weapons focuses his or her attacks upon one opponent, each successful strike takes its toll on that foe, enabling the wielder to more quickly finish off the victim.

These weapons famously received their name during Nerath's rise to power, when a group of vigilantes dedicated to Erathis used them to "punish the wicked" within their society. At first, the groups' members were seen as saviors and heroes among the common people, but eventually corruption within the group's ranks led to its downfall.

**Punishing Weapon** **Level 8+ Common**

*After you strike your foe with this weapon, your enemy appears mote vulnerable as its will to stand up to you drains away.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Any
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Property**

The first time each round you hit an enemy with this weapon, you can choose to inflict a wound on the enemy. You gain a cumulative power bonus to damage rolls against the enemy for each of these wounds that you have inflicted on it. Each wound contributes half the weapon's enhancement bonus to the power bonus. The wounds end on the enemy when you hit another enemy with the weapon or at the end of the encounter.

# Seeker Weapon

*Seeker weapons*—slings, bows, crossbows, and other ranged weapons—are deadly tools that defy physical laws in strange and unnatural ways. Although all such weapons have normal range limitations, they or the missiles they loose travel with unusual accuracy to strike their target, even if the weapon's wielder cannot see that enemy. The projectile fired by a *seeker weapon* can take a convoluted route, even streaking around a corner, over a wall, or through a window; as long as a clear route from origin to destination exists, it cannot easily be prevented from hitting its target. One legend of a master archer who was denied his true love tells of how he took his life with an arrow that he fired from his own bow.

**Seeker Weapon** **Level 3+ Uncommon**

*The ammunition fired from this weapon weaves and changes its trajectory, snaking around obstacles to strike true.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any ranged or any thrown
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus

**Utility Power ✦ Encounter** (Minor Action)

*Effect:* The next target you attack with this weapon can be behind blocking terrain or otherwise out of line of effect, but only if a clear path can be traced to that target and the path is within range. In addition, you take no penalties for cover or concealment when you make the attack roll against that target

# Shock Spear

Everyone who has seen lightning split the sky, or seen the blackened debris of a tree struck by that force, has imagined wielding its power.

A *shock spear* (or javelin) allows that dream to come true by enabling its wielder to deal lightning damage when the weapon is hurled. Its special power is much more spectacular: By calling upon the energy contained within the weapon, the wielder can expel from it a cluster of lightning bolts that fan out to hit multiple enemies.

**Shock Spear** **Level 3+ Uncommon**

*You hold the spear aloft and stand fast before your enemies as it throws out bolts of lightning that leave those foes reeling.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Spear
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 lightning damage per plus

**Property**

All untyped damage dealt by ranged attacks using this weapon changes to lightning damage.

**Attack Power** (Lightning) ✦ **Daily** (Minor Action)

*Attack:* Close blast 5 (one, two, or three enemies in the blast); the weapon's level + 3 vs. Reflex
*Hit:* 1d8 lightning damage.
*Level 13 or 18:* 2d8 lightning damage.
*Level 23 or 28:* 3d8 lightning damage.

# Stinging Spear

A *stinging spear* is cleverly enchanted to find the chinks in the armor and other protections used by your enemies. These weapons, which can be either spears or javelins, can easily find purchase in the hairline gaps between plates of steel or punch cleanly through chitinous hide armor as if it were gauze. One ancient general whose real name has been lost to history was slain by a *stinging spear* that penetrated the only trifling gap in his armor—the eyeslit in his helm. Since then, the example of the Impaled General is invoked by grizzled veterans

to teach their students that no warrior should rely solely on his or her armor to ward off an enemy's attack.

**Stinging Spear** Level 9+ Uncommon

*Even before you strike your foe, you can feel this weapon's tip edging up and down and back and forth, seeking the weak point in your enemy's defenses.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Weapon:** Spear
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Utility Power ✦ Encounter** (Minor Action)
*Effect:* Until the end of this turn, attacks made with this weapon against AC can instead be made against Reflex.

*Slings and arrows, javelins and darts—they sound like children's games. Then again, children play at war, so why not with its tools? Surely, those who will make war against them when they are older play at war as well. The young orc cradles a spear before it carries an orc babe. And what elf child has not touched a bow before seeing ten summers? What would the world be like if it were not so? What if all the world's children played bargaining games instead? Merchants or men-at-arms, which is more dangerous in the balance? Idle thoughts. And idle thoughts, like idle children, can cause mischief. Better to put them to more profitable use.*

## True Dragonslayer Weapon

Because dragons are among the most feared creatures of the world, it is natural that the magesmiths of antiquity turned their art and craft to forging weapons that would give mortal heroes the tools and strength of spirit required to slay those mighty creatures.

The varieties of *true dragonslayer weapons* are many. The most ancient (and most powerful) ones often impart the narrowest benefits. Some were forged for the sole purpose of slaying a single dragon whose horrible depredations threatened some long-forgotten kingdom. Others bear powers aligned against all dragons of a particular type; weapons antagonistic to chromatic dragons are the most common of these. The most recently forged *true dragonslayer weapons*, some of which were crafted within the memory of still-living eladrin, are said to strike true against all dragons—but nonetheless, these weapons have but a shadow of the fearsome power of the weapons of antiquity.

One tale told in Winterhaven so often it must hold some truth tells of a pair of would-be dragonslayers, the twins Lanok and Leska, who each claimed to have one of these weapons. The stories say that they traveled into the Cairngorm Peaks, following rumors of a red dragon lairing among the foul humanoids in the northern part of the Stonemarch. So far, there are no stories of the siblings' return.

**True Dragonslayer Weapon** Level 9+ Rare

*You strike at a dragon, feeling this weapon thrum in anticipation as the blow sends the dragon reeling.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Weapon:** Any
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus, or +1d12 damage per plus against dragons
**Properties**
✦ The DM chooses a damage type: acid, cold, fire, lightning, or poison. While you are holding the weapon, you have resist 5 against that damage type.
*Level 14 or 19:* Resist 10.
*Level 24 or 29:* Resist 15.
✦ Your attacks with this weapon against a dragon ignore its resistances.
**Utility Power ✦ Encounter** (Minor Action)
*Effect:* Before the end of the turn, your next attack with this weapon against a dragon gains a +3 power bonus to the damage roll against the target. On a hit, you can also knock the dragon prone.
*Level 14:* +6 power bonus.
*Level 19:* +9 power bonus.
*Level 24:* +12 power bonus.
*Level 29:* +15 power bonus.

## Warning Weapon

Some legends say that the first *warning weapon* was enchanted for a mighty warrior blinded by the cruel strike of a dragon's claw. Another equally ancient saga from the lore of a seafaring empire says that the first *warning weapon* was a trident carried by the captain of the emperor's fastest messenger ship. Whatever its origin, any *warning weapon* allows whoever grasps it to be aware of the location of every enemy within a short distance—no matter what barriers might intervene, from fog to black water to solid stone.

## Warning Weapon — Level 4+ Uncommon

*While you hold this weapon, every nearby enemy is known to you, standing out like a shining beacon no matter its stealth or enchantment.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Any
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Property**

You gain an item bonus to Perception checks equal to the weapon's enhancement bonus.

**Utility Power ✦ Daily** (Minor Action)

*Effect:* Until the end of your next turn, you are automatically aware of each enemy within 5 squares of you, including those that are hidden or invisible. You know the squares these enemies occupy, but this knowledge does not negate the effects of cover or concealment.

*Level 14 or 19:* Each enemy within 10 squares of you.

*Level 24 or 29:* Each enemy within 20 squares of you.

*Sustain Minor:* The effect persists until the end of your next turn.

*Magic is a fine wine, but like any good drink, you must partake of it in moderation—and keep a wary eye on its effects. I once granted a guard a warning sword. It seemed a wise precaution at the time. What better way to arm a sentry than to give him the power to sense all interlopers? However, not long after this gift, his demeanor changed. He often seemed distracted, as if his mind were elsewhere. I soon realized that his thoughts were focused not on daydreams but constantly on his surroundings. Given the ability to know the moment an enemy came close, even invisibly or in the guise of some innocent creature, he simply could not give up that advantage. He would wait as long as he could, but at the slightest noise or vague reason for suspicion, he would use the sword's magic to reassure himself that there was no threat. Once the power had been used, he became paranoid that some enemy might be bypassing him while he was "blind." Ultimately, I had to relieve him of his duty. The sword awaits a wielder who is demonstrably more stable.*

HECTOR ORTIZ

***Warning weapon***

# Way-Leader Weapon

A *way-leader weapon* is enchanted to allow its wielder to instantly call forth nearby allies when he or she strikes true, so they can all attack the same foe at once. Thus, the one wielding this weapon leads the way to the enemy.

The primal shamans of a steppe civilization first crafted these weapons to help their hunters against the giant elephants that often assailed their people. One hunter would hurl his or her spear into an elephant, then send allies next to the beast to surround and kill it before it could trample them.

## Way-Leader Weapon — Level 4+ Uncommon

*You strike your foe, designating it as prey for your allies even as you teleport them next to the surprised enemy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Spear
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Utility Power** (Teleportation) ✦ **Encounter** (Move Action)

*Requirement:* You must have hit an enemy with this weapon during this turn.

*Effect:* Close burst 5 (one or two allies in the burst). You teleport each target to a square adjacent to the enemy you hit this turn.

*Weapon of defense*

## Weapon of Defense

A magic weapon able to strike true is greatly prized by any warrior lucky enough to have one, but there is also a lineage of weapons whose enchantments not only guide the wielder's strikes, slashing flesh and crushing bone, but also are adapt at parrying the attacks of their wielder's enemies without fail. This versatility makes *weapons of defense* appeal to a wide range of users.

**Weapon of Defense** **Level 4+ Uncommon**

*Each of your enemy's blows finds ready opposition in this parrying weapon.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Any melee
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Property**

You gain resist 1 to all damage while you are holding the weapon.

*Level 14 or 19:* Resist 2 to all damage.
*Level 24 or 29:* Resist 3 to all damage.

**Utility Power ✦ Daily** (Immediate Interrupt)

*Trigger:* You take damage from a melee attack that hits you.
*Effect:* You take only half of the damage.

## Weapon of Submission

Every wise general and veteran warrior has learned that the morale of both allies and enemies is a critical dimension to any battle. A *weapon of submission* brings a sense of despair to a creature struck by it, as that foe finds itself propelled across the battlefield at the whim of the attacker. In the spot where the creature ends up, it cowers in fearful anticipation of another strike.

**Weapon of Submission** **Level 4+ Uncommon**

*Your enemy flinches and cowers, allowing itself to be thrown around when you strike it with this weapon.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Any melee
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Attack Power** (Fear) **✦ Daily** (No Action)

*Trigger:* You hit an enemy adjacent to you with an attack using this weapon.
*Effect:* You push that enemy up to 5 squares, and it is immobilized (save ends).

JIM NELSON

# Weapon of Surrounding

The wielder of a *weapon of surrounding* blinks out of sight for a split second, reappearing to strike his or her disoriented target from some other direction, whether from the rear or even from above. Those who have faced a foe that wielded a *weapon of surrounding* and lived to tell the tale report that they felt like they were being attacked by a host of enemies all at once though they faced only one.

### Weapon of Surrounding — Level 3+ Uncommon

*When you strike with this weapon, you blink out of sight, then instantly reappear on the other side of your foe.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any melee
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Utility Power** (Teleportation) ✦ **Encounter** (Free Action)
*Trigger:* You hit an adjacent enemy with an attack using this weapon.
*Effect:* You teleport to a different square adjacent to the enemy.

# Weapons of Accuracy, Long Range, and Speed

It is said that the road wardens of a long-fallen empire never failed to hit their mark given a ready crossbow and pair of eyes to see. Although the training regimen of the wardens was nearly without match in all the empire, their famed precision with ranged attacks—whether with a bow, crossbow, sling, or dagger—also relied on the enchantments placed on their weapons by the empire's master wizards.

These weapons carried three types of enchantments. *Weapons of accuracy* rarely missed their mark, striking foes at fifty paces as easily as at ten. *Weapons of long range* launched their missiles twice or even three times as far as their mundane equivalents. *Weapons of speed* allowed their users to fire and reload so quickly that their hands blurred with the shots.

### Weapon of Accuracy — Level 3+ Uncommon

*This weapon or its projectiles strike with unerring precision.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any ranged or any thrown
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Utility Power ✦ Encounter** (Minor Action)
*Effect:* You gain a +2 power bonus to your next attack roll with this weapon during this encounter.

### Weapon of Long Range — Level 2+ Common

*Though your allies can barely see your enemies approaching, your attacks with this weapon are already finding their targets.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Any ranged or any thrown
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Properties**
- ✦ This weapon's long range increases by 10 squares.
- ✦ You do not take the penalty to attack rolls for attacking at long range with this weapon.

### Weapon of Speed — Level 5+ Rare

*Even before your first attack with this weapon hits its mark, you follow it up with another one.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Any ranged or any thrown
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus

**Property**
While holding this weapon, you gain an item bonus to initiative checks equal to the weapon's enhancement bonus.

**Attack Power ✦ Encounter** (Minor Action)
*Effect:* You make a ranged basic attack with this weapon.

# Wind Weapon

*Wind weapons* are attuned to the power of elemental air and awaken the air around them when swung, giving rise to gusts of wind that drive back their wielder's foes and compelling defenders to give ground. The wielder of a *wind weapon* can use those same gusts to carry an ally into the battle, allowing that comrade to gain superior positioning.

True *wind weapon* masters are capable of intricate and delicate effects. One of the greatest eladrin *wind weapon* fencers in all the Feywild was said to have been able to blow a love letter from a courier's pouch across his master's throne room with the barest flick of his blade, though such tales are most likely the fancies of romantic bards.

### Wind Weapon — Level 14+ Rare

*You twist this weapon just so as your strike, calling forth gusts of wind to toss your enemies about.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Any melee
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus

**Attack Power ✦ Encounter** (Move Action)
*Attack:* Close blast 3 (enemies in the blast); the weapon's level + 3 vs. Fortitude
*Hit:* You slide the target up to 2 squares.

**Utility Power ✦ At-Will** (Move Action)
*Effect:* Close burst 5 (one ally in the burst). You slide the target up to 2 squares.

# Magic Ammunition

Arrows, bolts, and sling bullets can all have enchantments. Though the power of these items rarely matches that provided by a magic ranged weapon, they can prove useful in a number of situations.

Enchanted arrows, bolts, and sling bullets are activated and fired from ranged weapons. You must load magic ammunition before you can activate and fire it (spending whatever action is necessary to do so), and it's used up when fired. When used with powers that target multiple enemies, magic ammunition affects only the first attack roll or target after it's loaded. In certain circumstances (such as when loading is a free action), however, a ranged attacker can load more magic ammunition during an attack against multiple targets if desired.

Ammunition applies an enhancement bonus to an attack roll and damage roll when used. If the projectile weapon is magical, use the ammunition's enhancement bonus in place of the weapon's enhancement bonus. The weapon's critical bonus and the properties from both the weapon and the ammuniton still apply. Using magic ammunition doesn't prevent you from activating a magic weapon's powers.

You can fire magic ammunition without activating it, using your weapon's enhancement bonus and receiving no benefit from the ammunition's magic. The ammunition is still expended.

## Armor-Sapping Ammunition

The first *armor-sapping ammunition* was imbued with primal power, but the secret of crafting these deadly projectiles quickly spread throughout all magical traditions. Primal warriors often fight best in light or no armor, which can put them at a disadvantage against heavily armored foes. This ammunition evens the odds by stripping a creature of its armor's strength.

**Armor-Sapping Ammunition** — Level 17+ Uncommon

*When this arrow strikes, your foe's armor appears to fade away.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 17 | +4 | 2,600 gp | Lvl 27 | +6 | 65,000 gp |
| Lvl 22 | +5 | 13,000 gp | | | |

**Ammunition**

**Enhancement Bonus:** Attack rolls and damage rolls

**Property**

When you hit an enemy with an attack using this ammunition, that enemy's defense is decreased (save ends). Until this effect ends, attacks against that enemy by you or your allies that normally target AC can instead target Reflex, as the attacker chooses.

## Firesight Ammunition

An unseen foe can turn an evenly matched fight into a deadly rout in a heartbeat. For the heroes who hunted the most powerful magical monsters of ancient days, they dreaded most the creatures that had the ability to become invisible. To even the odds, those heroes crafted the first *firesight ammunition*. Carved of sturdy oak and pulsing with a soft white glow, this ammunition bursts into brilliant white specks that cling to any creature it touches, making that creature visible despite its efforts to vanish once more.

**Firesight Ammunition** — Level 10+ Uncommon

*When this bolt strikes its target, the shaft explodes in a burst of white, illuminating specks that cover your foe.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 200 gp | Lvl 25 | +5 | 25,000 gp |
| Lvl 15 | +3 | 1,000 gp | Lvl 30 | +6 | 125,000 gp |
| Lvl 20 | +4 | 5,000 gp | | | |

**Ammunition**

**Enhancement Bonus:** Attack rolls and damage rolls

**Property**

When you make an attack using this ammunition, your attack takes no penalty due to cover or concealment. When you hit an enemy with an attack using this ammunition, that enemy cannot gain the benefit of cover, concealment, or invisibility (save ends).

## Foe-Seeker Ammunition

*Foe-seeker ammunition* is usually crafted from a piece of ebony inlaid with glowing runes that make the projectile strike true. It is said that no one is safe once *foe-seeker ammunition* is fired. Even if the target should avoid its doom, another enemy will succumb to the projectile's magic as it seeks out a target.

**Foe-Seeker Ammunition** — Level 12+ Uncommon

*This arrow creates a magical link between you and your enemies, making each of your shots more accurate than the last until you strike home.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 500 gp | Lvl 22 | +5 | 13,000 gp |
| Lvl 17 | +4 | 2,600 gp | Lvl 27 | +6 | 65,000 gp |

**Ammunition**

**Enhancement Bonus:** Attack rolls and damage rolls

**Property**

When you make an attack using this ammunition, you gain a +1 item bonus to the attack roll. If you miss, during your next turn, choose another target within range of the original square you attacked from and make the attack again as a minor action, increasing the item bonus by 1. You can repeat the attack this way each round (and increase the item bonus) until the attack hits or until the end of the encounter.

## Reaving Ammunition

Too many times in the heat of battle, an enemy will shrug off a wound from a ranged attack. An attacker using *reaving ammunition* has no such worries. Its rough-carved shape makes this projectile seem unlikely to fly true, let alone hit with deadly force.

*Reaving ammunition*

However, after *reaving ammunition* strikes, it twists and turns within the wound. A foe so injured must either cope with the pain as the arrow bores into it, or spend precious time tearing it free.

**Reaving Ammunition** Level 8+ Uncommon

*When this arrow finds its target, it burrows deep, causing great pain.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 125 gp | Lvl 23 | +5 | 17,000 gp |
| Lvl 13 | +3 | 650 gp | Lvl 28 | +6 | 85,000 gp |
| Lvl 18 | +4 | 3,400 gp | | | |

**Ammunition**

**Enhancement Bonus:** Attack rolls and damage rolls

**Property**

When you hit an enemy with an attack using this ammunition, that enemy also takes ongoing 5 damage until it spends a move action (without moving) to end the ongoing damage.

*Level 13 or 18:* Ongoing 10 damage.

*Level 23 or 28:* Ongoing 15 damage.

# Shadowshaft Ammunition

A piece of *shadowshaft ammunition* has a blunt head that appears to shimmer and flow as though made of dark mist. Shadar-kai explorers first crafted this ammunition in the mortal realm after realizing the disadvantage they faced when fighting in the clear light of the sun.

**Shadowshaft Ammunition** Level 5+ Uncommon

*A dark haze trails behind this arrow as you fire it, exploding in a burst of clinging shadow upon impact.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 50 gp | Lvl 20 | +4 | 5,000 gp |
| Lvl 10 | +2 | 200 gp | Lvl 25 | +5 | 25,000 gp |
| Lvl 15 | +3 | 1,000 gp | Lvl 30 | +6 | 125,000 gp |

**Ammunition**

**Enhancement Bonus:** Attack rolls and damage rolls

**Property**

When you make an attack using this ammunition, whether the attack hits or misses, it creates a zone in a burst 1 centered on the target. The zone is heavily obscured, and it lasts until the end of the encounter.

# Shiver-Strike Ammunition

This ammunition was first crafted by the elite high guard of the eladrin realms, whose members prided themselves on their ability to fight against superior numbers. When foes push in, archers can unleash these plain steel projectiles, which suddenly shiver and split upon impact, unleashing a hail of destruction upon everything nearby.

**Shiver-Strike Ammunition** Level 5+ Uncommon

*When it strikes, this bolt splits, spraying nearby creatures with shards of steel.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 50 gp | Lvl 20 | +4 | 5,000 gp |
| Lvl 10 | +2 | 200 gp | Lvl 25 | +5 | 25,000 gp |
| Lvl 15 | +3 | 1,000 gp | Lvl 30 | +6 | 125,000 gp |

**Ammunition**

**Enhancement Bonus:** Attack rolls and damage rolls

**Property**

When you hit an enemy with an attack using this ammunition, each other creature in a burst 2 centered on that enemy takes 4 damage.

*Level 15 or 20:* 8 damage.

*Level 25 or 30:* 12 damage.

# Stonehold Ammunition

A single moment to regroup and reposition is sometimes all that's needed to turn the tide of combat. The dwarves who created *stonehold ammunition* used thin black stone in its crafting. Upon impact, the projectile shatters, showering the target in a haze of piercing stone and rooting it in place for a short time.

**Stonehold Ammunition** Level 14+ Uncommon

*A shroud of stone fragments erupts from this bolt when it hits, holding your foe in place.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 800 gp | Lvl 24 | +5 | 21,000 gp |
| Lvl 19 | +4 | 4,200 gp | Lvl 29 | +6 | 105,000 gp |

**Ammunition**

**Property**

When you hit an enemy with an attack using this ammunition, that enemy is also immobilized until the end of your next turn.

BEN WOOTTEN

CHAPTER 3

# Implements

WILLIAM O'CONNOR

WHERE WOULD *we wizards be without the aid of wands, staffs, and orbs? Who among us does not draw comfort from donning the creaking leather of a brace of wands or from feeling the wear-smoothed heft of a familiar staff in hand? Just as the paladin stabs at evil more powerfully with a holy avenger, so do our spells increase in potency when we direct them with a magic implement.*

*Of course, the tools of our trade can be used by others, and there are implements beyond our favored three. The holy symbols of warriors of the gods are the most obvious example, but magic implements come in a variety of other forms. Some people utilize primitive totems imbued with the ability to connect with spirits of the natural world. Others wield blades as we wield wands, or even find a way to channel magical energy through meditation.*

*I have collected an array of the most powerful of these items, and those that serve no purpose for me I subject to disjunction. You might find this act cruel. How, you might ask, can I deprive the world of such treasures, callously destroying pieces of often-priceless magical craftwork passed down through the generations?*

*Yet I know you better than that. You would have them for your own sake, perhaps one day to use them against me.*

*Although it's true that powerful implements are works of incomparable beauty, so too can a displacer beast be thought of as lovely or the appearance of a wyvern inspire awe. And like those beasts, such items should not be loosed upon children. You are not yet ready to wield all the powers at my disposal. I protect you from yourself. Count yourself lucky that I provide you with knowledge of those implements described herein.*

—Mordenkainen, from his master copy of the *Magnificent Emporium*

**Scholar's Note:** The final three paragraphs of Mordenkainen's introduction to this chapter showed a marked stress in his typically fluid pen strokes. Though it cannot be confirmed, it is the belief of this scholar that the paranoia evinced in his words might be due to a curse or even possession by some foreign spirit. Doubtless Mordenkainen could have held thoughts such as those he expresses here, but it is unlike him to betray such concerns so candidly.

—Qort

# Superior Implements

Formed of exotic materials and created using magical crafting techniques, superior implements enhance a wielder's magic. Despite their magical origin, superior implements aren't magic items per se, and like non-superior implements, they can be enchanted with the Enchant Magic Item ritual.

Each type of superior implement has one or more properties that enhance its wielder's attack powers, such as granting improved accuracy or increasing forced movement. These properties are comparable to the properties that many weapons have.

## Wielding a Superior Implement

You need the Superior Implement Training feat (below) to gain the benefits of a specific superior implement. If you wield a superior implement and don't have the feat for it, you don't gain the benefits of its properties, but you can use it as a normal implement of its type, assuming you have proficiency with implements of that type.

### Superior Implement Training

With careful study and practice, you have unlocked the magical potential in an implement.

**Benefit:** You can use a single superior implement of your choice. The implement must be of a type with which you have proficiency.

**Special:** You can take this feat more than once. Each time you take this feat, choose a different superior implement.

**SUPERIOR IMPLEMENTS**

| Daggers | Price | Weight | Properties |
|---|---|---|---|
| Accurate dagger | 25 | 1 | Accurate |
| Incendiary dagger | 22 | 1 | Energized (fire), unerring |
| Lancing dagger | 15 | 1 | Empowered crit, energized (lightning) |
| Resonating dagger | 25 | 1 | Energized (thunder), forceful |

| Holy Symbols | Price | Weight | Properties |
|---|---|---|---|
| Accurate symbol | 25 | 1 | Accurate |
| Astral symbol | 18 | 1 | Distant, energized (radiant) |
| Warding symbol | 21 | 1 | Shielding, unstoppable |
| Wrathful symbol | 23 | 1 | Empowered crit, undeniable |

| Ki Focuses | Price | Weight | Properties |
|---|---|---|---|
| Accurate ki focus | 25 | – | Accurate |
| Inexorable ki focus | 35 | – | Energized (force), unstoppable |
| Iron ki focus | 30 | – | Deadly, forceful |
| Mighty ki focus | 25 | – | Empowered crit, unerring |
| Mountain ki focus | 30 | – | Forceful, shielding |
| Serene ki focus | 35 | – | Energized (psychic), undeniable |

| Orbs | Price | Weight | Properties |
|---|---|---|---|
| Accurate orb | 30 | 2 | Accurate |
| Crystal orb | 27 | 2 | Energized (psychic), undeniable |
| Greenstone orb | 27 | 2 | Energized (acid), unstoppable |
| Petrified orb | 25 | 2 | Energized (force), forceful |

| Rods | Price | Weight | Properties |
|---|---|---|---|
| Accurate rod | 25 | 2 | Accurate |
| Ashen rod | 22 | 2 | Energized (fire), unerring |
| Deathbone rod | 22 | 2 | Energized (necrotic), undeniable |
| Defiant rod | 18 | 2 | Energized (radiant), shielding |

| Staffs | Price | Weight | Properties |
|---|---|---|---|
| Accurate staff | 20 | 4 | Accurate |
| Guardian staff | 13 | 4 | Energized (force), shielding |
| Mindwarp staff | 16 | 4 | Distant, energized (psychic) |
| Quickbeam staff | 15 | 4 | Energized (thunder), forceful |

| Tomes | Price | Weight | Properties |
|---|---|---|---|
| Echo tome | 15 | 3 | Distant, unerring |
| Forbidden tome | 15 | 3 | Deadly, unstoppable |
| Unspeakable tome | 15 | 3 | Empowered crit, undeniable |

| Totems | Price | Weight | Properties |
|---|---|---|---|
| Accurate totem | 20 | 2 | Accurate |
| Farseeing totem | 14 | 2 | Deadly, distant |
| Icicle totem | 15 | 2 | Empowered crit, energized (cold) |
| Storm totem | 18 | 2 | Energized (thunder), unstoppable |

| Wands | Price | Weight | Properties |
|---|---|---|---|
| Accurate wand | 20 | – | Accurate |
| Cinder wand | 18 | – | Empowered crit, energized (fire) |
| Dragontooth wand | 18 | – | Deadly, unerring |
| Rowan wand | 15 | – | Distant, energized (lightning) |

# Properties

**Accurate:** You gain a +1 bonus to implement attack rolls made with an accurate implement.

**Deadly:** You gain a +1 bonus to the damage rolls of implement attacks made with a deadly implement. The bonus increases to +2 at 11th level and +3 at 21st level.

**Distant:** The range of your area and ranged implement attack powers increases by 2 when they're used through a distant implement.

**Empowered Crit:** When you score a critical hit with an implement attack using an empowered crit implement, the attack deals 1d10 extra damage (this damage is not maximized). The extra damage increases to 2d10 at 11th level and 3d10 at 21st level.

**Energized:** When you use an implement attack power with an energized implement, you gain a +2 bonus to damage rolls if the power has a keyword that matches the implement's damage type. The bonus increases to +3 at 11th level and +4 at 21st level.

**Forceful:** Whenever you pull, push, or slide a target with an implement attack using a forceful implement, you can increase the distance of the forced movement by 1 square.

**Shielding:** Whenever you hit at least one target with an implement attack power using a shielding implement, you gain a +1 shield bonus to AC and Reflex until the start of your next turn.

**Undeniable:** You gain a +1 bonus to the attack roll when you make an implement attack against Will using an undeniable implement.

**Unerring:** You gain a +1 bonus to the attack roll when you make an implement attack against Reflex using an unerring implement.

**Unstoppable:** You gain a +1 bonus to the attack roll when you make an implement attack against Fortitude using an unstoppable implement.

# Descriptions

**Daggers:** An accurate dagger is a weapon with a very narrow blade, resembling a stiletto. An incendiary dagger features a wavy blade that was forged by tiefling weapon makers using ancient techniques of Bael Turath. A lancing dagger is made of metal drawn from tall mountains and features two jagged edges, giving it the shape of a lightning bolt. A resonating dagger has a thick, wide blade that narrows only slightly as it approaches the tip.

**Holy Symbols:** An accurate symbol is carved with symbols of power that channel divine energy more precisely. An astral symbol is crafted of solidified mist from the Astral Sea and glows with a faint silvery light. A warding symbol has protective glyphs carved into its adamantine surface. A wrathful symbol is made from black iron mined in Chernoggar and engraved with runes of divine fury.

**Ki Focuses:** An accurate ki focus takes the form of a small, smooth stone disc, etched with the ancient divided-circle symbol. An inexorable ki focus consists of a small scroll containing a single calligraphic character, preserved in a leather tube. An iron ki focus is a teardrop-shaped piece of iron about the size of a thumb, covered with small etchings. A mighty ki focus is a hand-sized square of wood, about an inch thick, that has been cut from a plank split or struck by a famous master. A mountain ki focus is a small stone statuette of a guardian monster, such as a dragon or a sphinx. A serene ki focus is a clear quartz crystal, mounted in a reliquary of bronze or silver.

**Orbs:** An accurate orb is made of clear blown glass, with tiny runes engraved around its equator. A crystal orb looks similar, but has a faceted surface and might appear in any color. A greenstone orb is carved from a heavy metallic stone that has an affinity for acid magic. A petrified orb is made from petrified wood.

**Rods:** An accurate rod is made from a shaft of silver, bound with golden bands. An ashen rod is made from fire-blackened hardwood and laced with veins of crystallized red sap. A deathbone rod is formed from the bone of an undead creature that is no longer animate. A defiant rod is made of white gold and studded with crystals or gemstones.

**Staffs:** An accurate staff is smooth and straight, balanced for easy handling and made of polished hardwood. A guardian staff is formed from an uncut branch of a watcher tree, a variety of oak that grows only in the Feywild. A mindwarp staff is made of light, strong wood, topped with a many-faceted crystal. A quickbeam staff is made of rowan wood cut from a tree that has been struck by lightning.

**Tomes:** The cover of an echo tome is a plate of iron inlaid with silver, and its pages are thin sheets of mithral engraved with arcane secrets. A forbidden tome has a heavy cover and binding, with a lock to keep it closed to prying eyes. An unspeakable tome is bound in straps of iron so that it cannot be opened, but it imparts the knowledge it contains through sinister whispers in the night.

**Totems:** An accurate totem is a short rod of light wood wrapped in snakeskin. A farseeing totem consists of eagle feathers tied at one end of a roc's bone. An icicle totem is a shaft of unmelting ice, freezing cold to the touch but wrapped with white fur to protect the wielder's hand. A storm totem is made from wood scorched by lightning and adorned with a thunderhawk's feather.

**Wands:** An accurate wand is a smooth and straight length of light wood, honed to a point at the tip. A cinder wand, in contrast, is blackened and crooked, and warm to the touch. A dragontooth wand is smooth ivory that is bound with bands of gold. A rowan wand is polished wood engraved with lightning motifs.

# Magic Implements

Soon after mortals mastered the art of magic, they learned to focus their arts to produce implements imbued with magic. Any magic implement adds might and accuracy to magical attacks, but more unusual versions are painstakingly crafted to add unique flourishes to such attacks.

## Holy Symbols

A holy symbol of a deity serves as both an icon of that god's power and a conduit of divine energy. The design or physical nature of some magic holy symbols makes obvious the faith, or at least the moral stance, of whoever wields them. Most holy symbols come in a form that can be appropriate for a number of different deities.

Many religious people consider it blasphemous for someone to wield a holy symbol dedicated to an enemy god, but some who use holy symbols treasure such items. After all, a cleric of Pelor bearing a symbol of Lolth stands as a clear sign sign that the god of the sun can overcome the Spider Queen and her followers.

### Candle of Invocation

This holy symbol takes the form of a simple candle, its power and sanctity evident to all who are attuned to the divine. When the candle is lit, it enhances the wielder's ability to make his or her faith manifest. That faith fills one of the wielder's allies with courage, allowing him or her to turn a failed attempt into a success.

**Candle of Invocation** — **Level 8+ Uncommon**

*The radiance of this holy symbol both lights your way and helps you overcome the challenges that block the path.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement:** Holy symbol
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 radiant damage per plus

**Utility Power ✦ Encounter** (Minor Action)
*Effect:* The candle casts bright light in a radius of 4 squares. The light lasts until you extinguish it as a minor action or until you are no longer holding the candle.

**Utility Power ✦ Encounter** (Immediate Interrupt)
*Trigger:* An ally within 5 squares of you fails a skill check while the candle is lit.
*Effect:* The candle's light is extinguished, and the ally gains a power bonus to the skill check equal to 2 + the candle's enhancement bonus.

### Necklace of Prayer Beads

This strand of semiprecious stones appears to be humble jewelry until it is worn by one who can channel its power. Typically made of three kinds of enchanted stones, a *necklace of prayer beads* enables its wearer to choose from the same number of benefits each time the magic of the necklace is called upon. Some crafters have tried to make necklaces with different features, but without any success to date.

**Necklace of Prayer Beads** — **Level 10+ Rare**

*The beads that hang from this necklace glow with divine power that you can call upon to overcome any challenge.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Implement:** Holy symbol
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus

**Utility Power ✦ Encounter** (Minor Action)
*Effect:* Choose one of the following benefits.
- ✦ You and each ally within 5 squares of you can make a saving throw.
- ✦ Until the end of this turn, your healing powers restore the maximum number of hit points possible.
- ✦ Once before the end of your next turn, when you miss with a divine attack power, you can reroll the attack roll. You must use the second result.

*Candle of invocation*

TYLER JACOBSON

# Phylactery of Faithfulness

The wielder of this holy symbol gains the power to perceive strands of the future and to realize when a possible action would adversely affect the wielder's standing with his or her deity. Such actions might include failing to complete a divine quest or allowing a companion to fall before that person had played his or her part in the gods' grand design.

**Phylactery of Faithfulness** — Level 14+ Rare

*You attune yourself to this symbol of your god and gain insight into your deity's will.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement:** Holy symbol
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus

**Utility Power ✦ Daily** (Standard Action)

*Effect:* You ask a single question about two possible courses of action, and a feeling of certainty informs you which course of action is most consistent with your deity's will, or if neither is consistent with it. At the DM's discretion, your deity's answer might provide some insight into the dangers and risks that course involves. These insights are never more than vague hints.

**Utility Power ✦ Encounter** (Immediate Interrupt)

*Trigger:* An attack hits an ally within 5 squares of you.
*Effect:* The ally gains a power bonus to all defenses against that attack. The bonus equals the phylactery's enhancement bonus.

*If you know the word "phylactery," you probably associate it with that vile curse of magic set loose upon the world, lichdom. Yet it comes from an archaic language wherein the root of the word means "to guard" or "guard post." Thus, the lich who creates a phylactery is quite literally guarding its immortality. Today the term is rightly more broadly used for various amulets and small containers worn about the neck or head. A locket worn about your neck with a lover's hair clasped inside is, in all senses of the word, a phylactery. To take the analogy back to the topic at hand: The phylactery of faithfulness therefore serves as a guardian of the wearer's faith. Ironic that faith should need guarding. Is not unshakable belief the very definition of faith?*

BRIAN HAGAN

*Symbol of the sun*

# Symbol of the Sun

The undead are considered sacrilegious by most non-evil faiths, and the *symbol of the sun* was created to help cleanse the world of such abominations. During creation, these items are plated with gold beneath the noontime sun on a cloudless day, imbuing them with the ability to enhance the wielder's attacks against undead creatures.

**Symbol of the Sun** — Level 4+ Common

*Crafted from polished gold, this holy symbol intensifies and reflects light like a mirror.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement:** Holy symbol
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 radiant damage per plus

**Properties**

- ✦ When you pull, push, or slide an undead creature with an attack using this implement, you can increase the distance of the forced movement by 1 square.
- ✦ You gain a +2 item bonus to the damage rolls you make with this implement against undead creatures.
  *Level 14 or 19:* +4 item bonus.
  *Level 24 or 29:* +6 item bonus.

# Ki Focuses

As a tool designed to sharpen the mind and train the body to adapt to a unique fighting style, the ki focus is unusual among implements. The wielder of a ki focus rarely uses it in battle directly. Instead, its wielder draws upon the knowledge and magical patterns intrinsic in his or her motions and actions to gain the benefits of the ki focus's enchantment.

## Body of Fire Ki Focus

The physical form of this ki focus is a colorless oil. To unlock its power, the user spreads the oil over his or her hands and visualizes fighting a hated enemy until the oil bursts into flame for a brief, painless second. The user must contain and internalize the flame through an act of will each time the inner fire is unleashed. In times of anger or stress, smoke rises from the user's skin.

### Body of Fire Ki Focus — Level 4+ Uncommon

*This oil fuels a fire within you that might smolder or might blaze forth, but will never be extinguished.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement:** Ki focus
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 fire damage per plus

**Property**

All damage dealt by attacks using this implement is fire, unless the damage already has a type.

**Utility Power** (Fire) ✦ **Daily** (Minor Action)

*Effect:* Until the end of the encounter, you gain resist 5 fire and vulnerable 5 cold. If a creature is grabbing you or being grabbed by you at the start of its turn, it takes 5 fire damage.
*Level 14 or 19:* Resist 10 fire, vulnerable 10 cold, and 10 fire damage.
*Level 24 or 29:* Resist 15 fire, vulnerable 15 cold, and 15 fire damage.

## Steadfast Stone Ki Focus

The *steadfast stone ki focus* is a simple stone that represents the value of patience and tenacity applied with relentless discipline. Focusing ki into this item involves taking it into your hand and slowly applying more and more pressure. The stone's unyielding strength molds the wielder's ki to emulate the unyielding nature of rock.

### Steadfast Stone Ki Focus — Level 9+ Common

*This plain, round stone reveals the secrets of strength and tenacity, allowing you to mimic its impervious nature.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Implement:** Ki focus
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Property**

Attacks made with this ki focus ignore 5 of any resistance.
*Level 14 or 19:* Ignore 10 of any resistance.
*Level 24 or 29:* Ignore 15 of any resistance.

*Steadfast stones*

EVA WIDERMANN

### KI FOCUS RULES

A ki focus is an implement that certain characters use as a focus for their inner magical energy, known as ki. A ki focus might take the form of a training manual, a scroll of ancient secrets, a battered training weapon, or a cherished memento.

**Attunement:** Before you can use a ki focus, you must attune yourself to it. To attune yourself to a ki focus, you must have the item on your person during a short or an extended rest and must have proficiency with ki focuses. Some characters study their ki focus to attune themselves to it. Others meditate with it or wield it as they practice using fighting techniques. The ki focus that you are attuned to occupies your ki focus item slot.

Whenever you take a rest, you can attune yourself to a ki focus in your possession, but you can be attuned to only one ki focus at a time. Also, only one creature at a time can be attuned to a particular ki focus. Once you attune yourself to a ki focus, no one else can become attuned to it until you are no longer attuned to it or you are dead.

**Using a Ki Focus:** Once you have attuned yourself to a ki focus, you must either wear it or hold it in order to use it as an implement.

**Ki Focuses and Weapon Attacks:** If you use a magic ki focus, you can add its enhancement bonus to the attack rolls and the damage rolls of weapon attacks you make using a weapon with which you have proficiency. If you have both a magic ki focus and a magic weapon, you choose before you use an attack power whether to draw on the magic of the ki focus or that of the weapon. Your choice determines which enhancement bonus, critical hit effects, and magic item properties and powers you can apply to that power. You can't, for example, use the enhancement bonus of your ki focus and the critical hit effect of your magic weapon on the same attack.

## Tidal Wave Ki Focus

The monastery that originated the use of this ki focus—a scroll bearing the image of a wave—teaches the importance of remaining centered through a parable: "Towers stand fast before the tidal wave and are destroyed; the leaf rides the crest because it flows with the wave's power." Devotees of the school are famed for using a foe's momentum to send the enemy crashing into other enemies, knocking them all sprawling.

**Tidal Wave Ki Focus** — Level 8+ Uncommon

*You hit an enemy and concentrate on this ki focus, sending that foe staggering backward to the ground.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement:** Ki focus
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Attack Power ✦ Daily** (No Action)

*Trigger:* You hit an enemy with a melee attack using this ki focus.
*Effect:* You push that enemy up to a number of squares equal to the ki focus's enhancement bonus. At the end of the push, that enemy and each of your enemies adjacent to it fall prone.

# Orbs

An orb channels magic in a manner reminiscent of its shape. Arcane power flows around its surface, seeming to gain strength with each revolution, until that power is unharnessed.

## Orb of Enduring Magic

The archmage Bigby is renowned for his skill in weaving conjurations. He created *Bigby's grasping hand*, *Bigby's icy grasp*, and similar powers that call forth fist-shaped constructs of arcane magic to hold enemies at bay. To help him employ such spells, Bigby created the *orb of enduring magic*. It enables its wielder to keep his or her spells active even if he or she is hampered or otherwise unable to focus full attention on them. As a side benefit, drawing on such magic lends the orb's wielder a measure of vitality that helps him or her shrug off attacks.

**Orb of Enduring Magic** — Level 7+ Uncommon

*Carved from iron to resemble a clenched gauntlet, this orb allows you to extend your magical abilities while absorbing your foes' attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Implement:** Orb
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Utility Power ✦ Encounter** (Minor Action)

*Effect:* You sustain all of your active powers that can be sustained with a minor action. In addition, you gain temporary hit points equal to 2 + the orb's enhancement bonus.

*Although I know of many wizards who use them, I've never been fond of orbs. Most are too large to fit in a pocket, too round to comfortably hold, and too cumbersome by half. I've had better results bowling an orb in a game of skittles than employing one on a battlefield. However, I cannot deny that many orbs of tremendous power exist. My friend Otiluke has always had a peculiar fondness for them. A few tankards short of a keg, that one. Anything circular excited his interest. It's good he never met a beholder while alone. He'd probably have prattled on to it, fascinated by its nature and caught firmly under the gaze of its central eye until it gobbled him up. Otiluke himself created many magical orbs. Often they possessed the power to cast his many sphere and orb spells. I'd use an orb made by Otiluke. I miss his whimsy.*

## Orb of Forceful Magic

At first glance, an *orb of forceful magic* looks like a sphere of transparent glass, but touching this item reveals its true nature. The orb is a focused sphere of coalesced force, held in place by the magic that created the item. Spells channeled through it batter their targets with greater impact, sending enemies staggering.

**Orb of Forceful Magic** — Level 3+ Common

*This transparent orb shimmers and glows with golden energy that you can channel to hurl your enemies about.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement:** Orb
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 force damage per plus

**Property**

When you pull, push, or slide an enemy with an attack using this orb, you can increase the distance of the forced movement by 1 square.

# Orb of Relentless Sympathy

This orb often takes the form of a head sculpted in bronze or clay. Its wielder can link the sensations of nearby minds through it. An enemy that harms one of the wielder's friends feels the pain it has inflicted—and that pain is magnified. The wielder is not entirely detached from the process, however; the orb's shielding cannot entirely protect him or her if any mind within range suffers a grievous wound.

**Orb of Relentless Sympathy** **Level 4+ Uncommon**

*This orb empathically links you and your allies' physical senses to your enemy's mind, causing it to feel your pain when it harms you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement:** Orb
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus

**Property**
You gain an item bonus to Insight checks equal to the orb's enhancement bonus.

**Attack Power** (Psychic) ✦ **Daily** (No Action)
*Trigger:* You hit a target with an attack using this orb.
*Effect:* The target takes psychic damage equal to 2 + the orb's enhancement bonus at the end of any of its turns during which it hit you or one of your allies. This effect lasts until the end of the encounter or until you end it as a minor action. If the target drops to 0 hit points while this power is in effect, you lose a healing surge (or you take damage equal to your healing surge value if you have no surges remaining).

# Prismatic Orb

The seven pure colors of the rainbow decorate the surface of this orb. Each hue is represented by a shell of luminous force formed by the crystal at the orb's heart. The wielder can channel each of the shells in turn and hurl them at a target, enclosing it in a hindering globe of brightly hued energy. Although the sequence of alternating colors appears to be random, some texts claim that certain shades presage danger or opportunity.

Many who live in the Feywild claim that the first *prismatic orb* was crafted in their realm. A human mage from the world who loved the magic and the primal energy of the Feywild often traveled to that realm, taking special delight in the amazing rainbows that always emerged after a storm passed (and sometimes without a storm). The mage discovered a way to harness the power of the lingering rainbows, infusing their light in an orb carved from a type of crystal from the Feydark. Whether this story is true or not, those who face the power held within a *prismatic orb* quickly learn to fear anyone wielding this powerful item.

*Prismatic orb*

**Prismatic Orb** **Level 15+ Rare**

*Each of the spectral colors flickering on the surface of this orb is a shell of energy that can engulf a foe.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement:** Orb
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus

**Attack Power** (Teleportation) ✦ **Daily** (No Action)
*Trigger:* You hit a target with an attack using this orb.
*Effect:* You teleport the target up to a number of squares equal to the orb's enhancement bonus.

**Attack Power ✦ Daily** (No Action)
*Trigger:* You hit a target with an at-will or encounter attack power using this orb.
*Effect:* The target is dazed or immobilized (save ends). You choose the effect.

**Utility Power ✦ Encounter** (No Action)
*Trigger:* You hit a target with an attack using this orb.
*Effect:* Choose acid, fire, lightning, or poison. Until the target saves against this effect, attacks that deal damage of the chosen type to the target gain an item bonus to their damage rolls against the target. The bonus equals the orb's enhancement bonus.

BETH TROTT

## Stone of Good Luck

The first gnome clan to experiment with luck stones learned to their sorrow that fate often acts decisively to restore the balance between good luck and bad. To avoid tempting fate, a well-crafted *stone of good luck* rearranges the wielder's luck so that good fortune arrives when it is most needed.

**Stone of Good Luck** — Level 14+ Uncommon

*This orb, typically made from rough polished agate, grants its wielder control over the ups and downs of fortune.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement:** Orb
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Utility Power ✦ Daily** (No Action)
*Trigger:* You fail a saving throw.
*Effect:* You gain a +10 power bonus to your next saving throw during this encounter.

**Utility Power ✦ Daily** (No Action)
*Trigger:* You make an attack or a damage roll using this orb and dislike the result.
*Effect:* You gain a power bonus to the roll. The bonus equals the orb's enhancement bonus.

# Rods

The rod is the signature implement for warlocks, although some other practitioners of the mystic arts employ implements of this sort. Compact and easy to handle, a rod also makes a good choice for a warrior who dabbles in spellcasting.

## Rod of Absorption

This rod, which typically takes the form of an elaborately carved metal cylinder, appears otherwise unremarkable until one notices how lights dim and sounds become muted in its vicinity. The ability of these rods to negate hostile energy was highly valued during the Dawn War. Some immortals who fought in those battles, and whose perceptions of reality and memory often mix, might mistake anyone wielding a *rod of absorption* for an enemy officer from that ancient war.

**Rod of Absorption** — Level 4+ Rare

*This rod is prized for its power to negate all forms of energy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement:** Rod
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus

**Attack Power ✦ Encounter** (No Action)
*Trigger:* You hit a creature with an attack using this rod and the creature has an active aura.
*Effect:* The aura is deactivated, and the creature can't reactivate the aura (save ends).

**Utility Power ✦ Daily** (Immediate Interrupt)
*Trigger:* You are targeted by a close attack power or an area attack power that has a damage keyword.
*Effect:* The attacker takes a -5 penalty to all of the power's attack rolls.

*Warlocks make strange bargains. Although many claim to have stolen their might from some source, I have a hard time believing anyone can get something for nothing. Plus, it's hard to trust the word of an admitted thief—and one that would take the easy route to magical power rather than go through the long process of study or religious devotion. No, warlocks are not to be trusted, nor are their tools. While some other spellcasters take up the skill of manipulating magic with rods, I cannot recommend that anyone do so. The taint of warlocks' pacts cling to these objects. What promises were made to imbue them with power? Whose souls were lost in order to make a creature's bone or a bar of iron into a weapon of magic? Of course, many dark deeds have been done to create great magic—by myself included—but a rod might still be linking its wielder to whatever entity imbued its creator with power.*

***Rod of absorption***

WAYNE ENGLAND

# Rod of Beguiling

This rod gives its wielder control over an enemy by playing on the foe's greed and reflexive submission to authority. The rod seems to be a crude lead scepter until its power is activated, at which point others see its shaft turn golden and its gem-covered head sparkle. Enemies that view the rod in this transformed state are briefly fooled into thinking that the wielder is on their side. Even when the power is not called forth, mere possession of the rod gives its owner an advantage when dealing with others.

**Rod of Beguiling** — **Level 10+ Rare**

*This rod displays the trappings of wealth and status, persuading your foes to see you as one of their own.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Implement:** Rod
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 psychic damage per plus

**Property**

You gain an item bonus to Bluff checks, Diplomacy checks, and Intimidate checks equal to the rod's enhancement bonus.

**Utility Power** (Charm) ✦ **Daily** (Minor Action)

*Effect:* Until the end of your next turn, enemies cannot attack you, or target you with any effect that targets an enemy. An enemy ignores this effect if you attack it, if it is marked by you, or if it is in your *defender aura*.

# Rod of Death

These grim rods are often made of wood from a gallows where someone sentenced to be hanged escaped the noose. The wielder of this rod can empower it by choosing to step closer to the grave. There is no obvious cost to doing so twice, as long as the wielder is not brought to death's door by bodily harm. Those who do so on a third occasion discover that the rod becomes less useful for a time.

**Rod of Death** — **Level 8+ Uncommon**

*Wielding this rod lets you cheat death to harm your foes more quickly.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement:** Rod
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus

**Property**

Whenever you make a damage roll for an attack with this rod and don't like the result, you can reroll the damage roll and must use the new result. If you make the reroll, you are considered to have failed a death saving throw. If this is your third failure since your last rest, the failure does not cause you to die until you are dying, and you cannot use this property again until you have fewer than three failures.

*Rod of death*

# Rod of Revenge

Crafted from wood harvested from the darkest corners of the Feywild, a *rod of revenge* enables its wielder to lash out effectively against an enemy that has just landed a blow on that individual. Any foe that's the target of the rod's power might be less likely to seek out the wielder as the battle continues, having seen firsthand what can happen if that creature presses its attack.

**Rod of Revenge** — **Level 2+ Uncommon**

*This rod resembles a short spear carved from black wood. With it, you can gain the upper hand against any foe that dares to attack you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement:** Rod
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Utility Power ✦ Encounter** (Immediate Reaction)

*Trigger:* An enemy hits you.
*Effect:* Until the end of your next turn, you gain combat advantage against that enemy when you attack it using this rod.

WAYNE ENGLAND

## Rod of Smiting

This rod is nearly unbreakable. Stories abound of those who wield such items catching an opponent off guard with a seemingly weak swing that cracks bones and smashes skulls. A *rod of smiting* bestows the strength of an enchanted mace upon attacks made through it, imparting tremendous force to those blows.

**Rod of Smiting** — **Level 2+ Common**

*The head of this rods flares outward like a mace. It weighs heavily in your hand, allowing you to make heavy strikes with it like a weapon.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement:** Rod
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d10 force damage per plus

**Property**

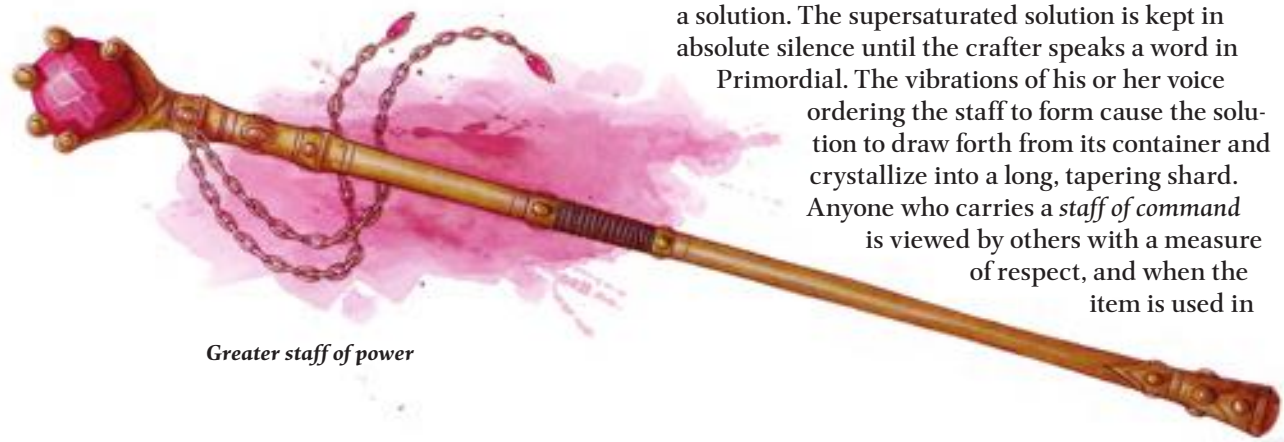
This rod can be used as a melee weapon, functioning as a mace. You add its enhancement bonus to the attack rolls and damage rolls of melee weapon attacks that you make with it.

# STAFFS

A staff is perhaps the most commonly recognized magic implement, because of both its size and its place in folklore and legend. Some of the mightiest wizards in history have used staffs to channel and focus magical power. A staff's size and heft make it the ideal choice for a defensive implement that can ward off attacks while delivering powerful spells.

## Greater Staff of Power

Though firm knowledge of its origin has been lost, many believe the first *greater staff of power* to be a copy of a copy of a staff wielded by Corellon in the Dawn War. The thousands of runes that cover this gnarled staff glow with an eerie green light and hint at the versatility of the magic harnessed within. Those wielders who are cognizant of the fundamental nature of energy find many ways to mold and manipulate the staff's features to great benefit.



***Greater staff of power***

WAYNE ENGLAND

*I have seen many sticks called a staff of power in my time. It seems like any mage that gets a hold of a magic staff wants to call it his "staff of power." I suppose that lacking real power gives one the desire for its trappings. Know that a true staff of power is no trifling thing. They contain a raw might uncommon in other enchanted items. Their power can turn aside blows, change fate, and preserve the wilder's life in the most dire circumstances. Great things can be accomplished by a mage with a staff of power. Great and terrible things.*

**Greater Staff of Power** — **Level 25+ Rare**

*Covered in eldritch runes, this staff exudes raw magical might that you can harness for your defense or to attack your foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 25 | +5 | 625,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement**: Staff
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d10 damage per plus

**Attack Power** (Force) ✦ **Daily** (Immediate Reaction)
*Trigger:* An enemy within 20 squares of you hits you with an attack.
*Effect:* The enemy takes force damage equal to 25 + the level of your highest-level unused daily arcane attack power.

**Utility Power ✦ Encounter** (Minor Action)
*Effect:* You gain a +5 power bonus to all defenses against the next attack against you during this encounter.

**Utility Power ✦ Daily** (No Action)
*Trigger:* You miss with an attack roll for an at-will or an encounter arcane attack power using this staff.
*Effect:* You reroll that attack roll and must use the second result.

## Staff of Command

To create this staff, arcane crystals are dissolved in a solution. The supersaturated solution is kept in absolute silence until the crafter speaks a word in Primordial. The vibrations of his or her voice ordering the staff to form cause the solution to draw forth from its container and crystallize into a long, tapering shard. Anyone who carries a *staff of command* is viewed by others with a measure of respect, and when the item is used in

battle it greatly enhances the efficacy of the wielder's charm powers.

**Staff of Command** Level 4+ Uncommon

*This staff is a useful tool for imposing your will on others.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement:** Staff
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus

**Property**

You gain an item bonus to Diplomacy checks equal to the staff's enhancement bonus.

**Attack Power ✦ Encounter** (No Action)

*Trigger:* You hit a target with a charm power using this staff.
*Effect:* You slide the target up to a number of squares equal to the staff's enhancement bonus, and the target grants combat advantage to you until the end of your next turn.

*Staff of command*

# Staff of Striking

When its special power is ready for use, a *staff of striking* emits a deep, ominous hum until its wielder delivers a blow to his or her foe. Even unintelligent enemies instinctively recognize the danger inherent in a *staff of striking*, making it as effective for performing feints and threats as for making actual strikes in melee. Wizards in particular favor these implements, since the gentlest tap from a *staff of striking* sends an enemy stumbling away.

**Staff of Striking** Level 4+ Uncommon

*Fashioned of unadorned metal in a symmetrical and severe design, this staff delivers forceful blows to your enemies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement:** Staff
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus

**Attack Power ✦ Encounter** (No Action)

*Trigger:* You hit a creature adjacent to you with an implement or a weapon attack using this staff.
*Effect:* You push the creature 1 square and knock it prone.

# Staff of the Viper

Some lore-gatherers among the yuan-ti have claimed that the first *staff of the viper* was made in memory of the snake that taught mortals the secret of constructing magic items. Despite the item's most commonly known name and its appearance when it is used, other scholars and historians do not agree that the staff expressly captures the essence of a snake—after all, they say, poisonous attacks are not the domain of ophidians alone.

The wielder of this sinuous, rough-carved wooden staff can cause the staff's head to shape itself into the head of a snake that delivers a venomous strike.

**Staff of the Viper** Level 7+ Uncommon

*The head of this wooden staff animates when you lash out at a foe, delivering a poisonous wound.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Implement:** Staff
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 poison damage per plus

**Attack Power** (Poison) **✦ Daily** (No Action)

*Trigger:* You hit a creature with an attack using this staff.
*Effect:* The creature takes ongoing 5 poison damage (save ends).
*Level 12 or 17:* Ongoing 10 poison damage.
*Level 22 or 27:* Ongoing 15 poison damage.

TYLER JACOBSON

## Staff of Withering

This staff resembles an old, gnarled tree branch blackened with rot and mold. A cruel wizard-prince who had no need for a dungeon or a prison in his realm created the original *staff of withering*. He used the staff, which was the symbol of his power, upon criminals and rebels in his realm, aging them to infirmity with a single touch.

In time, the tyrant fell to the might of druids and elves whose forest he sought to conquer and despoil. The triumphant druids destroyed the original staff, but lesser copies employed by his inquisitors spread across the world. Any spellcaster bearing a *staff of withering* can expect a hostile reaction to the symbol of tyranny he or she carries.

**Staff of Withering** **Level 3+ Uncommon**

*This staff appears to be little more than a rotting tree branch, but one touch of it saps the strength from any foe.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement:** Staff
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 necrotic damage per plus
**Attack Power ✦ Daily** (No Action)
*Trigger:* You hit a target with an attack using this staff.
*Effect:* The target is weakened (save ends).

# TOMES

A rare sort of implement for an adventuring wizard, the tome offers great flexibility and power. Wizards ensconced in their towers typically employ tomes. Most adventuring wizards find a tome too bulky and unwieldy compared to an orb, a staff, or a wand, but all wizards see the great value in the lore that tomes contain.

Wizards are automatically proficient with using tomes as implements.

## Emerald Tome of the Devourer

The first *emerald tome of the devourer* is said to have fallen from the sky as a shooting star. Many of those who have borne one of these implements have met untimely ends, and although this tome is often seen as an ill omen for that reason, it offers great benefits to those willing to use it.

When a nearby enemy is close to death, the bearer of this implement can invoke its special power to more easily dispatch that foe—but if the owner's death blow fails to land, the tome will devour the essence it seeks from within the one who holds it.

In everyday use, the tome appears to contain only blank pages for anyone but its owner, who can perceive magical writing that reveals insights into the world. That the tome comes from the realm of the fell stars is indisputable. Whoever grasps one of these tomes sees darkness fall away, his or her vision illuminated by the cold, pale light of a distant star.

**Emerald Tome of the Devourer** **Level 10+ Rare**

*This green tome's cover and pages have a strange metallic feel. An eldritch yellow sigil marks its cover and emanates a sense of foreboding.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Implement:** Tome
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Properties**
✦ You gain darkvision.
✦ You gain an item bonus to Arcana checks, History checks, and Religion checks. The bonus equals the tome's enhancement bonus.
**Utility Power ✦ Encounter** (Minor Action)
*Effect:* You gain a +2 item bonus to your next attack roll before the end of your next turn. If that attack hits, you gain an item bonus to its damage roll. The bonus equals 4 + the tome's enhancement bonus. If you do not kill a creature before the end of your next turn, you take damage equal to your healing surge value at the end of that turn. If this damage drops you below 1 hit point, you die.

*I have little doubt that the so-called emerald tome of the devourer has its origins in what we have come to know as the Far Realm. There exist certain stellar beings—mistakes of the gods, victims of strange fates, vestiges of defeated beings of immense power, leftovers from the time of creation—that are somehow tied to that hidden plane. And it might be that the tome comes as a kind of message—or, more worryingly, as a spy—for one or more of these entities. That the Far Realm has spawned such horrors as mind flayers and aboleths is enough to convince me that such tomes present a threat regardless of the intent of their creators. I have expunged every such item I can find, but I'm certain that more lurk throughout the land, hidden in the cracks of the world or the robes of misguided spellcasters.*

*Magic tome*

## Magic Tome

The typical magic tome relies on the enchantments contained within the paper and ink that were used to craft it. Ingredients such as ink from dragon's blood, paper crafted from trees found within astral domains, and similarly rare materials combine to lend strength to spells cast through such a tome.

**Magic Tome** **Level 1+ Common**

*Scribed with rare inks and printed on paper crafted from trees nourished with magical power, this tome amplifies your spell-casting ability.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 1 | +1 | 360 gp | Lvl 16 | +4 | 45,000 gp |
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |

**Implement:** Tome
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

## Manual of Expansive Learning

This little-seen tome is a compilation of mystic exercises and mnemonic techniques. The original one was crafted by a long-nameless adventuring mage who managed to infuse an ordinary object with the remarkable ability to "remember" a useful spell he had already cast.

When he tried to take his experiment one step further while on an adventure, the wizard found that he could even use the tome to summon forth an attack spell he had not thought to prepare. The strain of performing this act left the wizard sapped of some of his inner strength, which he considered a small price to pay.

**Manual of Expansive Learning** **Level 14+ Rare**

*This tome expands your ability to prepare and use spells.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement:** Tome
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus

**Utility Power ✦ Daily** (Minor Action)
*Effect:* You regain the use of one wizard encounter or daily utility power that you have already used. The power must be in your spellbook, and its level must be lower than the tome's level.

**Utility Power ✦ Daily** (Minor Action)
*Requirement:* You must be taking a short rest, have a spellbook, have at least one healing surge, and have expended all your wizard daily attack powers.
*Effect:* You lose a healing surge, but you gain the use of one wizard daily attack power from your spellbook that you did not prepare after your last extended rest. The power's level must be lower than the tome's level.

## Manual of Puissant Skill

This tome's features, such as a waterproof cover, sturdy bindings, and stain-resistant pages, suggest it was designed for wizards who lead an unusually active lifestyle. Its codification of the best ways to overcome problems with skilled deeds reflects a quest for formulas by which all mortal knowledge might be studied and prepared in the same way as spells.

**Manual of Puissant Skill** **Level 9+ Rare**

*This tome contains lore to improve your performance by training your mind and body.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Implement:** Tome
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus

**Property**
You gain a +2 item bonus to skill checks.

**Utility Power ✦ Daily** (No Action)
*Trigger:* You make a skill check and dislike the result.
*Effect:* You reroll the skill check and must use the second result.

**Utility Power ✦ Encounter** (Minor Action)
*Effect:* You gain a +2 item bonus to the next attack roll you make before the end of the current turn.

WAYNE ENGLAND

## Tome of Undeniable Might

An unremembered yet brilliant mage wrote this tome as a treatise on a theory she developed: that arcane magic taps into a state of being beyond the physical. According to her research, the physical world is merely an illusion, while arcane magic provides the true structure of the world. Although the archmage's name is now forgotten, the secrets contained within this tome allow casters to overcome some of the physical limits to their combat spells, keeping her legacy intact.

**Tome of Undeniable Might** **Level 8+ Common**

*This plain, leather-bound tome appears to be a simple treatise on arcane magic, but at your touch, it gives your powers the ability to affect creatures not of the world.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement:** Tome
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Property**

When you gain this tome, choose acid, cold, fire, lightning, necrotic, psychic, or thunder. Your arcane attacks made with this tome ignore the insubstantial quality if they have the chosen damage keyword. You can change your choice at the end of an extended rest.

*Totem of thorns*

JOHN STANKO

# TOTEMS

Totems allow druids and other users of primal magic to gather and direct energy. Most totems are linked to a symbolic event, creature, or concept in the natural world.

## Totem of Thorns

All living things feel pain. This totem is based on that truth, storing up the wielder's pain to unleash it upon his or her enemies as a concentrated wave of agony. Owners of a *totem of thorns* are typically eager to enter combat, since battle is a constructive way to keep the totem supplied with the hurt it channels.

**Totem of Thorns** **Level 5+ Uncommon**

*This totem is carved from a briar vines with their thorns left intact, so that it cannot be gripped without drawing blood.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement:** Totem
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus, or +1d10 psychic damage per plus if you are bloodied

**Attack Power** (Psychic) ✦ **Encounter** (No Action)

*Trigger:* You hit a target with an attack using this totem while you are bloodied.
*Effect:* The target takes extra psychic damage equal to the number of healing surges you have spent since your last extended rest.

**Utility Power ✦ Daily** (Minor Action)

*Requirement:* You must be bloodied.
*Effect:* You lose a healing surge, and you gain temporary hit points equal to 5 + your healing surge value + the totem's enhancement bonus.

*I must admit to some ignorance surrounding magical totems. I've always seen them as the cursed domain of grubby, shamanistic savages like orcs and gnolls. Apparently, there exist some druids who utilize them, although I doubt very much that such druids differ much from orcs. Perhaps that was too unkind, but I find myself at odds with druids as often as not. While many druids talk of the need for balance in the world, we of the Circle of Eight desire a balance of power, not a balance between wilderness and civilization. The world is deadly. It needs taming, not protecting.*

## Totem of Trailblazing

Legends tell of a time when human tribes fled into the high mountains to escape a great calamity. The first *totems of trailblazing* were crafted to help explorers who ventured back to the lowlands, trying to find their way home. Supposedly, secret phrases or other passwords create a map on the totem, showing the location of the refuges where the tribes took shelter.

**Totem of Trailblazing** — Level 2+ Common

*This simple stone has the faded image of a campsite painted upon it.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement:** Totem
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Property**

You gain an item bonus to Nature checks equal to the totem's enhancement bonus.

## Totem of the Woodlands

This beautifully carved length of oak, ash, or yew is a symbol of the forest's abundance. Even when not channeled by its wielder, the totem's power is always active. Tales say that if one of these totems is left unattended next to a fence or a chair, it can cause vines and leaves to sprout from the once-living material.

**Totem of the Woodlands** — Level 5+ Rare

*This carved wooden totem lets you call forth the power of the forest to block and restrain your enemies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement:** Totem
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and the target is slowed (save ends).

**Attack Power ✦ Daily** (No Action)

*Trigger:* You hit a target with an attack using this totem.
*Effect:* The target is restrained (save ends).

**Utility Power ✦ Encounter** (Minor Action)

*Effect:* You create a vine in your square that stretches to one unattended object you can see within 10 squares of you and twines around it. The vine is as strong as a rope and lasts until the end of the encounter or until you spend a minor action to cause the vine to retract. If the vine is twined around an object weighing less than 5 pounds, it can pull that object into your space when the vine retracts.

**Utility Power** (Zone) **✦ Encounter** (No Action)

*Trigger:* You use a close or an area primal attack power with this totem.
*Effect:* The power's area of effect also creates a zone of difficult terrain that lasts until the end of your next turn.

# WANDS

The wand is one of the most common kinds of implement, particularly among wizards. Wands are usually crafted with an attunement to a specific energy type or category of effect. A wand's size and design typically allow it to contain a limited range of magical abilities, but within that range it offers flexibility and expertise.

## Apprentice's Wand

This simple wooden wand is a typical gift from a master to an apprentice. To ensure that an apprentice is never without an implement, this wand can be attuned to its user. With a simple gesture, the wand appears in its owner's hand, ready for use.

**Apprentice's Wand** — Level 2+ Common

*This simple length of wood appears in your hand when you need it most.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement:** Wand
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Properties**

- ✦ You gain an item bonus to Arcana checks to sense the presence of magic. The bonus equals the wand's enhancement bonus.
- ✦ You can attune this wand to yourself during a short rest. It can be attuned to only one person at a time, and attuning it to one person breaks the attunement to anyone else.

**Utility Power ✦ Encounter** (Minor Action)

*Effect:* If the wand is attuned to you and on the same plane, it is transported to your hand, regardless of distance.

## Wand of Conjuring

The few who are able to craft these items claim that they can be made only from a single source of metal found in the Feydark. The metal, taken from a vein of ore in a large underground cavern filled with waterfalls and other wonders, is unique because it is infused with magic from the blood of Corellon. That deity's blood fell upon the vein of ore when Lolth struck him during the surprise attack that sundered the alliance between Corellon, Sehanine, and Lolth that existed in antiquity. Those who tell these tales also speak of many terrible monsters that inhabit the cavern, warning off those who would try to replicate this wand.

### Wand of Conjuring — Level 8+ Rare

*This metal wand is covered in silvery runes that glow with arcane might. Here and there, strands and crystals seem to exude from it.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement:** Wand
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d10 damage per plus when used with a conjuration attack

**Utility Power** (Varies, Zone) ✦ **Encounter** (Standard Action)

*Effect:* You create a zone in a wall 5 within 10 squares of you. The zone lasts until the end of your next turn. When you use this power, choose one of the following effects (a creature can take damage from the zone only once per turn):

*Flame (Fire):* Any creature that enters the zone or ends its turn there takes 5 fire damage.

*Frost (Cold):* Any creature that enters the zone or ends its turn there takes 2 cold damage, and it is slowed (save ends).

*Darkness:* The zone is heavily obscured.

*Venom (Poison):* The zone is lightly obscured, and any creature that enters the zone or ends its turn there takes 2 poison damage.

*Level 13 or 18:* Add 5 to the effect's damage, if any.

*Level 23 or 28:* Add 10 to the effect's damage, if any.

## Wand of Fear

Pale light flickers along the length of this fractured crystal wand. Faces viewed in this light resemble skulls, while the visions seen by foes struck by the wand's energy are too horrible to be put into words. Those who wield a *wand of fear* often suffer nightmares. Sometimes these dreams contain omens of future events, although they are rarely interpreted in time to prevent them from coming true.

### Wand of Fear — Level 3+ Uncommon

*The only thing more unnerving than holding this pale wand is experiencing its horrific effects.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement:** Wand
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Property**

You gain an item bonus to Intimidate checks equal to the wand's enhancement bonus.

**Attack Power** (Fear) ✦ **Encounter** (No Action)

*Trigger:* You hit a target with an attack using this wand.

*Effect:* You push the target up to a number of squares equal to the wand's enhancement bonus.

## Wand of Fire

Typical materials used in the construction of these wands include flame-blackened wood, phoenix feathers, and salamander scales. Sages claim that the wizard Kelgore crafted a handful of these wands after becoming so angry that he sequestered himself from all mortal contact for a year. Although Kelgore himself was a bit of a comical figure, his enemies fled in terror when they saw him approaching in a fit of rage with one of these wands in hand.

### Wand of Fire — Level 15+ Rare

*Thin wisps of smoke curl from the surface of this pyrotechnic wand.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement:** Wand
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 fire damage per plus

**Attack Power ✦ Daily** (No Action)

*Trigger:* You hit a target with an at-will or encounter attack power that has the fire keyword using this wand.

*Effect:* The attack's fire damage is maximized against the target.

**Utility Power ✦ Encounter** (Minor Action)

*Effect:* The next area or close fire attack that you use during this turn with this wand does not target any of your allies who would otherwise be targeted by the attack.

**Utility Power** (Fire) ✦ **Encounter** (Minor Action)

*Effect:* You cause one unattended, inanimate, flammable object (up to 1 square foot) that is adjacent to you to catch on fire.

*Where would wizards be without wands? The wand is to the wizard what the sword is to the warrior. Yet how did it come to be such? Which came first, the wizard or the wand? As long as one has existed, it seems so has the other, but surely in some world at some time there must have been the first wizard and the first wand. The first sword was probably a piece of junk barely better than a club, but the first wand would have been magic incarnate. If it still exists, what powers might that first wand have? What features might it have collected over the eons and from the thousands who have wielded it? Such is the stuff of all wizards' dreams.*

# Wand of Frost

Some of these wands are carved of white dragon bone, while others are icicles made permanent and unbreakable. In use, a silver ray springs forth from the wand's tip to freeze a single enemy, or a single touch instantly turns water to ice. According to legend, each *wand of frost* is constructed to destroy a specific creature that is vulnerable to cold. Even if this is untrue, the tale is widespread enough to make it an effective threat.

**Wand of Frost** **Level 4+ Rare**

*Snow drifts to the ground in the wake of this wand's silvery ray, as it freezes the air it passes through before striking your enemy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement:** Wand
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 cold damage per plus

**Property**
You gain cold resistance equal to 3 + twice the wand's enhancement bonus.

**Attack Power ✦ Daily** (No Action)
*Trigger:* You hit a target with a cold attack using this wand.
*Effect:* The target is immobilized (save ends).

**Utility Power ✦ Encounter** (Minor Action)
*Effect:* You touch an adjacent container, pool, or other body of water with the wand, and a number of contiguous squares within the body of water equal to 1 + the wand's enhancement bonus freeze into solid ice. Only one of the frozen squares has to be adjacent to you. The squares of ice are difficult terrain and remain solid until the end of the encounter. This effect cannot freeze a square if it contains any creatures.

# Wand of Inevitability

This wand gathers spent magical energy to make its next attack more accurate. The springy, flexible wood used to construct the wand reflects its ability to absorb and redirect energy. In some lands, a *wand of inevitability* is standard equipment for wizards who are members of a city watch or a group of noble's bodyguards.

**Wand of Inevitability** **Level 3+ Common**

*This wand, crafted from light, supple wood, allows you to accurately strike your enemies with a flick of the wrist.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement:** Wand
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Property**
If you miss every target of an at-will attack power using this wand, you gain a +2 item bonus to the attack rolls of that power the next time you use it before the end of your next turn.

*Wand of lightning*

# Wand of Lightning

Each of these wands is made from a slender glass or iron cylinder with metal bands spaced along its length. The *wand of lightning* is a self-renewing source of electrical energy that can be made to expel that energy to harmful effect.

In its most spectacular function, the wand embellishes its wielder's lightning attacks so that they also shock those nearby. It can also be used to electrify a metal object, making that object dangerous to the next creature that touches it. Even when otherwise dormant, the wand gives off a static shield that delivers a rebuking shock to attackers.

**Wand of Lightning** **Level 8+ Rare**

*Whenever you use this wand to send arcs of lightning among your foes, the smell of ozone fills the air and your hair stands up on end.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement:** Wand
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 lightning damage per plus

**Property**
When you use this wand to make a lightning attack, if any adjacent creature hits you with an attack before the start of your next turn, that creature takes lightning damage equal to 2 + the wand's enhancement bonus.

**Attack Power** (Lightning) ✦ **Daily** (No Action)
*Trigger:* You hit a target with a lightning attack using this wand.
*Effect:* Each creature adjacent to the target takes 10 lightning damage.
*Level 13 or 18:* 20 lightning damage.
*Level 23 or 28:* 30 lightning damage.

**Utility Power** (Lightning) ✦ **Encounter** (Minor Action)
*Effect:* You touch the wand to one adjacent, unattended metal object no larger than a Medium suit of armor. The next time a creature touches the object within the next 5 minutes, that creature takes lightning damage equal to 5 + the item's enhancement bonus.

BETH TROTT

# Wand of Thunder

Crafted from brass and designed to maximize the damage unleashed by a thunder attack, a *wand of thunder* is a favorite of mages who favor brute force over a subtle approach. When used to focus a spell, the wand creates echoing blasts that, to the discriminating ear, resemble chords of music and sequences taken from ancient songs. Tales suggest that some of these wands are attuned to secret doors, hidden passages, and other locations deep within ancient arcane colleges and wizard's towers. Accessing these areas requires casting a specific spell with this wand to produce the tone or tune needed to unlock it.

The most common story of this sort suggests that one of these wands can be used to grant its owner access to Azarel's Tower, the abode of a long-dead archmage, which supposedly lies somewhere within the Dawnforge Mountains. It also suggests that anyone attempting to access the tower without such a wand to open the tower's hidden passages will find a quick end from the magic traps and immortal guardians still defending the place.

**Wand of Thunder** **Level 13+ Rare**

*This brass wand, which resembles a miniaturized horn, will drive your enemies back with a wave of thunder, or drop them with a shock wave.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement:** Wand
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 thunder damage per plus

**Property**

Once during each of your turns, when you hit with a thunder attack using this wand, you can push one creature adjacent to you 1 square.

**Attack Power ✦ Encounter** (Standard Action)

*Attack:* Close blast 5 (creatures and objects in the blast); the wand's level + 3 vs. Fortitude.
*Hit:* You push the target up to a number of squares equal to the wand's enhancement bonus and knock it prone.

**Attack Power** (Thunder) **✦ Daily** (No Action)

*Trigger:* You hit a target with a thunder attack using this wand.
*Effect:* Each creature adjacent to the target takes 10 thunder damage and falls prone.
*Level 23 or 28:* 20 thunder damage.

# Wand of Wonder

This strange and unpredictable device usually looks like some other type of wand. Most magewrights who craft one of these wands delight in surprising first-time wielders with its strange side effects. Over time, the wielder of a *wand of wonder* is likely to become familiar with its oddities, but it is impossible to predict when they will appear.

The mad warlock Loon, who delved too deeply into the secrets of the Far Realm, always carried one of these wands. To him, the wand's randomness was a measuring stick of the true order of the universe (or lack thereof), as he had been taught through dark dreams sent by those from the place beyond. Before his demise during the war between Bael Turath and Arkhosia, many claimed that he had been able to shape his own powers to match the randomness of his *wand of wonder*.

Legends tell of more powerful *wands of wonder*. These items are potentially powerful artifacts, but none can guess what might happen when the magic they contain is unleashed.

**Wand of Wonder** **Level 7+ Rare**

*Few can call on the powers of this wand without a mingled sense of amazement and dread.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Implement:** Wand
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus. For each of these dice that rolls a 6, teleport the target 1 square. For each of these dice that rolls a 1, teleport yourself 1 square.

**Property**

When you use a daily attack power with this wand, roll a d6 to determine an additional effect, which lasts until the end of your next turn.

1. You gain a fly speed of 5.
2. Butterflies create a zone of partial concealment in your space.
3. You become invisible.
4. 2d20 fake, brightly colored gems appear in the space of the next target hit by the wand, temporarily creating difficult terrain.
5. Leaves grow from each target hit by the attack, causing it to be slowed.
6. You and each target hit by the attack are dazed.

*Really, there's nothing wonderful about the mad warlock's wand.*
*One studies magic to master it, to bend the forces of the universe to one's will.*
*Toying with those forces is not wonderful, and it's not fun. It's dangerous.*

CHAPTER 4

# Magical Gear

HOWARD LYON

**To catalogue** *all the wondrous items that exist would take a book of infinite pages, but it does us all well to have a firm grasp upon both the most common items and the rare items of incredible efficacy. Though some wondrous items are simple and of little impact, such as a lock opened only by a magic key, others have strange properties that defy the mind's attempt to grasp them, such as the portable hole.*

*What a wonder magic is! Unhindered by the rules that bind the physical universe or by the laws of mortals, it can routinely make the impossible possible.*

*A pair of wings on a pair of boots, each wing no bigger than a dove's, can lift the wearer of the boots into the air. A band of metal placed on a finger can provide the power to see through stone. A belt can grant its wearer the strength of a giant. You no doubt wonder how can magic do so much with such strange materials. Despite my many years, magic often surprises me as well. The occasions when it does are the delights of my life.*

*An inexperienced wizard, such as I myself once was, sees magic as a system—a secret set of instructions for rebuilding reality as you see fit. And it's true that even the most rudimentary uses of magic involve learning its language: how to say the right words, make the right gestures, and pull upon the threads of the skeins of arcane, divine, and primal energy that flow invisibly all around us.*

*Yet the true master knows the system to be false. The patterns we see in various forms of energy, the languages we learn to speak to manipulate them, the differences between one phenomenon and another, even the division between what is magic and what is mundane—all are false. Perhaps only the gods can fully grasp this concept, but the truth is that all things are part of the same continuum. Why else would magic of so many types accomplish much the same end, and why else are so many things—from old gloves to living beings to entire planes—able to be created and imbued with magic?*

*The true pity is that even upon recognizing that we are imprisoned by our faulty understanding of magic, none of us can escape it. We are like babes that for the first time realize a world exists outside our crib. Even if we had the wherewithal to explore beyond our boundaries, we could not conceive of the dangers that await us.*

*Perhaps that is what the gods are for. Certainly they've proved themselves good for little else.*

—Mordenkainen, from his master copy of the *Magnificent Emporium*

# Arms Slot Items

The items in this category are usually coveted for their protective qualities—though some of them, such as the aptly named *bracers of infinite blades*, are good for more than just defense.

## Bracers of Infinite Blades

Some dragonborn know these gold-inlaid armbands as *Menyra's bracers,* for the Arkhosian court assassin who first commissioned them. Menyra was said to have drawn from the power of the *bracers of infinite blades* only to protect those in her charge. Most of the heroes who make use of this armgear have a more wide-reaching definition of self defense.

**Bracers of Infinite Blades** Level 11+ Common

*With a flick of your wrist, a gleaming blade appears in your previously empty hand.*

| | | | |
|---|---|---|---|
| Lvl 11 | 9,000 gp | Lvl 21 | 225,000 gp |
| Lvl 16 | 45,000 gp | Lvl 26 | 1,125,000 gp |

**Arms Slot**

**Property**

You can draw a +2 *magic dagger* from these bracers as though drawing it from a sheath (typically a minor action). The dagger lasts until the end of the current turn.

*Level 16:* +3 *magic dagger.*

*Level 21:* +4 *magic dagger.*

*Level 26:* +5 *magic dagger.*

**Special:** These bracers can be crafted to produce a different light thrown weapon, such as a shuriken.

## Gleaming Diamond Bracers

Like many magic items made from gem and stone, *gleaming diamond bracers* were first crafted by the dwarves, and were worn as badges of honor by their most powerful clan lords. In battle, the bracers flare with a bright light when their magic absorbs an attack that might otherwise fell their wearer. In the Underdark, dwarf scouts who have become separated from their fellows look for this beacon in the darkness, which signals both a warning and a call to arms.

**Gleaming Diamond Bracers** Level 9+ Uncommon

*These clear crystal bracers blaze with light as you shrug off your foe's attack.*

| | | | |
|---|---|---|---|
| Lvl 9 | 4,200 gp | Lvl 29 | 2,625,000 gp |
| Lvl 19 | 105,000 gp | | |

**Arms Slot**

**Property**

These bracers cast bright light in a 5-square radius. You can extinguish the light or restore it as a minor action.

**Utility Power ✦ Daily** (Immediate Reaction)

*Trigger:* An attack deals a particular type of damage to you.

*Effect:* You gain resist 5 to that damage type until the end of the encounter.

*Level 19:* Resist 10.

*Level 29:* Resist 15.

## Greater Stonewall Shield

Dwarf arcane crafters built the first *greater stonewall shield,* and among many of their clans, this essential defensive item is carried with the respect of a sacred relic. Its lacquered steel shell is inlaid with a tight mosaic of granite and marble chips, adding to its already considerable heft. Among the dwarves, it is said that each warrior who falls while wielding a *greater stonewall shield* imbues a fragment of his or her spirit into the shield's stonework. For this reason, the dwarves consider it a great honor to wield one of these shields, and they will go out of their way to retrieve one from a warrior who falls on the field of battle.

**Greater Stonewall Shield** Level 13+ Rare

*At your command, this stone shield becomes a solid wall that hems in your foes.*

| | | | |
|---|---|---|---|
| Lvl 13 | 17,000 gp | Lvl 23 | 425,000 gp |

**Arms Slot:** Any shield

**Utility Power ✦ Encounter** (Minor Action)

*Effect:* You create a wall 3 in unoccupied squares within 5 squares of you. At least 1 square of the wall must be adjacent to you, and the wall must be on a solid surface. The wall is blocking terrain. It can be up to 2 squares high, and has AC/Reflex 5, Fortitude 10, and resist 10 to all damage. A square of the wall is destroyed if it takes any damage.

*Level 23:* Wall 5 within 10 squares of you; resist 15 to all damage.

## Greater Storm Shield

The all-wooden construction of this shield, which is bound in black leather and set with studs of white marble, features not a single pin, nail, or clip of metal. Said to have first been employed by druids, the *greater storm shield* is a stalwart defense against—and conduit for—the power of the storm. When the shield's power is used, the images of shifting clouds on its surface animate, becoming dark and riddled with lightning.

**Greater Storm Shield** Level 8+ Uncommon

*When a foe dares to attack you, you summon the power of the storm through this shield to smite your enemy.*

| | | | |
|---|---|---|---|
| Lvl 8 | 3,400 gp | Lvl 28 | 2,125,000 gp |
| Lvl 18 | 85,000 gp | | |

**Arms Slot:** Any shield

**Property**

You gain resist 5 lightning and resist 5 thunder.

*Level 18:* Resist 10 lightning and resist 10 thunder.

*Level 28:* Resist 15 lightning and resist 15 thunder.

**Attack Power** (Lightning, Thunder) **✦ Daily** (Immediate Reaction)

*Trigger:* An enemy within 10 squares of you hits you with an attack.

*Effect:* The triggering enemy takes 10 lightning and thunder damage. If the enemy's attack deals lightning or thunder damage, you do not expend this power.

*Level 18:* 15 lightning and thunder damage.

*Level 28:* 20 lightning and thunder damage.

# Ranging Defender Shield

As the story goes, an ancient merchant prince commissioned seven identical shields for his bodyguards to help them protect him, because he was despised so widely that more than ten thousand people had vowed to kill him. Whether or not the story is true, all seven known shields of this type bear a weasel rampant, the emblem of the trading house the merchant ruled.

In addition to its strong protective magic, a *ranging defender shield* has an additional enchantment that makes it well suited for its original purpose of defending another. With a command word, its wielder can transfer the shield's protective aegis to a nearby ally; a shimmering duplicate shield appears in the air next to that person to protect him or her from harm.

**Ranging Defender Shield** — **Level 4+ Uncommon**

*You protect a comrade in danger by extending this shield's magical defenses to that ally.*

| | | | |
|---|---|---|---|
| Lvl 4 | 840 gp | Lvl 24 | 525,000 gp |
| Lvl 14 | 21,000 gp | | |

**Arms Slot:** Any shield

**Utility Power ✦ Encounter** (Minor Action)

*Effect:* Close burst 5 (one ally in the burst). Until the end of your next turn, the target gains the shield's bonuses to AC and Reflex, and you lose them.

**Utility Power ✦ Daily** (Minor Action)

*Effect:* Close burst 5 (one bloodied ally in the burst). The target gains resist 5 to all damage until he or she is no longer bloodied or until the end of the encounter.

*Level 14:* Resist 10 to all damage.

*Level 24:* Resist 15 to all damage.

*Robilar once told me that if given a choice of a weapon or a shield, a warrior should always pick the shield. The premise, I presume, is that the shield guards your life and also can be used to strike a foe. It has not escaped my notice, however, that Robilar always wore his sword, even in peaceful company, but carried a shield only in times of known danger. The shield protects, but the sword swiftly kills that which threatens.*

***Searing shield***

# Searing Shield

To outward appearances, this shield seems nothing more than a finely made defensive item, perhaps holding some minor enchantment. But when the command word is spoken, the shield emanates a wall of light in front of its wielder to drive away the darkness like a beacon in the night. The light is so bright and pure that undead caught within its glare quail before it.

With a second word, the *searing shield* blazes with a halo of light that extends upward to the heavens. That radiance is so pure that it will sear the flesh of any undead creature that gets too close.

**Searing Shield** — **Level 13 Uncommon**

*You send a wave of brilliant light outward from this shield to illuminate the darkness.*

**Arms Slot:** Any shield 17,000 gp

**Utility Power** (Zone) **✦ Encounter** (Minor Action)

*Effect:* Close blast 5. The blast creates a zone of bright light that lasts until the end of the encounter or until you are no longer holding the shield. When you move, the zone moves with you, keeping the same orientation. Undead creatures grant combat advantage while in the zone. Once per round during your turn, you can reorient the zone as a free action.

**Utility Power** (Aura, Radiant) **✦ Daily** (Minor Action)

*Effect:* You activate an aura 1 that lasts until the end of the encounter or until you are no longer holding the shield. Any undead enemy that ends its turn in the aura takes 2 radiant damage. At night, the aura also sheds bright light in a column that extends upward, stopped only by blocking terrain.

JIM NELSON

# Shield of Aversion

Though halflings are as fierce as any other warriors, many of them believe that the best way to win a fight is to avoid it altogether. Playing to this philosophy, the *shield of aversion* is one of the few magic items whose creation originated within the halfling clans, and it suits that race well. The halflings' predilection for lore sees many warriors of that race engrave these shields with carefully scribed tales of their own valor, allowing a warrior's prowess to be easily seen by his or her enemies. Halfling clans highly value *shields of aversion*, and they do not take it well when they see a member of another race carrying one as the spoils taken from a fallen halfling warrior.

**Shield of Aversion** **Level 15 Uncommon**

*Even as your foe closes in to attack, you see its eyes cloud with uncertainty.*

**Arms Slot:** Any shield 25,000 gp

**Property**

You gain a +4 item bonus to all defenses against charge attacks.

**Utility Power** (Charm) ✦ **Daily** (Immediate Interrupt)

*Trigger:* An enemy hits you with a melee attack while you are adjacent to another creature.

*Effect:* Choose a creature adjacent to you, other than the triggering enemy. The attack hits that creature instead of you.

# Shield of the Doomed

For most warriors, the promise to fight to the death in the service of liege, country, and comrades is the ultimate expression of loyalty. For the elite imperial guard of Nerath, such a vow was not enough—they pledged to fight beyond death, using the magic of the *shield of the doomed* to fulfill that oath. It is said that no single blow can lay low the wielder of this battered steel and adamantine shield, and many foes have been shocked by the counterattack of a hero wielding one who should have breathed his or her last.

**Shield of the Doomed** **Level 23 Rare**

*Thanks to the protective magic of this shield, you shrug off a fatal blow, giving you time to put your foe down.*

**Arms Slot:** Heavy shield 425,000 gp

**Utility Power ✦ Daily** (Immediate Interrupt)

*Trigger:* An attack drops you to below 1 hit point.

*Effect:* You instead have 1 hit point, and you gain temporary hit points equal to the damage dealt by the triggering attack.

**Utility Power ✦ Daily** (Minor Action)

*Effect:* Choose one enemy within 5 squares of you. The next time you drop below 1 hit point before the end of the encounter, you instead have 1 hit point, but only if the chosen enemy has at least 1 hit point. However, if you are at 1 hit point or lower when that enemy drops below 1 hit point, you must roll a d20. If you roll a 9 or lower, you die.

# Tusk Shield

At first glance, a *tusk shield* looks like something that was quickly constructed from scrap materials. A pair of thick tusks of bloodstained ivory are set in a V shape and banded with strips of black oak, but with gaps between them wide enough to drive a great-sword through. Enemies that face a charging warrior protected by a *tusk shield* quickly come to understand the potency of the item—despite the fact that it doesn't seem capable of turning aside any blows.

**Tusk Shield** **Level 2 Common**

*With this shield on your arm, your deadly charge shatters your enemies' attacks.*

**Arms Slot:** Light shield 520 gp

**Property**

Whenever you charge, you gain a +2 item bonus to all defenses until the start of your next turn.

# Twilight Shield

A *twilight shield* is crafted from black glass that is exposed only to the light of the setting sun during the month required to craft the item. By absorbing the growing shadows of the oncoming night, a *twilight shield* is imbued with the magic of shadow. On command, a halo of shadows emerges from it, cloaking those within against attacks made at a distance.

**Twilight Shield** **Level 8 Uncommon**

*This shield looks like a polished black pane of glass set in a sturdy metal frame.*

**Arms Slot:** Any shield 3,400 gp

**Utility Power** (Aura) ✦ **Encounter** (Minor Action)

*Effect:* You activate an aura 1 that lasts until the end of the encounter or until you move. You and each creature in the aura have partial concealment against ranged attacks.

# Vanguard's Shield

High in their rocky redoubts, the dwarves present an implacable defense to those who would plunder their vast treasures. Typically outnumbered by invading goblins and orcs, the dwarves learned to craft weapons and armor that would help even the odds. Named for the elite dwarf fighting units that stand at the front of any battle, a *vanguard's shield* emits a pulse of magical power that blunts a charging enemy's attack. By keeping their foes from breaking through the front lines, the dwarves can pulverize them with fire from the back ranks.

**Vanguard's Shield** **Level 3 Common**

*When an enemy charges, this steel shield hinders the attack.*

**Arms Slot:** Any shield 680 gp

**Property**

You gain a +4 item bonus to all defenses against charge attacks.

# Feet Slot Items

Boots and shoes are popular forms of enchanted items not just for what they can do but also because much magical footgear is innocuous in appearance: Not until you use your *boots of levitation* to surprise your foes do they realize what they're up against.

## Boots of Elvenkind

This supple leather footwear lets its wearer pass without leaving a trace or making a sound over any ground, no matter how unsuited to stealth or how cluttered the path might be. Dry leaves, spongy soil, and even fresh, squelching mud are no challenge to secrecy for someone wearing *boots of elvenkind*.

One legend tells of an elf who was so proud of his skill in crafting a pair of these boots that he walked silently across a pile of bells, gongs, and cymbals before the court of an eladrin noble. Whether that tale is true or not, the items made in his family's workshops are still in high demand to this day.

**Boots of Elvenkind** **Level 7+ Uncommon**

*You pass without notice, leaving neither footprint nor echo.*

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
Lvl 17 65,000 gp
**Feet Slot**
**Property**
You gain a +2 item bonus to Stealth checks.
*Level 17:* +4 item bonus.
*Level 27:* +6 item bonus.
**Utility Power** (Illusion) ✦ **Daily** (Move Action)
*Effect:* You move up to your speed, and you are hidden (invisible and silent) during the move.

## Boots of Leaping

Most *boots of leaping* are ugly, thick-soled footwear that use simple materials, but their appearance belies their nature. The wearer can jump over enemies without a running start, vault up city walls, clear a broad river in one bound—and make it look effortless.

*Boots of leaping* are unusually uniform in appearance and function, because all were made by the same enchanter. This unlucky mage spent a century doing nothing but crafting the same item over and over again at the behest of the dwarf warlord who held him captive and wanted every member of his army's vanguard to have a pair.

**Boots of Leaping** **Level 9 Rare**

*Empowered by these boots, you fling yourself into the air, clearing your foes and landing behind them.*

**Feet Slot** 4,200 gp
**Property**
You gain a +2 item bonus to Athletics checks to jump.
**Utility Power ✦ Encounter** (Move Action)
*Effect:* You jump to a square within 10 squares of you. The jump does not provoke opportunity attacks.

## Boots of Levitation

The most powerful (and thus most famous) pair of *boots of levitation* was made for one of the most notorious political agitators in ancient Nerath. The rabble rouser in question was renowned for delivering scathing speeches in public places, but as crowds gathered, those who arrived later had a difficult time hearing this speaker. With the boots, however, he was able to rise above the ground so that large crowds could see him and hear his words. This method of gaining height had the additional benefit of raising him above the city guards who were typically dispatched to arrest him, once the authorities got wind that he was speaking. The Floating Demagogue, as he came to be known, was eventually arrested and put to death—his boots getting burned publicly right after him.

**Boots of Levitation** **Level 9 Uncommon**

*You rise into the air thanks to these soft leather boots, able to see and be seen across a broader area.*

**Feet Slot** 4,200 gp
**Utility Power ✦ Encounter** (Move Action)
*Effect:* You fly up to 4 squares vertically and 1 square horizontally, and you can hover there until the end of your next turn. When the levitation ends, you descend to the ground without taking falling damage.

## Boots of the Shadowed Path

These magic boots are attuned to the ebb and flow of shadow magic. On command, a creature wearing them can step through shadow to appear somewhere else nearby. Although this teleportation effect is limited in its range, the boots' enduring magic allows their wearer to use them time and time again.

**Boots of the Shadowed Path** **Level 13 Uncommon**

*These leather boots are utterly black and seem to absorb light.*

**Feet Slot** 17,000 gp
**Utility Power** (Teleportation) ✦ **Encounter** (Move Action)
*Effect:* You teleport up to 3 squares. You must end this teleportation adjacent to a creature or an object that is Small or larger.

# Halfling Boots

Halflings are known to prefer flight or stealth to a direct fight, and these magic boots reflect their desires. Crafted by a cabal of halfling wizards, these boots allow a creature to move with a subtle balance of speed, agility, and foresight. With the aid of the boots, a creature can slip between a giant's stomping feet or glide past a dragon's grasping talons with ease.

**Halfling Boots** — **Level 9 Uncommon**

*These boots look like they are sized for a child, but when you attempt to pull them on, they grow just large enough to fit you. Still, they feel tight around your feet.*

**Feet Slot** 4,200 gp

**Property**

You can move through the space of any enemy that has a size category larger than yours.

# Shoes of the Tireless Gait

The *shoes of the tireless gait* are well named; one who travels while wearing them is able to continue walking without fatigue for as long as he or she perseveres and maintains momentum. Even sleep can be forestalled by the magic of this footwear.

Adventurers must be wary when seeking these shoes, because cursed versions also exist that compel those who wear them to travel without pause. Those unfortunate enough to don such footgear find themselves unable to stop and rest, walking themselves to their doom.

**Shoes of the Tireless Gait** — **Level 8 Common**

*While you stay in motion, these shoes keep your body fresh for the challenges ahead.*

**Feet Slot** 3,400 gp

**Property**

You can walk without fatigue or the need to stop for sleep. However, if you walk for more than 24 hours, you take a -5 penalty to all skill checks, ability checks, and attack rolls until the end of your next extended rest.

# Shoes of Water Walking

For anyone wearing this footwear, oceans are like land and can be crossed as easily. Lakes, rivers, and swampland are little different from firm earth. Being on the water's surface can be a drawback, however, when bad weather strikes or evil magic is employed. In hurricane conditions, for instance, rather than being able to sink beneath the turmoil, the wearer is battered by wind and waves (but presumably only until he or she has managed to remove the shoes).

*Shoes of water walking* were originally developed to protect aristocrats who traveled on small ships in rough seas, but were soon after put to less noble uses by the pirates who stole them.

***Shoes of water walking***

**Shoes of Water Walking** — **Level 6 Common**

*While in these shoes, you tread across water as if it were land.*

**Feet Slot** 1,800 gp

**Property**

You can move on water as if it were solid ground (rough water counts as difficult terrain). You can break through the surface of the water as a free action, whether you're descending or ascending.

*The simple boot represents a stunning innovation. The most primitive people run barefoot through the world, but when they discover sandals, they can walk farther with fewer troubles. A simple closed toe on the sandal can add miles to the distance an army can march in a day. And when your soldiers' cracked and bleeding feet are armored by a true shoe as they walk for miles along dung-spattered trails, the benefits are multifold. When you realize all this, it's no wonder that spellcasters have lavished enchantments upon footwear.*

HOWARD LYON

# Hands Slot Items

For obvious reasons, anyone can benefit from even a mundane pair of gloves or gauntlets. When they're supplemented with a magical quality, so much the better.

## Gauntlets of Remote Action

These fine chainmail gauntlets set with ruby studs come in a pair matched for the same hand, which often confuses those who discover them. With one gauntlet worn, the wearer can launch the other into the air, where it floats and moves under mental command. This second hand mimics the movements of the first, allowing the wearer to perform a number of simple activities at a distance. The user can also sometimes switch places with the floating gauntlet.

These gauntlets are sometimes worn by alchemists who find it useful to mix dangerous components from a safe distance.

**Gauntlets of Remote Action** Level 9 Uncommon

*You send one of these gauntlets into the air, where it waits for you to control its actions from a safe distance.*

**Hands Slot** 4,200 gp

**Utility Power ✦ At-Will** (Minor Action)

*Effect:* You cause one of the gauntlets to lift off your hand and float in a square adjacent to you. The gauntlet does not occupy its square. While the gauntlet is floating, you can perform actions with it as if your hand were still in it, such as opening doors, picking up objects, and making Thievery checks. You cannot use the floating gauntlet to make attacks or to perform any action requiring two hands.

You can take a move action to move the gauntlet up to 10 squares, and it must end the move within 10 squares of you. If the gauntlet is adjacent to you, you can return it to your hand as a minor action. If you drop below 1 hit point or remove the gauntlet that you're wearing, the floating gauntlet returns to your hand.

**Utility Power** (Teleportation) **✦ Daily** (Move Action)

*Requirement:* One of the gauntlets must be floating.

*Effect:* You teleport, swapping positions with the floating gauntlet.

## Gauntlets of Swimming and Climbing

A creature wearing these gauntlets moves with supernatural grace in the forest canopy or beneath the surface of a lake or a stream. Made of well-creased leather and ornamented with studs of steel and jet, *gauntlets of swimming and climbing* appear damp to both sight and touch, though they leave no trace of water on anything they touch. The ancient ranger orders of the wood elves once gifted these gauntlets as a sign of rank and accomplishment, but they are now seldom found among the forest folk.

**Gauntlets of Swimming and Climbing** Level 10 Common

*Primal strength flows through your limbs when you don these gauntlets.*

**Hands Slot** 5,000 gp

**Property**

You gain a climb speed and a swim speed both equal to half your speed.

## Gloves of Missile Snaring

These fine white leather gloves seem to fade away when worn, becoming little more than a paper-thin sheath over the hands. The benefit of *gloves of missile snaring* emerges only in the thick of combat, when arrows, bolts, sling bullets—and even the deadly spears of giants—can be caught by the wearer with almost supernatural grace. Of greater surprise to a startled foe that witnesses this act is seeing its own projectile hurtling back toward it.

**Gloves of Missile Snaring** Level 15 Uncommon

*Your gloved hand moves in a blur, plucking your foe's arrow out of midair before you hurl it back as a deadly missile.*

**Hands Slot** 25,000 gp

**Utility Power ✦ Daily** (Immediate Interrupt)

*Trigger:* An enemy hits you with a ranged weapon attack.

*Effect:* You gain a +4 power bonus to all defenses against the attack. If this bonus causes the attack to miss you, the enemy is hit by the attack instead.

## Hero's Gauntlets

Kavad, a renowned warlord and famous champion of the second-to-last Nerathan emperor, was the first to wear *hero's gauntlets*. Those who follow his example know that the true mark of a hero lies in one's ability to push past all limits—to the point where life and death, reputation and honor, and fame and infamy cease to matter.

**Hero's Gauntlets** Level 17+ Common

*When you push past your limits, the magic of these gauntlets backs up the fury of your attack.*

Lvl 17 65,000 gp Lvl 27 1,625,000 gp

**Hands Slot**

**Properties**

- ✦ Whenever you spend an action point to make an attack, you gain a +1 bonus to attack rolls with that attack.
- ✦ Whenever you spend an action point to make an attack and the attack deals damage, you gain temporary hit points equal to one-half your healing surge value.

*Level 27:* +2 bonus to the attack rolls, and temporary hit points equal to your healing surge value.

# Life-Draining Gauntlets

A patchwork of bone-dry leather strips of unknown origin, these gauntlets are seldom worn by the overly moral or faint of heart. Those who know the function of this macabre handwear understand that its creation requires the flayed skin of sentient humanoids. Daring to wear the flesh of the dead gives dark power to the wearer—power over life and death, and the ability to feed from both.

**Life-Draining Gauntlets** **Level 6+ Rare**

*The dead flesh of these grisly gauntlets draws strength from your enemies.*

| | | | |
|---|---|---|---|
| Lvl 6 | 1,800 gp | Lvl 26 | 1,125,000 gp |
| Lvl 16 | 45,000 gp | | |

**Hands Slot**

**Property**

You gain a +2 item bonus to necrotic damage rolls.
*Level 16:* +4 item bonus.
*Level 26:* +6 item bonus.

**Utility Power ✦ Daily** (No Action)

*Trigger:* You hit a creature with an attack and deal necrotic damage to it.
*Effect:* You gain temporary hit points equal to 4 + the gauntlets' level.

*While the material they are made of might cause some to become queasy, life-draining gauntlets can be a boon to anyone. The secret to their most effective use is that you need only spill a few drops of blood from a creature, friend or foe. Of course no ally likes being attacked, but if you ensure the harm you inflict is minimal, the benefit you gain from such an act can be quite substantial.*

# True Gauntlets of Ogre Power

Although *true gauntlets of ogre power* are best known for granting their wearer phenomenal strength, they also feature a more subtle magic that adapts to the armor worn by their wielder, making them nearly impossible to detect by casual sight or contact. A rogue in leather wears the gauntlets as matching gloves of heavy calfskin; a knight in full plate wears them as steel gauntlets that perfectly match his or her armor's hue and alloy. Doffed, they appear as plain leather gauntlets set with rusting studs, and careless adventurers might realize too late that they missed this rare treasure.

*Gauntlets of ogre power*

**True Gauntlets of Ogre Power** **Level 17 Rare**

*When the brutal strength of the ogre courses through you, nothing can stand in your way.*

**Hands Slot** 65,000 gp

**Property**

You gain a +4 item bonus to Athletics checks and Strength ability checks.

**Utility Power ✦ Encounter** (No Action)

*Trigger:* You make a Strength check to break or lift an object.
*Effect:* You gain a +4 power bonus to the Strength check.

**Utility Power ✦ Encounter** (No Action)

*Trigger:* You hit a creature with a melee attack.
*Effect:* You gain a +4 power bonus to the damage roll against that creature for this attack.

*I've heard that the creator of gauntlets of ogre power was a godlike being known as Vaprak the Destroyer. Whether true deity or exarch, Vaprak is worshiped by trolls and ogres in many worlds. Though this entity appears to be little more than a brutish and mean being, the creation of the gauntlets could imply some strategy of subtlety and scope. Beyond that, I do not speculate.*

CHRIS SEAMAN

# Head Slot Items

Hats and helms are what many people think of when they consider the purchase of an item in this category. The most unusual enchanted objects in this group, however, might be those that don't touch the owner's head at all.

## Crown of Leaves

The first elves to migrate from the Feywild to the world brought this headwear with them to their new homes. These Feywild-infused circlets allowed the elves to establish mastery over the unspoiled forests.

**Crown of Leaves** — Level 7 Common

*The fey energy imbued into this delicate crown unveils nature and its secrets to your sight and touch.*

**Head Slot** 2,600 gp

**Property**

You gain a +2 item bonus to Nature checks and Insight checks.

## Exceptional Factotum Helm

The beautiful and capricious Queen Ailion had many suitors, but she vowed to wed only the one who could master a series of twelve tasks of intellectual and physical skill. But while countless heroes tried and failed, a stripling adventurer named Parrin met Ailion's challenge and became her king and consort—with the help of this elaborately etched silver helm, which he found by chance in some old eladrin ruins.

**Exceptional Factotum Helm** — Level 4+ Rare

*The knowledge stored within this silver helm is imparted to you when you need it most.*

| | | | |
|---|---|---|---|
| Lvl 4 | 840 gp | Lvl 24 | 525,000 gp |
| Lvl 14 | 21,000 gp | | |

**Head Slot**

**Property**

You gain a +1 item bonus to untrained skill checks.
*Level 14:* +2 item bonus.
*Level 24:* +3 item bonus.

**Utility Power ✦ Daily** (Minor Action)

*Effect:* You gain training in one skill until the end of your next turn, or for 1 minute when not in an encounter.
*Level 14:* You gain training until the end of the encounter, or for 1 hour when not in an encounter.
*Level 24:* You gain training in two skills until the end of the encounter, or for 1 hour when not in an encounter.

## Eyes of Charming

The gnome enchanter Warallako was known for both his arcane crafting and his ability to manipulate the will of any creature of his choosing (at least according to the tales he told). This set of stylish silver spectacles was discovered to be the source of the enchanter's alleged charm after he tried to use them on the wife of Aloryan, a fiery-tempered elf chieftain. Aloryan inherited the *eyes of charming* after Warallako's unexpected and violent demise, and put them to better use turning his fractious tribes into a nation.

**Eyes of Charming** — Level 6+ Rare

*These silver spectacles let you either assert subtle influence on others, or force them to do your bidding.*

| | | | |
|---|---|---|---|
| Lvl 6 | 1,800 gp | Lvl 26 | 1,125,000 gp |
| Lvl 16 | 45,000 gp | | |

**Head Slot**

**Property**

You gain a +2 item bonus to Bluff checks and Diplomacy checks.
*Level 16:* +4 item bonus.
*Level 26:* +6 item bonus.

**Attack Power** (Charm) ✦ **Daily** (Standard Action)

*Attack:* Ranged 5 (one creature); the eyes' level + 5 vs. Will
*Hit:* The target is dominated (save ends). The target is not aware that you used this power against it.

*Eyes of charming often prove more difficult to use than their wearers first surmise. Just because a victim of the magic does not know you used a power to control it does not mean the victim cannot recognize it was controlled. To use the eyes successfully, you must use them subtly. Lay the groundwork for the charmed action, and the victim might not even suspect it was ensorcelled.*

## Eyes of the Eagle

These minute crystal lenses magically attach themselves directly to the eyes of the wearer, making them all but impossible to detect when they are worn. The existence of these lenses was first recorded in legends of the ancient druid war leader Ohartu, but his tribe's lack of crafters suggests that the eyewear was probably a relic from an older age that he discovered.

**Eyes of the Eagle** — Level 11+ Uncommon

*After an initial surge of vertigo, these magic lenses, which rest unseen on your eyes, bring the farthest objects into sharp relief.*

| | | | |
|---|---|---|---|
| Lvl 11 | 9,000 gp | Lvl 21 | 225,000 gp |

**Head Slot**

**Property**

You gain a +3 item bonus to Perception checks. When spotting creatures or phenomena 20 or more squares away from you, the bonus increases by 2. In addition, you have normal visual acuity at a range of 5 squares. For example, an inscription or parchment 5 squares away from you can be read as if it was held up close.
*Level 21:* +5 item bonus.

# Helm of Brilliance

Crafted of brilliant silver and polished steel, this helm appears to be a mundane piece of armored headgear when first found. Only close study reveals the secret of its precious gems, each channeling the powerful magic of the helm's unknown makers. The resistance to fire that the helm bestows cannot be sustained indefinitely, however, and the helm's magic can be overwhelmed by exposure to intense heat and flames, causing it to focus that energy inward.

**Helm of Brilliance** **Level 18+ Rare**

*The gems of this helm flare in a corona of brilliant light as you prepare to unleash their power.*

**Head Slot**

Lvl 18 85,000 gp Lvl 28 2,125,000 gp
Lvl 23 425,000 gp

**Property**

You gain resist 15 fire. If an attack deals more fire damage than 20 + one-half your level before your resistance is applied, you instead have vulnerable 15 fire against that attack.

**Attack Power** (Radiant) ✦ **Daily** (Standard Action)

*Attack:* Ranged 10 (one creature); the helm's level + 3 vs. Will
*Hit:* 10 radiant damage, and the target is dazed until the end of your next turn.
*Level 23:* 15 radiant damage.
*Level 28:* 20 radiant damage.

**Attack Power** (Fire) ✦ **Daily** (Standard Action)

*Attack:* Area burst 2 within 10 (each creature in the burst); the helm's level + 3 vs. Reflex
*Hit:* 15 fire damage, and ongoing 10 fire damage (save ends).
*Level 23:* 15 fire damage, and ongoing 15 fire damage.
*Level 28:* 20 fire damage, and ongoing 20 fire damage.

**Utility Power ✦ At-Will** (Minor Action)

*Effect:* The helm casts bright light in a 10-square radius until you extinguish it as a minor action or until the helm is removed.

# Helm of Languages

The ambassadors of the famous warrior Beharrin first created and made use of this unassuming war helmet. The power of the *helm of languages* was critical to the diplomatic efforts that allowed Beharrin to forge the kingdom that bore his name, and these precious items have aided countless lords, nobles, and adventurers in the long years since.

**Helm of Languages** **Level 10 Common**

*When you slip on this helm, the haze of garbled voices around you quickly gives way to perfect understanding.*

**Head Slot** 5,000 gp

**Property**

You can speak and understand any spoken language (the helm does not grant literacy or the ability to speak Abyssal or Supernal).

# Helm of Seven Deaths

Legends of the Shadowfell speak of gems and their ability to capture and hold the souls of recently slain creatures. A gem's facets can, with the proper infusion of divine or arcane magic, become a twisting, winding maze that captures a soul and forces it to travel in endless circles rather than depart to the afterlife. The helm of seven deaths incorporates several such gems. When the helm's wearer defeats a foe, the gems mounted upon it capture the departing soul and store it for use in fueling the helm's powers.

*Magic was never meant to make us lazy. There's no substitute for the discipline and effort involved in actually learning a language that's not your own. If you lean on magic items to do all your work for you, you will someday find yourself badly disappointed.*

***Helm of brilliance***

CHRIS SEAMAN

*Helm of seven deaths*

**Helm of Seven Deaths** **Level 5 Rare**

*This black helm has seven green gems set above its brow. They are dull, dead things, as if they once held magical power that has long since been spent.*

**Head Slot** 1,000 gp

**Utility Power ✦ At-Will** (Minor Action)

*Effect:* Choose one bloodied creature you have hit with an attack during this turn. You learn that creature's current hit point total.

**Utility Power ✦ At-Will** (Free Action, 1/Turn)

*Trigger:* You kill a living creature with an attack.

*Effect:* One of the helm's seven gems captures the creature's soul. A gem can hold no more than one soul at a time and glows with a green radiance while it contains a soul. A dead creature cannot be returned to life while its soul is captured in this manner.

**Utility Power** (Healing) **✦ Encounter** (Minor Action)

*Requirement:* At least three of the seven gems must each contain a soul.

*Effect:* You regain hit points equal to 5 + one-half your level, and two of the gems release their souls.

**Utility Power ✦ Daily** (Minor Action)

*Requirement:* All seven gems must contain souls.

*Effect:* On your next damage roll, maximize the results of up to four of the dice you roll. All seven gems then release their souls.

# Helm of Teleportation

The *helm of teleportation* is known far and wide even though very few of these items have ever existed. In fact, its reputation might even predate its creation: Explorers have discovered ancient pictograms that show two images of the same individual some distance apart from one another. One of the images is bareheaded, and the other is wearing a helmet. Some experts take this to mean that the headgear had something to do with the individual's movement, while critics of that view are quick to point out that it's not necessary to take off a *helm of teleportation* to prevent it from working.

Whatever the case, it's not unusual for bystanders to believe they've just seen a *helm of teleportation* in action when what they truly saw was someone using a teleport power while wearing a hat.

**Helm of Teleportation** **Level 15+ Rare**

*This headwear makes you preternaturally aware of the space around you, allowing you to step to other nearby locations in the blink of an eye.*

Lvl 15 25,000 gp Lvl 25 625,000 gp

**Head Slot**

**Property**

When you teleport on your turn and end the move adjacent to any enemies, you gain combat advantage against those enemies until the end of your next turn.

**Utility Power** (Teleportation) **✦ Encounter** (Move Action)

*Effect:* You teleport yourself or an adjacent ally up to 6 squares.

*Level 25:* You teleport yourself or an adjacent ally up to 12 squares.

# Ioun Stones

The oldest legends speak of *Ioun stones* as gifts given by the god of knowledge and prophecy to the greatest heroes. *Ioun stones* as a group encompass a wide range of wondrous powers, and each stone in its own right is very powerful. All of them have one characteristic in common: The stone's power is activated by setting it in motion around its wearer's head, where it orbits continuously.

Priests of Ioun argue over their deity's motives in creating the stones and believe that anyone who comes into contact with one should take it as a sign of prophecy. If someone is seen with two of the stones in his or her possession, the priesthood marks that person as destined for great (and sometimes terrible) events. For this reason, many adventurers shun the stones despite their power, fearing that they might be swept up in events outside their control.

WARREN MAHY

*Ioun stone*

### Ioun Stone of Perfect Language — Level 22 Rare

*This white and pink rhombic prism makes you more persuasive and gives you a knack for language.*

**Head Slot** 325,000 gp

**Property**

You gain a +5 item bonus to Bluff, Diplomacy, Intimidate, and Streetwise checks. In addition, you can understand any spoken language, and when you speak, all creatures hear your words in their native language.

**Utility Power ✦ Daily** (Free Action)

*Trigger:* You make an Insight check.

*Effect:* You treat the check as if you rolled a natural 20.

### Ioun Stone of Sustenance — Level 21 Common

*This iridescent spindle lessens your need for rest and removes your body's base needs for air and nourishment.*

**Head Slot** 225,000 gp

**Property**

You do not need to eat, drink, or breathe. In addition, when you take an extended rest, you do so in half the normal time.

### Ioun Stone of Might — Level 21 Rare

*This pale blue rhomboid augments your physical strength.*

**Head Slot** 225,000 gp

**Property**

You gain a +4 item bonus to Strength-based skill checks and Strength ability checks. You also gain a +5 item bonus to the damage rolls of Strength-based attacks.

### Ioun Stone of Agility — Level 21 Rare

*This deep red sphere increases your reaction time and quickness.*

**Head Slot** 225,000 gp

**Property**

You gain a +4 item bonus to Dexterity-based skill checks and Dexterity ability checks. You also gain a +5 item bonus to the damage rolls of Dexterity-based attacks.

### Ioun Stone of Vigor — Level 21 Rare

*This pink rhomboid lends its magic to your bodily health.*

**Head Slot** 225,000 gp

**Property**

You gain a +4 item bonus to Constitution-based skill checks and Constitution ability checks. You also gain a +5 item bonus to the damage rolls of Constitution-based attacks.

### Ioun Stone of Intellect — Level 21 Rare

*This scarlet and blue sphere sharpens the power of your mind.*

**Head Slot** 225,000 gp

**Property**

You gain a +4 item bonus to Intelligence-based skill checks and Intelligence ability checks. You also gain a +5 item bonus to the damage rolls of Intelligence-based attacks.

### Ioun Stone of Insight — Level 21 Rare

*This iridescent blue sphere hones your instincts to a fine edge.*

**Head Slot** 225,000 gp

**Property**

You gain a +4 item bonus to Wisdom-based skill checks and Wisdom ability checks. You also gain a +5 item bonus to the damage rolls of Wisdom-based attacks.

### Ioun Stone of Allure — Level 21 Rare

*This pink and green sphere increases your presence and force of personality.*

**Head Slot** 225,000 gp

**Property**

You gain a +4 item bonus to Charisma-based skill checks and Charisma ability checks. You also gain a +5 item bonus to the damage rolls of Charisma-based attacks.

## Reading Spectacles

The first *reading spectacles* were crafted in lost antiquity but are recorded as having been in the possession of a human playwright named Monieta. In the early days of Nerath, his work as a dramatist heralded a groundbreaking and illustrious career—until it was revealed that his entire body of work was plagiarized from a dozen lost cultures, translated into Common with the help of his spectacles.

### Reading Spectacles — Level 2 Common

*Your vision blurs the first time you put on these spectacles, then all written text comes into perfect focus and clarity.*

**Head Slot** 520 gp

**Property**

You can read any language (the spectacles do not grant the ability to speak or write a language).

MARC SASSO

# Neck Slot Items

Magic items worn on or around the neck are so varied in physical form that almost anyone you meet might be wearing one. Who's to say whether someone's dirty cloak has a hidden power, or the small charm around one's neck is more than mere decoration?

## Amulet of Aranea

The first of these clustered settings of mithral, ebony, and black glass were worn by the drow during the earliest days of the war that sundered them from their elf and eladrin kin. The enemies of the drow typically destroyed *amulets of aranea* they found on their hated foes, along with any other items that might contain the magic of Lolth, but a few surviving examples of this amulet made their way to the fomorian kingdoms, and from there to the world. Because these items emulate the venom and viciousness of the Spider Queen, assassins and others who seek any dark advantage in combat often seek them out.

**Amulet of Aranea** — Level 10+ Uncommon

*This neck charm protects you from poison even as it cripples your enemies with a venomous rebuke.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, and Will

**Property**

You gain resist 5 poison.

*Level 15 or 20:* Resist 10 poison.

*Level 25 or 30:* Resist 15 poison.

**Utility Power** (Poison) ✦ **Daily** (Immediate Reaction)

*Trigger:* An enemy hits you with a melee attack.

*Effect:* The enemy that hit you takes 1d10 poison damage, and ongoing 5 poison damage (save ends). The enemy also takes a -2 penalty to saving throws against poison effects until the end of the encounter.

*Level 15 or 20:* 1d10 poison damage, and ongoing 10 poison damage (save ends).

*Level 25 or 30:* 2d10 poison damage, and ongoing 20 poison damage (save ends).

## Amulet of Life Protection

A rough-cut chunk of clear crystal set on a golden chain, an *amulet of life protection* is a powerful ward against possession and death. The talisman's wearer is bound to the item in such a way that it creates a safe haven for that person's mind and soul. In some dark circles, tales are told of necromancers who have learned how to use evil versions of these amulets to bring a person back as a slave to the necromancer.

**Amulet of Life Protection** — Level 2+ Common

*Each time you take damage to body or mind, this amulet pulses warmly, reminding you of the protection it holds for you, even in death.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, and Will

**Property**

If you die while wearing the amulet and it is left on your body, the time that your corpse can lie dead and still be revived by a power or a ritual is multiplied by 10. In addition, you cannot be raised as an undead creature. If the amulet is removed from your corpse, these benefits end. Placing the amulet on an already dead body has no effect.

*If you are so fortunate as to possess an amulet of life protection (and friends willing to revive you), I suggest you change the chain on the amulet to something other than gold. It's not good wearing the amulet if your killer or some other scavenger strips it from you before your friends reclaim your body.*

## Brooch of Unerring Defense

Nerathan war mages knew that not even the strongest armor or magical protection could guard against all attacks. The *brooch of unerring defense*, an ordinary-looking clasp of silver and gold, was crafted to soften the blows that do get through.

**Brooch of Unerring Defense** — Level 9+ Common

*This clasp flares with white light each time you shrug off an otherwise unavoidable strike.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, and Will

**Property**

When an attack deals damage to you on a miss, that damage is halved, unless it is ongoing damage.

# Cloak of Displacement

Originally essential equipment of the elite Bael Turath warriors known as the Fiendguard, the *cloak of displacement* is cut from the hide of the dreaded displacer beast. Its black leather shimmers in waves of unsettling shadow as its wearer sidesteps even the deadliest blows.

**Cloak of Displacement** **Level 10+ Uncommon**

*When you wrap this shimmering cloak around yourself, your enemies' attacks strike empty air.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, and Will

**Property**

At the start of each encounter, you gain a +2 item bonus to AC and Reflex until an attack against either of those defenses hits you.

**Utility Power** (Teleportation) ✦ **Daily** (Immediate Interrupt)

*Trigger:* You are hit by a melee or a ranged attack.

*Effect:* The triggering attacker must reroll the attack roll and use the second result. If the attack misses you, you can teleport 1 square.

# Cloak of the Manta Ray

Adventurers who ply the world's wide oceans, the black waters of the Underdark, or the fierce seas of the Elemental Chaos all can benefit from this unusual gray leather cloak. Always wet to the touch, the *cloak of the manta ray* is said to have been created by acolytes of the primal water spirits, who granted a measure of their power to heroes defending the creatures that dwell beneath the waves.

**Cloak of the Manta Ray** **Level 18+ Rare**

*When you enter the water, this cloak enfolds you, with its edges acting like the powerful wings of a fast-moving ray.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 23 | +5 | 425,000 gp | | | |

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, and Will

**Property**

You gain a swim speed of 8 and can breathe underwater. You also have the aquatic keyword, so in aquatic combat, you gain a +2 bonus to attack rolls against nonaquatic creatures.

**Attack Power ✦ Encounter** (Immediate Reaction)

*Trigger:* A creature hits you with a melee attack.

*Effect:* The triggering creature takes 2d6 damage. If you are underwater, that creature is also dazed until the end of its next turn.

*Level 23:* 3d6 damage.

*Level 28:* 4d6 damage.

***Cloak of the phoenix***

# Cloak of the Phoenix

This relic is said to have originated in the arcane court of an empire whose name now lies beyond memory. The *cloak of the phoenix* is a fine weave of pure gold thread loomed with white silk that cannot be marred by dirt or stain. Its clasp is a single golden feather from the tail of the fabled phoenix, whose mastery of life and death is shared by any hero fortunate enough to claim one of these cloaks.

**Cloak of the Phoenix** **Level 20+ Uncommon**

*As your enemy's deadly attack hits home, this cloak flares with a blast of scouring fire that seems to devour you . . . until you return, ready for battle again.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 25 | +5 | 625,000 gp | | | |

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, and Will

**Utility Power** (Fire, Healing) ✦ **Daily** (No Action)

*Trigger:* You drop below 1 hit point.

*Effect:* Each enemy within 3 squares of you takes 1d10 fire damage, and you are removed from play. At the start of your next turn, you reappear in your former space, or the nearest unoccupied space if that space is occupied. All effects on you end, you regain hit points equal to your healing surge value, and you lose all remaining healing surges.

*Level 25:* 2d10 fire damage, and you regain hit points equal to your bloodied value.

*Level 30:* 3d10 fire damage, and you regain all your hit points.

CHRIS SEAMAN

# Cloak of the Shadowthief

When faced with a fight worth believing in, a halfling warrior will take on foes three times his or her size—and win. However, the halflings' small stature inspires their warriors to choose stealthy tactics and roguish combat arts more often than a fighter's boldness. The *cloak of the shadowthief* was designed to even the odds for a stealthy combatant, enabling its wearer to make surprisingly effective attacks from within its protective confines.

**Cloak of the Shadowthief** Level 14+ Uncommon

*A veil of shadows erupts from this cloak, delaying your enemies' reactions as they try to pinpoint your location.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, and Will

**Utility Power ✦ Encounter** (Minor Action)

*Effect:* Until the end of your next turn, each enemy that you have any concealment or cover against grants combat advantage to you.

# Cloak of the Stalking Shadow

A *cloak of the stalking shadow* is crafted from strands of shadows cast between rays of moonlight, each carefully strung together over the course of a month to produce a garment of utter darkness. When worn, the cloak shifts and moves around its wearer, cloaking him or her from sight. By focusing on the cloak's magic, its wearer allows the cloak's form to merge with his own. For a moment, the wearer becomes a creature of insubstantial shadows.

**Cloak of the Stalking Shadow** Level 14+ Uncommon

*This flimsy, black cloak is cool to the touch. In your hands it flows and shifts, as if it were a liquid barely being held in solid form.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, and Will

**Property**

You gain an item bonus to Stealth checks equal to the cloak's enhancement bonus.

**Utility Power ✦ Daily** (Minor Action)

*Effect:* Until the end of your next turn, you are insubstantial and gain a +5 power bonus to Stealth checks.

# Greater Medallion of the Mind

Many claim that these items were created by an order of psychics to help in their training of new recruits. Those familiar with eladrin magical lore offer a different story, saying that the eladrin crafted the original *medallions of the mind* to make fey enchantments even more powerful. They later refined the power of these amethyst amulets to focus and shape their thoughts into tools.

**Greater Medallion of the Mind** Level 15+ Rare

*The medallion's gem glows softly as your thoughts take root in the minds of those around you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, and Will

**Properties**

- ✦ You gain an item bonus to Insight checks equal to the medallion's enhancement bonus.
- ✦ You can communicate telepathically with any creature you can see. Those willing to communicate with you can send thoughts back to you, allowing two-way communication. This telepathic communication fulfills the requirement of any feature or power that a target be able to hear you.

**Utility Power ✦ Encounter** (Free Action)

*Trigger:* An enemy attacks you.

*Effect:* The triggering enemy grants combat advantage until the end of your next turn.

***Greater medallion of the mind***

CHRIS SEAMAN

# Greater Necklace of Fireballs

Masked by special enchantments, this necklace appears to be nothing but a piece of cheap jewelry. However, a character who places the item around his or her neck can see the necklace as it really is—a series of golden-red globes hanging from a fine gold chain. The *greater necklace of fireballs* is one of the more devastating devices of arcane magic known to exist, allowing its wearer to evoke the power of arcane fire by making the motion of plucking off a globe and hurling it. A burst of fiery terror comes into being at the spot indicated by the wearer, scorching everything it touches.

**Greater Necklace of Fireballs** Level 15+ Rare

*The globes of this necklace are warm to the touch, hinting at the deadly fire they can unleash upon your foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, and Will

**Attack Power** (Fire) ✦ **Encounter** (Standard Action)

*Attack:* Area burst 2 within 10 squares (each creature in the burst); the necklace's level + 3 vs. Reflex

*Hit:* 5d6 + the necklace's enhancement bonus fire damage.

*Level 20:* 6d6 + enhancement bonus fire damage.

*Level 25:* 7d6 + enhancement bonus fire damage.

*Level 30:* 8d6 + enhancement bonus fire damage.

*Miss:* Half damage.

*I must express some misgivings about those magic items that give the spells cast by wizards to any ordinary fool. Of course, magic items by their nature grant nearly anyone powers beyond what they might normally accomplish, but the greater necklace of fireballs seems particularly egregious in that it so obviously provides a wizard's power. Then again, lightning bolts, flight, teleportation, charm, and sleep effects all reside in items usable by anyone. I suppose I should just be grateful that there exist no gloves of magic missile. Actually, I should look into that.*

# Greater Talisman of Repulsion

Wizards and others who try to avoid melee favor this useful pendant and its singular power. Known to have been in common use among the first eladrin mages to explore the mortal realm, the talisman ensures that creatures foolish enough to engage the wearer in combat pay a potentially deadly price.

**Greater Talisman of Repulsion** Level 13+ Uncommon

*When an enemy strikes you, you release a pulse of magical force from this amulet that drives your foe back.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, and Will

**Utility Power ✦ Daily** (Immediate Reaction)

*Trigger:* A creature hits you with a melee attack.

*Effect:* You push the triggering creature up to a number of squares equal to the talisman's enhancement bonus, and the creature is immobilized until the end of your next turn.

# Lesser Badge of the Berserker

In the aftermath of the Dawn War, the world was given over to the care of humanoid tribes that had long been pawns in the battles between gods and primordials. The greatest of the tribes' early leaders were the first to wear the *lesser badge of the berserker*—a token crafted from the flesh and bone of heroes who had gone before them, and which granted them the determination of those fallen heroes during the heat of battle.

**Lesser Badge of the Berserker** Level 2+ Common

*The jagged bone of this macabre badge digs into your flesh as you race into battle, the pain inspiring you to greater fury.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, and Will

**Property**

When you charge, you gain a +4 bonus to all defenses against opportunity attacks provoked by the charge's movement.

# Periapt of Health

This charm is set with a blue-white diamond that pulses faintly with each beat of its wearer's heart. A *periapt of health* protects against all disease, whether inflicted by mundane squalor, the power of magic, or the foulest monsters. Many tales tell of adventurers finding these periapts within hidden lairs secreted among the sewer systems of the more wealthy cities.

### Periapt of Health — Level 3+ Common

*This charm gives off a sweet scent that only you can detect, masking any odor of noxiousness or corruption.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, and Will

**Property**

You gain a +2 item bonus to saving throws against disease. You also gain an item bonus to Endurance checks against disease. That bonus equals the periapt's enhancement bonus.

## Periapt of Wound Closure

Invented by dragonborn spellcasters (and still commonly found among their most headstrong warriors), each of these blood-red crystals is set with a heavy steel clasp. When worn, a *periapt of wound closure* allows its wearer to shrug off injuries that would fell a lesser creature.

### Periapt of Wound Closure — Level 15+ Uncommon

*When you suffer a grievous wound, this gem releases a burst of stored vitality, helping your body quickly heal itself.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, and Will

**Property**

You gain an item bonus to saving throws against untyped ongoing damage. The bonus equals the periapt's enhancement bonus.

**Utility Power** (Healing) ✦ **Daily** (No Action)

*Trigger:* An attack drops you below 1 hit point.

*Effect:* You spend a healing surge and regain additional hit points equal to your healing surge value.

*Level 20:* 5 + your healing surge value.

*Level 25:* 10 + your healing surge value.

*Level 30:* 15 + your healing surge value.

*Beware scarabs of insanity. Many carry curses imbued within them on their creation in the ancient empire of Bael Turath. From what I've learned of that realm, its curses will be like many of its citizens: perverse, deceptive, and pernicious. I would not put it past a scarab's creator to link the item to a particular bloodline so that only members of one family can use it—a wise precaution in the treacherous society that gave birth to such a devilish item.*

## Scarab of Insanity

The elite dragonborn warriors who fought against Bael Turath feared no physical pain. However, even some of Arkhosia's greatest heroes would quail when tiefling spellcasters wearing *scarabs of insanity* joined the battle. It is said that only the strongest creatures can shake off the dread effects of a *scarab of insanity*.

### Scarab of Insanity — Level 17+ Uncommon

*When an enemy dares attack your mind, you lash out with the power of this red-and-black scarab, driving a spike of madness into your foe's mind.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 22 | +5 | 325,000 gp | | | |

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, and Will

**Property**

You gain a +2 item bonus to saving throws against effects that dominate you or otherwise allow an enemy to control what you do with your actions.

**Utility Power** (Charm) ✦ **Daily** (Immediate Reaction)

*Trigger:* An enemy makes an attack against your Will.

*Effect:* Until the end of the encounter, whenever the triggering enemy makes a melee or a ranged attack against you or any of your allies, it must make a saving throw. On a failure, it must target your enemy that is closest to it, instead of its chosen target (the enemy can attack as normal if no other enemies can be targeted). On a successful saving throw, this effect ends.

## Sneak's Cloak

A creature wearing this thick wool cloak can be seen only when it wants to be, and so those who favor stealth in combat particularly appreciate this item. The court assassins of Bael Turath are credited as the first to make extensive use of the *sneak's cloak*—often in the course of bringing down their own corrupt regents and kings.

### Sneak's Cloak — Level 9+ Uncommon

*As you wrap this voluminous cloak around you, its magic conceals your presence from your enemies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, and Will

**Property**

You gain an item bonus to Stealth checks equal to the cloak's enhancement bonus.

**Utility Power** (Illusion) ✦ **Daily** (No Action)

*Trigger:* You hit a creature with a melee or a ranged attack while you have any cover or concealment.

*Effect:* The creature treats you as invisible (save ends).

# Rings

Rings are everywhere: Even the lowliest peasant might have a crude adornment of this sort. The truly magnificent magical specimens, however—those capable of altering reality in stunning ways—are exceedingly hard to find.

## Incendiary Ring of Fireblazing

The flame-loving mage Zagrisar created the first *incendiary ring of fireblazing* in a failed attempt to craft a more powerful *ring of fire resistance*. The attempt nearly destroyed Zagrisar's tower and workshop, but from his spectacular failure came a new discovery that allowed him to become a living inferno on the battlefield.

With his new ring, Zagrisar's power increased greatly, and he attempted even greater feats of daring, many of them dangerous and foolhardy, such as the burning of the undead at Ungol Keep, where he gained the nickname "Flame Scourge." Whether Zagrisar's original ring survives is unknown, because he disappeared during a trip to the City of Brass after vowing to destroy a powerful efreet lord. One of his apprentices was able to duplicate the feat of creating these rings when Zagrisar didn't return.

**Incendiary Ring of Fireblazing** Level 14 Rare

*A shroud of living flame emanates from this ring without harming you. On your command, you can send it blazing outward to sear your enemies.*

**Ring Slot** 21,000 gp

**Property**

When you make a basic attack, that attack can deal fire damage instead of its normal damage type.

**Attack Power** (Fire) ✦ **Daily** (No Action)

*Trigger:* You hit with an attack that deals fire damage.

*Effect:* The target and each creature, other than you, adjacent to it take ongoing 10 fire damage (save ends).

*Milestone:* If you've reached at least one milestone today, the ongoing damage increases to 20.

**Utility Power** ✦ **At-Will** (Minor Action)

*Effect:* You can ignite any unattended combustible object that you touch, including cloth, oil, paper, tinder, a torch, and so on. You cannot use this power to deal damage to any creature.

## Lesser Ring of Feather Fall

First forged by the dwarf clans charged with guarding the passes of the treacherous Razorpeaks, this filigreed mithral band enables its wearer to ignore the laws of gravity. The secrets of the ring's creation passed into the wider world when the forgemaster's apprentice was kidnapped by a drow raiding party, and the *lesser ring of feather fall* is now coveted by adventurers of all stripes.

**Lesser Ring of Feather Fall** Level 12 Common

*You barely notice the weight of this delicately filigreed metal band, but you appreciate the lightness it confers to you whenever you take a fall.*

**Ring Slot** 13,000 gp

**Property**

You take no damage from a fall.

## Ring of Borrowed Spells

At the height of the wars that led to Nerath's founding, the armies that fought for domination of the human lands depended on the talent of their arcane spellcasters. Since those casters were typically less experienced than the troops they fought, they died quickly. In response, the war mages of Veoran designed and perfected this rune-scribed circle of black ebony, granting their warriors the ability to combine arcane magic and martial prowess to deadly effect.

**Ring of Borrowed Spells** Level 17 Uncommon

*This band of rune-carved ebony holds arcane power in reserve for you to call upon in time of need.*

**Ring Slot** 65,000 gp

**Property**

This ring contains two arcane encounter attack powers of level 17 or lower that the wearer can employ using the ring's power. The powers contained in the ring are determined when it is created and cannot be changed.

**Attack Power** ✦ **Daily** (Standard Action)

*Effect:* You use one of the powers stored in the ring.

*Milestone:* If you've reached at least one milestone today, you gain a +2 bonus to the attack rolls of the stored power you use.

## Ring of Humanoid Influence

The despotic warlock Orada was feared both for his might and his hideous countenance, which had been disfigured by long years of channeling the twisted essence of the Far Realm. After his death, his exultant servitors discovered on his withered finger a band of pure crystal set with chips of amethyst and emerald. The powers of persuasion granted by the ring were believed to be an essential part of the warlock's rise to power, and the item was successfully replicated a handful of times by those servants.

### Ring of Humanoid Influence — Level 21 Rare

*A dark self-confidence fills you as you slip on this ring, emboldening you to manipulate the feelings of others.*

**Ring Slot** 225,000 gp

**Property**

You gain a +2 item bonus to Charisma-based skill checks and Charisma ability checks.

**Utility Power** (Charm) ✦ **Daily** (Standard Action)

*Effect:* You make a single Bluff check or Diplomacy check opposed by the passive Insight checks of each humanoid creature within 3 squares of you. If you win the opposed check, the creature treats you as a trusted friend until the end of the encounter. The creature is not dominated and does not automatically follow your orders. However, it reacts to your suggestions in the most favorable way. The creature is not aware that you used this power against it. If you or your allies attack a creature under the effect of this power, the effect ends on that creature.

A creature engaged in combat with you or your allies gains a +10 bonus to its Insight check.

*Milestone:* If you've reached at least one milestone today, the effect lasts until the end of your next extended rest.

## Ring of Resourceful Wizardry

This ring appears as a band of plain steel to anyone except a wizard, who sees it as a blue sapphire band set with a star and engraved with arcane glyphs—and only a wizard handling a *ring of resourceful wizardry* can determine its function. Crafted by a guild of master mages known as the Red Circle, the *ring of resourceful wizardry* allows its wearer to improve his or her spellcasting prowess—and on occasion to access magic that would otherwise be denied.

The Red Circle used these bands in its fight against the early invasions of the world by githyanki pirates, helping the mages offset the strength of those astral raiders.

### Ring of Resourceful Wizardry — Level 21 Uncommon

*You feel the fullness of your arcane potential while you wear this ring.*

**Ring Slot** 225,000 gp

**Property**

You gain a +4 item bonus to Arcana checks.

**Utility Power ✦ Daily** (Minor Action)

*Requirement:* You must be a wizard with a spellbook.

*Effect:* Choose one unused power that you have prepared from your spellbook. You prepare a different power in its place. The new power must be from your spellbook, of the same type as the replaced power (daily attack power or utility power), and of the same level or lower.

*Milestone:* If you've reached at least one milestone today, you gain a second use of this power before your next extended rest.

***Selection of rings***

## Ring of X-ray Vision

A Nerathan princeling who had a penchant for peering into the chambers of the court's ladies-in-waiting commissioned the first *ring of X-ray vision*. This fragile-looking band of clear crystal is now highly sought after by adventurers, particularly those who crave the ability to locate hidden treasure. However, using the ring's power comes at a price—its wielder must use it sparingly, or its magic diminishes for a time.

### Ring of X-ray Vision — Level 25 Rare

*With this crystal ring on, your surroundings come into greater focus. With concentration, you can even see through solid objects.*

**Ring Slot** 625,000 gp

**Property**

You gain a +4 item bonus to Perception checks, and creatures adjacent to you gain no benefit from concealment against you.

**Utility Power ✦ Encounter** (Minor Action)

*Effect:* You can see into and through substances impenetrable to normal sight until the end of your next turn. Your enhanced vision requires no light and has a range of 4 squares. Your enhanced vision can see through 20 feet of cloth, wood, or similar animal or vegetable matter, 10 feet of stone, or 1 foot of iron, steel, silver, and other light metals. Your enhanced vision cannot penetrate lead, gold, platinum, or similar dense metals.

*Sustain Minor:* The effect persists until the end of your next turn. The first time you sustain this effect, the ring's property is suppressed until the end of your next extended rest.

*Milestone:* If you've reached at least one milestone today, the ring's property is suppressed only until the end of the encounter.

WAYNE ENGLAND

*The lascivious origin story attached to the ring of X-ray vision seems to me an adventurer's fantasy. The great cost of creating such an item makes it much more likely that a king had it crafted for espionage or warfare. The ability to see voids in a battlement's stone or to catch your supposed ally in counsel with enemies provides a value far more in keeping with the cost of the item's creation. That leaded pigments and gilded decorations traditionally cover the walls in the quarters of ladies-in-waiting and other rooms of a castle cannot be taken either as proof or disproof of the ring's original intent, but certainly it might thwart the fancies of an adventurer who found such a ring.*

## Shadow Band

Thieves, lurkers, and creatures of the Shadowfell particularly covet this smoky obsidian ring. The *shadow band* was created for the renowned warlord Janian as a means to conceal his captive bride's beauty from the world. Aimeth, a half-elf maiden seized as war spoils from her village, was quick to repay her new lord's gift—with a garrote delivered from the darkness he so conveniently provided.

**Shadow Band** **Level 27 Rare**

*Shadows leak from this ring to fill the space around you. When needed, you can call upon the ring to fully cover yourself in obscuring shadows.*

**Ring Slot** 1,625,000 gp

**Property**

You gain partial concealment.

**Utility Power ✦ Daily** (Minor Action)

*Effect:* You gain total concealment until the end of your next turn.

*Milestone:* If you've reached at least one milestone today, the effect lasts until the end of the encounter.

# Waist Slot Items

From the earliest days of magical crafting, belts and other items worn around the torso have been used as repositories for magic that improves the wearer's ability to withstand the rigors of combat.

## Baldric of Time

The warlocks of Bael Turath crafted the *baldric of time* to give themselves an edge in combat against the more powerful dragonborn warriors of Arkhosia. Numerous accounts of the ancient battles between those empires describe the ability of these belts to let their wearers seemingly slip the bonds of time to make unexpected and deadly attacks. However, it is said that some of these surviving onyx-studded belts were corrupted when Bael Turath fell.

**Baldric of Time** **Level 6+ Common**

*When you slip on this belt, you feel a brief lurch as the march of time seems to skip a beat.*

Lvl 6 1,800 gp Lvl 16 45,000 gp

**Waist Slot**

**Property**

Whenever you roll a 20 on your initiative check, you gain an extra move action during your first turn of the encounter.

*Level 16:* You instead gain an extra standard action.

***Baldric of valor***

JIM NELSON

# Baldric of Valor

The *baldric of valor* is most often associated with the elite warriors of the Black Steel Guard. Each was given one of these items by their king to help them defend Areya, their ancient homeland. The tales about those guardians also say that none can seize a wearer's belt while he or she lives.

**Baldric of Valor** — Level 21 Common

*You feel the power of this belt inspiring you to hit your foes with everything you have even as its aegis protects you from your enemies' counterattacks.*

**Waist Slot** 225,000 gp

**Property**

When you spend an action point, you gain a +3 item bonus to saving throws, a +1 item bonus to attack rolls, and a +1 item bonus to all defenses. The bonuses last until the end of your next turn.

# Belt of Dwarvenkind

At the height of the dwarves' civilization, one of that race's greatest leaders was not a dwarf but a gnome known as Satsaman. A master wizard and arcane crafter, Satsaman fell in love with the dwarf warrior maiden Jorunna, but found his suit laughingly dismissed by her father the king. Undaunted, Satsaman created the *belt of dwarvenkind* as a means of proving his worth to Jorunna's people—a task he fulfilled as royal son-in-law, and thereafter as trusted advisor to a long line of dwarf kings.

**Belt of Dwarvenkind** — Level 7 Rare

*The delicate metalwork in this belt is unmistakably magical, as is the feeling that courses through you when you lash it on.*

**Waist Slot** 65,000 gp

**Properties**

- ✦ You gain a +2 bonus to Diplomacy checks and Intimidate checks against dwarves.
- ✦ You can speak, read, and write Dwarven.

**Utility Power ✦ Encounter** (Immediate Interrupt)

*Trigger:* An attack pushes, pulls, or slides you.
*Effect:* You ignore 1 square of the forced movement.

**Utility Power ✦ Daily** (Immediate Reaction)

*Trigger:* You take ongoing poison damage from an attack.
*Effect:* You can make a saving throw against the ongoing poison damage.

# Cincture of Vivacity

The explorer Katakna the Cautious was known for his use of this heavy damask wrap. A coward by nature, Katakna counted on the power of the *cincture of vivacity* to keep him from ever coming to serious physical harm. His advanced age when he died suggests that it did its job well.

**Cincture of Vivacity** — Level 14 Common

*Where it covers you, this wrap holds you in a firm grip that strengthens your physical resilience.*

**Waist Slot** 21,000 gp

**Property**

Whenever you spend a healing surge during combat that would grant hit points to you beyond your maximum, you gain the extra hit points as temporary hit points.

# Diamond Cincture

The monetary value of this platinum band studded with diamonds is obvious to all, but only someone who can detect its magical nature can determine its true worth. Three of the belt's gems pulse with a faint white light, hinting at the *diamond cincture*'s healing and defensive qualities.

**Diamond Cincture** — Level 10+ Uncommon

*Each gleaming diamond on this belt is a powerful conduit for healing energy.*

Lvl 10 5,000 gp — Lvl 30 3,125,000 gp
Lvl 20 125,000 gp
**Waist Slot**

**Property**

This belt holds one diamond, and you gain a +1 item bonus to Fortitude.
*Level 20:* Two diamonds, and a +2 item bonus.
*Level 30:* Three diamonds, and a +3 item bonus.

**Utility Power** (Healing) ✦ **At-Will** (Minor Action)

*Effect:* You spend a healing surge. One diamond on the belt cracks and darkens, becoming worthless. Each time a diamond is expended in this way, the belt's item bonus is reduced by 1 (to a minimum of 0). If there are no unexpended diamonds on the belt, you can't use this power. After an extended rest, each expended diamond is restored.

# Healer's Sash

This rough-looking swath of white homespun is fed through five wooden rings, which serve as a conduit for its healing power. The elves of the haunted Rorawood first crafted the *healer's sash* for use by the brave sentinels who stood against that dark land's undead. By drawing on and channeling the vitality of yourself or another, you can bestow healing upon an ally.

**Healer's Sash** — Level 11+ Uncommon

*This magic sash resists staining by blood or gore—a testament to its latent restorative power.*

Lvl 11 9,000 gp — Lvl 21 225,000 gp
**Waist Slot**

**Utility Power** (Healing) ✦ **Daily** (Minor Action)

*Effect:* Close burst 5 (you and one ally in the burst, or two allies in the burst). One of the targets loses a healing surge, and then the other target regains hit points equal to his or her healing surge value.
*Level 21:* The burst increases to 10, and an additional ally in the burst regains hit points equal to his or her healing surge value.

## Survivor's Belt

Fortune favors the halflings, and this well-known example of that race's magical craft imbues its wearer with the benefit of halfling luck when things are at their darkest.

**Survivor's Belt** Level 11 Common

*This belt lets you demonstrate fortune's favor when you are brought to the brink of death.*

**Waist Slot** 9,000 gp

**Property**

Whenever you make a death saving throw, you can roll twice, using the higher result.

# Wondrous Items

Any form of magic that can be imagined might be found embodied in one of the objects known as wondrous items. The forms of some of these items hint at their function, but in other cases a wondrous item's appearance offers no clue to what it does.

*We wizards like to categorize things—no surprise, what with our libraries of books and scrolls and out laboratories of potions and unguents. We separate swords from wands and belts from boots and consider ourselves sensible. Then we take everything else, from broomsticks to drums to lanterns, and lump them all into "wondrous items." That's the same as devoting a bookshelf to "various topics" and then arranging the books by color of the cover. Wondrous items might do anything, might be anything, and so I suppose they deserve to be called wonders, but I shall henceforth endeavor to organize them in a more helpful manner.*

## Backpack of Concealment

Although many pursue magic in search of the keys to ancient mysteries or to gain great status, others have more mundane goals in mind. *Backpacks of concealment* were first crafted to conceal the activities of a ring of powerful smugglers who dealt in extraplanar goods, rare components, and other magical objects.

**Backpack of Concealment** Level 2 Common

*This plain leather backpack is covered with pockets big and small.*

**Wondrous Item** 520 gp

**Property**

This backpack can conceal any one object placed within it from a physical search. Any creature other than the one that placed the item in the backpack cannot find the object. If the backpack is destroyed, the object falls from its remains.

## Bottled Smoke

Explorers returning from the fabled City of Brass were the first to introduce *bottled smoke* to the world. Whether one of these bottles was crafted there or traded for in the markets of that metropolis, the magic of the item clearly belongs to the efreet. Some believe that the power of *bottled smoke* serves some secret purpose, explaining why its creators have willingly allowed it to propagate in the mortal realm.

**Bottled Smoke** Level 7+ Uncommon

*This brass bottle is hot to the touch, and spews forth a cloud of ash and smoke when opened.*

Lvl 7 2,600 gp Lvl 17 65,000 gp

**Wondrous Item**

**Utility Power** (Fire, Zone) ✦ **Daily** (Standard Action)

*Effect:* Close burst 1. The burst creates a zone that lasts until the end of your next turn. Creatures have partial concealment while in the zone. Any creature other than you that starts its turn in the zone takes 1d6 fire damage.

*Level 17:* Close burst 3; 2d6 fire damage.

*Sustain Minor:* The zone persists until the end of your next turn. You must be within 10 squares of the zone to sustain it.

## Broom of Flying

The dark arcane sect known as the Witches of Blackbriar crafted the first *brooms of flying*, which they employed in raids so brutal that these items became a part of common folklore long after the sect's fall. The few brooms that survived the destruction of the witches are sought by historians, sages, and adventurers.

**Broom of Flying** Level 15 Uncommon

*This gnarled wicker broom seems to constantly tug at the hand that holds it, seeking to take to the air.*

**Wondrous Item** 25,000 gp

**Property**

While riding the broom, you have a fly speed of 8 and can hover. The broom can carry you and your gear (up to a normal load for you). You take a -2 penalty to attack rolls while riding the broom.

**Utility Power ✦ Daily** (Standard Action)

*Effect:* You call the broom to you from any location within 60 squares of you. As long as the broom is not prevented from moving, it appears in your hand at the start of your next turn. The broom's movement as it moves to you cannot be used to attack or impede any creature.

# Chime of Opening

One of the many wonders to disappear with Nerath was the Vaults of Time—great underground repositories of wealth and lore that had been in continuous operation for more than a thousand years. The Keepers of Time used *chimes of opening* to maintain control of their vaults, which were set with locks so impervious that no mortal effort could break them. With the fall of Nerath, the Keepers of Time took the vaults' secret location to their graves, though their precious chimes soon began to turn up in the hands of adventurers. Each chime is a foot-long mithral tube scribed with glyphs from no known language—said by some to be a precious clue to the location of the ruined vaults and the knowledge and treasure that might still be found there.

**Chime of Opening** — **Level 5+ Uncommon**

*When struck, this chime rings out with a magical tone that opens locks.*

| | | | |
|---|---|---|---|
| Lvl 5 | 1,000 gp | Lvl 25 | 625,000 gp |
| Lvl 15 | 25,000 gp | | |

**Wondrous Item**

**Utility Power ✦ Daily** (Standard Action)

*Effect:* When you strike the *chime of opening*, you direct it to open a single locked door, chest, gate, or other object within 5 squares of you and remove any traps upon that object. The chime makes a single Thievery check with a +10 bonus against all the DCs required to open the object and disable any traps on it. Depending on the DCs, it is possible for the chime to unlock an object but not disable the traps on it (or vice versa), or to disable some traps but leave others intact.

*Level 15:* +20 bonus.

*Level 25:* +30 bonus.

# Climber's Rope

Those who brave the Underdark and the ruins of fallen empires keep one of these barbed, spiral-tipped wooden projectiles on hand. When faced with a wall too steep to climb or a gorge that can't be crossed, an archer can fire *climber's rope* deep into a stone, wood, or metal surface, and a thin but strong rope magically unfurls behind it, allowing passage along it.

**Climber's Rope** — **Level 6 Common**

*When a slope or wall cannot be climbed, this projectile creates an easier path.*

**Wondrous Item** 1,800 gp

**Utility Power ✦ Encounter** (Standard Action)

*Requirement:* You must be wielding a bow or a crossbow.

*Effect:* You fire this projectile from your bow or crossbow at a target within normal range that you can see, either at a wall, ceiling, or similar surface or at a sufficiently heavy unattended object, such as a large statue. A magic rope then trails out behind the projectile, connecting the point of impact to your position. The rope can support up to 500 pounds at one time. The rope remains in place until the end of the encounter or until you dismiss it as a minor action. If fired at a creature, the projectile deals no damage.

# Crystal Ball

No magecraft known to Bael Turath, Nerath, or the current age can reproduce the ancient magic of the *crystal ball*, making such items highly valuable to the sages, lords, and magic-wielders who covet their power. It is said that there is no secret safe against the possessor of a *crystal ball*, but the dark rumors of madness inflicted on those not capable of mastering this relic's use are so common that there must be some truth to them.

**Crystal Ball** — **Level 8+ Rare**

*The vestiges of past, present, and future swirl within this gleaming crystal orb when you view it.*

| | | | |
|---|---|---|---|
| Lvl 8 | 3,400 gp | Lvl 28 | 2,125,000 gp |
| Lvl 18 | 85,000 gp | | |

**Wondrous Item**

**Property**

While you have the *crystal ball* in your possession, you gain a +4 bonus to Arcana checks for scrying rituals.

**Utility Power ✦ Daily** (Standard Action)

*Effect:* By peering into the *crystal ball*, you can get a glimpse of a creature, object, or location within 100 squares of you. When you view a subject through the *crystal ball*, you see and hear the immediate area around the subject until the end of your next turn as if you were standing beside it. Your perception of the area is with your normal senses and vision, and you might need to make Perception checks to note specific features of the area. If the subject moves, your point of perception moves with it.

A creature being scried upon, or within 5 squares of the subject being viewed with the *crystal ball*, can make a Perception check opposed by your Arcana check. On a successful Perception check, the creature is aware that it is being magically observed, and it might take steps to thwart your observation. However, it is not automatically aware that you are the one observing it.

*Level 18:* The subject of your scrying can be within 100 miles of your location.

*Level 28:* The subject of your scrying can be anywhere on your plane.

*Sustain Standard:* The effect persists until the end of your next turn.

# Daern's Instant Fortress

The artificer and warrior Daern was known as a creator of superior defenses and fortifications, and the seldom-seen wondrous item for which she is most commonly known speaks to the brilliance of her creations. Explorers and adventurers who brave the wilds appreciate this small cube of rust-streaked iron because of the magical fortification it transforms into on command.

A group with one of these rare items in its possession never needs to worry about having a safe place to rest, as long as it's in an area voluminous enough to contain the fortress when it is called forth. In a bit of prudent foresight, Daern made it impossible for the owner to inadvertently collapse the fortress while he or she is inside.

**Daern's Instant Fortress** Level 22 Rare

*With a touch, you transform this iron cube into a fortress that protects yourself and your friends.*

**Wondrous Item** 325,000 gp

**Utility Power ✦ Daily** (Standard Action)

*Effect:* You create a square adamantine tower that occupies a close blast 5. You must create the tower in unoccupied squares. Its walls are 30 feet high, extend 10 feet into the ground, and are impervious to damage. The top 5 feet of the tower is a sealed battlement, and it has windows on all sides that allow a view of the nearby terrain, but which cannot be attacked through in either direction. It has a small door that faces you when the tower is created, and which opens only to your command or a DC 36 Strength check. The door provides the only access to the tower.

The tower provides a safe location for you and your allies. It includes sleeping and living quarters for up to twenty Medium creatures, though it has no sources of food or water. The tower lasts until you dismiss it from the outside as a standard action, returning it to its cube form. Creatures within the tower when you dismiss it are teleported to squares in or adjacent to the tower's area.

# Decanter of Endless Water

The great cities of Nerath once featured magically sourced fountains and wells that carried fresh, clear water to all quarters. That same magic imbues the *decanter of endless water,* but this item has even greater usefulness. With its power fully unleashed, the *decanter* spews forth a torrent of water that can batter anything in its path. The force of this flow has been known to catch its user by surprise.

**Decanter of Endless Water** Level 7 Uncommon

*When you open this always-dripping flask, it will release a steady stream of water, or a torrent that blasts away obstacles.*

**Wondrous Item** 2,600 gp

**Utility Power ✦ Encounter** (Standard Action)

*Effect:* You cause the decanter to pour forth fresh or salt water in one of three volumes.

- ✦ Stream: 1 gallon.
- ✦ Fountain: 5 gallons in a 5-foot-long stream.
- ✦ Geyser: 30 gallons in a 20-foot-long stream.

In addition to filling a container of suitable volume, the fountain function of the decanter can be used to clear dirt or light debris from an area 2 squares on a side.

The geyser function can be used to break a door or other object. If you do, you gain a +5 power bonus to the check. The area in a burst 1 centered on the door or object is difficult terrain until the end of the encounter. However, the geyser creates considerable pressure, and you must succeed on a DC 16 Strength check when you use it or be knocked prone.

# Elven Chain Shirt

Elven chain is forged from mithral and reinforced with arcane magic. A shirt of elven chain is as light as cloth yet provides protection against blade and claw, and can be worn underneath clothes or armor.

**Elven Chain Shirt** Level 9+ Uncommon

*This fine mesh of mithral links is no more burdensome than a cotton shirt, yet is stronger than steel.*

Lvl 9 4,200 gp Lvl 29 2,625,000 gp
Lvl 19 105,000 gp

**Wondrous Item**

**Property**

You gain a +1 item bonus to AC while wearing this shirt with light armor or no armor.

*Level 19:* +2 item bonus
*Level 29:* +3 item bonus

# Enchanted Reins

The nomadic halflings employ a wide variety of beasts of burden depending on local conditions, climate, and culture. The ancient order of halfling druids known as the Beastmasters first crafted these reins of woven silver and black leather, which have remained in constant use among their many clans. *Enchanted reins* are invaluable in the breaking of wild creatures, from horses and other traditional mounts to large aquatic beasts tamed to draw boats and rafts at speed along the rivers of the frontier.

**Enchanted Reins** Level 5 Common

*These well-made silver and leather reins make any beast you wish to control more manageable.*

**Wondrous Item** 1,000 gp

**Property**

Nature checks made to calm or train a natural beast fitted with these reins gain a +2 item bonus.

*Enchanted reins might seem an odd thing to an adventurer, but wars have been fought for less potent magic. Just think of this: If you can train mounts and beasts of burden faster and better than others, you can sell them faster too. Add the utility of these reins in battle, and it's little wonder that such simple magic might be considered so valuable.*

# Endless Quiver

Rangers dedicated to Melora are especially drawn to the *endless quiver,* which they claim was crafted by the god of the wilderness herself. Intricate Rellanic lettering is magically scribed along the quiver's tightly stitched leather, describing deeds done by the heroes who previously carried the item. However, some tales say that the *endless quiver* judges those it serves, and that if its bearer's deeds are not up to the standard of those who came before, it will fail to function at the worst possible time.

**Endless Quiver** **Level 9 Common**

*Each time you slip your hand inside this quiver, you find the ammunition you need waiting for you.*

**Wondrous Item** 4,200 gp

**Property**

When you attack with a bow or a crossbow, you can reach into the quiver, causing the quiver to produce a nonmagical arrow or bolt for the attack. Ammunition created by the quiver that is not used within 1 round of its creation disappears. For all other ammunition, the quiver works like a normal item of its type.

# Eternal Chalk

Said to have been created by an apprentice of the great Nolzur, *eternal chalk* became widely known as a tool of the vandalism and public protest that swept through Nerath's outlying regions before the empire's fall. In the current age, this unusual magical tool is more commonly seen in the hands of adventurers, who use it to keep track of their progress in lost ruins and the Underdark's twisting passages.

**Eternal Chalk** **Level 1 Common**

*The marks left by this chalk glow briefly as you scribe them, remaining in place to guide you until you choose to erase them.*

**Wondrous Item** 360 gp

**Property**

A stick of *eternal chalk* never breaks or wears down with normal use. Any writing or drawing made with this chalk cannot be erased for one week by anyone except the original artist or author.

A stick of *eternal chalk* can be created in any color.

WARREN MAHY

***Flask of the veiled horde***

# Flask of the Veiled Horde

The archmage Evard crafted these items as gifts for his most faithful servants. Made from a strange metal mined in the Shadowfell, a *flask of the veiled horde* collects the stray motes of shadow magic that wend around it, focusing them into a creature of shadow and giving that creature a cruel sentience. By unstoppering the flask and spilling the shadow material within, this item's owner spawns an obedient shadow creature that persists for a few minutes. If the legends are true, Evard tore the souls from his most hated enemies and trapped each one within a flask. The creatures produced by them have, at their core, the trapped, tormented spirits of his enemies.

**Flask of the Veiled Horde** **Level 10 Uncommon**

*This flask is wrought from a black metal of unknown origin. It is cold to the touch, and shaking reveals that it is filled with a heavy liquid. A stopper of the same black metal seals it shut.*

**Wondrous Item** 5,000 gp

**Utility Power ✦ Daily** (Minor Action)

*Effect:* You pour a mote of darkness from the flask to create a shadow creature that obeys your spoken commands and is allied with you and your allies. The creature appears adjacent to you and takes its turn on your initiative count according to commands you give to it (commanding it is a free action). If you don't command the creature, it takes no actions. The creature disappears at the end of the encounter.

**Veiled Horde Shadow** **Level 10 Minion Skirmisher**
Medium shadow animate XP –

**HP** 1; a missed attack never damages a minion **Initiative** +11
**AC** 24, **Fortitude** 22, **Reflex** 24, **Will** 20 **Perception** +5
**Speed** 8 Darkvision

**Standard Actions**

⊕ **Shadow Grasp** (necrotic) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +13 vs. Reflex
*Hit:* 9 necrotic damage.

**Move Actions**

**Shadow Jaunt** (teleportation) ✦ **At-Will**
*Requirement:* The shadow must be adjacent to a creature.
*Effect:* The shadow teleports to a square adjacent to a creature within 6 squares of it.

**Triggered Actions**

**Death Burst** (necrotic) ✦ **Encounter**
*Trigger:* The shadow drops to 0 hit points.
*Effect:* The shadow is destroyed, and each creature adjacent to it takes 9 necrotic damage.

| | | |
|---|---|---|
| **Str** 10 (+5) | **Dex** 18 (+9) | **Wis** 10 (+5) |
| **Con** 15 (+7) | **Int** 3 (+1) | **Cha** 7 (+3) |

**Alignment** unaligned **Languages** –

# Floating Lantern

The archmage and explorer Inora the One-Handed earned her sobriquet as a stripling adventurer, when an altercation with a young black dragon went poorly for her. In later years, she invented a host of magic items designed to ease the rigors of her adventuring career, of which the *floating lantern* remains the best known.

**Floating Lantern** **Level 3 Common**

*You hang this lantern on the empty air, where it floats under your command.*

**Wondrous Item** 680 gp

**Property**

This lantern casts light in a 10-square radius, and it never needs lighting or refilling. When you let go of the lantern, it continues to hang in the air where you leave it. If weight in excess of 1 pound is applied to the lantern, it falls to the ground.

Any creature holding the *floating lantern* or adjacent to it can set its light to be bright (10-square radius), dim (5-square radius), or off as a minor action.

As a move action, the last creature to hold the lantern can mentally command it to move up to 10 squares in any direction, but not more than 10 squares from the commanding creature.

# Flying Hook

The greatest cities of Nerath featured magically sculpted spires and towers that stretched toward the heavens, and whose wealthy occupants were a constant target for the thieves' guilds that challenged the empire's law. For decades, the *flying hook* was one of the most prominent and hard-won pieces of sophisticated urban thieves' gear, to the point where these items were stolen as often as the loot whose theft they were meant to facilitate.

**Flying Hook** **Level 15 Common**

*When you toss this grappling hook into the air, it soars off under your mental command.*

**Wondrous Item** 25,000 gp

**Utility Power ✦ At-Will** (Minor Action)

*Effect:* You command the hook to fly from you to an unattended object within 20 squares of you that you can see, and it magically latches onto the object. Once secured, the hook extends a thin rope back to your hands. Climbing the rope requires an Athletics check, or you can pull the object toward you with a Strength check. The hook and rope can support up to 3,000 pounds before the hook detaches from the surface. The rope cannot be tied or knotted in any way, nor can it be used to attack or affect a creature.

As a minor action, you can command the hook to detach from the object and return to you. This causes the rope to retract.

# Gem of Auditory Recollection

Nerath's great halls of justice were the inspiration for the *gem of auditory recollection*, a chunk of rough-cut quartz used to record hearings and evidence as a means of establishing a system of records unparalleled in the history of law. Copies of this relic soon became better known on the other side of the law, making their way into the hands of blackmailers, spies, and kidnappers for whom an unassailable record of events and voices became a dark boon.

**Gem of Auditory Recollection** **Level 16 Common**

*This smooth gem records the sounds around it, allowing you to listen to the voices of the past when you wish.*

**Wondrous Item** 45,000 gp

**Utility Power ✦ At-Will** (Standard Action)

*Effect:* The gem records all words spoken by one creature within 20 squares of you. You can end the recording as a free action. The gem can record 12 hours of speech before becoming full.

**Utility Power ✦ At-Will** (Standard Action)

*Effect:* The gem repeats a section of recorded text aloud in the exact voice and language of the original speaker. The gem continues its recitation until the speech is finished or until you use a free action to stop it.

**Utility Power ✦ At-Will** (Standard Action)

*Effect:* You erase all words recorded by the gem.

# Gem of Seeing

The first *gem of seeing* was crafted for the minor sovereign King Scarad the Suspicious, whose thirst for murder was matched only by his fear of invisible assassins, cunningly hidden traps, and the ghostly vengeance of those who had died at his hand. In the end, it is said that extensive use of this original gem drove Scarad to distraction and death, and whoever wields one of the copies extant in the world today must be wary of overusing its power.

**Gem of Seeing** **Level 12 Uncommon**

*With this translucent stone held to your eye, all things become tantalizingly clear to you.*

**Wondrous Item** 13,000 gp

**Property**

While you peer through the gem, you gain a +3 item bonus to Perception checks to see things.

**Utility Power ✦ Daily** (Minor Action)

*Effect:* Until the end of your next turn, you can see invisible creatures and objects, and you know that any illusion you can see is an illusion.

# Greater Flying Carpet

The magical technique that created *greater flying carpets* originated in the rich territories of Nerath's far-flung deserts, and was rigidly controlled by the elite archmages and sultans of those lands. The secret of creating these wondrous items was lost even before the fall of the empire, and thus the few *greater flying carpets* that remain are highly coveted by explorers.

**Greater Flying Carpet** Level 20+ Rare

*When you unroll this intricately stitched carpet, it floats just above the ground, rippling as if blown by a powerful wind.*

Lvl 20 125,000 gp Lvl 30 3,125,000 gp

**Wondrous Item**

**Property**

A *greater flying carpet* carries creatures and objects at a speed of fly 6 and can hover. A character on the carpet can mentally command it to fly as a move action.

Any creature on the carpet takes a -2 penalty to AC and Reflex. The carpet is 1 square by 2 squares and can carry up to two Medium or Small creatures and their gear (up to a normal load for each creature). If additional weight is placed on it, the carpet falls to the ground.

If more than one character on the carpet attempts to mentally command it, the carpet responds to each command in turn according to the characters' initiative order.

If no rider is upon it, a *greater flying carpet* hovers in place 1 foot above the ground if it is unrolled, or sits on the ground if it is rolled up.

*Level 30:* The carpet is 2 squares by 3 squares and can carry up to six Medium or Small creatures and their gear (up to a normal load for each creature). Riders don't take the penalty to AC and Reflex.

*Few things are more entertaining than the sight of two willful adventurers astride a magic carpet, each trying to direct the item. As obliging as a faithful puppy, the carpet flutters this way and that, buckling and rolling, trying to please both masters. Inevitably, the two adventurers come to blows, shoving each other until one falls off and the carpet settles down. All this is amusing when the carpet hovers at a low altitude. When the carpet is soaring through the clouds or crossing a yawning chasm . . . hilarity.*

# Greater Horn of Blasting

The duergar are thought to have crafted the first *greater horns of blasting*, using them as tools of war in their frequent clashes with the other races of the Underdark. Copied first by the dwarves who came into conflict with their debased kin, then long since spread to the surface world, this horn allows its user to stun foes or break through their fortifications with equal ease. However, the lack of self-preservation typical of the duergar infects this item's design, and its power can affect friends as well as enemies.

**Greater Horn of Blasting** Level 17+ Rare

*Even as you raise it to your lips, this horn begins to shudder in anticipation of the deadly fury it will unleash.*

Lvl 17 65,000 gp Lvl 27 1,625,000 gp
Lvl 22 325,000 gp

**Wondrous Item**

**Property**

Whenever you make a Strength check to break a door or other object, you can gain a +4 item bonus to the check by blowing the horn as a minor action.

*Level 22:* +5 item bonus.

*Level 27:* +6 item bonus.

**Attack Power** (Thunder) ✦ **Daily** (Standard Action)

*Attack:* Close blast 3 (creatures in the blast); the horn's level + 3 vs. Fortitude

*Hit:* The target is stunned and takes ongoing 10 thunder damage (save ends both).

*Miss:* The target is dazed (save ends).

*Level 22:* Close blast 5, and ongoing 15 thunder damage.

*Level 27:* Close blast 5, and ongoing 20 thunder damage.

# Guardian's Whistle

A *guardian's whistle* is a useful tool crafted by a wizard and granted to a trusted guardian. The whistle creates a burst of magic that winds through the planar firmament, grabs a creature, and pulls it next to the whistle's user. In this manner, a person can be whisked away to safety.

**Guardian's Whistle** Level 4 Uncommon

*This tin whistle is covered with runes that look like they have been crudely scratched into its surface.*

**Wondrous Item** 840 gp

**Utility Power** (Teleportation) ✦ **Daily** (Move Action)

*Effect:* Close burst 10 (one ally in the burst). The target teleports to an unoccupied square adjacent to you.

# Hunter's Flint

The rangers who patrolled the now-fallen territories of Nerath's fringe kingdoms crafted the *hunter's flint* as a tool against the harsh climes of those frontier lands. Explorers who spend time in the wilds or the Underdark are often keen to find one of these items, whose benefit can be summoned forth during even the worst weather or inclement conditions.

**Hunter's Flint** Level 2 Common

*A warm, bright fire quickly erupts from a single spark struck off this magical shard.*

**Wondrous Item** 520 gp

**Utility Power** (Illusion) ✦ **Daily** (Standard Action)

*Effect:* You light a campfire using this flint that burns without smoke or sound. The bright light of this magic campfire is invisible from outside its 10-square radius, though creatures and objects within that radius can be seen normally with darkvision or if existing light allows. The campfire is a normal fire in all other respects. The fire lasts for 12 hours (requiring no additional fuel) or until it is extinguished normally. The flint can be used to light lanterns and other fires as normal, but such fires gain no magical qualities.

# Instant Campsite

The outlying territories of Nerath were administered according to the laws and social structure of the stronger central kingdoms. The minor nobles and viceroys ordered to patrol these outposts (most of them transferred from the urbanized center of the empire) often found themselves uncomfortable with the more rustic culture and lack of amenities of their subject territories. Widely ridiculed by some when it was first used by these traveling lords, the *instant campsite* has since become part of the gear for many parties of adventurers and explorers.

**Instant Campsite** Level 5 Common

*This tightly packed satchel expands into a complete campsite that can automatically pack up again.*

**Wondrous Item** 1,000 gp

**Utility Power ✦ Daily** (Standard Action)

*Effect:* You open this satchel and it magically expands into a complete campsite, including a campfire and four two-person tents with bedrolls. The campfire requires no fuel and lasts up to 12 hours, or until you spend another standard action to pack the campsite back into the satchel once more.

# Iron Bands of Bilarro

These seemingly mundane bands were first created to detain powerful warriors and spellcasters without harming them. According to legend, the bands were made by the wizards of a long-lost empire to capture their enemies and carry them into captivity, where they could be forced to reveal their secrets.

**Iron Bands of Bilarro** Level 13+ Uncommon

*This rusty iron sphere has a series of shallow grooves that trace concentric circles across its surface.*

| | | | |
|---|---|---|---|
| Lvl 13 | 17,000 gp | Lvl 23 | 425,000 gp |
| Lvl 18 | 85,000 gp | Lvl 28 | 2,125,000 gp |

**Wondrous Item**

**Attack Power ✦ Daily** (Standard Action)

*Attack:* Ranged 10 (one creature of size Medium or smaller); the bands' level + 3 vs. Reflex

*Hit:* The target cannot use its arms until it succeeds on an Acrobatics or Athletics check (moderate DC of the bands' level) as a move action. Until the effect ends, the target is prevented from doing anything that requires its arms, such as climbing or making a melee attack. When the effect ends, the bands return to you.

*Miss:* The bands return to you.

# Lens of Discernment

The sage and ritualist Ugundeg crafted a *lens of discernment* for himself to aid his life's work—documenting and cataloging every natural and unnatural creature within the borders of Nerath. The scholar met an early end, however, when he mistook the covering over a deep pit trap for some kind of dormant plant creature. As he crept closer, he peered even more intently through his lens—until he actually stepped on the "creature" and fell to his doom. His assistants claimed the rest of his magical gear (including, presumably, a spare lens or two) and fled for parts unknown. These eyepieces have turned up in the hands of explorers and adventurers ever since.

**Lens of Discernment** Level 10 Common

*When you look through this lens at an unknown creature, the truth about the creature is suddenly clear to you.*

**Wondrous Item** 5,000 gp

**Utility Power ✦ Encounter** (Minor Action)

*Effect:* You hold the lens up to a creature that you can see. You gain a +10 power bonus to monster knowledge checks to identify that creature until the start of your next turn.

*Even as knowledgeable as I am, a lens of discernment still proves useful. Mad wizards, angry gods, hidden planes, and untouched corners of worlds continue to disgorge new beasts. The lens proves a swift means of knowing crucial facts. Does this creature spit acid? Can that third eye paralyze or blind? Is it beholden to some evil deity? Does it speak a language? All might be revealed by a glimpse through the lens.*

*Map of unseen lands*

# Map of Orienteering

The halfling scout Legarri used a *map of orienteering* to great success as a leader of the first imperial survey as it explored the deadliest ruins within the newly forged empire of Nerath. Legarri's final expedition disappeared in the dungeons of Rolonna Tor. A passage in her journal, recovered from one of the dungeon's dark chambers, suggests that Legarri believed that her map secretly retained all the knowledge placed within it, if only a means of accessing that information could be discovered. The ability to temporarily record a user's surroundings has made items of this ilk invaluable to generations of explorers since Legarri's demise, and many have sought her particular copy of the map hoping to learn about all her explorations.

**Map of Orienteering** Level 9 Common

*As you unfold this sheet of parchment, sepia ink spreads across its surface to depict your immediate surroundings.*

**Wondrous Item** 4,200 gp

**Property**

While unfolded, this map automatically and continuously produces a rendering of the area within 100 feet of it in all directions. It can display only what you have seen personally, so invisible objects, undiscovered traps or secret doors, and unknown areas around the next corner do not appear on the map. Illusions are faithfully reproduced unless you have previously recognized them as false. Creatures are not shown on the map unless they take the form of objects and have not been recognized for what they are (for example, a gargoyle mistaken for a statue).

The map shows the area within 100 feet by default, but you can mentally command it to zoom in or out to display any areas explored within the last 24 hours as a minor action.

The map automatically erases and begins redrawing after you take an extended rest, unless you command it to do otherwise.

# Map of Unseen Lands

Tribes of river-wandering halflings first brought *maps of unseen lands* to the attention of other races, though the origin of these rare relics remains a mystery. Followers of Avandra, the deity of travel and adventure, claim that each map calls upon her knowledge. Others say the maps flow from the memories of all who have ever lived in an area. Many superstitious adventurers are cautious when using one of these maps, fearful of what dark energy it truly taps into.

**Map of Unseen Lands** Level 7 Rare

*Unseen images glimmer within this mundane-looking sheet of vellum, which erupts with detail as it creates complex maps at your command.*

**Wondrous Item** 2,600 gp

**Property**

You gain a +2 item bonus to Nature checks and Perception checks to navigate through areas mapped by this item's power.

**Utility Power ✦ Daily** (Standard Action)

*Effect:* You command the map to redraw itself, depicting the surface area in a 10-mile radius around you. The map doesn't go into precise detail, but it is accurate. It shows only aboveground terrain, not underground areas.

The map displays the following features.

- ✦ General terrain, such as mountains, rivers, and lakes
- ✦ Structures 5,000 square feet or larger in area
- ✦ Structures important for travel, such as bridges and portals
- ✦ Lairs of creatures that are significant threats
- ✦ Names or general descriptions of any of the above features, if such information is well known within the area represented by the map.

The sketch remains on the map until this power is used again.

# Mountebank's Deck

Legend holds that the first of these decks of cards was fashioned by Baalzebul to fulfill a diabolic pact he struck with a wandering gambler. The cards guarantee victory in any game of chance, because they allow their owner to arrange whatever hands he wishes. Most owners of such a deck dole out a few winning hands for other players to begin with, carefully hoarding the deck's power for a decisive victory.

**Mountebank's Deck** Level 1 Uncommon

*This plain deck of cards looks crisp and new, suggesting that you are likewise new at the game.*

**Wondrous Item** 360 gp

**Property**

You can attune this deck of cards to yourself by shedding six drops of blood on it during a short rest. From that point forward, whenever you draw or deal a card from this deck, it is of a suit and value of your choice. Anyone else who interacts with the deck finds it to be a normal deck of whatever game it is designed for. Only one creature can be attuned to the deck at a time.

VINCENT DUTRAIT

# Nolzur's Inkwell

A useful tool for deterring pursuit, *Nolzur's inkwell* is filled with black ink imbued with the stuff of shadows, illusions, and transmutation. When spilled upon the floor, the ink forms a 20-foot-deep hole within the planar firmament. The hole drops downward, though any creature on a floor below would notice nothing out of the ordinary. The inkwell bends and folds space, creating a hole in space without physically expanding downward. Once the magic of the inkwell is discharged, it slowly replenishes over time, refilling with ink again after several hours.

**Nolzur's Inkwell** — **Level 6 Uncommon**

*This glass inkwell is stained and battered, as if it has seen much use.*

**Wondrous Item** 1,800 gp

**Utility Power** (Zone) ✦ **Daily** (Minor Action)

*Effect:* The ink creates a zone in a close blast 2 that lasts until the end of the encounter. The ground of the zone becomes an extradimensional pit that is 20 feet deep. The pit does not extend through the floor, since it warps space to produce its effect. Climbing out of the pit requires a DC 15 Athletics check. A creature in the zone when it is created floats to the bottom of the pit without taking damage. A creature in the pit when the zone ends rises back to the ground safely.

# Pearl of Power

The original *pearls of power* were gifts of the eladrin queen Jillyra to the most devoted members of her arcane guard. Crafted from freshwater pearls plucked from the Moonsheen River in the Feywild, these handy items were brought to the world by eladrin explorers.

**Pearl of Power** — **Level 7+ Uncommon**

*This pearl grows warm to the touch each time you attack, ready to overcome your enemies' best attempts to thwart you.*

| | | | |
|---|---|---|---|
| Lvl 7 | 2,600 gp | Lvl 27 | 1,625,000 gp |
| Lvl 17 | 65,000 gp | | |

**Wondrous Item**

**Utility Power ✦ Daily** (Free Action)

*Trigger:* You miss all targets with an encounter attack power of level 3 or lower.

*Effect:* You do not expend the use of the power.

*Level 17:* You can use the pearl with an encounter attack power of level 13 or lower.

*Level 27:* You can use the pearl with an encounter attack power of level 23 or lower.

# Pouches of Shared Acquisition

The twin dwarf rogues Hallfri and Hallger commissioned the crafting of the first *pouches of shared acquisition* for their operations in the nobles' enclaves of Nerath. By magically passing ill-gotten goods back and forth between them, these two master thieves stayed one step ahead of the law for many years. In the end, the twins were victims of their own success, killed by rivals who learned about the special gear and wanted the pouches for their own purposes.

**Pouches of Shared Acquisition** — **Level 15 Common**

*These matched leather pouches allow you to move items between them.*

**Wondrous Item** 25,000 gp

**Property**

These two matched leather pouches magically share the same interior space. Whatever is placed in one pouch (to a maximum weight of 3 pounds) can be accessed from the other pouch regardless of the distance between them, as long as both pouches are on the same plane. If the pouches are on different planes, neither pouch can access the interior space. Only one pouch can be accessed at a time.

*Do not place money in a pouch of shared acquisition. Even if you can trust your friend not to spend it all, when your pocket gets picked, you both go hungry.*

# Restful Bedroll

This bedroll appears to be woven of rough wool, though it is soft to the touch and inexplicably comfortable. Though this item is clearly a boon to adventurers and warriors alike, the dwarves of the Black Shakes Mountains crafted the *restful bedroll* for more mundane purposes. The miners who plumbed the mountain's unstable depths worked under the threat of harm at all times, and the vitality granted by this item's magic often meant the difference between mere injury and death.

**Restful Bedroll** — **Level 1 Common**

*A good long rest in this magic bedroll grants you extra vigor.*

**Wondrous Item** 360 gp

**Property**

Whenever you complete an extended rest in the *restful bedroll*, you gain 1d8 temporary hit points.

# Spymaster's Quill

The Spymaster was the title of the always nameless captain responsible for intelligence operations across ancient Nerath—a position of rank so high that it answered only to the emperor. The *spymaster's quill* was fabricated for the Spymaster and his most trusted operatives, who formed the thieves' guild known as the Unseen Eyes after the empire's fall. Surviving *spymaster's quills* show up from time to time in the hands of adventurers. However, it is said that the Eyes know the location of each of these "misplaced" quills—and that each one is stolen back once it contains valuable lore.

*Spymaster's quill*

| Spymaster's Quill | Level 10 Common |
|---|---|
| *When you set this quill pen to parchment, traces of glowing golden light flare to capture the information you record.* | |
| **Wondrous Item** | 5,000 gp |
| **Utility Power ✦ At-Will** (Standard Action) | |
| *Effect:* You pass the quill over an amount of text or an illustration equivalent to a single parchment page. The image or text is magically recorded within the quill for later reproduction. Recording another page with the quill erases the page already recorded. | |
| **Utility Power ✦ At-Will** (Standard Action) | |
| *Effect:* You point the quill at a sheet of parchment or paper and mentally command it to reproduce the illustration or text recorded within it. No matter what the medium of the original (charcoal on paper, runes scribed in stone, and so on), the reproduction is rendered in normal ink.<br>The reproduction created by the quill is identical in appearance to the original, but the quill cannot record magical properties. For example, you cannot perform a ritual from a ritual scroll recorded and reproduced by the quill, nor can the quill copy powers or rituals from a wizard's spellbook. | |

# True Portable Hole

Perhaps the most unusual item to have originated in the Feywild, the *true portable hole* is a circle of magical cloth spun from the webs of the phase spider. Imbued with the power of that otherworldly realm, this item opens up a hole in the world that is under its possessor's control. Most of the similar items that can be found today were crafted by ritualists and artificers from the mortal realm before the secrets of the hole's construction were lost. It is said that the original versions of the *true portable hole* contain a latent connection to the Feywild, and that they are imbued with additional power that can be tapped into only by the creatures of that realm.

| True Portable Hole | Level 15 Uncommon |
|---|---|
| *This slip of black cloth lets you safely store items in a hidden space when you unfold it.* | |
| **Wondrous Item** | 25,000 gp |
| **Property** | |
| A *true portable hole* weighs 1 pound and is 6 inches in diameter in its closed state. It can be enlarged to 6 feet in diameter or shrunk to its smaller size by folding it as one folds a sheet of cloth. When spread upon any surface, a *true portable hole* transforms into the mouth of an extradimensional space 10 feet deep, into which items can be placed for storage. When the hole is picked up from the surface, the entrance disappears and anything inside the space remains there. The hole cannot be closed if any creatures are within it.<br>The items that can be placed within the *portable hole* are limited only by volume—up to a maximum of 6 feet by 6 feet by 10 feet—not by weight. | |

# Unfettered Thieves' Tools

The half-elf rogue Thalith Three Fingers commissioned this handsome set of thieves' tools shortly after interacting with the trap that earned her that nickname. Even maimed as she was, Thalith's thievery skills became more acute with these tools at her disposal. After she bequeathed her tools to her shiftless son, who then lost them, the secret of their crafting was sold for a paltry sum (some say for beer money), and a few copies began appearing in the world. It is said that Thalith's spirit remains linked to her original set of tools, which will enable even greater feats of thievery and legerdemain when they finally pass into the hands of a thief as skilled as she was.

| Unfettered Thieves' Tools | Level 11 Uncommon |
|---|---|
| *The picks, keys, and tongs of this set of thieves' tools appear ordinary—until they rise into the air to move under your mental command.* | |
| **Wondrous Item** | 9,000 gp |
| **Property** | |
| Like a normal set of thieves' tools, *unfettered thieves' tools* grant a +2 bonus to Thievery checks to open locks or disable traps. | |
| **Utility Power ✦ Daily** (Standard Action) | |
| *Effect:* You make a Thievery check on an object you can see within 5 squares of you. | |

DAVID MARTIN

# Consumable Items

Most enchanted items have a special feature that is usable with regularity. Consumable items are different because each one is expended after a single use (and they're priced accordingly). Easy to afford and easy to carry, the potions, elixirs, and other substances in this category can easily be worth more than their weight in gold when they're used at just the right time.

## Elixirs and Potions

The methods used to create elixirs and potions bear some similarity to alchemical processes, but whereas alchemy relies on the interaction and reaction between substances, an elixir or a potion is directly infused with powerful magic.

### Cryptspawn Potion

The necromancers of the Black Scar cult first crafted this foul brew from spider's venom and the blood of the condemned. A hero of good moral bent who comes into possession of a *cryptspawn potion* often feels an almost physical revulsion to it. However, those who overcome this aversion gain a measure of defensive power.

*Potions are much like sausages. Far fewer people would consume them if they knew their ingredients: mole hair, bat tongue, spider venom, gorgon blood, even goblin foot fungus—and those are some of the more appetizing ones. Yet much of potion brewing is art and showmanship rather than true formulae. The secrets to creating many potions have been lost because their creators either lacked a true understanding of their process or they deliberately obscured elements in order to preserve their recipes as their personal domains. I know of one brewer who insists upon orphans' tears as the base for his work. I would shudder to think about how he collects that substance in the quantities he requires, except that I'm certain he actually uses well water and a little salt.*

**Cryptspawn Potion** — Level 5+ Common

*Drinking this viscous fluid that smells of decay provides protection against the powers of creatures that live beyond the grave.*

| | | | |
|---|---|---|---|
| Lvl 5 | 50 gp | Lvl 25 | 25,000 gp |
| Lvl 15 | 1,000 gp | | |

**Consumable:** Potion

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You drink the potion and lose a healing surge. You then gain resist 5 necrotic and resist 5 poison until the end of the encounter. You also gain a +5 power bonus to your next Endurance check against any disease of the potion's level or lower.

*Level 15:* Resist 10 necrotic and resist 10 poison.

*Level 25:* Resist 15 necrotic and resist 15 poison.

### Elixir of Accuracy

The magical laboratories of Nerath turned out countless vials of this sour, azure liquid for use by the scouts and rangers of that realm, who kept the frontiers of the empire safe. Today, bandit chieftains, petty lords, and self-styled heroes all carry this elixir. Many see simply having a flask of this substance as a status symbol and forego using it, even when doing so might tip the balance of combat in their favor.

**Elixir of Accuracy** — Level 8+ Common

*This crisp draught leaves your senses clear and your aim true.*

| | | | |
|---|---|---|---|
| Lvl 8 | 125 gp | Lvl 23 | 17,000 gp |
| Lvl 13 | 650 gp | Lvl 28 | 85,000 gp |
| Lvl 18 | 3,400 gp | | |

**Consumable:** Elixir

**Utility Power ✦ Consumable** (Minor Action)

*Requirement:* Your level must be equal to or lower than the elixir's level + 4.

*Effect:* You drink the elixir. Once before the end of the encounter, you can use a free action when you make an attack roll and dislike the result. You gain a +2 bonus to that attack roll.

### Elixir of Aptitude

The wizard-sages of the ancient city of Astigar first crafted the *elixir of aptitude* as a tool to augment their unequaled mastery of research and lore. It wasn't long before the thieves' guild known as the Grayblades stole the crafting process. Their more profitable application of the elixir made it highly sought after by scoundrels and adventurers.

**Elixir of Aptitude** — Level 5+ Common

*This sweet amber broth enhances your innate talents.*

| | | | |
|---|---|---|---|
| Lvl 5 | 50 gp | Lvl 25 | 25,000 gp |
| Lvl 15 | 1,000 gp | | |

**Consumable:** Elixir

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You drink the elixir and gain a +1 power bonus to checks using one skill of your choice. This bonus lasts for 1 hour.

*Level 15:* +3 power bonus.

*Level 25:* +5 power bonus.

*Potions on display*

## Elixir of Chameleon Power

The halfling mage Lohana the Left-Handed first crafted this draught, which the heroes of the ancient clans used to enhance their preferred stealthy fighting style. Lohana traded the formula for the *elixir of chameleon power* to King Paulin of Donostia in exchange for the halfling clans' right to travel freely in the frontier provinces—a pact that set the stage for later compacts between the clans and Nerath.

**Elixir of Chameleon Power** **Level 8 Uncommon**

*Once consumed, this clear liquid lets you blend in with your surroundings.*

**Consumable:** Elixir 125 gp

**Utility Power** (Illusion) ✦ **Consumable** (Minor Action)

*Effect:* You drink the elixir. Once before the end of the encounter, you can use a minor action to change your color and tone to blend in with your background. You gain total concealment until the end of the encounter, until you attack, or until you are not adjacent to a wall or another object at least as large as you.

While under this power's concealment effect, you do not take the penalty to Stealth checks for moving.

## Elixir of Clairvoyance

This substance first came to prominence during the exploits of the adventuring company known as the Band of the Golden Lion. That group made its name in Orhiran, the Dungeon of Endless Doors, whose warren of cells is thought to have once housed a planar prison. Vials of *elixir of clairvoyance* were instrumental in allowing the Golden Lions to best that ruin's deadly traps.

**Elixir of Clairvoyance** **Level 5+ Uncommon**

*As you consume this elixir, a haze of ghostly images fills your sight, focusing finally on the single vision you seek.*

Lvl 5 50 gp Lvl 25 25,000 gp
Lvl 15 1,000 gp

**Consumable:** Elixir

**Utility Power** (Illusion) ✦ **Consumable** (Minor Action)

*Effect:* You drink the elixir. Until the end of your next turn, you gain the ability to see as if you were standing in a square at any location within 2 squares of you. You do not need line of sight or line of effect to the location, but it must be a place already known to you or clearly defined (for example, a square on the other side of a door that you can see). Your perception of the area is with your normal senses, and you might need to make Perception checks to note specific features of the area.

*Level 15:* Any location within 5 squares of you.

*Level 25:* Any location within 10 squares of you.

*Sustain Minor:* You sustain the effect until the end of your next turn, and you can shift the point of view of your clairvoyance to another square within 2 (or 5 or 10) squares of you.

WAYNE ENGLAND

# Elixir of Climbing

The guards of Castle Moonroot, perched high atop the Sanduru Peaks, first commissioned this useful elixir, calling it moonroot juice. Its more common name is prevalent in the wider lands where it can still be found. A creature that imbibes an *elixir of climbing* can cling to sheer slopes of rock with the tenacity of a mountain goat. However, the elixir's power isn't absolute, and those whose climbing is hindered by other factors (such as wearing armor) should still proceed with care.

**Elixir of Climbing** — **Level 6+ Common**

*This draught smells of clear air and mountain wildflowers. Consuming it allows you to easily move along walls and other sheer surfaces.*

| | | | |
|---|---|---|---|
| Lvl 6 | 75 gp | Lvl 26 | 45,000 gp |
| Lvl 16 | 1,800 gp | | |

**Consumable:** Elixir

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You drink the elixir. Until the end of the encounter, you gain a +4 power bonus to Athletics checks to climb.

*Level 16:* +6 power bonus.

*Level 26:* +8 power bonus.

# Elixir of Defense

The ancient alchemists of Oihan were said to have crafted enchanted draughts that could protect the imbiber from any attack against body or mind. That craft survives today only in the form of the *elixir of defense*, a viscous fluid set in a weathered vial of wax-sealed bone. Popular legend has it that combining two or more *elixirs of defense* will reproduce the more formidable brew on which these items were modeled. However, countless doses of this draught have been ruined in attempts to achieve that goal.

**Elixir of Defense** — **Level 8+ Uncommon**

*A flood of protective energy fills you when you drink this bitter draught.*

| | | | |
|---|---|---|---|
| Lvl 8 | 125 gp | Lvl 23 | 17,000 gp |
| Lvl 13 | 650 gp | Lvl 28 | 85,000 gp |
| Lvl 18 | 3,400 gp | | |

**Consumable:** Elixir

**Special:** When this elixir is created, the crafter chooses a defense: Fortitude, Reflex, or Will.

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You drink the elixir. Once before the end of the encounter, you can use an immediate interrupt when an attack targeting the chosen defense hits you. Against that attack, your defense equals 17 + the elixir's level.

# Elixir of Flying

This liquid is so clear that it appears almost invisible within its crystal flask. As a result, many an adventurer has inadvertently spilled a precious dose of *elixir of flying* when opening its container. The imbiber of this elixir gains a mastery of flight nearly equal to that of any creature of the air. The benefit is transitory, however, and one must take care not to get too far off the ground.

**Elixir of Flying** — **Level 11+ Uncommon**

*A moment after imbibing this effervescent draught, your body lifts off the ground and you feel light as a bird.*

| | | | |
|---|---|---|---|
| Lvl 11 | 350 gp | Lvl 21 | 9,000 gp |

**Consumable:** Elixir

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You drink the elixir and gain a fly speed of 4 until the end of the encounter.

When the effect ends, you float 100 feet toward the ground. If you are not on a horizontal surface sufficient to bear your weight at the end of this distance, you fall to the nearest such surface, taking damage accordingly.

*Level 21:* You gain a fly speed of 8 and can hover.

# Elixir of Gaseous Form

The dwarves of the Ingunn Delve are said to have commissioned the first *elixir of gaseous form*, using it as a magical escape route from the constant collapse of that mine's crumbling tunnels. The elixir gives off a noxious odor even when its container is sealed, though the scent is usually detectable only by whoever is carrying it. However, this odor makes the elixir unpalatable to most monsters, and for that reason vials of it are often found scattered loose among the bones of their former owners.

**Elixir of Gaseous Form** — **Level 12 Uncommon**

*When you drink this elixir, you feel momentarily lightheaded as your body fades to vapor.*

**Consumable:** Elixir 500 gp

**Utility Power** (Polymorph) **✦ Consumable** (Minor Action)

*Effect:* You drink the elixir and take on the form of a misty cloud until the end of the encounter or until you end the effect as a standard action. All your gear is absorbed into your gaseous form and is inaccessible. While gaseous, you are insubstantial and gain a fly speed equal to your speed, as well as the ability to hover. You cannot make attacks while in gaseous form, but you can move unhindered through tiny openings that would otherwise prevent movement (such as under a door or through a cracked window).

# Elixir of Giant Strength

An *elixir of giant strength* is usually contained in a hollow stone capsule. When one of these containers falls out of the pack of an unwary or injured adventurer, it blends in with natural stone and can easily be missed by later explorers. When consumed, this elixir enables the imbiber to perform great feats of physical power.

**Elixir of Giant Strength** **Level 9+ Uncommon**

*When you consume this draught, your muscles begin to spasm, but that discomfort ends quickly as you feel great strength rush through your body.*

Lvl 9 160 gp Lvl 29 105,000 gp
Lvl 19 4,200 gp
**Consumable:** Elixir
**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You drink the elixir. Until the end of the encounter, you gain a +2 power bonus to Strength ability checks and Strength-based skill checks. You also gain a +2 bonus to the damage rolls of melee basic attacks and of ranged basic attacks with thrown weapons. However, if your attack roll for any such attack is a natural 1 or 2, this effect ends.

*Level 19:* +4 power bonus to checks; +4 bonus to damage rolls.

*Level 29:* +6 power bonus to checks; +6 bonus to damage rolls.

# Elixir of Invisibility

This liquid is appreciated by all adventurers for its use in combat and exploration, but is notoriously hard to find as treasure. Housed in muted vials of cloud-gray glass, these elixirs often go unnoticed among the detritus and shadows of forgotten places.

**Elixir of Invisibility** **Level 6+ Uncommon**

*When you drink this scentless liquid, you fade from view.*

Lvl 6 75 gp Lvl 16 1,800 gp
**Consumable:** Elixir
**Utility Power** (Illusion) **✦ Consumable** (Minor Action)

*Effect:* You drink the elixir and become invisible until the end of your next turn or until you attack.

*Level 16:* You become invisible until the end of the encounter or until you attack.

# Elixir of Levitation

This flask made from carefully carved and stained black oak feels all but weightless. *Elixirs of levitation* were made famous by the half-elf rogue Almaralin, known as the Thief of Hearts. For years, he scaled the heights of the great towers of Tjunagi, openly taunting that city's noble lords even as he earned his nickname by trysting with their wives.

**Elixir of Levitation** **Level 8 Uncommon**

*Drinking this frothy elixir allows you to rise up into the air, in addition to making your feet and hands tingle.*

**Consumable:** Elixir 125 gp
**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You drink the elixir. Until the end of the encounter, you gain the ability to fly into the air as a move action, moving up to 4 squares vertically and 1 square horizontally. You cannot rise more than 10 squares above the ground directly beneath you. If some effect, such as a pit opening below you, causes you to be more than 10 squares above the ground, you drop the entire distance but do not take falling damage. If you are knocked prone while levitating, you do not fall.

When this power's effect ends, you float safely to the ground.

*No small wonder that many potions mimic the effects of wizards' spells, since wizards are so often the potions' creators. And with the many needs placed upon a wizard's prepared spells, you can clearly see the sense of keeping a potion at the ready for some unexpected eventuality. That so many potions can be found in the belongings of folk other than wizards and their friends says something about how well such precautions work.*

# Elixir of Luck

*Elixirs of luck* are now rare in the world, due to the scarcity of their key component, orium. In ages long past, such elixirs were produced in the city of Vor Rukoth, where orium was abundant. The city had such a sizable supply of the elixirs that it was forced to impose a recreational ban on the liquid due to excessive use in gambling dens and gladiatorial combat. Many of the surviving elixirs are those that were smuggled out of Vor Rukoth during its final days.

**Elixir of Luck** **Level 10 Rare**

*The red-gold liquid contained within this vial shines with its own dim light. When you drink it, you feel as though nothing could go wrong.*

**Consumable:** Elixir 200 gp
**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You drink the elixir and lose an action point. Once before the end of the encounter, you can reroll a failed skill check, attack roll, or saving throw. You must use the second result.

# Elixir of Phasing

This draught grants the unearthly power of the phase spider to whoever drinks it. It is brewed and stored in an enchanted vial crafted from a fang of one of those dread arachnids. The eladrin warrior-princess Ranaeria is credited with first crafting the elixir. She did so to protect her lover, Gaveny, from the dangers of the world when he led their race to a new home after the war that sundered the fey races.

**Elixir of Phasing** Level 17 Uncommon

*This brackish gray liquid seems to appear and disappear within its vial at short intervals. The effect carries over to you when you consume it.*

**Consumable:** Elixir 2,600 gp

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You drink the elixir and are phasing until the end of your next turn.

# Elixir of Protection from Evil

These holy elixirs used to be produced by a small group of monastics residing in Gardmore Abbey in the Nentir Vale. The monastics produced the elixirs for the knights of Bahamut, who guarded the abbey. After the abbey's fall, the recipe for the elixirs was lost for a time. Recent expeditions to the abbey have uncovered the recipe, and a few holy orders have begun to unravel the secrets of crafting the elixir.

**Elixir of Protection from Evil** Level 5+ Uncommon

*The pearly white liquid of this potion leaves you with a feeling of righteous zeal against those who would do evil.*

Lvl 5 50 gp Lvl 25 25,000 gp
Lvl 15 1,000 gp

**Consumable:** Elixir

**Utility Power ✦ Consumable** (Minor Action)

*Requirement:* Your level must be equal to or lower than the elixir's level + 5.

*Effect:* You drink the elixir and gain a +1 power bonus to damage rolls against evil creatures and to all defenses against evil creatures' attacks. The bonus lasts until the end of your next turn.

*Level 15:* +2 power bonus.

*Level 25:* +3 power bonus.

# Elixir of Treasure Finding

The adventuring group known as the Fists of Kord is remembered for its exploration of the Nerath frontier. Much of the group's early work was underwritten by the early emperors, who found it easier to hire out the task of searching and mapping the more dangerous corners of their realm. After some time, however, the keepers of the imperial treasury grew dissatisfied with the expense of this operation when they learned how little wealth the Fists were bringing back. The group's wizard crafted the first *elixirs of treasure finding* in response, enabling the Fists of Kord to locate valuable objects that might otherwise have been overlooked—prompting the empire to give the Fists of Kord a lifetime contract. The method of the elixir's creation eventually spread throughout the empire, and the number of undiscovered treasure hoards diminished accordingly.

**Elixir of Treasure Finding** Level 5+ Uncommon

*A hint of exotic spices fills your senses as you drink this draught, which produces a faint tingling in the back of your mind when treasure is close by.*

Lvl 5 50 gp Lvl 25 25,000 gp
Lvl 15 1,000 gp

**Consumable:** Elixir

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You drink the elixir. Until the end of your next turn, you gain an innate sense of the direction to the nearest treasure worth at least 100 gp within 10 squares of you (ignorng treasure carried by you and your allies). This power functions through any intervening barrier except special magical wards or barriers lined entirely with lead. You are not aware of the distance to the treasure, nor do you gain any hint of the route to it or any physical features at its location.

*Level 15:* Within 20 squares.

*Level 25:* Within 40 squares.

*The elixir of treasure finding must be one of the most fiendish pranks played upon greedy folk. My one-time adventuring companion, Robilar, once purchased one for a hefty sum and used it in a dungeon to find a gem worth roughly fifty gold more than he paid for the potion. He then "invested" in a dozen more potions. Needless to say, without having a very good idea that a princely sum lies nearby, the investment often fails to pay off.*

# Elixir of Water Breathing

The ancient king Kelemen is said to have commissioned the first *elixir of water breathing* to help him plunder the lost sahuagin ruins known as the Mouth of Darkness. These draughts offer great benefit to explorers plumbing the depths, but the effect is far from permanent. Sahuagin, kuo-toas, and other intelligent aquatic predators use this fact to their advantage when facing enemies from the surface, intentionally prolonging conflicts in the hope that the defilers of their realms would end up dying there.

**Elixir of Water Breathing** Level 8+ Common

*The shortness of breath you feel when quaffing this potion is offset by its ability to allow you to breathe easily underwater.*

| | | | |
|---|---|---|---|
| Lvl 8 | 125 gp | Lvl 18 | 3,400 gp |

**Consumable:** Elixir

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You drink the elixir and can breathe underwater for 1 hour.

*Level 18:* You can breathe underwater until your next extended rest.

## Lesser Elixir of Dragon Breath

This elixir was first crafted by the warlocks of Bael Turath during that empire's bitter conflict with Arkhosia. Tiefling shock troops took great delight in blasting their dragonborn foes with an attack that matched the dragonborns' innate power. However, when the Turathi spread the rumor among their enemies that this draught was crafted from the blood and bile of fallen dragonborn warriors, the *elixir of dragon breath* proved even more effective as a psychological weapon.

**Lesser Elixir of Dragon Breath** Level 6+ Common

*You drink this syrupy elixir, and a surge of energy courses through your body, waiting to be released in an explosion of breath.*

| | | | |
|---|---|---|---|
| Lvl 6 | 75 gp | Lvl 26 | 45,000 gp |
| Lvl 16 | 1,800 gp | | |

**Consumable:** Elixir

**Special:** When this elixir is created, the crafter chooses acid, cold, fire, lightning, or poison. The elixir gains that keyword, and all damage dealt by it is of that damage type.

**Attack Power** (Varies) ✦ **Consumable** (Minor Action)

*Effect:* You drink the elixir. Once before the end of the encounter, you can use a minor action to make the following attack.

*Attack:* Close blast 3 (creatures in the blast); the elixir's level + 5 vs. Reflex

*Hit:* 2d6 + 3 damage of the chosen type.

*Level 16:* 3d8 + 7 damage.

*Level 26:* 4d6 + 12 damage.

## Lesser Elixir of Speed

The war couriers of Nerath were protected by decrees of imperial law that promised death to anyone who interfered with the communications of the state. In practice, however, these expertly trained runners and riders trusted less in such statecraft than they did in the *lesser elixirs of speed* crafted for them in the empire's arcane laboratories.

**Lesser Elixir of Speed** Level 10 Common

*Your heartbeat races as you drink this elixir, which sends energy surging through your nerves and limbs.*

**Consumable:** Elixir 200 gp

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You drink the elixir and lose a healing surge. You then gain a +2 power bonus to speed until the end of the encounter.

## Potion of Clarity

All present-day examples of these crystal flasks of cyan liquid are said to be derived from a single cache of ancient drow treasure, dating from the conflict that sundered that race from the elves and eladrin. The dark elves' belief in the superiority of their race drove them to create these potions, which drastically (and secretly) improve the imbiber's chance of success in combat.

**Potion of Clarity** Level 5+ Uncommon

*This cool draught hones your physical and mental acuity at a critical moment, allowing you to strike true.*

| | | | |
|---|---|---|---|
| Lvl 5 | 50 gp | Lvl 20 | 5,000 gp |
| Lvl 10 | 200 gp | Lvl 25 | 25,000 gp |
| Lvl 15 | 1,000 gp | Lvl 30 | 125,000 gp |

**Consumable:** Potion

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You drink the potion. Once before the end of the encounter, when you make an attack roll for an encounter or a daily attack power and dislike the result, you can reroll the attack roll, but you must use the second result. The power's level must be equal to or lower than the potion's level.

## Potion of Cure Critical Wounds

This curative draught was once favored by combat medics, who would wear a bandolier of the potions during wartime. They would save the potions for the most grievously wounded soldiers, who would be fed the potions and then helped off the battlefield. Although such wars are scarce now, the potions have lost none of their utility.

**Potion of Cure Critical Wounds** Level 20 Uncommon

*This potion covers your deep wounds in bright silver light, causing them to mend.*

**Consumable:** Potion 5,000 gp

**Utility Power** (Healing) ✦ **Consumable** (Minor Action)

*Effect:* You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 3d8 + 20 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

# Potion of Cure Light Wounds

Adventurers heading out into the wilderness or plumbing the depths of dungeons keep a plentiful supply of these potions in their satchels, in case of emergency. Scholars believe that this variety of curative potions was one of the first types of potions to be created. In the days of the Dawn War, the gods saw how their mortal allies suffered on the battlefield, and they devised a way to bottle up the healing powers of clerics in a small flask. The *potion of cure light wounds* represents the most basic variety of the potion, though more powerful versions exist as well.

**Potion of Cure Light Wounds** Level 1 Uncommon

*This potion covers your small cuts and minor bruises in dim silver light, causing them to heal over.*

**Consumable:** Potion 20 gp

**Utility Power** (Healing) ✦ **Consumable** (Minor Action)

*Effect:* You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 1d8 + 1 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

# Potion of Cure Moderate Wounds

Along with other vast stores of lore, the knowledge of how to brew these curative potions was lost after the fall of Nerath. Only in recent years did the potions start appearing across the world again. The origin of the potions was tracked to a peddler south of the Nentir Vale, who had purchased a recipe from adventurers who had been exploring Nera, the ancient capital of Nerath.

**Potion of Cure Moderate Wounds** Level 10 Uncommon

*This potion covers your wounds in silver light, helping them heal.*

**Consumable:** Potion 200 gp

**Utility Power** (Healing) ✦ **Consumable** (Minor Action)

*Effect:* You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 2d8 + 10 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

# Potion of Heal

This powerful healing potion is among the most sought after consumables in the world. Alchemists have tried for centuries to master the recipe. Some claim it requires tears of joy shed from an angel of good. Others say the potion cannot be created, but rather, it comes from water captured from a magical fountain hidden deep within the Astral Sea. The few creatures that have the knowledge and power to craft this astonishing brew keep the secret close, lest it fall into the wrong hands.

**Potion of Heal** Level 30 Uncommon

*This potion covers your most grievous wounds in brilliant silver light, restoring your body.*

**Consumable:** Potion125,000 gp

**Utility Power** (Healing) ✦ **Consumable** (Minor Action)

*Effect:* You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 4d8 + 30 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. In addition, you can make a saving throw against each effect on you that a save can end. If neither of these things is true, there is no effect.

# Potion of Heroism

The mage known as Mad Mikolas popularized the *potion of heroism*, though it remains unknown whether he actually created it or merely improved upon the work of other crafters. The physically frail Mikolas was fond of challenging the burliest warriors to barroom grudge fights, and almost inevitably cleaning up in the wagering when his magical handiwork left him the last one standing.

**Potion of Heroism** Level 16+ Uncommon

*This bitter potion gives you a surge of vitality and resilience.*

Lvl 16 1,800 gp Lvl 26 45,000 gp

**Consumable:** Potion

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You drink the potion and gain 20 temporary hit points. In addition, you gain a +2 power bonus to saving throws until the end of the encounter.

*Level 26:* 50 temporary hit points.

*Potions carry strange names. The potion of heroism, while useful, grants you none of the courage of a true hero. And the potion of invulnerability is disastrously misnamed; though it can protect you from a great many dangers, its benefit is exceptionally brief. Of course, if the elixir of giant strength were called the "elixir of somewhat greater strength than you had before," its name would neither roll off the tongue nor inspire confidence in whoever drank it. That the potion of heroism is called such might be enough to make one act like a hero upon drinking it, and that in itself has value.*

# Potion of Invulnerability

The tart draught in this iron flask confers tremendous defensive strength to its imbiber, though the efficacy of the *potion of invulnerability* is only a pale reflection of its legend. Crafted for the celebrated King Thorkat, the original potion is said to have rendered its imbiber immune to all damage dealt by any mortal creature—a latent feature that some believe might yet be found in the oldest examples of this substance.

**Potion of Invulnerability** Level 10+ Common

*A sense of unyielding resolve floods through you when you drink this sweet draught.*

Lvl 10 200 gp Lvl 30 125,000 gp
Lvl 20 5,000 gp
**Consumable:** Potion
**Utility Power ✦ Consumable** (Minor Action)
*Effect:* You drink the potion and gain resist 25 to all damage until the end of your next turn.
*Level 20:* Resist 35 to all damage.
*Level 30:* Resist 45 to all damage.

# Potion of Lesser Haste

Although the recipe for a true potion of haste has eluded potion makers, this imitation has earned respect among warriors for its versatility. Thieves' guilds often hire alchemists specifically to brew *potions of lesser haste*. Beneath cities, they brew huge vats of the silvery liquid, which are distributed among the guilds' members so they can make quick getaways.

**Potion of Lesser Haste** Level 10 Uncommon

*When you consume the silvery liquid of this elixir, your body begins to blur as your movement quickens.*

**Consumable:** Potion 200 gp
**Utility Power ✦ Consumable** (Minor Action)
*Effect:* You drink the potion and spend a healing surge. You gain an extra move action to use either during your current turn or your next turn.

# Potion of Regeneration

Sages and others who are knowledgeable about such things claim that the original versions of this draught were distilled from the blood of lycanthropes. Arcane craft quickly reworked those original formulas to use ingredients whose collection was less life-threatening. Original versions of this copper-scented potion do show up from time to time, however, and rumors suggest that those potions infect whoever drinks them with the curse of lycanthropy.

**Potion of Regeneration** Level 9+ Uncommon

*The most grievous wounds trigger this potion's remarkable restorative power.*

Lvl 9 160 gp Lvl 29 105,000 gp
Lvl 19 4,200 gp
**Consumable:** Potion
**Utility Power** (Healing) **✦ Consumable** (Minor Action)
*Effect:* You drink this potion and lose a healing surge. You then gain regeneration 5 while you're bloodied until the end of the encounter.
*Level 19:* Regeneration 10.
*Level 29:* Regeneration 15.

# Potion of Shadow's Essence

By carefully collecting the essence of a monstrous shadow as it dies, a skilled potion maker can craft a *potion of shadow's essence*. When the potion is ingested, the imbiber's skin turns an ashen gray as lines of darkness rise beneath his skin like bulging veins. In a moment, those lines exude an inky, black fluid that covers the drinker and turns him into a creature of shadow.

**Potion of Shadow's Essence** Level 17 Uncommon

*The liquid in this vial is black and viscous, absorbing the light around it.*

**Consumable:** Potion 2,600 gp
**Utility Power ✦ Consumable** (Minor Action)
*Effect:* You drink the potion. Until the end of the encounter, you gain darkvision and are insubstantial and phasing, but you are weakened. You can end this effect as a minor action.

*It should be no surprise given the ingredients in a typical potion, but drinking a potion is rarely a pleasant experience. Taste is only half the problem. Some potions are viscous and sticky, leading to a sensation akin to swallowing a slug. Others are thin but oily, leaving the drinker with a lingering sensation that even wine can't wash away. Many are grainy, some contain chunks that seem to demand chewing, and a few actively move in the mouth. Usually, the magical effects are worth the unpleasantness.*

# Other Consumables

Not all consumable items are meant to be ingested. The selection that follows here is as diverse as any group of wondrous items, ranging from a sprinkling of powder or a vial of oil to a fantastic feather that changes form on command.

## Bead of Force

A *bead of force* is the distilled, physical form of force energy twisted, focused, and forged into a solid object. The energy within the bead seethes and roars, ready to explode upon any stout, physical contact. Stories abound of adventurers being blown to pieces when an unlucky blow landed on a belt pouch carrying several of these items.

**Bead of Force** Level 15+ Uncommon

*This lusterless black pearl seems mundane, but as you grasp it you feel the force magic contained within it reverberate up and down your arm.*

| | | | |
|---|---|---|---|
| Lvl 15 | 1,000 gp | Lvl 25 | 25,000 gp |
| Lvl 20 | 5,000 gp | Lvl 30 | 125,000 gp |

**Consumable**

**Attack Power** (Force) ✦ **Consumable** (Standard Action)

*Attack:* Ranged 10 (one creature of size Medium or smaller); the bead's level + 3 vs. Reflex

*Hit:* The target is restrained, cannot teleport, and takes ongoing 10 force damage (save ends all). Until the effect ends, line of effect cannot be traced into or out of the target's space, and attacks cannot enter or exit it.

*Miss:* The target is slowed and takes ongoing 5 force damage (save ends both).

*Level 25 or 30:* Ongoing 15 force damage, and ongoing 10 force damage on a miss.

## Dust of Disappearance

*Dust of disappearance* makes the individual over which it is shaken invisible. The downside is that only an observer's vision is affected; the person using it still emits sounds and smells. It also doesn't negate physical effects such as splashing water or a sprinkling of flour from revealing the user's location.

Some ancient tomes suggest that early versions of what is now known as *dust of disappearance* were viscid salves that had to be laboriously applied to skin and equipment to render it invisible, and that any inadvertent gaps in coverage resulted in gaps in the invisibility as well.

**Dust of Disappearance** Level 8 Uncommon

*When you sprinkle this dust over yourself, you disappear from sight until you do something to shake it loose.*

**Consumable** 125 gp

**Utility Power** (Illusion) ✦ **Consumable** (Minor Action)

*Effect:* You sprinkle this dust over yourself or an adjacent ally. That character becomes invisible until he or she moves or attacks, or until the end of the encounter.

*Nolzur's marvelous pigments*

JIM NELSON

## Nolzur's Marvelous Pigments

This fantastic set of paints can create solid objects where none were before. However, it is the strength and accuracy of the painter's observation and imagination that determine the objects' appearance, beauty, and utility, rather than his or her skill with a brush.

Nearly any nonmagical item can be conjured into being with *Nolzur's marvelous pigments*, from armor to weaponry, tools to gears, patchwork hose to royal robes. Created items act as expected—painted food is nourishing, painted axes cut wood and flesh, and a painted shield turns back the slings and arrows of invaders.

The painter cannot subtract volumes of space from existing objects, such as painting a hole in the ground, or drawing a (functional) door on a wall. The pigments also cannot conjure living plants or creatures, whether magical, mundane, or simulated (such as golems).

**Nolzur's Marvelous Pigments** — Level 7 Uncommon

*You smear a glob of this paint on a wall or floor, creating any object you desire.*

**Consumable** 100 gp

**Utility Power ✦ Consumable** (Standard Action)

*Effect:* You create a nonmagical object that is up to 1 square in volume and weighs up to 200 pounds. The object must be created in an unoccupied square and on a solid surface, such as a floor, a wall, or a tree. The object disappears at the end of the encounter.

## Oil of Lasting Flame

This enchanted oil is sometimes used by the wealthy to keep their homes or estates warm. Any fire made with *oil of lasting flame* burns much longer than usual, unless something puts it out aside from want of fuel. Both mundane and magical methods of extinguishing the flames work as expected: water, sand, a strong gust of wind, or even a cantrip. For this reason, *oil of lasting flame* is not often employed in combat or turbulent situations. Its best use is to keep a campfire burning all night in areas where natural fuel is difficult to find.

**Oil of Lasting Flame** — Level 2 Common

*A vial of this oil provides heat and flame for a long time.*

**Consumable** 25 gp

**Property**

When you use this oil to start a fire or light a torch, it burns for 8 hours using its existing fuel. The fire can be put out by normal means.

## Oil of Red Flame

This oil gives any weapon coated with it the ability to burst with crimson fire when its wielder lands a strike in combat. This capability does not fade over time, persisting until the weapon is used to make a successful attack. Once the flame is invoked, it can sear its victim continuously for a short time before burning out.

An ancient legend tells of an entire army that maintained their blades every day using this oil over the course of a decade-long campaign. Some scholars think that many of these blades still exist, their scarlet flames still waiting to be ignited because their wielders fell in battle before they could strike a blow.

**Oil of Red Flame** — Level 8+ Uncommon

*You coat your weapon's blade with this oil, knowing that you will be able to call flame to your weapon thereafter.*

Lvl 8 125 gp Lvl 28 85,000 gp
Lvl 18 3,400 gp

**Consumable**

**Utility Power** (Fire) ✦ **Consumable** (Minor Action)

*Effect:* You coat a weapon with this oil. The next time you hit a creature with that weapon before the end of the encounter, that creature also takes ongoing 5 fire damage (save ends).
*Level 18:* Ongoing 10 fire damage (save ends).
*Level 28:* Ongoing 15 fire damage (save ends).

## Powder of Appearance

The sentiment that an unknown warrior expressed more than a millennia ago is so universal among martial heroes bedeviled by magic that it has become a catchphrase among their kind everywhere: "If I could see it, it'd be dead!"

It's not clear whether the equally anonymous enchanter who first crafted *powder of appearance* was a traveling companion of that original frustrated combatant, or whether he or she simply sought to solve the same problem. In any case, when this dust is scattered around an area, it makes visible that which is hidden, whether from invisibility or simple obscurement.

**Powder of Appearance** — Level 8 Common

*As this dust settles over a creature, it reveals that which was hidden.*

**Consumable** 125 gp

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* Close blast 3 (creatures in the blast). Each target loses invisibility and any concealment, and it cannot become invisible or gain concealment (save ends).

## Quaal's Feather Tokens

The master wizard who created the original *feather tokens*, and whose name is still attached to those being crafted today, appreciated magic that was both spectacular and innocuous. Each of these seemingly nondescript feathers turns into something entirely different when the user commands its magic to come forth.

To do so, the wielder holds a feather in hand and announces in a firm voice, "The peerless magic of Grand Archwizard Quaal commands your obedience!" The feather instantly transforms into whatever item it was created to embody.

Among the known kinds of original feather tokens are enchanted anchors that cannot be moved, carrier pigeons that unerringly deliver messages over any distance, and sails that can move a ship even in a dead calm.

Numerous other versions of this item exist, and no doubt others are being reserached. There is no apparent relationship between certain kinds of feathers

and their effects, so that it takes either studious investigation or actual use to determine what a particular *Quaal's feather token* does.

**Quaal's Feather Anchor** Level 12 Uncommon

*You produce a heavy iron anchor that is immobile and sturdy.*

**Consumable** 500 gp

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You produce an anchor that cannot be moved from the location where it comes into being. The anchor persists for one year.

**Quaal's Feather Pigeon** Level 16 Uncommon

*This feather turns into a messenger pigeon that awaits your instruction.*

**Consumable** 1,800 gp

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You produce a small bird that can travel 50 miles a day to unerringly reach any location or individual you name, carrying with it a small written message. The bird disappears after delivering its message.

**Quaal's Feather Sail** Level 12 Uncommon

*With a wave of this feather, a sail unfurls from its tip, ready to be lashed to mast and ropes.*

**Consumable** 500 gp

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You produce a sail that, once installed on a ship, can move it at a normal sailing speed even in the absence of wind. The sail persists for 24 hours.

## Sands of Restored Opportunity

It is said that every grain of the *sands of restored opportunity* originated in an hourglass stolen by an exarch of Sehanine from Ioun's own chambers. One of these deity-scale grains of sand—the size of a small pebble—is able to negate an event that just transpired when it is cast into the air at just the right moment. As the cast pebble disappears in a flash of light, a missed blow instead lands, an ill-timed stumble is corrected, or a mispronounced word of arcane might rings true.

If the tales about the sands are true, these specks will one day be exhausted, and the world will be left without recourse for misfortune. At least one cult that reveres Ioun believes that the expenditure of the last grain of the *sands of restored opportunity* will presage the end of the world.

**Sands of Restored Opportunity** Level 29 Uncommon

*You fling this pebble into the air. As it flashes and is consumed, time rewinds slightly, allowing events to take a new course.*

**Consumable** 105,000 gp

**Utility Power ✦ Consumable** (Free Action)

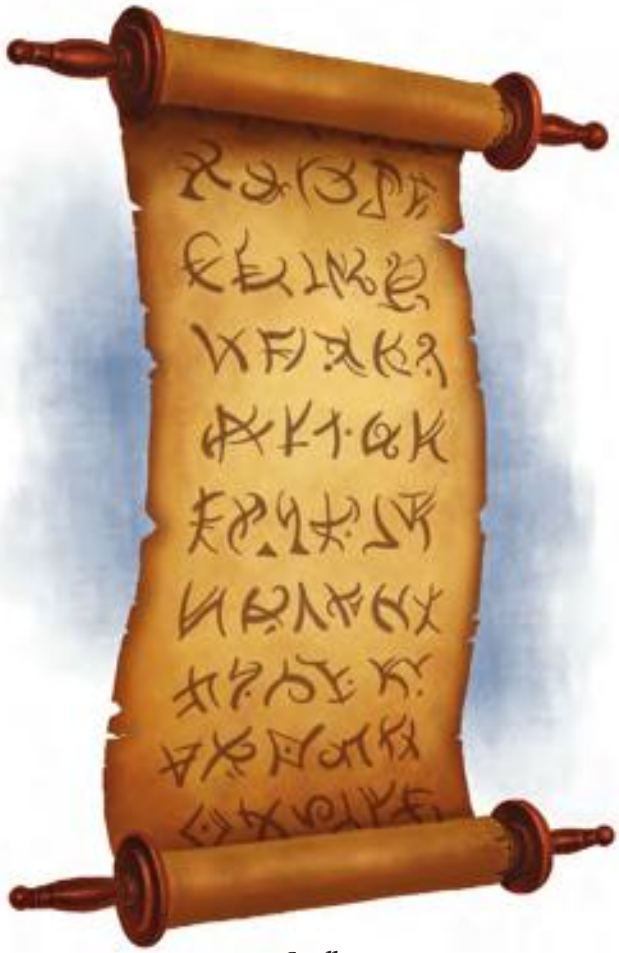
*Trigger:* The result (success or failure) of any check or roll that affects you is determined (for example, a check that you make or an attack that will damage you).

*Effect:* Reroll that die roll, and use the second result.

## Scroll of Protection

Many kinds of protective scrolls are known among the learned, but all function similarly. Upon reading such a scroll, the reader and the area around him or her become inviolate to some category of creature, as determined when the scroll was scribed and enchanted.

When the first of these scrolls was made, it was easy to determine how large an area each one would protect, and it was easy to understand why the one who used the scroll had to refrain from making any attacks. Not so obvious, though, was the fact that allies of the scroll's user could attack from within the shielded area without causing the scroll's aura to vanish. The first warrior who inadvertently



***Scroll***

JIM NELSON

discovered that fact will be forever appreciated by those who have taken full advantage of that knowledge.

A more scarce version of these scrolls also exists, offering protection against magic. This protection is inviolate against spells and similar effects, but does not physically repel wizards and their kin.

**Scroll of Protection** — Level 5+ Uncommon

*You read words of power from this scroll that repel your enemies and prevent them from attacking.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Consumable**

**Special:** When the scroll is created, it is tied to a creature type of the creator's choice: angels; demons; devils; dragons; elementals that have the air, earth, fire, or water keyword; or undead.

**Utility Power** (Aura) ✦ **Consumable** (Standard Action)

*Effect:* You activate an aura 2 that lasts until the end of the encounter or until you make an attack. The aura affects any creature of the type chosen at the scroll's creation, as long as the creature's level is equal to or lower than the scroll's level. An affected creature takes a -4 penalty to attack rolls against targets in the aura, and the creature cannot enter the aura willingly. If the creature starts its turn in the aura, it must use its first action to leave the aura by the shortest route possible, unless no route exists.

# Trackless Ashes

When mixed into the debris of a dying campfire, a single portion of *trackless ashes* renders the tracks of all those who were encamped around the fire (including mounts) undiscoverable.

A general in ancient times once experimented with the magic of *trackless ashes*, trying to keep the activities of his entire legion secret by mixing the ashes into the bonfire of the legion's main encampment, but every attempt at such broad effect failed. His supply of the ash ran out before he was able to learn anything conclusive about the maximum number of soldiers and mounts that could be affected.

Nowadays, this item is available in one size only—an amount sufficient for a typical group of adventurers, plus any mounts or pack animals traveling with them. Using more than one container of trackless ashes on the same campfire has no apparent additional benefit (but that hasn't kept people from giving it a try from time to time).

**Trackless Ashes** — Level 6 Common

*You dump these ashes into your campfire, removing all signs of the camp and of your passage from it.*

**Consumable** 75 gp

**Utility Power ✦ Consumable** (Standard Action)

*Effect:* You pour the ashes into a dying campfire. After 5 minutes, the remains of the campfire as well as all tracks within 20 squares of it vanish.

# Unreadable Ink

In both its liquid and scribed forms, *unreadable ink* is invisible. Although difficult to write with because of this characteristic, it is the perfect medium for communicating messages that must remain safe from prying eyes and curious minds.

Any message scribed with *unreadable ink* must begin with the name, title, or description of the intended recipient. Only that individual can decipher the message, or even realize that a message exists on the material used to scribe it. That individual can be identified specifically ("Lord Blackwood") or generically ("the burgomaster of Watershed") or even by a broad statement ("the first half-elf who finds this parchment").

**Unreadable Ink** — Level 5 Common

*You look at a blank folio, seeing the hidden message written there while others see nothing.*

**Consumable** 50 gp

**Property**

When used, the ink is invisible to everyone but its intended recipient. The message's recipient need not be able to read the inscription, or even be literate. Due to the magic of the ink, the recipient understands the message as soon as he or she touches whatever material it was scribed upon.

# Vial of Darkness

When the wax used to seal a *vial of darkness* is broken, the stuff of shadow trapped within it bursts forth to fill the area around the vial with impenetrable darkness. Although the darkness lasts only a moment, that is time enough for a clever thief to escape, hide, or launch a deadly attack.

**Vial of Darkness** — Level 5 Uncommon

*This glass vial is filled to the brim with a black liquid and stoppered with a thick gob of dried black wax.*

**Consumable** 50 gp

**Utility Power** (Zone) ✦ **Consumable** (Minor Action)

*Effect:* Breaking the vial creates a zone in a close burst 1. The zone is totally obscured, and it lasts until the end of your next turn.

CHAPTER 5

# Artifacts and Curses

JIM NELSON

SURELY THE *most dangerous items are those designed to deceive. Adrift in the world, they lurk like icebergs in frigid seas. One might see a bright axe or a fine cloak, never suspecting the danger that lies beneath such surface beauty.*

*Artifacts are liars by their nature. They often do not appear to have much power at all, and yet they contain magic of devastating strength. I have encountered too many in my time, and never has the confrontation ended well. Any artifact puts the scales out of balance.*

*War leaders scour the world with their armies, fighting over the ownership of artifacts. Planes disgorge their demons or belch genies or unleash angels to claim them. Friends and family turn on one another just for a chance at gaining the power of an artifact. Yet when has anyone who gained such a prize died happy? Unfortunately, destroying artifacts has proven . . . inefficient. Better that they remain unfound and inaccessible.*

*I would say the same thing of cursed items, but curses have proved themselves useful on occasion. Curses can afflict the innocent, of course, but rarely has a great entity contrived a cursed item for such a shallow purpose, nor does fate tie itself in knots to twist dark magic about an everyday object or person. No, every cursed item has its own story. It exists because someone sought to punish another.*

*Like artifacts, cursed items usually do not reveal themselves to superficial investigation. This is because those who create cursed items often act under the mistaken assumption that those who covet a magic item would not use it if they knew it was cursed. Had they any sense about them, those who craft curses would realize that an obvious curse can be more effective. Even the most avaricious learn to look askance at good fortune, but bad fortune seems as normal to them as clouds in the sky. When a gift or a discovered treasure carries an apparent danger, a more insidious and hidden second curse proves most efficacious.*

–Mordenkainen, from a treatise in his master copy of the *Magnificent Emporium*

**For the DM:** This chapter is meant for the eyes of the Dungeon Master. Players are encouraged to avoid reading this material so that their characters can discover it through seeing how the DM incorporates artifacts and curses into the campaign.

# Artifacts

Legends swirl about them. Kingdoms go to war over their possession. Generations of heroes die in their pursuit. Artifacts are the most powerful items in existence, essential parts of the world's weave and pieces of the story of the universe.

## Artifact Rules

Artifacts break the rules.

They aren't normal items that you account for in treasure distribution, and you don't need to worry about play balance. They exist to help you tell the stories you want to tell in your game.

An artifact can't typically be created, disenchanted, or destroyed by any of the normal means available with other magic items. The characters' access to artifacts and their retention of recovered artifacts is entirely within your control. A character can quest after a particular artifact whose existence is known or suspected, but even then the character acquires an artifact only if you say so.

Similarly, a character can research a specific method to destroy a known artifact, if destroying it fits with your plans for the campaign. Destroying an artifact should require an extraordinary effort—artifacts are normally immune to all forms of damage or unwanted alterations to their form—and each artifact might have a unique means of destroying it. For instance, you might decide that to destroy the *Book of Infinite Spells*, one must cross out each of its pages with ink made from the memory-stealing water of the River Lethe.

## Artifacts in Your Game

At a fundamental level, artifacts are magic items whose role in the game has far more to do with the story of your adventure or campaign than it does with the actual game effects of the item. Characters might buy, sell, enchant, and disenchant any of the hundreds of magic items. They might even quest after those items. But when an artifact enters the characters' lives, the story of the campaign revolves around it for a time.

Remember that artifacts are always completely under your control. It's up to you when you introduce an artifact to your game, and it's up to you when the artifact leaves the characters' hands. Possession of an artifact is the one element of a character's capabilities that the character's player has no control over—it rests in your hands. Use that power for good—the good of your campaign story.

**Use Artifacts at Any Level:** Each artifacts is associated with a tier at which its powers are on a par with the powers of other items available to the PCs, but that doesn't mean you can't introduce even an epic tier item at an earlier level. The amazing power of an artifact is precisely why it is wondrous. So, go ahead and use artifacts even in a heroic tier game. Introducing an artifact at low levels can help the players see the grand scope of the story they're involved in.

By the same token, an artifact for a lower tier can still be an interesting element of higher-level stories. Artifacts are significantly different from ordinary magic items of roughly the same level.

**Allow Artifacts to Do More:** Artifacts will be more magical and mysterious if they do more than their rules describe. Allow players to experiment with an artifact and try to use it in new ways. There might not be a wizard spell to repair a hole in a ship's hull, and the *Book of Infinite Spells* might normally require an extended rest to gain such a spell even if it did exist, but when the PCs' ship is sinking, it's a great moment if they can frantically search through the *Book* to find the spell and cast it.

When and how such additional effects operate is up to you. Perhaps an artifact can exhibit such unusual effects only once per day, and then it becomes inert until it regains its power. Maybe instead such a use simply takes the place of a normal encounter or daily power of the item. Alternatively, unconstrained use of invented powers might be possible, but each use might have a chance of unleashing some disastrous effect.

**Tie Artifacts to Campaign Themes:** Use artifacts to reinforce the story you want to tell with your campaign. If you want to explore themes of how power corrupts those who wield it, introducing an evil artifact that the PCs are tempted to use can help reinforce that story.

**Recast Stories and Goals:** Add details from your campaign to the origin story for an artifact or alter its goals to strengthen its ties with the themes of your campaign. If restoring the lost glory of the eladrin is a goal of your campaign, you can use the *Jacinth of Inestimable Beauty* as a prize the characters seek to aid in that effort. This goal is in concert with the original intent of the artifact, which was to keep the eladrin realm strong and far-reaching.

**Wait Until Players Have Bought In:** Hold off on introducing an artifact to your campaign until after the characters have completed an adventure or two and the players are fully invested in the story of the campaign. They should already know what's at stake and have at least a hint of the nature of the major villain in the story. With that groundwork laid, the artifact's arrival carries the appropriate weight.

# Sentient Artifacts

You can treat artifacts as sentient items that have goals and emotions, if not an actual voice. Perhaps an artifact in the characters' possession speaks telepathically to whoever holds it. Maybe instead it tugs upon a character's conscience or it causes someone to have emotions or visions.

If you decide an artifact is sentient, you can play it however you like, but if you want a system for how that works in the game, consider using the rules below.

## Goals

As a sentient object, an artifact should have one or more goals related to the reason for its creation. A sentient lance made by a deity for the purpose of slaying Tiamat would obviously want to accomplish that goal, but it might also drive its wielder to slay all chromatic dragons, or even every dragon the character encounters regardless of kind or alignment.

## Concordance

A sentient artifact's concordance score measures the artifact's attitude toward its wielder based upon the wielder's actions in relation to its goals. The scale ranges from 0 (angered) to 20 (most pleased).

When a character takes possession of an artifact, it starts with a concordance of 5. (The owner's race, class, outlook, or other characteristics might adjust this starting concordance.) When the artifact is pleased with its wielder's actions, its concordance increases. When the wielder acts contrary to the artifact's desires, its concordance decreases. Other factors might influence concordance as you see fit.

| Concordance | Artifact's Attitude |
|---|---|
| 16-20 | Pleased |
| 12-15 | Satisfied |
| 5-11 | Normal |
| 1-4 | Unsatisfied |
| 0 or lower | Angered |

### Concordance Effects

A sentient artifact should have properties and powers that function no matter what its concordance with its wielder is, but you can alter or add to some features of an artifact depending on its concordance. An artifact that is satisfied or pleased with the character who wields it might grant a new power, impart some lore, warn the character of danger, or otherwise aid the character. An item that is unsatisfied or angered might impose a penalty on the character, not allow itself to be put down or put away, lie to the character, or otherwise manipulate the situation so that the character does what the artifact wants, or so that the artifact can find a more fitting wielder.

## Moving On

A sentient artifact moves on when you decide it does. A particularly mighty quest might provide a great finale for the artifact's presence—perhaps it must be sacrificed to complete the quest, or the final act of slaying the evil champion drains the artifact of its power, or the artifact just decides that it has other places to be and other things to do. Of course, not all exit points are heroic—a villain might steal the artifact for his own use, the artifact's evil might move the characters to seek its destruction, or it might move on when its concordance reaches 0.

An artifact that is happy with its wielder might choose a quiet time to go, leaving a more mundane but still powerful item in its wake. If the artifact's concordance is not high, it could disappear at the end of an encounter, communicating its disappointment in its wielder as it departs. An artifact that is displeased or angry with its wielder might choose to vanish at a most inopportune moment.

*In all my travels, I have never encountered any magic so pernicious as that of artifacts. Why the gods allow such items to exist escapes me, but mayhaps they are as powerless against them as we mortals are. Indeed, it is not uncommon for creations to escape the control of their creators. Ask any parent—or any who have an apprentice.*

# Artifact Descriptions

Artifacts vary widely in appearance and the degree to which they hide or reveal their true nature. Some artifacts, such as *Zax, Cloak of Kings*, are clearly examples of extraordinary craftsmanship; anyone can tell at a glance that they're something special. Other artifacts such as the *Shield of Prator* present a relatively ordinary—or even defective—appearance. Beyond their physical characteristics, artifacts might reek of magical power, or the extent of their enchantments might be deeply hidden. However, fate often takes a hand in the winding paths that artifacts follow down through history; through seeming accidents or coincidences, those heroes and villains who are meant to find artifacts usually do so, even if someone else might easily overlook an ordinary-looking object with deeply dormant powers.

# Book of Infinite Spells

Legend has it that this tome is the spellbook of the goddess Ioun, dropped from the heavens into the world, and that it is the source of all arcane knowledge. Others say Vecna used the *Book of Infinite Spells* as his spellbook during his lifetime, and that he knows how any spell cast from it is used. Perhaps both bits of lore are true.

The *Book of Infinite Spells* is a hefty tome that shows signs of its great age. Scars of battle mar its weather-beaten cover, and the edges of its yellowed pages are blotched with every sort of stain from blood to wine to strange reagents. Yet no wound can ever do great harm to the book, and nothing can obscure the arcane scribbles and runes that describe its spells. Liquids spilled upon the pages bead and slide away from words and diagrams toward the margins. Anything written in the book vanishes unless it pertains to the spells inside. Fire cannot harm it, nor can even the mightiest titan tear out its pages.

The volume's original title, if it had one, is long lost to antiquity. The name it is known by today, *Book of Infinite Spells*, is seemingly not a misnomer: Even a newly created piece of wizardly magic appears instantly in the book, its ink still slightly moist as if the spell had been penned just an hour before. What many—including wizards—don't know is that the book proves powerful in anyone's hands, allowing whoever studies it to cast spells.

### Book of Infinite Spells — Paragon Level

*Opening this thick spellbook, bound in strange leather, causes its pages to flip in rapid succession.*

**Artifact:** Implement (tome)
**Enhancement Bonus:** +3 to attack rolls and damage rolls
**Critical:** +3d8 damage

**Properties**

- ✦ At the end of an extended rest, a character who studied the book for at least an hour of the rest can replace any attack power that he or she knows with a wizard attack power that is the same level or lower and of the same usage (at-will, encounter, or daily). Similarly, the character can replace any utility power with a wizard utility power of the same level or lower. The replacement lasts until the end of the character's next extended rest.
- ✦ When preparing powers from a spellbook at the end of an extended rest, a wizard can use the *Book of Infinite Spells* to retrain any number of powers in his or her spellbook, choosing from all wizard powers available and following the normal rules for retraining.

**Special:** A character can draw a particular wizard power from the book only once, regardless of which property the character uses.

# Codex of Infinite Planes

This enormous book, the size of a small table, seems fit more for the hands of gods than mortals. Its obsidian covers enclose pages made from thin sheets of dull gray metal. Embossed upon or etched into the surface of every page are images both beautiful and horrific, and words in languages both rare and unknown. No matter how many pages its owner turns, another and another still remains, because the number of scenes that the book can depict from throughout the multiverse is truly without limit.

The origin of the *Codex of the Infinite Planes* seems to be somehow entwined with the formation of the planes themselves. Certainly the book contains writing that cannot now be deciphered, but particular symbols in the book use the language of creation—those mysterious figures that runepriests now use to make their magic. Regardless of its origin, the codex appears in legend as an object upon which empires are founded—and one that brings them to utter ruin. Its powers seem to shift each time it comes to the fore in history, but it is said to have been used in eons past to transport whole armies from one plane to another. At one point a careless or inept user ended up bringing Garniax, the Indestructible Fiend, into the world—whereupon the codex had to be used again to send the demon back to the Abyss.

### Codex of Infinite Planes — Epic Level

*Sandwiched between the heavy covers of this outsized volume are uncountable pages of metal with a dizzying array of images of symbols inscribed upon them.*

**Artifact:** Wondrous item

**Utility Power ✦ Daily** (Standard Action)

*Effect:* Choose a location on any plane, even a location that you have never visited or seen. You and each willing ally within 5 squares of the codex is transported to that location. You could choose "a king's treasure room," and you would appear in a king's treasure room somewhere. You could choose "a safe place," and you would appear somewhere safe, although it might be surrounded by dangers.

When you choose the location, make an Arcana check against a hard DC of your level. If the check succeeds, the transport occurs without incident. If the check fails, the transport occurs, but disaster follows you. The disaster could be anything: an earthquake, a disease, demons appearing with you when you arrive, years of winter, or worse.

Nothing can stop the transport, short of the will of a deity or a primordial, and even that might be surmounted by sufficient arcane skill (at the DM's option).

**Utility Power** (Psychic) **✦ Daily** (Standard Action)

*Effect:* Make a Charisma, Intelligence, or Wisdom ranged attack against the Will of a target from another plane. On a hit, the target is sent back to its home plane and cannot return to the plane you are in for 100 years or until the codex's other power is used. On a miss, you and the target take 6d10 psychic damage, and you are stunned until the end of your next turn.

# Hammer of Thunderbolts

The *Hammer of Thunderbolts* has found its way into many hands over the millennia of its existence. Many dwarves believe that Moradin crafted the *Hammer* as his original weapon of choice. Yet the legends of most other races attribute the artifact to the ambition of Kord, who gained his power over storms by slaying a primordial of tempests. According to such stories, the *Hammer* is the primordial's heart, ripped free from its body and twisted into its present shape by Kord's bare hands.

If Moradin or Kord did create the *Hammer of Thunderbolts*, neither seems to miss it. Instead, the weapon has cascaded through history from the possession of one great hero or villain to the next. Though it is certainly a weapon of nearly inestimable value in melee, the true power of the hammer manifests only when it is hurled at foes. Then the roar of the storm echoes about it, and some of these throws culminate in a radiating wave of thunder that flattens every creature nearby.

**Hammer of Thunderbolts** **Epic Level**

*This mighty weapon seems made of mithral and adamantine swirled together, and lightninglike lines of platinum crawl over its surface. When you heft it, all your hair stands on end as if you sense the coming of a great storm.*

**Artifact:** Weapon (warhammer)
**Enhancement Bonus:** +5 to attack rolls and damage rolls
**Critical:** +5d10 thunder damage, or +10d10 if the target is a giant.

**Properties**

- ✦ You gain resist 20 lightning and resist 20 thunder.
- ✦ You can throw the hammer as a heavy thrown weapon (range 10/20). It returns to your hand after being thrown as normal for a magic thrown weapon.
- ✦ This weapon deals 2d10 extra lightning and thunder damage when used as a thrown weapon as part of a weapon attack. Each time you throw it, a peal of thunder explodes around you.

**Attack Power** (Thunder) ✦ **Encounter** (No Action)
*Trigger:* You hit or miss with a ranged weapon attack using the hammer as a thrown weapon.
*Effect:* Make the following attack.
*Attack:* Close burst 2 (creatures in the burst); Strength vs. Fortitude
*Hit:* 5d10 thunder damage, the target falls prone, and the target is deafened until the end of your next turn.
*Miss:* Half damage.

# Jacinth of Inestimable Beauty

A famous eladrin heirloom, the *Jacinth of Inestimable Beauty* is a large orange jewel cut in the shape of a flower and mounted in a brooch of gold.

Long ago, an eladrin master jewelsmith named Immeral Silverleaf invented a way to use high elven magic to enhance the beauty and durability of natural gemstones. The magic gems he created were the wonder of the realm, and with each one he made, his skill and confidence grew. One day the dwarves of a neighboring realm unearthed a striking gemstone of perfect orange corundum—a blazing sapphire the color of fire. Immeral acquired the great gemstone from the dwarves in exchange for lavish gifts of his earlier work and promises of more to come, and then set about the task of creating his masterwork. Utterly devoted to his queen, he crafted a piece for her that would capture and reflect her beauty forever, which he dubbed the *Jacinth of Inestimable Beauty*.

When the eladrin queen donned Immeral's jewel, all who stood before her fell under the influence of her beauty. Her realm flourished for many years, and she was famed far and wide for the aid and comfort that she provided for her subjects through the power of the artifact. Yet finally the long golden afternoon of her realm faded into dusk; her enemies grew strong, and the untold value of the jewel incited avarice in the hearts of the wicked. One dark day the queen was murdered by her husband, who was half-mad with jealousy because of the love so many nobles and courtiers held for his queen. The prince-consort was put to death, but the deed was done. The jacinth was sequestered away in the royal vaults, only to disappear when evil forces sacked the kingdom a few years later. As for Immeral, he never made another jewel after the jacinth.

Since the days of the ancient eladrin kingdoms, the jacinth has appeared now and again in the possession of a series of monarchs. It is associated with gracefulness, justice, and prosperity . . . but also with vanity and avarice. Any monarch in the world would be strengthened by mere possession of the jacinth, and yet all too often the owners who have come after the queen have become obsessed with continuing to add to their own splendor, seeking to gain ever more objects of art and other items treasured for their beauty. Scholars speculate that the jacinth began planting this objective in the minds of its owners after leaving the queen's care. It prompts this greedy behavior in them precisely for the reason of making them vulnerable to others who envy their exquisite treasures. In such a way do these items of utmost value change hands from time to time, perhaps destined to land ultimately in the possession of a great ruler whose appreciation of their beauty knows no

bounds, and whose ability to hold onto them despite threats is just as great. So it is with the jacinth itself, which is said to gravitate from owner to owner in a search for one who can truly replace the queen.

**Jacinth of Inestimable Beauty** **Paragon Level**

*A fiery orange-red gemstone cut in the shape of an exotic flower, this dazzling jewel is set in a graceful necklace of purest gold.*

**Artifact:** Neck slot item
**Enhancement Bonus:** +3 to Fortitude, Reflex, and Will
**Properties**
- ✦ You gain a +5 item bonus to Charisma-based skill checks.
- ✦ Enemies take a -2 penalty to saving throws against your charm powers and effects.

**Utility Power** (Healing) ✦ **Encounter** (Minor Action)
*Effect:* Melee 1 (one creature). The target can make a saving throw against each effect on it that a save can end, and can spend a healing surge (or two healing surges if the target is bloodied).

☼ **Utility Power** (Aura, Charm) ✦ **Daily** (Standard Action)
*Effect:* You activate an aura 5 that lasts until the end of the encounter or until you make an attack or are hit by an attack. While in the aura, creatures take a -4 penalty to the attack rolls of powers that include you as a target.

## Goals of the Jacinth

- ✦ Be treasured and worn by the most beautiful, graceful, and noble owner; urge an owner lacking in these traits to improve himself or herself.
- ✦ Reign in splendor and magnificence, adored by all.
- ✦ Celebrate and protect works of art and those who create and cherish them.

## Concordance

| | |
|---|---|
| **Starting score** | **5** |
| **Owner gains a level** | **+1d6** |
| **Owner gains rank, title, or nobility** | **+1d4** |
| **Owner has a Charisma score of 16 or higher** | **+2** |
| **Owner does not wear the *Jacinth* for a month** | **-1** |
| **Owner has a Charisma score of 10 or lower** | **-4** |

### Pleased (16–20)

The jacinth is enchanted with the personal majesty of its owner, and gladly reflects and magnifies its owner's glory for all to see.

The jacinth's enhancement bonus becomes +5, and its owner gains the use of the item's attack power for as long as the jacinth remains at this concordance.

**Attack Power ✦ Daily** (Standard Action)
*Attack:* Ranged 5 (one creature in range); your level + 5 vs. Will.
*Hit:* The target is dominated (save ends). While the target is affected by this domination, you can direct it to make an attack as normal, but only against a creature that has attacked you.

### Satisfied (12–15)

The jacinth is content that its owner is providing opportunities for all to see and admire its beauty.

The jacinth's enhancement bonus becomes +4, and its owner gains the use of the following property for as long as the jacinth remains at this concordance or higher.

**Property**
You gain a +2 bonus to any skill check associated with ruling, governing, or leading a realm.

### Normal (5–11)

The jacinth sees potential in its owner, but is not prepared to give him or her its full allegiance yet.

At this concordance, the jacinth has the properties, powers, and other characteristics included in its description at left.

### Unsatisfied (1–4)

The jacinth believes that its owner is behaving in an ugly, grasping, or ungracious manner. It might entertain some small hope that he or she is a diamond in the rough, and if so it begins to make its prodding more and more obvious. If the owner doesn't show signs of improvement, the jacinth soon leaves.

The jacinth's enhancement bonus becomes +3, and its owner loses the use of the item's aura power, until the jacinth's concordance again increases to 5 or higher.

### Angered (0 or lower)

The owner refuses to behave in a manner befitting the jacinth's owner. The artifact seeks to abandon him or her at the first opportunity, and it incites greed and jealousy in those nearby.

The jacinth's enhancement bonus becomes +2, and its owner loses the use of the item's healing power, for as long as the jacinth remains at this concordance.

## Moving On

The jacinth is eternally compelled to search for the quintessential site of beauty, splendor, and wealth in the world. When the prospects of a monarch or some other rich individual exceed its current owner's prospects, the jacinth finds its way into the custody of a new owner.

If the jacinth is pleased when it moves on, the previous owner gains a permanent +2 increase to his or her Charisma score.

# The Shadowstaff

Made from strands of congealed shadow, the *Shadowstaff* is the handiwork of a long-dead shadar-kai warlock prince named Amarethydd. One of the most powerful of his race, he is said to have entered into a pact with the very essence of shadow in order to forge a suitable implement for himself.

Armed with the *Shadowstaff*, Amarethydd ruled over his people for centuries and exacted tribute from many realms. But in time, the deadly ennui that afflicts the shadar-kai overcame Amarethydd as well, and he faded away after bequeathing his staff to his foremost apprentice. That young individual was soon killed by her rivals, and various shadar-kai wizards and warlocks murdered each other over the staff for many years before a band of human adventurers carried it back to the mortal world—where it has again changed hands several times.

The infamous wizard Evard is the last known owner of the *Shadowstaff*. He seems to have been parted from it under mysterious circumstances, and who or what owns the *Shadowstaff* now is a matter of speculation. Some believe that the staff abandoned Evard, and that the wizard is looking for the artifact and will deal harshly with anyone who tries to keep it from him. Others say that Evard bargained away the *Shadowstaff* to a powerful drow prince, who intends to use the device to further his evil designs against the surface world.

**The Shadowstaff** — **Heroic Level**

*This staff appears to be made from twisted strands of smoky black glass, but it's harder than steel.*

**Artifact:** Implement (staff)
**Enhancement Bonus:** +2 to attack rolls and damage rolls, or +3 if the wielder is 11th level or higher
**Critical:** The target takes ongoing 10 necrotic damage and is slowed (save ends both).

**Property**

While holding the staff, you have partial concealment and resist 10 necrotic.

**Attack Power** (Implement, Necrotic) ✦ **Encounter** (Standard Action)

*Attack:* Ranged 10 (one creature in range); Intelligence or Charisma vs. Fortitude.
*Hit:* 3d8 + Intelligence or Charisma modifier necrotic damage, and the target is slowed and weakened (save ends both).
*Miss:* Half damage.

**Utility Power** (Summoning) ✦ **Daily** (Minor Action)

*Effect:* You summon three servants of the staff in unoccupied squares within 5 squares of you. The servants are allies to you and your allies, and act on your turn. When a servant makes a check, you make the roll using your game statistics. Unlike most summoned creatures, the servants of the staff act independently to attack your enemies, and do not require your actions. The servants must remain within 10 squares of the staff.

**Servant of the Staff** — **Summoned Creature (minion)**
Medium shadow humanoid

HP 1; a missed attack never damages a minion.
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6; phasing

**Traits**

**Shadowy Invisibility**
The servant is invisible in dim light.

**Standard Actions**

**Shadow Touch** (necrotic) ✦ **At-Will**
*Attack:* Melee 1 (one creature); your level + 5 vs. Reflex
*Hit:* 3 + your Charisma modifier necrotic damage, and the target is slowed until the end of your next turn.

# Shield of Prator

The paladin Prator was a mighty hero of old, famed as a slayer of evil dragons and a champion of justice. The shield he carried through his many battles is imbued with the memory of his courage and selflessness. Prator fell during a desperate fight in Minauros, third of the Nine Hells, and his famous shield disappeared for many years, presumably taken as a trophy by some archdevil or pit fiend. About two centuries ago, the *Shield of Prator* turned up in the clutches of a githyanki pirate defeated by a band of mortal heroes. In the time since, it has been reported in the hands of a different hero or villain every few years.

From tales of its ancient history, the shield is renowned as a formidable defense against the threat of evil. In point of practical application, its powers and properties are equally effective against enemies of any alignment. As with almost all enchanted items, how the *Shield of Prator* is used depends greatly on the mindset and desires of its current owner.

**Shield of Prator** — **Heroic Level**

*Creased and dented, this large steel shield is emblazoned with the symbol of Pelor. Despite its appearance, it weighs lightly on the arm and almost seems to anticipate the next strike.*

**Artifact:** Arms slot item (heavy shield)

**Properties**

✦ You gain resist 10 to the following damage types: acid, cold, fire, lightning, and thunder.
✦ You gain a +1 bonus to AC and Reflex while using the shield.

**Utility Power** (Aura, Healing, Radiant) ✦ **Encounter** (Minor Action)

*Effect:* You activate an aura 2 that lasts until the end of your next turn. Any ally who starts his or her turn in the aura regains 5 hit points. Any enemy that ends its turn in the aura takes 5 radiant damage, and until the end of its next turn it takes a -2 penalty to attack rolls against targets other than you.

**Utility Power** (Healing) ✦ **Daily** (No Action)

*Effect:* All effects that a save can end immediately end on you, and you can spend a healing surge.

# Zax, Cloak of Kings

The *Cloak of Kings* looks spun entirely from gold, and its hem and edges glitter with gemstones. It would be counted among the most beautiful objects in the world even without its intricate embroidery that depicts scenes of great castles in settings of natural beauty, and crowned and enthroned figures seated before their bowing subjects.

The origin of the cloak is shrouded in conflicting claims. Dwarf scholars say that only one of their race could have spun the gold so finely. Elven legends tell of a star that fell from the sky, leaving a crater in which the cloak was found. Humans attribute its creation to various deities, including Erathis and Pelor.

Regardless of its history, the *Cloak of Kings* has become a dynastic relic to several empires. It has served a host of kings, empresses, dukes, marchionesses, and others of less noble title. Wars have been fought over its possession, and legends formed about those who sought and won it from great dangers.

The cloak knows itself as Zax, a garment of great power that deigns itself to be worn by someone of equally great importance. When worn by a leader, Zax communicates mentally to help settle disputes, warn of danger, and educate its wearer on the exploits of earlier rulers who bore the cloak.

**Zax, Cloak of Kings** **Paragon Level**

*This brilliant cloak of spun gold is bedecked with gems and delicately embroidered with scenes of great beauty.*

**Artifact:** Neck slot item
**Enhancement Bonus:** +4 to Fortitude, Reflex, and Will

**Properties**

- ✦ You gain a +5 item bonus to Diplomacy checks, History checks, and Insight checks.
- ✦ When worn, the cloak sheds dim light in a radius of 5 squares. Invisible creatures and objects are rendered visible while in this light.

## Goals of Zax, the Cloak of Kings

- ✦ Maintain its status as an object of renown by being worn or sought by a great ruler.
- ✦ Make its wearer a ruler of ever greater importance.
- ✦ Avoid obscurity at all costs.

## Concordance

| | |
|---|---|
| **Starting score** | **5** |
| **Owner gains a level** | **+1d10** |
| **Owner is considered a leader of many people** | **+2** |
| **Owner gains more political power (1/day)** | **+1** |
| **Owner kills a rival for leadership (1/day)** | **+1** |
| **Owner uses stealth against an enemy (1/encounter)** | **-2** |
| **Owner disobeys a directive from the cloak** | **-2** |

### Pleased (16–20)

Zax enjoys sharing the power and accolades of its wearer, and it offers greater protection in order to maintain that position.

The cloak's enhancement bonus increases to +6, and its owner gains the use of the following property and power for as long as the cloak remains at this concordance.

**Property**
Enemies that score a critical hit against you are blinded (save ends).

**Utility Power ✦ Daily** (No Action)
*Trigger:* An attack hits you while you are surprised.
*Effect:* The attack misses you instead.

### Satisfied (12–15)

The wearer has proved worthy of Zax, and the cloak becomes a loquacious companion, offering counsel on many topics.

The cloak's owner gains the use of the following property for as long as the cloak remains at this concordance or higher.

**Property**
You gain a +10 item bonus to Diplomacy checks, History checks, and Insight checks.

### Normal (5–11)

The cloak is reserved and cautious with its wearer until the character proves or reaffirms his or her leadership potential.

At this concordance, the cloak has the properties and other characteristics included in its description at left.

### Unsatisfied (1–4)

Zax dislikes the wearer's attitude or believes the wearer is a weak leader. If the wearer doesn't change, Zax soon leaves.

For as long as the cloak remains at this concordance or lower, it does not shed dim light when its owner wears it.

### Angered (0 or lower)

The wearer is not meeting Zax's expectations, and it looks to leave unless a dramatic turnaround occurs soon.

The cloak's enhancement bonus becomes +3, and its owner gains the use of the following properties for as long as the cloak remains at this concordance.

**Properties**

- ✦ You gain a +2 item bonus to Diplomacy checks, History checks, and Insight checks.
- ✦ You take a -2 penalty to attack rolls and damage rolls against any creatures that have the leader role or that are leaders of others.

## Moving On

Zax desires fame and to be borne upon the shoulders of greatness, and now it seeks those objectives elsewhere. If Zax is at least satisfied, it leaves behind a normal *+4 cloak* for its former wearer.

# Item Curses

Cursed magic items were a mainstay of older editions of the Dungeons & Dragons game, much to Dungeon Masters' delight and players' occasional frustration. Items that hold curses seem just like normal magic items. They are, in fact, perfectly useful magic items in their own right. Under certain conditions, however, the dark magic of an item's curse causes the item to fail or malfunction in some spectacular way.

Cursed items should never be placed maliciously in a game or treated simply as a way to thwart the players. Such items can be a useful tool for the Dungeon Master, leading to interesting roleplaying opportunities and adventure hooks.

## Item Curses in the Game

Each item curse described here is a quality that makes a cursed item of that kind seem as though it's another magic item of the same general sort. For example, a character might don a *ring of the ram* that turns out to be a *ring of weakness,* or purchase *hero's gauntlets* that are actually *gauntlets of fumbling.*

A cursed item functions normally until its curse is triggered, and it becomes a fully functioning beneficial magic item after its curse is lifted. When its curse is triggered, a cursed item imposes penalties or effects upon its wielder that run the gamut from irritating to deadly.

A cursed item looks and functions like a normal magic item, and it is the same level as the item on which the curse has been placed. Cursed items cannot be detected by any means; a character can use a cursed item normally—sometimes for weeks—until its curse is triggered.

### REMOVING AN ITEM CURSE

A character can use expertise in magical lore to try to remove the curse on an item, but first the character must know that the item is cursed. Normally this knowledge is gained only when the curse is triggered, for there is no tried-and-true way of detecting curses.

To remove an item curse, a character must spend 1 hour in study while the cursed item is within arm's reach. At the end of the hour, the character makes an Arcana check (hard DC of the item's level). If the check succeeds, the curse is broken, and the magic item functions normally. If the check fails, the magic of the curse lashes out, causing the character to lose a healing surge, and everyone must wait 24 hours before trying to remove the curse again using Arcana in this way.

Once the curse on a cursed item has been triggered and identified, the curse can be removed. Most curses can be lifted with a successful Arcana check (see the sidebar). You might also assign alternative methods of lifting the curse (which become known to an item's wielder when the curse is studied). They could range from bathing the item in the breath of a red dragon, to completing a skill challenge in the arcane foundry where the item was crafted, to taking the item to a powerful magical nexus where its curse will be cleansed. When a party undertakes a specific activity to lift a curse from an item, you should make lifting the curse a minor or a major quest.

A cursed magic item can be destroyed with the Disenchant Magic Item ritual, but the curse's presence halves the amount of *residuum* collected. A cursed item can be destroyed by other effects that would destroy a normal magic item, including the attack of a rust monster, powers that specifically target items (such as *disintegrate*), and so on.

## Using Cursed Items

Cursed items can be placed in a campaign as an ad hoc additional challenge. A cursed item does not create the same degree of challenge as an entire encounter or even a single creature, but any encounter in which an item's curse is activated might have an additional XP reward based on how much the curse increases the challenge of the encounter.

Each item curse has a statistics block, just like a normal magic item. This statistics block explains the trigger and the effect of the curse, which functions in addition to the item's base powers and properties. When an item's curse is triggered, the curse typically stays in effect until the end of the encounter.

Once an item's curse is triggered for the first time, the item's owner cannot be rid of the item until the curse is broken. A cursed item that is being worn cannot be physically removed. A cursed item that is being wielded (including an implement, a shield, or a weapon) can be put away on the owner's person, but it cannot be discarded.

If a cursed item is removed by extraordinary means (such as by an unusual ritual), the item magically reappears in its owner's possession in 1d4 days.

The owner of a cursed weapon or implement can choose not to wield the item, but if the item's curse has been triggered, he or she must succeed on a saving throw in order to attack with a different item. If the saving throw fails, he or she must use the cursed item and must do so for the rest of the encounter.

Curses are typically named for their most commonly found form. Many of them can be imposed on other items. The *berserker's axe* curse, for instance, might be applied to a greatsword or a scimitar. The *periapt of foul rotting* curse can be embodied in an *Ioun stone,* an amulet, a scarab crafted from a single gem, and so on.

# Curse Descriptions

Any of the curses described here can be used "off the shelf" or as inspiration for others of the DM's devising.

## Armor of Powerlessness

This curse was first named in the lore of the fallen King Firah, who is said to have crafted *armor of powerlessness* as gifts and punishments for overly ambitious court wizards and priests. All masters of magic fear such items, and many attempt to destroy one when it is found, regardless of its worth.

In addition to its normal properties and powers, a set of armor that has this curse siphons away its wielder's powers.

**Armor of Powerlessness** — Item Curse

*You feel a sudden wrenching as your mind and soul are laid open by the malicious magic of this armor.*

**Armor:** Any

**Utility Power ✦ Encounter** (No Action)

*Trigger:* The wearer misses with a daily attack power that has a power source other than martial.

*Effect:* Until the end of the encounter, the wearer cannot use daily attack powers that have a power source other than martial. In addition, when the wearer misses with an at-will attack power that has a power source other than martial, he or she loses the ability to use that power again until the end of the encounter.

## Armor of Vulnerability

Enchanted armor is one of the most common forms of magic item craft, the oldest examples of which have been passed from fallen hero to hero for uncounted generations. But the rigors of combat—especially when other magic is involved—can taint and corrupt the protective enchantment on a suit of magic armor. Although some examples of *armor of vulnerability* are specifically crafted with the intent of tricking enemies into using them, most versions of this curse are found in ancient relics whose magic has become warped over time.

In addition to its normal properties and powers, a set of armor that has this curse loses its defensive properties at the worst possible time.

**Armor of Vulnerability** — Item Curse

*As your enemies make their deadliest attacks against you, you feel the protective ability of this armor suddenly flag.*

**Armor:** Any

**Utility Power ✦ Encounter** (No Action)

*Trigger:* While bloodied, the wearer takes damage from an attack equal to 5 + the level of the armor.

*Effect:* Until the end of the encounter, the armor loses its enhancement bonus, and the wearer takes a -2 penalty to all defenses.

## Backbiter Spear

The shamans of the hobgoblin empire of Ushakak crafted the first spears bearing this curse with specific intent, designing them to deliver a nonharmful warning to anyone wielding such a weapon whose attacks were not forceful enough. Over time, the magic of the curse has been warped so that the consequences to an unskilled or unlucky wielder can be deadly.

**Backbiter Spear** — Item Curse

*In response to your botched attack, this weapon lurches in your hands, striking you instead of your foe.*

**Weapon:** Spear

**Utility Power ✦ Encounter** (No Action)

*Trigger:* The wielder rolls a 1 through 5 on an attack roll with this weapon.

*Effect:* The attack ignores the intended target, and it targets the wielder instead, hitting automatically. Until the end of the encounter, whenever the wielder rolls a 1 or 2 on an attack roll with this weapon, the attack ignores the intended target and targets the wielder instead, hitting automatically.

## Berserker's Weapon

It is said that the primal power of the Rashena barbarians is imbued in this curse, though those people saw such power as a boon, not a thing to be avoided. Most warriors who inadvertently pick up a weapon bearing this curse have a different opinion—particularly those whose own companions fall to their accursed bloodlust.

In addition to its normal properties and powers, a weapon that has this curse harms its wielder when an enemy scores a critical hit on him or her.

**Berserker's Weapon** — Item Curse

*A sudden frenzy overtakes you, blinding you to everything but battle.*

**Weapon:** Axe or heavy blade

**Utility Power** (Charm) ✦ **Encounter** (No Action)

*Trigger:* While bloodied, the wielder is subject to a critical hit.

*Effect:* Until the end of the encounter, the wielder gains a +2 bonus to attack rolls and takes a -4 penalty to all defenses. All the wielder's attacks using this weapon must be melee basic attacks or charge attacks. Additionally, the wielder chooses a random creature as the target of his or her attack each round. If the wielder cannot attack, he or she takes 1d10 damage, and the penalty to all defenses worsens to -6 until the start of his or her next turn.

# Blood-Crazed Weapon

The clerics of the noble god-king Garakun were poised to take their final vengeance on the crumbling forces of the necromancer Haylah when that dark wizard unleashed his revenge. The curse of the *blood-crazed weapon* infected the weapons of Garakun's servants, setting off a barrage of brutality that eventually sundered the god-king's faith.

In addition to its normal properties and powers, a weapon that has this curse must be routinely appeased by the death of an enemy.

**Blood-Crazed Weapon** **Item Curse**

*Each attack with this weapon fills you with a thirst for vengeance that can be slaked only by blood.*

**Weapon:** Any

**Utility Power** (Charm) ✦ **Encounter** (No Action)

*Trigger:* The wielder scores a critical hit or deals maximum damage with this weapon.

*Effect:* If the weapon is not used in an attack that slays an enemy before the end of the encounter, the encounter continues, and the wielder must attack the nearest ally before the end of each of his or her turns or else take damage equal to his or her healing surge value (save ends).

# Boots of Uncontrollable Dancing

The crazed archmage Tigla created the first *boots of uncontrollable dancing* as a means of torturing servants who lost his favor, driving them to exhaustion and death. Lesser versions of this curse (such as the one described here) continue to plague enchanted footwear. Though these versions are less potent, many adventurers have suffered greatly from them.

In addition to its normal properties and powers, magic footwear that has this curse forces the wearer to perform an irresistible dance.

**Boots of Uncontrollable Dancing** **Item Curse**

*Even as you skid to a stop, your feet begin to move against your will.*

**Feet Slot**

**Utility Power ✦ Encounter** (No Action)

*Trigger:* An enemy's attack pulls, pushes, or slides the wearer 2 or more squares.

*Effect:* Until the end of the encounter, the wearer takes a -2 penalty to speed, AC, and Reflex, and he or she must spend a minor action each round to dance uncontrollably.

# Bracers of Defenselessness

Many of the learned believe that this curse originated during ancient times when the rites for creating magical protective items were first crafted. The mispronunciation of a single word during those rites created the curse effect, and the incorrect ceremony is still used by some to craft protective items. The curse is most disadvantageous to warriors who fight in the thick of combat.

In addition to its normal properties and powers, a set of bracers that has this curse depletes its wearer's defenses.

**Bracers of Defenselessness** **Item Curse**

*As your shrug off a hard blow in the heat of battle, a feeling of weakness overcomes you. Your enemies rush forward to test your lagging defenses.*

**Arms Slot**

**Utility Power ✦ Encounter** (No Action)

*Trigger:* The wearer takes damage from a single attack greater than 5 + his or her level.

*Effect:* Until the end of the encounter, the wearer takes a -2 penalty to all defenses and grants combat advantage.

# Gauntlets of Fumbling

The mage Fedhari of Kiza was said to have developed the means to attach vicious curses to the magic items worn by his enemies. The *gauntlets of fumbling* curse is one remaining example of his legacy of dark magic, but it is rumored that even more devious examples of his craft still linger in the world.

In addition to its normal properties and powers, an item that has this curse undermines its wearer's manual dexterity.

**Gauntlets of Fumbling** **Item Curse**

*Your grip suddenly falters as your feel these gauntlets tighten, sending tremors through your hands and arms.*

**Hands Slot**

**Utility Power ✦ Encounter** (No Action)

*Trigger:* The wearer rolls a 1 or a 2 on a weapon attack roll or a Thievery check.

*Effect:* Until the end of the encounter, the character takes a -2 penalty to weapon attack rolls and Thievery checks. In addition, whenever the character hits with a weapon attack, he or she must make a successful Dexterity check against a DC equal to the attack roll result or drop the weapon. It takes a minor action for the wearer to pick up a weapon dropped in this way.

# Necklace of Strangulation

Though the origin of the curse remains unknown, the *necklace of strangulation* appears time and again in history and lore, and it has played a dark part in the deaths of countless heroes and monarchs.

In addition to its normal properties and powers, an item that has this curse strangles its wearer during combat.

**Necklace of Strangulation** — Item Curse

*The chain at your neck suddenly tightens, resisting all your attempts to tear it off as it chokes the life from you.*

**Neck Slot**

**Utility Power ✦ Encounter** (No Action)

*Trigger:* While bloodied, the wearer takes ongoing damage.

*Effect:* The ongoing damage increases by 5, and the wearer takes a -2 penalty to saving throws. In addition, whenever the wearer takes a standard action while being subjected to ongoing damage, he or she takes 10 damage. This effect lasts until the end of the encounter.

# Periapt of Foul Rotting

This curse was first seen in the spoils taken from Itimish, the Tower of Tombs, but its tenebrous essence has long since spread. A *periapt of foul rotting* curse inflicts a deadly plague upon its wearer—a horrific scourge that few survive.

In addition to its normal properties and powers, an item that has this curse infects its wearer with a flesh-eating disease.

**Periapt of Foul Rotting** — Item Curse

*A stinging pain suddenly lances into you from this periapt, and the stench of death staggers you as your body begins to rot away.*

**Neck Slot**

**Utility Power ✦ Encounter** (No Action)

*Trigger:* The wearer takes damage from a single attack equal to 5 + the periapt's level.

*Effect:* The wearer contracts the disease foul rotting (stage 1).

**Foul Rotting** — Variable Level Disease

*Grotesque lesions form on your skin as your flesh begins to loosen and your bones soften.*

**Stage 0:** The target recovers from the disease.

**Stage 1:** While affected by this stage, the target takes a -2 penalty to Fortitude and loses a healing surge.

**Stage 2:** While affected by this stage, the target takes a -2 penalty to Fortitude, loses a healing surge, and grants combat advantage.

**Stage 3:** The target dies, collapsing into a pool of noxious slime.

**Check:** At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.

*Lower than Easy DC:* The stage of the disease increases by 1.

*Easy DC:* No change.

*Moderate DC:* The stage of the disease decreases by 1.

**Special:** The level of the disease equals the target's level.

# Ring of Weakness

When Bael Turath fought Arkhosia, magic rings imbued with this sinister curse were seeded among the tieflings, who would carry but not wear them. The dragonborn claimed the rings from the tieflings who fell in battle, realizing only too late the price of their looting.

In addition to its normal properties and powers, a ring that has this curse inflicts a crippling weakness on its wearer.

**Ring of Weakness** — Item Curse

*Sudden and searing pain courses through your body from this ring, making your every movement require great strength of will.*

**Ring Slot**

**Utility Power ✦ Encounter** (No Action)

*Trigger:* One of the item's other powers is used.

*Effect:* Until the end of the encounter, the wearer takes a -2 penalty to Strength-, Dexterity-, or Constitution-based attack rolls, damage rolls, skill checks, and ability checks.

# Scarab of Death

The warlocks of Bael Turath first crafted items bearing this curse. They were originally given out as "awards" to those who had been discovered to be traitors of the empire. Later, such items became highly sought after for use in assassinations. Rival nobles, jilted lovers, and outright enemies would give or send one of these objects as a gift, making it more likely that a hired assassin's subsequent strike would be fatal.

In addition to its normal properties and powers, an item that has this curse hastens the demise of its wearer when that creature is at death's door.

**Scarab of Death** — Item Curse

*With a shudder, this scarab transforms into a horrible demonic beetle that tears through armor, cloth, and flesh as it burrows toward your heart.*

**Neck Slot**

**Property**

The wearer takes a -10 penalty to death saving throws.

*A necklace of strangulation makes for a gruesome death, but it proves relatively quick. Similarly, the subtle scarab of death does you little harm until it suddenly slams death's door behind you. But the slow wasting and ultimate fate of the curse of foul rotting . . . a truly twisted mind devised this blight.*

# Shield of Arrow Attraction

It is said that the elves of Chelwood first crafted this curse, placing it on the shields of their hated orc enemies through the use of stealth and dangerous magical practices. Items bearing the *shield of arrow attraction* curse are most commonly found in uncivilized lands, where people lack the magical skill to identify and destroy these treacherous relics.

In addition to its normal properties and powers, a shield that has this curse attracts ranged attacks to the wearer with fatal effect.

**Shield of Arrow Attraction** **Item Curse**

*This shield begins to tremble on your arm, loosing a near-silent cry that draws your enemies' ranged attacks.*

**Arms Slot:** Any shield

**Utility Power ✦ Encounter** (No Action)

*Activation:* The wearer is the subject of a critical hit or takes damage greater than 5 + the shield's level from a ranged attack.

*Effect:* Until the end of the encounter, the wearer takes a -5 penalty to AC and Reflex against ranged attacks.

*The shield of arrow attraction does not actually attract arrows. That would be too useful. Imagine wielding a shield that drew arrows into it when they were aimed in your direction. That seems far preferable to, say, the helmet of arrow attraction—to say nothing of the codpiece of sword attraction. I mean, where would you rather have arrows land? Unfortunately for those who wield such a shield, it merely makes you a more attractive target for those who attack from range. That effectively turns your whole body into the arrow attractor. Worse, the magic compels no one to shoot at you. So even if you wanted to draw the attention of your enemies, such as in some foolhardy and misguided effort to save a companion, your foes can simply ignore you. However, if you can get a hated foe to wield such a shield . . .*

# Stone of Weight

This subtle curse was first seen in amulets and jewelry crafted by the royal mages of the tyrannical city-state of Rathay. Some believe the curse of the *stone of weight* to be indicative of deep flaws in the Rathayan mages' magical art, but others swear that this curse was originally designed for remote triggering, as a way to hinder the movements of enemies of the state.

In addition to its normal properties and powers, an item that has this curse imposes a magical weight on its owner that slows that creature's movement.

**Stone of Weight** **Item Curse**

*A great weight suddenly presses down on you, threatening to hold you fast.*

**Neck Slot**

**Utility Power ✦ Encounter** (No Action)

*Trigger:* The wearer makes an attack that hits.

*Effect:* The wearer's speed is halved until the end of the encounter.

# Sword of the Fallen

First spoken of in the annals of the martyred King Hargawa, the *sword of the fallen* curse can strip away the combat prowess of even the most seasoned warrior. Whether a weapon bearing this curse has been corrupted by the lingering magic of ancient treasure troves or was crafted intentionally as a ruinous gift for would-be thieves, every such item has been the bane of countless heroes.

In addition to its normal properties and powers, a weapon that has this curse loses its magic while its wielder is in combat.

**Sword of the Fallen** **Item Curse**

*When you need it the most, this weapon's power suddenly fails, leaving you at the mercy of your foe, unable to break away.*

**Weapon:** Any melee

**Utility Power ✦ Encounter** (No Action)

*Trigger:* While bloodied, the wielder scores a critical hit or deals maximum damage.

*Effect:* Until the end of the encounter, this weapon loses its enhancement bonus and all its properties and powers (except this one). The wielder can use a minor action to reactivate the weapon's properties (but not its other powers) until the start of his or her next turn.

HECTOR ORTIZ

# Story Items

Story items are unique, named magic items whose creation or existence cannot be explained by the normal laws of magic. They are the province of myths, legends, and fairy tales, functioning as key components in the most fantastical of stories. Unlike traditional magic items, story items do not have levels and employ few game mechanics.

Story items enable you to use fantasy effects that fall outside the normal mechanics of the game and allow for scenarios that might otherwise be impossible within the rules. A story item is designed to unlock one part of an adventure's saga and then pass out of the characters' ownership.

## How They Work

A story item requires a story obstacle—a challenge or condition within the adventure that would be difficult to overcome without the story item that fits with it, just as a key fits a lock. Invulnerable monsters, impassable portals, and dangerous spellcasters whose magic imposes permanent effects exemplify story obstacles that might require a story item to resist or overcome.

A heart-shaped silver stone that grows warm and pulsates whenever Bloodreaver the werewolf lord draws near is a story item. It interacts only with Bloodreaver (the story obstacle) and isn't generally useful beyond the current adventure or set of adventures, but it adds an element of suspense when the powerful lycanthrope lurks nearby. The stone doesn't give the characters any mechanical bonuses, or even necessarily require an area of effect beyond what is appropriate in a given scene. It simply alerts the characters to events unfolding in their vicinity when it's important for them to know.

Adding this kind of item to a standard treasure trove gives the characters something to think about and investigate. The discovery of a story item acts as a hook, encouraging the characters to solve the mystery

### JACK AND THE BEANSTALK

The magic beans in the story of Jack and the Beanstalk are one kind of story item. Their purpose in the classic story was to grow the beanstalk that Jack climbed to reach the giant's castle in the clouds. Although the beanstalk might require game mechanics (Athletics DC to climb, resistances, hit points), the magic beans do not; they exist only to transport Jack to the giants' cloud castle. Once the characters find or acquire the beans and use them to overcome the story obstacle (getting to the castle), the item's role in the story is complete.

of the item's true purpose—smoothly drawing them into the heart of the adventure.

Story items aren't meant to last forever—an adventure or two, a campaign arc, or even a tier of play, and they move on—although, at your discretion, a fun or compelling story item that does not unbalance play might last longer.

## Designing a Story Item

When designing a story item for your game, consider the following questions.

**What does it look like?** A story item should have a recognizable shape, but what it does might not be obvious from its appearance. If you want the characters to readily discern what the item is for, use its appearance as a clue. If you want the item's nature to be less obvious, put a spin on the "form follows function" principle. For example, a dimensional gateway (page 118) in the shape of a key tells the characters something straightforward about how the item is employed. The same item in the form of a stick of chalk (for drawing the outline of a door) might not be as easy to figure out, but it'll be rewarding and fun when the characters do get the hang of it.

**What does it do?** A story item needs to accomplish something fantastic within the story. In fable, myth, and saga, fey spells can put creatures to sleep for hundreds of years, genies can grant wishes, straw is spun into gold, an enchanted arrow slays a mighty dragon, a bucket of water destroys a witch, and so on. How is your story item meant to interact with its obstacle?

**What are its limitations?** The characters should be curious about a story item and will try to find ways to use it, perhaps in a manner you did not anticipate. Although story items can be fun, make sure their lack of precise mechanics doesn't cause them to be abused. Reward clever thinking by expanding an item's utility, but if you're uncomfortable with the characters using the object for something other than its intended purpose, don't be afraid to say no. Always keep in mind that story items and obstacles exist only to make the game more colorful; they should stop short of granting the characters or the monsters unfair mechanical advantages.

**What happens once it has accomplished its purpose?** Invent an exit strategy for a story item before you introduce it. Ultimately, a story item should exist until it has fulfilled its purpose and then move on. If the characters fail to use it, it will leave their ownership one way or another. This removal can be as simple as the individual who gave them the item asking for it back once it has achieved its purpose. Or perhaps the item's magic is spent, or it just vanishes. A character could even retire the object by placing it on his or her mantel as a memento of the adventure. Story items are as difficult or as easy to destroy as you want them to be.

### NO ROADBLOCKS

A story item should be the easiest and most efficient way to overcome a story obstacle, but it might not be the only way. Similar to failing a skill challenge, losing a story item or failing to obtain it is an opportunity to place complications in the heroes' path; it should not stop the adventure. However, in case the characters don't obtain a story item required for the adventure's completion, you might present an alternate—perhaps indirect—game solution two or three levels higher than the party's level that does not require the use of the story item for success.

# Item Descriptions

Each story item description consists of three elements.

**Story Obstacle:** The challenge the item ties into or overcomes.

**Property:** The manner in which the obstacle and the item interact.

**Form:** Although a story item can take any physical form you desire, this entry offers some suitable examples.

## Blessed Weapon

**Story Obstacle:** A unique creature cannot be slain until someone wielding the item harms it.

**Property:** When struck with the story item, the associated creature can then be slain.

**Form:** Blessed crossbow bolt, rune-carved sword, wooden stake.

## Box of the Seven Demons

**Story Obstacle:** At the dawn of time, the god Tharizdun created a golden box containing physical embodiments of the greatest mortal evils. Before the other gods chained him, he used the box to unleash chaos and misery upon all that they created. Now the box travels randomly throughout the planes, its beautiful exterior tempting mortals' curiosity, and leaving horrors in its wake. Only one creature can own the box at a time. When its owner opens the box, a level-appropriate demon emerges and attempts to possess a creature other than the owner. If the demon succeeds, it forces the creature to exemplify one of the evils embodied by the box to horrible extremes, or else the demon simply engages in brutal violence. If the demon drops to 0 hit points, it immediately possesses a different body or re-forms within a day and continues its spree. Each time a demon drops to 0 hit points, the owner can open the box again to release another demon into the world (maximum seven).

**Property:** When a demon from the box dropsto 0 hit points, any creature holding the box can command the demon back inside as a minor action. As long as this is done within 7 rounds of the demon's defeat, the demon is bound within the box once more. The instant all seven demons are bound within the box, it vanishes.

**Form:** A beautiful golden box engraved with seven scenes of mortals enjoying romance, food, wealth, leisure, righteousness, friendship, and fame.

## Consecrating Altar

**Story Obstacle:** A magical plague is spreading through the land, and a forgotten ritual of a long-dead deity is the only way to stop it.

**Property:** Once the deity's last holy relic is recovered and placed upon this altar, the god's voice will recite the words to the ritual that will destroy the plague. The altar lies in a warded area, and the characters must overcome the three deadly trials of the dead deity before they can gain access to it.

**Form:** Large carving of a forgotten holy symbol, statue of the deity's likeness, worn stone plinth.

## Curse Carrier

**Story Obstacle:** An evil wizard or warlock either uses an item to place a curse upon one of the characters (or a nonplayer character the heroes know), or places a curse upon an item, which is delivered to a character. As the curse grows within the character, it brings on many harmful and horrific effects, and eventually causes death or some other terrible effect. The curse cannot be removed by normal means, and the characters must either kill whoever placed the curse, or find the item that caused the curse and destroy it.

**Property:** If the curse was delivered through an item, then the item is no longer special (though it might yield clues to whoever sent it), and the only way to break the curse is to kill the one who enchanted the item. Otherwise, finding and destroying the item will remove the curse. As the curse takes hold, the cursed person has dreams that reveal details about the item and its location. The cursed character's personality also changes as the curse progresses, making that person work against the group in secret.

**Form:** Enchanted fruit, poison garment, spinning wheel.

## Demonic Tome

**Story Obstacle:** Demon-worshipers have discovered a profane tome and are using a ritual within it to open a portal to the Abyss, allowing demons to freely enter the world to sow chaos. The worshipers must be stopped, and the tome must be destroyed so this can't happen again.

**Property:** The ritual the demon-worshipers are attempting is powerful and takes time to complete. It requires the sacrifice of many innocents. To help acquire victims, the demon-worshipers used the tome to summon some minor demons, who have been kidnapping youths from the local area for those sacrifices. The characters can follow the clues of the missing youths and magical emanations of the powerful ritual back to the tome's location.

**Form:** Codex, grimoire, libram, scrolls written on humanoid skin.

## Dimensional Gateway

**Story Obstacle:** The characters must travel quickly between planes to complete their quest.

**Property:** Whenever the item is placed upon a door, or used to draw the outline of one, the door opens upon a plane of the user's choice. When the door closes, it reverts to a normal door (or no door at all, if the item was used to draw one). This item is either usable once and then its power is expended, or it is usable within a certain time period (usually the course of the adventure).

**Form:** Chalk (for drawing), doorknob, key.

## Fannigan's Dream Ale

**Story Obstacle:** The characters seek hidden knowledge or they need to reach a distant location, yet they lack the means to make such a discovery or journey.

**Property:** No one knows just who or what Fannigan was—a powerful wizard, or perhaps an immortal fey who walked in the guise of a human—but he left small casks of this special ale behind before he left this world. Those who drink of the heady brew pass into a deep, dream-filled slumber that transports them to any place or time they desire for eight hours. While they inhabit this place, they can gather information and speak to the dreaming forms of other creatures, but events and items do not carry over into the waking world—only information and communication. Dreaming characters might become idealized versions of themselves in their travels; this could be an opportunity for the players to try out their characters at a different level of play, perhaps raising them to paragon or epic tier for the adventure (although experience is always awarded as though the challenges match the characters' true level).

**Form:** Fannigan branded the casks of his dream ale with the symbol of a closed eye. The ale is thick and dark, and it appears to glitter with tiny motes of color when it is disturbed.

## Instrument of Planar Passage

**Story Obstacle:** The only planar gate to a location the characters must travel to stands closed and is guarded by a powerful fey creature. To open the portal, the characters must find a special magic instrument and challenge the fey creature that guards the portal to a duel of music, outplaying the guardian.

**Property:** The fey guardian is very talented, and those who lose the musical competition pay a heavy price. (Some stories claim that a powerful item must be wagered, while others say that the loser must serve the guardian for a decade.) Only someone playing the instrument has a chance of beating the guardian. Any attempt at harming the guardian results in a fight against the former losers of musical duels who are serving the guardian.

**Form:** Flute, harp, music box, scroll of musical notes.

## Invulnerable Armor

**Story Obstacle:** A unique creature has a deadly melee or ranged attack that instantly kills or causes a permanent condition. Examples include a medusa, a basilisk, or a catoblepas that has an enhanced gaze attack, or a serpent whose venom instantly slays living creatures.

**Property:** The armor's wearer can resist the special attack of this creature; that attack is instead treated as one that does not instantly kill or cause a permanent condition.

**Form:** Armor, brooch, shield, protective salve.

## Magical Simulacrum

**Story Obstacle:** A character must brave tremendous peril, or needs to appear in two places at once.

**Property:** A simulacrum looks, speaks, and acts exactly like the character it is modeled on, perfectly replicating all the character's personality traits and quirks. It has the same defenses, skills, and abilities, but cannot attack or defend itself, and has 1 hit point. As with a minion, any damage destroys it, but a character trained in Heal can heal the simulacrum by making a Heal check (hard DC) as a standard action. Only characters trained in Heal can aid this check. A character who fails this check can try again, but only after 24 hours have passed. After three such failures, the simulacrum is destroyed permanently. The simulacrum can operate independently from the character and recount its adventures at a later date.

**Form:** When first discovered or employed, a simulacrum is an unassuming humanoid shape, white and featureless. When activated by a character, the simulacrum's fragile exterior instantly mirrors that character's appearance, but its interior is hollow, like a drained eggshell. Mechanical simulacra with innards constructed of delicate moving parts are also rumored to exist.

## Marut Warden's Token

**Story Obstacle:** Maruts have established a domain in the Astral Sea where they imprison the bodies and souls of creatures that have broken contracts with them. The characters need access to someone held within this fortress, but a Huge construct guards its massive mechanical gates, and this guardian requires a special token from anyone seeking access.

Combating the guardian is not a wise choice, because defeating it causes it to consume the life force of an imprisoned creature—perhaps the one the characters seek—and then it reanimates at full health on the same initiative count during the following round. Only the guardian knows the secret to opening the mechanical gates.

**Property:** The guardian will not harm the token's bearer unless it is provoked. The guardian places a proffered token into a slot in its head. Machine parts whir and click as the massive gates unlock and open. Whoever presents the token can remove one creature (or soul) from the prison without resistance from the guardian.

**Form:** The token is a 1-foot-diameter round bronze disc, divided into four quadrants by a cross. Each quadrant is inscribed with strange reliefs that seem to follow a pattern.

## Messenger of the Gods

**Story Obstacle:** A problem of grave import captures the attention of the gods, who have a stake in the way the conflict resolves. One or more of the gods become aware of a world-ending threat, or of something that poses danger to their own existence. Due to the nature of the threat, or to the rules that govern the deities' interactions with the world, they cannot take direct action to fix the problem and need the help of mortals, preferably worshipers, to do so.

**Property:** One of the gods communicates with a devoted follower among the characters through an item that they acquire (or an item that the worshiper owns that didn't previously have any direct connection to the deity). The god uses the item to instruct, command, and guide his or her worshiper on how to defeat the threat. However, this communication isn't direct, requiring the characters to read portents, puzzle out obscure references, or seek out other agents who can decipher the clues imparted through the item.

**Form:** Brooch, sacred chest, talisman.

## Miraculous Item

**Story Obstacle:** Reality has become a twisted nightmare or a hostile setting for the heroes, who require great support to survive or to defeat their mighty adversaries.

**Property:** This item holds the captive spirit of a powerful entity (such as a genie) or puts the characters in contact with an immortal creature that bestows a single wish. This creature is not required to grant wishes, and does not grant selfish wishes, except possibly those that would punish an unwary wisher. The entity refuses to kill for the characters, but it will aid them in a single endeavor on their quest, such as transporting them to a desired destination or lending them an item that will help them defeat their foe. This item yields story results, not mechanical results. At your discretion, a wish can provide temporary boosts, items, status, or anything else the players can dream up, but all of this fades once the adventure ends and reality returns.

**Form:** Bottle, holy relic, magic lamp, ornate box, ring.

## Oracular Glass

**Story Obstacle:** The heroes are searching for a missing person, a lost treasure, or some form of guidance on their current quest.

**Property:** This reflective item shows the heroes what they seek, hinting with cryptic words or visions at a grave danger they must overcome to succeed. However, before the item can be used, the characters must fight past a guardian or face a series of trials to reach or acquire the item. Additionally, to use the item, the characters might have to pay a price, perhaps giving up an item, revealing a hidden secret, or accepting a limitation upon their abilities.

**Form:** Crystal sphere, mirror, scrying pool.

## Pathfinder

**Story Obstacle:** A torturous labyrinth, a deadly dungeon, or a trackless wilderness stands between the characters and their hidden destination.

**Property:** This item reveals an invisible path through or past the obstacle. It could constantly reveal the path to its bearer, or it could show the way once per hour or once per day.

**Form:** Amulet, goggles, helm, lantern.

## Restorer of the Earth

**Story Obstacle:** The land has been ravaged by unnatural famine, or by the tainted energy of a portal to the Abyss. The fields have been laid barren and the people sickened.

**Property:** This item restores the soil, driving out the curse that besets the land, or healing a particular region of blight. Afterward, the land thrives and bears healing fruit.

**Form:** Enchanted tilling tools, fey seeds, magical soil.

## Ring of Mortal Delights

**Story Obstacle:** Some desperate need drives a character and, in answer to fervent prayers, a stranger gives this ring as a gift, or it is found unattended somewhere. This ring could also be found upon the hand of a powerful devil, which seemingly (though falsely) accounts for the ring's power.

**Property:** The first three times a creature bearing this ring makes a wish—usually an offhand desire mentioned in passing—the desire is realized. Wishes granted in this manner come to pass only if something terrible occurs in their fulfillment. The wishes affect neither powerfully evil creatures (so a character cannot wish Demogorgon dead) nor significant characters in the campaign. For example, a character can wish for and receive a magic longsword, but the sword's previous owner might resent him or her for the theft. If the character wishes for the death of some creature, that creature might die choking on the bones of one of the character's friends.

Once three desires have been voiced and fulfilled, the item disappears. It cannot be destroyed by any known means, and the ring always finds another greedy mortal to ruin, even if it is hidden away or secured. This item requires shrewd adjudication, but keeping its nature secret should give you enough opportunity to think of ways to make negative story effects occur.

**Form:** A golden ring encrusted with rubies.

## Sacred Charm of Warding

**Story Obstacle:** A unique creature is stalking people in their sleep, feeding on them while they dream. The victims remember the attacks, but can't recall anything about what is stalking them or why. Within a few days of the first attack, each victim is found dead, apparently having expired in his or her sleep. No normal means has been found to stop the creature, and people are trying to keep themselves awake in order to keep themselves alive.

**Property:** To fight the nighttime terror, the characters must acquire this item and then use it to enter the world of dreams during their sleep so they can find and stop whatever is preying on people. In addition, the charm protects those sleeping near it from the creature's attacks within their dreams.

**Form:** Blessed oil, holy symbol, special herbs or incense.

## Scales of Power

**Story Obstacle:** The party's enemy waxes and wanes in strength. When this foe is at its strongest, it is impossible to defeat.

**Property:** When activated, this item measures the strength of a single powerful creature and compares the party's strength to the current strength of that creature. By being able to determine when their enemy is at its weakest, the characters can plot when to strike.

**Form:** Abacus, balance, dowsing rod, knotted measuring cord.

## Soul Vessel

**Story Obstacle:** A unique creature conceals its life force inside a vessel. As long as the creature's life force is tied to the vessel, the creature cannot truly be destroyed; when slain, it uses the vessel to quickly return to life and power.

**Property:** Destroying the vessel negates the creature's immortality and causes it to become a mortal creature of its kind.

**Form:** Amulet, earth-filled coffin, jar, piece of bone.

## Summoning Instrument

**Story Obstacle:** The characters must cross a boundary between worlds, and they need a mystical creature or vessel to transport them from one realm to the next. This transport might inhabit the watery depths or soar at dizzying heights; it might sail the Astral Sea or the ether of the Far Realm.

**Property:** This instrument calls a creature or a vessel to the characters' location at a boundary between planes or worlds. The summoned conveyance might require a price for transport. After the characters move aboard, on, or in it (and any agreement is made), it carries the characters to their destination.

**Form:** Gong, horn, scroll of mystic poetry, coin.

## Talking Object

**Story Obstacle:** The heroes need outside aid, clues, or specific knowledge to help them with a problem in their current adventure.

**Property:** This item is native to the area the characters are exploring. It represents an inanimate but sentient entity that the characters can pick up and carry with them. The item might reflect the characteristics of its surroundings (for example, a pure voice and a radiant glow if found in a temple of good, or oozing blood and spewing curses during conversation if found in a necromancer's lair). The item provides helpful advice and guides the characters toward clues that allow them to succeed on their quest. Depending on the nature of the item, it might direct the characters to follow a difficult or painful path, possibly causing them to unwittingly cause mischief that comes back on them later. The item might also intend to deceive the characters, revealing enough clues to keep the heroes on the right track before finally betraying them.

**Form:** Amulet, lantern, skull, statuette.

*Talking lantern*

JIM NELSON

## True Name

**Story Obstacle:** A unique creature has unusually powerful abilities or is more than five levels higher than a normal creature of its kind.

**Property:** Intoning the creature's true name compels the creature to obey the speaker's commands, or weakens it by lowering its level to that of a normal creature of its kind.

**Form:** Oracular knowledge, scroll, tablet.

## Ward of Protection

**Story Obstacle:** A horde of demons, a host of barbarian raiders, or some other large destructive force descends on a nation or a key population center. The characters must stop it from destroying the area.

**Property:** This item must be acquired, possibly from a dangerous location, and placed in front of the approaching horde, or the item must be found and activated before the horde arrives. Doing so will protect the region from the opposing force, causing it to be unable to approach (either physically, or by hiding the population center in a place the horde can't reach). Only small groups of the enemy that were already within the protected region when the item was placed, or those few enemies strong enough to force their way past the ward, can bypass this protection.

**Form:** Monument, obelisk, standard, statue, totem.

CHAPTER 6

# Adventuring Gear

TYLER JACOBSON

I WOULD *be remiss if I did not provide at least some slight guidance on certain ordinary topics. Though wizards and other spellcasters might not think much about items that do not rely upon enchantment, we live in a world full of individuals who spend most of their lives relying upon such mundane objects for their livelihood and their survival.*

*I will limit the discussion to those items most useful to ourselves and our hirelings: adventuring tools, architectural constructions, and alchemical items.*

*Alchemy is of some interest to one of our number, and I'll leave it to him to provide a more in-depth treatise of the topic. For my part, I shall merely observe that the process by which the reagents produce effects warrants closer observation. The system of interactions between ingredients bears a certain resemblance to the complexity of the systems through which we practice magic. As I noted earlier in the introduction to the chapter about magical equipment, such systems are ultimately false. Thus, keen observation of alchemy's "nonmagical" systems could lead to illuminating insights on the nature of the universe in which we exist.*

*And of course hirelings themselves warrant a certain amount of discussion. As we all know, a dependable hireling can make even the most complex plan feasible, whereas an untrustworthy mercenary can cause even the simplest endeavor to come crashing down around us. When assessing the reliability of a hireling, you should look not only for fidelity and earnestness, but for predictability of behavior. For example, a disloyal hireling can be a boon if you can surmise under what circumstances you will be betrayed.*

—Mordenkainen, from his master copy of the *Magnificent Emporium*

**Scholar's Note:** The last sentence of this passage has always been unnerving to me. I do not doubt that Mordenkainen would consider my copying of a text he eradicated from existence to be a betrayal. And the manner in which I left his service can leave no doubt. Did he know that I would create this extra copy of the work? If so, did he predict that I would kill the other seven apprentices to protect my secret? I would not put such a callous calculation past the old scoundrel. But if he knew I would act this way, am I being allowed to live out my part in his plans, or shall I be eliminated now that my part is done?

—Qort

# Adventuring Gear

Most of the adventuring gear presented here has a specific application that makes it useful. Many of these items also lend temselves to being used in other creative ways.

**Ball Bearings:** As a standard action, you can drop these smooth metal spheres into an adjacent square (or gather them back up). Any creature moving on the ball bearings must either treat the square as difficult terrain or succeed on a saving throw to avoid falling prone. Creatures that are running can use only the latter option.

**Bell and Whistle:** A bell is useful for setting an alarm, while blowing a whistle lets you alert comrades at a greater distance.

**Bestiary:** Each of these books offers lore about a single combination of creature origin and type, such as fey humanoids. When you fail a monster knowledge check related to a creature with this origin and type, you can reroll the check by spending one hour studying the bestiary. You must use the second result.

**Block, Tackle, and Winch:** After you attach this set of simple machines to a solid surface, you can pass a rope through it to triple the weight you can lift, pull, or drag on the other end of the rope.

**Caltrops:** You can drop these pyramid-shaped metal spikes into a square adjacent to you (or gather them back up) as a standard action. Any creature moving on the caltrops must either treat the square as difficult terrain or become slowed (save ends). Creatures that are running can use only the latter option.

**Camouflaged Clothing:** While you are not moving, these garments allow you to blend into your surroundings by granting you a +2 bonus to Stealth checks.

**Candle Clock:** Lighting one of these wax tapers allows you to count hours by observing how far the candle has burned down against marks made in the wax. Each clock lasts for 8 hours and is consumed after use. Candle clocks are typically sold in pairs to help synchronize timing between separate groups.

**Chalk and Slate:** Use chalk to write on dungeon walls to help find your way back out or to leave messages for those who follow. Drawing on a slate lets you communicate simple ideas when you need to remain silent or work around a language barrier.

**Charlatan's Kit:** This kit includes caltrops, a crook-eye, disguise kit, gambler's gear, gambling cheats, and a glass cutter. Many purchasers supplement this kit with *goodnight tincture* (page 132).

**Chirurgeon's Tools:** This surgical gear includes brass wedges that can be heated to cauterize wounds and jars of leeches for bleeding patients. When you use these tools to treat an ally who has contracted a disease caused by an attack from a creature, that ally gains a +2 bonus to the next check he or she makes against the disease.

**Cold-Weather Clothing:** Wearing these furs gives you a +2 bonus to Endurance checks against cold weather. Wearing the snowshoes included in

### KITS

Purchasing a kit is a good way to make sure you have all the adventuring gear you need. A standard adventurer's kit covers the basics, while the kits described here provide specialized equipment for different character concepts.

**ADVENTURING GEAR**

| Item | Price | Weight |
|---|---|---|
| Ball bearings | 10 gp | 1 lb. |
| Bell and whistle | 1 gp | — |
| Block, tackle, and winch | 10 gp | 10 lb. |
| Charlatan's kit | 136 gp | 13 lb. |
| Caltrops | 10 gp | 1 lb. |
| Crook-eye | 50 gp | 2 lb. |
| Disguise kit | 30 gp | 5 lb. |
| Gambler's gear | 1 gp | — |
| Gambling cheats | 20 gp | — |
| Glass cutter | 25 gp | 5 lb. |
| Dagger boots | 2 gp | 4 lb. |
| Delver's kit | 40 gp | 28 lb. |
| Crowbar | 2 gp | 4 lb. |
| Iron spikes (10) | 1 gp | 5 lb. |
| Manacles, iron | 10 gp | 2 lb. |
| Miner's helmet | 10 gp | 3 lb. |
| Sacks (2) | 1 gp | 1 lb. |
| Surveyor's gear | 15 gp | 5 lb. |
| Ten-foot pole | 1 gp | 8 lb. |
| Devotee's kit | 146 gp | 14 lb. |
| Candle clocks (2) | 1 gp | 1 lb. |
| Chalk and slate | 5 sp | — |
| Chirurgeon's tools | 20 gp | 4 lb. |
| Doctrinal book | 25 gp | 3 lb. |
| Regalia | 100 gp | 6 lb. |
| Footpads | 5 gp | — |
| Harness | 5 gp | 1 lb. |
| Manacles, adamantine | 650 gp | 2 lb. |
| Sage's kit | 135 gp | 12 lb. |
| Bestiary | 25 gp | 3 lb. |
| Hidden item compartment | 40 gp | 2 lb. |
| Investigation gear | 40 gp | 4 lb. |
| Iron filings and lodestone | 15 gp | — |
| Jar of glowworms | 5 gp | 1 lb. |
| Writing case | 10 gp | 2 lb. |
| Traveler's kit | | |
| Camouflaged clothing | 30 gp | 6 lb. |
| Cold-weather clothing | 10 gp | 10 lb. |
| Desert clothing | 5 gp | 4 lb. |
| Map case | 15 gp | 2 lb. |
| Signal ammunition (5) | 15 gp | 5 lb. |
| Snares | 5 gp | 4 lb. |

this gear allows you to ignore difficult terrain caused by snow and ice, but reduces your speed by 2.

**Crook-Eye:** You can look around corners with the angled mirrors in this leather-bound wooden tube. You grant combat advantage and take a –2 penalty to Perception checks while using a crook-eye, but you can trace your line of sight from a square adjacent to you.

**Crowbar:** Wielding this metal pry bar gives you a +2 bonus to Strength checks to break open locked doors or containers.

**Dagger Boots:** These spike-toed footwear help you kick notches into a surface you are climbing. While wearing dagger boots, you gain +2 bonus to Athletics checks to climb but take a –2 penalty to Stealth checks to move silently.

**Delver's Kit:** This kit includes a crowbar, ten iron spikes, iron manacles, a miner's helmet, two sacks, surveyor's gear, and a ten-foot pole. Many purchasers supplement this kit with *clinging essence of fire* (page 130).

**Desert Clothing:** Wearing this mask and loose-fitting robes gives you a +2 bonus to Endurance checks to resist heat or to avoid the effects of persistent dust or sun glare.

**Devotee's Kit:** This kit includes two candle clocks, chalk and slate, chirurgeon's tools, a doctrinal book, and regalia. Many purchasers supplement this kit with *holy water* (page 132).

**Disguise Kit:** Using these cosmetics and prosthetics gives you a +2 bonus to Bluff checks to pass off your disguises.

## GAMBLING

Although a particular high-stakes wager might be the subject of a skill challenge, gambling is usually resolved by opposed checks. Each gambler chooses to make either a Bluff check or an Insight check. The gambler with the highest result wins the stakes; the others share the loss.

If you choose to cheat while gambling, make a Bluff check or an Insight check as usual. If you dislike the result, you can make a Thievery check and use that result instead. You are exposed as a cheater if your Thievery check does not exceed the passive Perception checks of the other participants, or their active Perception checks if they suspect you are cheating and are watching for it.

Introducing marked gambling gear (gambling cheats) into the game makes it easier to cheat. At the start of a wager, the process of deciding whose gambling gear will be used is typically resolved by an opposed Diplomacy check. To substitute marked gear once the gambling is under way, you must succeed on two opposed checks against the highest-level opponent: Bluff against Insight, and Thievery against Perception.

**Doctrinal Book:** Each of these volumes holds lore pertaining to a certain deity. After a failed Religion check associated with this deity or its followers, you can attempt the check again after spending 1 hour studying the doctrinal book. You must use the second result.

**Footpads:** While wearing these felt soles over your normal footwear, you gain a +1 bonus to Stealth checks to move quietly.

**Gambler's Gear:** These dice, cards, knucklebones, or diviner's sticks are necessary equipment for games of chance.

**Gambling Cheats:** This marked gambling gear gives you a +2 bonus to Thievery checks to cheat while gambling.

**Glass Cutter:** By affixing this tool to a piece of glass, you can quickly and silently etch the surface and create a round hole large enough to fit your arm through.

**Hidden Item Compartment:** While wearing this cunningly crafted piece of apparel, you can conceal an object on yourself that weighs 1 pound or less. You gain a +2 bonus to Stealth checks against Perception checks to notice the item.

**Investigation Gear:** This bag of equipment includes containers made from different materials, brushes, dusts, tweezers, picks, probes, a magnifying glass, ink and quills, parchment, and a small journal. You gain a +2 bonus to Perception checks when you use the kit to search an area for specific details.

**Iron Filings and Lodestone:** Watching for disruptions in the patterns that iron filings normally form around a lodestone can help you perceive strong magical forces. When you fail an Arcana check to detect magic on an object or a location, you can attempt the check again after spending 1 hour spreading and studying the iron filings. You must use the second result.

**Iron Spikes:** Hammering one of these blunt, wide metal wedges between a door and its frame requires a standard action and adds 5 to the DC of checks to open the door. If nothing but a spike is holding a door shut, the base DC to open it is 15. Spiking a door is noisy; each time you drive in a spike, creatures within 20 squares can make a Perception check with a +5 bonus to hear you.

**Jar of Glowworms:** The tiny insects in the jar create dim light in the jar's square.

## THINGS TO DO WITH A JAR OF GLOWWORMS

The worms give off just enough light to read by, and the jar can be covered to avoid revealing your position in the darkness. You can use a ten-foot pole to push the jar into an ominous-looking area, sometimes revealing danger if the light goes out. This method of using the jar is also a good way to spring traps that are triggered by the presence of living things.

BEN WOOTTEN

## FOR THE DM: IMPROVISED EQUIPMENT

Sooner or later, someone in your game is sure to think of a new mundane item that's not mentioned in the rules, or a new use for one that is. These guidelines are meant to help you decide how to handle such situations.

**Specific:** If you have the right tool for the job, you might bypass the need for a skill check altogether. But if something gives a bonus to every possible use of a skill, it's a magic item. Mundane gear provides bonuses only in specific circumstances.

**Tradeoffs:** Gear sometimes gives a bonus when you're trying to do one thing but a penalty when doing something else. Using equipment can also create challenges for adventurers—using a grappling hook to swing across a chasm could enable someone to avoid making an Athletics check to jump, but it also might mean that an enemy can cut the rope when that person is halfway across.

**Detailed:** Bringing equipment into a scene establishes facts that both the players and you can use to make action happen. Visualizing the details is essential to making common-sense rulings about what mundane items can do.

**Hefty:** Adventuring gear is limited by weight in the same way that slots limit magic items. Players need to track whether the amount their characters are carrying exceeds their normal load (Strength × 10 in pounds) and pay attention to where the character keeps the items (in hand or stowed). You have the right to establish reasonable limits on the bulkiness of what a character can carry (*Rules Compendium*, page 265).

**Flexible:** When a character wants to take an improvised action that falls outside the standard rules, use a check if possible, keying the DC to the difficulty of the action. For example, if a character wants to jam an iron spike into an iron golem's knee joint to slow it, the act might require a hard Athletics check. However, if the action might deal damage, such as using a ten-foot pole to push a statue over onto a foe, set the DC for the check and establish an appropriate amount of damage if the check succeeds (perhaps equating it to a basic attack).

**Always Possible:** Arguments about what equipment is or isn't capable of can go on for a long time. Let everyone have a brief say, set the odds that something will work—for example,"It's a good plan, but there's still a 1 in 4 chance it will fail"—and then let the dice decide. Even if the plan seems impossible or a sure thing, the fact that the group has been arguing about it means that it's reasonable and fun to allow a 1 in 20 chance of miraculous success or failure.

**Manacles:** When you put these shackles on a helpless or otherwise incapacitated creature, that creature is restrained until it escapes or is freed. The Acrobatics check to escape from these restraints is against a hard DC of the creature's level.

The Strength check to break the manacles is against a DC that depends on the quality of the manacles, whether iron (DC 24) or adamantine (DC 31).

**Map Case:** This waterproof leather tube can be unrolled to form a writing surface. The maps you make with the tools inside, which include parchment, charcoal, ink, and strings with distance markings, can be sold to others interested in your discoveries.

**Miner's Helmet:** You can attach a lantern, a sunrod, or some other lighting device to the forehead reflector of this headgear to provide hands-free illumination.

**Regalia:** In social situations where appearances and wealth matter, wearing regalia gives you a +2 bonus to Bluff, Diplomacy, and Intimidate checks.

**Sack:** You can carry up to 100 pounds in one of these leather or canvas drawstring bags.

**Sage's Kit:** This kit includes a bestiary, a hidden item compartment, investigation gear, iron filings and lodestone, a jar of glowworms, and a writing case.

## POCKET CHANGE

It's sometimes useful to know how much money a character might typically have on hand. The table below gives minor and major purchase values (in gp) for a character of a given level. A character can make a minor purchase with the monetary treasure he or she might earn in a single combat encounter, skill challenge, or minor quest. Major purchases are those the character would have to save up for an entire level's worth of adventuring to afford. A mage's tower (priced at 10,000 gp) is a major purchase when you're level 15, but a minor expense when you're level 22.

**MINOR AND MAJOR PURCHASE VALUES**

| Level | Minor | Major | Level | Minor | Major |
|---|---|---|---|---|---|
| 1 | 10 | 144 | 16 | 1,800 | 18,000 |
| 2 | 20 | 208 | 17 | 2,600 | 26,000 |
| 3 | 30 | 271 | 18 | 3,400 | 34,000 |
| 4 | 40 | 336 | 19 | 4,200 | 42,000 |
| 5 | 50 | 400 | 20 | 5,000 | 50,000 |
| 6 | 75 | 720 | 21 | 9,000 | 90,000 |
| 7 | 100 | 1,040 | 22 | 13,000 | 130,000 |
| 8 | 125 | 1,360 | 23 | 17,000 | 170,000 |
| 9 | 150 | 1,680 | 24 | 21,000 | 210,000 |
| 10 | 200 | 2,000 | 25 | 25,000 | 250,000 |
| 11 | 350 | 3,600 | 26 | 45,000 | 450,000 |
| 12 | 500 | 5,200 | 27 | 65,000 | 650,000 |
| 13 | 650 | 6,800 | 28 | 85,000 | 850,000 |
| 14 | 800 | 8,400 | 29 | 105,000 | 1,050,000 |
| 15 | 1,000 | 10,000 | 30 | 125,000 | 1,250,000 |

Many purchasers supplement this kit with *tracking dust* (page 135).

**Snares:** When you use these baited tripwire traps, you gain a +2 bonus to Nature checks or Dungeoneering checks to forage, but each check requires 2 hours instead of 1 hour.

**Signal Ammunition:** These arrows, sling bullets, or crossbow bolts incorporate sunrod materials that ignite when the ammunition is fired, and are useful for coordinating maneuvers or signaling for help.

**Surveyor's Gear:** With this plumb line, measuring chain with pins, and slate for recording notes, you gain a +2 bonus to Perception checks to search for secret doors or hidden rooms, but using the gear takes at least 5 minutes.

**Ten-Foot Pole:** Prodding dangerous-looking things with a ten-foot pole lets you trigger many traps from the safety of 2 squares away.

**Traveler's Kit**: This kit includes camouflaged clothing, cold-weather clothing, desert clothing, a map case, five pieces of signal ammunition, and snares. Many purchasers supplement this kit with *icening* (page 132).

**Writing Case:** This leather case holds a blank journal, loose sheets of parchment, an ink stone and ink brushes, a blotter, quills, and penknives.

# BUILDINGS

The prices in this section apply to creating a new structure or purchasing an existing one. A single-room dwelling in a desirable city neighborhood can cost as much as a castle overlooking a backwater province, and characters who take over a fort will not necessarily be able to find a buyer willing to purchase property in a monster-infested wilderness.

**Castle:** Hundreds or thousands of people live and work in safety between the curtain wall and keep of one of these massive stone structures.

**Castle with Dungeon:** The excavations below this structure are as extensive as the towers that crown it.

**Cottage:** This single-room hut typically has walls of wood or sod and a thatched roof.

**Floating Castle:** For those who want to travel without leaving home.

**Gatehouse:** This building has reinforced walls, its own gate and portcullis, and quarters for five guards.

**Keep:** This heavy stone fortification is built to withstand a siege.

**Mansion:** This stately edifice has multiple wings, making it a good guildhouse or residence in which to entertain guests in style.

**Palace:** The architecture and ornamentation of this immense complex is designed to impress.

**Palisade Fort:** Surrounded by a wall of sharpened logs, this wooden fort can be constructed quickly and garrisons up to fifty troops and their families.

**Private Island:** From beaches, docks, and sea caves to towers, villas, and observatories, it's all yours.

**Quarters:** These three small rooms might be a single-story wooden house, or an apartment within a larger building.

**Stone Building:** The stone walls of this building make it an ideal workshop or townhouse. It can be two stories tall and is typically 30 feet wide by 40 feet long.

**Tower:** A favorite residence for mages, this stone spire rises 30 feet high and is 20 feet in diameter.

**Wood Building:** This two-story structure is typically 30 feet wide by 40 feet long and makes a good tavern or farmhouse. However, its wooden walls make it susceptible to fire.

**BUILDINGS**

| Item | Price |
|---|---|
| Castle | 250,000 gp |
| Castle with dungeon | 1,000,000 gp |
| Cottage | 400 gp |
| Floating castle | 1,250,000 gp |
| Gatehouse | 6,500 gp |
| Keep | 75,000 gp |
| Mansion | 40,000 gp |
| Palace | 175,000 gp |
| Palisade fort | 25,000 gp |
| Private island | 650,000 gp |
| Quarters | 1,000 gp |
| Stone building | 3,000 gp |
| Tower | 10,000 gp |
| Wood building | 1,500 gp |

# Trade Goods

Whether someone is a trapper bringing a cart full of furs to market or a ship captain pulling into port with a hold full of astral cloth, it is important to know the relationship between the amount of the goods one hopes to sell and the price one expects to earn. The table below presents this information for some of the most important valuables in the Dungeons & Dragons game, as well as the unit of finished goods in which each is typically encountered.

A seller might need to seek out a buyer for items such as rare wines or artwork, whose value is not always obvious to the untrained eye. Someone who wants to buy such items might need to worry about counterfeits.

**Buying and Selling:** To perform either of these transactions, establish the total value of the trade goods in question. Use the major purchase column on the table in the Pocket Change sidebar (page 127) to figure out the level of this transaction. For example, unloading a rare book worth 10,000 gp—or a forged copy of the same—would be a 15th-level transaction. Use this information with the Difficulty Class by Level table (*Rules Compendium*, page 126) to determine the DC to sell or buy a trade good, or to recognize or pass off a fake item.

Then make a check (usually Streetwise) to find either a buyer or a seller. Use the moderate DC for the level of the transaction in a location with a good-sized marketplace or population. Use the easy DC in major trading hubs such as the City of Brass, and the hard DC if the value of the items far exceeds the locals' wealth. A successful check indicates that the transaction has been completed.

**Counterfeits and Forgeries:** In the case of a counterfeit, the buyer has a chance to recognize the fake before purchasing it, and the check is based on how much the forger invested in the item. Use the easy DC if the forger spent one-tenth of the item's true value on the forgery, the moderate DC if one-fifth the value was spent, or the hard DC if one-half the value was spent.

**TRADE GOODS**

| Item | Finished Unit | Weight per Unit | Value per Unit | Value per Pound |
|---|---|---|---|---|
| Artwork, epic | statuette | 5 lb. | 5,000,000 gp | 1,000,000 gp |
| Artwork, fine | statuette | 5 lb. | 500 gp | 100 gp |
| Book, rare | volume | 5 lb. | 10,000 gp | 2,000 gp |
| Cloth, astral | outfit | 2 lb. | 125,000 gp | 25,000 gp |
| Cloth, fine | outfit | 5 lb. | 30 gp | 6 gp |
| Cloth, shadow | outfit | 3 lb. | 5,000 gp | 1,000 gp |
| Fur | coat | 15 lb. | 3,000 gp | 200 gp |
| Stone, precious | gem | 1/500 lb. | 1,000 gp | 500,000 gp |
| Stone, semiprecious | gem | 1/500 lb. | 20 gp | 10,000 gp |
| Mithral | bar | 1 lb. | 250,000 gp | 250,000 gp |
| Perfume | vial | 1/10 lb. | 100 gp | 1,000 gp |
| Residuum | grain | 1/5000 lb. | 1 gp | 5,000 gp |
| Silk | square | 5 lb. | 5 gp | 1 gp |
| Spice | jar | 5 lb. | 50 gp | 10 gp |
| Tapestry | square | 45 lb. | 15 gp | 1/3 gp |
| Wine, common | bottle | 1 lb. | 5 gp | 5 gp |
| Wine, rare | bottle | 1 lb. | 500 gp | 500 gp |

# Alchemical Items

In a fantasy setting where magic is real, how does alchemy fit in? In our own history, alchemy was a precursor to science, but you can avoid many arguments by not applying scientific reasoning to fantasy concepts. Here are some guidelines for thinking about alchemy.

**Alchemy is formulaic.** Much like wizardry or ritual magic, alchemy relies on following certain steps in a particular order. Alchemy will reliably produce a desired result, but its effects are less flexible than a wizard's spells or an artificer's creations because it does not directly channel a power source.

**Alchemy is earthy.** Alchemy uses the traces of magic left in the world when power is channeled through base matter. Alchemists seek to collect the parts of exotic beasts, such as a unicorn's horn or a dragon's blood, because such objects are a rich source of these magical remnants.

**Alchemy is risky.** Alchemy makes no distinctions between friend and foe. Its effects are often long lasting and can do more harm to the party than good. Be careful when using alchemy against enemies with forced movement powers that can push you into the area of your own alchemical effects.

# Using Alchemy

The craft of creating alchemical items is more accessible to most characters than creating full-fledged magic items or learning and performing rituals. If you have the Alchemist feat (below), you can concoct items for which you have the formula and the necessary skill training.

All alchemical items are consumable. An item is expended when put into use, although its effects might last well beyond the time when it is applied or otherwise employed.

### Alchemist

If you are equipped with the proper formula and sufficient talent, you can concoct alchemical items for the use of yourself or others.

**Benefit:** You can make alchemical items of your level or lower. You must have the correct formula and training in an appropriate skill.

**Special:** If you receive the Ritual Caster feat as a class feature, you can take the Alchemist feat instead.

## Reading the Table

The alchemical formulas used to create the items in this section have three common characteristics, all summarized on the table below.

**Key Skills:** You must have training in at least one of the indicated skills to use a particular formula.

**Market Price:** This is what you pay to purchase the formula (which can also be thought of as the recipe).

**Creation Time:** How long it takes to produce one dose or application of the alchemical item of the same name.

## Item Categories

Each alchemical item in the following section has a category that defines how the item is used or its general effect.

**ALCHEMICAL FORMULAS**

| Name | Key Skills | Market Price | Creation Time |
|---|---|---|---|
| Alchemist's essence | Arcana, Thievery | 70 gp | 30 minutes |
| Chartreuse gas | Nature, Thievery | 250 gp | 1 hour |
| Clinging essence | Arcana, Nature, Thievery | 120 gp | 1 hour |
| Corpseburster | Arcana, Thievery | 200 gp | 30 minutes |
| Elemental accelerant | Arcana | 70 gp | 1 hour |
| Foaming plaster | Arcana, Thievery | 70 gp | 30 minutes |
| Goodnight tincture | Nature, Thievery | 750 gp | 1 hour |
| Greater sovereign glue | Arcana, Thievery | 120 gp | 2 hours |
| Holy water | Religion | 50 gp | 1 hour |
| Icening | Arcana | 100 gp | 1 hour |
| Oil of etherealness | Arcana | 6,750 gp | 1 hour |
| Oil of slipperiness | Nature, Thievery | 375 gp | 1 hour |
| Ossip wax | Arcana, Nature, Thievery | 600 gp | 30 minutes |
| Precarious crystal | Arcana, Thievery | 120 gp | 30 minutes |
| Protean silk | Arcana, Nature, Thievery | 450 gp | 1 hour |
| Smoke snake | Arcana, Nature | 800 gp | 30 minutes |
| Sweet water | Arcana, Nature, Religion | 100 gp | 30 minutes |
| Tracking dust | Nature. Thievery | 160 gp | 1 hour |
| Twinned flames | Arcana, Nature | 120 gp | 30 minutes |
| Universal solvent | Arcana, Thievery | 600 gp | 30 minutes |

**Oil:** Oils are applied to other objects (typically weapons), granting those objects temporary properties or powers.

**Volatile:** An item of this category explodes or expands when shattered or broken, often dealing damage by the creation of a specific type of energy, such as acid, cold, fire, or lightning.

**Poison:** A poison is a toxin that hampers or harms a creature.

**Other:** Some items create miscellaneous effects that don't fall into one of the above categories. These have no designation aside from "Alchemical Item."

# Item Descriptions

For convenience, the formula cost of each of the alchemical items in this section is repeated in its statistics block. The other gold piece values represent the cost of the components (or ingredients) needed to create the substance. For instance, the formula for chartreuse gas will set you back 250 gp as a one-time purchase, and if you want to brew a level 9 version of that item it'll cost another 320 gp for the ingredients for that dose.

## Alchemist's Essence

All agree that fire was the first element to be distilled into a pure essence whose destructive energy could be safely contained. Some say Vol Tomo created alchemist's fire to give common people a weapon against the young empire of Bael Turath, and that the tieflings' rise to imperial power was hastened because only they could survive when peasants threw a flask of the fiery stuff through a noble's carriage window. The variant essences that were later developed are often called alchemist's frost, alchemist's acid, alchemist's spark, and alchemist's venom.

**Alchemist's Essence** — **Level 1+ Common**

*When this flask is shattered, its contents fill an area with a deadly distilled element.*

| | | | |
|---|---|---|---|
| Lvl 1 | 20 gp | Lvl 16 | 1,800 gp |
| Lvl 6 | 75 gp | Lvl 21 | 9,000 gp |
| Lvl 11 | 350 gp | Lvl 26 | 45,000 gp |

**Alchemical Item:** Volatile — **Formula Cost:** 70 gp
**Key Skill:** Arcana or Thievery — **Time:** 30 min.
**Special:** When this item is created, the alchemist chooses acid, cold, fire, lightning, or poison. The item gains that keyword, and all damage dealt by the item is of that damage type.

**Attack Power** (Varies) ✦ **Consumable** (Standard Action)

*Attack:* Area burst 1 within 10 (creatures in the burst); the item's level + 3 vs. Reflex
*Hit:* The target takes 1d6 damage of the chosen type.
*Level 6:* 2d6 damage of the chosen type.
*Level 11 or 16:* 3d6 damage of the chosen type.
*Level 21 or 26:* 4d6 damage of the chosen type.
*Miss:* Half damage.

## Chartreuse Gas

Inhaling these green vapors, which are usually contained within a glass sphere, causes the victim to mistake memories and fantasies for reality, experiencing them as if they were truly unfolding. In some disreputable quarters of decadent cities, customers pay to be tied down and exposed to chartreuse gas. The proprietors of these establishments often turn a secondary profit by tricking their clients into revealing valuable secrets during their reveries.

**Chartreuse Gas** — **Level 4+ Common**

*The green mist contained in this glass globe can make dreams and memories seem real.*

| | | | |
|---|---|---|---|
| Lvl 4 | 80 gp | Lvl 19 | 8,400 gp |
| Lvl 9 | 320 gp | Lvl 24 | 42,000 gp |
| Lvl 14 | 1,600 gp | Lvl 29 | 210,000 gp |

**Alchemical Item:** Poison — **Formula Cost:** 250 gp
**Key Skill:** Nature or Thievery — **Time:** 1 hour

**Attack Power** (Poison) ✦ **Consumable** (Standard Action)

*Attack:* Ranged 2/5 (one creature); the item's level + 3 vs. Will
*Hit:* The target is dazed until the end of your next turn. While dazed, the target takes a -5 penalty to Insight checks to resist Bluff attempts or to recognize effects as illusory, and the target is not aware that this attack has been made against it.

## Clinging Essence

One of the most successful new formulas that followed the development of alchemist's fire and its diversification into different elements added a caustic tar that allowed the essence to stick to a target or a weapon. Because many magic weapons are enchanted to repel grime, gore, and other foreign agents, the sophistication of the alchemy required is proportional to the power of the weapon.

**Clinging Essence** — **Level 3+ Common**

*This vial holds enough sticky essence of a distilled element to apply to one weapon or to douse one enemy.*

| | | | |
|---|---|---|---|
| Lvl 3 | 30 gp | Lvl 18 | 3,400 gp |
| Lvl 8 | 125 gp | Lvl 23 | 17,000 gp |
| Lvl 13 | 650 gp | Lvl 28 | 85,000 gp |

**Alchemical Item:** Oil — **Formula Cost:** 120 gp
**Key Skill:** Arcana, Nature, or Thievery — **Time:** 1 hour
**Special:** When this item is created, the alchemist chooses acid, cold, fire, lightning, or poison. The item gains that keyword, and all damage dealt by the item is of that type.

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You apply the essence to a weapon or ammunition. The level of the *clinging essence* must be equal to or higher than the level of the weapon or ammunition. Until the end of your next turn, damage dealt by a weapon attack using that weapon or ammunition is of the chosen type instead of any other type.

# Corpseburster

Few remember that the original version of this unpleasant toxin was made by alchemists of the fallen empire of Zannad for use by rat catchers. A single rat would be poisoned and then allowed to return to its nest before it expired, at which point its life force would be explosively converted to necrotic energy. The toxin's subsequent battlefield use depended on the ability of the yuan-ti wizards using it to time its release so that an enemy was among its own forces when it was hit by the fluid.

**Corpseburster** — **Level 5+ Common**

*Death is the trigger for the true virulence of this poisonous purplish fluid.*

| | | | |
|---|---|---|---|
| Lvl 5 | 50 gp | Lvl 20 | 5,000 gp |
| Lvl 10 | 200 gp | Lvl 25 | 25,000 gp |
| Lvl 15 | 1,000 gp | Lvl 30 | 125,000 gp |

**Alchemical Item:** Volatile — **Formula Cost:** 200 gp
**Key Skill:** Arcana or Thievery — **Time:** 30 min.

**Attack Power** (Necrotic, Poison) ✦ **Consumable** (Standard Action)

*Attack:* Ranged 5/10 (one creature); the item's level + 3 vs. Fortitude
*Hit:* The target takes ongoing 5 poison damage (save ends).
*Aftereffect:* The target takes ongoing 1 poison damage (save ends).
*Level 15 or 20:* Ongoing 10 poison damage (save ends); aftereffect ongoing 2 poison damage (save ends).
*Level 25 or 30:* Ongoing 15 poison damage (save ends); aftereffect ongoing 3 poison damage (save ends).
*Effect:* If the target drops below 1 hit point while still taking ongoing damage from this power, make a secondary attack.
*Secondary Attack:* Close burst 1 centered on the primary target (each creature in the burst); the item's level + 3 vs. Reflex
*Hit:* 1d8 necrotic damage.
*Level 15 or 20:* 2d8 necrotic damage.
*Level 25 or 30:* 3d8 necrotic damage.

# Elemental Accelerant

One principle of alchemy is that every reaction has an associated fuel. For example, because adding wood to a fire heightens the blaze, alchemists hold that wood contains the latent essence of fire.

At the time of the creation of the Elemental Chaos, matter had not yet been separated into different essences. This formula recreates that early protomatter to produce a powder that blankets an area and fuels whatever type of reaction first gives it form.

**Elemental Accelerant** — **Level 3+ Common**

*This pouch is designed to break apart when thrown, coating everything around it with a dust that intensifies the next reaction in its area.*

| | | | |
|---|---|---|---|
| Lvl 3 | 30 gp | Lvl 23 | 17,000 gp |
| Lvl 13 | 650 gp | | |

**Alchemical Item:** Volatile — **Formula Cost:** 70 gp
**Key Skill:** Arcana — **Time:** 1 hour

**Utility Power** (Zone) ✦ **Consumable** (Standard Action)

*Effect:* Area burst 1 within 10 squares. The burst creates a zone that lasts until the end of the encounter. The first time a creature in the zone takes cold, fire, lightning, radiant, or thunder damage, the following effect is triggered: Attacks against creatures in the zone gain a +2 power bonus to damage rolls that include the triggering damage type. In addition, creatures in the zone take a -2 penalty to saving throws against ongoing damage of that type. These effects last until the end of the triggering creature's next turn, at which point the zone ends.
*Level 13:* +4 power bonus.
*Level 23:* +6 power bonus.

# Foaming Plaster

The utility of this alchemical item is limited only by the volume of the shape it can be used to simulate. Some people have tried to combine multiple batches of foaming plaster in an attempt to capture an impression of an exceedingly large object (such as a bas relief carved into a wall). The problem they encountered was that as the amount of each reagent is increased, the length of time the plaster stays wet decreases. Whoever came up with the original formula seems to have found the right balance between the volume of the plaster and how long it remains malleable.

**Foaming Plaster** — **Level 1 Common**

*When you combine these two reagents, one chalky and one viscous, a billow of expanding foam quickly forms in the area and then soon afterward hardens.*

| | |
|---|---|
| Lvl 1 | 20 gp |

**Alchemical Item** — **Formula Cost:** 70 gp
**Key Skill:** Arcana or Thievery — **Time:** 30 min.

**Utility Power ✦ Consumable** (Standard Action)

*Effect:* You mix the plaster. Once before the end of the encounter, you can use a minor action to create an impression in the wet plaster of a footprint, a key, or a similar small object. Giving the hardened plaster to someone else allows that person to identify the footprint, duplicate the key, and so on as if he or she had the original item.

If the plaster is not used by the end of the encounter, it hardens into a lump.

# Goodnight Tincture

This liquid is dissolved into the food or drink of an unsuspecting victim to knock the subject unconscious. It is said that street vendors in the City of Brass spread fearful tales about how the city's taverns dose their patrons with goodnight tincture to sell sweet water to visitors.

**Goodnight Tincture** — **Level 6+ Common**

*This odorless, tasteless elixir can incapacitate a foe without harming it.*

| | | | |
|---|---|---|---|
| Lvl 6 | 75 gp | Lvl 21 | 9,000 gp |
| Lvl 11 | 350 gp | Lvl 26 | 45,000 gp |
| Lvl 16 | 1,800 gp | | |

**Alchemical Item:** Poison — **Formula Cost:** 750 gp
**Key Skill:** Nature or Thievery — **Time:** 1 hour

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You apply the *goodnight tincture* to an item of food or drink you are holding or that is adjacent to you. A creature that consumes the food or drink is subject to the following attack 1 minute later: the tincture's level + 6 vs. Fortitude; on a hit, the creature falls unconscious for 1 hour, or until it is subject to an attack or to violent motion.

# Greater Sovereign Glue

This ultimate adhesive is stored in a special vial. *Greater sovereign glue* can be applied directly to bond two objects together, or thrown at an enemy to keep that creature stuck in place.

**Greater Sovereign Glue** — **Level 3+ Common**

*This vial of gray paste creates a virtually unbreakable bond between the objects it glues together.*

| | | | |
|---|---|---|---|
| Lvl 3 | 30 gp | Lvl 18 | 3,400 gp |
| Lvl 8 | 125 gp | Lvl 23 | 17,000 gp |
| Lvl 13 | 650 gp | Lvl 28 | 85,000 gp |

**Alchemical Item** — **Formula Cost:** 120 gp
**Key Skill:** Arcana or Thievery — **Time:** 2 hours

**Attack Power ✦ Consumable** (Standard Action)

*Attack:* Ranged 5/10 (one creature); the item's level + 3 vs. Reflex
*Hit:* The target is slowed (save ends).
*Effect:* The item is consumed.

**Utility Power ✦ Consumable** (Standard Action)

*Effect:* You apply this glue to an object and affix that object to another object within 1 square of you. Doing so consumes this item. If the two objects remain affixed to one another until the end of your next turn (which might require you to hold them together), the items are adhered, and separating them requires a Strength check against a hard DC of the glue's level. A successful Strength check deals 2d10 damage to each adhered object.

# Holy Water

It is thought that the secret of making holy water was given to mortals by the gods. Most members of good and unaligned faiths see holy water as a symbol of the deities' common origin in the Astral Sea, despite the many differences in religious iconography that have emerged since the deities carved out their individual dominions. Adventurers who have little time for devotion still value holy water for its effectiveness in harming the traditional enemies of the non-evil gods.

Aside from its effect on undead and demons, holy water acts as normal water in all ways. It can be distinguished from normal water with a successful Arcana check or Religion check.

**Holy Water** — **Level 1+ Common**

*Undead and demons react poorly to the touch of this liquid.*

| | | | |
|---|---|---|---|
| Lvl 1 | 20 gp | Lvl 16 | 1,800 gp |
| Lvl 6 | 75 gp | Lvl 21 | 9,000 gp |
| Lvl 11 | 350 gp | Lvl 26 | 45,000 gp |

**Alchemical Item:** Volatile — **Formula Cost:** 50 gp
**Key Skill:** Religion — **Time:** 1 hour

**Attack Power** (Radiant) **✦ Consumable** (Minor Action)

*Attack:* Ranged 3/6 (one undead creature or demon); the item's level + 3 vs. Reflex
*Hit:* 1d10 radiant damage.
*Level 11 or 16:* 2d10 radiant damage.
*Level 21 or 26:* 3d10 radiant damage.

# Icening

A now-deceased deity of winter carved her dominion from the Astral Sea with a single snowflake—when she exposed it to the formless stuff of creation, the silvery material took on the snowflake's rigid perfection, forming a crystalline structure. This alchemical formula creates a seed crystal whose shape resembles that primal snowflake, and it can influence normal water in the same way.

**Icening** — **Level 5+ Common**

*When you toss this crystal into water, it freezes that liquid solid.*

| | | | |
|---|---|---|---|
| Lvl 5 | 50 gp | Lvl 20 | 5,000 gp |
| Lvl 10 | 200 gp | Lvl 25 | 25,000 gp |
| Lvl 15 | 1,000 gp | Lvl 30 | 125,000 gp |

**Alchemical Item:** Volatile — **Formula Cost:** 100 gp
**Key Skill:** Arcana — **Time:** 1 hour

**Attack Power** (Zone) **✦ Consumable** (Standard Action)

*Attack:* Area burst 1 within 10 (each creature at least partially submerged in water); the item's level + 3 vs. Fortitude
*Hit:* The target is immobilized until the end of its next turn.
*Effect:* The burst creates a zone that lasts until the end of the encounter. Water in the zone is difficult terrain. However, if no creatures are in the zone when it is created, water in the zone turns to solid ice.

*Alchemist at work*

## Oil of Etherealness

Delvers report that a mad wizard's dungeon holds a fountain that seems empty but actually brims with this invisible oil. Expeditions intending to grow rich from bottling it have fallen prey to the dungeon's denizens, who coat themselves in the oil and rise through the floor in ambush. Groups still make the attempt, however, because spending too much time in ethereal form weakens a creature's physical health and many believe all those guardians will eventually be slain.

**Oil of Etherealness** **Level 20 Common**

*When you apply this oil to yourself or an object, it is momentarily removed from the physical world.*

Lvl 20 5,000 gp
**Alchemical Item:** Oil **Formula Cost:** 6,750 gp
**Key Skill:** Arcana **Time:** 1 hour
**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You apply the oil to yourself or to an adjacent creature or object. That creature or object becomes insubstantial and gains phasing until the end of your next turn. As a minor action, a creature benefiting from this power can lose a healing surge to sustain this power until the end of its next turn.

## Oil of Slipperiness

The original impetus for the development of this alchemical item was the search for an agent that would allow sovereign glue to be poured from a vial without bonding to the glass. This greenish-black fluid soon found other industrial uses, such as lubricating iron golem gears. After burglars stole the formula, oil of slipperiness became popular among adventurers, who anticipated needing to squirm free from a choker's grasp or slip away from a pursuing band of bugbears.

**Oil of Slipperiness** **Level 8 Common**

*The oily gel in this vial quickly spreads to make your body or a patch of ground very slick.*

Lvl 8 125 gp
**Alchemical Item:** Oil **Formula Cost:** 375 gp
**Key Skill:** Nature or Thievery **Time:** 1 hour
**Utility Power** (Zone) ✦ **Consumable** (Standard Action)

*Effect:* Area burst 1 within 10. The burst creates a zone that lasts until the end of the encounter. Whenever a creature on the ground enters the zone, it must succeed on a saving throw or fall prone. When forced movement moves a creature into the zone, that forced movement increases by 1 square, and creatures in the zone take a -2 penalty to saving throws to avoid entering hindering terrain.

*Special:* Recognizing the zone requires a hard Perception check.

FRANZ VOHWINKEL

# Ossip Wax

Records from the Anauli Empire suggest that this wax, which induces weightlessness, was originally harvested directly from a now-extinct creature of the beholder family called an ossip. The reconstruction of this formula used by contemporary alchemists is a compound created by a sage who was a noted expert on both beholder anatomy and the Ruined Realms.

**Ossip Wax** — **Level 10 Common**

*This stiff yellow wax makes anything it's spread on lighter.*

Lvl 10 200 gp
**Alchemical Item** **Formula Cost:** 600 gp
**Key Skill:** Arcana, Nature, or Thievery **Time:** 30 min.
**Utility Power ✦ Consumable** (Standard Action)

*Effect:* You smear the wax on one adjacent object of Large or smaller size. The object's weight is reduced by 500 pounds. If this reduction causes the object to become weightless, it floats 5 feet above the ground. Pushing a floating object causes it to continue moving in the direction of the push, at an initial speed of 10. At the end of each round of movement, the object's speed is reduced by 1. This power lasts for 5 minutes or until the end of the encounter.

# Precarious Crystal

This item is a favorite of trap makers who want to ward an area against flying creatures. The item has two parts—a bag of chemical salts and a small glass flask of *alchemist's essence* (fire). In preparing the crystal, the salts are dropped into the flask, and the fire fuses them into a highly unstable crystal in a short amount of time. Thereafter, any major movement near the crystal will cause it to collapse, releasing the fire to trigger another alchemical item or sound an alarm.

**Precarious Crystal** — **Level 3+ Common**

*This small, clear crystal collapses into a tiny flame in response to motion, activating another nearby alchemical item.*

| | | | |
|---|---|---|---|
| Lvl 5 | 50 gp | Lvl 20 | 5,000 gp |
| Lvl 10 | 200 gp | Lvl 25 | 25,000 gp |
| Lvl 15 | 1,000 gp | Lvl 30 | 125,000 gp |

**Alchemical Item** **Formula Cost:** 120 gp
**Key Skill:** Arcana or Thievery **Time:** 30 min.
**Utility Power** (Zone) **✦ Consumable** (Standard Action)

*Effect:* You place the crystal in a square adjacent to you, along with a volatile alchemical item that the crystal will activate. The level of that item must be the same as or lower than the crystal's level. At the end of your next turn, the crystal creates a zone in a burst 1 centered on its square. The first time a creature enters the zone, the crystal vanishes in a bright flash, the volatile alchemical item activates, and the zone ends.

*Special:* Recognizing the zone requires a Perception check. Disarming it requires an Arcana check or a Thievery check as a standard action. All of these checks are against a hard DC of the crystal's level.

# Protean Silk

Some believe that the drow first developed the formula for protean silk. Drow raiders certainly appreciate its ability to form a lightweight rope that can be retracted without leaving a trace, as well as its association with spiders. Having the glands and spinneret extracted from a spider is useful when preparing this item, but not necessary.

**Protean Silk** — **Level 6 Common**

*You draw forth a long, thin filament from this viscous glob that you can turn into a strong rope that lasts for a short time.*

Lvl 6 75 gp
**Alchemical Item** **Formula Cost:** 450 gp
**Key Skill:** Arcana, Nature, or Thievery **Time:** 1 hour
**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You extract a silk strand that can stretch up to 40 squares away. The strand does not move on its own, but it can be carried or attached to an arrow, a bolt, or some other ammunition. As a second minor action, you can turn the strand into a silk rope. As a third minor action, you can cause the rope to dissolve, leaving no trace of it.

# Smoke Snake

When lit, this twist of tightly compressed powder leaves a growing tail of ash, creating a cloud of dark, caustic smoke that obscures the area around it.

**Smoke Snake** — **Level 10 Common**

*You throw this tab of compacted black powder to the ground and it ignites, releasing a cloud of foul-smelling smoke.*

Lvl 10 200 gp
**Alchemical Item** **Formula Cost:** 800 gp
**Key Skill:** Arcana or Nature **Time:** 30 min.
**Utility Power** (Zone) **✦ Consumable** (Standard Action)

*Effect:* Area burst 1 within 10. The burst creates a zone of lightly obscured squares that lasts until the end of the encounter.

# Sweet Water

Mixing sweet water into food provides protection against poisoned meals, making it a favorite among wealthy nobles.

**Sweet Water** — **Level 1 Common**

*This small glob of white jelly purifies even the most toxic food and drink, from poisons to dwarven spirits.*

Lvl 1 20 gp
**Alchemical Item** **Formula Cost:** 100 gp
**Key Skill:** Arcana, Nature, or Religion **Time:** 30 min.
**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You apply the *sweet water* to a portion of food equivalent to a light meal for one person or to a single serving of a beverage. The sweet water removes any poison or disease present in the food or beverage after 1 minute. It cannot remove poison or disease from food or drink that is already in a creature's system.

# Tracking Dust

This fine dust is typically applied in areas where you are searching for existing tracks or where you want to detect a creature passing through at a later time. Thieves in areas where tracking dust is common often employ ossip wax to enter an area without leaving footprints.

**Tracking Dust** — Level 4+ Common

*You spread the fine grains of this silver dust to reveal the subtlest tracks.*

| | | | |
|---|---|---|---|
| Lvl 4 | 80 gp | Lvl 19 | 8,400 gp |
| Lvl 9 | 320 gp | Lvl 24 | 42,000 gp |
| Lvl 14 | 1,600 gp | Lvl 29 | 210,000 gp |

**Alchemical Item** — **Formula Cost:** 160 gp
**Key Skill:** Nature or Thievery — **Time:** 1 hour

**Utility Power** (Zone) ✦ **Consumable** (Standard Action)

*Effect:* The *tracking dust* creates a zone of 5 contiguous squares that lasts for 1 hour (you can arrange the squares however you like). When a creature makes a Perception check to track in the zone, the creature can make the check using either its normal Perception modifier or the +7 bonus provided by the dust.

*Level 9:* +9 bonus.
*Level 14:* +12 bonus.
*Level 19:* +14 bonus.
*Level 24:* +17 bonus.
*Level 29:* +19 bonus.

*Special:* Recognizing the zone requires a hard Perception check of the item's level.

# Twinned Flames

*Twinned flames* is the name given to pairs of inert magical flames that are commonly used to detonate alchemical traps, either at a safe distance or through the use of a *precarious crystal*. Alchemists create these items using a process that squeezes a candle flame down to its tiniest essence, then splits it into two flames, making their fire inert. When one half of the flame is magically reignited, its twin flares at the same moment.

**Twinned Flames** — Level 10+ Common

*This tiny spark is almost invisible until it is fanned into life. When it is, its twin flame reignites as well.*

| | | | |
|---|---|---|---|
| Lvl 10 | 200 gp | Lvl 30 | 125,000 gp |
| Lvl 20 | 5,000 gp | | |

**Alchemical Item** — **Formula Cost:** 120 gp
**Key Skill:** Arcana or Nature — **Time:** 30 min.

**Property**

To use this item's power, you must first link the item to another alchemical item in hand or in an adjacent square as a standard action. The level of the linked item must be the same as or lower than the level of the *twinned flames*.

**Utility Power ✦ Consumable** (Standard Action)

*Effect:* You activate the power of the linked alchemical item. You do not need to have line of effect to the item, but you must be within 1 mile of it.

# Universal Solvent

The first alchemists to pursue an ultimate dissolving agent took great precautions against the possibility that the universal solvent would eat its way to the center of the earth and gradually unmake the foundations of the world. Although the final product proved not to be as effective as they feared, it is still considered a classic of alchemy.

**Universal Solvent** — Level 10 Common

*This clear solution can dissolve almost any adhesive.*

Lvl 10 200 gp

**Alchemical Item** — **Formula Cost:** 600 gp
**Key Skill:** Arcana or Thievery — **Time:** 30 min.

**Utility Power ✦ Consumable** (Standard Action)

*Effect:* When you apply this substance to a creature or object in your square or an adjacent square, it destroys any type of mundane bonding agent affecting that creature or object (including sovereign glue).

Universal solvent allows a creature immobilized by mundane agents such as a kobold slinger's gluepot or an aboleth slime mage's *slime burst* power to immediately succeed on a saving throw against the effect when it's applied. It does not affect the aftereffects of those substances (such as *slime burst*'s slowing effect), nor does it have any effect on creatures immobilized by other effects (for example, a ghoul's *claw* attack).

## RETURN TO SENDER

News of the discovery of the location of the Arkhosian Winter Palace reached two adventuring parties at the same time. As each excavated the rubble in search of an entrance to the buried ruin, a rivalry developed between the Spellblades and the Wildroot Wanderers. The Spellblades hired a salamander mercenary to set the Wanderers' dig site on fire.

Unfortunately for them, the Wanderers were able to subdue the salamander. They took two slabs of stone and used *sovereign glue* to hold them together, and then glued the salamander onto this impromptu platform. They then piled vials of *alchemist's fire* on top of the salamander, and smeared *ossip wax* on the bottom of the slab to enable it to float through the air. Finally, they stuck a *precarious crystal* onto the bottom of the slab, connected to a flask of *universal solvent*. Then they kicked the slab to send it floating over the Spellblades' camp.

When those adventurers scrambled out of their tents, their motion caused the *precarious crystal* to burn through the cork holding in the *universal solvent*, which dissolved the *sovereign glue* between the slabs and caused a freed and angry salamander to fall onto the heads of its former employers in a rain of fire.

# Appendix 1: Hirelings and Henchmen

Adventurers are a cut above the commoners inhabiting the world—they have talent, specialized training, and access to magic that makes them akin to gods among mortals. Well, maybe not that far, but heroes are something special. Who else can beard the dragon in its lair? Who else can survive a trap-laden gauntlet to root out the goblin bandits lurking in the cavern beyond? Who else can put down zombies by the dozens?

The thing is, for all that heroes can accomplish beyond most peoples' wildest imagining, adventurers need the common people. Non-adventuring men and women do the things that heroes are unable or unwilling to do. What good is a knight without the suit of armor someone else made? How is the paladin going to survive his or her quest without a sword in hand? Horses? Someone has to breed them and train them. And when the adventure is done, when the heroes return, burdened with their spoils, they're bound to be craving a hot meal and warm bed that only the sleepy little communities on the frontier can provide. The mundane tasks fall to the ordinary people to handle, and without those people, there's little point to squaring off against monsters and plundering their vaults.

Commoners are content to leave the adventuring business to the professionals. They happily take their coins and provide services in return. They listen to the tales of high adventure, danger, and daring, living through the stories the adventurers tell, but they are also relieved to go about their lives without having to follow in those people's steps or face those same challenges.

That said, with the right motivation, these common people might be coaxed from relative safety into a wider world of adventure, accompanying the heroes on their quests and lending aid, albeit in minor ways, to help the heroes accomplish their goals. These companions are the henchmen, the lackeys, the hirelings, and the servants. For the right price, they can lend their unique talents to an adventurer's cause.

Hirelings and henchmen have been part of the Dungeons & Dragons® game since the beginning. In older editions, henchmen gave adventuring parties a bit of extra muscle, took the brunt of enemy attacks, and gave the heroes the extra help they needed to achieve their objectives and survive their challenges. Thus far, 4th Edition has nibbled on the henchmen concept by offering different avenues for characters to acquire companions. Certain classes, such as the beastmaster ranger and the sentinel druid, have pets. *Dungeon Master's Guide 2* provides extensive rules for creating companion characters, either from scratch or by adapting an existing creature to fill this role. While these options are sufficient for most groups, there's something missing—an element of leadership that harkens back to the classic experiences of the game. This appendix provides an expansion to the existing options that cover hirelings and henchmen and puts in your hands the ability to gather and hire the nonplayer characters you need.

The optional rules in this section add a level of complexity that might not be suitable for every group. For large parties, hirelings and henchmen add to the challenges posed by having so many people around the table. Novices might find extra characters in the mix too difficult to manage, and adding several nonplayer characters can dilute other characters' roles in the party.

On the other hand, hirelings and henchmen can solve some of the problems that arise from having too few players in the group. They can step into missing roles, bolster characters having a tough time performing in their role, and act as special rewards for roleplaying or fulfilling a quest. They can serve as a development from the campaign's unfolding story. Before you put this material to use, check with your Dungeon Master to ensure that a companion is suitable for your group.

## Hirelings

The young man who carries your torch lights the way down the dungeon corridor. The valet cleans and mends your clothes, ensuring that all the final preparations are made before you meet the king. The mercenary guard watches over the camp at night, letting you get your rest before you continue your hunt for the troll that made off with the merchant's daughter. These characters are all hirelings: men and women in your employ whose efforts make your travels and missions easier.

Hirelings are similar to companion characters in that they accompany you, but they differ in the capabilities they possess. Hirelings are minor characters and thus do not provide the same degree of support a companion character can provide. Where a companion character might work for a share of the treasure, a hireling is directly in your employ and works for a fee.

### Gaining a Hireling

You don't have to hunt for hirelings. Go to just about any settlement, and you're bound to find some enterprising entrepreneur who has a talent you might find useful. Any number of mercenaries, porters, and similar kinds are ready and willing to work for a price. To gain a hireling, you have to find a willing servant and

*Hirelings*

meet the hireling's fee. At the DM's discretion, you might have to succeed on a skill check to convince the character to accompany you, with Bluff, Diplomacy, Intimidate, and Streetwise being the most common skills. Alternatively, you might find a hireling as part of treasure. As strange as this might sound, a monster might keep any number of potential hirelings as prisoners. It's no stretch to think a dragon might keep a minstrel on hand to entertain it, or an artist to paint its portrait, or a mercenary in the larder to gobble up when cows and sheep grow scarce.

### FOR THE DM: ABUSE

Coin ensures a hireling's loyalty up to a point.

Just as an adventurer isn't likely to put up with abuse from his or her employer, a hireling isn't likely to stick around if mistreated. Other hirelings can grow wise to a callous master who carelessly sends servants to their doom.

You don't have to track attitudes or a list of offenses. Just think about the adventurer's personality and how well he or she treats the hireling. If you can't imagine someone putting up with that treatment, have the hireling make his or her exit at the first opportunity. As word gets out about the adventurer, you might increase the skill check DCs required to hire these followers.

## Hireling Statistics

Regardless of a hireling's occupation, all have certain common statistics.

**Level:** Hirelings exist at every level. Heroic tier hirelings are the common kinds one expects to find pretty much anywhere people gather. Paragon tier hirelings are experts in their fields. Finding non-player characters at this level of accomplishment who are willing to work for someone else can be hard. Epic tier hirelings are tremendously rare; they are the greatest crafters and artists in their respective fields. Such characters have plans, ventures, and goals of their own to pursue, so they are never available for hire without the DM's consent.

**Price:** A hireling's price depends on his or her level. The price is generally per day of service. Long-term service can sometimes be gotten at a lower rate or in return for a share of any profit from the expedition or undertaking. Included in the price are the hireling's initial fee, salary, food, equipment, and the materials the hireling might need along the way. It's important to note the price is an abstraction intended to simplify the process of acquiring and maintaining hirelings.

**Duration:** A hireling remains in your service for as long as you keep paying him or her.

BETH TROTT

| Hireling | Level Varies |
|---|---|
| Medium natural humanoid | – |
| **HP** 1; a missed attack never damages a hireling | **Initiative** – **Perception** +0 |
| **AC** level + 14, **Other Defenses** level + 12 | |
| **Speed** 6 | |
| **Standard Actions** | |
| **Melee Attack** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); level + 5 vs. AC | |
| *Hit:* One-half the hireling's level + 3 damage. | |
| **Ranged Attack** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 10 (one creature); level + 5 vs. AC | |
| *Hit:* One-half the hireling's level + 3 damage. | |

# Occupation

When you employ a hireling, you do so to gain a particular service or benefit. These benefits are tied to the hireling's occupation. Choose one occupation and add its traits to the hireling's statistics block.

| Hireling | Level Varies |
|---|---|
| *A dutiful servant attends to the little complications that interfere with your adventures.* | |
| Lvl 1 15 gp | Lvl 11 350 gp | Lvl 21 9,000 gp |
| Lvl 2 20 gp | Lvl 12 520 gp | Lvl 22 13,000 gp |
| Lvl 3 25 gp | Lvl 13 680 gp | Lvl 23 17,000 gp |
| Lvl 4 35 gp | Lvl 14 840 gp | Lvl 24 21,000 gp |
| Lvl 5 40 gp | Lvl 15 1,000 gp | Lvl 25 25,000 gp |
| Lvl 6 70 gp | Lvl 16 1,800 gp | Lvl 26 45,000 gp |
| Lvl 7 100 gp | Lvl 17 2,600 gp | Lvl 27 65,000 gp |
| Lvl 8 135 gp | Lvl 18 3,400 gp | Lvl 28 85,000 gp |
| Lvl 9 170 gp | Lvl 19 4,200 gp | Lvl 29 105,000 gp |
| Lvl 10 200 gp | Lvl 20 5,000 gp | Lvl 30 125,000 gp |
| **Minor Character** | | |
| **Property** | | |
| You gain the service of a hireling. The creature is an ally to you and your allies. The hireling can perform one standard action and one move action each turn. It acts after you on your initiative count. The hireling has no healing surges. | | |

## Beast Handler

**Cost:** Standard

These grooms care for your beasts. They can keep your horse in excellent health, your dog fed, and your falcon ready to hunt.

**Traits**

**Beast Handler ✦ Aura** 5

All allied beasts in the aura gain a +1 power bonus to Fortitude and Will.

## Guide

**Cost:** Standard

Expeditions into the wilderness can only benefit from a well-trained guide. These hirelings blaze the trail to the heroes' destination. The cost doubles if the guide is leading you into dangerous territory.

**Traits**

**Trailblazer ✦ Aura** 5

Allies in the aura gain a +2 power bonus to Dungeoneering checks and Nature checks.
*Level 15:* +3 power bonus.
*Level 25:* +4 power bonus.

## Linkboy

**Cost:** Standard

Few fighters are willing to sacrifice a two-handed weapon or their shield to haul the party's torch. When no one is able or willing to attend to the group's light, a linkboy provides an extra pair of hands.

**Traits**

**Torch ✦ Aura** 5

Squares in the aura are illuminated with bright light.

## Mercenary

**Cost:** Standard × 3

Mercenaries are the perfect soldiers for hire, ready to lend their swords and shields provided the pay is right.

**Traits**

**Veteran Warrior ✦ Aura** 1

Allies in the aura gain a +1 power bonus to AC and Reflex. In addition, the hireling gains a +2 power bonus to AC and Reflex.

**Standard Actions**

**Melee Attack** (weapon) ✦ **At-Will**

*Attack:* Melee 1 (one creature); level + 5 vs. AC
*Hit:* The hireling's level + 3 damage.

**Ranged Attack** (weapon) ✦ **At-Will**

*Attack:* Ranged 10 (one creature); level + 5 vs. AC
*Hit:* The hireling's level + 3 damage.

## Pilot

**Cost:** Standard × 2

Whether commanding the mariner's wheel on a greatship, driving a wagon team, or guiding an airship to dock, a seasoned pilot is an asset to any crew.

**Traits**

**Seasoned Pilot**

When used as a pilot, the hireling grants the vehicle a +1 bonus to the vehicle's speed.

## Porter

**Cost:** Standard

Porters make their living hauling stuff. They are useful hirelings since they can heft considerable weight and still reach places a mule or horse could not.

**Traits**

**Strong**

The hireling's normal load is 75 pounds, heavy load is 150 pounds, and maximum drag load is 375 pounds.
*Level 1-5:* Base speed 5, travel 6 hours per day.
*Level 6-10:* Base speed 6, travel 8 hours per day.
*Level 11-30:* Base speed 7, travel 10 hours per day.

## Sage

**Cost:** Standard × 3

Sages are experts in a particular field of knowledge. Few sages venture from their personal domains, though if you can convince one to accompany you, his or her knowledge is yours for the asking.

**Traits**

☼ **Sage Knowledge ✦ Aura** 5

Choose one knowledge skill for the sage: Arcana, Dungeoneering, History, Nature, or Religion. Allies in the aura gain a +2 power bonus to skill checks involving the chosen skill.
*Level 15:* +3 power bonus.
*Level 25:* +4 power bonus.

**Standard Actions**

**Lore Use ✦ Daily**

*Effect:* One ally gains a +5 item bonus to the next skill check made involving the skill chosen for *sage knowledge*.

## Scribe

**Cost:** Standard × 2

Limners and copyists, these trained individuals are adept at recording and copying whatever you put in front of them.

**Traits**

**Scribe Document**

During a short or an extended rest, the hireling copies one page of text or illustrations. It is a rough copy if performed during a short rest or a perfect copy if performed during an extended rest.

### FOR THE DM: HIRELING TRAITS

Like companion characters, hirelings have traits to help them stand out as more than trap springers and door openers. You don't need extensive details; you need only enough information to give them a little life.

**Race:** A hireling's race does not affect his or her statistics, but it can reveal a lot about personality and appearance. Hirelings favor employers who are friendly to their people.

**Physical Description:** Come up with one or two distinguishing characteristics to make the hireling stand out. Height, weight, and coloring are good places to start, as are interesting elements such as a limp, a squint, boils, or a ruddy complexion.

**Personality:** Don't worry too much about motivations, secrets, or behaviors when it comes to hirelings. Instead, assign a word to the hireling to summarize his or her personality. Examples include serious, driven, craven, unhinged, reckless, or loyal.

## Seasoned Crew Member

**Cost:** Standard

These able sailors can ensure that a ship reaches a distant port safe and sound.

**Traits**

**Able Crew**

If a vehicle's crew is entirely made up of seasoned crew member hirelings, the vehicle gains a +1 bonus to all defenses.

## Spy

**Cost:** Standard × 3

Spies can keep you supplied with the information you need when you need it most.

**Traits**

**Espionage**

The controlling hero gains a +2 power bonus to Streetwise checks.
*Level 15:* +3 power bonus.
*Level 25:* +4 power bonus.

## Valet

**Cost:** Standard

Skilled valets are indispensable to those moving through high society because these servants know how to make you look and act your best when you're dealing with the rich and powerful.

**Traits**

☼ **Etiquette ✦ Aura** 3

When dressed in suitable clothing, the controlling hero and all allies gain a +2 power bonus to Diplomacy checks while in the aura.
*Level 15:* +3 power bonus.
*Level 25:* +4 power bonus.

# PETS

A pet can be an interesting way to develop your character's personality and appearance. A house cat, a small snake, a raven, or another animal adds color and can reveal something about the character's interests. If you're interested in acquiring a companion animal, consider the following options.

**Class:** As of this writing, two classes provide animal companions. The first is the beastmaster ranger introduced in *Martial Power*™ and the second is the sentinel druid from *Heroes of the Forgotten Kingdoms*™. In both cases, you get the benefit of a companion creature, with supporting powers to let you coordinate your efforts. If you're not inclined to play either class, you can use the hybrid rules from *Player's Handbook*® 3 to pick up the Beast Mastery class feature and add to the class you want to play.

**Familiars:** Another option, specifically for arcane characters, is to take the Arcane Familiar feat from

*Arcane Power*™. In addition to cats, falcons, and serpents, you can also pick up strange pets such as bound demons and book imps. Any arcane class can take the feat, so if you have a multiclass or hybrid class, this is a great option.

**Companion Character:** With your DM's permission, you can use the companion character rules from *Dungeon Master's Guide® 2* to turn a monster into a companion character. This is a good solution if you have a smaller than normal party since the pet counts as a full member of the party.

**Pet Background:** Perhaps the easiest solution to acquiring a pet is to add it to your character sheet as a background element. A pet as a background element abstracts a creature with no significant statistics or ability to affect a combat's outcome in a meaningful way. A pet snake, a trained raven, a house cat, and a small dog are all suitable creatures for this option. Think about how you acquired the pet and how you feel about it. Come up with at least one way the pet helped you in the past. And don't forget to name it!

If you choose the pet as your major background benefit, work with your DM to find an appropriate skill. A raven trained to filch small objects might grant a +2 bonus to Thievery checks. A small, vicious dog might grant a +2 bonus to Intimidate checks or Perception checks. A chatty parrot or raven might grant a +2 bonus to Bluff checks.

# Henchmen

Where hirelings are minor supporting characters, lending aid to an adventuring group in small ways, henchmen are nearly full-fledged characters in their own right, whose presence in the adventuring group gives the heroes an edge. These characters are counted as full members of the adventuring party. Henchmen have many of the same features, traits, and powers available to player characters, but simplified to allow a player to manage a henchman at the same time that he or she plays a primary character.

Henchmen, also known as companion characters, can take many forms. Some might be beasts and monsters, being creatures drawn from the *Monster Manual®* or *Monster Vault*™ books. Others are akin to characters, using the same kinds of powers available to heroes. A few might be unique, crafted by a DM or drawn from a published supplement such as the ones presented below.

## Gaining a Henchman

Adding a henchman to your adventuring party can be as simple as posting a notice in a local tavern or as complicated as completing a minor quest, negotiating payment, or tracking down the companion in a city, a wilderness setting, or a dungeon.

**Companion:** Henchmen are best used to fill in missing roles or to take the place of absent players. If the group lacks a leader, you might recruit one to accompany you on your adventurers to improve your chances for success. A companion can be a constant presence in your group or a sporadic one, depending on the game's needs.

**Employee:** Sometimes you might want a little help in taking on a dangerous mission. An extra warrior or striker could make a difference, especially if your group is light in these roles. A henchman can serve an adventuring group in exchange for something, such as coin, but sometimes the henchman might join the party so that he or she can gain the party's help in completing a minor or major quest. Employees are not open-ended allies. Their contracts stipulate an end point for their services.

If a henchman's compensation is monetary, the fee equals one-fifth of the value of a magic item equal to the party's level.

**Ally:** During your hero's adventures, he or she is bound to encounter friendly and helpful characters. You might make a short-term alliance against a common enemy, join forces with a rival adventuring group, or rescue an important character who chooses to fight at your side until you reach safety.

## Creating a Henchman

Unlike hirelings, creating a henchman is the DM's job. *Dungeon Master's Guide 2* includes the rules the DM needs to turn a monster into a companion character or to create a unique companion.

## Running a Henchman

Although the DM creates the henchman, it falls to you to use the character in combat and skill challenges. Outside combat, the DM controls the character, playing the character in accordance with his or her personality, motives, and secrets. In combat, the DM might hand off the character to a player to run.

## Henchmen in Play

Remember a couple of things when using henchmen in your group. First, henchmen don't need magic items and thus should never be included in magic item distribution. Second, henchmen earn experience points just as you do and thus earn a full share of XP. Finally, henchmen gain levels and advance at the same rate as other characters in the group.

# Sample Henchmen

If you need a henchman in a pinch, you can use any of the following characters.

## Anaxana

*Reckless Battle Mage*

Anaxana is an eladrin magician—a reckless battle mage hungry for vengeance against her people's enemies.

She has a spare frame to the point of being gaunt. Her features are severe, with a long nose that gives her a hawkish appearance. She prefers simple gray robes and keeps a longsword in a scabbard on her weapon belt.

Missions involving hunting down and killing orcs or drow are the easiest ways to recruit Anaxana to the group. She hasn't a kind word for these monsters and delights in fighting them. She might linger with a party for missions that don't involve hunting her enemies but moves on if her bloodlust isn't sated.

**Anaxana** **Level 2 Controller**
Medium fey humanoid, eladrin –

**HP** 27; **Bloodied** 13; **Initiative** +4
**Healing Surges** 7; **Surge Value** 6
**AC** 15, **Fortitude** 15, **Reflex** 17, **Will** 14 **Perception** +0
**Speed** 6 Low-light vision
**Saving Throws** +5 against charm effects

**Standard Actions**

**Longsword** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +9 vs. AC
*Hit:* 1d8 + 1 damage.

**Magic Missile** (force, implement) ✦ **At-Will**
*Effect:* Ranged 20 (one creature). The target takes 7 force damage.

**Burning Hands** (fire, implement) ✦ **Encounter**
*Attack:* Close blast 5 (creatures in the blast); +6 vs. Reflex
*Hit:* 2d6 + 5 fire damage.
*Miss:* Half damage.

**Freezing Burst** (cold, implement) ✦ **At-Will**
*Attack:* Area burst 1 within 10 (creatures in the burst); +6 vs. Reflex
*Hit:* 1d6 + 5 cold damage, and Anaxana can slide the target 1 square.

**Move Actions**

**Fey Step** (teleportation) ✦ **Encounter**
*Effect:* Anaxana teleports up to 5 squares.

**Triggered Actions**

**Shield** ✦ **Encounter**
*Trigger:* An enemy hits Anaxana.
*Effect (Immediate Interrupt):* Anaxana gains a +4 power bonus to AC and Reflex until the end of her next turn.

**Wand of Accuracy** ✦ **Encounter**
*Trigger:* Anaxana starts her turn.
*Effect (Free Action):* Anaxana gains a +3 bonus to a single attack roll using a wand as an implement made before the end of her turn.

**Skills** Arcana +10, History +10, Insight +5
**Str** 10 (+1) **Dex** 17 (+4) **Wis** 8 (+0)
**Con** 13 (+2) **Int** 19 (+5) **Cha** 10 (+1)
**Alignment** unaligned **Languages** Common, Elven
**Equipment** robes, longsword, wand, adventurer's kit

## Sir Michael Everdawn

*Disgraced Knight*

Once a promising knight, renowned for his skill at arms and his fine pedigree, Michael fell from grace and is now a pariah in his own lands. He never speaks of how he reached his present state, though his overindulgence in spirits suggests a predilection for drunkenness that might have played a part in his fall.

Michael is a heavyset man with a paunch, red nose, and rheumy eyes. Despite his haggard appearance, he remains strong, powerful, and ferocious in battle. His battered armor shows signs of previous contests, and the faded heraldry, a rampant boar, hints at the better life he once lived.

The disgraced knight craves redemption. He eagerly joins any adventuring group that can promise him a chance to restore his name. While involved in a noble pursuit, he stays clear of the drink until idleness and frustration overcome him.

**Sir Michael Everdawn** **Level 2 Defender**
Medium natural humanoid, human –

**HP** 35; **Bloodied** 17; **Initiative** +1
**Healing Surges** 11; **Surge Value** 8
**AC** 21, **Fortitude** 18, **Reflex** 14, **Will** 16 **Perception** +2
**Speed** 5

**Standard Actions**

**Longsword** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +9 vs. AC
*Hit:* 1d8 + 5 damage, and Michael marks the target until the end of his next turn.

**Tide of Iron** (weapon) ✦ **At-Will**
*Requirement:* Michael must be using a shield.
*Attack:* Melee 1 (one creature); +9 vs. AC
*Hit:* 1d8 + 5 damage, and Michael can push the target 1 square, and then shift 1 square into the space the target last occupied.

**Minor Actions**

**Glowering Threat** ✦ **Encounter**
*Effect:* Close burst 2 (enemies in the burst). Until the end of Michael's next turn, each target takes a -5 penalty to attack rolls against any creature other than Michael.

**Triggered Actions**

**Heroic Effort** ✦ **Encounter**
*Trigger:* Michael misses with an attack or fails a saving throw.
*Effect (No Action):* Michael gains a +4 bonus to the attack roll or saving throw.

**Power Strike** ✦ **Encounter**
*Trigger:* Michael hits an enemy with *longsword*.
*Effect (No Action):* The triggering attack deals 1d8 extra damage.

**Skills** Athletics +10, Endurance +8, Intimidate +8
**Str** 18 (+5) **Dex** 11 (+1) **Wis** 12 (+2)
**Con** 14 (+3) **Int** 8 (+0) **Cha** 14 (+3)
**Alignment** good **Languages** Common, Giant
**Equipment** plate armor, heavy shield, longsword, adventurer's kit

## Cadra Forgesworn

*Zealous Priestess*

Cadra Forgesworn is a devout follower of Moradin. She's so zealous she comes off as a fanatic. She left her clan, not to seek fortune or glory, but to champion her patron in the world.

As with most dwarves, Cadra is short and stocky. Her determination makes up for any shortcomings in physical might, and when committed to a cause, she is as tenacious as a troll with a fresh carcass in its maw. She shaved her head and inked her scalp with battle scenes described in the *Book of Spite*, a holy tome favored by Moradin's more militant priests.

| **Cadra Forgesworn** | **Level 2 Leader** |
|---|---|
| Medium natural humanoid, dwarf | – |
| **HP** 34; **Bloodied** 17; | **Initiative** +2 |
| **Healing Surges** 10; **Surge Value** 8 | |
| **AC** 17, **Fortitude** 15, **Reflex** 13, **Will** 17 | **Perception** +5 |
| **Speed** 5 | Low-light vision |
| **Saving Throws** +5 against poison effects | |
| **Traits** | |
| **Stand Your Ground** | |
| Cadra can move 1 square less than the effect specifies when subjected to a pull, a push, or a slide. In addition, when an effect would cause Cadra to fall prone, she can make a saving throw to avoid falling prone. | |
| **Standard Actions** | |
| **Warhammer** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +8 vs. AC | |
| *Hit:* 1d10 + 1 damage. | |
| **Throwing Hammer** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 5/10 (one creature); +8 vs. AC | |
| *Hit:* 1d6 + 2 damage. | |
| **Blessing of Wrath** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +8 vs. AC | |
| *Hit:* 1d10 + 5 damage. | |
| *Effect:* Cadra or one ally within 5 squares of her gains a +3 power bonus to his or her next damage roll against the target before the end of his or her next turn. | |
| **Sanctuary** ✦ **Encounter** | |
| *Effect:* Ranged 10 (Cadra or one creature). The target gains a +5 bonus to all defenses until the target attacks or until the end of Cadra's next turn. | |
| **Divine Glow** (implement, radiant) ✦ **Encounter** | |
| *Attack:* Close blast 3 (enemies in the blast); +6 vs. Reflex | |
| *Hit:* 1d8 + 5 radiant damage. | |
| *Effect:* Allies in the blast gain a +2 power bonus to attack rolls until the end of Cadra's next turn. | |
| **Minor Actions** | |
| **Healing Word** (healing) ✦ **2/Encounter** | |
| *Effect:* Close burst 5 (Cadra or one ally in the burst). The target spends a healing surge. | |
| **Dwarven Resilience** ✦ **Encounter** | |
| *Effect:* Cadra uses her second wind. | |
| **Skills** Dungeoneering +10, Endurance +11, Heal +10 | |
| **Str** 11 (+1) **Dex** 12 (+2) **Wis** 19 (+5) | |
| **Con** 17 (+4) **Int** 8 (+0) **Cha** 10 (+1) | |
| **Alignment** lawful good **Languages** Common, Dwarven | |
| **Equipment** scale armor, warhammer, 2 throwing hammers, holy symbol, adventurer's kit | |

More than anything, Cadra hopes to leave a mark on the world, as Moradin commands. How she will do so has not yet revealed itself. She believes the adventurer's life is the surest way to achieve this end. She has worked with other groups before, and each association ended badly. Her abrasive personality could be to blame.

## Ghesh

*Mercenary Captain*

A veteran officer from a disbanded mercenary company, Ghesh is now a sword-for-hire, selling his services to anyone who pays him the highest price.

Ghesh cuts an impressive figure. He's tall, muscled, and covered in glittering bronze scales. He keeps his equipment in impeccable condition, cleaning and oiling his mail and spear every night before bedding down.

Command comes easy to Ghesh, and he's not one to keep his opinions to himself. He believes his

| **Ghesh** | **Level 2 Leader** |
|---|---|
| Medium natural humanoid, dragonborn | – |
| **HP** 30; **Bloodied** 15; | **Initiative** +2 |
| **Healing Surges** 8; **Surge Value** 8 | |
| **AC** 17, **Fortitude** 17, **Reflex** 13, **Will** 15 | **Perception** +4 |
| **Speed** 5 | |
| **Traits** | |
| **Dragonborn Fury** | |
| Ghesh gains a +1 bonus to attack rolls while he is bloodied | |
| **Standard Actions** | |
| **Longspear** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +8 vs. AC | |
| *Hit:* 1d10 + 5 damage. | |
| **Viper's Strike** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +8 vs. AC | |
| *Hit:* 1d10 + 5 damage. | |
| *Effect:* If the target shifts before the start of Ghesh's next turn, it provokes an opportunity attack from an ally of Ghesh's choice. | |
| **Hammer and Anvil** (weapon) ✦ **Encounter** | |
| *Attack:* Melee 2 (one creature); +8 vs. Reflex | |
| *Hit:* 1d10 + 5 damage. One ally adjacent to the target uses a free action to make a melee basic attack against the target. The ally gains a +3 bonus to his or her damage roll. | |
| **Move Actions** | |
| **Knight's Move** ✦ **Encounter** | |
| *Effect:* Ranged 10 (one ally). The target takes a move action. | |
| **Minor Actions** | |
| **Healing Word** (healing) ✦ **2/Encounter** | |
| *Effect:* Close burst 5 (Ghesh or one ally in the burst). The target spends a healing surge. | |
| **Dragon Breath** (fire) ✦ **Encounter** | |
| *Attack:* Close blast 3 (creatures in the blast); +6 vs. Reflex | |
| *Hit:* 1d6 + 2 fire damage. | |
| **Skills** History +6, Intimidate +9 | |
| **Str** 19 (+5) **Dex** 12 (+2) **Wis** 8 (+0) | |
| **Con** 13 (+2) **Int** 10 (+1) **Cha** 16 (+4) | |
| **Alignment** lawful good **Languages** Common, Draconic | |
| **Equipment** chainmail, longspear, adventurer's kit | |

battlefield experience gives him the wisdom to advise his comrades in all things, from the way they grip their weapons to the tactics they use in combat. Some people find Ghesh domineering, though none deny his expertise.

## FOR THE DM: USING THE SAMPLE HENCHMEN

The henchmen included here are set at 2nd level. Use the rules in *Dungeon Master's Guide 2* to increase the level as needed. The descriptive elements give you enough to get started with these characters, but don't feel bound by them. Alter them as needed. Finally, be sure to give the character a secret to help ground the character in the campaign.

EMRAH ELMASLI

## Rook

*Shadowy Killer*

Rook is the quintessential product of the drow city Erelhei-Cinlu. On its treacherous streets, Rook learned to survive by any means he had, cultivating his natural talents and his knack for knifework to carve a path to freedom. With the city years behind him, Rook has become an assassin who asks no questions and does the job with a professional detachment.

Not especially tall and rather spare of frame, Rook conceals himself with a hooded gray cloak and dark clothing. He fights with blades and crossbow from hidden positions to take his enemies by surprise. He regards every situation as a potentially violent one, so he keeps to himself when not on a mission.

Rook makes no apologies for who he is and what he does. He is a pragmatist and never hesitates to do what it takes to get the job done. Rook does not make friends. Instead, he takes clients. Every arrangement is a business agreement, and he expects payment for the work he does.

| **Rook** | **Level 2 Striker** |
|---|---|
| Medium fey humanoid, drow | – |
| **HP** 29; **Bloodied** 14; **Healing Surges** 7; **Surge Value** 7 | **Initiative** +5 |
| **AC** 17, **Fortitude** 13, **Reflex** 17, **Will** 15 | **Perception** +1 |
| **Speed** 5 | Darkvision |
| **Standard Actions** | |
| **Dagger** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +9 vs. AC | |
| *Hit:* 1d4 + 5 damage. | |
| **Hand Crossbow** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 15/30 (one creature); +8 vs. AC | |
| *Hit:* 1d6 + 5 damage. | |
| **Sly Flourish** ✦ **At-Will** | |
| *Effect:* Rook uses *dagger* or *hand crossbow*, and gains a +3 bonus to the damage roll. | |
| **Impact Shot** (weapon) ✦ **Encounter** | |
| *Attack:* Ranged 15/30 (one creature); +8 vs. AC | |
| *Hit:* 2d6 + 5 damage, and Rook can push the target 1 square. | |
| **Move Actions** | |
| **Tumble** ✦ **Encounter** | |
| *Effect:* Rook shifts up to his speed. | |
| **Minor Actions** | |
| **Cloud of Darkness** ✦ **Encounter** | |
| *Effect:* Close burst 1. The burst creates a cloud of darkness that remains in place until the end of Rook's next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. Rook is immune to these effects. | |
| **Triggered Actions** | |
| **Striker's Edge** ✦ **At-Will** (1/turn) | |
| *Trigger:* Rook hits an enemy granting combat advantage to him. | |
| *Effect (No Action):* The triggering attack deals 1d6 extra damage. | |
| **Skills** Acrobatics +10, Intimidate +9, Stealth +10 | |
| **Str** 10 (+1) **Dex** 19 (+5) **Wis** 11 (+1) | |
| **Con** 12 (+2) **Int** 10 (+1) **Cha** 16 (+4) | |
| **Alignment** unaligned **Languages** Common, Elven | |
| **Equipment** leather armor, 2 daggers, hand crossbow, 20 bolts, adventurer's kit | |

# Appendix 2: Magic Item Stories

In fantasy fiction, the protagonists often acquire enchanted objects that move the story forward. In some campaigns, however, magic items are often irrelevant to the plot, tending only to improve characters' mechanical abilities.

Yet even the lowliest magic items are created for a purpose. Artisans do not labor to craft an item of exceptional quality without intending for it to accomplish something extraordinary. Every magic item, even a *+1 magic dagger*, has a story, whether or not the party ever learns it.

Although it's certainly not necessary to define the history of all the items the characters obtain, every story created for an item adds color to the campaign world and the shared experience of the DM and the players. Using the rules for adding item levels as treasure (see the sidebar), the same *+1 magic dagger* a character acquires at the beginning of his or her career can become the world-renowned weapon he or she wields as part of his or her epic destiny. Such an item deserves a story.

The following lists present some sample story hooks and details that you can add to standard magic items to provide adventure ideas or to inspire a quest. You can also create your own hooks customized to your campaign setting.

### SAMPLE STORY HOOKS

| The item was or is . . . |
|---|
| 1. Stolen from a king's treasury |
| 2. Owned by a priest who sold his soul to devils |
| 3. Found in the severed hand of its former owner |
| 4. Inherited from a friend or a stranger |
| 5. Once the property of a mighty war chief |
| 6. Created to prevent a war; started one instead |
| 7. A gift between lovers—a token of affection |
| 8. The triumphant life's work of an amateur crafter |
| 9. Sought after by powerful evil creatures |
| 10. Created by a god |
| 11. The container for a soul |
| 12. One of a pair that seek to be reunited |
| 13. Extraordinarily lucky or unlucky for its bearer |
| 14. Made on another plane of existence |
| 15. Once used to defeat a supremely powerful foe |
| 16. Under constant surveillance by otherworldly beings |
| 17. Occasionally wet with blood or tears |
| 18. Part of a rare series of items crafted by a fabled smith |
| 19. Owned by someone who is now a jealous ghost |
| 20. Prophesied to cause either disaster or peace |

### SAMPLE ITEM DETAILS

| The item (is) . . . |
|---|
| 1. Covered in runes viewable only by starlight |
| 2. Completely transparent |
| 3. Etched with the symbol of a devil or demon |
| 4. Inscribed with a date in the future |
| 5. Topped with a gemlike eye that watches the bearer |
| 6. Heavier than it should be |
| 7. Well used; nicks and scratches score its surface |
| 8. Well made; has been passed down over generations |
| 9. Festooned with totemic feathers or tokens |
| 10. Resonates continuously with low, unpleasant sound |
| 11. Barbed and sharp-edged |
| 12. Always looks dirty |
| 13. Seems exceptionally fragile or delicate |
| 14. Wholly or partially constructed from bone or flesh |
| 15. Gives off a faint glow that cannot be dimmed |
| 16. Exudes a fragrant or pungent odor when it is used |
| 17. Permanently bloodstained |
| 18. Inscribed with a famous name |
| 19. Recites a verse or riddle when used |
| 20. Always looks clean |

# Appendix 3: Item Levels as Treasure

Sometimes a magic item enters the campaign at the correct level, but a player wants her character to hold onto that item at higher levels rather than replacing it with a newer, higher-level item. You can allow the character to invest monetary treasure in Enchant Magic Item rituals to increase the item's power. Or, alternatively, item level increases can be given out as treasure.

Item levels granted as treasure follow the same guidelines as normal magic item placement. An increase in an item's enhancement bonus should be given out only when the characters have attained an appropriate level to earn magic items with the improved bonus.

### MAGIC ITEM SCALING

| Item Level | Enhancement Bonus |
|---|---|
| 1-5 | +1 |
| 6-10 | +2 |
| 11-15 | +3 |
| 16-20 | +4 |
| 21-25 | +5 |
| 26-30 | +6 |

The value of an item's enhancement bonus increase equals the difference in cost between the item's lower-level form and its higher-level form. This value should be primarily subtracted from the magic items given out in an adventure, with only a small portion coming from gold or other monetary treasure.

For example, a character who has *+1 delver's armor* wants to increase the effectiveness of that armor rather than seek another set of more powerful armor. According to the table, that character should be of a level suitable for using 6th-level items before such an increase can occur. The difference in cost between *+1 delver's armor* and *+2 delver's armor* in the *Player's Handbook* is 2,720 gp—roughly the cost of a 7th-level magic item (2,600 gp). The item level can thus replace a 7th-level item normally placed as treasure, with the additional 120 gp taken out of monetary treasure. Likewise, the increase in the armor's enhancement bonus could partially take the place of an 8th-level treasure (worth 3,400 gp), with the difference (680 gp) made up by a 3rd-level magic item of use to the party.

This system can even be used to turn mundane items into magic items. A character's nonmagical heirloom longsword might be empowered by exposure to magic or a heroic deed to become a signature magic weapon.

# Appendix 4: Item Lists

The following section contains master lists for all the magic items in *Mordenkainen's Magnificent Emporium*. Items are sorted by level, by rarity (common, uncommon, or rare), and by type. Each level header indicates the price of items of that level. Each entry includes the page number on which the item can be found. Weapons and armor entries include information about the category of each item. Common items sell for 20 percent of their purchase value, while uncommon items sell for 50 percent of their purchase value. Rare items are highly prized, and sell for their full purchase value.

## Level 1 360 gp

### COMMON TOME

| | |
|---|---|
| Magic tome +1 | 52 |

### COMMON WONDROUS ITEMS

| | |
|---|---|
| Eternal chalk | 83 |
| Restful bedroll | 88 |

### UNCOMMON WONDROUS ITEM

| | |
|---|---|
| Mountebank's deck | 87 |

### UNCOMMON CONSUMABLE (20 gp each)

| | |
|---|---|
| Potion of cure light wounds | 96 |

## Level 2 520 gp

### UNCOMMON ROD

| | |
|---|---|
| Rod of revenge +1 | 48 |

### COMMON ARMOR

| | | |
|---|---|---|
| Armor of escape +1 | Any | 12 |
| Robe of useful items +1 | Cloth | 17 |

### COMMON WEAPONS

| | | |
|---|---|---|
| Lesser cloaked weapon +1 | Any | 29 |
| Weapon of long range +1 | Any ranged, any thrown | 35 |

### COMMON ROD

| | |
|---|---|
| Rod of smiting +1 | 49 |

### COMMON TOTEM

| | |
|---|---|
| Totem of trailblazing +1 | 54 |

### COMMON WAND

| | |
|---|---|
| Apprentice's wand +1 | 54 |

### COMMON ARMS SLOT ITEM

| | |
|---|---|
| Tusk shield | 62 |

### COMMON HEAD SLOT ITEM

| | |
|---|---|
| Reading spectacles | 70 |

### COMMON NECK SLOT ITEMS

| | |
|---|---|
| Amulet of life protection +1 | 71 |
| Lesser badge of the berserker +1 | 74 |

### COMMON WONDROUS ITEMS

| | |
|---|---|
| Backpack of concealment | 80 |
| Hunter's flint | 86 |

### COMMON CONSUMABLE (25 gp each)

| | |
|---|---|
| Oil of lasting flame | 99 |

## Level 3 680 gp

### UNCOMMON ARMOR

| | | |
|---|---|---|
| Ebon armor +1 | Chain, scale, plate | 14 |

### UNCOMMON WEAPONS

| | | |
|---|---|---|
| Seeker weapon +1 | Any ranged, any thrown | 31 |
| Shock spear +1 | Spear | 31 |
| Weapon of accuracy +1 | Any ranged, any thrown | 35 |
| Weapon of surrounding +1 | Any melee | 35 |

### UNCOMMON STAFF

| | |
|---|---|
| Staff of withering +1 | 51 |

### UNCOMMON WAND

| | |
|---|---|
| Wand of fear +1 | 55 |

### COMMON ORB

| | |
|---|---|
| Orb of forceful magic +1 | 45 |

### COMMON WAND

| | |
|---|---|
| Wand of inevitability +1 | 56 |

**COMMON ARMS SLOT ITEM**

| | |
|---|---|
| Vanguard's shield | 62 |

**COMMON NECK SLOT ITEM**

| | |
|---|---|
| Periapt of health +1 | 75 |

**COMMON WONDROUS ITEM**

| | |
|---|---|
| Floating lantern | 84 |

## Level 4 840 gp

**RARE ROD**

| | |
|---|---|
| Rod of absorption +1 | 47 |

**RARE WAND**

| | |
|---|---|
| Wand of frost +1 | 56 |

**RARE HEAD SLOT ITEM**

| | |
|---|---|
| Exceptional factotum helm | 67 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Wintersnap armor +1 | Any | 17 |

**UNCOMMON WEAPONS**

| | | |
|---|---|---|
| Lifestealer weapon +1 | Any melee | 29 |
| Warning weapon +1 | Any | 33 |
| Way-leader weapon +1 | Spear | 33 |
| Weapon of defense +1 | Any melee | 34 |
| Weapon of submission +1 | Any melee | 34 |

**UNCOMMON KI FOCUS**

| | |
|---|---|
| Body of fire ki focus +1 | 44 |

**UNCOMMON ORB**

| | |
|---|---|
| Orb of relentless sympathy +1 | 46 |

**UNCOMMON STAFFS**

| | |
|---|---|
| Staff of command +1 | 50 |
| Staff of striking +1 | 50 |

**UNCOMMON ARMS SLOT ITEM**

| | |
|---|---|
| Ranging defender shield | 61 |

**UNCOMMON WONDROUS ITEM**

| | |
|---|---|
| Guardian's whistle | 85 |

**COMMON HOLY SYMBOL**

| | |
|---|---|
| Symbol of the sun +1 | 43 |

## Level 5 1,000 gp

**RARE ARMOR**

| | | |
|---|---|---|
| Gloaming armor +1 | Cloth, leather, hide | 15 |

**RARE WEAPON**

| | | |
|---|---|---|
| Weapon of speed +1 | Any ranged, any thrown | 35 |

**RARE TOTEM**

| | |
|---|---|
| Totem of the woodlands +1 | 54 |

**RARE HEAD SLOT ITEM**

| | |
|---|---|
| Helm of seven deaths | 69 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Armor of the charging wind +1 | Cloth, leather, hide | 13 |
| Doppelganger armor +1 | Any | 14 |

**UNCOMMON AMMUNITION (50 gp each)**

| | |
|---|---|
| Shadowshaft ammunition +1 | 37 |
| Shiver-strike ammunition +1 | 37 |

**UNCOMMON TOTEM**

| | |
|---|---|
| Totem of thorns +1 | 53 |

**UNCOMMON WONDROUS ITEM**

| | |
|---|---|
| Chime of opening | 81 |

**UNCOMMON CONSUMABLES (50 gp each)**

| | |
|---|---|
| Elixir of clairvoyance | 91 |
| Elixir of protection from evil | 94 |
| Elixir of treasure finding | 94 |
| Potion of clarity | 95 |
| Scroll of protection | 101 |
| Vial of darkness | 101 |

**COMMON WONDROUS ITEMS**

| | |
|---|---|
| Enchanted reins | 82 |
| Instant campsite | 86 |

**COMMON CONSUMABLES (50 gp each)**

| | |
|---|---|
| Cryptspawn potion | 90 |
| Elixir of aptitude | 90 |
| Unreadable ink | 101 |

## Level 6 1,800 gp

**RARE HANDS SLOT ITEM**

| | |
|---|---|
| Life-draining gauntlets | 66 |

**RARE HEAD SLOT ITEM**

| | |
|---|---|
| Eyes of charming | 67 |

**UNCOMMON WONDROUS ITEM**

| | |
|---|---|
| Nolzur's inkwell | 88 |

**UNCOMMON CONSUMABLE (75 gp each)**

| | |
|---|---|
| Elixir of invisibility | 93 |

**COMMON TOME**

| | |
|---|---|
| Magic tome +2 | 52 |

**COMMON FEET SLOT ITEM**

| | |
|---|---|
| Shoes of water walking | 64 |

**COMMON WAIST SLOT ITEM**

| | |
|---|---|
| Baldric of time | 78 |

**COMMON WONDROUS ITEM**

| | |
|---|---|
| Climber's rope | 81 |

**COMMON CONSUMABLES (75 gp each)**

| | |
|---|---|
| Elixir of climbing | 92 |
| Lesser elixir of dragon breath | 95 |
| Trackless ashes | 101 |

## Level 7 2,600 gp

**RARE WAND**

| | | |
|---|---|---|
| Wand of wonder +2 | | 57 |

**RARE WAIST SLOT ITEM**

| | | |
|---|---|---|
| Belt of dwarvenkind | | 79 |

**RARE WONDROUS ITEM**

| | | |
|---|---|---|
| Map of unseen lands | | 87 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Armor of dogged grit +2 | Chain, scale, plate | 12 |

**UNCOMMON WEAPON**

| | | |
|---|---|---|
| Giantslayer weapon +2 | Any melee | 27 |

**UNCOMMON ORB**

| | | |
|---|---|---|
| Orb of enduring magic +2 | | 45 |

**UNCOMMON ROD**

| | | |
|---|---|---|
| Rod of revenge +2 | | 48 |

**UNCOMMON STAFF**

| | | |
|---|---|---|
| Staff of the viper +2 | | 50 |

**UNCOMMON FEET SLOT ITEM**

| | | |
|---|---|---|
| Boots of elvenkind | | 63 |

**UNCOMMON WONDROUS ITEMS**

| | | |
|---|---|---|
| Bottled smoke | | 80 |
| Decanter of endless water | | 82 |
| Pearl of power | | 88 |

**UNCOMMON CONSUMABLE (100 gp each)**

| | | |
|---|---|---|
| Nolzur's marvelous pigments | | 99 |

**COMMON ARMOR**

| | | |
|---|---|---|
| Armor of escape +2 | Any | 12 |
| Robe of useful items +2 | Cloth | 17 |

**COMMON WEAPONS**

| | | |
|---|---|---|
| Lesser cloaked weapon +2 | Any | 29 |
| Weapon of long range +2 | Any ranged, any thrown | 35 |

**COMMON ROD**

| | | |
|---|---|---|
| Rod of smiting +2 | | 49 |

**COMMON TOTEM**

| | | |
|---|---|---|
| Totem of trailblazing +2 | | 54 |

**COMMON WAND**

| | | |
|---|---|---|
| Apprentice's wand +2 | | 54 |

**COMMON HEAD SLOT ITEM**

| | | |
|---|---|---|
| Crown of leaves | | 67 |

**COMMON NECK SLOT ITEMS**

| | | |
|---|---|---|
| Amulet of life protection +2 | | 71 |
| Lesser badge of the berserker +2 | | 74 |

## Level 8 3,400 gp

**RARE WEAPON**

| | | |
|---|---|---|
| Frost brand weapon +2 | Any melee | 26 |

**RARE WANDS**

| | | |
|---|---|---|
| Wand of conjuring +2 | | 55 |
| Wand of lightning +2 | | 56 |

**RARE WONDROUS ITEM**

| | | |
|---|---|---|
| Crystal ball | | 81 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Ebon armor +2 | Chain, scale, plate | 14 |

**UNCOMMON WEAPONS**

| | | |
|---|---|---|
| Seeker weapon +2 | Any ranged, any thrown | 31 |
| Shock spear +2 | Spear | 31 |
| Weapon of accuracy +2 | Any ranged, any thrown | 35 |
| Weapon of surrounding +2 | Any melee | 35 |

**UNCOMMON AMMUNITION (125 gp each)**

| | | |
|---|---|---|
| Reaving ammunition +2 | | 37 |

**UNCOMMON HOLY SYMBOL**

| | | |
|---|---|---|
| Candle of invocation +2 | | 42 |

**UNCOMMON KI FOCUS**

| | | |
|---|---|---|
| Tidal wave ki focus +2 | | 45 |

**UNCOMMON ROD**

| | | |
|---|---|---|
| Rod of death +2 | | 48 |

**UNCOMMON STAFF**

| | | |
|---|---|---|
| Staff of withering +2 | | 51 |

**UNCOMMON WAND**

| | | |
|---|---|---|
| Wand of fear +2 | | 55 |

**UNCOMMON ARMS SLOT ITEM**

| | | |
|---|---|---|
| Greater storm shield | | 60 |
| Twilight shield | | 62 |

**UNCOMMON CONSUMABLES (125 gp each)**

| | | |
|---|---|---|
| Dust of disappearance | | 98 |
| Elixir of chameleon power | | 91 |
| Elixir of defense | | 92 |
| Elixir of levitation | | 93 |
| Oil of red flame | | 99 |

**COMMON ARMOR**

| | | |
|---|---|---|
| Fishscale armor +2 | Hide, scale | 15 |

**COMMON WEAPON**

| | | |
|---|---|---|
| Punishing weapon +2 | Any | 31 |

**COMMON ORB**

| | | |
|---|---|---|
| Orb of forceful magic +2 | | 45 |

**COMMON TOME**

| | | |
|---|---|---|
| Tome of undeniable might +2 | | 53 |

**COMMON WAND**

| | | |
|---|---|---|
| Wand of inevitability +2 | | 56 |

**COMMON FEET SLOT ITEM**

| | | |
|---|---|---|
| Shoes of the tireless gait | | 64 |

**COMMON NECK SLOT ITEM**

| | | |
|---|---|---|
| Periapt of health +2 | | 75 |

**COMMON CONSUMABLES (125 gp each)**

| | | |
|---|---|---|
| Elixir of accuracy | | 90 |
| Elixir of water breathing | | 95 |
| Powder of appearance | | 99 |

## Level 9 4,200 gp

**RARE WEAPON**

| | | |
|---|---|---|
| True dragonslayer weapon +2 | Any | 32 |

**RARE ROD**

| | | |
|---|---|---|
| Rod of absorption +2 | | 47 |

**RARE TOME**

| | | |
|---|---|---|
| Manual of puissant skill +2 | | 52 |

**RARE WAND**

| | | |
|---|---|---|
| Wand of frost +2 | | 56 |

**RARE FEET SLOT ITEM**

| | | |
|---|---|---|
| Boots of leaping | | 63 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Armor of scintillating colors +2 | Cloth, leather, hide, chain | 12 |
| Blending armor +2 | Any | 13 |
| Shallow grave armor +2 | Any | 17 |
| Wintersnap armor +2 | Any | 17 |

**UNCOMMON WEAPONS**

| | | |
|---|---|---|
| Lifestealer weapon +2 | Any melee | 29 |
| Stinging spear +2 | Spear | 32 |
| Warning weapon +2 | Any | 33 |
| Way-leader weapon +2 | Spear | 33 |
| Weapon of defense +2 | Any melee | 34 |
| Weapon of submission +2 | Any melee | 34 |

**UNCOMMON KI FOCUS**

| | | |
|---|---|---|
| Body of fire ki focus +2 | | 44 |

**UNCOMMON ORB**

| | | |
|---|---|---|
| Orb of relentless sympathy +2 | | 46 |

**UNCOMMON STAFFS**

| | | |
|---|---|---|
| Staff of command +2 | | 50 |
| Staff of striking +2 | | 50 |

**UNCOMMON ARMS SLOT ITEM**

| | | |
|---|---|---|
| Gleaming diamond bracers | | 60 |

**UNCOMMON FEET SLOT ITEMS**

| | | |
|---|---|---|
| Boots of levitation | | 63 |
| Halfling boots | | 64 |

**UNCOMMON HANDS SLOT ITEM**

| | | |
|---|---|---|
| Gauntlets of remote action | | 65 |

**UNCOMMON NECK SLOT ITEM**

| | | |
|---|---|---|
| Sneak's cloak +2 | | 75 |

**UNCOMMON WONDROUS ITEM**

| | | |
|---|---|---|
| Elven chain shirt | | 82 |

**UNCOMMON CONSUMABLES (160 gp each)**

| | | |
|---|---|---|
| Elixir of giant strength | | 93 |
| Potion of regeneration | | 97 |

**COMMON HOLY SYMBOL**

| | | |
|---|---|---|
| Symbol of the sun +2 | | 43 |

**COMMON KI FOCUS**

| | | |
|---|---|---|
| Steadfast stone ki focus +2 | | 44 |

**COMMON NECK SLOT ITEM**

| | | |
|---|---|---|
| Brooch of unerring defense +2 | | 71 |

**COMMON WONDROUS ITEMS**

| | | |
|---|---|---|
| Endless quiver | | 83 |
| Map of orienteering | | 87 |

## Level 10 5,000 gp

**RARE ARMOR**

| | | |
|---|---|---|
| Gloaming armor +2 | Cloth, leather, hide | 15 |

**RARE WEAPONS**

| | | |
|---|---|---|
| Flame tongue weapon +2 | Heavy blade, light blade | 26 |
| Mace of disruption +2 | Mace | 29 |
| Weapon of speed +2 | Any ranged, any thrown | 35 |

**RARE HOLY SYMBOL**

| | | |
|---|---|---|
| Necklace of prayer beads +2 | | 42 |

**RARE ROD**

| | | |
|---|---|---|
| Rod of beguiling +2 | | 48 |

**RARE TOME**

| | | |
|---|---|---|
| Emerald tome of the devourer +2 | | 51 |

**RARE TOTEM**

| | | |
|---|---|---|
| Totem of the woodlands +2 | | 54 |

**RARE CONSUMABLE (200 gp each)**

| | | |
|---|---|---|
| Elixir of luck | | 93 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Armor of the charging wind +2 | Cloth, leather, hide | 13 |
| Doppelganger armor +2 | Any | 14 |

**UNCOMMON AMMUNITION (200 gp each)**

| | | |
|---|---|---|
| Firesight ammunition +2 | | 36 |
| Shadowshaft ammunition +2 | | 37 |
| Shiver-strike ammunition +2 | | 37 |

**UNCOMMON TOTEM**

| | |
|---|---|
| Totem of thorns +2 | 53 |

**UNCOMMON NECK SLOT ITEMS**

| | |
|---|---|
| Amulet of aranea +2 | 71 |
| Cloak of displacement +2 | 72 |

**UNCOMMON WAIST SLOT ITEM**

| | |
|---|---|
| Diamond cincture | 79 |

**UNCOMMON WONDROUS ITEM**

| | |
|---|---|
| Flask of the veiled horde | 83 |

**UNCOMMON CONSUMABLES (200 gp each)**

| | |
|---|---|
| Potion of clarity | 95 |
| Potion of cure moderate wounds | 96 |
| Potion of lesser haste | 97 |
| Scroll of protection | 101 |

**COMMON HANDS SLOT ITEM**

| | |
|---|---|
| Gauntlets of swimming and climbing | 65 |

**COMMON HEAD SLOT ITEM**

| | |
|---|---|
| Helm of languages | 68 |

**COMMON WONDROUS ITEMS**

| | |
|---|---|
| Lens of discernment | 86 |
| Spymaster's quill | 89 |

**COMMON CONSUMABLES (200 gp each)**

| | |
|---|---|
| Lesser elixir of speed | 95 |
| Potion of invulnerability | 97 |

## Level 11 9,000 gp

**UNCOMMON HEAD SLOT ITEM**

| | |
|---|---|
| Eyes of the eagle | 67 |

**UNCOMMON WAIST SLOT ITEM**

| | |
|---|---|
| Healer's sash | 79 |

**UNCOMMON WONDROUS ITEM**

| | |
|---|---|
| Unfettered thieves' tools | 89 |

**UNCOMMON CONSUMABLE (350 gp each)**

| | |
|---|---|
| Elixir of flying | 92 |

**COMMON TOME**

| | |
|---|---|
| Magic tome +3 | 52 |

**COMMON ARMS SLOT ITEM**

| | |
|---|---|
| Bracers of infinite blades | 60 |

**COMMON WAIST SLOT ITEM**

| | |
|---|---|
| Survivor's belt | 80 |

## Level 12 13,000 gp

**RARE WAND**

| | |
|---|---|
| Wand of wonder +3 | 57 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Armor of dogged grit +3 | Chain, scale, plate | 12 |
| Hide of worms +3 | Leather, hide | 16 |

**UNCOMMON WEAPONS**

| | | |
|---|---|---|
| Giantslayer weapon +3 | Any melee | 27 |
| Hammer of storms +3 | Hammer | 28 |

**UNCOMMON AMMUNITION (500 gp each)**

| | |
|---|---|
| Foe-seeker ammunition +3 | 36 |

**UNCOMMON ORB**

| | |
|---|---|
| Orb of enduring magic +3 | 45 |

**UNCOMMON ROD**

| | |
|---|---|
| Rod of revenge +3 | 48 |

**UNCOMMON STAFF**

| | |
|---|---|
| Staff of the viper +3 | 50 |

**UNCOMMON WONDROUS ITEM**

| | |
|---|---|
| Gem of seeing | 84 |

**UNCOMMON CONSUMABLES (500 gp each)**

| | |
|---|---|
| Elixir of gaseous form | 92 |
| Quaal's feather anchor | 100 |
| Quaal's feather sail | 100 |

**COMMON ARMOR**

| | | |
|---|---|---|
| Armor of escape +3 | Any | 12 |
| Robe of useful items +3 | Cloth | 17 |

**COMMON WEAPONS**

| | | |
|---|---|---|
| Lesser cloaked weapon +3 | Any | 29 |
| Weapon of long range +3 | Any ranged, any thrown | 35 |

**COMMON ROD**

| | |
|---|---|
| Rod of smiting +3 | 49 |

**COMMON TOTEM**

| | |
|---|---|
| Totem of trailblazing +3 | 54 |

**COMMON WAND**

| | |
|---|---|
| Apprentice's wand +3 | 54 |

**COMMON NECK SLOT ITEMS**

| | |
|---|---|
| Amulet of life protection +3 | 71 |
| Lesser badge of the berserker +3 | 74 |

**COMMON RING**

| | |
|---|---|
| Lesser ring of feather fall | 76 |

## Level 13 17,000 gp

**RARE WEAPONS**

| | | |
|---|---|---|
| Captain's weapon +3 | Any melee | 25 |
| Frost brand weapon +3 | Any melee | 26 |

**RARE WANDS**

| | | |
|---|---|---|
| Wand of conjuring +3 | | 55 |
| Wand of lightning +3 | | 56 |
| Wand of thunder +3 | | 57 |

**RARE ARMS SLOT ITEM**

| | | |
|---|---|---|
| Greater stonewall shield | | 60 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Ebon armor +3 | Chain, scale, plate | 14 |

**UNCOMMON WEAPONS**

| | | |
|---|---|---|
| Seeker weapon +3 | Any ranged, any thrown | 31 |
| Shock spear +3 | Spear | 31 |
| Weapon of accuracy +3 | Any ranged, any thrown | 35 |
| Weapon of surrounding +3 | Any melee | 35 |

**UNCOMMON AMMUNITION (650 gp each)**

| | | |
|---|---|---|
| Reaving ammunition +3 | | 37 |

**UNCOMMON HOLY SYMBOL**

| | | |
|---|---|---|
| Candle of invocation +3 | | 42 |

**UNCOMMON KI FOCUS**

| | | |
|---|---|---|
| Tidal wave ki focus +3 | | 45 |

**UNCOMMON ROD**

| | | |
|---|---|---|
| Rod of death +3 | | 48 |

**UNCOMMON STAFF**

| | | |
|---|---|---|
| Staff of withering +3 | | 51 |

**UNCOMMON WAND**

| | | |
|---|---|---|
| Wand of fear +3 | | 55 |

**UNCOMMON ARMS SLOT ITEM**

| | | |
|---|---|---|
| Searing shield | | 61 |

**UNCOMMON FEET SLOT ITEM**

| | | |
|---|---|---|
| Boots of the shadowed path | | 63 |

**UNCOMMON NECK SLOT ITEM**

| | | |
|---|---|---|
| Greater talisman of repulsion +3 | | 74 |

**UNCOMMON WONDROUS ITEM**

| | | |
|---|---|---|
| Iron bands of Bilarro | | 86 |

**UNCOMMON CONSUMABLE (650 gp each)**

| | | |
|---|---|---|
| Elixir of defense | | 92 |

**COMMON ARMOR**

| | | |
|---|---|---|
| Fishscale armor +3 | Hide, scale | 15 |

**COMMON WEAPON**

| | | |
|---|---|---|
| Punishing weapon +3 | Any | 31 |

**COMMON ORB**

| | | |
|---|---|---|
| Orb of forceful magic +3 | | 45 |

**COMMON TOME**

| | | |
|---|---|---|
| Tome of undeniable might +3 | | 53 |

**COMMON WAND**

| | | |
|---|---|---|
| Wand of inevitability +3 | | 56 |

**COMMON NECK SLOT ITEM**

| | | |
|---|---|---|
| Periapt of health +3 | | 75 |

**COMMON CONSUMABLE (650 gp each)**

| | | |
|---|---|---|
| Elixir of accuracy | | 90 |

## Level 14 21,000 gp

**RARE ARMOR**

| | | |
|---|---|---|
| Greater armor of eyes +3 | Any | 15 |

**RARE WEAPONS**

| | | |
|---|---|---|
| True dragonslayer weapon +3 | Any | 32 |
| Wind weapon +3 | Any melee | 35 |

**RARE HOLY SYMBOL**

| | | |
|---|---|---|
| Phylactery of faithfulness +3 | | 43 |

**RARE ROD**

| | | |
|---|---|---|
| Rod of absorption +3 | | 47 |

**RARE TOMES**

| | | |
|---|---|---|
| Manual of expansive learning +3 | | 52 |
| Manual of puissant skill +3 | | 52 |

**RARE WAND**

| | | |
|---|---|---|
| Wand of frost +3 | | 56 |

**RARE HEAD SLOT ITEM**

| | | |
|---|---|---|
| Exceptional factotum helm | | 67 |

**RARE RING**

| | | |
|---|---|---|
| Incendiary ring of fireblazing | | 76 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Armor of scintillating colors +3 | Cloth, leather, hide, chain | 12 |
| Blending armor +3 | Any | 13 |
| Shallow grave armor +3 | Any | 17 |
| Wintersnap armor +3 | Any | 17 |

**UNCOMMON WEAPONS**

| | | |
|---|---|---|
| Lifestealer weapon +3 | Any melee | 29 |
| Stinging spear +3 | Spear | 32 |
| Warning weapon +3 | Any | 33 |
| Way-leader weapon +3 | Spear | 33 |
| Weapon of defense +3 | Any melee | 34 |
| Weapon of submission +3 | Any melee | 34 |

**UNCOMMON AMMUNITION (800 gp each)**

| | | |
|---|---|---|
| Stonehold ammunition +3 | | 37 |

**UNCOMMON KI FOCUS**

| | | |
|---|---|---|
| Body of fire ki focus +3 | | 44 |

**UNCOMMON ORBS**

| | |
|---|---|
| Orb of relentless sympathy +3 | 46 |
| Stone of good luck +3 | 47 |

**UNCOMMON STAFFS**

| | |
|---|---|
| Staff of command +3 | 50 |
| Staff of striking +3 | 50 |

**UNCOMMON NECK SLOT ITEMS**

| | |
|---|---|
| Cloak of the shadowthief +3 | 73 |
| Cloak of the stalking shadow +3 | 73 |
| Sneak's cloak +3 | 75 |

**COMMON HOLY SYMBOL**

| | |
|---|---|
| Symbol of the sun +3 | 43 |

**COMMON KI FOCUS**

| | |
|---|---|
| Steadfast stone ki focus +3 | 44 |

**COMMON NECK SLOT ITEM**

| | |
|---|---|
| Brooch of unerring defense +3 | 71 |

**COMMON WAIST SLOT ITEM**

| | |
|---|---|
| Cincture of vivacity | 79 |

## Level 15 25,000 gp

**RARE ARMOR**

| | | |
|---|---|---|
| Gloaming armor +3 | Cloth, leather, hide | 15 |

**RARE WEAPONS**

| | | |
|---|---|---|
| Flame tongue weapon +3 | Heavy blade, light blade | 26 |
| Greater dancing weapon +3 | Any melee | 27 |
| Greater luckblade +3 | Heavy blade, light blade | 28 |
| Mace of disruption +3 | Mace | 29 |
| Mighty dwarven thrower +3 | Hammer | 30 |
| Weapon of speed +3 | Any ranged, any thrown | 35 |

**RARE HOLY SYMBOL**

| | |
|---|---|
| Necklace of prayer beads +3 | 42 |

**RARE ORB**

| | |
|---|---|
| Prismatic orb +3 | 46 |

**RARE ROD**

| | |
|---|---|
| Rod of beguiling +3 | 48 |

**RARE TOME**

| | |
|---|---|
| Emerald tome of the devourer +3 | 51 |

**RARE TOTEM**

| | |
|---|---|
| Totem of the woodlands +3 | 54 |

**RARE WAND**

| | |
|---|---|
| Wand of fire +3 | 55 |

**RARE HEAD SLOT ITEM**

| | |
|---|---|
| Helm of teleportation | 69 |

**RARE NECK SLOT ITEMS**

| | |
|---|---|
| Greater medallion of the mind +3 | 73 |
| Greater necklace of fireballs +3 | 74 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Armor of the charging wind +3 | Cloth, leather, hide | 13 |
| Doppelganger armor +3 | Any | 14 |

**UNCOMMON AMMUNITION (1,000 gp each)**

| | |
|---|---|
| Firesight ammunition +3 | 36 |
| Shadowshaft ammunition +3 | 37 |
| Shiver-strike ammunition +3 | 37 |

**UNCOMMON TOTEM**

| | |
|---|---|
| Totem of thorns +3 | 53 |

**UNCOMMON ARMS SLOT ITEM**

| | |
|---|---|
| Shield of aversion | 62 |

**UNCOMMON HANDS SLOT ITEM**

| | |
|---|---|
| Gloves of missile snaring | 65 |

**UNCOMMON NECK SLOT ITEMS**

| | |
|---|---|
| Amulet of aranea +3 | 71 |
| Cloak of displacement +3 | 72 |
| Periapt of wound closure +3 | 75 |

**UNCOMMON WONDROUS ITEMS**

| | |
|---|---|
| Broom of flying | 80 |
| Chime of opening | 81 |
| True portable hole | 89 |

**UNCOMMON CONSUMABLES (1,000 gp each)**

| | |
|---|---|
| Bead of force | 98 |
| Elixir of clairvoyance | 91 |
| Elixir of protection from evil | 94 |
| Elixir of treasure finding | 94 |
| Potion of clarity | 95 |
| Scroll of protection | 101 |

**COMMON WONDROUS ITEMS**

| | |
|---|---|
| Flying hook | 84 |
| Pouches of shared acquisition | 88 |

**COMMON CONSUMABLES (1,000 gp each)**

| | |
|---|---|
| Cryptspawn potion | 90 |
| Elixir of aptitude | 90 |

## Level 16 45,000 gp

**RARE HANDS SLOT ITEM**

| | |
|---|---|
| Life-draining gauntlets | 66 |

**RARE HEAD SLOT ITEM**

| | |
|---|---|
| Eyes of charming | 67 |

**UNCOMMON CONSUMABLES (1,800 gp each)**

| | |
|---|---|
| Elixir of invisibility | 93 |
| Potion of heroism | 96 |
| Quaal's feather pigeon | 100 |

**COMMON TOME**

| | |
|---|---|
| Magic tome +4 | 52 |

**COMMON ARMS SLOT ITEM**

| | |
|---|---|
| Bracers of infinite blades | 60 |

**COMMON WAIST SLOT ITEM**

| | |
|---|---|
| Baldric of time | 78 |

**COMMON WONDROUS ITEM**

| | |
|---|---|
| Gem of auditory recollection | 84 |

**COMMON CONSUMABLES (1,800 gp each)**

| | |
|---|---|
| Elixir of climbing | 92 |
| Lesser elixir of dragon breath | 95 |

## Level 17 65,000 gp

**RARE WAND**

| | |
|---|---|
| Wand of wonder +4 | 57 |

**RARE HANDS SLOT ITEM**

| | |
|---|---|
| True gauntlets of ogre power | 66 |

**RARE WONDROUS ITEM**

| | |
|---|---|
| Greater horn of blasting | 85 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Armor of dogged grit +4 | Chain, scale, plate | 12 |
| Hide of worms +4 | Leather, hide | 16 |
| Plate mail of etherealness +4 | Plate | 16 |

**UNCOMMON WEAPONS**

| | | |
|---|---|---|
| Giantslayer weapon +4 | Any melee | 27 |
| Hammer of storms +4 | Hammer | 28 |

**UNCOMMON AMMUNITION (2,600 gp each)**

| | |
|---|---|
| Armor-sapping ammunition +4 | 36 |
| Foe-seeker ammunition +4 | 36 |

**UNCOMMON ORB**

| | |
|---|---|
| Orb of enduring magic +4 | 45 |

**UNCOMMON ROD**

| | |
|---|---|
| Rod of revenge +4 | 48 |

**UNCOMMON STAFF**

| | |
|---|---|
| Staff of the viper +4 | 50 |

**UNCOMMON FEET SLOT ITEM**

| | |
|---|---|
| Boots of elvenkind | 63 |

**UNCOMMON NECK SLOT ITEM**

| | |
|---|---|
| Scarab of insanity +4 | 75 |

**UNCOMMON RING**

| | |
|---|---|
| Ring of borrowed spells | 76 |

**UNCOMMON WONDROUS ITEMS**

| | |
|---|---|
| Bottled smoke | 80 |
| Pearl of power | 88 |

**UNCOMMON CONSUMABLES (2,600 gp each)**

| | |
|---|---|
| Elixir of phasing | 94 |
| Potion of shadow's essence | 97 |

**COMMON ARMOR**

| | | |
|---|---|---|
| Armor of escape +4 | Any | 12 |
| Robe of useful items +4 | Cloth | 17 |

**COMMON WEAPONS**

| | | |
|---|---|---|
| Lesser cloaked weapon +4 | Any | 29 |
| Weapon of long range +4 | Any ranged, any thrown | 35 |

**COMMON ROD**

| | |
|---|---|
| Rod of smiting +4 | 49 |

**COMMON TOTEM**

| | |
|---|---|
| Totem of trailblazing +4 | 54 |

**COMMON WAND**

| | |
|---|---|
| Apprentice's wand +4 | 54 |

**COMMON HANDS SLOT ITEM**

| | |
|---|---|
| Hero's gauntlets | 65 |

**COMMON NECK SLOT ITEMS**

| | |
|---|---|
| Amulet of life protection +4 | 71 |
| Lesser badge of the berserker +4 | 74 |

## Level 18 85,000 gp

**RARE ARMOR**

| | | |
|---|---|---|
| Blessed armor of Kord +4 | Chain, scale, plate | 14 |

**RARE WEAPONS**

| | | |
|---|---|---|
| Captain's weapon +4 | Any melee | 25 |
| Frost brand weapon +4 | Any melee | 26 |
| Maul of the titans +4 | Hammer | 30 |

**RARE WANDS**

| | |
|---|---|
| Wand of conjuring +4 | 55 |
| Wand of lightning +4 | 56 |
| Wand of thunder +4 | 57 |

**RARE HEAD SLOT ITEM**

| | |
|---|---|
| Helm of brilliance | 68 |

**RARE NECK SLOT ITEM**

| | |
|---|---|
| Cloak of the manta ray +4 | 72 |

**RARE WONDROUS ITEM**

| | |
|---|---|
| Crystal ball | 81 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Ebon armor +4 | Chain, scale, plate | 14 |

**UNCOMMON WEAPONS**

| | | |
|---|---|---|
| Seeker weapon +4 | Any ranged, any thrown | 31 |
| Shock spear +4 | Spear | 31 |
| Weapon of accuracy +4 | Any ranged, any thrown | 35 |
| Weapon of surrounding +4 | Any melee | 35 |

**UNCOMMON AMMUNITION (3,400 gp each)**

| | |
|---|---|
| Reaving ammunition +4 | 37 |

**UNCOMMON HOLY SYMBOL**

| | |
|---|---|
| Candle of invocation +4 | 42 |

**UNCOMMON KI FOCUS**

| | |
|---|---|
| Tidal wave ki focus +4 | 45 |

**UNCOMMON ROD**

| | |
|---|---|
| Rod of death +4 | 48 |

**UNCOMMON STAFF**

| | |
|---|---|
| Staff of withering +4 | 51 |

**UNCOMMON WAND**

| | |
|---|---|
| Wand of fear +4 | 55 |

**UNCOMMON ARMS SLOT ITEM**

| | |
|---|---|
| Greater storm shield | 60 |

**UNCOMMON NECK SLOT ITEM**

| | |
|---|---|
| Greater talisman of repulsion +4 | 74 |

**UNCOMMON WONDROUS ITEM**

| | |
|---|---|
| Iron bands of Bilarro | 86 |

**UNCOMMON CONSUMABLES (3,400 gp each)**

| | |
|---|---|
| Elixir of defense | 92 |
| Oil of red flame | 99 |

**COMMON ARMOR**

| | | |
|---|---|---|
| Fishscale armor +4 | Hide, scale | 15 |

**COMMON WEAPON**

| | | |
|---|---|---|
| Punishing weapon +4 | Any | 31 |

**COMMON ORB**

| | |
|---|---|
| Orb of forceful magic +4 | 45 |

**COMMON TOME**

| | |
|---|---|
| Tome of undeniable might +4 | 53 |

**COMMON WAND**

| | |
|---|---|
| Wand of inevitability +4 | 56 |

**COMMON NECK SLOT ITEM**

| | |
|---|---|
| Periapt of health +4 | 75 |

**COMMON CONSUMABLES (3,400 gp each)**

| | |
|---|---|
| Elixir of accuracy | 90 |
| Elixir of water breathing | 95 |

## Level 19 105,000 gp

**RARE ARMOR**

| | | |
|---|---|---|
| Greater armor of eyes +4 | Any | 15 |

**RARE WEAPONS**

| | | |
|---|---|---|
| True dragonslayer weapon +4 | Any | 32 |
| Wind weapon +4 | Any melee | 35 |

**RARE HOLY SYMBOL**

| | |
|---|---|
| Phylactery of faithfulness +4 | 43 |

**RARE ROD**

| | |
|---|---|
| Rod of absorption +4 | 47 |

**RARE TOMES**

| | |
|---|---|
| Manual of expansive learning +4 | 52 |
| Manual of puissant skill +4 | 52 |

**RARE WAND**

| | |
|---|---|
| Wand of frost +4 | 56 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Armor of scintillating colors +4 | Cloth, leather, hide, chain | 12 |
| Blending armor +4 | Any | 13 |
| Shallow grave armor +4 | Any | 17 |
| Wintersnap armor +4 | Any | 17 |

**UNCOMMON WEAPONS**

| | | |
|---|---|---|
| Lifestealer weapon +4 | Any melee | 29 |
| Stinging spear +4 | Spear | 32 |
| Warning weapon +4 | Any | 33 |
| Way-leader weapon +4 | Spear | 33 |
| Weapon of defense +4 | Any melee | 34 |
| Weapon of submission +4 | Any melee | 34 |

**UNCOMMON AMMUNITION (4,200 gp each)**

| | |
|---|---|
| Stonehold ammunition +4 | 37 |

**UNCOMMON KI FOCUS**

| | |
|---|---|
| Body of fire ki focus +4 | 44 |

**UNCOMMON ORBS**

| | |
|---|---|
| Orb of relentless sympathy +4 | 46 |
| Stone of good luck +4 | 47 |

**UNCOMMON STAFFS**

| | |
|---|---|
| Staff of command +4 | 50 |
| Staff of striking +4 | 50 |

**UNCOMMON ARMS SLOT ITEM**

| | |
|---|---|
| Gleaming diamond bracers | 60 |

**UNCOMMON NECK SLOT ITEMS**

| | |
|---|---|
| Cloak of the shadowthief +4 | 73 |
| Cloak of the stalking shadow +4 | 73 |
| Sneak's cloak +4 | 75 |

**UNCOMMON WONDROUS ITEM**

| | |
|---|---|
| Elven chain shirt | 82 |

**UNCOMMON CONSUMABLES (4,200 gp each)**

| | | |
|---|---|---|
| Elixir of giant strength | | 93 |
| Potion of regeneration | | 99 |

**COMMON HOLY SYMBOL**

| | | |
|---|---|---|
| Symbol of the sun +4 | | 43 |

**COMMON KI FOCUS**

| | | |
|---|---|---|
| Steadfast stone ki focus +4 | | 44 |

**COMMON NECK SLOT ITEM**

| | | |
|---|---|---|
| Brooch of unerring defense +4 | | 71 |

## Level 20 125,000 gp

**RARE ARMOR**

| | | |
|---|---|---|
| Gloaming armor +4 | Cloth, leather, hide | 15 |
| Robe of the archmage +4 | Cloth | 16 |

**RARE WEAPONS**

| | | |
|---|---|---|
| Flame tongue weapon +4 | Heavy blade, light blade | 26 |
| Greater dancing weapon +4 | Any melee | 27 |
| Greater luckblade +4 | Heavy blade, light blade | 28 |
| Mace of disruption +4 | Mace | 29 |
| Mighty dwarven thrower +4 | Hammer | 30 |
| Weapon of speed +4 | Any ranged, any thrown | 35 |

**RARE HOLY SYMBOL**

| | | |
|---|---|---|
| Necklace of prayer beads +4 | | 42 |

**RARE ORB**

| | | |
|---|---|---|
| Prismatic orb +4 | | 46 |

**RARE ROD**

| | | |
|---|---|---|
| Rod of beguiling +4 | | 48 |

**RARE TOME**

| | | |
|---|---|---|
| Emerald tome of the devourer +4 | | 51 |

**RARE TOTEM**

| | | |
|---|---|---|
| Totem of the woodlands +4 | | 54 |

**RARE WAND**

| | | |
|---|---|---|
| Wand of fire +4 | | 55 |

**RARE NECK SLOT ITEMS**

| | | |
|---|---|---|
| Greater medallion of the mind +4 | | 73 |
| Greater necklace of fireballs +4 | | 74 |

**RARE WONDROUS ITEM**

| | | |
|---|---|---|
| Greater flying carpet | | 85 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Armor of the charging wind +4 | Cloth, leather, hide | 13 |
| Doppelganger armor +4 | Any | 14 |

**UNCOMMON AMMUNITION (5,000 gp each)**

| | | |
|---|---|---|
| Firesight ammunition +4 | | 36 |
| Shadowshaft ammunition +4 | | 37 |
| Shiver-strike ammunition +4 | | 37 |

**UNCOMMON TOTEM**

| | | |
|---|---|---|
| Totem of thorns +4 | | 53 |

**UNCOMMON NECK SLOT ITEMS**

| | | |
|---|---|---|
| Amulet of aranea +4 | | 71 |
| Cloak of displacement +4 | | 72 |
| Cloak of the phoenix +4 | | 72 |
| Periapt of wound closure +4 | | 75 |

**UNCOMMON WAIST SLOT ITEM**

| | | |
|---|---|---|
| Diamond cincture | | 79 |

**UNCOMMON CONSUMABLES (5,000 gp each)**

| | | |
|---|---|---|
| Bead of force | | 98 |
| Potion of clarity | | 95 |
| Potion of cure critical wounds | | 95 |
| Scroll of protection | | 101 |

**COMMON CONSUMABLE (5,000 gp each)**

| | | |
|---|---|---|
| Potion of invulnerability | | 97 |

## Level 21 225,000 gp

**RARE HEAD SLOT ITEMS**

| | | |
|---|---|---|
| Ioun stone of agility | | 70 |
| Ioun stone of allure | | 70 |
| Ioun stone of insight | | 70 |
| Ioun stone of intellect | | 70 |
| Ioun stone of might | | 70 |
| Ioun stone of vigor | | 70 |

**RARE RING**

| | | |
|---|---|---|
| Ring of humanoid influence | | 77 |

**UNCOMMON HEAD SLOT ITEM**

| | | |
|---|---|---|
| Eyes of the eagle | | 67 |

**UNCOMMON RING**

| | | |
|---|---|---|
| Ring of resourceful wizardry | | 77 |

**UNCOMMON WAIST SLOT ITEM**

| | | |
|---|---|---|
| Healer's sash | | 79 |

**UNCOMMON CONSUMABLE (9,000 gp each)**

| | | |
|---|---|---|
| Elixir of flying | | 92 |

**COMMON TOME**

| | | |
|---|---|---|
| Magic tome +5 | | 52 |

**COMMON ARMS SLOT ITEM**

| | | |
|---|---|---|
| Bracers of infinite blades | | 60 |

**COMMON HEAD SLOT ITEM**

| | | |
|---|---|---|
| Ioun stone of sustenance | | 70 |

**COMMON WAIST SLOT ITEM**

| | | |
|---|---|---|
| Baldric of valor | | 79 |

## Level 22 325,000 gp

**RARE WAND**

| | | |
|---|---|---|
| Wand of wonder +5 | | 57 |

**RARE HEAD SLOT ITEM**

| | | |
|---|---|---|
| Ioun stone of perfect language | | 70 |

**RARE WONDROUS ITEMS**

| | | |
|---|---|---|
| Daern's instant fortress | | 82 |
| Greater horn of blasting | | 85 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Armor of dogged grit +5 | Chain, scale, plate | 12 |
| Hide of worms +5 | Leather, hide | 16 |
| Plate mail of etherealness +5 | Plate | 16 |

**UNCOMMON WEAPONS**

| | | |
|---|---|---|
| Giantslayer weapon +5 | Any melee | 27 |
| Hammer of storms +5 | Hammer | 28 |

**UNCOMMON AMMUNITION (13,000 gp each)**

| | | |
|---|---|---|
| Armor-sapping ammunition +5 | | 36 |
| Foe-seeker ammunition +5 | | 36 |

**UNCOMMON ORB**

| | | |
|---|---|---|
| Orb of enduring magic +5 | | 45 |

**UNCOMMON ROD**

| | | |
|---|---|---|
| Rod of revenge +5 | | 48 |

**UNCOMMON STAFF**

| | | |
|---|---|---|
| Staff of the viper +5 | | 50 |

**UNCOMMON NECK SLOT ITEM**

| | | |
|---|---|---|
| Scarab of insanity +5 | | 75 |

**COMMON ARMOR**

| | | |
|---|---|---|
| Armor of escape +5 | Any | 12 |
| Robe of useful items +5 | Cloth | 17 |

**COMMON WEAPONS**

| | | |
|---|---|---|
| Lesser cloaked weapon +5 | Any | 29 |
| Weapon of long range +5 | Any ranged, any thrown | 35 |

**COMMON ROD**

| | | |
|---|---|---|
| Rod of smiting +5 | | 49 |

**COMMON TOTEM**

| | | |
|---|---|---|
| Totem of trailblazing +5 | | 54 |

**COMMON WAND**

| | | |
|---|---|---|
| Apprentice's wand +5 | | 54 |

**COMMON NECK SLOT ITEMS**

| | | |
|---|---|---|
| Amulet of life protection +5 | | 71 |
| Lesser badge of the berserker +5 | | 74 |

## Level 23 425,000 gp

**RARE ARMOR**

| | | |
|---|---|---|
| Blessed armor of Kord +5 | Chain, scale, plate | 14 |

**RARE WEAPONS**

| | | |
|---|---|---|
| Captain's weapon +5 | Any melee | 25 |
| Frost brand weapon +5 | Any melee | 26 |
| Maul of the titans +5 | Hammer | 30 |

**RARE WANDS**

| | | |
|---|---|---|
| Wand of conjuration +5 | | 55 |
| Wand of lightning +5 | | 56 |
| Wand of thunder +5 | | 57 |

**RARE ARMS SLOT ITEMS**

| | | |
|---|---|---|
| Greater stonewall shield | | 60 |
| Shield of the doomed | | 62 |

**RARE HEAD SLOT ITEM**

| | | |
|---|---|---|
| Helm of brilliance | | 68 |

**RARE NECK SLOT ITEM**

| | | |
|---|---|---|
| Cloak of the manta ray +5 | | 72 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Ebon armor +5 | Chain, scale, plate | 14 |

**UNCOMMON WEAPONS**

| | | |
|---|---|---|
| Seeker weapon +5 | Any ranged, any thrown | 31 |
| Shock spear +5 | Spear | 31 |
| Weapon of accuracy +5 | Any ranged, any thrown | 35 |
| Weapon of surrounding +5 | Any melee | 35 |

**UNCOMMON AMMUNITION (17,000 gp each)**

| | | |
|---|---|---|
| Reaving ammunition +5 | | 37 |

**UNCOMMON HOLY SYMBOL**

| | | |
|---|---|---|
| Candle of invocation +5 | | 42 |

**UNCOMMON KI FOCUS**

| | | |
|---|---|---|
| Tidal wave ki focus +5 | | 45 |

**UNCOMMON ROD**

| | | |
|---|---|---|
| Rod of death +5 | | 48 |

**UNCOMMON STAFF**

| | | |
|---|---|---|
| Staff of withering +5 | | 51 |

**UNCOMMON WAND**

| | | |
|---|---|---|
| Wand of fear +5 | | 55 |

**UNCOMMON NECK SLOT ITEM**

| | | |
|---|---|---|
| Greater talisman of repulsion +5 | | 74 |

**UNCOMMON WONDROUS ITEM**

| | | |
|---|---|---|
| Iron bands of Bilarro | | 86 |

**UNCOMMON CONSUMABLES (17,000 gp each)**

| | | |
|---|---|---|
| Elixir of defense | | 92 |

**COMMON ARMOR**

| | | |
|---|---|---|
| Fishscale armor +5 | Hide, scale | 15 |

**COMMON WEAPON**

| | | |
|---|---|---|
| Punishing weapon +5 | Any | 31 |

**COMMON ORB**

| | |
|---|---|
| Orb of forceful magic +5 | 45 |

**COMMON TOME**

| | |
|---|---|
| Tome of undeniable might +5 | 53 |

**COMMON WAND**

| | |
|---|---|
| Wand of inevitability +5 | 56 |

**COMMON NECK SLOT ITEM**

| | |
|---|---|
| Periapt of health +5 | 75 |

**COMMON CONSUMABLE (17,000 gp each)**

| | |
|---|---|
| Elixir of accuracy | 90 |

## Level 24 525,000 gp

**RARE ARMOR**

| | | |
|---|---|---|
| Greater armor of eyes +5 | Any | 15 |

**RARE WEAPONS**

| | | |
|---|---|---|
| True dragonslayer weapon +5 | Any | 32 |
| Wind weapon +5 | Any melee | 35 |

**RARE HOLY SYMBOL**

| | |
|---|---|
| Phylactery of faithfulness +5 | 43 |

**RARE ROD**

| | |
|---|---|
| Rod of absorption +5 | 47 |

**RARE TOMES**

| | |
|---|---|
| Manual of expansive learning +5 | 52 |
| Manual of puissant skill +5 | 52 |

**RARE WAND**

| | |
|---|---|
| Wand of frost +5 | 56 |

**RARE HEAD SLOT ITEM**

| | |
|---|---|
| Exceptional factotum helm | 67 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Armor of scintillating colors +5 | Cloth, leather, hide, chain | 12 |
| Blending armor +5 | Any | 13 |
| Shallow grave armor +5 | Any | 17 |
| Wintersnap armor +5 | Any | 17 |

**UNCOMMON WEAPONS**

| | | |
|---|---|---|
| Lifestealer weapon +5 | Any melee | 29 |
| Stinging spear +5 | Spear | 32 |
| Warning weapon +5 | Any | 33 |
| Way-leader weapon +5 | Spear | 33 |
| Weapon of defense +5 | Any melee | 34 |
| Weapon of submission +5 | Any melee | 34 |

**UNCOMMON AMMUNITION (21,000 gp each)**

| | |
|---|---|
| Stonehold ammunition +5 | 37 |

**UNCOMMON KI FOCUS**

| | |
|---|---|
| Body of fire ki focus +5 | 44 |

**UNCOMMON ORBS**

| | |
|---|---|
| Orb of relentless sympathy +5 | 46 |
| Stone of good luck +5 | 47 |

**UNCOMMON STAFFS**

| | |
|---|---|
| Staff of command +5 | 50 |
| Staff of striking +5 | 50 |

**UNCOMMON ARMS SLOT ITEM**

| | |
|---|---|
| Ranging defender shield | 61 |

**UNCOMMON NECK SLOT ITEMS**

| | |
|---|---|
| Cloak of the shadowthief +5 | 73 |
| Cloak of the stalking shadow +5 | 73 |
| Sneak's cloak +5 | 75 |

**COMMON HOLY SYMBOL**

| | |
|---|---|
| Symbol of the sun +5 | 43 |

**COMMON KI FOCUS**

| | |
|---|---|
| Steadfast stone ki focus +5 | 44 |

**COMMON NECK SLOT ITEM**

| | |
|---|---|
| Brooch of unerring defense +5 | 71 |

## Level 25 625,000 gp

**RARE ARMOR**

| | | |
|---|---|---|
| Gloaming armor +5 | Cloth, leather, hide | 15 |
| Robe of the archmage +5 | Cloth | 16 |

**RARE WEAPONS**

| | | |
|---|---|---|
| Flame tongue weapon +5 | Heavy blade, light blade | 26 |
| Greater dancing weapon +5 | Any melee | 27 |
| Greater luckblade +5 | Heavy blade, light blade | 28 |
| Mace of disruption +5 | Mace | 29 |
| Mighty dwarven thrower +5 | Hammer | 30 |
| Weapon of speed +5 | Any ranged, any thrown | 35 |

**RARE HOLY SYMBOL**

| | |
|---|---|
| Necklace of prayer beads +5 | 42 |

**RARE ORB**

| | |
|---|---|
| Prismatic orb +5 | 46 |

**RARE ROD**

| | |
|---|---|
| Rod of beguiling +5 | 48 |

**RARE STAFF**

| | |
|---|---|
| Greater staff of power +5 | 49 |

**RARE TOME**

| | |
|---|---|
| Emerald tome of the devourer +5 | 51 |

**RARE TOTEM**

| | |
|---|---|
| Totem of the woodlands +5 | 54 |

**RARE WAND**

| | |
|---|---|
| Wand of fire +5 | 55 |

**RARE HEAD SLOT ITEM**

| | |
|---|---|
| Helm of teleportation | 69 |

**RARE NECK SLOT ITEMS**

| | |
|---|---|
| Greater medallion of the mind +5 | 73 |
| Greater necklace of fireballs +5 | 74 |

**RARE RING**

| | |
|---|---|
| Ring of X-ray vision | 77 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Armor of the charging wind +5 | Cloth, leather, hide | 13 |
| Doppelganger armor +5 | Any | 14 |

**UNCOMMON AMMUNITION (25,000 gp each)**

| | |
|---|---|
| Firesight ammunition +5 | 36 |
| Shadowshaft ammunition +5 | 37 |
| Shiver-strike ammunition +5 | 37 |

**UNCOMMON TOTEM**

| | |
|---|---|
| Totem of thorns +5 | 53 |

**UNCOMMON NECK SLOT ITEMS**

| | |
|---|---|
| Amulet of aranea +5 | 71 |
| Cloak of displacement +5 | 72 |
| Cloak of the phoenix +5 | 72 |
| Periapt of wound closure +5 | 75 |

**UNCOMMON WONDROUS ITEM**

| | |
|---|---|
| Chime of opening | 81 |

**UNCOMMON CONSUMABLES (25,000 gp each)**

| | |
|---|---|
| Bead of force | 98 |
| Elixir of clairvoyance | 91 |
| Elixir of protection from evil | 94 |
| Elixir of treasure finding | 94 |
| Potion of clarity | 95 |
| Scroll of protection | 101 |

**COMMON CONSUMABLES (25,000 gp each)**

| | |
|---|---|
| Cryptspawn potion | 90 |
| Elixir of aptitude | 90 |

## Level 26 1,125,000 gp

**RARE HANDS SLOT ITEM**

| | |
|---|---|
| Life-draining gauntlets | 66 |

**RARE HEAD SLOT ITEM**

| | |
|---|---|
| Eyes of charming | 67 |

**UNCOMMON CONSUMABLE (45,000 gp each)**

| | |
|---|---|
| Potion of heroism | 96 |

**COMMON TOME**

| | |
|---|---|
| Magic tome +6 | 52 |

**COMMON ARMS SLOT ITEM**

| | |
|---|---|
| Bracers of infinite blades | 60 |

**COMMON CONSUMABLES (45,000 gp each)**

| | |
|---|---|
| Elixir of climbing | 92 |
| Lesser elixir of dragon breath | 95 |

## Level 27 1,625,000 gp

**RARE WAND**

| | |
|---|---|
| Wand of wonder +6 | 57 |

**RARE WONDROUS ITEM**

| | |
|---|---|
| Greater horn of blasting | 85 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Armor of dogged grit +6 | Chain, scale, plate | 12 |
| Hide of worms +6 | Leather, hide | 16 |
| Plate mail of etherealness +6 | Plate | 16 |

**UNCOMMON WEAPONS**

| | | |
|---|---|---|
| Giantslayer weapon +6 | Any melee | 27 |
| Hammer of storms +6 | Hammer | 28 |

**UNCOMMON AMMUNITION (65,000 gp each)**

| | |
|---|---|
| Armor-sapping ammunition +6 | 36 |
| Foe-seeker ammunition +6 | 36 |

**UNCOMMON ORB**

| | |
|---|---|
| Orb of enduring magic +6 | 45 |

**UNCOMMON ROD**

| | |
|---|---|
| Rod of revenge +6 | 48 |

**UNCOMMON STAFF**

| | |
|---|---|
| Staff of the viper +6 | 50 |

**UNCOMMON FEET SLOT ITEM**

| | |
|---|---|
| Boots of elvenkind | 63 |

**UNCOMMON NECK SLOT ITEM**

| | |
|---|---|
| Scarab of insanity +6 | 75 |

**UNCOMMON WONDROUS ITEM**

| | |
|---|---|
| Pearl of power | 88 |

**COMMON ARMOR**

| | | |
|---|---|---|
| Armor of escape +6 | Any | 12 |
| Robe of useful items +6 | Cloth | 17 |

**COMMON WEAPONS**

| | | |
|---|---|---|
| Lesser cloaked weapon +6 | Any | 29 |
| Weapon of long range +6 | Any ranged, any thrown | 35 |

**COMMON ROD**

| | |
|---|---|
| Rod of smiting +6 | 49 |

**COMMON TOTEM**

| | |
|---|---|
| Totem of trailblazing +6 | 54 |

**COMMON WAND**

| | |
|---|---|
| Apprentice's wand +6 | 54 |

**COMMON HANDS SLOT ITEM**

| | |
|---|---|
| Hero's gauntlets | 65 |

**COMMON NECK SLOT ITEMS**

| | |
|---|---|
| Amulet of life protection +6 | 71 |
| Lesser badge of the berserker +6 | 74 |

## Level 28 2,125,000 gp

**RARE ARMOR**

| | | |
|---|---|---|
| Blessed armor of Kord +6 | Chain, scale, plate | 14 |

**RARE WEAPONS**

| | | |
|---|---|---|
| Captain's weapon +6 | Any melee | 25 |
| Frost brand weapon +6 | Any melee | 26 |
| Maul of the titans +6 | Hammer | 30 |

**RARE WANDS**

| | | |
|---|---|---|
| Wand of conjuring +6 | | 55 |
| Wand of lightning +6 | | 56 |
| Wand of thunder +6 | | 57 |

**RARE HEAD SLOT ITEM**

| | | |
|---|---|---|
| Helm of brilliance | | 68 |

**RARE NECK SLOT ITEM**

| | | |
|---|---|---|
| Cloak of the manta ray +6 | | 72 |

**RARE WONDROUS ITEM**

| | | |
|---|---|---|
| Crystal ball | | 81 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Ebon armor +6 | Chain, scale, plate | 14 |

**UNCOMMON WEAPONS**

| | | |
|---|---|---|
| Seeker weapon +6 | Any ranged, any thrown | 31 |
| Shock spear +6 | Spear | 31 |
| Weapon of accuracy +6 | Any ranged, any thrown | 35 |
| Weapon of surrounding +6 | Any melee | 35 |

**UNCOMMON AMMUNITION (85,000 gp each)**

| | | |
|---|---|---|
| Reaving ammunition +6 | | 37 |

**UNCOMMON HOLY SYMBOL**

| | | |
|---|---|---|
| Candle of invocation +6 | | 42 |

**UNCOMMON KI FOCUS**

| | | |
|---|---|---|
| Tidal wave ki focus +6 | | 45 |

**UNCOMMON ROD**

| | | |
|---|---|---|
| Rod of death +6 | | 48 |

**UNCOMMON STAFF**

| | | |
|---|---|---|
| Staff of withering +6 | | 51 |

**UNCOMMON WAND**

| | | |
|---|---|---|
| Wand of fear +6 | | 55 |

**UNCOMMON ARMS SLOT ITEM**

| | | |
|---|---|---|
| Greater storm shield | | 60 |

**UNCOMMON NECK SLOT ITEM**

| | | |
|---|---|---|
| Greater talisman of repulsion +6 | | 74 |

**UNCOMMON WONDROUS ITEM**

| | | |
|---|---|---|
| Iron bands of Bilarro | | 86 |

**UNCOMMON CONSUMABLES (85,000 gp each)**

| | | |
|---|---|---|
| Elixir of defense | | 92 |
| Oil of red flame | | 99 |

**COMMON ARMOR**

| | | |
|---|---|---|
| Fishscale armor +6 | Hide, scale | 15 |

**COMMON WEAPON**

| | | |
|---|---|---|
| Punishing weapon +6 | Any | 31 |

**COMMON ORB**

| | | |
|---|---|---|
| Orb of forceful magic +6 | | 45 |

**COMMON TOME**

| | | |
|---|---|---|
| Tome of undeniable might +6 | | 53 |

**COMMON WAND**

| | | |
|---|---|---|
| Wand of inevitability +6 | | 56 |

**COMMON NECK SLOT ITEM**

| | | |
|---|---|---|
| Periapt of health +6 | | 75 |

**COMMON CONSUMABLE (85,000 gp each)**

| | | |
|---|---|---|
| Elixir of accuracy | | 90 |

## Level 29 2,625,000 gp

**RARE ARMOR**

| | | |
|---|---|---|
| Greater armor of eyes +6 | Any | 15 |

**RARE WEAPONS**

| | | |
|---|---|---|
| True dragonslayer weapon +6 | Any | 32 |
| Wind weapon +6 | Any melee | 35 |

**RARE HOLY SYMBOL**

| | | |
|---|---|---|
| Phylactery of faithfulness +6 | | 43 |

**RARE ROD**

| | | |
|---|---|---|
| Rod of absorption +6 | | 47 |

**RARE TOMES**

| | | |
|---|---|---|
| Manual of expansive learning +6 | | 52 |
| Manual of puissant skill +6 | | 52 |

**RARE WAND**

| | | |
|---|---|---|
| Wand of frost +6 | | 56 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Armor of scintillating colors +6 | Cloth, leather, hide, chain | 12 |
| Blending armor +6 | Any | 13 |
| Shallow grave armor +6 | Any | 17 |
| Wintersnap armor +6 | Any | 17 |

**UNCOMMON WEAPONS**

| | | |
|---|---|---|
| Lifestealer weapon +6 | Any melee | 29 |
| Stinging spear +6 | Spear | 32 |
| Warning weapon +6 | Any | 33 |
| Way-leader weapon +6 | Spear | 33 |
| Weapon of defense +6 | Any melee | 34 |
| Weapon of submission +6 | Any melee | 34 |

**UNCOMMON AMMUNITION (105,000 gp each)**

| | | |
|---|---|---|
| Stonehold ammunition +6 | | 37 |

**UNCOMMON KI FOCUS**

| | | |
|---|---|---|
| Body of fire ki focus +6 | | 44 |

**UNCOMMON ORBS**

| | |
|---|---|
| Orb of relentless sympathy +6 | 46 |
| Stone of good luck +6 | 47 |

**UNCOMMON STAFFS**

| | |
|---|---|
| Staff of command +6 | 50 |
| Staff of striking +6 | 50 |

**UNCOMMON ARMS SLOT ITEM**

| | |
|---|---|
| Gleaming diamond bracers | 60 |

**UNCOMMON NECK SLOT ITEMS**

| | |
|---|---|
| Cloak of the shadowthief +6 | 73 |
| Cloak of the stalking shadow +6 | 73 |
| Sneak's cloak +6 | 75 |

**UNCOMMON WONDROUS ITEM**

| | |
|---|---|
| Elven chain shirt | 82 |

**UNCOMMON CONSUMABLES (105,000 gp each)**

| | |
|---|---|
| Elixir of giant strength | 93 |
| Potion of regeneration | 99 |

**COMMON HOLY SYMBOL**

| | |
|---|---|
| Symbol of the sun +6 | 43 |

**COMMON KI FOCUS**

| | |
|---|---|
| Steadfast stone ki focus +6 | 44 |

**COMMON NECK SLOT ITEM**

| | |
|---|---|
| Brooch of unerring defense +6 | 71 |

## Level 30 3,125,000 gp

**RARE ARMOR**

| | | |
|---|---|---|
| Gloaming armor +6 | Cloth, leather, hide | 15 |
| Robe of the archmage +6 | Cloth | 16 |

**RARE WEAPONS**

| | | |
|---|---|---|
| Flame tongue weapon +6 | Heavy blade, light blade | 26 |
| Greater dancing weapon +6 | Any melee | 27 |
| Greater luckblade +6 | Heavy blade, light blade | 28 |
| Mace of disruption +6 | Mace | 29 |
| Mighty dwarven thrower +6 | Hammer | 30 |
| Weapon of speed +6 | Any ranged, any thrown | 35 |

**RARE HOLY SYMBOL**

| | |
|---|---|
| Necklace of prayer beads +6 | 42 |

**RARE ORB**

| | |
|---|---|
| Prismatic orb +6 | 46 |

**RARE ROD**

| | |
|---|---|
| Rod of beguiling +6 | 48 |

**RARE STAFF**

| | |
|---|---|
| Greater staff of power +6 | 49 |

**RARE TOME**

| | |
|---|---|
| Emerald tome of the devourer +6 | 51 |

**RARE TOTEM**

| | |
|---|---|
| Totem of the woodlands +6 | 54 |

**RARE WAND**

| | |
|---|---|
| Wand of fire +6 | 55 |

**RARE NECK SLOT ITEMS**

| | |
|---|---|
| Greater medallion of the mind +6 | 73 |
| Greater necklace of fireballs +6 | 74 |

**RARE WONDROUS ITEM**

| | |
|---|---|
| Greater flying carpet | 85 |

**UNCOMMON ARMOR**

| | | |
|---|---|---|
| Armor of the charging wind +6 | Cloth, leather, hide | 13 |
| Doppelganger armor +6 | Any | 14 |

**UNCOMMON AMMUNITION (125,000 gp each)**

| | |
|---|---|
| Firesight ammunition +6 | 36 |
| Shadowshaft ammunition +6 | 37 |
| Shiver-strike ammunition +6 | 37 |

**UNCOMMON TOTEM**

| | |
|---|---|
| Totem of thorns +6 | 53 |

**UNCOMMON NECK SLOT ITEMS**

| | |
|---|---|
| Amulet of aranea +6 | 71 |
| Cloak of displacement +6 | 72 |
| Cloak of the phoenix +6 | 72 |
| Periapt of wound closure +6 | 75 |

**UNCOMMON WAIST SLOT ITEM**

| | |
|---|---|
| Diamond cincture | 79 |

**UNCOMMON CONSUMABLES (125,000 gp each)**

| | |
|---|---|
| Bead of force | 98 |
| Potion of clarity | 95 |
| Potion of heal | 96 |
| Scroll of protection | 101 |

**COMMON CONSUMABLE (125,000 gp each)**

| | |
|---|---|
| Potion of invulnerability | 97 |

# GEAR UP YOUR GROUP AND GET READY TO FIGHT.

Be sure everyone is equipped for action—and improve every encounter—with D&D® accessories. Pick 'em up at the same place you got this book.

**D&D® Dungeon Tiles**
Define dungeons and add details to every encounter quickly and easily, and help your game come to life.

**D&D® Premium Dice**
Everyone needs dice. And some need more than others. Keep 'em all in a D&D logo-embroidered dicebag.

**Deluxe Dungeon Master's Screen**
Conceal your secrets behind this information-filled screen featuring imagination-inspiring artwork by Wayne Reynolds.

**D&D Fortune Cards™**
Add more excitement to every round and give your character an interesting edge with the challenge of D&D Fortune Cards.

DUNGEONSANDDRAGONS.COM

DUNGEONS & DRAGONS

TM & © 2011 Wizards of the Coast LLC.

# Equip Your Heroes with the Best

Few wizards know more about magic than the mighty Mordenkainen, whose arcane achievements are without peer. He's the Archmage of Adventure . . . and no stranger to unearthing hidden lore. Stand aside, Tenser! Back to the books, Otiluke! No one can match Mordenkainen's collection of magic items. Still, he hardly seems the type to settle down and open a magic shop. And yet . . .

Welcome to *Mordenkainen's Magnificent Emporium*™, a wondrous collection of magic items—each one with a story to tell. This tome provides Dungeon Masters with an assortment of treasures to tempt adventurers, and it supplies players with an arsenal to take on the most dangerous monsters. This book adds stories and adventure possibilities to the treasures presented within, setting these items apart from run-of-the-mill adventuring gear. Hold on to your magic hats—everything must go!

For use with these Dungeons & Dragons® products:

*Heroes of the Fallen Lands*™
*Rules Compendium*™
*Heroes of the Forgotten Kingdoms*™
*Player's Handbook*®
*Dungeon Master's Guide*®
*Monster Manual*®

ISBN: 978-0-7869-5744-6
9 780786 957446 52995 EAN
Sug. Retail: U.S. **$29.95** CAN $34.00
Printed in the U.S.A. **280690000**

# Dungeons & Dragons®

## Manual of the Planes™

ROLEPLAYING GAME SUPPLEMENT

Richard Baker • John Rogers • Robert J. Schwalb • James Wyatt

# Dungeons & Dragons®

# Manual of the Planes™

ROLEPLAYING GAME SUPPLEMENT

Richard Baker • John Rogers • Robert J. Schwalb • James Wyatt

# CREDITS


Designers
**Richard Baker (lead), John Rogers, Robert J. Schwalb, James Wyatt**

Additional Design
**Chris Sims, Greg Bilsland, Logan Bonner, David Noonan, Stephen Radney-MacFarland, Peter Schaefer**

Developers
**Stephen Radney-MacFarland (lead), Mike Mearls, Peter Schaefer, Stephen Schubert**

Editors
**Julia Martin (lead), Greg Bilsland, Alex Jurkat**

Managing Editor
**Christopher Perkins**

Director of RPG R&D, Roleplaying Games/Book Publishing
**Bill Slavicsek**

D&D Story Design and Development Manager
**Christopher Perkins**

D&D System Design and Development Manager
**Andy Collins**

Art Directors
**Kate Irwin, Keven Smith**

Cover Illustration
**Howard Lyon**

Graphic Designers
**Soe Murayama**

Interior Illustrations
**Rob Alexander, Dave Allsop, Steve Belledin, Zoltan Boros & Gabor Szikszai, Chippy, Daarken, Eric Deschamps, Steve Ellis, Jason Engle, Ralph Horsley, Howard Lyon, Warren Mahy, Torstein Nordstrand, William O'Connor, Lucio Parrillo, Anne Stokes, Francis Tsai, Franz Vohwinkel**

D&D Script Design
**Daniel Reeve**

Publishing Production Specialists
**Angelika Lokotz, Erin Dorries, Christopher Tardiff**

Prepress Manager
**Jefferson Dunlap**

Imaging Technicians
**Travis Adams, Bob Jordan, Sven Bolen**

Production Manager
**Cynda Callaway**

Building on the design of previous editions by **E. Gary Gygax** and **Dave Arneson** (1st Edition and earlier); **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition).

This book is also built from the bones of giants. From the initial planar visions of Gary Gygax and Dave Sutherland, through the original, inspiring *Manual of the Planes* by Jeff Grubb, with its contributions by Roger Moore and Ed Greenwood, to the vibrant Planescape® work of David Cook, Colin McComb, Michele Carter, and Monte Cook, the planes have been an ever-evolving cosmology. Other resources for this work include the 3rd Edition *Manual of the Planes* by Jeff Grubb, Bruce R. Cordell, and David Noonan; *Fiendish Codex I: Hordes of the Abyss*™ by Ed Stark, James Jacobs, and Erik Mona; and *Fiendish Codex II: Tyrants of the Nine Hells*™ by Robin D. Laws and Robert J. Schwalb.

620-21893720-001
9 8 7 6 5 4 3 2 1
First Printing: December 2008
ISBN: 978-0-7869-5002-7

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
't Hofveld 6D
1702 Groot-Bijgaarden
Belgium
+32 2 467 3360



Dungeons & Dragons, D&D, d20, d20 System, WIZARDS OF THE COAST, *Manual of the Planes, Player's Handbook, Dungeon Master's Guide, Monster Manual, D&D Insider,* all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All Wizards characters, character names, and the distinctive likenesses thereof are property of Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2008 Wizards of the Coast, Inc.


VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

# CONTENTS


1: EXPLORING THE PLANES . . . . 4
The Planes and Your Campaign . . . . 6
Characteristics of Planes. . . . . 7
Types of Planes . . . . . 7
Planar Traits . . . . . 12
The World Axis Cosmology . . . . . 12
Customizing the Cosmology . . . . 13
Navigating the Planes . . . . . 14
Portals . . . . . 14
Rituals . . . . . 19
Vehicles . . . . . 20
Phenomena . . . . . 20
Planar Terrain and Hazards . . . . . 21
Sigil, City of Doors . . . . . 25
The Far Realm . . . . . 30
The Plane of Dreams . . . . . 31

2: THE FEYWILD . . . . . 32
Visiting the Feywild . . . . . 34
Exploring the Feywild . . . . . 35
Feywild Inhabitants . . . . . 36
Feywild Locales . . . . . 41
Astrazalian, the City of Starlight . . . . . 41
Brokenstone Vale . . . . . 42
Cendriane . . . . . 42
The Feydark . . . . . 43
Harrowhame . . . . . 43
The Isle of Dread. . . . . 43
Mag Tureah. . . . . 44
Maze of Fathaghn . . . . . 45
Mithrendain, the Autumn City . . . . . 45
The Murkendraw. . . . . 45
Nachtur, the Goblin Kingdom. . . . . 46
Senaliesse . . . . . 46
Shinaelestra, the Fading City . . . . 46
Vor Thomil . . . . . 47

3: THE SHADOWFELL. . . . . 48
Visiting the Shadowfell . . . . . 50
Exploring the Shadowfell . . . . . 51
Shadowfell Inhabitants . . . . . 53
Shadowfell Locales . . . . . 57
Gloomwrought, the City of Midnight . . . . . 57
Letherna, Realm of the Raven Queen. . . . . 60
The House of Black Lanterns . . . . 60
Moil, the City That Waits . . . . . 60
Nightwyrm Fortress. . . . . 61
The Plain of Sighing Stones . . . . . 61
The Shadowdark. . . . . 61

4: THE ELEMENTAL CHAOS . . . 62
Visiting the Elemental Chaos. . . . . 64
Exploring the Elemental Chaos . . . . 65
Elemental Chaos Inhabitants. . . . . 68
Elemental Chaos Locales. . . . . 73
The City of Brass. . . . . 73
The Keening Delve . . . . . 76
The Ninth Bastion. . . . . 76
Zerthadlun . . . . . 77
The Abyss . . . . . 78

5: THE ASTRAL SEA. . . . . 84
Sailing the Astral Sea . . . . . 86
Exploring the Astral Sea . . . . . 87
Astral Sea Inhabitants . . . . . 88
Astral Sea Locales. . . . . 90
Arvandor, the Verdant Isles . . . . . 90
Celestia, the Radiant Throne . . . . 91
Chernoggar, the Iron Fortress . . . 92
Hestavar, the Bright City . . . . . 94
Kalandurren, the Darkened Pillars . . . . . 96
The Nine Hells. . . . . 97
Pandemonium. . . . . 106
Shom, the White Desert. . . . . 107
Tytherion, the Endless Night . . . . . 108
Other Locales. . . . . 110

6: MONSTERS OF THE PLANES . 112
Archon, Air . . . . . 114
Astral Dreadnought . . . . . 115
Bladeling . . . . . 116
Bladeling Characters . . . . . 117
Baphomet . . . . . 118
Howling Blade . . . . . 119
Demon. . . . . 120
Canoloth . . . . . 120
Chasme . . . . . 121
Shadow Demon. . . . . 122
Solamith . . . . . 123
Devil. . . . . 124
Barbed Devil . . . . . 124
Brazen Devil. . . . . 125
Pain Devil . . . . . 126
Storm Devil . . . . . 127
Dispater. . . . . 128
Aspect of Dispater . . . . . 129
Graz'zt . . . . . 130
Aspect of Graz'zt. . . . . 131
Chosen of Graz'zt . . . . . 132
Cults of Graz'zt . . . . . 133
Keeper . . . . . 134
Korred . . . . . 135
Raavasta . . . . . 136

7: PLANAR CHARACTERS. . . . .138
Paragon Paths . . . . . 140
Blade of Cendriane. . . . . 140
Doomguard Marauder. . . . . 141
Gatecrasher . . . . . 142
Knight of Celestia . . . . . 143
Malec-Keth Janissary . . . . . 144
Planeshifter . . . . . 145
Shadow Captain . . . . . 146
Soul Guide . . . . . 147
Rituals . . . . . 148
Analyze Portal . . . . . 148
Astral Guide. . . . . 148
Astral Sojourn . . . . . 149
Create Teleportation Circle . . . . 149
Demicache . . . . . 150
Elemental Transference. . . . . 150
Fey Passage. . . . . 150
Far Sending. . . . . 150
Plane Shift. . . . . 150
Rope Trick. . . . . 151
Scramble Portal. . . . . 151
Shadow Passage . . . . . 151
Magic Items . . . . . 152
Armor. . . . . 152
Weapons. . . . . 153
Holy Symbols. . . . . 154
Orbs . . . . . 154
Rods . . . . . 155
Staffs. . . . . 155
Arms Slot Items. . . . . 156
Feet Slot Items. . . . . 156
Head Slot Items. . . . . 156
Neck Slot Items . . . . . 157
Rings. . . . . 157
Waist Slot Items . . . . . 157
Wondrous Items . . . . . 158
Vehicles . . . . . 159

CHAPTER 1

# Exploring the Planes

Beyond the circles of the world await peril, power, and adventure unimagined. Fomorians brood in the purple gloom of caverns illuminated by dancing auras of wizard's fire. Titanic stone sphinxes half buried in white sand guard the gates of a forgotten deity's ruined heaven. Hooded sorrowsworn assassins glide silently through the streets of a city perpetually veiled in shadows. Demon princes brood on thrones of skulls in the terrible depths of the Abyss, plotting the destruction of the mortal realms and the ruin of all.

Welcome to the planes.

Great heroes face quests that require them to venture into the far corners of the cosmos in search of lore and treasure forgotten in the mortal realms. The boldest heroes are called to fight their battles across many different planes of existence, and venture into dimensions where few mortals have ever dared to go. Other heroes venture into the planes for nothing more than the desire to see wonders unimagined. To those who have studied their secrets, the planes offer infinite experiences and possibilities.

This chapter explains the basics of venturing into the planes, including:

- **Planar Traits:** The different qualities and characteristics that planes demonstrate.
- **The Cosmology:** How the components of the D&D® game universe fit together.
- **Portals:** Portals are the most common means of planar travel. Here's how they work.
- **Planar Vehicles:** When you can't find a portal leading to where you want to go, you have to find a different means of transportation.
- **Planar Hazards:** Learn about some of the more common hazards planar travelers face.
- **Sigil, City of Doors:** The most well-known demiplane is Sigil, City of Doors. No one knows who created it or how, but Sigil holds portals aplenty.
- **The Far Realm:** The Far Realm is "beyond" or "above" the normal cosmos.
- **The Plane of Dreams:** The nature of this plane is a matter for debate. The Plane of Dreams is a vast repository where dreams go when they are dreamt.

ZOLTAN BORYOS & GABOR SZIKSZAI

# THE PLANES AND YOUR CAMPAIGN

The world (sometimes called the mortal world or the natural world) of the DUNGEONS & DRAGONS® game is only one piece of a much larger cosmos. The world is surrounded by the Feywild and the Shadowfell, parallel dimensions that lie tantalizingly close at hand. It stands on foundations of matter drawn from the seething Elemental Chaos that preceded creation. And yet, at the same time, the mortal world drifts as a lonely speck of light and life in the eternal expanse of the astral mists. All these realities that exist beyond the world of mortals are known as the **planes of existence**—or just "the planes" for those who come to know them well.

A plane is an alternate reality, an otherworld that exists alongside the world of mortals. Some planes are small, no larger than a city of the mortal realm. Other planes are nearly infinite in expanse. The planes are a place where you can create literally any adventure or story you can imagine. Given the incredible possibilities the planes open up for your D&D campaign, it's a good idea for a Dungeon Master to decide exactly how he or she wants to use the material presented in *Manual of the Planes*. Here are a few suggestions.

## THE ORIGIN OF MONSTERS

The simplest way to incorporate planar material in your campaign is to treat the planes as "the places where the most exotic monsters are from." Even at low levels, heroes might encounter creatures native to other planes, such as the fey panther, the magma claw, or the spined devil. At higher levels, heroes encounter progressively more powerful planar beings abroad in the mortal world—beings such as vrocks, efreets, or sorrowsworn. Each is clearly an outsider, a creature that does not arise within the natural order.

Some planar creatures are permanent residents of the mortal world. Other planar creatures may be summoned by mortals for sinister purposes, or may intrude in the world by venturing through portals the heroes must close.

## THE EXOTIC ADVENTURE

An exotic adventure is the most common model for planar campaigns. Many Dungeon Masters treat the planes as exotic locales that, on rare occasions, serve as the backdrop for otherwise normal adventures. Rather than exploring a dead archmage's ruined tower on a lonely hilltop a few miles outside town, the player characters explore a similar tower on the slopes of a mountain in the Feywild or drifting on an earthmote in the Elemental Chaos.

To make an otherwise world-bound adventure into a planar adventure, all you (the DM) need to do is provide a portal, a scroll with the right ritual, or a magic item to convey the player characters from their native world to the site of the adventure. Ideally, the adventure should soak up at least some of the planar flavor of its setting.

## THE PLANAR PROGRESSION

Some campaigns follow adventure arcs that naturally introduce the player characters to ever-greater vistas of the cosmos as they rise in level. Player characters must learn how to successfully venture into these otherworlds to confront monsters and villains, to unearth lore, or to recover treasures that can be found only beyond the circles of the world.

In the beginning of their adventuring careers, player characters face the occasional monster from another plane. Once they've earned a few levels, they meet challenges that lie in fantastic locales just on the other side of mysterious portals, or find that their missions take them into the planes that lie closest to the world—the Feywild and the Shadowfell. Paragon and epic adventures hurl the heroes into the vastness of the Elemental Chaos or into the astral dominions of immortal powers. Learning how to reach the object of a quest, to competently navigate the vastness of the cosmology, and to deal with the supernatural perils of distant planes are adventures in and of themselves.

## THE EXTRAPLANAR CAMPAIGN

Some cities or strongholds of mortalkind exist outside the mortal world—for example, the eladrin realms of the Feywild, the shadowborn city of Gloomwrought, or Sigil, the legendary City of Doors. Many great heroes are natives of planes beyond the mortal world. Much as world-bound heroes might journey widely from city to city or kingdom to kingdom, extraplanar heroes travel from plane to plane as their own whims and purposes demand. Using knowledge of the universe's portals, rifts, and fundamental properties, even low-level characters can get to any place imaginable—although plenty of planes are so hostile or dangerous that no well-informed extraplanar character in his or her right mind would voluntarily venture there.

The best place for you to set a truly extraplanar campaign is Sigil. Planar-born player characters (natives to the planes) can get to any place imaginable through its myriad portals—even someplace as strange and unfathomable (to the planar-born, at least) as the mundane world. Or, you could also set your extraplanar campaign aboard a planar vessel such as a *spelljammer*, visiting new worlds with each adventure.

# CHARACTERISTICS OF PLANES



Most planes are much like the natural world. Mortal visitors find the air breathable, the climate endurable, and some amount of food and water accessible. However, each plane has its own unusual characteristics and embodies its own particular set of natural laws.

## Types of Planes

A plane's type describes its basic nature and place in the cosmos. The term "plane" applies to many different places. Sigil, City of Doors, is a plane, even though it's no more than a few dozen miles in extent. It drifts in the multiverse unconnected to any other physical reality. The Abyss is also a plane. It is many thousands of miles in extent, large enough to swallow planets, but it's only a finite region of the Elemental Chaos. A traveler can walk (or more likely fall) into the Abyss from the surrounding Elemental Chaos, but a different set of physical and metaphysical laws apply in the Abyss than in the Elemental Chaos. In that sense, the Abyss is a plane separate from the surrounding Elemental Chaos.

**PLANAR TYPE**

- The world
- Fundamental planes
- Astral dominions
- Elemental realms
- Parallel planes
- Demiplanes
- Anomalous planes

### The World

The first of the planes is the world in which humans and other mortals are born and have their existence. The world often is known only by its name. For example, the sages of Faerûn call their world Abeir-Toril. Those who study such matters in the city of Greyhawk know their world as Oerth, and the sages of Ansalon know their world as Krynn. In reference to the planes, the world is sometimes known as "the mortal world," "the material world," "the natural world," or "the middle world," to distinguish it from the supernatural realms surrounding it.

### Fundamental Planes

The cosmos is composed largely of two infinite expanses from which all other planes formed: the Astral Sea and the Elemental Chaos. These planes are levels of reality in which countless specific locales exist like finite islands adrift in the infinite—the various astral dominions and elemental realms.

The fundamental planes provide the substance linking all the dominions and realms of deities and elemental powers together. To reach these specific places, a traveler must trek across the Astral Sea or the Elemental Chaos. Fortunately, planar portals and conduits make it possible to span vast distances with a single step—if a traveler knows where to find the portal he or she needs.

Although the fundamental planes are infinite, the known astral dominions and elemental realms lie within a finite distance of each other. If a traveler journeys through a fundamental plane into the trackless reaches outside the known dominions and realms, sooner or later he or she comes to the divine dominions or elemental kingdoms of different mortal worlds. Such a journey would be unthinkably long, and it would undoubtedly be easier to find or create a portal to reach them.

### Astral Dominions

The astral dominions are distinct planes that exist within the Astral Sea. Most are the creations of deities, and as such, each dominion reflects the aesthetics (or whims) of its creator. Dominions may have wildly different properties and characteristics. Some are the size of worlds, whereas others are solitary towers or small cities on the shores of the Astral Sea. In artwork and in literature, they are often depicted as majestic islands or floating shards of landscape surrounded by a gossamer sea as flat and smooth as mirrored glass.

Astral dominions are commonly regarded as the heavens and hells of the mortal world. The dominions are where most deities are enthroned. Deities claim some mortal spirits after death—those chosen for special reward, or trapped and tormented by devils or dark deities. However, most mortal spirits pass through the realm of the Raven Queen in the Shadowfell after death and then into the eternal beyond.

### Elemental Realms

Within the Elemental Chaos lie countless elemental realms—domains where some powerful being has claimed a portion of the chaos and shaped it with will and purpose. Like astral dominions, elemental realms reflect the whims of those beings that create them. In artwork and literature, elemental realms are often portrayed as crude stone bergs and mighty structures floating in a churning sea of elements.

Although many elemental realms are the work of powerful elementals—for example, the efreet City of Brass—other realms are created by mighty mortals. Anyone of strong will and magical power can create anything he or she likes within the Elemental Chaos, and set a boundary around these creations in which the physical traits the creator prefers dominate. Scores of archmage towers, assassin strongholds, and mighty monuments lie scattered through the Elemental Chaos that were created by mortals centuries or millennia ago. Some still remain much as they were when they were made, whereas new masters have occupied others.

### Parallel Planes

Close by the mortal world lie its echoes, the parallel planes: the Feywild and the Shadowfell. Parallel planes are strange copies of the material world. Where seas and mountains lie in the world, similar seas and mountains exist in these parallel planes. Yet they are not perfect copies. A thriving human city in the mortal world might be a forested vale in the Feywild and a haunted ruin in the Shadowfell. It seems that the Feywild's version of a locale in the natural world is a pristine memory of what that place was like in the youth of the world, whereas the Shadowfell's version shows a vision of how that same spot will look when its people pass away and it falls into ruin.

Although some natural features vary between these planes, the biggest differences between them are the structures of sentient creatures. The kingdoms and castles of the eladrin are not replicated in the mortal world or the Shadowfell. Similarly, the city of Gloomwrought exists only in the Shadowfell, and no city stands in the corresponding spot in either the mortal world or the Feywild.

### Demiplanes

The last regular type of plane is a demiplane—a unique place where anything might be encountered. Like astral dominions or elemental realms, demiplanes are things created by some power or agency after the formation of the world. They are not part of either the Astral Sea or the Elemental Chaos, but instead exist as bubbles of existence beyond the normal bounds of the cosmos.

Most demiplanes are small and secret. They're created to be refuges, vaults, or more rarely tombs or prisons. It takes extremely powerful magic to create something out of nothing. It's much easier to build a sanctuary in the Elemental Chaos than to create a secret plane of your own outside the bounds of the universe.

The most well known demiplane is Sigil, City of Doors. No one knows who created it or how, but Sigil holds portals uncounted that lead to every other plane of existence. Veteran planar explorers soon learn that Sigil is the first place to look when a door to somewhere else is needed.

### Anomalous Planes

The cosmology includes some planes whose exact nature is not clear. These include the Far Realm, the Plane of Dreams, the Plane of Mirrors, and other mortal worlds. Anomalous planes stretch the boundaries of an already fantastic cosmology. They are the weirdest of the weird. They are conceived of as beyond the normal cosmology of planes (even more "outside" than demiplanes), being created from the dreams of all mortals, existing on the other side of mirrors, or built on other mind-straining concepts. Adventures rarely present themselves in these locations, as anomalous planes are genuinely inhospitable to most outsiders. However, denizens of anomalous planes often find their way into the world.

## Planar Structure and Laws

The most basic question about a plane is its size. Is it infinite, or is it finite? If the plane is finite, how big is it?

The Astral Sea and Elemental Chaos are infinite. The mortal world (and therefore the parallel planes, too) may be infinite or it may not be. It depends on if one considers the vast starry void beyond the skies of the mortal world to be part of the world or if the stars are merely lights suspended inside a vast but finite crystal sphere.

**PLANAR STRUCTURE AND LAWS**

- Layers
- Bounded or recursive shape
- Gravity
- Mutability

## Layers

Some astral dominions and elemental realms are organized into layers. These layers are distinct, geographically separate regions or domains. A layer is a subplane, and often has its own distinct flora, fauna, and features. However, the overall properties of a plane remain true no matter which layer of a plane a traveler ventures into. For example, the Abyss consists of hundreds of distinct island-continents of matter within the bounds of a single elemental realm. Many of these are the domains of individual demon lords, who create in their own layers conditions they find pleasing.

Most rituals of planar travel, portals, and conduits deposit travelers in a plane's outermost layer first. From that region, travelers must find their way into the deeper layers of the plane. Portals, or difficult roads or pathways that are often guarded, link the different layers of a plane. For example, most portals to the Abyss from elsewhere open into the first layer, the Plain of a Thousand Portals. From there, travelers can find other portals leading to deeper layers. They could conceivably fly or fall from one Abyssal layer to another through the vast, storm-wracked gulf of air, energy, and matter the Abyssal layers drift through, but the distances between them are vast, and the journey is unspeakably dangerous. Even demons prefer to use portals to move around from layer to layer.

## Bounded or Recursive Shape

Does the plane have an edge that you can reach, or do you return to the same spot by traveling in a straight line? The surface of the mortal world is recursive, because it's a sphere. Sigil is a recursive demiplane. The city fills the interior of a torus, so a traveler can't help but circle back to where he started by continuing in a straight line. On the other hand, a plane such as Hestavar or Arvandor is bounded. Travel far enough, and eventually you reach the edge—the shores of the Astral Sea, whatever form that takes in that plane.

## Gravity

Gravity works normally on the vast majority of planes. A few planes manifest one of two exceptional types of gravity: elemental buoyancy and subjective gravity.

**Normal gravity** is, well, normal. It acts as one would expect in the mortal world.

**Elemental buoyancy** is strange: Objects and materials native to the plane aren't subject to the force of gravity, but creatures and nonnative objects are. The Elemental Chaos experiences this type of gravity. Gigantic earthmotes, drifting boulders, and flowing seas arc through the "skies" and do not fall because they're held aloft by their elemental

STEVE ELLIS

buoyancy in the plane's natural stratification. You can pick up a rock and "hang" it in the air in front of you, and the rock floats there indefinitely. However, living creatures and their possessions are subject to "normal" gravity, and they can and do can easily fall off floating earthmotes or plummet into fiery chasms.

**Subjective gravity** is a property of the Astral Sea and the Far Realm. If a traveler is standing on or in something he or she wishes to exert gravity on him or her, it does so. In other words, if you want to stand on it, you can.

Gravity remains in force even if the traveler leaps into the air or flies—as long as the traveler wants it to. Unattended objects do not experience gravity. Attended objects are subject to a traveler's will. If you drop something and want it to fall, it does—but you can't "will it" to "fall" back to you.

In the absence of gravity (in other words, when you don't want to be affected by it), a creature can fly through a plane of subjective gravity by exercising its will. This mode of movement is slow, however.

**SUBJECTIVE GRAVITY**

On a plane that has subjective gravity, you can choose whether gravity affects you.

- You can stand on any surface equal to your space (1 square for most characters) or larger than your space.
- You gain the ability to fly at one-half your normal speed if not under the effect of gravity. You can hover, but you are a clumsy flier.
- A creature with the ability to fly can use its innate flying speed instead. It gains hover.

## Mutability

One of the fundamental laws of nature in the mortal world is that things remain where they are and how they are unless some force works on them. Boulders don't spontaneously change to sand or melt into water unless something causes them to. Some planes are not so reliable.

**Divinely mutable planes** assume the form willed by deities (or other powerful beings) who own the plane. The deity of the plane can cause great palaces to appear from nowhere, create or replace terrain, change the form of creatures native to the plane, or alter the weather with a mere thought. **Normal mutability** (defined as mortal inertia and constancy) applies otherwise. Most astral dominions are divinely mutable, although in cases where several deities share the same dominion, they exercise control over only their specific realms within the plane.

**Unstable planes** feature terrain and elements that change continuously and randomly. The Elemental Chaos is the prime example. Although vast stretches are relatively calm for long periods of time, change is inevitable. A great frozen sea might remain that way for centuries, only to shatter when an outburst of magma comes into being in its center and begins to grow into a range of volcanic mountains.

**INFLUENCE UNSTABLE PLANE (INTELLIGENCE)**

Someone with a powerful will or armed with the right ritual can stabilize a portion of an unstable plane and hold it in the desired shape. The only questions are how long it takes to impose stability and how long the stability lasts once the being creating the stability stops concentrating. It's easy to freeze existing conditions in place, but much harder to impose entirely different conditions in an area.

**Move Object:** Standard action.

- **DC:** The DC is based on the object's size—Tiny or smaller, DC 5; Small or Medium, DC 10; Large, DC 15; Huge, DC 20; Gargantuan, DC 25.
- **Success:** You move an unattended object. You move the object 1 square, +1 square for every 5 points by which you beat the DC.
- **Failure:** You can't try to move the same object until after a short rest.

**Alter Object:** Standard action.

- **DC:** The DC is based on the object's size—Tiny or smaller, DC 20; Small or Medium, DC 25; Large, DC 30; Huge, DC 35; Gargantuan, DC 40.
- **Success:** You change an unattended natural object into a different element or energy of the same size. For example, change a boulder into a ball of fire.
- **Failure:** You can't try to alter the same object until after a short rest.

**Stabilize Area:** 1 minute.

- **DC:** The DC is 5 + 1 per square affected.
- **Success:** You lock an area into its current form for 24 hours. Double the area or the duration for every 5 points you beat the DC by.
- **Failure:** You can't try to stabilize an area until after an extended rest.

**Alter Area:** 1 minute.

- **DC:** The DC is 20 + 1 per square affected. Add +10 to the DC if the area has been stabilized (see above). Double the area or the duration for every 5 points by which you beat the DC.
- **Success:** You change the terrain of an area for 24 hours. For example, change a bare rocky plain into a forest.
- **Failure:** You can't try to alter an area until after an extended rest.

Pandemonium
Pluton
Kalandurren
The Astral Sea
Tytherion
Arvandor
Carceri
Tu'narath
Hestavar
Shom
The Nine Hells
Chernoggar
Celestia
Sigil
Letherna
Gloomwrought
Moil
Plain of Sighing Stones
The Shadowfell
The Mortal World
Shinaclestra
Avaellor
Senaliesse
Nachtur
Cendriane
Mag Tureah
The Murk Sea
The Feywild
The Elemental Chaos
Zerthadlun
The City of Brass
The Ninth Bastion
The Keening Delve
The Abyss

JASON ENGLE

## Planar Traits

Some planes possess magical or metaphysical qualities that affect the powers and abilities of creatures. For example, the City of Brass lies in a fiery portion of the Elemental Chaos, and within this particular dominion characters find that powers with the fire keyword are enhanced, while cold powers in the city of the efreet are diminished.

Large planes rarely have planar traits that affect their entirety. Planar traits usually manifest in specific locations within a larger plane (such as a particular dominion within the Astral Sea or a particular realm within the Elemental Chaos). For example, the characters might stumble upon a forest in the Feywild that heightens one's powers of inveiglement, and all creatures in the forest gain a +1 bonus to attack rolls when they use powers with the charm or illusion keyword.

### Psychic Signature

Planes other than the natural world possess a certain otherworldly quality. A mortal wandering the forests of Arvandor can sense that he or she is no longer in the natural world. Planar explorers can't always tell exactly where in the cosmos they are, but they can sense when they've passed from one plane to another. This phenomenon is known as a plane's psychic signature. Psychic signature has no other mechanical effect, although the impressions can be strong.

For example, a feeling of gloom permeates the Shadowfell. The Shadowfell's atmosphere is oppressive, and it deadens the spirits of its inhabitants. A feeling of malaise slowly creeps over the visitor, deadening the spirit. On the other hand, the Feywild seems charged with some magical quality that sharpens the senses and intensifies the experience of being there. This intensification is enchanting in a pleasant place, but in the darker locales in the Feywild it magnifies the sense of danger and excitement as if such places were waiting in suspense for something wild and sinister to happen.

Astral dominions are marked by a sort of emotional relativity in which the viewer's emotional state colors things he or she sees, hears, and feels. When the viewer is calm and familiar with what he or she is looking at, things seem supernaturally clear and obvious. When the viewer is fearful or angry, things take on a dark, confusing overtone. When the viewer is resolved, he or she sees things as he or she is determined to see them—so a devil's insidious lies seem obvious to someone determined to resist them. However, when the viewer is wrongly resolved and stubbornly clings to a mistaken impression, the "truth" of his or her position seems just as obvious.

Elemental realms possess a psychic signature of mass and changeableness. Physical objects feel heavier and seem bigger, even though they aren't really. At the same time, objects appear to move as the viewer expects them to move, as if the viewer's will is what causes the flow of a river or the drifting of earthmotes in the sky. The sensation is nothing more than a strange sort of déjà vu, and it has no real effect other than bemusing those unfamiliar with the Elemental Chaos and its domains.

# The World Axis Cosmology

Although various campaign settings may have their own arrangement of planes, the default planar structure of the D&D game is the World Axis cosmology. The World Axis cosmology is so named because the mortal world and its parallel planes form an axis or pivot point linking the two great infinite planes—the Astral Sea and the Elemental Chaos. The world is therefore the fulcrum where elemental forces and divine forces meet. This model provides a mix of benign, strange, wondrous, and sinister planes you can use in your game without the necessity of designing your own unique cosmology.

The World Axis cosmos consists of a core of five planes that have their own discrete existence, plus scores of dominions or realms that are features or locales of another plane. The planes are:

**The World:** The mortal plane of existence is the natural world. This world may be Abeir-Toril, Athas, Eberron, Krynn, Oerth, or a world of your own devising. This plane also encompasses the space between worlds.

**Parallel Planes:** Inextricably linked to the natural world are two parallel planes: the Feywild (or Plane of Faerie) and the Shadowfell (or Plane of Shadow). They are the closest of the planes to the mortal world.

**Fundamental Planes:** The mortal world and its parallel planes exist between two great infinite expanses—the Astral Sea and the Elemental Chaos. The Astral Sea is dotted with smaller planes called astral dominions, the Elemental Chaos with elemental realms.

**Astral Dominions:** All astral dominions are clearly delineated from the surrounding fundamental plane. These are planes in every sense of the term. Some are the domains of deities. Others were abandoned or had their inhabitants and structures destroyed long ago. Major astral dominions include:

- Arvandor, the Verdant Isles
- Carceri, the Red Prison
- Celestia, the Radiant Throne
- Chernoggar, the Iron Fortress
- Hestavar, the Bright City
- Kalandurren, the Darkened Pillars
- The Nine Hells of Baator
- Pandemonium, the Howling Depths
- Pluton, the Gray Waste
- The White Desert of Shom
- Tu'narath, City of the Githyanki
- Tytherion, the Endless Night

**Elemental Realms:** In the vastness of the Elemental Chaos lie scores of elemental realms. Some of these, such as the Abyss, are differentiated enough from the surrounding elemental maelstrom to be planes within a plane. Others are specific locales within the chaos. Major elemental realms include:

- The Abyss
- The City of Brass
- The Ninth Bastion
- Zerthadlun

**Demiplanes:** Demiplanes are places that exist outside the fundamental planes. Each was created by artifice at some point in the past, since they do not naturally occur. Many demiplanes exist, but only a few are known by more than a handful of individuals. The most famous demiplane is Sigil, City of Doors.

**Anomalous Planes:** Finally, the cosmology includes some planes whose exact nature is not clear. Major anomalous planes include:

- The Far Realm
- The Plane of Dreams

## Customizing the Cosmology

The World Axis cosmology only represents one of many possible planar arrangements for a D&D campaign. It's the default setting, and all upcoming 4th Edition Dungeons & Dragons game products assume that the World Axis cosmology is the one you're using in your campaign. However, you can create your own cosmology for your campaign.

We recommend leaving the parallel planes and fundamental planes in place. Many spells, effects, and monsters are tied to the Astral Sea, Elemental Chaos, Feywild, and Shadowfell. If you eliminate these "structure" planes, you may create gaps in the game rules. For example, if you get rid of the Shadowfell or greatly alter it, the Shadow Walk ritual would have to be changed, too. Relatively minor alterations are possible. If you don't want a goddess of death on your plane of shadow, you can remove the Raven Queen and her palace of Letherna, and move a similar deity of death to the astral dominions. It won't interfere with any rules operations in the game.

When considering your cosmology, make sure you address the following:

- A place for good-aligned deities, angels, and immortals to come from.
- A place for devils and evil-aligned deities or angels to come from.
- A place for demons and elemental creatures to come from.
- A place for fey creatures to come from.
- A place for shadow creatures to come from.
- A way of getting from one plane to another.
- A way for spells or effects referring to astral, elemental, fey, or shadow planes or creatures to function.

One of the simplest adjustments to the cosmology is substituting the deities of the core pantheon for the deities of a specific campaign world. For example, you can remove Bane from Chernoggar and replace him with Tuern the Merciless, the god of war in your own home campaign.

The next step up in difficulty is adding or deleting specific astral dominions and elemental realms. The exact number, name, and inhabitants of the various astral dominions can be switched out to reflect the Dungeon Master's campaign preferences. This customization leaves the fundamental planes and parallel planes intact, so planar travel works pretty much as it does in the core cosmology. As an example, you could add the plane of Ysgard (or Asgard) and several of the ancient Norse deities to your cosmology. If Thor replaces Kord in your game—or even exists as a rival or ally of Kord—everything still works just fine.

If you are ambitious, you can overhaul the basic planar structure. In your game, the Elemental Chaos may not exist, and all elemental creatures come from the natural world. In your game, perhaps, all the astral dominions and major elemental realms are parallel planes. Therefore, venturing to the domains of deities is a matter of finding the correct "echo" of the mortal world.

# NAVIGATING THE PLANES

Although many places in the planes are impossibly distant from the mortal world, the mortal world is riddled with rifts in the fabric of reality and hidden planar doorways. Volcanoes in the mortal world spew magma and burning ash from fiery seas within the Elemental Chaos. Rune-graven doors of iron protect gates leading to the Nine Hells. Mystic archways forgotten in ruined temples lead to the dominions of the gods themselves. Hundreds, perhaps thousands, of doors to these infinite realms lie scattered across the world.

Although the means may vary, the methods of planar travel fall into one of several broad types: portals, rituals, vessels, and phenomena.

## Portals

A **portal** is a door or conduit created by powerful magic that links two distant points. In a way, portals are like backdoors in the universe, allowing a traveler to bypass the obstacles of distance and boundaries by stepping through. Permanent portals are often called gates, but they are few and far between. Many portals lead to destinations within the same plane, providing an expeditious means of covering vast distances. Others lead travelers to wondrous realms such as the Feywild, the Shadowfell, and even astral dominions. Rare and hidden portals may lead to places beyond the cosmology, depositing travelers in the Far Realm or on alternate natural worlds. Portals can also access demiplanes such as the city of Sigil, the sanctums of archmages, domains of demigods, or dimensional vaults created to hold unspeakable entities.

Portals are curiosities. They stand in defiance to the natural order of things. It's within the power of mortals to construct new portals, but short of the most powerful rituals, created portals are fleeting things, consuming vast amounts of magic and requiring arcane mastery to sustain. Thus, permanent portals are subjects of much heated debate between scholars and sages, and theories abound about their origins and purpose.

One of the most common beliefs about independent permanent portals is that they are the natural products of an incomplete and flawed creation. As the primordials gathered the protomatter that would become creation, the protomatter clumps held gaps and fissures—holes worming through the work and leading to unexpected places. Another theory suggests the portals are remnants of the ancient wars between the primordials and deities, reflecting a universe damaged by their catastrophic struggle. Some portals may have been created by upheavals in the natural order as primordials died or were imprisoned and sealed away for all time. Other possibilities exist, many of which are upheld by different philosophies found throughout the planes. For example, the Doomguard (see page 141) believe the planes are in a state of decay, and that independent permanent portals are either the cause or the result of this march toward oblivion.

### Moving Around the Planes

Here's a quick overview of the most common methods for traveling from the world to different planes.

**Portal:** A portal is a magical doorway that instantly teleports the user somewhere else. Portals might go anywhere, and many require specific keys or actions in order to function. A portal is the easiest way to get to another plane, but you have to find a working portal that goes where you want to go.

**Crossing:** A crossing is a place where the veil between the worlds is thin. Crossings lead to the Feywild, the Shadowfell, and other parallel planes. Crossings sometimes activate and function much like portals leading to corresponding points on the parallel planes. They also mark places where travelers can use passage rituals to reach the parallel planes.

**Worldfall:** Large areas of the Feywild—for example, certain eladrin cities—sometimes shift to the natural world or back again. A traveler in the area of a worldfall is carried along when the area shifts to the other plane.

**Passage Rituals:** If you're at a crossing to the Feywild or Shadowfell, the ritual Fey Passage or Shadow Passage can transport you into the parallel plane. Passage rituals are easy ways to move to another plane, but are limited because you need to find a suitable crossing point first.

**Transfer Rituals:** The ritual Astral Sojourn or Elemental Transference shifts a traveler to a random point in the Astral Sea or Elemental Chaos. You don't need any kind of crossing point. If you have to find something lost or hidden in the Astral Sea or the Elemental Chaos, you might need to use a transfer ritual.

**Teleport Rituals:** The rituals Planar Portal and True Portal create short-lived teleportation circles that can take travelers to specific locations on other planes. If you know exactly where you're going and you have the sigil sequence to get there, a teleport ritual is the fastest way to get there.

**Planar Vessel:** Magical ships such as *planar dromonds* or *spelljammers* have the ability to serve as navigation foci for the Plane Shift ritual. The Plane Shift ritual is a comparatively easy ritual that shifts the vessel and all its occupants into another plane.

## THE GREAT WHEEL

An example of an alternative cosmology is the Great Wheel used in earlier editions of the D&D game. This cosmology featured the following planes:

**Material Plane:** The mortal world.

**Astral Plane:** This fundamental plane is much like the Astral Sea. The Astral Plane links the Material Plane to the Outer Planes.

**Plane of Shadow:** This plane, parallel to the Material Plane, is essentially the same as the Shadowfell.

**Plane of Faerie:** This plane is the Feywild. It exists in parallel to the Material Plane in this cosmology.

**Ethereal Plane:** This plane combines some features of parallel planes and some features of fundamental planes. It is infinite in scope, and links the Material Plane to the Inner Planes (or elemental planes). Characters and creatures in the border regions of the Ethereal Plane are in a parallel plane. They can still perceive the Material Plane. Ethereal creatures are invisible and insubstantial to Material Plane creatures, and they can phase through Material Plane objects. The Deep Ethereal is a fundamental plane of endless gray mist that can be shaped into various demiplanes.

The Ethereal Plane is the most difficult part of this cosmology, because it's a new fundamental plane that no game effects refer to in the rules. Various powers or magic items may confer temporary etherealness, and rituals can shift travelers into the Deep Ethereal to journey to the Inner Planes.

**Six Inner (Elemental) Planes:** In the Great Wheel cosmology, the Elemental Chaos does not exist. Instead, the Planes of Air, Earth, Fire, and Water are all separate from each other. In addition, the Positive Energy Plane and Negative Energy Plane embody the power of light, radiance, and life on the one hand, and death, decay, darkness, and the void on the other. All these planes are infinite in extent and impassable (if not instantly lethal) to mortal travelers. "Pockets" of other elements intrude in these planes. For example, the Elemental Plane of Air features a few floating earthmotes, and the Elemental Plane of Fire has regions of air and earth among its endless flames.

**Seventeen Outer Planes:** These planes are much like astral dominions. However, each one embodies its own gradation of good, evil, law, and chaos. Each plane is infinite in extent. Some have many layers, and others have only one or two layers. Deities inhabit the Outer Planes, dwelling on the plane that most closely matches their particular ethics and morals. The Outer Planes are:

- *Ysgard (Unaligned):* A warlike domain, where great heroes battle giants.
- *Limbo (Unaligned):* Like the Elemental Chaos, Limbo is a plane where matter assumes random forms.
- *Pandemonium (Chaotic Evil):* As described in Chapter 5.
- *The Abyss (Chaotic Evil):* As described in Chapter 4, although in this cosmology the Abyss consists of layered infinite planes. The Abyss is an Outer Plane in this cosmology and is not part of the elemental planes. Demons should be treated as immortals, rather than elementals.
- *Carceri (Chaotic Evil):* A prison plane similar to that described in Chapter 5.
- *Hades (Evil):* A gloomy plane of despair and disease, like the worst parts of the Shadowfell.
- *Gehenna (Evil):* A plane of darkness and fire, somewhat like Tytherion (see Chapter 5).
- *The Nine Hells (Evil):* As described in Chapter 5.
- *Acheron (Unaligned):* Much like Chernoggar (see Chapter 5).
- *Mechanus (Unaligned):* An astral dominion of perfect law and inflexible order.
- *Arcadia (Lawful Good):* A peaceful kingdom somewhat like Hestavar (see Chapter 5).
- *Celestia (Lawful Good):* As described in Chapter 5.
- *Bytopia (Lawful Good):* A domain consisting of two idyllic layers, each forming the other's sky.
- *Elysium (Good):* A domain of golden fields, where the deserving find rest.
- *The Beastlands (Good):* A wilderness domain populated by wise animal like spirits and guardians.
- *Arborea (Good):* A forest realm similar to Arvandor (see Chapter 5).
- *The Concordant Domain (Unaligned):* A neutral plane influenced by all the others and populated by a smattering of folk from other planes.

**Demiplanes:** Sigil and the Far Realm are demiplanes in the Great Wheel cosmology. Their exact location in the cosmos is not known.

A reasonable explanation is that these theories are all correct. Persistent portals are the product of a variety of mistakes and achievements. Powerful wizards ripped open the planes to facilitate their travel, and deities themselves connected the planes to fight the primordials and their servants. Whether or not portals endanger the fragile balance of the planes is unclear. What is clear is that planar travelers find these doorways useful and seek out more of these portals so that they can use them to find new worlds to explore.

Portals have a number of characteristics to describe their destination, function, and nature. These characteristics include their appearance, transparency, frequency, access, and precision.

## Appearance

A portal's appearance reflects the portal's destination. A portal leading to Sigil might be a doorway, but a portal connecting to the Elemental Chaos might look like a shimmering wall of water or a curtain of flame. Likewise, portals connecting to the Shadowfell could be hidden in black shadows, and those leading to the Feywild might be a tangle of roots or a stylized face made of vegetation.

**Doors:** Many persistent portals look like doors, making clear their purpose and function. Some doorways are two-dimensional rectangles of light. Such a door reveals its destination or masks it with a haze of color. When viewed from the side, it disappears, again coming into view when perceived from the other side. Other doorways are freestanding doors made of wood or iron. Some hang in the air, others rest against a solid wall, and others still stand in the center of a room or in the middle of nowhere.

**Gates:** A gate is a portal of considerable size that is large enough to accommodate the movement of several travelers at the same time. Gates are freestanding circular or square windows into another world, though some gates feature frames of stone or are set into a wall, ceiling, or floor.

**Objects:** Not all portals are obvious. Some are contained in objects, hidden behind an innocuous or sinister façade. A portal contained in an object functions when touched or handled, whereupon it transports the traveler to its destination. Portal objects are heavy, immobile structures such as mausoleums, obelisks, and statues. Although the fact that an object is a portal may not be evident, the nature of the object often provides hints about the portal's destination in its appearance. For instance, a portal to the Shadowfell might lurk inside a headstone in a graveyard. Object portals commonly activate upon being touched. However, some require the speaking of a phrase instead or in addition to being touched. Other objects require a specific action to make them work, such as making a sacrifice or performing a ceremony. A few object portals transport travelers only under special conditions, such as at a time of year.

**Color Veils:** Many portals found in the Astral Sea are veils of color. Color veils are specific kinds of portals that grant access to a particular astral dominion or plane. The most well-known common veils are the ones that surround each astral dominion; however, other color veils are wisps, circles, pools, or other freestanding shapes in the Astral Sea. Color veil colors correspond to a particular destination. These colors normally correspond to where a portal leads, but relying on a system of colors as a means to decipher a portal's destination has risks. Dark powers have been known to transmute the hues of color veils to lure travelers to their dooms, and others mask or re-tint a veil to ward off unwanted guests. The following table presents the normal correlation of color veil colors and planes.

**COLOR VEIL COLORS BY PLANE**

| | |
|---|---|
| Arvandor | Dark green |
| Carceri | Red |
| Celestia | Brilliant gold |
| Chernoggar | Red orange |
| Hestavar | Sapphire |
| Kalandurren | Pale gray |
| The Nine Hells | Swirling ruby red |
| Pandemonium | Magenta |
| Pluton | Iron gray |
| Shom | Pale blue |
| Tytherion | Indigo |
| The natural world | Silver |
| The Feywild | Emerald green |
| The Shadowfell | Black |
| Elemental Chaos | Mottled opal |
| The Abyss | Swirling dark purple |

Most color veils lead to astral dominions. In fact, finding the right color veil is the quickest way to reach a desired dominion. A traveler can reach any dominion by sailing the Astral Sea and fixing the dominion in his or her mind, but sometimes these destinations prove elusive, avoiding discovery. A color veil shortens the search and ensures a speedy arrival at the desired dominion. More rarely, a color veil in the Astral Sea leads to another plane altogether, such as the Feywild or the Abyss.

**Pools:** Portal pools are found in the natural world, the Feywild, and the Shadowfell. Pools do not connect to the Astral Sea or its dominions, instead providing transport between the natural world and its echoes. Portal pools look and behave like water. Like most portals, a portal pool displays its destination as a reflection off the liquid of the pool. A portal pool leading to the Feywild might be bright green and covered by a skin of algae, whereas another portal pool might be cloudy, polluted, and brackish, suggesting that it connects to the Shadowfell.

Traveling by pool is unsettling because simply touching the water isn't sufficient for travel. Instead, one swims to the bottom of the pool, whereupon the swimmer feels his or her sense of direction turn upside-down. Upon crossing that threshold, the swimmer is no longer swimming down, but rather swimming up toward the surface of the pool into the other plane.

## Transparency

A portal's transparency speaks to a traveler's ability to perceive what lies beyond the threshold of the portal.

**Clear:** The portal provides a clear view of what's on the other side. Viewers can see to the normal extent of their vision. Some doors and gates have clear transparency.

**Misty:** Mist shrouds the portal, restricting vision to about 5 squares on the other side. Beyond this distance, the interference intensifies, blocking all vision. Curtains, pools, doors, and gates can all have misty transparency. Misty is the default level of transparency for portals.

**Opaque:** The portal allows light to travel through it but nothing else. It conceals all other details of what lies beyond. Portals leading to bright areas may also reveal shadows of objects positioned between the light source and the portal itself. Curtains and pools can be opaque.

**Solid:** A solid portal blocks all vision and light, masking what lies beyond. Portals contained in objects are commonly solid, though a mirror, for instance, might reveal the portal's destination in its surface. Some doors and gates are solid as well. A solid portal bears markings or other clues to give a hint about its destination.

**Illusory:** A rare few portals are enchanted with an illusions to hide their true destinations. Such a portal offers a false image of where it leads. A successful trained DC 25 Arcana check allows a character to recognize the image is an illusion, but does not reveal where the portal leads.

## Frequency

Although many portals are persistent and function continuously, a few operate only at certain times or open at random.

**Permanent Portals:** A permanent portal is always active and always functions. To use the portal, a traveler just needs to walk through it (by default).

**Circle Portals:** Some portals are active for brief moments at a time. Such portals connect to inscribed teleportation circles, areas equipped with an address formed of specific sigils that enables a traveler to use Linked Portal or a similar ritual to arrive at the portal's location.

**Intermittent Portals:** Portals may open and close at random or in accordance with a specific schedule. An intermittent portal may open daily at noon, remain open for an hour, and then close as if it never existed. Other portals—malfunctioning ones for the most part—open and close every few minutes, hours, or even years.

RALPH HORSLEY

## Access

A portal's access describes who can use and how it is used. Most persistent portals are open, enabling travelers of any kind to move back and forth through the portal. Others might function for creatures of a particular race or may allow passage in a specific direction, stranding the traveler on the other side.

**Open:** These portals allow traffic to flow from either direction provided the portal is active.

**Closed or Restricted:** Closed or restricted portals have been locked or sealed. Passage through such a portal is usually impossible without the right portal key, entry phrase, or other entry criteria. The Arcane Lock ritual is useful for closing or restricting portals. A character can attempt to open a closed portal with the Knock ritual. (See "Arcane Lock, Knock, and Portals," page 149, and the Arcane Lock and Knock rituals in the *Player's Handbook*.)

**Directional:** Although most portals allow movement through a portal from either direction, some portals are one-way portals. Moving through such a portal carries the traveler to the destination, but to return, the traveler has to find some other means of travel.

## Precision

All portals lead somewhere. However, not all portals are precise as to where they deposit travelers.

**Precise:** The portal functions as expected, and the traveler appears in the location revealed by the portal's appearance.

**Imprecise:** The traveler appears 1d10 squares away from the portal. If a result would deposit a traveler into a solid object, the creature appears in the closest unoccupied square to the rolled location.

**Wildly Imprecise:** A wildly imprecise portal is dangerous. It transports travelers to a random location within the same plane. (The Dungeon Master decides where the travelers go. In other words, the randomness is random from the view of the characters, but not the DM.) All travelers passing through the portal within 10 rounds arrive at the same destination, but those delaying further appear in a different location. Wildly imprecise portals cannot transport travelers into solid objects. The portal instead deposits the traveler in the closest unoccupied square.

**Malfunctioning Portals:** Persistent portals can stand open for centuries, but the longer a portal goes without use, the greater the likelihood the magic empowering the portal begins to fail. Whenever travelers use a malfunctioning portal, roll on the Portal Malfunction table to see what happens.

**PORTAL MALFUNCTION**

| d20 | Result |
|---|---|
| 1 | Portal winks out of existence. |
| 2 | Portal sends the group of travelers to a random portal destination on a different plane (see the Random Portal Destination table). |
| 3 | Portal doesn't function at all for 1d10 rounds. |
| 4-5 | Portal functions as a precise portal, but it scrambles a user's body during transit. The traveler takes damage equal to its healing surge value. |
| 6-7 | Portal functions as a wildly imprecise portal. |
| 8-11 | Portal functions as an imprecise portal. |
| 12-20 | Portal functions as a precise portal. |

**Variable Portals:** A variable portal can transport travelers to two, three, or more destinations. One of these portals presenst a destination for a few moments at a time (1d6 rounds) before moving on to the next. Once a variable portal has cycled through all the destinations to which it can transport travelers, it starts over again with the first destination. Variable portals are clear or misty, showing their destinations within them successively. When a traveler enters the portal, it deposits the traveler at the destination it shows at the time.

**Erratic Portals:** When the magic of a permanent portal finally fails, it may transform into an erratic portal. At this point, a portal devolves from a conduit from one plane to another or a means of traveling substantial distances within a plane into a type of tactical terrain (see "Planar Terrain and Hazards," page 21).

**RANDOM PORTAL DESTINATION**

| d20 | Destination |
|---|---|
| 1 | Alternate world |
| 2 | Demiplane or pocket dimension |
| 3-4 | The Astral Sea (see the Astral Sea Portal Destination table) |
| 5 | The Abyss |
| 6 | The Elemental Chaos |
| 7-8 | The Shadowfell |
| 9-10 | The Feywild |
| 11-19 | The natural world |
| 20 | Sigil |

### Random Portal Destination

Most portals have fixed destinations, carrying travelers to the same location every time they're used. Malfunctioning portals, as well as reality rips (see "Phenomena," page 20), can fling travelers to unexpected places, stranding them in worlds and realities far from where they began their journey. Whenever a planar traveler moves through a portal or encounters a phenomenon indicating movement to random destination from one plane to another, roll on the Random Portal Destination table.

**ASTRAL SEA PORTAL DESTINATION**

| *d20* | *Destination* |
|---|---|
| 1-2 | Arvandor |
| 3-4 | Pandemonium |
| 5-6 | The Nine Hells |
| 7-8 | Tytherion |
| 9-10 | Chernoggar |
| 11-12 | Kalandurren |
| 13-14 | Shom |
| 15-16 | Hestavar |
| 17-18 | Celestia |
| 19-20 | Other dominion |

# Rituals

Portals offer an excellent means for adventurers to reach fabulous destinations, but in most cases, these destinations are fixed, making them of limited use to those who need to reach a particular location. A number of rituals help adventurers move within a plane or to other planes rather than spending an interminable time hunting down the right portal for the mission at hand. In addition, rituals can be used to divine a portal's secrets, lock a portal to prevent its use, or alter a portal's magic to make it malfunction (see "Rituals," pages 148-151).

## Teleportation Circles

A teleportation circle is a ring of sigils and glyphs inscribed or chiseled around the area where a ritually created portal will appear. Although not all rituals require the use of teleportation circles, their inclusion in the ritual is beneficial, even if it is expensive. The reason is simple: The circle binds the portal to your location and to its destination by establishing the magical coordinates of the location into the circle itself (sometimes called the sigil sequence). Since these codes are required to establish the necessary links for a portal to appear, these coordinates are precious commodities for planar travelers, and their acquisition can be the subject of an entire quest.

Teleportation circles come in two forms: permanent and temporary. A permanent teleportation circle is a receptacle for portals. It is built to allow users to travel by means of Linked Portal and Planar Portal rituals. Most powerful organizations, temples, and guilds have permanent teleportation circles established in their holdings to enable swift and accurate transport. Temporary teleportation circles are inscribed at the spot where the ritual is performed, and they last only as long as the ritual remains active.

## Interplanar Rituals

Interplanar rituals grant passage from one plane to another. Planar Portal is the most common method, but like Linked Portal, it requires knowledge of the destination's planar address (its sigil sequence), and that information is sometimes hard to obtain. Rituals to create permanent portals that bridge the planes exist, but such rituals are mind-bogglingly expensive and their acquisition difficult.

Rituals such as Fey Crossing and Astral Sojourn allow travelers to shift into a new plane from their current location. Rituals such as these do not allow any degree of control over the arrival point, and they shift the traveler into the corresponding locale in a parallel plane or deposit the traveler in a random spot in a fundamental plane. These rituals are most useful when the traveler doesn't know exactly where he or she is going and has to seek out something in those planes.

A few rituals such as Shadow Walk allow temporary transit into another plane to speed up travel. Although they take advantage of peculiar temporal disparities of the planar boundaries, they do not allow full passage into the other plane.

### Beyond the Core Cosmology

The rituals described in this book and in the *Player's Handbook* allow player characters to reach just about any location in the core cosmology, but these locations aren't the only places worthy of exploration. The Far Realm lurks beyond the outermost reaches of the Astral Sea—beyond the normal cosmology. The Far Realm houses such horrors that to lay eyes on them is enough to drive a mortal mad. A ritual capable of opening a portal to the Far Realm could be a campaign-shattering event, letting loose a torrent of aberrant horrors to spread like spilled ink through your cosmology, transforming, corrupting, and unraveling the world, or at the least remaking it into something new and unpleasant.

In addition, worlds beyond those of the natural world exist—realities separated by the gulf of time and space, where different peoples, civilizations, perhaps even cosmologies reside. If sigil sequences exist for every point of space in the D&D world, sigil sequences must exist that correspond to other worlds, such as Abeir-Toril and Eberron. It's possible then that with the right sigil sequence, a planar traveler could slip free from one world to enter another. It's up to the DM to decide if such travel is available by Planar Portal, reality rip (page 21), or some other means.

# Vehicles

When rituals are not possible and portals prove elusive, planar travelers turn to other solutions to reach the planes. Magic items, such as a *cubic portal,* enable travelers to bridge the planes with minimal effort, and other magic items, such as a *manual of the planes,* can alter an existing portal to carry travelers to other destinations. Items like these are expensive, far beyond the reach of low-level explorers, but by using planar vessels travelers can traverse the planes at a more reasonable price.

## Astral Skiff

Traveling the Astral Sea is a strange and unsettling experience, at least for the first-time traveler, as the plane stretches on to infinity, occupied by drifting deities trapped in the slumber of death and the dominions hanging suspended in the silvery void like islands in the heavens. It's possible to reach a dominion without aid of a vessel, but such travel is slow and arduous. Instead, people who explore the Astral Sea rely on *astral skiffs.* These vessels navigate the Astral Sea with ease, picking up the magical currents to reach their destination in short order. Ranging in size from small two-person vessels to sprawling barges capable of transporting hundreds of passengers, *astral skiffs* are a superior method of transport. Unfortunately, *astral skiffs* are a githyanki innovation and so finding these vessels outside of their hands is tough work.

A typical *astral skiff* is a vessel of sleek design equipped with mesh sails designed to catch the magic of the Astral Sea and propel the ship forward. In many ways, an *astral skiff* resembles a seafaring vessel, but the *astral skiff*'s deck is enclosed and fitted with hatches and crystal windows. Gleaming rods extend out from the hull to provide directional control and stability.

*Astral skiffs* are rare. The smallest of these commonly fetch as much as 13,000 gp in planar marketplaces. See page 159 for typical *astral skiff* statistics.

## Planar Dromond

*Planar dromonds* resemble seafaring vessels of the natural world. They sport three masts, a stout wooden hull, and all the other accoutrements one would expect from such a vessel. Each *planar dromond* is fitted with a magical, rune-carved keel.

The *runekeel* allows the ship to pass from a body of water from one plane to another body of water on another plane. A *runekeel* allows transportation to seas and oceans in the Shadowfell, the Feywild, various astral dominions, and anywhere else with a liquid surface capable of bearing a sailing vessel. The *runekeel* does not allow passage to dry land. The hull of a *planar dromond* can withstand extremes of heat and cold.

*Planar dromonds* are expensive, costing as much as 1,125,000 gp. Luckily, an adventurer can book passage on these ships for as little as 1,000 gp. *Planar dromonds* sometimes hide among the docks of large cities in the natural world, but they are most often found in a variety of planar cities including the City of Brass and Gloomwrought. These ships are used to carry cargo from distant planes to exotic marketplaces throughout the cosmos. See page 159 for *planar dromond* statistics.

## Spelljammer

A *spelljammer* is a fantastic flying vessel. It consists of a ship's hull suspended in the air by a powerful *spelljamming helm*. Many different designs for spelljamming vessels exist, but most of these ships possess large fan-shaped sails extending from slender masts to catch the wind and to help with steering. A typical *spelljammer* can carry up to two dozen passengers in addition to its crew complement of 20.

Aerial travel is exciting in its own right, but the *spelljamming helms* of *spelljammers* permit plane shifting like the *runekeels* of *planar dromonds.* However, since the *spelljammer* flies, it can reach places its lesser counterpart cannot. *Spelljammers* have been spotted throughout the planes, drifting through the clouds of Celestia, swerving past fireballs in Avernus, and sweeping through the storms of the Elemental Chaos.

A new *spelljammer* sells for as much as 3,125,000 gp, but captains of these ships carry passengers to planar cities for a reasonable fee of 5,000 gp per passenger. See page 159 for typical *spelljammer* statistics.

# Phenomena

Sometimes planar travel occurs as an unintended consequence of being in the wrong place at the wrong time. With all the burgeoning power of the planes, unexpected phenomena occur. These phenomena take the form of raging storms, bubbles welling up from one of the natural world's echoes, or the blurring of worlds when one echo brushes against the natural world. No one can predict when planar phenomena will happen, but when they occur, they do so with spectacular results.

## Planar Bleed

The Shadowfell and the Feywild are in constant motion, following their orbits around the natural world, rotating in the cosmic soup of reality. With such motion comes the risk of collisions. When such an event occurs, a specific region of the natural world acquires the traits of the colliding plane. Thus, when the Shadowfell encounters the mortal world, a pall of gloom settles over the land, and sorrow seizes the hearts and minds of those dwelling there.

More importantly, during these events, travel to the other plane is easier. Portals and crossings open, disgorging the denizens of the other plane into the natural world, and planar bleed sometimes plucks the unwary from the world and pulls them into the Feywild or the Shadowfell. The duration of the blurring depends on the severity of the collision, but it lasts for no more than a day before normalcy reasserts itself.

### Planar Breaches

Planar breaches are terrifying occurrences, born in areas where the bounds of reality are tested to the point of breaking. Planar breaches can be created by powerful rituals that bend reality, the appearance of an elder evil, or the awakening of a primordial. In addition, certain areas spawn planar breaches on their own, causing bubbles to form and burst in reality, spewing the stuff of one plane into another.

A planar breach builds before it completely forms. As it threatens to explode, a bulge forms in reality, causing the area of the breach to distort and assume a stretched or compacted appearance. A few moments after the event begins, the bulge explodes outward, causing a portion of another plane and its inhabitants to fall into the other plane. The breach and the area all around it fuse into a bizarre amalgamation of realities, gaining the traits of both planes, and allowing passage from one plane to the next.

Planar breaches occur between any two planes and even between two different worlds. These phenomena can cause widespread damage and destruction. (For example, one might expect catastrophe when an ocean of boiling water pours into the natural world from the Elemental Chaos.) Some planar breaches spawn elemental motes, free-floating chunks of earth, water, or some other fundamental element, that careen through the skies. Other planar breaches erase vast sections of lands, pulling them into some other world.

Most planar breaches don't extend farther than a few hundred feet in diameter, but greater breaches have haunted the world in its dim past, as attested to by the existence of floating islands of matter and stranger objects, formations, and structures in the world. A planar breach lasts for a few hours before stability is restored.

### Reality Rips

A reality rip is a hole in the fabric of the cosmos, a gap of nothingness that is created when magic goes awry, such as in the wake of an artifact's destruction, the death of a deity, or some other monumental event. Once formed, the rip pulls surrounding materials inside, gobbling up reality until it collapses or the entire plane implodes. Some speculate reality rips tear holes to the Outside, and in the gap created, the natural movements of the universe move to plug the hole before the Far Realm enters into the universe, corrupting and destroying everything it touches. Travel into a reality rip is possible, but an adventurer cannot predict where he or she will end up.

## Planar Terrain and Hazards

The planes contain vistas ranging from the mundane to the fantastic: looming fortresses that literally crawl across fields of shattered earth and pockets of darkness so bleak that to step inside risks snuffing out more than the trusty sunrod in hand. The following planar terrain and hazards demonstrate but a sampling of the sorts of environments in which planar adventures might take place.

### Fantastic Terrain

The following planar terrain features follow the guidelines presented in the *Dungeon Master's Guide*. The term "per tier" is used to show how an effect should scale. Multiply the per tier value by 1 for heroic tier, 2 for paragon tier, and 3 for epic tier.

**Abyssal Wellspring:** An abyssal wellspring is a suppurating wound in reality. It is a place where the raw madness and evil of the Abyss bulges into another plane. A wellspring fills 4 contiguous squares. A chaotic evil creature starting its turn in this space takes 5 damage per tier, but it gains a +1 bonus to attack rolls per tier and +2 bonus to damage rolls per tier until the end of its turn.

**Angelic Lantern:** Angelic lanterns are faint manifestations of divine will. These small, pulsating balls of light float in a square, shedding bright light in a radius of 20 squares. Any character standing in a space containing an angelic lantern and using an attack with the either the divine or the radiant keyword gains a +1 bonus to attack rolls per tier. An angelic lantern winks out of existence at the end of the turn that it first grants a bonus to such attacks.

**Astral Flame:** Astral flame is the burning essence of the Astral Sea. It is a fountain of fiery liquid that sheds bright light in a radius of 20 squares. The astral flame completely fills a square, and it costs 1 square of movement to enter a square filled with astral flame. Any creature entering an astral flame square or starting his or her turn in a square containing astral flame takes 10 radiant damage per tier. However, a character adjacent to this space can coat his or her weapon or implement with the stuff as a minor action. Until the end

of the encounter, all attacks using that weapon or implement gain the radiant keyword.

**Divine Blood:** Wreckage from the ancient war between the gods and the primordials still litters the planes. In particular, in secluded places where few dare travel, one might stumble upon a pool of divine blood. Any character who ends his or her move in the pool gains 5 temporary hit points per tier, but takes a -1 penalty to attack rolls and checks from the confusing visions and memories assailing his or her mind. This penalty remains until the temporary hit points are lost (see "Temporary Hit Points," *Player's Handbook*, page 294). Although the visions are random and seemingly nonsensical, occasionally (at the DM's discretion) the visions impart important information that is useful to the character experiencing them.

**Elemental Seepage:** Elemental seepage is elemental fire, cold, thunder, or lightning, or some combination of the four. The seepage takes the form of a strange, viscous mass that pulsates and quivers with the energy of the Elemental Chaos. These seepages fill up to 4 contiguous squares. An attack power with one or more keywords corresponding to the types of energy comprising the seepage and used within 5 squares of the elemental seepage gains a +1 bonus to attack rolls per tier. (It is empowered by the seepage's elemental power.) The seepage is harmless, though some areas of elemental seepage are known to hide one-way directional and wildly imprecise portals (see page 18) to locations on the Elemental Chaos.

**Erratic Portal:** When the magic of a portal finally fails, it may transform into an erratic portal. When a creature ends its move on an erratic portal square, it makes an immediate saving throw. On a save, that creature can teleport up to 5 squares per tier as a free action. On a failed saving throw, the creature can teleport up to 2 squares per tier as a free action, and it takes 10 lightning damage per tier. If the creature chooses not to teleport, it still takes the lightning damage.

**Hellfire:** Hellfire is found predominantly in the Nine Hells. A square of hellfire sheds bright light in a radius of 20 squares. In addition, creatures adjacent to hellfire add the fire keyword to their ranged attacks.

A creature entering or starting its turn in a square of hellfire takes ongoing 5 fire damage per tier. A failed saving throw against hellfire ongoing fire damage also increases the ongoing fire damage by 5 per tier (up to a limit of three times the original ongoing damage).

**Phase Rock:** An area of phase rock is slightly out of sync with reality. When a creature ends its move in a square of phase rock, that creature is insubstantial and gains phasing until it moves out of the phase rock.

**Razorvine:** This hardy creeper plant is ubiquitous in Sigil and throughout the planes. It has serrated leaves that unfold from black stems. Razorvine comes in clumps of 10 contiguous squares. It counts as difficult terrain, and a creature entering or starting its turn in a square of razorvine takes 10 damage per tier.

**Energy Crystals**: These weird crystals collect and store energy of all kinds. An energy crystal takes up 1 square, is considered difficult terrain, and has AC 5 and Fortitude 10. It has 20 hit points per tier. Whenever an energy crystal is attacked by a power with the cold, fire, lightning, necrotic, radiant, or thunder keyword, it takes no damage from the effects of those energy types. Until the end of the next turn of the creature making the attack, any creature entering or starting its turn adjacent to the crystal takes 5 damage per tier of the energy type(s) absorbed by the crystal. If the energy crystal is destroyed after absorbing energy but before the end of its attacker's next turn, it explodes, dealing 10 damage per tier of the energy type(s) it has absorbed to all creatures within 3 squares of the energy crystal.

## Planar Hazards

In addition to the perils of terrain, the planes are also filled with hazards at least as dangerous as the creatures inhabiting them. What follows is a selection of some of the more infamous planar hazards.

**Burning Vapor** **Level 11 Obstacle**
Hazard XP 600

*Clouds of burning vapor are common on the Elemental Chaos. These mixtures of elemental fire and air inexplicably wander far and can be found throughout the planes.*

**Hazard:** A field of burning vapor fills 10 contagious squares. Creatures within the burning vapor gain concealment.

**Perception**
✦ No check is necessary to notice burning vapor.

**Additional Skill:** Arcana
✦ DC 16: The character identifies the strange orange and red swirling mist as burning vapor.

**Trigger**
The burning vapor attacks when a creature enters or starts its turn in a field of burning vapor, burning body and lungs.

**Attack**
**Opportunity Action** **Melee**
**Target:** Each creature in the burning vapor
**Attack:** +14 vs. Fortitude
**Hit:** 2d8 + 6 fire damage, and ongoing 5 fire damage (save ends), and the burning vapor moves 3 squares in a random direction.

**Countermeasures**
✦ A character successfully holding his or her breath (see "Endurance," *Player's Handbook*, pages 184–185) in burning vapor does not take ongoing fire damage on a hit.
✦ A zone created with the cold keyword (such as the 9th-level wizard spell *ice storm*) destroys squares of burning vapor within it.

**Vacuum Rift** **Level 14 Obstacle**
Hazard XP 1,000

*These holes in reality pull matter, air, and just about anything else into a strange gap between time and space.*

**Hazard:** These small rifts in reality are focused in 1 space. They affect a 5-square burst around the focus square.

**Perception**

✦ No check is normally necessary to notice the vacuum rift. Creatures either see material being pulled in by the rift, or they hear the hurricanelike roar of the rift.

**Additional Skill:** Arcana

✦ DC 23: The character identifies the phenomenon as a vacuum rift.

**Initiative** +20

**Trigger**

The vacuum rift rolls initiative whenever a creature ends its move within 10 squares of it.

**Attack**

**Standard Action** **Close** burst 5
**Target:** Each creature or unattended object in burst
**Attack:** +17 vs. Fortitude
**Hit:** The target is pulled 5 squares toward the vacuum rift's focus square and immobilized (until the end of the target's next turn).

**Trigger**

When a creature or object enters or starts his or her turn in the vacuum rift's focus square.

**Attack**

**Opportunity Action** **Melee**
**Target:** Triggering creature or unattended object
**Attack:** +19 vs. Fortitude
**Hit:** 4d6 + 5 damage.
**Miss:** Half damage.

**Countermeasures**

✦ A character trained in Arcana can engage in a skill challenge to banish the vacuum rift: DC 25 Arcana; complexity 2 (6 successes before 3 failures); each check is a standard action. Success banishes the vacuum rift. Failure causes it to explode: Close burst 10; all creatures in the burst take 3d6 + 5 damage and are knocked prone, and the vacuum rift disappears.

**Demonic Slime** **Level 16 Obstacle**
Hazard XP 1,400

*Wherever demons congregate for long, you are bound to find this sticky red slime that smells strongly of rot and the bitter iron tang of blood.*

**Hazard:** A pool of demonic slime fills up to 5 contiguous squares. This sticky substance is difficult terrain.

**Perception**

No check is necessary to notice demonic slime.

**Additional Skill:** Arcana

✦ DC 25: The character identifies this strange pool of viscous red liquid as a pool of demonic slime.

**Trigger**

The demonic slime attacks when a creature enters or starts its turn within the area of the slime.

**Attack**

**Opportunity Action** **Melee**
**Target:** Creature in the demonic slime
**Attack:** +20 vs. Will
**Hit:** The target is dominated. The target must attack an adjacent creature or charge the nearest creature. If the target can do neither action, the target stands in the square dumbfounded, granting combat advantage to all creatures until the start of the target's next turn (or until it saves).

**Countermeasures**

✦ Demonic slime is immune to all but radiant damage. Each square of demonic slime has AC 5, Fortitude 10, and 30 hit points.

**Avernus Cinderstorm** **Level 18 Blaster**
Hazard XP 2,000

*A ball of hellfire streaks down from the sky and explodes on impact, becoming a roiling, angry cloud of hot embers. This phenomenon, sometimes called battle's bane, is rare outside Avernus, the first layer of the Nine Hells, though it occurs in other astral dominions after fevered battles.*

**Hazard:** An Avernus cinderstorm only occurs outdoors and is attracted to the blood and lament of the wounded. It doesn't manifest until one creature in a battle is bloodied. An Avernus cinderstorm is focused in a square adjacent to the bloodied creature and affects a 3-square burst around the focus square.

**Perception**

✦ DC 20: The character notices ashen clouds coalescing above the battlefield.

**Additional Skill:** Arcana

✦ DC 25: The character identifies the phenomenon as an Avernus cinderstorm.

**Initiative** +9

**Trigger**

When a creature is bloodied, the Avernus cinderstorm enters the area and rolls initiative.

**Attack**

**Standard Action** **Close** burst 3
**Target:** Each creature in burst
**Attack:** +22 vs. Reflex (+24 against bloodied creatures)
**Hit:** 2d6 + 18 damage and ongoing 10 fire damage (save ends).
**Special:** The Avernus cinderstorm continues to attack each round until no creatures are bloodied, at which point it disappears.

**Upgrade to Elite (4,000 XP)**

✦ Increase the initiative modifier and attack rolls by 2.
✦ Increase the burst to 5.

| **Entropic Fissure** | **Level 22 Lurker** |
|---|---|
| Hazard | XP 4,150 |

*A shifting, writhing fold in reality churns in a mass of disgusting colors and abominable screams, whispers, and gurgles. It lurches toward you as if drawn by your living presence.*

**Hazard:** Entropic fissures are mobile and unpredictable gates to the Far Realm that devour creatures only to regurgitate them back as unstable and mutating abominations. An entropic fissure fills 1 square.

**Perception**

✦ No check is necessary to notice an entropic fissure.

**Additional Skill:** Arcana

✦ DC 24: The character identifies the entropic fissure.

**Initiative** +17

**Trigger**

The entropic fissure rolls initiative whenever a creature ends its move within 10 squares of it.

**Attack**

**Move Action** **Personal**

The entropic fissure slides up to 6 squares toward the nearest living creature each round.

**Standard Action** **Melee** reach 3

**Target:** A living creature

**Primary Attack:** +27 vs. AC

**Hit:** 2d10 + 8 damage, and the target is grabbed (until escape) and pulled into a square adjacent to the entropic fissure. On subsequent turns, the entropic fissure deals 2d10 + 8 damage to targets that it is grabbing. It can grab up to 8 targets at a time. Make a secondary attack against each grabbed and bloodied target.

**Secondary Attack:** +25 vs. Fortitude

**Hit:** The entropic fissure pulls the target into the Far Realm until the end of the entropic fissure's next turn, at which point it regurgitates the target into a vacant square adjacent to the fissure. The target returns from the Far Realms as a shifting and mutating version of its former self. It is helpless until a Remove Affliction ritual can be performed, at which point the target is no longer helpless and reverts to its former form.

**Countermeasures**

✦ A character who is trained in Arcana can engage in a skill challenge to banish the fissure: DC 29 Arcana; complexity 2 (6 successes before 3 failures); each check is a standard action. Success banishes the fissure. Failure causes it to split into two unstable fissures occupying adjacent squares. Each round, at the end of each unstable fissure's turn, it rolls a saving throw. On a failed saving throw, an unstable fissure winks out of existence.

STEVE ELLIS

| Time Wrinkle | Level 26 Lurker |
|---|---|
| Hazard | XP 9,000 |

*A time wrinkle is an area of reality where time and space have been irreparably damaged. The wrinkle is invisible, but if perceived, it looks like an impossibly long hair suspended in the air and writhing as if alive.*

**Hazard:** A time wrinkle fills 1 square.

**Perception**

- ✦ DC 17: The character notices a faint disturbance in the air.

**Additional Skill:** Arcana

- ✦ DC 26: The character sees the time wrinkle.
- ✦ DC 31: The character identifies the time wrinkle for what it is.

**Initiative** +10

**Trigger**

The time wrinkle rolls initiative whenever a creature comes within 10 squares of it.

**Attack**

**Move Action** **Personal**

The time wrinkle moves 1d6 squares in a random direction each round. If this movement would place it inside an obstacle (a wall, a door, a column, or another solid object), it moves to the closest available unoccupied space.

**Target:** Each creature in its path

**Attack:** +25 vs. Reflex

**Hit:** The target immediately rerolls its initiative check and takes his or her next action on that initiative count, even if the target already acted in the round.

**Countermeasures**

- ✦ A character who notices the time wrinkle may make a DC 26 Acrobatics check to duck out of its way.
- ✦ A character can delay the time wrinkle with a DC 31 Arcana check so that it goes at the end of the round instead of its normal initiative order.
- ✦ A character can destroy the time wrinkle with a successful DC 33 Arcana check.

**Upgrade to Elite (4,000 XP)**

- ✦ Increase the initiative modifier and attack rolls by 2.
- ✦ Increase the movement to 1d10 squares.

# SIGIL, CITY OF DOORS



Some call Sigil the City of Secrets, because everything that can be known is known somewhere in its twisting streets. Some call it the Cage, because it's hard to get to and hard to leave. Mostly it's called the City of Doors, thanks to the portals that connect it to the rest of the universe, like the hub of an enormous web of relationships and connections. A few wise souls like to think of Sigil as *the* microcosm—a tiny reflection of everything that is, everything that has been, and everything that yet could be, represented in the form of an enormous planar metropolis.

Sigil is a plane unto itself, existing outside the ordered structure of the rest of the universe and yet intricately connected to it through its unnumbered planar portals. It's a filthy, noisy city with smoke-choked alleyways and crowded streets. The city is built on the inside of a gigantic, hollow ring that has no outside. To its citizens, though, it's the center of the universe—vibrantly alive, full of every imaginable treasure.

## SIGIL, CITY OF DOORS

Sigil is the bustling crossroads of the universe, full of portals leading to every known corner of the planes.

**Population:** Approximately 250,000. Representatives of nearly every race and monstrous kind can be found somewhere in the city.

**Government and Defense:** The only being in Sigil who wields any real authority is the mysterious Lady of Pain, the uncaring guardian and protector of the city. The touch of her gaze causes wounds to spout blood, and her smallest gesture can banish someone or something into an endless maze spawned in a pocket dimension. Her presence is said to prevent deities, demon princes, primordials, and beings of similar power from entering the City of Doors, and the fear of her is sufficient to keep a modicum of order in the streets. Crime is common, but rebellion is unthinkable.

**Inns and Taverns:** Sigil's inns and taverns cater to diverse clientele. Efreets from the City of Brass can find flaming halls of sumptuous luxury. Devils can enjoy a night spent in unthinkable debauchery. A traveler might lodge in an inn whose interior is like a twilit fey grove or a sunless cavern, or eat in a place that's virtually indistinguishable from Fallcrest's Blue Moon Alehouse.

**Supplies:** The Grand Bazaar, located in the city's Market Ward, is a huge square overflowing into side streets, alleyways, and even nearby taverns. It is filled with caravan tents and market stalls. It pales in comparison to the bazaars and markets of the City of Brass, but deals in commerce appropriate to the size of the city. Other marketplaces spring up in many places throughout the city. Most appear during the day, but some appear only at night.

**Temples:** Temples to all the deities—including evil gods whose shrines are rarely seen in civilized lands—can be found in the streets of Sigil. Most of them are small, and few claim any significant power in the city's affairs.

## Entering and Exiting Sigil

Sigil may well hold the honor of being both the best- and worst-protected city in the multiverse. It has no walls or gates, so it has nothing to fear from sieges or any of the other threats that face a typical city. On the other hand, just about anybody or anything can walk right into the city whenever he, she, or it pleases through the portals that connect Sigil to other planes.

These portals aren't specially marked, ornate gates. Any bounded space big enough for somebody to walk or wriggle through—from a sewer entrance to a wardrobe—might double as a portal to another plane. Any average doorway, window, arch, fireplace, or chimney might be a portal in addition to serving its useful mundane function.

However, a visitor to Sigil need not worry about opening a closet door and accidentally tumbling through to the Abyss. Most portals need a portal key to activate them—a specific object that has some affinity for what's on the other side the portal, or sometimes merely a word, a gesture, or the right state of mind. Without the correct key, a portal is just an open space. Many of the city's natives are more than happy to sell keys to specific portals or at least sell the knowledge of a key's nature.

Some portals don't cooperate with the commercially minded, however. Many don't linger long enough to become well known, and some don't even lead to the same place twice in a row. Since nobody knows how to make or control Sigil's unique portals, little can be done to improve the situation.

If you want to leave or enter Sigil, you have to use a portal. Sigil does not have a special back door that would let you circumvent this fact. You can't call or summon creatures into or out of Sigil, nor can you use travel rituals to get in or out. Even deities can't (or don't want to) overcome these restrictions.

## Architecture

In most cities, the architecture depends on three factors: the building materials available, the environment, and the dominant style and personality of the locals. Sigil has none of those things, and its architecture demonstrates that fact amply.

Sigil has no natural building materials. The "ground," though hard and sturdy, isn't stone, and it crumbles to dust when excavated. The place has no trees to turn into lumber. You can't even dig up sod or mud to build a crude hut. Every piece of material in every building on every street is imported from another plane. No two buildings are made from the same materials or designed the same way.

Sigil doesn't have much of an environment to shape its architecture, either. It never gets extremely hot or extremely cold, it has no monsoons or tornados, and what does pass for weather just tends to make everything look gray and dingy. Thus, since the inhabitants don't have to worry about their houses surviving the next big storm, they build whatever structures suit their fancy.

Finally, Sigil has no dominant style. The look of the city reflects the fact that its residents come from everywhere. Dwarves build sturdy stone structures next to graceful elven villas. Down the street stands a faithful reproduction of an Abyssal palace, and tucked into a nearby alley is a white marble shrine to Pelor. On top of that, since it's easier to scavenge than to import, half (or more) of the buildings in Sigil are ramshackle affairs thrown together from the parts of a dozen other constructions. The gorgeous darkwood facade of that tavern probably came from an old elven inn, and its stone fireplace was carried rock by rock from the ruins of a foundry twenty-three blocks away.

## Illumination

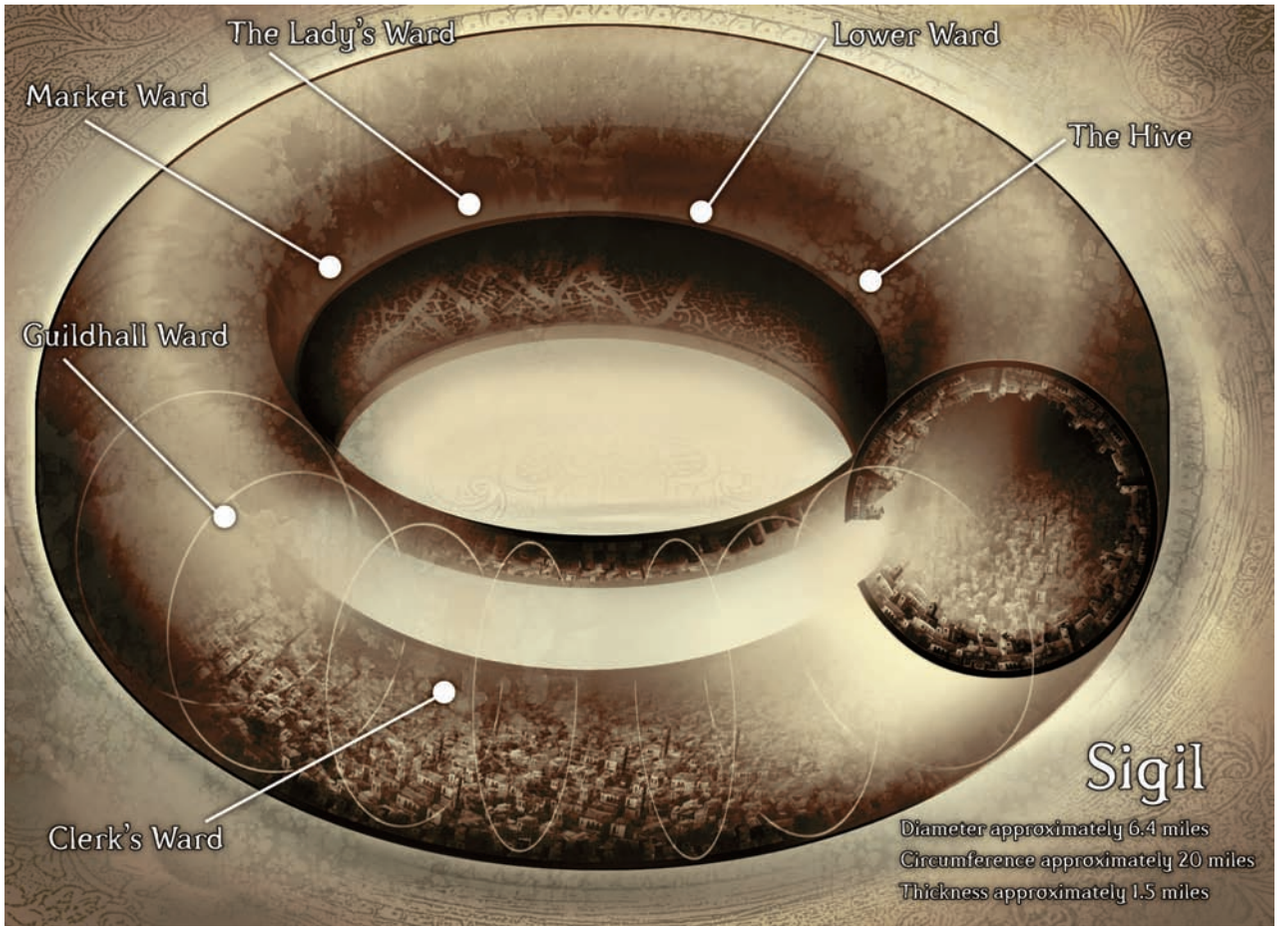
Despite its lack of a sun or moon, Sigil enjoys days and nights much like any terrestrial city. In the early hours of the morning, the sky slowly brightens, reaching a peak of illumination as bright as the noonday sun in a mid-latitude city (tempered by the near-perpetual haze). After peak, the illumination fades over the next several hours until darkness reigns, and then the whole cycle starts over. With no moon or stars, of course, "night" in Sigil isn't like a typical country evening. If it's clear, though, you can make out the flickers of torchlight and lanterns from the other side of the city high above. (Remember, the city's built on the inside of a ring, so the far side of town is directly overhead.)

All told, over the course of 24 hours, Sigil has about 6 hours of bright light and the same amount of darkness. The rest of the day is a murky twilight (dim light). Well-to-do travelers hire lanternbearers to accompany them through the streets during all but the brightest hours of the day, and a knowledgeable lanternbearer can be an effective guide as well as a handy source of illumination.

## Laws and Society

Because of Sigil's role as the melting pot of the planes, it's easy to see how the city might seem like little more than a recipe for anarchy. How can a place where devils and demons rub shoulders with archons and efreets hope to maintain order?

The only real answer is the Lady of Pain. This powerful and mysterious being moves calmly and silently through the streets of Sigil. With a mere glance, she can cause creatures to sprout wounds and bleed like a fountain. A person who manages to get on her bad side finds himself or herself banished to an extraplanar maze, where he or she will likely die of starvation (or even old age) searching for the single hidden exit. Somehow, the Lady also prevents deities




and beings of similar power from entering the Cage, and even through its portals, so a coup isn't an option.

The people of the city contribute to maintaining order, as far as they can. The closest thing Sigil has to a police force is a citizen group called the Sons of Mercy. Unfortunately, without any official power to make arrests or carry out sentences, the Sons of Mercy don't garner much respect from the locals, and thus they aren't terribly effective in limiting crime. Similarly, the so-called Sigil Advisory Council may have the city's best interests at heart, but the group lacks real political power.

## The Wards

Sigil is divided into six regions called wards. The wards aren't official designations—no walls divide them from one another—but everyone knows the difference between one ward and the next, even if locals don't agree on exactly where that difference begins and ends. Still, it's important for visitors to know what's where so that they don't wander where they aren't wanted. In some locales, walking into the wrong street might earn them a warning, but in others, it might get them a knife between the ribs.

**Lower Ward:** The Lower Ward is perhaps the most symbolic of the Cage as a whole. It gets its name from the large number of portals to the Elemental Chaos (often considered the "lower" part of the universe) found there. Forges and smithies throughout the ward draw fiery energy from the Elemental Chaos and release foul-smelling smoke that chokes the air of the ward. Despite the stench, it's hard to avoid the Lower Ward, since most of the city's artisans live and work there, and the place is full of forges, mills, warehouses, and workshops.

**The Lady's Ward:** Going counterclockwise around the ring of Sigil, the next stop is The Lady's Ward (and yes, the locals can hear you capitalize all three of those words). The Lady of Pain doesn't live here, but rich citizens and most of Sigil's temples lie within this ward. The Lady's Ward has power, wealth, and majesty, and knows how to show it off.

**Market Ward:** In the Market Ward, everything is for sale. The wealth of Sigil may be concentrated in The Lady's Ward, but it's spent here, whether on goods, services, information, or reputation. The best place to buy anything is the Grand Bazaar, an immense plaza filled with shops, tents, and stalls offering wares from dozens of planes and strange worlds. Prices can vary wildly, from dirt cheap (for merchants with an unexpected overstock) to many times the normal value (for goods in sudden short supply, due to a faulty portal or a band of planar marauders).

JASON ENGLE

**Guildhall Ward:** Many visitors can't tell the difference between the Guildhall Ward and the Market Ward. Even some locals claim that only tradition separates them. Since guilds don't play a particularly significant role in Sigil, one can guess that the name itself owes a lot to ancient tradition. Today, the Guildhall Ward serves as the domain of the middle class of Sigil. Many merchants who hawk their wares in the Market Ward during the day sleep in the Guildhall Ward at night, and many who deal in services (rather than selling finished goods) live in the Guildhall Ward and work there as well. The Guildhall Ward also houses many racial neighborhoods, from the transplanted elf grove of Rethevar to the githyanki community of Gitriban.

**Clerk's Ward:** The domain of bureaucrats, scribes, sages, and scholars, the Clerk's Ward is a quiet place to get things done without a lot of attention. Some criminal organizations looking to improve their lot move from the Lower Ward or the Hive into the Clerk's Ward, and the fact that the locals here respect each other's privacy encourages activities of an illicit nature. Of course, it wouldn't be Sigil if everything made sense, so the Clerk's Ward is also home to one of the flashiest places in the city—the Civic Festhall. Run by a group calling itself the Society of Sensation, the Festhall combines the best aspects of a concert hall, museum, and tavern while simultaneously serving as the centerpiece of an artistic neighborhood that brings travelers from across the multiverse. It's the best place in Sigil to see or be seen.

**The Hive:** Many locals claim that the Hive isn't a ward so much as it's the lack of a ward. The name for the region between the Lower Ward and Clerk's Ward and for the chaotic, sprawling slum in its center, the Hive teems with all kinds of scum. The lowest of the low dwell in the Hive: those who can't afford (or don't dare) to rub elbows with the more fortunate folks. The Hive is a microcosm of Sigil itself, encompassing everything that is needed in daily life: taverns and inns aplenty, entertainment, and services from pawnbrokers to sellswords. The quality may be questionable, but the prices can't be beat. The Gatehouse Night Market offers nearly everything one could find in the Grand Bazaar (and a few things one couldn't), though it's best not to think too hard about where the goods came from.

## Faces of Sigil

The residents of Sigil are as diverse an assortment of characters as one can find anywhere in the universe. Mortals, immortals, and elementals live side by side, and ancient racial enemies—angels and devils, drow and eladrin, githyanki and mind flayers—pass on the street with barely a second glance. If Sigil is truly the universe in microcosm, then its citizens somehow represent all the teeming inhabitants of every world, with all their diverse alliances, hatreds, desires, secrets, and beliefs. The characters described here are a sampling of the local color. They are residents of Sigil who reflect or shape its character, and who might have a part to play in the adventures of heroes who find themselves on the streets of the City of Doors.

**Alluvius Ruskin:** In the City of Doors, sometimes the most important information is the key required to open a particular portal. Travelers in Sigil who are seeking a way out often find what they need at Tivvum's Antiquities, a tower rising above the bustle of the Market Ward. Alluvius Ruskin is a small, thin, elderly female tiefling with dark skin and wispy gray hair. She sells all kinds of items that are useful as gate keys: white rose petals for a portal to Arvandor, small blocks of unmelting infernal ice for a portal to the frozen wastes of Cania, or tiny blue pearls for a portal to the depths of an elemental sea. She's also an excellent source of information about portals that don't require physical keys—the words, gestures, and states of mind that open the more unusual portals in Sigil's streets. As a sideline to this business, she also cheerfully buys and occasionally sells magic items, though her selection is unpredictable at best.

Despite the taint of her infernal bloodline, "Lu" (as she is known to her frequent clients) seems innocuous, even charming, coming across as a kindly old person with her customers' best interests at heart. The reality, though, is that Alluvius is a powerful mage whose magic can raise the trinkets of her store into animate constructs to defend it. What's more, she's a member of an ancient, nearly vanished sect called the Incanterium, and long rituals have infused her entire being with arcane magic. Magic sustains her to the exclusion of food and even air, and she's hungry for more.

Behind her pleasant exterior, Lu dreams of one day acquiring enough magic to rule Sigil—and from there, with mastery of the city's portals, the entire universe. It might seem the dream of a lunatic, but the more magic she consumes, the closer she comes to making it a reality.

**Rule-of-Three:** Some say it's a principle of the universe that everything happens in threes. They point to the structure of the universe to prove this: The cosmos is the Elemental Chaos, the Astral Sea, and the world in between. The natural world, the Feywild, and the Shadowfell form another triad embedded within that one. Some philosophers speculate that there must be another triad of which the known universe and the Far Realm are two parts and the third is unknown. "See two things," folks in Sigil say, "and look for the third."

The being who calls himself Rule-of-Three has adopted this principle as a philosophy of living. He makes his money by selling information, but he gives three answers to every question, and he requires payment in a set of three—a gold coin, a silver coin, and a copper coin, perhaps, or three related favors. He's said to be the offspring of a glabrezu demon and a human mother—though some claim that the demon prince Graz'zt (see page 130) is his true father—and his information specialty is the Abyss and its inhabitants. To all appearances, though, he's a wizened, reedy githzerai sage in gray sackcloth who is quick with a gap-toothed grin. He frequents the Styx Oarsman, a tavern in the Lower Ward that caters to an elemental clientele and those with an interest in things Abyssal.

Rule-of-Three has fingers in much of the information-brokering and political maneuvering in Sigil, and he has important contacts in the Abyss, the City of Brass, and the Nine Hells. Some whisper that he aims to see the Blood War restarted, and others say that he wants the demons and devils to put aside their differences and join forces against the deities. Some even dare to suggest that he wants to claim a shard of evil from the heart of the Abyss for himself, seizing through this the power to become something akin to a god in his own right. Interacting with this mischievous, wry fellow in the crowded bustle of the Styx Oarsman, though, such grand schemes seem far beyond his capacity.

**Shemeshka the Marauder:** At the center of a far-flung web of spies and informants, Shemeshka the Marauder sits like a hungry spider. She's a vain, ambitious, and incredibly powerful raavasta (see page 136), the picture of dignified grace—except when her temper snaps and she erupts in a verbal tirade or deadly violence.

Unlike most raavastas, Shemeshka takes pride in her true form and rarely adopts a disguise. Her coppery fur is soft and clean, with thin white streaks fanning out from the end of her canine snout to the edges of her face. She wears a spidery headdress made of razorvine—some say in imitation of the bladelike appearance of the Lady of Pain. Beads, bracelets, hoops, and rings adown her neck, arms, ears, and fingers, and a cloud of sycophantic tieflings flits around her constantly, clearing her path, combing her fur, brushing her robe, and arranging her headdress. These lackeys are easy to underestimate, and in reality, each is a skilled spy and assassin.

Shemeshka knows something about everyone in Sigil, or so she would have everyone believe. She has an unnerving habit in conversation of casually mentioning an incriminating or embarrassing secret of the person she's speaking to. She smiles and continues the conversation, leaving her conversation partner flustered, terrified, and inclined to give Shemeshka whatever she desires.

**Vocar the Disobedient:** This weathered old human male claims that he was once an exarch of Vecna, and both his empty eye socket and the stump of his left arm lend credence to his words. If one believes that claim, though, one is forced to consider seriously that his other pronouncements are true—and Vocar says many things that should not be true.

As a priest of the god of secrets, years ago, Vocar was diligent in acquiring secrets of all kinds, whispering them to his god in nightly prayer and locking them in his skull. Some suggest that all the secrets—or perhaps one in particular—drove him mad. Others claim that he grew rebellious against his divine master. In any case, Vocar has fled Vecna's service and now lives somewhere in the Hive, whispering a constant string of the universe's darkest secrets.

Vocar is an elderly human with a long white beard and a bald head spotted with age. He wears tattered and stained robes of brown and gray and carries a silver dagger. He occasionally covers the gaping wound of his left eye socket with a red cloth, but most of the time he doesn't bother.

Many people—and deities—would like to get at Vocar and either compile his knowledge or silence him forever. Vecna, of course, is first among those who would like to see him dead, and agents of the Maimed God appear in the Hive with some regularity to attempt to take Vocar's life. It's said, though, that Vocar knows some secret about Vecna himself that allows him to escape these assaults. Ioun is said to be just as interested in Vocar, though less violently inclined. In a city whose stock in trade is knowledge, though, everyone has at least a passing interest in whatever secrets remain bottled up in Vocar's brain.

# THE FAR REALM

The Far Realm, also called Outside, is a plane—or perhaps a space beyond the planes—that is terrifyingly remote from standard planar geometry. The creatures that abide in the Far Realm are too alien for a normal mind to accept without being damaged. Where stray emanations from the Far Realm leak onto the world, matter stirs at the beckoning of inexplicable urges, then burns to ash or takes on monstrous new life.

The history of the Far Realm is one of controversy and question. This troubled discourse about its nature is well suited to the Far Realm, which exists as something fundamentally alien to any easy categorization in any cosmology. It is literally the "far" realm because it lies outside and beyond the cosmology that encompasses the world of mortals, primordials, and deities alike. The Far Realm is beyond the already-difficult-to-comprehend multiverse. It is "outside" creation, existing in the theoretical realm of timeless infinity. Knowledge of the Far Realm is a triumph of mind over the rude boundaries of matter, space, and sanity. In fact, every mortal or immortal who has attempted to comprehend the truth of the Far Realm eventually concludes that endeavor with a shattered mind at best. At worst, such people are subsumed and corrupted, becoming monsters themselves.

Those who only lightly value the cohesion of their own minds sometimes journey to those stained locations where the Far Realm has touched (or currently touches) the world. There, they seek to gaze Outside. Although the descriptions of many of the resulting visions are little more than incoherent babble, some share at least a few particulars. A thread of consistency speaks of a space inhabited by vast entities immersed in contemplations so alien that reality itself warps and changes in their presence. Lethal contradictions and toxic natural laws are born at whim only to dissolve like vapor to make way for newer, more insane dreams.

Another ongoing theme of the visions describes the Far Realm as a solid mass of translucent, onion-like skins. The stacked layers are pierced with free-floating bone-white rivers, and seepages of blue slime that dissolve all they touch. Elsewhere, gelatinous worms wend through the folds using writhing cilia and lichenlike encrustations. No air or atmosphere exists in the Far Realm. It is one immeasurable, semisolid amoebic sea.

Vast shapes drift at the edge of sight through the realm's substance, blurrily reminiscent of creatures from the deepest sea trenches of the mortal world. Many of the blurry forms are as large as cities—and those are the small ones.

Thankfully, this realm of madness only rarely touches the rational world. The Far Realm is not normally a place one can visit, and its terrible, insane influences are infrequent in the world. When these rare intrusions occur, the warping pressure of the Far Realm transmutes previously inert substances. This blending of realities results in horrifying corruptions, disruptions, and sometimes even the birth of squiggling aberrant monstrosities.

Aberrant creatures that owe their existence to Far Realm influence include mind flayers, aboleths, beholders, and carrion crawlers. Some of these, including aboleths, are actual emigrants from the Far Realm. In truth, aboleths appear not unlike the forms their relatives still possess in the amoebic realm. Mind flayers, too, came directly from the Far Realm, though their current shape is an evolution of their original life cycle. Over time, illithids have adopted humanoid form. Many other aberrant creatures are not truly native to the Far Realm, but instead exist as the result of bizarre, deranged emanations that skewed the natural processes of the world and produced truly monstrous things.

## MAK THUUM NGATHA, THE NINE-TONGUED WORM

The most powerful Far Realm entities are comparable to deities or primordials in their power. Mak Thuum Ngatha is one such creature, a being venerated by a handful of alien scholars, cultists, and little-known aberrant races. No being outside the Far Realm could say what Mak Thuum Ngatha's desires or goals might be, but they are inimical to every living creature in the mortal world. Other Far Realm entities of similar power exist, each with their own small groups of mad followers, but the Nine-Tongued Worm is the best-known of this dangerous and obscure pantheon.

# THE PLANE OF DREAMS

When a creature sleeps, the theory goes, its mind engages in the same sort of work deities performed when the world was new—an act of imaginative creation. Without the raw material of the Elemental Chaos to shape, though, these dreams exist only as thought-stuff, ideas given only the shadow of substance. To those few visitors who find their way to the Plane of Dreams, though, the environment is as real as any other world.

The Plane of Dreams (sometimes just called Dream) is a vast repository where dreams go when they are dreamt, a realm formed by millions of creative minds over the past ages of the world. The outer edges of the plane are where the newest dreams take shape, and the plane's deepest heart holds the dreams of ancient beings. Some claim that visitors to the outer edges of the plane can influence the dreams of creatures who are sleeping at that moment.

The exact nature of the plane is a matter of some debate. Some claim that it's a demiplane, standing outside the fabric of the cosmos and yet somehow connected to it all. Others argue that it's an astral dominion, long abandoned by whatever ancient deity created it—and it seems true that most travelers who stumble into Dream reach it through the Astral Sea.

Because it is formed of dreams, much of the Plane of Dreams seems familiar and normal to visitors. Its natural laws display the whimsy of the sleeping mind, though, and both landscapes and creatures can change suddenly from one thing to another. Disparate terrain features lie in a jumble together, and a house might suddenly become an open desert—or a completely different house—without warning or reason.

Nightmare is a constant undercurrent in the Plane of Dreams. As often as not, a sudden transformation in the plane is a turn for the worse—a gentle rain turns to searing acid, an innocent child becomes a vampire or a tentacled monster. Events and creatures in Dream often induce fear out of proportion to their actual threat, imposing powers or effects with the fear keyword on visitors. Powers might also work in unexpected ways, and affinities for different power keywords might manifest randomly and change frequently in Dream.

Most creatures in the Plane of Dreams are formed from dreams, just like the terrain and environment are. However, many visitors are drawn to the plane because of the knowledge contained in its echoes of dreams. Servants of Vecna comb the plane for secrets, and spies from the information-brokers of Sigil sift through the most recent dreamscapes for information useful to their employers. Minions of Orcus search the ruins of ancient dreams for a hint of the Raven Queen's long-forgotten name, and the githyanki particularly enjoy preying on visitors to the plane. Adventurers might seek a portal to Dream either to aid or to hinder such individuals.

FRANZ VOHWINKEL

CHAPTER 2

# The Feywild

CHIPPY

**The Feywild** (sometimes known as the Plane of Faerie) is a verdant, wild twin of the mortal realm. Towering forests sprawl for a thousand leagues. Perfect amber prairies roll between pristine mountain peaks soaring into the flawless clouds. Emerald, turquoise, and jade green seas crash along endless beaches. The skies are a perfect blue not seen in the mortal world—until storms come, coal-dark thunderheads boiling with fierce winds and torrential rains. In this world, arcane power thrums through every tree and rock. All existence is magical.

The creatures native to the Feywild—the enigmatic eladrin, the vicious hags, the wild dryads, and the tyrannical fomorians—are all charged with the mystic energy of this plane. Some are blessed by it, and some are warped. Like the land around them, the fey who inhabit this plane run to extremes. Good fey are noble and just, protectors of the natural world and those mortals they choose to show favor to. Evil fey are dark instinct unleashed, all blood and claw and rage. The creatures of the Feywild can be kind, cruel, noble, monstrous, and savage—often all at the same time.

This chapter explores the following aspects of the Feywild:

- **Visiting the Feywild:** A discussion of the primary means to reach this plane, and the planar traits of the Feywild.
- **Planar Traits:** How the Feywild's magic influences mortals who visit the plane, and the sorts of perils visitors might face.
- **Feywild Inhabitants:** A discussion of the most intriguing and notorious denizens of the plane.
- **Feywild Locations:** An exploration of significant locales of the Feywild, along with some creatures one might encounter in these dappled glades and ancient cities.

# VISITING THE FEYWILD

*The realm of faerie, full of beauty—and deadly danger*

**FEYWILD TRAITS**
**Type:** Parallel plane.
**Size and Shape:** The Feywild is a parallel plane with dimensions and topography similar to the mortal world.
**Gravity:** Normal.
**Mutability:** Normal.

Some eladrin sages claim that the Feywild is the dream of the natural world itself. The Feywild is in many ways indistinguishable from the natural world. However, like a dream, the Feywild is a dangerous, vibrant reflection of the familiar. The geography of the Feywild parallels that of the mortal realm, if loosely. Various mountains, rivers, and seas on the natural world are found on the Feywild. However, the distances between landmarks in the Feywild—and the landmarks themselves—are often distorted.

Mortals come to this perilous realm to tap into the arcane powers that course like unseen rivers of magic through the wild landscape. Some wish to negotiate secret knowledge from the eladrin; some battle fey who inflict their capricious cruelties on innocents in the mortal world. Others seek to plunder magic artifacts still buried in the wreckage of crystal cities abandoned by the eladrin during the war with the drow. The dizzying forests, storm-kissed seas, and cloud-sheathed granite peaks of the Feywild hold countless mysteries for those with both the courage and cunning to survive.

## Reaching the Feywild

The Feywild is unique in that it is the only plane commonly reached by accident. In the wild places of the world **fey crossings**—points where the barrier between the Feywild and the mortal world is thin—lie sleeping in hidden glades or brood under mist-wreathed hills. More than a few mortals have strayed into fey crossings on the wrong day of the year or at the wrong moment of the day only to find themselves stranded in the world of the fey.

Over the centuries, the eladrin (and others) improved many naturally occurring fey crossings to create a number of reliable portals between the Feywild and the world. Such portals are marked by ancient standing stones, knee-high obelisks covered in ancient runes, groves of trees planted in a deliberate arrangement, or even circles of toadstools. Some fey crossings are as small as a single narrow archway between two menhirs, and others are sylvan glades the size of cities. Many of these sites have been abandoned. Their magic only slumbers deeply, waking when conditions are right or when ancient elven words of passage coax them to life.

Fey crossings can normally be activated one of two ways: a key phrase coded to that particular crossing point or the use of the Fey Passage ritual. As befits their connection to such a wild plane, some portals activate randomly or when certain specific conditions are met, such as when the right lunar phase occurs or the sun hits a certain angle through just the right trees. When a fey crossing activates through random or through rare but normal occurrences, creatures often pass through these open portals without even noticing the transition to the Feywild. A few fey crossings remain permanently open. These occur in the deepest forests of the world, places where the mortal world and the Feywild achieve the greatest harmonic convergence.

Fey crossings in the mortal world are surrounded in local legends. Old stories warn that encounters with fey are fraught with peril. People who wander into the Feywild return changed, and some never return at all. For alert adventurers, such tales are clues to a long-lost passage to the wondrous, savage world of the fey. A forest with a reputation for locals disappearing in it may indeed be home to savage beasts—or perhaps folks who walk between two twin trees atop a hill deep in the woods at moonrise leave one world for the next.

The second method of travel across to the Feywild is through a **worldfall.** Worldfall occurs when the ebb and flow of planar energy allows a huge tract of land from one plane to shift to the other. Eladrin cities often "ride" worldfalls, suddenly appearing in the mortal world in a flash of sunlight and scattered flowers. To travel to the Feywild, all a traveler need do is enter the gates of such an eladrin city while it rests in the mortal plane and then wait within until the city returns to the Feywild.

Each worldfall is different. An eladrin city may appear regular as clockwork or once a century. The city of Shinaelestra shifts into the world every midnight, replacing a glade deep in the Howling Forest, then shifts back to the Feywild just before dawn. The towers of Astrazalian remain on the hillsides of a fair green island all spring and summer, fading into the Feywild with the coming of autumn and winter.

Travelers in the Feywild must first pit themselves against the riotous wild growth and rugged terrain in the plane. The plane has few marked paths, and no more than a handful of roads.

If lucky adventurers discover a river to guide their travels, they may soon find themselves at the top of a mile-high waterfall. As they pick their way down the slick stone cliffs, the spray from the falls soaks them as thoroughly as a summer shower. By the time choking sulfurous fog rolls in off the hag bogs, any illusions the visitors might have that they've stumbled into an idyllic natural paradise are long, long gone.

The unreliable geography of the Feywild only adds to travelers' woes. As noted, landmarks in the mortal world have echoes in the Feywild. The natural landmarks are often exaggerated versions of their material world counterparts. Mountain peaks are higher, sharper, more treacherous. Rivers that meander through the human world roar through the Feywild. Seas crash with waves driven by eldritch storms far offshore.

Built landmarks in the mortal world, such as cities, are nothing more than a hunting camp or even a small clearing in the Feywild forests. Even more maddening, distances between Feywild locales can even vary depending on which direction one is traveling. The trip from the eladrin outpost of Aedonni to the Council Warren takes three days less than the trip from the Council Warren to Aedonni. Absolutely no one who makes the trip can explain why.

Powerful forces are at work here, struggling for mastery of the Feywild. Eladrin archfey are not above using hapless interlopers as pawns in their convoluted court intrigues. The eladrin nobles themselves are caught up in an endless feud against the lords of the Feydark (the fey Underdark), the evil-eyed giant fomorians. As these races battle across the Feywild, beings from more exotic planes execute complex plans to usurp control of this plane's limitless font of magical energy.

### LEY LINES

Arcane power churns through the Feywild along ancient, hidden paths known as ley lines. Some believe ley lines are the threads holding the fabric of the world intact, stitching one plane to the next. Ley lines in the Feywild have counterparts in the mortal realm, places of power that are often the sites of fey crossings. Indeed, following a ley line on either plane is often an excellent way to discover a lost fey crossing.

Places where ley lines intersect or terminate are highly magical. A character performing a ritual with the key skill of Arcana or Nature in such a place gains a +2 bonus to any skill check called for in the ritual. The ritual's component cost is also reduced to 75% of the normal cost. (Magic permeating the area improves the efficacy of the ritual components.)

## The Bright Beauty

Setting aside the dangers posed by the creatures of the Feywild, new arrivals must also cope with stunning new sensory experiences. The tangible presence of magic in the Feywild is like nothing ever experienced on the mortal world. The flowers of the Feywild give off perfumes that entrance unwary humans, and the stench of the Murk Sea can overwhelm the hardiest warrior. The powerful magic suffusing the entire plane makes everything, for lack of a better word, intensely real. Natives call this effect the Bright Beauty. Colors are more vivid, smells more pungent. Light doesn't scatter as it should. Every sight, sound, smell, and taste has a sharper edge. As with most things in the Feywild, this effect can be a blessing and a curse. A simple shaft of sunlight in the Feywild can appear to be a divine sculpture of glimmering light, filling the viewer with inspiration. But the depthless shadows of the fomorian dungeons are equally vivid, and so drive a lost adventurer into mind-shattering panic.

The Bright Beauty has a further effect on sentient creatures. Blood responds to the enchantment of the Feywild. Just as the native creatures of the Fey embody extremes of passion and power, visitors begin to behave as pure, truer versions of themselves. Bold heroes become reckless, friends become lovers, and rivalries devolve into knife fights. Although adventurers never lose control, they must constantly fight the Feywild's call to the wild, the free, and unrestrained within.

## Fey Demesnes

Within the Feywild are places referred to as **fey demesnes**, which typically manifest in locations where two or more ley lines meet (see the "Ley Lines" sidebar). A fey demesne attunes itself to the most powerful denizen that dwells within its boundaries (usually but not necessarily a fey creature), altering its environs to reflect the mood or disposition of that creature. For example, a demesne inhabited by a heartless death hag might be rimed with perpetual frost, while a tower inhabited by a mad goblin mage might be overgrown with twitching, grasping vines of some unnatural hue.

Demesnes do not form empathic links with the creatures to which they attune themselves, and such creatures exhibit no direct control over their environs. For example, storm clouds might gather above the palace of an eladrin king whenever he's moved to anger, and only when his spirits are lifted do the clouds disperse.

# FEYWILD INHABITANTS

In the early days of the Feywild, wild magic swirled through the primal forest, giving birth to countless beasts that were more an extension of nature than inhabitants of it. Some deities found the bright splendor of the place more fitting for their creations, and so fantastic variants of mortal creatures were turned loose under the eternal green shade. Few truly dumb beasts reside in the Plane of Faerie. Most creatures are gifted with some sliver of intelligence, even if nothing more than a malign cunning.

The intelligent races do their best to bend the Feywild to their will. The main rivals attempting to rule the Feywild are the eladrin in their shining cities and the fomorians in their subterranean fortresses. Other races lurk at the edges of the conflict, and the unpredictable character of the fey keeps the balance of power fluid. When dealing with politics in the Plane of Faerie, only one thing is certain: Half of what seems to be true isn't.

LUCIO PARRILLO

## Archfey

The most powerful of fey spirits are godlike avatars of their chosen aspect of nature. Some are noble eladrin so old and powerful that they have transcended the bounds of mortality, such as Tiandra, the Summer Queen, or the Prince of Frost. Some are the awakened spirits of mighty forests, mountains, or rivers, such as the Green Lord Oran or Scamander, the guardian spirit of the river of the same name. Others are the sentient incarnations of different types of animals, such as the Cat Lord or the Monkey King. A few archfey are fey of other races who have achieved great age and power—for example, the hag Baba Yaga or the satyr prince Hyrsam. Few of these beings are as strong as a deity or even a demon lord, but within their own demesnes, few other entities could hope to best them.

Archfey range from kindly to malicious and from compassionate to uncaring. Most are perilous for mortals to deal with, but others find mortal heroes fascinating and sometimes favor them with gifts of power or knowledge. In general, the archfey are absorbed in their own rivalries, intrigues, and old enmities. They work at cross-purposes with each other, although the most powerful archfey govern factions of like-minded fey.

## The Court of Stars

Several times a year, at no set schedule, the archfey and their allies gather for a parliament and bacchanalia, merging their royal courts into one great congress. They spend the time negotiating, feasting,

### WARLOCK FEY PACTS

Fey pacts are a common source of power for warlocks. Each pact is a relationship, a bargain with a specific archfey. How a pact is made differs. Some warlocks are mentored by older warlocks, and then pledge to the mentor's patron. Mortals who wander into the Feywild and survive its trials are sometimes rewarded with a bargain for the amusement they've brought one of the archfey. Still others are approached on the mortal world by archfey or their representatives to strike the bargain. The archfey have their own mysterious agendas in the world of humans, and warlocks so empowered often prove themselves useful to their fey patrons.

The personal nature of this relationship adds flavor to a warlock's powers. If a warlock gains his or her magic through a pact with the Summer Queen, his spells look and sound different from boons granted by the Maiden of the Moon. At the DM's discretion, a warlock who sees another warlock use his or her powers may attempt a DC 25 Arcana check to guess the identity of the other warlock's archfey patron.

scheming, marrying, and betraying each other. The collected court has no true leader, but it is hosted by the archfey known as the Summer Queen. The eladrin call this assembly the Court of Stars.

Over the centuries the signatories to the Court of Stars have aligned themselves into factions. These vie for influence in the Court, which translates into arcane power and territory out in the Feywild. Most archfey and their followers count themselves as members of more than one faction, often supporting rival forces when it suits their purposes. Despite this chaotic mix of power, allegiances, ambition, and treachery, open conflict is rare in the Court of Stars. Favor is won through clever wordplay, duels using proxies, and ever-shifting schemes. Adventurers make useful cat's-paws for eladrin nobles.

Separate from the eladrin archfey factions, the remainder of the Court of Stars is composed of attendant faeries, ambassadors from other fey races, centaur chieftains, and various interplanar hangers-on. Many creatures attending the Court have worked for decades to gain enough influence to seek an audience with the Summer Queen. Some of these attendants from other lands have gone native. They have forgotten their original missions, and they now live out their days in the wondrous, intoxicating beauty of the Feywild.

## The Summer Fey

Tiandra, the Summer Queen, is one of the mightiest of the archfey. With a smile, she can ripen a crop, and with a frown, summon wildfires. Noble eladrin infused with the spirit of summer, count themselves as her barons. Other spirits of growth and good favor follow her banner. Her court and its followers are known as the Summer Fey.

Tiandra appears as an eladrin of great beauty, with honey-colored skin and hair that shimmers through all the colors of autumn leaves. Her eyes shine golden, like the sun. Her gaze alone can drive people mad.

The Summer Queen's Court, in the palace of Senaliesse, is a reflection of her unearthly beauty, and the court can appear frivolous. Fairies flit at her side. Every inch of her throne room is decorated with flowers, fountains, and fine silks. This vivid and rich sensual imagery is all merely a distraction from her fierce intelligence. Tiandra is a master strategist, both in the Court intrigues and on the battlefield. She also possesses an odd, dry sense of humor and a surprising streak of pragmatism.

Tiandra has an amused fondness for mortals. She craves the unpredictability and urgency instilled by their brief life span. She commands performances by mortal playwrights and commissions poems from poets who strike her fancy. She even goes so far as to take the occasional mortal lover. These relationships have tempered in her the disdain most archfey carry for mortals. She is nominally less fickle in her dealings with mortals than most other powerful fey. The Summer Queen has granted favors to those who serve her well.

## The Green Fey

Oran, the Green Lord, is the greatest of the archfey of nature. He could be mistaken for an elf, albeit one a head taller and far more muscular than any other elf in existence. Oran's wild eyes are jet black and set in a rugged face the color of oak. His thatched hair is a mess of brambles and long braids. As a hunter and woodland warrior he is unrivaled. It is said even the god Corellon regards him with a cautious respect. Oran is attuned to every branch and bough, every stream in every forest of the Feywild. In addition to elves who dwell in the Feywild, he has the loyalty of many treants, dryads, and satyrs. Those fey who pledge fealty to Lord Oran are known as the Green Fey.

If Oran has one weakness, it is the wild nature of his heart. He can fall sway to mood swings as violent as thunderstorms. His relationship with Tiandra, for example, is legendary. It was Oran who sculpted Tiandra's palace of Senaliesse. Over the centuries, they have been lovers, they have been deadly rivals—and once, for two hundred years or so, they managed to be both at the same time. The fey of the Court often try to win favor by supporting one regent or the other in these times of romantic turbulence. At the present, the relationship of Oran and Tiandra is that of passionate friendship. Lord Oran is aware of his impetuous nature, and he values Tiandra's cool intellect to temper his decisions. They often act in tandem when the Court of Stars is in session, particularly on matters of security and warfare.

Although Lord Oran is the most powerful of the Green Fey, many other perilous archfey also belong to this faction.

## The Winter Fey

The fey lords who choose the path of winter—of deadly cold, biting ice, and blinding snow—are known as the Winter Fey. Although they have no true leader, the most powerful and ruthless of the lot is the Prince of Frost. When he bothers to convene his allies of the long night, his faction is known as the Winter Court.

Narrow of build, pale, and light-haired, the Prince of Frost has a smile that does not warm. He is not unnecessarily cruel, but he has not an ounce of mercy in his heart. He allies with other archfey only when facing the direst of threats. The Prince of Frost prefers to deal with his enemies quickly and viciously, with little regard for collateral damage. For some inscrutable reason, the Prince of Frost holds mortals in utter contempt. Although he appears content for now to rule his lands in the Feywild, rumors constantly circulate that he plots to freeze the entire mortal world into one long, eternal glacial age.

## The Sea Lords

Merfolk and other aquatic fey collectively assemble in the Court of Coral. The fey of the rivers and oceans bow to the will of the eladrin archfey known as the Sea Lords. Elias and Siobhan Alastai are brother and sister, eladrin who only a few centuries ago achieved a level of power elevating them to the archfey. Because of their recent elevation, they are less emotionally detached than many of the archfey. They are, if not approachable, at least not as terrifying as many of the other great nobles of the Court of Stars. Strangely, few eladrin manifest the aspect of nature related to the waters of the world, and the Sea Lords rule a council made up primarily of powerful noneladrin races native to the deep lakes and oceans.

Elias claims as his domain the shallows—the rivers, the lakes, even the shoreline reefs of the Feywild. His rulership of this domain brings him in constant contact with races who live along the strands. He considers their welfare a testimony to his mastery of the sea elements, and he is quick to aid his subjects if he senses unnatural dangers approaching. Elias is quick to laugh and loves music.

Siobhan is the more melancholy of the two. She rules the deep oceans and rarely leaves her underwater city, preferring to let Elias act as their ambassador to the Court of Stars when necessary. She considers herself the guardian of the ocean and all the deep places beneath it. Like the ocean waters she roams, Siobhan is slow to anger, but when she does, her wrath drowns entire lands. She can summon hurricanes, waterspouts, and tidal waves when her interests are threatened. Although Tiandra, Oran, and the Prince of Frost are considered the most powerful of the archfey, none of them has yet tested Siobhan at her full strength.

## The Gloaming Fey

Sparked by the arcane influence within the Feywild, some archfey manifest more abstract qualities than seasons or living nature. Many are associated with dreams, darkness, stars, twilight, dusk, and other such nocturnal phenomena, and so they are collectively known as the Gloaming Fey. Although equal in power to the other courts, these archfey keep their own counsel. They are composed of a loose league, rather than a proper faction, but when the Court of Stars is in session, they band together during court intrigues.

The most well known of the Gloaming Fey is the Maiden of the Moon. She is a formidable hunter who carries a silver sword said to be able to cut through nightmares. The Maiden of the Moon wages a private war against lycanthropes and other savage killers, and she is considered benevolent toward mortals. Although she has many hunting camps in the Feywild, one in particular is a portal to her own private sanctuary on the shining moon above.

The Prince of Hearts is an eladrin archfey dedicated to the principles of beauty, gallantry, and love. One cannot be too careful around the Prince of Hearts. He has been known to grant boons to any who aid him in uniting true lovers separated by circumstance. At other times, the fire of unrequited love best suits his aspect. The Prince of Hearts sometimes meddles in the lives of mortals he believes should be in love, attempting to drive them together. If the unlucky pair dislike each other to begin with, he finds the attempt even more delightful.

### Honor Among Fey

All fey can be capricious at times and dangerous when provoked. Most fey societies, however, have elaborate social codes and forms of etiquette, rules that govern every aspect of behavior. One significant ethical distinction among the largely unaligned fey is how they apply their rules to mortals and other nonfey.

Many among the eladrin and their fey allies respect mortals who can navigate their rules, treating them with honor as they would other fey. By carefully negotiating the complex politics of these fey, mortals can find a welcome reception and (sometimes) safe passage back to the world. These fey make and keep bargains with mortals who show proper deference and respect, use correct titles and forms of address, and play by the same rules the fey do.

Other fey, however, don't apply their rules to outsiders. As far as these fey are concerned, nonfey are vulgar dupes or trifling amusements to be toyed with and disposed of. Fomorians respect only their own kind, showing no honor even to other fey. If these fey make bargains with mortals, it is only to trap the mortals in bets they can't win or promises they can't fulfill. These fey show no hesitation in breaking their bargains if the mortals find unexpected loopholes.

Some mortals use the term "seelie fey" to mean those fey who respect their bargains with mortals, and "unseelie fey" to refer to fomorians and other fey that are hostile to mortals, but those terms are meaningless to the residents of the Feywild themselves. Worse, it's dangerous to make any assumptions about a particular fey's disposition toward mortals based on an association with one of the archfey courts or any other generalization. Every archfey court consists of fey that might be considered both seelie and unseelie, though the Summer Fey and the Sea Lords are generally friendlier to mortals than the Winter Fey are. Even among the fomorians, a few do show honor and respect to mortals—particularly to evil mortals who make clear demonstrations of power.

A darker archfey affiliated with this faction is the Witch of Fates, a powerful oracle whose pronouncements spell doom. At the height of Cendriane's might and glory, the Witch of Fates appeared clad in the black of mourning to speak a dreadful prophecy against the city. She seems moved to lay low the proud and powerful, but sometimes elevates virtuous people in wretched circumstances. Any folk who toil for a lost if noble cause may find in her a terrifying patron.

## Eladrin

Eladrin are the "people" of the Feywild. Their cities are collections of sweeping, graceful crystal towers married effortlessly to the local landscape. These cities all predate the war with the drow, and many were ravaged during that conflict. Eladrin walk among ancient corridors and avenues layered with millennia of silent history. They are, to a great degree, haunting their own cities. Only now are the eladrin truly attempting to reclaim some of these shattered metropolises. Repair and resettlement is uneven. The spires of Astrazalian soar higher than ever, but Cendriane remains a melancholy ruin.

Each settlement is a city-state unto itself because the settlements are scattered at great distances across the Feywild. The cities sporadically attempt to create formal alliances, but none of the alliances are strong or of a long-lasting nature. Both the distances involved and the eladrin character run counter to such efforts.

As is commonly known, the foundation of eladrin society is the extended family, or House. Although most eladrin spend decades of their youth in one of the isolated stone and crystal cities dotting the endless shadow of the Feywild forest, an eladrin's true allegiance is to his or her House and its nobles. Those nobles in turn often swear allegiance to one of the eladrin archfey. The eladrin archfey are titular monarchs only. Although Tiandra is regarded as queen by many eladrin, she only rules in Senaliesse, and even then she governs only when she has to.

## Firbolgs

Firbolgs are nocturnal hunters, and the greatest among them are referred to as Masters of the Wild Hunt. Relentless in their pursuit of enemies and game, they are not above hunting other sentient creatures, particularly trespassers in firbolg lands. Not every firbolg hunt results in the death of the prey, for it is the hunt itself that gives meaning to these creatures.

Firbolg settlements are small and remote, consisting of simple yet defensible lodges integrated with the surrounding wilderness. Many such villages are perched atop precarious cliffs or built atop floating motes of rock. Territorial disputes among firbolg clans are frequent. It takes a powerful common enemy to unite feuding clans, and such alliances rarely last once the common threat is overcome.

Firbolgs rarely involve themselves in the court intrigues of the eladrin and fomorians, although some firbolg clans will accept payment from an eladrin or fomorian monarch who needs help hunting down an elusive threat. Firbolg warriors occasionally show up in eladrin cities and fomorian strongholds to pay modest tribute to a king or queen. Such tribute usually comes in the form of a hunted beast carcass or a captured criminal.

## Fomorians

Beneath the lush green hills of the Feywild sprawls the fey echo of the mortal world's Underdark—the Feydark. In this terrifying maze of black tunnels and mystic caverns, the malformed giants known as the fomorians rule with absolute tyranny over their vast underground kingdoms. Fomorians wield monstrous magical power. Few in either the Feywild or the mortal realm are their match. If the fomorians could set aside their quarrels, they would be a mighty force for conquest. Fortunately, this dreadful prospect is unlikely, since most fomorians loathe others of their kind along with most beings who are not fomorians. Ironically, this flaw is a direct side effect of the fomorians' powerful arcane abilities. The fell energy these monsters command inflicts endless pain on them and slowly drives them mad.

Every fomorian ruler tolerates his or her own immediate clan as members in his or her court—but barely that. Mates and offspring are even seen as nothing more than necessary rivals. It is often just a matter of time before a fomorian drives off or murders his or her family. Fomorian clans employ large spy networks against both neighboring powers and their own subjects. The only creatures fomorians trust are the cyclopses. Cyclopses serve the fomorians as advisors, master artisans, and spymasters.

As damaging as this madness and hatred are to any chance of a united fomorian kingdom, they serve each individual king or queen well. The suspicion of the fomorian ruler suffuses his or her entire kingdom. Insurrection is quashed in infancy, as subjects desperate to curry favor with their monarch—or at the least, to escape the next inevitable purge—inform against each other at the slightest provocation. Outsiders rarely find allies among the cowed and treacherous subjects of a fomorian ruler.

The monarchs of the fomorians rule from massive underground strongholds maintained by their cunning cyclops servants. Most of these fortresses lie in huge underground caverns in the Feydark. Rough iron walls rise from floor to ceiling, and slit windows peer out from squat turrets. Guards patrol both the approaching tunnels and ramparts along these walls. Peat farms and mushroom forests, tended by serfs bound to the fomorian lord, surround the fortress. This dismal mockery of pastoral

lands can extend far away from the stronghold. Fomorians regularly claim dominion over tracts of land a hundred leagues in diameter, but for all practical purposes, they rule only the area within a few hours' march of their strongholds.

Within the iron ramparts of the typical fomorian fortress lies a filthy, warrenlike town of servants and slaves. Feydark monsters thrive in these cities, consuming the offal of the urban filth. Brisk trade in provisions and slaves fills the stalagmite-rimmed marketplaces.

Most fomorian strongholds feature an inner keep or sanctum guarded by many thick iron doors. The fomorian ruler of the kingdom can be found within ruling over a perverse court of cruelty and guarded by fanatically devoted cyclopses and quickling assassins. Although many fomorians have been destroyed while assaulting eladrin cities or traveling the tunnels of the Feydark, few have ever been defeated within the walls of one of their sanctuaries.

Fomorians without a kingdom scheme to usurp some fellow giant's throne. In this unceasing struggle, fomorian rulers seek any advantage they can find, especially magical power. They often raid eladrin cities to plunder the eladrin vaults of magic items. A fomorian monarch even occasionally grants safe passage to adventurers who have arcane artifacts with which to bargain.

Because of their rivalries, fomorians have no central court organizing or ruling over all their kingdoms. The madness afflicting the evil giants means that even the individual kingdoms do not share a common character or temperament. Each fomorian family rules its Feydark fortress with jealous isolation and wildly varying temperament.

## Goblins

Goblins are not fey, but they are hardy, fast breeding, and well established in the rugged corners of the Feywild. Over the course of centuries, goblin armies from the mortal world have established many strongholds in the Feywild. Although few last for long, the goblins who survive the fall of such kingdoms linger on for generations as bloodthirsty tribes of bandits, and some of those bandit tribes eventually seize enough territory to become full-fledged goblin kingdoms again. At this point in time, wicked goblin lords lurk in the dark shadows of the Feywild. They terrorize all who pass within striking distance of their fierce armies.

Goblins readily form alliances with the darker denizens of the Feywild, including fomorians, hags, evil druids, and lycanthropes. They often clash with eladrin and gnomes, since goblins raid the realms of these folk whenever they can. The goblins who dwell in the Feywild often command more magic than their counterparts in the mortal world, and many goblin monarchs are skilled warlocks or wizards.

## Gnomes

The gnomes occupy a hazardous middle ground in the Feywild—literally. Between the eladrin in their towers and the fomorians in their underground fortresses, the gnomes build their warrens in the hills and forests. These warrens are hidden among the tree roots by cunning illusions. Adventurers often stroll right through the public square of such a settlement without even breaking step, much to the amusement of the gnomes.

For centuries, each gnome warren made its own way in the wilderness. With the rise of the fomorians, the warren councils realized they needed some sort of cooperation between communities. However, gnomes are tricksters—self-reliant and naturally suspicious folk. Good governance is not a priority. Reaching agreement on exactly how any sort of confederation might work proved elusive.

Finally the Gnome Council was formed. It is a pure meritocracy, composed of the gnomes cleverest in battle, most skilled in magic, or most subtle in politics. (The gnomes arrived upon this system out of necessity rather than idealism. Gnomes so love to argue that all other forms of republic stalled in endless debate.) Any gnome who accomplishes great deeds can be nominated to the Council. Those gnome heroes currently sitting on the Council then decide whether to accept the nominee to their ranks. Many gnome adventurers in the mortal world are attempting to establish themselves as heroes worthy enough to take a seat at the oak table in the Council Warren.

Once a gnome is judged worthy of a seat on the Council, it is his or hers for life. No gnome can ever stand still for too long, though, and Council members in particular are the adventuring type. When the group meets in its warren, any Council members present at the time attend the assembly. The Council is considered complete whether five or fifty gnomes attend.

The Gnome Council is led by Karl Stoneshine, a master of illusion who adventured for years in the mortal realm. The Council under Stoneshine is singularly concerned with the survival of the gnome warrens. Adventurers who aid the gnomes find themselves with grimly amusing allies in the Feywild. Actions that could be interpreted in any way as opposing to the gnomes earn undying enmity.

The entire race of gnomes once labored in servitude to the fomorians, and fomorians still enjoy hunting and even eating gnomes. Most gnomes hold fomorians more in fear than in hatred, striving to avoid the terrible giants and their cyclops vassals. When pressed, gnomes use deadly traps and illusions to attack the fomorians and defend their own communities. Gnomes also dislike goblins, who are fond of raiding gnome villages.

Gnomes are on cordial, if strained, terms with the eladrin. Gnome jocularity puts them at odds with eladrin cool arrogance. In short, gnomes consider the eladrin insufferably stuck up and nowhere near as clever as they believe themselves to be. Gnomes are not above "liberating" magic items or ancient documents from eladrin cities if the Council deems it necessary for the welfare of the warrens. One gnome habit in particular sets eladrin teeth on edge: The gnomes have found a way to trigger fey crossings at will. Even more startling, some gnomes are able to transport themselves from one fey crossing in the Feywild to another—an ad hoc teleportation system. The gnomes refuse to reveal how they trigger the fey crossings in this way.

# FEYWILD LOCALES

What follows are some of the better-known landmarks dotting the forests and mountains of the Feywild.

## Astrazalian, the City of Starlight

This magnificent eladrin city is the showpiece of the eladrin lands. Appearing on the hillsides of a green island of the mortal realm for fully half of every year, it is the fey realm most well known to mortals.

**ASTRAZALIAN**

A town of white towers and winding streets on the hills of a fair green isle, Astrazalian exists in the mortal world during spring and summer and passes back to the Feywild in fall and winter.

**Population:** 8,900, plus an additional 5,000 or so who live in small estates or watchtowers elsewhere on the isle. Most are eladrin, although a small number of elves and half-elves also reside here. Visitors of all the civilized races can be found in Astrazalian when it exists in the mortal world.

**Government:** Lady Shandria is the First Sword of the city, appointed to her position by the Council of Houses. The Council is made up of the heads of each of the eladrin Houses in Astrazalian.

**Defenses:** The Sword Guard is the city's primary fighting force, a regiment of 600 eladrin soldiers. Astrazalian's harbor also shelters a small fleet of five warships.

**Inns:** House of Solace; White Poplar; Swan House. The White Poplar is the largest, and caters to travelers from the mortal world.

**Taverns:** Laughing Gull; Moon and Stars; Lantern Tree. The latter is a large white oak tree with scores of lanterns above the tables set up under its branches.

**Supplies:** Star and Dolphin Coster; Aramath Teldorm. Aramath is an eladrin swordsmith and armorer of great renown.

**Temples:** Tower of Stars (Corellon); Temple of the Lady (Sehanine); Tower of Pearl (Melora).

Most of the eladrin Houses have a representative living in Astrazalian. Trade and treasure pour through the gates as mortal supplicants flood the city every summer. These resources, combined with the semiannual respites from the dangers of the Feywild, allow the eladrin within to rebuild Astrazalian at their leisure. It is one of the few eladrin cities with new towers rising alongside ancient spires. Giant white swans pull delicate boats along the docksides. The goods of many nations are sold among the brightly bannered stalls of the market. A particularly puissant magic university teaches students within the city's walls. Eladrin wizards of Astrazalian have the broadest exposure to mortal spellcraft, trading their own lore for secrets unknown in the Feywild. This vibrant combination has given rise to truly powerful new arcane arts.

Astrazalian is ruled by Lady Shandria, an eladrin warlord. Lady Shandria is a distant niece of Queen Tiandra. As a result, the Summer Queen's Court holds sway here. Some find it odd that a warrior has been placed in charge of Astrazalian when a diplomat would seem better suited to the task. Indeed, Lady Shandria obviously chafes at the role. Though this posting seems odd, Shandria rules here because although Astrazalian's locale in the mortal realm is tranquil, the location it occupies when it returns to the Feywild every fall and winter is hideously dangerous.

In the Feywild, Astrazalian is within striking distance of the fomorian borderlands. All the eladrin cities closer to the fomorian territories have already fallen. Astrazalian is a fat, shining prize waiting to be plucked. The fomorians do not just covet the gold and magic items lining Astrazalian's vaults, however. The prospect of an entire city from which to launch a conquering army against the mortal realm is intoxicating for the power-mad fomorians. The giants barely keep from jealously tearing each other apart between assaults on Astrazalian's walls. Any mortals who return to the Feywild with Astrazalian find themselves in a constant state of siege from the moment the city fades back into existence.

As terrifying as this prospect is, opportunities abound for the fearless and foolhardy. Lady Shandria often assigns hazardous tasks to mortal sellswords rather than risk losing any of her valuable garrison troops. To gain the favor of Shandria is to gain the favor of the Summer Queen. Service to Astrazalian can earn mortals rare magical boons, favors from eladrin scholars, or even shave decades off the time required to petition for an audience with the Court of Stars.

## Brokenstone Vale

Lycanthropy does not originate in the Feywild, but lycanthropes have a special bond with nature, and many roam the forests, hills, and dales of this plane. Hated, feared, and hunted in every corner of the mortal realm, some lycanthropes have forsaken that plane to dwell in a forest domain deep in the shadows of a mountain pass: Brokenstone Vale. Centuries ago a werewolf lord forged a kingdom of werebeasts here and fought a fierce war against the neighboring eladrin realms. After decades of strife and bloodshed, the Court of Stars conceded to the lycanthropes the lands they'd conquered. Old stone posts on the far side of a river that winds across the vale's mouth mark the agreed-upon border. Travelers who pass them take their lives into their hands, for Brokenstone is a place where lycanthropes can roam freely.

Living in the Feywild as a lycanthrope is a double-edged sword. On one hand, the moon here is much greater and much brighter in the sky, stoking the werebeasts' bloodlust to giddy new heights of savagery. On the other hand, that same moon is sacred to the archfey called the Maiden of the Moon. She abides by the ancient pact and does not venture within Brokenstone, but she bears a special hatred for lycanthropes, and her silver sword is the doom of any werebeast that crosses her path outside the vale.

Within the maze of forested ravines and steep hills of Brokenstone lie the ruins of old castles and towers where werebeast rulers of years gone by raised keeps or built halls. The mountainsides above that flank the vale are riddled with decrepit mines where wererats make their homes. A few of Brokenstone's lycanthropes gather in sullen clans or live among the ruins of the old rulers, but most lead solitary lives, keeping to themselves.

Although most lycanthropes here rarely bother to disguise their nature, a cluster of small lodging houses stands at the edge of Brokenstone for those who wish to walk as humans when needed. These ragged huts cling to the banks of the rushing river that defines the boundaries of the realm. The werewolf lord Viktor Mazan is the master of this place, and he maintains a brutal peace so that merchants can bring supplies and trade for rare wood harvested from within Brokenstone's hidden vales. Viktor does not allow travelers to remain long, and he sends the merchants off again as quickly as possible.

Many of Brokenstone's lycanthropes chafe at even this much restraint. Some of the werebeasts hunt far beyond the boundaries allotted to their kind long ago, risking open warfare with the eladrin again. Others have sworn fealty to a fomorian king named Bronnor whose fortress of Harrowhame lies nearby, and they plot to ambush and slay the Maiden of the Moon. The archfey are not deities, after all.

## Cendriane

Once the most radiant city of the eladrin, Cendriane was the site of the longest and most vicious battle of the wars between eladrin and drow. Now the entire city-state is a dark, twisted forest, haunted by terrible specters. In the center of this wilderness lies Cendriane itself, a cursed ruin whose magnificent crystal towers stand silent and empty.

Cendriane is larger than any other eladrin city, yet is utterly abandoned by its former residents. Although many sections of Cendriane have been completely reclaimed by the forest, large swaths of the city center are devoid of life. Walking down the open streets of Cendriane, with the only sound among the intact bone-white mansions being the traveler's own footsteps, is disconcerting. No birdsong or breeze disturbs the mournful silence. These eerily preserved, museumlike areas are pockmarked by charred craters a hundred yards across. The arcane havoc that vaporized these buildings was powerful enough to scatter ten-ton shards of white stone high into the air, and many of them continue to float there, eerily silent. For explorers brave enough to scale the towers of Cendriane, it is not uncommon to force open a door some fifteen stories high and find one of these fragments jutting through the outer wall. One thing is clear: The destructive power unleashed here was unrivaled in all the Feywild.

Cendriane may be silent, but it is not empty. Giant spiders have taken up residence in many of the upper towers, spinning webs between the spires. Fey panthers lay in wait in the shadowed, shattered street-level doorways. A pack of displacer beasts stalks the Avenue of the Gods. The great Central Glade has returned to the wild, and it is now home to a particularly vicious circle of dryads. In the winding catacombs of the city, undead nest. A tragic eladrin vampire lord named Kannoth rules here, master of a bloodthirsty cult lurking beneath the earth. Some sages also believe that the creature that ravaged Cendriane was never destroyed, but instead remains imprisoned beneath the city vaults.

Despite its isolation and reputation, Cendriane sees its share of visitors. Incredible secrets were buried in Cendriane when it fell. Magic artifacts of unmatched power still lie in collapsed vaults. Maps to legendary lands sit on the shelves of the Great Library. Even the most modest dwelling in Cendriane yields treasures left behind by eladrin who fled during the holocaust. Such opportunities are too tempting for many creatures of the fey. At any given time, Cendriane may play host to small squads of drow arcanists, eladrin rangers on a rescue mission, quickling spies of a local fomorian king, and mortal adventurers, all unaware of each other as they explore the ruined, sprawling metropolis.

## The Feydark

The fey parallel to the Underdark is similar to its mortal twin in many respects. Its tunnels worm through the gutrock of the world for thousands of sunless miles. Vast caverns echo with the dull roar of underground rivers. Countless creatures hunt these catacombs, and entire civilizations rise and fall among the stone pillars.

ANNE STOKES

The Feydark is different in that the magically fecund wild nature of the plane is evident even here, miles beneath the surface of the earth. Translucent, glowing purple crystals light the Feydark in an unearthly glow. Where the Underdark is bare stone, the Feydark is lined with bizarre fungi. Forests of mushrooms, as tall as a human, cling to the jagged cliffs descending deep into the earth. Waterfalls run blood red with algae that's evolved to live off the magical emanations. Poisonous blue moss lines the tunnel walls, and shock stones lodged in the onyx walls absorb travelers' torchlight and convert it into sparking electrical energy.

Many of the Feywild monsters of the surface wander among these mutant forests, along with creatures even more bizarre. Giant insects swarm through the ooze of fungus and silt, often exhibiting great intelligence. Gnomes send regular expeditions into the Feydark, searching for magical stones used in their research. Drow on missions from the mortal realm use these tunnels to travel without alerting the eladrin. Strange humanoids that can only be described as "mushroom folk" gibber and puff spores as they scurry in the shadows. However, the undisputed masters of the Feydark are, of course, the fomorians.

## Harrowhame

King Bronnor, ruler of the dismal city of Harrowhame, is a typical fomorian ruler. One week, he grants pardons and sends ambassadors of peace to neighboring realms. The next, he executes suspected traitors and orders marauders and assassins to strike against his neighbors. Bronnor prefers to grow his holdings through slave trade rather than combat, and can reasonably be negotiated with during his saner moments. His realm lies near Brokenstone, the lycanthrope domain, and many lycanthropes serve him as spies and assassins in the lands above his subterranean kingdom.

## The Isle of Dread

The Isle of Dread is a vast tropical island of volcanic origin set amid stormy seas. Jagged reefs guard the approach to black sand beaches. If a boat does somehow make it to the shore in one piece, its passengers then face a solid, lush green wall of tropical vines and trees. Great knifelike peaks of obsidian rise beyond the treeline. Travelers venture into that jungle at their peril. Of all the savage and secret places of the Feywild, the Isle of Dread is the most mysterious.

The entire Isle of Dread worldfalls constantly and unpredictably from the Feywild to the mortal realm—and it shifts to even stranger planes at times. Some sages argue it is everywhere at once, and some argue it is nowhere at all times. As a result of its constant travel, the Isle is populated by all manner of savage beasts. It

also hosts several tiny camps of shipwrecked sentient beings. The Isle is steaming hot. Reptilian beings fare better at exploring its secrets due to the climate.

Those secrets appear to be endless. An ancient yuan-ti temple is at the center of the jungle. North of the temple, several primitive races live in splendid stone ziggurats of unknown origin. Eagle-eyed explorers can just barely make out a thin tower, a needle of phosphorescent crystal, rising from the peak of one of the central mountains. On the southern coast several bands of stranded mortals have found each other—and discovered, to their shock, they all originate from wildly different moments in history. Some have reported sighting giant, terrible lizards racing on two legs through the jungle.

Even a short sojourn to the Isle of Dread makes one thing clear: Getting to the Isle is not as difficult as one might believe. Getting *off* the Isle is the challenge.

## Mag Tureah

The realm of Mag Tureah was an ancient underground kingdom centered around a spectacularly ornate iron fortress in the Feydark. In an odd parallel to eladrin cities' seamless blend of crystal tower and native wood, Mag Tureah's iron walls often abruptly give way to stone arches and natural tunnels. No one knows who (or what) built the fortress. Abandoned for unknown reasons by its unnamed makers, Mag Tureah lay empty for centuries. Fomorian after fomorian attempted to seize this crucial strongpoint. All were destroyed by whatever horrors stalked its maze-like corridors—until the fomorian king Thrumbolg, dubbed the First Lord, reached its dark heart. He defeated its horrible guardians, and now his empire expands inexorably from the iron towers out into the Feydark, a black tumor spreading unseen beneath the living green surface world.

On its own, the military stronghold of Mag Tureah would be the great prize of the land. But Mag Tureah has a special relationship with the mortal realm, making it valuable beyond measure. It is honeycombed with portals to the mortal world. What's more, although the Feydark sides of these portals all occur within the boundaries of the fortress, the passages to the mortal world are connected to dozens of locales scattered over thousands of miles. Mag Tureah is a hub offering access to every corner of the mortal realm.

On the mortal world, the portal sites often appear as unremarkable ruins. Explorers walk among shattered walls, marveling at the black stones, never noticing as the starry night sky above them is slowly replaced by onyx ceilings and glowing gems. By the time the travelers realize they've stumbled through a portal, it's too late. They are transported from a corridor on the surface of the mortal world to a black, unmarked tunnel a mile below the Feywild in the guts of Mag Tureah. Escape is unheard of, and if they are captured by the First Lord, death will be a blessing.

Retracing their steps rarely aids these unlucky interlopers—the magic of Mag Tureah is unstable. Whatever portal abandoned them to this lonely spot quickly dissipates. It may reappear in an hour, or a day, or never. It may change location, now accessed by a tunnel mere yards away or on the other side of the Dark River cutting through the center of the fortress. Although all the portals of Mag Tureah connect to ruins on the mortal world, they do not connect to the same ruins on every trip. This fact is all that's kept the First Lord from launching an invasion force into the mortal realm.

Thrumbolg is working furiously to master the unreliable portals of his fortress. To this end he has kidnapped arcanists from multiple realms and put them to work studying the phenomena. Several of the lesser portals have been mapped, and each can be used—with reasonable certainty—if one possesses a complex guidebook filled with multidimensional equations predicting the times, locations, and endpoints of the portal in question. Only a few copies of these guidebooks exist. They are stored in the vaults and laboratories in the heart of the fortress. It would seem suicidal to try to steal one, but the alternative is to attempt to escape Mag Tureah the hard way.

No one can explain why Mag Tureah has these properties, or why the portals are so unstable. Wizards knowledgeable in the ways of the Far Realm find disturbing similarities between these stuttering conduits and the methods by which aberrations travel the planes. Such theories put a different light on the fortress's initial abandonment. They also raise even more distressing questions about the First Lord's rule over the fortress. What if he did not so much defeat whatever lurked at the heart of Mag Tureah, but instead bargained with it?

### The Lord of Mag Tureah

No fomorian bows to any other, but all grudgingly admit the mightiest among them is the tyrant Thrumbolg, commonly referred to as the Lord of Mag Tureah or the First Lord. This elusive monster has built the largest fomorian kingdom in the Feywild around the ancient iron fortress from which he rules. The First Lord has forged unlikely alliances with fey, mortals, and even beings from planes best left unnamed. Although fomorian cooperation is unheard of, Thrumbolg has twice managed to trick other kings into marching with him against unsuspecting eladrin cities. Then while the victors squabbled over the conquest, his assassins moved in. The First Lord does not overreach. He pillages his targets and retreats to the safety of his monstrous cavern kingdom.

Most eladrin refuse to take the fomorians seriously as a unified threat. Yet recently Lord Oran finds himself unable to shake a nagging thought: the terrifying prospect that the Lord of Mag Tureah is somehow, against all odds, sane.

## Maze of Fathaghn

Although treants and dryads can be found throughout the forests of the Feywild, they have a mysterious agreement to protect, at all cost, one great oak tree deep in the Feywild. To do this, the dryad queen Fathaghn raised a mighty briar maze to confuse and consume any who venture too close to the sacred grove.

Adventurers traveling through the Feywild who enter the maze of Fathaghn might first notice that the undergrowth around them is too thick to cut through, though—what luck!—a worn path leads them through the briars. As they continue on, the trees surrounding them grow closer and closer together. Before they know it, the forest has aligned into impenetrable walls of wood and briar. The path they follow twists and turns, splits and wanders. Just as the adventurers recognize a malign intelligence at work, the dryads strike.

It is possible to escape from Fathaghn's maze with patience and luck. The dryads use hit-and-run tactics that are anchored around treants taken root within the maze itself. If explorers stay on the move, they can keep from being surrounded. Eventually their flight will lead them away from the sacred oak at the center of the maze. When their path leads them farther away from the oak, the intensity of the dryad attacks lessens. Perceptive adventurers can use this response to gauge direction within the maze and find an exit.

Alternatively, they may decide to press forward and find the oak the dryads are protecting. Legend has it Queen Fathaghn is protecting the Mother Tree—the ancient tree from which all green fey races originally sprang. Anyone who fashions a staff from the wood of this tree could conceivably control any plant fey or even transport himself or herself from tree to tree in a manner similar to dryads. But the abilities of the oak wood—and its provenance as coming from a mythical Mother Tree—are no more than legends, and legends are thin things indeed to stake one's life upon.

## Mithrendain, the Autumn City

Once a great fortress of Cendriane, Mithrendain has blossomed into a beautiful eladrin forest-city whose buildings seem to grow naturally around the trees. However, Mithrendain has a dark secret: The central sections of the city are built atop a now-sealed tunnel that leads to the Feydark. Armies of the fomorian kings once invaded the surface world through this passage, which now lies sealed beneath the majestic Citadel Arcanum, a golden edifice riddled with secret passages and underground chambers.

Mithrendain is a timeless city bereft of clocks, sundials, or other methods of tracking the passage of time. A secret police force, called the Watchers of the Night, patrols the idyllic city. The Watchers, who can ignore the city's magic wards that prevent creatures from turning invisible, remain vigilant for signs of infiltration by the fomorians and their agents—subterranean menaces searching for the means to break through Mithrendain's defenses and reopen the great passage into the Feydark.

## The Murkendraw

The Murkendraw is a swamp as large as a sea—a swamp of weeping willows and rotted fruit, of gnarled roots thrusting up from bubbling quicksand pits, of impenetrable fogbanks stinking of swamp gas, of week-long rainstorms where lightning scours the sodden ground, and of great dire alligators and swamp wasps the size of dogs. It is the home of the hags. The Murkendraw is of the Feywild, and as such it is filled with life, but that life is fundamentally wrong. Dark cults worshiping deities of madness chant in the starless night. Warped mud creatures lurch out from behind stained yellow vine curtains, or suddenly rise from the black waters and clamber at the flat-bottom boats used to travel the stinking byways. After a few weeks of combating the gag-inducing beasts spawned by the corruption of the Murkendraw, adventurers may find themselves pining for the clean, bracing stench of the ordinary undead.

Although most swamps in the Feywild are infested with hags, the Murkendraw is the home of the most powerful hag of all—the terrible Baba Yaga. She dwells within a dilapidated hut that appears to be set on stilts just above the surface of the swamp waters, and she often takes the form of an old human woman. She can appear to be a friendly old earth mother or a terrifying crone depending on what suits her. If Baba Yaga is threatened and feels overmatched—a rare occurrence—a single ear-splitting whistle awakens her hut.

The hut then stands, unfolding the long bird legs first taken to be stilts. At full height the hut stands thirty feet tall. Its long legs give the hut amazing speed, and the ability to ignore difficult terrain. The hut can also fight, kicking like a flightless bird with those treelike legs. A single kick can stave in a humanoid's chest.

Baba Yaga is pure evil, but she can be bargained with. Like the fomorians, hags crave power, although their agendas are far more subtle. Baba Yaga is willing to trade secret for secret. Adventurers must beware: Of all the fey, Baba Yaga's bargains are the most treacherously worded. Few are wise enough to outwit her, and the truly wise don't even try.

## Nachtur, the Goblin Kingdom

One of the largest and most powerful of the Feywild's goblin kingdoms is Nachtur. A hobgoblin wizard who calls himself the Great Gark, Lord of All the Goblins, rules over a crowded city-warren in the caves and tunnels beneath the rugged hills in the heart of a thickly wooded forest. Goblin archers and wolfriders patrol the surrounding region vigorously, harassing travelers and pillaging anything of value they stumble across. The Great Gark intends to unite all the goblinkind of the Feywild under his banner, and so far he has succeeded in subjugating several smaller tribes.

Under Gark's rule, Nachtur plays at acting like a civilized kingdom. Gark often dispatches ambassadors to nearby eladrin cities and fomorian kingdoms, and trades with several of the nearby fomorian realms. Nachtur's resilient mercenary companies serve many fomorian lords, hags, and occasionally Winter Fey lords. Nachtur's warmages and battle priests may lack the skill of eladrin spellcasters, but they have numbers and determination on their side, and some are strong in the magical arts of war. Gark himself recently survived an attack by quickling assassins. He single-handedly reduced them to ash.

Although Nachtur is not yet a real threat to the eladrin realms that make up the Court of Stars, goblin marauders often waylay eladrin travelers or seek to capture nobles for ransom. The Great Gark has some strategic sense as well as great tactical cunning. Efforts by the eladrin, centaurs, gnomes, and other fey of good heart to check the expansion of Nachtur's powers have proven largely unsuccessful so far. If anything, these attempts have armed the goblins with captured weapons and magic items they never could have forged themselves.

## Senaliesse

In the center of the Feywild's primeval forest grows a massive stand of ancient silver trees. The forest at the base of these trees seems completely undisturbed. A glance upward reveals nothing but the shining columns of the trunks rising into mist. No sound can be heard but the rustle of leaves and the chitter of wildlife. This silver grove is Senaliesse, the home of Queen Tiandra.

Guests of the Summer Queen wait patiently here until eladrin rangers appear from the green shadows. Once the all-clear is given, a rope elevator descends from the mists above. Visitors then endure a breathtaking—and terrifying—ride on the open elevator platform up to high into the treetops. Long after they've completely lost sight of the ground, guests breach the canopy and arrive in the rambling palace of Tiandra, the Summer Queen. The palace sprawls out through the tops of countless gigantic oaks and yews. Tree limbs wide enough for several humans to walk comfortably abreast span the space between the silver trees. Visitors use these main avenues, although a web of thin rope walkways also connects branches high and low. The thought of a fatal fall from such treacherous footholds is too daunting for most.

Senaliesse lacks the signature crystal stone of all other eladrin cities. It is composed completely of living wood coaxed by Lord Oran to form walls, archways, and roadways high in the fey tree branches. The centerpiece of the palace is Tiandra's Chamber, a soaring proscenium of twisting green leaves overhanging a throne made of green summer branches and bounteous cascades of flowering scented vines. If Queen Tiandra is inclined to receive audience, hundreds of creatures can mingle comfortably in the room within. The sheer size of this proscenium is why Senaliesse has become the prime location for the irregular meetings of the Court of Stars. The Court meets here so often now that even on days when no archfey lords are present, scores of courtiers and ambassadors can be found here negotiating, gossiping, and scheming under the arch.

Guest houses in the high branches of the nearby trees are home to an eclectic mix of archfey, eladrin nobles, and ambassadors of other fey races. Queen Tiandra is the sole controlling authority, and she does not dabble with civic detail. Representatives from various eladrin houses rule the immediate area of their embassy residences.

One should not think that Tiandra's home is a town or city as mortals understand it, however. Creatures of immortal power gather to confer in this place. Although a few basic guest services have been set up for those summoned to Senaliesse at Tiandra's will, it is not meant to be a place where ordinary eladrin may dwell for any length of time.

## Shinaelestra, the Fading City

Shinaelestra's inhabitants have allowed the city to retreat before the wilderness. Shinaelestra is a city of rangers, and they long ago decided to let the forest reclaim the ancient walls. Many of Shinaelestra's towers are broken, barely rising above the thick overgrowth of the forest. Stands of trees rise from within roofless mansions, and many streets are impassable beneath thick overgrowth. However, the wilderness encroachment is a harmonious fall into ruin.

Every midnight, Shinaelestra shimmers into existence deep in the mortal realm's Howling Forest. Its rangers take advantage of this savage hunting ground, patrolling the depths of the black forest and pitting themselves against the mortal monsters who hunt its twisted paths. When dawn comes, Shinaelestra worldfalls back to the Feywild.

The ranger Lord Calenon Thray governs Shinaelestra lightly. Some say he is the greatest eladrin ranger of them all. In the lands surrounding the city, Calenon personally trains a select few to become the most devout of the Feywild's protectors. Those mortals who seek to master the ways of the ranger often make a pilgrimage to Shinaelestra to train with the ranger lord. Calenon welcomes all who manage to find the eladrin city, since the perils of the Howling Forest discourage—sometimes lethally—all but the worthy candidates.

## Vor Thomil

Vor Thomil, a dark underground conclave of sin and filth, is a powerful fomorian domain that lies close to Shinaelestra and often wars against that eladrin realm. A terrible fomorian monarch, Queen Connomae, rules Vor Thomil, and the entire realm trembles in anticipation of her next mad whim. Connomae clings to pretenses of grandeur and greedily clutches at the trappings of elegance and civility—which means that she brutally tortures and kills those courtiers who fail to keep up with what she thinks the "proper" behavior for such luminaries entails. She is also obsessed with her own amusements and searches constantly for new sources of diversion.

Queen Connomae often orders captured travelers to dress in mockeries of formal court attire. Such "ambassadors" are forced to amuse her with song, story, combat, or even inspired lunacy. Those who please her perverse whims are showered with gold and favors. Those who disappoint are slain during ornate ceremonies involving machines of fiendish design.

The queen obsessively collects artwork, although she has no ability to discern the transcendent from trash. Depending on the vagaries of her madness, she either lovingly displays the treasures or destroys them.

FRANZ VOHWINKEL

CHAPTER 3

# The Shadowfell

STEVE BELLEDIN

**The Shadowfell** is the dark echo of the mortal world, a twilight realm that exists "on the other side" of the world and its earthly denizens. Legend has it that an otherworldly dimness arose around the remnants and tatters of the raw stuff of creation. Over time, these shadows coalesced and assumed a form similar to the natural world, but darker, more ominous, and thrumming with a strange and unexpected power. This murky land spawned beings of its own and drew others from different parts of the cosmos. It came to be filled with a diverse population of creatures, fair and foul.

The Shadowfell is more than just a mirror, even as darkly cast and twisted as it is. This plane is the destination of souls loosed from their bodies. It is the domain of the dead, the final stage of the soul's journey before moving onto the unknown. For this reason, the Shadowfell draws the attention of any with an interest in death. The power and allure of this place even drew the Raven Queen from the Astral Sea to take residence among the spirits, to govern them, and to monitor their movements as they await the inexorable pull of dissolution.

This chapter explores aspects of the Shadowfell:

- **Visiting the Shadowfell:** A discussion of the primary methods for reaching the Shadowfell and its planar traits.
- **Shadowfell Inhabitants:** A catalog of some of the plane's notorious denizens.
- **Shadowfell Locales:** An overview of significant Shadowfell sites.

# VISITING THE SHADOWFELL

*Where dark dreams gather, and the ghosts of mortals linger for a time*

**SHADOWFELL TRAITS**
**Type:** Parallel plane.
**Size and Shape:** The Shadowfell is a parallel plane with dimensions and topography similar to the mortal world.
**Gravity:** Normal.
**Mutability:** Normal.
**Gloom:** The Shadowfell mutes light sources, reducing the radius illuminated by 50 percent. For example, a torch illuminates 2 squares instead of 5; a lantern illuminates 5 squares instead of 10. Magical light sources are unaffected.

A place of deep shadows, of familiar yet alien landscapes, of vistas that snatch the breath, and of mind-rending visions, the Shadowfell is the gloomy reflection of the natural world. It is a plane dimmed and dulled by a pervasive and insidious pall. The home of the dead, the realm of the forsaken, a haven of the lost and the twisted, the birthplace of wretched creatures famous for their grief and sorrow—the Plane of Shadow is all this and more.

The Feywild reminds the traveler of the mortal world, but exaggerates its verdant splendor. The Shadowfell is similarly reminiscent, but the reflection is far different. Familiar landmarks, peoples, and places are changed, as if born from half-remembered nightmares or perverted by fear and doubt. Perils abound in the Shadowfell. Still, the allure of lost treasures, strange mysteries (including those of death), and alien vistas draw the bold and foolish alike to test their mettle against the forces of darkness that rule this chilling plane.

For all the Shadowfell's dismal reputation, it does have bright spots where those who fight against the malaise and the chill live almost ordinary lives. In fact, for many visitors to the Shadowfell, the plane has more in common with the natural world than it has differences. This is both comforting and disturbing.

## Reaching the Shadowfell

The superstitious claim that the Shadowfell caresses the natural world wherever the sun cannot reach. Its entrances huddle in old closets, among darkened doorways, and under the cloying darkness of the deepest dungeons. Common folk make signs against evil or whisper a quick prayer before continuing down dim streets, so strong is the fear that the Shadowfell evokes. These qualms stem from misapprehensions about the plane, born from mortal fears of death and what might lie beyond. Most know that when the flesh fails, into the darkness goes the spirit. No one can say with certainty what comes next.

The Shadowfell is one of the more accessible planes. In fact, on rare occasions, travelers have stumbled into it by accident. Places where the boundary between the world and the Shadowfell are thin are known as **shadow crossings**. Some intersections are naturally occurring, the result of ancient planar conjunctions or catastrophes. These crossings often occur in low-lying, deeply shadowed spots—forested hollows, mist-blanketed bogs, or the bottoms of caverns and ravines. Other junctions form in places where the forces of death are prevalent—graveyards, battlefields, and other places that bore witness to mass death. When active, shadow crossings permit travelers to shift from the mortal world to the corresponding location in the Shadowfell (but not always back again).

Few shadow crossings are continuously active. Most activate only under the right conditions, such as certain times of day, certain days of the year, or when various celestial phenomena take place—eclipses or new moons, for example. Travelers can also activate dormant crossing points using the Shadow Passage ritual, which is easier than creating a new portal or using the Planar Portal ritual.

A more reliable access to the Shadowfell is one of the many portals connecting this plane to the natural world. Most such connections bear the indelible mark of the Shadowfell. Gloomy, cold, and dripping with shadow, these places are tucked away, hidden by shadows, and behind layers of myth and superstition. Sites where portals to the Shadowfell exist usually have strong ties to death. Crude shrines erected to Orcus and hidden temples to Vecna, for example, might offer entry into Shadowfell.

Finally, the easiest—though costliest—means to reach the Shadowfell is via the Planar Portal ritual. Acquiring the address for a teleportation circle in the Shadowfell can be a challenge, for that information is almost always a closely guarded secret. Still, numerous junctions to the Shadowfell exist, and not all of them carry the risk of a lethal passage. The city of Gloomwrought is an excellent example. A sinking city along the coast of a vast and stormy sea, it is a popular port for seafaring ships and planar travelers alike.

The Shadowfell is unsettling in its familiar strangeness, for although many of the mortal world's landmarks remain, something is decidedly off. It is as if the plane steals a feature from the natural world and reproduces it, but imperfectly. A range of old, rugged mountains in the mortal world might appear jagged, like a row of teeth, or melted, like wet sand spilled from a child's hand. Roads and pathways wind through the lands in the same general direction as those from the natural world, but carry travelers into unexpected dangers, through stretches of haunted countryside, or to the brink of an unexpected chasm.

Communities correspond to those in the natural world, but they too are tainted duplicates. What might be a metropolis in the mortal world is an undead-infested ruin in the Shadowfell. An isolated hamlet could be reflected in the shadowy plane as a city under the tyrannical rule of a cruel vampire. A stronghold nestled in a mountain pass might manifest as a fortified gateway, plugging a hole to the Shadowdark. So, for all the similarities, travelers soon learn to forget what they know about the world, and to see the Shadowfell through fresh eyes.

## Pervasive Melancholy

One of the common misunderstandings about the Shadowfell is the belief it is ever dark. The shadowy plane, contrary to myths, features both day and night. However, the Shadowfell's sun is usually hidden behind clouds, low on the horizon, or pale and weak, seemingly unable to warm the realm. The moon too shines here, though it does so with the dull orange glow of a harvest orb.

Aside from the unusual movements of celestial bodies, the Shadowfell's influence is most felt in the plane's atmosphere. The place is no warmer or colder than the world, but a constant sense of coolness, an uneasy chill in the joints and the dampness of the hair, persists even in the face of a bonfire. It gets worse at night, when each breath sends out a plume of mist, and a rime of frost settles across the ground.

Perhaps the most insidious effect the Shadowfell has is a mental one. Those who travel the plane pay a heavy emotional price. It begins with a banked enthusiasm, a quenching of the fires of optimism beneath the heavy weight of sadness. Failure seems assured, hopelessness dogs every step. Depression wraps its cancerous claws about the heart. Although this melancholy in no way interferes with the ability (or lack thereof) to attain one's objectives, each day is a trial of resolve. Travelers must ever steel their hearts against the powerful presence of sorrow.

## Domains of Dread

Scattered throughout the Plane of Shadow are places hidden behind thick walls of mist, places ruled by dark and deeply troubled beings bound to the plane by dreadful curses. These isolated pockets within the Shadowfell are called domains of dread. A creature that passes through the curtain of mist into a domain of dread becomes trapped there—a prisoner of the dark lord who rules the domain.

Each domain of dread has a dark lord—a powerful creature with absolute hold over the domain and limited mastery over its shape and disposition. Similar to a fey demesne (see page 35), a domain of dread bends to the will of its master, reflecting his or her dark mood in various eerie or disturbing ways. Some domains of dread are quite small, such as a lonely castle on a hill. Others extend for miles.

Escape from a domain of dread is tricky and usually requires one to slay the dark lord, break the dark lord's curse, unlock the secret of the dark lord's power over the domain, perform a dark ritual, or accomplish some other difficult goal.

## Shadowfell Terrain and Hazards

The Shadowfell might lack the fearsome violence of the Abyss and the unpredictable dangers of the Elemental Chaos, but it is still a formidable and perilous place with dangers aplenty.

**Darklands:** Although supernatural energies extend throughout the Shadowfell, some places are stronger in shadow than others. Called darklands, these regions are not reflections of the natural world; they are unique manifestations of gloom. Desolate places, they leech life and vigor from the living. Color pales further in their vicinity—everything appears in shades of gray. Light found in the darklands is only that which travelers carry, and even then, it's dulled and wane.

Darklands are most often unstable and short-lived. Certain bleak areas, however, do solidify into permanent realms. These regions are among the most dangerous in the Shadowfell, because permanent darklands attract powerful undead, nightwalkers, and worse. Most travelers avoid them at all costs.

**DARKLAND TRAITS**

Darklands have the following traits.

**Necrotic Affinity:** Any attack that has the necrotic keyword gains a +1 bonus to the attack roll, and attacks that have the radiant keyword deal half damage. Ongoing radiant damage is not affected.

**Reanimation:** Living humanoids killed in darklands reanimate as zombies 3d6 minutes after death

(*Monster Manual*, page 274). Large humanoids rise as zombie hulks (*Monster Manual*, page 275). These horrors are uncontrolled and attack any living creature they meet. The Gentle Repose ritual or complete destruction of the corpse prevents a dead creature from reanimating.

**Necromantic Seepage:** Pools of necromantic seepage form one of the most disturbing features in the Shadowfell. They bubble up from fissures in the ground or out of rifts in the air. The seepage is a thick black fluid, the congealed essence of shadow warped into a corrupting and rotting presence. Samples of the seepage removed from the pool dry after 1 minute, becoming black harmless flakes dispersed by the faintest breeze. In liquid form, however, necromantic seepage is lethal.

Any living creature entering a space containing necromantic seepage contracts a terrible disease known as soul rot.

**Umbral Taint:** The Shadowfell's lands as a whole are gloomy by dint of its psychic signature, but certain areas emit a presence far more awful. When a powerful undead creature is destroyed, it leaves behind a stain to mark its fall. These areas are colder than the normal coolness pervasive in the plane. Also, they are infused with the memories of the creature destroyed. This corruption can lend power to other undead creatures.

An area of umbral taint typically takes up the space occupied by the powerful undead whose demise created it. Undead in a space filled with umbral taint gain regeneration 5 per tier. In addition, powers that have the necrotic keyword used in a space of umbral taint gain a +2 bonus to attack rolls.

**Soul Rot** **Level 11 Disease** **Endurance** improve DC 21, maintain DC 16, worsen DC 15 or lower

The target is cured.

**Initial Effect:** The target takes 5 necrotic damage and loses one healing surge that the target cannot regain until cured of the disease..

The target is weakened until cured.

**Final State:** The target dies and rises as a wraith (*Monster Manual*, page 266).

ROB ALEXANDER

# SHADOWFELL INHABITANTS

Like the natural world, the Shadowfell is home to innumerable creatures, many of which resemble natural ones, and behave as they do. Flocks of ravens drenched in shadows catch zephyrs and wheel through the sky. Swarms of black beetles capable of stripping flesh from the bone boil up from depths of the plane, while spectral panthers, shadow hounds, and predatory shadow bats hunt the wilderness in search of prey.

Despite the legions of dead and the overwhelming gloom, pockets of civilization arise here and there. These bastions hold fast against the bands of undead and the more malevolent forces of the land. Whether shadar-kai castle, dark one enclave, or planar metropolis home to countless peoples from innumerable places, these communities function as they do in the natural world. What follows is a selection of the best-known inhabitants that call the Shadowfell home.

## The Dead

Foremost of the Shadowfell's inhabitants are the dead. Each day brings droves of displaced souls from the natural world. They congregate here, searching for answers, meaning, or just a safe place to bide their time. The vast majority soon pass beyond the veil of the infinite, lingering only a few hours in the Shadow.

Some souls can and do escape the finality of death. Those who fear what lies beyond, and a few too blinded by anger or hate to willingly move on, cling to their bodiless existence in the Shadowfell. These fearful, miserable, or hateful creatures often become undead of various sorts. A few souls bound closely to the world by love, care, duty, unbreakable oaths, or deeds unfinished in life also linger in the Shadowfell. They are somber spirits, ghostly figures who long for the day of their release to the infinite. The stronger the spirit was in life, the longer it can resist the pull of the final veil. Mortal adventurers sometimes seek out these grim spirits for the knowledge they possess. A lingering spirit might be willing to help, but many demand a steep price before revealing the mysteries they hold.

### EXALTATION AND DAMNATION

When most mortals die, their spirits linger in the Shadowfell for a time, and then pass on to the infinite. However, some mortal spirits are claimed (or damned) by the deities they served in life. From the Raven Queen's gloomy domain they ascend or plummet to an afterlife in one of the astral dominions, whether it is unending torment in the Nine Hells or eternal bliss in Celestia. The exact nature of the afterlife depends on the dominion, and the will of the deities residing there. For more information, see "The Exalted and the Damned" sidebar in Chapter 5: The Astral Sea (page 88).

## The Living

Among the legions of souls found on this plane, the Shadowfell also houses a small number of settlements, kingdoms, city-states, and more. Some of these places are reasonably civilized and safe, but most are domains trapped in powerful curses by nameless dark powers.

Natural mortals who live in the Shadowfell are referred to as **shadowborn**. Their realms might stand near active shadow crossings, atop the ruins of old death giant keeps, or amid wilderness tamed long ago by enterprising explorers and adventurers. Shadowborn settlements can provide a haven of sorts from the dangers of this dark plane. From no doubt strange origins, second and third generations of humans, elves, halflings, and other folk live almost normal lives in the shadow. They raise families, run businesses, mount expeditions into the unknown, and trade with sister settlements.

For all their normalcy, shadowborn settlements usually have a dark underbelly or a problem unique to that place. One city might have trouble keeping the dead from rising. Another features people that can't die from old age—the ancients linger on, growing ever older until their bodies collapse under the weight of accumulated years. Communities must deal with subversive cultists and unruly spirits, to say nothing of new horrors birthed from the Shadowdark.

## Cultists and Lunatics

Orcus and his legions stand at the fore of those who would wrest control of the Shadowfell from the Raven Queen. From the moment the Demon Prince of the Undead mastered the dark arts of necromancy, his interest in shadow and the plane of its origin began to eclipse almost all other goals. Orcus would have seized control of the Shadowfell long ago if not for the Raven Queen. As long as she rules, he cannot establish full dominion over the plane.

Orcus believes that the key to the Raven Queen's defeat lies in her true name. If he could uncover it, he is certain he could unravel her divinity, thus weakening her enough to displace her. To this end, Orcus set his exarch Doresain to the task of finding the Raven Queen's name. The Ghoul King has yet to complete this mission, in spite of having at his disposition outrageous numbers of ghouls and armies of Orcus's powerful cultists. Although their failures enrage him, Orcus has managed to keep his infamous temper in check, exercising odd patience as his servants go about their work.

Vecna and his servants are also associated with this shadowy plane. The Lich Lord walks the Plane of Shadow from time to time, searching for lost relics

FRANZ VOHWINKEL

or brokering deals with the dreaded nightwalkers. His clergy operates in secret and forms hidden cults in the hearts of communities. Away from sight, they hone their mastery over death, performing terrible rituals to unlock the secrets of shadow. In particular, the Votaries of Vecna perform unspeakable experiments, devising new varieties of undead creatures within the confines of their crooked tower. Secured by the vast sea of bubbling effluvia surrounding their redoubt, the Votaries are confident that the creatures in the befouled waters can turn away any enemies who dare approach.

Zehir also maintains a presence on this plane. Many shadowborn turn to the god of darkness and murder, seeking the power that he offers. Lurking in the shadows of nearly every community, Zehir's priests maintain their temples by selling their services as assassins, spies, and saboteurs. Some shadowborn claim Zehir's priests work toward another, far more sinister design, and point to the appearance of shadow snakes as evidence of their unholy experiments.

## Undead

Many evil mortals consider the Shadowfell an ideal place to create undead servants. Over centuries, clerics of dark gods, cultists of Orcus, amoral wizards, and necromancers of the worst sort have created countless thousands of undead monsters using heinous rituals. All too often, the spellcasters who create such dark servants abandon their creations to the surrounding shadowscape when their purpose is accomplished, once control is lost over the undead, or even as a matter of pure malice.

As if the active creation of undead by reckless mortals was not bad enough, the Shadowfell itself sometimes spawns the unliving. Areas such as the darklands, places tainted by necromantic seepage, and other, less understood regions spawn all manner of animated beings. The taint of shadow also corrupts the soul vestiges wandering on this plane, twisting these sad spirits into ghosts and other spectral creatures.

Just as horrific, undead sometimes create themselves. Devourers, for example, are the undead remnants of horrific murderers lured into the darkness of the Shadowfell and transformed into manifestations of great evil. Others find the weight of their mortal deeds so heavy they cannot bear to move farther than the Shadowfell. In time, they are corrupted by the plane's malaise, becoming specters, wraiths, and other insubstantial beings. They roam the plane in search of victims to torment or kill.

Other types of undead retain their sentience and rise above blind instinct. Vampires and liches carve out baronies and duchies in the Shadowfell's depths. Tortured ghosts stalk the ruins of lost cities, while death knights, honed by their unquenchable hate, plot destruction against the living and their kingdoms.

## Death Giants

Long ago a race of giants came to the Shadowfell intent on conquest. Like their counterparts in the natural world and the Feywild, they believed they should be masters of all they surveyed. In short order, they conquered the creatures that claimed the Shadowfell and enslaved them. Bending their subjects to their will, the giants constructed mighty cities and fortresses, expanding their holds far and wide. In the end, what defeated the giants was not a rebellion, but rather the plane itself.

Something about the Shadowfell's nature eroded the giants' ability to sustain themselves. Not long after their first cities were completed, the giants found themselves fading. Unable to halt the progression of this affliction, the giants turned to shadow to bind them to the plane. Through reckless use of dark rituals, they discovered mortal souls could slow the decay and allow them to remain in place.

Driven by fear, they gorged themselves on the souls of their slaves. The process transformed, twisted, and corrupted them until they left behind any meaningful rationale for their rule, other than the dictates of the seed of evil that had awakened within them. Their orgy of destruction wiped out most of their servants; the few survivors fled. The giants lost sight of the glory they hoped to achieve and wallowed in the shadows that took hold of their hearts. Their cities fell into ruin, their fortresses crumbled, and the giants themselves became wretched creatures, beings whose cruelty has become legendary.

Death giants still lair in the ruins of their once-great cities, or in lonely keeps deep in the shadow. They subjugate lesser creatures such shadar-kai, dark ones, or shadowborn ogres and trolls, consuming the souls of their servants unless provided with suitable alternatives.

## Nightwalkers

Beings formed from the stuff of shadow and possessed of an incomparable maliciousness, undead stalkers roam the fringes of the Shadowfell, slaughtering mortals and shadow creatures alike. Nightwalkers often use evil rituals to restore their victims to a mockery of life, cursing them to rise as bodaks.

The nightwalkers trace their origins to a group of powerful, disembodied souls who refused to pass on. They used the supernatural energies of the plane to forge new bodies out of the raw stuff of shadow. Their selfishness and the influence of their new forms forever stained their souls, perverting them into the monstrous entities they are to this day.

By circumventing the natural order, the nightwalkers gained the attention of the sorrowsworn, and terrible battles wracked the Shadowfell. The conflict left great stretches of land forever warped and damaged. Although the sorrowsworn proved implacable foes, many of the nightwalkers escaped and fled to the darkest reaches of the plane where they linger still.

For the most part, nightwalkers have little use for other creatures, preferring to brood in the gloom of their realms. If legend can be believed, Vecna or one of his disciples taught nightwalkers the ritual to create bodaks in exchange for a pledge of loyalty to the Maimed God. Other nightwalkers have joined forces with cultists of Orcus and lend their considerable strength to his armies of ghouls and demons. Whether they choose to ally with the forces of Vecna or Orcus, nightwalkers universally oppose the Raven Queen and her faithful.

Nightwalkers prove temporary allies at best, however. They do not hesitate to abandon old arrangements if it is in their best interests to do so. Still, the nightwalkers possess considerable power; many gladly make bargains necessary to secure even the smallest measure of these horrors' great strength.

## Shadar-Kai

Long ago, the shadar-kai were a tribe of humans who dwelt in the mortal world, and like other humans, the shadar-kai feared death. It represented the failure of their bodies and the helplessness of their will to halt the decay of the flesh. Shadar-kai mages dabbled in necromancy in an effort to end—or at least diminish—their decline, but the dark arts proved a poor solution to their troubles.

The shadar-kai turned to the Raven Queen and beseeched her to put an end to their fears, which she did. In a rare act of compassion, or a cold calculation of self-interest, the Raven Queen taught the shadar-kai that the inevitability of death was something to embrace, not dread. She promised to protect their spirits after death, spare them the damnation of undeath, and reshape the best of them into powerful new forms, such as the sorrowsworn. Over time, the shadar-kai cast aside their fear of mortality, abandoned their place on the natural world, and relocated to the Shadowfell, building settlements along the edges of the Raven Queen's wintry kingdom. Gradually, they spread and founded new cities throughout the plane.

Prolonged existence in the Shadowfell changed the shadar-kai. They begun succumbing to the malaise of the plane. Gripped by misery, some shadar-kai simply faded from existence, first turning insubstantial and then vanishing altogether. As their people began to fade into the shadows, many shadar-kai sought to stimulate their bodies and minds, committing themselves to passion and excess to stave off the overbearing malaise.

Over time, the shadar-kai became a people of extreme emotions and incredible appetites. Some reveled in pleasure and pain. Others found stimulation in complex fighting styles and difficult weaponry,

such as the spiked chain. A few turned to the dark mysteries of shadow and became masters of its power. All these acts allowed the shadar-kai to survive, but at a great cost to their society and humanity.

Over generations of service to the Raven Queen, the shadar-kai have built somber cities and grim fortresses. The shadar-kai test their skills in bloodsoaked arenas, or engage in terrible carnality in vast pleasure halls. They torture themselves, pierce skin and bone with cruel objects, abrade their flesh with jagged barbs, and cover themselves in scars and tattoos for little more than the rush of feeling these acts arouse.

Shadar-kai strive to prove themselves worthy to their goddess, in the hopes of being remade into sorrowsworn or other powerful entities. An individual is great through personal achievement alone. Birth status or the deeds of an ancestor have no bearing on how an individual shadar-kai is seen by his peers, and so each tries to outdo the others and claim his or her place in society. This means the shadar-kai often prey on each other, killing to remove any obstacle to their own paths to greatness. At the very least, the shadar-kai all hope to find their end in battle, so that they might savor the pleasure and pain of violent death and feel a sense of closeness to the Raven Queen.

## Dark Ones

Born into the feeble light at the dawn of creation, the dark ones might be the oldest race in the Shadowfell. They awoke soon after the plane came into being. Alone in the gloom, the dark ones were confused, isolated, furtive, and yet filled with wonder about the world around them. When the death giants entered the Shadowfell, the dark ones sought them out and saw in them their creators. They believed through service, they could find a purpose. They prostrated themselves before the mighty ones and became their loyal followers. In short order, they became little better than slaves.

The death giants were poor gods. Vain and arrogant, filled with evil and susceptible to the influence of the plane, they were fickle masters. This became far worse when the supernatural influence of the plane wormed into their hearts. Dark ones died by the hundreds as the death giants sacrificed their loyal supporters to prolong their own existence. Many dark ones broke from the death giants and abandoned their works. A few remained loyal. They clung to the delusions of their ancestors, but their hopes were dashed as their souls were added to the ones that swirled about their masters' darkened bodies.

The escapees set out to find their own place in the Shadowfell. Because the surface was the domain of the death giants, the dark ones fled to the bowels of the earth. There, they cut tunnels in the Shadowdark and established new homelands for themselves and their descendants. They embraced the perfect darkness of their subterranean world.

Although the dark ones have little affection for outsiders, they are adept at masking their scorn behind a servile façade and the dark hoods of their cloaks. Dark ones can be found in most settlements in the Shadowfell—they reside alongside the living and the dead. In particular, they are comfortable among the shadar-kai. They also survive in areas claimed by nightwalkers and ghoul lords. With the lessons of the death giants in their minds, however, dark ones remain loyal to themselves and themselves alone.

Most dark ones keep to subterranean enclaves deep in the Shadowdark. They travel the corridors to different settlements to spy, steal, and kill as needed. When they do join a surface community, they are cautious and select subterranean homes connected to their trap-laden passageways. This allows them to bring forth more of their kind without their neighbors' notice. They replenish their supplies and pilfer valuable treasures before slipping back into the darkness once more.

At times, dark ones set aside their ancient grudges long enough to find common ground with other peoples. It's not unheard of for dark ones to adopt the customs and beliefs of other cultures. They can integrate themselves into just about any culture, even if their willingness is just a ruse to secure new resources for their kindred. The shadar-kai have had the most success in establishing a rapport with the dark ones, and the Raven Queen counts many dark creepers and dark stalkers as fervent supporters. Still, outsiders can never be sure of a dark one's intentions, for they are a withdrawn people, short of words and suspicious in nature.

## Sorrowsworn

No creature better reflects the sinister aspects of the Shadowfell than do the sorrowsworn.Imbued with the power of death, the sorrowsworn are the custodians of decay, the heralds of endings, and the harbingers of doom. Except in rare circumstances, they do not take part in the conflicts on the plane and are disinterested guardians at best, as the death giants can testify. Although many find service in the ranks of the Raven Queen—indeed, the goddess creates the sorrowsworn from shadar-kai and elevates a handful of them to serve as her Raven Knights elite—most are independent, and work to ensure the cycle of life continues as it always has.

The sorrowsworn do not seek out their enemies, but they are vicious when they encounter opposition. They have no capacity for mercy and fling themselves at death giants, nightwalkers, and any other terrible denizens whose presence contaminates the plane. The sorrowsworn do not build fortresses or cities. Instead, they haunt the ruins of lost settlements and

ruined death giant enclaves, long brought low by the efforts of these dire fiends. Sorrowsworn can also move between worlds, frequently traveling from the Shadowfell to the natural world, and back again. While in the natural world, sorrowsworn claim places of old grief, such as battlefields and graveyards, until that moment when they are roused to harvest a new batch of souls.

## The Dread Emperor

The Shadowfell has its cultures and its dim bastions of civilization, where the masses join together to survive in the perilous reaches. The plane's macabre nature lures other individuals who find themselves unable to forge connections with others. These loners lead isolated lives, sheltered by the gloom of their environs. Cruel and depraved mortals from the natural world, many of them freaks exiled for their corruptions, find new existences here. Madness is common among these outcasts, and their delusions and suspicions drive them into the darkness to hide what they have become. A rare few come to embody all these traits, but none of them is as reviled as the self-styled Dread Emperor.

This human might indeed be dreadful, but he is emperor in his mind alone. He rules no sprawling domain. His influence is limited to the vicinity of his drab fortress atop a windswept peak on the fringes of a malignant darkland. He commands no subjects outside those demons he binds and the festering undead thralls he stores in the black recesses of his accursed citadel. He is a mortal deep in the grip of delusion.

The Dread Emperor came to the Shadowfell from the natural world decades ago. Although the enemies of his youth are likely gone, he has made no attempt to return to the world of birth, content to rule his "empire" in shadow. Other than a significant magical skill, the Emperor holds onto little from his time in the mortal world, and desires nothing further from it.

As his power advanced to fearsome levels in the Shadowfell, the Dread Emperor became debased and disturbing, both in habits and in mannerisms. He has an awful lisp and a leering eye. His voice is a cacophony of wheezes, mutters, and high pitched tones. Worse of all, he keeps a knot of desperate children shackled to his belt by chains. None can say what unspeakable torments they are forced to endure, but their gray faces and spare frames suggest their master is a merciless fiend.

The Emperor rarely emerges from his stronghold, but when he does, it is strictly a matter of business. He trades with planar merchants and black marketers alike, and isn't particularly loyal to one vendor or another. The appearance of the Dread Emperor is enough to bring an entire trading city to a standstill. The people pay the insane man respect for his assumed station, ply him with gifts, and feast him on the finest fare—all to keep his terrible temper in check. The plight of the poor souls bound to his belt is enough to tug on the heartstrings of those who behold them, but his hosts tuck away their outrage lest they anger the vile being. They have learned what happens when someone interferes. When roused, the Dread Emperor responds with excessive violence. He knows no restraint, and wields his terrible power without mercy. When confronted with a hostile group, he slaughters hundreds. When faced with a company of armed men, he annihilates thousands. His ire is destruction and mayhem incarnate. Those who know of the Dread Emperor do everything in their power to keep this madman placated, and as far distant as possible.

Outside his stronghold, the Dread Emperor never goes without his highly burnished, golden plate armor. His shining helmet is fitted with oblong pieces of jet, forming a dark crown. It's open and frames the pale features of an unpleasant face. A regal crimson cloak hangs from his shoulders. Iron chains from his breastplate and wide belt end in collars wrapped around the necks of his child-hostages. For all the armor he wears, he goes about unarmed. He carries only his wands, which he uses with astonishing speed and skill.

# Shadowfell Locales

Most of the Shadowfell traveled by visitors corresponds to lands found in the mortal world. These areas are dotted with settlements, denizens, and uncharted places to explore. What follows are a few of the more notable locales found on this plane. Some are active havens and less dismal places that provide shelter and supplies to adventurers; others stand as grim monuments to the darkness from which this plane takes its name.

## Gloomwrought, the City of Midnight

Rising from an otherwise barren shore is Gloomwrought, a city overflowing its steep and menacing walls. A vast peat bog, named the Skins, spreads out to all sides, extending inland for miles. Tiny islands crowded with trees and underbrush struggle out of the mire, home to flocks of black birds whose warbles send chills through all who hear them. In spite of the dismal character of the place, Gloomwrought is one of the brightest lights in the Shadowfell, and is a common destination for merchants and travelers of the planes.

**GLOOMWROUGHT**

A dismal, crowded seaport, Gloomwrought is visited by many vessels that sail the seas of the Shadowfell—and other planes as well.

**Population:** Approximately 12,600. Most are shadowborn humans, halflings, tieflings, and dwarves. Many shadar-kai and dark ones also live here.

**Government:** Prince Rolan the Deathless, a somber human nobleman, is lord of the city. Power resides in the hands of decadent and disinterested merchant nobles, secret societies, and the mysterious beings known as the Keepers.

**Defense:** The Prince's Guard is a force of 60 corrupt and ineffective soldiers who protect Rolan's palace and garrison the city gates. Most merchants and guilds maintain their own mercenary guards. The folk of the city rely on the high walls and surrounding marsh for protection.

**Inns and Taverns:** Black Griffon Inn; Dark Moon Inn; Double Dagger Tavern; King and Fool Tavern; the Knight's Shield Inn; Six Crowns Tavern. The Knight's Shield is the best of the inns. It is located near Rolan's palace. Shadar-kai frequent the King and Fool, and do not like to be troubled by clueless visitors from the mortal world.

**Supplies:** Harskel Emporium; city market. The Harskel Emporium and the city market in the Plaza of Gargoyles are the busiest locales. House Harskel is the largest of the city's merchant companies, but the shadowy stalls and back alleys of the city market are the best places to find rare items not sold elsewhere.

**Temples:** The Aposkos (Erathis); Fane of Night (Zehir); House of the Eye (Vecna, hidden); Raven Eyre (the Raven Queen).

## Approaching the City

Most visitors to the city come by sea, for the inland bogs of the Skins are perilous. The mists and foul waters hide many dangers. Tentacled monsters skulk in the misty fens, competing with ghoul packs for fresh meat. Hags, wraiths, vine horrors, and other vicious things emerge from the noxious soup to snatch the unwary.

A few dark ones ply the Skins as ferrymen. For the price of 5 gold coins, they carry travelers from the bog's landward borders to the steep black walls of the city. Whether through sorcery or a pact with the beasts of the moor, the dark ones bring their cargo to the city with little trouble.

To hedge out unwanted dangers from land and sea, a massive black wall encircles the city. The wall's foundation sinks deep into the moor on land, and descends to the bottom of the shallow waters of the city's harbor. Lanterns hanging from posts extend out from the walls and cast a sickly green light across the surrounding lands. This keeps the bog monsters at bay and wards ships away from the slimy rocks hidden just below the water's surface. Stone limbs, hands, feet, and even faces provide macabre wall décor. These protrusions twitch and writhe, and the sounds of their laughter echoes in the cold wind that blows off the sea. No one's sure who carved these "gargoyles" or if they were carved at all. Even the

JASON ENGLE

oldest codger can't remember a time when they did not festoon the walls.

More disturbing are the city gates. Carved to resemble skulls with jaws agape, these entrances mar the walls at various points. Peering eyes set in the rock watch those who pass beneath them. Worse of all, the gates don't stay put for long, drifting along the walls as suits their fancy.

Slime clings to the lower portions of the seaward walls, while seabirds roost in the pocks and holes pitting the surface of the ancient fortifications. The harbor wall is broken by several large passes, wide enough to accommodate the galleons that call at Gloomwrought. Great iron chains lie along the harbor bottom, ready to be raised at a moment's notice, cutting off all means of entrance and escape. Unlike the gates of the inland walls, the gaps in the seaward walls don't move.

## The City Proper

Inside the walls, Gloomwrought is dank and crowded. The cityscape is a jumble of buildings piled one on top of another, with the occasional tower thrusting out from the heap to waver in the air. The structures are fashioned from the same dark stone of the walls, and feature the same curious design, complete with staring stone faces and headless torsos. Buildings seem to crane inward, as though they were eavesdropping on whispered conversations in the streets. The streets themselves are a twisting maze of passages, corridors, canals, and bridges.

Disturbingly, Gloomwrought's features share the bog gates' mobility. The city constantly shifts and changes, as if alive. New buildings sprout from uncertain depths, twisting up and out of the mass of low-lying rooms and corridors to form a new tower. Months later, the spire collapses into a heap of rubble. No one who lives in Gloomwrought is sure who's behind these changes. If the prince knows, he never speaks of it. As with many occurrences in the city, most blame the queer nature of the city on the Keepers.

## Denizens

The Keepers are a race of creatures that seem human at first glance, but are less mortal than they appear. Keepers have pale, hairless skin and cover their bodies in heavy black leather smocks, sometimes studded with silver skulls. Black goggles fit snugly over their eyes, hiding their intentions behind panes of black glass. These strange beings are constantly busy, apparently keeping the city in working order. They walk through the streets, examining structures, inspecting passageways, murmuring to each other in strange clicking voices, then moving off to whatever destination awaits their attention. It's not clear if the Keepers answer to the city's prince or someone (or something) else. They don't like conflict; when confronted, they collapse into a puddle of gooey tar and slither toward the nearest canal.

Gloomwrought's lord is the somber, reclusive Prince Rolan. He governs with a light hand, ignoring all but the most egregious troubles in the city. An ancient shadowborn human, he's ruled Gloomwrought for three hundred years, and he seems no closer to death. His chamberlains and functionaries consist of distant descendants—his original children, grandchildren, and great grandchildren all died off many long years ago. Locals whisper that Prince Rolan lives under the weight of a terrible curse that forever denies him the peace of death. Others say he's made a pact with an unnatural entity, offering his service in exchange for eternal life. Whatever the truth, Rolan has never explained the source of his longevity, and seems content to rule for as long as Gloomwrought stands.

The city's denizens range from humans, dragonborn, elves, and others of the common races, to the truly fantastic and the frighteningly sinister. Liches disembark from rotting vessels to trade in the city's festive marketplaces, while clerics of strange origin and stranger deities proselytize to any who will listen. Shadar-kai nobles recline in pleasure dens where they sample forbidden fare behind closed and warded doors. The common folk of the city are a somber lot who make a point of not noticing the dark and depraved habits practiced by the visitors to their city. They have quietly adapted to the city's unnerving malleability, as well as the dark and dangerous creatures that pass through their walls.

Gloomwrought is home to a number of organizations, including a variety of merchant houses and secretive guilds. The church of the Raven Queen has a powerful following in the city. Its great temple rests on the backs of 70-foot tall statues of men bent in half from the weight. The Tenebrous Cabal, an institution founded to instruct novices in the arts of shadow magic, runs an academy nestled in the northern corner of the city. The Veiled League, a group of hedonistic shadowborn elves and shadar-kai, control the city's vices. They operate the majority of the dreaming dens, bordellos, and other enterprises of sensation. Each of these factions, and many others besides, vie for dominance in the shifting patchwork of Gloomwrought's society. Violence between guilds and factions is common. Just as their soldiers tear down a hated rival, supposed allies turn against them.

The result of Gloomwrought's byzantine alliances, powerful visitors, and ever-changing arrangement is a city brooding with menace and dark opportunities. Its unusual location as a planar crossroads, its decadent nobility, and the discretion of its population draws wealthy travelers from all over the planes to congregate in the City of Midnight.

## Letherna, Realm of the Raven Queen

All souls come to the Shadowfell, and sooner or later every one of them passes through Letherna. The influence of this frozen realm transcends the bounds of the plane and bleeds into the frosty reaches of the natural world's distant north. Those who seek to commune with the Raven Queen must brave much to travel these harrowing lands. Letherna is dangerous, as much for its frigid elements as for the death-dealing monsters who stand guard over the Raven Queen's demesne.

Few roads lead to Letherna, for few mortals willingly tempt fate by seeking the realm of the dead. Instead, gray pines, heavy with snow, mark the edges of this quiet land, warning travelers of what lies past their borders. The forest stretches north, its floor a blanket of soft needles cloaked in shadow. Through these silent woods, travelers are certain to spot vaporous entities, motes of flickering colors, and the full-bodied apparitions of entities trapped between life and death. Many of these denizens are fearsome and insane. Others are solemn, burdened by the weight of their mortal deeds and unable to move on to the oblivion they crave.

Deep in the forest, the trees begin to thin, allowing witnesses to spy a strange spectacle in the sky. Streaking toward a distant range of ice-capped mountains are silvery ghosts that race across the darkened sky like falling stars. The closer one comes to the dominion of the Raven Queen, the more defined these spirits become, until they coalesce into a swirling maelstrom of souls above the Raven Queen's citadel.

When the trees give way to the snowy mountains, the goddess's fastness comes into full view. Nestled as it is among the highest peaks of this jagged range, hers is a mighty stronghold, cut from black ice that sparkles with new snow. Towers thrust up from the maze of walls and graceful bridges, drawing the eye to the storm of souls spinning above her citadel. From this maelstrom of spirits, a grim procession descends through her gates, summoned to learn their final fates.

Letherna harbors all manner of creatures, most of whom are the remnants of those souls the goddess rejects, or those unable or unwilling to move on. Rent souls, disembodied undead, and other corrupted spirits prowl the haunted lands, lamenting their existence and pining for the escape the Raven Queen denies them. These beings might be peaceful, frightened by outsiders, but just as often they exude pure malice, hungering for warm blood and flesh.

On the edge of Letherna lies a temple called Zvomarana. Only the most dedicated and powerful of the Raven Queen's servants are allowed to enter it. The temple is perched on a treacherous, bramble-choked incline, and its location serves as a test for those who would approach Zvomarana over land.

## The House of Black Lanterns

The House of Black Lanterns stands at a lonely crossroads in the wilds of the Shadowfell. The inn offers shelter for travelers, as well as a place to share news and swap dark tales. Raised centuries ago, the inn's ownership has changed hands so many times no one recalls who built the place or why. The current proprietor is a tiefling named Yarol, who claims to have won the place in a wager with the previous owner.

Standing some three stories tall and fronted by an old bell tower, the windows of this building all face inward toward its courtyard; a single door leads outside. A second building serves as a stable and barn, accessed through a set of doors. Spread throughout the yard and swinging on black iron lampposts are the lanterns from which the inn takes its name. Igniting on their own whenever the sun sets, the lanterns cast an eerie blue light throughout the yard.

## Moil, the City That Waits

The city of Moil embodies the perils of dealing with the demon princes. The Moilians made this disastrous error long ago, and have paid the price in the thousands of years since. In ages past, the Moilians dabbled in the black arts. They toyed with forbidden magic and demon summoning, seeking power to make their city ever stronger and wealthier. A cult devoted to Orcus came to rule the city, purchasing the favor of the Demon Prince of the Undead through mortal sacrifices and hideous ceremonies with the dead.

Eventually, the Moilians grew sickened by their excesses. They found the courage to tear down the temples of the demon prince and shatter the grand statues raised in his honor. They turned to Pelor in the hopes of purifying their souls with the god's wholesome light. The citizens of Moil learned what so many have come to know before—once beholden, none can escape from Orcus.

Enraged at their faithlessness, Orcus returned to the great city and found temples and icons dedicated to the hateful sun god. The Demon Prince seized the entire city and flung it into the deepest depths of the Shadowfell, cursing the Moilians to never again feel the warmth of the sun upon their faces. It wasn't long before hopelessness poisoned their souls and the mortals, as one, retreated into their sanctums to embrace blissful annihilation. When they faded away, they left behind the empty city as an elaborate monument to their folly. So Moil, the City That Waits, has stood for eons.

Little remains of Moil's original splendor. The city slowly sinks into a vast bog of darkness, a vile sea of pure necromantic energy from which come undead horrors conjured from the polluted mind of the Lord of Skulls. As the city sinks, towers, walkways, and more descends into the blackness, chunks break free and tumble into the void of nothingness.

Horrid as these ruins are for the living, the place bears an unholy attraction for the undead. Such is this allure that the mighty lich Acererak, master of the Tomb of Horrors, once laid claim to the City That Waits and used it as a conduit to transcend his mortal form and ascend to greatness. Others sometimes seize sections of the city to serve as hidden refuges while they hatch sinister plans. Undead creatures join these baleful figures, prowling the city's graceful bridges and staking out territory in its frozen towers. Many wonders lay undiscovered here, but finding them means confronting the legion of horrors that have claimed these ruins, and surviving the ominous darkness below.

## Nightwyrm Fortress

Constructed at the dawn of history, this monstrous edifice of fossil-bearing stone has weathered the storm of countless attacks and held many names. For years now, it has served as the lair of a mighty shadow dragon named Urishtar, and thus it has come to be known as Nightwyrm Fortress.

The fortress has a towering outer wall called Matrathar's Teeth. The wall takes its name from the larva mage castellan that commands the fortress garrison, and its battlements are topped with jagged spikes. Stone bridges span a gaping chasm as they connect the outer wall to the inner keep.

The soaring towers of the inner keep pierce the darkened sky, their peaks shrouded by a swirling vortex of inky black clouds. Within this dark vortex lurks the lord of Nightwyrm Fortress, the mighty Urishtar, and the secrets and treasures it has sworn to protect until the end of time.

## The Plain of Sighing Stones

Stretching for hundreds of miles, the Plain of Sighing Stones is the largest of the Shadowfell's few deserts. Although the sun is not intense, the dead land punishes travelers with its desolation, its lack of water, and its fierce dust storms. Vast expanses of shifting dunes alternate with stony wastelands. The ever-present wind alters the sandy terrain at its whim, making navigation treacherous. The rushing air more slowly sculpts the mesas and boulders, but has created incredible shapes. Its passage sounds an eerie, desolate moaning that carries for miles and gives the desert its name. Dry oases stand like bleached skeletons, heartbreaking in their lost promise. Elsewhere, sentient mirages lure travelers into the waiting teeth of the Plain's most dangerous denizens.

For all the perils of the Sighing Stones, people do live in these lands. A nomadic tribe of shadowborn humans called the Zamar-Sha are the undisputed masters of the region. Violent and unpredictable, they are as likely to torment and kill those who enter their lands as they are to ignore them. They wield strange curses like weapons, and their knowledge of desert fauna equip them with astonishing medicines and poisons. When stirred to war, the Zamar-Sha are terrifying enemies. They paint their bodies in white chalk, madden themselves with strange potions, and descend on their foes in an orgy of violence. The fields of bones sprinkled across the Plain of Sighing Stones testify to the wrath of the Zamar-Sha.

## The Shadowdark

Below the Shadowfell's twilight landscape lies a nightmarish reflection of the natural world's Underdark. Called the Shadowdark, this pitch-black expanse features labyrinthine tunnels, vaulted chambers, and subterranean seas. Past the lightless corridors, bottomless abysses are cloaked in blackness and bearded with ice. Oceans of necrotic seepage and darkland tunnels are so malevolent that to walk them risks annihilation.

One constant in this endless expanse of darkness is the cold. Descending into its depths plunges travelers into icy stillness, cold enough for breath to form and hang in the air. The deeper one travels, the colder it becomes, until even those protected by potent wards find the depths unbearable.

Like the Underdark, the Shadowdark is a refuge for aberrant horrors such as creatures spawned or touched by the Far Realm. Mind flayers, grells, and other vile creatures hold vast sections of the Shadowfell's bowels, but its depths shelter even stranger creatures. Ineffable horrors, grotesqueries born from nightmare, roam the bowels of the underworld. Forgotten kingdoms of undead are prevalent. Endless tales are told about great catacombs infested with zombies, dark cities overrun by wights, and fleshy slicks of discarded body parts awakened into near-sentience by powerful magic.

The stories of what lies inside the Shadowdark dissuade many adventurers from challenging its depths. Those who do are lucky to return, and even the ones who make it back are changed forever by their harrowing descent.

CHAPTER 4

# The Elemental Chaos

**The Elemental** Chaos is the raw material of creation, that from which the universe arose. Untouched by the stabilizing divine influence that formed the world into a more or less permanent state, the Elemental Chaos is a roiling tempest of matter and energy. At times, areas coalesce into coherent shapes and terrain, but much of it resembles a stormy sea of churning destruction. The Chaos is at once the foundation of the world and the greatest threat to its existence. By its nature, the Elemental Chaos seeks to pull the created world into its embrace, and return it to its component parts.

Most of the inhabitants of the Elemental Chaos share a primal drive toward entropy. Many are creative in their own ways, building structures and civilizations, tearing them down, then beginning anew. Demons, however, driven by an insatiable thirst for destruction, seek to draw the entire universe into the vortex of annihilation that is the Abyss, their home.

This chapter presents a number of aspects about the Elemental Chaos, from the fabled City of Brass to the deepest pits of the Abyss.

- **Visiting the Elemental Chaos:** A discussion of the primary methods for reaching the Elemental Chaos and its planar traits. Getting to the plane is fairly simple. Getting around once you're there presents a host of challenges.
- **Elemental Inhabitants:** Birthplace of the primordials, the Elemental Chaos is now home to a countless variety of elemental creatures, from unthinking beings of living firmament to the titans, efreets, and demon princes who rule vast regions of the plane.
- **Elemental Locales:** The bulk of this chapter surveys important areas within the Elemental Chaos, focusing on exciting adventure destinations. The Abyss is the most prominent feature of the Elemental Chaos, and many locations within its endless depths are covered.

WILLIAM O'CONNOR

# VISITING THE ELEMENTAL CHAOS

*The foundations of the world, an infinite expanse of matter and creation*

**ELEMENTAL CHAOS TRAITS**
**Type:** Fundamental plane.
**Size and Shape:** The plane is infinite in extent. Elemental realms within it are bounded, finite areas with their own traits and laws. The Abyss is the largest and most significant elemental realm—a plane in its own right.
**Gravity:** Elemental buoyancy.
**Mutability:** Unstable.

No traveler to the Elemental Chaos could mistake it for any other plane or world in the infinity of existence. The "ground" might be bare elemental rock, hardening magma, a smooth sheet of ice or glass, or a field of jagged crystals or crumbling ash. Above, mountains of stone drift through the air or float on currents of lightning, while storm clouds collide with sheets of flame. Not far away, the ground comes to an end—a sheer cliff drops into an infinite abyss, or a river of magma cuts across the landscape. Another island might drift nearby, perhaps far below or just above—but sometimes on a collision course. The resulting cataclysm annihilates both landforms and creates something entirely new.

The substance of the Elemental Chaos is raw matter, unworked and unrefined. Air fills most expanses between masses of elemental material, making the majority of the plane at least theoretically hospitable to travelers from the world. In places, though, air is a hazard—swirling in ceaseless whirlwinds that grasp and never let go, or flowing as a liquid, cold enough to freeze fire.

Rock, iron, ice, crystal, and sand provide surfaces to stand on. Magma, molten metals, and even running flame stream through rivers or pool in great blazing lakes. Sometimes stone moves like water even without the heat of magma—an earthflow can carry away anything built on apparently solid ground. Blinding storms of sand or ash can arise at any moment, scouring flesh from bone.

Water flows in valleys cut through rock, but it also streams through empty air. It churns in vast tumultuous seas, floats in clouds of scalding steam, blows in storms of snow or hail, or drifts along as majestic icebergs.

Raw energy defies the constraints of material form. Sheets of fire dance across the sky, and liquid flame flows in canals through the City of Brass. Lightning flashes so constantly that those suitably protected find it to be solid footing. Thunder rolls like tidal waves across the expanse of the plane, flowing about or shattering whatever stands in its path.

All these substances and forces are in constant motion, subject to collisions, tides, and storms of raw chaos energy. The only constant within the Elemental Chaos is change—an eternal cycle of creation and annihilation. Within this instability are islands (some as large as continents) that enjoy a temporary reprieve—places where communities thrive and monsters dwell. Here, in these drifting realms, adventures in the Elemental Chaos typically unfold.

## Reaching the Elemental Chaos

The world was formed out of the Elemental Chaos, and in places it remains close to its origin. In the crater of an active volcano, at the eye of a mighty storm, among the churning of an ocean maelstrom, or from the heart of an ancient glacier, the Elemental Chaos spills into the world in destructive glory. Adventurous characters might seek such locations as portals, or be drawn to them to combat creatures native to the Elemental Chaos that spill into the world. In their efforts to put a stop to the danger of an angry storm titan or a marching army of fire archons, the characters might pass unwittingly from the natural world to the Elemental Chaos beyond.

The Elemental Chaos is home to a metropolis that rivals the Astral Sea's Hestavar in grandeur, and exceeds it in decadence: the City of Brass, capital of the efreets. Like any bustling metropolis, the City of Brass is a hub for trade across the Elemental Chaos and to worlds beyond. Several permanent teleportation circles within and just outside the city are well-known destinations for the Planar Portal ritual, making it easily accessible to travelers seeking an entry point to the Elemental Chaos.

Permanent circles are also located in many of the githzerai monasteries found in the Elemental Chaos, and their sigils are cataloged in certain worldly monasteries. The Chaos's Ninth Bastion fortress also has a well-guarded circle. Many tomes of foul lore concerning demons and the Abyss contain sigil sequences that can be used in a Planar Portal ritual, but these sequences, more often than not, lead to traps, prisons, or regions of the uppermost Plain of a Thousand Pits that are more than likely fatal.

Finally, travelers who can't find a naturally occurring portal or the sigil address of an existing teleportation circle can use the Elemental Transference ritual (see page 150). This is risky, since the travelers arrive in a random place and can find it difficult to return.

# EXPLORING THE ELEMENTAL CHAOS



The Elemental Chaos can be hard for adventurers to navigate, accustomed as they are to a world with a relatively level surface, consistent landmarks, and a defined north. Parts of the Elemental Chaos can be traversed on foot—vast rock slabs, ash fields, mineral plains, and ice sheets form extensive landscapes that hold plentiful opportunities for adventure. Others demand more exotic modes of transportation.

Flying mounts are popular and reliable means of getting from place to place among the jumbled elements of the Elemental Chaos. Mundane hippogriffs brought from the natural world can reach a monastery built on a floating earthmote, or find a dungeon tunneled into a mountain of ice. Hardier steeds native to the Elemental Chaos—such as rime-fire griffons, gorgons, or thunderhawks—are better able to navigate the hazards of the plane.

Both *planar dromonds* and *spelljammers* (see page 159) are useful vehicles for navigating the Elemental Chaos. With magical protection, *planar dromonds* can sail across oceans of magma, sand, and acid as easily as they can manage water. Even without such protections, *planar dromonds* remain useful for navigating the Elemental Chaos's vast seas and rivers. *Spelljammers* are more versatile, able to soar through open air anywhere in the plane.

Some denizens and explorers of the Elemental Chaos have created vehicles specialized for navigating certain kinds of terrain. Galleys and barges of magically enchanted metal traverse the fiery lakes and canals of the City of Brass, carrying goods to and from the great markets of the efreets. These ships are functionally identical to the oceangoing vessels of the world, but resistant to enormous heat.

*Lightning skiffs* are sleek vessels designed to ride the breakneck currents of electricity that shoot across the sky. These conveyances are the fastest mode of transport known in the Elemental Chaos. Similar in design to *astral skiffs*, the first *lightning skiffs* might have been modified githyanki vessels transported

## DEMONGATES

A demongate is a permanent, two-way portal between the Abyss and the world. The rituals involved in creating such links give the ritual caster no control over any demons that might come through the portal, nor can demons be compelled to come through. Demons, however, are happy for the opportunity to enter the world and wreak havoc. The portal remains open, allowing creatures to pass through it in either direction, until it is sealed or destroyed. Most demongates open on the Plain of a Thousand Portals, the uppermost layer of the Abyss, but various ritual casters devoted to particular demon princes can open demongates to layers under their patron's control.

Of course, player characters aren't likely to seek out the ritual that creates a demongate (and therefore it is not offered in this book), but they might find themselves in a position to interrupt the ritual as it's being performed, or having to deal with its consequences!

A climactic encounter in an adventure that pits the characters against demonic cultists might bring the heroes onto the scene just as the leader of the cultists nears the final step of the ritual. This might be a straightforward combat encounter, possibly with the addition of a countdown timer—the characters have to kill the cult leader, or otherwise force him to stop the ritual, before the timer reaches zero. Otherwise, the portal opens and demons start rushing through. You might, for example, put a six-sided die on 1 at the cult leader's first turn in the initiative order, and turn it up 1 each time his turn comes around. When you turn the die to 6, the ritual is complete and the encounter becomes more complicated. Stunning the cult leader for a round isn't necessarily enough to interrupt the ritual, but it does keep the timer from increasing on his turn. You can use a four- or eight-sided die to vary the time pressure in the encounter.

You could also build the scene as a skill challenge within a combat encounter. To prevent the ritual's completion, the characters must use Arcana, Religion, and perhaps even Nature to identify the key focus items in the ritual and destroy them. The cultists, naturally, are keen to avoid that by keeping the group under constant attack. If the characters fail the skill challenge, the cultists complete the ritual and demons begin to arrive. You might bring a few demons through the gradually opening portal with each failed skill check, to dial up the tension as the encounter progresses.

Sealing a demongate can be accomplished using rituals (see the "Arcane Lock, Knock, and Portals" sidebar, page 149). At the DM's discretion, sealing or destroying a demongate might be a skill challenge that stands as an encounter on its own. Demons are attracted to the magical energies of a demongate and can detect variations in those energies. Any attempt to close or destroy such a portal typically draws the attention of demons near the Abyssal end. The DC for checks made to seal a demongate is equal to the Arcana check result of the character who performed the ritual to create the demongate; the DC for checks made to destroy the demongate is usually 10 higher. In practice, use DCs appropriate to the characters' level, referring to the Difficulty Class and Damage by Level Table (*Dungeon Master's Guide*, page 42).

STEVE ELLIS

from the Astral Sea into the Elemental Chaos. A *lightning skiff* can travel "downstream" on a lightning current at roughly 50 miles per hour, carrying half a dozen passengers in addition to its crew of three to five. A *lightning skiff* costs 20,000 gp.

A *chaos glider* is a small zeppelin with broad sails magically enchanted to catch the waves of raw chaos that ripple through the plane, and use that force for propulsion. Its crew of five leaves room for only one or two passengers and as much cargo as could fit on horseback. Riding chaos waves is a treacherous mode of travel. Sometimes a *chaos glider* drifts aimlessly in doldrums for days, and sometimes it is transported instantly across thousands of miles. *Chaos gliders* are not generally available for sale—they are best suited as one-time adventure elements to make characters' lives interesting.

## Survival in the Elemental Chaos

Amid the crashing of earthmotes into rivers of magma and the blasting of superheated steam clouds through the sky, a less spectacular but more insidious hazard of the Elemental Chaos is the lack of sustenance for natives of the natural world. The City of Brass imports foodstuffs for its mortal residents and visitors, and where natural humanoids make their homes, agriculture or livestock has been cultivated. In the vast wilds, however, precious little to eat exists. Plants are rare, arising only where seeds from the natural world manage to take root in a hospitable environment. Most creatures native to the Elemental Chaos are inedible elemental beings, and the majority of the rest (such as slaads and demons) are unappetizing at best. Mortal visitors to the Elemental Chaos are well advised to bring their own rations.

### Elemental Terrain and Hazards

Travel and battles in the Elemental Chaos can be dramatically influenced by terrain features—aspects that change without notice in the churning tempest of the plane. The fantastic terrain includes choke frost, fonts of power, and whirlwinds; hazards can be treacherous ice sheets, caustic geysers, and fields of everflame. Any or all of these features, as detailed in the *Dungeon Master's Guide,* might spice up an encounter in the Elemental Chaos.

The nature of the Elemental Chaos gives rise to many variations of these features. A whirlwind, for example, might incorporate fire or lightning, dealing damage to targets who enter or start their turn in the affected area (5 damage per tier is a useful starting point). A shifting earthflow might exert a slide effect similar to a whirlwind or current (*Dungeon Master's Guide,* page 45).

**Bursts of Elemental Force:** The simplest and most pervasive hazards in the Elemental Chaos are bursts of uncontrolled elemental force. Similar to the caustic geyser hazard (*Dungeon Master's Guide,* page 91), fiery blasts, lightning strikes, gusts of wind, frigid air, storms of hail, eruptions of magma, pounding thunder, or clouds of steam can appear anywhere at any time. These hazards commonly appear in bursts that attack each round, or as zones affecting creatures that enter or start their turn within them. You can modify the caustic geyser to use other elements and deal different types of damage. A cloud of elemental steam is an example of a hazard that creates a persistent zone in constant motion.

**Cloud of Elemental Steam** **Level 14 Blaster**
**Hazard** **1,000 XP**

*A cloud of scalding steam drifts across the battlefield, seemingly attracted to living creatures.*

**Hazard:** This 3-square-by-3-square zone of shifting, almost sentient steam seeks out and scalds creatures that venture too close to its deadly wisps.

**Perception**
✦ DC 23: The character notices the cloud of steam before moving within 6 squares of it, and recognizes that it is moving.

**Initiative** +6
**Trigger**
The cloud of steam rolls initiative when a creature moves within 6 squares of it.

**Attack ✦ Fire, Zone**
**No Action** **Close** burst 2
**Effect:** The cloud of steam is a zone. Each round on its turn, the middle square of the zone slides 5 squares toward the nearest creature as a move action. Creatures that start their turn within the zone take 2d8+6 fire damage. Squares within the zone are heavily obscured.

**Chaos Storm:** In addition to the ubiquitous but relatively isolated bursts of force, storms of raw chaos sweep across the plane as well, posing a significant threat to travelers from other planes and natives alike. Of all denizens of the Elemental Chaos, only slaads are immune to the effects of a chaos storm.

**Chaos Storm** **Level 16 Blaster**
**Hazard** **XP 1,400**

*A churning mass of raw chaos rolls across the battlefield, leaving nothing unchanged by its presence.*

**Hazard:** A swirling mass of multicolored energy fills a single square but has tendrils that reach into every square within 3 squares of its central mass.

**Perception**
✦ The effects of a chaos storm are obvious as it moves through an area.

**Initiative** +10
**Attack ✦ Zone**
**No Action** **Close** burst 3
**Effect:** A chaos storm is a zone. Each round on its turn, the origin square of the zone slides 2d6 squares in a random direction as a move action. The storm has the following effects on creatures and objects in its burst:
✦ A creature teleports 1d6 squares in a random direction(roll 1d8 to determine direction) and takes 2d12 psychic damage. Slaads are immune to this effect.
✦ An unattended object that is not native to the Elemental Chaos is teleported as if it were a creature.
✦ A significant terrain feature, made of a singular elementalsubstance or energy and entirely contained within the burst, is transformed into a different kind of elemental substance or energy (DM's discretion). For example, a floating chunk of ice engulfed by the storm might become a ball of fire or an orb of acid. A geyser of acid could become a gout of cold or a spray of magma. The general effects of the terrain feature might remain similar or change dramatically, at the DM's option.

**Countermeasure**
✦ A character can attempt a DC 20 Intelligence check as a standard action to ward off the effects of the storm. On a success, the character becomes stabilized and is immune to the storm's teleportation and damage until the start of the character's next turn.

# ELEMENTAL CHAOS INHABITANTS

The Elemental Chaos is home to many different creatures, from the demons that lurk in the swirling evil of the Abyss to the primordials that first shaped the world from the raw material of the elements.

## Archons

Archons are the soldiers of the primordial host, birthed at the dawn of time to engage the legions of angels and mortal creatures that served the deities in the great war over the created world. Formed in apparently limitless numbers from raw elemental energy, archons might have turned the tide of war in the primordials' favor. Realizing the threat, however, the deities discovered the secrets of archon creation and focused a relentless assault on the forges where they were bound into physical form. To this day, many angels hold such a burning hatred for archons that they're willing to risk considerable danger to strike at an important archon stronghold or foundry.

Archons organize themselves into loose bands, possess a mindset based on conflict and conquest, and hone already keen minds for strategy and tactics. They have no particular loyalty to the defeated primordials. They serve mighty leaders of their own kind, titans who manage to command them, efreets and similarly powerful elemental creatures—anyone who can lead them into battle. When left to their own devices, they associate with other archons of the same kind—fire with fire, ice with ice, and so on. However, archons of a particular element hold no special enmity for other kinds of archons. Titans tend to lead archons with a common elemental background—storm titans command air archons, frost titans lead ice archons, and so on—though exceptions exist. Efreets make an effort to amass armies of diverse archon breeds, recognizing the military strength that comes of such diversity. Ice, air, and other archons don't have any difficulty serving the fiery efreets, as long as their leaders provide them with ample opportunities to fight.

Although the primordials originally created archons, the efreets stole or learned the secrets of their creation, and the knowledge spread from them. In essence, the ritual transforms the body and spirit of another elemental creature into an archon, bound within specially crafted armor. Archons often create more of their own kind—not by any kind of reproduction, but following the same techniques the primordials used at the dawn of time. The process requires a special forge built in a significant concentration of elemental energy. One such forge, which the efreets use to create fire archons, stands in the Char district of the City of Brass. Ice archons make more of their kind at a forge in the Crater of Blue Ice, a relatively stable formation located precariously close to the Abyss.

## Demons

Though they congregate in the Abyss, demons are the most fearsome and dangerous creatures of the Elemental Chaos. If the Elemental Chaos embodies the constant tumult of destruction and creation, demons give savage form to the destructive part of that cycle. At the heart of the Abyss, destruction becomes annihilation, life and substance are snuffed from existence, and the cycle comes to an end. Demons are the tools the Abyss uses to extend the reach of its obliteration.

Most demons have simple desires: destroy as much as possible, preferably causing enormous pain in the process. The mightiest demons—princes such as Orcus, Demogorgon, and Graz'zt—have goals and aspirations beyond such basic drives. Specifically, they seek the extinction of the beings they hold responsible for the existence of the world they hate so much—the deities. Orcus's burning hatred for the Raven Queen is well known.

For the most part, demons are confined to the Abyss. No clear border divides the Abyss from the Elemental Chaos, however. It could be said that anywhere in the Elemental Chaos that demons appear is part of the Abyss, even when they strike out beyond their traditional haunts to attack slaads, githzerai communities, or efreet outposts. Demons rarely venture far above the Plain of a Thousand Portals, which is the uppermost region of the Abyss, but when they do, they often drag parts of the Elemental Chaos back with them, adding more material to the maelstrom of annihilation that is the Abyss.

Much like orcs or gnolls in the mortal world, demons are marauding raiders more interested in carnage than pillaging. Characters exploring the Elemental Chaos might encounter a rampaging demon band, or even be hired to help defend a small elemental realm from demonic attackers. Less often, demons are bound to serve mortal or elemental masters, including drow priestesses, powerful efreets, titans, or demon cultists. As DM, you don't need a good reason to use a demon in an adventure or encounter. They are the ultimate monsters, forces of raw devastation that present a clear and unambiguous threat for the characters to vanquish.

## Efreets

If the primordials embody the churning elemental forces of the Elemental Chaos, the efreets are their opposite—the single greatest force contributing to stability amid the entropy. Prime examples of how a strong will can impose its own order on the Elemental Chaos, efreets have built lasting wonders. Their greatest achievement, the City of Brass, is a

permanent still-point in the tempest, miraculously immune to chaos storms and even the entropic energies that surround primordials. The city's gleaming domes and minarets are unchanging and eternal.

Efreets are fond of stories, and often repeat anecdotes they know to be false because a useful grain of insight might be conveyed. This love of yarn might explain why no single account explains the origin of the efreets. Some legends claim that efreets were the first creation of a primordial of fire, or even that they existed before the primordials. Other chronicles tie them to the devils, portraying them as rebels against Asmodeus or his agents in the Elemental Chaos. Others claim that the ruler of the efreets is a deity who betrayed the other gods and joined forces with the primordials. Rumor has it that apparent changes in the leadership of the efreets are a matter of this deity changing appearance—or dying and being reincarnated in a new form. Still other narratives say the efreets are the children of a forbidden union between a primordial and a deity, and thus possess both elemental and divine nature. Each story suggests a key element of the efreets' nature, even if its details have no basis in reality.

Efreets are easily the most subtle, conniving, and cunning creatures in the Elemental Chaos, comparable to the devils of the Nine Hells. The evil merchant princes of the Elemental Chaos, they can fill a similar role in the world, even before your characters reach epic levels. They trade in slaves, so characters might try to liberate someone, or attempt to escape from slavery themselves. Accustomed to getting what they want, efreets sometimes employ adventurers or thieves to acquire items they desire but can't buy. An adventure might find the player characters at an efreet's service, in competition with another efreet's hireling to retrieve a certain item first. Alternatively, the characters might be the victims when an efreet's fancy turns to an item in their possession.

The important role of servitude in efreet society also suggests ways to use these monsters in adventures. Most simply, an efreet could be the unwilling servant of another villain, bound by honor to serve against its will. The player characters can fight and kill it just as they would any other monster, but they might also bargain with it. They could promise its freedom in exchange for whatever help it might be able to give without violating the terms of its servitude. If, in classic legendary fashion, an efreet is bound to an item—such as a magic lamp—characters might be able to turn the tide of a difficult battle by finding and seizing that item (it is probably not just sitting out in the open). Either negotiating with an efreet or finding its "magic lamp" could be a skill challenge set in the middle of an ongoing combat encounter that pits the characters against the efreet and its current master.

The City of Brass is a major population center in the Elemental Chaos and a hotbed of adventure possibilities. That said, efreets are a major force to be reckoned with throughout the Elemental Chaos—their influence extends far and wide through ties of debt, obligation, extortion, and coercion. Insofar as politics exist in the Elemental Chaos, efreets are entangled in them, spinning their webs among titans, githzerai, archons, and others in the plane. Throw an efreet's involvement into an adventure to add a hidden complication. What seemed at first like the simple matter of an expansionist fire titan warlord attacking a githzerai monastery can become a more intricate plot when the characters discover that both the fire titan and the githzerai abbot owe significant sums of money to the same efreet.

The worst enemy of any efreet is another efreet belonging to a different noble house. The scheming, political wrangling, and sometimes outright warfare among the houses provide endless possibilities for adventure. What might characters do if they're caught in the streets of the City of Brass when one efreet house launches an attack against another? What if the characters have an obligation of service to either the attacking or defending house? Characters might find it easy to secure the assistance of an efreet, if they're willing to act in some way against the efreet's enemies—even if they don't necessarily know that's what they're doing.

## Elementals

Elementals are as ubiquitous and pervasive in the Elemental Chaos as normal animals are in the mortal world. The elementals from the *Monster Manual* are but a few examples of the staggering variety found throughout the plane.

Elementals are limitless in shape, size, composition, and temperament, and they defy easy classification. They take shape from the base matter of the plane; what sentience they possess might be fragments of the minds of the primordials, but no one is certain. Some are dumb beasts; others are as smart as ogres or perhaps kobolds. In general, they lack any degree of society or civilization except what's imposed on them in servitude to efreets, titans, or other masters.

Elementals subsist by consuming elemental matter—some just incorporate it into their substance, but others ingest and digest it in some manner. Magma beasts commonly eat organic matter as well as rocks and metals, but it's not clear whether this food provides them with any nourishment or just a pleasant sensation akin to taste.

Elementals are dangerous to adventurers when they are hungry or territorial—which is most of the time. They're also found in the service of more powerful creatures—pressed into efreet armies, conjured by ritual casters or primordial cultists, or driven before titans in their warring rampages.

## Genasi

Genasi are elemental humanoids with numerous legends surrounding their origin. Perhaps they were first created as a slave race by the efreets, or perhaps they descend from humanoids who came to the Elemental Chaos from the natural world ages ago. The first genasi may have arisen from elementals "gifted" with the sentience of a powerful primordial, or they might be the creations of a long-forgotten god who sought to break the primordials' hold over the Elemental Chaos.

Genasi are highly adaptable denizens of the Elemental Chaos, gifted with an adventurous spirit and an unquenchable sense of wanderlust that have over the eons scattered the race across the entire plane and beyond. Genasi are most commonly found in the streets of the City of Brass, many of them bound as slaves and servants to powerful efreets. Others eke out modest livings as traders, artisans, laborers, and guides.

## Githzerai

Githzerai are not particularly numerous in the Elemental Chaos, but they are similar to the efreets in that their settlements are among the rare places where the Elemental Chaos is tamed. Unlike the efreets, the githzerai are not native to the Elemental Chaos; they are natural humanoids who migrated from the world in ages long past. Their communities exert a stabilizing influence over the surrounding pandemonium. Individual githzerai spend time at the settlement boundaries where that influence ends, studying the Elemental Chaos and learning to counter it.

Githzerai settlements are not generally welcoming to outsiders, but travelers in need of aid are more likely to find it from these humanoids than from other inhabitants of the Elemental Chaos. The enigmatic githzerai make excellent villains or allies for player characters venturing into the Elemental Chaos, since they have the same wide range of desires and motivations that humans do. A learned race, they are also an excellent source of information about the Elemental Chaos and its denizens.

## Primordials

The primordials (hundreds or perhaps thousands in number) are ancient forces of creation that were first to emerge from the Elemental Chaos. In a frenzy of creation, they built the world from the Elemental Chaos's churning matter and energy. They are primal aspects of nature, driven to create and re-create in an endless cycle of building and destruction. If the primordials had been left to their desires, the world would have remained a place of elemental fury and spectacular destruction.

But the primordials were not allowed to have the final say. The deities of the Astral Sea were fascinated with this protocreation, and set about making improvements to it—spreading life across the world, separating the roiling elements into oceans and landmasses. The gods created angels to serve them, and mortals to populate the world and worship them. Their influence imbued the world with a hint of the permanence of the eternal Astral Sea, establishing a stable place for their mortal creations to reside.

The deity-inspired permanence was anathema to the primordials. They sought to drive the gods from the world they had made, removing all traces of their interference so they could tear the creation asunder and build it anew. The deities refused to bend and fought to preserve the world and the mortals they had made.

In the end, the deities prevailed. They killed several of the great primordials, imprisoned others, and forbade the rest from ever again walking the world. Chained and raging in divinely crafted prisons, the ancient beings lie hidden within the cosmos. They wait for the hour when they can unleash elemental retaliation upon all of creation. Every once in a great while, a single primordial erupts into the world, sending chaos roiling in its wake. At these times, the mightiest of heroes emerge and face their greatest trials.

The primordials are raw, untamed chaos in elemental form, almost indistinguishable from the plane that birthed them. They possess power and intellect to rival or exceed the deities, but they are far from subtle. They don't represent ideals or concepts—they embody the natural forces of creation and annihilation. They exist solely to act out that cycle, using the churning tempest of the Elemental Chaos as paint and canvas. Most are unaligned, a few are Evil or Chaotic Evil—all stand as sworn enemies of the deities and seize any possible opportunity to avenge the defeat they suffered at the beginning of time.

Most primordials are imprisoned in some way. Mual-Tar, the Thunder Serpent, is bound by chains made in Moradin's forge, attached to stakes whose magic stabilizes the surrounding Chaos into a desolate plain of rock. Vezzuvu, the Burning Mountain, is trapped in a field of radiance, shifted partly out of reality, unable to affect her surroundings, or be affected by them. The deities cut off the head of Balcoth, the Groaning King, but it survives as a monstrous face of ash and cinders buried in a cave somewhere in the endless Chaos, unable to muster his mighty elemental power until he can re-form or reclaim his body.

Though the primordials cling to only a tiny fraction of the power they held before their war with the deities, they still have servants and worshipers—elementals and mortals who view them as patrons, guides, or potential allies against the gods and their servants. Some goblin tribes in the natural world devote themselves to the Fire Lord Imix, seeking

to unleash the eternal flame of their primordial master on their enemies. Deranged titans gather around the unchanging glacier where Solkara, the Crushing Wave, is imprisoned, channeling the hottest flames of the Elemental Chaos in a vain attempt to melt the prison.

Primordials fill a role similar to that of deities and demon princes—they're immensely powerful creatures that are appropriate threats only for epic characters at the pinnacle of their powers. Still, they can influence a campaign at the lowest levels through their minions and servitors. Characters might strive against Imix's goblin cult in the heroic tier, battle fire archons dedicated to the Fire Lord in their paragon levels, and fight their way through fire titans at the Temple of the Consuming Flame before confronting Imix at the end of their careers.

## Slaads

Entropy personified, the slaads thrive in the ever-changing Chaos but do not serve its elemental forces. Their movements and aims seem random. Their sole purpose appears to be bringing more chaos into existence, which they accomplish both through the random destructiveness of their actions and through the creation of more slaads.

The origin of the slaads and their place in the universe relative to primordials, demons, and other elemental creatures is uncertain. They believe themselves to be the first inhabitants of the universe, predating even the deities and primordials. Unlike other denizens of the Elemental Chaos, their physical form does not embody elemental forces such as fire or ice. Instead, they embody the chaos of elements churning together in the planar tempest.

Slaads are more akin to demons than other elemental creatures. This leads some sages to claim either that demons are in truth corrupted slaads, that slaads are a race of demons that is somehow not tethered to the Abyss, or that slaads were once demons that broke free of the influence of the Abyss and the Evil at its core. Slaads and demons have no particular affinity for each other. A few travelers have report encountering slaads and demons together, apparently cooperating in the destruction of some edifice or settlement in the Elemental Chaos. Because no pattern appears in these alliances, they are considered chance encounters rather than coordinated assaults. The slaads simply happen across demons engaged in acts of devastation and join in for the sake of unfettered chaos, or the other way around. As often as not, the two groups end up fighting each other when nothing else is left to destroy.

Slaads make ideal "wandering monsters" in the Elemental Chaos—they can appear anywhere and for any reason, or for no reason at all. They might arrive suddenly just to keep a level of tension and excitement at the game table. They might follow the meandering path of a chaos storm (see page 67), attacking any creatures they encounter and reveling in entropy as the storm washes over the battlefield.

## Titans

According to some legends, the titans are servants of the primordials in much the same way that angels serve the deities. Tales tell that the titans were the first creatures, the first living things to draw breath after the deities and primordials themselves took shape. Their place in the universe suggests comparisons with angels, but few other similarities are evident. Crudely shaped from raw elemental substance, the titans are about as different from the refined, elegantly sculpted angels as any creature could be.

FRANZ VOHWINKEL

Believing themselves to be the firstborn of creation, the titans seek to emulate their primordial masters. They shape kingdoms for themselves from the raw forces of chaos, calling them "worlds" in imitation of the larger world they once helped shape. Unlike the efreets, though, the titans revel in the entropic jumble of elemental forces and do not try to impose order on the regions they control. For a fire titan, for example, it is enough that his domain be a fiery region, choked with ash and smoke and flowing with magma. If the chaos changes this region so it no longer fits that description, he either seeks to alter it back or moves to a new region better suited to his taste. Within those broad parameters, the chaos in a titan's domain still churns, wild and untamed—nothing at all like the relative stability of the City of Brass. Among the greatest of the titan kingdoms are Sakath-Mazim, the Kingdom of the Ashen Storm, ruled by the warmongering fire titan king Surtur; Kaltenheim, the Kingdom of the Howling Ice, ruled by Surtur's blustery nemesis, the frost titan king Thrym; and Torrakor, the Kingdom of the Black Waves, ruled by the mad storm titan queen Ysaga.

Titans war with each other for control of their world-creations. An earth titan might seek to conquer the rocky land of a rival titan, or attempt to wrest the shadowy domain of a death titan from its ruler's control, then transform it into a region more to his liking. Giants, archons, salamanders, and multitudes of other elemental creatures are their foot soldiers in these wars of conquest, but no titan rules from afar or leads from the rear. The raw physicality of combat is in harmony with their essential nature, and they live to participate in the clash of battle.

At least in theory, titans remain loyal to their restrained or imprisoned primordial masters. Some fire titans are loyal to the Fire Lord Imix. Others are sworn to serve Shangar the Uncrowned or Vezzuvu, the Burning Mountain. A storm titan might pledge her loyalty to Mual-Tar, the Thunder Serpent, or heed the unspoken call of Castanamir, the Shattered Khan, or Olhydra the Rain Queen. In practice, most titans serve their own agendas first, with the goals of their imprisoned creators merely a distant thought in the back of their minds.

Many titans have more than a passing interest in the world their ancestors helped create. They would dearly love a chance to reclaim it from the deities who usurped it. Many titan realms contain places where the Elemental Chaos erupts into the world, spilling out into the hearts of active volcanoes, ocean storms, or freezing wastes. Possibly titans seek these places as sites for their territories, but it also might be that titans can open these portals with time and effort. In the world, these areas are usually well populated with giants.

Titans are good threats—alone, in numbers, or with minions—for characters from high paragon level to the pinnacles of their epic careers. They are not beings consumed by deep thought—they are creatures of powerful physicality, not subtlety, scheming, or diplomacy. They are best used as straightforward monsters, lording over domains that can be dungeons or wilderness environments in the Elemental Chaos. They rule through force of arms, bending giants and lesser elemental creatures to their service. Their weak wills leave them susceptible to the cunning entanglements of efreets, devils, or similarly cerebral creatures—even mortal visitors from the natural world.

ERIC DESCHAMPS

# ELEMENTAL CHAOS LOCALES

The turbulent nature of the Elemental Chaos means that few locations within the plane have any real permanence. Strong-willed individuals and communities can shape the Elemental Chaos to their desires, but these realms last only as long as their inhabitants continue to exert their will to maintain them. The City of Brass is the longest-lived exception to that rule, but even it might someday dissolve back into the Elemental Chaos, swallowed up by the inexorable forces of entropy that are the true rulers of the plane.

## The City of Brass

Amid the swirling chaos stands an indomitable oasis—the sweltering yet grand abode of the efreets

**CITY OF BRASS TRAITS**

**Type:** Elemental realm.
**Size and Shape:** Walled metropolis surrounded by a sea of fire; bounded.
**Gravity:** Elemental buoyancy.
**Mutability:** Normal.
**Fire Affinity:** Attacks with the fire keyword gain a +1 bonus to the attack roll, and attacks with the cold keyword deal half damage (ongoing cold damage is not affected).

The oldest city in all creation, the City of Brass is a nexus for planar travelers. Those willing to look long and hard enough can find anything they have ever imagined somewhere in its labyrinthine avenues. With numerous grand bazaars and ornate shops, the City of Brass is the mercantile center of the universe.

Built on a vast basalt plate in an immense volcanic field on the edge of a fiery sea, the City of Brass is a still point in the churning tempest of the plane, and a relatively hospitable destination for mortal travelers. It is the home of the fiery efreets, and the temperature is invariably hot—comparable to a sweltering summer day in most places; more like the inside of a smelting forge or the slopes of an active volcano in others.

**THE CITY OF BRASS**

The capital city of the efreets, the City of Brass is the marketplace of the universe, where virtually anything can be bought or sold.

**Population:** Approximately 500,000. Efreets form the upper class of the city, with only a handful of disgraced members standing outside the noble caste. Other residents include salamanders, archons, azers, genasi, fire giants and titans, demons, and other intelligent elemental creatures, as well as a smaller number of visitors and immigrants from the natural world. Roughly two-thirds of the city's residents are slaves.

**Government:** Bashamgurda is the Lord of the Efreets, ruling the city from his Charcoal Palace.

**Defense:** An entire caste of slaves are born and raised as soldiers to defend the City of Brass against incursion from the wider Elemental Chaos and the Abyss. These include archons, azers, and salamanders. A corps of fanatical efreet warriors called the Unquenchable patrol the Charcoal Palace. The city guard, housed in the Ashlarks district, consists primarily of archon and salamander soldiers.

**Inns and Taverns:** The best place for visitors to find food or lodging is the district of Iskalat, near the city's harbor. The inns and taverns ringing the harbor cater to travelers from across the Elemental Chaos and other planes beyond. Guests are advised to keep a close eye on their valuables and be wary of con artists, but little risk of death or enslavement exists.

**Supplies:** Commoner's Market; Street of Steel in the Keffinspires; Marlgate warehouses; Pyraculum bazaar. Anything can be bought in the City of Brass. The Commoner's Market in the district of Avencina is an ideal place to secure both ordinary and exotic goods of a nonmagical nature. The Keffinspires district is home to most of the city's smiths, who make and sell magical and mundane item, including weapons and armor. The warehouses of the Marlgate district hold goods brought from across the planes for trade in the city, and the bazaars of Pyraculum offer the greatest diversity of high-quality goods.

**Temples:** The City of Brass is hostile to worshipers of the deities, and holds no public temples to any gods. The primordial known as the Fire Lord, Imix, has an opulent temple in the Furnace called the Eternal Flame Pavilion. Residents of the city are strongly encouraged to offer praise and gratitude to the lord of the Charcoal Palace in large shrines located in each district.

### Approaching the City of Brass

Though not as well connected as Sigil (see page 25), the City of Brass contains many permanent planar portals linking it to other locations, as well as a large number of teleportation circles that allow ritual casters access to the city. The vast majority of both portals and circles are controlled by efreet nobles who maintain tight security to prevent enemies from using them. One teleportation circle is carved in a huge brass plate just outside the Diamond Gate, right alongside the major thoroughfare leading into the Keffinspires district of the city. The sigil sequence for this portal is widely known, making it the most common means of reaching the City of Brass. A large contingent of archon guards stand to repel any incursion from this access point.

Travelers within the Elemental Chaos commonly make use of *planar dromonds* to reach the City of Brass, and less often find their way to the city on *spelljammers*, *lightning skiffs*, or *chaos gliders*. Experienced dromond captains claim that all magma flows and seas of liquid fire lead eventually to the Sea of Fire and the harbor of the City of Brass, particularly if one is traveling from another efreet settlement. The

powerful will of the efreets creates stable, navigable channels of fiery liquid connecting their settlements to the capital city.

Travelers who don't come by way of the Sea of Fire cross the basalt plain and enter the city though one of seven gates: the Gate of the Eternal Sun into the Rookery, the Diamond Gate or the Shimmering Gate into Keffinspires, the Gate of Ashes into Avencina, the Golden Gate into the Plume, or the Prism Gate or the Gate of the Desert Wind into Cindersweeps. Each of these gates (along with the harbor's Magma Gate) is a fortress with a permanent garrison, numerous obstacles and towers, and a dedicated military commander.

## Architecture

Even the poorest neighborhoods of the City of Brass feature monumental buildings made of granite, basalt, obsidian, or other igneous rock. Buildings made of any more combustible materials do not last long in the city's fiery environment. The wealthier neighborhoods also include buildings plated with or made from solid brass, copper, or iron, and trimmed with precious metal filigree. The city's skyline features slender towers, glittering domes, terraced ziggurats, and tall spires reaching high into the smoke-clouded sky. Colorful murals and ornate sculptures adorn buildings and public areas.

In much of the city, stone buildings show signs of wear, some even crumbling and in various states of disrepair. This leads some to suggest (privately) that the efreets' control over the surrounding maelstrom is not as complete as they claim.

## Illumination

The surrounding Sea of Fire and the fiery canals crisscrossing the city provide a dim red glow throughout the City of Brass. Pots of unquenchable elemental fire hang at intervals along the streets to supplement this illumination.

## Laws and Society

The City of Brass has a highly developed dual set of laws—one code for efreets, and another for everyone else. Few restrictions are placed on the efreets' behavior or trade. Members of other races labor under numerous regulations pertaining to how they conduct themselves, how they do business, and the taxes they must pay on their transactions. These laws are well publicized (posted at the gates and in each inn and public house) and are relatively simple to follow for those who wish to obey them. Some of the more obvious laws prohibit theft, murder, kidnapping, and misrepresentation of goods.

Lawbreakers are sentenced to a period of slavery under the control of the offended party—often the city itself, though such slaves are usually sold in the markets in the Arches. The original length of servitude can be extended for additional infractions, ranging from speaking impolitely to one's master (seven days for a first infraction, or if a year has passed since the last infraction) to attempting to escape (one year plus one year for each day the slave was missing). Aside from breaking laws, the most common way that visitors to the City of Brass become slaves is by borrowing money and not being able to repay it (and the accrued interest) in time.

Slaves must wear and display bracelets indicating their servitude and their master. They are commonly bought and sold during the period of their slavery. Once the sentence is served, a slave again becomes a free person.

## The Districts

Like many other metropolises, the City of Brass is organized into districts—fourteen different sectors, each with its own local character.

**Arches:** This area lies between the naval yards and the well-to-do neighborhood of the Foundry. Its most notable location is a bustling slave market.

**Ashlarks:** This residential area is home to many of the free nonefreets of the city, as well as a few of the least prominent efreet houses. The landmark feature here is Long Castle, home to the city guard.

**Avencina:** Avencina is a rowdy, lower-class district where many races mingle. It contains the Commoner's Market, one of the city's largest open-air bazaars. Though buying or selling stolen merchandise is strictly illegal, one would be hard pressed to explain the many used, "secondhand" items in any other way. All merchandise is sold as-is. Frequently, a vendor selling in the market one day isn't there the next (or, at least, not in the same disguise).

**Castings:** In the shadow of the Furnace, this district is home to the barracks of the city's slave army. A great monument in the form of a giant archway, called the Gate of the Fallen, celebrates the many victories of the efreets in battle. It depicts them triumphing over most of the creatures native to the Elemental Chaos and the natural world.

**The Char:** The smell of molten metal suffuses this business district, where metalworking businesses congregate. The area houses the Red Wyrm Smelter, which has several different slave-operated workshops and refines great quantities of ore brought into the city. The Forge of Manacles makes shackles for the city's slaves, and Locksmith's Row provides the fasteners. The massive Firespring creates fire archon soldiers for the city's defense.

**Cindersweeps:** This neighborhood houses lower-class, free residents for the most part. The notable features are the Military Dock, Drydocks, and the Keep of Fire Striking Steel. The fortress serves as an armory for the harbor garrisons. The Naval Yards allow restricted admittance to the city's canal system via the Naranj Canal.

The City of Brass
Gate of the Desert Wind
Prism Gate
Street of the Last Houses
Cindersweeps
Naval Yards
The Chimney
Castle of the Sun and Moon
Keep of Fire Striking Steel
Zinad Bridge
Castings
Barracks of the Ring of Fire
The Plume
Charcoal Palace
The Furnace
Red Pillar Halls
Eternal Flame Pavilion
Arches
Slave Market
Gate of the Fallen
Golden Gate
Parade Ground
Plaza of the Hunters
The Foundry
Phoenix Gate
Commoner's Market
Street of Stelae
Naranj Canal
Gate of Glory
Plaza of the Silver Chariot
The Char
Avencina
Locksmith's Row
Red Wyrm Smelter
Forge of Manacles
The Fire–spring
Fountain of Clearest Azure
Gate of Ashes
Rigaq Canal
The Great Canal
Pyraculum
City Market
Street of Artisans
Street of Steel
Long Castle
The Octagon
Marlgate
Mumhani Canal
Keffinspires
The Great Canal
Diamond Gate
Iskalat
Ashlarks
Albrazi Canal
Street of Stelae
Street of the Vine
Rookery
The Harbor
Magma Gate
Sahhar Canal
Shimmering Gate
Sea of Fire
Gate of the Eternal Sun

JASON ENGLE

**The Foundry:** Visitors to the city sometimes make the mistake of going to the Foundry district in search of the metalsmiths who actually do business in the Char or Keffinspires. The Foundry is the third most exclusive neighborhood of the city, boasting large, ornate mansions and beautiful memorials to past notable personages. Efreets not well enough connected to live near the palaces of the Furnace and not wealthy enough to live in the Plume reside here. In addition, the wealthiest members of other races live here, since only efreets are allowed to live in the Furnace or the Plume. The prominent locations in the district are the Plaza of the Hunters, the Plaza of the Silver Chariot, the Gate of Glory, and the Fountain of Clearest Azure.

**The Furnace:** The most exquisite district in the City of Brass is the Furnace, a perfect hemisphere with the Charcoal Palace rising from its center. Government offices in the Red Pillar Halls surround the palace and accompanying areas, which include the Barracks of the Ring of Fire (the Lord of the Efreets' personal guard), and the Eternal Flame Pavilion (a shrine sheathed in beaten gold, dedicated to the primordial Fire Lord, Imix).

**Iskalat:** This district contains public docks for *planar dromonds* and other vessels that sail on the Sea of Fire. The Magma Gate allows entrance to the harbor, and from there to the city's canal system. Anyone who makes a living from vessels (repair, provisioning, or housing/recreation for travelers) lives and does business here. The district's a lively one, with many different races of planar travelers occupying the numerous inns and taverns. A notable landmark is the obsidian-walled Octagon, a great prison containing magic cells designed to keep even powerful creatures carefully sealed away.

**Keffinspires:** The main feature of this merchant district is the Street of Steel, where numerous smiths manufacture and sell weapons, armor, tools, and other items. The smiths of this district include a sizeable population of azers.

**Marlgate:** Located just south of the Ashlarks and north of Iskalat, this district holds the warehouses that store all that is worth having. The goods from the holds of *planar dromonds* are bought here and sold in bulk.

**The Plume:** Second in splendor to the Furnace alone, the Plume houses the wealthiest and most noble of the efreet houses. Only efreets can own or occupy property in this district. Magnificent buildings overlook splendid open courtyards. The district also houses the Castle of the Sun and Moon, where the city's finest legions live and train.

**Pyraculum:** This area houses the City Market, which is larger and slightly more upscale than the bazaar found in Avencina. Artisans of different races live and work here.

**Rookery:** An infamous quarter of the City of Brass, this area is renowned throughout the plane as the most dangerous and lawless area of the city. Even the city guards sometimes fear this place. Its gambling dens, pleasure gardens, and fighting pits never close.

## The Keening Delve

Not far from the City of Brass, a shrieking wind howls along a network of tunnels cut through a great mass of blood-red rock. The maddening sound is audible for miles around. It can even be heard on quiet evenings in the City of Brass, faint but clear, like a mourning wail.

This is the Keening Delve, an apparently permanent feature of the Elemental Chaos. According to legend, the elemental rock is the ancient stronghold of a slain primordial, Haemnathuun. Bahamut, Bane, and Ioun killed the primordial lord during the ancient war, and thousands of years of raging wind—the echoes of his dying screams, it is said—have worn his old citadel into a shapeless mass. Now croaking slaads, howling demons, and rampaging elementals infest the twisting tunnels, all driven to madness by the constant blaring of the wind.

The Keening Delve is an example of a classic D&D dungeon in the Elemental Chaos, with the City of Brass as a fine launching point for adventures that bring characters into the howling tunnels. Since the lair of a dead primordial might easily conceal a tremendous source of magical power, the characters could venture into the Delve in an attempt to claim a fragment of that power—or even the crystalline heart supposed to lie in the center of the Delve. Haemnathuun's heart might have the power to bring the primordial back to life if united with the dead body floating in the Astral Sea. The characters could venture into the Delve seeking to destroy that artifact, or otherwise prevent a cult from resurrecting the dead primordial.

## The Ninth Bastion

*Though eight times the bastion shall fail,*
*Yet once more shall the walls rise up against the tempest.*
—From the *Tablet of Resh Maraz*

Thousands of years ago, the empire of Mira spread its influence across much of the world. The Miran rulers were powerful priests of Erathis and Bane, commanding mighty rituals that helped their armies to victory. They even created Miran colonies in the Shadowfell and the Feywild. The empire's attempt to extend its influence into the Elemental Chaos may have spelled its doom but also allowed its influence to survive to the present day, in the form of the Ninth Bastion.

When the Miran rulers opened portals to the Elemental Chaos, they met with initial success. A paladin-general now remembered only as the Lawbringer established a fortress in the Elemental Chaos, called the Bastion of Law, and began taming the turbulent storm around it. The forces of Chaos responded, though, and soon the Bastion had fallen and legions of archons marched through the portals leading back to the Miran capital. Within a decade, the empire was destroyed and its colonies across the planes lay in ruins.

The Heirs of the Lawbringer fled the destruction of their capital and hid in forgotten passageways of the Bastion of Law. When the archons departed that ruined keep, the knightly order rebuilt. To this day, they maintain the Ninth Bastion in the Elemental Chaos. Clinging to a fragment of prophecy recorded on stone tablets rescued from the ruins of the Miran capital, the Heirs of the Lawbringer believes that holding the Bastion against the Elemental Chaos is its sacred responsibility. Indeed, such a presence is the key to the ultimate triumph of order and civilization in the universe. The Bastion has dissolved into the Elemental Chaos several times over the centuries—tradition says eight times, but the true number is much higher—but so far it has always been rebuilt.

As its name suggests, the Ninth Bastion is more a fortress than a city. Much like a dwarven citadel carved into the face of a mountain, the Ninth Bastion is shaped from an enormous mass of solid iron, sculpted into impregnable walls and towers, with tunnels leading to vaulted halls protected by a mile of iron on every side. Elemental lightning is shaped into a dome protecting the exposed parts of the fortress from aerial attack. A layer of soil brought from the world has been used to create a small farm where the Bastion ekes out a modest crop, but the fortress is far more dependent on imported food than the Heirs of the Lawbringer would prefer.

The society of the Ninth Bastion is rigidly militaristic and regulated. Visitors are admitted to the city, but kept under close supervision in case they turn out to be spies of a titan or efreet plotting the destruction of the fortress.

**THE NINTH BASTION**

An outpost of law in the Elemental Chaos, the Ninth Bastion is a military fortress standing proudly against the entropic forces that have overwhelmed it in the past and likely will again.

**Population:** Approximately 15,000. Most citizens are humans or dwarves. Some azers, liberated from the giants, reside in the city, and a few efreet merchants are allowed inside its walls, but these elementals are watched closely and their movements severely restricted.

**Government:** The Heirs of the Lawbringer, an order of knights, form the military government of the Bastion. Knight-Commander Dejann Selekai, a paladin of Erathis, is the current commander.

**Defense:** The Heirs of the Lawbringer number only 81 knights at any time. The other citizens of the Bastion are required to perform military service as soon as they reach adulthood and again on command throughout their lives.

**Inns and Taverns:** Outer Barracks; Shield and Platter Tavern; Charhouse. Those few travelers welcomed into the Ninth Bastion are assigned to the Outer Barracks, where they can stay in comfort but remain under the watchful eye of Barracks Captain Fask Arrior, who hopes to be a knight before long. The Shield and Platter tavern, located just down the Street of Silver from the Outer Barracks, is popular with both visitors and citizens of the Bastion. The Charhouse, run by an azer called Hurden, offers imported meat thoroughly cooked.

**Supplies:** Supplies are sparse in the Ninth Bastion. A few efreet merchants offer staples and a scant offering of luxuries brought from the City of Brass. Dwarf and azer smiths sell metalwork, but iron mined from the Bastion is tightly rationed.

**Temples:** Temple of Law (Erathis and Bane). The grand Temple of Law stands just inside the Lawbringer's Gate, which leads from the main outer courtyard to the inner part of the fortress. Dedicated to Erathis and Bane, the temple is the most extravagant edifice in the city, ornamented with treasures brought from the ruins of the Miran Empire and its far-flung colonies.

## Zerthadlun

Order and entropy, creation and destruction—an uneasy balance sustains the universe. This is the philosophy of the githzerai. In Zerthadlun, the largest githzerai community in the Elemental Chaos, that balance is the subject of lifelong contemplation and study. Living in a gently regulated monastic order, the githzerai seek the proper blend of activity and meditation, work and leisure, self and community. More welcoming than the Ninth Bastion and less dangerous than the City of Brass, Zerthadlun is a peaceful oasis in the tumult of the Elemental Chaos.

Zerthadlun is a walled city built on a wide expanse of rock, transformed by labor and ritual into fields where the githzerai grow thin but hardy crops. The architecture and décor of the city are best described as austere, allowing plenty of comfort but little luxury.

Cenobites are the adult githzerai who have taken a vow to obey the community's rules and defend it from attack, and they make up about three-quarters of the city's population. The remaining population consists of young githzerai, a few adult githzerai who have not taken the vow, and a handful of nongithzerai attached to the community. Cenobites live in communal housing and work in fields or group workplaces where they produce goods for trade within the community and sale beyond its walls.

A select few among the cenobites, called the Sustainers, are released from the responsibilities of daily work to spend their waking hours in meditation that keeps the Elemental Chaos at bay. Their retreat at the exact center of the city is all but sealed off, and these nineteen monks live lives of complete seclusion.

More than once, assassins employed by the efreets of the nearby Ashblack Outpost, a colony of the City of Brass, have tried and failed to eliminate the Sustainers and thereby destroy the city.

### ZERTHADLUN

The greatest githzerai city in the Elemental Chaos is an oasis of calm.

**Population:** Approximately 20,000. It is almost entirely githzerai.

**Government:** The head of the community carries the title Adlishar, loosely translated as "first among many." Adlishar Rallamen settles disputes and administers justice at the highest levels of the community. Otherwise, the cenobites live according to strict rules of discipline that every member of the community helps police.

**Defense:** Part of the cenobite creed is full participation in the defense of the community, so nearly every adult citizen of Zerthadlun can be called upon in a crisis. Though it is essentially a citizen militia, this army is well trained and organized.

**Inns and Taverns:** Zerth's Welcome; Still Point Tavern. Zerthadlun maintains a guest house, Zerth's Welcome, where the occasional visitors to the community can stay free of charge. The Still Point tavern, ironically, is the most boisterous and rowdy place in all Zerthadlun. A dwarf named Meleth owns and operates it, privately espousing the idea that the githzerai need to "loosen up a bit" while publicly avowing nothing but respect for the disciplined, orderly ways of the cenobites. So far, the Adlishar tolerates the tavern's presence because few cenobites frequent it.

**Supplies:** Open-air markets; Askar's Outfitters. Zerthadlun strives to be a self-sufficient oasis in the Elemental Chaos, and cenobites work in a variety of trades to supply the members of the community with the staples of life. Cenobites barter their goods in open-air markets. Excess products are sold to efreet traders or to Askar's Outfitters, a shop catering to visitors and other noncenobites. Askar is a human, but he's secretly on the payroll of an Ashblack efreet.

**Temples:** Temple of the Mind (Ioun, Corellon, Raven Queen, Vecna); Temple of Making (Erathis, Moradin). The Temple of Mind, near the center of the city, is devoted to Ioun, Corellon, and the Raven Queen. Vecna is also acknowledged in the temple, though not openly worshiped. In the heart of the city's workplaces is the Temple of Making, dedicated to Erathis and Moradin.

# The Abyss

In the deepest reaches of the Elemental Chaos, the roiling tempest of elemental forces begins to change. A pattern of movement becomes apparent—a slow, downward spiral toward a black mote of utter annihilation at its root. Like a maelstrom that draws ocean vessels into the watery depths, the Abyss is a swirling vortex of destruction, dragging everything down toward its heart.

Travelers that fly above the Abyss can feel the strength of its pull, partly as a physical weight and partly as a psychological drag. The vortex is like a constant presence, a watching eye or siren song. Setting foot on any of the Abyss's layers solidifies that feeling. Some describe it as stronger gravity, others as having one's soul slowly drained out one's feet. This sensation nags at the back of a visitor's mind—but it pales quickly in the face of more immediate dangers.

The Abyss consists of uncounted layers, each one a floating piece of terrain caught in an inescapable downward spiral. Each layer is a unique microcosm of terror, presenting a different face. One truth remains constant, however: The Abyss works to destroy its inhabitants with a passion and tenacity that might best be described as sentient.

Unlike the rest of the Elemental Chaos, the Abyssal layers include organic material—floating masses of tumor-filled flesh, thick forests of razor-branched vines, or wasting deserts of powdered bone. Even the raw elemental matter of the Abyss is corrupted and malign, from clouds of scalding steam that chase prey to lakes of bubbling, acidic slime.

By a trick of magical force, personality, and intractable will, a particularly powerful demon can entice or enslave a layer of the Abyss to its will, shaping it into a form that mirrors the demon's dark nature. Such a creature becomes nearly as powerful as a deity, achieving a status akin to nobility among its peers. The fortified realms of these demon lords form the principal battlegrounds of their less powerful minions, for the lords of the Abyss constantly scheme and war against each other. Some of the more arrogant lords fancy themselves demon princes, but these self-proclaimed honors mean little in the Abyss. A demon maintains power only as long as it can keep it.

## Traveling the Abyss

Travelers commonly reach the Abyss by passing through a demongate (page 65) or using a portal to a specific destination. It is possible, though, to descend through the Elemental Chaos until entropy becomes annihilation. This method of travel usually deposits travelers on the Plain of a Thousand Portals, which holds portals to many (perhaps all) of the other Abyssal layers. From there, it's possible, but inadvisable, to fly between layers in search of a desired destination. The demons, after all, live in the layers of the Abyss—the space between layers is haunted by creatures even the demons fear.

## The Plain of a Thousand Portals

The only distinct boundary between the Abyss and the Elemental Chaos is the Plain of a Thousand Portals, also called Pazunia or the Plain of Yawning Pits. It is a vast expanse of windswept barrens and jagged tors flickering with swarms of bloodthirsty demons. Its sky is filled with dark red fire, bathing the plain in sweltering heat and harsh light. Everywhere are massive pits that plunge into deeper levels of terror, portals to other layers of the Abyss. Most of these

chasms are two-way portals, but some are one-way, leaving no means of return. Many pits lead to inhospitable layers filled with deadly environmental dangers. Some of the remote layers of the Abyss do not attach to Pazunia at all, and are accessible only from stable gates on lower layers.

On the edges of the great pits crouch massive iron fortresses, inhabited by mighty demons who have not yet mustered the power to bend an entire layer to their wills. These warlike, scheming demons use special chambers within the fortresses to project themselves into the mortal world, where they attempt to sway events and attract followers and cultists. When so engaged, their physical forms are helpless, protected only by their iron fortresses and hordes of servitor creatures and pact-bound allies.

Because it is a gateway to most of the plane, Pazunia draws merchants, explorers, and occultists from throughout the universe. The layer is self-contained, but it's so large that huge sections of it remain essentially unexplored. Maps of Pazunia seldom attempt to encompass the whole layer, but instead focus upon a smaller section bounded by the iron fortresses of locally influential demons.

### Abysm

The primal, tropical realm of the two-headed demon prince Demogorgon reflects the bestial elements of chaos and evil, attracting feral demons and crude humanoids from all parts of the Abyss and beyond. These wrathful creatures gather under the banner of the mighty and resilient Prince of Demons, whose boastful title has triggered an endless onslaught from covetous enemies, particularly Graz'zt and Orcus, who would claim the title for themselves.

Abysm's two aspects embody Demogorgon's dual nature. A massive primeval continent covered in dense jungle houses those demons and mortals who serve Demogorgon as a force of strength and brutality. The seemingly endless oceans and brine flats that surround the land conceal far more subtle adherents to the Sibilant Beast.

Two imposing serpentine towers emerge from the turbid seas about a hundred miles from shore. Each structure ends in a turret resembling an enormous fanged skull. Bearing the same name as the demon lord's realm, the spires together comprise the fearsome sanctuary of the Prince of Demons.

Near the shore, the Screaming Jungle meets an immense inland bog populated by troglodytes, lizardfolk, hezrou demons, and the few yuan-ti cultists who manage to survive the natural hazards of the layer. Farther to the interior, the ground hardens and the canopy grows lush, casting the land in deep shadows. Here enormous dinosaurs battle for territory with dire apes and barlgura demons. The jungle is named for the constantly keening fiendish monkeys, lemurs, and apes that dwell below its leafy canopy.

### Azzagrat

The markets and pleasure palaces of Azzagrat draw visitors from across the universe. They come seeking obscure magical lore or perverse delights unavailable elsewhere, trusting in a place where demons seem to restrain themselves from tearing visitors limb from limb—for a time. For all its safe reputation, however, Azzagrat holds just as many dangers as anywhere else in the infinite Abyss—and perhaps a good deal more.

The Triple Realm of Azzagrat consists of three distinct layers (Rauwend, Shadowsky, and Voorzzt), woven together by the demon lord Graz'zt. The Dark Prince controls one of the largest empires in the Abyss through a combination of fear, political manipulation, and cunning intelligence. The inhabitants of Azzagrat obey the will of Prince Graz'zt because their fortunes rise with his, and because he has shown a willingness to eliminate any disloyal inhabitants, usually sooner rather than later.

Everything on the gloomy layer of Rauwend is somehow doused or subdued, taking on an equally gray pallor. All Stealth checks made on this layer gain a +2 circumstance bonus. Those who spend time on the layer find that details of the place and its inhabitants fade quickly from memory.

In the Shadowsky layer, sunlight rises up from the ground, casting shadows like dark columns far into the sky. The atmosphere is dark by day and gray at night.

A wan cerulean sun feebly illuminates the dark sky of the layer of Voorzzt, where cold is hot and hot is cold. Flames glow blue and deal cold damage, whereas blisteringly cold gales cause fire damage. The layer can be reached only by way of Azzagrat's other layers and has no connection to Pazunia.

Azzagrat's markets boast a staggering variety of products, services, and exotic slaves surpassing anything available elsewhere in the Abyss. Graz'zt profits greatly from this business. By the Dark Prince's personal decree, any merchant bearing his six-fingered sign is free from harassment by any inhabitant of the city. Regardless of a merchant's sign or affiliation, thievery is bad for business and is not tolerated under any circumstances (although a good deal of it goes on without the knowledge of the authorities, such as they are).

Azzagrat presents a cosmopolitan surface, but danger lurks beneath it all. The city is mazelike; the surrounding countryside and forests are full of shadows and lurking killers. If Azzagrat at first appears safe, it does so only to draw in unsuspecting victims.

**Zelatar:** Graz'zt's magnificent capital crosses the borders into all three layers of Azzagrat. Great avenue-sized portals that remain open continuously link these three geographically disparate layers of the Abyss. Through powerful dimensional magic Zelatar exists on all three layers simultaneously. The

city surrounding it is different on each layer, meaning that three separate neighborhoods have arisen, each with its own nature. To make matters worse, Zelatar's streets wind and weave in a thoroughly perplexing manner that sometimes defies the laws of reality. Until someone has lived in the city for a year or more, he must rely upon a guide to find his way from one part of town to another (on purpose, that is). Otherwise, he must succeed on a DC 25 Streetwise check to reach his destination.

Graz'zt has issued a decree giving merchants protection in his realm, and though his will is not uniformly enforced, it is law in Zelatar. Merchants from the world often receive a small retinue of demons as their official guards while they remain in the city. These guards watch the merchants as much as they protect the travelers from thieves, and Graz'zt is not above inviting someone to his abode simply to rob the stranger of an item he covets.

RALPH HORSLEY

**ZELATAR**

Graz'zt's capital city spreads across all three layers of his domain: the neighborhood of Fogtown rests on the layer of Rauwend, cosmopolitan Gallenghast on Shadowsky, and Darkflame on Voorzzt. Because Graz'zt welcomes merchants to his domain, Zelatar is one of the few places in the Abyss that travelers can visit—as long as they show proper obedience to those carrying Graz'zt's banner or sign, emblazoned with his six-fingered hand.

**Population:** Approximately 15,000. Primarily demons and half-demons, but also including drow and other natives of the world, efreets and other elementals, and a handful of rogue githzerai.

**Government:** Graz'zt is the undisputed, autocratic ruler of Zelatar (and all of Azzagrat). His Argent Palace is visible from all three neighborhoods of the city, but exists in none of them—or all of them at once.

**Defense:** Hordes of demons protect Zelatar from attack, but few other demon princes are foolish enough to challenge Graz'zt's citadel.

**Inns and Taverns:** Unremarkable taverns in Gallenghast ward. Most of Zelatar's inns and taverns are in the Gallenghast ward, crowded around the edges of market squares. None are savory places, but merchants under Graz'zt's protection can stay in them safely and find food they can at least stomach, if not enjoy.

**Supplies:** Market squares in Gallenghast ward. Shady traders from across the universe come to the market squares of Gallenghast to do business, enjoying some measure of Graz'zt's protection.

**Temples:** Chosen's Tabernacle (cult of Graz'zt). The Chosen's Tabernacle, cathedral of Graz'zt's cult, dominates the large central square of Gallenghast. The temple's marilith high priestess, Lavendeth, is a manipulative administrator with a head for dirty dealing. She is a favorite consort of the Dark Prince.

*Fogtown:* The poorest laborers of Azzagrat toil just outside the scythe-topped walls of this moody Rauwend neighborhood, harvesting colorless edible fungi from the featureless plains surrounding the city. Fogtown is a place of slave gulags and rickety insane asylums, where hope is far scarcer than coin, and violence lurks at the dark heart of every shadow.

Because the nature of the Triple Realm's Rauwend layer can make details difficult to remember, the city's inhabitants use Fogtown as a rendezvous point or contraband drop, reasoning that participation is safer when none can remember the others' faces.

*Gallenghast:* The largest of Zelatar's three neighborhoods is packed with the villas of demonic nobles and the markets of traders from every corner of the universe. Numerous inns and lodging houses of dubious character crowd the peripheries of vast market squares. Here and there, absent paving stones allow the natural light of Shadowsky to blast upward in vibrant towers of eerie luminescence, casting the neighborhood in moody lighting.

*Darkflame:* The most remote of Zelatar's three neighborhoods, Darkflame is a haven for those who do not wish to be found. Graz'zt houses many of his deadliest assassins and agents within the district. All maintain deep cover identities that mask their true natures from even their closest neighbors. Shadow demons abound in the twisting mazelike alleys, seeking out those who would use the obscurity of Darkflame to hatch seditious plots against their ebon-skinned prince.

## The Demonweb

This layer of the Abyss is an immense void filled with webs, many of them worked by the plane's spidery denizens into tubelike passages and cysts. These tunnels connect various structures that have been pulled in from other planes and suspended in the webbing. The webs are only slightly adhesive—enough to feel oddly disturbing, but not enough to hinder movement. Attempts to map the Demonweb are futile, given that the web corridors are forever being pulled apart and rebuilt. A tunnel connecting two structures one day might disappear the next. Far beneath this web, in wells of utter darkness, lie the dreaded Demonweb Pits—the lair of the goddess Lolth.

Some claim that the Demonweb houses a network of portals to rival the City of Doors. The layer is a fitting abode for a deity who rules by lies and intrigue and who urges her followers to do the same. Although it might be true that Lolth's portals lead to many places, reaching them is a far more dangerous than venturing through Sigil. As a result, the Demonweb portals are used primarily for Lolth's own schemes of conquest and subversion. The portals lead to a variety of worlds and demiplanes where Lolth intrigues to gain power. Some of these worlds have been utterly defeated by Lolth's minions and swarm with dark elves, demons, and other servants of the Queen of the Demonweb Pits.

Most permanent residents of the Demonweb are drow worshipers of Lolth, powerful and arrogant priests and champions who live to fulfill the dark whims of their goddess. These agents defend the layer from intruders and act as facilitators of Lolth's ambitions upon the worlds linked to her web. Lolth favors personal breeds of demons such as the yochlols to the general kinds found on other layers. These "handmaidens" of Lolth outrank even more powerful demons, such as balors and mariliths, much to their chagrin.

Adventurers in the Demonweb must avoid the drow patrols as well as the demons and arachnid horrors that do Lolth's bidding. In extremely rare cases, a persuasive PC might convince one of Lolth's servants to betray another, but none betray their beloved demon queen.

## The Endless Maze

Baphomet, the bellowing Horned King (see page 118), dwells at the center of an infinite maze, filled with twisting corridors and trapped switchbacks. Its never-ending passages connect to several other labyrinths elsewhere in the Abyss, including the Valley of Crypts on Thanatos (Orcus's realm). Such connections bring legions of (often unwitting) visitors to the Endless Maze, where they soon become hopelessly lost. In time, they come to welcome death at the jaws of the slobbering beasts dispatched by Baphomet to prowl the maze in search of intruders.

Numerous minotaur tribes inhabit the maze, led by huge savage hybrids with demon blood. These creatures revere Baphomet as a patron deity, and such is their devotion that some eventually escape the maze to spread the worship of the Prince of Beasts to the minotaurs of the world. Numerous wild goristros hungrily wander the forlorn hallways of the Endless Maze, keeping the larger corridors and galleries free from intruders. The demon lord tolerates raiding parties of glabrezus who occasionally abduct these creatures to lash them into the service of a distant demon lord, for Baphomet knows that the goristros' stature and battle prowess carry his legend to all corners of the Abyss.

For all the demons and mindrending horrors of the maze, the layer supports a large number of mortals capable of providing either succor or danger to visiting adventurers. These furtive, untrusting creatures are the Lost, usually gnolls or humans released from the dungeons below Baphomet's palace at the Lyktion. Baphomet and his servitors casually hunt down these pitiful creatures as a way to slake boredom or to hone their skills for more important battles. When an allied demon lord or powerful mortal spellcaster wishes a service from the Prince of Beasts, Baphomet instructs him to find a specific member of the Lost, and refuses to discuss anything else until that individual has been brought to him. In remote corners of the layer, members of the Lost gather in motley gangs to eke out an existence while desperately searching for escape.

Baphomet's angry rivalries with other demon lords, particularly Yeenoghu and Graz'zt, fuel most of the armed conflict in the Endless Maze. Vast hordes of demons and mortal warriors flood the tunnels in an attempt to destroy the Prince of Beasts in his lair. Few invaders manage to negotiate the labyrinth well enough to pose a serious threat to the demon lord. Even those who know where they are going must first defeat Baphomet's creations before they can get a chance to battle the master.

The corridors in the Endless Maze appear as worked passages, 10 to 20 feet wide, with smooth walls and a ceiling as high as the passages are wide. Here and there, the hallways open into grand, vaulted

promenades, or constrict to narrow crawlways barely 1 foot in diameter. Near the Lyktion and Baphomet's other redoubts, the maze architecture is intricate, clean, and well maintained. The walls are constructed of ivory, white marble, granite, and porphyry. The immaculate condition of these portions of the maze is often marred by great swaths of blood, mangled bodies, and other gruesome leavings. Farther from the regions patrolled by Baphomet, the maze falls into crumbling disrepair and ultimately becomes unworked natural passages. Near portals to other layers, the maze sometimes takes on architectural or artistic trappings reminiscent of the layer on the other side of the gate. No natural illumination graces the Endless Maze, although magic torches keep important passageways illuminated so that Baphomet's victims can see the twisted faces of their pursuers.

**The Lyktion:** Baphomet's palace is a maze in itself, a confusing jumble of crooked hallways and myriad chambers. A mile-wide moat surrounds the squat palace, concealing a maddening series of submerged stairs, tunnels, and chambers. These features lead to the deeper halls of the fortress, which have no other means of entrance. The most ferocious of Baphomet's bestial guardians dwell in the moat's depths, rushing to defend the Lyktion in the relatively common event of an attack from the likes of Yeenoghu or Graz'zt.

## Thanatos

Ash-gray clouds fill the cold black skies of Thanatos, the Belly of Death, where daylight never intrudes. A handful of villages crouch upon the layer's vast tundras, havens for the cultists who seek to emulate the life of their demonic patron, Orcus, who rules here. Outside the towns, hordes of undead roam across the land in search of flesh. The strongest and most ambitious of the Demon Prince of the Undead's thralls attempt to dominate and command these armies, leading them on invasions of layers ruled by rival demon princes such as Graz'zt and Demogorgon.

Thanatos is inhospitable even by the standards of the Abyss. The energy of undeath suffuses the place, leaving visitors plagued with a constant sense of chill and fatigue. Mortal creatures must rely on the few indigenous mosses, molds, and fungi for sustenance. Those that die on Thanatos rise in moments as undead.

**The Plains of Hunger:** The largest expanse of Thanatos, these frost-rimed flatlands teem with countless hordes of undead wandering aimlessly in search of lives to destroy and flesh to consume. Each horde contains hundreds of skeletons, zombies, and ghouls and smaller numbers of more powerful corporeal undead. Periodically, mortal deathpriests venture from the world to wrest control of a horde and lead it on a conquest in Orcus's name. Only after a great test of wills can the cultist dominate the horde's intelligent undead, who thereafter command the lesser creatures to serve the deathpriest.

The town of Orcusgate, named for the central gate of fire that connects Thanatos to the Plain of a Thousand Pits, is filled with the demons from the upper echelons of Orcus's cult.

**The Final Hills:** These dry, desolate hills separate the Plains of Hunger from Orcus's personal realm of Oblivion's End. The haunting creatures that dwell within ensure that those who pass through the hills do so only at the invitation of the Prince of the Undead. Tombs built into the tors hold undead of every description.

The town of Lachrymosa, nestled into the foothills, enjoys a climate warmed by rust-red geysers, though the water is caustic and poison. A balor called Glyphimhor governs the town in Orcus's name.

A remote crag northwest of Lachrymosa conceals the entrance to the Valley of Crypts, a bewildering maze of natural defiles and canyons that eventually dips below the surface of Thanatos and connects to the Endless Maze of Baphomet.

**The Frozen Sea:** Flanking the Plains of Hunger on the opposite side of the Final Hills, the seemingly endless Frozen Sea extends far into the horizon. This frigid desert of icy wasteland caps unknown depths filled with hideous aquatic creatures seldom seen by the inhabitants of the plane. The ice extends for miles below the surface, and only a few ancient citadels built into the frozen shelf connect to the ocean's watery depths. Here and there enormous ancient shipwrecks rise up from the biting plain, entombed in ice far from the shore.

**Oblivion's End:** On the edge of Thanatos, beyond the Final Hills, rests this sprawling desert of powdered bone. Howling windstorms scream with the cries of lost incorporeal undead, forever bound to the desolate wasteland. At the center of this expanse stands the massive fortress of Everlost, a towering structure built from countless bones. Everlost is and has ever been the seat of Orcus's power on Thanatos, although the Blood Lord can manifest from place to place throughout the layer at will.

WARREN MAHY

From this remote locale, Orcus issues decrees to his cult and enemies, pronouncing death sentences that soon reach the ears of his debased followers all over the universe. The Prince of Undeath is unconcerned with details, preferring to let his underlings worry about how to enact his grand designs. His chief diplomat and the castellan of Everlost is a lich named Harthoon.

## Twelvetrees

Eons ago, several mighty demons tricked a dozen angels—each the servant of a different Good or unaligned deity—into visiting the Abyss for a council of peace. After a brief challenge to the angels' masters, the demons bound the envoys to the towering trunks of twelve mighty trees in a desolate layer, sacrificing them in a vile arcane ritual that forever infused the layer with evil energies.

The angels' shattering death screams still haunt the layer, now known as Twelvetrees. A massive basalt platform commemorates the site of the original sacrifice. The stone is ringed by sickly pines that ooze spiritual slime in an echo of the blood spilled by the ancient angels. Demons from throughout the Abyss make the pilgrimage to Twelvetrees in memory of their defiant ancestors, many hoping to use the platform to infuse their own debased plots and rituals. Nearly all demons throughout the Abyss know of and respect the power of Twelvetrees, and an affront to this layer is an affront to demons everywhere.

The palpable evil of Twelvetrees is like a drug to the pilgrims that voyage here. These creatures, including some of the most powerful demons, bask in a euphoric haze of ecstasy and pay little attention to the world around them. Nondemonic visitors might find it surprisingly easy to wander about the layer, needing only to avoid the flying horrors that patrol the layer, and the handful of zealous demons that wander the crowds in search of impostors to murder.

CHAPTER 5

# The Astral Sea

STEVE BELLEDIN

Beyond the circles of the mortal world lies an expanse of infinite possibility. The Astral Sea is a great silvery void in which countless fragments of divine or mortal purpose drift—dreams, ideas, and wishes, as well as fears and dark desires. All these thoughts and feelings become real and physical in this place. Most are virtually unnoticeable, of course. An ordinary mortal's passing fancy vanishes in the Astral Sea like a single raindrop falling into a mighty ocean. But dreams and dreads with power are a different matter. The desires of deities or beliefs shared by thousands of mortals take shape as vast kingdoms or even whole worlds within the Astral Sea.

These kingdoms and worlds are the astral dominions—planes adrift within the fundamental expanse of the Astral Sea. Some are heavenly realms of peace and splendor. Some are fantastic dreamscapes filled with marvels and strange perils. And some are dark and tormented places, hellish domains filled with unspeakable evil. Of all the planes, with the exception of the Far Realm, the dominions of the Astral Sea are the most remote from the mortal world. Only the mightiest of heroes venture here.

This chapter describes the dominions of the Astral Sea and the challenges of adventuring there, including:

- **Sailing the Astral Sea:** The means by which mortals can reach the Astral Sea and its planar traits.
- **Astral Inhabitants:** An overview of the creatures and powers who inhabit the Astral Sea and its dominions.
- **The Blood War:** A look at the age-old rivalry between devils and demons.
- **Astral Dominions:** Nine astral dominions figure prominently in the D&D cosmology. Wonders and dangers untold await heroes in these various heavens and hells.
- **Other Locales:** Although most of the interesting sites in the Astral Sea lie within the bounds of one dominion or another, the Astral Sea conceals more than a few mysteries and perils of its own.

*Here dreams, hopes, fears, and dark ambitions become real, and gods and devils have their abodes*

**ASTRAL SEA TRAITS**
**Type:** Fundamental plane.
**Size and Shape:** Infinite in extent.
**Gravity:** Subjective. A creature can stand on any surface equal to or larger than its base. It gains the ability to fly at one-half its normal speed if not under the effect of gravity. It can hover, but it is a clumsy flier. A creature with the ability to fly can use its innate flying speed instead. It gains hover.
**Mutability:** Normal.

Most sites of interest in the Astral Sea lie inside the borders of the astral dominions. Countless gates, portals, or conduits link the material world with the various astral dominions, so most travelers bypass the astral plane by teleporting directly to their destination. However, adventurers sometimes can't find a portal leading to the dominion they seek, or come up against quests that require them to search out some specific locale in the Astral Sea itself—for example, a lost githyanki stronghold. When no portal can be found, travelers must venture into the limitless Astral Sea and navigate their way to their goal.

## Reaching the Astral Sea

Portals leading directly to the Astral Sea are comparatively rare. Instead, most portals leading to the Astral Sea don't lead to the Astral Sea at all, but instead take the traveler to a specific locale in one astral dominion or another. For example, portals leading directly from the mortal world to the Nine Hells are much more common than portals leading to the unspecified Astral Sea.

Portals leading to the various dominions are located in places of great power and well guarded. Traveling to the domains of the deities is a serious matter. Moreover, portals are not always safe or reliable. Some are one-way only, some function intermittently, and many require special keys or passphrases to activate. It's one thing to venture through a portal leading to a remote cave in Avernus, first of the Nine Hells—it's another to find that the portal won't permit return for days or weeks, stranding the travelers in a dangerous place.

Travelers who can't find a portal leading to the astral dominion they want to reach can locate a planar vessel to travel on or use a ritual. A small number of astral vessels roam the starry sea, occasionally calling in various ports. *Planar dromonds* pass infrequently through places such as the City of Brass, Gloomwrought, or the most cosmopolitan cities of the mortal world. *Astral skiffs* can't leave the astral, but if a traveler can find an astral junction where such *skiffs* pass through—for example, a portal in Sigil that leads to a githyanki outpost—then using an *astral skiff* serves as well.

In the absence of a planar craft, determined heroes can use the Astral Sojourn ritual (see Chapter 7) to leave the natural world and shift to the Astral Sea. However, traveling without the benefit of a vessel is slow and often dangerous. Travelers who have a specific destination in mind would be better off to use a planar portal.

## The Nature of the Astral Sea

The Astral Sea is not a sea, of course. It's more like a fantastic version of outer space. It's filled with vast clouds of a luminous, silver-gray substance that is not mist and not liquid. Thousands of stars glitter in the distance, especially in darker portions of the plane. Vast expanses of "open air" between these drifting clouds provide travelers with hundreds of miles of visibility, and even in the middle of the densest astral mists travelers can see objects several miles away with ease—the stuff of the Astral Sea just doesn't impede vision much at all.

Someone floating in the astral doesn't get wet or cold. A cool tingle on the skin is the only sensation. Creatures who need to breathe can do so without trouble. Winged creatures can fly through the astral stuff as if it were air, and natural swimmers can swim through it as if it were water. Other creatures can move slowly by desiring to move.

# EXPLORING THE ASTRAL SEA

Even though the Astral Sea is a three-dimensional void, it possesses a distinct astral horizon that forms something like the surface of an ocean. The mists below this surface are darker and denser, and those above it are brighter and more open. Most creatures and objects slowly orient themselves toward this subtle demarcation without even realizing it, and travel toward their destination along the "surface" of the Astral Sea. Two vessels meeting in the Astral Sea do so on this unseen surface, so that encounters begin in a space that seems more two-dimensional than it is. Similarly, a vessel approaching one of the astral dominions normally does so from the dominion's equivalent of sea level, or from its equator in the case of dominions that are shaped like worlds. It's unusual to drop in to a dominion from the zenith or pole of its sky.

Distances in the Astral Sea are unthinkably vast, but most travelers need only journey for a day or two before finding a veil portal leading to their destination. However, finding a specific place in the Astral Sea itself (for example, a particular githyanki stronghold) may take much longer.

## Veils of Color

A vast color veil serves as the border surrounding each of the astral dominions. The color veil may appear as a glittering mist, a dancing aurora, a gathering gloom, or a brooding fog. Regardless of its exact appearance, venturing into the veil works as a portal and transports the traveler into the dominion the color veil surrounds.

Most color veils allow at least some glimpse of the dominion that lies within. For example, an astral traveler can easily descry the shining mountains of Celestia from a distance outside its golden veil. The sullen red-black plains of the first layer of the Nine Hells of Baator are wreathed in fumes and smoke, but the clouds part from time to time, allowing a glimpse of the danger that awaits. However, other veils offer no hint of what lies on the other side. The dazzling blue aurora guarding the borders of Shom never parts, nor does the black fog marking the border of Tytherion.

Crossing a color veil can be dangerous, since the traveler immediately becomes subject to the traits of the dominion inside. The sole safe way to approach the Nine Hells is to descend the storm funnel above the lake that marks the source of the Styx. Crossing the veil at any other point around the Nine Hells means that the traveler is no longer sailing the Astral Sea, but instead immediately plummeting through the skies of Avernus. Unless the traveler is ready to fly, or has a vessel that can do so, he or she is not using the Styx will arrive in the Nine Hells in a fiery crash.

Lingering near a color veil is also dangerous because the denizens of the nearby dominion may notice. *Astral skiffs* near the Nine Hells have been set upon by flights of spined devils attacking suddenly out of the choking fumes surrounding the sullen orb of Baator.

Color veils often appear at vast distances from their plane's actual location, much like mirages. These outlying echoes of a dominion's primary color veil are look like swaths of the primary color veil and come in innumerable shapes. A traveler who ventures into the color veil is transported to its respective dominion, no matter how far away the color veil is from the dominion. In fact, most travelers journeying across the Astral Sea find an outlying color veil long before they would otherwise reach the dominion they seek. Most astral voyages last only as long as it takes to find a veil of the right color.

## Psychic Storms

Some portions of the Astral Sea are subject to psychic storms—wild, unpredictable gales that darken the luminous clouds and blow travelers off course. Psychic storms usually delay travelers—except when they sweep travelers through a color veil before they can react. Psychic storms are very large—like hurricanes or vast sandstorms in the mortal world—but move quickly. A psychic storm affects a given area for 1d6 + 4 rounds.

**Psychic Storm Effects:** All creatures in a psychic storm are dazed. In addition, attacks with the psychic keyword gain a +2 bonus to attack rolls but deal only half damage.

# Astral Sea Inhabitants

Although many creatures—mortal, immortal, and otherwise—call the various astral dominions home, comparatively few live in the Astral Sea itself. The lack of firm ground to stand on and scarce supplies of food and water mean that vast stretches of the Astral Sea are devoid of life. Any creatures dwelling in the plane must be able to do without the basic necessities of mortal existence (maruts or astral stalkers, for instance), or must seek out the rare islets of solid ground that lie scattered through this great silvery space (for example, the githyanki). A handful of beings such as astral dreadnoughts are truly adapted for life in the Astral Sea and fly in the ocean of the Astral Sea like whales swim in the waters of the natural world.

The islands of matter in the Astral Sea are highly prized by astral denizens and passing wayfarers alike. Some of these islets are little more than drifting boulders, useful only because they provide something solid to stand on or build on. Other islets are like tiny worlds and boast springs or lakes as well as strange forests of trees and creepers growing unhindered by gravity. (Plants grow well in the astral despite the lack of sunlight.) A few astral islands are the petrified remains of mighty primordials or deities who died long ago. Regardless of their origin, each such mote of matter is extremely valuable. Any islet larger than a hillock is certain to be inhabited or frequently visited by *someone*.

## Abominations

The terrifying monsters known as abominations pose a significant danger to careless astral travelers. Thankfully, they are few in number. A single astral stalker or phane can easily overwhelm an *astral skiff* and all its passengers and crew, and most abominations immediately destroy any mortals unfortunate enough to cross their paths. Githyanki often pay grudging tribute to tribes of astral stalkers or other abominations near their cities to purchase the monsters' forbearance.

## Astral Travelers

Most creatures voyaging through the Astral Sea are traveling to some other place. These astral travelers include powerful mortals from the natural world, devils, divine servitors such as angels (or much more rarely, demigods or exarchs), and immortal guardians such as sphinxes bound to a purpose that requires them to travel from plane to plane. Although some rare rituals can free the soul from the body to journey to the dominions, most astral travelers are physically present in the Astral Sea and are as real there as they would be in the natural world.

Devils or evil mortals often attack other astral travelers they meet, but most others are inclined to give everyone they meet a wide berth and keep to themselves.

## Githyanki

Warlike and imperious, githyanki are a mortal race that inhabits the eternal depths of the Astral Sea. Their cities are forbidding, fortresslike holds built atop the rare bits of drifting rock in the astral and surrounded by vigilant patrols in *astral skiffs*. Githyanki are a cruel people who believe that all other mortal races are their inferiors and are to be enslaved or plundered at any opportunity.

Githyanki eagerly seek out color veils or forgotten portals leading to the material world, for through these magic gates they can launch mighty raids against the unsuspecting people on the other side. Because of their hunger for conquest and riches, githyanki regard humans and other worldbound mortals faring abroad in the Astral Sea as great prizes—after all, the travelers came from somewhere and might be coerced into revealing the location of a portal the githyanki could attack through.

Although githyanki are quick to fall on clueless worldbound mortals who stumble into their grasp, they occasionally permit travel and trade to and from their cities. Nongithyanki who intend to visit a githyanki city should first obtain a sign of safe passage from one of the githyanki cadres—the militant guilds or orders that make up githyanki society. Githyanki respect the promises of safe passage

### The Exalted and the Damned

Mortal spirits that come to the astral dominions via the Shadowfell (see the "Exaltation and Damnation" sidebar, page 53) are generally known as **exalted** or **damned**. They are living, corporeal beings exactly as they were in life. However, they become immortal (and their origin changes to "immortal"). If killed in this form, they pass on to their final fate, or they rise again the next dawn, or they sleep for a year and a day before awaking again—it depends on which dominion they inhabit. Exalted or damned killed outside of their home dominion usually pass on to the infinite, but if their bodies are swiftly returned to their dominion, the normal rules for the dominion apply.

Heroes are much more likely to be exalted or damned than ordinary people. Most join the shining hosts of their deity's domain, and leave mortal concerns behind them forever. A rare few, however, return (or are sent) back to the mortal world, usually to finish some labor or complete a quest.

offered by any of their military societies, but travelers who appear too dangerous (or too weak) may find their safe passage suddenly revoked.

A small number of nongithyanki captains have leave to ply their *astral skiffs* or *planar dromonds* throughout the Astral Sea because they pay ruinous bribes to powerful githyanki factions for the privilege. Worldbound travelers who are trying to arrange safe conduct in the first place can sometimes do so in a meeting place such as Sigil beforehand. Or they can try striking a bargain with the first githyanki ship that attempts to seize them once they reach the Astral Sea—although they'll have to find a way to convince the githyanki to parley and defend themselves until they do.

ZOLTAN BOROS & GABOR SZIKSZAI

## Maruts

Like the githyanki, maruts dwell in astral fortresses—castlelike structures rooted on some drifting bit of astral stone. However, marut strongholds are much less common than githyanki cities, and none are particularly welcoming toward visitors. Unlike the githyanki, maruts do not require mortal sustenance, so they can be content with islets of barren rock.

A few marut fortresses, however, include a number of nonmarut servants, scribes, guards, and artisans. Maruts are not slave takers, but they sometimes require service as their compensation. They might, at times, accept slaves, prisoners, soldiers, or others sent involuntarily into their service for a time. A marut is an inflexible master, but seldom a cruel one

Maruts usually ignore travelers in the Astral Sea. Some repel all intruders. Others allow their servants to trade with visitors as long as doing so does not interfere with other duties.

### The Blood War

Demons hate immortals of any kind, but they have a special enmity for devils. Over the ages, many terrible battles have raged across Avernus, the Plain of a Thousand Portals, the Elemental Chaos, and those parts of the mortal world unfortunate enough to hold portals that offer access to the Abyss or the Nine Hells. A sullen truce currently prevails, but this ceasefire could end anytime.

Few mortals are aware of the Blood War, and fewer still know what triggered it. It began when Asmodeus rebelled against the deity he served. The mighty angel stole a shard of the evil seed embedded in the heart of the Abyss (see "The Birth of the Abyss" sidebar, *Monster Manual*, page 52) and forged it into a ruby-tipped rod, which he then used to slay his divine master. The Abyss wants the stolen shard returned, and consequently every demon does as well.

Armed with a fragment of true evil, Asmodeus hungers to seize the rest of the Abyss's heart. With it, he can subjugate all demonkind to his will and make himself strong enough to overthrow all the other deities. For their own part, the demon lords want to destroy Asmodeus for his impudence and carry his rod back to the Abyss in triumph, thus returning the Abyss and all demonkind to their rightful might.

The intensity of the Blood War varies greatly over time. In centuries past, it has been a cosmic conflagration. Countless thousands of demons have swarmed through portals to assault Avernus. At the same time, devils crafted iron fortresses in the Elemental Chaos to storm the Abyssal depths. The battlefields of these ancient campaigns are littered with powerful (and evil) weapons, curses, and aftereffects. The current uneasy truce has held for several lifetimes of mortals now.

In the current interregnum, demons and devils regard each other with hostility and intense rivalry. They compete for influence in the mortal world—demons by aiding mortals with destructive purposes, devils by guile and corruption. For the moment, Asmodeus husbands the Nine Hells' strength while the lords of demonkind are consumed with their own arguments and jealousy. No demon lord wants to bear the brunt of the losses in an attack against the Nine Hells, fearing that other demon lords will strike against him if he grows too weak.

Until they agree to act in concert, the demons have no real hope of overwhelming the Nine Hells. Asmodeus understands that the only thing that might cause the demon lords to forget their rivalries is the next infernal assault on the Abyss. Consequently, he is determined to plan his next campaign with the greatest of care so that when the Blood War resumes, it will be at the time and place of his choosing.

What follows are some of the astral dominions and other locales that float in the eternal, infinite, and boundless Astral Sea.

## Arvandor, the Verdant Isles

*The Blessed Isles of Elvenhome, where the fair folk dwell in grace and beauty forever*

**ARVANDOR TRAITS**

**Type:** Astral dominion.
**Size and Shape:** Archipelago stretching about 400 miles across and composed of six large islands and dozens of smaller ones; bounded.
**Gravity:** Normal.
**Mutability:** Divinely mutable. (Deities control their own environs.)
**Inveiglement:** Attacks with the charm or illusion keyword gain a +1 bonus to the attack roll.

Arvandor is a dominion of emerald forests, enchanting waters, and starry nights. It is home to immortals who love beauty, song, and revelry. It is the domain of Corellon, patron of elves and eladrin, and many elven souls dwell in peace and joy here.

The plane is an archipelago of steep, forest-covered islands in a wine-dark sea. Many of Arvandor's isles lie hidden in glamours of mist and mirage, or shift to the Feywild at times. At the edges of the plane, the dark waters of Arvandor are shrouded in great walls of rolling dark green mist that mark the dominion's borders. Astral vessels approaching Arvandor pass through the misty wall and sail into the plane's waters.

Arvandor experiences day and night, although the nights are brilliant with stars. When it rains, it's little more than a damp mist in the hours before dawn.

### Powers of Arvandor

Two deities dwell in Arvandor: Corellon Larethian, god of elves and magic, and Sehanine Moonbow, goddess of the moon. Both are frequently absent from the plane. Sehanine walks in moonlight in the mortal world, and Corellon often roams the Feywild. Although neither is truly good, they dislike cruelty and wickedness, and evil creatures find no refuge in Arvandor. A number of demigods and exarchs attend these two greater powers, including such legendary beings as Erevan Ilesere, patron of jest and revelry. This celestial court is collectively known as the Seldarine.

Many fey inhabit Arvandor, including centaurs, dryads, merfolk, satyrs, and treants. Some of these can be dangerous to mortals—for example, a raging centaur or satyr, or a dryad who decides to charm a handsome mortal and keep him at her side.

Arvandor is also the home of the **ruesti**—the exalted souls of eladrin and elves granted life after life in the Elvenhome. The ruesti are spirits whose great beauty, wisdom, skill, or deeds in life earned the approbation of Corellon or his exarchs.

### Sites in Arvandor

Most of Arvandor is pristine wilderness. Green glades and musical waterfalls lie hidden in the high vales of its many islands. The six large islands in the archipelago range up to 100 miles in length, but scores of smaller ones dot the plane's sea.

**Estaira:** The largest of Arvandor's islands is Estaira, also known as Elvenhome. Bands of ruesti and fey roam its verdant forests and feast by its mirrorlike lakes. Gleaming eladrin towers dot the island's shores and lie within its wooded vales.

**Gloaminghold:** On a tiny islet near Arvandor's astral border stands the hidden house called Gloaminghold. Here the legendary tiefling warlock Duskmoon built a secure retreat many years ago. Gloaminghold's halls are filled with curiosities gleaned from a hundred strange places, but powerful guardians protect Duskmoon's treasures.

**Nath Seldarie:** Corellon's palace is a place of open arcades and colonnades high on the wooded slopes of Estaira's tallest hill. In Nath Seldarie, the Seldarine feast, revel, and take counsel at need. Walls of enchanted mist ward intruders away from the palace when the deities desire privacy.

### Adventure in Arvandor

Arvandor is a peaceful dominion. However, it is not entirely safe. Some of Arvandor's fey denizens jealously guard their isles from intrusion. From time to time, evil fey, devils, or githyanki raid the outlying isles seeking plunder and mayhem (although Arvandor's denizens repel these raids easily). Arvandor is also a mustering place for expeditions against bastions of evil throughout the planes. Sealed moongates (permanent portals attuned by the moon's cycle or warded by the magic of Sehanine) lead to the Demonweb Pits, evil-tainted parts of the Feywild and natural world, and even some of the evil dominions. Mortal heroes might find that they need Arvandor's moongates to reach a perilous destination in another plane.

# Celestia, the Radiant Throne

*A domain of seven holy mountains where the just and the good are eternally exalted*

**CELESTIA TRAITS**

**Type:** Astral dominion.
**Size and Shape:** Range of seven mountains that runs about 120 miles and reaches a height of 10 miles and is surrounded by a narrow sea; bounded.
**Gravity:** Normal.
**Mutability:** Divinely mutable. (Deities control their own environs.)
**Radiance Affinity:** Attacks with the radiance keyword gain a +1 bonus to the attack roll, and attacks with the necrotic keyword deal half damage (ongoing necrotic damage is not affected).

Rising above the mists of the Astral Sea shine the seven splendid mountains of Celestia. Peaceful cities, green forests, and golden fields spill over their lower slopes. Mystic monasteries and golden palaces lie hidden beneath their snowy heights. The just, the righteous, and the merciful dwell here in light and joy forever.

Celestia is a single large island in the Astral Sea dominated by its magnificent mountains, each higher and grander than the last. A narrow band of shallow green sea surrounds the dominion, and this sea meets the surrounding astral in a brilliant golden aurora. Ships sailing to or from Celestia sail along a dazzling path of sunshine dancing on the water.

Night never comes to Celestia. The peaks of its mighty mountains glow like suns, waxing and waning from a rosy-hued twilight to a bright, golden noon and back again each day. The clouds of Celestia's skies are a dark silvery color, and rain is rarely heavier than a sunshower.

## Powers of Celestia

Several noble deities dwell in Celestia. Kord, the god of strength and valor, roams the plane's mountainsides or feasts in his hall in the green vales below the slopes of Venya, the mountain also known as the legendary Snowbeard. Bahamut, the Platinum Dragon, holds court in his shining castle on a high spur of the mountain Mertion. Beneath the waterfall-graced slopes of Solania, the mountain also called the Rainfather, lie the vast halls of Moradin, the god of the forge. The three deities are close allies and act in concert, but if one of the three is first among equals, it's Moradin. The Dwarf-father governs over a court of lesser deities and powerful exarchs that include such figures as Berronar Truesilver, Moradin's consort, and Clangeddin Silverbeard, the patron of dwarf warriors.

The **exalted** of Celestia include the spirits of great artisans, valiant heroes, and good dragons. In addition, a number of elementals, galeb duhrs, and other such creatures normally found in the Elemental Chaos call the plane home. Celestia's mountains are suffused with elemental power. These elementals are tempestuous and have been known to attack mortals visiting the plane.

## Sites in Celestia

Celestia consists of alpine meadows, thickly forested valleys, and towering mountain ramparts of stone, snow, and ice. A belt of foothills rings the shores of the plane, and most of the plane's denizens dwell in white cities or shining castles close to the sea.

**Torzak-Belgirn:** The Soulforge of Moradin is the mighty foundry where the Dwarf-father undertakes his greatest works. Under Moradin's tutelage the greatest dwarf smiths create arms and armor unequaled anywhere in the planes.

**Empyron:** Also known as the City of Healing, this town stands by the shores of a dark, starry tarn amid the high mountain vales. It is said that no curse, poison, or disease can withstand the touch of Empyron's waters, and those who can be healed nowhere else can find healing here.

**Bridge of al-Sihal:** Behind a mithral gate in Asiryet, the Heavenly City, lies a pathway or road of blinding light that ascends to the highest of Celestia's peaks: Chronias, the Radiant Throne. A mighty angel guards this portal, turning aside the unworthy. What awaits on the slopes of Chronias is a mystery to mortals, for those who pass the Bridge of al-Sihal do not return.

FRANZ VOHWINKEL

# Chernoggar, the Iron Fortress

*Destruction and war battle endlessly for supremacy*

**CHERNOGGAR TRAITS**

**Type:** Astral dominion.
**Size and Shape:** Plateau about 300 miles across surrounded by a belt of dried seabed 10 to 50 miles wide; bounded.
**Gravity:** Normal.
**Mutability:** Divinely mutable. (Deities control their own environs.)

Endless warfare surges across the ashen plains and vast ramparts of Chernoggar, the plane known as the Iron Fortress. Here two feuding deities vie against each other with armies of warrior souls. At the end of each day the dead number in the thousands, but the next morning, they return to life to strive and die again, locked into an eternity of unending violence.

Chernoggar is a vast plateau of black, jagged rock. Travelers who breach its red-orange veil (the color of rust, some say) find themselves stranded on a plain of dried, cracked mud that is littered with the wrecks of astral vessels. Whatever sea that once surrounded the plane long ago dried up. A few miles from the veil, mighty cliffs of black stone climb up several thousand feet in beetling ramparts to the ancient battlefield of Chern, a wasteland of barren rock and deep crevasses. Great battlements of iron wall off the passes and crown the clifftops.

Chernoggar has no sun, moon, or stars. Its sky is a sullen orange-red color that waxes and wanes in brightness in a 24-hour cycle. At its brightest, it's equal to an overcast day in the natural world, and at its dimmest, it's about as bright as weak moonlight. The plane displays seasons of a sort. Over the course of a year, it warms to a furnacelike summer and then diminishes to a bitterly chill winter. Dust storms, wildfires, earthquakes, and thunderstorms are common, especially in parts of the plane where Gruumsh holds sway.

Chernoggar is a dangerous plane for astral travelers to visit. Gruumsh's minions are likely to slaughter anything they meet. Bane's servants seek to capture strangers, subjecting them to fearsome inquisitions before sentencing them to thralldom, torture, or imprisonment.

## Powers of Chernoggar

Bane, the god of war and tyranny, conquered the dominion of Chernoggar from its previous owner—a fiery war god named Tuern. After Tuern's defeat, Bane raised his mighty fortress of iron over Tuern's ancient throne and began to plan his next campaign. However, the orc god Gruumsh also desired to claim Tuern's place. Gruumsh brought his own domain of Nishrek into contact with Chernoggar, fusing the two dominions together and launching a furious invasion of Bane's newly won plane. The gods of tyranny and destruction have fought to become the sole, uncontested god of war ever since. Gruumsh is unable to overthrow Bane in the seat of Bane's power, and Bane can't drive Gruumsh out of the caves and mountains at the other side of Chernoggar.

Both Bane and Gruumsh field vast armies of monsters, war machines, and deathless warrior souls known as **battlesworn**. Gruumsh grants the fiercest and most bloodthirsty of his followers—orc champions, vile barbarians, and even a few monsters such as trolls and ogres—with the opportunity to sate their bloodlust again and again through eternity. Similarly, Bane rewards the most courageous, determined, and merciless of his followers with the chance to serve him after death. Battlesworn who die in Chernoggar rise from death at the next dawn.

Chernoggar is also populated by a native race—the bladelings. Bane brought a race of martially inclined mortals to Chernoggar many centuries ago and sought to transform them into the perfect soldiers, but the bladelings proved more independent of will than he had hoped. Although many of these fierce warriors still serve Bane today, others left Chernoggar long ago to seek a fate of their own devising.

## Sites in Chernoggar

Most of Chernoggar is a rugged wasteland of ashen plains, bare rock, dry dead steppes, and vast belts of thorny brush. Ruined castles and the rusting wrecks of ancient war machines dot this bleak landscape. Crevasses that are many hundreds of feet deep wind through the plane. They pose a formidable obstacle to travelers on foot. Large stretches of the plane are virtually deserted. Though somewhere a great battle takes place constantly on the plane, Chernoggar is big, and out-of-the-way spots might not see fighting for years at a time. However, travelers might run into patrols, small bands of marauders, or hunting parties from either side anywhere on the plane.

The caves and tunnels of Chernoggar are home to all sorts of dreadful monsters that range from salamanders (who once served Tuern) to ropers, purple worms, and other deep-dwelling creatures. Some creatures escaped from the breeding pits of the goblins in Bane's service, and others Gruumsh brought to Chernoggar to test his warriors' fitness and courage.

**Stairs of Woe:** Only a handful of paths ascend the cliffs encircling Chernoggar's plateau. The best known is the Stairs of Woe, which climb from the dried seabed to the field of Chern, the great battlefield before Bane's fortress. Bane punishes cowards, traitors, and spies by imprisoning them in crow's cages along this tortuous climb. Bane uses these suspended cages of iron to show visitors the cost of drawing the Black Lord's ire.

Atop the stairs a guardpost offers visitors one chance to present themselves to Bane's servants and state their purpose in visiting Chernoggar. (It had better be a good one!) The guards assign minders (escorts who are guards and spies) to accompany the visitors wherever they go, watching carefully for any indication of treachery.

**Tuer-Chern:** Tuer-Chern is the Iron Fortress from which Chernoggar takes its sobriquet. Tuer-Chern is Bane's mighty stronghold. The size of the place is staggering. Its ramparts and walls encircle an area fully twenty miles across, and its gates and towers are beyond count. Tuer-Chern is unquestionably the largest single fortress in the cosmos, and only Moradin's fortress in Celestia or the infernal strongholds of Nessus in the Nine Hells rival it.

Although Tuer-Chern's defenses and barracks are hard to miss, the Iron Fortress is a great city as well as a fortification. Countless thralls and servants see to the menial tasks of maintaining the garrison. Vast foundries and armories ring eternally with the sound of weapons being forged. Dark chapels memorialize Bane's many victories, and shadowed libraries hold great collections of destructive lore. Legions of scribes and officials see to it that the Great Tyrant's will is enforced throughout his domain in the smallest of matters.

The heart of Tuer-Chern is Bane's throne hall, a mighty chamber so large in size that an entire mortal cathedral would fit inside it with room to spare. In the throne hall stands the Siege Terrible, the throne of the Black Lord. Few indeed can look upon Bane when he is seated here without falling to the floor in abject terror.

**Clangor:** Bane awards his exarchs and most capable underlings fiefs of their own to be ruled in his name. Clangor is one such feudal territory. It is a goblin fortress-city built in the sides of a fiery vent. It is governed by the goblin exarch Maglubiyet. Clangor is notorious for its gruesome arena games, in which captives are pitted against each other or forced to fight terrible monsters—sometimes with nothing more than a dagger or a cudgel. Below the arena lie vast breeding pits where goblin beastmasters seek to create ever more fierce and powerful monstrosities to loose upon the orcs of Nishrek.

The goblins of Clangor are not as dedicated to rigorous order as Bane's other servants, and Clangor boasts a small black market of planar traders and information-seekers.

**Nishrek:** On the far side of Chernoggar from Bane's citadel lie the volcanic mountains of Nishrek, the domain of Gruumsh. Once Nishrek was a dominion of its own, but in order to attack Bane the god of destruction brought Nishrek into Chernoggar. Bane's will prevailed, and Nishrek was halted hundreds of miles from Bane's dark citadel.

Nishrek's mountains are riddled with caves and crudely built stone orc holds. Earthquakes, avalanches of ash, windstorms, and fiery geysers torment the landscape, guarding Nishrek from Bane's legions as effectively as Tuer-Chern's iron walls deter Gruumsh's hordes.

Gruumsh dwells in a brooding keep called the Tower of Skulls. Several fierce exarchs and lesser powers serve Gruumsh, including Baghtru (an orc demigod of brute strength), Vaprak (an immense troll), and Luthic the Blood Moon Witch, who is consort to Gruumsh.

**Zoronor:** This walled town lies along the edge of the plateau. If Chernoggar has a port on the Astral Sea, Zoronor is it, although cargo must be dragged from grounded ships over the dry sea by lumbering dray-beasts. Zoronor is a sullen, violent bladeling town that serves as a base for mercenaries seeking work in other planes. A bladeling lord named Urlezar governs the town in Bane's name and rules with a surprisingly light hand. However, his apparent laxness is a cover under which numerous spies and informants ferret out disloyalty.

## TOWER OF THE ADAMANTINE MAGE

In a forest of dead briars near the middle of Chernoggar stands an imposing tower of jagged stone. This tower is the home of Koth-Amar, the Adamantine Mage. An archmage of great skill, Koth-Amar long ago transferred his consciousness into a magically animated lifelike statue of adamantine. Koth-Amar is a notorious plunderer of magical lore from many planes, and he guards his ill-gotten treasures with deadly monsters. Worshipers of Ioun and Vecna have long sought to glimpse the knowledge within, but to date their efforts have failed.

# Hestavar, the Bright City

*A shining city of golden domes and precious stones among the clouds*

**HESTAVAR TRAITS**

**Type:** Astral dominion.
**Size and Shape:** Earthmote archipelago extending for about 30 miles; bounded.
**Gravity:** Normal.
**Mutability:** Divinely mutable. (Deities control their own environs.)
**Radiance Affinity:** Attacks with the radiance keyword gain a +1 bonus to the attack roll, and attacks with the necrotic keyword deal half damage (ongoing necrotic damage is not affected).

The wondrous city of Hestavar drifts amid golden clouds. Hestavar represents the greatest heights of art, architecture, and invention that civilization can attain. It is a fantastically wealthy domain, with buildings roofed in gold and streets paved in precious stones. In Hestavar's mercantile arcades things that are too precious or scarce to be sold anywhere else can be found.

**HESTAVAR**

The most cosmopolitan and accessible of the astral dominions, Hestavar is a fantastically wealthy city of wonders.
**Population:** Approximately 300,000. Exalted souls and angels make up most of the population, with a smaller number of mortal beings.
**Government:** The deities Erathis and Pelor rule over Hestavar in name, but they leave the actual administration of the city to an efficient bureaucracy headed up by the high minister, an angel named Kemuel.
**Defenses:** Several legions of angels of battle, angels of valor, and exalted warriors.
**Inns:** House in the Clouds; Methion Arms; Garden of Geras. The Methion Arms is an excellent choice for travelers who desire a good mix of location, privacy, and reasonable rates.
**Taverns:** Silver Tankard; Andarman's Taproom; Kossian Vineyard.
**Temples:** Cathedral of Aurosion (Erathis, Pelor, and Ioun); University Chapel in Kerith-Ald (Erathis, Pelor, and Ioun). The palaces of Aurosion and Kerith-Ald include great halls of reverence, attended by angels and exalted clerics who served Erathis, Pelor, and Ioun in life. Smaller shrines dedicated to most other gods in the pantheon (even a few evil ones) exist elsewhere in the city, since the people of Hestavar are pious and give respect to all the deities.

Gigantic shimmering pale gold and silver clouds surround the city of Hestavar and mark its border with the Astral Sea. Through breaks in the clouds, approaching travelers spy slender towers and soaring domes high overhead. Astral vessels that enter the clouds emerge a few minutes later sailing upon the dazzling turquoise waters of the vast lagoon filling the lower third of the plane. Travelers without a vessel appear on one of the white sandbars dotting the perimeter of the lagoon. Dozens of islands covered in stately homes, white ramparts, and marble quays lie scattered over the surface of the lagoon, but the towns on the lagoon isles are only a small portion of the Bright City—most of the city is built atop the great floating earthmotes that mount higher and higher into the sky of the plane. Soaring bridges or buttresses link many of these motes, although other motes are free to drift.

It is always noontime in Hestavar. The clouds above the plane serve as its sun, shedding brilliant radiance from overhead. As the clouds drift and darken or brighten, the color and intensity of the light varies. At their darkest, the clouds take on a dark silver color like rainclouds, but brighter clouds behind them still glow intensely in a pale gold, peeking through in slanting beams like sunlight. It does not truly rain in Hestavar, but some of the earthmotes hold endless springs that feed small waterfalls high overhead. As lower earthmotes drift underneath, they pass through the falling mists.

## Powers of Hestavar

Three greater deities make their homes in Hestavar. Pelor, the god of the sun, and Erathis, the goddess of civilization and invention, rule jointly over the plane. A court of valiant heroes, wise councilors, and great artists attend the two deities. Although Erathis does not share Pelor's boundless compassion or his enmity toward the forces of evil (tyranny is, after all, one of the forms that civilization may take), she greatly desires a peaceful, orderly realm and is a benevolent influence. When Pelor and Erathis do not wish to preside over their court, their palace draws away above the city, and the bridges linking it to the districts below vanish.

Ioun, the goddess of knowledge, plays a less active role in the affairs of the Bright City. She dwells in relative seclusion in a white tower filled with countless tomes and attended by many sages, scribes, and students of the arcane arts. On occasion, she leaves her tower on mysterious journeys to distant corners of the planes or the world. Some say she goes to visit days yet to come and records the events she observes in a secret book of prophecy.

Most of the citizens of Hestavar are **exalted**, mortal spirits who earned the favor of the deities during life and were granted life after life as a reward. However, Hestavar also serves as a crossroads of the

Astral Sea, and many creatures both mortal and immortal pass through its shining streets. Angels in the service of other deities, exalted spirits from other benevolent dominions, maruts, bladelings, mortal adventurers, eladrin lords, guardians such as nagas and sphinxes, and even the occasional githyanki or devil (protected by diplomatic assurances of good behavior) meet in the courts of Hestavar.

## Sites in Hestavar

Hestavar is filled with a constant bustle of activity. Ships ply the waters of the lagoon. Flying boats with sails like wings flit between the aerial islands of the higher districts. Although the plane presents a peaceful and friendly face to the Astral Sea beyond, it is not defenseless. The lagoon islands are heavily fortified, and many of the ships and aerial vessels are engaged in vigilant patrols.

**Aurosion:** A magnificent palace of gold that stands upon the highest of Hestavar's motes, Aurosion is the abode of Pelor and Erathis. A large and well-ordered bureaucracy of angels and wise mortal spirits governs Hestavar from the halls of Aurosion. Only the greatest of living mortals are permitted to approach the twin thrones, but on rare occasions Erathis and Pelor choose to bestow laurels on heroes of great renown.

**The Field of Ida:** This wide, flat earthmote is covered in a green daisy-flecked meadow. No permanent buildings have been erected on this meadow. Instead, great pavilions and viewing stands surround a broad tournament field. The field is the place where the folk of the city gather in times of celebration. Here the more valiant spirits of the city test their mettle in jousts or magical duels. On momentous occasions, the high lords and ladies of the city award victors with trophies or prizes of tremendous value.

**Kerith-Ald, the Swan Tower:** Ioun's dwelling place is Kerith-Ald. Kerith-Ald drifts on a lonely earthmote several thousand feet above the lagoon. Kerith-Ald's lower domes and halls contain a magic academy, a university, and a vast library—the finest to be found anywhere. Above these rise a slender white tower graced with a swan motif to which Ioun retreats when she desires time for reflection. Ioun holds court in the Hall of Enlightenment at the foot of the tower, and often bestows boons of knowledge on those who come seeking her favor. Although many people assume that Ioun's servants are academics who withdraw from worldly affairs, the cognoscenti of Kerith-Ald do not hesitate to intervene behind the scenes (often through mortal heroes) to safeguard places of learning or rescue works that would otherwise be lost forever.

LUCIO PARRILLO

**Methion:** Hovering a thousand feet above the city lagoon, this large, hill-covered earthmote is home to most of Hestavar's great mercantile emporiums and artisan workshops. Winding lanes and steep stairs climb up and down the sides of Methion linking dozens of courts and plazas. Small bookstores, jeweler's shops, goldsmiths, and curio dealers crowd together in an eclectic assortment of buildings and towers. Methion is the Bright City's principle marketplace for rare and unusual goods. The bazaar of the City of Brass may be a better market for arms and armor, but for the rarest and most wondrous treasures—especially implements, rings, and other magic jewelry—Methion is the place to go.

**The Silver Tankard:** On one of the larger of the lagoon isles stands the Silver Tankard, perhaps the best place in Hestavar to meet strange folk and hear interesting tales. The city boasts many taverns and inns, but the Silver Tankard's location on the lagoon means that astral wayfarers frequent it more than other places. Although no tavern in Hestavar is truly rough, the Silver Tankard comes the closest.

### ADVENTURE IN HESTAVAR

Hestavar is normally a peaceful dominion, but sometimes danger lurks in surprising places. Devils, githyanki, and abominations such as astral stalkers sometimes ambush astral vessels as they come or go from the Bright City. Such creatures sometimes even raid the outskirts of the city, although Hestavar's defenses are formidable. Rarely, agents of hostile powers such as Vecna or Bane attempt something nefarious—espionage, kidnapping, or assassination. Mortal heroes visiting Hestavar could easily get caught up in skullduggery and intrigue as they try to ferret out such agents or stumble across villains engaged in some daring crime. Rival heroes or meddlesome demigods may find reason to work against the player characters. Finally, Hestavar's nobility—the greatest of the exalted mortal spirits who live in the Bright City—can be a prickly lot. They include a number of gallants quick to take offense when bumpkins from the mortal world fail to acknowledge their place. Heroes could become caught up in courtly politics, affairs of honor, or romantic rivalries that pit them against some of Hestavar's haughtier spirits. Brawls or pitched battles are unlikely in the Bright City, but lethal duels of sword or spell are not unheard of.

## KALANDURREN, THE DARKENED PILLARS

*A domain undone by a horde of demons, where few now venture*

**KALANDURREN TRAITS**

**Type:** Astral dominion.
**Size and Shape:** Island of stepped plateaus about 120 miles across that sports two mighty peaks; bounded.
**Gravity:** Normal.
**Mutability:** Normal.
**Alignment:** Unaligned.
**Cold Affinity:** Attacks with the cold keyword gain a +1 bonus to the attack roll, and attacks with the fire keyword deal half damage (ongoing fire damage is not affected).

Once a peaceful, well-ordered domain of shining castles and noble warriors, Kalandurren is now a ruined landscape where dark powers squabble over the choicest plunder. Kalandurren was the dominion of the god Amoth, a power of justice and mercy, but thousands of years ago the demon princes Orcus, Demogorgon, and Rimmon took advantage of a cosmic conjunction to storm Kalandurren and destroy it. Amoth destroyed Rimmon and nearly split Demogorgon in two, but Orcus struck down the deity, and the demons prevailed. Divine hosts from the dominions of other deities soon drove out the victorious demons, but Kalandurren was marred forever.

Kalandurren is a large island dominion surrounded by a sea that pours endlessly off the edge of its being. Ships that sail over the edge continue straight on, soaring gently upward through damp, billowing mist into the Astral Sea. Visitors approaching from the Astral Sea catch glimpses of its waterfalls and peaks through a flickering color veil of pale gray. The isle itself consists of overlapping stepped plateaus covered in rolling hills, rising up to two towering pillarlike mountains. The many lakes and streams at the edges of the plateaus that flow off the edge of the plateau endlessly give the island the appearance of a great white fountain.

Long ago, a great golden orb that shone like the sun capped the mountain Aurama, and the mountain Argeno supported a white orb that gave forth silvery moonlight. Now the great orbs are blackened and dark, leaving only a dim gray gloom that pervades the whole plane from its steel-colored sky. Kalandurren is cold and cheerless, its temperature hovering just above freezing, and light flurries of snow sometimes fall amid driving blasts of wind.

## Powers of Kalandurren

No deities reign over Kalandurren, and large portions of the dominion are completely abandoned. Its current denizens include stranded demons, a handful of ancient guardians still protecting treasure vaults and places of power, and the Doomguard—a plane-spanning warrior society dedicated to destroying anything that attempts to impose its order on the cosmos, be it deity, devil, domain, or natural law.

The demons present the most serious threat to visitors. Some of the old portals used in the long-ago demonic assault still function intermittently. These portals allow more Abyssal denizens to trickle into the dominion. Demons prowl many of the ruins, squabbling over territory. The Doomguard, on the other hand, jealously guards a handful of strong citadels near points of particular interest. Although the Doomguard claims all of Kalandurren as its hidden redoubt, the Doomguard leave most of the ruins to whatever demons or other monsters see fit to lair there.

## Sites in Kalandurren

Kalandurren was home to several large cities and scores of proud castles in its day. Most of these lie in ruin now. Bands of devils, githyanki, and mortal adventurers sometimes come to Kalandurren to search for a fabled artifact, to ferret out a long-lost piece of lore, or to see what they can unearth. Servants of Vecna are the most common of these ruin-delvers, and they often waylay others who unearth choice prizes.

**Citadel Exalhus:** The most important of the Doomguard strongholds is Citadel Exalhus. Here the doomlords—the secret masters of the society—take counsel. The high doomlord is Nariche, an evil and pitiless human female who sends powerful Doomguards to marshal hordes against bastions of civilization, whether tyrannical or benevolent. Nariche is intent on collecting the scattered pieces of an ancient artifact known as the *Rod of Seven Parts*, but what she intends to do with it, only she could say. The Doomguard has many powerful enemies, and so it slays any intruders its warriors detect by default.

**Rimmon's Cairn:** The slain demon prince Rimmon is entombed in a great barrow in the shadows of Argeno. The divine hosts who drove Orcus and Demogorgon from the dominion wove great wards of power to contain Rimmon's evil where the demon prince fell. From time to time, some maniac or minor demon seeks to destroy the wards, hoping to consume Rimmon's essence and thereby acquire the power of an Abyssal lord.

# The Nine Hells

*Abandon hope, all ye who enter here*

**THE NINE HELLS TRAITS**

**Type:** Astral dominion.
**Size and Shape:** Planet roughly 7,000 miles in diameter and riddled with continent-sized caverns; recursive.
**Gravity:** Normal.
**Mutability:** Normal.
**Plummet to Avernus:** Creatures who fall through the dominion's color veil anywhere other than the storm clouds above the Lake of Despond take 5d10 falling damage, are knocked prone, and take ongoing 10 fire damage (save ends).
**Cold Affinity (Stygia and Cania only):** Attacks with the cold keyword gain a +1 bonus to the attack roll, and attacks with the fire keyword deal half damage (ongoing fire damage is not affected).
**Corruption (Minauros and Maladomini only):** Attacks with the disease or poison keyword gain a +1 bonus to the attack roll. Healing powers restore only half as many hit points as normal.
**Fire Affinity (Avernus, Dis, Phlegethos, and Nessus only):** Attacks with the fire keyword gain a +1 bonus to the attack roll, and attacks with the cold keyword deal half damage (ongoing cold damage is not affected).
**Inveiglement (Malbolge only):** Attacks with the charm or illusion keyword gain a +1 bonus to the attack roll.

The Nine Hells are the home of the terrible race of immortals known as devils. The hells are housed within a tormented world called Baator that is clouded in ash and smoke. Within this fuming orb lie cauldrons of lava, bitter seas of ice, and cities of scorching iron. Each hell (except Avernus, the first) is a buried continent, a cavern of tremendous size. Each lies deeper than its predecessor. Nessus, the ninth, is a fiery rift at the center of the devils' planet-sized dominion. Some hells are fiery, some are bitterly cold, some are poisonous mires, and some are cruel fortresses—but all are terrible beyond mortal endurance, and only the greatest and most foolhardy of heroes dare venture within.

The color veil of the Nine Hells is a roiling cloud of red smoke that occasionally parts to permit glimpses of the orb below: the burning desert of Avernus, which forms the surface of this tortured world. Astral travelers that pass through the plane's color veil find themselves dozens of miles above Avernus. Vessels (or individuals) that can't fly in worlds with normal gravity plunge to the ground in a fiery, buffeting whirlwind. Oddly, many travelers survive this descent—it seems the Nine Hells are not so merciful as to kill their victims too quickly. The only safe way

to enter the Nine Hells is to locate the storm churning above the Lake of Despond, birthplace of the Styx, and descend through its churning funnel. Vessels alight on the lake, but travelers without a vessel drop painfully onto the stony shore.

Unless the traveler can fly, it is much easier to enter the Nine Hells than it is to leave. Ascending the storm above the Lake of Despond is impossible, but some stories claim that the Styx pours back out into the Astral Sea after its frozen passage through Cania.

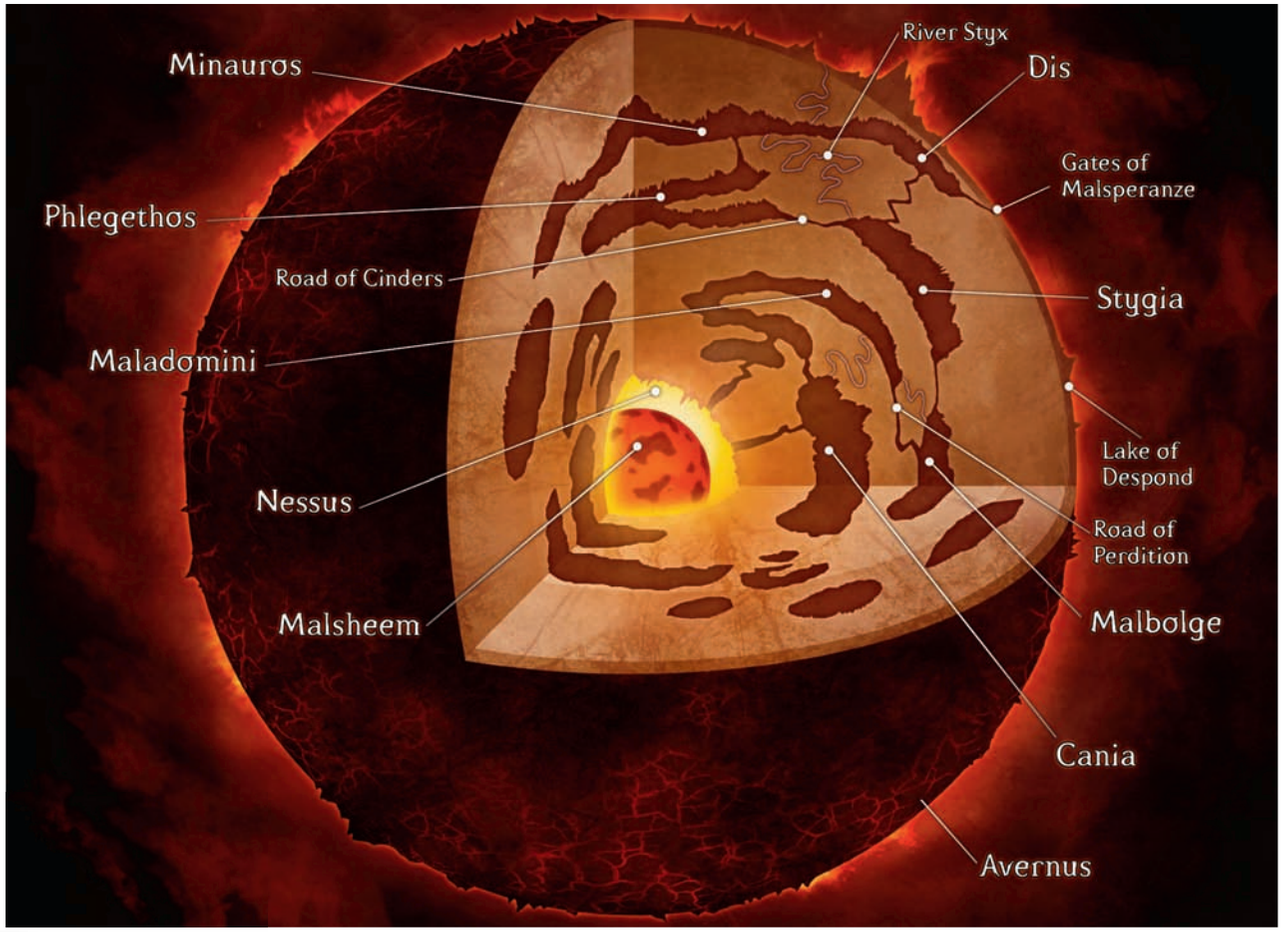
## Powers of the Nine Hells

Countless legions of devils are imprisoned within this cavern world. They are bound for all time to the ruined dominion of the deity they rebelled against long ago. Each layer is governed by one of the **Lords of the Nine**. Most of the lords are **archdevils**, unique devils of great power. Archdevils too weak or disloyal to rule a layer of their own serve as viziers or vassals to one of the Lords of the Nine or languish in disfavor and exile, waiting for the chance to supplant one of their betters.

Archdevils are the dukes and princes of the Nine Hells, and they constantly scheme and plot against their peers in a never-ending quest for more power. Mephistopheles dreams of displacing Asmodeus. Baalzebul loathes Mephistopheles. Glasya hates Levistus, who in turn plots his revenge against Asmodeus. Asmodeus fears no single lesser archdevil (except possibly Mephistopheles), but even the Prince of Nessus dreads the day when the other archdevils unite against him. Asmodeus carefully fosters rivalries and distrust among the other archdevils to prevent such a day from ever coming to pass.

Beneath the archdevils are the ranks of the infernal hierarchy. The Nine Hells are highly organized, and each devil has its own place that corresponds to its own personal power. The mighty pit fiends are the barons and nobles of the Nine Hells, each sworn to the service of one or another of the archdevils. War devils are the generals and captains of the Nine Hells. Brazen devils are elite guards, pain devils are torturers and jailors, spined devils are lowly scouts and messengers. Every devil has its place. The archdevils reward lesser devils that excel in their duties by transforming them into progressively more powerful forms through agonizing rituals.

Devils delight in claiming mortal souls—the **damned**. The Nine Hells are filled with the wretched spirits of mortals. Some deliberately gave themselves to the service of the Nine Hells in life, some did the devils' work unwittingly, and some had the misfortune to fall under fiendish power. The damned appear much as they did in life. They are reborn in the Nine Hells in a form of flesh and blood, although they are gaunt and frail. Through the tormenting of




JASON ENGLE

the damned, devils harvest the power inherent in the mortal soul—power to fuel infernal rites, to animate infernal constructs, to strengthen archdevils, or to fortify defenses. Although most damned souls are imprisoned until expended, a scant few—those who served the Nine Hells with particular ability in life—are rewarded with transformation into lesser devils so that they may continue to serve the Nine Hells throughout eternity.

## Avernus, the First Hell

The first layer of the Nine Hells is Avernus. It is the surface of Baator's ruddy orb. It is a desert of stone, pumice, and ash broken by the occasional range of low, jagged mountains or a flowing river of lava. The fortresses of devils dot its landscape surrounded by the debris of countless battles. During the most fierce outbreaks of the Blood War, hordes of demons often invade Avernus. Consequently, it is defended by legions of infernal warriors and daunting strongholds.

Unlike the deeper hells, Avernus has a sky. In the sky, sullen, roiling clouds of red and black constantly flicker and burn with gouts of orange flame. Streaking fireballs posing a significant threat to any creatures caught out in the open (see "Avernus Cinderstorm," page 23) pelt the barren landscape below at odd intervals. The air is hot, dry, and acrid, fouled by volcanic fumaroles.

The mighty pit fiend ruler of Avernus is Bel, chosen by Asmodeus for his loyalty and his military genius. Bel is a cool, calculating creature that carefully avoids the intrigues of the other lords. A circle of pit fiends known as the Dark Eight serve as Bel's vassals and councilors. Bel governs only at their pleasure, and he must constantly consider whether his actions will meet with the approval of the Dark Eight.

Avernus is also home to a number of lesser archdevils currently in disfavor, such as Azazel, Moloch, Nergal, and Raamoth. Most are deeply engaged in various plots and schemes to seize a place of true power again or at the least discredit any Lord of the Nine they perceive to be vulnerable to such tactics. Avernus is the largest and most desolate of the hells, so many outcast devils or those few damned who escape their torments hide in its barren mountains.

**The Bronze Citadel:** The Bronze Citadel is the seat of Bel's power. It is a mighty fortress of fourteen concentric rings, each studded with forbidding towers and infernal war machines. Thousands of spined devils, bearded devils, and legion devils are housed in its vast barracks. Adventurers captured in Avernus and those folk who hope to obtain a letter of safe passage through the Nine Hells are brought here to plead their case before Bel or one of his appointed lieutenants.

**Darkspine:** Once a corrupt city in the mortal world, Darkspine was engulfed by a great planar rift and brought to the plains of Avernus—a fitting end for its wickedness, according to some. Its ruins are mostly abandoned now, but a handful of desperate wretches still skulk through the burned buildings. Gangs of pain devils and bearded devils rummage through the debris, hoping to ferret out an escaped damned soul or unearth an interesting bauble.

**Gates of Malsperanze:** Many caves in Avernus lead down to other hells below, but the most notorious is a great archway guarded by towering gates of iron. Molten runes above the gates read, "Abandon hope, all ye who enter here." The gates stand open, and beyond them a road descends steeply to the iron city of Dis, second of the Nine Hells.

**Lake of Despond:** This large, bitter lake marks the birthplace of the River Styx. Souls newly arrived in the Nine Hells awake on its rocky shores where they are quickly snatched up by devils assigned the task of collecting the damned. A great funnel-like storm cloud churning above the lake marks the only safe descent from the Astral Sea to Avernus, so most planar travelers arrive in the Nine Hells at this point. Naturally, the devils looking out for damned souls often try to collect them, too.

### The River Styx

The Styx is a dark and dismal stream that meanders through the Nine Hells. Born in a bitter lake amid basalt cliffs on Avernus, it is linked to the Astral Sea by a seething funnel of storm clouds dense enough to bear astral vessels down to the plains of Hell. It races in a reckless black torrent through steep gorges in Avernus before disappearing into a fuming cavern and plummeting down to the fetid marshes of Minauros. Slow and sluggish at that point, it wanders on a long, dark journey before emerging again in the icy sea of Stygia. The Styx then flows through Malbolge and Maladomini before it ends in the great glaciers of Cania, missing only Dis, Phlegethos, and Nessus in its travels.

Although it is a deadly perilous path, the Styx offers bold adventurers a road leading deep into the Nine Hells, especially if they can find or build a sturdy vessel. The plunges from Avernus to Minauros and from Minauros to Stygia are precipitous and can only be navigated by an expert boater in a vessel no larger than a keelboat. Riding the Styx may seem like the course of a lunatic, but few devils patrol its shores, and it's the best way to reach the middle hells without fighting through legions of devils first.

## Dis, the Second Hell

A road littered with skulls leads twenty miles or so from the Gates of Malsperanze down to the vast cavern of Dis. The cavern is illuminated by the ruddy glow of sluggish lava streams and red-hot iron. The cavern is more than a hundred miles wide and easily ten miles tall, and jagged mountains and sheer ravines break up its floor. Bridges of iron span dizzying drops until the road reaches the walls of the Iron City of Dis, from which the whole layer takes its name.

**DIS**

The largest and most well known of the cities in the Nine Hells, Dis is a vast maze of searing iron ramparts, dark alleyways, squalid slums, and squares where iron gargoyles brood.

**Population:** Approximately 400,000. Dis is large enough for many more, but much of the city is an uninhabited maze of iron walls and blind alleys. Devils and the damned make up the vast majority of the population, with a considerable number of cambions, tieflings, and assorted planar travelers.

**Government:** The archdevil Dispater is the supreme ruler of Dis. The city is a cruel and effective tyranny. Every devil knows its place.

**Defenses:** Thousands of legion devils, spined devils, bearded devils, and succubi dwell in Dis. The city is a tremendous fortress.

**Inns:** Crown of Iron; Fool's Hope; King's Arms. All are located in the slum area known as the Fetters, where planar travelers often wind up.

**Taverns:** Wages of Sin; Filched Kiss.

**Supplies:** The Fetters's market stalls are the best option for routine provisions, but decent food is rare and expensive. Arms, armor, and magic are available in the city's foundries, where many damned who were skilled artisans in life are put to work by Dispater's devils.

**Temples:** House of Shadows (Zehir); Fane of Glory (Tiamat); Shrine of Swords (Bane). All are located in the Fetters. The Hall of Infernal Might (Asmodeus) is a sprawling cathedral of iron located in the heart of Dis. Devils don't worship Asmodeus, but many of the damned do. It's how they got to be here in the first place.

Dis sprawls over miles of steep hillsides. It is a tangled maze of iron ramparts, black towers, and ramshackle alleyways. Vast dungeons of iron lie beneath the crowded streets. Travelers must be careful to avoid brushing up against walls, gates, and other such objects within the city, for most are searing hot.

The master of Dis is the archdevil Dispater, Father of Strife. Dispater rarely leaves his Iron Tower, preferring to govern his domain through minions and functionaries. Patient, deceitful, and meticulously careful of his personal safety, Dispater has survived the politics of the Nine Hells for ages uncounted. He rules over a small court of lesser archdevils, including Titivilus, Nuncio of the Iron Tower, and Biphant, the provost of Dis.

**The Fetters:** The city of Dis is the one place in the Nine Hells where creatures from outside the dominion can come to engage in trade, barter information, or seek infernal audiences. The Fetters is the name for the city district where these outsiders gather, along with damned souls who were clever or valuable enough to avoid the torments reserved for most of the Nine Hells' victims. Somehow many of the outsiders who come to Dis find themselves stuck here and never leave the Nine Hells—hence the name of the district. The Fetters is a sprawling, dismal slum crowded with shrines to dark deities and dilapidated palaces where splendor has long ago peeled away to reveal the rot beneath. Gangs of vicious thieves fight for control of the Fetters, but their freedom is an illusion. Dispater's spies and informants keep the archdevil apprised of dealings here.

**Mentiri:** The vast prison of Dis lies in the heart of a confusing labyrinth that is guarded by bone devils, bearded devils, chain devils, and barbed devils. Living mortals captured in the Nine Hells languish here. The inmates include crusading paladins, planar mercenaries, demon cultists—and more than a few luckless adventurers. The souls of mortals who somehow wind up in the Nine Hells without damning themselves in life are also held here. Due to ancient compacts, these do not belong to the devils and cannot be tormented or destroyed—but neither need they be released.

**The Iron Tower:** The citadel of Dispater is the Iron Tower, a mighty fortified palace that stands above the center of the city by hanging down from a gigantic stalactite in the cavern ceiling. The tower itself answers to Dispater's will. It forms new corridors and walls off intruders in blind mazes at the archdevil's whim. Within its bounds, Dispater is immune to assault.

## Minauros, the Third Hell

A road lined with gibbets leads from the lower gate of Dis and descends deeper and deeper as the city's cavern gradually broadens into the even vaster cavern of Minauros. Dank and brooding, Minauros extends for three hundred miles or so beneath a ceiling that is rarely more than a few hundred feet overhead. Towering columns of rock scattered every mile or two support the ceiling above. The only light comes from the faint luminescence of stinking, yellow-green swamp mists. Oily, foul-smelling water seeps down through the ceiling and falls as an endless rain to create a black, muddy bog throughout most of Minauros. In some places, warmth rising up from below heats the bogs of Minauros into stinking mud geysers.

Minauros is the domain of the archdevil Mammon, the King of Greed. Given to insatiable lust and avarice, Mammon is a vile, duplicitous creature that retains his position only by shamelessly fawning before

Asmodeus. Despised by the other Lords of the Nine, Mammon must find his allies beyond the Nine Hells. Consequently, he seeks to corrupt powerful mortals through avarice and lust. Mammon constantly promotes and casts aside lesser devils, so the mires of Minauros are full of devils hoping to win their way back into his good graces.

**Minauros, the Sinking City:** Mammon's seat of power is the city of Minauros, from which the cavern takes its name. Black muck oozes up between the paving stones, streets buckle and shift, and from time to time entire buildings vanish into the slime below. Mammon's gilded palace leans drunkenly as its foundations sink, but somehow it never completely collapses. Within the palace, the King of Greed surrounds himself with vast amounts of tawdry and tasteless (but valuable) treasure and legions of lesser devils.

**Jangling Hiter:** Jangling Hiter, the City of Chains, is the domain of the chain devils (kytons). The buildings of Jangling Hiter are kept from sinking into the layer's mire by great chains anchored in the rock of the cavern ceiling. Many are the torments of the Nine Hells, but nowhere are the damned more cruelly or creatively made to suffer as they are here. Damned souls are brought here from all corners of the plane and herded into Jangling Hiter by the scores every day. The bloated archdevil Sagirsa, a loyal vassal to Mammon, governs the city.

**Labyrinth of Truths:** The Labyrinth, a grim fortress of worn gray stone, is a vast repository of records kept by Mammon's underlings. Most of these are useless now, but a few are of inestimable worth—ancient treasure maps, books holding terrible rituals, and scrolls that record words of power forgotten elsewhere. A horde of lesser devils guards the Labyrinth.

## Phlegethos, the Fourth Hell

Dripping steps cut into the muddy geysers of Minauros descend for scores of miles to the fiery cavern of Phlegethos. Curtains of lava pour down from fissures in the ceiling of this hell to pool in great lakes of molten rock or race riverlike along slag-splattered courses. Mountainous volcanoes that contribute to the fiery destruction rise from the cavern floor. The air is scorching hot and flecked with ash.

Phlegethos is a long, twisting cavern world about thirty miles wide, two hundred miles long, and one to ten miles in height. It descends steeply from its upper end—where stairways from Minauros emerge at the feet of great rocky columns—down to a black plain of cracked and cooling lava. Amid this desolation stands the city of Abyrimoch, the only one in this nightmarish landscape. The Road of Cinders runs from the depths of Abyrimoch. The Road is a broken maze of old lava tubes that wind into the darkness. This maze serves as the corridor linking Phlegethos to Stygia, the fifth hell, but it is a dangerous path indeed.

DAARKEN

Sudden floods of lava spill down into this maze often to overtake travelers far from the layer's normal boundaries.

The archdevil Fierna rules over Phlegethos, but her father Belial stands beside her throne. Belial is the patron of secrets and seduction, an old and canny archdevil indeed. Fierna is the patron of fire and pleasure. Belial has long schemed against Levistus, the Lord of Stygia, but Fierna has little interest in that frozen domain. She instead courts the favor of Glasya, who rules the domain of Malbolge.

**The Lake of Fire:** The Lake of Fire is a vast lake of burning pitch in the middle of Phlegethos. It has long been considered a neutral ground in diabolical disputes. The angelic army of Asmodeus was encamped in this spot when the prince of Nessus succeeded in slaying the divine master of this realm, and here the dying deity's wrathful curse struck, submerging the faithless angels in seething fire. Despite their resistance to fire, devils still cannot abide the torment of this lake, and devils who earn the wrath of Asmodeus are often condemned to be chained in the burning pitch for years at a time.

**Abyrimoch:** Fierna and Belial rule from their palace in Abyrimoch, a city built in the caldera of an active volcano. Abyrimoch is the home of the Court Infernal, a circle of pit fiends who settle disputes between devils (and from time to time, the plea of a damned soul who thinks he or she has been unfairly condemned). Abyrimoch is the strongest fortress in the middle hells, and its black towers house vast numbers of legion devils and elite cadres of barbed devils, bone devils, and war devils.

**Tymphalos, the Mouth of Iron:** This volcano houses a tremendous foundry where lesser devils and hundreds of duergar toil to forge the weapons of Hell and create various infernal constructs. The archdevil Tymphal, a mechanical genius and master smith, supervises this work. Tymphal distrusts Fierna's reckless passions and has chosen to immerse himself in his work and to ignore events outside his volcanic workshop.

## Stygia, the Fifth Hell

The tortuous Road of Cinders wanders for hundreds of miles through the broken maze of lava tubes and rifts. As the traveler leaves behind the furious heat of Phlegethos, the Road grows darker and colder until at long last it emerges on the shores of a frozen sea—Stygia, the fifth of the Nine Hells. Stygia is an icy domain, dotted with jagged icebergs and dimly lit by green-blue auroras of frostfire that flicker in the upper reaches of the miles-high vault.

Stygia is a vast layer, and it extends for more than fifteen hundred miles. Its ceiling is supported by a handful of mountainous columns that rise like islands from its frozen seas. It lies at about the same depth as Phlegethos, but due to the twists and turns of the Nine Hells' caverns, it underlies the layer of Dis. Hidden stairs of ice-covered iron in one of Stygia's mountain-columns lead up many long miles to link the two domains. At its farther shore, several long, icebound canals lead off into the darkness toward distant Malbolge.

The archdevil Levistus is master of Stygia, but he is imprisoned in his own domain. Long ago he murdered Bensozia, the consort of Asmodeus and mother of Glasya. In punishment, Asmodeus entombed Levistus in one of the layer's towering icebergs and gave his domain to the archdevil Geryon. However, a century ago Asmodeus dismissed Geryon and restored Stygia to Levistus's rule—but he did not free the Prince of Betrayal from his icy prison. Levistus is still frozen, but he is awake and aware, and he rules through intermediary devils he commands with the power of his mind.

### The Denizens of Hell

As you might expect, the Nine Hells steadily increase in danger, because more powerful devils reside in deeper levels. Adventurers can find traveling pit fiends and archdevils in any of the Nine Hells, but most of the devils residing in the upper hells are much weaker than these mighty fiends. Common devils encountered on each layer include those listed below; statistics for these monsters can be found in Chapter 6 as well as the *Monster Manual*.

**Avernus:** Bearded devil, hell hound, legion devil grunt, legion devil hellguard, spined devil

**Dis:** Bearded devil, cambion hellsword, hell hound, legion devil grunt, legion devil hellguard, pain devil, spined devil, succubus

**Minauros:** Bearded devil, cambion hellsword, chain devil, legion devil grunt, legion devil hellguard, pain devil, hellstinger scorpion

**Phlegethos:** Chain devil, barbed devil, barbed devil enforcer, bone devil, firebred hell hound, legion devil hellguard, legion devil veteran, hellstinger scorpion

**Stygia:** Barbed devil, barbed devil enforcer, bone devil, legion devil veteran, ice devil, succubus

**Malbolge:** Barbed devil, barbed devil enforcer, bone devil, cambion hellfire magus, chain devil, legion devil veteran, succubus

**Maladomini:** Barbed devil, barbed devil enforcer, bone devil, cambion hellfire magus, legion devil veteran, legion devil legionnaire, storm devil, war devil

**Cania:** Bone devil, cambion hellfire magus, ice devil, legion devil veteran, legion devil legionnaire, storm devil, war devil

**Nessus:** Brazen devil, firebred hell hound, storm devil, legion devil legionnaire, pit fiend, war devil

The powerful pit fiend Amon serves as Levistus's seneschal. He oversees armies of bone devils, ice devils, and storm devils, which are all common in Stygia. Most other devils avoid the layer. Its bitterly cold seas can quench even a devil's fire.

**Tantlin:** Carved from the ice of a giant iceberg, Tantlin is the largest city in Stygia. Its structure consists of concentric rings. Lesser devils are consigned to the outer districts and forbidden from setting foot in the inner circles on pain of death. Although Tantlin is deep in the middle hells, it sees a fair amount of nondevil visitors. A number of well-guarded icy portals adrift in the surrounding sea link Stygia to various parts of the mortal world. Only Dis sees more traffic with outsiders. Of course, visitors are tolerated only as long as a powerful devil (a pit fiend or war devil) guarantees their safe passage.

**Tomb of Levistus:** The iceberg prison of Levistus drifts slowly throughout the dark reaches of Stygia. The frozen archdevil's form is visible through the exceptionally clear ice, where it is entombed about 100 feet deep inside a towering rampart. The iceberg is enchanted, and it quickly regenerates any effort to excavate its prisoner. Ice devils stand guard over the iceberg, but they have been known to accept bribes to allow visitors into Levistus's presence. The archdevil can perceive and communicate with those who stand immediately outside his prison.

## Malbolge, the Sixth Hell

Hundreds of miles from the frozen sea of Stygia lies the great cavern of Malbolge. Long icebound canals link the two layers. They thaw gradually as the traveler approaches the sixth hell. Malbolge is a poisoned garden, a realm that seems fair at first glance, but which conceals terrible rot and despair. Its trees are twisted and brown, its ponds and streams hold poisoned waters, the fragrance of its flowers brings dark, drugged sleep and nightmares, and its white cities and proud towers are charnel houses.

Malbolge is one of the smaller of the Nine Hells. It is a cavern kingdom less than a hundred miles wide. Dozens of great lamps burning with a yellow-green radiance hang from the ceiling a mile overhead. The cavern floor is covered in dead forest and meadows dotted by ruined palaces and abandoned pavilions. This domain was once a beautiful garden in truth, cherished by the deity who ruled over this dominion before the rebellion of Asmodeus, but it is beautiful no longer.

The archdevil Glasya, daughter of Asmodeus, rules Malbolge. She is brilliant, seductive, manipulative, and thoroughly wicked. She delights in playing with those who fall into her power by mixing subtle mockery and cruel teasing with queenly hauteur. She may seem decadent and uncaring, but Glasya surrounds herself with devils (and other servants) who leap to do her bidding. Her chief lieutenant is Tartash, the high marshal of Malbolge. He is an archdevil who commands the elite palace guard of brazen devils and war devils.

Although devils of all sorts can be found in Malbolge, monstrous insects and hellstinger scorpions also plague the layer.

**Garden of Delights:** Enclosed within the walls of a lovely palace, the Garden of Delights is a cruel place indeed. It is a glimpse of true beauty within the lie that is Malbolge. Glasya keeps it pristine to tantalize and mock her victims. Here succubi soothe broken prisoners, whispering temptations in their ears and promising escape from torment. Of course, nothing adds to the agonies of the Nine Hells more than a promise of relief cruelly rescinded.

**Osseia, Palace of Glasya:** Glasya governs her layer from a lustrous white palace whose walls and archways are lavishly decorated with baroque ornamentation. Only on close inspection does it become clear that the structure is made from the lacquered bones of countless victims. Glasya's court includes many succubi as well as reckless mortal courtiers, damned souls of wit or nobility, and high-ranking devils who have fallen out of favor with the other Lords of the Nine. When she tires of her playthings, her guard of brazen devils whisk them away to imprisonment or execution in virtual forests of the impaled.

## Maladomini, the Seventh Hell

A great marble boulevard lined with grotesque statues known as the Road of Perdition leads from Malbolge to Maladomini, the seventh hell. This layer consists of dozens of vast tunnels that meet and diverge in a maze stretching for hundreds of miles. Maladomini is one of the largest of the hells, and its branching passages link all the lower hells together—in various spots its tunnels reach Malbolge, Cania, and even Nessus.

The tunnels of Maladomini average three to five miles wide, with a ceiling a thousand feet or more overhead. Each tunnel is a long, curving cavern featuring ancient strongholds, crumbling cities, and ruined palaces that climb the tunnel's steep sides. Rivers of filth and sludge wind through the center of each tunnel. Swarms of biting flies plague all who venture through Maladomini's polluted ruins. Guttering green flames fed by pitch seep along the river banks and drifting balls of luminous green fire provide a dim, sickly illumination for the layer, but some tunnels lack this natural lighting and brood eternally in foul, cloying darkness.

Many infernal fiefs are located in Maladomini, and the strongholds of many quarrelsome pit fiends and war devils are located here. The ruler of the layer is the archdevil Baalzebul, the Lord of Flies. Decades ago Asmodeus caught Baalzebul plotting against him. In punishment, Asmodeus transformed the lord of

Maladomini into a horrible, sluglike form. Thoroughly beaten, Baalzebul now focuses his attention on wriggling back into the good graces of Asmodeus and earning release from his wretched state. If he can do so by ruining his ancient rivals Dis or Mephistopheles, so much the better. Baalzebul's consort is the powerful archdevil Lilith, who counsels the Lord of Flies in his plotting so that he (and therefore she, too) might be restored to his former glory. Other archdevils in Baalzebul's entourage include Barbatos (marshal of Maladomini) and Nebaz, the Herald of Lies.

**Malagarde:** The embodiment of Baalzebul's sloth, Malagarde is a once-grand city that is crumbling into ruin. Armies of damned souls and lesser devils labor to raise new buildings or repair streets slumping into sludge, but their efforts seem pointless, and the decay advances. A miasma of fatalism pervades the city. Visitors often fall into a gray despair and never muster the willpower to leave Malagarde. Baalzebul rules from the Palace of Filth, a vast structure constantly filled with refuse by lesser devils in obedience to the punishment decreed by Asmodeus.

**The Carnival Macabre:** Under a sluice that showers filth into a mucky vale, devils cavort in an endless bacchanal known as the Carnival Macabre. Dark pleasures and degradation of the most unspeakable sort are available within the Carnival's filth-splattered pavilions. The Carnival is home to a thriving black market in which devils barter for things forbidden even in the Nine Hells—stolen souls, treasures hidden from the Lords of the Nine, writs of safe passage, and books of banned rituals.

**Grenpoli:** Violence is forbidden within the walls of Grenpoli, the City of Guile. Much like the city of Dis on the second layer or Tantlin in the fifth, Grenpoli is a place where commerce and intrigue come together. It lies on a broad and easily navigable portion of the Styx, and trade bound from the middle hells to the lower hells often passes through its dilapidated storehouses.

The politics of the Nine Hells flowers in Grenpoli because this city is the place where the infernal bureaucracy established by Asmodeus carries out its business and the emissaries of the Lords of the Nine (and other powers) meet. Grenpoli is ruled in Baalzebul's name by a powerful cambion named Mysdem, but the true power in the city is the pit fiend Lenphant, the chief administrator of the infernal bureaucracy.

## Cania, the Eighth Hell

The winding tunnels of Maladomini eventually connect to the vast, cold cavern of Cania. This great vault is a mountain-floored gulf several hundred miles across and dozens of miles in height, an icy kingdom shrouded in eternal night. Only a dim blue-white radiance glimmering from the mighty glaciers of the layer alleviates the darkness. In places where no glaciers are nearby, Cania is lightless. Violent, howling winds that quickly overcoming all but the hardiest of creatures blow a stinging spray of ice and dust over Cania's mountains and icefields.

Much like Maladomini above, Cania was once a realm of great cities before the rebellion of Asmodeus. Although the cities of the seventh hell have crumbled into unrecognizable ruin, the cities of Cania are preserved in the icy depths. Here the remnants of the ancient domain that existed before the fall of the devils still exist in the form of icy tombs, forgotten libraries, and ghost-haunted palaces. Many of the angels who refused to rebel were condemned to torment and death here, and they linger in Cania's depths as undead creatures of terrible power. Even devils fear to delve too deeply into Cania's depths, preferring to leave these ancient ruins alone.

Because of this legacy of buried powers, the archdevil Mephistopheles—second in might only to Asmodeus himself—chose Cania for his own realm millennia ago. Some whisper that the treasures Mephistopheles has unearthed from the depths of his domain include the secrets of hellfire, as well as baleful weapons strong enough to deter even Asmodeus from interfering in this layer. Proud, handsome, and princely in demeanor, Mephistopheles has made a long career of tempting mortals with power, especially magical power, and is the patron of many infernal pact warlocks.

Mephistopheles's great strength lies in his command of the ice devils, or gelugons. These were once a mercenary race of demons akin to mezzodemons, but he entrapped them in perpetual servitude millennia ago, transforming them into denizens of the Nine Hells. Although Mephistopheles permits ice devils to serve other archdevils, they are bound to obey him before any others—a significant bit of insurance for the lord of Cania. Mephistopheles also commands the loyalty of several important archdevils, including Adonides (steward of Cania), Bifrons (commander of a great legion of ice devils), and Belphegor (warden of the hellfire fonts beneath Mephistopheles's palace).

### The Icy Dark of Cania

Cania's bitter cold can quickly kill any creature not immune to its effects. Devils dwelling in this layer are acclimated by an infernal ritual, but more than a few foolish mortals have died in Cania's icy wastes.

Cania is an environmental danger (see the *Dungeon Master's Guide*, page 158). All characters without resistance or immunity to cold must attempt a DC 29 Endurance check once every hour or lose one healing surge. Characters who have no healing surges left lose hit points equal to their level instead. Creatures slain by exposure to Cania's cold are quickly entombed in ice, their features frozen in expressions of horror and dismay.

**Mephistar:** Carved from the ice of a tremendous glacier, the citadel of Mephistopheles is oddly warm and inviting. It is an enormous castle with literally thousands of living spaces and a horde of guards and servants to attend the lord of the eighth hell. The palace and all its furnishings—even the throne of Mephistopheles—are carved from ice. Slaves and artisans tend to the palace, its contents, and its lord. One of Mephistar's courtyards holds the Garden of Frost, a perfectly detailed frozen facsimile of a living garden accurate down to each delicate icy petal of the smallest flower.

**Kintyr:** Kintyr is a lost city seated high in a saddle between two icy mountains. It was once the seat of a lesser archdevil who was a faithless vassal to Mephistopheles. The lord of the eighth hell eventually destroyed his rival and entombed the city in cursed ice. Hidden within its icy depths lies the sepulcher of the dead archdevil, along with secret treasuries where the ice conceals a mighty artifact. Mephistopheles believes that ancient wards hide the device from devils who are loyal to him, so he sometimes sentences mortal prisoners to explore the ruins, promising freedom for them if they find anything of value.

## Nessus, the Ninth Hell

Hundreds of miles below Maladomini and Cania lies Nessus, the ninth hell. Black, icy rifts beneath Cania's glaciers plunge down to the fiery heart of the hells to link the two layers. Nessus is home to the mighty Asmodeus and countless legions of powerful devils. Few indeed are those who have looked upon its flaming rifts and infernal fortresses and returned again to the mortal world.

Nessus is spherical in shape, a cavern surrounding the dark core of the poisoned world of Baator. It consists of winding crevasses and great, flame-filled gulfs. It is similar to the tunnels of Maladomini, but the tunnels of Nessus more often than not have no floor and instead drop scores of miles down to rivers of molten rock. Citadels of iron inhabited by numberless legions of powerful devils cling to the sides of these terrible precipices, and great bridges span the dizzying drops.

The archdevil Asmodeus, Prince of Evil, personally rules over Nessus. On the rare occasions that he appears in person, he takes the form of a red-skinned humanoid with small black horns dressed in bejeweled robes and affecting an urbane manner. He is a calm, chillingly reasonable creature whose modest appearance is completely at odds with his true power. Asmodeus commands the loyalty of a number of able archdevils, including Alastor (executioner of Nessus), Baalberith (chancellor of the Nine Hells), and Phongor the Inquisitor. He is also served by scores of pit fiends and war devils.

**Malsheem:** Malsheem is the stronghold of Asmodeus himself. It is one of the strongest fortresses

DAVE ALLSOP

in the cosmos. It is built in the circular walls of a volcanic crater on the "floor" of Nessus. The grim walls of Malsheem hold interior passageways and courts that are magnificent beyond description—halls of gold-veined marble, walls covered in intricate gold leaf, and furnishings of the finest quality. However, a tangible aura of despair suffuses its splendid hallways. Some parts of Malsheem are completely deserted, and visitors could wander for hours through empty chambers and echoing halls. For all Asmodeus's power and pride, the Nine Hells are still a prison. Most of the palace's demesnes are not so quiet, of course—Malsheem houses thousands of guardians, including a legion of brazen devils who guard Asmodeus with suicidal loyalty.

**Taj Bari:** Taj Bari, a copper-clad citadel that juts from the wall of a deep rift, serves as a repository for dark lore. In its vaults lies a copy of the *pact diabolus*, an ancient agreement between Asmodeus and the deities regarding the devils' place in the universe. No mortal has ever viewed the pact, but many suspect that Asmodeus got the better of his divine enemies.

**The Chalices of Woe:** Creatures who arouse the particular ire of Asmodeus are sealed into red-hot coffins and left here, kept alive through endless years of torment by diabolical magic. The hundreds of "chalices" stand in rows amid the ruins of a forgotten city. Some are said to hold the spirits of great heroes who fell under Asmodeus's power centuries ago.

**Neshminaar:** This secretive city hides behind towering walls of black stone broken only by a single small gate. Within its gloomy halls a cabal of cambions and devils learned in arcane lore experiment with the breeding of monsters, the creation of infernal constructs, and the perfection of dark rituals. Damned souls brought to Neshminaar are consumed in the most terrible ways imaginable, sometimes as nothing more than feed for hellish monstrosities as yet unknown beyond the citadel walls. The pit fiend Neshm rules over the city and supervises the dark studies of its foul lords.

## The Firestorms of Nessus

The rifts of Nessus are periodically swept by racing walls of fire driven by furious winds like a gargantuan blast furnace. These firestorms are dangerous to any creatures not resistant or immune to fire damage.

**Firestorm Attack and Hit:** A firestorm is a moving wall of fire several hundred feet long, 5 to 10 feet deep, and 10 to 60 feet high. When a firestorm first appears, roll initiative for it. On its turn, it sweeps across a battlefield from one side to another, moving 1d12 squares on each of its turns. The wall attacks all creatures it contacts when it advances, as well as any creature that is pushed into it or otherwise enters it during the round: +22 vs. Reflex, 4d8+8 fire damage, and ongoing 10 fire damage (save ends). *Miss:* Half damage, and no ongoing damage.

# Pandemonium

*A forgotten domain where the exiled, the hunted, and the desperate slowly succumb to madness*

**PANDEMONIUM TRAITS**

**Type:** Astral dominion.
**Size and Shape:** Maze of great tunnels that extends for about six hundred miles; recursive.
**Gravity:** Normal.
**Mutability:** Normal.
**Winds of Pandemonium:** Outside of the shelter of a sturdy structure, all of these detrimental effects are imposed by the howling winds: All creatures take a –5 penalty to Perception checks in Pandemonium. Flying creatures treat all squares as difficult terrain. Attacks with the thunder keyword deal half damage (ongoing thunder damage is not affected). Zones of any kind cannot be sustained.

A rambling maze of black tunnels blasted by fierce winds, Pandemonium is the most desolate and dismal of the known astral dominions. The deity who created this place in the timeless depths of antiquity abandoned it soon afterward, and no great powers or races have ever called Pandemonium home. It is a place where the forgotten, the banished, and the lost wander without hope or rest, driven before the never-ending wind.

A dark and tempestuous portion of the Astral Sea surrounds Pandemonium. As the traveler approaches the dominion, roiling magenta purple clouds (the dominion's color veil) press closer and closer, and the wind grows to a howling gale. A sudden burst of turbulence leaves the traveler sprawled on the floor of a vast cavern, and the seething clouds abruptly change into cold, black stone.

The entire plane is wrapped in an endless, black hurricane. To leave Pandemonium, an astral traveler needs to fly back through howling black rifts in the "outer" wall of the cavern-plane while battling wild winds. Many travelers wreck their vessels in this violent passage and become stranded here.

Pandemonium is a kingdom-sized labyrinth of long, winding tunnels and great caverns. These eventually return to their starting points, creating a sealed world-maze that no one has ever fully explored. The plane has no natural sources of light, and most of it is cold. The most dangerous feature is the violent, shrieking wind that buffets and torments any creature faring abroad.

## Powers of Pandemonium

No divine realms exist in Pandemonium, but that was not always so. Once this plane was the dominion of the awful god Tharizdun. Tharizdun abandoned the plane shortly after creating it, drawn subsequently by the possibilities of the Elemental Chaos. He never bothered to create any great citadel or palace for himself in Pandemonium. Nevertheless, Pandemonium still bears the mark of Tharizdun, the Chained God. Pandemonium's lightless, winding tunnels, its bone-numbing chill, and its maddening winds are as Tharizdun made them uncounted thousands of years ago. A small number of Tharizdun's ancient servants—monstrous guardians and angels of madness—still lurk in the depths of the plane. In addition to the mad minions of Tharizdun, the lich-god Vecna maintains a hidden tower in the heart of Pandemonium. Dark angels and powerful undead servitors ensure that no visitors stumble upon Vecna's tower and live to tell the tale.

Unlike most of the other astral dominions, few mortal spirits come to this dark place after death. Most of the mortals dwelling in Pandemonium are still alive. They are collectively known as the **banished**, because most have been consigned to this awful place by terrible curses or fled here to hide from powerful enemies. Many are driven insane by the dark and the wind. The most powerful group of banished is the Bleak Cabal, a secret order of adepts who deliberately give themselves over to madness to master magical power no mortal mind could otherwise endure.

## Sites in Pandemonium

Pandemonium's tunnels average 40 to 200 feet in width, but many are a bit smaller and a few are absolutely colossal. Most non-natives quickly become lost in this great, dark maze.

**Madhouse:** The citadel of the Bleak Cabal lies near the plane's veil. It is a sprawling edifice of haphazardly arranged buildings and walls. The insane masters of the Bleak Cabal care little whether visitors stumble into their citadel or not, but the sellswords and monsters who serve the Bleak Cabal are often on the lookout for travelers who might be taken advantage of.

**Wintervault:** This portion of Pandemonium is noticeably colder than the rest of this cheerless plane. Here stinging blizzards are carried on the wind, and lakes of black ice lie on the cavern floor. A fierce tribe of frost giants lurks here, making slaves of any creatures who blunder into their grasp.

**Agathion:** Some of Pandemonium's caverns are completely sealed from the surrounding tunnels. They are completely cut off from the howling winds, also. The only way in or out is by magic portal. Many forgotten evils and slumbering monsters are imprisoned in the silent caverns of Agathion.

# Shom, the White Desert

*Where the monuments and ruins of a vanished race conceal ancient secrets*

**SHOM TRAITS**

**Type:** Astral dominion.
**Size and Shape:** Desert of white dunes and low mountains seven hundred miles across; bounded.
**Gravity:** Normal.
**Mutability:** Normal.

Once a mysterious mortal race of great knowledge and enlightenment made its home in the dominion of Shom. Pilgrims journeyed to this plane in search of truth and insight and to learn from the elders of Shom. But the ancient race vanished long ago, leaving behind its deserted temples, its buried mausoleums, and its monuments of stone. Now Shom is a magnificent wasteland, a desert of white sand where titanic statues and empty cities silently guard their ancient riddles.

Shom is a large dominion. Mesas of faded orange rock and lush palm oases break up its rolling white dunes. The sky is a strikingly dark blue. A sun and moon orbit the plane, bringing day and night in the normal measure, but this sun and moon are fantastically decorated vessels of gold and silver that sail scores of miles above the ground. Although Shom is arid and swept by strong winds that drive plumes of dust from the dune crests, the temperature remains cool and comfortable.

Astral travelers nearing Shom find a brilliant blue aurora blocking their path. Those who venture through this color veil within to the dominion find themselves transported to the dazzling sands near the half-buried ruin of a city. Astral vessels alight gently on the ground. From the inside, the planar boundary resembles a strong, stationary heat shimmer mirage. Walking into the shimmer—or, in the case of a grounded vessel, taking hold of the helm with the desire to depart—returns the traveler to the Astral Sea.

## Powers of Shom

Shom's ancient inhabitants are long vanished, but they guarded their treasures and vaults with mighty constructs, immortal guardians, and sleepless undead. Sphinxes, nagas, mummies, ghosts, and golems protect many places of power in the dominion's ruined cities. Of course, the legendary relics and libraries of this plane draw would-be looters despite these guardians. Githyanki raiders, cultists, devils, or dark angels in the service of Vecna often search for some new treasure or bit of lost lore in Shom's wastes.

Although no mortals have dwelled in Shom in long ages, the bright wastes are dotted with the citadels of marut enclaves. The maruts keep watch on Shom's most powerful and dangerous ruins, driving away intruders when necessary.

### Sites in Shom

Great statues, some hundreds of feet tall, dominate Shom's half-buried ruins.

**Elirhondas:** Once known as the City of Philosophers, Elirhondas was the capital of the domain. It was the final redoubt of Shom's people, and in its failing days many treasures of magical power or hidden knowledge were buried and sealed behind potent wards. Great flameskulls patrol the catacombs beneath its sand-covered streets and attack any intruders they encounter.

**Oracle of Qarma-Thaal:** This ancient oracle stands in a narrow cleft between two mesas. Together one of the oracle priests and the person seeking advice would drink from the mystic waters of a magic fountain and venture into strange dreams of hidden knowledge and things yet to come. Although the priests are long gone, the magic fountain remains, guarded by a great sphinx known as the Voice of Sarpoth.

### The Vanished Illumians

Shom was once the realm of a mortal race known as the **illumians**. The illumians were much like humans, but Ioun blessed each illumian with two syllables of the Words of Creation: one for the mind and one for the soul. Empowered by this divine gift, the illumians created the astral dominion of Shom and withdrew from the mortal world to lead lives of reflection and study. The illumians flourished for ages, but in their isolation from the mortal world, they slowly ossified around the Words that each embodied. They drew apart from their kind, dividing into ever-smaller cabals that regarded each other with suspicion. An age of bitter rivalry, suspicion-fueled conspiracies, and violent feuds descended over Shom. Many cabals fled, returning to the mortal world or venturing into the far corners of the cosmos. Eventually only one cabal remained, ruling over an empty domain—and then, that cabal died. Ioun grieves for Shom still, for no other mortal realm gained so much understanding or preserved so much knowledge. As for the illumians, it's said that some still remain in the world, a diminished but wiser race.

## Tytherion, the Endless Night

*A terrible realm of thirst, of darkness, of dragon-hunted deeps*

**TYTHERION TRAITS**

**Type:** Astral dominion.
**Size and Shape:** Canyon maze about 100 miles across, 800 miles long, and up to 12 miles deep, surrounded by a belt of dry steppes 10 to 50 miles wide; bounded.
**Gravity:** Normal.
**Mutability:** Divinely mutable. (Deities control their own environs.)
**Corruption:** Attacks with the disease or poison keyword gain a +1 bonus to the attack roll. Healing powers restore only half as many hit points as normal.
**Necrotic Affinity:** Attacks with the necrotic keyword gain a +1 bonus to the attack roll, and attacks with the radiant keyword deal half damage (ongoing radiant damage is not affected).

A vast maze of canyons shrouded in perpetual darkness, Tytherion is a monster-haunted wasteland where serpents lurk and dragons feed. Sinister temples brood over dizzying precipices, and grim fortresses dot the slopes and spires hidden in the lightless depths below. It is a plane of gloom, of despair, of disillusionment. Here voracious evil gathers its servants and its assets to itself, and hungers for yet more.

Astral travelers who breach Tytherion's murky indigo color veil find their vessels aground in the dry steppes of the rimlands of a canyon in the heart of a great desert or arid savannah. Tytherion consists of a great canyon, or rather, a canyon complex. The canyon stretches for hundreds of miles. Scores of side canyons, hanging valleys, stony shelves, and mountainous mesas complicate its depths. In many places, canyons cut into other canyons, and the deepest lie a dozen miles or more below the surface.

As travelers descend lower and lower into this brooding black maze, they pass from the desert of the rimlands down through a steep belt of dry, dead brush, where black pines and vicious brambles cling to the slopes. Moving lower still, and the brushland gives way to barren rock, choking fumes, and ash—for in the lowest depths volcanic vents feed sluggish streams of cooling lava that wind through the canyon floors.

Tytherion has no sun, no moon, and no stars. Above its barren mesas a thick cowl of black clouds seethe, lost in the gloom that pervades the plane. The only light native to the plane comes from the evil glow of magma rivers in the lowest depths and the

occasional flash of lightning in the black skies overhead. From time to time, violent thunderstorms scour the land, sending torrents of cold water cascading down into the canyons below. Most of the water evaporates by the time it reaches the bottom, turning into layers of steam and vapor that offer the dry brushland a small amount of moisture. How the dead trees and briars grew in the first place, none can say.

## Powers of Tytherion

The deities who rule in Tytherion do not pay much attention to their benighted realm. Both Tiamat and Zehir are content to allow their servants—and the monsters native to this awful place—to struggle on as best they can, thereby proving their worth.

The steppes, deserts, and higher canyons of Tytherion are the domain of Zehir. Mortal spirits who displeased Zehir in life are transformed into tormented serpentine monsters. In their mindless anguish, they may yet prove useful by guarding his temples. Mortal spirits who pleased Zehir are rewarded with the opportunity to continue their service to the god of night in the afterlife as **darksworn**. They remain in their humanoid forms but are granted serpentine features—forked tongues, fangs, lidless eyes—as marks of Zehir's favor. They serve as priests, acolytes, and temple guards who grovel and chant in the black temples Zehir orders to built in his own honor.

Tiamat rules in the lower canyons, haunting the volcanic depths of Tytherion. She claims comparatively few mortal spirits for her own. Those she chooses as her darksworn are left to their own devices in the fuming depths of the plane. The strongest and most clever make themselves into lordlings, ruling over their lessers in the brooding castles of the depths. With little required of them by their dragon goddess, many of these servants of Tiamat continue their former lives of avarice and amass hoards in the afterlife as well. They can be found pursuing their greedy schemes in places such as Sigil, Gloomwrought, Chernoggar, or even Hestavar. Those who fail to win a place for themselves in this heartless order are left to fend for themselves outside the citadel's walls and become the playthings of the dragons who roam throughout Tiamat's domain.

Tytherion is also home to a number of outcast devils. Chief among these is the archdevil Geryon, who once ruled Stygia, the fifth hell. The devils of Tytherion are a wretched lot. Some pursue schemes designed to regain the favor of Asmodeus, some continue in their proud rebellion and make empty boasts about wreaking revenge on their infernal rivals, and still others sell themselves as planar mercenaries. Doubtlessly, some of them are also only feigning their disfavor and are secretly serving Asmodeus in their "exile."

RALPH HORSLEY

### Sites in Tytherion

In the dry steppes of the rimlands, ancient roadways zigzag down into the depths past the brooding ruins of zigguratlike temples. Outside the chasm's rim, much of the plane seems devoid of level ground. Treacherous slopes of barren rock and scree constantly threaten travelers with the possibility of a fatal fall. Tytherion is warm and dry in its upper reaches, but its depths are hot as a furnace.

**Amun-Atl:** This massive stepped pyramid of black stone stands atop an island plateau and is the seat of Zehir's power. Lesser temples and dark monasteries surround the central ziggurat, which is a city of darksworn acolytes and assassins devoted to their scaly god. Zehir resides in a vast, lightless maze beneath the ziggurat, but he rarely emerges from his den to acknowledge the devotion of his worshipers. His eyes are fixed on his plots against rival deities. Atlathessk, the Seneschal of Night, a yuan-ti exarch who governs in Zehir's name, runs the domain. Atlathessk demands a steady supply of living mortals to slay upon Zehir's altars, which means that the denizens of Amun-Atl often deal with githyanki slavers or launch raids of their own against mortal worlds.

**Caverns of Fiery Splendor:** Beneath the deepest pit of Tytherion lies a vast cavern complex of flowing magma rivers and stone ramparts. This sprawling, labyrinthine cavern system is the lair of Tiamat, the Queen of Dragons. The darksworn spirits of evil dragonborn, outcast devils who have sworn allegiance to Tiamat, dark angels, and all manner of draconic spawn fly, crawl, and slither through these vast caves, fawning on the Dragon Queen. Five great wyrms—white, black, green, blue, and red—serve as Tiamat's consorts and guard her hoard, a collection of treasure that beggars the imagination.

Within Tiamat's lair stand a set of adamantine gates over 100 feet tall. Tiamat does not reveal what might lie beyond them and has never allowed them to be opened. Some sages speculate that mighty primordials were bound and imprisoned behind them long ago.

**The Crawling Castle:** A strong keep of iron walls and forbidding ramparts, the Crawling Castle roams the middle canyon level of Tytherion. It is called the Crawling Castle because it is carried upon hundreds of clawed iron legs. The castle is the citadel of the dark demigod Vulkur Vaal, also known as Vaal the Flayer. Vaal is a cambion warlord who cut a bloody path through the mortal world centuries ago before raising his sights to the abodes of the deities. He dabbles in the darkest sort of magic, seeking the power to make himself greater than any deity. The Castle itself is a mighty artifact that answers to Vaal's will alone. Tormented souls swing from iron gibbets on its battlements, and mercenary devils watch over its iron gates.

**Hopelorn:** In a hanging vale filled with thorny forest stands the obsidian necropolis of Hopelorn, the stronghold of the lich-lord Melif and his cabal of undead mages. Sarcophagi glow dimly with an evil green phosphorescence in the necropolis, shedding a ghastly light over the vale. It's rumored that Melif earned the wrath of the Raven Queen for his necromantic experiments and therefore withdrew to Tytherion. Horrible undead creations plague the vale of Hopelorn, and the darksworn have learned to give the place a wide berth lest they become the necromancer king's next subject.

**Yithomel:** Within this forbidding citadel, a cabal of Tiamat's most powerful darksworn spirits rules over a vast region of Tytherion's middle level canyons. These are the Seven Kings of Yith, mortal monarchs who each devoted their lives to a truly draconic lust for wealth and splendor. Each of the kings competes fiercely to amass more wealth and influence over mortal affairs than the others, with each of them engaged in an endless game of one-upmanship. Dozens of maruts who are bound by centuries-old contracts to protect their gluttonous employers guard the fortress.

## Other Locales

The cosmography of the Astral Sea is not symmetrical. Some dominions are large, and some are small. Some are well known, and others are virtually forgotten. The Astral Sea washes up against many strange and distant shores, and no one has ever charted out all its floating islets and dark currents.

### Carceri, the Red Prison

Carceri is a well-hidden astral dominion. Its entrance is barred by great gates of adamantine. Those who breach the red color veil of the dominion are deposited in front of those adamantine gates. They cannot enter the dominion further without discerning a way to open or bypass the gates.

Carceri is a prison plane. The deities created Carceri as a place to imprison a terrible primordial monster that was too powerful to destroy without unleashing power sufficient to destroy all existence. Moradin himself forged the mighty gates and the chains that bind the monster inside.

Carceri takes the form of a bleak archipelago beneath a starless sky. Six barren islands lie beyond the adamantine gate: Othrys, Cathrys, Minethys, Colothys, Porphatyx, and Agathys. The first five islands are cold and marshy and sometimes lashed by acidic rain. They are inhabited by a wretched, lawless handful of stranded creatures—mortals, mortal spirits, devils, and monsters of all sorts—who were sentenced to perpetual imprisonment in this plane. The strongest among these prisoners and outcasts dominate and enslave the weak.

The sixth island, Agathys, is uninhabited. It lies far beyond the others, and it is here that the gods buried the nameless thing the dominion was made to entomb. Grim, vigilant angels guard the shores and permit none to approach.

### Haemnathuun

Gods, primordials, and other powerful beings are sometimes preserved in the Astral Sea after their deaths. Drifting through the starry mists like statues of their former selves, they slumber through eternity, awaiting the divine spark that might reawaken them. One such drifting corpse is Haemnathuun, the Blood Lord, a terrible primordial who fell during a furious assault on the dominions of the gods countless ages ago.

Haemnathuun's drifting corpse is a floating mountain of strange scarlet stone 1,000 feet long. The primordial was nowhere near this size when he perished, but as the ages pass the drifting corpses of dead beings in the Astral slowly transform into astral matter. Haemnathuun was a terrible giant with four clawed arms and a wide mouth full of needle-sharp fangs. The petrifaction of his body and the trees and vines veiling his form do not obscure his monstrosity. The abominations known as blood fiends were his creation, and Haemnathuun made them in his own image.

A fierce tribe of astral stalkers dwells atop Haemnathuun's corpse. They dwell in the weird forest covering his body.

### Pluton, the Gray Waste

A dominion of dying willows, shriveled olive trees, and black poplars, Pluton is forgotten by all but the most learned of sages. This cheerless land was once the domain of Nerull, a god of death who trapped the spirits of countless mortals in his kingdom, holding them in thrall. Some he punished with terrible torments and some he forced to serve in his grim legions, but most he kept as powerless shades, aching for the release of true death. Nerull wanted to reign as the king of the gods, and he sent curses and plagues against the mortal world to swell the numbers of the host of the dead.

Fate intervened in the form of a haughty mortal sorcerer-queen whose death brought her into Nerull's realm. The Lord of the Dead sought to bind her to him as his consort, but the sorcerer-queen refused him. Leading a rebellion of tormented souls, the queen overthrew Nerull, broke his hold on the dead, and claimed his portfolio. To prevent her from becoming a tyrant in the same mold as Nerull, the deities elevated this mortal shade to their own ranks and appointed her the goddess of death—but not the dead. Although sovereignty over the dead has been denied her, over the long ages of her reign she has added winter and fate to her domain. She is known in the mortal world as the Raven Queen.

Although Pluton is largely abandoned, and no new mortal souls come here, some spirits feared to pass into true death and chose to cling to the half death that Nerull granted them. Most of these are now hateful, mindless undead creatures. Other mortal spirits were sentenced to torments or bondage that has not ended yet. For example, some spirits were consigned to build a wall that perpetually crumbles before it is finished or to move a mountain one spoonful of dirt at a time. Other creatures, such as minions of Vecna or plunder-seeking githyanki, come to Pluton in search of wealth or knowledge lost for the ages. The funerary wealth of a thousand dead monarchs lies in the mausoleums and crypts of this gloomy plane.

### Tu'narath, City of the Githyanki

The greatest of githyanki settlements is Tu'narath, a city ruled by the githyanki lich-queen Vlaakith. Built atop the vast corpse of a forgotten god, Tu'narath is an astral metropolis. Tens of thousands of githyanki and a like number of slaves throng its twisting streets and spiked towers. The city encircles the body of the lost deity, and dizzying bridges span the spaces between outstretched limbs and twisted sections of torso.

A small number of nongithyanki merchants and mercenaries granted safe passage by the Lich-Queen's functionaries carry out their business in the city's crowded market districts but are barred from leaving the quarters set aside for foreigners on pain of death. More than a few visitors have discovered the hard way that their safe conduct lasts only as long as the githyanki find it profitable to permit them to remain free.

Vlaakith the Lich-Queen has ruled over the githyanki race for more than a thousand years. Although other cities and citadels are nominally independent of Tu'narath, no githyanki dares to defy her. She habitually destroys would-be rivals with her fearsome necromancy, feeding on their life forces to sustain her in undeath. Vlaakith's palace is carved from the great skull of the dead deity upon which the city stands, dominating the skyline. It is a none-too-subtle reminder to her subjects that Vlaakith is always watching.

CHAPTER 6

# Monsters of the Planes

**Solemn spirits** haunt the gloomy trails of the Shadowfell, sadistic demons prowl the dungeons of the Abyss, and cruel devils wander the twisted caverns of the Nine Hells. From the forests of the Feywild to the citadels of the Astral Sea dwell creatures so terrible and so great that the mortal world would quake at their power.

This chapter introduces new monsters native to the planes.

| MONSTER | LEVEL | ROLE |
|---|---|---|
| Bladeling Spiker | 6 | Soldier |
| Canoloth (Demon) | 7 | Soldier |
| Bladeling Razorguard | 8 | Artillery |
| Pain Devil | 8 | Soldier |
| Korred Cudgeleer | 8 | Soldier |
| Bladeling Ironmage | 10 | Elite Controller |
| Korred Dancecaller | 10 | Controller (Leader) |
| Pain Devil Captain | 11 | Controller (Leader) |
| Shadow Demon | 12 | Elite Lurker |
| Canoloth Harrier (Demon) | 13 | Minion |
| Chasme (Demon) | 14 | Skirmisher |
| Solamith (Demon) | 15 | Artillery |
| Dark Acolyte of Graz'zt | 15 | Minion |
| Six-Fingered Slayer | 15 | Lurker |
| Air Archon Zephyrhaunt | 16 | Lurker |
| Howling Blade | 16 | Skirmisher (Leader) |
| Keeper | 17 | Lurker |
| Air Archon Tempestblade | 18 | Skirmisher |
| Barbed Devil | 18 | Skirmisher |
| Barbed Devil Enforcer | 18 | Soldier |
| Raavasta Observer | 19 | Lurker |
| Aspect of Dispater | 20 | Elite Controller (Leader) |
| Chosen of Graz'zt | 22 | Elite Controller |
| Storm Devil | 23 | Artillery |
| Raavasta Conniver | 23 | Elite Controller |
| Astral Dreadnought | 24 | Solo Brute |
| Aspect of Graz'zt | 24 | Elite Skirmisher |
| Baphomet (Demon) | 28 | Solo Brute |
| Brazen Devil | 28 | Soldier |
| Dispater (Devil) | 28 | Solo Controller |
| Graz'zt (Demon) | 32 | Solo Skirmisher |

STEVE ELLIS

# ARCHON, AIR

Air archons are elemental warriors created by the primordials to wage war against the gods and their servants.

| **Air Archon Zephyrhaunt** | **Level 16 Lurker** |
|---|---|
| Medium elemental humanoid (air) | XP 1,400 |
| **Initiative** +18 **Senses** Perception +12 | |
| **HP** 122; **Bloodied** 61 | |
| **AC** 30; **Fortitude** 28, **Reflex** 29, **Will** 27 | |
| **Immune** disease, poison; **Resist** 15 lightning | |
| **Speed** fly 8 (hover) | |
| ⨺ **Spiked Chain** (standard; at-will) ✦ **Lightning, Weapon** | |
| Reach 2; +22 vs. AC; 2d4 + 5 damage plus 2d6 lightning damage, and the target is pulled 1 square. | |
| ⨳ **Cyclone Fling** (standard; recharge ⚅ ⚄ ⚃) | |
| Close burst 1; +19 vs. Fortitude; 2d8 + 8 damage, and the target is pushed 3 squares and knocked prone. | |
| **Whirlwind Escape** (move; at-will) ✦ **Teleportation** | |
| Adjacent creatures are pushed 1 square, and the archon zephyrhaunt teleports 8 squares. | |
| **Alignment** Chaotic evil **Languages** Primordial | |
| **Skills** Stealth +19 | |
| **Str** 16 (+11) **Dex** 23 (+14) **Wis** 18 (+12) | |
| **Con** 20 (+13) **Int** 15 (+10) **Cha** 14 (+10) | |
| **Equipment** plate armor, spiked chain | |

## Air Archon Zephyrhaunt Tactics

A zephyrhaunt surges forth and targets as many enemies as possible with *cyclone fling*. While waiting for this power to recharge, it attacks with its spiked chain, unleashing a barrage of attacks before using *whirlwind escape* to briefly retreat.

| **Air Archon Tempestblade** | **Level 18 Skirmisher** |
|---|---|
| Medium elemental humanoid (air) | XP 2,000 |
| **Initiative** +18 **Senses** Perception +14 | |
| **Billowing Winds** (while bloodied) aura 3; while in the aura, enemies without the air keyword are deafened and take a –2 penalty to melee attack rolls and ranged attack rolls. | |
| **HP** 174; **Bloodied** 87 | |
| **AC** 32; **Fortitude** 31, **Reflex** 32, **Will** 30 | |
| **Immune** disease, poison; **Resist** 15 lightning | |
| **Speed** fly 8 (hover) | |
| ⨺ **Longsword** (standard; at-will) ✦ **Lightning, Weapon** | |
| +23 vs. AC; 1d8 + 3 damage plus 2d6 lightning damage, and the target is pushed 1 square. | |
| ⨽ **Bonds of Wind** (standard; encounter) ✦ **Lightning, Weapon** | |
| Requires longsword; +23 vs. AC; 4d8 + 10 lightning damage, and the target is immobilized (save ends). *Hit or Miss:* Once per round on this creature's turn, it can use a minor action to slide the target 1 square (save ends). | |
| **Tempest Dash** | |
| If the tempestblade moves 4 squares or more from its previous location on its turn, it gains a +2 bonus to AC, and its melee attacks deal an extra 1d8 lightning damage. | |
| **Alignment** Chaotic evil **Languages** Primordial | |
| **Str** 18 (+13) **Dex** 25 (+16) **Wis** 20 (+14) | |
| **Con** 22 (+15) **Int** 17 (+12) **Cha** 15 (+11) | |
| **Equipment** plate armor, longsword | |

## Air Archon Tempestblade Tactics

A tempestblade uses hit-and-run tactics, striking and then flying away to harry other foes. It tries to hit a powerful enemy with *bonds of wind*, using the slide effect to maneuver the adversary into a flanked position.

## Air Archon Lore

A character knows the following information with a successful Arcana check.

**DC 20:** Zephyrhaunts are elemental assassins, and tempestblades serve as the vanguard in battles.

**DC 25:** Zephyrhaunts transform into raging cyclones that fling enemies away. Screaming winds protect tempestblades by turning aside weapons and projectiles.

## Encounter Groups

Air archons fight alongside other elemental creatures, even those of different elements.

**Level 20 Encounter (XP 12,000)**

- ✦ 2 air archon zephyrhaunts (level 16 lurker)
- ✦ 2 air archon tempestblades (level 18 skirmisher)
- ✦ 1 ice archon frostshaper (level 20 controller)
- ✦ 2 red slaads (level 15 soldier)

ZOLTAN BOROS & GABOR SZIKSZAI

# ASTRAL DREADNOUGHT

Astral dreadnoughts swim fearlessly through the Astral Sea in search of prey. A dreadnought consumes its quarry alive, attempting to fill the emptiness of its existence with the souls of others.

| **Astral Dreadnought** | **Level 24 Solo Brute** |
|---|---|
| Gargantuan immortal magical beast | XP 30,250 |
| **Initiative** +18 | **Senses** Perception +19; darkvision |
| **Frightful Presence (Fear)** aura 3; enemies in the aura take a -2 penalty to attack rolls. | |
| **HP** 1,135; **Bloodied** 567 | |
| **AC** 38; **Fortitude** 38, **Reflex** 35, **Will** 38 | |
| **Immune** fear; **Resist** 30 variable (3/encounter; see *Monster Manual*, page 282); see also *swallow* | |
| **Saving Throws** +5 | |
| **Speed** fly 12 (hover) | |
| **Action Points** 2 | |
| ⊕ **Pincer Claw** (standard; at-will) | |
| Reach 3; +27 vs. AC; 2d6 + 13 damage, and the target is grabbed (until escape). An astral dreadnought can grab up to two creatures at a time, one in each claw. The astral dreadnought cannot use this attack if it has two creatures grabbed. | |
| ⸸ **Twin Pincer Claw** (standard; at-will) | |
| The astral dreadnought makes two pincer attacks. The astral dreadnought cannot use this attack if it has a creature grabbed. | |
| ⸸ **Pincer Crush** (standard; at-will) | |
| Targets creatures grabbed by the astral dreadnought; +25 vs. Fortitude; 2d12 + 13 damage. | |
| ⸸ **Swallow** (standard; at-will) | |
| Targets a bloodied Large or smaller creature that the astral dreadnought has grabbed; +25 vs. Fortitude; the target is swallowed. The target enters a demiplane that is 8 squares wide, 8 squares long, and 2 squares tall. The swallowed creature arrives in a square of the dreadnought's choosing. A hovering eyeball occupies the center 4 squares of the demiplane. | |
| Creatures in the demiplane can attack the eye. It shares the current hit points, defenses, immunities, resistances, and saving throws as the astral dreadnought, and it is also insubstantial. The eye can't be knocked prone or teleported, and it is immune to forced movement. Creatures in the demiplane are not affected by the dreadnought's aura. | |
| Any damage or effects the eye takes are also applied to the astral dreadnought. When an astral dreadnought dies, the swallowed creatures are expelled into the space the creature formerly occupied. | |
| ✧ **Chained God's Gaze** (minor; recharge ⚄ ⚅) ✦ **Psychic** | |
| Close blast 3; +25 vs. Will; the target is dazed (save ends). *First Failed Saving Throw:* The target is stunned instead of dazed (save ends). *Second Failed Saving Throw:* The target is stunned and takes ongoing 40 psychic damage (save ends both). | |
| ✧ **Orb of Dread** (free 1/round; at-will) ✦ **Psychic** | |
| Close blast 3; targets swallowed creatures; +26 vs. Will; the target is dazed (save ends). *First Failed Saving Throw:* The target is stunned instead of dazed (save ends). *Second Failed Saving Throw:* The target is stunned and takes ongoing 40 psychic damage (save ends both). | |
| **Alignment** Chaotic evil | **Languages** Supernal |
| **Str** 29 (+21) | **Dex** 22 (+18) **Wis** 25 (+19) |
| **Con** 27 (+20) | **Int** 5 (+9) **Cha** 14 (+14) |

DAVE ALLSOP

## Astral Dreadnought Tactics

The astral dreadnought relies on its aura to strike fear into the hearts of its enemies. While foes suffer the effect of its gaze, the monster snaps up weak and undefended creatures in its pincer claws, attempting to damage them enough to stuff them into its yawning maw.

## Astral Dreadnought Lore

A character knows the following information with a successful Religion check.

**DC 24:** Astral dreadnoughts were once angels of the Chained God, but their master's madness corrupted them. They became hideous abominations of mindless, destructive hunger.

**DC 29:** The dreadnought's star-filled gaze contains a fragment of the Chained God's evil. Those who meet its gaze glimpse utter madness, and the experience can leave a person's mind reeling.

Any creature the astral dreadnought swallows becomes trapped in a demiplane. Only the death of the astral dreadnought can free those it has trapped in this extradimensional space.

**DC 31:** Cultists and scholars alike have speculated that if one were to harvest the eyes of enough astral dreadnoughts, he or she might use the combined power to free the Chained God.

# BLADELING

Spikes and blades protude from a bladeling's skin, hence its name.

The first bladelings were created by the god Bane as soldiers, and while some bladelings continue to serve their creator in his astral dominion of Chernoggar, others have escaped the war god's yoke to lead fiercely independent lives.

| **Bladeling Spiker** | **Level 6 Soldier** |
|---|---|
| Medium natural humanoid | XP 250 |

**Initiative** +6 **Senses** Perception +4
**HP** 69; **Bloodied** 34
**AC** 22; **Fortitude** 20, **Reflex** 18, **Will** 16
**Resist** 8 acid
**Speed** 6

**Falchion** (standard; at-will) ✦ **Weapon**
+13 vs. AC; 2d4 + 5 damage (crit 4d4 + 13), and the target is marked until the end of the bladeling spiker's next turn. If a target marked by the bladeling spiker makes an attack that does not include the bladeling spiker, it takes 2 damage.

**Razor Storm** (standard; encounter)
Close burst 1; +11 vs. Reflex; 1d6 + 5 damage.

**Natural Spikes** (minor; at-will)
Close blast 1; the target takes 2 damage.

**Alignment** Any **Languages** Common
**Skills** Intimidate +4

| | | |
|---|---|---|
| **Str** 20 (+8) | **Dex** 16 (+6) | **Wis** 12 (+4) |
| **Con** 13 (+4) | **Int** 10 (+3) | **Cha** 8 (+2) |

**Equipment** hide armor, falchion

## Bladeling Spiker Tactics

A bladeling spiker charges eagerly into battle, using its falchion to hack through foes. The spiker uses *natural spikes* once per round, or twice if it doesn't move. Only when surrounded by multiple foes does the bladeling spiker use *razor storm*.

## Bladeling Lore

A character knows the following information with a successful Nature check.

**DC 10:** Bladelings are fierce warriors who respect power. Many bladelings still roam the battlefields of Chernoggar, but some have managed to escape to find homes elsewhere within the planes.

**DC 15:** A bladeling's body is a living weapon. Although these warriors rely on weapons and armor in battle, they can also unleash the spikes and the blades on their bodies. All bladelings can loose their spikes in a barrage around them, but only a few can shoot the spikes out to great distances.

**DC 20:** Long ago, Bane plucked a race of mortals from the world and used it to fashion a new race of soldiers. He bestowed the race with fighting skills and natural weaponry, yet he could not quash the independence that led some bladelings to rebel against him.

| **Bladeling Razorguard** | **Level 8 Artillery** |
|---|---|
| Medium natural humanoid | XP 350 |

**Initiative** +9 **Senses** Perception +12
**Steel Shroud** aura 1, while the bladeling razorguard is not bloodied; an enemy that starts its turn in the aura takes 5 damage.
**HP** 65; **Bloodied** 32
**AC** 22; **Fortitude** 17, **Reflex** 22, **Will** 20; see also *razor shield*
**Resist** 9 acid
**Speed** 6

**Longsword** (standard; at-will) ✦ **Weapon**
+11 vs. AC; 1d8 damage.

**Longbow** (standard; at-will) ✦ **Weapon**
Range 20/40; +15 vs. AC; 1d10 + 5 damage, and the target's speed is reduced by 1 square until the end of the bladeling razorguard's next turn.

**Razor Storm** (standard; encounter)
Close burst 1; +13 vs. Reflex; 1d6 + 5 damage.

**Razor Shield**
While the bladeling razorguard is not bloodied, it gains a +2 bonus to AC and Reflex defenses.

**Alignment** Any **Languages** Common
**Skills** Intimidate +5, Stealth +14

| | | |
|---|---|---|
| **Str** 11 (+4) | **Dex** 21 (+9) | **Wis** 16 (+7) |
| **Con** 11 (+4) | **Int** 12 (+5) | **Cha** 8 (+3) |

**Equipment** hide armor, longbow, longsword, quiver with 30 arrows

## Bladeling Razorguard Tactics

Bladeling razorguards are competent in melee, but they prefer to support their allies with ranged attacks. To deter their foes from getting close, they make use of the *steel shroud* aura and the *razor storm* power.

| **Bladeling Ironmage** | **Level 10 Elite Controller** |
|---|---|
| Medium natural humanoid | XP 1,000 |

**Initiative** +7 **Senses** Perception +6
**Cloud of Blades** aura 1; an enemy that begins its turn in the aura takes 5 damage.
**HP** 200; **Bloodied** 100
**AC** 26; **Fortitude** 19, **Reflex** 25, **Will** 21
**Resist** 10 acid
**Saving Throws** +2
**Speed** 6
**Action Points** 1

**Short Sword** (standard; at-will) ✦ **Weapon**
+15 vs. AC; 2d6 + 2 damage.

**Razor Dart** (standard; at-will)
Ranged 10; +15 vs. AC; 1d8 + 2 damage, and the target is slowed until the end of the bladeling ironmage's next turn.

**Improved Razor Storm** (immediate reaction, when hit by a melee attack; encounter)
Close burst 2; +14 vs. Reflex; 1d8 + 2 damage, and ongoing 5 damage (save ends).

**Shrapnel Burst** (standard; recharge ⚄ ⁞⁞)
Area burst 2 within 10 squares; +14 vs. Reflex; 1d8 + 3 damage, and the target is slowed until the end of the bladeling ironmage's next turn.

**Alignment** Any **Languages** Common
**Skills** Arcana +15, Intimidate +10

| | | |
|---|---|---|
| **Str** 10 (+5) | **Dex** 15 (+7) | **Wis** 13 (+6) |
| **Con** 12 (+6) | **Int** 20 (+10) | **Cha** 17 (+8) |

**Equipment** leather armor, short sword

## Bladeling Ironmage Tactics

Bladeling ironmages take charge in battle, supporting allies by launching *shrapnel bursts* into the enemies' midst and hurling *razor darts*. Even if an ironmage's foes manage to close in, the ironmage can respond with *improved razor storm* and its painful *cloud of blades* aura.

## Encounter Groups

Bladelings reside throughout the planes and are often encountered in Sigil, Gloomwrought, and the wilds of the Elemental Chaos. Bladelings often serve as mercenaries, fighting for whoever meets their price.

**Level 11 Encounter (XP 3,000)**

- 1 bladeling ironmage (level 10 elite controller)
- 2 bladeling razorguards (level 8 artillery)
- 4 bladeling spikers (level 6 soldier)
- 1 hell hound (level 7 brute)

FRANZ VOHWINKEL

# Bladeling Characters

**Average Height:** 5' 8"-6' 4"
**Average Weight:** 210-310 lb.
**Ability Scores:** +2 Dexterity, +2 Wisdom
**Size:** Medium
**Speed:** 6 squares
**Vision:** Normal
**Languages:** Common
**Skill Bonuses:** +2 Intimidate
**Acid Resistance:** You have resist acid 5 + one-half your level.
**Razor Storm:** You can use *razor storm* as an encounter power.

**Razor Storm** — Bladeling Racial Power

*Spikes and blades leap from your body to tear through your foes.*

**Encounter**
**Minor Action** **Close** burst 1
**Targets:** Each creature in burst
**Attack:** Strength + 2 vs. Reflex, Constitution + 2 vs. Reflex, or Dexterity + 2 vs. Reflex
**Hit:** 1d6 + Dexterity modifier damage.
Increase to +4 bonus and 2d6 + Dexterity modifier damage at 11th level, and to +6 bonus and 3d6 + Dexterity modifier damage at 21st level.
**Special:** When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. The choice remains throughout your character's life and does not change the power's other effects.

## New Feat: Improved Razor Storm [Bladeling]

**Prerequisite:** Bladeling
**Benefit:** Replace your *razor storm* power with the following power.

**Improved Razor Storm** — Bladeling Racial Power

*Blades and spikes burst outward, impaling your foes and causing ongoing pain.*

**Encounter**
**Minor Action** **Close** burst 2
**Targets:** Each creature in burst
**Attack:** Strength + 2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity + 2 vs. Reflex
**Hit:** 1d8 + Dexterity modifier damage, and ongoing 5 damage (save ends).
Increase to +4 bonus and 2d8 + Dexterity modifier damage at 11th level, and to +6 bonus and 3d8 + Dexterity modifier damage at 21st level. Also, increase ongoing damage to ongoing 10 damage at 11th level, and to ongoing 15 damage at 21st level.
**Special:** When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. The choice remains throughout your character's life and does not change the power's other effects.

# BAPHOMET

Baphomet, also known as the Horned King, embodies the destructive force of rage and the savage aspects of nature. His cult is a powerful force within minotaur society, helping to steer the race toward its evil, bestial side. His creed is to embrace the beast within, so worshipers often include mercenaries, pirates, and savage tribes of barbarians.

Baphomet is an aggressive, boastful demon with delusions of grandeur that infect his worshipers with blinding zealotry. He is violent and easily angered. Although he can be cunning, he prefers to act on impulse. Creatures who appease Baphomet's whims are allowed to live, while those who express doubts are crushed beneath his hooves.

Baphomet sometimes dons an iron crown with the severed heads of slain enemies impaled on its sharp tines. He wears sparse armor and carries an enormous greataxe called *Heartcleaver*.

## Baphomet Lore

A character knows the following information with a successful Arcana check.

**DC 19:** Baphomet is called the Horned King, the Trampler, the Prince of Beasts, and the Minotaur Lord. Minotaurs and those who worship the savage aspects of nature revere him.

**DC 28:** Baphomet's enmity is directed at two great enemies: the demon prince Yeenoghu and the goddess Melora. Baphomet, like Yeenoghu, believes he is best suited to rule the natural world. Baphomet also bears a grudge against Graz'zt, who once imprisoned him.

**DC 33:** Baphomet rules a layer of the Abyss called the Endless Maze, which is a vast labyrinth of stone. Goristro demons and savage minotaurs stalk the Endless Maze, hunting anyone who stumbles into their lord's domain.

**Baphomet** **Level 28 Solo Brute**
Huge elemental humanoid (demon) XP 65,000

**Initiative** +23 **Senses** Perception +27; darkvision
**Blood Ground** aura 5; a creature in the aura that makes a melee attack against a bloodied target gains a +5 bonus to damage rolls, and a bloodied creature that makes a melee attack gains a +10 bonus to damage rolls.
**HP** 1,295; **Bloodied** 647; see also *ferocity*
**AC** 42; **Fortitude** 44, **Reflex** 41, **Will** 40
**Resist** 20 variable (3/encounter; see *Monster Manual*, page 282)
**Saving Throws** +5
**Speed** 8 (earth walk)
**Action Points** 2

⨺ **Heartcleaver** (standard; at-will) ✦ **Weapon**
Reach 3; +32 vs. AC; 3d12 + 10 damage (crit 9d12 + 46), and the target takes a -2 penalty to AC (save ends).

⨺ **Goring Horns** (standard; at-will)
Reach 2; +31 vs. AC; 4d8 + 10 damage, and the target slides 2 squares. When Baphomet makes this attack as part of a charge, the target is also knocked prone.

⨺ **Rampage** (standard; at-will) ✦ **Weapon**
Baphomet makes a *heartcleaver* attack against one target and a *goring horns* attack against a different target.

✧ **Bellow** (immediate reaction, when Baphomet is damaged by an attack; recharges when first bloodied) ✦ **Fear, Thunder**
Close burst 6; +29 vs. Will; 7d8 + 6 thunder damage, and the target is dazed (save ends).

✧ **Bloodied Fury** (standard; usable only while bloodied; at-will)
Close burst 2; +29 vs. Fortitude; 4d8 + 10 damage, and the target is pushed 3 squares and knocked prone.

**Abyssal Maze** (minor; at-will) ✦ **Illusion**
Area wall 4 within 10 squares; the illusory wall occupies 4 contiguous squares and lasts until the end of the encounter. The wall cannot be destroyed or climbed. If Baphomet creates more than one wall, no part of the walls can be adjacent.
The wall blocks movement and line of sight for enemies. Baphomet and his allies can move, see, and attack through the wall without penalty. If Baphomet or an ally moves into space within the wall that is adjacent to an enemy, that enemy can ignore the effects of that wall.

**Ferocity** (when reduced to 0 hit points)
Baphomet makes a *bloodied fury* attack.

**Alignment** Chaotic evil **Languages** Abyssal, Common
**Skills** Athletics +29, Intimidate +25, Nature +27
**Str** 30 (+24) **Dex** 28 (+23) **Wis** 26 (+22)
**Con** 27 (+22) **Int** 20 (+19) **Cha** 22 (+20)
**Equipment** *Heartcleaver* (+6 *vicious greataxe*)

## Baphomet Tactics

Baphomet revels in melee combat, charging boldly into battle. He uses *bellow* the first time he is hit while at least three enemies are within range. If his foes are beyond melee range, Baphomet uses *abyssal maze* to split them up and sow confusion. Once he's in melee, Baphomet uses *abyssal maze* to keep enemies from retreating. He directs his *Heartcleaver* attacks against heavily armored foes and his *goring horns* attacks against less armored enemies. Once bloodied, Baphomet tosses aside his weapon and uses *bloodied fury* each round until his opponents are dead or he is destroyed.

# Howling Blade

Howling blades are religious zealots that worship Baphomet and engage in ritualistic and profane activities that encourage chaos and savagery.

| **Howling Blade** | **Level 16 Skirmisher (Leader)** |
|---|---|
| Medium natural humanoid, human | XP 1,400 |
| **Initiative** +17 | **Senses** Perception +17 |
| **HP** 151; **Bloodied** 75; see also *rage of beasts* | |
| **AC** 30; **Fortitude** 27; **Reflex** 29; **Will** 28 | |
| **Speed** 6 | |
| ⨺ **Longsword** (standard; at-will) ✦ **Weapon** | |
| +21 vs. AC; 2d8 + 7 damage, and the target slides 1 square. | |
| ⨺ **Mobile Charge** (standard; at-will) ✦ **Weapon** | |
| Requires longsword; the howling blade makes a charge attack: +22 vs. AC; 1d8 + 9 damage, and the howling blade shifts 3 squares. | |
| ⨺ **Strike of the Horned King** (standard; usable only while bloodied; at-will) ✦ **Weapon** | |
| Requires longsword; +21 vs. AC; 3d8 + 7 damage. | |
| **Rage of Beasts** (minor; usable only while bloodied; encounter) | |
| The howling blade gains 15 temporary hit points and 1 action point. | |
| **Blood for Baphomet** (minor; recharge ⚅ ⚄ ⚃) | |
| An ally in a flank with the howling blade makes a melee basic attack against the flanked creature as a free action. | |
| **Alignment** Chaotic evil | **Languages** Abyssal, Common |
| **Skills** Athletics +15, Bluff +18, Nature +17 | |
| **Str** 14 (+10) | **Dex** 25 (+15) **Wis** 18 (+12) |
| **Con** 15 (+10) | **Int** 12 (+9) **Cha** 20 (+13) |
| **Equipment** hide armor, longsword | |

## Howling Blade Tactics

A howling blade uses *mobile charge* at the start of combat and then resorts to longsword attacks, fighting with utter devotion to the Horned King and using its *blood for Baphomet* power whenever it can. Once bloodied, it uses its *rage of beasts* and *strike of the Horned King* powers.

## Howling Blade Lore

A character knows the following information with a successful Religion check.

**DC 20:** Minotaur cabalists lead cults of Baphomet in minotaur cities, though worship of the Horned King has spread into rural areas where poor, depraved humanoids live. Led by a cult called the Temple of Ire, the followers conduct raids on the patrols and garrisons of local authorities.

**DC 25:** Howling blades are the spiritual leaders of the Temple of Ire. They worship Baphomet and perform rituals that climax with the decapitation of a bull. Witnesses have reported that the severed head speaks in the whispered voice of Baphomet.

## Encounter Groups

Baphomet's cults include both minotaurs and humanoid cultists.

**Level 14 Encounter (XP 4,800)**
- ✦ 2 howling blades (level 16 skirmisher)
- ✦ 1 savage minotaur (level 16 brute)
- ✦ 8 human lackeys (level 7 minion)

Compared to other demon lords, Baphomet is relatively weak. He is rarely found alone and prefers the company of savage minotaurs and goristro demons.

**Level 30 Encounter (XP 94,000)**
- ✦ Baphomet (level 28 solo brute)
- ✦ 1 marilith demon (level 24 elite skirmisher)
- ✦ 2 goristro demons (level 19 elite brute)

CHIPPY

# DEMON

The corrupted depths of the Abyss contain a wide variety of demons, which live only to destroy.

## Canoloth

The canoloth is the hunting hound of the Abyss. Some canoloths are kept as profane pets, and others roam the Elemental Chaos in feral packs, leaving carnage in their wake.

*Top to bottom: Chasme and canoloth*

| **Canoloth** | **Level 7 Soldier** |
|---|---|
| Medium elemental beast (demon) | XP 300 |
| **Initiative** +7 | **Senses** Perception +9; blindsight 10 |
| **HP** 82; **Bloodied** 41 | |
| **AC** 23; **Fortitude** 21, **Reflex** 19, **Will** 18 | |
| **Resist** 10 poison, 10 variable (1/encounter; see "Resist," *Monster Manual*, page 282) | |
| **Speed** 7 | |
| ⨺ **Bite** (standard; at-will) | |
| +13 vs. AC; 2d6 + 4 damage. | |
| ⨽ **Tongue Lash** (standard; at-will) | |
| Reach 4; +13 vs. AC; 1d6 + 4 damage, and the target is dazed (save ends). | |
| ⨽ **Tongue Seize** (minor; at-will) | |
| Targets a dazed, stunned, unconscious, or helpless creature; reach 4; +12 vs. Fortitude; the target is pulled into an unoccupied space adjacent to the canoloth. | |
| ✧ **Canoloth Yowl** (standard; encounter) ✦ **Fear, Psychic** | |
| Close burst 1; targets creatures without the demon keyword; +11 vs. Will; 1d6 + 1 psychic damage, and the target takes a -2 penalty to all defenses (save ends). | |
| **Alignment** Chaotic evil | **Languages** Abyssal |
| **Skills** Athletics +12 | |
| **Str** 18 (+7) | **Dex** 14 (+5) **Wis** 12 (+4) |
| **Con** 18 (+7) | **Int** 5 (+0) **Cha** 6 (+1) |

### Canoloth Tactics

A canoloth moves to within 4 squares of its enemies and employs *tongue lash*. If the enemy is dazed by the attack, the canoloth uses *tongue seize* to pull that foe within easy reach of its jaws. The creature also uses *canoloth yowl* to weaken the defenses of enemies it's unable to hit or when it is surrounded by foes.

| **Canoloth Harrier** | **Level 13 Minion** |
|---|---|
| Medium elemental beast (demon) | XP 200 |
| **Initiative** +8 | **Senses** Perception +12; blindsight 10 |
| **HP** 1; a missed attack never damages a minion. | |
| **AC** 27; **Fortitude** 26, **Reflex** 24, **Will** 23 | |
| **Resist** 10 poison | |
| **Speed** 7 | |
| ⨺ **Tongue Lash** (standard; at-will) | |
| Reach 4; +18 vs. AC; 5 damage, and the target is dazed (save ends). If the target is already dazed, it takes an extra 2 damage instead. | |
| **Alignment** Chaotic evil | **Languages** Abyssal |
| **Str** 18 (+10) | **Dex** 14 (+8) **Wis** 12 (+7) |
| **Con** 18 (+10) | **Int** 5 (+3) **Cha** 6 (+4) |

### Canoloth Harrier Tactics

Canoloth harriers employ similar tactics to those of canoloths. The only difference is that the canoloth harriers like to gang up on one target.

### Canoloth Lore

A character knows the following information with a successful Arcana check.

**DC 16**: Canoloths hunger for flesh, and like evistros, they are drawn to form hunting packs. They are tolerant of other abyssal denizens and often accompany a variety of demonic creatures.

DAVE ALLSOP

**DC 21**: Despite its lack of eyes, a canoloth has senses to detect and track prey.

## Encounter Groups

Mezzodemons frequently train canoloths as savage pets. They even sell canoloths to those willing to buy such monsters. A canoloth's pack instinct makes it willing to work with a variety of creatures.

**Level 7 Encounter (XP 1,500)**
- 2 canoloth demons (level 7 soldier)
- 1 howling hag (level 7 controller)
- 2 crimson acolytes (level 7 skirmisher)

**Level 12 Encounter (XP 3,400)**
- 2 mezzodemons (level 11 soldier)
- 5 canoloth harriers (level 13 minion)
- 1 spirit devourer (level 11 elite controller)

# Chasme

Clever, swift, and craven, chasmes are insectlike demons that slake their unending thirst for blood and pain by tormenting the weak.

| **Chasme** | **Level 14 Skirmisher** |
|---|---|
| Large elemental magical beast (demon) | XP 1,000 |
| **Initiative** +16 **Senses** Perception +7 | |
| **HP** 138; **Bloodied** 69 | |
| **AC** 29; **Fortitude** 26, **Reflex** 29, **Will** 24 | |
| **Resist** 10 variable (2/encounter; see "Resist," *Monster Manual*, page 282) | |
| **Speed** 6, climb 6 (spider climb), fly 10 | |
| ⊕ **Gore** (standard; at-will) | |
| +19 vs. AC; 2d6 + 7 damage, and ongoing 5 damage (save ends), or ongoing 10 damage if the target already has ongoing 5 damage (save ends). | |
| ↓ **Mobile Melee Attack** (standard; at-will) | |
| A chasme can move up to half its speed and make one melee basic attack at any point during that movement. The chasme doesn't provoke opportunity attacks when moving away from the target of its attack. | |
| ✧ **Drone** (standard; recharges when first bloodied) ✦ **Sleep** | |
| Close burst 2; targets creatures without the demon keyword; +17 vs. Will; the target is dazed (save ends). *First Failed Saving Throw:* The target is unconscious (save ends). | |
| **Chasme Mobility** | |
| The chasme gains a +2 bonus to AC against opportunity attacks provoked by movement. | |
| **Combat Advantage** | |
| The chasme deals an extra 1d6 damage against any target it has combat advantage against. This damage increases to 2d6 against unconscious foes. | |
| **Alignment** Chaotic evil **Languages** Abyssal | |
| **Skills** Bluff +14, Insight +12, Intimidate +14, Stealth +19 | |
| **Str** 19 (+11) **Dex** 24 (+14) **Wis** 10 (+7) | |
| **Con** 18 (+11) **Int** 11 (+7) **Cha** 14 (+9) | |

## Chasme Tactics

A chasme relies on speed and the advantage of flight to plague its enemies while avoiding harm. The creature begins combat with *drone* and then focuses on slaying unconscious enemies. The chasme darts from opponent to opponent, attempting to inflict ongoing damage on multiple adversaries. The chasme reserves its recharged use of *drone* for covering its retreat or sealing victory.

## Chasme Lore

A character knows the following information with a successful Arcana check.

**DC 18**: A chasme's cunning and sense of self-preservation provide it with a subtlety unusual in demons. Although its goal is ruin, mayhem, and pain, it takes the time to gather power and knowledge. Usually through lies, threats, and torture, it coerces other beings into helping it.

**DC 23**: Chasmes spontaneously emerge from the corpses of creatures slain in the Abyss. Like fiendish maggots, young chasmes crawl from the bodies and begin feeding off the corruption that saturates the Abyss. Other demons, especially those that fly, often kill and eat any chasme larvae they happen upon. The few young chasmes that possess the wiles to survive grow into adult specimens within a month.

## Encounter Groups

Chasmes prefer strong, stupid allies, so they often accompany or manipulate brutish demons. If service to a mightier demon allows a chasme to spread mayhem, it seizes the opportunity.

**Level 14 Encounter (XP 5,200)**
- 2 chasme demons (level 14 skirmisher)
- 2 night hags (level 14 lurker)
- 2 mezzodemons (level 11 soldier)

**Level 15 Encounter (XP 6,000)**
- 2 chasme demons (level 14 skirmisher)
- 1 demonweb terror (level 14 elite controller)
- 2 drider fanglords (level 14 brute)

# Shadow Demon

Born of the unadulterated corruption of the Abyss, a shadow demon is a fiend of consuming darkness. These lurking demons act as spies, scouts, and assassins.

| **Shadow Demon** | **Level 12 Elite Lurker** |
|---|---|
| Medium elemental humanoid (demon) | XP 1,400 |
| **Initiative** +17 **Senses** Perception +12; darkvision | |
| **HP** 196; **Bloodied** 98 | |
| **AC** 28; **Fortitude** 25, **Reflex** 27, **Will** 26 | |
| **Resist** 15 necrotic, 15 variable (2/encounter; see "Resist," *Monster Manual*, page 282), insubstantial; **Vulnerable** radiant (if the shadow demon takes 15 or more radiant damage, it loses phasing and insubstantial until the end of the attacker's next turn) | |
| **Saving Throws** +2 | |
| **Speed** fly 8 (hover); phasing | |
| **Action Points** 1 | |
| ⊕ **Claw** (standard; at-will) ✦ **Necrotic** | |
| +15 vs. Reflex; 2d6 + 7 necrotic damage; see also *combat advantage*. | |
| ǂ **Void Rake** (minor; at-will) ✦ **Necrotic** | |
| Requires combat advantage; the shadow demon makes a melee basic attack. | |
| ⇲ **Abyssal Void** (standard; recharges when first bloodied) ✦ **Necrotic, Zone** | |
| Close burst 3; +13 vs. Fortitude; 1d6 + 6 necrotic damage. The burst creates a zone of darkness that lasts until the end of the shadow demon's next turn. The zone of darkness cannot be illuminated, and it blocks line of sight for all creatures that cannot see in darkness. A creature that starts its turn within the zone takes 1d6 + 6 necrotic damage. | |
| **Combat Advantage** | |
| When the shadow demon uses a claw attack to damage a target it has combat advantage against, the target cannot spend healing surges until the end of the shadow demon's next turn. | |
| **Alignment** Chaotic evil **Languages** Abyssal | |
| **Skills** Arcana + 13, Bluff +17, Stealth +18 | |
| **Str** 8 (+5) **Dex** 24 (+13) **Wis** 12 (+7) | |
| **Con** 20 (+11) **Int** 14 (+8) **Cha** 22 (+12) | |

## Shadow Demon Tactics

A shadow demon tries to ambush foes. If it gains surprise, it uses *void rake* and then spends an action point to use *abyssal void*. The shadow demon takes advantage of phasing to avoid combat with multiple enemies. It often delays until it sees an opportunity to gain combat advantage. Once bloodied, the shadow demon uses *abyssal void* again, retreating if severely wounded.

## Shadow Demon Lore

A character knows the following information with a successful Arcana check.

**DC 16**: Despite its resemblance to a wraith, a shadow demon is a living spawn of the Abyss. Its powers utilize the necrotic energy resulting from the demonic connection to oblivion and entropy.

**DC 21**: Shadow demons are like devils in that they lie and scheme to drive mortals toward evil. However, shadow demons aim to proliferate death and destruction, not to acquire souls and power. A shadow demon's primary goal is always the annihilation of life.

## Encounter Groups

Shadow demons interact with other demons only when they share a common goal. This usually occurs at the behest of a powerful leader, such as a demon lord. Shadow demons work with undead and other creatures associated with death, such as corrupt shadar-kai, servants of nightwalkers, and Orcus's deathpriests.

**Level 13 Encounter (XP 3,800)**
- ✦ 1 shadow demon (level 12 elite lurker)
- ✦ 1 deathpriest of Orcus (level 9 controller)
- ✦ 5 battle wights (level 9 soldier)

**Level 13 Encounter (XP 3,900)**
- ✦ 1 shadow demon (level 12 elite lurker)
- ✦ 2 minotaur warriors (level 10 soldier)
- ✦ 1 minotaur cabalist (level 13 controller)
- ✦ 1 viscera devourer (level 12 soldier)

# Solamith

A corpulent creature of all-consuming hunger, the solamith attacks by tearing off chunks of itself and hurling the wads of necrotized, exploding tissue at enemies. Those it slays, it devours to replenish its spent flesh.

| **Solamith** | **Level 15 Artillery** |
|---|---|
| Large elemental humanoid (demon) | XP 1,200 |
| **Initiative** +13 **Senses** Perception +8 | |
| **HP** 115; **Bloodied** 57 | |
| **Regeneration** 10 (if the solamith takes cold damage, regeneration doesn't function on its next turn) | |
| **AC** 26; **Fortitude** 27, **Reflex** 28, **Will** 25 | |
| **Resist** 10 fire, 10 variable (2/encounter; see "Resist," *Monster Manual*, page 282) | |
| **Speed** 8 | |
| ⊕ **Claw** (standard; at-will) ✦ **Fire** | |
| Reach 2; +21 vs. AC; 1d8 + 5 damage plus 1d6 fire damage. | |
| ✲ **Soulfire** (standard; at-will) ✦ **Fire, Necrotic** | |
| The solamith chooses one of the following attacks, taking damage as it hurls parts of itself at enemies. The solamith cannot reduce itself to 0 hit points or fewer in this fashion. ✦ Area burst 1 within 20; +19 vs. Reflex; 3d6 + 6 fire and necrotic damage. The solamith takes 5 damage. ✦ Area burst 2 within 20; +19 vs. Reflex; 4d6 + 6 fire and necrotic damage. The solamith takes 10 damage. ✦ Area burst 3 within 20; +19 vs. Reflex; 5d6 + 6 fire and necrotic damage. The solamith takes 15 damage. | |
| ✧ **Soulfire Retort** (immediate reaction, when the solamith takes damage from a melee attack; recharges when first bloodied) ✦ **Fire, Necrotic** | |
| Close blast 3; +19 vs. Reflex; 3d6 + 6 fire and necrotic damage, and the target is pushed 1 square. | |
| **Alignment** Chaotic evil **Languages** Abyssal | |
| **Str** 20 (+12) **Dex** 23 (+13) **Wis** 13 (+8) | |
| **Con** 19 (+11) **Int** 4 (+4) **Cha** 8 (+6) | |

## Solamith Tactics

Despite its imposing bulk, a solamith is a soft target that must rely on protection from its allies. It moves around the battlefield with surprising speed, hurling *soulfire*. It avoids melee and uses *soulfire retort* to keep adversaries away.

## Solamith Lore

A character knows the following information with a successful Arcana check.

**DC 18**: A solamith can peel away parts of its body. The creature hurls the chunks of flesh, which explode in bursts of necrotic energy and fire. When a battle ends, the solamith gorges on the fallen to replenish its cannibalized flesh. Its favorite food is the flesh of mortal humanoids.

**DC 23**: When eating, a solamith tears its victims apart and then slowly consumes the flesh, savoring each morsel. When the creature finishes, a tortured face appears under the skin of the demon's belly—a spiritual echo of the dead creature's soul.

DAVE ALLSOP

## Encounter Groups

Solamiths are fierce tormenters that press weaker creatures into service. They sometimes work with demons of equal or greater strength, if only to ensure their own safety. Creatures that can summon and control demons use solamiths as gatekeepers and artillery.

**Level 15 Encounter (XP 6,000)**
- ✦ 1 solamith demon (level 15 artillery)
- ✦ 2 red slaads (level 15 soldier)
- ✦ 3 gray slaads (level 13 skirmisher)

**Level 15 Encounter (XP 6,000)**
- ✦ 2 solamith demons (level 15 artillery)
- ✦ 1 immolith demon (level 15 controller)
- ✦ 2 azer ragers (level 15 brute)

*Top to bottom: Shadow demon and solamith*

# DEVIL

As punishment for betraying their divine masters, devils are bound to the Nine Hells. Yet devils sometimes escape into the world. They often serve powerful, evil mortals, though such service is dangerous and usually comes at a price.

## Barbed Devil

Barbed devils are fierce warriors entrusted with the defense of infernal fortresses or assigned to patrol the lower hells in search of spies and intruders. When summoned to the world, they serve as elite bodyguards or champions for mortal tyrants.

*Top to bottom: Brazen devil and barbed devil*

| **Barbed Devil** | **Level 18 Skirmisher** |
|---|---|
| Medium immortal humanoid (devil) | XP 2,000 |
| **Initiative** +17 | **Senses** Perception +11; darkvision |
| **Threatening Barbs** aura 1; any creature in the aura that makes a melee attack or a close attack with the weapon keyword against the barbed devil takes 5 damage. | |
| **HP** 170; **Bloodied** 85 | |
| **AC** 33; **Fortitude** 31, **Reflex** 30, **Will** 29 | |
| **Resist** 20 fire | |
| **Speed** 7, teleport 7 | |
| (+) **Claw** (standard; at-will) | |
| +23 vs. AC; 1d8 + 7 damage. | |
| ǂ **Double Attack** (standard; at-will) | |
| The barbed devil makes two claw attacks. | |
| ↛ **Hurl Flame** (standard; recharge ⚄ ⚅) ✦ Fire | |
| Ranged 5; +21 vs. Reflex; 1d10 + 6 fire damage, and ongoing 5 fire damage, and the target is dazed (save ends both). | |
| ⇦ **Barbed Teleport** (standard; encounter) ✦ **Teleportation** | |
| Close burst 1; +23 vs. AC; 1d8 + 7 damage, and the barbed devil teleports 7 squares. | |
| **Infernal Bound** (minor; at-will) | |
| The barbed devil shifts 3 squares. | |
| **Alignment** Evil | **Languages** Supernal |
| **Skills** Athletics +21, Intimidate +19 | |
| **Str** 25 (+16) | **Dex** 23 (+15) **Wis** 15 (+11) |
| **Con** 18 (+13) | **Int** 12 (+10) **Cha** 20 (+14) |

### Barbed Devil Tactics

A barbed devil uses *hurl flame* at distant foes. When enemies draw near, it uses *infernal bound* to leap at an enemy, and then makes a *double attack* before teleporting away.

| **Barbed Devil Enforcer** | **Level 18 Soldier** |
|---|---|
| Medium immortal humanoid (devil) | XP 2,000 |
| **Initiative** +16 | **Senses** Perception +11; darkvision |
| **Grasping Barbs** aura 1; an enemy that enters or leaves the aura takes 5 damage and is marked until the end of its next turn. | |
| **HP** 174; **Bloodied** 87 | |
| **AC** 35; **Fortitude** 31, **Reflex** 29, **Will** 29 | |
| **Resist** 20 fire | |
| **Speed** 7, teleport 7 | |
| (+) **Claw** (standard; at-will) | |
| +25 vs. AC; 1d8 + 7 damage, and the target is pushed 1 square; see also *grasping barbs* (above). | |
| ǂ **Double Attack** (standard; at-will) | |
| The barbed devil enforcer makes two claw attacks. If both attacks hit the same target, the barbed devil enforcer tries to impale the target on its barbs as a secondary attack: +22 vs. Reflex; 5 damage. | |
| ↛ **Hurl Flame** (standard; recharge ⚄ ⚅) ✦ **Fire** | |
| Ranged 5; +20 vs. Reflex; 1d10 + 7 fire damage, and ongoing 5 fire damage, and the target is dazed (save ends both). | |
| **Alignment** Evil | **Languages** Supernal |
| **Skills** Athletics +21, Intimidate +19 | |
| **Str** 25 (+16) | **Dex** 20 (+14) **Wis** 15 (+11) |
| **Con** 22 (+15) | **Int** 12 (+10) **Cha** 20 (+14) |

FRANZ VOHWINKEL

## Barbed Devil Enforcer Tactics

A barbed devil enforcer begins combat with *hurl flame*. The creature then teleports into its foes' midst and makes *double claw* attacks while subjecting them to its *grasping barbs* aura. If a creature retreats, the barbed devil enforcer pursues, teleporting or moving after it.

## Barbed Devil Lore

A character knows the following information with a successful Religion check.

**DC 20:** Barbed devils (known as hamatulas) are named for the prickly spines that cover their bodies. They disdain weapons and prefer to attack with their spikes and claws.

**DC 25:** Barbed devils serve as guards in the citadels and vaults of the middle and lower hells. They are common in Phlegethos, Malbolge, and Maladomini, where they patrol the vast, winding tunnels.

## Encounter Groups

Barbed devils are proud and love to fight. They serve masters who value their power.

**Level 18 Encounter (10,000 XP)**
- ✦ 2 barbed devils (level 18 skirmisher)
- ✦ 1 barbed devil enforcer (level 18 soldier)
- ✦ 2 cambion hellfire magi (level 18 artillery)

**Level 19 Encounter (11,200 XP)**
- ✦ 2 barbed devils (level 18 skirmisher)
- ✦ 1 bone devil (level 17 controller)
- ✦ 2 ice devils (level 20 soldier)

# Brazen Devil

In the fiery depths of Nessus lies Malsheem, the infernal fortress of Asmodeus. This is the domain of the brazen devils, so named because they are permanently encased in hellforged brass armor. The devils are stalwart defenders and ferocious combatants, swarming anyone who dares trespass into their territory.

## Brazen Devil Lore

A character knows the following information with a successful Religion check.

**DC 28:** The Malsheem Guard, a force of 1,001 brazen devils, consists of the most loyal and ferocious devils. The Guard protects Asmodeus's palace and serves as an elite bodyguard. When a member of the Malsheem Guard dies, a new brazen devil is soon elevated in its place.

Unlike pit fiends, brazen devils lack ambition and crave only to serve their evil lord.

**DC 33:** Brazen devils are created from the worthiest and most devoted war devils, bone devils, and barbed devils. In a lengthy and agonizing ritual, the creatures are cut apart and fitted into hellforged brass armor. The armor is irremovable and remains attached to the devil for the rest of its existence.

**Brazen Devil** **Level 28 Soldier**
Large immortal humanoid (devil) XP 13,000

**Initiative** +20 **Senses** Perception +26; darkvision
**Cloying Hellfire (Fire)** aura 2; a creature that starts its turn in the aura takes 10 fire damage. A creature without the devil keyword cannot use powers with the teleport keyword while in the aura.
**HP** 257; **Bloodied** 128
**AC** 45; **Fortitude** 41, **Reflex** 38, **Will** 39
**Resist** 30 fire
**Speed** 7, fly 7 (clumsy)

⊕ **Halberd** (standard; at-will) ✦ **Weapon**
Reach 2; +35 vs. AC; 2d12 + 10 damage, and the target slides 1 square.

**Hellfire Gout** (standard; recharge ⚄ ⁞⁞) ✦ **Fire**
Close blast 3; +33 vs. Reflex; 4d10 + 7 fire damage.

↯ **Furious Assault** (standard; encounter) ✦ **Teleportation, Weapon**
+33 vs. Fortitude; 4d12 + 10 damage, and the target is pushed 3 squares. In addition, the brazen devil teleports into a space adjacent to the target after the target is pushed.

↯ **Fiendish Opportunist** (immediate reaction, when an enemy is pushed, pulled, or slid into a square adjacent to the brazen devil; at-will) ✦ **Weapon**
+33 vs. Fortitude; 1d12 + 9 damage, and the target is knocked prone.

**Infernal Assault** (move; encounter) ✦ **Teleportation**
The brazen devil teleports 20 squares and gains a +2 bonus to attack rolls until the beginning of its next turn. The brazen devil can teleport into occupied squares, sliding any creatures occupying those squares into the nearest unoccupied squares.

**Alignment** Evil **Languages** Supernal
**Skills** Intimidate +25

| | | |
|---|---|---|
| **Str** 28 (+23) | **Dex** 18 (+18) | **Wis** 25 (+21) |
| **Con** 25 (+21) | **Int** 23 (+20) | **Cha** 22 (+20) |

**Equipment** hellforged plate armor (destroyed if the brazen devil is slain), halberd

## Brazen Devil Tactics

A brazen devil uses *furious assault* to push its enemy adjacent to another brazen devil in order to trigger the other devil's *fiendish opportunist* power. The devils spread out to cover a large area with *cloying hellfire*. A brazen devil withholds *infernal assault* for an opportunity to keep its enemies from reuniting or retreating.

## Encounter Groups

Asmodeus trusts no one, but what trust he has, he places in his palace guards. He uses brazen devils for the most sensitive or important tasks.

**Level 28 Encounter (68,900 XP)**
- ✦ 2 brazen devils (level 28 soldier)
- ✦ 1 pit fiend devil (level 26 elite soldier)
- ✦ 6 war devils (level 22 brute)

**Level 30 Encounter (94,900 XP)**
- ✦ 3 brazen devils (level 28 soldier)
- ✦ 1 ancient green dragon (level 27 solo controller)

# Pain Devil

Pain devils are mercenaries of the Nine Hells that serve any master who lets them torture the weak and helpless. Pain devils are eager combatants, relishing the chance to crush foes beneath their scourges.

**Pain Devil** **Level 8 Soldier**
Medium immortal humanoid (devil) XP 350

**Initiative** +8 **Senses** Perception +12; darkvision
**Aura of Torment** aura 2; a creature without the devil keyword that starts its turn in the aura takes 2 damage.
**HP** 86; **Bloodied** 43
**AC** 24; **Fortitude** 21, **Reflex** 18, **Will** 19
**Resist** 10 fire
**Speed** 5

**Scourge** (standard; at-will) ✦ **Weapon**
Reach 2; +15 vs. AC; 2d8 + 5 damage, and the target is slowed until the end of the pain devil's next turn.

**Wave of Pain** (standard; recharge ⚄ ⁞⁞) ✦ **Weapon**
Close burst 2; targets enemies; +13 vs. AC; 3d6 + 5 damage, and the target is slowed until the end of the pain devil's next turn.

**Sadism**
When the pain devil scores a critical hit or its attack renders an enemy bloodied, it gains a +2 bonus to attack rolls and saving throws until the end of its next turn.

**Alignment** Evil **Languages** Supernal
**Skills** Insight +12, Intimidate +10
**Str** 20 (+9) **Dex** 15 (+6) **Wis** 17 (+7)
**Con** 14 (+6) **Int** 14 (+6) **Cha** 12 (+5)
**Equipment** scourge

## Pain Devil Tactics

The devils target nimble enemies, using the debilitating effect of their scourges to keep the creatures within reach. Pain devils take positions where they can affect the most creatures with *aura of torment*. Pain devils withhold *wave of pain* until they have two or more enemies in the area, or until they gain the attack bonus from *sadism*.

## Pain Devil Lore

A character knows the following information with a successful Religion check.

**DC 15:** Pain devils are relatively weak devils, but they are cruel and bloodthirsty foes. A pain devil's scourge causes agony that briefly cripples its target.

**DC 20:** Pain devils are skillful and cruel torturers. They are common in the upper hells, especially Dis and Minauros. Sadistic mortals summon pain devils to the world to serve as mercenaries.

**Pain Devil Captain** **Level 11 Controller (Leader)**
Medium immortal humanoid (devil) XP 600

**Initiative** +7 **Senses** Perception +13; darkvision
**Aura of Torment** aura 2; a creature without the devil keyword that starts its turn in the aura takes 2 damage.
**HP** 110; **Bloodied** 55
**AC** 25; **Fortitude** 23, **Reflex** 20, **Will** 21
**Resist** 10 fire
**Speed** 5

**Scourge** (standard; at-will) ✦ **Weapon**
Reach 2; +16 vs. AC; 2d8 + 5 damage, and the target is weakened until the end of the pain devil captain's next turn.

**Ignite Weaponry** (standard; recharge ⚄ ⁞⁞) ✦ **Fire**
Close burst 10; allies in the burst deal an extra 5 fire damage on attacks with the weapon keyword until the end of the pain devil captain's next turn.

**Supreme Sadism**
When the pain devil captain scores a critical hit or its attack renders an enemy bloodied, it and all allies within 5 squares of the pain devil captain gain 10 temporary hit points.

**Alignment** Evil **Languages** Supernal
**Skills** Insight +13, Intimidate +11
**Str** 20 (+10) **Dex** 15 (+7) **Wis** 17 (+8)
**Con** 14 (+7) **Int** 14 (+7) **Cha** 12 (+6)
**Equipment** scourge

## Pain Devil Captain Tactics

The pain devil captain wades into battle and uses *ignite weaponry* as often as it can, but otherwise tries to pound enemies with its scourge in the hope of triggering its *supreme sadism*.

## Encounter Groups

Pain devils sell their services outside of the Nine Hells, and they can be found in the company of various evil creatures.

**Level 7 Encounter (1,500 XP)**
- ✦ 2 pain devils (level 8 soldier)
- ✦ 2 spined devils (level 6 skirmisher)
- ✦ 1 tiefling darkblade (level 7 lurker)

**Level 9 Encounter (2,300 XP)**
- ✦ 2 pain devils (level 8 soldier)
- ✦ 1 pain devil captain (level 10 controller)
- ✦ 2 cambion hellswords (level 8 brute)

# Storm Devil

Storm devils rain down destruction from above. They serve as artillery in the armies of the lower hells, especially in Maladomini and Nessus.

| **Storm Devil** | | **Level 23 Artillery** |
|---|---|---|
| Medium immortal humanoid (devil) | | XP 5,100 |
| **Initiative** +18 | **Senses** Perception +17; darkvision | |
| **HP** 169; **Bloodied** 84 | | |
| **AC** 37; **Fortitude** 35, **Reflex** 34, **Will** 33 | | |
| **Resist** 20 fire, 20 lightning, 20 thunder | | |
| **Speed** 7, fly 7 (clumsy) | | |
| **Trident** (standard; at-will) ✦ **Lightning, Weapon** | | |
| +26 vs. Reflex; 2d8 + 6 damage, and ongoing 10 lightning damage, and the target is dazed (save ends both). | | |
| **Lightning Fork** (standard; at-will) ✦ **Lightning** | | |
| Requires trident; ranged 20; +28 vs. Reflex; 3d6 + 8 lightning damage. | | |
| **Infernal Thunderclap** (standard; recharge ⚄ ⚅) ✦ **Lightning, Thunder** | | |
| Area burst 2 within 20; +26 vs. Fortitude; 2d10 + 6 lightning and thunder damage, and the target is pushed 3 squares from the origin square and dazed until the end of its next turn. | | |
| **Cyclone** (free, when first bloodied; encounter) | | |
| The storm devil shifts 3 squares, and any Medium or smaller enemy adjacent to the storm devil at the start of the move is knocked prone. | | |
| **Alignment** Evil | **Languages** Supernal | |
| **Skills** Stealth +23 | | |
| **Str** 20 (+16) | **Dex** 25 (+18) | **Wis** 22 (+17) |
| **Con** 25 (+18) | **Int** 16 (+14) | **Cha** 17 (+14) |
| **Equipment** trident | | |

## Storm Devil Tactics

Storm devils begin battle by flying to a perch that provides a view of the battlefield. From there, they blast foes with *infernal thunderclap*. While they wait for that power to recharge, they use *lightning fork*.

Storm devils are clumsy fliers, so they avoid fighting from the air. They land before attacking, and they fly only to find a new perch from which to blast foes.

## Storm Devil Lore

A character knows the following information with a successful Religion check.

**DC 25:** Storm devils are the artillery of the Nine Hells. They patrol the citadels of the lower hells, and they serve as bodyguards to pit fiends. Their lightning and thunder powers are feared by weaker devils because few have resistances to those energy types.

**DC 30:** Storm devils can be unruly and have little patience for the regimentation of infernal ranks. They sometimes disobey orders or abandon their posts for an opportunity to score a quick kill or to torment weaker devils.

## Encounter Groups

Storm devils are known to harass vessels passing through the Astral Sea. They also provide artillery support to hosts of other devils as well as mortals who summon them and bind them to service.

**Level 23 Encounter (25,550 XP)**
- ✦ 2 storm devils (level 23 artillery)
- ✦ 1 war devil (level 22 brute)
- ✦ 4 ice devils (level 20 soldier)

*Top to bottom: Pain devil and storm devil*

WARREN MAHY

# DISPATER

A MASTER OF STRATEGY AND INTRIGUE, Dispater is the lord of Dis, the second hell. He is known as the Iron Duke and as the Father of Strife, and he governs with an iron fist wrapped in a velvet glove.

Clever and cautious, Dispater is rarely caught off guard. He is usually urbane and calm, speaking with courtesy and reason. However, when his enemies defy him, his eyes flash red with fury, and his words scour foes with unholy power.

**Dispater** **Level 28 Solo Controller (Leader)**
Medium immortal humanoid (devil) XP 65,000

**Initiative** +20 **Senses** Perception +21; darkvision
**HP** 1,295; **Bloodied** 647
**AC** 45; **Fortitude** 41, **Reflex** 43, **Will** 42
**Resist** 30 fire
**Saving Throws** +5
**Speed** 6, teleport 10
**Action Points** 2

⊕ **Smiting Rod** (standard; at-will) ✦ **Weapon**
Requires *rod of Dispater*; +34 vs. AC; 2d8 + 10 damage (crit 8d8+10), and the target is pushed 2 squares and dazed (save ends).

↯ **Blasphemous Reply** (immediate reaction, when hit by a melee attack; at-will) ✦ **Thunder**
Targets the attacker; +32 vs. Will; 3d8 + 10 thunder damage, and the target is pushed 1 square.

↣ **Scathing Rod** (standard; at-will) ✦ **Acid, Implement**
Requires *rod of Dispater*; ranged 20; +32 vs. Reflex; 2d8 + 10 acid damage, and the target takes a –2 penalty to attack rolls until the end of Dispater's next turn.

↣ **Inveigle** (standard; recharge ⚅ ⚄ ⚃) ✦ **Charm, Psychic**
Ranged 20; +32 vs. Will; 2d8 + 10 psychic damage, and the target slides 3 squares and is dominated (save ends). *Aftereffect:* The target is dazed until the end of its next turn.

✧ **Gates of Dis** (minor; at-will) ✦ **Conjuration, Fire**
Area wall 10 within 20 squares. Dispater conjures a lattice of scalding iron that lasts until the start of his next turn. The wall blocks movement and line of effect, but it does not block line of sight. Creatures that end their turn adjacent to the wall take 10 fire damage. Creatures pulled, pushed, or slid adjacent to the wall take 20 fire damage. The wall is 4 squares high and cannot be destroyed.

**Diabolic Awe** (free 1/round, when an enemy within 10 squares becomes bloodied or takes a critical hit; at-will) ✦ **Fear, Healing**
The enemy is pushed 3 squares away from Dispater and is dazed until the end of Dispater's next turn. Creatures with the devil keyword within 10 squares of Dispater regain 20 hit points.

**Alignment** Evil **Languages** Supernal
**Skills** Arcana +29, Bluff +28, History +29, Insight +26, Religion +29
**Str** 22 (+20) **Dex** 23 (+20) **Wis** 24 (+21)
**Con** 27 (+22) **Int** 30 (+24) **Cha** 29 (+23)
**Equipment** scarlet robe, *rod of Dispater* (see below)

## DISPATER'S TACTICS

Dispater chooses his fights carefully, and he avoids confronting dangerous enemies until he has secured every advantage. He keeps lesser devils on hand, including legion devils, war devils, and even a few pit fiends. Dispater sends his followers into battle first so he can gauge the strength of his foes.

If he does fight, Dispater uses *gates of Dis* to divide his enemies while he tries to dominate the most powerful foe with *inveigle*. He remains at range, using *scathing rod* while waiting for *inveigle* to recharge. If closely pressed in melee, he uses an action point to make two *smiting rod* attacks and then teleports away. He does not hesitate to flee if a fight turns against him.

**Rod of Dispater** **Level 28**
*A symbol of Dispater's authority, this adamantine rod is shaped like two serpents entwined together, and it grants the power to scour foes with acid.*

**Implement (Rod)** 2,125,000 gp
**Enhancement:** Attack rolls and damage rolls
**Critical:** +6d8
**Property:** The rod functions as a +6 *heavy mace* as well as an implement.
**Power (At-Will):** Free Action. Use this power when you hit with a melee attack using the rod. The target is pushed 2 squares and dazed (save ends).
**Power (At-Will ✦ Acid):** Standard Action. Ranged 20; Intelligence vs. Reflex; 2d8 + Intelligence modifier acid damage, and the target takes a –2 penalty to attack rolls until the end of your next turn.

## DISPATER LORE

A character knows the following information with a successful Religion check.

**DC 20:** Dispater is the lord of Dis, the second hell. Dispater's palace is the infamous Iron Tower, a mighty fortification in the center of the city of Dis. Dispater is renowned for his powers of persuasion.

**DC 25:** Dispater is cautious, and he often creates aspects of himself. These avatars deal with matters outside of Dis.

**DC 28:** Dispater does not encourage cults. Instead, he seduces influential mortals with the promise of power. Dispater's agents are often viziers, councilors, or ministers who secretly govern from behind the scenes.

**DC 33:** A master of Hell's politics, Dispater is closely allied with Mephistopheles, lord of the eighth hell. Both the archdevils share a hatred for Baalzebul, lord of the seventh hell.

# Aspect of Dispater

Dispater rarely ventures from his Iron Tower. Instead, he prefers to send an aspect to treat with his peers or tempt mortals who interest him.

Dispater has no connection to his aspect except that he knows where and when one enters the world.

**Aspect of Dispater** **Level 20 Elite Controller (Leader)**
Medium immortal humanoid (devil) XP 5,600

**Initiative** +14 **Senses** Perception +15; darkvision
**HP** 382; **Bloodied** 191
**AC** 37; **Fortitude** 33, **Reflex** 35, **Will** 34
**Resist** 20 fire
**Saving Throws** +2
**Speed** 6, teleport 10
**Action Points** 1

**Smiting Rod** (standard; at-will) ✦ **Weapon**
+25 vs. AC; 2d8 + 6 damage, and the target is pushed 2 squares and dazed until the end of the aspect of Dispater's next turn.

**Lesser Blasphemous Reply** (immediate reaction, when hit by a melee attack; recharges when first bloodied) ✦ **Thunder**
Targets the attacker; +24 vs. Will; 3d8 + 7 thunder damage, and the target is pushed 1 square.

**Lesser Inveigle** (standard; recharge ⚄ ⚅) ✦ **Charm, Psychic**
Ranged 10; +24 vs. Will; 2d6 + 7 psychic damage, and the target slides 2 squares and is dominated until the end of the aspect of Dispater's next turn.

**Lesser Gates of Dis** (minor; recharge ⚄ ⚅) ✦ **Conjuration, Fire**
Area wall 5 within 20 squares. The aspect of Dispater conjures a lattice of scalding iron that lasts until the start of his next turn. The wall blocks movement and line of effect, but it does not block line of sight. Creatures that end their turn adjacent to the wall or are pulled, pushed, or slid adjacent to the wall take 10 fire damage. The wall is 4 squares high and cannot be destroyed.

**Lesser Diabolic Awe** (free 1/round, when an enemy within 5 squares becomes bloodied or takes a critical hit; at-will) ✦ **Fear, Healing**
The enemy is pushed 3 squares away from the aspect of Dispater and is dazed until the end of the aspect's next turn. Creatures with the devil keyword within 5 squares of the aspect of Dispater regain 10 hit points.

**Alignment** Evil **Languages** Supernal
**Skills** Arcana +23, Bluff +22, History +23, Insight +20, Religion +23

| | | |
|---|---|---|
| **Str** 18 (+14) | **Dex** 19 (+14) | **Wis** 20 (+15) |
| **Con** 23 (+16) | **Int** 26 (+18) | **Cha** 25 (+17) |

**Equipment** scarlet robe, smiting rod

## Aspect of Dispater Tactics

Dispater's aspect avoids risky fights. It surrounds itself with allies and seeks advantages in combat. The aspect targets enemies with *lesser inveigle* while using *lesser gates of Dis* to keep foes at bay. The aspect is patient, and rather than engaging in melee, it stays away from dangerous enemies while waiting for *lesser inveigle* to recharge.

## Aspect of Dispater Lore

A character knows the following information with a successful Religion check.

**DC 25:** Aspects of Dispater are summoned or created through rituals, and they often work covertly within a government to sway rulers toward evil.

## Encounter Groups

Aspects of Dispater are accompanied by retinues of other devils that can assist in their master's diabolical plans.

**Level 22 Encounter (19,200 XP)**
- ✦ 1 aspect of Dispater (level 20 elite controller)
- ✦ 2 ice devils (level 20 soldier)
- ✦ 2 cambion hellfire magi (level 18 artillery)

Dispater rarely leaves his layer of the Nine Hells, but he does not shy from confronting enemies intruding in his demesne.

**Level 30 Encounter (101,000 XP)**
- ✦ Dispater (level 28 solo controller)
- ✦ 2 pit fiend devils (level 26 elite soldier)

**Level 30 Encounter (101,400 XP)**
- ✦ Dispater (level 28 solo controller)
- ✦ 2 war devils (level 22 brute)
- ✦ 3 storm devils (level 23 artillery)
- ✦ 16 legion devil legionnaires (level 21 minion)

WARREN MAHY

# GRAZ'ZT

DEMONS AREN'T SUBTLE, BUT THEN every rule has its exception. Graz'zt is the schemer of the Abyss, and he constantly plots against Demogorgon and Orcus from his realm of Azzagrat. Graz'zt uses seduction, guile, and trickery as his weapons, launching demonic hordes only after his intrigues leave enemies in disarray. Known also as the Dark Prince, Graz'zt appears and acts more human than other demon princes. However, he is capable of atrocities to rival even the most sadistic demons. Graz'zt has black skin, six small horns atop his head, and six digits on each hand and foot.

Graz'zt was once a devil and a trusted advisor to Asmodeus, who charged Graz'zt with invading the Abyss and seizing the evil seed that created it (see "The Birth of the Abyss" sidebar, *Monster Manual*, page 52). Graz'zt's initial invasion was successful, and he managed to seize three layers of the Abyss. However, pressure from Orcus and Demogorgon stalled Graz'zt's descent toward the heart of evil. Graz'zt eventually rejected his heritage and turned the conquered territory into his own kingdom. Today, he is one of the most powerful demon princes. And whether he truly spurned the Nine Hells or is secretly colluding with Asmodeus is known only to Graz'zt. Regardless, that doesn't preclude a change of allegiances later.

Graz'zt cultivates an atmosphere of indolence and lassitude within his horrid palace. The outward decadence of his court masks the truth, though: The palace is a nexus of schemes that extend throughout the planes and across the centuries.

## GRAZ'ZT TACTICS

Graz'zt uses *overwhelming domination* to make enemies into allies and then sets them up to help flank opponents with him.

One or more characters will likely be dominated through much of the fight against Graz'zt. If your players are amenable, allow a player to retain control of his or her character if the player agrees to fight faithfully on Graz'zt's behalf.

Graz'zt is elusive on the battlefield, moving from flank to flank, teleporting when appropriate. If the PCs are intent on maintaining their distance, then Graz'zt employs *unholy blight*. If the battle turns against Graz'zt, he willingly flees and leaves his allies to die.

**Graz'zt** **Level 32 Solo Controller**
Medium elemental humanoid (demon) XP 135,000

**Initiative** +27 **Senses** Perception +24; darkvision
**HP** 1,430 **Bloodied** 715
**AC** 48; **Fortitude** 45, **Reflex** 48, **Will** 48
**Immune** charm; **Resist** 20 variable (3/encounter; see *Monster Manual*, page 282)
**Saving Throws** +5
**Speed** 6, teleport 6
**Action Points** 2

**Wave of Sorrow** (standard; at-will) ✦ **Acid, Weapon, Teleportation**
Reach 2; +37 vs. AC; 2d10 + 10 damage (crit 7d10 +10), and ongoing 10 acid (save ends), and Graz'zt teleports to an unoccupied square adjacent to the target.

**Sorrow Cyclone** (standard; recharge ⚄ ⚅) ✦ **Acid, Weapon, Teleportation**
Requires *Wave of Sorrow*; close burst 1; targets enemies; +37 vs. AC; 2d10 + 10 damage (crit 7d10 +10), and ongoing 10 acid damage (save ends), and Graz'zt teleports to an unoccupied square adjacent to a creature hit by the attack.

**Overwhelming Domination** (standard; recharges when no enemy is dominated by Graz'zt) ✦ **Charm**
Ranged 20; targets two enemies; + 35 vs. Will; the target is dominated (save ends), and saving throws against this effect take a -4 penalty. Graz'zt can force a creature he has dominated to use encounter attack powers. A creature dominated by Graz'zt counts as his ally and is not considered dazed (as per the dominated condition) for the purpose of flanking. *Aftereffect:* The target takes a -4 penalty to Will defense until the end of the encounter.

**Unholy Blight** (standard, recharge ⚄ ⚅)
Area burst 5 within 10; targets enemies only; +35 vs. Reflex; 2d10 + 10 damage, and the target is weakened until the end of Graz'zt's next turn.

**Change Shape** (minor; at-will) ✦ **Polymorph**
Graz'zt can alter his physical form to appear as an attractive Medium humanoid of any race or gender (see "Change Shape," *Monster Manual*, page 280).

**Combat Advantage**
Graz'zt deals an extra 4d6 damage against any target he has combat advantage against.

**Vicious Twist** (free, when Graz'zt hits a creature with an attack that has the weapon keyword; recharge ⚄ ⚅) ✦ **Weapon**
That creature takes an extra 20 damage.

**Alignment** Chaotic evil **Languages** All
**Skills** Arcana +27, Bluff +32, Diplomacy +32, History +27, Insight +29, Intimidate +32

| | | |
|---|---|---|
| **Str** 27 (+24) | **Dex** 33 (+27) | **Wis** 27 (+24) |
| **Con** 22 (+22) | **Int** 22 (+22) | **Cha** 33 (+27) |

**Equipment** *Wave of Sorrow*

## GRAZ'ZT LORE

A character knows the following information with a successful Arcana or Religion check.

**DC 20:** Graz'zt is the Dark Prince, a demonic patron of tyrants and despots. Evil schemers swear obeisance to him.

**DC 25:** Graz'zt's greatest rival is Demogorgon, and Graz'zt would like nothing better than to destroy the two-headed demon prince and claim the title of "Prince of Demons."

**DC 28:** Graz'zt rules a three-tiered realm in the Abyss known as Azzagrat. Within the twisted streets of this landscape dwell hordes of demons and deadly elementals.

**DC 33:** Graz'zt was once an archdevil in the service of Asmodeus. Graz'zt was sent by Asmodeus to retrieve the shard of evil embedded in the heart of the Abyss, and though he did not succeed, Graz'zt did conquer three levels of that plane. He established his own kingdom there, rejecting Asmodeus to instead reign over his newly conquered territory.

**DC 35:** Graz'zt carries a massive, serrated greatsword called *Wave of Sorrow*. He wields the sword in one hand, and the blade moves like a wave when he brandishes it. In addition to fighting with the sword, Graz'zt is a master of dominating his enemies, whom he directs to fight on his behalf.

## Aspect of Graz'zt

Agents of Graz'zt can perform a ritual that brings an aspect of Graz'zt into the world. The aspect heeds the commands of its summoner, acting as an advisor and bodyguard.

Graz'zt has no connection to this aspect except that he knows where and when one enters the world.

**Aspect of Graz'zt** **Level 24 Elite Skirmisher**
Medium elemental humanoid (demon) XP 12,100

**Initiative** +23 **Senses** Perception +19; darkvision
**HP** 438; **Bloodied** 219
**AC** 40; **Fortitude** 36, **Reflex** 38, **Will** 38
**Resist** 10 variable (3/encounter; see *Monster Manual*, page 282)
**Saving Throws** +2
**Speed** 6, teleport 4
**Action Points** 1

⨺ **Greatsword** (standard; at-will) ✦ **Acid, Teleport, Weapon**
Reach 2; +29 vs. AC; 1d10 + 10 damage, and ongoing 5 acid damage (save ends), and the target teleports 1 square into a space of the aspect of Graz'zt's choosing.

✧ **Forceful Domination** (standard; recharges when no enemies are dominated by the aspect of Graz'zt) ✦ **Charm**
Ranged 10; +28 vs. Will; the target is dominated (save ends), and saving throws against this effect take a -2 penalty. A creature dominated by the aspect of Graz'zt counts as his ally and is not considered dazed (as per the dominated condition) for the purpose of flanking.

**Combat Advantage**
The aspect of Graz'zt deals an extra 2d6 damage against any target it has combat advantage against.

**Alignment** Chaotic evil **Languages** All
**Skills** Arcana +21, Bluff +26, Diplomacy +26, History +21, Insight +24, Intimidate +26
**Str** 24 (+19) **Dex** 29 (+21) **Wis** 24 (+19)
**Con** 19 (+16) **Int** 19 (+16) **Cha** 29 (+21)
**Equipment** greatsword

**Wave of Sorrow** **Level 30**
*Wave of Sorrow is a massive, black greatsword that Graz'zt wields in one hand. The serrated blade undulates when wielded by the Dark Prince.*

Lvl 30 +6 3,125,000 gp
**Weapon:** Greatsword
**Enhancement:** Attack rolls and damage rolls
**Critical:** +5d10 damage
**Property:** This weapon deals ongoing 10 acid damage (save ends) on a successful melee attack.
**Power (At-Will ✦ Teleportation):** Free Action. Use this power when you hit an enemy with a melee attack or a close attack that uses this weapon. You teleport to a square adjacent to the target you hit.

RALPH HORSLEY

### Aspect of Graz'zt Tactics

Like the true Dark Prince, the aspect of Graz'zt starts a battle with an attempt to dominate an enemy. The aspect then works in concert with the target of its domination, focusing attacks on the enemies that appear resistant to attacks that target Will defense.

### Aspect of Graz'zt Lore

A character knows the following information with a successful Arcana check.

**DC 30:** Powerful cult leaders can perform a ritual that conjures an aspect of the Dark Prince.

**DC 35:** An aspect of Graz'zt is nearly as cunning as the true Graz'zt, though it obeys the commands of its summoner rather than engaging in its own plots and schemes.

## Chosen of Graz'zt

Graz'zt likes creatures predisposed toward trickery and espionage, and for that reason, he favors lamias. A lamia's ability to change its appearance makes it an effective cult leader—one capable of sowing the seeds of chaos within any society.

The most powerful cult leaders become the Chosen of Graz'zt, privy to the secrets and magic of the Abyss, including the ritual to conjure an aspect of Graz'zt.

### Iggwilv, the Sometime Ally of Graz'zt

Known widely as the Witch Queen, the once-human spellcaster Iggwilv has a long history with Graz'zt. Through a clever and audacious series of rituals, Iggwilv imprisoned Graz'zt in the world under her command. The two became lovers, each trying to gain power over the other, and Iggwilv bore at least one child as a result of the union. Eventually, Graz'zt escaped Iggwilv's bonds and returned to the Abyss. Iggwilv attempted to hide from the wrathful demon, but she failed. When Graz'zt found her, he imprisoned Iggwilv in Azzagrat for a time.

Now, the two maintain a wary alliance, each certain that the other will inevitably perform some act of betrayal. They share an affinity for subterfuge that makes them effective partners, so long as each can keep from stabbing the other in the back.

**Chosen of Graz'zt** **Level 22 Elite Controller**
Medium fey magical beast, lamia (shapechanger) XP 8,300

**Initiative** +15 **Senses** Perception +13
**Swarm's Embrace** aura 1; an enemy that starts its turn in the aura takes 15 damage.
**HP** 416; **Bloodied** 208
**AC** 38; **Fortitude** 35, **Reflex** 34, **Will** 35
**Resist** takes half damage from melee and ranged attacks; **Vulnerable** 10 against area and close attacks
**Saving Throws** +2
**Speed** 6, climb 6
**Action Points** 1

**Cursed Touch** (standard; at-will) ✦ **Healing**
+26 vs. Fortitude; 1d8 + 7 damage, and the target is dazed (save ends). In addition, the Chosen of Graz'zt regains hit points equal to the damage dealt.

**Devouring Swarm** (standard; sustain minor; at-will)
Reach 5; +26 vs. Fortitude; 3d8 + 7 damage. When the Chosen of Graz'zt sustains this power, the devouring swarm deals 3d8 + 7 damage to the target (no attack roll required). The target must be within this power's range for the Chosen of Graz'zt to sustain the power.

**Word of Graz'zt** (standard; recharge ⚄ ⚅) ✦ **Charm**
Close burst 5; targets enemies, affects first enemy hit only; +26 vs. Will; the target is dominated (save ends).

**Change Shape** (minor; at-will) ✦ **Polymorph**
A chosen of Graz'zt can alter its physical form to appear as an attractive Medium humanoid of any race or gender (see "Change Shape," *Monster Manual*, page 280).

**Squeezing Swarm**
By altering its shape, a Chosen of Graz'zt can squeeze through small openings as if it were a Tiny creature (see "Squeeze," *Player's Handbook*, page 292).

**Alignment** Evil **Languages** Common, Elven
**Skills** Arcana +22, Bluff +25, Insight +18

| | | |
|---|---|---|
| **Str** 18 (+15) | **Dex** 19 (+15) | **Wis** 14 (+13) |
| **Con** 24 (+18) | **Int** 23 (+17) | **Cha** 28 (+20) |

### Chosen of Graz'zt Tactics

A Chosen of Graz'zt opens combat with *word of Graz'zt*. It then attacks nondominated enemies with *devouring swarm*. The lamia relies on *cursed touch* for close combat, attempting to keep its hit points full while waiting for *word of Graz'zt* to recharge.

### Chosen of Graz'zt Lore

A character knows the following information with a successful Arcana or Religion check.

**DC 25:** The Chosen of Graz'zt are the Dark Prince's most devoted followers. A Chosen of Graz'zt is charged with facilitating assassinations and espionage in the world. All of the Chosen are lamias who have learned from their master's cunning.

**DC 30:** The Chosen of Graz'zt can dominate enemies. As lamias, they also have the powers and characteristics common to their species, including their ability to assume humanoid forms.

# Cults of Graz'zt

Cults of Graz'zt gather in hidden places near locations of power—the catacombs under a palace, the supply tunnels beneath a stronghold, or an unused library or laboratory at a wizards' college.

When they meet, the cultists hatch nefarious schemes to enhance their members' influence and power. At any time, a cult of Graz'zt has several plots in motion. Graz'zt monitors the activity of his cults, though most have plans of such a petty scale that he cares little about their fate. Only the best schemes attract his attention.

A cult's sacrifice to Graz'zt might include a powerful person or an object symbolic of an individual's power, such as a scepter or a crown. Victims are often tortured as a way of demonstrating the cult's power over that person.

A typical paragon-tier cult of Graz'zt includes a small group of six-fingered slayers (human assassins that have six fingers on each hand) and droves of dark acolytes.

**Six-Fingered Slayer** **Level 15 Lurker**
Medium natural humanoid, human XP 300

**Initiative** +13 **Senses** Perception +10
**HP** 108; **Bloodied** 54
**AC** 29; **Fortitude** 27, **Reflex** 29, **Will** 27
**Immune** charm; **Resist** 10 psychic
**Speed** 6

**Dagger** (standard; at-will) ✦ **Poison, Psychic, Weapon**
+20 vs. AC; 1d4 + 2 damage plus 2d6 psychic damage, and the six-fingered slayer makes a secondary attack against the same target: +20 vs. Fortitude; the target takes ongoing 10 poison damage (save ends).

**Six-Fingered Strike** (standard; recharges when bloodied) ✦ **Poison, Psychic, Weapon**
Requires dagger; close burst 1; +20 vs. AC; 1d4 + 2 damage plus 2d6 psychic damage, and the six-fingered slayer makes a secondary attack against the same target.
*Secondary Attack:* +20 vs. Fortitude; the target takes ongoing 10 poison damage (save ends).

**Dark Veil** (minor; recharge ⚄ ⚅)
The six-fingered slayer gains concealment and phasing until the end of its next turn.

**Alignment** Evil **Languages** Abyssal, Common
**Skills** Bluff +14, Insight +14, Stealth +16
**Str** 14 (+9) **Dex** 18 (+11) **Wis** 15 (+9)
**Con** 12 (+8) **Int** 13 (+8) **Cha** 14 (+9)
**Equipment** leather armor, dagger, robes

## Six-Fingered Slayer Tactics

Six-fingered slayers are assassins who follow Graz'zt's teachings. They use *dark veil* to step through solid walls into the midst of their enemies before striking with their poisonous daggers. Once *dark veil* recharges, they use the power to slip away.

**Dark Acolyte of Graz'zt** **Level 15 Minion**
Medium natural humanoid, human XP 300

**Initiative** +9 **Senses** Perception +10
**HP** 1; a missed attack never damages a minion.
**AC** 29; **Fortitude** 27, **Reflex** 26, **Will** 27
**Immune** charm
**Speed** 6

**Greatsword** (standard; at-will) ✦ **Weapon**
+20 vs. AC; 7 damage, or 9 damage if the dark acolyte has combat advantage against the target.

**Longbow** (standard; at-will) ✦ **Weapon**
+19 vs. AC; 7 damage.

**Dying Whispers** (when reduced to 0 hit points by an attack)
Allies within 5 squares of the dark acolyte gain combat advantage against the attacker.

**Alignment** Evil **Languages** Abyssal, Common
**Skills** Bluff +13, Insight +15
**Str** 17 (+10) **Dex** 14 (+9) **Wis** 16 (+10)
**Con** 14 (+9) **Int** 13 (+8) **Cha** 12 (+8)
**Equipment** leather armor, greatsword, longbow, quiver of 30 arrows

## Dark Acolyte of Graz'zt Tactics

Dark acolytes work together to flank enemies, thereby increasing the damage they deal with their melee attacks, while a few keep to the fringes and pepper enemies with arrows.

## Encounter Groups

Graz'zt sometimes sends demons to aid his most ardent supporters, but only the most worthy followers can summon his aspect to do their bidding. The Chosen of Graz'zt prefer tough, vicious demons that they can use as bodyguards and soldiers.

**Level 15 Encounter (6,000 XP)**
- ✦ 8 dark acolytes of Graz'zt (level 15 minion)
- ✦ 2 six-fingered slayers (level 15 lurker)
- ✦ 1 immolith demon (level 15 controller)

**Level 20 Encounter (15,900 XP)**
- ✦ 1 Chosen of Graz'zt (level 22 elite controller)
- ✦ 2 nabassu gargoyles (level 18 lurker)
- ✦ 12 dark acolytes of Graz'zt (level 15 minion)

**Level 23 Encounter (28,700 XP)**
- ✦ 1 Chosen of Graz'zt (level 22 elite controller)
- ✦ 1 aspect of Graz'zt (level 24 elite skirmisher)
- ✦ 2 hezrou demons (level 22 brute)

Graz'zt trusts in his peerless ability to dominate enemies, which means he can always count on extra allies if battle should come.

**Level 33 Encounter (193,300 XP)**
- ✦ Graz'zt (level 32 solo controller)
- ✦ 3 marilith demons (level 24 elite skirmisher)
- ✦ 1 balor demon (level 27 elite brute)

# KEEPER

KEEPERS ARE THE EERIE CUSTODIANS of the Shadowfell city of Gloomwrought, though they sometimes travel abroad and even visit the natural world. They avoid conflict until their secret agendas come into conflict with others' actions—and because their agendas are mysterious, such conflicts can arise at any time.

If the keepers serve a master, no one knows who that master is. Gloomwrought's residents believe the keepers serve the city's prince, Rolan the Deathless, but no evidence exists to validate this belief.

## KEEPER LORE

A character knows the following information with a successful Arcana check.

**DC 20:** Keepers are the strange custodians of the Shadowfell city of Gloomwrought. They see to the upkeep of the city for reasons unknown.

**DC 25:** Keepers act at the behest of an unnamed master. Their agendas are secret, but their activities often relate to death. Seeing a keeper outside the Shadowfell is considered an ill omen pointing to imminent death.

**DC 27:** Keepers speak among their kind in an unknown clicking language. When a keeper dies, it dissolves into an inky black pool similar to the liquid form it can take while alive, but leaves its equipment behind.

| **Keeper** | **Level 17 Lurker** |
|---|---|
| Medium shadow humanoid (shapechanger) | XP 1,600 |

**Initiative** +18 **Senses** Perception +17; blindsight 20
**HP** 128; **Bloodied** 64
**AC** 31; **Fortitude** 29, **Reflex** 30, **Will** 28
**Immune** charm, fear, sleep; see also *dissolution*
**Speed** 6; see also *dissolution*

**Shadowformed Weapon** (standard; at-will) ◻ **Weapon**
The keeper attacks with a weapon it forms out of shadow: +23 vs. AC; 2d8 + 3 damage, and the target is marked until the end of the keeper's next turn. A keeper can only have one creature marked by this attack at a time. The condition ends if the keeper uses its *dissolution* power.

**Caustic Breath** (standard; encounter) ◻ **Acid**
Close blast 3; +20 vs. Fortitude; 3d6 + 5 acid damage, and the target is blinded (save ends). *Aftereffect:* the target takes a -2 penalty to attack rolls (save ends).

**Dissolution** (standard; recharge ⚄ ⚅) ✦ **Healing, Polymorph**
The keeper dissolves into a dark, viscous liquid. While in this form, the keeper is immune to the restrained and immobilized conditions, and it ignores difficult terrain. The keeper gains a +5 bonus to all defenses, and it regains 10 hit points at the end of each of its turns. The keeper gains a climb speed and swim speed equal to its base walking speed. The keeper can take only move actions and minor actions. It can stay in this form indefinitely, and it can return to its normal form as a move action.

**Marked Advantage**
The keeper deals an extra 2d6 damage against a target it has marked.

**Alignment** Unaligned **Languages** Common
**Skills** Stealth +19, Thievery +19

| | | |
|---|---|---|
| **Str** 17 (+11) | **Dex** 22 (+14) | **Wis** 19 (+12) |
| **Con** 20 (+13) | **Int** 18 (+12) | **Cha** 9 (+7) |

**Equipment** trench coat, smock, goggles

## KEEPER TACTICS

Keepers tend to attack in groups. One group makes a frontal assault, using *shadowformed weapons*, while another group moves into a tactical position where its members can use *caustic breath*. When the first group's members are heavily injured, they retreat using *dissolution*. The other group then engages the enemy while its companions heal.

When a battle appears lost, keepers sacrifice themselves to provide cover and allow one of their numbers to escape—presumably so that creature can report the encounter to the keepers' secret master.

## ENCOUNTER GROUPS

Keepers rarely associate with other creatures. They are usually found in groups of their own kind or occasionally with subservient, shadowy allies.

**Level 17 Encounter (8,000 XP)**
- ✦ 4 keepers (level 17 lurker)
- ✦ 2 spectral tendrils traps (level 13 obstacle)

Statistics for the spectral tendrils trap are presented in the *Dungeon Master's Guide*, page 91.

**Level 18 Encounter (10,800 XP)**
- ✦ 2 keepers (level 17 lurker)
- ✦ 2 shadow snakes (level 16 skirmisher)
- ✦ 1 blackroot treant (level 19 elite soldier)

LUCIO PARRILLO

# KORRED



Korreds are distant relatives of gnomes, or like many dark fey, gnomes altered in elder times by fomorian magic. These capricious fey enjoy wild revels that they often compel unwitting passersby to join.

| **Korred Cudgeleer** | **Level 8 Soldier** |
|---|---|
| Small fey humanoid | XP 350 |
| **Initiative** +7 | **Senses** Perception +6; low-light vision |
| **HP** 86; **Bloodied** 43 | |
| **AC** 24; **Fortitude** 21, **Reflex** 19, **Will** 20 | |
| **Speed** 5 | |
| (+) **Cudgel** (standard; at-will) ✦ **Weapon** | |
| +15 vs. AC; 2d6 + 3 damage, and the target is marked until the end of the encounter or until another creature marks it. | |
| ✧ **Cudgeleer's Jig** (standard; recharge ⚅ ⚄ ⚃) ✦ **Weapon** | |
| Close burst 1; the korred makes a melee basic attack against each creature within the burst. The korred cudgeleer shifts a number of squares equal to the number of creatures it hits. It must end the shift adjacent to another creature. | |
| **Cudgeleer's Reel** (free, when an adjacent enemy shifts away from the korred cudgeleer; at-will) | |
| The korred cudgeleer shifts into the vacated square. | |
| **Alignment** Unaligned | **Languages** Elven |
| **Skills** Athletics +12, Endurance +11 | |
| **Str** 16 (+7) | **Dex** 12 (+5) **Wis** 14 (+6) |
| **Con** 14 (+6) | **Int** 11 (+4) **Cha** 13 (+5) |
| **Equipment** hide armor, cudgel | |

## Korred Cudgeleer Tactics

A korred cudgeleer treats battle like a rowdy dance, laughing and singing as it viciously pounds its foes. It charges into the midst of its enemies, unleashing *cudgeleer's jig* immediately. It remains near a korred dancecaller, who helps it gain a better position at times.

| **Korred Dancecaller** | **Level 10 Controller (Leader)** |
|---|---|
| Small fey humanoid | XP 500 |
| **Initiative** +5 | **Senses** Perception +5; low-light vision |
| **HP** 102; **Bloodied** 51 | |
| **AC** 24; **Fortitude** 22, **Reflex** 22, **Will** 23 | |
| **Speed** 5 | |
| (+) **Cudgel** (standard; at-will) ✦ **Weapon** | |
| +15 vs. AC; 2d6 + 4 damage, and the target slides 3 squares. | |
| ✧ **Fool's Dance** (standard; at-will) ✦ **Charm, Psychic** | |
| Ranged 10; +13 vs. Will; 1d8 + 5 psychic damage, and the target must move at least 2 squares during its turn (save ends). A target that does not move 2 squares takes 2d6 psychic damage at the end of its turn (before it makes any saving throws). | |
| **Rhyme of Calling** (minor; at-will) | |
| Two allies within 5 squares of the korred dancecaller can shift 2 squares as a free action. | |
| **Reactive Call** (immediate reaction, when an enemy hits the korred dancecaller with a melee attack; at-will) | |
| An ally within 5 squares of the korred dancecaller shifts 2 squares as a free action. | |
| **Alignment** Unaligned | **Languages** Elven |
| **Skills** Diplomacy +13, Insight +11 | |
| **Str** 14 (+7) | **Dex** 11 (+5) **Wis** 13 (+6) |
| **Con** 14 (+7) | **Int** 14 (+7) **Cha** 16 (+8) |
| **Equipment** hide armor, club | |

DAVE ALLSOP

## Korred Dancecaller Tactics

The korred dancecaller positions other korreds advantageously using *rhyme of calling*. It stays close to its allies, but it tries to avoid enemies so it can call a *fool's dance*. If the dancecaller is in danger, it uses *reactive call* to draw allies closer to help defend it.

## Korred Lore

A character knows the following information with a successful Nature check.

**DC 20:** Korreds have a love of dance, bawdy tunes, and lewd rhymes. They have a dark sense of humor that manifests as cruel practical jokes and forcing others, especially worldly mortals, to be entertainment. With a mix of magic and callousness, korreds have made many ill-fated travelers dance themselves to death.

## Encounter Groups

Owing true allegiance to no one, korreds live in communities among their own kind or other dark fey. They are easily influenced to mischief and wickedness, so they can be found alongside evil creatures.

**Level 9 Encounter (2,300 XP)**
- ✦ 4 korred cudgeleers (level 8 soldier)
- ✦ 1 korred dancecaller (level 10 controller)
- ✦ 1 quickling runner (level 9 skirmisher)

# RAAVASTA

Cunning and manipulative, raavastas prowl the dark corners of the Elemental Chaos and the Abyss, working their evil to foment warfare and mayhem.

Raavastas (pronounced rah-VAH-sta) are consummate dealmakers, the classic string-pullers that use deception and diversion to achieve their goals. They play their enemies against one another, whispering a tangle of truths and lies in the hope of sparking a conflict that draws attention away from their true designs. Raavastas are most active in the Abyss, manipulating the demon lords and their servants, but they are found in Sigil and throughout the Elemental Chaos, particularly in the City of Brass.

A raavasta rarely shows its true form (that of a fox-headed humanoid), preferring to alter its appearance to lull others into a false sense of security. Raavastas also have an uncanny gift for languages. After a few moments of observing communication, they become fluent in the language, using it with the mastery of a native speaker.

**Raavasta Observer** **Level 19 Lurker**
Medium elemental humanoid (shapechanger) XP 2,400

**Initiative** +19 **Senses** Perception +18; truesight 6
**HP** 136; **Bloodied** 68
**AC** 32; **Fortitude** 29; **Reflex** 32; **Will** 33
**Resist** 10 psychic, 10 variable (3/encounter; see "Resist," *Monster Manual*, page 282)
**Speed** 8

⨺ **Claws of Blindness** (standard; at-will)
+23 vs. AC; 1d6 + 6 damage, and the target is blinded (save ends).

✧ **Mind Lure** (standard; recharge ⚄ ⚄ ⚅) ✦ **Psychic**
Ranged 10; +22 vs. Will; 1d10 + 7 psychic damage, and the target slides 5 squares and grants combat advantage to the raavasta observer until the end of the target's next turn.

**Change Shape** (minor; at-will) ✦ **Polymorph**
The raavasta observer can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual (see "Change Shape," *Monster Manual*, page 280).

**Cloak and Claw**
The raavasta observer deals an extra 2d6 damage against a target when it makes an attack while it has total concealment.

**Vanish** (immediate reaction, when an enemy hits the raavasta observer; recharge ⚄ ⚅) ✦ **Illusion**
The raavasta observer shifts 3 squares and is invisible until the end of its next turn or until it attacks.

**Alignment** Evil **Languages** All
**Skills** Bluff +21, Stealth +20
**Str** 15 (+11) **Dex** 22 (+15) **Wis** 18 (+13)
**Con** 16 (+12) **Int** 19 (+13) **Cha** 24 (+16)
**Equipment** fine clothing

## Raavasta Observer Tactics

A raavasta observer uses *change shape* to lure an enemy close before using *mind lure* against it. Cautious, it uses *vanish* at every opportunity and never hesitates to flee a battle if defeat seems inevitable.

**Raavasta Conniver** **Level 23 Elite Controller**
Medium elemental humanoid (shapechanger) XP 10,200

**Initiative** +16 **Senses** Perception +22; truesight 6
**HP** 428; **Bloodied** 214
**AC** 40; **Fortitude** 35; **Reflex** 38; **Will** 36
**Resist** psychic 15, variable 15 (2/encounter; see "Resist," *Monster Manual*, page 282)
**Saving Throws** +2
**Speed** 6
**Action Points** 1

⨺ **Claws of Blindness** (standard; at-will)
+26 vs. AC; 1d6 + 5 damage, and the target is blinded (save ends).

✧ **Bind** (minor; recharges when *enforce contract* is used) ✦ **Charm, Psychic**
Ranged sight; no attack roll required; the target chooses to take ongoing 20 psychic damage (save ends) or be dominated (save ends); see also *enforce contract*.

✧ **Mind Stab** (standard; encounter) ✦ **Fear, Psychic**
Close burst 5; targets enemies; +28 vs. Will; 5d6 + 9 psychic damage, and the target moves its speed away from the raavasta conniver.

**Change Shape** (minor; at-will) ✦ **Polymorph**
A raavasta conniver can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual (see "Change Shape," *Monster Manual*, page 280).

**Enforce Contract** (immediate reaction, when an enemy's melee or ranged attack targets the raavasta conniver; recharge when *bind* is used) ✦ **Charm**
The attack targets the creature affected by the raavasta conniver's *bind* power instead of the raavasta conniver. Using this power ends the *bind* effect on that creature.

**Vanish** (immediate reaction, when an enemy hits the raavasta conniver; recharge ⚄ ⚅) ✦ **Illusion**
The raavasta conniver shifts 3 squares and is invisible until the end of its next turn or until it attacks.

**Alignment** Evil **Languages** All
**Skills** Bluff +23, Diplomacy +23, Insight +22
**Str** 14 (+13) **Dex** 20 (+16) **Wis** 23 (+17)
**Con** 22 (+17) **Int** 28 (+20) **Cha** 25 (+18)
**Equipment** fine clothing

## Raavasta Conniver Tactics

A raavasta conniver begins combat by using *bind* against an enemy, preferably a ranged attacker. Whenever the conniver is the target of a dangerous attack, it uses *enforce contract* to defer the threat. Should the conniver become overwhelmed, it uses *mind stab* to drive off enemies while it escapes.

## Raavasta Lore

A character knows the following information with a successful Arcana check.

**DC 22:** Raavastas are cunning humanoids that spin sinister schemes. They act as dealers, bargainers, and merchants, selling their services and anything else to make a profit and sow chaos. Often, their commodities come with hidden flaws that can eventually destroy a client.

**DC 27:** Many raavastas have rituals they use to augment their bargaining techniques. Conventional and magical methods for detecting truth are often ineffective against them. If a raavasta's plot is revealed, the raavasta usually has a magical means of escape, either by the use of an item, a nearby portal or gate, or some other form of teleportation.

**DC 29:** Many planar scholars believe that raavastas were once demons known as arcanaloths. According to sages, the demon lords drove the arcanaloths out of the Abyss due to their conniving ways, and it is from these demons that raavastas and rakshasas descend. Their similar tendencies and greed supports this theory, though rakshasas are quick to dismiss such claims as evil slurs against their race's honorable nature.

## Encounter Groups

Raavastas surround themselves with useful servants and are loath to be caught alone. Raavastas use mezzodemons as guards and warriors. However, raavastas can be found with virtually any creature that has the muscle and the power to provide proper defense.

**Level 18 Encounter (10,000 XP)**
- 1 raavasta observer (level 19 lurker)
- 1 rockfire dreadnought (level 18 soldier)
- 1 azer beastlord (level 17 soldier)
- 1 firebred hell hound (level 17 brute)
- 6 azer warriors (level 17 minions)

**Level 19 Encounter (12,000 XP)**
- 1 raavasta observer (level 19 lurker)
- 2 fire archon blazesteels (level 19 soldier)
- 2 ice archon rimehammers (level 19 soldier)

**Level 19 Encounter (12,000 XP)**
- 3 raavasta observers (level 19 lurker)
- 8 mezzodemons (level 11 soldier)

**Level 21 Encounter (19,800 XP)**
- 1 raavasta conniver (level 23 elite controller)
- 3 marut blademasters (level 21 soldier)

**Level 22 Encounter (24,100 XP)**
- 1 raavasta conniver (level 23 elite controller)
- 2 efreet fireblades (level 22 soldier)
- 2 fire archon ash disciples (level 20 artillery)

**Level 23 Encounter (25,500 XP)**
- 1 raavasta conniver (level 23 elite controller)
- 1 efreet cinderlord (level 23 artillery)
- 1 glabrezu demon (level 23 elite brute)

CHIPPY

CHAPTER 7

# Planar Characters

WILLIAM O'CONNOR

**Heroes armed** with knowledge of the planes can walk the sylvan vales of the Feywild or visit the lonely trails of the Shadowfell. They can explore elemental realms, where the building blocks of worlds still wait for hands to shape them. Heroes can storm the astral ramparts of the heavens and the hells, challenging gods and devils alike. Epic threats to the mortal world originate from these otherworldly dimensions, and only the mightiest heroes are equipped to face the extent of planar dangers. Despite the hostile environment, though, some heroes come to call the planes home, traveling between unseen dimensions as easily as their world-bound counterparts journey from city to city.

The planes are filled with secret societies, arcane cabals, and individuals who master strange and rare fighting techniques. The paragon paths, rituals, and magic items described herein are ideal for characters native to the planes or characters who frequent the planes often. For example, a warlord interested in the shadow captain paragon path ought to have visited the Shadowfell at some point during his or her adventuring career (perhaps between adventures), or one can assume that he or she found a mentor with extensive knowledge of the plane in question.

This chapter includes:

- **Paragon Paths:** The planes are rife with arcane lore, powerful patrons, and potential mentors. Characters native to the planes and heroes who visit the planes can master paragon paths inaccessible to the inhabitants of the natural world.
- **Rituals:** Planar travelers rely on potent rituals to navigate the planes.
- **Magic Items:** Rare and unusual treasures fill the bazaars of the City of Brass and Sigil, the armories of Moradin's fortress, and the golden streets of Hestavar. Heroes must be equipped to deal with the most hostile environments and deadliest creatures if they are to travel the planes.

# Blade of Cendriane

*"That which consumed my homeland will find me a much more dangerous, much less palatable meal."*

**Prerequisite:** Eladrin, ranger

The ancient empire of Cendriane left ruined cities when it fell long ago, but these remnants are not the only legacy of the eladrin kingdom. A group of rangers remains in the service of the lost empire, surviving in the borderlands of the once-great realm.

You are a descendant of the survivors of Cendriane's mysterious cataclysm, or you have been tutored in the martial secrets of that realm. You have perfected the use of *fey step* and the art of double-wielding longswords. The Cendriane sword style has pushed you to explore the boundaries of your heritage and expand upon the eladrins' innate magic. This self-knowledge combined with your blade mastery makes you a transient adversary on the battlefield, disappearing and reappearing as necessary.

## Blade of Cendriane Path Features

**Fey Step Assault (11th level):** When you use a power that has the teleportation keyword, or when you use the Call of Cendriane path feature, you gain a +1 bonus to attack rolls with powers that have the weapon keyword until the end of your next turn.

**Call of Cendriane (11th level):** When you spend an action point to take an extra action, you can teleport 5 squares before or after your extra action.

**Blademaster of Legacy (16th level):** You gain a +1 bonus to damage rolls with melee attacks that use a longsword.

## Blade of Cendriane Exploits

**Forcing the Portal** Blade of Cendriane Attack 11

*You strike two nearby foes, teleporting them apart to create an opening.*

**Encounter ✦ Martial, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you teleport the target 2 squares. Make a secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier, and you teleport the target 2 squares. The target must be teleported to a space within 3 squares of the primary target.

**Ethereal Hunter** Blade of Cendriane Utility 12

*Stepping though thin air, you blink back into existence next to your enemies, making them your prey.*

**Encounter ✦ Martial, Teleportation**
**Move Action** **Personal**
**Effect:** You teleport 5 squares. You must teleport to a square adjacent to at least one enemy. Each enemy adjacent to you grants combat advantage to you and is designated as your quarry until the end of your next turn. The enemies don't count against your normal limit of one quarry at a time, although you can still deal Hunter's Quarry damage only once per round.

**Feywild Tempest** Blade of Cendriane Attack 20

*You travel unseen through the battlefield, materializing to strike at a foe before disappearing and moving on to the next adversary.*

**Daily ✦ Martial, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC (main weapon and off-hand weapon), two attacks
**Hit:** 1[W] damage per attack.
**Effect:** Teleport 5 squares. Make a secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Strength vs. AC (main weapon and off-hand weapon), two attacks
**Hit:** 1[W] damage per attack.
**Effect:** Teleport 5 squares. Make a tertiary attack.
**Tertiary Target:** One creature other than the primary and secondary targets
**Tertiary Attack:** Strength vs. AC (main weapon and off-hand weapon), two attacks
**Hit:** 1[W] damage per attack.

# Doomguard Marauder

*"You and all you strive to create will someday fall. I shall hasten this fate."*

**Prerequisite:** Fighter

The Doomguard is a nihilistic society of mercenaries, marauders, and freebooters that troubles the domains of good and evil alike. As a member of the Doomguard, you believe the universe is sliding toward destruction and that everything eventually comes to an end. The best of the Doomguard are free-willed revolutionaries who fight to overthrow tyranny and stifling order; the worst are murderous villains who revel in destruction.

As a Doomguard Marauder, you possess the traits of an anarchist. Laws run counter to nature and deprive mortals of the freedom to choose their fate. For good or bad, the Doomguard is ever the enemies of tyranny and government. The society's members especially hate devils, and they continuously wage war against them.

## Doomguard Marauder Path Features

**Ruin's Reward (11th level):** Whenever you score a critical hit, you regain hit points equal to your Constitution modifier.

**Destructive Action (11th level):** When you spend an action point to take an extra action, you deal 1d12 extra damage on attacks made before the end of your turn. The damage increases to 2d12 at 21st level.

**Inevitable Doom (16th level):** When you miss with a melee weapon attack, you gain a +2 bonus to your next melee attack roll against that creature.

## Doomguard Marauder Exploits

**Entropic Blow** Doomguard Marauder Attack 11

*You swing with a devastating strike that leaves you and the enemies around you open to attack.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you and each enemy adjacent to you takes a -2 penalty to AC until the end of your next turn.

**Strike of Unmaking** Doomguard Marauder Utility 12

*Your attack puts your foe on the path to destruction.*

**Encounter ✦ Martial, Weapon**
**Free Action** **Melee** weapon
**Trigger:** You hit an enemy with a melee attack
**Effect:** The target loses all resistances until the end of your next turn.

**Arm of Dissolution** Doomguard Marauder Attack 20

*Your attack resounds with a chord of dissolution, and your foe crumbles under the power of entropy.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and ongoing 10 damage (save ends). Each time the target takes the ongoing damage, you gain a +1 power bonus to melee attack rolls until the end of your next turn.
**Miss:** Half damage, and ongoing 5 damage (save ends). You gain no power bonus from the ongoing damage.

CHIPPY

# Gatecrasher

*"A chalice of Corellon would be pretty rare. But maybe I know where to find one, if you have enough gemstones to jog my memory. . ."*

**Prerequisite:** Rogue, trained in Arcana

Your rogue skills are as useful in the planes as in the world. You might be negotiating with a fomorian king instead of a tiefling merchant or cracking open a portal instead of picking a padlock, yet the principles are the same. You make it your business to locate lost relics across the planes and to learn the whereabouts of creatures that don't want to be found. Your connections span hundreds of organizations and people, and you know the locations of scores of portals.

## Gatecrasher Path Features

**Portal Alteration (11th level):** A gatecrasher gains benefits related to portals (page 14).

*Transparency:* A gatecrasher sees through all but illusory portals as if they were clear. A gatecrasher that succeeds on a DC 25 Arcana check can recognize an illusory portal as illusory and can observe the portal's true destination.

*Access:* A gatecrasher gains a +5 bonus to Thievery checks to attempt to unlock an Arcane Lock on a portal.

*Precision:* A gatecrasher who moves through a portal can give the portal the precise trait. This trait lasts for 5 minutes after the gatecrasher exits the portal.

**Gatecrasher Action (11th level):** When you spend an action point to take an extra action, you gain an additional move action that you can expend to teleport a number of squares equal to your speed. You can only use the move action on your turn, and the additional action expires at the end of the encounter.

**Gatecrasher Advantage (16th level):** When an enemy within your line of sight uses a power that has the teleportation keyword, you gain combat advantage against that creature until the end of your next turn.

## Gatecrasher Exploits

**Striker's Gate** — Gatecrasher Attack 11

*You dash through a dimensional pocket and skewer your foe.*

**Encounter ✦ Arcane, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Effect:** Before the attack, you teleport 5 squares to a space adjacent to the target and gain combat advantage against it until the end of your turn.
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.

**Trickster's Gate** — Gatecrasher Utility 12

*You open a planar rift that lets you and your allies briefly pass through another plane before reappearing from a connected gate.*

**Daily ✦ Arcane, Teleportation**
**Move Action** **Ranged** 20
**Effect:** You create two dimensional gates in two unoccupied squares within range. The gates last until the end of your next turn. You and your allies can move from one gate's square to the other gate's square as if the squares were adjacent to each other. Movement through the gates is impossible if either gate's square is occupied.
**Sustain Minor:** The gates persist. As a move action, you can move a gate 4 squares and must move it to a square within 20 squares of you.

**Boltportal Strike** — Gatecrasher Attack 20

*You create a small portal in front of you and a corresponding one next to your foe, allowing you to strike your enemy from across the battlefield.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Effect:** You make an attack from a square within 10 squares of you, gaining any benefits or penalties associated with that square, such as combat advantage from flanking.
**Attack:** Dexterity vs. AC
**Hit:** 5[W] + Dexterity modifier damage.
**Miss:** Half damage.

TORSTEIN NORDSTRAND

# Knight of Celestia

*"The first time I beheld the beauty of Celestia, its splendor so moved me that I swore to become its champion."*

**Prerequisite:** Paladin

As a knight of Celestia, you are an icon of virtue, championing the causes of Celestia and doing battle with those that seek its ruin. Although you retain devotion to your own deity, you also enjoy the favor of the gods that dwell in Celestia. You advance the agendas of the deities of Celestia in addition to that of your patron deity.

When you use your knight of Celestia powers, a flickering flame appears above your head, displaying the blessing the gods have bestowed upon you.

## Knight of Celestia Path Features

**Aura of Menace (11th level):** When a creature that you have marked takes radiant damage from your *divine challenge*, the creature sheds bright light on 20 squares in all directions and grants combat advantage to any attacker until the end of your next turn.

**Blessing of the Gods (11th level):** When you spend an action point to take an extra action, you gain a +2 bonus to all defenses until the end of your next turn.

**Dedicated Foe (16th level):** When you score a critical hit against an enemy that you have marked with *divine challenge*, the attack ignores the creature's resistances, and the target takes radiant damage from *divine challenge* as if it had made an attack that didn't include you as a target. This damage triggers your *aura of menace*.

## Knight of Celestia Prayers

**Celestia's Challenge** Knight of Celestia Attack 11

*You channel righteous outrage into your weapon, challenging your foes with the wrath of the gods.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier + Charisma modifier damage.
**Effect:** Make a secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier + Charisma modifier damage. If both attacks hit, the targets are marked as if by your *divine challenge* until the end of your next turn.

**Brilliant Guardians** Knight of Celestia Utility 12

*You create a pair of luminescent reflections of yourself that hover near allies, safeguarding them from harm.*

**Daily ✦ Conjuration, Divine**
**Standard Action** **Ranged** 10
**Effect:** Two glowing duplicates of yourself appear in separate spaces within range. Each duplicate sheds bright light on 20 squares in all directions, and each ally adjacent to a duplicate gains a +2 power bonus to its AC and Will defense.
**Sustain Minor:** The duplicates persist and you can move one duplicate 3 squares or each duplicate 2 squares.

**Purifying Radiance** Knight of Celestia Attack 20

*White motes of purifying radiance dance along your weapon as your strike sears a foe with the divine retribution of Celestia.*

**Daily ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target takes ongoing 10 radiant damage (save ends). Each time the target fails a saving throw against this effect, each enemy adjacent to the target takes radiant damage equal to your Charisma modifier.
**Miss:** Half damage, ongoing 5 radiant damage (save ends), and no damage to adjacent creatures.

LUCIO PARRILLO

# Malec-Keth Janissary

*"My oath and sword shall remain unbroken for as long as I draw breath."*

**Prerequisite:** Swordmage

Malec-Keth janissaries are products of the elite arcane and military practices taught in the Tower of Malec-Keth, a war-magic academy in the City of Brass. Highly disciplined and rigorously trained, Malec-Keth janissaries have a fighting style demonstrative of their mastery of mind and body. They learn offensive and defensive techniques to protect their wards, and they also study music, art, and language.

Many Malec-Keth janissaries are servants to powerful masters, both humanoid and elemental. Proud and loyal, janissaries are single-minded in defense of their allies and masters. They favor a modest appearance; the only distinguishing mark a janissary bears is the tattoo of single blue flame on the brow that declares him or her a graduate of Malec-Keth. Those who wear the mark of Malec-Keth are known far and wide among the elemental realms for their determination and deadly skill with spell and blade.

Many powerful lords and ladies favor janissaries as bodyguards for their defensive abilities. Other Malec-Keth janissaries owe allegiance to no master, preferring to use their training to further their own ambitions.

## Malec-Keth Janissary Features

**Devshirme Training (11th level):** You gain training in a skill from your class list or gain an additional two languages.

**Malec-Keth Action (11th level):** When you spend an action point to take an extra attack, you ignore your enemies' resistances until the end of your turn.

**Chant of War (11th level):** While you are bloodied, your *aegis of assault* or *aegis of shielding* power is a close burst 5.

**Primordial Blade (16th level):** Years of tireless study and exposure to the forces within the Elemental Chaos have honed your ability to control the elements. At the end of each short rest or extended rest, select one of the following damage types: cold, fire, thunder, or lightning. Your attacks deal 1d4 extra damage of the selected damage type until the end of your next rest.

## Malec-Keth Janissary Spells

**Loyal Unto Death** Malec-Keth Janissary Attack 11

*In a flash of light, you and a nearby ally vanish, reappearing only after you have switched positions.*

**Encounter ✦ Arcane, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Effect:** Before the attack, you and an ally within 10 squares of you swap places, teleporting into each other's space. Each enemy adjacent to you grants combat advantage to you, and each enemy adjacent to the ally grants combat advantage to him or her until the end of your next turn.
**Secondary Target:** One enemy
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.

**Ever-Present Escort** Malec-Keth Janissary Utility 12

*You extend the invisible field of protection granted by your swordmage warding to a nearby ally.*

**Encounter ✦ Arcane, Teleportation**
**Immediate Interrupt**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An ally within 5 squares of you is hit by an attack that targets AC
**Target:** The triggering ally in burst
**Effect:** You teleport to a square adjacent to the target. The target gains a +4 power bonus to AC until the end of your next turn.

**Elemental Scourge** Malec-Keth Janissary Attack 20

*You draw forth a burst of energy from the Elemental Chaos, scouring your enemies while allowing your allies to retreat to safety.*

**Daily ✦ Arcane, Cold, Fire, Implement, Lightning, Teleportation, Thunder**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 4d8 + Constitution modifier cold, fire, lightning, and thunder damage. The attack ignores any resistance to these damage types.
**Effect:** Each ally in the burst can teleport 3 squares.

WILLIAM O'CONNOR

# Planeshifter

*"You could argue that the sunrise in Arvandor is the most beautiful sight in all the planes—but then, you've never seen Erathis pass judgment on a wayward cleric . . ."*

**Prerequisite:** Warlock or wizard

Exploration is in your blood, but the world doesn't hold your interest. Instead, you enjoy the myriad wonders of the planes. You have extensive knowledge of the planes, and your ability to find portals and traverse dimensions is unrivaled.

## Planeshifter Path Features

**Study of the Planes (11th level):** You acquire and master the Planar Portal ritual (*Player's Handbook*, page 311), even if you do not have the Ritual Caster feat or are of the appropriate level. You gain a +4 bonus to Arcana checks when performing rituals that have the travel category.

**Planeshifter's Action (11th level):** When you spend an action point to take an extra action, you also gain an extra move action for that turn. You can use that move action to teleport 10 squares.

**Location Mastery (16th level):** You and allies within 5 squares of you cannot be teleported against your will.

## Planeshifter Spells

### Sequester — Planeshifter Attack 11

*A vortex opens behind your foe, drawing it into a timeless demiplane and briefly trapping it there.*

**Encounter ✦ Arcane, Implement, Teleportation**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence *or* Charisma vs. Fortitude
**Hit:** The target is banished to a demiplane (save ends). The target disappears, cannot take actions, and cannot be targeted. On a save, the target reappears in the space it last occupied. If that space is occupied, the target returns to the nearest unoccupied space of its choice. You can expel the target from the demiplane as a free action, in which case it appears as described above.

### Quick Portal — Planeshifter Utility 12

*No one can open a portal quicker than you.*

**Encounter ✦ Arcane, Teleportation**
**Standard Action** **Ranged** 5
**Effect:** You create a portal in an unoccupied square within range that lasts until the end of your next turn. The portal leads to a permanent teleportation circle on your current plane. You must know the teleportation circle's sigil sequence, and you lose three healing surges when you create the portal. If you have fewer than three healing surges when you use this power, you take damage equal to your healing surge value for each healing surge you don't lose.
**Sustain Standard:** You lose a healing surge or take damage equal to your healing surge value when you sustain the portal.

### Dimensional Cascade — Planeshifter Attack 20

*You cast an enemy through a sequence of deadly planar locations.*

**Daily ✦ Arcane, Implement, Teleportation; Varies** (see below)
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence *or* Charisma vs. Will
**Hit:** The target is cast through a series of dangerous planar locations. Until the start of the target's next turn, the target disappears, cannot take actions, and cannot be targeted. In addition, choose four damage types from the following list: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, and thunder. The target takes 4d8 damage (1d8 of each damage type in whatever order you choose), and the target takes ongoing 5 damage of each type (save ends all).

At the start of the target's next turn, the target reappears in the space it last occupied. If that space is occupied, the target reappears in the nearest unoccupied space of its choice.
**Miss:** The target is cast through the dangerous planar locations but takes damage and ongoing damage of only two types, and the target reappears at the end of your turn.

CHIPPY

# Shadow Captain

*"My soldiers do not tire, thirst, or anger. If you cross me, your soul will join their ranks."*

**Prerequisite:** Warlord

Not all heroic warriors walk in the light. As a shadow captain, you know there is strength to be found in darkness. Among the lost souls, you gain the power to command shadows. Spirits carry out your wishes on the battlefield, and those forces are strong and disciplined.

## Shadow Captain Path Features

**Shadows' Reconnoitering (11th level)**: Shadowy spirits constantly whisper to you, describing the unseen. You gain a +2 bonus to Perception checks and a +2 bonus to Insight checks.

**Shadow Captain's Action (11th level):** When you spend an action point to take an extra action, you and an ally within 5 squares of you deal 1d6 extra necrotic damage on melee attacks until the end of your next turn. Increase this damage to 2d6 at 21st level.

**Inspiring the Invisible Legion (16th level)**: When you score a critical hit, the target of the attack is harried by shadows, causing the creature to grant combat advantage to any attacker until the end of your next turn.

## Shadow Captain Powers

**Underworld Gambit** Shadow Captain Attack 11

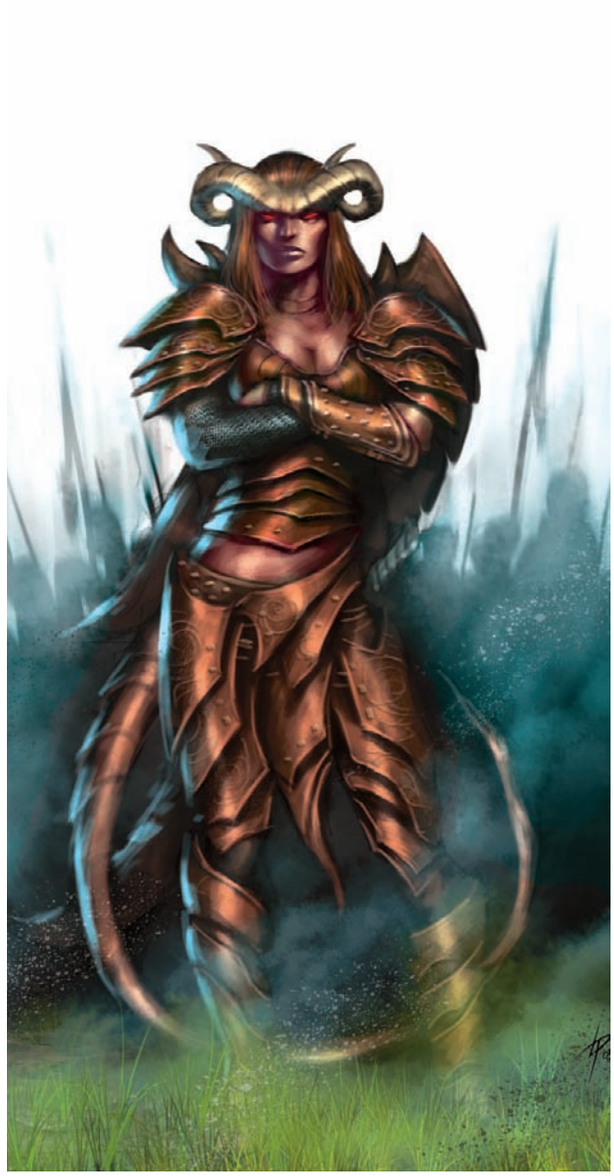
*Shadows writhe around your weapon, infusing your attack with necrotic energy that deprives your enemy of strength.*

**Encounter ✦ Necrotic, Shadow, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier. Make a secondary attack against the target.
**Secondary Attack:** Charisma + 2 vs. Reflex
**Hit:** Charisma modifier necrotic damage, and the target is weakened until the end of your next turn.

**Shadow Guardians** Shadow Captain Utility 12

*Soldiers of shadow heed your call and aid your defenses.*

**Daily ✦ Conjuration, Necrotic, Shadow**
**Standard Action** **Ranged** 10
**Effect:** You conjure a number of shadow soldiers equal to your Intelligence modifier (minimum 1) that last until the end of your next turn. Each shadow soldier appears in an unoccupied square within range. The shadow soldiers provide cover to allies but not enemies. An enemy that enters a shadow soldier's square is immobilized (save ends).
**Sustain Minor:** The shadow soldiers persist. As a move action, you can move each shadow soldier a number of squares equal to your Charisma modifier (minimum 1).



LUCIO PARRILLO

**Shadow Turncoat** Shadow Captain Attack 20

*With a single strike, you tear off a shadowy piece of your opponent. That shadow then rebels against its former master.*

**Daily ✦ Conjuration, Reliable, Shadow, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you conjure a shadow in an unoccupied square adjacent to the target. Until the end of the encounter, each time you hit the target, a new shadow is created and the old one is destroyed.

The shadow is a reflection of the target. It has the defenses, immunities, resistances, speed, and melee basic attacks of the target. The shadow also has the same type and keywords, though it has the shadow origin. The shadow has 1 hit point, and a missed attack never damages the shadow. You control the shadow as a free action, which acts on your turn and has one standard action.

# Soul Guide

*"Let the light of righteousness guide you to your eternal reward."*

**Prerequisite:** Cleric

You are a beacon in the darkness, one who reveals the way, and a guardian of the dead. Through your holy works, you ensure that the souls of the dead move on, free of fear and remorse, and unimpeded by sinister entities that would use them for dark deeds. You harbor a special hatred for undead, seeing them as perversions of the natural order.

Visions of past lives—leftover fragments from those you have saved—haunt your dreams. Although the sights are unsettling, they renew your commitment to guard the souls from the dangers lurking between this world and the next.

When you use your soul guide powers, ephemeral bits of soul materialize and swirl about you.

## Soul Guide Path Features

**Rebuke Soul (11th level):** You can invoke the power of your deity to use *rebuke soul*.

### Channel Divinity: Rebuke Soul — Soul Guide Feature

*You shock your enemies to the very foundation of their being.*

**Encounter ✦ Divine, Implement, Radiant**
**Minor Action** **Close** burst 5
**Target:** Each creature that has the shadow origin or the undead keyword in burst
**Attack:** Wisdom vs. Will
**Hit:** The target is immobilized until the end of your next turn. If the target has both the shadow origin and the undead keyword, it also takes 2d8 + Charisma modifier radiant damage.

**Spiritual Guidance (11th level):** Instead of spending an action point to take an extra action, you can spend an action point to regain the use of an encounter power that has the radiant keyword, or you can gain an extra use of your Channel Divinity class feature.

**Weighty Soul (16th level):** When you hit an insubstantial creature with a power that has the radiant keyword, that creature loses insubstantial until the end of your next turn.

## Soul Guide Prayers

### Soul's Enthrallment — Soul Guide Attack 11

*Your holy symbol erupts with divine power, tugging on the souls of all who behold its splendor.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier radiant damage, and you pull the target a number of squares equal to your Charisma modifier. If the target has the shadow origin or the undead keyword, it is also dazed until the end of your next turn.

### Shadowbane Circle — Soul Guide Utility 12

*You draw upon divine energy to summon a nimbus of holy light that is anathema to your enemies.*

**Daily ✦ Divine, Radiant, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Effect:** The burst creates a zone of bright light that lasts until the end of your next turn. Creatures that have the shadow origin or the undead keyword treat the zone as difficult terrain. While within the zone, those creatures gain vulnerable 10 radiant or increase their vulnerability to radiant damage by 10.
**Sustain Minor:** The zone persists.

### Soul Brand — Soul Guide Attack 20

*A blazing glyph appears on your enemy's brow, emitting a holy glow that burns its corrupted soul.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d8 + Wisdom modifier + Charisma modifier radiant damage. The target takes ongoing 10 radiant damage and sheds bright light on 20 squares in all directions (save ends both). Until the target saves, any enemy takes a -2 penalty to attack rolls while adjacent to the target.
**Miss:** Half damage, ongoing 5 radiant damage (save ends), and no other effects.

RALPH HORSLEY

Rituals are a tool to reach and explore the planes. They can create portals to bridge impossible distances, alter existing portals to send you and your allies into the unknown, and shelter you from the worst that the planes can throw against you. Many of the following rituals facilitate planar exploration and are staples in every planes-traveler's ritual book.

**RITUALS BY LEVEL**

| Lvl | Ritual | Key Skill |
|---|---|---|
| 6 | Fey Passage | Arcana or Nature |
| 8 | Analyze Portal | Arcana |
| 8 | Shadow Passage | Arcana or Religion |
| 12 | Demicache | Arcana |
| 12 | Elemental Transference | Arcana |
| 12 | Rope Trick | Arcana |
| 14 | Astral Guide | Religion |
| 14 | Scramble Portal | Arcana |
| 15 | Astral Sojourn | Religion |
| 15 | Create Teleportation Circle | Arcana |
| 16 | Far Sending | Arcana |
| 18 | Plane Shift | Arcana |

## Analyze Portal

*You can read the language of the portal's movement and colors and can decipher its secrets.*

**Level:** 8
**Category:** Divination
**Time:** 1 hour
**Duration:** Instantaneous

**Component Cost:** 250 gp
**Market Price:** 800 gp
**Key Skill:** Arcana

When you perform this ritual, choose a portal you can see. Analyze Portal causes the portal to erupt with faint lights that flicker and spin, letting you learn about its destination and function. This ritual reveals the name of the portal's destination and its location in the world or plane on which the destination is located.

Depending on your Arcana check result, you can learn information about the last creature to use the portal and learn the identity of the creature or the nature of the event that created the portal.

| Arcana Check Result | Information Learned |
|---|---|
| 15 or higher | You learn the portal's precision characteristics. |
| 20 or higher | You learn the portal's access characteristics. |
| 24 or higher | You learn the name of the portal's destination. |
| 30 or higher | You learn the origin, type, and keywords of the last creature to use the portal, including the length of time since that event. |
| **Arcana Check Result** | **Information Learned** |
| 25 + half the ritual caster's level | You learn what keys, if any, open the portal. |
| 30 + half the ritual caster's level | You learn the identity of the creature who created the portal. |
| 35 or higher | You learn where the portal leads regardless of its transparency. You can see the other side up to 24 squares away. |

## Astral Guide

*A mote of white light coalesces before you, prepared to guide you through the Astral Sea.*

**Level:** 14
**Category:** Binding
**Time:** 1 hour
**Duration:** Special

**Component Cost:** 700 gp, plus 1 healing surge
**Market Price:** 2,200 gp
**Key Skill:** Religion

You must use this ritual in the Astral Sea. You summon a fragment of divine essence to guide you. The guide sheds bright light on 8 squares in all directions, and it lacks physical form and cannot be harmed in any way.

As part of this ritual, you name a specific, fixed destination in the Astral Sea. The most common use of this ritual is to lead its user to a particular astral dominion. However, the astral guide could also lead you to the exit of a labyrinth, the entrance to a dungeon, or to a site within an astral dominion. The guide cannot lead you to a general location, such as "a room with astral diamonds" or to an unknown place, like "the death knight Malachi's hiding place." If the named location does exist within the Astral Sea, the guide leads you there by the shortest (though not always the safest) route.

The guide hovers in the air and moves at your speed. It remains within 12 squares of you. The guide remains until you reach your destination, the ritual's duration expires, or you take an extended rest.

At the completion of the ritual, make a Religion check. The result determines the duration for which astral guide remains.

| Religion Check Result | Duration |
|---|---|
| 19 or lower | 30 minutes |
| 20–29 | 1 hour |
| 30–39 | 4 hours |
| 40 or higher | 16 hours |

## Astral Sojourn

*With each word of the ritual, the world around you grows fainter, until finally it vanishes altogether, and you find yourself floating in the silvery void of the Astral Sea.*

**Level:** 15
**Category:** Travel
**Time:** 1 hour
**Duration:** Special
**Component Cost:** 3,800 gp
**Market Price:** 7,000 gp
**Key Skill:** Religion

You must use this ritual in the world. When you perform this ritual, you transport yourself and up to eight allies to a random spot in the Astral Sea.

Creatures that travel the Astral Sea using this ritual have a faint silver nimbus surrounding them, which coalesces into a ghostly cord trailing a few inches from the neck. The manifestation of the cord represents the traveler's connection to the location from which they departed the world.

If you or one of your affected allies leaves the Astral Sea, such as by stepping through a portal to another plane, then the ritual ends and all participants return to the location from which they departed the world. At the end of the ritual's duration, or upon the death of the ritual caster, the participants also return to the location from which they departed the world.

The ritual caster can choose to end the ritual at any time. This requires 10 minutes, has no cost or skill check, and instantly returns all participants to the world. A participant always returns to the same location from which he or she departed the world.

At the completion of the ritual, make a Religion check. The result determines how long the ritual's participants remain in the Astral Sea.

| Religion Check Result | Effect |
|---|---|
| 19 or lower | 3 days |
| 20 to 29 | 7 days |
| 30 to 39 | 21 days |
| 40 or higher | 1 year |

## Create Teleportation Circle

*You inscribe a ring of sigils on a stone surface, bestowing it with the power to connect with portals.*

**Level:** 15
**Category:** Travel
**Time:** 4 hours
**Duration:** 24 hours (special)
**Component Cost:** 1,000 gp per square filled by the teleportation circle, plus 5 healing surges
**Market Price:** 10,000 gp
**Key Skill:** Arcana (no check)

You create a teleportation circle with a unique sequence of magic sigils, which you and other ritual casters can use as a location marker for rituals such as Linked Portal and Planar Portal. The teleportation circle does not transport creatures anywhere on its own—it merely enables other travel rituals. The ritual caster chooses the size of the teleportation circle, which in turn affects the ritual's component cost: 1 square, 4 squares (a 2-square-by-2-square area), 9 squares (a 3-square-by-3-square area), or 16 squares (a 4-square-by-4-square area).

The teleportation circle lasts for 24 hours, but the ritual caster can extend the duration by spending a healing surge every 24 hours to sustain it. The caster does not need to see or even be on the same plane to sustain the effect. If the ritual's effect is sustained without interruption for a year and a day, the teleportation circle becomes permanent.

### Arcane Lock, Knock, and Portals

Portals are like cosmic doorways, and as such, Arcane Lock (*Player's Handbook*, page 301) and Knock (*Player's Handbook*, page 307) can affect them.

You can use Arcane Lock to seal a portal against anyone who does not provide a password or against creatures of certain origins, types, descriptions, sizes, or those possessing specific equipment. Unlike mundane doorways, though, you can designate a special portal key to allow entry. The following paragraphs apply to Arcane Lock when the ritual is performed on a portal:

**Key Object:** You can assign an item as a portal key. You designate a form and a material for the key item, such as an iron key or a silver holy symbol of Ioun, or you can choose an item of a specific origin, such as a cockatrice feather or a rock from the Abyss. You cannot designate a specific item, like the *Wand of Orcus* or "my wand." Typically, a creature performing Arcane Lock chooses a key that corresponds to the portal's destination.

Like with mundane doorways, you can use Knock to open a portal sealed with Arcane Lock. However, many portals are barred by Arcane Locks created by powerful, planar creatures (or even groups of creatures), so the DCs to open them can be high.

## Demicache

*You open a small portal into a personal demiplane that can store small objects.*

**Level:** 12
**Category:** Warding
**Time:** 10 minutes
**Duration:** Special
**Component Cost:** 1,000 gp
**Market Price:** 2,600 gp
**Key Skill:** Arcana

You create a small, personal demiplane that can store nonliving items of up to 250 pounds. The demiplane has a portal that is 6 inches in diameter and is always open. The portal floats near you or can be affixed to your clothing (like a pocket), and you can retrieve items from the portal as a minor action. The portal is visible to others, and it moves with you at your speed.

At the completion of the ritual, make an Arcana check. The result determines how long the portal stays open. If the portal closes before you retrieve the stowed objects, they appear at your feet.

| Arcane Check Result | Duration |
|---|---|
| 19 or lower | 1 day |
| 20-29 | 7 days |
| 30-39 | 30 days |
| 40 or higher | 1 year |

## Elemental Transference

*The world around you vanishes, leaving you adrift in the sundered terrain of the Elemental Chaos.*

**Level:** 12
**Category:** Travel
**Time:** 1 hour
**Duration:** Special
**Component Cost:** 1,000 gp
**Market Price:** 2,600 gp
**Key Skill:** Arcana (no check)

Use this ritual in the world. When you perform this ritual, you transport yourself and up to eight allies to a random spot in the Elemental Chaos. You have no control over where you appear, but your immediate environs aren't hazardous. Once in the Elemental Chaos, you can travel as normal within the plane. You remain in the Elemental Chaos until you leave by another means.

## Fey Passage

*You open a path marked by standing stones, allowing you and your allies to step into the Feywild.*

**Level:** 6
**Category:** Travel
**Time:** 10 minutes
**Duration:** Instantaneous
**Component Cost:** 140 gp (see below)
**Market Price:** 360 gp
**Key Skill:** Arcana or Nature (no check)

Use this ritual at a fey crossing (see page 34). When you perform this ritual, you transport yourself and up to eight allies from the world to a corresponding location in the Feywild, or from the Feywild to a corresponding location in the world. The fey crossing need not be active for Fey Passage to work.

You remain in the Feywild until you leave by another means or you perform this ritual again at a fey crossing.

**Special:** Eladrin have a special connection to the Feywild. Consequently, an eladrin who has mastered this ritual or performs it from a scroll does not pay the component cost.

## Far Sending

*You cast your senses beyond planar boundaries to deliver a message to a distant creature.*

**Level:** 16
**Category:** Exploration
**Time:** 10 minutes
**Duration:** Instantaneous
**Component Cost:** 800 gp
**Market Price:** 4,200 gp
**Key Skill:** Arcana (no check)

Far Sending functions like Sending (*Player's Handbook,* page 312), except you do not make an Arcana check to determine its range. Far Sending can deliver messages anywhere, regardless of distance or location.

## Plane Shift

*Light flares around your vessel as it begins to cross the space separating planes, carrying you off to a new location.*

**Level:** 18
**Category:** Travel
**Time:** 10 minutes
**Duration:** Instantaneous
**Component Cost:** 1,000 gp, plus a vehicle with a navigation focus (page 159).
**Market Price:** 17,000 gp
**Key Skill:** Arcana

You move a vehicle (including the vehicle's pilot, crew, and load) that has the navigation focus trait from one plane to another (see "Vehicles," page 159).

At the ritual's conclusion, you name a location you have previously visited. The location must be a fixed place, and it must be in the same location it was when you last visited it. Once the location is named, make an Arcana check. The check determines the distance between your vehicle and your destination when you arrive on the plane.

| Arcana Check Result | Destination Location |
|---|---|
| 19 or lower | 100 miles from the destination |
| 20-29 | 50 miles from the destination |
| 30-39 | 10 miles from the destination |
| 40 or higher | Arrive at destination |

Instead of choosing a specific location, you can also choose a plane as a general destination. In this case, the vehicle appears in a random location on that plane (no Arcana check necessary). It's not necessary for you to have visited the destination plane to use the ritual in this manner.

**Focus:** A vehicle that has the navigational focus trait$.

## Rope Trick

*You drop a silver rope that passes through the floor and into a safe chamber where you can rest.*

**Level:** 12
**Category:** Exploration
**Time:** 10 minutes
**Duration:** 7 hours
**Component Cost:** 1,000 gp, plus a focus worth 2,000 gp
**Market Price:** 2,500 gp
**Key Skill:** Arcana

When you perform Rope Trick, the ritual's focus (see below) passes through a portal and into a temporary demiplane. The portal entrance occupies 1 square. A creature can climb down the rope into a demiplane that is 2 squares high, 8 squares long, and 8 squares wide.

The entrance to the demiplane appears as a subtle shimmer and has solid transparency (see "Transparency," page 17). A successful Perception check (DC 15 + half your level) allows a creature outside the portal to detect the entrance. The portal can be locked with the Arcane Lock ritual (see the "Arcane Lock, Knock, and Portals" sidebar, page 149), and unless you choose to lock the portal, the demiplane remains accessible from the outside.

Once the ritual ends, the demiplane disappears, and any creatures or objects in the demiplane appear in the nearest unoccupied space to the demiplane's former entrance. The ritual's focus appears where the demiplane's entrance was. The ritual caster can choose to end the ritual at any time.

**Focus:** A silver rope worth at least 2,000 gp.

## Scramble Portal

*You alter the configuration of a teleportation circle or other portal so others cannot travel through it.*

**Level:** 14
**Category:** Warding
**Time:** 10 minutes
**Duration:** Special
**Component Cost:** 1,600 gp
**Market Price:** 4,000 gp
**Key Skill:** Arcana

Scramble Portal allows you to alter the magic of a permanent portal, making it malfunction. For the ritual's duration, the portal sends creatures passing through it to a random destination (DM's discretion).

At the completion of the ritual, make a Arcana check. The result determines how long the portal remains scrambled.

| Arcana Check Result | Duration |
|---|---|
| 24 or lower | 1 hour |
| 25-34 | 8 hours |
| 35-44 | 1 day |
| 45+ | 7 days |

## Shadow Passage

*Where shadows lie thick in the world, you can push aside the veil and step into the Shadowfell.*

**Level:** 8
**Category:** Travel
**Time:** 10 minutes
**Duration:** Instantaneous
**Component Cost:** 135 gp
**Market Price:** 680 gp
**Key Skill:** Arcana or Religion (no check)

Use this ritual at a shadow crossing (see page 50). When you perform this ritual, you shift yourself and up to eight allies from the world to a corresponding location in the Shadowfell, or from the Shadowfell to a corresponding location in the world. The shadow crossing need not be active for Shadow Passage to work.

You remain in the Shadowfell until you leave by another means or you perform this ritual again at a shadow crossing.

**Special:** Shadar-kai have a special connection to the Shadowfell. Consequently, a shadar-kai who has mastered this ritual or performs it from a scroll does not pay the component cost.

# MAGIC ITEMS

From weapons and armor to wondrous items, planar equipment is important for adventurers preparing to face the challenges of the planes. Some items can help adventurers contend with the hazards of strange and perilous terrain, while others offer staggering power that can rival the most powerful immortals and elementals. Whether an item comes from a marketplace in Sigil or from the depths of the Abyss, any piece can potentially give an adventurer the edge he or she needs to survive the travails of the planes.

## Armor

Magic armor that is found or purchased in the planes tends to be exotic in appearance and oriented toward surviving encounters with dangerous planar creatures.

**ARMOR**

| Lvl | Name | Price (gp) |
|---|---|---|
| 8 | Scintillating +2 | 3,400 |
| 12 | Feytouched +3 | 13,000 |
| 13 | Scintillating +3 | 17,000 |
| 17 | Feytouched +4 | 65,000 |
| 18 | Driftmetal +4 | 85,000 |
| 18 | Scintillating +4 | 85,000 |
| 22 | Feytouched +5 | 325,000 |
| 23 | Demonwrought +5 | 425,000 |
| 23 | Driftmetal +5 | 425,000 |
| 23 | Scintillating +5 | 425,000 |
| 27 | Feytouched +6 | 1,625,000 |
| 28 | Demonwrought +6 | 2,125,000 |
| 28 | Driftmetal +6 | 2,125,000 |
| 28 | Scintillating +6 | 2,125,000 |

### Demonwrought Armor — Level 23+

*This armor is fashioned with a demon's likeness, and it bestows some of the resistances that its namesake possesses.*

Lvl 23 +5 425,000 gp Lvl 28 +6 2,125,000 gp
**Armor:** Plate
**Enhancement:** AC
**Property:** You automatically succeed on saving throws against ongoing fire damage.
**Power (Daily):** Minor Action. You gain resist 15 variable (2/encounter; see "Resist," *Monster Manual*, page 282) until the end of the encounter.
*Level 28:* Resist 20 variable.

### Driftmetal Armor — Level 18+

*Infused with the eldritch power of the planes, this armor gives the wearer the ability to distort his or her position and resist radiant and psychic assault.*

Lvl 18 +4 85,000 gp Lvl 28 +6 2,125,000 gp
Lvl 23 +5 425,000 gp
**Armor:** Chain, Scale
**Enhancement:** AC
**Property:** Resist 5 radiant and resist 5 psychic.
*Level 23 or 28:* Resist 10 radiant and resist 10 psychic.
**Power (Encounter ✦ Teleportation):** Immediate Interrupt. Use this power when an enemy targets you with a melee attack. You and that enemy swap places, and that enemy takes a -2 penalty to attack rolls until the end of your next turn.

### Feytouched Armor — Level 12+

*Materials from the Feywild are worked into this armor, improving your reflexes and allowing you to disappear briefly.*

Lvl 12 +3 13,000 gp Lvl 22 +5 325,000 gp
Lvl 17 +4 65,000 gp Lvl 27 +6 1,625,000 gp
**Armor:** Leather, Hide
**Enhancement:** AC
**Property:** Gain an item bonus to initiative checks equal to the armor's enhancement bonus.
**Power (Encounter ✦ Illusion):** Standard Action. You become invisible until the end of your next turn.

### Scintillating Armor — Level 8+

*Woven from thread imbued with the fundamental powers of the cosmos, this armor can protect against energy and unseen forces.*

Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp
Lvl 18 +4 85,000 gp
**Armor:** Cloth
**Enhancement:** AC
**Power (Daily):** Immediate Interrupt. Use this power when you take force, lightning, psychic, or radiant damage. You gain resist 5 against that damage type until the end of the encounter.
*Level 13 or 18:* Gain resist 10 against the damage type.
*Level 23 or 28:* Gain resist 20 against the damage type.

WARREN MAHY

# Weapons

Planar weapons are often crafted to have an appearance representative of their origin. Demonic weapons might be forged from red-black iron, while weapons from Celestia are frequently made of celestial steel, a bright metal that never dulls. Weapons crafted in the Nine Hells are made from Baatorian greensteel, a noxious metal that has a greasy finish and is renown for its fire- and acid-based enchantments.

**WEAPONS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 9 | Demonslayer +2 | 4,200 |
| 9 | Elementalbane +2 | 4,200 |
| 9 | Githyanki silver +2 | 4,200 |
| 12 | Wyrdwarped +3 | 13,000 |
| 13 | Shadowstrike +3 | 17,000 |
| 14 | Demonslayer +3 | 21,000 |
| 14 | Elementalbane +3 | 21,000 |
| 14 | Githyanki silver +3 | 21,000 |
| 17 | Wyrdwarped +4 | 65,000 |
| 18 | Shadowstrike +4 | 85,000 |
| 19 | Demonslayer +4 | 105,000 |
| 19 | Elementalbane +4 | 105,000 |
| 19 | Githyanki silver +4 | 105,000 |
| 19 | Planesplitter +4 | 105,000 |
| 22 | Wyrdwarped +4 | 325,000 |
| 23 | Shadowstrike +5 | 425,000 |
| 24 | Demonslayer +5 | 525,000 |
| 24 | Elementalbane +5 | 525,000 |
| 24 | Githyanki silver +5 | 525,000 |
| 24 | Planesplitter +5 | 525,000 |
| 27 | Wyrdwarped +6 | 1,625,000 |
| 28 | Shadowstrike +6 | 2,125,000 |
| 29 | Demonslayer +6 | 2,625,000 |
| 29 | Elementalbane +6 | 2,625,000 |
| 29 | Githyanki silver +6 | 2,625,000 |
| 29 | Planesplitter +6 | 2,625,000 |

## Demonslayer Weapon — Level 9+

*Inscribed with holy prayers and runes, this powerful weapon is the bane of all demonkind.*

Lvl 9 +2 4,200 gp — Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp — Lvl 29 +6 2,625,000 gp
Lvl 19 +4 105,000 gp

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus, or +1d12 damage per plus against demons.
**Power (At-Will):** Free Action. Use this power when you hit a creature that has the demon keyword with this weapon. The demon does not benefit from variable resistance until the start of your next turn.
**Power (Daily):** Minor Action. Your next attack with this weapon against a demon, if made before the end of your next turn, gains a +5 power bonus to the attack roll.

## Elementalbane Weapon — Level 9+

*Forged of celestial steel and created to slay archons, this weapon excels at destroying natives of the Elemental Chaos.*

Lvl 9 +2 2,600 gp — Lvl 24 +5 325,000 gp
Lvl 14 +3 13,000 gp — Lvl 29 +6 1,625,000 gp
Lvl 19 +4 65,000 gp

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus, or +1d12 damage against elementals
**Power (Daily):** Standard Action. Celestial light blazes from this weapon as you make an attack: Close burst 2; Strength + this weapon's enhancement bonus vs. Reflex; 1[W] damage, and if the target is an elemental, it is blinded (save ends).
*Level 24 or 29:* Increase damage to 2[W].

## Githyanki Silver Weapon — Level 9+

*The rune-engraved weapon assaults a creature's mind and has the power to banish it to another plane.*

Lvl 9 +2 4,200 gp — Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp — Lvl 29 +6 2,625,000 gp
Lvl 19 +4 105,000 gp

**Weapon:** Heavy Blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 psychic damage per plus
**Power (At-Will ✦ Psychic):** Free Action. All damage dealt by this weapon is psychic damage. Another free action returns the damage to normal.
**Power (Daily ✦ Teleportation):** Free Action. Use this power when you hit with this weapon. The target is banished to a demiplane (save ends). It disappears from sight, cannot take actions, and cannot be targeted. On a save, the target reappears in the space it last occupied. If that space is occupied, the target returns to the nearest unoccupied space of its choosing.

## Shadowstrike Weapon — Level 13+

*This weapon casts a long and dangerous shadow.*

Lvl 13 +3 17,000 gp — Lvl 23 +5 425,000 gp
Lvl 18 +4 85,000 gp — Lvl 28 +6 2,125,000 gp

**Weapon:** Light Blade, Spear
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Attacks that use this weapon ignore concealment from dim light or darkness.
**Power (Daily):** Minor Action. Until the end of your next turn, this weapon's reach increases by 1 square and you have combat advantage against your target.

## Wyrdwarped Weapon — Level 12+

*This weapon thrums with hidden power that can teleport your enemy.*

Lvl 12 +3 13,000 gp — Lvl 22 +5 325,000 gp
Lvl 17 +4 65,000 gp — Lvl 27 +6 1,625,000 gp

**Weapon:** Any ranged
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily ✦ Teleportation):** Free Action. Use this power when you hit with this weapon. Teleport the target of your attack a number of squares equal to the weapon's enhancement bonus.

### Planesplitter Weapon — Level 19+

*The edge of this weapon is so sharp that it seems to cut through the unseen forces separating the planes.*

Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp
Lvl 24 +5 525,000 gp
**Weapon:** Axe, Heavy Blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d12 damage per plus
**Property:** While wielding this weapon, you can perform the Planar Portal ritual (*Player's Handbook*, page 311).
**Power (Encounter):** Free Action. Use this power when you make a melee attack using this weapon. The weapon's reach increases by 2 squares.
**Power (Daily ✦ Teleportation):** Minor Action. You create a dimensional rift connecting two squares within 10 squares of each other that lasts until the end of your next turn. A creature that enters one of the squares can move to the other square as if it were adjacent to that square. A creature cannot pass through the rift if either square is occupied by another creature.

## Holy Symbols

Many of the deities worshiped in the world live within the planes. As such, the planes contain a bountiful number of devotees, many of which craft and sell magic holy symbols.

**HOLY SYMBOLS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 13 | Symbol of security +3 | 17,000 |
| 18 | Symbol of security +4 | 85,000 |
| 22 | Symbol of astral might +6 | 325,000 |
| 23 | Symbol of security +5 | 425,000 |
| 27 | Symbol of astral might +6 | 1,625,000 |
| 28 | Symbol of security +6 | 2,125,000 |

### Symbol of Astral Light — Level 22+

*You invoke the power of your god to banish the darkness.*

Lvl 22 +5 325,000 gp Lvl 27 +6 1,625,000 gp
**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 radiant damage per plus
**Power (Daily):** Free Action. Use this power when making an attack that uses this symbol and has the radiant keyword. All creatures that have the shadow origin that are adjacent to the attack's target are pushed a number of squares away from you equal to the symbol's enhancement bonus.

### Symbol of Security — Level 13+

*The hand of fate intercedes on behalf of your allies.*

Lvl 13 +3 17,000 gp Lvl 23 +5 425,000 gp
Lvl 18 +4 85,000 gp Lvl 28 +6 2,125,000 gp
**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Encounter ✦ Teleportation):** Immediate Reaction. Use this power when an ally within 10 squares of you is first bloodied in an encounter. That ally teleports to a space adjacent to you.

## Orbs

Orbs provide useful controlling effects for contending with denizens of the planes.

**ORBS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 13 | Orb of translocation interference +3 | 17,000 |
| 14 | Gith orb of illithid's bane +3 | 21,000 |
| 18 | Orb of translocation interference +4 | 85,000 |
| 19 | Gith orb of illithid's bane +4 | 105,000 |
| 23 | Orb of the planes +5 | 425,000 |
| 23 | Orb of translocation interference +5 | 425,000 |
| 24 | Gith orb of illithid's bane +5 | 525,000 |
| 28 | Orb of the planes +6 | 2,125,000 |
| 28 | Orb of translocation interference +6 | 2,125,000 |
| 29 | Gith orb of illithid's bane +6 | 2,625,000 |

### Gith Orb of Illithid's Bane — Level 14+

*This silvery orb emits tendrils of psychic interference, piercing the minds of those who wield mental powers.*

Lvl 14 +3 21,000 gp Lvl 24 +5 525,000 gp
Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp
**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Power (Daily ✦ Psychic):** Immediate Reaction. Use this power when an enemy within 10 squares uses a power that has the psychic keyword. The enemy takes 10 psychic damage, and all enemies adjacent to the target take 5 psychic damage.
*Level 24 or 29:* The enemy takes 15 psychic damage, and adjacent enemies take 10 psychic damage.

### Orb of the Planes — Level 23+

*This multicolored orb provides knowledge of the planes and allows its user to thwart those who frequently travel through the planes.*

Lvl 23 +5 425,000 gp Lvl 28 +6 2,125,000 gp
**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** You gain a +5 item bonus to Arcana checks made to detect magic when attempting to perceive a portal. You can use this orb as a focus for the Analyze Portal or Planar Portal rituals instead of paying the component cost.
**Power (Encounter ✦ Teleportation):** Immediate Interrupt. Use this power when an enemy within 10 squares of you uses a power that has the teleportation keyword. That power fails and you can teleport 10 squares.

### Orb of Translocation Interference — Level 13+

*This insubstantial orb taps into the space between the planes, altering the course of teleportation.*

Lvl 13 +3 17,000 gp | Lvl 23 +5 425,000 gp
Lvl 18 +4 85,000 gp | Lvl 28 +6 2,125,000 gp
**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Encounter):** Free Action. Use this power when an enemy within 10 squares of you uses a power that has the teleportation keyword. Choose the space where the enemy appears. The location must be within the power's normal range.

## Rods

Warlocks deal with planar and otherworldly creatures through their pacts. These creatures sometimes produce potent rods to aid their mortal servants.

**RODS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 3 | Rod of time distortion +1 | 680 |
| 8 | Rod of time distortion +2 | 3,400 |
| 13 | Rod of time distortion +3 | 17,000 |
| 15 | Rod of shadow's caress +3 | 25,000 |
| 15 | Rod of sylvan trickery +3 | 25,000 |
| 18 | Rod of time distortion +4 | 85,000 |
| 20 | Rod of shadow's caress +4 | 125,000 |
| 20 | Rod of star's descent +4 | 125,000 |
| 20 | Rod of sylvan trickery +4 | 125,000 |
| 23 | Rod of time distortion +5 | 425,000 |
| 25 | Rod of shadow's caress +5 | 625,000 |
| 25 | Rod of star's descent +5 | 625,000 |
| 25 | Rod of sylvan trickery +5 | 625,000 |
| 28 | Rod of time distortion +6 | 2,125,000 |
| 30 | Rod of shadow's caress +6 | 3,125,000 |
| 30 | Rod of star's descent +6 | 3,125,000 |
| 30 | Rod of sylvan trickery +6 | 3,125,000 |

### Rod of Shadow's Caress — Level 15+

*This rod summons tentacles of shadowy energy to impede your foes.*

Lvl 15 +3 25,000 gp | Lvl 25 +5 625,000 gp
Lvl 20 +4 125,000 gp | Lvl 30 +6 3,125,000 gp
**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 necrotic damage per plus
**Power (Daily ✦ Conjuration, Zone):** Standard Action. You evoke the essence of the Shadowfell in an area burst 1 within 10 squares. The burst creates a zone of grasping tentacles. Any enemy that starts its turn within the zone is slowed until the start of its next turn. In the Shadowfell, the power has an area burst 2 within 10 squares. A minor action sustains the zone.

### Rod of Star's Descent — Level 20+

*This rod tears a hole into the Far Realm, allowing maddening light to slip out and instill blinding insanity in your foes.*

Lvl 20 +4 125,000 gp | Lvl 30 +6 3,125,000 gp
Lvl 25 +5 625,000 gp
**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 radiant damage per plus
**Power (Daily ✦ Conjuration):** Standard Action. You create a rift to the Far Realm that causes maddening light to spill out in an area burst 3 within 10 squares. Any enemy in the burst is blinded until the end of its next turn.

### Rod of Sylvan Trickery — Level 15+

*You can use this rod to distort space, disorienting your enemy as you relocate the creature on the battlefield.*

Lvl 15 +3 25,000 gp | Lvl 25 +5 625,000 gp
Lvl 20 +4 125,000 gp | Lvl 30 +6 3,125,000 gp
**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily ✦ Teleportation):** Free Action. Use this power when you place your Warlock's Curse on a creature. While that creature is under your curse, teleport the target 3 squares when you hit it with a power that has the arcane keyword and uses this implement. The effect lasts until the end of the encounter. If you are in the Feywild, you can teleport the target 6 squares instead of 3 squares.

### Rod of Time Distortion — Level 3+

*This crystal rod allows you to distort time as you cast a spell, depriving an enemy of the opportunity to retaliate.*

Lvl 3 +1 680 gp | Lvl 18 +4 85,000 gp
Lvl 8 +2 3,400 gp | Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp | Lvl 28 +6 2,125,000 gp
**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Encounter):** Free Action. Use this power when you make a ranged attack using this implement. The attack does not provoke an opportunity attack.

## Staffs

Staffs crafted within the planes often incorporate fantastic materials and unusual shapes.

**STAFFS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 14 | Staff of portals +3 | 21,000 |
| 19 | Staff of portals +4 | 105,000 |
| 24 | Staff of portals +5 | 525,000 |
| 29 | Staff of portals +6 | 2,625,000 |

### Staff of Portals — Level 14+

*Topping this black staff is a crystal sphere that enhances your powers of teleportation.*

Lvl 14 +3 21,000 gp Lvl 24 +5 525,000 gp
Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp
**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and teleport the target 1 square per plus.
**Power (Daily ✦ Teleportation):** Free Action. Use this power after you use a power that has the teleportation keyword. You and all allies within 2 squares of you can teleport 5 squares.

## Arms Slot Items

Gauntlets, bracers, and shields exist across the planes, each crafted with unique enchantments representative of their origin.

**ARMS SLOT ITEMS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 16 | Gauntlets of the blood war | 45,000 |
| 26 | Gauntlets of the blood war | 1,125,000 |

### Gauntlets of the Blood War — Level 16+

*These gauntlets are perpetually stained with blood and were originally crafted by elementals to help slay immortals.*

Lvl 16 45,000 gp Lvl 26 1,125,000 gp
**Item Slot:** Arms
**Property:** You gain a +3 item bonus to damage rolls against creatures that have the immortal origin.
*Level 26:* +5 item bonus.
**Power (Daily):** Free Action. Use this power when you hit a creature with the immortal origin. The creature takes ongoing 10 damage (save ends).
*Level 26:* Ongoing 15 damage (save ends).

## Feet Slot Items

Mobility is key to navigating the planes, so planar artisans create items to help escape dimensional denizens and evade hazardous terrains.

**FEET SLOT ITEMS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 8 | Boots of grounding | 3,400 |
| 18 | Planar stasis boots | 85,000 |
| 18 | Planestrider boots | 85,000 |

### Boots of Grounding — Level 8

*These boots are unnaturally heavy, but they keep you grounded against magical movement.*

**Item Slot:** Feet 3,400 gp
**Power (Encounter):** Immediate Interrupt. Use this power when an attack would force you to teleport. You do not teleport.

### Planar Stasis Boots — Level 18

*These supple boots make you feel confident of your ability to stay in one place when confronting magical attacks that displace you.*

**Item Slot:** Feet 85,000 gp
**Property:** You cannot be teleported against your will.
**Power (Encounter):** Immediate Interrupt. Use this power when you would be pulled, pushed, or slid. You are moved 2 fewer squares.

### Planestrider Boots — Level 18

*These boots allow you to teleport around corners and to places you might not see from your current point of view.*

**Item Slot:** Feet 85,000 gp
**Property:** When you use a power to teleport, you can instead teleport twice as the same action. The total distance you travel with both teleports cannot exceed the distance you could have traveled with the original teleport. You could, for example, teleport to a corner, establish a new line of sight, and teleport to a square not visible from your starting location, so long as the maximum number of squares teleported does not exceed the teleport power's allotted movement.
**Power (Encounter ✦ Teleportation):** Move Action. Teleport 10 squares.

## Head Slot Items

Magical headgear is useful for detecting unseen features of the planes and adapting to harsh planar environments.

**HEAD SLOT ITEMS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 21 | Ioun stone of adaptation | 225,000 |
| 22 | Circlet of portals | 325,000 |

### Circlet of Portals — Level 22

*This brilliant band of celestial steel allows you to better perceive the unseen paths through the planes.*

**Item Slot:** Head 325,000 gp
**Property:** You know the location of all portals within 1 mile.

### Ioun Stone of Adaptation — Level 21

*This clear crystal floats in the air above your head, providing you with sustenance and durability against certain adverse effects.*

**Item Slot:** Head 225,000 gp
**Property:** You do not need to eat or drink. Also, you and your equipment suffer no ill effects from ambient temperatures between -50 and 140 degrees Fahrenheit or from precipitation.
**Power (Encounter):** Free Action. Use this power when you are affected by ongoing damage. The ongoing damage ends.

# Neck Slot Items

Defense is often the best offense when contending with the horrors that dwell in realms beyond the world. For that reason, many planar travelers wear potent amulets and cloaks.

**NECK SLOT ITEMS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 14 | Mantle of faith +3 | 21,000 |
| 19 | Mantle of faith +4 | 105,000 |
| 20 | Brimstone cloak +4 | 125,000 |
| 24 | Mantle of faith +5 | 525,000 |
| 25 | Brimstone cloak +5 | 625,000 |
| 28 | Greenstone amulet +6 | 2,125,000 |
| 29 | Mantle of faith +6 | 2,625,000 |
| 30 | Brimstone cloak +6 | 3,125,000 |

### Brimstone Cloak — Level 20+

*This cloak smells faintly of sulfur and helps resist both fire and poison.*

Lvl 20 +4 125,000 gp Lvl 30 +6 3,125,000 gp
Lvl 25 +5 625,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** Gain resist 10 fire and resist 10 poison.
*Level 25 or 30:* Resist 15 fire and resist 15 poison.
**Power (Daily ✦ Fire):** Immediate Reaction. Use this power when you are hit by a melee attack. The attacker takes ongoing 10 fire damage (save ends).
*Level 25 or 30:* Ongoing 15 fire damage (save ends).

### Greenstone Amulet — Level 28

*Extracted from burning realms within the Nine Hells, greenstone is valued by archdevils for its bestowed resistance to psychic effects and scrying.*

Lvl 28 +6 2,125,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** Gain resist 15 psychic.
**Property:** Rituals that have the scrying category that are directed at you or allies within 10 squares of you fail.
**Power (Daily):** Immediate Interrupt. Use this power when you would be hit by an attack that has the charm keyword. Make a saving throw. On a save, the attack misses you, and you ignore any miss effects the attack has.

### Mantle of Faith — Level 14+

*Woven of celestial thread, these vestments carry the boon of divine protection.*

Lvl 14 +3 21,000 gp Lvl 24 +5 525,000 gp
Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Power (Daily ✦ Healing):** Immediate Reaction. Use this power when you take damage from an attack. Regain hit points equal to the damage taken up to twice your healing surge value.

# Rings

Rings of the planes have fabulous powers and properties to match their exotic materials.

**RINGS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 20 | Ring of dimensional escape | 125,000 |
| 28 | Ring of elemental mastery | 2,125,000 |

### Ring of Dimensional Escape — Level 20

*You might escape death, but only if you have friends nearby.*

**Item Slot:** Ring 125,000 gp
**Property:** Add 1 square to the maximum distance of any teleport you make.
**Power (Daily ✦ Teleportation):** No Action. Use this power when an attack drops you to 0 hit points or fewer. Teleport 20 squares.
If you've reached at least one milestone today, you also stabilize. You don't make death saving throws unless you take more damage.

### Ring of Elemental Mastery — Level 28

*Forged from elemental air, earth, fire, and water, this ring gives its wearer the durability to withstand the harshest climates and to bypass the toughest resistances.*

**Item Slot:** Ring 2,125,000 gp
**Property:** You do not need to breathe. Also, you and your equipment suffer no ill effects from precipitation, high pressure, and ambient temperatures between -50 and 140 degrees Fahrenheit.
**Power (Encounter):** Minor Action. Choose one of the following damage types: acid, cold, fire, or lightning. Until the end of the encounter, your attacks ignore 5 resistance of that type.
If you've reached at least one milestone today, your attacks ignore resistance of the chosen type.

# Waist Slot Items

Waist items provide the durability necessary to survive travel within the planes.

**WAIST SLOT ITEMS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 10 | Cincture of the githzerai | 5,000 |

### Cincture of the Githzerai — Level 10

*This rope cord is woven to enhance the ability of the mind to lend strength to the body.*

**Item Slot:** Waist 5,000 gp
**Power (Daily):** Immediate Interrupt. Use this power when an attack would hit your Fortitude defense. Use your Will defense in place of your Fortitude defense against the attack.

# Wondrous Items

The diverse assortment of wondrous items related to the planes can provide utilitarian benefits to aid virtually any planar traveler.

**WONDROUS ITEMS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 8 | Lodestone of the planes | 3,400 |
| 13 | Sextant of the planes | 17,000 |
| 16 | Folding Astral skiff | 45,000 |
| 21 | Manual of the planes | 225,000 |
| 23 | Instant portal | 425,000 |
| 30 | Cubic portal | 3,125,000 |

## Cubic Portal — Level 30

*This fist-sized cube is cut from solid carnelian, and each face contains a stylized glyph that corresponds to a specific planar location.*

**Wondrous Item** 3,125,000 gp

**Power (Daily ✦ Teleportation):** Minor Action. Depressing one side of the cubic portal opens a portal in an unoccupied square up to 3 squares away from you. The portal remains open until the end of your next turn and leads to a permanent teleportation circle in another location. Any creature entering the square occupied by the portal is teleported to that destination.

Each side of the cube opens a portal to a different permanent teleportation circle, which is determined at the cubic portal's creation. The portals are misty, restricting vision to 5 squares into the destination. Until the portal closes, creatures can move freely between portal and teleportation circle.

*Sustain Minor.* The portal remains open until the end of your next turn.

## Instant Portal — Level 23

*Shattering this glass marble against a hard surface releases the short-lived portal within.*

**Wondrous Item** 425,000 gp

**Power (Consumable ✦ Teleportation):** Minor Action. You create a portal in an adjacent square. The portal leads to a destination determined when the item was created. The portal remains open for 5 rounds, closing at the end of your turn on the fifth round.

The portal is misty, restricting vision to 5 squares into the destination. Until the portal closes, creatures can move freely between the portal and the location to which its connected.

## Loadstone of the Planes — Level 8

*This arrow-shaped piece of magnetite bound in electrum whirls in the air, directing you to a portal you're looking for.*

Wondrous Item 3,400 gp

**Power (Daily):** Special. Use this power during a short or an extended rest only. You learn the direction and rough distance to the nearest portal connected to a plane of your choice.

## Manual of the Planes — Level 21

*The pages of this tome display complex diagrams of planar destinations and provide insight into the portals connecting various locations within the planes.*

**Wondrous Item** 225,000 gp

**Property:** You can use the Analyze Portal ritual as if you have the Ritual Caster feat and are of the appropriate level. The ritual's component cost is halved, and it takes half the time to complete the ritual. You gain a +4 item bonus to Arcana checks to perform the ritual.

**Power (Daily):** Standard Action. Change the destination of an open portal to any other destination, as long as you know the sigil sequence of the new destination. The portal resets to its normal destination after 1 minute.

## Sextant of the Planes — Level 13

*This small brass sphere unfolds to reveal a collection of crystal lenses, levers, and dials that provide guidance to nearby portals.*

**Wondrous Item** 17,000 gp

**Property:** You can use the Plane Shift ritual as if you have the Ritual Caster feat and are of the appropriate level. When you perform the Plane Shift ritual, the component cost is halved, and it takes half the time to complete the ritual. You gain a +4 item bonus on the ritual's Arcana check.

**Powers (Daily):** Special. Use this power only during a short or an extended rest. You learn the direction and distance to a fixed location that you have previously visited.

## Folding Astral Skiff — Level 16

*This small metallic cube expands into a full-sized astral skiff.*

**Wondrous Item** 45,000 gp

**Power (Daily):** Standard Action. The cube unfolds into a full-sized *astral skiff* (see "Vehicles" below). The cube unfolds only if there is enough unoccupied space to contain the skiff.

**Power (At-Will):** Standard Action. The *astral skiff* collapses into a cube. You cannot use this power while creatures or objects (not including objects normally contained in the skiff) occupy the *astral skiff*.

ZOLTAN BOROS & GABOR SZIKSZAI

# Vehicles

Traveling in the planes can be an endeavor, but fortunately for adventurers, a number of planar vessels exist to help expedite their travels. The vehicles here use the vehicle rules described in *Adventurer's Vault*.

## Astral Skiff

Gargantuan vehicle
**HP** 250 **Space** 2 squares by 4 squares **Cost** 13,000 gp
**AC** 4; **Fortitude** 20, **Reflex** 2
**Speed** fly 12 (hover), overland flight 15

**Pilot**
The pilot must stand at a control wheel, typically at the rear of the *astral skiff*.

**Crew**
In addition to the pilot, an *astral skiff* requires a crew of three, all of whom use a standard action each round to control the skiff. Reduce the skiff's fly speed by 4 squares for each missing crew member. At fly speed 0, the *astral skiff* sails out of control.

**Load**
Ten Medium creatures; one ton of cargo.

**Out of Control**
An out-of-control *astral skiff* moves forward at half speed (not including any modifiers for its astral sails).

**Astral Attunement**
The *astral skiff* functions only in the Astral Sea.

**Fragile Propulsion**
For every 25 damage the *astral skiff* takes, its speed is reduced by 2 squares. At fly speed 0, the ship comes to a stop.

## Planar Dromond

Gargantuan vehicle
**HP** 500 **Space** 4 squares by 10 squares **Cost** 1,125,000 gp
**AC** 3; **Fortitude** 20, **Reflex** 2
**Speed** swim 5

**Pilot**
The pilot must stand at a control wheel, typically at the rear of the dromond.

**Crew**
In addition to the pilot, a *planar dromond* requires a crew of fifteen, all of whom use a standard action each round to control the vessel. Reduce the dromond's swim speed by 2 squares for every 5 missing crew members. At swim speed 0, the dromond sails out of control.

**Load**
Fifty Medium creatures; two hundred tons of cargo.

**Out of Control**
An out-of-control *planar dromond* moves forward at half speed (not including any modifiers for its sails).

**Sails**
The *planar dromond* takes a penalty or bonus to its swim speed from –4 to +4 depending on the strength and direction of the wind.

**Runekeel (Navigation Focus)**
This ship is built on a runekeel, which is the navigation focus for the Plane Shift ritual. When traveling to other planes using that ritual, a *planar dromond* must move from one large body of water (or other liquid) to another.

## Spelljammer

Gargantuan Vehicle
**HP** 500 **Space** 4 squares by 8 squares **Cost** 3,125,000 gp
**AC** 3; **Fortitude** 20, **Reflex** 2
**Speed** fly 12 (hover), overland flight 15

**Pilot**
The pilot must sit at the spelljammer helm, typically at the rear of the spelljammer.

**Crew**
In addition to the pilot, a spelljammer requires a crew of five, all of whom use a standard action each round to help control the vessel. Reduce the spelljammer's fly speed by 4 squares for each missing crew member. At fly speed 0, the spelljammer is unable to travel and flies out of control.

**Load**
Thirty Medium creatures; forty tons of cargo.

**Out of Control**
An out-of-control spelljammer moves forward at half speed (not including any modifiers for its sails). Each round, it has 75% chance of descending. It descends 5 squares for the first 10 rounds it's out of control. After 10 rounds, it descends 10 squares per round. An out-of-control *spelljammer* that hits the ground after descending more than 20 squares is destroyed.

**Sails**
The *spelljammer* takes a penalty or bonus to its fly speed from –4 to +4 depending on the strength and direction of the wind.

**Spelljammer Helm (Navigation Focus)**
This vehicle is equipped with a spelljamming helm, which is the navigation focus for the Plane Shift ritual.

## About the Authors

Richard Baker is a senior designer at Wizards of the Coast, Inc, a *New York Times* best-selling novelist, and co-author of *Dungeons & Dragons 4th Edition for Dummies* (published by Wiley Press).

John Rogers is a professional writer who has worked in a variety of media, including movies (*Transformers*), TV (*Eureka, Global Frequency, Cosby*), and comic books (*Blue Beetle*). His latest writing effort is *Leverage*, a new TV series debuting on TNT in December 2008. Read his blog at http://kfmonkey.blogspot.com.

Robert J. Schwalb is a freelance game designer who previous credits include *Draconomicon™: Chromatic Dragons* and the *Forgotten Realms® Player's Guide*.

James Wyatt is a lead designer at Wizards of the Coast and an Origins Award-winning game designer, as well as a part-time novelist.

# SHARE YOUR ADVENTURES. SHAPE YOUR WORLD.

Explore Faerûn with a band of adventurers gathered from around the globe and make a *real* impact on the world of Toril.

The RPGA's Living Forgotten Realms campaign offers dozens of official D&D® adventures every year—adventures that will help guide how the Realms will continue to evolve.

And best of all, you can do it wherever you play D&D—at home, your favorite game store, conventions—anywhere.

**GET MORE INFORMATION AT: WIZARDS.COM/RPGA**

DUNGEONS & DRAGONS®
LIVING FORGOTTEN REALMS

RPGA NETWORK

All trademarks are property of Wizards of the Coast, Inc
©2008 Wizards.

# Adventure Beckons Through Planar Portals

Beyond the mortal world awaits great peril, power, and adventure. Welcome to the planes! With this book, you can explore the magical realms of the Feywild, the haunted lands of the Shadowfell, the divine dominions of the Astral Sea, and the savage maelstrom of the Elemental Chaos and the Abyss. Every plane offers unique adventuring locations filled with unparalleled dangers and fantastic features.

This supplement for the Dungeons & Dragons® Roleplaying Game explores the planes of existence, including the Feywild, the Shadowfell, the Astral Sea, and the Elemental Chaos. In addition to planar monsters and hazards for Dungeon Masters, this book features new paragon paths, feats, rituals, and magic items for players looking for an edge when adventuring in the planes.

For use with these 4th Edition Dungeons & Dragons® core products:

*Player's Handbook®* *Dungeon Master's Guide®*
*Monster Manual®*
*D&D® Miniatures*
*D&D™ Dungeon Tiles*

GET MORE AT D&D INSIDER™ www.dndinsider.com

d20 SYSTEM™

Wizards

ISBN: 978-0-7869-5002-7
52995
9 780786 950027 EAN
Sug. Retail: **U.S. $29.95** CAN $34.00
Printed in the U.S.A. **218937200**

# Dungeons & Dragons®

## Martial Power™

Options for Fighters, Rangers, Rogues, and Warlords

ROLEPLAYING GAME SUPPLEMENT

Rob Heinsoo • David Noonan • Robert J. Schwalb • Chris Sims

# Dungeons & Dragons®

# Martial Power™

ROLEPLAYING GAME SUPPLEMENT

Rob Heinsoo • David Noonan • Chris Sims • Robert J. Schwalb

# CREDITS


Design
**Rob Heinsoo (lead), David Noonan, Chris Sims, Robert J. Schwalb**

Additional Design
**Andy Collins, Nicolas Logue, Rodney Thompson**

Development
**Stephen Radney-MacFarland (lead), Stephen Schubert, Peter Schaefer**

Editing
**Jeremy Crawford (lead), M. Alexander Jurkat, Gwendolyn F.M. Kestrel**

Managing Editing
**Kim Mohan**

Director of R&D, Roleplaying Games/Book Publishing
**Bill Slavicsek**

D&D Story Design and Development Manager
**Christopher Perkins**

D&D System Design and Development Manager
**Andy Collins**

Art Director
**Ryan Sansaver**

*Special thanks to Brandon Daggerhart, keeper of Shadowfell*

Cover Illustration
**William O'Connor**

Graphic Designer
**Emi Tanji**

Interior Illustrations
**Steve Belledin, Leonardo Borazio, Steve Ellis, Wayne England, Jason A. Engle, Gonzalo Flores, Adam Gillespie, Brian Hagan, Jeremy Jarvis, Ron Lemen, Wes Louie, Howard Lyon, Lee Moyer, Lucio Parrillo, Jim Pavelec, Steve Prescott, Vincent Proce, Ron Spears, Ron Spencer, Stephen Tappin, Mark Tedin, Beth Trott, Ben Wootten**

Publishing Production Specialist
**Erin Dorries**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Sven Bolen**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).

620-21789720-001 EN
9 8 7 6 5 4 3 2 1
First Printing: October 2008
ISBN: 978-0-7869-4981-6

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
't Hofveld 6D
1702 Groot-Bijgaarden
Belgium
+32 2 467 3360



Dungeons & Dragons, D&D, d20, d20 System, Wizards of the Coast, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *Martial Power*, Forgotten Realms, *Inn Fighting*, *Scepter Tower of Spellgard*, *Three-Dragon Ante*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All Wizards characters, character names, and the distinctive likenesses thereof are property of Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2008 Wizards of the Coast, Inc.


VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

# Introduction

Armor and shield, blade and bow, stealth and cunning, tactics and command—all of these are the tools of a warrior. One warrior might favor some of these assets over others, depending on training and inclination. All legendary warriors develop martial power to such an extent that their abilities are the equal of magical abilities. Such warriors are always looking for an edge or a technique that exemplifies their manner of fighting.

That's what you'll find in this book.

It's a manual of mighty deeds and wily tricks. In its pages are new ways to build a martial character, along with new options to fill out your role as a fighter, a ranger, a rogue, or a warlord. Members of nonmartial classes might find an appropriate multiclass feat in these pages, but everything else is for martial characters. It is intended to expand your martial horizons in the game.

## Using This Book

As you can see by the table of contents, *Martial Power* is organized by class. Whether you have a character of a certain class or you want to make a character of that class, all you have to do is consult the proper chapter for new builds, class features, powers, and paragon paths. The final chapter of the book contains nearly two hundred new feats to hone your martial talents and ten new epic destinies for martial characters.

Use the *Martial Power*™ supplement to start playing a new character with a new build, to pick powers that better define your existing character, or to evolve your character with specific feats, such as those that have racial and class prerequisites. The paragon paths introduced here might allow you to fully express the style you always intended your character to have.

## Reimagining Your Character

It happens. You've played your martial character a while, and suddenly *Martial Power* shows up, offering many new possibilities—options you might have picked if you had known about them earlier.

Don't despair; you have a few choices. Retraining rules (see page 28 of the *Player's Handbook*®) make tapping into *Martial Power* easy. If retraining won't do the trick quickly enough, talk to your DM and your fellow players about reworking your character along the lines *Martial Power* provides. Chances are you can overhaul your PC to match your desires without doing any harm to the campaign. Your DM might even have a way to make the change a part of the story. If doing that ultimately proves too difficult, a dramatic exit for the older character could make way for a new one.

# Contents


1: Fighter ..... 4
New Fighter Builds ..... 6
New Class Features ..... 6
New Fighter Powers ..... 7
New Paragon Paths ..... 24

2: Ranger ..... 36
New Ranger Build ..... 38
New Class Feature ..... 38
Beast Categories ..... 39
New Ranger Powers ..... 42
New Paragon Paths ..... 58

3: Rogue ..... 70
New Rogue Builds ..... 72
New Class Feature ..... 72
New Rogue Powers ..... 73
New Paragon Paths ..... 88

4: Warlord ..... 100
New Warlord Builds ..... 102
New Class Features ..... 102
New Warlord Powers ..... 103
New Paragon Paths ..... 118

5: Martial Options ..... 130
New Feats ..... 132
Heroic Tier Feats ..... 132
Paragon Tier Feats ..... 140
Epic Tier Feats ..... 145
Multiclass Feats ..... 149
Epic Destinies ..... 150
Adamantine Soldier ..... 150
Beastlord ..... 151
Dark Wanderer ..... 152
Eternal Defender ..... 153
Godhunter ..... 154
Legendary General ..... 155
Martial Archetype ..... 156
Perfect Assassin ..... 156
Undying Warrior ..... 157
Warmaster ..... 158

CHAPTER 1

# Fighter

GONZALO FLORES

***"Battle line? Formation? Listen—I came here to kill whatever comes at us, not to march in a parade. I'll keep you alive by makin' the bad guys dead. Got me?"***

A FIGHTER can use training and talent to be a good defender. Doing so is the typical soldier's path. But not all fighters follow that path. Maybe you channel your indignation and bloodlust such that you defy your adversaries despite blows that land solidly. Or maybe you take up two weapons and focus on audacious assaults. In these ways, a good offense makes for solid defense.

Specialized techniques aren't the sole purview of unorthodox fighters, however. Combat systems are as numerous as weapons and the individual warriors who use them. Concentration on a weapon or a style can make your path clear, since certain exploits lend themselves to particular ways of fighting.

Whether you're a scale-clad, sword-and-board trooper; a tattooed, axe-wielding savage; a dual-wielding warrior who moves the battle line from moment to moment; or another sort of fighter, this chapter is for you. It contains the following material.

- **New Fighter Builds:** The battlerager and the tempest present different styles of combat that protect your allies while laying your enemies low.
- **New Class Features:** Two alternative choices give you the opportunity to focus your fighter even more sharply on one of the new builds.
- **New Fighter Powers:** Bring fear of your weapon prowess to your foes in new ways, including exploits that make your basic attacks and charges more dangerous.
- **New Paragon Paths:** Your particular road to glory can be represented by one of a dozen new paragon paths, each with its own flair.

GONZALO
FLORES

# NEW FIGHTER BUILDS

To supplement the fighter builds described in the *Player's Handbook*, this chapter presents two additional groups of fighters who use different styles of melee combat: the battlerager and the tempest.

## Battlerager Fighter

You're an unpredictable warrior who trusts the adrenaline rush of battle to pull you through as much as heavy armor does. Few aspects of life give you the charge that being in the heat of battle does, and you build up a fury when your enemies manage to hurt you. You thrive on taking it to those foes by wielding highly damaging weapons such as axes, maces, hammers, and picks. Strength is your focus, allowing you to make powerful attacks. You rely on Constitution to give weight to your attacks and to keep you in the fight. Like any other soldier, you count on brutal instinct to help you win the day, so Wisdom is important to you as well. The Battlerager Vigor class feature is designed to complement this build.

**Suggested Feat:** Power Attack (Human feat: Durable)

**Suggested Skills:** Athletics, Endurance, Intimidate

**Suggested At-Will Powers:** *brash strike,* crushing surge**

**Suggested Encounter Power:** *bell ringer**

**Suggested Daily Power:** *knee breaker**

*New option presented in this book

## Tempest Fighter

Rather than a shield or a big weapon, you have specialized in fighting using a weapon in each hand. You see it as the best of both worlds—given the right training, you can deliver good damage and make up for the lack of a shield with deft parrying. Strength remains any soldier's bread and butter, and good battlefield awareness—Wisdom—is a must. You also rely on speed, maneuverability, and agility—Dexterity—to get your dirty work done. Constitution is a tertiary ability for you, granting useful staying power against foes not so easily fooled by your fancy footwork and feints. The Tempest Technique class feature is designed to complement this build.

**Suggested Feat:** Two-Weapon Fighting (Human feat: Human Perseverance)

**Suggested Skills:** Athletics, Intimidate, Streetwise

**Suggested At-Will Powers:** *dual strike,* footwork lure**

**Suggested Encounter Power:** *funneling flurry**

**Suggested Daily Power:** *tempest dance**

*New option presented in this book

# NEW CLASS FEATURES

These fighter class features are available to any fighter who wishes to explore a different area of expertise. You can select one of the following features in place of the Fighter Weapon Talent class feature.

### Battlerager Vigor

Each time an enemy hits you with a melee or a close attack, you gain temporary hit points equal to your Constitution modifier (after the attack is resolved).

When you gain temporary hit points by hitting with an attack that has the invigorating keyword, those temporary hit points stack with any other temporary hit points you already have.

When wearing light armor or chainmail, you gain a +1 bonus to damage rolls with melee and close weapon attacks whenever you have temporary hit points. This bonus increases to +2 if you're wielding an axe, a hammer, a mace, or a pick.

BRIAN HAGAN

### Tempest Technique

When you wield two melee weapons, you gain a +1 bonus to attack rolls with weapons that have the off-hand property.

You gain Two-Weapon Defense as a bonus feat, even if you don't meet the prerequisites.

When wearing light armor or chainmail, you gain a +1 bonus to damage rolls with melee and close weapon attacks when you are wielding two weapons. This bonus increases to +2 with weapons that have the off-hand property.

# NEW FIGHTER POWERS

The tempest fighter and the battlerager fighter center on these powers. Fighters of any stripe can find powers here to their liking, however.

## New Keywords

Some of the powers in this chapter use these new keywords.

**Invigorating:** If you are trained in the Endurance skill, you gain temporary hit points equal to your Constitution modifier when you hit with a power that has this keyword. No invigorating power grants temporary hit points more than once per turn, even if you hit more than once with the power or use more than one power with the invigorating keyword in a round.

**Rattling:** If you are trained in Intimidate and you deal damage with an attack that has this keyword, the target takes a -2 penalty to attack rolls until the end of your next turn. A creature immune to fear is not subject to this penalty.

## Level 1 At-Will Exploits

**Brash Strike** Fighter Attack 1

*With a battle cry, you throw your whole body behind your attack.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength + 2 vs. AC
**Hit:** 1[W] + Strength modifier damage.
Increase damage to 2[W] + Strength modifier at 21st level.
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier.
**Effect:** You grant combat advantage to the target until the start of your next turn.

**Crushing Surge** Fighter Attack 1

*The feel of your weapon crunching against the enemy puts your heart back in the fight.*

**At-Will ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
Increase damage to 2[W] + Strength modifier at 21st level.

**Dual Strike** Fighter Attack 1

*You lash out quickly and follow up faster, delivering two small wounds.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. AC (main weapon and off-hand weapon), two attacks
**Hit:** 1[W] damage per attack.
Increase damage to 2[W] per attack at 21st level.

**Footwork Lure** Fighter Attack 1

*You press the attack, engaging your enemy before falling back and drawing him after you.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage. You can shift 1 square and slide the target into the space you left.

## Level 1 Encounter Exploits

**Bell Ringer** Fighter Attack 1

*You smash your weapon into your enemy, jarring his vitals.*

**Encounter ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** The target is dazed until the end of your next turn.
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals damage equal to your Constitution modifier.

### Build and Attitude

How does your fighter character's build affect his or her personality? It's easy to imagine a guardian fighter as a disciplined soldier, focused on tactics that keep his companions safe. A battlerager fighter, though, might be more like a rampaging juggernaut, rushing at the foe with little thought for anyone's safety. Tempest fighters and great weapon fighters might fall between those two extremes.

### Distracting Spate — Fighter Attack 1

*Your flurry of feints and strikes leaves your foe's defenses unsteady.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target grants combat advantage to you until the end of your next turn.
**Weapon:** If you're wielding two melee weapons, the attack deals extra damage equal to your Dexterity modifier.

### Funneling Flurry — Fighter Attack 1

*With snakelike strikes, you force two of your enemies to move where you want them.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Targets:** Two creatures
**Attack:** Strength vs. AC (main weapon and off-hand weapon), one attack per target
**Hit:** 1[W] + Strength modifier damage, and you slide the target 1 square.

### Insightful Strike — Fighter Attack 1

*Your opponent is showing weakness, and your shrewdness allows you to exploit it.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. If the target is bloodied, the attack deals extra damage equal to your Wisdom modifier.

### Lunging Strike — Fighter Attack 1

*You lunge at a foe that thought it was beyond your reach.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon + 1 reach
**Target:** One creature
**Attack:** Strength - 1 vs. AC
**Hit:** 2[W] + Strength modifier damage.

## DRAGONBORN FIGHTERS

With their naturally high Strength, dragonborn make excellent great weapon fighters or battleragers, putting that physical power to good use with two-handed swords or axes. Like Harann (described in the *Player's Handbook*), many dragonborn fighters strive to achieve mastery of a weapon as they seek the perfection of their spirits. The inner dragon paragon path (page 29) represents a dragonborn fighter who taps into the power of the dragon within.

### Shield Bash — Fighter Attack 1

*You knock your adversary off balance with your shield and follow up with a strike.*

**Encounter ✦ Martial**
**Standard Action** **Melee** 1
**Requirement:** You must be using a shield.
**Target:** One creature
**Attack:** Strength + 2 vs. Reflex
**Hit:** 1d10 + Strength modifier damage, and you push the target 1 square and knock it prone.
**Special:** If you are a dwarf, the attack deals extra damage equal to your Wisdom modifier.
**Special:** When charging, you can use this power in place of a melee basic attack.

# LEVEL 1 DAILY EXPLOITS

### Flanking Assault — Fighter Attack 1

*The presence of so many enemies overwhelms your foe, giving you the opportunity to land a vicious attack.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature you're flanking
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. For each ally adjacent to the target, the attack deals extra damage equal to your Dexterity modifier.
**Miss:** Half damage.

### Harrier's Ploy — Fighter Attack 1

*Your forceful attack promises your foe a pursuit that can end only when one of you is victorious.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Effect:** Until the end of the encounter, if the target moves, you can shift a number of squares equal to your Dexterity modifier as an immediate reaction.

## DWARF FIGHTERS

Although they're not as strong as dragonborn, dwarves combine high Constitution and high Wisdom to make excellent fighters. Like most dwarves, dwarf fighters favor axes and hammers—partly for cultural reasons and partly because those weapons let them put their Constitution to good use for extra damage. Dwarves have a strong tradition of guardian fighters, and the dwarven defender paragon path (page 27) is the pinnacle of that tradition.

### Knee Breaker — Fighter Attack 1

*By smashing into your opponent's legs, you make even the thought of moving painful for him.*

**Daily ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier.
**Miss:** Half damage, and the target is not slowed or immobilized.

### Lasting Threat — Fighter Attack 1

*Following up your challenge with a solid attack, you force your enemy to engage you.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is marked until the end of the encounter or until you are knocked unconscious. No mark can supersede this one.

### Tempest Dance — Fighter Attack 1

*You lunge from enemy to enemy, giving each a taste of your weapon as you pass.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.
**Effect:** You can shift 1 square and repeat the attack against a second target. You can then shift 1 square and repeat the attack against a third target.

## Level 2 Utility Exploits

### Create Opening — Fighter Utility 2

*You draw your enemy's attention, allowing an ally to slip away.*

**Encounter ✦ Martial**
**Minor Action** **Melee** 1
**Target:** One creature
**Effect:** The target is marked until the end of your next turn. The target can then make a melee basic attack against you as a free action, with a -2 penalty to the attack roll. One ally adjacent to the target can shift its speed as a free action.

BRIAN HAGAN

### Defensive Stance — Fighter Utility 2

*Dropping into a cautious stance, you maneuver around your opponent's attacks to get into position.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you are slowed and gain a +2 power bonus to AC. Whenever an enemy misses you with a melee attack, you can shift 1 square as an immediate reaction. You can end this stance as a free action.

### Pass Forward — Fighter Utility 2

*With perfect timing, you slip by your foe without dropping your guard.*

**At-Will ✦ Martial**
**Move Action** **Personal**
**Effect:** You pick an adjacent enemy and move up to your speed. As long as you end this movement in a square adjacent to that enemy, your movement does not provoke opportunity attacks from that enemy.

### Shielded Sides — Fighter Utility 2

*You whirl with your shield, concentrating on closing any holes in your defenses.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Requirement:** You must be using a shield.
**Effect:** Until the end of your next turn, you gain a +2 power bonus to AC and Reflex and do not grant combat advantage to creatures flanking you.

### Shrewd Repositioning — Fighter Utility 2

*An enemy's attack lands, but you spot a way to better your tactics.*

**Encounter ✦ Martial**
**Immediate Reaction** **Personal**
**Trigger:** You are hit by an attack
**Effect:** You can shift a number of squares equal to your Wisdom modifier.

## Level 3 Encounter Exploits

### Advance Lunge — Fighter Attack 3

*You spring forward to make a quick attack.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you can shift 1 square.
**Weapon:** If you're wielding a light blade or a spear, you can either shift 2 squares before the attack or shift 1 square before and 1 square after.
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.

### Blinding Smash — Fighter Attack 3

*A sharp blow leaves your enemy seeing only stars.*

**Encounter ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** The target is blinded until the end of your next turn.
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals damage equal to your Constitution modifier.

### Parry and Riposte — Fighter Attack 3

*You parry an attack and quickly counter with your own, throwing your foe off balance.*

**Encounter ✦ Martial, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy misses you or an ally with a melee attack
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target grants combat advantage to you and your allies until the end of your next turn.

### Probing Attack — Fighter Attack 3

*With a careful strike, you find a weak spot in your enemy's defenses.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 1[W] + Strength modifier damage, and you gain a +4 power bonus to attack rolls against the target until the end of your next turn.
**Special:** When making an opportunity attack, you can use this power in place of a melee basic attack.

### Rhino Strike — Fighter Attack 3

*Rushing into the thick of battle, you smash your foes with your eager attack.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must charge and use this power in place of a melee basic attack. If you're using a shield, the movement during your charge does not provoke opportunity attacks.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.

### Shield Slam — Fighter Attack 3

*You follow up a successful attack by slamming your shield into the enemy, knocking him aside.*

**Encounter ✦ Martial**
**Free Action** **Melee** 1
**Trigger:** You hit an enemy with a melee attack
**Requirement:** You must be using a shield.
**Target:** The triggering enemy
**Attack:** Strength + 2 vs. Fortitude
**Hit:** You push the target 1 square and knock it prone.

# Level 5 Daily Exploits

### Agonizing Assault — Fighter Attack 5

*Your attack hits your adversary in a sensitive area, causing it to reel in pain.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is dazed and immobilized (save ends both).
**Weapon:** If you're wielding a flail, the attack deals extra damage equal to your Dexterity modifier.
**Miss:** Half damage, and the target is not dazed or immobilized.

### Bedeviling Assault — Fighter Attack 5

*While your ally distracts your opponent, you land yet another blow.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** Until the end of the encounter, once per round when an ally hits the target with a melee attack, you can make a melee basic attack with combat advantage against the target as a free action.

### Cometfall Charge — Fighter Attack 5

*You leap through the air toward your foe, landing with a resounding crunch.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Prerequisite:** You must be trained in Athletics.
**Requirement:** You must charge and use this power in place of a melee basic attack.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier + Constitution modifier damage.
**Miss:** Half damage.

### Hounding Longarm — Fighter Attack 5

*With a sharp jab, you shove your enemy backward, continuing to guard against him with your polearm.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a reach weapon.
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage, and you push the target 1 square.
**Special:** If you are an eladrin, the attack deals extra damage equal to your Dexterity modifier.
**Effect:** Until the end of the encounter, each time the target shifts or makes an attack that doesn't include you as a target, you can shift 1 square and make a melee basic attack against the target as an immediate interrupt.

### Pinning Smash — Fighter Attack 5

*You pummel your opponent, knocking him to his knees. You then hold him down.*

**Daily ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target is immobilized until you are not adjacent to it.
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier.
**Miss:** Half damage, and the target is immobilized until the end of your next turn.

### Subtle Cut — Fighter Attack 5

*You deftly maneuver to precisely slash your foe, drawing its blood and slowing it with suffering.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** The target is slowed and takes ongoing damage equal to 10 + your Dexterity modifier (save ends both).
**Miss:** The target takes ongoing damage equal to your Dexterity modifier (save ends).
**Effect:** Before and after the attack, you can shift 1 square.

# Level 6 Utility Exploits

### Agile Approach — Fighter Utility 6

*You make a quick shift to a better position.*

**Encounter ✦ Martial**
**Move Action** **Personal**
**Effect:** You can shift 2 squares and must end adjacent to an enemy. If you aren't wearing heavy armor, you can shift 3 squares.

### Rock Steady — Fighter Utility 6

*You sink your center of gravity into the ground below you and grit your teeth. You are going nowhere.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you cannot be knocked prone, and if you are subject to a pull, a push, or a slide, you can reduce the forced movement by 1 square.

### Settling the Score — Fighter Utility 6

*When the attack hits you, you decide then and there to take your enemy out.*

**Daily ✦ Martial**
**Immediate Reaction** **Personal**
**Trigger:** An enemy hits you with an attack
**Effect:** You gain a +2 power bonus to attack rolls against the triggering enemy until the end of the encounter.

### Strong Focus — Fighter Utility 6

*Concentration improves your ability to accomplish feats of strength.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you gain a power bonus to Athletics checks and Strength ability checks equal to your Wisdom modifier.

### Vigilant Protector — Fighter Utility 6

*You sweep your shield out to give your allies protection.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Requirement:** You must be using a shield.
**Effect:** Until the stance ends, you take a –1 penalty to AC and Reflex, but each ally gains a +2 power bonus to AC and Reflex while adjacent to you.
**Special:** If you are a dragonborn, your adjacent allies instead gain a +3 power bonus to AC and Reflex.

## Level 7 Encounter Exploits

### Hampering Flurry — Fighter Attack 7

*Using both weapons, you attack your opponent's legs and hinder him with painful wounds.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. AC (main weapon and off-hand weapon), two attacks
**Hit:** 1[W] + Strength modifier damage per attack, and the target is slowed until the end of your next turn. If both attacks hit, the second attack deals extra damage equal to your Dexterity modifier.

### Not So Fast — Fighter Attack 7

*Your adversary tries to slip away, but you sneak your weapon inside and keep him right where you want him.*

**Encounter ✦ Martial, Weapon**
**Immediate Interrupt** **Melee** 1
**Trigger:** An adjacent enemy moves away from you
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target is slowed until the end of its next turn.
**Weapon:** If you're wielding a flail or a pick, the target is also immobilized until the end of its next turn.

### Savage Parry — Fighter Attack 7

*With predatory speed, you violently parry, extorting pain as the penalty for your foe's impudent attack.*

**Encounter ✦ Invigorating, Martial, Weapon**
**Immediate Interrupt** **Melee** weapon
**Trigger:** An enemy hits an ally with a melee attack
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** Strength modifier damage, and the ally takes only half damage from the triggering attack.
**Weapon:** If you're wielding an axe, a hammer, or a mace, your attack deals extra damage equal to your Constitution modifier.

### Stay Down — Fighter Attack 7

*You're not above hitting someone who's down.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. If the target is prone, the attack deals extra damage equal to your Dexterity modifier, and the target can't stand up until the end of your next turn.

### Trip Up — Fighter Attack 7

*You tangle your enemy's feet with your weapon.*

**Encounter ✦ Martial, Weapon**
**Free Action** **Melee** weapon
**Trigger:** You hit an enemy with a melee basic attack
**Target:** The triggering enemy
**Attack:** Strength vs. Reflex
**Hit:** 1[W] + Strength modifier damage, and the target is slowed until the end of your next turn.
**Weapon:** If you're wielding a polearm or a spear, you can knock the target prone instead of slowing it.

### Twofold Torment — Fighter Attack 7

*Your carefully aimed slashes send two foes reeling away in agony.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Targets:** Two creatures
**Attack:** Strength vs. AC (main weapon and off-hand weapon), one attack per target
**Hit:** 1[W] + Strength modifier damage, and you push the target a number of squares equal to 1 + your Dexterity modifier. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.

## Eladrin Fighters

Eladrin value the skill of swordplay almost as much as the arcane arts, and an eladrin fighter armed with a slim rapier can be a deadly enemy. With their innately high Dexterity, eladrin fighters favor heavy blades, light blades, and, to a lesser extent, spears. Many eladrin fighters learn a scattering of arcane powers with multiclass feats; *thunder wave* is a popular choice because of its ability to mark multiple targets.

# Level 9 Daily Exploits

### Fighter's Recovery — Fighter Attack 9

*As you swing, you use your momentum to steady and center yourself, gaining vigor for the fight to come.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Effect:** If you have used all your encounter attack powers, you regain the use of a fighter encounter attack power you have used during this encounter.

### Jackal Strike — Fighter Attack 9

*Sensing your opponent's flagging strength, you move in for the kill.*

**Daily ✦ Martial, Reliable, Weapon**
**Free Action** **Melee** weapon
**Trigger:** An enemy marked by you becomes bloodied
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.

### Pestering Wound — Fighter Attack 9

*The injury caused by your attack tears open when your foe tries to maneuver.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and if the target moves before the end of your next turn, it takes extra damage equal to your Strength modifier.
**Weapon:** If you're wielding a pick, the extra damage instead equals your Strength modifier + your Constitution modifier.

### Piquing Dare — Fighter Attack 9

*With a precise and provoking blow, you mark your foe and defy him to ignore you on pain of further attack.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.
**Effect:** The target is marked (save ends). If the target does not attack you on its turn while it is marked by this power, you can either make a melee basic attack against it or shift 1 square closer to it as a free action.

### Stop Thrust — Fighter Attack 9

*As the enemy moves to attack, you respond by rapidly advancing and striking.*

**Daily ✦ Martial, Reliable, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy enters a square within 2 squares of you
**Target:** The triggering enemy
**Effect:** Before the attack, you can shift 2 squares.
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target is immobilized until the start of your next turn.
**Special:** If the target moved as part of a charge, it can attack you instead of the original target of its charge.

### Terrifying Impact — Fighter Attack 9

*Giving an exultant battle cry, you pulverize an opponent and put the fear of impending doom in nearby foes.*

**Daily ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Weapon:** If you're wielding an axe, a hammer, or a mace, the primary attack deals extra damage equal to our Constitution modifier.
**Effect:** Make a secondary attack, which has the fear keyword.
**Secondary Target:** Each enemy within 3 squares of the primary target
**Secondary Attack:** Constitution vs. Will
**Hit:** You push the target 1 square.

## Elf Fighters

Like eladrin, elf fighters favor heavy blades and light blades to make the best use of their Dexterity. Their high Wisdom also helps them maintain control over their opponents. Many elf fighters learn one or two ranger powers in order to gain effective ranged attacks.

BRIAN HAGAN

# Level 10 Utility Exploits

### Defensive Resurgence — Fighter Utility 10

*You buck up under the pressure and redouble your defensive efforts.*

**Daily ✦ Healing, Martial**
**Minor Action** **Personal**
**Effect:** You can spend a healing surge. Until the start of your next turn, you gain a bonus to AC equal to your Dexterity modifier.

### Hunker Down — Fighter Utility 10

*You drop into a defensive posture, raising your shield to protect yourself.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Requirement:** You must be using a shield.
**Effect:** Until the stance ends, you are slowed, but you gain cover against all attacks. You can end this stance as a free action.

### Menacing Stance — Fighter Utility 10

*You seem ready to spring at any moment, forcing marked foes to devote more attention to you.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever an enemy marked by you makes an attack that doesn't include you as a target, that enemy grants combat advantage to your allies until the start of its next turn.

### Shooter's Nemesis — Fighter Utility 10

*The fact that your enemy is too cowardly to close to melee swells your confidence.*

**Daily ✦ Healing, Martial**
**Immediate Reaction** **Personal**
**Trigger:** You are hit by a ranged attack
**Effect:** You spend a healing surge and regain additional hit points equal to twice your Wisdom modifier.

### Strength from Pain — Fighter Utility 10

*The pain of your wounds opens the floodgates to your inner strength.*

**Daily ✦ Martial**
**Minor Action** **Personal**
**Requirement:** You must be bloodied.
**Effect:** You gain a +4 power bonus to melee damage rolls, Athletics checks, and Endurance checks until the end of the encounter or until you are no longer bloodied.
**Special:** If you are a dragonborn, you instead gain a +5 power bonus.

# Level 13 Encounter Exploits

### Appalling Crunch — Fighter Attack 13

*Nearby enemies are so aghast at your remorseless attack that they see you as the most dangerous foe on the field.*

**Encounter ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and enemies adjacent to the target are marked until the end of your next turn.
**Weapon:** If you're wielding an axe, a hammer, or a mace, enemies within 2 squares of the target are marked until the end of your next turn.

### Assured Strike — Fighter Attack 13

*You pick out your foe's weak spot and drive your weapon home with surprising force.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature granting combat advantage to you
**Attack:** Strength vs. Reflex
**Hit:** 3[W] + Strength modifier damage.
**Weapon:** If you're wielding a heavy blade or a light blade, the attack deals extra damage equal to your Dexterity modifier.
**Special:** If you are a halfling, you don't need combat advantage against the target.

### Brutal Rebuke — Fighter Attack 13

*By attacking your comrade, your adversary has called down your righteous ire.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC. If the target attacked you or an ally since the end of your last turn, you gain a +2 bonus to the attack roll.
**Hit:** 2[W] + Strength modifier damage.
**Weapon:** If you're wielding a mace or a pick, the attack deals extra damage equal to your Constitution modifier.
**Special:** When making an opportunity attack, you can use this power in place of a melee basic attack.

### Crumpling Slam — Fighter Attack 13

*With a bellow and a mighty wallop, you hurl your foe backward and off her feet.*

**Encounter ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you push the target 2 squares and knock it prone.
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier.

### Dance of Blades — Fighter Attack 13

*You weave between two foes, driving them this way and that with a pair of attacks.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC (main weapon)
**Hit:** 1[W] + Strength modifier damage, and you slide the target 2 squares.
If you have combat advantage against the target, the primary attack deals extra damage equal to your Dexterity modifier.
**Effect:** You can shift 3 squares and make a secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Strength vs. AC (off-hand weapon)
**Hit:** 1[W] + Strength modifier damage, and you slide the target 2 squares.
If you have combat advantage against the secondary target, the secondary attack deals extra damage equal to your Dexterity modifier.

### Scattering Swing — Fighter Attack 13

*You whip your weapon in a wide arc, and those enemies you don't send staggering must jump out of the way.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you slide the target 1 square.
**Miss:** You push the target 1 square.

## Gods and Fighters

Bahamut and Kord are popular deities among fighters because of their influence over matters of war, while many fighters turn to Avandra as the god of adventure. Fighters who believe in the virtues of conquest often worship Bane, even if they're not actually evil. Beyond these four gods, all the deities in the pantheon count some fighters among their worshipers. Fighters who view their martial skill as an art form, including many elf and eladrin fighters, worship Corellon. Erathis is a popular civic god, often revered by soldiers. As a god of knowledge, Ioun holds appeal for fighters who study the history of warfare and strategy. Some battlerager fighters seek to mimic the fury of nature that Melora represents. Moradin is commonly revered by dwarves and any fighter who seeks to protect a community. Pelor is popular among good-aligned fighters, while the Raven Queen is a common patron for grim, bitter soldiers and mercenaries. Sehanine's doctrine of seeking one's own destiny appeals to many fighters as well.

LUCIO PARRILLO

# Level 15 Daily Exploits

### Boulder Charge — Fighter Attack 15

*You and your sweeping weapon become like a stone rolling down a mountain, crushing anyone foolish enough to stay in your path.*

**Daily ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must charge and use this power in place of a melee basic attack. While charging, you can move through enemies' squares but must end your movement in an unoccupied space.
**Targets:** One creature and each enemy whose space you move through
**Attack:** Strength vs. AC, one attack per target
**Hit:** 2[W] + Strength modifier damage, and you push the target 2 squares and knock it prone.
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier.
**Miss:** You push the target 1 square.

### Carve Initials — Fighter Attack 15

*You cut deep and leave a meaningful mark.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and the target is marked until the end of the encounter or until you are knocked unconscious. No mark can supersede this one.

### Defender's Gambit — Fighter Attack 15

*Inviting attack, you lure your enemy into letting its guard down for a counterattack.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Primary Attack:** Strength vs. Will
**Hit:** Until the end of your turn, you gain a power bonus to melee attack rolls and melee damage rolls against the target equal to your Wisdom modifier.
**Effect:** The target can make a basic attack against you as an immediate reaction, and then you make a secondary attack against it as a free action.
**Secondary Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier.
**Miss:** Half damage.

### Gale of Steel — Fighter Attack 15

*You cut through the ranks of your foes like a fierce wind.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Weapon:** If you're wielding a heavy blade or a light blade, the attack deals extra damage equal to your Dexterity modifier.
**Effect:** You can shift 1 square and repeat the attack against any enemy you haven't already hit with the attack.

### Quicksilver Stance — Fighter Attack 15

*Like liquid metal, you flow wherever the gravity of battle carries you.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you can shift 1 square (or 2 squares if you aren't wearing heavy armor) and make a melee basic attack as a move action. If you have combat advantage against the target of the attack and hit, the attack deals extra damage equal to your Wisdom modifier.

## Fighters in the World

The rank-and-file soldiery of the local barony, the band of mercenaries who sell their services to the duke, the bandits who raid caravans traveling the King's Road, the savages who plunder the outlying farms—these aren't fighters. But fighters do emerge from among these sorts of people. Your fighter character might have served in the military, trained for the knighthood, or fought among bandits or raiders, but you rose from those ranks to become something greater than your colleagues. You're not just a soldier; you're a hero, and that forever sets you above the common folk of the world.

### Slayer's Lunge — Fighter Attack 15

*Scenting blood, you speed forward to finish your foe.*

**Daily ✦ Martial, Weapon**
**Immediate Reaction** **Melee** 1
**Trigger:** An enemy within 5 squares of you becomes bloodied
**Target:** The triggering enemy
**Effect:** Before the attack, you can move your speed.
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is marked (save ends). If the target is already marked by you when you use this power, the attack deals extra damage equal to your Wisdom modifier.
**Special:** If you are an elf, the attack deals extra damage equal to your Dexterity modifier.

# Level 16 Utility Exploits

### Bolstering Stride — Fighter Utility 16

*You rush to your friend's side, ready to stand in his defense.*

**Encounter ✦ Martial**
**Move Action** **Personal**
**Effect:** You can move your speed, ending in a space adjacent to an ally. You then gain temporary hit points equal to 2d8 + your Constitution modifier.

### Giant's Stride — Fighter 16 Utility

*You wade through the chaos of battle like a colossus, heedless of the foes about you.*

**Daily ✦ Martial**
**Move Action** **Personal**
**Effect:** You can shift your speed. You ignore difficult terrain during this shift and can move through occupied squares, as long as you end in an unoccupied space.

### Immovable Mountain — Fighter Utility 16

*You plant your feet firmly, refusing to move.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, if you are subject to a pull, a push, or a slide and you have moved no more than 2 squares since the start of your turn, you can reduce the forced movement by 2 squares.
**Special:** If you are a dwarf, you can reduce the forced movement by 5 squares.

### Marking Stance — Fighter Utility 16

*You very presence puts your foes off their guard.*

**Daily ✦ Martial, Stance**
**Standard Action** **Personal**
**Prerequisite:** You must be trained in Intimidate.
**Effect:** Until the stance ends, any enemy that begins its turn adjacent to you is marked until the start of its next turn.

### Regnant Shout — Fighter Utility 16

*Your battle cry wracks your enemies' nerves and draws their attention to you.*

**Daily ✦ Martial**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Effect:** You gain a +1 power bonus to attack rolls against the target and it is marked (save ends both).

## Level 17 Encounter Exploits

### Boggling Smash — Fighter Attack 17

*Your solid blow momentarily costs your enemy its wits.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target takes a –2 penalty to attack rolls until the end of your next turn.
**Weapon:** If you're wielding a hammer or a mace, the attack deals extra damage equal to your Constitution modifier, and the target is dazed until the end of your next turn.

### Buffeting Torque — Fighter Attack 17

*Your body and weapon spin as one, and jarring hits knock down those foes who fail to throw themselves out of harm's way.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Requirement:** You must be wielding a two-handed weapon.
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and until the start of your next turn, any enemy that enters a square adjacent to you is marked until the end of your next turn and takes 5 damage.
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier.

### Driving Flurry — Fighter Attack 17

*You force your opponent back with a sustained series of jabs, then use the break in his defenses to slip away.*

**Encounter ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you push the target 2 squares. You can then shift 2 squares.
**Weapon:** If you're wielding a light blade or a heavy blade, the attack deals extra damage equal to your Dexterity modifier.

### Skirmisher Pounce — Fighter Attack 17

*You leap forward, skewering one foe and using your momentum to harry another.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you can shift 2 squares and make a secondary attack.
If you have combat advantage against the primary target, the primary attack deals extra damage equal to your Dexterity modifier.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
If you have combat advantage against the secondary target, the secondary attack deals extra damage equal to your Dexterity modifier.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Tap and Counterstrike — Fighter Attack 17

*You tap your foe, holding back your full strength to keep its attention fixed squarely on you.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Primary Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier damage. If the target makes an attack that does not include you before the start of your next turn, you can shift 1 square and make a secondary attack against the target with your off-hand weapon as an immediate interrupt.
**Secondary Attack:** Strength + 2 vs. AC
**Hit:** 3[W] + Strength modifier damage.

### Wild Strike — Fighter Attack 17

*Throwing caution to the wind, you lash out desperately at your foe.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and you grant combat advantage to all enemies until the start of your next turn.
**Special:** If you are a human, the attack deals extra damage equal to your Wisdom modifier.
**Special:** When charging, you can use this power in place of a melee basic attack.

# Level 19 Daily Exploits

### Controlling Thrust — Fighter Attack 19

*After a vicious stab, you expertly corral your opponent with your polearm.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a polearm or a spear.
**Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and the target is marked (save ends).
**Miss:** Half damage, and the target is marked until the end of your next turn.
**Effect:** If the target takes a move action before the end of your next turn and is within your melee reach, you can make a secondary attack against the target as an immediate interrupt.
**Secondary Attack:** Strength vs. AC
**Secondary Damage:** 2[W] + Strength modifier damage, and cancel the target's move action.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Protective Sweep — Fighter Attack 19

*You swing your weapon around with care, and then take up a defensive posture.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each creature in burst you can see
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Weapon:** If you're wielding a flail or a heavy blade, the attack deals extra damage equal to your Dexterity modifier.
**Effect:** You gain a +4 power bonus to AC until the start of your next turn.

### Relentless Assailant — Fighter Attack 19

*You get a boost out of pummeling your opponent.*

**Daily ✦ Healing, Invigorating, Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and you can spend a healing surge.

### Smash and Grab — Fighter Attack 19

*Your hammering blow distracts your enemy long enough for you to obtain a crushing hold.*

**Daily ✦ Invigorating, Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must have a hand free.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you grab the target. Each time you sustain the grab, the target takes 1[W] + Strength modifier damage.
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier.

# Level 22 Utility Exploits

### Howl of Defiance — Fighter Utility 22

*You respond to pain with a lionhearted shout and wild-eyed watchfulness.*

**Daily ✦ Fear, Martial**
**Immediate Reaction** **Close** burst 5
**Trigger:** An enemy damages you with a melee attack
**Target:** Each enemy in burst you can see
**Effect:** The target is marked until the end of the encounter, until you are knocked unconscious, or until another mark supersedes this one. Until this mark ends, the target grants combat advantage to you.

### Inspired Resurgence — Fighter Utility 22

*Flush with success, you take a deep breath and relocate for your next attack.*

**Encounter ✦ Healing, Martial**
**Free Action** **Personal**
**Trigger:** An enemy marked by you is reduced to 0 hit points
**Effect:** You can spend a healing surge and shift 3 squares.

### Steadfast Stance — Fighter Utility 22

*Standing resolutely, you let nothing cause you to falter.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, when an attack causes you to take an effect that a save can end, you can make a saving throw against that effect as an immediate reaction.

## Fighters and Combat

One might assume that characters who use powers called *brute strike* and *ruthless slaughter* revel in combat, delighting in the violence and mayhem they spread, but that doesn't have to be true of your fighter character. For many of the iconic fighters of literature, war and combat are a burden they hope to be able to lay down someday. These heroes find no joy in killing, just a weariness that grows greater as the cycle of violence expands to swallow more and more of their friends and loved ones. How does your fighter feel about facing combat encounters? The need for violence is plain to see, but do you hope for an end to such violent times? Or are you numb to it—at least until the death of someone you care about awakens you to the grim reality?

BRIAN HAGAN

## Unyielding — Fighter Utility 22

*Pain just goads you to greater heights of heroism.*

**Daily ✦ Healing, Martial**
**Immediate Reaction** **Personal**
**Trigger:** You are hit by an attack
**Effect:** You spend two healing surges and restore your hit points to their maximum value.
**Special:** If you are a dragonborn, you also gain a +1 power bonus to attack rolls and all defenses until the end of your next turn.

## Victor's Stance — Fighter Utility 22

*You gain a surge of confidence and vigor each time a foe falls before you.*

**Daily ✦ Healing, Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, each time you reduce an enemy to 0 hit points, you can use a free action to spend a healing surge, make a saving throw, or both. You gain a bonus to the saving throw equal to your Wisdom modifier.

# Level 23 Encounter Exploits

## Crippling Smash — Fighter Attack 23

*You thrash your opponent, leaving him barely able to move.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a two-handed weapon.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target is slowed and weakened until the end of your next turn.
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier, and you knock the target prone.

## Harrowing Hammer — Fighter Attack 23

*Your weapon crashes down on your adversary, forcing nearby enemies to acknowledge the threat you pose.*

**Encounter ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a two-handed weapon.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and each enemy adjacent to the target is marked until the start of your next turn.
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier.

## Meticulous Stab — Fighter Attack 23

*Your precision allows you to strike at a tiny hole in your foe's armor.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 3[W] + Strength modifier damage.
**Weapon:** If you're wielding a spear or a light blade, the attack deals extra damage equal to your Dexterity modifier.
**Special:** When making an opportunity attack, you can use this power in place of a melee basic attack.

## Smashing Hammer — Fighter Attack 23

*Swinging from high to low, you build momentum as you smash into each foe.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC. You gain a +1 cumulative bonus to the attack roll against each target after the first.
**Hit:** 2[W] + Strength modifier damage.
**Weapon:** If you're wielding an axe or a hammer, the attack deals extra damage equal to your Constitution modifier.

### Turnabout Riposte — Fighter Attack 23

*You make a quick parry on your ally's behalf, take a swift jab at his assailant, and then spin into a new position.*

**Encounter ✦ Martial, Weapon**
**Immediate Interrupt** **Melee** 1
**Trigger:** An enemy adjacent to you hits an ally with a melee attack
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you can shift 2 squares and must end adjacent to the target.
**Effect:** The ally takes only half damage from the triggering attack.

### Weaponmaster's Lure — Fighter Attack 23

*You make a passing attack, throwing your foe off balance. With a shove, you send him stumbling away as you switch positions with him.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. AC (main weapon and off-hand weapon), two attacks
**Hit:** 2[W] + Strength modifier damage per attack. If one attack hits, you can swap places with the target. If both attacks hit, you can swap places with the target and slide it 3 squares. If you have combat advantage against the target, each attack deals extra damage equal to your Dexterity modifier.

## Level 25 Daily Exploits

### Ballista Charge — Fighter Attack 25

*Like a bolt fired from a ballista, you hurtle forward, transfixing your foe.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is immobilized (save ends). Make a secondary attack against the target.
**Weapon:** If you're wielding a spear, the target is also dazed (save ends).
**Secondary Attack:** Dexterity vs. Fortitude
**Hit:** 2[W] + Dexterity modifier damage, and you knock the target prone.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Earthquake Smash — Fighter Attack 25

*With a thunderous blow, you beat your adversary to the ground and send shock waves through the earth. Those waves toss other enemies aside.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is knocked prone and dazed until the end of your next turn. Make a secondary attack.
**Weapon:** If you're wielding an axe, a hammer, or a mace, the primary attack deals extra damage equal to your Constitution modifier.
**Secondary Target:** Each enemy within 2 squares of the primary target
**Secondary Attack:** Strength vs. Fortitude
**Hit:** Strength modifier damage, and you knock the secondary target prone.

### Fighter's Resurgence — Fighter Attack 25

*You brutalize your enemy and take heart from your prowess.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength + 2 vs. AC
**Hit:** 5[W] + Strength modifier damage.
**Effect:** If you have used all your encounter attack powers, you regain the use of a fighter encounter attack power you have used during this encounter.

### Marking Barrage — Fighter Attack 25

*With a volley of precise attacks, you wound nearby adversaries, showing them that this fight will end badly for them if they fail to take you down quickly.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. Reflex
**Hit:** 4[W] + Strength modifier damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.
**Miss:** Half damage.
**Effect:** The target is marked until the end of the encounter, until you are knocked unconscious, or until another mark supersedes this one.

## Halfling Fighters

Small but nimble, halfling fighters make up in agility what they might lack in strength. When peaceful halfling communities face danger they can't avoid or deflect, they rely on skilled warriors who use hit-and-run tactics, quick wits, and quicker blades to drive off foes. The halfling bounder paragon path (page 28) is the consummate example of the halfling fighter's tradition.

## Tiefling Fighters

Tiefling is the only race in the *Player's Handbook* that doesn't gain a +2 bonus to one of the ability scores most commonly used by fighters. Even so, tiefling fighters manage to put their innate powers and proclivities to good use as fighters. The tiefling warfiend paragon path (page 35) represents the highest achievements of an infernal tradition dating from ancient Bael Turath, but even tiefling fighters who don't adopt that path channel their *infernal wrath* to good effect on the field of battle.

BRIAN HAGAN

**Ruthless Slaughter** Fighter Attack 25

*Without pity, you butcher a foe already at a disadvantage, provoking your other enemies.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One bloodied or prone creature
**Attack:** Strength + 2 vs. AC
**Hit:** 6[W] + Strength modifier damage.
**Effect:** Each enemy within 3 squares of you, other than the target, is marked until the end of your next turn. If the attack reduced the target to 0 hit points, those enemies are instead marked until the end of the encounter, until you are knocked unconscious, or until another mark supersedes this one.

**Transfixing Provocation** Fighter Attack 25

*Your remorseless and skilled attack wounds flesh and confidence, giving you a lasting edge against your enemy.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 6[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** The target is marked until the end of the encounter, until you are knocked unconscious, or until another mark supersedes this one. Until this mark ends, the target grants combat advantage to you.

## SIGNATURE WEAPON

Great fighters are often known by the weapons they wield. Your fighter character might use many different weapons over the course of his or her adventuring career, but there's no reason any of those weapons has to be just a mundane *+3 flaming greatsword*. From the first weapon you use at the start of the campaign to the mighty +6 artifact that deals the death blow to the campaign's ultimate villain, each weapon can be the stuff of legends.

Special weapons are often distinguished by their makers. A blade crafted in the infernal forges of Bael Turath, a spear hardened with white dragon breath by the smiths of Arkhosia, or a hammer crafted by an exarch of Moradin in the vaults of Celestia are weapons worthy of a hero. A weapon that you made yourself might be the greatest of all.

Other weapons are noteworthy because other heroes—or villains—wielded them in the past. Did your sword belong to an eladrin general of Cendriane? Was your axe used to hew the head of the mighty fire titan Kurthmaug from his shoulders? Was your flail the favored weapon of a gnoll chieftain you killed?

Finally, a weapon's construction or appearance can make it distinctive. Perhaps your sword is crafted from a single piece of strange metal, carved rather than forged, but still terribly effective. Your spear might be tipped with the tooth or claw of an ancient dragon. Or the haft of your mace might be the bone of a giant, bound with silver bands engraved with Dwarven script.

# Level 27 Encounter Exploits

### Blood Rush — Fighter Attack 27

*Filled with bloodlust, you leap into the thick of battle.*

**Encounter ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage. If the target is bloodied when you make the attack, the attack deals extra damage equal to your Constitution modifier.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Coward's Reward — Fighter Attack 27

*You fling your weapon at the retreating foe, hobbling him as he tries to get away.*

**Encounter ✦ Martial, Weapon**
**Immediate Reaction** **Ranged** 5
**Trigger:** An enemy marked by you leaves an adjacent square
**Requirement:** You must be wielding a melee weapon.
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is immobilized until the end of your next turn. Your weapon falls into a square of your choice adjacent to the target.

### Desperate Strike — Fighter Attack 27

*You strike wildly, frantic to finish off your opponent.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage, and you take a -2 penalty to attack rolls until the end of your next turn.
**Special:** If you are a human, the attack deals extra damage equal to your Wisdom modifier.

### Dual-Weapon Supremacy — Fighter Attack 27

*You land two vicious blows on your enemy, gaining a rush of confidence from the proof of your style's superiority.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. AC (main weapon and off-hand weapon), two attacks
**Hit:** 2[W] + Strength modifier damage per attack. If both attacks hit, the target grants combat advantage to you for the first attack you make against it before the end of your next turn.

### Spinning Death Strike — Fighter Attack 27

*You slash forward, and then bring your weapon around in a deadly arc.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a two-handed weapon.
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. Make a secondary attack.
**Secondary Target:** Each enemy within 1 square of you
**Secondary Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier + Dexterity modifier damage.

### Stabbing Torrent — Fighter Attack 27

*You roil like a storm cloud, raining sharp blows on all enemies foolish enough to stand in your shadow.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Requirement:** You must be wielding a light blade.
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC. If you're wielding two melee weapons, you can attack each target with both your main weapon and your off-hand weapon.
**Hit:** 1[W] + Strength modifier damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.

## Last Stand

Brandis stood in the doorway and waited. A slow breath did nothing to calm his pounding heart, and he emptied his lungs with a whispered prayer to the Raven Queen: "Not today, Dark Lady. Please."

He listened to the pounding of the demon's hooves drawing near and to the frantic rhythm of his companions' feet as they fled behind him. If he could buy them a little time, maybe they could get to safety. Maybe Verna wouldn't die.

The demon rounded the corner and bellowed in triumph. Its roar assaulted his ears, shook the stone beneath his feet, and blasted at his face, but Brandis held his ground. Lowering its head, the demon charged.

With a roar of his own, Brandis ran to meet the onrushing demon. He let his fury and his despair carry him forward like a crashing wave of steel. He threw himself down under the demon's curving horn, then with all his strength brought his blade over his head to slash across its neck. Acrid blood sprayed over him, but the demon didn't fall. Howling, it swatted at Brandis with a massive fist, sending him staggering backward.

"At least I know I got your attention," Brandis muttered, gripping his sword more tightly. He couldn't hear his friends anymore, just the pounding of blood in his ears.

# Level 29 Daily Exploits

## Avalanche of Steel — Fighter Attack 29

*You crash forward with the unrelenting fury of a landslide, letting your weapon be your guide and having no concern other than burying your foe.*

**Daily ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a two-handed weapon.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 8[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You grant combat advantage to all enemies until the start of your next turn.
**Special:** When charging, you can use this power in place of a melee basic attack.

## Blade Storm — Fighter Attack 29

*You weave through your foes, your weapon flashing as you strike through their ranks.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 3[W] + Strength modifier + Dexterity modifier damage, and the target is dazed (save ends).
**Miss:** Half damage, and the target is not dazed.
**Effect:** You can shift 3 squares and repeat the attack against a second target. You can then shift 3 squares and repeat the attack against a third target.

BRIAN HAGAN

## Cascading Catapult Slam — Fighter Attack 29

*The brunt of your mighty swing sends your enemy bowling into another foe.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a two-handed weapon.
**Primary Target:** One creature
**Primary Attack:** Strength vs. Fortitude
**Hit:** 4[W] + Strength modifier damage, and you push the target a number of squares equal to 1 + your Constitution modifier and knock it prone. Then make a secondary attack.
**Secondary Target:** One creature adjacent to the primary target
**Secondary Attack:** Strength vs. Fortitude
**Hit:** 1d10 + Strength modifier damage, and you push the secondary target 2 squares and knock it prone. Then repeat the secondary attack against a creature adjacent to the secondary target.
**Miss:** Half damage, you push the target 1 square, and no secondary attack.

## Catastrophic Flurry — Fighter Attack 29

*You become a tempest of violence, launching a barrage of lightning-fast attacks.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC, three attacks
**Hit:** 2[W] + Strength modifier damage per attack. If you hit twice, you deal 1d10 extra damage to the target. If you hit three times, you instead deal 2d10 extra damage to the target.
**Miss:** Half damage per attack.

## Mortal Wound — Fighter Attack 29

*You open your up foe, unleashing a fountain of vitality from the wound.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and ongoing 20 damage (save ends). Until the target saves against this ongoing damage, the target has a -2 penalty to saving throws.

## Titan's Hammer — Fighter Attack 29

*Your blow hits with ungodly force, knocking the sense out of your foe.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 3[W] + Strength modifier damage, and the target is stunned (save ends).
**Weapon:** If you're wielding a hammer, the attack deals extra damage equal to your Constitution modifier.
**Miss:** Half damage, and the target is dazed (save ends).
**Special:** When charging, you can use this power in place of a melee basic attack.

Note: The giantslayer, a paragon path open to fighters as well as rangers, is described on page 62.

## Avenging Slayer

*"Justice is hard to come by. I'm here to make sure you pay for your crimes!"*

**Prerequisite:** Fighter

Beyond a few safe havens, the world is an unforgiving land filled with cruelty, terror, and profound evil. The blameless are slaughtered and the works of civilization are torn down, sometimes in a bid for conquest, but just as often out of sheer brutality. Destructive monsters regularly leave behind survivors, and a few of these take up the sword or the axe. These brave souls seek not to put past wrongs right, but to prevent others from suffering as they have, and to slake a thirst for vengeance. In this way, heroism is often forged in darkness.

At some point in your life, your course was set, your path laid before you. Maybe your career as a grim hero began the moment you or those close to you fell victim to a fate you were powerless to prevent–your life forever changed by one act of depravity. Perhaps instead, as you have adventured, you've witnessed too many appalling acts, seen too many innocents buried, or found wickedness in too many shadows. Whatever the case, you now see yourself as the only one who can stand between the helpless few and the predatory hordes. You know no respite exists for those who would protect the weak. Even so, you willingly take on that task.

As an avenging slayer, your brutal efficiency makes you a menacing figure no enemy can safely ignore. You strike fear into your enemies to protect your allies and those who have less power than you. You punish corruption with merciless retribution, defining yourself as a righteous executioner.

### Avenging Slayer Path Features

**Slayer's Action (11th level):** When you spend an action point to take an extra action, you gain combat advantage against an enemy marked by you until the end of your next turn.

**Bloodied Edge (11th level):** When you have combat advantage against a bloodied enemy, you gain a bonus to weapon damage rolls equal to your Charisma modifier.

**Brutal Justice (16th level):** When you reduce a target marked by you to 0 hit points, you gain a +2 bonus to attack rolls until the end of your next turn.

### Avenging Slayer Exploits

**Comeuppance Strike** Avenging Slayer Attack 11

*With an indignant roar and a brutal hit, you wound your enemy and force others to cower before your might.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. Make a secondary attack.
**Secondary Target:** Each bloodied enemy within 2 squares of the primary target
**Secondary Attack:** Strength vs. Will
**Hit:** The target takes a -2 penalty to all defenses until the end of your next turn.

**Looming Justice** Avenging Slayer Utility 12

*You take on an aspect of menace, forcing your enemies where you want them with a fierce look.*

**Daily ✦ Fear, Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever an enemy marked by you makes an attack that doesn't include you as a target, you can slide the enemy 1 square as an immediate reaction.

**Ruthless Outburst** Avenging Slayer Attack 20

*You lay about with pitiless blows, leaving those you strike bleeding and traumatized.*

**Daily ✦ Martial, Rattling, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and ongoing 5 damage (save ends). If the target is bloodied by this attack, the target takes a -2 penalty to attack rolls (save ends).
**Miss:** Half damage, and no ongoing damage or penalty to attack rolls.

# Dreadnought

*"You can't slow me down, much less stop me."*

**Prerequisite:** Fighter

World-shaking battles were fought between the tieflings of Bael Turath and the dragonborn of Arkhosia. The deeds and exploits of those conflicts resound still in epic story and song. One such anthem is *Lament of the Dreadnought,* a somber song that recounts the final march of Jagannash the Unstoppable, a great dragonborn hero.

A doughty warrior famed for his ability to fight on no matter the injuries he sustained, Jagannash accumulated a number of legends. He withstood the full fury of an angry blue dragon, shrugged off the lashes of a pit fiend's whip, and even killed a tiefling warlock who had hurled him through Hell. The *Lament,* though, speaks of his final battle and all he achieved in the last offensive against the tiefling empire. Jagannash felled a full legion of devils, strangled their succubus sorceress commander with his bare hands, and hammered his way through the walls of a fortress. He was climbing the tower that housed the tiefling war room when the earth rebelled and swallowed the citadel and all within it. It is whispered that Jagannash fights there still, despite the centuries. Such is his resilience.

It is from Jagannash's example that other fighters who follow a similar creed take inspiration. The mind-body practices of these warriors are kept and taught by a few masters, dragonborn and otherwise. Some even develop these talents without formal training.

As a dreadnought, you are an inexorable force of destruction. You turn aside weapons with nothing more than your force of will. Fire cannot touch you; lightning cannot blind you. The core of your might grows from your ability to detach your mind from your body, to disassociate yourself from the pain of your wounds and press onward to keep fighting when others would succumb. You attain this state through discipline and a commitment. All who attempt to stand against you are bound to fall.

## Dreadnought Path Features

**Dreadnought Action (11th level):** When you spend an action point to make an attack, you gain resist 10 to all damage until the start of your next turn.

**Unfailing Resources (11th level):** Your maximum hit point value increases by 10.

As a free action, you can take 10 damage to save automatically against an effect that a save can end. You must have at least 10 hit points to use this ability, and you can't reduce this damage by any means.

**Critical Hardening (16th):** When you score a critical hit with a weapon, you gain resist 10 to all damage until the end of your next turn.

HOWARD LYON

## Dreadnought Exploits

**Inexorable Advance** — Dreadnought Attack 11

*You relentlessly pound through and past your foes.*

**Encounter ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Targets:** One or two creatures
**Effect:** You can shift 1 square before each attack.
**Attack:** Strength vs. AC, two attacks
**Hit:** 1[W] + Strength modifier damage per attack.
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attacks deal extra damage equal to your Constitution modifier.

**Blood Iron** — Dreadnought Utility 12

*Detaching your mind from your injuries, you ignore minor wounds for the rest of the battle.*

**Daily ✦ Martial**
**Immediate Reaction** **Personal**
**Trigger:** You become bloodied
**Effect:** You gain resist 5 to all damage until the end of the encounter.

**Line-Breaker Assault** — Dreadnought Attack 20

*Your hammering strike knocks your foe where you want it and leaves it staggering.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 3[W] + Strength modifier damage, and you slide the target to an adjacent space. The target is dazed (save ends).
**Effect:** You gain resist 5 to all damage until the start of your next turn.

# Dread Reaper

*"All things die, friend. It's my job to make sure you do, too."*

**Prerequisite:** Fighter

Countless fighting styles issue from dedicated masters—unimpeachable figures who devote their lives to perfecting combat maneuvers that are carried onto the battlefield by their disciples. But not all techniques evolve from the teachings of these paragons of the warrior's art. Some methods come from origins far less noble. The path of the dread reaper is one such shadowy road.

According to legend, the first dread reaper was Gulkanon, a human paladin of the Raven Queen, stripped of his station and power for offending his god. Even without the connection to the deity he had long revered, Gulkanon was unwilling surrender his place as her champion. He turned to a new avenue of military study, building upon the techniques of savage and fell races in the world—orcs, goblins, ogres, and trolls. He took the crude strokes of these brutish creatures and refined them, developing a range of exploits that focused his strength into a vehicle of appalling carnage. As he grew more confident in his newfound skills, he took the title "dread reaper." He set out to send souls to his estranged patron in hopes of rekindling the bond that had been broken. Whether he succeeded is lost to time, but his legacy remains.

Some dread reapers serve the Raven Queen, and small cults of such warriors can be found who are willing to train promising candidates. Others who have this training, however, lack the will or discipline to find true favor with the god. A few stretch her tenets to accommodate their own excesses. The Raven Queen's vigilant servants have been known to hunt and slay the worst of those offenders.

Whether you had an affinity for death-dealing or found inspiration in the actions of another, you turned to the techniques of the dread reaper. The training offers you a special array of fighting maneuvers that emphasize your already impressive proficiency with two-handed weapons. Your training transformed you from a competent warrior to a terrifying force of destruction. Rather than minding your defenses, you favor wreaking havoc in combat. Enemies can't help but notice your destructive potential and ignore you at their peril. You can perform astonishing attacks, sweeping through your foes and laying them open with your steel.

## Dread Reaper Path Features

**Reaper's Action (11th level):** When you spend an action point to make an attack with a two-handed weapon, each enemy adjacent to you takes damage equal to your Strength modifier.

**Impending Slaughter (11th level):** If your opportunity attack bloodies an enemy marked by you, you can knock the enemy prone.

**Reaping Cleave (16th level):** When you hit with a melee basic attack using a two-handed weapon, an enemy adjacent to you takes damage equal to your Strength modifier. When you hit with the *cleave* power, all enemies adjacent to you take damage equal to your Strength modifier.

## Dread Reaper Exploits

**Reaping Lunge** — Dread Reaper Attack 11

*You make a long swing at your adversary, and your solid attack sends a clear message about the threat you represent.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon + 1 reach
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. Until the start of your next turn, if the target makes an attack that doesn't include you as a target, you can shift 1 square and make a melee basic attack against the target as an immediate interrupt.
**Weapon:** If you're wielding a two-handed weapon, the attack and the melee basic attack both deal extra damage equal to your Constitution modifier.

**Reaper's Warning** — Dread Reaper Utility 12

*Sweeping your weapon in a threatening arc, you force your foes to reassess their tactics.*

**Encounter ✦ Martial**
**Minor Action** **Close** burst 2
**Target:** Each enemy in burst you can see
**Effect:** The target is marked until the end of the encounter, until you are knocked unconscious, or until another mark supersedes this one.

**Blood Harvest** — Dread Reaper Attack 20

*Your series of vicious swipes leaves your enemies bleeding and in a bad spot.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target takes ongoing 5 damage (save ends). If the target moves on its turn, it cannot make a saving throw against the ongoing damage.
**Weapon:** If you're wielding a two-handed weapon, the target instead takes ongoing 10 damage (save ends).
**Miss:** Half damage, and no ongoing damage.

# Dwarven Defender

*"The wrath of Hell can't move me, but I can hammer you into place!"*

**Prerequisites:** Dwarf, fighter

Your people defied the titans and giants. Unity has sustained them, and tenaciousness has upheld them; traditions preserving these values serve them well. They stand unmoved and unconquered, like the mountains, against orcs and goblins and dragons.

Dwarf soldiers are unmatched in their fighting prowess and loyalty to one another. War stories hold that a single dwarf foot soldier is the match of any two warriors of another race and the same skill. Two such soldiers are worth five similarly skilled enemies. When the enemy forces are composed of little more than savages, dwarven armies break them like stone channels water.

All the institutions of dwarven society have soldiers loyal to the cause. Doughty fighters serve king or lord, guild or business, deity or church, or a simple creed. A few serve the almighty coin, selling their time and axes for wealth. Time-honored fighting techniques teach a dwarf warrior to use his or her racial abilities to the fullest and to use fine weapons and heavy armor. When the dogs of war are loosed, dwarf soldiers hold the line.

You are a master of dwarven fighting arts, relying on loyal allies as much as your own courage and resilience. Your expertise lies in defensive maneuvers and battle-line tactics. You know how to take advantage of holes in enemy lines. Allies come to rely on you as the center of the squad. They take heart in your steadfastness and your ability to break the defenses of your enemies.

## Dwarven Defender Features

**Defensive Action (11th level):** Whenever you spend an action point to take an extra action, you gain a +2 bonus to your AC and Fortitude until the end of your next turn.

**Stalwart Defender (11th level):** Whenever you are adjacent to at least one ally, you and adjacent allies gain a +1 bonus to AC, and all adjacent allies can reduce the distance they are moved by any pull, push, or slide by 1 square.

**Roots of the Earth (16th level):** The Stand Your Ground racial trait can reduce the distance you are moved by 5 squares.

## Dwarven Defender Exploits

**Press Forward** — Dwarven Defender Attack 11

*Knocking your enemies back, you step into the gap.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and you slide the target 1 square. You can then shift 1 square into the space that the target occupied.
**Weapon:** If you're wielding an axe, a hammer, or a pick, the attack deals extra damage equal to your Constitution modifier.

**Forge-Fire Heart** — Dwarven Defender Utility 12

*By looking to your own defense, you instill adjacent allies with courage.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you gain a +4 power bonus to all defenses, and any ally adjacent to you gains a +2 power bonus to Will.

**Keystone Collapse** — Dwarven Defender Attack 20

*Your strike hammers your foe and causes him to flail about, toppling nearby adversaries in the confusion.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and you push enemies adjacent to the target 1 square and knock them prone.
**Weapon:** If you're wielding an axe, a hammer, or a pick, the attack deals extra damage equal to your Constitution modifier.
**Miss:** Half damage, and you push enemies adjacent to the target 1 square.

# Halfling Bounder

*"Let my size fool you, and that'll be your last mistake."*

**Prerequisites:** Halfling, fighter

The world is wide and wild, and the nomadic halflings are small folk. Deftness and quick wits have allowed them to survive nonetheless. As they have done so, they have come to rely on wily and daring warriors to protect them. Even settled halflings maintain a soldierly class to see to their interests among other, and larger, civilized folk.

The fighting tradition of the halfling bounder favors halfling traits. Bounders are practiced in hit-and-run strategies and pack tactics. They spring about the battlefield, avoiding the attacks of their bigger enemies, striking from unexpected angles, and making harrying assaults. Bounders willingly lay down their lives to allow those they care for to survive and escape danger.

Most wandering halfling clans have a number of bounders who serve as scouts. These warriors help keep the traveling band carefree—they put down dangers before the threat becomes dire. Able and willing halflings can easily learn the techniques of the bounder. More than a few put this expertise to use outside halfling communities, satisfying their natural curiosity while protecting friends and common folk.

You are one such champion of the halfling people. A flashing blade in hand, you leap about, laughing as bumbling, oversized fools trip over themselves trying to stop you. You've learned to use your small size to see the battle from a different angle, enabling you to easily spot openings others miss, hounding your enemies and taking every advantage the battle offers. If your skill comes up short for some reason, your luck more than makes up for it.

STEVE BELLEDIN

## Halfling Bounder Features

**Shifty Action (11th level):** You can spend an action point to shift a number of squares equal to your Dexterity modifier, instead of taking an extra action.

**Chance Retaliation (11th level):** If you use your *second chance* racial power and the result of the second roll is a miss, you can make a melee basic attack against the attacker as a free action.

**Move the Battle (16th level):** Whenever you make an attack because of the Combat Challenge class feature and hit, you can slide the target 1 square and then shift 1 square.

## Halfling Bounder Powers

**Too Close for Comfort** Halfling Bounder Attack 11

*You and your biting blade stay on your enemy's heels.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. Until the end of your next turn, if the target moves, you can move up to your speed as a free action, ending your movement adjacent to the target.

**Switching Leap** Halfling Bounder Utility 12

*You throw your body in front of an incoming attack, knocking your ally out of the way.*

**Daily ✦ Martial, Weapon**
**Immediate Interrupt** **Melee** 1
**Trigger:** An adjacent ally is hit by a melee attack
**Target:** The triggering ally
**Effect:** You slide the target 2 squares and can shift into the space the target occupied. You become the target of the triggering attack.

**Quicksilver Lunge** Halfling Bounder Attack 20

*Spotting a weak point, you quickly lunge and strike.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 4[W] + Strength modifier damage.
**Miss:** Half damage.
**Special:** When charging, you can use this power in place of a melee basic attack.

# Inner Dragon

*"The fury of the dragon seethes in my blood!"*

**Prerequisites:** Dragonborn, fighter

Dragonborn issue from the same spiritual line as mighty dragons. Since the earliest days, dragonborn have nurtured their raw fury into a fighting spirit and a proud martial tradition. The empire of Arkhosia formed from these roots, and it expanded at times based as much on the power of its military force as on its civilizing influence.

In Arkhosia, dragonborn served dragons in numerous capacities, from vizier to archmage, oracle to valet. The most important roles performed by dragonborn, however, were as agents in a dangerous world or as defenders of the homeland. Soldierly ways passed through the generations, as did the ability to tap one's inner draconic nature.

Particular dragonborn masters hone body, mind, and spirit through martial practice to perfectly tap into the inner dragon. Some come to this knowledge on their own; others gain it from teachers eager to train younger dragonborn in ancient traditions. Only a few master the techniques well enough to become legendary heroes or villains.

BRIAN HAGAN

Whatever your personal history, the untamed blood of dragons flows in your veins. Your veneration of your warrior ancestors has manifested as a supernatural tie to this heritage. You hear the call of the dragon within. Its ferocity courses through you. Woe to those who harm you, for the shedding of your blood rouses the ire of your draconic heart.

## Inner Dragon Features

**Breath Action (11th level):** When you spend an action point to take an extra action while you are bloodied, you can use your *dragon breath* racial power as a free action, even if you've already used it during this encounter.

**Dragonborn Fury (11th level):** While you are bloodied, your racial bonus to attack rolls is +2, instead of +1.

**Eternal Breath (16th level):** Whenever you hit a target with *dragon breath*, the target takes ongoing 5 damage (save ends). The ongoing damage is the same damage type as your *dragon breath*.

## Inner Dragon Exploits

**Dragon Blast** Inner Dragon Attack 11

*As a wound opens, your boiling blood blinds nearby enemies.*

**Encounter ✦ Martial**
**Immediate Reaction** **Close** blast 3
**Trigger:** An attack damages you
**Target:** Each creature in blast
**Attack:** Constitution + 4 vs. Reflex
Increase to Constitution + 6 vs. Reflex at 21st level.
**Hit:** 2d6 + Constitution modifier damage, and the target is blinded until the end of your next turn.

**Ancestral Manifestation** Inner Dragon Utility 12

*Drawing vitality from your draconic legacy, you channel the blood rage of your ancestors.*

**Daily ✦ Martial**
**Minor Action** **Personal**
**Requirement:** You must not be bloodied.
**Effect:** Your hit points fall to your bloodied value, and you gain temporary hit points equal to the hit points you lost by using this power. Until you have no temporary hit points, you gain resistance to all damage equal to your Constitution modifier.

**Dragonbreath Strike** Inner Dragon Attack 20

*Each time you swing your weapon, you release a blast of your dragon breath.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, when you deal damage with a melee attack against an adjacent enemy, the attack deals extra damage equal to your Constitution modifier. The extra damage is the same damage type as your *dragon breath*.

# Knight Protector

*"Nerath might have fallen, but the need for just warriors who abide by a code of honor remains still."*

**Prerequisite:** Fighter

In this age of darkness, covered by the shadow of fallen empires, never has there been a greater need for those who champion the causes of the innocent. Not since the fall of Nerath has a coherent force of warriors been guided by honor and justice in all that they do. Bold knights who fought for King Elidyr of Nerath are long lost, and the honor code to which they adhered is a curiosity of history to most. However, some see the need for such nobility today, and they try to live up to the standards set by righteous soldiers long dead. These modern fighters name themselves the knight protectors.

Some of those who call themselves knights could equal Nerath's storied fighters in might and zeal. Without a code, though, who can say with certainty if the new knights can match bygone honor? Without a fellowship, how can like-minded individuals work toward similar ends and police their own? Indeed, a number of those who claim to be knights—and even a few who call themselves knight protectors—are anything but counterparts to the admirable warriors of old. Far too many use their self-claimed title for profligate or brutal gain.

A loose confederation of knight protectors acts as an organization for those who claim this path. Its members are pledged to look out for one another and to keep the principles of the order. Courage, industriousness, respect, courtesy, and the glory of battle are all guiding principles. Those who fail to uphold these standards quickly find themselves at odds with other knight protectors.

Taking up the sword and cloak of a knight protector, you see it as your task to emulate the knights of old. A warrior and something of a leader, you abide by the knight protector code for personal glory and out of respect for the past. In life, you strive to be noble, honest, and fair. When you and your comrades come under attack, you are at the forefront, testing and displaying your courage. Even if smaller minds mock you as an idealist, you know you fight with dignity and purpose.

## Knight Protector Path Features

**Protector's Action (11th level):** When you spend an action point to take an extra action, one ally within 5 squares of you gains a +4 bonus to AC until the end of your next turn.

**Devoted Protector (11th level):** When an enemy marked by you attacks an ally adjacent to you, you can slide the ally 1 square as an immediate interrupt.

**Knight's Focus (16th level):** When you can make an attack because of the Combat Challenge class feature or an opportunity attack, you can instead grant adjacent allies a +2 bonus to AC until the start of your next turn as an immediate interrupt.

## Knight Protector Exploits

**Protector's Strike** — Knight Protector Attack 11

*You smite your chosen opponent, wreaking vengeance for its attack on an ally.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature marked by you
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. If the target attacked any of your allies since the end of your last turn, the attack deals extra damage equal to your Wisdom modifier, and the target is dazed until the end of your next turn.

**Knightly Bulwark** — Knight Protector Utility 12

*At your beckoning, an ally uses you as a shield against danger.*

**Encounter ✦ Martial**
**Minor Action** **Close** burst 5
**Target:** One ally in burst you can see
**Effect:** The target can shift into a square adjacent to you as a free action and gains a +2 power bonus to AC until the start of your next turn.

**Blood Justice** — Knight Protector Attack 20

*Your foe sends an ally staggering, and you instantly drive that enemy back with a devastating smite.*

**Daily ✦ Martial, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An adjacent enemy bloodies an ally with a melee attack
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage, and you slide the target 1 square. You can shift into the space it occupied.
**Miss:** Half damage, and no slide.
**Effect:** The ally gains a +2 power bonus to AC until the start of your next turn.

# Polearm Master

*"Victory is easier to achieve when your reach is longer."*

**Prerequisite:** Fighter

The versatile polearm is easier to manufacture than a sword, and often easier to use effectively. In its simplest form, the polearm is a longspear—a short blade on the end of a long shaft. Since reach is an advantage, even the humble longspear is an effective weapon in unpracticed hands. In the hands of a master, its deadliness can be unparalleled.

More complex polearms offer even greater rewards on the battlefield and off. They combine the best aspects of spear and blade or axe, allowing the user control and damage unmatched by other weapons. It's little wonder that whole units of soldiers use polearms in war, and that city watches use these weapons to protect citizens, as well as keep them in line.

Because polearms are so common and easily crafted, learning to use one is part of most basic military instruction. Advanced skill isn't so easy to obtain, but the trials of regular combat serve as well as, if not better than, the training ground. The ability to use a polearm against a variety of foes can seldom be learned through the rigors of soldierly education.

ADAM GILLESPIE

Through your adventures, you have mastered the polearm. You prefer a weapon that extends your options and your reach, understanding that it's better to keep monsters at a distance. With such a weapon at your disposal, you not only deal wounding blows to your adversaries and cut wide arcs through multiple foes, you also better protect your allies by commanding more of your surroundings.

## Polearm Master Features

**Lunging Action (11th level):** You can spend an action point to increase the reach of your reach weapons by 1 square until the start of your next turn, instead of taking an extra action.

**Forceful Reach (11th level):** If you use a reach weapon to deliver a weapon power that pushes, pulls, or slides a target, you increase the distance of the forced movement by 1 square.

**Longarm Grasp (16th level):** If you're wielding a reach weapon, whenever an enemy within 2 squares of you and marked by you shifts or makes an attack that doesn't include you as a target, you can make a melee basic attack against that enemy as an immediate interrupt.

## Polearm Master Exploits

**Leveraging Strike** — Polearm Master Attack 11

*You use your weapon to move your target where you want.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a two-handed reach weapon.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you slide the target a number of squares equal to your Wisdom modifier.
**Miss:** Half damage, and no slide.

**Reaching Stance** — Polearm Master Utility 12

*You take a wide stance that allows you to lunge at careless foes.*

**Daily ✦ Martial, Stance, Weapon**
**Minor Action** **Personal**
**Requirement:** You must be wielding a two-handed reach weapon.
**Effect:** Until the stance ends, you can make opportunity attacks against enemies within your weapon's reach.

**Polearm Sweep** — Polearm Master Attack 20

*Whirling your weapon, you strike all foes within your reach.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 2
**Requirement:** You must be wielding a two-handed reach weapon.
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.

# Ravager

*"For Kord!"*

**Prerequisites:** Fighter, Battlerager Vigor class feature

A ravager is the quintessential battlerager, a savage and fearless fighter. Such a warrior thrives on rage and bloodlust, literally chewing on a shield's rim or weapon's haft to diffuse wild energy when a promised clash is too long in coming. When combat is joined, a ravager rushes headlong into the fray, leaving a trail of bleeding foes and twitching corpses behind.

You scoff at disciplined practice, romantic devotion to a code, and effete arms such as rapiers. A dedicated killer, you rely on the force of your weapon and the rush that battle gives you. Some might describe you as an uncultured lout, but you laugh at them as well. When they cower before the horrors of the night and the wild places, you stand fast, ready to whet your weapon on your enemies.

Being a ravager means that every skirmish is a chance for blood and glory. It's an opportunity to win fame, the favor of the gods, and maybe more than one form of immortality. You throw yourself into every fight as if it were your last, leaping fearlessly among your foes where you can wreak the most havoc. With your reckless bravery, you bring fame and honor to yourself, your people, your ancestors, and the gods who watch over you. And if the gods can't be bothered—to Hell with them too.

RON SPEARS

## Ravager Path Features

**Ravaging Action (11th):** You can spend an action point to make a melee basic attack against each adjacent enemy, instead of taking an extra action. You gain a bonus to each damage roll equal to your Constitution modifier.

**Strive to Slay (11th):** Each time you reduce an enemy to 0 hit points, you gain a +2 bonus to the next melee attack roll you make before the end of your next turn.

**Marauding Fury (16th):** Once per round, when you miss with a melee attack while you are bloodied, you can make a melee basic attack against the same target as a free action.

## Ravager Exploits

**Driven Before You** — Ravager Attack 11

*The savagery of your attack makes your enemies recoil.*

**Encounter ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you push each enemy within 3 squares of you, other than the target, 1 square.

**Blood-Soaked Fury** — Ravager Utility 12

*You pause, wipe the blood from your lips, and rush headlong back into the fight.*

**Daily ✦ Healing, Martial, Stance**
**Immediate Reaction** **Personal**
**Trigger:** An enemy bloodies you with a melee attack
**Effect:** Until the stance ends, you take a –2 penalty to all defenses, but you gain a +2 power bonus to melee attack rolls. Whenever you reduce an enemy to 0 hit points, you regain hit points equal to your Constitution modifier.

**Marked Savagery** — Ravager Attack 20

*Your vicious attack opens a gaping wound, and your focus on the enemy prevents him from tending to it.*

**Daily ✦ Invigorating, Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and ongoing 15 damage (save ends). Until the target is not marked by you, it takes a –2 penalty to saving throws against the ongoing damage.

# Shield Adept

*"The shield in my left hand speaks of my survival. With my sword, it whispers of your defeat."*

**Prerequisite:** Fighter

Storied history follows the shield, a warrior's best friend and an implement of honor and identity in a fighter's panoply. A stout shield can turn aside mundane swords and arrows, as well as monstrous venom sprays and dragon fire. Only a steadfast ally is better for covering the flank while you're taking it to the enemy. Nothing is better to protect that ally.

Throughout time, the use of the shield has defined military tactics. In phalanx formations, common among many folk, one soldier stands alongside another, each relying on a comrade's shield for added protection. During a charge, a shield aids in pushing the enemy back or even down. Warriors in a unit of skilled shield bearers can place their shields together in an overarching arrangement, completely protecting all within the shield shell from outside attack. This is said to have originally been a dwarven trick, a "boulder formation."

The Arkhosian warrior-philosopher Khomagar said, "The shield is the law of the battlefield, protecting the soldier as lordly and righteous edicts protect the empire." Phalanx fighters from many cultures suffer dishonor or worse for losing their shields in battle, since such a loss weakens the unit as a whole. Numerous peoples maintain a tradition of bringing dead warriors home on their shields, and burying a shield with its owner. Especially among dwarves, a broken shield is seen as a symbol of loss or corruption.

The shield is even more important to a small-unit fighter who relies upon it to protect his or her few allies. To the wise soldier who fulfills such duties, a shield is as much a weapon as a defensive item.

You know these facts well. Through your countless skirmishes, you have mastered the use of your one-handed weapon and shield. Such is your skill that those who pay too much attention to one of your armaments inevitably suffer punishment from the other.

## Shield Adept Features

**Covering Action (11th level):** While using a shield, you can spend an action point to gain superior cover against ranged and area attacks until the end of your next turn, instead of gaining an extra action.

**Shield Bearer's Payback (11th level):** Each time an enemy adjacent to you attacks an ally with a melee attack, you gain a cumulative +2 bonus to your next melee damage roll.

**Shielded Stamina (16th level):** While using a shield, you add its shield bonus to your Fortitude defense.

## Shield Adept Exploits

**Sudden Shield Bash** — Shield Adept Attack 11

*Your foe chooses to ignore you, receiving a solid blow from your shield as thanks.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Melee** 1
**Trigger:** An adjacent enemy marked by you shifts or makes an attack that doesn't include you as a target
**Requirement:** You must be using a shield.
**Target:** The triggering enemy
**Attack:** Strength + 4 vs. Fortitude
Increase to Strength + 6 vs. Fortitude at 21st level.
**Hit:** The target is stunned until the end of your next turn.

**Shield Wall** — Shield Adept Utility 12

*Readying your shield, you prepare to defend yourself and nearby allies from incoming fire.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Requirement:** You must be using a shield.
**Effect:** Until the stance ends, you and allies adjacent to you gain cover against ranged and area attacks.

**Reverberating Shield** — Shield Adept Attack 20

*You turn and shove your shield into your foe's attack, causing a numbing vibration.*

**Daily ✦ Martial**
**Immediate Reaction** **Melee** 1
**Trigger:** An adjacent enemy misses you or an ally with a melee attack
**Requirement:** You must be using a shield.
**Target:** The triggering enemy
**Effect:** The target is dazed and weakened (save ends both).

ADAM GILLESPIE

# Shock Trooper

*"Move fast, people! And hit them hard!"*

**Prerequisite:** Fighter

Nerath was a just nation, it is said, but it would be a lie to say that it was built solely through negotiation, the spread of knowledge, and cultural influence. No, as any historian can tell you, Nerath rose on the splintered shields and shattered blades of its soldiers. When an object of conquest doesn't bend, it must be made to bow.

That was the job of Nerath's legions. Those armies consisted primarily of highly trained heavy infantry supplemented by heavy cavalry—the famed knight protectors. Nerath's military traditions were derived from older sources. In what any dragonborn would claim to be fine dragonborn style, a special auxiliary force of devastating light infantry led many of Nerath's assaults. These were the empire's shock troopers. Military historians liken them to similar troops among other cultures and peoples, especially elves and dragonborn.

The typical shock trooper wore chainmail over leather, and carried a longsword and short sword, or dual short swords. The trooper was trained to break the line of an enemy force, moving quickly to kill and wound as many enemy soldiers as possible. If a trooper broke through the enemy line, the job then became direct assault on enemy command positions.

Although Nerath no longer exists as an empire, more than a few of its traditions linger. Numerous fighters and schools of soldiery carry on shock trooper traditions. This is to say nothing of the similar soldiers among other peoples, such as dwarf assault fighters. Any warrior who wants training in this brutal and mobile assault style can readily find it.

You are part of this sudden strike tradition of fighting. Unlike those warriors who form battle lines, you move among your enemies, defying them to strike you down and forcing them to pursue you. Your daring onslaughts confuse and astonish your adversaries. Even so, your guard is never down, especially in your favorite place: the center of a throng of foes.

## Shock Trooper Path Features

**Footwork Action (11th level):** When you spend an action point to take an extra action, you gain a +2 bonus to AC and Reflex until the end of your next turn. If a melee attack misses you while this bonus applies, you can shift 1 square as a free action.

**Deadly Soldier (11th level):** When you wield an off-hand weapon, increase the weapon's damage die by one size.

**Quicker Death (16th level):** Once per round, when you have combat advantage against a target, you can add your Dexterity modifier to a melee damage roll against that target.

## Shock Trooper Exploits

**Shocking Twister** — Shock Trooper Attack 11

*Slipping around your enemy, you deliver a series of exact stabs, leaving the foe reeling from three wounds.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Primary Attack:** Strength + 2 vs. AC (main weapon)
**Hit:** 1[W] + Strength modifier damage. Make a secondary attack against the target.
**Secondary Attack:** Strength vs. AC (off-hand weapon)
**Hit:** 1[W] + Strength modifier damage, and you can shift 1 square. Make a tertiary attack against the target.
**Tertiary Attack:** Strength vs. AC (main or off-hand weapon)
**Hit:** 1[W] + Strength modifier damage, you can shift 1 square, and the target is dazed until the end of your next turn.

**Assault Footwork** — Shock Trooper Utility 12

*With the poise of a seasoned sailor on a storm-tossed deck, you hold your weapons ready to parry, while remaining coiled to dodge.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, once during each of your turns when you miss with a melee attack, you can either shift 1 square or gain a +1 power bonus to AC until the end of your next turn.

**Shocking Skewer** — Shock Trooper Attack 20

*You grab your foe and yank her toward you, driving your waiting blade in the opposite direction.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding an off-hand weapon and have a hand free.
**Target:** One creature
**Primary Attack:** Strength + 5 vs. Fortitude
**Hit:** You grab the target. Make a secondary attack against it.
**Secondary Attack:** Strength vs. Reflex
**Hit:** 3[W] + Strength modifier + Dexterity modifier damage, and the target is dazed (save ends).

# Tiefling Warfiend

*"My rage might be justified, but it still burns within the heart of a devil."*

**Prerequisites:** Tiefling, fighter

The mixing of devils and mortals created the tieflings, infusing them forever with tainted fiendish blood. But in that corruption is power. Like any power, it can be tapped for good or ill.

Long have tieflings used the devilish energy burning in their spirits. In its most basic form, this infernal might allows the tiefling to channel anger and a desire for vengeance into attacks more vehement than normal. In ages past, however, tiefling warriors learned to channel their negative emotions into tools for war.

Fallen Bael Turath had whole cadres of mighty fighters who could funnel fiendish fury into their military maneuvers. Despite the loss of the empire, some of these devilish fighters survived. Their fighting customs were passed on, lasting through the centuries. Today, a few tiefling soldiers offer training that allows would-be warfiends to control the devil inside. Others, who must do without such guidance, find that the inner fiend is best directed into violence lest it pollute other aspects of life.

ADAM GILLESPIE

So many of your kind fear the taint lurking in their soul, but you realize it is merely a tool at your disposal. Without needing to embrace evil, you nurtured your infernal aspect and mastered it. You've coupled deadly skill at arms with the dread power of your heritage, helping you to defend your allies and to make your foes pay for daring to stand against you. Now the corruption within you serves your aims, coating your weapon in baleful fire and allowing you to consume the fleeting energy of dying foes.

## Tiefling Warfiend Features

**Infernal Action (11th level):** When you spend an action point to take an extra action, you regain the use of the *infernal wrath* racial power if you have used it during this encounter.

**Hellfire Retribution (11th level):** Whenever an enemy marked by you makes an attack that doesn't include you as a target, that enemy takes fire damage equal to 3 + your Constitution modifier.

**Burning Opportunism (16th level):** Whenever you make an attack because of the Combat Challenge class feature or an opportunity attack, you deal fire damage equal to 3 + your Constitution modifier if you hit.

## Tiefling Warfiend Exploits

**Hellfire Reprisal** Tiefling Warfiend Attack 11

*As you strike, your anger at your foe's attack on an ally manifests as baleful fire on your weapon.*

**Encounter ✦ Fire, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. If the target has hit an ally with an attack during this encounter, the attack deals fire damage equal to 3 + your Constitution modifier.

**Infernal Resurgence** Tiefling Warfiend Utility 12

*You revitalize yourself with the shreds of a defeated foe's spirit.*

**Daily ✦ Healing, Martial**
**Free Action** **Personal**
**Trigger:** You reduce an enemy to 0 hit points
**Effect:** You regain hit points as if you had spent a healing surge.

**Burning Wrath Smite** Tiefling Warfiend Attack 20

*You pour all your hate and anger into a single attack, leaving your stricken opponent aflame.*

**Daily ✦ Fire, Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and ongoing 10 fire damage (save ends).

CHAPTER 2

# Ranger

***"Keeping a pet lets me bring the wild with me wherever I go. I like it. Keeps me warm inside. Oh, and the wild packs one hell of a bite."***

**RANGERS ARE** people of the wild frontier. They are bold wanderers who face the dangers that keep common folk living within walled cities and traveling along well-used roads. Every ranger is also a killer who uses terrain, keen senses, and hunt-honed strikes to end threats quickly. Where rangers differ is in their execution.

Blade and bow are typical ranger tools, but a few rangers forge a deeper alliance with the wilderness. Such a ranger calls a beast as a friend and a weapon. The affinity for a beast might grow from one of many roots. Legend speaks of those raised among wild animals, as well as of those with a supernatural affinity for wild creatures. For enigmatic reasons, Melora blesses a few with such a connection to animals. More often, however, a young would-be ranger befriends a beast or raises it from pup to warrior.

This chapter presents and supports such rangers. It also provides other sorts of rangers with ways to shape their capabilities. In it, you'll find the following:

- **New Ranger Build:** The beastmaster ranger build lets you bring to life the fantasy archetype of hero and pet as a fighting unit.
- **New Class Feature:** Every beastmaster needs, well, a beast to master, and that's what the Beast Mastery class feature is all about. You can choose a beast companion from one of eight categories designed to fit the style of your character.
- **New Ranger Powers:** With a specialized build such as the beastmaster, a whole new assortment of exploits is required. Rangers who favor the blade or the bow have new power options in this chapter, too.
- **New Paragon Paths:** Focus your training in one of a dozen ways, even shoring up quirky ranger techniques such as throwing or using a crossbow. Focus on slaying a particular sort of enemy, absorb the magic of the lands you walk, or run with the pack.

GONZALO FLORES

GONZALO
FLORES

# NEW RANGER BUILD

To supplement the ranger builds described in the *Player's Handbook*, this chapter presents one new ranger build: the beastmaster.

## Beastmaster Ranger

A deadly hunter, you specialize in double-teaming your enemies with the aid of a beast companion. Your beast is an extension of you, and thereby it is an invaluable member of your group. No other is needed to help you flank your quarry. Melee combat with the aid of your beast is your focus, so you favor Strength. You count on Dexterity for your AC and occasional ranged attacks, so your secondary focus is on that ability score. Wisdom, your tertiary ability score, makes you better at the Perception skill and gives you an edge with many ranger powers. The Beast Mastery class feature is designed to complement this build.

**Suggested Feat:** Lethal Hunter (Human feat: Improved Initiative)

**Suggested Skills:** Athletics, Heal, Nature, Perception, Stealth

**Suggested At-Will Powers:** *circling strike,* predator strike**

**Suggested Encounter Power:** *synchronized strike**

**Suggested Daily Power:** *partnered savaging**

*New option presented in this book

# NEW CLASS FEATURE

The Beast Mastery class feature is available to any ranger who wishes to gain a loyal beast companion. To select this class feature, you must give up the Prime Shot class feature, and you do not select either the Archer Fighting Style or the Two-Blade Fighting Style.

**Beast Mastery:** You gain a beast companion, chosen from one of these categories: bear, boar, cat, lizard, raptor, serpent, spider, or wolf. These cat-

ADAM GILLESPIE

egories do not describe specific animals, but rather groups of similarly themed creatures in the D&D world. You decide the creature's relevant details—its species, physical details, and so forth—making sure they are appropriate for its category and the campaign.

For example, if your character hails from a swampy region, your lizard companion might be a crocodile. The lizard companion of a ranger from a different region might be a giant monitor lizard or a drake. A beast companion's species doesn't affect its game statistics, which are based on its category and level.

You and your beast companion work so well together that the creature is almost an extension of you. Using your actions in combat, you control your beast companion by issuing it commands (see "Commanding a Beast Companion," page 41).

Beast Mastery also alters your Hunter's Quarry class feature. When you use Hunter's Quarry, your quarry can be either the enemy nearest to you that you can see or the enemy nearest to your beast companion that you can see. You or your beast companion can deal the extra damage from Hunter's Quarry, but only one of you can deal this extra damage per round.

Your beast companion is considered a creature and an ally and can be affected by powers. A cleric can heal it with *healing word*, a warlord can give it a melee basic attack with *commander's strike*, and so forth. You and your beast companion are treated as separate creatures.

You can have only one beast companion at a time. You can dismiss your beast companion at any time, but gaining a new one isn't a simple task (see "Gaining a New Companion," page 42). The link between a ranger and his or her beast companion is not one of master and servant but of two close friends.

As part of the training you underwent that allowed you to form a close bond with a beast, you learned the Raise Beast Companion ritual, which allows you to raise your companion from the dead, even if you are otherwise unable to master and perform rituals. (This ritual is described on page 41.)

## Beast Companion Statistics

A beast companion's category determines most of its game statistics, although all beast companions share a few characteristics.

**Level:** Your beast companion's level is always equal to yours. The beast's defenses, hit points, and attack bonus improve with level.

**Ability Scores:** Your beast companion's category determines its ability scores, which go up with level. Add 1 to two of your beast companion's ability scores at 4th, 8th, 14th, 18th, 24th, and 28th level. All of your beast companion's ability scores improve by 1 at 11th and 21st level.

**Healing Surges:** Your beast companion has two healing surges. The beast's healing surge value is equal to a quarter of its maximum hit points, as normal.

**Vision:** Your beast companion has low-light vision.



## Beast Categories

Choose one of the following categories for your beast companion. Once you choose a category, such as wolf, you can then describe the beast's appearance, such as timber wolf, mastiff, or hyena.

### Bear

Brown bears and similar creatures fall into this category. Bears are tougher and deadlier than other beast companions, but they are a little slower.

**BEAR STATISTICS**
**Ability Scores:** Strength 16, Constitution 14, Dexterity 12, Intelligence 6, Wisdom 12, Charisma 6
**Size:** Medium
**Speed:** 5 squares
**Defenses:** AC 12 + level, Fortitude 14 + level, Reflex 10 + level, Will 12 + level
**Hit Points:** 16 + 10 per level
**Attack Bonus:** Level + 2
**Damage:** 1d12
**Melee Basic Attack:** Claw; level + 2 vs. AC; 1d12 + Strength modifier damage.
**Trained Skills:** Athletics, Endurance

### Boar

Boars are tough, resilient, and ferocious companions.

**BOAR STATISTICS**
**Ability Scores:** Strength 16, Constitution 16, Dexterity 14, Intelligence 6, Wisdom 12, Charisma 6
**Size:** Medium
**Speed:** 6 squares, 8 squares when charging
**Defenses:** AC 14 + level, Fortitude 12 + level, Reflex 10 + level, Will 12 + level
**Hit Points:** 14 + 8 per level
**Attack Bonus:** Level + 4
**Damage:** 1d8
**Melee Basic Attack:** Gore; level + 4 vs. AC; 1d8 + Strength modifier damage.
**Charge:** When charging, a boar gains a +2 bonus to its damage roll.
**Trained Skill:** Endurance

## Cat

Cats include lions, tigers, cougars, and similar predators. Their natural agility and stealth allow them to excel on scouting missions.

**CAT STATISTICS**

**Ability Scores:** Strength 14, Constitution 12, Dexterity 16, Intelligence 6, Wisdom 14, Charisma 6
**Size:** Medium
**Speed:** 7 squares
**Defenses:** AC 14 + level, Fortitude 11 + level, Reflex 13 + level, Will 12 + level
**Hit Points:** 14 + 8 per level
**Attack Bonus:** Level + 4
**Damage:** 1d8
**Melee Basic Attack:** Claw; level + 4 vs. AC; 1d8 + Dexterity modifier damage.
**Trained Skills:** Athletics, Stealth

## Lizard

The lizard category includes crocodiles and drakes. These thick-skinned beasts are tough combatants.

**LIZARD STATISTICS**

**Ability Scores:** Strength 16, Constitution 14, Dexterity 16, Intelligence 6, Wisdom 12, Charisma 6
**Size:** Medium
**Speed:** 6 squares
**Defenses:** AC 15 + level, Fortitude 12 + level, Reflex 12 + level, Will 10 + level
**Hit Points:** 14 + 8 per level
**Attack Bonus:** Level + 4
**Damage:** 1d8
**Melee Basic Attack:** Bite or claw; level + 4 vs. AC; 1d8 + Strength modifier damage.
**Opportunity Attacks:** A lizard gains a +2 bonus to the attack roll when making an opportunity attack.
**Trained Skills:** Athletics, Endurance

## Raptor

The raptor category includes eagles, falcons, hawks, and other birds of prey. They are mobile and agile but not as ferocious as other beast companions.

**RAPTOR STATISTICS**

**Ability Scores:** Strength 12, Constitution 12, Dexterity 18, Intelligence 6, Wisdom 12, Charisma 6
**Size:** Small
**Speed:** 2 squares, fly 7 squares (hover)
**Defenses:** AC 14 + level, Fortitude 10 + level, Reflex 14 + level, Will 12 + level
**Hit Points:** 12 + 6 per level
**Attack Bonus:** Level + 5
**Damage:** 1d6
**Melee Basic Attack:** Claw; level + 5 vs. AC; 1d6 + Dexterity modifier damage.
**Trained Skill:** Perception

## Serpent

The serpent category includes massive constrictors and other hunting snakes. These beasts are common in tropical environments.

**SERPENT STATISTICS**

**Ability Scores:** Strength 14, Constitution 14, Dexterity 16, Intelligence 6, Wisdom 12, Charisma 6
**Size:** Medium
**Speed:** 5 squares, swim 5 squares
**Defenses:** AC 14 + level, Fortitude 12 + level, Reflex 13 + level, Will 12 + level
**Hit Points:** 14 + 8 per level
**Attack Bonus:** Level + 4
**Damage:** 1d8
**Melee Basic Attack:** Bite; level + 4 vs. AC; 1d8 + Dexterity modifier damage.
**Opportunity Attacks:** A serpent gains a bonus to opportunity attack damage rolls equal to its Strength modifier.
**Trained Skill:** Stealth

## Gaining a Beast Companion

How did you acquire your beast companion? What accounts for the special bond you share? You might consider one of these possibilities, or invent a background story of your own:

- You rescued the animal from a cruel trap or a menagerie and nursed it back to health.
- You captured the beast when it was young and trained it rigorously as it grew.
- You retreated into the wilderness, fasting and praying to Melora, until she found you worthy and sent you a companion.
- You performed a secret ritual to bind your spirit with your companion's.
- You were raised as part of a pack of these animals, and your companion is almost like a brother or sister to you.
- When you were nearly killed in a wilderness ambush, the animal found you and cared for you.
- The animal attacked you in the wilderness, and you wrestled with it until it agreed to become your companion.

### Spider

In the Underdark and in primeval forests, goblins and many fey creatures train hunting spiders.

**SPIDER STATISTICS**

**Ability Scores:** Strength 14, Constitution 12, Dexterity 16, Intelligence 6, Wisdom 12, Charisma 6
**Size:** Medium
**Speed:** 6 squares, climb 6 squares (spider climb)
**Defenses:** AC 14 + level, Fortitude 11 + level, Reflex 12 + level, Will 12 + level
**Hit Points:** 14 + 8 per level
**Attack Bonus:** Level + 4
**Damage:** 1d8
**Melee Basic Attack:** Bite; level + 4 vs. AC; 1d8 + Dexterity modifier damage.
**Trained Skills:** Athletics, Stealth

### Wolf

The wolf category includes predatory canines and dog-like creatures, from mastiffs to timber wolves to jackals.

**WOLF STATISTICS**

**Ability Scores:** Strength 14, Constitution 14, Dexterity 14, Intelligence 6, Wisdom 14, Charisma 6
**Size:** Medium
**Speed:** 7 squares
**Defenses:** AC 14 + level, Fortitude 12 + level, Reflex 12 + level, Will 13 + level
**Hit Points:** 14 + 8 per level
**Attack Bonus:** Level + 4
**Damage:** 1d8
**Melee Basic Attack:** Bite; level + 4 vs. AC; 1d8 + Strength modifier damage.
**Combat Advantage:** When a wolf has combat advantage against a target, the wolf gains a bonus to damage rolls against the target equal to the wolf's Wisdom modifier.
**Trained Skills:** Endurance, Perception

### Gods and Rangers

Melora, the god of the wilderness, is revered by many rangers, as are Kord and the Raven Queen, who both hold some influence over the field of battle where rangers demonstrate their prowess. As a patron of adventurers and travelers, Avandra is revered by many rangers as well.

A significant number of rangers don't worship any gods, or revere them while also offering sacrifices to and striving to live their lives in harmony with the primal spirits of nature. Some of these rangers believe that the gods are interlopers in the world, which properly belongs to these primal spirits. Some of them even multiclass into primal classes such as druid or barbarian (described in *Player's Handbook 2*), calling on nature spirits to enhance their martial prowess.

## Raise Beast Companion

*You call out to your beast companion. Though death separates you, the ties of faith and friendship between you can cross any gulf.*

**Level:** 1
**Category:** Restoration
**Time:** 4 hours
**Duration:** Instantaneous
**Component Cost:** 50 gp
**Market Price:** None
**Key Skill:** Nature (no check)

This ritual allows you to restore life to your slain beast companion. This ritual works only for rangers who have the Beast Mastery class feature.

The ritual functions as the Raise Dead ritual, with the following exceptions:

- You need not have any part of your beast companion's corpse.
- The death penalty lasts until you have reached three milestones.
- A paragon tier beast companion costs 500 gp to raise, and an epic tier beast companion costs 5,000 gp to raise.

## Commanding a Beast Companion

Your beast companion doesn't usually take its own actions during combat. It acts on your turn as you direct it, using the options below. To command your beast companion, you take the action specified for a command, and the beast must be able to see or hear you. If you don't command your beast companion, it remains where it is, as long as you are conscious and present in the encounter. If you are unconscious or aren't present, your beast companion can act independently (see "Beast Companion Independent Actions" below).

**Attack (Standard Action):** Your beast companion makes a melee basic attack against an enemy of your choice.

**Defend (Standard Action):** Your beast companion or both of you go on total defense. If you are adjacent to each other, the bonus to defenses is +3 rather than +2.

**Move (Move Action):** Your beast companion or both of you take a move action. The move actions need not be the same.

**Opportunity Attack (Immediate Interrupt):** When a creature provokes an opportunity attack from your beast companion, you spend an immediate interrupt to command the beast to make the attack.

**Other Action:** For any other action, you spend the required action and your beast companion completes it. For example, picking up an object requires a minor action, so you can spend a minor action to order your beast companion to grab a bag of coins in its jaws.

If your beast companion is incapable of completing an action, your action is wasted and the beast does nothing. Your beast companion cannot use your powers, and the DM is the final judge on whether a beast is capable of completing an action.

### Beast Companion Independent Actions

In situations where you can't command your beast companion, it can act independently. For example, if you're unconscious or dead or if you aren't present in an encounter, your beast companion doesn't necessarily sit around waiting for you to show up, unless that's what you want it to do.

A beast companion acting independently can take a standard action, a move action, and a minor action on each of its turns, as a character can. You choose the beast's actions, with one restriction: If your character is present in the encounter but incapable of commanding the beast, it must move as far as it can toward you each round on its turn, choosing the safest route possible. Once adjacent to you, the beast companion can act in any manner you wish.

## Beast Companions and Healing

Your beast companion can spend healing surges as any character can, and it can receive the benefits of healing abilities, such as a cleric's *healing word*.

**Second Wind:** When you use your second wind, your beast companion can use second wind as well.

**Other Healing:** When you are adjacent to your beast companion, you can spend a minor action and one of your healing surges to heal the beast companion as if it had spent a healing surge.

**Death and Dying:** A beast companion follows the same rules as a character for death and dying (*Player's Handbook*, page 295). If your beast companion dies, you can use the Raise Beast Companion ritual to restore it to life.

## Gaining a New Companion

If you wish to switch to a new beast companion, you can use the retraining rules in the *Player's Handbook* (page 28) to select a different beast when you level up. Instead of changing a feat, a power, or a skill selection when you retrain, you can change your beast companion selection.

You keep your current beast companion until you have the opportunity to spend a few hours seeking its replacement in an environment where the new beast can be found. If your beast companion dies and you choose to replace it rather than raise it, you follow the same rules.

The DM can choose to run a short adventure that involves you finding a companion, perhaps rescuing it from captivity or overcoming a foe together. Otherwise, the DM can allow you to create the story of how you found your new companion.

# New Ranger Powers

A ranger exists at a nexus of disparate capabilities, all embodying the bold tracker and fearless hunter. As a beastmaster ranger, you have exploits that allow you to expertly guide and work with your beast companion. In many ways, the beast is like a weapon under your skilled control. Such specialty means that you favor powers that other rangers can't even use, and you often eschew exploits other rangers prefer. Those other rangers are far from forgotten. Even if you aren't a beastmaster ranger, you'll still find powers in this chapter that are to your taste.

Some powers in this chapter use the new beast keyword, while others use a special range or damage notation.

### Beast

A power that has this keyword can be used only while your beast companion is conscious and present in an encounter.

### Range

The following range designations appear in some powers.

**Melee beast 1:** The attack's target must be adjacent to your beast companion.

**Melee weapon (beast 1):** The attack's target must be within the reach of the weapon you're wielding and must be adjacent to your beast companion.

**Close burst (beast):** The burst originates from your beast companion.

### Beast Attacks and Damage Notation

Powers that rely on your beast companion to attack use the beast's attack bonus and use [B] to denote the beast's damage die. A number before [B] tells you the number of times you roll the die. For example, a wolf companion's damage die is 1d8. If you use *partnered savaging*, which deals 2[B] + beast's Strength modifier damage, a wolf companion would deal 2d8 + its Strength modifier damage.

## Level 1 At-Will Exploits

**Circling Strike** Ranger Attack 1

*Using the distraction your attack provides, your beast companion finds a better position.*

**At-Will ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
Increase damage to 2[W] + Strength modifier at 21st level.
**Effect:** Before or after the attack, your beast companion can shift 1 square.

**Predator Strike** Ranger Attack 1

*Your enemy focuses its attention on you, allowing your beast to attack.*

**At-Will ✦ Beast, Martial**
**Standard Action** **Melee** beast 1
**Target:** One creature adjacent to you
**Attack:** Beast's attack bonus vs. AC
**Hit:** 1[B] + beast's Strength modifier + your Wisdom modifier damage.
Increase damage to 2[B] + beast's Strength modifier + your Wisdom modifier at 21st level.

## Level 1 Encounter Exploits

**Enclose the Prey** Ranger Attack 1

*Your beast companion circles your quarry, gaining a better position just before you strike.*

**Encounter ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Target:** One creature designated as your quarry
**Effect:** Before the attack, both you and your beast companion can shift 2 squares.
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Beast:** If your companion is a cat, a spider, or a wolf, the attack deals extra damage equal to your Wisdom modifier.

**Hunting-Partner Strike** Ranger Attack 1

*Working with an ally allows you that extra edge.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. If you're flanking the target, the attack deals extra damage equal to your Wisdom modifier.

**Off-Hand Strike** Ranger Attack 1

*A weapon in your off-hand allows for a quick attack.*

**Encounter ✦ Martial, Weapon**
**Minor Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. AC (off-hand weapon)
**Hit:** 1[W] + Strength modifier damage (off-hand weapon).

**Rapid Volley** Ranger Attack 1

*With amazing speed, you unleash a pair of arrows at your enemies.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Targets:** One or two creatures
**Attack:** Dexterity vs. AC, one attack per target. If you target one creature, you gain a +2 bonus to the damage roll. If you target two creatures, you take a -2 penalty to both attack rolls.
**Hit:** 1[W] + Dexterity modifier damage.

**Singular Shot** Ranger Attack 1

*You single out a foe for a deadly attack.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage. If no creatures are adjacent to the target, the attack deals extra damage equal to your Wisdom modifier.

**Synchronized Strike** Ranger Attack 1

*You command your beast companion to tear into your opponent, opening a gap for you to exploit.*

**Encounter ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Target:** One creature
**Primary Attack:** Beast's attack bonus vs. AC
**Hit:** 1[B] + beast's Strength modifier damage.
**Effect:** You make a secondary attack against the target.
**Secondary Attack:** Strength vs. Reflex
**Hit:** 1[W] + Strength modifier damage.
**Beast:** If your companion is a bear, a boar, a lizard, a raptor, or a snake, the secondary attack deals extra damage equal to your Wisdom modifier.

ADAM GILLESPIE

# Level 1 Daily Exploits

**Boar Assault** Ranger Attack 1

*Each successful attack against your foe increases your tenacity.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)
**Hit:** 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged), and you gain temporary hit points equal to your Wisdom modifier.
**Miss:** Half damage.
**Effect:** Until the target is reduced to 0 hit points, you gain temporary hit points equal to your Wisdom modifier each time you hit the target.

## Eladrin Rangers

Because of their naturally high Dexterity, eladrin are fine archer rangers, and the mobility provided by their *fey step* power serves them well in that role. As a race, they also have a long tradition of melee-focused rangers, who wield twin longswords in a deadly keening dance of steel. The pinnacle of this tradition is the blade banshee paragon path (page 59). Eladrin beastmaster rangers naturally choose beast companions of fey origin and learn to teleport side by side with their companions (see the Feyborn Companion feat, page 136).

**Driving the Quarry** Ranger Attack 1

*You fiercely assault your quarry, and your beast companion compels that same foe forward.*

**Daily ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** If the target is your quarry, you slide it 2 squares and slide your beast companion 2 squares, ending its movement adjacent to the target. If the target is your quarry and is also bloodied, you instead slide the beast 4 squares.
**Beast:** If your companion is a cat, a raptor, a spider, or a wolf, you can slide it to any square adjacent to the target.

**Hunt's End** Ranger Attack 1

*You carefully focus to make your attack spell your target's end.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One bloodied creature
**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged). If the target is your quarry, the attack can score a critical hit on a roll of 19–20.
**Hit:** 3[W] + Strength modifier damage (melee) or 3[W] + Dexterity modifier damage (ranged).
**Miss:** Half damage.

### Off-Hand Parry — Ranger Attack 1

*You ready your off-hand weapon to deflect incoming attacks.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. AC (main weapon)
**Hit:** 2[W] + Strength modifier damage (main weapon).
**Effect:** You gain a power bonus to AC equal to your Wisdom modifier until the end of your next turn or until you attack with your off-hand weapon.

### Partnered Savaging — Ranger Attack 1

*Your beast companion brutalizes the enemy as you slip in for a quick strike.*

**Daily ✦ Beast, Martial**
**Standard Action** **Melee** beast 1
**Target:** One creature
**Attack:** Beast's attack bonus vs. AC
**Hit:** 2[B] + beast's Strength modifier damage.
**Miss:** Half damage.
**Effect:** If the target is your quarry, you can shift 3 squares and make a basic attack against it.

## Level 2 Utility Exploits

### Ferret an Opening — Ranger Utility 2

*With a keen eye, you use one moment of advantage to create another.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Requirement:** You must be flanking an enemy.
**Effect:** You gain combat advantage against the flanked enemy until the end of your next turn.

### Fox Shift — Ranger Utility 2

*Distracted by your ally, your foe can't respond effectively to your sly maneuvering.*

**Encounter ✦ Martial**
**Free Action** **Personal**
**Trigger:** You hit a target with a melee attack and the target is marked by an ally
**Effect:** You can shift 1 square, and you gain a +2 power bonus to all defenses against your target's attacks until the end of your next turn.

### Elf Rangers

Elf heroes combine high Dexterity and high Wisdom to become excellent archer rangers. Their high speed and Wild Step ability grant them excellent mobility, making them hard to outrun or pin down, and their keen senses help them thrive in the wild. The sylvan archer paragon path (page 68) reflects the spiritual union of an elf ranger and a bow. The Elven Beast Mastery feat (page 135) allows an elf beastmaster ranger to share both mobility and accuracy with a beast companion.

### Hearten the Beast — Ranger Utility 2

*With an encouraging shout, you give your beast companion the desire to fight harder.*

**At-Will ✦ Beast, Martial**
**Standard Action** **Close** burst 20
**Target:** Your beast companion in burst
**Effect:** The target makes a saving throw.
**Beast:** If the target is a bear or a boar, it gains a bonus to the saving throw equal to your Wisdom modifier.

### Hunter's Privilege — Ranger Utility 2

*Your keen senses and uncanny instincts give you an edge over your quarry.*

**Daily ✦ Martial, Stance**
**No Action** **Personal**
**Trigger:** You make an initiative check at the beginning of an encounter and your check result is higher than any other combatant's
**Effect:** Until the stance ends, you add 3 to the extra damage you deal with Hunter's Quarry.

### Pack Alertness — Ranger Utility 2

*Through subtle communications, you and your beast companion act almost as if you share senses.*

**At-Will ✦ Beast, Martial**
**Minor Action** **Close** burst 10
**Targets:** You and your beast companion in burst
**Effect:** The targets each make a Perception check and share the better result. Also, if your beast companion becomes aware of a target, you do as well, and vice versa.
**Beast:** If your companion is a cat, a raptor, or a wolf, the targets gain a +2 bonus to the Perception checks.

## Level 3 Encounter Exploits

### Beast Latch — Ranger Attack 3

*Your attack diverts your foe's attention long enough for your beast companion to take hold, hampering your foe and allowing the beast to easily follow.*

**Encounter ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Beast:** If your companion is a bear, a cat, a raptor, a spider, or a snake, the attack deals extra damage equal to your Wisdom modifier.
**Effect:** If the target moves during its next turn, your beast companion can shift to any square adjacent to the target's new location as a free action. If the target is your quarry, it is slowed until the end of your next turn.

## Leonine Surge — Ranger Attack 3

*Like a hunting lion, you throw yourself at your enemy in an attempt to land two blows and put your victim down.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. AC, two attacks
**Hit:** 1[W] + Strength modifier damage per attack. If both attacks hit, the target is knocked prone and takes extra damage equal to your Wisdom modifier. If both attacks miss, you grant combat advantage to all enemies until the start of your next turn.

## Paired Predators — Ranger Attack 3

*Coupling attacks, you and your beast efficiently take it to your enemies.*

**Encounter ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** Your beast companion can make a melee basic attack against a target within its reach as a free action.
**Beast:** If your companion is a boar, a lizard, or a wolf, the attacks deal extra damage equal to your Wisdom modifier.

## Ruffling Sting — Ranger Attack 3

*With a scorpion-like jab, you unsettle your opponent enough to gain a momentary advantage.*

**Encounter ✦ Martial, Weapon**
**Minor Action** **Melee** weapon
**Requirement**: You must be wielding two melee weapons.
**Target**: One creature
**Attack**: Strength vs. AC (off-hand weapon)
**Hit:** 1[W] + Strength modifier damage (off-hand weapon). Until the end of your turn, the target grants combat advantage to you for your next melee attack against it.

## Scattering Volley — Ranger Attack 3

*Your hail of shots causes your foes to dive for cover, clearing a path for your allies.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Targets**: One or two creatures
**Attack**: Dexterity vs. AC, one attack per target. If you target one creature, you gain a +2 bonus to the damage roll. If you target two creatures, you take a -2 penalty to both attack rolls.
**Hit:** 1[W] + Dexterity modifier damage, and you slide the target 1 square.

ADAM GILLESPIE

### Thwarting Shot — Ranger Attack 3

*Your cutting projectile discombobulates your adversary for a moment.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 1[W] + Dexterity modifier damage, and the target is slowed and takes a -2 penalty to attack rolls until the end of your next turn.

## Level 5 Daily Exploits

### Adaptive Assault — Ranger Attack 5

*Your quick attacks might have different results.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding two melee weapons or a ranged weapon.
**Targets:** One or two creatures
**Attack:** Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks
**Hit:** 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (ranged) per attack. If both attacks hit the same target, the target either takes ongoing 5 damage or is dazed (save ends either).
**Miss:** Half damage per attack.

### Bloodied Frenzy — Ranger Attack 5

*Injury, whether yours or your beast companion's, provokes an instant assault from the beast that leaves your adversary momentarily hobbled.*

**Daily ✦ Beast, Martial**
**Immediate Reaction** **Melee** beast 1
**Trigger:** An enemy bloodies you or your beast companion
**Target:** The triggering enemy
**Effect:** Before the attack, your beast companion can shift 5 squares.
**Attack:** Beast's attack bonus vs. AC
**Hit:** 2[B] + beast's Strength modifier damage, and the target is immobilized (save ends).
**Miss:** Half damage.

### Close-Combat Shot — Ranger Attack 5

*You punish your enemy for closing with you.*

**Daily ✦ Martial, Weapon**
**Immediate Reaction** **Ranged** weapon
**Trigger:** An enemy enters a square adjacent to you
**Target:** The triggering enemy
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage.
**Miss:** Half damage.
**Special:** Using this power doesn't provoke an opportunity attack from the target.

### Lacerating Maul — Ranger Attack 5

*Opening your quarry up with a decisive attack, you allow your beast companion to tear a wound. The scent of blood eggs the beast on.*

**Daily ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Beast:** If your companion is a bear, a boar, or a lizard, the attack deals extra damage equal to your Wisdom modifier.
**Miss:** Half damage.
**Effect:** If the target is your quarry and your beast companion is adjacent to it, the target takes ongoing 5 damage (save ends). Until the ongoing damage ends, the target grants combat advantage to the beast.

### Spitting-Cobra Stance — Ranger Attack 5

*You stand ready to launch a quick attack against any foe that menaces you.*

**Daily ✦ Martial, Stance, Weapon**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you can make a ranged basic attack as an opportunity action against any enemy within 5 squares of you that moves closer to you.

### Hunter's Quarry

Stripped to its core, your Hunter's Quarry class feature is nothing more than a way to designate a single target and let you do massive amounts of damage to that target. It represents your focus on that target and your single-minded dedication to getting rid of that foe. But what do you do when you use Hunter's Quarry?

Take a moment, a focusing breath, and study your foe—the way it moves, its speed, its patterns. When you understand how it moves, you can predict where it will be when your sword or arrow reaches it.

Search out its weaknesses: Where does its armor not protect it? Where are the scales of its hide not as thick? How might an eye or a mouth offer access to its vulnerable organs?

Put yourself in its place. What does it see? How does it defend itself? Who does it attack, and why? What surprises it? Hunter and prey are one, linked in the cycles of nature.

Find your range. Learn exactly how far you must pull back the string, how much to angle your bow, exactly how to line up your shot against this particular target. Feel it in your muscles, force them to remember, and duplicate the perfect shot time after time.

### Tag the Prey — Ranger Attack 5

*Your keen hunter's instinct picks out this foe from the rest.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Dexterity vs. AC. This attack ignores the target's cover but not superior cover.
**Hit:** 2[W] + Dexterity modifier damage, and you designate the target as your quarry until the end of your next turn. If the target was already your quarry, the attack deals 1[W] extra damage.
**Miss:** Half damage, and you do not designate the target as your quarry.

## Level 6 Utility Exploits

### Battle Runner — Ranger Utility 6

*You move with astonishing speed, making it hard for your foes to track your movement.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you can run a number of squares equal to your speed + 4, instead of your speed + 2, and you do not grant combat advantage from running.

### Boundless Energy — Ranger Utility 6

*You call upon your inner strength to persevere.*

**Encounter ✦ Martial**
**Free Action** **Personal**
**Trigger:** You roll an Endurance check and dislike the result
**Prerequisite:** You must be trained in Endurance.
**Effect:** Reroll the Endurance check. You decide whether to make the reroll before the DM announces the result.

### Defensive Posture — Ranger Utility 6

*Puffing up defensively, your beast rolls with a blow.*

**Encounter ✦ Beast, Martial**
**Immediate Interrupt** **Close** burst 20
**Trigger:** Your beast companion is hit by an attack within 20 squares of you
**Target:** Your beast companion in burst
**Effect:** The target gains a +4 power bonus to the defense targeted by the attack.
**Beast:** If your companion is a bear, a spider, or a snake, the bonus lasts until the start of your next turn.

### Invigorate the Beast — Ranger Utility 6

*Your urging pushes your beast companion onward, despite fatigue and injury.*

**Daily ✦ Beast, Healing, Martial**
**Minor Action** **Melee** 1
**Target:** Your beast companion
**Effect:** The target regains hit points as if it had spent a healing surge.
**Beast:** If your companion is a boar or a lizard, it regains additional hit points equal to your Wisdom modifier.

### Serpentine Dodge — Ranger Utility 6

*You snake past your enemies, weaving so that they have a hard time making a follow-up attack against you.*

**Encounter ✦ Martial**
**Move Action** **Personal**
**Requirement:** You must be within 2 squares of at least two enemies.
**Effect:** You can shift a number of squares equal to 1 + your Wisdom modifier. Until the end of your next turn, you gain a power bonus to all defenses equal to the number of enemies you were adjacent to at any time during this shift.

## Level 7 Encounter Exploits

### Beast Rush — Ranger Attack 7

*You designate an enemy to your beast companion, and the beast moves toward that enemy as you strike.*

**Encounter ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Target:** One creature
**Effect:** Before the primary attack, your beast companion can shift a number of squares equal to your Wisdom modifier.
**Primary Attack:** Beast's attack bonus vs. AC
**Hit:** 1[B] + beast's Strength modifier damage.
**Beast:** If your companion is a boar, a cat, a raptor, or a wolf, the primary attack deals extra damage equal to your Wisdom modifier.
**Effect:** You make a secondary attack against the target.
**Secondary Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.

### Biting Volley — Ranger Attack 7

*Two lucky shots find chinks in your target's armor.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Targets:** One or two creatures
**Attack:** Dexterity vs. Reflex, two attacks. Each attack can score a critical hit on a roll of 18-20.
**Hit:** 1[W] + Dexterity modifier damage per attack.

### Harried Quarry — Ranger Attack 7

*Your attack, coupled with the threat of your beast companion, throws your quarry off balance.*

**Encounter ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** If the target is your quarry, it grants combat advantage to you and your allies until the end of your next turn.
**Beast:** If your companion is a bear, a lizard, a spider, or a snake, your attacks against the target deal extra damage equal to your Wisdom modifier until the end of your next turn.

### Hunter's Shot — Ranger Attack 7

*You draw a bead on your chosen opponent and take the shot.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Dexterity vs. AC. If the target is your quarry, the attack hits if the attack roll hits the target's AC or Reflex.
**Hit:** 2[W] + Dexterity modifier damage.

### Jackal Ploy — Ranger Attack 7

*Twin strikes harass your enemy, opening a gap for an ally's attack as you slip away.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. Reflex (main weapon and off-hand weapon). Make two attack rolls—one with each weapon—and use the higher result.
**Hit:** 1[W] + Strength modifier damage, and the target grants combat advantage to an ally of your choice until the start of your next turn. You can then shift a number of squares equal to your Wisdom modifier.

### Twofold Flinch — Ranger Attack 7

*You feint with both weapons, taking your adversary aback.*

**Encounter ✦ Martial, Weapon**
**Minor Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. Reflex (main weapon and off-hand weapon), two attacks
**Hit:** The target takes a -2 penalty to attack rolls against you until the start of your next turn. If both attacks hit, the penalty is -4.

## Level 9 Daily Exploits

### Caging Strike — Ranger Attack 9

*You box your foe in with one weapon and then open a wound with the other.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and ongoing 5 damage (save ends). If the target is your quarry, it instead takes ongoing 10 damage (save ends).
**Miss:** Half damage, and no ongoing damage.

### Jarring Salvo — Ranger Attack 9

*Each shot that hits your enemy knocks it backward.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Dexterity vs. Fortitude, three attacks
**Hit:** 1[W] damage per attack, and you push the target 1 square.
**Miss:** Half damage per attack, and no push.

### Menacing Cry — Ranger Attack 9

*Your beast companion issues a piercing cry, chilling the blood of nearby enemies.*

**Daily✦ Beast, Fear, Martial**
**Standard Action** **Close** burst 2 (beast)
**Target:** Each enemy in burst
**Attack:** Beast's attack bonus vs. Will
**Hit:** 1d8 + beast's Wisdom modifier psychic damage, and the target is immobilized (save ends).
**Beast:** If your companion is a bear, a cat, a raptor, or a wolf, the attack deals extra damage equal to your Wisdom modifier.
**Miss:** Half damage, and the target is not immobilized.

## Melee or Ranged?

More than perhaps any other class, the different builds of the ranger play very differently. The two-blade ranger is a melee-focused character who is similar in many ways to a rogue, relying on high mobility and devastating melee attacks to face foes in direct combat without the high defenses or hit points of a defender class. The archer ranger is more like a warlock, attacking from a relatively safe distance while circling around the thick of melee to get the best shots. The beastmaster build is a different approach to building a melee-focused ranger, one that stands out from other classes of any role as something unique.

JIM PAVELEC

### Passing Ambush — Ranger Attack 9

*You appear as if from nowhere, skewer your adversary, and then fade away.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature that is surprised or unaware of your presence
**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)
**Hit:** 3[W] + Strength modifier + Wisdom modifier damage (melee) or 3[W] + Dexterity modifier + Wisdom modifier damage (ranged), and you can shift 2 squares. If you were hidden from the target when you made the attack, you remain hidden if you have any cover or concealment.
**Miss:** Half damage, and you can shift 1 square. If you were hidden from the target when you made the attack, you can make a Stealth check with a +2 bonus to remain hidden if you have any cover or concealment.

### Ranger's Recovery — Ranger Attack 9

*After taking a moment to make a measuring strike and move into a better position, you're ready for action again.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)
**Hit:** 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged).
**Effect:** Before or after the attack, you can shift half your speed. If you have used all your encounter attack powers, you regain the use of a ranger encounter attack power you have used during this encounter. Or if you hit your quarry with this attack, you can instead choose to deal 2[W] extra damage.

## Level 10 Utility Exploits

### Companion Emplacement — Ranger Utility 10

*You move into position, and you order your beast companion to warily do the same.*

**Encounter ✦ Beast, Martial**
**Move Action** **Close** burst 20
**Targets:** You and your beast companion in burst
**Effect:** You can move your speed, and your beast companion can shift its speed.
**Beast:** If your companion is a raptor or a wolf, you can move 1 extra square, and it can shift 1 extra square.

### Hunting Party — Ranger Utility 10

*You're not about to give up with a simple miss.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, each time you miss your quarry with an attack, you can choose an ally within 5 squares of the quarry. If that ally hits the quarry before the start of your next turn, the ally's attack deals extra damage equal to your Hunter's Quarry damage.

### Prime Shift — Ranger Utility 10

*Always in motion, you dart in for the shot before spinning away.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you can shift a number of squares equal to your Wisdom modifier as a move action whenever you hit an enemy with a ranged attack that has the bonus from the Prime Shot class feature.

### Quick Recovery — Ranger Utility 10

*Your quick command allows your beast companion to recover from an ill effect.*

**At-Will ✦ Beast, Martial**
**Immediate Reaction** **Close** burst 20
**Trigger:** Your beast companion receives an effect that a save can end within 20 squares of you
**Target:** Your beast companion in burst
**Effect:** The target makes a saving throw against the effect, with a bonus to the saving throw equal to your Wisdom modifier.

### Shed the Mark — Ranger Utility 10

*Your enemies can't keep track of your fast movements.*

**At-Will ✦ Martial**
**Move Action** **Personal**
**Requirement:** You must be marked.
**Effect:** The marked condition ends, and you can shift 1 square.

## Level 13 Encounter Exploits

### Bloodlust Strike — Ranger Attack 13

*You aim for where the blood already flows.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One bloodied creature
**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)
**Hit:** 3[W] + Strength modifier + Wisdom modifier damage (melee) or 3[W] + Dexterity modifier + Wisdom modifier damage (ranged).

### Hammering Volley — Ranger Attack 13

*Pulling back on your bow with great effort, you unleash a pair of arrows that slam your foes into the ground.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Targets:** One or two creatures
**Attack:** Dexterity vs. Fortitude, one attack per target. If you target one creature, you gain a +2 bonus to the damage roll. If you target two creatures, you take a -2 penalty to both attack rolls.
**Hit:** 2[W] + Dexterity modifier damage, and you knock the target prone.

### Herd the Prey — Ranger Attack 13

*Nipping at an adversary, your beast forces that foe toward your waiting weapon.*

**Encounter ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** beast 1
**Target:** One creature
**Attack:** Beast's attack bonus vs. Fortitude
**Hit:** 1[B] + beast's Strength modifier damage, and your beast companion can shift 2 squares toward you and then pull the target 2 squares. The target grants combat advantage to you until the end of your next turn.
**Beast:** If your companion is a lizard, a snake, a spider, or a wolf, the attack deals extra damage equal to your Wisdom modifier.

### Knockdown Pounce — Ranger Attack 13

*Your beast companion hurls itself at your quarry as you make a forceful attack. The combination sends your foe sprawling.*

**Encounter ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Target:** One creature designated as your quarry
**Effect:** Before the attack, your beast companion can shift its speed.
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you push the target 1 square and knock it prone.
**Beast:** If your companion is a bear, a boar, a cat, or a raptor, you instead push the target 2 squares.

### Off-Hand Diversion — Ranger Attack 13

*Your quick off-hand strike leaves your foe open to attacks.*

**Encounter ✦ Martial, Weapon**
**Minor Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. AC (off-hand weapon)
**Hit:** 1[W] + Strength modifier damage (off-hand weapon), and the target grants combat advantage to you and your allies until the start of your next turn.

## Level 15 Daily Exploits

### Armor-Piercing Shot — Ranger Attack 15

*You take careful aim at your target's weak point before unleashing a deadly shot.*

**Daily ✦ Reliable, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3[W] + Dexterity modifier damage.

### Arterial Strike — Ranger Attack 15

*The wound you leave seems small, but it bleeds freely.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)
**Hit:** 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged), and ongoing 10 damage (save ends).
*Aftereffect:* Ongoing 5 damage (save ends).

### Blood Frenzy — Ranger Attack 15

*Your attack unleashes a torrent of blood, and your beast companion goes into a frenzy.*

**Daily ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, your beast companion gains a +2 power bonus to attack rolls and damage rolls. In addition, the beast gains 10 temporary hit points.
**Beast:** If your companion is a boar, a lizard, or a spider, it instead gains 20 temporary hit points.

### Scent of Fear — Ranger Attack 15

*Once your beast companion senses weakness in an opponent, it attacks with ruthless intensity.*

**Daily ✦ Beast, Martial**
**Standard Action** **Melee** beast 1
**Target:** One creature
**Attack:** Beast's attack bonus vs. AC
**Hit:** 3[B] + beast's Strength modifier damage.
**Effect:** Until the end of the encounter, the target grants combat advantage to your beast companion, and on each of your turns, you can take a minor action to command the beast to make a melee basic attack against the target as a free action.

### Steeling Flurry — Ranger Attack 15

*You whip your weapons around you before dropping back into a defensive posture.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Requirement:** You must be wielding two melee weapons.
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC (main) and Strength vs. AC (off-hand), two attacks per target
**Hit:** 1[W] + Strength modifier damage per attack. If you hit at least twice, you gain a +2 bonus to AC until the start of your next turn.
**Miss:** Half damage per attack.

### Tracking Shot — Ranger Attack 15

*You use this shot to size up your enemy, gaining insight you need for further attacks.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage.
**Effect:** Until you hit the target again or until the end of the encounter, you gain a power bonus to attack rolls against the target equal to your Wisdom modifier.

## Level 16 Utility Exploits

### Curving Shot — Ranger Utility 16

*For a moment, it looked like you were going to miss.*

**Daily ✦ Martial**
**Free Action** **Personal**
**Trigger:** You miss with a ranged at-will attack
**Effect:** You reroll the attack.

### Pack Stealth — Ranger Utility 16

*Moving as one, you and your beast companion disappear into the mist.*

**Encounter ✦ Beast, Martial**
**Minor Action** **Close** burst 2
**Prerequisite:** You must be trained in Stealth.
**Requirement:** You and your beast companion must have cover or concealment.
**Targets:** You and your beast companion in burst
**Effect:** The targets become hidden from any enemy that they have cover or concealment against.
**Beast:** If your companion is a cat, a spider, or a snake, it can be within 5 squares of you when you use this power.

### Shared Healing — Ranger Utility 16

*You and your beast companion draw strength from each other, restoring your vitality.*

**Daily ✦ Beast, Healing, Martial**
**Minor Action** **Close** burst 5
**Targets:** You and your beast companion in burst
**Effect:** Each target regains hit points as if spending a healing surge.

### Stalker's Senses — Ranger Utility 16

*Your prey can't hide from you.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you take no attack roll penalty because of concealment or total concealment when you attack your quarry.

JIM PAVELEC

### Wary Shooter — Ranger Utility 16

*Your agile shooting style keeps you safe from enemy attacks.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, any ranged attack you make does not provoke opportunity attacks.

## Level 17 Encounter Exploits

### Blade and Fang — Ranger Attack 17

*Attacking as one, you and your beast companion tear into an opponent.*

**Encounter ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** Your beast companion makes a secondary attack against the target.
**Secondary Attack:** Beast's attack bonus vs. AC
**Hit:** 1[B] + beast's Strength modifier damage.
**Beast:** If your companion is a bear, a boar, a lizard, or a snake, the secondary attack deals extra damage equal to your Wisdom modifier.

### Blow-Through Assault — Ranger Attack 17

*Your attack flies through the ranks of closely clustered foes, hurting them all.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding two melee weapons or a ranged weapon.
**Targets:** One creature
**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)
**Hit:** 3[W] + Strength modifier damage (melee) or 3[W] + Dexterity modifier damage (ranged), and each enemy adjacent to the target takes damage equal to your Wisdom modifier.

### Hounding Beast — Ranger Attack 17

*Your beast companion darts around an opponent, leaving it hopelessly sidetracked.*

**Encounter ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target provokes opportunity attacks from you if it shifts or attacks on its next turn.
**Effect:** Before or after the attack, your beast companion can shift 1 square. If the beast shifts, the target grants combat advantage to you for other attacks until the end of your next turn.
**Beast:** If your companion is a cat, a raptor, a spider, or a wolf, it can shift 1 square both before and after the attack.

### Pounding Barrage — Ranger Attack 17

*You pepper your enemy with a flurry of projectiles, leaving it tottering and unable to move.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Dexterity vs. AC, three attacks
**Hit:** 1[W] + Dexterity modifier damage per attack. If two of the attacks hit, the target takes 1d6 extra damage. If three of the attacks hit, the target is also immobilized until the end of your next turn.

### Untamed Outburst — Ranger Attack 17

*You lash out with your weapons, surprising your enemy with your wildness.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength + 2 vs. AC (main weapon and off-hand weapon), two attacks
**Hit:** 2[W] + Strength modifier damage per attack. If both attacks hit, the target is dazed until the end of your next turn.

## Level 19 Daily Exploits

### Claim the Prize — Ranger Attack 19

*Taking advantage of your foe's weakness, you try to land a finishing blow.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One bloodied creature designated as your quarry
**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)
**Hit:** 5[W] + Strength modifier damage (melee) or 4[W] + Dexterity modifier damage (ranged).

### Dead Stop — Ranger Attack 19

*With a well-timed shot, you bring down a charging adversary, which skids to a halt at your feet.*

**Daily ✦ Martial, Weapon**
**Immediate Interrupt** **Ranged** weapon
**Trigger:** An enemy makes a charge attack against you
**Target:** The triggering enemy
**Attack:** Dexterity vs. Reflex
**Hit:** 3[W] + Dexterity modifier damage, and you knock the target prone.
**Miss:** Half damage, and you don't knock the target prone.
**Special:** Using this power doesn't provoke an opportunity attack from the target.

### Driving Offensive — Ranger Attack 19

*An initial strike hurls your opponent away from you, and as it stumbles, you heave a sense-rattling chaser after it.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Primary Attack:** Strength vs. AC (main weapon)
**Hit:** 3[W] + Strength modifier damage, and you push the target 3 squares.
**Miss:** Half damage, and you push the target 1 square.
**Effect:** Make a ranged secondary attack against the target.
**Secondary Attack:** Strength vs. AC (off-hand weapon)
**Hit:** 1[W] + Strength modifier damage, and the target is dazed (save ends).
**Miss:** Half damage, and the target is not dazed.

### Ferocious Roar — Ranger Attack 19

*With a terrifying vocalization, your beast sends nearby enemies lurching in panic.*

**Daily✦ Beast, Fear, Martial**
**Standard Action** **Close** burst 2 (beast)
**Target:** Each enemy in burst
**Attack:** Beast's attack bonus vs. Will
**Hit:** 2d8 + Wisdom modifier psychic damage, and the target is pushed 1 square and dazed (save ends).
**Beast:** If your companion is a bear, a cat, a snake, or a wolf, the attack deals extra damage equal to your Wisdom modifier.
**Miss:** Half damage, the target is pushed 1 square, and the target is not dazed.

### Gnawing Assault — Ranger Attack 19

*Your beast companion clamps down on a foe and rends its flesh.*

**Daily ✦ Beast, Martial**
**Standard Action** **Melee** beast 1
**Target:** One creature
**Attack:** Beast's attack bonus vs. AC
**Hit:** 2[B] + beast's Strength modifier damage, and the target is immobilized (save ends).
**Miss:** Half damage, and the target is immobilized until the end of its next turn.
**Effect:** If the target was already immobilized and your beast companion began the turn adjacent to it, the target takes ongoing 10 damage (save ends).

### Threefold Assault — Ranger Attack 19

*In a wild onslaught, you unleash three attacks with escalating potential.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding two melee weapons.
**Targets:** One, two, or three creatures
**Attack:** Strength vs. AC, three attacks (at least one attack with each weapon)
**Hit:** 1[W] + Strength modifier damage per attack. If you hit a target twice, you push it a number of squares equal to your Wisdom modifier. If you hit a target three times, it is also dazed until the end of your next turn.
**Miss:** Half damage per attack.
**Special:** If you use this power as a ranged attack, it doesn't provoke opportunity attacks.

JIM PAVELEC

## Level 22 Utility Exploits

### Adamant Recovery — Ranger Utility 22

*You stay up despite all odds, showing what you're really made of.*

**Daily ✦ Healing, Martial**
**Immediate Interrupt** **Personal**
**Trigger:** You are reduced to 0 hit points or fewer
**Effect:** You spend a healing surge and can shift 1 square.

### Hunt the Herd — Ranger Utility 22

*You make prey out of all nearby foes.*

**Daily ✦ Martial**
**Minor Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Effect:** Until the end of your next turn, you designate each target as your quarry and can deal your Hunter's Quarry damage against each one you hit.

### Preternatural Senses — Ranger Utility 22

*Employing all your senses, you are aware of the unseen and the silent.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Prerequisite:** You must be trained in Perception.
**Effect:** Until the stance ends, you gain blindsight 5 and a +5 power bonus to Perception checks.

### Selfless Sacrifice — Ranger Utility 22

*You or your beast companion steps in front of an incoming attack meant for the other.*

**Daily ✦ Beast, Martial**
**Immediate Interrupt** **Close** burst 1
**Trigger:** You or your adjacent beast companion is damaged by an attack
**Targets:** You and your beast companion in burst
**Effect:** The target damaged by the triggering attack takes only half of the damage, and the other target takes the remainder. (If both targets were damaged by the triggering attack, one target can take half of the other's damage.) The target taking the remainder of the other's damage gains temporary hit points equal to your level.

### Wild Dash — Ranger Utility 22

*Your beast companion rushes forward to intercept a threat, or perhaps to flee an attacker.*

**Daily ✦ Beast, Martial**
**Immediate Reaction** **Personal**
**Trigger:** Your beast companion is hit by an attack or an enemy enters a square within 5 squares of you
**Effect:** Your beast companion can shift its speed.

# Level 23 Encounter Exploits

### Chase Down — Ranger Attack 23

*You knock your adversary to one side, and your beast companion pursues.*

**Encounter ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you slide the target 2 squares. Your beast companion can shift 4 squares and must end adjacent to the target.
**Beast:** If your companion is a bear, a cat, a raptor, a spider, or a wolf, it can instead shift its speed.

### Dazing Volley — Ranger Attack 23

*You shoot quickly enough to get off one shot with accuracy or two with haste. Either way, you leave struck foes in momentary shock.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Targets:** One or two creatures
**Attack:** Dexterity vs. AC, one attack per target. If you target one creature, you gain a +2 bonus to the damage roll. If you target two creatures, you take a -2 penalty to both attack rolls.
**Hit:** 3[W] + Dexterity modifier damage, and the target is dazed until the end of your next turn.

### Hobbling Shot — Ranger Attack 23

*The enemy wobbles from your shot and can move only poorly for a moment.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage, and the target is slowed until the start of your next turn. If the target is your quarry, it is instead immobilized until the start of your next turn.

### Nonchalant Collapse — Ranger Attack 23

*With your off-hand weapon, you casually send a foe to the floor.*

**Encounter ✦ Martial, Weapon**
**Minor Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. Fortitude (off-hand weapon)
**Hit:** 2[W] + Strength modifier damage, and you knock the target prone.

### Overwhelming Fury — Ranger Attack 23

*You throw yourself at the enemy, distracting it while your beast companion moves to strike.*

**Encounter ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target grants combat advantage to your beast companion until the end of your next turn.
**Effect:** Your beast companion makes a secondary attack against the target.
**Secondary Attack:** Beast's attack bonus vs. AC
**Hit:** 3[B] + beast's Strength modifier damage.
**Beast:** If your companion is a boar, a lizard, or a snake, the secondary attack deals extra damage equal to your Wisdom modifier.

# Level 25 Daily Exploits

### Ambusher's Reaping — Ranger Attack 25

*You leap from the shadows, cut down two foes, and then disappear from view.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Targets:** One or two creatures that are surprised or that you are hidden from
**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged), one attack per target
**Hit:** 5[W] + Strength modifier + Wisdom modifier damage (melee) or 5[W] + Dexterity modifier + Wisdom modifier damage (ranged), and you can shift your speed. If you are hidden from the target when you make the attack, you remain hidden if you have any cover or concealment.
**Miss:** Half damage, and you can shift 1 square. You can make a Stealth check with a +2 bonus to remain hidden if you have any cover or concealment.

### Primal Rampage — Ranger Attack 25

*In a blur, you and your beast companion leap forward, knocking your foe down.*

**Daily ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Requirement:** You and your beast companion must charge and use this power in place of a melee basic attack.
**Target:** One creature
**Primary Attack:** Beast's attack bonus vs. AC
**Hit:** 2[B] damage, and the target is knocked prone.
**Beast:** If your companion is a boar, a cat, a raptor, a lizard, or a spider, the primary attack deals extra damage equal to your Wisdom modifier.
**Effect:** Your beast companion can shift 1 square, and you make a secondary attack against the target.
**Secondary Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is dazed (save ends).
**Miss:** Half damage.

### Pursuit of the Wild Hunt — Ranger Attack 25

*You nail your adversary and your beast companion follows the scent of faltering prey.*

**Daily ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, before you take any actions on each of your turns, you can take a free action to command your beast companion to shift its speed to a space closer or adjacent to the target. In addition, the target provokes an opportunity attack from your beast companion whenever the target shifts or makes an attack that doesn't include the beast as a target.

### Ranger's Resurgence — Ranger Attack 25

*With the grace of immortals, you move where you will and strike hard, leaving yourself prepared to make another assault.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)
**Hit:** 4[W] + Strength modifier damage (melee) or 4[W] + Dexterity modifier damage (ranged).
**Effect:** Before or after the attack, you can shift your speed. If you have expended all your encounter attack powers, you regain the use of a ranger encounter attack power you have used during this encounter. Or if you hit your quarry with this attack, you can instead choose to deal 4[W] extra damage.

### True-Eye Shot — Ranger Attack 25

*You can sometimes hit any target you can see.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Ranged** sight
**Target:** One creature
**Attack:** Dexterity - 2 vs. AC
**Hit:** 5[W] + Dexterity modifier damage.

## Level 27 Encounter Exploits

### Beastly Vise — Ranger Attack 27

*Your attack leaves your foe with no idea how to escape its position between you and your beast.*

**Encounter ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. If you and your beast companion are both flanking the target, the target is immobilized until the start of your next turn.
**Beast:** If your companion is a boar, a cat, a raptor, a spider, or a wolf, the attack deals extra damage equal to your Wisdom modifier.

### Catch and Drop — Ranger Attack 27

*A quick strike from your beast companion sends your opponent stumbling to the ground, and you have no qualms about hitting a downed foe.*

**Encounter ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Target:** One creature
**Primary Attack:** Beast's attack bonus vs. Reflex
**Hit:** 1[B] + beast's Strength modifier damage, and the target is knocked prone.
**Beast:** If your companion is a bear, a lizard, or a snake, it slides the target 1 square.
**Effect:** You make a secondary attack against the target.
**Secondary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.

### Unstable Gash — Ranger Attack 27

*You leave a wound ready to tear open at the slightest strain.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage. If the target attacks or moves more than 1 square before the start of your next turn, it takes 4[W] extra damage.

## Night Watch

Varis settled into place on the thick branch, and his panther, Shara, settled beside him. Together they watched the road below, claws and fingers clutching bark. Only their eyes moved, scanning the forest, catching every movement—every autumn leaf drifting to the ground, every squirrel scurrying across the forest floor or among the branches around them.

As the sun's last light drained from the sky and Varis's friends drifted to sleep beneath him, he closed his eyes and drank in the forest's sounds: the lonely call of an owl, the chirping of crickets and tiny tree frogs, the distant rustling of a bear in the fallen leaves. He could hear the bear snuffling as it rooted through the leaves for food.

He felt Shara stiffen ever so slightly, and he opened his eyes. The moon bathed the trees in silver light, enough for his elf eyes to see. He glanced at Shara and followed her gaze, then saw what had alarmed her: a dark shape flitting between the shadows of the trees, stalking toward the camp. He saw a second one, then a third, then beyond them a great many more, creeping in perfect silence, trusting in the cover of the dark.

Shara's breath was almost a growl, and he lifted a finger to silence her. Whether it was his movement or the panther's sound, the nearest creature below held up a hand and froze. Varis could just make out beady goblin eyes searching the forest. It was too late. Roaring as one, Varis and Shara leaped from the tree, and the goblin was dead before their feet touched the ground.

# Level 29 Daily Exploits

**Five-Missile Dance** Ranger Attack 29

*Moving warily, you launch five projectiles at your opponents, each shot more capable than the last of felling a target.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Targets:** One, two, three, four, or five creatures
**Attack:** Dexterity vs. AC, five attacks
**Hit:** 2[W] + Dexterity modifier damage per attack. If you hit a target at least twice, you push it 1 square. If you hit a target at least four times, you also knock it prone. If you hit a target five times, it is also immobilized (save ends).
**Miss:** Half damage per attack.
**Effect:** You can shift 1 square after each attack.

**Huntmaster's Bloodbath** Ranger Attack 29

*Your horrific attack strikes a vital center, rapidly spilling your adversary's life force.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude (melee) or Dexterity vs. Fortitude (ranged)
**Hit:** 4[W] + Strength modifier damage or 4[W] + Dexterity modifier damage, and ongoing 20 damage (save ends).
**Miss:** Half damage, and ongoing 10 damage (save ends).

**Huntmaster's Mauling** Ranger Attack 29

*You slice the flesh, and your beast companion tears it open.*

**Daily ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Your beast companion makes a secondary attack against the target. If the primary attack bloodied the target, the beast gains combat advantage for the secondary attack.
**Secondary Attack:** Beast's attack bonus vs. AC
**Hit:** 5[B] + beast's Strength modifier damage.
**Miss:** Half damage.
**Beast:** If your companion is a bear, a snake, or a wolf, the secondary attack deals extra damage equal to your Wisdom modifier.

**Suffering's End** Ranger Attack 29

*Intending to slay your foe one way or another, you strike with deadly force.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One bloodied creature
**Effect:** Before the attack, you can shift a number of squares equal to your Wisdom modifier.
**Attack:** Strength vs. AC
**Hit:** 8[W] + Strength modifier damage.
**Miss:** 5[W] + Strength modifier damage.

**Twin-Strike Tornado** Ranger Attack 29

*You move and strike with such speed that your wounded foes are the only proof you moved at all.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 2
**Requirement:** You must be wielding two melee weapons.
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage.
**Miss:** Half damage.

## Rangers of Many Races

Their high Strength makes dragonborn excellent two-blade or beastmaster rangers. Dragonborn rangers commonly have drake beast companions.

Dwarf rangers aren't particularly common, but their high Wisdom and their natural tenacity lead some dwarf heroes to become rangers. Most dwarf rangers choose the two-blade fighting style and wield twin axes, picks, or hammers.

Halfling rangers are rare. Because their size prevents them from using longbows, most halfling rangers choose beast mastery rather than a fighting style, with a preference for raptor companions.

Not many tiefling heroes become rangers, but those who do generally favor wielding two sharp blades in melee combat. A few tiefling rangers learn ancient infernal secrets to imbue their attacks with hellfire—see the hellborn shadow paragon path (page 63).

See also "Eladrin Rangers" and "Elf Rangers," page 44.

JIM PAVELEC

Note: The borderlands marshal, a paragon path described on page 119, is open to a character who is both a ranger and a warlord (having multiclassed into the second class).

## Avalanche Hurler

*"Go ahead, keep making fun of me. I don't need a bow to hit you from down here."*

**Prerequisite:** Ranger

The first avalanche hurlers were dwarf slaves in the ancient realms of the giants. Tempered by suffering and endless labor, and without access to soldierly methods, these dwarves tailored their ways of fighting to their work tools. They developed martial techniques that allowed them to be flexible in combat. A rebel needs ranged capability to kill in ambushes and slay retreating adversaries. Skill in melee is required to stand up to larger and quicker foes.

Revolutionary dwarves took up their hammers and axes. They threw these tools into the faces of their oppressors. Then, hammering and hewing from underfoot, the first avalanche hurlers brought their outsized masters down and escaped to the wilderness. They settled in underground halls they cut for themselves, places too small for their enemies to invade. Dwarves then made war on giants in Moradin's name.

Dwarf clans have maintained the avalanche hurler fighting style across the generations. They preserve their earliest original combat style, but they never held it so sacred that they failed to give it to allies among all sorts of folk. Further, the avalanche hurler might have been originally recorded in dwarven folklore, but other races developed similar military methods independently.

As an ever resourceful avalanche hurler, you are effective both in close combat and at range. Rather than mastering one ranger fighting style, you embrace both, using thrown melee weapons as your chosen instruments of death. What you lose in range and damage, you make up for with your versatility, being able to make attacks against adjacent enemies and then send your weapons flying against those beyond your reach.

### Avalanche Hurler Path Features

**Throwing Action (11th level):** When you spend an action point to take an extra action, you can make a ranged basic attack with a light thrown weapon or a heavy thrown weapon as a free action. This ranged attack does not provoke opportunity attacks. You can then take an extra action.

**Throwing Master (11th level):** When you use a light thrown weapon or a heavy thrown weapon as a ranged weapon, increase the weapon's damage die by one size.

**Uncanny Thrower (16th level):** You take no penalty to attack rolls when using a light thrown weapon or a heavy thrown weapon against a target at long range.

### Avalanche Hurler Exploits

**Landslide Strike** Avalanche Hurler Attack 11

*You hurtle forward, lashing out with your weapons at the end of your advance.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding two melee weapons.
**Targets:** One or two creatures
**Effect:** Before the attack, you can shift 2 squares.
**Attack:** Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), one attack per target
**Hit:** 2[W] + Strength modifier + Dexterity modifier damage.

**Quick-Draw Trick** Avalanche Hurler Utility 12

*You draw and stow your weapons with dazzling speed.*

**At Will ✦ Martial**
**Free Action** **Personal**
**Effect:** You draw or stow one or two weapons.

**Eruption of Steel** Avalanche Hurler Attack 20

*After attacking with each of your weapons, you pause just long enough to find new targets for your furious assault.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding two melee weapons.
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks
**Hit:** 2[W] + Strength modifier + Dexterity modifier damage per attack.
**Miss:** Half damage per attack.
**Effect:** Make a secondary attack.
**Secondary Targets:** One or two creatures other than the primary target
**Secondary Attack:** Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), one attack per target
**Hit:** 1[W] + Strength modifier + Dexterity modifier damage.
**Miss:** Half damage.

# Blade Banshee

*"That hum is the sound of your death approaching."*

**Prerequisites:** Eladrin, ranger

The Feywild sings with eldritch energy. It is infused with magic from its twilight sky to its sparkling depths. Fey creatures, its children, are bathed in its supernatural flow. Even the simplest among them have powers beyond those of worldly mortals, bestowing simple tasks with an otherworldly enchantment.

Eladrin are among the heritors of the Feywild's nature. As humans and other races tamed portions of the world, so too did the eladrin subdue parts of the Feywild according to their fey temperament. They evolved a complex society, rich in crafts and traditions that also sing in concordance with the Feywild. As followers of mores inspired in elder days by the god Corellon, eladrin treat life and all its aspects as an art. Everything they do, wonderful or wicked, reflects this ideal.

Like their counterparts in the world, eladrin have had to fight and die to defend their way of life. Each eladrin learns to wield the longsword, the traditional weapon of the eladrin people. They have martial disciplines that teach an eladrin to channel the innate magic in his or her spirit, as well as that stored within the elements.

A blade from the Feywild or crafted by eladrin hands has a special beauty. The metal vibrates with bizarre potential. Some eladrin learn to make steel shaped into such a blade sing its heart's song. That song is a fey cry that portends loss of life, and those who wield it are known across the cosmos as blade banshees.

Over the years, you've developed a terrifying synergy with your blades. You understand the secret heart of fey-crafted steel. Its unmistakable, dread voice announces your displeasure. As you fight, your blades buzz and keen, unleashing rending vibrations against your foes. But when your soul is bent to friendship or mercy, your swords hum with your own gentleness, briefly bringing a bit of peace to others before shrieking into battle once again.

## Blade Banshee Path Features

**Banshee's Action (11th level):** When you spend an action point to take an extra action while wielding two melee weapons, any enemy adjacent to you takes thunder damage equal to your Wisdom modifier.

**Bladed Disruption (11th level):** While you're wielding two melee weapons, any creature you hit with more than one of your melee attacks during your turn takes a –2 penalty to attack rolls until the start of your next turn.

**Shrieking Blades (16th level):** While you're wielding two melee weapons, your melee attacks deal extra thunder damage equal to your Wisdom modifier.

## Blade Banshee Exploits

**Steel Scream** Blade Banshee Attack 11

*You clash your blades together, unleashing a mind-numbing screech.*

**Encounter ✦ Martial, Thunder, Weapon**
**Standard Action** **Close** burst 1
**Requirement:** You must be wielding a longsword and another melee weapon.
**Target:** Each creature in burst
**Attack:** Strength vs. Will
**Hit:** 1[W] + Strength modifier thunder damage, and the target is dazed until the end of your next turn.

**Soothing Reverberation** Blade Banshee Utility 12

*With a soft sweep, your blades purr, reaching out to the minds of nearby allies and revitalizing them.*

**Daily ✦ Healing, Martial, Weapon**
**Minor Action** **Close** burst 3
**Requirement:** You must be wielding a longsword and another melee weapon.
**Target:** Each ally in burst
**Effect:** Each target can spend a healing surge either to regain hit points or to negate being dazed or stunned.

**Mind-Bending Blades** Blade Banshee Attack 20

*You use your blades to set up a fey harmonic pattern, allowing you to control your target until you unleash the sound in a disruptive wail.*

**Daily ✦ Charm, Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a longsword and another melee weapon.
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier damage, and the target is dominated (save ends). As a standard action, you can end the dominated effect and deal 5d6 thunder damage to the target and each creature adjacent to it.

# Blade Dancer

*"Clashing blades create the rhythm for our final dance."*

**Prerequisite:** Ranger

Halflings have long used music and a sense of fun to enliven physical labor and various dull tasks. When the race was young, they created dancelike movements that mimicked martial skills—and translated into deadliness in melee. Halflings learned that bladed weapons lent themselves easily to such a refined use. As their battle dances evolved, halflings began to consider the nimble use of a pair of bladed weapons a refinement of the style.

Halflings came to call skilled practitioners of this dual-weapon method blade dancers. The mingling of itinerant halflings with other peoples eventually made the blade dance famous. The blade-dancer way spread far and wide, and other folk adapted it to new weapon types. Today, numerous people know and teach the essentials of the method. The strictest masters require the student to show proficiency in combat as well as a love of life and wandering like that of halflings.

Halfling or not, you have put your body through a grueling regimen to attain mastery of the blade dance. Twin blades twirl about you like deadly veils. Intricate footwork allows you to dance in and out of danger with ease. Your weapons, like good dance partners, know where you want them to go almost before you do. One day, you and your weapons might dance your way into legend.

JASON A. ENGLE

## Blade Dancer Path Features

**Dual-Blade Action (11th level):** You can spend an action point to make one melee basic attack with your primary weapon and another one with your off-hand weapon, instead of taking an extra action. You gain a bonus to the damage rolls equal to your Wisdom modifier.

**Dancing Defense (11th level):** If you're wielding two melee weapons and hit with at least two melee attacks on your turn, you gain a +2 bonus to AC and Reflex until the start of your next turn.

**Cutting Steps (16th level):** While wielding two melee weapons, you gain a +1 bonus to melee damage rolls and AC.

## Blade Dancer Exploits

**Cross-Body Parry** — Blade Dancer Attack 11

*As your foe swings, you quickly cross your blades to parry, then scissor those blades brutally into your attacker.*

**Encounter ✦ Martial, Weapon**
**Immediate Interrupt** **Melee** weapon
**Trigger:** An enemy makes a melee attack against you
**Requirement:** You must be wielding two melee weapons.
**Target:** The triggering enemy
**Attack:** Strength vs. Reflex (main weapon and off-hand weapon), two attacks
**Hit:** 1[W] damage per attack. If both attacks hit, the target is weakened until the end of your next turn.
**Weapon:** If you're wielding two light blades, two heavy blades, or a heavy blade and a light blade, each attack deals extra damage equal to your Dexterity modifier.

**Misleading Bladework** — Blade Dancer Utility 12

*Whirling your blades, you dance in and out of your enemies' reach, knocking weapons aside and leaving foes off balance.*

**Daily ✦ Martial, Weapon**
**Move Action** **Personal**
**Requirement:** You must be wielding two melee weapons.
**Effect:** You shift a number of squares equal to your Dexterity modifier. Throughout the shift, each adjacent enemy takes a -2 penalty to attack rolls and grants combat advantage to your allies until the start of your next turn.

**Blade Dance** — Blade Dancer Attack 20

*For a moment, you transform into a deadly storm of blades.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You can shift 3 squares and repeat the attack against a second target. You can then shift 3 squares and repeat the attack against a third target.
**Weapon:** If you're wielding two light blades, two heavy blades, or a heavy blade and a light blade, the attack deals extra damage equal to your Dexterity modifier.

# Feral Spirit

*"He doesn't like you. I don't like you either. Watch yourself—we both bite."*

**Prerequisites:** Ranger, Beast Mastery class feature

To most mortals, an animal is a pet or a tool, a companion or a means to an end. Such creatures provide food, labor, protection, and even company. Only in rare cases does the relationship between master and beast transcend these mundane trappings. Every beastmaster is an exception to this generality, learning to become one formidable unit with an animal that is at once a friend, a guardian, and a weapon. Beastmasters know that, after the bond is formed, the capabilities and fate of master and beast are linked.

Beastmasters among many races have nurtured the mystical connection between master and pet. They cultivated communication that transcends speech and approaches telepathy. As such a beastmaster grew in power, the magic of the world infused the relationship. It bound the animal and mortal closer together, driven to do so by the devotion, ritual connection, and common cause the two shared. Contact among peoples spread this technique, which some claim originated with elves.

Elf or not, you've managed to foster such a transcendent relationship with your beast companion. Although each of you is fiercely independent and deadly, you share emotions and thoughts. Each knows when the other is in need. You work in unison to fell your foes, and even your allies swear you act to support each other more quickly than any communication could possibly allow. In time, you might grow so close as to seem like one incredible being sharing two bodies (see the Beastlord epic destiny, page 151).

STEPHEN TAPPIN

## Feral Spirit Path Features

**Fearsome Partnership (11th level):** While you are within 10 squares of your beast companion, it gains a +2 bonus to damage rolls.

**Feral Action (11th level):** When you spend an action point to take an extra action, your beast companion also gains a +4 bonus to attack rolls until the start of your next turn.

**Spirit Link (16th level):** When your beast companion uses second wind, you can choose to spend one of your own healing surges rather than one of the beast's healing surges.

## Feral Spirit Exploits

**Feral Diversion** — Feral Spirit Attack 11

*Your companion draws a foe's attention, allowing you to slip safely away.*

**Encounter ✦ Beast, Martial**
**Standard Action** **Melee** beast 1
**Target:** One creature adjacent to you
**Effect:** Before the attack, your beast companion can shift 3 squares.
**Attack:** Beast's attack bonus vs. AC
**Hit:** 2[B] + Strength modifier + Dexterity modifier damage, and you can shift 3 squares away from the target as a free action.

**Swiftness of Spirit** — Feral Spirit Utility 12

*At your signal, your beast companion is poised for action.*

**Encounter ✦ Beast, Martial**
**Minor Action** **Close** burst 5
**Target:** Your beast companion in burst
**Effect:** The target takes a move action or gains a +2 bonus to its next attack roll during this encounter.

**Twin-Soul Strike** — Feral Spirit Attack 20

*Whether attacking together or apart, you coordinate your strike with the attack of your beast companion to maximize devastation.*

**Daily ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Your beast companion gains combat advantage against the primary target for the next attack the beast makes against it before the end of your next turn. Then the beast makes a secondary attack.
**Secondary Target:** The primary target or another creature
**Secondary Attack:** Beast's attack bonus vs. AC
**Hit:** 2[B] + Strength modifier + Dexterity modifier damage.
**Effect:** If the secondary target is different from the primary target, you gain combat advantage against the secondary target for the next attack you make against it before the end of your next turn.

# Giantslayer

*"Don't like being hit in the shins? Then bring your face down here!"*

**Prerequisite:** Fighter or ranger

When the deities first called upon their mortal followers to take up arms against the primordials, the first giantslayers were among the heroes who joined the angelic legions. Not all who fought giants were deemed slayers, but a tough corps of warriors faced giants successfully time and again, thus earning the moniker their descendants use with pride to this day. They developed a battle style that proved effective against creatures larger than human size, as numerous monstrous beings are.

The giantslayer is, then, an intrepid warrior prepared to face enormous foes. Although plenty of other martial paths have more mundane applications, only the gutsy and the venturesome bother to train as giantslayers. Skill in a broad range of weaponry makes taking out big foes easier. Ranged attacks can hit the eyes or other hard-to-reach areas; melee weapons can be used to take out the legs, cutting a gigantic creature down to manageable size. Such a warrior is ever resourceful.

A giantslayer must also acknowledge that gruesome death is a possible end to his or her vocation. This fact, combined with the sheer audacity required for the job, means that most giantslayers are larger-than-life figures. Those who claim the title of giantslayer have a reputation for fighting hard and playing hard. Those who share the calling respect each other. Legitimate slayers police the ranks for charlatans, following up on rumors of fake giantslayers.

When it comes to being a giantslayer, you are the genuine article. Maybe you learned the trade from a mentor. Although some military organizations incorporate such techniques, no formalized tradition of giant slaying exists. The lessons learned on your past adventures might have been all the instruction you need. Fast, tough, and courageous, you know what it takes to cut down big opponents—even if that means going for a ride on one.

## Giantslayer Path Features

**Giant-Slaying Action (11th level):** When you spend an action point to take an extra action, you gain a +2 bonus to attack rolls and AC until the start of your next turn. Against Large or larger enemies, the bonus to AC is +4.

**Through the Fingers (11th level):** If a creature grabs you, you can make a melee basic attack against it as an opportunity action. If this attack hits, you can make an escape attempt as a free action, with a bonus to the Acrobatics or the Athletics check equal to the damage dealt by the basic attack.

**Small Target (16th level):** You gain a +4 bonus to AC against opportunity attacks from Large or larger enemies and a +2 bonus to AC against opportunity attacks from Medium and smaller enemies.

## Giantslayer Exploits

**Little Bait** — Giantslayer Attack 11

*Your vexing attack enrages your enemy, causing him to forget all targets other than you for a critical moment.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex (melee) or Dexterity vs. Reflex (ranged)
**Hit:** 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged), and the target is dazed and takes a –5 penalty to attack rolls against your allies until the end of your next turn. If the target is Large or larger, it also takes a –2 penalty to AC until the end of your next turn.

**Ride the Giant Down** — Giantslayer Utility 12

*You scramble onto the creature's back, distracting it and gaining a better position to bring it down.*

**Daily ✦ Martial**
**Move Action** **Melee** 1
**Target:** One Large or larger creature
**Effect:** You move into the target's space, provoking opportunity attacks as normal. Until you leave the target's space, the target grants combat advantage to you and your allies and takes a –2 penalty to attack rolls, and you grant combat advantage to other enemies. Any attack that damages you also deals half the attack's damage to the target. When the target moves, you move with it, staying in the same portion of the target's space.
If the target hits you with a melee attack, it can slide you to a square adjacent to its space unless you succeed on a saving throw.
**Special:** If you're trained in Athletics, you don't grant combat advantage to other enemies because of being in the target's space, and you can make a saving throw to negate any pull, push, or slide that would move you out of the target's space.

**Giantslayer's Strike** — Giantslayer Attack 20

*The precision and force of your attack shocks your gigantic foe.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)
**Hit:** 4[W] + Strength modifier damage (melee) or 4[W] + Dexterity modifier damage (ranged), and the target is dazed (save ends). If the target is Large or larger, the attack deals 1[W] extra damage, and instead of being dazed, the target is stunned (save ends).

# Hellborn Shadow

*"My ancestors gave much to learn the secrets of the Nine Hells. Why shouldn't I benefit from their sacrifice?"*

**Prerequisites:** Tiefling, ranger

Although you're a being of this world, you're cursed to carry the mark of an infernal pact made by your mortal ancestors. The weight of that heritage rests heavy on your soul. Yours has been the life of one apart—a life marred by the prejudice of others and of battle against foul creatures spawned from darkness.

You have long seen similar darkness within yourself, hiding it to avoid the hate of bigots or revealing it to evoke horror in your enemies. You have sought the ancient secrets of your people. You have overcome evil dreams and vile impulses to master your inner nature. Finally, you have tapped sinister knowledge of your immortal forebears to aid you in your quests.

It's irrelevant whether you obtained these secrets in catacombs once lost to the ravages of time, within your own being, or from tormenting visions. The point is that you've learned to unleash some of your hidden potential by speaking words of power that few mortals know. With the baleful utterances you have learned, you can unleash pain, fire, and shadow. You can transform yourself momentarily into a form like that of your greatest ancestors and take to the air.

The darkness you have allowed to creep into your being now colors your exploits. Your heroic acts and your reputation, as well as those of your comrades, are tainted by the devilish legacy you have willingly tapped. The finale of your story will ultimately determine if your end justified your means.

## Hellborn Shadow Path Features

**Hunter's Feast (11th level):** Whenever you reduce your quarry to 0 hit points, you gain temporary hit points equal to 1 + your Constitution modifier.

**Immolation Action (11th level):** You can spend an action point to deal fire damage to your quarry equal to your Hunter's Quarry damage, instead of taking an extra action.

**Hellfire Caress (16th level):** Whenever you hit your quarry with a melee or a ranged attack, the target loses fire resistance and immunity until the end of your next turn.

## Hellborn Shadow Exploits

**Shadowbite Strike** Hellborn Shadow Attack 11

*Just before you loose your attack, you whisper a word of power to make your enemy more vulnerable to your attacks and to cover yourself in a thin veil of darkness.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
Requirement: You must be wielding two melee weapons.
**Targets:** One or two creatures
**Attack:** Strength vs. AC (main weapon and off-hand weapon), two attacks
**Hit:** 1[W] + Strength modifier + Charisma modifier damage per attack, and the target gains vulnerable 5 to your attacks until the end of your next turn.
**Effect:** You gain concealment until the start of your next turn.

**Wings of Devilry** Hellborn Shadow Utility 12

*You surge aloft on tattered, leathery wings. When you land, they dissolve into foul-smelling smoke.*

**Encounter ✦ Martial**
**Move Action** **Personal**
**Effect:** You fly a number of squares equal to your speed and must land at the end of this movement. You then gain concealment until the end of your next turn.

**Balefire Scourge** Hellborn Shadow Attack 20

*With a word of power, infernal flames erupt all over your weapons, lending fire and speed to your attacks.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Requirement:** You must be wielding two melee weapons.
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target takes ongoing 10 fire damage and loses any fire resistance or immunity (save ends both).
**Miss:** Half damage.
**Effect:** You gain concealment until the end of your next turn.

# Horizon Walker

*"In time, these eyes will see all realms."*

**Prerequisite:** Ranger

The world is vast, with few mapped places. It begs exploration, instilling wanderlust in brave hearts. Roving it is a test of skill and stamina, an ordeal that rewards the intrepid with amazing sights, exciting encounters, and more. Still, the world is only one place in the broader cosmos. Other planes also beckon to the curious wanderer. The trials and experiences they offer can defy the worldly imagination and force adaptation beyond mortal ken.

Horizon walker is the traditional name for a ceaseless roamer who seeks the unexplored regions of the universe. The appellation applies to members of a loose confederation of warriors who recognize one another as comrades on life's wondrous journey. Such travelers go from place to place, from plane to plane, developing their skills and a mystic connection with the environment. They return changed by their contact with other realms, and with knowledge to better protect the world most mortals know.

Like most horizon walkers, you have traveled the world. You learned about it and protect its inhabitants from otherworldly threats. Then you fearlessly set out into the wider universe, using your skills and the magical nature of your tie to the world to develop similar bonds with the far reaches of creation.

JIM PAVELEC

To this day, you're incapable of staying in one place long. Unseen locales summon you with their mystery. Your destiny whispers to you from an unknown vista. Each step you take moves you closer to it.

## Horizon Walker Path Features

**Wanderer's Action (11th Level):** When you spend an action point to take a move action, you gain an action point after taking that action.

**Shadowfell Sight (11th Level):** You gain darkvision. If you are in the Shadowfell, you also gain a +5 bonus to Perception checks.

**Astral Infusion (16th Level):** You gain a bonus to death saving throws and to your healing surge value equal to your Wisdom modifier. If you are on the Astral Sea or in any divine dominion there, you can't die as a result of failing three death saving throws, although damage can still kill you.

## Horizon Walker Exploits

**Worldly Strike** Horizon Walker Attack 11

*You put the arcane energy of the earth into your strike, strengthening your blow against otherworldly creatures.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)
**Hit:** 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged). If the target has an origin other than natural, the attack deals extra damage equal to your Wisdom modifier, and the target is dazed until the start of your next turn.

**Fey Strider** Horizon Walker Utility 12

*The piece of the Feywild you carry in your heart allows you to transcend space for a moment.*

**Encounter ✦ Arcane, Teleportation**
**Move Action** **Personal**
**Effect:** You can teleport a number of squares equal to 3 + your Wisdom modifier. If you're in the Feywild, you can teleport an additional 3 squares.
**Special:** If you have a beast companion and it is adjacent to you, it can teleport with you when you use this power.

**Elemental Chaos Smite** Horizon Walker Attack 20

*Elemental energy swirls within you, and you unleash it as you strike an enemy.*

**Daily ✦ Arcane, Weapon; Acid, Cold, Fire, Radiant,** or **Thunder**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)
**Hit:** 3[W] + Strength modifier damage (melee) or 3[W] + Dexterity modifier damage (ranged). The damage type is your choice of acid, cold, fire, radiant, or thunder, and the target takes ongoing 10 damage of that damage type (save ends). If you're in the Elemental Chaos, the target instead takes ongoing 20 damage of that damage type (save ends).
**Miss:** Half damage, and no ongoing damage.

# Pack Runner

*"To run with the pack is to be one with the pack."*

**Prerequisites:** Ranger, Beast Mastery class feature, beast companion (wolf)

Humanoids have taken clever beasts as companions since the beginning of time. The most prevalent among such animals are those from the canine family. Like humanoids, canines have a cooperative mentality and an established social order. It's not surprising that nearly every humanoid race that has the option to do so—from humans to goblins, eladrin to gnolls—keeps hounds or doglike beasts as pets.

Myth holds that, just as humanoids have adopted canines, so too have canines adopted humanoids. One such story is the tale of Kurngarl, or Kurn the Hunter. Soon enough after the fall of the tiefling empire that the hatred of that race was still widespread, unnamed human parents bore a tiefling child. The parents left the babe in an enchanted wood to die of exposure. By some twist of destiny—or, certain versions say, by Melora's fickle mercies—wolves found the infant instead. Yunulf, "the Lady of the Wolves," added the human child to her litter, naming him Horned Man.

Kurngarl developed uncanny skills with nature while living with his wolf family, learning from a variety of other animals as well. Eventually, a dwarf explorer named Fargrim found Kurngarl and took the tiefling child to the ancient dwarven hold of Durigirn. The young tiefling then became a citizen of the dwarven hold and roamed the wilderness surrounding it. Even so, he acknowledged no dwarven name in place of the one his wolf mother had given him. That he translated literally into Dwarven, accepting only the nickname Kurn as an alternative.

Kurngarl had many adventures, almost all with his wolf brother Grabor by his side. Kurn and Grabor were renowned as hunters and trackers among the dwarves of Durigirn. They are also mentioned in the legends of other races, enjoying a heroic reputation for battling monsters, especially gnolls and giants. Kurn the Hunter is reputed to have turned the animals of the wilderness against unjust people in civilized areas. As such, he is held as an example by Melora's followers.

Despite differences in your life's history, like Kurn, you have a preternatural connection with a canine beast. You and your companion function as a deadly unit among the larger pack made up of your other allies. For its part, your companion has taken cues from you, developing a level of competence and guile rivaling that of some humanoids. You have taken the wildness of the wolf into your spirit. Those who observe the two of you together find it hard to tell where the line between humanoid and beast is drawn.

## Pack Runner Path Features

**Runner's Action (11th Level):** When you spend an action point to take an extra action, you can shift half your speed as a free action before or after taking the extra action.

**Pack Chase (11th Level):** If you and your beast companion move at least 2 squares during your turn, you both gain a +1 bonus to attack rolls until the start of your next turn.

**Canine's Cunning (16th Level):** If you are within 5 squares of your beast companion, you can command it to shift 1 square as a minor action. When you do this, you can also shift 1 square.

## Pack Runner Exploits

**Pack Runner Assault** — Pack Runner Attack 11

*Working in unison, you and your wolf companion tear at an enemy from different angles, dividing the foe's attention.*

**Encounter ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Target:** One creature
**Effect:** Before the primary attack, both you and your beast companion can shift 2 squares.
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target grants combat advantage to your beast companion for the secondary attack.
**Effect:** Your beast companion makes a secondary attack against the target.
**Secondary Attack:** Beast's attack bonus vs. Reflex
**Hit:** 1[B] + beast's Dexterity modifier damage, and the target is knocked prone.

**Wolfskin** — Pack Runner Utility 12

*As you take on a canine aspect, your senses grow keener and your footsteps fleeter.*

**Daily ✦ Beast, Primal**
**Minor Action** **Personal**
**Requirement:** You must be within 5 squares of your beast companion.
**Effect:** You gain a +5 power bonus to Stealth and Perception checks and a +2 power bonus to speed. This effect lasts for 1 hour, until you take a minor action to end it, or until you are knocked unconscious.

**Neck-Bite Pounce** — Pack Runner Attack 20

*Your wolf friend springs at your adversary, bowling the foe over and landing a vicious bite on a vital area.*

**Daily ✦ Beast, Martial**
**Standard Action** **Melee** beast 1
**Target:** One creature
**Attack:** Beast's attack bonus vs. AC
**Hit:** 3[B] + beast's Dexterity modifier damage, and the target is knocked prone and takes ongoing 10 damage (save ends).
**Miss:** No damage, and the target is slowed and takes ongoing 10 damage (save ends both).

# Ruthless Punisher

*"The most dangerous foes are those who know the difference between right and wrong yet choose to do evil. They also understand what dying really means."*

**Prerequisite:** Ranger

For a mundane hunter or a common would-be hero, ordinary animals and beastlike monsters are worthy prey. Regardless of what such a creature is physically capable of, or the wrongs it's responsible for, it has only raw instinct or brutish cunning to use against its antagonist. Reaction is its only course. The beast lacks the abilities to reason and to plan, which are required for any but the most mindless of evil acts.

Humanoid creatures seldom suffer from this lack, this banality. Even a semblance of human intelligence, combined with the ability to use weapons and other skills, makes an adversary that much more dangerous. From common goblins to demon lords and deities, the most numerous wicked creatures in the cosmos live inside various humanoid frames. The form is similar enough in each instance that knowledge of one is a help against another, no matter how different the seeming. Malevolent or not, few creatures offer the challenge that a humanoid quarry does.

Long ago, whether for vengeance, righteousness, or pure gamesmanship, you chose to specialize in facing and taking out humanoid foes. You excel at tracking and opposing such canny foes, slaying the many who deserve death and retrieving a few for reward, profit, or justice. For you, the understanding of anatomy, the inflicting of pain, and the invoking of fear are weapons as effective as sword or bow.

You've been so successful that you have developed a merciless reputation. The mention of your name inspires terror among those who know they must face you. One day, you're sure, a humanoid adversary of mythic scope will tremble at your approach.

## Ruthless Punisher Path Features

**Ruthless Action (11th level):** You can spend an action point to reroll any attack roll against a humanoid target designated as your quarry, instead of taking an extra action.

**Most Dangerous Prey (11th level):** Against any humanoid target designated as your quarry, you gain a bonus to damage rolls equal to your Wisdom modifier.

**Ongoing Punishment (16th level):** You gain a bonus to the ongoing damage you deal equal to your Wisdom modifier. You also gain combat advantage against humanoid enemies that are taking ongoing damage.

## Ruthless Punisher Exploits

**Crippling Shot** — Ruthless Punisher Attack 11

*A blow to the vitals causes your victim to stagger and whimper in pain.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex (melee) or Dexterity vs. Reflex (ranged)
**Hit:** 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (ranged), and the target is slowed until the end of your next turn. If the target is a humanoid, it is also weakened until the end of your next turn.

**Named Dread** — Ruthless Punisher Utility 12

*Your name is terror among your humanoid foes.*

**Daily ✦ Fear, Martial**
**Minor Action** **Close** burst 10
**Target:** Each humanoid enemy in burst that can hear you
**Effect:** You speak your name, and the targets take a –2 penalty to attack rolls against you until the end of the encounter. If you're trained in Intimidate, you also gain combat advantage against the targets until the end of your next turn.

**Bleed Away** — Ruthless Punisher Attack 20

*If your adversary fails to give ground under your assault, your wounding blows feed the earth with blood.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex (melee) or Dexterity vs. Reflex (ranged), three attacks
**Hit:** 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (ranged) per attack. You slide the target 2 squares and can shift 2 squares after each hit.
**Miss:** No damage, and you slide the target 1 square and can shift 1 square after each miss.
**Effect:** The target can negate each slide as a free action, but it then takes ongoing 10 damage per square of forced movement negated.

# Sharpshooter

*"The faster they come, the sooner I shoot 'em down."*

**Prerequisite:** Ranger

Mastery of a chosen armament is a long-standing tradition among many peoples. Legends are full of examples: the fighter who is one with his sword or the assassin who can't miss with knives. Fables also tell of those who have consummate proficiency with the bow or the crossbow.

Some warriors acquire skill with the bow to avoid close combat. Others do so because ability and purpose lead them that way. Archers work for all sorts of causes, military to mercenary, noble to malevolent. One example is the battlefield archer (*Player's Handbook*), a tactical shooter that works well in the chaos of small-unit combat.

Unlike other archers, the sharpshooter's purpose is to become legendary for accuracy and skill, as well as for the number and sorts of foes defeated. Quick shooting, accuracy, and deadliness are the sharpshooter's trademarks, along with the ability to use a bow or a crossbow in ways that few others can. Some who would become the ultimate sharpshooter look for other archers to challenge in contests of skill or even in duels to the death.

You have honed your bow or crossbow skills with a desire to become the best of the best. You fire faster than most folk would think possible. When enemies try to move in close and shut you down, you shoot on without compromising defense. Those who watch you work could swear your arrows are alive. One day, you'll be targeting that one enemy whose defeat will make you a legend.

JIM PAVELEC

## Sharpshooter Path Features

**Rapid-Fire Action (11th level):** When you spend an action point to take an extra action, you can make a ranged basic attack with a bow or a crossbow as a free action before or after taking the extra action.

**Opportunity Fire (11th level):** You can use a bow or a loaded crossbow to make opportunity attacks. These attacks don't provoke opportunity attacks.

**Seeking Arrow (16th level):** You don't take the normal penalty to attack rolls for concealment or cover when making a ranged attack against a creature designated as your quarry. You still take the penalty for total concealment or superior cover.

## Sharpshooter Exploits

**Stab and Shoot** — Sharpshooter Attack 11

*You drive your arrow into an adjacent enemy, pull it out, load it, and fire it at another foe.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** 1
**Requirement:** You must be wielding a bow or a crossbow.
**Primary Target:** One creature
**Primary Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage, and the target is dazed until the end of your turn. Make a secondary attack.
**Secondary Target:** One creature other than the primary target in weapon range
**Secondary Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.

**Perfect Aim** — Sharpshooter Utility 12

*You take the time to line up a deadly shot.*

**Encounter ✦ Martial, Weapon**
**Minor Action** **Personal**
**Requirement:** You must be wielding a ranged weapon.
**Effect:** Until the end of your next turn, your next ranged attack gains a power bonus to the attack and damage rolls equal to your Wisdom modifier. If you move or take damage before making a ranged attack, the bonus is lost.

**Escalating Barrage** — Sharpshooter Attack 20

*With increasing accuracy and deadliness, you send your shots at multiple foes.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Primary Target:** One creature
**Primary Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Effect:** Make a secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Dexterity + 2 vs. AC
**Hit:** 3[W] + Dexterity modifier damage.
**Effect:** Make a tertiary attack.
**Tertiary Target:** One creature other than the primary and secondary targets
**Tertiary Attack:** Dexterity + 4 vs. AC
**Hit:** 4[W] + Dexterity modifier damage.

# Sylvan Archer

*"Drawing the bowstring is a spiritual oath. The flight of the arrow is its fulfillment."*

**Prerequisites:** Elf, ranger

Like their eladrin cousins, elves have the time and the will to give everything they do a complex expression. To them, something worth doing at all is worth doing better than well—it's worth total dedication of body, mind, and soul. Any task merits mastering to the extent that the very process of doing it, even in training, is beautiful. Further, to the fey mind, combining seemingly disparate arts and joys into one form creates something more beautiful in the end. This is as true of archery as it is of any other activity.

Ages ago, after they entered the world and became separated from the eladrin, elves found it necessary to survive in the hostile wilds. Grace and awareness became their strengths. The bow became their chosen weapon for hunting and stealthy warfare.

The magic flowing in the fey soul has enabled more than one elf to forge a spiritual tie with the bow. Such archers are practiced at engaging targets in dense forests and areas fraught with cover. The sound of an enemy bowstring being drawn or the hint of movement in the undergrowth is enough to draw a reactive shot faster than any intended attack can come. A master of elven archery easily deals with multiple foes, and in time develops the uncanny ability to make arrows literally track their targets. Elven arrows can be said literally to have an enemy's name on them.

You carry on this glorious tradition. Stalking in untamed and dangerous places armed with only quiver and bow, you have become an exemplar of elven marksmanship. Your finely honed senses are second to none, and your aim is ever true. Among the most formidable of hunters, you have a shooting expertise that transcends the mundane skill of other archers. Your spirit reaches out to inform you of the unseen. If your skill and your amazing deeds carry you farther, elves who come to the way of the bow after you will hold you as the example that guides them.

## Sylvan Archer Path Features

**Archer's Action (11th level):** When you spend an action point to take an extra action, your ranged attack rolls take no penalties for cover, superior cover, concealment, or total concealment until the end of your next turn.

**Sylvan Senses (11th level):** You gain a +2 bonus to Perception checks.

**Intuitive Hunter (16th level):** When making ranged attacks, you add your Wisdom modifier to the extra damage dealt by your Hunter's Quarry class feature.

## Sylvan Archer Exploits

**Shaft Splitter** — Sylvan Archer Attack 11

*As your foe launches his attack, you loose a shot right down his sights.*

**Encounter ✦ Martial, Weapon**
**Immediate Interrupt** **Ranged** weapon
**Trigger:** An enemy hits you or an ally within 5 squares of you with a ranged attack
**Target:** The triggering enemy
**Attack:** Dexterity vs. Reflex
**Hit:** 2[W] + Dexterity modifier damage, and the target takes a -5 penalty to the triggering attack roll.

**Elf-Eyed Archery** — Sylvan Archer Utility 12

*You can easily divide your attention between chosen targets.*

**Encounter ✦ Martial**
**Minor Action** **Ranged** sight
**Target:** One creature
**Effect:** You designate the target as your quarry, even if it isn't the closest enemy to you. The target doesn't count against your normal limit of one quarry at a time, although you can still deal your Hunter's Quarry damage only once per round.
**Special:** Using this power doesn't provoke opportunity attacks.

**Named Arrow** — Sylvan Archer Attack 20

*Whispering your foe's name in Elven, you loose your arrow and watch it streak unerringly across the battlefield.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Effect:** If you speak the target's name when you use this power, you designate the target as your quarry and take no penalties to the attack roll for cover, superior cover, concealment, or total concealment.
**Attack:** Dexterity vs. Will
**Hit:** 4[W] + Dexterity modifier damage, and the target is dazed (save ends). If you spoke the target's name, instead of being dazed, the target is stunned (save ends).
**Miss:** Half damage, and the target is dazed until the end of its next turn. If you spoke the target's name, instead of being dazed, the target is stunned until the end of its next turn.

# Wildcat Stalker

*"This cat is subtle and fierce, just like its master."*

**Prerequisites:** Ranger, Beast Mastery class feature, beast companion (cat)

Independence, courage, and quickness of mind and body—the cat symbolizes all of these traits. It prefers to watch the world carefully from a good vantage before acting decisively. Normally calm and fastidiously clean, a feline loves to play but fights fearlessly when it must. It is a stealthy hunter that specializes in ambushes and deadly rushes, finishing its prey as quickly as possible. When surrounded by friends, the cat is industrious and protective, sharing what it has.

You see yourself in the cat, or a little of the cat in yourself. You too are a careful and swift hunter, with catlike grace and bravery. Surprise and swift attacks are your specialty, and few compare to you in your self-sufficiency.

Maybe that's why you chose a wild cat as a companion (or perhaps it was the cat that picked you). You have developed your feline qualities, growing in awareness, slyness, and sneakiness. Your beast companion has become a strong warrior at your side, using its predatory skills to bring down your common adversaries as if they were game.

As word of your deeds spreads, your cat's fame grows with yours. It has become an emblem that identifies you among those you meet, affect, and oppose. When your story is done, your cat will stand beside you in mythic chronicles, as if you and it were one.

JIM PAVELEC

## Wildcat Stalker Path Features

**Neck Seeker (11th Level):** You and your beast companion gain a +1 bonus to attack rolls and damage rolls against any bloodied enemy designated as your quarry.

**Prowling Action (11th Level):** When you spend an action point to take an extra action, you also gain concealment until the end of your next turn.

**Cat's Quarry (16th Level):** When you or your beast companion reduces an enemy to 0 hit points (whether or not that enemy is your quarry), you can designate a new quarry as a free action instead of as a minor action.

## Wildcat Stalker Exploits

**Cat-Eyed Strike** Wildcat Stalker Attack 11

*Your sharp senses allow you to aim for a gap in your foe's defenses.*

**Encounter ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon (beast 1)
**Target:** One creature
**Attack:** Strength vs. Reflex (melee) or Dexterity vs. Reflex (ranged)
**Hit:** 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged). If you have combat advantage against the target, the attack deals extra damage equal to your Wisdom modifier.

**Lurk Unseen** Wildcat Stalker Utility 12

*You and your cat move like mist in the grass.*

**Encounter ✦ Martial**
**Standard Action** **Close** burst 1
**Requirement:** You and your beast companion must have concealment.
**Targets:** You and your beast companion in burst
**Effect:** Each target has total concealment until the end of your next turn or until the target attacks.

**Panther Pounce** Wildcat Stalker Attack 20

*At your signal, your cat launches at your enemy, tearing with tooth and claw.*

**Daily ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** beast 1
**Target:** One creature designated as your quarry
**Attack:** Beast's attack bonus vs. AC
**Hit:** 2[B] + beast's Dexterity modifier damage. If your beast companion was hidden from the target at the start of your turn, the attack deals 3[B] extra damage.
**Miss:** Half damage.
**Effect:** Before and after the attack, your beast companion can shift its speed, ignoring difficult terrain.

CHAPTER 3

# Rogue

***"Many learn to break legs; a few learn to break wills. Some master deception, others agility. Me? I've got it all. Just tell me what you need done."***

THE WORD "rogue" has many meanings, and those who fall into this class are as varied. Plenty of rogues grow up on the street, honing their talents to become hard-nosed toughs or sharp grifters. Others—foppish nobles or venturesome rakes with more cunning with a blade and the tongue than scruples—come from the opposite end of the social ladder. Many rogues grow up connected to the underworld and absorb those values. Some come from noncriminal backgrounds, developing skills that serve well in risky ventures. A few are or were spies or scouts for other powerful people or creatures.

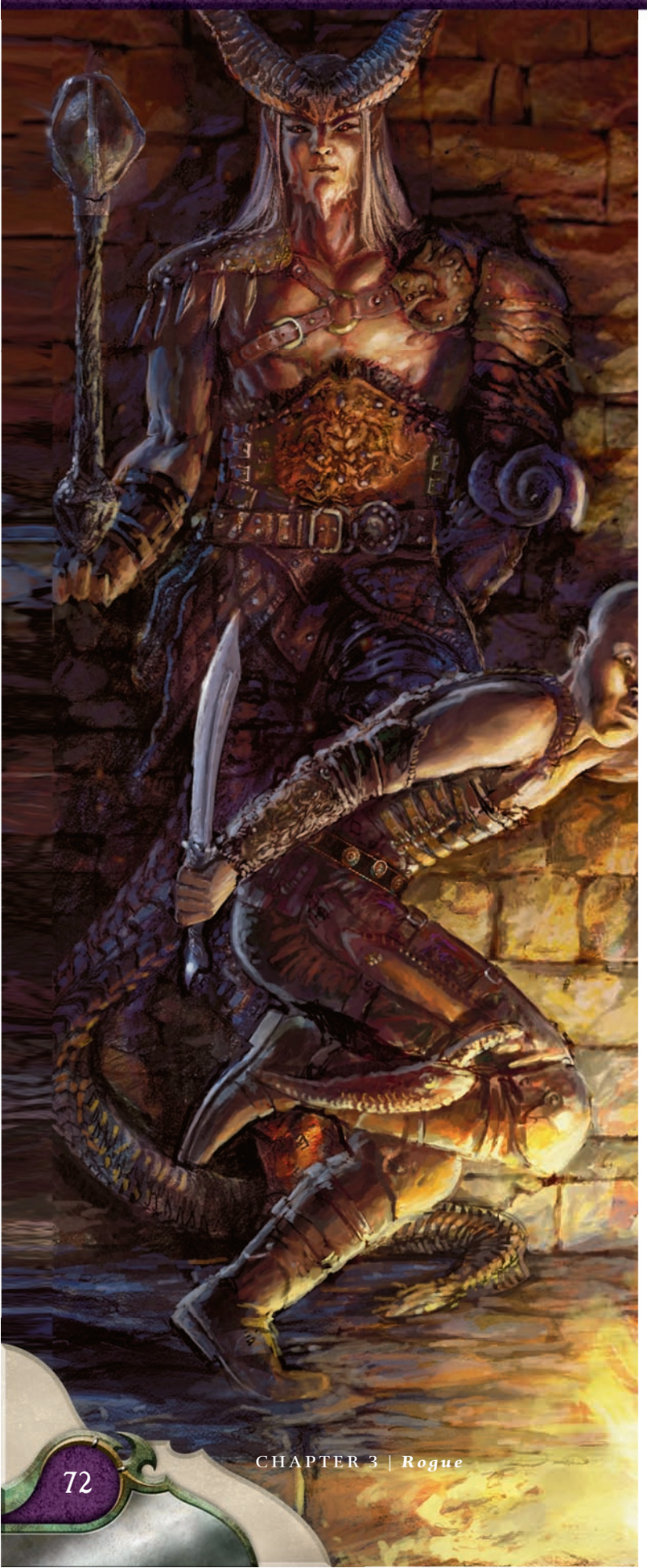
You could be a rogue who relies on brute force or deception to get your way. Or you might possess great skill and fighting prowess. Perhaps you or your circumstances shaped you into someone who knows how to coerce others through threats, implied or direct.

This chapter supports the rogue builds presented in the *Player's Handbook*. It's also intended to support other sorts of rogue builds. It contains the following information.

- **New Rogue Builds:** The aerialist and the cutthroat offer two new ways to fulfill your function, which, of course, is to quickly finish off your enemies.
- **New Class Feature:** You now have three rogue tactics options to choose from, including the new Ruthless Ruffian.
- **New Rogue Powers:** Be cruel, be fast, or be both with a new array of exploits that reward one of numerous combat styles. Powers that have the rattling keyword leave your foes shaking in their boots.
- **New Paragon Paths:** Perfect your sort of skulduggery by choosing one of twelve new roguish paths. Be the lethal shot in the dark, teach your knives to take wing, swashbuckle, or deal death as an agent of the Raven Queen.

VINCENT PROCE

# NEW ROGUE BUILDS



This book introduces two rogue builds: the aerialist and the cutthroat. The aerialist is a mobile striker who relies on the Acrobatics skill for an edge in attacks and maneuvers, whereas the cutthroat is a charming killer, using training in Intimidate to rattle foes.

## Aerialist Rogue

All rogues are known for their agility and daring, but you take both to the next level. Ducking under a giant's club isn't enough; you leap over it and cartwheel to safety. You're a masterful mover and an expert top-story burglar, using your abilities to tumble into the fray, into high openings, and out of all sorts of tight spots. Dexterity is your primary ability score, because you rely on it for your attacks and acrobatic stunts. Charisma is secondary for you, useful in avoiding opportunity attacks if you employ the Artful Dodger tactic. Strength serves you well as a tertiary ability, helping your Athletics checks in particular.

**Suggested Feat:** Defensive Mobility (Human feat: Sure Climber)

**Suggested Skills:** Acrobatics, Athletics, Bluff, Perception, Stealth, Thievery

**Suggested At-Will Powers:** *deft strike*, *riposte strike*

**Suggested Encounter Power:** *fox's gambit**

**Suggested Daily Power:** *handspring assault**

*New option presented in this book

## Cutthroat Rogue

Leave smiles and misdirection to the tricksters. Instead, you use your animal magnetism in a more beastly way, oozing menace and implying a willingness to allow those who cross you to linger in pain. A friendly manner is for the weak; you achieve your way through tough words, hard looks, and the ability to back up either. Your attacks use Dexterity, so that should be your highest ability score. Charisma follows as a close second, essential for getting your way by using Intimidate. Strength comes in third; it's useful in delivering brutal attacks if you employ the Ruthless Ruffian tactic.

**Suggested Feat:** Press the Advantage (Human feat: Backstabber)

**Suggested Skills:** Bluff, Insight, Intimidate, Stealth, Streetwise, Thievery

**Suggested At-Will Powers:** *disheartening strike*,* *sly flourish*

**Suggested Encounter Power:** *termination threat**

**Suggested Daily Power:** *checking jab**

*New option presented in this book

VINCENT PROCE

# NEW CLASS FEATURE

Instead of selecting either Artful Dodger or Brutal Scoundrel as your rogue tactic, you can select Ruthless Ruffian.

**Ruthless Ruffian:** You are proficient with the club and the mace, and you can use those weapons with Sneak Attack or any rogue power that normally requires a light blade. If you use a club or a mace to deliver an attack that has the rattling keyword, add your Strength modifier to the damage roll.

# NEW ROGUE POWERS

A rogue thrives on audacious exploits that keep the enemy guessing. An aerialist rogue, perhaps even more than other sorts of rogues, relies on powers that focus on skill and movement. If you're a cutthroat, you like exploits that focus your dark personality, especially those that have the rattling keyword. Nothing stops any rogue from dabbling in the new powers here. In fact, if you're a rogue worth your salt, one or more of these powers is bound to be just the trick you need to round out your repertoire.

## New Keyword

Some powers in this chapter use the new rattling keyword.

**Rattling:** If you are trained in Intimidate and you deal damage with an attack that has this keyword, the target takes a -2 penalty to attack rolls until the end of your next turn. A creature immune to fear is not subject to this penalty.

## Level 1 At-Will Exploits

### Disheartening Strike — Rogue Attack 1

*The bite of your weapon is deepened by the sting of your ire.*

**At-Will ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage.
Increase damage to 2[W] + Dexterity modifier at 21st level.

### SNEAK ATTACK

Is it just a matter of timing, attacking when your foe's back is turned or defenses down? Is it all about surprise, doing exactly what your enemy least expects? Or is it the surgical precision of your blade, striking right in the most vulnerable places? Sneak Attack damage isn't just extra dice you roll; it's what makes your attacks different from anyone else's. How can you make it feel unique?

## Level 1 Encounter Exploits

### Fox's Gambit — Rogue Attack 1

*A distracting stab is all you need to foil your enemy's focus and step into a better position.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Prerequisite:** You must be trained in Acrobatics.
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 1[W] + Dexterity modifier damage, and you negate any marks the target has applied. The target cannot mark any targets until the end of your next turn.
**Effect:** You can shift 1 square.
**Artful Dodger:** You can instead shift a number of squares equal to your Dexterity modifier.

### Guarded Attack — Rogue Attack 1

*Striking quickly, you remain ready to parry.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Primary Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and if the target makes a melee attack against you before the start of your next turn, you can make a secondary attack against it as an immediate interrupt.
**Secondary Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target takes a -2 penalty to the triggering attack roll.

### Impact Shot — Rogue Attack 1

*Your shot slams your foe backward.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and you push the target 1 square.

### Sly Lunge — Rogue Attack 1

*You dart in to take advantage of lax defenses, and after striking, you're ready to capitalize on the same opening again.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature granting combat advantage to you
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage, and you gain combat advantage against the target until the end of your next turn. If you don't apply your Sneak Attack damage to this attack, it deals 1d6 extra damage.
**Brutal Scoundrel:** The attack deals extra damage equal to your Strength modifier.

### Termination Threat — Rogue Attack 1

*Your attack unnerves your foe, possibly freezing it in its tracks.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier + Charisma modifier damage.
**Ruthless Ruffian:** If the target is already taking the attack penalty from one of your rattling attacks, the target is also immobilized until the end of your next turn.

### Unbalancing Shot — Rogue Attack 1

*The impact of your shot leaves your enemy wobbly.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and the target is slowed until the end of your next turn.

## Level 1 Daily Exploits

### Checking Jab — Rogue Attack 1

*You smile callously as your attack lands, cowing your enemy into an overcautious state.*

**Daily ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage, and the target is slowed (save ends). You have combat advantage against the target while it is slowed by this attack.
**Miss:** Half damage, and the target is not slowed.

### Confounding Attack — Rogue Attack 1

*Your attack causes your opponent to accidentally wallop his ally.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Effect:** As a free action, the target makes a melee basic attack against a creature of your choice adjacent to it. If you or the target has combat advantage against the creature and you haven't dealt your Sneak Attack damage during this round, you can deal your Sneak Attack damage against the creature.

### Handspring Assault — Rogue Attack 1

*Springing forward with feline agility, you lash out, cut deep, and roll away to safety.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Prerequisite:** You must be trained in Acrobatics.
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, and you can shift 2 squares.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Pommel Smash — Rogue Attack 1

*You pound the pommel of your blade into your enemy's face.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, and the target takes a –2 penalty to attack rolls (save ends).
**Miss:** Half damage, and the target takes a –2 penalty to attack rolls until the end of its next turn.

### Precise Incision — Rogue Attack 1

*You target an opening in your foe's armor and make a vicious cut.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3[W] + Dexterity modifier damage.

### Press the Advantage — Rogue Attack 1

*Having just wounded your opponent, you follow up with a finishing move.*

**Daily ✦ Martial, Weapon**
**Free Action** **Melee** weapon
**Trigger:** You bloody an enemy with a melee attack
**Requirement:** You must be wielding a light blade.
**Target:** The triggering enemy
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Miss:** Half damage.

## Level 2 Utility Exploits

### Adaptable Flanker — Rogue Utility 2

*The mere presence of an ally gives you all the advantage you need.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Requirement:** You and an ally must be adjacent to the same enemy.
**Effect:** You gain combat advantage against the enemy until the start of your next turn.

### Double Take — Rogue Utility 2

*Suspecting something is hidden, you concentrate your will on spotting it.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Prerequisite:** You must be trained in Perception.
**Effect:** Make a Perception check with a bonus equal to your Charisma modifier.

### Hop Up — Rogue Utility 2

*Rolling with a blow that knocked you down, you hop up just a few steps away.*

**Encounter ✦ Martial**
**Immediate Reaction** **Personal**
**Trigger:** You are knocked prone
**Prerequisite:** You must be trained in Acrobatics.
**Effect:** You stand up and can shift 1 square.

### Marked Escape — Rogue Utility 2

*Through your subtlety, you end your enemy's mark.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Requirement:** You must be marked.
**Effect:** The marked condition ends on you.

### Reap the Rattled — Rogue Utility 2

*Rattled foes are ripe fodder for your attacks.*

**Daily ✦ Martial**
**Minor Action** **Personal**
**Prerequisite:** You must be trained in Intimidate.
**Effect:** Select an enemy within line of sight that is taking the penalty from one of your rattling attacks. You gain combat advantage against that enemy until the end of your next turn.

### Sneak in the Attack — Rogue Utility 2

*You give your ally the advantage she needs to inflict a devastating attack.*

**Encounter ✦ Martial**
**Minor Action** **Melee** 1
**Target:** One creature
**Effect:** Until the start of your next turn, the next ally who hits the target and has combat advantage against it deals extra damage against it equal to your Sneak Attack damage.

## Level 3 Encounter Exploits

### Blade Vault — Rogue Attack 3

*You bound into the air, driving your blade home as you land.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Effect:** Before the attack, you can shift 2 squares. If you are trained in Athletics, ignore difficult terrain during the shift.
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage. For every square you shifted as part of this power, the attack deals extra damage equal to your Strength modifier.

### Defender's Cohort — Rogue Attack 3

*Another warrior's vigilance is all you need to find the soft spot in your enemy's defenses.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage. If the target is marked by an ally of yours, the attack deals extra damage equal to your Charisma modifier.

### Enforced Threat — Rogue Attack 3

*Your weapon backs up your threats, extracting its toll in blood.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Ruthless Ruffian:** If the target is taking the attack penalty from one of your rattling attacks, you gain combat advantage against the target for this attack.
**Hit:** 2[W] + Dexterity modifier damage.

### Flamboyant Strike — Rogue Attack 3

*By distracting your foe with a colorful flourish, you manage to attack from an unexpected angle.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier + Charisma modifier damage.
**Artful Dodger:** You can shift 1 square.

JASON A. ENGLE

### Low Slash — Rogue Attack 3

*Your blade bites your enemy's legs, momentarily hobbling him.*

**Encounter ✦ Martial, Weapon**
**Minor Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 1[W] + Dexterity modifier damage, you slide the target 1 square, and the target is slowed until the end of your next turn. If you're flanking the target, the attack deals extra damage equal to your Strength modifier or Charisma modifier.

### Nasty Backswing — Rogue Attack 3

*You follow a missed attack with a surprising strike and a hasty sidestep.*

**Encounter ✦ Martial, Weapon**
**Free Action** **Melee** weapon
**Trigger:** You miss with a melee attack
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC. You have combat advantage for this attack.
**Hit:** 1[W] + Dexterity modifier damage, and you can shift 1 square.
**Brutal Scoundrel:** The attack deals extra damage equal to your Strength modifier.

## Level 5 Daily Exploits

### Compel the Craven — Rogue Attack 5

*Your unnerving attack forces your foe to run away from you, heedless of its enemies.*

**Daily ✦ Fear, Martial, Rattling, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. Will
**Hit:** 2[W] + Dexterity modifier damage, and the target moves away from you a number of squares equal to your Charisma modifier, avoiding unsafe squares and difficult terrain if it can.
**Miss:** The target moves 1 square away from you, avoiding unsafe squares and difficult terrain if it can.

### Downward Spiral — Rogue Attack 5

*You spin about with your weapon, toppling your enemies.*

**Daily ✦ Martial, Rattling**
**Standard Action** **Close** burst 1
**Requirement:** You must be wielding a light blade.
**Target:** Each enemy in burst you can see
**Attack:** Dexterity vs. Reflex
**Hit:** 1[W] + Dexterity modifier damage.
**Effect:** You knock the target prone.

### Driving Assault — Rogue Attack 5

*The force of your rapid attacks throws your enemy from its feet.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC, two attacks
**Hit:** 1[W] + Dexterity modifier damage per attack, you push the target 1 square, and you can shift 1 square toward the target. If both attacks hit, you knock the target prone after the second push.
**Miss:** Half damage per attack.

### Flashy Riposte — Rogue Attack 5

*Under attack, you elegantly whirl and let your blade give a sharp reply, leaving your foe off balance.*

**Daily ✦ Martial, Rattling, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy makes a melee attack against you
**Requirement:** You must be wielding a light blade.
**Target:** The triggering enemy
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Effect:** The target grants combat advantage to you and your allies until the end of your next turn.

### Staggering Assault — Rogue Attack 5

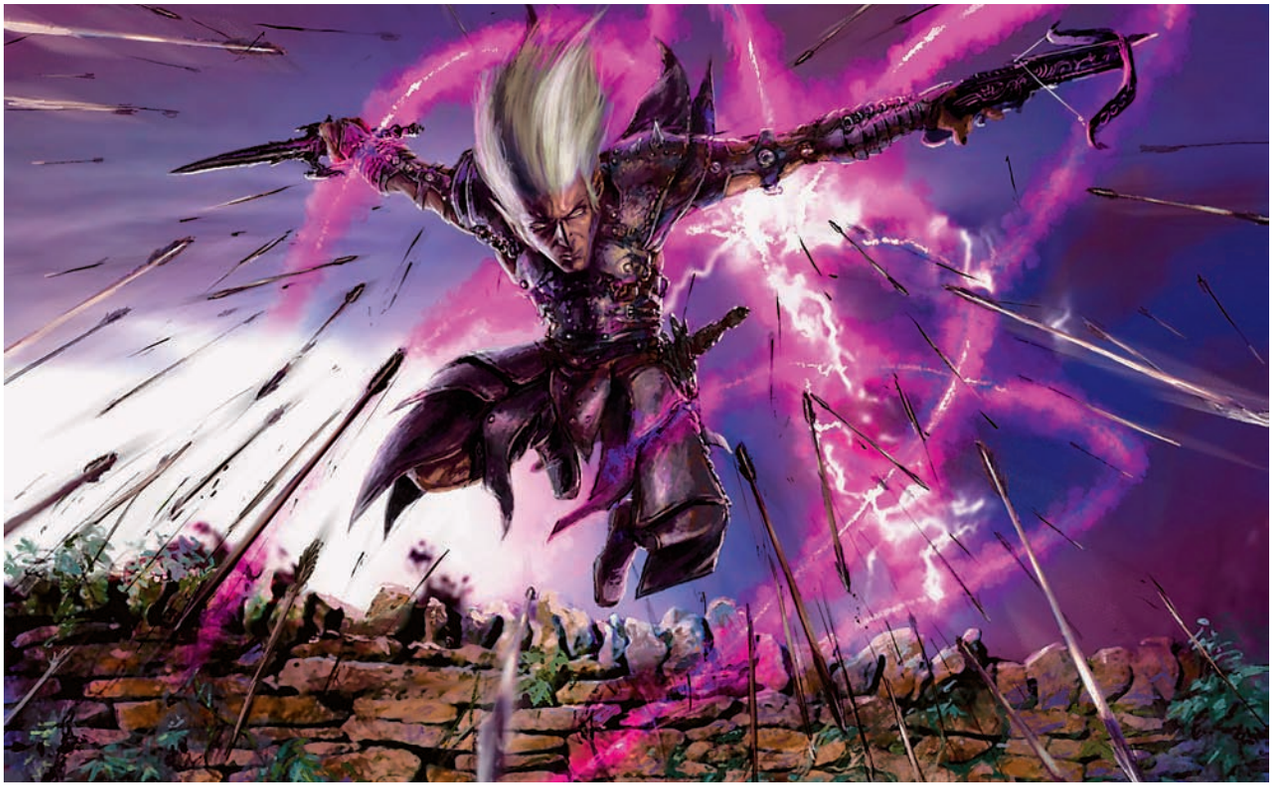
*You deal a savage strike that staggers your adversary.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and the target is slowed (save ends). If the target is not bloodied when you make this attack, the attack deals 1[W] extra damage.
**Effect:** Until the end of the encounter, when you hit the target, it is slowed (save ends).

### Surefooted Retort — Rogue Attack 5

*Lessening the impact of an incoming attack, you swivel away from your foe and deliver a slash as you come about.*

**Daily ✦ Martial, Weapon**
**Immediate Interrupt** **Melee** weapon
**Trigger:** An enemy attacks you
**Prerequisite:** You must be trained in Acrobatics.
**Requirement:** You must be wielding a light blade.
**Target:** The triggering enemy
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** If the triggering attack would knock you prone or slow you, negate the condition. Reduce any pull, push, or slide from the triggering attack by a number of squares equal to your Dexterity modifier.



VINCENT PROCE

# Level 6 Utility Exploits

### Ferret Out Frailty — Rogue Utility 6

*You can always spot easy prey.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Prerequisite:** You must be trained in Insight.
**Effect:** Until the beginning of your next turn, you gain combat advantage against one target within line of sight. If the target is taking the attack penalty from one of your rattling attacks, you instead gain combat advantage until the end of your next turn.

### Fortuitous Dodge — Rogue Utility 6

*You duck out of the way of an incoming attack, and it strikes another target.*

**Daily ✦ Martial**
**Immediate Reaction** **Melee 1**
**Trigger:** A melee or a ranged attack misses you
**Target:** One creature other than the attacker
**Effect:** The target is also targeted by the triggering attack. You can then shift 1 square.

### Sidestep Stance — Rogue Utility 6

*You go on the defensive against a particular opponent, watching carefully for its attacks.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Prerequisite:** You must be trained in Acrobatics.
**Effect:** Choose one enemy within 5 squares of you that you can see. Until the stance ends, you gain a +2 power bonus to AC against that enemy's melee attacks and ranged attacks if you can see the enemy. You can choose a new enemy as a minor action.

### Threatening Glare — Rogue Utility 6

*Your hostile visage warns enemies to beware your wrath.*

**Encounter ✦ Fear, Martial**
**Minor Action** **Personal**
**Prerequisite:** You must be trained in Intimidate.
**Effect:** Until the end of your turn, opportunity attacks against you deal half damage, and if an enemy makes an opportunity attack against you, you gain combat advantage against that enemy until the end of your next turn.

### Vault Position — Rogue Attack 6

*You assume a balanced pose, ready to leap away from danger at a moment's notice.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Prerequisite:** You must be trained in Acrobatics and Athletics.
**Effect:** Until the stance ends, you gain a +1 power bonus to Reflex. As a minor action, you can make an Athletics check to jump, but doing so ends the stance.

### Vexing Flanker — Rogue Utility 6

*Nimble feet and intense focus keep you on your foe.*

**Encounter ✦ Martial**
**Immediate Reaction** **Personal**
**Trigger:** An ally enters a square adjacent to an enemy adjacent to you
**Effect:** You can shift to any other square adjacent to the enemy.

# Level 7 Encounter Exploits

### Circling Predator — Rogue Attack 7

*You wheel around your foe, attacking mercilessly.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Primary Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage.
**Effect:** You can shift 1 square and must end adjacent to the target. Then make a secondary attack against it.
**Secondary Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage, and you gain combat advantage against the target until the end of your next turn.

### Dismaying Slash — Rogue Attack 7

*Your ripping strike saps your foe's determination.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and the target takes a -2 penalty to saving throws until the end of your next turn.

### From the Shadows — Rogue Attack 7

*You spring from the shadows to strike, and then you fade away as if you were never there.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Effect:** Before the attack, you can shift 2 squares. If the target could not see you before the shift, you gain combat advantage for this attack.
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage, and you can shift 2 squares. If you have any cover or concealment after this shift, you can make a Stealth check as a free action.
**Artful Dodger:** Before the attack and after the hit, you can instead shift a number of squares equal to 1 + your Charisma modifier.

### Hectoring Strike — Rogue Attack 7

*You deliver a strong attack, dampening your opponent's fighting spirit.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier + Strength modifier damage.
**Brutal Scoundrel:** You slide the target 1 square, and the target grants combat advantage to you until the end of your next turn.

### Snap Shot — Rogue Attack 7

*You strike as quickly as a coiled viper.*

**Encounter ✦ Martial, Weapon**
**Minor Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage.

### Spring the Trap — Rogue Attack 7

*You're surrounded—just as you planned.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Requirement:** You must be wielding a light blade.
**Target:** Each enemy in burst you can see
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage, and you can shift 1 square.
**Ruthless Ruffian:** This power gains the rattling keyword.

# Level 9 Daily Exploits

### Agonizing Shot — Rogue Attack 9

*Your precise aim finds a weak spot.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 1[W] + Dexterity modifier damage, and the target is slowed and takes ongoing 10 damage (save ends both).
*Aftereffect:* The target is slowed and takes ongoing 5 damage (save ends both).
**Miss:** Half damage, no ongoing damage, and the target is slowed (save ends).

### Burst Fire — Rogue Attack 9

*You loose missiles in an unpredictable pattern.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Area** burst 1 within 10 squares
**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.
**Target:** Each enemy in burst you can see
**Attack:** Dexterity vs. Reflex
**Hit:** 2[W] + Dexterity modifier damage.
**Miss:** Half damage.

### Into Harm's Way — Rogue Attack 9

*You deliver a slashing feint, causing your enemy to stumble into more danger.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. Will
**Hit:** 2[W] + Dexterity modifier damage, and you slide the target 2 squares. Then an ally of yours can make a melee basic attack against the target as a free action.
**Miss:** Half damage.

### Not It — Rogue Attack 9

*Your sly attack directs your foe's attention to your ally.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, and an ally adjacent to you or the target marks the target until the start of your next turn.
**Miss:** Half damage, and no mark.

### Not Worth My Time — Rogue Attack 9

*With a vicious blow and a callous shove, you judge your foe unworthy of further attention.*

**Daily ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and you push the target 1 square. The target is then immobilized (save ends).
**Miss:** Half damage, no push, and the target is immobilized until the end of its next turn.

### Rogue's Recovery — Rogue Attack 9

*With a cunning attack, you create a new opportunity for yourself.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Effect:** If you have used all your encounter attack powers, you regain the use of a rogue encounter attack power you have used during this encounter. Or if you have combat advantage against the target, you can instead deal 2[W] extra damage with the attack.

### Swift Strike — Rogue Attack 9

*Your brutal efficiency makes your enemy pay for its lack of initiative.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage. If the target has not taken an action during this encounter, the attack deals 1[W] extra damage.
**Miss:** Half damage.

### Vexing Escape — Rogue Attack 9

*Your timely attack allows you to break away from combat, and you remain one step ahead of your foe thereafter.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, and you can shift a number of squares equal to your Charisma modifier.
**Miss:** Half damage, and you can shift 1 square.
**Effect:** Until the end of the encounter, each time the target enters a square adjacent to you, you can shift 1 square as an immediate reaction.

### Vexing Sting — Rogue Attack 9

*Despite your foe's armor, you drive your point home, disheartening him.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3[W] + Dexterity modifier damage, and the target takes a -2 penalty to attack rolls (save ends).

## Level 10 Utility Exploits

### Brisk Stride — Rogue Utility 10

*Leaping across minor obstacles, you dart across the battlefield.*

**Encounter ✦ Martial**
**Move Action** **Personal**
**Prerequisite:** You must be trained in Athletics.
**Effect:** You can move your speed + 4. During this movement and until the end of your next turn, you can move across difficult terrain at your normal speed.

### Combat Tumbleset — Rogue Utility 10

*You deftly somersault into position.*

**Encounter ✦ Martial**
**Move Action** **Personal**
**Prerequisite:** You must be trained in Acrobatics.
**Effect:** You can shift your speed and can shift through squares occupied by enemies during this movement.

### Executioner's Mien — Rogue Utility 10

*Every one of your attacks exudes a murderous intent that unnerves your adversaries.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Prerequisite:** You must be trained in Intimidate.
**Effect:** Until the stance ends, all your attacks gain the rattling keyword.

### Gap in the Armor — Rogue Utility 10

*You take a moment to find a weak point in your opponent's defenses.*

**Daily ✦ Martial**
**Minor Action** **Personal**
**Prerequisite:** You must be trained in Perception.
**Effect:** Choose an enemy within 5 squares of you. You gain a +2 power bonus to attack rolls against that enemy until the end of the encounter.

### Peripheral Concealment — Rogue Utility 10

*You slip away, and others briefly lose track of where you are.*

**Daily ✦ Martial**
**Standard Action** **Personal**
**Prerequisite:** You must be trained in Stealth.
**Requirement:** No creature is within 3 squares of you.
**Effect:** You become hidden until you attack or until the end of your next turn.

## Level 13 Encounter Exploits

### Bounding Escape — Rogue Attack 13

*You attack and then jump away from your foe without leaving yourself open to counterattack.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Prerequisite:** You must be trained in Athletics.
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Effect:** You can jump horizontally a number of squares equal to your Strength modifier or jump vertically half that number of squares. This movement does not provoke opportunity attacks from the target.
**Artful Dodger:** This movement does not provoke opportunity attacks from any enemy.

### Cunning Cyclone — Rogue Attack 13

*A series of lightning-fast attacks does devastating work to your opponents.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Close** burst 1
**Requirement:** You must be wielding a light blade.
**Target:** Each enemy in burst you can see
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage.
**Special:** If you have combat advantage against more than one target, you can deal one die of Sneak Attack damage to each target that you have combat advantage against, rather than dealing all your Sneak Attack damage to one target. This counts as one use of Sneak Attack, regardless of the number of targets.

### Daunting Attack — Rogue Attack 13

*Your attack resonates with your cold-blooded intent, overwhelming your enemy's resolve.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Targets:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage, and the target is dazed until the end of your next turn.
**Ruthless Ruffian:** If the target is already taking the penalty to attack rolls from one of your rattling attacks, instead of being dazed, the target is stunned until the end of your next turn.

### Powerful Shot — Rogue Attack 13

*The sharp force of your shot causes your foe to stumble.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, you push the target 1 square, and the target is slowed until the end of your next turn.

### Skip Shot — Rogue Attack 13

*Your missile careens off your foe and grazes another enemy.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2[W] + Dexterity modifier damage, and an enemy within 3 squares of the target takes damage equal to your Dexterity modifier.

JASON A. ENGLE

### Toppling Slash — Rogue Attack 13

*Your decisive cut forces your opponent to stumble and fall.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and you push the target 1 square and knock it prone.
**Brutal Scoundrel:** The attack deals extra damage equal to your Strength modifier, and you push the target 1 extra square.

## Level 15 Daily Exploits

### Bold Feint — Rogue Attack 15

*With a rakish flourish of your weapon, you misdirect your foe's thrust into his ally.*

**Daily ✦ Martial, Reliable, Weapon**
**Immediate Interrupt** **Melee** weapon
**Trigger:** An enemy hits you with a melee attack and another enemy is within its reach
**Prerequisite:** You must be trained in Bluff.
**Target:** The attacking enemy
**Attack:** Charisma vs. Will
**Hit:** Choose an enemy within the target's reach. That enemy is instead the target of the triggering attack.

### Finish It — Rogue Attack 15

*A lethal stab hastens your foe's demise.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One bloodied creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, and ongoing 5 damage. The ongoing damage lasts until the creature is no longer bloodied.
**Miss:** Half damage, and no ongoing damage.

### Mind-Boggling Onslaught — Rogue Attack 15

*Your fearsome attack shakes your enemy to the core—a situation you can later take advantage of.*

**Daily ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Effect:** Whether or not this rattling attack deals damage, the target takes the -2 penalty to attack rolls until the end of your next turn.
**Sustain Minor:** The penalty to attack rolls lasts until the end of your next turn, or you can end the penalty and daze the target until the end of your next turn.

### Ripple Effect — Rogue Attack 15

*Your tumbling swipe sends your foe headlong into another enemy, which sends it stumbling.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Prerequisite:** You must be trained in Acrobatics.
**Requirement:** You must be wielding a light blade.
**Primary Target:** One creature
**Primary Attack:** Dexterity vs. Reflex
**Hit:** 3[W] + Dexterity modifier damage, and you slide the primary target 4 squares.
**Miss:** Half damage, and you slide the primary target 1 square.
**Effect:** Make a secondary attack after the slide.
**Secondary Target:** One enemy adjacent to the primary target
**Secondary Attack:** Dexterity vs. Reflex
**Hit:** 1d6 + Dexterity modifier damage, and you slide the secondary target 1 square.

### Vicious Cooperation — Rogue Attack 15

*Your attack gives your comrade the perfect opening to thump your opponent.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature you're flanking
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage.
**Effect:** An ally flanking the target with you can make a melee basic attack against it as a free action. You can deal Sneak Attack damage to the target if either you or the ally hit it.

### Wounding Strike — Rogue Attack 15

*You strike, intending to inflict grave injury.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage. If the target is not bloodied before you make this attack, the attack also deals ongoing 10 damage (save ends).
**Miss:** Half damage.

## Level 16 Utility Exploits

### Anticipate Attack — Rogue Utility 16

*You sense the attack before it comes.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by an attack
**Requirement:** You must be trained in Insight.
**Effect:** You gain a +4 bonus to all defenses until the end of your next turn.

### Defensive Roll — Rogue Utility 16

*As you evade an attack, you tumble into a better spot.*

**Encounter ✦ Martial**
**Immediate Reaction** **Personal**
**Trigger:** You are missed by an attack
**Prerequisite:** You must be trained in Acrobatics
**Effect:** You can shift your speed.

### Denying Stance — Rogue Utility 16

*The attacks of your enemies allow you to better size them up and avoid future blows.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, each time an enemy misses you with a melee or a ranged attack, that enemy takes a -2 penalty to its next attack roll against you.

### Grasshopper Leap — Rogue Utility 16

*You jump, covering a jaw-dropping distance.*

**Encounter ✦ Martial**
**Free Action** **Personal**
**Trigger:** You make an Athletics check to jump
**Prerequisite:** You must be trained in Athletics.
**Effect:** Treat the Athletics check as if you had rolled a 20.

### Magpie Filch — Rogue Utility 16

*You covertly snatch something from a foe distracted by your successful attack.*

**Daily ✦ Martial**
**Free Action** **Melee** 1
**Trigger:** You hit a creature with a melee attack
**Prerequisite:** You must be trained in Thievery.
**Requirement:** You must have a hand free.
**Target:** The triggering creature
**Effect:** You take a small object from the target as if you had made a successful Thievery check to pick pocket.

### Opportunistic Relocation — Rogue Utility 16

*You capitalize on the distraction caused by downing a foe, slyly repositioning for your next maneuver.*

**Encounter ✦ Martial**
**Move Action** **Personal**
**Requirement:** You must have reduced an enemy to 0 hit points during this turn.
**Effect:** You can shift your speed.

### Vigilant Footwork — Rogue Utility 16

*You parry and dodge close-quarters attacks with amazing focus, never hampering your offense.*

**Daily ✦ Martial, Stance, Weapon**
**Minor Action** **Personal**
**Requirement:** You must be wielding a light blade.
**Effect:** Until the stance ends, you gain a +1 power bonus to AC and Reflex against melee attacks.

## Level 17 Encounter Exploits

### Audacious Strike — Rogue Attack 17

*You lunge forward recklessly, then roll defensively to the side.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Effect:** Before the attack, you can move 4 squares.
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage.
**Effect:** You can shift 2 squares.

### Blistering Outburst — Rogue Attack 17

*In a flurry of lunges and strikes, you leave nearby foes unable to give decisive counterattacks.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Requirement:** You must be wielding a light blade.
**Target:** Each creature in burst you can see
**Attack:** Dexterity vs. Fortitude
**Hit:** 1[W] + Dexterity modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

### Escape Artist's Gambit — Rogue Attack 17

*You take a parting shot as you wriggle free and scramble away.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Prerequisite:** You must be trained in Acrobatics.
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and you can shift 1 square. If you are immobilized, slowed, or both, those conditions end before you shift, and you automatically escape if you are grabbed.
**Artful Dodger:** You can instead shift a number of squares equal to 1 + your Dexterity modifier.

### Guerrilla Blitz — Rogue Attack 17

*The speed and accuracy displayed during your daring assault causes your enemies to momentarily overcompensate when attacking you.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Effect:** Before the attack, you can move your speed.
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Brutal Scoundrel:** The attack deals extra damage equal to your Strength modifier.
**Effect:** Until the start of your next turn, you gain a +1 power bonus to AC and Reflex for every 2 squares you moved as part of this power.

### No Escape — Rogue Attack 17

*Your enemy tries to escape, but you leave it lying in its tracks.*

**Encounter ✦ Martial, Weapon**
**Immediate Interrupt** **Ranged** weapon
**Trigger:** An enemy leaves a square adjacent to you or enters a square where it has cover or concealment against you
**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.
**Target:** The triggering enemy
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and you knock the target prone.

### Stinging Squall — Rogue Attack 17

*Spooked by your flurry of jabs, nearby adversaries are unable to make anything but feeble retaliatory strikes against you.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Close** burst 1
**Requirement:** You must be wielding a light blade.
**Target:** Each enemy in burst you can see
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage, and the target is weakened when making attacks against you until the end of your next turn.
**Ruthless Ruffian:** The attack deals extra damage equal to your Charisma modifier, and the target is weakened when making any attack (not just against you).

## Level 19 Daily Exploits

### Bloodbath Attack — Rogue Attack 19

*Your vicious attack leaves the enemy lying in a pool of his own blood.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, you knock the target prone, and it takes ongoing damage equal to your Strength modifier (save ends).
**Effect:** Until the end of the encounter, whenever you hit the target, the target takes ongoing damage equal to your Strength modifier (save ends).

### Blood Squall — Rogue Attack 19

*Your blade flashes like lightning, and fountains of blood erupt from the foes around you.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Requirement:** You must be wielding a light blade.
**Target:** Each enemy in burst you can see
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and ongoing 10 damage (save ends).
**Miss:** Half damage, and no ongoing damage.

### Daunting Barrage — Rogue Attack 19

*A blistering volley of projectiles knocks your enemies for a loop.*

**Daily ✦ Martial, Rattling, Weapon**
**Standard Action** **Close** blast 5
**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.
**Target:** Each enemy in blast you can see
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, and the target is dazed (save ends).
**Miss:** Half damage, and the target is not dazed.

### Marked Beating — Rogue Attack 19

*Using the distraction caused by an ally, you brutalize your foe, leaving it off kilter.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature marked by an ally
**Attack:** Dexterity vs. Reflex
**Hit:** 5[W] + Dexterity modifier damage, and the target is dazed and takes a -2 penalty to all defenses (save ends both).
**Miss:** Half damage, the target is dazed until the end of your next turn, and no penalty to defenses.

### Stolen Vitality — Rogue Attack 19

*Your vicious assault leaves your enemy unable to move quickly, and you gain a burst of confidence from the deed.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage, and the target is slowed (save ends). You gain temporary hit points equal to 10 + your Charisma modifier.
**Miss:** Half damage, the target is slowed until the end of your next turn, and no temporary hit points.

### Strong-Arm Loyalty — Rogue Attack 19

*You browbeat your wounded foe with a cruel attack, forcing compliance for a short time.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Prerequisite:** You must be trained in Intimidate.
**Requirement:** You must be wielding a light blade.
**Target:** One bloodied creature
**Attack:** Dexterity vs. Will
**Hit:** 2[W] + Dexterity modifier damage, and the target is dominated until the start of your next turn or until it is attacked.
**Miss:** Half damage, and the target is immobilized until the start of your next turn or until it is attacked.

### Uncanny Ricochet — Rogue Attack 19

*Your attack has such force that if it fails to hit one opponent, it might careen into another.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.
**Primary Target:** One creature
**Primary Attack:** Dexterity vs. Reflex
**Hit:** 4[W] + Dexterity modifier damage.
**Miss:** Make a secondary attack with combat advantage.
**Secondary Target:** One creature within 3 squares of the primary target
**Secondary Attack:** Dexterity vs. Reflex
**Hit:** 4[W] + Dexterity modifier damage.
**Miss:** Half damage.

## Level 22 Utility Exploits

### Mountebank's Flight — Rogue Utility 22

*You steal a bit of magic to stow away on another creature's teleportation.*

**Encounter ✦ Martial, Teleportation**
**Immediate Reaction** **Personal**
**Trigger:** A creature within 5 squares of you teleports
**Effect:** You teleport to any square adjacent to the triggering creature.

### Scoundrel's Epiphany — Rogue Utility 22

*The answer is on the tip of your tongue.*

**Daily ✦ Martial**
**Free Action** **Personal**
**Trigger:** You make a Dungeoneering or a Streetwise check to remember or discover a useful bit of information
**Prerequisite:** You must be trained in Dungeoneering or Streetwise.
**Effect:** If you are trained in the skill, don't roll for the check; you are considered to have rolled a 25 and then add your skill check bonus. If you are not trained in the skill, you gain a +5 bonus to the check.

### Seize the Moment — Rogue Utility 22

*It's time to make your move.*

**Daily ✦ Martial**
**No Action** **Personal**
**Trigger:** You make an initiative check at the beginning of an encounter
**Effect:** You gain a +20 bonus to your initiative check. Until the end of your first turn in the encounter, you gain a +2 power bonus to attack rolls and a +4 power bonus to speed.

### Thief of Fortune — Rogue Utility 22

*You make your own luck by stealing it from others.*

**Daily ✦ Martial**
**No Action** **Personal**
**Trigger:** Your attack misses or you fail a saving throw
**Requirement:** You must be able to see another creature.
**Effect:** Reroll the triggering attack roll or saving throw and use the new result. One creature you can see takes a -2 penalty to attack rolls and saving throws until the end of your next turn.

### Unnerving Footwork — Rogue Utility 22

*Your amazing footwork shows you to be a superior combatant, disheartening enemies that draw near.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Prerequisite:** You must be trained in Intimidate.
**Effect:** Until the stance ends, any creature that ends its turn adjacent to you takes a -2 penalty to attack rolls against you until the end of its next turn.

### Wall Crawl — Rogue Utility 22

*You scramble upward with preternatural speed.*

**At-Will ✦ Martial**
**Move Action** **Personal**
**Prerequisite:** You must be trained in Acrobatics and Athletics.
**Effect:** You climb a number of squares equal to your speed minus your armor's check penalty.

## Level 23 Encounter Exploits

### Blindside — Rogue Attack 23

*Your attack comes from such an unexpected angle that your adversary is taken aback.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage, and if you have combat advantage against the target, it is dazed until the start of your next turn.

### Crack Shot — Rogue Attack 23

*Your lightning-fast shots send your opponents sprawling.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Area** burst 1 within 10 squares
**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.
**Target:** Each enemy in burst you can see
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, and you knock the target prone.

### Collapsing Riposte — Rogue Attack 23

*When your enemy overreaches to attack you, you cut his legs out from under him.*

**Encounter ✦ Martial, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy misses you with a melee attack
**Requirement:** You must be wielding a light blade.
**Target:** The triggering enemy
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, and you knock the target prone.
**Artful Dodger:** The target is also dazed until the end of your next turn.

### Death Dance — Rogue Attack 23

*Masterfully lunging and weaving, you deliver a series of powerful attacks and then slip to a new location.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Requirement:** You must be wielding a light blade.
**Target:** Each enemy in burst you can see
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Brutal Scoundrel:** The attack deals extra damage equal to your Strength modifier.
**Effect:** You can shift 2 squares.

### Felling Gash — Rogue Attack 23

*You cut the legs out from under your foe so brutally that its head hits the ground before its feet do.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 4[W] + Dexterity modifier damage, and you knock the target prone.
**Ruthless Ruffian:** The target is also dazed until the end of your next turn.

### Fettering Shot — Rogue Attack 23

*With a clever shot, you pin your target to the spot.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage, and the target is immobilized until the end of your next turn.

## Level 25 Daily Exploits

### Acrobatic Assault — Rogue Attack 25

*With tumbling lunges, you deliver a sharp blow to each nearby enemy and return to your starting position.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Prerequisite:** You must be trained in Acrobatics.
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** You can shift 4 squares and repeat the attack against a second target. You can then shift 4 squares and repeat the attack against a third target.

### Sehanine's Blessing

Fickle Sehanine is the trickster of the gods, relying on misdirection and deceit to pursue her goals. Rogues who work in the shadows often ask her blessing while gazing at the moon, and then act quickly before her attention wanders.

### Cruel Pursuit — Rogue Attack 25

*Your initial probing attack makes your enemy lurch to one side, allowing you to move up and finish with a wounding strike.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Primary Attack:** Dexterity vs. Reflex
**Hit:** 3[W] + Dexterity modifier damage, and you slide the target a number of squares equal to 1 + your Charisma modifier. You can then shift a number of squares equal to 3 + your Charisma modifier to a square adjacent to the target.
**Miss:** Half damage, you slide the target 2 squares, and you can then shift 3 squares to a square adjacent to the target.
**Effect:** Make a secondary attack against the target.
**Secondary Attack:** Dexterity vs. Reflex
**Hit:** 3[W] + Dexterity modifier damage.
**Miss:** Half damage.

### Gory Slash — Rogue Attack 25

*Your bladed savagery opens a gushing wound that cripples your foe with pain.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage, and the target takes ongoing 10 damage and is immobilized (save ends both).
**Miss:** Half damage, and ongoing 5 damage (save ends). The target is immobilized until the start of your next turn.

### Magnetic Shot — Rogue Attack 25

*You distract your adversary just long enough to deliver a shot that bypasses armor.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 6[W] + Dexterity modifier + Strength modifier + Charisma modifier damage.
**Miss:** Half damage.

### Rogue's Resurgence — Rogue Attack 25

*You strike with murderous exactness and then pull a deadly exploit back out of your bag of tricks.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage.
**Effect:** If you have used all your encounter attack powers, you regain the use of a rogue encounter attack power you have used during this encounter. Or if you have combat advantage against the target, you can instead deal 4[W] extra damage with the attack.

### Shocking Execution — Rogue Attack 25

*You viciously lunge for a wounded enemy's throat and shock its allies.*

**Daily ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Prerequisite:** You must be trained in Intimidate.
**Requirement:** You must be wielding a light blade.
**Target:** One bloodied creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 4[W] + Dexterity modifier damage, and each enemy within 3 squares of you takes a -2 penalty to attack rolls (save ends).
**Miss:** Half damage, and each enemy within 3 squares of you takes a -2 penalty to attack rolls until the start of your next turn.

### Visceral Strike — Rogue Attack 25

*You cut open your foe across the middle, drastically hampering her actions.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage, and the target is stunned (save ends).
*Aftereffect:* The target is weakened and slowed (save ends both).
**Miss:** Half damage, and the target is weakened and slowed until the end of your next turn.

## Level 27 Encounter Exploits

### Hurling Pounce — Rogue Attack 27

*As you send one foe staggering away from you, you spring on another.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Primary Target:** One creature
**Primary Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, and you push the primary target 2 squares. You can then shift 2 squares and make a secondary attack.
**Brutal Scoundrel:** You can instead push the primary target a number of squares equal to 1 + your Strength modifier.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.

### Safe Bet — Rogue Attack 27

*With an initial strike, you set yourself up to spring at your enemy if she dares to attack again.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage. If the target makes an attack before the start of your next turn, you can shift a number of squares equal to your Dexterity modifier and make a basic attack against the target as an immediate interrupt.

VINCENT PROCE

### Skirmishing Strike — Rogue Attack 27

*You move hastily to take your shot and then depart.*

**Encounter ✦ Martial, Weapon**
**Minor Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity - 2 vs. AC
**Hit:** 3[W] + Dexterity modifier damage, and you can shift 1 square.
**Artful Dodger:** You can instead shift a number of squares equal to your Charisma modifier.

### Stunning Assist — Rogue Attack 27

*The fighter distracts him, and you shut him down.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee or Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling
**Targets:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, and the target is dazed until the end of your next turn. If the target is marked by any of your allies, it is stunned instead of dazed.

### Stupefying Violence — Rogue Attack 27

*Your enemy reels from your shocking belligerence.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Targets:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage, and you slide the target 2 squares.
**Ruthless Ruffian:** You instead slide the target a number of squares equal to 2 + your Charisma modifier.

## Level 29 Daily Exploits

### Cagey Killer — Rogue Attack 29

*You smile and flick your weapon; your enemy stares unmoving at the deep wound.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, and the target is stunned (save ends).
*Aftereffect:* The target is dazed (save ends).
**Miss:** Half damage, and the target is dazed (save ends).

### Deathweaving Strike — Rogue Attack 29

*Your attack sends the enemy lurching past your comrades, who take advantage by making attacks of their own.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3[W] + Dexterity modifier damage, and you slide the target a number of squares equal to 1 + your Charisma modifier. Each of your allies adjacent to the target at any point during this forced movement can make a basic attack against the target as an opportunity action. Each ally's attack has combat advantage and deals extra damage equal to your Charisma modifier on a hit.

### A Murder of One — Rogue Attack 29

*You flip and flit, stab and slash, as if flying among your foes.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Prerequisite:** You must be trained in Acrobatics.
**Requirement:** You must be wielding a light blade.
**Primary Target:** One creature
**Primary Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage.
**Effect:** You can shift 3 squares and can shift through squares occupied by enemies during this movement. Make a secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage. If the primary attack hit, this attack deals 1[W] extra damage.
**Effect:** You can shift 3 squares and can shift through squares occupied by enemies during this movement. Make a tertiary attack.
**Tertiary Target:** One creature other than the primary and secondary targets
**Tertiary Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage. If the primary or the secondary attack hit, this attack deals 1[W] extra damage.

### Sight-Stealing Shot — Rogue Attack 29

*You attack your foe in the eyes, leaving him dumbfounded and temporarily unable to see.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 4[W] + Dexterity modifier damage, and the target is blinded and dazed (save ends both).
**Miss:** Half damage, and the target is dazed until the end of its next turn.

### The Swashbuckler

The rogue is an ideal class for the swashbuckler famed in fiction. You could opt for cloth armor instead of leather, using a parrying dagger (see *Adventurer's Vault*) to help your AC. Pick a mix of acrobatic and trickster powers, relying on Dexterity and Charisma. It's worth a feat to get proficiency with the rapier, which is the best light blade.

### Avandra's Luck

The swashbuckler's creed—"Luck favors the bold"—is part of Avandra's teachings. Daring rogues are more likely to thank her for good luck received than ask for it in advance. Through decisive action, they claim her luck as their own.

## Cloaked Sniper

*"You tell me—is it better to win with a shot from the dark or to lose up close?"*

**Prerequisites:** Rogue, trained in Stealth

The advantage of getting the drop on an enemy is acknowledged far and wide. Equally prized is the benefit of taking out important targets with little risk. No one is better at accomplishing either task than a trained sharpshooter, and the sharpshooter's weapon of choice is the crossbow.

Nations and mercenary groups train specialized soldiers to use crossbows in this fashion. Underworld organizations do the same. Any such soldier is essentially an assassin who knows how to use a crossbow to slay from a distance without attracting notice. Dwarves in particular prize this exception to their normally straightforward battle tactics. That race produces fine snipers.

Such shooters don't shy away from a normal fight. They understand that reconnaissance and a plan, along with the ability to strike unseen from a great distance, are great advantages in a combat situation. A good ambush leaves the enemy weakened and confused, giving any follow-up assault a better chance of working.

You have chosen to hone your skills along these lines. You prefer to strike from hiding with a well-placed shot and to remain unobserved during a confrontation, aiding your allies by picking off foes without ever drawing notice. The hand crossbow is your preferred weapon.

Sniping is the ultimate tactic for you. The sound of a bolt finding its target is the sweet toll of victory. A bolt you fire might take out a sentry in a single hit, as well as sending your enemies scurrying for cover. If you miss, no matter. You can slink back into the shadows until you have a chance to shoot again.

### Cloaked Sniper Path Features

**Crossbow Savant (11th level):** You add 5 squares to the normal range of any crossbow you wield and 10 squares to the long range. Treat a hand crossbow as an off-hand weapon, and treat any crossbow that has the load minor property as having the load free property instead.

**Sniper Action (11th level):** When you spend an action point to make a ranged basic attack and you have combat advantage against the target of the attack, you can add your Sneak Attack damage even if you have already dealt Sneak Attack damage during this round. If the attack hits, you can shift 1 square.

**Versatile Combatant (16th level):** When you are armed with a melee weapon in your main hand and a hand crossbow in your off hand, you do not provoke opportunity attacks when attacking with your hand crossbow.

### Cloaked Sniper Exploits

**Sudden Bolt** — Cloaked Sniper Attack 11

*From the edge of sight, your well-placed bolt knocks your enemy silly.*

**Encounter ✦ Martial, Weapon**
**Minor Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2[W] + Dexterity modifier damage. If you are hidden from the target when you make this attack, the target is dazed until the end of your turn.

**Unseen Shot** — Cloaked Sniper Utility 12

*They saw your attack but have no idea where it came from.*

**At-Will ✦ Martial**
**Free Action** **Personal**
**Trigger:** You miss with a ranged attack while hidden
**Effect:** You remain hidden if you have any cover or concealment. You can also shift 1 square.

**Bolt from Nowhere** — Cloaked Sniper Attack 20

*Your bolt sails across the battlefield and sends your enemies into a panic.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow.
**Primary Target:** One creature
**Primary Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** Make a secondary attack, which has the fear keyword.
**Secondary Target:** The primary target and each enemy you can see within 3 squares of it
**Secondary Attack:** Dexterity vs. Will
**Hit:** Until the end of your next turn, the secondary target takes a -2 penalty to attack rolls and grants combat advantage to you and your allies.

# Daring Acrobat

*"Agile movement is as much offensive as it is defensive."*

**Prerequisites:** Rogue, trained in Acrobatics

Acrobatics is a widespread and popular talent. All people, from nobles to peasants, enjoy acrobatics shows, whether amid the finery of court or the debris of the street. A few venturesome religious rites, especially those that pay homage to Avandra or Kord, require the skill. Mastery of the body is part of numerous education philosophies, and acrobatics is unmatched in cultivating fitness and balance. Thieves and burglars use the skill to ply their trade. Training is easy to find and widely accepted. Some youngsters attain a level of mastery well before they reach adolescence.

Not to be underestimated is the value of such proficiency on the battlefield. A combatant who is adept at acrobatics can maneuver like no other. The adroit use of the skill opens up advantages that other warriors can't attain and allows the acrobat to avoid being pinned down. Movement becomes quicker and smoother as the acrobat uses the whole body as a tool, rather than just relying on the feet and the legs. It's obvious why some martial training includes instruction in acrobatics.

It's also clear that the adventurer has even more use for acrobatics than a warrior or a soldier does. Explorers routinely face perils that are best overcome with agility, poise, and a sense of one's body. More than one fortune seeker owes life and limb to his dedicated schooling in acrobatics.

To say that of you is a gross understatement, however. It doesn't matter if you came by your skill in a formal academy, from family tradition, or through the school of hard knocks. You have made acrobatics not only an art form, but also a martial style all your own.

You flabbergast friend and foe alike with your talent. Using it, you routinely accomplish tricks that seem beyond mortal capacity. With your flamboyant derring-do, you deliver terrible attacks and deftly capitalize on the smallest openings.

## Daring Acrobat Path Features

**Acrobatic Action (11th level):** When you spend an action point to take an extra action, you can take a move action in addition to taking an extra action.

**Tumbling Positions (11th level):** You do not grant combat advantage to enemies when you are balancing, climbing, or prone.

**Agile Charge (16th level):** When you begin a charge, you gain a +1 bonus to AC and Reflex until the start of your next turn. Also, after completing a charge, you can take further actions (if you have any left).

## Daring Acrobat Exploits

**Wild Tumble Cut** — Daring Acrobat Attack 11

*With acrobatic flair, you rush in to deliver a vicious cut but are left momentarily off balance.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade, and you must charge and use this power in place of a melee basic attack.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage, and the target gains combat advantage against you until the start of your next turn.

**Flawless Stunt** — Daring Acrobat Utility 12

*Your concentration and long hours of practice make all the difference in pulling off a trick.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** You gain a +5 bonus to Acrobatics and Athletics checks until the end of your turn.

**Dramatic Finish** — Daring Acrobat Attack 20

*You drive your blade deep into your wounded foe, knowing you have something in reserve as a follow-up.*

**Daily ✦ Healing, Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage, or 6[W] + Dexterity modifier damage if either you or the target is bloodied.
**Effect:** If this attack fails to reduce the target to 0 hit points, you can either make a melee basic attack against the target with a +5 bonus to the attack roll or spend a healing surge.
**Special:** When charging, you can use this power in place of a melee basic attack.

# Death Dealer

*"Killing's my game."*

**Prerequisite:** Rogue

Some people are born killers. That penchant can be channeled in as many ways as there are reasons for slaughter. Some slay for religion or creed, others for power or influence, and still others for money, vengeance, glory, or just plain relief. Many who have a knack for murder take up violent professions, from soldier or town guard to gladiator or assassin. A few, whatever their reasons, make a career out of slaying monsters.

Killing is grim business, no matter who or what ends up dead. Nobody takes going to the grave lightly. Hands-off methods, such as poison, can sometimes work, as can stealthy techniques. Otherwise, direct and bloody conflict is the only way to go about butchery.

Strangely, a lot of would-be killers think that combat has rules. You know differently: In battle, fair play, honor, and mercy are for chumps. Fighting is all about dancing with death and being one of those still standing when the music ends. Maybe you came by your "philosophy" while being schooled as an assassin or hired sword. Of course, an adventurer's life has plenty of object lessons along the same lines: Kill or be killed.

When you start a fight, you take a little time to size up the competition. After that, it's all bloody business.

RON LEMEN

If someone has the nerve to attack you, you make that fool pay in such a way that anyone watching will think twice about facing you. Nobody escapes you unless they have the ability to take you out of the fight, or you want the story of your prowess to get around.

However you gained your skills, they are honed in accordance with your brutal creed. Those who go up against you risk everything. As proven by the boost you sometimes get from brutalizing our adversaries, you take at least a little pleasure in your work.

## Death Dealer Path Features

**No Respite (11th level):** Enemies adjacent to you take a -2 penalty to saving throws.

**Slaying Action (11th level):** When you spend an action point to take an extra action, you gain a +2 bonus to each damage die until the start of your next turn.

**Unfair Advantage (16th level):** When you hit a bloodied foe with a melee attack, you gain temporary hit points equal to your Strength modifier or Charisma modifier (your choice).

## Death Dealer Exploits

**Sizing Strike** — Death Dealer Attack 11

*Your attack is only probing, but what you see gives you confidence and your enemy pause.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage, and you gain 10 temporary hit points. If you have combat advantage against the target, add your Strength modifier or Charisma modifier (your choice) to the damage roll and to the temporary hit points gained.

**Gruesome Kill** — Death Dealer Utility 12

*You finish off your adversary with efficient butchery, and no other foe wants any part of you.*

**At-Will ✦ Martial**
**Free Action** **Personal**
**Trigger:** You reduce an enemy to 0 hit points
**Effect:** Each enemy that can see you takes a -2 penalty to attack rolls against you until the start of your next turn.

**Death Dealer Assault** — Death Dealer Attack 20

*The wound you open tags your foe as yours.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage.
**Effect:** The target takes ongoing 10 damage (save ends). Until the target saves against this damage, you can shift 1 square toward it as a minor action.

# Dread Fang

*"You're caught in my web of shadows, poor little insect. Now it's time to die."*

**Prerequisites:** Drow, rogue

Deceive your prey into a weak tactical position. Strike without being seen. Kill without allowing a counter-attack. Don't sever a limb when you can cut off the head. Reward your enemies with death so horrifying that all others fear to oppose you. Live to fight again. All of these are drow rules of warfare, which young drow learn well just to get by in their treacherous society.

The drow are famous for slaughter, murdering all who get in their way. Countless folk have suffered the cruel kiss of a drow priestess's whip or the vile magic of a drow warlock. Innumerable slaves have lived and died as the wicked and capricious whims of their drow masters demanded. From this world you have come, and like others before you, you have found sanctuary in the arts of death. You learned the rudiments of drow warfare among your school-age peers. You mastered the blade-and-crossbow fighting style of the drow warrior to improve your station among your people. Better to be a valued killer than a slave or a sacrifice.

Maybe you smelled the deceptions and half-truths in your society, put up with the lies of the Spider Queen, until you could take no more. Perhaps the internecine warfare between drow houses left you without allies in the vast Underdark. You abandoned your past. Estranged from your homeland, you joined with other wanderers and continued your training. You have sought to become death incarnate and have succeeded well beyond the normal warriors of your people.

BETH TROTT

## Dread Fang Path Features

**Spider Assassin (11th level):** You deal one extra die of Sneak Attack damage against a target that could not see you at the start of your turn.

**Dread Sneak Action (11th level):** When you spend an action point to make an attack against a target granting combat advantage to you, you can deal Sneak Attack damage even if you have already dealt Sneak Attack damage during this round.

**Sinister Presence (16th level):** When you reduce an enemy to 0 hit points, pick a second enemy within 5 squares of you. You gain combat advantage against the second enemy until the end of your next turn.

## Dread Fang Exploits

**Fang and Web Strike** — Dread Fang Attack 11

*With expert precision, you drive your blade through your opponent and loose a bolt at the same time.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow and a light blade.
**Targets:** One or two creatures
**Attack:** Dexterity vs. AC (melee or ranged), two attacks
**Hit:** 2[W] + Dexterity modifier damage per attack.
**Special:** Using this power doesn't provoke opportunity attacks.

**Spider Feint** — Dread Fang Utility 12

*You feint, causing your opponent to flinch as you slip past.*

**Encounter ✦ Martial, Weapon**
**Minor Action** **Close** burst 5
**Target:** One creature in burst you can see
**Effect:** You gain a +5 bonus to AC against the target's opportunity attacks until the end of your next turn.

**Venomous Sting** — Dread Fang Attack 20

*Using your dark fey power, you deliver a deep and toxic wound.*

**Daily ✦ Martial, Poison, Reliable, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow or a light blade.
**Target:** One creature
**Primary Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage. Make a secondary attack against the target.
**Secondary Attack:** Dexterity vs. Fortitude
**Hit:** The target is weakened and takes ongoing 5 poison damage (save ends both).

# Flying-Blade Adept

*"Any monkey can stab someone. Now, throwing to kill—that's got style."*

**Prerequisites:** Rogue, Quick Draw feat

Among common folk, knife and shuriken throwing are forms of entertainment and sport. Competitors throw under calm conditions at stationary targets. At the extreme, carnival throwers toss blades at a moving mark, or sport throwers have to put up with rowdy onlookers and too much drink.

It takes a special breed of warrior to specialize in throwing blades in actual combat. The clash of steel, the rush of magical forces, and the screams of the wounded and dying are far more than tap-room distractions. Moreover, the idea of tossing away a weapon seems tantamount to suicide. Still, anyone who has mastered the technique of hurling blades in battle knows that doing so helps to keep one out of harm's way.

Being such an expert takes guts, discernment, smarts, and quickness. The hurler must be brave enough to throw away a weapon, and to stand fast when the enemy recognizes the danger that he or she presents. The thrower's senses must be accurate enough to discern when to move and where. Furthermore, perception is nothing without the good judgment to exploit opportunities and to carry the right array of blades. And all this means little if the wielder lacks the agility or speed to take advantage of whatever battle situation arises.

You are such an expert with light thrown blades. Swift enough to draw weapons in rapid succession and to knock an arrow out of the air, you have little to fear when you throw a blade. Your talent allows you to hit with terrifying accuracy, to bounce your blades off one target and into another, and even to punch holes in enemy armor. You have even been known to throw so quickly that you can hit every target in your field of vision.

## Flying-Blade Adept Path Features

**Deadeye Blade (11th level):** When you throw a light blade, it has the high crit property.

**Flying-Blade Action (11th level):** When you spend an action point to take an extra action, you can also make a ranged basic attack with a light blade as a free action.

**Armor-Piercing Blade (16th level):** The first time you score a critical hit against a target with a ranged attack using a light blade, that target takes a -2 penalty to AC until the end of the encounter.

## Flying-Blade Adept Exploits

**Ricochet Blade** Flying-Blade Adept Attack 11

*Your blade wounds, then careens off your target and into a nearby foe.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a light blade with the light thrown property.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, and an enemy within 3 squares of the target takes damage equal to your Dexterity modifier.

**Nimble Deflection** Flying-Blade Adept Utility 12

*With a practiced eye, you follow a projectile's path and knock it out of the air.*

**Encounter ✦ Martial, Weapon**
**Immediate Interrupt** **Ranged** weapon
**Trigger:** A creature hits you with a ranged attack
**Requirement:** You must be wielding a light blade with the light thrown property.
**Effect:** You make a ranged basic attack, treating the attacking creature's attack roll as the target AC. If your attack hits, the triggering attack misses.

**Bladed Fusillade** Flying-Blade Adept Attack 20

*You unleash a volley of thrown blades.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Close** blast 5
**Requirement:** You must be wielding a light blade with the light thrown property.
**Target:** Each enemy in blast you can see
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage.
**Miss:** Half damage.

# Guildmaster Thief

*"Me and my crew, we'll get the job done. Top-story jobs to shakedowns—we're all in."*

**Prerequisites:** Rogue, trained in Thievery

Whoever says crime doesn't pay just isn't good enough to pull it off. For the organized and resourceful, there's always an angle.

Thieves' guilds are criminal gangs that crop up mostly in urban areas. A single guild might manage or influence illegal activities such as assassination, blackmail, burglary, espionage, fencing stolen goods, grifting, smuggling, loan sharking, pickpocketing, piracy, racketeering, robbery, thuggery, and so on. A guild might also direct legal enterprises as legitimate business ventures, as cover, or as a way to control the flow of information. For instance, many thieves' guilds have their fingers in begging, bounty hunting, mercenary work, gambling, prostitution, shipping, and even street cleaning and lamp lighting.

Because a guild's business can be so varied, and because it often has trouble with legal authorities and rival gangs, it must divide its profitable interests between various centers of control. Those centers have bosses, who report to those higher in the chain of command. Thus, guilds have complicated hierarchies, clear divisions of authority, and codes of behavior that can border on downright law-abiding in some respects. A guildmaster typically leads a portion of a guild, and some guilds have a grand master who oversees a guild's entire operation.

You might be an actual guildmaster, or maybe you grew up in the criminal world and know what's what on the street and in a brawl. Your experience has left you able to run a criminal crew on jobs and in fights. You're a great skirmisher who knows how to get a job done right while helping out your pals with some "world-wise management."

## Guildmaster Thief Path Features

**Guildmaster's Action (11th level):** When you spend an action point to take an extra action, instead of deducting the action point from your total you can deduct it from the total of any willing ally you can see. Similarly, as long as you are willing and conscious, any ally who can see you can deduct an action point from your total instead of from his or her total when spending an action point to take an extra action. The normal limit of action points spent during an encounter still applies.

Whenever you spend an ally's action point to take an extra action, you gain a +2 bonus to attack rolls until the start of your next turn.

**Thieving Crew (11th level):** Allies within 5 squares of you gain a +2 bonus to Stealth checks and Thievery checks.

**Thick as Thieves (16th level):** Any ally flanking with you gains a bonus to melee damage rolls equal to your Charisma modifier.

## Guildmaster Thief Exploits

**Guild Beatdown** Guildmaster Thief Attack 11

*You strike your foe, cuing your friend to take a cheap shot.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and one ally adjacent to the target can make a melee basic attack against it as a free action. If the ally hits and has combat advantage, that attack deals 1d6 extra damage.

**Shifty Direction** Guildmaster Thief Utility 12

*With cutthroat timing, you help your ally carefully maneuver.*

**Encounter ✦ Martial**
**Immediate Reaction** **Close** burst 5
**Trigger:** An ally within 5 squares of you is missed by an attack
**Target:** The triggering ally in burst
**Effect:** The target can shift a number of squares equal to your Charisma modifier.

**Biting Repositioning** Guildmaster Thief Attack 20

*Your attack creates just the right opportunity for you and your crew to back off—or to change the flow of the battle.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement**: You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage, and you and each ally within 5 squares of you can shift a number of squares equal to 1 + your Charisma modifier.
**Miss:** Half damage, and you or one ally within 5 squares of you can shift a number of squares equal to 1 + your Charisma modifier.

# Halfling Quickblade

*"I told you once, mate. I'm the fastest blade there is. Ain't braggin' if it's true."*

**Prerequisites:** Halfling, rogue

Halflings have a long tradition of using light blades with great skill. Whether a tool of survival or an implement of battle, the simple dagger has much to recommend it. Even one as small as a halfling can hide a dagger on the body for use in a tight spot. A small body coupled with a small weapon means greater mobility and deadliness enhanced by a better chance for stealthy attacks.

Halflings also have a history of using light blades in their art and performances. Carving, acrobatic blade tricks, knife juggling, dagger throwing, and even dances that incorporate blades are common among halflings. For them, such activities are a natural meeting of physical traits and handy tools.

As with almost every other aspect of their life, halflings have a variety of stories that explain their propensity for using blades. Such yarns include the daring tales of Barras Quickblade, whose surname is probably one of convenient fiction.

Barras's legend begins when he was a lad who provided for his clan by stalking game with nothing but a knife and his wits. The legend grows into a spirited saga of an adventurous halfling who, along with a band of other intrepid characters, confronts ogres, yuan-ti, and worse with a tongue as pointed as his blade.

In the end, most stories have it that Barras sacrificed himself to save his comrades by leading a group of fomorians on a reckless chase through the Feywild. Darker versions say that Barras's spirit is still trapped, kept prisoner by the twisted fey. Halflings prefer to think that he passed from the world and that he stands at Avandra's side as her immortal companion.

You have the flair and the growing reputation to be a quickblade. Your fighting style is like that of your celebrated forebear. Perhaps, given time, your legend will be even greater.

RON LEMEN

## Halfling Quickblade Path Features

**First Cut (11th level):** When you have combat advantage due to your First Strike class feature, add 1 to each die of Sneak Attack damage dealt by the attack.

**Chancy Action (11th level):** You can spend an action point to regain the use of the *second chance* racial power, instead of taking an extra action.

**Ultimate Quickblade (16th level):** You gain a bonus to initiative checks equal to your Charisma modifier.

## Halfling Quickblade Exploits

**Slash and Dash** Halfling Quickblade Attack 11

*After delivering two sharp cuts, you scamper to a safe position.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Targets:** One or two creatures
**Attack:** Dexterity vs. AC, two attacks
**Hit:** 2[W] + Dexterity modifier damage per attack.
**Effect:** If you have combat advantage against every target of the attack, you can shift your speed and must end in a space that is not adjacent to a target of the attack.

**Quickblade Scarper** Halfling Quickblade Utility 12

*Your surprising quickness makes it impossible to hit you solidly.*

**Daily ✦ Martial**
**Move Action** **Personal**
**Effect:** You can shift your speed, and you take half damage from all attacks until the start of your next turn.

**Quickblade Form** Halfling Quickblade Attack 20

*You move quickly, with your dagger poised to retaliate.*

**Daily ✦ Martial, Stance, Weapon**
**Minor Action** **Personal**
**Effect:** When an adjacent enemy makes an opportunity attack against you, you can make a melee basic attack with a light blade against that enemy as a free action. Until the stance ends, you can make this attack only once per round.

# Master Spy

*"I've seen the things you never intended me to see, heard whispers meant only for your conspirators. I know you well enough to take you down."*

**Prerequisite:** Rogue

In halls of power, on the field of battle, and even among those who seek what is long lost, reliable information is king. Those in the know have an advantage over their allies and enemies and readily know the difference between the two. Thus have persons skilled in acquiring secrets always had ample work and reasons to hone their skills. Such agents learn how to conceal their true motives and cover their tracks while focusing on attaining their goals. Any lapse in precision can mean death.

Long ago, you learned how to sneak into places where you're not welcome. No secret is safe from your expertise and trickery. Subterfuge is your stock-in-trade. You know how best to peer into the intentions of your enemies, and you work undercover with the greatest of ease. Most of your enemies never know that you are in their midst, and you always manage to turn their ignorance against them.

## Master Spy Path Features

**Cover Action (11th level):** Whenever you spend an action point to take an extra action, you gain concealment at the end of that action. Until the end of your next turn, you have concealment and take no penalty to Stealth checks for moving more than 2 squares or for running.

**Deadly Bluff (11th level):** You can make a Bluff check to gain combat advantage against an adjacent enemy as a minor action instead of as a standard action (*Player's Handbook*, page 183). If your check beats the enemy's Insight check, the enemy grants combat advantage to you and your allies until the end of your next turn.

**Double Agent (16th level):** Once per encounter, when an enemy you can see targets one of its allies with a power or an ability, you can choose to gain the benefit of that power or ability as if you were one of its targets as well.

STEVE ELLIS

## Master Spy Exploits

**Lingering Revelation** — Master Spy Attack 11

*Your surprising attack slashes open your foe, causing the enemy to leave a trail you easily follow.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. Will
**Hit:** 3[W] + Dexterity modifier damage, and the target cannot turn invisible or make Stealth checks until the end of your next turn.
**Effect:** You gain a +5 bonus to Insight checks and Perception checks opposed by the target until the end of the encounter.

**Quick Change** — Master Spy Utility 12

*Your cunning actions plant a seed of doubt. Are you friend or foe?*

**Encounter ✦ Martial**
**Minor Action** **Ranged** 5
**Target:** One creature
**Effect:** Make a Bluff check opposed by the target's Insight check. If you succeed, the target considers you an ally for the purpose of auras, opportunity attacks, and powers until the end of your next turn or until you attack the target or its allies.

**Spymaster's Edge** — Master Spy Attack 20

*You slip your weapon past your enemy's defenses, using your knowledge of its tactics to stay one step ahead.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. Will
**Hit:** 3[W] + Dexterity modifier damage, and the target takes a -5 penalty to attack rolls against you (save ends).
**Miss:** Half damage, and the target takes a -2 penalty to attack rolls against you (save ends).
**Effect:** Until the end of the encounter, whenever the target moves, you can move your speed or shift 1 square as an immediate reaction.

# Rakish Swashbuckler

*"With a face like that, it's no wonder your mother loves me best!"*

**Prerequisite:** Rogue

Life is too short to take seriously. Danger lurks in every shadow, and an enemy waits behind every door. Those who spend every waking moment thinking about all the bad things that could happen never leave the house.

Instead of wringing your hands, you throw away all your worries and take a devil-may-care attitude. Sure, some say you will end up raking the coals of the Nine Hells because of your decadent living. In the end, though, who's the happier: you and your adventurous, libertine ways or the hidebound drudge shuddering under his covers?

On one hand, you're a charmer. Others find your infectious wit and bravado winsome. But you're also irreverent, irresponsible, and reckless. What's worst is that sometimes you have the hardest time keeping your mouth shut. Whether cracking a joke in the middle of a solemn funeral or shouting a barrage of insults at a demon, you can't help but stir up trouble. Deep down, you know life might be easier if you straightened up, but where's the fun in that?

When you face a serious challenge, your skill with weapons comes to the fore. Your tongue and your body language become secondary instruments of derision. You seed your exploits with cutting insults and disdain, goading your enemies into overextending or making other mistakes. When an enemy gives you an opening, you press the advantage. In the end, you stand triumphantly over a fallen foe, showing once again who the greater fool is.

## Rakish Swashbuckler Path Features

**Incorrigible Action (11th level):** Whenever you spend an action point to take an extra action, enemies take a –2 penalty to attack rolls against you until the start of your next turn.

**Vexing Foe (11th level):** Enemies marked by anyone other than you take a –2 penalty to attack rolls against you (this is in addition to the penalty from being marked). Enemies marked by you grant combat advantage to your allies.

**Dastardly Opportunist (16th level):** Whenever an ally scores a critical hit against an enemy adjacent to you, you can make a melee basic attack against that enemy as an immediate reaction.

## Rakish Swashbuckler Exploits

**Abashing Stab** — Rakish Swashbuckler Attack 11

*With words or body language, you mock your foe as you deliver a cutting attack.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is marked until the start of your next turn. Until the start of your next turn, the target takes a –2 penalty to attack rolls against you but gains a +5 bonus to damage rolls against you.

**Mocking Footwork** — Rakish Swashbuckler Utility 12

*A derisive combat style keeps foes off balance.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, each time you hit an enemy that you have combat advantage against, you can either shift 1 square or slide the enemy 1 square.

**Cutting Assault** — Rakish Swashbuckler Attack 20

*Your scornful manner puts your foe on the defensive, allowing you to make a sharp follow-up.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** 1
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Primary Attack:** Charisma vs. Will
**Hit:** The target is weakened and slowed (save ends both).
**Miss:** The target is slowed until the end of its next turn.
**Effect:** Make a secondary attack against the target. The target is then marked until the end of the encounter, until you are knocked unconscious, or until another mark supersedes this one.
**Secondary Attack:** Dexterity vs. Reflex. If the primary attack hit, you have combat advantage against the target.
**Hit:** 2[W] + Dexterity modifier damage.

# Raven Herald

*"All beings come to an end. Seeing to that is my task."*

**Prerequisites:** Rogue, must worship the Raven Queen

The transition to death is a holy road on which all living things are pilgrims. Every creature steps onto that road at birth. When fate's appointed hour comes, every creature steps off into whatever waits beyond the finite and visible path. So it has been, and so it should be. These are the truths of the Raven Queen.

Yet some do not hold to the proper path. Brazen mortals defy the natural order by avoiding that righteous hour of ending. A few do so by magic or other means, the most common of which is to become undead.

Undead aren't, in and of themselves, offensive to the Raven Queen. Still, shambling dead brought back to a mockery of life through foul magic deserve to be destroyed. So do those undead that defy true death by serving other entities, such as Orcus or Vecna. A few bold souls manage to elude death without otherwise blaspheming the Raven Queen's edicts. Still, demise must come for them in time as well.

It is the duty of any who serve the Raven Queen to bring down the proud, showing them the equality that only death provides. Within temples where the Raven Queen is esteemed above all others, the clergy offers support and training for those who would be her instruments of death. Cults form around the ideal of righteous killing, of becoming heralds of death. Common folk know of the Raven Queen's heralds and whisper of their mission when sudden loss of life visits the prideful, the wicked, or those cursed by undeath.

RON LEMEN

You have consciously devoted yourself to becoming a tool in the Raven Queen's wintry hands. Perhaps you came to this commitment on your own, or maybe you have an affiliation with the Raven Queen's hierarchy in the world. The origin of your connection to the mistress of winter makes little difference. As a harbinger of destiny, you know that every foe who falls before you has met its appropriate end.

## Raven Herald Path Features

**Death Rites (11th level):** You gain the Ritual Caster feat and training in Religion. You also gain a +4 bonus to death saving throws.

**Slaying Action (11th level):** When you spend an action point to make a melee basic attack against an adjacent enemy that is bloodied or has the undead keyword, you gain a +2 bonus to the attack roll.

**Radiant Striker (16th level):** Each time you deal Sneak Attack damage, you can choose for that damage to be radiant damage.

## Raven Herald Exploits

**Unraveling Blow** — Raven Herald Attack 11

*You see the threads of fate tying your foe to existence, and you cut them.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage. If the target is bloodied when you make the attack or has the undead keyword, the attack deals 1[W] extra damage and you add one die to Sneak Attack damage dealt through this attack.

**Death's Veil** — Raven Herald Utility 12

*With the Raven Queen's blessing and your nearness to death, you become spiritlike.*

**Daily ✦ Divine**
**Immediate Reaction** **Personal**
**Trigger:** An enemy bloodies you
**Effect:** You become invisible and insubstantial until the end of your next turn.

**Herald the End** — Raven Herald Attack 20

*Your merciless strike shakes your foe to the core of its being. It then sees an end to its existence.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage, and the target is dazed (save ends). If the target is bloodied or has the undead keyword, it is instead stunned (save ends).
**Miss:** Half damage, and if the target is bloodied or has the undead keyword, it is dazed until the end of its next turn.

# Strong-Arm Enforcer

*"This is going to hurt you a lot more than it hurts me."*

**Prerequisites:** Rogue, trained in Intimidate

The world has no shortage of bullies. In every town and every neighborhood roams a lout with more muscle than sense, and more bravado than backbone. Every gang has an enforcer or a leg breaker. Yet it takes more than a mean streak and a hard head to rise above mere thuggery.

Unlike such roughnecks, who are so often craven at heart, you have cold iron beneath your hardened visage. You have the skill and the mettle to make good on threats you offer. Intimidation, to you, is just fair warning, an omen foretelling the cost of crossing you.

Like most of your kind, you might have started with a criminal outfit or learned how to get along in the harsh training ground of the streets. Such unsavory surroundings taught you to survive. A reputation for handing out grim rewards to your enemies slowly enabled you to avoid fights through the use of your bladed stare. For a few of you, formal training as an interrogator or operative taught you to use fear and pain as a principal means of getting the job done. In any case, fear is as useful in battle as it is outside it.

You have set your mind to this harsh fact and have realized that most interactions are all about getting in and getting out on top. If the other guy believes you can and will hurt him if you need to, dealings are much more likely to go in your favor.

Although stealth and subterfuge have uses, combat isn't a subtle solution. You favor techniques that keep your enemies shaken. A traumatized, fearful, or angry foe is more likely to make a mistake. Encouraging such missteps—gleefully at times—you make yourself a target through your brutality. Then you and your allies capitalize on those slip-ups to win the day.

## Strong-Arm Enforcer Path Features

**Promise of Pain (11th level):** When you spend an action point to take an extra action, attacks you make until the start of your next turn gain the rattling keyword.

**Vicious Courage (11th level):** When you hit with a rattling attack and have combat advantage against the target, you gain temporary hit points equal to your Charisma modifier.

**Strong-Arm Mark (16th level):** When you hit with a rattling attack and have combat advantage against the target, you can choose to mark the target until the end of your next turn. Until the end of your next turn, you also gain a bonus to damage rolls against the target equal to your Charisma modifier.

## Strong-Arm Enforcer Exploits

**Painful Reminder** Strong-Arm Enforcer Attack 11

*You thump your adversary one more time, in case he forgot you're top dog.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature you hit on your previous turn
**Attack:** Dexterity vs. Will
**Hit:** 2[W] + Dexterity modifier damage, and the target is marked until the end of your next turn.
**Ruthless Ruffian:** You slide the target 1 square.

**Implied Threat** Strong-Arm Enforcer Utility 12

*Even when you manage to be polite, you have a threatening air.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you gain a power bonus to Intimidate checks equal to your Strength modifier.

**Callous Strike** Strong-Arm Enforcer Attack 20

*The cruelty of your attack causes other foes to withdraw from you.*

**Daily ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Primary Target:** One creature
**Primary Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage. Make a secondary attack, which has the fear keyword.
**Secondary Target:** Each enemy within 1 square of you
**Secondary Attack:** Charisma vs. Will
**Hit:** The secondary target moves 1 square away from you.
**Miss:** Half damage, and no secondary attack.

# Tiefling Hellstalker

*"Manifestations of the darkest flames of Hell cover me. You'll see the genuine article soon enough."*

**Prerequisites:** Tiefling, rogue

Supernatural might comes naturally to a tiefling. Blood tied to the dark history of devils makes the reason for this obvious. In a vestigial form, this power lends vehemence to a tiefling's retaliation against attackers. History has shown that a tiefling who wishes to do so can reach inward for even more power, manifesting it in a variety of ways.

Those ways are mirrored in devils and their home. When mortals speak of the Nine Hells, they refer to fire, smoke, and the burning wrath of fiends. But the truth is more complex. The hells have ice, storms, and shadow. They even have combinations of these, the elements mixing in strange and unnatural ways to produce oddities such as lightless fire.

Some tieflings prefer to live up to expectations, displaying talent with anger and flame. They evoke terror by playing the devil's part. But they lack subtlety, which is a devil's best tool. They fail to acknowledge that mortals most fear what they can't see.

RON LEMEN

Drawing on the darkness within, a darkness that extends from the hells, a tiefling can gain uncanny advantages against enemies. Eyes can be dimmed, darkness and invisibility can be pierced, and flesh can be burned without light.

You know this, because you have learned to summon the darkness enshrouding your soul. By coupling it with your deadly martial skills, you become a terror in lightless halls under the earth, as well as on shadowed streets and in moonless wilds. Where light does find you, you snuff it in the sight of your foes. Eventually, the shadows you call up will be able to, at times, burn your enemies like extraplanar blackfire.

## Tiefling Hellstalker Path Features

**Hell's Shadows (11th level):** When you have concealment or total concealment, you gain a +1 bonus to all defenses.

**Hellstalker Action (11th level):** You can spend an action point to gain concealment until the end of your next turn, instead of taking an extra action.

**Gloom Wrath (16th level):** Your *infernal wrath* racial power also grants combat advantage to you for your next attack roll against an enemy that hit you since your last turn.

## Tiefling Hellstalker Exploits

**Dimming Blow** Tiefling Hellstalker Attack 11

*To the senses of the one you strike, gloom covers you.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2[W] + Dexterity modifier damage, and you become invisible to the target until the end of your next turn.

**Devil's Sight** Tiefling Hellstalker Utility 12

*You tap your heritage and gain a piercing vision.*

**Daily ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you gain darkvision and the ability to perceive invisible creatures and objects as if they were visible.

**Blackfire Wind** Tiefling Hellstalker Attack 20

*Shadowy blazes engulf your foes and dim your image as you strike true.*

**Daily ✦ Fire, Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Dexterity vs. Reflex
**Hit:** 2[W] + Dexterity modifier damage, and ongoing 10 fire damage (save ends).
**Effect:** You are invisible to the targets until the end of your next turn.

CHAPTER 4

# Warlord

MARK TEDIN

***"Recklessness is still a tactical choice, and adaptability is an asset to any leader. If putting your own skin on the line saves your friends some pain, I say recklessness is more fun."***

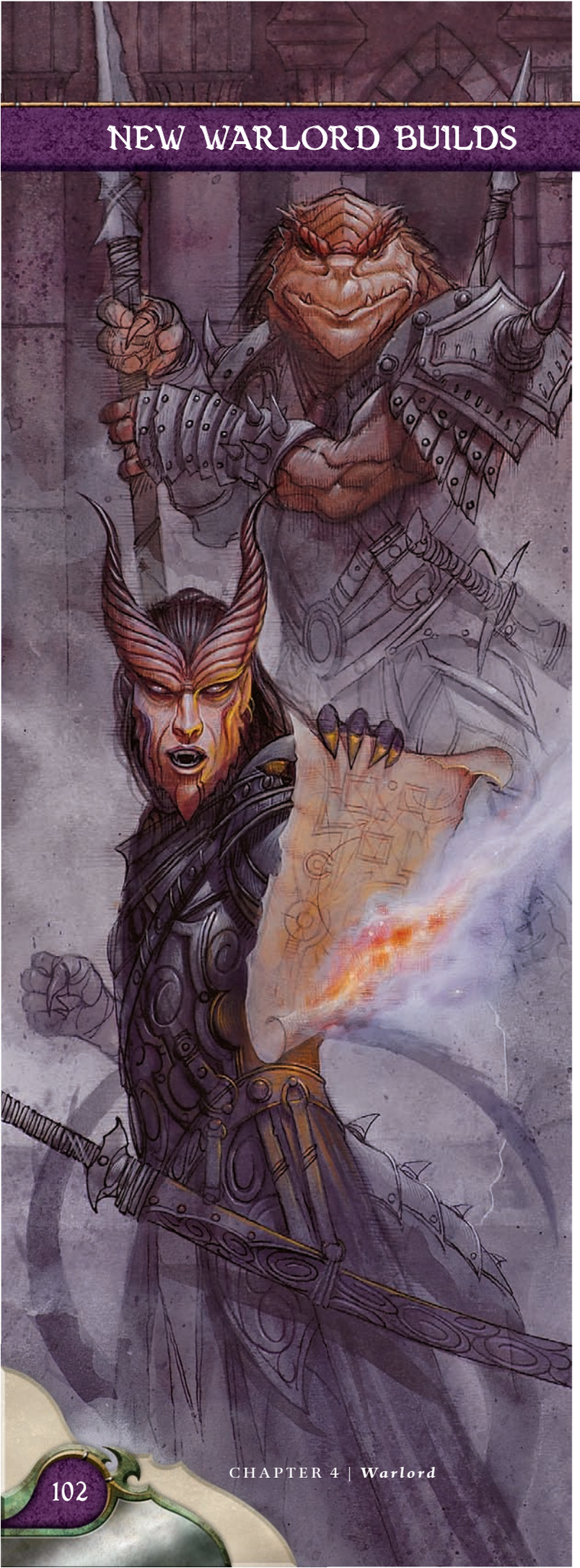
**Whether called** to lead by talent or fate, or trained to lead as a soldier or a noble, a warlord must always acknowledge the importance of the team. A warlord forms the core of a squad, using martial know-how to manipulate any battle toward a favorable outcome. The notion of martial leadership includes countless techniques of command. Raw charisma can push allies to new heights, and strategic genius can create triumph where none seems possible. However, those are only two possibilities among many.

You could be the kind of leader who likes hard-hitting tactics and living on the edge. Maybe you just prefer to risk yourself rather than your friends, knowing that you have the guile and strength to pull off your style of daring leadership. Instead, you might prefer to play it fast and loose, observing the tactical situation and solving the problem with astounding ingenuity.

Rouse your allies to wrath and determination, come up with incisive tactics on the fly, create openings with your headlong rushes, or mix and match your strategies. No matter how you prefer to lead your allies to victory, this chapter is for you. In it, you'll find the following information.

- **New Warlord Builds:** Charge into battle as an aggressive bravura warlord, or test your creativity and battle acumen as a resourceful warlord.
- **New Class Features:** Two alternative choices give you the opportunity to focus your warlord even more sharply on one of the new builds.
- **New Warlord Powers:** Trick your enemies into overextending, and then make them pay. If you prefer more subtle methods, the exploits in this section also have you and your allies covered.
- **New Paragon Paths:** Channel your knack for leading into one of twelve new paths. Lead by following the example of a deity, march to traditional methods set by legendary generals, or let the law of the frontier be your guide.

# NEW WARLORD BUILDS



As alternatives to the warlord builds described in the *Player's Handbook*, this chapter presents two types of warlords and two groups of warlord powers that explore new leadership approaches. The bravura warlord centers on one set of these powers and the resourceful warlord on the other. These new powers can be useful to any warlord, however.

## Bravura Warlord

You lead through a combination of daring attacks and aggressive tactics. Using your powers is risky, but the rewards for success are great. You help your allies find the nerve to profit from bold maneuvers and punch into enemies head-on. Compared to other warlords, you're oriented more toward handling heavy fighting yourself, and your attack powers rely mainly on Strength. Charisma is your second priority, for it lets you get away with your audacious stunts yet maintain the respect of your comrades. Mental acuity and quick reflexes in battle are valuable to any warlord, so Intelligence is also important to you. The Bravura Presence class feature is designed to complement this build.

**Suggested Feat:** Improved Bravura* (Human feat: Action Surge)

**Suggested Skills:** Endurance, Heal, History, Intimidate

**Suggested At-Will Powers:** *brash assault,* furious smash*

**Suggested Encounter Power:** *luring focus**

**Suggested Daily Power:** *fearless rescue**

*New option presented in this book

## Resourceful Warlord

You don't limit yourself to a particular set of tactics, instead adapting to the mistakes and openings your enemies provide and endeavoring to create opportunities. You lead through a diverse selection of shouted commands, ongoing stratagems, martial stances, and flexible plans. Allies can expect help in a wide variety of circumstances. As is typical for a warlord, Strength is your primary ability, but your powers make use of Intelligence and Charisma, encouraging you to pick and choose among the powers that other traditions have to offer. The Resourceful Presence class feature is designed to complement this build.

**Suggested Feat:** Improved Resources* (Human feat: Durable)

**Suggested Skills:** Athletics, Diplomacy, Endurance, Heal

**Suggested At-Will Powers:** *commander's strike, opening shove**

**Suggested Encounter Power:** *hammer formation**

**Suggested Daily Power:** *calculated assault**

*New option presented in this book

WAYNE ENGLAND

# NEW CLASS FEATURES

These two variants of the Commanding Presence class feature are available to any warlord. You can pick one of them instead of another version, such as Inspiring Presence or Tactical Presence.

**Bravura Presence:** When an ally who can see you spends an action point to take an extra action and uses the action to make an attack, the ally can choose to take advantage of this feature before the attack roll. If the ally chooses to do so and the attack hits, the ally can either make a basic attack or take a move action after the attack as a free action. If the attack misses, the ally grants combat advantage to all enemies until the end of his or her next turn.

**Resourceful Presence:** When an ally who can see you spends an action point to take an extra action and uses the action to make an attack, that attack gains a bonus to damage equal to one-half your level + your Intelligence modifier. If the attack hits no target, the ally gains temporary hit points equal to one-half your level + your Charisma modifier.

# NEW WARLORD POWERS

A warlord commands the field with a variety of powers that bolster allies and define the warlord as a warrior and leader. The bravura style of leadership is the ultimate lead-from-the-front method, complete with brash stunts that bait your enemies to give your comrades the upper hand. A resourceful warlord is the best at adaptability and can mold exploits designed for this leadership technique. This section also expands the abilities of all warlords, with some powers focused on other warlord builds and general exploits usable by any worthy commander.

## Level 1 At-Will Exploits

**Brash Assault** — Warlord Attack 1

*Your bold lunge leaves you open to an enemy's counterattack, but that's just what you want.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
Increase damage to 2[W] + Strength modifier at 21st level.
**Effect:** The target can make a melee basic attack against you as a free action and has combat advantage for the attack. If the target makes this attack, an ally of your choice within 5 squares of the target can make a basic attack against the target as a free action and has combat advantage for the attack.

**Opening Shove** — Warlord Attack 1

*You knock your foe off-balance while shouting a quick command to an ally.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** You push the target 1 square. Then choose one ally you can see. That ally either shifts a number of squares equal to your Intelligence modifier or makes a melee basic attack against the target.

## Level 1 Encounter Exploits

**Hammer Formation** — Warlord Attack 1

*You signal your allies to attack with abandon, dishing out as much damage as possible.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a heavy thrown weapon.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and each ally adjacent to you deals 1[W] extra damage on a hit with the next attack he or she makes before the start of your next turn.
**Resourceful Presence:** Each ally within a number of squares equal to your Charisma modifier can deal the extra damage.

**Luring Focus** — Warlord Attack 1

*Your attack wounds your adversary, and another enemy moves closer, hoping to take advantage of your concentration.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier damage. Choose another enemy within 5 squares of you and pull it 1 square.
**Bravura Presence:** Pull the enemy a number of squares equal to your Charisma modifier.
**Special:** When charging, you can use this power in place of a melee basic attack.

**Myrmidon Formation** — Warlord Attack 1

*Knowing that regrouping increases morale, you attack while calling for your allies to fall into line.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be using a shield.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** At the start of your next turn, each ally adjacent to you gains 5 temporary hit points.

### Nimble Footwork — Warlord Attack 1

*You attack and step to one side, allowing an ally to slip closer.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you can shift 1 square. After you shift, one ally within 2 squares of you can shift 1 square as a free action.

## Level 1 Daily Exploits

### Calculated Assault — Warlord Attack 1

*Your attack proves your superior command of the situation.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and one of your allies within 5 squares of you gains a power bonus to damage rolls against the target equal to 1 + your Intelligence modifier until the end of the encounter. You can transfer the bonus to another ally within 5 squares of you as a minor action.

### Concentrated Attack — Warlord Attack 1

*You and your companion combine your attacks to deliver a nasty blow.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** One ally within 10 squares of you can make a basic attack against the target as a free action. The ally gains a bonus to the attack roll and the damage roll equal to your Intelligence modifier.

### Fearless Rescue — Warlord Attack 1

*One of your allies falls, and without regard for your own well-being, you rush to make the attacker pay. Your bravery inspires your ally to fight on.*

**Daily ✦ Healing, Martial, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy within 5 squares of you reduces an ally to 0 hit points or fewer
**Target:** The triggering enemy
**Effect:** Before the attack, you can move to the nearest square from which you can attack the target.
**Attack:** Strength + 1 vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** The ally can spend a healing surge and regains an additional 1d6 hit points for every opportunity attack you provoke while moving to the target.

### Lead by Example — Warlord Attack 1

*You step forward to attack, showing your allies how it's done—and whom to hit next.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Effect:** Before the attack, you can shift 1 square.
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and your allies gain combat advantage against the target until the start of your next turn.
**Miss:** Two allies within 5 squares of you can each shift 1 square and make a basic attack as a free action.

## Level 2 Utility Exploits

### Adaptive Stratagem — Warlord Utility 2

*Your companion has the ability and the will. You provide the plan and the motivation.*

**Encounter ✦ Martial**
**Minor Action** **Close** burst 10
**Target:** One ally in burst
**Effect:** Until the end of your next turn, the ally gains his or her choice of a power bonus to damage rolls equal to your Intelligence modifier or a power bonus to saving throws equal to your Charisma modifier.
**Resourceful Presence:** The ally gains both bonuses.

LUCIO PARRILLO

### Covering Maneuver — Warlord Utility 2

*Responding to your expertise, one ally steps in to cover another's recovery.*

**Encounter ✦ Martial**
**Free Action** **Close** burst 5
**Trigger:** You or an ally within 5 squares of you uses second wind
**Target:** One ally in burst other than the triggering character
**Effect:** The target can shift 1 square as a free action. In addition, an enemy in the burst is marked by the target until the end of the enemy's next turn.

### Heroic Effort — Warlord Utility 2

*On the brink of exhaustion, you still manage to rally your allies.*

**Daily ✦ Martial**
**Minor Action** **Close** burst 10
**Requirement:** You must be bloodied.
**Target:** Each ally in burst
**Effect:** The target can add your Charisma modifier to damage rolls until you are no longer bloodied. Also, you gain temporary hit points equal to your level + your Charisma modifier.

### Inspired Belligerence — Warlord Utility 2

*You lead your allies to use your enemies' defensive openings to deliver more punishment.*

**Encounter ✦ Martial**
**Minor Action** **Close** burst 5
**Target:** One enemy in burst granting combat advantage to you or an ally
**Effect:** Until the start of your next turn, all your allies gain combat advantage against the target.
**Inspiring Presence:** Until the start of your next turn, your allies add your Charisma modifier to damage rolls against the target.

### Motivated Recovery — Warlord Utility 2

*At your encouragement, an injured ally exploits an opportunity to shine.*

**Daily ✦ Martial**
**Minor Action** **Close** burst 5
**Target:** One bloodied ally in burst
**Effect:** The target regains the use of second wind and gains a power bonus to his or her next attack roll equal to your Charisma modifier.

### Reckless Opportunity — Warlord Utility 2

*You hurl an impulsive command at an ally, hoping that he understands it properly.*

**Encounter ✦ Martial**
**Minor Action** **Close** burst 5
**Targets:** One enemy in burst and you or one ally in burst
**Effect:** The targets make opposed initiative checks. The winner gains combat advantage against the loser until the end of the winner's next turn.
**Bravura Presence:** You or your ally gains a power bonus to the initiative check equal to your Charisma modifier.

### Repositioning Command — Warlord Utility 2

*With a single word from you, your allies shift to more advantageous positions.*

**Daily ✦ Martial**
**Move Action** **Close** burst 5
**Targets:** You and each ally in burst
**Effect:** Each target can shift 1 square.
**Tactical Presence:** Increase the burst to 10.

### Rub Some Dirt on It — Warlord Utility 2

*With a wisecrack, you give your comrade a little courage despite his wounds.*

**Encounter ✦ Martial**
**Minor Action** **Melee** touch
**Target:** You if you're bloodied or one bloodied ally
**Effect:** The target gains temporary hit points equal to 5 + your Charisma modifier.

## Level 3 Encounter Exploits

### Bloody Ending — Warlord Attack 3

*You cunningly aim to finish off a wounded foe.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One bloodied creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier + Intelligence modifier damage.
**Resourceful Presence:** Your allies gain a +2 power bonus to attack rolls against the enemy until the end of your next turn.

### Dicey Predicament — Warlord Attack 3

*Surrounded by enemies, you fake weakness and make them careless. Then you suddenly strike.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be flanked.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and all enemies adjacent to you grant combat advantage to all your allies within 5 squares of you until the end of your next turn.
**Bravura Presence:** The attack deals extra damage equal to your Charisma modifier.

### Flattening Charge — Warlord Attack 3

*The force of your hurtling attack knocks your enemy flat or leaves your defenses down.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must charge and use this power in place of a melee basic attack.
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier damage, and you knock the target prone.
**Bravura Presence:** If the attack hits, this power is not expended.
**Miss:** The target gains combat advantage against you until the start of your next turn.

### Follow Me In — Warlord Attack 3

*You rush into battle with a decisive attack, rallying a friend behind you.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and one ally within 10 squares of you gains a +2 power bonus to speed until the end of your next turn.
**Tactical Presence:** If the ally charges while the bonus to speed is in effect, the ally's movement during the charge does not provoke opportunity attacks.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Shielding Retaliation — Warlord Attack 3

*You step in front of an attack meant for your ally and give the attacker a staggering blow. Your friend can then move to a better position.*

**Encounter ✦ Martial, Weapon**
**Immediate Interrupt** **Melee** 1
**Trigger:** An adjacent enemy hits an ally with an opportunity attack
**Effect:** The opportunity attack hits you instead.
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the ally can shift 2 squares.

## Level 5 Daily Exploits

### Pike Hedge — Warlord Attack 5

*Setting yourself to foil enemy movement, you're ready to strike anyone who comes near.*

**Daily ✦ Martial, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy enters a square within your reach
**Requirement:** You must be wielding a reach weapon.
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
**Effect:** Whenever an enemy enters a square adjacent to you or to an ally adjacent to you, you deal damage to that enemy equal to your Strength modifier as an opportunity action. This effect lasts until the end of the encounter.

### A Rock and a Hard Place — Warlord Attack 5

*You focus to work in concert with your companion, harrying your opponent with relentless blows.*

**Daily ✦ Martial, Stance, Weapon**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever an enemy adjacent to you attacks an ally of yours and misses, you deal damage to the enemy equal to your Intelligence modifier as a free action.
**Tactical Presence:** If the enemy is marked by an ally, deal 1[W] + Intelligence modifier damage instead.

### Scent of Victory — Warlord Attack 5

*As your enemies stagger from their wounds, you can smell victory. Your allies respond with a furious assault.*

**Daily ✦ Martial**
**Standard Action** **Close** burst 5
**Target:** Each ally in burst
**Effect:** Each target can make a melee basic attack as a free action against a bloodied enemy adjacent to him or her.

### Situational Advantage — Warlord Attack 5

*Your attack against an unprepared enemy gives you and your allies a decided advantage.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a heavy thrown weapon.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of your next turn, you and each ally within 10 squares of you deal extra damage equal to your Intelligence modifier when hitting with combat advantage.
**Resourceful Presence:** Your extra damage is 1[W] + Intelligence modifier instead.

### Staggering Spin — Warlord Attack 5

*With a wild, wheeling attack, you send your foes careening into your allies' waiting weapons.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier damage, and you push the target 1 square. If the target is then adjacent to any of your allies, those allies can make a melee basic attack against the target as an opportunity action.
**Miss:** Half damage, and no push.

## Level 6 Utility Exploits

### Encouraging Stance — Warlord Utility 6

*With a daunting bearing, you unleash a litany of oaths as you attack, pushing your allies onward.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, when you hit with a melee attack, choose a bloodied ally within 5 squares of you. That ally gains temporary hit points equal to 5 + your Charisma modifier.
**Bravura Presence:** You can choose to grant the temporary hit points when you miss with a melee attack, but that grants the target of the attack combat advantage against you until the end of your next turn.

### Forward Observer — Warlord Utility 6

*Discerning the proper angle of fire, you point out concealed enemies to your allies.*

**At-Will ✦ Martial**
**Minor Action** **Personal**
**Effect:** Choose one enemy you can see. Until the end of your next turn, any ally who can see or hear you doesn't take the normal penalty to attack rolls for cover or concealment when attacking that enemy (the penalties for superior cover and total concealment still apply).

### Guileful Switch — Warlord Utility 6

*You spring a trap on your opponents, surprising them with your clever stratagem.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** You and one ally you can see switch places in the initiative order. Your turn ends when you use this power, and the ally takes his or her next turn immediately, even if he or she has already acted during this round. You then act when your ally would have acted.

### Phalanx Formation — Warlord Utility 6

*You and your allies link shields for better defense.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Requirement:** You must be using a shield.
**Effect:** Until the stance ends, whenever you are adjacent to any ally who is using a shield, you and the ally gain a +1 power bonus to AC and Reflex.

### Rousing Words — Warlord Utility 6

*As your ally's spirit wanes, you manage to pick just the right words to inspire him.*

**Encounter ✦ Healing, Martial**
**Minor Action** **Close** burst 5
**Target:** You or one ally in burst
**Effect:** The target can spend two healing surges.
**Inspiring Presence:** The target regains additional hit points equal to 5 + your Charisma modifier.

### Tactical Supervision — Warlord Utility 6

*You lend your expertise to your ally to help her strike a foe.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Close** burst 10
**Trigger:** An ally makes a basic attack, a bull rush, or a charge within 10 squares of you
**Target:** The triggering ally in burst
**Effect:** The target gains a power bonus to the attack roll equal to your Intelligence modifier.

### Tempting Target — Warlord Utility 6

*You invite attack and distract your foes in the process.*

**Daily ✦ Healing, Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you grant combat advantage to all enemies, but any enemies adjacent to you grant combat advantage to your allies.
**Bravura Presence:** When an enemy adjacent to you becomes bloodied or is reduced to 0 hit points, you regain hit points equal to your Charisma modifier.

# Level 7 Encounter Exploits

### Deadly Returns — Warlord Attack 7

*You create an opening that allows an ally to capitalize on your foe's aggression.*

**Encounter ✦ Martial, Weapon**
**Standard Action**
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you choose one ally within 5 squares of you. Until the end of your next turn, if the target makes a melee attack against you or the ally, the ally can make an opportunity attack against the target.

### Phalanx Assault — Warlord Attack 7

*From behind your ready shield, you pound your foe and bark an order, calling for defensive tactics.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be using a shield.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and allies adjacent to you gain a +2 power bonus to AC and Reflex until the end of your next turn.
**Resourceful Presence:** Adjacent allies gain the +2 power bonus to AC and Reflex even if you miss.

### Provoke Overextension — Warlord Attack 7

*You goad the enemy into pressing too far, setting up your ally's counterstrike.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target must make a basic attack against you as a free action. If the basic attack misses, an ally of yours can make a basic attack against the target as a free action.
**Bravura Presence:** You gain a bonus to your AC against the target's basic attack equal to your Charisma modifier and your ally gains the same bonus to his or her basic attack's damage roll.

### Sacrificial Lure — Warlord Attack 7

*Your wild strike lands solidly and inspires a comrade, but it leaves you vulnerable.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier + Charisma modifier damage. Until the start of your next turn, one ally within 5 squares of you gains a power bonus to his or her next attack roll equal to your Charisma modifier.
**Effect:** You take a -2 penalty to AC until the start of your next turn.

### Stirring Force — Warlord Attack 7

*With a mighty strike, you spur your friends to shake off their hindrances.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and any ally within 2 squares of you can make a saving throw.
**Resourceful Presence:** Your allies gain a power bonus to the saving throws equal to your Intelligence modifier.

### War of Attrition — Warlord Attack 7

*Little by little, your allies turn the tide against the enemy.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. Until the start of your next turn, any ally who can see you gains a +1 power bonus to attack rolls and damage rolls with basic attacks and at-will powers.
**Inspiring Presence:** The bonus equals your Charisma modifier.

# Level 9 Daily Exploits

### Blood Designation — Warlord Attack 9

*The blood you've drawn acts as a target for your comrades.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** The target takes ongoing 5 damage (save ends). As long as the ongoing damage persists, your allies gain combat advantage against the target.
**Inspiring Presence:** Add your Charisma modifier to the ongoing damage.

### Denying Mark — Warlord Attack 9

*Your smite incites your enemy to focus on you, but only with weaker attacks.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is marked (save ends).
**Miss:** Half damage, and the target is marked until the end of its next turn.
**Effect:** The target cannot recharge its powers as long as it is marked by this power.
**Bravura Presence:** The target also cannot spend action points as long as it is marked by this power.

### Disheartening Flurry — Warlord Attack 9

*The skill you show with your series of attacks dismays your enemies.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** The target takes a -2 penalty to saving throws until the end of the encounter.

### Stay on Target — Warlord Attack 9

*You and your comrades train your fire on an enemy drawing near.*

**Daily ✦ Martial, Weapon**
**Immediate Reaction** **Ranged** 3
**Trigger:** An enemy enters a square within 3 squares of you
**Requirement:** You must be wielding a heavy thrown weapon.
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier + Intelligence modifier damage.
**Miss:** Half damage.
**Effect:** Each ally within 2 squares of you can make a ranged basic attack against the target as an immediate reaction, with a bonus to the damage roll equal to your Intelligence modifier.

WAYNE ENGLAND (2)

### Warlord's Recovery — Warlord Attack 9

*You point out an opportunity perfect for an ally's attacks, renewing your own determination to end this fight.*

**Daily ✦ Martial**
**Standard Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** As a free action, the target can make an attack using an encounter attack power that he or she has already used during this encounter. Also, if you have used all your encounter attack powers, you regain the use of a warlord encounter attack power you have used during this encounter.

## Level 10 Utility Exploits

### Bolstering Shout — Warlord Utility 10

*Your war cry quickly rallies your allies.*

**Encounter ✦ Healing, Martial**
**Minor Action** **Close** burst 10
**Target:** Each ally in burst
**Effect:** Until the end of your next turn, each target regains additional hit points equal to your Charisma modifier when he or she uses second wind. Each target can also choose to use second wind as a minor action but gain no bonus to defenses from it.

### Instant Planning — Warlord Utility 10

*Your instinctive reactions to the situation turn the tide in your favor.*

**Daily ✦ Martial**
**Minor Action** **Close** burst 5
**Targets:** You and each ally in burst
**Effect:** Until the end of your next turn, every target gains your choice of a power bonus to attack rolls equal to your Charisma modifier, a power bonus to speed equal to your Charisma modifier, or a power bonus to all defenses equal to your Intelligence modifier.
**Resourceful Presence:** You can grant a different bonus to each target.

### Marked Revelation — Warlord Utility 10

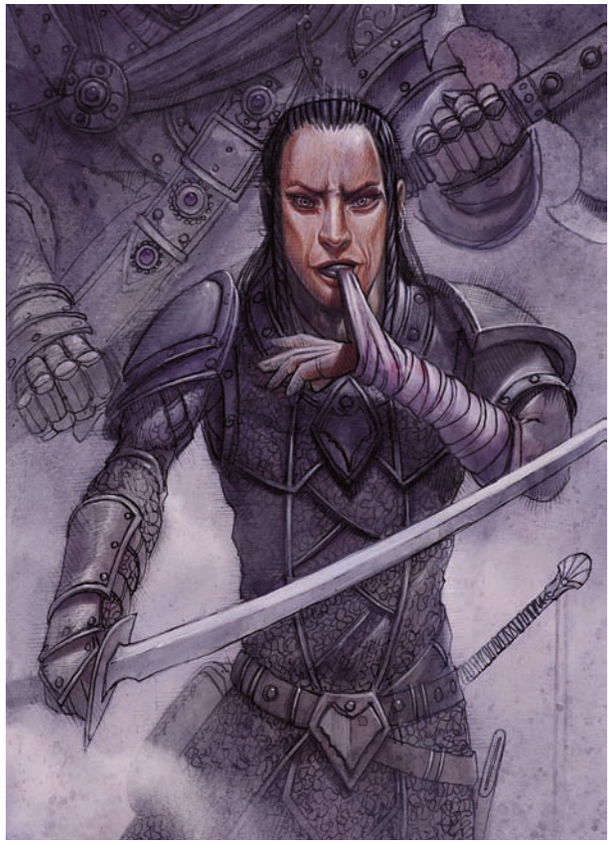
*With a fake command and your ally's practiced response, you identify that ally as a danger that your enemies should heed.*

**Encounter ✦ Martial**
**Standard Action** **Close** burst 3
**Target:** Each unmarked enemy in burst
**Effect:** The targets are marked by an ally of your choice until the end of your next turn.
**Tactical Presence:** Increase the burst to 5.

### Rallying Deflection — Warlord Utility 10

*You catch the arrow on your shield and send your ally forward to meet the shooter.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy hits you with a ranged attack
**Requirement:** You must be using a shield.
**Effect:** Reduce the attack's damage by one-half your level. One ally within 5 squares of the attacker can charge the attacker as a free action.



### Strider Stance — Warlord Utility 10

*You stand ready to change position quickly or to point out opportunities for your allies to do so.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, once on each of your turns you can use a move action to shift 1 square and gain a +2 power bonus to damage rolls until the start of your next turn, or you can use a move action to allow an ally within 5 squares of you to do the same as a free action.

### Unintended Feint — Warlord Utility 10

*As your ally misses, you spot an opening that the attack created. You point it out so that your friend can immediately take advantage of it.*

**Daily ✦ Martial**
**Immediate Reaction** **Close** burst 5
**Trigger:** An ally within 5 squares of you misses with an attack
**Target:** The triggering ally in burst
**Effect:** The target can reroll the attack and has combat advantage for it.

### Warlord Gods

As mentioned in the *Player's Handbook*, warlords favor martial gods such as Bahamut and Kord, and warlords with strong strategic leanings often follow Erathis or Ioun. Three paragon paths in this book reflect those preferences for warlord gods: the battlelord of Kord (page 118), the dujun of Erathis (page 122), and the platinum warlord (page 127), devoted to Bahamut.

# Level 13 Encounter Exploits

### Befuddling Cry — Warlord Attack 13

*Your warning shout allows your ally to turn an opening into an advantage.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An enemy within 5 squares of you hits an ally with an opportunity attack
**Target:** The triggering ally in burst
**Effect:** The target makes a melee basic attack against the attacking enemy as a free action. If this attack hits, the attacking enemy rerolls the opportunity attack against a different creature of your choice within its reach.
**Resourceful Presence:** The enemy gains a bonus to the new attack and damage rolls equal to your Charisma modifier.

### Grim Mark — Warlord Attack 13

*Your sidling approach belies your excruciating follow-up, which opens your opponent to attacks from your allies.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Effect:** Before the attack, you can shift 2 squares.
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is dazed and marked until the end of your next turn.
**Resourceful Presence:** While the target is marked by this power, your allies gain a power bonus to damage rolls against the target equal to your Charisma modifier.

### Headstrong Bravery — Warlord Attack 13

*You smite your enemy without regard for your safety, inciting the enemy against you and your allies against it.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 3[W] + Strength modifier damage, and you mark the target until the end of your next turn. Until the start of your next turn, you grant combat advantage to all enemies, and your allies gain a +2 power bonus to damage rolls against the target.
**Bravura Presence:** Your allies instead gain a power bonus to damage rolls against the target equal to 2 + your Charisma modifier.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Pincer Maneuver — Warlord Attack 13

*At your command, two of your allies move to flank a foe.*

**Encounter ✦ Martial**
**Standard Action** **Close** burst 5
**Targets:** One or two allies in burst
**Effect:** Each target can shift 3 squares and make a melee basic attack against an adjacent enemy as a free action. If the target is flanking the enemy, he or she gains a bonus to the damage roll equal to your Charisma modifier.
**Bravura Presence:** The target gains a power bonus to the attack roll equal to your Charisma modifier.

### Unified in Blood — Warlord Attack 13

*Rushing to defend a friend in trouble, you make a bold attack. Your friend then defends himself by your example.*

**Encounter ✦ Martial, Weapon**
**Immediate Interrupt** **Melee** weapon
**Trigger:** An enemy within 5 squares of you bloodies an ally
**Target:** The triggering enemy
**Effect:** Before the attack, you can move your speed.
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the bloodied ally can make a basic attack against the target as a free action.

### Ventured Gains — Warlord Attack 13

*Rushing to take your adversary down a notch, you ignore your defenses but allow your allies to take advantageous shots.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage. If this attack bloodies the target, two of your adjacent allies can each make a basic attack against the target as a free action.
**Bravura Presence:** Each ally gains a power bonus to the basic attack roll equal to your Charisma modifier.
**Effect:** You grant combat advantage to all enemies until the start of your next turn.

### Withdrawal Gambit — Warlord Attack 13

*With an interposing attack, you give your companions the determination and the space to improve the tactical situation.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and each of your allies adjacent to the target can make a saving throw and then shift 1 square as a free action.
**Tactical Presence:** Each ally gains a power bonus to the saving throw equal to your Charisma modifier, and each can instead shift a number of squares equal to 1 + your Intelligence modifier.

# Level 15 Daily Exploits

### Anticipate Attack — Warlord Attack 15

*Maneuvering to make your enemy open itself up to attack, you deliver a passing blow. Your comrades follow up with strikes of their own.*

**Daily ✦ Martial, Weapon**
**Immediate Interrupt** **Melee** 1
**Trigger:** An adjacent enemy hits you with a melee attack
**Target:** The triggering enemy
**Attack:** Strength vs. Reflex
**Hit:** 2[W] + Strength modifier damage, and you can shift 1 square.
**Effect:** Each ally adjacent to the target can make an opportunity attack against it and has combat advantage for the attack.
**Tactical Presence:** Each ally gains a bonus to the damage roll equal to your Intelligence modifier.

### Arkhosia's Fury — Warlord Attack 15

*In a traditional dragonborn maneuver, you storm in, smite an enemy, spin away, and punish yet another foe.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you can shift 2 squares.
**Miss:** Half damage, and you can shift 1 square.
**Effect:** After you shift, you can make a basic attack against a different target.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Formidable Smash — Warlord Attack 15

*Your strike leaves your foe hesitant to attack you or anyone near you.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. Until the end of the encounter, the target takes a -2 penalty to attack rolls against you or any ally who is adjacent to you when it attacks (the target takes no penalty if it is immune to fear).
**Miss:** Half damage, and no penalty.

### Grim Instruction — Warlord Attack 15

*With a remarkable show of skill, you school your foe, revealing the flaws in its fighting style.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 3[W] + Strength modifier damage, and the target takes a -2 penalty to attack rolls and grants combat advantage to you and your allies (save ends both).

### Infectious Determination — Warlord Attack 15

*With each strike you deliver, your allies gain more resolve to grab victory from the jaws of defeat.*

**Daily ✦ Healing, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** As a free action, each ally within 5 squares of you can make a saving throw. Make a secondary attack against the target.
**Resourceful Presence:** Each ally gains a power bonus to the saving throw equal to your Intelligence modifier.
**Secondary Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier damage, and you knock the target prone. Each ally within 5 squares of you can spend a healing surge as a free action.
**Resourceful Presence:** Each ally adds your Charisma modifier to the hit points regained.

### War Master's Assault — Warlord Attack 15

*You orchestrate a devastating coordinated attack.*

**Daily ✦ Martial**
**Standard Action** **Close** burst 3
**Targets:** You and each ally in burst
**Effect:** Each target can charge or make a basic attack as a free action, with a power bonus to the attack roll and the damage roll equal to your Charisma modifier.

## Level 16 Utility Exploits

### Decisive Timing — Warlord Utility 16

*Practice has honed your party's maneuvering to near perfection.*

**Encounter ✦ Martial**
**No Action** **Close** burst 5
**Trigger:** You and your allies make initiative checks at the beginning of an encounter
**Targets:** You and two allies in burst or three allies in burst
**Effect:** You swap the initiative check results of the targets.
**Tactical Presence:** Until the end of his or her first turn in the encounter, the target with the lowest initiative result gains a power bonus to damage rolls equal to your Intelligence modifier.

### Encouraging Remark — Warlord Utility 16

*You whisper a few words of support to a comrade heading back into the fray.*

**Encounter ✦ Martial**
**Standard Action** **Melee** 1
**Target:** One ally
**Effect:** The target gains temporary hit points equal to 10 + your Charisma modifier. Until the end of your next turn, the target also gains a power bonus to damage rolls, one defense, or saving throws equal to your Charisma modifier.

### Flanking Stance — Warlord Utility 16

*You take up a vulnerable position that forces your enemies into disadvantageous positions as well.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, any enemy adjacent to you gains combat advantage against you but grants combat advantage to your allies.
**Bravura Presence:** Allies gain a bonus to melee damage rolls against enemies adjacent to you equal to your Charisma modifier.

### Side by Side — Warlord Utility 16

*You and an ally form a deadly team, fighting in tandem.*

**Daily ✦ Martial, Stance**
**Minor Action** **Melee** 1
**Target:** One ally
**Effect:** Until the stance ends, you and the target both gain a +2 power bonus to attack rolls, AC, and Reflex when you're adjacent to each other.

WAYNE ENGLAND

**Warning Shout** Warlord Utility 16

*Hearing your call of alarm, your friend leaps for cover.*

**Daily ✦ Martial**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An ally within 5 squares of you is hit by a ranged or an area attack
**Target:** The triggering ally in burst
**Effect:** The target can shift a number of squares equal to 1 + your Intelligence modifier.

## Level 17 Encounter Exploits

**Bloody Termination** Warlord Attack 17

*Your adversary reels from wounds, and you mean to bring that torment to an end.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One bloodied creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier + Charisma modifier damage.
**Resourceful Presence:** If the attack's damage doesn't reduce the target to 0 hit points, make a melee basic attack against the target, with a bonus to the attack roll and the damage roll equal to your Charisma modifier.

**Deadly Inspiration** Warlord Attack 17

*Your bold strike inspires your allies to show off their fighting prowess.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 2[W] + Strength modifier damage, and allies within 5 squares of you deal 1[W] extra damage with their at-will weapon attacks that hit until the start of your next turn.

**Girding Strike** Warlord Attack 17

*You smite your enemy as you shout encouragement to your allies, imparting the vigor they need to push on.*

**Encounter ✦ Healing, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and each ally within 10 squares of you regains the use of second wind.
**Resourceful Presence:** Any ally who uses second wind before the end of your next turn regains additional hit points equal to your Charisma modifier.

### Martial Healing

What explains your warlord's ability to heal your allies' wounds? It might seem almost magical—and certainly at the highest levels it is superhuman. But your *inspiring word* is fundamentally a reflection of your ability to get your allies to do their best. Under your leadership, they can draw on reserves they didn't know they had, perform heroic deeds they never thought they could, and keep fighting when the pain and terror would otherwise bring them down.

### Into the Breach! — Warlord Attack 17

*You leap forward boldly, shouting a battle cry that fills your allies with the same courage.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and one ally within 5 squares of you can charge the target as a free action.
**Inspiring Presence:** The charging ally gains a power bonus to the attack roll and the damage roll equal to your Charisma modifier.
**Special:** When charging, you can use this power in place of a melee basic attack.

## Level 19 Daily Exploits

### Exhorted Counterattack — Warlord Attack 19

*You shout a warning to a comrade under fire, who avoids the brunt of the attack and responds with a vicious counterattack.*

**Daily ✦ Healing, Martial**
**Immediate Reaction** **Close** burst 20
**Trigger:** An ally within 20 squares of you is hit by an enemy
**Target:** The triggering ally in burst
**Effect:** The target regains hit points as if he or she had spent a healing surge and then makes two basic attacks against the attacking enemy as an opportunity action. If either basic attack hits, the enemy is dazed (save ends).
**Inspiring Presence:** The ally regains additional hit points equal to your Charisma modifier and gains a bonus to the damage rolls equal to your Charisma modifier.

### Inspiring Charge — Warlord Attack 19

*Giving your companions a quick signal, you charge forward to glory, inspiring them.*

**Daily ✦ Healing, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Effect:** As a free action, each ally within 10 squares of you can shift a number of squares equal to your Charisma modifier and then spend a healing surge.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Storm of Carnage — Warlord Attack 19

*For you and your comrades, every miss is just a new opportunity.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Miss:** Make a melee basic attack against the target.
**Effect:** Until the end of the encounter, each time you or an adjacent ally misses with an encounter or a daily melee attack power, that character can make a melee basic attack against the same target as a free action.

### Unleash Hell — Warlord Attack 19

*On your command, you and your allies unleash a ranged barrage upon your enemies.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a heavy thrown weapon.
**Target:** One creature
**Attack:** Strength vs. AC. The attack can score a critical hit on a roll of 18-20.
**Hit:** 4[W] + Strength modifier damage.
**Effect:** Each ally within 5 squares of you can make a ranged basic attack against an enemy as a free action, with a power bonus to the attack roll and the damage roll equal to your Charisma modifier. Until the end of your next turn, any ranged attack made by you or your allies can score a critical hit on a natural roll of 18-20.

## Level 22 Utility Exploits

### Avenge Me — Warlord Utility 22

*As you succumb to your injuries, you shout out a call for retribution.*

**Daily ✦ Healing, Martial**
**Immediate Interrupt** **Close** burst 10
**Trigger:** You are reduced to 0 hit points or fewer by an enemy
**Target:** Each ally in burst
**Effect:** Each target can spend a healing surge and regain additional hit points equal to your Charisma modifier. Until the end of the encounter, the targets gain a +2 power bonus to attack rolls and damage rolls.

### Bloodthirsty Offensive — Warlord Utility 22

*You have your foes against the wall, and you focus your attention on finishing the job.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you grant combat advantage to all enemies. In addition, you and each ally within 10 squares of you gain a +2 power bonus to attack rolls against bloodied enemies. Also, each time you or an ally within 10 squares of you spends an action point to take an extra action, that character can make a basic attack as a free action before taking the extra action.
**Bravura Presence:** You and each ally within 10 squares of you gain a bonus to damage rolls against bloodied enemies equal to your Charisma modifier.

### Quickening Order — Warlord Utility 22

*You aim to win the fight before your foes can respond.*

**Daily ✦ Martial**
**No Action** **Close** burst 10
**Trigger:** You and your allies make initiative checks at the beginning of an encounter
**Targets:** You and each ally in burst
**Effect:** Each target gains a bonus to the initiative check equal to your Intelligence modifier, and during each target's first turn, he or she gains a bonus to attack rolls and damage rolls equal to your Intelligence modifier.

WAYNE ENGLAND (2)

### Rush of Battle — Warlord Utility 22

*You raise your voice above the din, encouraging your allies to make a rapid series of attacks.*

**Daily ✦ Martial**
**Minor Action** **Close** burst 5
**Target:** Each ally in burst
**Effect:** Until the start of your next turn, each target can make basic attacks as minor actions.
**Resourceful Presence:** Each target gains a bonus to the basic attack rolls equal to your Intelligence or Charisma modifier.

### Stirring Declaration — Warlord Attack 22

*As you attack, you cheer your friends on toward victory.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Requirement:** You must be trained in Diplomacy.
**Effect:** Until the stance ends, each time you hit an enemy with an attack, allies within 10 squares of you gain temporary hit points equal to 5 + your Charisma modifier. You and your allies gain a bonus to saving throws against fear effects equal to your Charisma modifier.
**Inspiring Presence:** Each time you hit an enemy with an attack, one ally within 10 squares of you can make a saving throw.

## Level 23 Encounter Exploits

### Blood Begets Blood — Warlord Attack 23

*With a brutal strike and a marshalling cry, you open your enemy's defenses. Your allies respond with a coordinated assault.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. If the target is bloodied or reduced to 0 hit points by this attack, two allies within 5 squares of you can each make a basic attack as a free action.
**Resourceful Presence:** If the target is bloodied or reduced to 0 hit points by this attack, three allies within 5 squares of you can each make a basic attack as a free action.

### Daring Display — Warlord Attack 23

*You fling yourself against your enemy brutally, unleashing a fury that draws the eye of nearby enemies.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 4[W] + Strength modifier damage, and you mark and grant combat advantage to every enemy within 2 squares of you until the end of your next turn. Each of the enemies that attacks you grants combat advantage to your allies until the end of its next turn.
**Bravura Presence:** The attack deals extra damage equal to your Charisma modifier, and you can shift 1 square, whether or not you hit.

### Quickening Force — Warlord Attack 23

*The punishing blow you land on your enemy causes your allies to take heart and defy ill fortune.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and each ally within 5 squares of you can make a saving throw.
**Resourceful Presence:** Your allies gain a power bonus to the saving throw equal to your Charisma modifier.

### Ringing Clarity — Warlord attack 23

*The clang of your steel on your enemy's armor clears the cobwebs from your allies' heads.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and the marked condition ends on any ally within 10 squares of you. Also, each ally within 10 squares of you automatically saves against a charm or a fear effect that a save can end.

### Shutdown Smite — Warlord Attack 23

*A well-placed attack throws your foe out of prime fighting form for a moment.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Will
**Hit:** 3[W] + Strength modifier damage, and the target cannot recharge any of its powers or use action points until the end of your next turn.
**Tactical Presence:** The target also takes a penalty to saving throws equal to your Intelligence modifier until the end of your next turn.

### Wounding Focus — Warlord Attack 23

*You open a small wound on your foe as a pinpoint target for your allies.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 2[W] + Strength modifier damage. Until the start of your next turn, your allies gain combat advantage against the target and a power bonus to damage rolls against it equal to your Intelligence modifier.

## WARLORD PERSONALITIES

Different warlord builds suggest different personalities. An inspiring or bravura warlord might exhort allies to mighty deeds through poetic speech or inspire allies through brave, perhaps even foolhardy, action. A tactical warlord might be more of a thinker, calculating odds, planning three rounds ahead in every fight, and mapping out each ally's best position. A resourceful warlord combines a thinking approach with keen instincts to find the best plan in each moment, changing strategies as circumstances shift.

## Level 25 Daily Exploits

### Precision Stance — Warlord Attack 25

*You take on a watchful bearing, lending your allies your battle acumen, allowing their wilder strikes to hit home more often.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, when an ally within 5 squares of you misses with an attack, you can take an immediate interrupt to allow the ally to reroll the attack roll with a bonus equal to your Intelligence modifier.

### Primordial Onslaught — Warlord Attack 25

*You attack like a force of nature, driving your opponents before you.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Strength vs. Will
**Hit:** 4[W] + Strength modifier damage.
**Effect:** Until the end of the encounter, each time you or an ally attacks any target of this power, you can slide the target 1 square after resolving the attack.

### Sleeping Dragon Lure — Warlord Attack 25

*You land a light blow to make yourself look weak, and when a foe gives in to temptation and attacks you, you explode in a burst of violence.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** You grant combat advantage to enemies that make melee attacks against you until the start of your next turn. If an enemy hits you with a melee attack while this effect lasts, you can make a secondary attack against the attacker as an immediate interrupt. You can shift 1 square closer to the secondary target before making the secondary attack. If no enemy attacks you in melee before the start of your next turn, you regain the use of this power.
**Secondary Target:** The attacking creature
**Secondary Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Bravura Presence:** You gain a bonus to the secondary attack's attack roll and damage roll equal to your Charisma modifier.

### Victorious Destiny — Warlord Attack 25

*Your decisive strike turns the tide of battle as your allies find renewed ferocity.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be bloodied.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 6[W] + Strength modifier damage, and allies gain a +2 bonus to attack rolls until the end of the encounter.

### Warlord's Resurgence — Warlord Attack 25

*With deific speed and precision, you call out an opening for an ally's attack. You also spot an opportunity that you can later exploit.*

**Daily ✦ Martial**
**Standard Action** **Close** burst 10
**Target:** One ally in burst
**Effect:** As a free action, the target can make an attack using an encounter attack power that he or she has already used during this encounter, and the target gains a +2 bonus to the attack roll. Also, if you have used all your encounter attack powers, you regain the use of a warlord encounter attack power you have used during this encounter.

### Wave of Defeat — Warlord Attack 25

*You and your comrades hurl your foes backward in a furious simultaneous assault.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 4[W] + Strength modifier damage, and you push the target 2 squares.
**Miss:** Half damage, and no push.
**Effect:** Each ally within 5 squares of you can make a melee basic attack as a free action. On a hit, the ally can push his or her target 1 square.

## Level 27 Encounter Exploits

### Abrupt Skirmish — Warlord Attack 27

*Using feigned weakness or harsh words, you goad your enemies to attack you. Your allies instantly fall upon your foes in turn.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst you can see
**Effect:** You pull each target 1 square to a space adjacent to you. You can't pull a target that can't end adjacent to you. You then attack one of the targets.
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage. Each enemy adjacent to you can make a melee basic attack against you as a free action, but each of your allies can make a basic attack against the enemy as an opportunity action triggered by the enemy's attack.
**Bravura Presence:** Each ally gains a power bonus to the attack roll and the damage roll equal to your Charisma modifier.

### Brutal Setup — Warlord Attack 27

*After a cautious approach, you deliver a wicked smite and your enemy staggers, becoming an obvious target for your friends.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Targets:** One or two creatures
**Effect:** Before the attack, you can shift 3 squares.
**Attack:** Strength vs. AC, one attack per target
**Hit:** 2[W] + Strength modifier damage, and the target is dazed until the end of your next turn.
**Tactical Presence:** Until the end of the encounter, your allies gain a power bonus to attack rolls against dazed enemies equal to your Intelligence modifier.

### Eye of the Storm — Warlord Attack 27

*With a gale of fierce swings, you give your enemies cause to consider you dangerous and your allies cause for hope.*

**Encounter ✦ Healing, Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you mark the target until the end of your next turn.
**Effect:** Until the end of your next turn, any of your allies who hit enemies marked by this power can use a free action either to make a saving throw or to spend a healing surge.
**Resourceful Presence:** If an ally makes the saving throw, he or she gains a power bonus to the roll equal to your Intelligence modifier. If an ally spends the healing surge, he or she regains additional hit points equal to your Charisma modifier.

### Warlords and Polearms

A polearm is a great weapon for a warlord. Many warlord powers rely on specific positioning, granting benefits to allies adjacent to you or the target you're attacking. The reach of a polearm can help you get into the right position to make the best use of those powers.

### Uplifting Assault — Warlord Attack 27

*Your successful strike fills you with renewed hope that you can use to inspire your comrades.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and you gain an additional use of *inspiring word* for this encounter.
**Inspiring Presence:** Until the start of your next turn, you can use *inspiring word* as an immediate reaction triggered by an ally taking damage.

### Warlord's Indignation — Warlord Attack 27

*An enemy dares to strike you, and you hurl him to the ground in retaliation. Your allies then make him pay for his insolence.*

**Encounter ✦ Martial, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy hits you with a melee attack
**Target:** The triggering enemy
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage, and you knock the target prone. Each of your allies can then make a basic attack against the target as an opportunity action.

## Level 29 Daily Exploits

### Deific Rallying — Warlord Attack 29

*You loose a tremendous shout, giving your allies confidence and instant attacks.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 20
**Target:** Each ally in burst
**Effect:** Each target gains 20 temporary hit points and can make a basic attack as a free action.
**Inspiring Presence:** Each target gains additional temporary hit points and a bonus to the basic attack's damage roll equal to your Charisma modifier.

### Flawless Snare — Warlord Attack 29

*With a practiced swing, you throw yourself off balance, making yourself into bait and your allies the waiting trap.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 6[W] + Strength modifier damage.
**Effect:** You mark the target and grant combat advantage to it until the end of your next turn. Whenever the target attacks you before the end of your next turn, each ally within 10 squares of you can make a basic attack against it as an opportunity action triggered by its attack.
**Bravura Presence:** Each ally gains a bonus to the basic attack's attack roll and damage roll equal to your Charisma modifier.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Inexorable Surge — Warlord Attack 29

*You deliver a spectacular attack, filling your allies with lethal resolve against your adversaries.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength + 2 vs. AC
**Hit:** 6[W] + Strength modifier damage. Until the end of the encounter, your allies gain a bonus to damage rolls against the target equal to your Charisma modifier. When the target is reduced to 0 hit points, choose another enemy within 5 squares of it, and your allies gain the bonus to damage rolls against that enemy. Each time the chosen enemy is reduced to 0 hit points, choose a different enemy within 5 squares of it.

### Perfect Front — Warlord Attack 29

*With practiced form, you and your allies create a battle line that allows you to attack with godlike precision.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, as long as you are adjacent to an ally, roll twice each time you make an attack roll and use the higher result. Any ally adjacent to you gains the same benefit.
**Tactical Presence:** You gain the benefit when within 2 squares of an ally, and an ally within 2 squares of you gains the benefit as well.

### Wake of Devastation — Warlord Attack 29

*Your furious weapon thrusts leave many trails of blood.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Effect:** Each target takes ongoing 15 damage (save ends). Each target taking ongoing damage grants combat advantage to you and your allies.
**Resourceful Presence:** You can reduce the damage to 1[W] to add 15 to the ongoing damage, or you can increase the damage to 5[W] by forgoing the ongoing damage.

### Rallying Cry

"Steady," Anastrianna said. Cawing wildly, the shadow-ravens swarmed closer, and her allies shifted uneasily beside her. "Steady," she said again.

Suddenly, the ravens shot forward like swift arrows shot from a hellish bow. Behind them, their master, a tall sorrowsworn draped in black shrouds, strode forward, its baleful eyes fixed on Anastrianna. She cast her eyes around the barren field. Her friends clutched their weapons, waiting for her word.

"Now!" she cried. "In Corellon's name!"

She felt her own heart surge with elation as her friends leaped forward. She saw their faces refreshed, their courage strong, as each one cut into their enemies. The Raven Queen's minions would die this day, and Anastrianna herself would tell the tale as long as she lived.

# Battlelord of Kord

*"Fame find me or death take me, I'll storm any field in Kord's name."*

**Prerequisite:** Warlord

Both Kord and Bane exult in battle. Bane sends his followers to conquer and pillage, using war for the sake of unjust gain, wanton violence, or sheer bloodlust. Kord's way is one of accepting challenges as they come and using mastered talents to overcome them. His dogma is one of bravery, strength, and skill. No test of mortal mettle is stronger than the crucible of battle. The glory and fame that Kord admonishes his followers to seek involves striving to win the respect of their fellows for upholding their duty and facing danger with their heads held high.

Warriors and warlords of all sorts esteem Kord. Those who know that fighting is sometimes necessary pray to Kord for favor, rather than to Bane. Such warriors know that it is the fate of a few to stand against senseless destruction and oppression. Kord's followers do so without flinching. They uphold the right to independence that Kord's wild nature demands. When battle is done, revelry, boasting, and toasting—celebrating life and health—are all that Kord requires as thanks.

Numerous schools of military thought use Kord's dogma as part of their philosophy. Leaders must be strong and courageous. They must hone their talents to assure victory and survival in bloody days. Renown should be earned through bold and decisive action that serves as an example to one's comrades. A valiant warlord protects his fellow soldiers by leading from the front and luring in the enemy, as Kord did in older days.

You are a leader who reveres Kord's ways. As such, you have shaped your skills by leading your comrades against many dangers. With a war cry, you fearlessly engage your enemies. You stride among your adversaries, seeking the greatest among them and challenging them with your amazing exploits. Your brashness inspires your allies to decisive action and helps create the opportunities in which triumph can be secured.

## Battlelord of Kord Path Features

**Mighty Action (11th level):** When you spend an action point to take an extra action, any ally who can see and hear you gains a +1 bonus to attack rolls and damage rolls until the start of your next turn.

**Tempestuous Inspiration (11th level):** When you use your *inspiring word* power, you can give the target of the power a +2 bonus to attack rolls and a bonus to damage rolls equal to your Charisma modifier that lasts until the end of your next turn. If the target's first attack during that time misses, the target grants combat advantage to attackers until the end of your next turn.

**Kord's Focus (16th level):** Whenever you are marked, you can immediately make a saving throw against the condition. If you save, the condition ends. Also, you gain a +5 bonus to saving throws against fear effects.

## Battlelord of Kord Exploits

**Tempest of Triumph** Battlelord of Kord Attack 11

*Your killing blow sets off a chain reaction of inspired attacks, potentially laying low all your foes.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier + Charisma modifier damage. If this attack reduces the target to 0 hit points, an ally within 5 squares of you can make a basic attack against a different target as an immediate reaction, adding your Charisma modifier to the damage roll. If that ally's attack reduces its target to 0 hit points, a different ally within 5 squares of you gains the same benefit. Repeat until an attack fails to reduce a target to 0 hit points or until you run out of allies within 5 squares.

**Blood-Tested Inspiration** Battlelord of Kord Utility 12

*Faith in Kord leads you to amazing exploits during the glory of battle.*

**Daily ✦ Martial**
**Minor Action** **Personal**
**Effect:** Expend one use of *inspiring word* to regain the use of an encounter attack power you have used during this encounter.

**Path of the Storm** Battlelord of Kord Attack 20

*You roam the field like a rogue thunderhead, striking foes as Kord strikes the earth with lightning.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Effect:** You can shift a number of squares equal to your Charisma modifier. During this movement, you can make a number of melee basic attacks equal to your Charisma modifier against any enemies within reach. You can use as many of these attacks as you wish against any of the possible targets.

# Borderlands Marshal

*"We are as wolves. Evil is our prey."*

**Prerequisites:** Warlord and ranger

On the bloody frontier, no system of honorable engagement holds. Evil and savage creatures view adherence to principles as weakness, and have no patience for complex plans. Monstrous beasts eat anything they can catch, with no chance for reason or mercy. Indeed, the wilderness as a whole has no respect for the conventions of society. In the wild, you act or you die.

This situation has always been true, even when great empires made portions of the land safe. It is doubly true now that no vast empire holds sway. No unified army stands ready to secure the borders and push back monsters, and few are willing to defend strangers. On the borderlands, far even from independent towns and their militias, people have to make do against the gathering darkness. That darkness grows each passing year as creatures, malevolent or merely hungry, gnaw away at the edges of civilized lands.

You know the wilds. Your experience on the borderlands has pushed you to pragmatism that other leaders lack. You strike first when you can, taking any advantage possible. If your approach fails, you do what is necessary to survive, and then try another tactic. When you attack, you make sure that you and your comrades are as efficient as any pack of predators.

## Borderlands Marshal Features

**Reinforcing Action (11th level):** When you spend an action point to take an extra action, each ally who can see and hear you gains a +4 bonus to his or her lowest defense until the start of your next turn. If multiple defenses are tied for lowest, the ally chooses which one gains the bonus.

**Grim Satisfaction (11th level):** Allies gain a +1 bonus to attack rolls against your quarry.

**Open Quarry (16th level):** When you or an ally uses the Hunter's Quarry class feature, you or the ally can designate any enemy you can see as the quarry (rather than the nearest enemy).

LUCIO PARRILLO

## Borderlands Marshal Exploits

**Tag Quarry** Borderlands Marshal Attack 11

*Your attack shows all who the hunted is.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a heavy thrown weapon to use this power at range.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier, and you can designate the target as your quarry as if you had used the Hunter's Quarry class feature.

**Pack Hunter Stance** Borderlands Marshal Utility 12

*You fight your chosen foe with a rhythm that shows your comrades how to form up during the assault.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever you hit your quarry, you or one ally within 5 squares of you can shift as a free action.

**New Victim** Borderlands Marshal Attack 20

*You brutally choose a new quarry by making a swift attack.*

**Daily ✦ Martial, Weapon**
**Free Action** **Melee** or **Ranged** weapon
**Trigger:** Your quarry is reduced to 0 hit points
**Requirement:** You must be wielding a heavy thrown weapon to use this power at range.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier.
**Miss:** Half damage.
**Effect:** You can designate the target as your quarry as if you had used the Hunter's Quarry class feature.

# Commando Captain

*"These roughnecks bow to no king, but they do follow me. Under my command, they can go anywhere and do anything. What do you need?"*

**Prerequisite:** Warlord

Sometimes a small squad of specially trained or highly skilled people can do what an army can't. A precise strike or a cunning raid can turn the tide in many dangerous situations. Numerous nobles and mercantile interests keep or patronize assault teams such as these for situations that call for decisive offensive action. A unit of such specialists can instead become its own employer, attacking and looting monster lairs on the borderlands and becoming rich in the process. Another such group might itself become a menace, turning superior combat prowess toward banditry or tyranny.

The world is in a dark age. Desperate times favor resourceful people. But even bold and venturesome folk need wily leadership to thrive. Such a leader helps a team hit hard and stay mobile, avoiding obstacles, overcoming foes, and keeping one step ahead of the enemy. In fact, precision command and an eye toward stealth can make all the difference in small-squad engagements.

You are such a leader, whether through formal training in elite unit command or as a result of direct experience, or both. Those who observe you might say you're the team's commander, but you see yourself as an expert facilitator among able peers. You know the skills of those with whom you work, and you always have the right trick to keep the whole party in fighting shape. The cohesion you have created among your comrades has seen you through much in the past, and it speaks of your future success.

## Commando Captain Path Features

**Commando Action (11th level):** When you spend an action point to take an extra action, an enemy of your choice within 10 squares of you grants combat advantage to you until the end of your next turn.

**Camouflaging Command (11th level):** When you use a warlord power that grants movement to an ally, that ally gains concealment until the end of your next turn.

**Mobility Tactics (16th level):** Whenever an adjacent ally shifts, the ally can shift 1 additional square.

## Commando Captain Exploits

**Blindside Assault** Commando Captain Attack 11

*Your ally makes a sly sidelong attack, which opens up your foe to your surprise attack.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Effect:** Before the attack, you slide one ally 6 squares to a space adjacent to the target. The ally can then make a melee basic attack against the target as a free action.
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.

**Commando Maneuver** Commando Captain Utility 12

*You call on two allies to move watchfully into new positions.*

**Encounter ✦ Martial**
**Move Action** **Close** burst 10
**Targets:** One or two allies in burst
**Effect:** The targets can shift 3 squares.

**Morale-Shaking Strike** Commando Captain Attack 20

*Your attack causes your enemy to reel with indecision, which one of your allies can exploit.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, the target grants combat advantage to an ally of your choice.

HOWARD LYON

# Concordant Leader

*"The elements blend together favorably within my soul and on any battlefield where I have command."*

**Prerequisites:** Genasi, warlord

Within the Elemental Chaos, disparate elements battle for supremacy. In numerous places, the land, sky, and sea roil in a never-ending clash of lightning and fire, poison gas and rolling earth, biting water and tearing wind. The chaos is much like a worldly battlefield on which no leader exerts control. Where one element dominates, the will of a mighty force of nature is often what makes it so.

The unrestrained chaos is much like a worldly battlefield on which no skilled leader exerts control. In such a combat zone, forces clash without clear direction. The tide of battle is all too often determined merely by fate. Clear advantage on one side or the other can rarely be overcome. One side overwhelms the other by happenstance or because of uneven odds. Victory is won at too heavy a cost.

A mythological genasi general of the ancient world, Vyn-kazi, knew the price of warfare's chaos all too well. She had witnessed it. Like the entropic realm from which they sprang, the great Primordials warred with the gods with no common purpose and no organization—no plan at all. Most of these mighty beings were fractious and grasping loners with armies of fierce slaves. They all but allowed the gods to coordinate against them. One by one, each and its armies succumbed to the gods and their legions.

Vyn-kazi survived a disastrous battle in which her master, Nekal of the Glowing Deep, fell against a host that included Pelor, Kord, Bane, Ioun, and Sehanine. The watersoul genasi went on to swear fealty to Pelor and to take on a fire-soul aspect in his name. She then led her people against other Primordials in service to the god of the sun, taking the calm blending of two elements in her spirit and what she had witnessed in Nekal's defeat as models for her command style.

Similar to celebrated Vyn-kazi, you have learned to mingle and control the elements that cavort in your body and spirit. Your military training has taught you how to guide a combat to triumph by blending the skills of your allies with the needs and variables of the challenge. You have applied your life's lessons to your teaching, acknowledging that every clash is a meeting of contrasting elements. By carefully mixing those forces, you need not rely on fortune for your success.

## Concordant Leader Path Features

**Concordant Action (11th level):** When you spend an action point to take an extra action, you can also change your elemental manifestation to any other you are capable of manifesting. When you do, you also regain the use of the power associated with the new manifestation if you have used it during this encounter.

**Extra Manifestation (11th level):** You gain the Extra Manifestation feat (*Forgotten Realms Player's Guide*). If you already have the feat, you instead select any other feat for which you meet the prerequisites.

**Concordant Resistance (16th level):** You gain resist 5 to cold, fire, and lightning. While any ally is adjacent to you, he or she gains the same resistances. These resistances are not cumulative with any other resistance you or your allies possess.

## Concordant Leader Exploits

**Borrowed Protection** Concordant Leader Attack 11

*Your elemental soul allows you to tap into your enemy's resistance to protect another.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. If the target has any resistances, you grant the same resistances to yourself or an ally within 10 squares of you until the end of your next turn.

**Shared Manifestation** Concordant Leader Utility 12

*You call upon the elemental power within you, imbuing a temporary fragment of it into a nearby ally.*

**Daily ✦ Martial**
**Minor Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** The target shares one elemental manifestation you are currently manifesting. The target can use the associated racial power of that manifestation, even if you have used that power during this encounter. If the target already has an elemental manifestation, the new manifestation replaces the previous one for the duration of this effect. The effect lasts until the end of the encounter or until you take a minor action to end it.

**Elemental-Heart Strike** Concordant Leader Attack 20

*You channel your energy resistance into a potent melee attack, briefly leaving yourself unprotected.*

**Daily ✦ Martial, Weapon; Cold, Fire,** or **Lightning**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. You lose your resistance to cold, fire, or lightning until the start of your next turn—whichever resistance is highest—and the attack deals extra damage equal to that resistance and of the damage type opposed by the resistance.
**Miss:** Half damage, and no extra damage.

# Dujun of Erathis

*"When diplomacy and philosophy fail, war brings advancement to the benighted."*

**Prerequisite:** Warlord

Progress, taming of the wilds for the good of all, innovation, collaboration, and the rule of law—these are the values Erathis has set before mortals. Yet the nature of the world opposes her. Empires rise like beacons only to be shattered within a few centuries, leaving flickering shards of civilization behind. Still, in each age, a mighty and ambitious few rise to beat back the shadows and create a safe haven for common folk.

Those who follow Erathis's edicts range from plucky adventurers who rid the wilderness of dangers to would-be lords who subdue untamed lands to call their own. The god of civilization delights in the expansion of organized habitation. She blesses those who boldly make way for progress, as well as those who defend existing societies against fell beasts.

To truly and fully take Erathis's dogma to heart is to embrace both cooperation and leadership. You must be educated in the ways of governance and regulation, as well as be cognizant of the follies of history that ravaged the cultures of old. You must look outside the confines of secure walls and take Erathis's banner to new territory. To sit idly within the halls of established civilized edifices simply won't do.

So far, you have proven to be one of the few who can undertake this mission. You know that a true leader must be an authority in combat and in peace, but also be a guide who elicits the help of capable collaborators. You cultivate camaraderie, planning a meaningful role for all in battle and outside it. You have polished your party into the perfect cohesive unit, proven by the extraordinary heights at which it performs under your guidance. Now, it's time to move onward to broader conquest and, perhaps, your own dominion.

LUCIO PARRILLO

## Dujun of Erathis Path Features

**Organizing Action (11th level):** You can spend an action point to grant each ally who can see and hear you an extra move action on his or her next turn, instead of taking an extra action yourself.

**Communal Aid (11th level):** When you use *inspiring word*, the target can spend one of your healing surges instead of his or her own, but still using his or her healing surge value.

**Solidarity's Virtue (16th level):** You and allies within 10 squares of you gain an extra +1 bonus when flanking or aiding another.

## Dujun of Erathis Exploits

**Graded Assault** — Dujun of Erathis Attack 11

*Your strike sends the enemy reeling, and it opens the way for a series of attacks from your comrades.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Will
**Hit:** Deal your Strength modifier in damage. Until the start of your next turn, the target is dazed, and any ally within 5 squares of you who attacks the target with an at-will attack power can determine his or her attack result as if the result of the roll was a 10, instead of rolling the die.

**Unification Stance** — Dujun of Erathis Utility 12

*Your very presence, symbolizing the unity of your allies, aids in their recovery.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, at the end of each of your turns, each ally within 5 squares of you can make a saving throw.

**Diplomacy of Steel** — Dujun of Erathis Attack 20

*Each of your movements buttresses the impression of overwhelming force and perfect coordination among your allies.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Will. Gain a bonus to the attack roll equal to the number of allies within 2 squares of you (maximum bonus of +4).
**Hit:** 3[W] + Strength modifier damage.
**Effect:** After the first attack, you can make a melee basic attack against the target. If the first attack reduced the target to 0 hit points, you instead gain temporary hit points equal to 10 + your Intelligence modifier, and then you can shift 2 squares and make a melee basic attack against another target.

# Earthfast Brigadier

*"Like Bergrom Earthfast, I endure."*

**Prerequisite:** Warlord

A connection to the earth defines dwarves as a connection to woodlands defines elves. All dwarves intuitively heed the earth's example, from the sustenance and riches it provides to the inexorable might of the landslide it spawns. Dwarf bodies are durable; more than once they've been compared to the dirt and stone that dwarves treasure. Any would-be dwarf hero does well to take advantage of this natural sturdiness.

Innate toughness is a hallmark of dwarf soldiers and their leaders. Vigor makes for a soldier who can outlast the enemy by withstanding hardship and injury. A robust officer pushes troops onward not only with words, but also by determined example. Dwarf warriors are renowned for their endurance.

Bergrom Earthfast, a dwarf general of legend, exemplifies the ideal dwarf warlord. Mighty in body and mind, Bergrom led his troops against giants before dwarves became free from the slavery of the titans. He endured supernatural elements, fell magic, and the treacherous wilds of old to help bring freedom to his people. His legacy endures in a martial tradition that values a sturdy body and the ability to get one's allies to make the most of their own endurance, as much as it does tactical acumen. Although Bergrom was a dwarf and relied on dwarven resilience, his techniques have spread to other peoples. Anyone who values toughness and spirit in a soldier might learn these ancient methods.

You are such a leader. Even if you didn't acquire formal training in Bergrom's leadership approach—or aren't a dwarf—your talents have led you in a similar direction. Relying on a hardy constitution and heavy weapons as tools, you help your allies push the limits of mortal endurance. Your enemies are hard pressed to keep up.

## Earthfast Brigadier Features

**Enduring Action (11th level):** When you spend an action point to take an extra action, you and each ally within 5 squares of you can make a saving throw as a free action.

**Earthfast Recovery (11th level):** When you or any ally within 5 squares of you uses second wind while bloodied, that character regains additional hit points equal to one-half your level + your Constitution modifier.

**Dwarven Payback (16th level):** Whenever an enemy misses you with a melee or a ranged attack, you can choose one ally you can see as a free action. Until the end of the ally's next turn, the ally gains a power bonus to damage rolls equal to your Constitution modifier against the triggering enemy.

## Earthfast Brigadier Exploits

**Earthfast Assault** Earthfast Brigadier Attack 11

*Battering your foe mercilessly, you render it unable to move carefully.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be using a shield.
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage. If the enemy moves before the end of your next turn, it grants combat advantage to you and your allies until the end of your next turn.
**Weapon:** If you're wielding an axe or a hammer, the attack deals extra damage equal to your Constitution modifier.

**Press the Advantage** Earthfast Brigadier Utility 12

*You know how to pressure an enemy so that its faltering is inevitable.*

**Encounter ✦ Martial**
**Free Action** **Melee** 1
**Target:** One creature
**Effect:** The target takes a penalty to its next saving throw equal to your Constitution modifier.

**Stonechannel Strike** Earthfast Brigadier Attack 20

*With this powerful strike, you can turn the tide of battle.*

**Daily ✦ Healing, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and each ally within 5 squares of you regains hit points equal to 5 + your Constitution modifier.
**Weapon:** If you're wielding an axe or a hammer, the attack deals extra damage equal to your Constitution modifier.
**Effect:** You and each ally who can see you regain the use of second wind.

# Flamebrow Commander

*"You've awakened the dragon. Now you face the fire."*

**Prerequisites:** Warlord, Bravura Presence class feature

A dragon driven to wrath is a terrifying foe. It stops at nothing to quench its fury in the blood of those who wronged it. Only the desire to protect its young can drive a dragon to even greater heights of recklessness. A dragonborn warrior is little different, and a dragonborn officer displays parental loyalty to those alongside whom he fights. Such is the dragonborn warrior ideal.

An exemplar of this standard was Dhuryan Flamebrow, an audacious but beloved dragonborn mercenary from the fringes of the empire of Arkhosia. Dhuryan was noble born, but upon him fell the consequences of his father's dark deeds. Without title or property in the empire, and living under the shadow of family history, he made his way as a soldier and leader. He made a habit of leading from the front with a brashness born of being indifferent to death. Glory and the erasing of the past was his overriding aim, yet he was unwilling to sacrifice his fellow fighters for his own gain.

Dhuryan succeeded in reshaping the armies of a border province known for its barbarism and monster problems. Eventually, that province and its dragon lord became the most prominent in Arkhosia, although only Dhuryan's name is widely remembered to this day. At long last, Dhuryan had cleansed his family name. He rose then to prominence as a military advisor and became a general in the wars that eventually destroyed Arkhosia. During this time, he penned the military manifesto titled *Flamebrow*, in honor of his clan. Myths from many cultures say that Dhuryan fought in numerous wars in this world and beyond, and that he fell but returned to life more than once. Tales say that he stands now beyond the touch of time, alongside other legendary generals, awaiting the world's need.

*Flamebrow* still exists, copied into many languages. It is a treatise for the commander who wishes to defeat enemies head-on. Although it speaks of deceptive planning and long-term strategies, it also talks of brutal efficiency and courageous leadership when battle is joined.

Whether through influence, reading and practice, or direct training, your path has been influenced by *Flamebrow*. Boldness of action fails to fully describe your methods. You act decisively, willing to lay your own survival on the line to get the job done and protect your allies.

## Flamebrow Commander Path Features

**Relentless Action (11th level):** When you spend an action point to take an extra action, you can use your Bravura Presence class feature as if you were your own ally.

**Flamebrow Revival (11th level):** When you are dying, you add your Charisma modifier to any hit points you regain, and you gain a bonus to death saving throws equal to your Charisma modifier.

**Roaring Recovery (16th level):** Each time you regain hit points when you are bloodied, you gain a +2 bonus to attack rolls until the end of your next turn.

## Flamebrow Commander Exploits

**Flamebrow Assault** — Flamebrow Commander Attack 11

*On your cue, your comrade attacks. You build on his or her success to land your own strike.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Effect:** Before the attack, one bloodied ally within 5 squares of you can make a basic attack as a free action, with a bonus to the attack roll equal to your Charisma modifier. If that attack hits, you gain a +2 bonus to your attack roll; if it misses, you take a -2 penalty to your attack roll.
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.

**Rallying Lure** — Flamebrow Commander Utility 12

*Paying more attention to the welfare of your flagging friends than to your own safety, you shout heartening words.*

**Daily ✦ Healing, Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you grant combat advantage to all enemies. At the start of your turn, each bloodied ally within 5 squares of you regains hit points equal to your Charisma modifier. If no bloodied allies are within 5 squares of you at the start of your turn, the stance ends.

**Renewal Smite** — Flamebrow Commander Attack 20

*An ally pushes to greater heights, urged on by your dauntless attack.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and one bloodied ally you can see regains the use of an encounter attack power he or she has used during this encounter.

# Infernal Strategist

*"No pact binds me to a single strategy."*

**Prerequisites:** Warlord, Resourceful Presence class feature

Bael Turath's armies were warlike beyond mortal measure. Backed by the power of the Nine Hells, the leaders of the tiefling empire thought their forces could overcome any challenge. And in fact the legions of Bael Turath were often victorious, a testament to their officers as much as their supernatural might.

The most infamous of Bael Turath's generals was a tiefling known today as Malachi. As a lower-ranking officer in campaigns of conquest, Malachi proved to be a disciplined and innovative commander, renowned for being able to adapt to any situation. He watched and learned from his enemies, changed tactics at pivotal moments, and regularly used what he knew of his enemies against them. Malachi never knew defeat until he faced forces under the command of Dhuryan Flamebrow of Arkhosia.

Stories differ on what happened next. Some say Arkhosia's leaders put Malachi to death. Others claim that he retired alongside Dhuryan, whom he befriended. A few claim that Malachi now marshals the forces of the Nine Hells.

Whatever his fate, Malachi's brilliance is the root of a tradition of battlefield leadership that has spread across the world. A collection of writings from Bael Turath known as *The Hellpath Tome* supposedly preserves a portion of Malachi's own writings. You might have benefited from such education. Perhaps your leanings led you on a crafty path much like Malachi's. Whatever your background, you know how to conjure victory from situations most dire.

LUCIO PARRILLO

## Infernal Strategist Path Features

**Felling Action (11th level):** You can spend an action point as a free action to allow an ally who can see and hear you to reroll an attack roll.

**Infernal Pincer (11th level):** When you and an ally are both flanking an enemy, you and that ally gain a bonus to melee damage rolls against that enemy equal to your Intelligence or Charisma modifier.

**Pliable Command (16th level):** You gain a second warlord Commanding Presence. You can apply only one Commanding Presence benefit for each action point spent.

## Infernal Strategist Exploits

**Deceiver's Ploy** Infernal Strategist Attack 11

*You feint, then lunge, setting your foe off balance.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Will. If you are using a shield, you gain combat advantage for this attack.
**Hit:** 2[W] + Strength modifier damage, and the target takes a –2 penalty to attack rolls until the end of your next turn.

**Flexible Authority** Infernal Strategist Utility 12

*You have the answer for any desperate situation.*

**Encounter ✦ Healing, Martial**
**Immediate Reaction** **Close** burst 10
**Trigger:** One ally within 10 squares of you spends an action point to take an extra action
**Target:** The triggering ally in burst
**Effect:** You choose for the target to gain one of the following benefits: regain hit points equal to one-half your level + your Charisma modifier; gain a bonus to the extra action's attack rolls equal to one-half your Intelligence modifier; gain a bonus to the extra action's damage rolls equal to one-half your level + your Intelligence modifier; or make a basic attack or take a move action as a free action but grant combat advantage to all enemies until the end of his or her next turn.

**Smite of Devil's Luck** Infernal Strategist Attack 20

*Your intrepid attack lands, setting up the opportunity for greater daring.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage. You gain an action point, which must be spent before the end of the encounter or it is lost. Spending this action point doesn't count against the normal limit of action points spent per encounter.

# Longarm Marshal

*"I prefer my foes on the end of a spear."*

**Prerequisite:** Warlord

The spear and its cousins have existed almost as long as creation. It was the first weapon ever made, and it and its variants are still the most common arms in use. Simple spears are designed heavy for melee or light for throwing. A melee spear can be used with one hand or two. Specialized variations of the spear such as the longspear, the tratnyr (described in *Adventurer's Vault*), and various polearms were specifically designed for war. Such weapons provide a huge boon in the form of reach, allowing a wielder to strike from relative safety and to control the melee. Others, the tratnyr in particular, are multipurpose.

Spears are the perfect weapon choice for small-unit commanders who like flexibility. Javelins and other thrown spears enable their wielders to loose volleys at a closing enemy, or make a viable option against a foe that prefers to stay at a distance. With a single spear, a warrior can choose to fight with a shield or without. Longspears and polearms allow an officer to contribute to combat while leading from behind the front line, where the clash can be better observed and directed.

Cognizant of the benefits of the spear, you chose to specialize in this multifaceted weapon. You trained to make long lunges and quick jabs with your weapon. A spear's haft is a defensive tool for you, and you have learned how to hedge in your foes or open deep wounds. Your skill is a blessing to your allies, who have seen that your mastery makes you a more reliable leader.

## Longarm Marshal Path Features

**Accurate Thrust (11th level):** You gain a +1 bonus to attack rolls when wielding a spear.

**Longarm Action (11th level):** When you spend an action point to take an extra action, you increase your melee reach by 1 square when wielding a spear until the end of your next turn.

**Bristling Reach (16th level):** Whenever an enemy within your melee reach moves without shifting or makes a ranged attack, you can deal damage equal to your Intelligence modifier to that enemy as an opportunity action.

## Longarm Marshal Exploits

**Driving Spear** — Longarm Marshal Attack 11

*You force your foe away with a pointed thrust.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a spear.
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Intelligence modifier.

**Whirling Spear** — Longarm Marshal Utility 12

*Using your spear's haft like a staff, you deftly parry incoming attacks.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Requirement:** You must be wielding a spear.
**Effect:** Until the stance ends, you gain a +1 bonus to AC, or a +2 bonus to AC when wielding a spear with two hands.

**Vital Rend** — Longarm Marshal Attack 20

*With a stab and a twist, you tear a wound that saps vitality, weakening the enemy's resistance to subsequent blows.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a spear.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** The target takes ongoing damage equal to 5 + your Intelligence modifier (save ends). Until the ongoing damage ends, each melee or ranged attack that hits the target deals extra damage equal to the ongoing damage.

LUCIO PARRILLO (2)

# Platinum Warlord

*"Those who favor peace at all costs are noble, but misguided. Sometimes battle is the only righteous choice."*

**Prerequisites:** Warlord, good or lawful good

Bahamut requires his devotees to protect the innocent and the weak. Those who revere the Platinum Dragon are ever watchful for the rise of evil, and in particular the followers of Tiamat. Negotiation with Tiamat's forces is rarely useful and often fatal. The tenets of justice also require adherents of Bahamut's faith to oppose injustice and despotism. Although the metallic dragon god is a lover of peace, his laws regularly require battles and crusades.

Many valiant folk who serve Bahamut are paladins or clerics. But Bahamut spurns no noble soul's offer of service. Even those without divine investiture have a place in the effort to bring Bahamut's light to the world's gloomy places. Secular leaders who venerate Bahamut lend power to the Platinum Dragon's cause by ensuring order, honor, and justice in worldly institutions.

Temples dedicated to honorable battle invariably include Bahamut among the gods respected. Such places teach techniques and values aimed at bringing virtue to the world by example rather than by exhortation. Those sent to learn are often warriors or nobles bound for a nation's military.

Perhaps you came to Bahamut through such schooling. Other good-hearted people find the Platinum Dragon's ways through personal devotion or study, or even providence. Bahamut willingly instills a small measure of divine grace in those who show true commitment. Your heroic deeds and pure heart have proven you to be worthy of Bahamut's blessing. So you carry Bahamut's mark, using his minor gifts to protect, heal, and shine forth as a model of justice.

## Platinum Warlord Path Features

**Protector's Action (11th level):** When you spend an action point to take an extra action, each ally who can see and hear you gains a +1 bonus to all defenses until the start of your next turn. If that ally is bloodied, the bonus is +2 instead.

**Platinum Scales (11th level):** You gain the Armor Proficiency (Scale) feat, even if you don't meet the prerequisites.

**Righteous Inspiration (16th level):** When you use *inspiring word* on a bloodied ally, all enemies adjacent to the target take radiant damage equal to your Charisma modifier and are marked by you until the end of your next turn.

## Platinum Warlord Exploits

**Platinum Blood Smite** Platinum Warlord Attack 11

*Although you waver, your conviction lends you strength to strike and push on.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. If you are bloodied, you or an ally within 5 squares of you can use second wind as a free action.

**Bahamut's Liberation** Platinum Warlord Utility 12

*Your sense of justice, rather than fickle fate, ends your ally's pain.*

**Encounter ✦ Martial**
**Minor Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** Negate any ongoing damage affecting the target.

**Exemplar's Talon** Platinum Warlord Attack 20

*In desperate straits, you strike. Your example as a shining paragon of justice cheers your allies.*

**Daily ✦ Healing, Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be bloodied.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Effect:** You and each bloodied ally within 5 squares of you regain hit points equal to your armor's armor bonus (including its enhancement bonus) + your Charisma modifier.

# Spiral Tactician

*"The circle of my fey steps encompasses one center—victory."*

**Prerequisites:** Eladrin, warlord, Tactical Presence class feature

The Feywild, home of the eladrin, is a wondrous reflection of the world. Within that plane, beauty thrives that defies the worldly mind, but so too does evil. Eladrin are as prone to wickedness as humans are, and in a bygone age, the drow were also natives of the Feywild.

In a time long before other great empires, eladrin faithful to Corellon fought bitter wars within the Feywild against the followers of Lolth and other evil fey. These wars culminated in what came to be known as the Last Battle of the Spiral Tower. During that clash, the Corellon loyalists finally turned the tide and a hero was born.

Ossandrya was an eladrin squad commander when the Last Battle of the Spiral Tower began. Drow and demons had taken the mythic site during a protracted battle that saw the eladrin fighting on many fronts. Several fruitless assaults on the enemy-held tower cost Ossandrya's superiors their lives. With reinforcements unavailable, the eladrin commander was forced to lead the remaining troops against the drow. She devised a multipronged attack that utilized the eladrin's *fey step*, taking the biggest risks on herself and having no regard for the tower's ultimate fate. In the end, Ossandrya's efforts proved successful. Although the Spiral Tower was reduced to a blackened spindle bereft of magic, the eladrin drove the drow out for good.

In time, the Spiral Tower was rebuilt. Ossandrya, who survived other campaigns that drove the drow out of the Feywild, eventually passed from the mortal realm. She is counted among legendary warlords. Within the ruins of the Spiral Tower, her story is recorded. Eladrin warriors across the Feywild study her brilliant strategies and tactics, many of which require fey powers.

You have studied Ossandrya's story and schemes, or you have intuited similar ploys thanks to your fey nature. It could be that some combination of these possibilities influenced your course in life. You have a strongly tactical mind, a sharp sense of space and timing, and the ability to adapt your powers to tactical needs. These aptitudes serve you well in your battles, leading you toward the acclaim Ossandrya has long possessed.

## Spiral Tactician Path Features

**Second Step (11th level):** When you spend an action point to take an extra action, you regain the use of your *fey step* racial power if you have used it during this encounter.

**Spiral Timing (11th level):** When you and your allies roll initiative, you can allow one ally you can see to reroll with a bonus equal to your Intelligence modifier. The ally must use the new result.

**Fey Tactics (16th level):** The attack bonus provided by your Tactical Presence is equal to your Intelligence modifier (instead of one-half your Intelligence modifier).

## Spiral Tactician Exploits

**Fey Step Assault** — Spiral Tactician Attack 11

*You step through the Feywild to deliver a significant strike from an unexpected angle.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex. If you used *fey step* to move adjacent to the target during this turn, you gain combat advantage for this attack and it deals 1[W] extra damage.
**Hit:** 2[W] + Strength modifier damage.

**Convey Ally** — Spiral Tactician Utility 12

*With fey sight, you know exactly how and where to place an ally. You can move him or her there through the Feywild.*

**Encounter ✦ Martial, Teleportation**
**Move Action** **Ranged** 20
**Target:** One ally
**Effect:** You teleport the target a number of squares equal to your *fey step* distance.

**Spiral of Fey Death** — Spiral Tactician Attack 20

*In a moment of perfect clarity, you teleport to each nearby enemy and deliver a crushing strike.*

**Daily ✦ Martial, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength + 2 vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Effect:** You either slide the target a number of squares equal to your Intelligence modifier or deal ongoing 10 damage (save ends). You can then teleport adjacent to a different target within 3 squares of you and repeat the attack against the new target. Until you have attacked each eligible target once, you can teleport adjacent to a different target within 3 squares of your starting position and repeat the attack against the new target. You then teleport back to your starting position.

# Twiceborn Leader

*"My story will live on. Will yours?"*

**Prerequisite:** Warlord

The folktale of Jarret the Twiceborn is told throughout the lands. Although humans and elves cherish this celebrated figure, many other peoples speak of him with reverence. Tales differ about his actual heritage, human or half-elf. It is known that he was born to common folk outside elf lands in a kingdom that would one day be part of the empire of Nerath.

Jarret's natural charm won him friends above his station, including young nobles with little or no chance of inheritance. As a result, Jarret gained martial training and took to forming groups of do-gooders and fortune seekers. His ability to lead these small bands to success against all odds came to be well documented. He and his comrades traveled widely and are credited with making life safer in many places. Jarret's companions seldom left the adventuring life for any reason other than significant wealth; certainly death was not the primary reason.

Jarret wasn't so lucky. He fell in battle against the mind flayers of Thoon deep within the Underdark. No magic could bring him back.

The story doesn't end there, however. Many believe Jarret was reborn as a lad of the same name who grew up in nearly the same place. This perhaps-reincarnated Jarret became an inspiring leader and hero like his namesake. He performed similar deeds, and never refuted claims that he was the same Jarret. Instead, he used the rumor to his advantage, renewing former ties of friendship and striking fear into old enemies. He became known for taking special interest in opposing aberrant creatures, such as mind flayers. Those who knew and loved him eventually dubbed him Jarret the Twiceborn. Yarns say he lives still in the heavens, alongside great generals from times past.

Jarret's accomplishments and methods are recorded in story, history, and song. From these, many venturesome souls draw inspiration and try to duplicate Jarret's feats. Some successful imitators even claim to teach his methods.

Maybe your natural talents led you on a road similar to Jarret's. You've taken what you could from folktales and, perhaps, teachers. In your travails, you carry on Jarret's folk-hero tradition. In doing so, perhaps you'll become even greater than the Twiceborn.

## Twiceborn Leader Path Features

**Twiceborn Recovery (11th level):** When you use *inspiring word*, you can choose two targets instead of one. Each target can spend a healing surge but doesn't gain extra dice of healing normally granted by the power. When you use this path feature, you can't choose yourself as a target.

**Assault Action (11th level):** When you spend an action point to take an extra action, each ally within 10 squares of you gains a +2 power bonus to attack rolls until the start of your next turn.

**Twofold Defense (16th level):** Each ally who can see and hear you when he or she uses second wind gains a +4 bonus to all defenses (instead of the usual +2) until the end of his or her next turn.

## Twiceborn Leader Exploits

**Reminiscent Assault** Twiceborn Leader Attack 11

*You attack in the name of Jarret, taking the action to new heights if you strike your enemy down.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. If the target is an aberrant creature, you and your allies gain a +4 power bonus to attack rolls against the target until the end of your next turn. If this attack reduces the target to 0 hit points, you or one ally within 10 squares of you can make a basic attack as a free action.

**Twinning Ploy** Twiceborn Leader Utility 12

*You and a chosen ally engage in a complex maneuver that distracts your enemies enough to assure the success of your attacks.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Choose an ally within 5 squares of you. Both you and the ally, on your own turns, can roll an extra d20 and choose the higher result for one attack roll each turn. Until the stance ends, this effect applies only when you are both conscious and within 5 squares of each other.

**Seconded Smite** Twiceborn Leader Attack 20

*When the going is rough, you are at your best, allowing an ally to mirror your ruinous attack.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC. You gain a bonus to the attack roll equal to the number of conscious allies within 10 squares of you who have already used second wind during this encounter (maximum bonus of +4).
**Hit:** 4[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** One ally within 10 squares of you who has already used second wind during this encounter can shift a number of squares equal to your Charisma modifier and then make a melee basic attack as a free action.

CHAPTER 5

# Martial Options

In the Dungeons & Dragons game, more options mean more fun. This chapter focuses on expanding the choices that allow you to customize your martial character. With few exceptions (such as the multiclass feats), the options here are solely for such PCs.

- **New Feats:** As in the *Player's Handbook*, this chapter presents feats by tier. Whether you're a warlord who wants to improve your *inspiring word*, a rogue who wants to complement the new Ruthless Ruffian tactic, or any martial character who wants a bit of flavor from your race, scores of new possibilities reside here.
- **Multiclass Feats:** If you have your eye on expanding your capabilities by dabbling in a martial class, this section of the chapter is for you. Even if your primary class isn't martial, you might find something of interest. In doing so, you also open access to the paragon paths elsewhere in this book.
- **Epic Destinies:** The mythic warrior takes many forms. These new epic destinies expand your (and your DM's) options for defining your ascent to legendary status.

## Genasi and Drow Feats

A few of the feats in this chapter are designed for genasi or drow characters. (Those two races are described in the *Forgotten Realms® Player's Guide*.) If your campaign doesn't include characters of these races, you can disregard those feats.

JEREMY JARVIS

Feats offer a remarkable opportunity to customize your character. These feats focus on martial activity and providing interesting options for martial characters.

You must meet a feat's prerequisites, if any, to take the feat. If you ever lose a prerequisite for a feat (for example, if you use the retraining system to replace training in a prerequisite skill with training in a different skill), you can't use that feat thereafter. A feat that has a class as a prerequisite is available only to members of that class, including characters who have joined the class through a class-specific multiclass feat.

## Heroic Tier Feats

Any feat in this section is available to a character of any level who meets the prerequisites. Heroic tier feats and multiclass feats are the only feats you can take if you are 10th level or lower.

### Aggressive Assault

**Prerequisites:** Rogue, Brutal Scoundrel class feature, First Strike class feature

**Benefit:** At the beginning of an encounter, whenever you hit a target that has not yet acted, you slide that target 1 square.

### Ankle Cutter

**Prerequisites:** Halfling, rogue, Sneak Attack class feature

**Benefit:** When you hit a Large or larger enemy and would deal Sneak Attack damage against that target, you can forgo rolling Sneak Attack damage and instead cause the target to be slowed until the end of your next turn. Using this option counts as using Sneak Attack for the round.

### Beast Guidance

**Prerequisites:** Ranger, Beast Mastery class feature

**Benefit:** Your beast companion gains a +2 feat bonus to any skill in which you are trained.

### Beast Protector

**Prerequisites:** Ranger, Beast Mastery class feature

**Benefit:** If an enemy makes a melee attack against your beast companion, doing so provokes an opportunity attack from you. If you are adjacent to your beast companion, you can make this attack even if you can't reach the attacker (you attack the attacker's reaching limb, for instance).

### Beast Training

**Prerequisites:** Ranger, Beast Mastery class feature

**Benefit:** Your beast companion gains training in a skill. If you change beast companions, you can also change the skill that this feat grants to your beast companion.

**Special:** You can take this feat more than once. Each time you select this feat, your beast companion gains training in a skill.

### Bloodied Invigoration

**Prerequisites:** Con 13, dragonborn, fighter

**Benefit:** When you hit with a power that has the invigorating keyword while you are bloodied, you gain an additional 2 temporary hit points.

### Bold Command

**Prerequisites:** Halfling, warlord, Bravura Presence class feature

**Benefit:** If an enemy that has combat advantage against you misses with a melee attack, your allies gain a +1 bonus to attack rolls against that enemy until the start of your next turn.

### Bolstering Inspiration

**Prerequisites:** Dwarf, warlord

**Benefit:** When you use *inspiring word* on an adjacent ally, that ally either regains additional hit points equal to your Wisdom modifier or can make a saving throw.

### Bracing Breath

**Prerequisites:** Con 13, dragonborn, fighter

**Benefit:** When you use your *dragon breath* racial power, you gain a +1 bonus to attack rolls for powers that have the invigorating keyword until the end of your next turn.

### Bravura Spirit

**Prerequisites:** Dragonborn, warlord, Bravura Presence class feature

**Benefit:** When a bloodied ally uses your Bravura Presence, that ally gains either a +2 bonus to the attack roll or a +2 bonus to speed for the move action (the ally's choice).

### Breath-Resistant Beast

**Prerequisites:** Dragonborn, ranger, Beast Mastery class feature

**Benefit:** Your beast companion gains resist 5 + one-half your level to the damage type of your *dragon breath* racial power.

### Brutal Accuracy
**Prerequisites:** Elf, ranger, Hunter's Quarry class feature
**Benefit:** If the rerolled attack granted by your *elven accuracy* racial power hits your quarry, the attack deals extra damage equal to 1d6 + your Wisdom modifier.

### Brutal Teamwork
**Prerequisites:** Str 15, dragonborn, rogue
**Benefit:** You gain a +2 bonus to damage rolls when you are adjacent to at least one ally.

### Brutal Wound
**Prerequisites:** Rogue, Brutal Scoundrel class feature, Sneak Attack class feature
**Benefit:** When your attack deals ongoing damage and you deal Sneak Attack damage to the target, add 1 to the ongoing damage for every die of Sneak Attack damage dealt.

### Camouflage
**Prerequisites:** Ranger, trained in Stealth
**Benefit:** When you have any cover or concealment outdoors, you gain a +5 feat bonus to Stealth checks.

### Command the Darkness
**Prerequisites:** Drow, warlord
**Benefit:** When you use your *cloud of darkness* racial power, you can choose for it to lightly or heavily obscure its area, instead of totally obscuring it. If you reduce the darkness in this way, creatures inside the cloud are not blinded.

### Coordinated Opportunity
**Prerequisites:** Ranger, Beast Mastery class feature
**Benefit:** If your beast companion is adjacent to the target of your opportunity attack, you gain a +2 bonus to the damage roll.

### Cunning Ambusher
**Prerequisites:** Tiefling, rogue
**Benefit:** If you use *infernal wrath* when you have combat advantage against the attack's target, you gain a bonus to the attack and damage rolls equal to your Intelligence modifier.

### Darkfire Targeting
**Prerequisites:** Drow ranger or drow rogue
**Benefit:** Whenever you deal Sneak Attack or Hunter's Quarry damage to the target of your *darkfire* power, the attack deals extra damage equal to your Wisdom modifier.

### Deep Gash
**Prerequisites:** Con 15, fighter
**Benefit:** When you deal ongoing damage that has no damage type to a target as a result of an attack that uses an axe or a pick, the target takes a –2 penalty to saving throws against the ongoing damage.

### Defensive Resilience
**Prerequisites:** Con 13, Wis 13, fighter
**Benefit:** When you use second wind while you are bloodied, you gain a +1 bonus to all defenses, in addition to the normal bonus for second wind, until the end of your next turn.

### Devoted Challenge
**Prerequisites:** Dwarf, fighter, Combat Challenge class feature
**Benefit:** When you make a melee basic attack granted by Combat Challenge, you gain a bonus to the attack and damage rolls equal to your Wisdom modifier.

### Dirty Fighting
**Prerequisite:** Fighter or rogue
**Benefit:** You gain a +4 bonus to melee weapon damage rolls against surprised enemies.

### Dragging Flail
**Prerequisites:** Dex 15, fighter
**Benefit:** Whenever you use a flail to knock an enemy prone, you can also slide that enemy 1 square.

### Drow Beast Mastery
**Prerequisites:** Drow, ranger, Beast Mastery class feature
**Benefit:** Your beast companion is immune to the effect of your *cloud of darkness* racial power.

### Dwarf Stoneblood
**Prerequisites:** Dwarf, fighter, Battlerager Vigor class feature
**Benefit:** Add one-half your Constitution modifier to the temporary hit points granted by your Battlerager Vigor.

### Dwarf Trapsmith
**Prerequisites:** Dwarf, rogue
**Benefit:** You gain a +4 feat bonus to Perception checks to find traps and to Thievery checks to open locks or disable traps.

## HEROIC TIER FEATS

| Any Martial Class | Prerequisites | Benefit |
|---|---|---|
| Martial Alacrity | Dex 15, any martial class | +2 to initiative and shift quickly during your first turn |
| Martial Freedom | Wis 13, any martial class, trained in Endurance | +5 to saving throws against the slowed and immobilized conditions |

| Fighter Feat | Prerequisites | Benefit |
|---|---|---|
| Bloodied Invigoration | Con 13, dragonborn, fighter | Invigorating powers grant +2 temporary hp when bloodied |
| Bracing Breath | Con 13, dragonborn, fighter | *Dragon breath* gives +1 to attack with invigorating powers |
| Deep Gash | Con 15, fighter | Enemy takes -2 to saving throws against ongoing damage |
| Defensive Resilience | Con 13, Wis 13, fighter | +1 to all defenses with second wind when bloodied |
| Devoted Challenge | Dwarf, fighter, Combat Challenge | Bonus to melee basic attacks equal to Wis modifier |
| Dirty Fighting | Fighter or rogue | +4 melee damage against surprised enemies |
| Dragging Flail | Dex 15, fighter | Using a flail, slide enemy as you knock it prone |
| Dwarf Stoneblood | Dwarf, fighter, Battlerager Vigor | Add half Con modifier to Battlerager Vigor temporary hp |
| Fey Blades | Eladrin, fighter, Tempest Technique | +1 damage with longsword in each hand |
| Group Assault | Half-elf, fighter | Allies gain +1 damage against your marked target |
| Halfling Stalwart | Halfling, fighter | +1 to attack rolls against Large or larger marked targets |
| Improved Vigor | Fighter, trained in Endurance | Invigorating powers grant +1 temporary hp |
| Keeper of Storm | Genasi, fighter, Combat Challenge | Deal thunder or lightning damage when using stormsoul |
| Lingering Wrath | Tiefling, fighter, Combat Challenge | Bonuses from *infernal wrath* last as long as your mark |
| Master of Rumbling Earth | Genasi, fighter | Bonuses to attack rolls and damage with *earthshock* |
| Offensive Resilience | Dex 13, Wis 13, fighter | +1 to attack roll after using second wind when bloodied |
| Opportunistic Accuracy | Wis 13, elf, fighter | Retain *elven accuracy* when you miss |
| Polearm Momentum | Dex 15, Wis 15, fighter | Knock pushed or slid enemy prone with polearm |
| Reaping Blade | Dex 15, fighter | Shift as a minor action when you drop an enemy |
| Shield Defense | Wis 13, fighter | +1 AC and Reflex when power requiring shield hits |
| Sideways Defense | Human, fighter, Combat Challenge | Adjacent allies gain +1 defense against marked enemy |
| Surprising Charge | Dex 17, fighter or rogue | +1[W] damage on charge with light blade or spear |
| Take Measure | Wis 15, fighter | +2 to all defenses against target with melee critical hit |
| Thunder Hammer | Con 15, fighter | Enemy takes -2 to saving throws against conditions delivered with hammer or mace |
| Victor's Confidence | Con 15, fighter | +2 to saving throws after reducing an enemy to 0 hp |

| Ranger Feat | Prerequisites | Benefit |
|---|---|---|
| Beast Guidance | Ranger, Beast Mastery | Beast gains +2 to your trained skills |
| Beast Protector | Ranger, Beast Mastery | Attack against beast provokes opportunity attack from you |
| Beast Training | Ranger, Beast Mastery | Beast gains training in a skill |
| Breath-Resistant Beast | Dragonborn, ranger, Beast Mastery | Beast gains resistance to your *dragon breath*'s damage type |
| Brutal Accuracy | Elf, ranger, Hunter's Quarry | Hit with *elven accuracy* reroll gains extra damage |
| Camouflage | Wis 13, ranger, trained in Stealth | +5 to Stealth outdoors when you have concealment |
| Coordinated Opportunity | Ranger, Beast Mastery | +2 damage to opportunity attack if beast is adjacent |
| Darkfire Targeting | Drow ranger or drow rogue | Target of your *darkfire* takes extra damage |
| Drow Beast Mastery | Drow, ranger, Beast Mastery | Beast sees through your *cloud of darkness* |
| Elven Beast Mastery | Elf, ranger, Beast Mastery | Beast benefits from Wild Step and *elven accuracy* |
| Expert Tracker | Wis 13, ranger, trained in Perception | +5 to your Perception checks to find tracks and to the DC for others to find your tracks |
| Feyborn Companion | Eladrin, ranger, Beast Mastery | Beast gains fey origin and other benefits |
| Fiendish Companion | Tiefling, ranger, Beast Mastery | Beast gains resist fire |
| Group Quarry | Half-elf, ranger | Allies gain +1 damage against your quarry |
| Human Beast Mastery | Human, ranger, Beast Mastery | Beast gains +1 to all defenses |
| Hunter of Wind and Wave | Genasi, ranger | +2 to movement with *swiftcurrent* or *windwalker* |
| Hunter's Aim | Ranger, Hunter's Quarry | Ignore quarry's cover or concealment |
| Lucky Skirmisher | Halfling ranger or halfling rogue | Enemies find you harder to hit when you run |
| Nimble Companion | Halfling, ranger, Beast Mastery | Beast gains +2 AC against opportunity attacks |
| Predatory Action | Ranger, Hunter's Quarry | Deal Hunter's Quarry damage again with an action point |

**HEROIC TIER FEATS** (CONTINUED)

| Ranger Feat | Prerequisites | Benefit |
|---|---|---|
| Prime Strike | Ranger | +1 to melee attack rolls when no others are near your target |
| Secure Encampment | Wis 13, ranger, trained in Nature, Perception, and Stealth | Allies gain bonus to Perception and Stealth during extended rest |
| Thundertusk Companion | Dwarf, ranger, Beast Mastery | Your boar's hp increase by your level |
| Vengeful Beast | Ranger, Beast Mastery, Hunter's Quarry | Beast gains +1 to attack and damage rolls against quarry |

| Rogue Feat | Prerequisites | Benefit |
|---|---|---|
| Aggressive Assault | Rogue, Brutal Scoundrel, First Strike | Slide targets that have not yet acted 1 square |
| Ankle Cutter | Halfling, rogue, Sneak Attack | Cause Large or larger Sneak Attack target to be slowed |
| Brutal Teamwork | Str 15, dragonborn, rogue | +2 damage when adjacent to any ally |
| Brutal Wound | Rogue, Brutal Scoundrel, Sneak Attack | Deal additional ongoing damage with Sneak Attack |
| Cunning Ambusher | Tiefling, rogue | Combine *infernal wrath* with combat advantage for bonus to attack and damage rolls |
| Darkfire Targeting | Drow ranger or drow rogue | Target of your *darkfire* takes extra damage |
| Dirty Fighting | Fighter or rogue | +4 to melee damage against surprised enemies |
| Dwarf Trapsmith | Dwarf, rogue | +4 to Perception and Thievery for traps and locks |
| Group Rattling | Half-elf, rogue, trained in Intimidate | Allies gain +1 to attack rolls against your enemy affected by rattling power |
| Into the Fray | Rogue, First Strike | +1 to speed and to melee attack rolls in surprise round |
| Longsword Finesse | Eladrin, rogue | Treat longsword as light blade |
| Lucky Skirmisher | Halfling ranger or halfling rogue | You are harder to hit when you run |
| Rash Sneak Attack | Human, rogue, Sneak Attack | Grant combat advantage for extra Sneak Attack damage |
| Rattling Wrath | Cha 15, tiefling, rogue | Combine rattling power with *infernal wrath* to increase rattling penalty to –4 |
| Reckless Scramble | Rogue, Artful Dodger | Move farther instead of shifting |
| Ruthless Injury | Rogue, Ruthless Ruffian, Sneak Attack | Enemy takes –2 to saving throws against conditions delivered with club or mace |
| Slaying Action | Rogue, Sneak Attack | Deal Sneak Attack damage again with an action point |
| Sneaky Accuracy | Elf, rogue, Sneak Attack | Retain *elven accuracy* on an enemy's miss |
| Speedy Response | Dex 15, rogue | Gain speed when hit by an opportunity attack |
| Street Thug | Str 13, Con 13, rogue | Treat mace as light blade |
| Surprising Charge | Dex 17, fighter or rogue | +1[W] damage when charging with light blade or spear |
| Trap Sense | Wis 13, rogue | +2 to all defenses against traps, +2 to find traps |
| Tunnel Stalker | Str 13, Con 13, dwarf, rogue | Treat one-handed axes, hammers, and picks as light blades |
| Two-Fisted Shooter | Rogue | Treat hand crossbow as off-hand weapon, reload free action |
| Wielder of Piercing Flame | Genasi, rogue | *Firepulse* ignores target's resistance or immunity when you have combat advantage |

### Elven Beast Mastery

**Prerequisites:** Elf, ranger, Beast Mastery class feature

**Benefit:** Your beast companion ignores difficult terrain when it shifts.

You can use your *elven accuracy* racial power to reroll an attack roll you made or one your beast companion made.

### Expert Tracker

**Prerequisites:** Wis 13, ranger, trained in Nature

**Benefit:** You gain a +5 feat bonus to Perception checks to find tracks.

Add 5 to the Perception DC for other creatures to find your tracks. You can extend this benefit to up to ten allies traveling with you.

### Fey Blades

**Prerequisites:** Eladrin, fighter, Tempest Technique class feature

**Benefit:** When you're wielding two light blades, two heavy blades, or a heavy blade and a light blade, you gain a +1 bonus to damage rolls.

### FEY BLADES

Eladrin weaponers often make bladed weapons in matched pairs. Whether two identical blades, one heavy and one light, or a double sword, the weapons are made to look good together. More important, they are balanced together so that they seem to fit perfectly in the wielder's hands.

### Fey Command

**Prerequisites:** Eladrin, warlord, Tactical Presence class feature

**Benefit:** When an ally you can see spends an action point to make an attack, the ally can teleport 1 square before or after the attack.

### Feyborn Companion

**Prerequisites:** Eladrin, ranger, Beast Mastery class feature

**Benefit:** Your beast companion gains the fey origin, instead of the natural origin, and a +5 bonus to saving throws against charm effects.

When you use your *fey step* racial power, your beast companion can teleport the same distance that you teleport.

### Fiendish Companion

**Prerequisites:** Tiefling, ranger, Beast Mastery class feature

**Benefit:** Your beast companion gains resistance to fire equal to 5 + one-half your level.

### Group Assault

**Prerequisites:** Half-elf, fighter

**Benefit:** Allies gain a +1 bonus to damage rolls against targets marked by you.

### Group Quarry

**Prerequisites:** Half-elf, ranger, Hunter's Quarry class feature

**Benefit:** Allies gain a +1 bonus to damage rolls against your quarry.

### Group Rattling

**Prerequisites:** Half-elf, rogue, trained in Intimidate

**Benefit:** Allies gain a +1 bonus to attack rolls against enemies that have a penalty to attack rolls as a result of your successful attack with a power that has the rattling keyword.

### Halfling Stalwart

**Prerequisites:** Halfling, fighter

**Benefit:** You gain a +1 bonus to attack rolls against Large or larger creatures marked by you.

### Human Beast Mastery

**Prerequisites:** Human, ranger, Beast Mastery class feature

**Benefit:** Your beast companion gains a +1 bonus to all defenses.

### Hunter of Wind and Wave

**Prerequisites:** Genasi, ranger

**Benefit:** When you use your *swiftcurrent* or *windwalker* racial power, add 2 squares to the distance the power allows you to move.

### Hunter's Aim

**Prerequisites:** Ranger, Hunter's Quarry class feature

**Benefit:** You don't take the normal -2 penalty to attack rolls against your quarry if it has cover or concealment.

### Improved Bravura

**Prerequisites:** Warlord, Bravura Presence class feature

**Benefit:** When an ally uses your Bravura Presence, that ally gains either a +1 bonus to the attack roll or a +1 bonus to speed for the move action (the ally's choice).

### Improved Inspiration

**Prerequisites:** Warlord, Inspiring Presence class feature

**Benefit:** Your Inspiring Presence restores an additional 2 hit points.

### Improved Inspiring Word

**Prerequisite:** Warlord

**Benefit:** Add your Charisma modifier to the hit points restored by your *inspiring word*.

### Improved Resources

**Prerequisites:** Warlord, Resourceful Presence class feature

**Benefit:** Add 2 to the damage bonus and the temporary hit points granted by your Resourceful Presence.

### Improved Tactics

**Prerequisites:** Warlord, Tactical Presence class feature

**Benefit:** Add 1 to the attack roll bonus granted by your Tactical Presence.

### Improved Vigor

**Prerequisites:** Fighter, trained in Endurance

**Benefit:** You gain 1 additional temporary hit point each time you gain temporary hit points from a power that has the invigorating keyword.

If you have the Battlerager Vigor class feature, this benefit also applies to the temporary hit points gained from it.

At 11th level, this bonus increases to 2 additional temporary hit points. At 21st level, this bonus increases to 3 additional temporary hit points.

### Inspired Defense

**Prerequisites:** Human, warlord

**Benefit:** When you use *inspiring word*, the target also gains a +1 power bonus to all defenses until the start of your next turn.

**HEROIC TIER FEATS** (CONTINUED)

| Warlord Feat | Prerequisites | Benefit |
|---|---|---|
| Bold Command | Halfling, warlord, Bravura Presence | Allies gain +1 to attack rolls against enemy that misses you |
| Bolstering Inspiration | Dwarf, warlord | Saving throw or additional hp for *inspiring word* target |
| Bravura Spirit | Dragonborn, warlord, Bravura Presence | Bloodied ally gains additional bonus from Bravura Presence |
| Command the Darkness | Drow, warlord | Change how much *cloud of darkness* obscures its area |
| Fey Command | Eladrin, warlord, Tactical Presence | Ally can teleport before or after attacking |
| Improved Bravura | Warlord, Bravura Presence | Ally gains +1 to attack rolls or speed with Bravura Presence |
| Improved Inspiration | Warlord, Inspiring Presence | Ally gains +2 hp with Inspiring Presence |
| Improved Inspiring Word | Warlord | Add Cha modifier to *inspiring word* hp restored |
| Improved Resources | Warlord, Resourceful Presence | Ally gains +2 damage and temporary hp from Resourceful Presence |
| Improved Tactics | Warlord, Tactical Presence | Ally gains +1 to attack rolls with Tactical Presence |
| Inspired Defense | Human, warlord | Ally gains +1 to all defenses with *inspiring word* |
| Inspired Tactics | Half-elf, warlord, Inspiring Presence | Ally gains +1 to attack rolls when spending action point |
| Leading Fire | Elf, warlord, Combat Leader | Allies gain +1 to ranged attack rolls against target |
| Lend Might | Warlord | +1 to attack rolls of attacks you grant |
| Saving Inspiration | Warlord | Ally gains saving throw with *inspiring word* |
| Tactical Inspiration | Eladrin, warlord | Add Int modifier to *inspiring word* hp restored |
| Unbalancing Wrath | Tiefling, warlord | *Infernal wrath* target grants combat advantage |

### Inspired Tactics

**Prerequisites:** Half-elf, warlord, Inspiring Presence class feature

**Benefit:** When an ally who can see you spends an action point to make an attack, that ally gains a +1 bonus to the attack roll.

### Into the Fray

**Prerequisites:** Rogue, First Strike class feature

**Benefit:** During the surprise round and the first round of an encounter, you gain a +1 bonus to your speed and to your melee attack rolls.

### Keeper of Storm

**Prerequisites:** Genasi, fighter, Combat Challenge class feature

**Benefit:** If you are manifesting stormsoul when you make a melee basic attack granted by Combat Challenge, you can choose for the attack to deal thunder damage or lightning damage instead of its normal damage type.

### Leading Fire

**Prerequisites:** Elf, warlord, Combat Leader class feature

**Benefit:** When you hit an enemy with a bow attack, each ally within 10 squares of you who can see and hear you gains a +1 bonus to ranged attack rolls against the attack's target until the start of your next turn.

### Lend Might

**Prerequisite:** Warlord

**Benefit:** When an ally makes an attack granted by one of your warlord powers to attack an enemy adjacent to you, that ally gains a +1 bonus to the attack roll.

### Lingering Wrath

**Prerequisites:** Tiefling, fighter, Combat Challenge class feature

**Benefit:** When you use the *infernal wrath* racial power against an enemy marked by you, you gain the bonuses from *infernal wrath* against that enemy until it is no longer marked by you.

### Longsword Finesse

**Prerequisites:** Eladrin, rogue

**Benefit:** You can wield a longsword to deal Sneak Attack damage and to use rogue powers that require a light blade (you still cannot throw the longsword). You reduce Sneak Attack damage by one die when using a longsword.

### Lucky Skirmisher

**Prerequisites:** Halfling ranger or halfling rogue

**Benefit:** When you run, enemies making opportunity attacks against you during that movement must roll twice and take the lower result.

### Martial Alacrity

**Prerequisites:** Dex 15, any martial class

**Benefit:** You gain a +2 feat bonus to initiative checks. Also, during your first turn in an encounter, you can shift as a minor action.

### Martial Freedom

**Prerequisites:** Wis 13, any martial class, trained in Endurance

**Benefit:** You gain a +5 bonus to saving throws against the slowed and immobilized conditions.

### Master of Rumbling Earth

**Prerequisites:** Genasi, fighter

**Benefit:** You gain a +1 bonus to attack rolls with your *earthshock* racial power, and you deal damage equal to your Strength modifier to enemies knocked prone by the power.

### Nimble Companion

**Prerequisites:** Halfling, ranger, Beast Mastery class feature

**Benefit:** Your beast companion gains a +2 bonus to AC against opportunity attacks.

When an attack hits your beast companion, you can use your *second chance* racial power on the beast's behalf.

### Offensive Resilience

**Prerequisites:** Dex 13, Wis 13, fighter

**Benefit:** When you are bloodied and use second wind, you gain a +1 bonus to attack rolls until the end of your next turn.

### Opportunistic Accuracy

**Prerequisites:** Wis 13, elf, fighter

**Benefit:** If you use your *elven accuracy* racial power to reroll an opportunity attack and the second roll misses, you do not expend the power.

### Polearm Momentum

**Prerequisites:** Dex 15, Wis 15, fighter

**Benefit:** Whenever you use a polearm or a spear attack to push or slide a target 2 or more squares, you can also knock that target prone at the end of the forced movement.

### Predatory Action

**Prerequisites:** Ranger, Hunter's Quarry class feature

**Benefit:** If you spend an action point to take an extra action and have already dealt Hunter's Quarry damage during this round, you can deal the extra damage a second time during this turn.

### Prime Strike

**Prerequisite:** Ranger

**Benefit:** You gain a +1 bonus to melee attack rolls against a target if no other creatures are within 3 squares of it.

### Rash Sneak Attack

**Prerequisites:** Human, rogue, Sneak Attack class feature

**Benefit:** When you deal Sneak Attack damage, you can choose to gain a +2 bonus to the damage roll. If you do so, you grant combat advantage to all enemies until the end of your next turn.

### Rattling Wrath

**Prerequisites:** Cha 15, tiefling, rogue

**Benefit:** When you use your *infernal wrath* racial power in conjunction with a power that has the rattling keyword, the penalty to the target's attack rolls from the rattling keyword changes to –4.

If you score a critical hit with this attack, you do not expend *infernal wrath*.

### Reaping Blade

**Prerequisites:** Dex 15, fighter

**Benefit:** If you reduce an enemy to 0 hit points with an attack using a heavy blade, you can shift as a minor action until the end of your current turn.

### Reckless Scramble

**Prerequisites:** Rogue, Artful Dodger class feature

**Benefit:** When a power lets you shift, you can instead choose to move that distance + 2 squares.

LEONARDO BORAZIO (2)

### Ruthless Injury
**Prerequisites:** Rogue, Ruthless Ruffian class feature, Sneak Attack class feature

**Benefit:** When you use a club or a mace to make a sneak attack that causes the target to become blinded, immobilized, slowed, or weakened, that target takes a –2 penalty to saving throws against any of those conditions.

### Saving Inspiration
**Prerequisite:** Warlord

**Benefit:** When you use *inspiring word*, you can forgo any extra dice of healing granted by the power to instead grant the target a saving throw.

### Secure Encampment
**Prerequisites:** Wis 13, ranger, trained in Nature, Perception, and Stealth

**Benefit:** If you are conscious when you and your allies begin an extended rest, your allies gain a bonus to Perception checks and Stealth checks during that rest equal to your Wisdom modifier. This bonus lasts until the end of the extended rest.

### Shield Defense
**Prerequisites:** Wis 13, fighter

**Benefit:** When you hit with a power that requires a shield, you gain a +1 bonus to AC and Reflex until the end of your next turn or until you stop using the shield.

### Sideways Defense
**Prerequisites:** Human, fighter, Combat Challenge class feature

**Benefit:** Allies adjacent to you gain a +1 bonus to all defenses against any creature marked by you.

### Slaying Action
**Prerequisites:** Rogue, Sneak Attack class feature

**Benefit:** If you spend an action point to take an extra action and have already dealt Sneak Attack damage during this round, you can deal the extra damage a second time during this turn.

### Sneaky Accuracy
**Prerequisites:** Elf, rogue, Sneak Attack class feature

**Benefit:** If you use your *elven accuracy* racial power to reroll an attack against an enemy granting you combat advantage and the second roll misses, you do not expend *elven accuracy*.

### Speedy Response
**Prerequisites:** Dex 15, rogue

**Benefit:** If you are hit by an opportunity attack while moving, you gain a +1 bonus to speed for that move. This benefit is cumulative if you are hit multiple times.

### Street Thug
**Prerequisites:** Str 13, Con 13, rogue

**Benefit:** You can wield a mace with any rogue power that requires a light blade. You reduce Sneak Attack damage by one die when wielding a mace.

### Surprising Charge
**Prerequisites:** Dex 17, fighter or rogue

**Benefit:** When you make a charge attack against a target that is granting combat advantage to you, the attack deals 1[W] extra damage if you hit with a light blade or a spear.

### Tactical Inspiration
**Prerequisites:** Eladrin, warlord

**Benefit:** Add your Intelligence modifier to the hit points restored by your *inspiring word*.

### Take Measure
**Prerequisites:** Wis 15, fighter

**Benefit:** When you score a critical hit against a target with a melee attack, you gain a +2 bonus to all defenses against that target's attacks until the end of your next turn.

### Thunder Hammer

**Prerequisites:** Con 15, fighter

**Benefit:** When you make an attack using a hammer or a mace that causes the target to become dazed, immobilized, slowed, or stunned, that target takes a –2 penalty to saving throws against any of those conditions.

### Thundertusk Companion

**Prerequisites:** Dwarf, ranger, Beast Mastery class feature

**Benefit:** If you select a boar as your beast companion, its maximum hit points increase by an amount equal to your level.

### Trap Sense

**Prerequisites:** Wis 13, rogue

**Benefit:** You gain a +2 feat bonus to all defenses against attacks by traps and to Perception checks to find traps.

### Tunnel Stalker

**Prerequisites:** Str 13, Con 13, dwarf, rogue

**Benefit:** You can use any rogue power that requires a light blade while wielding an axe, a hammer, or a pick with one hand. You reduce Sneak Attack damage by one die when wielding one of these other weapons.

### Two-Fisted Shooter

**Prerequisite:** Rogue

**Benefit:** You can treat the hand crossbow as an off-hand weapon, and you can reload it one-handed as a free action. When you score a critical hit and have a hand crossbow in your off hand, you can make a ranged basic attack with that weapon.

### Unbalancing Wrath

**Prerequisites:** Tiefling, warlord

**Benefit:** The target of an attack benefiting from your *infernal wrath* racial power grants combat advantage to your allies until the start of your next turn.

### Vengeful Beast

**Prerequisites:** Ranger, Beast Mastery class feature, Hunter's Quarry class feature

**Benefit:** When your quarry damages you with an attack, your beast companion gains a +1 bonus to attack rolls and damage rolls against that creature until the end of your next turn.

### Victor's Confidence

**Prerequisites:** Con 15, fighter

**Benefit:** When you reduce an enemy to 0 hit points with a melee attack, you gain a +1 bonus to saving throws until the end of the encounter.

### Wielder of Piercing Flame

**Prerequisites:** Genasi, rogue

**Benefit:** When you have combat advantage against the target of your *firepulse* racial power, that power ignores any fire resistance or immunity possessed by the target.

## Paragon Tier Feats

Any feat in this section is available to a character of 11th level or higher who meets the feat's other prerequisites.

### Agile Tempest

**Prerequisites:** 11th level, Dex 15, fighter, Tempest Technique class feature

**Benefit:** The damage bonus granted by your Tempest Technique when you wear chainmail or light armor increases by 1. At 21st level, it increases by 2.

### Avandra's Gift

**Prerequisites:** 11th level, halfling, rogue

**Benefit:** When you use your *second chance* racial power and the enemy's attack misses, you gain combat advantage for the next attack roll you make against that enemy before the end of your next turn.

### Avenging Spirit

**Prerequisites:** 11th level, human fighter or human warlord

**Benefit:** When an ally of your level or higher is reduced to 0 hit points or fewer, you gain an action point that you must use before the end of your next turn or the action point is lost. You must see or hear the ally when he or she is reduced to 0 hit points or fewer to gain this feat's benefit.

### Bleeding Backstab

**Prerequisites:** 11th level, rogue, Sneak Attack class feature

**Benefit:** Whenever you deal Sneak Attack damage to a target with a rogue daily attack power, the target takes ongoing 5 damage (save ends). If the power already deals ongoing damage that has no damage type, instead increase that ongoing damage by 5.

### Bleeding Precision

**Prerequisites:** 11th level, ranger, Hunter's Quarry class feature

**Benefit:** Whenever you hit your quarry with a ranger daily attack power, the target takes ongoing 5 damage (save ends). If the power already deals ongoing damage that has no damage type, instead increase that ongoing damage by 5.

### Bloody Inspiration

**Prerequisites:** 11th level, dragonborn, warlord

**Benefit:** If you use *inspiring word* while you are bloodied and do not target yourself, a second ally within the power's range gains temporary hit points equal to twice your Constitution modifier.

### Bloody Tenacity

**Prerequisites:** 11th level, human, any martial class

**Benefit:** When you are bloodied for the first time in an encounter, you gain a +2 bonus to all defenses until the end of your next turn.

### Chainmail Agility

**Prerequisites:** 11th level, Dex 15, fighter

**Benefit:** You ignore the speed penalty normally incurred by wearing chainmail.

### Combat Opening

**Prerequisites:** 11th level, half-elf, fighter, Combat Challenge class feature

**Benefit:** When you can make a melee basic attack against a target because of Combat Challenge, you can instead choose to let an ally make a melee basic attack against that target as a free action.

### Cull the Weak

**Prerequisites:** 11th level, Cha 15, rogue

**Benefit:** When you have combat advantage against a bloodied or a weakened target, you gain a +2 bonus to melee weapon damage rolls against the target.

### Darkhunter

**Prerequisites:** 11th level, drow, ranger, Hunter's Quarry class feature

**Benefit:** When you use the *cloud of darkness* racial power, each enemy within the cloud is designated as your quarry until it is no longer within the cloud. These quarries don't count toward the normal limit of one quarry, and any other creature designated as your quarry remains so. You can deal Hunter's Quarry damage against each quarry that you hit in the cloud.

### Darkjumper

**Prerequisites:** 11th level, drow, rogue

**Benefit:** On the turn when you use the *cloud of darkness* racial power, you can teleport once to any unoccupied square within the cloud as a free action.

### Daunting Challenge

**Prerequisites:** 11th level, fighter, Combat Challenge class feature

**Benefit:** Creatures marked by you take a –3 penalty to attack rolls for any attack that doesn't include you as a target (rather than a –2 penalty).

### Defensive Surge

**Prerequisites:** 11th level, Con 15, warlord

**Benefit:** When you use your second wind, you can grant the +2 bonus to all defenses to an adjacent ally, in addition to gaining the bonus yourself.

### Distracting Companion

**Prerequisites:** 11th level, ranger, Beast Mastery class feature, Hunter's Quarry class feature

**Benefit:** If your quarry is adjacent to your beast companion when you hit your quarry with an attack, your quarry takes a –2 penalty to attack rolls against you and your beast companion until the start of your next turn.

### Draconic Arrogance

**Prerequisites:** 11th level, dragonborn, fighter

**Benefit:** Whenever you push an enemy or knock an enemy prone, you deal damage to that enemy equal to your Strength modifier.

### Dragonbreath Warrior

**Prerequisites:** 11th level, dragonborn, any martial class

**Benefit:** When you use your *dragon breath* racial power, your next melee weapon attack deals 1[W] extra damage on a hit. The damage type is the same as your *dragon breath*.

LEONARDO BORAZIO

## PARAGON TIER FEATS

| Any Martial Class | Prerequisites | Benefit |
|---|---|---|
| Bloody Tenacity | Human, any martial class | +2 to all defenses when first bloodied |
| Dragonbreath Warrior | Dragonborn, any martial class | Extra damage on melee attack after *dragon breath* |

| Fighter Feat | Prerequisites | Benefit |
|---|---|---|
| Agile Tempest | Dex 15, fighter, Tempest Technique | +1 damage with Tempest Technique |
| Avenging Spirit | Human fighter or human warlord | Gain action point when ally is reduced to 0 or fewer hp |
| Chainmail Agility | Dex 15, fighter | Ignore speed penalty for chainmail |
| Combat Opening | Half-elf, fighter, Combat Challenge | Enable ally to attack your enemy |
| Daunting Challenge | Fighter, Combat Challenge | Marked creatures -3 to attack anyone other than you |
| Draconic Arrogance | Dragonborn, fighter | Deal damage to enemies you push or knock prone |
| Elemental Guardian | Con 15, genasi, fighter | Racial trait improves when you are adjacent to an ally |
| Enduring Wallop | Dwarf, fighter | Deal ongoing 5 damage with fighter daily power |
| Fey Charge | Eladrin, fighter | Use reliable *fey step* with charge |
| Fiendish Defender | Tiefling, fighter, Combat Challenge | Apply *infernal wrath* to enemy that hits your ally |
| Grit | Con 17, fighter | Gain temporary hp when you spend healing surge |
| Marked Scourge | Fighter, Combat Challenge | Add Wis modifier to damage against marked enemy |
| Mighty Battlerage | Con 15, fighter, Battlerager Vigor | Gain increase to Battlerager Vigor damage |
| Opportunistic Archer | Elf, fighter, Combat Challenge | Use a bow for attacks granted by Combat Challenge |
| Phalanx Warrior | Fighter or warlord, proficiency with light or heavy shields | Adjacent allies gain +1 AC when you wield shield |
| Reckless Attacker | Fighter | Make a follow-up basic attack after critical hit |
| Stonefoot Reprisal | Dwarf, fighter | Enemy that pushes or slides you provokes opportunity attack |

| Ranger Feat | Prerequisites | Benefit |
|---|---|---|
| Bleeding Precision | Ranger, Hunter's Quarry | Deal ongoing 5 damage with daily ranger power |
| Darkhunter | Drow, ranger, Hunter's Quarry | Each enemy in *cloud of darkness* is designated as your quarry |
| Distracting Companion | Ranger, Beast Mastery, Hunter's Quarry | Quarry -2 to attack and damage you and your beast |
| Halfling Beast Mastery | Halfling, ranger, Beast Mastery | Beast companion gains *second chance* once per encounter |
| Hunter's Advantage | Elf, ranger, Hunter's Quarry | Deal +2 damage against quarry with combat advantage |
| Hunter's Resurgence | Ranger, Hunter's Quarry | Use your second wind when you drop an enemy |
| Preternatural Senses | Wis 15, ranger, trained in Perception | Roll twice for Perception checks |
| Prime Quarry | Wis 15, ranger, Hunter's Quarry, Prime Shot | Prime Shot bonus to attack rolls increases if target is also your quarry |
| Protective Beast | Ranger, Beast Mastery | You gain +1 AC if adjacent to beast companion |
| Sturdy Beast | Ranger, Beast Mastery | Your beast companion gains healing surge and hp |
| Wrathful Hunter | Tiefling, ranger, Hunter's Quarry | Use *infernal wrath* against quarry for bonus to attack rolls |

| Rogue Feat | Prerequisites | Benefit |
|---|---|---|
| Avandra's Gift | Halfling, rogue | Gain combat advantage with *second chance* |
| Bleeding Backstab | Rogue, Sneak Attack | Deal ongoing 5 damage with daily rogue power |
| Cull the Weak | Cha 15, rogue | Deal +2 damage in melee to bloodied or weakened enemies |
| Darkjumper | Drow, rogue | Teleport as free action within your *cloud of darkness* |
| Evasive Footwork | Dex 17, Cha 15, rogue | +1 to AC and Reflex when you shift 2 or more squares |
| Fey Gambit | Eladrin, rogue | Gain combat advantage against enemy you *fey step* next to |
| Group Flanking | Half-elf, rogue | Allies gain combat advantage against enemy you flank |
| Infernal Sneak Attack | Tiefling, rogue, Sneak Attack | Combine Sneak Attack with *infernal wrath* for extra damage |
| Opportunistic Sneak Attack | Rogue, Sneak Attack | Sneak Attack with opportunity attack slows target |
| Prime Slayer | Elf, rogue | Deal +2 damage if you are closest to target |
| Rogue Weapon Mastery | Rogue, Rogue Weapon Talent | Treat daggers and shuriken as high crit weapons |
| Roundabout Charge | Rogue, trained in Acrobatics | End your charge in any square adjacent to target |

**PARAGON TIER FEATS (CONTINUED)**

| Warlord Feat | Prerequisites | Benefit |
|---|---|---|
| Avenging Spirit | Human fighter or human warlord | Gain action point when ally is reduced to 0 or fewer hp |
| Bloody Inspiration | Dragonborn, warlord | Second ally benefits from your *inspiring word* |
| Defensive Surge | Con 15, warlord | Ally gains defensive bonuses from your second wind |
| Elemental Companions | Genasi, warlord | Adjacent allies share your racial energy resistance |
| Fey Tactics | Eladrin, warlord | Nearby ally can use *fey step* when you do |
| Impetuous Charger | Cha 15, warlord | Allies gain combat advantage against enemy you charge |
| Phalanx Warrior | Fighter or warlord, proficiency with light or heavy shields | Adjacent allies gain +1 AC when you wield shield |
| Reliable Resources | Warlord, Resourceful Presence | Ally gains temporary hp from your Resourceful Presence |
| Steadfast Tactics | Dwarf, warlord | *Inspiring word* reduces effect of push, pull, or slide |
| Vital Inspiration | Half-elf, warlord | Allies regain more hp with second wind |
| Warlord's Formation | Int 17, warlord | Aid two allies simultaneously |

### Elemental Companions

**Prerequisites:** 11th level, genasi, warlord

**Benefit:** Adjacent allies benefit from any resistance or saving throw bonus you have because of your current elemental manifestation.

### Elemental Guardian

**Prerequisites:** 11th level, Con 15, genasi, fighter

**Benefit:** While you are adjacent to any ally, your innate racial defensive talent improves. Apply the benefit for your current elemental manifestation.

*Earthsoul:* Increase racial bonus to saving throws to +2.

*Firesoul, Stormsoul, or Windsoul:* Increase resist value by 5.

*Watersoul:* Increase racial bonus to saving throws against ongoing damage to +4.

### Enduring Wallop

**Prerequisites:** 11th level, dwarf, fighter

**Benefit:** When you hit an enemy with a fighter daily attack power while wielding an axe, a hammer, or a pick, that enemy takes ongoing damage equal to your Constitution modifier (save ends). If the power already deals ongoing damage that has no damage type, instead increase that ongoing damage by an amount equal to your Constution modifier.

### Evasive Footwork

**Prerequisites:** 11th level, Dex 17, Cha 15, rogue

**Benefit:** When you shift 2 or more squares on your turn, you gain a +1 bonus to AC and Reflex until the start of your next turn.

### Fey Charge

**Prerequisites:** 11th level, eladrin, fighter

**Benefit:** When you charge, you can use your *fey step* racial power as a free action to replace up to 5 squares of your charge movement with teleportation.

If the charge attack hits, you do not expend *fey step*.

### Fey Gambit

**Prerequisites:** 11th level, eladrin, rogue

**Benefit:** When you use your *fey step* racial power to move adjacent to an enemy, you gain combat advantage against that enemy until the end of your turn.

### Fey Tactics

**Prerequisites:** 11th level, eladrin, warlord

**Benefit:** When you use your *fey step* racial power, you can also teleport one ally within 5 squares of your starting position a distance equal to your *fey step* distance.

### Fiendish Defender

**Prerequisites:** 11th level, tiefling, fighter, Combat Challenge class feature

**Benefit:** Your *infernal wrath* racial power can also be applied to any enemy marked by you that hit an ally since your last turn.

### Grit

**Prerequisites:** 11th level, Con 17, fighter

**Benefit:** When you spend a healing surge to regain hit points, you also gain temporary hit points equal to your Constitution modifier.

### Group Flanking

**Prerequisites:** 11th level, half-elf, rogue

**Benefit:** While you're flanking an enemy, all allies gain combat advantage against that enemy.

### Halfling Beast Mastery

**Prerequisites:** 11th level, halfling, ranger, Beast Mastery class feature

**Benefit:** Your beast companion can use the *second chance* racial power as an encounter power. This use doesn't count against your use of the power, and vice versa.

### Hunter's Advantage

**Prerequisites:** 11th level, elf, ranger, Hunter's Quarry class feature

**Benefit:** You deal 2 extra damage with Hunter's Quarry when you have combat advantage against your quarry.

### Hunter's Resurgence

**Prerequisites:** 11th level, ranger, Hunter's Quarry class feature

**Benefit:** When you reduce your quarry to 0 hit points, you can use your second wind as a free action. You do not gain the normal bonus to defenses if you do so.

### Impetuous Charger

**Prerequisites:** 11th level, Cha 15, warlord

**Benefit:** When you charge an enemy, your allies gain combat advantage against that enemy until the end of your next turn.

### Infernal Sneak Attack

**Prerequisites:** 11th level, tiefling, rogue, Sneak Attack class feature

**Benefit:** If you deal Sneak Attack damage with an attack benefiting from your *infernal wrath* racial power, you deal an extra die of Sneak Attack damage.

### Marked Scourge

**Prerequisites:** 11th level, fighter, Combat Challenge class feature

**Benefit:** Add your Wisdom modifier to damage rolls you make against enemies marked by you.

### Mighty Battlerage

**Prerequisites:** 11th level, Con 15, fighter, Battlerager Vigor class feature

**Benefit:** The damage bonus granted by your Battlerager Vigor increases by 1. At 21st level, it increases by 2.

### Opportunistic Archer

**Prerequisites:** 11th level, elf, fighter, Combat Challenge class feature

**Benefit:** When you can make a melee basic attack against a target because of Combat Challenge, you can instead make a ranged basic attack with a bow against the target. The ranged basic attack does not provoke opportunity attacks.

### Opportunistic Sneak Attack

**Prerequisites:** 11th level, rogue, Sneak Attack class feature

**Benefit:** When you hit with an opportunity attack and deal Sneak Attack damage, the target is slowed until the end of your next turn.

### Phalanx Warrior

**Prerequisites:** 11th level, fighter or warlord, proficiency with light or heavy shields

**Benefit:** When you are using a shield, adjacent allies gain a +1 shield bonus to AC.

### Preternatural Senses

**Prerequisites:** 11th level, Wis 15, ranger, trained in Perception

**Benefit:** Whenever you make a Perception check, roll twice and use the higher result.

### Prime Quarry

**Prerequisites:** 11th level, Wis 15, ranger, Hunter's Quarry class feature, Prime Shot class feature

**Benefit:** The bonus to attack rolls granted by Prime Shot increases to +2 if the target is also your quarry.

### Prime Slayer

**Prerequisites:** 11th level, elf, rogue

**Benefit:** While none of your allies are closer to your target than you are, you gain a +2 bonus to damage rolls for ranged attacks against that target.

### Protective Beast

**Prerequisites:** 11th level, ranger, Beast Mastery class feature

**Benefit:** Whenever your beast companion is adjacent to you, you gain a +1 bonus to AC.

### Reckless Attacker

**Prerequisites:** 11th level, fighter

**Benefit:** When you score a critical hit with a fighter attack power, you can make a melee basic attack as a free action. If you do so, you take a –2 penalty to AC until the end of your next turn.

### Reliable Resources

**Prerequisites:** 11th level, warlord, Resourceful Presence class feature

**Benefit:** When an ally who can see you spends an action point to take an extra action and doesn't use that action to make an attack, the ally gains temporary hit points equal to your Charisma modifier.

### Rogue Weapon Mastery

**Prerequisites:** 11th level, rogue, Rogue Weapon Talent class feature

**Benefit:** When you wield a dagger or a shuriken, the weapon gains the high crit property.

### Roundabout Charge

**Prerequisites:** 11th level, rogue, trained in Acrobatics

**Benefit:** When you charge, you can end your movement in any square adjacent to the target from which you can attack it.

### Steadfast Tactics
**Prerequisites:** 11th level, dwarf, warlord
**Benefit:** When you use *inspiring word* on an ally, that ally can reduce pull, push, and slide effects against him or her by 1 square until the end of the encounter.

### Stonefoot Reprisal
**Prerequisites:** 11th level, dwarf, fighter
**Benefit:** If an adjacent enemy pushes or slides you, you can make an opportunity attack against that enemy before the forced movement. If the attack hits, you can negate the forced movement.

### Sturdy Beast
**Prerequisites:** 11th level, ranger, Beast Mastery class feature
**Benefit:** Your beast companion gains one additional healing surge as well as additional hit points equal to 5 + your Wisdom modifier.

### Vital Inspiration
**Prerequisites:** 11th level, half-elf, warlord
**Benefit:** Any ally who can see and hear you adds your Charisma modifier to the hit points regained by using second wind.

### Warlord's Formation
**Prerequisites:** 11th level, Int 17, warlord
**Benefit:** When you use the aid another action, you can aid up to two allies. You must provide the same aid to both allies (for instance, you can't aid one ally's attack roll and another ally's defenses, and you can't aid attack rolls against different targets).

### Wrathful Hunter
**Prerequisites:** 11th level, tiefling, ranger, Hunter's Quarry class feature
**Benefit:** If you use your *infernal wrath* racial power against your quarry, you gain a +3 power bonus to your next attack against the target (instead of +1).

## Epic Tier Feats
Any feat in this section is available to a character of 21st level or higher who meets the feat's other prerequisites.

### Action Grant
**Prerequisites:** 21st level, Int 15, Cha 15, warlord, Resourceful Presence class feature
**Benefit:** When you roll initiative at the start of an encounter, you can give one of your action points to an ally you can see. That action point must be spent during the encounter or it is lost.

### Aggressive Leadership
**Prerequisites:** 21st level, Cha 19, warlord
**Benefit:** While you are conscious, bloodied allies who can see and hear you gain a +2 bonus to damage rolls.

### Artful Provocation
**Prerequisites:** 21st level, Cha 17, rogue, Artful Dodger class feature
**Benefit:** When you are missed by an opportunity attack, you gain combat advantage against the attacker until the end of your next turn.

### Bold Spirit
**Prerequisites:** 21st level, warlord, Bravura Presence class feature
**Benefit:** When you are hit by a melee attack while you are bloodied or granting combat advantage to the attacker, you gain temporary hit points equal to your Charisma modifier after the attack is resolved.

### Brutal Advantage
**Prerequisites:** 21st level, Str 17, rogue, Brutal Scoundrel class feature
**Benefit:** When you have combat advantage against a target but don't use Sneak Attack against it, add your Strength modifier to the damage roll.

### Call to Glory
**Prerequisites:** 21st level, Cha 17, warlord
**Benefit:** Whenever you grant an ally an attack by using a warlord power, that ally gains temporary hit points equal to one-half your level if the attack hits.

### Channeled Battlerage
**Prerequisites:** 21st level, Con 17, fighter, Battlerager Vigor class feature
**Benefit:** When you hit with a melee attack, you can choose to lose all temporary hit points you have to reroll the attack's damage and use the better result.

### Correcting Aim
**Prerequisites:** 21st level, ranger, Hunter's Quarry class feature
**Benefit:** If you miss your quarry with an attack, you gain a +2 bonus to your next attack roll against it.

### Darkfire Warrior
**Prerequisites:** 21st level, drow, any martial class
**Benefit:** When you reduce the target of your *darkfire* racial power to 0 hit points with a weapon attack, you regain the use of *darkfire*.

### EPIC TIER FEATS

| Any Martial Class | Prerequisites | Benefit |
|---|---|---|
| Darkfire Warrior | Drow, any martial class | Regain use of *darkfire* after reducing target to 0 hp |
| Dragon Warrior | Con 17, dragonborn, any martial class | Regain *dragon breath* when first bloodied |
| Elemental Warrior | Genasi, any martial class | Regain use of racial power after scoring critical hit |
| Epic Recovery | Con 19, any martial class | Use second wind twice per encounter |
| Feywild Warrior | Dex 17, eladrin, any martial class | Teleport yourself and your target after using daily power |
| Fortune's Warrior | Dex 17, halfling, any martial class | Gain combat advantage after using *second chance* |
| Hawkeye Warrior | Wis 17, elf, any martial class | +1 to attack rolls after using *elven accuracy* |
| Infernal Warrior | Cha 17, tiefling, any martial class | Retaliate against a critical hit with *infernal wrath* |
| Invigorating Exploit | Any martial class | Martial attack power becomes invigorating |
| Martial Mastery | Any martial class | Regain encounter power when spending action point |
| Martial Resolve | Wis 15, any martial class, trained in Endurance | Make saving throws against certain conditions at both start and end of turn |
| Rattling Exploit | Any martial class | Martial attack power becomes rattling |
| Stoneheart Warrior | Con 17, dwarf, any martial class | Use second wind as free action |
| Timely Revival | Human, any martial class | Make death saving throws at the start of your turn |

| Fighter Feat | Prerequisites | Benefit |
|---|---|---|
| Channeled Battlerage | Con 17, fighter, Battlerager Vigor | Lose temporary hp to reroll damage |
| Knock-Back Swing | Con 17, fighter | Attacks with certain weapons push target 1 square |
| Mobile Warrior | Dex 17, fighter | Shift 1 square after attacking with certain weapons |
| Practiced Reliability | Fighter | Add reliable keyword to fighter encounter power |
| Reaching Whirlwind | Dex 15, Wis 15, fighter | Expand fighter power burst size with reach weapon |
| Rending Tempest | Dex 17, fighter or ranger | Hit with both weapons to deal extra damage |
| Tactical Insight | Half-elf, fighter | Allies gain +2 damage against marked enemy |
| Unstoppable Charge | Str 21, Con 17, fighter | Your turn does not automatically end after a charge |

| Ranger Feat | Prerequisites | Benefit |
|---|---|---|
| Correcting Aim | Ranger, Hunter's Quarry | +2 to attack rolls against your quarry when you miss |
| Improved Prime Shot | Wis 17, ranger, Prime Shot | Prime Shot attack roll bonus increases to +2 |
| Peerless Hunter | Wis 17, ranger, Hunter's Quarry | Designate two targets as your quarry |
| Prime Hunter | Ranger | +1 to melee attack rolls against isolated enemies |
| Quick Beast Command | Wis 17, ranger, Beast Mastery | Command beast to attack as minor action |
| Rending Tempest | Dex 17, fighter or ranger | Hit with both weapons to deal extra damage |
| Staggering Shot | Ranger, Hunter's Quarry | Slow quarry instead of dealing Hunter's Quarry damage |
| Surprise Action | Wis 17, ranger | Full round of actions during surprise round |

| Rogue Feat | Prerequisites | Benefit |
|---|---|---|
| Artful Provocation | Cha 17, rogue, Artful Dodger | Missed opportunity attack grants combat advantage against attacker |
| Brutal Advantage | Str 17, rogue, Brutal Scoundrel | Add Str modifier to damage when you have combat advantage |
| Lasting Advantage | Rogue | Target grants combat advantage to you after a critical hit |
| One with Shadow | Rogue | Move through enemies' spaces while hidden |
| Ruthless Terror | Str 17, rogue, Ruthless Ruffian, trained in Intimidate | Rattling attacks apply -1 penalty on a miss |
| Whirlwind Sneak Attack | Rogue, Sneak Attack | Deal Sneak Attack damage to all targets of a rogue encounter attack power |

#### Dragon Warrior

**Prerequisites:** 21st level, Con 17, dragonborn, any martial class

**Benefit:** When you are first bloodied in an encounter, you regain the use of the *dragon breath* racial power if you have used it during this encounter.

#### Elemental Warrior

**Prerequisites:** 21st level, genasi, any martial class

**Benefit:** When you score a critical hit with a melee weapon, you can regain the use of a genasi racial power you have used during this encounter. You can gain this benefit once per encounter.

**EPIC TIER FEATS** (CONTINUED)

| Warlord Feat | Prerequisites | Benefit |
|---|---|---|
| Action Grant | Int 15, Cha 15, warlord, Resourceful Presence | Ally gains one of your action points |
| Aggressive Leadership | Cha 19, warlord | Bloodied allies gain +2 damage |
| Bold Spirit | Warlord, Bravura Presence | Temporary hp when bloodied or granting combat advantage |
| Call to Glory | Cha 17, warlord | Ally gains temporary hp when you grant attack |
| Protective Leadership | Int 19, warlord | Bloodied allies gain +1 to all defenses |
| Supreme Inspiration | Cha 19, warlord | Heal one extra target with *inspiring word* |
| Tactical Cunning | Int 17, warlord | Allies you slide gain +2 to AC |

### Epic Recovery

**Prerequisites:** 21st level, Con 19, any martial class

**Benefit:** You can use your second wind twice per encounter.

### Feywild Warrior

**Prerequisites:** 21st level, Dex 17, eladrin, any martial class

**Benefit:** When you hit a target with a martial daily attack power, you can teleport yourself and the target 5 squares after you resolve the attack.

### Fortune's Warrior

**Prerequisites:** 21st level, Dex 17, halfling, any martial class

**Benefit:** When you use the *second chance* racial power against an attacker, you gain combat advantage with martial attack powers against that attacker until the end of your next turn.

### Hawkeye Warrior

**Prerequisites:** 21st level, Wis 17, elf, any martial class

**Benefit:** When you use the *elven accuracy* racial power, you gain a +1 bonus to attack rolls against the target of the attack until the end of the encounter.

### Improved Prime Shot

**Prerequisites:** 21st level, Wis 17, ranger, Prime Shot class feature

**Benefit:** The bonus to ranged attack rolls granted by your Prime Shot is +2 instead of +1.

### Infernal Warrior

**Prerequisites:** 21st level, Cha 17, tiefling, any martial class

**Benefit:** When an enemy scores a critical hit against you, you can use your *infernal wrath* racial power against that enemy as a free action, even if you have already used the power this encounter.

### Invigorating Exploit

**Prerequisites:** 21st level, any martial class

**Benefit:** Choose a martial encounter attack power that you know. That power gains the invigorating keyword.

**Special:** Each time you gain a level, you can choose to assign this feat's benefit to a different power and remove it from the power to which it currently applies.

### Knock-Back Swing

**Prerequisites:** 21st level, Con 17, fighter

**Benefit:** When you make an opportunity attack with an axe, a hammer, a mace, or a pick, you push the target 1 square, whether or not the attack hits.

### Lasting Advantage

**Prerequisites:** 21st level, rogue

**Benefit:** Whenever you score a critical hit with a rogue attack power, the target of the attack grants combat advantage to you until the end of your next turn.

### Martial Mastery

**Prerequisites:** 21st level, any martial class

**Benefit:** When you spend an action point to take an extra action, you also regain the use of a martial encounter power you have used during this encounter.

### Martial Resolve

**Prerequisites:** 21st level, Wis 15, any martial class, trained in Endurance

**Benefit:** You can make saving throws against the dazed, slowed, stunned, weakened, and immobilized conditions at both the start and the end of your turn.

### Mobile Warrior

**Prerequisites:** 21st level, Dex 17, fighter

**Benefit:** When you make an attack with a flail, a heavy blade, a light blade, or a spear, you can shift 1 square after resolving the attack, whether or not it hits.

### One with Shadow

**Prerequisites:** 21st level, rogue

**Benefit:** While you are hidden from an enemy, you can move through that enemy's space and remain hidden.

### Peerless Hunter

**Prerequisites:** 21st level, Wis 17, ranger, Hunter's Quarry class feature

**Benefit:** When designating a target as your quarry, you can designate a second target within 5 squares of the first target as your quarry as well. When you designate a third target as your quarry, you decide which of the previous two quarries is no longer your quarry.

### Practiced Reliability

**Prerequisites:** 21st level, fighter

**Benefit:** Choose a fighter encounter attack power that you know and that has a single target and a single attack roll. That power gains the reliable keyword.

**Special:** Each time you gain a level, you can choose to remove this feat's benefit from the power and assign it to a different power.

### Prime Hunter

**Prerequisites:** 21st level, ranger

**Benefit:** You gain a +1 bonus to melee attack rolls against any target that is adjacent to no creature other than you.

### Protective Leadership

**Prerequisites:** 21st level, Int 19, warlord

**Benefit:** While you are conscious, bloodied allies who can see and hear you gain a +1 bonus to all defenses.

### Quick Beast Command

**Prerequisites:** 21st level, Wis 17, ranger, Beast Mastery class feature

**Benefit:** On your turn, you can use a minor action to command your beast companion to make a melee basic attack.

### Rattling Exploit

**Prerequisites:** 21st level, any martial class

**Benefit:** Choose a martial encounter attack power that you know. That power gains the rattling keyword.

**Special:** Whenever you gain a level, you can choose to assign this feat's benefit to a different power and remove it from the power to which it currently applies.

### Reaching Whirlwind

**Prerequisites:** 21st level, Dex 15, Wis 15, fighter

**Benefit:** While wielding a reach weapon, you can treat any fighter attack power that has the weapon keyword and that is a close burst 1 as a close burst 2 instead.

### Rending Tempest

**Prerequisites:** 21st level, Dex 17, fighter or ranger

**Benefit:** When you hit a target with a melee attack using two weapons during your turn, your subsequent melee attacks against the target deal 1[W] extra damage on a hit during the same turn.

### Ruthless Terror

**Prerequisites:** 21st level, Str 17, rogue, trained in Intimidate

**Benefit:** When you miss with a rattling attack, the target takes a -1 penalty to attack rolls against you until the end of your next turn.

### Staggering Shot

**Prerequisites:** 21st level, ranger, Hunter's Quarry class feature

**Benefit:** When you hit your quarry with a ranged attack, you can forgo dealing Hunter's Quarry damage to instead cause the target to become slowed until the end of your next turn.

### Stoneheart Warrior

**Prerequisites:** 21st level, Con 17, dwarf, any martial class

**Benefit:** You can use your second wind as a free action.

LEONARDO BORAZIO

### Supreme Inspiration

**Prerequisites:** 21st level, Cha 19, warlord

**Benefit:** Whenever you use *inspiring word*, you can heal two targets instead of one (either two allies or one ally and yourself).

### Surprise Action

**Prerequisites:** 21st level, Wis 17, ranger

**Benefit:** During the surprise round, you can take a standard action, a move action, and a minor action if you aren't surprised.

### Tactical Cunning

**Prerequisites:** 21st level, Int 17, warlord

**Benefit:** Whenever you use a warlord power to slide an ally, that ally gains a +2 bonus to AC until the end of your next turn.

### Tactical Insight

**Prerequisites:** 21st level, half-elf, fighter

**Benefit:** Allies gain a +2 bonus to damage rolls against enemies marked by you.

### Timely Revival

**Prerequisites:** 21st level, human, any martial class

**Benefit:** You make death saving throws at the start of your turn rather than at the end. If you succeed on a death saving throw and have not used your second wind this encounter, you can use your second wind. You then take the rest of your turn as normal.

### Unstoppable Charge

**Prerequisites:** 21st level, Str 21, Con 17, fighter

**Benefit:** Your turn does not automatically end after you charge; you can take further actions.

### Whirlwind Sneak Attack

**Prerequisites:** 21st level, rogue, Sneak Attack class feature

**Benefit:** Choose a rogue encounter attack power that you know. You can deal Sneak Attack damage to every target you hit with that power, and doing so counts as one use of Sneak Attack. You still must have combat advantage against a target to deal the extra damage to it, and you can't deal the extra damage more than once to any target, even if the power attacks that target multiple times.

**Special:** Whenever you gain a level, you can choose to assign this feat's benefit to a different power and remove it from the power to which it currently applies.

## Multiclass Feats

Some of these feats have paragon multiclassing in a particular class as a prerequisite. To qualify for such a feat, you must have chosen paragon multiclassing (*Player's Handbook*, page 209) in that class rather than taking a paragon path.

### Battle Acumen [Multiclass Fighter]

**Prerequisites:** Any multiclass fighter feat, paragon multiclassing as a fighter

**Benefit:** You gain the fighter's Combat Superiority class feature.

### Battle Awareness [Multiclass Fighter]

**Prerequisites:** Str 13, Wis 13

**Benefit:** You gain training in one skill from the fighter's class skill list.

Once per encounter, whenever an enemy that is adjacent to you shifts or makes an attack that does not include you as a target, you can make a melee basic attack against that enemy as an immediate interrupt.

### Battle Instructor [Multiclass Warlord]

**Prerequisites:** Any multiclass warlord feat, paragon multiclassing as a warlord

**Benefit:** You gain the warlord's Combat Leader class feature.

### Courageous Shooter [Multiclass Ranger]

**Prerequisites:** Any multiclass ranger feat, paragon multiclassing as a ranger

**Benefit:** You gain the ranger's Prime Shot class feature.

### First In [Multiclass Rogue]

**Prerequisites:** Any multiclass rogue feat, paragon multiclassing as a rogue

**Benefit:** You gain the rogue's First Strike class feature.

### Martial Multiclassing

What might lead your character to take a multiclass feat to dabble in the abilities of a martial class? Whether you're a fighter looking to improve your abilities with a warlord's leadership or a rogue's high damage, or a paladin looking to broaden your defender's arsenal with a fighter feat, it's easy to imagine that, as part of the teamwork of your adventuring party, you pick up some tricks from another character in your group. You might even seek out specialized training when you're in town or figure out on your own how you can add something extra to the powers your class gives you.

**MULTICLASS FEATS**

| Name | Prerequisites | Benefit |
|---|---|---|
| Battle Acumen | Any multiclass fighter feat, paragon multiclassing as a fighter | Fighter: Combat Superiority |
| Battle Awareness | Str 13, Wis 13 | Fighter: training in one skill, immediate interrupt basic attack once per encounter |
| Battle Instructor | Any multiclass warlord feat, paragon multiclassing as a warlord | Warlord: Combat Leader |
| Courageous Shooter | Any multiclass ranger feat, paragon multiclassing as a ranger | Ranger: Prime Shot |
| First In | Any multiclass rogue feat, paragon multiclassing as a rogue | Rogue: First Strike |
| Inspiring Leader | Str 13, Cha 13 | Warlord: training in one skill, ally gains action point benefit once per encounter |
| Ruthless Efficiency | Str 13, Dex 13 | Rogue: training in Stealth skill, Ruthless Ruffian |
| Sly Dodge | Dex 13, Cha 13 | Rogue: training in Bluff skill or Intimidate skill, add Cha modifier to AC once per encounter |
| Tactical Leader | Str 13, Int 13 | Warlord: training in one skill, ally gains +1 to attack roll once per encounter |
| Two-Blade Warrior | Str 13, Dex 13 | Ranger: training in one skill, wield one-handed weapon as off-hand weapon |

### Inspiring Leader [Multiclass Warlord]

**Prerequisites:** Str 13, Cha 13

**Benefit:** You gain training in one skill from the warlord's class skill list.

Once per encounter, when an ally who can see you spends an action point to take an extra action, that ally also gains temporary hit points equal to 1 + one-half your level.

### Ruthless Efficiency [Multiclass Rogue]

**Prerequisites:** Str 13, Dex 13

**Benefit:** You gain training in the Stealth skill.

You gain the Ruthless Ruffian class feature.

### Sly Dodge [Multiclass Rogue]

**Prerequisites:** Dex 13, Cha 13

**Benefit:** You gain training in the Bluff skill or the Intimidate skill.

Once per encounter, when an enemy makes an opportunity attack against you, you can add your Charisma modifier to your AC against that attack.

### Tactical Leader [Multiclass Warlord]

**Prerequisites:** Str 13, Int 13

**Benefit:** You gain training in one skill from the warlord's class skill list.

Once per encounter, when an ally you can see spends an action point to make an attack, that ally gains a +1 bonus to the attack roll.

### Two-Blade Warrior [Multiclass Ranger]

**Prerequisites:** Str 13, Dex 13

**Benefit:** You gain training in one skill from the ranger's class skill list.

You can wield a one-handed weapon in your off hand as though it were an off-hand weapon.

## Epic Destinies

These epic destinies are forged with armor, sword, or claw. Pursue a path of martial excellence and gain acclaim as an unstoppable combat force.

### Adamantine Soldier

*You are as solid as the foundations of the world. Nothing can break you—ever.*

**Prerequisites:** 21st level, fighter or warlord

Throughout your career, you have been an unstoppable force in heavy armor. In your coat of metal, you have stood against the weapons and powers of creatures that could lay waste to cities. In the end, your armor might have been a little worse for wear, and maybe you were, too. But still you stood unbowed.

You know that armor is more than just a piece of equipment. It's a second skin, and it's the face you show the world. You've made it a hallmark of your legend. When your helmed silhouette appears on the horizon, your admirers take hope and your enemies

quail. Those same folk might fail to recognize your face, but they easily identify your superhuman shell.

### Immortality?

The adamantine warrior must prove the hardest of fighters. Your saga might make you an eternal symbol, your armor's distinctive shape and markings burned into the world's iconography. Already, people hold you up as the exemplar of the soldier who is unbreakable in body and spirit.

**Armored Icon:** When you complete your final quest, you stand as an immaculate example of the knight in shining armor. All armored warriors throughout time recall your story. Your armored form is the ultimate gauge by which all other armored juggernauts measure themselves.

To become this icon of indestructibility, you must stand fast in your last battle. You cannot fall, give in to pain, or break in any way. Prove that your armor is like your skin, and your skin is like your armor. It can't slow you down; instead, it holds you up; Unbreakable, you carry each other into fable. Perhaps your armor even takes you to the side of a deity, such as Kord, who forever holds you up as an exarch of glorious and fearless battle. You then become the patron saint of all such warriors.

Your name becomes synonymous with toughness and resilience. It develops into a word with which fighters compliment one another for bold exploits in heavy armor. When you hear echoes of your name spoken in the world, you pound your gauntlet-clad fist to your breastplate. You know that those who aspire to be like you hear the ringing sound with spiritual ears and take heart.

### Adamantine Soldier Features

**Armor Supremacy (21st level):** You gain a +2 bonus to AC while wearing heavy armor. You also ignore any check penalty or speed penalty normally imposed by heavy armor.

**Unbreakable Skin (24th level):** While wearing heavy armor, you gain resistance to all damage equal to your Constitution modifier.

**Hard to Kill (30th level):** Once per day, you can treat any saving throw you just rolled as if you had rolled a natural 20.

### Adamantine Soldier Power

**Inexorable Advance** Adamantine Soldier Utility 26

*Nothing can hold you back.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**

**Effect:** Until the stance ends, you can shift 1 square into an adjacent enemy's space and then push the enemy 1 square as a move action.

## Beastlord

*You and your beast companion are like twin aspects of one being, acting in perfect accord. Any separateness is an illusion of space and time—a seeming that might one day be erased.*

**Prerequisites:** 21st level, ranger, Beast Mastery class feature

Your valiant allies fought alongside you and, in time, triumphed. In their midst, you have known friendship and an interdependence that few people can even imagine. With these treasures, you might have even saved the world you love. But even this seemingly perfect camaraderie, this example of flawless alliance, pales in comparison to your relationship with your beast companion.

You, like no other among your epic peers, know true companionship and trust. The beast at your side is more than a friend and ally. It forms an extension of your own soul.

### Immortality?

Some Beastlords remain apart from their beast companions, and they wander the cosmos in service to a higher entity or ideals. Others pass into the mists of death, as is natural, believing that they'll one day be reborn when the world has need. A few go on to attain a form of unity, in body and consciousness, as described here.

WES LOUIE

**Beastlord Apotheosis:** When your final task is complete, you have proven that humanoid and beast are not separate. You and your companion act as a single being split into two bodies. Those who tell your story give an account of how the two of you illustrated this truth by becoming one. In fact, they whisper that what became apparent in the end was always so.

You manifest a spirit that encompasses the values your beast companion symbolizes, and you merge with the beast exemplified by your nature. In so doing, you take the shape of a great spirit of nature, pristine and immortal. Your shape is thereafter as you wish it to be—person, beast, two at one time, or an amalgam thereof. Forever, you endure in the wild places of the world as a guardian and an inspiration. Perhaps you'll be an exarch of Melora, or you'll remain distinct from any deity, an example of a creature unique to the world.

Those who follow your model hold you in mind when they travel and fight alongside their own beast companions. They, and others who revere nature and its creatures, look to you as an archetype and a guide.

## Beastlord Features

**Ultimate Understanding (21st level):** Once per round, you can take a minor action to command your beast companion to take a standard action, a move action, or a minor action.

**Fused Fate (24th level):** Whenever an effect targets you, you can choose for it to target your beast companion in addition to you or instead of you, as long as the beast is within 20 squares of you and you can see it.

**Shared Life (30th level):** As long as either you or your beast companion has at least 1 hit point, the other can't be killed, regardless of negative hit points or failed death saving throws. Keep track of negative hit points and failed death saving throws as normal; if you both are reduced to 0 hit points or fewer, the negative hit points and failed death saving throws immediately take effect.

## Beastlord Power

**Quickened Companion** Beastlord Utility 26

*Your beast companion understands your desire before you finish thinking it.*

**Encounter ✦ Beast, Martial**
**Free Action** **Close** burst 20
**Target:** Your beast companion in burst
**Effect:** The target takes a standard action, a move action, or a minor action of your choice.

# Dark Wanderer

*You stride the eerie paths of fate. Until destiny meets you on this road, you'll roam forever.*

**Prerequisites:** 21st level, ranger or rogue

You left home ages ago, saying goodbye to the comforts that a simpler life might have held. Following an unspoken yearning, you took to the road with other vagabonds. Your way led along sinister paths and to fateful deeds. In time, perhaps you and your companions came to be called heroes. Still, dark strands of fortune draw you onward to an unknown end.

Until that end comes, you wander the world as a shadowy presence, turning up where you're least expected or most needed.

## Immortality?

Providence saved you for the final struggle. When you reach that doom, who knows where it might carry you?

**Roaming Wyrd:** Your wandering days are not at an end just because you've caught up to your predestined future. From a young age, you have been a cat's-paw of fate, an unwitting agent of luck and ruin. You followed your calling where it led you and did what was required, and now you've finished what dark kismet has set before you. Those who know your story see you as fate personified.

The tapestry of your exploits in life follows you, colored by your final act. If, ultimately, you brought good to the world, your legend is one of how fortune favors the bold. However, your story might have a darker hue from the inescapable pull of grim destiny.

You wander the cosmos, held as a patron or intercessor by those seeking or avoiding fate. You could be the agent of a power related to luck or predestination, such as Avandra or the Raven Queen. More likely, though, you have cut the threads of the inevitable and transcended the snares of chance.

Now, you drift free, straying wherever you wish for once in your life. In so doing, you serve as an example to those who wish to make their own way free of the ensnaring strands of fate and destiny.

## Dark Wanderer Features

**Not My Destiny (21st level):** Any creature of your level or lower that hits you takes a –4 penalty to attack rolls against you until the end of the encounter.

**Dark Road (24th level):** You can walk to any destination you desire in a single, uninterrupted 24-hour period of walking. No matter how distant the location, or how many planes separate you from it, you reach the destination 24 hours after you begin, finding shortcuts, portals, or other modes of transport previously unknown to you. You do not require any rest, food, or water during this travel, except to

WES LOUIE

recharge powers and regain healing surges. During your journey, you are safe from hazards, attacks, and other dangers.

When choosing a destination, you must be specific. If your destination is within a structure, such as a particular room within a castle, the long walk leads you to the structure's main entrance, not inside the structure.

You can choose to be accompanied by a number of characters equal to 5 + your Wisdom modifier, all of whom share the benefit of this class feature.

**Long Walk Back (30th level):** If you die and are not returned to life within 12 hours, your body and possessions disappear. Twelve hours after that–24 hours after your death–you arrive, equipped as you were when you died, having just walked back from wherever it is you and your DM decided you awoke after you were slain. Your condition is the same as if you had been subject to a Raise Dead ritual, but without any death penalty.

You can choose to arrive at the place of your death, at the location of any of your allies, or at any location you consider home. There's a final purpose in your existence, and it's not random death.

## Dark Wanderer Power

**Never at a Loss** Dark Wanderer Utility 26

*You are an endless well of resourcefulness.*

**Daily ✦ Martial**
**Minor Action** **Personal**

**Effect:** You regain the use of a daily utility power you have used today.

# Eternal Defender

*You stand in the path of those who would rend the defenseless world. That world is safe behind your ever-vigilant shield.*

**Prerequisites:** 21st level, fighter

You have taken the defender ideal to heart. This devotion might have started at childhood, when you stood up for those weaker than you. Perhaps the ideal of the mighty protecting the weak was culturally instilled in you, as it is in all good-hearted dwarves. Whatever the case, rather than using your strength and power solely for personal gain, you willingly placed yourself in harm's way to make sure that others had a chance to survive and thrive.

At the core of your personal morals and beliefs is the certainty that it is your job to protect your allies. When among them, you stand in the forefront in times of danger, no matter how dire the foe. Your skill and courage ever prove an anchor for your companions during the tumult of battle.

## Immortality?

Bravery and immovability define you as a champion to your friends and the people you have saved over the course of your chronicle. To many, you are the mountain holding back the onrush of a monstrous tide.

**Everlasting Bulwark:** You have laid low your final and greatest adversary. During the fight you, as always, formed the steady center around which your allies could operate, taking the brunt of the punishment without bending or complaining. Ever more will you be the supreme standard for those on the front line of any battle.

The world always needs someone of your strength and stature at the ready to come to its defense. Those wishing to take up sword or hammer to defend others refer to you as if you were a saint. Although your name might be spoken as a universally recognized synonym for the ultimate guardian, you're not ready to just lay down your shield and axe.

Perhaps, then, you take a place in divine dominions, next to or in service to a godly stalwart such as Moradin. Building a post somewhere in the cosmos, you might take it upon yourself to stand vigil over a primordial threat or against the machinations of evil deities. If something stirs or threatens, you herald the coming danger and stand the first to face it. Perhaps instead some power helps you eternally watch over a chosen people, infusing your watchful spirit into the land. Or you might make a pact to pass away but instill your defender's heart into your folk, awakening a new profusion of heroes.

## Eternal Defender Features

**Unending Strength (21st level):** Increase your Strength score by 2. Your normal load, heavy load, and maximum drag load are twice their normal values (Strength × 20, Strength × 40, and Strength × 100 pounds, respectively). Once per day, you gain a +10 bonus to a Strength ability check or a Strength-based skill check of your choice.

**Godlike Stature (24th level):** Your size doesn't change, but your height and weight increase to 25 percent and 100 percent above the normal range for your race, respectively. You can wield weapons as if you were one size larger, and if you are normally Medium or larger, your melee reach increases by 1 square.

**Great Power (30th level):** Once per day, you can treat any successful melee attack roll you just made as if it were a natural 20, or you can treat any unsuccessful melee attack roll you just made as if it were a hit.

## Eternal Defender Power

**Implacable Destruction** Eternal Defender Utility 26

*You take on a defiant aspect that makes it impossible for your enemies to avoid your attacks completely.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, every time you miss with a melee or a close weapon attack, you deal damage to the target equal to your Strength modifier.

# Godhunter

*If it bleeds, you can kill it. If it doesn't bleed, you can make it bleed. Then you can kill it.*

**Prerequisites:** 21st level, ranger or rogue

Face it—you're a killer. That doesn't necessarily make you a bad person. Some creatures need killing. It's better for everyone in the end, and you're especially good at endings.

Not only are you an ace slayer, but you have also developed a reputation for taking out the tough marks. No matter how formidable a foe, you always find a way—by blade or bow—to send it to its doom. Destiny chose you to be the one who has what it takes to kill those tougher than you.

Your allies rely on you for your deadly art. Wary opponents maneuver to avoid giving you an advantage. Common folk and planar denizens equate your name with quick death.

## Immortality?

Already legendary, your name, along with accounts of your remorseless fighting style, shall live forever. Few of your opponents survive past their fateful meeting with you, but you might just live on past your own meeting with fate.

**Keen Motivation:** You met your utmost challenge, and look who's dead and who isn't. The proof is in the grave. Among those that have a similar mortal origin, you are the greatest slayer in the universe. Maybe a god or two has skills that compare. Maybe.

Sticking around to stir up the cosmos isn't a bad idea. Powerful mortals, deities, demon lords, and primordials can get complacent or uppity. The worst rest in their own realms in smug satisfaction, and either cease doing what they should do or start doing something they shouldn't. No one rests easy with you nearby.

Mortal terror has a way of inspiring decisive change, and you have a pointed way of rousing just such a fear. It's not that you need to threaten anyone in particular. It could just be made known that you have a particular agenda. Working as a free agent, you leave no entity safe from the prospect of your lethal prompting.

Even a little prodding is bound to be a boon to progress. You could be just the wild card the world needs to keep power in the right balance and affairs moving along smoothly.

## Godhunter Features

**Peerless Predator (21st level):** Once per encounter, you can reroll an attack roll against a creature that is higher level than you.

**Deific Agony (24th level):** When you score a critical hit against a creature that is higher level than you, the creature takes a –5 penalty to saving throws and cannot regain hit points or recharge any powers until the end of your next turn.

**Blasphemous Recovery (30th level):** Once per day, when you are hit by an attack from a creature that is higher level than you, you can choose to treat that attack as a miss and then regain the use of second wind and the use of one encounter power you have used during this encounter.

## Godhunter Power

**Deicidal Eye** Godhunter Utility 26

*Your merciless perspective reveals every weakness, no matter how insignificant.*

**Daily ✦ Martial**
**Minor Action** **Close** burst 10
**Target:** One creature in burst
**Effect:** Your attacks ignore any resistance or immunity possessed by the target, and the target gains vulnerable 5 to your attacks. This effect lasts until you are reduced to 0 hit points or until you use the power on a new target.
**Special:** Increase the vulnerability by 5 if the target is higher level than you or if the target is a solo monster. Increase the vulnerability by 10 if the target is both.

# Legendary General

*You stand above the famous leaders of history, an inspiration to any being that follows your word.*

**Prerequisites:** 21st level, warlord

Dhuryan Flamebrow, Malachi of Bael Turath, Ossandrya of the Spiral Tower, Jarret the Twiceborn, and Bergrom Earthfast—these names live on in the annals of time because names of mighty leaders always do. Few leaders are more respected than those who have proven themselves on the field of battle and in the nightmare of war. It's no surprise that history remembers those who lead others through mortal danger. These figures have influenced entire military traditions the world over.

Long have you stood among such illustrious company, a celebrated captain. You have led your fellows in battle against uncountable foes and emerged victorious. Your leadership and encouragement inspired your allies and brought them home safely again and again. Perhaps you're the best commander the world has ever known.

## Immortality?

In taking responsibility for leading your comrades on the long and terrifying road you have traveled, you have displayed cunning, resolve, and courage. Now that you've arrived, you might receive an even higher calling.

**Battle Everlasting:** Upon the accomplishment of your last epic quest, your soul is tugged at by a call to duty. More than one creature of godlike power is bound to offer you immortality, along with a position of power. The only question is whose side you'll take.

The battle between the gods and the primordials ended eons ago. Strife among planar agencies is still common, and the balance could tip to spark war across the cosmos yet again. Deities, especially malevolent ones, plot against one another to the detriment of all. Elemental powers still look with vengeful eyes upon the world and the heavens. Fey entities, and those of shadow, occasionally raise armies to shake the pillars of the universe. Hordes of demons threaten the very roots of existence. Until an unforeseen age takes hold in which evil is quelled and want is subdued, peace and stability feel tenuous. The need for a leader of legendary skill remains constant.

Is it your greater destiny to stand at the fore of united angelic legions as they hold back the chaos? Will you lead the gods to victory over their ancient foes? Do you prefer the side of the primordials? Might you command archons and efreets as they seize dominions in the Astral Sea, usurping the usurpers? Or will you choose a middle road, mercenary or enlightened, and pick your battles carefully as each situation calls you to war?

BEN WOOTTEN

## Legendary General Features

**Mythic Inspiration (21st level):** When you use your second wind, one ally within 20 squares of you can also spend a healing surge.

**Legendary Tactical Action (24th level):** Any ally can spend an action point possessed by you or by any other ally whom he or she can see once per encounter. Spending this action point doesn't count against the ally's limit of spending 1 action point per encounter.

**Unyielding Company (30th level):** While you have at least 1 hit point, allies within 20 squares of you do not fall unconscious at 0 hit points or fewer and cannot die because of negative hit points. Allies at 0 hit points or fewer still make death saving throws as normal, and they can die as a result of failed death saving throws.

## Legendary General Power

**Legendary Exploits** Legendary General Utility 26

*Your word is the call of destiny leading your allies into legend.*

**Daily ✦ Martial**
**Standard Action** **Close** burst 20
**Targets:** You and each ally in burst
**Effect:** Each target regains the use of a power of level 25 or lower, either an encounter power he or she has used during this encounter or a daily power he or she has used today. The power cannot be one that allows the target to regain the use of another power.

# Martial Archetype

*You are a vehicle of destruction born from your perfection of the fighting forms. You embody martial power.*

**Prerequisites:** 21st level, any martial class, paragon multiclassing in a martial class

From the moment you could raise a sword, you knew your destiny lay along its keen edge, your future in the hilt and pommel, and your legacy in the mastery of this single piece of steel. You spent your youth training. You honed your technique and studied the martial forms of combat. As you grew and set out from your humble beginning, your adventures exposed you to the exploits of countless combatants. In them, you became sure of a common connection, a link binding all who live and die by the sword.

Try as you might, this fundamental truth of martial power eluded you. For some reason, its perfect truth continued to slip beyond you reach, but remained just visible behind your mastery. You thought that through incomparable discipline, practice, and innovation, you'd find it once more and this time never let it go.

Driven by the vision of your potential, you redoubled your efforts, devoting your attention to the possibility of ultimate fighting prowess. You remain confident that one you will day perfect your maneuvers. When that day comes, you will stand among the greatest warriors who have ever lived.

## Immortality?

Each step on the road to mastering the fighting arts, you draw closer to the realization of your full potential. The dawning understanding brought on with each new revelation impels you further, to seek out and learn more until you attain the heights of true mastery.

**Legendary Master:** With a practiced strike, you dispatch the last foe, the final obstacle standing between you and the fulfillment of your final quest. With this triumph, something stirs inside your consciousness. It is as if your last exploit unlocked a door in your mind, throwing it open to reveal the secrets you have long sought. The revelation strikes you to the soul, ripping away the last doubts, the last of your reluctance to push further and lay bare the true depth of martial mastery.

With full comprehension of these fundamental truths fixed in your mind and displayed in your incomparable techniques, you set out to teach others. Mysteries you have struggled to master you can now impart to those new to the sword. Through these scions you will live forever. As your fighting techniques are passed down, your memory will grow beyond your legendary exploits. Your martial mysticism shall transcend the mortal coil to become a living part of the power all warriors use.

STEVE PRESCOTT

## Martial Archetype Features

**Archetype's Edge (21st level):** You gain a 17th-level encounter attack power from any martial class. Also, whenever you score a critical hit, you regain the use of a martial encounter attack power you have used during this encounter.

**Reliable Warrior (24th level):** Every martial encounter attack power you know gains the reliable keyword as long as the power has only one target and has no effect on a miss.

**Warrior's Ascent (26th level):** You gain one 22nd-level utility power from any martial class. Also, whenever you score a critical hit with a martial encounter or daily power, you can spend a healing surge as a free action.

**Perfect Warrior (30th level):** You gain an encounter attack power or a utility power of any level from any martial class. Also, whenever you score a critical hit with a martial encounter or daily power, you can make a melee basic attack against each adjacent enemy as a free action.

# Perfect Assassin

*You have become so good at butchery that it has become part of your very being. You are a shade of death.*

**Prerequisites:** 21st level, rogue

Slaying quickly and efficiently is an art, like composing music or painting a masterpiece. Your

instruments are weapons, and your medium is enemy flesh. The hands are the true tools of any master. And your hands are sublime in their lethal skill.

You have worked this bloody trade for so long that they say death has suffused your body, spirit, and soul. Rumor has it that you see death hovering over your foes, showing you which one is next. Your enemies sense your connection with quietus, and it unnerves them. Your reputation as a killer has taken on supernatural proportions. Little do those know who hear your legend, but the tales about you are almost entirely true.

### Immortality?

In focusing on your deadliness, you have all but become extinction incarnate. Can death die in turn?

**Death Can't Die:** By the time you have dealt death to your final adversary, you have perfected death-dealing beyond all mortal bounds. Any who have skill in your chosen art see you as an inspiration—a dark ideal. Some venerate you, and others hope to prove themselves superior to you by carving out their own sinister legends. No doubt you've attracted the attention of entities connected to the greatest forces of life's end.

You might choose to lead such creatures, guiding them along mortality's fickle paths. Instead, you could work as an operative of the Raven Queen, maybe even as a commander above cadres of the sorrowsworn. Perhaps to serve in shadow isn't good enough for you, and as other mortal beings have attempted before, you will challenge the beings of the cosmos that contend for authority over death. Could you be the one that determines who has that final authority?

Like the undying warrior, you might pass on your skills to those who seek you out, guiding them along the path you followed. If you tire of destruction, even the righteous kind, you can instead remove yourself from the cares of the world. You could live on quietly in a secluded part of existence, possibly in the company of your longtime allies.

The choice is yours. You are beyond the Raven Queen's grasp, unless one day you choose to surrender yourself to the final destination of most mortal souls. Perhaps you unravel death's remaining secrets for all mortals, dealing the fear of life's end a deathblow.

### Perfect Assassin Features

**Death's Eye (21st level):** Whenever you reduce an enemy to 0 hit points, choose another enemy you can see. Until the end of your next turn, you gain combat advantage against the second enemy, and it takes a -2 penalty to attack rolls against you.

**Assassin's Advantage (24th level):** When you miss with an attack against a target you have combat advantage against, you deal damage to that target equal to your Dexterity modifier + 1 per die of Sneak Attack damage you normally deal.

**Pierce the Weakness (30th level):** Once per encounter, you can choose for an attack of yours to be against the target's lowest defense, rather than the defense normally targeted by the attack. You can add your Sneak Attack damage to this attack even if you don't have combat advantage. Doing so doesn't count against the normal limit on Sneak Attack use.

### Perfect Assassin Power

**Spirit of Death** Perfect Assassin Utility 26

*No matter what would normally stop you, you flit away from your fallen foe like a ghost.*

**Encounter**
**Free Action** **Personal**
**Trigger:** You reduce an enemy to 0 hit points
**Effect:** If you are dazed, immobilized, restrained, or slowed, you end any of those conditions. You then turn invisible and insubstantial and can shift your speed. At the end of the shift, you turn visible and are no longer insubstantial.

## Undying Warrior

*Your body and soul are one, not beyond the bite of steel but past the reach of death.*

**Prerequisites:** 21st level, fighter

You are the ultimate survivor. Kobold spears, goblin arrows, orc axes, dragon fire, the necrotic touch of a wraith—you've seen it all in your adventures. And you're still alive to tell the tales.

Death has tried to claim you many times, but it failed. You have either survived your wounds or returned from beyond mortality's shroud. Each time you faced death, your soul quickened within your body, attaching itself more deeply to your physical shell.

As you grow in epic power, destiny conspires to keep you breathing. You recover from wounds that would take the life of any lesser mortal. Your reserves appear limitless. Whenever an enemy tries to take you down, your retaliation seems assured.

### Immortality?

On the verge of your climactic confrontation, your body and soul become one. It seems you can't die.

**To Live Forever:** When you have reached your career's destined end point, your immortality is assured. Simultaneously a being of soul and body, you pass through death's final mystery only if you choose to do so. Until you decide to abandon your body, it is your vehicle to eternity.

You could retire peacefully, perhaps taking up residence with your preferred deity. Fame and skill could serve you well as you live in a remote place in

the world or among the planes, perhaps establishing a tradition to pass on your knowledge to younger would-be heroes. Alongside a Legendary General, you might fight the battle everlasting, or you could keep a vigil like that of the Eternal Defender. Perhaps you'll wander without end, or take up a wild card position in the cosmos. One day, you might ascend to literal godhood.

Your options are as limitless as your time now is. In the endless future, you might learn the method of your transfiguration into an undying being or some other form of wisdom the world needs. You choose whether to share this knowledge or to let it pass away if you finally give up everlasting life.

## Undying Warrior Features

**Wounded Resurgence (21st level):** If you are bloodied, you can spend a healing surge as a minor action to restore your current hit points to your bloodied value. Also, you don't take a death penalty when you are returned to life by the Raise Dead ritual.

**Undying Stamina (24th level):** Each time you reach a milestone, you regain 1d4 healing surges.

**Spontaneous Resurrection (30th level):** When you die, you can return to life at the start of your next turn. Doing this doesn't require an action. You appear in a space of your choice within 5 squares of where you died and have hit points equal to your bloodied value. You are freed of any temporary effects existing at the time of your death, but permanent conditions remain. Each additional time you are slain during the same day increases the time until you can rise again.

*Second Death:* Return to life at the end of the encounter.

*Third Death:* Return to life 1 hour after the end of the encounter.

*Fourth Death:* Return to life 12 hours after the end of the encounter.

*Fifth Death or More:* Return to life 24 hours after the end of the encounter.

If you don't use this ability, you can still be raised from the dead normally.

## Undying Warrior Power

**Undying Enmity** — Undying Warrior Utility 26

*You narrow your eyes, and even minor deities know how it feels to be prey.*

**Encounter ✦ Martial**
**Free Action** **Personal**
**Target:** An enemy marked by you or that is marking you
**Effect:** You roll an extra d20 for the next attack you make and choose which die to use as the attack roll (you cannot reroll any of these attack rolls). If you are bloodied when you use this power, roll two extra d20s instead of one.

# Warmaster

*History is written by the victorious. Who now living can say how you got where you are, a legend among the military leaders of history?*

**Prerequisites:** 21st level, warlord

Surviving countless battles, endless engagements, you carry memories of faces—foes you have dispatched over your career of waging war. You have won more victories than you can count, defeated more enemies than anyone could hope to remember. Some call you lucky, blessed, or cursed. Others say you're brilliant, possessed of a tactical mind unrivaled in the modern age. The truth is that while you have benefited from uncommon good luck and a superior strategic skill, your successes stand on your unwillingness to give up and to use whatever advantages you had in order to win.

Your victories drew the interest of the great and mighty, from kings to exarchs, angelic lords to demon princes. You have crossed swords and wits with legendary leaders whose talents are every bit as sharp as your own. Each time you have managed to survive. If you didn't emerge with decisive victory, you left all your adversaries with a battle to remember.

## Immortality?

Is being clever in war enough? For a time, you thought so. You wore each victory as a badge of honor, and you used these triumphs as a means to validate the death

WES LOUIE

wrought at your order. Yet as each victory became more and more sure, you began to wonder if you would ever face a challenge worthy of your talents.

**Eternal War:** As you have done countless times before, you set your brilliant mind to the task of defeating your enemies, bringing to a close your final quest. Though you are victorious, a realization crashes upon you as you understand that with this last triumph no mortal mind can outmaneuver you, catch you unawares, or surprise you with some unexpected ploy. Your keen wit and pragmatism have secured your place in the annals of history, your name written in the blood of the vanquished. Who will stand against you now that you have defeated the undefeatable? Wins are wins, to be sure, but you want—you need—a challenge. There will be none here, for who will stand against you? No, you must leave this world to pass into the realm of legend, where you might find a worthy foe.

The legend you see is the Eternal War, the ultimate battlefield that draws the greatest commanders to test their brilliance and cunning against their equals, to fight onward until the end of days when the best of them are chosen to lead the armies of light in one final confrontation against the hordes of darkness. Such a locale might be nothing more than a myth, but if there's a chance that you could find a place among these great warlords, it's a chance worth the risk of failure.

## Warmaster Features

**Tactical Awareness (21st level):** You and any ally who can see you can act during a surprise round even when surprised and do not grant combat advantage from being surprised. Also, each ally who can see you and is not surprised can take a standard action, a move action, and a minor action on his or her turn during a surprise round.

**Shock and Awe (24th level):** Whenever you spend an action point to take an extra action, one ally within 5 squares of you can also take an extra action on his or her next turn.

HOWARD LYON

**Tactical Genius (30th level):** During an encounter, you can spend as many of your action points as you want.

## Warmaster Power

**Spring the Trap** — Warmaster Utility 26

*You lure your foes into a trap, and at your terse command, your allies spring to action.*

**Daily ✦ Martial**
**Standard Action** **Close** burst 5
**Targets:** You and each ally in burst
**Effect:** In order of highest initiative to lowest, each target can take a standard action, a move action, or a minor action.

## About the Designers

**Rob Heinsoo** led the design of the 4th Edition Dungeons & Dragons® Roleplaying Game and currently serves as the Lead Designer for Wizards of the Coast Roleplaying R&D. His 4th Edition design credits include the *Forgotten Realms® Player's Guide*. His other designs include the *Three-Dragon Ante*™ and *Inn Fighting*™ games.

**David Noonan** is a game designer for Wizards of the Coast. He contributed to the 4th Edition D&D® core rules and cowrote the *Scepter Tower of Spellgard*™ adventure. He lives in Washington with his wife and two children.

**Robert J. Schwalb** works as a freelance designer for Wizards of the Coast. His recent credits include the *Forgotten Realms Player's Guide*. Robert lives in Tennessee with his incredibly patient wife Stacee and his pride of fiendish werecats. He is happiest when chained to his desk, toiling for his dark masters in Seattle.

**Chris Sims** works as a game designer for Wizards of the Coast. His recent credits include the 4th Edition *Monster Manual®* and *Dungeon Master's Guide®*, as well as the *Forgotten Realms® Campaign Guide*.

# LEVEL UP YOUR GAME.

Bring more to the gaming table, and make every session even better—D&D® accessories are an indispensable addition to any game. Pick 'em up at the same place you got this book.

### Dungeon Master's Screen
Conceal your secrets without blocking your view. Quick reference to common tables helps you keep your game moving.

### D&D™ Dungeon Tiles
Define dungeons and add details to every encounter quickly and easily, and help your game come to life.

### D&D® Miniatures
Know where everyone, and every thing, is at all times to keep your combats under control.

### Character Record Sheets
Keep up with your character and use Power Cards to stay out of the books and in the fight.

### D&D® Premium Dice
Everyone needs dice. And some need more than others. Keep 'em all in a D&D logo-embroidered dicebag.

GET MORE INFORMATION AT: DNDINSIDER.COM

All trademarks are property of Wizards of the Coast, Inc ©2008 Wizards.

DUNGEONS & DRAGONS

# Draw Your Sword

The heroes of bow and blade, martial warriors stand tall against the threats of evil. Clad in sturdy armor and holding a trusty weapon, your martial hero must rely on wit and grit to achieve victory.

This Dungeons & Dragons® supplement presents hundreds of new powers, feats, paragon paths, and epic destinies designed for the fighter, ranger, rogue, and warlord classes.

It also includes brand-new builds and class features for these four classes, allowing you to play new versions of your favorite martial classes—from the battlerager fighter or cutthroat rogue to the bravura warlord or beastmaster ranger.

For use with these 4th Edition Dungeons & Dragons® core products:

*Player's Handbook®* *Dungeon Master's Guide®*
*Monster Manual®*
*D&D® Miniatures* *D&D™ Dungeon Tiles*

GET MORE AT
D&D INSIDER™
www.dndinsider.com

d20 SYSTEM™

Wizards®

ISBN: 978-0-7869-4981-6
9 780786 949816 52995 EAN
Sug. Retail: **U.S. $29.95** CAN $34.00
Printed in the U.S.A. **217897200**

# Dungeons & Dragons®

## Martial Power™ 2

Options for Fighters, Rangers, Rogues, and Warlords

ROLEPLAYING GAME SUPPLEMENT

Richard Baker

# Dungeons & Dragons®

# Martial Power™ 2

ROLEPLAYING GAME SUPPLEMENT

Richard Baker

# CREDITS


Design
**Richard Baker (lead), Tavis Allison, Eytan Bernstein, Robert J. Schwalb**

Additional Design
**Peter Lee, Ken Troop**

Development
**Rodney Thompson (lead), Mike Donais, Stephen Radney-MacFarland**

Editing
**Greg Bilsland (lead), Logan Bonner, Cal Moore**

Managing Editing
**Kim Mohan**

Director of D&D R&D and Book Publishing
**Bill Slavicsek**

D&D Creative Manager
**Christopher Perkins**

D&D Senior Art Director
**Jon Schindehette**

D&D Design Manager
**James Wyatt**

D&D Development and Editing Manager
**Andy Collins**

Art Directors
**Keven Smith, Mari Kolkowsky**

Cover Illustration
**Ralph Horsley (front), Zoltan Boros & Gabor Szikszai (back)**

Graphic Designers
**Keven Smith, Leon Cortez, Emi Tanji**

Additional Graphic Design
**Mari Kolkowsky**

Interior Illustrations
**Dave Allsop, Ralph Beisner, Kerem Beyit, Zoltan Boros & Gabor Szikszai, Ed Cox, Julie Dillon, Vincent Dutrait, Steve Ellis, Adam Gillespie, Torstein Nordstrand, Michael Phillippi, Wayne Reynolds, Chris Seaman, Arnie Swekel, Joel Thomas, Eva Widermann, Ben Wootten**

Publishing Production Specialist
**Erin Dorries**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Ashley Brock**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).

620-25123000-001 EN
9 8 7 6 5 4 3 2 1
First Printing:
February 2010
ISBN: 978-0-7869-5389-9

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277



Dungeons & Dragons, D&D, d20, d20 System, Wizards of the Coast, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *Martial Power*, Forgotten Realms, *Adventurer's Vault*, *Divine Power*, *Manual of the Planes*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2010 Wizards of the Coast LLC


VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

# Introduction

Steel and courage are your tools. You do not wield earth-shattering magic. No gods or spirits channel power through you. You rely on strength, agility, skill, and cunning when facing foes. From these simple ingredients, you have the power to forge legends.

In this book, you'll find hundreds of new powers for martial characters. You can build a fighter who slashes and pummels at close quarters or a rogue who employs stealth as a lethal weapon. Alternatively, you might create a ranger who darts through the battlefield or a warlord who unleashes a barrage of arrows. By mixing and matching new choices with existing martial options, you can build any character you can imagine. Yet for all the choices and combinations, this book doesn't change the essence of what it means to be a martial warrior—that you are a hero of weapon and body.

## Using This Book

*Martial Power*™ 2 is organized by class. The first four chapters contain new builds, class features, powers, and paragon paths for each of the four martial classes: fighter, ranger, rogue, and warlord. Chapter 5 presents new martial options, including feats and epic destinies for martial characters. It also introduces two new systems.

### Combat Styles

This system enables you to pick a custom fighting technique to fit your character's background and weapon choice. When you use a weapon keyed to your fighting style, you can gain benefits that apply to some of your at-will and encounter powers as well as other advantages.

### Martial Practices

Martial practices are routines and exercises your martial character knows how to do, or special talents your character possesses. With the proper martial practice, your character might perform an incredible feat of endurance running, forge magic arms and armor, or execute a free dive of astonishing depth and duration.

## Retraining or Re-creating?

If you're already playing a martial character, you'll find powers and options in Martial Power 2 that you'll want to incorporate into your existing character. The simplest way to take advantage of this new material is to use the retraining system (see the *Player's Handbook*®, page 28), which allows you to swap powers and feats over time. However, if you want to change class features or adopt a different paragon path, you should speak to your Dungeon Master about re-creating your character with the new material. Your Dungeon Master might allow you to change your character between game sessions or between adventures. Major changes might justify more time and require the Dungeon Master to create a scenario in the campaign that explains your character's new abilities.

# Contents


1: Fighter ..... 4
New Build ..... 6
New Powers ..... 7
New Paragon Paths ..... 22

2: Ranger ..... 30
New Builds ..... 32
New Powers ..... 33
New Paragon Paths ..... 46

3: Rogue ..... 54
New Build ..... 56
New Powers ..... 57
New Paragon Paths ..... 72

4: Warlord ..... 80
New Builds ..... 82
New Powers ..... 83
New Paragon Paths ..... 96

5: Martial Options ..... 104
The Martial Outlook ..... 106
Combat Styles ..... 110
New Feats ..... 131
Heroic Tier Feats ..... 131
Paragon Tier Feats ..... 141
Epic Tier Feats ..... 144
Multiclass Feats ..... 145
Martial Practices ..... 147
Martial Backgrounds ..... 153
Epic Destinies ..... 156
Dragonheart ..... 156
Invincible Vanguard ..... 157
Legendary Sovereign ..... 158
Star-Favored Champion ..... 159

CHAPTER 1

# Fighter

*"Combat is about everything around me—terrain, illumination, obstacles, allies, and foes. And my blade isn't my sole weapon. My body and mind are as potent as any blade."*

**Every race** and culture relies on warriors for protection, and each has its own forms of combat that represent native strengths, talents, and beliefs. As a fighter, you are familiar with the techniques of your people, but you also appreciate the combat styles of others. This appreciation helps to cultivate your own signature style, combining strikes, parries, stances, and disciplines from a multitude of martial traditions.

As a fighter, one important decision you make is what to hold in your hands or wear on your arms. A shield provides defense at the expense of offense. With a two-handed weapon, you can strike harder, faster, and farther. Fighting with two weapons offers a middle ground between offense and defense, because your off-hand weapon can parry and strike. Alternatively, you might keep one hand unburdened. Although you won't enjoy the defensive advantages of a shield or the potency of a two-handed weapon or an off-hand weapon, a free hand opens other possibilities, such as the ability to pin and grab foes. In this chapter, you'll find support for these options.

- **New Build:** The brawling fighter uses wits, improvisation, and instinct in battle. The fighter's whole body is a weapon that can be used for a sudden throw or a stunning punch.
- **New Class Features:** Brawler Style offers a new option for your fighter Weapon Talent. In addition, you can select Combat Agility in place of your Combat Superiority feature.
- **New Powers:** Nearly a hundred new fighter powers are presented here, including options for the brawling fighter, as well as for the battlerager and the tempest fighter from *Martial Power*.
- **New Paragon Paths:** This chapter offers eight new paragon paths for fighters, including the glorious myrmidon, the rakehell duelist, and the rampaging brute.

JULIE DILLON

# NEW BUILD

The *Player's Handbook* features the great weapon fighter and the guardian fighter. *Martial Power* presents the battlerager fighter and the tempest fighter. This chapter adds the brawling fighter, a build that encourages a character to keep one hand open so he or she can grapple, pin, and punch foes.

## Brawling Fighter

You have an instinct for mayhem. You fight with a one-handed weapon and leave a hand open so you can punch, grab, and throw. Your body is your best weapon. Every battlefield holds opportunities for a brawling fighter, whether it's a wall you throw a foe against, furniture with which to trip an enemy, or stones you can employ as deadly projectiles.

### New Class Features

You can select the following class features instead of another option, such as the ones presented in the *Player's Handbook* or in *Martial Power*. You need not pick the brawling fighter build to select these features.

#### Brawler Style

This class feature replaces the Fighter Weapon Talent class feature.

**Brawler Style:** While you wield a weapon in your primary hand and your off hand is free (see the sidebar), you gain a +1 bonus to AC and a +2 bonus to Fortitude.

In addition, you gain a +2 proficiency bonus with unarmed attacks and a +2 bonus to grab attacks and attacks to move a creature grabbed by you. These bonuses increase to +4 at 11th level and +6 at 21st level.

When attacking with a spiked gauntlet (*Adventurer's Vault*, pages 9–10), you do not gain the Brawler Style proficiency bonus with unarmed attacks, even if the Brawler Style proficiency bonus is higher than the proficiency bonus of the spiked gauntlet. However, you retain the bonus to grab attacks and to attacks to move a creature grabbed by you.

#### Combat Agility

This class feature replaces the Combat Superiority class feature.

**Combat Agility:** You gain the following power.

**Combat Agility** — Fighter Feature

*Your foe might think it has escaped you, but in its moment of triumph, you chase it down and make it pay.*

**At-Will ✦ Martial, Weapon**
**Opportunity Action** **Melee** weapon
**Trigger:** An enemy adjacent to you takes an action that provokes an opportunity attack
**Effect:** After the triggering enemy completes the action, you shift a number of squares equal to your Dexterity modifier. You must end the shift closer to the target than you were when you began the shift. Then make the following attack.
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and you knock the target prone.
*Level 21:* 2[W] + Strength modifier damage.

### Suggested Options

As with other fighters, Strength is your most important ability score. Dexterity is a good choice for your second highest score, because Combat Agility and many of your attacks and utility powers reward Dexterity. After Strength and Dexterity, choose Constitution to help your hit points and healing surges.

**Suggested Class Features:** Brawler Style*, Combat Agility*
**Suggested Feat:** Inescapable Hold*
**Suggested Skills:** Athletics, Endurance, Intimidate
**Suggested At-Will Powers:** *grappling strike,* slash and pummel**
**Suggested Encounter Power:** *bash and pinion**
**Suggested Daily Power:** *seize and stab**
*New option presented in this book.

### ONE HAND FREE?

Many fighter powers require a hand free. For your hand to be considered free, you can't be using it for anything else—that means no off-hand weapons (except for a spiked gauntlet), no two-handed weapons, no shields, and no items, such as sunrods or lanterns.

**Already Grabbing:** You can grab only one creature at a time unless both your hands are free, in which case you could grab two creatures at once. You must spend a minor action to sustain each grab, though.

**Versatile Weapons:** If you use a versatile weapon, switching your grip from one hand to two hands is a free action. However, if a power requires you to have a hand free, you must keep that hand free for the entire attack or until you use the hand for something that is part of the attack, such as grabbing an enemy.

**Spiked Gauntlet:** Your hand is free if you wear a spiked gauntlet (*Adventurer's Vault*, pages 9–10), even if you use the gauntlet to attack during your turn.

### USING COMBAT AGILITY

Even though the trigger for Combat Agility occurs as soon as the provoking action occurs, you don't resolve the effect until after the provoking action has finished. This lets you chase down a fleeing enemy before knocking it prone. If the triggering enemy didn't move away from you as part of the provoking action, then you don't shift, you just make the attack described at the end of the effect entry.

# NEW POWERS

Many of the powers introduced in this chapter are intended for the brawling fighter build. However, the chapter also includes powers for the battlerager fighter and the tempest fighter from *Martial Power,* as well as powers suitable for the great weapon fighter and the guardian fighter.

## Level 1 At-Will Exploits

### Grappling Strike — Fighter Attack 1

*You hew your foe with a simple attack and then grab it with your empty hand to keep it from escaping.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** touch
**Requirement:** You must have a hand free.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and you grab the target. The grab ends automatically at the end of your next turn.
*Level 21:* 2[W] + Strength modifier damage.
**Brawler Style:** When making an opportunity attack, you can use this power in place of a melee basic attack.

### Slash and Pummel — Fighter Attack 1

*You follow up a quick slash of your weapon with a powerful punch from your free hand.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** touch
**Requirement:** You must have a hand free.
**Target:** One creature
**Primary Attack:** Strength vs. AC (main weapon)
**Hit:** 1[W] damage. Make a secondary attack against the target.
*Level 21:* 2[W] damage.
**Secondary Attack:** Strength vs. Reflex (unarmed)
**Hit:** 3 + Strength modifier damage.
*Level 21:* 8 + Strength modifier damage.

### Threatening Rush — Fighter Attack 1

*You storm into the midst of your foes, ensuring that their attacks are directed against you.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] damage, and you mark each enemy adjacent to you until the end of your next turn.
*Level 21:* 2[W] damage.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Invigorating Keyword

If you are trained in Endurance, you gain temporary hit points equal to your Constitution modifier when you hit with a power that has the invigorating keyword. No invigorating power grants temporary hit points more than once during a turn, even if you hit more than once with that power.

VINCENT DUTRAIT

## Level 1 Encounter Exploits

### Bash and Pinion — Fighter Attack 1

*You slam your weapon through your foe's defenses, creating an opening. You then step in and trap your enemy.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must have a hand free.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and you slide the target 1 square to a square adjacent to you. You grab the target, and until the grab ends, it takes a penalty to attack rolls equal to your Dexterity modifier. The grab ends automatically at the end of your next turn.

### Hack and Hew — Fighter Attack 1

*You hack an enemy with one stroke and then slash at another with your next swing.*

**Encounter ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
**Effect:** Make a secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.

### Serpent's Coil — Fighter Attack 1

*Like a striking snake, your weapon flashes and catches the limbs of your foe.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to your Dexterity modifier.
**Weapon:** If you're wielding a flail, you grab the target. The grab ends automatically at the end of your next turn.

### Surprising Stab — Fighter Attack 1

*You slash at your enemy's head and bring in your off-hand weapon with a fast, deadly strike.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Primary Attack:** Strength vs. Reflex (main weapon)
**Hit:** Strength modifier damage, and the target grants combat advantage to you until the end of your next turn. Make a secondary attack against the target.
**Secondary Attack:** Strength vs. AC (off-hand weapon)
**Hit:** 2[W] + Strength modifier damage.

### Takedown Attack — Fighter Attack 1

*You bash your foe with a vicious attack and then drag the creature down to the ground.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** 1
**Requirement:** You must have a hand free.
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier damage, and you knock the target prone.
**Special:** When charging, you can use this power in place of a melee basic attack.

## Level 1 Daily Exploits

### Bristling Defense — Fighter Attack 1

*You throw your arms wide and strike two foes, each with a different weapon.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC (main weapon)
**Hit:** 2[W] + Strength modifier damage. Until the end of your next turn, the primary target cannot gain combat advantage from flanking you.
**Effect:** Make a secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Strength vs. AC (off-hand weapon)
**Hit:** 2[W] + Strength modifier damage. Until the end of your next turn, the secondary target cannot gain combat advantage from flanking you.

### Driving Attack — Fighter Attack 1

*You drive back your adversary with a hail of blows.*

**Daily ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you push the target 1 square. You then shift 1 square to a square the target vacated. Make a secondary attack against the target.
**Secondary Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier damage, and you push the target 2 squares and knock it prone.
**Miss:** Half damage, and you push the target 1 square.

### Press of Steel — Fighter Attack 1

*You attack your foe and then use your shield to pin it in place.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** 1
**Requirement:** You must be using a shield.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and if the target is adjacent to you and to blocking terrain, it is restrained (save ends). The condition also ends if you are no longer adjacent to the target.
**Miss:** Half damage, and if the target is adjacent to you and to blocking terrain, it is immobilized until the end of your next turn.

### Seize and Stab — Fighter Attack 1

*You grab your foe to make certain of your aim. Then you plunge your weapon into the creature.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** 1
**Requirement:** You must have a hand free.
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 2[W] + Strength modifier damage, and you grab the target. The target cannot attempt to escape the grab until the end of its next turn.

### Unstoppable Advance — Fighter Attack 1

*You swing with such fury that your foes are steadily driven back with each blow.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever you hit any creature with a melee weapon attack, you push that creature 1 square and can shift 1 square to a square the creature vacated.

## Level 2 Utility Exploits

### Forceful Drag — Fighter Utility 2

*You dig your fingers into a foe and drag the struggling opponent across the battlefield.*

**Encounter ✦ Martial**
**Move Action** **Personal**
**Requirement:** You must have a creature grabbed.
**Effect:** You move your speed. For each square you move, you slide a creature grabbed by you 1 square to a square adjacent to you. The creature remains grabbed, and you do not provoke an opportunity attack from the grabbed creature for this movement. At the end of the move, you can end the grab to knock the creature prone.

### Full Extension — Fighter Utility 2

*You lunge forward, hitting a spot well beyond where your foes thought you could reach.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** The reach of the next melee weapon attack you make before the end of your turn increases by 1.

### Mighty Leap — Fighter Utility 2

*You gather your strength for a truly impressive jump.*

**Encounter ✦ Martial**
**Free Action** **Personal**
**Effect:** Until the end of your turn, you gain a +5 power bonus to Athletics checks to jump. In addition, any jump you make is considered to have a running start, and you can make an Athletics check instead of an Acrobatics check to reduce falling damage.

### Quick Escape — Fighter Utility 2

*You quickly try to shake off whatever's holding you.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** You make an escape attempt, or you make a saving throw against an effect that immobilizes or restrains you and that a save can end.

### Snagging Grip — Fighter Utility 2

*When you're knocked off balance, you grab hold of the enemy in front of you and bring it staggering along with you.*

**Encounter ✦ Martial**
**Immediate Reaction** **Close** burst 10
**Trigger:** An enemy adjacent to you knocks you prone or forces you to move
**Target:** The triggering enemy in burst
**Effect:** If the target forced you to move, you can pull it to a square adjacent to you. If the target knocked you prone, you knock it prone.

## Fighter Races

*Player's Handbook 2* introduced three new races that offer excellent options for fighters.

**Goliaths:** Goliaths make outstanding fighters with their combination of Strength and Constitution. These ability scores steer goliaths toward the great weapon fighter and the battlerager builds. Wielding a two-handed axe or hammer in conjunction with the Goliath Greatweapon Prowess feat from *Player's Handbook 2* lets a goliath fighter deal massive damage. In addition, the *stone's endurance* racial power allows a fighter without plate armor or a shield to be surrounded by enemies and still shrug off their attacks.

**Half-Orcs:** Like goliaths, half-orcs are natural fighters. However, half-orcs have a bonus to Dexterity instead of Constitution, which means that they favor different builds, such as the tempest fighter. Half-orcs are also ideal for wielding weapons that rely on Dexterity, including heavy blades, light blades, spears, and some double weapons. Even if your half-orc doesn't use a build that emphasizes Dexterity, the ability bonus might help you qualify for some useful feats. Check out Two-Weapon Fighting and Armor Specialization, both from the *Player's Handbook*, and Two-Weapon Threat, from *Player's Handbook 2*.

**Shifters:** Although razorclaw shifters are agile and shrewd combatants, they lack the outstanding Strength that is ideal for fighters. Longtooth shifters, on the other hand, are as suited for the fighter class as goliaths and half-orcs are. A longtooth shifter's Wisdom bonus is useful for Combat Superiority and as a secondary ability for many powers. Longtooth shifters lean toward the guardian fighter and the brawling fighter builds. They excel in controlling enemy movement. The *longtooth shifting* racial power is also great for fighters, giving them staying power in long fights.

## Level 3 Encounter Exploits

### Bull Charge — Fighter Attack 3

*You run into your enemy, taking a brutal swing. Your force knocks your enemy backward and to the ground, allowing you to step forward.*

**Encounter ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Primary Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage, and you push the target 1 square. You then shift 1 square to a square the target vacated. Make a secondary attack against the target.
**Secondary Attack:** Strength vs. Fortitude
**Hit:** You knock the target prone.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Reaver's Hook — Fighter Attack 3

*Your mighty swing embeds your weapon in your foe.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. If the target moves before the end of your next turn, it takes extra damage equal to your Constitution modifier.
**Weapon:** If you're wielding an axe or a pick, you can shift 1 square after the attack. You pull the target to the square you vacated.

### Shield Edge Block — Fighter Attack 3

*You block your foe's attack with a quick slam of your shield's edge, striking a powerful blow in the process.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Melee** 1
**Requirement:** You must be using a shield.
**Trigger:** An enemy adjacent to you hits or misses you with a close or a melee attack
**Target:** The triggering enemy
**Effect:** The target takes a -4 penalty to the attack roll.
**Attack:** Strength + 2 vs. Fortitude
*Level 11:* Strength + 4 vs. Fortitude
**Hit:** 2d6 + Strength modifier damage.

### Slamming Rush — Fighter Attack 3

*You yank your grabbed foe across the battlefield. Upon reaching your destination, you slam it to the ground.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** 1
**Target:** One creature grabbed by you
**Effect:** You move your speed. For each square you move, you slide the target 1 square to a square adjacent to you. The creature remains grabbed, and you do not provoke an opportunity attack from the target during this movement.
**Attack:** Strength vs. Fortitude (unarmed)
**Hit:** 1[W] + Strength modifier damage, and you knock the target prone. If the target is adjacent to blocking terrain, add your Dexterity modifier to the damage.

### Sweeping Slash — Fighter Attack 3

*You whirl your main weapon in an overhead cut that forces your foes to step back. You then follow up with your other weapon.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Requirement:** You must be wielding two melee weapons.
**Primary Target:** Each enemy in burst you can see
**Primary Attack:** Strength vs. Reflex (main weapon)
**Hit:** You push the primary target 1 square.
**Effect:** You shift 1 square and make a melee secondary attack.
**Secondary Target:** One creature targeted by the primary attack
**Secondary Attack:** Strength vs. AC (off-hand weapon)
**Hit:** 2[W] + Strength modifier damage.

## Level 5 Daily Exploits

### Bare-Knuckled Rebuke — Fighter Attack 5

*Your enemies leave themselves open to your powerful punches when they miss with their attacks.*

**Daily ✦ Martial, Stance, Weapon**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you can make the following attack.
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy adjacent to you misses you with a melee attack
**Requirement:** You must have a hand free.
**Target:** The triggering enemy.
**Attack:** Strength vs. AC (unarmed)
**Hit:** 1[W] + Strength modifier damage, and the target grants combat advantage to you until the end of your next turn.

TORSTEIN NORDSTRAND

### Crushing Foot — Fighter Attack 5

*You grab your foe and smash it to the ground. You then place your foot on its neck to keep the creature down.*

**Daily ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage. Until the end of the encounter, the target cannot move if it was grabbed by you at the start of its turn.
**Miss:** 1[W] + Strength modifier damage.
**Effect:** You knock the target prone.

### Dervish's Challenge — Fighter Attack 5

*You hold your weapons close to your body, prepared to strike out when an enemy leaves you an opening.*

**Daily ✦ Martial, Stance, Weapon**
**Minor Action** **Personal**
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Attack:** Strength vs. AC (main weapon)
**Hit:** 3[W] + Strength modifier damage.
**Effect:** Until the stance ends, whenever you are wielding two weapons and make a melee basic attack against a creature as an immediate action or an opportunity action, you can make a melee basic attack with your off-hand weapon against that creature as a free action.

### Relentless Pressure — Fighter Attack 5

*Jabbing and pushing with your shield, you force your foe into using rudimentary attacks.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be using a shield.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
**Effect:** The target can use only basic attacks to attack while you are adjacent to it (save ends).

## Level 6 Utility Exploits

### Makeshift Shield — Fighter Utility 6

*You snatch a piece of furniture, a body, or a discarded item to block an enemy's attack.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Personal**
**Requirement:** You must have a hand free.
**Trigger:** An enemy hits you with a close or a melee attack
**Effect:** You gain a a bonus to defenses against the attack equal to your Dexterity modifer.

### Ready to Retaliate — Fighter Utility 6

*You hold your weapon high overhead, ready to swing at any foe that attacks you.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you can use a free action to mark any enemy that makes a melee attack against you. The mark lasts until the end of the enemy's next turn.

### Rejoin the Fray — Fighter Utility 6

*Reinvigorated by an ally's healing, you rush back into the fray.*

**Encounter ✦ Martial**
**Immediate Reaction** **Personal**
**Trigger:** An ally uses a healing power on you
**Effect:** If you are prone, you stand up and shift 1 square. If you are standing, you instead shift 3 squares.

### Unbalancing Dodge — Fighter Utility 6

*You duck out of the way of your foe's attack, putting the creature off balance.*

**Encounter ✦ Martial**
**Immediate Reaction** **Melee** touch
**Trigger:** An enemy misses you with a melee attack
**Target:** The triggering enemy
**Effect:** The target takes a -2 penalty to attack rolls and all defenses until the end of its next turn.

## Roleplaying a Fighter

As a fighter, you boldly wade into the fray and take punishment that few others could endure. A fighter's job is so iconic and subtle that your allies might sometimes take you for granted. Spice up your characterization with enthusiastic battle cries, an accent, or colorful descriptions of what you say or what happens when you are hit or deliver an attack.

Giving a strong fighter a weakness can create a fun roleplaying quirk. If you normally rush into combat, the other players will take notice when you hesitate and mutter about how you hate snakes or how spiders make your skin crawl.

Similarly, you can emphasize your fighter's courage by contrasting it with caution. The mercenary fighter is a classic archetype that's easy to bring out in play. You might compete with the rogue to loot fallen foes or insist that the cleric help you make sure their corpses don't reanimate. After all, you're not being paid to fight them a second time.

Once you establish that your character views combat as a job, you have the potential for intense drama. Try making a battle against a foe personal, letting your fighter become angry or obsessed. Roleplaying a character who fights for profit or necessity might mean that you are the voice of caution when your group makes plans. Don't worry that you'll avoid the carnage that makes playing a fighter fun. An adventurer's life is dangerous enough that no amount of caution lets you avoid every combat. Your DM will keep combat a central part of the game even if your character claims to want peace and quiet.

## Level 7 Encounter Exploits

### Bloody the Field — Fighter Attack 7

*You raise your weapon high, recognizing that the time has come to finish off your foe.*

**Encounter ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. If the target is bloodied, it is dazed until the end of your next turn.
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier.

### Bludgeoning Vise — Fighter Attack 7

*Your weapon crunches down on your enemy's skull. You then drive your fist into your foe's face.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must have a hand free.
**Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target is dazed until the end of your next turn. Make a secondary attack against the target.
**Secondary Attack:** Strength vs. Fortitude (unarmed)
**Hit:** 1[W] damage, and you knock the target prone.

### Echoing Assault — Fighter Attack 7

*You batter the foe with a mighty swing and prepare to catch it with the backswing if it doesn't have the sense to move.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. If the target is adjacent to you at the start of your next turn, as a free action you can make a melee basic attack against the target as the first action you take during your turn.
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attacks deal extra damage equal to your Constitution modifier.

### Hydra Charge — Fighter Attack 7

*Your advance seems brash, but it's actually a flurry of perfectly timed strikes that bewilder your foes.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Opportunist's Rend — Fighter Attack 7

*You deliver a series of deadly blows to an enemy that lets its guard down.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Primary Attack:** Strength vs. AC (main weapon)
**Hit:** 1[W] + Strength modifier damage.
**Effect:** Make a secondary attack against the target.
**Secondary Attack:** Strength vs. AC (off-hand weapon)
**Hit:** 1[W] + Strength modifier damage.
**Special:** You can use this power in place of a melee basic attack.

## Level 9 Daily Exploits

### Bone Crusher — Fighter Attack 9

*Your crushing blow leaves your enemy susceptible to other attacks.*

**Daily ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Effect:** The target gains vulnerable 10 to weapon attacks (save ends).

## Fighter Builds and Combat Styles

Chapter 5 introduces combat styles, most of which the fighter can use. A fighter is a natural fit for combat styles because of his or her ability to use all kinds of melee weapons.

Certain styles work better for specific fighter builds. If your fighter uses one of these builds, the combat styles indicated for that build are your best choices.

**Battlerager:** Black Hood, Elsir Hammer, Ironstar, Kulkor Battlearm, Moradin's Forge, Mountain Thunder, Ninth Legion, Ogremight, and Reaving Axe.

**Brawling Fighter:** Arkhosian Fang, Desert Moon, Elsir Hammer, Ironstar, Kulkor Battlearm, Mountain Thunder, Nerathan High Blade, Ninth Legion, Reaving Axe, Red Cloak, and Rending Chains.

**Great Weapon Fighter:** Arkhosian Fang, Black Hood, Hunting Spear, Ironstar, Longhand, Moradin's Forge, Ogremight, Partisan Polearm, Rending Chains, and Steel Vanguard.

**Guardian Fighter:** Arkhosian Fang, Desert Moon, Elsir Hammer, Ironstar, Kulkor Battlearm, Mountain Thunder, Nerathan High Blade, Ninth Legion, Reaving Axe, Red Cloak, and Rending Chains.

**Tempest Fighter:** Elsir Hammer, Midnight Blade, Mountain Thunder, and Red Cloak.

ZOLTAN BOROS & GABOR SZIKSZAI

### Hobbling Cut — Fighter Attack 9

*You cripple your foe with painful wounds to its leg and its arm.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is slowed and weakened (save ends both).
**Miss:** Half damage, and the target is slowed and weakened until the end of your next turn.

### One Against Many — Fighter Attack 9

*When your enemies gang up on you, you have the advantage, for it means you have no shortage of targets.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** Until the end of the encounter, you gain a +1 power bonus to all defenses while two or more enemies are adjacent to you. You also gain a +1 power bonus to weapon attack rolls while no allies are adjacent to you.

### Staggering Blow — Fighter Attack 9

*You batter your enemy with a powerful blow and send it stumbling away from you.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must have a hand free.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you push the target 3 squares. The target is dazed (save ends).
**Miss:** Half damage, and you push the target 1 square. The target is dazed until the end of your next turn.

### Unstoppable Assault — Fighter Attack 9

*You fend off an enemy's advance by striking hard and then jabbing the foe with the edge of your shield.*

**Daily ✦ Martial, Weapon**
**Immediate Reaction** **Melee** 1
**Trigger:** An enemy moves during its turn to a square adjacent to you
**Requirement:** You must be using a shield.
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Effect:** Until the end of your next turn, the target cannot grab you, restrain you, or enter your space.
**Sustain Minor:** Choose one enemy adjacent to you. That creature cannot grab you, restrain you, or enter your space until the end of your next turn.

## Level 10 Utility Exploits

**Body Shield** — Fighter Utility 10

*You yank a foe into the path of an enemy's attack.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Melee** 1
**Trigger:** An enemy hits you with a melee or a ranged attack
**Requirement:** You must have a hand free.
**Target:** One creature other than the triggering enemy
**Effect:** Make a grab attack against the target. If you grab the target, the triggering enemy's attack deals half damage to you and half damage to the target.

**Fighter's Grit** — Fighter Utility 10

*With pure determination, you ignore weakness and battle on.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you ignore the effects of the dazed, immobilized, slowed, and weakened conditions.

**Fist of Lightning** — Fighter Utility 10

*You clench your fist and prepare a rapid assault.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, your unarmed attacks deal extra damage equal to your Dexterity modifier.

**Grappler's Stance** — Fighter Utility 10

*You wrench the limbs of your enemy, weakening its resolve.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, any creature grabbed by you is restrained until the grab ends.

**Steely Persuasion** — Fighter Utility 10

*Your skill with the blade is enough to daunt even stalwart foes.*

**Encounter ✦ Martial**
**Free Action** **Personal**
**Trigger:** You make an Intimidate check or a Streetwise check
**Requirement:** You must be wielding a melee weapon.
**Effect:** You gain a bonus to the skill check equal to the weapon's proficiency bonus plus the weapon's enhancement bonus.

## Multiclass Fighters

Different backgrounds and interests lead fighters to explore various philosophies and methods of combat. A few interesting combinations are discussed here.

**Avenger:** Few fighters have the Wisdom scores necessary to excel with avenger attack powers, yet characters who have a bonus to Wisdom from their race—dwarves, elves, and shifters, for example—can pull off this combination. Avenger powers provide a fighter with more "stickiness." With your avenger powers, you can pull enemies away from your allies. Once the enemies are adjacent to you, you can unleash close attacks to mark all of them and force them to fight you. Even if you take no avenger powers, the avenger multiclass feat Hero of Faith from *Divine Power* grants what is effectively a +4 bonus to attack rolls for 2 rounds by allowing you to use *oath of enmity*. Finally, the oathsworn paragon path from *Player's Handbook 2* and the relentless slayer and weapon of fortune paragon paths from *Divine Power* provide interesting options for a character that is both fighter and avenger.

**Barbarian:** Multiclassing into barbarian as a fighter is a solid choice because the two classes share Strength as a primary ability score. The barbarian class offers a fighter similar powers—specifically, potent melee attacks—yet barbarian powers deal more damage than most fighter powers. This combination works well for battleragers and great weapon fighters. If you want to enter a rage, you'll need to use the Adept Power multiclass feat to gain a daily power. Most barbarian paragon paths have features related to rage, so if you don't have a rage power, consider picking a fighter paragon path that focuses on hitting hard.

**Cleric:** You have great opportunities if you multiclass a battle cleric with a guardian fighter or a tempest fighter, because they share a focus on Strength, Wisdom, and melee attacks. The warhound of Bane paragon path (page 29) is a great fit for a character who uses both martial and divine powers. Other good options include the knight protector or the polearm master from *Martial Power*, and the angelic avenger, the pit fighter, or the warpriest from the *Player's Handbook*.

**Rogue:** If you multiclass as a brutal rogue with a Dexterity-based fighter build, such as the tempest or the brawler, you gain a mutual benefit from high Strength. The rakehell duelist (page 26) and the blade bravo (page 73) are ideal paragon paths for you as a combination of striker and defender. You might also consider the shock trooper and the death dealer from *Martial Power* and the kensei from *Player's Handbook*.

**Warden:** This combination works well because warden attack powers are based on Strength. The Defender of the Wild feat from *Player's Handbook 2* is useful for a fighter. It allows you to mark each enemy adjacent to you even after you run out of attacks that target multiple enemies. Warden powers are optimal for controlling movement and keeping enemies nearby, so this combination can make the fighter a better defender; try mixing warden with the brawling fighter or guardian fighter build.

**Warlord:** The warlord and the fighter share Strength as a primary ability score, so they mix well. You won't be a great healer unless you invest a significant number of feats, but with even a few healing powers, you can help bolster your group. The warlord also offers tactical options to help the fighter organize the battlefield around him or her.

## Level 13 Encounter Exploits

### Bash and Pummel — Fighter Attack 13

*You hack down one enemy and then slash at another nearby with your next blow.*

**Encounter ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One or two creatures
**Attack:** Strength vs. AC. You make the attack twice, distributing the attacks between the targets or making both attacks against one.
**Hit:** 1[W] + Strength modifier damage, and the target is dazed until the end of your next turn. If you hit the same target twice with this power, the second attack deals extra damage equal to your Dexterity modifier.

### Battle Jump — Fighter Attack 13

*You leap past your foe in a great bound, stabbing above its guard as you go.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before or after the attack, you jump 2 squares. You do not provoke opportunity attacks during the jump.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.

### Hilt Smash — Fighter Attack 13

*After a wide swing, you reverse your weapon and slam its grip against your foe's head.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Primary Attack:** Strength vs. AC (main weapon)
**Hit:** 1[W] + Strength modifier damage, and the target grants combat advantage to you until the end of your next turn.
**Effect:** Make a secondary attack against the target.
**Secondary Attack:** Strength vs. AC (off-hand weapon)
**Hit:** 1[W] + Strength modifier damage, and the target is dazed until the end of your next turn if you have combat advantage against it.

### Stranglehold — Fighter Attack 13

*While your foe is still reeling from your hit, you wrap your arm around its neck and squeeze.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must have a hand free.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you grab the target. The target is dazed until the grab ends. The grab ends automatically at the end of your next turn.
**Special:** When making an opportunity attack, you can use this power in place of a melee basic attack.

## Level 15 Daily Exploits

### Eye Gouge — Fighter Attack 15

*You deliver a quick strike to your foe and then go for its eyes, attempting to gouge them out with your free hand.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must have a hand free.
**Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** Make a secondary attack against the target.
**Secondary Attack:** Strength vs. Reflex (unarmed)
**Hit:** 2[W] + Strength modifier damage, and the target is blinded (save ends).
**Miss:** Half damage, and the target is blinded until the end of your next turn.

### No Room to Breathe — Fighter Attack 15

*You press the attack with relentless intensity, leaving your foe no time to launch a proper counterattack.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is weakened until the end of your next turn.
**Miss:** The target is weakened until the end of your next turn.

### Relentless Headlock — Fighter Attack 15

*After a preparatory strike with your weapon, you wrap your arm around your foe, leaving no room to escape.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must have a hand free.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you grab the target. Until the grab ends, the target grants combat advantage to you. Whenever the target fails to escape the grab, you can make an opportunity attack against it.
**Miss:** Half damage, and you grab the target.

### Sudden Opportunity — Fighter Attack 15

*When one of your allies hits an enemy, you take advantage of the foe's distraction to put it on the ground with a quick attack.*

**Daily ✦ Martial, Weapon**
**Free Action** **Melee** weapon
**Trigger:** An enemy within 2 squares of you is bloodied by your or your ally's attack or suffers a critical hit from you or your ally
**Effect:** Before the attack, you shift 3 squares.
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is dazed (save ends).
**Miss:** Half damage.
**Weapon:** If you're wielding an axe, a hammer, a mace, or a pick, you knock the target prone.

## Level 16 Utility Exploits

### Battle Acumen — Fighter Utility 16

*You absorb everything going on around you, and your enemies find it hard to catch you unaware.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you don't grant combat advantage while you are conscious.

### Fury's Resurgence — Fighter Utility 16

*The thrill of the kill is enough to shake off any ill effects.*

**Daily ✦ Healing, Martial**
**Free Action** **Personal**
**Trigger:** You score a critical hit or reduce an enemy to 0 hit points
**Effect:** You spend a healing surge and regain additional hit points equal to your Constitution modifier. You make a saving throw against each effect on you that a save can end, and you gain a bonus to the saving throws equal to your Constitution modifier.

### Painful Drag — Fighter Utility 16

*You stride across the room, dragging an enemy behind you.*

**Encounter ✦ Martial**
**Move Action** **Personal**
**Requirement:** You must have a creature grabbed.
**Effect:** You move your speed. For each square you move, you slide a creature grabbed by you 1 square to a square adjacent to you. The creature remains grabbed, and you do not provoke an opportunity attack from the grabbed creature for this movement. The grabbed creature grants combat advantage until the end of your next turn.

### Tangle Up — Fighter Utility 16

*When your enemy lowers its guard, you take the opportunity to tangle its feet and send it sprawling.*

**Encounter ✦ Martial**
**Free Action** **Melee** weapon
**Trigger:** You hit or miss an enemy with an opportunity attack
**Target:** The triggering enemy
**Effect:** You knock the target prone. You mark the target (save ends).

### Twisting Escape — Fighter Utility 16

*You twist your body like a contortionist, escaping even the tightest restraints.*

**At-Will ✦ Martial**
**Move Action** **Personal**
**Prerequisite:** You must be trained in Athletics.
**Requirement:** You must be grabbed.
**Effect:** You attempt to escape a grab and gain a +5 bonus to the Athletics check to escape. If you escape, you can shift half your speed instead of the normal 1 square.

## Level 17 Encounter Exploits

### Battering Ram — Fighter Attack 17

*You pick up the enemy you are grappling and run it headfirst into another foe.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** 1
**Target:** One creature grabbed by you
**Effect:** You move your speed, pulling the target with you. The target remains grabbed, and you do not provoke an opportunity attack from the target for this movement.
**Attack:** Strength vs. Fortitude (unarmed)
**Hit:** 2[W] + Strength modifier damage, and you knock the target prone. If the target is adjacent to one or more of your enemies, it takes extra damage equal to 2 + your Dexterity modifier, and the enemies it is adjacent to are also knocked prone.

### Lunging Dervish — Fighter Attack 17

*You take a long step forward, bending low as your leading arm delivers an arcing slash. You follow the attack with a quick cut from your off-hand weapon.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Close** burst 2
**Requirement:** You must be wielding two melee weapons.
**Primary Target:** Each enemy in burst you can see
**Primary Attack:** Strength vs. AC (main weapon)
**Hit:** 1[W] + Strength modifier damage, and you slide the primary target 1 square.
**Effect:** Make a secondary attack that is a close burst 1.
**Secondary Target:** Each enemy in burst you can see
**Secondary Attack:** Strength vs. AC (off-hand weapon)
**Hit:** Strength modifier damage.

### Minotaur Charge — Fighter Attack 17

*You lower your head and charge your foe, sending it sprawling.*

**Encounter ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you push the target 1 square and shift 1 square to a square the target vacated. Make a secondary attack against the target.
**Secondary Attack:** Strength vs. Fortitude
**Hit:** You push the target 3 squares and knock it prone.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Punishing Shield Block — Fighter Attack 17

*You catch your enemy's attack with your shield and then slam the shield back into your foe, knocking it down.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Melee** 1
**Requirement:** You must be using a shield.
**Trigger:** An enemy adjacent to you hits or misses you with a close or a melee attack
**Target:** The triggering enemy
**Effect:** The target takes a -2 penalty to the attack roll.
**Attack:** Strength + 4 vs. Fortitude
*Level 21:* Strength + 6 vs. Fortitude
**Hit:** 2d6 + Strength modifier damage, and you knock the target prone.

### Shifting Blade — Fighter Attack 17

*You switch your weapon to your empty hand, catching your enemy completely off guard.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must have a hand free.
**Target:** One creature
**Effect:** The target grants combat advantage to you until the end of your next turn.
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.

### Vicious Uppercut — Fighter Attack 17

*You make a diversionary attack with your weapon to hide the real threat—an uppercut from your free hand.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must have a hand free.
**Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
**Effect:** Make a secondary attack against the target.
**Secondary Attack:** Strength vs. Fortitude (unarmed)
**Hit:** 1[W] + Strength modifier damage, and the target is stunned until the end of your next turn.

## Level 19 Daily Exploits

### Battlefield Challenge — Fighter Attack 19

*Roaring a war cry, you rush an enemy and prove that it is you that it should be attacking.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage.
**Effect:** Until the end of the encounter, whenever an enemy you can see makes an attack that does not include you as a target, you can mark that enemy as an opportunity action. The mark takes effect after the attack, and it lasts until the end of your next turn.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Iron Tornado — Fighter Attack 19

*You sweep your weapon through nearby enemies. Then, while they're recovering, you seize a foe and hurl it away from you.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Requirement:** You must have a hand free.
**Primary Target:** Each enemy in burst you can see
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the primary target is dazed until the end of your next turn. Make a melee secondary attack.
**Secondary Target:** One creature hit by the primary attack
**Secondary Attack:** Strength vs. Fortitude (unarmed)
**Hit:** You push the secondary target a number of squares equal to 1 + your Dexterity modifier and knock it prone.
**Miss:** Half damage.

### Mighty Shield Slam — Fighter Attack 19

*You slam your shield into your foe with a quick, powerful thrust.*

**Daily ✦ Martial, Reliable**
**Minor Action** **Melee** 1
**Requirement:** You must be using a shield.
**Target:** One creature
**Attack:** Strength + 4 vs. Fortitude
*Level 21:* Strength + 6 vs. Fortitude
**Hit:** 2d6 + Strength modifier damage, and you push the target 1 square. The target is dazed until the end of your next turn.

### Persistence of Blades — Fighter Attack 19

*You are a whirl of steel and resolve. Nothing can deter you from striking your foe.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, once per turn when you miss with a melee attack roll, you can reroll the attack roll.

### Pugilist's Resolve — Fighter Attack 19

*Your enemies leave themselves open to your powerful punches when they attack you but fail to hit.*

**Daily ✦ Martial, Stance, Weapon**
**Minor Action** **Personal**
**Requirement:** You must have a hand free.
**Effect:** Until the stance ends, you can make the following attack.
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy adjacent to you misses you with a melee attack
**Requirement:** You must have a hand free.
**Target:** The triggering enemy.
**Attack:** Strength vs. AC (unarmed)
**Hit:** Strength modifier + Dexterity modifier damage, and you knock the target prone.

## Level 22 Utility Exploits

### Hard to Kill — Fighter Utility 22

*The tougher the battle becomes, the harder you fight. You shrug off minor wounds and resist even the worst effects.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain a power bonus to saving throws equal to your Wisdom modifier, and while you are bloodied you gain resistance to all damage equal to 5 + your Constitution modifier.

### Instant Getaway — Fighter Utility 22

*You quickly try to shake off whatever's holding you.*

**At-Will ✦ Martial**
**Minor Action** **Personal**
**Effect:** You can make an escape attempt, or you can make a saving throw against an effect that immobilizes or restrains you and that a save can end.

### Prescient Shield — Fighter Utility 22

*You appear to raise your shield to block your foes' attacks even before the creatures swing.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Requirement:** You must be using a shield
**Effect:** Until the stance ends, whenever an enemy adjacent to you hits you, you can gain a bonus to AC and Reflex against the attack equal to your Wisdom modifier as an immediate interrupt.

### Surprising Finish — Fighter Utility 22

*As you release your grip on a foe, you smash your hand into its face, sending the creature reeling.*

**Daily ✦ Martial**
**Free Action** **Melee** 1
**Trigger:** You stop grabbing an enemy
**Target:** The enemy you released
**Effect:** You knock the target prone, and the target is dazed (save ends).

### Undeniable Challenge — Fighter Utility 22

*You call a creature out, and it has no choice except to focus its attention on you.*

**Encounter ✦ Martial**
**Minor Action** **Melee** 1
**Target:** One or two creatures marked by you
**Effect:** Until the end of your next turn, the target cannot make any attack that does not include you as a target.

## Level 23 Encounter Exploits

### Behemoth Wrath — Fighter Attack 23

*You rush your foe and drive the creature to its knees with a powerful blow.*

**Encounter ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is dazed until the end of your next turn.
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier, and you knock the target prone.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Colossal Strike — Fighter Attack 23

*You deal a mighty blow that sends your enemy staggering.*

**Encounter ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and you push the target a number of squares equal to your Constitution modifier.
**Weapon:** If you're wielding an axe, a hammer, or a mace, you also knock the target prone.

## Martial Fellowships

Martial characters who adventure and fight together sometimes form deep bonds of discipline, respect, and common purpose. The martial experience creates a powerful connection, whether that connection involves comrades in a military unit, a small band sharing a noble quest, or just a group of friends in a bar fight. Being Janthar, a great fighter, isn't nearly as exciting as being Janthar of the Black Griffon Company or Janthar who rides with the Seven Heroes of Legend.

Martial fellowships embody a common style, attitude, or modus operandi. Just as an individual character has his or her own personality and favored ploys, an adventuring company can develop a collective personality and tactics that make it greater than the sum of its parts. Here are a few suggestions for refining your own martial fellowship.

**Competitive:** You and your comrades appear to constantly be upstaging each other, seeking the greatest renown possible from each fight. You jockey to get in the killing blow against a worthy foe, you race each other in skill challenges, and you boast when you score a grievous hit. However, coming in second engenders no ill feelings—after all, you'll each have a chance to outshine the others next time.

**Disciplined:** Consummate professionals, you and your fellow adventurers drill together and practice cooperative tactics. Efficiency and results are what count for your fellowship. You might use military jargon to pass around tactical advice. You have developed standard methods for breaching doors, shielding injured comrades, and dealing with unseen foes. You're not after individual glory, because you're all team players.

**Honorable:** Courage, loyalty, integrity—these are your watchwords, and you live by them. You and your companions measure yourselves against a noble code. You do not strike down helpless foes, you do not slaughter prisoners, and you do not abandon allies on the field of battle. Friends and enemies alike admire your gallantry and know that you are heroes of your word.

**Witty:** For you, battle is an opportunity to demonstrate witty repartee and appreciate the ironies of a hero's existence. You and your companions make light of danger, laughing at your mistakes and tossing off ridiculous exaggerations. Rather than grimly killing each enemy, you might send humiliated survivors running with a few taunts to speed them on their way. After all, who will spread the story of your wit if you kill everything?

**Wild Bunch:** You and your friends aren't just a band of heroes; you are catastrophe waiting to be unleashed. You launch yourselves into battle with wild recklessness, storming through challenges on muscle and fury. When the battle ends, your fellowship relaxes as hard as you fight. No evening is complete without a protracted bout of drinking, brawling, and debauchery. You might be heroes, but everyone breathes a sigh of relief when you and your companions move on.

### Gut Punch — Fighter Attack 23

*Your weapon is busy parrying the enemy's attacks, so you smash your fist into its vitals.*

**Encounter ✦ Martial, Weapon**
**Immediate Reaction** **Melee** touch
**Requirement:** You must have a hand free.
**Trigger:** An enemy misses you with a melee attack
**Target:** The triggering enemy
**Attack:** Strength vs. Fortitude (unarmed)
**Hit:** 1[W] + Strength modifier damage, and the target is immobilized and weakened until the end of its next turn.

### Opportunist's Trap — Fighter Attack 23

*Your first foray against the enemy is ruse, ripening the foe for subsequent attacks.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Primary Attack:** Strength vs. AC (main weapon)
**Hit:** 1[W] + Strength modifier damage.
**Effect:** Make a secondary attack against the target.
**Secondary Attack:** Strength vs. AC (off-hand weapon)
**Hit:** 1[W] + Strength modifier damage.
**Effect:** Until the end of your next turn, you can make the following attack against the target.
**Opportunity Action** **Melee** weapon
**Trigger:** The target makes an attack roll
**Effect:** Before your attack, you shift your speed.
**Attack:** Strength vs. AC (main weapon)
**Hit:** 2[W] + Strength modifier damage, and you knock the target prone.

### Trollclaw Grip — Fighter Attack 23

*You follow a hard cut from your weapon with an attempt to seize a nearby enemy in a debilitating grip.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must have a hand free.
**Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Effect:** Make a secondary attack against the target.
**Secondary Attack:** Strength vs. Reflex (unarmed)
**Hit:** 1[W] + Strength modifier damage, and you grab the target. The target grants combat advantage until the grab ends.

## Level 25 Daily Exploits

### Blinding Provocation — Fighter Attack 25

*You open a bleeding cut that obscures your enemy's vision. You then goad your sightless foe into attacking blindly.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and the target is blinded (save ends). Until the target is no longer blinded, whenever it misses with a melee attack, you can slide the target 1 square as an opportunity action, and the target then makes a melee basic attack against one creature of your choice as a free action.
**Miss:** Half damage, and the target is blinded until the end of your next turn.

JULIE DILLON

### Deft Counterattack — Fighter Attack 25

*You intercept the foe's weapon with such force that it becomes stuck in your shield. You then deliver a stinging counterattack.*

**Daily ✦ Martial, Reliable, Weapon**
**Immediate Reaction** **Melee** weapon
**Requirement:** You must be using a shield.
**Trigger:** An enemy misses you with a melee attack
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage, and the target drops one weapon it is wielding. You can choose to catch the dropped weapon in a free hand or have it land on the ground at your feet (in your square). The target grants combat advantage to you (save ends).

### Hammering Pommel — Fighter Attack 25

*You strike with your weapon and then use the weapon's pommel to knock your opponent backward, rattling its senses.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must have a hand free.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and you push the target 3 squares. The target is stunned (save ends).
**Miss:** Half damage, and you push the target 1 square. The target is stunned until the end of your next turn.

### Hold at Bay — Fighter Attack 25

*You hack at your foe and then seize hold of it, preventing the creature from attacking effectively.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must have a hand free.
**Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage. Make an unarmed secondary attack against the target.
**Secondary Attack:** Strength vs. Reflex (unarmed)
**Hit:** You grab the target. In addition to the normal effects of a grab, the target is restrained until the grab ends.
**Miss:** Half damage.

### Impaling Knockdown — Fighter Attack 25

*You knock your foe to the ground and drive your weapon into its gut.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Primary Attack:** Strength vs. AC (main weapon)
**Hit:** 3[W] + Strength modifier damage, and you knock the target prone. Make a secondary attack against the target.
**Secondary Attack:** Strength vs. AC (off-hand weapon)
**Hit:** 1[W] + Strength modifier damage, and ongoing 15 damage (save ends).

## Level 27 Encounter Exploits

### Blinding Cut — Fighter Attack 27

*Your first attack causes your foe to double over in pain, allowing you to attack its eyes.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Primary Attack:** Strength vs. AC (main weapon)
**Hit:** 3[W] + Strength modifier damage, and the target grants combat advantage to you until the end of your next turn.
**Effect:** Make a secondary attack against the target.
**Secondary Attack:** Strength vs. AC (off-hand weapon)
**Hit:** 1[W] + Strength modifier damage. If you have combat advantage against the target, it is blinded until the end of your next turn.

### Gash and Goad — Fighter Attack 27

*A powerful blow attracts your foe's attention. When you move off and taunt the creature, it chases you.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Effect:** After the attack, you shift 3 squares. If you hit the target, you pull it adjacent to you.

### Invigorating Fury — Fighter Attack 27

*With a roar, you let out a flurry of attacks that invigorates you.*

**Encounter ✦ Invigorating, Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier + Constitution modifier damage.

### Wrenching Assault — Fighter Attack 27

*Your weapon strikes your enemy and sends it spinning, leaving you free to move in and grapple.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must have a hand free.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and you slide the target 1 square to a square adjacent to you. You grab the target, and the target drops one weapon it is wielding. You can choose to catch the weapon in a free hand or have it land on the ground at your feet (in your square). If the target is not wielding a weapon, it instead grants combat advantage to you until the end of your next turn. The grab ends automatically at the end of your next turn.

## Level 29 Daily Exploits

### Debilitating Bash — Fighter Attack 29

*You deliver a series of shield bashes that keeps your enemy on the defensive and prevents it from unleashing any skilled attacks.*

**Daily ✦ Martial**
**Minor Action** **Melee** 1
**Requirement:** You must be using a shield.
**Target:** One creature
**Attack:** Strength + 6 vs. Fortitude
**Hit:** 6d6 + Strength modifier damage, and you push the target a number of squares equal to your Strength modifier. The target can use only basic attacks to attack (save ends).
**Miss:** Half damage, and the target can use only basic attacks to attack until the end of your next turn.

### Exhilarating Assault — Fighter Attack 29

*You rush at the enemy, feeling a fierce exhilaration that allows you to ignore your wounds.*

**Daily ✦ Healing, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you can spend a healing surge.
**Effect:** You can make a saving throw against each effect on you that a save can end. Until the end of the encounter, you have regeneration 15 while you are bloodied.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Neck Snap — Fighter Attack 29

*After a wicked slash from your weapon, you seize your foe's throat and try to snap its neck.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must have a hand free.
**Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you grab the target. The target is restrained until the grab ends. You can make the following secondary attack against the target as a standard action or as an immediate interrupt when the target attempts to escape the grab.
**Secondary Attack:** Strength vs. Fortitude (unarmed)
**Hit:** 6[W] + Strength modifier damage, and the grab ends.
**Miss:** 4[W] + Strength modifier damage, and the grab ends.

### Savage Butchery — Fighter Attack 29

*You hack your enemies to pieces with a savage series of brutal cuts.*

**Daily ✦ Invigorating, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One, two, or three creatures
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals 1[W] extra damage against prone targets.

MICHAEL PHILLIPPI

### Sudden Onslaught — Fighter Attack 29

*When your ally lands a telling blow, you sense opportunity. You quickly leap in to finish off the foe.*

**Daily ✦ Martial, Weapon**
**Free Action** **Melee** 1
**Trigger:** An enemy within 2 squares of you is bloodied by your or your ally's attack or suffers a critical hit from you or your ally
**Effect:** You shift your speed to a square adjacent to the triggering enemy.
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage, and the target is dazed and weakened (save ends both).
**Weapon:** If you're wielding an axe, a hammer, a mace, or a pick, you also knock the target prone.
**Miss:** Half damage, and the target is dazed and weakened until the end of your next turn.

## Avernian Knight

*"Hellfire and steel are my weapons against darkness."*

**Prerequisite:** Fighter and either Eldritch Pact (infernal) class feature or Pact Initiate (infernal pact) feat

You're both a warrior and a warlock, steeped in the martial lore of the Nine Hells. You might have learned the sinister techniques of this path from another practitioner, from forbidden tomes guarded in brooding monasteries, or from the infernal patrons who answer your call when you dabble in the warlock's craft. Regardless of how you came to follow this path, you wield the power of an infernal pact; what you choose to do with your dark gift is up to you.

As an Avernian knight, you combine the power of a warlock's pact with exceptional skill at arms, weaving sinister spells into your weapon. In battle, you call upon your spells to scour your foes with infernal curses and punish them severely when they ignore your challenge.

Orders of Avernian knights are found in the Nine Hells and in other places where devils hold sway. Most who wield the power of the Nine Hells do so at the cost of their souls and are irrevocably sworn to the service of evil. However, you need not choose evil to follow this path. Sometimes good heroes succeed in turning the power of evil against itself, finding a way to withstand the taint of the dark powers.

CHRIS SEAMAN

### Avernian Knight Path Features

**Avernian Action (11th level):** When you spend an action point to take an extra action, your attack powers gain the fire keyword and deal extra fire damage equal to 5 + your Constitution modifier until the end of your turn.

**Melee Implement (11th level):** You can use any melee weapon as a warlock implement. However, you don't gain the weapon's proficiency bonus when you use it for implement attacks.

In addition, whenever you use a melee weapon as an implement for an arcane power, you do not provoke opportunity attacks from enemies adjacent to you for using a ranged power.

**Hellish Mark (16th level):** Whenever an enemy marked by you makes an attack that doesn't include you as a target, that enemy takes 5 + your Constitution modifier fire damage after the attack is resolved.

### Avernian Knight Spells

**Curse Strike** — Avernian Knight Attack 11

*Your strike delivers a dark curse, debilitating your foe and lending power to your next attack.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Will
**Hit:** 2[W] + Strength modifier damage. Until the end of your next turn, the target takes a -2 penalty to attack rolls, and your weapon attacks against the target deal 2d6 extra damage.

**Avernian Challenge** — Avernian Knight Utility 12

*You teleport a short distance and challenge nearby enemies.*

**Encounter ✦ Arcane, Teleportation**
**Move Action** **Personal**
**Effect:** You teleport 5 squares and then mark each enemy adjacent to you until the end of your next turn.

**Hellforged Blade** — Avernian Knight Attack 20

*Runes of red fire begin glowing on your weapon. Each foe you strike bursts into flame and is assailed by supernatural dread.*

**Daily ✦ Arcane, Fear, Fire, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is marked, takes a -2 penalty to all defenses, and takes ongoing 10 fire damage (save ends all).
**Miss:** Half damage, and ongoing 5 fire damage (save ends).

# Glorious Myrmidon

*"The gods look upon my moment of glory and know envy."*

**Prerequisite:** Fighter, trained in Athletics

You are a warrior of tremendous athleticism and skill. For you, battle is the ultimate competition—a contest in which your personal triumphs and deeds of daring will win you lasting glory. You measure your victories by the fame and recognition they bring you. Folks might say that you're proud, vain, or selfish, and that your hubris is an affront to the gods. You see nothing wrong in wanting to glorify the natural gifts the gods granted you or demonstrating to the world the rewards that can be won with courage, dedication, and skill.

You value fame, honor, and the stories of your triumphs over gold and other worldly treasures. You're on the lookout for opportunities to add to your own growing fame, not through bragging about what you've done but by testing yourself against worthy foes and producing evidence of your victories. If you can't fight the dragon on the village green, then at least you can bring back its head tied to your saddle horn to let everyone know that you bested the creature.

You have little interest in dishonorable victories or foes beneath your station. If you must give battle to unworthy enemies to protect innocent people, you might choose to set your own challenge by wielding ineffective weapons, using only simple attacks, or allowing your opponents the first strike. Defeating a band of goblins hardly adds to your renown at this point in your career, but defeating them with your bare hands—now there's a story.

## Glorious Myrmidon Path Features

**Myrmidon's Action (11th level):** When you spend an action point to take an extra action, you can shift 3 squares as a free action before or after the extra action, and you gain a +2 bonus to attack rolls until the start of your next turn.

**Battle Agility (11th level):** You ignore the speed penalty and check penalty of chainmail and scale armor.

**Myrmidon Athleticism (16th level):** You gain a +1 bonus to speed and a +2 bonus to Acrobatics, Athletics, and Endurance checks.

JULIE DILLON

## Glorious Myrmidon Exploits

**Charge to Glory** — Glorious Myrmidon Attack 11

*You barrel into your enemy, eager to draw first blood.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** You knock the target prone.
**Special:** When charging, you can use this power in place of a melee basic attack.

**Exult in Victory** — Glorious Myrmidon Utility 12

*The glory of a hard-fought victory sweeps away your fatigue when you defeat a worthy foe.*

**Encounter ✦ Healing, Martial**
**Free Action** **Personal**
**Trigger:** You reduce an enemy to 0 hit points with a melee attack
**Effect:** You use your second wind, and you gain a +1 bonus to attack rolls until the end of your next turn.

**Moment of Triumph** — Glorious Myrmidon Attack 20

*You exhibit a level of pure skill and resilience that few opponents can match, especially in single combat.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain a +2 power bonus to attack rolls and to all defenses. In addition, enemies marked by you take a -4 penalty to attack rolls instead of a -2 penalty for making an attack that doesn't include you as a target.

# Ironstar Mauler

*"Aggression is the key to victory. Get in there and start mixing it up while your enemy is still trying to decide if it wants to fight or not. Hesitation is a luxury we can't afford."*

**Prerequisite:** Fighter, Ironstar Student feat

You are a battle-tested master of the Ironstar combat style. You wield a mace or a flail as easily as a graceful elf duelist wields a rapier; in your hands, these cruel weapons are as light and quick as willow switches. You have spent countless hours attaining the necessary balance, concentration, and intuition to use these weapons effectively. With uncanny precision, you can crumple a shield, break a weapon-hand, shatter fangs, or crush a skull.

Beyond mastering the style's pure physical technique, you have absorbed the attitude and mindset of the Ironstar masters. Your chosen style is more than pure strength and savagery. You recognize that fearlessness, intimidation, and aggression are weapons every bit as important as the maces or flails you wield.

Warriors of different races and lands have developed techniques similar to yours, but none have studied them more carefully—or practiced them more fiercely—than the dwarf masters who originated the Ironstar technique. You have learned from their teachings and become a fierce and tough-minded warrior. You are the first to charge into the fray and the last to leave it. Enemies do well to fear you.

## Ironstar Mauler Path Features

**Ironstar Action (11th level):** When you spend an action point to attack with a power associated with the Ironstar Student feat or the Ironstar Crusher feat, you can score a critical hit on a roll of 18–20, and you treat the weapon you use for that attack as having the high crit property.

**Ironstar Master (11th level):** You gain a +1 bonus to attack rolls with maces and flails.

**Ironstar Expertise (16th level):** Whenever you hit an enemy with a mace or a flail, that enemy takes a –2 penalty to the saving throw against any effect from that attack.

## Ironstar Mauler Exploits

**Devastating Smash** — Ironstar Mauler Attack 11

*You deal a powerful blow that leaves your foe open to your allies' attacks.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is dazed and slowed until the end of your next turn.

CHRIS SEAMAN

**Ironstar Stance** — Ironstar Mauler Utility 12

*You gain extra vigor as long as the battle rages.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, if you have no temporary hit points at the start of your turn, you gain temporary hit points equal to 5 + your Constitution modifier.

**Crushing Fury** — Ironstar Mauler Attack 20

*You batter your nearby enemies with overpowering blows. Each hit drives an enemy back into its allies, dazing them too.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Primary Target:** Each enemy in burst
**Primary Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, you push the primary target 1 square, and the primary target is dazed and slowed (save ends both). Make a melee secondary attack.
**Secondary Target:** One creature adjacent to the primary target that was not in the burst of the primary attack
**Secondary Attack:** Strength vs. Fortitude
**Hit:** The secondary target is dazed until the end of your next turn.
**Miss:** Half damage, and the primary target is slowed (save ends).

# Kulkor Arms Master

*"Swords are pretty, there's no doubt of it. But if you want to crack open plate armor or split a dragon's scales, you'll need a weapon with more hitting power."*

**Prerequisite:** Fighter, Kulkor Battlearm Student feat

You are a well-traveled veteran, a pragmatic mercenary who has fought in a dozen different lands. Along the way, you've come to appreciate the virtues and drawbacks of various weapons. Sometimes you're a soldier, sometimes a bodyguard, and sometimes a freebooter in search of the next opportunity. Wherever you go and whatever you do, though, you're always a master of arms.

Many who share your combat style are heartless sellswords, fighting only for the next bag of gold. You might be motivated by coin, or you could find yourself drawn to a higher cause. Perhaps you pursue a calling as a wandering trainer, instructing castle guards and village militias in the effective use of their weapons. You might be a footloose traveler, searching for a worthy place or cause to serve with your martial skills. Or you might be a renowned troubleshooter, awaiting the next chance to test your skills against violent brigands or fierce marauders. You're willing to slay monsters and dangerous beasts if that's what needs to be done, but your true calling is to face enemies that have steel in their hands and prove your mastery over them.

## Kulkor Arms Master Path Features

**Kulkor Master (11th level):** If you use an axe, a hammer, or a mace that has the versatile property to hit an enemy granting combat advantage to you, that enemy grants combat advantage to all creatures until the start of your next turn.

**Kulkor Persistence (11th level):** When you spend an action point to attack with an axe, a hammer, or a mace that has the versatile property, and that attack misses every target, you can reroll one attack roll but must use the second result.

**Smite the Fallen (16th level):** Once per round, when you knock an enemy prone with a melee attack, you can make a melee basic attack against that enemy as a free action.

## Kulkor Arms Master Exploits

**Arms Master Challenge** Kulkor Arms Master Attack 11

*You lash out at foes within reach, and then call out another enemy a short distance away.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** Make a secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** Choose one enemy within 5 squares of you other than the primary target or the secondary target. You mark that enemy until the end of your next turn.

**Tempered in Blood** Kulkor Arms Master Utility 12

*Calling upon years of brutal conditioning, you fight off the pain of a wound with pure willpower.*

**Encounter ✦ Healing, Martial**
**Free Action** **Personal**
**Trigger:** You are bloodied by an attack
**Effect:** After the attack is resolved, you use your second wind.

**Subjugation of Steel** Kulkor Arms Master Attack 20

*Spinning in a tight circle, you viciously attack the enemies surrounding you.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you knock the target prone.

DAVE ALLSOP

# Rakehell Duelist

*"I can see that you are eager to die, but you'll have to wait until I finish my drink."*

**Prerequisite:** Fighter

You are a rakehell duelist because you're the best at what you do. With a weapon in each hand, you rely on fast footwork and skillful parries. You scorn combatants who need half an hour to strap on heavy armor before they can do battle. By the time other warriors are ready, you can dispatch three sets of opponents and two flagons of ale. Knowing that a fight is around the corner, you make sure you're prepared and that you enjoy life while you can.

You have won riches and fame by going up against deadly opponents. Although your talents have earned you the means to retire to a life of luxury, you find that your pursuit of the good life seems to end up causing fights. For a rakehell duelist, that's the point. Boasting, gambling, and courting the attractive and the wealthy is fun because it can result in being challenged to a duel.

Your reputation attracts a constant stream of aspiring duelists seeking to test themselves against a master. A rakehell duelist usually relishes each opportunity to confirm that he or she is still on top, mercilessly dispatching any ambitious upstarts.

ARNIE SWEKEL

## Rakehell Duelist Path Features

**Duelist's Guard (11th level):** While wearing light armor or chainmail, you gain a +1 bonus to AC against enemies marked by you.

**Main Gauche Action (11th level):** When you spend an action point to take an extra action, you can make a melee basic attack with an off-hand weapon as a free action before or after the extra action.

**Marked Opportunity (16th level):** If an adjacent enemy marked by you shifts or makes an attack that doesn't include you as a target, it grants combat advantage to you until the end of your next turn.

## Rakehell Duelist Exploits

**Sly Charge** — Rakehell Duelist Encounter 11

*Rather than run into your waiting enemy, you flick a small weapon at it first to distract it as you rush in.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Effect:** You charge and make the following attack in place of a melee basic attack. If you're wielding a light thrown weapon, you can make a ranged basic attack against the target with that weapon as a free action before the charge. If the ranged attack hits, the target grants combat advantage to you until the start of your next turn.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.

**Main Gauche Parry** — Rakehell Duelist Utility 12

*Lesson twenty-three of the tempest technique—a well-timed parry with a light blade can save life and loin.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Personal**
**Requirement:** You must be wielding two melee weapons, one of which is a light blade that has the off-hand property.
**Trigger:** An enemy hits you with a melee attack
**Effect:** You gain a +4 bonus to AC and Reflex until the start of your next turn.

**Stay Mobile** — Rakehell Duelist Attack 20

*You dart in to deliver a stinging blow to your enemy, then spring back out of harm's way.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Effect:** Until the end of the encounter, whenever the target misses you with a melee attack, you can shift 1 square as a free action.

# Rampaging Brute

*"My hammer says that it and me are coming in fast and getting what we came for."*

**Prerequisite:** Fighter, Ogremight Student feat

Your arrival is heralded by the crash of splintering wood and the roar of a battle cry. When you smash through a door with a single swing of your massive weapon and barrel into the midst of your enemies, they dodge out of the way—if they're wise. If battle has taught you anything, it's that weight plus momentum equals deadly force. When you set your bulk in motion, anyone smart knows to stay out of your way.

Goliaths are famous for defending mountain passes with a squad of slingers, a pile of boulders, and a rampaging brute who rushes downhill and slams into the leader of the opposing force as a killing rain of rock and stone smashes that foe's allies. Goliath legends tell of the first rampaging brute, Roglarok, who charged into the midst of a company of hobgoblins beneath Tizun's Halls. No one in his tribe could have defeated them single-handedly, but by drawing the defenders off, Roglarok allowed his allies to achieve a victory by sneaking in behind the distracted hobgoblins.

Your tactics as a rampaging brute focus on charging in and tying up foes, keeping them away from the more frail members of your party. Your preferred weapon is a heavy weight at the end of a sturdy haft. You favor light armor or chainmail so that your charges can carry you farther into the heart of the battle. You'll be hit frequently, but your fury will keep you fighting no matter how grievous your wounds become.

## Rampaging Brute Path Features

**Brute Charge (11th level):** Whenever an enemy hits you with an opportunity attack while you're charging, you can knock that enemy prone as a free action after the opportunity attack is resolved.

**Rampager's Action (11th level):** When you spend an action point to charge an enemy, the first attack you make as part of the charge deals 2[W] extra damage on a hit or damage equal to your Strength modifier on a miss.

**Trampling Rampager (16th level):** When charging, you can move through enemies' squares.

CHRIS SEAMAN

## Rampaging Brute Exploits

**Barreling Swing** — Rampaging Brute Attack 11

*You rush through your foes, swinging your weapon in sweeping arcs as you arrive in their midst.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Effect:** You charge and make the following attack in place of a melee basic attack. When charging, you can move through enemies' squares.
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Weapon:** If you're wielding a two-handed mace or a two-handed hammer, the attack deals extra damage equal to your Constitution modifier.

**Tumbling Trample** — Rampaging Brute Utility 12

*You muscle aside enemies that stand between you and your chosen foe.*

**Encounter ✦ Martial**
**Free Action** **Melee** 1
**Trigger:** You move out of a square occupied by an enemy
**Target:** The triggering enemy
**Effect:** You push the target 2 squares and knock it prone.

**Brutal Fury** — Rampaging Brute Attack 20

*Seeing one enemy fall before your might stokes your bloodlust.*

**Daily ✦ Martial, Reliable, Weapon**
**Free Action** **Melee** weapon
**Trigger:** You reduce an enemy to 0 hit points
**Effect:** You charge and make the following attack in place of a melee basic attack.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier + Constitution modifier damage.

# Steel Vanguard Master

*"Trust only in your steel and your skill. People will always disappoint you."*

**Prerequisite:** Fighter, Steel Vanguard Student feat

You are a swordmaster of renown and an expert in the famous Steel Vanguard style. This style is based on the use of large, heavy swords such as the greatsword and the falchion. Few can match your skill and lethality with a two-handed sword.

Some combat styles are associated with specific schools, academies, or regions; the Steel Vanguard technique is not one of these styles. It was developed centuries ago in the mercenary companies that served the empires of old. Countless variations and embellishments have been added to the style over time. Currently, the mercenaries known as the Steel Vanguard practice the style, and dozens of distinct regional styles have their roots in the base style.

As a famed swordmaster, you might be sought out by students who want to learn your techniques or by challengers eager to earn a name by besting a warrior of your skill. How you deal with such challenges is up to you. Between adventures, you might run a training school, teach at a famous academy as a visiting instructor, tutor young nobles, or take on an apprentice for a time. When adventure calls again, you set aside your lessons and once again use the martial skills you have honed over years of fighting.

JOEL THOMAS

## Steel Vanguard Master Path Features

**Vanguard Action (11th level):** When you spend an action point to make an attack, you gain a +4 bonus to attack rolls for that attack against enemies marked by you.

**Steel Challenge (11th level):** Whenever an enemy misses you with a melee attack, you can mark that enemy as a free action.

**Great Weapon Defense (16th level):** You gain a +2 shield bonus to AC while wielding a two-handed heavy blade.

## Steel Vanguard Master Exploits

**Rush of Steel** Steel Vanguard Master Attack 11

*You attack with a long, looping slash of your heavy weapon, then step forward and reverse your grip to strike another enemy from a different direction.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Primary Target:** Each enemy in burst you can see
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** You shift 1 square and make a melee secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.

**Vanguard Defense** Steel Vanguard Master Utility 12

*Keeping your mighty weapon in constant motion, you blend parries and threatening sweeps into an active defense.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain a +2 power bonus to AC, and at the end of each of your turns while you are conscious, each enemy adjacent to you is marked until the end of your next turn.

**Cruel Flourish** Steel Vanguard Master Attack 20

*Sensing that your enemy is vulnerable, you follow up a successful attack with a quick, devastating strike.*

**Daily ✦ Martial, Reliable, Weapon**
**Free Action** **Melee** weapon
**Trigger:** You hit an enemy with a close or a melee attack
**Target:** The enemy you hit
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is dazed and takes ongoing 10 damage (save ends both).

# Warhound of Bane

*"For good or for ill, the god of war guides my fortune."*

**Prerequisite:** Fighter

The realm of mortals is the battlefield of the gods. Forbidden to manifest their power directly, the gods rely on intermediaries to fight their battles. Some heroes volunteer their strength to this divine cause, but not you. Your training taught you how to wield a weapon, not a holy symbol, and to place your faith in your armor and your own courage. As a warrior of outstanding courage and skill, you have caught the attention of Bane, the god of war, and his heavy gaze lies upon your battles and quests.

Some who fall under Bane's gaze embrace their role as paragons of war, serving the Black Hand willingly. You are not bound to this fate. Bane is a terrible tyrant, yet he has great admiration for mortals who excel in martial virtues such as discipline, courage, and skill at arms. Above all, Bane is delighted by victory. A hero who battles for good and eschews tyranny might oppose what Bane stands for, but if he or she is brave, skillful, and triumphant, the master of war is darkly pleased even in defeat.

## Warhound of Bane Path Features

**Determined Action (11th level):** You can spend an action point during your turn as a free action to regain a number of hit points equal to one-half your level + your Wisdom modifier instead of gaining the extra action.

**Revitalized Offense (11th level):** Whenever you spend a healing surge or use your Determined Action path feature, you gain a +2 bonus to melee attack rolls until the end of your next turn.

**Iron Determination (16th Level):** While you're using a shield, you gain its shield bonus to Will in addition to AC and Reflex.

## Warhound of Bane Prayers

**Warhound's Wrath** — Warhound of Bane Attack 11

*You strike a solid blow, and the god of war smiles upon you, letting new strength flow back into your wounded body.*

**Encounter ✦ Divine, Healing, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you regain hit points equal to 5 + your Wisdom modifier. If you are bloodied, the attack deals 1[W] extra damage, and you instead regain hit points equal to 10 + your Wisdom modifier.

BEN WOOTTEN

**Bane's Fortune** — Warhound of Bane Utility 12

*You bask in the glow of Bane's favor, extending good fortune to your comrades and ill fortune to your enemies.*

**Encounter ✦ Divine, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you and any ally within 3 squares of you gain a +1 power bonus to attack rolls and saving throws, and any enemy marked by you and within 3 squares of you takes a -1 penalty to attack rolls and saving throws. The stance ends if an enemy hits you.

**Triumphant Strike** — Warhound of Bane Attack 20

*You channel the war god's ire to deliver a terrible strike against your foe, driving fear into its allies, who see Bane's hand upon you.*

**Daily ✦ Divine, Fear, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and ongoing 10 damage (save ends). In addition, you mark the primary target until the end of the encounter.
**Miss:** Half damage.
**Effect:** Make a secondary attack that is a close burst 5.
**Secondary Target:** Each enemy in burst other than the primary target
**Secondary Attack:** Strength vs. Will
**Hit:** The secondary target takes a -2 penalty to all defenses (save ends).

CHAPTER 2

# Ranger

*"Each creature has the same recurring nightmare of the silent predator waiting to strike. Today, I am that predator, and you will not wake from an encounter with my claws."*

**Few common** folk know the dangers that lurk beyond their fields. Hungry beasts, savage marauders, and mischievous fey prowl the forests and mountains. Yet it is here where the ranger is at home. A ranger travels where others hesitate to venture. Whether as a guide, a hunter, a tracker, or a scout, the ranger welcomes the challenges of the wilderness. Few can match the ranger's ability to adapt combat styles and deal with adverse terrain.

The ranger is a skirmisher, skilled at both melee and ranged combat. A skirmishing ranger might harry foes with ranged attacks before closing in and launching a brutal assault. Some rangers are experts at fighting with both sword and bow. Others take advantage of thrown weapons, such as handaxes and javelins.

This chapter offers a suite of new melee and ranged powers for rangers, expanding the choices presented in the *Player's Handbook* and *Martial Power.*

- **New Builds:** One of this chapter's new ranger builds is the hunter ranger, which switches between melee and ranged combat and focuses on attacks that ambush opponents. The marauder ranger is the other new build. It creates a character who is fast and aggressive, specializing in the use of thrown weapons and charges.
- **New Class Features:** Running Attack is a new class feature that offers an alternative to Prime Shot. This chapter also presents two new fighting styles you can choose: the Hunter Fighting Style and the Marauder Fighting Style.
- **New Powers:** Almost a hundred new exploits open up options for rangers using both melee and ranged attacks. The powers support the new builds and allow a ranger to make Strength-based ranged attacks or Dexterity-based melee attacks.
- **New Paragon Paths:** You can personalize your ranger using one of eight new paragon paths, including the darkstrider, the lone wolf, and the reaving axe savant.

RALPH BEISNER

*Player's Handbook* presents the archer ranger and the two-blade ranger. *Martial Power* offers the beastmaster ranger. This chapter adds the hunter ranger, a build that encourages a character to switch between melee and ranged weapons, and the marauder ranger, who moves quickly across the battlefield, throwing weapons and striking fast.

## Hunter Ranger

Stealthy and agile, you are a talented skirmisher who adapts to overcome any combat scenario. Although you resemble the archer ranger, your powers provide you with mobility and more melee options. You are unrivaled in your ability to fight well at any range.

### New Class Features

You can select the following class features instead of another option, such as the ones presented in the *Player's Handbook* or *Martial Power*. You need not pick the hunter ranger build to select these features.

#### Hunter Fighting Style

When you choose a fighting style, you can select Hunter Fighting Style.

**Hunter Fighting Style:** You gain Quick Draw (*Player's Handbook*, page 200) as a bonus feat, even if you don't meet the prerequisites. In addition, you can sheathe a weapon as a free action and gain a +4 bonus to AC against opportunity attacks you provoke by making a ranged attack.

#### Running Attack

This class feature replaces the Prime Shot class feature.

**Running Attack:** If you use a standard action that lets you move (such as a charge or the *skirmish shot* power), and you end that movement at least 2 squares away from where you began that move, you gain a +1 bonus to attack rolls made as part of that standard action.

### Suggested Options

Dexterity is your key ability score. You rely on Dexterity for your ranged attacks and some melee attack powers as well. After Dexterity, you should emphasize Wisdom, because you rely on intuition to help guide your attacks. For your tertiary ability score, you should favor Strength or Constitution.

**Suggested Class Features:** Hunter Fighting Style,* Running Attack*

**Suggested Feat:** Swift Footwork*

**Suggested Skills:** Acrobatics, Athletics, Nature, Perception, Stealth

**Suggested At-Will Powers:** *fading strike,* twin strike*

**Suggested Encounter Power:** *skirmish shot**

**Suggested Daily Power:** *skirmishing stance**

*New option presented in this book

## Marauder Ranger

Fierce, fast, and hard-hitting, you are skilled at fighting with two weapons and using your off hand for throwing or parrying. Many of your attacks require thrown weapons. You're faster than other characters, but you're not interested in outrunning trouble; you go looking for it.

### New Class Feature

You can select the following class features instead of another option, such as the ones presented in the *Player's Handbook* or *Martial Power*. You need not pick the marauder ranger build to select these features.

#### Marauder Fighting Style

When you choose a fighting style, you can select Marauder Fighting Style.

**Marauder Fighting Style:** You gain Two-Weapon Defense (*Player's Handbook*, page 201) as a bonus feat, even if you don't meet the prerequisites. In addition, you gain a +1 bonus to speed while you aren't using a shield or a two-handed weapon.

#### Running Attack

The Running Attack class feature (described above) is also a good choice for the Marauder Ranger build. This class feature replaces the Prime Shot class feature.

### Suggested Options

Strength is your most important ability score. Your melee attacks and heavy thrown weapon attacks rely on it. Typically Wisdom should be your second highest ability score, because you depend on instinct and battle awareness. Dexterity and Constitution are both good choices for your tertiary ability score, depending on whether you prefer to dodge attacks or tough out the hits.

**Suggested Class Features:** Marauder Fighting Style,* Running Attack*

**Suggested Feat:** Manticore's Fury*

**Suggested Skills:** Acrobatics, Athletics, Endurance, Nature, Perception

**Suggested At-Will Powers:** *marauder's rush,* throw and stab*

**Suggested Encounter Power:** *hurling charge**

**Suggested Daily Power:** *scything blow**

*New option presented in this book

# NEW POWERS

The new exploits presented here include options for the hunter ranger and the marauder ranger. Archer rangers, two-weapon rangers, and beastmaster rangers can also find many useful powers in this section.

## Level 1 At-Will Exploits

**Fading Strike** Ranger Attack 1

*You launch an attack against your foe and then back away for safety.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage, and you shift 2 squares to a square that is not adjacent to the target.
*Level 21:* 2[W] + Dexterity modifier damage.
**Hunter Fighting Style:** When making an opportunity attack, you can use this power in place of a melee basic attack.

**Marauder's Rush** Ranger Attack 1

*You rush forward, trusting instinct to guide your attack.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier + Wisdom modifier damage.
*Level 21:* 2[W] + Strength modifier + Wisdom modifier damage.
**Special:** When charging, you can use this power in place of a melee basic attack.

**Throw and Stab** Ranger Attack 1

*You fling a weapon at one foe and then charge it or another enemy.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding both a thrown weapon and a melee weapon.
**Target:** One creature
**Attack:** Strength vs. AC (thrown weapon)
**Hit:** 1[W] damage.
*Level 21:* 2[W] damage.
**Effect:** You charge an enemy.

### RANGER BUILDS AND RUNNING ATTACK

Running Attack rewards rangers whose powers and tactics keep them mobile during a fight. Although this alternative class feature is aimed at the hunter ranger and the marauder ranger, other rangers can also benefit from choosing this alternative. Two-blade rangers and beastmaster rangers have little use for the Prime Shot class feature, because they rarely make ranged attacks. For these builds, you might as well choose Running Attack to replace Prime Shot. You never know when you'll want to charge a monster.

KEREM BEYIT

## Level 1 Encounter Exploits

**Feral Ambush** Ranger Attack 1

*You distract an enemy while your beast lunges for the creature and savages it.*

**Encounter ✦ Beast, Martial**
**Standard Action** **Melee** beast 1
**Target:** One creature
**Attack:** Beast's attack bonus vs. AC
**Hit:** 1[B] + beast's Strength modifier damage. If you and your beast companion are flanking the target, the attack deals 1[B] extra damage.
**Beast:** If your companion is a cat, a raptor, a serpent, or a wolf, the attack deals extra damage equal to your Wisdom modifier.

**Hunter's Pounce** Ranger Attack 1

*You leap forward and strike with a single, well-aimed blow. The strike cuts deep and leaves your enemy reeling.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you shift 2 squares.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and the target is slowed until the end of your next turn.

### Hurling Charge — Ranger Attack 1

*You hurl one of your weapons and then launch into a charge.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding both a thrown weapon and a melee weapon.
**Target:** One creature
**Effect:** Using your Hunter's Quarry, you designate the target as your quarry.
**Attack:** Strength vs. AC (thrown weapon)
**Hit:** 1[W] + Strength modifier damage.
**Effect:** You charge the target.

### Precise Assault — Ranger Attack 1

*You see an opening in an enemy's defense, and you break off your current attack to take advantage of the weakness.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you move your speed. You don't provoke opportunity attacks for leaving a square at the start of this movement.
**Target:** One creature
**Attack:** Strength + 2 vs. AC
**Hit:** 2[W] + Strength modifier damage.

### Skirmish Shot — Ranger Attack 1

*You rush across the battlefield and then let off a devastating shot.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Effect:** Before the attack, you move your speed.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.

## Level 1 Daily Exploits

### Commanding Confrontation — Ranger Attack 1

*You launch an agonizing shot that continues to inhibit your foe with each subsequent attack you make.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature designated as your quarry
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** Until the target is no longer your quarry, your melee attacks against it deal extra damage equal to 2 + your Wisdom modifier.

### Distracting Team — Ranger Attack 1

*You distract your foe while your beast companion moves in for the kill.*

**Daily ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage. If this hit reduces the target to 0 hit points, this power is not expended.
**Miss:** Half damage.
**Effect:** Your beast companion moves its speed and makes a secondary attack against the target.
**Secondary Attack:** Beast's attack bonus vs. AC
**Hit:** 2[B] + beast's Strength modifier damage, and your beast companion knocks the target prone.
**Miss:** Half damage.

## Multiclass Rangers

As a ranger, you can choose multiclass options to fit either a high Strength or a high Dexterity, giving you a wide array of options. Although any combination works, the following classes are best suited for a ranger's multiclass option.

**Barbarian:** Few combinations let you dish out damage like a ranger-barbarian multiclass character. Both Hunter's Quarry and the barbarian's inherent damage increases pump up your damage. Dragonborn and goliath are superb racial choices for a ranger multiclassing into barbarian.

**Cleric:** If you select Strength-based melee cleric powers, you can use powers that fit the beastmaster build or the marauder ranger build. A longtooth shifter makes an excellent character of this sort.

**Fighter:** You can easily combine a beastmaster ranger or a marauder ranger with the fighter, because they use Strength and can wield the same weapons. If you have the Two-Blade Fighting Style, you'll need to avoid powers that require either two-handed weapons or shields. Warforged, goliath, genasi, half-orc, longtooth shifter, and dragonborn make fine racial choices.

**Paladin:** With the marauder build in this book, you can make an interesting ranger-paladin. By using Strength-based ranged attacks, your paladin can easily maintain *divine challenge* against nonadjacent foes. Choosing dragonborn as your race makes your character even more exceptional.

**Rogue:** Few classes give you attacks based on Dexterity, but the ranger and rogue are two of them. It's easy for such a character to focus on Dexterity-based ranged combat options, but you can also use a decent Strength score to take advantage of both ranger and rogue options. Both classes are strikers, so the combination makes for deadly attacks. For your race, either half-orc or elf makes the combination stronger.

**Warden:** You'll probably need to skip the shield when playing a ranger-warden. Even without a shield, the warden's arsenal of powers provides your character with more durability than a normal ranger. Your character might best be a longtooth shifter or a goliath.

**Warlord:** Several powers designed for the archer warlord work well with Strength-based ranger powers. You can combine Hunter's Quarry with warlord powers that weaken your foe or grant allies bonuses against it. This deadly combination will make quick work of any enemy. Consider being a genasi when you want your character to become a ranger-warlord.

### Isolation Strike — Ranger Attack 1

*Your flurry of attacks knocks your opponents back, allowing you to focus on a single foe.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One or two creatures
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. If the target is not your quarry, you can push it a number of squares equal to your Wisdom modifier.
**Miss:** Half damage.

### Scything Blow — Ranger Attack 1

*You lash out with your weapon in a wide arc, knocking two foes to the ground. You then drive your blade into them.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you shift 2 squares.
**Target:** One or two creatures
**Attack:** Strength or Dexterity vs. AC
**Hit:** 1[W] damage, and you knock the target prone.
**Miss:** Half damage.
**Effect:** Make a secondary attack against each target.
**Secondary Attack:** Strength or Dexterity vs. AC
**Hit:** 1[W] damage.
**Miss:** Half damage.

### Skirmishing Stance — Ranger Attack 1

*You adopt a defensive, highly mobile combat stance. Your speed helps you catch opponents unprepared and inflict greater damage.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever you move at least 4 squares away from where you started your turn, you gain a +2 power bonus to AC and Reflex until the start of your next turn, and your next attack before the end of your next turn deals 1d8 extra damage.

### Sure Shot — Ranger Attack 1

*You line up your shot with meticulous care to strike at your foe's vital organs.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Dexterity vs. AC. You can reroll the attack roll but must use the second result.
**Hit:** 3[W] + Dexterity modifier damage. You can reroll each damage die once but must use the second result.

## Level 2 Utility Exploits

### Begin the Hunt — Ranger Utility 2

*You quickly identify your prey and ready yourself to attack it.*

**Daily ✦ Martial**
**No Action** **Personal**
**Trigger:** You roll initiative
**Effect:** You gain a +2 bonus to the initiative check, and using your Hunter's Quarry, you designate one creature you can see as your quarry. You gain a +2 power bonus to attack rolls against that creature until it is no longer your quarry.

### Invigorating Stride — Ranger Utility 2

*You back away from danger and catch your breath.*

**Encounter ✦ Healing, Martial**
**Move Action** **Personal**
**Effect:** You shift a number of squares equal to your Wisdom modifier and must not end the shift adjacent to any enemy. You can use your second wind.

### Terrain Advantage — Ranger Utility 2

*You use the terrain around you as your first line of defense.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you gain a +4 power bonus to all defenses while you occupy a square of difficult terrain.

## Level 3 Encounter Exploits

### Avenging Charge — Ranger Attack 3

*You take advantage of an enemy's opening while it focuses on your ally.*

**Encounter ✦ Martial, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy attacks your ally
**Effect:** You charge the triggering enemy and make the following attack in place of a melee basic attack.
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.

### Encircle the Prey — Ranger Attack 3

*You lure your enemy into position. Then, your beast companion lunges.*

**Encounter ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and you slide the target 1 square. You can shift 1 square.
**Effect:** Your beast companion makes a melee basic attack against the target as a free action.

### Parting Strike — Ranger Attack 3

*You slash your enemy across the legs and then withdraw, leaving your foe hobbled.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and the target is slowed until the end of your next turn.
**Effect:** After the attack, you shift your speed.

### Stalking Strike — Ranger Attack 3

*You strike quickly and then disappear, leaving your foe searching for the source of the attack.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Dexterity vs. AC. If you are hidden when you attack, you can make a Stealth check to remain hidden if you have any cover or any concealment.
**Hit:** 2[W] + Dexterity modifier damage.

### Sustaining Strike — Ranger Attack 3

*If your first attack fells your enemy, you retain your strength for a future attack.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Primary Attack:** Strength vs. AC (main weapon)
**Hit:** 1[W] + Strength modifier damage. If this attack reduces the target to 0 hit points, this power is not expended, and you gain a +2 power bonus to the next attack roll you make with this power before the end of the encounter.
**Effect:** Make a secondary attack against the target.
**Secondary Attack:** Strength vs. AC (off-hand weapon)
**Hit:** 1[W] + Strength modifier damage.

### Upending Throw — Ranger Attack 3

*Your muscles strain as you unleash a mighty ranged attack that knocks your foe down.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a thrown weapon.
**Target:** One creature
**Attack:** Strength vs. AC (thrown weapon)
**Hit:** 2[W] + Strength modifier damage, and you knock the target prone.

## Level 5 Daily Exploits

### Bloody Throw — Ranger Attack 5

*You drive your weapons into a nearby enemy and then hurl a weapon into the face of another foe.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a thrown weapon in your off hand and a melee weapon in your main hand.
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC (main weapon)
**Hit:** 1[W] + Strength modifier damage.
**Effect:** Make a secondary attack against the primary target.
**Secondary Attack:** Strength vs. AC (off-hand weapon)
**Hit:** 1[W] + Strength modifier damage.
**Effect:** Make a ranged tertiary attack. This attack does not provoke opportunity attacks.
**Tertiary Target:** One creature other than the primary target
**Tertiary Attack:** Strength vs. AC (thrown weapon)
**Hit:** 2[W] + Strength modifier damage, and the tertiary target takes a -2 penalty to attack rolls (save ends).
**Miss:** You do not expend this power.

### Coordinated Charge — Ranger Attack 5

*With a silent gesture, you signal your beast, and you both go charging into the fray.*

**Daily ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Effect:** Using your Hunter's Quarry, you designate the target as your quarry. You and your beast companion charge the target. You can make the following attack in place of a melee basic attack.
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.

### Hunter's Confrontation — Ranger Attack 5

*Each of your attacks tests your foes' defenses until you find where to hit to make it count.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature designated as your quarry
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** Until the target is no longer your quarry, whenever you hit the target with a melee attack, you knock it prone.

### Snarling Wolf Stance — Ranger Attack 5

*Like an animal backed into a corner, you become deadlier in your desperation.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever an enemy hits or misses you with a close or a melee attack, you can make a melee basic attack against it as an opportunity action. You can then shift 3 squares but must not end the shift adjacent to any enemy.

### Tracing Shot — Ranger Attack 5

*You hit your foe in a weak spot and use that wound to guide your subsequent attacks.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier + Wisdom modifier damage.
**Effect:** Until the end of the encounter, you gain a power bonus to melee damage rolls against the target equal to your Wisdom modifier.

### Wounded Beast — Ranger Attack 5

*You answer an enemy's strike with a snarl and an attack. The rage inside you provides new vigor.*

**Daily ✦ Healing, Martial, Weapon**
**Standard Action (Special)** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You can spend a healing surge.
**Special:** You can use this power as an immediate reaction when an enemy adjacent to you bloodies you or scores a critical hit against you.

## Level 6 Utility Exploits

### Clever Teamwork — Ranger Utility 6

*You maneuver around your enemies, thanks to your collaboration with your allies.*

**Encounter ✦ Martial**
**Move Action** **Close** burst 5
**Target:** You and one ally in burst
**Effect:** Each target shifts 1 square as a free action.
**Beast:** If your beast companion is a target, add your Wisdom modifier to the number of squares it can shift.

### Healing Herbs — Ranger Utility 6

*You aid a wounded companion by quickly applying a poultice of healing herbs.*

**Daily ✦ Healing, Martial**
**Minor Action** **Melee** touch
**Target:** One ally
**Effect:** You make a Heal check. The target regains hit points equal to half the result of your check. The target can make a saving throw against one poison effect on him or her that a save can end.

### Off-Hand Defense — Ranger Utility 6

*You keep your off-hand weapon ready to block enemy attacks.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain a +1 power bonus to AC while you are conscious and wielding two melee weapons. If you do not make an off-hand attack during your turn, the bonus is instead +2 until the start of your next turn.

### Stealthy Escape — Ranger Utility 6

*You slip into the shadows, too smoothly for anyone to notice.*

**Daily ✦ Martial**
**Free Action** **Personal**
**Prerequisite:** You must be trained in Stealth.
**Trigger:** You make a Stealth check and dislike the result
**Effect:** Reroll the Stealth check with a bonus equal to your Wisdom modifier. You can use the higher of the two rolls. If the second result is lower than the first, you do not expend this power.

## Level 7 Encounter Exploits

### Assess and Strike — Ranger Attack 7

*A brush with your off-hand weapon marks a spot on your enemy for a more accurate thrust from your main weapon.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Primary Attack:** Strength vs. Reflex (off-hand weapon)
**Hit:** 1[W] damage. Make a secondary attack against the target. You ignore any attack roll penalties to the secondary attack.
**Secondary Attack:** Strength vs. AC (main weapon)
**Hit:** 2[W] + Strength modifier damage.

### Fetch — Ranger Attack 7

*After your weapon strikes a foe, your beast grabs the creature and drags it away.*

**Encounter ✦ Beast, Martial, Weapon**
**Standard Action** **Ranged** weapon (beast 1)
**Requirement:** You must be wielding a thrown weapon.
**Target:** One creature adjacent to your beast companion
**Attack:** Strength vs. AC (thrown weapon)
**Hit:** 2[W] + Strength modifier damage, and your beast companion makes a secondary attack against the target.
**Secondary Attack:** Beast's attack bonus vs. AC
**Hit:** Your beast companion shifts a number of squares equal to your Wisdom modifier and pulls the target adjacent to it.

### Finishing Cut — Ranger Attack 7

*You execute a swift attack against a foe, attempting to finish off the creature.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage. If the target is bloodied or prone, the attack deals 2[W] extra damage.

## Iconic Rangers

Any race that lives on the outskirts of civilization or deep within the wilderness can fit the ranger's themes. The best races for a ranger combine the power, speed, and the sense needed to survive in the wild.

**Elves:** With natural bonuses to Wisdom and Dexterity, elves make excellent hunter and archer rangers. Because rangers use attacks that have multiple targets, the *elven accuracy* racial power provides a welcome advantage. More details about elf rangers can be found on page 45 of *Martial Power*.

**Half-Orcs:** Half-orcs make extremely versatile rangers, and their *furious assault* racial power emphasizes their striker role. A half-orc is suitable for any ranger build and can switch competently between Strength and Dexterity powers.

**Shifters:** With the race's bestial bloodline, a shifter constantly yearns for the hunt. It's natural for shifters to follow the path of the ranger. Each type of shifter is suited to a different set of builds. With their naturally high Strength, longtooth rangers excel in the two-blade and the marauder builds. Longtooth beastmasters prefer to adventure with wolf beast companions. Razorclaws favor the archer or hunter fighting styles, or they become beastmasters who fight with ranged weapons while they send their feline beasts into melee.

### Surprising Throw — Ranger Attack 7

*You launch your weapon at your foe while your ally distracts it.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a thrown weapon.
**Target:** One creature
**Attack:** Strength vs. AC (thrown weapon). The target grants combat advantage to you if it is adjacent to an ally of yours who can take free actions.
**Hit:** 3[W] + Strength modifier damage.

### Toppling Rush — Ranger Attack 7

*You dart forward and slash at your foe's legs, unbalancing the creature.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you move your speed.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you knock the target prone.

## Level 9 Daily Exploits

### Bounding Beast — Ranger Attack 9

*Your beast pushes back one foe and then charges forth.*

**Daily ✦ Beast, Martial**
**Standard Action** **Melee** beast 1
**Target:** One creature
**Attack:** Beast's attack bonus vs. AC
**Hit:** 2[B] + beast's Strength modifier damage, and your beast companion pushes the target 1 square.
**Miss:** Half damage.
**Effect:** Your beast companion charges one creature other than the target.

### Furious Fling — Ranger Attack 9

*You lob your weapon at your foe, grievously injuring it.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a thrown weapon.
**Target:** One creature
**Effect:** Using your Hunter's Quarry, you designate the target as your quarry.
**Attack:** Strength vs. AC (thrown weapon)
**Hit:** 3[W] + Strength modifier damage. If the target is your quarry, it takes ongoing 5 damage (save ends).
**Miss:** Half damage.

### Invigorating Confrontation — Ranger Attack 9

*Each strike you deliver against your quarry bolsters you.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature designated as your quarry
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** Until the target is no longer your quarry, whenever you hit the target with a melee attack, you gain temporary hit points equal to 5 + your Wisdom modifier.

### Marked for Death — Ranger Attack 9

*A carefully aimed shot imperils your quarry.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature designated as your quarry
**Attack:** Strength (melee) or Dexterity (ranged) vs. AC
**Hit:** 3[W] + Strength (melee) or Dexterity (ranged) modifier damage, and you mark the target until the end of your next turn. Until the end of the encounter, your Hunter's Quarry deals two extra dice of Hunter's Quarry damage against the target.

### Shocking Assault — Ranger Attack 9

*You rush your opponent, and before it can react, you pin the creature in place with steel.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is immobilized (save ends).
**Special:** When charging, you can use this power in place of a melee basic attack.

### Springback Shot — Ranger Attack 9

*As an enemy rushes your position, you spring back suddenly and fire an arrow at it, discouraging it from approaching.*

**Daily ✦ Martial, Weapon**
**Immediate Interrupt** **Ranged** weapon
**Trigger:** An enemy moves during its turn to a square adjacent to you
**Effect:** Before the attack, you shift 2 squares and must not end the shift adjacent to the triggering enemy.
**Target:** The triggering enemy
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Effect:** The target is immobilized (save ends).

## Ranger Builds and Combat Styles

Rangers enjoy proficiency with many types of weapons, so they can take advantage of various combat style feats in Chapter 5 of this book. Here's a short guide to the combat styles that work best for each ranger build.

**Archer Ranger:** Adamant Arrow, Harrowing Swarm, Leaf Runner, and Silent Shot.

**Beastmaster Ranger:** Arkhosian Fang, Black Hood, Desert Moon, Elsir Hammer, Hunting Spear, Ironstar, Kulkor Battlearm, Mountain Thunder, Nerathan High Blade, Reaving Axe, and Rending Chains.

**Hunter Ranger:** Black Hood, Hunting Spear, Kulkor Battlearm, and Nerathan High Blade.

**Marauder Ranger:** Elsir Hammer, Ironstar, Midnight Blade, Mountain Thunder, and Reaving Axe.

**Two-Blade Ranger:** Arkhosian Fang, Desert Moon, Elsir Hammer, Ironstar, Kulkor Battlearm, Mountain Thunder, Nerathan High Blade, Reaving Axe, and Rending Chains.

JULIE DILLON

## Level 10 Utility Exploits

**Agile Escape** — Ranger Utility 10

*Nothing can slow you down.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by an attack that makes you slowed, immobilized, restrained, or dazed
**Effect:** You gain a +4 power bonus to all defenses against the triggering attack.

**Padfoot Advance** — Ranger Utility 10

*You glide over the ground like a stalking cat.*

**Encounter ✦ Martial**
**Free Action** **Personal**
**Effect:** Until the end of your turn, you don't take a penalty to Stealth checks for moving, and if you don't hit with an attack while you are hidden, you remain hidden.

**Resume the Hunt** — Ranger Utility 10

*You drop a foe and then sprint away in search of the next fight.*

**Encounter ✦ Martial**
**Free Action** **Personal**
**Trigger:** You reduce an enemy to 0 hit points
**Effect:** You move your speed. You don't provoke opportunity attacks for leaving a square at the start of this movement. Until the end of your next turn, you gain a +2 bonus to all defenses.

**Weathered Resilience** — Ranger Utility 10

*Each setback, stumble, or wound bolsters your determination to succeed.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain resistance to all damage equal to your Wisdom modifier while you are bloodied.

## Level 13 Encounter Exploits

**Answer with Steel** — Ranger Attack 13

*You instantly attack when an enemy comes too close. You then quickly step away.*

**Encounter ✦ Martial, Weapon**
**Immediate Interrupt** **Melee** weapon
**Trigger:** An enemy moves during its turn to a square adjacent to you
**Target:** The triggering enemy
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and you shift 1 square.

**Quick Throw** — Ranger Attack 13

*You sling a weapon at a foe, catching the creature off guard.*

**Encounter ✦ Martial, Weapon**
**Minor Action** **Ranged** weapon
**Requirement:** You must be wielding a thrown weapon.
**Effect:** Before the attack, you shift 1 square.
**Target:** One creature you have not attacked during this turn
**Attack:** Strength (thrown weapon) vs. AC
**Hit:** 3[W] + Strength modifier damage, and you cannot attack the target again until the end of your turn.

### Rangers and Great Weapons

Rangers are commonly identified with two-weapon fighting, but not all ranger builds need to follow this path. Given the class's proficiency with martial weapons, a ranger could fight with a two-handed weapon such as a greatsword, a greataxe, or a greatspear (*Adventurer's Vault*). Such a weapon would be a poor choice for marauder rangers and two-blade rangers, because they lose fighting style benefits. On the other hand, beastmaster rangers and hunter rangers gain no special benefit for two-weapon fighting and can wield a two-handed weapon without penalty. An archer ranger might also want to carry a two-handed weapon for times when archery is risky or impossible.

### Ravaging Tide — Ranger Attack 13

*Your enraged beast lashes out at any enemies that are around it.*

**Encounter ✦ Beast, Martial**
**Standard Action** **Melee** beast 1
**Target:** One creature
**Attack:** Beast's attack bonus vs. AC
**Hit:** 2[B] + beast's Strength modifier damage, and any enemy adjacent to your beast companion takes damage equal to 5 + your Wisdom modifier.

### Thread the Needle — Ranger Attack 13

*You take a shot and then dash toward your foe to engage it in melee.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage. You shift a number of squares equal to your Wisdom modifier.
**Effect:** If the target starts its next turn adjacent to you, you can make a melee basic attack against it as a free action.

## Level 15 Daily Exploits

### Barreling the Fish — Ranger Attack 15

*Your quick movement exposes your foe to a punishing attack. While the creature is recovering, you launch a weapon at a different enemy.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a thrown weapon.
**Effect:** Before the attack, you shift 2 squares.
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC (melee). The attack can score a critical hit on a roll of 16-20.
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You shift 2 squares and make a ranged secondary attack. This attack doesn't provoke opportunity attacks.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Strength vs. AC (thrown weapon). The attack can score a critical hit on a roll of 16-20.
**Hit:** 2[W] + Strength modifier damage.

### Deadly Nightshade — Ranger Attack 15

*You apply a dose of poison to your arrow or blade. When you strike, you temporarily debilitate your foe.*

**Daily ✦ Martial, Poison, Reliable, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength (melee) or Dexterity (ranged) vs. AC
**Hit:** 2[W] + Strength (melee) or Dexterity (ranged) modifier damage. The target is weakened and takes ongoing 10 poison damage (save ends both).

### Fearsome Beast — Ranger Attack 15

*Your beast savages an enemy, making that creature its prey. When it grows bored, the beast launches itself at a new foe, drawing that creature's attention.*

**Daily ✦ Beast, Martial**
**Standard Action** **Melee** beast 1
**Target:** One creature
**Attack:** Beast's attack bonus vs. AC
**Hit:** 3[B] + beast's Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** Your beast companion gains 10 temporary hit points, and your beast companion marks the target until the end of the encounter or until your beast companion attacks a creature other than the target. Until the end of the encounter, whenever your beast companion makes an attack roll against any creature, it marks that creature until the end of the encounter or until it makes an attack roll against a different creature.

### Overwhelming Confrontation — Ranger Attack 15

*You strike your enemy from afar and leave it reeling. The best is yet to come, though.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature designated as your quarry
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and the target is dazed (save ends).
**Miss:** Half damage.
**Effect:** The next time you hit the target with a melee attack before the end of the encounter, the target is stunned until the end of your next turn.

### Reactive Shot — Ranger Attack 15

*You quickly fire at the first sign of combat.*

**Daily ✦ Martial, Weapon**
**No Action** **Ranged** weapon
**Trigger:** You roll initiative
**Target:** One creature
**Effect:** Using your Hunter's Quarry, you designate the target as your quarry.
**Attack:** Strength (thrown weapon) or Dexterity vs. AC
**Hit:** 3[W] + Strength (thrown weapon) or Dexterity modifier damage.
**Miss:** Half damage.

### Trick Shot — Ranger Attack 15

*You take several chaotic shots, which strike various parts of your foes' bodies, inhibiting the creatures in different ways.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One, two, or three creatures
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Effect:** Roll a d4 to determine the effect of each attack.
1—You knock the target prone.
2—The target is slowed (save ends).
3—The target is dazed (save ends).
4—The target is immobilized (save ends).

## Level 16 Utility Exploits

### Blade and Bow — Ranger Utility 16

*You switch between fighting in melee and at range, confusing your foe and leaving it vulnerable to both techniques.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever you hit your quarry with a melee attack, your next ranged attack against your quarry before the end of the encounter deals extra damage equal to your Wisdom modifier. Whenever you hit your quarry with a ranged attack, your next melee attack against your quarry before the end of the encounter deals extra damage equal to your Wisdom modifier.

### Ranger's Parry — Ranger Utility 16

*You use your off-hand weapon to deflect an enemy attack.*

**Encounter ✦ Martial, Weapon**
**Immediate Interrupt** **Personal**
**Requirement:** You must be wielding two melee weapons.
**Trigger:** An enemy hits you with a melee or a ranged attack
**Effect:** You gain a +4 bonus to AC and Reflex against the attack, and you gain 10 temporary hit points.

### Tree Runner — Ranger Utility 16

*You're accustomed to battling on precarious surfaces, and your sure footing lends you aid as you dart around the terrain.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you can move at full speed while climbing or balancing, or you can jump a distance up to your speed. You do not grant combat advantage while climbing or balancing, and you can jump down a number of squares equal to your speed without having to make an Acrobatics check to reduce falling damage.

### Vengeful Oath — Ranger Utility 16

*Seeing a foe wound one of your allies fills you with vigor and hardens your resolve against the offender.*

**Daily ✦ Healing, Martial**
**Immediate Reaction** **Personal**
**Trigger:** An enemy bloodies your ally or reduces your ally to 0 hit points or fewer
**Effect:** You can spend a healing surge and can make a saving throw against an effect that a save can end. Using your Hunter's Quarry, you designate the triggering enemy as your quarry.

## Level 17 Encounter Exploits

### Duck and Draw — Ranger Attack 17

*You duck beneath your enemy's attack and then step away, striking at range.*

**Encounter ✦ Martial, Weapon**
**Immediate Interrupt** **Ranged** weapon
**Trigger:** An enemy makes a melee attack against you
**Effect:** You shift a number of squares equal to your Wisdom modifier.
**Target:** The triggering enemy
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.

### Reproving Strike — Ranger Attack 17

*Your attack brings vengeance to enemies that have hurt your friends.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength (melee or thrown weapon) vs. AC
**Hit:** 3[W] + Strength modifier damage. If a bloodied ally is adjacent to the target, you push the target 1 square and knock it prone.

### Suppressing Shots — Ranger Attack 17

*You shower enemies with arrows, pinning them down. Any foes that try to move through the area you threaten will suffer the consequences.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Area** burst 1 within 20 squares
**Target:** Each enemy in burst
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and the target is immobilized until the end of your next turn.
**Effect:** Until the end of your next turn, you can make a ranged basic attack as an opportunity action against any enemy that moves into the area of the burst during its turn.

### Wolverine Claw Strike — Ranger Attack 17

*You dart among your foes in a low crouch, striking out on both sides.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you shift 2 squares.
**Primary Target:** One creature
**Primary Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Effect:** You shift 2 squares and make a secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Effect:** You gain a bonus to AC equal to your Wisdom modifier until the end of your next turn.

## Level 19 Daily Exploits

### Barbed Arrows — Ranger Attack 19

*You loose a couple of shots at nearby enemies. When your opponents pull out the projectiles, chunks of flesh come with them.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One or two creatures
**Attack:** Dexterity vs. AC. Make two attack rolls and use the higher result.
**Hit:** 2[W] + Dexterity modifier damage, and the target is weakened (save ends).
**Aftereffect:** The target takes ongoing 10 damage (save ends).

### Crippling Spiral — Ranger Attack 19

*Your arrow injures your enemy, knocking it to the ground or pinning it in place. Once your foe is hampered, your beast companion leaps into action.*

**Daily ✦ Beast, Martial, Weapon**
**Standard Action** **Ranged** weapon (beast 1)
**Requirement:** You must be wielding a thrown weapon.
**Target:** One creature
**Attack:** Strength (thrown weapon) vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is immobilized (save ends). In addition, the target loses its fly speed (save ends).
**Miss:** Half damage, and the target loses its fly speed until the end of its next turn.
**Effect:** Your beast companion shifts its speed and makes a secondary attack against the target.
**Secondary Attack:** Beast's attack bonus vs. AC
**Hit:** 2[B] + beast's Strength modifier damage.

### Frantic Assault — Ranger Attack 19

*Your shot marks the target you intend to kill. As you confront your foe in melee, your weapons flash in a whirlwind of steel, threatening other enemies as well.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature designated as your quarry
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** Until the target is no longer your quarry, whenever you hit the target with a melee attack, any enemy adjacent to you takes damage equal to 5 + your Wisdom modifier.

### Ringing the Bell — Ranger Attack 19

*You come up behind your enemy and drive your weapon against its head, leaving it senseless.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and ongoing 5 damage (save ends). If you have combat advantage against the target, it is also dazed (save ends).

### Unrestrained Aggression — Ranger Attack 19

*Your volley of arrows rains down across your enemies. Among the targets, you pick out a single opponent to kill.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Area** burst 3 within 10 squares
**Target:** Each enemy in burst
**Effect:** Using your Hunter's Quarry, you designate one target you can see as your quarry.
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.

## Level 22 Utility Exploits

### Daunting Agility — Ranger Utility 22

*You leap through the air with remarkable skill and speed.*

**Encounter ✦ Martial**
**Move Action** **Personal**
**Prerequisite:** You must be trained in Athletics.
**Effect:** You shift your speed and have a +10 power bonus to Athletics checks to jump during the shift.

EVA WIDERMANN

### Fade from Sight — Ranger Utility 22

*You step back and disappear amid the darkness or foliage.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** You shift 1 square. You can then make a Stealth check to become hidden if you have any cover or any concealment.

### Fleet of Foot — Ranger Utility 22

*You sprint through the battle with such speed that you're already gone by the time your enemies swing.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you do not provoke opportunity attacks for moving. In addition, you don't take a penalty to attack rolls or grant combat advantage for running.

### Sharpen the Senses — Ranger Utility 22

*You hone your senses and note the tiniest details around you.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain a +5 power bonus to Perception checks. In addition, you can see invisible creatures unless they are invisible as a result of being hidden.

### Tested Analysis — Ranger Utility 22

*Each swing or shot instructs you on how best to anticipate your foe's movement.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever you miss your quarry with an attack, you gain a +2 power bonus to attack rolls against it until the end of your next turn.

## Level 23 Encounter Exploits

### Avalanche of Fury — Ranger Attack 23

*You cut wide with your two weapons, and if the strategy doesn't work, you save it for use later in the fight.*

**Encounter ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Target:** One creature
**Primary Attack:** Strength vs. AC (main weapon)
**Hit:** 2[W] + Strength modifier damage.
**Effect:** Make a secondary attack against the target.
**Secondary Attack:** Strength vs. AC (off-hand weapon)
**Hit:** 3[W] + Strength modifier damage.
**Miss:** You do not expend this power.

### Flickering Blades — Ranger Attack 23

*You whirl your weapon in a dazzling butterfly pattern. The flash of steel momentarily disorients any enemy you strike.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One, two, or three creatures
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

### Ricochet Throw — Ranger Attack 23

*As you unleash your weapon, it strikes one foe and then ricochets toward another, hitting that creature as well.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a thrown weapon.
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC (thrown weapon)
**Hit:** 3[W] + Strength modifier damage. Make a secondary attack that uses the same thrown weapon you used for the primary attack.
**Secondary Target:** One creature within 5 squares of the primary target
**Secondary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.

### Windwalk Strike — Ranger Attack 23

*You glide across the ground as if you were the wind. Your swift movement catches your foes by surprise.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Effect:** Before the attack, you shift your speed.
**Target:** One or two creatures
**Attack:** Dexterity vs. AC. The target grants combat advantage to you for this attack.
**Hit:** 2[W] + Dexterity modifier damage.

### Wolf Howl Strike — Ranger Attack 23

*You dart into sight and strike your foe as you howl.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Effect:** Before the attack, you move your speed.
**Target:** One creature.
**Attack:** Strength (melee) or Dexterity (ranged) vs. AC. If the target couldn't see you before you moved, it grants combat advantage to you for this attack.
**Hit:** 3[W] + Strength (melee) or Dexterity (ranged) modifier damage.

## Master of the Wilderness

As a ranger, you are both a competent warrior and the party's expert on nature. If you want to maximize your character's ability to guide your allies through the wild, choose the occasional utility power that assists them on their skill checks—for example, *crucial advice* or *skilled companion* from the *Player's Handbook*. Then select the Practiced Study feat (page 138). Many martial practices directly relate to outdoor adventuring or overland travel. Your fellow adventurers will greatly appreciate your ability to steer them swiftly and safely through trackless wilderness and brutal extremes of weather. Better yet, you'll feel as though your character truly is a master of the wilderness.

## Level 25 Daily Exploits

### Aid the Beast — Ranger Attack 25

*You unleash a barrage of attacks from a distance, granting your beast the advantage.*

**Daily ✦ Beast, Martial, Stance, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a thrown weapon.
**Target:** One creature adjacent to your beast companion
**Attack:** Strength vs. AC (thrown weapon)
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Until the stance ends, you can make a ranged basic attack once per round as a minor action against one creature adjacent to your beast companion. If you hit the target, it grants combat advantage to your beast companion until the end of your turn.

### Circling Cascade — Ranger Attack 25

*You circle your opponent, striking hard. Your blows leave your enemy bruised, bloody, and reeling from the ferocious onslaught.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Effect:** Before the attack, you shift 2 squares.
**Target:** One creature
**Primary Attack:** Strength vs. AC (main weapon)
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You shift 2 squares and make a secondary attack against the target. The target grants combat advantage to you for this attack.
**Secondary Attack:** Strength vs. AC (off-hand weapon)
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You shift 2 squares and make a tertiary attack against the target. The target grants combat advantage to you for this attack.
**Tertiary Attack:** Strength vs. AC (main weapon)
**Hit:** 2[W] + Strength modifier damage. If all three attacks hit the target, it is dazed (save ends).
**Miss:** Half damage.

### Deadly Sidestep — Ranger Attack 25

*When your enemy approaches, you deliver a single deadly thrust and then twist aside. You allow your foe's momentum to send the creature tumbling.*

**Daily ✦ Martial, Weapon**
**Immediate Interrupt** **Melee** weapon
**Trigger:** An enemy moves during its turn to a square adjacent to you
**Target:** The triggering enemy
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage, and the target is dazed (save ends).
**Miss:** Half damage.
**Effect:** You slide the target a number of squares equal to 1 + your Wisdom modifier and knock it prone.

### Incapacitating Confrontation — Ranger Attack 25

*Your shot incapacitates an enemy, giving you the advantage in melee combat.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature designated as your quarry
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage.
**Effect:** Until the target is no longer your quarry, whenever you hit it with a melee attack, the target is weakened until the end of your next turn.

### Pulverizing Shot — Ranger Attack 25

*You loose arrow after arrow at an approaching foe, piercing metal, flesh, and bone.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Effect:** Make the following attack four times against the target.
**Attack:** Dexterity vs. Reflex. The attack can score a critical hit on a roll of 18–20.
**Hit:** 10 + Dexterity modifier damage.

## Level 27 Encounter Exploits

### Rolling Fire — Ranger Attack 27

*You sprint across the battlefield, dodging enemy attacks. When you stop, you unleash a pair of well-timed shots.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Effect:** Before the attack, you shift a number of squares equal to your Wisdom modifier.
**Target:** One or two creatures
**Attack:** Dexterity vs. AC. This attack doesn't provoke opportunity attacks.
**Hit:** 2[W] + Dexterity modifier damage.

### Skewering Shot — Ranger Attack 27

*Your shot leaves an enemy with a gaping wound that oozes blood whenever the creature moves.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a thrown weapon.
**Target:** One creature
**Attack:** Strength vs. AC (thrown weapon)
**Hit:** 3[W] + Strength modifier damage, and the target is immobilized until the end of your next turn. Until the immobilized condition ends, the target takes 15 damage whenever it teleports or is pulled, pushed, or slid.

### Steel Breeze — Ranger Attack 27

*You rush into the middle of your enemies and unleash a cyclone of steel that shocks your foes.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you shift 3 squares.
**Target:** One, two, or three creatures
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is dazed until the end of your next turn.

### Two-Beast Strike — Ranger Attack 27

*You strike at your foe, distracting it while your beast moves in for the kill.*

**Encounter ✦ Beast, Martial, Weapon**
**Standard Action** **Melee** weapon (beast 1)
**Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target grants combat advantage to your beast companion until the end of your next turn.
**Effect:** Your beast makes a secondary attack against the target.
**Secondary Attack:** Beast's attack bonus vs. AC
**Hit:** 3[B] + beast's Strength modifier damage.
**Miss:** You do not expend this power.

## Level 29 Daily Exploits

### Brutal Tempest — Ranger Attack 29

*Your beast becomes a flurry of teeth and claws, rending flesh and breaking bone.*

**Daily ✦ Beast, Martial**
**Standard Action** **Close** burst 1 (beast)
**Target:** Each enemy in burst
**Attack:** Beast's attack bonus vs. AC
**Hit:** 5[B] + beast's Strength modifier damage.
**Miss:** Half damage.

### Culling Out — Ranger Attack 29

*You hook your target with your weapon after you hit, and quickly drag it away from its allies.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You shift a number of squares equal to your Wisdom modifier and pull the target adjacent to you.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Gauntlet of Steel — Ranger Attack 29

*You move effortlessly through ranks of enemies, cutting them down as you approach a target you have marked for death.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two melee weapons.
**Effect:** Before the attack, you shift your speed. During this movement, you can shift through enemies' squares. Make a melee basic attack against each enemy whose space you enter. No enemy can be attacked more than once from a single use of this power.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.

### True Arrow — Ranger Attack 29

*The important arrow in your quiver is the one that finishes your foe.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 6[W] + Dexterity modifier damage. If you reduce the target to 0 hit points, this power is not expended.
**Miss:** Half damage.

### Ultimate Confrontation — Ranger Attack 29

*You study your foe's movements, and as combat grows fiercer, your knowledge allows you to deliver deadlier blows with each hit.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature designated as your quarry
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** Until the target is no longer your quarry, whenever you hit the target with a melee attack, you deal 1[W] extra damage. The extra damage increases by 1[W] each time you hit the target with a melee attack, up to a maximum of 5[W] extra damage. If you miss the target with a melee attack, the extra damage decreases to 1[W].

## So You Want to Play a Ranger?

The ranger is a striker, a character who is best at dealing large amounts of damage to a single enemy. In a way, the ranger is two classes: a Dexterity-based class that uses ranged attacks, and a Strength-based class that fights in melee. When creating a character, mixing these two approaches might end up making your character inefficient. To make it easier to play a ranger that switches between ranged and melee combat, this book introduces ranged powers based on Strength and melee powers based on Dexterity.

If you choose to play a Strength-based ranger, you have the two-blade, marauder, and beastmaster (from *Martial Power*) builds to draw from. These builds focus on melee combat, although a few of the marauder powers are ranged attacks. Choose heavy thrown weapons, because they let you use Strength for attack rolls and damage rolls with ranged basic attacks.

As a Dexterity-based ranger, you should choose the archer or the hunter build. If you think your character will see a lot of melee combat, choose the Melee Training feat from *Player's Handbook 2*. With this feat, you can make melee basic attacks using Dexterity instead of Strength.

# Bloodfury Hunter

*"Angry? I'll show you angry!"*

**Prerequisite:** Shifter, ranger

Every ranger needs to tap into the beast inside; this task is especially simple for a shifter like you. You have hones your senses. You can smell blood in the air and hear the sound of your foe's racing heartbeat; at times, you can even taste the fear you inspire. By embracing the animal inside you, you become a true hunter.

Some shifters suppress their animal instincts, but you crave the adrenaline rush that comes over you when you unleash your inner beast. Your muscles are charged and your senses are enhanced. It's at these times that you feel alive and you are most dangerous to your enemies.

You gain resilience through unleashing the beast inside you. You have spent extensive time alone in the wild, where beasts were your only companions. You have studied them, watched the way they move and fight. Like them, when you become injured, you're even deadlier. You gain speed, strength, and ferocity. Your opponents would do well to eliminate you quickly; otherwise, they'll find that you're at your best when you're in the last throes of life.

## Bloodfury Hunter Path Features

**Shifter's Action (11th level):** When you spend an action point to take an extra action, your attacks deal extra damage equal to your Wisdom modifier until the end of your turn. If you're bloodied, you also gain temporary hit points equal to 10 + your Wisdom modifier.

**Dynamic Transformation (11th level):** Whenever you use your *longtooth shifting* or *razorclaw shifting* racial power, you can shift 2 squares.

**Bestial Accuracy (16th level):** While you're under the effect of your *longtooth shifting* or *razorclaw shifting* racial power, you gain a +2 bonus to attack rolls against your quarry.

## Bloodfury Hunter Exploits

**Blood for Blood** — Bloodfury Hunter Attack 11

*Your animalistic instincts surge, helping you push your body beyond its normal physical limits to deliver a deadly blow.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength (melee) or Dexterity (ranged) vs. AC
**Hit:** 3[W] + Strength (melee) or Dexterity (ranged) modifier damage. If you are a longtooth shifter, you also knock the target prone. If you are a razorclaw shifter, you can shift 2 squares after the attack.
**Effect:** You can take 5 damage to deal damage equal to 5 + your Wisdom modifier to the target.

**Unleash the Beast** — Bloodfury Hunter Utility 12

*As your injuries grow worse, you succumb to the fury in your soul and wake the animal inside.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Requirement:** You must be bloodied.
**Effect:** Until you are no longer bloodied, you grant combat advantage and gain a power bonus to damage rolls equal to your Wisdom modifier.

**Bloodfury Rampage** — Bloodfury Hunter Attack 20

*The smell of your own blood sends you into a bloodlust as you unleash your animalistic fury upon your enemies.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be under the effect of your *longtooth shifting* or *razorclaw shifting* racial power.
**Target:** One or two creatures.
**Attack:** Strength (melee) or Dexterity (ranged) vs. AC. If you are bloodied, the attack targets the lowest of the target's AC, Fortitude, or Reflex.
**Hit:** 3[W] + Strength (melee) or Dexterity (ranged) modifier damage.
**Miss:** Half damage.

DAVE ALLSOP

# Darkstrider

*"Long, lightless miles lie before us. Follow me, and you might live to see the sun again."*

**Prerequisite:** Ranger, trained in Dungeoneering

Beneath the world of daylight lies a vast realm of eternal night—the caverns, tunnels, and vaults of the Underdark. This wilderness of stone is home to dangerous monsters and rapacious civilizations that plague the world, and it's here you're at home. You have explored the lightless passages and wandered the uncounted miles of labyrinthine caves. The bizarre ecology of this subterranean world is as familiar to you as the flora and fauna of a surface forest; you know how to survive where other heroes would find a cruel, swift death.

As a darkstrider, you are part explorer, part guide, and part hunter. You have made it your task to discover the secret paths and hidden strongholds of the Underdark, mastering the unique dangers of this horrible realm and learning the ways of the creatures and peoples who call it home. You could serve as a spy, keeping watch on the plots of the drow or the mind flayers. You might be an exterminator, fighting a shadowy war against teeming hordes of troglodytes and grimlocks in foul caverns beneath the mountains. Or you might be a subterranean trailblazer, skilled at finding treasures long hidden from the light. In any case, survival in the Underdark is a game of stealth, sharply honed senses, ambush, and savagery—and you understand its rules perfectly.

## Darkstrider Path Features

**Dark Action (11th level):** When you spend an action point to take an extra action, you gain a +4 bonus to all defenses until the end of your next turn.

**Darkstrider Edge (11th level):** At the beginning of an encounter, you have combat advantage against any creatures that have not acted yet during the encounter. In addition, your weapon attacks against those creatures or creatures from which you are hidden deal extra damage equal to 3 + your Wisdom modifier.

**Blindsense (16th level):** You have blindsight out to a distance of 2 squares + your Wisdom modifier, meaning you can clearly see creatures or objects within the range and within line of effect, even if they are invisible or obscured.

BEN WOOTTEN

## Darkstrider Exploits

**Darkstrider Ambush** — Darkstrider Attack 11

*You exploit your advantage with a single well-aimed strike that momentarily disorients your enemy.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature granting combat advantage to you
**Attack:** Strength (melee) or Dexterity (ranged) vs. AC
**Hit:** 3[W] + Strength (melee) or Dexterity (ranged) modifier damage, and the target is dazed until the end of your next turn.

**Cloaked in Shadow** — Darkstrider Utility 12

*You vanish into the shadowy clefts of the natural rock and stone around you.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Requirement:** You must be adjacent to a wall or other large stone feature, such as a column, a boulder, or a stalagmite.
**Effect:** You are hidden to any enemies that aren't adjacent to you. You remain hidden until you move or attack.

**Death in the Dark** — Darkstrider Attack 20

*With uncanny precision, you lash out at your enemy's head, seeking to blind the foe.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One or two creatures
**Attack:** Strength (melee) or Dexterity (ranged) vs. AC. The attack ignores concealment but not total concealment.
**Hit:** 3[W] + Strength (melee) or Dexterity (ranged) modifier damage, and the target is blinded and takes ongoing 5 damage (save ends both).
**Miss:** 3[W] + Strength (melee) or Dexterity (ranged) modifier damage.

# Harrowing Swarm Archer

*"My sight is supreme, and my attacks are relentless. You can't escape from a swarm."*

**Prerequisite:** Ranger, Harrowing Swarm Student feat

Inspired by the way a wasp swarm engulfs an enemy, you overwhelm opponents with a mass of arrows or bolts. You are a master of the Harrowing Swarm style. You make relentless attacks that panic your foes and deliver seemingly endless waves of pain.

By perfecting the style, you can disrupt your opponents and cause lingering wounds. You have studied the wasp's streamlined grace and learned how to stay on the move and reduce the damage inflicted by your foes' attacks. A harrowing swarm archer does not balk at melee. You might pick ranger powers that are reactive or powers that allow you to shift quickly through battle. That way, you can quickly escape any dangerous situations and then strike back against foes that confronted you.

Harrowing swarm archers often train as town or militia archers before taking up the discipline. You might pursue adventure for a variety of reasons. Perhaps you seek treasure or fame, or maybe you want to hunt the most dangerous and feared beasts so that you can test your skill against them. As a harrowing swarm archer, you have made a study of nature, observing the physical defenses of natural creatures. You have applied those lessons to your own technique, so now, wherever you go, you feel confident that your foes will respect your sting.

STEVE ELLIS

## Harrowing Swarm Archer Path Features

**Sniper's Action (11th level):** When you spend an action point to make a ranged attack that hits your quarry, the quarry takes ongoing 5 damage (save ends). The ongoing damage increases to 10 at 21st level.

**Tormenting the Prey (11th level):** You gain a +2 bonus to attack rolls against any enemy taking ongoing damage.

**Glancing Shot (16th level):** You can deal your Hunter's Quarry damage to your quarry even when you miss it with an attack.

## Harrowing Swarm Archer Exploits

**Savage Sting** Harrowing Swarm Archer Attack 11

*Your shot pierces your foe, creating a grievous wound that hampers your enemy.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, and ongoing 5 damage (save ends).
*Level 21:* Ongoing 10 damage (save ends).

**Wasp's Evasion** Harrowing Swarm Archer Utility 12

*You duck and weave as if riding an air current, avoiding the full force of your enemies' blows.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy hits you with a melee or a ranged attack
**Effect:** You take half damage from melee and ranged attacks until the end of your next turn.

**Deadly Swarm** Harrowing Swarm Archer Attack 20

*Your shots overwhelm your foes, making them susceptible to other adverse effects.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One, two, three, or four creatures
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage, and the target takes a -2 penalty to saving throws until the end of your next turn.
**Miss:** Half damage.

# Huntmaster

*"Look—blood on the leaves. We wounded the wyvern. It's gone to ground somewhere close by; now we finish it."*

**Prerequisite:** Ranger, Hunting Spear Student feat

You are a renowned beast-slayer, honored for your skill at tracking down and killing ferocious monsters. No one is a better tracker than you are, and your finely honed senses make it difficult for your enemies to surprise you.

The spear is your weapon of choice, because it's suited to the hunter's work. Archery has its place, but too often you face your foe in dense thickets or cramped lairs, where the bow is a poor choice. If you find a few yards of clear terrain for a clean toss, you can throw the spear with deadly effect. If not, it's a simple, quick, and handy weapon that can deal lethal blows from just outside the range of claw or fang.

Although you're good at killing, you have no taste for wanton slaughter—for you, the greatest challenge lies in pitting your skill and strength against wicked or bloodthirsty beasts, creatures that lesser hunters fear to seek out. Dire boars and cave bears are more to your taste than common woodland creatures, and fantastic beasts such as griffons and wyverns offer an even more stirring challenge.

## Huntmaster Path Features

**Huntmaster's Action (11th level):** When you spend an action point to take an extra action, your attacks against your quarry deal extra damage equal to one-half your level until the end of your turn.

**Intrepid Hunter (11th level):** When you designate your quarry, you can mark the creature until it is no longer your quarry. You gain a +2 bonus to attack rolls against a quarry marked by you, and you gain a +5 bonus to Perception checks to perceive or track it.

**Wary Hunter (16th level):** You are never surprised.

## Huntmaster Exploits

**Crimson Spear Strike** — Huntmaster Attack 11

*You lunge toward your enemy and draw first blood, bringing your foe to a dead stop for a moment.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon + 1
**Requirement:** You must be wielding a spear.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.

**Brace for the Charge** — Huntmaster Utility 12

*You lower the point of your spear and keep it between you and your foes, making any who would charge you pay a hefty price.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you can make a melee basic attack with a spear as an immediate reaction against any enemy that moves adjacent to you during its turn. If you hit with that attack, you score a critical hit.

**Transfixing Spear** — Huntmaster Attack 20

*Your spear skewers your quarry, pinning it in place.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a spear.
**Target:** One creature designated as your quarry
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is immobilized until the end of your next turn. During your next turn, you can use this power against the target again.
**Miss:** Half damage.

CHRIS SEAMAN

# Lone Wolf

*"One by one they fall, until nothing is left standing."*

**Prerequisite:** Ranger, Hunter's Quarry class feature

Through subtle manipulation and quick feints, you excel at isolating an opponent from a group. You use tactics like those of a wolf, focusing on your foe and drawing it away from any assistance. For you, combat is an art form. You choose your target with the same care that a sculptor chooses a block of marble.

You relish the point in battle when the plans of your enemies fall apart. In one-on-one combat, you fight on your terms. You are the razor that cuts out the heart of a group, leaving the rest of your foes in disrepair. You're a master at choosing the terrain you fight in and the opponent you fight against.

Even though you prefer to act on your own, you rely on your friends to confound enemies and split their focus. This strategy gives you the opportunity to move in and employ your skills. While the others in your group are busy engaging foes and helping each other out of danger, you're busy taking down the choicest foe.

EVA WIDERMANN

## Lone Wolf Path Features

**Overwhelming Action (11th level):** When you spend an action point to make an attack that hits the target of your Hunter's Quarry, the quarry is weakened until the end of your next turn.

**Focused Hunter (11th level):** While you are adjacent to the target of your Hunter's Quarry and no other creature is adjacent to you, you gain a +2 bonus to attack rolls against it.

**Vanquishing Chase (16th level):** Whenever you hit the target of your Hunter's Quarry, you can push it 1 square and shift 1 square to a square adjacent to it.

## Lone Wolf Exploits

**Single Combat Assault** Lone Wolf Attack 11

*You challenge your foe to combat, riveting its attention on you.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, the target is dazed until the end of your next turn, and if the target is within 5 squares of you, you pull it adjacent to you.

**Escape the Trap** Lone Wolf Utility 12

*You outmaneuver your foes, slipping past their defenses.*

**At-Will ✦ Martial**
**Minor Action** **Personal**
**Requirement:** You must be adjacent to two enemies.
**Effect:** You shift 1 square.

**Disperse the Horde** Lone Wolf Attack 20

*Focusing on your true opponent, you push away the insignificant foes surrounding you and clear a path to your prey.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. If the target is your quarry, the attack deals 2[W] extra damage. Otherwise, you push the target 2 squares and knock it prone.
**Miss:** Half damage, or 2[W] + Strength modifier damage if the target is your quarry.

# Reaving Axe Savant

*"The only answer is to fight fire with fire."*

**Prerequisite:** Ranger, Reaving Axe Student feat

You have grown up on the edge of society, living a life that forced you to perform deeds you want to forget. Combat was not a choice but a means of survival. You might have once been a pirate or a highway brigand. Now, you turn your talents against any that remind you of the monster you used to be. You bring the fight to your foe and don't discriminate against opponents. An enemy is an enemy, from a simple cutthroat to the vilest warlord.

You don't consider it your job to protect the weak and innocent; plenty of others accept that role. Your expertise is in understanding the ways of scoundrels and raiders, for their methods were once your own. You don't follow a lofty code or care how others see you—you fight dirty, and it suits you.

Your fight is with pirates that raid fishing villages, criminal organizations that collect protection money, or invading bands of drow that seek slaves for their Underdark homes. You need no rank and have no desire to be limited by any hierarchy. Interference from government slows down what you need to do. You might not be a traditional hero, but you fight traditional villains.

ARNIE SWEKEL

## Reaving Axe Savant Path Features

**Raider's Action (11th level):** When you spend an action point to take an extra action, you can make a basic attack as a free action against one creature that is prone, slowed, immobilized, or restrained before or after the extra action.

**Unfair Advantage (11th level):** Slowed or immobilized creatures grant combat advantage to you, and you gain a +2 bonus to melee attack rolls against prone creatures.

**Turn the Tables (16th level):** Whenever you save against an effect, your quarry grants combat advantage until the end of your next turn.

## Reaving Axe Savant Exploits

**Raider's War Cry** Reaving Axe Savant Attack 11

*You lunge at your foe with a bloodthirsty yell and a vicious attack, slamming your enemy to the ground.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Effect:** You knock the target prone.
**Special:** When charging, you can use this power in place of a melee basic attack.

**Dread Quarry** Reaving Axe Savant Utility 12

*You spy a new enemy and swear an oath to bring it down.*

**Daily ✦ Martial**
**Minor Action** **Ranged** sight
**Target:** The nearest enemy to you that you can see
**Effect:** Using your Hunter's Quarry, you designate the target as your quarry. Until the target is no longer your quarry, your Hunter's Quarry deals one extra die of Hunter's Quarry damage to the target.

**Cheap Shot** Reaving Axe Savant Attack 20

*You strike your foe in a vulnerable area to cause crippling pain.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage. If the target is granting combat advantage to you, it is weakened and dazed (save ends both).
**Miss:** Half damage. If the target is granting combat advantage to you, it is dazed until the end of your next turn.

# Shinaelestran Guardian

*"No evil shall pass my domain unscathed."*

**Prerequisite:** Ranger

In the depths of the Howling Forest lies a realm of wonder and magic—the eladrin city of Shinaelestra, the legendary City of Rangers. Each night Shinaelestra shifts silently across the veil separating the Feywild from the mortal world. It appears in the forest depths for a few hours before fading back to the Feywild at sunrise. The feral monsters and savage humanoids haunting the Howling Forest have learned to give the eladrin city a wide berth, for each night the guardians of Shinaelestra range far over the twisted paths and shadowed dells in search of evil's servants.

You have dwelt among Shinaelestra's vine-covered ruins and tree-shaded manses, learning from the great ranger lords who govern the city. You might have visited the city between adventures, or perhaps you lived and studied there long ago and have now reached a sufficient level of achievement to call yourself a Shinaelestran guardian. You are welcome to return to Shinaelestra any time you wish to take up service with Lord Calenon, the ruler of the city. However, the skills you learned in the City of Rangers are in great demand throughout the world, and you can honor your old mentors by battling monsters and savagery wherever they threaten people of good heart.

## Shinaelestran Guardian Path Features

**Guardian Action (11th level):** When you spend an action point to take an extra action, you can shift a number of squares equal to your Wisdom modifier as a free action before or after the extra action. In addition, you gain a +2 bonus to attack rolls until the end of your turn.

**Guardian Defense (11th level):** Whenever you gain a bonus to attack rolls from one of your ranger class features, you gain a +2 bonus to AC until the end of your next turn.

**Guardian Vigilance (16th level):** You gain a +2 bonus to Perception. In addition, you can designate your quarry as a free action on your turn during a surprise round.

VINCENT DUTRAIT

## Shinaelestran Guardian Exploits

**Eager Pursuit** — Shinaelestran Guardian Attack 11

*Your attack signals that you are the hunter and your enemy is the prey. If your foe flees, you won't be far behind.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage.
**Effect:** Until the end of your next turn, you gain a +2 bonus to attack rolls against the target. The first time the target moves during its next turn, you can shift a number of squares equal to your Wisdom modifier as an immediate reaction. You must end the shift closer to the target than you were when you began the shift.

**Invisible Stride** — Shinaelestran Guardian Utility 12

*You call upon the power of the eladrin to transport yourself a short distance, vanishing from view as you do so.*

**Encounter ✦ Arcane, Illusion, Teleportation**
**Move Action** **Personal**
**Effect:** You teleport 5 squares and become invisible until the start of your next turn or until you attack.

**Moon Wrath** — Shinaelestran Guardian Attack 20

*You call out powerful arcane words that wreathe your weapon in pale fire.*

**Daily ✦ Arcane, Radiant, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One or two creatures
**Attack:** Dexterity vs. Reflex
**Hit:** 3[W] + Dexterity modifier radiant damage, and the target is blinded (save ends).
**Aftereffect:** The target can't teleport (save ends).
**Miss:** Half damage, and the target takes a -2 penalty to attack rolls and can't teleport (save ends both).

# Snow Tiger

*"Death comes for you with two steel fangs. The Snow Tigers are upon you!"*

**Prerequisite:** Ranger

You have studied the ways of the Snow Tiger barbarians of the cold forests. You might count Snow Tigers among your relatives, having won their respect during your travels in their lands or as a youth fostered by the tribe. Or perhaps you befriended a Snow Tiger wanderer who taught you the woodcraft skills and fighting style of these fierce folk. You might be an enemy of the barbarians who has learned to mimic the wild fighting style of the Snow Tigers. Regardless of how you came to learn the way of the Snow Tigers, your knowledge makes you a warrior of unusual ferocity.

Like your barbarian fellows, you see little reason to use any weapon larger than a dagger. In your view, heavy armor and weapons are crutches; the true test of a warrior lies in strength and savagery. If you can't best your foe with a dagger, why should you fare any better with a bigger piece of steel? The predators of the northern lands—bear, tiger, wolf, and griffon—have nothing more than their own fangs and claws, and few humans can match those creatures' power and lethality.

Master of tundra and taiga, glacier and permafrost, you might be a bloody-handed reaver or a noble monster-slayer. Whichever path you choose to walk, you do so fearlessly, for you have the hard-won respect of the Snow Tiger warriors.

EVA WIDERMANN

## Snow Tiger Path Features

**Claw Fighter (11th level):** You gain a +2 bonus to damage rolls with weapon attacks that use a dagger, a katar, or a kukri. This bonus increases to +4 at 21st level.

**Snow Tiger Action (11th level):** When you spend an action point to take an extra action, you can make a melee basic attack as a free action before or after the extra action.

**Tundra Strider (16th level):** You gain resist 10 cold and ignore difficult terrain consisting of snow, ice, or tundra. You increase the number of healing surges you have by two.

## Snow Tiger Exploits

**Tiger Jump** — Snow Tiger Attack 11

*You hurl yourself at your enemy with knives raised, dragging your foe to the ground before falling upon it with a deadly strike.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding two light blades.
**Target:** One creature
**Primary Attack:** Strength vs. Fortitude (main weapon)
**Hit:** 2[W] + Strength modifier damage, and you knock the target prone. You can fall prone and make a secondary attack against the target.
**Secondary Attack:** Strength vs. AC (off-hand weapon)
**Hit:** 2[W] + Strength modifier damage, and the target is dazed until the end of your next turn.
**Special:** When charging, you can use this power in place of a melee basic attack.

**Iron Resolve** — Snow Tiger Utility 12

*Your enemy's blow fuels your resolve.*

**Encounter ✦ Healing, Martial**
**Immediate Reaction** **Personal**
**Trigger:** An enemy hits you
**Effect:** You can either spend a healing surge to regain hit points, or you can spend a healing surge but not regain any hit points and make a saving throw with a +2 bonus.

**Slashing Frenzy** — Snow Tiger Attack 20

*You dive into the middle of your foes, slashing wildly with your blades. The sheer speed and ferocity of your attack terrifies enemies that survive it.*

**Daily ✦ Fear, Martial, Weapon**
**Standard Action** **Close** burst 2
**Requirement:** You must be wielding two light blades.
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of your next turn, each target you hit takes a penalty to attack rolls equal to the number of targets you hit with this power.

CHAPTER 3

# Rogue

*"You can talk of honor 'til you're blue in the face, but buddy, it's about winning. At the end of the day, what matters is that you're breathing."*

**The rogue** is a scoundrel who is not above using dishonorable tactics and deception to defeat foes. You might be a shadowy killer who lies in wait, looking for an opportune time to strike. Or you could unnerve enemies through threats or cutting wit before delivering on your cruel promises.

You are an expert at spotting enemy weaknesses. What separates rogues from other adventurers is their ability to exploit opportunities and vulnerabilities. You might find your moment when an enemy focuses its attention on a defender, or perhaps you instead lurk unseen until an enemy lowers its guard. When the opportunity finally arises, you dispatch the unwary creature with a quick slip of the knife or a twang of your crossbow.

This chapter broadens the options available to the rogue class, adding new powers for class builds presented in the *Player's Handbook* and in *Martial Power.* In this chapter, you'll find the following material.

- **New Build:** For those who prefer to lurk on the battle's fringes, the shadowy rogue is built to slip in and out of sight and find the opportune moment to strike.
- **New Class Features:** The Cunning Sneak class feature gives you a new tactical option for your rogue. In addition, you'll also discover a class feature to make yourself more skilled with crossbows or slings.
- **New Powers:** With nearly one hundred new powers, this chapter has something for every kind of rogue, from tricksters and aerialists to cutthroats and brawny rogues. Many of the powers support the shadowy rogue build.
- **New Paragon Paths:** Eight new paragon paths provide ways to tailor your rogue's abilities. These paths include the blade bravo, the jack-of-all-trades, and the red cloak.

ADAM GILLESPIE

# NEW BUILD

*Player's Handbook* presents the brawny rogue and the trickster rogue. *Martial Power* offers the aerialist rogue and the cutthroat rogue. This chapter adds the shadowy rogue, a build for rogues who strike from the shadows or while hunkered down behind cover.

## Shadowy Rogue

As your allies charge into battle, you hang back and take cover. While swords swing and spells explode, you carefully choose your target, line up your shot, and fire. The enemy staggers from your deadly attack, and by the time it has begun to look for you, you've vanished. You send death hurtling from your crossbow or sling, relentlessly assaulting your enemies. You pepper your foes with missiles, lending support to your allies without risking your own skin.

Shadowy rogues use powers that improve concealment and cover. Shadowy rogues want powers they can use from range, though it's a good idea to pick a few melee powers as well. Any powers that let you move as part of your attack are excellent choices, because they can help you become hidden using the Cunning Sneak class feature.

### New Class Features

You can select the following class features instead of another option, such as the ones presented in the *Player's Handbook* or *Martial Power*. You need not pick the shadowy rogue build to select these features.

#### Rogue Tactics

When you choose an option for Rogue Tactics, you can select the following option.

**Cunning Sneak:** You don't take a penalty to Stealth checks for moving more than 2 squares, and you take a –5 penalty instead of a –10 penalty to Stealth checks for running.

If you end a move action at least 3 squares away from your starting position, you can make a Stealth check to become hidden if you have any concealment or any cover, except for cover provided by intervening allies.

#### Sharpshooter Talent

This class feature replaces the Rogue Weapon Talent class feature.

**Sharpshooter Talent:** Choose crossbows or slings. You gain a +1 bonus to attack rolls with any weapon of the chosen group.

You gain Far Shot (*Player's Handbook*, page 195) as a bonus feat, even if you don't meet the prerequisites.

### Suggested Options

As with other rogue builds, Dexterity is your most important ability score, because it boosts the accuracy and the potency of your ranged attacks. Powers for the build also gain benefits from Intelligence, so it should be your next highest ability score. If you plan to take any powers related to the brawny rogue build, make Strength your tertiary choice; otherwise, you should choose Charisma.

**Suggested Class Features:** Cunning Sneak*, Sharpshooter Talent*

**Suggested Feat:** Swift Footwork*

**Suggested Skills:** Acrobatics, Athletics, Dungeoneering, Perception, Stealth, Thievery

**Suggested At-Will Powers:** *gloaming cut,** *piercing strike*

**Suggested Encounter Power:** *distracting shot**

**Suggested Daily Power:** *scattering shot**

*New option presented in this book

### THIEVES' GUILDS

The presence of thieves' guilds offers a way to involve rogues in the intrigues of cities. The members of such organizations are often grouped by profession, such as assassin, trapsmith, or pickpocket. A guild is sometimes segmented based on its members' fighting styles or other dominant characteristics. It might be easiest to represent this sort of division in terms of builds. Specific guilds use similar fighting styles to rogue builds, such as the brutal scoundrel or artful dodger.

Another way to differentiate guilds is based on combat styles. A number of the combat styles in this book are appropriate for rogues, including Harrowing Swarm, Leaf Runner, Midnight Blade, Mountain Thunder (for the cutthroat build), Red Cloak, and Silent Shot.

Harrowing Swarm practitioners serve as mercenaries, brandishing their bows as crowd control. Their guilds work closely with city governments or powerful merchants. Leaf runners act as forest bandits or guards who escort illicit caravans through rival territories in the wild. Midnight Blade had its origin in the Shadowfell, and the guilds associated with this style that have sprung up also have their roots tied back to that plane. Members of these guilds travel in pairs and fight using teamwork. Mountain Thunder guilds fill their rolls with enforcers who aren't afraid to break a couple legs for whoever hires them. Red Cloak is more of a lifestyle than a guild, and its participants are clearly identified by their crimson attire. They work in guilds by day and run the rooftops by night. Silent Slayers join assassins' guilds, using stealth and ranged attacks to kill assigned targets.

## Stealth

The following Stealth rules replace the Stealth rules on page 188 of the *Player's Handbook*. These rules were first printed in *Player's Handbook 2* and are provided here for your convenience.

**Stealth:** At the end of a move action.

- **Opposed Check:** Stealth vs. passive Perception. If multiple enemies are present, your Stealth check is opposed by each enemy's passive Perception check. If you move more than 2 squares during the move action, you take a –5 penalty to the Stealth check. If you run, the penalty is –10.
- **Becoming Hidden:** You can make a Stealth check against an enemy only if you have superior cover or total concealment against the enemy or if you're outside the enemy's line of sight. Outside combat, the DM can allow you to make a Stealth check against a distracted enemy, even if you don't have superior cover or total concealment and aren't outside the enemy's line of sight. The distracted enemy might be focused on something in a different direction, allowing you to sneak up.
- **Success:** You are hidden, which means you are silent and invisible to the enemy (see "Concealment" and "Targeting What You Can't See," *Player's Handbook*, page 281).
- **Failure:** You can try again at the end of another move action.
- **Remaining Hidden:** You remain hidden as long as you meet these requirements.

  *Keep Out of Sight:* If you no longer have any cover or concealment against an enemy, you don't remain hidden from that enemy. You don't need superior cover, total concealment, or to stay outside line of sight, but you do need some degree of cover or concealment to remain hidden. You can't use another creature as cover to remain hidden.

  *Keep Quiet:* If you speak louder than a whisper or otherwise draw attention to yourself, you don't remain hidden from any enemy that can hear you.

  *Keep Still:* If you move more than 2 squares during an action, you must make a new Stealth check with a –5 penalty. If you run, the penalty is –10. If any enemy's passive Perception check beats your check result, you don't remain hidden from that enemy.

  *Don't Attack:* If you attack, you don't remain hidden.
- **Not Remaining Hidden:** If you take an action that causes you not to remain hidden, you retain the benefits of being hidden until you resolve the action. You can't become hidden again as part of that same action.
- **Enemy Activity:** An enemy can try to find you on its turn. If an enemy makes an active Perception check and beats your Stealth check result (don't make a new check), you don't remain hidden from that enemy. Also, if an enemy tries to enter your space, you don't remain hidden from that enemy.

# New Powers



Rogues employ a mix of guile, luck, and audacity to defeat their enemies. The following powers expand your rogue's arsenal in new and exciting ways. In addition to powers tailored for the shadowy rogue, this chapter provides powers that support builds from the *Player's Handbook* and *Martial Power*.

## Level 1 At-Will Exploits

**Acrobatic Strike** Rogue Attack 1

*You flip and twist as you attack, confounding your foe.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Prerequisite:** You must be trained in Acrobatics.
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage. If you are grabbed, you escape the grab.
*Level 21:* 2[W] + Dexterity modifier damage.
**Effect:** Before or after the attack, you shift 1 square.

**Gloaming Cut** Rogue Attack 1

*From the shadows you strike, and into the shadows you flee.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 1[W] damage.
*Level 21:* 2[W] damage.
**Effect:** You shift a number of squares equal to your Intelligence modifier, and you can make a Stealth check to become hidden.

**Preparatory Shot** Rogue Attack 1

*You feint and nick the target, inhibiting its movement to set up an even deadlier attack.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** Dexterity modifier + Intelligence modifier damage, and the target grants combat advantage to you until the end of your next turn.
*Level 21:* 5 + Dexterity modifier + Intelligence modifier damage.

### Rattling Keyword

If you are trained in Intimidate and deal damage with a power that has the rattling keyword, the target takes a –2 penalty to attack rolls until the end of your next turn. A creature that is immune to fear is not subject to this penalty.

## MULTICLASS ROGUES

As a rogue, your character has a large number of skills and is extremely versatile. Multiclassing is a good option for a rogue, and some matches are more obvious than others. The following are a few of the most interesting classes you can choose.

**Fighter:** If you chose the brutal scoundrel or the ruthless ruffian build, your character has a high enough Strength to make decent fighter attacks. It's easy to conceptualize your character as a lightly armored warrior who could be anything from a trained mercenary to a military soldier. Fighter powers can add defense or help you shore up a party weak in defenders.

**Paladin:** Of all the multiclass possibilities for rogues, paladin might seem like a strange choice. Paladins have a reputation for being righteous "do-gooders," but your character doesn't need to follow this archetype. A paladin can worship any deity, including deities that rogues favor. If you have taken one of the rogue builds that uses Charisma or Strength as a secondary ability score, you'll have a reasonable ability score for paladin attacks. Halflings and drow make surprisingly good characters of this sort. As long as your character has a strong Dexterity and Strength or Charisma as a secondary score, he or she can succeed with this combination.

**Ranger:** The ranger class is a natural choice for multiclass rogues. Both have Dexterity as a primary ability score. If your rogue uses the cutthroat build, you can instead pick up two-weapon ranger powers, which use Strength as the ability score for their attacks. The multiclass powers of the ranger allow your rogue to rack up high damage totals even at low level. Elf is a great racial choice because of its ability score bonuses and mobility.

**Warlock:** If your rogue has Charisma as a secondary ability score, multiclassing into warlock adds ranged arcane powers to his or her repertoire. The fey and dark pacts fit best and can help you create interesting role-playing hooks. The dark and unfathomable nature of these pacts can tie in nicely to a rogue who has a mysterious past. You can pick warlock powers that provide invisibility to work in conjunction with the Stealth skill and Sneak Attack. Halfling and drow are clear favorites for this combination's racial choice because of their ability scores, and eladrin, gnome, and changeling can also work.

**Wizard:** Even if it's difficult to pull off, the arcane rogue archetype is alluring. Although rogues don't require high Intelligence, you can choose the shadowy rogue build to gain a benefit from making your rogue a bit smarter. Your rogue can stay in the shadows, using both exploits and spells. You might focus on illusion and charm powers to reinforce a stealthy or mysterious demeanor. Spells that control the battlefield can hold enemies at bay, keeping you safe as you make attacks at range. Eladrin is an effective racial choice for this combination because of the race's mobility and ability score bonuses.

VINCENT DUTRAIT

## Level 1 Encounter Exploits

### Acrobat's Blade Trick — Rogue Attack 1

*You flip into a spinning acrobatic display of flashing blades. Then the display transforms into a deadly attack.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Prerequisite:** You must be trained in Acrobatics.
**Requirement:** You must be wielding a light blade.
**Target:** Each enemy in burst you can see
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage
**Effect:** After the attack, you can shift a number of squares equal to the number of enemies you hit with this attack. During the shift, you can move through squares occupied by enemies you hit with this attack.

### Distracting Shot — Rogue Attack 1

*Your attack draws your enemy's attention long enough to give your ally an opening.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Cunning Sneak:** If you are hidden when you attack, you can make a Stealth check to remain hidden if you have superior cover or total concealment.
**Hit:** 1[W] + Dexterity modifier damage. Until the end of your next turn, the target grants combat advantage to one of your allies adjacent to it.

### One-Two Punch — Rogue Attack 1

*You stab your blade into the back of a foe and then plunge it into the chest of another.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One or two creatures
**Attack:** Dexterity vs. AC
**Hit:** 1[W] damage. If you hit both targets, you can deal your Sneak Attack damage to each target instead of just one.

### Shadow Strike — Rogue Attack 1

*You emerge from the darkness, delivering a quick strike before retreating back into the shadows.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC. If you are hidden when you attack, you can make a Stealth check to remain hidden after the attack.
**Hit:** 1[W] + Dexterity modifier damage.

### Skip the Rock — Rogue Attack 1

*Your sling stone skips off the first target and smashes into another one.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a sling.
**Primary Target:** One creature
**Primary Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage. Make a secondary attack.
**Secondary Target:** One creature within 10 squares of the primary target
**Secondary Attack:** Dexterity vs. AC
**Hit:** Dexterity modifier damage, and the secondary target is dazed until the end of your next turn.
**Cunning Sneak:** The secondary attack deals extra damage equal to your Intelligence modifier.

## Level 1 Daily Exploits

### Hounding Assault — Rogue Attack 1

*Your vicious attack rends flesh and courage alike, leaving your foe quivering.*

**Daily ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, your melee attacks have the rattling keyword.

### Scattering Shot — Rogue Attack 1

*Enemies flee from the target of your attack, each fearing it will be your next victim.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Miss:** You do not expend this power if you were hidden from the target when you made the attack.
**Effect:** Each enemy adjacent to the target takes a –2 penalty to attack rolls (save ends). In addition, each enemy adjacent to the target is pushed 1 square away from the target.

### Spinning Blade Leap — Rogue Attack 1

*You leap into the air, landing atop your foe. You stab down and then leap off.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Effect:** Before and after the attack, you shift your speed.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Miss:** Half damage.

### Twilight Menace — Rogue Attack 1

*Your assault menaces your foe, causing it to flinch and look away as you continue your relentless attack.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and the target treats you as having concealment (save ends).
**Miss:** Half damage, and the target treats you as having concealment until the end of your next turn.

## Level 2 Utility Exploits

### Arm and Edge — Rogue Utility 2

*You sharpen your aim and flex your arm, preparing to hurl your dagger at a distant foe.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever you make a ranged attack with a thrown weapon or a sling, you double the normal range and the long range.

### Cunning Step — Rogue Utility 2

*You cut corners and dodge obstacles, making it seem as though you move with unnatural speed.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain a power bonus to speed equal to half your Intelligence modifier.

### Deadly Knowledge — Rogue Utility 2

*You twist your weapon or adjust your aim, hurting your foe a little more than usual.*

**Encounter ✦ Martial**
**Free Action** **Personal**
**Trigger:** Your attack bloodies an enemy or scores a critical hit against an enemy
**Effect:** The triggering attack deals extra damage equal to your Intelligence modifier to the enemy.

### Lurker's Cloak — Rogue Utility 2

*You maximize the benefit of the obstacle or shadows hiding you.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you gain a +2 power bonus to all defenses while you have any concealment or any cover.

### Switcheroo — Rogue Utility 2

*You pull the old switcheroo to put your enemies off guard.*

**At-Will ✦ Martial**
**Move Action** **Close** burst 1
**Target:** You and one ally in burst
**Effect:** The targets swap places.

## Level 3 Encounter Exploits

### Brutal Trick — Rogue Attack 3

*You create an opening that lulls your foe into a false sense of security. Then you unleash a devastating attack.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC. This attack provokes an opportunity attack from the target. If the target misses with the opportunity attack, you target the lower of its AC or Reflex.
**Ruthless Ruffian:** If the target misses or does not make the opportunity attack, you can target the lower of its AC, Fortitude, or Reflex.
**Hit:** 3[W] + Dexterity modifier damage.

### Flailing Shove — Rogue Attack 3

*The enemy recoils from your slashing blade and accidentally strikes its allies.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage. You push the target 1 square, and after the push, each enemy adjacent to the target takes 3 damage.
**Brutal Scoundrel:** Each enemy instead takes damage equal to 2 + your Strength modifier.

### Flattening Shot — Rogue Attack 3

*Your sling's stone careens toward an enemy and hits with a crack, knocking it over.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and you push the target 1 square and knock it prone.
**Cunning Sneak:** The attack deals extra damage equal to your Intelligence modifier.

### Fleeting Spirit Strike — Rogue Attack 3

*You dart from shadow to shadow, striking out along the way.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Effect:** Before the attack, you shift 3 squares.
**Cunning Sneak:** After the shift, you can make a Stealth check to become hidden.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage. You shift 3 squares.
**Cunning Sneak:** After the shift, you can make a Stealth check to become hidden.

### Jumping Blade Assault — Rogue Attack 3

*You deliver a flying kick to the face of your foe, knocking it to the ground. You then plunge your blade into its vitals.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Artful Dodger:** If you use this power as part of a charge, you can target Reflex instead of AC.
**Effect:** You knock the target prone.
**Hit:** 2[W] + Dexterity modifier damage.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Maneuvering Strike — Rogue Attack 3

*Ducking to the side, you drive your weapon upward. You force your opponent to step away or face a devastating follow-up attack.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2[W] + Dexterity modifier damage, and you slide the target 1 square. If you slide the target, it grants combat advantage to one ally you can see until the end of your next turn. If you don't slide the target, it grants combat advantage to you until the end of your next turn.

### Shadow Steel Roll — Rogue Attack 3

*You roll from shadow to shadow, your blade carving a path through your foes.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Effect:** Before the attack, you shift your speed, and you can make a Stealth check to become hidden.
**Target:** One creature
**Attack:** Dexterity vs. AC. If you are hidden when you attack, you remain hidden after the attack.
**Hit:** 1[W] + Dexterity modifier damage.
**Cunning Sneak:** The attack deals extra damage equal to your Intelligence modifier.

## Level 5 Daily Exploits

### Bat Aside — Rogue Attack 5

*You ram into your foe, sending it flying into one of its allies.*

**Daily ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage.
**Effect:** You slide the target 5 squares to a square adjacent to one or more of its allies. You knock the target prone and also knock prone each one of its allies adjacent to it.

### Bloodbath — Rogue Attack 5

*You slice your foe's artery, inflicting a gushing wound.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 1[W] + Dexterity modifier damage, and ongoing damage equal to any Sneak Attack damage you deal with this attack (save ends).
**Effect:** 1[W] + Dexterity modifier damage.

### Go for the Eyes — Rogue Attack 5

*You strike at your foe's face, attempting to blind the creature. If you miss, the creature would do well to find you before you repeat your attack.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and the target is blinded and can't shift until the end of your next turn.
**Aftereffect:** Until the end of the encounter, whenever you damage the target, it takes a −2 penalty to attack rolls and can't shift until the end of your next turn.
**Miss:** If you were hidden from the target before the attack, you do not expend this power.

### Hobble — Rogue Attack 5

*You slash at your foe with a brutal attack that cripples it.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Effect:** You knock the target prone. The target can't stand up (save ends).

### Lurker's Assault — Rogue Attack 5

*Shadows mask your movement, helping you to shuffle into position and deliver a wicked attack.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Effect:** If you are hidden from the target, you can shift a number of squares equal to your Intelligence modifier before the attack. You remain hidden during this movement.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage. You shift a number of squares equal to your Intelligence modifier.
**Cunning Sneak:** After the shift, you can make a Stealth check to become hidden.
**Miss:** Half damage.

### Mocking Strike — Rogue Attack 5

*You mimic your foe's movements, causing the creature to second-guess itself.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Dexterity vs. Will
**Hit:** 2[W] + Dexterity modifier damage, and the target takes a -3 penalty to all defenses against your attacks until the end of the encounter.
**Miss:** Half damage, and the target takes a -3 penalty to all defenses against your attacks (save ends).

## Level 6 Utility Exploits

### Blind Spot Advantage — Rogue Utility 6

*You take advantage of your enemy's blind spot to ensure that you won't be hit.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** You gain concealment against one enemy you can see until the end of your next turn.

### Perfect Feint — Rogue Utility 6

*Your feint takes everyone by surprise.*

**Encounter ✦ Martial**
**Minor Action** **Close** burst 1
**Prerequisite:** You must be trained in Bluff.
**Target:** Each enemy in burst you can see
**Effect:** Each target grants combat advantage to you until the end of your next turn.

### Ugly Finish — Rogue Utility 6

*A bloody display of force rattles nearby enemies.*

**Daily ✦ Fear, Martial**
**Free Action** **Close** burst 5
**Prerequisite:** You must be trained in Intimidate.
**Trigger:** You score a critical hit against an enemy with a melee attack or reduce an enemy to 0 hit points with a melee attack
**Target:** Each enemy in burst
**Effect:** Each target takes a -2 penalty to attack rolls and grants combat advantage until the end of your next turn.

## Level 7 Encounter Exploits

### Double Fall — Rogue Attack 7

*With a flourish of your weapon, you strike at two foes, attempting to bring each down.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One or two creatures
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage, and you knock the target prone.
**Artful Dodger:** You shift 2 squares.

### Killer's Ambush — Rogue Attack 7

*Your enemy doesn't see you until it's too late, and by then, you've left it a gaping wound to remember you by.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature from which you are hidden
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage. You shift 1 square.
**Cunning Sneak:** You shift a number of squares equal to your Intelligence modifier, and you can make a Stealth check to become hidden.

### Leg-Breaker — Rogue Attack 7

*You deliver a crushing strike to your enemy's limb that causes it to crumple in pain.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2[W] + Dexterity modifier damage. If the target moves 2 squares or more during its next turn, it takes damage equal to your Dexterity modifier.
**Brutal Scoundrel or Ruthless Ruffian:** The damage the target takes for moving equals your Strength modifier + your Dexterity modifier.

## CRIME

By their nature, rogues sometime become involved in illicit activities. The class automatically grants access to Thievery, a skill that allows a character to pick pockets, unlock locks, and disable traps. Rogues also have access to Stealth, which helps them to move unseen in places they aren't supposed to be. Even if a rogue focuses on other aspects of the class, the abilities granted by Thievery and Stealth provide a skill set that is perfect for criminal pursuits.

Adventurers who are new to an area might be unaware of that region's laws. However, it's more likely that they do know the legal customs in their location. They should be aware of what sorts of punishments they might face—maiming, execution, imprisonment, slavery, or other possibilities. Some societies have complex bureaucracies and codified laws. Others have few or no laws and are subject to the whims of the local warlord or bandits. Characters might be involved with outlaws or tyrants, or they might fight against them. The law of a society, or lack thereof, could be used as a great campaign vehicle for involving both principled and corrupt characters in the game.

### Painful Shot — Rogue Attack 7

*You hit your foe in a vital spot, causing it to reel in pain.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage.
**Cunning Sneak:** The target grants combat advantage to you until the end of your next turn.

### Pinning Blade — Rogue Attack 7

*You jam your weapon into your foe's foot, pinning it to the ground.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage, and the target is restrained until the end of your next turn.

### Shadow Boxer — Rogue Attack 7

*You attack from your foe's shadow, confounding the creature as you slip in and out of sight.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage, and until the end of your next turn, the target grants superior cover to you while you are adjacent to it.
**Effect:** You can make a Stealth check to become hidden.
**Cunning Sneak:** You gain a bonus to the Stealth check equal to your Intelligence modifier.

## Level 9 Daily Exploits

### Aerial Assault — Rogue Attack 9

*You launch yourself at your foe in a display of aerial finesse. The creature stands awestruck until you sink your weapon into it.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Effect:** Before the attack, you move your speed and can make an Athletics check to jump with a +10 bonus to the check. You do not provoke opportunity attacks during the jump.
**Target:** One creature
**Attack:** Dexterity vs. Reflex. The target grants combat advantage to you for the attack if you jumped 3 squares or more before the attack.
**Hit:** 3[W] + Dexterity modifier damage.
**Miss:** Half damage.

### Bewildering Assault — Rogue Attack 9

*You attack from the darkness and deliver a blow that unbalances your foe. You then retreat to the shadows.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature from which you are hidden
**Attack:** Dexterity vs. AC
**Cunning Sneak:** If you have total concealment or superior cover, you remain hidden after the attack.
**Hit:** 2[W] + Dexterity modifier damage, and you slide the target 2 squares. The target gains vulnerable 5 to all damage (save ends).
**Miss:** Half damage, and you slide the target 1 square.

## Iconic Rogues

The rogue is a popular striker for good reason. Adaptable to a broad range of situations, whether taking on demons or dismantling traps, the rogue is an asset to any adventuring group. Although rogues have plenty of advantages, your race choice can make your character even better.

**Drow Rogues:** Drow (*Forgotten Realms® Player's Guide*, page 8) have bonuses to both Dexterity and Charisma, and they have racial bonuses to Intimidate and Stealth. These bonuses make them an exceptional fit for the cutthroat rogue build. A drow also works well as a trickster rogue or an aerialist rogue. The drow's primary advantage is the Lolthtouched racial trait. Both of the powers it grants (*cloud of darkness* and *darkfire*) let you create combat advantage, though *cloud of darkness* is your best choice because you don't have to make an attack roll to gain it, and it makes foes struggle to hit you.

**Gnome Rogues:** The gnome is an excellent shadowy rogue due to its bonuses to Charisma and Intelligence. Gnomes have a knack for keeping out of their enemies' sight, with a racial bonus to Stealth checks combined with the Reactive Stealth racial trait. Even if a gnome is cornered, he or she can use *fade away* and attack with combat advantage next turn. These traits combined with the rogue's Cunning Sneak class feature make gnome rogues extremely effective at eliminating enemies before they have the chance to react.

**Half-Orc Rogue:** Although half-orcs make great barbarians and fighters, members of the race also excel as brawny rogues. Strength and Dexterity are important abilities for this build, and the half-orc has bonuses to both. A high Strength means the half-orc's Sneak Attack damage is already punching holes through people, even without the Backstabber feat. A half-orc can close in on foes at the start of combat, combining a high initiative modifier with an improved speed when charging.

**Halfling Rogue:** Few combinations are more iconic than the halfling rogue. Halflings make the best trickster rogues. Halflings have bonuses to Dexterity and Charisma, both of which are ideal for the build. With a considerable boost to AC against opportunity attacks combined with *second chance*, a halfling can maneuver about the battlefield with impunity.

### One Hundred Knives — Rogue Attack 9

*Your blade blurs as you plunge it into your foe over and over.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Primary Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Effect:** Make the following secondary attack twice against the target.
**Secondary Attack:** Dexterity vs. AC
**Hit:** Dexterity modifier damage.

### Profit from Weakness — Rogue Attack 9

*You step aside as the enemy's attack sweeps toward you. You then slide your blade into a place where the foe is vulnerable.*

**Daily ✦ Martial, Rattling, Weapon**
**Immediate Interrupt** **Melee** 1
**Requirement:** You must be wielding a light blade.
**Trigger:** An enemy adjacent to you hits you with a melee attack
**Effect:** You gain a +4 bonus to all defenses against the attack. The triggering enemy grants combat advantage to you until the end of your next turn.
**Target:** The triggering enemy
**Attack:** Dexterity vs. Reflex
**Hit:** 2[W] + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** You knock the target prone.

### Raining Death — Rogue Attack 9

*From the shadows, you send out a barrage of attacks, raining death upon your foes.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** 5
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** Each enemy from which you are hidden
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage.
**Miss:** Half damage.

## PRINCIPLED ROGUES

Not all rogues are thieves. Some have noble intentions and only happen to have a set of skills that could be used for personal gain. Thievery can be used to explore ancient ruins and discover lost treasures. Stealth can be used to find out enemy secrets and avoid combat and bloodshed.

Although walking the path of a noble rogue can be difficult, it's not impossible. Such characters can find a place in a lawful civilization. Being a rogue is more about living on the periphery of society than about having a particular skill set. Rogues might work as troubleshooters, dealing with problems for nobles. They can use their contacts to cover up scandals or to spy for their patrons. They might become involved in semilegal or legitimate business endeavors. Rogues also sometimes take up jobs as spies in armies or scouts for patrols. They might even stalk the night as vigilantes.

## Level 10 Utility Exploits

### Daring Gamble — Rogue Utility 10

*Putting yourself at risk gives you the opening you need to bring this battle to its close.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the start of your next turn, any enemy that attacks you grants combat advantage to you until the end of the encounter.

### Deadly Sacrifice — Rogue Utility 10

*Your threat draws your enemy's attack. If you survive, you can be certain the foe will pay.*

**Daily ✦ Martial**
**Immediate Interrupt** **Melee** touch
**Trigger:** An ally adjacent to you is hit by an enemy's melee attack
**Target:** The triggering ally
**Effect:** You and the target swap places. The attack hits you instead of the target. The enemy grants combat advantage to you until the end of the encounter. In addition, your Sneak Attack deals extra damage against the enemy equal to your Intelligence modifier until the end of the encounter.

## Level 13 Encounter Exploits

### Fitting Demise — Rogue Attack 13

*You emerge from the shadows to deliver a deadly attack. You then retreat back to the darkness, as if you had been there all along.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature from which you are hidden
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage. You can make a Stealth check to remain hidden after the attack.
**Cunning Sneak:** The attack deals extra damage equal to your Intelligence modifier.

### Numbing Shot — Rogue Attack 13

*Your sling bullet strikes a nerve, causing your enemy to crumple.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a sling.
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2[W] + Dexterity modifier damage, you knock the target prone, and the target is weakened until the end of your next turn.

VINCENT DUTRAIT

### Strike of Dancing Shadows — Rogue Attack 13

*The shadows seem to swirl around you as your blades rip through your foes.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade and be hidden.
**Effect:** Before the attack, you shift 1 square and remain hidden during the shift.
**Cunning Sneak:** Add your Intelligence modifier to the number of squares you shift.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage. You shift 1 square and remain hidden during the attack and the shift.
**Cunning Sneak:** Add your Intelligence modifier to the number of squares you shift.

### Veiled Missile — Rogue Attack 13

*Your weapon flies through the air, catching your foe in the head and causing blood to obscure its vision.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3[W] + Dexterity modifier damage. You gain concealment against the target until the end of your next turn.
**Cunning Sneak:** You can make a Stealth check to become hidden.

### Wicked Reminder — Rogue Attack 13

*Each time the enemy feels the bite from your allies' attacks, it recalls the injury you dealt it last.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Ruthless Ruffian:** If the target is already suffering the effect of the rattling keyword, this attack targets Reflex instead of AC.
**Hit:** 1[W] + Dexterity modifier damage.
**Effect:** The target gains vulnerability to weapon attacks equal to your Strength modifier until the end of your next turn.

## Level 15 Daily Exploits

### Arterial Slice — Rogue Attack 15

*You nick one of your enemy's major arteries, creating a wound that spurts blood.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3[W] + Dexterity modifier damage, and ongoing damage equal to any Sneak Attack damage you deal with this attack (save ends).
**Miss:** Half damage.

### Courage Breaker — Rogue Attack 15

*You strike a crippling blow to an enemy, inspiring fear in that creature's allies.*

**Daily ✦ Fear, Martial, Rattling, Reliable, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage, and the target is slowed (save ends). Until the target is no longer slowed by this power, any enemy adjacent to the target takes a -2 penalty to attack rolls.

### Lurker's Threat — Rogue Attack 15

*You emerge from hiding like a ghost. You stab your foe and send it careening toward nearby enemies.*

**Daily ✦ Fear, Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Primary Target:** One creature from which you are hidden
**Primary Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, you slide the primary target 2 squares, and the primary target is dazed (save ends). Make a secondary attack that is a close burst 3.
**Secondary Target:** Each enemy in burst
**Secondary Attack:** Dexterity vs. Will
**Hit:** The secondary target grants combat advantage until the end of your next turn.
**Miss:** Half damage, and the primary target is dazed until the end of your next turn.

### Vicious Slash — Rogue Attack 15

*Your vicious assault overcomes your foe with pain, leaving it unable to attack accurately.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage. The target takes a -2 penalty to attack rolls and ongoing 10 damage (save ends both).
**Miss:** Half damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

### Whirlwind of Blades — Rogue Attack 15

*You leap and spin past your foe, nicking it with dozens of cuts.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Effect:** Before and after the attack, you move your speed. This movement does not provoke opportunity attacks from the target.
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage.
**Miss:** Half damage.

## Level 16 Utility Exploits

### Clever Move — Rogue Utility 16

*An explosion momentarily dazzles your opponents so you can make a quick getaway.*

**Encounter ✦ Martial**
**Immediate Reaction** **Personal**
**Trigger:** An enemy makes an area or a close attack against you
**Effect:** You shift your speed. You must end this shift in a square where you have cover, superior cover, concealment, or total concealment against the triggering enemy. After this shift, you can make a Stealth check to become hidden.

### Dishonorable Tactics — Rogue Utility 16

*After your attack, you duck back under cover and hide.*

**Encounter ✦ Martial**
**Free Action** **Personal**
**Trigger:** You make an attack roll against an enemy from which you are hidden
**Effect:** You remain hidden from the enemy until the end of your next turn or until you no longer have superior cover or total concealment from the enemy.

### Shadow Master — Rogue Utility 16

*Careful movements and deft positioning keep your enemies' attention elsewhere.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you can make a Stealth check to become hidden if you have any concealment or any cover except that provided by intervening allies.

### Trap Master — Rogue Utility 16

*You have learned the ways of locks and traps, so when presented with one, you can disable it with extraordinary speed.*

**At-Will ✦ Martial**
**Minor Action** **Personal**
**Prerequisite:** You must be trained in Thievery.
**Effect:** You make a Thievery check to open a lock or disable a trap.

## Level 17 Encounter Exploits

### Dazing Shot — Rogue Attack 17

*Your sling bullet slams into your target's head and leaves the enemy reeling.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a sling.
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2[W] + Dexterity modifier damage, and the target is dazed until the end of its next turn.
**Cunning Sneak:** If the target moves or attacks before the end of its next turn, it falls prone at the end of that action.

## Thieves' Cant

The history of thieves' cant in the real world is open to considerable debate. Scholars describe it as a secret language used by the lower-class denizens of British cities in the sixteenth century. Regardless of its source, thieves' cant has been a staple of fantasy literature and roleplaying games for decades. As an optional rule, your Dungeon Master might grant rogues (and perhaps any characters who multiclass as rogues) access to thieves' cant as an additional language. The cant might be a bonus language, or it could be a language a character can choose at 1st level or from a feat. The DM might require characters who join a guild to go through a rigorous initiation process before learning this secret language.

### Excruciating Reminder — Rogue Attack 17

*You strike your foe, leaving a painful reminder that if it attacks you or an ally again, it will pay the price.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage. If the target misses with an attack before the start of your next turn, you can make a ranged or a melee basic attack against the target with combat advantage as an opportunity action.
**Ruthless Ruffian:** If you hit with the basic attack, the target grants combat advantage to you until the end of your next turn.

### Leaping Dagger Kick — Rogue Attack 17

*You leap through the air, crashing into your foe and slashing at it.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Effect:** You knock the target prone.
**Hit:** 3[W] + Dexterity modifier damage.
**Artful Dodger:** If you charged the target, it is dazed until the end of your next turn.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Surprising Assault — Rogue Attack 17

*You deliver a swift smash to your opponent's head, surprising the foe with the brutality of your attack.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and the target is dazed until the end of your next turn.
**Cunning Sneak:** The target is stunned instead of dazed if you were hidden from the target when you made the attack.

### Unerring Shot — Rogue Attack 17

*From your hiding place, you deliver an attack. If you miss, you feel assured you'll strike your target next time.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage.
**Miss:** You do not expend this power if you were hidden from the target when you made the attack.

## UNUSUAL ROGUES

Some races fit well with the rogue class, making character building easy and intuitive, while other combinations require more work.

**Ability Scores:** Races that provide a bonus to Dexterity allow you to stick a 16 in your attack ability (which becomes an 18 after your racial adjustment), leaving you with plenty of points to invest in your class's secondary ability scores. For a race that doesn't provide such a boost, you can reduce other abilities to keep your accuracy on par. Luckily, most rogue builds depend on two abilities: Dexterity plus Strength, Intelligence, or Charisma. If a race doesn't grant a bonus to Dexterity, odds are the race will boost your secondary ability, which helps offset the cost of placing an 18 in your primary ability.

You can go with any ability array, but two stand out as the best for unusual rogues. The 18, 13, 13, 10, 10, 8 array is good for rogues who gain a boost to a secondary ability, while 18, 14, 11, 10, 10, 8 does the job for races that offer no bonus to any rogue abilities. For example, a dwarf brawny rogue, after modifiers from race, would have Str 14, Con 13, Dex 18, Int 10, Wis 12, Cha 8, while a dragonborn rogue would have Str 15, Con 10, Dex 18, Int 10, Wis 8, Cha 15. In both cases, the character doesn't suffer from reduced accuracy and still has a good secondary ability to use for Rogue Tactics.

**Racial Traits:** The traits of some races complement your rogue's tactics or open up new avenues for you to do what rogues are best at. An overview of some overlooked races for rogues follows.

*Deva:* At first glance, a deva seems to make an unlikely rogue, but the race does provide one significant advantage. *Memory of a thousand lifetimes* can mean the difference between wasting Sneak Attack during one round and slaying an enemy outright.

*Dwarf:* Slow, solid, and resilient, dwarves lend themselves to the defender role. However, with the right ability scores and careful attention to feat selection, you can make an effective dwarf rogue. Remember that even though your character functions as a striker, he or she has resilience like a defender. Your dwarf rogue enjoys balanced defenses, higher hit points, and isn't likely to be pushed around. You can combine two dwarf feats to increase your damage output: Choose Tunnel Stalker from *Martial Power* at 1st level since it lets you use one-handed axes, hammers, and picks as light blades. Then at 2nd level, Dwarven Weapon Training gives you proficiency with the craghammer (*Adventurer's Vault*, page 9).

*Goliath:* Although unsubtle, a goliath rogue can be terrifying on the battlefield. With a high Strength and Constitution, your goliath can deliver punishing attacks while maintaining enough staying power to stand alongside the defenders. *Stone's endurance* lets your rogue shrug off enemy attacks as he or she maneuvers to land the killing blow.

## Level 19 Daily Exploits

### Blurring Assault — Rogue Attack 19

*Your blades lash out to strike anyone you pass as you dart across the battlefield.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Effect:** You shift half your speed. Make the following attack against each enemy you move adjacent to. No enemy can be attacked more than once from a single use of this power.
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and you knock the target prone.
**Miss:** Half damage.
**Effect:** You slide the target 1 square.

### Demoralizing Shot — Rogue Attack 19

*Your shot strikes with such potency and accuracy that you daunt foes near the target of your attack.*

**Daily ✦ Martial, Rattling, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** Each enemy within 3 squares of the target grants combat advantage until the end of your next turn and is pushed 1 square away from the target.

### Hilt Slam — Rogue Attack 19

*You brutally slam the blunt end of your weapon into your foe's head, sending the creature staggering.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, and the target is stunned (save ends). You push the target 5 squares, and you grant combat advantage until the end of your next turn.
**Miss:** Half damage, and the target is dazed (save ends). You push the target 3 squares.

### Maiming Strike — Rogue Attack 19

*You deliver a crippling strike that promises to leave your opponent hampered for a while.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage.
**Effect:** You knock the target prone. The target is slowed, cannot shift, and cannot charge (save ends all).

### Merciless Cut — Rogue Attack 19

*You slip up behind your enemy and slash across its back.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Effect:** Before the attack, you shift your speed.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 4[W] + Dexterity modifier damage, and ongoing 10 damage (save ends).

## Level 22 Utility Exploits

### Clinging Shadows — Rogue Utility 22

*The shadows seem to follow your every step.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Requirement:** You must have concealment or total concealment.
**Effect:** Your concealment or total concealment lasts until the end of your next turn.

### Indomitable Agility — Rogue Utility 22

*When you want to be free, no force can stop you.*

**Daily ✦ Martial**
**Free Action** **Personal**
**Effect:** You are no longer dazed, grabbed, immobilized, marked, restrained, or slowed. In addition, you shift your speed and can move through enemies' squares during the shift.

### Killer's Instinct — Rogue Utility 22

*Sensing weakness in your foe, you close the gap between you and it.*

**Encounter ✦ Martial**
**Immediate Reaction** **Personal**
**Trigger:** An enemy you can see becomes bloodied
**Effect:** You shift your speed and must end this shift closer to the triggering enemy. If you end this shift adjacent to the triggering enemy, it grants combat advantage to you until the end of your next turn.

### Somersault Dodge — Rogue Utility 22

*You flip away from your foe as its attack flies wide.*

**At-Will ✦ Martial**
**Immediate Reaction** **Personal**
**Prerequisite:** You must be trained in Acrobatics.
**Trigger:** An enemy misses you with a melee or a ranged attack
**Effect:** You shift 2 squares.

### Uncanny Aim — Rogue Utility 22

*Everything around you fades away momentarily as you focus on a distant target.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** You increase the normal range and the long range of your next ranged attack before the end of your turn by 20 squares.

## Level 23 Encounter Exploits

### Cutthroat's Rebuke — Rogue Attack 23

*You slash at your foe and take up a defensive posture. You assure your foe that it will suffer dire consequences if it attacks you again.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage.
**Ruthless Ruffian:** This power gains the rattling keyword.
**Effect:** The next time the target makes a melee attack against you before the end of your next turn, you can make a melee basic attack against it as a free action. If your melee basic attack hits, you knock the target prone.

### Dazing Double Shot — Rogue Attack 23

*A pair of carefully placed attacks causes your foes to hesitate.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One or two creatures
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and the target is dazed until the end of your next turn.
**Artful Dodger:** You shift 2 squares.

### Fell the Strong — Rogue Attack 23

*Your shot sinks into your foe, causing excruciating pain.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage. The next time the target attacks before the end of your next turn, it takes damage equal to twice your Intelligence modifier.
**Cunning Sneak:** The target grants combat advantage until the end of your next turn if you were hidden from it when you made the attack.

### Killer's Retreat — Rogue Attack 23

*You jab your weapon into tender flesh, forcing the opponent to let you slip away.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage, and if you were marked, you are no longer marked. You shift 2 squares.
**Cunning Sneak:** You instead shift a number of squares equal to 1 + your Intelligence modifier, and you can make a Stealth check to become hidden after the shift.

### Tendon Tear — Rogue Attack 23

*You run your weapon across your foe's tendons, crippling the creature.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage. You knock the target prone, and it is restrained until the end of your next turn.

VINCENT DUTRAIT

## Level 25 Daily Exploits

### Astounding Assault — Rogue Attack 25

*Your prowess shocks your foe into hesitation and indecision.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 5[W] + Dexterity modifier damage, and you slide the target 5 squares. In addition, either the target takes a –10 penalty to attack rolls until the end of its next turn, or it is restrained (save ends).

### Bounding Assault — Rogue Attack 25

*You dash across the battlefield, ducking under and leaping over foes' attacks. Then you deliver a brutal attack against your enemy.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 6[W] + Dexterity modifier damage.
**Miss:** Half damage.
**Special:** When charging, you can use this power in place of a melee basic attack. The charge's movement does not provoke opportunity attacks.

### Perfect Shot — Rogue Attack 25

*With time and preparation, you can't miss.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature granting combat advantage to you
**Effect:** You hit the target and deal 4[W] damage.

### Persistent Menace — Rogue Attack 25

*Slashing and stabbing, you haunt your enemy's every move.*

**Daily ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and ongoing 20 damage (save ends).
**Miss:** Half damage, and ongoing 10 damage (save ends).
**Effect:** Until the end of the encounter, whenever you deal damage to the target, it takes a –2 penalty to saving throws until the end of your next turn.

### Ricocheting Strike — Rogue Attack 25

*Your attack is so powerful that it reverberates against nearby foes.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Primary Target:** One creature granting combat advantage to you
**Primary Attack:** Dexterity vs. AC
**Hit:** 5[W] + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** Make a secondary attack of the same attack type as the primary attack.
**Secondary Target:** One creature adjacent to the primary target
**Secondary Attack:** Dexterity vs. Reflex
**Hit:** Dexterity modifier damage, plus any Sneak Attack damage you dealt to the primary target.

## Level 27 Encounter Exploits

### Craven's Bane — Rogue Attack 27

*A mix of threats and slashes leaves your foe in fear and agony.*

**Encounter ✦ Fear, Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage. If this attack bloodies the target, it moves its speed away from you, taking the safest path possible.
**Ruthless Ruffian:** The target grants combat advantage until the end of your next turn.

### Deflected Strike — Rogue Attack 27

*The enemy's attack misses you and hits an adjacent enemy instead as you dodge nimbly out of the way.*

**Encounter ✦ Martial, Weapon**
**Immediate Reaction** **Melee** 1
**Requirement:** You must be wielding a light blade.
**Trigger:** An enemy misses you with a melee attack, and a different enemy is adjacent to you
**Target:** The attacking enemy
**Attack:** Dexterity vs. Will
**Hit:** The attack hits an enemy adjacent to you other than the target. You can add your Sneak Attack damage to the attack's damage, even if you have already used your Sneak Attack during this round.
**Cunning Sneak:** Both enemies grant combat advantage to you until the end of your next turn.

### From Pebble to Boulder — Rogue Attack 27

*A stone from your sling strikes your foe between the eyes, causing it to fall to the ground, senseless.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a sling.
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 2[W] + Dexterity modifier damage, and you knock the target prone. The target is stunned until the end of your next turn.

### Killer's Gift — Rogue Attack 27

*Your brutal attack sends your enemy staggering away from you.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature from which you are hidden
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage, and you slide the target 1 square. The target is stunned until the end of your next turn.
**Cunning Sneak:** The number of squares you slide the target equals your Intelligence modifier.

### Perfect Sniper — Rogue Attack 27

*From the darkness, you carefully aim your shot and fire. Your foe glances around, but you're too well hidden for it to spot you.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature from which you are hidden
**Attack:** Dexterity vs. AC. If you have superior cover or total concealment, you remain hidden after the attack.
**Cunning Sneak:** You remain hidden after the attack if you have any cover or any concealment.
**Hit:** 5[W] + Dexterity modifier damage.

### Sheathe the Blade — Rogue Attack 27

*You sheathe your weapon in your foe's flesh and then shove it away for your allies to finish off.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, and you push the target 1 square. The target gains vulnerable 10 to all damage until the start of your next turn.

## Level 29 Daily Exploits

### Killing Storm — Rogue Attack 29

*Your attacks rain down upon unsuspecting enemies, planting terror among your foes' ranks.*

**Daily ✦ Fear, Martial, Weapon**
**Standard Action** **Area** burst 2 within 10 squares
**Requirement:** You must be wielding a crossbow or a sling.
**Target:** Each enemy in burst you can see
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage, and the target moves its speed away from the burst's origin square. The target grants combat advantage (save ends).
**Miss:** Half damage.

### Kiss of Death — Rogue Attack 29

*You promise death to a nearby foe. Then you take advantage of your allies' attacks to deliver it.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Requirement:** You must be wielding a light blade.
**Effect:** Choose one creature adjacent to you. Until the stance ends, whenever the chosen creature is adjacent to you and takes damage from a melee or a ranged attack while you are wielding a light blade, you can make a melee basic attack against it as a free action. In addition, your basic attacks against the target gain the rattling keyword.

### Steel Nettle Rain — Rogue Attack 29

*You dance deftly around your foe and deliver an attack that is like a thousand metal nettles against its flesh.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Effect:** Before and after the attack, you move your speed. This movement does not provoke opportunity attacks from the target.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 6[W] + Dexterity modifier damage.
**Miss:** Half damage.

### Throat Cut — Rogue Attack 29

*You come out of hiding to inflict a fatal wound on your foe.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Target:** One creature from which you are hidden
**Attack:** Dexterity vs. Fortitude
**Hit:** 5[W] + Dexterity modifier damage, and ongoing 15 damage (save ends).
**Miss:** Half damage, and ongoing 5 damage (save ends).

### Treachery's Reward — Rogue Attack 29

*You throw out the notion of a fair fight when you launch a devastating attack from your hiding place.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC. You can make two attack rolls and use the higher result if you are hidden from the target before the attack. In addition, if you are hidden and have superior cover or total concealment when you attack, you remain hidden after the attack.
**Hit:** 6[W] + Dexterity modifier damage.

# Arcane Trickster

*"My tricks come from tool and spell."*

**Prerequisite:** Rogue, trained in Arcana

You've never been content to stick to one path. Magic and larceny, spell and trap, dweomer and shadow—for you, all came easy. You learned to fuse your knowledge into one style, both in and out of battle.

When you were a child, you dreamed of grand achievements. You enjoyed the shows of illusionists and magicians, and you reveled in the skill of pickpockets and burglars. You followed two divergent paths that eventually came together in your mind as a way of life and a cohesive style of attack. You don't separate the martial from the magical, and you are mildly scornful of anyone who is so shortsighted as to make this division.

You never sought a position in an arcane order or a thieves' guild; you didn't want to limit yourself. Instead, you learned to recognize that each adventure is an opportunity to test your mettle, sharpen your skills, enhance your magic, and discover treasures.

Eladrin are naturals for this path because of their agility and keen intellect. Arcane tricksters are found among gnomes, changelings, and drow as well. Some use their knowledge and power for adventure, and others use it for theft, torture, and deception.

ARNIE SWEKEL

## Arcane Trickster Path Features

**Arcane Burglary (11th level):** You can use a dagger as an implement. However, you don't gain the weapon's proficiency bonus when using it for implement attacks.

In addition, whenever you make an Athletics check, you can use your Arcana skill modifier in place of your Athletics skill modifier.

**Fading Action (11th level):** When you spend an action point to make an attack, one creature of your choice that you attack treats you as invisible (save ends).

**Dagger Spell (16th level):** When making an arcane attack, you can treat a ranged power as having a range of melee weapon while using your dagger as an implement.

## Arcane Trickster Powers

**Blinding Flare** Arcane Trickster Attack 11

*You create a burst of blinding flame that robs your enemies of their sight long enough for you to slip around behind them.*

**Encounter ✦ Arcane, Implement**
**Minor Action** **Close** burst 1
**Target:** Each creature in burst
**Attack:** Dexterity vs. Fortitude
**Hit:** The target is blinded until the end of your next turn.
**Effect:** You shift your speed.

**Cat Burglar's Veil** Arcane Trickster Utility 12

*You sweep a curtain of arcane energy across the battlefield, creating a veil you can hide behind.*

**Daily ✦ Arcane, Conjuration**
**Minor Action** **Area** wall 8 within 10 squares
**Effect:** You conjure a wall of arcane energy that only you can see. The wall can be up to 6 squares high, and it lasts until the end of the encounter. The wall blocks enemies' line of sight to you and your allies but does not prevent you and your allies from seeing through it.

**Confounding Teleport** Arcane Trickster Attack 20

*You quickly pop around the battlefield, keeping your foes confused by seeming to be everywhere at once.*

**Daily ✦ Arcane, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Effect:** Before the attack, you teleport your speed.
**Target:** One creature
**Attack:** Dexterity vs. AC. You gain combat advantage against the target if you teleported adjacent to it during this turn.
**Hit:** 4[W] + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you gain a teleport speed equal to your speed, and whenever you teleport adjacent to an enemy, it grants combat advantage to you until the end of your turn.

# Blade Bravo

*"You think armor will protect you? Come here, and we'll see about that."*

**Prerequisite:** Rogue

Most knaves are little more than ruffians who have a talent for swordplay. These individuals prowl city streets and pit their skills against each other, trying to prove themselves. Most of these so-called bravos have more courage than common sense. They have short life spans and usually wind up in shallow graves. You, however, have proved you're different from them.

You never had formal training or studied under a master. Instead, you developed a haphazard style born of necessity and emboldened by your grit. You quickly learned that survival demands toughness, so you cultivated the ability to keep scrapping even with your back pressed to the wall.

In battle, your attacks lack the finesse and artfulness exhibited by other rogues, yet they are equally effective. Just because you don't have a fancy flourish doesn't make you any less dangerous.

## Blade Bravo Path Features

**Cocksure Menace (11th level):** Whenever you hit an enemy granting combat advantage to you with a melee attack, you can mark that enemy until the end of your next turn.

**Riposte Action (11th level):** When an enemy misses you with a melee attack, you can spend an action point to make a melee basic attack against that enemy. The enemy grants combat advantage to you for this attack, and if you hit, the attack deals 1[W] extra damage. If the enemy is marked by you, the attack instead deals 2[W] extra damage.

**Back Alley Bravo (16th level):** Whenever you shift, you gain a +1 bonus to AC and Reflex until the start of your next turn.

## Blade Bravo Exploits

**Taunting Barb** — Blade Bravo Attack 11

*Your taunt is as keen as the blade you thrust into your foe.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** 3
**Requirement:** You must be wielding a light blade.
**Target:** One creature
**Attack:** Dexterity vs. Will
**Hit:** 3[W] + Dexterity modifier damage, and you pull the target to a square adjacent to you and make a melee secondary attack against the target. You have combat advantage for the attack.
**Secondary Attack:** Dexterity vs. AC
**Hit:** Strength modifier damage.

KEREM BEYIT

**Threatening Flourish** — Blade Bravo Utility 12

*You perform a complex maneuver with your weapon, revealing your skill and daring to your enemy.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, your melee attacks gain the rattling keyword.

**Vicious Parry** — Blade Bravo Attack 20

*Batting aside your enemy's attack, you drive your weapon home.*

**Daily ✦ Martial, Rattling, Weapon**
**Immediate Interrupt** **Melee** weapon
**Requirement:** You must be wielding a light blade.
**Trigger:** An enemy hits you with a melee attack
**Target:** The triggering enemy
**Effect:** The target is weakened and grants combat advantage until the end of its next turn.
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier + Strength modifier damage.
**Miss:** Half damage.

# Daring Slinger

*"Two birds with one stone . . . how about two drow with one bullet?"*

**Prerequisite:** Rogue

The sling is a humble weapon, favored by commoners such as shepherds and farmers. It is useful for chasing off predators and bandits, but it lacks the prestige enjoyed by crossbows and light blades. Despite its lowly stature, the sling has its adherents. Among these enthusiasts, the daring slinger is the most dangerous, for these rogues elevate the simple weapon, making it the equal of any other ranged weapon.

As a daring slinger, you appreciate the weapon's subtle assets. A sling is small. It can be compressed and hidden. Slings are also resistant to the elements. You can dunk one in water, stretch it, or abuse it, and the weapon continues to work—something that can't be said of bows and crossbows. Best of all, ammunition is never a problem; any small stone will do.

Through extensive training, you've improved your accuracy, exceeding what archers can do with a longbow. Your range is equal to that of a crossbow, and your bullets pack an equal punch.

## Daring Slinger Path Features

**Sling Mastery (11th level):** You gain a +2 bonus to damage rolls with weapon attacks that use a sling. This bonus increases to +4 at 21st level.

**Concussive Action (11th level):** When you spend an action point to attack with a sling, and the attack hits, you treat a damage roll of 1 or 2 as a roll of 3. In addition, the target of the attack is dazed until the end of your next turn.

**Uncanny Aim (16th level):** You ignore the –2 penalty for attacking with a sling at long range, and you ignore cover provided by an enemy's allies when you attack with a sling.

## Daring Slinger Exploits

**Scattershot** Daring Slinger Attack 11

*You hurl several stones at once, knocking your enemies back with each strike.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a sling.
**Target:** One, two, or three creatures
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, and you push the target 1 square.

**Instructive Miss** Daring Slinger Utility 12

*Your shot goes wide, but now you have your foe in your sights.*

**Daily ✦ Martial**
**Free Action** **Personal**
**Trigger:** You don't hit with an encounter attack power using a sling
**Effect:** You regain the use of the encounter attack power.

**Dispersing Shot** Daring Slinger Attack 20

*You let fly a forceful shot that shatters armor, flesh, and bone, knocking your enemy senseless.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a sling.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage, and the target is dazed and slowed (save ends both). If you have combat advantage against the target, it is immobilized instead of slowed.
**Aftereffect:** The target grants combat advantage (save ends).

KEREM BEYIT

# Jack-of-All-Trades

*"Yeah . . . I can do that, and that . . . and that."*

**Prerequisite:** Rogue

You are a jack-of-all-trades; learning new skills comes naturally to you, and you enjoy pitting your abilities against any challenge. Your thirst for knowledge will drive you to learn new skills until the day you die.

Since your youth, you have had an intense yearning to learn more than what books and teachers could provide. You understood from a young age that knowledge and skill can take you places that money and influence can't. You hoard knowledge the way a dragon covets its treasure, though you are happy to share it with anyone you consider worthy, or when doing so suits your fancy.

Folks might consider you a pack rat or a dabbler, but you know that the items you collect and the skills you acquire will help you in the future. And when you're there to save the day, anyone who derided your habits will realize the mistake and thank you.

Eladrin are a natural choice for this path because of their high Dexterity and Intelligence, as well as the fact that they gain an additional skill of their choice. Humans also excel as jacks-of-all-trades because of their vast variety of experiences and versatility of skill and knowledge.

## Jack-of-All-Trades Path Features

**Dabbler (11th level):** You gain a +2 bonus to all skill checks.

**Expert Assault (11th level):** When you spend an action point to take an extra action, you gain a +5 bonus to skill checks until the end of your turn.

**Advanced Dabbler (16th level):** You gain training in three skills.

## Jack-of-All-Trades Exploits

**Scoundrel's Philosophy** Jack-of-All-Trades Attack 11

*You humble your foe with your fighting prowess, then befuddle it with your vast knowledge of proper fighting techniques.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Primary Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage, and make a secondary attack against the target.
**Secondary Attack:** Dexterity vs. Will
**Hit:** The target is dazed until the end of your next turn.

**Always a Natural** Jack-of-All-Trades Utility 12

*You are a natural at everything you do.*

**Encounter ✦ Martial**
**Free Action** **Personal**
**Trigger:** You make a skill check and dislike the result
**Effect:** You reroll the triggering check and use either result.

VINCENT DUTRAIT

**Every Trick in the Book** Jack-of-All-Trades Attack 20

*You attack from all angles, using every technique and bit of knowledge you have to defeat your foe.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Dexterity vs. AC, Fortitude, Reflex, Will. You make one attack roll and compare the result against all four defenses. A target suffers the effect associated with each defense that the attack hits.
**Hit (AC):** 2[W] damage.
**Hit (Fortitude):** 1[W] damage, and the target is slowed (save ends).
**Hit (Reflex):** 1[W] damage, and you knock the target prone.
**Hit (Will):** 1[W] damage, and the target is dazed (save ends).
**Effect:** You shift 3 squares + 1 square for each defense you hit.

# Verdant Stalker

*"My steps are as light as a leaf on the wind."*

**Prerequisite:** Rogue, trained in Stealth

You are a creature of stealth—a warrior who treads so lightly that even the autumn leaves remain silent beneath your step. For you, silence is a way of life and an art.

You're comfortable in the forest, where your abilities to move quietly and to camouflage your movements are at their best. You prefer to wear out your foe, dancing from shadow to shadow and from tree to tree, peppering your enemy with ranged attacks. No enemy has yet caught you standing still.

You might have grown up among forest-dwelling elves or fey. It's also possible that you were once a city dweller who has since become one with nature. You still know of and sometimes visit urban areas, but they have become foreign to you. The forest is your home now, and you're as comfortable in it as a street urchin is in the dock ward of a city. When outsiders invade your territory, you strike back with a furious vengeance, assaulting them with rapid volleys of missiles that kill the intruders or drive them away.

Elves and halflings are most likely to follow this path, but any character who favors stealth and silence, uses ranged attacks with great skill, and is an expert forester can succeed as a verdant stalker.

BEN WOOTTEN (2)

## Verdant Stalker Path Features

**Delicate Shot (11th level):** Whenever you hit an enemy from which you are hidden with a ranged attack and you then roll Sneak Attack damage dice, you treat a roll of 1 or 2 as a roll of 3.

**Vanishing Action (11th level):** When you spend an action point to take an extra action, you can make a Stealth check to become hidden after the extra action. If you used the extra action to take a move action, you gain a +5 bonus to the Stealth check.

**Light-Footed (16th level):** You ignore difficult terrain.

## Verdant Stalker Exploits

**Shadow to Shadow** Verdant Stalker Attack 11

*You slide behind cover, attack your foe from a distance, and then slip back into the shadows again.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be using a hand crossbow, a repeating crossbow, a shortbow, a shuriken, or a sling.
**Effect:** Before and after the attack, you shift 3 squares. After each shift, you can make a Stealth check to become hidden.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage.

**Forest Specter** Verdant Stalker Utility 12

*Moving among foliage or around a cavern wall, you blend into your surroundings like a spirit of nature.*

**Encounter ✦ Martial**
**Minor Action** **Personal**
**Requirement:** You must have total concealment or superior cover.
**Effect:** You become invisible until the end of your next turn, until you attack, or until you no longer have any cover or any concealment.

**Leaves of Steel** Verdant Stalker Attack 20

*You slip out of the shadows, firing a volley of shots at your enemies.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Area** burst 2 within weapon range
**Requirement:** You must be using a hand crossbow, a repeating crossbow, a shortbow, a shuriken, or a sling.
**Effect:** Before the attack, you shift 3 squares.
**Target:** Each enemy in burst you can see
**Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage.
**Miss:** Half damage.

# Master of Poisons

*"The deadliest poison is the one you can't taste or smell."*

**Prerequisite:** Rogue

Few people respect the business of poisons. Among the mighty, poison is considered a weapon of the weak and a dishonorable tool at best. Yet to whom do the mighty and the wealthy turn when they are in need of discreet murder? You, of course, and you're happy to oblige. You never advertise your talents; it wouldn't do for word to spread about your skills. Through prudent inquiries, people in need have a way of finding you. No problem is too big or well protected for your techniques to work, assuming you have enough time and your client has enough gold.

Along with your success comes a raft of enemies. Your victims leave behind friends and relatives seeking revenge. Do they chase after the one who paid you? It would be simpler if they did. Instead, these pursuers come to the one who caused their comrade's end, and that person is you.

Poisoning is a subtle and dangerous art, and a few narrow escapes from angry vengeance-seekers have taught you that discretion is key. Even among your companions, you keep a low profile. It's best to keep your methods of dealing with enemies hidden. However, when you slip a little venom on a blade and the foe falls to the ground, tongue black and neck swollen, your comrades won't look too closely when that act saves them from harm.

## Master of Poisons Path Features

**Poison Maven (11th level):** Whenever you make a poison weapon attack against an enemy, you gain a bonus to the damage roll equal to your Intelligence modifier. In addition, any enemy suffering a poison effect grants combat advantage to you.

**Venomous Action (11th level):** When you spend an action point to make a weapon attack and hit, one target of the attack takes ongoing 10 poison damage (save ends).

**Acidic Poisons (16th level):** Ongoing poison damage you deal ignores resistance to poison.

## Master of Poisons Exploits

**Blinding Dust** — Master of Poisons Attack 11

*You spray a handful of poisonous dust into the air, blinding your enemies.*

**Encounter ✦ Martial, Poison**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Dexterity + 4 vs. Fortitude
*Level 21:* Dexterity + 6 vs. Fortitude
**Hit:** 2d6 + Dexterity modifier poison damage, and the target is blinded until the end of your next turn.

**Persistent Poison** — Master of Poisons Utility 12

*Just when an enemy thinks it has beaten your attack, your poison proves effective after all.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Close** burst 10
**Trigger:** An enemy within 10 squares of you saves against a poison effect
**Target:** The triggering enemy in burst
**Effect:** The target fails the saving throw.

**Insidious Attack** — Master of Poisons Attack 20

*The poison delivered by your weapon fills your enemy with crippling pain that ravages its system when it tries to act.*

**Daily ✦ Martial, Poison, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a crossbow or a light blade.
**Target:** One creature
**Primary Attack:** Dexterity vs. Reflex
**Hit:** 3[W] + Dexterity modifier damage, and make a secondary attack against the target.
**Secondary Attack:** Dexterity vs. Fortitude
**Hit:** The target takes ongoing 15 poison damage, and whenever the target moves more than 2 squares during its turn or makes an attack, it takes 5 poison damage after the attack is resolved (save ends both).
**Miss:** 3[W] + Dexterity modifier damage.

# Red Cloak

*"Do not run the roof unless you are prepared to fight."*

**Prerequisite:** Rogue, Red Cloak Student feat

You're a red cloak, a roof-running scoundrel who tests your wits against other denizens of the night. Your colors reflect your passion and signal danger to anyone who isn't prepared to fight you.

You might or might not be versed in the history of your art. In the past, the Red Cloaks were a guild of assassins known for their flamboyance. The true secrets of their activities remain a mystery, but their style—both in fighting and in dress—spread to dandy and street fighter alike.

You might have grown up in the streets, idolizing the swaggering red cloak warriors who ran the rooftops at night. You could be the youngest child of a noble seeking excitement by trying your hand in seedy environs. Instead, you might be a remnant of the original Red Cloaks. Regardless of your motivation, you scoff at those who don the cloak without the attitude or the skill. Any who fight you know that you are no common thug or flouncing dandy.

In your adventures, you seek to test your street-honed mettle against the warriors of other domains. You don't necessarily seek to emulate their style, but you respect it and wish to learn from it. You take every opportunity to challenge the street-runners of other cities, and you will gladly face any enemy that thinks to challenge you.

## Red Cloak Path Features

**Roof Runner (11th level):** Whenever an enemy misses you with an attack, you can shift 2 squares as an immediate reaction.

**Crimson Brutality (11th level):** When you spend an action point to make an attack that deals Sneak Attack damage, the Sneak Attack damage is maximized.

**Red Cloak Reaction (16th level):** Whenever you miss every target with an attack that is an immediate action, that action doesn't count toward your limit of one immediate action per round.

## Red Cloak Exploits

**Dance of the Cloak** Red Cloak Attack 11

*You miss with a wicked cut, and when your foe counters, you respond with a stronger attack.*

**Encounter ✦ Martial, Reliable, Weapon**
**Immediate Reaction** **Melee** weapon
**Requirement:** You must be wielding a rapier or a short sword.
**Trigger:** An enemy hits you
**Target:** The triggering enemy
**Attack:** Dexterity vs. AC
**Hit:** 3[W] + Dexterity modifier damage.

KEREM BEYIT

**Scarlet Maneuver** Red Cloak Utility 12

*You take advantage of each of your enemy's mistakes.*

**At-Will ✦ Martial**
**Immediate Reaction** **Personal**
**Trigger:** An enemy misses you with a melee attack
**Effect:** You gain combat advantage against the triggering enemy until the end of your next turn.

**Crimson Rebuttal** Red Cloak Attack 20

*You trick your opponent into overextending its attack and deliver a powerful blow that knocks it to the ground.*

**Daily ✦ Martial, Reliable, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy misses you with a melee attack
**Requirement:** You must be wielding a rapier or a short sword.
**Target:** The triggering enemy
**Attack:** Dexterity vs. Reflex
**Hit:** 4[W] + Dexterity modifier damage. You knock the target prone, and it can't stand until the start of its next turn.

# Whisperknife

*"Bring me vengeance, oh gods, and make my enemies pay in blood."*

**Prerequisite:** Rogue

You have been called different names—killer, murderer, assassin—but none fit as nicely as whisperknife does. You kill, but not for wealth and rarely for sport; you kill for vengeance. In a perfect world, everyone would die from old age, but this isn't a perfect world. Accidents happen, and wars claim soldiers and innocents alike. Murderers snuff out lives on a whim or with cold calculation, and the world keeps on turning. Souls wriggle free from their meat to find whatever awaits them in the Raven Queen's frigid embrace. And who stands for these victims? Who protects the people whom justice ignores? You.

You're a vigilante, taking up the cause of those who can't find justice. You use your talents to hunt down anyone who perpetrates crimes. You offer no mercy or quarter, only the whispered name of the wronged party and the silent slash of your blade.

Your preferred weapons are daggers, whether thrown or held. You can hide them on your person and retrieve them with ease. A dagger's short blade allows you to be close enough to your prey to explain why it has to die. And when you've said what you need to say, you can watch as the life goes out of your victim's eyes.

DAVE ALLSOP

## Whisperknife Path Features

**Dagger Threat (11th level):** You don't provoke opportunity attacks when you make ranged attacks with a light blade.

In addition, you gain Quick Draw (*Player's Handbook*, page 200) as a bonus feat, even if you don't meet the prerequisites.

**Razor Action (11th level):** When you spend an action point to attack with a light blade, each enemy adjacent to you takes damage equal to your Dexterity modifier.

**Advantageous Positioning (16th level):** While you are adjacent to a Medium or larger enemy, you gain a +2 bonus to AC against ranged attacks, and you don't grant combat advantage to creatures flanking you.

## Whisperknife Exploits

**Vengeance's Pursuit** — Whisperknife Attack 11

*After slashing your foe, you flip the knife in your hand and prepare to throw it.*

**Encounter ✦ Martial, Rattling, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a dagger.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 2[W] + Dexterity modifier damage.
**Effect:** The first time the target moves or makes an attack that doesn't include you as a target before the start of your next turn, you can make a ranged basic attack against the target as a free action. The target grants combat advantage to you for this attack.

**Whispered Vengeance** — Whisperknife Utility 12

*When an ally suffers from an enemy's attack, your thirst for vengeance impels you to close the distance and make your foe pay for the transgression.*

**Encounter ✦ Martial**
**Immediate Reaction** **Personal**
**Trigger:** An enemy hits an ally you can see with a melee attack
**Effect:** Until the end of your next turn, you gain a +2 power bonus to speed and a +2 power bonus to attack rolls against the triggering enemy.

**Hateful Knives** — Whisperknife Attack 20

*Leaping at your foe, you slash it so badly that it stumbles back in fear.*

**Daily ✦ Fear, Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Requirement:** You must be wielding a dagger.
**Target:** One creature
**Primary Attack:** Dexterity vs. AC
**Hit:** 4[W] + Dexterity modifier damage, and you push the target 3 squares. You then shift 3 squares to a square adjacent to the target and make a secondary attack against it.
**Secondary Attack:** Dexterity vs. Will
**Hit:** The target grants combat advantage to you until the end of the encounter.
**Miss:** The target grants combat advantage to you (save ends).
**Miss:** Half damage.

CHAPTER 4

# Warlord

*"Aggression and hard fighting have their place, but they don't always result in victory. I do not wade headlong into combat without a strategy."*

A **warlord** has many forms: the aggressive and reckless leader, the canny battle captain, the brilliant strategist, the willful commander. Each warlord masters a different set of leadership techniques that represents his or her command style. Through a combination of courage, skill at arms, sound strategy, and insight, the warlord inspires confidence and vigor among his or her comrades.

As a leader, you understand that each person has a role to play on the battlefield. You could be the kind of commander who follows instinct and intuitively understands the ebb and flow of combat. You might employ stealth and guile, letting sleeping dragons lie and avoiding fruitless conflicts. Or perhaps you lead through courage and ferocity, challenging enemy leaders to meet you in single combat. Regardless of the type of warlord you are, your insights help arm your companions with the weapons to overcome any obstacle.

This chapter broadens the options available to the warlord class, adding new powers for class builds presented in the *Player's Handbook* and in *Martial Power.* In this chapter, you'll find the following material.

- **New Builds:** Rely on your instincts to outwit your enemies as an insightful warlord, or succeed through maneuver and missile fire as a skirmishing warlord.
- **New Class Features:** Explore new class features, such as the ability to boost your allies' senses, wear shields, increase your allies' defenses, improve the position of your troops, and wield ranged weapons.
- **New Powers:** Outsmart your foes with tactical insights and protect your allies with your battle intuition. On the other hand, if you are without caution, you might instead charge into enemy ranks and unnerve foes with your fury and audacity.
- **New Paragon Paths:** Exploit your natural leadership with one of eight paragon paths. Lead a band of ruthless warriors as a prince of knaves, study the art of command as a white raven, or trust to fate and luck as a captain of fortune.

ZOLTAN BOROS & GABOR SZIKSZAI

The *Player's Handbook* presents the inspiring warlord and the tactical warlord. *Martial Power* offers the bravura warlord and the resourceful warlord. This chapter adds the insightful warlord and the skirmishing warlord. Many of the new powers introduced in this book are intended for one of these new warlord builds.

## Insightful Warlord

You lead through careful observation and a knack for predicting your enemies' actions. In combat, you keep your eyes open and quickly adapt your plan to changing circumstances. You show your allies how to identify enemy weaknesses and exploit those flaws. You are skilled at demoralizing foes and are an expert at interrupting their actions by issuing quick commands.

### New Class Features

You can select the following class features instead of another option, such as the ones presented in the *Player's Handbook* or *Martial Power*. You need not pick the insightful warlord build to select these features.

#### Insightful Presence

When you choose a Commanding Presence, you can select the following option.

**Insightful Presence**: When any ally who can see you spends an action point to take an extra action, that ally gains a bonus to all defenses equal to half your Wisdom modifier or half your Charisma modifier until the end of your next turn.

#### Canny Leader

This class feature replaces your Combat Leader class feature.

**Canny Leader:** You and any ally within 10 squares of you who can see and hear you gain a +2 bonus to Insight checks and Perception checks.

### Suggested Options

Your attack powers rely on Strength, so make that your primary ability score. Wisdom is your second priority, because it helps you perceive foes and anticipate their actions. If you choose the Insightful Presence class feature, you can use Wisdom or Charisma, so pick one of those ability scores as your tertiary ability score depending on which other warlord build you want to dabble in.

**Suggested Class Features:** Insightful Presence*, Canny Leader*

**Suggested Feat:** Lend Strength*

**Suggested Skills:** Athletics, Diplomacy, Endurance, Heal

**Suggested At-Will Powers:** *direct the strike,** *intuitive strike**

**Suggested Encounter Power:** *powerful warning**

**Suggested Daily Power:** *leader's instincts**

*New option presented in this book

## Skirmishing Warlord

You scoff at the notion that war takes place on the front lines. Your talents are akin to the skills of archers, sneaks, and scouts. You recognize that their contributions are as vital as the efforts of melee combatants. You help allies by sharpening their timing, directing their maneuvers, and pointing out targets with your own ranged attacks.

### New Class Features

You can select the following class features instead of another option, such as the ones presented in the *Player's Handbook* or *Martial Power*. You need not pick the skirmishing warlord build to select these features.

#### Archer Warlord

When you choose the Archer Warlord class feature, you lose proficiency with chainmail and light shields.

**Archer Warlord:** You gain proficiency with military ranged weapons. In addition, when you make a ranged basic attack with a bow, you can use Strength instead of Dexterity for the attack roll and the damage roll.

#### Commanding Presence

When you choose a Commanding Presence, you can select the following option.

**Skirmishing Presence:** When an ally who can see you spends an action point to make an attack, that ally can use a free action to shift a number of squares equal to your Intelligence or Wisdom modifier before or after the attack.

### Suggested Options

Unlike other warlords, you focus on ranged attacks. Your attack powers rely on Strength for accuracy and power, though they reward Intelligence as well. You should choose Strength for your primary ability score, and you should also have a high Intelligence score. If you choose the Skirmishing Presence class feature, you can use Wisdom or Intelligence, so pick one of those ability scores as your tertiary ability score depending on which other warlord build you want to dabble in.

**Suggested Class Features:** Archer Warlord*, Skirmishing Presence*

**Suggested Feat:** Archer Captain*

**Suggested Skills:** Athletics, Endurance, Diplomacy, History

**Suggested At-Will Powers:** *paint the bull's eye*, risky shot**

**Suggested Encounter Power:** *race the arrow**
**Suggested Daily Power:** *inspiring shot**
*New option presented in this book

## Battlefront Leader

You can select the following class feature instead of another option, such as the ones presented in the *Player's Handbook* or *Martial Power*. This feature is not aimed toward any single build and can work well for any warlord who wants to be in the midst of melee. This class feature replaces your Combat Leader class feature.

**Battlefront Leader:** You gain proficiency with heavy shields, and you gain the *battlefront shift* power.

**Battlefront Shift** — Warlord Feature

*As combat breaks out, you give a quick call, urging an ally to move or spurring yourself to take action.*

**Encounter ✦ Martial**
**No Action** **Close** burst 3
**Trigger:** You roll initiative
**Target:** You or one ally in burst
**Effect:** The target shifts half his or her speed.

# New Powers

A warlord bolsters allies with powers that inspire, empower, and embolden. The insightful warlord focuses on seizing opportunities and providing allies with knowledge of enemy strengths and weaknesses. The skirmishing warlord emphasizes ranged attacks and mobility. This section also broadens the powers available for warlord builds from other books.

## Level 1 At-Will Exploits

**Direct the Strike** — Warlord Attack 1

*You direct an ally to attack as an enemy lowers its guard.*

**At-Will ✦ Martial**
**Standard Action** **Ranged** 5
**Target:** One ally
**Effect:** The target makes a basic attack as a free action against an enemy of your choice that you can see and is within 10 squares of you.

**Intuitive Strike** — Warlord Attack 1

*Your strike puts your opponent off guard, allowing your allies to better exploit the enemy's openings.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Will
**Hit:** 1[W] damage. Until the start of your next turn, any ally who attacks the target and has combat advantage against it gains a bonus to the attack roll equal to 1 + your Wisdom or Charisma modifier instead of the normal +2 bonus.
*Level 21:* 2[W] damage.

**Paint the Bull's-Eye** — Warlord Attack 1

*You fire a red-fletched missile into your foe, creating a target for your allies to focus on when attacking the creature.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] damage. Until the start of your next turn, your allies gain a power bonus to damage rolls against the target equal to your Intelligence or Wisdom modifier.
*Level 21:* 2[W] damage.

## Multiclass Warlords

Warlords study battle in all forms, learning to work with members of other classes to make an effective unit. Multiclassing is a good option for a warlord because it allows the character to compensate for some weakness in a party.

**Cleric:** Some warlords who multiclass as clerics prefer to worship military-minded gods (like Kord or Bahamut). Others are pious heroes who seek the blessing of any gods in battle. A warlord with cleric training can dole out extra healing. Warlords multiclass well with Strength-based clerics. Dragonborn and longtooth shifters fit this combination due to their ability score bonuses, but any race with a high Strength can make a good warlord/cleric.

**Fighter:** This option is commonly seen because of both classes' need for high Strength. Warlords lead soldiers in battle, so they need to be good soldiers as well. Sharing this common training increases their empathy with their troops, and consequently makes them better leaders. Dragonborn excel as characters of this sort, but so do any other races with Strength bonuses.

**Paladin:** This logical, compelling combination offers both mechanical and thematic synergy. Both warlords and paladins make use of Strength and Charisma. Paladins might join armies if they think that doing so will benefit the agendas of their gods. This combination is ideal for dragonborn.

**Ranger:** With the new options for warlords presented in this book, this combination is now viable. The skirmishing warlord and the insightful warlord builds work well with this kind of character.

**Wizard:** Tactical warlords and resourceful warlords share the wizard's focus on Intelligence. Consider the arcane battlemaster paragon path (page 96), which is designed for characters who combine martial and arcane attacks. Genasi are particularly effective with this combination, as are eladrin and any other race with an Intelligence bonus.

**Barbarian:** A character that represents a savage war leader might multiclass into barbarian. Both classes focus on Strength and Charisma, so this combination is natural. Dragonborn are the best choice here because of their Strength and Charisma bonuses.

**Risky Shot** Warlord Attack 1

*You wait until the last possible moment to strike, dealing a more potent blow at the expense of defense.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier + Intelligence or Wisdom modifier damage.
*Level 21:* 2[W] + Strength modifier + Intelligence or Wisdom modifier damage.
**Effect:** You grant combat advantage until the start of your next turn.

## Level 1 Encounter Exploits

**Pin Cushion** Warlord Attack 1

*If your allies fire enough arrows at your foe, a few are bound to hit.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. Until the end of your next turn, you and your allies gain a power bonus to ranged attack rolls against the target. The bonus is equal to your Intelligence or Wisdom modifier.

**Powerful Warning** Warlord Attack 1

*You shout a warning that alerts your ally to an enemy attack, allowing your comrade to dodge and riposte.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An ally within 5 squares of you is hit by an enemy
**Target:** The triggering ally in burst
**Effect:** The target gains a +2 power bonus to all defenses against the attack. The target can make a melee basic attack against the enemy as a free action.
**Insightful Presence:** The bonus to your ally's defenses equals 1 + your Wisdom modifier or Charisma modifier.

EVA WIDERMANN

## Roleplaying a Warlord

Your role in the party is to coordinate your allies' offense and bolster their will to keep fighting long after they might have given up. Warlords present a special roleplaying challenge, because what you do relates to abstract elements of the game, such as hit points, basic attacks, and healing surges. It's easy for other martial characters to provide vivid descriptions of their crippling attacks, but your exploits can be harder to visualize.

Keep in mind that morale and esprit de corps are vital to the combat effectiveness of any group. When you congratulate another player on a well-struck blow or point out a potentially winning tactic on the battle mat, it'll be easier to understand how your warlord might enable others to perform beyond their normal capabilities. Your efforts at the game table can inspire and advise characters and players alike.

You can also roleplay the way your character prepares for adventuring. You might make sure that everyone in the party has enough healing potions and light sources, or lead the group in establishing a marching order and contingency plans for attack or retreat. While the DM is busy or you're waiting for players to arrive, you can even play out your character's leadership. You might have the other characters make attack rolls to establish who is the best archer or roll Heal checks to practice your first aid and determine how long it takes to revive an ally. The best way to roleplay a leader is to become one. Your efforts will make your party more successful and make your group more fun to play with.

### Race the Arrow — Warlord Attack 1

*You catch your comrade's eye and designate a target. You fire a shot that diverts your foe's attention, giving your ally the chance to attack.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage. One ally you can see can charge the target or make a melee basic attack against the target as a free action.
**Skirmishing Presence:** The ally gains a power bonus to the attack roll and the damage roll equal to your Intelligence or Wisdom modifier.

### Seize the Upper Hand — Warlord Attack 1

*Your strike distracts your foe, forcing it to lower its defenses and create opportunities for your allies' attacks.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. Until the end of your next turn, while you have combat advantage against the target, you and your allies deal extra damage to the target equal to your Charisma modifier.

### Shielded Assault — Warlord Attack 1

*You attack cautiously, protecting yourself and nearby allies with your shield.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be using a shield.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** Until the end of your next turn, you gain a +2 power bonus to AC, and your allies gain a +2 power bonus to AC while adjacent to you.

### Vengeance Is Mine — Warlord Attack 1

*You respond to an enemy's attack with a riposte, and you call for an ally to join you against the offender.*

**Encounter ✦ Martial**
**Immediate Reaction** **Personal**
**Trigger:** An enemy hits you
**Effect:** You make a basic attack against the triggering enemy, and one ally within 5 squares of you can move his or her speed and make a melee basic attack against the triggering enemy as a free action.

## Level 1 Daily Exploits

### Create a Target — Warlord Attack 1

*You swing at your foe, shoving it into the line of fire. The creature then continues to stagger around, disoriented and vulnerable.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Intelligence modifier. Whenever a pull, a push, or a slide forces the target to move, one of your allies can make a basic attack against the target as a free action (save ends).
**Miss:** Half damage, and you push the target 1 square.

### Expert Timing — Warlord Attack 1

*You deliver a blow to your foe and let out a call to your allies who, remembering their training, move nimbly around the battlefield.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. You and each ally you can see gain a +1 power bonus to speed until the end of the encounter.
**Miss:** Half damage. You and each ally you can see gain a +1 power bonus to speed until the end of your next turn.

### Inspiring Shot — Warlord Attack 1

*Your shot strikes an enemy hard, proving that victory is near.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. Until the end of the encounter, your healing powers restore additional hit points equal to your Intelligence or Wisdom modifier.

### Leader's Instincts — Warlord Attack 1

*You strike at your foe with a skillful thrust. As your opponent is about to dodge, you call for an ally to attack.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. As a free action, one ally you can see can make a basic attack against the target with a +2 power bonus to the attack roll.

### Relentless Wounding — Warlord Attack 1

*Your attack wounds a foe, making it susceptible to your allies' assaults.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. Until the end of the encounter, your allies gain a power bonus to damage rolls against the target equal to your Intelligence or Wisdom modifier.

## Level 2 Utility Exploits

### Encouraging Boost — Warlord Utility 2

*You shout words of encouragement, giving your ally a necessary boost.*

**Encounter ✦ Healing, Martial**
**Minor Action** **Ranged** 5
**Target:** One ally
**Effect:** The target can use its second wind and regain additional hit points equal to your Charisma modifier.

### Flash of Insight — Warlord Utility 2

*Your weapon slips past a foe's guard, allowing you to adjust your attack and throw the creature off balance.*

**Encounter ✦ Martial**
**Free Action** **Melee** weapon
**Trigger:** An enemy is hit by your at-will weapon attack
**Target:** The enemy you hit
**Effect:** You knock the target prone or push the target a number of squares equal to your Intelligence or Wisdom modifier.

### Hasty Alert — Warlord Utility 2

*Your shout warns comrades of imminent danger in time for them to react.*

**Daily ✦ Martial**
**No Action** **Close** burst 10
**Trigger:** A surprise round begins, and you are conscious
**Target:** You and each surprised ally in burst
**Effect:** Each target is not surprised and gains a bonus to AC and Reflex equal to your Intelligence modifier until the end of your next turn.

### Spur to Action — Warlord Utility 2

*Sensing your enemies' advantage, you whisper quick orders that spur your allies into action.*

**Daily ✦ Martial**
**No Action** **Close** burst 10
**Trigger:** You roll initiative
**Target:** You and each ally in burst
**Effect:** Each target can reroll his or her initiative but must use the second result.

## Level 3 Encounter Exploits

### Battering Command — Warlord Attack 3

*You slam your weapon into your foe's gut and cause the creature to double over, enabling an ally to smash it.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** You knock the target prone.
**Effect:** One ally adjacent to the target can make a melee basic attack against it as a free action.

### Deadly Distraction — Warlord Attack 3

*You strike your foe hard, delivering a wound that keeps your enemy distracted while you and your allies retreat.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. Until the end of your next turn, you and each ally adjacent to the target do not provoke opportunity attacks from it.

### Inspire Resilience — Warlord Attack 3

*You deliver a powerful hit that bolsters your ally or encourages your comrade to unleash an equally devastating blow.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** One ally adjacent to you chooses either to gain a power bonus to damage rolls equal to your Intelligence modifier until the end of your next turn or to gain temporary hit points equal to your Charisma modifier.
**Resourceful Presence:** Instead of one ally, each ally adjacent to you either gains the bonus or gains temporary hit points.

### No Gambit Is Wasted — Warlord Attack 3

*Sensing that an ally is attempting a difficult deed, you distract your comrade's foe and give him or her another chance to use the attack.*

**Encounter ✦ Martial, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An ally misses every target with an encounter or a daily attack
**Target:** One creature targeted by the triggering ally's attack
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. The triggering ally's attack is not expended.
**Insightful Presence:** The triggering ally gains a bonus to his or her next attack roll against the target before the end of your next turn. The bonus is equal to your Wisdom or Charisma modifier.

### Staggering Shot — Warlord Attack 3

*The impact of your shot leaves a foe reeling.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. The first time the target moves during its next turn, you knock the target prone after the move.
**Skirmishing Presence:** You push the target a number of squares equal to your Intelligence or Wisdom modifier.

ZOLTAN BOROS & GABOR SZIKSZAI

## Level 5 Daily Exploits

### Archery Commander — Warlord Attack 5

*As your allies unleash ranged attacks, you thwart your enemies' efforts to take advantage of your comrades' distraction.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you and any ally within 2 squares of you do not provoke opportunity attacks when making ranged attacks.

### Brave Warriors — Warlord Attack 5

*Your charge emboldens your allies to do the same.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you gain +1 power bonus to attack rolls when charging, and your allies gain a +1 power bonus to attack rolls when charging while within your line of sight.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Create Opportunity — Warlord Attack 5

*Your precisely timed shots disrupt your foe's concentration, buying time for an ally to act.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** Until the end of the encounter, whenever you hit the target with a ranged attack, one ally adjacent to it can either make a melee basic attack against it as a free action or shift a number of squares equal to your Intelligence or Wisdom modifier as a free action.

### Exemplar of Action — Warlord Attack 5

*Your series of feints and slashes cows your foe, preparing it for your allies.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Will
**Hit:** 1[W] + Strength modifier damage, and the target is weakened and grants combat advantage (save ends both). Until the target is no longer affected by this power, your and your allies' attacks deal 5 extra damage against the target.
**Miss:** The target is weakened and grants combat advantage until the end of your next turn. In addition, your and your allies' attacks deal 2 extra damage against the target until the end of your next turn.

### I've Got Your Back — Warlord Attack 5

*Standing together, you and your comrades form a bastion that can withstand the enemy assault.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Effect:** Until the end of the encounter, any ally adjacent to you gains a +2 power bonus to AC and Reflex.

## Level 6 Utility Exploits

### Anchor the Line — Warlord Utility 6

*You help an ally stand or guide a friend back into formation.*

**Encounter ✦ Martial**
**Minor Action** **Melee** touch
**Target:** One ally
**Effect:** The target stands up, or you slide the target 1 square.

### Form a Line — Warlord Utility 6

*You raise your fist in the air, calling your allies to form a defensive front at your position.*

**Daily ✦ Martial**
**Standard Action** **Close** wall 8
**Effect:** You designate a wall of defensive ground that lasts until the end of your next turn. The wall is 1 square high, and it must include a square you occupy. You and any ally within the wall gain a +1 power bonus to AC, or a +2 power bonus to AC while adjacent to an ally who is also within the wall.
**Sustain Minor:** The wall persists.

### Invigorating Shout — Warlord Utility 6

*You call to an ally with words of inspiration, pushing your comrade to fight on.*

**Daily ✦ Healing, Martial**
**Minor Action** **Ranged** 5
**Target:** One ally
**Effect:** The target regains one healing surge and also regains hit points equal to his or her healing surge value.

### Reassuring Gesture — Warlord Utility 6

*Verbal reassurance is good, but a hearty clap on the shoulder is better.*

**Encounter ✦ Martial**
**Free Action** **Personal**
**Trigger:** You use *inspiring word* on your ally
**Effect:** Your *inspiring word* also grants its target temporary hit points equal to 5 + your Wisdom or Charisma modifier.

### Reorient the Axis — Warlord Utility 6

*You realize that your allies need to adjust their formation, so you order several to move to new locations.*

**Encounter ✦ Martial**
**Move Action** **Close** burst 5
**Target:** Each ally in burst
**Effect:** Each target can shift a number of squares equal to your Intelligence modifier as a free action.

## Level 7 Encounter Exploits

### Fierce Reply — Warlord Attack 7

*You answer an attacker's hit against an ally with a vicious riposte.*

**Encounter ✦ Martial, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy within 3 squares of you hits your ally
**Effect:** Before your attack, you shift 2 squares.
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.

### General's Gift — Warlord Attack 7

*You are generous as well as brave. Your presence alone keeps an ally from surrendering to weariness and wounds.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** Until the end of your next turn, whenever an ally would spend a healing surge, you spend a healing surge on that ally's behalf as a free action. You regain no hit points from spending the healing surge, and the ally gains the benefit as if he or she had spent the healing surge.

### Join the Crowd — Warlord Attack 7

*You swing at a nearby foe and drive it back into the area of an ally's explosive attack.*

**Encounter ✦ Martial, Weapon**
**Immediate Interrupt** **Melee** weapon
**Trigger:** An ally makes a close or an area attack
**Target:** One creature not targeted by the triggering attack
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you slide the target a number of squares equal to your Strength modifier.
**Insightful Presence:** If the triggering attack hits the target, it deals extra damage equal to your Wisdom or Charisma modifier.

### On My Mark — Warlord Attack 7

*You catch the eye of your comrade and nod toward a foe. Together, you and the ally then strike.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.
**Effect:** Choose one ally you can see to make a basic attack against the target as a free action. If your attack hit the target, the ally gains a power bonus to his or her attack roll equal to your Intelligence or Wisdom modifier.
**Skirmishing Presence:** Before the attack, the chosen ally shifts 3 squares as a free action.

### Sudden Motivation — Warlord Attack 7

*Your passionate war cry inspires a burst of motivation in your allies, sending them darting across the battlefield.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage. Each ally within 5 squares of you gains an extra move action to use during his or her next turn.

### Together We Survive — Warlord Attack 7

*You yell in defiance as you land a solid blow. When your allies follow your example, you can see their confidence grow.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. Until the end of your next turn, whenever an ally hits the target, that ally gains temporary hit points equal to your Wisdom or Charisma modifier.

## Level 9 Daily Exploits

### Dangerous Leader — Warlord Attack 9

*The most dangerous leader is the one who is able to hurt the enemy through helping comrades.*

**Daily ✦ Healing, Martial, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Until the end of the encounter, whenever you hit with a charge, each ally within 5 squares of you regains 5 hit points.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Eviscerating Shot — Warlord Attack 9

*You aim for a vulnerable spot that will leave your foe too absorbed with its own suffering to withdraw.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target grants combat advantage (save ends).
**Aftereffect:** The target grants combat advantage until the end of your next turn.

### Force of Fellowship — Warlord Attack 9

*Having seen to the needs of your troops, you strike out with a powerful blow, buoyed by the strength of your deeds.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. The attack deals 1[W] extra damage for each *inspiring word* you have used during this encounter, up to a maximum of 3[W] extra damage.
**Effect:** You can use your *inspiring word* one additional time during this encounter.

### Ready the Charge — Warlord Attack 9

*You push your foe back, clearing the path for your allies to charge the creature.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and you push the target 4 squares.
**Miss:** You push the target 2 squares.
**Effect:** Each ally who was adjacent to the target before the push can charge it as a free action.

### Tactical Withdrawal — Warlord Attack 9

*You land a final blow on the enemy and then command a temporary retreat.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target cannot make opportunity attacks (save ends).
**Miss:** Half damage, and the target cannot make opportunity attacks until the end of your next turn.
**Effect:** Each ally adjacent to the target can move his or her speed as a free action but must end in a space that is not adjacent to the target.

## Level 10 Utility Exploits

### Covering Fire — Warlord Utility 10

*You use the confusion generated by another attack to send an ally quickly into position.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Close** burst 10
**Trigger:** An ally makes an area or a close attack that targets an ally within 10 squares of you
**Target:** One ally in burst targeted by the triggering attack
**Effect:** The target shifts a number of squares equal to 3 + your Wisdom or Charisma modifier as a free action.

### Strength of Conviction — Warlord Utility 10

*You create an area of calm even as violence rages around you.*

**Daily ✦ Healing, Martial**
**Minor Action** **Close** burst 5
**Target:** Each ally in burst
**Effect:** Each target can spend a healing surge. Until the end of the encounter, your healing powers restore the maximum number of hit points possible.

### Tactical Orders — Warlord Utility 10

*You bark orders at your allies, commanding them to move into formation.*

**Encounter ✦ Martial**
**Minor Action** **Close** burst 3
**Target:** You and one ally in burst
**Effect:** Each target shifts his or her speed as a free action.

## Level 13 Encounter Exploits

### Bolstering Insight — Warlord Attack 13

*You offer your ally a brief insight into a foe's actions, preparing him or her for the enemy's attack.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An ally within 5 squares of you is hit by an enemy's attack
**Target:** The triggering ally in burst
**Effect:** The target gains a +3 power bonus to all defenses against the enemy's attack. If the attack misses the target, he or she can make a melee basic attack against the enemy as a free action with a bonus to the damage roll equal to your Wisdom or Charisma modifier.
**Insightful Presence:** The bonus to the target's defenses equals 2 + your Wisdom or Charisma modifier.

### Death from Two Sides — Warlord Attack 13

*You and your ally move into a tactically sound position and attack your foe with a coordinated assault.*

**Encounter ✦ Martial**
**Standard Action** **Melee** weapon
**Target:** One creature
**Effect:** You and one ally make a melee basic attack against the target. If both attacks hit, your ally's attack is a critical hit.

### Defensive Offense — Warlord Attack 13

*You smash your weapon into your enemy and lock into formation with your allies, using your shield to shelter them.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be using a shield.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Effect:** Until the end of your next turn, you gain a +2 power bonus to AC and Reflex, and your allies gain a +2 power bonus to AC and Reflex while adjacent to you.

### Hope's Renewal — Warlord Attack 13

*A solid blow against a foe helps you restore your allies' faith.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. Your *inspiring word* restores additional hit points equal to your Charisma or Intelligence modifier until the end of your next turn.
**Resourceful Presence:** Add 3 to the number of hit points the power restores.

### Impromptu Attack — Warlord Attack 13

*As one ally's weapon slips past an enemy's guard, you encourage a couple of others to take advantage of the opening.*

**Encounter ✦ Martial**
**Immediate Reaction** **Close** burst 5
**Trigger:** An ally within 5 squares of you hits an enemy with a melee attack
**Insightful Presence:** The triggering ally's attack deals extra damage equal to your Wisdom or Charisma modifier.
**Target:** Two allies in burst adjacent to the enemy
**Effect:** Each target can make a melee basic attack against the enemy as a free action.

### Signal the Charge — Warlord Attack 13

*Your shot signals your comrades to rush the foe.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. One ally you can see can charge the target or make a melee basic attack against it as a free action.
**Skirmishing Presence:** The ally gains a power bonus to the attack roll equal to your Intelligence or Wisdom modifier.

## Level 15 Daily Exploits

### Archery Duel — Warlord Attack 15

*You shout words of inspiration to your allies, encouraging them to respond to your enemies' artillery with shots of their own.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Effect:** Until the end of the encounter, whenever a ranged attack hits an ally you can see, that ally can make a ranged basic attack against the attacker as an immediate reaction.

### Band of Fellows — Warlord Attack 15

*Your foe is a fool for thinking it escaped the brunt of your attack. You are only setting it up for your allies.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** Each ally can make a melee basic attack against the target as a free action.

### Bravura Charge — Warlord Attack 15

*Your powerful charge inspires your allies, filling them with vigor and courage.*

**Daily ✦ Healing, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Effect:** Each ally within 10 squares of you can spend a healing surge.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Comrade in Arms — Warlord Attack 15

*As you and your ally work together to defeat a foe, you both develop a bond that provides an advantage throughout combat.*

**Daily ✦ Martial, Weapon**
**Immediate Reaction** **Melee** or **Ranged** weapon
**Trigger:** An enemy is hit by your ally
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** Until the end of the encounter, whenever you hit an enemy, the ally gains a power bonus to his or her next attack roll against that enemy. The bonus equals your Intelligence or Wisdom modifier and lasts until the end of your next turn.

### Driving Volley — Warlord Attack 15

*You send multiple shots flying at your enemies. Each missile drives a foe back toward your allies, who seize the opportunity to attack.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One, two, or three creatures
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Intelligence or Wisdom modifier. If the target ends the push adjacent to one of your allies, that ally can make a melee basic attack against the target as an opportunity action.

## Level 16 Utility Exploits

### Forbidden Ground — Warlord Utility 16

*You declare the space in front of you to be forbidden, and any enemy that dares to enter it will suffer the consequences.*

**Daily ✦ Martial**
**Standard Action** **Close** blast 3
**Effect:** The blast creates an area of forbidden ground. Until the end of the encounter, whenever an enemy enters the area, you or an ally can charge that enemy or make a melee basic attack against it as an immediate reaction.

### Help or Hinder — Warlord Utility 16

*You offer words of encouragement to an ally or shout words of discouragement to an enemy.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An enemy within 5 squares of you saves, or an ally within 5 squares of you fails a saving throw
**Target:** The triggering enemy or ally in burst
**Effect:** The target rerolls the saving throw. If the target is an enemy, it takes a penalty to the saving throw equal to your Intelligence or Wisdom modifier. If the target is an ally, he or she gains a bonus to the saving throw equal to your Intelligence or Wisdom modifier.

### Press on Together — Warlord Utility 16

*One of your allies overcomes a debilitating effect, and you shout to your other comrades to do the same.*

**Encounter ✦ Martial**
**Free Action** **Close** burst 10
**Trigger:** An ally within 10 squares of you saves against an effect
**Target:** You and each ally in burst
**Effect:** Until the end of your next turn, each target gains a power bonus to saving throws equal to your Charisma modifier.

### Share the Weight — Warlord Utility 16

*You foster the spirit of teamwork among your allies and inspire one of them to take a blow meant for another.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Close** burst 10
**Trigger:** An ally within 10 squares of you is hit by an attack
**Target:** You or one ally in burst; the target must be adjacent to the triggering ally
**Effect:** The target and the triggering ally swap places, and the attack hits the target and misses the triggering ally.

## Level 17 Encounter Exploits

### Disabling Missile — Warlord Attack 17

*Your carefully aimed shot leaves a foe unable to concentrate on defending itself.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and each ally adjacent to the target can shift 1 square as a free action. Until the end of your next turn, the target provokes opportunity attacks from your allies whenever it attacks.
**Skirmishing Presence:** You and your allies gain a power bonus to melee damage rolls against the target equal to your Intelligence or Wisdom modifier. The power bonus lasts until the end of your next turn.

### Forced Respect — Warlord Attack 17

*Your strike forces your foe to respect you and your ally, making it think twice before confronting the two of you again.*

**Encounter ✦ Martial, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy hits your ally with a melee attack
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target grants combat advantage until the end of its next turn.
**Insightful Presence:** One ally can make a melee basic attack against the target as a free action.

### Pincer Shot — Warlord Attack 17

*Your arrow drives a foe backward onto the blade of your ally.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Intelligence or Wisdom modifier. After the push, one of your allies adjacent to the target can make a melee basic attack against it as a free action. The attack deals extra damage equal to the number of squares you pushed the target.

### We Will Not Fail — Warlord Attack 17

*Your wild strike distracts your foe, giving an ally the chance to strike the creature.*

**Encounter ✦ Martial**
**Free Action** **Close** burst 10
**Trigger:** You miss an enemy with an attack
**Target:** One ally in burst
**Effect:** The target can make a basic attack against the enemy as a free action. The attack deals extra damage equal to 5 + your Intelligence modifier.

## Level 19 Daily Exploits

### Anticipate the Target — Warlord Attack 19

*Your ally's strike drives a foe forward, and you snap off a shot. You then study the enemy and watch for it to drop its guard again.*

**Daily ✦ Martial, Weapon**
**Immediate Reaction** **Ranged** weapon
**Trigger:** An enemy is hit by your ally
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and whenever the target moves during its turn, one ally you can see can make a basic attack against the target as an opportunity action (save ends).
**Miss:** Half damage.

### Assault of the Ram — Warlord Attack 19

*You and your comrades hurl yourselves at opponents and gain the upper hand through your audacity.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, whenever you or an ally charges, you or the ally gains combat advantage against the target of the charge for that attack.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Dance on Their Graves — Warlord Attack 19

*Your blow shows your allies how best to attack your enemy, and with each subsequent strike, you adapt your strategy to keep your foe off balance.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and the target grants combat advantage until the end of your next turn.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, whenever you hit the target, it grants combat advantage until the end of your next turn.

### End to Games — Warlord Attack 19

*Your strike leaves a foe reeling, and as your allies beat on the creature, their vigor and morale improve.*

**Daily ✦ Healing, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is stunned (save ends). While the target is stunned by this power, whenever an ally hits the target, he or she can spend a healing surge.
**Miss:** Half damage, and the target is stunned until the end of your next turn.

### Leader of the Bowmen — Warlord Attack 19

*Your shot signals the beginning of a barrage. Your leadership guides your allies' fire and helps alert them to nearby foes.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Effect:** Until the end of the encounter, you and your allies gain a +2 power bonus to ranged attack rolls and do not provoke opportunity attacks for making ranged attacks.
**Special:** You can use this power in place of a ranged basic attack.

## Level 22 Utility Exploits

### Courageous Insight — Warlord Utility 22

*You have a sixth sense that tells you when your allies are in danger. Recognizing your ally's peril, you dart over to help.*

**Daily ✦ Healing, Martial**
**Immediate Interrupt** **Melee** 1
**Trigger:** An ally drops to 0 hit points or fewer from an enemy's attack that doesn't target you
**Effect:** You move twice your speed. You must end this movement adjacent to the triggering ally.
**Target:** The triggering ally
**Effect:** The attack hits you instead of the target, and the target can spend a healing surge.

### Defensive Ground — Warlord Utility 22

*You identify a section of the battlefield that offers a defensive advantage, and you direct your allies to secure it.*

**Daily ✦ Martial**
**Standard Action** **Close** blast 3
**Target:** Each ally in blast
**Effect:** Each ally in the blast gains temporary hit points equal to 5 + your Intelligence or Wisdom modifier. The blast creates an area of defensible terrain. Until the end of the encounter, any ally within the area that has cover except that provided by intervening allies instead has superior cover.

### Hidden Opportunity — Warlord Utility 22

*You spot a hole in an enemy's defenses and tell your ally to seize the opportunity.*

**Daily ✦ Martial**
**Free Action** **Close** burst 5
**Trigger:** An ally within 5 squares of you hits with an opportunity attack
**Target:** The triggering ally in burst
**Effect:** The target scores a critical hit with the attack.

### Pull out the Stops — Warlord Utility 22

*Your leadership lets your comrades achieve more than ever seemed possible.*

**Daily ✦ Martial**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, any ally you can see can spend an action point, even if that ally already spent one or more during this encounter. An ally can spend only one action point per turn.

## Level 23 Encounter Exploits

### Defender's Retort — Warlord Attack 23

*You run to your ally's aid and strike out at an advancing enemy.*

**Encounter ✦ Martial, Weapon**
**Immediate Interrupt** **Melee** weapon
**Trigger:** An enemy within 3 squares of you hits your ally
**Effect:** Before you attack, you shift 2 squares.
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.

### Halting Missile — Warlord Attack 23

*You fire a shot at an enemy that is pressing down on an ally. Your attack debilitates the foe and gives your ally temporary respite.*

**Encounter ✦ Healing, Martial, Weapon**
**Immediate Reaction** **Ranged** weapon
**Trigger:** An enemy hits your ally with a melee attack
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the ally regains hit points equal to 5 + your Intelligence or Wisdom modifier.
**Skirmishing Presence:** The target is weakened until the end of its next turn.

### Hold that Thought — Warlord Attack 23

*Realizing your ally's aim is off, you quickly strike the target of your comrade's attack and try to distract it to help your ally hit.*

**Encounter ✦ Martial, Weapon**
**Immediate Interrupt** **Melee** or **Ranged** weapon
**Trigger:** An enemy is missed by your ally's attack
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage. The ally can reroll his or her attack roll against the target and use either result.

### Stunning Display — Warlord Attack 23

*You drive your weapon into your enemy, shocking it. While the enemy is recovering, you give an ally a moment to recuperate.*

**Encounter ✦ Healing, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target is stunned until the end of your next turn. One ally within 5 squares of you can use his or her second wind as a free action.
**Insightful Presence:** The ally's bonus to defenses from second wind equals +4 instead of +2.

### Wave of War — Warlord Attack 23

*Your vigorous charge inspires your allies to move forward and encircle your foes.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage
**Effect:** Each ally within 5 squares of you can move his or her speed as a free action.
**Special:** When charging, you can use this power in place of a melee basic attack.

## Level 25 Daily Exploits

### Forceful Leader — Warlord Attack 25

*Your charge inspires your allies. As they follow your lead, you shout encouragement that fills them with vigor.*

**Daily ✦ Healing, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, any ally who hits with a charge attack regains 5 hit points.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Help Where It's Needed — Warlord Attack 25

*You attempt to avenge your comrades. Seeing your efforts, your wounded allies feel invigorated and rejoin the fight.*

**Daily ✦ Healing, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and one ally within 5 squares of you can make a saving throw against each effect on him or her that a save can end.
**Effect:** Any bloodied ally within 5 squares of you can spend a healing surge as a free action and make a saving throw against one effect on him or her that a save can end.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Herding Barrage — Warlord Attack 25

*Your shots drive your foes into a tight cluster. You then signal for an ally to seize his or her chance to attack.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One, two, or three creatures
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you push the target a number of squares equal to your Intelligence modifier.
**Effect:** One ally adjacent to each target can make a melee basic attack against that target as a free action.

### Skirmisher's Command — Warlord Attack 25

*Every shot you take strikes a foe where it is vulnerable and signals where allies should target it.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, any enemy you hit with a ranged attack gains vulnerable 10 to all damage until the end of your next turn.

### Vigilant Commander — Warlord Attack 25

*You lash out at an enemy, repaying it for everything you and your allies have suffered during the battle.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. The attack deals 1[W] extra damage for each *inspiring word* you have used during this encounter, up to a maximum of 4[W].
**Effect:** You regain the use of any expended *inspiring word* uses.

RALPH BEISNER

## Level 27 Encounter Exploits

### Combined Arms Assault — Warlord Attack 27

*You fire at an enemy, prompting a pair of nearby allies to charge or shoot the foe.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. One or two allies you can see can choose either to charge the target or to make a ranged basic attack against the target as a free action.
**Skirmishing Presence:** The allies gain a power bonus to the damage rolls equal to your Intelligence or Wisdom modifier.

### Insightful Assault — Warlord Attack 27

*With a whistle, you signal to your allies to assault an enemy from all sides.*

**Encounter ✦ Martial**
**Standard Action** **Close** burst 20
**Target:** You and one, two, or three allies in burst
**Effect:** Choose an enemy. Each target can make a basic attack against the chosen enemy as a free action.
**Insightful Presence:** The basic attacks deal extra damage equal to your Wisdom or Charisma modifier.

### Raise the Bar — Warlord Attack 27

*Your attack sets a standard of excellence that the rest of the party strives to match.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. Each ally you can see gains a power bonus to attack rolls equal to your Intelligence or Wisdom modifier until the end of your next turn

### Resourceful Triumph — Warlord Attack 27

*Time seems to slow as you regard your foe. Then, deciding on the best place to strike, you deliver a potent attack.*

**Encounter ✦ Healing, Martial, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy hits your ally
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target is stunned until the end of your next turn.
**Effect:** The ally who was hit can spend a healing surge.

## Level 29 Daily Exploits

### Break it Up — Warlord Attack 29

*You send distracting shots at your foes, allowing allies to maneuver around the battlefield and launch new attacks.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever you hit an enemy with a ranged attack, one ally who is adjacent to that enemy can shift a number of squares equal to your Intelligence or Wisdom modifier and then make a melee basic attack against it as a free action. If no ally is adjacent to the enemy, one ally can make a ranged basic attack against it as a free action.

### Legendary Charge — Warlord Attack 29

*You charge forward, heedless of the dangers. Your speed and power inspire your allies to fight with renewed vigor.*

**Daily ✦ Healing, Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 6[W] + Strength modifier damage.
**Effect:** Each ally within 10 squares of you can spend a healing surge as a free action.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Loyal Squadron — Warlord Attack 29

*You never worry about the strength of your arm. You know that if you falter, your comrades will be there to back you up.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Miss:** As a free action, each ally can make a melee basic attack against the target with a bonus to the attack roll equal to your Intelligence or Wisdom modifier.

### Partners in Battle — Warlord Attack 29

*You and your comrade assault an enemy in concert, forcing the creature to divide its attention.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and the target is dazed (save ends).
**Miss:** As a free action, one ally you can see can make a basic attack against the target with a power bonus to the attack roll equal to your Intelligence or Charisma modifier. On a hit, the target is dazed until the end of your next turn, and during your next turn, you can use this power against the target again.

# Arcane Battlemaster

*"In battle, as in alchemy, it's the combination of elements that matters."*

**Prerequisite:** Warlord, trained in Arcana

Since you first took up arms, you have felt a kinship with wizards, because, like them, you're at your best when your natural talents are honed by careful study. While young wizards were studying the elements and energy of the multiverse, you were studying tactics, especially the strategies that employ magic as a weapon of war. The presence of a powerful mage changes the entire dynamic of a typical battle, and you have worked long and hard to familiarize yourself with exactly how such a weapon can be employed or defended against.

As part of your study of war magic, you have mastered a small amount of magic yourself. However, you realize your full potential when you're leading dedicated spellcasters and putting their powers to good use.

## Arcane Battlemaster Path Features

**Transmuting Strike (11th level):** Whenever you hit an enemy with a melee basic attack or a warlord at-will attack power, choose acid, cold, fire, lightning, or thunder. That enemy loses resistance to the chosen damage type until the end of your next turn.

**Elemental Action (11th level):** When you spend an action point to make an attack that hits, choose acid, cold, fire, lightning, or thunder. The attack deals ongoing damage of the chosen type equal to your Intelligence modifier (save ends).

**Energizing Inspiration (16th level):** Whenever you use *inspiring word*, choose acid, cold, fire, lightning, or thunder. The next attack the target of the *inspiring word* makes before the end of your next turn deals extra damage of the chosen type equal to your Intelligence modifier.

## Arcane Battlemaster Powers

**Crackling Nimbus** Arcane Battlemaster Attack 11

*Your weapon emits lightning that jolts your enemy and clings to it for a time, making it pay a price for attacking your allies.*

**Encounter ✦ Arcane, Lightning, Weapon**
**Standard Action** **Area** burst 1 within weapon range
**Requirement:** You must be wielding a ranged weapon.
**Target:** Each enemy in burst
**Attack:** Strength vs. Reflex
**Hit:** 2[W] + Strength modifier lightning damage. The first time the target deals damage to one of your allies before the end of your next turn, the target takes lightning damage equal to your Intelligence modifier.

CHRIS SEAMAN

**Transmuter's Boon** Arcane Battlemaster Utility 12

*You adjust the nature of nearby elemental forces to spare your ally from harm.*

**Encounter ✦ Arcane**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An ally within 5 squares of you takes acid, cold, fire, lightning, or thunder damage
**Target:** Each ally in burst
**Effect:** Each target gains resistance to the triggering damage type equal to your Intelligence modifier until the end of your next turn.

**Hurl the Spark** Arcane Battlemaster Attack 20

*You infuse your ammunition with elemental fire as you attack with it, and it explodes in flames upon impact.*

**Daily ✦ Arcane, Fire, Weapon**
**Standard Action** **Ranged** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier fire damage, and ongoing 10 fire damage (save ends).
**Miss:** Half damage.
**Effect:** Make a secondary attack that is an area burst 1 centered on the primary target.
**Secondary Target:** Each enemy in burst
**Secondary Attack:** Strength vs. Reflex
**Hit:** The secondary target takes ongoing 5 fire damage and grants combat advantage (save ends both).

# Arkhosian Blademaster

*"We fight the good fight, knowing that it could take our lives."*

**Prerequisite:** Warlord, Arkhosian Fang Student feat

The last blademaster of Arkhosia perished centuries ago, yet you have kept alive the memory of this noble tradition with your study of swordplay and your dedication to the ideals of courage and honor. Part knight, part pilgrim, and part kensei, you are a wandering swordmaster and battle captain in search of causes worthy of your skills. Your tradition isn't merely to face the darkness with sword in hand. You lift spirits and rally resistance, bolstering the courage of allies around you.

Many of the old blademasters were dragonborn, but the elite defenders of Arkhosia accepted skillful and honorable heroes of other races into their ranks. Students of the ancient art of Arkhosian high combat can now be found among races other than dragonborn. Although a few blademasters lose their way and become mercenaries or assassins, most descend into anonymity and continue their noble battle in the shadows. As a blademaster, whether you wear the gilded plate armor of a titled lord, the battered armor of a tireless knight-errant, or the weathered cloak of a poor wanderer, you persevere against oppression, battling it wherever you find it.

BEN WOOTTEN

## Arkhosian Blademaster Features

**Resilient Blade (11th level):** You increase the number of healing surges you have by two.

**Conclusive Action (11th level):** When you spend an action point to take an extra action, any ally who has line of sight to you gains a bonus to damage rolls against bloodied creatures equal to your Strength modifier until the end of your next turn.

**Battle Recovery (16th level):** When you use your second wind, you regain the use of the lowest-level encounter attack power you have expended during this encounter.

## Arkhosian Blademaster Exploits

**Shout of Challenge** Arkhosian Blademaster Attack 11

*You attack with a fierce war cry, challenging your foe and giving heart to your nearby comrades.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Attack:** Strength vs. AC
**Target:** One creature
**Hit:** 2[W] + Strength modifier + Charisma modifier damage, and each ally within 3 squares of you gains temporary hit points equal to 5 + your Charisma modifier.
**Effect:** If the target is bloodied, you mark it until the end of your next turn.

**Heart of Dragons** Arkhosian Blademaster Utility 12

*An enemy's blow against you or an ally steels your resolve.*

**Encounter ✦ Martial**
**Immediate Reaction** **Close** burst 5
**Trigger:** You or an ally within 5 squares of you is bloodied by an enemy attack
**Target:** The triggering character in burst
**Effect:** The target can make a saving throw and also gains temporary hit points equal to 5 + your Charisma modifier.

**Inspiring Blade** Arkhosian Blademaster Attack 20

*A dazzling display of swordplay and a bold challenge to your enemies inspires your allies to follow your example and battle on with renewed vigor.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you mark the target until the end of your next turn.
**Effect:** One ally within 10 squares of you regains the use of an expended encounter attack power. In addition, for each use of *inspiring word* you have expended during this encounter, one additional ally within 10 squares of you regains the use of an expended encounter attack power.

# Arrowhead Commander

*"You challenge my right to lead? Show me that you can draw back this bow, and we'll talk."*

**Prerequisite:** Warlord, Adamant Arrow Student feat

In combat after combat, you have proved that the arrow is among the deadliest of weapons. As you have grown as an archer, you have learned that a band of heroes is like an arrow. To be effective, it needs both a sharp head to guide it and a strong arm to set it in motion, both of which you provide.

Although you value mobility over heavy armor, your physical prowess means that you excel in melee. You try not to get lost in the thick of battle, because you might miss opportunities to bring your keen mind into play. You prefer to survey the battlefield with a glance and direct your allies to strike where an enemy force is weakest. If no such gap in your enemies' defenses exists, you unleash an arrow to create one.

## Arrowhead Commander Path Features

**Nowhere to Run (11th level):** Whenever you use a ranged attack to pull, push, or slide an enemy into or out of a square adjacent to one of your allies, that ally gains a +2 bonus to attack rolls against that enemy until the end of your next turn.

**Seeking Action (11th level):** When you spend an action point to make an attack, any ally who can see you ignores cover and concealment until the end of your next turn when attacking the same target.

**Tactical Adept (16th level):** You increase the number of squares your ranged attacks push enemies by 2.

## Arrowhead Commander Exploits

**Line of Fire** Arrowhead Commander Attack 11

*Your first shot unbalances your foe, leaving it open to your allies' attacks. You follow up with a quick volley, striking enemies that sought to block the path to your foe.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a greatbow or a longbow.
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the primary target grants combat advantage until the end of your next turn. Make a secondary attack.
**Secondary Target:** One or two creatures granting cover to the primary target.
**Secondary Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage.

**Strike Here** Arrowhead Commander Utility 12

*Like pins in a map, your arrows mark the vital spots on a foe's body.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever you hit an enemy with a ranged attack, the next time an ally hits the target before the end of your next turn, he or she ignores the target's resistances.

**Follow Through** Arrowhead Commander Attack 20

*You use the enemies in front of your true target to redirect your shot to your foe.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must be wielding a greatbow or a longbow.
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and any enemy granting cover to the primary target takes damage equal to your Strength modifier.
**Miss:** If no creature is granting cover to the primary target, you don't expend this power. Otherwise, make a secondary attack.
**Secondary Target:** One creature granting cover to the primary target
**Secondary Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and any enemy granting cover to the secondary target takes damage equal to your Strength modifier.
**Miss:** Half damage.

JULIE DILLON

# Captain of Fortune

*"Fortune is on our side. It is up to us to seize our chance!"*

**Prerequisite:** Warlord

You believe that a great destiny awaits anyone who has the audacity to take fate into his or her own hands. Self-awareness, confidence, and a sharp eye for opportunity allow a hero to reach a destiny, yet sometimes destiny needs a little bit of help. And that's where you come in.

You teach your comrades and followers the principles of self-empowerment to help them reach for greater heights. You believe that someone who is alert and grabs opportunities as they come can triumph against any adversary. A force of balance is at work within the world, and fortune, fate, luck, or chance—whatever you care to call it—gathers around the bold like an invisible mantle. Fortune rarely smiles for long on those who prey on others or who stand on the side of iniquity; their day of ill fortune comes eventually. You intend to be there when it does.

Those you lead see you as a good luck charm. They feel empowered in your presence, believing that you have a supernatural gift that improves their chances. You, on the other hand, understand that luck is made, not found. You know that if luck and fate do guide the destinies of you and your friends, without the proper effort and outlook, those destinies will never be fulfilled.

WAYNE REYNOLDS

## Captain of Fortune Path Features

**Know Your Strength (11th level):** When rolling damage for a weapon attack, you treat a roll of 1 or 2 as a roll of 3.

**Seize the Day (11th level):** When you spend an action point to attack and you roll an odd number on the first attack roll, you gain temporary hit points equal to 5 + one-half your level. If you roll an even number on the first attack roll, each ally within 5 squares of you gains temporary hit points equal to one-half your level.

**Presence of Greatness (16th level):** You can spend two action points during an encounter, but no more than one per round.

## Captain of Fortune Exploits

**Lady Luck Smiles** Captain of Fortune Attack 11

*You're a good luck charm to your allies, attracting the blessing of Lady Luck in everything you do.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Attack:** Strength vs. AC
**Target:** One creature
**Hit:** 2[W] + Strength modifier damage. Until the end of your next turn, whenever an ally within 5 squares of you makes a melee or a ranged attack roll, he or she can roll twice and use either result.

**Favored Fortune** Captain of Fortune Utility 12

*You believe in luck, but you also believe in seizing opportunities when they come.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Close** burst 5
**Trigger:** You or an ally within 5 squares of you makes a damage roll
**Target:** The triggering character in burst
**Effect:** The target rerolls the damage roll and can use either result.

**Strike of Foul Fate** Captain of Fortune Attack 20

*You strike your foe and infuse it with ill fortune to keep it from harming your comrades.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** or **Ranged** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Effect:** Until the end of the encounter, the target is marked. While the target is marked by you, whenever it attacks one of your allies, it must make two attack rolls and use the lower result.

# Chainbinder

*"I got its arms—it ain't going nowhere."*

**Prerequisite:** Warlord, Rending Chains Warmaster feat

You are a master of a hard and pitiless combat style. Speeches about hope and ideals aren't for you; you inspire your comrades by showing them how you can rip your enemies to shreds. You're skilled at fighting with weapons that let you hold your foes so your friends can work them over. The spiked chain is your weapon of choice, since it lets you strike from the second rank.

You might have learned your techniques in the fighting pits of a goblin fortress, in the arenas of a decadent city-state, or alongside brigands in lawless lands. You emerged from this crucible as a gang leader, a hard-hearted mercenary, or a skilled gladiator.

## Chainbinder Path Features

**Warlord's Chains (11th level):** Choose one of the following warlord at-will powers that you know: *brash assault*, *intuitive strike*, or *wolf pack tactics*. The chosen power becomes associated with the Rending Chains Student feat, gaining its benefit.

**Binding Action (11th level):** When you spend an action point to make an attack with a flail and that attack hits, you can grab one creature hit by the attack.

**Hindering Grasp (11th level):** Any creature grabbed by you grants combat advantage.

**Shredding Escape (16th level):** Whenever an enemy shifts and would take damage from your Rending Chains Warmaster feat, you can instead deal ongoing damage to the enemy equal to your Strength modifier (save ends).

## Chainbinder Exploits

**Ensnaring Chains** — Chainbinder Attack 11

*You whip your weapon around your foe, leaving an opening for your ally to strike.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a flail.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you grab the target. One of your allies adjacent to the target can make a melee basic attack against the target as a free action.

**Dance of the Flail** — Chainbinder Utility 12

*You force your enemy to move against its will, allowing a nearby ally to lash out at it.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever you attack with a flail and pull, push, or slide an enemy, one of your allies adjacent to that enemy at any point during the forced movement can make a melee basic attack against it as a free action.

**Grab and Smash** — Chainbinder Attack 20

*You lash out with your weapon, drawing a foe closer. Then you snare a second enemy and slam it into the first.*

**Daily ✦ Martial, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be wielding a flail.
**Target:** One or two creatures
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and you slide the target 3 squares to a square adjacent to you. If you hit two targets, each of them takes extra damage equal to your Strength modifier.

ADAM GILLESPIE

# Prince of Knaves

*"Rob from the rich and give to the poor, aye. And we're needy enough to be first in line!"*

**Prerequisite:** Warlord, trained in Stealth

Those who live outside the law are fiercely independent. Some are outcasts by nature, but most are driven to the fringes of society because a rigid authority denied them any other place. It's not easy for free spirits to acknowledge their need for leadership. You understand that those who act alone are easier to hunt down. Outlaws must be inspired to band together for their common good. That's where you come in.

Because of your charm and your bravado, and because you never give up, you're the one they rely on for this inspiration. When times are good, you're the one they trust to divvy up the loot. On the days when the law wins, it's you who holds despair at bay and encourages your band to press on. You are a prince of knaves, and no matter what company you keep or how base you might be, none can deny that you have the dignity and magnetism of a born ruler.

A few heroes who follow this path truly are of noble birth. Legends abound with tales of deposed aristocrats toppled from the ruling class and forced to lead a ragtag band of rebels to recapture their rightful heritage. Others hope to use their blades and their wits to carve out a new throne for themselves. Whatever the past and the future hold for you, you know that you will triumph as long as you have your friends close—and a concealed knife even closer.

## Prince of Knaves Path Features

**Generous Flanker (11th level):** Any enemy you are flanking grants combat advantage.

**Distracting Action (11th level):** When you spend an action point to take an extra action, each ally you can see can shift his or her speed and make a Stealth check to become hidden as a free action.

**Lord of Scoundrels (16th level):** Allies adjacent to you don't grant combat advantage.

## Prince of Knaves Exploits

**Clever Maneuver** Prince of Knaves Attack 11

*You attack your foe with a quick slash, then shove it toward one of your allies to finish off.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 2[W] + Strength modifier damage, and you slide the target 3 squares. If the target ends the slide adjacent to any of your allies, one of your allies adjacent to it can make a melee basic attack against it as a free action.

DAVE ALLSOP

**Run for It** Prince of Knaves Utility 12

*On your signal, your band scatters out of sight.*

**Encounter ✦ Martial**
**Move Action** **Close** burst 5
**Target:** You and one ally in burst
**Effect:** Each target can move his or her speed and make a Stealth check to become hidden as a free action.

**Kneel to the Prince** Prince of Knaves Attack 20

*You trip your foe, lashing out at it as it stumbles past you.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you slide the target 3 squares and knock it prone. The target can't stand up (save ends).
**Miss:** Half damage, and you knock the target prone.

# White Raven

*"A leader is only as great as the sum of his or her soldiers."*

**Prerequisite:** Warlord

You are a renowned captain and a famous leader who is known for generosity toward your troops and ferocity in the face of enemies. You're at your best with allies nearby, fighting back to back against a throng of worthy foes. You grew up in a culture that values camaraderie, honor, cooperation, and nobility. Dirty fighting, deceit, and trickery are anathema to you. You eschew these strategies in favor of sound tactics, strong morale, well-trained warriors, solid armor and weapons, and proper planning. You're not afraid to get your hands dirty, though you believe that respect should be shown to friend and foe alike.

Not everyone has what it takes to be a white raven. You must be mindful of the needs of your allies, the honor of your foes, and your legacy in years to come. You hope to earn your place in the courts of the gods, and you know that such a place is not reached without effort. You plan to do whatever it takes to be worthy of such an honor.

White raven is often a hereditary title akin to nobility in military societies. Despite this tradition, you didn't achieve this rank without proving your skill, valor, and generosity to those older and more experienced in battle and in the ways of the world. You have been given a great honor by having this title bestowed upon you. If you were to die tomorrow, you would be content knowing that you have lived your life to the best of your ability.

BEN WOOTTEN

## White Raven Path Features

**Loyal Support (11th level):** Whenever you use a healing power or a power that grants temporary hit points, the target of the power gains an additional 2 hit points (of the corresponding type) for each ally within 2 squares of you.

**White Raven Tactics (11th level):** When you spend an action point to make an attack, you gain a bonus to attack rolls for that attack equal to 2 + the number of allies who are within 2 squares of you.

**Bold Company (16th level):** Whenever you hit an enemy and deal damage, you deal 2 extra damage to that enemy for each of your allies adjacent to it.

## White Raven Exploits

**Inspirational Assault** White Raven Attack 11

*You land a mighty blow, inspiring an ally to follow suit.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and one ally within 5 squares of you gains a power bonus to his or her next attack roll before the end of your next turn equal to the number of allies within 2 squares of you.

**Order from Chaos** White Raven Utility 12

*You yell out a series of quick orders, directing your allies to superior positions among your enemies.*

**Daily ✦ Martial**
**Move Action** **Close** burst 10
**Target:** You and each ally in burst
**Effect:** Each target can shift his or her speed as a free action, ignoring difficult terrain. Each target gains combat advantage against every enemy until the end of your next turn.

**White Raven's Gambit** White Raven Attack 20

*Your powerful attack clips your enemy, weakening its defenses and allowing an ally to follow up with a strong attack.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage. As a free action, one ally adjacent to the target can make a melee basic attack against the target with a power bonus to the damage roll equal to your Wisdom modifier.
**Miss:** Half damage, and one ally adjacent to the target can make a melee basic attack against the target as a free action.

# Zephyr Warchief

*"We are a scouring sandstorm, and we will sweep you away."*

**Prerequisite:** Warlord, Desert Moon Student feat

You have mastered the art of war as practiced by the desert nomads. You are an expert at using speed and hit-and-run tactics for skirmishes and raids. Perhaps you are displaced from your original band, a grizzled veteran who now fights in foreign lands. You might be searching for a new band to lead or seeking to whip an existing group into shape. You could have been exiled from your tribe and now live as a rootless wanderer. Regardless of your past, your life brought you into contact with the ways of war, and from that experience, you became an aggressive and resourceful leader.

You learned your style of command in a harsh environment where fear and hesitation aren't options. The unforgiving desert sands shaped you into a keen weapon that has no patience for the luxuries of civilized folk. However, you aren't without honor. Hospitality, kindness to prisoners, and the rules of war must be observed. You seek to destroy your enemies and pillage their camps, but that doesn't mean you're an animal. It's important that tradition is followed. You demand this adherence of anyone who serves with you and under you.

Your allies know you as a hard and fair leader. Everyone receives their due, but dues must be earned. The desert doesn't give easily of her bounty, and neither do your enemies.

## Zephyr Warchief Path Features

**Desert Wind (11th level):** Any ally who starts his or her turn within 5 squares of you gains a +2 bonus to speed when charging or running.

**Warchief's Favor (11th level):** When you spend an action point to take an extra action, one ally within 5 squares of you can shift his or her speed and make a melee basic attack as a free action before or after the extra action.

**Nomad's Blessing (16th level):** Whenever you shift, you can shift 1 extra square.

## Zephyr Warchief Exploits

**Scouring Strike** Zephyr Warchief Attack 11

*You charge your foe with incredible speed, scouring its flesh with your weapon and spinning it around so your allies can rush into position.*

**Encounter ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Attack:** Strength vs. AC
**Target:** One creature
**Hit:** 3[W] + Strength modifier damage. You and each ally adjacent to the target can shift 2 squares as a free action.
**Special:** When charging, you can use this power in place of a melee basic attack.

VINCENT DUTRAIT

**Desert Glide** Zephyr Warchief Utility 12

*You and your allies glide across the battlefield like sand snakes in the dunes.*

**Encounter ✦ Martial**
**Move Action** **Close** burst 3
**Target:** You and each ally in burst
**Effect:** Each target can move his or her speed + 2 as a free action.

**One Thousand Cuts** Zephyr Warchief Attack 20

*You and your allies assault your foe with attacks from all sides like the full force of the brutal desert wind, giving it no respite from its wounds.*

**Daily ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and ongoing 10 damage (save ends). While the target is affected by this ongoing damage, the first time you or an ally damages the target each round, it takes a -2 penalty to saving throws until the end of its next turn.
**Miss:** Half damage, and ongoing 10 damage (save ends).
**Special:** When charging, you can use this power in place of a melee basic attack.

CHAPTER 5

# Martial Options

A martial hero is more than a choice of race, class, and build. Your selection of feats for your character offers you the ability to create a unique assemblage of techniques, making your dragonborn brawling fighter different from any other dragonborn brawling fighters you might meet. Do you choose feats that focus on mastering one aspect of combat, such as making your opportunity attacks as effective as possible? Or do you pick a specific weapon and devote yourself to mastering an exotic fighting style associated with it? With the options in this chapter, you can also broaden your character's horizons and create a hero renowned for deeds of endurance, agility, cleverness, or athleticism. After all, not every challenge you face in the world of Dungeons & Dragons can be killed with a sword.

In this chapter, you'll find the following sections.

- **The Martial Outlook:** What sets martial characters apart from other kinds of adventurers? What do they care about, and how do they interact with the world around them? This section answers those questions.
- **Combat Styles:** A new system of feats that allows you to specialize in a particular combination of weapons and powers, learning a set of signature attacks and moves.
- **New Feats:** This section presents feats by tier, including new options for every martial class.
- **Martial Practices:** Rituals give characters the ability to use powerful magic to overcome challenges outside combat. Now martial characters have a way to accomplish similar tasks in the form of martial practices.
- **Martial Backgrounds:** A series of backgrounds aimed at martial characters. These backgrounds use the rules from *Player's Handbook 2*.
- **Epic Destinies:** Four new epic destinies conclude this chapter, including the dragonheart and the legendary sovereign.

KEREM BEYIT

At first blush, it might seem as though there's nothing special about martial characters compared to the other kinds of adventurers who populate the world of the D&D® game. They don't use mastery of magic to rise to the fore; they don't rely on otherworldly deities or spirits to invest them with their powers. They succeed because of the strength that lies within them—and that makes them special indeed.

This section discussses several topics important to how martial characters act and how they view the world around them, beginning with an examination of exactly where martial power comes from.

## What Is Martial Power?

From where does the fighter summon the strength for such fierce attacks? How does the rogue learn to perform feats of astounding agility? What hidden reservoir of spirit does the warlord tap when he or she steps forward and commands allies to strike as one?

The martial power source might seem as though it isn't a power source at all. A martial practitioner can't produce overtly supernatural effects, such as rays of blinding radiance or shields of invisible magic force. However, martial power does have a source, even if it is an inconspicuous one. Martial power is the combination of three qualities acting in concert: natural ability such as great strength or uncanny agility, the determination to act, and learned skill acquired through endless hours of practice. For a brief moment, the martial hero combines these three components in the performance of a move, maneuver, or feat of arms, exceeding the normal physical limitations of his or her body and training.

To put it another way, most people go through their lives using only a fraction of their true capability. Martial heroes have learned how to routinely exceed their normal limits and unlock more of their physical potential than anyone else. They can't perform magical deeds, such as teleporting through alternate dimensions or becoming transparent, but they can make leaps of astonishing speed and distance or take advantage of the smallest distraction to slip out of sight. With timing and skill, a wiry halfling hero can throw a harder punch than a human laborer twice his or her size, because the halfling knows how to dig down and use more of his or her potential than the bigger, muscular human. The human laborer might have more raw strength, but that human doesn't know how to use it the way the halfling does.

The components of the martial power source are present in all creatures. However, few creatures learn to exceed their ordinary limits on a regular basis. A big, strong blacksmith driven into an absolute fury can hit with great force, but that doesn't mean that an angry blacksmith's punch is a martial exploit. It doesn't have the precise power and split-second timing that a martial hero's attack routinely achieves. Consequently, martial heroes soon exceed the skills of common people, especially in their chosen fields of expertise.

Some folks believe that the gods wanted mortal races to be capable of greater achievements than the gods could envision during the days of creation, and so they bestowed the capacity for incredible deeds upon each race. Others believe that the gods unknowingly created children greater than themselves, not understanding the true limits of the mortal races they shaped so long ago. Regardless of the veracity of this story, it's true that the gods have long been fascinated with mortal heroes, especially those who accomplish great deeds without the aid of magical energy.

## A Warrior's Weapons

Your weapon choice is a distinctive element of your character. When choosing your character's weapon, look beyond the numbers to see what your weapon says about your adventurer.

**Axe:** Like a woodcutter in a forest, you're about chopping your way through what lies in your path. Axes are anything but delicate, so you're accustomed to bloodbaths. Axe wielders can't be squeamish about their work, and many develop a sense of gallows humor as a result.

**Bow:** The supreme weapon for archers, the bow offers range and power beyond other projectile weapons. Using a bow requires a keen eye, a talent you might bring to bear in dealing with others off the battlefield.

**Crossbow:** The crossbow shares the superior range and solid damage output found in bows but doesn't require the same level of training. In fact, any peasant can pick up a loaded crossbow and fire it with confidence. Slower reload times and lower damage make these weapons inferior to bows. If you don't have the time or interest for more extensive training, though, you can expand your combat options by keeping a crossbow handy.

**Flail:** You can bypass shields, smash through armor, and tangle up enemies by using a flail. Your attacks might be wild and reckless or cunning and technical.

**Hammer:** The hammer is usually associated with the fearless dwarf warrior who smashes through enemies with a warhammer or a maul. The hammer shatters bones and weapons, so it's a good choice if you are direct and aggressive (both in and out of combat).

**Heavy Blade:** Widely popular weapons, heavy blades are a staple in many warriors' arsenals. Whether you use the tried and true longsword or heft a mighty greatsword or fullblade, the heavy blade demonstrates your commitment to tradition and dedication

to weapon mastery. In selecting such a weapon, you might be clinging to noble values and high ideals.

**Light Blade:** Speed and accuracy characterize light blades, making them favored weapons for rogues. If you specialize in light blades, you rarely take the front line against your enemies. Instead, you step in, attack, and dart away after delivering a nasty cut. You might seek nontraditional methods to overcoming problems, thinking around challenges rather than strong-arming your way through them.

**Mace:** Characterized by a heavy head used to break bones and damage armor, the mace is a simple kind of weapon. You don't need to devote a lot of time to training in the weapon. If you're a mace wielder, you probably take a less than artful approach to combat and prefer for direct solutions to out-of-combat problems.

**Pick:** Perfect for punching through heavy armor, a pick held in your hands can pin enemies in place. You're not a subtle combatant, and you employ extraordinary force when others would use more discreet options. You have a talent for reaching the heart of any problem quickly, if messily.

**Polearm:** The polearm's primary asset is reach. You can keep enemies at a distance and make it hard for them to strike back. If you're a warlord who fights behind the front lines, a polearm is ideal. With a polearm as your primary weapon, you display a penchant for teamwork.

**Sling:** This inexpensive alternative to the hand crossbow offers you similar damage and range without the expense. A peasant weapon, the sling is more commonly found in the hands of shepherds and small game hunters than in those of veteran warriors. Your use of the sling suggests a common or rustic origin.

**Spear:** The spear is a widespread weapon. It makes a warrior out of even the worst troops, since the basic fighting techniques require little study. Spears are also cheap to manufacture, giving rulers a steady supply of arms for their legions. As a spear wielder, you might have started out as a part-time warrior or a dabbler in the martial arts. As an adventurer, you have devoted your training to mastering this simple weapon, elevating it from its humble roots to being the equal of more complex weaponry.

**Staff:** Although most warriors are experienced with staffs, few rely on them in combat. You might have started using a staff because you couldn't afford finer tools. You probably began your career among common folk, as a peasant or brigand. This simple weapon reflects your uncomplicated nature and your practical, common-sense approach to problems.

## Seeking Riches

Few adventurers are immune to the lure of gold. They consider gaining wealth to be part of rising to power. For mercenaries, dwarf fighters, and other martial archetypes, riches can be their own reward. Whether you are dutifully providing for your kin, sensibly setting aside something for your retirement, or seeking to drown the memory of humiliating poverty beneath an ocean of finery and largesse, you'll want to take on minor quests that offer stepping stones on your road to riches. It's best if these quests can be achieved without spending your precious gold.

If you have treasure on hand that you can easily convert to items that aid your character, do so. Gold pieces are your operating capital, and you can maximize your future earning potential by investing in superior gear and in martial practices such as Thorough Search. To gain fantastic wealth, you'll need to leverage intangibles and seize opportunities others might overlook. If you have to kill an enemy, see if there's someone else interested in seeing that person dead as well. When you clear out a haunted castle, determine if you can sell the property to a land-poor baron, find a buyer willing to haul away the ancient furnishings that were too bulky for transport, or use

### Named Weapons

The greatest heroes of fantasy literature have borne weapons that had minds of their own, and in the earliest edition of the Dungeons & Dragons game, every sword that was magical was also intelligent. Nevertheless, martial characters would rather use their weapons as tools that serve their ends instead of the other way around. Legendary weapons gain names for themselves over time. A weapon that starts with a name might have already accomplished great deeds. On the other hand, a weapon could receive a name from those that witness its power over the course of the wielder's career. The usual source for a weapon name is the wielder or creator.

A few warriors, such as the hero Tral in his later years, have claimed that their weapons spoke to them in voices no one else could hear. Whether or not this tale is true, it's common for warriors to talk to their weapons, just as a lonely hunter might hold conversations with his dogs. This kind of nuance can be a great roleplaying hook. Your character might call his or her morningstar Big Biter, and when the party bogs down in debate over whether to take a rest you announce, "Big Biter's getting hungry!"

Mundane details can add character to a weapon as well. A blade that bears one notch for every foe it has killed is an evocative addition to the game whether you find it in a treasure parcel or start the tally yourself during play. Your DM might encourage players to treat a magic weapon they've found as a personality by giving it minor powers that aren't under the player's control, such as a flail that glows a dim red in the presence of reptilians and grows warm to the touch when such a foe is bloodied.

the site as the base for a new money-making organization of your own.

These aims might lead into skill challenges, and because in business it's vital to know whom you can trust, Insight is a key skill. Diplomacy is important for negotiating favorable contracts, and Streetwise and Thievery can help you stay ahead of villains who would seek to enrich themselves from your growing coffers.

## Seeking Fame

All heroes seek to perfect their skills. For many martial characters, it's not enough to be the best unless everyone knows about it. You might want your name repeated in bards' songs for your own vain satisfaction, or you might desire to prove yourself to doubters and naysayers.

For you, a good minor quest is one that contributes to your legend. You might hope for a feast or a parade to be held in your honor, or you could seek an invitation to a prestigious conclave of adventurers. You will achieve your goals in tandem with the main quest of an adventure. When the party defeats the scourge that has been terrorizing a farm community, your job will be to make sure the group receives the credit it deserves. When you eradicate a nest of villains, you'll want to make an Intimidate check to be sure that one of their lackeys escapes to spread a properly impressive tale.

You might attempt skill challenges to persuade important personages to celebrate your legend. Because the tales of your accomplishments should always stretch the limits of believability without going too far, Bluff and Insight are key skills. Acrobatics and Intimidate can show your audience a little bit of your bluster and derring-do, while Diplomacy and Streetwise make sure your tale reaches the right ears.

As your fame grows, it can create complications that lead to further adventures. You might need to squelch malicious rumors spread by a rival, rescue a youngster who got into trouble trying to emulate your legend, or strive to live up to the inflated expectations of someone you can't disappoint without losing face.

## Seeking a Legacy

Many martial characters harbor an ambition to create something greater than themselves. You might want to establish a stronghold for yourself and your cause, organize a thieves' guild, start a mercenary company, open a weapon shop, or found a military academy to pass on your martial lore.

At first your minor quests will be individual steps toward this goal, such as recruiting followers or acquiring a site where you want to build. Diplomacy is a key skill for challenges during this phase, since you have to negotiate a place for your organization within the existing social structure. You must also set an example for your followers, working and training alongside them using Athletics, Endurance, and Thievery. Martial practices such as Forge Weapon, Forge Armor, and Master Artisan can help to equip your followers or start a retail venture, while Peerless Exploration is invaluable for locating a good site for a stronghold and patrolling its environs.

Once you establish your organization, its growing pains will inspire additional quests, such as discrediting the slander of a rival school or making the roads safe for traders to reach your territory. Although the possibilities for skill challenges in this phase are as wide as the range of obstacles that might block your path, the History skill will always help you learn from the mistakes of your predecessors.

As you build, expect to pursue this goal in parallel with the party's main quests. Don't fall into the trap of depriving yourself to pay your organization's bills, and don't expect the organization's income to support you unless you have retired from adventuring. When the baron pays your adventuring party a chest full of gold, you should join the rest of the party in using the reward to improve your gear. You can try to gain further gratitude by making your academy the official training center for the barony's troops, or lending to the baron the services of your master mason.

## Hiring Help

Once upon a time, every well-planned expedition into the dungeon began with a visit to the nearest tavern to recruit hirelings and henchmen. Although this practice is useful at low levels, its use declines as the heroes' power outstrips that of common warriors. Mercenary recruits can still be helpful to martial characters in certain circumstances, though. If you're lucky, you and your companions will find a treasure so massive that you need help hauling it back to

### Regaining Exploits

Each martial character does something while resting that renews his or her ability to perform mighty deeds of arms, achievements that wouldn't be possible if that individual were forced to press on. One character might resharpen a weapon, honing the edge to better hew through foes. A ranged expert might sort through ammunition, balancing arrows or tossing and catching throwing knives to stay familiar with their centers of gravity. Other heroes might light pipes, chew leaves, or swig from wineskins to steady their nerves and refresh their courage. A few characters perhaps close their eyes and turn inward to regain their poise or pull out lucky talismans and kiss them. Some might offer prayers to the ones they worship, chant invocations to ward off harm, or meditate on their connections to nature, even if they draw upon only the martial power source in battle.

civilization. The wages of a gang of burly mercenaries roughly match the cost of components for the Tenser's Floating Disk ritual, and the recruits can defend the loot against minor threats if the party must divert its attention away from protecting it.

While searching for that big score, adventurers might hire sentries to maintain a base camp, guard mounts and prisoners, or secure an area. The party could also find use for hirelings other than soldiers. A legion of beggars can, for little pay, watch for an enemy who has gone to ground in an urban area. Paid bands of hunters might monitor the routes leading out of the city. The major disadvantage of mercenaries is the ever-present possibility of disloyalty, desertion, or betrayal. Wise adventurers address this problem before it can arise through careful recruiting and Streetwise background checks that guarantee a hireling's trustworthiness.

A promising group of lackeys will stay loyal if they are treated well. Successful parties aren't stingy with their employees, and don't ask them to take a share of an adventure's risks without an equal share of the rewards. Although good wages are important, maintaining good morale ultimately counts for more. The feral fighter Zar was famous for never paying on time and even more famous for splurging on lavish banquets for her hired soldiers and giving them the opportunity to boast that they had fought by her side, even if it was in a bar fight that she provoked. And Baok Bonebreaker always prized the *+1 thundering warhammer* given to him by the adventurers who first took a chance on hiring his ragged gang of dwarf bravos, wearing it proudly long after he became a famed warrior in his own right and realized that to his patrons, the hammer was an obsolete hand-me-down.

## Martial Destinies

How can the different epic destinies of a group of martial characters be woven into a unified and satisfactory climax to a years-long campaign? Your DM can accomplish this by identifying plot threads that tie to the choices the players have made, as shown in the following example. As their game enters the epic tier, the DM talks to the players about their plans for their characters and finds out that the fighter will pursue the Invincible Vanguard destiny (page 157), the ranger has chosen Godhunter (*Martial Power*), the rogue will become a Demigod (*Player's Handbook*), and the warlord plans to become a Warmaster (*Martial Power*).

After browsing through the *Dungeon Master's Guide* with the campaign's previous plotlines in mind, the DM decides that the final arc of the story will center on the prophecy that a warrior wielding the *Axe of the Dwarvish Lords* will win a victory that dooms the world.

Characters and nonplayer characters might attempt to wield the legendary artifact, becoming entangled in the prophecy. Previous adventures in dwarven kingdoms introduced a politically ambitious dwarf whom the party mistrusts, and both the party's fighter and one of the group's chief rivals are dwarf warriors. The DM decides that the climax of the adventure will involve an attempt to destroy the *Axe of the Dwarvish Lords* so that the prophecy can never be fulfilled. If the characters don't hatch a plan to destroy the *Axe* themselves, the DM determines that a rival party will pursue this solution. The unique method required to destroy the *Axe* can involve fulfilling one of the artifact's benevolent goals, so the DM says it must be seared by the odious flames of the destroyed soul of the archdevil Geryon (*Manual of the Planes*, page 102).

For the party's fighter, standing up to Geryon will be the ultimate achievement as an Invincible Vanguard, while killing Geryon will represent the ranger's triumph as a Godhunter. The destinies of the rogue and warlord will be tested shortly after the fight, when the archdevil's death creates a gap within the hierarchies of the Abyss. The Demigod will have to choose whether to take up Geryon's crown and rule below or produce the devil's head as proof of her right to be admitted into a celestial pantheon, and the Warmaster will be presented with the opportunity to muster an army of angels or devils and establish a new balance of power.

### Martial Rivalries

Parties of adventurers naturally compete with one another. Intense rivalries can develop between groups composed of several stubborn or brash martial heroes. Groups that have a stronger divine presence typically include members wise enough to avoid unnecessary conflict. Martial parties focus on worldly concerns, which can put them in competition with one another for profit, glory, and other prizes.

One famous rivalry developed after Roth Tovar's party discovered the location of the Murmuring Halls but was unable to explore them fully during a single expedition. When he yielded to the temptation to sell loot he had taken from the Halls, the distinctive style of its silversmithing alerted the half-elf ranger Meere to the find. She and her companions retraced Tovar's steps, and when he returned to find the dungeon entirely stripped of valuables, he took an oath of revenge against those responsible. The two groups met multiple times in the years to come, not always due to destiny alone. During the Witch-Hunter's War, Synjon Karsk made a point of recruiting both Roth and Meere into his army, saying that he didn't want to risk having them wind up on opposite sides and disobey his plan of battle in their eagerness to get at one another's throats.

No two warriors are exactly alike. Schools of swordplay, tactical systems, martial philosophies, and local traditions influence a warrior's basic strikes and parries. Over time, collections of moves and attacks become recognized as distinct combat styles.

## Using Combat Styles

Each combat style consists of two types of feats, lesser style feats and greater style feats. Both kinds of style feats provide benefits when you wield specific weapons or use specific weapons to make attacks.

A lesser style feat modifies at-will attack powers and provides a bonus to a particular skill check. The at-will powers that a lesser style feat modifies are given at the end of the feat description.

A greater style feat requires you to have a lesser style feat. Greater style feats modify encounter powers and provide various other benefits.

Each power associated with a combat style feat is accompanied by an abbreviation to indicate which book the power appears in: *Player's Handbook* (*PH*), *Martial Power* (*MP*), or *Martial Power 2* (*MP2*).

You can learn any number of lesser and greater style feats. However, any single attack can benefit from only one lesser style feat and one greater style feat, and those feats must be associated with the same combat style. If multiple lesser style feats or greater style feats can affect an attack, you must declare which of each type of feat you are using before making the attack.

## Adamant Arrow Style

**Greatbow or longbow**

When faced with legions of soldiers, a skirmisher is hard-pressed to find a better weapon than a longbow. Masters of the Adamant Arrow style have learned the perfect balance of aim and power, allowing their shots to penetrate the toughest armor and send foes staggering.

### Adamant Arrow Student [Lesser Style]

**Prerequisite:** Ranger or warlord; proficiency with greatbow or longbow

**Benefit:** You gain a +2 feat bonus to Perception checks.

When you are attacking with a greatbow or a longbow and you hit an enemy with a power associated with this feat, you can push that enemy 1 square.

**Associated At-Will Powers:** *nimble strike* (ranger *PH*), *paint the bull's eye* (warlord *MP2*)

### Adamant Arrow Commander [Greater Style]

**Prerequisite:** Warlord, Adamant Arrow Student feat

**Benefit:** When you are attacking with a greatbow or a longbow and you have proficiency with that weapon, you gain the following two benefits.

When you hit an enemy and at least one other enemy is providing it with cover from your attack, you deal damage equal to your Strength modifier to one enemy providing cover to it.

You can use a power associated with this feat as a ranged power instead of a melee power.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Inspiring war cry | *PH* 146 |
| 7th | Sunder armor | *PH* 148 |
| 13th | Denying smite | *PH* 149 |
| 17th | Deadly inspiration | *MP* 112 |
| 23rd | Wounding focus | *MP* 115 |
| 27th | Warlord's doom | *PH* 152 |

### Adamant Arrow Hunter [Greater Style]

**Prerequisite:** Ranger, Adamant Arrow Student feat

**Benefit:** When you are attacking with a greatbow or a longbow and you have proficiency with that weapon, you gain the following two benefits.

When you hit an enemy and at least one other enemy is providing it with cover from your attack, you deal damage equal to your Dexterity modifier to one enemy providing cover to it.

You can use a power associated with this feat in place of a ranged basic attack.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Thwarting shot | *MP* 47 |
| 7th | Hunter's shot | *MP* 49 |
| 13th | Knockdown shot | *PH* 109 |
| 17th | Blow-through assault* | *MP* 53 |
| 23rd | Hammer shot | *PH* 112 |

*Only when used as a ranged attack

### Combat Styles for Your Character

Because combat styles work with a narrow subset of classes, powers, and weapons, they are easier to use if you're creating a new character. If you want to add a combat style to an existing character, talk to your DM about allowing more extensive retraining. Also, keep in mind that you don't need every power associated with a combat style to use the style effectively.

**COMBAT STYLES**

| Name | Associated Weapons | Associated Classes |
|---|---|---|
| Adamant Arrow | Greatbow or longbow | Ranger, warlord |
| Arkhosian Fang | Bastard sword, broadsword, or greatsword | Fighter, ranger, warlord |
| Black Hood | Any two-handed axe | Fighter, ranger, warlord |
| Desert Moon | Any heavy blade that has the high crit property | Fighter, ranger, warlord |
| Elsir Hammer | Any one-handed hammer or one-handed pick | Fighter, ranger, warlord |
| Harrowing Swarm | Any bow or crossbow | Ranger, rogue, warlord |
| Hunting Spear | Any spear | Fighter, ranger, warlord |
| Ironstar | Any flail or mace | Fighter, ranger, warlord |
| Kulkor Battlearm | Any axe, hammer, or mace that has the versatile property | Fighter, ranger, rogue, warlord |
| Leaf Runner | Hand crossbow, repeating crossbow, shortbow, shuriken, or sling | Ranger, rogue, warlord |
| Longhand | Any two-handed polearm or two-handed spear | Fighter, warlord |
| Midnight Blade | Any melee light blade | Fighter, ranger, rogue |
| Moradin's Forge | Any two-handed axe, two-handed hammer, or two-handed pick | Fighter, warlord |
| Mountain Thunder | Any one-handed hammer, one-handed flail, or one-handed mace | Fighter, ranger, rogue, warlord |
| Nerathan High Blade | Any heavy blade that has the versatile property | Fighter, ranger, warlord |
| Ninth Legion | Any one-handed pick or one-handed spear | Fighter, warlord |
| Ogremight | Any two-handed hammer or two-handed mace | Fighter, warlord |
| Partisan Polearm | Any nonspear polearm | Fighter, warlord |
| Reaving Axe | Any one-handed axe | Fighter, ranger, warlord |
| Red Cloak | Longsword, rapier, or short sword | Fighter, rogue |
| Rending Chains | Any flail | Fighter, ranger, warlord |
| Silent Shot | Shortbow or any crossbow | Ranger, rogue |
| Steel Vanguard | Any two-handed heavy blade | Fighter, warlord |

## Arkhosian Fang Style

**Bastard sword, broadsword, or greatsword**

The Arkhosian Fang was an ancient order of dragonborn warriors who developed a style of combat suited for the exhausting battles against Bael Turath. Proponents of this style slowly wear down opponents through patience and perseverance. Once a foe falters, an Arkhosian Fang master strikes quickly, bringing about a sudden conclusion. The order has disappeared, but lone masters and small groups of adherents remain, passing along knowledge of this style to anyone who is ready to learn.

### Arkhosian Fang Student [Lesser Style]

**Prerequisite:** Fighter, ranger, or warlord; proficiency with the bastard sword, the broadsword, or the greatsword

**Benefit:** You gain a +2 feat bonus to Endurance checks.

When you are attacking with a bastard sword, a broadsword, or a greatsword and you target a bloodied enemy with a power associated with this feat, you gain a +2 bonus to the attack roll.

**Associated At-Will Powers:** *footwork lure* (fighter *MP*), *marauder's rush* (ranger *MP2*), *wolf pack tactics* (warlord *PH*)

### Arkhosian Fang Commander [Greater Style]

**Prerequisite:** Warlord, Arkhosian Fang Student feat

**Benefit:** When you are attacking with a bastard sword, a broadsword, or a greatsword and you have proficiency with that weapon, you gain the following two benefits.

## Adapting Combat Styles

The new combat style feats presented in this chapter are incredible tools for customizing your martial character in new and interesting ways, letting you set your adventurer apart from other martial adventurers, even those of the same race and class. Although each style includes a description of its origins and appearance, these elements are there to enhance the style's flavor. They are not intended to be the ultimate authority on where the style originated or how it fits into the world of your game. Feel free to change names, background elements, or any other descriptive aspect to make it fit with your character concept. This option is especially useful if your game world doesn't include a race mentioned in the style's description or has existing organizations that could have created the fighting style. Check with your Dungeon Master to best adapt the style to fit within the campaign.

Sidebars throughout this section present alternative backgrounds for some combat styles.

When you miss an enemy with a martial encounter power, you gain a +2 bonus to your next attack roll against that enemy before the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Hold the line | *PH* 146 |
| 7th | Surround foe | *PH* 148 |
| 13th | Death from two sides | *MP2* 90 |
| 17th | Warlord's rush | *PH* 150 |
| 23rd | Rabbits and wolves | *PH* 151 |

### Arkhosian Fang Duelist [Greater Style]

**Prerequisite:** Ranger, Arkhosian Fang Student feat

**Benefit:** When you are attacking with a bastard sword, a broadsword, or a greatsword and you have proficiency with that weapon, you gain the following two benefits.

When you miss an enemy with a martial encounter power, you gain a +2 bonus to your next attack roll against that enemy before the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Shadow wasp strike* | *PH* 107 |
| 7th | Hawk's talon* | *PH* 108 |
| 13th | Bloodlust strike* | *MP* 50 |
| 17th | Blow-through assault* | *MP* 53 |
| 23rd | Avalanche of fury | *MP2* 43 |
| 27th | Death rend | *PH* 112 |

*Only when used as a melee attack

### Arkhosian Fang Mauler [Greater Style]

**Prerequisite:** Fighter, Arkhosian Fang Student feat

**Benefit:** When you are attacking with a bastard sword, a broadsword, or a greatsword and you have proficiency with that weapon, you gain the following two benefits.

When you miss an enemy with a martial encounter power, you gain a +2 bonus to your next attack roll against that enemy before the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when making an attack as a result of your Combat Challenge class feature.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Dance of steel | *PH* 79 |
| 7th | Griffon's wrath | *PH* 80 |
| 17th | Exorcism of steel | *PH* 83 |
| 27th | Adamantine strike | *PH* 85 |

## Black Hood Style

**Any two-handed axe**

The Black Hood is a loose guild of mercenary killers hired by lords to execute deserving criminals—especially criminals who haven't yet been caught. Over time, the group's techniques have evolved into a robust fighting style that uses two-handed axes. The Black Hood style focuses on delivering swift, lethal strikes.

### Black Hood Student [Lesser Style]

**Prerequisite:** Fighter, ranger, or warlord; proficiency with any two-handed axe

**Benefit:** You gain a +2 feat bonus to Intimidate checks.

When you are attacking with a two-handed axe and you deliver a coup de grace against an enemy, your attack deals 1[W] extra damage against that enemy.

When you are attacking with a two-handed axe and you hit an enemy with a power associated with this feat, you gain a +2 bonus to the damage roll if that enemy is slowed, or a +5 bonus to the damage roll if that enemy is helpless or immobilized.

**Associated At-Will Powers:** *furious smash* (warlord *PH*), *marauder's rush* (ranger *MP2*), *sure strike* (fighter *PH*)

### Black Hood Butcher [Greater Style]

**Prerequisite:** Fighter, Black Hood Student feat

### Using Associated Encounter Powers

Some combat style feats let you use an encounter attack power in place of a basic attack or use a different ability score for an attack. These combat style feats are intended to help a class's various builds gain access to powers that otherwise appeal to one or two builds. These feats change only when or how you use an encounter power. They don't alter the number of times you can use a power per encounter.

### Everlost Guard Style

Worshipers of Orcus believe that the demon prince created this style and taught it to the elite cadre of mortal fanatics honored to fight alongside his undead hordes. The Everlost Guard fought brutally and without fear for their own lives. They knew that if they fell in battle, they would have the honor of fighting for Orcus again after being raised as undead.

*Alternative to Black Hood*

**Benefit:** When you are attacking with a two-handed axe and you have proficiency with that weapon, you gain the following two benefits.

If you score a critical hit, each enemy adjacent to you takes damage equal to your Strength modifier.

You can use a power associated with this feat in place of a melee basic attack when making an attack as a result of your Combat Challenge class feature.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Crushing blow | *PH* 79 |
| 7th | Griffon's wrath | *PH* 80 |
| 17th | Exacting strike | *PH* 83 |
| 23rd | Crippling smash | *MP* 19 |
| 27th | Adamantine strike | *PH* 85 |

### Black Hood Executioner [Greater Style]

**Prerequisite:** Warlord, Black Hood Student feat

**Benefit:** When you are attacking with a two-handed axe and you have proficiency with that weapon, you gain the following two benefits.

If you score a critical hit, each enemy adjacent to you takes damage equal to your Strength modifier.

You can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Inspiring war cry | *PH* 146 |
| 7th | Provoke overextension | *MP* 107 |
| 13th | Headstrong bravery | *MP* 110 |
| 17th | Deadly inspiration | *MP* 112 |
| 23rd | Blood begets blood | *MP* 114 |
| 27th | Warlord's doom | *PH* 152 |

ADAM GILLESPIE

### Black Hood Slayer [Greater Style]

**Prerequisite:** Ranger, Black Hood Student feat

**Benefit:** When you are attacking with a two-handed axe and you have proficiency with that weapon, you gain the following two benefits.

If you score a critical hit, each enemy adjacent to you takes damage equal to your Dexterity modifier.

You can use Dexterity instead of Strength for attack rolls and damage rolls when using a power associated with this feat.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Avenging charge | *MP2* 35 |
| 7th | Toppling rush | *MP2* 38 |
| 13th | Bloodlust strike* | *MP* 50 |
| 17th | Reproving strike* | *MP2* 41 |
| 27th | Steel breeze | *MP2* 44 |

*Only when used as a melee attack

## Desert Moon Style

**Any heavy blade that has the high crit property**

The Desert Moon style arose among desert-dwelling, nomadic humans. In the blistering heat of their homelands, heavy armor is impractical, so they wear light armor that provides a full range of movement. The Desert Moon style emphasizes nimble footwork, quick reactions, and sudden attacks. The aggressive approach features spinning slashes and long cuts—attacks that favor curved blades.

### Desert Moon Student [Lesser Style]

**Prerequisite:** Fighter, ranger, or warlord; proficiency with any heavy blade that has the high crit property

**Benefit:** You gain a +2 feat bonus to Acrobatics checks.

When you are attacking with a heavy blade that has the high crit property and you have proficiency with that weapon, you also gain the following benefit.

When you hit an unbloodied enemy with a power associated with this feat, you can shift 2 squares after the attack as a free action.

**Associated At-Will Powers:** *careful attack* (ranger *PH*), *sure strike* (fighter *PH*), *viper's strike* (warlord *PH*)

### Desert Moon Skirmisher [Greater Style]

**Prerequisite:** Ranger, Desert Moon Student feat

**Benefit:** When you are wielding a heavy blade that has the high crit property and you have proficiency with that weapon, you can shift 1 square as an immediate reaction when an enemy misses you with a melee attack.

When you are attacking with a heavy blade that has the high crit property and you have proficiency with that weapon, you can shift 2 squares before your attack as a free action when you use a power associated with this feat.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Shadow wasp strike | *PH* 107 |
| 7th | Jackal ploy | *MP* 49 |
| 13th | Nimble defense | *PH* 109 |
| 17th | Two-weapon eviscerate | *PH* 111 |
| 23rd | Avalanche of fury | *MP2* 43 |
| 27th | Unstable gash | *MP* 56 |

### Desert Moon Swordmaster [Greater Style]

**Prerequisite:** Fighter, Desert Moon Student feat

**Benefit:** When you are wielding a heavy blade that has the high crit property and you have proficiency with that weapon, you can shift 1 square as an immediate reaction when an enemy misses you with a melee attack.

When you are attacking with a heavy blade that has the high crit property and you have proficiency with that weapon, you can use a power associated with this feat in place of a melee basic attack when making an attack as a result of your Combat Challenge class feature.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Dance of steel | *PH* 79 |
| 7th | Sudden surge | *PH* 80 |
| 13th | Storm of blows | *PH* 82 |
| 17th | Harrying assault | *PH* 83 |
| 23rd | Fangs of steel | *PH* 84 |
| 27th | Adamantine strike | *PH* 85 |

### Desert Moon Zephyr [Greater Style]

**Prerequisite:** Warlord, Desert Moon Student feat

**Benefit:** When you are wielding a heavy blade that has the high crit property and you have proficiency with that weapon, you can shift 1 square as an immediate reaction when an enemy misses you with a melee attack.

When you are attacking with a heavy blade that has the high crit property and you have proficiency with that weapon, you can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Steel monsoon | *PH* 147 |
| 7th | Surprise attack | *PH* 148 |
| 13th | Withdrawal gambit | *MP* 110 |
| 17th | Thunderous fury | *PH* 150 |
| 23rd | Wave of war | *MP2* 93 |

## Low Court Style

This form of scimitar fencing emerged from the ancient practice of trial by combat. The original law stated that the accused had to prove his or her innocence in a duel to the death against the accuser. Eventually, it became customary for both parties to hire professional champions who fought until first blood. Before Arnd acquired the *Invulnerable Coat* for which he is best remembered (described in the *Dungeon Master's Guide*), he founded an academy that taught this style.

*Alternative to Desert Moon*

## Elsir Hammer Style

**Any one-handed hammer or one-handed pick**

To counter the hobgoblin populations in the mountains near Elsir Vale, local warriors developed a fighting style to reduce mobility and ignore heavy armor. Masters of this style analyze their opponents and capitalize on mistakes. Elsir defenders learn to bypass defenses using deliberate strikes. Since this style works well against any fortified enemies, it is widely practiced.

### Elsir Hammer Student [Lesser Style]

**Prerequisite:** Fighter, ranger, or warlord; proficiency with any one-handed hammer or any one-handed pick.

**Benefit:** You gain a +2 feat bonus to Perception checks.

When you are attacking with a one-handed hammer or a one-handed pick and you have proficiency with that weapon, you also gain the following benefit.

When you attack an enemy with a power associated with this feat, you can target the enemy's Reflex instead of AC.

**Associated At-Will Powers:** *slash and pummel* (fighter *MP2*), *throw and stab* (ranger *MP2*), *brash assault* (warlord *MP*)

### Elsir Hammer Champion [Greater Style]

**Prerequisite:** Fighter, Elsir Hammer Student feat

**Benefit:** When you are wielding a one-handed hammer or a one-handed pick and you have proficiency with that weapon, you can shift 1 square as an immediate reaction whenever an adjacent enemy that is marked by you or your ally shifts away from you.

When you are attacking with a one-handed hammer or a one-handed pick and you have proficiency with that weapon, you can target the enemy's Reflex instead of AC when you use a power associated with this feat.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Crushing blow | *PH* 79 |
| 7th | Iron bulwark | *PH* 80 |
| 13th | Talon of the roc | *PH* 82 |
| 17th | Boggling smash | *MP* 17 |
| 23rd | Paralyzing strike | *PH* 85 |
| 27th | Blood rush | *MP* 22 |

### Elsir Hammer General [Greater Style]

**Prerequisite:** Warlord, Elsir Hammer Student feat

**Benefit:** When you are wielding a one-handed hammer or a one-handed pick and you have proficiency with that weapon, you can shift 1 square as an immediate reaction whenever an adjacent enemy that is marked by you or your ally shifts away from you.

When you are attacking with a one-handed hammer or a one-handed pick and you have proficiency with that weapon, one ally within 5 squares of you can shift 2 squares as a free action when you hit with a power associated with this feat.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Hold the line | *PH* 146 |
| 7th | Surprise attack | *PH* 148 |
| 13th | Grim mark | *MP* 110 |
| 17th | Hail of steel | *PH* 150 |
| 23rd | Ringing clarity | *MP* 115 |
| 27th | Chimera battlestrike | *PH* 152 |

### Elsir Hammer Stalker [Greater Style]

**Prerequisite:** Ranger, Elsir Hammer Student feat

**Benefit:** When you are wielding a one-handed hammer or a one-handed pick and you have proficiency with that weapon, you can shift 1 square as an immediate reaction whenever an adjacent enemy that is marked by you or your ally shifts away from you.

When you are attacking with a one-handed hammer or a one-handed pick and you have proficiency with that weapon, you can shift 2 squares before your attack when you use a power associated with this feat.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Upending throw | *MP2* 36 |
| 7th | Twofold flinch | *MP* 49 |
| 13th | Quick throw | *MP2* 39 |
| 17th | Wolverine claw strike | *MP2* 41 |
| 23rd | Ricochet throw | *MP2* 43 |
| 27th | Wandering tornado | *PH* 113 |

## Harrowing Swarm Style

**Any bow or crossbow**

This style is named for the swarms of arrows fired by its practitioners. Archers who follow this style employ techniques that aggravate opponents' wounds and slow their recovery. Harrowing Swarm archers are also experts at firing multiple shots.

### Harrowing Swarm Student [Lesser Style]

**Prerequisite:** Ranger, rogue, or warlord; proficiency with any bow or crossbow

**Benefit:** You gain a +2 feat bonus to Nature checks.

When you are attacking with a bow or a crossbow and you have proficiency with that weapon, you also gain the following benefit.

When you attack with a power associated with this feat, the power gains the rattling keyword (page 57).

**Associated At-Will Powers:** *nimble strike* (ranger *PH*), *paint the bull's eye* (warlord *MP2*), *sly flourish* (rogue *PH*)

### Harrowing Swarm Captain [Greater Style]

**Prerequisite:** Warlord, Harrowing Swarm Student feat

### Queen's Tourney Style

Paladins of the Raven Queen developed a style of fighting designed for ceremonial melees fought in their god's name. The style's emphasis on weapons that can puncture heavy plate armor reflects the armament worn at these tourneys, and the rules of engagement awarded special honor to a combatant who could end the life of a downed opponent in a single blow.

*Alternative to Elsir Hammer*

**Benefit:** When you are attacking with a bow or a crossbow and you have proficiency with that weapon, you gain the following two benefits.

You do not provoke an opportunity attack from the target of your attack.

You can use a power associated with this feat as a ranged power instead of a melee power.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Warlord's strike | *PH* 147 |
| 7th | War of attrition | *MP* 108 |
| 13th | Denying smite | *PH* 149 |
| 17th | Deadly inspiration | *MP* 112 |
| 23rd | Rabbits and wolves | *PH* 151 |
| 27th | Incite heroism | *PH* 152 |

### Harrowing Swarm Scout [Greater Style]

**Prerequisite:** Ranger, Harrowing Swarm Student feat

**Benefit:** When you are attacking with a bow or a crossbow and you have proficiency with that weapon, you gain the following two benefits.

You do not provoke an opportunity attack from the target of your attack.

When you use a power associated with this feat, you can use your bow or crossbow instead of a thrown weapon. If you do so, you use Dexterity instead of Strength for attack rolls and damage rolls.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Upending throw | *MP2* 36 |
| 7th | Surprising throw | *MP2* 38 |
| 13th | Quick throw | *MP2* 39 |
| 23rd | Ricochet throw | *MP2* 43 |
| 27th | Skewering shot | *MP2* 44 |

### Harrowing Swarm Stalker [Greater Style]

**Prerequisite:** Rogue, Harrowing Swarm Student feat

**Benefit:** When you are attacking with a bow or a crossbow and you have proficiency with that weapon, you gain the following two benefits.

You do not provoke an opportunity attack from the target of your attack.

You can use a power associated with this feat as a ranged power instead of a melee power and you can attack using a crossbow instead of a light blade.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Setup strike | *PH* 120 |
| 7th | Dismaying slash | *MP* 78 |
| 13th | Unbalancing attack | *PH* 123 |
| 17th | Audacious strike | *MP* 82 |
| 23rd | Felling gash | *MP* 85 |
| 27th | Skirmishing strike | *MP* 87 |

## Hunting Spear Style

**Any spear**

Widespread among elves, eladrin, and people living on the frontier, the Hunting Spear style excels at engaging large, dangerous beasts. It emphasizes throws, rushes and retreats, and quick footwork for avoiding slow, powerful foes.

### Hunting Spear Student [Lesser Style]

**Prerequisite:** Fighter, ranger, or warlord; proficiency with any spear

**Benefit:** You gain a +2 feat bonus to Athletics checks.

When you are attacking with a spear and you have proficiency with that weapon, you also gain the following benefit.

When you hit an enemy with a power associated with this feat, that enemy is slowed until the end of your next turn.

**Associated At-Will Powers:** *opening shove* (warlord *PH*), *fading strike* (ranger *MP2*), *sure strike* (fighter *PH*)

### Hunting Spear Warder [Greater Style]

**Prerequisite:** Fighter, Hunting Spear Student feat

**Benefit:** When you are attacking with a spear and you have proficiency with that weapon, you gain the following two benefits.

You gain a +2 bonus to damage rolls against creatures that are larger than you.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Armor-piercing thrust | *PH* 79 |
| 7th | Reckless strike | *PH* 80 |
| 13th | Talon of the roc | *PH* 82 |
| 17th | Warrior's challenge | *PH* 83 |
| 23rd | Meticulous stab | *MP* 19 |
| 27th | Indomitable battle strike | *PH* 86 |

### Hunting Spear Skirmisher [Greater Style]

**Prerequisite:** Ranger, Hunting Spear Student feat

### Bilwanti Lancer Style

The famous cavalry unit called the Bilwanti Lancers used coordinated spear tactics to clear the passes of the Riddled Peaks, where ogre bandits using hit-and-run tactics had eluded other forces bent on eradicating them. In local slang, it is said than an especially slippery thief "can even escape a Bilwanti Lancer."

*Alternative to Hunting Spear*

**Benefit:** When you are attacking with a spear and you have proficiency with that weapon, you gain the following two benefits.

You gain a +2 bonus to damage rolls against creatures that are larger than you.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Paired predators | *MP* 46 |
| 7th | Harried quarry | *MP* 48 |
| 13th | Knockdown pounce | *MP* 51 |
| 17th | Blade and fang | *MP* 52 |
| 27th | Two-beast strike | *MP2* 45 |

### Hunting Spear Chieftain [Greater Style]

**Prerequisite:** Warlord, Hunting Spear Student feat

**Benefit:** When you are attacking with a spear and you have proficiency with that weapon, you gain the following two benefits.

You gain a +2 bonus to damage rolls against creatures that are larger than you.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Inspiring war cry | *PH* 146 |
| 7th | Surround foe | *PH* 148 |
| 13th | Fury of the sirocco | *PH* 149 |
| 17th | Deadly inspiration | *MP* 112 |
| 23rd | Wounding focus | *MP* 115 |
| 27th | Incite heroism | *PH* 152 |

## Ironstar Style

**Any flail or mace**

The Ironstar style originated with dwarf warriors who wielded flails and maces forged from the impervious ore of fallen stars. Ironstar style adherents attack their enemies' weapons with such force that the foes can't make effective counterattacks.

### Ironstar Student [Lesser Style]

**Prerequisite:** Fighter, ranger, or warlord; proficiency with any flail or mace

**Benefit:** You gain a +2 feat bonus to Athletics checks.

When you are attacking with a flail or a mace and you have proficiency with that weapon, you also gain the following benefit.

When you use a power associated with this feat and hit an enemy granting combat advantage to you, that enemy takes a -2 penalty to attack rolls until the end of your next turn.

**Associated At-Will Powers:** *brash assault* (warlord *MP*), *marauder's rush* (ranger *MP2*), *reaping strike* (fighter *PH*)

### Ironstar Bravo [Greater Style]

**Prerequisite:** Warlord, Ironstar Student feat

**Benefit:** When you are attacking with a flail or a mace and you have proficiency with that weapon, you gain the following two benefits.

Any enemy you score a critical hit against grants combat advantage until the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Warlord's strike | *PH* 147 |
| 7th | Provoke overextension | *MP* 107 |
| 13th | Pincer maneuver | *MP* 110 |
| 23rd | Daring display | *MP* 114 |

### Ironstar Crusher [Greater Style]

**Prerequisite:** Fighter, Ironstar Student feat

**Benefit:** When you are attacking with a flail or a mace and you have proficiency with that weapon, you gain the following two benefits.

Any enemy you score a critical hit against is pushed 1 square.

You can use a power associated with this feat in place of a melee basic attack when making an attack as a result of your Combat Challenge class feature.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Crushing blow | *PH* 79 |
| 7th | Reckless strike | *PH* 80 |
| 13th | Appalling crunch | *MP* 14 |
| 17th | Boggling smash | *MP* 17 |
| 23rd | Cage of chains | *PH* 84 |
| 27th | Adamantine strike | *PH* 85 |

### Ironstar Marauder [Greater Style]

**Prerequisite:** Ranger, Ironstar Student feat

**Benefit:** When you are attacking with a flail or a mace and you have proficiency with that weapon, you gain the following two benefits.

Any enemy you score a critical hit against is pushed 1 square.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Parting strike | *MP2* 35 |
| 7th | Finishing cut | *MP2* 37 |
| 17th | Wolverine claw strike | *MP2* 41 |
| 23rd | Flickering blades | *MP2* 43 |

# Kulkor Battlearm Style

**Any axe, hammer, or mace that has the versatile property**

Hobgoblins are among the fiercest military warriors in the world, and their arms masters are formidable foes indeed. The name associated with this style suggests that it might have originated among the goblin races. The Kulkor Battlearm technique suits a wide variety of hafted weapons. This pragmatic, effective style emphasizes pure striking power and solid teamwork.

## Kulkor Battlearm Student [Lesser Style]

**Prerequisite:** Fighter, ranger, rogue, or warlord; proficiency with any axe, hammer, or mace that has the versatile property

**Benefit:** You gain a +2 feat bonus to Athletics checks.

When you are attacking with an axe, a hammer, or a mace that has the versatile property and you have proficiency with that weapon, you also gain the following benefit.

When you use a power associated with this feat and hit an enemy granting combat advantage to you, you gain a +2 bonus to the damage roll.

**Associated At-Will Powers:** *disheartening strike* (rogue *MP*), *hit and run* (ranger *PH*), *tide of iron* (fighter *PH*), *wolf pack tactics* (warlord *PH*)

## Kulkor Battlearm Captain [Greater Style]

**Prerequisite:** Warlord, Kulkor Battlearm Student feat

**Benefit:** When you are attacking with an axe, a hammer, or a mace that has the versatile property and you have proficiency with that weapon, you gain the following two benefits.

When you hit a creature with a martial encounter power, any ally gains a +2 feat bonus to AC while adjacent to you until the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Warlord's strike | *PH* 147 |
| 7th | Sunder armor | *PH* 148 |
| 13th | Denying smite | *PH* 149 |
| 17th | Battle on | *PH* 150 |
| 23rd | Wounding focus | *MP* 115 |
| 27th | Incite heroism | *PH* 152 |

## Kulkor Battlearm Hunter [Greater Style]

**Prerequisite:** Ranger, Kulkor Battlearm Student feat

**Benefit:** When you are attacking with an axe, a hammer, or a mace that has the versatile property and you have proficiency with that weapon, you gain the following two benefits.

When you hit a creature with a martial encounter power, any ally gains a +2 feat bonus to AC while adjacent to you until the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Thundertusk boar strike* | *PH* 107 |
| 7th | Jackal ploy | *MP* 49 |
| 13th | Armor splinter | *PH* 109 |
| 17th | Cheetah's rake | *PH* 110 |
| 23rd | Death rend | *PH* 112 |

*Only when used as a melee attack

## Kulkor Battlearm Rattler [Greater Style]

**Prerequisite:** Rogue, Kulkor Battlearm Student feat, Ruthless Ruffian class feature

**Benefit:** When you are attacking with an axe, a hammer, or a mace that has the versatile property and you have proficiency with that weapon, you gain the following two benefits.

When you hit a creature with a martial encounter power, any ally gains a +2 feat bonus to AC while adjacent to you until the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Enforced threat* | *MP* 75 |
| 7th | Dismaying slash | *MP* 78 |
| 13th | Daunting attack | *MP* 80 |
| 17th | Stinging squall | *MP* 83 |
| 23rd | Felling gash | *MP* 85 |
| 27th | Stupefying violence* | *MP* 87 |

*Only when used as a melee attack

## Kulkor Battlearm Warrior [Greater Style]

**Prerequisite:** Fighter, Kulkor Battlearm Student feat

**Benefit:** When you are attacking with an axe, a hammer, or a mace that has the versatile property and you have proficiency with that weapon, you gain the following two benefits.

When you hit a creature with a martial encounter power, any ally gains a +2 feat bonus to AC while adjacent to you until the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Crushing blow | *PH* 79 |
| 7th | Stay down | *MP* 12 |
| 13th | Crumpling slam | *MP* 14 |
| 17th | Mountain breaking blow | *PH* 83 |
| 23rd | Skullcrusher | *PH* 85 |

## Leaf Runner Style

**Hand crossbow, repeating crossbow, shortbow, shuriken, or sling**

This combat style emphasizes light ranged weapons, effective use of terrain, and shooting on the run. The Leaf Runner style is favored by elves, halflings, and other folk who prefer to wear down invaders. Practitioners of this style use harassing attacks rather than standing toe-to-toe with foes.

### Leaf Runner Student [Lesser Style]

**Prerequisite:** Ranger, rogue, or warlord; proficiency with hand crossbow, repeating crossbow, shortbow, shuriken, or sling

**Benefit:** You gain a +2 feat bonus to Stealth checks.

If you are attacking with a hand crossbow, a repeating crossbow, a shortbow, a shuriken, or a sling and you have proficiency with that weapon, you also gain the following benefit.

When you hit an enemy with a power associated with this feat, you gain a +1 bonus to speed until the end of your turn.

**Associated At-Will Powers:** *deft strike* (rogue *PH*), *nimble strike* (ranger *PH*), *paint the bull's eye* (warlord *MP2*)

### Leaf Runner Pathfinder [Greater Style]

**Prerequisite:** Warlord, Leaf Runner Student feat

**Benefit:** If you are attacking with a hand crossbow, a repeating crossbow, a shortbow, a shuriken, or a sling and you have proficiency with that weapon, you gain the following two benefits.

Your attacks with powers associated with this feat ignore cover and concealment.

You can use a power associated with this feat as a ranged power instead of a melee power.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Inspiring war cry | *PH* 146 |
| 7th | Surprise attack | *PH* 148 |
| 13th | Withdrawal gambit | *MP* 110 |
| 17th | Battle on | *PH* 150 |
| 23rd | Rabbits and wolves | *PH* 151 |
| 27th | Uplifting assault | *MP* 117 |

ED COX

### Leaf Runner Sneak [Greater Style]

**Prerequisite:** Rogue, Leaf Runner Student feat

**Benefit:** If you are attacking with a hand crossbow, a repeating crossbow, a shortbow, a shuriken, or a sling and you have proficiency with that weapon, you gain the following benefit.

Your attacks with powers associated with this feat ignore cover and concealment and take only a -2 penalty to attack rolls against a target that has total concealment or superior cover.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Shadow steel roll* | *MP2* 61 |
| 7th | Killer's ambush* | *MP2* 62 |
| 13th | Numbing shot | *MP2* 64 |
| 17th | Surprising assault* | *MP2* 67 |
| 23rd | Hammer shot | *PH* 112 |
| 27th | Perfect sniper | *MP2* 71 |

*Only when used as a ranged attack

## Fade-Away Guerrilla Style

The ranger Shalaris foresaw that her lands would inevitably fall to the Empire of Nerath. In addition to establishing training camps that spread her style of combat to resistance fighters, her forces also hid caches of *elven cloaks* to assist the guerrillas' hit-and-run tactics. A few of these caches remain today, guarded by angry ghosts.

*Alternative to Leaf Runner*

### Leaf Runner Sniper [Greater Style]

**Prerequisite:** Ranger, Leaf Runner Student feat

**Benefit:** If you are attacking with a hand crossbow, a repeating crossbow, a shortbow, a shuriken, or a sling and you have proficiency with that weapon, you gain the following benefit.

Your attacks with powers associated with this feat ignore cover and concealment and take only a –2 penalty to attack rolls against a target that has total concealment or superior cover.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Shadow wasp strike* | *PH* 107 |
| 7th | Hunter's shot | *MP* 49 |
| 13th | Knockdown shot | *PH* 109 |
| 17th | Arrow of vengeance | *PH* 110 |
| 23rd | Hobbling shot | *MP* 55 |

*Only when used as a ranged attack

## Longhand Style

**Any two-handed polearm or two-handed spear**

The Longhand style developed among the bodyguards of a noble house of the same name. A vain lady of the house insisted that her bodyguards train for hours each day so that they would fight with identical technique. Out of her demands came the Longhand style, which employs an intimidating flourish of spears or polearms to drive back foes.

### Longhand Student [Lesser Style]

**Prerequisite:** Fighter or warlord; proficiency with any two-handed polearm or two-handed spear

**Benefit:** You gain a +2 feat bonus to Intimidate checks.

If you are attacking with a two-handed polearm or a two-handed spear and you have proficiency with that weapon, you also gain the following benefit.

When you hit an enemy with a power associated with this feat, you can push that enemy 1 square.

**Associated At-Will Powers:** *cleave* (fighter *PH*), *viper's strike* (warlord *PH*)

### Longhand Bravo [Greater Style]

**Prerequisite:** Warlord, Longhand Student feat

**Benefit:** If you are attacking with a two-handed polearm or a two-handed spear and you have proficiency with that weapon, you gain the following two benefits.

When you hit an enemy with an attack power, you gain a +1 feat bonus to AC until the end of your next turn.

When you hit an enemy with a power associated with this feat, you can push that enemy 2 squares.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Hold the line | *PH* 146 |
| 7th | Deadly returns | *MP* 107 |
| 13th | Headstrong bravery | *MP* 110 |
| 17th | Battle on | *PH* 150 |
| 23rd | Great dragon war cry | *PH* 151 |
| 27th | Brutal setup | *MP* 116 |

### Longhand Guardian [Greater Style]

**Prerequisite:** Fighter, Longhand Student feat

**Benefit:** If you are attacking with a two-handed polearm or a two-handed spear and you have proficiency with that weapon, you gain the following two benefits.

When you hit an enemy with an attack power, you gain a +1 feat bonus to AC until the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when making an attack as a result of your Combat Challenge class feature.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Probing attack | *MP* 10 |
| 7th | Griffon's wrath | *PH* 80 |
| 17th | Wild strike | *MP* 17 |
| 23rd | Paralyzing strike | *PH* 85 |
| 27th | Adamantine strike | *PH* 85 |

## Midnight Blade Style

**Any melee light blade**

Made famous by gangs of desperate thieves roaming the streets of Gloomwrought, the Midnight Blade style revolves around maneuverability and quick strikes. A follower of this style is opportunistic, fights in concert with others, and uses quick footwork to slip behind foes. This style has spread throughout the world as practitioners in Gloomwrought have expanded their enterprises to other seedy locations throughout the planes.

### Midnight Blade Student [Lesser Style]

**Prerequisite:** Fighter, ranger, or rogue; proficiency with any melee light blade

**Benefit:** You gain a +2 feat bonus to Acrobatics checks.

When you are attacking with a melee light blade and you have proficiency with that weapon, you also gain the following benefit.

When you attack an enemy with a power associated with this feat, you can target the enemy's Reflex instead of AC.

**Associated At-Will Powers:** *dual strike* (fighter *MP*), *gloaming cut* (rogue *MP2*), *throw and stab* (ranger *MP2*)

### Midnight Blade Brawler [Greater Style]

**Prerequisite:** Fighter, Midnight Blade Student feat

**Benefit:** When you are attacking with a melee light blade and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial encounter or daily power during your turn, you increase the distance you shift by 1 square until the end of your turn.

When you hit an enemy with a power associated with this feat, you gain a +2 bonus to the damage roll.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Advance lunge | *MP* 10 |
| 7th | Sudden surge | *PH* 80 |
| 13th | Storm of blows | *PH* 82 |
| 17th | Driving flurry | *MP* 17 |
| 23rd | Meticulous stab | *MP* 19 |
| 27th | Diamond shield defense | *PH* 86 |

### Midnight Blade Marauder [Greater Style]

**Prerequisite:** Ranger, Midnight Blade Student feat

**Benefit:** When you are attacking with a melee light blade and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial encounter or daily power during your turn, you increase the distance you shift by 1 square until the end of your turn.

You can use Dexterity instead of Strength for attack rolls and damage rolls when using a power associated with this feat.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Ruffling sting | *MP* 46 |
| 7th | Sweeping whirlwind | *PH* 108 |
| 13th | Off-hand diversion | *MP* 51 |
| 17th | Cheetah's rake | *PH* 110 |
| 23rd | Nonchalant collapse | *MP* 55 |
| 27th | Wandering tornado | *PH* 113 |

### Midnight Blade Whisperer [Greater Style]

**Prerequisite:** Rogue, Midnight Blade Student feat

**Benefit:** When you are attacking with a melee light blade and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial encounter or daily power during your turn, you increase the distance you shift by 1 square until the end of your turn.

When you attack with a power associated with this feat, after the attack you can use a free action to shift 2 squares and make a Stealth check to become hidden.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Trickster's blade* | *PH* 120 |
| 7th | Dismaying slash | *MP* 78 |
| 13th | Cunning cyclone | *MP* 80 |
| 17th | Blistering outburst | *MP* 82 |
| 23rd | Blindside* | *MP* 84 |
| 27th | Perfect strike* | *PH* 126 |

***Only when used as a melee attack**

## Moradin's Forge Style

**Any two-handed axe, two-handed hammer, or two-handed pick**

This ancient style traces its roots to dwarf heroes who battled giants during the war between the gods and the primordials. During their enslavement to the giants, the dwarves were forced to use any weapons at their disposal, so they turned their tools into weapons. This style revolves around the use of large picks and hammers.

### Moradin's Forge Student [Lesser Style]

**Prerequisite:** Fighter or warlord; proficiency with any two-handed axe, two-handed hammer, or two-handed pick

**Benefit:** You gain a +2 feat bonus to Intimidate checks.

When you are attacking with a two-handed axe, a two-handed hammer, or a two-handed pick and you have proficiency with that weapon, you also gain the following benefit.

When you hit an enemy with a power associated with this feat, the enemy takes a –1 penalty to saving throws until the end of your next turn.

**Associated At-Will Powers:** *crushing surge* (fighter *MP*), *furious smash* (warlord *PH*)

### Moradin's Forge Champion [Greater Style]

**Prerequisite:** Fighter, Moradin's Forge Student feat

**Benefit:** When you are attacking with a two-handed axe, a two-handed hammer, or a two-handed pick and you have proficiency with that weapon, you gain the following two benefits.

You gain a +2 bonus to all defenses until the end of your next turn against any attack that would immobilize, restrain, or slow you.

You can use a power associated with this feat in place of a melee basic attack when making an attack as a result of your Combat Challenge class feature.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Crushing blow | *PH* 79 |
| 7th | Griffon's wrath | *PH* 80 |
| 13th | Appalling crunch | *MP* 14 |
| 17th | Exacting strike | *PH* 83 |
| 23rd | Harrowing hammer | *MP* 19 |
| 27th | Adamantine strike | *PH* 85 |

### Moradin's Forge Marshal [Greater Style]

**Prerequisite:** Warlord, Moradin's Forge Student feat

**Benefit:** When you are attacking with a two-handed axe, a two-handed hammer, or a two-handed pick and you have proficiency with that weapon, you gain the following two benefits.

You gain a +2 bonus to all defenses until the end of your next turn against any attack that would immobilize, restrain, or slow you.

You can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Steel monsoon | *PH* 147 |
| 7th | Stirring force | *MP* 108 |
| 13th | Ventured gains | *MP* 110 |
| 17th | Hail of steel | *PH* 150 |
| 23rd | Ringing clarity | *MP* 115 |
| 27th | Incite heroism | *PH* 152 |

## Mountain Thunder Style

**Any one-handed hammer, one-handed flail, or one-handed mace**

This style was developed to prevent enemies from invading goliaths' mountain homes. Goliaths found that shattering the limbs of a foe limbs was an effective way to halt its ascent. Mountain Thunder is a reckless style; its masters willingly put themselves in harm's way to land shattering blows.

### Mountain Thunder Student [Lesser Style]

**Prerequisite:** Fighter, ranger, rogue, or warlord; proficiency with any one-handed hammer, one-handed flail, or one-handed mace

**Benefit:** You gain a +2 feat bonus to Endurance checks.

When you are attacking with a one-handed hammer, a one-handed flail, or a one-handed mace and you have proficiency with that weapon, you also gain the following benefit.

When you attack an enemy with a power associated with this feat, you can target the enemy's Fortitude instead of AC.

**Associated At-Will Powers:** *brash assault* (warlord *MP*), *disheartening strike* (rogue *MP*), *marauder's rush* (ranger *MP2*), *threatening rush* (fighter *MP2*)

### Mountain Thunder Avalanche [Greater Style]

**Prerequisite:** Ranger, Mountain Thunder Student feat

**Benefit:** When you are attacking with a one-handed hammer, a one-handed flail, or a one-handed mace and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial power, that enemy takes a -2 penalty to saving throws until the end of your next turn against effects that daze or stun.

When you attack with a power associated with this feat, you can shift 2 squares before the attack as a free action.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Thundertusk boar strike* | *PH* 107 |
| 7th | Twofold flinch | *MP* 49 |
| 13th | Nimble defense | *PH* 109 |
| 17th | Untamed outburst | *MP* 53 |
| 23rd | Avalanche of fury | *MP2* 43 |
| 27th | Death rend | *PH* 112 |

*Only when used as a melee attack

### Mountain Thunder Conqueror [Greater Style]

**Prerequisite:** Warlord, Mountain Thunder Student feat

**Benefit:** When you are attacking with a one-handed hammer, a one-handed flail, or a one-handed mace and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial power, that enemy takes a -2 penalty to saving throws until the end of your next turn against effects that daze or stun.

When you hit an enemy with a power associated with this feat, you knock that enemy prone.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Hold the line | *PH* 146 |
| 7th | Sacrificial lure | *MP* 107 |
| 13th | Ventured gains | *MP* 110 |
| 17th | Thunderous fury | *PH* 150 |
| 23rd | Daring display | *MP* 114 |
| 27th | Warlord's doom | *PH* 152 |

### Mountain Thunder Crasher [Greater Style]

**Prerequisite:** Rogue, Ruthless Ruffian class feature, Mountain Thunder Student feat

**Benefit:** When you are attacking with a one-handed hammer, a one-handed flail, or a one-handed mace and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial power, that enemy takes a -2 penalty to saving throws until the end of your next turn against effects that daze or stun.

When you attack with a power associated with this feat, the power gains the rattling keyword (page 57).

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Setup strike | *PH* 120 |
| 7th | Pinning blade | *MP2* 63 |
| 13th | Fool's opportunity | *PH* 122 |
| 17th | Stab and grab | *PH* 124 |
| 23rd | Knave's gambit | *PH* 125 |
| 27th | Sheathe the blade | *MP2* 71 |

### Mountain Thunder Rampart [Greater Style]

**Prerequisite:** Fighter, Mountain Thunder Student feat

**Benefit:** When you are attacking with a one-handed hammer, a one-handed flail, or a one-handed mace and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial power, that enemy takes a -2 penalty to saving throws until the end of your next turn against effects that daze or stun.

When you attack with a power associated with this feat, the power gains the invigorating keyword (page 7).

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Crushing blow | *PH* 79 |
| 7th | Reckless strike | *PH* 80 |
| 13th | Anvil of doom | *PH* 81 |
| 17th | Exacting strike | *PH* 83 |
| 23rd | Skullcrusher | *PH* 85 |
| 27th | Indomitable battle strike | *PH* 86 |

## Simrion's Flourish Style

The duelist Simrion Marcolicos, known for his compulsive risk-taking and his desire to impress the crowds that came to watch him fight, popularized a warhammer fighting technique characterized by a wide, looping swing. Opponents that moved in on Simrion's apparent vulnerability were caught unaware by his weapon's returning arc, to the delight of the audience. When a fighter thinks something looks too good to be true or carries a hidden danger, he or she might mutter that it is "like Simrion's hammer."

*Alternative to Mountain Thunder*

## Nerathan High Blade Style

**Any heavy blade that has the versatile property**

The knights of Nerath developed a straightforward heavy blade style for pressing forward in the thick of melee. The style employs a high guard with powerful downward strokes and short advances designed to clear space. Though Nerath is no more, the style remains popular.

### Nerathan High Blade Student [Lesser Style]

**Prerequisite:** Fighter, ranger, or warlord; proficiency with any heavy blade that has the versatile property

**Benefit:** You gain a +2 feat bonus to Endurance checks.

When you are attacking with a heavy blade that has the versatile property and you have proficiency with that weapon, you also gain the following benefit.

When you hit an enemy with a power associated with this feat, you gain a +1 bonus to the damage roll for each enemy adjacent to you.

**Associated At-Will Powers:** *hit and run* (ranger *PH*), *threatening rush* (fighter *MP2*), *viper's strike* (warlord *PH*)

### Nerathan High Blade Captain [Greater Style]

**Prerequisite:** Warlord, Nerathan High Blade Student feat

**Benefit:** When you are attacking with a heavy blade that has the versatile property and you have proficiency with that weapon, you gain the following two benefits.

Enemies adjacent to you don't gain the +2 bonus to attack rolls against you for having combat advantage.

You can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Inspiring war cry | *PH* 146 |
| 7th | Deadly returns | *MP* 107 |
| 13th | Denying smite | *PH* 149 |
| 17th | Battle on | *PH* 150 |
| 23rd | Quickening force | *MP* 115 |
| 27th | Incite heroism | *PH* 152 |

### Nerathan High Blade Duelist [Greater Style]

**Prerequisite:** Ranger, Nerathan High Blade Student feat

**Benefit:** When you are attacking with a heavy blade that has the versatile property and you have

proficiency with that weapon, you gain the following two benefits.

Enemies adjacent to you don't gain the +2 bonus to attack rolls against you for having combat advantage.

You can use Dexterity instead of Strength for attack rolls and damage rolls when using a power associated with this feat.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Ruffling sting | *MP* 46 |
| 7th | Claws of the griffon | *PH* 108 |
| 13th | Off-hand diversion | *MP* 51 |
| 17th | Cheetah's rake | *PH* 110 |
| 23rd | Avalanche of fury | *MP2* 43 |
| 27th | Death rend | *PH* 112 |

### Nerathan High Blade Soldier [Greater Style]

**Prerequisite:** Fighter, Nerathan High Blade Student feat

**Benefit:** When you are attacking with a heavy blade that has the versatile property and you have proficiency with that weapon, you gain the following two benefits.

Enemies adjacent to you don't gain the +2 bonus to attack rolls against you for having combat advantage.

You can use a power associated with this feat in place of a melee basic attack when making an attack as a result of your Combat Challenge class feature.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Dance of steel | *PH* 79 |
| 7th | Iron bulwark | *PH* 80 |
| 13th | Stranglehold | *MP2* 15 |
| 17th | Shifting blade | *MP2* 17 |
| 23rd | Fangs of steel | *PH* 84 |
| 27th | Blood rush | *MP* 22 |

### Infernal Regiment Style

This style was first codified by the resourceful commanders charged with developing military instruction manuals for the phalanxes of legion devils serving Bael Turath. None of the manuals have ever been found, but one phrase, "Time to throw down your shield," has survived and is still used by tieflings. They speak it at the moment when a defensive line breaks and they must fight on the offensive to prevail.

*Alternative to Nerathan High Blade*

## Ninth Legion Style

**Any one-handed pick or one-handed spear**

A century ago, the Ninth Legion commanded fear and respect from warriors across the lands. The dragonborn soldiers in this force were never defeated. They owed their success to their fighting style, which used spears and picks along with heavy shields. The weapons allowed for quick strikes, while the shields protected the wearer and nearby allies.

### Ninth Legion Student [Lesser Style]

**Prerequisite:** Fighter or warlord; proficiency with any one-handed pick or one-handed spear

**Benefit:** You gain a +2 feat bonus to Insight checks.

When you are attacking with a one-handed pick or a one-handed spear and you have proficiency with that weapon, you also gain the following benefit.

If you are using a shield, you can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

**Associated At-Will Powers:** *crushing surge* (fighter *MP*), *direct the strike* (warlord *MP2*)

### Ninth Legion Shield [Greater Style]

**Prerequisite:** Fighter, Ninth Legion Student feat

**Benefit:** When you are attacking with a one-handed pick or a one-handed spear and you have proficiency with that weapon, you gain the following two benefits.

Allies adjacent to you gain a +2 feat bonus to AC and Reflex against attacks from enemies adjacent to you.

You can use a power associated with this feat in place of a melee basic attack when making an attack as a result of your Combat Challenge class feature.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Probing attack | *MP* 10 |
| 7th | Bludgeoning vise | *MP2* 12 |
| 13th | Talon of the roc | *PH* 82 |
| 17th | Shifting blade | *MP2* 17 |
| 23rd | Meticulous stab | *MP* 19 |
| 27th | Blood rush | *MP* 22 |

### Veda's Honor Style

Veda arose from within an elite band of bodyguards and developed a style of fighting that those guards used to great effect. Its emphasis on opportunity attacks was inspired by the way she used her small and harmless appearance to inspire foes to relax their guard. Her legend tells of the times she defended her charge's life at the risk of her own.

*Alternative to Ninth Legion*

### Ninth Legion Commander [Greater Style]

**Prerequisite:** Warlord, Ninth Legion Student feat

**Benefit:** When you are attacking with a one-handed pick or a one-handed spear and you have proficiency with that weapon, you gain the following two benefits.

Allies adjacent to you gain a +2 feat bonus to AC and Reflex against attacks from enemies adjacent to you.

You can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Warlord's strike | *PH* 147 |
| 7th | Sacrificial lure | *MP* 107 |
| 13th | Bolstering blow | *PH* 149 |
| 17th | Girding strike | *MP* 112 |
| 23rd | Blood begets blood | *MP* 114 |
| 27th | Warlord's doom | *PH* 152 |

## Ogremight Style

**Any two-handed hammer or two-handed mace**

The Ogremight style is simple and effective. Its adherents overwhelm foes with a rain of mighty blows, beating down guards and smashing shields. Strength and physical intimidation make up for any lack of precision or defense. Half-orcs and goliaths favor this style.

### Ogremight Student [Lesser Style]

**Prerequisite:** Fighter or warlord; proficiency with any two-handed hammer or two-handed mace

**Benefit:** You gain a +2 feat bonus to Intimidate checks.

When you are attacking with a two-handed hammer or a two-handed mace and you have proficiency with that weapon, you also gain the following benefit.

When you hit an enemy with a power associated with this feat, that enemy takes a –1 penalty to all defenses until the end of your next turn.

**Associated At-Will Powers:** *brash assault* (warlord *MP*), *brash strike* (fighter *MP*)

### Ogremight Bruiser [Greater Style]

**Prerequisite:** Fighter, Ogremight Student feat

**Benefit:** When you are attacking with a two-handed hammer or a two-handed mace and you have proficiency with that weapon, you gain the following two benefits.

Whenever you charge, you can score a critical hit on a roll of 19–20.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Crushing blow | *PH* 79 |
| 7th | Reckless strike | *PH* 80 |
| 13th | Anvil of doom | *PH* 81 |
| 17th | Mountain breaking blow | *PH* 83 |
| 23rd | Harrowing hammer | *MP* 19 |
| 27th | Indomitable battle strike | *PH* 86 |

### Ogremight Ravager [Greater Style]

**Prerequisite:** Warlord, Ogremight Student feat

**Benefit:** When you are attacking with a two-handed hammer or a two-handed mace and you have

CHRIS SEAMAN

proficiency with that weapon, you gain the following two benefits.

Whenever you charge, you can score a critical hit on a roll of 19-20.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Warlord's strike | *PH* 147 |
| 7th | Sacrificial lure | *MP* 107 |
| 13th | Headstrong bravery | *MP* 110 |
| 17th | Thunderous fury | *PH* 150 |
| 23rd | Blood begets blood | *MP* 114 |

## Partisan Polearm Style

**Any nonspear polearm**

Mercenaries trained by the Partisan School are coveted throughout the world. Founded on the principles of loyalty, excellence, and discipline, their record is faultless. Warriors who study the school's fighting style master polearms, such as the glaive or the halberd. These students learn that a weapon's haft and blunt parts are as potent as its blade. A warrior trained in the Partisan Polearm style can use a weapon to shove enemies away and knock them to the ground.

### Partisan Polearm Student [Lesser Style]

**Prerequisite:** Fighter or warlord; proficiency with any nonspear polearm

**Benefit:** You gain a +2 feat bonus to History checks.

When you are attacking with a nonspear polearm and you have proficiency with that weapon, you also gain the following benefit.

Whenever you score a critical hit against an enemy with a power associated with this feat, you knock that enemy prone.

**Associated At-Will Powers:** *sure strike* (fighter *PH*), *viper's strike* (warlord *PH*)

### Partisan Polearm Infantry [Greater Style]

**Prerequisite:** Fighter, Partisan Polearm Student feat

**Benefit:** When you are attacking with a nonspear polearm and you have proficiency with that weapon, you gain the following two benefits.

You gain combat advantage until the end of your next turn against any enemy you push.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Dance of steel | *PH* 79 |
| 7th | Stay down | *MP* 12 |
| 13th | Silverstep | *PH* 81 |
| 17th | Harrying assault | *PH* 83 |
| 23rd | Paralyzing strike | *PH* 85 |
| 27th | Desperate strike | *MP* 22 |

### Partisan Polearm Captain [Greater Style]

**Prerequisite:** Warlord, Partisan Polearm Student feat

**Benefit:** When you are attacking with a nonspear polearm and you have proficiency with that weapon, you gain the following two benefits.

You gain combat advantage until the end of your next turn against any enemy you push.

When you hit an enemy with a power associated with this feat, you can push the enemy 2 squares.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Hold the line | *PH* 146 |
| 7th | Stirring force | *MP* 108 |
| 13th | Signal the charge | *MP2* 90 |
| 17th | Into the breach! | *MP* 113 |
| 23rd | Great dragon war cry | *PH* 151 |
| 27th | Resourceful triumph | *MP2* 95 |

## Reaving Axe Style

**Any one-handed axe**

Not all fighting styles are elegant. Many are crude and vicious, favoring swift kills over elegance. The Reaving Axe style is such a technique. Invented by seafarers who raided towns and cities along the coastline, the style is distinguished by its grip. A practitioner of the reaving axe style chokes up on the haft for close-quarters fighting. Masters of the style hurl axes and deliver swift cuts to the legs to immobilize foes. Warriors trained in this style also employ shields to help deflect attacks from cornered victims.

### Reaving Axe Student [Lesser Style]

**Prerequisite:** Fighter, ranger or warlord; proficiency with any one-handed axe

**Benefit:** You gain a +2 feat bonus to Athletics checks.

### House of Fallax Style

Warriors from the coastal city-state of Fallax have their own story of the origin of the Partisan Polearm style. The city-state's long-ago ruler was obsessed with the varieties of polearms, and she tasked her generals with developing new forms of combat using those weapons. The Partisan School, which teaches the style, has a shield emblazoned with the three blue diamonds of Fallax's heraldry as its symbol.

*Alternative to Partisan Polearm*

When you are attacking with a one-handed axe and you have proficiency with that weapon, you also gain the following benefit.

When you hit an unbloodied enemy with a power associated with this feat, it takes damage equal to your Constitution modifier if it moves more than 2 squares before the end of its next turn.

**Associated At-Will Powers:** *brash assault* (warlord *MP*), *marauder's rush* (ranger *MP2*), *reaping strike* (fighter *PH*)

### Reaving Axe Brute [Greater Style]

**Prerequisite:** Fighter, Reaving Axe Student feat

**Benefit:** When you are attacking with a one-handed axe and you have proficiency with that weapon, you gain the following two benefits.

Whenever you score a critical hit against an enemy, you also knock that enemy prone, and the first time it stands up before the end of your next turn, it provokes an opportunity attack.

You can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Blinding smash | *MP* 10 |
| 7th | Griffon's wrath | *PH* 80 |
| 13th | Appalling crunch | *MP* 14 |
| 17th | Warrior's challenge | *PH* 83 |
| 23rd | Hack 'n' slash | *PH* 84 |
| 27th | Blood rush | *MP* 22 |

### Reaving Axe Slayer [Greater Style]

**Prerequisite:** Ranger, Reaving Axe Student feat

**Benefit:** When you are attacking with a one-handed axe and you have proficiency with that weapon, you gain the following two benefits.

Whenever you score a critical hit against an enemy, you also knock that enemy prone, and the first time it stands up before the end of your next turn, it provokes an opportunity attack.

You can use Strength instead of Dexterity for attack rolls and damage rolls when using a power associated with this feat.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Thwarting shot | *MP* 47 |
| 7th | Hawk's talon* | *PH* 108 |
| 13th | Bloodlust strike* | *MP* 50 |
| 17th | Arrow of vengeance | *PH* 110 |
| 23rd | Hobbling shot | *MP* 55 |
| 27th | Lightning shot | *PH* 113 |

*Only when used as a ranged attack

### Reaving Axe Tyrant [Greater Style]

**Prerequisite:** Warlord, Reaving Axe Student feat

**Benefit:** When you are attacking with a one-handed axe and you have proficiency with that weapon, you gain the following two benefits.

Whenever you score a critical hit against an enemy, you also knock that enemy prone, and the first time it stands up before the end of your next turn, it provokes an opportunity attack.

You can use a power associated with this feat as a ranged power instead of a melee power.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Steel monsoon | *PH* 147 |
| 7th | War of attrition | *MP* 108 |
| 13th | Beat them into the ground | *PH* 149 |
| 17th | Deadly inspiration | *MP* 112 |
| 23rd | Shutdown smite | *MP* 115 |

## Red Cloak Style

**Longsword, rapier, or short sword**

Named for the crimson garments worn by the duelists who first mastered this style, the Red Cloak style originated within a guild of assassins in Nerath. Central to the style is the riposte, in which a warrior knocks aside an incoming attack and delivers a punishing counterstrike before the foe can offer any defense. This method requires speed, so those trained in the style use light, fast weapons, such as rapiers, longswords, and short swords.

### Red Cloak Student [Lesser Style]

**Prerequisite:** Fighter or rogue; proficiency with longsword, rapier, or short sword

**Benefit:** You gain a +2 feat bonus to Acrobatics checks.

**Benefit:** When you are attacking with a longsword, a rapier, or a short sword and you have proficiency with that weapon, you also gain the following benefit.

When you use a power associated with this feat to attack an enemy granting combat advantage to you, you gain a +1 bonus to AC and Reflex until the start of your next turn.

**Associated At-Will Powers:** *footwork lure* (fighter *MP*), *riposte strike* (rogue *PH*)

### Deflecting Hand Style

This approach to fencing evolved in occupied territories where Nerath suppressed both the private ownership of weapons and the pursuit of blood feuds. When the empire fell, these factors contributed to a culture of duels that drew on the techniques of unarmed fighting developed during the oppression.

*Alternative to Red Cloak*

### Red Cloak Rake [Greater Style]

**Prerequisite:** Rogue, Red Cloak Student feat

**Benefit:** When you are attacking with a longsword, a rapier, or a short sword and you have proficiency with that weapon, you gain the following two benefits.

When you score a critical hit against an enemy, that enemy grants combat advantage to you until the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Flamboyant strike | *MP* 75 |
| 7th | Rogue's luck* | *PH* 121 |
| 13th | Fool's opportunity | *PH* 122 |
| 17th | Hounding strike* | *PH* 124 |
| 23rd | Tendon tear | *MP2* 69 |
| 27th | Skirmishing strike | *MP* 87 |

*Only when used as a melee attack

### Red Cloak Tough [Greater Style]

**Prerequisite:** Fighter, Red Cloak Student feat

**Benefit:** When you are attacking with a longsword, a rapier, or a short sword and you have proficiency with that weapon, you gain the following two benefits.

When you score a critical hit against an enemy, you mark each enemy adjacent to that enemy. The mark lasts until the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Armor-piercing thrust | *PH* 79 |
| 7th | Reckless strike | *PH* 80 |
| 13th | Storm of blows | *PH* 82 |
| 17th | Exacting strike | *PH* 83 |
| 27th | Indomitable battle strike | *PH* 86 |

## Rending Chains Style

**Any flail**

Masters of the Rending Chains fighting style first appeared in Zoronor, a sinister city on the borders of the warlike plane of Chernoggar. The bladeling warriors there have acquired a reputation for cruelty, because they kill their foes in excruciating ways. Gladiators and pit fighters in dismal, violent cities throughout the Astral Sea and the mortal world have since copied this style. Favoring spiked chains and flails, a Rending Chains practitioner wraps his or her weapon around an enemy and then pulls the chain free to send the enemy reeling.

### Rending Chains Student [Lesser Style]

**Prerequisite:** Fighter, ranger, or warlord; proficiency with any flail

**Benefit:** You gain a +2 feat bonus to Intimidate checks.

When you are attacking with a flail and you have proficiency with that weapon, you also gain the following benefit.

Whenever you hit an enemy with a power associated with this feat, you slide that enemy 1 square to a square adjacent to you.

**Associated At-Will Powers:** *hit and run* (ranger *PH*), *reaping strike* (fighter *PH*), *viper's strike* (warlord *PH*)

### Rending Chains Grappler [Greater Style]

**Prerequisite:** Fighter, Rending Chains Student feat

**Benefit:** When you are attacking with a flail and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial power, it takes damage equal to your Dexterity modifier if it shifts before the end of your next turn.

When you hit an enemy with a power associated with this feat, that enemy is slowed until the end of your next turn.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Precise strike | *PH* 79 |
| 7th | Reckless strike | *PH* 80 |
| 13th | Chains of sorrow | *PH* 81 |
| 17th | Mountain breaking blow | *PH* 83 |
| 27th | Blood rush | *MP* 22 |

### Rending Chains Flayer [Greater Style]

**Prerequisite:** Ranger, Rending Chains Student feat

**Benefit:** When you are attacking with a flail and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial power, it takes damage equal to your Wisdom modifier if it shifts before the end of your next turn.

You can use Dexterity instead of Strength for attack rolls and damage rolls when using a power associated with this feat.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Leonine surge | *MP* 46 |
| 7th | Claws of the griffon | *PH* 108 |
| 13th | Armor splinter | *PH* 109 |
| 17th | Untamed outburst | *MP* 53 |
| 23rd | Nonchalant collapse | *MP* 55 |
| 27th | Death rend | *PH* 112 |

RALPH BEISNER

### Rending Chains Warmaster [Greater Style]

**Prerequisite:** Warlord, Rending Chains Student feat

**Benefit:** When you are attacking with a flail and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial power, it takes damage equal to your Wisdom modifier if it shifts before the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Inspiring war cry | *PH* 146 |
| 7th | Deadly returns | *MP* 107 |
| 13th | Bolstering blow | *PH* 149 |
| 17th | Into the breach! | *MP* 113 |
| 23rd | Wounding focus | *MP* 115 |
| 27th | Warlord's doom | *PH* 152 |

## Silent Shot Style

**Shortbow or any crossbow**

Although the best archers scoff at crossbows and shortbows, the Silent Shot style demonstrates that these weapons can be potent in the right hands. Focusing on speed and accuracy, masters of this fighting style snap off quick shots and then speed away before foes can find the source of the attack. The style depends on positioning and subtlety, so it appeals to those who have a talent for stealth.

### Silent Shot Student [Lesser Style]

**Prerequisite:** Ranger or rogue; proficiency with shortbow or any crossbow

**Benefit:** You gain a +2 feat bonus to Stealth checks.

When you are attacking with a shortbow or a crossbow and you have proficiency with that weapon, you also gain the following benefit.

Whenever you use a power associated with this feat and hit a creature you are hidden from, you deal extra damage equal to your Intelligence modifier.

### Passageway Ghost Style

The halfling servants in Merrendral's Hall were forced to hide their comings and goings from their elf rulers. Their lowly status proved to be their salvation when the hall was captured. Accustomed to stealth, the halflings raided the armory and hid loaded crossbows behind the castle's secret doors. By attacking the invaders from these cavities, they were able to eventually drive away the interlopers. The halflings' unseen style of attack established the legend of a haunted hall, which kept them safe for generations.

*Alternative to Silent Shot*

**Associated At-Will Powers:** *careful attack* (ranger *PH*), *gloaming cut* (rogue *MP2*)

### Silent Shot Hunter [Greater Style]

**Prerequisite:** Ranger, Silent Shot Student feat

**Benefit:** When you are attacking with a shortbow or a crossbow and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial power, that enemy takes a –2 penalty to Perception checks until the end of your next turn.

When you attack with a power associated with this feat, you can shift 2 squares before the attack as a free action.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Shadow wasp strike* | *PH* 107 |
| 7th | Hunter's shot | *MP* 49 |
| 13th | Knockdown shot | *PH* 109 |
| 17th | Blow-through assault* | *MP* 53 |
| 23rd | Hammer shot | *PH* 112 |
| 27th | Lightning shot | *PH* 113 |

*Only when used as a ranged attack

### Silent Shot Phantom [Greater Style]

**Prerequisite:** Rogue, Silent Shot Student feat

**Benefit:** When you are attacking with a shortbow or a crossbow and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial power, that enemy takes a –2 penalty to Perception checks until the end of your next turn.

When you attack with a power associated with this feat, you can use a free action before the attack to shift 2 squares and make a Stealth check to become hidden.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Trickster's blade* | *PH* 120 |
| 7th | Rogue's luck* | *PH* 121 |
| 13th | Powerful shot | *MP* 80 |
| 17th | Guerrilla blitz* | *MP* 82 |
| 23rd | Blindside* | *MP* 84 |
| 27th | Perfect strike* | *PH* 126 |

*Only when used as a ranged attack

## Steel Vanguard Style

**Any two-handed heavy blade**

An elite mercenary company, the Steel Vanguard sells its services to anyone who can pay. The fighting style from which the mercenaries take their name is far older than the company, but Steel Vanguard warriors are its most renowned masters. Using long-bladed weapons, a warrior trained in this style can hew several enemies at once, sweeping the great blade around to lop off limbs and heads.

### Steel Vanguard Student [Lesser Style]

**Prerequisite:** Fighter or warlord; proficiency with any two-handed heavy blade

**Benefit:** You gain a +2 feat bonus to Athletics checks.

When you are attacking with a two-handed heavy blade and you have proficiency with that weapon, you also gain the following benefit.

When attacking with a power associated with this feat, you can score a critical hit on a roll of 19–20.

**Associated At-Will Powers:** *cleave* (fighter *PH*), *viper's strike* (warlord *PH*)

### Steel Vanguard Soldier [Greater Style]

**Prerequisite:** Fighter, Steel Vanguard Student feat

**Benefit:** When you are attacking with a two-handed heavy blade and you have proficiency with that weapon, you gain the following benefit.

When attacking with a power associated with this feat, you can score a critical hit on a roll of 19–20.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Parry and riposte | *MP* 10 |
| 7th | Iron bulwark | *PH* 80 |
| 13th | Storm of blows | *PH* 82 |
| 17th | Skirmisher pounce | *MP* 17 |
| 23rd | Turnabout riposte | *MP* 20 |
| 27th | Coward's reward | *MP* 22 |

### Steel Vanguard Captain [Greater Style]

**Prerequisite:** Warlord, Steel Vanguard Student feat

**Benefit:** When you are attacking with a two-handed heavy blade and you have proficiency with that weapon, you gain the following benefit.

When attacking with a power associated with this feat, you can score a critical hit on a roll of 19–20.

| Level | Associated Encounter Power | Source |
|---|---|---|
| 3rd | Hold the line | *PH* 146 |
| 7th | Phalanx assault | *MP* 107 |
| 13th | Grim mark | *MP* 110 |
| 17th | Deadly inspiration | *MP* 112 |
| 23rd | Rabbits and wolves | *PH* 151 |
| 27th | Eye of the storm | *MP* 116 |

# NEW FEATS

Feats provide you with hundreds of options for customizing your character, allowing you to build almost any martial hero you can imagine.

You must meet a feat's prerequisites, if any, to select the feat. If you ever lose a prerequisite for a feat (for example, you use the retraining rules to replace training in a required skill with training in a different skill), you can't use that feat until you meet the prerequisites again. A feat that has a class as a prerequisite is available either to characters of that class or to characters who have chosen a multiclass feat associated with that class.

## Heroic Tier Feats

Feats in this section are available to characters of any level who meet the prerequisites.

### Action Rush

**Prerequisite:** Human, ranger or rogue

**Benefit:** When you spend an action point to take an extra action, you can shift 2 squares as a free action before or after the extra action.

### Agile Running Attack

**Prerequisite:** Ranger, Running Attack class feature

**Benefit:** When you move as part of using a ranger attack power, you ignore difficult terrain.

### Agile Stand

**Prerequisite:** Ranger or rogue

**Benefit:** Whenever you use a move action to stand up, you can also shift 1 square.

### Ambush Tactics

**Prerequisite:** Any martial class

**Benefit:** The first enemy you damage during the first round of an encounter takes 1d6 extra damage if it has not yet acted.

### Archer Captain

**Prerequisite:** Warlord, Archer Warlord class feature

**Benefit:** You and any ally within 5 squares of you ignore the penalty for attacking at long range.

### Armored Endurance Training

**Prerequisite:** Any martial class

**Benefit:** You don't take an armor check penalty to your Strength- or Constitution-based skill checks.

### Armored Swiftness Training

**Prerequisite:** Any martial class

**Benefit:** You don't take an armor check penalty to your Dexterity-based skill checks.

### Armored Warlord

**Prerequisite:** Warlord, Battlefront Leader class feature

**Benefit:** You gain proficiency with scale armor, and you increase your number of healing surges by one.

### Barreling Charge

**Prerequisite:** Any martial class

**Benefit**: When you charge with a reach weapon, you can end your charge in the nearest square adjacent to the target of the charge.

### Blood Quarry

**Prerequisite:** Tiefling, ranger, Hunter's Quarry class feature

**Benefit:** The bonus to attack rolls from your Bloodhunt racial trait increases to +2 against a creature designated as your quarry.

### Brawler Guard

**Prerequisite:** Fighter, Brawler Style class feature

**Benefit:** You gain a +1 shield bonus to AC and Reflex while you wield a weapon in one hand and your other hand is free.

### Brutal Brawler

**Prerequisite:** Fighter, Brawler Style class feature

**Benefit:** The damage die of your unarmed attacks increases to 1d6. Your damage die for spiked gauntlets (*Adventurer's Vault*, page 9) increases to 1d8.

### NONCOMBAT FEATS

When selecting feats, it's tempting to focus your choices solely on options that enhance or improve your combat capabilities. Battle is a large part of the Dungeons & Dragons game, but it's not the only part. In addition to delving into dungeons, you might find yourself drawn into mysteries, negotiations, exploration, and more—challenges in which combat either is not an option or is not the best one. Remember, over thirty levels, you'll pick up at least eighteen feats (more depending on race and class), so investing a feat or two in unconventional areas can go a long way toward making a more interesting and well-rounded character. Skill Training lets you contribute to more types of checks in skill challenges, and Skill Focus makes you the authority in a specific area. Linguist broadens your options to interact with monsters, and perhaps enables you to circumvent unnecessary combat. Ritual Caster alows you to contribute to the party's needs beyond firing arrows and swinging swords.

**HEROIC TIER FEATS**

| Any Martial Class | Other Prerequisites | Benefit |
|---|---|---|
| Ambush Tactics | — | 1d6 extra damage against enemy that has not yet acted |
| Armored Endurance Training | — | No armor penalty to Strength and Constitution skills |
| Armored Swiftness Training | — | No armor penalty to Dexterity skills |
| Barreling Charge | — | Charge to adjacent square with reach weapon |
| Crushing Mace | — | +2 damage with basic attacks using mace |
| Dragonborn Channeling | Dragonborn | Expend *dragon breath* for extra damage on a hit |
| Draw First Blood | — | Undamaged enemy takes extra damage |
| Formation Fighting | — | Bonus to opportunity attacks when allies near an enemy |
| Gnome Weapon Training | Gnome | Proficiency and damage bonus with hammers and picks |
| Infernal Might | Tiefling | Extra damage with *infernal wrath* |
| Martial Adaptation | — | Swap daily power after extended rest |
| Martial Dilettante | Half-elf | Use Dilettante power twice per encounter |
| Martial Flexibility | — | Swap martial utility power after extended rest |
| Martial Ploy | — | Ally rolls twice on attack if you use aid another |
| Martial Readiness | — | Swap martial at-will attack power after extended rest |
| Martial Versatility | — | Swap martial encounter attack power after extended rest |
| Nimble Dodge | Halfling | *Second chance* gives -5 penalty and enemy can't crit |
| Overrun Critical | — | Critical hit on charge pushes enemy and knocks it prone |
| Practiced Prodigy | Practiced Study | Learn two martial practices, add more as you gain levels |
| Practiced Study | — | Learn and use martial practices |
| Precision Throw | — | Use Dexterity for ranged basic attacks with thrown weapons |
| Redoubled Efforts | — | Gain +2 attack instead of bonus to defenses after second wind |
| Resilience of Stone | Dwarf | Use second wind as immediate interrupt when damaged |
| Rumbling Earthshock | Genasi, *earthshock* | Deal extra damage with *earthshock* |

### Changeling's Mark

**Prerequisite:** Changeling, fighter

**Benefit:** You can expend your *changeling trick* racial power to mark each enemy adjacent to you until the end of your next turn. This effect replaces the power's normal effect.

### Constricting Serpent

**Prerequisite:** Ranger, Beast Mastery class feature (serpent)

**Benefit:** Your beast companion gains a +2 bonus to saving throws.

While your beast companion acts independently, it need not move adjacent to you but must remain within 10 squares of you.

In addition, if it hits a creature with a melee basic attack, that creature is also immobilized until the end of the creature's next turn.

## Beast Companion Feats

The heroic tier feats in this book that have the Beast Mastery class feature as a prerequisite allow your beast companion to contribute to the fight when you have been knocked unconscious or your beast companion becomes involved in a fight that you can't join. Although your beast companion can't provide the kind of support you would in combat, your party members will appreciate the extra help.

### Crushing Mace

**Prerequisite:** Any martial class

**Benefit:** You gain a +2 bonus to damage rolls with melee basic attacks that use a mace.

### Darkfire Strike

**Prerequisite:** Drow, fighter

**Benefit:** When you hit a creature marked by you with a melee attack, you can use your *darkfire* against that creature as a free action. Using *darkfire* in this way doesn't provoke opportunity attacks.

### Deadeye Slinger

**Prerequisite:** Rogue

**Benefit:** You treat slings as having a +3 proficiency bonus and the high crit weapon property.

### Defensive Throw

**Prerequisite:** Ranger, Marauder Fighting Style class feature

**Benefit:** Whenever you make a melee attack, your ranged attacks with thrown weapons don't provoke opportunity attacks until the start of your next turn.

### Directing Inspiration

**Prerequisite:** Warlord, *inspiring word* power

**Benefit:** When you use *inspiring word*, the target gains either a +1 bonus to attack rolls with ranged or area attacks or a +1 bonus to all defenses against ranged or area attacks. The bonus lasts until the end of your next turn.

**HEROIC TIER FEATS CONT.**

| Fighter Feat | Other Prerequisites | Benefit |
|---|---|---|
| Brawler Guard | Brawler Style | +1 shield bonus to AC and Reflex when one hand is free |
| Brutal Brawler | Brawler Style | Increase damage of unarmed attack and spiked gauntlet |
| Changeling's Mark | Changeling | Use *changeling trick* to mark adjacent enemies |
| Darkfire Strike | Drow | Use *darkfire* when you hit a marked creature |
| Dragonclaw Mark | Dragonborn | Marked creature takes extra damage from *dragon breath* |
| Eladrin's Challenge | Eladrin | While you use longsword or spear, marked enemies take -3 penalty to attack rolls |
| Elven Sidestep | Elf | Don't provoke when moving away from your marked enemies |
| Goliath Crusher | Goliath | When attacking a marked creature, your mace has high crit |
| Hip Throw | Brawler Style | Knock enemy prone when you crit on a grab or a martial power that grabs |
| Inescapable Hold | Brawler Style | Resist grab escape attempts with Fortitude |
| Longtooth Fury | Longtooth shifter | +4 damage against marked creatures while you're shifting |
| Marked Fury | — | Extra penalty to marked enemy's attack |
| Memory of a Thousand Battles | Deva | Expend *memory of a thousand lifetimes* to reroll attacks with reliable power |
| Razorclaw Mark | Razorclaw shifter | Marked creatures take -3 penalty while you're shifting |
| Telepathic Mark | Kalashtar | On a crit, mark enemies within range of telepathy |
| Trickster's Mark | Gnome | Use *ghost sound* to mark enemy |
| Versatile Talent | Human, Fighter Weapon Talent | Gain Fighter Weapon Talent with both weapon types |
| Warforged Superiority | Warforged, Combat Superiority | Knock creature prone when using Combat Superiority |
| Wrenching Grasp | Brawler Style | Deal Dex modifier damage with failed grab |

### Dragonborn Channeling

**Prerequisite:** Dragonborn, any martial class

**Benefit:** When you hit an enemy with a martial power, you can expend your *dragon breath* racial power to deal extra damage to that enemy. Determine the amount of damage and the type of damage dealt by rolling damage as if you had hit with *dragon breath*.

### Dragonclaw Mark

**Prerequisite:** Dragonborn, fighter

**Benefit:** Your *dragon breath* racial power deals extra damage equal to your Strength modifier to creatures marked by you.

### Draw First Blood

**Prerequisite:** Any martial class

**Benefit:** Your basic attacks against undamaged enemies deal extra damage equal to your Wisdom modifier.

### Eladrin's Challenge

**Prerequisite:** Eladrin, fighter

**Benefit:** When you are wielding a longsword or any spear, enemies marked by you take a -3 penalty to attack rolls for being marked instead of a -2 penalty.

### Elven Sidestep

**Prerequisite:** Elf, fighter

**Benefit:** When you move, the first square of your movement does not provoke opportunity attacks from enemies you have marked.

### Expert Combat Leader

**Prerequisite:** Warlord, Combat Leader class feature

**Benefit:** The bonus to initiative from Combat Leader increases to +3.

### Explosive Leader

**Prerequisite:** Genasi, warlord; *earthshock*, *fire-pulse*, or *promise of storm*

**Benefit:** When you hit an enemy using your *earthshock*, *firepulse*, or *promise of storm* racial power, your allies gain a +2 bonus to attack rolls against that enemy until the end of your next turn.

### Fearless Seeker

**Prerequisite:** Goliath, ranger, Hunter's Quarry class feature

**Benefit:** When your quarry hits you with a melee attack, you can use your *stone's endurance* racial power as an immediate interrupt.

### Feyborn Shroud

**Prerequisite:** Int 13, gnome, warlord, *inspiring word* power

**Benefit:** When you use *inspiring word*, the target gains concealment until the end of your next turn.

### Flank on the Run

**Prerequisite:** Ranger, Running Attack class feature

**HEROIC TIER FEATS CONT.**

| Ranger Feat | Other Prerequisites | Benefit |
|---|---|---|
| Action Rush | Human | Shift 2 squares after spending action point |
| Agile Running Attack | Running Attack | Ignore difficult terrain when moving as part of an attack |
| Agile Stand | — | Shift when standing up |
| Blood Quarry | Tiefling, Hunter's Quarry | +2 attack when using Bloodhunt against quarry |
| Constricting Serpent | Beast Mastery (serpent) | While independent, beast immobilizes creatures |
| Defensive Throw | Marauder Fighting Style | Opportunity attacks provoked by thrown weapons are delayed |
| Fearless Seeker | Goliath, Hunter's Quarry | Use *stone's endurance* when hit by quarry's melee attack |
| Flank on the Run | Running Attack | Don't provoke when moving around enemy and remaining adjacent |
| Furious Charge | Half-orc, Hunter's Quarry | Expend *furious assault* to reroll charge attack |
| Goring Boar | Beast Mastery (boar) | While independent, beast pushes creatures |
| Harrying Raptor | Beast Mastery (raptor) | While independent, beast makes creatures grant combat advantage |
| Hobbling Strike | Hunter's Quarry | Give up 1 die of Hunter's Quarry damage to slow enemy |
| Manticore's Fury | — | Extra damage when mixing melee and ranged attacks |
| Mauling Bear | Beast Mastery (bear) | While independent, beast grabs creatures |
| Pouncing Cat | Beast Mastery (cat) | While independent, beast attacks again after charge hits |
| Savage Wolf | Beast Mastery (wolf) | While independent, beast knocks creatures prone |
| Second Shot | Hunter's Quarry | Designate second-nearest enemy as quarry |
| Shifting Companion | Shifter, Beast Mastery | Beast companion shares effects of shifting |
| Snapping Lizard | Beast Mastery (lizard) | While independent, beast damages creature that moves away |
| Staggering Strike | Hunter's Quarry | Give up die of Hunter's Quarry damage to push enemy |
| Swift Footwork | — | Increase your shifts from encounter and daily powers by 2 |
| Twilight Training | Human | Gain low-light vision |
| Venomous Spider | Beast Mastery (spider) | While independent, beast slows creatures and gives -2 attack |

**Benefit:** Whenever you are adjacent to an enemy and move to another square adjacent to that enemy, you do not provoke an opportunity attack from that enemy for leaving your square.

### Formation Fighting

**Prerequisite:** Any martial class

**Benefit:** Whenever you make an opportunity attack against an enemy, you gain a bonus to the attack roll and the damage roll equal to the number of your allies adjacent to that enemy.

### Furious Charge

**Prerequisite:** Half-orc, ranger, Hunter's Quarry class feature

**Benefit:** When you miss your quarry with a charge attack, you can expend your *furious assault* racial power to reroll the charge's attack roll. If the attack hits, you deal 1[W] extra damage to your quarry.

JULIE DILLON

**HEROIC TIER FEATS CONT.**

| Rogue Feat | Other Prerequisites | Benefit |
|---|---|---|
| Action Rush | Human | Shift 2 squares after spending action point |
| Agile Stand | — | Shift when standing up |
| Deadeye Slinger | — | Gain +3 proficiency bonus with slings and treat as high crit |
| Hidden Pulse | Genasi, *firepulse*, Sneak Attack | Extra damage with *firepulse* if you have combat advantage |
| Improved Cunning Sneak | Cunning Sneak | Move 1 square less to gain benefit of Cunning Sneak feature |
| Lethal Hammer Training | Dwarf | Use hammers with Sneak Attack and rogue powers |
| Menacing Thug | Half-orc | Gain combat advantage on hits with *furious assault* |
| Opportunity Knocks | — | Gain combat advantage after some opportunity attacks |
| Risky Shift | — | Shift 1 extra square and grant combat advantage |
| Startling Distraction | *Ghost sound* | After using *ghost sound*, roll twice on Stealth checks |
| Swift Footwork | — | Increase your shifts from encounter and daily powers by 2 |
| Treetop Sniper | Elf | Use bow with Sneak Attack and rogue exploits |

| Warlord Feat | Other Prerequisites | Benefit |
|---|---|---|
| Archer Captain | Archer Warlord | You and allies ignore long range penalty |
| Armored Warlord | Battlefront Leader | Gain proficiency with scale armor and one extra healing surge |
| Directing Inspiration | *Inspiring word* | Target of *inspiring word* gains +1 attack or defense for ranged and area attacks |
| Expert Combat Leader | Combat Leader | Combat Leader initiative bonus increases to +3 |
| Explosive Leader | Genasi; *earthshock*, *firepulse*, or *promise of storm* | Allies gain +2 to hit enemy hit by your racial power |
| Feyborn Shroud | Int 13, gnome, *inspiring word* | Target of *inspiring word* gains concealment |
| Guide the Shot | — | Ally ignores concealment and cover on attacks you grant |
| Guiding Step | Elf | Allies ignore difficult terrain when you let them shift |
| Improved Insight | Insightful Presence | Insightful Presence can grant greater bonus to single defense |
| Improved Skirmishing | Skirmishing Presence | Ally benefiting from Skirmishing Presence gains +1 to attack |
| Inspirational Attacker | *Inspiring word* | *Inspiring word* heals extra hp if target is adjacent to enemy you hit |
| Inspiring Breath | Dragonborn | Allies gain +5 damage against enemies hit by *dragon breath* |
| Lend Strength | — | Ally gains +2 damage with basic attack you grant |
| Shared Memories | Deva | Use *memory of a thousand lifetimes* on adjacent ally's roll |
| Speed of Sea and Sky | Genasi, *swiftcurrent* or *windwalker* | Elemental manifestation power grants allies speed bonus |
| Warpath Leader | Half-orc, Combat Leader | Allies within 5 squares gain +2 speed when charging |

### Gnome Weapon Training

**Prerequisite:** Gnome, any martial class

**Benefit:** You gain proficiency with simple and military hammers and picks and gain a +2 feat bonus to damage rolls with such weapons. This bonus increases to +3 at 11th level and +4 at 21st level.

### Goliath Crusher

**Prerequisite:** Goliath, fighter

**Benefit:** Whenever you use a mace to attack a creature marked by you, you treat the mace as having the high crit property.

### Goring Boar

**Prerequisite:** Ranger, Beast Mastery class feature (boar)

**Benefit:** Your beast companion gains a +2 bonus to saving throws.

While your beast companion acts independently, it need not move adjacent to you but must remain within 10 squares of you.

In addition, if it hits a creature with a charge attack, that creature is also pushed 2 squares away from the beast.

### Guide the Shot

**Prerequisite:** Warlord

**Benefit:** Whenever you grant an ally a ranged basic attack, that ally's attack ignores cover and concealment (but not superior cover or total concealment).

### Guiding Step

**Prerequisite:** Elf, warlord

**Benefit:** Whenever you use a power that lets your allies shift, they ignore difficult terrain during the shift.

### Harrying Raptor

**Prerequisite:** Ranger, Beast Mastery class feature (raptor)

**Benefit:** Your beast companion gains a +2 bonus to saving throws.

While your beast companion acts independently, it need not move adjacent to you but must remain within 10 squares of you.

In addition, if it hits a creature with a melee basic attack, that creature grants combat advantage until the end of your next turn.

### Hidden Pulse

**Prerequisite:** Genasi, rogue, *firepulse*, Sneak Attack class feature

**Benefit:** If you have combat advantage against the target of your *firepulse* racial power, you can deal your Sneak Attack damage to the target. This use doesn't count toward your use of Sneak Attack for this round.

### Hip Throw

**Prerequisite:** Fighter, Brawler Style class feature

**Benefit:** Whenever you score a critical hit with a grab attack or a martial power that allows you to grab a creature, you also knock that creature prone.

### Hobbling Strike

**Prerequisite:** Ranger, Hunter's Quarry class feature

**Benefit:** Whenever you would deal Hunter's Quarry damage, you can forgo one die of that damage to slow the target until the end of your next turn.

### Improved Cunning Sneak

**Prerequisite:** Rogue, Cunning Sneak class feature

**Benefit:** When you make a Stealth check to become hidden using your Cunning Sneak class feature, you must end a move action at least 2 squares away from your starting position instead of 3.

### Improved Insight

**Prerequisite:** Warlord, Insightful Presence class feature

**Benefit:** When an ally benefits from your Insightful Presence class feature, that ally can forgo the normal bonus to all defenses to instead gain a bonus to a single defense equal to your Charisma or Wisdom modifier until the end of your next turn.

### Improved Skirmishing

**Prerequisite:** Warlord, Skirmishing Presence class feature

**Benefit:** When an ally who can see you spends an action point to attack, that ally gains a +1 bonus to attack rolls for that attack.

### Inescapable Hold

**Prerequisite:** Fighter, Brawler Style class feature

**Benefit:** Whenever an enemy grabbed by you attempts to escape your grab, it must make its escape check against your Fortitude even if it uses Acrobatics.

### Infernal Might

**Prerequisite:** Tiefling, any martial class

**Benefit:** When you use your *infernal wrath* racial power, if your next attack is a martial weapon power, it deals 1[W] extra damage. This extra damage increases to 2[W] at 11th level and 3[W] at 21st level.

### Inspirational Attacker

**Prerequisite:** Warlord, *inspiring word* power

**Benefit:** The target of your *inspiring word* regains additional hit points equal to your Strength modifier if it is adjacent to an enemy you have hit during this turn.

### Inspiring Breath

**Prerequisite:** Dragonborn, warlord

**Benefit:** When you hit an enemy using your *dragon breath* racial power, your allies gain a +5 bonus to damage rolls against that enemy until the end of your next turn.

### Lend Strength

**Prerequisite:** Warlord

**Benefit:** Whenever you grant an ally a basic attack against an enemy that is adjacent to you, the ally gains a +2 bonus to the attack's damage roll.

### Lethal Hammer Training

**Prerequisite:** Dwarf, rogue

**Benefit:** You can use a warhammer or a throwing hammer with Sneak Attack or any rogue power that normally requires a light blade.

### Longtooth Fury

**Prerequisite:** Longtooth shifter, fighter

**Benefit:** While you are under the effect of your *longtooth shifting* racial power, you gain a +4 bonus to damage rolls against creatures marked by you instead of +2.

### Manticore's Fury

**Prerequisite:** Ranger

**Benefit:** When you hit an enemy with a melee attack, you gain a +2 bonus to the damage roll of the next ranged attack you make against that enemy before the end of your next turn. When you hit an enemy with a ranged attack, you gain a +2 bonus to the damage roll of the next melee attack you make against that enemy before the end of your next turn. This bonus increases to +4 at 11th level and +6 at 21st level.

### Marked Fury

**Prerequisite:** Fighter

**Benefit:** If an adjacent enemy that is marked by you makes an attack that doesn't include you as a target, it takes a penalty to the attack roll equal to either –2 or the number of enemies adjacent to you, whichever is worse. This penalty replaces the normal penalty for having a creature marked.

### Martial Adaptation

**Prerequisite:** Any martial class

**Benefit:** When you take this feat, choose one martial daily attack power of your level or lower from your class. After an extended rest, you can swap the chosen power for a martial daily attack power you know of the same level. You can substitute the original power back in after another extended rest.

### Martial Dilettante

**Prerequisite:** Half-elf, any martial class

**Benefit:** If the power you gained from your Dilettante racial trait is a martial power, you can use it twice per encounter.

### Martial Flexibility

**Prerequisite:** Any martial class

**Benefit:** When you take this feat, choose one martial utility power of your level or lower from your class. After an extended rest, you can swap the chosen power for a martial utility power you know of the same level. You can substitute the original power back in after another extended rest.

### Martial Ploy

**Prerequisite:** Any martial class

**Benefit:** When you use aid another on an ally's weapon attack roll, the ally can roll twice and use either result. This effect replaces the normal +2 bonus to the attack roll. An ally can benefit from this feat only once per attack.

### Martial Readiness

**Prerequisite:** Any martial class

**Benefit:** When you take this feat, choose one martial at-will attack power of your level or lower from your class. After an extended rest, you can swap the chosen power for a martial at-will attack power you know of the same level. You can substitute the original power back in after another extended rest.

### Martial Versatility

**Prerequisite:** Any martial class

**Benefit:** When you take this feat, choose one martial encounter attack power of your level or lower from your class. After an extended rest, you can swap the chosen power for a martial encounter attack power you know of the same level. You can substitute the original power back in after another extended rest.

ADAM GILLESPIE

### Mauling Bear

**Prerequisite:** Ranger, Beast Mastery class feature (bear)

**Benefit:** Your beast companion gains a +2 bonus to saving throws.

While your beast companion acts independently, it need not move adjacent to you but must remain within 10 squares of you.

In addition, if it hits a creature with a melee basic attack, it also grabs that creature.

### Memory of a Thousand Battles

**Prerequisite:** Deva, fighter

**Benefit:** When you miss every target with a reliable fighter power, you can expend your *memory of a thousand lifetimes* racial power to reroll every attack roll.

### Menacing Thug
**Prerequisite:** Half-orc, rogue
**Benefit:** Whenever you use your *furious assault* racial power, the enemy you hit grants combat advantage to you until the end of your next turn.

### Nimble Dodge
**Prerequisite:** Halfling, any martial class
**Benefit:** When you make an enemy reroll an attack roll using your *second chance* racial power, the enemy takes a –5 penalty to the second attack roll and can't score a critical hit on that roll.

### Opportunity Knocks
**Prerequisite:** Rogue
**Benefit:** Whenever you hit with an opportunity attack, or when an enemy misses you with an opportunity attack, the enemy you hit or the enemy that missed you grants combat advantage to you until the end of your next turn.

### Overrun Critical
**Prerequisite:** Any martial class
**Benefit:** Whenever you score a critical hit against an enemy with a charge attack, you can push that enemy 1 square and knock it prone.

### Pouncing Cat
**Prerequisite:** Ranger, Beast Mastery class feature (cat)
**Benefit:** Your beast companion gains a +2 bonus to saving throws.
While your beast companion acts independently, it need not move adjacent to you but must remain within 10 squares of you.
In addition, if it hits a creature with a charge attack, it can make an additional melee basic attack against that creature as a free action.

### Practiced Prodigy
**Prerequisite:** Practiced Study feat
**Benefit:** You acquire two martial practices of your level or lower. Increase the number of practices acquired to three at 5th level, four at 11th level, five at 15th level, six at 21st level, and seven at 25th level.

### Practiced Study
**Prerequisite:** Any martial class
**Benefit:** You can master and perform martial practices (page 147). You acquire one martial practice of your level or lower.

### Precision Throw
**Prerequisite:** Any martial class
**Benefit:** Whenever you make a ranged basic attack using a thrown weapon with which you have proficiency, you can use Dexterity instead of Strength for the attack roll and the damage roll.

### Razorclaw Mark
**Prerequisite:** Razorclaw shifter, fighter
**Benefit:** While you are under the effect of your *razorclaw shifting* racial power, any creature marked by you takes a –3 penalty to attack rolls for making an attack that does not include you as a target. This penalty replaces the normal penalty for having a creature marked.

### Redoubled Efforts
**Prerequisite:** Any martial class
**Benefit:** When you use your second wind, you can forgo the bonus to defenses to gain a +2 bonus to attack rolls until the end of your next turn.

### Resilience of Stone
**Prerequisite:** Dwarf, any martial class
**Benefit:** You can use your second wind as an immediate interrupt when you are damaged by an attack.

### Risky Shift
**Prerequisite:** Rogue
**Benefit:** Whenever you shift, you can shift 1 additional square. If you do so, you grant combat advantage until the start of your next turn.

### Rumbling Earthshock
**Prerequisite:** Genasi, any martial class, *earthshock*
**Benefit:** Your *earthshock* racial power deals extra damage equal to your Strength modifier.

### Savage Wolf
**Prerequisite:** Ranger, Beast Mastery class feature (wolf)
**Benefit:** Your beast companion gains a +2 bonus to saving throws.
While your beast companion acts independently, it need not move adjacent to you but must remain within 10 squares of you.
In addition, if it hits a creature with a melee basic attack, it knocks that creature prone.

### Second Shot
**Prerequisite:** Ranger, Hunter's Quarry class feature
**Benefit:** You can designate the second-nearest enemy as your quarry instead of the nearest enemy.

### Shared Memories
**Prerequisite:** Deva, warlord
**Benefit:** Whenever an ally adjacent to you makes an attack roll, a saving throw, or skill check, you can

expend your *memory of a thousand lifetimes* racial power as a free action to add 1d6 to the roll.

### Shifting Companion
**Prerequisite:** Shifter, ranger, Beast Mastery class feature
**Benefit:** Your beast companion also benefits from your *longtooth shifting* racial power or your *razorclaw shifting* racial power.

### Snapping Lizard
**Prerequisite:** Ranger, Beast Mastery class feature (lizard)
**Benefit:** Your beast companion gains a +2 bonus to saving throws.
While your beast companion acts independently, it need not move adjacent to you but must remain within 10 squares of you.
In addition, if it hits a creature with a melee basic attack, that creature takes 5 damage if it moves away from the beast companion before the end of the creature's next turn.

### Speed of Sea and Sky
**Prerequisite:** Genasi, warlord, *swiftcurrent* or *windwalker*
**Benefit:** When you use your *swiftcurrent* or *windwalker* racial power, each ally within 5 squares of you gains a +2 bonus to speed until the end of your next turn.

### Staggering Strike
**Prerequisite:** Ranger, Hunter's Quarry class feature
**Benefit:** Whenever you would deal Hunter's Quarry damage to an enemy, you can forgo one die of that damage to push that enemy 1 square.

### Startling Distraction
**Prerequisite:** Rogue, *ghost sound* power
**Benefit:** When you use *ghost sound* during your turn, you can roll twice on Stealth checks you make before the end of your turn and use the higher result.

### Swift Footwork
**Prerequisite:** Ranger or rogue
**Benefit:** Whenever you use a martial encounter or daily power that allows you to shift, you can shift 2 extra squares.

### Telepathic Mark
**Prerequisite:** Kalashtar, fighter
**Benefit:** Whenever you score a critical hit with a fighter attack power, you can mark each enemy within the range of your telepathy. The mark lasts until the end of your next turn.

### Treetop Sniper
**Prerequisite:** Elf, rogue
**Benefit:** You can use any bow with Sneak Attack or any rogue power that normally requires a crossbow.

### Trickster's Mark
**Prerequisite:** Gnome, fighter
**Benefit:** As a minor action, you can expend the use of *ghost sound* granted by your Master Trickster racial trait to mark one enemy within 10 squares of you until the end of your next turn. This use of *ghost sound* does not provoke opportunity attacks.

### Twilight Training
**Prerequisite:** Human, ranger
**Benefit:** You gain low-light vision.

## Superior Feat Selection

With the variety of feats available to martial characters, it can be hard to decide which feat to select. Retraining helps take the sting out of a feat choice that doesn't pay off in the end, letting you replace a previously selected feat for a different or more useful one as your character develops. However, even with retraining, an unfortunate feat choice lingers for at least one level. To improve your feat choices, keep the following points in mind when making a selection.

**Style:** You might be a fighter, but what kind of fighter are you? Are you the first into battle, smashing through enemies with a craghammer, or are you a defensive fighter, locking down enemies and sheltering allies with your shield? Before picking your feat, keep in mind your character's style. If you're defensive-minded, Power Attack might not be the feat for you, and you might do better with Defensive Resilience from *Martial Power* instead.

**Race:** Your race grants access to feats that reinforce your racial abilities or reflect your race's cultural idiosyncrasies. These feats can help make your character stand out, and might even reveal a style that you previously overlooked. Furthermore, these feats can encourage or reinforce multiclass options, helping you combine classes in exciting and interesting ways.

**Weapon:** Another easy way to help determine your feats is to look at your weapon choice. The combat style feats presented in this book enhance certain powers when used in combination with specific weapons. Other feats are keyed to the use of particular weapons or types of weapons, such as Reaping Blade from *Martial Power*, Brutal Bludgeon in this book, and Spear Push from the *Player's Handbook*.

**PARAGON TIER FEATS**

| Any Martial Class | Other Prerequisites | Benefit |
|---|---|---|
| Avalanche Reaver | Goliath | Push target of charge 1 square, shift into vacated square |
| Deceptive Staff | — | Gain combat advantage after you miss with a staff |
| Deft Blade | — | Basic attack with light blade targets AC or Reflex |
| Dwarven Recovery | Dwarf | +5 to saving throws after second wind |
| Hammer Shock | Trained in Intimidate | Melee basic attack with hammer gains rattling keyword |
| Impaling Spear | — | Melee basic attack with spear targets Reflex |
| Lashing Flail | — | Melee basic attack with flail slides creature |
| Martial Accuracy | Elf | Roll twice when using *elven accuracy* on exploit |
| Piercing Pick | — | Melee basic attack with pick targets AC or Fortitude |
| Punishing Axe | — | Treat rolls of 1 or 2 on critical hit and high crit dice as 3s |
| Rapid Practice | Practiced Study | Perform martial practices in half the time |
| Wicked Blade | — | Basic attack with heavy blade gains high crit property |

| Fighter Feat | Other Prerequisites | Benefit |
|---|---|---|
| Clobbering Brawler | Brawler Style | Daze when unarmed attack crits |
| Crushing Pin | Brawler Style | Deal damage when enemy fails to escape your grab |
| Reliable Persistence | — | +4 to attack same target after reliable exploit misses |
| Striking Resurgence | — | Trade second wind bonuses to make a melee basic attack |
| Tactical Superiority | Combat Superiority | Slow marked enemy hit by opportunity attack |

| Ranger Feat | Other Prerequisites | Benefit |
|---|---|---|
| Bestial Death Strike | Beast Mastery (boar or lizard) | Beast companion gains +1 attack while bloodied, attacks when reduced to 0 hit points |
| Elusive Movement | — | +1 AC and Reflex if you moved at least 3 squares |
| Fearsome Assault | Half-orc | Use *furious assault* on two targets at once |
| Gliding Beast | Beast Mastery (cat or raptor) | Beast companion can shift after it hits |
| Poisonous Beast | Beast Mastery (serpent or spider) | Beast companion deals ongoing 5 poison damage on a hit |
| Rampaging Beast | Beast Mastery (bear or wolf) | Beast companion pushes creature on a hit |
| Retreat Technique | — | No opportunity attack when moving away from enemy you hit |

### Venomous Spider

**Prerequisite:** Ranger, Beast Mastery class feature (spider)

**Benefit:** Your beast companion gains a +2 bonus to saving throws.

While your beast companion acts independently, it need not move adjacent to you but must remain within 10 squares of you.

In addition, if it hits a creature with a melee basic attack, that creature is slowed until the end of its next turn and takes a -2 penalty to its next attack roll before the end of the creature's next turn.

### Versatile Talent

**Prerequisite:** Human, fighter, Fighter Weapon Talent class feature

**Benefit:** You benefit from your Fighter Weapon Talent feature with both one-handed and two-handed weapons.

### Warforged Superiority

**Prerequisite:** Warforged, fighter, Combat Superiority class feature

**Benefit:** Whenever you hit a creature with an opportunity attack granted by Combat Superiority, you also knock that creature prone.

### Warpath Leader

**Prerequisite:** Half-orc, warlord, Combat Leader class feature

**Benefit:** Any ally who starts his or her turn within 5 squares of you gains a +2 feat bonus to his or her speed when charging.

### Wrenching Grasp

**Prerequisite:** Fighter, Brawler Style class feature

**Benefit:** Whenever you miss an enemy with an attack that would allow you to grab it, you deal damage equal to your Dexterity modifier to that enemy.

**PARAGON TIER FEATS CONT.**

| Rogue Feat | Other Prerequisites | Benefit |
|---|---|---|
| Brutal Bludgeon | — | Clubs and maces gain brutal 1 property |
| Combat Opportunist | — | Ally's opportunity attack grants combat advantage to you |
| Disheartening Ambush | Sneak Attack | Forgo one Sneak Attack die to give your attack the rattling keyword |
| Dragon Breath Scoundrel | Dragonborn, Sneak Attack | Sneak Attack creatures hit with *dragon breath* |
| Elusive Movement | — | +1 AC and Reflex if you moved at least 3 squares |
| Expert Sneak | — | Gain combat advantage against enemies with some conditions |
| Sneaky Gnome | Gnome, Sneak Attack | Sneak Attack while invisible does not end invisibility |
| Sneaky Opportunity | — | Deal extra damage with light blade on opportunity attack |
| Unerring Ambush | First Strike | In first round, roll two attack rolls against enemy that has not yet acted |

| Warlord Feat | Other Prerequisites | Benefit |
|---|---|---|
| Agile Command | Int 15, Skirmishing Presence | Adjacent allies gain +2 AC against opportunity attacks |
| Commander's Memory | Deva | Use *memory of a thousand lifetimes* on ally's roll |
| Cragborn Courage | Con 13, goliath, *inspiring word* | *Inspiring word* heals extra hit points equal to Constitution modifier |
| Dragon Breath Tactician | Int 13, dragonborn | Slide ally out of burst of your *dragon breath* |
| Fading Forces | Gnome | Use *fade away* on self and ally when ally takes damage |
| Feyborn Stratagem | Gnome | Allies have combat advantage against some enemies |
| Feywild Flanker | Eladrin | One enemy you teleport next to grants combat advantage |
| Fight On | *Inspiring word* encounter power | Gain one additional use of *inspiring word* as encounter power |
| Improved Battlefront Shift | Battlefront Leader | Target one additional character with *battlefront shift* |
| Insightful Preparation | — | Allies gain +1 attack against enemies that have not yet acted |

# Paragon Tier Feats

A character must be at least 11th level to select any of the feats in this section.

## Agile Command

**Prerequisite:** 11th level, Int 15, warlord, Skirmishing Presence class feature

**Benefit:** Any ally who starts his or her turn adjacent to you gains a +2 feat bonus to AC and Reflex against opportunity attacks until the end of his or her turn.

## Avalanche Reaver

**Prerequisite:** 11th level, goliath, any martial class

**Benefit:** When you hit with a charge attack, you can also push the target of the charge 1 square. If you do, you can shift 1 square into any square the target just vacated.

## Bestial Death Strike

**Prerequisite:** 11th level, ranger, Beast Mastery class feature (boar or lizard)

**Benefit:** Your beast companion gains a +1 bonus to attack rolls while bloodied.

In addition, when your beast companion drops to 0 hit points, it can make a melee basic attack as a free action.

## Brutal Bludgeon

**Prerequisite:** 11th level, rogue

**Benefit:** When you hit with a club or a mace, you treat the weapon as though it had the brutal 1 property: Reroll any damage die result of 1 until the die shows 2 or higher.

## Clobbering Brawler

**Prerequisite:** 11th level, fighter, Brawler Style class feature

**Benefit:** Whenever you use an unarmed attack to make a melee basic attack against a creature and you score a critical hit, you also daze that creature until the end of your next turn.

## Combat Opportunist

**Prerequisite:** 11th level, rogue

**Benefit:** Whenever one of your allies hits an enemy with an opportunity attack, that enemy grants combat advantage to you until the end of your next turn.

## Commander's Memory

**Prerequisite:** 11th level, deva, warlord

**Benefit:** Whenever an ally within 10 squares of you makes an attack roll, saving throw, or skill check, you can expend your *memory of a thousand lifetimes* racial power as a free action to add 1d6 to the roll.

### Cragborn Courage

**Prerequisite:** 11th level, Con 13, goliath, warlord, *inspiring word* power

**Benefit:** When you use *inspiring word*, the target regains additional hit points equal to your Constitution modifier.

### Crushing Pin

**Prerequisite:** 11th level, fighter, Brawler Style class feature

**Benefit:** Whenever an enemy grabbed by you attempts to escape the grab and fails, it takes damage equal to your Dexterity modifier.

### Deceptive Staff

**Prerequisite:** 11th level, any martial class

**Benefit:** Whenever you miss an enemy with a melee attack using a staff, that enemy grants combat advantage to you until the end of your next turn.

### Deft Blade

**Prerequisite:** 11th level, any martial class

**Benefit:** When you make a basic attack using a light blade, you can target AC or Reflex.

### Disheartening Ambush

**Prerequisite:** 11th level, rogue, Sneak Attack class feature

**Benefit:** Whenever you would deal Sneak Attack damage, you can forgo one die of that damage to give your attack the rattling keyword (page 57).

### Dragon Breath Scoundrel

**Prerequisite:** 11th level, dragonborn, rogue, Sneak Attack class feature

**Benefit:** When you use your *dragon breath* racial power, you can expend your Sneak Attack for this round to deal your Sneak Attack damage to each enemy you hit that is granting combat advantage to you.

### Dragon Breath Tactician

**Prerequisite:** 11th level, Int 13, dragonborn, warlord

**Benefit:** When you use your *dragon breath* racial power, you can slide one ally in the burst a number of squares equal to your Intelligence modifier before the attack.

### Dwarven Recovery

**Prerequisite:** 11th level, dwarf, any martial class

**Benefit:** When you use your second wind, you gain a +5 bonus to saving throws until the end of your next turn.

### Elusive Movement

**Prerequisite:** 11th level, ranger or rogue

**Benefit:** Whenever you end your turn at least 3 squares away from where you began your turn, you gain a +1 feat bonus to AC and Reflex until the start of your next turn.

### Expert Sneak

**Prerequisite:** 11th level, rogue

**Benefit:** You have combat advantage against enemies that are deafened, immobilized, slowed, or weakened.

### Fading Forces

**Prerequisite:** 11th level, gnome, warlord

**Benefit:** When an ally adjacent to you takes damage, you can use your *fade away* racial power as an immediate reaction and apply its effect to both you and the ally who was damaged.

### Fearsome Assault

**Prerequisite:** 11th level, half-orc, ranger

**Benefit:** When you hit two creatures with one attack, you can use your *furious assault* racial power to deal the power's extra damage to both creatures.

### Feyborn Stratagem

**Prerequisite:** 11th level, gnome, warlord

**Benefit:** While you are hidden from an enemy, your allies have combat advantage against that enemy when they make basic attacks granted by your warlord powers.

### Feywild Flanker

**Prerequisite:** 11th level, eladrin, warlord

**Benefit:** Whenever you teleport, one enemy that you teleport adjacent to grants combat advantage until the end of your next turn.

### Fight On

**Prerequisite:** 11th level, warlord, *inspiring word* encounter power

**Benefit:** You can use your *inspiring word* one additional time per encounter.

### Gliding Beast

**Prerequisite:** 11th level, ranger, Beast Mastery class feature (cat or raptor)

**Benefit:** After your beast companion hits with a melee basic attack, it can shift 1 square as a free action.

### Hammer Shock

**Prerequisite:** 11th level, any martial class, trained in Intimidate

**Benefit:** Whenever you use a hammer to make a melee basic attack, the attack gains the rattling keyword (page 57).

### Impaling Spear
**Prerequisite:** 11th level, any martial class
**Benefit:** Whenever you use a spear to make a melee basic attack, you can target AC or Reflex.

### Improved Battlefield Shift
**Prerequisite:** 11th level, warlord, Battlefront Leader class feature
**Benefit:** Your *battlefield shift* power targets one additional character.

### Insightful Preparation
**Prerequisite:** 11th level, warlord
**Benefit:** Any ally within 5 squares of you gains a +1 bonus to attack rolls against enemies that have not yet acted during the encounter.

### Lashing Flail
**Prerequisite:** 11th level, any martial class
**Benefit:** Whenever you use a flail to hit an enemy with a melee basic attack, you can slide that enemy 1 square.

### Martial Accuracy
**Prerequisite:** 11th level, elf, any martial class
**Benefit:** When you use your *elven accuracy* racial power to reroll the attack roll of a martial power, you can roll twice and use either result.

### Piercing Pick
**Prerequisite:** 11th level, any martial class
**Benefit:** Whenever you use a pick to make a melee basic attack, you can target AC or Fortitude.

### Poisonous Beast
**Prerequisite:** 11th level, ranger, Beast Mastery class feature (serpent or spider)
**Benefit:** Whenever your beast companion hits a creature with a melee basic attack, that creature takes ongoing 5 poison damage (save ends).
This ongoing damage increases to 10 at 21st level.

### Punishing Axe
**Prerequisite:** 11th level, any martial class
**Benefit:** Whenever you score a critical hit using an axe, you treat rolls of 1 or 2 on the critical hit damage dice and the extra dice provided by the high crit property as rolls of 3.

### Rampaging Beast
**Prerequisite:** 11th level, ranger, Beast Mastery class feature (bear or wolf)
**Benefit:** Whenever your beast companion hits a creature with a melee basic attack, it pushes that creature 1 square.

### Rapid Practice
**Prerequisite:** 11th level, any martial class, Practiced Study feat
**Benefit:** You can perform martial practices in half the time it normally takes.

### Reliable Persistence
**Prerequisite:** 11th level, fighter
**Benefit:** When you miss a creature with a martial power that has the reliable keyword, you gain a +4 bonus to attack rolls against that creature using that power. This bonus lasts until the end of your next turn.

### Retreat Technique
**Prerequisite:** 11th level, ranger
**Benefit:** Whenever you hit an enemy with a melee attack during your turn, you don't provoke opportunity attacks from that enemy for moving away from it until the end of your turn.

### Sneaky Gnome
**Prerequisite:** 11th level, gnome, rogue, Sneak Attack class feature
**Benefit:** Once per encounter when you attack and deal Sneak Attack damage to a creature while you are invisible, the invisibility does not end as a result of the attack.

### Sneaky Opportunity
**Prerequisite:** 11th level, rogue
**Benefit:** Your opportunity attacks with light blades deal 1d6 extra damage. This extra damage increases to 2d6 at 21st level.

### Striking Resurgence
**Prerequisite:** 11th level, fighter
**Benefit:** When you use second wind as a standard action, you can forgo the bonus to defenses to make a melee basic attack as a free action.

### Tactical Superiority
**Prerequisite:** 11th level, fighter, Combat Superiority class feature
**Benefit:** Whenever you hit an enemy marked by you with an opportunity attack, that enemy is slowed until the end of your next turn.

### Unerring Ambush
**Prerequisite:** 11th level, rogue, First Strike class feature
**Benefit:** During the first round of combat, when you attack a creature that has not yet acted, you can make two attack rolls and use either result.

### Wicked Blade

**Prerequisite:** 11th level, any martial class

**Benefit:** Whenever you use a heavy blade to make a melee basic attack, you treat the weapon as having the high crit property.

## Epic Tier Feats

A character must be at least 21st level to select any of the feats in this section.

### Allied Opportunity

**Prerequisite:** 21st level, fighter, Combat Challenge class feature

**Benefit:** Whenever you attack a creature because of Combat Challenge, one ally adjacent to that creature can make a melee basic attack against it as an opportunity action.

### Driven Leadership

**Prerequisite:** 21st level, warlord

**Benefit:** While you are conscious, bloodied allies you can see gain a +1 bonus to speed.

### Dual Challenge

**Prerequisite:** 21st level, fighter, Combat Challenge class feature

**Benefit:** Whenever you mark an enemy with Combat Challenge, you can mark one additional enemy adjacent to that enemy. This mark lasts until the end of your next turn.

### Enabling Shot

**Prerequisite:** 21st level, warlord

**Benefit:** Whenever you score a critical hit against an enemy on a ranged attack, one ally can make a melee basic attack against that enemy as a free action.

### Expert Skirmisher

**Prerequisite:** 21st level, ranger, Running Attack class feature

**Benefit:** Your bonus to attack rolls from Running Attack is +2 instead of +1.

### Fate Favors the Bold

**Prerequisite:** 21st level, warlord, Bravura Presence class feature

**Benefit:** Whenever an ally makes a basic attack granted by your Bravura Presence, the ally gains a bonus to the damage roll equal to your Charisma modifier.

Whenever an ally takes a move action granted by your Bravura Presence, the ally gains a bonus to speed during that move equal to your Charisma modifier.

### Heartening Exploit

**Prerequisite:** 21st level, warlord

**Benefit:** Choose a warlord encounter attack power that you know. When you hit a creature with the chosen power, any ally who hits that creature before the end of your next turn gains temporary hit points equal to one-half your level.

**Special:** Each time you gain a level, you can choose a different warlord encounter attack power to gain this feat's benefit instead of the power currently benefiting from it.

### Learn by Doing

**Prerequisite:** 21st level, warlord

**Benefit:** When you use a warlord power to grant an ally a basic attack and that attack misses a creature, the ally gains a +2 bonus to his or her next attack roll against that creature before the end of his or her next turn.

### Lingering Illusion

**Prerequisite:** 21st level, gnome, rogue, Sneak Attack class feature

**Benefit:** You gain concealment until the end of the encounter against any enemy you deal Sneak Attack damage to while you are invisible.

### Marked Takedown

**Prerequisite:** 21st level, fighter, Brawler Style class feature

**Benefit:** Whenever your melee attack hits an enemy marked by you that is dazed, immobilized, or stunned, you knock that enemy prone.

### Overwhelming Impact

**Prerequisite:** 21st level, fighter

**Benefit:** Whenever you use a hammer to hit an enemy with a melee attack, and that attack would slow the enemy, you can instead daze the enemy for the same duration.

### Perceptive Leadership

**Prerequisite:** 21st level, warlord

**Benefit:** While you are conscious, bloodied allies you can see do not grant combat advantage from being flanked.

### Reliable Action

**Prerequisite:** 21st level, warlord

**Benefit:** When an ally you can see spends an action point to use an encounter attack power that misses every target, that power is not expended.

### Resilient Beast

**Prerequisite:** 21st level, ranger, Beast Mastery class feature

**Benefit:** Your beast companion gains a +2 feat bonus to all defenses.

**EPIC TIER FEATS**

| Fighter Feat | Other Prerequisites | Benefit |
|---|---|---|
| Allied Opportunity | Combat Challenge | Ally also attacks when you use Combat Challenge |
| Dual Challenge | Combat Challenge | Mark extra creature with Combat Challenge |
| Marked Takedown | Brawler Style | Knock prone marked enemies that are dazed, immobilized, or stunned |
| Overwhelming Impact | — | Daze instead of slow enemy when using hammer |
| Slashing Storm | — | After you hit, adjacent enemies take damage |

| Ranger Feat | Other Prerequisites | Benefit |
|---|---|---|
| Expert Skirmisher | Running Attack | +2 to attack rolls from Running Attack |
| Resilient Beast | Beast Mastery | +2 to all beast companion's defenses |
| Slashing Storm | — | After you hit, adjacent enemies take damage |

| Rogue Feat | Other Prerequisites | Benefit |
|---|---|---|
| Lingering Illusion | Gnome, Sneak Attack | Gain concealment if you Sneak Attack while invisible |
| Shadow Eyes | — | Ignore concealment; take -2 penalty from total concealment |
| Spirit Breaker | — | Creature you hit that is affected by a rattling power grants combat advantage |
| Versatile Rogue | Human | Gain another Rogue Tactics option |

| Warlord Feat | Other Prerequisites | Benefit |
|---|---|---|
| Driven Leadership | — | Bloodied allies gain +1 speed |
| Enabling Shot | — | Grant melee basic attack when you crit with ranged attack |
| Fate Favors the Bold | Bravura Presence | Increase damage and speed with Bravura Presence |
| Heartening Exploit | — | Allies gain temporary hit points when they hit target of chosen power |
| Learn by Doing | — | When granted attack misses, ally gains +2 to next attack |
| Perceptive Leadership | — | Bloodied allies don't grant combat advantage when flanked |
| Reliable Action | — | When using an action point, ally doesn't expend power that missed |
| Shared Resources | *Inspiring word* | *Inspiring word* also gives allies temporary hit points |
| Shift the Field | Battlefront Leader | *Battlefront shift* affects wider area and all allies in area |

### Shadow Eyes

**Prerequisite:** 21st level, rogue

**Benefit:** Your attacks ignore concealment (but not total concealment). When attacking a creature that has total concealment, you take only a -2 penalty to your attack roll for the total concealment.

### Shared Resources

**Prerequisite:** 21st level, warlord, *inspiring word*

**Benefit:** When you use *inspiring word*, each ally in the burst also gains temporary hit points equal to 3 + your Intelligence modifier.

### Shift the Field

**Prerequisite:** 21st level, warlord, Battlefront Leader class feature

**Benefit:** Your *battlefield shift* power becomes a close burst 5 and targets you and each ally in the burst.

### Slashing Storm

**Prerequisite:** 21st level, fighter or ranger

**Benefit:** Any enemy that starts its turn adjacent to you takes damage equal to your Wisdom modifier if you hit a creature during your last turn with a melee attack.

### Spirit Breaker

**Prerequisite:** 21st level, rogue

**Benefit:** Whenever you hit a creature that is taking a penalty from the rattling keyword, the creature grants combat advantage until the end of your next turn.

### Versatile Rogue

**Prerequisite:** 21st level, human, rogue

**Benefit:** You gain one additional option from Rogue Tactics.

## Multiclass Feats

The following feats allow multiclass characters to sample the features and benefits gained from playing martial characters.

### Agile Brawler [Multiclass Fighter]

**Prerequisite:** Any multiclass fighter feat, paragon multiclassing as a fighter

**Benefit:** You gain the fighter class feature Combat Agility (page 6).

**MULTICLASS FEATS**

| Name | Other Prerequisites | Benefit |
|---|---|---|
| Agile Brawler | Any multiclass fighter feat, paragon multiclassing as a fighter | Fighter: Combat Agility |
| Bravura Leader | Str 13 or Cha 13 | Warlord: training in one class skill, ally gains bonus to damage with action point |
| Brawling Warrior | Str 13 or Wis 13 | Fighter: training in one class skill, +1 attack or AC once per encounter |
| Cyclone Warrior | Str 13 or Dex 13 | Fighter: training in one class skill, +1 damage once per encounter |
| Insightful Leader | Str 13 or Wis 13 | Warlord: training in one class skill, ally gains +1 defenses with action point |
| Resourceful Leader | Int 13 or Cha 13 | Warlord: training in one class skill, ally gains benefit with action point |
| Skirmishing Leader | Str 13 or Int 13 | Warlord: training in one class skill, ally can shift with action point |
| Twilight Adept | Dex 13 or Int 13 | Rogue: training in Stealth, Cunning Sneak 1/encounter |
| Wrathful Warrior | Str 13 or Con 13 | Fighter: training in one class skill, temporary hp when hit 1/encounter |

### Bravura Leader [Multiclass Warlord]

**Prerequisite:** Str 13 or Cha 13

**Benefit:** You gain training in one skill from the warlord's class skills list.

When an ally you can see spends an action point to attack, that ally can choose to gain a +4 bonus to the attack's damage roll. If the ally chooses to use the bonus, he or she grants combat advantage to the target of the attack until the end of his or her next turn. This bonus increases to +6 at 11th level and +8 at 21st level.

### Brawling Warrior [Multiclass Fighter]

**Prerequisite:** Str 13 or Wis 13

**Benefit:** You gain training in one skill from the fighter's class skills list.

Once per encounter while you wield a weapon in one hand and have nothing in your other hand, you can use a free action during your turn to gain a +1 bonus to an attack roll you just made or a +1 bonus to AC until the start of your next turn.

### Cyclone Warrior [Multiclass Fighter]

**Prerequisite:** Str 13 or Dex 13

**Benefit:** You gain training in one skill from the fighter's class skills list.

Once per encounter as a free action during your turn, while you are wearing light armor or chainmail and wielding a weapon in each hand, you can gain a +1 bonus to damage rolls with melee or close attacks until the end of your turn. This bonus increases to +2 at 11th level and +3 at 21st level.

### Insightful Leader [Multiclass Warlord]

**Prerequisite:** Str 13 or Wis 13

**Benefit:** You gain training in one skill from the warlord's class skills list.

When an ally you can see spends an action point to take an extra action, that ally gains a +1 bonus to all defenses until the end of his or her next turn.

### Resourceful Leader [Multiclass Warlord]

**Prerequisite:** Int 13 or Cha 13

**Benefit:** You gain training in one skill from the warlord's class skills list.

When an ally you can see spends an action point to make an attack, the ally gains a +3 bonus to damage rolls on a hit or gains 3 temporary hit points on a miss. This bonus increases to +5 at 11th level and +7 at 21st level. These temporary hit points increase to 5 at 11th level and 7 at 21st level.

### Skirmishing Leader [Multiclass Warlord]

**Prerequisite:** Str 13 or Int 13

**Benefit:** You gain training in one skill from the warlord's class skills list.

When an ally you can see spends an action point to take an extra action, that ally can shift 1 square as a free action before or after the extra action.

### Twilight Adept [Multiclass Rogue]

**Prerequisite:** Dex 13 or Int 13

**Benefit:** You gain training in Stealth.

Once per encounter, you can use a free action during your turn to gain the benefit of the rogue class feature Cunning Sneak (page 56) until the end of your turn.

### Wrathful Warrior [Multiclass Fighter]

**Prerequisite:** Str 13 or Con 13

**Benefit:** You gain training in one skill from the fighter's class skills list.

Once per encounter, when you are hit by a melee attack or a close attack, you gain temporary hit points equal to your Constitution modifier.

# MARTIAL PRACTICES

Beyond the exploits for which they're famed, martial heroes can push the bounds of what is possible for ordinary mortals by mastering challenging techniques called martial practices. Using these rare methods, an adventurer can run for days, swim to great depths, and even create magic items. Although martial practices approach what's possible with rituals, they exist wholly in the realm of martial power.

A martial practice is similar to a ritual. To use a martial practice, you must acquire it, master it, and perform it. The component costs sometimes include healing surges. After you finish performing a practice, you gain its benefit.

## Acquiring Martial Practices

You can learn the rudiments of martial practices from a master or purchase them on the open market. Unless you find the practice as part of a treasure hoard, you'll pay something for it.

**Learn through Training:** Any character who has mastered a martial practice can teach it to you. The instructor can be another player character or a nonplayer character you meet. Training is costly and arduous. Usually, you pay the cost in gold or other treasure. Learning a martial practice costs half the market price if you learn it from another player character. In such a case, you are paying for the supplies needed for training, not for your ally's work and time.

**Purchase:** If you can find a merchant that deals in rare goods, you can pay the market price of a martial practice to acquire it.

**Find in Treasure:** You might also find martial practices inscribed in ancient manuals hidden away in dusty libraries or haunted castles. Practices contained within these texts offer detailed instructions so that with careful study you can master them. Your DM accounts for the market price of a martial practice you find in the treasure you acquire.

## Mastering Martial Practices

You must master a martial practice before you are able to perform it. To master a practice, you must:

- Acquire the martial practice.
- Have the Practiced Study feat.
- Meet or exceed the practice's level requirement.
- Be trained in at least one of the key skills for the practice.
- Study the martial practice for a total of 8 hours.

The studying process differs depending on how you acquired the martial practice. If you acquired it through training, the study period takes place at the same time as acquiring the practice. If you bought or found the practice, the time is spent closely studying the manual and repeating the lessons and steps within the text.

## Performing Martial Practices

The steps to perform a martial practice correspond to the headers of the practice's description.

**Time:** Martial practices take time to perform. You might have to adopt the right physical and mental state, sweat over a forge to craft an item, or painstakingly camouflage your party's campsite.

**Component Costs:** Martial practices are strenuous. Unlike rituals, which usually require only a monetary component cost, most martial practices require an expenditure of healing surges. This cost reflects the strain on your body and mind.

A few martial practices also require materials to properly perform them. When a practice has a component cost, you must pay the price from your store of treasure, whether you're spending gold, gems, or other valuables. The component cost represents the price of equipment and raw materials.

You pay the component cost, including both the monetary cost and the healing surges, when you complete a practice. If you cannot pay the full cost, the practice has no effect.

**Skills:** Each practice has one or more key skills, and you must be trained in at least one of these skills to master and perform the practice. Some practices also require skill checks to determine your effort's effectiveness. Usually, the practice succeeds regardless of the check result, and high check results produce the best effects.

Unless a practice says otherwise, you make your skill check at the end of its performance. As with rituals, you cannot take 10 on this check.

### Effects of a Martial Practice

After you finish performing a practice, you gain its benefit for the practice's duration. Sometimes the duration is instantaneous: You have learned the information or completed the task. Other times, you gain a benefit for a set amount of time, or you create a permanent object.

### Assistance

Typically you must perform a martial practice without help.

### Interrupting a Martial Practice
You can stop performing a martial practice at any point before it's completed without expending any healing surges or other component costs. Once you stop, you cannot resume the performance; you must start the entire process over again.

## How to Read a Martial Practice

### Name and Flavor Text
Under each martial practice's name, a short description covers what the practice does.

### Level
This entry gives the minimum level required for a character to master and perform the practice.

### Time
Performing a martial practice takes a specific amount of time to complete.

### Duration
A martial practice's effects usually last longer than those of a power. This entry tells you how long the practice's effects last.

### Component Cost
This entry gives the number of healing surges or the amount of gold (or both) required to perform the practice.

### Market Price
This entry describes the cost you pay to purchase a martial practice. This amount also tells a DM the value of a practice if he or she wants to give it out as part of a treasure parcel.

### Key Skill
This entry gives the skill you must be trained in to master and perform the practice. If this entry ends with "(no check)," then performing the practice does not require a skill check.

If a practice has more than one key skill, you choose which skill to use.

### Effects
The remaining text details the benefit you gain when you finish performing the practice.

**MARTIAL PRACTICES BY LEVEL**

| Lvl | Martial Practice | Key Skill |
|---|---|---|
| 1 | Master Artisan | Athletics |
| 1 | Temporary Fix | Athletics or Thievery |
| 1 | Tracker's Eye | Nature or Perception |
| 1 | Travel Sense | Nature |
| 2 | Embalm | Heal |
| 2 | Survivor's Preparation | Nature |
| 3 | Speech without Words | Diplomacy |
| 3 | Warded Campsite | Nature or Thievery |
| 4 | Forge Armor | Athletics |
| 4 | Forge Weapon | Athletics |
| 5 | Fortify Beast | Nature |
| 5 | Hidden Pocket | Thievery |
| 5 | Precise Forgery | Thievery |
| 5 | Reliable Balance | Acrobatics |
| 5 | Thorough Search | Perception |
| 5 | Uncanny Strength | Athletics or Endurance |
| 6 | Decipher Script | History or Streetwise |
| 6 | Long-Distance Runner | Athletics or Endurance |
| 8 | Alter Ego | Bluff |
| 8 | Feign Death | Bluff or Endurance |
| 8 | Handle Steed | Nature |
| 11 | Word on the Street | Streetwise |
| 12 | Peerless Exploration | Stealth |
| 15 | Use Scroll | Thievery |
| 17 | Survivor's Assurance | Nature |

# Martial Practice Descriptions

The practice descriptions use the words "character" and "creature" interchangeably.

## Alter Ego

*With a little makeup and a bit of misdirection, you can appear to be anyone.*

**Level:** 8 **Market Price:** 275 gp
**Time:** 1 hour **Key Skill:** Bluff
**Duration:** 24 hours
**Component Cost:** 50 gp plus 1 healing surge

You alter your own appearance or the appearance of an ally who is present throughout your performance of the practice. The disguise can alter facial and physical features and appear to modify height and weight by up to 10%. You can also use this martial practice to disguise gender, race, and age.

Make a Bluff check with a +5 bonus. Your result determines the Insight check a creature must make to determine that the person you are disguised as is not who he or she appears to be.

You can use this practice to impersonate another humanoid. When you interact with a creature that is familiar with the person you're imitating, that creature gains a +10 bonus to its Insight check.

## Decipher Script

*You might not know the language, but with some time and effort, you can decipher the meaning of any writing.*

**Level:** 6 **Market Price:** 150 gp
**Time:** 10 minutes **Key Skill:** History or Streetwise
**Duration:** Instantaneous
**Component Cost:** 1 healing surge

You learn the meaning of any written text you study, even if you are not fluent in its language. You must examine the words for the entire time, after which you understand the gist of whatever the text says. You also make a History or Streetwise check, and if your result is 30 or higher, you can read the text as if you were fluent in the language. Each use of this martial practice allows you to examine about one page of writing or an equivalent amount of text.

## Embalm

*Ancient methods halt decay to preserve a body for a time.*

**Level:** 2 **Market Price:** 50 gp
**Time:** 1 hour **Key Skill:** Heal (no check)
**Duration:** Special
**Component Cost:** 20 gp plus 1 healing surge

You use this martial practice on an adjacent corpse. The practice doubles the time a corpse can be dead and still be affected by Raise Dead or a similar ritual.

## Feign Death

*You slow your breathing and heartbeat so you appear to be dead.*

**Level:** 8 **Market Price:** 275 gp
**Time:** 10 minutes **Key Skill:** Bluff or Endurance
**Duration:** 24 hours or until dismissed
**Component Cost:** 1 healing surge

You enter a deep trance that slows your heartbeat and breathing to become almost imperceptible. While in this state, you appear unconscious or dead, but you are aware of your surroundings. You can emerge from the trance as a free action. Other creatures perceive you as dead unless they make a Heal check or Insight check equal to your check result + 10.

## Forge Armor

*Although your means are mundane, the armor you forge is enchanted through your superior skill.*

**Level:** 4 **Market Price:** 175 gp
**Time:** 1 day **Key Skill:** Athletics (no check)
**Duration:** Permanent
**Component Cost:** See below

You construct magic armor. Your level determines the highest enhancement bonus the armor can have (see the table below). You can create only *magic armor* (*Player's Handbook*, page 230). Armor you forge with this martial practice can be masterwork (*Player's Handbook*, page 212), provided the armor meets the minimum enhancement bonus.

The component cost is equal to the price of the magic armor you create.

| Armor Created | Minimum Level | Component Cost |
|---|---|---|
| +1 magic armor | 4th | 360 gp |
| +2 magic armor | 6th | 1,800 gp |
| +3 magic armor | 11th | 9,000 gp |
| +4 magic armor | 16th | 45,000 gp |
| +5 magic armor | 21st | 225,000 gp |
| +6 magic armor | 26th | 1,125,000 gp |

## Forge Weapon

*Using ancient crafting techniques, you forge a weapon of such artfulness that it becomes enchanted.*

**Level:** 4 **Market Price:** 175 gp
**Time:** 1 day **Key Skill:** Athletics (no check)
**Duration:** Permanent
**Component Cost:** See below

You construct a magic weapon. Your level determines the highest enhancement bonus the weapon can have (see the table below). You can create only a *magic weapon* (*Player's Handbook*, page 235). You can also make the weapon silvered while you perform this practice by paying the normal price (*Player's Handbook*, page 220).

The component cost is equal to the price of the magic weapon you create.

| Weapon Created | Minimum Level | Component Cost |
|---|---|---|
| +1 magic weapon | 4th | 360 gp |
| +2 magic weapon | 6th | 1,800 gp |
| +3 magic weapon | 11th | 9,000 gp |
| +4 magic weapon | 16th | 45,000 gp |
| +5 magic weapon | 21st | 225,000 gp |
| +6 magic weapon | 26th | 1,125,000 gp |

## Fortify Beast

*Your technique ensures that your beast will carry you through difficult situations.*

**Level:** 5 **Market Price:** 250 gp
**Time:** 10 minutes **Key Skill:** Nature (no check)
**Duration:** Special
**Component Cost:** 1 healing surge

You prepare up to six natural beasts that have the mount keyword for the hardships ahead. Each beast gains temporary hit points equal to your healing surge value. These temporary hit points last until you take an extended rest.

## Handle Steed

*Your hands and voice soothe a beast so that it will bear you as a rider.*

**Level:** 8 **Market Price:** 275 gp
**Time:** 5 minutes **Key Skill:** Nature
**Duration:** See below
**Component Cost:** 1 healing surge

You convince a nonhostile creature of your level or lower that has the mount keyword to bear you as a rider. If you have the Mounted Combat feat, you are treated as being three levels higher for the purpose of determining what mount benefits you gain from riding the creature. Your Nature check determines the duration for which the creature will bear you and for which you gain this benefit.

| Nature Check Result | Duration |
|---|---|
| 9 or lower | 1 hour |
| 10–14 | 2 hours |
| 15–19 | 4 hours |
| 20–24 | 8 hours |
| 25–29 | 16 hours |
| 30 or higher | 24 hours |

## Hidden Pocket

*You hide an object on your person, confident that no matter how thoroughly you are searched, it will not be found.*

**Level:** 5 **Market Price:** 80 gp
**Time:** 1 minute **Key Skill:** Thievery
**Duration:** Until object is retrieved
**Component Cost:** 1 healing surge

You hide a small object on your person so that it cannot be found. Make a Thievery check with a +10 bonus. Anyone searching you must make a Perception check with a DC equal to your check result to find the item. The DM can modify the DC based on the size of the object.

## Long-Distance Runner

*You can run without stopping, pushing past your physical limits without risk of harm.*

**Level:** 6 **Market Price:** 150 gp
**Time:** 10 minutes **Key Skill:** Athletics or Endurance
**Duration:** See below
**Component Cost:** 1 healing surge

After undergoing vigorous conditioning, you can run for long distances. This martial practice requires 10 minutes of stretching, breathing, and physical preparation. At the end of that time, you make an Athletics check or Endurance check that determines how long you can run before you have to stop. You are considered to be running for the duration.

| Athletics or Endurance Check Result | Duration |
|---|---|
| 9 or lower | 1 hour |
| 10–14 | 2 hours |
| 15–19 | 4 hours |
| 20–24 | 8 hours |
| 25–29 | 16 hours |
| 30 or higher | 24 hours |

## Master Artisan

*You create useful objects from raw materials.*

**Level:** 1 **Market Price:** 50 gp
**Time:** Special **Key Skill:** Athletics (no check)
**Duration:** Permanent
**Component Cost:** Special

You create a nonmagical item, such as a mundane weapon or a suit of mundane armor, or a piece of adventuring gear. This process usually takes at least 1 hour, and certain items might take more or less time at the DM's discretion. The component cost is equal to the item's price.

ARNIE SWEKEL

## Peerless Exploration

*You set off from your allies to gain a sense of your environs.*

**Level:** 12 **Market Price:** 1,000 gp
**Time:** 1 hour **Key Skill:** Stealth (no check)
**Duration:** Instantaneous and 24 hours
**Component Cost:** 1 healing surge

When you are outdoors and aboveground, you can use this martial practice to survey the land around you within a 1-mile radius. At the end of the exploration, you return to the point where you began with knowledge of any bodies of water, suitable campsites, settlements, and ruins, as well as the presence or absence of hostile inhabitants (at the DM's discretion). During your explorations, you are not at risk of triggering encounters unless you choose to be.

In addition, you gain a +5 bonus to Nature checks to forage or you grant a +5 bonus to an ally's next Endurance check made against an environmental danger (*Dungeon Master's Guide*, page 159) during the next 24 hours.

## Precise Forgery

*Your falsified papers are resistant to even the closest scrutiny.*

**Level:** 5 **Market Price:** 80 gp
**Time:** 10 minutes **Key Skill:** Thievery
**Duration:** Permanent
**Component Cost:** 1 healing surge

You fabricate papers or documents so that you can foist them off as being authentic. You can create forgeries of any kind, including written orders, treasure maps, paintings, manifests, and land grants. Forging a simple document takes 10 minutes. More complex works take as long as the DM decides.

At the end of the performance of the practice, make a Thievery check. Your check result determines the forgery's quality. Anyone examining the document must succeed on a Perception check with a DC equal to your Thievery check result to discern the falsehood. If the forgery contradicts other documents or orders, you might have to make a skill check or engage in a skill challenge to convince another creature that the document is authentic.

## Reliable Balance

*You can keep yourself stable when moving across any surface.*

**Level:** 5 **Market Price:** 100 gp
**Time:** 5 minutes **Key Skill:** Acrobatics (no check)
**Duration:** 10 minutes
**Component Cost:** 1 healing surge

You focus on your center of balance and use techniques to keep your footing. For the practice's duration, you can take 10 on Acrobatics checks.

## Speech without Words

*No language barrier can keep you from communicating.*

**Level:** 3 **Market Price:** 50 gp
**Time:** 5 minutes **Key Skill:** Diplomacy (no check)
**Duration:** 10 minutes
**Component Cost:** 1 healing surge

Through pantomime, you communicate with a nonhostile creature you can see, even if it does not speak your language. The creature must have an Intelligence score higher than 3. You can communicate simple ideas and concepts, such as figuring out where a monster went, where someone might find fresh water, if there's a safe place to camp, and so on. Conveying complex ideas might require a skill challenge, at the DM's discretion.

## Survivor's Assurance

*You adjust your companions' clothing and gear, and you show them techniques for breathing and marching that will help them bear the harsh conditions ahead.*

**Level:** 17 **Market Price:** 4,500 gp
**Time:** 10 minutes **Key Skill:** Nature
**Duration:** 24 hours
**Component Cost:** 1 healing surge

Using the most advanced survival techniques, you prepare yourself and up to ten allies who are present while you perform this practice to endure harsh conditions. For the practice's duration, you and your allies can use the Nature check result you make to perform this practice in place of any Endurance checks against environmental dangers (*Dungeon Master's Guide*, page 159).

Additionally, for the practice's duration, you and your allies gain a +5 bonus to Endurance checks against starvation and thirst.

## Survivor's Preparation

*You prepare yourself and your companions for the dangers of cold or heat, adjusting clothing and lightening loads to make the environment more bearable.*

**Level:** 2 **Market Price:** 100 gp
**Time:** 10 minutes **Key Skill:** Nature (no check)
**Duration:** 24 hours
**Component Cost:** 1 healing surge

Using survival techniques, you ready yourself and up to six allies present while you perform this practice. For the practice's duration, you and your allies do not need to make Endurance checks for the heat and cold environmental dangers (*Dungeon Master's Guide*, page 159). A protected creature and its equipment can tolerate temperatures between -20 and 120 degrees Fahrenheit.

Additionally, for the practice's duration, you and your allies gain a +2 bonus to Endurance checks against starvation, thirst, and any environmental dangers that require Endurance checks.

## Temporary Fix

*A few tools and a bit of time are all you need to make a device work again.*

**Level:** 1 **Market Price:** 50 gp
**Time:** 10 minutes **Key Skill:** Athletics or Thievery (no check)
**Duration:** 24 hours
**Component Cost:** 1 healing surge

You repair a single object that can fit within a cube that is 10 feet on each side. The object functions for the practice's duration. After that time, the object returns to its prior state.

## Thorough Search

*You examine a room with such efficiency that all its secrets are revealed.*

**Level:** 5 **Market Price:** 75 gp
**Time:** 1 hour **Key Skill:** Perception (no check)
**Duration:** Instantaneous
**Component Cost:** 1 healing surge

You scour a room for hidden compartments, secret doors, and clues. You gain a +20 bonus to Perception checks you make to search the room. Extremely large areas might require extra uses of this practice.

## Tracker's Eye

*From a few discrete markings, you learn astonishing information about the creatures you pursue.*

**Level:** 1 **Market Price:** 50 gp
**Time:** 10 minutes **Key Skill:** Nature or Perception
**Duration:** Instantaneous and special
**Component Cost:** 1 healing surge

You examine tracks to learn crucial information about your prey. You must study the tracks and their vicinity while you perform the practice. At the end of that time, make a Nature check or a Perception check to determine what you learn. You gain information from your check result and all lower results.

In addition, you gain a +5 bonus to Perception checks to follow the tracks until you take an extended rest.

| Nature or Perception Check Result | Information Learned |
|---|---|
| 9 or lower | The tracks of any natural beasts, their numbers, and travel direction. |
| 10–19 | The tracks of any natural humanoids, their numbers, and travel direction. |
| 20–29 | The tracks of any natural creatures, their numbers, and travel direction. |
| 30–39 | The tracks of any creatures, their numbers, and travel direction. You also discern their pace, such as running, walking, sneaking, and so on. |
| 40 or higher | Whether or not the creature was encumbered, injured, and any other pertinent details related to the creature's movement. |

## Travel Sense

*You forecast the weather with uncanny accuracy.*

**Level:** 1 **Market Price:** 50 gp
**Time:** 10 minutes **Key Skill:** Nature (no check)
**Duration:** Instantaneous
**Component Cost:** 1 healing surge

By examining the sky and the atmospheric conditions, you accurately predict the weather for the next day within a 50-mile radius.

## Uncanny Strength

*You can dig deep within yourself to find the strength you need.*

**Level:** 5 **Market Price:** 100 gp
**Time:** 5 minutes **Key Skill:** Athletics or Endurance (no check)
**Duration:** 10 minutes
**Component Cost:** 1 healing surge

ARNIE SWEKEL

You call upon hidden reserves to gain a boost to your strength. For the duration of this practice, you can take 10 on Athletics checks.

## Use Scroll

*With a little luck and guesswork, you can unlock the secrets an item holds.*

**Level:** 15 **Market Price:** 1,000 gp
**Time:** 1 hour **Key Skill:** Thievery (no check)
**Duration:** Special
**Component Cost:** 1 healing surge

You have picked up a few tricks that let you make use of scrolls, even though you might not have any formal magical training. During the practice's duration, you figure out how to use a ritual scroll in your possession. At the completion of the practice, you perform the ritual on the scroll and can use Thievery in place of any other skill the scroll requires.

## Warded Campsite

*You arrange tripwires, traps, and other devices so that you and your allies will know when an intruder approaches your campsite.*

**Level:** 3 **Market Price:** 50 gp
**Time:** 30 minutes **Key Skill:** Nature or Thievery (no check)
**Duration:** 8 hours
**Component Cost:** 1 healing surge

You ward an area no larger than 10 squares by 10 squares. Whenever a creature enters the area, you and your allies within the area are awakened and cannot be surprised. You can designate any specific creatures that are able to move freely through the warded area without waking up sleeping allies.

## Word on the Street

*You snoop around, greasing palms and making discreet inquiries to learn the information you seek.*

**Level:** 11 **Market Price:** 360 gp
**Time:** 1 hour **Key Skill:** Streetwise (no check)
**Duration:** Instantaneous
**Component Cost:** 50 gp plus 1 healing surge

While you are in a settlement or a community, you can use this martial practice to make a Streetwise check in place of an Arcana, Dungeoneering, History, or Religion check to gain knowledge.

# Martial Backgrounds

The following material expands on the background system presented in *Player's Handbook 2*, with a focus on society and occupation backgrounds. These backgrounds give you a variety of archetypes on which to base your character's personality and motivation. You should select a background that appeals to whatever aesthetic you have in mind for your character, whether it's the quiet, steely warrior who has seen countless battles, the gallant youth who has discovered a talent with the sword through a few local skirmishes with goblins, or any one of a hundred other possibilities.

Like the backgrounds in *Player's Handbook 2*, the backgrounds in this book fall into specific categories, including martial, occupation, and society.

## Martial

Some backgrounds are specifically aimed at martial characters. These backgrounds provide an explanation for how your character developed his or her martial prowess.

### Bearer of the Heirloom

You have inherited a martial heirloom that has been passed through the generations. It might be a weapon, a shield, a helmet, a scabbard, a quiver, or any other piece of equipment. You and your family cherish the heirloom for its connection to your heritage. Perhaps the item played a pivotal role in a historic battle or was a beloved possession of a famous ancestor. The heirloom might also be the subject of a legend. Regardless of the item's history, you have acquired it through merit, necessity, or perhaps greed. How does your ownership of the item affect your decisions? How do you feel about being its owner? Do you shrink under the mantle of obligation and responsibility, or do you rise up to earn stewardship of the item?

*Associated Skills:* History, Intimidate

### Disenchanted

You once had an undeniable talent for magic. You took to your arcane lessons and studied carefully, fascinated by magic. Then, pushed to prove your abilities to yourself or your tutor, you tried to use a spell or a ritual that was beyond your skill. The attempt went disastrously wrong, and you invoked a powerful curse that suppressed or abolished your ability to perform even the simplest spell. You became determined to restore your power or find a new kind of prowess, so you resolved to make your way

in the world through wit and weapon. You are now a master at what you do, yet you can't help but feel that something is missing.

*Associated Skills:* Arcana, Endurance

### Garrison Child

You are the child of military parents who lived in a garrison. Your parents spent your youth drilling and going on patrol, so you were often unsupervised. You might have passed idle days training with soldiers in the garrison, tending the animals, sharpening weapons, or you could have spent your time running amok. Perhaps you resented your parents and constantly stirred up trouble for them with your shenanigans. Whether forced or out of willingness, though, you learned to wield weapons and defend yourself. Over time, maybe your skill even exceeded that of your parents. When the time came to depart, did you leave the garrison full of resentment, or were you fulfilling a sense of duty or obligation to your parents after they disappeared or met with a grisly end?

*Associated Skills:* Athletics, History

### Guild Orphan

After you were abandoned, members of the thieves' guild took you in. You have a mastery over locks, traps, and mechanical devices that is possible only for one who has grown up with thieves' tools as toys. Your upbringing has left you with a distorted view of society. Unless one member of the thieves' guild took you under his or her wing, you probably suffered cruelty during your childhood. A thieves' guild rarely lets its members walk away to pursue other careers. The guild expects a lifetime of service in return for training and care. If you are not still part of the guild that raised you, then the guild either found a good reason to let you go, or it's hunting you right now.

*Associated Skills:* Perception, Thievery

### Local Hero

You never trained in a military academy or participated in a military company. You weren't an apprentice to a master thief or a squire to a noble knight. No famous hero took you under his or her wing. Everything you know, you learned on your own. You dueled your friends for practice, and you watched soldiers from afar, so when the goblin throngs swarmed your hamlet, you were ready. You rallied other young men and women behind you and rounded up weapons to mount a defense. You repelled the creatures, and your efforts attracted the attention of a local lord. The lord offered you the opportunity to receive proper martial training, and you accepted, beginning your life as a warrior.

*Associated Skills:* Diplomacy, Nature

### Scion of a Legend

You have spent your life in the shadow of your mother's or father's martial reputation. You might be the latest descendant in a long line of legendary warriors, or you could be the offspring of a hero who rose to fame through recent deeds. Your parent might be proud or humble, but regardless, he or she has always been the subject of envy and praise. Your sense of who you are is defined your parent's reputation and by the expectation that everyone holds for you. Do you work twice as hard to prove yourself worthy of your family's reputation? Do you spurn your martial heritage to seek recognition of your own unique talents? Or do you hope to emerge from the shadow of your predecessor, ascending higher than he or she could ever imagine?

*Associated Skills:* Bluff, Intimidate

## Occupation

Martial characters usually have backgrounds that entail the use of their bodies for feats of strength or dexterity.

### Athlete

You spent years earning your living as a competitive athlete. You might throw hammers, spears, or discs, or you could be a sprinter, a swimmer, a gymnast, or an equestrian. You have participated in athletic competitions, both in small settlements and in major cities. In your youth, you participated in athletic challenges for your own enjoyment or fitness, and you found you had a knack for them. Now, you are in top physical condition, and your athletic training has aided you in your martial prowess. Wherever you go, people recognize your name for the great acts of strength or dexterity you perform. Locals challenge you to arm wrestling, throwing, and running, just for a chance to compete against you. Perhaps now you seek to earn renown as a hero, gaining a new kind of glory, or maybe adventuring is just an excuse to continue training and improving your prowess.

*Associated Skills:* Acrobatics, Athletics

### Circus Performer

You were born into the circus and grew up among acrobats, performers, magicians, and animals. In your formative years, you showed a knack for feats of strength or dexterity, so you began learning from the performers. Living among the members of the circus made you tolerant of people who had alternative lifestyles. Although you never received a formal education, you learned many useful skills from the motley members of the circus. Your upbringing has left you with wanderlust, and it is this feeling that has driven you to explore a life as an adventurer.

*Associated Skills:* Acrobatics, Thievery

### Sentry
You have served as a sentry on the far-flung borders of some realm or region. You received martial training to equip you with the skills to guard against specific threats. The peaceful existence of the people within the border depended on your vigilance. You might have traveled with a small band of fellow sentries, or you might have remained alone for weeks at a time, relying on signal fires and horns to communicate with other sentries nearby. You were versed in the use of weapons, yet you recognized that mobility and keen senses were your most valuable assets. The chance of meeting your foes in the remote lands you frequented was tiny. However, your ability to identify the signs of an intruder—a broken twig, an upturned leaf, a faint depression—meant that even unseen foes were detected. Did you weather your post stoically, or did the long, lonely days take their toll? Have you seen horrors on the borderlands that have left you taciturn, or do you remain chipper despite the duties you performed?

*Associated Skills:* Nature, Perception

## Society
The society background element in *Player's Handbook 2* describes social and economic status in the broadest terms. These additional backgrounds tell more specific stories about your character's social origin.

### Beggar
You have spent time on the streets collecting coin from pedestrians. Successful beggars evoke compassion from onlookers, so you have become skillful at feigning signs of disfigurement and deprivation. Your experience as a beggar has taught you to read people. You can tell whether a stranger is kindhearted or suspicious. You have learned to judge the weight of a person's purse by the way he or she walks, and you can detect the approach of a member of the watch long before the tip of the guard's halberd comes into view. In cities where thieves and beggars form guilds, you have supplemented your income by serving as a lookout on street corners where you can loiter without drawing suspicion. Your time as a beggar has given you both skills and an unquenchable thirst for wealth and status. Now you search for a way to achieve these goals.

*Associated Skills:* Bluff, Insight

### Borderland Nobility
Your father or mother is a ruler of an obscure fiefdom along the frontier. The territory is small and out of the way. Nevertheless, your parents are nobility, and that status awards them and their family privileges. As the youngest of many children, you might have no chance of inheriting the realm, but your heritage has afforded you other opportunities, such as attending the best schools, receiving the best martial training, and meeting people of renown. You'll never inherit your family's estate, yet you can travel the world and do as you please, carousing, adventuring, and being a layabout. With the military talents your upbringing has provided you, you can succeed in whatever endeavors you undertake.

*Associated Skills:* Diplomacy, History

### Hellion
You grew up on the streets and learned everything you know in filthy alleys, backroom brawls, and rooftop gang fights. As a youngster you were fascinated by the culture of the bravo, the rake, and the duelist. In time, you earned a reputation as a hellion, showing a capacity for being tough and improvisational in a fight. You ran the streets and roofs, engaging in duels and brawls with other hellions. You are one with the night, and you revel in the thrills of street life. You evade guards and rivals by using your knowledge of the city, and when you fight, it's always on your terms. Above all, you live for excitement.

*Associated Skills:* Acrobatics, Athletics

### Camp Follower
You grew up in the wake of an army on the march, surviving on its scraps. Perhaps your parents were members of the army who later died, or maybe you were in a settlement destroyed by the force. Regardless, you decided the only way to survive and learn to defend yourself was to follow the army. You slept when possible, and when you found yourself in inhospitable conditions, you made do with what you could steal. Your existence sometimes depended on keeping out of sight. You probably jumped from army to army—when one force crushed another, you would ride on the heels of the victors. Did you grow up and eventually join the ranks, or did this formative experience leave you unwilling to be in the company of any band of warriors larger than your own adventuring party?

*Associated Skills:* Endurance, Stealth

These epic destinies are forged with armor, sword, or arrow. Pursue a path of martial excellence and gain acclaim as an unstoppable combat force.

## Dragonheart

*You are the dragon's heart–forged in fire, tempered in blood, sharpened by scales.*

**Prerequisite:** 21st level, any martial class

The dragon is more than a monster. Fearless, powerful, and nigh impervious, it embodies everything a warrior should be. You have strived to emulate such creatures, aspiring to become the equal of dragons.

Your accomplishments raise you high, and your reputation casts a great shadow. Your enemies fear your ferocity. Both allies and foes claim that you have the heart of a dragon. You shrug off attacks and hew your way through enemy ranks with ease. No matter the opponents arrayed against you, somehow you manage to stand firm against any threat. Your achievements and victories add to the legends already told of you, and your courage and battle prowess awe people across the planes.

### Immortality

Toughness is the hallmark of a dragonheart. Your long journey has hardened you and taught you to shrug off attacks from weapons and spells. As you near your final quest's completion, you take on increasingly daring acts. The fear that might weaken a lesser hero instead fuels you.

**Dragon's Scion:** Engaged in the most difficult battle of your life, you fight as you never have before. Your heart beats faster, thudding to match each blow from your weapon. When you deliver the final strike and deliver death to your foe, a new awareness settles over you. You long suspected that dragon's blood burned in your veins, and completing your final quest dispels any lingering doubts. Finally, you have proven your worth to the ancestor who sired your line.

Your heartbeat grows in urgency and strength until you feel as though you can't bear it. After a few moments, your features shift and give way to the scales that reveal your draconic nature. Gone is your humanoid body, replaced by the magnificent form of a dragon. With glittering scales and beating wings, you reflect the level of power and majesty you have earned. Though you lack true immortality, you live out a new life in the form you always desired, finding new victories until the end of your days.

ARNIE SWEKEL

### Dragonheart Features

**Dragon Spirit (21st level):** Your Constitution score increases by 2.

Whenever an enemy places a charm effect or a fear effect on you, you can immediately make a saving throw to end the effect on you, even if it does not normally end on a save. If the effect is continuous, such as an aura, a successful saving throw means that you remain unaffected by the effect until the end of your next turn, at which point you can repeat the saving throw.

**Dragon Blood (24th level):** The first time you become bloodied in an encounter, you gain temporary hit points equal to your bloodied value.

**Dragon Soul (30th level):** Your healing surge value increases by 10.

### Dragonheart Power

**Dragon Shield** Dragonheart Utility 26

*Girding yourself in the dragon's might, you shrug off blows that would kill an ordinary mortal.*

**Daily ✦ Martial, Stance**
**Immediate Reaction** **Personal**
**Trigger:** An attack bloodies you
**Effect:** Until the stance ends, you gain resistance to all damage equal to your Constitution modifier, and whenever you take damage from a melee attack, your resistance increases by 5 (up to a maximum of 20). The stance ends when you are knocked unconscious or are no longer bloodied.

# Invincible Vanguard

*First into battle and last to leave, you are the spear and the shield.*

**Prerequisite:** 21st level, any martial class

When battle erupts, you throw yourself into the thick of combat. You lead the charge against any foes, no matter how tough, how numerous, how terrifying, or how deadly. Your battle cries ring out, inspiring your allies to find courage to discover what fate the gods have in store for them.

You are a blur in battle, striking, leaping away, and then striking again. Each time your weapon bites, death follows. Corpses litter the field in your wake. You are brash in combat, and for a long time, your allies believed you took unnecessary risks, putting yourself and them into danger. Then, with victory after bloody victory, you showed that your brazen courage could bring only triumph and glory.

## Immortality

You do not walk toward destiny—you run. Each victory puts you a step closer to attaining glory and securing your place in legend. Each time you defeat an enemy, you set out to find the next one, leaving carnage in your wake. You seek the ultimate foe, after whose defeat you will understand your place in the world and history.

**Eternal Warrior:** The long road leads to one climactic battle, one in which to settle scores and complete the mission for which you were born. You have long chased your destiny and do not feel disappointment at the road's end, but rather, you are excited that the battles you fought pointed to this final conflict.

Then, after what feels like mere moments, the fight ends, and the enemy is vanquished. Before you can savor the victory, though, you realize your task is still incomplete. Battles remain to be fought, and wars remain to be won. You squeezed out of this world everything it can offer, and now you must find new realms and realities where you can test your mettle.

## Invincible Vanguard Features

**Invigorating Charge (21st level):** Your Strength score increases by 2.

Whenever you charge and make a basic attack, that attack gains the invigorating keyword (page 7).

In addition, you can take actions after a charge.

**Forever War (24th level):** The first time each day when you drop to 0 hit points or fewer, you regain hit points equal to your bloodied value. As a free action, you then stand up, shift 2 squares, and make a charge attack. If the attack hits, you gain temporary hit points equal to your bloodied value.

KEREM BEYIT

**Unstoppable Assault (30th level):** Whenever you score a critical hit against an enemy with a melee attack, bloody an enemy, or reduce an enemy to 0 hit points, you can make a charge attack against a creature other than that enemy as a free action.

In addition, you never provoke opportunity attacks when charging.

## Invincible Vanguard Power

**Endless Assault** — Invincible Vanguard Utility 26

*You hurl yourself at your enemies, chasing them down to the ends of the earth.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**

**Effect:** Until the stance ends, you gain a power bonus to speed when you charge equal to your Constitution modifier, and if you score a critical hit with your charge attack, your attack deals 2[W] extra damage.

# Legendary Sovereign

*You are the long-awaited monarch destined to lead your people into a glorious golden age.*

**Prerequisite:** 21st level; fighter, paladin, ranger, or warlord

Legendary sovereigns come to power in a variety of ways. Some are born to royalty—the scions of existing dynasties. These sovereigns reverse the flagging fortunes of their homelands, defeat ancestral enemies, or usher in ages of expansion and prosperity. Other sovereigns establish new dynasties, building monarchies to heal a land or carve a new kingdom out of the wilderness. A few legendary sovereigns seize power by deposing tyrants and leading nations to freedom. Finally, a handful of legendary sovereigns win their thrones by acclaim. They are chosen by the people to take up the mantle of leadership after performing deeds of renown and demonstrating wisdom and courage.

In the days before acceding to your throne, you won ever-growing renown throughout the land you were destined to rule. An anonymous adventurer in other lands, you were a hero to the people of your home. People crowded the streets to catch a glimpse of you. You accrued accolades, honors, and titles, and the people began to wonder whether you might someday claim the throne. As threats arose, the people of the land sought your opinions and counsel. They treated you as a great leader, and soon, your destiny to become a lord was apparent.

BEN WOOTTEN

## Immortality

Though you might live for decades after completing your final quest, true immortality comes through your legacy.

**The Golden Age:** Upon completing your final quest, you ascend to the throne and begin your reign. For decades, your land flowers and your people prosper. Your victories shield your land from invasion and bring your ancestral enemies to their knees. Your descendants will mount the steps to your throne for centuries to come. When death comes for you at last, your tomb is a monument revered by your people.

## Legendary Sovereign Features

**Legendary Presence (21st level):** Your Charisma score increases by 2.

**Great Captain (21st level):** Once per encounter when you score a critical hit, each ally within 10 squares of you can make a basic attack as a free action.

**Homeland (21st level):** With the DM's approval, choose a realm you are destined to rule. You are regarded as a great hero in that land. You gain a +4 bonus to any Charisma-based skill checks you make within that land. You have property or estates there sufficient to provide for your ordinary needs, including the resources to maintain a household and a small force of loyal retainers.

**This Is Not My Fate (24th Level):** Once per day when you would make a death saving throw, you can instead regain hit points equal to your bloodied value, end any effects on you, and stand up.

**Sword of Kings (30th Level):** Choose one encounter attack power you know that has the weapon keyword. Whenever you use that power, it is not expended unless you miss every target.

## Legendary Sovereign Power

**Sword of the Sovereign** — Legendary Sovereign Utility 26

*Your courageous example heartens your allies, steeling their resolve for victory.*

**Daily ✦ Martial**
**Free Action** **Close** burst 10
**Trigger:** You score a critical hit or reduce an enemy to 0 hit points
**Target:** Each ally in burst
**Effect:** Each target gains temporary hit points equal to your level + your Charisma modifier. Each target also gains a power bonus to attack rolls with basic attacks and at-will attacks equal to your Charisma modifier until the end of the encounter or until you drop to 0 hit points or fewer.

# Star-Favored Champion

*Your greatness was written in the stars at the hour of your birth. When your tale is done, your image will live on in the night skies.*

**Prerequisite:** 21st level, any martial class

You were destined for greatness from your earliest days. As a child, you took to weapons with a natural talent that astonished your tutors. In the early days of your career, your skill, athleticism, and courage surprised everyone. Later, your comrades came to expect nothing less of you than the utmost.

You became aware of a force at work in your life, an inexorable pull drawing you toward the most daunting challenges and the greatest adventures. Even insignificant decisions led you down the path of danger, and against each adversity, you triumphed. In time, you realized that a star in the sky was bound to your fortune.

When you suffer trouble or doubt, your star is dim and low in the sky. When you master your circumstances and defeat your foes, your star ascends and grows brighter. On the occasions when your actions and valor shake the thrones of kings or the pillars of the heavens, your star blazes with a glory marked by sages and astrologers throughout the world. Your star's passage through the constellations of great monsters matches your battles against dire foes, and its journeys into signs of wealth or fortune mark the boons you receive.

## Immortality

The story of your greatness is written in the sky for everyone to see. In time, the gods themselves perceive the significance of your star's ascension. From that day on, mighty powers gather around you, and your star is drawn toward its most dangerous passages and most spectacular glories.

**A Memory in the Stars:** When you complete your final battle, your star comes to rest. Lesser stars array themselves around it, giving shape to a new constellation—a representation of you to inspire mortals for eternity. You are welcomed in the astral dominions of the gods who favored you, honored for your heroism and courage. Then you take a place within your constellation, your eternal presence shod in stardust and crowned with brilliance. Your story is passed on in myth as mortals give you a name—the Swordsman, the Archer, the Captain, or the Hunter—recounting stories of the hero who bestrides the skies in starry glory.

## Star-Favored Champion Features

**Favored Warrior (21st level):** Your Constitution score increases by 2.

ARNIE SWEKEL

You gain a +2 bonus to Acrobatics checks and Athletics checks.

**Favored Tenacity (21st level):** Whenever your first attack roll with an encounter power misses, until the end of your turn you can make a basic attack as a minor action.

**Resurgent Star (24th level):** While you have at least one healing surge, you automatically get a result of 20 on any death saving throw.

**Sign of Challenge (30th level):** You gain the *sign of challenge* power.

**Sign of Challenge** Star-Favored Champion Feature

*Your destiny, spun by your star's course, shows that you will be the one to destroy this foe.*

**Encounter ✦ Martial**
**Minor Action** **Close** burst 5
**Target:** One nonminion creature in burst
**Effect:** Whenever you attack the target, you roll twice and use either result. Whenever you hit the target, each ally you can see gains a +2 bonus to attack rolls against any enemy other than the target until the end of your next turn.

## Star-Favored Champion Power

**Sign of Hope** Star-Favored Champion Utility 26

*You have seen your future mapped out in the sky above, and you know you won't falter now.*

**Daily ✦ Martial, Healing**
**Minor Action** **Personal**
**Effect:** You regain one martial encounter attack power that you have expended, and you can spend a healing surge.

# IMPROVE YOUR GAME WITH A BOOKMARK.

Add D&D Insider™ to your Favorites and bring more to your characters and campaigns with a constantly growing source of new content, tools, articles, applications, and more.

Whether you're a player, a DM—or both—D&DI™ will help you spend less time prepping for your game and more time playing it.

**SUBSCRIBE NOW AT DNDINSIDER.COM**

D&D INSIDER™

NEVER SPLIT THE PARTY

All trademarks are property of Wizards of the Coast LLC. ©2010 Wizards. Restrictions apply. See site for details.

# Legends Made with Bow and Blade

In the war against evil, some heroes turn to magic, faith, or primal spirits. Your strength, however, comes from within. Skill and agility. Cunning and might. Bow and blade. These are the hallmarks of the martial hero.

This Dungeons & Dragons® Roleplaying Game supplement presents new options for martial characters, including new powers, builds, feats, paragon paths, and epic destinies designed for the fighter, ranger, rogue, and warlord classes. *Martial Power*™ 2 also introduces two new rules systems–martial practices and combat styles–that allow you to create custom fighting techniques and play truly legendary martial heroes.

For use with these 4th Edition Dungeons & Dragons® core products:

*Player's Handbook*® core rulebooks

*Dungeon Master's Guide*® core rulebooks

*Monster Manual*® core rulebooks

*D&D*® *Miniatures* *D&D*™ *Dungeon Tiles*

GET MORE AT D&D INSIDER™ www.dndinsider.com

d20 SYSTEM™

Wizards®

ISBN: 978-0-7869-5389-9

9 780786 953899 52995 EAN

Sug. Retail: **U.S. $29.95** CAN $37.00

Printed in the U.S.A. **251230000**

# Dungeons & Dragons®

## The Plane Above:
### Secrets of the Astral Sea™

ROLEPLAYING GAME SUPPLEMENT

Rob Heinsoo

# Dungeons & Dragons®

# The Plane Above

## Secrets of the Astral Sea™

ROLEPLAYING GAME SUPPLEMENT

Rob Heinsoo • Ari Marmell • Eric Scott de Bie

# CREDITS

Design
**Rob Heinsoo (lead),**
**Ari Marmell, Eric Scott de Bie,**
**Robin D. Laws, Matthew Sernett, Rodney Thompson**

Development
**Stephen Radney-MacFarland (lead),**
**Peter Schaefer, Stephen Schubert**

Editing
**Cal Moore (lead),**
**Joanna G. Hurley, Jenny Lockington, Lynnette Struble**

Managing Editing
**Kim Mohan**

Director of D&D R&D and Book Publishing
**Bill Slavicsek**

D&D Creative Manager
**Christopher Perkins**

D&D Design Manager
**James Wyatt**

D&D Development and Editing Manager
**Andy Collins**

D&D Senior Art Director
**Jon Schindehette**

Art Director
**Mari Kolkowsky**

Cover Illustration
**William O'Connor (front), Ralph Horsley (back)**

Graphic Designers
**Keven Smith, Leon Cortez, Emi Tanji**

Additional Graphic Design
**Soe Hemmi**

Interior Illustrations
**Dave Allsop, Kerem Beyit, Zoltan Boros & Gabor Szikszai, Julie Dillon, Vincent Dutrait, Wayne England, Jason A. Engle, Ralph Horsley, Howard Lyon, Jim Nelson, William O'Connor, Adam Paquette**

Cartographer
**Jason A. Engle**

Publishing Production Specialist
**Erin Dorries**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Ashley Brock**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).

620-25126000-001 EN
9 8 7 6 5 4 3 2 1
First Printing:
April 2010
ISBN: 978-0-7869-5392-9

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277

Dungeons & Dragons, D&D, d20, d20 System, Wizards of the Coast, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, Eberron, *D&D Insider*, *Dragon*, *Divine Power*, *Draconomicon*, *Manual of the Planes*, *Open Grave: Secrets of the Undead*, *Revenge of the Giants*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast LLC in the U.S.A. and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2010 Wizards of the Coast LLC.

VISIT OUR WEBSITE AT WWW.DUNGEONSANDDRAGONS.COM

# CONTENTS


1: ASTRAL ADVENTURING ..... 4
The Astral Sea ..... 6
Geography ..... 8
Campaign Themes ..... 9
Explore the Infinite Sea ..... 9
Crawl Astral Dungeons ..... 11
Fight Astral Pirates ..... 12
Fight the Gods of Evil ..... 14
Join Heaven's Order ..... 16
Overcome Heaven's Flaws ..... 17
Adventure into Myth ..... 18
Traveling the Astral Sea ..... 19
Ship-to-Ship Combat in the Astral Sea ..... 20
Astral Vehicles ..... 20
Dominion Ships ..... 21
Navigating the Astral Sea ..... 25
Adventures on the Astral Sea ..... 27
Environmental Hazards ..... 28

2: DIVINE DOMINIONS ..... 30
The World of the Gods ..... 32
The Gods ..... 32
Exarchs ..... 32
Angels ..... 32
Exalted ..... 34
Outsiders ..... 35
Dominions and Border Islands ..... 36
Arvandor ..... 37
The Glorious Hunt ..... 38
Major Areas ..... 40
Adventure Hooks ..... 41
Encounter Groups ..... 41
The Green Isles: Arvandor's Archipelago ..... 42
Celestia ..... 44
Major Areas ..... 45
Gods of Celestia ..... 45
The Game of Mountains ..... 46
The Foothills: Celestia's Archipelago ..... 47
Chernoggar ..... 51
Gods of Chernoggar ..... 52
Major Areas ..... 53
Adventures ..... 55
Between War and Destruction ..... 56
The War Expands ..... 58
The Shrapnels: Chernoggar's Islands ..... 59
Hestavar ..... 61
Gods of Hestavar ..... 61
The Daybreak Islands: Hestevar's Archipelago ..... 64
The Nine Hells ..... 65
Asmodeus's Fall and the Foundation of Hell ..... 65
Devilish Motives and Adventures ..... 66
Avernus, the Burning Wastes ..... 68
Adventure: Hell's Bonds ..... 70
The Outer Torments: Hell's Border Islands ..... 76
Tytherion ..... 80
Tiamat's Realm: Azharul ..... 80
Samaragd, the Serpent's Kingdom ..... 82
The Scales: Tytherion's Archipelago ..... 88

3: THE DEEP ASTRAL SEA ..... 90

RACES OF THE ASTRAL SEA ..... 92
Couatls ..... 92
Outlook and Interaction ..... 92
Cloudlands ..... 93
Life and Culture ..... 93
Githyanki ..... 94
History of the Githyanki ..... 94
Life and Culture ..... 96
Outlook and Interaction ..... 96
Maruts ..... 98
Life and Culture ..... 98
Outlook and Interaction ..... 99
Major Sites ..... 100
Quom ..... 101
History of the Quom ..... 101
Life and Culture ..... 102
Outlook and Interaction ..... 102

SHATTERED DOMINIONS ..... 104
Carceri ..... 104
The Isles of Carceri ..... 105
Adventures ..... 106
Environmental Features ..... 107
Erishani ..... 108
Adventure Hooks ..... 109
Environmental Features ..... 109
Encounter Groups ..... 109
Adventure: The Monolith Stirs ..... 110
Kalandurren ..... 114
Environmental Features ..... 115
Encounter Groups ..... 115
Pandemonium ..... 116
Adventure Hooks ..... 117
Environmental Features ..... 118
Encounter Groups ..... 118
Shom ..... 119
Death of a God, Rise of the Illumians ..... 119
The Shattering of the Word ..... 119
Adventure Hooks ..... 121
Environmental Features ..... 121
Encounter Groups ..... 121
Encounter: Purifiers of Shom ..... 122
Motes in the Astral Sea ..... 124
Archanus ..... 124
Eldregaard ..... 124
The Forgotten Sanctuary ..... 125
Frostburn ..... 125
Kar'ka Dun ..... 126
Mutas ..... 126
Pluton, the Gray Waste ..... 126
Shivering Spires ..... 126
The Triad Islands ..... 127
Zulkolosz ..... 127

4: ASTRAL DENIZENS ..... 128
Abomination ..... 130
Astral Render ..... 130
Hundred-Handed One ..... 130
Malediction ..... 131
Nullifier ..... 132
Voracia ..... 133
Banesworn ..... 134
Banesworn Warrior ..... 134
Banesworn War Priest ..... 134
Juggernaut of the Black Hand ..... 135
Banesworn Iron Bulwark ..... 135
Banesworn Lore ..... 135
Encounter Groups ..... 135
Devil ..... 136
Burning Devil ..... 136
Indwelling Devil ..... 137
Pillager Devil ..... 138
Warder Devil ..... 139
Exalted of Erathis ..... 140
Exalted of Kord ..... 141
Githyanki ..... 142
Ch'r'ai Inquisitors ..... 142
Duthka'gith ..... 142
Githyanki Far Wanderer ..... 143
Githyanki Blackweave ..... 144
Githyanki Ghustil ..... 144
Githyanki Pyroclast ..... 145
Githyanki Sword Stalker ..... 145
Gul'othran Marauder ..... 146
Gul'othran Dragon Raider ..... 146
Tu'narathi Dragon Rider ..... 147
Osyrimon ..... 148
Vlaakith ..... 149
Gruumsh ..... 150
Battlesworn of Gruumsh ..... 150
Exarchs of Gruumsh ..... 152
Quom ..... 156
Quom Fanatic ..... 156
Quom Enforcer ..... 156
Quom Harpoonist ..... 156
Quom Desperate ..... 157
Durud Fragment Mage ..... 157
Durud Healer ..... 158
Durud Slayer ..... 158

MONSTERS BY LEVEL ..... 159

CHAPTER 1

# Astral Adventuring

**Experienced players** and Dungeon Masters might be familiar with previous descriptions of the Astral Sea as an infinite silvery plane. In the world of the 4th Edition D&D® game, the Plane Above is that and more—it also serves as the place where many of the deities of the D&D multiverse reside.

This new view of the Astral Sea includes other aspects that haven't been part of the cosmology before, such as the border islands that surround the divine dominions. Suffice it to say that the amount of interesting territory and beings that characters might interact with in the Plane Above has been expanded. Those border islands are covered in full later in this book along with the dominions themselves.

Chapter 1, however, is designed to help you get the most out of this book for your campaign. The chapter presents seven campaign themes that weave together the rest of the elements of this book. These themes range from the predictable (Fight the Gods of Evil) to the unexpected (Overcome Heaven's Flaws) to the world-shaking (Adventure into Myth).

"Traveling the Astral Sea" at the end of Chapter 1 revisits the earlier discussion of geography, providing mechanics for navigation, vessels, and astral hazards.

The following sections of this chapter create a framework for adventures on the Astral Sea.

- **The Astral Sea:** The Plane Above has many facets to its nature and its history, any of which can come into play. This summary highlights each of those facets.
- **Geography:** Essential physical concepts that play into all the areas the Astral Sea encompasses.
- **Campaign Themes:** Seven diverse approaches to running a campaign that uses the Plane Above. Most of the themes are complementary rather than exclusive, meaning that you can incorporate elements from more than one to create a unique campaign experience.
- **Traveling the Astral Sea:** How to move around in the Astral Sea, and a look at some of the hazards that visitors and natives alike can encounter as they traverse the Plane Above.

WILLIAM O'CONNOR

# THE ASTRAL SEA

Welcome to the world above the world of mortals, an infinite silver expanse dotted by countless small shards of land, scattered larger islands, and the dominions of the gods. Here are some key highlights to keep in mind as you prepare to use the Plane Above in your campaign.

**The Astral Sea is a former battlefield still ravaged by the cosmic conflict known as the Dawn War.** The deities were the original inhabitants of the astral realm when the world was newly created by the primordials and the mortal races had yet to find their final forms. Along with shaping and refining the creation of the world, the gods had grand plans for a single realm that would link all their dominions together with an all-powerful astral connection known as the Lattice of Heaven.

When the gods intervened to prevent the primordials from destroying the world and starting a new creation, the primordials responded by invading the Plane Above. Gods died, dominions crumbled, and the incomplete Lattice of Heaven was shattered into fragments. The astral world that had nearly become a fantastic interlocked mesh of divine dominions blew apart into an infinite silver sea. Much later, when the gods had eked out a narrow victory in the Dawn War, only a few of the divine dominions that survived the devastation still functioned for their deities, hinting at the glory that died forever when the primordials destroyed the Lattice.

Since that time, shattered dominions (those that no longer have a deity), ruins, corpses of forgotten gods and primordials, and war magic left over from the Dawn War still linger within the Astral Sea, whether on shards of matter scattered throughout the astral realm or floating freely through it. Dramatic examples of such remnants include the Golden Monolith of Erishani (page 108), the floating corpse of the primordial Haemnathuun (*Open Grave: Secrets of the Undead*, page 120), and the primordial energy bubble known as Frostburn (page 125).

The player characters will most likely have already met the free-willed servitors that have a preference for killing known as abominations—one of the worst consequences of the great rituals employed during the Dawn War. In the prison realm of Carceri (page 104), or perhaps on the Glorious Hunt in the dominion of Arvandor (page 37), the characters might uncover the full story of the abominations' origin and the reasons for their increasing attacks centuries after the end of the war they were created to win.

Gods such as Asmodeus took advantage of the Dawn War to seize power they didn't deserve (see the Nine Hells on page 65). Threats native to the Far Realm took advantage of the devastation wrought by the Dawn War to pry a hole into reality through which they could enter. And as always, many horrible echoes of the Dawn War are poised to enter the Astral Sea unless capable paragon and epic tier characters can set things right and create something better in the scars left over by the war.

**The Astral Sea is the home of the gods.** Most of the deities who survived the Dawn War maintain mighty dominions on islands scattered widely through the Astral Sea. Chapter 2 details each of the functioning divine dominions, as well as the border islands that cluster around each dominion. (The shattered dominions are discussed in Chapter 3.)

Although the deities wield much influence in the mortal world and its echo planes, the Feywild and the Shadowfell, the gods' influence has been limited due to the ravages of the Dawn War and the forceful intervention of the primal spirits. But in the Plane Above, the deities are the most powerful agents, taking direct actions and choosing paths that shape the history of the plane.

Momentous divine events that have acquired mythic force did not end after the Dawn War. Epoch-shaping events since that conflict have included Asmodeus's rise to power and manipulation of the gods (page 65), Gruumsh's invasion of Bane's dominion of Chernoggar (page 51), the destruction of the god Amoth and his dominion of Kalandurren by three demon princes (page 114), and Erathis's more recent determination to restore the dominions of the gods and rebuild the Lattice of Heaven (page 61).

Depending on the scope and interests of your campaign, the player characters might be able to reshape the Plane Above, including the agendas and life spans of the deities that reside there. The campaign themes beginning on page 9 explore these possibilities in more detail.

**The Astral Sea is the setting for many separate afterlives for mortal worshipers of the gods.** Each of the functioning divine dominions has its population constantly refreshed by a small number of exalted, the spirits of dead mortals restored to life in new physical bodies known as soulforms. The exalted are generally not the protagonists of the great stories of the Plane Above, since they generally maintain their immortality only while they stay within their god's dominion. But many exalted do venture beyond the protection of their dominion on pilgrimages, sightseeing voyages, or missions for their deity that could bring them into conflict or association with the player characters.

The exalted most frequently encountered in the wider Astral Sea are exalted of Bane (on missions of conquest), Gruumsh (on missions of destruction), Erathis (pursuing aspects of the Game of Making, page 62), and Kord (raising hell or training for the Dusk War, page 45).

Chapter 2 details the exalted and their less fortunate counterparts, the soulform beings collectively known as outsiders. After the destruction of the Lattice of Heaven, the divine dominions stopped functioning at full power and effectiveness. Many mortals who were traveling to their god's dominion to become exalted suffered the repercussions of that event, instead waking up on the shores of the border islands surrounding each of the dominions. They are cursed with the name "outsiders" because they are physically unable to enter the dominion of their god.

The outsiders live as well as they can in the outer islands, sometimes managing a prosperous if not perfect afterlife (as in the Green Isles around Arvandor, page 42, and in the Daybreak Islands around Hestavar, page 64). In other cases, such as in the island chain around Tytherion known as the Scales (page 88), outsiders live only by avoiding the hunting parties led by the servants of the evil deities they might once have worshiped.

Even in the best circumstances, the outsiders and mortals living on the border islands are cut off from the full protection of the dominions. Player characters will often be the only defenders standing between the inhabitants of the border islands and the ravagers of the Astral Sea: abominations, aberrants, slavers from the Nine Hells, githyanki pirates, quom searchers, and servants of the evil gods. In turn, the border islands and their outsider populations provide points of light outside the divine dominions where characters can recuperate and prepare for their next adventure.

**The Astral Sea is the home of many native mortal races whose goals will shape the characters' adventures.**
The four major independent races of the Astral Sea are covered in detail at the start of Chapter 3. Each of the four races has its own slant on the Plane Above that is likely to conflict with the player characters' goals.

The couatls seem like the most benevolent of the four, but their crusade against various forms of evil masks a status-oriented society that can turn player characters into pawns used in the hierarchy contests within the couatls' Cloud Court (page 93).

Of the four races, the githyanki have the most influence on events in the Astral Sea. Player characters will probably have encountered githyanki in their earlier adventures. The githyanki excel as quick-sailing raiders and pirates, preying mostly on the border islands, on those who sail between the islands, and on explorers who dare the deep Astral Sea. In a campaign featuring confrontations with astral pirates (page 12), the githyanki and their wandering city Tu'narath can become the characters' chief adversaries.

The maruts were originally creations of the deities. But they were created to have an impartial perspective to allow them to make detached rulings that would cut down on the squabbling gods' tendency to resolve arguments by force. Unless the characters have supreme diplomatic skills and some knowledge of history, it's likely that the maruts' literally interpreted contracts will force them into awkward and violent situations rather than making their lives easier.

The quom are the most straightforward of the four races. A once-peaceful race converted to violence by the accidental death of their god in a Dawn War battle between Bahamut and a powerful primordial, the quom cut the fragments of their dead god out of the bodies of anyone who had the bad luck to contain a piece of it, no matter how small. The quom rival the githyanki as fearsome raiders, but where the githyanki seek plunder and entertaining violence, the quom target random creatures, structures, and magic items. As part of a campaign, the quom's random raids can target the player characters, or those close to them. Occasionally, the quom might even target the characters' enemies, perhaps forcing the characters to choose between enemies to assist.

**The Astral Sea is most suited to paragon tier and epic tier adventures.**
Most of the monsters and threats found in the Astral Sea match up well against paragon and epic tier adventurers. Exceptions exist, but few heroic tier characters should count on being able to sail through the Astral Sea without falling prey to githyanki pirates or devils harvesting souls for the Nine Hells. Heroic tier characters can use portals to access specific astral locations, but most adventures in the Astral Sea are better suited for adventurers in the paragon or epic tier.

## OTHER SOURCES

Certain aspects of the Astral Sea have been detailed in earlier D&D® supplements and in some *Dragon*® magazine articles on *D&D Insider*™. Here's a list of significant sources.

*Manual of the Planes*™, especially Chapter 5: The Astral Sea.

"Playing Githzerai" in *Dragon* #378.

"Tu'narath, City of Death" in *Dragon* #377.

"Codex of Betrayal: Alloces, the Butcher of Nessus" in *Dragon* #373.

"Deities and Demigods: Bane" in *Dragon* #372.

"Masters of the Planes" in *Dragon* #372.

"Hestavar" in *Dragon* #371.

The "silver sea" left in the wake of the destruction of the original Lattice of Heaven isn't actually a sea, but rather a fantastic version of the space beyond the world, filled with vast clouds of a luminous silver-gray substance that is not fully a mist and not fully a liquid. Thousands of stars glitter in the distance, as well as the colored veils of the astral dominions, if a traveler is close enough to see them. Vast expanses of "open sea" between the drifting clouds of astral mist provide travelers with hundreds of miles of visibility. Inside even the densest astral mist, a traveler can see objects several miles away with ease, since the wispy clouds of the Astral Sea don't impede vision as much as clouds do in the world.

The Astral Sea is not wet or cold; a cool tingle on the skin is the only sensation a traveler gets. Creatures that breathe do so without trouble. Flying creatures can fly through the astral stuff as if it were air, and natural swimmers can swim through it as if it were water. Other creatures can move slowly through the Astral Sea by sheer willpower (they have a fly speed of 2 [clumsy] and can hover). More information on flying and sailing through the Astral Sea is located in "Traveling the Astral Sea" on page 19.

## The Astral Horizon

Even though the Astral Sea is a three-dimensional void, it has a distinct horizon that forms something like the surface of an ocean. The mists below this surface are darker and denser, while the mists above the surface are brighter and more open. Most creatures and vessels slowly orient themselves toward this subtle demarcation, often without realizing it, in order to travel along the "surface" of the Astral Sea. Vessels in the Astral Sea tend to meet along this nominal surface, creating encounters that begin in a space that seems two-dimensional, though it can become three-dimensional as soon as vessels begin maneuvering for position.

The functioning divine dominions all rest along this surface horizon. A vessel approaching an astral dominion normally does so from the dominion's equivalent of sea level, or from its equator for those dominions that are shaped like globes. It's unusual, though obviously not impossible, to drop in on a dominion from a pole or the zenith of its sky.

## Islands in the Great Sea

Though the Astral Sea is profoundly empty, it is so unthinkably vast that it has room for divine dominions, shattered dominions, countless island motes, tumbling wrecks of Dawn War battlefields, and citadel islands. No one, except perhaps a few githyanki far wanderers or the quom, has a clear idea of everything that could be found in the deep Astral Sea—the part of the plane that surrounds the comparatively small area in which most of the gods' dominions are located.

So far as anyone knows, the only truly fixed locations in the Astral Sea are occupied by the few functioning divine dominions that still maintain some sort of connection with the skeleton of the original divine Lattice, such as Celestia, Tytherion, and the Nine Hells. The border islands that spring up around each of the functioning divine dominions don't stay in fixed positions, but each does tend to remain within the orbit of its source dominion. The rest of the islands, motes, and shattered dominions of the Astral Sea often change position slightly or drastically every year as a consequence of changes in the astral tide.

Astral navigators start with knowledge of the basic directions from one functioning divine dominion to the next. But even with that knowledge, the amount of time it actually takes to sail or fly through the entire Astral Sea from one known dominion to another varies hugely depending on flows of astral energy that are largely imperceptible. More details on astral travel appear on page 19.

## The Dominions' Color Veils

Great walls of shimmering light known as color veils surround each of the functioning divine dominions (as well as the dominions that have lost their deities). Each dominion has its own color (see *Manual of the Planes*, page 16). Most color veils are semiopaque, offering partial or shifting glimpses of the dominion within.

Travel along the horizon of the Astral Sea is often sped up considerably by color strands, which are wide ribbons of light related to the color veil of their dominion. Whereas crossing an actual color veil immediately places a traveler inside the dominion, entering a color strand transports a traveler to a position on the edge of the corresponding dominion. If the dominion has border islands, travelers entering a color strand are transported to the edge of that archipelago, allowing entrance to the dominion only by sailing through the border islands.

A traveler using a color strand to reach a shattered dominion that no longer has border islands is transported to a place some miles from the dominion's edge, leaving enough time for preparations before reaching the ruined land. Details on each of the dominions' color veils and the rules for travel by way of color strands appear in the "Navigating the Astral Sea" section on page 25.

# CAMPAIGN THEMES

No book can provide the compelling stories that you and the player characters weave together to bring your game world to life. The goal of this book is to provide a compelling backdrop and a rich selection of elements for you to draw upon for your campaign. The seven campaign themes introduced below help you benefit from this book. Several of the themes include suggested campaign arcs to use as inspiration.

The themes discussed in this section are:

- **Explore the Infinite Sea:** An infinite ocean opens the option of framing much of a campaign's points of interest as moments in the career of the greatest explorers of the cosmos. This theme examines the manner in which rephrasing character rewards can turn some exploration into the characters' main goal instead of a step along the way.
- **Crawl Astral Dungeons:** Groups that prefer old-school dungeon crawl adventures can find what they're looking for, one island at a time.
- **Fight Astral Pirates:** Githyanki, quom, and slavers working for the evil gods make great enemies, particularly when the characters get to feel like pirates. The Astral Incursion campaign arc suggests one way of using the githyanki as focal villains for much of the paragon tier.
- **Fight the Gods of Evil:** No enemies exist that are more powerful than the evil gods. Make use of the information on the dark dominions in Chapter 2 to infiltrate, assault, and perhaps ultimately destroy the realms of the evil gods. The Gods War campaign arc is a campaign that spans thirty levels, gradually revealing the nature of this theme.
- **Join Heaven's Order:** Epic tier characters already dabble with demigod status and positions as exarchs. This theme draws the characters into closer connection with the gods of one or more dominions, or points the way to joining the gods on the characters' own terms.
- **Overcome Heaven's Flaws:** The divine system hasn't worked properly since the Lattice of Heaven was destroyed. The characters attempt to solve the tragedy of the outsiders, with or without the assistance of the deities.
- **Adventure into Myth:** This theme offers as possible adventures the conflicts of history and myth related in this book (and in all other supplements). Venturing into deep myth makes it possible for the characters to succeed and change the world for the better or fail horribly and return to a world in worse shape than it was before. It's a delicate balance, but an exciting option for demonstrating how epic tier characters assume the mantle of cosmic power.

## Explore the Infinite Sea

Part of the appeal of the separate planes of existence is that they offer you a change of pace, allowing an all-new style of adventure with an elaborate context that you can draw in as you choose.

Fundamentally, the Astral Sea establishes an otherworldly analog of seafaring adventures involving relatively rapid but perilous travel between a succession of familiar and unexplored islands. Of course, from the perspective of characters newly arrived to the Astral Sea, even the friendliest of the divine dominions count as unknown territory, to say nothing of the border islands, shattered dominions, and motes of the deeper Astral Sea. Most campaigns that make use of multiple locations within the Astral Sea can easily contain a strong element of exploration.

The assumptions of the "points of light" setting for the 4th Edition world translate well to adventures in the Astral Sea. The gods' dominions are the only truly stable points in an otherwise ever-shifting environment, and the sole fixed locations that can be confidently placed upon an astral map. Depending on the way you treat the island archipelagoes outside the dominions, a few of the border islands might contain settlements that qualify as points of light where the characters can seek refuge. Of course, raiders from one of the evil dominions or the deep Astral Sea can erase such havens at any time. Depending on their relations with the gods, the characters might need to explore large portions of the Astral Sea just to find locations they can use as safe havens.

### The Explorers' Rewards

In a sense, the Astral Sea is the scene of a perpetual age of exploration. Unlike our own world, which offers merely two poles for explorers' flags and a finite number of mightiest rivers and tallest mountains, the Astral Sea perpetually renews itself with undiscovered islands and shards of ancient Dawn War battlefields newly swirled into reach by the astral tides.

To motivate the characters to explore wide reaches of the Astral Sea, draw a clear connection between exploration and loot. Fragments of ancient battlefields that have escaped or defied plunder since the Dawn War should be rich sources of magic items. Some come from the original armies of the gods. Others come from the forces of the primordials. Given the scope of the conflict and its numerous bizarre alliances, any item you want to introduce into your campaign, or that your players have asked for on their wish lists (*Dungeon Master's Guide*, page 125), could reasonably be found somewhere on an ancient

battlefield, or within barrows dug beside the field and then forgotten.

To strengthen the association between exploration and loot, you could occasionally give the player characters "something for almost nothing." When characters have already braved astral hazards to voyage to distant reaches of the Astral Sea, following quests you set up earlier or searching widely on their own, provide them with the equivalent of a miner's lucky strike: an ancient Dawn War site, for example, that turns out to be unguarded and unplundered. After a couple of skill challenge searches and several tense moments when the characters expect to be attacked, reward them for their explorations with treasure they didn't have to fight for. Of course, navigational hazards and encounters with astral pirates or monsters on the way home can balance the adventure as you like. If you begin associating the best treasure parcels with far-ranging exploration rather than always associating treasure with monsters that fight to defend it, the characters will soon understand that in the Plane Above, they are racing to discover untapped sites before the githyanki, the quom, or other rivals can plunder them.

Rival explorers and plunderers also could become ongoing villains in your campaign. After an inconclusive encounter with a githyanki or quom ship, have one of the treasures the characters find in a subsequent adventure be part of a magic item set, as introduced in *Adventurer's Vault 2*. Use a subsequent quest to point to the location of another piece of the set. Then put the characters' nemesis ahead of them on the exploration path and find out how far the characters are willing to go to outrace or outfight their rivals.

Alternatively, you could shape a decisive phase of your paragon or epic tier campaign by effectively turning the exploration-savvy characters into the chief enemies, or chief benefactors, of one of the Astral Sea's principal power groups. Characters exploring the Astral Sea might find artifacts or items that are worth far more to the githyanki or the quom than to them. For example, characters who have had previous dealings with the quom could undertake a great mission of exploration that is certain to lead to an unsurpassed Dawn War treasure. What happens when that Dawn War battlefield turns out to be a great remnant of the god Lakal, the object of the quom's eternal quest? What if the characters find a source of Lakal's essence so large that it might enable the quom to succeed in their absurd quest?

Epic tier campaigns often center on plot lines that reshape the world. If you like, items and locations discovered on voyages of exploration, including earlier voyages, can turn out to be pivotal as the characters play out their epic destinies.

## Exploration Resources

Several sections of this book relate directly to campaigns in which the characters cruise through the

ZOLTAN BOROS & GABOR SZIKSZAI

Astral Sea in search of adventure, glory, and loot. "Traveling the Astral Sea," beginning on page 19 of this chapter, details the types of astral vessels that the characters are most likely to obtain and provides hazards, skill challenges, and mechanics for determining the success or failure of the characters' navigational techniques. A campaign heavily based on exploration should make use of the hazards sparingly and when most dramatically effective, rather than complicating every voyage the characters undertake.

The section on astral travel in this chapter also offers images and statistics for the coveted dominion ships—astral vessels that extend the dominions' magical power. Player characters who enter a god's service, or otherwise become valuable allies of the deities (see "Join Heaven's Order," page 16), could receive the use of a dominion ship as a benefit of their service. Alternatively, if the characters' astral vehicle becomes extremely important to them, you can encourage them to expend resources to upgrade it, letting them fashion an astral vessel that rivals or exceeds the dominion ships in appearance and performance.

The dominions, border islands, shattered dominions, and shards presented throughout Chapter 2 and Chapter 3 can form the core of an exploration-themed campaign's settings. "Motes in the Astral Sea" (page 124) presents a medley of ancient battlefields, wandering comets, and bizarre cultures drifting on shards lost within the deep Astral Sea, but it is not a definitive list. The point of the section is to suggest that all varieties of cultures and adventures can be found somewhere in the infinite sea. As long as you maintain the tone that suits your game, the far reaches of the astral realm give you license to create new challenges and settings for epic tier characters who can rightly say that they have already dealt with every monster under the sun.

## Crawl Astral Dungeons

Some groups of players stick to their roots—they started as dungeon-crawling adventurers in the heroic tier, and neither the powers of the paragon tier nor the cosmic responsibilities of the epic tier can budge them from their dungeon-crawling preferences. But framing a dungeon crawl-style game at paragon and epic tier can be difficult.

As discussed in the exploration theme, the Astral Sea offers an endless array of exotic and varied settings. For a dungeon crawl-style game, what's required is the sense that each session, or adventure, can be played out with little reference to the monsters or encounters from the previous adventure's location. Dedicated dungeon crawlers aren't that interested in the details of their travel between adventures; they just want to know that they rested, restocked, and can arrive at their next destination.

The Astral Sea naturally provides both ingredients necessary for an engaging high-level dungeon crawl game: variation and isolation. Combine infinitely varied shard-islands in the Astral Sea with the fact that each of the islands can be located as far from any other island as you like, and you have a recipe for a dungeon crawl-style game presented as an island-hopping campaign.

With the understanding that a dungeon crawl-style game provides most of what dungeon enthusiasts want out of their episodic games, all the adventures and encounters in this book should be usable at some point in the campaign. The fiery descent into Avernus (see "Hell's Bonds," page 70) could be followed by deeper delving into hell or a retreat to a safe base. In a dungeon-crawling campaign, the altercation with astral giants on Shom (see "Purifiers of Shom," page 122) could lead to an adventure beneath Shom's shifting sands in the vaults of the illumians instead of intrigue with Erathis and her Game of Making. The options are endless.

"The Monolith Stirs" mini-adventure (page 110) set on the island of Erishani is already set up as a one-session encounter for epic tier characters.

**SIGIL**

Adventurers who want to explore the Plane Above without traversing its hazardous sea often take up residence in Sigil, the infamous City of Doors. This densely populated and geometrically improbable settlement is everywhere and nowhere at once. It occupies the inner surfaces of a toroidal structure floating in an undefined pocket dimension. Countless gates and portals to earthly realms and extraplanar realities riddle its smoky, byzantine streets. The most stable gates have been used to create outposts. These fortresses and hideaways in the planes serve as way stations for travelers and miscreants of all varieties. Examples include Blackhelm, a fortified and perpetually besieged city within a city (Chernoggar), the sumptuous lagoon isle of Chapelton (Hestavar), and a dank metal chamber beneath Baator's city of Darkspine (Nine Hells), entered by leaping into one of countless small pits of lava and praying to have chosen correctly.

Residence in Sigil is not for the fainthearted; the city is anarchic and inhabited by some of the most dangerous beings in existence. Even so, it is a place driven by mortal motivations and behaviors. For this reason, adventurers might find it a more congenial place to set up house than any of the locations described in this book. Explorers commonly take lodgings in the polyglot Market Ward, a bustling neighborhood where the goods and services they require are most readily at hand.

For more on Sigil, see *Manual of the Planes* and *Dungeon Master's Guide 2*.

### Dungeons

Numerous locations in the dominions and wider Astral Sea can be used as dungeonlike environments when you want to set up a dungeon crawl. Here's a small set of possibilities.

The divine dominion of Arvandor has contained Hunting Grounds in which allies of Corellon and Sehanine pursue abominations that would otherwise break out into Arvandor or the wider Astral Sea. The origins and explanations of this "Glorious Hunt" appear on page 38. The Hunting Lands that look most like dungeons are the Dead City of Carantharas (page 39) and the Reef Catacombs (page 39).

The various torture islands of the Outer Torments (page 76) are infested with dungeonlike underground environments populated by devils that have no interest in the well-being of their neighboring rival devils.

The labyrinthine plateaus and deep passages of Tytherion, the Dominion of Night, function as a sort of megadungeon populated by the warring servitors of two mutually antagonistic evil gods, Tiamat and Zehir. See page 80 for details on this location. At a somewhat lower power level, the island chain outside Tytherion, known as the Scales, has most of its culture underground, since dragon raiders from Tytherion scorch any creatures that show themselves on the surface.

Most of the gale-swept and ice-charred tunnels within the shattered dominion of Pandemonium are perfect for dungeon adventures.

The demon prince Rimmon's tomb on Kalandurren (page 115) is a dangerous place to delve, with impressive treasures. An opportunity no self-respecting dungeon crawler could refuse.

## Fight Astral Pirates

Could an Astral Sea be complete without astral pirates? We'll never have to find out. Happily for those who enjoy smashing pirates' hopes of plunder, the Astral Sea is plagued by at least four principal factions of dangerous raiders, each with lethal strengths and exploitable weaknesses.

### The Predators

The factions most likely to mount hit-and-run raids on vessels in the Astral Sea, the border islands, and occasionally even the divine dominions, are the githyanki, the quom, servants of Zehir operating out of the dominion of Tytherion, and devils operating out of Asmodeus's dominion of the Nine Hells.

Githyanki motivations are discussed in detail on page 94. As pirates, the githyanki function slightly differently from how they do when they are engaged in pure military assaults. Although the githyanki are sadistic and evil killers, they usually recognize that massacring all their victims and burning what they can't haul to their ships will prevent their victims from generating more wealth to plunder in the future. When attacking defenseless ships of the border islands, or poorly defended areas of the border islands, the githyanki make a point of slaying a few random victims in spectacular fashion, then killing anyone who makes any show of resistance. Other wounds and abuse are at the discretion of the raiders' captain, but it's bad for the long-term prosperity of the githyanki for them to wipe out their targets or to repeatedly raid already-plundered communities before those communities have had time to rebuild their stores.

Ironically, the military-minded githyanki don't like being reminded of the husbandry overtones of their raids. Anyone who tries to play on githyanki mercy or economic self-interest while they are being raided is likely to trigger a murderous rage, and the raid shifts into full military mode, leaving no survivors. For this reason, few of the githyanki of the Astral Sea bother with kidnapping. It might turn out to be profitable, but it's clearly a criminal act rather than a military operation, and thus beneath them.

As detailed on page 101, the quom are motivated by religious zealotry, not a simple taste for plunder and mayhem. A quom attack might be swift and surgical, but result in nothing more serious than a few minor wounds, so long as no one fights back. More commonly, someone or something dies horribly. If an entire group has consumed food that contains traces of the quom's dead god, the entire community will be eliminated. Unlike githyanki raids, quom attacks are random.

After the githyanki and the quom, the two powers that are most likely to mount far-reaching raids are cultists of Zehir (sailing out of Tytherion) and devils from the Nine Hells or the Outer Torments. Though their abilities are far different, the methods and goals of the creatures of these evil dominions have much in common. Unlike the githyanki and the quom, the creatures of Zehir and the Hells principally seek living captives, not plunder.

Both prefer to use dominion ships (page 21), but they will use any other available vessel when those rare craft are not available. Both choose outsiders on the border islands as their favored targets, settling for anyone in a vulnerable vessel if sweeps of the islands fail to turn up prey. Both want living captives, rather than dead victims.

Zehir's cult in Tytherion (page 82) is obsessed with the sacrifice of sentient beings. Captives taken by Zehir's servitors are meant to survive until they can be prepared for ritual sacrifice in Tytherion.

Those caught by hell's slavers bound for the Outer Torments or the Soul Market (page 76) can be rescued without requiring an all-out assault on hell itself. Captives added to the population of the damned in the interior layers of hell would require rescue operations more sophisticated than a smash-and-grab assault.

## The Prey

The targets that have the least to fear from these raiders are the exalted inside the dominions. As a rule, none of the four raider groups have enough power to mount large-scale invasions of the dominions. Small raiding groups can slip in, in the same manner that groups of adventurers can sneak into dominions where they are not wanted. But the lethal force used against intruders within the dominions pushes the raiders toward weaker prey.

The easiest targets are lone or scattered outsiders on the border islands. Such outsiders don't tend to have much in the way of material possessions, so they're generally not targeted by the githyanki, are randomly of interest to the quom, and are perfectly suitable for the slavers of Tytherion and the Nine Hells.

Ships and towns of the more prosperous border islands are the githyanki's preferred targets: they're well defended enough to pose a challenge, require military skill to overcome, and are rich enough to bother plundering. Examples of towns and settlements that draw the most attention from the githyanki include Starhallow in the Green Isles outside Arvandor (page 42), Stouthome in the Foothills near Celestia (page 47), and Luethvar and the Townships in the Daybreak Islands outside Hestavar (page 64).

## The Rewards

Characters who spend a significant amount of their time and effort tracking and smashing pirates frequently want to adopt piratical mannerisms. Indulge them. A group of adventurers who strike fear into the hearts of githyanki captains would make fine recipients of a fast dominion ship and the patronage of one of the great dominions.

Another likely patron would be a couatl using the characters as its proxies in the Great Chase (page 92).

## Change the World

Of course, any campaign that follows pirate-crushing themes into the epic tier should gear up for conflicts that shape the world instead of merely eliminating certain monsters. To use the githyanki as an example, campaigns during epic tier play involving opposition of the githyanki will eventually lead to direct conflict with the githyanki home city of Tu'narath. The lich-queen Vlaakith (page 149), the githyanki empress, is a 21st-level solo controller, so a campaign arc that pits the characters against the githyanki, strength for strength, should either be timed to reach its peak in the low levels of the epic tier or designed to push the githyanki story beyond Vlaakith's death.

The Astral Incursion campaign arc could prepare the characters for just such an epic tier confrontation with Vlaakith in Tu'narath.

## The Astral Incursion Campaign Arc

The characters discover a world-shattering threat from the githyanki and must travel across the planes to stop it.

### Paragon Tier: Discover a Githyanki Invasion

This campaign arc begins at mid-paragon tier (about 14th or 15th level) and brings the player characters up through early epic tier. The arc begins when the player characters receive treasure at the conclusion of an adventure. Among the treasure is an ornate scroll tube that contains detailed charts of the Astral Sea, with images, navigation lines, and runes that move across each chart as the characters watch. The charts form a navigational map, stolen long ago from the captain of a githyanki vessel. When the magic of the charts activates, it acts like a beacon, sending a signal into the Astral Sea and alerting the githyanki that the charts are in the hands of the player characters. Within days, githyanki raiders travel to the world and attack the characters, attempting to recover the charts. As the characters investigate the truth behind the attacks, they learn the true nature of the charts and the map they form. They also discover the location of a great treasure within the Astral Sea mentioned on the charts.

The player characters make their way to the Astral Sea through a portal left behind by the githyanki raiders. The portal leads them to Skelzerann, the shipyards of the githyanki, where they find a huge fleet of astral vessels being amassed. On further investigation, the player characters learn that the githyanki are preparing for an all-out invasion of the Far Realm. To open a portal to the Far Realm, the githyanki need an artifact known as the *Codex of Infinite Planes*, a book whose pages have been scattered across the Astral Sea. They likewise learn that the portal to the Far Realm cannot be opened in the Plane Above, but only in the characters' own world, and that the invasion fleet from Skelzerann plans to use the characters' world as a staging ground for an invasion of the Far Realm. The *Codex* can be used not only to open this portal, but also to prevent such a portal from being created in the future.

One of the githyanki navigational charts points the way to the scattered parts of the *Codex*, and the characters spend several adventures racing against the githyanki (and occasionally fighting them off) to obtain the various pieces of the *Codex* first. As the characters acquire more parts of the *Codex*, they encounter increasingly fierce opposition from the githyanki, prompting the invasion force leader, General Tythorian, to mobilize the incursion into the characters' world ahead of time to secure the location where the portal is to be opened.

### Epic Tier: Stop the Githyanki Invasion

With their world invaded by the githyanki, the player characters must find a way into the heart of the incursion and use the *Codex of Infinite Planes* to sever the tenuous connections between the world and the Far Realm. The player characters learn that a member of the Court of Stars, a powerful fey witch-queen known as Morgylla, is sympathetic to their cause and has little desire to see a gate opened to the Far Realm, fearing that its denizens could use that same gate to invade the world and the Feywild. The characters must convince Morgylla to lend them her aid—and the aid of her iron dragon allies—in breaching the githyanki defenses, which will allow them to use the *Codex* to prevent the portal from opening and plunging the Astral Sea into madness.

## Fight the Gods of Evil

Why settle for fighting pirates and raiders when you are adventuring on the home plane of the evil gods? Most campaigns pit the characters against the servants of the evil gods at some point. As the characters grow in power and fight cosmic battles, the angels and exarchs of the evil gods often match up as the obvious foes.

Chapter 2 begins with discussions of the activities and motives of each of the deities, even those who do not have a dominion in the Astral Sea. Later in the chapter, a detailed presentation of the divine dominions discusses the motives, goals, and possible plans of the evil gods' agents and exarchs. You can use these stories as if they are the full truth, or use them as merely the first layer of deeper and more dangerous plans that the characters will have to uncover in order to succeed.

The simplest use of this theme is to treat the dominions of the evil gods as targets for the characters to infiltrate at the paragon tier, invade at the epic tier, and perhaps ultimately destroy by the end of the campaign. The dominion material, and the border island information that follows each of the dominion sections in Chapter 2, contains material that assumes that the characters will carry the fight to the evil gods' dominions. Although few heroic tier characters could hope to survive inside Tytherion, Chernoggar, or the Nine Hells, the individual dominion write-ups describe what adventuring is like in the dominion for paragon and epic tier characters.

Of all the campaign themes, the fight against the gods of evil becomes most satisfying when story elements introduced early in the campaign turn out to have cosmic consequences in the final stages of the game. The Gods War campaign arc (below) turns this form of gradual revelation into the campaign's major focus. More standard campaigns still benefit from the sense that the agents of the evil gods have long-running plans, which the characters discover slowly, glimpse in fragments, and must eventually thwart in order to achieve their own epic destinies.

### Known Threats

"Bane's Strategy" on page 52 presents a god of war who stands ready to invade any other location in the Astral Sea despite the supposed distraction of his war with Gruumsh on Chernoggar. The fact that Bane has not launched a serious conquest of a dominion or a faction he considers weak should be seen as a temporary situation. When your campaign requires a new spin, consider using some of the many ideas given in "The War Expands" on page 58.

JULIE DILLON

Gruumsh is a force for chaos. When Bane sends soldiers to seize a border island, he does so to gain a tactical advantage. Outside the Chernoggar war zone, Gruumsh's battlesworn and other agents operate more randomly. As discussed in "Gruumsh's Wrath" on page 53, the god of destruction has no long-term plan aside from the destruction of Bane. But that doesn't mean he won't make new enemies.

Asmodeus engineered the murder of his patron deity and his ascension from the ignominy of eternal punishment to immortal power as a major god (see the story of Asmodeus on page 65). Many of the evils of the Astral Sea flow directly, or indirectly, from Asmodeus's perversion of a divine dominion into the Nine Hells, which Asmodeus fashioned as a torture engine for the creation of magical energy. Although the destruction of the Lattice of Heaven and the ravages of the Dawn War weakened the other gods, Asmodeus became stronger. The Nine Hells, or at least the Outer Torments that surround them (page 76), make perfect targets for characters who want to proactively strike against the worst of the world's oppressors.

Zehir's agents seem preoccupied with their endless hunt for sacrifices to their deity. Of all the evil gods, Zehir is probably the least active outside his dominion, presumably because he is preoccupied with trying to push Tiamat out of the dominion she invaded (page 80).

## Gods War Campaign Arc

This campaign arc demonstrates the potential of fully embracing the fight against the evil gods as a campaign theme.

As a renewed Dawn War threatens to destroy the Plane Above, the characters discover their secret divine identities.

### Heroic Tier: Divine Sparks

During character creation, stipulate that the characters all have one detail in common—they were born on the same day. For races that have especially short or long life spans, work with players to create story justifications for their unusually early or late starts as adventurers. At the first session, ask the players to specify the strange set of coincidences that brought the group together.

Initially the characters appear to be nothing more than the usual assemblage of ambitious wayfarers, wandering from one seemingly random adventure to the next. Gradually, a divine theme emerges. Their adventures take place in temples and holy sites, ruined or otherwise. Religious fervor motivates their enemies, who are sworn to evil gods. Clerics and priests become their central patrons.

As the heroic tier continues, group members gradually come to doubt the stories they've been told about their parentage. Foundlings and orphans discover the mysterious details of their births. The characters who thought they had parents and families discover that they were adopted.

As the players reveal their characters' motives and personalities through play, associate each of them with one of the good gods. You can either pick the obvious choices, or you can go farther afield if doing so seems appropriate. A cleric of Erathis who continually demonstrates gung-ho fury in combat might actually be connected to Kord. A character associated with Bahamut need not be a dragonborn, and so on.

At the conclusion of the tier's climactic battle, the victorious characters suddenly undergo apotheosis. In a shudder of radiant energy, they shuck off their early bodies, like butterflies emerging from their larval forms.

### Paragon Tier: Young Avatars

The adventurers reappear on a mist-swept isle in the Astral Sea, where the angel Norellel appears to them and reveals the truth. They were not born. They were fashioned as earthly incarnations of the gods. There were others like them, but they did not survive their earthly tests. The gods fashioned them in response to a prophecy of coming war. According to the oracles, the gods themselves might be somehow removed from the field when the moment of truth comes. Now Norellel will guide the characters on a series of missions to hone their divine natures.

The young avatars roam the planes, discovering plots by servitors of the evil gods to lay the groundwork for the coming war. Inquiries into the prophesied downfall of the gods yield only tantalizing hints. If the characters resent the thought of losing their identities to the gods who made them, they run into situations that stoke these feelings.

Slowly, they realize that Norellel might not be what he seems. Partway through the tier, he is revealed as a turncoat, working for the primordials and the gods of chaos.

The final encounter of the tier is with a group of formerly mortal avatars of the same gods as the

### Dueling with Deities

Since the days of the first *Deities & Demigods* supplement for the original D&D game, players and DMs have felt the irresistible lure of pitting their high-level characters against the gods directly. The game still makes possible this style of play, though slaying a god should be a very difficult process, even for powerful epic tier characters.

There's plenty of support in this volume for campaigns that fight against the evil gods' plans, their dominions, and their servitors. But this book isn't oriented toward setting up a god-slaying campaign.

characters, counterparts who have been turned to evil by Norellel's sibling, Karjeen.

### Epic Tier: The Tomorrow Gods

The first encounter of the epic tier is a battle with Norellel as he attempts to escape. If he dies, his vengeful brother will return later, choosing a time when the characters are vulnerable.

The new war begins. Rippling energy from the destruction of immortal combatants dims the silvery light of the Astral Sea. This event inspires the conflagration's name: the Dusk War.

Many of the evil gods cast aside old rivalries to unite against the heavenly realms alongside chaos. The deities appoint the characters as their generals. They decide whether to protect their territories or invade the infernal realms.

At the upper end of the epic tier (level 28 or 29), the god each character incarnates is destroyed when Tharizdun, loosed from his chains, executes a suicide attack against them. The player characters are now the last sparks of the slain gods—and they can become those gods, if they survive the final fight against the evil gods.

## Join Heaven's Order

Many epic tier campaigns experiment with the idea that one or more of the characters become exarchs serving a particular deity, or exarchs in their own right. Campaigns set in the Astral Sea place these transformations into context.

A character who becomes an exarch might have a divine dominion that now functions as his or her true home. With a small bit of negotiation, an exarch could extend the advantages of his or her new home to the rest of his or her powerful allies, as long as none of them was an actual enemy of the character's deity.

By examining the Astral Sea, a character who becomes an independent demigod understands clearly that most of the true gods have their own dominions. Is there some way a group of demigods could arrange to have their own dominion? As proven by Erathis's intention to restore Shom (page 62), the answer is probably yes. What might be true of Shom could also be true of shattered dominions such as Kalandurren (page 114) or Pandemonium (page 116). A single god might not have the power or versatility to restore a shattered dominion, but a group of epic characters with unified destiny quests to restore a dominion and make it their own is a story worth playing.

To help such grand stories grow naturally out of play, *The Plane Above* includes information on the motives, hidden problems, and long-term goals of the good and unaligned deities, as well as their angels (page 32). Arvandor, Celestia, and Hestavar are not just adventure sites, they are also the homes of the character's greatest prospective employers and the models for the type of environment the characters might one day create themselves.

### Divine Tasks

While the characters rampage freely around the Astral Sea, the deities have to devote a great deal of their power to tasks that maintain creation, the proper functioning of the world, and the strength of their dominions.

**Ongoing Creation and Defense of the World:** The gods created the mortal races along with most pieces of the world that still sustain mortals' lives. Although the primal spirits have inherited an active supernatural presence in the world, helping to sustain it and making up for all the gods who died in the Dawn War, the primal spirits would not be able to keep the primordials at bay if not for the gods' continuing magical support of the world's defenses.

**Maintaining the Flow of Divine Power through the Worlds:** Player characters and other powerful beings that draw on the divine power source typically earn their powers through investiture. Neither a deity nor its servitors needs to personally empower a cleric's prayers; rather, the cleric has gained the ability to control divine magic through an initiation ritual particular to his or her god. But if a god does not spend some effort sending power through the world and the world's echoes, the efficacy of its worshipers' powers and rituals would eventually dwindle. In extreme cases, the divine powers of characters worshiping a neglectful god would take a –1 penalty to attack rolls and damage rolls, then a –2 penalty, and so on. Such problems would be the visible symptom of a deeper and more dangerous problem, which is why new gods usually move quickly to try to inherit a dead god's power.

**Maintaining and Expanding their Dominion:** Gods that are part of a functioning dominion spend a large amount of their attention and energy holding it together and trying to increase its power, particularly when their exalted are attempting to increase the dominion's size by absorbing a border island (page 36). Some deities without dominions of their own, such as Avandra and Melora, share a portion of their power with gods who provide their exalted with a home dominion.

**Gathering Strength:** Mythic history shows that even the strongest gods eventually require every weapon in their arsenal to survive. In periods of cosmic stalemate, such as the present day, deities gather strength, alternately concealing or revealing their power level from their peers as it suits them.

### Friends among the Exalted

Even if the characters aren't on the path of ascension, the friendly dominions can be places where they naturally take part in activities normally pursued by exalted and angels.

Arvandor offers the Glorious Hunt (page 38), a dangerous hunt for abominations. Characters who excel in the Glorious Hunt earn the favor of Corellon, Sehanine, Avandra, and Melora even if they have no intention of ultimately serving those gods.

Celestia welcomes powerful warriors to the Game of Mountains (page 46), a wargame contest played seasonally among Celestia's peaks that shapes the dominion's magic for the months to come. The Game of Mountains gives allies a chance to test their strength against each other while cementing alliances that could prove decisive in real battles. Kord's fears of the final Dusk War (page 45) could prove unfounded, but if he is right, it will be to the characters' benefit to be in his good graces and have learned of his fears by excelling in the Game of Mountains.

Additionally, Bahamut needs help with his new Ark (page 46), and Erathis needs help with her Game of Making (page 62). Behind the scenes, Pelor desperately needs assistance dealing with the fragments of the Living Gate (page 63). And whenever one of the dominions attempts to draw a border island into itself (page 36), assistance from adventurers can mean the difference between success and failure.

## Overcome Heaven's Flaws

It's possible that the noblest response to the current problems of the flawed heavens would be to end the injustice by which some souls become exalted and others exiled from their heaven, living as outsiders.

Bahamut thinks so; see "Bahamut's Arks" on page 46. The Game of Making (page 62) might be less concerned with the fate of individual outsiders and more concerned with increasing the power of Erathis. It's true that if Erathis's plan to restore the destroyed dominions succeeds, the next step could be to build a new Lattice of Heaven. Unless the Lattice was subverted by Asmodeus or otherwise corrupted, it could increase the number of souls that receive their just rewards as exalted.

Given Erathis's current problems getting the right help (see "Purifiers of Shom," page 122), her Game of Making might already have set off on a corrupt path. Perhaps the characters can restore perspective before it's too late.

Characters who care deeply about such issues, possibly as a consequence of friendships with particular outsiders, could come up with their own solutions that do not depend on the plans of the gods. The following campaign arc shows one bizarre path in which overcoming the tragedy of the flawed heaven eventually becomes the point.

### The Outsiders Campaign Arc

Although this campaign arc grants the characters a long-delayed triumph in the end, it spends much of its time withholding the power-fantasy thrills that D&D traditionally supplies. Run it for groups that you know you can ruthlessly challenge.

#### Heroic Tier: The Also-Rans

The characters pursue their adventuring careers in haphazard fashion. Frequently finding themselves at loose ends, they stumble into dungeons, randomly struggle against unrelated enemies, and pick up plot hooks from the usual assortment of tavern riffraff. Their battles are as tough as any group's, but tend not to be rewarded as extensively. Whenever they seek greatness, it narrowly eludes them. They perform heroically against an orc horde, but see another adventuring band win accolades for an even more decisive victory against the orc chieftain. When they head back to the inn to boast of a zombie-killing spree, they find flagons being hoisted to a group of similar stature who managed to stake a vampire. They survive an episode of political intrigue only to learn they were pawns in a greater scheme.

Oracles, omens, and prophecies crop up on a regular basis. Whenever they peer into their future, the characters learn that they are almost destined for greatness, but that they will always be a day late and a silver coin short.

As the tier reaches its climax, the characters finally come upon the chance to make their mark. They discover a plot by an evil high priest to flood the world with abominations from the Astral Sea. Over a series of increasingly momentous encounters, they track the priest to his lair.

The priest is a 15th-level solo creature. At this point, mercilessly kill the party. For one encounter only, every tenet of fair play goes out the window. If the group seems poised to take him out, pour in more opposition.

#### Paragon Tier: Misplaced Souls

Just because the characters are dead doesn't mean the campaign ends. Don't tell the players right away, but things will look up soon.

The characters materialize as outsiders on the shoals of a lonely astral archipelago near the Outer Torments. The island is ruled by a cackling devil named Brethan. He captures stray soulforms, selling them to the highest bidder, and he has had his eye on the characters for a long time. They were successful enough to reach the Astral Sea, but apparently not worthy of exalted status and a place in any of the true

dominions. Brethan plans to sell them to slavers from the Nine Hells who will imprison them in Baator.

By defeating Brethan and his customers, the characters win their autonomy. Now they can freely wander the Astral Sea, looking for a home. Although able to make themselves useful as wandering adventurers, they're excluded from the dominions of the gods. Run-ins with exalted induce great envy. The characters even meet their former earthly rivals, now exalted dead resplendent in holy armor and regalia.

As their reward for a climactic battle late in the paragon tier, the characters learn that their fate might not be immutable. Apparently, the tragedy of the dominions is not an inescapable consequence of the destruction of the Lattice of Heaven. According to the characters' new information, Asmodeus's remodeling of Baator is to blame. Asmodeus designed the Nine Hells to grab as many souls as possible, which overloaded the system of soulform collection that the dominions were designed to support.

### Epic Tier: Beating Hell into a Heaven

By seeking to confront Asmodeus and fix the divine afterlife, the characters pit themselves against the forces of hell. They eventually learn that the architect of the problem was a servitor of Asmodeus that was locked away in Carceri by his god. The rest of the gods are powerless to release the prisoner, so the characters will have to handle the jailbreak.

Of course, the abomination plague is the first thing that breaks free. Perhaps the characters handle it themselves, or perhaps they have acquired a following of outsiders that understand the stakes and will serve the characters as an army of the dispossessed.

As the tier reaches its climax, the characters learn that the Nine Hells wouldn't be the only dominion destroyed if they were to undo its twisted magic. Many other dominions would perish also, unable to cope with the increased numbers of exalted.

The perfect solution for the characters would be to overthrow the Nine Hells and set themselves up as the gods of the outsiders. As a result, all willing outsiders—rejected by their former deities—would become the characters' exalted. Thus do the lowly become the greatest power in the multiverse.

## Adventure into Myth

The final theme takes advantage of the blend of myth, history, and conflict permeating the Plane Above to suggest campaign-transforming adventures. Rather than merely learning about the pivotal moments of mythic history as past events, the characters could travel into the past to participate in, and possibly change, the events that shaped the world. You will have to determine the extent to which you want the characters to be able to alter your modern game world through their actions deep in the mythological past. This is a chance to shake up the foundations of reality that your players have taken for granted until the epic tier.

Not every DM will be interested in running this type of adventure, so artifacts, rituals, or locations that can send the characters into the long-ago world of deep myth aren't included in this book. Traveling into deep myth should be presented as an extremely significant act that is far more meaningful than normal adventures. If you are interested in including this theme in your game, feel free to make a journey into deep myth the focus of an entire sequence of adventures. One adventure might ascertain the location of the spot where the characters could enter a particular location in deep myth. The next adventure might uncover the ritual that works in that location. The third adventure might recover the artifact that allows travel into deep myth when used with the ritual at that location.

### Deep Myth Structure

One possible structure is to set three possible success levels for deep myth adventures. The characters need to know something about the probable effects of success or failure, but should not have perfect understanding of all of their victory's consequences, so that they can be pleasantly surprised.

**Failure:** The world the characters return to is even worse than the world they knew.

**Success:** The world the characters return to is much the same as the world they left, but their own place in the world has markedly improved.

**Complete Victory:** The world is somehow greatly improved by the characters' success in the past.

Here are two examples of deep myth adventures and their possible consequences to demonstrate potential storylines.

#### Invasion of Kalandurren

After an adventure in "modern" Kalandurren, the shattered dominion infested with demons and arena-crazed nihilists (page 114), set a subsequent adventure back in deep myth during the original invasion of Kalandurren by Orcus, Rimmon, and Demogorgon.

**Failure:** The invasion ruins Kalandurren, and it also scars a portion of the Astral Sea that was previously untouched by the demon princes.

**Success:** Kalandurren is still in ruins, and the characters—not Amoth—slay the demon prince Rimmon, thereby gaining powers over demons and a stake in the magic of Kalandurren. Over the course of a few levels of adventures, the characters might be able to purge Kalandurren and remake it into a dominion that suits them.

**Complete Victory:** The characters prevent the demon invasion from killing Amoth. Perhaps the god survives by traveling forward with the characters. Now he is alive and owes the characters a huge favor. He might want to reclaim his dominion, or he might leave that to the characters. Someone also needs to conclude unfinished business with Orcus (*Monster Manual*, page 206) and Demogorgon (*Monster Manual 2*, page 42); give the characters the task they prefer and send Amoth to take care of the other threat.

### Bahamut, Lakal, and Nihil

For the full story of Lakal's death from a fight between the god Bahamut and a primordial known as Nihil, see page 101. Characters who have had many of their friends and allies killed by the quom could seek an elegant solution to the ever-present problem they pose. The quom are murdering fanatics, but Lakal herself was blameless. There might be a way to save Lakal without harming Bahamut if the characters are willing to travel into the past to help kill Nihil, precluding the need to sacrifice Lakal.

**Failure:** Depending on the manner in which the characters fail, Lakal might survive while Bahamut is maimed. Play up the consequences of a cosmos with a maimed god of justice. Alternatively, Lakal could die as before, and the being that the quom are still diligently assembling is now Nihil, not Lakal. As the characters return to the current timeline, the quom are close to restoring Nihil.

**Success:** The characters return with Lakal's still-beating heart. The merciful deity extends her influence across the Astral Sea, asking the characters to protect her from quom driven mad by the shame of their fall from Lakal's merciful ways. One problem exists, however, because Nihil seems to have returned to life along with Lakal. Nihil draws some primordials up from the Elemental Chaos, and the characters must fight to prevent the second primordial invasion from destroying the rest of the Plane Above.

**Complete Victory:** Lakal is restored in a burst of power. The quom, except for those who have gone insane, begin helping heal the scars of the Dawn War. Lakal asks her champions, the characters, to help with the final task of "healing" those quom who can't be saved and starts the process by cursing these outcasts by warping them with lopsided features (see page 102 for the quom aesthetic of symmetry).

# TRAVELING THE ASTRAL SEA

At some point, the characters might want to travel through the Astral Sea. Here are rules to keep in mind while journeying through the astral realm.

## Modes of Travel

There are three common methods used for point-to-point travel through the astral realm: flying, swimming, and sailing. All three amount to the same rough speeds of locomotion and interact more or less identically with astral hazards and navigation.

**Flying:** Creatures that are natural flyers have no trouble flying through the Astral Sea. As flyers, they also have no problem rising above the astral horizon. Flying below the astral horizon is psychologically more difficult because it seems like being underwater.

**Swimming:** In theory, swimming creatures should have no trouble traveling through the Astral Sea. They can manage bursts of speed and trips of several hours as well as flyers can. But in practice, over long periods of time, swimming through the raw astral stuff drains creatures' energy, costing them one healing surge for every two hours spent swimming through the Astral Sea. These healing surges can be regained as normal with an extended rest. Traversing the Astral Sea within the color veils of dominions and other powerful motes is not as draining upon the mind and body, however, and does not cause the loss of healing surges.

**Sailing:** Most humanoids think of the silver astral realm as a sea. *Astral skiffs*, *planar dromonds*, *spelljammers*, githyanki pirate ships, quom raiders, and the various dominion ships treat the Plane Above as if it were a great ocean. They're greatly aided in this belief by the constant astral winds that make actual sailing more reliable than it is on the world's oceans. The advantage and drawback of navigation by sailing is that sailors fall naturally into the pattern of orienting themselves along the astral horizon. This mindset is an advantage because the color strands that extend out from the dominions tend to manifest along the horizon line rather than above or below it, allowing those who sail along the horizon to sometimes use the strands to greatly shorten their journey. The disadvantage is that sailors often miss more subtle sites hidden above or below the astral horizon.

See "Navigating the Astral Sea" on page 25 for rules for sailing to specific destinations point-to-point or by the quicker route of finding the right color strand and using its magic to teleport to a location a few miles from the destination.

## Ship-to-Ship Combat in the Astral Sea

Ship-to-ship battles in the Astral Sea usually play out as fights between the crews and passengers of the ships. A typical fight starts with missile combat between the ships' passengers followed by a boarding action. Such combat usually ends with one side surrendering or being slain rather than with a vessel being disabled.

Few combatants want to destroy enemy vessels outright. They're worth far more as plunder than as debris. Few astral vessels carry armaments that do any significant amount of damage to other ships. And unlike seagoing vessels, astral vessels don't sink when they've been damaged, unless you rule otherwise, though they could require repairs to function again.

Most powers used by player characters and monsters are much more effective at damaging creatures than objects. At your option, characters could use appropriate powers against enemy vessels rather than against enemy creatures. In such cases, you should reduce the damage of single-target attacks while allowing area attacks to deal normal damage if those attacks target only the enemy vessel and not any enemy creatures.

## Astral Vehicles

The five vessels that player characters are most likely to use to sail the Astral Sea are the *astral clipper* and *astral schooner* detailed below, and the *astral skiff*, *planar dromond*, and *spelljammer* detailed in *Manual of the Planes* (page 159).

Astral vessels aren't necessarily for sale in every port of the Astral Sea. Hestavar and the Daybreak Islands are the most likely places to find a full selection of vehicles for sale. The ports of Starhallow and Luethvar often have a full selection of astral vessels available. Other ports in the Foothills or the Green Isles usually have at least one vessel for sale, even if it's just a broken-down skiff at full price.

Of course, the time-honored method of acquiring a better vessel by seizing it from the first astral pirates who make the mistake of attacking you is still the most cost-efficient method.

### Astral Clipper

Based on design concepts pioneered by the githyanki, these sleek vessels have become much more common in recent decades thanks to nongithyanki shipyards in Arvandor and in border island cities such as Starhallow and Luethvar.

Great mesh sails on multiple masts catch the magic winds of the Astral Sea to propel clippers faster than most other vessels as long as the crew remains attentive. Most have open decks similar to those on seafaring ships in order to serve as missile and fighting platforms. Clippers built to avoid combat sometimes have enclosed decks fitted with hatches, but such designs are uncommon, because they risk yielding the ship to boarders. Gleaming rods extend out from the hull to provide control and stability.

**Astral Clipper**
Gargantuan vehicle

**HP** 350 **Space** 4 squares by 10 squares **Cost** 21,000 gp
**AC** 3; **Fortitude** 20, **Reflex** 2
**Speed** fly 14 (hover), overland flight 18

**Pilot**
The pilot must stand at a control wheel, typically at the rear of the *astral clipper*.

**Crew**
In addition to the pilot, an *astral clipper* requires a crew of four, all of whom use a standard action each round to control the clipper. Reduce the clipper 's fly speed by 4 squares for each missing crew member. At fly speed 0, an *astral clipper* sails out of control.

**Load**
Twenty five Medium creatures; thirty tons of cargo.

**Out of Control**
An out-of-control *astral clipper* moves forward at half speed (not including any modifiers for its astral sails).

**Sails**
An *astral clipper* takes a penalty or bonus to its fly speed from -4 to +4 depending on the strength and direction of the wind.

**Astral Attunement**
An *astral clipper* functions only in the Astral Sea.

**Fragile Propulsion**
For every 100 damage an *astral clipper* takes, its speed is reduced by 2 squares. At fly speed 0, the ship comes to a stop.

### Astral Schooner

*Astral schooners* sacrifice speed for carrying capacity, allowing them to hold more passengers and cargo belowdecks.

**Astral Schooner**
Gargantuan vehicle

**HP** 550 **Space** 4 squares by 10 squares **Cost** 85,000 gp
**AC** 3; **Fortitude** 20, **Reflex** 2
**Speed** fly 10 (hover), overland flight 16

**Pilot**
The pilot must stand at a control wheel, typically at the rear of the *astral schooner*.

**Crew**
In addition to the pilot, an *astral schooner* requires a crew of six, all of whom use a standard action each round to control the schooner. Reduce the schooner's fly speed by 2 squares for each missing crew member. At fly speed 0, an *astral schooner* sails out of control.

**Load**
Fifty Medium creatures; fifty tons of cargo.

**Out of Control**
An out-of-control *astral schooner* moves forward at half speed (not including any modifiers for its astral sails).

**Astral Attunement**
An *astral schooner* functions only in the Astral Sea.

**Fragile Propulsion**
For every 100 damage an *astral schooner* takes, its speed is reduced by 2 squares. At fly speed 0, the ship comes to a stop.

## Dominion Ships

Each of the divine dominions has between five and a dozen specially designed *astral skiffs*, *astral clippers*, and *astral schooners* to use for important missions and military expeditions. Life in the Plane Above is not always a grim contest for survival, so dominion ships are also frequently used by the exalted for trading, sightseeing, and joyriding. The craft used by the various dominions look extremely different from each other. Use the given advantages to customize the statistics for the clipper, schooner, or skiff.

Dominion ships aren't precious simply because they look good, but rather because they allow the exalted of a particular dominion to travel the Astral Sea and still benefit from their dominion's resurrection power. The dominion ships tap into the Astral Sea's memory of the original Lattice of Heaven. Each dominion ship extends the resurrecting power of the dominion to an exalted who dies onboard or within 100 yards of the craft. The exalted are not resurrected on the ship, but return to life back in their god's dominion. Death on a dominion ship isn't taken lightly, however, because it is harder on the soulforms than death in the deity's dominion.

The rituals that power and enchant dominion ships are centrally controlled from the divine dominion. If enemies take a ship, its magic will be revoked, leaving it to drift as a powerless hunk of well-crafted wood and metal.

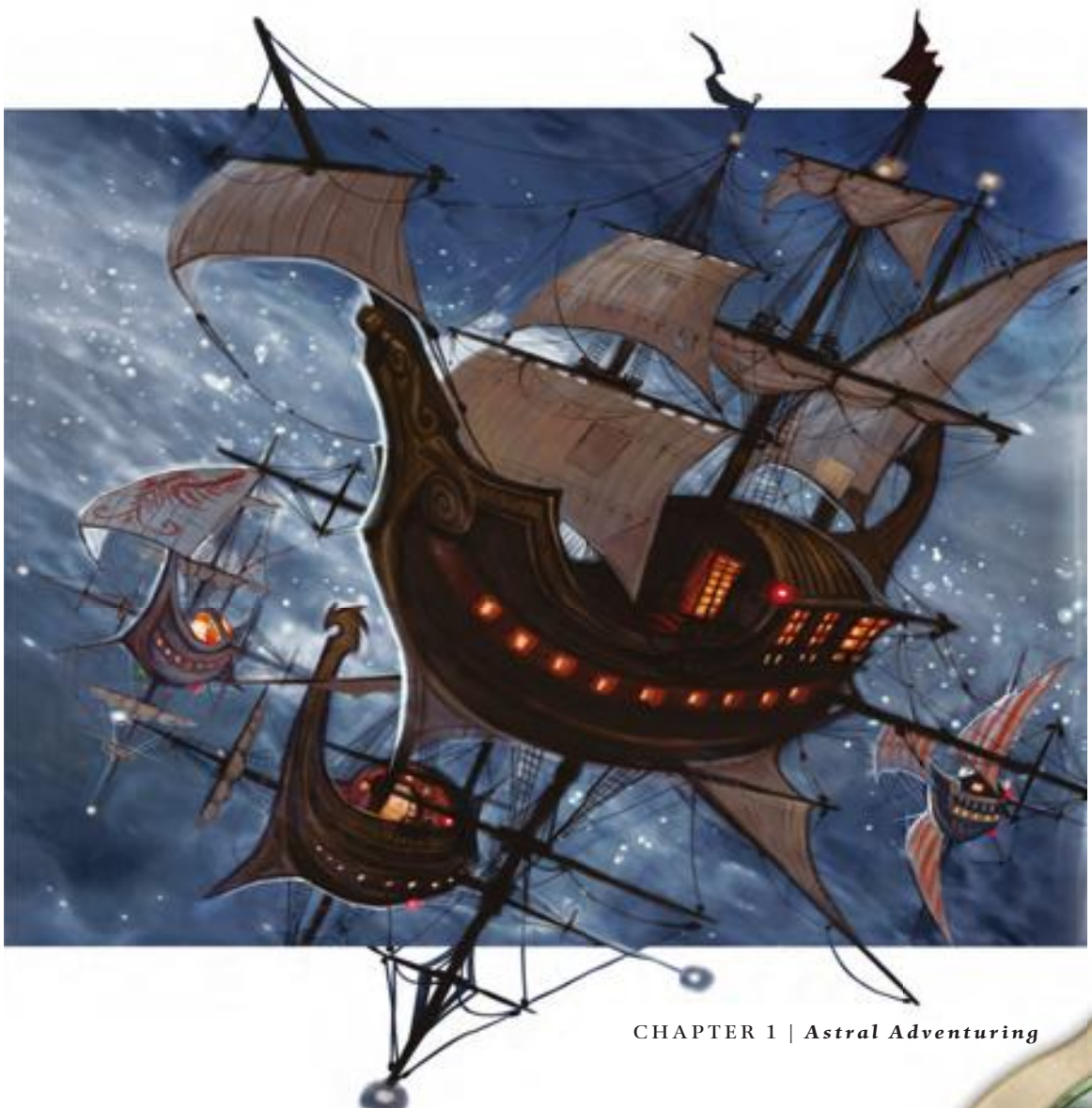
### Politics and Shipmates

Allied deities who share a dominion have pooled their magic so that exalted of any of the gods of the dominion can be found on any of its ships. Ships from these dominions often mix features and decoration belonging to the dominion's gods.

Enemy gods who happen to share a dominion have separate dominion ships. The warring Bane and Gruumsh and the hostile Zehir and Tiamat each have their own separate dominion ships, and each considers destruction of the other's dominion ships a great coup.

### Dominion Ships and the Characters

As mentioned in the "Campaign Themes" section, circumstances such as the favor of a god could lead to the characters piloting a dominion ship. If the



WILLIAM O'CONNOR

*Arvandor dominion ships*

characters prefer the independent route, use the following advantages as a guide for ways that the characters might be able to upgrade their vessels without falling back on the power of a dominion.

## Ships of the Dominions

Each group of dominion ships has a slight mechanical advantage that can be used to modify the statistics of a specific ship. In addition, all dominion ships carry their dominion's energy affinity, so that, for example, those aboard Hestavar's dominion ships (radiance affinity) gain a +1 bonus to attack rolls with radiant attacks and deal half damage with necrotic attacks.

### Arvandor

Arvandor's graceful craft are among the swiftest ships of the Astral Sea. Corellon and Sehanine command a fleet of between eight and a dozen ships.

**Advantage:** The craft gains speed +4 when at least one crew member spends an action to sail it.

*Bane dominion ships*

JASON A. ENGLE/WAYNE ENGLAND

*Celestia dominion ship*

**Typical Names:** Names follow either elven simplicity or eladrin elegance. Known ships include *Arrow of the Court*, *Broadleaf*, *Crater Maker*, *Falcon*, and *Homeward Spiral*.

### Bane

Bane's forces send far too many ships into the Shrapnels (page 59) and beyond to use dominion ships exclusively, especially since invasions and most military actions require larger ships. Encountering Bane's dominion ships is a sign that something serious is afoot. Compared to other dominion ships, Bane's ships tend to sacrifice speed for the ability to carry more marines for boarding actions or landings.

**Advantage:** +25 percent crew capacity (but -2 to overland flight speed).

**Typical Names:** *Fist of Iron*, *Orcslayer*, *Slaughter*, *Tuern's Remorse*.

### Celestia

Celestia's ships blend the solidity of Moradin's mountains with Kord's storm magic and roosts for Bahamut's dragons. The size of Celestia's small fleet varies wildly: Moradin's workshops build new craft regularly, but the dominion's traveling exalted veer toward the reckless side, often crashing the ships into floating objects or powerful monsters. There are anywhere between four and eighteen in service at any given moment.

**Advantage:** +2 bonus to all defenses, +2 to overland speed.

**Typical Names:** *Coldbreath*, *Mercy*, *Old Quarrel*, *Smoking Hammer*, *Stormking*.

### Gruumsh

Missions on Gruumsh's ramshackle dominion ships are often one-way trips. The vessels can't always be trusted to hold together for the return trip. Even if a ship remains viable, it's a toss-up whether the battlesworn aboard manage to get themselves killed on the craft and return to Chernoggar or head off on some other rampage, perhaps finding their way back eventually.

**Advantage:** When out of control, Gruumsh's dominion ships move at full speed.

*Gruumsh dominion ships*

WILLIAM O'CONNOR/WAYNE ENGLAND

*Hestavar dominion ships*

**Typical Names:** None—naming a ship is a fancy trick used by those who are not as strong as Gruumsh to make themselves feel better about their puny vessels.

### Hestavar

The Game of Making provides Hestavar with the largest of the dominion fleets. As outlined on page 62, Erathis's plans for reestablishing the shattered dominions require a large fleet. One advantage of Hestavar's dominion ships is special lenses that enable those sailing in them to find Pelor's light no matter where they are in the Astral Sea, allowing them to orient themselves toward home.

**Advantage:** Improved point-to-point navigation (use the next-higher row on the astral navigation chart for the trip being taken), +2 to overland speed.

**Typical Names:** *Glorious Path*, *Pride of Hestavar*, *Rising Dawn*, *Torch of the Morning*.

### The Nine Hells

The devils usually moor their hellships in Avernus or Dis. Such ships are rare—there are at most six. Asmodeus likes to use hellships because he prefers to present himself to the other dominions as a suave negotiator, and there's nothing diplomatic or ambassadorial about arriving in a clanking torture chariot. The "exalted" of the Hells are the damned, and hell's

*Nine Hells dominion ship*

JASON A. ENGLE/WILLIAM O'CONNOR

*Zehir dominion ships*

dominion ships are unique in that they resurrect the "exalted" riding in them quite quickly. They have to, since the screaming deaths of the damned are the only magical medium that can power the hellships. Obviously, devils are the actual masters of the hellships, and just as obviously they don't need dominion ships to get around the Astral Sea. They tend to use hellships when they want to intimidate their enemies.

**Advantage:** Those onboard gain a +2 bonus to Intimidate checks, and enemy boarders take a -2 penalty to attack rolls (save ends).

**Typical Names:** Most hellships are named after the form of torture that powers the craft: *Eyeball-Gouger*, *Chew Your Own Heart Out*, and *Fourfold Impaler* are a few examples.

### Tiamat

Much as Tiamat would like to put mighty battle-wagons with roosting spots for many dragons into the sky, her magic seems limited to creating fairly small stealth craft. Tiamat's dominion ships have one marked advantage: They have magic foci that amplify the breath weapons of dragons that are onboard.

**Advantage:** During each turn, one dragon onboard can double the range and area of its breath weapon.

**Typical Names:** Ships are named after dragons that win Tiamat's favor. A ship is never named after Tiamat herself, since ships are occasionally lost.

### Zehir

Like Tiamat, Zehir has ships that are somewhat smaller than he would like. Zehir's craft are quick and maneuverable, even for their small size.

**Advantage:** The craft gains speed +2 when at least one crew member spends an action to sail it. In addition, once per day, the craft can regain 25 percent of its hit points when one of its own exalted crew members is ritually sacrificed upon it.

**Typical Names:** *Fang of Shadow*, *High Poison*, *Rendered Sacrifice*, *Slither*.

## Navigating the Astral Sea

The stuff of the Astral Sea is to some extent amenable to the willpower of those traversing it. A navigator can fix a firm idea in mind of any destination that is at least as big as a dominion and head in the direction that seems right. Eventually the traveler will get there, though the route might not be swift, safe, or optimal. Therefore, in games that don't use dramatic tension caused by faulty navigation attempts or the exhilaration of spot-on-navigation, run navigation through the astral realm as a combination of presumed navigational skill and DM fiat. On the other hand, if you want a quick and dirty navigation system to provide player characters with some control over their course, here is one option.

### Free Sailing

Point-to-point navigation without using a color strand takes time. Sailing through the entire Astral Sea is best reserved for travel to astral motes and citadels that don't have color strands, or for unobtrusive approaches to avoid riding a color strand that enemies might be monitoring. Of course, it's also what characters will fall back on when they can't find the proper color strand.

EMPTY ROOM STUDIO - ADAM PAQUETTE

**POINT-TO-POINT ASTRAL NAVIGATION**

| Destination | Best Option | Secondary Options | Time with Success | Time with Failure |
|---|---|---|---|---|
| Active Divine Dominion | Religion (easy), Nature (easy) | Arcana (moderate), History (moderate), Perception (hard) | 1d4 days | 2d3 days |
| Ruined Dominion | Arcana (moderate), Nature (moderate) | History (hard), Religion (hard) | 1d6 days | 3d4 days |
| Familiar Astral Mote | Arcana (moderate), Nature (moderate) | History (hard) | 1d6 days | 1d10 days |
| Mapped Astral Mote | Nature (hard) | Arcana (hard), History (hard) | 2d4 days | 4d4 days |
| Rumored Astral Mote | Nature (hard) | Arcana (hard), History (hard) | 2d6 days | 2d6 days, and location isn't found |

The accompanying table assumes that the characters are traveling on a skiff of average speed or flying at average speed and are starting from one of the divine dominions rather than the far astral. Use the skill of the character that is navigating. Add a day of travel time if the characters use one of the secondary options. If the characters are in a notably quick or slow vessel, subtract or add one or two days of travel time per travel time die, with a minimum of one day per die. Reduce days from the trip if the navigating character rolls a natural 20.

## Using Color Strands

Traveling on color strands is the quickest way to reach a dominion's environs. Most color strands deposit a vessel a couple of hours or half a day from the central dominion.

The number of color strands in the vicinity of a dominion or mote varies, because color strands fade in and out of existence. Generally, 1d3 -1 color strands can be found in the vicinity of an active divine dominion and 1d2 -1 color strands around a shattered dominion. It takes 1d6 hours to find a new color strand (if there's one to be found).

You can roll on the color strand table below to determine which color strands might be in the area, then the characters can decide how long they spend sailing around the area searching for the strand they want. If they find it, they can sail straight in. If they can't find it and don't want to use one of the other found strands, they'll have to take the long way.

While traveling along the astral horizon, there is a 50% chance of encountering a color strand each day.

To determine which color strand has been located, roll a d20 and consult the table below. There can be more than one of the same color strand in an area. The first time a color strand is seen from an active dominion, it might look like a series of quick flashes: iconic images from the dominion. The color strands from shattered dominions are just colored light with no images or texture.

**COLOR STRANDS**

| d20 | Dominion and Color |
|---|---|
| 1-2 | Arvandor—a dark green strand with flickering glimpses of trees and rushing water |
| 3 | Carceri—a deep rust-red strand |
| 4-5 | Celestia—a brilliant gold strand with glimpses of mountains |
| 6-7 | Chernoggar—a red-orange strand with fleeting shadows of marching troops |
| 8-9 | Hestavar—a beautiful sapphire strand with glimpses of high towers |
| 10 | Kalandurren—a pale gray strand |
| 11-13 | The Nine Hells—a swirling ruby red strand with glimpses of the globe of Baator; sometimes it's embellished with horns or grinning mouths |
| 14 | Pandemonium—a magenta strand |
| 15 | Pluton—an iron gray strand |
| 16 | Shom—a pale blue strand |
| 17-18 | Tytherion—an indigo strand with a fleeting impression of flowing scales |
| 19 | "Gambler Strand"—a strand that flickers with all colors that leads to a random destination in the Astral Sea, possibly nowhere near a dominion |
| 20 | Planar—a multicolored strand that leads to a different plane entirely, determined by you, or randomly at your option. Silver strands lead to the natural world, emerald green strands lead to the Feywild, black strands lead to the Shadowfell, mottled opal strands lead to the Elemental Chaos, and swirling dark purple strands lead to the Abyss |

### Gambler Strands and the Githyanki

Veteran captains know that finding a gambler strand substantially increases the likelihood that there are githyanki in the area. The githyanki seek out gambler strands, using them as escape routes when they can't outfight or outsail pursuers. The githyanki have little fear of ending up in a random location in the Astral Sea. They trust their skills, and their connection to Tu'narath (pages 94 and 96) helps them quickly orient their ships. Nongithyanki might feel less confident about plunging into a gambler strand and will be more reluctant to enter one.

# Adventures on the Astral Sea

The eerie tranquility of astral travel is often shattered by eruptions of sudden danger. Characters aboard skiffs or other conveyances could face magical storms, arcane anomalies, hostile ships, or hungry free-flying creatures, such as astral dreadnoughts. Depending on the game's pace, such a moment of navigational menace can be resolved with a single skill check, as a skill challenge, or as an extended combat or action set piece.

## General Shipboard Actions

The following skills can be applied to nearly any shipboard emergency.

- **Acrobatics:** Perform stunts requiring precarious climbing up, down, or through the ship's masts and rigging. Tumble through falling obstacles to secure a critical piece of equipment knocked loose in the struggle.
- **Athletics:** Momentarily hold stressed or breaking ship pieces in place. Man the ship's helm, executing audacious maneuvers or steering the vessel in the face of great resistance.
- **Arcana:** Pour additional magical fuel into the engines, momentarily (and dangerously) increasing the vessel's speed or maneuverability (to compensate for missing crew members, for instance).
- **Endurance:** Perform tasks while battered and nearly destroyed; survive with minimal food and water after supplies are lost or stolen.
- **History:** Identify oncoming vessels by size and configuration, naming the origin and likely intentions of their crews.
- **Perception:** Spot trouble before it starts, determine the weak point in an enemy's hull, or see a creature's vulnerability.

## Interactions with Rival Crews

Battles between ships can play out as distant exchanges of ranged attacks, or as boarding actions. In either case, add drama to ship combat sequences through interaction with enemy crews before hostilities commence.

- **Bluff:** Fool target crews into believing you're an ally, acting at an unexpected moment to obtain surprise.
- **Diplomacy:** Persuade pirates, slavers, and other predators to select an easier or richer target; determine what bribes are needed to secure escape if things go sour.
- **Intimidate:** Persuade potential attackers that you'll hurt them more than they'll hurt you.
- **Insight:** Identify crews planning to attack you while they pose as friendly or helpless travelers; make an important mental connection about an enemy's ship or tactics.

## Chase

When the crew of one vessel tries to engage and the other tries to escape, a chase ensues. If you know that a fight will ensue when one vessel catches up to the other, resolve the chase as a single Athletics check by the character at the helm. In instances when the conclusion of the chase won't necessarily lead to ship combat, run the chase sequence as a skill challenge of its own.

- **Arcana:** Spot astral eddies to gain increased speed; locate nebulae or other astral bodies to hide behind; find portals allowing magical teleport to another sector of the sea.
- **Nature:** Spot or avoid schools of astral creatures that impede navigation.
- **Stealth:** Plot a confusing course while fleeing; identify a confusing course laid in by a fleeing vessel.

## Disable or Destroy Enemy Vessels

In some ship combats, the object of the skill challenge is to disable or destroy the enemy vessel. On the Astral Sea, destruction of a ship is less disastrous than on an ocean in the world. Crews and passengers are left slowly floating in astral space and need not fear drowning or exposure-related injury. On the other hand, without a fast ship, they become easy targets for predators.

- **Arcana:** Use onboard magical weaponry (if available) to modify arcane ranged and area attacks to damage ships from a distance. This check allows subsequent uses of the attack powers themselves. Expending a daily arcane power grants a +5 bonus to the attack roll.
- **Religion:** As above, but using divine attacks.
- **Weapon Attack:** Use onboard mechanical weapons such as harpoons and ballistae to damage the enemy vessel.

Depending on how open you are to collaborative description, you might let players specify how their ships are equipped with long-range weapons and where those weapons are located on the vessel. There should be enough weapons and other important mechanisms (such as steering) for each character to act in a given round. Alternatively, you could treat the acquisition of these weapons as a story obstacle of its own.

### Conquering Enemy Vessels

In a skill challenge to board and overrun an enemy vessel, the characters contend for the opportunity to stage a fight on the enemy crew's deck. If they lose, the targets successfully disengage before a fight can occur. Alternatively, a lost challenge could result in the fight occurring on the characters' ship. Victorious invaders not only defeat their opponents, but can then seize control of the vessel.

- **Acrobatics:** Use a piece of loose rigging to swing onto the target deck.
- **Intimidate:** Frighten crew members into backing away or otherwise ceding ground.
- **Stealth:** Sneak aboard from a different direction to achieve surprise.

Allow movement attacks and racial powers to substitute for skills as the logic of the scene permits. For movement powers such as *fey step*, where no skill modifier pertains, ask for an Arcana check to determine if the character's "aim" is correct, or treat the use of the power as an automatic success.

### Repulsing Boarding Attempts

In the reverse of the above scene, the characters are trying to repulse would-be boarders and avoid a fight on the deck of their own ship. Depending on how they describe their intent, success indicates that they avoid the fight and also evade pursuit, or allows them to conduct the fight on the enemy ship.

- **Bluff:** Lure an invader into making a false step or into an improvised trap.
- **Intimidate:** Scare off the invaders.
- **Stealth:** Surprise an invader attempting to move between vessels, shoving it overboard.

In addition to these boarding-specific actions, other player characters might be undertaking actions inspired by the "General" and "Chase" sections, above.

## Environmental Hazards

Characters traveling the Astral Sea can face dangers beyond those presented by raiders, pirates, and creatures roaming the astral domain. Environmental factors can come into play as well.

### Storms, Whirlpools, and Other Anomalies

Boiling with the unresolved magic of creation and powerful residual magic from the Dawn War, the unpredictable Astral Sea continually generates arcane storms to bedevil the unwary traveler. Storms move fast, tending to sweep through an area and move on. Less commonly, they spontaneously dissipate on the spot, leaving a ship eerily becalmed.

Other astral hazards are stationary and permanent. The most common of these is the whirlpool, a swirling vortex of energy that draws objects inexorably to its center to be battered by the force of astral space as it folds in on itself.

Astral navigators refer to other permanent astral hazards as anomalies. Most anomalies move slowly through the Astral Sea, with a third of them staying in the same place for months or years before drifting again. Movement patterns might follow a predictable geometric course or flow arbitrarily, buffeted by astral currents. Many anomalies indirectly owe their existence to the activities of the gods, whether recently or deep in the mythic past. A relative few anomalies are intentional creations of the deities or their ranking servitors, though most arise as a ripple effect from the marshaling of massive divine or primordial energy.

Whatever their effects, the checks used in challenges to avoid these various hazards remain the same.

- **Arcana:** Employ the vessel's magical instruments to detect oncoming hazards.
- **Endurance:** Physically shield an ally from harmful or disorienting energy, bearing the brunt of the damage and shrugging off the injury.
- **History:** Recall the location of anomalies to be avoided.
- **Nature:** Predict oncoming weather conditions through observing the astral eddies and the behavior of astral wildlife.
- **Religion:** Sense divine energy indicating the immediate presence or past activities of deities and their champions. Identify mythic ruins floating in the Astral Sea since the catastrophic events of the Dawn War.

With a successful skill challenge, the vessel avoids or effectively minimizes the ill effects of a storm, whirlpool, or anomaly. On a failure, the characters suffer the results associated with the hazard.

### Specific Astral Sea Hazards

The hazardous terrain types described below are but a few of the possibilities encountered in the Astral Sea.

#### Brainswell Nebula

These gigantic cloud formations resembling a diseased and pulsing brain are often encountered in githyanki-controlled sectors of the Astral Sea.

**Effect:** When a creature uses a daily power or a random recharge power within a brainswell nebula, it takes 10 psychic damage per tier.

**Usage:** Add a brainswell nebula to a difficult encounter with githyanki pirates that understand the danger of the nebula and change their tactics accordingly.

### Chainstorm

These phantasmal, shrieking chains are thought to be the echoes of an imprisoned deity's rage manifesting in the Astral Sea. Typically, chainstorms take up large areas (at least 10 by 10 squares) and can last a few minutes, days, or even weeks.

**Effect:** When a creature scores a critical hit or uses an action point while within a chainstorm, the spectral chains physically manifest and wrap themselves around the triggering creature, restraining it (save ends).

**Usage:** Chainstorms are a useful way to slow down mobile characters and work well when combined with creatures that can take advantage of immobilized enemies, combat advantage, or both.

### Devouring Cloud

This anomaly takes the form of a chittering cloud of bright-red astral beetles. The sages of Kerith-Ald (*Manual of the Planes*, page 95) believe this blight was created and unleashed into the Astral Sea by Kyuss, the Spawner of Corruption, to further his ultimate goal of true apotheosis. Devouring clouds often manifest as small wisps of about 10 contiguous squares, but they can swarm into areas hundreds of feet across.

**Effect:** Devouring clouds are difficult terrain that affects both overland movement and flight. When a creature is bloodied or takes ongoing damage while within a devouring cloud, the cloud's astral beetles go into a frenzy, and the triggering creature and each creature within 2 squares of it take 5 damage per tier.

**Usage:** Use a devouring cloud as a replacement for a controller to divide a group of characters who are fighting brutes and soldiers.

### Mask of Zorthos

This Gargantuan phantasmal clay mask, believed to be the hollowed-out head of Zorthos, the slain god of doubt and lassitude, spins endlessly through the Astral Sea.

**Effect:** When a creature touches the mask, or ends its turn in a space adjacent to the mask, it suffers the following effect until it reaches three milestones or until the effect is negated with a Remove Affliction ritual or similar effect.

Whenever the triggering creature saves against an effect that includes a dazing or stunning effect, it takes 10 psychic damage per tier.

**Usage:** This strange artifact could be used as a surface on which an encounter takes place. Astral marauders that have the power to daze or stun enemies would take full advantage of its effect.

### Psychic Storm

Psychic storms darken the astral clouds and reach the size of earthly hurricanes. To escape one, those traveling in the Astral Sea must outrun the storm's leading edge as it sweeps through a sector of astral space.

**Effect:** When the escape attempt fails, the cloud either pushes the vessel or creature through a nearby color veil or leaves it in the storm's area of effect. In the latter case, when a creature starts its turn while within a psychic storm, it is dazed until the end of its next turn. In addition, psychic attacks made within a psychic storm gain a +2 bonus to the attack roll and deal half damage.

**Usage:** A psychic storm is a good way to introduce a skill challenge. Failure can lead either to travel to an unwanted location, or an encounter with creatures hiding inside the clouds.

### Sehil's Guts

Legend suggests that this Huge phantasmal knot of blood-red tubes is the remains of the intestines of Sehil, a primordial that Kord slew barehanded during the Dawn War's final battle.

**Effect:** When a creature comes into contact with or ends its turn adjacent to Sehil's guts, it suffers the following effect until it reaches three milestones or until the effect is negated with a Remove Affliction ritual or similar effect.

When the triggering creature becomes bloodied, it and each of its allies within 3 squares of it grant combat advantage (save ends).

**Usage:** Use Sehil's guts as a fitting set piece in an encounter with aberrations or abominations that benefit from enemies that are granting them combat advantage.

### Nihilath Shroud

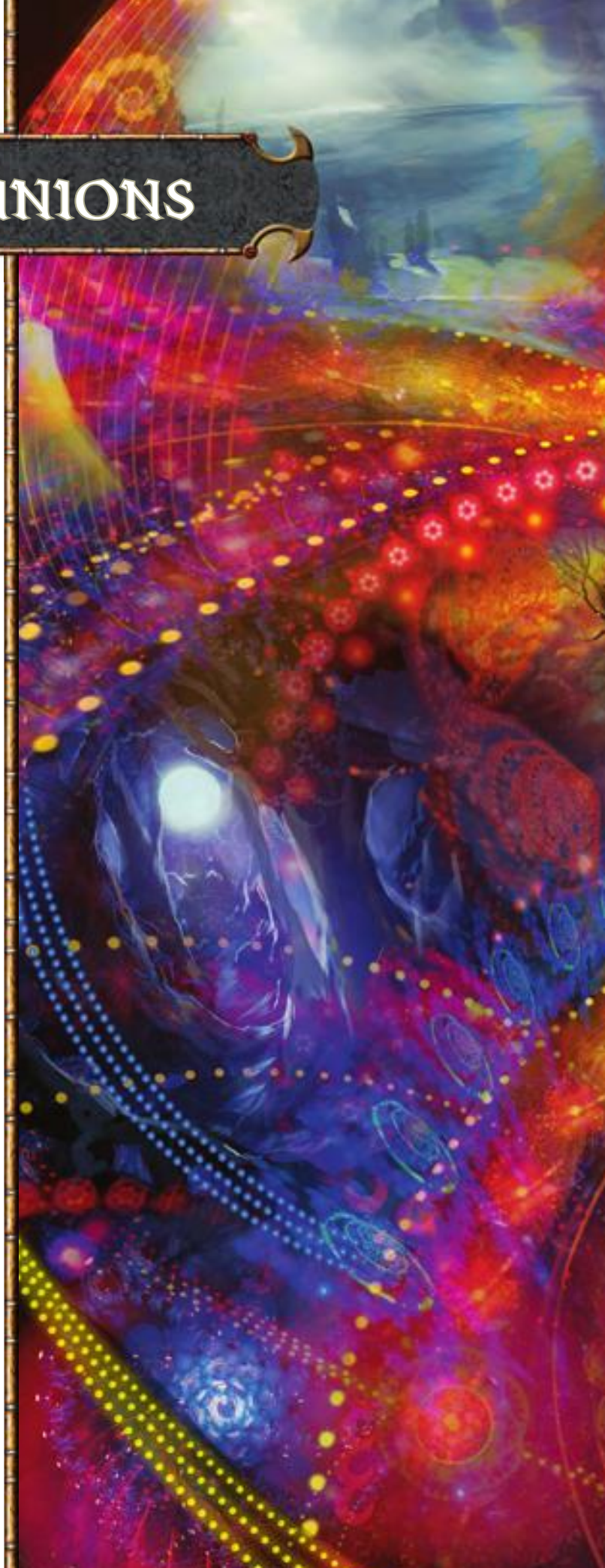
This roiling wave of gray ectoplasmic matter continually sprouts tentacles, which pull and tear at each other and are then reabsorbed into the larger mass. The Nihilath shroud is a creation loosed into the Astral Sea by the ancient illithid empire of Nihilath (see *Underdark*, page 82). A shroud is usually a Huge piece of mobile terrain; some shrouds move randomly, while others seem to follow and hunt githyanki and githzerai travelers.

**Effect:** When a creature starts its turn in a square of Nihilath shroud, it is slowed until the end of its next turn or until it hits a githyanki or githzerai with an attack. In addition, any creature that ends its turn within a Nihilath shroud loses a healing surge.

**Usage:** Since it was designed by the illithids, a Nihilath shroud works well in an encounter with mind flayers, because the slow effect makes it harder for foes to avoid their attacks.

CHAPTER 2

# Divine Dominions



JULIE DILLON

**This chapter** goes deeper into each of the functioning divine dominions, from the bright but dangerous Hunting Lands of Arvandor to the murderous tunnels and plateaus of Tytherion.

The dominion write-ups are accompanied by detailed treatment of each dominion's associated archipelago, which are the border islands that are home to most of the outsiders and mortals who live in the Astral Sea.

This chapter includes basic information about the gods and their servants, as well as the astral dominions and their border islands, and the challenges of adventuring there.

- **The World of the Gods:** Basic background information on the gods, angels, exalted, and outsiders of the dominions and border islands.
- **Arvandor:** A look at the convoluted mythic history of Corellon and Sehanine, and the present "heaven" of Arvandor, a beautiful land in which the Glorious Hunt is a religious duty and a practical necessity.
- **Celestia:** Details of the current purposes of each of Celestia's three gods and the Game of Mountains, which brings their followers together for war games that keep the dominion prepared for battle.
- **Chernoggar:** A dominion rocked by war between Bane and Gruumsh with multiple battlefields. It includes a skill challenge for characters wanting to cross those battlefields.
- **Hestavar:** Erathis's great mission to reconstruct heaven, the Game of Making's role in that mission, and the complementary agendas of Pelor and Ioun.
- **The Nine Hells:** Information on the realm of the damned, including Avernus and the River Styx, as well as an examination of devils' motives as plot hooks, including a six-page adventure that takes place on the surface of Avernus.
- **Tytherion:** Separate treatments of the nightmarish realms of Tiamat's Azharul and Zehir's Samaragd.

Each of the divine dominions detailed in this chapter is the home of one or more deities, countless angels and other divine servitors such as exarchs, and the embodied soulforms of mortal worshipers known as exalted enjoying an afterlife in the presence of their god.

An archipelago of between a dozen and two hundred smaller islands surrounds each functioning dominion. The border islands rise from the substance of the Astral Sea, apparently as a consequence of the leftover magic of the Lattice of Heaven. The border islands share many characteristics with the dominion that spawned them. Most of the inhabitants of the border islands are outsiders, the soulform beings who would have become exalted if the Lattice of Heaven had not been destroyed during the Dawn War. Mortals, unable to survive for long within the divine dominions, live among the outsiders in the border isles.

The following brief descriptions discuss the gods, angels, exalted, and outsiders who populate these realms.

## The Gods

Even the gods who hate each other the most (Bahamut and Tiamat, Avandra and Zehir, Moradin and Asmodeus) seldom launch direct attacks against each other. No matter how much they might hate each other, the gods fought on the same side to survive the Dawn War while a great number of other deities were destroyed.

The primordials have been beaten down, but they are still a threat. Evil gods who ultimately intend to pin all the other gods and the world below beneath their heel are conscious of the fact that as the cosmos is presently balanced, their moment of victory would pass too quickly, replaced by eternal despair as they were themselves crushed by the resurgent primordials. The good and unaligned gods are likewise conscious of the fact that the full might of all the gods is what contains the primordials, no matter how much one god might want to permanently eliminate or maim a hated rival. The god slain today could be the god who was destined to be your savior in the next war against the primordials or the Far Realm.

As gods of chaos, Lolth and Tharizdun have demonstrated that they might side with the primordials in a new war. Gruumsh is chaotic and unreliable, but odds are that he would fight against chaos and the primordials more often than against the gods, much as he did in the Dawn War.

## Exarchs

The gods' exarchs vary greatly in power, background, and life span. Unlike the gods' other servants, the angels, each of the exarchs took an individual path to power that led them to share their gods' secrets. The exarchs' widely varying levels, powers, and capabilities make them an invaluable tool at high paragon levels and the epic tier. You might not want to turn your campaign into an all-out war with Gruumsh, but any group of player characters could have an escalating conflict with Baghtru and Vaprak, Gruumsh's exarchs.

Each exarch is unique, but it's a safe assumption that a deity who has two or three exarchs could have another two or three that the characters don't know about yet, so campaigns hinging on high-powered conflict in the Plane Above can easily introduce new exarchs as needed.

The characters' choices of epic destinies could in fact demand such interactions. Demigods, Chosen, and many other epic destinies flow easily into roles as exarchs-at large for the deities the characters have become familiar with during their rise in power.

Some exarchs spend a lot of time in their god's dominion. Others roam the wider world. Like their god, most exarchs are uncomfortable on the border islands, but being an exarch means having a willingness to handle unpleasant tasks, which allows the god they serve to focus on the important tasks.

## Angels

Angels are made from the same material of creation as the gods and were created as part of the original compact of heaven in which the gods agreed to share power in the natural world. The gods also share angels. The vast majority of angels are nameless servitors that pride themselves on having little personality so they can flow smoothly into the service of any god who calls them. The angels' mission is to perform the will of the deities, one god at a time, not to cling to a single god and promote its cause above those of all other deities.

For this reason, gods often want to have other servitors than angels. Angels can be trusted equally to give their all in service of any one of the gods, so each god looks for an edge: servants who are loyal only to him or her personally.

There are, of course, exceptions to the standard angelic behavior. Some angels find that they seem suited only for service to a single deity, adapting elements of the deity's ornamentation and symbolism into neutral angelic dress. A few angels develop strong personalities and choose names. Sometimes

these angels go on to become exarchs, while at other times they carve bizarre paths in the Astral Sea before they disappear, are destroyed, or fade from existence.

## Duty and Constraint

Angels serve the gods. Gods sometimes fight each other. Therefore, angels sometimes fight angels. Even so, angels cannot be persuaded to lend their energy to certain rituals or sacrifices that would imperil the deities or eliminate a great number of rival angels. They are willing to fight each other one or a dozen at a time, if that is what a god or a character wielding divine power commands, but they will not willingly destroy planar gates, shatter dominions, or slay deities as the primordials did in the Dawn War. Angels commanded to slay deities or exarchs destroy themselves before they can succeed.

Several of the evil deities are difficult for angels to serve with their customary efficiency and dedication. The problem is not evil alignment: Angels have no problem serving Bane, Tiamat, and Zehir, for instance, who are evil but have goals, methods, and magical environments that do not conflict with the original compact of heaven. The following gods, however, pose some problems.

**Asmodeus:** As a deity who is often at odds with the other gods, Asmodeus employs his devils for most of the tasks that angels perform for other deities. Still, it pleases the Lord of the Nine to have seven or a dozen angels near him, to be brought out when others need a subtle reminder that he is a full god. The angels that serve Asmodeus almost never fall into his control.

**Gruumsh:** The original compact of heaven did not include chaos. By embracing chaos, Gruumsh lost some of his ability to command angels. He occasionally employs angels in the world, and does so even less often in the astral realm. When he gets a good

### THE ANGEL TRAILS

A golden road of sunlight opens in a high arc above the silver sea, thousands of miles above the horizon line where astral captains usually choose to sail. Testament to the angels' still existing connections to the original divine lattice, the Angel Trails are temporary roads between the dominions. Most arcs last for a day or three (at most a week) as angels of two dominions trade positions, information, and tasks, flowing back and forth along the trail almost too quickly to be perceived. The trails don't appear to work for any creatures other than angels. It seems likely that if the gods wished, the trails could be used to quickly transfer angels from one dominion to the other to respond to a renewed threat from the primordials.

HOWARD LYON

batch of angels, he likes to send them against Bane's angels to see what will happen.

**Lolth:** Lolth has broken her connections to the compact of heaven too systematically to enforce angelic obedience. Given that she lives in the Elemental Chaos and that her chosen people live in the primordials' Underdark, angels are seldom called into Lolth's service. When individual angels are summoned by Lolth's priests, they can expect to be sacrificed to a demon, set to guarding a door that cannot be trusted to a creature of darkness, or simply thrown into combat.

**Tharizdun:** An angel that finds itself working for Tharizdun is the victim of magic that has nothing to do with angelic duty.

**Torog:** Torog is locked in the Underdark and surrounded by miles of rock in what is effectively an alien creation. The few angels that work for Torog in the Underdark do not operate in comfort, and their losses are not quickly replaced. Torog prefers to use servitors of his own creation in the Underdark, employing the angels that are due to him as his agents in the world and in the Astral Sea.

## Exalted

Exalted are soulforms—physical beings created from the souls of newly deceased mortals. Only a few of the mortals who are fervent worshipers of their deity become exalted. Many other mortal souls spiral out of the Shadowfell and past the dominions of the gods into unknown fates or are born again in new bodies with no memory of their previous incarnation. Other mortal souls might remain in the world among the primal spirits as ancestor spirits or guardians.

**All Races, All Shapes:** There are no racial or type-based restrictions on which intelligent worshipers become exalted. Dragons frequently become exalted, magical beasts sometimes become exalted, and even an occasional aberrant that has served a deity well slips into the dominions. Krag-Ik Eight Eye, the infamous beholder exalted of Kord, is probably the most sensational example, but realms such as Tytherion and Chernoggar are home to as many diverse forms of exalted as there are forms in the world.

JASON A. ENGLE

**The Afterlife Isn't Forever:** Exalted don't actually live forever. In the current damaged state of the divine dominions, exalted can expect to live for centuries or occasionally dozens of centuries.

Exalted who die violent deaths while within their god's dominion generally come back to life within 24 hours having all their memories. Exalted who die within an allied god's dominion might benefit from such resurrection, but not always. Exalted who die in enemy dominions or elsewhere in the silver sea just die. As soulforms, exalted

cannot be affected by normal resurrection powers; they are resurrected only by the dominion magic of their deity or not at all.

Toward the end of a soulform's "lifetime," the exalted often understands that it is about to pass on. Some go on final pilgrimages to the rest of the dominions, often requiring characters as bodyguards to ensure that they aren't eliminated during the pilgrimage. Other exalted start aging and die, as if from old age. Still others gratefully add their souls to the fabric of the dominion in elaborate rituals.

**Soulforms Stay in the Astral Sea:** Exalted (and outsiders) who venture into the world, the other planes, or even Sigil, can expect at most a month of existence before the divine magic that binds them within their soulforms disintegrates. Within the Astral Sea, exalted can go where they like or where they are forced to go, without fear of dissolution.

**No Children:** When mortal children become exalted, they age normally to maturity, then stop aging. But neither exalted nor outsiders breed or bear children. Mortals in the astral realm can have children normally, but not with exalted partners.

**Lustrous:** There is a sort of glow or dark sheen to exalted that other creatures don't have. Unless an exalted being disguises its slightly too bright or crisp-edged soulform using magic or subterfuge, anyone within 20 feet can usually tell that the creature is exalted. Outsiders lack this sheen and sometimes refer to the exalted as "shinies."

### THEMES FOR EXALTED

Nearly any creature could be an exalted of one of the deities. Ordinarily you should use creatures that match expectations for the deity involved, saving exceptions for dramatic or pivotal moments in the campaign. The game statistics for exalted are usually the same as the statistics of normal creatures. If you wish, you can also use tools such as the monster themes found in Chapter 4 or in *Dungeon Master's Guide 2* to give some exalted (and outsiders) powers that correspond to their deity.

**Corellon and Sehanine:** Use the Feywild Denizen theme (*Dungeon Master's Guide 2*, page 108).

**Erathis:** A monster theme for creatures devoted to Erathis appears on page 140.

**Kord:** A monster theme for creatures devoted to Kord appears on page 141.

**Nine Hells:** Use the monster theme for the Legion of Avernus (*Dungeon Master's Guide 2*, page 112).

**Tiamat:** The powers of Tiamat's Red Hand cultists (*Dungeon Master's Guide 2*, page 122) work well for exalted of Tiamat.

**Zehir:** The Snaketongue Cultist theme (*Dungeon Master's Guide 2*, page 118) can also apply to exalted of Zehir.

## Outsiders

If the Plane Above functioned properly, the soulforms that end up as outsiders would be exalted, rising as newly incarnate beings inside their gods' dominion instead of on a border island or in a random location in the Astral Sea. Most rise on border islands outside the dominion they should have been part of, but others are shuffled into other archipelagoes—the characters won't always be able to judge an outsider's history by the individual's current location. Outsiders enter the astral realm anywhere between two and five times as often as exalted, depending on what you want in your campaign.

**No Reason, No Rhyme:** Exalted often suspect that outsiders are subtly flawed. The exalted of evil gods such as Tiamat and Zehir are certain that outsiders are entirely inferior. Unless you decide to change the dynamic in your campaign, that assumption shouldn't actually be true. The tragedy of the dominions is that there isn't any true difference between souls that become exalted and souls that find themselves as outsiders; the outsiders are the final accidental casualties of the destruction of the Lattice of Heaven during the Dawn War.

**No Entry:** Outsiders waking from death within sight of their god's dominion don't understand that something has gone wrong. Sometimes other outsiders, exalted, or mortals will be on hand to advise them, but most don't believe that they could be exiled from their gods' dominion when they can see it glowing on the horizon and will try to swim toward it. Assuming they make it through the miles that separate them from the color veil around their god's dominion without being eaten by a monster or picked up by sympathetic travelers in a skiff, they're in for a horrible disappointment. Outsiders are incapable of entering the active dominion of any deity. Those who attempt to cross the color veil of a functioning divine dominion either press up against the veil as if it were an impassable wall or are instantly teleported between two and twenty miles above or below the dominion, where they might be attacked by predators that know to hunt in those zones.

There is one unfortunate exception to the rule that outsiders can't enter divine dominions: Asmodeus built his dominion to take advantage of the disorder of the heavens. Outsiders can enter the Nine Hells. And many do.

**Outsiders Are Purely Mortal:** Outsiders do not age, unless they came into the astral realm as children. Unlike exalted, they get only one new life. Only the most powerful magic can resurrect a dead outsider—in a sense, outsiders are more mortal than mortals. Once they have been removed from their soulforms, they are really and truly gone to whatever their soul's next destination will be. If one manages to avoid violent death and soul-draining madness, an

outsider can exist between 50 and 100 years in its new form.

**Outsider Morale:** Responses to the curse of being a near-exalted vary widely depending on personality, god, contact with other outsiders or exalted, and the culture of the local border islands. Rage and despair are common reactions. Most get over it and decide that another 50 to 100 years of existence is good, even in exile from their god. Others treat their exile as a curse and see their former life as a regrettable mistake.

**Outsider Culture:** The majority of the inhabitants of each border archipelago are outsiders devoted to one of that dominion's deities. Former devotees of good or unaligned gods either live as well as they can in the shadow of their gods' dominions or travel by ship, portal, or flight to a new home in the astral realm. Outsiders of some of the evil gods, notably Tiamat and Zehir, would be better off if they fled their gods' archipelagoes, while Bane and Gruumsh's outsiders often find themselves drawn into their gods' expanding conflict.

Members of cultures and communities heavily influenced by outsiders are generally more sarcastic and self-mocking than similar populations not influenced by outsiders. Even outsiders who remain steadfast worshipers of their god are likely to acknowledge the irony of their position.

**A Third Chance:** It is rare, but not unheard of, for an outsider that has lived well to die and wake again within the Astral Sea, this time inside the appropriate god's dominion. It is much more rare for an outsider to choose a new deity, devote itself to a new cause, and become an exalted of a different god.

## Dominions and Border Islands

Despite proximity and a common wellspring of divine power, the dominions and their border islands operate like separate worlds with entirely different magical environments.

**Freedom of the Dominions:** Servants of the deities such as exarchs, angels, and exalted can move freely through each other's dominions without a problem—nothing prevents an exalted of Zehir from entering Celestia and staying indefinitely, except for the displeasure of the inhabitants of Celestia, and the fact that an exalted who is slain outside his or her home dominion can't be resurrected.

**Mortals Can't Stay in Heaven:** Unlike outsiders, player characters and normal mortals can enter dominions freely. But unlike the exalted, mortals who enter the gods' dominions are capable of staying for only a short time, usually between two weeks and two months. Epic tier characters can withstand the pressure of the dominion for as long as a year. When a mortal stays too long within an active divine dominion, the all-powerful will of one of the dominion's deities reshapes the mortal's personality, giving it traits and goals that are more in line with the god's personality. The transformation is temporary if the mortal leaves. If the mortal stays, the transformation becomes permanent and the mortal is transformed into a minor aspect of the god, burning out a short time later.

The exception to this is in the Nine Hells, where mortals are welcome to survive as long as they can endure the pain.

**Islands of the Broken Lattice:** It's not impossible for the gods and their strongest servants to visit the border islands. It's just not comfortable. The aftershocks of the broken Lattice of Heaven weaken beings of pure spirit while they're on the border islands. Gods, aspects, angels, and exarchs take a –2 penalty to attack rolls and all defenses while in the border islands. For this reason, among others, a deity will rarely travel to a border island.

**Exalted on the Border Islands:** Exalted are not discomfited by the border islands. A few exalted even choose to live in the islands around their gods' dominion. They lose their dominion's promise of resurrection, gaining in return a bit of freedom or the sense that they are helping others who might have deserved a better afterlife than they got.

There's also a concrete reason that some exalted choose to live in the border islands. If enough exalted live long lives and die eventual natural deaths on a border island while performing rituals devoted to their deity, it is possible for a god's dominion to expand and absorb the border island into the dominion. Given the time required for the transformation, and the fact that outsiders on the island cannot be taken along, exalted attempting this transformation generally choose one border island at a time, succeeding every four to eight centuries at slightly expanding their god's power.

### Astral Diamonds

Astral diamonds are clear, faceted crystals that glow with a faint silvery light. Each astral diamond is worth 10,000 gp. Astral diamonds appear naturally in dominions and shards across the Astral Sea and are thought by some to be side effects of the destruction of the Lattice of Heaven. They are regularly found and mined in Celestia and Hestavar, being less common (and found in smaller mines) in other dominions, the shattered dominions, and the border islands.

In the world of mortals, sages and poets speak rapturously of the eternal glories of Arvandor, the fragrant breezes of its flower- and tree-strewn wilderness, and the endless revelries of the Court of the Seldarine.

The skalds and sages who prattle on about these glories are usually neither elves nor eladrin, and not even well-informed worshipers of Corellon and Sehanine. Perfect beauty and unceasing leisure are human ideas of heaven. Those who fully understand Corellon and Sehanine, the original gods of the Feywild, know that their heaven couldn't be that simple.

It's true that the gods of Arvandor have created an amazing realm: a place of awesome beauty and heart-stopping rapture fit for powerful gods of love, beauty, arcane magic, the wilderness, and freedom. It's also a place fraught with constant danger, wild battle, and the call for valor. Unlike the sheltered aesthetes of the mortal world, Corellon understands that beauty means more when it must be protected from horror, and unlike foolish romantics, Sehanine understands that love means more when it's hard earned and bears the risk of loss.

Three great events shaped the realm of Arvandor and the destinies of all who come to dwell within it: the destruction of the original fey pantheon, Sehanine and Corellon's subsequent emergence as universal gods instead of being gods only for the fey, and the pair's leadership in the dissent against the Carceri Compact (page 104) that created the prison of the gods. The Arvandor that has been reshaped in the wake of these events is a deeper world that is a testament to the manner in which some gods have reinvented themselves in the shattered heavens after the tragedies of the Dawn War.

## Triune Harmony Lost

Before the Dawn War began, Corellon and Sehanine spent their time beside their sister-god Lolth; the three deities headed the fey pantheon, and their power was unchallenged. Sehanine was wise and as changeable as the shifting moon, Lolth was quick and as unflinching as fallen night, and Corellon shone like the stars. He created the mortal fey from his tears of sorrow, beauty, and mirth—all qualities that the fey love. Most of his tears were those of laughter, whether brought on by an arcing leap performed by Sehanine or by a cutting jest offered by Lolth.

Together the three gods shared a life to which most gods (much less mortals) can only aspire, in which acts of compassion and trust alternated with those of power and splendor. Sometimes the laughter was dark and mocking, but more often it was heartfelt and true. Insofar as was possible, the chosen people of the three fey deities (a race that would eventually become the elves, the eladrin, and the drow) followed their gods' example, living in a rapturous dream that balanced control and desire, adventure and harmony.

The fey deities spent little time in the astral dominions before the Dawn War. Insulated in the Feywild, they experienced time differently from how the other gods did, so when the war began, they were slow to react. What the other gods experienced as an invasion and the destruction of the Lattice of Heaven came to the ears of Corellon, Sehanine, and Lolth as mere rumors of violence. The Dawn War was being fought in earnest, but the Feywild still functioned as the timeless echo of a world that had not yet spiraled into chaos. Lolth, however, saw opportunity in the Dawn War that her companion deities did not.

The Astral Sea was changing, and the fey deities' triune harmony was not to last. Even Corellon and Sehanine cannot say whether it was the Dawn War that changed Lolth or if she had always thought differently. Lolth's rebellion is distorted by too many shadows and echoes for anyone to be certain about her earliest act of treachery. Did she consort with demons before she tried to elevate her dark-skinned drow over the other members of the race? Did she try to kill Sehanine first, or Corellon? The best-known version of the story is that Lolth nearly killed Corellon before he realized that her attack was not one of her usual dark jokes. Sehanine intervened and saved Corellon's life, but Lolth escaped.

Whatever its chronology of treachery, Lolth's war upon the Feywild was synchronized with the war in the Astral Sea: The Lattice of Heaven was shattered, the half-constructed dominion of Arvandor (meant as a pleasurable retreat for the three deities of the fey) was ruined, and in the Feywild, Lolth's children—the drow—razed the cities of the eladrin and the shadowed forests around them. Thus, Corellon, Sehanine, and their people fought two wars at once in the era of legend. The war in the Feywild ended when Lolth fled into the earth, taking her drow into the Underdark and out of thought of those who remained on the surface. At the same time, Corellon and Sehanine, as well as Lolth, fought in the Dawn War alongside the rest of the gods out of necessity, and in doing so they transformed themselves into universal deities.

## Gods of All Races

As Corellon and Sehanine fought beside the other gods and came to know them and their mortal people, Sehanine realized that mortals other than their own chosen fey might deserve love and attention. Corellon was slower to see her side, but her earnestness quickly swayed him—that, and the beauty he came to see in the nonfey races. In the middle

of the war, from the vantage point of the Astral Sea, Corellon and Sehanine learned what they could of the other mortals. The universe opened to them like a bloom in spring, and they took mortal form to explore it—not the petal where they had lived (the Feywild), but the mortal world at the center of the flower. They moved quietly among the peoples of the world, wearing aspects that enabled them to pass as eladrin or elf.

And during their wanderings, they found beauty, love, and grace in the other races—perhaps in less refined form than in their own people's, but of no less virtue. Given the taint in their own house—the dark path of betrayal and chaos taken by their beloved Lolth, whose icy beauty stretched over hidden depravity—Corellon and Sehanine were amenable to a certain straightforward lack of refinement.

Some in the world still think of Corellon as an eladrin god and Sehanine as an elven deity, but over the ages, the two deities have deliberately moved to share their power with the nonfey, forging close alliances with gods whose ways they found congenial. Most notably, Sehanine helped Melora create the halflings, either to serve a special role in the Dawn War or as an unintended but welcome consequence of some great event (sages' accounts on this question differ). Regardless of the reason for the halflings' creation, neither deity had time to care for the new race during the fury of the Dawn War, so Avandra adopted the halflings and guided them through the hardest days of their infancy as a race. Through this connection, Avandra, Melora, and Sehanine strengthened their bonds of friendship, and Corellon joined their company easily.

In the aftermath of the Dawn War, when the gods were deciding how the world might be arranged once the fighting was done, Sehanine suggested that the exalted of Avandra and Melora would be welcome in Arvandor; though neither deity wanted a dominion of her own, exalted sworn to the two of them thus could dwell in a dominion when they chose to do so. This agreement strengthened ties not only among all four deities, but also between their respective clergy.

## The Glorious Hunt

The idea of Arvandor as a world of graceful forests, brilliant sunsets, and splendid islands tells only a piece of the story. Rather than living in safety, as do most of the exalted of other dominions, the exalted of Arvandor, known as the ruesti, are aware that they are part of what Corellon and Sehanine refer to as the Glorious Hunt. As such, the ruesti know they can be called on at any time to help track and slay an abomination that is carving a path through the dominion. Exaltation alone, however, doesn't make a mighty warrior or magician, and the ruesti of Arvandor are constantly training their bodies and minds for their sacred duty—and their own safety.

To avoid the same tragedy created in other dominions with the shattering of the Lattice of Heaven as a testament to how far the heavens have fallen, the strange necessity of the Hunt has served a secondary purpose that Corellon and Sehanine wanted in their dominion—danger. Corellon and his exalted aren't satisfied with an endless succession of perfectly happy days—lives without loss. Sehanine cherishes bonds that are formed under pressure—bonds that would never be as strong without the chance of death or worse. Most in Arvandor see the Hunt as a glorious calling and a never-ending quest to preserve the fierce beauty of the realm.

To this end, the Glorious Hunt is a dangerous proposition. A ruesti who dies while on the Hunt can expect to receive only between three and a dozen resurrections inside Arvandor before dying a final death. Additionally, some abominations have soul-rending powers, which are worse than death because they can obliterate victims from the dominion immediately. The ruesti accept these drawbacks as the price of a reward in limited supply: Corellon and Sehanine cannot accept all their followers into Arvandor, and in theory, the constant attrition of ruesti frees up more space for their fellows. Ironically, the afterlife of elves and eladrin—the longest-lived mortal races—is shortest of all the immortal beings.

### The Four Free Gods and Carceri

The creation of Carceri, the Red Prison of the Gods, cemented the alliance of the four deities and established why they became known as the free gods. Carceri was originally conceived as a magic laboratory that spawned abominations to help the gods win the war against the primordials, but at the end of the war, the flow of abominations could not be shut off. The gods had to wall off the dominion that had served as their arsenal, so many of them pooled their magic to create a nearly foolproof jail. Some deities, such as Torog and Zehir, would not cooperate until all the gods agreed to respect and enforce the prison of Carceri.

But Sehanine and Avandra objected. They mistrusted the solution, saying that no prison could truly succeed against the abominations, and that the cosmic prison's negative effect on the Plane Above would be greater than its success in containing the abominations. Corellon and Melora sided with their friends.

Rather than contribute to Carceri's walls, Corellon and Sehanine sacrificed a portion of Arvandor. Corellon used his mastery of arcane magic to create a metaphysical funnel, ensuring that abominations that attempted to escape from the folded space inside Carceri would land inside Arvandor instead of out in the wider Astral Sea. Through this act, it has fallen upon Corellon, Sehanine, Melora, Avandra, and their exalted to hunt down and slay these abominations before they can emerge into the Astral Sea.

The exalted of Melora and Avandra also find purpose in the Glorious Hunt. The roving exalted of Avandra are pampered as honored guests while not on the Hunt, if they so choose. Exalted of Melora frequently live in the Hunting Lands, venturing into the tamer areas of the Court of the Seldarine only once every couple of decades. On occasion, exalted of Kord, Bane, Pelor, and even Zehir have been known to join the Hunt. If slain while on a Hunt, these exalted (not the ruesti of Corellon and Sehanine) are reborn through the normal process within Arvandor or in their home dominions (or in the case of Avandra and Melora, in a random dominion).

Corellon and Sehanine try to protect a few sections of Arvandor from the intrusions of the Glorious Hunt. The island of Estaira (see below) and the Court of the Seldarine, for instance, feature strong magic wards and powerful guardians that protect the ruesti residing within, keeping them in peace and comfort while they await the call for the Hunt. Only twice throughout history have abominations broken through and attacked these protected areas.

## The Hunting Lands

The abominations that surge out of the terrible folds emanating from Carceri frequently emerge within the Hunting Lands—swaths of land that Corellon and Sehanine maintain as rugged and untamed wilderness. In truth, Corellon didn't choose the locations of the Hunting Lands; he merely let the wilderness erupt over the areas where infestations of escaped abominations began to take hold. These places, touched by the history of Arvandor, resonate with the power of ages. Below are described four such locations; scores of other similar locales exist within the Hunting Lands.

**The Dead City of Carantharas:** Among a great stand of trees on a small island near the edge of the dominion are the ruins of an exalted city whose wards fell centuries ago to a concerted abomination attack. Carantharas has been maintained as one of the Hunting Lands instead of being rebuilt.

By day, the island appears deserted, but by night the echoes of the lost ruesti who ruled the place whisper through the leaves of the trees. Characters who listen to these whispers can make Nature checks in place of Arcana checks or Religion checks to learn about the abominations, exarchs, deities, and history of Arvandor. Those who succeed on a DC 30 Nature check learn the truth of Carantharas: It once bounded a portal from Carceri that burst open and allowed the city to be overrun, before a party of great heroes sealed it at the cost of their own lives. The portal possibly still exists in the catacombs below.

In recent years, abominations in the ruins repeatedly have escaped or overwhelmed hunting parties. Nullifiers (page 132) have chosen the city's catacombs as a lair, instead of attempting to break out of Arvandor entirely. After a number of unsuccessful Hunts in Carantharas, the ruesti now have begun actively recruiting planar adventurers to investigate the ruins.

**The Endless Forest:** Outside the eladrin cities, great swaths of eternally virgin woodland swarm with monsters, abominations, and traditional game, grown far more powerful than such creatures in the mortal world. Chief among such places in the Hunting Lands is the Endless Forest, a weaving maze of trees, boulders, and streams. Mortal elves and ruesti alike hunt along the forest's winding paths, whispering soft prayers to Sehanine over game felled by arrow or spear. Active moongates (*Manual of the Planes*, page 90) and Carceri funnel points, whose specific locations are unknown, keep the forest well stocked with terrors. Escape from the Endless Forest into Estaira or the Court is impossible without luck or the blessings of the Seldarine, who favor those that have defeated various foes beneath the forest's boughs.

**The Reef Catacombs:** Frequently, the Glorious Hunt travels to a chain of tiny, boulderlike islands off the coast of Estaira where abominations from Carceri have lodged with increasing frequency. In reality, these islands are the tops of great trees petrified with age and submerged beneath the water. They were ancient even before the battles of the Dawn War and are riddled with cavities, some filled with water and others with stagnant air. Diving hunters who swim from tree to tree or those who find a way through the air pockets within the petrified limbs must pry out the abominations that find refuge among the underwater tree caverns.

Rumors suggest that Gloaminghold, a house full of curiosities built by the renowned tiefling warlock Duskmoon, is located in one of the Reef Catacombs; it offers sanctuary to those who can bypass its magical defenses.

**The Wasteland of Burnt Blood:** One sizzling stretch of badlands blights Arvandor's pure landscape. The Wasteland of Burnt Blood, a ravaged black desert pitted by pools of scalding red liquid, was forged in a battle between Corellon and Gruumsh that took place before the Dawn War.

### Avandra's and Melora's Exalted

Exalted of Avandra and Melora can awaken in any of the dominions other than the Nine Hells. They are most welcome in Arvandor and Celestia. Unlike other exalted, the exalted of Avandra and Melora come back to life regardless of the dominion in which they were slain. Usually, though, they come back in a dominion other than the one in which they died. Neither Avandra's nor Melora's exalted care about immortality the way other exalted do. Frequently, they are found traveling far from any dominion.

Gruumsh entered Arvandor to destroy the dominion before it could be properly built, and Corellon met him in battle atop a mountain. Sehanine and Lolth respected Corellon's wish to face Gruumsh in single combat; however, while Sehanine had eyes only for Corellon, Lolth watched Gruumsh in secret, admiring his rage. Corellon came out the victor, and Gruumsh's blood fell in thick droplets that scalded the land for ten miles in all directions.

Abominations are drawn to the seething Wasteland of Burst Blood, since memories of Gruumsh's fury and power seeped into the land there. For this reason, the Glorious Hunt often sweeps through the site of Corellon's ancient victory.

Any creature in the area gains a +2 bonus to damage rolls, but takes a -2 penalty to AC. For bloodied creatures, the bonus and penalty are +5 and -5 respectively.

## Major Areas

The dominion of Corellon and Sehanine is split between civilized splendor and rugged wilderness. Visitors to the realm find relative peace in Estaira or the Court of the Seldarine, but once they venture beyond the aegis of the wards and the fey guardians, they are on their own in the eternal Hunting Lands.

**The Bark Fleet:** A "site" in constant movement, the bark fleet consists of huge, three-masted ships shaped from living trees that sail or drift along Arvandor's seas, great rivers, and hidden waters. Creatures of all races and faiths dwell in the fleet, particularly halflings and the exalted of Avandra and Melora, who pass pleasant seasons in the dominion of Arvandor. These ships are sometimes known to sail beyond the shining waters of Arvandor and into the Astral Sea. The greatest are so large and complex that they resemble small forested islands. The wanderers of the fleet are known for their curiosity and willingness to gamble, making them popular trading and traveling companions for planar adventurers.

**Court of the Seldarine:** Atop the tallest hill in Arvandor stands a ring of fey-touched menhirs in the middle of a glorious fey palace. This hallowed place is Nath Seldarie, where Corellon and Sehanine

### Corellon, Gruumsh, and Lolth

The enmity between Corellon and Gruumsh is legendary. It began before the two deities expanded their power bases to include non-eladrin and non-orc worshipers respectively, before their grudging cooperation out of necessity in the Dawn War, and even before the creation of the mortal races. In part, they hate one another because they are diametric opposites: Gruumsh, with his strength, impossible vitality, and berserker rage, against Corellon, with his grace, intelligence, and magic. Some stories cast Corellon and Gruumsh as divine echoes, showing Corellon blessed with the power of beautiful creation, while Gruumsh can only destroy. Where Corellon famously cut out one of Gruumsh's eyes, however, Gruumsh has never grievously wounded Corellon.

Or has he? Some divinations suggest that Lolth's betrayal of Corellon was due in part to a secret alliance with Gruumsh, with whom she is said to have dallied in the ages before the Dawn War. If this story holds any truth, then Lolth must have betrayed Gruumsh as she had betrayed Corellon, for Gruumsh hates Lolth as much as he has ever hated the Lord of the Seldarine.

EMPTY ROOM STUDIO - ADAM PAQUETTE

hold court with numerous lesser powers and exarchs called the Seldarine. These powerful soulforms make up the core of fey belief and legend; they are considered patrons or saints to elves and eladrin. Most fey stories involve them and their exploits.

First among them (in infamy if not in power) is Erevan Ilesere, the Fey Jester, patron of tricksters and mischief. He serves as messenger and intermediary between his king and queen, taking no side but his own, and tends to make a situation worse in the name of jest. He has found a way out of every scrape, however, and never seems to mind being caught in his own schemes (which often occurs). He favors mortals at whim, bestowing upon them a mark of his affections, usually in the form of a starburst tattoo. This mark is both a blessing and a curse, indicative of a great, chaotic destiny.

Two other Seldarine frequently encountered by adventurers are Fenmarel Mestarine, the Lone Wolf, and Shevarash of the Black Bow. The patron of rangers, Fenmarel is a taciturn, perpetually aloof spirit who roams Arvandor, aiding in the various Glorious Hunts (though he does so indirectly and silently, maintaining his solitude). As patron of fury and vengeance, the exarch Shevarash is quick to take offense at mortals (who irritate him just by existing) and chooses to join wholeheartedly in doomed Hunts. He has led hundreds of ruesti to their final, albeit glorious, deaths.

**The Empire of Estaira:** Estaira, the most built-up realm in Arvandor, is an evolving blend of a perfect fey kingdom and a realm touched by humans, halflings, and exalted of all races. With banners lifting in the wind, fantastic fluting towers rise from the cliffs of Estaira to stand vigil over those who would enter the seas of Arvandor. A spray of sapphire water under a perfect blue sky welcomes travelers from the turbulent Astral Sea into the veritable cradle of elven myth and the heart of forests born before time.

The capital of Estaira is the great city of Faen Verdaya, whose art and culture remain true to the land's origin as a fey paradise. Exalted beings lounge on divans among vibrant blooms in the atria, dance in great halls open to gentle sunlight and perfect breezes, or swim in lakes as pure and clear as glass. The crystalline towers of Faen Verdaya resonate with songs and prayers of ages past; they catch the divine light of Arvandor and cast it rippling through the streets, bathing everything in a perpetual glow. Coronal Lysildya, the eladrin mistress of Faen Verdaya, rules in Corellon's name and encourages her folk to honor ancient works of artistic beauty as well as to create their own.

Inland, Estaira's maze of rivers and lightly forested islands provides homes, groves, and communities for the exalted of Arvandor who are not involved with the Glorious Hunt, or who seek months or years away from its demands.

## Adventure Hooks

The Glorious Hunt provides opportunity for dangerous adventures in the exotic and ever-shifting Hunting Lands. Threats from outside the dominion also can complicate matters.

**Poisoned Hunt:** Exalted of Melora in a hunting party that left ahead of the characters are revealed to be exalted of Zehir. What magic covered their identities? Do the darksworn (page 80) want to slay specific exalted that are on the Hunt, or are their targets also the abominations?

**Easy Travel for a Price:** Sehanine's moongates to other dominions and other worlds are scattered through Arvandor, sometimes opening where least expected, whether triggered by jumping off a high ledge or passing through a hidden grotto. Offering her gates as launch points for quests and adventures pleases Sehanine, as long as those borrowing the use of the gate can provide her or her people with a gift fit for the deity of love and the moon.

**The Remade Abomination:** A dangerous, desperate soul trapped in Carceri has remade itself as an abomination and escaped into Arvandor. Corellon wants to give this villain a swift death before the world pays the price for its escape.

## Encounter Groups

The most frequent encounters in Arvandor involve animals and beasts grown to prodigious size and power, followed by abominations that are the target of Glorious Hunts. Voracias (page 133) in particular abound in Arvandor, owing to their undying hatred for the fey races. Since Sehanine's moongates connect to hundreds of locations outside Arvandor, and since the moongates' seals sometimes break, characters might encounter a creature that has passed through one. A more diverse range of encounters exists in Arvandor's border islands—known as the Green Isles (page 42)—because getting into the border islands is easier than encroaching into Arvandor. (The level 28 encounter below is a typical one of this sort.)

**Level 16 Encounter (XP 7,600)**
- 1 guulvorg (level 16 elite brute, *MM* 265)
- 2 thunderfury boars (level 15 brute, *MM* 35)
- 1 rakshasa warrior (level 15 soldier, *MM* 216)

**Level 22 Encounter (XP 23,000)**
- 1 dark naga (level 21 elite controller, *MM* 194)
- 1 voracia (level 22 elite skirmisher, page 133)
- 1 astral stalker (level 22 elite lurker, *MM* 10)

**Level 28 Encounter (XP 67,000)**
- 1 phane (level 26 elite controller, *MM* 13)
- 1 balor (level 27 elite brute, *MM* 53)
- 1 efreet karadjin (level 28 soldier, *MM* 100)
- 2 efreet pyresingers (level 25 controller, *MM* 99)

## The Green Isles: Arvandor's Archipelago

Verdant islands are situated on the borders of the dominion of Arvandor, floating in a silvery medium that is half Arvandor's waters, half Astral Sea. They are forested places of great beauty, though they can't match the glories found nearby in Arvandor.

Corellon, Sehanine, and the other two free gods hope for the best for their people on these border islands, but they and their servants rarely offer direct support due to the effect the border islands have on them (see "Islands of the Broken Lattice," page 36).

Food grows easily in the fertile soil of the Green Isles, and hunting is plentiful. The islands are rich in natural resources, but the people of the Isles discourage mining.

Many of Corellon's and Sehanine's deceased followers who end as outsiders are happy with the world they have carved for themselves in the Green Isles. Because Arvandor is host to the Glorious Hunt, life in the Green Isles resembles life in the dominion in large measure. A few of these outsiders reawake in Arvandor when they die.

### Major Areas

Starhallow, the Wild Islands, Tael Faris, and the Twisted Temples of Lyef Thierre are but a few of the interesting locations where the characters can adventure in the Green Isles.

#### Starhallow

This island city-state takes its name from the bright star shining over it, put there by the magic of outsiders and visible for leagues across the Astral Sea. The star's purpose is to offer a guiding light to those traveling the Astral Sea, and perhaps to rival Arvandor's light. Depending on the angle of approach from the silver waters, a traveler might see the star burning even more brightly than the dominion behind it.

The folk of Starhallow have not accepted their fate as Arvandor's castoffs. They have chosen to live passionately and fully, to prove that even if their heaven has rejected them, they are worthy of remembrance. They defend themselves well; softer targets exist elsewhere in the Green Isles.

The largest port for travelers bound for Arvandor, Starhallow is notably less radiant than its sister city, Faen Verdaya. While the capital of Estaira is pure and bright with arcane miracles, Starhallow feels like the world below, where passions lead to trouble and blood leaves stains. Folk of every race and background fill the streets. Merchant vessels float into Starhallow, bringing mundane or exotic goods from other parts of the Astral Sea.

Starhallow's current ruler is a mortal eladrin wizard named Coronal Deliyl, whose power stems from a history of excellent decision-making and the fact that anyone who threatens Starhallow's existence suffers a bizarre magical death. Deliyl frequently accepts other mortals as temporary consultants.

The city is divided into three parts: the Docks, the Hallows, and the Family Towers.

EMPTY ROOM STUDIO - ADAM PAQUETTE

**The Docks:** The ramshackle docks ward is the center of the adventurer's life in Starhallow. It is hardly as fabulous as the port in Hestavar, but the place is infused with a certain fey ambiance that puts visitors into a good mood, letting inhibitions fade. Visitors who never sing are heard humming, those who normally say they can't dance are seen skipping for a moment, and folk who are rowdy and uncouth to begin with make the docks area one of the Astral Sea's most exuberantly dangerous scenes.

The Docks function as a thriving black market that deals in stolen goods: coins from a thousand worlds and dominions, objects of curious and exotic artistic value, and a wide assortment of magic treasures. Merchants pay extra to obtain items from Arvandor and in turn charge exorbitant fees when selling bladesinger swords, eladrin mantles, and the like. Let the buyer pay heed, however, for such purchases bear no guarantees; items bought on the black market might function in unexpected ways or not at all.

**The Hallows:** Most of the folk of Starhallow reside in the central Hallows, a rambling district built of stone and living forest. Houses lie stacked upon one another, and awakened trees move folk to and from their destinations. Towers where eladrin wizards practice their arcane arts border elven groves. Products take on a more consistent quality in the Hallows than in the docks, and those who shop here can commission the production of fantastic magic items or works of art from the finest spellcasters in the Astral Sea.

**The Family Towers:** Most border islands last for a few centuries at most, but the Family Towers are thousands of years old. Elves, eladrin, and creatures of other races dwell here within graceful spires fraying with age. The Towers' magic depends on the housing of inhabitants who are related to each other. Outsiders from a specific extended family occupy each tower. Even exalted from various dominions sometimes are drawn to the Family Towers to greet and live alongside extended family members who did not become exalted.

Sometimes only one or two residents occupy a tower, but if a tower empties completely, the next pair or group of outsiders that has rediscovered family ties in the border islands claims it. Once the Towers had only elf and eladrin lines. Now a smattering of halfling, human, shifter, and gnome families is represented, along with one extended family of four half-orcs.

### The Wild Islands

Heavily forested, the scattered wilderness islands in the Green Isles have little to distinguish them from each other, at least in the eyes of outsiders. Small groups of outsiders, mortals, and even occasional exalted of Sehanine, Melora, or Avandra live peacefully in the shelter of the trees; they fish with spears and lines from canoes in the Astral Sea, and defend themselves as best they can against monsters and raiders.

The people of Starhallow refer to the four largest wild islands as Crownwood, Blood Tongue, Destruction Island, and Badger, though the people who live on the islands perhaps have other names for them. Crownwood is named after its most common tree. Blood Tongue is the name of a small tribe of outsiders that has re-created the traditions of the primal way even though they lack its magic, since only adventuring characters can draw easily on the power of the primal spirits from the Astral Sea. Destruction Island has witnessed at least three spectacular airship crashes and still yields trophies from the crashes to those who can dig them out of the thick forests. Badger looks like its namesake when viewed from the air. Coincidentally or not, the island's most notable inhabitants are a loose-knit association of magical beasts; they are former worshipers of the gods of Arvandor that became outsiders, instead of appearing in that dominion.

Pirate ships and other covert travelers make landfall on the far side of the Wild Islands, away from Arvandor, to gather supplies before raiding bigger targets. Landing on the far shores might not be necessary, but flyers from Arvandor occasionally spiral watchfully over the islands, and pirates don't prosper by risking needless exposure.

### Tael Faris

Home to the House of Moon and Stars, a mighty temple to both Corellon and Sehanine, Tael Faris is less a tranquil island than a city built upon the silver waters, sculpted from trees, stone, and moonlight. The night is twice as long as the day in Tael Faris, and the moon bathes the temple in radiance and shadow.

With each daybreak and nightfall, beautiful songs resonate through the city's vine-wrapped pillars and carven embankments. Travelers to Tael Faris are captivated by the music, although those who speak Elven soon realize that the words serve cunning double entendre, simultaneously as hymns of praise and ironic counterpoint.

The outsiders of Tael Faris are mostly elves, eladrin, and gnomes. Nonfey outsiders lack the taste for both bittersweet melancholy and savage jest.

### The Twisted Temples of Lyef Thierre

At first glance, Lyef Thierre looks like another of the large wilderness islands that dot the sea around Arvandor. A mile into its interior, however, pines, redwoods, and oaks give way to thicker jungle plants. Ancient pyramids, half choked with creeping vines, depict scenes from cults having nothing to do with the gods of Arvandor. The mortals and outsiders who occupy this island don't want to be seen by others. At various points in recent history, devils, aberrations, shattered godlings, and a rogue primordial have benefited from the scattershot worship of these cultists. Though the full meaning of their acts is lost to the ruined souls of Lyef Thierre, the consequences are bloody enough.

# CELESTIA

Green hills and majestic mountains cover the isle of Celestia, which is home to the deities Bahamut, Kord, and Moradin. Each god claims one of the realm's seven great peaks as his seat of power and competes for temporary jurisdiction over the four unoccupied mountains in a ritualistically complex and tactically subtle competition called the Game of Mountains. In the rugged archipelago known as the Foothills, the nearly exalted live in the shadows of the competition on the peaks.

The isle of Celestia is one hundred twenty miles long. Its tallest summit towers ten miles above the Astral Sea below. The gods live on the three tallest mountains, which are collectively known as the throne peaks. Each deity can reshape his peak at will to suit his personality and needs.

Travelers nearing Celestia sail into the gray waters that surround the islands of the Foothills. After navigating the Foothills, they come to the dominion's shimmering golden veil. Piercing the veil brings them onto a band of soothing green water lapping at Celestia's shores.

A nightless realm, Celestia is lit by the radiance of its mountains. The light emanating from them varies throughout the day, from rosy and glowing to yellow and bright. At noon, the golden light reaches its brightest, before slowly shading back to orange and then pink again. Generally, silver clouds hang in the sky, providing shade where needed and an occasional brief, refreshing shower; if Kord is in ascendance in the Game of Mountains (see page 46), however, the silver clouds build into thunderheads and let loose their storms.

Verdant forests and lush meadows cover the mountains' lower reaches. Cities clad in gleaming tiles of snow-white clay fill the plateaus. Higher up, mystic monasteries precariously perch atop sheer purple cliffs, briefly shadowed by the wings of mithral and gold dragons or other flying creatures that live in the valleys and on the high slopes. Blanketing each summit, the ice and snow of eternal glaciers reflect and amplify the realm's beauteous light.

Whether a visitor stands near the pluming exhaust of Moradin's forges or in a glacial field, the dominion's temperature remains pleasant and mild. The fragrance of wildflowers wafts through the realm,

## THE SEVEN PEAKS

Celestia's seven peaks, in descending order, are as follows:

- Venya, also known as Snowbeard, the rampart peak, home to Kord and his warrior retinue.
- Solania, the clouded peak also called the Rainfather, where Moradin keeps his forge.
- Mertion, the dragon aerie, where Bahamut holds sway.
- Jusor, the least steep of the seven mountains, ascended by way of wide slopes that function as giant ramps.
- Fulghen, a rough and dangerous mountain of knife-edged ridges and crevasses, regularly climbed by those who want to swear great oaths upon its summit.
- Perantia, riddled by ever-shifting caverns and underground rivers that break onto the surface to form ice cascades.
- Chronias, the final pilgrimage site for Celestia's exalted and keeper of the final mysteries.

EMPTY ROOM STUDIO - ADAM PAQUETTE

competing with steam from the forges and the sharp scent of lightning-crackled air.

## Major Areas

Although Celestia is generally considered safe, adventures can occur anywhere, especially if Kord's warriors are nearby and bored. Here are three sites (among many) in the dominion where the characters might find trouble.

### Torzak-Belgirn

Near the summit of Solania, lorded over by Moradin, hums the metallic forge city of Torzak-Belgirn. Extended by metal platforms buttressed into the mountainside, the city's precious metal surfaces turn it into a reflective beacon whose glow is visible throughout the dominion. In Torzak-Belgirn, the soulforms of master dwarf smiths work to fashion resplendent armor of unrivaled quality. The city's smokestacks emit wispy vapor that coalesces with the realm's silvery cloud cover.

### Empyron

The so-called City of Healing on Jusor offers succor to wounded mortals and waning souls. Pilgrims afflicted with curses, poisons, and ailments that are curable nowhere else make the trek to consult Empyron's immortal healers. Many have their health restored by the mere sight of the city's walls and need no further treatment. The city rests on the shore of a cold, dark mountain lake. Reflected in its gently rippling surface is the mirrored light of otherwise unseen stars.

### Asiryet

Crowning the summit of Chronias is the heavenly city of Asiryet. Its sections appear to hover in the air, but in fact they occupy platforms of magical force. Asiryet is where Celestia's exalted gather when their inner lights finally dwindle. Impelled by the sense that their time has come, they proceed to a mithral gate, behind which lies the Bridge of al-Sihal. An angel of great beauty stands guard there to turn back those who have not earned the right to cross. Whether the souls who walk the bridge enter a state of oneness with the universe or step through a portal into yet another heaven isn't known by any mortal being.

## Gods of Celestia

In times past, the gods of Celestia have been allies, rivals, and briefly even enemies. In the centuries since the Dawn War, their interests have diverged. One or another of their aspects might join in the Game of Mountains, but otherwise each god pursues his own agenda. The trio is probably capable of joint action, but such hasn't been required of them for some time.

### Moradin's Forge

Moradin embodies the taciturn self-reliance—rivals might call it self-absorption—of his favored people, the dwarves. His preoccupation is the refinement and perfection of the smithing arts. Moradin dismisses as frivolous any other divine business, assigning it to his exalted functionaries. The most honored members of his retinue are his exalted armorers and weaponsmiths. Together they work ceaselessly to make ever more sturdy, beautiful, and powerful weapons, shields, and armor. Although the products of his forge already are acknowledged to be the greatest ever brought into existence anywhere, improvements to them are constantly attempted, though difficult to attain. Whenever a new technique fails, Celestia's entire surrounding archipelago quakes with Moradin's ire.

When the god's agents leave Solania, it is usually to hunt down lost weapons and methods of manufacture. Moradin's focus on weapon-building and defense appears to be justified monomania, because the point of his work is protecting the dominions of the gods from attack. The small number of offensive incursions into the Astral Sea supports the viewpoint that Moradin's efforts are succeeding. Certainly, fear of Moradin's weapons keeps assorted primordials from resuming catastrophic battles reminiscent of the Dawn War.

### Kord's Battles

Kord, yearning for action, paces the reverberant iron halls of his palace atop Venya. Ever ready for cosmic battles that are slow to arrive, Kord has formed the notion that the current chapter in the history of the cosmos will conclude with the Dusk War—a conflict to match the ferocity of the Dawn War that started the chapter. He is as yet uncertain whom the Dusk War will be fought against. The Far Realm? The primordials again? The evil gods? An unknown entity? If outside observers were privy to Kord's thoughts, they might realize that the god of storm and battle is growing increasingly likely to start a great cosmic conflict of his own, in order to stop wondering from which quarter the next attack will come.

As a god of war and as the last nearly successful invader of Celestia—when he attacked the realm as part of the failed coup by his mother Khala—Kord

knows how to prepare for great battles to come. (For details of Kord's role in that incident, see "The War of Winter" on page 67 of *Divine Power*™.) He perpetually hones his horde of exalted warriors into an irresistible force. When no battle is being fought, the warriors joust with each other. They sharpen their lust for victory by participating in the Game of Mountains. Bloodless combat with no risk of utter destruction, however, keeps Kord's warriors amused only briefly. Kord occasionally sends his favored exalted out into the Astral Sea to find enemies in need of a smiting. Sometimes the war god's exalted join in the Glorious Hunt in Arvandor; at other times, they cruise in a dominion ship, hoping to run into devils or githyanki pirates. Since such foes aren't easy to find, and since Kord's exalted aren't particular about whom they fight, any worthy opponent that has the least touch of darkness (or even character-style shadiness) can expect a sudden assault from Kord's elite.

### Bahamut's Arks

Possibly because of his ongoing skirmish with Tiamat, Bahamut is the most outward-looking of Celestia's gods. He keenly regrets the injustice of the present divine dominions. To him, the flawed mechanism by which some deserving mortals are arbitrarily excluded from their gods' heavens is obviously unjust. Bahamut truly regrets that his divine responsibilities and his struggle with Tiamat prevent him from fully addressing the injustice, but he has harnessed the skills and the will of his exalted to take a small step of redress toward balance.

Bahamut's exalted are building several great arks intended to cruise the Astral Sea around the Foothills and to provide a more comfortable and enjoyable existence to outsiders that are devoted to the deities of Celestia or other friendly gods. The ark project is a compromise solution, since Bahamut and his exarchs and angels can't use their full power on border islands, and Bahamut can't invite outsiders into Celestia.

Bahamut's first great ark is nearly finished. When launched, it will sail through the Foothills, taking on outsiders judged worthy and able to help crew the ark. The ark will have room only for about two thousand outsiders, so Bahamut's exalted know that justice will remain limited. Also, because Bahamut has such vindictive enemies, arranging functional security for an ark straying far from Celestia is a thorny problem. The ark project's success or failure, at least temporarily, might depend on the involvement of planar adventurers.

## The Game of Mountains

Moradin's and Bahamut's exalted are not immune to pride and rivalry, and Kord's exalted consider those qualities to be virtues. After a series of unseemly incidents in the early centuries of their joint occupation of Celestia, the three gods joined to create a tradition that channels friction between their followers into friendly competition. Over time, the tradition has developed into its current form as the Game of Mountains, a once-per-season contest whose objectives combine the determination and occasional subtlety of Bahamut, the raging force of Kord, and Moradin's love of creation.

### The Objective

The Game of Mountains is a team sport played for ceremonial control of the four great unclaimed mountains of Celestia, where the gods do not dwell. The game is contested between three teams, one representing each of Celestia's gods. Contestants score points for their team by solely occupying the summits of the unclaimed mountains for short intervals; they gain a dramatically greater number of points for each additional summit simultaneously controlled by the team. After three consecutive days of play, an overall winner is declared.

### The Setting

Although a few isolated settlements, observatories, temples, and guard posts are built on the other four mountains (including the city of Asiryet on Chronias), the unclaimed slopes are preserved as untamed wilderness. Exalted, occasional elementals, and spirits roam and hunt on the wild slopes, but those playing the Game of Mountains have the greatest impact. The winner of a given episode of the game is responsible for repairing damage to keep the mountains from looking like a war zone. Adding new geographic features and magical marvels to the slopes instead of just repairing them is customary, so that the topography of the cliffs, chimneys, and wind-blasted glaciers changes frequently.

### The Rules

Part of the game's appeal is that rules and team sizes change each season, resulting in each contest playing out differently. Teams can include epic-level mortals as well as exalted. Such "ringers" are sometimes allies rather than worshipers of the god for whom they play. Most of the names of the four standard versions of the game indicate the team sizes needed for play: the Seven Champions Game, the Game of Twenty-Three, Seventies, and the Full Game (144 players per team).

At least one contest each year uses few rules, other than forbidding contestants to interact with or harm

those who live on the mountains. Variations that keep the other contests unpredictable include the following.

**Climber's Game:** No flying or teleporting is allowed; all contestants must ascend or descend each mountain the hard way.

**Deathmarch:** A contestant can use healing magic only on himself or herself.

**Flyers' Game:** All contestants must be capable of flight. (Mithral dragons that live in the mountains year round become popular recruits in this format.)

**Mixed Teams:** Each god's team must contain more or less equal numbers of exalted or devotees of its god.

**Resurrection Game:** Slain contestants are resurrected in 30 minutes instead of the next day.

### Adjudication

Five exalted act as officials. Four of them each take position on a different summit, noting when points are scored. The fifth member of the judging team, bearing the title of Four Mountains Master, adjudicates rules disputes. By original agreement, the Four Mountains Master is a follower of Bahamut. The dragon god's retinue complains that this is a disadvantage, believing that the Master overcompensates against accusations of bias.

An overall game winner is declared after a tally of points scored on all mountains. The winner determines the weather on the four lowest peaks in the season to come, which in turn tends to determine the weather in Celestia's border islands. Victory is considered good luck for the winning god's followers in the world.

## The Foothills: Celestia's Archipelago

To sailors heading along the astral horizon toward Celestia, its surrounding island chain looks like a set of hills contiguous with the realm. For this reason the archipelago was dubbed the Foothills.

In fact, its rocky green hills emerge from the Astral Sea. Beautiful from a distance, they become more rugged and forbidding the closer a traveler comes to them. Occasional patches of grass or moss cling tenaciously to naked stone. Rain, sleet, and hail materialize from nowhere to lash cold slopes, particularly when Kord has gained ascendance in the Game of Mountains.

### Inhabitants and Culture

The Foothills provide a home to refugees throughout the Astral Sea, both mortal and soulform. Of the mortals, one in ten are recent arrivals born in the earthly realms, and the others are descendants of mortals who became lost in the Astral Sea and have never set foot on mundane soil. Represented among them are cultures long since vanished from the world.

Whether new refugees or old, the inhabitants of the Foothills came here because the archipelago seemed the safest port amid the Astral Sea's manifold dangers. Newcomers arrive expecting a modicum of protection from heavenly Celestia and its trio of benevolent gods, and a modicum of protection is exactly what they get. On a random schedule, the exalted of Celestia venture out in dominion ships to vanquish githyanki raiders, quom comet-ships (page 102), and scouts from the Nine Hells. The exalted don't patrol regularly, however, and they notice large-scale threats, not minor problems. Small numbers of monsters and ships have little trouble slipping into the Foothills undetected.

Bored by the splendors of the palace on Venya, members of Kord's exalted retinue periodically swarm into the Foothills in search of a rougher place to spar. Residents of the Foothills regard these incursions with a mixture of hope and trepidation. When the residents are beset by pirates or other exploiters, the champions of Kord direct their martial fury at the oppressors. But without obvious villains to rout, Kord's hordes spell nothing but trouble. His champions hack away at each other, heedless of the collateral damage they wreak.

### Major Areas

Eight of the key locations in the Foothills are described below.

#### Stouthome

The dwarf community of Stouthome, also called the Stout, grimly scatters across a dome-shaped island known as the Anvil. One-fourth of its inhabitants are mortal; the rest are outsiders. Few exalted stay amid the community for long. Whether mortal or outsider, six in ten Stouthomers are of dwarven origin; the rest are of mixed backgrounds. They supplement their meager means by trawling the green seas for edible astral beasts. There are few meals served in Stouthome that do not feature the tough, pungent flesh of the fist-shaped astral "fish" (really a tiny aberrant creature) called the zilul. Stouthome's dispirited residents have given up trying to make the creature palatable. They take a taciturn pride in the hardship of their lives and the depths of their ancestral disappointment. Stouthomers might disapprove of everyone from anywhere else, but they don't let that attitude stop them from addressing their financial desperation. They grumblingly offer chilly hospitality to visitors who seem trustworthy, and as hosts they do their best to squeeze exorbitant fees from their guests for as long as those guests can stand to stay.

### Ruins of Bentsword

The clash of spectral weapons against soulformed armor rings across the flattened ruins of Bentsword. Although the ruins mainly hold a legion of outsider warriors, a few maddened mortals also dwell there. The warriors of Bentsword dedicated their lives to warfare and to Kord, but now believe that they have dishonored themselves and that exclusion from Celestia is the price they pay for cowardice in their life. (They're probably wrong, but saying so to a drunken berserker who has a guilty conscience is pointless.) In an attempt to redeem themselves, they stage epic battles, hoping that Kord or one of his exalted will recognize the valor of the best warriors and elevate those who are worthy to exalted status in their next life, if not in this one. Warriors who believe they have proved themselves are not shy about fighting to the death and taking their chances.

Others have given up hope of joining Kord. They now fight to impress the occasional recruiters who come to Bentsword seeking warriors. They take positions as bodyguards, pirates, or even mercenaries in the armies of Bane. Bentsword's fame as a recruiting center for sellswords increasingly attracts warriors who have no desire to join Kord's host, including a smattering of mortal wanderers. Characters who find themselves at loose ends can seek paid assignments from Bentsword's recruiters.

### Fleece Isles

The seven meadow-covered islands collectively called the Fleece Isles provide a home to a graceful, bucolic society of shepherds. Its people are mostly outsiders, although they allow mortals to stay with them as short-term guests, and are rumored to host two long-term exalted citizens who come from Hestavar and Arvandor, rather than Celestia. Resigned to their outsider status, the Fleece Islanders devote their remaining existence to the pursuit of refined and gentle pleasures. They value music, poetry, and the culinary arts. Merchant ships dock at the Fleece Isles to purchase butter, cheese, wool, and exquisitely woven garments. These commodities attract the attention of pirates, including githyanki. Unwilling to perturb their serenity with martial pursuits, Fleece Islanders rely on friends from Bentsword or hired buccaneers to defend them against raids. It's rumored that they can pay for such assistance with riches from a secret astral diamond deposit somewhere within one of the isles.

### The Gallows

This landmass takes its name from an L-shaped rock formation jutting out from its hilltop. Arrayed around this formation are conical iron huts belonging to the Golden Noose, a band of vigilante outsiders. Its members, former worshipers of Kord and Bahamut, maintain a heavily armed fleet of astral warships. They rove the local waters and the Astral Sea in search of evildoers, whom they capture and bring back to the island. There, in the shadow of Mertion, Bahamut's mountainous eyre of justice and virtue, they mercilessly hang their captives from the rocky formation.

The leadership of the Noose consists of a seven-soul council. Whether revising its strict code of behavior or choosing targets, the council makes decisions by consensus. Nonmembers treat the council's spokesperson as its leader, even though he or she is in fact its most junior member. Council members, serene in their immovable righteousness, view the duty of dealing with others as a distasteful annoyance. Councilors serve until they die or choose to resign. Then, after a month-long period of campaigning, a successor is chosen by voice vote. All duly initiated members of the Noose can participate in this vote, provided they're physically present on the island. Captains of Golden Noose ships are the individuals most likely to be elevated to the council. Because councilors aren't allowed to endanger themselves by taking active part in missions, captains who prefer to remain on the hunt resist this promotion. They might campaign against themselves but, if elected, they are obligated to serve.

Ships of githyanki pirates and quom fanatics, two of the Noose's frequent targets, attack the island on a regular basis. From offshore, they bombard the iron huts with catapult fire or attempt to place the Gallows under blockade. This latter tactic rarely works, because Golden Noose siege engines rain destruction on them from above.

While pursuing their designated quarry, Golden Noose crew members keep their ears open for news of other wrongdoers. Their scouts gather evidence for consideration by the council. Applicants seeking the punishment of particular enemies often approach Noose personnel in distant ports rather than make the treacherous journey to the Gallows to address the full council, since the council can order the hanging of applicants who enter its home to make wrongful accusations.

### Highcliff

Fishlike dragonborn populate the ramshackle settlement of Highcliff, which rests on a sheer plateau above a deceptively placid cove. Skulking residents roll human-sized boulders off the cliff onto any astral vessel unwisely moored below. Aided by their pet stone golems, the residents salvage whatever is left of the shattered ships. Highcliff's dragonborn are mortal; they worship a nameless oceanic primordial that was felled during the Dawn War. They claim that Celestia dropped onto their primordial lord in the same way their rocks drop upon unwary ships. The Highcliff dragonborn sacrifice valuables and

DAVE ALLSOP

food items on dark altars dedicated to the primordial, even though they believe it to have been irrevocably destroyed. Bahamut warns his servants to steer clear of the primordial's followers, perhaps being unsure whether or not the nameless one might return.

### The Pillar

This tiny isle is dominated by a massive watchtower, which stretches high above the astral horizon. The bitter and eccentric souls dwelling in the tower's dusty chambers claim to be former gods who were reduced to mere outsiders during the Dawn War.

They promise the secrets of the gods to those willing to brave the tower's collection of arcane traps. For the effort of navigating these hazards, daring seekers receive a stream of mad babble that later worms its way into their thoughts and dreams; seemingly inane, tantalizing nuggets of useful information can be extracted at times from the distressing gibberish. Some travelers come away from the Pillar certain that a deeper and more troubling truth lurks behind the insanity.

Among the common petitioners to the watchtower souls are prospective contestants in the Game of Mountains. They painstakingly transcribe the ramblings of Pillar residents, believing that these mad entities provide veiled clues to successful strategy in the next game. When the game is afoot, the weather around the Pillar shifts according to the identity of the current high-scoring team—thunder for Moradin, tempest winds for Kord, or a soothing breeze for Bahamut.

### The Tangle

Former worshipers of Kord and Melora disport on the steep-sided, heavily forested island called the Tangle. The name refers to the island's thick vegetation, which makes travel difficult for all but experienced woodsfolk. Inhabitants inure themselves to outdoor living in extreme climatic conditions, because the island's magic makes it impossible to erect a roofed building anywhere on it; as soon as a structure is built, the island's roots, trees, and bushes muster to break the building down. As with the Pillar (see above), the weather on the Tangle depends on the most recent victor in the Game of Mountains.

Thousands of outsiders and a few rugged mortals live on the Tangle by foraging and hunting. Residents divide themselves into clans of a few dozen members. New arrivals wishing to live there must petition a clan for membership and prove themselves acceptable, usually by being companionable, uncomplaining, and physically able to forage. Those who don't join a clan soon learn that the magic of the island rejects them, preventing them from finding forage or drinkable water anywhere on the island. This effect is so strong that even imported food spoils within a few hours, and nonmagical liquids in containers, such as water, beer, or wine, quickly evaporate.

Inhabitants of the Tangle recognize no law or authority, except when a crime of violence occurs. They then gather their clan to decide if the accused will be allowed to remain in the clan. Social taboo prevents clan members from providing food to individuals who don't have clan membership, making exceptions only for hospitality provided to visitors staying less than a day. To protect themselves from pirate raids, residents store no food and keep no goods of value to the outside world.

### Touchstone

The largest of the Foothills is Touchstone, a grassy hummock bounded by a field of ice. Standing at Touchstone's center is a protuberance of exposed and gnarled rock. A close inspection reveals that this so-called soul rock is composed of countless petrified humanoid figures. Touchstone is a final resting place for expiring soulforms; it draws dwindling souls in the same way that elephants are drawn to a mythic graveyard. With their final steps, the dying struggle to the rocky bulge in the island's center, turn to stone, and merge with the island for all eternity. The stony figures might retain a flicker of identity, though. Occasionally someone can commune ritually with otherwise extinguished spirits by touching their rocky remnants. A hardscrabble mortal population ekes out a chilly existence on the sparse grasslands ringing the central soul rock. The residents herd

goats and sheep and occasionally help a heavy-limbed outsider to complete his or her final ascent.

## Adventure Hooks

The following hooks and plot ideas are possible adventures in the Foothills.

**Dead God Sabotage:** Some of Bahamut's exalted approach the characters regarding a bizarre problem. The exalted suspect that the materials they used in constructing the first great ark might contain too many fragments of Lakal, the quom's world deity (page 101). The quom already consider Bahamut to be their great enemy; his launching an ark laced with Lakal-motes into the Astral Sea would provoke the quom in ways that could only end badly for the outsiders coming aboard the ark. Bahamut's faithful need someone who can obtain a quom or quom magic to establish whether the ark is sabotaged, as divinations show it to be. If true, the exalted need to catch the culprits responsible for the sabotage and to deal squarely with the quom.

**Honored Ancestor Rock Stolen:** A githyanki raid hits the Foothills while the characters are in the area, destroying something that they value or stealing some of their possessions. Simultaneously, the githyanki search through the stone soulforms atop Touchstone and take a specific statue. Witnesses report that the statue started moving and struggled as the githyanki hauled it aboard their ship. The characters discover, sooner or later, that the stolen statue had family ties to someone in their group, being a grandparent or relative of one of them, and somehow that person has been revived from his or her statue-like state. The plot works better if it's established that the character in question had a notable ancestor a few generations earlier who left unfinished business with the githyanki.

## Environmental Features

Terrain effects in the Foothills derive from either their forbidding environment or the influence of Celestia's deities. Those resulting from the gods' influence are often field effects. Such effects are created when a deity's exalted linger in a place for an extended period, and they occur when the god in question is ascendant in the Game of Mountains. Fields potentially affect all or most of an encounter area. They remain dormant until certain actions are undertaken during an encounter. These actions establish small zones that remain active until the end of the encounter. Typical field effects are described below.

### Armorfields

Where Moradin's exalted tread, armorfields spring up.

**Effect:** When a creature in an armorfield area takes cold, fire, force, lightning, necrotic, poison, radiant, or thunder damage, the space that the creature currently occupies becomes a zone until the end of the encounter. While a creature is within the zone, it gains resist 5 damage to that type of damage per tier. If the damage that created the zone has more than one type, the creature that triggered the creation of the zone selects one of those damage types as the resistance the zone confers.

**Usage:** Enemies that recognize the presence of an armorfield will use it to their advantage by moving into the zone's space. Because of the resistance, they will use attacks of the same type of damage against enemy and ally alike, trusting the resistance to protect their friends.

### Drainer Lichen

The Foothills' rockier slopes are mottled by drainer lichen.

**Effect:** When a creature leaves a square of drainer lichen, it takes ongoing 5 radiant damage per tier until it reenters the drainer lichen square. Each square of drainer lichen can confer this ongoing damage only once each encounter.

**Usage:** Move enemies to a square of drainer lichen that a character leaves, forcing that character to take ongoing damage until the enemy can be moved off the square. Use soldiers with a high AC to make this tactic very effective.

### Gramble

The Foothills' rugged heaths are covered in patches of gramble, a dense, thorny bush with carnivorous instincts.

**Effect:** Gramble is often difficult terrain, and can also be blocking terrain, as some bushes are also tall and thick enough to block line of sight. When a creature ends its turn in or adjacent to a square of gramble, it is restrained until the start of its next turn. When a creature starts its turn in or adjacent to a square of gramble, it takes 5 damage per tier.

**Usage:** Combine patches of gramble with ranged attackers to create an area of difficult or blocking terrain that the characters have to move through or in between to reach their enemies.

### Mercyfields

Locations visited by Bahamut's exalted dragons develop into mercyfields.

**Effect:** If a creature in a mercyfield area is bloodied, the space that the creature currently occupies becomes a zone until end of encounter. When a creature starts its turn within the zone, it gains temporary hit points equal to one-half its healing surge value.

**Usage:** Put enemy brutes or soldiers in a mercyfield zone to make those creatures more difficult to defeat, especially if the space creates a choke point that the characters need to pass to get to a leader.

### Valorfields

When Kord's exalted gather to fight, they leave valorfields in their wake.

**Effect:** If a creature in a valorfield area is bloodied, the space that the creature currently occupies becomes a zone until the end of encounter. While a creature is within the zone, it grants combat advantage.

**Usage:** Have skirmishers and other mobile enemies try to maneuver characters into valorfields. Soldiers with the ability to mark and lock down enemies can maneuver a character onto a valorfield zone to make that character an easier target for its allies.

## Encounter Groups

**Level 13 Encounter (XP 4,900)**

- 1 angel of battle (level 15 skirmisher, *MM* 14)
- 2 angels of protection (level 14 soldier, *MM* 15)
- 1 githzerai mindmage (level 14 artillery, *MM* 131)
- 2 angel of valor veterans (level 16 minion, *MM* 16)

**Level 18 Encounter (XP 10,000)**

- 2 quom enforcers (level 17 brute, page 156)
- 2 ice archon rimehammers (level 19 soldier, *MM* 20)
- 4 renegade souls (level 18 minion*)

  * Use abyssal ghoul hungerer (*MM* 119); rename *claw* to *soul sword* and *dead blood* to *final oblivion*; the latter deals radiant damage instead of necrotic.

**Level 22 Encounter (XP 24,550)**

- 1 angel of authority (level 22 controller, *Monster Manual 2* 8)
- 1 durud slayer (level 23 lurker, page 158)
- 2 rakshasa dread knights (level 24 soldier, *MM* 218)
- 4 angel of valor legionnaires (level 21 minion, *MM* 16)

# CHERNOGGAR



When mortal soldiers slog through the blood-soaked fields of a seemingly endless war, when enemies trap themselves in escalating cycles of violent revenge, or when someone stumbles onto a scene of senseless slaughter, they say, "We've entered Chernoggar." The roar of Chernoggar's battles thunders in the hearts of mortal warriors.

But few mortals can conceive of the panorama of war playing out in the dominion of the god of war and his enemy, the god of destruction. The noise alone shakes the soul—the rumble of thousands of booted feet, the ceaseless clash of sword and shield, the keening of forests of arrows, shouts of triumph and screams of pain, and death rattles as a battle-sworn exalted dies its temporary death.

In Chernoggar, all the glories and horrors of war play out second by second through eternity, as the devotees of two great powers engage in a proxy battle for their deities.

## Origin Stories

Bane was either a mortal hero or a demigod who slew Tuern, the previous (and less disciplined) god of war in single combat, then took Tuern's power and wielded it well during the rest of the Dawn War. Confusion over Bane's identity comes from several sources, including his goblin worshipers, which want to think of him as a brother to both Kord and Tuern for reasons connected to goblins' extended family social structure.

Gruumsh is a mad god of destruction who deliberately crashed his dominion, Nishrek, into Bane's dominion. It's said that Gruumsh decided to take down Bane the moment that Bane pried the god of war's sword from Tuern's dead fingers, but preparing his dominion to soar across the Astral Sea and smash into Chernoggar apparently took eons of planning and the exercise of tremendous divine power. During the intervening years, Bane and Gruumsh fought on the same side in several battles, and on opposing sides in others. With a god as chaotic as Gruumsh, it's difficult to ever fully know where he stands. He finally wrenched Nishrek free of its original position in the splintering Lattice of Heaven and slammed it into Chernoggar—after the Dawn War was over, fortunately for the rest of the deities.

## When Dominions Collide

Thousands of years after Bane had defeated Tuern to become the god of war, Gruumsh brought Nishrek, his unstable realm of destructive volcanoes and constant carnage, crashing into Chernoggar—an act that should have torn both dominions apart. Bane's iron

will held Chernoggar together, but he succeeded only by fusing the dominion with Nishrek.

Nishrek had been a place of self-destructive savagery where souls favored by Gruumsh butchered one another for no reason other than to see things end. Yet the melding of two dominions gave that destruction a new purpose, and new victims for Gruumsh's favored to turn their fury upon. Bane, in turn, marshaled forces of his own, conscripting the souls of tyrants, war heroes, and strategists to battle alongside angelic hosts. The two deities became entangled in a war to prove superiority that neither has conclusively won in the centuries since.

Some sages believe that such a battle, once begun, cannot end: War cannot overcome the devastation it creates, and turmoil cannot resolve the wars it foments. The reasons they cite for the never-ending conflict include the recusal of Bane and Gruumsh from direct influence in the cosmos, the regular resurrection of the combatants, or the fact that other deities might want the war to continue. Regardless, Bane's ordered armies continue to press their tactical advantages while the crazed hordes of Gruumsh howl down upon them in endless avalanches.

## A Geography of War

Chernoggar spins violently through the Astral Sea as two conjoined realms still rocked by their ancient collision. The concussion caused by their merging crumpled volcanic peaks and created massive cracked canyons that continue to shift and burn. Although Bane's will fused the dominions, both the antagonism of the two deities and Chernoggar's whirling as it reels through the silver mists constantly threaten to tear it apart.

Volcanic peaks seethe all across Chernoggar, sullenly exhaling black ash when in Bane's iron grip and bursting to fiery rage where Gruumsh's faithful gain the upper hand. Quakes rumble through the earth, and new crevasses tear open the face of Chernoggar even as older canyons become clogged with corpses. Although some of the dominion burns with the heat of molten rock or is scoured by freezing winds, most places are oppressive and depressing to those who visit here. The rust-red sky hangs low over the land, and whether the weather brings fog, wind, hail, rain, or warmth, it lingers long past the point of comfort, making inhabitants short-tempered and distracted.

The Crash Peaks still scar the dominion, evidence of the ancient wound that sprang up where Nishrek and Chernoggar were joined. Yet so much of the territory has been claimed and reclaimed by the two warring sides that few could say for certain which deity once ruled an area without access to a map. Great fortresses, watchtowers, aeries, dungeon passes, patchwork redoubts, walls, battle trenches, ports, and bunkers have all been built, lost, claimed, ruined, abandoned, and rebuilt many times over. Battlements run the dagger's edge of mountain ridgelines, ramble through bramble-choked valleys, and sink into swamps so soaked with blood that life there has adapted to being nourished by blood rather than by water. Weapons of war lie discarded all over the dominion; many riverbanks are strewn with more arrowheads than stones. Most who see Chernoggar for the first time wonder if they have entered the Nine Hells, but those who have seen that place appreciate Chernoggar for its brutal beauty. Unlike in the Hells, each day in Chernoggar offers moments of triumph and the slim chance of personal or cosmic victory.

## Gods of Chernoggar

Bane and Gruumsh each have their own motivations and goals, both in their seemingly endless war and in their greater struggles within the Astral Sea.

### Bane's Strategy

The deities eventually relied upon Bane to lead them in the Dawn War, and many will look to him for leadership if the primordials or another threat to divine order arises. At the same time, Bane's constant struggle against Gruumsh is a matter that concerns those same deities. Shouldn't the best of all generals be able to defeat one deity, especially one so undisciplined

VINCENT DUTRAIT

as Gruumsh? Shouldn't Bane have seen Gruumsh coming, even if no one else did?

What the questioners fail to realize is that Bane is capable of strategic thinking beyond others' comprehension. Bane aims for nothing less than total domination. The Astral Sea, the Elemental Chaos, the world, its shadowy and twilit reflections—Bane will hold them all in his iron grip. Fully capable of fighting multiple wars at once, Bane allows others to believe that his war with Gruumsh preoccupies him while he makes subtle moves in a long-term plan. It suits his purposes to keep his servants honed for war, and the various thrashing offensives by Gruumsh's wild adherents resemble the tactics employed by demons and other elemental forces of chaos. Similarly, devils bound by contract stand among Bane's rank and file, and their efforts in the field inform those they fight alongside. When the next great cosmic battle erupts, the Iron General will understand all the contingencies, and his soldiers will know all they need to prevail.

### Gruumsh's Wrath

The struggle between Bane and Gruumsh represents a conflict between pride and rage. Despite the pointlessness of the carnage, Bane will not concede to Gruumsh, and Bane's determined resistance keeps Gruumsh's fury in full swing. With immortal angels and resurrected battlesworn on both sides, the conflict cannot end unless an event significantly changes the field.

Bane might be content to test the mettle of his faithful in an eternal war, but Gruumsh forever seeks the killing stroke. His forces frequently take bold risks that impress even Bane's battlesworn, but they also make wild and even suicidal attacks that have little chance of success.

Chernoggar's war is thus in constant flux. Bane's forces make steady advances until a bizarre ploy by Gruumsh's armies opens a devastating break in Bane's ordered ranks. Then the battle lines change and the combatants begin fighting a wholly different war.

## Major Areas

The vast landscape of Chernoggar hosts countless sites of note. Many locations have hosted battles that would be legendary if later conflicts hadn't obliterated all traces of them.

### Stairs of Woe

Bane's portion of Chernoggar is filled with fortresses within fortresses. The first walls someone faces when entering it are the mile-high cliffs that raise the dominion high above the dry seabed that surrounds Chernoggar. Of the few paths that exist up or through the cliffs, the best known is the Stairs of Woe. This steep and winding series of staircases runs from guard tower to guard tower, giving those who ascend the stairs little shelter from attacks from above. Bane's soldiers have controlled the stairs for the past hundred years, and those who earn Bane's wrath find themselves imprisoned in crow's cages along the ascent.

### Tuer-Chern

The massive fortress-metropolis of Tuer-Chern, high above the perimeter of the dominion, is the seat of Bane's power. In all its long history, it has been besieged only a handful of times. No siege has truly had any hope of taking it.

### Clangor

Maglubiyet, hobgoblin exarch of Bane, rules this fortified city of goblinoid battlesworn, bladelings, and their trained beasts and slaves. Clangor is known far and wide for its arena, where captives fight for their lives against one another or against merciless monsters.

### Tower of Skulls

Amid blasting peaks and billowing clouds of acidic smoke totters the Tower of Skulls, a massive structure of skulls of every variety, lashed together by chains and the innards of the slain. This fearsome palace is the seat of Gruumsh's power. The largest skulls are those of primordials and deities that Gruumsh slew. Others are offerings left by his followers. No enemies attempt to take this place, for fear that Gruumsh would send it crashing down upon them and use their bones to heap it up again.

### Zoronor

This bleak bladeling town leans over the cliffs that surround the high plateau of Chernoggar. Although the Stairs of Woe are better known, the bladelings offer another route of ascent. For the right price, individuals who make the trek across the salt flats can purchase a ride on the city's series of elevators to the top. Of course, once within Zoronor, few see any of the rest of the dominion without being in chains. Visitors usually are captured, smuggled across the battlefields, and sold as gladiators to the arenas in Clangor.

### Tower of the Adamantine Mage

Koth-Amar, a wizard of great power, uses this heavily guarded and trapped tower to store the magic and knowledge he has plundered from across the planes.

### Crash Peaks

Although mountain ranges run across the dominion, the Crash Peaks dwarf all others. These extremely

steep peaks stab high into the orange sky, surrounded and riddled by sheer-sided canyons that gouge deeper into the earth than seems possible. Over the centuries, Chernoggar's two opposing forces have made paths through the wreckage of the dominions' collision. Bridges of swaying chains connect the walls of crevasses, steep trails cut passages through peaks, and networks of dungeons intersect to make cavernous highways through stone. The Crash Peaks are now such a maze of pathways that the one-time barrier has become yet another place where ground changes hands with the fortunes of war.

## Climbing Caves

The Climbing Caves is the third-best known ascent into the upper reaches of Chernoggar, consisting of winding and diverse chambers and passages that writhe through the cliffs on the Nishrek side of Chernoggar. Several changing pathways run through them, sometimes opening to exposed ledges on the cliffs. The area is a wilderness inhabited by all manner of savage beasts, but both Gruumsh's armies and Bane's soldiers use the caves to move troops around the outside of the domain, and the forces of one deity or the other sometimes lay claim to a portion of the caves until dislodged by the enemy or by the predations and disasters that take lives amid the shifting stone.

## Stone Sea

These vast badlands frequently roil like a storm-tossed ocean, with waves of rising rock tossing splashes of shrapnel into the air. Across them grind the sailing citadels—rocky tors carved into fortresses and piloted across the roiling landscape like ships across an angry sea. Armies of Gruumsh and Bane clash here in a chaotic melee of armadas made from behemoth stones. When the moving castles plow courses that come near one another, soldiers leap free to battle on the quaking ground between them, or board and besiege the enemy fortress. If one side gains the upper hand in this strange war, it sends a sailing citadel to aid a battle elsewhere in the dominion.

## Lakes of Lost Hope

A sailor in the middle of one of these huge bodies of water could be forgiven for thinking it a sea. Warring fleets and swimming beasts brave the hurricanes, waterspouts, great waves, and whirlpools that frequently rake across the lakes to come to grips with one another or to outflank a land-bound army. Yet even the land around the Lakes of Lost Hope offers no respite from danger, because deadly marshes, rushing rivers, broad quagmires, and waterlogged jungles surround them.

EMPTY ROOM STUDIO - ADAM PAQUETTE

# Adventures

Chernoggar is roughly 350 miles across, providing plenty of room for adventures. Ideas for adventures are scattered throughout the descriptions of Chernoggar's major areas, but the topics below might help you present events in a way that makes them feel unique to the warring realm of Bane and Gruumsh.

## Themes

Combat occurs in every adventure, but in Chernoggar, battle or the threat of conflict should be constant. Bane's forces should seek to capture, conscript, or kill the player characters, while Gruumsh's followers try to tear them apart at every opportunity. It should swiftly become obvious which of the two sides the characters can speak to, but it should also be obvious that talk is cheap. What matters in Chernoggar is action, and nothing speaks more loudly than sword and spell.

Mass destruction, slaughter, and chaos are the hallmarks of Gruumsh's forces, while rigid chains of command, duty, strategic planning, and powerful authority mark interactions with Bane's soldiers. There's nothing noble about Gruumsh's savagery. The heroics of Bane's battlesworn are merely brief flashes of light amid the unending darkness of their bloody pragmatism.

Of course, there are many separate armies in Chernoggar. In the course of a few days of travel, the characters might come across a few different armies of Bane and Gruumsh, each with its own leaders. These forces likely communicate with one another, but a bargain struck with one group might not be honored by another. Generals on the same side might be in competition or direct contention. Mercenary bands of monsters and bladelings offer even more unpredictability.

In addition to encounters with scouting parties, spies, and other small groups common to large armed conflicts, the characters should experience massive battles. You can accomplish this by using minions arrayed in screaming hordes or ordered ranks. Alternatively, you could run combats across a large battlefield the same way you might run them in a dungeon. The characters fight a battle, and then the flow of combat gives them choices of the same sort as a left or a right turn in the dungeon: head for the hill where the catapults are, or try to skulk through the brush between the two armies before the battle lines move there. You might also consider using skill challenges to represent the characters' actions in a battlefield conflict. See "Between War and Destruction" (page 56) for one way to handle this.

## Encounters

Beyond typical combat, the characters might have encounters in which they have a specific goal aside from winning the fight. Success or failure in such a secondary objective should have a broader implication for a future encounter or for the rest of the adventure. The characters might need to kill a number of minions before a certain number of rounds elapse. They might need to move a particular enemy to a certain point on the battlefield, or capture a certain enemy and then retain that enemy when others attempt a rescue. Or, alternatively, they might need to keep a specific ally alive throughout an encounter.

Skill challenges can be added to combat encounters to give them a military flavor. The characters might need to make skill checks to rally demoralized troops, command the tactics of nearby forces, or repair an important war machine while combat rages.

## Plot Ideas

Great successes and grave reversals occur each day and night somewhere in the domain, and the characters should be a big factor in what happens in the war around them. Adventure plots should either involve the characters influencing the war directly, or swiftly entangle them in the war, even if their goal is something unrelated.

The characters might come to Chernoggar for a number of reasons, possibly including one or more of these.

- Pursue someone hoping (foolishly?) to hide in the chaos of Chernoggar.
- Stop someone who has come to Chernoggar to gain an army or a weapon for conflict elsewhere.
- Gain a great weapon needed to slay a primordial, perhaps by stealing it from Bane.
- Claim a warship or a sailing citadel for their use.
- Help Gruumsh or Bane win the war, upsetting the status quo of the deities.
- Reawaken the spirit of Tuern, which is rumored to be "slumbering" as a flame trapped in the shape of an axe.
- Gain the service of a famous exalted general as the leader of a coming war.
- Convince followers of Gruumsh and Bane to turn their fury upon a common enemy.

## Monsters and NPCs

The characters might face leftover servants of Tuern (fiery and militaristic creatures such as salamanders or efreets), but most of Chernoggar should be filled by bladelings, followers of the two deities, or monsters the two forces brought there to fight their battles. The breeding pits of goblinoid battlesworn offer a potentially limitless variety of creatures the characters might face, either as part of one of the armies or as small groups roaming the dominion. Angels, devils, and maruts might be found on both sides.

Chapter 4 provides statistics for battlesworn of both deities and for exarchs of Gruumsh. For exarchs of Bane, see "Deities and Demigods: Bane" in *Dragon* #372 at www.dndinsider.com.

## Between War and Destruction

This skill challenge represents the characters attempting to move about in an active war zone in Chernoggar. Rather than a single skill challenge for one trip across a battlefield, this skill challenge should be used several times during the course of an adventure whenever the characters need to move through battlefields where fighting is taking place. You can use it as an abstract representation of the characters' movement from important battle to important battle in a conflict in which they participate, or you can use it to represent their attempts to avoid being drawn into a war that rages around them as they pursue their own concerns.

**Level**: 25 (XP 35,000).

**Complexity**: 5 (12 successes before 3 failures).

**Segments:** Unlike other skill challenges, this skill challenge has different components each time you use it. Whenever you start the skill challenge, choose three skill challenge segments from the eight described below. Each segment represents a scene or smaller challenge within the context of the larger skill challenge. That segment introduces the scene currently taking place within the skill challenge.

The characters accrue successes and failures as is normal in a skill challenge. If they accrue a total of 3 failures across all segments they have attempted, they fail the skill challenge. If the characters earn 4 successes in each of the three segments, they succeed on the skill challenge. The end result is still a skill challenge requiring 12 successes before 3 failures, but the successes are distributed over three segments.

The time frame for skill checks in any of the segments is highly variable. The characters might be involved in other dealings that make it difficult for them to progress in the challenge more often than once an hour (for instance), or they might be making checks in rapid succession (perhaps once per minute) if nothing else is occupying their attention.

Each segment is tied to a specific area on the battlefields of Chernoggar. You can choose segments that come from the same area, or each segment can come from a different area. The areas are:

*Fields of the Dead*: Each of these areas is a wasteland of heaped bodies and muddy hills. The battle has largely left the area, but small skirmishes frequently erupt between scavenging units. Troops are wary of conflict here because they lack support, making social solutions to problems simpler, but the soldiers don't give their trust easily.

*Wracking Landscape*: Gruumsh's forces have gained the upper hand in these areas, and the broken ground is wracked by tumultuous weather, quakes, landslides, and volcanic activity. Bane's forces are on the lookout for allies, while Gruumsh's forces are difficult to impress. The environment makes movement and understanding the battlefield difficult.

*Grip of Iron*: Bane's forces have established a strong presence in these areas, putting Gruumsh's army on the run and taming the landscape. Bane's camp is wary of trickery, while Gruumsh's followers seek easy victories.

*Battlefield in Flux*: These areas are in near-constant conflict, as the two armies contest the field. Neither side welcomes strangers, but the chaos of the conflict provides opportunities for either strategy or stealth.

**Success**: Each time the characters gain 4 successes in a segment, they move on to the next one. If they complete three segments successfully, the skill challenge ends and the characters reach their destination safely.

**Failure**: Whenever the characters accrue their third failure in the skill challenge, the segment they are engaged in at the time determines the failure condition. See each segment for a description of its failure condition.

### Fields of the Dead: Banesworn

The characters encounter several lost Banesworn (page 134). They assume the characters are allies and ask for directions back to their unit. If the characters seek to properly direct the Banesworn, they can attempt to set them on the path they want. Alternatively, the characters can attempt to divert the Banesworn toward Gruumsh's forces.

**Primary Skills:** Bluff, Diplomacy, Intimidate, Nature.

*Bluff (DC 17)*: The character tricks the Banesworn into going even farther off course, convincing them that they are receiving good directions, when in reality the directions will lead them to the battlesworn of Gruumsh.

*Diplomacy (DC 26)*: The character gives the Banesworn good advice, convincing them to either follow the right path back to their encampment or to leave the battle altogether, preserving their own lives by refusing to fight.

*Intimidate (DC 26)*: The character runs off the Banesworn, threatening them with death and leaving them with no direction as to how to proceed.

*Nature (DC 17)*: The character discerns the quickest path for the Banesworn to return to their companions' camp, or the most circuitous one to delay them for a good deal of time.

**Failure**: Any characters who have an action point lose that action point.

## Fields of the Dead: Fallen Leaders

The characters encounter a wounded leader of one side or the other (your choice) trapped beneath a dead mount or war machine. They can free the leader or trick the leader into giving them directions in exchange for the (presumably false) promise of aid.

**Primary Skills:** Athletics, Bluff, Diplomacy, Endurance, Insight.

*Athletics (DC 26)*: The character pries the leader out from under the obstruction.

*Bluff or Diplomacy (DC 26)*: The character convinces the leader to give the information the party needs to move on in exchange for freeing him or her.

*Endurance (DC 17)*: The character picks up and holds the object pinning the leader, lifting it slowly to minimize any wounds the leader might have sustained.

*Insight (DC 26)*: The character figures out from which direction the leader was riding when he or she was ambushed, cluing the characters in to the location of other, similar forces in the vicinity.

**Failure**: Each of the characters loses a healing surge.

## Wracking Landscape: Angelic Spies

An angelic spy for Gruumsh's forces notices and confronts the characters. They can attempt to talk the angel into leaving them to their own business or try to convince the angel to switch sides in the conflict.

**Primary Skills:** Diplomacy, History, Intimidate, Religion.

*Diplomacy (DC 26)*: The character reasons with the angel, convincing it that joining the characters is in its best interest, or perhaps to work as a double agent.

*History (DC 17)*: The character determines something about either this particular angelic spy or the past deeds of a famous angelic spy, using that knowledge to convince the angel that other angels in the past have not been so strict in their duties.

*Intimidate (DC 31)*: The character convinces the angel that if it reports on the party to its master, bad things will happen—both to the angel and to its master.

*Religion (DC 17)*: The character determines some of the habits and mannerisms that this particular angel is likely to have and to what kind of arguments it would be more likely to listen.

**Failure**: The characters take a –5 penalty to Charisma-based skill checks until they take an extended rest.

## Wracking Landscape: Best-Laid Plans

The characters learn of a suicidal strategy by the followers of Gruumsh, either by finding the plans on a dead soldier or overhearing the planning. The plan is crazed and destined to fail, so informing the followers of Bane does nothing. The characters can decide to intervene, attempting to dissuade the foolhardy soldiers and providing an alternative, or they can warn the Banesworn about the ambush and make it a total rout.

**Primary Skills:** Athletics, Diplomacy, Insight, Perception.

*Athletics (DC 31)*: The character races ahead to the farthest point in the battle plan's path, warning the defenders against the impending attack.

*Diplomacy (DC 26)*: The character convinces the battlesworn of Gruumsh that their plan is doomed to failure and, possibly, that the plan the characters have put together would work better.

*Insight (DC 17)*: The character determines the best way to modify the battle plan to cause it to either fail more spectacularly, reducing the number of lives lost, or to succeed.

*Perception (DC 26)*: The character searches for remnants from past battles that can be used by one side or the other during the attack, such as siege weapons buried in the mud or naturally occurring barricades.

**Failure**: Any characters who have an action point lose that action point.

## Grip of Iron: Ambushed

The characters are surrounded by Bane's forces, but they notice Gruumsh's battlesworn are ready to ambush their erstwhile captors. They must either convince the Banesworn of the danger or hide their knowledge and distract them from the surprise attack.

**Primary Skills:** Bluff, Diplomacy, Insight, Stealth.

*Bluff (DC 31)*: The character hides his or her knowledge of the impending ambush, ensuring that the Banesworn are wiped out.

*Diplomacy (DC 26)*: The character convinces the Banesworn to trust the party, warning them of the ambush in time to turn the tide.

*Insight (DC 26)*: The character discerns who might come out on top of the eventual ambush, which will inform the party on which side to support.

*Stealth (DC 26)*: The character helps the group hide from both forces, making sure that neither group of battlesworn sees them.

**Failure**: Each of the characters takes damage equal to his or her bloodied value from being caught in the middle during the ensuing melee.

### Grip of Iron: Move That Artillery!

The characters encounter a siege machine or an artillery piece stuck in the mud and entangled in brush. They can help to free it for the followers of Bane or try to seize the weapon for themselves.

**Primary Skills:** Athletics, Dungeoneering, Endurance, Heal.

*Athletics (DC 31)*: The character physically moves the large piece of artillery, using his or her strength to force it out of the mud.

*Dungeoneering (DC 26)*: The character determines the best way to disassemble and reassemble the artillery, as is done with dungeon traps, to move it more easily.

*Endurance (DC 17)*: The character rocks the siege weapon back and forth to remove it from the entangling brush, taking a slow and steady approach to freeing the device.

*Heal (DC 17)*: The character provides first aid and revitalizing assistance to the others who are trying to extricate the artillery, giving them more energy for their task.

**Failure**: Each of the characters loses a healing surge from exhaustion.

### Battlefield in Flux: Bladeling Mercenaries

The characters encounter a troop of bladeling mercenaries fleeing the battle, and not far off they can see a general of Bane surveying the battle from a high promontory. The characters can call out to the general about the deserters or keep quiet. If they call out, the bladelings are captured, and the characters might gain information from the general.

**Primary Skills:** Diplomacy, Nature, Perception, Stealth.

*Diplomacy (DC 26)*: The character convinces the general to pursue the bladelings, ensuring that they are captured quickly.

*Nature (DC 17)*: The character finds the fastest route by which to cut off the bladelings' escape, giving the Banesworn an edge in the pursuit.

*Perception (DC 26)*: The character acts as a lookout or an advance scout, physically following the tracks left behind by the bladelings to ensure their capture.

*Stealth (DC 31)*: The character sneaks up on the bladelings, forcing them to turn back toward the general's forces.

**Failure**: The characters do not count this encounter toward their milestones for the day.

### Battlefield in Flux: Crossfire!

The characters are caught in a crossfire. A rain of arrows or a blast of magic affects them as they take cover and escape the area, requiring them to flee the area quickly.

**Primary Skills:** Acrobatics, Arcana, Insight, Perception.

*Acrobatics (DC 26)*: The character physically evades the incoming missiles, dodging nimbly out of the way.

*Arcana (DC 26)*: The character determines the nature of the spells (if any) being used to create the bombardment, using that knowledge to predict attack patterns.

*Insight (DC 17)*: The character predicts where the heaviest density of incoming projectiles is to be found and evades those areas.

*Perception (DC 31)*: The character watches the skies for incoming missiles, dodging them reactively.

**Failure**: Each of the characters takes damage equal to his or her bloodied value from narrow escapes and glancing blows.

## The War Expands

Even if the characters never visit the war in Chernoggar, the war might come to them, as the conflict between Gruumsh and Bane spirals out from the contested dominion. Despite the desperate battles fought in Chernoggar, Bane's forces periodically choose to conquer astral motes, border islands, and sections of the shattered dominions far from his kingdom. Bane's battlesworn cast off for distant battlefields in astral armadas, heedless of the dangers to their immortal souls if they die far from their deity's dominion. Furious at being ignored, elements of Gruumsh's hordes sometimes follow Bane's ships in commandeered or cobbled-together skiffs or, more rarely, in dominion ships.

The increasing intensity of the war beyond Chernoggar's borders is wreaking havoc on astral motes and border islands occupied temporarily or permanently by Bane's forces. Not only must the denizens of those places contend with would-be conquerors, but after the devastation of battle and the occupation by their new masters, they must ally with their occupiers to defend themselves from an inevitable assault by the crazed hordes of Gruumsh.

Bane's battlesworn regularly command and serve as the rank and file of these forces despite the fact that their deaths so far afield will result in the dissolution of their souls. The permanent loss of any of Bane's battlesworn presents a threat to Bane's power, but he tends to lose fewer battlesworn than Gruumsh in these wide-ranging skirmishes. Whether these assaults represent true attempts at conquest or training exercises for a future battle, none but Bane can say.

Discussed below are a few ways in which the ongoing conflict might crop up in your campaign.

**Gruumsh's Faithful:** An army of devils has claimed a corrupt city in the world, just as the devils

did in the last days of Bael Turath. The characters have unwelcome allies in their attempt to fight the devils: an army of orcs and other monstrous faithful of Gruumsh. A number of the devils are secretly allied with Bane, and the worshipers of Gruumsh received divine visions of their deity's enemies. Although the orcs are a source of possible aid against the devils, they aren't likely to spare any of the innocent citizens.

**Sprung Traps:** The battlesworn of Bane have come and gone from Kalandurren (page 114), but they left traps behind for Gruumsh's allies. Now the characters must contend with both the native dangers of that shattered dominion and those imposed by Bane's faithful. When the savage foes of Bane arrive, the characters have the opportunity to turn the traps upon them.

**Up the Ante:** While the characters are exploring the white deserts of Shom (page 119), the forces of Bane arrive to negotiate for aid from the maruts. While there, those forces don't mind press-ganging the characters, particularly if they can be used as a bargaining chip with the guardian maruts the characters have been fighting.

**Unwanted Company:** Fresh from crushing a recruiting expedition by Bane's forces, Gruumsh's followers wreck their ship near Bentsword in the Foothills of Celestia (page 48). They must be defeated before Bane's armies arrive and use the orcs' continued presence as an excuse to launch a "pacifying mission."

**Servants of the Gods:** In a strange twist of the mirrorlike nature of the Shadowfell, the souls of those faithful to Bane and Gruumsh begin fighting their deities' war before they reach the Astral Sea. Although few are faithful enough to enter their deities' dominion, the undead think they can earn their places by their acts of faith in the afterlife. Now a host of undead that are faithful to Bane makes conquests in his name while a horde of undead that honor Gruumsh chase after them. Both are pursued by agents of the Raven Queen that seek to reclaim these wayward souls. All of this would likely be beyond the characters' concern, but the Bane-worshiping undead have set their sights on conquest in the world as their tribute.

**Misguided Hunters:** Maglubiyet, exarch of Bane, has ordered a Great Hunt to collect a huge quantity of strange beasts for the breeding pits, gladiatorial arenas, and battlefields of Chernoggar. Now goblin battlesworn have set out all over the planes in raiding parties to capture monsters for their lord and leader. A particularly crazed and ambitious crew seeks to awaken and subdue a bestial primordial. Gruumsh's followers follow behind secretly, in hopes of freeing the primordial to cause more havoc in Bane's camp.

## The Shrapnels: Chernoggar's Islands



As with other astral dominions, islands crowd around Chernoggar. Thrust outward from the collision of the two deities' realms, these massive astral isles hurtle around Chernoggar in a slow yet dangerous orbital storm. The Shrapnel Islands spin through the Astral Sea in a variety of trajectories, sometimes colliding and fusing together in a reenactment of the dominion's creation and other times ricocheting off one another into new trajectories.

The Shrapnels do not align with the astral horizon, and each island has its own gravity relative to that isle's surface. Those on the surface of an island cannot feel it moving on its orbital path as it careens about Chernoggar. Yet anyone looking up from one of the Shrapnels can see the rusty glow from Chernoggar's color veil as the veil passes over or under the island and can watch other islands whirl overhead in deceptively graceful arcs. With miles of distance between their paths, other islands appear as specks passing slowly overhead.

From time to time, two of the Shrapnel Islands collide. The outcome of that collision depends on the size, speed, and composition of the bodies involved. In general, the larger of the two islands survives such a clash, absorbing the smaller islands within itself or deflecting it away. At times, however, a smaller island smashes into a weak point on a larger one, slicing away a section of it or bursting it apart to form more Shrapnels.

The Shrapnels frequently play host to the predations of monsters such as astral stalkers (*Monster Manual*, page 10), astral dreadnoughts (*Manual of the Planes*, page 115), primordial colossi (*Monster Manual 2*, page 37), and other abominations. These attacks might be due to the influence of Gruumsh, and they seem to form a pattern of aggression against any settlement or army on the islands that grows too large. Warlords among the Shrapnels come and go, but any who gain enough influence to command more than a few hundred troops are beset by mass desertions or find their forces split by mutiny for fear of attracting the attentions of a behemoth terror.

Of course, the orbital swarm of border islands also means that outsiders who are randomly teleported away from Chernoggar when they try to cross its color veil often find themselves near one or more of the Shrapnels rather than floating in the empty astral space above or below other divine dominions.

### Inhabitants and Culture

The Shrapnels are home to the souls of some of the most destructive and domineering individuals throughout the planes. Through accidents of fate, these spirits pass through the Shadowfell and end

up among the Shrapnels instead of on Chernoggar or at their other rightful destinations. Many are the faithful of Gruumsh and Bane, but numerous other outsiders begin their second life in the Shrapnels. Some even survive and stay.

Life in the Shrapnels is tough and risky. Charismatic or intimidating individuals gather allies about themselves and attempt to make small gains that make life more comfortable, but any grand plans are doomed due to internal strife or external disasters. No one caught in the Shrapnel Islands is an optimist. Bladelings, githyanki, renegade angels and devils, and pirates and mercenaries of all sorts live among the Shrapnels, in addition to outsiders. Nothing but sword or spell imposes order upon these islands. The dangerous nature of the Shrapnels and their lawlessness makes them an opportune hideout for many.

Bane and Gruumsh don't pay attention to the border wars in the Shrapnels. An armada from Chernoggar might stop off to press-gang individuals or to hire mercenaries for a venture into realms beyond, but it's plain to all that the angels and the battlesworn of Chernoggar consider these bit players nothing other than fodder. The followers of other deities occasionally scout the area for outsiders that follow neither Bane nor Gruumsh and need a ride to an archipelago away from the gods of war, but flying into Bane's territory is risky business.

## Navigating the Shrapnels

Fortunately for astral travelers, navigating through the Shrapnels isn't as dangerous as living on them. The distance between islands is large enough that posted sentinels can watch for oncoming isles and pilot around them. And if a traveler approaches too rapidly, there is still enough time to orient to an island's gravity and avoid an upended fall to the island's surface.

The dangerous moments occur when something blocks vision of a moving island. Such an event can happen when a traveler is leaving or arriving at an island, or when astral storms or other phenomena obscure sight. In such situations, a ship or a traveler can suddenly enter the gravity field of an island when improperly oriented. Flying creatures rarely have difficulty; either they right themselves and fly in to land, or they soar away from the island. Astral vessels that are improperly oriented immediately go out of control and crash if the crew cannot remain in the vessel and right it. Swimming creatures and other nonflyers fall a long distance (usually to their deaths).

Inhabitants of the Shrapnels thus rarely attempt to leave their islands unless provided with a vessel or flying mount. Some take the risk when a collision can be predicted, hoping to exchange certain death by crushing for the mere mortal peril of the resultant explosion, or when another Shrapnel looks like it is approaching close enough that it's worth the risk of going out to wait along the orbital path.

## Major Areas

A variable number of islands circulate in orbit around Chernoggar, as the Shrapnels combine and explode. Rather than being barren shards of rock, however, the Shrapnels swiftly rejuvenate, even after destruction. Forests reclaim land occupied by craters, rivers carve new routes, and blood-soaked souls from across the planes replenish those lost to calamity.

The Shrapnels consist of about two hundred islands at any given time, and this variety offers plenty of space for you to devise your own Shrapnel Island locations. An island might be in such an odd orbit that it hasn't come near other islands for centuries, while another one might be regularly threatened with collision. Neither Bane nor Gruumsh is capable of using magic and battlesworn to expand Chernoggar by bringing any of these chaotically orbiting islands into the dominion.

A few of the islands that have lasted long enough to become known to travelers are described below.

### Isle of Rage

Inhabitants of the other islands pray to whatever deity hears them in hopes of avoiding a collision with the dreaded Isle of Rage. This volcanic island whirls erratically about Chernoggar faster than any other island, trailing a plume of cinders and smoke like a fiery comet. It smashes through smaller Shrapnels and scrapes across larger islands, all the while belching lava and toxic clouds. Crazed outsiders of fire from all over the planes inhabit the isle, and they tumble out of their home like a pyroclastic flow to burn and slay whatever they encounter. Only an insane person or an adventurer would intentionally set foot on the Isle of Rage. Of course, the island's mythological history provides incentive for both kinds of visitors. The Isle of Rage is rumored to be the spot where Bane slew the fire god Tuern, and it was cast off from the dominion when Gruumsh crashed his realm into Bane's conquered lands. Tuern's still-hot blood fuels the isle's volcano.

### Reavers' Haven

The scarred island of Reavers' Haven presents an imposing sight. It looks like a massive, irregular block of stone marbled by thick veins of pure iron that glint in the orange glow of Chernoggar's color veil. The plentiful iron has brought pirates, freebooters, and mercenaries to the place, granting it its name. Mortal, outsider, and immortal reavers live in fortified caverns that pockmark the surface of Reavers' Haven. A huge variety of independent groups use the caves, and they battle over resources, knowledge, and employment.

Weak-looking vessels can expect hostility, intimidation, or extortion, but travelers who give evidence of their power can hire crew or trade for goods or repairs in the raucous port caves. The light from the Astral Sea doesn't shine very deeply into the caves, and the reavers rarely travel farther down than the light goes. Danger dwells in the depths of their haven—danger that the reavers would prefer to leave in the dark.

### Gnashing Teeth

Astral travelers call three of the Shrapnels the Gnashing Teeth because as they travel together in their shared orbit, they spin around one another in unpredictable eddies that slam them together and rip them apart. Once a single island used as a military outpost by the forces of Bane, the military settlement grew large despite repeated attacks by monsters. It was abandoned after another island burst through it, causing it to break up. Now the remaining three islands serve as a home to factions of bladelings and outsiders battling for control. The war takes place on the three fronts of the islands, periodically changing in great sweeps as the Gnashing Teeth collide or draw apart. Bladelings and githyanki fight for the islands specifically because the defenses left by Bane's battlesworn are strong enough to defend against all threats, making the Gnashing Teeth an excellent base of operations near Chernoggar.

### Rimeval

The polar opposite of the Isle of Rage, Rimeval is dominated by glacier-shrouded peaks. A ceaseless blizzard swirls over the center of the island, forever feeding the press of ice that moves in a crushing creep or a sudden avalanche to the edges of the isle. At the verges of Rimeval, the massive glaciers constantly cleave off into icebergs that guard its shores before floating free to become part of the Shrapnels. The bitter souls cursed by happenstance to freeze in Rimeval take refuge in ice tunnels in the glaciers, eking out a desperate existence. No one would remember Rimeval as anything other than a place to be avoided, yet a foolhardy few who braved the cold death that awaited them in Rimeval returned with astral diamonds and strange treasures frozen in the ice since ancient days. The glaciers act like a planar depository for things cursed to be lost. They fall from the storm to be buried by snow and then ground down by the weight of the ages, gradually compressing over time to form astral diamonds.

## Hestavar



Floating atop gold and silver clouds, Hestavar showcases the best and brightest in the world of the deities. Fantastically wealthy and bright with innovation and design, Hestavar functions as a meeting point and a trading zone for the various creatures of the Astral Sea, including exalted from other dominions, maruts, visitors from the world and its echoes, and even the occasional githyanki or devil protected by diplomatic promises of good behavior.

Pale clouds of bright metallic hues look down on Hestavar. The first glimpse of the Bright City that visitors get is of a terraced city thirty miles wide and just as high, held aloft on a cascade of earthmotes that drift in set patterns or remain in place if they are locked in by silver bridges.

Astral vessels that enter the cloud veil emerge a few minutes later sailing on the surface of a great lagoon that occupies the lower third of the dominion. Travelers that fly or swim through the clouds come out above one of the sandbars that dot the lagoon, perhaps within easy reach of a home or a palace built in the lagoon, or perhaps out among the fishing boats.

It is always the height of daytime in Hestavar, though the sun walks the city as a deity instead of waiting in the sky. The clouds above the dominion serve to reflect Pelor's glory, shedding brilliant radiance from overhead. Sometimes the clouds darken to a silvery cast, but usually they shimmer gold.

Despite its problems and its occasionally haughty citizens, Hestavar remains a city of marvels. Many of these, as well as some of its dangers, have been covered in other sources. The following section focuses on the broad elements of the deities' plans as they might intersect with the characters' adventures.

## Gods of Hestavar

As discussed in Chapter 1, each of the deities spends a great deal of time and effort sustaining his or her dominion and projecting his or her divine power through the world and its echoes. Over the centuries, if the deities carefully marshal their power, they can gather the resources to undertake great new projects of creation, such as Moradin with his massive mythological weapons, Gruumsh's invasion of Chernoggar, and in a fashion, Arvandor's Glorious Hunt. In this respect, Erathis is the most active of the three gods that reside in Hestavar, but Pelor and Ioun also have plans of their own.

### Erathis's Mission

Of all the deities, Erathis felt the destruction of the Lattice of Heaven most keenly. Like Moradin (and to a lesser extent, Corellon), she had been integral to its creation. Unlike Moradin, Erathis hoped that the

communication and immediate transportation the Lattice would have fostered might create a new type of community among the deities, turning what had resembled a widely scattered group of city-states into a single densely populated and integrated nation. As the god of civilization, Erathis understood that she would play a major role in an integrated heaven, even if other deities hadn't fully realized the implications of the Lattice.

Now the Lattice is gone. Its remaining vestiges are fragments of their former glory, such as color veils around the dominions, color strands, and the so-called gambler strands that transport those who enter them to a seemingly random location, which was originally a fixed point on the Lattice. Looking at the world of mortals and seeing how monstrous tides of barbarism and chaos nearly outnumber the spheres of progress and civilization, Erathis has decided that the world cannot be reshaped until the Plane Above is rebuilt. She still supports her worshipers as they seek to hold back the tribes of ignorance and the hordes of destruction, but she no longer personally believes that her worshipers and others who believe in their cause will be able to remake the world until they remake the Lattice.

In Erathis's mind, the original plan for a unified heaven is lost. Too many fragments have been destroyed or reconstituted in monstrous configurations. So she has designed a new plan to remake heaven, using pieces of the existing Lattice.

### Erathis's Plan to Remake Heaven

First, to recreate a new Lattice of Heaven, Erathis must learn to create everything that can be created. She must learn, understand, and put to use the current laws of creation, so that the final laws of creation can be codified and improved. The exalted of Hestavar are engaged in a fever of invention and craftsmanship known as the Game of Making. All types of creation can be part of the Game of Making. Poetry, oratory, watercolor, tea ceremony, combat magic, invention, siege work, dance, creating new rituals, creating new life—all these forms of creation are of utmost importance to Erathis's mission. The exalted of Erathis do not see how these disparate elements come together to build a vision that can restore the universe, but they trust their deity to see to that. In turn, Erathis encourages them to do their best, inviting all the exalted of Hestavar, not just her own, to participate in the Game.

Second, the simplest and most direct approach to creating a new Lattice is to start by restoring the shattered dominions that once had a deity, or deities, but are now wastelands populated by monsters and constructs. Shom and Kalandurren are the first targets of Erathis's restoration. Pandemonium and Pluton will follow, though both those dominions are complicated by the influence of their original deities. Just as is anything connected with chaos-crazed Tharizdun, Pandemonium is dangerous; and like anything associated with the original death god, Nerull, action in Pluton is likely to irk the Raven Queen.

Third, new gods must be installed in the restored dominions. As set forth in Chapter 3, even restoring Shom and Kalandurren is going to be a long and difficult task. And in the end, pacifying, restoring, and colonizing the dominions won't be enough—each restored dominion will need a new deity. In the case of Shom, Erathis hopes that Ioun might one day be convinced to accept the dominion that she was unwilling to take earlier in the history of the cosmos. But worthy candidates for Kalandurren, much less Pandemonium and Pluton, are nowhere in sight, since Erathis has no desire to leave Hestavar.

KEREM BEYIT

### Character Involvement

Of all the current divine plans, Erathis's is the most far-ranging and the most likely to involve the characters at some point in their paragon and epic careers.

The Game of Making might not be adventurous enough to be a lifestyle for most characters, but occasional involvement with the Game should interest any creative, ambitious, or magic-hungry group. If the characters don't go looking for the Game of Making, it's likely that Erathis's agents will try to enlist their unique skills, asking the characters to come to Hestavar to demonstrate their abilities in Erathis's temple.

Simultaneously, the dark side of the Game of Making might turn the characters against Erathis. Erathis can't trust the exalted of Hestavar to conduct the worst experiments her project requires. She has to subcontract. Erathis's subcontractors could turn out to be the characters' worst enemies or creatures associated with Vecna. Since the worst experiments can't be conducted in Hestavar, or even in the dominion's Daybreak Islands, Erathis sends small groups far out into the Astral Sea. Some are searching for pieces of shattered dominions. Others are looking for sites to conduct experiments. The characters might thwart what appear to be the actions of slavers and evil magicians, only to realize later that they had come up against servitors of Erathis.

On a more positive note, Erathis would probably be happy to sponsor a group of characters intent on pacifying (and yes, looting) one of the shattered dominions, such as Kalandurren. Erathis is a pragmatic deity willing to recruit almost any heroes, regardless of past differences, as long as she thinks she can trust them once they have joined her cause.

The final hurdle in reestablishing the shattered dominions promises to be a high one. Finding a new deity isn't easy, and that might be where the characters come in. As individuals with mighty epic destinies, one or more of the characters, possibly as a group, might impress Erathis as the potential new deity or deities of a troubled dominion. Given that Erathis can't be fully in control of the mechanisms she is putting into place, the characters might make themselves the deities of the dominions without her full approval. For dramatic purposes, you'll probably want to marry this plotline to a terrible enemy's attempt to take advantage of the chance for apotheosis, forcing the characters to become deities instead.

## Pelor's Vigils

Pelor, or at least one of his most magnificent aspects, holds court in the radiant palace of Aurosion. Though he approves of Erathis's mission in its general outlines, he considers the plan still in its early days and has promised to contribute with his magic when the plan is closer to fruition and when divine dominions are waiting to be reignited. To this end, Pelor bides his time, gathering strength for the great rituals ahead.

Pelor's patience has another purpose. He understands that if the Game of Making is to run as Erathis desires, it will eventually have to experiment with twisted creation and evil consequences. Erathis has delayed or hidden such work, and Pelor reserves his full approval and magical support until Erathis makes the extent of such research clear. By making his support conditional, Pelor might succeed in restraining the worst of Erathis's machinations, or perhaps not.

As well as devoting a great deal of his attention to the mortal world, Pelor has a post within Hestavar that is secret to all but the other deities of the dominion and a few of their exarchs. The largest fragments of the shattered Living Gate (see the sidebar), which provided the Far Realm's first entry into the Astral Sea, are locked within Hestavar's Sun of Suns, a cosmic orb guarded by Pelor deep within the mote that contains his palace. The fragments cannot be destroyed. However, as long as they are locked within the aspect of Pelor that functions as an underground sun, Pelor believes that the fragments cannot be accessed, detected, or manipulated, at least not by anyone other than Ioun, who was there when Pelor first saw the Living Gate and who helps shield the Sun of Suns' secrets.

### The Living Gate

Three great enemies of the Far Realm have strong links to the original Living Gate, its current disposition, and its eventual fate. The shardminds, the githyanki, and the gods all agree that the Far Realm broke into the cosmos as a consequence of the destruction of the Living Gate. What these groups cannot agree on is the purpose of the gate's fragments and whether rebuilding the gate would help repel the Far Realm.

The githyanki have no intention of re-forming the Living Gate. Instead they use its fragments as weapons against the aberrants, forging their distinctive silver swords (page 95) around slivers of the original gate. Meanwhile, the shardminds consider themselves to be energy creations of another type of fragment of the Gate. The three major shardmind philosophies (*Player's Handbook 3*, page 13) agree that the way to seal the Far Realm away forever is to rebuild the Living Gate. Neither the githyanki nor Pelor share this view. In fact, Pelor secretly preserves the largest fragments of the Living Gate within his inner sun beneath Hestavar. Is Pelor certain that rebuilding the gate would be a mistake, or is he hoping to use the fragments of the gate to one day reclaim his home dominion, lost during the Far Realm's original incursion? Ioun might know; she simultaneously preserves the secrets of Pelor's inner sun and encourages the shardminds within Hestavar who seek to build an entirely new Living Gate.

### Ioun's Poise

By choice, Ioun remains something of an outsider in Hestavar. She keeps to her tower of Kerith-Ald, observing long-ago events, distant events, and events that have not yet come to pass. Her exalted aid those of Erathis in the Game of Making or serve their deity in her temples. Though Pelor controls the element of time, some have observed that Ioun seems to be the god of timing. She does not act often, but when she does, she is decisive and sure.

In your campaign, feel free to use Ioun as a wild card, an unaligned god who sees farther than other deities and who might act swiftly and decisively when everyone else has been lulled into regarding her long centuries of relative inactivity as a cosmic constant instead of a short pause to gain perspective.

As discussed in the section on Shom (page 119), the moment Ioun might be waiting for will shape the fate of that shattered dominion.

## The Daybreak Islands: Hestevar's Archipelago

Hestavar's border islands are oriented toward the perpetual slanting light from the clouds above the dominion. The Daybreaks received their name because the light slants in on them as if the sun were just rising. On the islands most distant from Hestavar, it's difficult to shake the impression that the sun is setting instead.

The Daybreaks are blessed with wealth and an expansive society. Secondhand products of Hestavar's Game of Making provide inhabitants with a standard of living that rivals anything found in the world of mortals. Ongoing trade between Hestavar and the rest of the Astral Sea provides outsiders with employment as traders and crew members of astral vessels.

The relatively rich afterlife that the Daybreaks promise paints the isles as a rich target. The githyanki seldom attack the islands directly, but they happily prey on vessels that head out of the Daybreaks to other dominions. Similarly, agents of Bane, the Nine Hells, and other dread powers use the Daybreak Islands as a haven that is both profitable and comfortable to hide within. Plots against Hestavar, and indeed against the rest of the cosmos, often originate in the cities and towns of the Daybreaks.

### Major Areas

Two main types of islands exist in the Daybreaks: heavily populated urban areas that bear the name of the city or town that entirely covers the island, and unpopulated wastelands.

#### Luethvar

Luethvar is a neutral trading zone where all are welcome, as long as they keep the peace. Squadrons of hippogriff knights run by the enterprising High Minister Kemuel make an obvious show of power, flying circuits around nearby islands. Marut mercenaries quell serious outbreaks of violence.

Anything can be found in Luethvar, though the correct word should probably be "purchased." The outsiders of Luethvar still venerate the deities, but they also know that coin and treasure will see them through the afterlife, and the only limit on commerce in the city is that slave trading must take place elsewhere. You can have slaves in Luethvar, and you can make deals to purchase slaves in Luethvar, but it's poor form and a bad idea to finish the deal in a city so close to Pelor's high palace. One possible exception to the slavery rule is that no one can be certain what goes on in the city's strangest temple, a public place of worship to Vecna that spares a few niches for worship of other evil deities such as Zehir and Torog.

#### Scar

A densely forested isle known as a bad place to stumble onto, Scar is home to all sorts of twisted creatures, the results of magical and alchemical experimentation. The only sign of civilization is the Tower of Broken Men at Scar's center, occupied by a mad artificer named Cassalanter Vegna. A secret known to few is that the meticulous Cassalanter is perfectly in control of his wits. He is a devoted servant of Erathis, and his broken people and sculpted animals are part of his contribution to the Game of Making.

#### Shine Point

This small island on the far side of the Daybreaks, where dawn turns to twilight, holds a strange rock lighthouse. The "keeper" of the lighthouse is not mortal. One by one, angels take it in turn to spend a season, a year, or a decade within the lighthouse, sending their inner illumination outward through a prism made of force, rather than anything physical. Some say the angels are serving penance. Others say they are taking a vacation.

#### The Townships

Two dozen separate islands with names such as Morrow Town, Sun Town, Barter Point, and Middletown form a collective known as the Townships. Each little island town has its own distinctive emblem for its trading vessels, which ply the waters between the Daybreaks and Hestavar, although some go farther afield. If outsiders could have children, these little sea towns would seem like happy communities from the mortal world. As it is, children do appear, either being raised by their mortal parents or, as sometimes happens, having been bought or shipped in from other mortal realms. Outsiders who become foster parents consider themselves blessed. It's unclear whether this is a heartwarming occurrence, or something more sinister involving slave trading and githyanki piracy.

Perhaps no dominion is better known, or more feared by mortals, than the Nine Hells. And between Asmodeus's schemes and the depredations of its residents, this infamy is well earned.

## Welcome to Hell

A shimmering veil of red smoke parts, leaving your ship far above a barren, fire-blackened wasteland. Instantly, you are falling, much like the rebellious angels fell, and a lake of fire rushes toward you trailing smoke. This is the descent into the Nine Hells—a descent from which few return, let alone repeat—and your torments are only just beginning.

Planar adventurers who fall to this blasted surface can except a harsh, brutal ruin far beyond anything they know—and this is merely Avernus, the first of the Nine Hells. The deeper layers are deadlier.

ZOLTAN BOROS & GABOR SZIKSZAI

A campaign to destroy devils and free the souls trapped in hell is the most straightforward path to lead characters into the Nine Hells, but such a goal is not at all easy to accomplish. The devils are entrenched, organized, and very numerous. Even though they indulge in jealousies and rivalries, they mobilize quickly to counter a common threat (such as a group of intrusive adventurers). For all but the most powerful adventurers, the key to surviving the Hells is to keep a low profile and muster through the schemes of the damned.

## Asmodeus's Fall and the Foundation of Hell

Long ago, Asmodeus was a great general in the army of a deity of law and good who ruled the dominion of Baator. By rights, this myth should start with the name of this master, the god who had originally elevated Asmodeus as an exarch. But the god's name is lost; Asmodeus used his magic and influence to make sure that the original god of Baator is remembered only as "He Who Was," an awkward name for an awkward god.

Asmodeus was the most powerful warrior exarch in service to his god, but over time Asmodeus's methods became increasingly brutal. After another massacre in which innocents had fallen alongside enemies, there was a falling-out between Asmodeus and He Who Was. Asmodeus warned that relieving him of his duties would prove his master's undoing, but the god of Baator was resolute: Asmodeus was thrown from his master's palace along with all those who had followed in his brutal wake. At one stroke, the realm's greatest warrior and his army were

### The Nine Hells—A DM's Toolbox

*Manual of the Planes* offers an effective layer-by-layer travelogue of the Nine Hells. That information is not repeated here. Instead, this section begins with information on the devils' motivations and on running adventures in the Hells. It's followed by a section on Avernus, hell's outermost layer, including a sample adventure detailing what characters landing in hell might encounter. From Avernus, the River Styx flows into the Inner Hells, so information for traveling the Styx into those infernal lands is also included. The final section looks at hell's archipelago, the Outer Torments, which float around Baator like many small moons, each with its own plots hatched by mortal, outsider, and devil alike.

exiled. Because the god of Baator was soft and merciful, Asmodeus did not perish; instead, he suffered, stripped of his beauty, broken in mind and body, on the fields of Avernus. Perhaps He Who Was believed that Asmodeus would come to regret his pride and disobedience.

Asmodeus's pride was greater than his guilt, however, and he and his followers grew into their new and broken forms. As Asmodeus suffered, he planned revenge against He Who Was and the other gods who had stood by and forgotten about his sacrifices during the Dawn War. Asmodeus waited until a grim time in the Dawn War when the gods appeared to be losing. He Who Was was partly to blame—he had no stomach for war, had exiled his most powerful general and army, and though he was a powerful god, he could not handle the brutal work of war.

Choosing his moment, Asmodeus rose up and slew his master. The god couldn't save himself, but his dying curse trapped Asmodeus and all of Asmodeus's followers in Baator. Those followers, who eventually would become devils, blamed Asmodeus for botching the job, but the situation turned to his advantage soon enough. Most of the gods cursed Asmodeus as a traitor, but many understood that he had cunningly rid the gods of a failed leader whose efforts seemed destined to lead to the ruin of all. Thus, while they overtly shunned the rebel exarch, some gods bargained secretly with Asmodeus, soliciting his aid in the war with the primordials, while other evil gods treated with him out of gratitude for slaying a self-righteous god who was just in the way.

For decades, the gods did not trust Asmodeus enough to release him from the Hells, which would allow him to claim the full divine power that had been released when he slew his overlord. Asmodeus claimed that he, and only he, could use that power to win the Dawn War for the gods. But the gods' mistrust was warranted: Asmodeus was making overtures to the other side as well. He plotted with titans and giants in service to the primordials, striking bargains that would favor him if their side won the Dawn War.

The deities must have made the better offer, though they didn't realize it at the time. The gods forged a pact of alliance with Asmodeus, granting him his former master's divine power temporarily "until the primordials were vanquished." Asmodeus assured them that he and his forces would annihilate the primordials quickly, and he would then give up his borrowed power. (He also inserted language into the contract that would provide for the preservation of Baator through the use of souls—and did not mention that those clauses were effective in perpetuity.)

Distracted by their fury at the primordials and their desperation to finish the war, the gods did not all muddle through the implications of the wording in Asmodeus's pact. Some fell prey to his honeyed assurances.

Asmodeus has, of course, ruled the Nine Hells ever since.

## Devilish Motives and Adventures

The devils of the Nine Hells are motivated by several general forces, and these influences drive most adventures in the Hells. Discussed below are the key components of what it means to be a devil, each followed by suggestions for related adventures for characters of all tiers.

### Arrogance and Ambition (Making a Heaven of Hell)

The devils were originally rebels from their old calling, and thus their politics are defined by pride, which drives their schemes to rise higher.

Every devil constantly scrabbles at power or tries to curry favor with its superiors, simply because—in its pride—every devil in the Nine Hells is utterly convinced it is better than every other one. Upward mobility comes through success—either in claiming souls or eliminating one's rivals—and even though the process of promotion to a new, higher form of devil is infinitely painful, most devils long for this advancement with a kind of desperate affection that gives mortal lovers pause.

Devils are also extremely stubborn: Each one is certain of its path and deviates from its favored methods only under duress, or when it thinks there is favor to be gained.

Planar adventurers are an important aspect of hell's political struggles, because they make convenient cat's-paws to be used against rivals, or scapegoats who can be disposed of with relative ease when a scheme goes awry. Adventurers who prove themselves useful (and survive treachery) acquire powerful patrons that can supply them with important information, treasure, or even magic items to aid their efforts. Devils are miserly by nature, but the wisest among them use rewards to motivate their servants.

Adventures related to this theme could incorporate any of the following three ideas.

**The Least of These (heroic):** A fawning imp has acquired information about a pit fiend's fierce desire to own a device of great power and has enlisted the characters to recover the item with the hope of currying favor and being promoted to a higher form.

**The Bad Seed (paragon):** Jealous of his master's favor for a cambion sellsword, a barbed devil is seeking to frame her for disloyalty to their superior; it hires the characters to investigate her.

**The Devil You Know (epic):** The characters have been approached by agents of Mephistopheles to gauge their interest in a strike against Asmodeus, lord of the Hells. This proposal might be a trick to demonstrate Mephistopheles's power and loyalty (see the sidebar), or a legitimate coup in the making, in which case the characters must decide if it is better to maintain the status quo or place a new, possibly more dangerous ruler on the throne of the Hells.

## Avarice and Greed (Give the Devil His Due)

The Nine Hells are a wealthy realm, thanks primarily to Asmodeus's economic savvy. During the Dawn War, he foresaw the damage to the universe and the malfunction of the afterlife and made certain pacts with forces divine, primordial, and beyond in order to prepare. Individually, these pacts seemed innocuous to the signers, but when the pacts started functioning together after the Dawn War, their perfect combination has allowed for a substantial soul harvest in a broken universe.

The full scope of Asmodeus's wheeling and dealing is unknown and might never be revealed, but one fact is clear: It has paid off well. The Hells do not suffer from the diminished distribution of souls that afflicts other realms. In fact, the devils have a steady flow of souls of their own, plus the freedom to pluck unclaimed souls that end up in the border islands of their destined realms. Unlike all the other divine dominions, the Nine Hells admits outsiders, though their relatively fragile soulforms can die only once in hell's torments. In their despair, some of these lost souls come willingly—to fall as Asmodeus did and devote themselves to rebellion against their former deities. Others are forcibly constrained.

Devils are ever mindful of harvesting souls with an eye toward advancement. Wealth and power are treated in the Hells in the same way they are in most mortal tyrannies: They are tightly held by the elite as a lure for the lower classes. Rather than coin, devils trade in the plentiful souls constantly appearing in their realm, which are collected in bulk by lesser devils, processed, and shipped to the lord of a given layer (and those archdevils who pay the proper tribute). The ownership of souls that a devil seduces or tricks through pacts and the like, however, tends to be less clear-cut—a successful succubus or other tempter devil can amass a considerable amount of power.

Adventures related to this theme could include:

**A Lost Soul in Hell (heroic):** In the world, a mortal friend or loved one begs the characters for help against a succubus with whom he has made a pact, but before they can aid him, the devil engineers his death. Now the characters must venture into the Hells to find and rescue his soul.

**Soul Theft (paragon):** A bone devil responsible for gathering souls for Lord Mammon's keep has come up short on his manifest and is offering great rewards to any outside auditors who help him find the thief.

**Soul Influx (epic):** The flow of souls into hell has dramatically increased of late, and the characters need to discover why.

## Vengeance and Retribution (Hell Hath No Fury)

Devils are big on revenge—grudges are in their nature. Since Asmodeus first turned upon his forgotten master, the Nine Hells have been the realm of traitors and mutineers. Devils avenge slights made against them by gods, mortals, and (especially) their fellow devils—whether from offended pride or out of mere spite. Planar adventurers can be easily caught up in such feuds, or even be the target of such enmity themselves, whether immediately or at a future time. Devils have a strong sense of fairness and measured response—an eye for an eye—but their understanding is far different from that of humans: They prefer to inflict as much retribution as they can in the name of grievances that are sometimes difficult to measure. For instance, a mortal who banished a devil back to the Hells in a battle might be held responsible for physical damages, mental duress, and the insult to the devil's pride, image, and self-confidence. Time, however, is not a good method of escape from

### Scheming or Bluffing?

Traditionally, Asmodeus has always been so powerful that he doesn't have to fear any single archdevil, though a union of lesser devils might overpower him. To prevent such a union, he has plied his talents at diplomacy and intrigue to foster rivalries and feuds among those in the other eight hells, while always seeming to side with the winner in a conflict (much as he did in the Dawn War).

This state of affairs might be changing, however. It is rumored that Mephistopheles, Lord of the Eighth (whose jealousy of the mightier Asmodeus knows no bounds), has obtained a shard of godhood that enhances his own powers to the point that he might be able to move against his master, given aid. The veracity of this claim is unknown, and Mephistopheles isn't telling. True to devilish form, Mephistopheles keeps the truth of his power secret and will continue to cater to Asmodeus as long as necessary, seeking to lull the Lord of the Nine into a false sense of security and make himself seem weaker, until he decides the time is right to make his move.

infernal vengeance, because devils have notoriously long memories.

Adventures related to this theme could include:

**Sins of the Fathers (heroic):** A devil banished to the Hells a century ago by the ancestors of one or more of the characters has returned looking for revenge, either against its foes or the living family of those foes—the characters or their loved ones.

**A Dish Served Cold (paragon):** A devil nursing a grudge against the characters transports them to Cania for a confrontation, wounds them, and leaves them to freeze to death. The characters must regroup, figure out a way to escape the frozen realm, and find the culprit.

**A Woman Scorned (epic):** Glasya, the recently appointed ruler of Malbolge, has been making advances to one of her fellow Lords of the Nine—advances that have been rejected. Bristling with indignation, she has employed the characters to wreak her vengeance.

## Avernus, the Burning Wastes

Consisting of the entire blasted surface of Baator, the first layer of the Nine Hells is the largest and the first place most visitors ever see—and sometimes the last. Many have mistaken the surface realm for the softest of the Nine, but it is the most dangerous in many ways.

Much of the surface layer of the Hells is watched by vast camps of legion devil armies under the strict control of Bel and the Dark Eight. No invasion of hell by demons or angels has ever made it past Avernus, though vast stretches of badlands are drenched in the blood and gore of thousands of years of near-constant conflict. The Blood War (*Manual of the Planes*, page 89) between devils and demons might have ended or gone dormant, but the forces of Avernus haven't relaxed.

The soul harvesters do excellent work in Avernus, since those souls condemned to the Nine Hells most often materialize on the top layer. The damned souls fall into the Lake of Despond (*Manual of the Planes*, page 99) or streak flaming out of the sky to break craters in the blackened ground. The "crater makers" are the fortunate ones. If their bodies are not found by the bearded devils and spinagons who hunt constantly for errant souls, they might return to life through the magic of the dominion before they can be captured and taken below to spend the rest of their lives and deaths in torment. Escape is unlikely, but a few last moments of painful freedom are beyond value.

JIM NELSON

### Bel, Master of Avernus

The master of Avernus didn't reach his position through carelessness or luck—he holds Avernus tightly considering the realm's size, and his imp and spinagon spies are everywhere. Bel's circle of pit fiend advisors, the Dark Eight, are extremely loyal to him and have been for centuries. Given that they would probably turn upon him at the first sign of serious weakness, Bel's control remains absolute.

With such forces at his command, Bel could probably march against any of the other eight archdevils with some success, but unlike the other Lords of the Nine, he strangely has no further ambition or desire to displace one of the other lords. He likes his appointed task and wants nothing more than to remain in his position as sentry to the Hells and first general of its armies for all time. He is loyal first to Asmodeus, second to the Nine Hells in general, and third to himself.

**Using Bel in the Game:** Bel is a consummate general—cunning, calculating, and impossible to surprise. He is also a shrewd negotiator—one who keeps his promises to the letter and cares more about the letter than the spirit of the law. He is evil but not

necessarily malevolent, enjoying inflicting pain but preferring to do his duty first and foremost. Nothing the characters do is likely to catch Bel off guard; if he has one weakness, however, it is his mistrust of and contempt for magic. Bel prefers the way of the sword and spear.

## Inhabitants and Culture

Avernus is a militaristic realm where strength is respected more than cleverness, and valor more than wisdom. Arguments are settled mostly through strict disciplined processes or through prescribed dueling procedures in the absence of an overseer. Laws are particularly important in this realm, and the halls of the Bronze Citadel are always filled with devils seeking arbitration on some technical point. Many devils take great pleasure in such disputes, showing an almost masochistic delight in legal battling.

The damned have little in the way of an established culture, being mostly prisoners who are too frightened to resist their torments or to try to escape. Those few who do manage to escape usually seek to avoid the beasts set on their trail by hiding in the mountains or in the ruins of Darkspine. Some of these are set free purposefully in order to give their keepers quarry for their hunts. Terror from the chase is but one of the torments in the Hells.

Avernus is also home to the highest percentage of nondevils in the Nine Hells who aren't slaves. Tieflings and cambions are common, though they are often in league with one archdevil or another (who might or might not be the source of the devilish taint in their blood). Other mortals or nondevils are not unknown in Avernus: most are advisers to an archdevil in exile, powerful mercenaries in the employ of Bel or one of the Dark Eight, or lords in their own right that have carved out a dwelling place in the burning lands for their own purpose.

## Adventure Hooks

Avernus adventures generally involve firestorms, packs of slavering beasts, and legions of devil soldiers. The characters would do well to keep a low profile, lest the armies of the Hells descend upon them in force.

A number of demons enter Avernus from time to time through intermittently functioning portals to wreak havoc; the days of abyssal invasions ended with the Blood War, but demons are nothing if not unpredictable.

For a three-encounter adventure set in Avernus, see "Hell's Bonds" beginning on the next page.

## Environmental Features

All of Avernus's surface is scorched by extreme heat, which poses an environmental danger (*Dungeon Master's Guide*, page 159). To withstand the heat, DC 22 Endurance checks must be made while traveling the surface, or DC 26 Endurance checks in certain areas such as the volcanic mountains, where ash and pervasive smoke linger. Hellfire (*Manual of the Planes*, page 22) is a common climatic terrain phenomenon.

### Despond's Draining Waters

Unsurprisingly for the birthplace of the Styx, the Lake of Despond has a diminishing effect upon living creatures that touch it.

**Effect:** While a creature is within the Lake of Despond, it takes a –2 penalty to attack rolls and to Will as despair leaches into it.

**Usage:** Creatures that have powers that can pull, push, or slide, as well as minions that might lead the characters into the lake, are useful here, especially when combined with a creature that has a strong Will attack.

## Encounter Groups

Appropriate encounters for Avernus include those given in the *Monster Manual* entries for the devils, as well as those in the devil entries in this book beginning on page 136.

**Level 5 Encounter (XP 1,026)**
- 2 magma claws (level 4 brute, *MM* 182)
- 1 blazing skeleton (level 5 artillery, *MM* 234)
- 4 burning devils (level 4 minion skirmisher, page 136)
- 2 imps (level 3 lurker, *MM* 63)

**Level 8 Encounter (XP 1,800)**
- 2 spined devils (level 6 skirmisher, *MM* 66)
- 3 hell hounds (level 7 brute, *MM* 160)
- 1 succubus (level 9 controller, *MM* 67)

**Level 17 Encounter (XP 8,950)**
- 1 cambion hellfire magus (level 18 artillery, *MM* 39)
- 2 firebred hell hounds (level 17 brute, *MM* 160)
- 5 legion devil veterans (level 16 minion, *MM* 64)
- 1 Avernus cinderstorm hazard (level 18 blaster, *Manual of the Planes* 23)

# Adventure: Hell's Bonds

This three-encounter adventure, suitable for 12th-level characters, is typical of what characters might face upon arriving in the Nine Hells. After crashing to Avernus, the characters are quickly assaulted by devilish slavers serving their archdevil mistress, an exiled chain devil princess named Baelzra. The adventure ends in Baelzra's camp, where the characters face the devil princess and her servitors, either as slaves or as liberators of the souls she has captured.

## Encounter 1: Fiery Descent

**Encounter Level 12 (XP 3,600)**

### Setup

**6 whitefire burning devils** (B)
**3 spined devil ravagers** (S)

Owing to the turbulent storms just inside the smoke veil of the Nine Hells, the characters' astral craft enters the Hells not through the storm over the Lake of Despond but rather in the empty skies of Avernus. They and their craft are now falling to the rocky plain below, and a horde of devils swept up by the storm falls upon them as they descend.

This is a more difficult encounter than it seems, owing to the time pressure and the need for one or more of the characters to devote his or her attention to controlling the ship.

**When the characters cross the color veil into the Nine Hells, read:**

*The smoke parts, and you hang weightless among the storm clouds for a moment before falling toward the ground. As you descend into the fire and lightning, half a dozen humanoid forms—lurching, emaciated things burning with white flame—latch on to the vessel seemingly out of nowhere. They are just below the railing, tearing at it and jabbering madly with agony and hatred.*

*Three bulky spined devils land before you, their claws clicking on the deck. "Fleshy, fleshy, in peril now, it is," says the first. "Going down to join the damned? Give us a taste, fleshies!"*

The characters must defend the deck of their planar vessel from the marauding devils and try to control their mad plummet as best they can. If they don't try to control the ship, or if they try and fail, they might fend off the devils but will surely crash, making the next encounter much harder.

The burning devils are clinging to the sides of the ship just below the rail. Melee attacks affect them normally, but line of effect for ranged attacks requires the attacker to be in a square adjacent to the target (along the railing), which provokes opportunity attacks from the burning devils. The burning devils pay more attention to destroying the ship, while the spined devil ravagers engage the characters. Both groups must be handled, or piloting will be difficult.

**3 Spined Devil Ravagers (S)** **Level 12 Skirmisher**
Medium immortal humanoid (devil) XP 700 each

**Initiative** +11 **Senses** Perception +14; darkvision
**HP** 120; **Bloodied** 60
**AC** 26; **Fortitude** 24, **Reflex** 22, **Will** 22
**Resist** 20 fire
**Speed** 5, fly 7 (hover)

⊕ **Claws** (standard; at-will)
+17 vs. AC; 2d6 + 7 damage.

**Spinestorm** (standard; at-will) ✦ **Fire, Poison**
The spined devil ravager flings spines that ignite as they fly through the air. Ranged 10; targets one or two creatures; +15 vs. Reflex; 1d10 + 3 fire damage, and the target takes ongoing 10 poison damage and is slowed (save ends both).

**Alignment** Evil **Languages** Common, Supernal
**Str** 20 (+11) **Dex** 17 (+9) **Wis** 16 (+9)
**Con** 16 (+9) **Int** 12 (+7) **Cha** 15 (+8)

**6 Whitefire Burning Devils (B)** **Level 14 Minion Skirmisher**
Medium immortal humanoid (devil) XP 250 each

**Initiative** +15 **Senses** Perception +10; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 28; **Fortitude** 26, **Reflex** 28, **Will** 24
**Resist** 15 fire, 20 radiant
**Speed** 7

⊕ **Burning Claw** (standard; at-will) ✦ **Radiant**
+19 vs. AC; 9 radiant damage.

**Whiteflame Bolt** (standard; at-will) ✦ **Radiant**
Ranged 10; +17 vs. Reflex; 9 radiant damage.

**Whitefire Burst** (when the whitefire burning devil drops to 0 hit points) ✦ **Radiant**
Close burst 2; no attack roll; the target takes ongoing 9 radiant damage (save ends).

**Brilliant Alacrity** (free, when the whitefire burning devil is missed by a fire or radiant attack) ✦ **Radiant, Teleportation**
The whitefire burning devil teleports 7 squares. At the end of the movement, the burning devil makes a *whiteflame bolt* attack against the creature that made the triggering attack.

**Alignment** Evil **Languages** Supernal
**Str** 16 (+10) **Dex** 22 (+13) **Wis** 16 (+10)
**Con** 20 (+12) **Int** 10 (+7) **Cha** 10 (+7)

## Tactics

The spined devil ravagers delight in toying with their foes. They're more interested in delaying and frustrating their enemies' efforts to control the ship than an outright fight to the death. The whitefire burning devils occupy themselves with tearing at the ship (see "Controlling the Ship," below), but they disengage and move to attack a character who attacks them.

## The Ship's Descent

The falling ship crashes onto the surface of Avernus on its 11th turn (the ship has a +10 initiative modifier). When the encounter starts, and for at least the first 2 rounds of the combat, the ship is falling. If the characters don't successfully control the ship (see below), the descent becomes more severe—first the ship begins to tumble, and then it goes into a mad spin.

**Falling:** The ship is simply falling during the first 2 rounds of combat (or possibly longer if a character successfully controls it). Whenever a creature is hit by a critical hit while the ship is falling, the creature is also knocked prone. Pull, push, and slide effects increase by 1 square. If the characters fail to successfully control the ship, it begins to tumble after its first two turns.

**Tumbling:** When the ship begins to tumble, it rocks back and forth and spins. Whenever a creature is hit by an attack while the ship is tumbling, the creature is also knocked prone. Pull, push, and slide effects increase by 2 squares. If the characters fail to successfully control the ship while it's tumbling, the ship enters a mad spin in the following round.

**Mad Spin:** While the ship is in a mad spin, it spins crazily in all directions. Controlling the vessel will no longer help. Any creature without a fly speed that takes any action must spend a move action to hold on or be thrown from the ship and take 9d10 falling damage. Creatures thrown from the ship are removed from the encounter. Thrown characters who survive will rejoin the rest of the group during Encounter 2: Hell's Chain Gang.

## Controlling the Ship

Controlling the ship requires a character to stand in one of the two helm areas (marked on the map with triangles inside circles). As a standard action, a creature at the helm can make an Arcana check or an Athletics check to control the ship. The check's DC depends on which phase of the descent the ship is currently in.

**Falling:** DC 18

**Tumbling:** DC 23

Each round the characters succeed in controlling the ship, they delay the progression to the next stage of the descent on the ship's next turn. Only one controlling success can be gained during a turn, and the ship can't be returned to an earlier descent phase. Each time the PCs drop a burning devil, the DC to control the ship is reduced by 1.

## The Crash

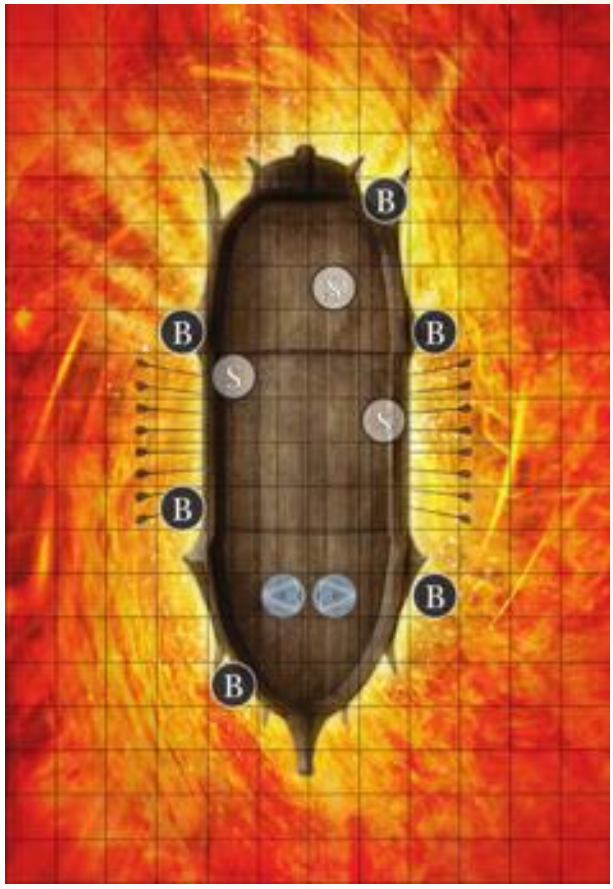
When the ship crashes, the impact kills all the remaining burning devils but not the spined devil ravagers—they fly away, seemingly abandoning the fight. But they will return with reinforcements during the next encounter.

The crash's effect on the characters depends on the ship's descent phase when it crashed.

**Falling:** Each character takes 2d10 damage.

**Tumbling:** Each character takes 4d10 damage.

**Mad Spin:** Each character takes 7d10 damage.



# ENCOUNTER 2: HELL'S CHAIN GANG

**Encounter Level 13 (XP 4,000)**

## SETUP

**1 pain devil captain** (P)
**2 bearded devils** (B)
**3 chain devils** (C)
**0-3 spined devil ravagers** (any that survived from Encounter 1)

Having crashed on Avernus, the characters must defend themselves from a devil slaver gang seeking to pillage the ruins of their astral craft.

**When the characters gather themselves from their crash, read:**
*The broken ship has finally come to rest on a rocky stretch of shore at the edge of a vast, glassy black lake. A chorus of screams resounds across the churning waters, and the ground shakes from the thunderous impact of flaming meteors piercing it from above. The sky is filled with gray smoke that clings to your lungs, choking your breath.*

The characters' situation at the beginning of this encounter depends on the outcome of the previous encounter.

If the ship was falling when it crashed and no spined devil ravagers escaped, the characters spot the slaver gang's approach 5 minutes in advance, enabling them to take a short rest, and they can set an ambush, gaining a surprise round.

If the ship was tumbling when it crashed and no spined devil ravagers escaped, the characters don't gain a surprise round and the slaver gang's attack happens immediately.

If the ship was in a mad spin when it crashed or any of the spined devil ravagers escaped, the slaver gang sneaks up on the characters and gains a surprise round, attacking immediately.

**When the characters see the devils, read:**
*You hear rhythmic chanting as a group of dark figures marches toward you. Many appear at first to be chained slaves following the commands of a fearsome taskmaster and herded by a pair of bearded lieutenants. As they draw closer, you realize the chains clothe the figures—or perhaps they're part of the creatures' bodies.*

*"Your souls belong to Baelzra now, mortals," says their leader, a muscular creature in blood-smeared leather whose face is hidden behind a mask. "Submit, or perish and suffer still more!"*

**Pain Devil Captain (P)** **Level 11 Controller (Leader)**
Medium immortal humanoid (devil) XP 600

**Initiative** +7 **Senses** Perception +13, darkvision
**Aura of Torment** aura 2; a creature without the devil keyword that starts its turn within the aura takes 2 damage.
**HP** 110; **Bloodied** 55
**AC** 25; **Fortitude** 23, **Reflex** 20, **Will** 21
**Resist** 10 fire
**Speed** 5

⨁ **Scourge** (standard; at-will) ✦ **Weapon**
Reach 2; +16 vs. AC, 2d8 + 5 damage, and the target is weakened until the end of the pain devil captain's next turn.

**Ignite Weaponry** (standard; recharge ⚄ ⚅) ✦ **Fire**
Close burst 10; allies in the burst deal 5 extra fire damage with weapon attacks until the end of the pain devil captain's next turn.

**Supreme Sadism**
When the pain devil captain scores a critical hit or bloodies an enemy with an attack, it and each ally within 5 squares of it gain 10 temporary hit points.

**Alignment** Evil **Languages** Supernal
**Str** 20 (+10) **Dex** 15 (+7) **Wis** 17 (+8)
**Con** 14 (+7) **Int** 14 (+7) **Cha** 12 (+6)
**Equipment** scourge

**2 Bearded Devils (B)** **Level 13 Soldier**
Medium immortal humanoid (devil) XP 800 each

**Initiative** +10 **Senses** Perception +14; darkvision
**Beard Tendrils** aura 1; enemies that begin their turns adjacent to the bearded devil take 5 damage.
HP 129; **Bloodied** 64
**AC** 29; **Fortitude** 25, **Reflex** 22, **Will** 23
**Resist** 20 fire
**Speed** 6

⨁ **Glaive** (standard; at-will) ✦ **Weapon**
Reach 2; +18 vs. AC; 2d4 + 5 damage, and the target is marked until the end of the bearded devil's next turn and takes ongoing 5 damage (save ends).

**Claw** (standard; at-will)
+18 vs. AC; 1d6 + 5 damage.

**Battle Frenzy**
While a bearded devil is bloodied, it gains a +2 bonus to attack rolls and deals 5 extra damage with its melee attacks.

**Devilish Teamwork**
Allies adjacent to a bearded devil gain a +2 power bonus to AC.

**Alignment** Evil **Languages** Supernal
**Str** 20 (+11) **Dex** 15 (+8) **Wis** 16 (+9)
**Con** 17 (+9) **Int** 10 (+6) **Cha** 11 (+6)
**Equipment** glaive

| 3 Chain Devils (C) | Level 11 Skirmisher |
|---|---|
| Medium immortal humanoid (devil) | XP 600 each |

**Initiative** +14 **Senses** Perception +7, darkvision
**HP** 116; **Bloodied** 58
**AC** 25; **Fortitude** 22, **Reflex** 24, **Will** 19
**Resist** 20 fire
**Speed** 7; see also *dance of battle*

⊕ **Spiked Chain** (standard; at-will) ✦ **Weapon**
Reach 2; +16 vs. AC, 2d4 + 7 damage.

⸸ **Double Attack** (standard; at-will)
The chain devil makes two spiked chain attacks.

⸸ **Chains of Vengeance** (free; when first bloodied; encounter)
The chain devil makes two spiked chain attacks.

⸸ **Hellish Chains** (standard; at-will)
+14 vs. Reflex; the target is wrapped in chains and restrained (save ends). The chain devil can use its chains to restrain only one creature at a time.

**Dance of Battle** (minor; at-will)
The chain devil shifts 1 square.

**Dance of Defiance** (immediate interrupt, when a melee attack is made against the chain devil; recharges after the chain devil uses *chains of vengeance*)
The chain devil shifts 1 square.

**Alignment** Evil **Languages** Supernal
**Skills** Intimidate +11

| | | |
|---|---|---|
| **Str** 19 (+9) | **Dex** 24 (+12) | **Wis** 15 (+7) |
| **Con** 20 (+10) | **Int** 14 (+7) | **Cha** 13 (+6) |

## Tactics

The chain devils are the first wave of the assault, followed closely by the bearded devils. They want to pummel the characters into surrendering, but will not hesitate to use lethal force as needed.

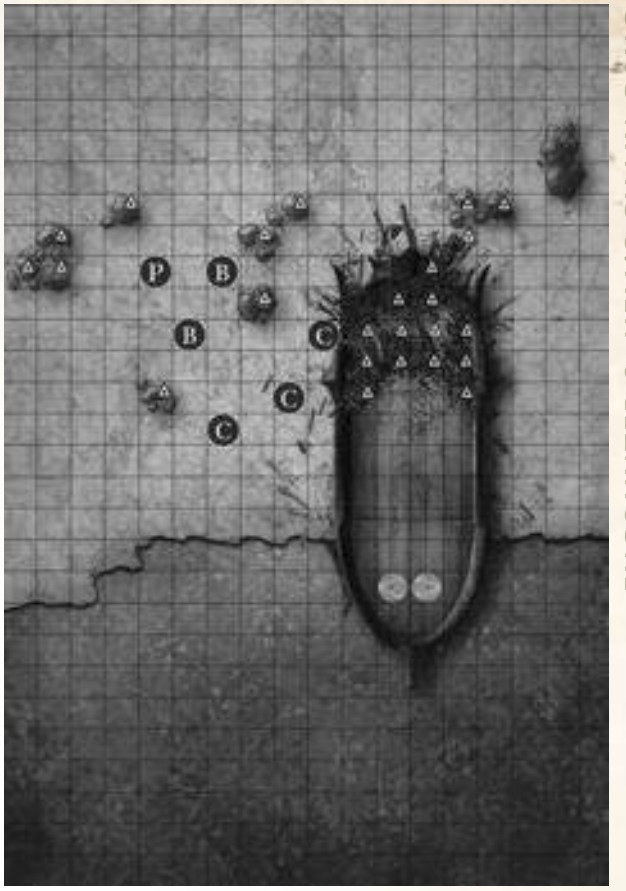
The pain devil captain commands the attack from a distance and attempts to avoid joining the fray until one of the other devils is bloodied or the captain is directly attacked.

Any spined devil ravager that survived the previous encounter returns in the second round of combat, flying down to wreak its vengeance, preferably against any character not already engaged in melee.

## Development

If the characters surrender or are defeated (the devils won't deliver killing blows when they drop a character if they can help it), they are taken in chains to see Baelzra. In that case, she is prepared for their arrival, and the encounter is correspondingly more difficult.

If the characters defeat the devils, they can easily tell where the devils came from—the prison camp a few minutes' travel around the lakeshore, with its thousand wailing souls crying out for release, is difficult to miss.




## Features of the Area

**The Broken Ship:** The characters' astral vessel is nonfunctional for now, but it can still be useful. The squares of wreckage marked with triangles are difficult terrain.

**The Lake of Despond:** The lake offers cover to a creature that submerges itself therein; however, any creature that makes contact with its soul-draining waters takes a -2 penalty to attack rolls and to Will until the end of the encounter.

# ENCOUNTER 3: PRINCESS IN CHAINS

**Encounter Level 15 (XP 6,800)**

## Setup

**Baelzra, Chain Princess of Jangling Hiter** (B)
**1 yuan-ti malison incanter** (Y)
**2 warder devils** (W)

At Baelzra's camp, souls are harvested and secretly unbound from the Hells by a dark yuan-ti ritual to make them easier to use in transactions. Baelzra's reasoning is that if the souls are no longer "damned," then they do not by default belong to Asmodeus or one of the Lords of the Nine. Therefore, Baelzra can claim them without difficulty.

If the characters manage to sneak up on the camp, they might have had time to take an extended rest. Additionally, if they attack Baelzra and her yuan-ti incanter with surprise, they have 3 rounds before the warder devils arrive.

If the characters are prisoners, Baelzra will have her full retinue (the yuan-ti and both devils) present. Additionally, the characters can take only a short rest, not an extended one, during their journey to the camp.

Baelzra has grown bored without a proper fight lately, so if the characters are brought to her as prisoners, she sees an opportunity to relieve her tedium as well as to sweeten their souls with despair by seemingly offering them a fighting chance before crushing them. She commands the warder devils to "soften them up" (in game terms, each character loses a healing surge as an indirect result of a severe beating), and then release them and return their equipment for a full battle with Baelzra and her entourage.

**When the characters see Baelzra, read:**
*A line of cowering souls in chains leads to a large sacrificial circle on which is set an altar of black stone. Standing before the altar is a beautiful female human bound in a series of chains that slither around her like living serpents. A second look reveals her clearly devilish appearance: horns, mad eyes, and a long, forked tongue. At her side is a snake-headed humanoid.*

### BAELZRA

An exiled archdevil clad only in blood-soaked chains slick with poison, Baelzra is the product of an affair between the corpulent archdevil Sagirsa, queen of Jangling Hiter (*Manual of the Planes*, page 101), and Mammon, the lord of the Third Hell, Minauros. In contrast to her parents, the raven-haired Baelzra is almost too beautiful—in body, anyway. All her ugliness is within, and there she surpasses either of her horrendous parents; her voice hints at this, sounding like that of a withered crone rather than an alluring young woman.

*"You are the ones!" the devilish woman cries in a ragged voice. "Baelzra shall enjoy punishing you for daring to oppose her."*

*Her chains rustle and snake toward you as she cackles a battle cry.*

## Tactics

Baelzra enjoys battle and throws herself into the fray with wild abandon, mocking her opponents in her loud, broken voice, or else simply cackling to frighten her foes. The yuan-ti malison incanter is loyal to her, but it will try to preserve its own life and keeps out of the melee. Baelzra and the yuan-ti are each defended by one warder devil. If the warder devil defending Baelzra is slain, the surviving devil shifts its focus to her, leaving the incanter to fend for itself.

## Features of the Area

**Soul-Unbinding Circle:** This circle is infused with healing energy. If a healing power is used or a healing surge is spent on a target in this circle, the target regains 2d6 additional hit points.

**Menhirs:** These great stone pillars provide cover.

**Rubble:** Piles of rubble are difficult terrain.

**Chained Souls:** Squares marked with skull images are the locations of cowering souls being led to the altar in the circle. The souls are intangible and take no actions, but they provide concealment to any creature occupying the same space as one. They can be attacked and eradicated; each soul has 1 hit point and all its defenses are 15. Any successful attack against a creature using a soul for concealment destroys the soul in that square.

## Development

If Baelzra is slain, the captive souls are freed from their captivity and begin to dissipate—in effect, they are going through a reassignment, gaining another shot at going to the correct afterlife. A character who succeeds on a DC 18 Arcana check or Insight check realizes what's going on and understands that the adventurers might be able to reap some long-term benefit from having ruined Baelzra's plan.

If Baelzra's crimes are subsequently brought to the attention of Bel or one of the Dark Eight, the characters might be rewarded for their efforts, or at least permitted to travel unmolested through Avernus. Regardless of whether they understand what they have done, the characters will almost certainly have made an enemy of Mammon by their actions, who—despite Baelzra's exile—still doted on his daughter and was secretly deriving some soul profit from her actions.

**Baelzra, Chain Princess (B)** **Level 16 Elite Controller**
Medium immortal humanoid (devil) XP 2,800

**Initiative** +17 **Senses** Perception +8; darkvision
**Aura of Clutching Chains** aura 2; any enemy that starts its turn in the aura takes 10 damage and is slowed until the end of its turn.
**HP** 320; **Bloodied** 160
**AC** 30; **Fortitude** 27, **Reflex** 30, **Will** 21
**Resist** 20 fire
**Speed** 7; see also *dance of battle*
**Action Points** 1

**Spiked Chain** (standard; at-will) ✦ **Poison, Weapon**
Reach 2; +21 vs. AC, 2d4+7 damage, and ongoing 5 poison damage (save ends).

**Double Attack** (standard; at-will)
Baelzra makes two *spiked chain* attacks.

**Binding Chains** (free; when Baelzra hits with a *spiked chain* attack; at-will)
+20 vs. Reflex; the target is restrained (save ends). Baelzra can use her chains to restrain only two creatures at a time.

**Rage Spiral** (standard, only while bloodied; encounter) ✦ **Weapon**
Close burst 2; +20 vs. Fortitude; 2d4 + 7 damage, and the target is knocked prone and takes ongoing 10 poison damage (save ends).

**Interpose Captive** (immediate interrupt; when Baelzra is targeted by a ranged attack; at will)
Baelzra redirects the attack to a restrained captive.

**Dance of Battle** (minor; at-will)
Baelzra shifts 2 squares.

**Alignment** Evil **Languages** Common, Supernal
**Skills** Insight +12, Intimidate +16
**Str** 20 (+13) **Dex** 26 (+16) **Wis** 15 (+8)
**Con** 24 (+15) **Int** 16 (+12) **Cha** 17 (+11)
**Equipment** spiked chain

**Yuan-ti Malison Incanter (Y)** **Level 15 Artillery (Leader)**
Medium natural humanoid (reptile) XP 1,200

**Initiative** +13 **Senses** Perception +13
**Zehir's Shield** aura 10; allies in the aura gain a +2 power bonus to all defenses.
HP 118; **Bloodied** 59; see also *poisoned domination* and *slither away*
**AC** 29; **Fortitude** 26, **Reflex** 27, **Will** 27; see also *deflect attack* and *slither away*
**Resist** 10 poison
**Speed** 7; see also *slither away*

**Bite** (standard; at-will) ✦ **Poison**
+16 vs. Fortitude; 1d6 + 6 damage, and ongoing 5 poison damage (save ends).

**Mindwarp** (standard; at-will) ✦ **Psychic**
Ranged 20; +20 vs. AC; 2d6 + 7 psychic damage, and the target is dazed (save ends).

**Poisoned Domination** (standard; recharges when first bloodied) ✦ **Charm**
Ranged 5; affects a creature taking ongoing poison damage; +20 vs. Will; the target is dominated until the end of the incanter's next turn. *Aftereffect:* The target is dazed (save ends).

**Zehir's Venom** (standard; recharge ⚄ ⚅ ⚃) ✦ **Poison**
Ranged 10; affects a creature taking ongoing poison damage; +20 vs. Fortitude; 2d10 + 6 poison damage, and the target is dazed (save ends).

**Deflect Attack** (immediate interrupt, when hit by an attack; recharge ⚅ ⚃)
The yuan-ti malison incanter transfers the attack's damage and effects to an adjacent ally.

**Slither Away**
While bloodied, the yuan-ti malison incanter gains a +2 bonus to speed and a +5 bonus to all defenses.

**Alignment** Evil **Languages** Draconic, Supernal
**Skills** Arcana +19, Bluff +19, History +19, Insight +18, Stealth +18
**Str** 16 (+10) **Dex** 22 (+13) **Wis** 22 (+13)
**Con** 22 (+13) **Int** 25 (+14) **Cha** 25 (+14)

**2 Warder Devils (W)** **Level 16 Soldier**
Medium immortal humanoid (devil) XP 1,400 each

**Initiative** +16 **Senses** Perception +8, darkvision
**HP** 154; **Bloodied** 77
**AC** 32; **Fortitude** 32, **Reflex** 28, **Will** 26
**Resist** 20 fire
**Speed** 6

**Burning Greatsword** (standard; at-will) ✦ **Fire**
+20 vs. AC; 1d10 + 11 fire damage, and the target is marked until the end of the encounter or until the warder devil uses *burning greatsword* against a different target.

**Whirlwind Ravage** (standard; encounter) ✦ **Fire**
Close burst 1; +18 vs. AC; 1d10 + 11 fire damage, and ongoing 10 fire damage (save ends). If the target is marked by the warder devil, it instead takes ongoing 15 fire damage (save ends).

**Hell's Step** (immediate interrupt; when an enemy marked by the warder devil hits an ally; at-will) ✦ **Teleportation**
The warder devil teleports 10 squares to a space adjacent to the triggering enemy and makes a *burning greatsword* attack against that creature.

**Alignment** Evil **Languages** Supernal
**Skills** Intimidate +17
**Str** 22 (+14) **Dex** 18 (+12) **Wis** 11 (+8)
**Con** 18 (+12) **Int** 14 (+10) **Cha** 19 (+12)
**Equipment** greatsword

# The Outer Torments: Hell's Border Islands

Like the other astral dominions, the Nine Hells have their own borderlands—hunks of rock and air floating like moons around the blasted planet of Baator.

Hell's archipelago—called the Outer Torments—is made of terrible islets of all sorts, has no central authority, and is rife with island-by-island despotisms and fortresses. The power that Asmodeus wields does not function in the islets. In fact, many of the Lords of the Nine seem unaware of the existence of the Torments, and those who live there are not automatically damned. Legion devils and other would-be tyrants stake claims upon the outer islands, playing out dreams of tyranny that are not available to them inside the fully hierarchical Nine Hells.

## Inhabitants and Culture

Several of the Outer Torments are well known beyond the borders of the Nine Hells—in particular, the Soul Market (also known as Fair Trade Island) and Hell's Bastion, which most astral travelers visit in lieu of entering the Hells proper.

The Torments are hospitable to nondevils and trade on the great wealth of the dominion belonging to Asmodeus. Equally as many mortals (and displaced exalted) as devils can be found here, though unclaimed souls face a particular hazard. They are considered property rather than free entities and must submit to a master or risk damnation. Any souls that are already damned must be yielded immediately to agents of Asmodeus or those of another Lord of the Nine. Other souls imported, enslaved, or purchased from githyanki or the like can be employed in the Torments as slaves. Also, a number of these souls are purchased or stolen by hell's harvesters and dragged down through the burning skies to Avernus.

The mortals in the Outer Torments are mostly tieflings, humans, dwarves, and dragonborn, in that order of frequency; eladrin, elves, and halflings, typically passionate individuals, are inclined to find the drudgery enervating and the constant cries of pain disturbing. As though by a certain taint of the proximity of the Hells, the folk of the Outer Torments are prone to take on a number of devilish characteristics over time; they become proud, ambitious, and greedy, and their tolerance for insults wanes over the years.

## Major Areas

There are many Outer Torments islands, and not all have been discovered among the constant cumulonimbus clouds that cling to the color veil of the Hells. The islands are diverse, each representing a different sort of hell, similar to the way in which the nine layers of Baator present different sufferings. Several of the islands are more insidious, however, and most visitors do not realize their peril until it is far too late.

### The Soul Market

Most neutral of the Outer Torments, where the agents of various devils and astral forces come to trade, the place also called Fair Trade Island is a hospitable entry point for the Hells. On the surface, it is a pleasure palace full of endless winding platform streets shaded by multicolored awnings, where succubi serve exotic drinks and money changes hands under heavily perfumed tables. Coin rules this island city, and folk come from many distant realms in the Astral Sea for this reason.

In the market, substantial trade thrives between the denizens of the Hells and merchants of the Astral Sea, at least for those who pay the proper tariff: typically a sacrificed mortal or a captured soul offered to the guard, which is a small price to pay for a chance at the wealth of the Hells. Under the eyes of watchful warder devils and osyluths, prisoners and slaves are traded for goods crafted from harvested soul energy or the powerful minerals mined from deep in the Hells. The oddest combinations of folk, from eladrin and cambions to devils and githyanki, can be encountered doing business in the market.

Strict order is maintained throughout the island city, thanks to the watchful guard of warder and legion devils, as well as a number of angels sworn to the service of the Hells. They are commanded by the city's hags, who control the flow of coin and run most

## Archdevils of the Outer Torments

Many of the Outer Torments are claimed, whether appropriately or not, by one or more exiled archdevils that have been unable to leave the Nine Hells because of bindings—a number of which are purely psychological, though several are magical in nature. An example of the latter is the planar commitment, a forbidding curse that Asmodeus bestows. In their pride, these archdevils cannot bring themselves to give up the struggle for power in the Hells, convincing themselves that a chance remains for them to be restored to favor. They treat the Outer Torments as their own private playground, brutalizing the inhabitants in an attempt to bolster their own injured pride.

Kept continually in the loop by planted succubi, spinagons, and other spies, Asmodeus is not nearly as oblivious to events in the Torments as the impression he gives. Occasionally, he pulls one or more archdevils back into hell to punish them for daring to imitate his rule, for political scheming (favors to devils Asmodeus wants to remain loyal), or for his own dark amusement.

JIM NELSON

of the trading houses as well as a number of houses of ill repute.

The peace of Fair Trade Island is a delicate veneer; most of the significant business takes place in the shadows through underhanded deals and stealthy assassinations. The merchants do not take kindly to being robbed. But since most of them end up being robbed, they do their best to bilk customers in turn. Folk can make powerful enemies at the Soul Market; at the same time, they can gain treasures there.

**Archdevils of Fair Trade Island:** No single archdevil rules the market; rather, heads of several "families" of devils compete for an advantage on the island of trade. Each thinks that by dominating the coin flow, he or she can amass enough wealth and power to allow for a return to grace in the Hells—or, alternatively, by financing a coordinated strike against one Lord of the Nine or another, it might be possible to claim a vacant throne. The archdevils, however, are too occupied with their own infighting to move against Asmodeus or any of his chosen lords.

Three archdevils are the most powerful in Fair Trade Island at the moment: the ruthless Verginion the Virile, called the Vile by his detractors; bloated Svidanfi, the queen of assassin devils; and the ascended bone devil Strezgaz the Crackling, so named for the sound his bones make when he walks.

### Malharak, Hell's Bastion

The last loyal holdout of Baator's now nameless master, He Who Was, Malharak was taken over only after a century-long siege. It is a tribute to both the might of the fortress and the ferocity of its defenders that it lasted so long. Asmodeus sent the surviving angels within Malharak to join the community of angels that flows through the dominions, an act of apparent mercy that confused a few of his critics. He went so far as to spare a number of servitors of He Who Was—mortals and immortals that had defended Malharak—as long as they swore fealty to him. Several consented; the others were slain.

Malharak stands as impregnable as before, at the top of a towering cliff from which its defenders mount sweeping aerial attacks upon potential invaders. It has never been conquered in battle and rivals Dis in that respect. Since Malharak is sworn to no particular archdevil except Asmodeus, who is beloved by the Bastion's current ruler, anyone and everyone who can pay for the protection of the fortress uses it. Powerful weapons and rare rituals are locked away in the earthmote below the castle, as are a number of devils too mighty and dangerous for simple exile.

Sometimes one devil or another wants to obtain an item, rescue an ally, or slay a rival imprisoned in the Bastion. Wandering adventurers fill this need nicely. Occasionally, particularly powerful or important mortals are imprisoned here rather than elsewhere in the Hells—often during a dispute in jurisdiction between two or more archdevils or Lords of the Nine.

**Archdevil of Hell's Bastion:** Assailra, a warder devil who rose to prominence through her service to Asmodeus, had a falling-out with the devil king's daughter, Glasya, over a shared lover and was exiled from the Hells. She soon took over leadership of the Bastion and has been quietly hoping to impress her beloved master with her skill and brutality. She hates the queen of Malbolge with a burning passion.

### Screamstone

A windswept, black rock floating at the edge of the Astral Sea, this Outer Torment contains a spiraling underground set of catacombs and torture chambers where the most talented sadists of the cosmos do what they do best. New tortures are created and put into practice in Screamstone, and each of them is tailored specifically to the intended victim. Though the island is silent on its surface, screams reverberate up through the glassy stone and cause it to tremble slightly underfoot.

For good reason, devils fear Screamstone as they fear few locations in the Nine Hells. It is the place to which devils are exiled when the Lords of the Nine want neither to see them again nor to grant the mercy of a quick death. Execution by Screamstone is a process lasting centuries—if the torturers work true to form.

**Archdevil of Screamstone:** Veris, the Weeping One, is the self-appointed lord of Screamstone—a master of pain and suffering who takes a keen pleasure in both. His teacher Alloces (*Dragon* #373),

the favored torturer of Asmodeus, makes frequent appearances in Screamstone as a guest torturer. His visits are also fact-finding missions, during which he scouts for talented torturers to recruit for service elsewhere in the Hells.

### Shores of Sorrow

The black sand shores of this seemingly beautiful, paradisiacal island are initially welcoming to visitors—a phenomenon unheard of in the Nine Hells. Folk are greeted by spirits resembling those they loved and lost—such as a child killed accidentally in a tragic wagon accident, or a lover who wed another despite pleas to the contrary. The visitors remember all the love and none of the loss, awakening within them memories of the happiest moments of their lives. This curious effect has led many to conclude that the Shores of Sorrow is an unblemished fragment of the heaven that Baator used to be.

Such joy is fleeting, however. Inevitably, the spirits vanish without a trace into the thick forest, are slaughtered by ravening devils, or turn upon the dreamer, forcing him or her to kill them directly or be killed. This turn of events happens again and again, injecting visitors with the same sorrow and despair that afflicted them upon the original loss. Such is the torment of the Shores of Sorrow.

A number of devils dwell on the island, as do a small number of undead creatures such as wraiths, specters, and ghosts—folk wasted away by the pervasive despair.

Substantial stores of magical treasures discarded from such unfortunates lie in wait, though seekers should beware—a number of these hoards are just more illusions meant to toy with the mind.

**Archdevil of the Shores of Sorrow:** The archdevil Islin—once a queen in Baator, though now she barely remembers her reign—dwells in the center of the great Forest of Lament, feasting on the tragic memories of visitors. A great, bloated, spiderlike devil, she is said to know many secrets of the Nine Hells, some of which could wound several Lords of the Nine. However, having given herself over to despair, she has lost all ambition to use them. Characters could persuade her to part with such secrets if they can safely penetrate the forest and bargain with her. Islin is interested in happy memories, which she can wrench from a willing being's mind.

**The Danger of Despair:** The island is extremely dangerous; treat its soul-wrenching effect as an environmental danger (*Dungeon Master's Guide*, page 159) requiring a DC 25 Endurance check to withstand. In addition, each character takes a -1 penalty to Will for each healing surge lost to this effect until he or she regains those healing surges.

WAYNE ENGLAND

### Thronerock

A floating earthmote hidden among thick clouds and composed mostly of a single broken mountain, this island was once a sort of scrying tower attuned to the powers of good, though its powers have waned and grown corrupt like the rest of the Hells. The throne that gives the island its name is hidden deep in a jungle of serpent-trees. Carved from obsidian and constructed to fit a Huge creature, the throne is badly weathered and lacking in prominent features, but archdevils kill each other for the chance to sneak onto Thronerock and sit upon the Obsidian Throne.

**Legend of the Obsidian Throne:** A devilish legend holds that, with the proper ritual, a spellcaster sitting upon the throne can view any place in the Hells, regardless of protective wards or barriers. Various folk suggest that He Who Was surveyed every single aspect of every single life in Baator from this high seat, and that it was in part such obsessive need for control that contributed to the disloyalty that Asmodeus developed within himself: The fallen angel wished for self-determination. Although the theory is not widely held, particularly considering that Asmodeus has given himself the status of the greatest tyrant in existence, individuals who subscribe to this legend tell the story as a sort of cautionary tale against becoming what one most hates.

**The Obsidian Throne Today:** Millennia after the fall of He Who Was, the Obsidian Throne intrigues many devils. Although its original powers have waned, the throne is still a strong source of magical power. It appeals strongly to devils' obsessive need for control, and so it is an enduring legend in the

Hells. Various archdevils are engaged in a cold war that sometimes blossoms into a bloody king-of-the-mountain game to control the island of Thronerock. The machinations in these power games could easily involve the characters.

On the other hand, the Lords of the Nine don't often concern themselves with the Obsidian Throne. They might suspect the hidden truth: Asmodeus exercises control over the throne, subtly infiltrating the mind of anyone who sits upon it. He not only sees whatever the possessor sees, he can also see every thought and memory in the possessor's head. He has gleefully turned this knowledge to his benefit on several occasions, in particular unraveling a scheme of Levistus against Nessus several decades ago. The control that Asmodeus exerts is not widely known—hence his great power. He also enjoys allowing archdevils who sit on the throne to think they are greatly increased in power, when all they are doing is fueling his own schemes. The throne doesn't exercise any overt control, and so the subtlety Asmodeus utilizes has been rewarded again and again.

**Archdevils of the Obsidian Throne:** No archdevil rules the isle of the Obsidian Throne, though many are active in hiring adventurers and explorers to search for the throne. In particular, Moloch and Raamoth—exiled archdevils in Avernus—are keenly interested in the throne, as is Phrenicia, a powerful succubus cast from Glasya's court, who wants to gain control of the throne to spy upon her former mistress. None of the three is aware that Asmodeus holds control of the throne's curse.

The deity Ioun has also sponsored incursions into the forests of the Obsidian Throne, seeking the lost seeing-place for her own purposes. It is uncertain if Ioun's will can contend with that of Asmodeus, or whether the devil king would be able to see into her agents' minds like any others.

## Adventure Hooks

The Outer Torments make for a series of dungeonlike environments on the outer borders of the Nine Hells, especially since devils of the Torments are not much inclined to go to each other's rescue. The border islands can be an excellent preliminary test for delving into the Inner Hells.

The various islands suggest adventures, from breaking into the legendary fortress of Malharak to braving the maddening visions of the Shores of Sorrow. Devils from the Hells proper often have interests in the Outer Torments as well—those who cannot travel there physically often use planar adventurers as their agents.

The Outer Torments are also sometimes a battlefield for devils that cannot move openly against one another in the Hells. Intrigues abound, from theft and random dueling to cold-blooded assassination. The characters could be embroiled in such schemes, as agents, targets, or innocent third parties pulled into the struggle.

### Powers and Dangers of the Throne

Though the Obsidian Throne's full capabilities are unknown to most of the Hells' denizens, its basic powers are well established. Anyone who sits upon the throne can perform any divination or scrying ritual at only half the component cost and gains a +5 bonus to Arcana checks, History checks, Nature checks, or Religion checks associated with the ritual. Upon rising from the throne, the caster feels invincible and gains a +1 bonus per tier to attack rolls with arcane or divine powers until he or she takes a rest.

## Environmental Features

The Outer Torments are likely to be more temperate than the rest of the Nine Hells; they maintain temperatures and weather that are somewhat soothing to mortal visitors. Thunderstorms are common, since the islands lie within the smoky color veil of the Hells. A number of the Torments (in particular Malharak and Screamstone) are prone to oppressive heat (Endurance DC 22 to withstand).

## Encounter Groups

Any encounter that can occur in the Hells or in the Astral Sea could occur in the Outer Torments. Astral dreadnoughts are common threats to crafts moving between islands, and more often than not take on a certain fiendish character from absorption of the energy of the Nine Hells.

**Level 12 Encounter (XP 3,800)**
- 1 beholder eye of flame (level 13 elite artillery, *MM* 32)
- 1 erinyes (level 13 soldier, *Monster Manual 2* 64)
- 1 gorechain devil (level 12 elite brute, *Monster Manual 2* 65)

**Level 15 Encounter (XP 6,600)**
- 1 night hag (level 14 lurker, *MM* 151)
- 1 nightmare (level 13 skirmisher, *MM* 196)
- 2 angels of protection (level 14 soldier, *MM* 15)
- 2 warder devils (level 16 soldier, page 139)

**Level 19 Encounter (XP 12,000)**
- 1 angel of vengeance (level 19 elite brute, *MM* 17)
- 1 cambion hellfire magus (level 18 artillery, *MM* 39)
- 1 indwelling devil (level 18 lurker, page 137)
- 1 stone golem (level 17 elite soldier, *MM* 142)

After passing through a murky veil the color of falling twilight, the unfortunate traveler arriving in this realm finds a dark and blasted land. Cracked deserts stretch outward to form the slopes of jagged crags in one direction and fall away into dark canyons in the other. Hot winds wail, carrying black clouds that are the only features of a sunless, starless sky. From the deepest chasms, the glow of rolling magma sheds the dominion's only light, except for the occasional flash of lightning. Dust chokes the air, and sickening vapors rise from volcanic vents. The rains, when they come, are bruising but brief, swallowed by the thirsty earth.

Like a winding serpent, the canyons twist and turn, folding back on themselves and leaving mesas and "islands" of raised earth in their midst. Upon these, and on the brooding cliffs and chasm walls, great ziggurats and foul temples loom. These terrible edifices glisten black, because light rolls off them like the rare falling rain.

This is Tytherion, a realm of unending gloom and despair so palpable that one can smell it on the arid winds, and home of two of the darkest deities to torment the cosmos. In the high mesas and plateaus of Samaragd, the murderous serpent god Zehir coils through an endless labyrinth of caverns beneath the temples and sacrificial shrines. Throughout the lowland deeps called Azharul, the voracious dragon god Tiamat broods over ancient hoards and covets all that is not already hers. The exalted of both deities are known as darksworn. Their paths seldom cross, so one of the few mercies that uninvited guests in Tytherion can expect is that they won't have to fight the forces of both deities at the same time.

Descriptions of Tiamat's realm, along with statistics for her and her exarchs, have appeared previously in *Draconomicon: Chromatic Dragons* and *Manual of the Planes*. Rather than repeating that information, this section reveals how contradictions in accounts of Tiamat's activities are deliberate misinformation spread by the god of evil dragons. Subsequently, this text examines Zehir's realm in the high mesas.

## Tiamat's Realm: Azharul

The depths and lowest flatlands of Tytherion are Azharul, a hellish nightmare of towering stone walls, jagged ceilings, sheer chasms, and rivers of sluggish magma. The domain of dragons, Tiamat's realm boasts few artificial structures, consisting primarily of natural caverns and passageways, some vast enough to contain entire cities. Thus Azharul hosts few locations of any proper title; the caves are the lairs and kingdoms of Tiamat's greatest exalted, but few are sufficiently demarcated to have been recorded by mortal sages.

### The Five Great Lies of Azharul

Tiamat is as deceitful as she is fearsome. She and her servitors have flooded the cosmos with half-truths and falsehoods designed to confuse her mortal and immortal enemies. Here are the truths behind five of her highly effective distortions.

#### The Peace of Tytherion

Remarkably, this dominion—shared between the deity of murder and the god of greed and envy—suffers no open warfare. The wilds of Tytherion are dangerous, and the servants of Tiamat and Zehir skirmish frequently, but on the whole, the serpent god keeps to the crags and highlands, and the dragon deity stays in the depths. Yet this "peace" might be only temporary (although "temporary" among the gods can encompass eons), because Tiamat is never content with what she has.

When Tiamat arose from the body of the slain god Io, she had no lair of her own. As the Dawn War ended, she set her sights upon Tytherion; its dark, dismal nature called to her, and she deemed Zehir the god that could be most easily overthrown, but she misjudged his power and determination. Although Tiamat's exalted stole a portion of Tytherion from Zehir's coils, he and his servitors were too entrenched to be utterly unearthed. Zehir's soldiers drew back to their fortified bastions, and the god retreated to the most familiar portions of his winding maze, leaving Tiamat to carve her domain from what remained. The result was the dominion's current (and peculiar) division: Azharul, a mostly underground realm of dragons, where flight is constrained; and Samaragd, a domain of serpents far above the deepest crevices in which they prefer to crawl.

For ages, the two gods have maintained this truce, each unwilling to expend the strength to oust the other. Still, Tiamat craves the open lands and the peaks that claw at the sky, where her dragons might spread their wings. She spies constantly upon Samaragd, orders her dragons to expand the tunnels below, and sends darksworn to prey upon the outsiders of Tytherion's outer isles so that Zehir cannot someday call upon them. She waits, as only an immortal can, to claim all of Tytherion.

Being somewhat intelligent, Zehir undoubtedly is aware of Tiamat's intentions. What precautions he has taken, as he winds through the tunnels of the upper mesas, only he knows.

#### A Scarcity of Souls

Most sources maintain that Azharul contains few mortal spirits, exalted or otherwise, for Tiamat prefers interacting with nonmortal beings; she cannot be

bothered even with those exalted that find their way through the indigo veil.

Anyone who rightly considers Tiamat's covetousness should see this deception for what it is, and yet—by playing up her innate draconic haughtiness—she has convinced priests and scholars that she cares little for mortal souls. In truth, Tiamat's worshipers are hers, and the Dragon Queen never surrenders her possessions. By spreading her exalted throughout the twisting caverns of Azharul, trading them as pawns among her exarchs and consorts, or even locking them away for millennia at a time, Tiamat makes Azharul's population of souls appear far smaller than it is.

### Darksworn Set Free

A common belief is that souls that pass through the indigo veil to take their place as the Dragon Queen's exalted are left largely to their own devices. Sources claim that Tiamat asks little of her darksworn, as long as they offer fealty. This is not a complete falsehood as much as an extreme exaggeration. Tiamat does allow darksworn the leeway to do as they please, but only to keep them occupied until she needs them. In fact, at any given time, more than half of Tiamat's exalted are operating in her direct service: guarding holy sites, hunting particular enemies, retrieving an artifact or a bit of knowledge, and spying on rivals. Because Tiamat keeps these agents secret from one another and gives them opportunities to pursue their own agendas, each believes it is one of Tiamat's chosen few, assuming that the rest of the darksworn are engaging in their own activities.

This deceit ensures that Tiamat's enemies underestimate the eyes and hands she has scouring the planes, and the lie is aimed as fully at her own servitors as at her foes. Not only does their ignorance mean that they cannot betray her other endeavors, but the belief that their afterlife is largely their own attracts certain worshipers who, though avaricious, might otherwise turn toward other gods.

### The Dragon Queen's Redoubt

Some texts describe Tiamat's lair as a great mountaintop fortress, with five looming watchtowers shaped like the heads and necks of sentinel dragons. Others say that the so-called Caverns of Fiery Splendor, a winding complex of stone ramparts and flowing magma, is her true lair.

Both statements are true—and neither is. The fortress is the gateway to the Caverns of Fiery Splendor, a broad entryway through which even the largest dragon can swoop, swiftly making a journey that would otherwise require hours of wending through the various catacombs. Guarded by Tiamat's fiercest warriors, the fortress is nearly impregnable.

EMPTY ROOM STUDIO · ADAM PAQUETTE

In the Caverns of Fiery Splendor, Tiamat holds audience with those she deigns to see. Of course, no creature as paranoid as Tiamat would slumber where others know she can be found. Thus, while these passageways make up a portion of her lair, her true inner sanctum—her "bedchamber" and the most precious parts of her hoard—are in a hidden catacomb beyond those caverns.

### Evils Without Exception

In the depths of the Caverns of Fiery Splendor stands a pair of adamantine doors that are over a hundred feet tall and covered in mystic sigils. Astral travelers glimpsing the doors through scrying rituals have speculated as to what might lie beyond, from bound primordials, to treasures worth worlds, to Tiamat's own offspring. They are wrong.

Most mortals believe that all evil dragons worship Tiamat above the other gods. Most mortals are wrong, too. Since she is the god of dragons, as well as of greed, envy, and vengeful anger—everything that defines evil dragons—it's true that the overwhelming majority of evil dragons worship her. Still, one evil dragon out of twenty is devoted to another deity: A ravager reveres Gruumsh, perhaps, or an ambitious schemer venerates Asmodeus. Tiamat can't send servitors to destroy all such traitors while they live, but she can attempt to claim their souls once they're dead—at least the souls of those who are bound for another deity's dominion. She has a veritable web of divinations throughout the Plane Above, which alert her whenever an evil dragon's soul appears and makes its way toward another deity's dominion. Then Tiamat or one of her exarchs sets out to intercept that treasonous soul before it reaches its destination.

This is what waits beyond Tiamat's adamantine doors: the exalted soulforms of evil dragons devoted to other gods, caged eternally in a prison strewn with warding and other magic that thwarts divinations. The souls of evil dragons that end up as outsiders—failed exalted—are not worthy of joining her special enemies behind the adamantine doors. After all, they are merely mortal; they perish. Tiamat is happy, though, when her allies and servitors eliminate traitorous outsiders wherever they're found in the Astral Sea.

## Samaragd, the Serpent's Kingdom

From the chasms that form Tytherion's blackened heart, a belt of cracked badlands and arid steppes stretches for miles. Sheer crevices—not as deep as those at the center, but formidable enough—slash the land like wounds in a desiccated corpse, and jagged peaks turn scree-covered slopes and imposing cliffs toward the rest of the domain. Dead trees and dried brush suggest a distant age when life once thrived, but today they signal only death's ubiquitous presence.

Light is as foreign to these dusty reaches as is hope, and equally unwelcome. The glowing magma that illuminates Azharul is absent here, except in a few of the deepest crevices. The occasional flicker of lightning and the brush fires it ignites are the realm's only natural illumination.

And much of this realm is far from natural. From the flatlands, great obelisks protrude, graven with sigils and imagery in honor of the Midnight Serpent, Zehir. Ziggurats rise, step by step, toward a sky forever cloaked in night—great shrines from which the screams of sacrifices roll to shame the thunder. Ridges and the sheerest cliffs are carved with precarious steps and gaping doorways. Flanked by columns chiseled from the native stone, these entryways lead into the twisting labyrinth that honeycombs Tytherion's outer reaches. Not all who dwell here can see in the dark, so torches and braziers flicker, casting fearsome shadows upon the stone and sickening smoke into the air.

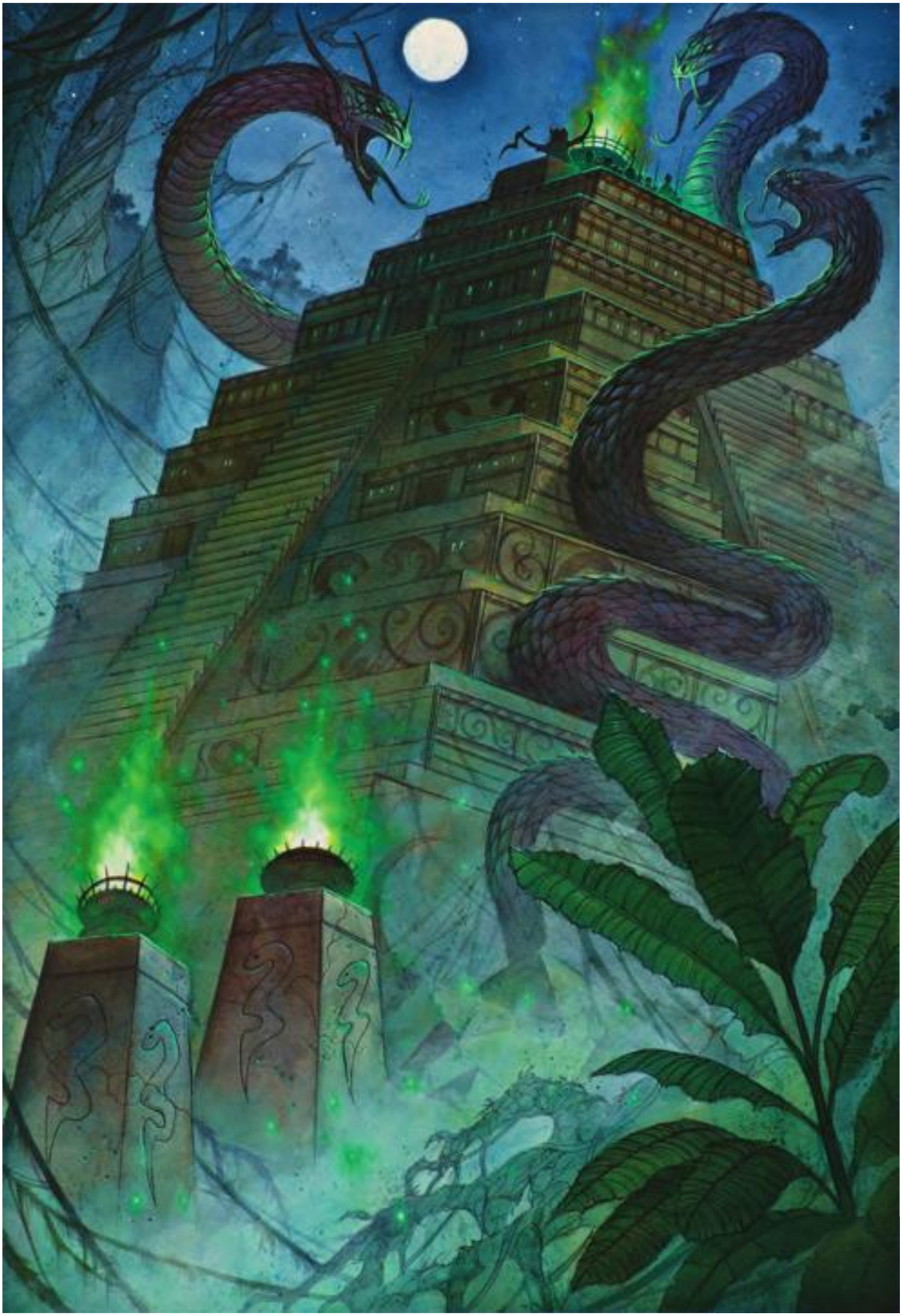
This is Samaragd, kingdom of the serpent god Zehir.

### Inhabitants and Culture

Zehir's realm is notable for containing a greater number of nonsentient or semisentient serpentine monsters than intelligent exalted and servitors. The monsters might be the souls of exalted who have displeased Zehir, or they might be newly made magic beasts. Of the wildly diverse varieties of serpent monsters, some serve Zehir's exalted priests, while others roam wild.

Among the multitudes of serpents, Zehir's exalted busy themselves by preying on the weak, fighting for status, and raising ziggurats. The lowest of the low are the exalted of other deities separated from their dominions and captured by Zehir's forces or purchased from slavers. Enemy exalted spend their days performing slave labor in poisoned agony until their souls expire. Next up the ladder are Tiamat's exalted, captured during the incessant skirmishing in the dark passageways between the realms. Tiamat's exalted provide greater amusement. Since they will be punished horribly by Tiamat for failure when they return to life in her realm, their agonies offer meaty satisfaction to Zehir's exalted, which the suffering of foreign exalted that die only once cannot match.

The bulk of Samaragd's exalted population is known as "worms." These creatures are mostly mammalian worshipers of Zehir (primarily humans, elves, and tieflings), along with yuan-ti and reptilian worshipers that haven't managed to become priests. The priest caste is composed mainly of yuan-ti and sentient serpent monsters, though worms occasionally carve cunning paths into the priesthood. Conspiracy



WAYNE ENGLAND

and murder stand in for teamwork and accomplishment, because, as a rule, only by disgracing or eliminating one's superiors does one rise to a higher position. Worms compete for the priests' attention, priests compete for the favor of high priests, and high priests maneuver for the attention of Zehir's exarchs. Only two laws exist: A worm must not murder a priest, and all must obey the will of Zehir.

Daily existence is a monotony of toil for exalted that are not currently engaged in murdering one another for social advancement. The worms of the outer villages labor at the command of the priests, constructing new temples and expanding existing villages and underground passageways. On occasion, they "accidentally" wander into Azharul to test Tiamat's defenses.

Since Tytherion has no sun, moon, or stars, the priest caste keeps time by administering precisely calculated poisons to specific victims. When the priests want the "hours" to drag on, they choose a victim whose organs will last a long time. When they want time to move quickly, they choose a worm whose physiological failings are clear to all. Woe to the worm whose pace of death perfectly matches the high priests' timekeeping needs. The exalted spend hours each "day" attending rites and sacrifices. When an exalted falls behind in the conspiracy curve, it often becomes the next sacrifice, reawakening and having to work its way back up from wormhood.

Though they lead a foul existence, Zehir's exalted continue to labor as demanded, the lowest hoping to impress the priests, and the priests wanting to impress the exarchs. They do this not merely out of fear, but because Zehir or his exarchs occasionally elevate those that they find truly impressive, giving those lucky few not only status but power. Some are sent beyond Tytherion, sometimes beyond the Astral Sea, as messengers, emissaries, or assassins, accomplishing Zehir's will without needing to grovel in the darkness.

## HOUSES OF THE UNHOLY

Before the coming of Tiamat and the division of Tytherion into two domains, Zehir's priest caste occupied the lowermost reaches of the dominion. The commoners, not yet known as worms, dwelt in the highlands atop the mesas and on the mountain slopes. The priests had great temples constructed above, where they would go to perform ceremonies and sacrifices, because common exalted were not welcome below.

For these reasons, Tiamat invaded the depths first, targeting the priests while granting the lower castes time to pull back to higher bastions. The priests were eventually forced to retreat as well, ceding the depths to the dragons and holding the high ground above. It's possible that both gods and all of Tytherion's exalted would be happier with a simple trade, granting Zehir and the serpents the depths, and Tiamat and the dragons the open heights, but neither god would admit such a desire to the other.

Currently, Zehir's priest caste dwells primarily in the great temples inside the deepest catacombs that encroach neither on Azharul nor on Zehir's personal labyrinth of darkened corridors. The rest of the Midnight Serpent's darksworn dwell in the hovels and smaller structures surrounding the great temples, or in the higher levels of the underground.

VINCENT DUTRAIT

## Hunting for Sacrifices

As a break from the enforced monotony of their day-to-day life in Samaragd, Zehir's exalted frequently form "hunting parties" that travel to the Scales (Tytherion's archipelago) and to the Astral Sea, seeking outsiders, other mortals, and the exalted of other gods for sacrifice. Outsiders are the lowest grade of victim. They can't enter Tytherion, so they must be sacrificed at impromptu ritual sites or on permanent altars maintained in the border islands. Exalted of any other deity make splendid sacrifices, and depending on the ritual season and Zehir's needs, mortals sometimes count for even more.

If a mortal is kept alive within Tytherion for several weeks, its personality becomes warped by one of the dominion's two gods, Tiamat or Zehir. Mortals who "swim with Zehir" are sacrificed soon after they begin to manifest the Midnight Serpent's traits. Mortals whose psyches are scarred by Tiamat, however, are kept alive until the moment when the god's personality entirely takes over but the mortal hasn't yet been imbued with any of her divine power. A minor aspect of Tiamat squirming beneath sacrificial knives is a perfect sacrifice to the glory of Zehir.

The priests must maintain a constant stream of sacrifices to Zehir. Only murder satisfies his needs, and if the populace cannot provide enemies to die a second death upon the altars, one of the exalted must serve instead. Death is usually temporary for Zehir's exalted inside Tytherion, but in this circumstance, it's final. Given this pressure, exalted of Zehir sometimes use the god's dominion ships to hunt down mortal vessels, particularly ones already operating as pirate ships. If the mortals aboard fight well, they are given a chance at life. The priests give their new recruits a virulent but slow-acting poison, telling the hapless mortals that if they die from the poison, their souls belong to Zehir. They are informed that they will be given a temporary antidote in a month's time if they return to Tytherion with captives for the priests to sacrifice: The greater the number of captives, the longer the dose of antidote will last. In this fashion, the unluckiest pirates of the Astral Sea spend the poisoned twilight of their final lives carving paths of carnage for the Midnight Serpent.

## Major Areas

A smattering of communities exists throughout Samaragd, each based around a temple, whether on the surface or below. Presented here are a few such places that stand out, along with important features of Samaragd of which mortal sages might have heard.

### Amun-Atl

Located directly above Zehir's labyrinth, the ziggurat of Amun-Atl (*Manual of the Planes*, page 110) is Samaragd's largest temple. It is ruled by Atlathessk, the serpent god's infamous yuan-ti exarch.

### Ennek-Vul

The largest of Samaragd's cliff-face temples, Ennek-Vul can be seen for miles. Its great entrance resembles the yawning maw of a serpent, and the stairs that rise toward it could accommodate a congregation of giants. Said to be the first temple constructed in Tytherion, Ennek-Vul fell out of use thousands of years ago when the Midnight Serpent offered it as a home to his greatest servant, whose name is commonly given as Merrshaulk.

### The Labyrinth

Although some sages refer to all the winding passageways beneath Samaragd as the Labyrinth, the exalted of Tytherion use the term more specifically. To them, it refers to the maze of tunnels in which Zehir dwells, coiling and slithering through supernatural darkness while thinking alien thoughts and plotting convoluted schemes. Legend tells that only the most potent magic can create the slightest light within the Labyrinth, and that Zehir shares these tunnels with his most loyal darksworn, who have been transformed into shapes incomprehensible to mortal minds.

Supposedly, this complex has dozens of entrances, each so well hidden that only the gods can find it. A few legends suggest that not all the entrances lie within Tytherion; instead, some allow Zehir easy access to the Scales, or even to the Shadowfell and the mortal realm. The approximate locations of only two entrances are known: One lies beneath Amun-Atl, and the other on a cliff face overlooking the Obelisk of Night (see below).

### The Murder Pit

This gaping pit near the Obelisk of Night appears to be a great dark pool filled with viscous blackness. Said to be bottomless, the pit connects to none of Tytherion's other passages. According to legend and to Zehir's secret dogmas, by listening at the pit, those that use the proper meditative rituals can hear echoes—and occasionally see brief images—of any murder occurring anywhere in the cosmos.

### The Obelisk of Night

The Obelisk of Night was present when Zehir first drew Tytherion from the shadows of the Astral Sea and claimed it as his own. This towering monolith of smooth, ink-black stone rises from a crater near the border of Samaragd. Its surface is carved with winding symbols that vaguely resemble Supernal. These sigils resist all magical attempts at translation and seem, on occasion, to shift and waver. Mortals and exalted who study them for too long go blind. Rumor says that Zehir spends days at a stretch examining the Obelisk of Night from within his Labyrinth, perhaps

struggling to translate the symbols or contemplating ancient secrets he has already interpreted. No one dares ask which it might be.

### The Ravenous Wood

This place is the largest of Samaragd's copses of dead trees, dried brush, and desiccated brambles. Navigating the Ravenous Wood is nearly impossible, for the thick, flesh-tearing thorns shift deliberately, disorienting travelers and closing off pathways. Zehir's darksworn believe that the brambles reach out to snag passersby, dragging them within. They also believe that the Ravenous Wood hides the entrance to the lair of a terrible horror that predates or defies both Tiamat and Zehir.

### Tabrol-Akla

Several of Zehir's temples are built on the cliffs of the great chasms that plunge into Tytherion's depths. Tabrol-Akla has the dubious distinction of being the lowest of these, hovering near the border of Azharul. Unsruuk, the exalted soul of an abnormally intelligent troglodyte, is the temple's high priest and one of Zehir's most potent darksworn. Similarly, the other priests who dwell in Tabrol-Akla and the warriors that serve them are among the most formidable of Samaragd, because Zehir's exalted believe that if Tiamat's forces ever move openly against Zehir, Tabrol-Akla will be one of their first targets.

## Adventure Hooks

Samaragd offers a vast array of story, plot, and adventure opportunities, primarily for epic tier characters. This domain is home to one of the most overtly evil societies in the known planes, ruled by a zealous caste of beings whose entire purpose is sacrificing not only lives, but souls, to their dark god. The characters might come to rescue a specific mortal or exalted from the clutches of the serpent-priests before it can be slaughtered. Alternatively, the characters might have been taken for sacrifice, or dumped in Samaragd by a mysterious portal (the priests sometimes cause portals to Tytherion to assume other hues, in hopes of trapping new victims) and forced to find some means of escape. The characters might need to obtain information available only by listening at the Murder Pit, or hope to record or decipher the peculiar writings of the Obelisk of Night. An assassins' guild dedicated to Zehir might be run by an exalted soul from Tytherion, forcing the characters to travel to Samaragd to end the organization's evil efforts.

Of course, the characters might go to Samaragd to challenge the greatest foes. Zehir has potent exarchs, and a truly powerful, well-prepared, and well-informed group might just be able to challenge the serpent-god himself. Whatever happens to Samaragd at that point—whether it's claimed by one of the Midnight Serpent's exarchs, conquered by Tiamat, or affected by something else entirely—opens the door to further epic adventure.

## Environmental Features

The following terrain features can be found throughout Samaragd's high mountains, deep pits, and terrible cliff temples.

### Constructed Terrain

**Altar:** Stepping onto an altar requires 1 extra square of movement, and the altar provides cover. Some larger altars are more than 1 square across; depending on how covered by serpentine carvings an altar is, each square of it might qualify as difficult terrain.

**Altar, Sacrificial:** As above, but these altars are enchanted to prevent sacrifices from escaping. A prone character on one of these altars cannot stand (save ends).

**Arrow Slits:** Few of Samaragd's structures have full-sized windows, instead using arrow slits (*Dungeon Master's Guide*, page 66).

### Fantastic Terrain

**Blood Rock:** Parts of Samaragd near the altars or the lairs of certain monsters have become blood rock (*Dungeon Master's Guide*, page 67).

**Carpet of Serpents:** These patches of ground are covered with swarms of serpents (or other venomous creatures) that dart in and out of various hidden dens.

*Effect:* A carpet of serpents is difficult terrain. When a creature starts its turn in a carpet of serpents area, it takes 5 poison damage per tier, or 10 poison damage per tier if it is prone.

*Usage:* Combine a carpet of serpents with creatures that have poison resistance or immunity, or as part of a trap that drops the characters into a chamber that has this feature.

**Choking Vapors:** These fumes rise from volcanic vents, venomous incense—or both, in the case of rare sacrifices involving yuan-ti priests that expect to rise

WAYNE ENGLAND

again after dying within the vent where the sacrifice is conducted.

*Effect:* These squares are lightly obscured, and creatures in them must hold their breath or suffocate. (See "Suffocation," *Dungeon Master's Guide*, page 159.) Creatures that have immunity or resistance to poison are immune to this effect.

*Usage:* Add complexity to an encounter by introducing the vapors after a fight starts. Or have a creature that has poison resistance use the vapors to hide in while it attacks from concealment.

**Cursed Obelisk:** These black, stone obelisks are usually covered in ruins and stand between 2 and 20 squares high.

*Effect:* While a nonworshiper of Zehir is within a number of squares of an obelisk equal to the obelisk's height, that creature takes a –2 penalty to attack rolls and skill checks, and gains vulnerable 2 per tier to all damage.

*Usage:* A chamber full of these objects could provide cover to the characters' enemies, while the characters take the penalty for being nonworshipers. The penalty to attack rolls allows enemy skirmishers to take more risk from opportunity attacks, and all enemies will benefit from the extra damage they can deal because of the characters' vulnerability.

**Dried Brambles and Brush:** This vegetation functions as razorvine (*Manual of the Planes*, page 22).

**Earthen Maw:** Parts of the broken badlands open and close like jaws, seeking to snare passersby.

*Effect:* Whenever a creature without earth walk remains on the same square of earthen maw throughout its turn, it takes 5 damage per tier and is grabbed (escape DC moderate based on the encounter level).

*Usage:* Use earthen maw terrain to force the characters to make difficult movement choices, or to funnel them into a disadvantageous position.

**Pocket of Night:** In the darkest places of Samaragd, the shadows have an unnatural weight, and no natural light can penetrate the darkness.

*Effect:* When creating magical light, a character in a pocket of night must make an ability check using his or her class's primary ability score against a hard DC. On a failure, the magical light fails to illuminate anything; on a success, it casts only dim light.

*Usage:* Use a pocket of night with creatures that have darkvision and powers that take advantage of the concealment this terrain offers.

**Soul Venom:** These areas of Samaragd contain tainted atmosphere.

*Effect:* While in an area of soul venom, a creature gains vulnerable 5 poison per tier, or vulnerable 10 poison per tier while bloodied. Creatures that have immunity or resistance to poison are immune to these effects.

*Usage:* Add patches of soul venom to an encounter with medusas or other poison-using creatures that have poison resistance or immunity to give them a bigger punch.

**Venomous Air:** These are clouds of nigh-undetectable poisons that hang in the air and amplify other poison attacks.

*Effect:* When a creature within an area of venomous air is hit with a poison attack, it takes 1d6 extra poison damage per tier.

*Usage:* Use venomous air in an encounter with a large number of weaker creatures or minions that have poison attacks to turn them into a greater threat.

### Outdoor Terrain

**Cliffs:** The cliffs of Samaragd are sheer and precarious. Handholds and footholds exist, but they betray the climber who tries to use them. Regardless of the level of adventure, use hard DCs for climbing.

**Rain, Deluge:** Precipitation is rare, but when it comes, it comes in torrents. Rain makes an area difficult terrain, causes flying creatures to become slowed, and makes all squares in the area heavily obscured.

**Sand and Dust:** Much of the desert of Samaragd is difficult terrain.

**Slope, Steep:** The slopes of Samaragd's peaks are steep, requiring Athletics checks to climb (easy DC, or medium DC if the slope is also covered in scree). On a failed check, a character slides 2d8 squares downslope, taking 1 damage per square of movement, and falls prone. Additionally, pull, push, and slide effects increase by 2 squares in a downslope direction and are reduced by 1 square in an upslope direction.

**Smoke:** Areas of smoke (put forth by volcanic vents and some braziers) are heavily obscured.

**Wind, Arid:** On occasion, the hot winds that blow across Samaragd's deserts are more than merely uncomfortable. These gusts drain the moisture from living creatures, causing thirst to set in and worsen after hours rather than days. (See "Thirst," *Dungeon Master's Guide*, page 159.) In addition, all nonmagical liquids kept in nonmagical containers are destroyed (evaporated) after 1 hour of exposure.

### The Fate of the Exalted

Death is frequent (and often brutal) throughout Samaragd, but it isn't necessarily final. When Zehir's exalted are slain, they normally rise again after a week or so, resuming their endless toil for the glory of the Midnight Serpent. This cycle of resurrection isn't perfect, however; a minority of deaths are permanent, with the souls going on to whatever waits beyond the Astral Sea, returning to the cycle of life in the mortal realm, or meeting some other unknown fate.

The deaths of those souls who perish screaming on the Zehir's altars are permanent. Their essence is poisoned and consumed to sate Zehir's unending hunger.

## Encounter Groups

Most encounters in Samaragd are linked, thematically if not directly, to the realm's ophidian master. Many of its monsters are serpentine, others are venomous, and still others are known for dealing swift and hidden death.

**Level 21 Encounter (XP 18,800)**
- 1 dark naga (level 21 elite controller, *MM* 194)
- 1 giant mummy (level 21 brute, *MM* 193)
- 1 yuan-ti anathema (level 21 elite skirmisher, *MM* 271)
- 1 altar of zealotry (advanced to level 20 lurker trap, *DMG* 92)

**Level 26 Encounter (XP 47,800)**
- 1 primordial hydra (level 25 solo brute, *MM* 165)
- 2 yuan-ti anathemas (level 21 elite skirmisher, *MM* 271)

# The Scales: Tytherion's Archipelago

The Scales of Night, or simply the Scales, are the border islands radiating out from the heart of darkness that is Tytherion proper. The archipelago contains scores of islands, ranging in size from several miles across to little more than a slight rise above the surrounding Astral Sea. Those nearest the indigo veil are usually chunks of broken stone, dusty desert, and rocky badland, like Tytherion's outer rim. Farther from the dominion, the isles show greater signs of life, sprouting thick jungles that thrive despite the thin soil covering the rock. The foliage does not grow high, and numerous clearings remain, either naturally vacant or blasted empty, but the canopy is thick enough to hide those who want to remain unseen.

Hiding is essential, even for intrepid adventurers, to avoid unwanted attacks from Tiamat's or Zehir's vile creatures. The outsiders who dwell on these islands face death from the skies if they linger too long in the open.

Although the border islands lie beyond the color veil, deities throughout the Astral Sea still offer the inhabitants of these isles a portion of protection, considering them to be—at least to an extent—their own people. Tiamat and Zehir disagree with that assessment.

The Dragon Queen believes that the outsiders traveling to Tytherion that made it no farther than the Scales aren't worthy of exaltation. She sees them as failures and weaklings unworthy of sharing her domain. Not only does she not protect the people of the Scales, she actively encourages her exalted and darksworn to prey upon them, honing their skills in combat and hunting for the sheer sport of it. Dragons and draconic creatures haunt the skies above the Scales, frequently alone but sometimes in numbers so great they blot out the glow of Tytherion's veil. All too often, these flyers choose the "scorched earth" method of hunting, obliterating entire reaches of land with breath weapons and destructive magic.

The Midnight Serpent is less concerned with the outsiders of the Scales; in fact, since they have proved unable to join him, aid him, or threaten him in any real way, he's indifferent to their existence. Zehir's evil darksworn hunt outsiders not at their god's behest, but because they know they can. Some are murdered in honor of Zehir; others die purely to sate the bloodlust or boredom of their killers. Snakes and serpentine monstrosities slither beneath the jungle's undergrowth or within the crevices of the badlands, accompanied by other minions of Zehir that, though humanoid, are no less cold-blooded than the serpents.

Nor are the exalted of these two deities content with tormenting only outsiders. Though the gods maintain a sullen peace within Tytherion proper, no such rules or boundaries apply within the Scales. Combat, ambush, and attempted massacre between the forces of Tiamat and Zehir are common here. Usually, such conflicts erupt when darksworn of Azharul stumble across those of Samaragd, or vice versa. In a significant minority of occasions, however, the bloodshed is planned ahead of time. Exalted beings holding grudges lie in wait for their rivals.

The constant violence of the Scales does not encourage the long-term survival of large communities or aboveground structures. Endless strafing runs by draconic exalted obliterate all but the sturdiest or best hidden of edifices, and they scatter (or incinerate) aboveground villages as swiftly as they appear. Although Zehir's darksworn aren't as broadly devastating as Tiamat's, few of the Scales' inhabitants (whether outsiders or travelers from beyond) want to be found. Competition for resources and safe living space in the Scales is great enough that nearly everyone has made enemies; between deliberate assassination attempts and murders committed by bored Samaragd exalted, average individuals are safer if they are not known to reside in a specific area or structure.

For this reason, the bulk of the Scales' inhabitants do not dwell aboveground at all. The islands are riddled with a series of underground tunnels and caverns, within which the populace largely dwells. These passageways aren't as ubiquitous or complex as the systems within Tytherion, and not all islands are as replete with them as are others. As a rule, the desert and badlands isles have larger systems of passageways and larger individual caverns; the jungle isles have fewer passageways and caverns, and those that exist are narrower, but they wind about with greater frequency, making them more difficult to navigate.

Other factors beyond the convoluted nature of the caves make them confusing to traverse. The various

isles of the Scales are mystically linked, sometimes to another isle and sometimes to other locales. Thus, while most of these catacombs follow traditional rules of nature, some deposit travelers in caves on other islands, in caverns deep in the rocky earth of Tytherion, or in the mortal realm. It's said that the shrewdest inhabitants of the Scales, and a small number of Zehir's darksworn, have mastered and mapped a portion of these "portal tunnels," which they use to navigate the archipelago. Most individuals, however, including those who have studied the tunnels, can reliably find few, if any, of these locations.

## Inhabitants and Culture

As mentioned above, most of the Scales' inhabitants live belowground. They might gather in small, semi-permanent communities that call either one great cavern or several linked caves their home. These entrenchments are a combination long-term camp and defensive fortification. Here, the inhabitants can take shelter from dragon raids and similar threats, while using guerrilla tactics to strike back at foes that might appear in manageable numbers.

Entrenchments normally take the form of simple camps within the tunnels, with various sleeping mats, tattered blankets, and perhaps a leather lean-to providing the only sense of personal space. Occasionally, camps that have existed for some time feature small structures—built primarily of wood or of loose-stacked stone—within the housing cavern. Nearly all have multiple exits, both to the surface and leading deeper into the caves, so that the populace can retreat easily when attacked, move farther into the darkness to hide if the entrenchment is breached, and reappear swiftly to deliver a counterattack.

These communities are governed by the strongest warriors or by whoever displays the strength to protect the entrenchment (often by rebuffing anyone who challenges his or her right to lead). Skirmishes between entrenchments are common when one encroaches on another, threatening to take away any of its tunnels or its resources, such as edible plants or pools of fresh water.

Even so, a scattering of communities and structures does survive aboveground. They are hidden deep in the thickest jungles of the outer isles, where the dragons cannot easily spot them from above or conveniently navigate the close-packed trees. In such places, a few wooden villages and the occasional stone temple or ziggurat still stand. These communities are especially likely to war with anyone who encroaches on their territory, hoping to exterminate all newcomers before their presence can be revealed to others.

## Adventure Hooks

The Scales provide substantial adventuring opportunities, with the advantage that their challenges can be set at paragon as well as epic levels. The characters might arrive by accident, shipwrecked here or sidetracked on their way to Tytherion proper. They might appear within one of the isles while exploring deep caverns in the mortal realm, if they happen to stumble through one of the "portal tunnels" mentioned above.

Adventures in the Scales don't have to be accidental—the characters might come deliberately for any number of reasons. Because these isles house few communities and those that do exist are small and rugged, githyanki pirates rarely bother to raid them, which makes the Scales a viable hiding place for creatures seeking to avoid those astral marauders. Adventurers could be seeking a secret way into Tytherion, hunting specific servants of Tiamat or Zehir, or searching for treasures lost by prior visitors. Alternatively, they might be hiding from the powers of Tytherion, hoping to find the time to regroup before returning to, or utterly escaping from, that dark dominion.

Of course, the characters might be trying to assist the outsiders of the Scales, who constantly face danger from every direction. From the strafing runs of the dragons to the poisonous murders by Zehir's darksworn, plenty of evil to be destroyed lurks in the Scales.

## Environmental Features

Across the various isles, the Scales experience all the environmental characteristics—mundane and mystical alike—appropriate for rocky desert, badlands, and jungle regions.

## Encounter Groups

Although encounters with all sorts of humanoids are possible here, the characters' foes are likely to be dragons and draconic servitors of Tiamat or reptilian followers of Zehir. Certain plant creatures appear on the jungle isles as well.

**Level 16 Encounter (XP 7,700)**

- 2 shadow snakes (level 16 skirmisher, *MM* 240)
- 1 six-fingered slayer (level 15 lurker, *Manual of the Planes* 133)*
- 1 yuan-ti malison incanter (level 15 artillery, *MM* 269)
- 5 dark acolytes (level 15 minion, *Manual of the Planes* 133)*
- 1 warthorn battlebriar (level 14 controller, *MM* 28)

*Although these are written as followers of Graz'zt in the source material, treat them as worshipers of Zehir for this purpose. Alignment is evil; change languages to Common and Supernal, and resist 10 psychic to resist 10 poison (six-fingered slayer only).

**Level 24 Encounter (XP 30,600)**

- 2 bluespawn godslayers (level 22 elite brute, *MM* 89)
- 1 elder blue dragon (level 20 solo artillery, *MM* 79)

CHAPTER 3

# The Deep Astral Sea

RALPH HORSLEY

The Astral Sea seems empty only because it is so huge. Thousands of islands and shards are scattered throughout the silver sea like oases in a great desert. As many as a dozen civilizations, great by the standards of the world, are scattered through the wide expanse of the silver sea. Most of these establish themselves on astral motes or in the ruins of shattered divine dominions. Others, such as the couatls, fashion their own palaces in the astral clouds, while the githyanki deliberately choose a nomadic existence pivoting on a single central point.

This chapter details four races of the Astral Sea that do not reside in the deities' dominions, among them the two greatest raider threats of the Plane Above—the githyanki and the quom.

It continues with stories and adventure hooks associated with the shattered dominions—places the gods have left behind or otherwise ruined.

Aside from the shattered dominions, many smaller fragments drift in the Astral Sea—motes and shards that offer endless variety for paragon and epic tier exploration and dungeon crawling.

This chapter presents the following topics.

- **Races of the Astral Sea:** The cloud palaces of the couatls, the history of the githyanki, the origin and philosophy of the maruts, and the quom who live only to re-create and avenge their dead god.
- **Shattered Dominions:** Discussions of Carceri, Erishani, Kalandurren, Pandemonium, and Shom, including one short adventure set in Erishani and an encounter with astral giants in Shom.
- **Motes in the Astral Sea:** Glimpses of ten locales in the deep Astral Sea that you can use as springboards for adventures that take place far from the purview of the deities and other denizens of the Plane Above.

# Races of the Astral Sea

The deities, their servants, and the outsiders that have failed to join the dominions are not the Astral Sea's only inhabitants. Several powerful races are native to the Plane Above, weaving their separate cultures as arbiters, mercenaries, and predators. The most powerful and numerous are the couatls, the githyanki, the maruts, and the quom.

## Couatls

The resplendent winged, feathered serpents known as couatls fly serenely above the notional surface of the Astral Sea. Demons, devils, and githyanki scuttle for cover when they hear the searing sound of couatl wings flapping overhead.

Folklore portrays the feathered serpents as selfless paragons of virtue. Those who actually meet them discover a harsher truth. Couatls are self-obsessed strivers that just happen to have chosen all the right enemies. They pursue the forces of evil as part of a ceaseless struggle for rank. Although they're happy to take credit for any good this does for the universe at large, that is hardly their main concern.

### Outlook and Interaction

Couatls refer to the pursuit of status as the Great Chase. A couatl's honor, worth, and influence can be measured by the number of kills it racks up, directly and indirectly. Couatls commemorate their victories by seizing and displaying souvenirs. To mark a victory against an overtly monstrous creature, a couatl takes a choice part of the creature home to its trophy hall, where it might display a demon's horn or a stuffed and mounted beholder. When its foe is more humanlike in shape, the couatl confines itself to taking treasure and equipment. A trophy hall must be tasteful, never gruesome.

Functionaries recruited from the Astral Sea's population of rootless outsiders carefully make lists of their masters' kills. They stand ready to recite them ritually at any time.

A couatl claims the deaths not only of enemies it personally dispatches, but also of those killed by its servants. The Great Chase's unwritten rules allow couatls to treat members of other races as their designated agents, so an ambitious couatl scours the Astral Sea for likely proteges.

To the stouthearted astral wayfarer, the sudden appearance of a couatl might represent salvation from certain doom—or an annoyingly imperious interruption of important plans. Often a couatl will introduce itself to a new prospect by snatching the creature from the jaws of certain defeat. (The mere appearance of a couatl is often enough to send evil astral denizens of lesser power scuttling to safety.) The couatl gently grasps the wounded creature between its opalescent teeth, ferries it to the deck of a ship or safer ground, and tends to its injuries. The rescuer introduces itself and reveals what it has learned by watching the creature from afar. Before distrustful words can be fully uttered, it promises a bountiful material reward for the minor services it will eventually request in return for its momentous rescue.

Couatls prize adventurers as retainers. Bringing a promising new adventuring band into the fold wins status all by itself. Since adventurers are rare, most couatls have to settle for less desirable servitors, such as mercenaries, ex-pirates, or wandering soulforms.

Under constant pressure to win favor, a couatl can become overzealous when it comes across a likely prospect. Couatls don't take refusal lightly, sometimes resorting to subterfuge, veiled threats, or similar forms of mild coercion.

Working with a couatl has its benefits. A couatl patron shares its wealth, spending from its treasure hoard to finance new missions against evil. It might perform additional rescues—though it hates to let its servitors grow soft or dependent. A couatl mentor can also make important introductions, granting entry into the politics of the divine and semidivine.

Although sellswords and astral riffraff might covet positions as couatl servitors, true heroes come to chafe at couatls' attentions. The feathered serpents feel no need to justify themselves to inferiors. They abruptly yank part-time allies away from their current business when the couatls need missions performed, or they unashamedly lecture their adopted adventurers on their perceived tactical failings. Some assign other servants to monitor their allies' behavior, all the better to second-guess them.

Characters who value their freedom could find themselves physically resisting a couatl's commands. The average couatl regards such skirmishes as a regrettable consequence of firm discipline. It defends itself vigorously, perhaps summoning other members of its entourage to assist. When fighting recalcitrant disciples, it never strikes to kill. No matter how serious the break, couatls believe that any ruptured relationship can be repaired. Eventually, they confidently believe, their mortal followers will see the error of their ways and gratefully bow down before them.

Wise adventurers learn to persuade their way out of sticky situations involving a demanding couatl. The serpents' constant quest for status leaves them vulnerable to flattery, and they're also open to negotiation, such as someone making a promise to do a greater deed for them later if left alone now.

## Cloudlands

Couatls live in floating communities called cloudlands. These edifices of rosy-colored celestial matter slowly spin across the Astral Sea, far above its horizon. Though they look insubstantial and fanciful, cloudlands and their structures are quite solid.

The most magnificent of these is the Cloud Court, the palace of the couatls' Glorious Feathered Emperor, Nahua. Configured as a series of soft-edged concentric rings, it ascends ever higher toward the center. At the midpoint of the insubstantial-looking complex floats a stepped pyramid. From inside its hazy walls, the emperor oversees his dominion, surrounded by the golden trappings of mythic wealth.

The Cloud Court's stunning beauty is a hazard to mortal sanity. Once they set foot there, normal mortals often desperately plead to stay forever. If the petitioners are powerful combatants, a couatl courtier will be only too happy to arrange this—in exchange for a pledge of eternal service.

## Life and Culture

Couatls attend the Cloud Court on days of ceremonial observance, at the command of the emperor, and when they want to announce fresh victories against the forces of evil. Their dignity discourages them from bragging directly. Instead, they rely on poets and bards to do their crowing for them. If such tales of a couatl's exploits win the emperor's favor, the emperor permits the couatl to take up temporary residence on the Court's outer rings. When that same couatl is eclipsed, it is asked in hushed tones to vacate the ring so that a new favorite might take its place.

If a courtier fears that it will soon be ejected—or if an aspirant believes that it is on the verge of an invitation to the Court—it will redouble its attempts to score spectacular victories. This pressure might lead it to risk the lives of its servants and allies.

Efforts to undermine other couatls' victories are officially deplored; nevertheless, they are widespread. Jealous courtiers send servitors to sabotage missions, lure away allies, and steal kills. In extreme cases, couatl entourages wind up fighting each other. The couatls themselves never openly attack each other. For that, they have servitors. Occasionally, the disappearance of a fast-rising couatl leads to scurrilous whispers against its rivals, but no instance of murder between members of the Court has ever been proven.

## Factions

Grudges arising from the Great Chase occasionally lead to schisms in couatl society. Over time, splinter movements fade, leading to reunification with the Cloud Court. At present, two splinter groups remain active.

### Spirals

Nahua's faction refers to one group of breakaways as "spirals" because the vertical cloudland where its self-proclaimed true emperor, Xihue (pronounced *chee*-way), dwells is named the Spiral Spire. This group maintains all the same traditions as the larger Cloud Court. The break between the two groups stems from a dispute over succession. Emperors die infrequently; when one does, he or she is replaced by the highest-ranking courtier. Nahua became emperor when his predecessor died, days after taking over from the older Xihue as vizier. Xihue claims that the previous emperor never formally replaced Xihue with Nahua as second in command, and therefore Xihue should rule the Cloud Court.

The spirals periodically suspend their version of the Great Chase to attack Nahua's loyalists. Nahua prefers to lure Xihue's followers with bribes but makes defensive war on them when necessary.

### Deniers

Nahua's court calls the second splinter faction the "deniers." This group calls Nahua's forces the "imperials" and refers to itself as the "reclaimers." A growing force representing perhaps one in five couatls, the reclaimers renounce the vanity and splendor of the Cloud Court. They still kill evil beings to gain admiration and influence, but they live in austere conditions and reject the accumulation of treasure and trophies. Under the tutelage of their spiritual leader, Tzotl, they daub their golden feathers with ashes and proclaim the virtues of self-denial. Second in importance to the battle against evil is the struggle to reform the Cloud Court and depose the emperor. A fifth column of covert reclaimers remains at court, working quietly to convert Nahua's followers. They uphold the values of bloodlust and austerity over pleasure and self-satisfaction.

In contrast to his tolerant attitude toward the spirals, Nahua loathes and fears the reclaimers. Tzotl and her followers hide from loyalist reprisals inside a stationary astral anomaly called the Smaze. Inside its billowing red reaches, the directional orientation of the Astral Sea is reversed. Flying creatures must painstakingly retrain themselves to navigate in it. Until they do so, they plummet downward when they attempt to ascend and spin up when they try to dive.

**NAVIGATION IN THE SMAZE**

Only aerial movement is possible within the walls of the Smaze. As they would in the open Astral Sea, nonflying creatures automatically acquire a fly speed of 2. Longstanding reclaimers can fly as easily within the Smaze as they can outside it. When a creature not native to the Smaze moves more than 2 squares on its turn, it grants combat advantage until the end of its next turn. After such a creature spends at least a day within the Smaze, this restriction ends.

Fearsome pirates of the Astral Sea, the githyanki raid and plunder, restrained only by their awareness that victims deprived of their belongings and their lives will be unable to produce more belongings for the githyanki to steal. Though they are arguably the finest navigators and sailors of the Astral Sea, they learned their trade late. Before they became astral sailors, they were unwilling planar warriors as slaves of the illithids.

## History of the Githyanki

Centuries ago, in the years of mortal empires after the Dawn War, the githyanki were members of a race of enslaved humanoids known as gith, after the name of one of their greatest leaders. The mind flayers, whose dark empires stretched out of the Far Realm, into the Underdark, and across the mortal world, kept the gith as slaves. The illithids yearned to extend their influence throughout the planes, and their seemingly cowed servitors, the gith, became obvious candidates for training as planar soldiers. The mind flayers trained the gith as a slave army that could spearhead invasions across planar boundaries.

Unfortunately for their masters, the gith took to the military mindset without swallowing the poison pill of ultimate obedience. The slaves that were supposed to submit to the illithids rose in rebellion. The gith overpowered their masters and escaped through the worlds as they had been taught to do. Gith, the leader of the rebellion, declared an Eternal Crusade, calling her people to remain ever vigilant against the threat of the illithids from then on. (See "Tu'narath, City of Death" in *Dragon* #377 for more information.)

Since the gith were a zealous and violent lot, freedom soon erupted into civil war. The followers of Gith clung to the military traditions the mind flayers had instilled, and they wanted to put their skills to best use, building a military machine that would be able to avenge itself fully upon the illithids and the other creatures of the Far Realm. The opposition, led by a mystic named Zerthimon, thought that the time for blind militarism was over.

The leaders fought, Zerthimon won, and he and the faction calling themselves the githzerai split away from the people of Gith and moved into the Elemental Chaos. Those who chose to stay true to their militaristic ways stayed loyal to Gith, renamed themselves the githyanki, and went in the other direction, invading the Plane Above where the deities ruled.

Military discipline served the githyanki well in their desperate early years. They put their training to use and seized a few scattered astral motes, since the territories of the deities were too strong and well organized for them to confront directly. As an offshoot of the Eternal Crusade, Gith developed a long-term plan to ensure the survival and prominence of the githyanki, embodied in what were called the three great stratagems: carving out a home base, cultivating an alliance, and refining a weapon that would enable the githyanki to hold onto what they had attained.

After decades (some say centuries), the githyanki happened upon a massive floating island. They called the island, which was the corpse of a dead god, Tu'narath. By making this place their main home and the central base for their wide-flying astral ships, the githyanki attained the first great stratagem of their eventual ascendancy in the Astral Sea.

### The First Great Stratagem: Tu'narath

Tu'narath is the capital city of the githyanki civilization. It is the fortress home of their current ruler, Vlaakith the lich-queen. Tu'narath serves as the nexus for the githyanki's navigational charts, the supply point for their mobile shipyards, and the

WAYNE ENGLAND

major permanent settlement of githyanki culture in the Astral Sea. All of the other githyanki settlements and citadels are designed to be abandoned if superior forces should attack them; githyanki military thinking advises that it is better to preserve your troops and slay the enemy with a savage counterattack than to allow yourself to be trapped and whittled down until you are too weak to attack.

## The Second Great Stratagem: The Red Dragon Pact

The second stratagem followed soon after. Although Gith was incredibly long-lived, she could sense her life ending. She summoned her trusted advisor, an ambitious female named Vlaakith, and sought counsel. How could she be sure that the githyanki would survive after she was gone? What would give them the edge they needed to thrive, ensuring that they were strong enough to defeat all who opposed them and, in time, avenge themselves fully upon both the mind flayers and the perfidious githzerai?

Vlaakith already had ideas on this matter. Though the githyanki had no affection for the deities and no more respect than anyone sane would accord to dangerous and powerful enemies, Vlaakith had been weighing the advantages of finding a divine ally. Gith's overwhelming desire for revenge suggested an alliance with Tiamat, the god of vengeance.

In the end, Gith accomplished the second great stratagem. Employing Vlaakith as her negotiator, Gith traded herself, and the eternal soul that Gith wasn't even certain she possessed, to the Queen of Dragons. In exchange, the githyanki received a pact of mutual support with one of Tiamat's chromatic dragon races, the fiery and proud red dragons. Vlaakith's soul was thrown into the bargain, as well as the souls of all the future rulers of the githyanki.

So who benefited in the bargain? Certainly, the githyanki have thrived. Even though they quickly gained mastery of astral navigation and shipbuilding, they could always supplement the speed of their ships with winged strikers and draconic firepower. Is it possible that Tiamat made an eternal deal in which she received only a few githyanki souls and yet has not tried to find a loophole in it?

Three possibilities seem likely. First, Tiamat thought that the alliance between one of her races and the githyanki would give her a new group of powerful worshipers. She judged the githyanki as if they were normal mortals looking for a deity to reassure them and aid them. However, the githyanki are not normal mortals, and they treat Tiamat as a powerful creature that happens to have a treaty with them, not even as a trusted ally, much less as an object of worship. Second, Tiamat slanted the pact toward vengeance, ensuring that the githyanki would pay penalties if they ever gave up their planned revenge on their former masters, the mind flayers. Third, those "few githyanki souls" happen to be the souls of all of the githyanki's rulers, and they might be a magic-rich commodity that holds far more power than Gith originally realized. Tiamat might eventually be able to take by magical force what the githyanki will not offer out of devotion.

However, that last is speculation. What is certain is that the relationship between the githyanki and the red dragons remains strong, even after millennia. Red dragons are welcomed into githyanki settlements, and Tu'narath has ample space for red dragons to make their homes. Though red dragons that do not live alongside the githyanki might not recognize them as allies, the dragons among the githyanki have linked their plans and desires to githyanki culture. It doesn't hurt that any githyanki who is teamed with a dragon shares a higher rank in society because of his or her mount.

The alliance between the githyanki and the red dragons is also apparent outside the astral realm. On the Astral Sea, many githyanki use sailing vessels as their primary mode of transportation. Dragon riders go where they like, but many dragon riders fly missions based off vessels or out of Tu'narath. When in the world, however, the githyanki must often rely on their red dragon allies for everything from protection to transportation.

## The Third Great Stratagem: The Silver Swords

Githyanki silver swords are the iconic symbols of githyanki power, but few know their full significance. Though many believe they are badges of honor, the truth is that some of the silver swords belonging to high-ranking officers are far more than that. Forged from more than steel and alchemical silver, the best of the silver swords contain a sliver or two of the Living Gate (page 63), the original gateway through which the Far Realm breached the Astral Sea. The githyanki keep the object of their search a secret, unlike the monomaniacal quom (page 101), who search for fragments of their dead god Lakal. Some otherwise illogical voyages of exploration are actually designed to track down new slivers of the original Living Gate as they circulate within the detritus of the Astral Sea.

Swords made with slivers of the Living Gate have no extra magical power that other races can discern. In the hands of high-ranking githyanki, however, the silver swords resonate at a different pitch when the Far Realm invades the far corners of the deep Astral Sea in force. The fact that others don't realize how often these invasions occur is due to the githyanki's savage and decisive military response to such incursions.

## Life and Culture

Under the yoke of their illithid masters, the githyanki trained in military tactics and acquired discipline and a rigid structure of rank. Thanks to Gith, they maintained these traditions once they were free. Githyanki society is a military force organized on a massive scale. Each githyanki has his or her place in the hierarchy. Obedience to one's superiors is important, unless the superior has obviously turned against the best interest of society. Blood ties mean little. Instead, githyanki are raised in cadres, seldom knowing their parents. They bond with others of similar rank. Upon reaching adulthood, a githyanki chooses a path for her future as fits her rank and competence or has a path chosen for her, if she is judged incompetent to choose.

Even the gods of war have no hold on the githyanki imagination. The worst you can do to a githyanki is to enslave him, and to the githyanki, devotion to the gods seems tantamount to slavery. Githyanki are not fond of philosophical debate—a suggestion that devotion to the deities is no more onerous than devotion to a githyanki cadre and the values of Gith would probably be punctuated by the point of a silver sword.

Though the githyanki have chosen discipline and conquest over faith and religion, within githyanki society is a caste that serves the same role as clerics and priests in other societies. Known as the ghustil, these githyanki are gifted with the ability to channel power directly from Vlaakith CLVII, the ruler of the githyanki, and they can bend the nascent divine power in the Astral Sea to their will. The ghustil serve not only as the voice and eyes of Vlaakith in the wider Astral Sea, but also as reminders to all who see them that Vlaakith is to be obeyed. However, many common githyanki do not trust the ghustil. Not only do they sometimes act outside the githyanki rank structure—they justify their actions by saying they are directly connected to Vlaakith, and thus their actions are the actions of Vlaakith herself—but their manipulation of divine energy is too similar to what the clerics and paladins of the deities can do. Given the fact that the githyanki disdain religion, many believe that the ghustil and the powers they wield could become the basis for an attempt to twist githyanki society into something beholden to the gods.

In the millennia since the githyanki arrived in the Astral Sea, they have become excellent navigators and masters of astral travel. Many of the islands in the Astral Sea drift over time, and finding them can be difficult, even with good charts. The githyanki have no such difficulties, thanks to the magic of Tu'narath. The body of the dead god upon which the city of Tu'narath was built still radiates waves of bizarre energy that pulse out across the Astral Sea. Githyanki cartomancers have learned to read the patterns and echoes of this energy, translating that information into the most up-to-date charts of the infinite sea. As these charts are refreshed, the captains of githyanki vessels see their own maps magically altered on the fly, ensuring that all the githyanki ships on the Astral Sea have the best navigational data. The astral charts belonging to githyanki captains are highly prized, and a captain would rather destroy such a chart than see it fall into the hands of nongithyanki.

Although the githyanki's love of raiding and conquest hearkens back to their origin as a warrior race, aggression springs from necessity. Unlike mortals, the githyanki do not seek to hang on to their conquests (with one exception, the gul'othran; see page 97). As consummate raiders, the githyanki know how difficult it is to defend fixed positions against supremely mobile enemies. In the Astral Sea, the githyanki choose to avoid staking themselves down as defenders of fixed positions. Tu'narath is a permanent base, but it, too, is mobile. The githyanki must gather food and supplies through plunder, because their overwhelmingly military culture and their refusal to permanently occupy terrain make it difficult for them to cultivate food and manufacture items that cannot be created on a ship or on dragonback.

## Outlook and Interaction

Within githyanki society, everyone has his or her place, and everyone else recognizes that place. The military caste is the only major caste. Both of the smaller castes—the mlar (artisans, crafters, and other specialized professions) and the glathk (farmers and laborers)—have their own systems for determining who is less inferior to those in the lower ranks of the military.

Though it is rare, moving between castes is possible. In some ways, githyanki society is a meritocracy, where competition is fierce and deadly. Since blood ties do not matter, a githyanki's birth has no impact on her station in life. Aptitudes and skills demonstrated in youth determine caste and initial rank. As a githyanki rises through the ranks of her caste or a position in another caste, all other githyanki are expected to treat her accordingly.

## The Lich-Queen's Plans

The majority of the githzerai in the Astral Sea are loyal to Vlaakith CLVII the lich-queen, current ruler of Tu'narath. A distant descendant of the original Vlaakith charged by Gith with continuing the githyanki tradition of conquest, Vlaakith has reigned longer than any other githyanki (including Gith) since transforming into a lich long ago. The githyanki admire the current Vlaakith's clever evasion of her soul's eventual transference to Tiamat, though some wonder if meddling with the conditions of the pact with Tiamat is a good idea.

Those doubters would be far more worried if they knew that Vlaakith has spent much of her life seeking a way to become a deity. Her recent attempts utilize the latent power of the dead god that empowers Tu'narath, though it seems unlikely that the combination of a dead god and a githyanki lich would somehow yield a living god. If Vlaakith finds a way to complete her apotheosis, githyanki society would be thrown into disarray. Obedience to superiors goes only so far, and if Vlaakith becomes a god, the highest rank of slaver, many githyanki would align themselves against her for being an enemy of Gith, instead of following her as loyal subordinates. Another civil war seems inevitable if Vlaakith succeeds, and likely even if she fails and her plan becomes known.

Since no one aside from Vlaakith understands her plans for ascension, the majority of the githyanki are loyal to her as their rightful commander. Ambitious githyanki who rise through the ranks of their society must be careful not to look like contenders for Vlaakith's power, since many potential rivals have been eliminated for threatening to disrupt the rightful order.

## Factions

There are two main factions within the githyanki race: the far travelers and the gul'othran.

### The Far Travelers

At least one group of githyanki holds itself apart from Tu'narath and Vlaakith. This splinter faction, known as the far travelers, consists of true nomads that avoid Tu'narath and its hierarchies of rank. The far travelers are the descendants of githyanki that opposed the first great stratagem. When Tu'narath was first settled, a few githyanki were unwilling to give up their life of perfect mobility and freedom. With the blessing of Gith, these githyanki loaded themselves onto dozens of ships and set forth to wander the Astral Sea.

Over time, the far travelers have lost many of their original ships and replaced them with others stolen from civilizations throughout the Astral Sea. Though they have the same military traditions as the main branch of the githyanki, the far travelers take the githyanki's aversion to being tied to specific terrain to an extreme. They never occupy the sites they plunder, not even briefly. They also fail to share in the fruits of the central culture's great stratagems: They lack Tu'narath's cartomancy, any benefit from the pact with Tiamat, and the silver swords that warn of Far Realm incursions. Instead, the far travelers either sail into the deepest reaches of the Astral Sea where no one else bothers to travel, or they roam from one place to the next, slaying and plundering.

The far travelers are not without a sense of loyalty to the other githyanki. Once a year they load a single astral vessel with a tribute of treasure, raw materials, magic items, and other goods. The tribute is then sailed to Tu'narath, where it is presented to Vlaakith to honor her and support Tu'narath. If the tribute constitutes a bribe, it has so far proven effective.

### The Gul'othran

When Gith first led the githyanki out of slavery and into the conquest of the Astral Sea, she swore ultimate vengeance upon the mind flayers and their kin. Among the githyanki, no group takes this quest for revenge more seriously than the gul'othran. While the majority of the githyanki raid, plunder, and pillage throughout the Astral Sea, the gul'othran have tasked themselves with fighting a never-ending war against the spawn of the Far Realm.

It is the gul'othran that launch attacks on mind flayers and their ilk outside the Astral Plane, and it is the gul'othran that strike first at any threats to the githyanki. Some of the githyanki encountered in the world are gul'othran working to undermine the illithids and their thralls.

Of course, the gul'othran put a distinctively githyanki twist on the project of opposing the illithids. The gul'othran outlook is simple: By invading other worlds, the githyanki can ensure that those places do not become bastions of safety for mind flayers and their kind. The gul'othran seek to invade other worlds and set themselves up as rulers, using conquest to ensure that their ancient enemies have no place to go. When the gul'othran invade, it is not to plunder and then leave; it is permanent.

Fortunately for the world of mortals, the gul'othran are presently almost entirely preoccupied with the roving aberrant entity called Xurathon, a twisted stronghold of the mind flayers that eludes most of the githyanki's detection magic. The gul'othran might not be strong enough to destroy Xurathon. If that proves true, the characters might be required to solve the problem instead—a single case in which an alliance with the githyanki is a good idea for someone other than Tiamat.

#### Scales of War

The *Scales of War* adventure path, presented in *Dungeon* magazine as a part of *D&D Insider*, takes an alternate view of githyanki history. In the *Scales of War* adventures, Vlaakith was slain in the recent past by rebels and (reportedly) a band of adventurers from outside the Astral Plane. Part of the story arc in these adventures deals with the return of Gith and the breaking of the pact with Tiamat. Though the adventure path uses these assumptions, they are but one way that events could progress. If you design a campaign of your own featuring the githyanki, remember that the *Scales of War* path presents just one interpretation of the future of the githyanki. You are free to use or discard that version as you see fit.

The great githzerai sage Liricosa sat serenely upon a smooth pillow of rock floating several feet above the floor. Below him, a circle of acolytes gazed upward patiently.

"It is true," he replied slowly, never quite looking at the student who had asked, "that the maruts, with their statuelike forms, might easily be mistaken for creatures of the Elemental Chaos. They are, however, neither elemental nor chaotic in any sense of those terms.

"Legends tell of an eon of ages ago, before even the Dawn War, when the gods had only begun to show their interest in the world between, which was the plaything and playground of the primordials. The gods had not yet learned to work together—had not yet been forced to work together by the primordial threat. Yet some, such as Erathis and Corellon, and even Zehir, sought means of preventing true conflict among divinities. For even casual disagreements—over territory, over how to shape a mortal race, or even over simple insults—could wreak widespread destruction.

"Yet the deities could not agree on how to arbitrate these disputes. Few were willing to trust any other god in such cases, for fear that the 'judge' might be in league with the opposing party. Neither were mortals, nor even angels, acceptable mediators, for as Ioun is supposed to have said, 'All who live have needs and urges, and thus must all who live prove biased, no matter how they struggle for neutrality. How can we, as gods, subjugate ourselves to imperfect judgment?'

"This, then, was the dilemma of the gods—that no living being could provide the impartiality the gods themselves demanded. Even the oldest legends cannot agree on who proposed the solution, but it was Amoth and Moradin who made that solution reality. If the living were unsuitable for mediating divine disputes, then they would create mediators who were not living at all.

"Moradin forged great bodies, not from metal or stone—though it resembled such substances—but from the stuff of the Astral Sea. From the spiritual energy of the Plane Above, Amoth took the soulstuff of unborn angels. He imprisoned those spirits with the aid of Torog—who even then showed talent for trapping, though he was not yet the god of the Underdark. Then, Amoth and Tuern channeled the spirits into these waiting bodies. Together, the gods breathed animation into their creation, and thus rose the first marut—a creature unborn, burning with the spirit of an angel yet lacking the slightest urge, need, or bias of the living. The gods brought their disputes to this creature, and whether or not they agreed with its decrees, they knew those judgments, at least, to be truly impartial."

The sage bowed his head ever so slightly, the only signal that his recitation was complete. For a moment there was silence in the chamber, and then one of his students voiced a question.

"Oh, master," she asked, "you said these were legends of which you spoke. Are they true?"

"The maruts believe them," Liricosa answered. "Therefore, they are true."

## Life and Culture

For the most part, maruts dwell only in populations of other maruts. Throughout the Astral Sea—and, far more rarely, in the mortal realm—stand great, blocky fortresses of stone and metal (or of astral matter that resembles stone and metal). Some of these fortresses are mundane in design, while others consist of moving wings and mobile towers, driven by clanking gears the size of taverns and chains as thick as trees. Within each fortress, one or more cadres of maruts dwell. Because they require no sustenance and scant rest, maruts spend little time on those activities that dominate the lives of the residents of other communities. Instead, they occupy themselves with martial exercise, in philosophical and hypothetical debates, and in determining where their attentions are next required. These fortresses are more than defensive bastions; they are storehouses of the contracts that maruts have signed with others or otherwise been tasked with enforcing.

### The Written Word

Legend suggests that, in their earliest years, the deities had no written form of Supernal. Only as time passed did they realize the need for a form of "permanent words." The name of the god or gods who first set out to create a written language is forgotten today—many assume it was Ioun, but her own priests deny this, claiming that she learned from another.

In any event, it was not the deities alone who proved responsible. According to the maruts, they assisted in the development of the Supernal script and, far more important, it was they who disseminated it across the Astral Sea, educating angels and even gods in its use.

As to what was on those first tablets scribed with Supernal? Priests of Vecna and the Raven Queen both believe that writing to be the secrets of the ultimate fate of souls beyond the known cosmos, while Ioun's followers suggest that it's something even greater: the eventual fate of the cosmos. Nobody can say for certain, however, for these tablets were lost during the Dawn War. Not the slightest hint of their whereabouts—or even their survival—has arisen since.

Mortals think of maruts as heavenly mercenaries. Some cultures—those that know nothing else about them, not even their true names—call maruts "inevitables," due to their relentless nature. This belief, however, is only partially accurate. Even though maruts indeed hire themselves out as guards, police, and enforcers, they do so only to further causes that are in line with their own legalistic and bureaucratic tendencies. Some accept any employer, while other maruts serve only great powers such as gods, devils, and exarchs.

Maruts rarely take coin for their services. Sometimes they accept—or demand—magic items or political favors. Frequently they seek an exchange of services, and sometimes the service they are owed does not come due for years. In a significant minority of marut fortresses, natural humanoids make up a substantial portion of the population. These are not slaves per se, but rather individuals who have sold themselves into indentured servitude as payment for a marut's service. Although these servants are never deliberately mistreated, working for maruts is unpleasant, because these astral warriors are strict and unforgiving taskmasters.

On rare occasion, a marut (or a cadre of maruts) might take over as governors of a mortal society. Usually this occurs if the maruts are serving as agents of some other employer, but occasionally an entire community finds itself indebted to the maruts, who view this situation as an opportunity to reshape a significant population into a more lawful and orderly form. As with the servants in marut fortresses, the citizens of such areas swiftly realize that their lives will be short and harsh if they don't blindly adhere to every rule. However, if they have a legitimate grievance, it is also dealt with swiftly.

## Outlook and Interaction

To this day, maruts still hold to the purpose given them by the gods. Maruts are, in essence, warrior bureaucrats. For the right price—or sometimes no price at all—they serve not only as mediators, but also as enforcers. To almost all maruts, the fairness or reasonability of a contract or an agreement matters little; only the agreement itself is sacrosanct. Maruts see creation as being full of imperfect creatures that cannot be trusted to obey the dictates of law and order. Although a few cadres have other priorities, most maruts prefer mercenary service that allows them to punish lawbreakers and those who violate contracts.

The deities aren't exempt from these requirements, either. Though the gods were ostensibly the maruts' creators, maruts hold no more loyalty to the gods than they do to anyone else, because harboring such an allegiance would lead to bias, and the maruts cannot abide that state of affairs.

JASON A. ENGLE

The maruts, however, aren't all of a single mind. They are not machines, though they resemble machines, and they have differences of opinion. Maruts divide themselves into cadres of like-minded individuals, and conflicts between cadres are rare but not unheard of. One cadre might take trickery or coercion into account when determining if someone has violated a contract, while others consider only the precise letter of an agreement. Also, some cadres view the cosmos through different outlooks. For instance, some maruts believe that the violation of natural laws (such as undeath) is of far greater significance than the violation of mortal laws. A cadre of maruts who hold that viewpoint serves the Raven Queen, enforcing the sanctity of death.

Fundamentally, no matter how an individual or a cadre might express this stance, maruts are beings of inflexible order and uncompromising law. Their motivation for accepting mercenary service is based on spreading their vision of law across the cosmos under the aegis of legitimate authority (their employers)—not because they choose to do so, but because they must. The lawless nature of reality, and their own internal drives, requires nothing less.

It is unclear why maruts prefer favors in payment for their services or what their ultimate objectives might be. One current theory, put forth by Ioun's priests and popular among planar sages, is that the maruts hope—though they know it will take eons—to eventually hold the entire cosmos, or at least the

greater powers thereof, in their debt. When that time comes, the maruts will no longer need to serve others; they can call in all their favors at once, governing and even reshaping reality into a far more orderly form.

## Major Sites

Dozens, if not more, marut fortresses are sprinkled throughout the Astral Sea and the mortal realm. Although they vary in size and shape, each fortress is similar to the next. Some others might hold greater import to the maruts, but the following sites have gained infamy among mortals.

### The Tower of Judgment

Although the Tower of Judgment is not the largest marut bastion, its gears and moving sections make it one of the most complex. Built among the Daybreak Islands, the island chain beyond Hestavar, the Tower of Judgment is believed to be the oldest marut bastion. According to legends, the first marut—supposedly created by Moradin and Amoth and boasting nearly the power of a god—still oversees his own cadre from within the heights of the Tower of Judgment. Whether this claim is true or not, entities that have minor disagreements with one another that aren't worth warring over still seek the arbitration of the maruts that dwell here.

### The Bastion of Inevitability

Although the known portions of the Astral Sea are finite and bounded, the Plane Above is infinite in extent. Even the most far-traveling githyanki, and the deities themselves, do not know what lies beyond the space that has been charted. The maruts don't either—but they intend to be present if anyone finds out so that they can establish themselves and defend against the chaos that lies beyond the known realms.

Reckoning the Tower of Judgment to be the "center" of the known Astral Sea, the maruts continuously move the Bastion of Inevitability farther out as explorers of all creeds discover more distant reaches of the plane. The Bastion does not travel the Plane Above like a vessel, but rather it simply appears in a new place after vacating its previous location. Within a matter of days after someone has established a new "farthest known point" from the Tower of Judgment, no matter the direction, the Bastion of Inevitability appears nearby, staying until a yet more distant destination is discovered.

The magic of the Bastion is not infallible, however. Sufficiently potent magic can mask a distant explorer from the maruts' detection, allowing that explorer to survey some portion of the deep Astral Sea without the Bastion following.

### Maruts in Other Realms

Although most maruts reside in the Astral Sea, their contracts and investigations spread them throughout the cosmos. Unlike full-time agents of the gods of law and good, the maruts often operate as inscrutable observers until their survival or obscure interests are threatened.

For instance, a group composed primarily of maruts calling itself the Watchers of Tomorrow monitors the Pandemonium Stone in the Elemental Chaos (*The Plane Below*, page 80). The Watchers seldom drive off the slaads and chaos creatures that are also drawn to the Stone. Instead they hold themselves ready, waiting for the Pandemonium Stone to "hatch" into a god-thing they plan to serve or to slay.

JULIE DILLON

Rocketing across the Astral Sea on comet-ships constructed from the glowing remnants of their shattered realm, the implacable but fanatic quom strike fear into the hearts of adventurers and evildoers alike.

## History of the Quom

These mortal inhabitants of the Astral Sea trace their history to the time before the Dawn War. At that time, the quom were the healers, mediators, and scholars of the Astral Sea. Their occultists discovered many of the arcane formulas that underpin magical powers still used today. They dedicated themselves to the service of others and recognized all peoples as one. When they performed great deeds of benefit to all, their deity, Lakal, rewarded them with ecstatic moments of personal communion. Unlike other early deities, Lakal was not worshiped as an individual god. She was the home realm of the quom and could be perceived only in those fleeting instants of spiritual connection. But in another sense, to dwellers in that realm, she was around them every moment of their lives as part of their ordinary physical surroundings.

### The Doom of Lakal

The first inkling of the doom that befell the quom occurred when their mediators were unable to avert the Dawn War. Final destruction occurred when Bahamut pursued Nihil, a primordial incarnation of nothingness, across the Astral Sea for a final reckoning. Their titanic battle started elsewhere but ended in Lakal, as both deities crashed through Lakal's silvery-green veil. Bahamut blasted Nihil with his holy breath, destroying Nihil, shattering its body, and causing shards of its deceased nonbeing to permeate the body of Lakal.

On that day, Lakal died and the realm exploded into a thousand comets and countless smaller particles. Everyone present in the realm died instantly. The only quom left were the thousands that had spread out through the Astral Sea and other worlds to tend the wounded in the Dawn War.

### The Vow of the Quom

As Lakal's dying shrieks reverberated in their heads, the surviving quom chose, as one, to set aside the ways of peace. From that day forward, they vowed to heal only their own. With unyielding determination, they sought to revive Lakal by tracking down and reassembling her sundered parts, slaying anyone who stood in their path without mercy or moral purpose, just as their families and their deity had been slain. If those victims were innocent bystanders in a greater struggle, so be it. They were in the wrong place at the wrong time, just as Lakal had been.

### The Unsundering

The quom call their project to reassemble all the parts of Lakal "the unsundering." They work ceaselessly to gather up every fragment of Lakal, no matter how small. The largest parts were long ago discovered. Now, the quom comet-hunters, as they are called, track down tiny shards. When a hunter is within 15 feet of one, he or she is capable of perceiving a speck of Lakal as tiny as a pinpoint.

The unsundering puts the quom in conflict with all other inhabitants of the Astral Sea. Many of the tiny motes of Lakal that the quom now hunt have long since integrated themselves with other objects. They are often found in magic items that have been scattered throughout the known realms over the years. It is entirely possible that a magic ring purchased in Sigil or found in a mortal-world dungeon contains a long-lost speck of Lakal matter.

Lakal-matter also functions as a nutrient, and as such it can be found in edible plants and the bodies of living animals. Many creatures have infinitesimal bits of Lakal embedded in their bodies. Although a small incision might be sufficient to remove a mote of Lakal matter lodged in the skin or a surface muscle, a spot in one's lungs or heart requires an extraction that proves fatal to the patient. The quom perform these murderous surgeries without qualm or hesitation.

One or more characters, or their equipment, might be targeted by the quom. The quom have enough experience with adventurers to realize that few such individuals allow one member of their band to be singled out and destroyed, so an adventuring party that has one member targeted by the quom is likely to be attacked en masse.

Even if they aren't being targeted at a given time, characters need to be on their guard around the quom. One peaceful encounter with a quom does not guarantee that a future encounter will not lead to violence, since in the intervening time one or more characters might unknowingly ingest motes of Lakal.

Fragments of Lakal large enough to be seen look like softly glowing crystals. When quom comet-hunters find new motes, they press them against the hull of their comet-ship, growing each ship one tiny piece at a time. On the day when all the pieces are gathered, the ships will be set on a collision course with one another, and Lakal, the realm and the deity, will be reborn.

Some say that before Lakal can be fully reconstructed, Bahamut will have to die, to atone for his unthinking role in her doom. Until they are close to

having recovered all of her, the quom see no reason to actively pursue this goal. They do, however, treat Bahamut's worshipers and clerics with special contempt, finding excuses to pursue and slay them even when they are presently free of any remnants of Lakal.

## Life and Culture

Quom are nearly hairless humanoid beings. Broad-shouldered, burly, and heavily muscled, they combine the body proportions of dwarves with the average height of humankind. Skin colors range across the cool end of the spectrum, from light green to deep violet. A light turquoise shade is common, marking individuals as descendants of the long-defunct diplomat caste. Blood relatives display similar skin tones.

From scalp to tiptoe, every quom is perfectly symmetrical. Skin blemishes are unknown among the race. The quom celebrate this strange perfection and take special care to avoid scarring. When a quom is permanently marked by an injury, it slashes itself to create an identical scar on the opposite side of its body. Quom that lose extremities go into hiding until they can be healed with ritual magic. A quom that shows itself while in an asymmetrical condition violates the gravest of taboos.

A quom of great achievement undergoes a bizarre physical transformation. Over a period of weeks, the back of its skull begins to reconfigure itself. A brow ridge appears, then eye sockets, and finally, a set of functioning eyes. Eventually, the quom gains an entire second face on the back of its head, identical to the first. (In game terms, this change occurs when a quom advances to the epic tier.) From this point on, the quom is capable of sensing the presence of one of Lakal's motes within 40 feet of itself, compared to 15 feet for an ordinary quom comet-hunter.

Quom that have second faces are known as durud. This word means leader, hero, wise one, and priest, all at once. When a quom becomes old and infirm, its second face fades and is reabsorbed. It loses its durud status and enters a state of feeble-minded dotage. This change rarely occurs, since most durud die in combat or in self-sacrifice (see below) long before old age can creep up on them.

Males and females regard one another as equals, although durud are more important than anyone else. Quom society is a meritocracy, and family status means nothing. Only an individual's accomplishments have meaning in quom society, and only to the degree that those actions support the gathering of motes. Those that can no longer contribute for whatever reason feed themselves to their ships. This grim ritual, poorly understood by outsiders, sustains the comet material so that it does not burn out. Other prisoners are sometimes fed to the ships as well, even though they do not produce the same benefit as a self-sacrificing quom.

Various renegades, agents of deities, and devils have made temporary bargains with specific quom, but such arrangements never take precedence over the hunt for fragments of Lakal. As soon as one of the parties to a bargain acquires or ingests a mote of Lakal, the agreement comes to a bloody end. Even githyanki can be bargained with, bought off, or paid ransom. Quom don't care about anyone else unless that creature is a target that needs harvesting.

## Outlook and Interaction

The unpredictable flows and accumulations of Lakal determine where the quom are likely to strike. When they have no solid leads on large fragments, quom vessels fall back on a few hunting patterns that have historically yielded consistent results: looking for new outsiders, preying on travelers coming out of Hestavar and the Daybreak Islands, and rummaging through the unexplored shards of the deep Astral Sea.

The quom have discovered that a disproportionate number of outsiders have soulforms that contain substantial amounts of Lakal. As a result, quom ships frequently sail around the shores of the border islands, looking for outsiders that have been missed on earlier passes, newly arrived outsiders, or better yet, swimmers trying to reach the nearest divine dominion. Against weak targets that cannot properly defend themselves, the quom frequently use surgical precision, slaying only their targets and anyone who gets in their way.

Hestavar is a never-slowing font of magic industry, thanks to the Game of Making. Quom ships that have nowhere better to go often dock in the Daybreak Islands and send out search parties, hoping for a lucky strike such as a paragon or epic tier adventuring party carrying a trove of potential Lakal-bearing magic items, though the movements of such groups are hard to predict.

The search for Lakal more or less requires the quom to systematically work through the entire Astral Sea. Characters exploring long-forgotten stretches of the Astral Sea might eventually realize that the question is not if they will encounter the quom, but when.

## Ships and Shipboard Life

Each quom ship houses an entire community. The ship's captain, always a durud, acts as leader. Captains are judged not by their fairness or by the prosperity of their people, but by the quantity and quality of the motes the ship collects. A captain might be deposed at any time by a majority vote of a ship's durud. To choose anyone other than a durud as captain is unthinkable.

Combatants and crew members comprise a minority of each ship's population. Comet-ships are floating villages, supporting crafters, traders, children, and the elderly. The quom grow herbs and raise small animals on deck, but they earn most of their food through trade, salvage, and the occasional bout of opportunistic piracy. As feared as the quom are, their delicate metalwork and ceramic containers are coveted throughout the Astral Sea.

Each ship is named after an aspect of Lakal, but cultural differences between ships are minimal. For example, the *Pasusap* is named for Lakal in her capacity as a grain goddess. Although crew members wear a wheat-sheaf emblem, they are no more agriculturally inclined than the people of any other quom vessel.

The divine essence of slain Lakal, visible as a flaring cometlike tail, propels quom ships through the Astral Sea. In ship-to-ship fights, quom captains try to maneuver enemy vessels into these searing energy trails. They obscure line of sight and deal fire damage to opposing ships and crews alike.

## Rivalries

No central authority binds the dozens of quom crews zipping through the Astral Sea. Captains coordinate efforts only by ad hoc agreement.

The quom are believed to act as a single force that is focused only on the remaking of Lakal. In reality, the various communities can't help but compete with one another. A quom prophecy tells of the Restorer, the messianic future hero who will find the last missing piece of Lakal. This individual will become truly immortal as the eternal guardian-monarch of Lakal Restored. On that day, the quom will take new individual names, and a name for their people, all palindromes.

Every generation of quom believes that it will live to see the restoration, thinking that surely only a last few motes remain to be found. That their ancestors believed the same thing scarcely troubles them. To believe otherwise is to exhibit pessimism, which undermines morale.

Each captain thinks it has a chance of becoming the Restorer—as long as none of its peers jumps in ahead of it. The quom don't openly fight one another. However, the sneakier ones have been known to covertly hire adventurers to sidetrack, slow, and frustrate rivals. This is most likely to happen when two ships discover a large mote at the same time and rush to be the first to claim it.

### Enemies of the Gods

Beyond their special enmity for Bahamut, the quom believe that all gods and primordials share responsibility for the death of Lakal. They say that the divide between law and chaos and good and evil is merely a story each side tells about itself. Morality died when Lakal was slain. When she is restored, perhaps a new accord can be struck with those deities willing to bow down before her and make gestures of contrition. In the meantime, the gods and their followers deserve nothing but scorn. Clerics, invokers, and paladins are treated as dupes and charlatans.

Although their goddess is dead, the quom can still wield divine power, which they derive from the energy surrounding their ships.

EMPTY ROOM STUDIO - ADAM PAQUETTE

# Shattered Dominions

Although deities might die, their dominions endure. Each of the dominions described in this section, with the exception of Carceri, either lost its deity or was lost by its deity. These shattered dominions are easier to find than the smaller astral motes. Although the shattered dominions drift on the tides of the Astral Sea like other motes, all but Erishani have functioning color veils that extend into the Astral Sea, remnants of magic from eons past when these places were visited on purpose.

## Carceri

Hidden in the farthest reaches of the Astral Sea, a deep crimson color veil blinks like a bloodshot eye. The hue is subtly wrong, grating on mortal minds. Most turn away at this point, driven by an instinct they cannot identify but dare not deny. As instincts go, it's a wise one. Going forward into Carceri could be a fatal mistake.

No matter what direction travelers come from, or what means of travel they use, those who penetrate Carceri's veil find themselves beached on a shallow swamp and staring at enormous gates of adamantine set in a seemingly endless wall. No other means of entering or leaving the dominion exists, except for the occasional treacherous portal. These are the gates to Carceri, the prison of the gods.

Carceri is an archipelago of six marshy isles, ranging from miles to leagues across and strewn beneath a starless sky. Prisoners of the deities languish here, including disobedient angels, demons, primordial servants, exalted of rival deities, abominations, and horrors from beyond the known planes. Most of the gods use Carceri to one extent or another. Evils that Pelor or Bahamut could not destroy (or that they seek to study) can be found here, as can Bane's prisoners of war, deathless beings the Raven Queen would not allow to roam free, and even vile souls and devils that have drawn Asmodeus's ire but have no place among the damned. One of the few laws that even the most evil and chaotic deities have little choice but to obey is the Carceri Compact: No deity shall interfere with the prisoners of any other. Ironically, that law is harder on good deities, and on Bahamut in particular, who disagrees with what the evil deities consider justice, than on evil gods, but the Carceri Compact binds all but the four free gods (see the sidebar).

However, there is another reason for Carceri's existence: Not even the deities can always control what they create.

On the isle known as Agathys, several deities assembled early during the Dawn War. Melora and Moradin shaped bodies both organic and mechanical; Ioun and Amoth twisted the stuff of the Astral Sea, so spirits that would have become angels entered those bodies instead; and Tuern and Gruumsh bestowed upon them the unending need to kill. Thus were born the first abominations—living weapons carved from the divine order.

Twisted Agathys birthed one abomination after another. Occasionally, the deities would return to shape the flowing energy and create new and more potent weapons, but for much of the war, they were content to let the process—the new "natural order" of this one astral dominion—run its course.

It wasn't until the war ended that the deities discovered they couldn't change it back. The astral pocket had been twisted too long by energy that had become too powerful to be stopped up. The gods could slow the hideous twisting, which they did, but still more abominations were "born" into the Astral Sea. Bizarrely, the end of the Dawn War seemed to change the rules by which Agathys operated: Abominations that had previously been created by the primordials to slay the deities now spewed from Agathys alongside the deities' original creations.

The deities set about ensuring that these horrors could not escape. Moradin forged the adamantine wall that surrounds Carceri; the other deities joined to weave the divine enchantments that prevent escape. From his lair in the Underdark, even Torog contributed to the magic that turned the pocket into the Red Prison. By confining their most potent enemies inside Carceri, the deities not only removed threats to themselves, but also stemmed the tide of the abominations—for the prisoners within can hope to survive only by banding together to battle those abominations and killing at least a few at a time.

This, then, is the truth behind Carceri—that it is a prison, but that those condemned to rot there do so,

### The Dissenting Voice: The Four Free Gods

The deities who joined together to establish Carceri as an eternal prison "signed" what some exalted of the Plane Above refer to as the Carceri Compact. However, there were dissenters. Avandra, Corellon, Melora, and Sehanine acknowledged that they had contributed to the plague of abominations along with the rest of their peers. Nevertheless, they would not help establish an eternal prison. Instead, as outlined in the Arvandor section in Chapter 2, Corellon and Sehanine sacrificed a portion of their realm by opening it to the violent birth and loathsome rampages of the abominations, an act that has been incorporated into Arvandor's lifestyle as the Glorious Hunt.

at least in part, to mitigate the repercussions of one of the deities' earliest mistakes.

## The Isles of Carceri

The Red Prison consists of six separate marshy isles. They occasionally shift position, as though they are merely floating on the bottomless swampy waters, rather than anchored. No matter how they shift, the isle of Agathys is always farthest from the adamantine gates.

The sky above Carceri is the dull blue-gray of dusk, without a single star. What light exists shines up from below, filtering through the marshy waters without any obvious source. This illumination is dim at best, with a crimson tint that gives the swamp-waters the look of diluted blood.

Although the general climate of the Red Prison is constant, the islands are substantially different from one another—not merely in environment, but in inhabitation. Carceri serves as a prison for thousands of entities, with the stronger dominating the weaker and even forming personal fiefdoms. Even though there's no formal assignment of specific kinds of creatures to specific isles, prisoners frequently congregate with others of similar ilk. Thus, although any sort of prisoner can be found on any of the islands other than Agathys, each isle tends to hold more of certain creatures.

As a side effect of the strong magic that inhibits the creation of new abominations, no one on Carceri can create new life, breed, or bear offspring. Carceri will never be a full society, since it renews only by having prisoners added as other prisoners die off.

More often than not, the six isles appear in the order given below, from nearest the gate to farthest away. Each entry mentions one or more of the isle's infamous features, though other sites exist.

### Orthrys

The bogs of Orthrys tend to be shallow and cold but not nearly as frigid as the other isles. Channels, dug by riverlike currents that run through the marsh, cut into the murky earth beneath the swamps. Swarms of biting, stinging insects infest the isle, and the plants that grow on the rare patches of dry earth tend to be irritating, if not downright poisonous, to visitors.

**The Bastion of Lost Hope:** This great fortress accounts for the entire quantity of stone to be found on Orthrys. Close examination reveals that it is constructed from the corpses and bones of stone-related elementals and giants and mortared with dried blood and crushed plant life. The Bastion is ruled by King Karsos, a stone titan of nearly deific power. From here, he and a corps of other titans dominate Orthrys, ruling over the various giant and elemental creatures that make up the bulk of the populace.

### Cathrys

Cathrys features a vast array of cypress trees, peculiar fronds, and clinging vines; were it not for the ever-present marsh, the isle might seem more jungle than swamp. Some of these growths appear in sporadic copses, while others are thick enough that the canopy blots out the sky.

Despite the chill in the air, the humidity causes newcomers to sweat in misery—not due to heat, but because of a caustic, venomous miasma. The plant life is equally acidic, burning exposed flesh.

**The Apothecary of Sin:** Constructed of a cunning array of woven wood strips and rope-suspended walkways atop a copse of trees, the Apothecary is home to one of Carceri's strangest prisoners. Called Sinmaker, the creature is an aspect of Graz'zt (*Manual of the*

KEREM BEYIT

*Planes*, page 131). Sinmaker was summoned to battle an exarch of Pelor who managed, using divine magic, to prevent the aspect from discorporating when the battle ended. He remains imprisoned here while the deities try to determine how best to make use of him.

Sinmaker has remained uninvolved in the struggles for power throughout Carceri. He dwells in his Apothecary, studying the poisons and acidic plants of the isle, brewing horrid concoctions, and selling or trading them to all comers.

**The Palace of Branches:** Formed from woven branches, trunks, and roots, this small fortress is in one of the isle's thickest copses of trees. Uru Thalz, one of several unique angels vying for dominance over Cathrys, rules here over a band of devils and rebellious angels.

### Minethys

This isle consists largely of a deep layer of clinging mud, which pulls at all who pass over it. Entire hills and even cliffs rise and fall, occasionally collapsing into mudslides that fill the swampy basins.

Great winds rage sporadically across Minethys, pulling clumps of mud into the air. On occasion, these clumps dry out as they are flung around, transforming into gritty missiles of dirt that can flay the skin from those unfortunate enough to be caught in their path.

**The Tombs of Payratheon:** A small city once stood upon the isle of Minethys, hurled there by one of the gods when the populace somehow enraged that deity. Today the city is long buried beneath dozens of feet of clinging mud, but on occasion, the winds and shifting mudslides reveal portions of Payratheon for several hours before the place is once again entombed. The city is home to numerous undead—some recent prisoners, others the city's original inhabitants—that occasionally struggle their way to the surface to prey upon passersby.

### Colothys

Like Minethys, Colothys contains substantial rises, hills, valleys, and even the occasional small mountain, but the terrain here is more traditional swampland and bog. In many reaches of Colothys, the plants—from fronds to branches and vines to flowers—are animate and predatory, grabbing and devouring those who draw near. Some have theorized that these plants represent a single enormous organism that spreads across the bulk of the isle.

**The Garden of Malice:** The central wood of the isle's deadly foliage resembles a corrupted Feywild grove. The Court of Blood—one of several factions of fey and mortal souls that vie for control of Colothys—frequently gathers within.

### Porphatys

One of the coldest isles, Porphatys is dominated by swamps that are fed by thick flurries of black, caustic snow. Although Porphatys closely resembles the swampy reaches of the other islands, a few large portions amid the shallower bogs are so deep that they are practically lakes, or even tiny inland seas.

The acidic snowfall invariably wears down immobile structures. Thus, many of the isle's prisoners dwell on large rafts and barges, slowly poling their way through the marshy reaches and taking shelter against the most severe of the snowfalls.

**The Deep Flotilla:** A gathering of a dozen long barges and rafts sails on Porphatys's lakes and deepest swamps. Although the flotilla appears to be made of individual vessels, each craft is linked below the waterline by a network of mostly watertight passageways. One of the many demonic packs that ravage the isle occupies the flotilla. The leader of this pack is Rienkov, a shadow demon (*Manual of the Planes*, page 122). How a being of Rienkov's (presumed) modest power has managed to dominate a pack of more formidable demons is a mystery.

### Agathys

Far beyond the other isles lies Agathys, which is the reason for the Red Prison's existence. Vast arrays of the dominion's guards stand here, preventing anyone from approaching. The isle stands high above the others, atop a rocky shore. Its lands are presumably as cold and swampy as those of the other isles, but none can say for certain.

It is here that the stuff of the Astral Sea is warped and twisted, slowly but steadily giving birth to more abominations. Some remain imprisoned on the isle, others die in battle with Agathys's guards, and still more spread out into Carceri, where they compete with the other prisoners. No matter what becomes of its output, the flow of abominations never stops.

#### Divine Jailors

Not all of Carceri's inhabitants are prisoners. The deities placed a substantial number of guards throughout the dominion (and even put a few "undercover," posing as prisoners). These guards come from a variety of races, just like the prisoners, but the most common are angels, maruts, and devils (Asmodeus has a stake in Carceri too, after all). As an unintended side effect of the jailors' mission, they frequently turn toward the worship of Torog, not as a matter of choice but as a consequence of the changes wrought upon them by their work.

## Adventures

The Red Prison is the perfect location for "prison-break" tales writ large. Epic tier characters might seek to break out one of Carceri's prisoners, whether it's an ally, someone they've been hired to free, or someone that has knowledge they require.

Alternatively, one or more of the characters might be sentenced to Carceri. By the time they reach the epic tier, the characters might have irritated one or more deities, and since no other deity will help them escape, they must find a means of doing so themselves—preferably without freeing the other prisoners, who deserve to be there, in the process.

However, Carceri isn't limited to prison-oriented plotlines. The characters might hope to discover some of the dominion's secrets, such as by exploring the hidden reaches of Payratheon or even studying the nature of the abominations' "cradle" on Agathys.

Regardless of what plots you design, one of Carceri's greatest advantages is that it can be home to literally any powerful villains or monsters that you choose.

## Environmental Features

Carceri's islands have similar environments, reflected in the fact that the terrain limitations described below are constant and universal. You can ensure that each isle also has a slightly different flavor by selectively using the fantastic terrain and natural terrain features.

### Terrain Limitations

Certain terrain limitations exist within the dominion of Carceri, no matter the location.

**Flight:** Divine magic prevents creatures within Carceri—except for guards posted by the deities—from flying higher than 6 squares.

**Portals:** Several portals throughout the cosmos send creatures to Carceri, but none are known that provide an exit.

**Scrying:** Creatures within Carceri can be observed by magic used outside the dominion, though only divine power can see into Agathys. Scrying magic used within the dominion, whether to see something inside Carceri or outside it, automatically fails.

**Teleportation:** Teleportation effects are limited to the isle on which they originate. Thus, creatures within Carceri can teleport to other locations on the isle they occupy, but not to other isles or beyond the dominion.

### Fantastic Terrain

These terrain features can be added to encounters in Carceri to make them more challenging.

**Grasping Vines:** Vines, roots, and other vegetation that has become infused with aberrant energies emanating from Agathys can entangle those that come near.

*Effect:* When a creature starts its turn in or adjacent to a square of grasping vines, it must make a saving throw. If the creature saves, it's slowed until the start of its next turn; otherwise, it's restrained until the start of its next turn.

*Usage:* Creatures familiar with the local landscape might use grasping vines as part of a trap for unwary visitors, focusing their attention subsequently on the ones who remain unrestrained.

**Insect Swarm:** Swarms of biting, sucking insects are found throughout the area, looking for their next source of food. Fresh blood often draws them.

*Effect:* When a living creature starts its turn within an insect swarm, it takes 5 damage per tier and grants combat advantage until the start of its next turn. Creatures immune to this damage (considered melee damage) do not grant combat advantage.

*Usage:* An insect swarm can serve either as a form of controller in combat (used purposely by the characters' enemies), or as an unpredictable element in an encounter that changes all the combatants' tactics. Introduce one or more swarms a few rounds after the start of a fight and have them move to the nearest creature each round.

### Natural Terrain

These terrain features can be found on any of Carceri's islands.

**Cold:** Carceri ranges from cold to frigid cold (*Dungeon Master's Guide*, page 159); a few regions even cross over into primordial cold or frigid primordial cold (*The Plane Below*, page 12).

**Mud:** Shallow mud is difficult terrain. Moving through deep mud requires a hard DC Athletics check to "swim." Deep mud is considered difficult terrain for swimmers, and the DC for Endurance checks for submerged creatures to avoid drowning increases by 4. A creature that leaves the mud is slowed by the clinging sludge (save ends).

In addition, a creature caught in a mudslide is pushed 2d8 squares and submerged as though in deep mud.

**Precipitation, Acid:** Much of Carceri's precipitation is normal, but on some isles, the snows and rains are acidic. Any creature exposed to acid precipitation takes 1d6 acid damage per tier for each round of exposure.

**Swamp Water:** Carceri's waters are cold and filthy, but not necessarily harmful. Because the water is dirty, the range of light sources underwater is reduced by 2 squares.

Some deeper bogs have flowing currents, ranging from a strength of 1 to 4 (*Dungeon Master's Guide*, page 45).

**Water, Acidic:** As swamp water (above), but any creature that ends its turn in the water takes ongoing 5 acid damage (save ends). A bloodied creature that fails a saving throw against this ongoing acid damage is blinded until the end of its next turn.

**Water, Freezing:** As swamp water (above), but any creature that starts its turn in freezing water takes 1d6 cold damage, and the Endurance DC to avoid losing healing surges from suffocation increases by 2.

# Erishani

A veil of mist floats atop the silver waters of the Astral Sea, parting at length to reveal a blue-gray landscape broken by withered rock and gnarled gray trees that clutch the stones tightly. There is no sun or moon; rather, the light of the realm comes from a towering golden statue in the center of the island. The humanoid shape is locked in a half-kneeling posture: It appears to be poised to move forward, extending a hand in front of itself. However, the hand is not out in a shielding gesture. It seems as if the figure is about to attack, but it has not moved in thousands of years.

This is the realm of the golden monolith—a broken, unstable graveyard realm roughly one hundred miles in diameter that surrounds a petrified primordial. If the deities know who this great entity was, they aren't saying. Erishani is the name of the only angel known to have fought in the battle that shattered this realm, and she is long gone. Legends say that Erishani was responsible for petrifying the golden primordial, but that claim is by no means certain.

## Major Areas

Erishani was the dominion of a deity who perished in the Dawn War and has been forgotten since. It once held cities, but most were wiped away when the primordials invaded the realm during the War. The broken husks and withered remains of what must once have been fearsome war machines and siege engines used in the Dawn War are scattered everywhere in Erishani, bearing moldering testament to the fury of the battle that transpired there.

New inhabitants have moved into the dominion since that time, however, thanks to the fact that the domain's elemental energy makes it comfortable for outsiders and other mortals.

A few of the dominion's better-known sites are described below.

### Chaos Bog

Radiating around the sunken knee of the Golden Monolith is a stretch of Erishani that's clearly under enormous elemental pressure. It is a treacherous bog made up of disparate elements: a soup of scalding mud, partly submerged pieces of molten rock that give rise to clouds of acidic mist, and jets of air so cold as to freeze intruders in their tracks. The land is unstable and can be shaped by a powerful will (see "Environmental Features," page 109).

Creatures commonly associated with the Elemental Chaos are plentiful here, rising from the murk as though spontaneously generated. Perhaps there are portals to the Plane Below at the bottom of the bog, and creatures swim up through the morass with no idea that they are about to emerge beneath the monolith.

### The Golden Monolith

The petrified primordial waits, eternally silent, poised on one knee, its other leg half submerged in the ground, and its arm raised to unleash a destructive blast. Its elemental nature infuses the shattered dominion. No deities have been able to bend the land to their will and claim the territory for themselves. Even Erathis's project to reclaim the Lattice of Heaven regards the Golden Monolith as a problem to address in the far future.

If the gods couldn't do it, it's no surprise that mortal magic has failed to touch the statue. There is clearly energy of unknown origin circulating inside the monolith. The truly daring find it warm to the

VINCENT DUTRAIT

touch. The creature is not dead—just slumbering until some conjunction of events unleashes it once more.

The monolith is big enough—over 170 feet tall—to be seen from every corner of the dominion. Even though it does not move its head and its eyes are blank orbs, those who walk upon Erishani or fly around its perimeter have the unsettling feeling that the monolith seems to be watching them.

### Rhym Katal

Rhym Katal is a rarity; it's a pirate haven that aims to stay well clear of githyanki tribute or githyanki enforcement. Hidden within a cove secluded by high rocks somewhere along the edge or the bottom of Erishani, Rhym Katal is populated by the crew and hangers-on of between six and twenty-four ships of all sizes and quality. The current pirate queen of the haven, an eladrin with the uncommonly short name of Mal, has enslaved a few of the demons that slithered out of the Chaos Bog and enlisted some other creatures in her service. So far, the pirates seem safe from outside forces. Perhaps they chose their hiding place well. Or perhaps the githyanki of Tu'narath and the deities of the dominions prefer not to send powerful forces into the area around the Golden Monolith, avoiding the risk of an inadvertent triggering event.

### Hovel and Twisp

No one knows how this collection of huts, shanties, and tents with rain-collecting, cup-shaped roofs got the whimsical part of its name, though the first part is clear enough. Perhaps the inhabitants want to be thought of as innocuous. Given that they are mainly the descendants of mortal primordial cultists who hoped to reawaken the monolith, their desire to keep a low profile is understandable. The pirates of Rhym Katal mostly leave them alone, though it's not clear whether that's because Hovel and Twisp's inhabitants are too poor to provide good sport or because the descendants of the cultists have magical power to adequately defend themselves.

## Adventure Hooks

The Golden Monolith holds a number of adventure threads of its own. For a connected set of two encounters, see the following page.

**Abyssal Portal:** The Chaos Bog could be a gateway for powerful demons from the Abyss, using this dominion's remoteness as cover and the humble inhabitants of Hovel and Twisp as agents or fodder.

**Pirate Haven:** Rhym Katal has the advantage of owing allegiance only to itself. Characters who want to sample the pirate's life could do worse than to crack a few skulls, beat down or ally with Mal, and buckle swashes.

**Elder Magic:** The real prize of Erishani might be only indirectly connected to the Golden Monolith—it could be the knowledge of the magic that could freeze a primordial for eons. A mission to the bottom of the Chaos Bog might uncover the secrets of the arcane or divine magic that accomplished the deed.

## Environmental Features

Like all shattered dominions, Erishani is prone to all sorts of planar hazards and fantastic terrain (*Manual of the Planes*, page 21). Abyssal wellsprings and elemental seepage are common, as are burning vapors, vacuum rifts, demonic slime, and entropic fissures. In addition, because of the primordial elemental energy flowing through it, the landscape of Erishani is not as fixed as that of other astral dominions.

### Chaos Spots

Certain locations in the dominion are in constant (if sluggish) flux, especially the Chaos Bog and isolated "chaos spots" elsewhere in the dominion.

**Effect:** While in a chaos spot, a creature can attempt to stabilize or alter the area as though it were unstable (*Manual of the Planes*, page 10), albeit with more difficulty (increase all DCs by 5).

**Usage:** Put a chaos spot in an encounter to add an extra layer of depth to combat, as each side tries to turn the environment into terrain that suits its needs.

## Encounter Groups

Erishani is home to a mixture of elemental and astral creatures. Meanwhile, the pirates of Rhym Katal circle as they like, sometimes dodging away to avoid the notice of roving githyanki pirates.

**Level 14 Encounter (XP 5,800)**
- 2 chasmes (level 14 skirmisher, *Manual of the Planes* 121)
- 1 githyanki mindslicer (level 13 artillery, *MM* 128)
- 2 githyanki warriors (level 12 soldier, *MM* 128)
- 2 nightmares (level 13 skirmisher, *MM* 196)

**Level 17 Encounter (XP 8,200)**
- 1 air archon zephyrhaunt (level 16 lurker, *Manual of the Planes* 114)
- 2 azer ragers (level 15 brute, *MM* 22)
- 1 azer taskmaster (level 17 controller, *MM* 23)
- 1 ice archon hailscourge (level 16 artillery, *MM* 20)
- 1 demonic slime hazard (level 16 obstacle, *Manual of the Planes* 23)

**Level 21 Encounter (XP 19,500)**
- 2 angels of vengeance (level 19 elite brute, *MM* 17)
- 1 entropic fissure hazard (level 22 lurker, *Manual of the Planes* 24)
- 2 marut blademasters (level 21 soldier, *MM* 185)
- 1 marut concordant (level 22 elite controller, *MM* 185)

# Adventure: The Monolith Stirs

The Golden Monolith of Erishani has spent untold ages marking the spot where the primordials and the gods clashed—never stirring . . . until now.

## Encounter 1: The Hand of the Monolith

**Encounter Level 27 (55,150 XP)**

### Setup

**1 glabrezu** (G)
**2 dread wraiths** (W)
**3 lich vestiges** (L)
**2 mariliths** (M)
**Illyram Brackz** (E)

Illyram Brackz, an eladrin lich, is seeking to gain control over the Golden Monolith in a particular way: by making it his new phylactery. Mortal magic alone is not enough, and for this reason he has bound several powerful demons to his will and harvested their magic to attune his spells to the trapped primordial's magic with the hope that he can initiate an exchange of energy and eventual control. His goal might seem ridiculous were it not for his demonstrable results—last week Illyram caused the Golden Monolith to raise its outstretched arm a few feet.

With the monolith as his phylactery, Illyram would become virtually unkillable, since destroying him would entail destroying the Golden Monolith, which seems impossible. Also, if Illyram found a way to control the primordial, he could become a major danger to the dominions of the deities.

The characters have to fight through the demons and a trio of lich vestiges to attack Illyram, who is currently enacting his ritual on top of the primordial's outstretched hand. Two insubstantial dread wraiths are hidden inside the golden arm and cannot be detected by any normal means.

**As the characters arrive on top of the hand, read:**

*On the back of the great statue's hand stands an eladrin wizard. A circle of burning runes revolves around him, as do three shadowy, wraithlike duplicate images of him. You can see demonic forms writhing in agony in the cloud of magic, as the lich drains their essence to power his ritual.*

*The lich and his vestiges are not alone. At his side stands a hulking hyena-faced demon with giant pincers and two six-armed creatures that are half snakes, half eerily beautiful female humans. Their eyes are blank and vacant—clearly, they are being magically controlled.*

*"More sources," croaks the wizard in a voice from beyond the grave. He smiles cruelly as he points at you. "Bring their corpses to me!"*

### Tactics

The glabrezu takes advantage of its fly speed to land among the characters, where it can best provide flanking for the mariliths. Those demons charge straight in to engage opposing defenders. The dread wraiths are poised inside the golden arm, waiting 1 round until the melee warriors rush forward, so they can fall upon lingering spellcasters and ranged combatants. The lich vestiges unleash *shadow rays* at the characters, waiting to hurl their *orb of obliteration* until one of the demons is bloodied or until one of the characters breaks through the demons. Illyram takes no part in this fight, since he is working on his ritual (see "Development").

### Development

Dealing damage to Illyram is the key to victory in this encounter. While he performs his ritual, Illyram is immune to all effects other than damage. If he becomes bloodied, the ritual is disrupted. At this point, Illyram shrieks in rage and teleports to the monolith's head as a free action. If this occurs, the demons break free of his control and turn their

| **3 Lich Vestiges (L)** | **Level 26 Minion** |
|---|---|
| Medium natural humanoid (undead) | XP 2,250 each |
| **Initiative** +14 | **Senses** Perception +19; darkvision |
| **Necromantic Aura** (**Necrotic**) aura 2; any living creature that enters or starts its turn in the aura takes 5 necrotic damage. | |
| **HP** 1; a missed attack never damages a minion. | |
| **AC** 40; **Fortitude** 36, **Reflex** 40, **Will** 38 | |
| **Immune** disease, poison; **Resist** 20 necrotic | |
| **Speed** 6 | |
| ⓘ **Death's Touch** (standard; at-will) ✦ **Necrotic** | |
| +30 vs. AC; 10 necrotic damage, and the target is weakened (save ends). | |
| ⓡ **Shadow Ray** (standard; at-will) ✦ **Necrotic** | |
| Ranged 20; +30 vs. Reflex; 10 necrotic damage, or 15 necrotic damage if the target is an arcane power user (such as a wizard). | |
| ✧ **Orb of Obliteration** (standard; encounter) ✦ **Fire**, **Necrotic** | |
| Two, three, or four lich vestiges acting on the same initiative count can use their standard actions to hurl a single orb of black fire that detonates on impact. Make one attack roll: Area burst 5 within 10 of one of the lich vestiges; +30 vs. Reflex; 5 fire and necrotic damage per lich vestige making the attack, and ongoing fire and necrotic damage equal to 5 per lich vestige making the attack (save ends). | |
| **Alignment** Evil | **Languages** Abyssal, Common |
| **Skills** Arcana +24 | |
| **Str** 11 (+13) | **Dex** 12 (+14) **Wis** 13 (+14) |
| **Con** 14 (+15) | **Int** 22 (+19) **Cha** 18 (+17) |

indignation on any remaining lich vestiges and dread wraiths before escaping. They do not attack the characters again unless they are attacked first.

**Glabrezu (G)** **Level 23 Elite Brute**
Huge elemental humanoid (demon) XP 10,200

**Initiative** +14 **Senses** Perception +18; truesight 6
**HP** 520; **Bloodied** 260; see also *arcane fury*
**AC** 39; **Fortitude** 42, **Reflex** 37, **Will** 37
**Resist** 20 variable (3/encounter)
**Saving Throws** +2
**Speed** 8, fly 8
**Action Points** 1

⊕ **Pincer Claw** (standard; at-will)
Reach 3; +26 vs. AC; 2d8 + 8 damage.

⸸ **Double Attack** (standard; at-will)
The glabrezu makes two pincer claw attacks. If both claws hit the same target, the target is grabbed if the glabrezu so chooses.

↗ **Abyssal Bolt** (minor; at-will)
Ranged 10; +24 vs. Reflex; 3d4 + 7 damage.

✧ **Blasphemous Word** (minor; encounter) ✦ **Psychic**
Close burst 5; targets enemies; +24 vs. Will; 1d12 + 7 psychic damage, and the target is dazed until the end of the glabrezu's next turn.

✧ **Chaos Word** (minor; recharge ⚅)
Close burst 5; targets enemies; +24 vs. Fortitude; 1d12 + 7 damage. This damage bypasses all resistances.

**Arcane Fury** (free, when first bloodied; encounter)
The glabrezu teleports 8 squares, recharges its *blasphemous word* and *chaos word* powers, and makes an *abyssal bolt*, *blasphemous word*, or *chaos word* attack.

**Alignment** Chaotic evil **Languages** Abyssal, Common
**Skills** Arcana +23, Bluff +19, Intimidate +19
**Str** 26 (+19) **Dex** 17 (+14) **Wis** 14 (+13)
**Con** 20 (+16) **Int** 24 (+18) **Cha** 16 (+14)

**2 Mariliths (M)** **Level 24 Elite Skirmisher**
Large elemental humanoid (demon) XP 12,100 each

**Initiative** +22 **Senses** Perception +21; darkvision
**HP** 440; **Bloodied** 220
**AC** 38 (42 when using *shroud of steel*); **Fortitude** 36, **Reflex** 35, **Will** 33
**Resist** 20 variable (3/encounter)
**Saving Throws** +2
**Speed** 8
**Action Points** 1

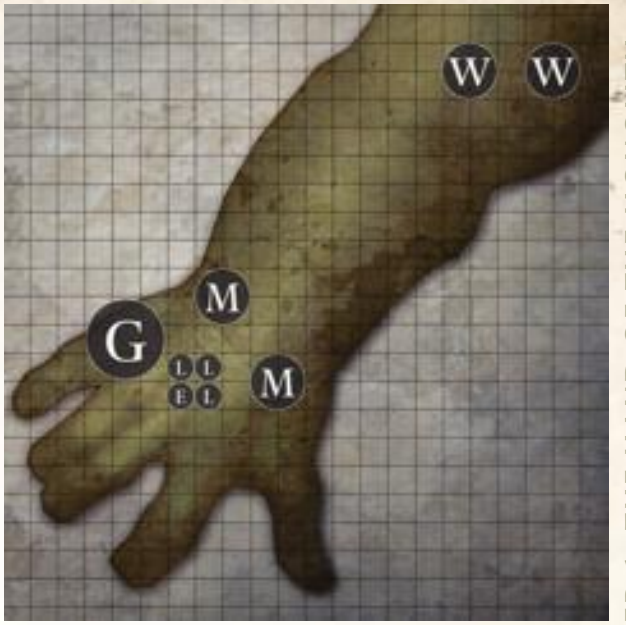
⊕ **Scimitar** (standard; at-will) ✦ **Weapon**
Reach 2; +29 vs. AC; 2d10 + 9 damage (crit 6d10 + 29).

⸸ **Hacking Blades** (free, when an adjacent enemy misses the marilith with a melee attack; at-will) ✦ **Weapon**
The marilith makes a scimitar attack against the enemy.

⸸ **Shroud of Steel** (standard; at-will) ✦ **Weapon**
The marilith makes two scimitar attacks and uses its other scimitars to parry incoming attacks, gaining a +4 bonus (+1 per scimitar) to AC until the start of its next turn.

⸸ **Weapon Dance** (standard; recharges when first bloodied) ✦ **Weapon**
The marilith makes six scimitar attacks. Each time it hits, the marilith shifts 1 square.

**Alignment** Chaotic evil **Languages** Abyssal
**Skills** Bluff +23, Insight +21, Intimidate +23, Stealth +25
**Str** 28 (+21) **Dex** 26 (+20) **Wis** 19 (+16)
**Con** 20 (+17) **Int** 14 (+14) **Cha** 22 (+18)
**Equipment** 6 scimitars




## Features of the Area

**Falling:** The arm of the Golden Monolith is a treacherous place to be. A creature that falls from the arm takes 12d10 falling damage from hitting the ground below and must climb up 120 feet (Athletics DC 26) to rejoin the fight. (A character might instead teleport or fly, which negates the need for the Athletics check.)

**2 Dread Wraiths (W)** **Level 25 Lurker**
Large shadow humanoid (undead) XP 7,000 each

**Initiative** +25 **Senses** Perception +18; darkvision
**Shroud of Night** aura 5; bright light in the aura is reduced to dim light, and dim light becomes darkness.
**HP** 124; **Bloodied** 62; see also *death strike*
**Regeneration** 20 (if the dread wraith takes radiant damage, regeneration is negated until the end of the wraith's next turn)
**AC** 37; **Fortitude** 33, **Reflex** 37, **Will** 37
**Immune** disease, fear, poison; **Resist** 30 necrotic, insubstantial; **Vulnerable** 15 radiant (see also *regeneration* above)
**Speed** fly 10 (hover); phasing ; see also *shadow glide*

⊕ **Dread Blade** (standard; at-will) ✦ **Necrotic**
Reach 2; +28 vs. Reflex; 2d10 + 9 necrotic damage, and the target is weakened (save ends).

✧ **Death Shriek** (when reduced to 0 hit points) ✦ **Psychic**
Close blast 3; targets enemies; +27 vs. Will; 4d6 + 9 psychic damage, and the target is dazed (save ends). *Miss:* Half damage, and the target is not dazed.

**Combat Advantage** ✦ **Necrotic**
The dread wraith deals an extra 3d6 necrotic damage against any target it has combat advantage against.

**Shadow Glide** (move; encounter)
The dread wraith shifts 6 squares.

**Spawn Wraith**
Any humanoid killed by a dread wraith rises as a free-willed dread wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.

**Alignment** Chaotic evil **Languages** Common
**Skills** Stealth +26
**Str** 18 (+16) **Dex** 28 (+21) **Wis** 12 (+13)
**Con** 20 (+17) **Int** 14 (+14) **Cha** 28 (+21)

# ENCOUNTER 2: THE HEAD OF THE MONOLITH

**Encounter Level 27 (59,100 XP)**

## Setup

**Illyram Brackz** (E)
**1 sorrowsworn soulripper** (S)
**2 sorrowsworn reapers** (R)
**1 thunderblast cyclone** (T)

Illyram has fled to the head of the Golden Monolith, where he intends to complete his ritual. He has healed back to full hit points and invoked dark pacts with the creatures of the Shadowfell that granted him undeath in the first place, summoning them to aid him against the characters. When the characters arrive, they see Illyram and a thunderblast cyclone elemental, which swirls like a cloud around him. Two sorrowsworn reapers are clinging to the sides of the monolith's head, and a soulripper hides within a shallow depression that is covered by magical shadows (DC 40 Perception check to notice).

**When the characters arrive at the head of the monolith, read:**

*The lich stands at the crown of the primordial's head, waiting for your arrival. A black cloud crackling with lightning swirls around the undead spellcaster, punctuated in its center with two gleaming red eyes. The area around the lich is dim and shadowy, as if the light is repelled by its presence.*

*"You have frustrated my efforts for the last time, fools," the lich says. "Now you will suffer what your idiocy has wrought!"*

*At his words, the great golden statue beneath your feet starts—horrifyingly—to move.*

## Tactics

In the first few rounds, the characters could pay a steep price if they try to charge Illyram, because the elemental is protecting him with its reach (as is the soulripper, with its adept positioning). If no one charges, the soulripper remains in hiding until the right moment; if it beats the characters in initiative, it readies an action to use *flutter and strike* against the first character to attack Illyram, then uses *sorrow's rush* to move into and through the main combat.

The limited size of the area can make it hard for the characters to break away from their attackers, and the sorrowsworn reapers take advantage of this. The thunderblast cyclone uses burst attacks to strike characters who bunch up, though it has been commanded by Illyram not to strike the sorrowsworn with its attacks unless that's unavoidable.

If Illyram is slain before his elemental is, the creature goes into a destructive rage and makes no further attempts to avoid the sorrowsworn with its attacks.

**Illyram Brackz (E)** **Level 24 Elite Controller**
Medium natural humanoid (undead) XP 12,100

**Initiative** +14 **Senses** Perception +14; darkvision
**Necromantic Aura (Necrotic)** aura 5; any living creature that enters or starts its turn in the aura takes 5 necrotic damage.
**HP** 362; **Bloodied** 181
**Regeneration** 10 (if Illyram takes radiant damage, regeneration doesn't function on his next turn)
**AC** 38; **Fortitude** 33, **Reflex** 38, **Will** 38
**Immune** disease, poison; **Resist** 10 necrotic
**Saving Throws** +2
**Speed** 6
**Action Points** 1

**Shadow Ray** (standard; at-will) ✦ **Necrotic**
Ranged 20; +28 vs. Reflex; 3d8 + 7 necrotic damage.

**Necrotic Orb** (standard; recharge ⚄ ⚅) ✦ **Necrotic**
Ranged 20; +28 vs. Fortitude; 3d8 + 7 necrotic damage, and the target is stunned until the end of Illyram's next turn.

**Entropic Pulse** (standard; recharge ⚄ ⚅) ✦ **Necrotic**
Area burst 2 within 20; +28 vs. Reflex; 6d6 + 7 necrotic damage.

**Indestructible**
When Illyram is reduced to 0 hit points, his body and possessions crumble into dust, but he is not destroyed. He reappears (along with his possessions) in 1d10 days within 1 square of his phylactery, unless the phylactery is also found and destroyed.

**Second Wind** (standard; encounter) ✦ **Healing**
Illyram spends a healing surge and regains 90 hit points. He gains a +2 bonus to all defenses until the start of his next turn.

**Alignment** Evil **Languages** Common, Elven
**Skills** Arcana +24, History +24, Insight +19

| | | |
|---|---|---|
| **Str** 12 (+13) | **Dex** 15 (+14) | **Wis** 15 (+14) |
| **Con** 18 (+16) | **Int** 25 (+19) | **Cha** 21 (+17) |

**Sorrowsworn Soulripper (S)** **Level 25 Skirmisher**
Medium shadow humanoid XP 7,000

**Initiative** +27 **Senses** Perception +27; darkvision
**HP** 236; **Bloodied** 118
**AC** 39; **Fortitude** 35, **Reflex** 39, **Will** 36; see also *bleak visage*
**Speed** 10; see also *sorrow's rush*

**Claw** (standard; at-will) ✦ **Psychic**
+30 vs. AC; 2d8 + 7 plus 2d8 psychic damage.

**Flutter and Strike** (standard; recharge ⚄ ⚄ ⚅) ✦ **Psychic, Teleportation**
The sorrowsworn soulripper teleports 10 squares and makes a claw attack, gaining combat advantage against its target.

**Sorrow's Rush** (standard; encounter) ✦ **Psychic**
The sorrowsworn soulripper moves up to 10 squares and makes three claw attacks at any points during its move. Each attack must be made against a different target.

**Bleak Visage** ✦ **Fear**
Melee and ranged attacks made against the sorrowsworn soulripper take a -2 penalty to the attack roll.

**Combat Advantage**
The sorrowsworn soulripper deals an extra 3d6 damage on attacks against any target it has combat advantage against.

**Alignment** Unaligned **Languages** Common
**Skills** Insight +27, Stealth +30

| | | |
|---|---|---|
| **Str** 24 (+19) | **Dex** 36 (+25) | **Wis** 31 (+22) |
| **Con** 28 (+21) | **Int** 18 (+16) | **Cha** 22 (+18) |

**2 Sorrowsworn Reapers (R)** **Level 27 Soldier**
Medium shadow humanoid XP 11,000 each

**Initiative** +26 **Senses** Perception +24; darkvision
**HP** 254; **Bloodied** 127
**AC** 41; **Fortitude** 38, **Reflex** 39, **Will** 38; see also *bleak visage*
**Speed** 8, climb 8 (spider climb)

⨺ **Sorrow's Scythe** (standard; at-will) ✦ **Psychic, Weapon**
+32 vs. AC; 4d10 + 8 psychic damage, and the target is marked until the end of the sorrowsworn reaper's next turn.

⨺ **Reaping Blow** (standard; recharge ⚅) ✦ **Healing, Psychic**
Requires scythe; +32 vs. AC; 4d10 + 24 psychic damage, and the target is marked until the end of the sorrowsworn reaper's next turn. If the target is reduced to 0 hit points or fewer by this attack, the sorrowsworn reaper regains 60 hit points.

**Bleak Visage** ✦ **Fear**
Melee and ranged attacks made against the sorrowsworn reaper take a -2 penalty to the attack roll.

**Alignment** Unaligned **Languages** Common
**Skills** Insight +24, Intimidate +26
**Str** 26 (+21) **Dex** 32 (+24) **Wis** 22 (+19)
**Con** 30 (+23) **Int** 18 (+17) **Cha** 26 (+21)
**Equipment** robes, scythe

**Thunderblast Cyclone (T)** **Level 26 Elite Artillery**
Huge elemental magical beast (air, water) XP 18,000

**Initiative** +24 **Senses** Perception +16
**HP** 382; **Bloodied** 191
**AC** 42; **Fortitude** 40, **Reflex** 42, **Will** 35
**Immune** disease, poison; **Resist** 30 lightning, 30 thunder
**Saving Throws** +2
**Speed** fly 10 (hover)
**Action Points** 1

⨺ **Lightning Arc** (standard; at-will) ✦ **Lightning**
Reach 3; +29 vs. Reflex; 2d8 + 11 lightning damage.

⨺ **Lightning Bolt** (standard; at-will) ✦ **Lightning**
Ranged 10; +29 vs. Reflex; 2d8 + 11 lightning damage.

**Thunderclap** (standard; at-will) ✦ **Thunder**
Close burst 2; +28 vs. Fortitude; 2d10 + 9 thunder damage.

**Charged Mist** (standard; recharge ⚄ ⚅) ✦ **Lightning**
Close burst 3; automatic hit; 1d10 + 9 lightning damage, and the thunderblast cyclone becomes insubstantial until the end of its next turn.

**Lightning Storm** (standard; begins uncharged; recharges when the thunderblast cyclone uses *charged mist*) ✦ **Lightning, Thunder**
Area burst 3 within 20; +29 vs. Reflex; 6d8 + 9 lightning and thunder damage. *Miss:* Half damage.

**Alignment** Unaligned **Languages** Primordial
**Str** 25 (+20) **Dex** 32 (+24) **Wis** 17 (+16)
**Con** 29 (+22) **Int** 8 (+12) **Cha** 15 (+15)

## Features of the Area

After Illyram reaches the head, the Golden Monolith begins a random pattern of activity, alternating between rumbling and shaking, for as long as Illyram lives. Each time the monolith changes from rumbling to shaking, it fires a bolt of energy from its massive upraised hand—not at the characters, but out into the Astral Sea.

The monolith's head is 170 feet above the ground.

**Monolith Rumbling:** The Golden Monolith's elemental energy has been partially awakened by Illyram's magic, and the primordial's body is now rumbling (pitching and rocking). While it is rumbling, any creature that is struck by a critical hit or bloodied by an attack must make a DC 26 Acrobatics check or fall prone.

After 1d4 rounds of rumbling, the monolith erupts at the end of the round and then begins shaking during the next round.

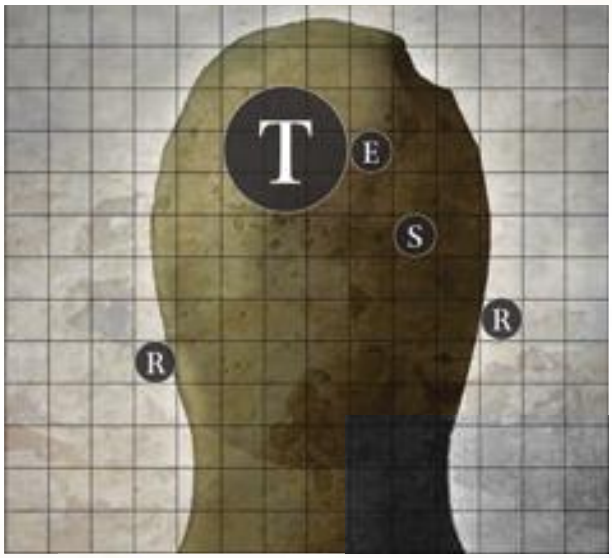
**Monolith Erupting:** When the Golden Monolith erupts, it fires from its hand a burst of golden energy, which speeds off into the Astral Sea. A few rounds later, the characters see a fiery golden cloud pluming into the sky from a distant explosion.

What is destroyed by the monolith's first blast is up to you to determine. The event could be beneficial to the characters, or not. If the characters don't stop Illyram and his ritual before the monolith repeats the cycle, the monolith shifts its arm position and fires again. Whatever the monolith destroys with its next shot should definitely have a negative effect on the characters, as should any further shots fired.

After erupting, the monolith begins shaking.

**Monolith Shaking:** The monolith notices the presence of creatures on its head and spends 1 round trying to shake them off. Each creature on it must spend a move action or make a DC 31 Acrobatics check to cling to the monolith's surface; failure means the creature is hurled from the head 50 feet in a random direction. Unconscious or otherwise helpless creatures are thrown automatically, unless an adjacent creature spends a move action to hold the creature down (in addition to maintaining its own position on the head). Thrown creatures take 17d10 falling damage, and ascending the monolith from the ground back to its head (170 feet) requires a DC 31 Athletics check.

After shaking, the monolith starts the cycle over and begins rumbling again.



Glimpsed through the pale gray of its surrounding color veil, Kalandurren's waterfalls and peaks show little sign that the dominion's deity is dead—Amoth (*Manual of the Planes*, page 96), the former master of this realm, was slain centuries ago in a battle against the demon princes Orcus, Demogorgon, and Rimmon. Once a traveler pierces the veil, the truth becomes apparent. A forbidding black island floats on a dead-gray sea that flows endlessly toward the observer, falling off the edge of the dominion in an endless waterfall. Overlapping stepped plateaus, each ringed with waterfalls, rise toward two immense mountains that jut into the sky like pillars. Formerly, a miniature sun and moon capped the mountains, and the dominion knew both day and night. The orbs are dark now, snow falls from a perpetually steel-gray sky, and the wind blasting down from the steppes carries the hunting cries of demons.

## Inhabitants and Culture

The demons that slew Amoth are gone, but lesser demons roam the land at will, challenged only by the Doomguard, a magically potent army of nihilists that share the demons' taste for chaos. The demons and the Doomguard fight an ongoing low-intensity war over the battered ruins of the realm, but the conflict has one bizarre zone of truce. What was originally a temple to the ideals of law inside the ruin of Amoth's palace has been turned into a gladiatorial arena where demons, Doomguard, and all other visitors are compelled to sit side by side as spectators, focusing all their attention on the bloodshed in the arena. Adventurers can visit this area safely, provided they have the strength and speed to get to it and get away.

JIM NELSON

## Major Areas

Kalandurren used to be filled with fortified castles and homes of the exalted and angels of Amoth. The ruins of those structures are everywhere, and they haven't necessarily been picked clean, since demons or Doomguard cut short outsiders' foraging attempts. Two of the dominion's most well-known locations are described below.

### God's Dice Arena

In Exalhus, the city at the heart of Kalandurren, there once stood a golden temple dedicated to law and justice, gleaming in the light of the sun atop the mountains. Its light went out when Amoth was slain. The site languished for centuries, untouched by the demons, until the Doomguard burned and razed it.

As soon as the fires started to lick the temple walls, however, a strange energy flowed from the ruins, filling the surrounding Doomguard with hope, certainty, honor, and—above all—a sense of purpose.

That feeling was abhorrent to the nihilists, and many of those that felt the first stirrings of Amoth's sleeping power went mad on the spot. Those that survived found themselves intrigued by the traces of law and goodness that surrounded the temple. They discovered that by exposing themselves to the positive feelings for a short time, it made the excitement of committing destructive acts more intense.

Becoming addicted to the sinful rush of the vestiges of lawful thought, the Doomguard built their fortress in the ruins of Exalhus. The temple had contained an arenalike amphitheater for settling trials by combat. When they cleared the arena, the Doomguard discovered that not all of its magic had been destroyed—the wards that prevented spectators from fighting one another were still intact. In this environment, the Doomguard could lounge for a few minutes or hours in peace, without worrying about each other's plotting—as long as a gladiator was shedding blood and smashing bones in the arena below them.

Fights in the arena are most entertaining when one or more of the combatants have lawful demeanors. Lawful combatants feel compelled to fight to the death, a situation the Doomguard find delicious, particularly when such captives are pitted against their own allies. Player character combatants might be

able to shake off the compulsion, but lesser warriors have no chance.

When the demons came to understand what was occurring in the arena, many of them found ways to sneak or teleport into the stands. Once in the stands, the demons are equally helpless against the arena's immense antiviolence auras. Over the decades, the Doomguard and the demons have come to an understanding for sharing spectatorship in the arena, although they frequently fight each other on its bloody sands. They also compete to see who can bring in the best gladiator slaves and most entertaining victims.

The arena is an amphitheater set around a semicircular pit with a 60-foot radius. Below the sands dyed red with blood lie the remains of Amoth's high altar, which is the focal point of Kalandurren's law-aligned energy.

Group combats (with equal numbers of foes on both sides) are as common as individual duels, and the outcome of a duel—death or mercy—is determined by a pair of six-sided bone dice carried by High Lord Nariche, the current leader of the Doomguard. Enterprising and semisuicidal gamblers from across the worlds venture into God's Dice Arena. Gambling with demons and Doomguard on the outcome of a fight, or whether the throw of the dice will dispense death or mercy, provides some visitors with a rush that can't be matched.

There is an element of danger for the audience, however. If at the end of the match Nariche rolls a total of seven on the God's Dice, as they're known, the victorious gladiator has won the right to challenge anyone in the amphitheater to an immediate death match in the arena.

The winner is entitled to all that belonged to the loser (including freedom, equipment, coin, and slaves), and the loser is made a slave, if he or she survives. Any spectator can be challenged in this way, strong or weak, and this fact is not always made clear to new visitors.

### Involving the Characters

Characters of all levels can be drawn into battles in God's Dice Arena, whether as rebellious gladiators or challenged spectators when Nariche rolls a 7.

Ironically, the arena represents one of the most promising ways to survive in Kalandurren—provided the combatant can keep winning battles. It is also a way to win an audience with Nariche, who always attends (and can be challenged just as anyone else can be).

The Doomguard favors creatures infused with lawful tendencies or divine energy for the arena, such as devils, maruts, and even angels, but characters could encounter virtually any creature from the Astral Sea on the bloody sands.



### Rimmon's Cairn

Before he was struck down, Amoth slew Rimmon. The demon prince's body is entombed in a magically warded cairn in the shadow of one of the dominion's great mountains. Despite Kalandurren's population of insane nihilists and demons, no one has succeeded in penetrating the cairn.

## Environmental Features

One feature common to Kalandurren is areas of land that have been imprinted by violence.

### Soulshocked Ground

Scattered patches of the arena floor, and some areas of Kalandurren's ruins, have become soulshocked ground.

**Effect:** When a creature leaves a square of soulshocked ground, it grants combat advantage until it reenters the square. Once a creature is affected by a square of soulshocked ground, it is immune to further instances of the effect from that square until the end of the encounter. Soulshocked squares cannot be recognized until the effect occurs.

**Usage:** This effect keeps the arena fights bloody, and both demons and the Doomguard know how to take advantage of soulshocked ground; they will occupy the soulshocked square, keeping their enemy granting combat advantage.

## Encounter Groups

A war-torn place unclaimed by any deity, Kalandurren is full of dangers. Roving bands of Doomguard and demons are common, and characters can encounter any of the monsters presented in this book or *Manual of the Planes*, particularly in God's Dice Arena.

**Level 8 Encounter (XP 1,950)**
- 2 cambion hellswords (level 8 brute, *MM* 39)
- 1 Doomguard sneak [doppelganger assassin] (level 8 lurker, *MM* 71)
- 1 Doomguard captain [dragonborn gladiator] (level 10 soldier, *MM* 86)
- 1 succubus (level 9 controller, *MM* 67)

**Level 17 Encounter (XP 8,400)**
- 2 warder devils (level 16 soldier, page 139)
- 2 immoliths (level 15 controller, *MM* 56)
- 4 vrock demons (level 13 skirmisher, *MM* 58)

**Level 24 Encounter (XP 33,200)**
- 1 death knight (dragonborn paladin) (level 25 elite soldier, *MM* 51)
- 1 doomlord [dragonborn champion] (level 26 soldier, *MM* 87)
- 1 rakshasa dread knight (level 24 soldier, *MM* 218)
- 1 rot slinger (level 22 artillery, *MM* 223)

Dark tunnels weave together for hundreds of miles before opening onto caverns filled with terrors out of nightmares. The cold inhabits tunnels and caves alike, until sudden cruel warmth heralds the arrival of an abomination that melts flesh and bone.

But before all else is the ever-present wind, a harsh, scouring, maddening force that reduces mortals to gibbering ruin . . . and eventually to bone and ash.

This is Pandemonium, a vast, twisted shell of a ruined world that somehow attracts more than its share of mortal exiles and misplaced outsiders.

Some say that the tunnels are the veins of Tharizdun, and the stone his flesh—but if this is so, then they are the cast-off shell of a deity long since departed from the dominion he created, and the wind is his parting breath, infused with the madness of the Far Realm.

Pandemonium is not a place anyone wants to visit for an extended period, but the promise of ancient treasures hidden in its catacombs draws adventurers.

## Inhabitants and Culture

Many souls of the deceased arrive in Pandemonium rather than in their deity's dominion. The outsiders who end up in this awful place are known as the banished. If they can escape from Pandemonium's darkness, they never come back.

Pandemonium has no central authority—no god-king passes down commandments from a throne of any sort—and so the folk of this dark place subsist wholly on their own. They live a skulking existence, roving from place to place for food or clean water, fighting those creatures that can be fought, and hiding from those more powerful. It's not unheard of for visitors to venture into Pandemonium, searching for treasure; a few of them even find their way back out again. Those too maddened to escape settle in the dominion, selling what trinkets or equipment they find on their journeys to those who come later.

Visitors to the dominion might feel as though they have entered a sprawling mental asylum without doors. Since madness takes many forms, the folk of Pandemonium vary widely in their behavior—some are violent, some are evasive and sneaky, and others are dull and vacant. Not one of them ever truly becomes accustomed to Pandemonium's gales, and every day is its own small torment. Whatever their standard behavior, however, the inhabitants of Pandemonium tend toward wild extremes: the angry ones attack anyone who looks at them the wrong way, the compulsive liars cannot tell the truth even if they want to, and those battered to catatonia by the winds stagger about the streets like zombies. Some of the sane folk seem the craziest, raging against fate and desperately searching for a way out.

The Doomguard maintains a presence in this forlorn place; their philosophy of entropy and (particularly) fatalism actually makes sense in Pandemonium. The Doomguard actively promote banished outsiders that prove their skill in battle and devotion to the cause, offering them passage to Kalandurren. Kalandurren might not be a better home, particularly not for those recruited to fight in God's Dice Arena. But to someone seeking escape from the winds of Pandemonium, any refuge will do.

Pandemonium is home to a number of monstrous cults, particularly in the unmappable Agathion caverns. An abomination called a malediction (page 131) prefers this dominion to all other homes. The Dying Scream, a cult of intangible undead creatures (such as ghosts and wraiths) that can slip in and out of their cavern sanctuaries, worships maledictions as the cast-off detritus of long-dead deities. The cultists love to sacrifice intelligent creatures to their ever-screaming masters. Immortal berbalangs and vampire lords maintain shrines in this dominion as well, their minds shattered by long years of constant wind.

## Major Areas

Some folk of Pandemonium band together for mutual protection, but these rare enclaves are prone to threats from roving beasts and infighting caused by the madness brought on by the winds, so they are quickly swept away. A few exceptions exist, but even these balance on the edge between ruination from within and without. Described below are three that have lasted longer than most.

### Keener's Wall

Perhaps the most civilized place in Pandemonium (considering what passes for civility in the Howling Depths), this century-old, high-walled settlement stands in a deep cavern at the edge of the frosty expanse known as Wintervault (*Manual of the Planes*, page 107). Enjoying an uneasy peace based on trade with the nearby frost giants of the lower catacombs, folk here live relatively normal lives (albeit with frequent outbursts of mad gibbering or random violence, just to pass the time). More than half the populace is functional but insane from the constant winds and occasional blizzards.

Civic life centers on the increasingly weathered temple of Erathis, whose missionaries established the city in their deity's name. Keener's Wall largely failed as a settlement and religious center, but over time, it collected a fair number of curious (and less than sane) folk.

Keener's Wall makes a good safe house for adventurers hunting for Pandemonium's fabled treasures. Rooms are available at the red-carpeted Broken Jaw Inn (because patrons frequently attack each other, the color of the carpets conceals any bloodshed). Sanity is suspect in Keener's Wall, so visitors would be well served to feign mental illness of some sort—an illness that might become permanent if they stay too long in the Howling Depths.

Secret adherents of the Bleak Cabal from the stronghold of Madhouse (*Manual of the Planes*, page 107) watch for new arrivals, especially those that have magical secrets that might further the cabal's cause.

### Myriad of Gales

Formed by a minstrel planeswalker named Catalan the Mad, the Myriad of Gales college accepts those bards brave enough to travel to Pandemonium in search of the music of madness. Students expose themselves to the winds for hours on end, seeking inspiration. The college has gained a reputation in the dominion as a place of refuge for those unfortunate souls trapped unawares in the worst gales, but the bards of Myriad of Gales are more interested in gleaning the musical secrets from a guest's mind than saving his or her sanity. Adventurers trapped here become prisoners of a sort, purposefully exposed to the winds so that the bards can listen to their screams and find inspiration.

The mad bards have much in common with the Bleak Cabal, which has spurred constant competition between the groups, who would eliminate each other if they could.

### Vecna's Tower

Rumors, divinations, and mysterious disappearances lead to agreement on one point—Vecna, the god of secrets, maintains a stronghold somewhere in the depths of Pandemonium. Some say that Vecna's Tower functions as the deity's dominion. Others say that it is merely a great black tower full of undead, and the winged beings riding the winds of the tunnels are only phantoms and shadows, not angels enforcing their master's secrecy.

## Adventure Hooks

Adventurers are never without foes in the swirling depths of Pandemonium. Though characters of any level find challenges aplenty, because Pandemonium is a dangerous realm (especially for heroic tier characters) and devoid of central authority (no deities for epic tier characters to defy or devil princes for them to face), it makes an excellent battleground for paragon tier characters and a good transitional area for characters of all levels. Here are three

VINCENT DUTRAIT

adventure ideas, one at each tier, for those visiting Pandemonium.

### Heroic Tier: To the Rescue

The ramshackle town of Keener's Wall is constantly under threat from roving bands of gibbering humanoids or monsters twisted by the winds. Adventurers can quickly build a name for themselves by shielding these folk from the dangers of the realm. The folk of Pandemonium cannot pay much, but they are grateful and pleased to be aided without the expectation of a return. In addition, they might receive hints and rumors of great treasure awaiting them in the caverns and tunnels beyond Keener's Wall.

### Paragon Tier: Exploration

Many would pay well to have someone map Pandemonium's seemingly infinite depths and chart all its numerous portals. A number of explorers have tried and failed to do so, but the rewards and recognition would be great indeed for someone who could succeed. In addition, Pandemonium's status as a shattered domain might attract interested deities that seek to conquer it or merge it with their own dominions. Tharzidun left his mark on the realm, and his cultists believe he will return one day. If he never returns to reclaim the portion of the dominion that was once his, it won't be for lack of cultists' screaming sacrifices deep in the tunnels of wind.

### Epic Tier: Into the Depths

Rumors say that powerful magic and great rewards lie in wait deep in the recesses of the dominion, guarded by increasingly powerful, insane horrors. Not only might the characters uncover the riches of ages past, from as far back as the Dawn War, they also might recover the lost equipment of the adventurers that have fallen before them, making the variety of loot recovered vast in scope. The Bleak Cabal also takes interest in adventurers of this level, sending agents to recruit or slay them as needed.

## Environmental Features

Pandemonium is a harsh, brutal environment, made worse by the infamous and destructive maddening wind and mindscouring gusts that frequently occur.

### Maddening Wind

Pandemonium is filled at all times with a howling wind that rushes through its twisting tunnels. Some believe that the wind is the last breath of the deities slain here, while others believe it is a curse laid upon the dominion by a great primordial of wind and thunder. Regardless, the wind wears at the minds and souls of those caught in it. Even those who have escaped the dominion say they can still hear echoes of the wailing howl.

Treat the maddening wind as an environmental danger (*Dungeon Master's Guide*, page 158) requiring a DC 20 Endurance check. Any creature that has lost a healing surge to the maddening wind takes a –2 penalty to Will and to Intelligence-, Wisdom-, and Charisma-based skill checks until it takes an extended rest.

Other common environmental hazards include cloudspores (*Dungeon Master's Guide*, page 67), illusions and illusory walls shaped by the winds (*Dungeon Master's Guide*, page 68), and whirlwinds (*Dungeon Master's Guide*, page 69).

### Unpredictable Climate

The winds of Pandemonium can change radically in terms of temperature and pressure, varying the ambient conditions from arctic to tropical heat at a moment's notice. Characters prepared for one climate might suddenly be exposed to another.

### Mindscouring Gust

Sometimes the wind builds quickly, becoming a deadly force in itself, often in the middle of an encounter.

**Mindscouring Gust** **Level 13 Lurker**
Hazard XP 800

*The winds build to a fever pitch, enough to tear flesh from bones and shatter minds.*

**Hazard:** Raging winds build from an origin square and make a close blast 4 attack each round for 2d4 rounds.

**Perception**

Characters can't use Perception to detect this hazard.

**Additional Skills:** Nature

DC 23: The character realizes that the wind is building in a particular square and from which direction it will attack.

**Initiative** +10

**Attack ✦ Psychic**

**Standard Action** **Close** blast 4

**Target:** Each creature in blast

**Attack:** +16 vs. Will

**Hit:** 2d8 + 5 psychic damage, and the target is dazed until the end of its next turn.

**Miss:** Half damage.

**Countermeasures**

✦ A character who spends a minor action to protect his or her ears against the wind gains a +2 bonus to all defenses against this hazard and a –2 penalty to Perception checks.

✦ A character who is prone or has cover takes half damage from this hazard.

**Upgrade to Elite (1,600 XP)**

Increase the range to close blast 6.

Increase the DC for Nature checks by 2.

## Encounter Groups

Because Pandemonium is home to all sorts of creatures tormented to insanity, encounters in the dominion can vary widely. Remember that creatures encountered in Pandemonium are just as susceptible to the maddening winds as characters are, and most have already been driven mad by exposure.

**Level 6 Encounter (XP 1,400)**

- 1 Bleak Cabal cultist (human mage advanced to level 4 elite artillery, *MM* 163)
- 2 carnage demons (level 6 brute, *MM* 54)
- 1 mad wraith (level 6 controller, *MM* 266)
- 1 tiefling darkblade (level 7 lurker, *MM* 250)

**Level 12 Encounter (XP 3,500)**

- 1 balhannoth (level 13 elite lurker, *MM* 24)
- 1 spirit devourer (level 11 elite soldier, *MM* 68)
- 1 viscera devourer (level 12 controller, *MM* 68)

**Level 18 Encounter (XP 11,600)**

- 2 bodak reavers (level 18 soldier, *MM* 36)
- 1 nabassu gargoyle (level 18 lurker, *MM* 115)
- 1 nightwalker (level 20 elite brute, *MM*, 197)

**Level 24 Encounter (XP 31,200)**

- 1 dread wraith (level 25 lurker, *MM* 267)
- 1 earthwind ravager (level 23 controller, *MM* 104)
- 2 rakshasa dread knights (level 24 soldier, *MM* 218)
- 1 sorrowsworn soulripper (level 25 skirmisher, *MM*, page 242)

# SHOM



Behind a brilliant blue veil, a shimmering white wasteland extends for more than seven hundred miles, broken here and there by ruined cities, mesas of orange rock, and scattered oases. This is the white desert of Shom, a dominion that lost its deity in the battles of the Dawn War. Memories of the deity, known as the God of the Word, are hazy. One day Shom will have a new deity, if Erathis gets her way.

When the God of the Word created Shom, he also created its sun and its moon—gold and silver vessels that sail scores of miles above the dominion's surface. The god is long gone, but the magic vessels maintain their orbits and their defensive wards against pirates and treasure-seekers that try to steal the sun and the moon. If the mortals who populated Shom had been as impervious to harm as the dominion's satellites, Shom might have survived.

## Death of a God, Rise of the Illumians

When the God of the Word died during the Dawn War, his human and humanlike servitors kept the dominion's energy vibrant, allowing the dominion to survive the war more or less intact. The dead god had been one of Ioun's allies; where Ioun was devoted to study, the dead god's domain was creation. The God of the Word's servitors invited Ioun to take over the dominion, but she declined, opting to remain in Hestavar. Instead, Ioun said that the servants had done an admirable job of maintaining the dominion during the war, so they should be able to handle the dominion during a time of peace. Ioun gifted these loyal humans with two syllables of the Words of Creation: one for the mind, and one for the soul.

No single mortal could harbor two syllables of the Words of Creation, so half of the new race took one word and half took the other. It was thought that the new society would blend the best of both mind and soul. The members of the new race called themselves illumians. Sigils of Supernal words from the Words of Creation flowed endlessly around their heads and bodies, setting them apart from other mortals.

The illumians withdrew from contact with the rest of the Astral Sea, drawing in upon themselves to study the unfolding concatenations of each of the syllables. At first, Shom flourished as the illumians created wonders and glories, rebuilding their dominion with the gift of divine energy from Ioun and what they had managed to preserve of their god's energy.

## The Shattering of the Word

Eventually, the good centuries came to a terrible end. Those that know something about the illumians' fall consider the story to be a warning about how mortals cannot handle divine power without going mad. There is a bit more to the story than that.

The illumians' problems began because of the split between those who had the syllable of the mind and those who had the syllable of the soul. Truly sharing knowledge proved to be difficult. Successive generations of illumians moved more and more toward one syllable or the other, particularly because children could not have both syllables, and often the syllable a child had was not the one its parents would have preferred. Splinter cabals devoted to peculiarities of one or the other syllable fueled discord. Illumians of the mind, encouraged by Vecna's whispers, created conspiracy theories where none existed. Holier-than-thou arrogance characterized the soul cabals, and the worst of them "determined" that the followers of the syllable of the mind no longer truly had souls and could therefore be treated in the terrible ways their actions warranted, without any fear of wrongdoing. Asmodeus provided some brilliant suggestions for this faction to use to that end.

Civil war flared, slowed, and erupted again, repeating the cycle, adding new atrocities, and unwillingly pulling in even well-intentioned cabals. When the population was greatly reduced, the

### Words of Creation

The people who were given the syllables of creation are gone, but the words themselves do not die so easily. Though the illumians have been extinct from Shom for centuries, their power lingers. A character who stumbles upon a source of illumian magic or expands the body of knowledge in Shom (for instance, discovers a new ritual) might be blessed with use of one of the syllables of creation for a day or for a single encounter.

The most powerful illumians could invoke the combined power of their sigils to burn their enemies with searing light, blast them with thunderous sound, or heal or protect their allies. The syllables' current state is not so formidable. A display of glowing words in a language that is impossible to comprehend fully, even for speakers of Supernal, whirls around the blessed character's head at a distance of three to six inches. The words grant a small benefit for a short time, such as +1 to Reflex or Will, or +1 to initiative checks—a mere taste of what was once possible before the illumians squandered the words.

leaders of the various cabals agreed on a final solution. This is the part of the story that is well known.

The lesser-known truth is that since Ioun was unwilling to choose a side, saying that both of the syllables were important and that the illumians were abusing her gift, the illumians approached the maruts to arrive at a resolution. The cabals called a temporary truce and asked the maruts to study the situation and decide, finally, which of the two syllables should be superior to the other.

At first, the maruts attempted to avoid arbitrating the dispute, but the illumians were insistent. The arrogance and presumption that had become typical of the illumians carried over to the arbitration process. Each side assumed it was in the right and demanded that the contract to be drawn up assessed harsh penalties against the side that lost the dispute. When the maruts concluded their study, they ruled that neither faction was worthy of holding the Words of Creation. They further decided that each cabal was deserving of the penalties outlined in the contract for the loser and executed those penalties to their fullest, leaving Shom in ruins. The only illumians to survive this cleansing had already left Shom in the earlier decades of the war.

Is Ioun to blame, for giving a gift to those who were not worthy? If anyone understands the consequences of their actions, it is Ioun. Perhaps in her long view there is still something positive that will come from the wreckage of Shom.

It would be easy to blame Vecna and Asmodeus for their influence, but they didn't start the conflict. They just gave it a push.

Are the maruts to blame? They merely arbitrated the dispute they had been forced to rule on. As the apparent original creators of Supernal (page 98), the maruts might have been slightly prejudiced against the illumians for squandering their heritage. Nevertheless, no marut would admit to such bias.

## Inhabitants and Culture

There are six categories of inhabitants in Shom, but none of the groups are numerous.

First are the maruts, some of whom came to Shom to execute the contract with the illumians and never left, and others who have come here in the years since. The maruts move about the sands of Shom in their mobile citadels. Their chief concern seems to be guarding particular groups of ruins—the best guess is that contracts requiring the maruts to guard the ruins, or items in the ruins, are still in force. If the maruts are guarding an area, it's probably worth looting.

Second, the other guardians in the half-buried cities: constructs, immortals, sphinxes, nagas, ghosts, golems, and numerous even more bizarre creatures and traps guard the illumians' treasures. The guardians were intended to protect against other illumians; no one counted on the illumians suddenly being removed from the dominion's equation. The security systems and ageless guards remain intact, still standing against those who would plunder what they protect.

Third, random opportunists that sweep across the desert to acquire water at an oasis or poke around for anything valuable sticking out of the sands. Cultists of Vecna are stubbornly persistent "archeologists." Githyanki love the oases of Shom, flying in on their dragons from ships sailing outside the dominion. The quom are less predictable—when they detect traces of a fragment of Lakal, they'll go wherever their quest might take them, so they could be encountered anywhere in the wasteland or in the ruins.

Fourth, various random creatures that adventurers consider monsters, such as brown, gray, and blue dragons, wyverns, a few serpents that have escaped from Tytherion, and so on.

Fifth, various small groups of outsiders, some of whom randomly landed in Shom, but most of whom escaped from worse areas. These survivalists have formed tiny enclaves around several of the oases, but they rarely interact with strangers, instead hiding in case flyers or travelers come to the oasis. They do this because the latest arrivals to Shom have been hunting them.

Those recent additions to Shom make up the sixth group—astral giants in the service of Erathis. By hunting down the survivalist outsiders for sport, they are exceeding the orders Erathis gave them. Erathis sees Shom as the place of the next big push in her effort to restore of the Lattice of Heaven. She contracted the astral giants to sweep through Shom and try to kill the monsters that the maruts seem unwilling or unable to destroy. Several bands of astral giants are performing the mission to the best of their ability and might even appreciate help from the characters. However, at least two of the giant bands presently in Erathis's employ are bullies that have settled for starting with easier sport. The encounter that follows,

### Astral Giants

The race of astral giants is differentiated from the other more brutish and destructive giants by their advanced culture and their willingness to interact with other beings through trade and debate. When the Dawn War came, the astral giants swore allegiance to the deities in general and Erathis in particular, unlike the other giants that sided with the titans and the primordials. Over the centuries, the astral giants have settled in scattered pockets of the Astral Sea. They never feel comfortable inside functioning divine dominions, but they have no difficulty living on border islands, in shattered dominions, on astral motes, and in great palace ships of their own construction.

The astral giants currently working for Erathis in Shom are young and somewhat crude specimens of their kind.

"Purifiers of Shom," shows what happens when the characters interrupt these astral giants in the middle of their fun.

## Major Areas

Ruins and oases are scattered all over Shom. A couple of notable sites are touched on below.

### Oracle of Qarma-Thaal

A great sphinx known as the Voice of Sarpoth guards a spring between two mesas. If the waters of the spring truly provide hidden knowledge of things to come, the knowledge didn't save the illumians.

### Tombs of Elirhondas

If adventurers can avoid the maruts on the surface and the flameskulls that patrol the shallowest halls of Elirhondas, also known as the City of Philosophers, great treasures await in the depths of the place. Intricate traps protect the secrets and wealth of the former illumians' capital, as do mummified priests and warlords. The deepest halls are utterly dark, lit only by the light of the words of creation that circle the faces of illumian mummies.

## Adventure Hooks

The characters can find all manner of adventures above and below Shom's sands. The tombs beneath Elirhondas and other fallen illumian cities hide great treasures guarded by dracoliches, mummies, desiccated zombies, skeletal tomb guardians, and the like. The astral giants' ongoing war against squatters in Shom (see *Revenge of the Giants*, page 16) is a source of constant action, and paragon or epic tier characters who can end the conflict might find themselves with the gratitude of both Erathis and Ioun.

In addition, for characters pursuing the appropriate epic destiny, Shom holds a special promise: godhood. Erathis's overall plan for Shom requires divinely powered vassals (exarchs) to swear fealty to her or Ioun. For characters who prove themselves, the deities offer the promise of great power.

## Environmental Features

Shom has all the normal environmental dangers of a desert. In addition, characters who venture into the white sands discover supernatural perils as well.

### Shom's Two Deities

Erathis and Ioun didn't stop Shom from sliding into ruin centuries ago. Now, they are cooperating to bring the dominion back. Does Ioun finally want a dominion of her own? Or are Erathis's efforts just a fragment of a greater prophecy Ioun will unravel? We won't answer this question definitively. Ioun's ways are mysterious.

### Deadly Mirage

The mirages of Shom's deserts sometimes take on an illusory physical form, and believing in them can be fatal. In an encounter where a deadly mirage is at play, add four illusory duplicate creatures, all of which have the normal statistics of the monsters in the encounter but only a single hit point (such that one hit slays a mirage; a missed attack never damages a mirage) and one-quarter of the normal XP. These illusory minions can make only basic attacks. They are especially deadly to those who have suffered in the desert: They gain a +2 bonus to attack rolls against a target that has lost at least one healing surge to Shom's environmental dangers.

### Great Statues

Any encounter near buried ruins might take place around one or more half-buried statues left over from illumians that wanted to immortalize their glory. Some are hundreds of feet tall and up to forty feet wide. Most of the statues are dead stone and metal, but a few still have a spark of power that affects all creatures within 3 squares. Empowered statues devoted to heroes of the syllable of the mind provide a +1 bonus to attack rolls with arcane, psionic, or psychic attacks. Empowered statues devoted to heroes of the syllable of the soul provide a +2 bonus to Fortitude and Will.

## Encounter Groups

Characters adventuring in Shom are likely to encounter such solo threats as blue or red dragons scouring the surface for prey, burrowing purple worms drawn to tremors in the surface sand, and bands of creatures from Shom's lost empires or its current inhabitants, roaming the wastes. For a full encounter with astral giant warriors looking to stamp out a group of survivalist outsiders, see "Purifiers of Shom" on page 122.

**Level 8 Encounter (XP 1,750)**
- 1 flameskull (level 8 artillery, *MM* 109)
- 2 mummy guardians (level 8 brute, *MM* 192)
- 1 rot scarab swarm (level 8 soldier, *MM* 30)
- 1 trap haunt (level 8 lurker, *MM* 116)

**Level 13 Encounter (XP 4,500)**
- 1 illumian mummy lord [mummy lord with *words of creation*; see sidebar] (level 13 elite controller, *MM* 192)
- 3 skeletal tomb guardians (level 10 brute, *MM* 235)
- 1 umber hulk (level 12 elite soldier, *MM* 256)

**Level 18 Encounter (XP 11,000)**
- 1 bone naga (level 16 elite controller, *MM* 194)
- 1 dire bulette (level 18 elite skirmisher, *MM* 38)
- 1 savage minotaur (level 16 brute, *MM* 191)
- 1 sphinx (level 16 elite soldier, *MM* 245)

# ENCOUNTER: PURIFIERS OF SHOM

**Encounter Level 18 (10,600 XP)**

## Setup

**1 astral giant blazing javelineer** (J)
**3 astral giant warpswords** (W)
**1 dire bulette** (B)

A couple of bands of astral giants have reinterpreted Erathis's directive to sweep Shom clean of monsters that could interfere with colonists as an excuse to eliminate small pockets of outsiders that have beaten Erathis to the oases.

The characters, approaching from the southeast, come upon a pack of astral giants and their pet bulette attacking a group of outsiders. The giants are busy eliminating the colonists, so they might not notice the characters at first. If the giants are attacked or loudly challenged, they turn their attention to the characters.

**When the characters come within sight of the oasis, read:**

*Before you a quartet of hulking brutes, three armed with blazing swords and one that hurls javelins, are mercilessly slaughtering a group of elves, humans, and halflings. Those who have survived the attack so far begin running toward you. A mound of earth rises from the center of the oasis.*

**3 Astral Giant Warpswords (W)** **Level 16 Skirmisher**
Large immortal humanoid (giant) XP 1,400 each

**Initiative** +15 **Senses** Perception +13
**HP** 158; **Bloodied** 79
**AC** 30; **Fortitude** 28, **Reflex** 26, **Will** 26
**Resist** 10 radiant
**Speed** 8; see also *astral leap*

⊕ **Warpsword** (standard; at-will) ✦ **Radiant, Weapon**
Reach 2; +21 vs. AC; 2d10 + 7 damage, and ongoing 5 radiant damage (save ends).

⊕ **Dimensional Blow** (standard; recharge ⚅ ⚄ ⚃) ✦ **Radiant, Teleportation, Weapon**
Reach 2; +21 vs. AC; 2d10 + 10 radiant damage, the target is teleported 5 squares, and the target is dazed until the end of its next turn.

**Astral Retreat** (immediate reaction when damaged by an attack; at-will) ✦ **Teleportation**
The astral giant teleports 2 squares.

**Astral Resonance**
As long as an astral giant has an unbloodied astral giant ally within 10 squares, it receives a +2 bonus to attack rolls.

**Astral Leap** (move; encounter; only within the Astral Sea; recharges when first bloodied)
The astral giant can fly up to 10 squares.

**Alignment** Unaligned **Languages** Giant, Supernal
**Skills** Athletics +20, Religion +16
**Str** 24 (+15) **Dex** 20 (+13) **Wis** 20 (+13)
**Con** 22 (+14) **Int** 16 (+11) **Cha** 17 (+11)
**Equipment** chainmail, greatsword

**Dire Bulette (B)** **Level 18 Elite Skirmisher**
Huge natural beast XP 4,000

**Initiative** +13 **Senses** Perception +13; darkvision, tremorsense 20
**HP** 360; **Bloodied** 180; see also *second wind*
**AC** 36; **Fortitude** 33, **Reflex** 29, **Will** 29
**Saving Throws** +2
**Speed** 8, burrow 8; see also *earth furrow*
**Action Points** 1

⊕ **Bite** (standard; at-will)
Before it bites, the dire bulette can make a standing long jump as a free action without provoking opportunity attacks; +23 vs. AC; 2d8 + 10 damage, or 4d8 + 10 damage if the target is prone.

**Rising Burst** (standard; at-will)
Close burst 2; the dire bulette sprays rock and dirt into the air when it rises out of the ground; +22 vs. AC; 1d8 + 10 damage.

**Earth Furrow** (move; at-will)
The dire bulette moves up to its burrow speed just below the surface of the ground, avoiding opportunity attacks as it passes underneath other creatures' squares. As it burrows beneath the space of a Large or smaller creature on the ground, the dire bulette makes an attack against the creature: +17 vs. Fortitude; on a hit, the target is knocked prone.

**Ground Eruption**
The squares into which a dire bulette surfaces and the squares it leaves when it burrows underground become difficult terrain.

**Second Wind** (standard; encounter) ✦ **Healing**
The dire bulette spends a healing surge and regains 90 hit points. The dire bulette gains a +2 bonus to all defenses until the start of its next turn.

**Alignment** Unaligned **Languages** –
**Skills** Athletics +24, Endurance +23
**Str** 30 (+19) **Dex** 15 (+11) **Wis** 18 (+13)
**Con** 28 (+18) **Int** 5 (+6) **Cha** 12 (+10)

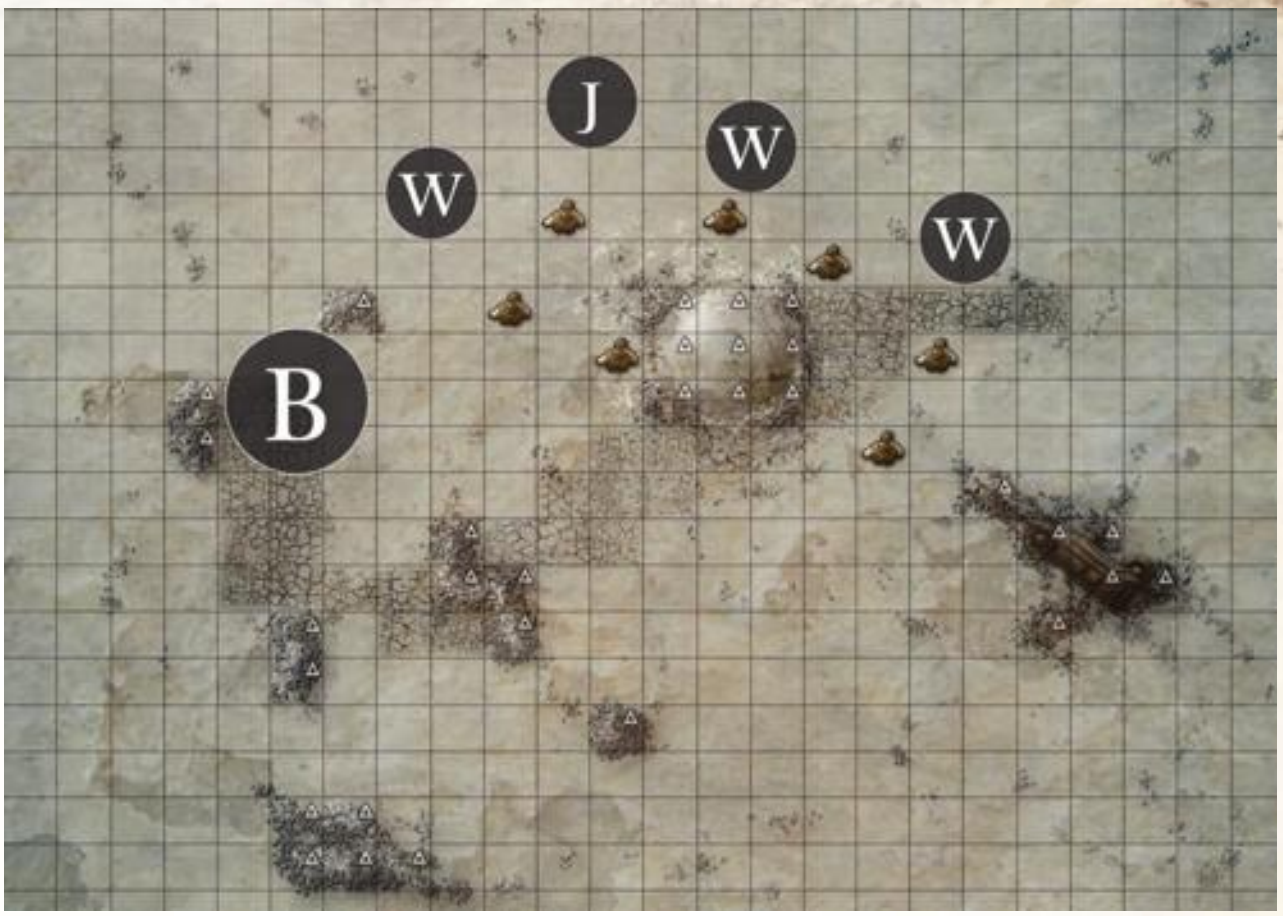
## Tactics

The giants attempt to lure the characters into a trap: the weakened ground above the bulette's impromptu burrow (see "Features of the Area"). While the javelineer starts throwing, the warpswords hang back and wait until the characters either close or begin using ranged attacks. They might try to goad the characters into charging by killing a few more of the frightened outsiders.

The dire bulette is belowground when the encounter starts. In the first round, it readies an action to charge the first character who moves within 5 squares of it. If no creatures approach before its action in the second round, it uses *earth furrow* to move through the middle of the group of characters, followed by *rising burst* as it emerges among the largest group of characters it can target.

If the characters rush into melee, the dire bulette attacks at its earliest opportunity, and the giants use *astral leap* to fly to advantageous positions around the characters.

If the characters begin with ranged attacks, the giants move toward them, seeking to enter combat as quickly as possible.




The warpswords hold off on using *dimensional blow* until they are near enough to set up multiple attacks on the same target by teleporting it around. Alternatively, they use *dimensional blow* to teleport the characters into the path of the dire bulette.

## Features of the Area

**Frightened Outsiders:** Squares marked with a humanoid symbol on the map represent the hapless survivors of the initial assault. In the first round after the characters are spotted, the outsiders flee (speed 6) from the giants, who take opportunity attacks against them when possible. The outsiders have AC 25 and 1 hit point each (a missed attack never damages an outsider). They cannot attack or take actions other than movement.

**Difficult Terrain:** The hemispherical mound at the center of the camp is the area the bulette occupied before it burrowed into the ground. This area is difficult terrain, as are the other places on the map marked with triangle symbols. The bulette creates additional difficult terrain when it surfaces or submerges.

**Weakened Ground:** Squares marked with a cobblestone pattern on the map represent a stretch of unstable ground left behind by the bulette's burrowing. Any creature that starts or ends its turn in one of these squares falls 10 feet into a tunnel beneath the surface, taking 2d10 damage from the fall and the impact of rocks that collapse into the tunnel. This tunnel requires a DC 24 Athletics check to climb out of, and only creatures that have a reach of 2 or more can attack creatures within it (or vice versa). Creatures in the tunnel can move through it as they see fit.

| **Astral Giant** | **Level 19 Artillery (Leader)** |
|---|---|
| **Blazing Javelineer (J)** | |
| Large immortal humanoid (giant) | XP 2,400 |
| **Initiative** +15 **Senses** Perception +18 | |
| **HP** 144; **Bloodied** 72 | |
| **AC** 31; **Fortitude** 29, **Reflex** 28, **Will** 27 | |
| **Resist** 10 radiant | |
| **Speed** 8; see also *astral leap* | |
| **Javelin** (standard; at-will) ✦ **Radiant** | |
| Reach 2; +26 vs. AC, 1d8 + 4 damage + 2d8 radiant damage. | |
| **Blazing Throw** (standard; at-will) ✦ **Radiant** | |
| Ranged 10/20; +26 vs. AC, 2d8 + 5 damage, and the target grants combat advantage and takes ongoing 5 radiant damage (save ends both). | |
| **Astral Winds** (standard; encounter) ✦ **Radiant** | |
| Close burst 2; +22 vs. Reflex, 3d8 + 4 radiant damage, and the astral giant blazing javelineer pushes the target 3 squares. | |
| **Brilliant Lance** (standard; recharge ⚅) ✦ **Radiant** | |
| Area burst 2 within 20; +22 vs. Reflex, 2d8 + 9 damage, and the target is blinded until the end of the astral giant blazing javelineer's next turn. | |
| **Astral Resonance** | |
| As long as an astral giant has an unbloodied astral giant ally within 10 squares of it, it gains a +2 bonus to attack rolls. | |
| **Astral Leap** (move; only within the Astral Sea; recharges when first bloodied; encounter) | |
| The astral giant blazing javelineer flies 10 squares. | |
| **Alignment** Unaligned | **Languages** Giant, Supernal |
| **Str** 24 (+16) **Dex** 22 (+15) | **Wis** 18 (+13) |
| **Con** 24 (+16) **Int** 18 (+13) | **Cha** 20 (+14) |
| **Equipment** 5 javelins | |

Nearly anything can be found in the Astral Sea, if someone travels far enough. You determine which varieties of "anything" make sense for your campaign. Use the following ideas as you like, or introduce them as rumors and turn the truth to your advantage.

## Archanus

Long ago, Archanus was a divine dominion ruled over by a deity sworn to creation and invention and filled with mechanical creatures roving every inch of a vast workshop.

During that time, a crafty saboteur introduced a proverbial monkey wrench into the works, creating a flaw in what was otherwise clockwork precision. The effects were subtle at first, and by the time the lords of the realm noticed, the chain reaction had spread so far as to be irreversible. The realm ground to a halt, strained, and then tore apart under the awesome forces of stuck gears and springs stretched to the limits. Within moments, the great machine realm was a ruin of broken gears and spilled fuel.

Though the clockwork dominion will never regain its former glory, its components remain to be harvested. A colony of maruts has moved into the ruin and seized some of the former mechanisms. The maruts have constructed a research station of sorts, devoted to building war machines and powerful weapons. The best and most useful components come from the various Dawn War battlefields and the unclaimed, shattered dominions—rarely do the maruts bother searching the functioning dominions, and thus they have so far eluded the notice of the deities, who might not take kindly to attempts to resurrect Dawn War devices.

The maruts are efficient in their processes but notably understaffed—they can spare only one or two search parties at a time, so they are interested in trading for curious and useful devices found by planar adventurers, and sometimes they employ bands of such adventurers to seek out new harvest sites or scavenge from tricky areas. The maruts pay for such resources with arms and armor they have created or with items of great magical power.

For all their successes, the maruts' experiments have yielded as many failures as innovations. Powerful aberrant monsters often escape from the maruts' control and wreak havoc in Arcanus or beyond. Those creatures that escape do not have to fear pursuit; the maruts are less than enthusiastic about them, preferring instead to remain on station to continue their work and let others deal with the hazards they have unleashed.

## Eldregaard

Few places in the planes truly show how far the mighty have fallen better than Eldregaard, also known as the Fane of the Fallen Dragon. The home of a once-powerful battle dragon, Eldregaard is a morose place inhabited by the miserable Isaldurax.

Once in the service of Bahamut, Isaldurax was a cunning leader who commanded the armies of the dragon god across the planes. At the apex of his career, Isaldurax was tasked with defending a temple in the Astral Sea against the infernal armies of Dispater. This temple—on the mote known as Eldregaard—was the haven for a mortal imbued with a fragment of Bahamut's divine spark. When Dispater's forces assaulted the temple, Isaldurax and those under his command easily drove them away. Isaldurax left Eldregaard to pursue Dispater's forces, unaware that the initial attack was merely a cover for a covert mission to capture the mortal residing within the temple. Dispater's agents were successful, and the mortal was taken back to the Nine Hells.

Stunned by his defeat, Isaldurax retreated inside Eldregaard, becoming a recluse. The shame of his failure made Isaldurax withdraw into himself, and the temple around him twisted to match his demeanor. In time, Eldregaard transformed into a dark, morose island whose only edifice is a gloomy structure that resembles a mausoleum more than temple. Those that remained by Isaldurax's side were equally twisted by the dragon's self-loathing, and in time they became nightmarish reflections of their former selves, living in eternal sorrow. It is said that all those who enter Eldregaard now become so overwhelmed with the woe of Isaldurax that they are trapped there forever, unwilling to return to the pain of life.

Yet there is much to draw curious travelers to Eldregaard. According to legend, when Isaldurax returned to the temple, he had all the wealth of Eldregaard collected and stored in large vaults under the temple. Some, particularly the faithful of Bahamut, believe that Isaldurax could be redeemed and restored to his former glory, although none who have tried have returned. A few even think that the fall of Isaldurax is a ruse by the dragon to protect the mortal imbued with Bahamut's divine spark, who rests in stasis within Eldregaard. The tale they believe says that Isaldurax foresaw Dispater's cunning and allowed the devil to kidnap a decoy, and that the transformation of Eldregaard is intended to convince Dispater that the temple has fallen into ruin.

## The Forgotten Sanctuary

When the deities defeated the primordials and sealed them away in prisons deep inside the Elemental Chaos, the world was protected from destruction. However, during the Dawn War, not every aspect of the deities' creation could be saved. Floating deep in the Astral Sea is a mote of earth and stone that, according to legend, was once part of a world otherwise destroyed by the primordials. This world might have been a forerunner to the world that the deities saved, or it might be from another time and place entirely. However, when this world was destroyed, the gods banded together to save as many of its inhabitants as possible. As a result, a massive fragment of the world was shunted to the Astral Sea at the time of the world's destruction, creating an island that preserves a long-forgotten civilization.

This island, referred to in Ioun's temples as the Forgotten Sanctuary, is an enormous landmass that is as big as a small continent in the mortal world. The process of shunting the world to the Astral Sea preserved its original ecosystem. More impressive is the fact that the original inhabitants of the mote, or rather their descendants, continue to populate the land to this day. Their civilization has grown slowly, but now cities, towns, and villages dot the mote as they would on any continent, and it people continue to live as they did before their world's destruction.

The Forgotten Sanctuary lies far from the current dominions, and is so out of the way that even gith-yanki pirates rarely venture there. According to the few visitors who have made the journey to the island, the inhabitants do not even know that they live on a mote in the Astral Sea. They believe that their world was plunged into eternal twilight during the ancient war, having no idea it was destroyed. A few powerful spellcasters from the Forgotten Sanctuary have discovered the truth about their "world," but they keep it a secret from the rest of the population to avoid the chaos the truth would cause.

### Campaign Settings and the Forgotten Sanctuary

The details about the world of the Forgotten Sanctuary have been left vague intentionally. In your campaign, the Forgotten Sanctuary can be a fragment of another campaign setting, either of your own design or from an official source, allowing the characters to visit another world while traveling across the Astral Sea. For example, if you are running a campaign set in your own world but want to use an adventure set in Eberron, you might set that adventure on the Forgotten Sanctuary and use the basic assumptions of the Eberron® campaign setting to flesh out the details of the Forgotten Sanctuary.

## Frostburn

This pocket of elemental energy sprang up in the wake of the Dawn War and now floats through the Astral Sea, unattached to any other region. It is unlike other pockets because instead of being composed of all elements in a chaotic admixture, the elements of fire and cold hold dominance here. Motes of earth, water, and air exist, but they are tainted by either fire or cold (or both, if there is a battle raging there).

**FROSTBURN TRAITS**

**Type:** Elemental mote.
**Size and Shape:** Rough sphere 50 miles in diameter, bounded.
**Gravity:** Elemental buoyancy.
**Mutability:** Unstable (+5 to DCs to create terrain without fire or ice elements).
**Fire and Cold Affinity:** Cold or fire attack powers gain a +1 bonus to the attack roll, and acid, lightning, and thunder powers deal half damage (ongoing damage is not affected).

VINCENT DUTRAIT

Visitors to Frostburn quickly become caught in the middle of a never-ending war between two great, opposite forces: hordes of fire archons and ice archons, eternally struggling for dominance in the astral mote that has trapped them. Due to the magic of the pocket, the warring forces have no idea how long their struggle has endured, thinking it only days.

Two elemental princesses—the cold and calculating Sisanthak and the hot-tempered Vorsheen—claim dominance over Frostburn, sending their seemingly limitless troops forth from their respective castles, Snow and Cinder, which float at opposite ends of the mote. Characters who arrive in Frostburn are quickly approached by one side or the other, demanding aid—and threatening violence if their request is not instantly granted.

The source of Frostburn is a jealously guarded central orb that radiates elemental power. The two factions—frost and fire—constantly war over this orb, with their princesses thinking that to own it is to rule the mote once and for all. Little do they realize that their constant struggle maintains the forces within the orb in opposition, preventing either side from defeating the other. If one side were victorious, the losing elemental force within the orb would perish, leaving the other dominant and free of its limitations. However, the victorious force would then burst its confines and consume Frostburn in a titanic flood of elemental energy.

The deities advise their servants to avoid this mote, though Erathis might support those with plans to destroy it, since such work will eventually be required to restore the Lattice of Heaven.

## Kar'ka Dun

Kar'ka Dun is either one of the most significant sites in githyanki history or a puzzling artifact that has accumulated legends it does not deserve. Oracles say that this wide, flat plain covered in tall grass and twisted trees is the site of the githyanki's first landing in the Astral Sea, which is fitting since the island constantly moves through the astral realm.

The island has a black stone building at its center, which blends the function of a fort with the aesthetics of a cathedral. However, the architecture is all wrong. The fort is indefensible, with too-wide arrow slits and doors that cannot be shut. The figures carved into the black stones might be githyanki, or perhaps githzerai.

The far travelers (page 97) say that Gith decreed that Kar'ka Dun was the one place where githyanki and githzerai would have to meet in peace, if there should ever be a time when the races needed to meet again. You won't hear githyanki of Tu'narath repeating such legends, but you couldn't pay a githyanki captain enough to mount an attack on Kar'ka Dun.

## Mutas

Mutas is a free city inhabited by mortals. Its metal buildings ring the inside of a sunken structure that drops into the dim depths of the Astral Sea. This foundational structure resembles the inside of a drinking cup several miles in diameter.

Legend says that Mutas is the cup Moradin was holding when he learned that the Dawn War had begun. In disgust, he tossed it into the lattice between realms, where it stuck. Although neither Moradin nor his followers claim any tie to Mutas, the place still apparently enjoys the deity's protection. Devils, demons, githyanki, and other hostile forces are barred from entering in large numbers.

The various fiends prevented from entering Mutas maintain an ad hoc blockade outside the rim of the cup. The inhabitants of Mutas welcome news and goods from the outside world and pay adventurers well for help escaping through the blockade.

## Pluton, the Gray Waste

Pluton was the divine dominion of the death god Nerull, the deity slain by the Raven Queen. She was unable, or unwilling, to take over Nerull's dominion, preferring to make her home in the Shadowfell. After absorbing Nerull's power, the Raven Queen cut Pluton entirely out of the soulform process. Other shattered dominions sometimes receive misplaced outsiders. Pluton does not. Its "native" inhabitants are ghosts and other leftover spirits from Nerull's reign. Pluton's distinguishing characteristic is that it still has an iron gray color veil, though Astral travelers curse the sight of it, since few choose to go to this realm. For more on Pluton, see *Manual of the Planes*, page 111.

## Shivering Spires

The Shivering Spires is a ten-mile-square pocket composed of elemental wind and air that derives its name from the high, incredibly thin pillars rising from a pool of acid and fire far below. These spires, placed at random distances from one another, are known to bend and shift as the winds rage about them, tipping toward one another to allow passage between pillars and swaying apart at unforeseen moments. Falling from the spires represents a real hazard, because the drop ends in a churning lake of fire and acid (5d10 falling damage, and 20 acid and fire damage per round of submersion), and the chance of finding another, shorter route is not certain (as decided by you, or a 40% chance of success).

Only flying elemental creatures such as fire bats, gargoyles, and elementals dwell here with any frequency, and a few dragons scour the skies for a tasty meal. The Shivering Spires is also known throughout the Astral Sea as a neutral dueling ground, principally for magicians who have a sense of drama.

## The Triad Islands

A trio of motes floating near one another, the Triad Islands are three nations stuck in a cycle of conflict and exhausted truce. The islands are divided by small expanses of open space in the Astral Sea and are spaced just far enough apart that they can be seen from the other islands, but not close enough for travelers to swim from one to another comfortably. Although these islands are small enough to escape the notice of most astral travelers, they have a long and bloody history that rivals the tales of many nations in the world.

Each of the three islands is a sovereign nation. Morisia is a military state ruled by a council descended from a mortal army that escaped to the Astral Sea eons ago during one of the mortal world's great wars of empire. Algomon is controlled by a theocracy loyal to Kord. Its people's ancestors were warriors who traveled to the Astral Sea seeking the aid of their deity; after the expedition was thrown off course and stranded on Algomon, they were forced to build a new civilization. Cyrenax was once a part of Tytherion. A great cataclysm severed Cyrenax from the rest of that dominion, hurtling it into the Astral Sea. Over time, these three motes drifted close enough to be caught in each other's planar gravity, forming a group of islands that has found equilibrium at their current distance from one another.

Ever since the islands converged, their inhabitants have been fighting with one another. Cyrenaxi cultists have left their obsidian fortresses on the mountains of their island to raid the opulent, sprawling cities of Morisia. Morisian general-lords, incensed that the people of Algomon refused to come to their aid, launched their own frontal assaults on the scattered temple-villages of Algomon, forcefully taking the goods that they claim the Algomani refuse to provide. The Algomani, in turn, sail to Cyrenaxi to attempt to topple the cultists' fortresses, hoping to stall any future conflicts before they start. This endless cycle of attacks and counterattacks continued for centuries until Morisian General-Lord Golgrim, a dwarf of considerable skill in war, called a conclave of the leaders of the three islands and a monumental peace treaty was signed. Though the peace continues, its strength is that of a single thread, since it would take only one reckless act to plunge the three back into war.

JULIE DILLON

## Zulkolosz

The small island of Zulkolosz is a redoubt and safe haven for githyanki pirates and other scoundrels of the Astral Sea. A githyanki settlement is built deep inside the island, accessible through tunnels large enough to accommodate astral ships. Githyanki ships sail directly into the bay of this underground haven, which resembles a city of the Underdark with buildings set into the sides of the cave walls. The center of Zulkolosz is a deep chasm that contains a direct portal to the Abyss in the Elemental Chaos, which is a feature that endears it to githyanki who want to raid the githzerai.

Zulkolosz vacillates between maintaining a githyanki-only policy and allowing nongithyanki pirates to moor. At the moment, anyone can use the moorage as long as they pay the hefty fee. In the past, such phases of openness have presaged confrontations with dominion ships or other powerful enemies during which the githyanki have used the pirates of other races as sacrificial cover for their own quick escape. For now, Zulkolosz is a neutral ground where members of various evil factions and races trade information, slaves, and roundhouse kicks.

CHAPTER 4

# Astral Denizens

**Adventurers define** themselves in large measure by the dangers they overcome. The wide range of creatures described in this chapter offers fresh challenges for adventurers willing to risk danger on the forgotten battlefields of the Dawn War, beyond the color veils of dark dominions, and in remote outposts upon the treacherous Astral Sea.

Abominations seeded by the primordials stalk the periphery of the home of the gods. Many of the worst of these creatures, such as the marut servitors designed by the gods during the Dawn War, have evolved from their original forms.

Whether they are githyanki brandishing their silver swords, or the merciless quom searching for motes of Lakal, quick-sailing raiders lie in wait upon the Astral Sea, ready to strike unwary travelers.

The Nine Hells are filled with devils of many kinds. Some are covert operatives, public emissaries, or simple scavengers looking for new souls. Regardless of their individual agendas, many devils inhabit the wider Astral Sea, looking to promote Asmodeus's plans.

The divine dominions and their surrounding areas can also contain hazards for those traveling in the Plane Above. These dangers can come from the obvious, such the rival factions of the dominion of war (representing Bane and Gruumsh), or from the less expected, such as exalted of Erathis and Kord traveling outside their realm.

RALPH HORSLEY

The majority of abominations are living weapons created during the Dawn War by either the gods or the primordials. At least one other abomination has been created recently by the strange energy of the isle of Agathys in Carceri.

## Astral Render

An astral render's amorphous nature circumvents planar boundaries, allowing it to use dimensional instability as a weapon.

| **Astral Render** | **Level 27 Controller** |
|---|---|
| Large immortal magical beast (blind, ooze) | XP 11,000 |
| **Initiative** +21 | **Senses** Perception +18; blindsight 20, tremorsense 10 |
| **HP** 253; **Bloodied** 126 | |
| **AC** 41; **Fortitude** 40, **Reflex** 39, **Will** 39 | |
| **Immune** gaze, can't be teleported against its will; **Resist** see also *planar warp* | |
| **Speed** fly 8 (hover; altitude limit 3); see also *planar warp* | |
| ⓣ **Touch of Distortion** (standard; at-will) ✦ **Psychic, Radiant, Teleportation** | |
| +31 vs. Reflex; 3d8 + 9 psychic and radiant damage, and the astral render teleports the target 5 squares. | |
| ⓡ **Distorting Ray** (standard; at-will) ✦ **Psychic, Radiant, Teleportation** | |
| Ranged 10; +31 vs. Reflex; 3d8 + 9 psychic and radiant damage, the astral render teleports the target 5 squares, and the target is dazed (save ends). | |
| **Reality Rift** (standard; recharge ⚅) ✦ **Teleportation, Zone** | |
| Area burst 1 within 20; + 31 vs. Reflex; 4d8 + 9 damage, and the astral render teleports the target 10 squares to a space outside the burst. In addition, the target is dazed and slowed (save ends both). *Effect:* The burst creates a zone of altered reality that lasts until the end of the encounter. Any creature that enters the zone is subject to the following secondary attack. *Secondary Attack:* +31 vs. Will; the target teleports 10 squares to a space outside the zone, and is dazed and slowed (save ends both). | |
| **Planar Warp** (move; recharges when the astral render uses *reality rift*) ✦ **Teleportation** | |
| The astral render teleports 12 squares and gains insubstantial and phasing until the end of its next turn. | |
| **Alignment** Evil | **Languages** Supernal |
| **Str** 27 (+21) | **Dex** 26 (+21) **Wis** 21 (+18) |
| **Con** 29 (+22) | **Int** 9 (+12) **Cha** 26 (+21) |

### Astral Render Tactics

An astral render uses a combination of *planar warp* and *reality rift* immediately, unless its foes are too spread out. It continues to use this combination against the most dangerous foe, even if it can't target other enemies or if its allies are caught in the burst. While waiting for *reality rift* to recharge, it alternates between *touch of distortion* and *distorting ray* depending on circumstances, and uses *planar warp* alone only if it needs to avoid being penned in.

*Astral render*

### Astral Render Lore

**Religion DC 17:** Astral renders are among the earliest immortal abominations created by the gods. The gods harnessed the energy of the Astral Sea and turned it inward on itself to create them.

**Religion DC 26:** Astral renders can rip holes between worlds, harming, disorienting, and transporting foes, or teleporting themselves by way of planar rifts.

## Hundred-Handed One

Hundred-handed ones are immense war machines unleashed by the gods to tear across the cosmos like walls of slashing swords, shredding everything in their paths.

### Hundred-Handed One Tactics

A hundred-handed one takes advantage of its speed and reach to get into the center of the battle, where its *avalanche of blades* aura can do the most damage. It uses its *hundred hands* attack each round, reserving *hail of steel* for opponents that effectively employ ranged weapons.

JIM NELSON

| **Hundred-Handed One** | **Level 29 Elite Soldier** |
|---|---|
| Huge immortal animate (construct) | XP 30,000 |

**Initiative** +23 **Senses** Perception +14; darkvision
**Avalanche of Blades** aura 3; each creature that enters the aura or starts its turn there takes 10 damage.
**HP** 540; **Bloodied** 270
**AC** 47; **Fortitude** 46, **Reflex** 42, **Will** 43
**Immune** charm, fear; **Resist** 5 to all damage
**Saving Throws** +2
**Speed** 8; see also *earth reaver*
**Action Points** 1

**Whirling Blades** (standard; at-will) ✦ **Weapon**
Reach 3; +36 vs. AC; 4d8 + 4 damage.

**Hundred Hands** (standard; at-will) ✦ **Weapon**
Reach 3; targets each enemy within reach; +36 vs. AC; 4d6 + 8 damage, and the target is knocked prone. *Special:* When charging, the hundred-handed one can use this power in place of a melee basic attack.

**Hail of Steel** (standard; recharge ⚄ ⚅) ✦ **Weapon**
Area burst 1 within 20; +34 vs. AC; 4d6 + 8 damage, and the target is marked until the end of the hundred-handed one's next turn.

**Blades of Death** (when the hundred-handed one hits a creature with an opportunity attack)
The target is dazed until the end of the hundred-handed one's next turn.

**Earth Reaver**
A hundred-handed one ignores difficult terrain.

**Indiscriminate Carnage**
A hundred-handed one can score a critical hit against a prone creature on a roll of 17-20.

**Alignment** Evil **Languages** –
**Str** 33 (+25) **Dex** 25 (+21) **Wis** 11 (+14)
**Con** 30 (+24) **Int** 4 (+11) **Cha** 27 (+22)
**Equipment** 100 longswords

## Hundred-Handed One Lore

**Religion DC 28:** Although dim-witted and almost incapable of speech, hundred-handed ones exhibit surprising willfulness and pride. These traits, combined with their appetite for wanton carnage, ultimately made them unreliable servants for the deities, especially when plans to drop them into in the Elemental Chaos and forget about them went awry.

## Encounter Groups

Wherever a hundred-handed one goes, violence and death follow, which often attracts planar scavengers.

**Level 27 Encounter (XP 63,000)**
- 1 hundred-handed one (level 29 elite soldier)
- 3 shadowraven swarms (level 27 brute, MM 243)

# Malediction

Grafted from thunder, wind, and the madness of dead gods, maledictions rove the Astral Sea searching for intelligent life to feed upon. Screaming in fury and agony, they are heedless of danger in combat and are drawn to the most intelligent foes, whose minds they find delectable.

| **Malediction** | **Level 23 Controller** |
|---|---|
| Large elemental magical beast (undead) | 5,100 XP |

**Initiative** +20 **Senses** Perception +15, darkvision
**Grave Storm** (**Lightning, Necrotic, Thunder**) aura 3; when an enemy within the aura spends a healing surge, it takes 20 lightning, necrotic, and thunder damage.
**HP** 153; **Bloodied** 76
**AC** 35; **Fortitude** 34, **Reflex** 35, **Will** 33
**Immune** disease, fear, poison; **Resist** 15 lightning, 15 necrotic, 15 thunder, insubstantial
**Speed** 8, fly 8 (hover)

**Maddening Touch** (standard; at-will) ✦ **Psychic**
Reach 2; +28 vs. AC; 2d8 + 8 psychic damage, and the target takes a -2 penalty to Will until the end of the malediction's next turn.

**Necrostorm Ray** (standard; encounter) ✦ **Fear, Lightning, Thunder**
Ranged 10; +26 vs. Will; 3d8 + 5 lightning and thunder damage, and the target is slowed and grants combat advantage (save ends both).

**Keening Madness** (standard; recharge ⚄ ⚅) ✦ **Fear, Psychic**
Close burst 5; +28 vs. Will; 3d8 + 10 psychic damage, and the target is dazed (save ends).

**Alignment** Chaotic evil **Languages** Primordial, understands all languages
**Str** 24 (+18) **Dex** 29 (+20) **Wis** 18 (+15)
**Con** 27 (+19) **Int** 18 (+15) **Cha** 20 (+16)

## Malediction Tactics

A malediction confronted with living beings of noticeable intelligence opens with *keening madness*, then rushes forward to drain its victim's mind with *maddening touch*. It has little mind for subtlety and attacks without heed of danger or preamble.

## Malediction Lore

**Arcana DC 24:** Maledictions attack by sapping the will of their foes—those who survive an attack are often left hopelessly mad and physically desiccated.

**Arcana DC 29**: The primordials originally created maledictions in the Dawn War by mixing the mental agonies of gods felled by psychic assault with elemental fury. It is said that Orcus prizes these creatures and uses them as the spearhead of powerful assaults on his foes in the Astral Sea.

## Encounter Groups

Maledictions leave death and insanity in their wake. They are sometimes shadowed by other undead creatures that take advantage of their will-sapping powers or that consume their crazed leavings.

**Level 23 Encounter (XP 29,975)**
- 1 malediction (level 23 controller)
- 1 larva mage (level 21 elite artillery, *MM* 175)
- 5 abyssal ghoul myrmidons (level 23 minion, MM 119)
- 1 dread wraith (level 25 lurker, MM 267)

*Nullifier*

# Nullifier

These terrible abominations are a fusion of maruts and the warped astral energy of Agathys. Created when a group of marut mercenaries broke through Agathys's defenses and merged with the energy of that place, these former inmates of the Red Prison are the result of those escapees discovering ways to replicate themselves.

| **Half -Void Nullifier** | **Level 24 Soldier (Leader)** |
|---|---|
| Large immortal humanoid | XP 6,050 |
| **Initiative** +20 | **Senses** Perception +16, truesight 10 |
| **Void Feedback** aura 5; when an enemy within the aura hits the half-void nullifier, as a free action, one ally within the aura can make a saving throw or gain 5 temporary hit points (the ally's choice). | |
| **HP** 228; **Bloodied** 114 | |
| **AC** 40; **Fortitude** 38, **Reflex** 35, **Will** 35 | |
| **Immune** sleep; **Resist** 10 thunder; **Vulnerable** if a half-void nullifier takes at least 30 radiant damage from a single attack, its aura ends until the nullifier reactivates it. | |
| **Speed** 8, fly 4 (hover), teleport 4 | |
| ⊛ **Void Fist** (standard; at-will) ✦ **Teleportation** | |
| Reach 2; +31 vs. AC; 2d10 + 10 damage, and an ally within 5 squares of the half-void nullifier can teleport to any square adjacent to the target as a free action. | |
| ✧ **Half-Cosmic Rip** (standard; recharge ⚄ ⁞⁞) ✦ **Psychic, Teleportation** | |
| Close burst 3; +29 vs. Will; 3d10 + 10 psychic damage, and the half-void nullifier teleports the target 5 squares. | |
| **Alignment** Evil | **Languages** Primordial, Supernal |
| **Str** 22 (+18) | **Dex** 23 (+18) **Wis** 18 (+16) |
| **Con** 28 (+21) | **Int** 16 (+15) **Cha** 23 (+18) |

| **Void Nexus Nullifier** | **Level 25 Brute (Leader)** |
|---|---|
| Large immortal humanoid | XP 7,000 |
| **Initiative** +19 | **Senses** Perception +15, truesight 10 |
| **HP** 282; **Bloodied** 141 | |
| **AC** 37; **Fortitude** 37, **Reflex** 36, **Will** 36 | |
| **Immune** sleep; **Resist** 10 thunder | |
| **Speed** 8, fly 4 (hover), teleport 4 | |
| ⊕ **Disheartening Fist** (standard; at-will) | |
| Reach 2; +28 vs. AC; 3d10 + 10 damage, and any creature within 3 squares of the void nexus nullifier has its temporary hit points reduced to 0. | |
| ⊕ **Flaring Fist** (standard; at-will) ✦ **Varies** | |
| Reach 2; +28 vs. AC; 3d10 + 10 damage, and any enemy within 3 squares of the void nexus nullifier that is taking ongoing damage takes that damage. | |
| ⊕ **Nexus Fist** (standard; at-will) | |
| Reach 2; +28 vs. AC; 3d10 + 10 damage, and all effects that a save can end on creatures within 3 squares of the void nexus nullifier end. | |
| ⸸ **Hasty Fist** (standard; recharge ⁞⁞) | |
| Reach 2; +28 vs. AC; 4d10 + 10 damage, and the void nexus nullifier shifts 2 squares and makes a melee basic attack. | |
| **Dispelling Presence** (when the void nexus nullifier enters a zone) | |
| If the zone was created by a creature of the void nexus nullifier's level or lower, that zone ends. | |
| **Alignment** Evil | **Languages** Primordial, Supernal |
| **Str** 30 (+22) | **Dex** 24 (+19) **Wis** 16 (+15) |
| **Con** 22 (+18) | **Int** 14 (+14) **Cha** 25 (+19) |

## Nullifier Tactics

A half-void nullifier foils its enemies' assaults by teleporting allies to the front with *void fist*, and then by scattering its foes with *half-cosmic rip*.

A void nexus nullifier fights simply, but with tactical finesse, choosing just the right attack for the target and the combat state of its allies. It will quickly use *dispelling presence* if an enemy throws up a zone.

## Nullifier Lore

**Religion DC 17:** The maruts were the first to refer to these new abominations as nullifiers. It is not known what the nullifiers call themselves; they tend not to communicate with other creatures that are not abominations.

**Religion DC 26:** Though nullifiers are new to the ranks of abominations, they often lead groups containing other abominations. It's rumored that nullifiers make compacts that bind these groups together, but no one knows how such agreements might be couched, and nullifiers want nothing to do with any other type of contractual obligation.

## Encounter Groups

Nullifiers are most often encountered in groups of their own kind or as leaders of mixed groups of elemental and immortal abominations.

**Level 25 Encounter (XP 35,350)**

- 3 half-void nullifiers (level 24 controller)
- 1 void nexus nullifier (level 25 brute)
- 2 blood fiends (level 23 soldier, *MM* 12)

JIM NELSON

*Malediction and voracia*

# Voracia

Dripping poison from a dozen fangs, a voracia is a primordial beast that was created to be the foe of fey and the fey gods. Voracias move by rolling their five starfishlike limbs into a ball and hurling themselves forward, despoiling and devouring all in their path and leaving a trail of putrid slime in their wake.

| **Voracia** | **Level 22 Elite Skirmisher** |
|---|---|
| Large elemental magical beast | XP 8,300 |
| **Initiative** +21 **Senses** Perception +16 | |
| **Acid Haze (Acid)** aura 3; each enemy that enters the aura or starts its turn there takes 10 acid damage, or 20 acid damage while the voracia is bloodied. | |
| **HP** 416; **Bloodied** 208 | |
| **AC** 36; **Fortitude** 34, **Reflex** 34, **Will** 30 | |
| **Resist** 20 acid, 20 poison | |
| **Saving Throws** +2 | |
| **Speed** 7 (10 while bloodied), climb 6 | |
| **Action Points** 1 | |
| ⨭ **Envenomed Fangs** (standard; at-will) ✦ **Poison** | |
| Reach 2; targets one or two creatures; +27 vs. AC; 2d8 + 12 damage, and ongoing 5 poison damage (save ends). If the target is bloodied by this attack, the target is also dazed until the end of its next turn. | |
| ⨳ **Acidic Spittle** (standard; at-will) ✦ **Acid** | |
| Ranged 10; +25 vs. Fortitude; 2d6 + 12 acid damage, and ongoing 15 acid damage (save ends). | |
| ⨭ **Ravenous Rend** (standard; at-will) | |
| The voracia makes two *envenomed fangs* attacks and shifts 3 squares. | |
| **Astral Doom** | |
| Enemies cannot reroll attacks against a voracia. | |
| **Stepper's Bane** (immediate reaction, when an enemy uses a teleportation power inside the voracia's *acid haze* aura; at-will) ✦ **Poison** | |
| The voracia teleports 10 squares and makes a melee basic attack. If it hits the triggering enemy with this attack, the target also takes ongoing 10 poison damage (save ends). | |
| **Alignment** Chaotic evil **Languages** Common, Elven | |
| **Str** 26 (+19) **Dex** 26 (+19) **Wis** 20 (+16) | |
| **Con** 24 (+18) **Int** 18 (+15) **Cha** 20 (+16) | |

DAVE ALLSOP

## Voracia Tactics

A voracia attacks fey creatures before any others. It begins with *envenomed fangs*, and uses *ravenous rend* to move into the middle of its enemies whenever possible. A voracia uses *stepper's bane* to pin down eladrin and other teleporting creatures. Even if a target manages to avoid its *envenomed fangs*, the voracia uses *acidic spittle* to continue its assault.

## Voracia Lore

**Arcana DC 16:** Created to combat Corellon and Sehanine, voracias are the particular foe of fey, seeking fey flesh above all others. They plague elven planar lands, including Arvandor and the Feywild.

**Arcana DC 24:** Voracias do not attack drow on sight, and sometimes fight alongside them in battle. Some rumors suggest that Lolth had a hand in the beasts' creation.

**Arcana DC 29:** Though originally created by the primordials, voracias are still being created. The terrible magic that produces new abominations seems to have selected them as perfect candidates for Arvandor's Hunting Lands.

## Encounter Groups

Voracias can be easily followed by the trail of acid they leave behind. They are sometimes kept as particularly destructive pets by sworn foes of the fey.

**Level 22 Encounter (XP 23,600)**

- 1 voracia (level 22 elite skirmisher)
- 2 blood fiends (level 23 soldier, *MM* 12)
- 1 earthwind ravager (level 23 controller, *MM* 104)

# BANESWORN

Of all the gods of the Plane Above, none can boast an army as vast, as disciplined, or as deadly as that of the Iron General.

From the ranks of his exalted, as well as the other souls that linger in the lands beyond Chernoggar, Bane molds perfect soldiers, transforming those who were already among the best into something even deadlier.

This section offers a sampling of the warriors, priests, and living weapons that serve at the whim of the Iron General. They can appear either among the humans of the mortal realm, or leading forces of exalted and other souls throughout Chernoggar and the Astral Sea.

## Banesworn Warrior

Banesworn warriors use their superior tactical knowledge to pin down their enemies, allowing their allies to overwhelm and destroy those foes.

| **Banesworn Warrior** | **Level 13 Soldier** |
|---|---|
| Medium immortal humanoid | XP 800 |
| **Initiative** +11 | **Senses** Perception +9 |
| **HP** 133; **Bloodied** 66 | |
| **AC** 29; **Fortitude** 26, **Reflex** 24, **Will** 24 | |
| **Speed** 5 | |
| ⊕ **Spear** (standard; at-will) ✦ **Weapon** | |
| Reach 2; +20 vs. AC; 1d8 + 8 damage. *Effect:* The target is marked until the end of the Banesworn warrior's next turn. | |
| ➢ **Shortbow** (standard; at-will) ✦ **Weapon** | |
| Ranged 15/30; +20 vs. AC; 1d8 + 8 damage. *Effect:* The target is marked until the end of the Banesworn warrior's next turn. | |
| **Spearmaster's Stand** (minor; requires a spear; recharge ⚄ ⚅) ✦ **Weapon** | |
| The Banesworn warrior gains threatening reach, allowing it to make opportunity attacks against all enemies within its reach (2 squares). This effect ends when the Banesworn warrior moves. | |
| **Brutal Intercept** (immediate reaction, when a Banesworn warrior hits with an opportunity attack; at-will) | |
| The target is knocked prone. | |
| **Chosen Foe** | |
| Any target marked by a Banesworn warrior also grants combat advantage to it. | |
| **Alignment** Unaligned | **Languages** Common, Goblin |
| **Skills** Athletics +17, Religion +12 | |
| **Str** 22 (+12) | **Dex** 16 (+9) | **Wis** 17 (+9) |
| **Con** 21 (+11) | **Int** 12 (+7) | **Cha** 14 (+8) |
| **Equipment** scale armor, shortbow, 20 arrows, spear | |

### Banesworn Warrior Tactics

These soldiers often fight in ranks or otherwise take full advantage of their reach. A Banesworn warrior positions itself in a spot where its enemies are likely to try to move past it and then uses *spearmaster's stand* to make opportunity attacks. Then it attempts to knock foes prone with *brutal intercept*, effectively ruining whatever course of action provoked the opportunity attack.

*Juggernaut of the Black Hand*

## Banesworn War Priest

Banesworn war priests put terrible curses on their foes before joining their fellows in the slaughter.

| **Banesworn War Priest** | **Level 14 Controller (Leader)** |
|---|---|
| Medium immortal humanoid | XP 1,000 |
| **Initiative** +10 | **Senses** Perception +13 |
| **HP** 141; **Bloodied** 70 | |
| **AC** 28; **Fortitude** 27, **Reflex** 25, **Will** 27 | |
| **Speed** 5 | |
| ⊕ **Mace** (standard; at-will) ✦ **Weapon** | |
| +19 vs. AC; 2d8 + 3 damage. | |
| ➢ **Lance of Fear** (standard; at-will) ✦ **Implement, Necrotic, Radiant** | |
| Ranged 10; +18 vs. Fortitude; 2d8 + 6 necrotic and radiant damage, and the target is slowed (save ends). | |
| **Imperator's Strike** (standard; at-will) ✦ **Fear, Weapon** | |
| +19 vs. AC; 2d8 + 3 damage, and the target is pushed 2 squares and knocked prone. | |
| **Curse of Doom** (standard; recharge ⚄ ⚅) ✦ **Implement, Fear** | |
| Area burst 1 within 10; targets enemies; +18 vs. Will; 2d8 + 6 radiant damage. *Effect:* The target takes a -2 penalty to all defenses until the end of its next turn. | |
| **Alignment** Unaligned | **Languages** Common, Goblin |
| **Skills** Religion +17 | |
| **Str** 16 (+10) | **Dex** 17 (+10) | **Wis** 23 (+13) |
| **Con** 21 (+12) | **Int** 20 (+12) | **Cha** 20 (+12) |
| **Equipment** plate armor, mace, holy symbol of Bane | |

WILLIAM O'CONNOR

### Banesworn War Priest Tactics

A Banesworn war priest uses *curse of doom* as soon as a few foes are grouped appropriately, and as often as possible afterward. It uses ranged attacks until its curse recharges, engaging in melee only if forced to do so.

## Juggernaut of the Black Hand

These fearless warriors are the heavy hitters of Bane's forces, leaving slaughter in their wake.

**Juggernaut of the Black Hand** **Level 18 Brute**
Medium immortal humanoid XP 2,000

**Initiative** +15 **Senses** Perception +14
**HP** 174; **Bloodied** 87
**AC** 30; **Fortitude** 29, **Reflex** 28, **Will** 28
**Immune** fear; **Resist** see also *terrible slaughter*
**Saving Throws** +2 against effects that immobilize, restrain, or slow
**Speed** 7

⊕ **Greatsword** (standard; at-will) ✦ **Weapon**
+21 vs. AC; 3d10 + 7 damage.

⸸ **Barreling Strike** (standard; at-will) ✦ **Weapon**
+21 vs. AC; 3d10 + 7 damage, and the juggernaut pushes the target 5 squares.

✧ **Banesworn Wrath** (standard; recharges when bloodied) ✦ **Weapon**
Close burst 1; +19 vs. AC; 2d10 + 5 damage, and ongoing 10 damage (save ends).

**Terrible Slaughter**
While not bloodied, a juggernaut gains a +4 bonus to damage rolls and resist 5 to all damage.

**Unstoppable Charge**
When a juggernaut makes a charge attack, it rolls twice and uses the higher of the two results.

**Alignment** Unaligned **Languages** Common, Goblin
**Skills** Athletics +21, Intimidate +20, Religion +16
**Str** 25 (+16) **Dex** 22 (+15) **Wis** 21 (+14)
**Con** 22 (+15) **Int** 15 (+11) **Cha** 22 (+15)
**Equipment** scale armor, greatsword

### Juggernaut Tactics

A juggernaut of the Black Hand charges in combat using *unstoppable charge*. It then attacks with *barreling strike*, hoping to push its target back so that it can charge again. It will take attacks of opportunity from one enemy in order to charge another.

## Banesworn Iron Bulwark

Known for their ability to stand up to vicious attacks, Banesworn iron bulwarks are the wall that Banesworn warriors drive their enemies into.

### Iron Bulwark Tactics

A Banesworn iron bulwark tries to position itself where it can make the greatest number of opportunity attacks to best use *impassable bulwark* and *brutal intercept*. It prefers to use *Bane's retribution* against a ranged attacker that targets more than one of its allies.

**Banesworn Iron Bulwark** **Level 19 Soldier**
Medium immortal humanoid XP 2,400

**Initiative** +16 **Senses** Perception +15
**Ubiquitous Threat** aura 2; each enemy that starts its turn within the aura is marked by the Banesworn iron bulwark until the start of the enemy's next turn.
**HP** 184; **Bloodied** 92
**AC** 34; **Fortitude** 32, **Reflex** 30, **Will** 31
**Immune** fear
**Speed** 5

⊕ **Longsword** (standard; at-will) ✦ **Weapon**
+26 vs. AC; 2d8 + 8 damage.

⸸ **Shield Shove** (minor; requires a shield; at-will)
Targets a creature marked by the Banesworn iron bulwark; +24 vs. Fortitude; the iron bulwark pushes the target 1 square and shifts into the space the target left. On a critical hit, the target is also knocked prone.

✧ **Bane's Retribution** (immediate reaction, when a creature marked by the Banesworn iron bulwark makes an attack that does not include the iron bulwark; recharge ⚄ ⚅)
Close burst 10; targets the triggering creature; +24 vs. Fortitude; the target takes 10 damage for each creature it targeted with the triggering attack.

**Brutal Intercept** (immediate reaction, when the Banesworn iron bulwark hits with an opportunity attack; at-will)
The target is knocked prone.

**Impassable Bulwark**
When a Banesworn iron bulwark makes an opportunity attack, it rolls twice and uses the higher of the two results.

**Alignment** Unaligned **Languages** Common, Goblin
**Skills** Athletics +21, Intimidate +18, Religion +18
**Str** 25 (+16) **Dex** 20 (+14) **Wis** 22 (+15)
**Con** 24 (+16) **Int** 18 (+13) **Cha** 18 (+13)
**Equipment** plate armor, heavy shield, longsword

## Banesworn Lore

**Religion DC 13:** Many of Bane's exalted, as well as souls that do not quite achieve that status but still find themselves drawn to Chernoggar's conflict, are swept up into Bane's armies. It's said that mortal warriors who distinguish themselves in conflicts alongside the Banesworn can become promoted to the ranks of the Banesworn.

## Encounter Groups

Banesworn almost always fight in groups, alongside other combatants loyal to the Iron General.

**Level 14 Encounter (XP 5,000)**
- 1 Banesworn war priest (level 14 controller)
- 2 Banesworn warriors (level 13 soldier)
- 3 nightmares (level 13 skirmisher, *MM* 196)

**Level 18 Encounter (XP 10,800)**
- 2 Banesworn iron bulwarks (level 19 soldier)
- 1 barbed devil (level 18 skirmisher, *Manual of the Planes* 124)
- 1 cambion hellfire magus (level 18 artillery, *MM* 39)
- 1 juggernaut of the Black Hand (level 18 brute)

The terrors of the Nine Hells are as vast as the number of sins committed in the mortal world. And while many of Asmodeus's fallen are confined to the task of keeping that grim grinder of souls churning, others go forward to collect corrupted mortal souls—the currency of their dominion.

## Burning Devil

A GAUNT, WITHERED CREATURE lit eternally aflame, a burning devil seeks nothing more than to share its torment with others. No matter the color of a burning devil's flame, which consumes the residual life energy of the damned, each flame represents the devil's hate for the living.

**Burning Devil** **Level 4 Minion Skirmisher**
Medium immortal humanoid (devil) XP 44

**Initiative** +6 **Senses** Perception +3; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 18; **Fortitude** 16, **Reflex** 18, **Will** 15
**Resist** 10 fire
**Speed** 7

⊕ **Burning Claw** (standard; at-will) ✦ **Fire**
+9 vs. AC; 5 fire damage.

✧ **Fire Burst** (when the burning devil drops to 0 hit points) ✦ **Fire**
Close burst 2; no attack roll; 5 fire damage.

**Fiery Alacrity** (free, when the burning devil is missed by a fire attack) ✦ **Teleportation**
The burning devil teleports 7 squares.

**Alignment** Evil **Languages** Supernal
**Str** 12 (+3) **Dex** 14 (+4) **Wis** 12 (+3)
**Con** 14 (+4) **Int** 10 (+2) **Cha** 10 (+2)

*Burning devil*

## Whitefire Burning Devil

Whitefire burning devils are covered with radiant flames, which remind them of their former lives.

**Whitefire Burning Devil** **Level 14 Minion Skirmisher**
Medium immortal humanoid (devil) XP 250

**Initiative** +15 **Senses** Perception +10; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 28; **Fortitude** 26, **Reflex** 28, **Will** 24
**Resist** 15 fire, 20 radiant
**Speed** 7

⊕ **Burning Claw** (standard; at-will) ✦ **Radiant**
+19 vs. AC; 9 radiant damage.

⊹ **Whiteflame Bolt** (standard; at-will) ✦ **Radiant**
Ranged 10; +17 vs. Reflex; 9 radiant damage.

✧ **Whitefire Burst** (when the whitefire burning devil drops to 0 hit points) ✦ **Radiant**
Close burst 2; no attack roll; the target takes ongoing 9 radiant damage (save ends).

**Brilliant Alacrity** (free, when the whitefire burning devil is missed by a fire or radiant attack) ✦ **Radiant, Teleportation**
The whitefire burning devil teleports 7 squares. At the end of the movement, the burning devil makes a *whiteflame bolt* attack against the creature that made the triggering attack.

**Alignment** Evil **Languages** Supernal
**Str** 16 (+10) **Dex** 22 (+13) **Wis** 16 (+10)
**Con** 20 (+12) **Int** 10 (+7) **Cha** 10 (+7)

## Blackfire Burning Devil

Blackfire burning devils burn with necrotic flames that reflect the dark nature of their souls.

**Blackfire Burning Devil** **Level 24 Minion Skirmisher**
Medium immortal humanoid (devil) XP 1,513

**Initiative** +22 **Senses** Perception +17; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 39; **Fortitude** 36, **Reflex** 38, **Will** 34
**Resist** 20 fire, 20 necrotic
**Speed** 8

⊕ **Burning Claw** (standard; at-will) ✦ **Necrotic**
+29 vs. AC; 13 necrotic damage.

⊹ **Blackflame Bolt** (standard; at-will) ✦ **Necrotic**
Ranged 10; +27 vs. Reflex; 13 necrotic damage.

✧ **Blackfire Burst** (when the blackfire burning devil drops to 0 hit points) ✦ **Necrotic**
Close burst 2; no attack roll; the target takes ongoing 10 necrotic damage and is weakened (save ends both).

**Deadly Alacrity** (free, when a blackfire burning devil is missed with a fire or necrotic attack) ✦ **Necrotic, Teleportation**
The blackfire burning devil teleports 8 squares. At the end of the movement, the burning devil makes a *blackflame bolt* attack against the creature that made the triggering attack.

**Alignment** Evil **Languages** Supernal
**Str** 21 (+17) **Dex** 27 (+20) **Wis** 21 (+17)
**Con** 25 (+19) **Int** 10 (+12) **Cha** 10 (+12)

DAVE ALLSOP

*Indwelling devil*

## Burning Devil Tactics

A burning devil fights best with others of its kind by taking advantage of the teleportation provided by its *deadly alacrity* when the *fire burst* abilities of its burning devil allies trigger.

## Burning Devil Lore

**Religion DC 18:** Burning devils are usually the first devils seen by those traveling to the Hells, because they latch onto ships passing through that dominion's color veil and inflict as much damage as they can before the ship crashes into Avernus.

**Religion DC 23:** Particularly tormented mortals become either whitefire burning devils or blackfire burning devils, lit aflame for all eternity. Whitefire devils are a torment saved for corrupt priests and hypocrites, while blackfire devils are former necromancers and mass murderers.

## Encounter Groups

Hordes of burning devils are often used as shock troops by more powerful devils or the Hells' other occupants. Left uncontrolled, burning devils roam heedlessly and scour everything in sight.

**Level 6 Encounter (XP 1,276)**
- 1 tiefling heretic (level 6 artillery, *MM* 250)
- 2 magma claws (level 4 brute, *MM* 182)
- 2 spined devils (level 6 skirmisher, *MM* 66)
- 4 burning devils (level 4 minion skirmisher)

**Level 15 Encounter (XP 6,500)**
- 1 night hag (level 14 lurker, *MM* 151)
- 1 bone naga (level 16 elite controller, *MM* 194)
- 2 bearded devils (level 13 soldier, *MM* 60)
- 6 whitefire burning devils (level 14 minion skirmisher)

**Level 24 Encounter (XP 32,178)**
- 1 pit fiend (level 26 elite soldier, *MM* 65)
- 1 storm devil (level 23 artillery, *Manual of the Planes* 127)
- 6 blackfire burning devils (level 24 minion skirmisher)

# Indwelling Devil

Twisted, dark spirits that scour unsuspecting souls, indwelling devils are the unseen puppet masters of the Nine Hells. They know all and see all, making excellent spies. Their true mission is to hunt down souls that escape from the Hells.

| **Indwelling Devil** | **Level 18 Lurker** |
|---|---|
| Small immortal humanoid (devil) | XP 2,000 |
| **Initiative** +17 | **Senses** Perception +18, darkvision |
| **HP** 90; **Bloodied** 45 | |
| **AC** 30; **Fortitude** 25, **Reflex** 28, **Will** 28 | |
| **Resist** 20 fire | |
| **Speed** 6, fly 6 | |
| ⊕ **Devil's Caress** (standard; at-will) ✦ **Necrotic** | |
| +21 vs. Fortitude; 1d6 + 10 necrotic damage, and the target is dazed until the end of the indwelling devil's next turn and grabbed. | |
| ⸸ **Devil's Thrall** (standard; usable only against a target dazed and grabbed by the indwelling devil; at-will) ✦ **Charm** | |
| +21 vs. Will; the target is dominated (save ends). | |
| ⸸ **Indwelling** (minor; usable only against a target dominated and grabbed by the indwelling devil; recharge ⚄ ⚅) | |
| +21 vs. Will; the indwelling devil merges with the target, sharing its space and controlling its actions. The merged creature is stunned until the merge ends. On the indwelling devil's turn, it uses its actions to control the merged creature. It can choose only actions normally available to the target, and can use only the target's at-will powers. A successful grab attack against the indwelling devil ends the merge. When the merge ends, the attacker slides the indwelling devil to a square adjacent to the creature it was merged with, and the indwelling devil is dazed (save ends). | |
| **Invisibility** (minor; at-will) ✦ **Illusion** | |
| The indwelling devil becomes invisible until the end of its next turn, or, if it is merged with a creature, it becomes invisible until the merge ends. The indwelling devil can end the invisibility as a free action. | |
| **Alignment** Evil | **Languages** Common, Supernal |
| **Skills** Bluff +19, Diplomacy +19 | |
| **Str** 16 (+12) | **Dex** 18 (+13) **Wis** 18 (+13) |
| **Con** 15 (+11) | **Int** 20 (+14) **Cha** 20 (+14) |

## Indwelling Devil Tactics

An indwelling devil uses *invisibility* most of the time, preferring to avoid notice so that it can ready an action and use *devil's thrall* on a foe engaged in combat

KEREM BEYIT

that it has dazed, followed immediately by *indwelling*. If successful, the indwelling devil dominates its enemy and uses that foe to fight his or her unknowing companions. If expelled from a host, an indwelling devil becomes dazed and visible, putting it in a bad position. Unless it saves immediately against the daze and has recharged its *indwelling* ability, an indwelling devil will flee rather than risk destruction.

## Indwelling Devil Lore

**History DC 13:** A well-known story tells of a city-state in the recent past that elected a dictator to protect it from a hobgoblin horde. After the threat was thwarted, the dictator refused to relinquish power and ruled the city tyrannically. The city's savior came in an unusual form. An oracle of Ioun entered the city and demanded an audience with the dictator. Once the audience was granted, the seemingly meek oracle arrogantly accused the dictator of being a soul escaped from the Nine Hells. A pitched battle ensued, during which the oracle was revealed as a thrall of an indwelling devil. The devil defeated the dictator and dragged his escaped soul back to the Hells. To this day, the city has maintained a small shrine to the Hells and the indwelling devil that liberated their city.

**Religion DC 25:** The services of indwelling devils are in high demand among the dukes, barons, and lords of the Hells. Some believe that all indwelling devils secretly serve a single lord, or are part of a secret society pursuing its own esoteric agenda, but those goals or the supposed lord vary depending on who is speaking on the subject. The most common claim is that the indwelling devils serve Phongor the Inquisitor, and thus Asmodeus himself.

## Encounter Groups

An indwelling devil is most often encountered among a band of creatures it's secretly controlling. Its enemies often think that they've vanquished a small band of dazed-looking creatures only to discover to their peril that the indwelling devil controlling those foes has found a new host among them.

**Level 18 Encounter (XP 10,000)**

- 1 indwelling devil (level 18 lurker)
- 1 cambion hellfire magus (level 18 artillery, *MM* 39)
- 1 bralani of autumn winds (level 19 controller, *MM* 101)
- 1 cyclops battleweaver (level 17 skirmisher, *MM* 48)
- 1 medusa shroud of zehir (level 18 skirmisher, *MM* 187)

# Pillager Devil

A bloated insectoid devil bristling with spines and drooling blood, the pillager devil roams the Astral Sea, claiming souls for the Nine Hells.

| **Pillager Devil** | | **Level 25 Soldier** |
|---|---|---|
| Huge immortal magical beast (devil) | | XP 7,000 |
| **Initiative** +18 | **Senses** Perception +18, darkvision | |
| **HP** 232; **Bloodied** 116 | | |
| **AC** 41; **Fortitude** 39, **Reflex** 35, **Will** 37 | | |
| **Resist** 30 fire | | |
| **Speed** 7, fly 9 (clumsy) | | |
| ⊕ **Rake** (standard; at-will) | | |
| Reach 2; +32 vs. AC; 2d8 + 8 damage. | | |
| ⊕ **Frenzied Rake** (standard; at-will) | | |
| Reach 2; the pillager devil makes three attacks, targeting two or three enemies; +29 vs. AC; 2d8 + 8 damage. | | |
| ⊕ **Soul Grasp** (standard; at-will) ✦ **Psychic** | | |
| Reach 2; +30 vs. Will; 2d10 + 5 psychic damage, and the target is grabbed. While grabbing a creature, the pillager devil can move normally, and if the pillager devil is affected by forced movement, it can take the grabbed creature with it. *Sustain Minor:* The pillager devil sustains the grab, and the target takes 2d10 + 10 psychic damage. | | |
| ⇐ **Soul's Calling** (minor; recharge ⚄ ⚅) | | |
| Close blast 3; targets creatures other than devils; +28 vs. Will; the pillager devil pulls the target 2 squares. | | |
| **Alignment** Evil | **Languages** Common, Supernal | |
| **Skills** Intimidate +21 | | |
| **Str** 25 (+19) | **Dex** 18 (+16) | **Wis** 23 (+18) |
| **Con** 24 (+19) | **Int** 16 (+15) | **Cha** 18 (+16) |

## Pillager Devil Tactics

A pillager devil speeds into combat, attacking first with its *rake* or *frenzied rake* before grabbing its first victim with *soul grasp*. It keeps potential victims close with *soul's calling*.

***Pillager devil***

WAYNE ENGLAND

## Pillager Devil Lore

**Religion DC 26:** Pillager devils specialize in claiming the wayward damned in the Outer Torments or claiming the souls of travelers in the Astral Sea. Many are given a quota by their masters of souls gathered, and they aren't picky about how to reach it.

**Religion DC 31:** Other devils consider pillager devils to be lesser beings, uncouth and malformed. It's considered punishment to have to serve with pillager devils on their hunt for souls.

## Encounter Groups

Pillager devils work together in pods of two or three, or team up with other devils that are compelled to aid them by their shared infernal master. Nondevils are understandably averse to their company.

**Level 24 Encounter (XP 33,100)**
- ✦ 3 pillager devils (level 25 brute)
- ✦ 2 assassin devils (level 24 lurker, *Monster Manual 2* 64)

# Warder Devil

Graced with beautiful forms stolen from warrior princes and battle maidens, warder devils carve a bloody line of defense for their hellish masters.

| **Warder Devil** | **Level 16 Soldier** |
|---|---|
| Medium immortal humanoid (devil) | XP 1,400 |
| **Initiative** +16 | **Senses** Perception +8, darkvision |
| **HP** 154; **Bloodied** 77 | |
| **AC** 32; **Fortitude** 32, **Reflex** 28, **Will** 26 | |
| **Resist** 20 fire | |
| **Speed** 6 | |
| ⊕ **Burning Greatsword** (standard; at-will) ✦ **Fire, Weapon** | |
| +20 vs. AC; 1d10 + 11 fire damage, and the target is marked until the end of the encounter or until the warder devil uses *burning greatsword* against a different target. | |
| ⊹ **Whirlwind Ravage** (standard; encounter) ✦ **Fire, Weapon** | |
| Close burst 1; +18 vs. AC; 1d10 + 11 fire damage, and ongoing 10 fire damage (save ends). If the target is marked by the warder devil, it instead takes ongoing 15 fire damage (save ends). | |
| **Hell's Step** (immediate interrupt; when an enemy marked by the warder devil hits an ally; at-will) ✦ **Teleportation** | |
| The warder devil teleports 10 squares to a space adjacent to the triggering enemy and makes a *burning greatsword* attack against that creature. | |
| **Alignment** Evil | **Languages** Supernal |
| **Skills** Intimidate +17 | |
| **Str** 22 (+14) | **Dex** 18 (+12) | **Wis** 11 (+8) |
| **Con** 18 (+12) | **Int** 14 (+10) | **Cha** 19 (+12) |
| **Equipment** greatsword | |

## Warder Devil Tactics

A warder devil is charged with protecting a particular devil—whether an official ambassador or a petty tyrant—and gladly sacrifices its life for its master. It keeps its charge from being attacked as much as possible, halting foes in place with its *burning greatsword* mark while dealing fiery doom with *whirlwind ravage*. A warder devil seeks out bloodied foes in preference to any other, slaking its lust to slay.

*Warder devil*

JULIE DILLON

## Warder Devil Lore

**Religion DC 20:** Originally used as escorts for Asmodeus's fiendish emissaries traveling between dominions, warder devils have been retasked as bodyguards by several powerful devils in the Nine Hells. Many serve Dispater.

**Religion DC 25:** The first warder devils were once angels of protection, whose sadistic thirst for blood and destruction led them to side with Asmodeus in his rebellion.

## Encounter Groups

Warder devils are usually encountered as escorts to greater devils, either as bodyguards or concubines (or both). They enjoy taking orders as much as they like inflicting suffering and pain.

**Level 17 Encounter (XP 8,100)**
- ✦ 1 bone devil (level 17 controller, *MM* 92)
- ✦ 1 sword wraith (level 17 lurker, *MM* 267)
- ✦ 2 warder devils (level 16 soldier)
- ✦ 6 legion devil veterans (level 16 minion, *MM* 64)

# EXALTED OF ERATHIS

Erathis's exalted frequently venture into the Daybreak Islands and the wider Astral Sea on missions for their god to further the Game of Making, as well as Erathis's plans to restore and recolonize the shattered dominions.

**Origin:** The creature's origin becomes immortal.

**Skill Modifications:** +2 bonus to History checks; +2 bonus to Diplomacy checks or Intimidate checks.

## Attack Powers

As the god of civilization, Erathis emphasizes teamwork and cooperation. As a god of creation, Erathis gifts her exalted with a deeper understanding of the nature of magic items. The following theme powers can be added to any of Erathis's exalted.

### Advancing the Guard

**Advancing the Guard** (standard; encounter)
The exalted shifts 1 square and makes a basic attack. If the attack hits, each ally adjacent to the exalted's original or current space can shift 1 square and make a basic attack.

**Best Roles:** Leader, soldier.

**General Advice:** This power provides any group of exalted with a surge that can carry them over and through their enemies.

**Great Combo:** Adding this power to the deva knight-errant (*Monster Manual 2*, page 62) helps turn that defensive leader into an offensive threat.

### Harmony of Tools

**Harmony of Tools** (immediate interrupt, when an enemy within 5 squares of the exalted uses a magic item power; recharge ⚅)
The exalted makes a basic attack against the triggering enemy.

**Best Roles:** Artillery, controller.

**General Advice:** This power is best for exalted creatures that have basic ranged attacks. Giving this power to more than two creatures in an encounter, however, can be overly punishing to the characters.

**Great Combo:** A human mage (*Monster Manual*, page 163) that has *harmony of tools* replies to an attempt by an enemy to use a magic item power with a *magic missile*.

### Unyielding Progress

**Unyielding Progress** (standard; at-will)
The exalted makes a charge attack. In addition, it can't be pulled, pushed, slid, or teleported against its will until the end of its next turn.

**Best Roles:** Brute, soldier.

**General Advice:** As an incarnation of Erathis's push to bring civilization permanently to every corner of the universe, this power creates assaults that don't yield ground easily.

**Great Combo:** Human nobles (*Monster Manual 2*, page 148) and a group of human guards (*Monster Manual*, page 162) that have this power can create a line that does not budge on the first strike against it, but is incredibly mobile later in the fight.

## Utility Powers

Erathis's martial skills are mainly defensive. Her exalted excel at holding on when they should break.

### An Army Together

**An Army Together** (minor; encounter)
Until the end of the exalted's next turn, the exalted and each ally adjacent to it gains a +2 bonus to all defenses and a +5 bonus to saving throws.

**Best Roles:** Artillery, soldier.

**General Advice:** This power is best for creatures that fight in melee alongside many allies, or that operate as a group of artillery monsters. It also turns the weakness of minions—being killed in groups because of clumping together—into a potential strength.

**Great Combo:** A group of dragonborn bloodreavers (*Draconomicon: Chromatic Dragons*, page 215) using *an army together* can turn a flowing mobile attack into a strong defense.

### Hold This Ground

**Hold This Ground** (immediate interrupt, when an enemy makes a charge attack against the exalted or one of its allies; encounter)
The triggering enemy takes a -2 penalty to the attack roll, and a -2 penalty to all defenses (save ends).

**Best Roles:** Soldier.

**General Advice:** Use this power to emphasize the defensive skills of Erathis's exalted. Simply running up to them and swinging isn't a sufficiently sophisticated plan.

**Great Combo:** A dragonborn warmaster (*Draconomicon: Chromatic Dragons*, page 216) that has *hold this ground* is certain to make rash enemies pay.

### Heroic Sacrifice

**Heroic Sacrifice** (immediate interrupt, when an ally within 10 squares of the exalted misses with an attack; encounter)
The ally can reroll the attack, but if it does, it grants combat advantage until the end of the exalted's next turn.

**Best Roles:** Artillery, controller.

**General Advice:** An exalted uses this power in an attempt to pull victory out of defeat, especially when that success is particularly crucial.

**Great Combo:** Just about any second-rank controller or artillery is happy to have this power. But a frontline leader or soldier can also use it to aid his artillery support.

# EXALTED OF KORD



Kord's exalted often travel out of Celestia in small groups, carousing and hunting in the Foothills or looking for trouble near Bane's outposts.

**Origin:** The creature's origin becomes immortal.

**Skill Modifications:** +2 bonus to Athletics checks or Intimidate checks.

## Attack Powers

Few of Kord's exalted choose subtlety over force. The attack powers available to them emphasize Kord's role as god of storm and god of strength. The following theme powers can be added to any of Kord's exalted.

### Storm's Shock

**Storm's Shock** (free, when the exalted hits with a melee weapon attack; encounter) ✦ **Lightning, Thunder, Weapon**
The weapon attack deals lighting and thunder damage, and ignores temporary hit points.

**Best Roles:** Brute, lurker.

**General Advice:** Kord's followers exult in matching their enemies' strength with strength and winning. Use this power with a creature that is already expected to deal lots of damage.

**Great Combo:** Recast the juggernaut of the Black Hand (page 135) as an exalted of Kord instead of Bane, replace its radiant and necrotic damage with lightning and thunder damage, and add *storm's shock* to it to put the fear of the storm into the characters.

### Storm God's Judgment

**Storm God's Judgment** (standard; recharge ⚅)
The exalted makes a basic attack. If the attack hits, the target gains vulnerable 5 lightning per tier and vulnerable 5 thunder per tier (save ends both).

**Best Roles:** Artillery, controller.

**General Advice:** This power works only if it's paired with lightning or thunder attacks, or teamed up with creatures that have those attacks.

**Great Combo:** Use a human diabolist (*Monster Manual 2*, page 144), but recast its fire powers as lightning and thunder powers to take advantage of *storm god's judgment*.

### Storm of Blows

**Storm of Blows** (standard; encounter) ✦ **Weapon**
The exalted makes a melee basic weapon attack against each enemy within reach. On a hit, if the attack roll is odd, the target is pushed 2 squares, and if the attack roll is even, the target is knocked prone.

**Best Roles:** Brute.

**General Advice:** This power captures the unpredictable consequences of Kord's fury.

**Great Combo:** With *storm of blows* on its side, just about any brute becomes better, and a soldier gains a big bang attack that might surprise its foes.

## Utility Powers

The utility powers of Kord's exalted either provide appropriate defenses or ensure that combat concludes quickly.

### Stormblessed

**Stormblessed**
The exalted gains resist 5 cold per tier, resist 5 lightning per tier, and resist 5 thunder per tier.

**Best Roles:** Any.

**General Advice:** This power works best with creatures that expect to be inside the area of effect of attacks that do not distinguish between allies and enemies.

**Great Combo:** Human lackeys (*MM*, page 162) stand more chance of surviving on a paragon tier battlefield when they have the *stormblessed* power.

### Unyielding Strength

**Unyielding Strength** (immediate interrupt, when this creature drops to 0 hit points; encounter) ✦ **Healing**
The exalted makes a basic attack. If the attack hits, the creature doesn't drop to 0 hit points and instead regains 10 hit points per tier.

**Best Roles:** Brute.

**General Advice:** This power is best used on creatures that die easily. Use it as a compensation for a champion that hits hard but has poor defenses, not as a further defense for a creature that is already hard to kill.

**Great Combo:** A genasi fireblade (*Monster Manual 2*, page 116) that has *unyielding strength* can supply one last jolt of ongoing fire damage before it falls.

### War Is for the Strong

**War Is for the Strong** (minor; recharge ⚅)
Until the end of the exalted's next turn, the exalted and any ally within 3 squares of it gain a +2 bonus to melee attack rolls and take a -2 penalty to AC.

**Best Roles:** Any.

**General Advice:** This power can be given to multiple creatures in the same encounter. The bonuses and penalties they provide don't stack, but a different creature can use the *war is for the strong* war cry each turn.

**Great Combo:** Multiple deva zealots (*Monster Manual 2*, page 62) that have *war is for the strong* can use their *path of virtue* to make multiple attacks in a single turn, while punishing those who attack in return by using *radiant retribution*.

The githyanki are pirates and soldiers that fight a never-ending war against mind flayers and other aberrations. As consummate pirates, they also raid, pillage, and plunder the various settlements scattered throughout the Astral Sea, striking fear into all who see them on the horizon.

## Ch'r'ai Inquisitors

The ch'r'ai are a group of dangerous githyanki that are loyal only to Vlaakith and seek out anyone that might prove disloyal to the lich-queen. Relentless in their pursuit of dissidents, the ch'r'ai target other githyanki, making them less than popular among the rest of their people. Still, the ch'r'ai care little for the honor of their people, for they have been elevated to their rank by Vlaakith herself. Ch'r'ai inquisitors lurk in doorways, down dark alleys, and in other shadowy places, always on the lookout for signs of disloyalty. Should they find any, their inquisition is swift and almost always deadly. They are masters of the mind and can bend even the most strong-willed githyanki to their whims, forcing their victims to tell the truth even against their own wishes. It is whispered in the streets of Tu'narath that no secret can be hidden from a ch'r'ai inquisitor, and that all is revealed during questioning—before the questioned is given over for execution.

| **Ch'r'ai Inquisitor** | **Level 15 Lurker** |
|---|---|
| Medium natural humanoid | XP 1,200 |
| **Initiative** +17 **Senses** Perception +15 | |
| **HP** 114; **Bloodied** 57 | |
| **AC** 28; **Fortitude** 26, **Reflex** 28, **Will** 27 | |
| **Saving Throws** +2 against charm effects | |
| **Speed** 6 | |
| ⨺ **Silver Longsword** (standard; at-will) ✦ **Psychic, Weapon** | |
| +20 vs. AC; 1d8 + 4 damage plus 1d6 psychic damage. | |
| ⨽ **Inquisitor's Strike** (standard action; usable only against a target not affected by *inquisitor's strike*; at-will) ✦ **Psychic** | |
| +18 vs. Will; 1d8 + 4 damage plus 1d6 psychic damage, and the target is dominated until the end of the ch'r'ai inquisitor's next turn. | |
| **Bend the Will** (free action, when the ch'r'ai inquisitor is hit with a melee or ranged attack while dominating a creature; at-will) | |
| The creature dominated by the ch'r'ai inquisitor uses an at-will attack power of the ch'r'ai inquisitor's choice against the enemy making the triggering attack as a free action. | |
| **Keep Enemies Close** | |
| A ch'r'ai inquisitor gains a +4 bonus to all defenses while a creature it's dominating is within 5 squares of it. | |
| **Telekinetic Leap** (move; encounter) | |
| The ch'r'ai inquisitor or an ally within 10 squares of it can fly 5 squares. | |
| **Alignment** Evil **Languages** Common, Deep Speech, Draconic | |
| **Skills** Arcana +14, Insight +15 | |
| **Str** 16 (+10) **Dex** 23 (+13) **Wis** 16 (+10) | |
| **Con** 18 (+11) **Int** 14 (+9) **Cha** 20 (+12) | |
| **Equipment** leather armor, silver longsword | |

### Ch'r'ai Inquisitor Tactics

A ch'r'ai inquisitor likes to turn its enemies against one another. It uses *inquisitor's strike* to change an enemy into its pawn, and then moves into a position where it can attack another enemy. On the dominated creature's turn, the inquisitor commands it to move adjacent to the enemy the inquisitor is attacking. In the following round, the inquisitor makes a *silver longsword* attack against the nondominated enemy, and then uses *bend the will* to have the dominated creature deliver a second punishing attack.

## Duthka'gith

A twisted hybrid of githyanki and red dragon created by Vlaakith on Tu'narath, the duthka'gith are powerful new warriors in the lich-queen's army. Over the eons since the original Vlaakith urged Gith to accept the pact with Tiamat, the queens of the githyanki have learned much about the red dragons. Vlaakith CLVII put this knowledge to use, infusing githyanki warriors with red dragon blood in dark rituals designed to create more deadly warriors. The results of these rituals have exceeded Vlaakith's expectations, and though the duthka'gith are limited

*Duthka'gith*

KEREM BEYIT

in number (and mostly restricted to Tu'narath), their effectiveness has already been seen in repeated assaults on githyanki dissidents. The duthka'gith are reviled and feared by many githyanki, who believe them to be a sign of things to come for the githyanki people as a whole.

| **Duthka'gith** | **Level 19 Brute** |
|---|---|
| Medium magical humanoid | XP 2,400 |
| **Initiative** +14 | **Senses** Perception +12; darkvision |
| **HP** 222; **Bloodied** 111 | |
| **AC** 31; **Fortitude** 31, **Reflex** 30, **Will** 29 | |
| **Saving Throws** +2 against charm effects | |
| **Speed** 6 | |
| ⊕ **Silver Greatsword** (standard; at-will) ✦ **Psychic, Weapon** | |
| +22 vs. AC; 1d10 + 6 damage plus 1d10 psychic damage, and the duthka'gith slides the target 1 square. | |
| ⚔ **Battering Barrage** (standard; recharge ⚅ ⚄ ⚃) ✦ **Weapon** | |
| +20 vs. Fortitude; 3d10 + 6 damage, the duthka'gith pushes the target 3 squares, and the target is immobilized until the end of the duthka'gith's next turn. | |
| ⚔ **Buckle the Knees** (minor 1/round; at-will) ✦ **Psychic, Weapon** | |
| +20 vs. Fortitude; 1d10 + 5 psychic damage, and the target is immobilized until the end of the duthka'gith's next turn. | |
| ✧ **Breath Weapon** (standard; recharge ⚃) ✦ **Fire** | |
| Close blast 5; +18 vs. Reflex; 2d12 + 5 fire damage. *Miss*: Half damage. | |
| **Bloodied Breath** (free, when first bloodied; encounter) | |
| *Breath weapon* recharges, and the duthka'gith uses it. | |
| **Telekinetic Leap** (move; encounter) | |
| The duthka'gith or an ally within 10 squares of it can fly 5 squares. | |
| **Alignment** Evil | **Languages** Common, Deep Speech, Draconic |
| **Skills** Arcana +14, Intimidate +20 | |
| **Str** 25 (+16) | **Dex** 20 (+14) **Wis** 16 (+12) |
| **Con** 22 (+15) | **Int** 11 (+9) **Cha** 22 (+15) |
| **Equipment** scale armor, silver greatsword | |

## Duthka'gith Tactics

Most duthka'giths are stronger than other githyanki and use this strength to their advantage. During combat, a duthka'gith uses *battering barrage* and *buckle the knees* to maneuver enemies into small groups and pin them there, at which point it unleashes its *breath weapon* on the group.

## Githyanki Far Wanderer

The free-roaming far wanderers are githyanki that would not give up the freedom of a nomadic existence and continue to sail the Astral Sea. With nowhere to call a home port, the far wanderers travel from one location to the next, pillaging and looting in order to sustain themselves. Perhaps no group is more fitting of the iconic pirate moniker applied to all githyanki, since the far wanderers know no home other than their ships and constantly prey upon the weak to maintain their lifestyle.

Though still technically loyal to the lich-queen, the githyanki far wanderers are less concerned with the matters of the githyanki as a whole and more interested in what and where their next target will be. The far wanderers put great stock in their freedom and have embraced the idea of their liberation as a race ever since they threw off the chains of the mind flayers. Slavery, even when it involves nongithyanki, is anathema to the far wanderers, and they will do anything to retain their freedom. When captured or imprisoned, they rail against their captors day and night, and they will make escape attempts that seem suicidal if they have even the slimmest chance of winning their freedom.

| **Githyanki Far Wanderer** | **Level 13 Skirmisher** |
|---|---|
| Medium natural humanoid | XP 800 |
| **Initiative** +14 | **Senses** Perception +8 |
| **HP** 131; **Bloodied** 65 | |
| **AC** 27; **Fortitude** 25, **Reflex** 26, **Will** 25 | |
| **Saving Throws** +2 against charm effects | |
| **Speed** 6 | |
| ⊕ **Silver Rapier** (standard; at-will) ✦ **Psychic, Weapon** | |
| +18 vs. AC; 1d8 + 5 damage plus 1d8 psychic damage. | |
| ⚔ **Positioning Lunge** (standard; at-will) ✦ **Psychic, Weapon** | |
| +18 vs. AC; 1d8 + 5 damage plus 1d8 psychic damage, and the githyanki far wanderer shifts 2 squares. | |
| ⚔ **Silver Step** (standard; recharge ⚄ ⚃) ✦ **Teleportation** | |
| The githyanki far wanderer makes three *silver rapier* attacks, each against a different target. The githyanki far wanderer can teleport 5 squares before each attack. | |
| ⚔ **Liberating Strike** (immediate reaction, when the githyanki far wanderer is grabbed, immobilized, or restrained; at-will) ✦ **Weapon** | |
| Targets the creature that grabbed, restrained, or immobilized the githyanki far wanderer; +16 vs. Fortitude; 2d8 + 5 damage, and the githyanki far wanderer ends the grabbed, immobilized, or restrained condition and shifts 3 squares. | |
| **Telekinetic Leap** (move; encounter) | |
| The githyanki far wanderer or an ally within 10 squares of it can fly 5 squares. | |
| **Alignment** Evil | **Languages** Common, Deep Speech |
| **Skills** Acrobatics +17, Athletics +13, Nature +13 | |
| **Str** 14 (+8) | **Dex** 22 (+12) **Wis** 14 (+8) |
| **Con** 19 (+10) | **Int** 13 (+7) **Cha** 19 (+10) |
| **Equipment** leather armor, silver rapier | |

### Githyanki Far Wanderer Tactics

A far wanderer is all about mobility; it prefers to use *positioning lunge* to move around the battlefield quickly, saving *silver step* for an opportunity when it can attack three enemies.

## Githyanki Blackweave

Wicked and depraved with souls as dark as pitch, githyanki blackweaves are warlocks who have dedicated themselves to Vlaakith, the lich-queen. To become a blackweave, a githyanki gives over part of its life essence to the lich-queen, sustaining her in undeath for a while. In exchange, Vlaakith bestows the ability to channel some of her dark power, giving githyanki blackweaves capabilities beyond those of other githyanki warriors. This transfer of power grants the blackweaves the ability to corrupt the bodies of their enemies, making those foes easier to slay in the name of the lich-queen. Perhaps more significant, those slain by the githyanki blackweaves do not pass into the Shadowfell as is normal; instead, their souls pass to Tu'narath, where they are claimed by the lich-queen to sustain her undead existence.

| **Githyanki Blackweave** | **Level 14 Controller** |
|---|---|
| Medium natural humanoid | XP 1,000 |
| **Initiative** +9 **Senses** Perception +8 | |
| **HP** 136; **Bloodied** 68 | |
| **AC** 28; **Fortitude** 24, **Reflex** 26, **Will** 27 | |
| **Saving Throws** +2 against charm effects | |
| **Speed** 6 | |
| ⊕ **Silver Rapier** (standard; at-will) ✦ **Psychic, Weapon** | |
| +19 vs. AC; 2d8 + 2 damage plus 1d8 psychic damage. | |
| ⊗ **Eldritch Blast** (standard; at-will) ✦ **Implement** | |
| +18 vs. Reflex; 2d10 + 4 damage, and the target is slowed until the end of the githyanki blackweave's next turn. | |
| ✧ **Wracking Blast** (standard; at-will) ✦ **Implement, Psychic** | |
| Close blast 3; +16 vs. Fortitude; 2d6 + 4 psychic damage, and until the end of the githyanki blackweave's next turn, whenever the target damages the githyanki blackweave, the target takes 2d6 psychic damage. | |
| ✲ **Psychic Sinkhole** (standard; at-will) ✦ **Implement, Psychic, Zone** | |
| Area burst 1 within 10; +16 vs. Will; 2d6 + 4 psychic damage. *Effect:* The burst creates a zone of energy that lasts until the end of the githyanki blackweave's next turn. Any creature that starts its turn within the zone loses its move action during that turn. | |
| **Pact of the Lich-Queen** (free action, when the githyanki blackweave damages a bloodied enemy; encounter) | |
| The triggering enemy loses a healing surge and cannot spend healing surges (save ends). | |
| **Telekinetic Leap** (move; encounter) | |
| The githyanki blackweave or an ally within 10 squares of it can fly 5 squares. | |
| **Alignment** Evil **Languages** Common, Deep Speech | |
| **Skills** Arcana +17, Religion +17 | |
| **Str** 11 (+7) **Dex** 14 (+9) **Wis** 13 (+8) | |
| **Con** 16 (+10) **Int** 20 (+12) **Cha** 23 (+13) | |
| **Equipment** leather armor, silver rapier, rod | |

*Githyanki blackweave*

### Githyanki Blackweave Tactics

A githyanki blackweave attempts not only to kill its enemies, but to trap them nearby so that their souls might be sent to the lich-queen. The blackweave uses *psychic sinkhole* to slow enemies, preferring to finish them off with *silver rapier* or *eldritch blast*. If enemies get too close, the blackweave uses *wracking blast* before moving to a safer position.

## Githyanki Ghustil

Githyanki ghustils are the closest that the githyanki come to having a priest caste. These warriors dedicated to Vlaakith have learned to channel nascent bits of divine power, snatched while drifting in the Astral Sea or stolen from those who channel divine power regularly. The ghustils are not widely trusted by other githyanki, mostly due to their association with the power of the gods. Still, Vlaakith has given her approval to the ghustils, and so they travel with githyanki raiding parties and incursion forces, acting as her eyes and ears. Like the blackweaves, the ghustils have the ability to channel power directly from the lich-queen, which they in turn use to bolster the efforts of other githyanki. Many githyanki tolerate the presence of the ghustils simply because they know that the ghustils have (and can

VINCENT DUTRAIT

confer) the favor of Vlaakith. However, if the ghustils were to fall out of favor, few of them would survive without the lich-queen's protection.

**Githyanki Ghustil** **Level 14 Lurker (Leader)**
Medium natural humanoid XP 1,000

**Initiative** +15 **Senses** Perception +13
**HP** 108; **Bloodied** 54
**AC** 28; **Fortitude** 25, **Reflex** 26, **Will** 27
**Saving Throws** +2 against charm effects
**Speed** 6

⊕ **Silver Longsword** (standard; at-will) ✦ **Psychic, Weapon**
+19 vs. AC; 1d8 + 3 damage plus 1d6 psychic damage.

**Necrotic Smite** (standard; usable only while affected by *cloak of shadows*; at-will) ✦ **Necrotic, Radiant, Weapon**
+19 vs. AC; 2d8 + 3 damage plus 1d8 necrotic damage plus 1d8 radiant damage.

**Capture Divinity** (immediate reaction, when an enemy within 10 squares of the githyanki ghustil uses a divine power; encounter) ✦ **Healing**
The githyanki ghustil regains 27 hit points.

**Cloak of Shadows** (standard; at-will)
The githyanki ghustil gains total concealment against all enemies until the end of its next turn.

**Gift of Vlaakith** (minor; recharge ⚄ ⁞⁞)
One githyanki ally within 10 squares of the githyanki ghustil gains 15 temporary hit points.

**Telekinetic Leap** (move; encounter)
The githyanki ghustil or an ally within 10 squares of it can fly 5 squares.

**Alignment** Evil **Languages** Common, Deep Speech, Draconic
**Skills** Arcana +15, Religion +15
**Str** 13 (+8) **Dex** 19 (+11) **Wis** 23 (+13)
**Con** 18 (+11) **Int** 16 (+10) **Cha** 14 (+9)
**Equipment** cloth armor, silver longsword

### Githyanki Ghustil Tactics

A ghustil begins combat by using *cloak of shadows* to avoid attacks and to set up its positioning for a strike. In the following round, it unleashes *necrotic smite* on a single target, continuing this cycle until its foes are dead. Additionally, a ghustil uses *gift of Vlaakith* to give temporary hit points to allies in danger.

## Githyanki Pyroclast

Masters of telekinetic power that can conjure flames with the power of their minds, githyanki pyroclasts revel in consuming their enemies with summoned fire. Sometimes referred to as holocaust warriors due to their penchant for burning their enemies to a crisp, pyroclasts turn their enemies' minds against themselves, making it more difficult for those foes to avoid the pyroclasts' deadly flames. Those that have faced githyanki pyroclasts claim that they can create hot, intense flames that sear holes in flesh in the blink of an eye. Githyanki pyroclasts believe that their minds are the true weapons that will purge the cosmos of their enemies, including the dwellers in the dark that once enslaved them. Few enemies survive the mind flames of githyanki pyroclasts once in their grip.

**Githyanki Pyroclast** **Level 17 Controller**
Medium natural humanoid XP 1,600

**Initiative** +9 **Senses** Perception +11
**HP** 161; **Bloodied** 80
**AC** 31; **Fortitude** 27, **Reflex** 29, **Will** 28
**Saving Throws** +2 against charm effects
**Speed** 6

⊕ **Silver Longsword** (standard; at-will) ✦ **Psychic, Weapon**
+22 vs. AC; 2d8 + 4 damage plus 1d8 psychic damage.

**Psychic Flames** (standard; at-will) ✦ **Fire, Psychic**
+21 vs. Reflex; 1d10 + 5 fire damage plus 1d10 psychic damage.

**Searing Ray** (standard; recharges when first bloodied) ✦ **Fire, Psychic**
Ranged 10; targets one, two, or three creatures; +21 vs. Reflex; 1d10 + 5 fire damage, and the target's healing surge value is halved (save ends).

**Fire of the Mind** (standard; at-will) ✦ **Fire, Psychic**
Area burst 1 within 10; targets enemies; +19 vs. Reflex; 1d6 + 3 fire damage, and ongoing 10 psychic damage (save ends).

**Telekinetic Leap** (move; encounter)
The githyanki pyroclast or an ally within 10 squares of it can fly 5 squares.

**Alignment** Evil **Languages** Common, Deep Speech
**Skills** Arcana +18
**Str** 11 (+8) **Dex** 12 (+9) **Wis** 16 (+11)
**Con** 17 (+11) **Int** 21 (+13) **Cha** 19 (+12)
**Equipment** cloth armor, silver longsword

### Githyanki Pyroclast Tactics

A githyanki pyroclast's main tactic is to use *fire of the mind* on as many of its enemies as it can. When it has several enemies wrapped in flames, the pyroclast then uses *psychic flames* to further reduce the most injured enemy. A pyroclast also prefers to use *searing ray* early in the fight, ensuring that its enemies that are burned do not easily recover.

## Githyanki Sword Stalker

The silver sword is a sacred item to the githyanki. Some silver swords contain fragments of astral detritus, giving them the power to banish aberrations from existence. If a silver sword falls into the hands of a nongithyanki, a small but elite cadre of githyanki knights known as the sword stalkers is tasked with recovering the weapon. Sword stalkers are trained to cross the Astral Sea, travel to other planes, and even delve into the dens of their hated mind flayer enemies to recover a lost sword. For a sword stalker, recovering a silver sword is more than just a matter of pride—it's about retrieving one of the most precious weapons in the githyanki arsenal that will be used in the final battles of the Eternal Crusade—battles that many githyanki believe will take place in the Far Realm itself.

| Githyanki Sword Stalker | Level 17 Soldier |
|---|---|
| Medium natural humanoid | XP 1,600 |

**Initiative** +14 **Senses** Perception +13
**HP** 160; **Bloodied** 80
**AC** 33; **Fortitude** 30, **Reflex** 28, **Will** 29
**Saving Throws** +2 against charm effects
**Speed** 6

**Silver Fullblade** (standard; at-will) ✦ **Psychic, Weapon**
+24 vs. AC; 1d12 + 6 damage plus 1d6 psychic damage (crit 2d12 + 24 damage). *Effect:* The target is marked until the end of the githyanki sword stalker's next turn.

**Disarming Reclamation** (standard; recharge ⚄ ⚅) ✦ **Weapon**
+22 vs. AC; 2d12 + 3 damage (crit 2d12 + 27 damage), and the target drops any weapon it's holding.

**Unavoidable Swordsmanship** (immediate interrupt, when an enemy adjacent to the sword stalker that is marked by it makes a melee attack that does not include the sword stalker; at-will) ✦ **Weapon**
+24 vs. AC; 2d12 + 3 damage (crit 2d12 + 27 damage), and the triggering attack instead targets the githyanki sword stalker. The githyanki sword stalker gains a +2 bonus to AC and Reflex against this attack.

**Vortex of Silver Blades** (standard; at-will) ✦ **Weapon**
Close burst 1; +20 vs. Reflex; 1d12 + 3 damage (crit 2d12 + 15 damage), and until the end of the githyanki sword stalker's next turn, the target is marked and slowed by it.

**Telekinetic Leap** (move; encounter)
The githyanki sword stalker or an ally within 10 squares of it can fly 5 squares.

**Alignment** Evil **Languages** Common, Deep Speech
**Skills** Stealth +17

| | | |
|---|---|---|
| **Str** 24 (+15) | **Dex** 19 (+12) | **Wis** 20 (+13) |
| **Con** 16 (+11) | **Int** 10 (+8) | **Cha** 11 (+8) |

**Equipment** plate armor, silver fullblade

## Githyanki Sword Stalker Tactics

Githyanki sword stalkers are trained to deal with enemies foolish enough to wield silver swords against them. As such, they are expert duelists and always try to use *unavoidable swordsmanship* to engage a weapon-wielding foe head-on. Once this tactic is successful, the sword stalker uses *disarming reclamation* to force its foe to drop its weapon, which can then be retrieved.

# Gul'othran Marauder

Gul'othran marauders are a sect of githyanki who have devoted their lives to the Eternal Crusade, a never-ending struggle to wipe out the mind flayers across all planes, including the Far Realm. Most of the githyanki encountered in significant numbers outside the Astral Sea are members of the gul'othran. Living only to eradicate the illithid threat, they prefer to take their fight to the mind flayers rather than waiting for an attack to come to them.

Gul'othran marauders are responsible for countless incursions into various realms. These incursions are merely part of the larger war against the mind flayers and their ilk.

| Gul'othran Marauder | Level 16 Brute |
|---|---|
| Medium natural humanoid, githyanki | XP 1,400 |

**Initiative** +11 **Senses** Perception +12
**HP** 190; **Bloodied** 95
**AC** 28; **Fortitude** 29, **Reflex** 26, **Will** 27
**Saving Throws** +2 against charm effects
**Speed** 6

**Silver Greatsword** (standard; at-will) ✦ **Psychic, Weapon**
+19 vs. AC; 2d10 + 4 damage plus 1d10 psychic damage.

**Break-Through Strike** (standard; at-will) ✦ **Weapon**
+17 vs. Fortitude; 3d10 + 4 damage, and the gul'othran marauder pushes the target 3 squares.

**Driving Storm** (standard; recharge ⚄ ⚅) ✦ **Weapon**
Close burst 1; targets enemies; +15 vs. Fortitude; 2d10 + 7 damage, and the gul'othran marauder pushes the target 3 squares.

**Slave Taker** (free, when the gul'othran marauder bloodies an enemy; encounter)
The triggering enemy is dominated (save ends). The target takes a -5 penalty to saving throws against this effect if it's within 5 squares of the gul'othran marauder.

**Telekinetic Leap** (move; encounter)
The gul'othran marauder or an ally within 10 squares of it can fly 5 squares.

**Alignment** Evil **Languages** Common, Deep Speech
**Skills** Nature +17

| | | |
|---|---|---|
| **Str** 24 (+15) | **Dex** 16 (+11) | **Wis** 18 (+12) |
| **Con** 20 (+13) | **Int** 14 (+10) | **Cha** 12 (+9) |

**Equipment** plate armor, silver greatsword

## Gul'othran Marauder Tactics

A gul'othran marauder wants nothing more than to beat its enemies into submission. A marauder tends to focus its attacks on the most wounded foes, hoping to bloody a target so it can use *slave taker*. Once it has dominated a creature, it does everything it can to stay near that creature in order to maintain the saving throw penalty.

# Gul'othran Dragon Raider

Dragon raiders are support artillery that specialize in making ranged attacks to supplement the attacks of gul'othran marauder ground troops. Unlike their Tu'narathi cousins, the dragon raiders of the gul'othran take red dragons from the world as mounts, eschewing those from the Astral Sea in favor of mounts that are more likely to have some familiarity with the realm being invaded. In this way, gul'othran dragon raiders are more than just weapons used in incursions into other planes; they are emissaries between red dragons and the githyanki, helping to bring the combat expertise of the red dragons to bear against the enemies of the githyanki. Most gul'othran dragon raiders train extensively in both tactics and mounted combat, allowing them to serve as field officers during an incursion.

*Tu'narathi dragon rider*

| **Gul'othran Dragon Raider** | **Level 17 Artillery** |
|---|---|
| Medium natural humanoid, githyanki | XP 1,600 |
| **Initiative** +15 **Senses** Perception +13 | |
| **HP** 128; **Bloodied** 64 | |
| **AC** 29; **Fortitude** 28, **Reflex** 29, **Will** 28 | |
| **Saving Throws** +2 against charm effects | |
| **Speed** 6 | |
| ⊕ **Silver Longsword** (standard; at-will) ✦ **Psychic, Weapon** | |
| +24 vs. AC; 2d8 + 3 damage plus 1d8 psychic damage. | |
| ✧ **Psychic Bolt** (standard; at-will) ✦ **Psychic** | |
| +22 vs. Will; 3d6 + 6 psychic damage, and the target takes a –2 penalty to attack rolls against the gul'othran dragon raider and its mount until the end of the dragon raider's next turn. | |
| ✧ **Burst of Oppression** (standard; at-will) ✦ **Psychic** | |
| Area burst 1 within 20; +20 vs. Will; 2d8 + 6 psychic damage, and the target is knocked prone. | |
| ✧ **Psychic Sunder** (standard; recharge ⚄ ⚅) ✦ **Psychic** | |
| Area burst 2 within 20; +20 vs. Will; 2d6 + 6 psychic damage, and whenever the target makes an attack, it takes 2d6 psychic damage (save ends). | |
| **Telekinetic Leap** (move; encounter) | |
| The gul'othran dragon raider or an ally within 10 squares of it can fly 5 squares. | |
| **Master Dragon Rider** | |
| While mounted on a dragon, a gul'othran dragon raider can make either a *silver longsword* attack or a *psychic bolt* attack once per round as a minor action. | |
| **Alignment** Evil **Languages** Common, Deep Speech, Draconic | |
| **Skills** History +13, Insight +18 | |
| **Str** 14 (+10) **Dex** 24 (+15) **Wis** 21 (+13) | |
| **Con** 20 (+13) **Int** 10 (+8) **Cha** 16 (+11) | |
| **Equipment** leather armor, silver longsword | |

## Gul'othran Dragon Raider Tactics

A gul'othran dragon raider specializes in firing psychic attacks from a distance and tends to use its *psychic bolt* as a minor action while mounted (thanks to its *master dragon rider* ability), saving the standard action for the dragon's more powerful attacks. If its allies are facing trouble from the opposition, a gul'othran dragon raider uses *psychic sunder* to discourage its enemies from attacking, giving the other gul'othran dragon raiders a chance to recover and renew their attacks.

## Tu'narathi Dragon Rider

Deployed in the defense of their home city, Tu'narathi dragon riders use red dragons from the Astral Sea as mounts. Accustomed to fighting in the

| **Tu'narathi Dragon Rider** | **Level 16 Soldier** |
|---|---|
| Medium natural humanoid, githyanki | XP 1,400 |
| **Initiative** +17 **Senses** Perception +12 | |
| **HP** 156; **Bloodied** 78 | |
| **AC** 32; **Fortitude** 28, **Reflex** 29, **Will** 27 | |
| **Saving Throws** +2 against charm effects | |
| **Speed** 6 | |
| ⊕ **Silver Longsword** (standard; at-will) ✦ **Psychic, Weapon** | |
| +23 vs. AC; 2d8 + 3 damage plus 1d6 psychic damage, or 2d6 psychic damage if the target is weakened. | |
| ✧ **Force Bolt** (standard; at-will) ✦ **Force** | |
| Ranged 10; +21 vs. Reflex; 2d10 + 5 force damage. | |
| ⸸ **Dragon Rider's Challenge** (standard; at-will) ✦ **Weapon** | |
| +23 vs. AC; 3d8 + 3 damage, and the target is marked by either the Tu'narathi dragon rider or its mount (rider's choice) until the end of the dragon rider's next turn. | |
| ⸸ **Weakening Retribution** (immediate interrupt, when a target marked by the Tu'narathi dragon rider or its mount makes an attack that doesn't include the creature marking it; at-will) ✦ **Weapon** | |
| +23 vs. AC; 2d8 + 8 damage, and the target is weakened until the end of the Tu'narathi dragon rider's next turn. | |
| **Master Dragon Rider** | |
| While mounted on a dragon, a Tu'narathi dragon rider can make either a *silver longsword* attack or a *force bolt* attack once per round as a minor action. | |
| **Telekinetic Leap** (move; encounter) | |
| The Tu'narathi dragon rider or an ally within 10 squares of it can fly 5 squares. | |
| **Alignment** Evil **Languages** Common, Deep Speech, Draconic | |
| **Skills** Arcana +13, Nature +17 | |
| **Str** 16 (+11) **Dex** 24 (+15) **Wis** 18 (+12) | |
| **Con** 20 (+13) **Int** 11 (+8) **Cha** 13 (+9) | |
| **Equipment** leather armor, silver longsword | |

WILLIAM O'CONNOR

close quarters of the urban areas of Tu'narath, these dragon-riding githyanki are experts at rooting out targets. The mental bond a dragon rider has with its red dragon mount allows it to sense danger to itself or its mount, allowing it to spur the dragon into action accordingly. Most Tu'narathi dragon riders forge pacts with the dragons they ride; these pacts are made deep in the carved-out caves that serve as the dragons' lairs, and many a potential dragon rider has failed to return from an excursion to secure such a pact.

### Tu'narathi Dragon Rider Tactics

When mounted on a dragon, a Tu'narathi dragon rider uses *silver longsword* as a minor action, allowing the dragon to move and then make its more powerful bite or double claw attacks. A Tu'narathi dragon rider tries to use the marking ability of *dragon rider's challenge* to split the damage taken evenly between its dragon and itself whenever possible.

## Osyrimon

Osyrimon, one of the lich-queen's most devoted subordinates, is the captain-general of the githyanki forces at Tu'narath and is in charge of the defense of the city. A veteran of many battles with the mind flayers, Osyrimon was once a member of the gul'othran. Following a number of successful incursions and victories in battles against aberrations on the Astral Sea, Vlaakith recalled Osyrimon to Tu'narath to help secure the city against insurgent githyanki. More at home commanding military forces in the field than rooting out rebellious members of his own race, Osyrimon has accepted the honor bestowed upon him and vowed to rid Tu'narath of any githyanki unwilling to accept the natural order of Vlaakith's leadership. However, years spent fighting rebels have brought him in contact with many who have attempted to persuade Osyrimon to switch sides, including the leader of a rebellious faction calling themselves the Sha'sal Khou (see "Tu'narath, City of Death" in *Dragon* #377). Though his loyalty remains steadfast, it might be only a matter of time before even Osyrimon begins to question the lich-queen's madness.

*Osyrimon*

| **Osyrimon** | | **Level 16 Elite Brute** |
|---|---|---|
| Medium natural humanoid, githyanki | | XP 2,800 |
| **Initiative** +13 | **Senses** Perception +13 | |
| **HP** 378; **Bloodied** 189 | | |
| **AC** 28; **Fortitude** 29, **Reflex** 27, **Will** 27 | | |
| **Saving Throws** +2 (+4 against charm effects) | | |
| **Speed** 6 | | |
| **Action Points** 1 | | |
| ⊕ **Silver Bastard Sword** (standard; at-will) ✦ **Psychic, Weapon** | | |
| +19 vs. AC; 2d10 + 3 damage plus 1d10 psychic damage. | | |
| ⸸ **Double Attack** (standard; at-will) | | |
| Osyrimon makes two *silver bastard sword* attacks, each against a different target. | | |
| ⸸ **Deceptive Quickness** (immediate interrupt; when an enemy makes a melee attack roll against Osyrimon; at-will) ✦ **Weapon** | | |
| Targets the triggering enemy; +20 vs. AC; 2d10 + 3 damage, and the target takes a -2 penalty to the attack roll. | | |
| ⸸ **Sling Foe** (standard; recharge ⚄ ⚅) ✦ **Force** | | |
| +17 vs. Fortitude; 2d12 + 5 force damage, and the target is pushed 5 squares and knocked prone. If the target ends this movement adjacent to one of its allies, that ally takes 1d10 damage and is knocked prone. Only one of the target's allies can suffer this effect when this power is used. | | |
| ✧ **For the Lich-Queen** (free, when first bloodied; encounter) | | |
| Osyrimon makes two *silver bastard sword* attacks, each against a different target. | | |
| **Master Dragon Rider** | | |
| While mounted on a dragon, Osyrimon can make a *silver bastard sword* attack once per round as a minor action. | | |
| **Telekinetic Leap** (move; encounter) | | |
| Osyrimon or an ally within 10 squares of him can fly 5 squares. | | |
| **Alignment** Evil | **Languages** Common, Deep Speech, Draconic | |
| **Skills** Intimidate +16 | | |
| **Str** 24 (+15) | **Dex** 20 (+13) | **Wis** 20 (+13) |
| **Con** 19 (+12) | **Int** 14 (+10) | **Cha** 16 (+11) |
| **Equipment** plate armor, silver bastard sword | | |

### Osyrimon's Tactics

Osyrimon is a warrior who knows only life on the battlefield, and he is not suited to the intrigue and subterfuge found throughout Tu'narath. In combat, Osyrimon fights with single-minded conviction, using *double attack* while pursuing a wounded foe across the battlefield. If he finds himself surrounded, Osyrimon uses *sling foe* to hurl an enemy away, then moves into a position to continue attacking that same enemy, now without as many of its allies around.

VINCENT DUTRAIT

# Vlaakith

Vlaakith CLVII, the leader of the githyanki, is far more than the simple occupant of the githyanki throne. Long ago, Vlaakith performed a ritual to transform herself into a lich, giving her an extended life span and making her the longest-reigning Vlaakith in the githyanki's history. The lich-queen of the githyanki is a being of supreme power, who has secured her throne not only through undeath, but also by eliminating any rivals before they get too powerful.

More ominous than her immense power as a lich and a ruling tyrant is the fact that Vlaakith is in pursuit of divine apotheosis. Vlaakith hopes to channel the energy of the dead god upon which Tu'narath is built in order to become a god herself. In recent years, she has taken steps to transition the githyanki into a society that will accept her as their deity; she has already put a priest caste in place (the ghustil), and she has her loyal duthka'gith servants spreading throughout Tu'narath and the Astral Sea in preparation for the quelling of any rebellion that might spring up. Because of the madness that she has fallen into after centuries of undeath, Vlaakith believes that, through her own willpower and the strength of new githyanki castes she has created, the githyanki will come to worship her as other races do their own gods.

Unfortunately for her, Vlaakith has underestimated both the resourcefulness and the conviction of her enemies. Already, many rebellious githyanki have made attempts to bring down the lich-queen, though so far all have been unsuccessful. To prevent such dissent from spreading, Vlaakith created a caste of loyal inquisitors who call themselves the Ch'r'ai, and has ordered them to seek out and destroy any that would oppose her. Vlaakith has become even more of a tyrant as her apotheosis approaches, and many githyanki fear that she will destroy or enslave their race before her plan runs its course.

## Vlaakith's Tactics

Vlaakith is a dangerous lich who likes to attack her enemies head-on. She uses *banish* to dismiss any dangerous enemies that can limit her actions (such as defenders). She then either uses *crippling ray* to reduce the defenses of her enemies, or, if her enemies are all close to her, she unleashes *grasp of the lich-queen* to turn one of her enemies into a weapon. Each round, she uses *dancing silver greatsword* to attack an enemy and, when bloodied, spends a second minor action on *necrotic waves*.

**Vlaakith** **Level 21 Solo Controller**
Medium natural humanoid (undead) XP 16,000

**Initiative** +10 **Senses** Perception +14; darkvision
**Necromantic Aura** (**Necrotic**) aura 5; each enemy that enters the aura or starts its turn there takes 10 necrotic damage.
**HP** 788; **Bloodied** 394
**Regeneration** 10
**AC** 35; **Fortitude** 31, **Reflex** 34, **Will** 32
**Saving Throws** +5 (+7 against charm effects)
**Immune** disease, poison; **Resist** 15 necrotic **Vulnerable** radiant (if Vlaakith takes radiant damage, her regeneration doesn't function on her next turn)
**Speed** 7
**Action Points** 2

**Silver Greatsword** (standard; at-will) ✦ **Psychic, Weapon**
+26 vs. AC; 2d10 + 4 damage plus 1d10 psychic damage.

**Grasp of the Lich-Queen** (minor; recharges when first bloodied) ✦ **Charm, Implement, Psychic**
+25 vs. Reflex; 2d12 + 5 psychic damage, and the target is dominated (save ends). While the target is dominated, any enemy of Vlaakith that starts its turn within 2 squares of the target takes 15 psychic damage.

**Crippling Ray** (standard; at-will) ✦ **Implement, Necrotic**
Ranged 10; +25 vs. Fortitude; 3d8 + 4 necrotic damage. In addition, until the end of Vlaakith's next turn, the target is slowed and takes a –4 penalty to all defenses.

**Banish** (immediate reaction; when an enemy hits Vlaakith with a melee attack; at-will) ✦ **Implement, Necrotic**
Targets the triggering enemy; +25 vs. Reflex; 2d10 + 8 necrotic damage, and the target is banished to a remote region of Tytherion. While banished, the target takes no actions. At the end of its next turn, the target returns to the same square it occupied (or the nearest empty square).

**Crippling Barrage** (standard; at-will)
Vlaakith makes three *crippling ray* attacks, each against a different target.

**Dancing Silver Greatsword** (minor 1/round; at-will) ✦ **Psychic, Weapon**
Close burst 10; targets one enemy; +26 vs. AC; 1d10 + 4 damage, and ongoing 10 psychic damage (save ends).

**Necrotic Waves** (minor 1/round; usable only while bloodied; at-will) ✦ **Implement, Necrotic**
Close burst 2; +23 vs. Fortitude; 3d6 + 3 necrotic damage. In addition, Vlaakith gains a +2 bonus to her next attack roll before the end of her turn.

**Indestructible**
When Vlaakith drops to 0 hit points, her body and possessions crumble into dust, but she is not destroyed. She and her possessions reappear adjacent to her phylactery in 1d10 days, unless the phylactery is also destroyed.

**Telekinetic Leap** (move; encounter)
Vlaakith or an ally within 10 squares of her can fly 5 squares.

**Alignment** Evil **Languages** Common, Deep Speech, Draconic
**Skills** Arcana +23, Bluff +21, Insight +19, Intimidate +21, Religion +23

| | | |
|---|---|---|
| **Str** 14 (+12) | **Dex** 11 (+10) | **Wis** 19 (+14) |
| **Con** 21 (+15) | **Int** 26 (+18) | **Cha** 23 (+16) |

**Equipment** silver greatsword, scepter (rod)

Gruumsh does not concern himself with puny heroes of the world. He is too busy crushing threats more worthy of his power. Instead he sends his powerful battlesworn exalted and exarchs to crush such niggling threats.

## Battlesworn of Gruumsh

Only blood-soaked souls steeped in destruction may join Gruumsh's eternal war in Chernoggar. Gruumsh culls his battlesworn from the greatest villains of the cosmos. What they lack in strategy, they more than make up for with aggression.

### Battlesworn Orc Legionnaire

These terrible orcs didn't fear death when they had only one life. Now that Gruumsh has blessed them as battlesworn, they fight and die and rise again.

**Battlesworn Orc Legionnaire** **Level 23 Minion Soldier**
Medium immortal humanoid XP 1,275

**Initiative** +19 **Senses** Perception +15
**HP** 1; a missed attack never damages a minion.
**AC** 39; **Fortitude** 36, **Reflex** 35, **Will** 33
**Speed** 6 (8 while charging)

⊕ **Greataxe** (standard; at-will) ✦ **Weapon**
+30 vs. AC; 13 damage.

↛ **Handaxe** (standard; at-will) ✦ **Weapon**
Ranged 5/10; +30 vs. AC; 13 damage.

**Mocking Fury** (immediate interrupt, when an enemy misses the battlesworn orc legionnaire with an attack; encounter)
The battlesworn orc legionnaire makes a basic attack or a charge attack against the triggering enemy.

**Alignment** Chaotic evil **Languages** Common, Giant
**Str** 27 (+19) **Dex** 23 (+17) **Wis** 19 (+15)
**Con** 25 (+18) **Int** 10 (+11) **Cha** 12 (+12)
**Equipment** chainmail, greataxe, 4 handaxes

### Battlesworn Orc Legionnaire Tactics

A battlesworn orc legionnaire rushes into melee at the first opportunity. When given the chance to use *mocking fury*, a battlesworn will either charge a foe or hack at an easy target.

### Battlesworn Ogre Mauler

The most fearsome ogre warriors in the world die and become battlesworn of Gruumsh. These heavy hitters form the backbone of many armies in Chernoggar, thundering toward enemies to crush them or break their lines.

**Battlesworn Ogre Mauler** **Level 24 Brute**
Large immortal humanoid XP 6,050

**Initiative** +17 **Senses** Perception +15
**HP** 275; **Bloodied** 137
**AC** 36; **Fortitude** 36, **Reflex** 34, **Will** 32
**Speed** 8

⊕ **Maul** (standard; at-will) ✦ **Weapon**
Reach 2; +27 vs. AC; 4d8 + 8 damage.

↛ **Javelin** (standard; at-will) ✦ **Weapon**
Ranged 10/20; +25 vs. AC; 2d8 + 8 damage.

↓ **Brutal Hammer** (minor; recharge ⚅) ✦ **Weapon**
Reach 2; +27 vs. AC; 2d8 + 8 damage, and the target is stunned until the end of its next turn. *Aftereffect:* The target is dazed (save ends).

↭ **Roar of Destruction** (free, when the battlesworn ogre mauler hits with a melee attack; encounter) ✦ **Thunder**
Close blast 5; +23 vs. Fortitude; 2d6 + 8 thunder damage, and the target is knocked prone and pushed 3 squares.

**Alignment** Chaotic evil **Languages** Common, Giant
**Str** 28 (+21) **Dex** 21 (+17) **Wis** 16 (+15)
**Con** 25 (+19) **Int** 6 (+10) **Cha** 8 (+11)
**Equipment** maul, 6 javelins

### Battlesworn Ogre Mauler Tactics

A battlesworn ogre mauler begins combat by charging a foe to attack with its *maul* and then uses *brutal hammer*. Thereafter, it makes *maul* attacks against its nearest foe, using *brutal hammer* whenever it can, often to stun a foe before charging another.

### Battlesworn Orc Bloodsage

A few orcs learn to destroy with magic instead of the axe. A small number of them join Gruumsh as exalted, who has uses for lightning-spewing magicians.

**Battlesworn Orc Bloodsage** **Level 26 Minion Artillery**
Medium immortal humanoid XP 2,250

**Initiative** +21 **Senses** Perception +22
**HP** 1; a missed attack never damages a minion.
**AC** 38; **Fortitude** 37, **Reflex** 38, **Will** 39
**Speed** 6 (8 while charging)

⊕ **Longspear** (standard; at-will) ✦ **Weapon**
Reach 2; +33 vs. AC; 14 damage.

↛ **Blood Bolt** (standard; at-will) ✦ **Lightning, Necrotic**
Ranged 20; +31 vs. Reflex; 14 lightning damage, and any enemy adjacent to the target takes 7 necrotic damage, or 14 necrotic damage if the target is bloodied.

↭ **Blood Energy Burst** (when the battlesworn orc bloodsage drops to 0 hit points) ✦ **Lightning, Necrotic**
Close burst 3; targets enemies; +29 vs. Reflex; 14 lightning and necrotic damage. *Effect:* Each ally within the burst can make a melee basic attack as a free action.

**Alignment** Chaotic evil **Languages** Common, Giant
**Str** 23 (+19) **Dex** 26 (+21) **Wis** 29 (+22)
**Con** 24 (+20) **Int** 10 (+13) **Cha** 17 (+16)
**Equipment** hide armor, longspear

*Battlesworn war troll defender* *Battlesworn orc bloodsage*

### Battlesworn Orc Bloodsage Tactics

A battlesworn orc bloodsage avoids melee and attempts to stand away from other minions to avoid area attacks. Knowing that its death can turn the tide of a battle, a bloodsage will try to stay within 3 squares of its allies and at least one enemy, however, so it can use *blood energy burst*.

## Battlesworn War Troll Defender

Many war trolls pay homage to Gruumsh. Just one of these cunning and indefatigable fighters can form a bulwark on the battlefield for the rest of the army to gather around.

### Battlesworn War Troll Defender Tactics

A battlesworn war troll defender moves to include as many foes as possible in its reach and then uses its *flail attack*. It then takes advantage of anyone marking it by dealing extra damage with *vicious tactics*. The first foe that tries to shift while within its reach becomes the target of *not so fast*.

## Battlesworn of Gruumsh Lore

**Religion DC 16:** The battlesworn of Gruumsh are immortal warriors plucked from the Shadowfell to serve Gruumsh in the afterlife as they did when they were mortals. Their lust for violence is constantly rewarded with endless bloodshed.

| **Battlesworn War Troll Defender** | **Level 26 Soldier** |
|---|---|
| Large immortal humanoid | XP 9,000 |
| **Initiative** +21 **Senses** Perception +24 | |
| **HP** 242; **Bloodied** 121 | |
| **Regeneration** 20 | |
| **AC** 42; **Fortitude** 40, **Reflex** 36, **Will** 36 | |
| **Vulnerable** acid or fire (if the battlesworn war troll defender takes acid or fire damage, its regeneration doesn't function until the end of its next turn) | |
| **Speed** 8 | |
| ⨁ **Flail** (standard; at-will) ✦ **Weapon** | |
| Reach 2; +29 vs. AC; 3d10 + 10 damage, and the battlesworn war troll defender slides the target 1 square. | |
| ↯ **Not So Fast** (immediate interrupt, when an enemy within reach shifts away from the battlesworn war troll defender) ✦ **Weapon** | |
| Reach 2; +27 vs. Reflex; 3d10 + 10 damage, and the target is knocked prone and immobilized until the end of its next turn. | |
| **Threatening Reach** | |
| A battlesworn war troll defender can make opportunity attacks against all enemies within its reach (2 squares). | |
| **Troll Healing** ✦ **Healing** | |
| If a battlesworn war troll defender is reduced to 0 hit points by an attack that doesn't deal acid or fire damage, it falls prone and remains at 0 hit points until the start of its next turn, when it regains 35 hit points. If an attack deals acid or fire damage to the defender while it's at 0 hit points, it is destroyed. | |
| **Vicious Tactics** | |
| A battlesworn war troll defender deals 2d10 extra damage against targets that are marking it. | |
| **Alignment** Chaotic evil **Languages** Common, Giant | |
| **Skills** Athletics +28, Endurance + 26 | |
| **Str** 30 (+23) **Dex** 22 (+19) **Wis** 22 (+19) | |
| **Con** 26 (+21) **Int** 12 (+14) **Cha** 14 (+15) | |
| **Equipment** plate armor, heavy shield, flail | |

ZOLTAN BOROS & GABOR SZIKSZAI

**Religion DC 24:** The battlesworn of Gruumsh constantly engage in an everlasting war with the followers of Bane in the astral realm of Chernoggar. If they die in battle there, they are revived to fight again on the following dawn.

**Religion DC 29:** The battlesworn of Gruumsh come in an endless variety due to the varied souls conscripted for battle in Chernoggar. Even so, some patterns emerge because of the kinds of souls Gruumsh favors. Most are, like Gruumsh, concerned simply with destruction, not with complex strategies or long-term planning.

## Encounter Groups

Gruumsh's battlesworn gather in small squads and huge hordes throughout Chernoggar and the Shrapnels—the shards of land trailing the dominion, dating back to the time when Gruumsh crashed his home into Bane's abode. There they can be found in the company of angels of Gruumsh and powerful mortals who serve Gruumsh's ends. Gruumsh even allows some to break the boundaries of the planes to bring ruin elsewhere in the cosmos.

**Level 24 Encounter (XP 32,400)**
- 1 fomorian painbringer (level 19 elite controller, *MM* 110)
- 1 fomorian blinder (level 20 elite artillery, *Monster Manual 2* 114)
- 1 fomorian butcher (level 22 elite brute, *Monster Manual 2* 115)
- 6 battlesworn orc brawlers (level 23 minion soldier)
- 1 battlesworn ogre mauler (level 24 brute)

**Level 25 Encounter (XP 40,550)**
- 1 battlesworn ogre mauler (level 24 brute)
- 6 battlesworn orc bloodsages (level 26 minion artillery)
- 1 deva fallen star (level 26 artillery, *Monster Manual 2* 114)
- 1 elder iron dragon (level 19 solo lurker, *Monster Manual 2* 84)

# Exarchs of Gruumsh

Gruumsh demands little of his exarchs; his only tenets are to bring destruction, slaughter the weak, kill the opposition, and tear down what others build. The devastation needs no purpose, but it pleases Gruumsh to hear severed limbs flop to the ground, and few things are as amusing to him as the lamentations of other gods' followers cut short by sliced necks. Gruumsh's exarchs thus focus on bringing low the followers of other gods and those who worship none.

A powerful priest of Gruumsh might call up an exarch of Gruumsh by performing an act of great destruction, gaining an ally to wreak still more ruin upon the world, but Gruumsh's exarchs typically engage in their own devastating pursuits. When not leading a horde into the endless battle on Chernoggar, an exarch of Gruumsh might be breaking bodies in the Elemental Chaos, crashing across the Astral Sea to assault another domain, or intimidating mortals in the world or on another plane into taking destructive action.

Gruumsh's exarchs never sit back. They are active exarchs, hurling themselves into danger without hesitation. Success in such frenetic attacks is never guaranteed, so Gruumsh often elevates new exarchs to replace the fallen.

## Bahgtru, Fist of Gruumsh

Bahgtru's size and strength are legendary, but so too is his stupidity. Brute force brought him to prominence in his mortal life as an orc, when he pulped the smarter brains of many foes beneath his fists. Gruumsh saw Bahgtru as the natural champion of unreasoning destruction and made him an exarch, a move that even the dim-witted Bahgtru anticipated after he removed the previous exarch's head from his neck.

### Bahgtru's Tactics

At the start of combat, Bahgtru moves toward the nearest foe and uses *hammer fist*. In the following round, Bahgtru knocks the target back into other enemies with *backfist bowl away*. He then moves in among the dazed foes and spends his action point to use *double attack* on a dazed target or two. Bahgtru keeps as many dazed targets within his reach as possible, particularly those who would use ranged attacks, so that they end up provoking opportunity attacks from him one way or another. Bahgtru then alternates between *hammer fist* or *backfist bowl away* and *double attack*, dazing and pummeling enemies with his bare hands.

| **Bahgtru** | **Level 23 Elite Brute** |
|---|---|
| Large immortal humanoid, orc | XP 10,200 |

**Initiative** +16 **Senses** Perception +10
**HP** 528; **Bloodied** 264
**AC** 35; **Fortitude** 39, **Reflex** 34, **Will** 33
**Saving Throws** +2
**Speed** 8 (10 while charging)
**Action Points** 1

⊕ **Punch** (standard; at-will)
Reach 2; +26 vs. AC; 3d8 + 11 damage.

⸸ **Double Attack** (standard; at-will)
Bahgtru makes two *punch* attacks against dazed or stunned targets.

⸸ **Hammer Fist** (standard; at-will)
Reach 2; +26 vs. AC; 2d10 + 11 damage, and the target is dazed until the end of Bahgtru's next turn.

⸸ **Backfist Bowl Away** (standard; recharge ⚄ ⚅)
Reach 2; +26 vs. AC; 2d8 + 11 damage, and the target is pushed 10 squares, knocked prone, and dazed until the end of Bahgtru's next turn. If the target ends this movement adjacent to any of Bahgtru's enemies, Bahgtru makes a secondary attack. *Secondary Attack:* Targets enemies adjacent to the target; +24 vs. Reflex; 2d8 + 11 damage, and the secondary target is dazed until the end of Bahgtru's next turn.

**Threatening Reach**
Bahgtru can make opportunity attacks against all enemies within his reach (2 squares).

**Warrior's Surge** (standard, usable only while bloodied; encounter) ✦ **Healing**
Bahgtru makes a melee basic attack. On a hit, he regains 132 hit points.

**Alignment** Chaotic evil **Languages** Common, Giant
**Skills** Athletics +27, Intimidate +20

| | | |
|---|---|---|
| **Str** 33 (+22) | **Dex** 21 (+16) | **Wis** 9 (+10) |
| **Con** 24 (+18) | **Int** 6 (+9) | **Cha** 19 (+15) |

**Equipment** hide armor

## Bahgtru Lore

**Religion DC 16:** Bahgtru is an enormous orc who serves Gruumsh as an exarch. Ogres and other brutes pay homage to his raw power.

**Religion DC 24:** Dubbed the "Fist of Gruumsh" for his bare-knuckle battle style, Bahgtru is renowned for his strength and stupidity. Those who act in his name hope to draw upon his power to break through clever tricks and staunch defenses by using brute force.

**Religion DC 29:** Left to his own devices, Bahgtru rages across Chernoggar or whatever location he is in. Followers collect in his wake like scavengers behind a shark, seeking to take advantage of the ruin he wreaks. Bahgtru pays little heed to planning or even goals, so some seek to manipulate his simple-mindedness to their ends. Most do so at their peril, but Bahgtru obeys Gruumsh without question and often takes orders from other exarchs or Gruumsh's angels.

***Bahgtru***

KEREM BEYIT

## Luthic, the Blood Moon Witch

Greatly feared even among Gruumsh's other followers, Luthic is a female orc exarch of the god of destruction. She is known for her cunning and pure viciousness.

**Luthic** **Level 27 Elite Controller (Leader)**
Medium immortal humanoid, orc XP 22,000

**Initiative** +20 **Senses** Perception +28
**Blood Call** aura 2; each bloodied enemy gains vulnerable 10 to all damage while within the aura.
**HP** 502; **Bloodied** 251
**AC** 41; **Fortitude** 39, **Reflex** 38, **Will** 41
**Saving Throws** +2
**Speed** 6, fly 6 (hover)
**Action Points** 1

⊕ **Claw** (standard; at-will)
+32 vs. AC; 3d8 + 3 damage

⸸ **Stretching Claws** (standard; at-will)
Reach 3; targets one, two, or three creatures: +30 vs. AC; 3d8 + 3 damage.

✧ **Blood Storm** (standard; encounter) ✦ **Necrotic, Zone**
Close blast 5; +29 vs. Fortitude; 2d10 + 6 necrotic damage. *Effect:* The blast creates a zone of raining blood that lasts until the end of Luthic's next turn. The zone is difficult terrain and blocks line of sight for enemies. *Sustain Minor:* The zone persists.

**Bloodied Frenzy** (free, when first bloodied; encounter)
*Blood moon frenzy* recharges, and Luthic uses it.

**Blood Moon Frenzy** (standard; recharge ⁞⁞) ✦ **Charm**
Luthic and each bloodied ally within 6 squares of her make basic attacks as free actions and gain a +2 bonus to the attack roll. When one of these attacks hits a bloodied enemy, the target is dominated by Luthic until the end of her next turn.

**Alignment** Chaotic evil **Languages** Abyssal, Common, Giant, Supernal
**Skills** Arcana +23, Insight +28, Intimidate +24, Stealth +25
**Str** 17 (+16) **Dex** 24 (+20) **Wis** 31 (+23)
**Con** 27 (+21) **Int** 20 (+18) **Cha** 22 (+19)

### Luthic's Tactics

Luthic tries to remain behind a screen of allies, lashing out with *stretching claws*. When her allies become bloodied, she uses *blood storm* and moves into the zone, and then uses her action point to inflict *blood moon frenzy* upon her foes. She then sustains *blood storm*, striking from it with *stretching claws* to gain combat advantage and using *blood moon frenzy* again when she can.

### Luthic Lore

**Religion DC 17:** Few pray to Luthic directly, but many are inspired by her in dreams. If Gruumsh's followers engage in a strategy more complex than direct confrontation, it's likely that Luthic is behind it and they dreamed of a red moon, awakening with the taste of blood in their mouths.

**Religion DC 26:** Savage priests of Gruumsh creep out beneath the blood moon to commit atrocities in Luthic's name, but during the rest of the year, speaking of her is taboo. It is thought that speaking Luthic's name might draw her attention, which always brings disaster if she is not called upon in the appropriate way.

**Religion DC 31:** Worshipers of Gruumsh believe Luthic to be his exarch because she embodies Gruumsh's desire for havoc and confusion. Although destruction remains Gruumsh's ultimate aim, her divisive ploys and the antagonism she foments cause cracks in ordered creation that lead to ruin.

## Vaprak the Rapacious

Vaprak loves the taste of gore spiced by fear. He is far more cunning than he appears, being more than a simpleminded predator as some of Gruumsh's other exarchs are. Vaprak often makes forays into the world at the behest of Gruumsh's most powerful worshipers or for his own enjoyment. While there, he targets those most responsible for maintaining order, and wherever he goes, he leaves a trail of blood and panic.

**Vaprak** **Level 25 Elite Skirmisher**
Huge immortal humanoid, troll XP 14,000

**Initiative** +22 **Senses** Perception +24
**HP** 466; **Bloodied** 233
**Regeneration** 20
**AC** 39; **Fortitude** 41, **Reflex** 38, **Will** 36
**Vulnerable** acid or fire (if Vaprak takes acid or fire damage, his regeneration doesn't function until the end of his next turn)
**Saving Throws** +2
**Speed** 12
**Action Points** 1

⊕ **Claw** (standard; at-will)
Reach 3; +30 vs. AC; 3d8 + 9 damage; see also *blood bite*.

⸸ **Blood Bite** (minor, when Vaprak hits a bloodied enemy with a *claw* attack; at-will)
Targets a bloodied enemy hit with a *claw* attack; 2d8 + 9 damage, and Vaprak shifts 3 squares.

**Intimidating Move** (move; recharge ⁘ ⁞⁞) ✦ **Fear**
Vaprak moves his speed and can enter enemies' spaces, both without provoking opportunity attacks. If Vaprak passes through an enemy's space, Vaprak makes an attack against that enemy: +28 vs. Will; the target is weakened until the end of Vaprak's next turn.

**Threatening Reach**
Vaprak can make opportunity attacks against all enemies within his reach (3 squares).

**Troll Healing** ✦ **Healing**
If Vaprak is reduced to 0 hit points by an attack that doesn't deal acid or fire damage, he falls prone and remains at 0 hit points until the start of his next turn, when he regains 100 hit points. If an attack deals acid or fire damage to Vaprak while he's at 0 hit points, he is destroyed. See also *Vaprak's vengeance*.

**Vaprak's Vengeance**
If Vaprak is destroyed, his remains continue to strike at creatures. Until the end of the encounter, Vaprak makes a *claw* attack against any creature that enters Vaprak's space or starts its turn there.

**Alignment** Chaotic evil **Languages** Common, Giant
**Skills** Athletics +27, Endurance + 24, Intimidate +22
**Str** 30 (+22) **Dex** 26 (+20) **Wis** 24 (+19)
**Con** 25 (+19) **Int** 17 (+15) **Cha** 21 (+17)

*Vaprak*

WAYNE ENGLAND

## Vaprak's Tactics

Vaprak closes with foes and then moves through and among them using *intimidating move*, flashing a fearsome grin as he slides right past the waiting blades of foes. He then makes *claw* attacks against weakened foes, relying on his *threatening reach* to make opportunity attacks. Vaprak uses his reach and his movement to stay out of range of melee foes and continues to use *intimidating move* when he can. When a foe is bloodied, he focuses *intimidating move* and *claw* attacks on that target to more frequently gain the benefit of *blood bite*.

## Vaprak Lore

**Religion DC 17:** Vaprak is a fell troll exarch of Gruumsh. Trolls that worship Gruumsh consider Vaprak their patron and often build bloody shrines in his name.

**Religion DC 26:** Gruumsh's worshipers typically consider Vaprak the most accessible of his exarchs because he is less unreasonable or malicious than the others. They see Vaprak as having a malign cunning that can be used to one's advantage so long as the exarch is pleased by offerings of gory destruction and terror inspired in others.

Vaprak is called the Rapacious because of his hunger for gore, but he is also known as the King Eater. When he appears in the world or on one of its echo planes, he often seeks out the rulers most responsible for sustaining the light amid the darkness of the world, devouring them in a display of destruction that sows terror among their followers.

**Religion DC 31:** Vaprak's severed claw is rumored to be a powerful artifact, but as a troll he has regenerated his missing hand. Many have claimed to own the claw, but the powers ascribed to the item change with the possessor. In truth, many such artifacts have existed, either as gifts of Vaprak's favor or as trophies claimed by foes. Each claw functions for a while, but eventually withers away, often when it is needed most.

## Encounter Groups

Gruumsh's exarchs typically travel in the company of other beings of great destruction. Battlesworn are never far from them in Chernoggar, and mortal adherents often follow in their wake. On rare occasions, the exarchs even engage in battle jointly, and Gruumsh's eye follows such combats closely.

Note that the encounters below are at the high end of difficulty for their level. This is so that they present a challenge worthy of an exarch's inclusion.

**Level 23 Encounter (XP 30,000)**
- 1 angel of retrieval (level 22 artillery, *Monster Manual 2* 8)
- 5 angel of valor legionnaires (level 21 minion, *MM* 16)
- Bahgtru (level 23 elite brute)
- 1 battlesworn ogre mauler (level 24 brute)
- 1 fell troll (level 20 elite brute, *MM* 255)

**Level 25 Encounter (XP 43,800)**
- 2 battlesworn war troll defenders (level 26 soldier)
- 6 battlesworn orc legionnaires (level 23 minion soldier)
- 1 oni thunderer (level 22 skirmisher, *Monster Manual 2* 171)
- Vaprak (level 25 elite skirmisher)

**Level 26 Encounter (XP 52,800)**
- 1 battlesworn ogre mauler (level 24 brute)
- 3 battlesworn orc bloodsages (level 26 minion artillery)
- 2 battlesworn war troll defenders (level 26 soldier)
- Luthic (level 27 elite controller)

**Level 27 Encounter (XP 62,850)**
- Bahgtru (level 23 elite brute)
- 4 battlesworn orc bloodsages (level 26 minion artillery)
- 6 battlesworn orc legionnaires (level 23 minion soldier)
- Luthic (level 27 elite controller)
- Vaprak (level 25 elite skirmisher)

# QUOM

Dispossessed by the destruction of their astral realm during the Dawn War, the quom fanatically hunt down Lakal's infinitesimal remaining fragments. Some of these might appear inside magic items or even within the bodies of living beings. The quom cut down without qualm or hesitation those who stand in the way of their quest for these motes.

Quom are humanoids that have green, blue, or violet skin. Their great heroes, called durud, grow second faces on the backs of their skulls and are greatly revered by the quom and feared by their enemies.

## Quom Fanatic

These dedicated soldiers fight to the death to retrieve pieces of their dead god.

**Quom Fanatic** **Level 15 Soldier**
Medium immortal humanoid XP 1,200

**Initiative** +16 **Senses** Perception +12
**HP** 145; **Bloodied** 72
**AC** 31; **Fortitude** 27, **Reflex** 29, **Will** 27
**Speed** 6, fly 3 (while within the Astral Sea)

**Broadsword** (standard; at-will) ✦ **Weapon**
+22 vs. AC; 2d10 + 4 damage.

**Crossbow** (standard; at-will) ✦ **Weapon**
Ranged 15/30; +20 vs. AC; 2d8 + 4 damage.

**Mystic Mark** (minor; recharge ⚅) ✦ **Weapon**
Close burst 3; targets enemies; the target is marked (save ends). In addition, the quom fanatic gains a +2 bonus to attack rolls against creatures it has marked until the end of its next turn.

**Implacable Determination** (free, when an enemy within 5 squares of the quom fanatic scores a critical hit; encounter)
The quom fanatic can make a basic attack, shift 1 square, or move its speed.

**Alignment** Unaligned **Languages** Supernal
**Skills** Bluff +15, Insight +17
**Str** 20 (+12) **Dex** 24 (+14) **Wis** 21 (+12)
**Con** 17 (+10) **Int** 17 (+10) **Cha** 16 (+10)
**Equipment** scale armor, broadsword

### Quom Fanatic Tactics

Eager to prove its skill, and to one day become a durud, a quom fanatic thrusts itself into the fray, uses *mystic mark* on its enemies, and wreaks havoc. Quom fanatics typically work in pairs or trios, moving forward as a group 6 squares apart and carving a path of carnage through large groups of enemies.

## Quom Enforcer

Almost every quom ship has a few quom enforcers to deal with "troublemakers" who won't give up shards of Lakal, one way or another.

**Quom Enforcer** **Level 17 Brute**
Medium immortal humanoid XP 1,600

**Initiative** +12 **Senses Perception** +13
**HP** 198; **Bloodied** 99
**AC** 29 (31 with *mystic fury*); **Fortitude** 31, **Reflex** 28, **Will** 29 (31 with *mystic fury*)
**Speed** 6, fly 3 (while within the Astral Sea)

**Maul** (standard; at-will) ✦ **Weapon**
+20 vs. AC; 4d6 + 6 damage.

**Enforcer's Smash** (standard; recharges when first bloodied) ✦ **Weapon**
+20 vs. AC; 4d6 + 6 damage, and the target is knocked prone and dazed (save ends).

**Mystic Fury** (standard; requires maul; recharge ⚄ ⚅) ✦ **Weapon**
The quom enforcer makes three *maul* attacks, each against a different target. If at least one of these attacks hits, the quom enforcer gains a +2 bonus to AC and Will until the end of its next turn.

**Implacable Determination** (free, when an enemy within 5 squares of the quom enforcer scores a critical hit; encounter)
The quom enforcer can make a basic attack, shift 1 square, or move its speed.

**Alignment** Unaligned **Languages** Supernal
**Skills** Bluff +17, Intimidate +17
**Str** 24 (+15) **Dex** 18 (+12) **Wis** 21 (+13)
**Con** 18 (+12) **Int** 18 (+12) **Cha** 18 (+12)
**Equipment** scale armor, maul

### Quom Enforcer Tactics

As a large and powerful warrior, a quom enforcer is a dealer of death and pain. It uses *enforcer's smash* to knock enemies down and rattle them, followed by *mystic fury* on its next turn.

## Quom Harpoonist

Quom harpoonists are experts at using their deadly weapons to retrieve those who flee from them.

**Quom Harpoonist** **Level 19 Artillery**
Medium immortal humanoid XP 2,400

**Initiative** +16 **Senses** Perception +20
**HP** 142; **Bloodied** 71
**AC** 31; **Fortitude** 31, **Reflex** 32, **Will** 31
**Speed** 6, fly 3 (while within the Astral Sea)

**Cutlass** (standard; at-will) ✦ **Weapon**
+26 vs. AC; 2d6 + 7 damage.

**Javelin** (standard; at-will) ✦ **Weapon**
Ranged 10/20; +26 vs. AC; 3d6 + 7 damage.

**Harpooning Javelin** (standard; requires javelin; recharge ⚄ ⚅) ✦ **Weapon**
Ranged 10/20; +26 vs. AC; 4d6 + 8 damage, and the target is pulled 3 squares and immobilized (save ends). *Each Failed Saving Throw:* The quom harpoonist pulls the target 3 squares.

**Harpoonist's Determination** (free, when an enemy within 5 squares of the quom harpoonist, or one that is immobilized by *harpooning javelin*, scores a critical hit; encounter)
The quom harpoonist makes a basic attack, shifts 1 square, pulls a creature immobilized by *harpooning javelin* 3 squares, or moves its speed.

**Alignment** Unaligned **Languages** Supernal
**Skills** Bluff +18, Insight +20
**Str** 19 (+13) **Dex** 25 (+16) **Wis** 22 (+15)
**Con** 22 (+15) **Int** 19 (+13) **Cha** 19 (+13)
**Equipment** scale armor, cutlass (short sword), 5 javelins

*(Left to right) quom enforcer, quom fanatic, and durud healer*

### Quom Harpoonist Tactics

Standing behind a line of enforcers and fanatics, a quom harpoonist uses *harpooning javelin* as often as it can to immobilize enemies and pull them closer. Then it lets its allies do the rest.

## Quom Desperate

When a quom's youth has passed and it knows its chance to be marked as a durud has faded, it bands with others of the same kind into a small, elite group who call themselves desperates.

**Quom Desperate** **Level 21 Minion Skirmisher (Leader)**
Medium immortal humanoid XP 800

**Initiative** +18 **Senses** Perception +15
**HP** 1; a missed attack never damages a minion.
**AC** 35; **Fortitude** 31, **Reflex** 31, **Will** 33
**Speed** 6, fly 3 (while within the Astral Sea)

⨺ **Inspiring Cut** (standard; requires broadsword; at-will) ✦ **Weapon**
+26 vs. AC; 11 damage, and one ally within 5 squares of the quom desperate rolls to recharge one of its powers.

✧ **Cosmic Vengeance** (when the quom desperate drops to 0 hit points)
Close burst 3; any enemy in the burst grants combat advantage until the end of its next turn.

**Alignment** Unaligned **Languages** Supernal
**Str** 23 (+16) **Dex** 23 (+16) **Wis** 20 (+15)
**Con** 20 (+15) **Int** 20 (+15) **Cha** 26 (+18)
**Equipment** scale armor, broadsword

### Quom Desperate Tactics

A quom desperate fearlessly throws itself at its enemies for the advancement of the quom cause, using *cosmic vengeance* to this end as its dying action.

## Durud Fragment Mage

Durud fragment mages draw their power through their link to the race's comet-ships, which are a part of Lakal.

**Durud Fragment Mage** **Level 20 Elite Controller**
Medium immortal humanoid, quom XP 5,600

**Initiative** +15 **Senses** Perception +19; all-around vision
**HP** 376; **Bloodied** 188
**AC** 33; **Fortitude** 30, **Reflex** 32, **Will** 31
**Saving Throws** +2
**Speed** 8, fly 6, teleport 3
**Action Points** 1

⨺ **Dagger** (standard; at-will) ✦ **Weapon**
+25 vs. AC; 2d4 + 8 damage.

⨷ **Fragment Spike** (standard; at-will) ✦ **Force, Implement**
Ranged 20; targets one or two creatures; +25 vs. Will; 3d8 + 8 force damage, and the target is knocked prone.

✲ **Vortex of Lakal** (standard; recharge ⚄ ⚅) ✦ **Force, Implement, Radiant, Zone**
Area burst 3 within 20; + 24 vs. Fortitude; 2d10 + 7 radiant damage, and the target is pulled 2 squares toward the origin square of the burst and slowed (save ends). The burst creates a zone that lasts until the end of the durud fragment mage's next turn. Any creature that ends its turn within the zone takes 20 force damage.

**Implacable Determination** (free, when an enemy within 5 squares of the durud fragment mage scores a critical hit; encounter)
The durud fragment mage can make a basic attack, shift 1 square, or move its speed.

**Alignment** Unaligned **Languages** Supernal
**Str** 23 (+16) **Dex** 20 (+15) **Wis** 19 (+14)
**Con** 20 (+15) **Int** 26 (+18) **Cha** 24 (+17)
**Equipment**: robe, dagger, orb

ZOLTAN BOROS & GABOR SZIKSZAI

## Durud Fragment Mage Tactics

Early in a battle, a durud fragment mage tries to target at least two enemies with *vortex of Lakal*, particularly if those foes are in difficult terrain or in other circumstances that will make it difficult to leave the zone while they are slowed. The mage's ranged and area attacks are so much better than its melee attack that it is usually willing to suffer one attack of opportunity if that is the only way to use its better attacks. The fragment mage then uses *fragment spike* until its *vortex of Lakal* recharges.

# Durud Healer

A durud healer heals its allies by inflicting pain upon its enemies or stealing their vitality.

**Durud Healer** **Level 21 Controller (Leader)**
Medium immortal humanoid, quom XP 3,200

**Initiative** +16 **Senses** Perception +20; all-around vision
**Lakal's Veil (Healing)** aura 5; when an enemy within the aura gains temporary hit points, each of the durud healer's allies within the aura regains 10 hit points.
**HP** 196; **Bloodied** 98
**AC** 35; **Fortitude** 33, **Reflex** 33, **Will** 35
**Speed** 6, fly 3 (while within the Astral Sea)

⊕ **Staff** (standard; at-will) ✦ **Weapon**
+26 vs. AC; 3d6 + 8 damage.

**Lakal's Wrath** (standard; recharge ⚄ ⁞⁞) ✦ **Healing, Radiant**
Ranged 10; +25 vs. Fortitude; 3d6 + 7 radiant damage, and the target grants combat advantage until the end of the durud healer's next turn. The first ally of the durud healer to hit the target while it is granting combat advantage in this way regains 20 hit points.

**Binding Burst** (standard; at-will) ✦ **Radiant**
Area burst 1 within 10; targets enemies; 2d10 + 8 radiant damage, and the target is immobilized until the end of the durud healer's next turn.

**Implacable Determination** (free, when an enemy within 5 squares of the durud healer scores a critical hit; encounter)
The durud healer can make a basic attack, shift 1 square, or move its speed.

**Surge Siphon** (immediate interrupt; when an enemy within 3 squares of the durud healer uses or is the target of a healing power; at-will) ✦ **Healing**
The durud healer shifts 3 squares. If it ends this movement adjacent to the triggering enemy, the healing power grants only half its normal hit points, and each of the durud healer's allies within 5 squares of it regains 10 hit points.

**Alignment** Unaligned **Languages** Supernal
**Skills** Heal +20, Insight +20
**Str** 23 (+16) **Dex** 23 (+16) **Wis** 20 (+15)
**Con** 20 (+15) **Int** 20 (+15) **Cha** 26 (+18)
**Equipment** chainmail, staff

## Durud Healer Tactics

A durud healer begins a battle by supporting its allies from a distance with *binding burst* and *Lakal's wrath*. It watches the battlefield carefully for the use of healing powers, using *surge siphon* to move up and redirect healing to its allies at every opportunity.

*Durud fragment mage*

# Durud Slayer

As their name implies, durud slayers are expert killers, using their garrotes to deadly effect.

**Durud Slayer** **Level 23 Lurker**
Medium immortal humanoid, quom XP 5,100

**Initiative** +23 **Senses** Perception +22; all-around vision
**HP** 165; **Bloodied** 82
**AC** 37; **Fortitude** 35, **Reflex** 36, **Will** 34
**Speed** 8, fly 3 (while within the Astral Sea)

⊕ **Dagger** (standard; at-will) ✦ **Weapon**
+28 vs. AC; 4d4 + 10 damage.

**Radiant Garrote** (standard; at-will) ✦ **Radiant**
+26 vs. Reflex; 3d6 + 8 radiant damage, and the target is grabbed. The durud slayer can have only one target grabbed at a time. *Sustain Minor:* The grabbed target takes 4d4 + 10 damage.

**Implacable Determination** (free, when an enemy within 5 squares of the durud slayer scores a critical hit; encounter)
The durud slayer can make a basic attack, shift 1 square, or move its speed.

**Retreating Step** (immediate reaction, when an enemy grabbed by the durud slayer succeeds on its escape check) ✦ **Teleportation**
The durud slayer teleports 8 squares.

**Slayer's Step** (move; recharge ⁞⁞) ✦ **Teleportation**
The durud slayer and any creature it has grabbed teleport 8 squares. If the durud slayer has a creature grabbed, that creature must end its teleport adjacent to the slayer.

**Alignment** Unaligned **Languages** Supernal
**Str** 24 (+18) **Dex** 27 (+19) **Wis** 23 (+17)
**Con** 21 (+16) **Int** 21 (+16) **Cha** 22 (+17)
**Equipment** scale armor, dagger

ZOLTAN BOROS & GABOR SZIKSZAI

## Durud Slayer Tactics

A vicious exactor of its dead god's wrath, a durud slayer uses *radiant garrote* to grab a victim before moving away with *slayer's step* to isolate its foe from any allies. At that point, the durud slayer viciously stabs its victim with *dagger* attacks while maintaining the grab. If the enemy escapes, it uses *retreating step* to ready itself for a new victim.

## Quom Lore

**Religion DC 13**: The quom are a race of mortal humanoids that sail the Astral Sea in their great cometlike ships. Unlike other creatures of the astral, they are not immortal.

**Religion DC 20**: Once a race of peacemakers and healers, the quom abandoned their old morality when their realm was destroyed. Now they care only for their quest to reassemble the pieces of Lakal and to restore their god to her former glory. If they sense a piece of Lakal within a creature, no matter how tiny, they will slice that creature to ribbons to obtain the fragment.

**Religion DC 25**: The quom realm of Lakal was not just a homeland; she was also their deity. She died during the Dawn War when the final confrontation between Bahamut and a now-defunct primordial brought them crashing through Lakal's veil. For this reason, the quom attitude toward worshipers of living gods ranges from embittered to contemptuous. When negotiating with quom, it's best to avoid appeals to faith.

## Encounter Groups

The quom can be found throughout the Astral Sea. They have been trained from a young age to work together in combat, each lending his or her particular skill to ensure success in battle.

**Level 17 Encounter (XP 8,000)**
- 2 quom fanatics (level 15 soldier)
- 2 quom enforcers (level 17 brute)
- 1 quom harpoonist (level 19 artillery)

**Level 19 Encounter (XP 13,600)**
- 1 durud healer (level 21 controller)
- 1 quom enforcer (level 17 brute)
- 2 quom harpoonists (level 19 artillery)
- 5 quom desperates (level 21 minion skirmisher)

**Level 21 Encounter (XP 17,100)**
- 1 durud healer (level 21 controller)
- 1 durud fragment mage (level 20 elite controller)
- 1 durud slayer (level 23 lurker)
- 4 quom desperates (level 21 minion skirmisher)

## Monsters by Level

Every new monster in this book appears on the following list, which is sorted alphabetically by level and monster role. Monster leaders are indicated with an (L).

| Monster | Level and Role | Page |
|---|---|---|
| Burning Devil | 4 Minion Skirmisher | 136 |
| Spined Devil Ravager | 12 Skirmisher | 70 |
| Githyanki Far Wanderer | 13 Skirmisher | 143 |
| Banesworn Warrior | 13 Soldier | 134 |
| Banesworn War Priest | 14 Controller (L) | 134 |
| Githyanki Blackweave | 14 Controller | 144 |
| Githyanki Ghustil | 14 Lurker (L) | 144 |
| Whitefire Burning Devil | 14 Minion Skirmisher | 136 |
| Ch'r'ai Inquisitor | 15 Lurker | 142 |
| Quom Fanatic | 15 Soldier | 156 |
| Baelzra, Chain Princess | 16 Elite Controller | 75 |
| Gul'othran Marauder | 16 Brute | 146 |
| Osyrimon | 16 Elite Brute | 148 |
| Tu'narathi Dragon Rider | 16 Soldier | 147 |
| Warder Devil | 16 Soldier | 139 |
| Gul'othran Dragon Raider | 17 Artillery | 147 |
| Quom Enforcer | 17 Brute | 156 |
| Githyanki Pyroclast | 17 Controller | 145 |
| Githyanki Sword Stalker | 17 Soldier | 146 |
| Juggernaut of the Black Hand | 18 Brute | 135 |
| Indwelling Devil | 18 Lurker | 137 |
| Astral Giant Blazing Javelineer | 19 Artillery (L) | 123 |
| Quom Harpoonist | 19 Artillery | 156 |
| Duthka'gith | 19 Brute | 143 |
| Banesworn Iron Bulwark | 19 Soldier | 135 |
| Durud Fragment Mage | 20 Elite Controller | 157 |
| Durud Healer | 21 Controller | 158 |
| Vlaakith | 21 Solo Controller | 149 |
| Quom Desperate | 21 Minion Skirmisher (L) | 157 |
| Voracia | 22 Elite Skirmisher | 133 |
| Bahgtru | 23 Elite Brute | 152 |
| Malediction | 23 Controller | 131 |
| Durud Slayer | 23 Lurker | 158 |
| Battlesworn Orc Legionnaire | 23 Minion Soldier | 150 |
| Battlesworn Ogre Mauler | 24 Brute | 150 |
| Blackfire Burning Devil | 24 Minion Skirmisher | 136 |
| Half-Void Nullfier | 24 Soldier | 132 |
| Void Nexus Nullifier | 25 Brute (L) | 132 |
| Vaprak | 25 Elite Skirmisher | 154 |
| Pillager Devil | 25 Soldier | 138 |
| Battlesworn Orc Bloodsage | 26 Minion Artillery | 150 |
| Battlesworn War Troll Defender | 26 Soldier | 151 |
| Astral Render | 27 Controller | 130 |
| Luthic | 27 Elite Controller (L) | 154 |
| Hundred-Handed One | 29 Elite Soldier | 130 |

# GEAR UP YOUR GROUP AND GET READY TO FIGHT.

Be sure everyone is equipped for action—and improve every encounter—with D&D® accessories. Pick 'em up at the same place you got this book.

**Dungeon Master's Screen**
Conceal your secrets without blocking your view. Quick reference to common tables helps you keep your game moving.

**Power Cards**
Put all your powers and abilities at your fingertips, so you can keep your head out of the books and in the fight.

**D&D® Miniatures**
Know where everyone—and every *thing*—is at all times to keep your combats under control.

**D&D™ Dungeon Tiles**
Define dungeons and add details to every encounter quickly and easily, and help your game come to life.

**D&D® Premium Dice**
Everyone needs dice. And some need more than others. Keep 'em all in a D&D logo-embroidered dicebag.

GET MORE INFORMATION AT: DNDINSIDER.COM

All trademarks are property of Wizards of the Coast LLC ©2010 Wizards.

DUNGEONS & DRAGONS
NEVER SPLIT THE PARTY

# Explore the Realm of the Gods

You step through a shimmering portal onto the deck of an astral galleon. Prepare for a voyage unlike any other as you fend off githyanki pirates, thwart the sinister machinations of angels and devils, and challenge the might of the gods and their exarchs. From the cavernous layers of the Nine Hells to the dark dungeons of Tytherion, adventure awaits in every astral dominion and on the vast, uncharted sea that stretches between them.

This Dungeons & Dragons® game supplement explores the Astral Sea in detail, featuring key locations throughout the plane. It also presents new monsters, adventure hooks, encounters, hazards, and everything Dungeon Masters need to make the Astral Sea a featured setting in their campaigns.

For use with these 4th Edition Dungeons & Dragons® products:

*Player's Handbook®* core rulebooks

*Dungeon Master's Guide®* core rulebooks

*Monster Manual®* core rulebooks

*D&D® Miniatures* *D&D® Dungeon Tiles*

GET MORE AT D&D INSIDER™ www.dndinsider.com

d20 SYSTEM™

Wizards®

ISBN: 978-0-7869-5392-9

9 780786 953929 52995 EAN

Sug. Retail: **U.S. $29.95** CAN $37.00

Printed in the U.S.A. **251260000**

# Dungeons & Dragons®

## Character Record Sheets

ROLEPLAYING GAME CHARACTER SHEETS & POWER CARDS

DUNGEONS & DRAGONS™

| Total XP | Level | Total XP | Level | Total XP | Level |
|---|---|---|---|---|---|
| 0 | 1st | 26,000 | 11th | 175,000 | 21st |
| 1,000 | 2nd | 32,000 | 12th | 210,000 | 22nd |
| 2,250 | 3rd | 39,000 | 13th | 255,000 | 23rd |
| 3,750 | 4th | 47,000 | 14th | 310,000 | 24th |
| 5,500 | 5th | 57,000 | 15th | 375,000 | 25th |
| 7,500 | 6th | 69,000 | 16th | 450,000 | 26th |
| 10,000 | 7th | 83,000 | 17th | 550,000 | 27th |
| 13,000 | 8th | 99,000 | 18th | 675,000 | 28th |
| 16,500 | 9th | 119,000 | 19th | 825,000 | 29th |
| 20,500 | 10th | 143,000 | 20th | 1,000,000 | 30th |

# DUNGEONS & DRAGONS — CHARACTER SHEET

Player Name

Character Name | Level | Class | Paragon Path | Epic Destiny | Total XP

Race | Size | Age | Gender | Height | Weight | Alignment | Deity | Adventuring Company or Other Affiliations

## INITIATIVE

SCORE | DEX | 1/2 LEVEL | MISC

Initiative

CONDITIONAL MODIFIERS

## ABILITY SCORES

| SCORE | ABILITY | ABIL MOD | MOD + 1/2 LVL |
|---|---|---|---|
| | STR Strength | | |
| | CON Constitution | | |
| | DEX Dexterity | | |
| | INT Intelligence | | |
| | WIS Wisdom | | |
| | CHA Charisma | | |

## DEFENSES

| DEFENSE | SCORE | 10 + 1/2 LVL | ARMOR / ABIL | CLASS | FEAT | ENH | MISC | MISC |
|---|---|---|---|---|---|---|---|---|
| AC | | | | | | | | |
| FORT | | | | | | | | |
| REF | | | | | | | | |
| WILL | | | | | | | | |

CONDITIONAL BONUSES

## HIT POINTS

MAX HP | BLOODIED (1/2 HP) | HEALING SURGES: SURGE VALUE (1/4 HP) | SURGES/DAY

CURRENT HIT POINTS | CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODIFIERS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

## ACTION POINTS

Action Points

| MILESTONES | ACTION POINTS |
|---|---|
| 0 | 1 |
| 1 | 2 |
| 2 | 3 |

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

## RACE FEATURES

ABILITY SCORE MODS

## CLASS / PATH / DESTINY FEATURES

## LANGUAGES KNOWN

## SKILLS

| BONUS | SKILL NAME | | ABIL MOD + 1/2 LVL | TRND (+5) | ARMOR PENALTY | MISC |
|---|---|---|---|---|---|---|
| | Acrobatics | DEX | | | | |
| | Arcana | INT | | | n/a | |
| | Athletics | STR | | | | |
| | Bluff | CHA | | | n/a | |
| | Diplomacy | CHA | | | n/a | |
| | Dungeoneering | WIS | | | n/a | |
| | Endurance | CON | | | | |
| | Heal | WIS | | | n/a | |
| | History | INT | | | n/a | |
| | Insight | WIS | | | n/a | |
| | Intimidate | CHA | | | n/a | |
| | Nature | WIS | | | n/a | |
| | Perception | WIS | | | n/a | |
| | Religion | INT | | | n/a | |
| | Stealth | DEX | | | | |
| | Streetwise | CHA | | | n/a | |
| | Thievery | DEX | | | | |

## MOVEMENT

SCORE | BASE | ARMOR | ITEM | MISC

Speed (Squares)

SPECIAL MOVEMENT

## SENSES

| SCORE | PASSIVE SENSE | BASE | SKILL BONUS |
|---|---|---|---|
| | Passive Insight | 10 + | |
| | Passive Perception | 10 + | |

SPECIAL SENSES

## ATTACK WORKSPACE

ABILITY:

ATTACK BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC

ABILITY:

ATTACK BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC

## DAMAGE WORKSPACE

ABILITY:

DAMAGE | ABIL | FEAT | ENH | MISC | MISC

ABILITY:

DAMAGE | ABIL | FEAT | ENH | MISC | MISC

## BASIC ATTACKS

| ATTACK | | DEFENSE | WEAPON OR POWER | DAMAGE |
|---|---|---|---|---|
| | vs | | | |
| | vs | | | |
| | vs | | | |
| | vs | | | |

## FEATS

## POWER INDEX

*List your powers below.*
*Check the box when the power is used.*
*Clear the box when the power renews.*

### AT-WILL POWERS

### ENCOUNTER POWERS

### DAILY POWERS

### UTILITY POWERS

## MAGIC ITEM INDEX

*List your powers below.*
*Check the box when the power is used.*
*Clear the box when the power renews.*

### MAGIC ITEMS

WEAPON
WEAPON
WEAPON
WEAPON
ARMOR
ARMS
FEET
HANDS
HEAD
NECK
RING
RING
WAIST

***Daily Item Powers per Day***

Heroic (1-10) ☐ Milestone ☐/☐/☐/☐
Paragon (11-20) ☐☐ Milestone ☐/☐/☐/☐
Epic (21-30) ☐☐☐ Milestone ☐/☐/☐/☐

## PERSONALITY TRAITS

## MANNERISMS AND APPEARANCE

## CHARACTER BACKGROUND

## COMPANIONS AND ALLIES

NAME NOTES
NAME NOTES
NAME NOTES
NAME NOTES
NAME NOTES
NAME NOTES
NAME NOTES
NAME NOTES

## OTHER EQUIPMENT

## RITUALS

## COINS AND OTHER WEALTH

## SESSION AND CAMPAIGN NOTES

TM & ©2008 Wizards of the Coast, Inc. Permission granted to photocopy for personal use only.

Character Name | Level | Class | Paragon Path | Epic Destiny | Total XP

Race | Size | Age | Gender | Height | Weight | Alignment | Deity | Adventuring Company or Other Affiliations

# DUNGEONS & DRAGONS CHARACTER SHEET

Player Name

## INITIATIVE

SCORE | DEX | 1/2 LEVEL | MISC

Initiative

CONDITIONAL MODIFIERS

## ABILITY SCORES

| SCORE | ABILITY | ABIL MOD | MOD + 1/2 LVL |
|---|---|---|---|
| | STR Strength | | |
| | CON Constitution | | |
| | DEX Dexterity | | |
| | INT Intelligence | | |
| | WIS Wisdom | | |
| | CHA Charisma | | |

## DEFENSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR / ABIL | CLASS | FEAT | ENH | MISC | MISC |
|---|---|---|---|---|---|---|---|---|
| | AC | | | | | | | |
| | FORT | | | | | | | |
| | REF | | | | | | | |
| | WILL | | | | | | | |

CONDITIONAL BONUSES

## MOVEMENT

| SCORE | | BASE | ARMOR | ITEM | MISC |
|---|---|---|---|---|---|
| | Speed (Squares) | | | | |

SPECIAL MOVEMENT

## SENSES

| SCORE | PASSIVE SENSE | BASE | SKILL BONUS |
|---|---|---|---|
| | Passive Insight | 10 | + |
| | Passive Perception | 10 | + |

SPECIAL SENSES

## ACTION POINTS

Action Points

| MILESTONES | ACTION POINTS |
|---|---|
| 0 | 1 |
| 1 | 2 |
| 2 | 3 |

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

## HIT POINTS

MAX HP | BLOODIED (1/2 HP) | SURGE VALUE (1/4 HP) | HEALING SURGES / SURGES/DAY

CURRENT HIT POINTS | CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODIFIERS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

## SKILLS

| BONUS | SKILL NAME | | ABIL MOD + 1/2 LVL | TRND (+5) | ARMOR PENALTY | MISC |
|---|---|---|---|---|---|---|
| | Acrobatics | DEX | | | | |
| | Arcana | INT | | | n/a | |
| | Athletics | STR | | | | |
| | Bluff | CHA | | | n/a | |
| | Diplomacy | CHA | | | n/a | |
| | Dungeoneering | WIS | | | n/a | |
| | Endurance | CON | | | | |
| | Heal | WIS | | | n/a | |
| | History | INT | | | n/a | |
| | Insight | WIS | | | n/a | |
| | Intimidate | CHA | | | n/a | |
| | Nature | WIS | | | n/a | |
| | Perception | WIS | | | n/a | |
| | Religion | INT | | | n/a | |
| | Stealth | DEX | | | | |
| | Streetwise | CHA | | | n/a | |
| | Thievery | DEX | | | | |

## LANGUAGES KNOWN

## RACE FEATURES

ABILITY SCORE MODS

## CLASS / PATH / DESTINY FEATURES

## FEATS

## ATTACK WORKSPACE

ABILITY:

ATTACK BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC

+

ABILITY:

ATTACK BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC

+

## DAMAGE WORKSPACE

ABILITY:

DAMAGE | ABIL | FEAT | ENH | MISC | MISC

ABILITY:

DAMAGE | ABIL | FEAT | ENH | MISC | MISC

## BASIC ATTACKS

| ATTACK | DEFENSE | WEAPON OR POWER | DAMAGE |
|---|---|---|---|
| | vs | | |
| | vs | | |
| | vs | | |
| | vs | | |

## POWER INDEX

*List your powers below.*
*Check the box when the power is used.*
*Clear the box when the power renews.*

### AT-WILL POWERS

### ENCOUNTER POWERS

### DAILY POWERS

### UTILITY POWERS

## MAGIC ITEM INDEX

*List your powers below.*
*Check the box when the power is used.*
*Clear the box when the power renews.*

### MAGIC ITEMS

WEAPON
WEAPON
WEAPON
WEAPON
ARMOR
ARMS
FEET
HANDS
HEAD
NECK
RING
RING
WAIST

***Daily Item Powers per Day***

Heroic (1-10) ☐ Milestone ☐/☐/☐/☐
Paragon (11-20) ☐☐ Milestone ☐/☐/☐/☐
Epic (21-30) ☐☐☐ Milestone ☐/☐/☐/☐

## PERSONALITY TRAITS

## MANNERISMS AND APPEARANCE

## CHARACTER BACKGROUND

## SESSION AND CAMPAIGN NOTES

## COMPANIONS AND ALLIES

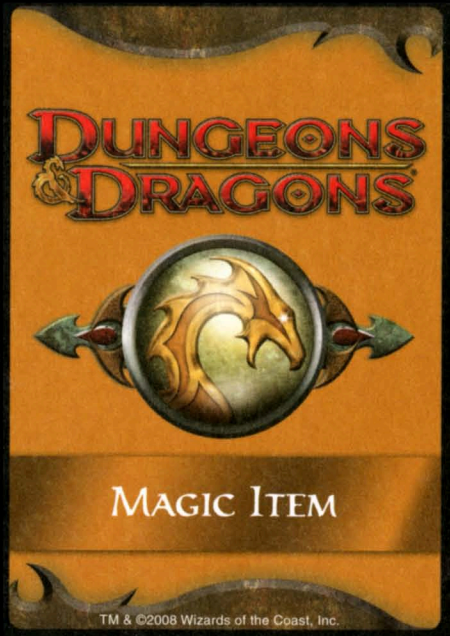
NAME NOTES
NAME NOTES
NAME NOTES
NAME NOTES
NAME NOTES
NAME NOTES
NAME NOTES
NAME NOTES

## OTHER EQUIPMENT

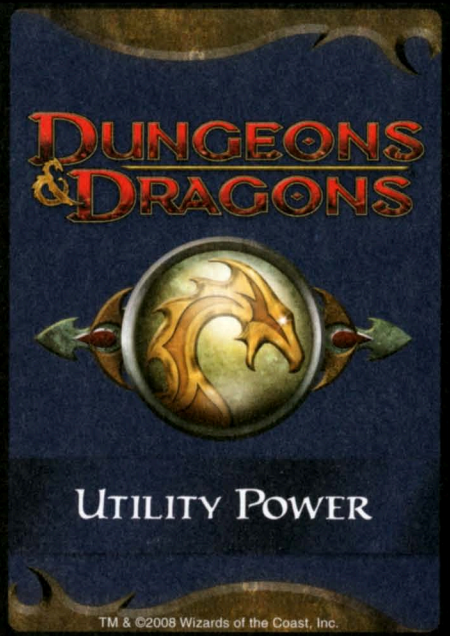
## RITUALS

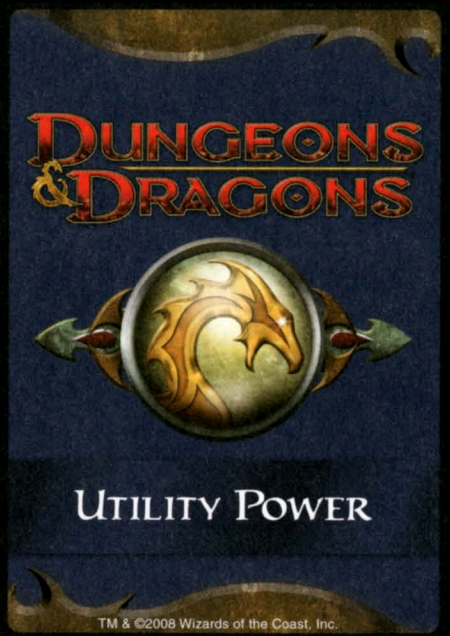
## COINS AND OTHER WEALTH

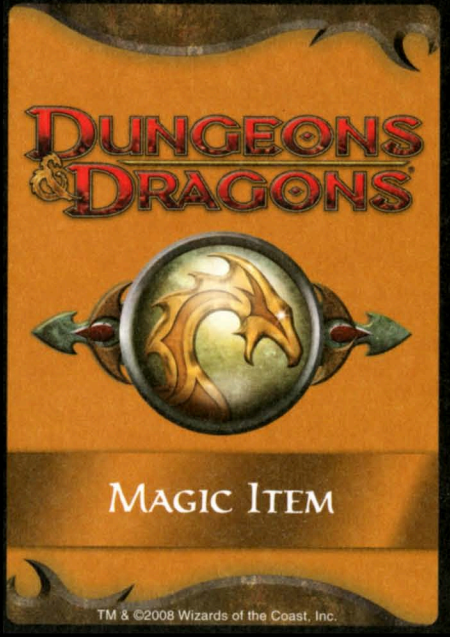
TM & ©2008 Wizards of the Coast, Inc. Permission granted to photocopy for personal use only.

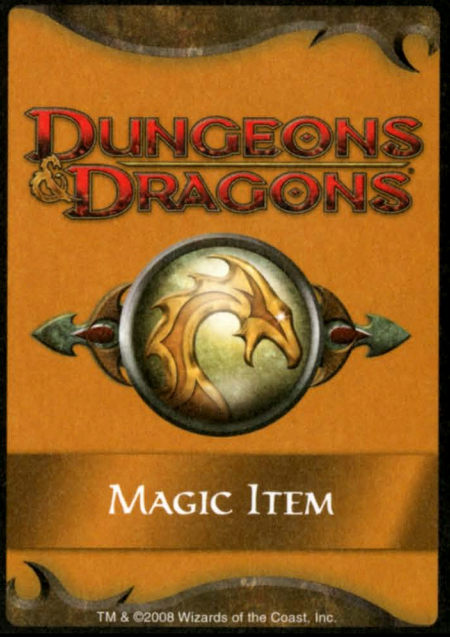

DUNGEONS & DRAGONS
MAGIC ITEM
TM & ©2008 Wizards of the Coast, Inc.

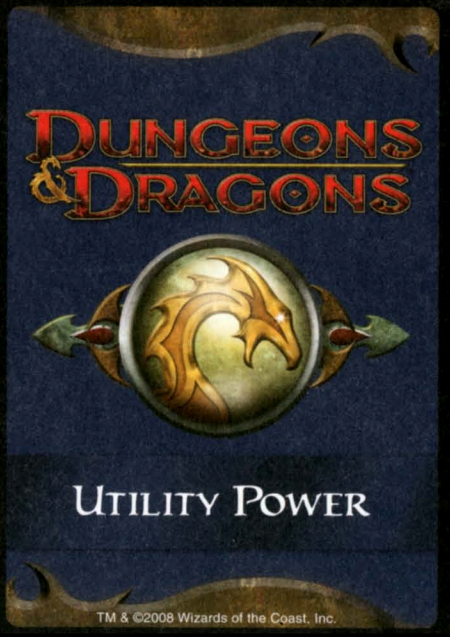
DUNGEONS & DRAGONS
MAGIC ITEM
TM & ©2008 Wizards of the Coast, Inc.

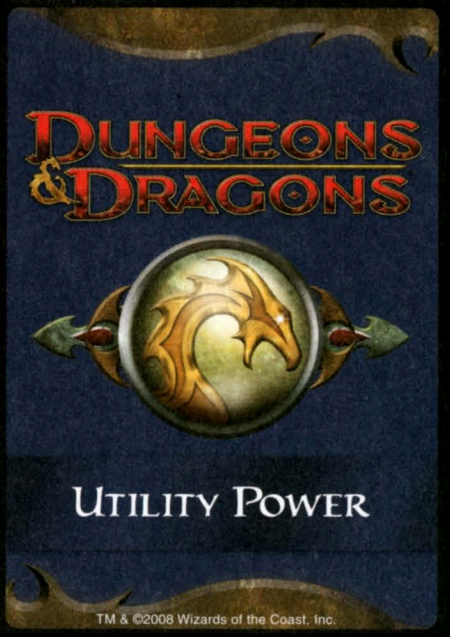

DUNGEONS & DRAGONS
UTILITY POWER
TM & ©2008 Wizards of the Coast, Inc.


DUNGEONS & DRAGONS
UTILITY POWER
TM & ©2008 Wizards of the Coast, Inc.


DUNGEONS & DRAGONS
MAGIC ITEM
TM & ©2008 Wizards of the Coast, Inc.


DUNGEONS & DRAGONS
MAGIC ITEM
TM & ©2008 Wizards of the Coast, Inc.


DUNGEONS & DRAGONS
UTILITY POWER
TM & ©2008 Wizards of the Coast, Inc.


DUNGEONS & DRAGONS
UTILITY POWER
TM & ©2008 Wizards of the Coast, Inc.

KEYWORDS | USED

ACTION | RANGE

AT-WILL | ENCOUNTER | DAILY

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS | LEVEL | PAGE

UTILITY POWER | DUNGEONS & DRAGONS®

KEYWORDS | USED

ACTION | RANGE

AT-WILL | ENCOUNTER | DAILY

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS | LEVEL | PAGE

UTILITY POWER | DUNGEONS & DRAGONS®

BONUS | ENHANCEMENT | CRITICAL

PROPERTIES

ACTION | KEYWORDS | USED

AT-WILL | ENCOUNTER | DAILY

POWER

ITEM SLOT/TYPE | LEVEL | PRICE | PAGE

MAGIC ITEM | DUNGEONS & DRAGONS®

BONUS | ENHANCEMENT | CRITICAL

PROPERTIES

ACTION | KEYWORDS | USED

AT-WILL | ENCOUNTER | DAILY

POWER

ITEM SLOT/TYPE | LEVEL | PRICE | PAGE

MAGIC ITEM | DUNGEONS & DRAGONS®

KEYWORDS | USED

ACTION | RANGE

AT-WILL | ENCOUNTER | DAILY

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS | LEVEL | PAGE

UTILITY POWER | DUNGEONS & DRAGONS®

KEYWORDS | USED

ACTION | RANGE

AT-WILL | ENCOUNTER | DAILY

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS | LEVEL | PAGE

UTILITY POWER | DUNGEONS & DRAGONS®

BONUS | ENHANCEMENT | CRITICAL

PROPERTIES

ACTION | KEYWORDS | USED

AT-WILL | ENCOUNTER | DAILY

POWER

ITEM SLOT/TYPE | LEVEL | PRICE | PAGE

MAGIC ITEM | DUNGEONS & DRAGONS®

BONUS | ENHANCEMENT | CRITICAL

PROPERTIES

ACTION | KEYWORDS | USED

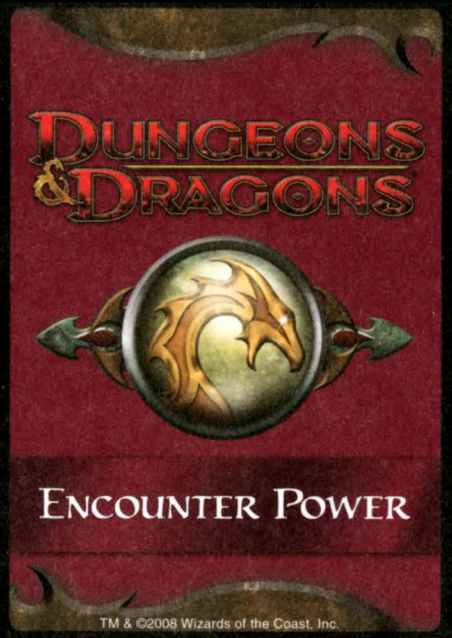
AT-WILL | ENCOUNTER | DAILY

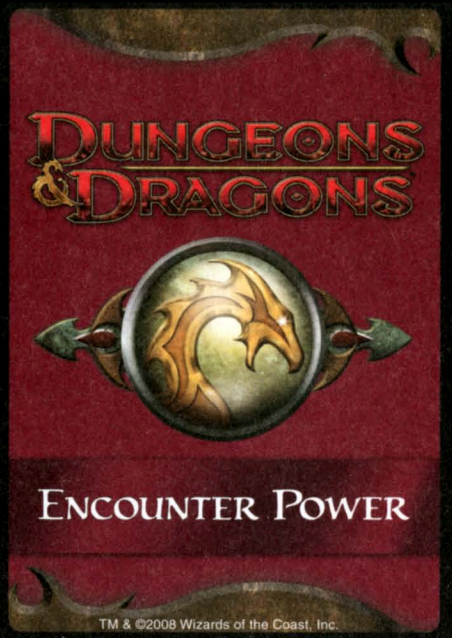
POWER

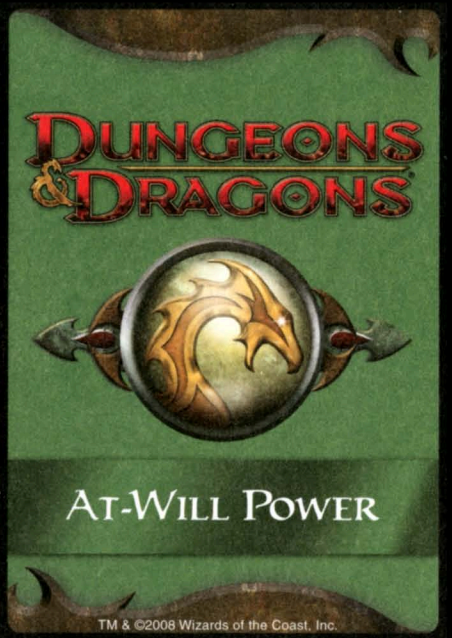
ITEM SLOT/TYPE | LEVEL | PRICE | PAGE

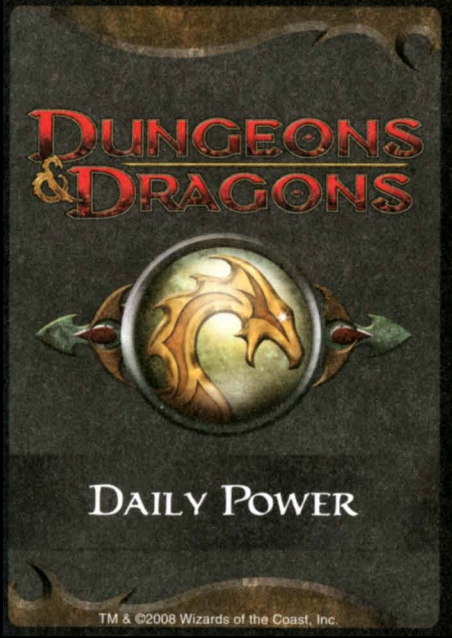
MAGIC ITEM | DUNGEONS & DRAGONS®

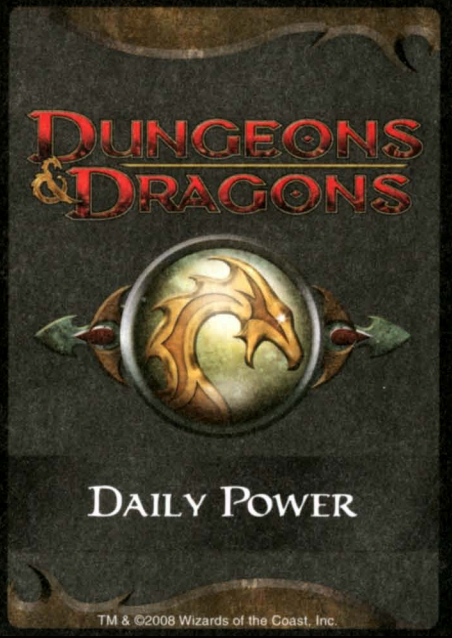
DUNGEONS & DRAGONS
DAILY POWER
TM & ©2008 Wizards of the Coast, Inc.

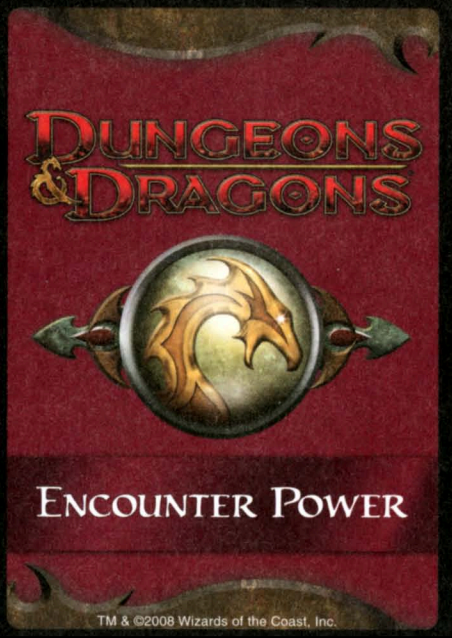

DUNGEONS & DRAGONS
ENCOUNTER POWER
TM & ©2008 Wizards of the Coast, Inc.

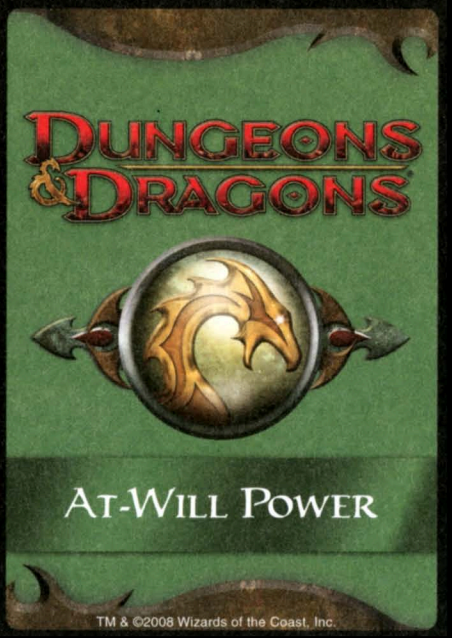

DUNGEONS & DRAGONS
ENCOUNTER POWER
TM & ©2008 Wizards of the Coast, Inc.


DUNGEONS & DRAGONS
AT-WILL POWER
TM & ©2008 Wizards of the Coast, Inc.


DUNGEONS & DRAGONS
DAILY POWER
TM & ©2008 Wizards of the Coast, Inc.


DUNGEONS & DRAGONS
DAILY POWER
TM & ©2008 Wizards of the Coast, Inc.


DUNGEONS & DRAGONS
ENCOUNTER POWER
TM & ©2008 Wizards of the Coast, Inc.


DUNGEONS & DRAGONS
AT-WILL POWER
TM & ©2008 Wizards of the Coast, Inc.

KEYWORDS

ACTION | RANGE

VS

ATTACK | DEFENSE | TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS | LEVEL | PAGE

AT-WILL POWER DUNGEONS & DRAGONS®

KEYWORDS | USED

ACTION | RANGE

VS

ATTACK | DEFENSE | TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS | LEVEL | PAGE

ENCOUNTER POWER DUNGEONS & DRAGONS®

KEYWORDS | USED

ACTION | RANGE

VS

ATTACK | DEFENSE | TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS | LEVEL | PAGE

ENCOUNTER POWER DUNGEONS & DRAGONS®

KEYWORDS | USED

ACTION | RANGE

VS

ATTACK | DEFENSE | TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS | LEVEL | PAGE

DAILY POWER DUNGEONS & DRAGONS®

KEYWORDS

ACTION | RANGE

VS

ATTACK | DEFENSE | TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS | LEVEL | PAGE

AT-WILL POWER DUNGEONS & DRAGONS®

KEYWORDS | USED

ACTION | RANGE

VS

ATTACK | DEFENSE | TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS | LEVEL | PAGE

ENCOUNTER POWER DUNGEONS & DRAGONS®

KEYWORDS | USED

ACTION | RANGE

VS

ATTACK | DEFENSE | TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS | LEVEL | PAGE

DAILY POWER DUNGEONS & DRAGONS®

KEYWORDS | USED

ACTION | RANGE

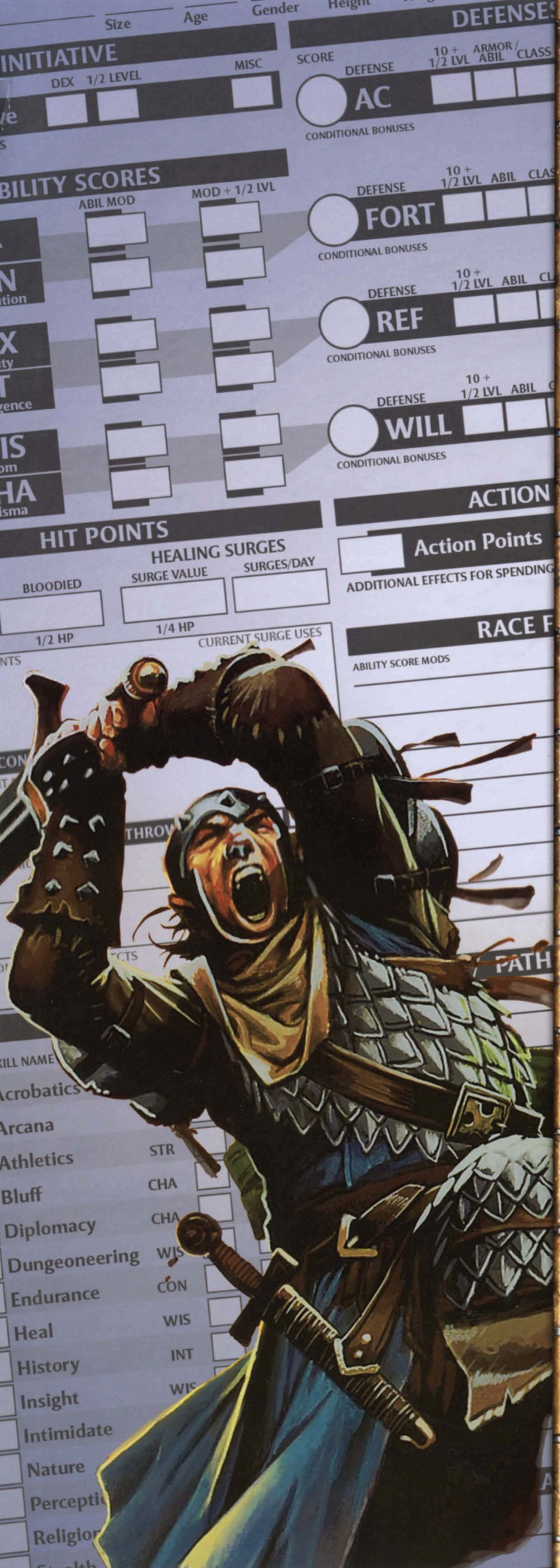
VS

ATTACK | DEFENSE | TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS | LEVEL | PAGE

DAILY POWER DUNGEONS & DRAGONS®




# Stay Organized

This Dungeons & Dragons™ accessory presents official character record sheets for the *D&D® Roleplaying Game*. These sheets are designed for optimal playability and support characters of all classes from 1st to 30th level.

This accessory also includes 64 color-coded cards on which players can record their attack powers, utility powers, and magic item powers to speed play and reduce page-flipping during the game.

***BONUS!*** This package also includes widescreen-style versions of the official character record sheet. These sheets reorganize the information presented on the standard sheet into a horizontal format that doesn't crowd the middle of the table—that precious territory the DM keeps telling you to clear off so he can lay out the next room in the dungeon.

These pages and cards are contained in an attractive, illustrated folder for storing your character sheet and all the campaign notes you gather while adventuring.

For use with these 4th Edition Dungeons & Dragons® core products:

*Player's Handbook®* *Dungeon Master's Guide®*

*Monster Manual®* *D&D® Miniatures*

GET MORE AT D&D INSIDER™ www.dndinsider.com

d20 SYSTEM™

Wizards of the Coast, Dungeons & Dragons, Player's Handbook, Dungeon Master's Guide, Monster Manual, D&D, D&D Insider, d20 System, and all respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. © 2008 Wizards.
P.O. Box 707, Renton, WA 98057

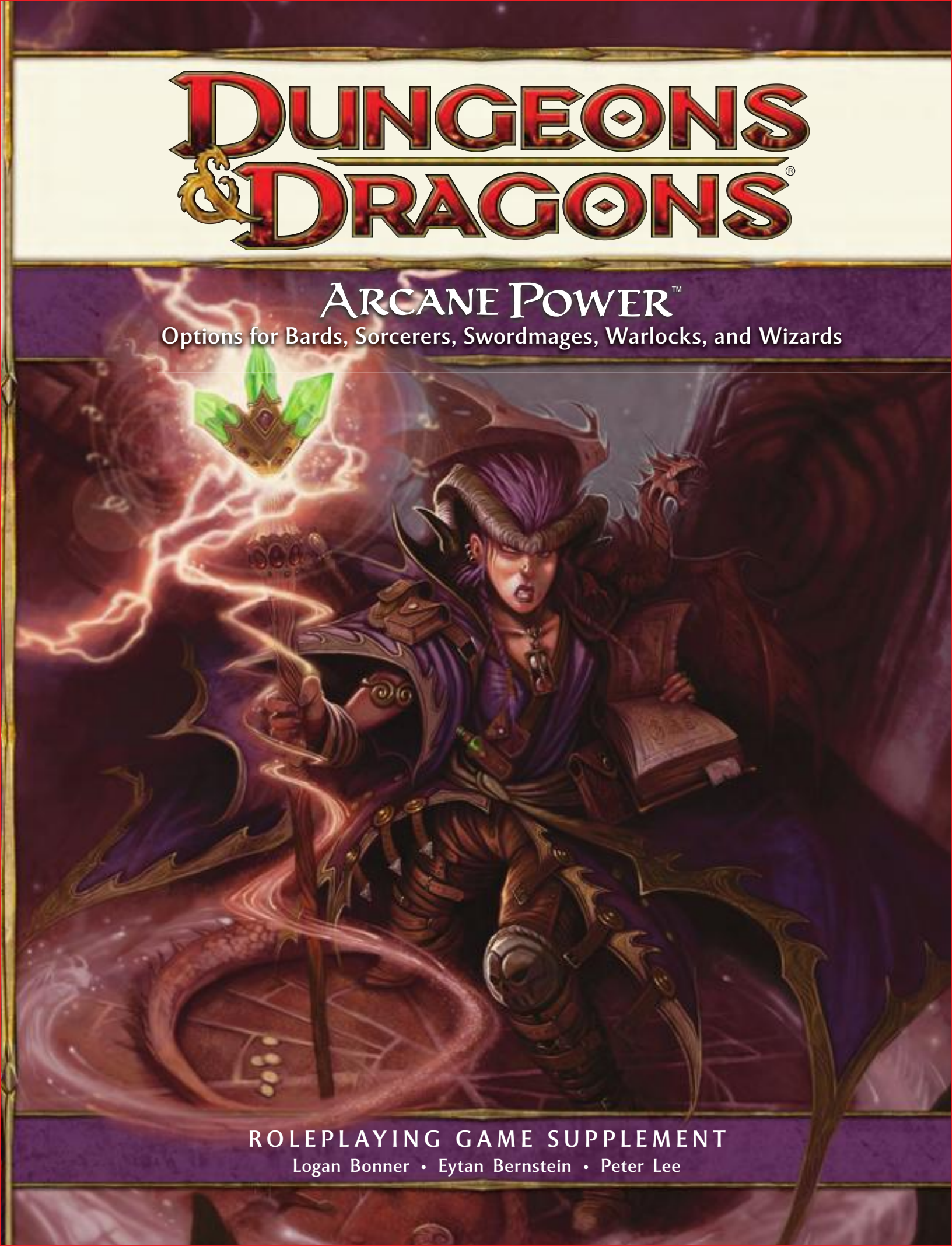
Please retain this information for future reference.

ISBN: 978-0-7869-4853-6
50995
9 780786 948536 EAN
Sug. Retail: **US $9.95** CAN $11.95
Printed in the U.S.A. **217217400**

# Dungeons & Dragons®

## Arcane Power™

Options for Bards, Sorcerers, Swordmages, Warlocks, and Wizards



ROLEPLAYING GAME SUPPLEMENT

Logan Bonner • Eytan Bernstein • Peter Lee

# Dungeons & Dragons®

# Arcane Power™

ROLEPLAYING GAME SUPPLEMENT

Logan Bonner • Eytan Bernstein • Bruce R. Cordell • Peter Lee

# CREDITS


Design
**Logan Bonner (lead), Eytan Bernstein, Bruce R. Cordell, Peter Lee**

Additional Design
**Robin Laws**

Development
**Mike Mearls (lead), Stephen Radney-MacFarland, Peter Schaefer**

Additional Development
**Andy Collins, Stephen Schubert**

Editing
**Julia Martin (lead), Greg Bilsland, Michele Carter, Jennifer Clarke Wilkes**

Managing Editing
**Kim Mohan**

Director of D&D R&D and Book Publishing
**Bill Slavicsek**

D&D Creative Manager
**Christopher Perkins**

D&D Senior Art Director
**Jon Schindehette**

D&D Design Manager
**James Wyatt**

D&D Development and Editing Manager
**Andy Collins**

Art Director
**Keven Smith**

Cover Illustration
**William O'Connor**

Graphic Designer
**Keven Smith**

Interior Illustrations
**Zoltan Boros & Gabor Szikszai, Matt Cavotta, Chippy, Ed Cox, Steve Ellis, Wayne England, Jason Engle, Tomas Giorello, Woodrow Hinton III, Ralph Horsley, Howard Lyon, Warren Mahy, Mike Nash, William O'Connor, Lucio Parrillo, Wayne Reynolds, Dan Scott, Chris Seaman, Anne Stokes, Matias Tapia, Franz Vohwinkel, Eva Widermann, James Zhang**

Publishing Production Specialist
**Erin Dorries**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Carmen Cheung**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).

620-21765720-001 EN
9 8 7 6 5 4 3 2 1
First Printing: April 2009
ISBN: 978-0-7869-4957-1

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
't Hofveld 6D
1702 Groot-Bijgaarden
Belgium
+32 2 467 3360



Dungeons & Dragons, D&D, d20, d20 System, Wizards of the Coast, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *Arcane Power*, Forgotten Realms, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All Wizards characters, character names, and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2009 Wizards of the Coast LLC


VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

# Introduction

Lightning and thunder, illusions and implements, songs and summonings, curses and chaos—all of these are the tools of arcane characters. They have mastered the art of manipulating reality through the use of supernatural forces to wreak havoc on their enemies or help their friends win the day. The most accomplished of arcane characters can produce awesome results on the battlefield without ever needing to pick up a weapon.

*Arcane Power*™ is a manual of fantastic effects and mysterious abilities. In its pages are new ways to build an arcane character, along with new options to fill out your role as a bard, a sorcerer, a swordmage, a warlock, or a wizard. Members of nonarcane classes might find an appropriate multiclass feat or some useful rituals in these pages, but everything else is for arcane characters.

## Using This Book

As you can see by the table of contents, *Arcane Power* is organized by class. Whether you have a character of a particular class or you want to make a character of that class, all you have to do is consult the proper chapter for new class features, builds, powers, and paragon paths. The final chapter of the book contains more than one hundred new feats; new rules for familiars; nine new epic destinies for arcane characters; a selection of magic tomes; several new rituals; and a brief discussion of arcane backgrounds.

Use the *Arcane Power* supplement to start playing a new character with a new build, to pick powers that better define your existing character, or to evolve your character with specific feats. The paragon paths introduced here might allow you to fully express the style you always intended your character to have.

## Reimagining Your Character

It happens. You've played your arcane character a while, and suddenly *Arcane Power* shows up, offering many new possibilities—options you might have picked if you had known about them earlier.

Don't despair; you have a few choices. Retraining rules (see page 28 of the *Player's Handbook*®) make tapping into *Arcane Power* easy. If retraining won't do the trick quickly enough, talk to your DM and your fellow players about reworking your character along the lines *Arcane Power* provides. Chances are you can overhaul your PC to match your desires without doing any harm to the campaign. Your DM might even have a way to make the change a part of the story. If doing that ultimately proves too difficult, a dramatic exit for the older character could make way for a new one.

# Contents


1: Bard ..... 4
New Class Feature ..... 6
New Build ..... 6
New Bard Powers ..... 6
New Paragon Paths ..... 18

2: Sorcerer ..... 24
New Class Feature ..... 26
New Builds ..... 28
New Sorcerer Powers ..... 28
New Paragon Paths ..... 42

3: Swordmage ..... 48
New Class Feature ..... 50
New Build ..... 50
New Swordmage Powers ..... 51
New Paragon Paths ..... 64

4: Warlock ..... 70
New Eldritch Pact ..... 72
New Warlock Powers ..... 73
New Paragon Paths ..... 88

5: Wizard ..... 96
New Implements ..... 98
New Builds ..... 100
New Wizard Powers ..... 101
New Paragon Paths ..... 116

6: Arcane Options ..... 122
New Feats ..... 124
Heroic Tier Feats ..... 124
Paragon Tier Feats ..... 130
Epic Tier Feats ..... 133
Multiclass Feats ..... 135
Familiars ..... 137
Familiar Feats ..... 139
Familiar Descriptions ..... 139
Epic Destinies ..... 142
Arcane Sword ..... 142
Archlich ..... 143
Archspell ..... 144
Feyliege ..... 145
Immanence ..... 146
Lord of Fate ..... 147
Magister ..... 148
Parable ..... 149
Sage of Ages ..... 150
Magic Items: Tome ..... 151
New Rituals ..... 153
Arcane Backgrounds ..... 159

CHAPTER 1

# Bard

***"Melodies haunt me: songs of joy and sorrow, victory and defeat. They surface from the past, and echo faintly from futures yet to be."***

As a bard, you are an arcane marvel capable of calling magic from art itself. You are viscerally moved by the poetry, songs, and narratives of ancient days and are inspired to reproduce the wonders they relate, or to create new legends of your own.

You are a consummate performer, and your magic is just one aspect of a grand display. A master of charm and illusion, you can spin a story so captivating or a musical recital so engrossing that hours might pass while the listener stands transfixed. In combat, you put these same skills to use, but instead of delighting an audience, you perform to destroy a foe. You revel in drama and creativity even in the midst of a vicious fight.

You are nothing if not versatile, capable of fighting with both sword or bow and spell. Few enemies fully appreciate your effectiveness—until it is too late. Your broad range of talent encompasses artistic ability, arcane lore, and knowledge of things long past—with glimpses of what is to come. You'll find support for all your abilities in this chapter. It includes the following material.

- **New Class Feature:** The Virtue of Prescience grants the wisdom of forethought to your bardic powers.
- **New Build:** Manipulate fortune and peer into the future as a prescient bard.
- **New Bard Powers:** New powers supplement the bard builds described in the *Player's Handbook® 2* core rulebook, as well as the new prescient bard. Bards who favor the bow over the blade will also find plenty of opportunities here.
- **New Paragon Paths:** Use your talents to follow one of six new paths. Strike from afar with a combination of archery and music, bring death to evildoers with whispered verses of doom, or call forth the song of life itself.

STEVE ELLIS

# NEW CLASS FEATURE

The new Virtue of Prescience option for the Bardic Virtue class feature is available to any bard. You can choose this option instead of Virtue of Cunning or Virtue of Valor.

**Virtue of Prescience:** Once per encounter as an immediate interrupt, when an enemy hits one ally within 5 squares of you, you grant that ally a power bonus equal to your Wisdom modifier to the defense targeted by the triggering enemy until the end of that enemy's turn.

# NEW BUILD

Rhythm moderates the flow of your swordplay and the tenor of your spells. For you, all the world's a stage. The *Player's Handbook 2* core rulebook described the cunning bard and the valorous bard. This chapter presents a third build, the prescient bard.

## Prescient Bard

You have the foresight to navigate the twisting roads of luck and fate, emulating those heroes who were able to sense the truths beyond mere reality. By manipulating luck and glimpsing the future, you help your allies exploit every advantage, attacking your enemies' weakest defenses and avoiding mishaps in combat. You wield a ranged weapon, with which you can cast spells at enemies from a distance while inspiring allies. As with other bards, you use Charisma for your attack powers, so it should be your highest ability score. Choose Wisdom as your second-highest score, since it enhances the effects of powers that use the Virtue of Prescience. A decent Intelligence score is useful for improving your Armor Class and Reflex defense, as well as boosting the knowledge skills that you often use.

**Suggested Class Feature:** Virtue of Prescience
**Suggested Feat:** Extended Prescience*
**Suggested Skills:** Arcana, Diplomacy, History, Insight, Perception
**Suggested At-Will Powers:** *guiding strike*†, *jinx shot**
**Suggested Encounter Power:** *prophesied strike**
**Suggested Daily Power:** *arrow of warning**
*New option presented in this book
†Presented in *Player's Handbook 2*

### DRAGONBORN BARDS

With their naturally high Charisma scores, dragonborn make admirable bards. Proud and honorable, many choose the Virtue of Valor in order to emulate the battle exploits of racial warrior-heroes. Dragonborn bards keep alive the sagas of ancient Arkhosia.

WARREN MAHY

# NEW BARD POWERS

Bards lead by emulating great heroes of legend, swaying the battle with exhortations to glory. The prescient bard leads from the rear, literally calling the shots. This section expands the abilities of all bards, with some powers focused on the prescient bard build and other, general spells suited to the repertoire of any bard.

## Level 1 At-Will Spells

**Jinx Shot** — Bard Attack 1

*Your expert shot renders your foe unaccountably clumsy.*

**At-Will ✦ Arcane, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. The first time the target misses with an attack before the end of your next turn, it falls prone.
*Level 21:* 2[W] + Charisma modifier damage.

## Level 1 Encounter Spells

### Firemetal Shot — Bard Attack 1

*You bury a bolt deep in your opponent's flesh. The bolt begins to glow red-hot.*

**Encounter ✦ Arcane, Fire, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. Until the end of your next turn, whenever an ally hits the target, the target takes extra fire damage equal to your Intelligence modifier.

### Prophesied Strike — Bard Attack 1

*You cast your mind's eye forward a split second, predicting the best moment for a telling blow.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. The next time you or an ally attacks the target before the end of your next turn, the attacker rolls a d20 twice and uses either result.

### Focused Sound — Bard Attack 1

*With a resounding shout, you rattle your enemy and expose a vulnerable spot in its defenses.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 1d10 + Charisma modifier thunder damage. Until the end of your next turn, any attack against the target can score a critical hit on a roll of 18-20.

### Prophetic Action — Bard Attack 1

*You study your enemy and deduce its next move, letting an ally dodge its attack.*

**Encounter ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier psychic damage. Until the end of your next turn, the first time the target misses you or an ally with an attack, one target (your choice) of that attack can shift a number of squares equal to your Wisdom modifier (minimum 1) as an immediate reaction.

### Thunder's Calling — Bard Attack 1

*You chant a verse of storm and thunder, sending your foe tumbling and leaving it open for a deadly shot.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 1d8 + Charisma modifier thunder damage, and you slide the target a number of squares equal to your Constitution modifier. If no creatures are adjacent to the target at the end of this movement, choose an ally within 10 squares of you to make a ranged basic attack against the target as a free action.

## Level 1 Daily Spells

### Arrow of Warning — Bard Attack 1

*Your shot hinders an enemy and gives its would-be target the perfect opportunity.*

**Daily ✦ Arcane, Weapon**
**Immediate Interrupt** **Ranged** weapon
**Trigger:** An enemy within range makes an attack roll against an ally
**Target:** The triggering enemy
**Attack:** Charisma vs. Reflex
**Hit:** 3[W] + Charisma modifier damage. The ally who was attacked by the triggering enemy can make an at-will attack against that enemy as a free action. The ally gains a bonus to this attack roll equal to your Wisdom modifier (minimum 1).
**Miss:** Half damage.

### Echoing Roar — Bard Attack 1

*Your resounding song hammers your foe, dogging its steps and making escape impossible.*

**Daily ✦ Arcane, Implement, Thunder**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 2d6 + Charisma modifier thunder damage.
**Effect:** The target is affected by an echoing roar (save ends). While affected by the echoing roar, the target takes ongoing 5 thunder damage and cannot become hidden or benefit from concealment or cover (except for total concealment or superior cover).

### Malevolent Mischief — Bard Attack 1

*You plague your foe with a spell of ill luck, causing knots to unravel and straps to part so that it stumbles like an oaf.*

**Daily ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 3d8 + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** The target is affected by ill luck (save ends). While affected by ill luck, the target is slowed until the end of its next turn whenever you or an ally hits it with an attack.

### Saga of Rivalry — Bard Attack 1

*As you launch an arrow, you recite a tale of hatred and challenge, inciting one of your allies to fight that foe to the end.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** Choose an ally within 10 squares of you. The target takes 5 damage at the end of its turn if it is not adjacent to that ally (save ends). The ally gains a +2 power bonus to attack rolls against the target until the end of the encounter.

### Satire of Fortune — Bard Attack 1

*You mock your foe's luck, using your verse to make your insults come painfully true.*

**Daily ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier psychic damage.
**Miss:** Half damage.
**Effect:** The next time an ally misses the target with an attack during this encounter, you roll a d20 and replace the ally's attack roll with yours.

## Level 2 Utility Spells

### Canon of Avoidance — Bard Utility 2

*Your song of protection trips from ally to ally, cloaking each one in a magical shield.*

**Daily ✦ Arcane**
**Standard Action** **Ranged** 10
**Target:** One ally
**Effect:** The target gains a +2 power bonus to all defenses until the end of your next turn.
**Sustain Minor:** The effect persists. When you sustain the effect, you can transfer it to another ally within 10 squares of you.

### Clockwork Precision — Bard Utility 2

*You hum a simple tune of unity, allowing you and your allies to better work together.*

**Daily ✦ Arcane**
**Standard Action** **Close** burst 10
**Target:** You and each ally in burst
**Effect:** Until the end of the encounter, each target gains a +2 bonus to skill checks and to attack rolls made to aid another. When a target successfully aids another, he or she grants a +3 bonus instead of a +2 bonus.

### Concerted Effort — Bard Utility 2

*Your magic hums around your allies, growing in power as they redouble their efforts toward the task at hand.*

**Daily ✦ Arcane**
**Standard Action** **Close** burst 10
**Target:** You and each ally in burst
**Effect:** Until the end of your next turn, each target gains a +1 power bonus to attack rolls. Whenever a target hits with at least one attack during his or her turn, the bonus increases by 1 for each target whose turn has not yet started.

## Half-Elf Bards

With their innately superior Constitution and Charisma scores, half-elves make excellent bards. Such characters gravitate to diplomatic roles, including the half-elf emissary paragon path (page 21). Though half-elves can readily exploit the Virtue of Cunning and the Virtue of Prescience, most are drawn to the Virtue of Valor so that they can inspire allies to greatness.

### Moment of Escape — Bard Utility 2

*You distract your enemies with a quick refrain, giving your embattled ally a chance to get away.*

**Encounter ✦ Arcane**
**Move Action** **Ranged** 10
**Target:** One ally
**Effect:** You slide the target 4 squares.

### Words of Protective Fate — Bard Utility 2

*Your voice shields your allies against misfortune, turning otherwise deadly blows into less damaging strikes.*

**Daily ✦ Arcane**
**Standard Action** **Close** burst 10
**Target:** You and each ally in burst
**Effect:** Until the end of the encounter, whenever a critical hit is scored on the target, you roll a d20. If you roll a 10 or higher, the attack hits but is not a critical hit.

## Level 3 Encounter Spells

### Cruel Fate — Bard Attack 3

*Fate has nothing kind in store for your enemies.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage. The next time the target is hit by an attack before the end of your next turn, the attacker rerolls the attack's damage and uses the higher result.

### Entangling Opening — Bard Attack 3

*A well-placed shot creates an opening for a follow-up attack that knocks your foe prone.*

**Encounter ✦ Arcane, Psychic, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2[W] + Charisma modifier psychic damage. The next time the target is hit by an attack before the end of your next turn, it is knocked prone.

### Recitation of Foreknowledge — Bard Attack 3

*You recount the tale of a great trickster-warrior, whose uncanny awareness flusters opponents and inspires allies.*

**Encounter ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 1d6 + Charisma modifier psychic damage. Until the end of your next turn, the target grants combat advantage to one ally within 10 squares of you.
**Effect:** One ally within 10 squares of you gains a +4 bonus to AC against opportunity attacks until the end of your next turn.
**Virtue of Prescience:** The ally's bonus to AC against opportunity attacks equals 3 + your Wisdom modifier.

### Rhyme of the Blood-Seeking Blade — Bard Attack 3

*You swiftly loose a shot while chanting of sundered metal, and your foe's armor no longer withstands your friend's strike.*

**Encounter ✦ Arcane, Weapon**
**Immediate Interrupt** **Ranged** weapon
**Trigger:** An ally misses with a melee attack
**Target:** The target of the triggering ally's attack
**Attack:** Charisma vs. Reflex
**Hit:** 1[W] + Charisma modifier damage. The target takes a -4 penalty to all defenses against the triggering ally's attack.
**Virtue of Prescience:** The target's penalty to all defenses equals 3 + your Wisdom modifier.

### Song of the New Dawn — Bard Attack 3

*You call upon the sun's light to sear your foe and shine hope on your allies.*

**Encounter ✦ Arcane, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier radiant damage. Each ally adjacent to the target makes a saving throw, rolling twice and using the higher result.

## Level 5 Daily Spells

### Arrow of Ill Omen — Bard Attack 5

*The arrow you fire is a harbinger of your foe's doom. Where it strikes, death follows.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** Choose an ally within 10 squares of you. Until the end of the encounter, when that ally hits the target but does not score a critical hit, you roll a d20. If you roll a 15 or higher, that attack becomes a critical hit, and this effect ends.

### Compulsion — Bard Attack 5

*You croon a beguiling melody, inducing your foe to wander wherever you direct it.*

**Daily ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier psychic damage, and you slide the target 5 squares either at the start of its turn or at the end of its turn (save ends). Until it saves, the target cannot take move actions on its turn.
**Miss:** Half damage. You slide the target 5 squares either at the start of its turn or at the end of its next turn, and it cannot take move actions on its next turn.

### Rhyme of Fire — Bard Attack 5

*You whisper of the unquenchable fire that burns at the heart of the world, causing flames to erupt deep within your enemy.*

**Daily ✦ Arcane, Fire, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 2d6 + Charisma modifier fire damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, whenever an ally hits the target, the target takes fire damage equal to your Charisma modifier.

### Strictures of Fortune — Bard Attack 5

*Your song of fortune assists your allies and impedes your enemies.*

**Daily ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3d8 + Charisma modifier psychic damage.
**Miss:** Half damage.
**Effect:** The next time the target would recharge a power before the end of the encounter, the power instead does not recharge, and you or an ally within 10 squares of you regains the use of an encounter power.

### Vigorous Cadence — Bard Attack 5

*Your chant inspires health and valor. With each of your enemy's attacks, an ally's wounds are mended.*

**Daily ✦ Arcane, Healing, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 2d6 + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, whenever the target makes an attack roll, your ally nearest to it regains hit points equal to your Charisma modifier.

## Level 6 Utility Spells

### Chord of Resilience — Bard Utility 6

*With notes of steel and stone, you preserve your ally from harm.*

**Encounter ✦ Arcane**
**Immediate Interrupt** **Ranged** 10
**Trigger:** An attack hits an ally
**Target:** The ally who was hit
**Effect:** The damage the target takes is reduced by an amount equal to 5 + your Charisma modifier.

### Dramatic Shift — Bard Utility 6

*You recite your allies' glorious tale, helping to set them in position for triumph.*

**Encounter ✦ Arcane**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Until the end of your next turn, each target can shift as a minor action.

### Glimpse the Future — Bard Utility 6

*Just as you uphold the examples of the past, so too do you draw on the future to inspire your companions.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Roll a d20 three times and keep the highest roll. Once before the end of the encounter, you can use this roll to replace a d20 roll of an ally within 10 squares of you.

### Song of Speed — Bard Utility 6

*With a rousing refrain, you imbue an ally or yourself with superior speed and agility.*

**Encounter ✦ Arcane**
**Minor Action** **Ranged** 10
**Target:** You or an ally
**Effect:** Until the end of your next turn, the target gains a +4 power bonus to speed and can shift 1 extra square whenever he or she shifts.

### Synchronicity — Bard Utility 6

*A single chord is all it takes to spur your allies forward.*

**Daily ✦ Arcane**
**No Action** **Close** burst 10
**Target:** You and each ally in burst
**Trigger:** You roll initiative
**Effect:** Each target gains a +5 bonus to initiative during this encounter.

## Level 7 Encounter Spells

### Chillsong Stroke — Bard Attack 7

*Your rhythm of winter draws vigor from your foe and infuses it into your ally, who leaps forward.*

**Encounter ✦ Arcane, Cold, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier cold damage, and the target is slowed until the end of your next turn. An ally within 3 squares of you can shift 4 squares as a free action.

### Insightful Shot — Bard Attack 7

*As your arrow streaks forth, it guides the way to your foe's most vulnerable spot.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2[W] + Charisma modifier damage. All the target's defenses are equal to its lowest defense until the next time it is hit by an attack.
**Virtue of Prescience:** The next attack that hits the target gains a bonus to the damage roll equal to your Wisdom modifier.

### Rewrite the Future — Bard Attack 7

*With a wave of the hand, this shot's arcane energy can change an enemy's future.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and you roll a d20. Until the end of your next turn, you can replace an ally's attack roll against the target with your d20 roll or replace the target's attack roll with your d20 roll as a free action.

### Song of Duplicitous Allure — Bard Attack 7

*The soft tones of your voice draw your foe closer.*

**Encounter ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier psychic damage, and you pull the target 2 squares. Until the end of your next turn, each time the target is hit by a ranged attack, you pull it 1 square.

### Theft of Life — Bard Attack 7

*As you shout a word of power, health and vitality drain from your foe and refresh a nearby ally.*

**Encounter ✦ Arcane, Healing, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier damage.
**Effect:** An ally adjacent to the target can spend a healing surge and also gains temporary hit points equal to your Intelligence modifier.

### Timely Distraction — Bard Attack 7

*"Look! An owlbear!"*

**Encounter ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier psychic damage, and the target grants combat advantage until the end of your next turn.

## Level 9 Daily Spells

### Counterpoint — Bard Attack 9

*Your song mimics the beat of your foe's attacks, so that your allies match them strike for strike.*

**Daily ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** Whenever the target misses with an attack, it provokes opportunity attacks from you and your allies (save ends).

### Rain of Starlight — Bard Attack 9

*You address an ode to the stars, calling their brilliance to shower down upon your foes.*

**Daily ✦ Arcane, Radiant, Implement**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Reflex
**Hit:** 2d6 + Charisma modifier radiant damage.
**Miss:** Half damage.
**Effect:** The target is affected by showering sparks (save ends). While affected by showering sparks, the target grants combat advantage. In addition, it gains no benefit from concealment, total concealment, or invisibility.

### Saga of Vengeance — Bard Attack 9

*You punctuate a tale of bloody vengeance with your shot, each word inspiring your allies.*

**Daily ✦ Arcane, Healing, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, whenever an ally hits the target with an attack, that ally can choose to roll a saving throw or to regain hit points equal to your Charisma modifier.

### Symphony of Misfortune — Bard Attack 9

*You unleash a song of missed chances, lost hope, and tragic accidents, bringing bad luck to your enemies.*

**Daily ✦ Arcane, Implement, Psychic, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Will
**Hit:** 1d10 + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of misfortune that lasts until the end of your next turn. Choose one of the following misfortune effects; until the end of your next turn, each enemy that starts its turn within the zone is subject to that effect.
✦ The enemy is slowed.
✦ The enemy takes psychic damage equal to your Charisma modifier.
✦ The enemy grants combat advantage to your allies.
**Sustain Minor:** The zone persists. You can choose a new misfortune effect for the zone when you sustain this power.

### Wail of Anguish — Bard Attack 9

*A threnody of loss and sorrow saps your foes' ability to escape harm.*

**Daily ✦ Arcane, Implement**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you can make the following attack.
**Opportunity Action** **Close** burst 3
**Trigger:** An enemy starts its turn within 3 squares of you
**Target:** The triggering enemy in burst
**Attack:** Charisma vs. Will
**Hit:** 1d10 + Charisma modifier damage, and the target cannot shift until the end of your next turn.
**Sustain Minor:** The effect persists.

## Level 10 Utility Spells

### Break Enchantment — Bard Utility 10

*Your arcane poem frees your allies' minds.*

**Daily ✦ Arcane, Implement**
**Minor Action** **Area** burst 1 within 10 squares
**Target:** Each ally in burst
**Effect:** The target rolls a saving throw. If the saving throw is against a charm, a fear, or an illusion effect, the target gains a bonus to the saving throw equal to your Charisma modifier.

### Chant of Accuracy — Bard Utility 10

*You recite the legend of the arrow that found the single gap in a foe's armor, inspiring your companions to strike true.*

**Daily ✦ Arcane**
**Minor Action** **Close** burst 10
**Target:** You and each ally in burst
**Effect:** Each target gains a +2 power bonus to attack rolls until the end of your next turn.

### Idyll of Calm — Bard Utility 10

*You hum a soft song that cools your allies' tempers and helps them focus.*

**Daily ✦ Arcane, Zone**
**Minor Action** **Close** burst 5
**Effect:** The burst creates a zone of calm that lasts until the end of the encounter. When you move, the zone moves with you, remaining centered on you. Each ally within the zone gains a +2 power bonus to Will, and any penalty to attack rolls that such an ally takes is lessened by 2.

### Illuminating Stars — Bard Utility 10

*You invoke the light of the full moon and the guiding star of the north, revealing hidden foes to your allies.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you and any allies within 5 squares of you gain a +5 power bonus to Insight checks and Perception checks.

### Mantle of Unity — Bard Utility 10

*A swelling chorus of confidence enfolds your allies, so that the strengths of each mask another's weakness.*

**Encounter ✦ Arcane**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Determine the highest AC, Fortitude, Reflex, and Will among all the targets. Until the end of your next turn, use these values for the corresponding defenses of all the targets.

### Savior's Song — Bard Utility 10

*You inspire determination and focus in your allies with hopeful verses of battles won despite daunting odds.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, each ally who ends his or her turn within 5 squares of you can reroll one saving throw that he or she fails during that turn.

## Level 13 Encounter Spells

### Couplet of Deceptive Weakness — Bard Attack 13

*You draw on a legendary stratagem, feigning vulnerability to lure your foe into a trap.*

**Encounter ✦ Arcane, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy moves into a square adjacent to you
**Target:** The triggering enemy
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and an ally within 5 squares of you can shift 5 squares as a free action. That ally must end this movement adjacent to the target and then can make a melee basic attack against the target as a free action.

### Enduring Struggle — Bard Attack 13

*You shout a verse of triumph as you fire, urging your allies to fight to the end.*

**Encounter ✦ Arcane, Healing, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage, and each ally within 3 squares of the target regains hit points equal to your Charisma modifier.

### Insult of Passivity — Bard Attack 13

*Under a barrage of jeers, your foe is rendered hesitant and fearful.*

**Encounter ✦ Arcane, Fear, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier psychic damage, and the target is dazed until the end of the encounter or until it is hit or missed by an attack.

### Sharp Retort — Bard Attack 13

*Your quick rejoinder speaks of enduring pain and misfortune, hindering your enemy's attempt to throw off a harmful effect.*

**Encounter ✦ Arcane, Implement, Psychic**
**Immediate Interrupt** **Ranged** 10
**Trigger:** An enemy rolls a saving throw
**Target:** The triggering enemy
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier psychic damage, and the target takes a -2 penalty to the saving throw.
**Virtue of Prescience:** The target's penalty to the saving throw equals 1 + your Wisdom modifier.

### Slippery Feet — Bard Attack 13

*You recite an ode to the winter wind, coating your foe's steps in ice.*

**Encounter ✦ Arcane, Cold, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier cold damage, and the target is slowed until the end of your next turn. Whenever the target is hit by an attack while it is slowed by this power, you slide the target 1 square.

## Level 15 Daily Spells

### Fated Vulnerability — Bard Attack 15

*Your foe cannot escape the terrible doom you dictate for it.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2[W] + Charisma modifier damage. Choose acid, cold, fire, force, lightning, or thunder. The target grants combat advantage and gains vulnerable 10 to attacks that have the chosen keyword (save ends both).
**Miss:** Half damage. Choose acid, cold, fire, force, lightning, or thunder. Until the end of your next turn, the target grants combat advantage and gains vulnerable 10 to attacks that have the chosen keyword.

### Hole in the Mind — Bard Attack 15

*Your maddening chant sears your enemy's thoughts, blinding it to your ally's threat.*

**Daily ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3d8 + Charisma modifier psychic damage, and one ally within 10 squares of you becomes invisible to the target (save ends).
**Miss:** Half damage. One ally within 10 squares of you becomes invisible to the target until the end of your next turn.

### Iceshard Shot — Bard Attack 15

*You chant a verse of the northern ice as you draw your bow, and hoarfrost glitters on the arrowhead as it leaps to its target.*

**Daily ✦ Arcane, Cold, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier cold damage.
**Miss:** Half damage.
**Effect:** The target takes ongoing 10 cold damage (save ends). If you or an ally hits the target with an attack, it automatically fails its next saving throw against this effect.

### Satire of Evasion — Bard Attack 15

*Your piercing wit mocks your enemy's defensive maneuvers and renders it more easily hit.*

**Daily ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d6 + Charisma modifier damage, and the target is affected by your satire of evasion (save ends). While the target is affected by the satire, whenever an ally misses it with an attack, you can roll a d20 and replace the ally's die roll with yours.
**Miss:** Half damage. Until the end of your next turn, whenever an ally misses the target with an attack, you can roll a d20 and replace the ally's die roll with yours.

### Wall of Sound — Bard Attack 15

*A shimmering, pounding wall of thunder rumbles into existence.*

**Daily ✦ Arcane, Conjuration, Implement, Thunder**
**Standard Action** **Area** wall 6 within 10 squares
**Effect:** You conjure a wall of contiguous squares filled with deafening thunder that lasts until the end of your next turn. The wall can be up to 4 squares high. A creature that starts its turn adjacent to the wall takes 1d6 + your Charisma modifier thunder damage. If a creature moves into the wall's space or starts its turn there, the creature takes 1d10 + your Charisma modifier thunder damage, and it is deafened until the end of the encounter. Each enemy that is hit by an attack while it is adjacent to the wall or in the wall's space is dazed until the end of its next turn. Entering a square occupied by the wall costs 1 extra square of movement.
**Sustain Minor:** The wall persists.

### Wracking Radiance — Bard Attack 15

*A burst of light damages your foe and wracks it with anguish. As your enemy's suffering continues, bursts of light heal your nearby allies.*

**Daily ✦ Arcane, Healing, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier radiant damage.
**Miss:** Half damage.
**Effect:** The target takes ongoing 5 radiant damage (save ends). Whenever the target fails a saving throw against this effect, each ally within 5 squares of the target regains 5 hit points.
**Aftereffect:** Each ally within 5 squares of the target regains 5 hit points and also gains a +2 power bonus to AC until the end of the target's next turn.

## Level 16 Utility Spells

### Allied Rhythm — Bard Utility 16

*The greatest heroes always had a little help from their friends.*

**Encounter ✦ Arcane**
**Minor Action** **Ranged** 10
**Target:** You or an ally
**Effect:** Until the end of your next turn, the target gains a power bonus to each of his or her attack rolls equal to the number of allies adjacent to the target of each of those attacks.

### Chorus of Vitality — Bard Utility 16

*With a soaring oration to victory and perseverance, you lift your allies' spirits and dispel the pain of their wounds.*

**Daily ✦ Arcane, Healing**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Each target can spend a healing surge. Also, each target can shift 2 squares as a free action.

### Haste — Bard Utility 16

*You briefly gesture, and your companion suddenly acts in a blur of motion.*

**Daily ✦ Arcane**
**Minor Action** **Ranged** 10
**Target:** You or an ally
**Effect:** The target gains and immediately uses a standard action.

### Heroic Interjection — Bard Utility 16

*As your enemy presses the attack, you call upon the innate heroism of your companions to respond in kind.*

**Daily ✦ Arcane**
**Immediate Reaction** **Ranged** 10
**Trigger:** An enemy within 10 squares of you spends an action point
**Target:** You or an ally
**Effect:** The target gains an action point that he or she must spend before the end of the encounter. In addition, the target can spend 2 action points during this encounter instead of 1.

## Level 17 Encounter Spells

### Balance of Fortune — Bard Attack 17

*You disrupt fortune's weave, shifting it to give your allies a little more luck at the expense of one of your foes.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2[W] + Charisma modifier damage. Until the end of your next turn, whenever the target makes an attack roll, you roll a d4 and subtract your roll from the target's attack roll. Until the end of your next turn, whenever an ally makes an attack roll against the target, you roll a d4 and add your roll to your ally's attack roll.
**Virtue of Prescience:** You roll a d6 instead of a d4 when modifying attack rolls.

### Inescapable Fate — Bard Attack 17

*Like a well-rehearsed troupe, your allies circle around your foe as you strike.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage. Until the end of your next turn, when the target is hit by an attack, the attacker rerolls the attack's damage roll and uses the higher result.

### Resounding War Cry — Bard Attack 17

*Your war cry echoes among your foes, knocking them off balance and leaving them open to your allies' attacks.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 2d6 + Charisma modifier thunder damage. If an ally hits the target with an attack before the end of your next turn, the target is dazed until the end of your next turn.

### Strings of Fate — Bard Attack 17

*As you make an appeal to the fates of battle, your arrows streak toward your enemies, bypassing their armor to bind their doom.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One, two, or three creatures
**Attack:** Charisma vs. Reflex
**Hit:** 1[W] + Charisma modifier damage. Until the end of your next turn, attacks against the target's AC instead target its Reflex.

### Turning the Tide — Bard Attack 17

*You call upon the legends of great heroes' perseverance to inspire your allies in their hour of need.*

**Encounter ✦ Arcane, Healing, Implement**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier damage. Until the end of your next turn, each ally who hits the target can spend a healing surge. An ally can spend only one healing surge in this way.

## Level 19 Daily Spells

### Corralling Song — Bard Attack 19

*Beguiling words entice your foes to cluster together, exposing them to devastating area attacks.*

**Daily ✦ Arcane, Implement, Psychic**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Attack:** Charisma vs. Will
**Hit:** 2d6 + Charisma modifier psychic damage. If the target is not adjacent to an enemy, you can slide the target 3 squares to a space that must be adjacent to an enemy.
**Miss:** Half damage. If the target is not adjacent to an enemy, you can slide it 1 square to a space that must be adjacent to an enemy.
**Effect:** Each target that is adjacent to an enemy after this attack is resolved takes 10 psychic damage at the end of its turn if it is not adjacent to an enemy at that time (save ends).

### Linked Fortunes — Bard Attack 19

*Your magic grants your friends superior luck, but the wheel of fate gives luck to your enemies in equal measure.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 4[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** The target is affected by linked fortunes (save ends). While it is affected by linked fortunes, as an immediate interrupt, when the target is missed by an ally's attack, you can roll a d20 and replace the ally's attack roll with yours. Whenever you do so, the target can roll a d20 once during its next turn and replace its attack roll with that roll.

### Mocking Epigram — Bard Attack 19

*Your vicious lampoon enrages your foe, causing it to swing blindly and harm its allies.*

**Daily ✦ Arcane, Charm, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3d8 + Charisma modifier damage, and the target is affected by your mocking epigram (save ends). While affected by the mocking epigram, the target is weakened, and whenever it hits an ally with an attack, that attack also hits one enemy of your choice within range of that attack, including the target itself. The target cannot hit a given enemy more than once with a single attack.
**Miss:** Half damage. Until the end of your next turn, the target is weakened, and whenever it hits an ally with an attack, that attack also hits one enemy of your choice within range of that attack, including the target itself. The target cannot hit a given enemy more than once with a single attack.

### Saga of the Harrying Foe — Bard Attack 19

*You declaim a tale of glorious single combat, compelling your enemy to seek out and do battle with your ally.*

**Daily ✦ Arcane, Psychic, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2[W] + Charisma modifier damage, and you slide the target 5 squares to a space that must be adjacent to an ally. That ally gains a +2 power bonus to attack rolls against the target until the end of the encounter. In addition, the target takes 10 psychic damage at the end of its turn if it is not adjacent to that ally (save ends).
**Miss:** Half damage, and you slide the target 5 squares to a space that must be adjacent to an ally. That ally gains a +1 power bonus to attack rolls against the target until the end of the encounter. In addition, the target takes 5 psychic damage at the end of its turn if it is not adjacent to that ally (save ends).

### Spring to Action — Bard Attack 19

*Intoning a melody of the planes, you thin the boundaries between realities so that your allies travel far in one step.*

**Daily ✦ Arcane, Implement, Teleportation, Zone**
**Standard Action** **Area** burst 1 within 20 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Reflex
**Hit:** 4d6 + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of warped space that lasts until the end of your next turn. While the zone persists, you and any allies within 20 squares of you can use a move action to teleport to an unoccupied space within the zone.
**Sustain Minor:** The zone persists.

## Level 22 Utility Spells

### Assured Recovery — Bard Utility 22

*You give an ally a second chance to shake off an affliction.*

**Encounter ✦ Arcane**
**Immediate Interrupt** **Ranged** 10
**Trigger:** An ally fails a saving throw
**Target:** The triggering ally
**Effect:** The target rerolls the saving throw with a bonus equal to your Charisma modifier.

### Note of Aggression — Bard Utility 22

*A shouted verse of battle rage spurs an unexpected attack.*

**Encounter ✦ Arcane**
**Minor Action** **Close** burst 10
**Target:** You or one ally in burst
**Effect:** The target can charge or make a melee basic attack as a free action.

### Climactic Chord — Bard Utility 22

*You call on the fighting spirit of your allies, compelling them to strike as one.*

**Daily ✦ Arcane**
**Minor Action** **Close** burst 10
**Target:** Each ally in burst
**Effect:** Each target can make a basic attack or use an at-will attack power as a free action, with a power bonus to the attack roll and the damage roll equal to your Charisma modifier.

### Ode to the Daring — Bard Utility 22

*Your song of praise inspires your allies to cast aside their injuries and pains and fight on.*

**Daily ✦ Arcane, Healing**
**Minor Action** **Close** burst 10
**Target:** You and each ally in burst
**Effect:** Each target regains hit points as if he or she had spent a healing surge. Add 1d10 + your Charisma modifier to the hit points regained by each target. Each target can also roll a saving throw.

## Bardic Virtues

The virtues that bards espouse—cunning, valor, prescience, and others—are more than just themes running through the tales of the ancient heroes. As a bard, you weave these virtues into your magic. Just as the words of your songs and tales inspire your allies to emulate the heroes of the past, your spells imbue your allies with the essence of the virtues, magically enhancing their capabilities. Your magic can make your allies more cunning, more brave, more prescient—in short, more like the great heroes they are destined to become.

## Level 23 Encounter Spells

### Chant of Bad Fortune — Bard Attack 23

*Your song unravels the skein of fate, dooming your foes.*

**Encounter ✦ Arcane, Implement, Psychic**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Charisma vs. Will
**Hit:** 3d6 + Charisma modifier psychic damage, and the target takes a -5 penalty to saving throws until the end of your next turn.
**Effect:** Each ally in the burst can roll a saving throw.

### Mind Game — Bard Attack 23

*You utter a string of distracting and disparaging remarks, turning your enemy's attention toward you rather than toward your ally.*

**Encounter ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier psychic damage. Until the end of your next turn, each ally who makes an attack roll against the target can choose to target its Will instead of the defense normally targeted by the ally's attack.

### Reverberating Shot — Bard Attack 23

*Your bow shot echoes with the power of legendary heroes, assailing your foe and fortifying your allies.*

**Encounter ✦ Arcane, Thunder, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 3[W] + Charisma modifier thunder damage. Each ally within 5 squares of the target chooses to gain a +2 power bonus either to AC or to attack rolls until the end of your next turn.
**Virtue of Prescience:** The power bonus equals 1 + your Wisdom modifier.

### Sound Strike — Bard Attack 23

*You loose a shot as you inveigh against your foe, confounding its defenses so that an ally's strike is sure to score a deadly wound.*

**Encounter ✦ Arcane, Thunder, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier thunder damage. The next attack roll made against the target before the end of your next turn targets all of its defenses. For each defense the attack hits beyond the first, the attack deals 1d10 extra damage.

## Level 25 Daily Spells

### Intimidating Visage — Bard Attack 25

*In your enemies' eyes, you and your allies become awe-inspiring figures. Your foes are so impressed by you that they choose to remain next to you.*

**Daily ✦ Arcane, Fear, Implement, Psychic**
**Standard Action** **Close** burst 10
**Target:** Each enemy in burst that is adjacent to you or an ally
**Attack:** Charisma vs. Will
**Hit:** 1d10 + Charisma modifier psychic damage. The target takes 10 psychic damage at the end of its turn if it is not adjacent to you or an ally within 10 squares of you.
**Miss:** Half damage, and you slide the target 1 square.

### Leave It Dead — Bard Attack 25

*With a single shot of your weapon, you intensify your allies' attack against your adversary.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 3[W] + Charisma modifier damage. Until the end of the encounter, whenever you or an ally rolls the maximum result on any damage die against the target, reroll the die and add that result as extra damage to the total damage dealt.
**Miss:** Half damage. Until the end of your next turn, whenever you or an ally rolls the maximum result on any damage die against the target, reroll the die and add that result as extra damage to the total damage dealt.

### Sculpt Fate — Bard Attack 25

*Your song no longer describes your enemy's fate—it creates it.*

**Daily ✦ Arcane, Implement, Psychic**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each enemy in burst
**Attack:** Charisma vs. Will
**Hit:** 4d10 + Charisma modifier psychic damage.
**Miss:** Half damage.
**Effect:** Roll a number of d20s equal to the number of targets you hit with this attack. Until the end of the encounter, as a free action you can force an enemy within 20 squares of you to replace an attack roll or a saving throw with one of your rolls. You can use each roll only once.

### Virtuoso of Misfortune — Bard Attack 25

*You manipulate luck like a master musician, turning good fortune to bad and victory to doom.*

**Daily ✦ Arcane, Implement, Psychic**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each enemy in burst
**Attack:** Charisma vs. Will
**Hit:** 3d6 + Charisma modifier damage, and the target takes a -5 penalty to saving throws (save ends). Until the end of the encounter, whenever the target fails a saving throw, an ally within 5 squares of the target can roll a saving throw.
**Miss:** Half damage, and the target takes a -5 penalty to saving throws until the end of your next turn.

## Level 27 Encounter Spells

### Binding Rhyme — Bard Attack 27

*You loose an arrow and chant a verse of imprisonment, binding your enemies with arcane strands.*

**Encounter ✦ Arcane, Force, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2[W] + Charisma modifier force damage, and you slide the target 5 squares to a space that must be adjacent to one of its allies. Until the end of its next turn, the target is immobilized, and each enemy that starts its turn adjacent to the target takes 20 force damage at the end of its turn if that enemy is not adjacent to the target at that time.

### Crescendo of Victory — Bard Attack 27

*Your attack is the beginning of your foe's destruction.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage. Until the end of your next turn, you and your allies gain a +2 power bonus to attack rolls against the target.

### Pounding Rhythm — Bard Attack 27

*Your allies' attacks fall like drumbeats, pummeling your foes.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier thunder damage. If an ally hits the target before the end of your next turn, the target is stunned until the end of its next turn.

### Second Chances — Bard Attack 27

*It's good to have second chances when your life is on the line.*

**Encounter ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier psychic damage. Each ally within 3 squares of the target can reroll one attack roll before the start of your next turn.

### Strike from Legend — Bard Attack 27

*You embody a hero of old, smiting your foe with savage fury and filling your allies with renewed hope.*

**Encounter ✦ Arcane, Healing, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 4[W] + Charisma modifier damage. If the target is reduced to 0 hit points or fewer by this attack, each ally within 5 squares of the target gains a +2 power bonus to attack rolls until the end of your next turn.

If the target is not reduced to 0 hit points or fewer by this attack, each ally within 5 squares of the target can spend a healing surge; add your Constitution modifier to the hit points regained by each ally.

## Level 29 Daily Spells

### Arrow of Destiny — Bard Attack 29

*What this arrow pierces soon falls.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and the target is affected by your arrow of destiny (save ends). While the target is affected by the arrow of destiny, whenever the target is hit by an attack from an ally, you can use an immediate interrupt to make the attack a critical hit.
**Miss:** Half damage. If the target is hit by an attack from an ally before the end of your next turn, you can use an immediate interrupt to make the attack a critical hit.

### Horrifying Truth — Bard Attack 29

*Your cruel pronouncement becomes truer with every strike.*

**Daily ✦ Arcane, Implement**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Charisma vs. Will
**Effect:** The target is dazed (save ends).
**Hit:** 4d8 + Charisma modifier damage. If the target is hit by an attack while it is dazed by this power, it becomes stunned instead (save ends).
**Miss:** Half damage.

### Saga of Foretold Doom — Bard Attack 29

*An ancient cycle's prophesied victory resembles this one more and more.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 5[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** If the target is hit by an attack from an ally, it is weakened until the end of the target's next turn (save ends).

### Shockwave Strike — Bard Attack 29

*Rolling bursts of thunder smash your opponents and continue to echo among them.*

**Daily ✦ Arcane, Implement, Thunder**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 4d8 + Charisma modifier thunder damage.
**Miss:** Half damage.
**Effect:** The target takes a -2 penalty to AC until the end of your next turn.
**Sustain Minor:** Each enemy within 5 squares of you takes thunder damage equal to your Constitution modifier and takes a -2 penalty to AC until the end of your next turn.

WAYNE ENGLAND

## Cunning Prevaricator

*"There is a saying among the fey creatures who trip between worlds: Only through dishonesty is honor earned."*

**Prerequisite:** Bard

Fey tricksters, gnomes, and storytellers of every race know many legends unfamiliar to other creatures—tales from secluded forests, burrows deep underground, the lairs of powerful beasts, and the locked vaults of powerful monarchs. And what they don't know, they make up.

As a cunning prevaricator, you traffic in the honored (at least among some) traditions of exaggeration, misdirection, and out-and-out lying. You study and follow the teachings of great fabulists of the past—all of them fictional, almost certainly—and apply that knowledge to your bardic skills. You transfer your natural talent for illusion and deception to your friends, granting them some small measure of glory—or so you try to convince them.

### Cunning Prevaricator Path Features

**Virtue of Deceit (11th level):** When you use your Bardic Virtue class feature, one ally you choose within 5 squares of you gains combat advantage against the target of his or her next attack.

**Shrouding Action (11th level):** When you spend an action point to take an extra action, you and one ally you choose within 5 squares of you become invisible until the end of your next turn.

**Trickster's Mercy (16th level):** When you use *majestic word* to heal a bloodied ally, that ally becomes invisible until the start of his or her next turn.

### Cunning Prevaricator Spells

**Lying Lights** — Cunning Prevaricator Attack 11

*As your allies strike the chosen foe, they vanish in clouds of glittering light.*

**Encounter ✦ Arcane, Illusion, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 3d8 + Charisma modifier radiant damage. Each ally who hits the target before the end of your next turn becomes invisible until the end of his or her next turn. This invisibility ends if the ally makes an attack roll.

**Trickery's Reward** — Cunning Prevaricator Utility 12

*With words of cunning wisdom, you guide your ally's defenses, foiling your enemies' attack one way or another.*

**Encounter ✦ Arcane, Healing**
**Immediate Interrupt** **Close** burst 10
**Trigger:** An attack misses an ally within 10 squares of you
**Target:** The ally that was missed by the triggering attack
**Effect:** The target gains a bonus to all defenses that the triggering attack targets equal to your Intelligence modifier. If the triggering attack misses, the target gains the bonus to those defenses until the end of your next turn. If the triggering attack hits, the target regains hit points as if he or she had spent a healing surge.

**Nimbus of Falsehood** — Cunning Prevaricator Attack 20

*You cast magical dust into your enemy's face, blurring its vision and confounding its actions.*

**Daily ✦ Arcane, Illusion, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 4d8 + Charisma modifier psychic damage, and the target is affected by your *nimbus of falsehood* (save ends). While affected by the *nimbus of falsehood,* if the target misses with a melee attack, you can use an immediate interrupt to have the attack hit a different creature, including the target, within the attack's range.
**Miss:** Half damage. If the target misses with a melee attack before the end of your next turn, you can use an immediate interrupt to have the attack hit a different creature, including the target, within the attack's range.

WAYNE REYNOLDS

# Euphonic Bow

*"Each arrow's release plucks the string of my lethal instrument. My bow sings a dirge for your passing."*

**Prerequisite:** Bard

You intertwine music, archery, and magic into a single glorious craft that is as artistic as it is martial. Your foes waver between fear and admiration even as you draw a bead on them. Every shot from your bowstring resonates with a melodious tone, and the percussion of your arrows finding their marks drives the battle forward like a drumbeat. Even your foes' cries of pain blend with the clash of weapons against shields and armor. Your arcane might weaves it all into a fantastic symphony of battle.

Creating this wondrous performance depends partially on your ability to see an instant into the future. Timing is everything.

## Euphonic Bow Path Features

**Bow Implement (11th level):** You can use a bow as an implement for your bard attack powers. Add the bow's enhancement bonus to attack rolls and damage rolls, as well as to any extra damage granted by a property (if applicable) when using the bow as an implement. You do not add your weapon proficiency bonus to the attack roll when you use your bow as an implement.

JASON ENGLE

When you use a bow as an implement for a ranged bard attack power, the power's range is increased to the bow's normal range (if the power's range is shorter). You can also use the power at the bow's long range, with the normal –2 penalty to the attack roll.

**Harmonic Action (11th level):** When you spend an action point to take an extra action, one ally you choose within 10 squares of you can make a basic attack as a free action.

**Volley Fire (16th level):** If you score a critical hit with a ranged bard attack power, you can make a ranged basic attack against the target as a free action.

## Euphonic Bow Spells

**Arrow of Cacophony** Euphonic Bow Attack 11

*Your shot releases a blast of sound that overwhelms your foe.*

**Encounter ✦ Arcane, Thunder, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier thunder damage, and the target is deafened and dazed until the end of your next turn.

**Song of Sonic Striking** Euphonic Bow Utility 12

*You hum a low tone that reverberates in the air, warping the flight of your arrows so that they speed true to their marks.*

**Daily ✦ Arcane, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, your attacks with a bow ignore cover and concealment, including superior cover but not total concealment.

**Anthem of Antagonism** Euphonic Bow Attack 20

*Your foe's offenses return to it as a wailing storm that engulfs its allies while your bow shots repay its evil deeds in full.*

**Daily ✦ Arcane, Thunder, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 4[W] + Charisma modifier thunder damage.
**Miss:** Half damage.
**Effect:** The target is affected by your *anthem of antagonism* (save ends). While it is affected by the anthem, at the start of each of your turns, the target is the center of a burst 5 explosion of clashing noise. Each enemy in the burst takes thunder damage equal to your Wisdom modifier. You gain a power bonus to the attack roll of your next ranged weapon attack on that turn equal to the number of enemies that take damage in this way.

# Grave Caller

*"Some deserve nothing but death, and those most deserving are marked by their crimes. Like a requiem's crescendo, I pursue the marked ever more closely to give them their due."*

**Prerequisite:** Bard

Rumors of an ancient organization of assassin-bards sometimes surface in taverns. Such tales are quickly quelled as foolish romance, of course. If the existence of the secret group to which you belong became common knowledge, your work would be that much harder to accomplish.

Your shadowy organization, known as the Grave Callers, has tasked its members to seek out and slay those who prey on the innocent. Its leaders identify those individuals to you through clever courier drops or magical sendings, marking them indelibly as your targets. You are making the world a better place with each undesirable element that you remove, and that knowledge drives you to continue your work. Through your ancient and deadly song, you improve the chances of all other creatures, one death at a time.

## Grave Caller Path Features

**Dirge of Inescapable Doom (11th level):** Once per encounter as a minor action, you can place a deathmark on a single enemy within 10 squares of you. The deathmark lasts until the end of the encounter. If you miss with an encounter attack power against a creature that has your deathmark, the attack still deals 1d6 + your Charisma modifier damage.

**Gravecall Action (11th level):** When you spend an action point to take an extra action, you gain a +4 bonus to damage rolls until the end of your next turn.

**Path to the Grave (16th level):** Whenever you make an attack roll with an encounter or a daily attack power against a creature that has your deathmark, roll a d20 twice and use either result.

## Grave Caller Spells

**Visions of Doom** — Grave Caller Attack 11

*You sing a secret note that seeks out your chosen enemy, wracking it with painful images of its coming demise.*

**Encounter ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature that has your deathmark
**Attack:** Charisma vs. Will
**Hit:** 2d10 + Charisma modifier psychic damage. Until the end of your next turn, one ally within 10 squares of you gains a +2 power bonus to attack rolls against the target.

**Cloak of Sound** — Grave Caller Utility 12

*You shroud your form in dark whispers, hindering your quarry's ability to see you.*

**Encounter ✦ Arcane, Illusion**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you are invisible to a creature that has your deathmark.

**Inevitability of the Grave** — Grave Caller Attack 20

*You call out a series of deadly notes, each one bringing your foe closer to its ordained demise.*

**Daily ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature that has your deathmark
**Attack:** Charisma vs. Fortitude
**Hit:** 3d10 + Charisma modifier damage, and ongoing 10 damage (save ends). The target takes a -2 penalty to its saving throws against the ongoing damage.
**Aftereffect:** Ongoing 5 damage (save ends).
**Miss:** Half damage, and ongoing 5 damage (save ends).

WILLIAM O'CONNOR

# Half-Elf Emissary

*"There is strength in numbers, and I have many friends who trust me and are willing to fight for me."*

**Prerequisite:** Half-elf, bard

You hate to be tied to any one location for too long; you'd rather be on the road, meeting new creatures and seeing new lands and nations. As a result, you feel at home nearly anywhere. This same ability also puts you in the good graces of people you meet along the way.

Your inborn empathy and acquired diplomatic skill allow you to fit into nearly any society—if not as someone who has always lived there, then at least as a trusted friend. By understanding many kinds of people and creatures, you learn how to protect them—or fight them, if need be.

When things turn rough, you can use your knowledge of other creatures to your advantage in a fight. The more foes that try to stop you, the better you can tangle their swords and spells, confounding their attempts to hurt you.

## Half-Elf Emissary Path Features

**Skilled Speech (11th level):** Your bonus to Diplomacy checks from your Group Diplomacy racial trait equals your Charisma modifier. In addition, allies within 10 squares of you apply this bonus to all checks with Charisma-based skills in which you are trained.

**Valorous Action (11th level):** When you spend an action point to take an extra action, allies you can see gain a +2 power bonus to all defenses until the end of your next turn. In addition, you regain the use of the encounter power you gained from your Dilettante racial feature if you have used it during this encounter.

**Heal the Besieged (16th level):** Whenever you use a bard healing power on an ally, increase the number of hit points regained by 1d6 for each enemy that is adjacent to that ally.

JASON ENGLE

## Half-Elf Emissary Spells

**Emissary's Onslaught** Half-Elf Emissary Attack 11

*As your weapon clashes against your foe, a thunderclap resounds and empowers all your nearby allies.*

**Encounter ✦ Arcane, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier thunder damage. Each ally within 2 squares of the target gains a bonus to his or her next attack roll against that target equal to your Constitution modifier.
**Special:** If there are more enemies than allies within 10 squares of you, the bonus to attack rolls increases by 2. Count only active enemies and allies, not unconscious, dead, or dying creatures.

**Emissary's Gambit** Half-Elf Emissary Utility 12

*You hearten your ally to turn the odds in the fight to your advantage.*

**Daily ✦ Arcane**
**Minor Action** **Ranged** 10
**Target:** One creature
**Effect:** Choose one of the following benefits.
✦ The target gains a bonus to its next attack roll equal to the number of enemies and allies you can see (maximum 10).
✦ The target rolls a saving throw with a bonus equal to the number of enemies and allies you can see (maximum 10).
Count only active enemies and allies, not unconscious, dead, or dying creatures.

**Army of the Emissary** Half-Elf Emissary Attack 20

*With a thrilling battle cry, you exploit your allies' numbers to defeat your foes swiftly.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of your next turn, each ally who starts his or her turn within 5 squares of you gains a bonus to attack rolls and to all defenses equal to the number of your allies within 5 squares of you.

# Karmic Shaper

*"Reality can be manipulated. Good works weave shining marks into it, while evils done stain its threads. Both propagate forward and backward in time, and their consequences will find you late or soon."*

**Prerequisites:** Bard, Virtue of Prescience class feature

Moral consequence is something all creatures face, whether they recognize its existence or not. The effects of each creature's deeds influence the past, present, and future. You do not hold this view as a philosophical belief: It is demonstrably true.

Each action a being takes is like planting a seed. Depending on the deed's nature, harvesting its fruits might bring joy or pain. You seek to increase your own measure of joy in the world, while ensuring that your foes reap equivalent pain for their past misdeeds.

You are an interpreter of karma. With your prescient sight, you can collect your foes' karmic debt in a timely, sometimes dramatic fashion. On the other hand, your own actions touch only lightly on the karmic surface of cause and consequence. You shape the fates of others without unduly affecting your own final destiny.

CHRIS SEAMAN

## Karmic Shaper Path Features

**Fated Action (11th level):** When you spend an action point to take an extra action, you can reroll any single d20 roll you make this turn.

**Karmic Virtue (11th level):** If you use Virtue of Prescience to increase an ally's defense and the enemy's attack still hits, the ally targeted by the triggering enemy's attack can spend a healing surge as a free action.

**Karmic Strike (16th level):** When you use Virtue of Prescience, one ally within 10 squares of you can make a ranged or melee basic attack as a free action against the triggering enemy.

## Karmic Shaper Spells

**Karmic Wound** — Karmic Shaper Attack 11

*Your foe will pay for the injury it causes another.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Ranged** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage. If the target hits with an attack before the end of your next turn, it takes 1[W] + your Wisdom modifier damage.

**Warp Karma** — Karmic Shaper Utility 12

*You twist the paths of fate, reversing your ally's misfortune.*

**Daily ✦ Arcane**
**Immediate Interrupt** **Close** burst 10
**Trigger:** An ally in burst misses with an attack
**Target:** The triggering ally and one enemy in burst
**Effect:** Roll a d20 twice. The ally can replace his or her attack roll with one of your rolls, and you can force the enemy to replace its next attack roll with your other roll.

**End of Luck** — Karmic Shaper Attack 20

*All the good fortune your foe has enjoyed up to now is balanced by a tide of ill favor.*

**Daily ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 4d8 + Charisma modifier psychic damage, and each of the target's attack rolls is treated as a natural 1 (save ends).
**Miss:** Half damage, and the target's next attack roll is treated as a natural 1.

# Life Singer

*"When the scourge wind blows coldest from the heights, I will be ready. My voice will be added to the melody that will preserve the eladrin from an ancient foe."*

**Prerequisite:** Bard

Far to the north in the Feywild echo of the world, a freezing wind howls out of the Scourge Mountains every twenty years. Colloquially called the scourge wind, this is no common gale; it is the manifestation of an ancient curse, created when an infant eladrin princess of elder blood was slain in her crib. That evil deed resonates yet, despite efforts by later sovereigns to make amends, building year after year until a sentient, malevolent storm is born. Infused with rage for innocence lost, the lethal blast is bent on freezing to death as many creatures as possible before it blows itself out.

In answer to this recurring threat, the eladrin of the foothills found a way to keep the scourge wind at bay—a song of life that diminishes the hatred and fury of the storm and ameliorates its lethal cold. As a life singer, you have studied this song and honed your voice to pacify the scourge wind. Your sacred quest is to travel the worlds, promoting peace and protecting life, so that you can infuse your song with the experience you gain. When the scourge wind next blows, you and the chorus of other life singers will be ready to lift your voices in the great song of life.

## Life Singer Path Features

**Find Another Way (11th level):** Allies within 5 squares of you gain a +2 bonus to skill checks and ability checks.

**Peaceful Action (11th level):** Whenever an ally within 5 squares of you spends an action point to take an extra action that is not an attack, that ally gains 1d8 + your Charisma modifier temporary hit points.

**Serene Will (16th level):** If you miss with an attack roll for an attack that targets Will, you can reroll the attack roll. If this attack does not deal damage, you gain a +2 power bonus to the reroll.

## Life Singer Spells

**Pacifying Voice** — Life Singer Attack 11

*You croon in quiet tones that calm the rage in your enemy's heart.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** Until the end of your next turn, the target is dazed and weakened and takes a penalty to attack rolls equal to your Intelligence modifier.

ED COX

**Inspired Solutions** — Life Singer Utility 12

*Your calm leadership inspires your allies to find creative, nonviolent solutions to a challenge.*

**Daily ✦ Arcane**
**Standard Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Each target can take an extra standard action as part of his or her next turn. The target cannot spend this extra action to make an attack that deals damage.

**Soothing Song** — Life Singer Attack 20

*You sing a gentle lullaby that causes your foes to sink into a deep sleep and gives your allies a chance to catch their breath.*

**Daily ✦ Arcane, Healing, Implement**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Charisma vs. Will
**Hit:** The target falls unconscious (save ends). Each ally in the burst can spend a healing surge.

If an ally attacks an affected target, the target immediately awakens. The ally does not have combat advantage against the target for that attack and cannot make a coup de grace attack against it.

CHAPTER 2

# Sorcerer

***"Colors collide and explode before my eyes. Energy seethes in the Chaos, in the hearts of dragons, behind the dependable cycle of the seasons, and amid the unbridled fury of the storm's heart. This energy imprints my very blood!"***

**Because sorcerers** call up spells whose source is chaos in some form, such characters have a reputation for being slightly crazed. Though some of them might in truth be a bit "off," or even demented, the naïve do sorcerers as a group a great disservice by mistaking their exuberance for lunacy.

Sorcerers are arcane power users, and they call upon the same general class of spell that wizards and warlocks use. But where wizards learn their spells from tomes and warlocks are given them by a patron entity, sorcerers find the power to incant their spells in their own blood. Whether a particular sorcerer's blood was imprinted during his or her own lifetime, or a sorcerer's entire bloodline is so touched and thus is prone to producing sorcery, a sorcerer who takes up the craft seeks always to master the magic born inside, hoping one day to match, spell for spell, the greatest arcanists of the age.

This chapter includes the following material.

- **New Class Features:** Storm Magic and Cosmic Magic expand the possibilities for characters who want to plumb the depths of the sorcerous arts.
- **New Builds:** This chapter introduces the storm sorcerer and the cosmic sorcerer, which embody the storm's fury and nature's imperturbable cycles, respectively.
- **New Sorcerer Powers:** Dozens of new powers are described in this chapter, including powers that supplement Dragon Magic and Wild Magic, as well as powers that support Storm Magic and Cosmic Magic.
- **New Paragon Paths:** The new choices here include general sorcerer paragon paths, as well as paths suited to a specific sorcerer's Spell Source.

ZOLTAN BOROS & GABOR SZIKSZAI

# NEW CLASS FEATURES

As a sorcerer, you gain power through an instinctive or inborn connection to an ancient arcane source. Instead of the Spell Source options of Dragon Magic and Wild Magic (described in *Player's Handbook 2*), you can select either Storm Magic or Cosmic Magic. The choice you make grants you specific features and also provides bonuses to certain sorcerer powers, as detailed in those powers.

## Storm Magic

The raw and unbridled fury of storm powers your spells. While others might flee a storm, you embrace its power, internalize the force, and then unleash it. The impetuous, unpredictable power resident in the storm is your greatest ally. Like a tempest, you never give up and never give in until you are completely spent.

**Storm Power:** You gain a bonus to the damage rolls of arcane powers equal to your Dexterity modifier. The bonus equals your Dexterity modifier + 2 at 11th level and your Dexterity modifier + 4 at 21st level.

**Storm Soul:** You gain resist 5 thunder and resist 5 lightning. This resistance increases to 10 at 11th level and 15 at 21st level.

While this resistance is active, your arcane powers ignore all targets' resistance to that damage type up to the value of your resistance.

If you are hit by an attack, you can end this resistance as an immediate interrupt to gain a +4 power bonus to all defenses until the end of your next turn. If you do so, the resistance returns after you take a short rest or an extended rest.

**Storm's Embrace:** When you roll a natural 20 on an attack roll for an arcane power, wind surges around you and your enemy. You can push the target 1 square and then fly a number of squares equal to 1 + your Dexterity modifier after applying the attack's other effects.

### SORCERERS IN THE WORLD

The singed and scarred youth holding forth on chaotic structures in the tavern, the robed dragonborn ascetic chanting a low song of blood and wings, the halfling whose hair bristles with static charge while standing on the hilltop as the storm blows in, the tiefling astronomer who reveres the sky and seasons—all of these individuals might well be sorcerers. A sorcerer is a character whose essentially enthusiastic grasp on her powers is certain to be noticed in small towns and teeming metropolises alike.

MIKE NASH

## Cosmic Magic

The sun, the moon, and the stars speak to you in the voiceless language of cycles. The natural flow of the seasons tugs at your blood as the tide acts upon the oceans, pushing and pulling with gentle insistence regardless of the storm's fury, the dragon's flight, or the antics of otherworldly primordials. Just as the constellations move around the sky in a steady, imperturbable cadence, your spells are strong and unshakable, and tied to energies that can outlast all others.

**Cosmic Persistence:** While you are not wearing heavy armor, you can use your Strength modifier in place of your Dexterity or Intelligence modifier to determine your AC.

**Cosmic Power:** You gain a bonus to the damage rolls of arcane powers equal to your Strength modifier. The bonus equals your Strength modifier + 2 at 11th level and your Strength modifier + 4 at 21st level.

**Soul of the Cosmic Cycle:** At the end of a short rest or an extended rest, you choose a cosmic phase from those described below and gain its benefits.

The first time you become bloodied during an encounter, your phase immediately changes to the next higher-numbered phase (or back to the phase of the sun if you are in the phase of the stars). For example, if you begin an encounter in the phase of the moon, after becoming bloodied you would be in the phase of the stars.

In addition, each time you use a daily arcane attack power, you can choose to change your phase to the next higher-numbered phase immediately after resolving the effects of the power.

1. *Phase of the Sun:* At the start of your turn, each enemy adjacent to you takes fire and radiant damage equal to your Strength modifier.

You also gain resist 5 cold.

2. *Phase of the Moon:* You gain a bonus to AC equal to the number of conscious enemies adjacent to you.

You also gain resist 5 psychic.

3. *Phase of the Stars:* Whenever an enemy's attack misses you, you can teleport a number of squares equal to your Strength modifier as a free action.

You also gain resist 5 radiant.

The resistance granted by this class feature increases to 10 at 11th level and to 15 at 21st level. While you have resistance from this class feature, your arcane powers ignore all targets' resistance to that damage type up to the value of your resistance.

ZOLTAN BOROS & GABOR SZIKSZAI

# NEW BUILDS

This book introduces two sorcerer builds: the storm sorcerer and the cosmic sorcerer.

## Storm Sorcerer

You embody the fury and power of a thunderstorm. Charisma is your primary ability score, since you use it to attack and deal damage. Dexterity is your second-highest score, contributing to your AC and Reflex and adding special effects to your attacks. Strength is your tertiary ability score.

**Suggested Class Feature:** Storm Magic
**Suggested Feat:** Tempest Magic*
**Suggested Skills:** Arcana, Bluff, Intimidate, Nature
**Suggested At-Will Powers:** *lightning strike**, *storm walk*†
**Suggested Encounter Power:** *whirlwind**
**Suggested Daily Power:** *howling tempest**
*New option presented in this book
†Presented in *Player's Handbook 2*

## Cosmic Sorcerer

Your blood moves in tune with the phases of the moon, the passing seasons, and the circling stars above. Charisma is your primary ability score, since you use it to attack and deal damage. Strength is your second-highest score, giving you better damage and adding special effects to your attacks. Dexterity is your tertiary stat choice.

**Suggested Class Feature:** Cosmic Magic
**Suggested Feat:** Student of the Cosmos*
**Suggested Skills:** Arcana, Endurance, Insight, Nature
**Suggested At-Will Powers:** *blazing starfall**, *burning spray*†
**Suggested Encounter Power:** *ray of the moon**
**Suggested Daily Power:** *cosmos call**
*New option presented in this book
†Presented in *Player's Handbook 2*

### GENASI SORCERERS

Genasi are usually described as energy embodied, chaos and order united—as a race of inherent flexibility, passion, and diversity. Such a description seems an ideal fit for sorcery, especially for the branches of storm magic and wild magic. Indeed, many genasi answer the call of sorcery that lives in their blood. Because genasi originally hailed from the Elemental Chaos, they are elemental creatures in some ways. In fact, each genasi's elemental manifestation (earthsoul, firesoul, stormsoul, watersoul, or windsoul) seems a perfect complement to nearly any style of sorcerer. Each elemental manifestation offers particular benefits and provides an associated encounter power. Indeed, a stormsoul genasi is already thematically a storm sorcerer: A genasi can promise the storm by invoking lightning living within, which calls out to its companion, the thunder. Sparks dance across the genasi's skin, and the air around her darkens and rumbles.

# NEW SORCERER POWERS

The powers presented here expand the choices for sorcerers of all kinds.

## Level 1 At-Will Spells

**Blazing Starfall** — Sorcerer Attack 1

*A shower of radiance falls upon your enemies and then bursts out, creating a cage of burning embers that are painful to pass through.*

**At-Will ✦ Arcane, Fire, Implement, Radiant, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Reflex
**Hit:** 1d4 + Charisma modifier radiant damage.
*Level 21:* 2d4 + Charisma modifier radiant damage.
**Cosmic Magic:** The burst creates a zone bounded by burning ground that lasts until the end of your next turn. Whenever an enemy within the zone leaves it, that enemy takes fire damage equal to your Strength modifier.

**Lightning Strike** — Sorcerer Attack 1

*Lightning strikes your foe and then ricochets to another enemy.*

**At-Will ✦ Arcane, Implement, Lightning**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 1d8 + Charisma modifier lightning damage. A creature of your choice other than the target and within 10 squares of the target takes lightning damage equal to your Dexterity modifier.
*Level 21:* 2d8 + Charisma modifier lightning damage.
**Storm Magic:** You can apply your Storm Power bonus either to the damage roll against the target or to the damage taken by the enemy within 10 squares of the target.

## Level 1 Encounter Spells

**Mists of Disarray** — Sorcerer Attack 1

*Violet mist bursts out from a spot on the battlefield. As your foes breathe in the fumes, they begin to reel in confusion.*

**Encounter ✦ Arcane, Implement, Psychic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Will
**Hit:** 1d8 + Charisma modifier psychic damage, and you push the target 1 square.
**Wild Magic:** If you rolled an even number on the attack roll, you slide the target a number of squares equal to your Dexterity modifier instead of pushing it.

### Pinning Bolt — Sorcerer Attack 1

*You launch tendrils of blue, crackling energy that knock your enemy to the ground and inhibit its movement.*

**Encounter ✦ Arcane, Implement, Lightning**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d6 + Charisma modifier lightning damage, you knock the target prone, and the target is slowed until the end of your next turn.

### Ray of the Moon — Sorcerer Attack 1

*A ray of cold moonlight shines down from above, momentarily disorienting your opponent.*

**Encounter ✦ Arcane, Cold, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d6 + Charisma modifier cold damage, and the target cannot shift until the end of its next turn.
**Cosmic Magic:** The target takes a -1 penalty on attack rolls until the end of its next turn.

### Tearing Claws — Sorcerer Attack 1

*Spectral claws strike out from your body, slashing at your foes and shoving them backward.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Charisma vs. Reflex
**Hit:** 1d10 + Charisma modifier damage, and you push the target 1 square.
**Dragon Magic:** If the target is bloodied, you push it 3 squares instead of 1.

### Thundering Roar — Sorcerer Attack 1

*You emit the thundering roar of a hunting lion, deafening creatures near you.*

**Encounter ✦ Arcane, Fear, Implement, Thunder**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 2d6 + Charisma modifier thunder damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

### Whirlwind — Sorcerer Attack 1

*You create a small whirlwind that buffets creatures and knocks them off their feet.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Storm Magic:** You can choose not to target a creature in the origin square of the burst.
**Attack:** Charisma vs. Fortitude
**Hit:** 1d10 + Charisma modifier damage, and you knock the target prone.

## Level 1 Daily Spells

### Blinding Bolt — Sorcerer Attack 1

*You shoot a ray of white light at your foe. The beam sears flesh and eyes, and it takes time for your enemy's vision to fully return.*

**Daily ✦ Arcane, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier radiant damage. Until the end of your next turn, the target is blinded. When the blinded condition ends, the target then treats each creature more than 5 squares away from it as having concealment (save ends).
**Miss:** Half damage. Until the end of your next turn, the target treats each creature more than 5 squares away from it as having concealment.

### Cosmos Call — Sorcerer Attack 1

*You access the variety of cycles within the cosmos, randomly pulling out a fundamental force to blast your enemy's mind.*

**Daily ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier psychic damage. Roll a d6 to determine the attack's addtional benefit.
**1-2:** The target takes ongoing 5 radiant damage (save ends), and the power gains the radiant keyword.
**3-4:** The target is slowed (save ends).
**5-6:** The target is dazed (save ends).
**Cosmic Magic:** You choose the attack's additional benefit instead of rolling.
**Miss:** Half damage.

### Howling Tempest — Sorcerer Attack 1

*You summon a howling storm on the battlefield. The tempest's thunder deafens your foes, and its winds scatter them.*

**Daily ✦ Arcane, Implement, Thunder, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Storm Magic:** You can choose not to target a creature in the origin square of the burst.
**Attack:** Charisma vs. Fortitude
**Hit:** 2d6 + Charisma modifier thunder damage, and the target is deafened (save ends). You slide the target a number of squares equal to your Dexterity modifier.
**Effect:** The burst creates a zone of deafening wind that lasts until the end of your next turn. Each creature that starts its turn within the zone takes thunder damage equal to your Charisma modifier. As a move action, you can move the zone 3 squares.
**Sustain Minor:** The zone persists.

### Ice Javelins — Sorcerer Attack 1

*A trio of icy javelins forms around you. One at a time, you send each spear shooting toward a different enemy.*

**Daily ✦ Arcane, Cold, Implement**
**Standard Action** **Ranged** 10
**Target:** One, two, or three creatures
**Attack:** Charisma vs. Reflex
**Hit:** 1d10 + Charisma modifier cold damage, and ongoing 5 cold damage (save ends).
**Miss:** Half damage.

### Shocking Magnetism — Sorcerer Attack 1

*You become a conduit for lightning. The pulsing energy accumulates within your body, enabling you to shock those who come near.*

**Daily ✦ Arcane, Implement, Lightning**
**Standard Action** **Ranged** 10
**Target:** One or two creatures
**Attack:** Charisma vs. Reflex
**Hit:** 3d6 + Charisma modifier lightning damage, and you pull the target a number of squares equal to your Dexterity modifier.
**Effect:** Until the end of the encounter, each creature that starts its turn adjacent to you takes lightning damage equal to your Dexterity modifier. You can dismiss the effect as a free action.

## Level 2 Utility Spells

### Absorb Storm — Sorcerer Utility 2

*You channel the power of the storm to bolster yourself against an attack and divert the power to your next assault.*

**Daily ✦ Arcane**
**Immediate Interrupt** **Personal**
**Trigger:** You take cold, lightning, or thunder damage
**Effect:** Until the end of the encounter, you gain resistance to the triggering damage type equal to your Charisma modifier. Your next attack before the end of the encounter that deals the triggering damage type gains a +2 bonus to the attack roll.

### Deep Shroud — Sorcerer Utility 2

*You raise and then lower your hands, creating an obscuring shadow that cloaks you and the area around you.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** You create a shroud of supernatural shadow around you. Until the end of your next turn, the space you occupy and each square adjacent to you are heavily obscured.
**Sustain Minor:** The effect persists.

### Focused Chaos — Sorcerer Utility 2

*To make chaos work for you, you must exercise a bit of control, but not too much. On your next spell, you manage to achieve the outcome you desire.*

**Encounter ✦ Arcane**
**No Action** **Personal**
**Trigger:** You use a sorcerer power that works differently depending on whether the attack roll is odd or even
**Effect:** You choose to treat that power's attack roll as either odd or even, regardless of your actual roll.

### Spatial Trip — Sorcerer Utility 2

*You spin around, releasing a blaze of golden energy. As you finish your revolution, you disappear and reappear a short distance away.*

**Encounter ✦ Arcane, Teleportation**
**Move Action** **Personal**
**Effect:** You teleport a number of squares equal to half your speed.

### Sorcerous Sirocco — Sorcerer Utility 2

*You exhale a magic-enhanced breath that briefly sends you and an ally flying through the air.*

**Encounter ✦ Arcane**
**Standard Action** **Close** burst 10
**Target:** You and one ally in burst
**Effect:** Each target moves a number of squares equal to his or her speed + 2. Each target can fly during this movement but falls if he or she does not land by the end of the movement.

## Level 3 Encounter Spells

### Acid Claw — Sorcerer Attack 3

*You contort your hand as if mimicking a monstrous claw. A black talon of acid then bursts from thin air and swipes at your foe.*

**Encounter ✦ Acid, Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 2d10 + Charisma modifier acid damage, and the target takes acid damage equal to your Strength modifier at the start of its next turn.
**Dragon Magic:** Each creature adjacent to the target takes acid damage equal to your Strength modifier.

### Essence Prism — Sorcerer Attack 3

*Your implement flashes with the colors of the rainbow, and as the light touches your foe, chaos distorts the creature's nature.*

**Encounter ✦ Arcane, Force, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier force damage.
**Wild Magic:** If you rolled an even number on the attack roll, the target loses all resistances until the end of your next turn.

### Searing Sands — Sorcerer Attack 3

*You send a blast of searing sand at your foes. The assault flays their skin and throws up a temporary curtain for you to hide behind.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Charisma vs. Reflex
**Hit:** 2d6 + Charisma modifier damage. Until the end of your next turn, you have concealment.

### Swirling Stars — Sorcerer Attack 3

*A cyclonic cloud of starry motes descends on the battlefield, following your gesticulations to land in your enemies' midst.*

**Encounter ✦ Arcane, Cold, Implement, Thunder**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Cosmic Magic:** You can choose not to target a creature in the origin square of the burst.
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier cold and thunder damage.

### Thundering Gust — Sorcerer Attack 3

*You call forth the force of the raging storm and shrieking gales. Wind howls about your foes, buffeting them and sliding them.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 1d10 + Charisma modifier thunder damage, and you slide the target a number of squares equal to your Dexterity modifier.
**Storm Magic:** If you choose not to slide any targets, until the end of your next turn, you gain a fly speed equal to 1 + your Dexterity modifier, and you can hover.

## Level 5 Daily Spells

### Corruption Orb — Sorcerer Attack 5

*You fling a disgusting orb of green and ocher slime that drenches your enemy with a debilitating, acidic poison.*

**Daily ✦ Acid, Arcane, Implement, Poison**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Effect:** The target takes ongoing 5 acid damage (save ends).
**Hit:** 2d10 + Charisma modifier poison damage.

## Dragonborn Sorcerers

Many dragonborn thrill to a sorcerer's power, not least because the class's primary ability, Charisma, is one that dragonborn are naturally endowed with. Similarly, many dragonborn are drawn to the dragon magic form of sorcery. The innate high Strength of dragonborn is also useful for those who ignite the arcane dragon magic resident in their blood, or those who choose cosmic magic.

### Glacial Armor — Sorcerer Attack 5

*The air around you turns deathly cold, and frost coalesces on your body, creating a protective shell of ice.*

**Daily ✦ Arcane, Cold, Implement**
**Standard Action** **Close** burst 1
**Target:** Each creature in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier cold damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you gain a +2 power bonus to AC and Fortitude, and each creature that hits you with a melee attack takes cold damage equal to your Charisma modifier.

### Moon and Stars — Sorcerer Attack 5

*A chill winter moon appears overhead, and around it swims a myriad of radiant stars. You can unleash the power of either on a foe.*

**Daily ✦ Arcane, Implement; Varies**
**Standard Action** **Ranged** 10
**Target:** One or two creatures
**Attack:** Charisma vs. Reflex
**Hit:** 3d6 + Charisma modifier cold or radiant damage. The damage type you choose determines the attack's additional benefit.
**Cold:** The target is slowed and cannot shift (save ends both).
**Radiant:** You can spend one healing surge (even if you hit two targets).
**Miss:** Half damage (your choice of cold or radiant).

### Slaad's Gambit — Sorcerer Attack 5

*You tap into chaos just as a foe is about to hit you. A greenish hue flickers across your skin as you teleport away, then make your own attack.*

**Daily ✦ Arcane, Implement, Psychic, Teleportation**
**Immediate Interrupt** **Ranged** 5
**Trigger:** An enemy within 5 squares of you hits you
**Target:** The triggering enemy
**Effect:** Before the attack, you teleport your speed.
**Attack:** Charisma vs. Will
**Hit:** 2d10 + Charisma modifier psychic damage.
**Miss:** Half damage.

### Sun's Illumination — Sorcerer Attack 5

*Radiance pours down on an area, burning creatures within the light and revealing them to you in both body and mind.*

**Daily ✦ Arcane, Implement, Radiant, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Reflex
**Hit:** 3d6 + Charisma modifier radiant damage
**Effect:** The burst creates a zone of piercing light that lasts until the end of your next turn. You gain a +2 power bonus to Insight and Perception checks against each creature within the zone. Each enemy within the zone grants combat advantage. As a move action, you can move the zone 3 squares.
**Sustain Minor:** The zone persists.

## Level 6 Utility Spells

### Chaotic Defense — Sorcerer Utility 6

*You create a din of chaotic sounds, from a wolf's forlorn howl to a dead sailor's dirge. In the cacophony, you find temporary aid.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Roll a d4 to determine the power's effect.
**1:** You gain temporary hit points equal to 2d6 + your Charisma modifier.
**2:** You gain a +2 power bonus to all defenses until the end of the encounter.
**3:** Until the end of the encounter, each creature that attacks you takes 2d6 damage.
**4:** You gain all three of the benefits described above.

### Extinguishing Rain — Sorcerer Utility 6

*Clouds emerge from your body, saturating the air. Fires no longer threaten you, and nearby flames are dampened.*

**Daily ✦ Arcane, Implement**
**Standard Action** **Close** burst 10
**Target:** You and each ally in burst
**Effect:** Until the end of the encounter, each target gains resistance to fire equal to your Charisma modifier. Make an attack.
**Target:** One conjuration or zone that has the fire keyword
**Attack:** Charisma + 2 vs. the Will of the target's creator
**Hit:** The target is destroyed. All its effects end, including those that a save can end.

### Fate's Chaos — Sorcerer Utility 6

*You tweak the course of fate, turning ill luck into good fortune.*

**Encounter ✦ Arcane**
**Free Action** **Personal**
**Trigger:** You spend an action point to make an attack and miss
**Effect:** Reroll the triggering attack roll with a bonus equal to your Strength modifier.

### Lightning Shift — Sorcerer Utility 6

*With a flourish of snapping sparks, your single step speeds you, lightning-quick, across the battlefield.*

**Encounter ✦ Arcane**
**Move Action** **Personal**
**Effect:** You shift your speed. You ignore difficult terrain during the shift.

### Subtlety of the Green Wyrm — Sorcerer Utility 6

*You listen for the faint whisper of your own blood. In its flow, you find ancient wisdom and unrivaled charm.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** You gain a +5 power bonus to Diplomacy checks, Insight checks, and Intimidate checks until the end of the encounter.

## Level 7 Encounter Spells

### Blazing Bolts — Sorcerer Attack 7

*Two bolts of violet lightning erupt from your hands, causing a shower of white-hot, flaming sparks where they hit.*

**Encounter ✦ Arcane, Fire, Implement, Lightning**
**Standard Action** **Ranged** 20
**Target:** Two creatures
**Attack:** Charisma vs. Reflex
**Hit:** 1d8 + Charisma modifier lightning damage, and the target and each creature adjacent to it take fire damage equal to your Strength modifier.

### Chaos Ray — Sorcerer Attack 7

*With a wild gesture, you release a bolt of dazzling, multicolored chaos that folds space and makes your opponent's mind reel.*

**Encounter ✦ Arcane, Implement, Psychic, Teleportation**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier psychic damage, and the target swaps positions with a creature within 3 squares of it.

### Spark Form — Sorcerer Attack 7

*Your body briefly becomes a shower of dancing sparks that zips among foes, shocking them as you go.*

**Encounter ✦ Arcane, Implement, Lightning**
**Standard Action** **Personal**
**Effect:** Before the attack, you shift your speed + 2. You can move through occupied squares during the shift, as long as you end in an unoccupied square.
**Target:** Each creature whose space you moved through
**Attack:** Charisma vs. Reflex
**Hit:** 1d6 + Charisma modifier lightning damage.

### Thunder Bomb — Sorcerer Attack 7

*You open your palm, revealing a sphere of arcane energy that speeds across the battlefield and detonates, leaving your foes thunderstruck.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier thunder damage, and the target is slowed until the end of your next turn. If the target is in the origin square of the burst, it is immobilized until the end of your next turn instead of slowed.

### Thunder Wyrm's Jaws — Sorcerer Attack 7

*You emit a draconic roar. An echo of the call bursts over your foe's head, buffeting your enemy as the sound bolsters you.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 3d8 + Charisma modifier thunder damage. You gain temporary hit points equal to 1d6 + your Strength modifier.

ZOLTAN BOROS & GABOR SZIKSZAI

## Level 9 Daily Spells

### Bounding Bolt — Sorcerer Attack 9

*Your sparkling flourish produces a bolt of lightning that strikes your foe and then flies to nearby creatures.*

**Daily ✦ Arcane, Implement, Lightning**
**Standard Action** **Ranged** 10
**Primary Target:** One creature
**Primary Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Intelligence modifier lightning damage, and ongoing 5 lightning damage (save ends).
**First Failed Saving Throw:** Choose a secondary target.
**Secondary Target:** One creature within 5 squares of you
**Effect:** The secondary target takes ongoing 5 lightning damage (save ends).
**First Failed Saving Throw:** Choose a tertiary target.
**Tertiary Target:** One creature within 5 squares of the secondary target.
**Effect:** The tertiary target takes ongoing 5 lightning damage (save ends).
**Miss:** 2d8 + Intelligence modifier lightning damage.

### Howling Hurricane — Sorcerer Attack 9

*The cries of the wind compete with the sound of thunder as you bring forth a screaming vortex that spins your foes about.*

**Daily ✦ Arcane, Implement, Thunder, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 3d8 + Charisma modifier thunder damage, and you slide the target a number of squares equal to your Dexterity modifier.
**Effect:** The burst creates a zone of swirling wind that lasts until the end of your next turn. You slide each creature that starts its turn within the zone 2 squares. As a move action, you can move the zone 6 squares.
**Sustain Minor:** The zone persists.

### Ice Stalagmites — Sorcerer Attack 9

*Stalagmites of ice burst up from the ground, stabbing at your enemies and turning the air around them frigid.*

**Daily ✦ Arcane, Cold, Conjuration, Implement**
**Standard Action** **Ranged** 10
**Target:** One, two, or three creatures
**Attack:** Charisma vs. Reflex
**Hit:** 1d12 + Charisma modifier cold damage, and you must slide the target 1 square.
**Effect:** You conjure an ice stalagmite in 1 square the target vacated. Each ice stalagmite lasts until the end of the encounter, until destroyed, or until you dismiss it as a free action. Each ice stalagmite has AC 5, Reflex 5, Fortitude 21, resist cold 10, and 40 hit points. Each creature that starts its turn adjacent to an ice stalagmite takes cold damage equal to your Charisma modifier.

### Gods and Sorcerers

Melora, Corellon, and Ioun are popular deities among sorcerers because of their influence over matters of chaotic wilderness, arcane magic, and knowledge, respectively. Melora and Sehanine are also favorites of cosmic sorcerers because of their ties to the natural cycles of the world or its seasons. Avandra is popular, as she is with all classes, because of her association with adventure. Asmodeus's association with power has tempted a few sorcerers into his sway, even if they're not actually evil. All the other deities in the pantheon have a few sorcerer adherents. Even Kord has his followers among sorcerers, especially dragon sorcerers and wild sorcerers, because they revere his power over thunder and his prowess in combat.

### Season's Malaise — Sorcerer Attack 9

*Dark clouds appear over your foes, and you assault their minds with a psychic attack that causes depression and lethargy.*

**Daily ✦ Arcane, Implement, Psychic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Will
**Hit:** 2d6 + Charisma modifier psychic damage.
**Effect:** The target takes ongoing 5 psychic damage (save ends). Until the target saves against this damage, it cannot take immediate actions or opportunity actions.

### Winds of Change — Sorcerer Attack 9

*You become like the wind, blasting your enemies with the force of a storm.*

**Daily ✦ Arcane, Implement**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 3d8 + Charisma modifier damage, and you push the target 3 squares.
**Miss:** Half damage, and you push the target 1 square.
**Effect:** Until the end of your next turn, you gain a fly speed equal to your speed, and you can hover.

## Level 10 Utility Spells

### Dragon's Resolve — Sorcerer Utility 10

*Your blood boils with the wrath of a dragon, giving you greater fury and power when the situation seems most dire.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, while you are bloodied, you gain a +1 power bonus to attack rolls and a power bonus to saving throws equal to your Charisma modifier.

### Fog Form — Sorcerer Utility 10

*In an instant, your body melts into a cloud of fog.*

**Encounter ✦ Arcane**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by an attack
**Effect:** You become insubstantial until the end of your next turn.

## Half-Elf Sorcerers

Half elves enjoy naturally high Charisma scores that well suit them for the sorcerer class. Despite that fact, few half-elves take up the mantle of the wild spellcaster, possibly because a half-elf's naturally diplomatic nature finds itself at odds with the tempestuous nature that many sorcerers exhibit. However, a few half-elves glory in the riotous presence that most sorcerers seem to cultivate. With a half-elf's ability to learn any attack power from a class other than his or her own, half-elves who choose the sorcerer class might take an at-will power from the paladin, the warlock, or some other class whose powers primarily draw upon Charisma in order to broaden their abilities.

### Sorcerous Pulse — Sorcerer Utility 10

*You drown out the clash of combat and focus on one type of energy, which you channel into your spells for extra power.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Until the end of the encounter, whenever you use an arcane power that has the chosen keyword, you can roll the damage twice and use the higher result.

### Spirit's Eclipse — Sorcerer Utility 10

*A mental bulwark helps to protect you against your foe's attack and renders the creature incapable of seeing you for a time.*

**Encounter ✦ Arcane**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy hits you with an attack that targets Will
**Effect:** Until the end of your next turn, you gain a +5 bonus to Will and are invisible to the triggering enemy.

### Storm of Energy — Sorcerer Utility 10

*With a wave of your hand, you increase the vigor of whatever effects ail your foes.*

**Daily ✦ Arcane**
**Minor Action** **Close** burst 5
**Target:** Each enemy in burst that is taking ongoing damage
**Effect:** Each instance of ongoing damage that each target is taking increases by 10.

## Level 13 Encounter Spells

### Cyclone Pull — Sorcerer Attack 13

*From the ground rises a cyclone that consumes your foes in violence, battering them and pulling them toward its center.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Area** burst 3 within 10 squares
**Target:** One, two, or three creatures in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 1d6 + Charisma modifier damage, and you slide the target 2 squares closer to the origin square of the burst.

### Dazzling Starlight — Sorcerer Attack 13

*The stars send shafts of light down upon your foe, blasting its mind and leaving it confounded.*

**Encounter ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3d6 + Charisma modifier psychic damage. Until the end of your next turn, the target cannot take immediate actions or opportunity actions.
**Cosmic Magic:** If you use this power while you are in the phase of the stars, the target is dazed until the end of your next turn.

### Downbeat of Wings — Sorcerer Attack 13

*You give life to a memory of dragons in the form of phantom wings. With a beat of these wings, you send your foe sprawling.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 3d6 + Charisma modifier damage, and you push the target 2 squares and knock it prone.
**Dragon Magic:** You shift a number of squares equal to your Strength modifier.

### Moon Cage — Sorcerer Attack 13

*You call upon the moon and gain a fraction of its strength. Using it, you reach out and clutch your foe in a cold cage.*

**Encounter ✦ Arcane, Cold, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 1d10 + Charisma modifier cold damage, and the target is restrained until the end of your next turn.
**Cosmic Magic:** If you use this power while you are in the phase of the moon, the attack deals extra damage equal to your Strength modifier.

### Primordial Storm — Sorcerer Attack 13

*You pull a fragment of the Elemental Chaos into the world and let its fury wash over your foes.*

**Encounter ✦ Arcane, Cold, Fire, Implement, Lightning, Thunder**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Storm Magic:** You can choose not to target a creature in the origin square of the burst.
**Attack:** Charisma vs. Reflex
**Hit:** 2d6 + Charisma modifier lightning and thunder damage. At the start of the target's next turn, it takes 5 cold and fire damage.
**Wild Magic:** If you rolled an even number on the attack roll, the target takes 10 cold and fire damage at the start of its next turn instead of 5. If you rolled an odd number on the attack roll, the target is also slowed until the end of its next turn.

## Level 15 Daily Spells

### Day and Night — Sorcerer Attack 15

*Your arcane litany calls a blaze of brilliance and a shroud of chill shadow across your foe in quick succession.*

**Daily ✦ Arcane, Cold, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Primary Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier radiant damage, and the target is dazed (save ends).
**Miss:** Charisma modifier radiant damage.
**Effect:** Make a secondary attack against the target.
**Secondary Attack:** Charisma vs. Reflex
**Hit:** 3d6 + Charisma modifier cold damage, and the target is immobilized (save ends).
**Miss:** Charisma modifier cold damage.

### Gale Burst — Sorcerer Attack 15

*Your words of bring forth an explosive cloud from the heart of a gale. Your foes are flung about like leaves in a tempest.*

**Daily ✦ Arcane, Implement, Thunder**
**Standard Action** **Close** burst 3
**Target:** Each creature in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 4d8 + Charisma modifier thunder damage, and you push the target a number of squares equal to your Dexterity modifier. The target is slowed (save ends).
**Miss:** Half damage, and you push the target 1 square.

### Lightning Daggers — Sorcerer Attack 15

*Slivers of lightning leap from you, forming a bond with your foe. Periodically, you can send another charge to shock your enemy.*

**Daily ✦ Arcane, Implement, Lightning**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d4 + Charisma modifier lightning damage.
**Effect:** Until the end of the encounter, you can repeat the attack as a free action once per round during your turn.

### Prismatic Lightning — Sorcerer Attack 15

*Your words summon a storm of multicolored bolts. Some sear, others burn, and a few strike your foes blind.*

**Daily ✦ Acid, Arcane, Cold, Implement, Lightning, Psychic**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Fortitude, Reflex, or Will (choose one defense for each target)
**Hit (Fortitude):** 3d6 + Charisma modifier lightning damage, and ongoing 10 acid damage (save ends).
**Hit (Reflex):** 3d6 + Charisma modifier cold and lightning damage, and the target is immobilized (save ends).
**Hit (Will):** 3d6 + Charisma modifier lightning and psychic damage, and the target is blinded until the end of your next turn.
**Miss (Fortitude, Reflex, or Will):** Half damage.

## Human Sorcerers

As with half-elves, some humans are capable of absorbing new customs and new modes of thinking with ease. Sorcery, with its wild and blood-linked powers, is an arcane skill that humans seem particularly adept at learning. Indeed, for many, picking up sorcery doesn't require formal instruction, but instead merely listening to urges encoded in their blood (for those lucky enough to have the potential for sorcery). Whereas human wizards, swordmages, and even warlocks are proud of their particular learning, human sorcerers feel a special pride of their own that their magic comes naturally. Some take this feeling further and are conceited about their inborn talent.

## Level 16 Utility Spells

### Avatars of Chaos — Sorcerer Utility 16

*You briefly embody four principles of chaos, dividing yourself into a quartet of poles, each of which is charged with a potent threat.*

**Daily ✦ Arcane, Conjuration, Fire, Force, Lightning, Psychic**
**Minor Action** **Personal**

**Effect:** You conjure images of yourself in 4 unoccupied, nonadjacent squares within 10 squares of you, and then you disappear from the world. Each round at the start of your turn, choose one of the four images. Your essence occupies that image, allowing you to act normally (including moving and making attacks).

When you conjure each image, choose a keyword for it from among fire, force, lightning, and psychic. You can't choose the same keyword twice. While you occupy an image, you gain a +1 bonus to attack rolls when you use a power that has a keyword that matches that image.

Each image lasts until the end of the encounter, until it is destroyed, or until you dismiss it. Each image occupies 1 square, and creatures cannot move through an image's space. An image can be targeted by attacks and uses your defenses. Each image (including the one you occupy) has 1 hit point, and a missed attack never damages an image. An image is destroyed if it is reduced to 0 hit points or fewer. If you occupy an image when it is destroyed, you can immediately move to any other image still present. If you occupy the last remaining image when it is destroyed, you reappear in that square.

As a minor action, you can dismiss all remaining images and reappear in any square that was occupied by an image when you took this action.

### Breath of Potency — Sorcerer Utility 16

*You call upon your draconic lineage to bolster you against harm.*

**Daily ✦ Arcane**
**Standard Action** **Personal**

**Effect:** Until the end of the encounter, you gain a +1 power bonus to all defenses. Whenever you use an arcane close attack, this bonus is equal to your Strength modifier until the end of your next turn.

### Dominant Winds — Sorcerer Utility 16

*Silver winds curl out of nowhere and lift you or an ally briefly into the air.*

**At-Will ✦ Arcane**
**Move Action** **Close** burst 5
**Target:** You or one ally in burst

**Effect:** The target can fly a number of squares equal to your Dexterity modifier as a free action.

### Thunder Buffer — Sorcerer Utility 16

*Distant thunder grumbles around you, and you can unleash it against an attacker to knock the creature backward.*

**Daily ✦ Arcane**
**Minor Action** **Personal**

**Effect:** Until the end of the encounter, you gain a +2 power bonus to AC, and as an immediate reaction you can push each enemy that hits you with a melee attack a number of squares equal to your Charisma modifier.

## DUEL ARCANE

The Duel Arcane was *the* event in the city. Held every three years, it afforded the city a wonderful influx of business as sorcerers, wizards, and not a few charlatans descended on the city. Inns were full, and business in the bazaar was brisk. Outfitters of all types expected booming sales. The city welcomed the arcanists with open arms (especially famous and rich arcanists). Shops and merchants scrambled to expand their inventory of magical implements, components, reagents, and other needful things while the Duel ran. Inflated prices for rare components was a possibility every attending mage expected.

For the young human sorcerer named Hennet, it was almost too much. But he had paid his entry fee. He had traveled to the city. Now all that remained was the Duel.

Hennet's first competitor was a salt-bearded fellow called Harper. Harper stood in the circle across from him, darting glances to and fro. Sweat beaded the man's brow, and he rubbed his hands incessantly. Hennet's own nervousness faded somewhat at seeing his competitor so shaken. He restrained himself from offering the man encouragement. This was a competition, after all.

"... BEGIN!" bawled the judge. A puff of sulfurous smoke from a magical duel being conducted in an adjacent sandpit washed across Harper, who actually mewled in terror.

*What's up with this guy?* wondered the sorcerer. Perhaps Harper was newer to the craft even than Hennet. He shrugged, and whispered elements of a song that always rang in his blood. Infused by magic from his waving fingertips, the sound was transformed. A low growl, as of a lion catching scent of its prey, issued from his open mouth.

Hennet moved his hands even farther apart. As he did so, the growl's volume increased, becoming the ear-shattering roar of a great cat screaming in triumph.

The judge stepped back, nearby competitors stumbled in the midst of their spells, and Harper was pushed out of the dueling circle.

The round was Hennet's. Even better, he had used the first spell that he had ever mastered, one that had stolen into his mind on the eve of his thirteenth birthday. He had used it often since then. But, he had to admit, never before with such perfection.

It was going to be a good day.

– Adapted from *Oath of Nerull* by T. H. Lain-Cordell

## Level 17 Encounter Spells

### Acid Shackles — Sorcerer Attack 17

*Caustic words crackle from your mouth, taking physical form around your foes as bands of acid that further punish those who move.*

**Encounter ✦ Acid, Arcane, Implement**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Reflex
**Hit:** 3d8 + Charisma modifier acid damage. If the target moves before the end of its next turn, it takes 10 acid damage.

**Wild Magic:** If you hit and you rolled an even number on the attack roll, add your Dexterity modifier to the acid damage dealt if the target moves before the end of its next turn. If you hit and you rolled an odd number on the attack roll, one enemy within 2 squares of the target takes acid damage equal to your Dexterity modifier.

### Azure Talons — Sorcerer Attack 17

*Blue claws of lightning materialize around you and slash at foes that remain too close.*

**Encounter ✦ Arcane, Implement, Lightning**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Charisma vs. Reflex
**Hit:** 3d8 + Charisma modifier lightning damage. If the target ends its next turn within 2 squares of you, it takes 5 lightning damage.

**Dragon Magic:** If the target ends its next turn within 2 squares of you, it takes lightning damage equal to 5 + your Dexterity modifier.

### Searing Radiance — Sorcerer Attack 17

*You borrow a bit of the sun's radiance and hurl it at your foe.*

**Encounter ✦ Arcane, Healing, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 4d8 + Charisma modifier radiant damage.

**Cosmic Magic:** If you use this power while you are in the phase of the sun, you can spend a healing surge.

### Stalking Frost — Sorcerer Attack 17

*A wave of utter cold sweeps outward, seeping into the bones of your foes. If your enemies don't move, the cold grows more deadly.*

**Encounter ✦ Arcane, Cold, Implement**
**Standard Action** **Close** burst 3
**Target:** Each creature in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier cold damage. If the target does not end its next turn at least 4 squares away from where it started its turn, it takes 10 cold damage.

### Thunderstroke — Sorcerer Attack 17

*A stroke of lightning strikes your foe from overhead, followed by a concussive boom.*

**Encounter ✦ Arcane, Implement, Lightning, Thunder**
**Standard Action** **Area** burst 1 within 20 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier thunder damage. A target in the origin square of the burst also takes 3d8 lightning damage.

**Storm Magic:** A target hit by this power is also knocked prone.

## Level 19 Daily Spells

### Aspect of the Dragon — Sorcerer Attack 19

*Your form wavers and is replaced by a dragon that releases a scouring blast of fire. Depending on the course of the battle, it might make another appearance.*

**Daily ✦ Arcane, Fire, Implement**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Charisma vs. Reflex
**Hit:** 3d8 + Charisma modifier fire damage.
**Miss:** Half damage.
**Effect:** The first time you become bloodied during the encounter, repeat the attack as a free action.

**Dragon Magic:** You gain a +2 bonus to attack rolls with this repeated attack.

### Crashing Winds — Sorcerer Attack 19

*Everything standing near you is battered and knocked away, and the winds continue to swirl in your vicinity.*

**Daily ✦ Arcane, Implement, Thunder**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 5d8 + Charisma modifier thunder damage.
**Miss:** Half damage.
**Effect:** You push the target a number of squares equal to your Dexterity modifier.

**Storm Magic:** Until the end of the encounter, at the start of your turn, you push each enemy adjacent to you a number of squares equal to your Dexterity modifier.

## Dwarf Sorcerers

Not many dwarves are drawn to the arcane wildness that seems to be part and parcel of most kinds of sorcerers. On the other hand, dwarves are known as a steady, enduring people, and many dwarves are attracted to sorcery's cosmic magic, with its reliance on cycles, seasons, and steady revolutions. The fraction of dwarves who learn sorcery but who take up wild magic, storm magic, or dragon magic are considered to be quite odd by other dwarves who come across them. Which is rather the whole point, most likely.

### Primordial Slime — Sorcerer Attack 19

*With a flick of your wrist, you shoot an ooze at your foe. When the ooze strikes, the creature begins to take on a gelatinous consistency.*

**Daily ✦ Acid, Arcane, Implement, Polymorph**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** The target is slowed, cannot take standard actions, and takes half damage from melee and ranged attacks (save ends all).
**Aftereffect:** The target is slowed and takes ongoing 10 acid damage (save ends both).
**Wild Magic:** If you rolled an even number on the attack roll, the target takes a -2 penalty to all defenses until the aftereffect ends. If you rolled an odd number on the attack roll, the target takes a -2 penalty to attack rolls until the aftereffect ends.
**Miss:** The target is slowed and takes ongoing 10 acid damage (save ends both).

### Radiant Wings — Sorcerer Attack 19

*You rise into the air, borne aloft by rays of golden sunlight that simultaneously blast your foe.*

**Daily ✦ Arcane, Fire, Implement, Radiant**
**Standard Action** **Ranged** 5
**Target:** One creature
**Effect:** Before the attack, you can fly a number of squares equal to your Strength modifier.
**Cosmic Magic:** At the end of this movement, each creature adjacent to you takes fire and radiant damage equal to your Strength modifier.
**Attack:** Charisma vs. Reflex
**Hit:** 3d8 + Charisma modifier fire and radiant damage.
**Sustain Minor:** When you sustain this power, repeat the effect.

## Level 22 Utility Spells

### Crown of Flames — Sorcerer Utility 22

*You adorn yourself with a halo of fire that flickers and dances. Whenever your lesser spells fail, the flames lick your foes.*

**Daily ✦ Arcane, Fire**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, whenever you miss with a sorcerer at-will or encounter attack power, the target takes fire damage equal to your Charisma modifier.

### Halfling Sorcerers

Despite what some might think, halflings are drawn to the sorcerer class for several reasons. First, all sorcerers benefit from naturally high Charisma scores, which halflings possess in spades. Second, the volatile nature that might sour other races on the class only serves to draw some halflings to the class all the more fiercely. Furthermore, a halfling's Small size is no detriment to taking up sorcery because two-handed weapons are not associated with the class. And, as with anything, a little luck never hurts. Halflings who become sorcerers are most likely to favor wild magic or storm magic.

### Flight of Dragons — Sorcerer Utility 22

*A flight of phantom dragons swoops down and gathers up you and your allies, bearing all of you aloft.*

**Daily ✦ Arcane**
**Standard Action** **Close** burst 2
**Target:** You and each ally in burst
**Effect:** Each target gains a fly speed equal to his or her speed until the end of your next turn.
**Sustain Minor:** The effect persists. When you fail to sustain this power, each target floats to the ground without taking falling damage.
**Dragon Magic:** Each target gains resist 10 to your choice of acid, cold, fire, poison, lightning, or thunder while you sustain the effect.

### Storm Body — Sorcerer Utility 22

*The spirit of the storm engulfs you, and you become as the wind and lightning, heedless of the earth and dangerous to the touch.*

**Encounter ✦ Arcane, Lightning**
**Move Action** **Personal**
**Effect:** You become insubstantial until the start of your next turn and can fly 10 squares with this move action. Each creature that makes a melee attack against you during this move takes lightning damage equal to your Charisma modifier.

### Ultimate Resistance — Sorcerer Utility 22

*You become sheathed in scales of black, white, blue, or some other hue, and you gain mighty resistance.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you gain resist 30 against a damage type of your choice: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Once per round as a minor action, you can change the resistance to another of these types.

## Level 23 Encounter Spells

### Rumbling Storm Bolt — Sorcerer Attack 23

*You strike a foe with lightning, sending it staggering. Then a thunder wave rolls in, smashing into a nearby creature.*

**Encounter ✦ Arcane, Implement, Lightning, Thunder**
**Standard Action** **Ranged** 20
**Primary Target:** One creature
**Primary Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier lightning damage, and you slide the target a number of squares equal to your Dexterity modifier. Make a secondary attack.
**Secondary Target:** One creature within 10 squares of the primary target and in the primary target's line of sight
**Secondary Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier thunder damage, and you knock the target prone.

### Storm Arc — Sorcerer Attack 23

*A flare of sparks shoots out from your hand and hits the ground in your enemies' midst, exploding with a roar.*

**Encounter ✦ Arcane, Implement, Lightning**
**Standard Action** **Area** burst 1 within 20 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Reflex
**Hit:** 3d6 + Charisma modifier lightning damage.
**Storm Magic:** Until the end of your next turn, you gain a fly speed equal to your speed, and you can hover.

### Sun and Stars — Sorcerer Attack 23

*With the force of the solar tide, you blast your foe with a gout of energy that requires both endurance and quickness to withstand.*

**Encounter ✦ Arcane, Implement, Psychic, Radiant**
**Standard Action** **Ranged** 20
**Target:** One creature
**Primary Attack:** Charisma vs. Fortitude
**Hit:** 2d6 + Charisma modifier psychic damage, and the target is slowed until the end of your next turn.
**Effect:** Make a secondary attack against the target.
**Secondary Attack:** Charisma vs. Reflex
**Hit:** 3d6 + Charisma modifier radiant damage.
**Cosmic Magic:** If you hit with both attacks, you can change your phase in the cosmic cycle to the phase of the sun or the phase of the stars.

### Wildrift Burst — Sorcerer Attack 23

*You scream an arcane word that resonates in your foes' minds. The world around you then fractures, causing space to distort.*

**Encounter ✦ Arcane, Implement, Psychic, Teleportation**
**Standard Action** **Close** burst 3
**Target:** Each creature in burst
**Attack:** Charisma vs. Will
**Hit:** 3d8 + Charisma modifier psychic damage, and you teleport the target a number of squares equal to your Dexterity modifier.
**Wild Magic:** If you rolled an even number on the attack roll, the target is dazed until the end of your next turn. If you rolled an odd number on the attack roll, you can teleport the target an additional 1d4 squares.

### Wyrmblight — Sorcerer Attack 23

*With a draconic roar, you loose a blast of fire laced with black venom.*

**Encounter ✦ Arcane, Fire, Implement, Poison**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 4d6 + Charisma modifier fire and poison damage.

## ELF AND ELADRIN SORCERERS

Few elves or eladrin choose the path of the sorcerer. However, the high Dexterity of both races provides an edge to elf or eladrin sorcerers who choose wild magic or storm magic. Since sorcerers are limited to wearing cloth armor, Dexterity is also quite useful for defensive purposes. An elf's *wild step* racial trait and an eladrin's *fey step* racial trait are both good for getting away from an enemy's melee attack in order to cast a spell.

## Level 25 Daily Spells

### Acid Typhoon — Sorcerer Attack 25

*A curling wave of acid rolls into the world from the Elemental Chaos, dissolving the flesh of creatures that stand in your way.*

**Daily ✦ Acid, Arcane, Implement, Thunder**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Storm Magic:** You can choose not to target a creature in the origin square of the burst.
**Attack:** Charisma vs. Fortitude
**Hit:** 4d8 + Charisma modifier acid and thunder damage, and ongoing 10 acid damage (save ends).
**Miss:** Half damage, and ongoing 5 acid damage (save ends).

### Cloak of Winter Storm — Sorcerer Attack 25

*Cold explodes around you, and the air coalesces into whirling shards of ice.*

**Daily ✦ Arcane, Cold, Implement, Zone**
**Standard Action** **Close** burst 3
**Effect:** The burst creates a zone of floating ice shards that lasts until the end of the encounter. Each enemy that enters the zone or starts its turn there takes 2d6 + your Charisma modifier cold damage and is slowed until the end of its turn.

### Fury of Dragotha — Sorcerer Attack 25

*A vision of Dragotha, an undead dragon, fills your sight. You borrow a fragment of its breath weapon to unleash a rotting blast.*

**Daily ✦ Arcane, Implement, Necrotic**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Charisma vs. Reflex
**Hit:** 5d8 + Charisma modifier necrotic damage.
**Miss:** Half damage.
**Dragon Magic:** Until the end of the encounter, each creature that starts its turn adjacent to you takes necrotic damage equal to your Strength modifier.

### Leaping Lightning — Sorcerer Attack 25

*Storm bolts leap toward your enemy. A foe too close to your first victim suffers a discharging lightning blast for its trouble.*

**Daily ✦ Arcane, Implement, Lightning**
**Standard Action** **Ranged** 20
**Primary Target:** One creature
**Primary Attack:** Charisma vs. Reflex
**Hit:** 3d6 + Charisma modifier lightning damage, and ongoing 10 lightning damage (save ends). Whenever the target takes the ongoing lightning damage, make a secondary attack as a free action.
**Secondary Target:** One creature within 10 squares of the primary target and in the primary target's line of sight
**Secondary Attack:** Charisma vs. Reflex.
**Hit:** 3d6 + Charisma modifier lightning damage.
**Miss:** Half damage.

### Wrathful Vapors — Sorcerer Attack 25

*Vapors shoot forth from your outstretched arms, freezing or scorching each enemy they hit.*

**Daily ✦ Acid, Arcane, Cold, Implement, Lightning, Thunder**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Fortitude or Reflex (choose one defense for each target)
**Hit (Fortitude):** 3d6 + Charisma modifier cold and thunder damage, and you slide the target a number of squares equal to your Dexterity modifier.
**Hit (Reflex):** 3d6 + Charisma modifier lightning damage. Each creature adjacent to the target takes 2d6 + your Dexterity modifier acid damage.
**Miss (Fortitude or Reflex):** Half damage.

## Level 27 Encounter Spells

### Chaos Infusion — Sorcerer Attack 27

*You puncture the walls between the Elemental Chaos and your own plane, unleashing an elemental force that overwhelms foes.*

**Encounter ✦ Arcane, Fire, Force, Implement, Lightning, Psychic**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Reflex
**Hit:** 4d6 + Charisma modifier fire, force, lightning, and psychic damage.
**Wild Magic:** Until the end of your next turn, when you use a power that grants an additional benefit on an odd or an even die roll, gain the benefit of both the even and the odd die results. If you can't gain both benefits, choose one.

### Moonstruck — Sorcerer Attack 27

*Your foes are captivated by a vision of the moon, cold and enduring. The image strikes their hearts, leaving them paralyzed.*

**Encounter ✦ Arcane, Cold, Implement**
**Standard Action** **Area** burst 1 within 20 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Reflex
**Hit:** 4d6 + Charisma modifier cold damage, and the target is immobilized until the end of your next turn.
**Cosmic Magic:** If you use this power while you are in the phase of the moon, the target is restrained instead of immobilized.

### Mother Claw — Sorcerer Attack 27

*A talon of force slashes at a foe that threatens you, then pushes you back to safety like a dragon matriarch protecting its young.*

**Encounter ✦ Arcane, Force, Implement**
**Immediate Reaction** **Melee** 1
**Trigger:** An enemy hits or misses you with a melee attack
**Target:** The triggering enemy
**Attack:** Charisma vs. Reflex
**Hit:** 4d8 + Charisma modifier force damage, and you can shift a number of squares equal to your Charisma modifier.
**Dragon Magic:** You ignore difficult terrain when you shift with this power.

### Overpowering Lightning — Sorcerer Attack 27

*A blast of lightning overwhelms your foe, sizzling across its flesh and rending its senses bereft of function.*

**Encounter ✦ Arcane, Implement, Lightning**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier lightning damage, and the target is stunned until the end of your next turn.

JASON ENGLE

### Thunderous Might — Sorcerer Attack 27

*A forceful thundercloud smashes into your foes, bruising their flesh and sending them sliding.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Area** burst 1 within 20 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 4d8 + Charisma modifier thunder damage, and you slide the target a number of squares equal to your Dexterity modifier.
**Storm Magic:** The target grants combat advantage to the next ally of yours who attacks it before the end of your next turn.

## Level 29 Daily Spells

### Cosmic Vengeance — Sorcerer Attack 29

*Your foes become locked to the cycle of the sun, the moon, and the stars. This connection makes them suffer for attacking you.*

**Daily ✦ Arcane, Implement; Varies**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, an enemy within 5 squares of you that hits you with an attack takes cold, psychic, or radiant damage (your choice with each hit) equal to your Charisma modifier. If that hit was also a critical hit, the enemy also takes ongoing 5 damage of the corresponding type (save ends).
**Cosmic Magic:** Add your Strength modifier to the damage dealt to an enemy that hits you.

### Doom of Chaos — Sorcerer Attack 29

*You yell a word of ancient origin. Upon hearing it, your foe succumbs to the primeval energy of chaos.*

**Daily ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier psychic damage, and ongoing 5 psychic damage (save ends).
**Effect:** Until the end of the encounter, at the start of each of the target's turns but before it takes any ongoing damage, choose acid, cold, fire, lightning, or thunder. The target gains vulnerable 10 to that damage type until the start of its next turn. If the target is still taking ongoing psychic damage from this power, it gains vulnerable 15 psychic instead.
**Wild Magic:** If you rolled an even number on the attack roll, you can apply the effect to a creature within 10 squares of the target instead of to the target. If you rolled an odd number on the attack roll, you can apply the effect to each creature adjacent to the target instead of to the target.

## Tiefling Sorcerers

Tieflings have high Charisma, which is the primary score for sorcerers. Like halflings, some tieflings are especially drawn to the tempestuous nature of sorcery and the image some sorcerers cultivate as carefree yet resonating with barely contained power.

### Hellish Firestorm — Sorcerer Attack 29

*You call up the heart of a firestorm from the Elemental Chaos and drop the devastating phenomenon upon your foes.*

**Daily ✦ Arcane, Fire, Implement, Thunder**
**Standard Action** **Area** burst 2 with 20 squares
**Target:** Each creature in burst
**Storm Magic:** You can choose not to target a creature in the origin square of the burst.
**Attack:** Charisma vs. Fortitude
**Hit:** 3d10 + Charisma modifier thunder damage, and ongoing 10 fire damage (save ends).
**Miss:** Half damage, and ongoing 5 fire damage (save ends).

### Mind Tide — Sorcerer Attack 29

*Your foe's mind is like the ocean, able to be influenced by cosmic forces. By wielding those forces, you can seize control of it.*

**Daily ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 4d8 + Charisma modifier psychic damage, and the target is dominated (save ends).
**Aftereffect:** The target is dazed (save ends).
**Miss:** Half damage, and the target is dazed until the end of your next turn.

### Wyrm Form — Sorcerer Attack 29

*Your heart is that of an ancient dragon, and now your body is as well.*

**Daily ✦ Arcane, Implement, Polymorph; Varies**
**Minor Action** **Personal**
**Requirement:** You must not be bloodied.
**Effect:** Until the end of the encounter or until you are bloodied, you take the form of a huge black, blue, green, red, or white dragon (your choice when you use this power). You retain your statistics, hit points, and defenses, but you have a speed of 8, fly 10 (hover). You can use your arcane powers while in this form, and you gain the following melee basic bite attack, breath weapon attack, and reactive attack.
**Melee Basic Bite Attack:** Standard action; reach 2; your level + 7 vs. AC; 3d10 + Charisma modifier damage. This is not an implement attack.
**Breath Weapon Attack:** Standard action; close blast 5 once per encounter; Charisma vs. Fortitude; 5d8 + Charisma modifier acid, lightning, poison, fire, or cold damage (based on the form you choose).
**Reactive Attack:** Immediate reaction, when an enemy flanks you; make a melee basic bite attack. On a hit, you also slide the target a number of squares equal to your Charisma modifier.
**Dragon Magic:** You gain a +2 bonus to attack rolls on the attacks granted by this power.

## Blizzard Mage

*"Winter freezes flesh and scours the earth with icy winds that shriek through hedgerows and mountain passes alike. I can't think of anything more poetic."*

**Prerequisite:** Sorcerer

In the frozen wastes, and in the frost-blasted fields of winter, you feel at home. You find the cold, harsh conditions hospitable, even comforting. You can pull winter storms from across the world, or even from the Elemental Chaos, and use them to ruin your enemies. When you attack, your body is covered with ice crystals, and your skin pales. Your spells fill the air around you with blowing snow or hail, and powerful winds whip up.

The blizzard is your best friend and your most ferocious servitor. With its aid, you move creatures about inside killing blasts and knock them down with freezing vortexes of driving snow and ice.

Is it any wonder that your heart has grown cold, too? It is up to you whether your nature grows more and more aloof like the bleak season you embody, or whether your heart yet shelters a warm hearth for those you name friend.

WILLIAM O'CONNOR

### Blizzard Mage Path Features

**Icy Action (11th level):** Whenever you spend an action point to make an attack, each creature you hit or miss with the attack is slowed (save ends).

**Walk through Winter (11th level):** While you are immobilized, you can shift 1 square. While you are slowed, your speed is 3 instead of 2.

**Chill Winds (16th level):** Whenever you score a critical hit, you can slide any single creature within 10 squares of you 1 square.

### Blizzard Mage Spells

**Winter's Clutch** — Blizzard Mage Attack 11

*Your hand is coated in frost as you sweep it in front of you, encasing nearby creatures in chilling wind and sheets of ice.*

**Encounter ✦ Arcane, Cold, Implement**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 3d8 + Charisma modifier cold damage. You slide the target 1 square, and the target is immobilized until the end of your next turn. Also, you slide each ally within 20 squares of you 2 squares.

**Cloak of Freezing Wind** — Blizzard Mage Utility 12

*The icy chill of winter surrounds you as cold, whipping wind protects you from attacks.*

**Daily ✦ Arcane, Cold**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, each creature that hits you with a melee attack takes 1d8 + your Charisma modifier cold damage, and you push that creature 1d4 + 2 squares.

**Blizzard** — Blizzard Mage Attack 20

*A chaotic swirl bursts out from you, buffeting everyone nearby with wind and ice.*

**Daily ✦ Arcane, Cold, Implement**
**Standard Action** **Close** burst 10
**Target:** Each enemy in burst
**Attack:** Charisma vs. Reflex
**Hit:** 4d10 + Charisma modifier cold damage, and you knock the target prone.
**Effect:** Each ally in the burst gains resist 10 cold until the end of the encounter.

Until the end of the encounter, you are surrounded by freezing wind and snow. At the start of each of your turns, each enemy within 10 squares of you takes 2d6 cold damage, and you slide it 2 squares.

# Celestial Scholar

*"In the sun's golden hall, I blaze with light. In the moon's shadowed chambers, I beguile the mind. In the firmament, I am the brightest star."*

**Prerequisite:** Sorcerer, Cosmic Magic class feature

The tradition of the celestial scholar is more academic than the paths of other cosmic sorcerers, and definitely more cerebral than the paths of other types of sorcerers. You plot the courses of the stars and other celestial bodies, and through this knowledge you gain access to a well of power as vast as the night sky.

## Celestial Scholar Path Features

**Celestial Action (11th level):** When you spend an action point to take an extra action, you gain a +2 bonus to attack rolls and damage rolls with cold, psychic, and radiant powers until the end of your next turn.

**Cosmic Concordance (11th level):** When you use a daily arcane attack power and choose to change your Soul of the Cosmic Cycle phase, you can change to either of the two other phases.

**Phase Focus (11th level):** One of your Soul of the Cosmic Cycle phases becomes more powerful. Choose one of the following benefits.

*Blazing Sun:* At the start of your turn while you are in the phase of the sun, each enemy within 2 squares of you takes fire and radiant damage equal to your Strength modifier.

*Watching Moon:* While you are in the phase of the moon, each enemy adjacent to you that fails a saving throw takes radiant damage equal to your Strength modifier.

*Distant Stars:* Whenever you are in the phase of the stars and an enemy's attack misses you, you can teleport a number of squares equal to your Strength modifier as a free action. You can also teleport as an immediate reaction after an attack hits you.

**Celestial Defense (16th level):** When you are in the phase corresponding to your Phase Focus, you gain a +2 bonus to all defenses.

### The Three Phases

Each celestial scholar focuses on one of the three cosmic phases.

**Blazing Sun:** Followers of the phase of the sun wear white and gold robes with ostentatious jewelry. Socially, they favor blunt tactics (such as using Intimidate), and they can be incendiary and obstinate. However, some are capable of surprising warmth.

**Watching Moon:** Masters of subtlety, followers of the phase of the moon wear black and silver, preferring flowing, high-collared robes. They are socially adept (favoring Bluff and Diplomacy).

**Distant Stars:** Aloof and detached, these followers of the phase of the stars prefer ancient lore over social skills. They wear dark, conservative clothing with little adornment.

## Celestial Scholar Spells

**Celestial Sigil** — Celestial Scholar Attack 11

*An arcane pattern appears briefly on your arms as you snatch power from the cosmos and hurl it toward a foe.*

**Encounter ✦ Arcane, Implement; Varies**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3d8 + Charisma modifier damage
**Effect:** If you hit with this power, you gain an effect based on your current Soul of the Cosmic Cycle phase.
**Phase of the Sun:** Enemies within 2 squares of you take fire and radiant damage equal to your Strength modifier.
**Phase of the Moon:** Adjacent enemies take radiant damage equal to your Strength modifier and take a -2 penalty to saving throws until the end of your next turn.
**Phase of the Stars:** You teleport a number of squares equal to your Strength modifier as a free action.

**Celestial Resistance** — Celestial Scholar Utility 12

*You transform your resistance to ward against a different kind of threat.*

**Encounter ✦ Arcane**
**Free Action** **Personal**
**Effect:** You can change the resistance granted by your current Soul of the Cosmic Cycle phase to the type of a different phase (cold, psychic, or radiant), or you can increase your resistance against the current type by 5. This benefit lasts until you change your phase.

**Celestial Seal** — Celestial Scholar Attack 20

*Your foe is surrounded by celestial lights and held in place by cosmic bindings.*

**Daily ✦ Arcane, Implement; Varies**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 4d8 + Charisma modifier damage. For this attack's damage, choose two damage types from among cold, psychic, and radiant.
**Miss:** Half damage.
**Effect:** The target is immobilized (save ends). This effect has an additional benefit based on your current Soul of the Cosmic Cycle phase.
**Blazing Sun:** The target takes fire and radiant damage equal to your Strength modifier.
**Watching Moon:** The target takes a -2 penalty to all defenses until the end of its next turn.
**Distant Stars:** You teleport the target 3 squares.

# Dragon Guardian

*"The dragon's traits are mine—its breath, its strength, and its ability to withstand harm. With such weapons, who can hope to withstand me?"*

**Prerequisite:** Sorcerer, Dragon Magic class feature

Dragons are your legacy. You embody one of the manifestations of draconic might. The sheer physical power of dragons inspires you. Your foes glimpse these truths when you demonstrate your powers.

You have studied the movements and strategies of dragons as they fight, both when you heard or read about dragons in epic stories and on a few occasions when you were menaced by one. You are drawn to dragons' lairs or other places where dragons congregate, eager to learn more about the mighty beasts that are your personal idols.

## Dragon Guardian Path Features

**Dragon Breath Action (11th level):** Whenever you spend an action point to make a close blast attack, the attack can score a critical hit on a roll of 16-20.

**Guardian's Resistance (11th level):** Choose acid, cold, fire, lightning, poison, or thunder. Add that damage type to the resistance granted by your Dragon Soul. You can't choose a damage type that your Dragon Soul already grants you resistance to.

**Indomitable Breath (16th level):** When you make an attack roll with a close blast power, you ignore any resistance and immunity that creatures have to the attack.

## Dragon Guardian Spells

**Guardian's Breath** Dragon Guardian Attack 11

*You harm your foes by breathing on them, forcing them to succumb to your power.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Charisma vs. Reflex
**Hit:** 2d10 + Charisma modifier damage. Until the end of your next turn, the target is marked and has vulnerable 5 to your attacks. Until the mark ends, if the target makes an attack that does not include you as a target, it takes damage equal to 2d6 + your bonus from Draconic Power after the attack is resolved.

**Shield of Dragon Might** Dragon Guardian Utility 12

*You breathe out a shield of energy in response to an attack, and it continues to protect you.*

**Daily ✦ Arcane**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by an attack
**Effect:** Until the end of the encounter, you gain a +2 power bonus to all defenses, and the resistance granted by your Dragon Soul also applies to another damage type of your choice (acid, cold, fire, lightning, poison, or thunder).

**Lasting Breath** Dragon Guardian Attack 20

*You exhale a blast of powerful dragonfire that scours your foes and draws their attention to you.*

**Daily ✦ Arcane, Implement; Variable**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 2d10 + Charisma modifier damage, and ongoing damage equal to 10 + your Strength modifier, and the target is marked (save ends both). The damage and the ongoing damage are of the type associated with your Dragon Soul resistance.

Until the mark ends, if the target makes an attack that does not include you as a target, it takes damage equal to 5d6 + your bonus from Draconic Power after the attack is resolved.
**Miss:** Half damage.

MATIAS TAPIA

# Essence Mage

*"I am arcana incarnate, and I know magic's true form."*

**Prerequisite:** Sorcerer

Your arcane power is innate. An essential part of your being is bound to the magic you use. You are capable of transforming yourself into spell energy and warping your body into versatile forms. By learning to see inside yourself and reshape your very soul, you transcend the limits of mortality.

## Essence Mage Path Features

**Essential Action (11th level):** When you spend an action point to take an extra action, you gain a +4 bonus to attack rolls with arcane powers until the start of your next turn.

**Energy Essence (11th level):** If you hit with an arcane attack power that deals more than one type of damage, you deal 1d6 extra damage.

**Essential Resistance (16th level):** Whenever you gain resistance, increase that resistance by 3 (or by 4 at 21st level and higher).

## Essence Mage Spells

**Essence of Arcane Blood** Essence Mage Attack 11

*The magic infused in your being bursts from your body, rending your foe with chaotic destruction.*

**Encounter ✦ Arcane, Implement; Varies**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 3d8 + Charisma modifier damage. Choose two damage types from among acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, and thunder. The attack deals damage of these two types. Until the end of your next turn, you gain combat advantage against all targets of your arcane attacks.

### Essence Form

As an essence mage, you might choose to manifest a specific appearance when you use your *essence form* power. You can base it on a specific damage type you use often, turning your body into a flickering green fire, a dark cloud that constantly roars with thunder, or a mass of connected planes of force. Other trappings of arcane magic can make for an interesting appearance. You could become a swirl of runes from many different scripts, an aurora of multicolored light, or a watery shape that shimmers with images of hundreds of spellcasters both alive and dead.

**Essence Form** Essence Mage Utility 12

*Your body vanishes, leaving behind a miasma of rippling, sparking arcane energy.*

**Encounter ✦ Arcane**
**Minor Action** **Personal**
**Effect:** You become insubstantial until the end of your next turn. If you hit with an arcane power while you are insubstantial, you gain temporary hit points equal to one-half your level + your Charisma modifier.

**Protective Essence** Essence Mage Attack 20

*As you strike out with an explosion of magical force, your body is veiled in swirls of kaleidoscopic color that protect you from attacks.*

**Daily ✦ Arcane, Force, Implement**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Charisma vs. Reflex
**Hit:** 4d6 + Charisma modifier force damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you gain resist 5 to all damage. Until the end of the encounter, each time you use an arcane power, each enemy adjacent to you takes damage equal to your Charisma modifier.

HOWARD LYON

# Lightning Fury

*"In my chest beats the storm's heart, which churns with godlike power."*

**Prerequisite:** Sorcerer, Storm Magic class feature

Your greatest joy is the fulfillment you attain through your stormy outbursts. Laughter rumbles from your mouth like thunder when you tear into foes with blinding bolts that scar the air and scorch the earth. Your form is cloaked in a shimmering haze of electric sparks and bolts that flash out to strike enemies that threaten you.

When you defeat your foes, the fury in your blood subsides into quiescence, but it never moves too far beneath the surface. Even in your dreams as you rest, you can sense the thunderheads inside you roiling as they wait for the next storm to brew.

## Lightning Fury Path Features

**Electric Action (11th level):** When you spend an action point to take an extra action, you deal lightning damage equal to your Dexterity modifier to one, two, or three creatures of your choice within 5 squares of you.

**Unstoppable Lightning (11th level):** Your lightning attacks treat each creature that has resistance to lightning as not having that resistance. In addition, your lightning attacks treat each creature that is immune to lightning as instead having resistance to lightning equal to one-half its level.

**Lightning Field (16th level):** After you hit with a lightning power, until the end of your next turn, each enemy that moves into a square adjacent to you or makes a melee attack against you takes 2d6 + your Dexterity modifier lightning damage.

JASON ENGLE

## Lightning Fury Spells

**Furious Bolts** — Lightning Fury Attack 11

*Jagged streaks of lightning fly from your hands and flash between several foes.*

**Encounter ✦ Arcane, Implement, Lightning**
**Standard Action** **Ranged** 20
**Primary Target:** One creature
**Primary Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier lightning damage. Make a secondary attack.
**Secondary Target:** One creature within 10 squares of the primary target
**Secondary Attack:** Charisma vs. Reflex
**Hit:** 2d4 + Charisma modifier lightning damage. Repeat the secondary attack against any single creature you have not yet hit with this attack. (You can continue attacking as long as you keep hitting and still have targets you haven't attacked yet.)
**Effect:** On your next turn, you gain a bonus to your first attack roll equal to the number of creatures you hit with *furious bolts*.

**Lightning in the Blood** — Lightning Fury Utility 12

*You feel energized as lightning arcs through your veins and flashes in your eyes.*

**Daily ✦ Arcane, Lightning**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, your lightning attacks deal an additional die of damage. (The die is the same size the attack already deals.)

**Bolt of Power** — Lightning Fury Attack 20

*You call down a tremendous lightning bolt that crashes into a large group of foes and lays waste to them.*

**Daily ✦ Arcane, Implement, Lightning**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 4d10 + Charisma modifier lightning damage, and ongoing 10 lightning damage (save ends). You can choose to become dazed until the end of your next turn. If you do so, each creature adjacent to the target takes ongoing 10 lightning damage (save ends).
**Miss:** Half damage, and ongoing 5 lightning damage (save ends).

# Primordial Channeler

*"Earth, wind, and water churn inside me, yearning to be free."*

**Prerequisite:** Sorcerer, Wild Magic class feature

Waves of cold, fire, lightning, and thunder surge within you like a roiling elemental, contained in shroud of skin. You dream of being swept away in a conflagration whose size will grow without bound and one day break through planar walls themselves.

You've heard of the ancient ones, the primordials who forged the world in an elemental explosion. You feel a kinship to those entities, and as you gain more and more power, you begin to suspect you are actually related to them. If your suspicion is more than just conjecture, what does that bode for your future?

## Primordial Channeler Path Features

**Primordial Action (11th level):** When you spend an action point to take an extra action, each enemy within 3 squares of you takes damage equal to your Dexterity modifier. The damage type matches the type of resistance currently provided by your Wild Soul.

**Primordial Manifestation (11th level):** If the type of resistance currently provided by your Wild Soul is cold, fire, lightning, or thunder, you also gain the benefit described below.

MIKE NASH

*Cold:* Creatures hit by your attacks are slowed until the end of your next turn.

*Fire:* Creatures hit by your attacks take ongoing fire damage equal to your Dexterity modifier (save ends).

*Lightning:* Creatures hit by your attacks take a –2 penalty to attack rolls until the end of your next turn.

*Thunder:* Creatures hit by your attacks are deafened (save ends).

**Overwhelming Elements (16th level):** Whenever you hit a creature with an attack, that creature's resistances are reduced by 10 (minimum 0) until the end of your next turn.

## Primordial Channeler Spells

**Primordial Rage** Primordial Channeler Attack 11

*You let loose a bolt of pure primordial chaos, and it feeds off the effects of your wild magic.*

**Encounter ✦ Arcane, Implement; Varies**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d10 + Charisma modifier damage. You gain an additional benefit based on the resistance currently provided by your Wild Soul.
**Cold:** The target is immobilized until the end of your next turn.
**Fire:** You push the target 1 square and knock it prone.
**Lightning:** The target is dazed until the end of your next turn.
**Thunder:** Each creature adjacent to the target takes thunder damage equal to your Dexterity modifier.
**Other:** The target takes a –2 penalty to attack rolls until the end of your next turn.

**Primordial Boon** Primordial Channeler Utility 12

*You exude a shield of energy that protects you from attacks.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** You gain resist 15 cold, resist 15 fire, resist 15 lightning, and resist 15 thunder until the end of the encounter.

**Primordial Rift** Primordial Channeler Attack 20

*A spout of matter from the Elemental Chaos emerges in front of you, blasting forth uncontrolled energy.*

**Daily ✦ Arcane, Cold, Fire, Implement, Lightning, Thunder**
**Standard Action** **Close** blast 2d6
**Target:** Each enemy in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier cold, fire, lightning, and thunder damage, and the target is stunned until the end of your next turn.
**Miss:** Half damage, and the target is dazed until the end of your next turn.
**Effect:** Roll on the Wild Soul table. Until the end of the encounter, you gain the Wild Soul benefits of both your current Wild Soul damage type and the new type. (If you get the same result a second time, roll again.) If a later effect changes the damage type of your Wild Soul, you can choose to change either one.

CHAPTER 3

# Swordmage

***"My arcane powers are ancient, passed down through the centuries so that when I am called to duty, my warding holds fast."***

**Swordmages are** warriors who wield ancient magic to supplement their martial skills. A swordmage channels magic through his or her sword, enhancing attacks, bolstering defenses, and aiding allies. Each time a swordmage presses the attack, a foe must contend not only with the bite of steel, but also with arcs of searing fire, dazzling discharges of lightning, and cold as chilling as any blizzard.

As a swordmage, you share a bond with your sword. When you and your sword are separated, you can call the weapon to hand with a mere thought. Developing this powerful relationship with your blade is the first step to becoming a swordmage, and calling the weapon is the first lesson you mastered.

Swordmages are consummate tacticians, and they recognize the value of teamwork. As a result, you focus your arcane talents on preserving allies against foes' attacks. You have learned to create an arcane link between yourself and your enemy. This ancient magic is the swordmage's aegis, and it allows you to punish a foe that dares to attack your allies.

This chapter includes the following material.

- **New Class Feature:** Using *aegis of ensnarement*, you can compel a foe to move to you just when the creature thinks itself safe.
- **New Build:** Foil your foes with cunning footwork, entangling spells, and dazzling swordplay as an ensnaring swordmage.
- **New Swordmage Powers:** Capture your enemies with entrapping powers, glide effortlessly across the battlefield, or unleash bursts of elemental magic. Customize your arcane arsenal for control or damage.
- **New Paragon Paths:** This chapter introduces six new swordmage paragon paths. Inscribe sigils in the air that punish your foes, or capitalize on an enemy's greatest weaknesses. Stalk the ether between planes, or bend your Swordmage Warding into a powerful weapon.

WAYNE ENGLAND

## NEW CLASS FEATURE

Instead of selecting the *aegis of shielding* or the *aegis of assault* as your Swordmage Aegis, you can select the *aegis of ensnarement* power.

**Aegis of Ensnarement** Swordmage Feature

*You create an arcane link between yourself and a foe, allowing you to ensnare that creature.*

**At-Will ✦ Arcane, Teleportation**
**Minor Action** **Close** burst 2
**Target:** One creature in burst
**Effect:** You mark the target. The target remains marked until you use this power against another target. If you mark another creature using other powers, the target is still marked.

Until the mark ends, if the target makes any attack that does not include you as a target, it takes a –2 penalty to the attack roll.

If a target marked by this power is within 10 squares of you when it hits with an attack that does not include you as a target, you can use an immediate reaction after the target's entire attack is resolved to teleport the target to any space adjacent to you. In addition, the target grants combat advantage to all creatures until the end of your next turn. If no unoccupied space exists adjacent to you, you can't use this immediate reaction, and the target doesn't grant combat advantage as a result of this effect.

## NEW BUILD

The swordmage class is featured in the *Forgotten Realms® Player's Guide*. This chapter presents an additional swordmage build, the ensnaring swordmage. The ensnaring swordmage focuses on battlefield control and on immobilizing, slowing, and knocking prone enemies. The build is also associated with a new aegis, the *aegis of ensnarement*, which allows you to teleport a marked enemy to you.

### Ensnaring Swordmage

You are a sly hunter who closes in on your prey, punishing an enemy for any missteps, and hounding it until it is vanquished. As an ensnaring swordmage, you are a clever defender who gains the tactically advantageous ground in a fight. You circle opponents and entrap them with careful swordplay, entangling spells, and cunning feints. You might also charge a foe to try to gain the advantage or to keep the creature from your allies.

Your use of spells to ensnare opponents requires physical and mental endurance. Intelligence should be your primary ability score, because it determines the accuracy and potency of your spells. You should also have a high Constitution score to strengthen your ensnaring spells.

LUCIO PARRILLO

**Suggested Class Feature:** *aegis of ensnarement*
**Suggested Feat:** Grasping Ensnarement*
**Suggested Skills:** Arcana, Athletics, Endurance, Insight
**Suggested At-Will Powers:** *foesnare†, stalker's strike**
**Suggested Encounter Power:** *fox's feint**
**Suggested Daily Power:** *dragon's teeth**
*New option presented in this book
†Presented in the *Forgotten Realms® Player's Guide*

### THE MARKED CONDITION

When you mark a creature, you force it to engage you or suffer the consequences. While that creature is marked by you, it takes a –2 penalty to attack rolls for any attack that doesn't include you as a target. In addition, powers, class features, magic item properties, and feats might have effects that trigger when the creature takes certain actions.

A creature can be subject to only one mark at a time, and a new mark supersedes a mark that was already in place. The effect you use to mark a creature determines how long the creature remains marked by you. Regardless of the mark's duration, it ends if someone else marks that creature, unless an effect says otherwise.

# NEW SWORDMAGE POWERS



A swordmage must use a variety of spells to assault enemies and protect allies. The swordmage relies on *aegis of shielding*, *aegis of assault*, or *aegis of ensnarement* as the core of his or her defense. Many powers become more potent depending on a swordmage's aegis. An ensnaring swordmage relies on the *aegis of ensnarement* to bring an enemy close, but he or she also uses powers that immobilize, slow, or otherwise inhibit the movement of a foe. The powers in this chapter give the swordmage a more wide-ranging suite of options, allowing him or her to focus on specific damage types or attack ranges.

## Level 1 At-Will Spells

**Luring Strike** Swordmage Attack 1

*You step behind your foe, strike quickly, and then dart away, drawing the creature after you.*

**At-Will ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 1[W] damage. You shift 1 square and slide the target 1 square into the space you occupied.
*Level 21:* 2[W] damage.
**Effect:** Before or after the attack, you can shift 1 square.

## Level 1 Encounter Spells

**Blazing Pursuit** Swordmage Attack 1

*You envelop your blade in fire and then strike. The flames create a lingering path that you can travel along to catch your escaping foe.*

**Encounter ✦ Arcane, Fire, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 1[W] + Intelligence modifier fire damage. If the target is within 5 squares of you at the end of its next turn, as a free action you can teleport to a space that must be adjacent to the target.
**Aegis of Assault:** You can teleport to a space adjacent to the target even if you do not have line of sight to that space.

**Crackling Burst** Swordmage Attack 1

*Your weapon sends out sprawling arcs of lightning that hit nearby creatures, making movement agonizing for them.*

**Encounter ✦ Arcane, Implement, Lightning**
**Standard Action** **Close** burst 1
**Target:** Each creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 1d8 lightning damage. If the target moves during its next turn, it takes lightning damage equal to your Intelligence modifier.

**Falcon's Mark** Swordmage Attack 1

*You send your weapon flying to seek out an enemy beyond your normal reach. Your magic then marks that creature as your foe.*

**Encounter ✦ Arcane, Force, Weapon**
**Standard Action** **Ranged** 5
**Requirement:** You must throw your melee weapon at the target.
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 1[W] + Intelligence modifier force damage, and the target is marked until the end of your next turn.
**Aegis of Ensnarement:** You can instead mark the target with your *aegis of ensnarement* power. Marking the target does not remove the mark on another target affected by your *aegis of ensnarement*. The mark lasts until the end of your next turn.
**Effect:** Your weapon returns to your hand.

**Fox's Feint** Swordmage Attack 1

*Your blade dances faster than the eye can follow, guiding your foe's movement as you attack.*

**Encounter ✦ Arcane, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 1[W] + Intelligence modifier damage, and you can swap positions with the target.
**Aegis of Ensnarement:** Until the end of your next turn, when the target grants combat advantage to an attacker, that attacker gains a +4 bonus to the attack roll instead of a +2 bonus.

**Sword of Sigils** Swordmage Attack 1

*As you sweep your blade in a wide arc, it glows red and leaves arcane runes burning in the air above your foes.*

**Encounter ✦ Arcane, Force, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Intelligence vs. AC
**Hit:** 1[W] + Intelligence modifier damage, and the target is marked until the end of your next turn. Until the mark ends, if the target makes an attack that does not include you as a target, it takes force damage equal to your Intelligence modifier after the attack is resolved.
**Aegis of Shielding:** If a target marked by this power hits a creature within 10 squares of you with an attack that does not include you as a target, you can use an immediate interrupt to reduce the damage dealt by that attack to any single creature by an amount equal to your Constitution modifier.

### HALF-ELF SWORDMAGES

Half-elves are accomplished diplomats. They naturally learn a gamut of skills, and so half-elves viscerally appreciate the fusion of magic and swordplay that swordmages employ. They have the physical resilience to make capable ensnaring swordmages or shielding swordmages. Many half-elves take up blade and magic to defend themselves when traveling through hostile lands.

## Level 1 Daily Spells

**Dance of the Sword** Swordmage Attack 1

*Your dazzling display of swordplay and magic captivates your foes and causes them to neglect combat tactics and opportunities.*

**Daily ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Will
**Hit:** 1d8 + Intelligence modifier psychic damage, and the target cannot make opportunity attacks or shift (save ends).
**Miss:** Half damage, and until the end of your next turn, the target cannot make opportunity attacks or shift.

**Dragon's Teeth** Swordmage Attack 1

*When you strike, darts of force explode from your weapon. The shards dig into your foes' flesh, goading them to move in your direction.*

**Daily ✦ Arcane, Force, Implement**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Intelligence vs. Reflex
**Hit:** 1d8 + Intelligence modifier force damage. The target takes damage equal to your Strength modifier if it does not end its turn adjacent to you (save ends).
**Miss:** Half damage.

**Lashing Asp** Swordmage Attack 1

*A spectral asp winds itself around your sword. With each successful strike you make, the asp lunges to attack nearby foes.*

**Daily ✦ Arcane, Poison, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever you hit an enemy with a melee attack, each enemy adjacent to the target of that attack takes poison damage equal to your Constitution modifier. Also, whenever you hit an enemy marked by your Swordmage Aegis power with a melee attack, it takes poison damage equal to your Constitution modifier.

**Sweeping Frostblade** Swordmage Attack 1

*You swing your blade in a wide circle, unleashing a freezing wave that numbs nearby foes.*

**Daily ✦ Arcane, Cold, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Intelligence vs. AC
**Hit:** 1[W] + Intelligence modifier cold damage, and the target is immobilized (save ends).
**Miss:** Half damage, and the target is immobilized until the end of your next turn.

## Level 2 Utility Spells

**Arcane Transport** Swordmage Utility 2

*You extend your magic to include a nearby friend as you step through an unseen, arcane corridor.*

**Daily ✦ Arcane, Teleportation**
**Free Action** **Close** burst 2
**Trigger:** You teleport using a swordmage power
**Target:** One ally in burst
**Effect:** The target teleports to a space adjacent to the space you teleport to.

## Field of Stone

Dhal stopped. The trail ahead twisted into a field of weathered boulders. The great pale stones lay scattered around a fey crossing, a place where the world is warped by the proximity of the Feywild.

The location was a nightly destination for Dhal. Here, his instructor tutored him in the ways of blade and spell. Why the eladrin had selected Dhal as her sole student, he had never learned. The question seemed irrelevant now. She was a swordmage, and she said she was passing her craft to him. That was enough for Dhal.

In the span of a year, he had learned secrets that would have turned his parents' hair white, had they still been alive to care. He had developed his swordbond, mastered the ancient mysteries of the aegis, and discovered the power of combining sword and sorcery.

This night, something seemed different about the boulder field. A low wind breathed through the stones, whispering warnings. The shadows played against the moonlight, casting bleary silhouettes of things that weren't there.

"Teacher?" Dhal called.

A chill gust was his only answer.

Dhal pulled his sword from its sheath and advanced. He conjured his arcane warding with his free hand, erecting the invisible magical field as a guard against some unseen menace.

He came close to the base of the mound that marked the fey crossing. The eladrin swordmage stood on its top, outlined by the full moon.

"Dhal," she said in a solemn voice, "are you ready for your final test?"

He swallowed nervously, but raised his sword in salute. "Yes, Teacher."

"Then prepare yourself."

The wind turned colder yet. For a moment, all was silent. Then the boulders around the mound began to tremble. All at once, they leapt together like joints on a closing fist. Dhal cried out in surprise, but his voice was blanketed by the thunder of grinding stone.

A troll of animate rock emerged from the collision of boulders and, without a moment's hesitation, charged Dhal.

Dhal responded instinctively to the attack. Arcane power swirled around his blade and outward toward the charging troll, engulfing it in an inferno.

The test had begun.

### Channeling Shield — Swordmage Utility 2

*You throw up a temporary shield to absorb some of the power of a foe's attack.*

**Encounter ✦ Arcane**
**Immediate Interrupt** **Close** burst 10
**Trigger:** An attack hits you or an ally within 10 squares of you
**Target:** The creature hit by the triggering attack
**Effect:** You reduce the damage the target takes from the triggering attack by 5 + your Constitution modifier.
**Aegis of Shielding:** The next successful attack you make before the end of your next turn deals extra damage equal to your Constitution modifier.

### Ghost Step — Swordmage Utility 2

*Like a ghost, you glide unharmed through the battlefield.*

**Daily ✦ Arcane, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever you shift, you can shift 1 additional square.

### Host of Shields — Swordmage Utility 2

*Your weapon produces a few small, glowing shields that orbit your body and ward off blows.*

**Daily ✦ Arcane, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain a +2 power bonus to AC and Reflex.

### Ward of Brilliance — Swordmage Utility 2

*A brilliant flash of light shields you and blinds your foe.*

**Daily ✦ Arcane**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy marked by you hits you with a melee attack
**Effect:** You gain a +4 power bonus to AC and Reflex until the end of your next turn. If the triggering enemy's attack hits you despite the bonus, the triggering enemy is blinded until the end of your next turn.

## Level 3 Encounter Spells

### Blazing Lunge — Swordmage Attack 3

*You lunge toward your enemy, your blade ablaze with arcane flame.*

**Encounter ✦ Arcane, Fire, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 2[W] + Intelligence modifier fire damage.
**Aegis of Assault:** When making an opportunity attack, you can use this power in place of a melee basic attack.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Dimensional Vortex — Swordmage Attack 3

*Lashing out with your sword, you warp space, causing your foe to appear a short distance away and unleash its attack elsewhere.*

**Encounter ✦ Arcane, Implement, Teleportation**
**Immediate Interrupt** **Ranged** 10
**Trigger:** An enemy hits an ally with a melee attack
**Target:** The triggering enemy
**Attack:** Intelligence vs. Will
**Hit:** You teleport the target 5 squares. The target then makes its melee attack against a creature you choose. If no creatures are within range of the target, the attack is expended.
**Aegis of Shielding:** If the target is marked by your *aegis of shielding* power, the target's melee attack deals extra damage equal to your Constitution modifier.

### Dual Lightning Strike — Swordmage Attack 3

*Like a forked bolt of lightning, you seem to strike two creatures at once.*

**Encounter ✦ Arcane, Lightning, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Intelligence vs. AC
**Hit:** 1[W] + Intelligence modifier lightning damage, and the target is marked until the end of your next turn.
**Effect:** You teleport 5 squares and make a secondary attack.
**Aegis of Assault:** The number of squares you teleport equals 4 + your Strength modifier.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Intelligence vs. AC
**Hit:** 1[W] + Intelligence modifier lightning damage, and the target is marked until the end of your next turn.

### Shadow Snake Lunge — Swordmage Attack 3

*Like the shadow snake, your strike bites with deadly venom. With each movement, your foe suffers from the poison you inflict.*

**Encounter ✦ Arcane, Poison, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier damage. Until the end of your next turn, when the target uses a move action, it takes poison damage equal to your Constitution modifier.

## Gods and Swordmages

Kord, Corellon, and Ioun are popular deities among swordmages because of these gods' influence over war, magic, and knowledge, respectively. Avandra is favored by some swordmages who travel the world. Vecna seduces a few swordmages because of his influence over magic and secrets. Those swordmages see worshiping Vecna as a gateway to power.

The Raven Queen counts a handful of swordmages among her followers, for some view her control over destiny as a path to glory and legend. A few swordmages prefer to pursue their own fortunes, favoring Sehanine's doctrine of personal destiny.

**Unseen Gauntlet** Swordmage Attack 3

*Your words of magic create a gauntleted hand that wraps around your foe, crushing its windpipe and leaving it gasping for breath.*

**Encounter ✦ Arcane, Force, Implement**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d10 + Intelligence modifier force damage, and the target is immobilized until the end of your next turn.
**Aegis of Ensnarement:** The attack deals extra damage equal to your Constitution modifier.

## Genasi Swordmages

Their combination of mental and physical prowess makes genasi perfectly suited to become swordmages. Genasi are also ideal swordmages from an aesthetic standpoint. Swordmages can deal a variety of types of damage, and a genasi's ability to manifest elements means that both body and blade can crackle with lightning or burn with fire.

Genasi have a long tradition of becoming swordmages. Many genasi repudiate the claim that eladrin invented the swordmage style. Genasi allege that their earliest ancestors were responsible for the combination of magic and blade, though no evidence exists to confirm either race's assertion.

## Level 5 Daily Spells

**Dimensional Bond** Swordmage Attack 5

*Your sword thrust connects you with your foe and creates a dimensional bond that allows you to teleport to its location.*

**Daily ✦ Arcane, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you can teleport 10 squares as a move action. You must end this movement adjacent to the target.

**Energy Theft** Swordmage Attack 5

*You draw on your enemy's natural resilience to protect your allies from harm.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 1[W] + Intelligence modifier damage.
**Effect:** Choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. The target gains vulnerable 5 to that damage type (save ends). Each ally within 5 squares of you gains resist 5 to that damage type until the end of the encounter.

CHRIS SEAMAN

### Enervating Slash — Swordmage Attack 5

*Your weapon turns pitch black as you strike. The wound it leaves behind drains your enemy of strength when it attacks your allies.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 2[W] + Intelligence modifier damage.
**Effect:** The target's attacks deal half damage to your allies (save ends).

### Mark of the Hound — Swordmage Attack 5

*With a wicked flourish, you carve your mark into the flesh of your foe, enabling you to find the creature wherever it goes.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you can automatically pinpoint the location of the target while it is within 20 squares of you, even if line of sight or line of effect would normally be blocked. You still take any penalties for any concealment or cover that the creature has against you. Also, until the end of the encounter, you gain the benefit of flanking against the target while you and at least one ally are adjacent to the target.

### Purifying Wound — Swordmage Attack 5

*Your attack inflicts a grievous wound and unleashes a gout of flame that consumes your enemy.*

**Daily ✦ Arcane, Fire, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier damage, and ongoing 5 fire damage (save ends). When the target takes the ongoing fire damage, each enemy adjacent to the target takes 5 fire damage.
**Miss:** Half damage.

## Level 6 Utility Spells

### Quickling Stride — Swordmage Utility 6

*You move through the battlefield in a blur.*

**Encounter ✦ Arcane**
**Move Action** **Personal**
**Effect:** You move 12 squares.

### Swordmage's Decree — Swordmage Utility 6

*Speaking ancient words of aegis binding, you lower a mantle of magic over your enemies that marks them as your foes.*

**Daily ✦ Arcane**
**Minor Action** **Close** blast 3
**Target:** Each enemy in blast
**Effect:** The target is marked by your Swordmage Aegis power. Marking the target does not remove the mark on another target already affected by your Swordmage Aegis. If you mark only one target with this power, you do not expend the power but cannot use it again during this encounter.

### Unicorn's Touch — Swordmage Utility 6

*Your blade briefly adopts the appearance of a unicorn horn, sending out a focused pulse of curative energy.*

**Encounter ✦ Arcane, Healing**
**Minor Action** **Close** burst 1
**Target:** You or one ally in burst
**Effect:** The target either rolls a saving throw or regains hit points equal to 5 + your Constitution modifier.

### Zephyr of the Barren Sands — Swordmage Utility 6

*You channel the power of the desert winds to briefly lift you into the air.*

**Encounter ✦ Arcane**
**Move Action** **Personal**
**Effect:** You fly a number of squares equal to your speed.

## Level 7 Encounter Spells

### Dazing Rebuke — Swordmage Attack 7

*Your sword swing unleashes a barrage of nettling darts of force that punish a foe for attacking one of your allies.*

**Encounter ✦ Arcane, Force, Implement**
**Immediate Reaction** **Ranged** 5
**Trigger:** An enemy within 5 squares of you hits or misses an ally
**Target:** The triggering enemy
**Attack:** Intelligence vs. Will
**Hit:** 1d8 + Intelligence modifier force damage, and the target is dazed until the end of your next turn.
**Aegis of Shielding:** The target also takes a -2 penalty to attack rolls until the end of your next turn.

### Rejuvenating Strike — Swordmage Attack 7

*Your attack draws life from your foe's injury and instills you with renewed energy.*

**Encounter ✦ Arcane, Healing, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier damage. You can spend a healing surge.
**Aegis of Ensnarement:** If you spend a healing surge, you regain additional hit points equal to your Constitution modifier.

## Halfling Swordmages

Nimble and quick, halflings rely on agility instead of size. Although the art of the swordmage is favored chiefly by eladrin and genasi, the knowledge has percolated through the world, and even a few halflings have picked it up. A halfling who takes up blade and magic uses size and luck to great advantage when defending. Rarely a battle goes by in which a halfling swordmage does not find use for his or her *second chance* racial trait. A halfling who becomes a swordmage is likely to be a shielding swordmage. Upon reaching the paragon tier, a halfling swordmage might choose the ghost blade paragon path (page 65) because of its increased mobility and evasiveness.

### Shatterblade — Swordmage Attack 7

*In the blink of an eye, your weapon shatters into thousands of pieces that cut your foe. The weapon then reforms in your hand.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 1[W] + Intelligence modifier damage. Each creature other than you that is adjacent to the target takes damage equal to your Intelligence modifier + your Strength modifier.

### Thunderclap Strike — Swordmage Attack 7

*Raising your blade, you send out a clap of thunder that sends your foes sprawling as noise cascades over them.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Close** burst 1
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d6 + Intelligence modifier thunder damage, and you knock the target prone.

### Watchful Strike — Swordmage Attack 7

*As you strike your foe, you place another foe under your aegis.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier damage. One enemy within 5 squares of you other than the target is marked until the end of your next turn.
**Aegis of Assault:** The enemy you mark is marked by your *aegis of assault* and takes damage equal to your Strength modifier.

## Level 9 Daily Spells

### Arcane Deflection — Swordmage Attack 9

*Your blade weaves in a pattern that deflects attacks directed at your nearby allies.*

**Daily ✦ Arcane, Stance, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier damage.
**Effect:** Until the stance ends, you can make the following weapon attack.
**Immediate Interrupt** **Personal**
**Trigger:** An enemy hits an ally who is adjacent to you
**Special:** Make an Intelligence attack vs. the triggering enemy's attack roll
**Hit:** The triggering enemy's attack misses the ally.

### Blade Bolt — Swordmage Attack 9

*Throwing your sword, you transform the weapon into a bolt of lightning that cripples your foe.*

**Daily ✦ Arcane, Lightning, Weapon**
**Standard Action** **Ranged** 5
**Requirement:** You must throw your melee weapon at the target.
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 2[W] + Intelligence modifier lightning damage, and the target is slowed (save ends). Also, the target is marked by your Swordmage Aegis power. Marking the target does not remove the mark on another target already affected by your Swordmage Aegis.
**Miss:** Half damage, and the target is slowed until the end of your next turn.
**Effect:** Your weapon returns to your hand.

### Forceful Dismissal — Swordmage Attack 9

*Bored with your foes, you give them a dismissive wave with your sword that sends them tumbling to the ground.*

**Daily ✦ Arcane, Force, Implement**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d8 + Intelligence modifier force damage, and you push the target a number of squares equal to your Strength modifier and knock it prone.
**Miss:** Half damage, and you push the target 1 square.

### Hellspike Assault — Swordmage Attack 9

*Your blade bursts into flame as you stab a foe. You and the foe are then whisked away to another enemy.*

**Daily ✦ Arcane, Fire, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Intelligence vs. Reflex
**Hit:** 1[W] + Intelligence modifier fire damage.
**Effect:** Make a secondary attack.
**Secondary Target:** One creature within 5 squares of you other than the primary target
**Effect:** You teleport to a space that must be adjacent to the secondary target. If you hit the primary target, you can also teleport the primary target to a space adjacent to you.
**Secondary Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier fire damage.

## Human Swordmages

Like half-elves, humans are able learners and capable of taking quickly to the skills of the swordmage. Among the many humans inhabiting the world, a few learn this ancient practice. Often, human swordmages are foundlings who were raised by eladrin or genasi and taught the ancient art. These swordmages are proud of their heritage, and they can become as accomplished as any eladrin swordmage. Humans do not favor a particular style of swordmage fighting, instead leaning toward whatever technique their attributes fit.

### Troll Rampage — Swordmage Attack 9

*You charge your foe, swinging your weapon savagely. As arcane energy fuels your charge, a few of your minor wounds heal.*

**Daily ✦ Arcane, Healing, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier damage. Until the end of the encounter, you gain regeneration equal to 2 + your Constitution modifier while you are bloodied.
**Miss:** Half damage. You regain hit points equal to 2 + your Constitution modifier.
**Special:** When charging, you can use this power in place of a melee basic attack.
**Aegis of Ensnarement:** If you charge, you gain a +2 bonus to the attack roll instead of the normal +1 for charging.

## Level 10 Utility Spells

### Like a Feather — Swordmage Utility 10

*You fear no height, for your magic gives grace to any landing.*

**Encounter ✦ Arcane**
**Free Action** **Personal**
**Trigger:** You are knocked prone or fall
**Effect:** You take no falling damage, and you are not knocked prone.

### Feywild Grace — Swordmage Utility 10

*You move with otherworldly grace through even the most difficult environments.*

**Daily ✦ Arcane, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain a +2 power bonus to speed and a +2 power bonus to Athletics checks, Acrobatics checks, and Stealth checks, and you ignore difficult terrain.

### Spider's Leap — Swordmage Utility 10

*Like the deathjump spider, you can pounce upon your prey with frightening speed.*

**Encounter ✦ Arcane**
**Move Action** **Personal**
**Effect:** You make an Athletics check to jump with a +10 power bonus. You are considered to have a running start and can move as far as the check allows.
**Aegis of Ensnarement:** When you charge, you can use this power as a free action.

## Swordmages in the World

The lone traveler walking along a distant, borderland road; a hero described in epic poems by bards; an eladrin with wild hair and glyphs for tattoos; a human youth trained in the Feywild with a skill that few understand—any of these individuals might be a swordmage. Swordmages are more unusual than your average warrior. The combination of mental and physical skills makes a swordmage a rare find. In the tavern, a swordmage tends to draw curious glances at the least; more often, a swordmage is regarded with fear or respect.

### Unerring Vision — Swordmage Utility 10

*Your eyes glow silver, piercing the veils that separate you and your opponent.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you are automatically aware of each creature within 5 squares of you, including those that are hidden or invisible. You know the squares that any of those creatures occupy, but this knowledge does not negate the effects of cover, superior cover, concealment, or total concealment.

## Level 13 Encounter Spells

### Binding Light — Swordmage Attack 13

*As your sword connects with your foe, a burst of arcane light roots nearby enemies to the ground.*

**Encounter ✦ Arcane, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier radiant damage. Each enemy adjacent to you other than the target is immobilized until the end of your next turn.
**Aegis of Assault:** When you use your *aegis of assault* to teleport and make an attack, you can use this power in place of the melee basic attack.

### Ensnaring Bolts — Swordmage Attack 13

*Bolts of purple lightning jet from your blade and rip at your foes, pulling them toward you.*

**Encounter ✦ Arcane, Implement, Lightning**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Intelligence vs. Reflex
**Hit:** 1d10 + Intelligence modifier lightning damage, and you pull the target a number of squares equal to your Constitution modifier.
**Aegis of Ensnarement:** The target is also slowed until the end of your next turn.

### Fist of Force — Swordmage Attack 13

*Your foe might be expecting a strike of the sword, but instead it gets a force-empowered fist in the face.*

**Encounter ✦ Arcane, Force, Implement**
**Standard Action** **Melee** 1
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d10 + Intelligence modifier force damage.
**Aegis of Assault:** The attack deals extra damage equal to your Strength modifier.
**Effect:** You push the target a number of squares equal to your Strength modifier and knock it prone.

### Hypnotic Swordplay — Swordmage Attack 13

*With a mesmerizing twirl of your weapon, you make your opponent's mind reel and rob the creature of its ability to react.*

**Encounter ✦ Arcane, Implement, Psychic**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** Intelligence modifier psychic damage, and the target is stunned until the end of your next turn.
**Aegis of Ensnarement:** If the target is marked by your *aegis of ensnarement*, the psychic damage equals your Intelligence modifier + your Constitution modifier.

### Silverlight Strike — Swordmage Attack 13

*Your strike causes silver light to flare around your foe, obscuring its ability to perceive anyone but you.*

**Encounter ✦ Arcane, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 1[W] + Intelligence modifier radiant damage. Until the end of your next turn, all your allies are invisible to the target.
**Aegis of Shielding:** The attack deals extra damage equal to your Constitution modifier.

## Level 15 Daily Spells

### Assault of Fiery Cuts — Swordmage Attack 15

*Your blade moves in a blur as you assail your foe with cuts. Then, from those cuts, you summon flames to engulf your foe.*

**Daily ✦ Arcane, Fire, Implement, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Intelligence vs. Fortitude
**Hit:** 2[W] + Intelligence modifier damage.
**Effect:** Make a secondary attack that is an area burst 3 implement attack centered on the primary target. The secondary attack does not provoke opportunity attacks.
**Secondary Target:** Each enemy in burst
**Secondary Attack:** Intelligence vs. Reflex
**Hit:** 1d6 + Intelligence modifier fire damage.

## Dragonborn Swordmages

Although a dragonborn's high Strength seems ideal as a foundation for swordmage training, dragonborn rarely take up the cerebral art of combining sword and sorcery. However, a few dragonborn do rise to the intellectual challenge. The heritage of dragonborn promotes a strong bond with one's weapon, which encourages a few dragonborn warriors to pursue this vocation. Natural strength and dedicated study of the arcane arts can make a dragonborn suited to be an assault swordmage (described in the *Forgotten Realms Player's Guide*). A dragonborn who perseveres and continues his or her studies might then follow the sword of assault paragon path (page 68). By taking this path, a dragonborn swordmage can enhance his or her *aegis of assault* and use his or her Strength to add extra potency to already devastating magical attacks.

### Burning Mantle — Swordmage Attack 15

*As your sword connects with your foe's flesh, your body ignites into an aspect of fiery doom.*

**Daily ✦ Arcane, Fire, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier damage. Until the end of the encounter, each creature that starts its turn adjacent to you takes 5 fire damage.
**Aegis of Assault:** When you use your *aegis of assault* to teleport and make an attack, you can use this power in place of the melee basic attack.

### Death's Blade — Swordmage Attack 15

*Your blade pulses with necrotic energy. Your strike creates a wound that festers, causing your foe mind-numbing anguish.*

**Daily ✦ Arcane, Necrotic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier necrotic damage. The target takes ongoing 5 necrotic damage, cannot regain hit points, cannot recharge powers, and cannot spend action points (save ends all).
**Miss:** Half damage, and ongoing 5 necrotic damage (save ends).

### Eldritch Chains — Swordmage Attack 15

*Spectral chains lash outward from your weapon, striking at your enemies before binding them in place.*

**Daily ✦ Arcane, Force, Implement**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Intelligence vs. Reflex
**Hit:** 2d6 + Intelligence modifier force damage. Until the end of the encounter, whenever you end your turn adjacent to the target, the target is immobilized until the end of your next turn.
**Miss:** Half damage.
**Effect:** The target is slowed until the end of your next turn.

### Hunter's Pursuit — Swordmage Attack 15

*You gauge your opponent's moves, attacking where the creature is weakest and cutting off its ability to escape.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 3[W] + Intelligence modifier damage, and the target is immobilized until the end of your next turn.
**Effect:** Until the end of the encounter, whenever you hit the target with a melee attack, it is immobilized until the end of your next turn.
**Aegis of Ensnarement:** Until the end of the encounter, whenever you hit the target with a melee attack, you can knock it prone instead of immobilizing it.

## Level 16 Utility Spells

### Aegis of Lost Souls — Swordmage Utility 16

*As one of your foes falls, you send out a pulse of magic that incites other enemies to attack you.*

**Encounter ✦ Arcane**
**Free Action** **Area** burst 2 centered on the triggering enemy
**Trigger:** An enemy within 10 squares of you drops to 0 hit points
**Target:** Each enemy in burst
**Effect:** The target is marked by your Swordmage Aegis power. Marking the target does not remove the mark on another target already affected by your Swordmage Aegis. Using this power does not provoke opportunity attacks.

### Borrowed Confidence — Swordmage Utility 16

*For a brief moment, your doubts and fears are assuaged by an overwhelming sense of confidence that drives you to succeed.*

**Encounter ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the start of your next turn, when you make an attack roll or a saving throw, you roll twice and use either result.

### Shared Fortune — Swordmage Utility 16

*With a few whispered words of magic, you gain the power to share in an ally's good fortunes.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Choose an ally within 3 squares of you. Until the end of the encounter or until you drop to 0 hit points or fewer, whenever that ally succeeds on a saving throw while you are within his or her line of sight, you can end one effect on you that a save can end.

### Shield of the Besieged Tower — Swordmage Utility 16

*The more foes stand arrayed against you, the stronger your defensive magic is.*

**Daily ✦ Arcane, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain a +1 power bonus to AC. If at least two enemies are within 3 squares of you, this bonus increases to +3.

### Unerring Parry — Swordmage Utility 16

*With a quick flick of the wrist and a spell on the lips, you can guard yourself against the worst attacks.*

**Encounter ✦ Arcane**
**Immediate Interrupt** **Personal**
**Trigger:** A melee attack damages you
**Effect:** The triggering attack deals half damage to you.

## Level 17 Encounter Spells

### Dazzling Display — Swordmage Attack 17

*With dizzying speed, you slash and slice your foes. Your swordplay leaves your foes off balance and unable to discern your location.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 1[W] + Intelligence modifier damage. Until the end of your next turn, the target grants combat advantage to you and your allies.
**Effect:** Until the end of your next turn or until you move, you have concealment.

### Firelasher's Lunge — Swordmage Attack 17

*Flame licks your blade, then explodes in a fiery blast when you strike your foe.*

**Encounter ✦ Arcane, Fire, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier fire damage. Each enemy adjacent to the target takes fire damage equal to your Strength modifier.
**Aegis of Assault:** When you use your *aegis of assault* to teleport and make an attack, you can use this power in place of the melee basic attack.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Snake Strike — Swordmage Attack 17

*Your sword extends into the form of a shadowy asp and bites an enemy. If that foe dares to leave your side, poison assails it a second time.*

**Encounter ✦ Arcane, Implement, Poison**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d8 + Intelligence modifier poison damage. If the target ends its next turn in a space that is not adjacent to you, it takes 1d8 + your Constitution modifier poison damage.

### Surprising Transposition — Swordmage Attack 17

*You sever the fabric of reality, transporting an ally to safety while redirecting an enemy's attack.*

**Encounter ✦ Arcane, Implement, Teleportation**
**Immediate Interrupt** **Ranged** 10
**Trigger:** An enemy within 10 squares of you hits an ally with a melee attack
**Target:** One creature other than the triggering enemy or the ally who was hit
**Attack:** Intelligence vs. Fortitude. If the target is an ally, you do not make an attack roll.
**Hit:** The target swaps positions with the ally, and the target is subject to the triggering enemy's attack.

### Thundering Vortex — Swordmage Attack 17

*A whirlwind of arcane energy lashes out to draw your foes closer to your blade.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d8 + Intelligence modifier thunder damage, and you pull the target 2 squares. The target is marked until the end of your next turn.
**Aegis of Shielding:** The target is marked by your *aegis of shielding*. Marking the target does not remove the mark on another target already affected by your *aegis of shielding*.

## Level 19 Daily Spells

### Forceful Rebuke — Swordmage Attack 19

*Just as your foes close in on you, your sword strikes send out blasts of force that repel the enemies and send them staggering.*

**Daily ✦ Arcane, Force, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier force damage, and you push the target a number of squares equal to your Constitution modifier.
**Miss:** Half damage, and you push the target 1 square.

### Marksman's Vision — Swordmage Attack 19

*With one swipe, you mark your opponent with a burning, magic sigil that distracts your foe and ensures that the creature can't hide.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Until the end of the encounter, you can see the target of this power even if it is invisible or hidden. You take no penalty to attack rolls against the target for any concealment, total concealment, cover, or superior cover it has, but you cannot see through walls or any other solid barriers. In addition, you gain the benefit of flanking against the target as long as you and at least one ally are adjacent to it.
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 3[W] + Intelligence modifier damage.

### Planar Shock — Swordmage Attack 19

*Your weapon sends an enemy flying through otherworldly space. When the foe returns, it is reeling from the experience.*

**Daily ✦ Arcane, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier damage. You teleport the target 10 squares, and the target is stunned (save ends).
**Miss:** Half damage, and you teleport the target 5 squares.

### Ward of Scales — Swordmage Attack 19

*You form a protective barrier of scintillating, silver dragon scales that strikes an enemy while providing shelter for an ally.*

**Daily ✦ Arcane, Lightning, Implement**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An enemy hits an ally within 5 squares of you
**Target:** The triggering enemy
**Attack:** Intelligence vs. Reflex
**Hit:** 4d8 + Intelligence modifier lightning damage.
**Miss:** Half damage.
**Effect:** The ally who was hit gains resistance to all damage equal to your Constitution modifier until the end of your next turn.
**Sustain Minor:** The effect persists.

### Whirling Threat — Swordmage Attack 19

*Appearing in a flash of light in the midst of your foes, you are a terror of flashing steel, threatening all adjacent enemies.*

**Daily ✦ Arcane, Stance, Teleportation, Weapon**
**Standard Action** **Close** burst 1
**Effect:** Before the attack, you teleport 10 squares.
**Target:** Each enemy in burst
**Attack:** Intelligence vs. AC
**Hit:** 3[W] + Intelligence modifier damage, and the target is marked until the end of your next turn.
**Miss:** Half damage.
**Effect:** Until the stance ends, once during each of your turns as a free action, you can mark one enemy that is adjacent to you. The mark lasts until the end of your next turn.

## Level 22 Utility Spells

### Borrowed Ascension — Swordmage Utility 22

*You sprout a pair of translucent magic wings that take you aloft to do battle from the skies.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you gain a speed of fly 8 (hover). When the effect ends, you float to the ground and do not take falling damage.
**Sustain Minor:** The effect persists.

### Boundless — Swordmage Utility 22

*You wreath yourself in magic and unleash a burst of energy that lets you overcome even the most paralyzing afflictions.*

**Daily ✦ Arcane**
**No Action** **Personal**
**Effect:** End any effects on you that impose the following conditions: grabbed, immobilized, restrained, slowed, and petrified. Until the end of the encounter, you gain a +5 power bonus to saving throws against any effects that include those conditions.

### Ghost Walk — Swordmage Utility 22

*Your form becomes immaterial like a ghost, and you gain the power to pass through walls.*

**Encounter ✦ Arcane**
**Minor Action** **Personal**
**Effect:** You become insubstantial and gain phasing until the end of your next turn.

### Oni's Gift — Swordmage Utility 22

*Like the oni of children's fairy tales, you can disappear from view until you are ready to strike.*

**Daily ✦ Arcane, Illusion**
**Minor Action** **Personal**
**Effect:** You are invisible until the start of your next turn or until you attack.
**Sustain Minor:** You stay invisible or, if you are no longer invisible because you attacked, you become invisible again.

## Level 23 Encounter Spells

### Aegis Bolt — Swordmage Attack 23

*You send a missile of force flying toward a distant foe, marking it for your wrath.*

**Encounter ✦ Arcane, Force, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 4d8 + Intelligence modifier force damage. Until the end of your next turn, the target is marked by your Swordmage Aegis power. Marking the target does not remove the mark on another target already affected by your Swordmage Aegis.

### Blink Assault — Swordmage Attack 23

*In the blink of an eye, you and an ally appear next to a foe and unleash a deadly assault.*

**Encounter ✦ Arcane, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Effect:** Before the attack, you and an ally who is adjacent to you teleport 5 squares to spaces that must be adjacent to the target.
**Attack:** Intelligence vs. AC
**Hit:** 3[W] + Intelligence modifier damage.

### Bravado Strike — Swordmage Attack 23

*Your successful attack lends you the strength and the inspiration to keep on fighting.*

**Encounter ✦ Arcane, Healing, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 3[W] + Intelligence modifier damage. You can spend a healing surge and regain additional hit points equal to your Constitution modifier. You can also roll a saving throw.

## Eladrin Swordmages

For eladrin, swordplay is a skill as valued as the arcane arts. In fact, many believe that eladrin were the first to combine blade and magic. As a race that promotes study and mental achievement, eladrin are perfectly suited to be any type of swordmage. Their cunning in battle helps them evade physical blows while wearing the light armor typical of a swordmage. Eladrin swordmages often learn wizard powers that allow them to better control the battlefield, favoring such spells as *ray of frost*.

### Freezing Swordburst — Swordmage Attack 23

*Ice creeps over your weapon, and when you strike, it explodes in a cloud of frost that anchors nearby foes in eldritch ice.*

**Encounter ✦ Arcane, Cold, Implement, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier cold damage, and the target is immobilized until the end of your next turn. Make a secondary attack that is an area burst 1 implement attack centered on the primary target. The secondary attack does not provoke opportunity attacks.
**Secondary Target:** Each creature in burst except you
**Secondary Attack:** Intelligence vs. Fortitude
**Hit:** 1d8 + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.
**Aegis of Assault:** When you use your *aegis of assault* to teleport and make an attack, you can use this power in place of the melee basic attack.

### Lightning Bolt Charge — Swordmage Attack 23

*You slash your foe and transform into lightning, racing across the battlefield to reappear and strike anew.*

**Encounter ✦ Arcane, Lightning, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier lightning damage, and you teleport 10 squares.
**Miss:** You teleport 5 squares.
**Effect:** Make a secondary attack.
**Secondary Target:** One creature
**Secondary Attack:** Intelligence vs. AC
**Hit:** 1[W] + Intelligence modifier lightning damage.

### Radiant Shield — Swordmage Attack 23

*Arcane radiance bursts around your foes, searing them while transforming your allies into insubstantial creatures of light.*

**Encounter ✦ Arcane, Implement, Radiant**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Will
**Hit:** 3d8 + Intelligence modifier radiant damage, and the target is marked until the end of your next turn.
**Aegis of Shielding:** The target is instead marked by your *aegis of shielding* until the end of your next turn. Marking the target does not remove the mark on another target already affected by your *aegis of shielding*.
**Effect:** Each ally in the burst becomes insubstantial until the end of your next turn.

## Tiefling Swordmages

Although tieflings are not as disposed to becoming swordmages as eladrin or genasi are, their high Intelligence scores make them skilled swordmages when they do pursue the art. A tiefling's *bloodhunt* racial trait means that most tieflings favor the assault swordmage style (described in the *Forgotten Realms Player's Guide*). Similarly, the tiefling's *infernal wrath* power makes a tiefling swordmage tend to be more offense-oriented.

## Level 25 Daily Spells

### Darksword Bolt — Swordmage Attack 25

*With a deft toss, you turn your sword into a streak of black lightning. It slams into your foe and causes the creature's flesh to rot away.*

**Daily ✦ Arcane, Lightning, Necrotic, Weapon**
**Standard Action** **Ranged** 10
**Requirement:** You must throw your melee weapon at the target.
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 3[W] + Intelligence modifier lightning and necrotic damage, and ongoing 10 necrotic damage (save ends).
**Aftereffect:** The target takes ongoing 5 necrotic damage (save ends).
**Miss:** Half damage, and ongoing 5 necrotic damage (save ends).
**Effect:** Your weapon returns to your hand.

### Invincible Rampage — Swordmage Attack 25

*Magic washes over you, steeling your body against pain as you rain violence upon your foe.*

**Daily ✦ Arcane, Healing, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 3[W] + Intelligence modifier damage. Until the end of the encounter, you gain regeneration 10 while you are bloodied.
**Miss:** Half damage.
**Effect:** You can spend a healing surge.
**Special:** When charging, you can use this power in place of a melee basic attack.
**Aegis of Ensnarement:** If you charge, you gain a +2 bonus to the attack roll instead of the normal +1 for charging.

### Mindsap Maneuver — Swordmage Attack 25

*Your arcane swordplay daunts your foe and leaves it scrambling to use even its simplest attacks.*

**Daily ✦ Arcane, Charm, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 4[W] + Intelligence modifier damage. The target can use only basic attacks to attack (save ends).
**Miss:** Half damage. Until the end of your next turn, the target can use only basic attacks to attack.

### Sword Duel — Swordmage Attack 25

*An arcane bond connects you to your foe. If the enemy does not face you in battle, your magical power will erode its life.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 4[W] + Intelligence modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, if the target does not attack you during its turn, it takes 10 damage at the end of its turn.

### Waves of Languor — Swordmage Attack 25

*With a sweep of your sword, you unleash a flood of energy that pacifies your foes, making them weak and sleepy.*

**Daily ✦ Arcane, Implement, Psychic, Sleep**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Will
**Hit:** 2d8 + Intelligence modifier psychic damage, and the target is slowed and weakened (save ends both).
**First Failed Saving Throw:** The target becomes unconscious (save ends).
**Miss:** Half damage, and the target is slowed and weakened until the end of your next turn.

## Level 27 Encounter Spells

### Slash and Burn — Swordmage Attack 27

*Brandishing your sword in one hand, you slash at your enemy while striking it with a flaming fist that leaves it reeling.*

**Encounter ✦ Arcane, Fire, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier damage. Make the following attack against the same target.
**Attack:** Intelligence vs. Fortitude
**Hit:** Intelligence modifier fire damage, and you push the target a number of squares equal to your Constitution modifier. Also, the target is dazed until the end of your next turn.

### Steel Tempest — Swordmage Attack 27

*The air erupts with blades around your foe, cutting any enemy that tries to move through them.*

**Encounter ✦ Arcane, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 3[W] + Intelligence modifier damage. The attack creates a zone of whirling blades in a burst 3 centered on the target. The zone lasts until the end of your next turn or until you dismiss it as a minor action. Each enemy that enters the zone or starts its turn there takes 10 damage.

### Sword Chaser Assault — Swordmage Attack 27

*You throw your weapon at an enemy that threatens an ally. Then, in the blink of an eye, you appear beside the foe and seize your sword.*

**Encounter ✦ Arcane, Teleportation, Weapon**
**Immediate Interrupt** **Ranged** 5
**Trigger:** An enemy within 5 squares of you hits an ally with a melee attack
**Requirement:** You must throw your melee weapon at the target.
**Target:** The triggering enemy
**Attack:** Intelligence vs. AC
**Hit:** 4[W] + Intelligence modifier damage, and you teleport to a space that must be adjacent to the target.
**Effect:** Your weapon returns to your hand.

### Thundering Burst — Swordmage Attack 27

*You slam your sword into the ground and send a sonorous boom outward.*

**Encounter ✦ Arcane, Thunder, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 2[W] + Intelligence modifier thunder damage. If the target moves before the end of your next turn, it takes 2d8 + your Constitution modifier thunder damage.
**Aegis of Ensnarement:** The target is also slowed until the end of your next turn.

### Wrath of the Arctic Wind — Swordmage Attack 27

*Your blade unleashes a freezing gale that numbs your foe and sends it tumbling.*

**Encounter ✦ Arcane, Cold, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier cold damage, and the target is immobilized until the end of your next turn. In addition, you either slide the target 3 squares or knock it prone.
**Aegis of Assault:** When you use your *aegis of assault* to teleport and make an attack, you can use this power in place of the melee basic attack.

## Level 29 Daily Spells

### Constrictor's Strike — Swordmage Attack 29

*You exhibit your mastery of the battlefield as you harry your foe and control its movements, making it unable to escape your blade.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 4[W] + Intelligence modifier damage.
**Miss:** Half damage.
**Effect:** The target is immobilized (save ends). Until the end of the encounter, whenever you hit the target with a melee attack, it is immobilized until the end of your next turn.
**Aegis of Ensnarement:** The target is restrained instead of immobilized.

### Mirrorblade Army — Swordmage Attack 29

*From your image reflected in your blade, you conjure an army of duplicates to help assault your foes anywhere on the battlefield.*

**Daily ✦ Arcane, Conjuration**
**Standard Action** **Ranged** 10
**Effect:** You conjure a number of mirror images of yourself equal to your Constitution modifier (minimum 1) within range. Each mirror image occupies 1 square. Enemies cannot move through an image's space, but allies can.

You can make attacks, including opportunity attacks, as though you occupied the same space as a mirror image. A mirror image still provokes opportunity attacks as normal for using a ranged or an area attack.

A mirror image can be targeted by attacks. It has the same defenses, resistances, and immunities as you. A mirror image has 1 hit point, and a missed attack never damages it. A mirror image reduced to 0 hit points is destroyed.

**Sustain Minor:** The effect persists.

### Silver Lightning Assault — Swordmage Attack 29

*Your body streaks like silver lightning to a foe, even one you can't see. Reappearing, your lightning-charged weapon sears your foe.*

**Daily ✦ Arcane, Lightning, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Effect:** Before the attack, you can teleport 20 squares to a space that must be adjacent to the target. You do not need line of sight to your destination.
**Attack:** Intelligence vs. AC
**Hit:** 6[W] + Intelligence modifier lightning damage, and you can then teleport back to your original position.
**Miss:** Half damage.

### Sword of Soul Rot — Swordmage Attack 29

*The strike of your blade injures and debilitates your enemy, leaving it unable to heal or replenish itself.*

**Daily ✦ Arcane, Necrotic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 4[W] + Intelligence modifier necrotic damage. The target takes ongoing 10 necrotic damage, cannot regain hit points, cannot recharge powers, and cannot spend action points (save ends all).
**Miss:** Half damage, and ongoing 10 necrotic damage (save ends).

## Dwarf Swordmages

Few dwarves choose to take up the arcane sword and learn the secret spells of the aegis. Many dwarves don't have the patience for the blade, instead favoring hammers and axes in combat. Others simply disdain spellcasting, preferring to rely on martial exploits and divine prayers. Dwarves are not entirely unreceptive to the art, though, for their physical endurance makes them able defenders. In addition, the resilience required to channel magic through one's body and into the blade makes dwarves capable swordmages when they focus on shielding allies or ensnaring foes. Unlike assault swordmages (described in the *Forgotten Realms Player's Guide*), dwarf swordmages focus on control and defense. Dwarves who excel as swordmages might consider the ward guardian paragon path (page 69), which further extends a swordmage's ability to defend allies.

## Arcane Hunter

*"Every creature is vulnerable to my blade, for any resistance can be overcome."*

**Prerequisite:** Swordmage, *aegis of ensnarement* class feature

You are adroit at spotting chinks in your enemies' defenses and taking advantage of those weaknesses to inflict debilitating blows. Your arcane senses give you the upper hand when you face creatures that rely on natural resistances.

As an arcane hunter, you might have been trained at an early age to visually recognize the physical weaknesses of creatures. Since then, your magical education has further refined those skills, allowing you to extend tendrils of unseen energy to feel out a foe's flaws.

In your studies and adventures, you have learned that adaptability is one of the best qualities when facing a variety of foes. Instead of specializing in one damage type or one type of attack, you prefer to have options.

### Arcane Hunter Path Features

**Knowing Strike (11th level):** When you spend an action point to make an attack, that attack ignores all resistances and the insubstantial quality.

**Perfect Strike (11th level):** Whenever you score a critical hit, your attack deals extra damage equal to the target's highest vulnerability.

**Exploitive Eye (16th level):** Whenever you attack a creature that has one or more resistances, you treat those resistances as 10 lower than they are (minimum 0).

### Arcane Hunter Spells

**Exploit Weakness** Arcane Hunter Attack 11

*Your arcane insight guides you to an enemy's weakness, letting you exploit that vulnerability.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 3[W] + Intelligence modifier damage. This attack deals extra damage equal to the target's highest vulnerability.

**Elemental Stance** Arcane Hunter Utility 12

*You speak a few words of an ancient spell, instilling your attacks with the power to bestow vulnerability on a foe.*

**Daily ✦ Arcane, Stance**
**Minor Action** **Personal**
**Effect:** When you use this power, choose acid, cold, fire, lightning, or thunder. Until the stance ends, whenever you hit an enemy, that creature gains vulnerable 5 to the chosen damage type until the end of your next turn.

**Flaw Seeking Strike** Arcane Hunter Attack 20

*You recognize a flaw in a creature's defenses, and you focus your attacks on that weakness.*

**Daily ✦ Arcane, Weapon; Varies**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 3[W] + Intelligence modifier damage, and ongoing 5 damage of a type of your choice to which the target is vulnerable (save ends). If the target has no vulnerabilities, it takes ongoing 10 damage of a type of your choice from among acid, cold, fire, lightning, or thunder (save ends).
**Miss:** Half damage, and ongoing 5 damage of a type of your choice (save ends).

WARREN MAHY

# Ghost Blade

*"From the space between worlds I come, my killing blow as soft as a whisper."*

**Prerequisite:** Swordmage

Like many swordmages, you can effortlessly travel the roads behind the world. Those arcane pathways offer you more than they do your fellows, though, for you have actually learned to slip through the space between planes.

Your travels through the weave of reality have transformed your knowledge and skills. As you bend space with cunning strokes of your sword, you can be in two places at once, splitting your physical body between the dimensions. You might briefly take on the seeming of a ghostly spirit, but this appearance is only a temporary transformation. Even when you step between worlds, your blade doesn't fade—remaining a very real threat to your enemies.

Your eerie form has gained you the moniker of "ghost" in some circles. You smile to hear such nicknames, although they are untrue, because you know that fear is a valuable weapon.

FRANZ VOHWINKEL

## Ghost Blade Path Features

**Slip the Weave (11th level):** When you spend an action point to take an extra action, you become insubstantial until the end of your next turn.

**Here nor There (11th level):** Whenever you use a teleportation power, you gain combat advantage against one target of the next weapon attack you make before the end of your next turn.

**Stalker of the In-between (16th level):** While you are insubstantial or have phasing, each creature marked by you grants combat advantage to you, and you add 2 squares to the distance your teleportation powers allow you to teleport.

## Ghost Blade Spells

**Ghost Sword** — Ghost Blade Attack 11

*Your attack cuts through all planes of existence, ensuring that even ghostly forms suffer your wrath.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 2[W] + Intelligence modifier damage. This damage ignores the insubstantial quality.
**Aegis of Assault:** When you use your *aegis of assault* to teleport and make an attack, you can use this power in place of the melee basic attack.

**Phase Evasion** — Ghost Blade Utility 12

*Your foe might have thought to get the better of you, but before its attack, you wink out and attempt to dodge the assault.*

**Daily ✦ Arcane**
**Immediate Interrupt** **Personal**
**Trigger:** A melee attack hits you
**Effect:** You gain a +2 power bonus to AC and Reflex against the triggering attack, and until the end of your next turn, you become insubstantial and gain phasing.

**Omnipresent Assault** — Ghost Blade Attack 20

*You step across dimensional boundaries, seeming to be everywhere on the battlefield at once, unleashing an attack against each foe.*

**Daily ✦ Arcane, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be phasing or insubstantial.
**Target:** Each enemy you can see when you first use the power
**Effect:** Before each attack, you teleport to a space that must be adjacent to the target.
**Attack:** Intelligence vs. AC
**Hit:** 1[W] + Intelligence modifier damage.
**Effect:** Until you have attacked each eligible target once, you can teleport adjacent to a different target and repeat the attack against the new target. You then teleport back to your starting position.

# Sage of Fate's Bonds

*"Every combat creates bonds between attacker and defender, bonds between allies. I see these bonds."*

**Prerequisite:** Swordmage, *aegis of ensnarement* class feature

You can see the invisible bonds that connect creatures to the things around them. Your ability to recognize where these bonds are strongest and weakest gives you the power to strengthen or sever a bond when necessary. Your unique sight lets you see the paths that lie behind the world, and thus by cutting a creature's bond to the world, you can send a foe or an ally hurtling along a hidden path.

You are a master of gaining tactically advantageous positions in combat. You look for a central position on the battlefield from which you can utilize all your powers and abilities to send creatures careening through extradimensional space. You are concerned with terrains and obstacles only insofar as you can use them to your advantage.

Using your *aegis of ensnarement*, you thwart your foes' movements and leave them reeling. You can unleash a vicious jolt of magical feedback that shocks your foes. As a sage of fate's bonds, you want powers that allow you to mark as many foes as possible with your *aegis of ensnarement*, thereby giving you control of the battlefield and the power to dole out numerous jolts of lightning.

## Sage of Fate's Bonds Path Features

**Bond of Transport (11th level):** When you spend an action point to take an extra action, you can teleport one creature that is adjacent to you 5 squares, or you can teleport one creature that is marked by your *aegis of ensnarement* 5 squares.

**Bond of Fury (11th level):** When a creature marked by your *aegis of ensnarement* hits with an attack that does not include you as a target, you can deal 2d8 + your Intelligence modifier lightning damage to the creature as an immediate reaction.

At 21st level, this damage increases to 3d8 + your Intelligence modifier.

**Bond of Escape (16th level):** When a creature marked by your *aegis of ensnarement* hits an ally with an attack that does not include you as a target, you can teleport the ally 5 squares as an immediate reaction.

## Sage of Fate's Bonds Spells

**Foe Binder** Sage of Fate's Bonds Attack 11

*You slash at two nearby foes, and your attacks bind them to you.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** Two creatures
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier damage, and the target is marked by your *aegis of ensnarement*. Marking the target does not remove the mark on another target already affected by your *aegis of ensnarement*.

**Protective Bond** Sage of Fate's Bonds Utility 12

*You raise a magical ward over one of your allies, allowing you to summon that individual to your side and offer protection.*

**Daily ✦ Arcane, Teleportation**
**Minor Action** **Close** burst 10
**Target:** One ally in burst
**Effect:** Until the end of the encounter, whenever the target is hit by an attack, as an immediate interrupt you can teleport the target 5 squares to a space that must be adjacent to you.

**Deadly Ensnarement** Sage of Fate's Bonds Attack 20

*An enemy might have thought to ignore you, but when you show up behind it and unleash a deadly attack, you teach it otherwise.*

**Daily ✦ Arcane, Teleportation, Weapon**
**Immediate Reaction** **Melee** weapon
**Trigger:** An enemy marked by you and within 10 squares of you hits or misses an ally
**Target:** The triggering enemy
**Effect:** You teleport the target to a space that must be adjacent to you. The target grants combat advantage to you until the end of your next turn.
**Attack:** Intelligence vs. AC
**Hit:** 5[W] + Intelligence modifier damage.
**Miss:** Half damage.

WOODROW J. HINTON III

# Sigil Carver

*"By carving sigils of strength and power into the air, I support my allies and foretell the doom of my foes."*

**Prerequisite:** Swordmage, *aegis of shielding* class feature

*Bereg-arnadh* is the ancient eladrin art of drawing calligraphy with a blade. Bodyguards of the legendary eladrin queen Suiradrun were the first to use *bereg-arnadh*, and the practice has since become more widespread. Practitioners of this arcane tradition inscribe magical, glowing characters of Rellanic script into the air with their blades. These hovering runes are charged with arcane power from the calligrapher. The sigils hover for a short time, emitting a lambent radiance that evokes protection for allies or enmity toward foes.

Your mastery of the flying sword makes you an ideal practitioner of *bereg-arnadh*. Whether you studied texts to learn the art yourself, or you earned the right to study under a master of *bereg-arnadh*, you have gained the ability to wield the arcane art on the battlefield. On the tip of your blade, you sculpt runes, the mere sight of which strikes fear into your adversaries.

## Sigil Carver Path Features

**Energizing Sigil (11th level):** When you spend an action point to take an extra action, one ally within 5 squares of you can roll a saving throw against each effect on him or her that a save can end.

**Bolstering Sigil (11th level):** Any allies adjacent to you gain a +2 power bonus to all defenses.

**Punishing Sigil (16th level):** Whenever an enemy marked by you within 5 squares of you hits an ally who is adjacent to you, you can make a melee basic attack against that enemy as an opportunity action. You can make the attack even if the creature is beyond your normal reach.

## Sigil Carver Spells

**Aegis Sigil** — Sigil Carver Attack 11

*You etch the air with sigils of power. The runes linger for a moment and then burn into a struck foe.*

**Encounter ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 3[W] + Intelligence modifier damage.
**Effect:** Until the end of the target's next turn, it is marked by your *aegis of shielding*. Marking the target does not remove the mark on another target already affected by your *aegis of shielding*.

**Sigil of Safety** — Sigil Carver Utility 12

*Just as your ally is about to suffer a blow, you carve a few quick runes in the air and transport the ally out of harm's way.*

**Encounter ✦ Arcane, Teleportation**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An attack hits an ally within 5 squares of you
**Target:** The ally who was hit
**Effect:** You teleport the target to a space within 5 squares of you. The target gains a +4 bonus to all defenses against the triggering attack.

**Sigil of Enmity** — Sigil Carver Attack 20

*Your rune-enhanced weapon strike marks a foe as the nemesis of you and your allies, making attacks against it more potent.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier damage.
**Effect:** Until the end of the encounter, when any of your allies hits the target with a melee attack during his or her turn, the attack deals 2d6 extra damage.

CHRIS SEAMAN

# Sword of Assault

*"The best defense is beating your foe into submission."*

**Prerequisite:** Swordmage, *aegis of assault* class feature

Although arcane finesse and delicate sword work are fine for others, you believe that better ways exist to subdue your enemies. You wonder why you should use subtlety when you can more quickly defeat your foe with a powerful sword strike combined with a blast of arcane energy.

As a sword of assault, you are interested in fusing magic with blade to create the most powerful attack you can. You have little tolerance for rigorous arcane training, preferring to use magic in a blast of raw elemental energy instead of a carefully crafted spell.

Similarly, you never saw the point of the refined swordplay of your counterparts, instead favoring strength over finesse. You believe that displaying your skill through elaborate parries and flourishes is an expression of a swordmaster's ego, rather than of skill. In your mind, such displays only slow battle. On the other hand, you make sure that all of your movements and arcane utterances contribute to the most devastating attack you can possibly deliver with a single swing of your blade.

MATIAS TAPIA

## Sword of Assault Path Features

**Assaulting Charge (11th level):** When you spend an action point to charge, you can use a melee at-will attack power or a melee encounter attack power in place of the charge's melee basic attack.

**Battlemage Readiness (11th level):** When you use your *aegis of assault* to teleport and make an attack, you can use a swordmage melee at-will attack power in place of the melee basic attack.

**Double Spell Assault (16th level):** Whenever you roll initiative, choose one of your at-will attack powers. Once before the end of the encounter, you can use that power as a minor action after hitting with a melee attack.

## Sword of Assault Spells

**Spell Strike** — Sword of Assault Attack 11

*Your magic infuses a normal weapon attack with arcane power that might scorch, freeze, rot, poison, shock, or blast your foe.*

**Encounter ✦ Arcane, Weapon; Varies**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 1[W] + Intelligence modifier plus 2d6 + Strength modifier acid, cold, fire, lightning, necrotic, poison, radiant, or thunder damage.

**Aegis Reserve** — Sword of Assault Utility 12

*In the heat of battle, sometimes one aegis is not enough. Luckily, you know a spell that allows you to bestow another.*

**Encounter ✦ Arcane**
**Minor Action** **Close** burst 5
**Target:** One creature in burst
**Effect:** The target is marked by your *aegis of assault*. Marking the creature does not remove the mark on another target already affected by your *aegis of assault*.

**Fire and Thunder** — Sword of Assault Attack 20

*Your weapon thrums with fire and thunder, which explode across your foe and leave the creature aflame and senseless.*

**Daily ✦ Arcane, Fire, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 5[W] + Intelligence modifier fire and thunder damage, and the target takes ongoing 5 fire damage and is deafened (save ends both).
**Miss:** Half damage.

# Ward Guardian

*"My warding protects me, but it is more than just a shield. By my will and magic, it can become a deadly force, or a sheltering fortification."*

**Prerequisite:** Swordmage

In your earliest arcane training, you learned to sheathe yourself in a layer of magical protection. This protection is your Swordmage Warding, and it represents an extension of your arcane mastery. Unlike other swordmages, though, you have taken this talent to the next level.

You have long studied the secrets of the Swordmage Warding, and you have learned that the magical field is more flexible than most swordmages assume it to be. You have discovered that you can shape and sculpt your warding. Through careful study, you have learned to transform the warding into a protective barrier for your allies and into a dangerous weapon to distract or strike foes.

## Ward Guardian Path Features

**Guardian's Action (11th level):** When you spend an action point to make an attack, any allies you can see gain the benefit of your Swordmage Warding until the end of your next turn.

**Spellshield (11th level):** When you become bloodied, choose a defense other than AC. Until you are no longer bloodied, your Swordmage Warding grants a bonus to the chosen defense as well as to AC.

**Reactive Spellshield (16th level):** Any allies within 5 squares of you gain the benefit of your Swordmage Warding against opportunity attacks.

## Ward Guardian Spells

**Ward Force Assault** — Ward Guardian Attack 11

*You swing at your foe and craft your warding into a blunt force that flattens your enemy when you hit.*

**Encounter ✦ Arcane, Force, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 2[W] + Intelligence modifier damage. In addition, either you deal extra force damage equal to your bonus from Swordmage Warding + your Constitution modifier, or you knock the target prone.

**Sheltering Ward** — Ward Guardian Utility 12

*With intense concentration and magical power, you expand your warding to include those around you.*

**Daily ✦ Arcane**
**Standard Action** **Personal**
**Effect:** Until the end of your next turn, any allies adjacent to you gain the benefit of your Swordmage Warding.
**Sustain Minor:** The effect persists.

**Unseen Entanglement** — Ward Guardian Attack 20

*As you swing, you shape the protective power of your warding into an entangling thread that thwarts your foe's defenses.*

**Daily ✦ Arcane, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Intelligence vs. AC
**Hit:** 5[W] + Intelligence modifier + Constitution modifier damage. In addition, the target takes a -3 penalty to any defense to which your Swordmage Warding is currently granting a bonus (save ends).
**Miss:** Half damage. Until the end of your next turn, the target takes a -1 penalty to any defense to which your Swordmage Warding is currently granting a bonus.

WOODROW J. HINTON III

CHAPTER 4

# Warlock

***"By the Chains of Levistus, the Thousand Eyes of Gibbeth, and the pacts sworn in Bael Turath, I curse thee to the blackest pits of Hell!"***

**Warlocks call** upon powerful, ancient magic. They commune with primeval entities, treat with devilish or fey visitors in the darkest hours, and spend hours studying the night sky while mouthing the names of constellations and stars. A warlock's pact might favor a particular style of curse or hex, but that fact doesn't pigeonhole a warlock into a specific goal or ambition. Even if your warlock chooses the infernal pact, he can remain a tome-toting scholar captivated by ominous lore. If your warlock chooses the star pact, she need not give herself over to entities of the Far Realm; instead, she might search for elusive truths.

Warlocks are purveyors of secrets that others wish to be ignorant of. Those secrets are the keys that unlock the power of hexes, curses, and eldritch incantations. From one point of view, warlocks have taken a shortcut to power. Instead of undertaking careful study and practice, a warlock swears a pact to an entity that provides power in return for fealty. A few warlocks are consumed by their oaths, becoming the worst kind of spellcaster—one who uses magic to tyrannize the weak without remorse. Those warlocks who can withstand the dominating personalities of their pact holders have the potential to become powerful forces in the world and across the planes.

This chapter supports the warlock builds presented in the *Player's Handbook*. It contains the following material.

- **New Eldritch Pact:** The vestige pact allows a warlock to call on a diverse assortment of entities for new powers.
- **New Warlock Powers:** This section supplements the star, fey, infernal, and dark pacts, in addition to providing powers for the vestige pact.
- **New Paragon Paths:** This section provides general paragon paths that any warlock can take and presents paths for specific Eldritch Pacts.

ANNE STOKES

# NEW ELDRITCH PACT

Your warlock has forged a pact with mysterious entities that grant you spells, curses, and other abilities. The pact you choose determines your at-will powers, your pact boon, and additional benefits to certain warlock powers. A power's description details the effect a particular Eldritch Pact class feature has on it.

The *Player's Handbook* describes the fey pact, the infernal pact, and the star pact. The *Forgotten Realms Player's Guide* describes the dark pact. *Arcane Power* introduces the vestige pact, which draws upon mislaid spheres of power, forgotten eldritch influences, and allegiances that most believe have been concluded or discontinued.

## Vestige Pact

You have forged relationships with vestiges—the remnants of powerful forces and entities that once exercised great authority or demonstrated awful capabilities. These remnants are diverse in their backgrounds and motives. As a vestige pact warlock, you can choose from between two or more vestige pacts to fuel your arcane power.

**Eyes of the Vestige:** You know the *eyes of the vestige* spell. You gain an additional effect, referred to as an *eyes of the vestige* augment, associated with your active vestige (see below) when you make a successful attack with this power.

**Pact Boon:** You have a pact boon associated with your active vestige.

When an enemy under your Warlock's Curse drops to 0 hit points or fewer, you gain the benefit of your active vestige's pact boon.

### Using Vestiges

You always have one active vestige. As a beginning character, you have access to the two primary vestiges: King Elidyr and Zutwa. You select one of these as your active vestige after a short rest or an extended rest.

**Changing Your Vestige:** You can gain temporary access to other vestiges by using certain daily attack powers. (For ease of identification, all these powers have names that begin with "Vestige.") When you use a power that gives you access to a daily power vestige, you can choose for that vestige to immediately become your active vestige. If you do so, it remains your active vestige until you gain access to a different vestige by using another daily attack power or until the end of the encounter. If you don't immediately choose to change to that daily power vestige, your access to that vestige is lost until the next time you use that power.

After a short rest or an extended rest, you again select one of the two primary vestiges to be your active vestige. That vestige remains active until you change to a daily power vestige or until you take another short rest or extended rest.

In addition, certain benefits (such as the Vestige Adept feat; see page 130) allow you to change your vestige at a different time or under different circumstances.

FRANZ VOHWINKEL

### Build and Attitude

How does your warlock character's build affect his or her personality? Although a warlock need not have a personality associated with his or her pact, it is easy to imagine an infernal pact warlock as cunning and mischievous, and a star pact warlock as absentminded. A fey pact warlock might be more caring, ensuring the preservation of animals and plants, while a dark pact warlock might see creatures of the surface as impediments to his or her goals. A vestige pact warlock tends to be bookish and scholarly, more akin to a wizard.

## Vestige Pact Boons

The pact boons associated with the primary vestiges are given below. Other pact boons are described in the daily attack powers that give you access to new vestiges.

**King Elidyr Pact Boon:** One ally adjacent to you gains a +2 bonus to all defenses until the end of your next turn.

**Zutwa Pact Boon:** The bonus to attack rolls from your Prime Shot increases to +3 until the end of your next turn.

## Example

You're a vestige pact warlock who likes the vestige of King Elidyr, so after an extended rest, you choose that to be your active vestige.

During your first encounter of the day, when you use the *eyes of the vestige* power, you gain the *eyes of the vestige* augment associated with King Elidyr. If you curse a creature and that enemy then drops to 0 hit points or fewer, your King Elidyr pact boon triggers.

Later in the same encounter, you decide to use the *vestige of Mount Vaelis* daily attack power. That power gives you access to a new vestige, Mount Vaelis, and you choose to make the change. When you adopt this new active vestige, your pact boon and your *eyes of the vestige* augment both change to the benefits that Mount Vaelis provides. You no longer gain the benefits of the vestige of King Elidyr. The only time you can change your active vestige back to King Elidyr (or to Zutwa, the other primary vestige) is after a short rest or an extended rest.

If you use another daily power in the same encounter that gives you access to a new vestige, you can choose for that daily power vestige to replace Mount Vaelis as your active vestige.

### King Elidyr and Zutwa

Your first two vestiges are King Elidyr and Zutwa. They give out their power freely and recklessly.

**King Elidyr:** A hundred years ago, Elidyr, the last king of Nerath, warred against gnoll invaders who marched beneath the banner of the Ruler of Ruin. The gnoll uprising was finally quelled, but at the cost of the lives of King Elidyr, his heirs, and most of his trusted barons, dukes, and champions. King Elidyr's vestige is rueful over its failure, and it willingly gives its strength to any who call upon it.

**Zutwa:** An ancient being of manifest life force, Zutwa was a towering figure as large as a mountain, composed of bark, boughs, grass, leaves, and petals. Its limpid eyes of liquid green could spawn life in barren soil or dead tissue, or deprive earth and flesh of vitality. Zutwa gave up its existence to defeat a primordial of manifest dissolution. Even as a vestige, Zutwa's energy seems inexhaustible to those who make a pact with it.

# New Warlock Powers

These new warlock powers flesh out the vestige pact and provide additional options for other warlocks.

Spells of the vestige pact use your Constitution score, because managing numerous and diverse vestiges takes a physical toll. The ancient powers of the vestige pact hunger to consume a warlock's body and use it for their own purposes, and a warlock must resist these forces if he or she is to survive.

## Level 1 At-Will Spells

**Eyes of the Vestige** — Warlock Attack 1

*Your enemy's eyes glow with an eldritch light as your vestige takes hold and scours that foe's mind while you curse another nearby foe.*

**At-Will ✦ Arcane, Implement, Psychic; Varies**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Will
**Hit:** 1d6 + Constitution modifier psychic damage. Choose the target or a creature within 3 squares of the target and within the target's line of sight. You place your Warlock's Curse on that creature; if the creature is already cursed by you, you can deal your Warlock's Curse extra damage to that creature instead of to the target.
*Level 21:* 2d6 + Constitution modifier psychic damage.
**Augment (King Elidyr):** One ally who hits the target before the end of your next turn can roll a saving throw.
**Augment (Zutwa):** You gain your Prime Shot bonus against the target until the end of your next turn.
**Augment (other vestige):** See the "Eyes of the Vestige Augment" entry for the daily power that grants access to the vestige.

## Level 1 Encounter Spells

**Arms of Hadar** — Warlock Attack 1

*You call upon Hadar, the Ebon Hunger. Black tendrils erupt from your body and batter nearby creatures, pushing them from you.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Close** burst 2
**Target:** Each creature in burst
**Attack:** Constitution vs. Reflex
**Hit:** 1d8 + Constitution modifier damage, and you push the target 2 squares.
**Star Pact:** You push the target a number of squares equal to 1 + your Intelligence modifier.

### Tiefling Warlocks

The tiefling is the prototypical warlock. The race's innately high Charisma and Intelligence tend to make tieflings favor the class. Many tieflings swear pacts to vestiges, Far Realm creatures, and ancient, fey entities, perhaps out of a desire to break the mold of their predecessors in Bael Turath, who often adopted the infernal pact.

### Chains of Levistus — Warlock Attack 1

*Spectral chains of ice leap from your hands and lash around your enemy. They pulse with cold each time your enemy moves.*

**Encounter ✦ Arcane, Cold, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Fortitude
**Hit:** 2d6 + Constitution modifier cold damage. If the target moves before the end of your next turn, it takes 2d6 extra cold damage.
**Infernal Pact:** If the target moves before the end of your next turn, you also gain a +2 power bonus to your next attack roll against the target before the end of your next turn.

### Clarion Call — Warlock Attack 1

*You invoke Yuri the Hunter, and the sound of his bellowing horn blasts your enemies into submission while inspiring you.*

**Encounter ✦ Arcane, Implement, Thunder**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Constitution vs. Fortitude
**Hit:** 3d4 + Constitution modifier thunder damage, and the target is deafened until the end of your next turn.
**Vestige Pact:** You gain 3 temporary hit points for each target you hit. Temporary hit points gained in this way are cumulative.

### Darkworm Feast — Warlock Attack 1

*You speak a single, forbidden word, summoning shadowy worms that burrow into your enemy's body.*

**Encounter ✦ Arcane, Implement, Necrotic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d6 + Charisma modifier necrotic damage, and the target is slowed until the end of your next turn.
**Dark Pact:** The target takes extra necrotic damage equal to your Intelligence modifier at the start of its next turn.

### Life Bind — Warlock Attack 1

*You call upon arcane power to wither your foe's flesh and cut its connection to life.*

**Encounter ✦ Arcane, Implement, Necrotic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** 2d8 + Constitution modifier necrotic damage. Until the end of your next turn, the target cannot regain hit points, cannot gain temporary hit points, and takes a -2 penalty to saving throws.
**Vestige Pact:** The attack deals extra necrotic damage equal to your Intelligence modifier.

### Sprite War Call — Warlock Attack 1

*An army of sprites flickers into existence, loosing a barrage of miniature arrows that stings your enemy and induces lethargy in it.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Ranged** 5
**Fey Pact:** The power's range is 10 squares.
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 1d8 + Charisma modifier damage. Until the end of your next turn, the target is slowed and grants combat advantage to you.

## Level 1 Daily Spells

### Decree of Khirad — Warlock Attack 1

*A pale blue flame appears above your brow as you utter a condemnation that makes foes mistake allies for enemies.*

**Daily ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Effect:** Before the attack, you slide the target 2 squares.
**Attack:** Charisma vs. Will
**Hit:** The target makes a melee basic attack as a free action against a creature of your choice. If the target misses with the attack, it takes 1d6 + your Charisma modifier psychic damage.
**Miss:** 1d6 + Charisma modifier psychic damage.

### Fortune's Reversal — Warlock Attack 1

*With a single word of power, you reverse a creature's luck, turning fortune and happiness into misfortune and sorrow.*

**Daily ✦ Arcane, Implement, Psychic**
**Immediate Reaction** **Ranged** 10
**Trigger:** An enemy within 10 squares of you scores a critical hit or saves
**Target:** The triggering enemy
**Attack:** Charisma vs. Will
**Hit:** 1d8 + Charisma modifier psychic damage. The target takes a -2 penalty to saving throws and ongoing 5 psychic damage (save ends both). The target cannot save against this power until it takes the ongoing psychic damage at least once.
**Dark Pact:** The target takes a -3 penalty to saving throws instead of -2.
**Fey Pact:** The target also takes a -2 penalty to attack rolls while affected by the ongoing psychic damage.
**Miss:** The target takes ongoing 5 psychic damage (save ends). The target cannot save against this power until it takes the ongoing psychic damage at least once.

## Pact Initiate

Adrin is an elf rogue from the Witchwood, a cheerful and gregarious citizen of a small, close-knit community of elves and eladrin. Although he thrives on the company of other people, he also enjoys wandering through the forest—at least, he used to. That changed when he encountered a presence, a fey being of enormous power, ancient wisdom, and primal hunger. The being scared him senseless, but left Adrin with arcane power he didn't possess before (reflected in the Pact Initiate feat, with the fey pact). Adrin is terrified of what the fey being is going to ask in exchange for the power it gave him, and his sleep is tormented by nightmares about this encounter. After that experience, Adrin left the Witchwood for the nearby town of Brindol, and if he never enters the forest again, he will be content.

### Tyranny of Flame — Warlock Attack 1

*Burned by the fires of the Nine Hells, your enemy grovels, begging for mercy.*

**Daily ✦ Arcane, Fire, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Will
**Effect:** You knock the target prone.
**Hit:** 3d6 + Constitution modifier fire damage, and the target can't stand up from prone (save ends).
**Infernal Pact:** The target also takes a -2 penalty to saving throws against this power.
**Miss:** Half damage.

### Vestige of Khaeleth — Warlock Attack 1

*Khaeleth was a divine entity that gave of himself until only a shred remained. Invoking him, you perform a similar act on behalf of an ally.*

**Daily ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** 1d8 + Constitution modifier damage. You gain a bonus to the damage roll equal to your Intelligence modifier for each ally adjacent to you.
**Miss:** Half damage.
**Vestige Pact:** You gain access to the vestige of Khaeleth.
**Khaeleth Pact Boon:** An ally within 5 squares of you gains temporary hit points equal to your Intelligence modifier.
**Eyes of the Vestige Augment:** The first time your *eyes of the vestige* target deals damage to an ally before the end of your next turn, you can reduce that damage by any amount and take damage equal to the amount of the reduction. The damage has no type.

### Vestige of Mount Vaelis — Warlock Attack 1

*You tell of the victory of the primordials against the divine army at Mount Vaelis, conjuring the thunderous echoes of their success.*

**Daily ✦ Arcane, Implement, Thunder**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** 2d8 + Constitution modifier thunder damage, and the target cannot walk or run (save ends).
**Miss:** Half damage, and the target cannot walk or run until the end of your next turn.
**Vestige Pact:** You gain access to the vestige of Mount Vaelis.
**Mount Vaelis Pact Boon:** One creature cursed by you and within 5 squares of you gains vulnerable 5 thunder until the end of your next turn.
**Eyes of the Vestige Augment:** Your *eyes of the vestige* attack deals 1d6 extra thunder damage.

## Level 2 Utility Spells

### Caiphon's Leap — Warlock Utility 2

*You call upon Caiphon the Dream Whisperer, and with his aid, you move out of harm's way.*

**Encounter ✦ Arcane, Teleportation**
**Immediate Reaction** **Personal**
**Trigger:** An enemy cursed by you hits you with a melee attack
**Effect:** You reduce the damage you take by your Charisma modifier. You then teleport 2 squares.

### Devil's Trade — Warlock Utility 2

*You call on infernal powers to trade a sliver of your soul for temporary relief.*

**Encounter ✦ Arcane**
**Minor Action** **Personal**
**Effect:** You gain vulnerable 5 to all damage until the end of your next turn, and you automatically succeed on one saving throw you make at the end of this turn.

### Eyes of the Spider Queen — Warlock Utility 2

*A cluster of dull black eyes appears on your forehead, giving you enhanced sight in darkness and the power to see the unseen.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you gain darkvision and can see invisible objects and creatures that are adjacent to you.

### Fey Bargain — Warlock Utility 2

*You gain good luck now in exchange for bad luck later.*

**Encounter ✦ Arcane**
**Minor Action** **Personal**
**Effect:** You gain a +2 bonus to your next attack roll, but automatically fail your next saving throw before the end of the encounter.

## Level 3 Encounter Spells

### Cloud of Flies — Warlock Attack 3

*You breathe out a cloud of acidic black flies that streak across the battlefield, swarming your foe and attempting to enter its body.*

**Encounter ✦ Acid, Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Fortitude
**Hit:** 2d6 + Constitution modifier acid damage, and the target grants combat advantage until the end of your next turn.
**Infernal Pact or Vestige Pact:** On a miss, the target grants combat advantage to you until the end of your next turn.

## Shadow Walk

Your passage through the world leaves its mark. As you walk, arcane energy burns and congeals around you. Depending on your pact and your idea of your character, you might imagine the effect of your Shadow Walk class feature as fey energy sparkling around you and hiding you from clear view, the utter blackness of the Underdark clinging to you, or sulfurous smoke straight from the Nine Hells billowing around you. It's up to you to decide whether your warlock is constantly surrounded by this concealing cloud—even while you're walking down a city street doing your shopping—or if it's only active while you're in combat. If it's always active, it's a good idea to remind your DM of it once in a while, so the NPCs you meet respond appropriately.

### Delban's Deadly Attention — Warlock Attack 3

*A bolt of frigid starlight shines down and bathes your foe, causing the creature to suffer a spasm of agony just as it attacks you.*

**Encounter ✦ Arcane, Implement, Necrotic**
**Immediate Interrupt** **Close** burst 4
**Trigger:** An enemy in burst hits you with a melee attack
**Target:** The triggering enemy
**Attack:** Charisma vs. Will
**Hit:** 1d8 + Charisma modifier necrotic damage. The target chooses either to deal half damage to you with its melee attack or to take 1d8 extra necrotic damage.
**Star Pact:** The attack deals 1d8 + your Intelligence modifier extra necrotic damage.

### Fortune Binding — Warlock Attack 3

*You create ethereal black ropes that bind you to your enemy. As the ropes twist, your luck improves and your enemy's falters.*

**Encounter ✦ Arcane, Psychic, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Fortitude
**Hit:** 2d8 + Constitution modifier psychic damage. You end one effect on you that a save can end, and the target gains that effect until the end of your next turn.
**Vestige Pact:** The attack deals extra damage equal to your Intelligence modifier.

### Pipes of Winter — Warlock Attack 3

*With a gesture, a set of glacial pipes appears at your lips. Blowing on it, you produce a horrid keening that chills your foes to the bone.*

**Encounter ✦ Arcane, Cold, Implement**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 2d6 + Charisma modifier cold damage, and the target is immobilized until the end of your next turn.
**Fey Pact:** Each enemy adjacent to the target is slowed until the end of your next turn.

### Shared Agony — Warlock Attack 3

*Sometimes pain is the price of victory. To wrack your opponent's mind, you might have to give up a fragment of your own sanity.*

**Encounter ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d12 + Charisma modifier psychic damage.
**Miss:** You can take 10 psychic damage to reroll the attack roll.
**Dark Pact:** If you reroll the attack roll and hit, reduce the psychic damage you take by your Intelligence modifier.

## DRAGONBORN WARLOCKS

Dragonborn have naturally high Charisma, which makes them excellent warlocks. Dragonborn warlocks put their natural force of will to good use with star pact or fey pact powers. Despite their natural ability, dragonborn warlocks are unusual. Thus, a dragonborn warlock tends to stand out more than a dragonborn fighter or a tiefling warlock might.

### Vestiges' Calamity — Warlock Attack 3

*With a single word, you submerge your enemy in a deluge of chaotic energy.*

**Encounter ✦ Arcane, Cold, Fire, Implement, Lightning, Thunder**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** 2d8 + Constitution modifier damage. If the target is cursed by you, it takes extra cold, fire, lightning, and thunder damage equal to your Intelligence modifier.
**Vestige Pact:** If the target is cursed by you, the attack also deals the extra damage to each creature adjacent to the target.

## Level 5 Daily Spells

### Crackling Fire — Warlock Attack 5

*An eldritch storm of fire and lightning erupts from you to scour your foes, leaving them vulnerable to future attacks.*

**Daily ✦ Arcane, Fire, Implement, Lightning**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier fire and lightning damage, and the target gains vulnerable 5 fire and vulnerable 5 lightning (save ends both).
**Miss:** Half damage.

### Lure of Gibbeth — Warlock Attack 5

*A fleeting thought of Gibbeth the Endless, an unknowable entity slain at the birth of the world but poised to return at the world's ending, seizes your enemy's mind and draws your foe toward you like a moth to flame.*

**Daily ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d10 + Charisma modifier psychic damage, and you pull the target 4 squares.
**Miss:** Half damage, and you pull the target 2 squares.
**Effect:** Until the end of the encounter, you can pull the target 2 squares as a minor action once during your turn.

### Tyrannical Threat — Warlock Attack 5

*You speak, and each syllable is a deadly insinuation; each utterance a dangerous threat; each sentence, a dire curse.*

**Daily ✦ Arcane, Fear, Implement, Psychic**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Constitution vs. Will
**Hit:** 1d10 + Constitution modifier psychic damage, and you place your Warlock's Curse on the target.
**Miss:** Half damage.
**Infernal Pact:** You place your Warlock's Curse on the target.
**Effect:** Until the end of the encounter, whenever a creature cursed by you attacks you, it takes psychic damage equal to your Intelligence modifier.

### Venomous Webs — Warlock Attack 5

*Sticky webs slick with acid burn your foe, poisoning its flesh with each step it takes.*

**Daily ✦ Acid, Arcane, Implement, Poison**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 3d6 + Charisma modifier acid damage, and the target grants combat advantage to you and your allies (save ends).
**Miss:** Half damage.
**Effect:** If the target willingly moves before the end of its next turn, it takes ongoing poison damage equal to your Intelligence modifier (save ends).

### Vestige of Ugar — Warlock Attack 5

*Upon his demise, Ugar the Unforgiving dissolved into sand and became a harsh desert. Your words of power bring forth the searing flame of that land to burn your foes.*

**Daily ✦ Arcane, Fire, Implement, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in burst
**Attack:** Constitution vs. Reflex
**Hit:** 1d10 + Constitution modifier fire damage.
**Effect:** The burst creates a zone of burning light that lasts until the end of the encounter. Each creature that enters the zone or starts its turn there takes 1d10 fire damage. Creatures cannot benefit from concealment while within the zone.
**Vestige Pact:** You gain access to the vestige of Ugar the Unforgiving.
**Ugar Pact Boon:** You can move the zone 3 squares as a free action.
**Eyes of the Vestige Augment:** Your *eyes of the vestige* attack deals fire damage instead of psychic damage. The target loses concealment and cannot regain it until the end of your next turn.

### Vestige of Xandor — Warlock Attack 5

*To know the borders of sanity, one has to cross them. With the aid of Xandor the Mad, you push your foe across that threshold.*

**Daily ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Will
**Hit:** 2d6 + Constitution modifier psychic damage, and the target is influenced by the vestige of Xandor (save ends). While it is influenced, at the start of each of its turns, it must choose either to be dazed until the start of its next turn or to take psychic damage equal to twice your Constitution modifier.
**Miss:** 2d6 + Constitution modifier psychic damage, and the target is dazed until the end of your next turn.
**Vestige Pact:** You gain access to the vestige of Xandor the Mad.
**Xandor Pact Boon:** You can roll a saving throw. If you have no effect on you that a save can end, you instead gain temporary hit points equal to your Constitution modifier.
**Eyes of the Vestige Augment:** Your *eyes of the vestige* attack deals 1d8 extra psychic damage.

## Level 6 Utility Spells

### Life Siphon — Warlock Utility 6

*It's not pretty, it's not kind, but sometimes you need to draw power from an ally's pain.*

**Encounter ✦ Arcane, Healing**
**Immediate Reaction** **Personal**
**Trigger:** An ally within 10 squares of you takes damage
**Effect:** You gain a +2 power bonus to one attack roll before the end of your next turn.
**Dark Pact:** You regain hit points equal to your Charisma modifier.
**Infernal Pact:** You gain temporary hit points equal to twice your Constitution modifier.

### Mercurial Form — Warlock Utility 6

*Your form flows and shimmers, allowing you to slip through cracks, escape an enemy's claws, and evade even the most persistent hunter.*

**Daily ✦ Arcane, Polymorph**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you cannot be marked, you are considered Tiny for the purpose of squeezing, and you can automatically succeed at escaping from a grab as a free action.

### Racing Fire of Ulban — Warlock Utility 6

*You move with the swiftness of Ulban, whose burning glory sometimes flashes across the sky in a fiery streak of blue and white.*

**Encounter ✦ Arcane**
**Move Action** **Personal**
**Effect:** You move twice your speed.

## Pacts and Powers

The warlock spells in the *Player's Handbook* all identify the pact they're associated with, but the spells in this book don't include that information. After looking at the *Player's Handbook*, many players felt constrained to choose the powers associated with their pact, which is far too limiting. If you're a fey pact warlock, you don't have to choose only fey pact powers—any warlock spell that uses Charisma (including dark pact powers and some star pact powers) is a fine choice for you. If you want to, you can tweak the descriptions, flavor, or even the names of your powers to reflect your pact or the particular patron you choose.

Some powers in this book give particular effects based on your choice of pact, and even offer different effects for different pacts. For example, the *fortune's reversal* spell (page 74) has a baseline effect, a slightly different effect if you have the dark pact, and a still different effect if you have the fey pact. Furthermore, certain items and feats have benefits that apply when you use a warlock power of a particular pact. Such powers can be identified either by the pact name appearing in parentheses in the title line of the power, or by the pact's name appearing as a subhead in the power entry.

### Spider Queen's Caress — Warlock Utility 6

*You whisper to those who dwell in the darkness of your undying love and loyalty, and in return you gain the gift of stealth.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you gain a +2 power bonus to saving throws and Stealth checks.
**Dark Pact:** Your Shadow Walk grants concealment to you after you move 2 squares instead of 3.

## Level 7 Encounter Spells

### Acrid Decay — Warlock Attack 7

*You extend your hand, and two sickly green bolts spiral out from your fingers, burning and devouring your enemy.*

**Encounter ✦ Acid, Arcane, Implement, Necrotic**
**Standard Action** **Ranged** 10
**Target:** One or two creatures
**Attack:** Constitution vs. Fortitude
**Hit:** 1d12 + Constitution modifier acid and necrotic damage.
**Vestige Pact:** The target also takes a -2 penalty to attack rolls until the end of its next turn.

### All the Sand, All the Stars — Warlock Attack 7

*You make your foe see all the grains of sand in the desert and all the stars in the heavens, and it reels in shock, unable to grasp infinity.*

**Encounter ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Charisma vs. Will
**Hit:** 2d6 + Charisma modifier psychic damage, and the target is dazed until the end of your next turn.
**Star Pact:** The attack deals extra psychic damage equal to your Intelligence modifier.

### Hero's Arrow — Warlock Attack 7

*You conjure a magic arrow and send it speeding toward an enemy. A hero's arrow that hits its mark both hurts a foe and aids an ally.*

**Encounter ✦ Arcane, Healing, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** 2d8 + Constitution modifier damage. One ally adjacent to the target regains hit points equal to your Intelligence modifier.
**Vestige Pact:** Each ally adjacent to the target regains hit points equal to your Intelligence modifier.

### Mordant Rains of Dis — Warlock Attack 7

*You open a portal to Dis above your foe's head, releasing a caustic rain upon your enemy.*

**Encounter ✦ Acid, Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** 1d6 + Constitution modifier acid damage, and the target is blinded until the end of your next turn.
**Infernal Pact:** Each enemy adjacent to the target takes acid damage equal to your Intelligence modifier.

### Nypacian Serpents — Warlock Attack 7

*You create semblances of the serpents of the Nypacian Outlands to attack an enemy.*

**Encounter ✦ Arcane, Implement, Poison**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier damage. The first time the target takes damage before the end of your next turn, it takes extra poison damage equal to your Intelligence modifier.
**Fey Pact:** The poison damage equals twice your Intelligence modifier.

## Pacts and Ability Scores

You can take one of two basic approaches to your ability scores as a warlock. First, you can put your highest score in either Charisma or Constitution, choose only powers that use that ability for attack rolls and damage rolls, and put your next highest score in Intelligence in order to get the best possible boost from powers that have secondary effects based on your Intelligence. This is the approach suggested in the *Player's Handbook*. The advantage to this approach is that you get the most bang for your Intelligence buck, but if you select attack powers that don't use the ability you chose, those will be clearly inferior to your other attack powers. Effectively, you're limited to half of the available powers—the ones that use whichever ability you choose as your highest score.

The second approach is to keep both your Charisma and your Constitution high, making Intelligence your third-highest score (and probably a distant third). If you go this route, you can choose any warlock power and know that your attack rolls and damage rolls will be more or less equal, so you have the maximum flexibility in your power selection. On the downside, you won't get as much benefit from powers that have effects related to Intelligence.

Which approach is best for you is really up to you to decide. It's worth spending some time when you create your warlock character to think about the powers you're going to want as you progress through your career, so you can weigh the importance of Intelligence to your character and make the right choices for your ability scores.

### Shadow Strangler — Warlock Attack 7

*A wraithlike creature appears behind your enemy and attempts to strangle it. With each of your foe's attacks, the specter's grip tightens.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
**Dark Pact:** Until the end of your next turn, whenever the target makes an attack roll, it takes damage equal to your Intelligence modifier.

## Level 9 Daily Spells

### Feast of Souls — Warlock Attack 9

*Souls trapped in the Nine Hells are hungry for life. Opening a temporary rift, you give them a taste of your foes' vitality.*

**Daily ✦ Arcane, Cold, Implement, Psychic, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Constitution vs. Will
**Hit:** 1d8 + Constitution modifier psychic damage, and the target is dazed (save ends).
**Effect:** The burst creates a zone of hungry spirits that lasts until the end of your next turn. The zone is difficult terrain. Each creature that enters the zone or starts its turn there takes 1d8 + your Constitution modifier cold damage. As a move action, you can move the zone 2 squares.
**Sustain Minor:** The zone persists.

### Horrifying Hatching — Warlock Attack 9

*Spider eggs hatch inside your enemy's flesh, unleashing a deadly poison and causing the creature to thrash in panic.*

**Daily ✦ Arcane, Implement, Poison**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 1d8 + Charisma modifier damage.
**Effect:** The target takes ongoing 10 poison damage (save ends). Whenever the target takes this ongoing damage, you can slide the target 1 square.
**Dark Pact:** As a minor action, you can end the ongoing poison damage to deal 2d10 + your Intelligence modifier poison damage to the target.
**Fey Pact:** As a minor action, you can end the ongoing poison damage to slide the target 3 squares.

## Eladrin Warlocks

Eladrin prefer to pursue careers as wizards rather than warlocks. However, eladrin who do swear pacts to otherworldly entities discover that their education and hardened minds make them ideal students of esoteric knowledge. Their background in ancient history, fey entities, and distant stars gives them the know-how to safely form pacts. Eladrin favor the fey pact because of their fey origin and because the Misty Step pact boon enhances their ability to teleport.

### Storm Countess's Kiss — Warlock Attack 9

*You sarcastically blow a kiss at your enemy, creating a swirling gale that lifts your foe off the ground and then tosses it aside.*

**Daily ✦ Arcane, Cold, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** Charisma modifier cold damage, and the target is held restrained 10 feet (w2 squares) off the ground (save ends).
**Fey Pact:** The target is held restrained off the ground a number of feet equal to 10 + five times your Intelligence modifier.
**Aftereffect:** The target falls, and you slide it 2 squares.
**Miss:** You push the target 2 squares, and you knock it prone.

### Vestige of Ilmeth — Warlock Attack 9

*The primordial Ilmeth felt sorrow for the lives he claimed in the Dawn War, and the war-frenzied titans under his command destroyed him for his weakness. You channel the sorrow of the slain primordial to wound your enemy with regret.*

**Daily ✦ Arcane, Implement, Psychic, Teleportation**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** 2d10 + Constitution modifier psychic damage. Until the end of the encounter, whenever the target makes an attack roll against you, it takes psychic damage equal to your Intelligence modifier.
**Miss:** Half damage.
**Vestige Pact:** You gain access to the vestige of Ilmeth.
**Ilmeth Pact Boon:** You and an ally within 5 squares of you can swap positions as a free action.
**Eyes of the Vestige Augment:** Your *eyes of the vestige* target also takes a -2 penalty to attack rolls until the end of your next turn.

### Vestige of Shax — Warlock Attack 9

*Shax the Devastator is a dead primordial of the sea. With a wave of your hand, you summon a fragment of his power.*

**Daily ✦ Arcane, Implement**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Effect:** You knock the target prone.
**Attack:** Constitution vs. Fortitude
**Hit:** 2d10 + Constitution modifier damage, and you push the target a number of squares equal to your Intelligence modifier.
**Miss:** Half damage.
**Vestige Pact:** You gain access to the vestige of Shax the Devastator.
**Shax Pact Boon:** You can end one dazed, stunned, immobilized, or restrained condition on you or on an ally within 5 squares of you.
**Eyes of the Vestige Augment:** You push your *eyes of the vestige* target a number of squares equal to your Intelligence modifier.

## Level 10 Utility Spells

### Bond of Brotherhood — Warlock Utility 10

*An ancient enclave of eladrin shared in each other's triumphs and pain; you borrow their magic to benefit from your ally's healing.*

**Daily ✦ Arcane, Healing**
**Immediate Reaction** **Personal**
**Trigger:** An ally within 10 squares of you spends a healing surge
**Effect:** You regain hit points equal to the amount the triggering ally regains.

### Curse of Nessus — Warlock Utility 10

*You transform your bad luck into your enemy's misfortune.*

**Encounter ✦ Arcane**
**Free Action** **Ranged** 10
**Trigger:** You miss an enemy with an attack
**Target:** The enemy you missed
**Effect:** The target takes a -5 penalty to saving throws until the end of your next turn.

### Destiny Inversion — Warlock Utility 10

*You untangle the threads of fate, rearranging them to suit your whims.*

**Encounter ✦ Arcane**
**Immediate Interrupt** **Personal**
**Trigger:** An attack hits you
**Effect:** You take no damage from the triggering attack. Instead, you take ongoing damage equal to half the triggering attack's damage (save ends). The ongoing damage has the same damage type as the triggering attack.

### Transcendent Dance — Warlock Utility 10

*For a moment, your mind and body are in harmony, and you achieve the pinnacle of grace and speed.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you gain a bonus to speed and saving throws equal to your Dexterity modifier (minimum 1).

## Level 13 Encounter Spells

### Dark Reach of Xevut — Warlock Attack 13

*You call on Xevut, He Who Hungers, and send a dark maelstrom at one enemy, which transfers that creature's affliction to a nearby foe.*

**Encounter ✦ Arcane, Implement, Psychic**
**Immediate Reaction** **Ranged** 10
**Trigger:** An enemy within 10 squares of you saves against an effect
**Target:** The triggering enemy
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier psychic damage. One enemy within 3 squares of the target gains the effect that the target saved against.
**Star Pact:** Until the end of your next turn, you gain a bonus to saving throws equal to your Intelligence modifier.

### Killing Flames — Warlock Attack 13

*You use an enemy's recent injury to fuel infernal flames and sear the foe.*

**Encounter ✦ Arcane, Fire, Implement**
**Immediate Reaction** **Ranged** 10
**Trigger:** An enemy within 10 squares of you becomes bloodied
**Target:** The triggering enemy
**Attack:** Constitution vs. Fortitude
**Hit:** 3d8 + Constitution modifier fire damage.
**Infernal Pact:** The damage ignores resistance to fire.

### Korred's Tune — Warlock Attack 13

*The songs of the korred inspire a dance that can destroy one's mind if ignored.*

**Encounter ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3d6 + Charisma modifier damage. If the target does not move at least 3 squares during its next turn, it takes 1d6 psychic damage.
**Fey Pact:** If the target does not move at least 6 squares during its next turn, it takes 1d6 psychic damage.

## WARLOCK'S CURSE

What happens to your enemies when you lay your curse upon them? Unless you have a magic item that imposes additional effects, the effects in the game are very straightforward: The target takes more damage from your attacks. But what's happening from the perspective of your character—and the monster you target with your curse?

Fundamentally, you're creating a bond between you and the target—that's part of the reason your curse works only on the nearest target you can see. Perhaps you simply create a conduit between yourself and the target that makes the power you wield flow more easily to the target, so you can imbue your spells with a little extra strength as they course along that conduit to your foe. Or you might briefly mention the target's name to whatever entity gives you your power, focusing that being's alien attention on your foe so your spells carry more power.

When you put your curse on a creature, the target knows it. The creature might experience it as a chill down the spine, a prickle at the back of its neck, a nauseated feeling in its stomach, or an unpleasant sense of dread. It might have a brief flash of vision revealing the source of your power, terrible and awesome in its mind. Many creatures respond to that feeling with fear, and many others react with aggression directed at the source of the curse—you. It's never a bad idea to have a defender in place between you and the target of your curse.

### Skirmisher's Volley — Warlock Attack 13

*You fire arcane bolts at your enemies before moving away.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One, two, or three creatures
**Attack:** Constitution vs. Reflex
**Hit:** 1d8 + Constitution modifier damage.
**Effect:** After the attack is resolved, you shift 1 square.
**Vestige Pact:** You shift a number of squares equal to 1 + the number of targets you hit with the attack.

### Wraith's Shadow — Warlock Attack 13

*The shadows congeal and smother your foe in a sickly mass of debilitating darkness.*

**Encounter ✦ Arcane, Implement, Necrotic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier necrotic damage, and the target is weakened until the end of your next turn.
**Dark Pact:** You can choose to deal no damage with this attack and instead make the target immobilized and weakened until the end of your next turn.

## Level 15 Daily Spells

### Caution of Dispater — Warlock Attack 15

*Dispater remains in control of his part of Hell through cunning and by beating rivals into submission. You borrow a page from his book.*

**Daily ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Will
**Hit:** 3d8 + Constitution modifier psychic damage.
**Effect:** The target takes 1d8 + your Constitution modifier psychic damage at the start of each of its turns until the target is attacked or until it starts its turn without line of sight to you.
**Infernal Pact:** The power's effect does not end when you attack the target.

### Dark Rain of Mutuz-Vot — Warlock Attack 15

*You bring forth storm clouds that exude droplets of liquid darkness, just like the rains of the massive cavern of Mutuz-Vot in the Underdark.*

**Daily ✦ Arcane, Implement, Necrotic, Zone**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 3d8 + Charisma modifier necrotic damage.
**Effect:** The burst creates a zone of raining darkness that lasts until the end of your next turn. The zone's area is lightly obscured. Each creature that enters the zone or starts its turn there is blinded (save ends).
**Dark Pact:** You ignore the zone's effect.
**Sustain Minor:** The zone persists.

### Plague of Frogs — Warlock Attack 15

*You summon hundreds of carnivorous frogs that bite and harry creatures around them.*

**Daily ✦ Arcane, Implement, Zone**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier damage.
**Effect:** The burst creates a zone of hopping carnivorous frogs that lasts until the end of your next turn. The zone is difficult terrain. Each creature that enters the zone or starts its turn there takes 2d8 + your Charisma modifier damage. As a move action, you can move the zone 3 squares.
**Sustain Minor:** The zone persists, and you can move it 1 square.

### Vestige of Leraje — Warlock Attack 15

*Leraje gave up the lush woods to prove her mastery of the bow, and was cast away for it. You borrow her skill, but not her pride.*

**Daily ✦ Arcane, Implement, Poison**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** 2d10 + Constitution modifier damage.
**Effect:** The target takes ongoing 5 poison damage (save ends).
**Vestige Pact:** You gain access to the vestige of Leraje.
**Leraje Pact Boon:** Living plants temporarily grow around you. Until the end of your next turn, you have cover against attackers that are not adjacent to you.
**Eyes of the Vestige Augment:** Your *eyes of the vestige* target is also immobilized until the end of your next turn.

### Vestige of Solis — Warlock Attack 15

*A falling star soars downward, burning bright as it strikes your foe in a deafening explosion.*

**Daily ✦ Arcane, Fire, Implement, Thunder**
**Standard Action** **Ranged** 10
**Primary Target:** One creature
**Primary Attack:** Constitution vs. Reflex
**Effect:** 2d8 + Constitution modifier fire damage.
**Hit:** The target takes ongoing 10 thunder damage (save ends). Make a secondary attack that is an area burst 1 centered on the primary target.
**Secondary Target:** Each creature in burst
**Secondary Attack:** Constitution vs. Fortitude
**Hit:** The secondary target is dazed and deafened (save ends both).
**Vestige Pact:** You gain access to the vestige of Solis.
**Solis Pact Boon:** Each enemy within 3 squares of you is deafened and grants combat advantage until the end of your next turn.
**Eyes of the Vestige Augment:** If your *eyes of the vestige* target makes an attack roll against any of your allies before the end of the target's next turn, the target takes fire and thunder damage equal to your Constitution modifier.

## Halfling Warlocks

Quick-witted halflings are drawn to becoming warlocks. Their high Charisma enables halflings to excel with their curses and spells, and their small size and innately superior Dexterity are effective complements to the paradigm that deceptive warlocks embody.

## Level 16 Utility Spells

### Amaan's Continuance — Warlock Utility 16

*Invoking the remnant of a dead god, you borrow its lingering power to act when you would normally lie on the ground, bleeding.*

**Daily ✦ Arcane**
**No Action** **Personal**
**Trigger:** An attack reduces you to 0 hit points or fewer and doesn't kill you
**Effect:** Until the end of your next turn, you do not become unconscious from having 0 hit points or fewer.

### Hero's Defense — Warlock Utility 16

*Your hasty spell draws on your greatest strength to cover your weaknesses.*

**Encounter ✦ Arcane**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy makes an attack roll against you
**Effect:** You gain a +4 bonus to your highest defense for this attack only, and the triggering enemy's attack targets that defense. If the attack hits, it deals half damage to you.

### Painful Transference — Warlock Utility 16

*You transform your debilitation into an ally's pain.*

**Encounter ✦ Arcane**
**No Action** **Personal**
**Requirement:** You must not be dying.
**Effect:** You end an effect on you that a save can end. Each ally within 5 squares of you takes damage equal to your Charisma modifier. If no ally is within 5 squares of you, you take damage equal to twice your Charisma modifier. This damage cannot be reduced or negated.

### Warp Space — Warlock Utility 16

*Using incomprehensible logic from beyond the stars, you rearrange the battlefield.*

**Encounter ✦ Arcane, Teleportation**
**Standard Action** **Close** burst 5
**Target:** You and two allies in burst
**Effect:** Each target teleports to a space within the burst.

## Level 17 Encounter Spells

### Claws of the Magpie — Warlock Attack 17

*A flock of spectral black and white birds flies through your enemy, tearing out pieces of the creature's essence and power.*

**Encounter ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3d6 + Charisma modifier psychic damage.
**Effect:** Until the end of the target's next turn, it can use only basic attacks or other at-will powers. Also, the target's auras end and cannot be reactivated until the end of your next turn.
**Fey Pact:** You gain temporary hit points equal to your Intelligence modifier.

### Despair of Zhudun — Warlock Attack 17

*You manifest an aspect of the blank face of dead Zhudun, causing your foe to collapse in fear.*

**Encounter ✦ Arcane, Fear, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Will
**Hit:** 1d8 + Constitution modifier psychic damage, and you knock the target prone. If the target stands up during its next turn, it takes 2d8 psychic damage and grants combat advantage until the end of your next turn.
**Star Pact:** If the target stands up during its next turn, it also takes a -2 penalty to attack rolls until the end of your next turn.

### Devouring Death — Warlock Attack 17

*A bolt of black vitriol splashes over your foe, leaving it vulnerable to further acid attacks and to your magic of death and decay.*

**Encounter ✦ Acid, Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier acid damage. Until the end of your next turn, the target gains vulnerable 10 acid and vulnerable 10 necrotic.
**Dark Pact:** The target loses any resistance to acid or resistance to necrotic until the end of your next turn.

## GODS AND WARLOCKS

More than members of other classes, warlocks are known for their impiety. Warlocks channel power from creatures and entities that are often enemies of the gods, and thus warlocks are bound to wonder what the gods can offer that they do not already have. However, in a world where the gods have specific goals and can manifest physically, some warlocks realize that they cannot ignore the pantheon entirely. A few warlocks find that devotion to a particular god can further their own goals as well as those of the deity.

Avandra is a popular deity among warlocks because of her influence over adventure. Warlocks who search for secrets and ancient knowledge, even if they're not evil, might revere Vecna. As the god of knowledge, Ioun has appeal for warlocks who seek to learn more about the enigmatic creatures with which they make pacts. Beyond these three, all the deities in the pantheon count some warlocks among their worshipers. Warlocks who view magical skill as an art form, including many elves and eladrin, worship Corellon. Dwarf warlocks who seek to protect their communities worship Moradin. Pelor is popular among good-aligned warlocks who use their eldritch powers to scour evil, and the Raven Queen is a favored deity among warlocks who seek only to deliver death with their powers.

WAYNE ENGLAND

**Life Force Reclaimed** Warlock Attack 17

*Your bolt of arcane energy draws vitality from your foe.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Fortitude
**Hit:** 3d8 + Constitution modifier damage. You gain temporary hit points equal to your healing surge value.
**Vestige Pact:** The number of temporary hit points you gain equals your healing surge value + twice your Intelligence modifier.

**Sea Tyrant's Fury** Warlock Attack 17

*Arcane waves sweep your foes to the ground as you harness the rage of the ancient Sea Tyrant.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Constitution vs. Reflex
**Hit:** 2d8 + Constitution modifier damage, and you knock the target prone and push it a number of squares equal to your Intelligence modifier.
**Vestige Pact:** You and any allies within 5 squares of you gain a +2 power bonus to saving throws until the end of your next turn.

## WARLOCKS AND LIFE FORCE

Warlocks deal extensively with the life force of all beings—the energy that animates even undead creatures. When you place your Warlock's Curse on a creature, you bind its life force to yours. Your Prime Shot feature (unlike the ranger's similar feature) relies on your ability to manipulate an enemy's life force when no competing sources of life force are nearby. Many of your powers manipulate life force directly (such as *life force reclaimed*), and the life-stealer paragon path (*Player's Handbook*, page 141) is the ultimate expression of this tendency in warlock powers. For an infernal pact warlock like the life-stealer, manipulation of enemies' life force is clearly sinister, and it's part of what makes all warlocks frightening to common folk.

How does your warlock view this use and abuse of enemies' life force? Is it a distasteful but necessary part of your magic? Do you derive pleasure or sustenance from it? Is it an almost addictive, dangerous habit you would just as soon break if you could? Or is it a foretaste of the destiny you will someday embrace, when as a terrible demigod of annihilation you will feast on the lives of nations?

## Level 19 Daily Spells

### Force of Nature — Warlock Attack 19

*Your magic creates a primordial force that hurls your foe through the air.*

**Daily ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 6d10 + Charisma modifier damage, and you knock the target prone and push it a number of squares equal to your Intelligence modifier.
**Miss:** Half damage, and you push the target 1 square.

### Maelstrom of Despair — Warlock Attack 19

*You trap your foe in a crushing vortex of despair, wracking its mind with each passing moment of affliction.*

**Daily ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3d10 + Charisma modifier psychic damage, and ongoing 5 psychic damage (save ends).
**Effect:** Until the end of your next turn, the target takes psychic damage equal to your Intelligence modifier whenever it rolls a saving throw.
**Dark Pact:** The psychic damage the target takes whenever it rolls a saving throw equals twice your Intelligence modifier.
**Sustain Minor:** The effect persists.
**Fey Pact:** Whenever you sustain the effect, you gain a +2 bonus to saving throws until the end of your next turn.

### Vestige of Amaan — Warlock Attack 19

*Your magic recalls Kaestelaria's enslavement by the dead god Amaan, imposing similar shackles upon your foe.*

**Daily ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Fortitude
**Hit:** 3d8 + Constitution modifier damage, and the target is immobilized and gains vulnerable 10 to all damage (save ends both).
**Miss:** Half damage, and the target is immobilized (save ends).
**Vestige Pact:** You gain access to the vestige of Amaan.
**Amaan Pact Boon:** You can push or pull a creature cursed by you and within 10 squares of you a number of squares equal to your Intelligence modifier.
**Eyes of the Vestige Augment:** You push or pull your *eyes of the vestige* target a number of squares equal to your Intelligence modifier.

### Vestige of the Burned Emperors — Warlock Attack 19

*The Burned Emperors ruled a region torn by strife. Once defeated, they became a shadowy entity, which you now call upon.*

**Daily ✦ Arcane, Implement, Teleportation**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** 2d10 + Constitution modifier damage. You gain a bonus to the damage roll equal to your Intelligence modifier for each ally adjacent to the target.
**Miss:** Half damage.
**Vestige Pact:** You gain access to the vestige of the Burned Emperors.
**Burned Emperors Pact Boon:** You can teleport an ally within 5 squares of you 3 squares.
**Eyes of the Vestige Augment:** Each ally adjacent to your *eyes of the vestige* target can shift 1 square as a free action.

### Void Star — Warlock Attack 19

*You summon a fragment of a dark star and hurl it at your foe, causing the creature's flesh to slough away.*

**Daily ✦ Arcane, Healing, Implement, Necrotic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** 4d8 + Constitution modifier necrotic damage. The target takes ongoing 10 necrotic damage, and whenever the target would regain hit points, you regain the hit points instead (save ends both).
**Miss:** Half damage, and ongoing 5 necrotic damage (save ends).

## Level 22 Utility Spells

### Ascension of the Elder — Warlock Utility 22

*You use a planar pathway known by ancient vestiges to transport yourself to the safety of the sky, where you can remain for a time.*

**Daily ✦ Arcane, Teleportation**
**Move Action** **Personal**
**Effect:** You teleport 100 feet (20 squares) to a space directly above you. Until the end of your next turn, you gain a speed of fly 8.
**Sustain Minor:** The effect persists. When you fail to sustain the effect, you float to the ground without taking damage.

## Half-Elf Warlocks

Some half-elves feel trapped between two worlds they're not truly part of, and they turn to dark pacts to find escape or revenge. Others see their dual heritage as a unique source of power, allowing them to harness fey forces without being bound by those forces. Whatever their situation or outlook, half-elves excel as warlocks, putting their naturally high Charisma and Constitution to work to help them master the spells of any pact with relative ease.

### Walk of the Kantakaran — Warlock Utility 22

*Your spell of peace borrows a lesson from the vestige of the Kantakaran monks, an order of mystics that espoused neutrality.*

**Encounter ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you cannot use an attack power or be attacked.

### Wakeman's Invocation — Warlock Utility 22

*You employ a defensive technique developed by the scholar Strom Wakeman, who learned to use the power of Far Realm creatures without risking one's sanity.*

**Daily ✦ Arcane, Teleportation**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you gain a +2 power bonus to all defenses against ranged attacks, and whenever an enemy hits you with a melee attack, you can teleport that creature 2 squares as an immediate interrupt.

### Wall of Inky Night — Warlock Utility 22

*You pull an oily blackness out of the ether to consume your enemies in darkness.*

**Daily ✦ Arcane, Conjuration**
**Minor Action** **Area** wall 8 within 10 squares
**Effect:** You conjure a wall of rippling blackness that lasts until the end of the encounter. The wall is 2 squares high and blocks line of sight. Any creature is blinded while within the wall. As a standard action, you can move the wall 10 squares.

## Level 23 Encounter Spells

### Arrow of Arcane Light — Warlock Attack 23

*Drawing a bow made of radiant energy, you become like one of King Elidyr's elite archers.*

**Encounter ✦ Arcane, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Reflex. This attack ignores all cover and concealment, and the attack can score a critical hit on a roll of 19-20.
**Hit:** 3d10 + Constitution modifier radiant damage.
**Vestige Pact:** You push the target a number of squares equal to your Intelligence modifier.

### Awaken the Dragon — Warlock Attack 23

*You rouse the soul of a long-dead dragon, calling down its necrotic breath upon your foes.*

**Encounter ✦ Arcane, Implement, Necrotic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Constitution vs. Will
**Hit:** 3d8 + Constitution modifier necrotic damage. If the target is cursed by you, it gains vulnerable 5 to all damage until the end of your next turn.
**Vestige Pact:** You gain temporary hit points equal to 5 + your Intelligence modifier.

### Maddening Whispers — Warlock Attack 23

*Your foe clasps its hands over its ears, shrieking in panic as it is overcome by terror.*

**Encounter ✦ Arcane, Fear, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3d6 + Charisma modifier psychic damage, and the target is immobilized and grants combat advantage until the end of its next turn. At the start of the target's next turn, you slide the target 2 squares.
**Star Pact:** At the start of the target's next turn, you slide the target a number of squares equal to your Charisma modifier.

### Swarm of Fangs — Warlock Attack 23

*High-pitched, shrieking laughter echoes around your foe as a horde of tiny, needle-toothed, winged fey descends upon it.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 4d6 + Charisma modifier damage, and the target is knocked prone.
**Fey Pact:** All enemies within 2 squares of the target take 10 + your Intelligence modifier damage.

## Level 25 Daily Spells

### Infernal Chains — Warlock Attack 25

*Flames dance along the red-hot chains that you summon to enwrap your opponent.*

**Daily ✦ Arcane, Fire, Implement**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** 4d10 + Constitution modifier fire damage, and the target is grabbed by fiery chains. Until the grab ends, the target takes 5 fire damage at the start of its turn. The target takes a -4 penalty to checks to escape the grab. Until the end of the encounter or until the grab ends, you can make the following attack as a minor action once per round against the same target.
**Attack:** Constitution vs. Fortitude
**Hit:** You slide the target 3 squares.
**Miss:** Half damage, and the target is slowed (save ends).

## Deva Warlocks

Most devas prefer the wizard, avenger, invoker, or cleric class. However, after enough reincarnations, some devas are attracted to the idea of pursuing an out-of-the-ordinary career, and so one might take up the warlock class. Although a deva can't consciously recall the details of his or her previous life, a deva warlock often selects a pact connected in some way to previous experiences. Such individuals tend to take the fey pact or the vestige pact. They typically avoid the infernal, star, and dark pacts, believing such oaths to invite corruption and rebirth as a rakshasa.

### Instruction in Darkness — Warlock Attack 25

*You lower a black veil over your foe and show the creature what darkness truly means.*

**Daily ✦ Arcane, Implement, Necrotic**
**Standard Action** **Ranged** 10
**Primary Target:** One creature
**Primary Attack:** Charisma vs. Reflex
**Hit:** 3d10 + Charisma modifier necrotic damage. The primary target is transported to a place of utter darkness (save ends). While there, the primary target doesn't have line of sight or line of effect to anything. When the primary target saves, it reappears in the space it last occupied or in the nearest unoccupied space. When the primary target reappears, make a secondary attack.
**No Action** **Area** burst 2 centered on the primary target
**Secondary Target:** Each enemy in burst
**Secondary Attack:** Charisma vs. Will
**Hit:** The secondary target is blinded (save ends).
**Miss:** The primary target is blinded (save ends).

### The Prince's Horde — Warlock Attack 25

*Thousands of tiny, insectlike warriors assault and confuse your enemy.*

**Daily ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 4d8 + Charisma modifier damage.
**Effect:** The target is assaulted by a cloud of fairy warriors (save ends). While the target is affected by the cloud, the target treats all creatures as having concealment. At the start of the target's turn, the target and each creature adjacent to the target take 1d10 + your Charisma modifier damage.

### Vestige of Land's Soul — Warlock Attack 25

*Your call causes the earth to rise up and crush your foe while bestowing life on you.*

**Daily ✦ Arcane, Healing, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Fortitude
**Hit:** 5d8 + Constitution modifier damage, and the target is slowed (save ends). While the target is slowed by this power, you gain regeneration 10.
**Miss:** Half damage.
**Vestige Pact:** You gain access to the vestige of Land's Soul.
**Land's Soul Pact Boon:** Each enemy cursed by you and within 5 squares of you takes 5 damage, and you regain 5 hit points for each enemy you damage in this way.
**Eyes of the Vestige Augment:** Until the end of your next turn, your *eyes of the vestige* target gains vulnerable 5 + your Intelligence modifier to acid, fire, lightning, or thunder (your choice).

### Vestige of the Queen of Namhar — Warlock Attack 25

*You call upon the Queen of Namhar, who died of thirst in the Namharid Desert, to send your foe a vivid image of death by thirst.*

**Daily ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Will
**Hit:** 4d10 + Constitution modifier psychic damage, and ongoing 10 psychic damage (save ends).
**Aftereffect:** The target is weakened (save ends).
**Miss:** Half damage, and ongoing 5 psychic damage (save ends). The target is weakened until the end of your next turn.
**Vestige Pact:** You gain access to the vestige of the Queen of Namhar.
**Queen of Namhar Pact Boon:** The nearest creature cursed by you is dazed (save ends).
**Eyes of the Vestige Augment:** Your *eyes of the vestige* target is weakened until the end of its next turn.

## Level 27 Encounter Spells

### Manipulating Thunderbolt — Warlock Attack 27

*With a clap of your hands, your enemy is struck by a clawlike thunderbolt, which picks up the creature and flings it aside.*

**Encounter ✦ Arcane, Implement, Lightning, Thunder**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** 3d8 + Constitution modifier lightning and thunder damage. You slide the target 1 square, and it is immobilized until the end of its next turn.
**Infernal Pact:** You slide the target a number of squares equal to your Intelligence modifier.

### Shattering of the Sword — Warlock Attack 27

*You invoke the shattering of King Elidyr's sword—broken in the last moments of his life—and make your foes feel the king's shock.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** 2d10 + Constitution modifier damage, and the target is stunned until the end of your next turn.
**Vestige Pact:** The attack deals extra damage equal to your Intelligence modifier.

## Dwarf Warlocks

Though not known for their high Charisma, dwarves possess exceptional Constitution scores, which make them ideal warlock candidates. Dwarves often become scourge warlocks, and they favor the infernal pact and the vestige pact, both of which play to their racial strengths. Dwarves have a strong tradition as fighters, yet among dwarf clans, many warlocks proudly pledge their eldritch powers to the defense of the community.

### Soul of the Treant — Warlock Attack 27

*You awaken the spirit of a long-dead treant, which possesses your enemy's body and makes the creature lash out against its allies.*

**Encounter ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier psychic damage. Each enemy adjacent to the target takes 1d8 + your Charisma modifier damage. You push each enemy adjacent to the target a number of squares equal to your Intelligence modifier and knock it prone.
**Fey Pact:** You also knock the target prone.

### Zutwa's Incandescence — Warlock Attack 27

*You shine with the light of Zutwa's life force, which overwhelms your foes' vision.*

**Encounter ✦ Arcane, Implement, Radiant**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Constitution vs. Will
**Hit:** 2d8 + Constitution modifier radiant damage, and the target is blinded until the end of your next turn.
**Vestige Pact:** The target takes a –2 penalty to saving throws until the end of your next turn.

## Level 29 Daily Spells

### Arrangement of Disorder — Warlock Attack 29

*Like the still point in a storm, you stand at the center of a burst of astral power that tears your enemies through space while arranging your allies to occupy the most advantageous positions.*

**Daily ✦ Arcane, Implement, Teleportation**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Charisma vs. Will
**Hit:** 3d8 + Charisma modifier damage, and you teleport the target to another space within the burst.
**Effect:** You teleport each ally within the burst to another space within the burst.

### Eyes of the Victim — Warlock Attack 29

*From magic, you craft an ancient contagion to eat away your foes' sight.*

**Daily ✦ Arcane, Implement, Necrotic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 3d10 + Charisma modifier necrotic damage.
**Effect:** The target gains blindness contagion (save ends). While a creature is affected by blindness contagion, that creature is blinded, and each enemy that starts its turn adjacent to that creature gains blindness contagion (save ends).

## Elf Warlocks

Like eladrin, elves are not known for making eldritch pacts. Elves who become warlocks usually take the fey pact to connect with their fey origin. Elf warlocks often pick up some martial powers to supplement their arcane abilities, relying on attacks that utilize Dexterity.

### Forbiddance of the Ninth — Warlock Attack 29

*A wall of black flame rises from the floor at your behest. It protects you while unleashing gouts of fire on foes.*

**Daily ✦ Arcane, Conjuration, Implement, Fire**
**Standard Action** **Area** wall 3 within 1 square
**Effect:** You conjure a wall of flame that is up to 3 squares high and lasts until the end of the encounter. The wall blocks line of sight.
Entering a wall square costs 3 extra squares of movement. Each creature that starts its turn within the wall's space takes 2d10 + your Constitution modifier fire damage, and any creature other than you that starts its turn adjacent to the wall takes 1d10 + your Constitution modifier fire damage.
As a move action, you can move the wall to a space adjacent to you. Once per round, you can make the following attack, which must include at least 2 wall squares in the blast.
**Minor Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Constitution vs. Reflex
**Hit:** 2d10 + Constitution modifier fire damage.

### Vestige of the Master of the Hidden Flame — Warlock Attack 29

*You call on the vestige of the spellcaster called the Master of the Hidden Flame. Through him, you burn foes by force of will.*

**Daily ✦ Arcane, Fire, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Fortitude
**Hit:** 5d10 + Constitution modifier fire damage.
**Miss:** Half damage.
**Vestige Pact:** You gain access to the vestige of the Master of the Hidden Flame.
**Master of the Hidden Flame Pact Boon:** Each enemy cursed by you and within 5 squares of you takes ongoing 5 fire damage (save ends).
**Eyes of the Vestige Augment:** Your *eyes of the vestige* target takes ongoing 5 fire damage (save ends).

### Vestige of Zuriel — Warlock Attack 29

*As you attack, you scream a war cry to Zuriel, a forgotten deity dedicated to wars of justice.*

**Daily ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Fortitude
**Hit:** 5d10 + Constitution modifier damage.
**Miss:** Half damage.
**Vestige Pact:** You gain access to the vestige of Zuriel.
**Zuriel Pact Boon:** You gain a bonus to your next damage roll before the end of your next turn equal to your Intelligence modifier.
**Eyes of the Vestige Augment:** You knock your *eyes of the vestige* target prone, and the attack deals extra damage equal to your Intelligence modifier.

## Dark Reckoner

*"There is an old drow saying: 'Vengeance is sweeter when exacted in darkness.' "*

**Prerequisite:** Warlock, dark pact

You deter creatures with physical and psychological threats when they intend to harm you, your allies, or other things important to you. You believe that threats mean nothing, though, if you are not willing to deliver on them. When intimidation fails, you visit vengeance swiftly and fully upon the offending party.

In your mind, vengeance is a virtue. As a warlock of the dark pact, you viscerally understand the concept of vengeance. Many of the entities with which you make pacts are consumed by revenge. In the Underdark, slights and rivalries fester and give birth to bouts of ruthless skulduggery and sinister schemes.

As a dark reckoner, you have internalized your baleful emotions and feelings of injustice. From dark alleyways and unlighted tunnels, you draw inspiration and purpose. You understand that vengeance is a potent source of power.

TOMAS GIORELLO

### Dark Reckoner Path Features

**Shadow Action (11th level):** When you spend an action point to take an extra action, you and any allies within 5 squares of you when you spend the action point gain concealment until the start of your next turn.

**Shadow and Threat (11th level):** When you score a critical hit with an attack that deals necrotic damage, you become invisible until the end of your next turn or until you attack.

**Death Curse (16th level):** When you apply your Warlock's Curse extra damage, you can choose to apply 1d6 extra necrotic damage.

### Dark Reckoner Spells

**Deadly Judgment** — Dark Reckoner Attack 11

*The pain your enemy suffers from your attack is also felt by its allies.*

**Encounter ✦ Arcane, Implement, Necrotic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier necrotic damage. Each enemy within 2 squares of the target takes necrotic damage equal to your Intelligence modifier.

**Shadow Slip** — Dark Reckoner Utility 12

*Speaking a sinister word whispered only in the blackest parts of the Underdark, you disappear from the sight of those you have cursed.*

**Encounter ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you are invisible to each creature cursed by you.

**Cursing Vengeance** — Dark Reckoner Attack 20

*You call up the spirit of a slain drow priest, and her words resound in your foe's ears, condemning the creature to a withering death.*

**Daily ✦ Arcane, Implement, Necrotic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 4d8 + Charisma modifier necrotic damage. Until the end of the encounter, the first time the target makes an attack roll against you, it takes ongoing 10 necrotic damage (save ends).
**Miss:** Half damage. Until the end of your next turn, the first time the target makes an attack roll against you, it takes ongoing 5 necrotic damage (save ends).

# Entrancing Mystic

*"Bend an ear and listen close. You don't want to miss this, do you? That's the way—calm and easy. See how easily you've fallen under my sway?"*

**Prerequisite:** Warlock

You are a figure of rumor and local folklore. You learned your craft from the First Order, ascended quickly to the Second Order, and made your pacts to the invisible magi of the Third Order. In return for your devotion, they have given you the power to beguile and warp minds.

Your ways are mysterious and frightening to other creatures. When you use your spells, and even when you speak, people sit and listen, enraptured by the hypnotic sound of your words and mesmerized by your eyes. Few ever realize what they risk upon meeting your ensnaring gaze or listing to your enthralling voice. Those who do realize your true power consider themselves lucky to have survived the experience.

## Entrancing Mystic Path Features

**Maddening Action (11th level):** When you spend an action point to take an extra action, one creature within 5 squares of you takes ongoing 5 psychic damage (save ends).

**Mystic Rapture (11th level):** Each enemy that enters a space within 3 squares of you or that starts its turn there takes a –5 penalty to saving throws against charm effects and a –2 penalty to all other saving throws.

**Mystery Given Form (16th level):** You gain a +1 bonus to the attack roll of each charm power you use. If you use an encounter attack power that has the charm keyword and miss all targets with the attack, you don't expend the use of that power.

## Entrancing Mystic Spells

**Hekiah's Trance** — Entrancing Mystic Attack 11

*Your foe becomes lost in your eyes, shuffling in the direction of your gaze.*

**Encounter ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 1d8 + Charisma modifier psychic damage, and you slide the target a number of squares equal to your Charisma modifier. The target is slowed until the end of your next turn.

**Shroud of Adeptus** — Entrancing Mystic Utility 12

*Your enemy moves to strike you, but you stare into its eyes and rob the creature of its will.*

**Daily ✦ Arcane, Charm**
**Immediate Reaction** **Ranged** 5
**Trigger:** An enemy within 5 squares of you misses you with an attack
**Target:** The triggering enemy
**Effect:** The target is dazed until the end of your next turn.

**Ultimatum of the Third Order** — Entrancing Mystic Attack 20

*You speak in a secret tongue, assaulting the minds of your foes and presenting them with a mental dilemma.*

**Daily ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Charisma vs. Will
**Hit:** The target chooses either to be stunned until the end of your next turn, or to take ongoing 20 psychic damage (save ends).
**Miss:** The target chooses either to be dazed until the end of your next turn, or to take ongoing 10 psychic damage (save ends).

MIKE NASH

# God Fragment

*"When a god dies, it leaves behind power that lingers. I will find a way to access one of these dead gods and tap into its power."*

**Prerequisite:** Warlock, vestige pact

Gods, primordials, and other powerful beings are sometimes preserved in the Astral Sea after their deaths. Drifting through the starry mists like immortal flotsam, they slumber through the millennia, awaiting the divine spark that might reawaken them. As the ages pass, the drifting corpses transform into astral matter.

Your curiosity was kindled when you first heard the term "dead god" while studying vestiges. Something about the concept of dead immortals fascinated you. And why not? When a god dies, where does its power go? You discovered the answer to this question: The power becomes dormant, crystallizing into a solid form within the Astral Sea. There, it drifts across the starry expanse, forgotten but not destroyed.

You study the history of deceased deities, primordials, and other legendary beings. From these accounts, you learn to siphon the beings' lost energy and dormant power. However, you know that real power lies in locating the crystallized essence of one of these dead immortals and awakening its full force.

## God Fragment Path Features

**Lifegiving Action (11th level):** When you spend an action point to take an extra action, you regain hit points equal to your level.

**Road to Reawakening (11th level):** You gain a +3 bonus to death saving throws.

**Dormant Power (16th level):** When you use a warlock power against a creature and score a critical hit, the attack deals 2d10 extra damage to that creature.

## God Fragment Spells

**Deific Decay** — God Fragment Attack 11

*You harness the necrotic power of a dead god's corpse, and you hurl it at an unsuspecting foe.*

**Encounter ✦ Arcane, Implement, Necrotic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Fortitude
**Hit:** 2d12 + Constitution modifier necrotic damage.

LUCIO PARRILLO

**Deific Doom** — God Fragment Utility 12

*You borrow the remnants of power from a dead god, instilling your presence with an overwhelming sense of loss and regret.*

**Daily ✦ Arcane, Zone**
**Minor Action** **Close** burst 2
**Effect:** The burst creates a zone of suffering, loss, and regret that lasts until the end of the encounter. When you move, the zone moves with you, remaining centered on you. Each enemy within the zone takes a -2 penalty to attack rolls and saving throws.

**Vestige of Karmath** — God Fragment Attack 20

*You overwhelm an enemy's mind with a fragment of Karmath the Unmourned God, giving you control over the creature's body.*

**Daily ✦ Arcane, Charm, Implement, Necrotic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Will
**Hit:** The target is dominated (save ends).
**Aftereffect:** The target takes 2d8 + your Constitution modifier necrotic damage.
**Miss:** The target is dazed (save ends).
**Effect:** You gain access to the vestige of Karmath the Unmourned God.
**Karmath Pact Boon:** One creature cursed by you that you can see takes a -2 penalty to all defenses (save ends).
**Eyes of the Vestige Augment:** Until the end of your next turn, each enemy that starts its turn within 2 squares of your *eyes of the vestige* target takes 1d6 necrotic damage.

# Hellbringer

*"I have looked into the fiery heart of the Nine Hells. There, I saw tantalizing power."*

**Prerequisite:** Warlock, infernal pact

Your choice to swear a pact to an infernal entity in exchange for power was not an easy choice, but it was a choice you made with open eyes. You understand the moral dangers implicit in your pact, but you believe that your soul can withstand the physical and mental forces of Hell. Though devils constantly attempt to lure you into their sinister plots, you remain steadfast against their persuasion.

When an opportunity came to claim even more strength from your devilish patrons, you leaped at it. You accepted their empowering flames, wearing your might like a crown. Sometimes your allies worry about the ultimate fate of your soul, but you laugh off their concern. You assure them that you are in no danger, and that they need not pity you. However, you have heard the call of darkness, and sometimes you question what destination awaits you when you die.

MATT CAVOTTA

## Hellbringer Path Features

**Flames of Empowerment (11th level):** When you spend an action point to make a ranged attack, and that attack hits, it deals 2d6 extra fire damage to the attack's target and each enemy that is adjacent to the target.

**No Pity, No Mercy (11th level):** Whenever you score a critical hit against an enemy, that creature grants combat advantage to you and gains vulnerable 5 fire until the end of your next turn.

**Prince of Hell (16th level):** Your arcane attack powers ignore resistance to fire.

## Hellbringer Spells

**Pillar of Power** Hellbringer Attack 11

*You call up a pillar of fire that rises from the bowels of the Nine Hells and incinerates your foe.*

**Encounter ✦ Arcane, Fire, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Reflex
**Hit:** 2d8 + Constitution modifier fire damage. Each creature adjacent to the target takes fire damage equal to half the damage dealt.

**Gates of Hell** Hellbringer Utility 12

*You open a gate through Hell to connect points on the battlefield. Your allies can pass through it unharmed, but your foes cannot.*

**Daily ✦ Arcane, Fire**
**Minor Action** **Ranged** 10
**Target:** Two unoccupied squares
**Effect:** You create a dimensional rift between the two target squares that lasts until the end of your next turn. Any creature that enters one of the target squares can move to the other target square as if it were adjacent to that square. A creature cannot pass through the rift if either square is occupied by another creature. Each enemy that moves from one gate square to the other takes 1d10 + your Constitution modifier fire damage.
**Sustain Minor:** The gates persist.

**Unleash the Inferno** Hellbringer Attack 20

*You call up an earth-shaking column of fire, which burns and knocks down your foes.*

**Daily ✦ Arcane, Fire, Implement**
**Standard Action** **Close** burst 10
**Target:** Each enemy in burst
**Attack:** Constitution vs. Fortitude
**Hit:** 2d10 + Constitution modifier fire damage, and you knock the target prone.
**Miss:** Half damage.

# Hexer

*"Art can be created in any medium. Painters draw images on canvas, bards write epic narratives, and musicians compose sweet harmonies. I spit curses of such beauty and potency that all who hear them are stricken."*

**Prerequisite:** Warlock

Any warlock can scream "I curse you!" but in your opinion, such curses are shallow and meaningless. Such a simple, insubstantial curse is a betrayal of the warlock's ability to channel arcane might wrested from primeval entities. A normal curse might be enough to make an enemy quail, but you believe a curse should curdle the blood and elicit wide-eyed, slack-jawed shock.

You have delved deeply into the intricacies of crafting curses. You have discovered that greater effects can be wrung from a well-placed curse than most warlocks realize. When you place a hex, your foes reel from the power of your curse. You have learned to weave your spells with your curses and your curses with your spells. Your body and mind resonate with the damning curses you articulate. When you speak, all who hear your words flinch.

## Hexer Path Features

**Damning Curse (11th level):** When you spend an action point to take an extra action, each creature under your Warlock's Curse takes a -2 penalty to attack rolls until the end of your next turn.

**Greater Hex (11th level):** Instead of placing your Warlock's Curse on the nearest enemy to you that you can see, you can place your Warlock's Curse on any single enemy within 5 squares that you can see.

**Walking Curse (16th level):** Whenever your Warlock's Curse deals damage to a creature, you can slide that creature 1 square.

## Hexer Spells

**Hexblast** — Hexer Attack 11

*You scream an eerie curse that harms your enemies' minds more than their ears.*

**Encounter ✦ Arcane, Implement, Psychic**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Charisma or Constitution vs. Will
**Effect:** You can place your Warlock's Curse on the target.
**Hit:** 1d8 + Charisma or Constitution modifier psychic damage.

**Vengeful Hex** — Hexer Utility 12

*You balefully eye the enemy who shot you. The creature might think itself beyond your reach, but it's wrong.*

**Encounter ✦ Arcane**
**Immediate Reaction** **Ranged** 10
**Trigger:** An enemy hits or misses you with a ranged or area attack
**Target:** The triggering enemy
**Effect:** You place your Warlock's Curse on the target.

**Hex of Abandonment** — Hexer Attack 20

*Your foe imagines that you and your allies are manifestations of its worst nightmare that have come to torment and murder it.*

**Daily ✦ Arcane, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma or Constitution vs. Will
**Hit:** 3d10 + Charisma or Constitution modifier psychic damage.
**Effect:** Until the end of the encounter, you can place your Warlock's Curse on each enemy that ends its turn adjacent to the target, and that enemy takes 2d6 damage when you curse it.

WARREN MAHY

# Master of the Starry Night

*"The stars are points of light burning beyond the world. Some believe them to be windows though which inimical creatures study our cosmos. In my view, that's a parochial conception of stars, at best."*

**Prerequisite:** Warlock, star pact

You understand the true nature of stars, and your knowledge surpasses that of nearly all other creatures. You have studied all the standard texts of star pact warlocks. You found the interpretations contained within those tomes to be catastrophic if accepted as fact. Perhaps some stars are windows into the Far Realm, as many star pact warlocks claim. You suspect that many stars hold other secrets, though. Thus, you have forged a new set of beliefs.

With your star charts, astrolabe, and viewing glass, you have determined the luminosity and motion of many stars. You have plumbed their colors, their sizes, and most important, the power they offer to a warlock. You understand the symbiosis of nature and magic that is embodied by the stars, and so you have twisted your pact into something different from those of your counterparts. You no longer fear the depths of the sky, for you are the master of the starry night.

## Master of the Starry Night Path Features

**Starcrossed Action (11th level):** When you spend an action point, one creature cursed by you is dazed until the end of your next turn.

**Star-Blessed Wanderer (11th Level):** If you use the bonus from your Fate of the Void pact boon on an attack roll and you miss with the attack, you retain the bonus until the end of your next turn.

**Fate of the Body (16th level):** As a free action during your turn, you can expend your Fate of the Void bonus to gain an equivalent bonus to speed or to one defense until the end of your next turn.

## Master of the Starry Night Spells

**Stellar Debris** — Master of the Starry Night Attack 11

*Brilliant stellar debris explodes outward from you, burning your enemies.*

**Encounter ✦ Arcane, Fire, Implement, Radiant**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Constitution vs. Reflex
**Hit:** 1d8 + Constitution modifier radiant and fire damage. Until the end of your next turn, the target treats all creatures as having concealment.

MATIAS TAPIA

**Minor Gift of Foresight** — Master of the Starry Night Utility 12

*You can see the doom of your enemies, and that foresight lets you benefit from your boon.*

**Encounter ✦ Arcane**
**Free Action** **Personal**
**Effect:** You remove any number of Warlock's Curses you have placed on your enemies and gain the benefit of your pact boon as if each of those creatures had been reduced to 0 hit points.

**Shooting Star** — Master of the Starry Night Attack 20

*You release a starlike spear of light that impales your enemy and enables you to further afflict it with every successful attack you make.*

**Daily ✦ Arcane, Implement, Radiant**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 4d10 + Charisma modifier radiant damage. Until the end of the encounter, whenever you hit the target, it takes 2d6 extra radiant damage.
**Miss:** Half damage. Until the end of your next turn, whenever you hit the target, it takes 2d6 extra radiant damage.

# Sea Tyrant Oracle

*"I have looked upon the glittering sea that reflects past and future. My visions reveal both hope and disaster."*

**Prerequisite:** Warlock, vestige pact

An oracle appeared to you in dream. She strode from a cave mouth, arrayed in the sea-green robes of an ancient prophet, and called herself the scion of the Sea Tyrant. "Behold!" she declared, revealing a vision of a terrible flood in which legions of angels were swept into eternal chaos. After showing you this disaster, the oracle bathed your eyes in water, and your vision was forever changed.

Like the prophets of old, you are capable of gaining horrible insights into the future. In most cases, your predictions extend so far ahead in time that you can do little to affect the course of events. However, you sometimes predict imminent events, and in these cases, you can take steps to avert or fulfill the occurrences you foresaw.

LUCIO PARRILLO

## Sea Tyrant Oracle Path Features

**Visionary Action (11th level):** When you spend an action point to use an at-will or encounter attack power that misses all targets, you gain an extra standard action that you must use before the end of the encounter.

**Future Foreseen (11th level):** The first time you fail a skill check, an ability check, or a saving throw during an encounter, you can reroll the check or the saving throw. You must use the second result.

**Future Evaded (16th level):** The first time an enemy cursed by you ends its move adjacent to you during an encounter, you can shift 2 squares as an immediate interrupt.

## Sea Tyrant Oracle Spells

**Doomsday Portent** — Sea Tyrant Oracle Attack 11

*You prophesize the demise of your enemy, filling it with horrifying visions of its death.*

**Encounter ✦ Arcane, Fear, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Constitution vs. Will
**Hit:** The target is dazed and weakened until the end of your next turn.

**Prepared by Fate** — Sea Tyrant Oracle Utility 12

*Using your powers of foresight, you anticipate a conflict and are ready for it.*

**Daily ✦ Arcane**
**No Action** **Personal**
**Trigger:** You roll initiative
**Effect:** You gain a +20 bonus to the initiative check.

**Vestige of the Sea Tyrant** — Sea Tyrant Oracle Attack 20

*Your magic evokes the wrath of the Sea Tyrant, sweeping your foes away.*

**Daily ✦ Arcane, Implement**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Constitution vs. Fortitude
**Hit:** 3d6 + Constitution modifier damage, and you push the target a number of squares equal to your Constitution modifier and knock it prone.
**Miss:** Half damage.
**Effect:** You gain access to the vestige of the Sea Tyrant.
**Sea Tyrant Pact Boon:** You slide one creature cursed by you that you can see a number of squares equal to your Constitution modifier.
**Eyes of the Vestige Augment:** You also slide your *eyes of the vestige* target a number of squares equal to your Intelligence modifier.

# Storm Scourge

*"The world reels from my wrath, for I ride upon storms and carry wind and lightning in my footsteps."*

**Prerequisite:** Warlock, fey pact

In a small tome called *Fey Pacts of Ancient Days,* you discovered the names of ancient archfey once revered by primitive humans. The tome described Neifion the Lord of Bats, Zebechial the Lord of Lightning, and Morrisa the Lady of Swords.

You were amazed and intrigued. You could feel a power within each name calling out to you. These ancient entities, so long forgotten, offered you strength in exchange for devotion.

You eventually acquiesced, swearing yourself to the fey creature whose ethos you believed most matched your own: the Lord of Lightning. Now, the entity whispers secrets of the storm to you from his floating demesne within the Feywild. You listen carefully to each utterance, every growl of the storm or roar of lightning. Although the Lord of Lightning seems most concerned with unleashing the force of the storm, you have gained much power under his tutelage. It might be only a matter of time before your own spells rival the power of your master.

FRANZ VOHWINKEL

## Storm Scourge Path Features

**Lightning Quick (11th level):** When you spend an action point to take an extra action, you become lightning quick until the end of your next turn. While you are lightning quick, you can shift 1 square as a free action each time you hit or miss with an attack.

**Zebechial's Blessing (11th level):** You gain resistance to lightning equal to one-half your level + your Charisma modifier.

**Eldritch Storm (11th level):** You can choose to have your *eldritch blast* deal lightning damage.

**Servant of the Lord of Lightning (16th level):** When you hit a creature with a lightning attack power, each enemy adjacent to the target takes lightning damage equal to your Intelligence modifier.

## Storm Scourge Spells

**Judgment of the Storm** — Storm Scourge Attack 11

*You unleash bolts of lightning upon those who offend you, smiting them with your power.*

**Encounter ✦ Arcane, Implement, Lightning**
**Standard Action** **Ranged** 10
**Target:** One or two creatures
**Attack:** Charisma vs. Reflex
**Hit:** 1d10 + Charisma modifier + Intelligence modifier lightning damage.

**Lightning Dance** — Storm Scourge Utility 12

*Lightning crackles around you, striking any enemy that hits you and allowing you to close with it.*

**Daily ✦ Arcane, Lightning, Teleportation**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, whenever a melee attack hits you, the attacker takes lightning damage equal to your Intelligence modifier, and you can teleport to any space adjacent to the attacker as an immediate reaction.

**Wrath of the Clouds** — Storm Scourge Attack 20

*Lightning leaps around your enemy, lashing the creature whenever it is distracted by another attack.*

**Daily ✦ Arcane, Implement, Lightning**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d10 + Charisma modifier + Intelligence modifier lightning damage.
**Effect:** Whenever the target is hit by an attack, the target takes lightning damage equal to your Intelligence modifier (save ends). The target cannot save against this effect until it is hit at least once.

CHAPTER 5

# Wizard

*"Spells trip from my tongue and sizzle from my fingertips. Few can gainsay me. A lifetime of arcane study is my burden, but also my delight."*

**The wizard** embodies arcane magic to most people, and rightfully so. Of all who deal in the arcane, you truly understand the magical principles that underlie reality. Others might exploit its power, but only imperfectly.

As a painter composes an image on a blank canvas or a sculptor reveals the form imprisoned in dull stone, you manipulate magic to create expressions of power. Your art, although beautiful, is also lethal. You are driven to constantly improve your craft, studying ever more intricate rituals, acquiring newer and more powerful implements, and developing even mightier spells.

Beyond the orbs, rods, staffs, and wands familiar to arcane casters, another implement is the purview of wizards alone. Your tome is a repository of scribbled arcane secrets through which to channel your power.

Whether you prefer to attack your foes directly or work your devious will against them, this chapter contains something for every kind of wizard. In its pages you will find the following material.

- **New Implements:** Choose a new way to use orbs, or take up a new implement. Use the arcane secrets found in your tome to make the most of your new powers.
- **New Builds:** Illusionist wizards and summoner wizards focus on specialized magical disciplines.
- **New Wizard Powers:** Learn new ways to hinder your foes, including illusion and summoning spells, and discover spells that complement your chosen implement.
- **New Paragon Paths:** Six new paths beckon as your wizard increases in power, focusing on specialized techniques such as invisibility and teleportation, or even exploiting random chance.

RALPH HORSLEY

RCH

# NEW IMPLEMENTS

The *Player's Handbook* describes how wizards can make use of orbs, staffs, and wands to help channel and direct their arcane power. Now wizards can add the tome to their available implements and choose it for their Arcane Implement Mastery class feature.

## New Arcane Implement Mastery Options

Wizards can choose a new form of orb mastery or elect to master the tome implement.

### New Orb Option

Many wizards use an orb implement to strengthen and extend their spells' duration, but some have perfected its use as a tool of trickery.

You can choose Orb of Deception as a new Arcane Implement Mastery class feature.

**Orb of Deception:** Once per encounter as a free action, when you miss an enemy with a wizard illusion power, choose another enemy within 3 squares of the missed target. The chosen enemy cannot also be a target of the original attack. Repeat the attack against this new target, with a bonus to the attack roll equal to your Charisma modifier.

You must wield an orb to benefit from this feature. Illusionist wizards select this form of mastery to spread a wider net of deception over foes.

### Tome Options

Wizards who choose the tome implement can select from two forms of Arcane Implement Mastery, one useful to summoner wizards and the other of more general benefit.

**Tome of Binding:** Once per encounter, as a free action, if you use your tome when using an arcane summoning power, all creatures summoned by that power gain a bonus to damage rolls equal to your Constitution modifier.

You must wield a tome to benefit from this feature. Summoner wizards prefer this form of tome mastery because of its obvious benefits to their summoning spells. This form of mastery also provides benefits to certain conjuration powers.

**Tome of Readiness:** When you select this form of implement mastery, choose a wizard encounter attack power of your level or lower that you don't already know. That power is now stored and available for your use at a later time.

Once per encounter as a free action, you can use the stored power by expending another unused wizard encounter attack power of its level or higher. You must still take the normal action required to use the stored power.

Each time you reach a level that lets you choose an encounter power, you can replace the stored power with a new wizard encounter attack power of your level or lower that you do not already know.

You must wield a tome to benefit from this feature. Wizards of all builds appreciate this form of mastery because of the flexibility it allows them during combat.

## New Keyword: Summoning

Powers that have the summoning keyword bring creatures from other planes to serve you in a variety of ways.

**SUMMONED CREATURE**

A creature you summon uses these rules, unless a power description says otherwise.

- **Allied Creature:** When you use a summoning power, you create a creature that is an ally to you and your allies. The power determines where the summoned creature appears.
- **Your Defenses:** The summoned creature's defenses equal yours when you summon it, not including any temporary bonuses or penalties to your statistics.
- **Hit Points:** The summoned creature's maximum hit points equal your bloodied value. When the summoned creature drops to 0 hit points, it is destroyed, and you lose a healing surge. If you have no healing surges left, you instead take damage equal to half your bloodied value.

### SUMMON BLACK DEVOURER

Meriele sighed as the fiery soldiers surrounded the paladin. "Well, Daren," she said, "looks like I'm saving your hide again."

She drew a slow breath and closed her eyes for a moment, fixing the darkness in her mind. The first syllable that issued from her mouth came out as a screeching sound near Daren's position that made the paladin cringe. Meriele extended her wand and flexed the fingers of her other hand into a claw, and her next syllable opened the rift into darkness.

From that point, the creature she was calling aided her in the spell. She summoned, it answered, and it worked its tentacles into the breach to open a clear pathway into the world from whatever space Beyond it normally inhabited.

To Meriele, the seconds stretched as the black devourer wormed its way through the tear in space, unfurled its long tentacles, and took up its position near the fire archons. Then the spell was cast, time resumed its normal pace, and the black devourer began its devastation.

- **No Healing Surges:** The summoned creature lacks healing surges, but if a power allows it to spend a healing surge, you can spend a healing surge for it. The summoned creature then gains the benefit of the healing surge, instead of your gaining it.
- **Speed:** The summoning power determines the summoned creature's speed.
- **Commanding the Creature:** The summoned creature has no actions of its own; you spend actions to command it mentally. You can command the creature only if you have line of effect to it. When you command the creature, the two of you share knowledge but not senses.

  As a minor action, you can command the summoned creature to take one of the following actions, if it is physically capable of taking that action: crawl, escape, fly, open or close a door or a container, pick up or drop an item, run, stand up, shift, squeeze, or walk.

  The summoning power determines any special commands you can give the summoned creature and gives an action type for each command. If a special command is a minor action, you can give that command only once during each of your turns.
- **Attacks and Checks:** If a summoning power allows the summoned creature to attack, you make an attack through the creature, as specified in the power description. If the summoned creature can make a skill check or an ability check, you make the check. Attacks and checks you make through the creature do not include temporary bonuses or penalties to your statistics.
- **Duration:** Unless the summoning power states otherwise, the summoned creature lasts until the end of the encounter and then disappears. As a minor action, you can dismiss the summoned creature.

## WIZARDS IN THE WORLD

**Fighters and wizards are both exceedingly rare in the world, but wizards are perhaps slightly more so. Common soldiers, mercenaries, and bandits aren't fighters, but fighters might emerge from among those sorts of people. It's harder to find examples of people among the mass of common folk who have the potential to rise to the status of a full-fledged wizard. You might once have been a scribe, a scholar of history or arcane lore, a priest of Ioun or some other deity, an herbalist, or an alchemist in your town or village. But the moment you learned your first cantrip, you were set on a path toward a greater destiny. You are far more than a scholar or a sage—you're a hero who wields the power of arcane magic, and that ability forever sets you apart from, and indeed above, the common folk of the world.**

WARREN MAHY

# NEW BUILDS

This chapter includes two additional wizard builds to supplement those presented in the *Player's Handbook:* the illusionist wizard and the summoner wizard.

## Illusionist Wizard

Your mysterious powers cloud the mind and assault the senses. The imaginary landscapes and phantasmal creatures you create impede, distract, and redirect your foes. Nothing is what it seems when you're in control.

Intelligence should be your highest ability score, since it governs your attack powers. A high Charisma score lets you enhance some illusion effects. Choose powers that have the illusion keyword, and take the Orb of Deception form of Arcane Implement Mastery to get the most out of them.

**Suggested Class Feature:** Orb of Deception
**Suggested Feat:** Phantom Echoes*
**Suggested Skills:** Arcana, Diplomacy, Dungeoneering, Insight
**Suggested At-Will Powers:** *illusory ambush**, *phantom bolt**
**Suggested Encounter Power:** *grasping shadows**
**Suggested Daily Power:** *horrid whispers**
*New option presented in this book

## Summoner Wizard

Terrifying creatures obey your call, and you order them to aid you and to fight for you. In addition to binding these monsters, you are skilled at conjuring objects made of magical energy to impede or harm your foes. You must use your own actions to control your summoned monsters, so your role in combat is quite different from that of other wizards.

As with other wizards, a high Intelligence score is crucial to attack rolls and damage rolls. Your summoned creatures' hit points depend on your own, and many conjuration spells deal additional damage or have improved effects that depend on Constitution, so make that your second-highest score. Use the Tome of Binding form of Arcane Implement Mastery, since it improves your summoning spells. Select daily powers that have the summoning keyword, and encounter and at-will powers that have the conjuration keyword.

**Suggested Class Feature:** Tome of Binding
**Suggested Feat:** Careful Summoner*
**Suggested Skills:** Arcana, Dungeoneering, Insight, Nature
**Suggested At-Will Powers:** *scorching burst*, *storm pillar**
**Suggested Encounter Power:** *astral wasp**
**Suggested Daily Power:** *summon fire warrior**
*New option presented in this book

### Illusion Magic

Wizards who employ illusion are masters of unreality. Their spells reach into opponents' minds to play havoc with perceptions, imposing visions of danger that are convincing enough to temporarily overwrite reality. Sometimes, even if only briefly, illusions are not entirely in the mind of the beholder. Psychic damage is the forte of illusion magic: Imaginary dangers cause harm by accelerating heart rate, impeding breathing, and sending victims into shock.

Illusion spells might convince a creature that beetles are swarming over its flesh, that a bolt of fire is on an interception course, that it is in the path of stampeding elephants, or that the floor beneath it is giving way. Such lesser effects cause their targets to dive away, fall prone, or otherwise try to evade the seeming threat.

More powerful illusions can override a target's senses. Instead of its true surroundings, a foe might witness cataclysmic visions of ruin, or a harmless vista of inanimate objects. Such extreme deceit is more difficult to pull off, but it renders a foe uniquely vulnerable as it stands by, watching imaginary visions, ignorant of its true doom.

Perception is reality, from the observer's point of view. Thus, illusion magic is ultimately about control. Although illusionist wizards choose such powers almost exclusively, control wizards often learn a few illusion powers as well.

WARREN MAHY

# NEW WIZARD POWERS

This section includes plenty of spells for both the illusionist wizard and the summoner wizard, as well as expanded powers suitable for the war wizard and control wizard builds.

## Level 1 At-Will Spells

**Illusory Ambush** Wizard Attack 1

*You create an illusion of swirling spectral assailants that swarm over your enemy.*

**At-Will ✦ Arcane, Illusion, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 1d6 + Intelligence modifier psychic damage, and the target takes a –2 penalty to attack rolls until the end of your next turn.
*Level 21:* 2d6 + Intelligence modifier psychic damage.

**Phantom Bolt** Wizard Attack 1

*You wave your hand, and your foe sees a bolt of fire streaking toward it. The enemy dives away from the imagined threat.*

**At-Will ✦ Arcane, Illusion, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 1d8 + Intelligence modifier psychic damage, and you slide the target 1 square.
*Level 21:* 2d8 + Intelligence modifier psychic damage.

**Storm Pillar** Wizard Attack 1

*A crackling column of lightning appears amid your enemies, lashing out at any who move near it.*

**At-Will ✦ Arcane, Conjuration, Implement, Lightning**
**Standard Action** **Ranged** 10
**Effect:** You conjure a pillar of crackling energy in an unoccupied square within range. The pillar occupies 1 square and lasts until the end of your next turn. Each enemy that moves into a square adjacent to the pillar takes 1d6 + your Intelligence modifier lightning damage.
*Level 21:* 2d6 + Intelligence modifier lightning damage.

## Level 1 Encounter Spells

**Astral Wasp** Wizard Attack 1

*A crystalline wasp with gossamer wings appears next to your foe and stings it, then buzzes about, waiting for another opening to attack.*

**Encounter ✦ Arcane, Conjuration, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d10 + Intelligence modifier damage.
**Effect:** You conjure an astral wasp that appears in 1 square within the target's space. It lasts until the end of your next turn.

If the target moves out of the astral wasp's square, it takes damage equal to your Constitution modifier. If the target ends its turn more than 2 squares away from the astral wasp, it takes damage equal to your Constitution modifier.

## SUMMONING MAGIC

Wizards who use summoning magic can call a host of monstrosities from other locations or produce lingering effects from magical energy to harry, attack, and block their foes.

A summoner wizard might call forth an arrowhawk, a creature of elemental wind and fury, to slash at enemies throughout a battle. A snarling mastiff leaps to fasten jaws upon a foe, then returns to the wizard's side, ready to attack again upon command. Alternatively, a stolid defender appears at the wizard's side to interpose itself between its master and an enemy's attack.

Despite the name, a summoner wizard doesn't always summon creatures. His or her repertoire includes conjuration spells that manipulate magical energy: a pillar of persistent lightning in the midst of enemies, blasting those that remain too close; a pool of slippery oil bubbling up from the ground around a foe's feet; or a wall of scintillating colors that lashes nearby creatures with a variety of effects.

**Summoning vs. Conjuration:** Summoning spells are daily powers and produce long-lasting, physical effects in the form of creatures. Some conjuration spells (mostly at-will and encounter powers) create temporary effects that take the form of creatures. Such conjured attackers don't have hit points or act at the wizard's command, but they behave much like creatures and exert control over a specific area.

CHRIS SEAMAN

### Empowering Lightning — Wizard Attack 1

*Green and yellow lightning twines around your wand, then flashes toward your enemy and explodes in a shower of sparks.*

**Encounter ✦ Arcane, Implement, Lightning**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 2d8 + Intelligence modifier lightning damage, and you push the target 1 square.
**Wand of Accuracy:** The next time you use the Wand of Accuracy class feature before the end of the encounter, you also gain a bonus to that attack's damage roll equal to your Intelligence modifier.

### Grasping Shadows — Wizard Attack 1

*At your command, shadows reach out, grab hold of your foes, and wreathe the area in darkness.*

**Encounter ✦ Arcane, Illusion, Implement, Psychic, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Will
**Hit:** 2d8 + Intelligence modifier psychic damage, and the target is slowed until the end of your next turn.
**Effect:** The burst creates a zone of writhing shadows that lasts until the end of your next turn. Each creature that enters the zone takes psychic damage equal to your Intelligence modifier and is slowed until the end of its next turn.

### Orbmaster's Incendiary Detonation — Wizard Attack 1

*Gouts of flame pulse from your orb and explode amid your enemies, setting the area alight and roasting them as they attempt to escape.*

**Encounter ✦ Arcane, Fire, Force, Implement, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 1d6 + Intelligence modifier force damage, and you knock the target prone.
**Effect:** The burst creates a zone of licking flames that lasts until the end of your next turn. Each enemy that enters the zone or starts its turn there takes 2 fire damage.
**Orb of Imposition:** You can extend the duration of this effect, even though it is not an at-will power. If you do so, the area expands to burst 3 and doesn't affect you or your allies.

### Staffstrike Corrosion — Wizard Attack 1

*You tap your staff on the ground, and acid boils up to envelop your target in a caustic haze.*

**Encounter ✦ Acid, Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 1d6 + Intelligence modifier acid damage. Until the end of your next turn, creatures more than 5 squares away from the target have concealment against it.
**Staff of Defense:** The next time you use the Staff of Defense class feature before the end of the encounter, the attacker also takes acid damage equal to your Intelligence modifier.

## Level 1 Daily Spells

### Grease — Wizard Attack 1

*Slippery oil floods the ground under your foes, sending them tumbling to the ground.*

**Daily ✦ Arcane, Implement, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Effect:** The burst creates a zone of slick grease that covers all horizontal surfaces until the end of the encounter. The zone is difficult terrain. You can make the following attack, using a square within the zone as the origin square.
**Free Action** **Close** burst 1
**Trigger:** A creature enters the zone
**Target:** The triggering creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** You knock the target prone.
**Miss:** You slide the target 2 squares.

### Horrid Whispers — Wizard Attack 1

*Your enemies are seemingly beset by dreadful noises. Desperate to find the source, they are oblivious to the true threat posed by you and your allies.*

**Daily ✦ Arcane, Illusion, Implement, Psychic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Will
**Hit:** 1d6 + Intelligence modifier psychic damage, and the target is slowed and takes a –2 penalty to attack rolls (save ends both).
**Aftereffect:** You knock the target prone.
**Miss:** The target is slowed and takes a –2 penalty to attack rolls until the end of your next turn.

## A Wizard's Spellbook

How did your character acquire his or her spellbook? Did you receive formal instruction at something like a wizard academy, where you were handed a blank spellbook on the first day of school and proceeded to fill it with notes, spells, and rituals over the course of your education? Did you study with a more experienced wizard who gave you a book from her collection as a gift recognizing the completion of your study? Is your spell "book" a loose collection of notes you scrounged together as you figured out the secrets of magic in secret? Or is it a finely bound tome, carefully copied by the hand of a master scribe during the rule of one of the world's ancient empires?

What's in your spellbook aside from your spells and rituals? Does it contain a detailed history of the study of magic, penned by an archwizard of Bael Turath? A treatise on Underdark fungi and their use in arcane rituals? Scattered notes on summoning creatures, with marginal annotations in several different hands (including yours)? Or is it mostly blank pages, reflecting the fledgling state of your knowledge?

### Phantom Chasm — Wizard Attack 1

*You create the image of a bottomless chasm that opens beneath your foes, convincing them that they are plummeting to their deaths.*

**Daily ✦ Arcane, Illusion, Implement, Psychic**
**Standard Action** **Area** burst 1 within 20 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Will
**Hit:** 2d6 + Intelligence modifier psychic damage, and the target is knocked prone and immobilized until the end of its next turn.
**Miss:** The target is immobilized until the end of your next turn.

### Rolling Thunder — Wizard Attack 1

*Elemental thunder creatures tumble through your foes and knock them about.*

**Daily ✦ Arcane, Conjuration, Implement, Thunder**
**Standard Action** **Ranged** 10
**Primary Target:** One or two creatures
**Primary Attack:** Intelligence vs. Reflex
**Hit:** 3d6 + Intelligence modifier thunder damage, and you slide the primary target 3 squares.
**Miss:** Half damage, and you slide the primary target 1 square.
**Effect:** You conjure a thunderball in 1 square within each primary target's space. Each thunderball lasts until the end of your next turn. Each thunderball can make a secondary attack.
**Opportunity Action** **Melee** 1
**Trigger:** A creature moves out of the thunderball's square
**Secondary Target:** The triggering creature
**Secondary Attack:** Intelligence vs. Reflex
**Hit:** 5 thunder damage.
**Sustain Minor:** Each thunderball persists.

### Summon Fire Warrior — Wizard Attack 1

*A soldier of flame strides through a planar veil. It lifts a shimmering axe above its head as it moves to attack.*

**Daily ✦ Arcane, Fire, Implement, Summoning**
**Minor Action** **Ranged** 10
**Effect:** You summon a Medium fire warrior in an unoccupied square within range. The fire warrior has a speed of fly 6 (hover). It has a +2 bonus to AC and a +2 bonus to Fortitude. You can give the fire warrior the following special commands.
✦ **Standard Action:** Melee 1; targets one creature; Intelligence vs. Reflex; 1d8 + Intelligence modifier fire damage.
✦ **Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Reflex; 1d8 + Intelligence modifier fire damage.

## Level 2 Utility Spells

### Daunting Presence — Wizard Utility 2

*Shadows deepen around you, your voice deepens to a rumble, and you appear to grow larger as you confront those foolish enough to dispute your wishes.*

**Encounter ✦ Arcane, Fear**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you gain a +5 power bonus to Intimidate checks, and creatures adjacent to you take a -2 penalty to attack rolls that target you.

### Float — Wizard Utility 2

*You rise a few inches above the ground and glide over minor hindrances.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** You hover 6 inches above the ground until the end of the encounter or until you fall. You ignore movement penalties and restrictions due to terrain, do not set off pressure-sensitive traps, and cannot be detected with tremorsense. You also gain a bonus to Stealth checks equal to your Wisdom modifier. You can float over only a solid surface or a liquid surface directly beneath you. For example, you cannot use this power to cross a chasm or a pit; if you try to do so, you fall normally.

### Guardian Blades — Wizard Utility 2

*Three spectral blades appear around you, floating in a ring that wards away your foes.*

**Daily ✦ Arcane, Force**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter or until you become unconscious, each enemy adjacent to you that makes an attack roll takes force damage equal to your Intelligence modifier. No enemy can take this damage more than once per turn.

### Phantasmal Terrain — Wizard Utility 2

*You make already treacherous terrain even more difficult for your enemies to traverse.*

**Daily ✦ Arcane, Illusion, Zone**
**Standard Action** **Area** burst 3 within 10 squares
**Effect:** The burst creates a zone of illusory obstacles that lasts until the end of the encounter. Difficult terrain within the zone costs 2 extra squares of movement to enter instead of the normal 1 extra square. Additionally, hazards and traps within the zone gain a bonus to attack rolls against your enemies equal to your Intelligence modifier.

## Casting a Spell

Using an arcane power—whether it's a wizard spell or a spell belonging to a different arcane class—shouldn't feel the same as using a martial or a divine power. Wizard spells in particular involve the recitation of complex arcane formulas, mystic syllables in no known language that tap into the magical power that flows though the world. You might also perform precise gestures, positioning your implement and your free hand in just the right way to shape and channel the energy you wield.

Your powers require constant study to keep those syllables fresh in your mind and ready for use, so you might spend every short rest or extended rest immersed in reviewing your spellbook, rehearsing the precise formulas in your thoughts. However, resting your mind and body is also essential for proper performance of your spells, so you might insist on taking the first or last watch of the night so you can sleep uninterrupted.

### Summon Shadow Serpent — Wizard Utility 2

*Shadows flicker at your feet, swirl before you, and coalesce into the form of a black serpent.*

**Daily ✦ Arcane, Implement, Summoning**
**Minor Action** **Ranged** 10

**Effect:** You summon a Small shadow serpent in an unoccupied square within range. The shadow serpent has a speed of 6. It has a +5 bonus to Stealth checks and takes no penalty to Stealth checks for moving more than 2 squares. You can give the shadow serpent the following special command.

✦ **Minor Action:** Until the end of your turn, you can see through the shadow serpent's eyes. You cannot gain line of sight or line of effect for your powers from the serpent's square, but you can make Perception checks from it to spot hidden objects or creatures.

## Level 3 Encounter Spells

### Chill Claws — Wizard Attack 3

*Skeletal hands appear around your targets, ripping into them with icy claws and sapping their will to fight.*

**Encounter ✦ Arcane, Cold, Implement**
**Standard Action** **Ranged** 10
**Target:** One or two creatures
**Attack:** Intelligence vs. Reflex
**Hit:** 1d8 + Intelligence modifier cold damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

### Hypnotic Pattern — Wizard Attack 3

*A swirling pattern of colors appears before your foes. Their eyes glaze over as the pattern enthralls them and lures them closer.*

**Encounter ✦ Arcane, Conjuration, Illusion, Implement**
**Standard Action** **Ranged** 10
**Effect:** You conjure a swirling pattern of colors and lights in an unoccupied square within range that lasts until the end of your next turn. You can make the following attack, using the pattern's square as the origin square.

**Opportunity Action** **Close** burst 3
**Trigger:** An enemy starts its turn within 3 squares of the pattern
**Target:** The triggering enemy in burst
**Attack:** Intelligence vs. Will
**Hit:** The target is pulled 3 squares toward the pattern and is slowed until the end of your next turn. It can move into the pattern's square.

### Maze of Mirrors — Wizard Attack 3

*You envelop your enemies in an illusory labyrinth made of mirrors, which conceals the world around them.*

**Encounter ✦ Arcane, Illusion, Implement**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Will
**Hit:** Until the end of your next turn, the target is immobilized and takes a penalty to attack rolls equal to your Intelligence modifier.

### Pinioning Vortex — Wizard Attack 3

*A miniature tornado roars forth to batter your enemy and lift it into the air.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d6 + Intelligence modifier damage, and you slide the target 10 feet (2 squares) vertically. The target remains aloft until the start of its next turn; while aloft, it is dazed and immobilized, and it grants combat advantage to you and your allies. At the start of its next turn, it lands on its feet in the space it formerly occupied or in the nearest unoccupied space of its choice.

### Shock Beetle Swarm — Wizard Attack 3

*A sudden mass of insects limned with lightning crawls over your foes. Energy arcs between your enemies as the swarm feasts on their flesh.*

**Encounter ✦ Arcane, Conjuration, Implement, Lightning**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d6 + Intelligence modifier lightning damage, and you conjure a shock beetle in 1 square within the target's space. Each beetle lasts until the end of your next turn. Each enemy that starts its turn in or adjacent to at least 1 square containing a shock beetle takes lightning damage equal to your Constitution modifier.

## Level 5 Daily Spells

### Acid Mire — Wizard Attack 5

*You transform the ground beneath your enemies' feet to hellish slime that eats away at flesh and bone.*

**Daily ✦ Acid, Arcane, Implement, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 3d6 + Intelligence modifier acid damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of caustic slime that lasts until the end of your next turn. The zone is difficult terrain. Each creature that enters the zone or starts its turn there takes 5 acid damage. Whenever a creature falls prone within the zone, it takes 5 extra acid damage.
**Sustain Minor:** The zone persists.

### Glitterdust — Wizard Attack 5

*You call forth a flash of brilliant light that leaves golden dust on all nearby creatures. The dust sparkles with a supernatural luster.*

**Daily ✦ Arcane, Implement, Radiant**
**Standard Action** **Area** burst 1 within 20 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 1d10 + Intelligence modifier radiant damage, and the target is blinded until the end of your next turn.
**Effect:** The target gains no benefit from concealment or invisibility, nor can it become hidden (save ends).

### Phantasmal Assailant — Wizard Attack 5

*You craft an elaborate image of a deadly assassin whose blade cuts deeply into your foe.*

**Daily ✦ Arcane, Illusion, Implement, Psychic**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 2d10 + Intelligence modifier psychic damage.
**Effect:** The target takes ongoing 5 psychic damage and grants combat advantage to you and your allies (save ends both).

### Summon Abyssal Maw — Wizard Attack 5

*The air is filled with the sound of gnashing teeth as a voracious creature of the Elemental Chaos appears and chews into anything it can reach.*

**Daily ✦ Arcane, Implement, Summoning**
**Minor Action** **Ranged** 10
**Effect:** You summon a Medium abyssal maw in an unoccupied square within range. The maw has a speed of 6. You can give the maw the following special commands.
**✦ Standard Action:** Melee 1; targets one creature; Intelligence vs. Reflex; 2d6 + Intelligence modifier damage.
**✦ Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Reflex; 1d8 + Intelligence modifier damage. In addition, if an enemy adjacent to the maw makes a melee attack that does not include the maw as a target, the maw can make an opportunity attack against that enemy after the enemy's attack is resolved.

### Visions of Avarice — Wizard Attack 5

*The illusion of a fabulous treasure appears out of thin air. Your enemies throw aside caution to seize it.*

**Daily ✦ Arcane, Illusion, Implement, Zone**
**Standard Action** **Area** 1 square within 10 squares
**Effect:** The power's area becomes a zone of illusory treasure that lasts until the end of your next turn. Once per turn, you can make the following attack, using the zone as the origin square.
**Minor Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Will
**Hit:** The zone pulls the target 3 squares. A target that ends this movement within the zone or adjacent to the zone is immobilized (save ends).
**Sustain Minor:** The zone persists. When you sustain the power, you can repeat the attack as a minor action.

## Level 6 Utility Spells

### Emerald Eye — Wizard Utility 6

*A mote of green energy appears above you. A glaring, alien eye peers from it, giving you insight into your foe's true nature.*

**Encounter ✦ Arcane**
**Minor Action** **Ranged** 10
**Target:** One creature
**Effect:** Until the end of your next turn, you gain a +5 power bonus to Insight checks against the target and a +2 power bonus to attack rolls against the target's Will.

### Fire Shield — Wizard Utility 6

*You are swathed in rippling flames that turn away both fire and chill but scorch anyone who strikes you.*

**Daily ✦ Arcane, Fire**
**Minor Action** **Personal**
**Effect:** You gain resist 10 cold and resist 10 fire until the end of the encounter. Whenever a creature makes a melee attack roll against you, it takes 2d6 + your Intelligence modifier fire damage. No creature can take this damage more than once per turn.

### Spectral Hound — Wizard Utility 6

*You call the ghostly image of a powerful mastiff that follows you protectively.*

**Daily ✦ Arcane, Illusion**
**Standard Action** **Ranged** 10
**Effect:** You bring forth the illusion of a spectral hound, which appears in an unoccupied square within range. The hound does not occupy that square but does count as an ally for the purpose of flanking. Additionally, as long as the hound remains within 10 squares of you, you gain a +1 power bonus to all defenses, along with a +5 power bonus to Perception checks, since the spectral hound warns you of approaching danger.
**Sustain Minor:** The spectral hound persists, and you can move it 5 squares; the hound ignores difficult terrain. The illusion ends at the end of your turn if the hound is out of your line of sight.

### Summon Iron Cohort — Wizard Utility 6

*A dwarf-sized humanoid creature of earth and iron ore appears near you. When you come under attack, it steps in to absorb the force of the blow.*

**Daily ✦ Arcane, Implement, Summoning**
**Minor Action** **Close** burst 2
**Effect:** You summon a Small iron cohort in an unoccupied square within the burst. The iron cohort has a speed of 6 and has a +2 bonus to AC. You can give the iron cohort the following special command.
**✦ Immediate Interrupt:** When you are targeted by a ranged or melee attack and the iron cohort is adjacent to you, the iron cohort becomes the attack's target instead.

### Wizard's Escape — Wizard Utility 6

*With a flash, you are gone.*

**Encounter ✦ Arcane, Teleportation**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy hits you with a melee attack
**Effect:** You teleport 5 squares to a space that is not adjacent to an enemy.

## Eladrin Wizards

Eladrin value the arcane arts over all others, and an eladrin wizard armed with a wand is a deadly adversary. Their innately high Intelligence allows eladrin wizards to easily target foes with their spells and to deal impressive damage. High Dexterity leads them naturally to choose the wand of accuracy form of implement mastery, which further enhances their ability to hit even the most elusive enemies.

## Level 7 Encounter Spells

### Enemies Abound — Wizard Attack 7

*You weave a veil of illusion over the eyes of your enemies, causing them to view their own allies as threats.*

**Encounter ✦ Arcane, Illusion, Implement, Psychic**
**Standard Action** **Area** burst 1 within 20 squares
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Will
**Hit:** 2d8 + Intelligence modifier psychic damage. Until the end of your next turn, you and your allies treat the target as an ally of yours for the purpose of flanking.

### Concussive Echo — Wizard Attack 7

*A focused blast of thunder slams into your foe, and the energy of the blast is stored in your enemy's body. When it next attacks, that energy is released in a concussive burst.*

**Encounter ✦ Arcane, Charm, Implement, Thunder**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 2d6 + Intelligence modifier thunder damage. The first time the target makes an attack roll before the end of your next turn, it deals 5 thunder damage to itself and to each enemy within 3 squares of it.

### Tomebound Ooze — Wizard Attack 7

*Your foe is engulfed by an acidic, jellylike mass that continues to eat at it when that foe tries to attack.*

**Encounter ✦ Acid, Arcane, Conjuration, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Effect:** You conjure an ooze that fills the target's space. It lasts until the end of your next turn. If the target moves, the ooze moves with it while it remains within range.
**Attack:** Intelligence vs. Reflex
**Hit:** 4d8 + Intelligence modifier acid damage. Until the end of your next turn, whenever the target makes an attack roll, it takes acid damage equal to your Constitution modifier.
**Tome of Binding:** When the target first makes an attack roll before the end of your next turn, the ooze explodes. The explosion deals acid damage equal to your Constitution modifier to all enemies within 2 squares of the target, and the effect ends.

### Twist of Space — Wizard Attack 7

*You bend and fold the fabric of space, scattering your enemies across the battlefield.*

**Encounter ✦ Arcane, Implement, Teleportation**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Will
**Hit:** 1d6 + Intelligence modifier damage, and the target is teleported 3 squares and slowed until the end of your next turn.

### Worms of Minauros — Wizard Attack 7

*You drop a mass of writhing maggots onto your enemy. The horrors feast on its flesh, dissolving it with acidic drool.*

**Encounter ✦ Acid, Arcane, Conjuration, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Effect:** You conjure a mass of worms in 1 square within the target's space. They last until the end of your next turn.
**Hit:** 2d8 + Intelligence modifier acid damage. If the target ends its turn within 2 squares of the worms, it takes 10 acid damage.

## Level 9 Daily Spells

### Face of Death — Wizard Attack 9

*You create a vision of the reaper of souls before your foes' eyes, and they freeze in terror of their impending death.*

**Daily ✦ Arcane, Fear, Illusion, Implement**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Will
**Hit:** The target is immobilized (save ends).
**First Failed Saving Throw:** The target is helpless (save ends).
**Aftereffect:** The target is slowed (save ends).
**Miss:** The target is immobilized (save ends).
**Aftereffect:** The target is slowed (save ends).

### Mordenkainen's Guardian Hound — Wizard Attack 9

*The ghostly form of a snarling wolfhound appears before you and leaps into the fray.*

**Daily ✦ Arcane, Conjuration, Implement**
**Standard Action** **Ranged** 10
**Effect:** You conjure a Medium guardian hound that occupies 1 square within range, and the hound makes the following melee attack. Once per round as a minor action, you can have the hound repeat its attack. As a minor action, you can move the hound 6 squares. The hound lasts until the end of the encounter or until you dismiss it with a free action.
**Target:** One creature adjacent to the hound
**Attack:** Intelligence vs. Reflex
**Hit:** 3d4 + Intelligence modifier damage. The target takes a -2 penalty to its next attack roll that targets you.

## Elf Wizards

Unlike their eladrin cousins, many elves disdain the arcane arts, favoring instead the martial path or the primal powers of the wild lands. Those who do choose the arcanist's robes over archer's garb are equally adept as control wizards or war wizards. Many elves choose the staff of defense form of implement mastery because of its flexibility as well as increased protection. Others opt for the wand of accuracy to take advantage of their high Dexterity.

### Summon Arrowhawk — Wizard Attack 9

*With a mighty shriek, a four-winged creature of the Elemental Chaos appears above your foes and swoops in to attack.*

**Daily ✦ Arcane, Implement, Summoning**
**Minor Action** **Ranged** 10
**Effect:** You summon a Medium arrowhawk in an unoccupied square within range. The arrowhawk has a speed of fly 8 (hover). It has a +2 bonus to AC and a +2 bonus to Reflex. You can give the arrowhawk the following special commands.

✦ **Standard Action:** Shift 3 squares and attack; melee 1; targets one creature; Intelligence vs. Reflex; 1d10 + Intelligence modifier damage, and the target is marked by the arrowhawk until the end of your next turn.

✦ **Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Reflex; 1d10 + Intelligence modifier damage, and the target is marked by the arrowhawk until the end of your next turn.

### Taunting Phantoms — Wizard Attack 9

*Your foes are beset by tormenting images that dart among them, daring them to attack and driving them to lash out with reckless abandon.*

**Daily ✦ Arcane, Illusion, Implement**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Will
**Hit:** The target makes a melee basic attack roll against a creature of your choice, including itself.
**Effect:** The target takes 5 damage each time it misses with a melee attack (save ends).

### Visions of Ruin — Wizard Attack 9

*Your foes scream in terror as a great cataclysm seems to destroy the world around them. Only the small area they occupy is safe from the horrid destruction they witness.*

**Daily ✦ Arcane, Fear, Illusion, Implement, Psychic, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Effect:** The burst creates a zone of illusory safety. A target that is forced to leave the zone takes 2d8 + Intelligence modifier psychic damage, and this effect ends for it. The zone lasts until no creature is subject to this effect.
**Target:** Each creature in burst
**Attack:** Intelligence vs. Will
**Hit:** The target is affected by visions of ruin (save ends). While affected by visions of ruin, it cannot voluntarily leave the zone, and it does not have line of sight to targets outside the zone.
**Miss:** Until the end of your next turn, the target cannot voluntarily leave the zone, and it does not have line of sight to targets outside the zone.
**Special:** A creature whose space is partly within the zone can move only into squares within the zone.

## Level 10 Utility Spells

### Illusory Wall — Wizard Utility 10

*A seemingly solid wall materializes before your foes, dividing the battlefield with your convincing illusion.*

**Encounter ✦ Arcane, Illusion**
**Standard Action** **Area** wall 8 within 20 squares
**Effect:** You create the illusion of a contiguous wall of solid material (stone or metal, for example). The wall can be up to 4 squares high. The wall blocks line of sight for all enemies (but not your allies). Whenever an enemy moves adjacent to the wall, you can make an Intelligence vs. Will attack against that enemy. If the attack hits, the enemy cannot move through the wall on its current turn, but it can try again on later turns. If the attack misses, the wall no longer blocks line of sight or movement for that creature.
**Sustain Minor:** The wall persists.

### Mass Resistance — Wizard Utility 10

*You wrap arcane strands about yourself and all your allies, insulating all against a particular type of damage.*

**Daily ✦ Arcane**
**Minor Action** **Close** burst 10
**Target:** You and each ally in burst
**Effect:** Choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Until the end of the encounter, each target gains resistance to that damage type equal to one-half your level + your Intelligence modifier.

### Summon Hammerfist Crusher — Wizard Utility 10

*A hulking creature of rock appears before you. It strikes too slowly to possibly hit a living creature, but its mighty fists turn walls and doors into rubble.*

**Daily ✦ Arcane, Implement, Summoning**
**Minor Action** **Ranged** 10
**Effect:** You summon a Medium hammerfist crusher in an unoccupied square within range. The hammerfist crusher has a speed of 3. It has a +2 bonus to AC and a +2 bonus to Fortitude. You can give the crusher the following special command.

✦ **Standard Action:** Melee 1; targets one object; Intelligence vs. Reflex; 5d6 + Intelligence modifier damage.

### True Seeing — Wizard Utility 10

*Your eyes glow with arcane light, letting nothing escape your sight.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you gain darkvision, and you can see invisible creatures and objects wthin 10 squares of you that are within your line of sight. You also gain a +5 power bonus to Insight checks and Perception checks.

## Level 13 Encounter Spells

### Earth Brute — Wizard Attack 13

*The ground creaks and moans, and a creature of rock and earth emerges to smash your foes.*

**Encounter ✦ Arcane, Conjuration, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 2d8 + Intelligence modifier damage, and you slide the target 3 squares. You conjure a Medium earth brute in a square adjacent to the target after this movement. The earth brute occupies 1 square and lasts until the end of your next turn.

Whenever a creature starts its turn in or enters a square adjacent to the earth brute, that creature takes 5 damage, and the earth brute pushes it 1 square.

### Entangling Force — Wizard Attack 13

*A burst of force erupts around your enemies, knocking them off balance and impeding their movement.*

**Encounter ✦ Arcane, Force, Implement**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 3d6 + Intelligence modifier force damage. Until the end of your next turn, the target is slowed and can't teleport, and it provokes opportunity attacks when it shifts.

**Wand of Accuracy:** On a miss, you deal force damage to the target equal to your Intelligence modifier.

### Illusory Assailant — Wizard Attack 13

*You produce a lifelike illusion of a warrior that attacks your enemies and aids your allies.*

**Encounter ✦ Arcane, Illusion, Implement, Psychic**
**Standard Action** **Ranged** 10
**Effect:** You bring forth a Medium illusory warrior in an unoccupied square within range, and the warrior makes the following melee attack. Enemies cannot enter the illusory warrior's space, but allies can, and the illusory warrior is considered an ally for the purpose of flanking. The illusory warrior lasts until the end of your next turn,
**Target:** One creature adjacent to the warrior
**Attack:** Intelligence vs. Reflex
**Hit:** 4d8 + Intelligence modifier damage.

### Mirror Sphere — Wizard Attack 13

*Illusory barriers surround your foe, causing it phantom pain when it attacks you and your allies.*

**Encounter ✦ Arcane, Illusion, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 1d10 + Intelligence modifier psychic damage. If the target makes an attack roll before the end of its next turn, it takes damage and is subject to all other effects of that attack as if it had hit itself. Any resistances and immunities of the target do not affect the damage it deals to itself in this way. It still attacks the original target normally.

### Orbmaster's Umbral Assault — Wizard Attack 13

*A shroud of roiling shadows coalesces around your orb. Your enemies see a globe of utter blackness flare out to engulf them.*

**Encounter ✦ Arcane, Illusion, Implement, Necrotic, Zone**
**Standard Action** **Area** burst 1 within 20 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Will
**Hit:** 1d6 + Intelligence modifier necrotic damage.
**Effect:** The burst creates a zone of illusory darkness that lasts until the end of your next turn. All creatures are blinded while they are within the zone.

**Orb of Imposition:** You can extend the duration of this effect, even though it is not an at-will power. If you do so, the zone expands to a burst 3 and doesn't affect you or your allies.

## Level 15 Daily Spells

### Ball Lightning — Wizard Attack 15

*A coruscating globe of lightning flashes forth and flies about, lashing out with tendrils of electricity.*

**Daily ✦ Arcane, Conjuration, Implement, Lightning**
**Standard Action** **Ranged** 10
**Effect:** You conjure a Medium ball of lightning that occupies 1 square within range, and the ball makes the following attack, which is a close burst 1. Each creature that starts its turn adjacent to the ball is slowed until the end of your next turn. Once per round, as a minor action, you can have the ball repeat its attack. As a move action, you can move the ball up to 10 squares. It can fly and hover. The ball lasts until the end of the encounter or until you dismiss it with a free action.
**Target:** Each creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 3d6 + Intelligence modifier lightning damage.

### Evard's Dreadful Mist — Wizard Attack 15

*You call forth a thick, ominous fog. As it descends upon your foes, sounds of gnashing fangs and snapping claws echo from it. Something lurks within. Something horrible.*

**Daily ✦ Arcane, Fear, Implement, Psychic, Zone**
**Standard Action** **Area** burst 2 within 20 squares
**Primary Target:** Each creature in burst
**Primary Attack:** Intelligence vs. Will
**Hit:** The primary target is immobilized (save ends).
**Miss:** The primary target is slowed (save ends).
**Effect:** The burst creates a zone of thick fog that blocks line of sight until the end of your next turn. You can make a secondary attack, using a square within the zone as the origin square.
**Opportunity Action** **Close** burst 1
**Trigger:** An enemy enters the zone or starts its turn there
**Secondary Target:** The triggering enemy in burst
**Secondary Attack:** Intelligence vs. Reflex
**Hit:** 2d10 + Intelligence modifier psychic damage.
**Sustain Minor:** The zone persists.

### Stonewrack — Wizard Attack 15

*You clench your fists as you call on the earth to obey you. The ground buckles amid your foes, creating a mass of jagged rocks.*

**Daily ✦ Arcane, Implement, Zone**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 5d6 + Intelligence modifier damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of jagged stone that lasts until the end of your next turn. Each creature that moves into the zone or within it without shifting or crawling takes 2d6 damage and is knocked prone.
**Sustain Minor:** The zone persists.

### Summon Chainbearer — Wizard Attack 15

*A blast of wind rushes over the battlefield as a dozen gleaming chains soar from your outstretched hand and wrap themselves into a humanoid form that lashes your enemies.*

**Daily ✦ Arcane, Implement, Summoning**
**Minor Action** **Ranged** 20
**Effect:** You summon a Large creature made of chains in an unoccupied 2-square-by-2-square space within range. The chainbearer has reach 2 and a speed of 6. It has a +4 bonus to AC and a +4 bonus to Fortitude. You can give the chainbearer the following special commands.
✦ **Standard Action:** Melee 2; targets one creature; Intelligence vs. Fortitude; 1d10 + Intelligence modifier damage, and you slide the target 2 squares.
✦ **Opportunity Attack:** Melee 2; targets one creature; Intelligence vs. Fortitude; 1d10 + Intelligence modifier damage, and you slide the target 2 squares. The chainbearer has threatening reach, allowing it to make opportunity attacks against targets within its reach of 2 squares.

### Vertigo — Wizard Attack 15

*Your enemies stagger and flail their arms as the world seems to spin furiously around them.*

**Daily ✦ Arcane, Illusion, Implement**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Will
**Hit:** The target is affected by vertigo (save ends). While affected by vertigo, the target can't stand up from prone, and if it moves, the target must move at least 4 squares or it falls prone at the end of its movement.
**Aftereffect:** The target is affected by a lesser form of vertigo (save ends). While affected, the target can't stand up from prone, and if it moves, the target must move at least 2 squares or it falls prone at the end of its movement.
**Miss:** Until the end of your next turn, the target can't stand up from prone, and if it moves, the target must move at least 2 squares or it falls prone at the end of its movement.
**Effect:** Until the end of the encounter, the target provokes opportunity attacks when it shifts.

## Level 16 Utility Spells

### Clever Escape — Wizard Utility 16

*As your foes close in for the kill, you buy time for escape with a cunningly crafted duplicate of yourself.*

**Daily ✦ Arcane, Illusion, Teleportation**
**Minor Action** **Personal**
**Effect:** You become invisible and teleport 6 squares. You leave behind an illusory image of yourself in the space you occupied. The illusion stands in place, takes no actions, and uses your defenses if it is attacked. It lasts until the end of the encounter or until it is touched or hit by an attack. Your invisibility lasts until the end of your next turn or until you make an attack roll.
A creature can recognize the illusion by making a successful Insight check (DC 15 + one-half your level + your Intelligence modifier).

### Phantom Mask — Wizard Utility 16

*With a gesture, you enable you and your allies to take on a nearly impenetrable disguise.*

**Daily ✦ Arcane, Illusion**
**Minor Action** **Close** burst 10
**Target:** You and each ally in burst
**Effect:** Until the end of the encounter, each target assumes the appearance of a humanoid creature of your size, even the appearance of a specific individual you have seen. You can choose a different disguise for each target. A creature can perceive a target's true form by succeeding on an Insight check (DC 20 + one-half your level + your Intelligence modifier).
As a standard action, you can modify this illusion to cause any of the targets to assume the appearance of a different humanoid creature.

### Phase Shift — Wizard Utility 16

*You whisper an arcane phrase and transform your body into a mere phantom.*

**Daily ✦ Arcane, Polymorph**
**Minor Action** **Personal**
**Effect:** You become insubstantial and gain phasing until the end of your next turn.

### Spectral Vision — Wizard Utility 16

*Your surroundings shimmer and change. What was once a squalid cave is now an opulent throne room.*

**Daily ✦ Arcane, Illusion**
**Minor Action** **Close** burst 5
**Effect:** Until the end of the encounter, you mask the terrain around you, changing the appearance of all unattended objects and terrain features. The objects are still visible, but you disguise their true nature, making them look, smell, sound, and sometimes even feel like something else. For example, you could make a pool of lava look like a plush carpet, or make a pile of coins look and feel like mud. If an object is removed from the area, this effect ends for that object.
A creature can see through your deception by succeeding on an Insight check (DC 20 + one-half your level + your Intelligence modifier). A creature automatically sees through the illusion if it takes damage from a disguised object or disguised terrain (such as walking on an illusory carpet that is actually lava).

### Summon Diamond Falcon — Wizard Utility 16

*A great bird of prey with gleaming white feathers appears from a planar portal and whisks you or an ally to safety.*

**Daily ✦ Arcane, Implement, Summoning**
**Minor Action** **Ranged** 5

**Effect:** You summon a Medium diamond falcon in an unoccupied square within range. The falcon has a speed of fly 8 (hover). It has a +2 bonus to AC and a +2 bonus to Reflex. You can give the diamond falcon the following special command.

✦ **Move Action:** The diamond falcon can carry you or one Medium or smaller ally that is adjacent to it when the falcon begins its move. The carried creature moves with the falcon and occupies its space; if the falcon provokes opportunity attacks, the attacker can target either the falcon or the carried creature. At the end of the falcon's move, the carried creature can either remain in the falcon's space (continuing to be carried) or land in a square adjacent to the falcon. A carried creature grants combat advantage and takes a -5 penalty to attack rolls.

## Level 17 Encounter Spells

### Dancing Bolts — Wizard Attack 17

*Snapping blue arcs of lightning erupt from the ground, leaping from one foe to another.*

**Encounter ✦ Arcane, Implement, Lightning**
**Standard Action** **Ranged** 20
**Primary Target:** One creature
**Primary Attack:** Intelligence vs. Reflex
**Hit:** 2d6 + Intelligence modifier lightning damage, and you slide the target 1 square. If, after this movement, the target is within 2 squares of an enemy that has not yet been attacked by this use of this power, make the following secondary attack against that enemy, using the primary target as the origin square of the burst.

**Free Action** **Area** burst 2
**Secondary Target:** One enemy in burst
**Secondary Attack:** Intelligence vs. Reflex
**Hit:** 2d6 + Intelligence modifier lightning damage, and you slide the target 1 square. If, after this movement, the target is within 2 squares of an enemy that has not yet been attacked by this use of this power, make the following tertiary attack against that enemy, using the secondary target as the origin square of the burst.

**Free Action** **Area** burst 2
**Tertiary Target:** One enemy in burst
**Tertiary Attack:** Intelligence vs. Reflex
**Hit:** 2d6 + Intelligence modifier lightning damage, and you slide the target 1 square.

### Furnace of Sand — Wizard Attack 17

*You create a powerful storm of desert winds and red-hot sand.*

**Encounter ✦ Arcane, Fire, Implement, Zone**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 2d6 + Intelligence modifier fire damage.
**Effect:** The burst creates a zone of red-hot swirling sand that lasts until the end of your next turn. All creatures are blinded while they are within the zone, and the area is lightly obscured. Each creature that enters the zone takes 1d10 + your Intelligence modifier fire damage.

### Gripping Chains — Wizard Attack 17

*You speak a ringing word of doleful power, enmeshing your foes in spectral bonds.*

**Encounter ✦ Arcane, Force, Implement**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 3d6 + Intelligence modifier force damage. Until the end of your next turn, the target is slowed, and it provokes opportunity attacks when it shifts.

### Phantasmal Horror — Wizard Attack 17

*Your enemy is assailed by an imaginary monster ripped from its nightmares, frightening it into a catatonic state.*

**Encounter ✦ Arcane, Fear, Illusion, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** The target is stunned until the end of your next turn. While the target is stunned by this power, you gain a bonus to damage rolls against it equal to your Charisma modifier.

### Shard of the Endless Avalanche — Wizard Attack 17

*You conjure a massive boulder from the Elemental Chaos that smashes through your enemies' ranks, then shatters and dissipates.*

**Encounter ✦ Arcane, Conjuration, Implement**
**Standard Action** **Ranged** 20
**Effect:** You conjure a Medium boulder that appears in 1 square within range, and you move it 5 squares. At the end of this movement, the boulder disappears. While it moves, you can make the following attack.

**Free Action** **Melee** 1
**Trigger:** The boulder enters a creature's space
**Target:** The creature whose space was entered
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d10 + Intelligence modifier damage, and you slide the target 2 squares.
**Special:** The boulder can attack any single creature only once, even if it enters that creature's space multiple times.

## Level 19 Daily Spells

### Evard's Ebon Bindings — Wizard Attack 19

*With incantations of imprisonment, you trap your foe in writhing black runes that seem almost alive, forcing it to obey your command.*

**Daily ✦ Arcane, Charm, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** The target is immobilized (save ends).
**First Failed Saving Throw:** The target is stunned (save ends).
**Second Failed Saving Throw:** The target is dominated (save ends).
**Aftereffect:** 2d6 + Intelligence modifier psychic damage, and the target is immobilized and dazed until the end of your next turn.
**Miss:** 2d6 + Intelligence modifier psychic damage, and the target is immobilized until the end of your next turn.

### Oppressive Force — Wizard Attack 19

*A massive barrage of arcane energy slams your foe to the ground and grinds it into the dirt.*

**Daily ✦ Arcane, Force, Implement**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 3d10 + Intelligence modifier force damage, and the target is knocked prone and affected by oppressive force (save ends). While affected by oppressive force, the target takes ongoing 10 force damage and can't stand up from prone.
**Miss:** Half damage, and the target is knocked prone and affected by oppressive force (save ends). While affected by oppressive force, the target takes ongoing 5 force damage and can't stand up from prone.

### Plague of Illusions — Wizard Attack 19

*You invade your enemy's mind to produce a bewildering array of illusions: nightmares sprung to life, gaping rifts in the ground, and hissing, encircling snakes.*

**Daily ✦ Arcane, Illusion, Implement**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** The target cannot use attack powers (save ends).
**First Failed Saving Throw:** The target is blinded (save ends).
**Second Failed Saving Throw:** The target is immobilized (save ends).
**Miss:** The target is blinded (save ends).
**First Failed Saving Throw:** The target is immobilized (save ends).

### Summon Black Devourer — Wizard Attack 19

*Your fingers claw open an inky portal and draw forth a terror of solid darkness: a razor-toothed maw surrounded by dozens of whipping tentacles.*

**Daily ✦ Arcane, Implement, Summoning**
**Minor Action** **Ranged** 20
**Effect:** You summon a Large black devourer in an unoccupied 2-square-by-2-square space within range. The black devourer has reach 2 and a speed of 5. It has a +4 bonus to AC and a +4 bonus to Will. You can give the black devourer the following special commands.
✦ **Standard Action:** Melee 2; targets one creature; Intelligence vs. Reflex; 2d4 + Intelligence modifier damage, and the target is grabbed. The devourer gains a +4 bonus to attack rolls and damage rolls against a target it is already grabbing.
✦ **Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Reflex; 1d8 + Intelligence modifier damage, and the target is knocked prone.

## Level 22 Utility Spells

### Globe of Invulnerability — Wizard Utility 22

*A transparent bubble of force appears around you, preventing anything from getting in or out.*

**Daily ✦ Arcane, Conjuration, Force**
**Minor Action** **Personal**
**Effect:** You create a globe of force around you that lasts until the end of your next turn. Whenever you move (including teleportation), the globe moves with you. You cannot gain line of effect to any target other than yourself, and no creature or effect can gain line of effect to you. The globe doesn't block line of sight. It blocks objects and creatures attempting to pass through it.
The globe, although impenetrable, is not impervious to damage. Attacks against the globe automatically hit, and it has 100 hit points.
**Sustain Standard:** The globe persists.

### Mordenkainen's Lucubration — Wizard Utility 22

*Your mastery of the arcane arts allows you to push your mind far beyond its limits, tapping into reserves of magic that allow your spells to endure.*

**Daily ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter or until you become unconscious, your arcane powers that can be sustained instead last until the end of the encounter.

### Phantom Legion — Wizard Utility 22

*A dozen illusory forms appear around you, creating a sprawling scene to deceive your enemies.*

**Daily ✦ Arcane, Illusion**
**Minor Action** **Ranged** 30
**Effect:** You create up to twelve Medium illusory creatures or objects, each of which appears in an unoccupied square within range. Each can make sounds and gestures but cannot voluntarily leave its space, and each of its defenses is 10. An illusory creature or object lasts until the end of the encounter, or until an attack hits it or a creature touches it.
As a move action, you can cause as many of the illusory creatures or objects as you wish to move up to 6 squares each. Each acts as an independent entity, saying whatever you wish and reacting as you choose to other creatures. However, you must have line of effect to an illusory creature or object to control it in this way. If you do not have line of effect, it does not move or respond.

## Dwarf Wizards

Dwarves' generally high Wisdom means that those of this race who choose the wizard's path favor control and the orb of imposition form of implement mastery. A dwarf wizard's orb is often a polished piece of mineral mined from his or her mountainous home. Because dwarves value clan ties and ancestry, those who have wizards among their forebears are more likely to take up wizardry themselves.

### Wall of Force — Wizard Utility 22

*A transparent barrier of force springs up where you command.*

**Daily ✦ Arcane, Conjuration, Force**
**Standard Action** **Area** wall 12 within 20 squares

**Effect:** You conjure a solid, transparent wall of contiguous squares filled with magical force that lasts until the end of the encounter. The wall can be up to 6 squares high. The wall blocks line of effect and movement. No creature can enter a square containing the wall, and phasing creatures can't move through it.

Attacks against the wall automatically hit. The wall has 200 hit points, and attacking any square deals damage to the entire wall. If it is reduced to 0 hit points, the wall shatters, dealing 3d10 force damage to each creature adjacent to it.

## Level 23 Encounter Spells

### Astral Claw — Wizard Attack 23

*For a moment, the borders between the worlds blur. The massive claw of an enormous beast reaches through the planes to crush your foe and hurl it to the ground.*

**Encounter ✦ Arcane, Conjuration, Implement**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 3d10 + Intelligence modifier damage, and you slide the target 5 squares and knock it prone.
**Effect:** You conjure an astral claw in 1 square of the target's space after this attack is resolved. The claw lasts until the end of your next turn. If the target stands up while the astral claw is in its space, the target takes damage equal to your Constitution modifier.

### Deceptive Shadows — Wizard Attack 23

*Darkness swirls around your foes, distracting them and cloaking you and your allies from view.*

**Encounter ✦ Arcane, Illusion, Implement**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Will
**Hit:** 3d6 + Intelligence modifier damage. Until the end of your next turn, the target can gain line of sight only to the creature nearest to it (ally or enemy). If multiple creatures are equally near to the target, it can see all of them.

### Freezing Bolts — Wizard Attack 23

*A thin layer of ice coats your wand, unleashing frigid waves as unstoppable as winter itself.*

**Encounter ✦ Arcane, Cold, Implement**
**Standard Action** **Ranged** 20
**Target:** One, two, or three creatures
**Attack:** Intelligence vs. Reflex
**Hit:** 3d6 + Intelligence modifier cold damage, and the target is immobilized until the end of your next turn.
**Wand of Accuracy:** Reroll any missed attack with this power.

### Orbmaster's Insuperable Lethargy — Wizard Attack 23

*A blood-red sphere of arcane power emanates from your orb to surround your foes, sinking into them and sapping their energy.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d6 + Intelligence modifier damage, and the target is either weakened or immobilized (your choice) until the end of your next turn.
**Orb of Imposition:** You can extend the duration of this power, even though it is not an at-will power. If you do so, each target is both weakened and immobilized until the end of your next turn.

### Staffstrike Shock — Wizard Attack 23

*You grip your staff as you shout a mystic phrase. The staff transforms into a crackling bolt of lightning that hurls you away from an attack.*

**Encounter ✦ Arcane, Implement, Lightning**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 3d10 + Intelligence modifier lightning damage.
**Staff of Defense:** The next time you use the Staff of Defense class feature before the end of the encounter, the enemy whose attack you interrupted also takes 10 lightning damage, and you teleport 5 squares as a free action.

## Wizard Versatility

Three factors combine to make the wizard one of the most versatile classes in the game: spellbooks, cantrips, and rituals. Unlike members of other classes, a wizard can keep a selection of daily attack powers and utility powers in a spellbook, allowing him or her to choose the right spell for the job—given some knowledge of what dangers lie ahead on a given day. (Divination rituals are a good way to get some of that knowledge!) Cantrips are minor spell effects, but incredibly flexible. Look for ways to use *ghost sound*, *mage hand*, or *prestidigitation* in skill challenges, roleplaying interactions, and even combat encounters to accomplish unexpected things. Finally, rituals—which any class can use, but wizards have superior access to—provide a never-ending supply of interesting, unique effects. Some wizards find that they rely on the same one or two rituals in a variety of situations, while others employ lots of different rituals and might never use the same one twice.

MATIAS TAPIA

## Level 25 Daily Spells

### Bubbling Acid — Wizard Attack 25

*You toss a green globe toward your enemies. It explodes, showering them with acid and creating a boiling pool of caustic stuff that moves at your command.*

**Daily ✦ Acid, Arcane, Implement, Zone**
**Standard Action** **Area** burst 2 within 20 squares
**Primary Target:** Each creature in burst
**Primary Attack:** Intelligence vs. Reflex
**Hit:** 6d6 + Intelligence modifier acid damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of bubbling acid that lasts until the end of the encounter. Each creature that enters the zone or starts its turn there takes 10 acid damage. As a move action, you can move the zone up to 5 squares.

You can make a secondary attack, using a square within the zone as the origin square.

**Opportunity Action** **Close** burst 1
**Trigger:** A creature enters the zone or starts its turn there
**Secondary Target:** The triggering creature in burst
**Secondary Attack:** Intelligence vs. Fortitude
**Hit:** The secondary target is blinded until the end of its current turn.

### Cinder Storm — Wizard Attack 25

*A spinning cloud of flaming ash surrounds your enemies, burning them and blinding their allies.*

**Daily ✦ Arcane, Fire, Implement, Zone**
**Standard Action** **Area** burst 2 within 20 squares
**Primary Target:** Each creature in burst
**Primary Attack:** Intelligence vs. Reflex
**Hit:** 5d6 + Intelligence modifier fire damage, and ongoing 10 fire damage (save ends).
**Miss:** Half damage, and ongoing 5 fire damage (save ends).
**Effect:** The burst creates a zone of flaming ash that lasts until the end of your next turn. You can make a secondary attack, using a square within the zone as the origin square.

**Opportunity Action** **Close** burst 5
**Trigger:** A creature fails its saving throw against this power's ongoing damage
**Secondary Target:** The triggering creature in burst
**Secondary Attack:** Intelligence vs. Reflex
**Hit:** 1d8 + Intelligence modifier fire damage, and the secondary target is blinded until the end of its next turn.

## Dragonborn Wizards

With a culture that focuses on glory in battle, dragonborn do not normally turn to wizardry. Those who do take up a wizard's implement are particularly driven to learn their esoteric craft, often sacrificing personal commitments or an easy route to success in the process. Many dragonborn wizards are surpriringly adept at illusion magic.

### Orbmaster's Prismatic Sphere — Wizard Attack 25

*Your orb swirls with a rainbow of colors that flash out and cloak your foes in a scintillating globe.*

**Daily ✦ Arcane, Fire, Implement, Poison**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude, Reflex, Will
**Hit (Fortitude):** 3d6 + Intelligence modifier poison damage, and ongoing 10 poison damage (save ends).
**Hit (Reflex):** 3d6 + Intelligence modifier fire damage, and ongoing 10 fire damage (save ends).
**Hit (Will):** The target is dazed (save ends).
**Special:** You make one attack roll per target and compare that result against all three defenses. A target might be subject to any, all, or none of the consequences of a hit depending on how many of its defenses were hit. The target must roll a saving throw against each condition or instance of ongoing damage separately.
**Orb of Imposition:** If you impose a penalty to saving throws against this power, the penalty applies to all targets instead of just one.

### Phantom Reality — Wizard Attack 25

*You create an intricate illusion in your enemy's mind, convincing it that friends are foes and leading it wherever you desire.*

**Daily ✦ Arcane, Illusion, Implement**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** The target is affected by phantom reality (save ends). While it is affected by phantom reality, whenever the target makes a melee or ranged attack roll, you can change the target of that attack. If it makes an area attack, you choose the attack's origin square if applicable. The target cannot attack itself in this way. Also, whenever the target moves, you can slide it 4 squares after it completes its movement.
**Miss:** Until the end of your next turn , whenever the target makes a melee or ranged attack roll, you can change the target of that attack. If it makes an area attack, you choose the attack's origin square if applicable. The target cannot attack itself in this way.

## Great Wizards of History

Some of the greatest wizards of the past have left their mark on the study of magic in the form of spells and rituals that bear their names: Bigby (of the many *hand* spells), Mordenkainen, Otiluke, and Evard all have spells in the *Player's Handbook* and in this book that are named after them. Tenser, Leomund, and Drawmij survive in ritual names. These names have been part of the Dungeons & Dragons® game since its earliest days—largely because they were player character wizards in some of the first D&D® campaigns.

If your wizard has a bit of an egomaniacal bent (and many wizards do), you might consider appending your own name to some or all of your spells. That change might be nothing more than a reflection of your own inflated sense of self-importance, but perhaps you have researched a variation that makes *Kathra's acid mire* notably different from the run-of-the-mill *acid mire* spell described in this book.

### Summon Abyssal Horde — Wizard Attack 25

*Three horrid creatures, little more than living toothy mouths, appear around your foes to devour them.*

**Daily ✦ Arcane, Implement, Summoning**
**Minor Action** **Ranged** 20
**Effect:** You summon up to three Medium abyssal maws, each appearing in an unoccupied square within range. Each maw has a speed of 6. You can give the maws the following special commands.
✦ **Standard Action:** Melee 1; targets one creature; Intelligence vs. Reflex; 2d6 + Intelligence modifier damage.
✦ **Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Reflex; 1d6 + Intelligence modifier damage. In addition, if an enemy adjacent to the maw makes a melee attack that does not include the maw as a target, the maw makes an opportunity attack against that enemy after the enemy's attack is resolved.
**Special:** Whenever you use a standard action or a minor action to issue a command, all the summoned maws take that action. Only one maw within range of a target can make an opportunity attack against that target. You do not lose a healing surge until all the maws summoned by this power are reduced to 0 hit points or fewer.

## Level 27 Encounter Spells

### Lost in the Mists — Wizard Attack 27

*You create a phantom world around your enemy and mimic reality so closely that you manipulate the foe as if it were a puppet.*

**Encounter ✦ Arcane, Charm, Illusion, Implement**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** The target is dominated until the end of your next turn. While dominated, it gains a bonus to its attack rolls and damage rolls equal to your Charisma modifier.

### Sequestering Force — Wizard Attack 27

*Your spell rips apart the planar boundaries, battering your enemies and trapping them in a fold of buckled space.*

**Encounter ✦ Arcane, Force, Implement**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 4d6 + Intelligence modifier force damage. Until the end of your next turn, the burst becomes an area of twisted space. A creature hit by this attack cannot leave the area by any means, including forced movement and teleportation.

### Soul Fire — Wizard Attack 27

*You crook your hand in a mystical gesture, and your foes shriek in agony as their souls are consumed by hidden flame.*

**Encounter ✦ Arcane, Fire, Implement, Necrotic**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Will
**Hit:** 3d8 + Intelligence modifier fire and necrotic damage, and the target is weakened until the end of your next turn.

### Steal Time — Wizard Attack 27

*You divert the river of time, stealing a moment from your enemy for your own use.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** The target is stunned until the end of your next turn. You gain an extra standard action, which you must use before the target recovers frm this stunned condition.

### Tomebound Bloodbeast — Wizard Attack 27

*From your tome springs a writhing, formless creature covered with long spikes that drinks your foes' blood and transfers their vigor to you.*

**Encounter ✦ Arcane, Conjuration, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 4d8 + Intelligence modifier damage.
**Effect:** You conjure a tomebound bloodbeast that occupies 1 square in range. It lasts until the end of your next turn.

Whenever a creature adjacent to the bloodbeast moves, that creature takes damage equal to your Constitution modifier, and you gain the same number of temporary hit points. These temporary hit points stack with each other and with temporary hit points from other sources.

**Tome of Binding:** If you increase the damage dealt by this power to a creature that moves, all allies within 5 squares of the bloodbeast also gain the temporary hit points.

## Level 29 Daily Spells

### Miasma of Enfeeblement — Wizard Attack 29

*Black dust whirls up around your foes, sapping their strength and clouding their vision.*

**Daily ✦ Arcane, Implement, Necrotic, Zone**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 5d6 + Intelligence modifier necrotic damage, and the target is weakened (save ends).
**Miss:** Half damage.
**Effect:** The burst creates a zone of clinging black dust that blocks line of sight for all creatures damaged by this power until the end of your next turn.
**Sustain Minor:** The zone persists.

### Tieflings Wizards

Tieflings who have a talent for the arcane often yield to the example of their ancestors and choose to be warlocks. However, they make fine wizards, too; their superior Intelligence makes them the equal of eladrin mages (although most eladrin are unwilling to admit this truth). Tieflings are generally more likely to become war wizards than to concern themselves with the subtleties of illusion or control. Many of those who do take up illusion magic (and the orb of deception form of implement mastery) are formidable masters of their craft.

### Prismatic Wall — Wizard Attack 29

*You draw your hands apart to form a mystic rainbow, which grows into a wall of shimmering colors.*

**Daily ✦ Arcane, Conjuration, Fire, Implement, Poison**
**Standard Action** **Area** wall 10 within 10 squares
**Effect:** You conjure a wall of contiguous squares filled with many-colored light that lasts until the end of your next turn. The wall can be up to 5 squares high. Entering a square occupied by the wall costs 1 extra square of movement. The wall blocks line of sight.

You can make the following attack, using a square within the zone as the origin square.

**Opportunity Action** **Close** burst 1
**Trigger:** A creature starts its turn inside the wall or adjacent to the wall or moves through it
**Attack:** Intelligence vs. Fortitude, Reflex, Will
**Target:** The triggering creature in burst
**Hit (Fortitude):** 3d4 + Intelligence modifier poison damage, and you teleport the target 5 squares.
**Hit (Reflex):** 2d6 + Intelligence modifier fire damage, and ongoing 10 fire damage (save ends).
**Hit (Will):** The target is dazed (save ends).
**Sustain Minor:** The wall persists.
**Special:** You make one attack roll per target and compare that result against all three defenses. A target might be subject to any, all, or none of the effects depending on how many of its defenses were hit. The target must roll a saving throw against each condition or instance of ongoing damage separately.

### Summon Living Mountain — Wizard Attack 29

*You part the planar walls to call a sentient mass of living rock from the Elemental Chaos. It emerges to crush your foes beneath its granite feet.*

**Daily ✦ Arcane, Implement, Summoning**
**Minor Action** **Ranged** 20
**Effect:** You summon a Huge living mountain in a 3-square-by-3-square unoccupied space within range. The living mountain has a speed of 3. It has a +4 bonus to AC and a +4 bonus to Fortitude. You can give the living mountain the following special commands.

✦ **Standard Action:** Melee 3; targets one creature; Intelligence vs. Fortitude; 2d8 + Intelligence modifier damage, and the target is knocked prone.
✦ **Standard Action:** Close burst 5; targets enemies only; Intelligence vs. Fortitude; 1d10 + Intelligence modifier damage, and the target is knocked prone.
✦ **Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Fortitude; 2d8 + Intelligence modifier damage.

### Visions of Wrath — Wizard Attack 29

*With blood-curdling cries, your enemies fall upon each other.*

**Daily ✦ Arcane, Illusion, Implement**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each enemy in burst
**Attack:** Intelligence vs. Will
**Hit:** The target is dominated (save ends). If you do not compel the target to make any attack rolls during its turn, it automatically saves to end this condition at the end of that turn. If you compel the target to make any attack rolls but it does not hit any creatures, it automatically fails saving throws against this condition until the start of its next turn.
**Miss:** The target is stunned until the end of your next turn.

## Arcane Wayfarer

*"Distance is an illusion, a construction of the mind shackled to the physical world."*

**Prerequisite:** Wizard

Time and space are barriers to most creatures. Only gods, primordials, and legendary beings can break down those barriers. And—perhaps—people like you.

You have already learned several powers that allow you to instantaneously travel between two nearby points. But now, as an arcane wayfarer, you see more clearly into the mechanism behind teleportation. As your knowledge grows, you teleport as naturally and easily as you walk, moving from spot to spot by flexing your mind instead of your muscles. You don't restrict this knowledge to yourself; you also enjoy targeting others with spatial effects, sending friends to safety and transporting foes into dangerous locations.

Although time yet remains beyond your grasp, you know that space is not insurmountable, as most believe it to be. Indeed, sometimes the shortest distance between two locations is not a straight line.

### Arcane Wayfarer Path Features

**Blink Strike (11th level):** Whenever you score a critical hit with a wizard attack power, you can also teleport the target 4 squares.

**Wayfarer's Action (11th level):** When you spend an action point to take an extra action, you can also teleport 4 squares as a free action.

**Wayfarer's Step (16th level):** You gain teleport 2 as an additional movement mode.

### Arcane Wayfarer Spells

**Hammerfall Step** Arcane Wayfarer Attack 11

*You transport both enemies and allies. Your allies experience a pleasant trip to safety; your enemies end up in jeopardy.*

**Encounter ✦ Arcane, Implement, Teleportation**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d6 + Intelligence modifier damage, and you teleport the target 3 squares.
**Effect:** You teleport each ally in the blast 3 squares.

WAYNE REYNOLDS

**Wayfarer's Evasion** Arcane Wayfarer Utility 12

*As your foe's weapon falls upon you, you suddenly whisk away.*

**Daily ✦ Arcane, Teleportation**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit or missed by an attack
**Effect:** You teleport 10 squares.

**Terrifying Journey** Arcane Wayfarer Attack 20

*You send your enemies . . . elsewhere. Somewhere terrible.*

**Daily ✦ Arcane, Implement, Teleportation**
**Standard Action** **Area** burst 1 within 20 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Will
**Hit:** 3d6 + Intelligence modifier damage, and the target is teleported to an interplanar space (save ends). While in the interplanar space, the target cannot take actions and cannot be targeted. On a save, it returns to the space it was last in. If that space is occupied, the target returns to the nearest unoccupied space of its choice.
**Miss:** Half damage, and the creature is dazed (save ends).

# Bonded Summoner

*"To me, my servants! You shall share in my strength and in my victory."*

**Prerequisite:** Wizard

You are fascinated by the magic of summoning and conjuration. The power of the planes draws you almost as strongly as your own arcane strength pulls the creatures you call to your side. You form a stronger link than others with the creatures you summon, granting you increased control over them. This closer communication even allows you to manipulate the boundaries between planes. You are a beneficent master, though, and you imbue your summoned servants with greater vitality—in exchange for even more dedicated service.

JAMES ZHANG

## Bonded Summoner Path Features

**Summoner's Slip (11th level):** Whenever you use an arcane power that has the conjuration or summoning keyword, you can teleport 2 squares as a free action after using the power.

**Summoner's Action (11th level):** When you spend an action point to take an extra action, as a free action you can issue one minor action command to each of your summoned creatures.

**Summoner's Might (16th level):** Creatures you summon gain regeneration 10.

## Bonded Summoner Spells

**Planar Gateway** — Bonded Summoner Attack 11

*You create a rift between the planes, drawing raw power through it that tumbles your enemies about like skittles.*

**Encounter ✦ Arcane, Conjuration, Implement**
**Standard Action** **Ranged** 10

**Effect:** You conjure a planar gateway that occupies 1 square within range and lasts until the end of your next turn. You can make the following attack, using the gateway's square as the origin square.

**Free Action** **Close** burst 1
**Trigger:** A creature starts its turn in the planar gateway or enters a square adjacent to the planar gateway
**Target:** The triggering creature in burst
**Attack:** Intelligence vs. Reflex
**Hit:** 3d6 + Intelligence modifier damage, and you slide the target 3 squares.

**Enduring Summons** — Bonded Summoner Utility 12

*You call on the power of the planes to surge through your summoned creature, ensuring its survival.*

**Encounter ✦ Arcane, Healing**
**Minor Action** **Ranged** 10
**Target:** One creature you summoned
**Effect:** The target regains hit points equal to your healing surge value.

**Summon Bonded Protector** — Bonded Summoner Attack 20

*You call a massive humanoid-shaped statue of metal and stone that pounds your foes and forces them away from you.*

**Daily ✦ Arcane, Implement, Summoning, Teleportation**
**Minor Action** **Ranged** 20

**Effect:** You summon a Large bonded protector in an unoccupied 2-square-by-2-square space within range. The bonded protector has reach 2 and a speed of 5. It has a +4 bonus to AC and a +4 bonus to Will. You can give the bonded protector the following special commands.

✦ **Standard Action:** Close blast 3; targets each creature in blast; Intelligence vs. Reflex; 2d4 + Intelligence modifier damage, and the target is dazed (save ends).
✦ **Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Reflex; 2d6 + Intelligence modifier damage, and the target is knocked prone. The bonded protector can make this opportunity attack against a creature that attacks you or that attacks a creature you summoned.
✦ **Minor Action:** You and the bonded protector swap positions.

# Hermetic Saboteur

*"Drive them into the alcove. I've arranged a little welcome for them there."*

**Prerequisite:** Wizard

Few things please you more than creating nasty magical surprises for your foes. Although your traps are illusory, they are no less deadly to foes who stumble into them. As well, you love to add your own arcane flourishes to mundane traps, catching enemies off guard when they believed themselves safe. Admittedly, you might take unseemly glee in your phantasmal pyrotechnics. But wreaking havoc is so much fun!

Still, you must not incur your companions' wrath by scattering such deadly tricks too liberally, or putting them where they could be triggered by accident. So you are careful . . . as careful as a saboteur can be.

## Hermetic Saboteur Path Features

**Attune Target (11th level):** Once per encounter, when you use a wizard power that is a blast, a burst, or a wall, you can choose one square within 20 squares of you as that power's origin square instead of its normal origin square.

**Saboteur's Action (11th level):** When you spend an action point to use an area or close wizard attack power, all targets of that power grant combat advantage to you until the end of your next turn.

**Adjust Attunement (16th level):** All targets of attack powers affected by your Attune Target path feature grant combat advantage to you until the end of your next turn, regardless of whether those targets were hit or missed by your attacks.

## Hermetic Saboteur Spells

**Psychic Detonations** Hermetic Saboteur Attack 11

*You tap on the floor, and three illusory traps are set under the feet of your enemies.*

**Encounter ✦ Arcane, Illusion, Implement, Psychic**
**Standard Action** **Ranged** 10

**Effect:** You bring into being three illusory traps in three separate squares that last until the end of your next turn. Each trap can make the following attack the first time it is triggered.

**Opportunity Action** **Close** burst 1
**Trigger:** A creature starts its turn in or moves adjacent to a square containing a trap
**Target:** The triggering creature
**Attack:** Intelligence vs. Will
**Hit:** 2d6 + Intelligence modifier psychic damage, and the target is knocked prone.

**Special:** Triggering this attack is considered triggering a trap for the purpose of your *sabotage trap* power.

**Sabotage Trap** Hermetic Saboteur Utility 12

*Sometimes the wrong person triggers the trap. Fortunately, you have an answer for that.*

**Encounter ✦ Arcane, Teleportation**
**Immediate Interrupt** **Ranged** 10
**Trigger:** A creature triggers a trap within range
**Primary Target:** The triggering creature
**Secondary Target:** A different creature within 10 squares of the primary target
**Effect:** The primary target and secondary targets swap positions, and the secondary target is considered to have triggered the trap. If the secondary target is you or an ally, he or she gains a +4 bonus to all defenses against that trap's attacks until the end of the secondary target's next turn.

**Saboteur's Ward** Hermetic Saboteur Attack 20

*You have a punishing response to those who are foolish enough to attack you.*

**Daily ✦ Arcane, Implement, Psychic, Zone**
**Standard Action** **Close** burst 10

**Effect:** The burst creates a zone of warding magic that lasts until the end of your next turn. You can make the following attack, using a square within the zone as the origin square.

**Opportunity Action** **Close** burst 10
**Trigger:** A creature in burst makes an attack roll against you
**Target:** The triggering creature
**Attack:** Intelligence vs. Will
**Hit:** 2d6 + Intelligence modifier psychic damage.
**Effect:** The target is dazed (save ends).

**Special:** Triggering this attack is considered triggering a trap for the purpose of your *sabotage trap* power.

**Sustain Minor:** The zone persists. When you move, the zone moves with you, remaining centered on you, unless you used your Attune Target path feature to change the origin square of the burst. In that case, you can move the zone 5 squares as a move action.

WOODROW J. HINTON III

# Rimetongue Caller

*"It takes a cold heart to wield such power."*

**Prerequisites:** Wizard, Primordial language

Summoned creatures can always be improved upon. Other arcane paths, such as the bonded summoner, deal with infusing magical energy into summoning spells to create a more perfect arcane cohort, but your way seeks the mastery of elemental cold. Using Primordial words of power, you have learned to enhance each summoned servitor with the essence of primordial ice.

This influx of wintery power is not confined to just those creatures you summon; it has also transformed your nature into something more elemental. You have adopted the innate abilities and resistance of primordial cold. Your skin, as well as the outward appearance of your summoned creatures, takes on an ice-blue pallor, and your hair becomes a shock of snow-white strands. Even your arcane flames burn with a rimefire blue color.

## Rimetongue Caller Path Features

**Winter's Embrace (11th level):** You and your summoned creatures gain resist 3 cold; any existing resistance to cold instead increases by 3. This resistance stacks with other resistance to cold granted by powers or effects.

At 21st level, this resistance improves to 5 (or increases by 5).

DAN SCOTT

**Blizzard's Action (11th level):** When you spend an action point to take an extra action, each enemy adjacent to you takes 5 cold damage and is slowed until the end of your next turn.

At 21st level, the cold damage increases to 10.

**Frostbite Summoning (16th level):** Creatures you summon gain the *frostbite* aura, described below.

**Frostbite (Cold)** aura 1; each creature that ends its turn within the aura takes 10 cold damage.

## Rimetongue Caller Spells

**Wall of Winter** — Rimetongue Caller Attack 11

*Issuing words of Primordial from frost-covered lips, you conjure an unstable wall of elemental ice and wind.*

**Encounter ✦ Arcane, Cold, Conjuration, Implement**
**Standard Action** **Area** wall 5 within 20 squares

**Effect:** You conjure a wall of contiguous squares filled with frost and raging wind that lasts until the end of your next turn. The wall can be up to 4 squares high.

Each creature that starts its turn adjacent to the wall takes 1d8+ your Intelligence modifier cold damage. If a creature moves into the wall's space or starts its turn there, it takes 2d8 + your Intelligence modifier cold damage, and it is slowed (save ends). Entering a square occupied by the wall costs 1 extra square of movement. The squares occupied by the wall are heavily obscured, and the wall blocks line of sight.

**Icy Calling** — Rimetongue Caller Utility 12

*You infuse your summoning with the essence of an ice mote of the Primordial Chaos.*

**Encounter ✦ Arcane, Cold**
**Free Action** **Personal**

**Effect:** The next creature you summon before the end of your turn is immune to cold and deals 1d6 extra cold damage with each attack.

**Summon Rimefire Brute** — Rimetongue Caller Attack 20

*A giant of carved ice and frostfire strides from an elemental gateway, and your enemies tremble with cold and fear.*

**Daily ✦ Arcane, Cold, Implement, Summoning**
**Minor Action** **Ranged** 20

**Effect:** You summon a Large rimefire brute in an unoccupied 2-square-by-2-square space within range. The rimefire brute has reach 2 and a speed of 5. It has a +2 bonus to AC and a +4 bonus to Fortitude. You can give the rimefire brute the following special commands.

✦ **Standard Action:** Reach 2; targets one creature; Intelligence vs. AC; 2d10 + Intelligence modifier cold damage, and the target is knocked prone.

✦ **Standard Action (1/encounter):** Close blast 3; targets each creature in blast; Intelligence vs. Fortitude; 2d8 + Intelligence modifier cold damage, and the target is immobilized (save ends).

✦ **Opportunity Attack:** Intelligence vs. AC; 2d10 + Intelligence modifier cold damage.

**Special:** The *frostbite* aura of a rimefire brute you summon has a range of 2 squares instead of 1.

# Unseen Mage

*"Have you ever met someone who wasn't there?"*

**Prerequisite:** Wizard

To see but go unseen, to affect the world but remain unaffected by it—this ability is at the heart of true magical power. Thus you have devoted yourself to the art of invisibility, rendering your body as transparent as a window without smear or blemish, through which no hint of your presence can be detected. You are an unseen mage; there is no stopping you. Or, more important, seeing you.

Since you can vanish with great alacrity and facility, you must learn to watch your step to avoid being trampled by your own allies. Even walking invisibly in the street requires constant vigilance, lest some carriage or palanquin unknowingly run you down. And with such great power comes the potential for abuse, against which you must be vigilant.

## Unseen Mage Path Features

**Enhanced Invisibility (11th level):** Whenever you use an arcane power that turns you invisible, roll a d20 at the end of the invisibility's duration. On a roll of 10 or higher, you instead remain invisible until the end of your next turn or until you make an attack roll.

**Unseen Action (11th level):** When you use an action point to take an extra action, you become invisible until the end of your next turn.

**Unseen Advantage (16th level):** Whenever you use an aracne attack power and hit a target that cannot see you, you deal 1d6 extra damage to the target.

## Unseen Mage Spells

**Vanishing Act** — Unseen Mage Attack 11

*You strike, and in the wink of an eye, are gone.*

**Encounter ✦ Arcane, Illusion, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Will
**Hit:** 3d6 + Intelligence modifier psychic damage.
**Effect:** You become invisible until the start of your next turn.

**Guillaume's Veil** — Unseen Mage Utility 12

*You make a series of mystical passes, and you and your companions fade from view.*

**Daily ✦ Arcane, Illusion, Zone**
**Minor Action** **Close** burst 2
**Target:** You and each ally in burst
**Effect:** The target gains invisibility until the end of your next turn or until he or she hits or misses with an attack. The burst creates a zone of invisibility that lasts until the end of your next turn. Whenever you or an ally ends his or her turn within the zone, that individual becomes invisible until the end of his or her next turn or until he or she hits or misses with an attack.
**Sustain Minor:** The zone persists. As a move action, you can move the zone 4 squares.

**Vanishing Legion** — Unseen Mage Attack 20

*You sweep your hands and lash your enemies with a devastating attack, then collect its residual energy to cloak your allies.*

**Daily ✦ Arcane, Illusion, Implement, Psychic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Intelligence vs. Will
**Hit:** 3d10 + Intelligence modifier psychic damage.
**Miss:** Half damage.
**Effect:** You and your allies within 10 squares become invisible to the target (save ends).

### Guillaume the Unseen

Archmages are rare wonders of the wizardly profession; few mortals have both the drive and the luck to reach the heights of arcane spellcraft. And only one, Guillaume the Unseen, was so fascinated by the concept of invisibility that he retired to his sanctum sanctorum at the end of a long and storied career to focus on that type of magic. The fruit of his study sometimes makes its way into the world in the form of seemingly blank parchments bearing the Guillaume crest. Legends say that those who can reveal the pages' hidden messages can learn great secrets about invisibility.

FRANZ VOHWINKEL

# Weaver of Chance

*"There is no great design or higher purpose. All is happenstance."*

**Prerequisite:** Wizard

You appreciate the cosmos for what it is: a senseless place where mad gods play, primordials cavort, and wizards can make their mark. You understand that the world and its echo planes are not the result of deliberate design but of uncounted eons of slow iteration.

In a universe where gods control the fate of souls, weave the threads of destiny, and embody overarching principles, few find your philosophy reasonable. Some might even think you mad. But you have no illusions about ultimate meaning or purpose. If anything, your morality is purer: You perform acts of goodness not because you follow a code or seek some greater purpose, but because you choose to do so.

## Weaver of Chance Path Features

**Channel Entropy (11th level):** You can store and channel the entropic flux that surrounds you. This barely controlled chaos is represented by a pool of entropy points. Your pool has 0 entropy points at the end of a short rest or an extended rest. Whenever you roll a natural 20 on any d20 roll, you add 1 entropy point to this pool. Whenever you roll a natural 1 on any d20 roll, you subtract 1 entropy point from the pool (to a minimum of 0).

JASON ENGLE

Once per round, when you roll a d20 and dislike the result, you can spend any number of entropy points from your pool to gain a bonus to that roll of +1 per point spent. If you have spent entropy points since the start of your turn, you cannot spend more until the start of your next turn.

**Entropic Action (11th level):** When you spend an action point to take an extra action, you can roll a d6. If the roll is an even number, you add that many entropy points to your pool and teleport that many squares. If the roll is an odd number, you subtract that many entropy points from your pool (to a minimum of 0) and teleport an enemy within 5 squares of you that many squares.

**Play the Odds (16th level):** Once per encounter as a free action, before you make an attack roll using an arcane attack power, you can roll a d6 and add the result to that attack roll. If the attack hits, it deals 2d6 extra damage and you add entropy points to your pool equal to the d6 roll. If it misses, you take 2d6 + your Intelligence modifier damage, and you subtract entropy points from your pool equal to the d6 roll.

## Weaver of Chance Spells

**Entropic Reshuffling** — Weaver of Chance Attack 11

*You distort probability with ripples of randomness that flow through your enemies, causing them to behave unpredictably.*

**Encounter ✦ Arcane, Implement**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Intelligence vs. Will
**Hit:** 3d6 + Intelligence modifier damage. If you rolled an even number on the attack roll, you slide the target 3 squares. If you rolled an odd number on the attack roll, you push the target 3 squares.

**Agency of Chance** — Weaver of Chance Utility 12

*You are shrouded by the essence of chance, which distorts every spell you cast.*

**Encounter ✦ Arcane**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you add 1 entropy point to your pool whenever you roll a natural 10 or higher on a d20, and you subtract 1 entropy point from your pool whenever you roll a natural 9 or lower on a d20.

**Random Spell** — Weaver of Chance Attack 20

*You tap into the random forces of the cosmos to make something happen. What that might be, not even you know.*

**Daily ✦ Arcane, Implement; Varies**
**Minor Action** **Personal**
**Effect:** You gain a single use of one of the following wizard powers. Roll a d6 to determine the power from the list below. Alternatively, you can spend 2 entropy points to choose one of the powers on the list. You must use the power before the end of the encounter, or it is lost.

1—*Prismatic beams*
2—*Acid wave*
3—*Cloudkill*
4—*Disintegrate*
5—*Evard's black tentacles*
6—*Prismatic spray*

CHAPTER 6

# Arcane Options

In the Dungeons & Dragons game, more options mean more fun. This chapter focuses on expanding the choices that allow you to customize your arcane character. With few exceptions (such as the multiclass feats), the options here are solely for such PCs.

Many characters of an arcane bent are especially fond of collecting rituals, whether in books or on scrolls, to expand their magical repertoire. And like any other character, your arcane character is likely interested in discovering new feats. What arcane character won't at least consider the idea of having a familiar, a magical entity to serve as one's faithful friend? Last but not least, every character who survives long enough might eventually gravitate to a special destiny, perhaps one of epic proportions.

This chapter includes the following material.

- **New Feats:** A feat improves an ability, power, feature, or trait you already have, and a few provide abilities that are characteristic of other classes.
- **Familiars:** A familiar is a spirit you have allied with and beome the master of. All familiars possess some amount of arcane knowledge.
- **Epic Destinies:** An epic destiny isn't merely about acquiring even more power. It is more about defining your place in the universe. This chapter offers several more epic destinies for your arcane character to choose from.
- **Tomes:** A tome is a thick book packed with arcane knowledge about the casting of spells. Some classes can use tomes as implements.
- **Rituals:** Complex ceremonies that create magical effects not designed for combat, rituals can be performed by a wide variety of classes. However, the rituals described in this book are best suited to arcane characters. The *Player's Handbook* covers the basics of ritual casting; the rituals described in this chapter further expand your capabilities.
- **Arcane Backgrounds:** This section provides several brief character backgrounds you can use or adapt to your own arcane character.

CHIPPY

# NEW FEATS

Feats offer a remarkable opportunity to customize your character. These feats focus on arcane activity and providing interesting options for arcane characters.

You must meet a feat's prerequisites, if any, to take the feat. If you ever lose a prerequisite for a feat (for example, if you use the retraining system to replace training in a prerequisite skill with training in a different skill), you can't use that feat thereafter. A feat that has a class as a prerequisite is available only to members of that class, including characters who have joined the class through a class-specific multiclass feat.

## Familiar Feats

Familiar feats give arcane characters the ability to gain a special type of spirit companion that accompanies them as a friend and cohort. Some of these feats have powers associated with them, which follow the feat description. The complete rules for familiars and the associated feats are found beginning on page 137.

## Heroic Tier Feats

Any feat in this section is available to a character of any level who meets the prerequisites. Heroic tier feats and multiclass feats are the only feats you can take if you are 10th level or lower.

### Accursed Coordination

**Prerequisite:** Warlock, Warlock's Curse class feature

**Benefit:** You can place your Warlock's Curse on a creature that is already affected by another character's Warlock's Curse. In addition, you have combat advantage against any creature affected by more than one Warlock's Curse.

### Arcane Fire

**Prerequisite:** Int 13, any arcane class

**Benefit:** When you hit a target with an arcane fire power, that target gains vulnerable 5 cold against the first arcane attack power you use against it before the end of your next turn.

### Arcane Fury

**Prerequisite:** Half-orc, any arcane class

**Benefit:** When you use your *furious assault* racial power to deal extra damage to the target of an area or close arcane power, you deal the extra damage to all targets you hit with the power, not just one.

### Arcane Implement Proficiency

**Prerequisite:** Any arcane class

**Benefit:** Choose a kind of implement associated with any arcane class other than your own. You can use that kind of implement with your arcane powers.

If that implement is also a weapon, you do not add the weapon's proficiency bonus to attack rolls made while you wield it as an implement.

### Arcane Reserves

**Prerequisite:** Human, any arcane class

**Benefit:** If all your arcane encounter attack powers are expended, you gain a +2 bonus to damage rolls with your arcane at-will attack powers until the end of the encounter or until you regain the use of one of your arcane encounter attack powers.

### Careful Summoner

**Prerequisite:** Con 13, wizard

**Benefit:** Creatures created by your arcane summoning powers gain a +1 bonus to all defenses.

### Closing Advantage

**Prerequisite:** Swordmage

**Benefit:** When you use a ranged or area swordmage attack power and hit an enemy, you gain a +1 bonus to attack rolls and damage rolls with melee swordmage attack powers until the end of your next turn.

### Combat Casting

**Prerequisite:** Swordmage

**Benefit:** When you use a melee swordmage attack power and hit an enemy, your ranged and area swordmage attack powers don't provoke opportunity attacks until the end of your next turn.

### Combat Virtuoso

**Prerequisite:** Bard

**Benefit:** When you use any attack power gained through a multiclass feat, paragon multiclassing, or the half-elf's Dilettante racial feature, you can use Charisma for the power's attack rolls rather than the ability score normally used to make the attack. You still determine damage normally.

### Curse of Io's Blood

**Prerequisite:** Dragonborn, warlock, Warlock's Curse class feature

**Benefit:** While you are bloodied, you add 1 + your Strength modifier to the damage dealt by your Warlock's Curse.

### Cursed Advantage

**Prerequisite:** Drow, warlock, Warlock's Curse class feature

**Benefit:** You gain combat advantage against bloodied enemies cursed by you.

### Darkfire Implement

**Prerequisite:** Drow, any arcane class

**Benefit:** When you hit a target with your *darkfire* racial power and you are wielding an implement usable by your arcane class, your *darkfire* also deals damage to that target equal to twice the implement's enhancement bonus.

### Destructive Wizardry

**Prerequisite:** Dex 13, wizard

**Benefit:** When you use an arcane attack power and hit two or more creatures, you gain a +2 bonus to that power's damage rolls.

This bonus increases to +3 at 11th level and to +4 at 21st level.

### Dooming Action

**Prerequisite:** Warlock, Warlock's Curse class feature

**Benefit:** When you spend an action point to take an extra action and you have already dealt your Warlock's Curse extra damage during your current turn, you can deal the extra damage a second time during this turn.

### Draconic Spellcaster

**Prerequisite:** Dragonborn, any arcane class

**Benefit:** You gain a +1 feat bonus to attack rolls when you use an arcane power that deals the same damage type as your breath weapon. The bonus increases to +2 at 15th level and to +3 at 25th level.

### Empowering Shadows

**Prerequisite:** Warlock, Shadow Walk class feature

**Benefit:** When you have concealment from your Shadow Walk, you gain a +1 bonus to damage rolls.

### Dual Implement Spellcaster

**Prerequisite:** Dex 13, any arcane class

**Benefit:** When you use an arcane attack power and you are wielding a magic implement in each hand, you can add the off-hand implement's enhancement bonus to damage rolls.

Both of your implements must be usable with this power, and you must be capable of wielding both implements, to gain this benefit.

### Eladrin Sword Wizardry

**Prerequisite:** Dex 13, eladrin, wizard

**Benefit:** You can wield a longsword as an implement when using wizard powers. Your longsword adds its enhancement bonus to attack rolls and damage rolls and any extra damage granted by a property (if applicable) when used as an implement. You do not gain your weapon proficiency bonus to the attack roll when you use your longsword as an implement.

If you have any feats or class features that apply a benefit when you wield a wand, you can also apply these benefits when you wield a longsword. If such benefits apply to attacks, they apply only when you use the longsword as an implement for a wizard attack power.

### Eladrin Swordmage Advance

**Prerequisite:** Eladrin, swordmage

**Benefit:** When you use your *fey step* racial power to teleport to a square adjacent to an enemy, you can make a melee basic attack against that enemy as a free action.

### Elemental Blade Attunement

**Prerequisite:** Genasi, swordmage

**Benefit:** When you use a swordmage power that has the acid, cold, fire, lightning, or thunder keyword, you gain a +1 feat bonus to damage rolls.

This bonus increases to +2 at 11th level and to +3 at 21st level.

### Elemental Echo

**Prerequisite:** Genasi, any arcane class

**Benefit:** When you use the genasi racial power associated with your elemental manifestation, you gain a +1 bonus to attack rolls and a +2 bonus to damage rolls with arcane powers until the end of your next turn. The bonus to damage rolls increases to +4 at 11th level and to +6 at 21st level.

### Elemental Empowerment

**Prerequisite:** Genasi, wizard

**Benefit:** When you use a wizard power that has the acid, cold, fire, lightning, or thunder keyword, you add your Strength modifier to damage rolls.

### Elven Arcane Precision

**Prerequisite:** Elf, any arcane class

**Benefit:** You can use your *elven accuracy* racial power to reroll the attack rolls of a single arcane attack power against every target you choose.

### Enlarge Spell

**Prerequisite:** Wis 13, wizard

**Benefit:** Before using an arcane attack power, you can choose to take a -2 penalty to each die of damage rolled with the power to increase the size of its blast or its burst by 1.

You can't use this feat on a power that doesn't roll dice for damage.

**HEROIC TIER FEATS**

| Any Arcane Class | Prerequisite | Benefit |
|---|---|---|
| Arcane Fire | Int 13, any arcane class | Target hit with fire power gains vulnerability to cold |
| Arcane Fury | Half-orc, any arcane class | Deal extra *furious assault* damage to multiple targets |
| Arcane Implement Proficiency | Any arcane class | Gain new arcane implement |
| Arcane Reserves | Human, any arcane class | +2 to damage with at-will powers when encounter powers are expended |
| Darkfire Implement | Drow, any arcane class | Darkfire deals twice implement damage |
| Draconic Spellcaster | Dragonborn, any arcane class | +1 to attacks that have same damage type as your breath weapon |
| Dual Implement Spellcaster | Dex 13, any arcane class | Add off-hand implement enhancement to damage rolls |
| Elemental Echo | Genasi, any arcane class | +1 to attack, +2 to damage after using racial power |
| Elven Arcane Precision | Elf, any arcane class | Reroll elven accuracy against all targets of a power |
| Fanged Magic | Longtooth shifter, any arcane class | Deal extra damage while longtooth shifting |
| Magic of the Ages | Deva, any arcane class | +1 to attack roll with memory of a thousand lifetimes |
| Magic of the Mists | Gnome, any arcane class | Retain fade away effect when you attack |
| Mountain Hammer Spellcasting | Goliath, any arcane class | Ignore resistances after using stone's endurance |
| Nimble Spellcaster | Halfling, Dex 13, any arcane class | Area arcane powers don't provoke opportunity attacks |
| Predatory Magic | Razorclaw shifter, any arcane class | Shift as free action while razorclaw shifting |
| Rune-Scribed Soul | Dwarf, any arcane class | +1 to attacks, bonus to damage after using second wind |
| Twist the Arcane Fabric | Eladrin, any arcane class | Fey step an ally out of your power's area of effect |
| Wrathful Magic | Tiefling, any arcane class | Use *infernal wrath* against missed target |

| Bard Feat | Prerequisite | Benefit |
|---|---|---|
| Combat Virtuoso | Bard | Use Charisma for attack rolls of all multiclass powers |
| Extended Prescience | Bard, Virtue of Prescience | Ally's bonus to defense lasts longer |
| Feyborn Charm | Eladrin or gnome, bard | Bonus to attack and damage with charm powers, +1 to Bluff, Diplomacy |
| Friendly Deception | Bard, words of friendship | Apply words of friendship bonus to Bluff check |
| Infernal Clamor | Tiefling, bard | Allies gain +1 to attack against infernal wrath target |
| Infuriating Escape | Halfling, bard | Enemy grants combat advantage after second chance |
| Prescient Fortification | Bard, Virtue of Prescience | Ally gains greater bonus to his or her defense |
| Rousing Voice | Human, bard | Ally who uses second wind gains temporary hit points |

| Sorcerer Feat | Prerequisite | Benefit |
|---|---|---|
| Focusing Spellfury | Sorcerer | +2 to damage after hitting multiple foes with at-will power |
| Rising Spellfury | Sorcerer | +1 to attack after hitting single enemy with at-will power |
| Sorcerous Assassin | Drow, sorcerer | +2 to damage with poison or psychic powers, +1 Stealth |
| Student of the Cosmos | Sorcerer, Cosmic Magic | Gain additional benefit based on your current phase |
| Tempest Magic | Sorcerer, Con 13, Dex 13, Storm Magic | Extra damage with lightning or thunder powers |
| Triggered Chaos | Halfling, sorcerer, Wild Magic | Shift or slide an enemy after using second chance |
| True Dragon's Soul | Dragonborn, sorcerer, Dragon Magic | +1 to defenses after being bloodied, breath weapon ignores resistance |
| Warding Soul | Half-elf, sorcerer, Spell Source | Adjacent allies gain your resistances |

## Extended Prescience

**Prerequisite:** Bard, Virtue of Prescience class feature

**Benefit:** When you use your Virtue of Prescience to grant a power bonus to an ally's defense, that bonus lasts until the end of the ally's next turn.

## Fanged Magic

**Prerequisite:** Longtooth shifter, any arcane class

**Benefit:** Each time you hit with a ranged arcane attack power while you are under the effect of your *longtooth shifting* racial power, one enemy adjacent to the target takes 2 damage. This damage increases to 4 at 11th level and to 6 at 21st level.

**HEROIC TIER FEATS (CONTINUED)**

| Swordmage Feat | Prerequisite | Benefit |
|---|---|---|
| Closing Advantage | Swordmage | +1 to melee attacks and damage after hitting with a ranged or area power |
| Combat Casting | Swordmage | Ranged and area attacks don't provoke after hitting with a melee power |
| Eladrin Swordmage Advance | Eladrin, swordmage | Make basic attack after fey step |
| Elemental Blade Attunement | Genasi, swordmage | +1 to damage with acid, cold, fire, lightning, or thunder powers |
| Grasping Ensnarement | Swordmage, aegis of ensnarement | Target of aegis is slowed |
| Immortal Warding | Deva, swordmage, Swordmage Warding | Swordmage Warding persists while you're unconscious, resistance bonus |
| Improved Swordmage Warding | Dex 13, swordmage, Swordmage Warding | Increase AC bonus from Swordmage Warding |
| Risky Aegis | Human, swordmage, Swordmage Aegis | +2 to attacks and damage against target affected by aegis |

| Warlock Feat | Prerequisite | Benefit |
|---|---|---|
| Accursed Coordination | Warlock, Warlock's Curse | Place your curse on a creature already cursed by another |
| Curse of Io's Blood | Dragonborn, warlock, Warlock's Curse | Deal extra damage with curse when bloodied |
| Cursed Advantage | Drow, warlock, Warlock's Curse | Gain combat advantage against cursed enemies |
| Dooming Action | Warlock, Warlock's Curse | Deal curse damage again with action point |
| Empowering Shadows | Warlock, Shadow Walk | +1 to damage when you have concealment |
| Reckless Curse | Human, warlock, Warlock's Curse | +1 to attack against cursed creatures |
| Vengeful Curse | Tiefling, warlock, Warlock's Curse | Curse enemy that hits you as immediate reaction |
| Vestige Adept | Warlock, Vestige Pact | Change your vestige after pact boon is triggered |

| Wizard Feat | Prerequisite | Benefit |
|---|---|---|
| Careful Summoner | Con 13, wizard | Summoned creatures gain +1 to defenses |
| Destructive Wizardry | Dex 13, wizard | +2 to damage if you hit two or more creatures |
| Eladrin Sword Wizardry | Dex 13, eladrin, wizard | Use longsword as implement with wizard powers |
| Elemental Empowerment | Genasi, wizard | Add Strength modifier to damage with keyword powers |
| Enlarge Spell | Wis 13, wizard | -2 to damage to increase size of blast or burst |
| Gnome Phantasmist | Gnome, wizard | +1 to attack and damage with illusion powers |
| Phantom Echoes | Cha 13, wizard | Gain combat advantage against target hit by illusion power |
| Remembered Wizardry | Wis 13, deva, wizard | Add additional daily and utility powers to spellbook |

### Feyborn Charm

**Prerequisite:** Eladrin or gnome, bard

**Benefit:** When you use an arcane charm power, you gain a +1 feat bonus to attack rolls and damage rolls. The bonus increases to +2 at 15th level and to +3 at 25th level.

You also gain a +1 feat bonus to Bluff checks and Diplomacy checks.

### Focusing Spellfury

**Prerequisite:** Sorcerer

**Benefit:** When you use a sorcerer at-will attack power and hit two or more enemies, you gain a +2 bonus to damage rolls with ranged and melee attack powers until the end of your next turn.

### Friendly Deception

**Prerequisite:** Bard, *words of friendship* power

**Benefit:** When you use *words of friendship*, you can apply the power bonus to a Bluff check instead of a Diplomacy check.

### Gnome Phantasmist

**Prerequisite:** Gnome, wizard

**Benefit:** When you use an arcane illusion power, you gain a +1 feat bonus to attack rolls and damage rolls. The bonus increases to +2 at 15th level and to +3 at 25th level.

### Grasping Ensnarement

**Prerequisite:** Swordmage, *aegis of ensnarement* power

**Benefit:** When you use *aegis of ensnarement* to teleport an enemy, that enemy is also slowed until the end of your next turn.

### Immortal Warding

**Prerequisite:** Deva, swordmage, Swordmage Warding class feature

**Benefit:** Your Swordmage Warding remains active even while you are unconscious.

Add the bonus to AC granted by your Swordmage Warding to the necrotic resistance and radiant resistance granted by your Astral Resistance racial trait.

### Improved Swordmage Warding

**Prerequisite:** Dex 13, swordmage, Swordmage Warding class feature

**Benefit:** While you are wearing cloth armor, leather armor, or no armor, the bonus to AC from your Swordmage Warding increases by 1.

### Infernal Clamor

**Prerequisite:** Tiefling, bard

**Benefit:** When you use your *infernal wrath* racial power, each of your allies who can see you gains a +1 power bonus to his or her next attack roll against the enemy that hit you.

### Infuriating Escape

**Prerequisite:** Halfling, bard

**Benefit:** When you use your *second chance* racial power and the enemy's second attack roll misses you, that enemy grants combat advantage to the next one of your allies that attacks it before the end of your next turn.

### Magic of the Ages

**Prerequisite:** Deva, any arcane class

**Benefit:** When you use your *memory of a thousand lifetimes* racial power to add to the attack roll of an arcane power, you gain a +1 bonus to the triggering roll.

### Magic of the Mists

**Prerequisite:** Gnome, any arcane class

**Benefit:** When you use your *fade away* racial power, making an attack with an arcane power does not end the effect.

### Mountain Hammer Spellcasting

**Prerequisite:** Goliath, any arcane class

**Benefit:** When you use your *stone's endurance* racial power, your arcane powers ignore your enemies' resistances until the end of your next turn.

### Nimble Spellcaster

**Prerequisite:** Halfling, Dex 13, any arcane class

**Benefit:** When you use an area arcane power, you do not provoke opportunity attacks from the creatures you target with that power.

### Phantom Echoes

**Prerequisite:** Cha 13, wizard

**Benefit:** When you use an arcane illusion power and hit a target, you gain combat advantage against that target until the end of your next turn. If the illusion power has an effect that a save can end, you instead gain combat advantage against the target until it saves against that effect.

### Predatory Magic

**Prerequisite:** Razorclaw shifter, any arcane class

**Benefit:** When you use a close arcane attack power while you are under the effect of your *razorclaw shifting* racial power, you can shift 1 square as a free action before or after using the power.

### Prescient Fortification

**Prerequisite:** Bard, Virtue of Prescience class feature

**Benefit:** When you use your Virtue of Prescience to grant a power bonus to an ally, increase that bonus by 2.

### Reckless Curse

**Prerequisite:** Human, warlock, Warlock's Curse class feature

**Benefit:** You gain a +1 bonus to attack rolls against creatures affected by your Warlock's Curse, and creatures affected by your Warlock's Curse gain a +1 bonus to attack rolls against you.

### Remembered Wizardry

**Prerequisite:** Wis 13, deva, wizard

**Benefit:** Choose one wizard daily attack power and one wizard utility power of every level you know. Add these powers to your spellbook.

Each time you gain a new level of wizard daily attack powers or wizard utility powers, you learn one extra power of that level.

This feat doesn't change the number of daily attack powers or utility powers you can prepare each day.

### Rising Spellfury

**Prerequisite:** Sorcerer

**Benefit:** When you use a sorcerer at-will attack power and hit only one enemy, you gain a +1 bonus to attack rolls with area and close attack powers until the end of your next turn.

### Risky Aegis

**Prerequisite:** Human, swordmage, Swordmage Aegis class feature

**Benefit:** When you use the immediate action effect of your Swordmage Aegis against a target marked by you, that target gains combat advantage against you until the end of its next turn, and you gain a +2 bonus to attack rolls and damage rolls against that target until the end of your next turn.

### Rousing Voice

**Prerequisite:** Human, bard

**Benefit:** When an ally within 10 squares of you uses second wind, he or she gains also temporary hit points equal to your Charisma modifier.

### Rune-Scribed Soul

**Prerequisite:** Dwarf, any arcane class

**Benefit:** When you use your second wind, you gain a +1 bonus to attack rolls and a bonus to damage equal to your Constitution modifier with arcane powers you use before the end of your turn.

### Sorcerous Assassin

**Prerequisite:** Drow, sorcerer

**Benefit:** When you have combat advantage against a target, you gain a +2 feat bonus to damage rolls against that target when you use sorcerer powers that have the poison or psychic keyword. This bonus increases to +4 at 11th level and to +6 at 21st level.

You also gain a +1 feat bonus to Stealth checks.

### Student of the Cosmos

**Prerequisite:** Sorcerer, Cosmic Magic class feature

**Benefit:** You gain an additional benefit based on your current phase in the cosmic cycle.

*Phase of the Sun*: You gain a +2 feat bonus to initiative checks and Heal checks.

*Phase of the Moon*: You gain a +2 feat bonus to Bluff checks and Stealth checks.

*Phase of the Stars*: You gain a +2 feat bonus to Insight checks and Perception checks.

### Tempest Magic

**Prerequisite:** Sorcerer, Con 13, Dex 13, Storm Magic class feature

**Benefit:** When you use an arcane power that has the lightning or thunder keyword, you gain a +1 feat bonus to damage rolls. While you are bloodied, this bonus becomes +2.

At 11th level, this bonus increases to +2 (or +4 when bloodied). At 21st level, it increases to +3 (or +6 when bloodied).

STEVE ELLIS

### Triggered Chaos

**Prerequisite:** Halfling, sorcerer, Wild Magic class feature

**Benefit:** When you use your *second chance* racial power, you gain an additional benefit based on the result of the reroll. If the enemy's reroll is an even number, you can slide the enemy 1 square after the attack. If the enemy's reroll is an odd number, you can shift 1 square after the attack.

### True Dragon's Soul

**Prerequisite:** Dragonborn, sorcerer, Dragon Magic class feature

**Benefit:** The first time you become bloodied during an encounter, you gain a +1 bonus to Fortitude, Reflex, and Will until the end of the encounter.

If your breath weapon deals the same type of damage as the resistance granted by your Dragon Soul, your breath weapon ignores all targets' resistance to that damage type up to the value of your resistance.

### Twist the Arcane Fabric

**Prerequisite:** Eladrin, any arcane class

**Benefit:** Before you use an area or close arcane power, you can use a free action to expend your *fey step* racial power to teleport an ally rather than yourself. If you do so, select one ally within the area of effect targeted by the arcane power and teleport that ally 3 squares.

### Vengeful Curse

**Prerequisite:** Tiefling, warlock, Warlock's Curse class feature

**Benefit:** When an enemy hits you, you can use your Warlock's Curse as an immediate reaction against that enemy, even if it is not the enemy nearest to you.

### Vestige Adept

**Prerequisite:** Warlock, Vestige Pact class feature

**Benefit:** When your vestige pact boon is triggered, as a free action you can choose to change your active vestige to any other vestige that has been an active vestige for you since your last short rest or extended rest.

### Warding Soul

**Prerequisite:** Half-elf, sorcerer, Spell Source class feature

**Benefit:** Each ally adjacent to you gains any resistance granted by your Spell Source.

### Wrathful Magic

**Prerequisite:** Tiefling, any arcane class

**Benefit:** When you miss with an arcane attack power, you can use your *infernal wrath* racial power as a free action. You gain the benefits of *infernal wrath* against the target you missed, instead of against an enemy that hit you since your last turn. Treat that target as the enemy that hit you for the purpose of other feats and abilities that modify the effects of *infernal wrath*.

## Paragon Tier Feats

A character must be at least 11th level to select any of the feats in the following section.

### Arcane Admixture

**Prerequisite:** 11th level, any arcane class

**Benefit:** Choose one arcane power that you know, and choose acid, cold, fire, lightning, or thunder. The power now deals that damage type in addition to its normal damage type and gains that keyword.

Each time you gain a level, you can choose to reassign either the power to which this feat's effect applies or the additional damage type applied (or both).

**Special:** You can take this feat more than once. Each time you select this feat, choose a different power. You can't apply this feat to the same power more than once.

### Arcane Ritualist

**Prerequisite:** 11th level, any arcane class

**Benefit:** Choose a ritual that you know. Change the key skill of that ritual to Arcana and gain a +2 bonus to skill checks made as part of that ritual.

Each time you learn a new ritual, you can change the ritual affected by this feat to the newly learned ritual.

**Special:** You can select this feat more than once. Each time you select this feat, choose a different ritual.

### Cosmic Spellfury

**Prerequisite:** 11th level, sorcerer, Cosmic Magic class feature

**Benefit:** Whenever you hit at least one enemy with a sorcerer at-will attack power, you gain a benefit based on your current phase in the cosmic cycle. This benefit applies after the attack is resolved.

*Phase of the Sun:* You can roll a saving throw.

*Phase of the Moon:* You gain concealment until the end of your next turn.

*Phase of the Stars:* You become insubstantial until the end of your next turn or until you are hit by an attack.

### Disheartening Presence

**Prerequisite:** 11th level, bard

**Benefit:** While you are conscious and not bloodied, bloodied enemies adjacent to you take a -1 penalty to attack rolls.

### Ensnaring Flourish

**Prerequisite:** 11th level, swordmage, *aegis of ensnarement* power

**Benefit:** When you use *aegis of ensnarement* to teleport an enemy, you gain a +5 bonus to damage rolls on melee attacks against that enemy until the end of your next turn.

### Greater Aegis of Shielding

**Prerequisite:** 11th level, swordmage, *aegis of shielding* power

**Benefit:** When you use your *aegis of shielding* to reduce the damage from an enemy's attack, you reduce the damage by an additional 5 points.

### Greater Swordmage Warding

**Prerequisite:** 11th level, Str 13, Con 13, swordmage, Swordmage Warding class feature

**Benefit:** While your Swordmage Warding is active, you gain a +1 feat bonus to all defenses.

At 21st level, this bonus increases to +2.

### Improved Orb of Deception

**Prerequisite:** 11th level, Cha 15, wizard, Orb of Deception class feature

**Benefit:** While you wield an orb, any creature you hit with an arcane illusion power grants combat advantage to your next ally who attacks it before the start of your next turn.

### Improved Orb of Imposition

**Prerequisite:** 11th level, Wis 15, wizard, Orb of Imposition class feature

**Benefit:** Each time a creature you have designated with your Orb of Imposition fails a saving throw against the effect you have specified, it takes damage equal to 5 + your Wisdom modifier.

### Improved Staff of Defense

**Prerequisite:** 11th level, Con 13, Dex 13, wizard, Staff of Defense class feature

**Benefit:** While you wield a staff, you gain a +1 bonus to Fortitude, Reflex, and Will.

### Improved Tome of Binding

**Prerequisite:** 11th level, Con 15, wizard, Tome of Binding class feature

**Benefit:** While you wield a tome, creatures created by your arcane summoning powers appear with 10 temporary hit points.

### Improved Tome of Readiness

**Prerequisite:** 11th level, Con 13, Wis 13, wizard, Tome of Readiness class feature

**Benefit:** After you prepare your daily and utility wizard powers after an extended rest, choose one daily or utility power in your spellbook that you didn't prepare and store this power in your tome.

WOODROW J. HINTON III

**PARAGON TIER FEATS**

| Any Arcane Class | Prerequisite | Benefit |
|---|---|---|
| Arcane Admixture | Any arcane class | Add additional damage type to one arcane power |
| Arcane Ritualist | Any arcane class | Change the key skill of a ritual to Arcana |

| Bard Feat | Prerequisite | Benefit |
|---|---|---|
| Disheartening Presence | Bard | Adjacent enemies take -1 to attacks |
| Majestic Rescue | Bard, *majestic word* | Grant target of *majestic word* a saving throw |
| Prescient Aid | Bard, Virtue of Prescience | Ally gains bonus to one attack roll |
| Song of Inspiration | Bard, Song of Rest | You and allies can spend a healing surge to gain temporary hit points |

| Sorcerer Feat | Prerequisite | Benefit |
|---|---|---|
| Cosmic Spellfury | Sorcerer, Cosmic Magic | Gain additional benefit based on your current phase |
| Sorcerous Reserves | Sorcerer | +1 to attacks when all daily powers are expended |
| Sorcerous Vision | Sorcerer | Substitute Arcana check for Perception or Insight |
| Storm Spellfury | Sorcerer, Storm Magic | Fly 2 squares after hitting with at-will power |

| Swordmage Feat | Prerequisite | Benefit |
|---|---|---|
| Greater Swordmage Warding | Str 13, Con 13, swordmage, Swordmage Warding | +1 to defenses with Swordmage Warding |
| Ensnaring Flourish | Swordmage, *aegis of ensnarement* | +5 to damage against teleported enemy |
| Greater Aegis of Shielding | Swordmage, *aegis of shielding* | Aegis reduces enemy's damage by additional 5 points |
| Vigorous Assault | Swordmage, *aegis of assault* | Gain temporary hp when you teleport |

| Warlock Feat | Prerequisite | Benefit |
|---|---|---|
| Relentless Curse | Warlock, Warlock's Curse | Use curse as free action when cursed enemy drops |
| Shared Pact | Warlock, Warlock's Curse, any warlock pact | Ally gains benefit of your pact boon |
| Vestige Versatility | Warlock, Vestige Pact | Access two vestiges at a time |

| Wizard Feat | Prerequisite | Benefit |
|---|---|---|
| Improved Orb of Deception | Cha 15, wizard, Orb of Deception | Creature hit with illusion power grants combat advantage |
| Improved Orb of Imposition | Wis 15, wizard, Orb of Imposition | Target that fails a saving throw takes extra damage |
| Improved Staff of Defense | Con 13, Dex 13, wizard, Staff of Defense | +1 to Fortitude, Reflex, and Will |
| Improved Tome of Binding | Con 15, wizard, Tome of Binding | Summoned creatures have 10 temporary hit points |
| Improved Tome of Readiness | Con 13, Wis 13, wizard, Tome of Readiness | Access spellbook power during an encounter |
| Improved Wand of Accuracy | Dex 15, wizard, Wand of Accuracy | Your arcane powers ignore cover |

Once per encounter as a free action, you can use this stored power by expending another unused wizard power of the appropriate type (daily or utility) of its level or higher. You must still take the normal action required to use the stored power.

### Improved Wand of Accuracy

**Prerequisite:** 11th level, Dex 15, wizard, Wand of Accuracy class feature

**Benefit:** While you wield a wand, your arcane powers ignore enemies' cover (but not superior cover).

### Majestic Rescue

**Prerequisite:** 11th level, bard, *majestic word* power

**Benefit:** When you use *majestic word*, you can grant the target a saving throw in addition to the other effects of the power.

### Prescient Aid

**Prerequisite:** 11th level, bard, Virtue of Prescience class feature

**Benefit:** When an ally within 10 squares of you misses with an attack roll, you can use your Virtue

of Prescience as an immediate interrupt. That ally gains a power bonus to the attack roll equal to your Wisdom modifier.

### Relentless Curse

**Prerequisite:** 11th level, warlock, Warlock's Curse class feature

**Benefit:** When an enemy cursed by you is reduced to 0 hit points, you can use your Warlock's Curse as a free action.

### Shared Pact

**Prerequisite:** 11th level, warlock, Warlock's Curse class feature, any warlock pact

**Benefit:** When your pact boon is triggered, you can designate an ally within 3 squares of you to receive the benefit of the pact boon instead of you.

### Song of Inspiration

**Prerequisite:** 11th level, bard, Song of Rest class feature

**Benefit:** At the end of any rest during which you use your Song of Rest, you and each ally who can hear you can spend a healing surge. Each character who spends a healing surge in this manner gains temporary hit points equal to 5 + your Charisma modifier, instead of regaining hit points.

### Sorcerous Reserves

**Prerequisite:** 11th level, sorcerer

**Benefit:** When you have expended all your sorcerer daily attack powers, you gain a +1 bonus to attack rolls with sorcerer at-will attack powers until you regain the use of one of your sorcerer daily attack powers.

### Sorcerous Vision

**Prerequisite:** 11th level, sorcerer

**Benefit:** Whenever you would make a Perception check or an Insight check, you can make an Arcana check instead.

### Storm Spellfury

**Prerequisite:** 11th level, sorcerer, Storm Magic class feature

**Benefit:** Whenever you use a sorcerer at-will attack power and hit at least one enemy, you can fly 2 squares as a free action after resolving the attack.

### Vestige Versatility

**Prerequisite:** 11th level, warlock, Vestige Pact class feature

**Benefit:** Whenever you are allowed to change your vestige, you can choose to have two active vestiges instead of one. When your pact boon is triggered or when you use your *eyes of the vestige* power, you choose which vestige's benefit applies.

If you would ordinarily be required to choose between the two primary vestiges, this feat enables you to have both of them as active vestiges. If you use a daily attack power that gives you access to a new vestige, you can choose for that daily power vestige to replace either of your two active vestiges.

### Vigorous Assault

**Prerequisite:** 11th level, swordmage, *aegis of assault* power

**Benefit:** When you use your *aegis of assault* to teleport, you gain temporary hit points equal to 3 + your Strength modifier.

## Epic Tier Feats

The following feats are available only to characters of 21st level or higher.

### Bard Implement Expertise

**Prerequisite:** 21st level, Con 15, Int 15, Cha 21, bard

**Benefit:** When you wield a bard implement while using an arcane power, you can score a critical hit on a roll of 19–20.

### Binding Ensnarement

**Prerequisite:** 21st level, swordmage, *aegis of ensnarement* class feature

**Benefit:** When you use your *aegis of ensnarement* to teleport an enemy, that enemy is immobilized until the end of your next turn.

### Charging Aegis

**Prerequisite:** 21st level, swordmage, Swordmage Aegis class feature

**Benefit:** When you use a charge attack and hit an enemy, you can use a free action (instead of a minor action) to mark that enemy with your Swordmage Aegis power, rather than ending your turn immediately. If you mark an enemy in this way, the penalty to attack rolls imposed by your mark is –3 instead of –2. After you use this free action, your turn ends.

### Curse of Doom Ensured

**Prerequisite:** 21st level, warlock, Warlock's Curse class feature

**Benefit:** When you attack an enemy cursed by you, that enemy grants combat advantage to your next ally who attacks it before the start of your next turn.

### Ephemeral Stride

**Prerequisite:** 21st level, warlock, Shadow Walk class feature

**Benefit:** While you have concealment from your Shadow Walk, you can move through enemy-occupied spaces and are treated as insubstantial against opportunity attacks.

**EPIC TIER FEATS**

| Any Arcane Class | Prerequisite | Benefit |
|---|---|---|
| Explosive Spellcasting | Any arcane class | Deal extra critical damage against any hit target |
| Quickened Spellcasting | Any arcane class | Use at-will power as minor action |
| Trusted Spellcasting | Any arcane class | Encounter power deals half damage on miss |

| Bard Feat | Prerequisite | Benefit |
|---|---|---|
| Bard Implement Expertise | Con 15, Int 15, Cha 21, bard | Score critical hit on 19 or 20 |
| Multiclass Mastery | Bard | Gain two multiclass feats |
| Prescient Resurgence | Bard, Virtue of Prescience | Regain Virtue of Prescience when you spend action point |
| Supreme Majesty | Cha 19, bard, *majestic word* | Target two creatures with *majestic word* |

| Sorcerer Feat | Prerequisite | Benefit |
|---|---|---|
| Fury of the Storm | Sorcerer, Storm Magic | Critical hit dice deal maximum damage |
| Master of the Cosmic Cycle | Sorcerer, Cosmic Magic | Choose your phase when it changes |
| Ruthless Spellfury | Sorcerer | Use at-will power as free action after critical hit |
| Sorcerer Implement Expertise | Str 15, Dex 15, Cha 21, sorcerer | Score critical hit on 19 or 20 |

| Swordmage Feat | Prerequisite | Benefit |
|---|---|---|
| Binding Ensnarement | Swordmage, *aegis of ensnarement* | Target of aegis is immobilized |
| Charging Aegis | Swordmage, Swordmage Aegis | Mark a target after charging |
| Extended Aegis | Swordmage, Swordmage Aegis | Extend range of aegis to 20 squares |
| Shared Warding | Swordmage, Swordmage Warding | Adjacent allies gain +1 to AC |

| Warlock Feat | Prerequisite | Benefit |
|---|---|---|
| Curse of Doom Ensured | Warlock, Warlock's Curse | Enemy grants combat advantage to next ally |
| Ephemeral Stride | Warlock, Shadow Walk | Move through enemy spaces as if insubstantial |
| Vestige Mastery | Warlock, Vestige Pact | Daily vestige becomes primary |
| Warding Curse | Warlock, Warlock's Curse | +2 to defenses against cursed creatures |
| Warlock Implement Expertise | Con 17, Cha 17, warlock | Score critical hit on 19 or 20 |

| Wizard Feat | Prerequisite | Benefit |
|---|---|---|
| Focused Wizardry | Wizard | +2 to attack against single creature in burst or blast area |
| Nightmare Wizardry | Cha 17, wizard | Target dazed after critical hit |
| Vengeful Summoner | Con 17, wizard | Summoned creatures deal damage when killed |
| Wizard Implement Expertise | Dex 15, Int 21, Wis 15, wizard | Score critical hit on 19 or 20 |

### Explosive Spellcasting

**Prerequisite:** 21st level, any arcane class

**Benefit:** When you score a critical hit with an arcane area or close attack power and you are wielding an implement that deals extra damage on a critical hit, you can choose to deal that extra damage against any single target that you hit with the attack.

### Extended Aegis

**Prerequisite:** 21st level, swordmage, Swordmage Aegis class feature

**Benefit:** You can use the immediate action of your Swordmage Aegis when the marked target is within 20 squares of you, instead of 10 squares.

### Focused Wizardry

**Prerequisite:** 21st level, wizard

**Benefit:** When you use an arcane burst or blast attack power and only one creature is within the area of effect, you gain a +2 bonus to the attack roll.

### Fury of the Storm

**Prerequisite:** 21st level, sorcerer, Storm Magic class feature

**Benefit:** When you score a critical hit with a sorcerer attack power, your critical hit extra damage dice automatically deal maximum damage.

### Master of the Cosmic Cycle

**Prerequisite:** 21st level, sorcerer, Cosmic Magic class feature

**Benefit:** Each time you change your phase in the cosmic cycle, you can change it to either of the other two phases.

### Multiclass Mastery
**Prerequisite:** 21st level, bard
**Benefit:** Gain two multiclass feats for which you meet the prerequisites.

### Nightmare Wizardry
**Prerequisite:** 21st level, Cha 17, wizard
**Benefit:** When you score a critical hit with an arcane illusion power, the target is also dazed until the end of your next turn.

### Prescient Resurgence
**Prerequisite:** 21st level, bard, Virtue of Prescience class feature
**Benefit:** When you spend an action point to gain an extra action, you also regain the use of your Virtue of Prescience.

### Quickened Spellcasting
**Prerequisite:** 21st level, any arcane class
**Benefit:** Choose an arcane at-will attack power that is used as a standard action. Once per encounter, you can use that power as a minor action.

### Ruthless Spellfury
**Prerequisite:** 21st level, sorcerer
**Benefit:** Once per turn when you score a critical hit with a sorcerer at-will attack power, you can use a sorcerer at-will attack power as a free action.

### Shared Warding
**Prerequisite:** 21st level, swordmage, Swordmage Warding class feature
**Benefit:** While your Swordmage Warding is active, each ally adjacent to you gains a +1 bonus to AC.

### Sorcerer Implement Expertise
**Prerequisite:** 21st level, Str 15, Dex 15, Cha 21, sorcerer
**Benefit:** When you wield a sorcerer implement while using an arcane power, you can score a critical hit on a roll of 19–20.

### Supreme Majesty
**Prerequisite:** 21st level, Cha 19, bard, *majestic word* power
**Benefit:** When you use *majestic word*, you can affect two targets instead of one.

### Trusted Spellcasting
**Prerequisite:** 21st level, any arcane class
**Benefit:** Choose one arcane encounter attack power that you know and that does not already deal damage on a miss. That power now deals half damage on a miss.

### Vengeful Summoner
**Prerequisite:** 21st level, Con 17, wizard
**Benefit:** When a creature you create with an arcane summoning power is reduced to 0 hit points or fewer, each enemy adjacent to that creature takes damage equal to 2d10 + your Constitution modifier.

### Vestige Mastery
**Prerequisite:** 21st level, warlock, Vestige Pact class feature
**Benefit:** Choose a warlock daily attack power that you know that grants access to a vestige. Add that vestige to your list of primary vestiges. You can now select this as your active vestige any time that you are allowed to change your vestige.

Each time you learn a new warlock daily attack power, you can change the vestige granted by this feat.

If you swap out the power with which this vestige is associated, you lose this feat's benefit until you reassign the benefit to a new warlock daily attack power that grants access to a vestige.

### Warding Curse
**Prerequisite:** 21st level, warlock, Warlock's Curse class feature
**Benefit:** You gain a +2 bonus to all defenses against any creature currently affected by your Warlock's Curse.

### Warlock Implement Expertise
**Prerequisite:** 21st level, Con 17, Cha 17, warlock
**Benefit:** When you wield a warlock implement while using an arcane power, you can score a critical hit on a roll of 19–20.

### Wizard Implement Expertise
**Prerequisite:** 21st level, Dex 15, Int 21, Wis 15, wizard
**Benefit:** When you wield a wizard implement while using an arcane power, you can score a critical hit on a roll of 19–20.

## Multiclass Feats
Some of these feats have paragon multiclassing in a particular class as a prerequisite. To qualify for such a feat, you must have chosen paragon multiclassing (*Player's Handbook*, page 209) in that class rather than taking a paragon path.

### Arcane Aegis [Multiclass Swordmage]
**Prerequisite:** Any multiclass swordmage feat, paragon multiclassing as a swordmage
**Benefit:** Choose a Swordmage Aegis power. You can use that power once per encounter.

**MULTICLASS FEATS**

| Name | Prerequisites | Benefit |
|---|---|---|
| Arcane Aegis | Any multiclass swordmage feat, paragon multiclassing as a swordmage | Swordmage: Swordmage Aegis 1/encounter |
| Bardic Ritualist | Int 13, Cha 13 | Bard: training in Arcana, Bardic Training |
| Healing Song | Any multiclass bard feat, paragon multiclassing as a bard | Bard: Song of Rest and Skill Versatility |
| Heart of the Blade | Con 13, Int 13 | Swordmage: training in Athletics or Endurance, Swordbond |
| Implement Master | Any multiclass wizard feat, paragon multiclassing as a wizard | Wizard: Arcane Implement Mastery |
| Learned Spellcaster | Int 13, Wis 13 | Wizard: training in Arcana, Nature, or Religion, Ritual Casting |
| Sorcerous Power | Any multiclass sorcerer feat, paragon multiclassing as a sorcerer | Sorcerer: bonus to damage with sorcerer powers |
| Soul of Sorcery | Str 13, Cha 13 | Sorcerer: resist 5 to one damage type |
| Student of Malediction | Con 13, Cha 13 | Warlock: Warlock's Curse 1/encounter |
| Walker in Gloom | Any multiclass warlock feat, paragon multiclassing as a warlock | Warlock: Shadow Walk |

### Bardic Ritualist [Multiclass Bard]

**Prerequisite:** Int 13, Cha 13

**Benefit:** You gain training in the Arcana skill.

You gain the bard's Bardic Training class feature.

### Healing Song [Multiclass Bard]

**Prerequisite:** Any multiclass bard feat, paragon multiclassing as a bard

**Benefit:** You gain the bard's Song of Rest and Skill Versatility class features.

### Heart of the Blade [Multiclass Swordmage]

**Prerequisite:** Con 13, Int 13

**Benefit:** You gain training in the Athletics skill or the Endurance skill.

You gain the swordmage's Swordbond class feature.

### Implement Master [Multiclass Wizard]

**Prerequisite:** Any multiclass wizard feat, paragon multiclassing as a wizard

**Benefit:** You gain the wizard's Arcane Implement Mastery class feature.

### Learned Spellcaster [Multiclass Wizard]

**Prerequisite:** Int 13, Wis 13

**Benefit:** You gain training in the Arcana skill, the Nature skill, or the Religion skill.

You gain the wizard's Ritual Casting class feature.

### Sorcerous Power [Multiclass Sorcerer]

**Prerequisite:** Any multiclass sorcerer feat, paragon multiclassing as a sorcerer

**Benefit:** You gain a bonus to the damage rolls of arcane powers equal to your Strength modifier or your Dexterity modifier.

At 21st level, this bonus increases by 2.

### Soul of Sorcery [Multiclass Sorcerer]

**Prerequisite:** Str 13, Cha 13

**Benefit:** Choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. You gain resist 5 to that damage type.

### Student of Malediction [Multiclass Warlock]

**Prerequisite:** Con 13, Cha 13

**Benefit:** Once per encounter, you can use the Warlock's Curse class feature. The curse ends the first time you deal the extra damage from Warlock's Curse.

### Walker in Gloom [Multiclass Warlock]

**Prerequisite:** Any multiclass warlock feat, paragon multiclassing as a warlock

**Benefit:** You gain the warlock's Shadow Walk class feature.

# FAMILIARS

A familiar is a spirit that accompanies you as your friend and ally. It's not a real creature, and it doesn't need to eat or breathe. The most common type is a creature familiar—a spirit that takes the form of a little animal or monster.

Many consider a familiar and its master to be one and the same, and some familiars do act as mere extensions of their masters' wills. However, most familiars grow personalities all their own, and undertake the commands of their masters with individuality and, sometimes, attitude. All familiars have some amount of arcane knowledge.

### GAINING A FAMILIAR

- You gain a familiar when you take the Arcane Familiar feat.

### CHANGING YOUR FAMILIAR

- You gain a different familiar by retraining the Arcane Familiar feat and replacing your former companion with a different kind of familiar.

### FAMILIAR ATTRIBUTES

- **Attacks:** A familiar can't attack.
- **Defenses:** A familiar uses your defenses.
- **Skills and Checks:** A familiar uses your bonuses for all skill checks and ability checks.
- **Hit Points:** A familiar has 1 hit point, but a missed attack never damages it.
- **Destruction of a Familiar:** If your familiar is reduced to 0 hit points or fewer, it is destroyed. After your next short rest or extended rest, it reappears in passive mode in your space.
- **Death of a Familiar:** Your familiar dies when you die, and it is restored to life when you are restored to life. After you are restored to life, your familiar reappears in passive mode in your space.
- **Immunity:** A familiar can't be hit by its master's attacks. You, as the master, can choose to ignore this benefit.
- **Senses:** Some familiars have special senses, such as blindsight or low-light vision. These apply to your familiar, not you.
- **Communication:** You and your familiar can speak to one another in a special arcane language. Other creatures hear only gibberish from you, and grunts and squeaks from your familiar. Your familiar doesn't understand other languages, but can parrot back what it hears, allowing you to understand anything it repeats back to you in a language you know.
- **Size:** Tiny.
- **No Flanking:** A familiar can't flank.
- **Objects:** Unless otherwise noted, a familiar cannot pick up or manipulate objects. This does not mean it ignores solid objects. It cannot walk through walls.

### FAMILIAR MODES

- **Switching Modes:** You can switch your familiar between passive mode and active mode by using a minor action.
- **Passive:** A passive familiar is on your person, perching on your shoulder or hiding in your pocket. In this mode, it shares your space.

  *No Targeting:* A passive familiar can't be targeted by any effect.

  *No Damage:* A passive familiar cannot be damaged by any effect.
- **Active:** In its active mode, a familiar is not on your person, and you can move it around. It takes up the space of a Tiny creature.

  *Movement:* A familiar has a speed and movement modes. By using a move action, you can move your familiar its speed.

  *Range Limit:* Unless otherwise noted, a familiar can't move more than 20 squares away from you. If, at the end of your turn, your familiar is more than 20 squares away, it teleports into your square and enters passive mode.

  *Actions:* A familiar can use skills and take actions as normal, but you must use the relevant action to order it to do so. Your familiar does not have its own set of actions to use.

## HOW DO FAMILIARS WORK?

The Arcane Familiar feat (see page 139) lets you choose a familiar. You can determine how your familiar looks, and suggest to your DM what sort of personality it has.

Familiars have two modes: active and passive. Both modes give you constant benefits, but you lose them if your familiar is destroyed. You can keep your familiar in passive mode to protect it. In active mode, your familiar can scout ahead or grant you special abilities described in its statistics block. You can control a familiar when it's in active mode by using your actions, but a familiar isn't a combatant. It can't attack on its own, and it vanishes for a while when it is destroyed.

## Personality

Every familiar has an individual personality, despite the fact that it is a spirit and not a physical entity. A familiar tends to act in a way that reflects its master's personality. A power-hungry warlock's rat familiar might constantly seek out food to nibble on, while a secretive wizard might have a book imp that hides within the folds of his robes, its red eyes glowing from the shadows.

You might decide that your familiar's personality is simple and acquiescing, which makes it a perfectly trained servant. On the other hand, familiars that show a little initiative might also have an individualistic streak that makes them reluctant to follow all your commands, or at least reluctant to do so immediately if they believe they know better.

Although primarily a devoted servant, a familiar is an independent creature that can argue with its master, push for its own plans, and offer advice (whether or not it is needed or wanted). In the end, though, a familiar always obeys its master.

Your familiar's personality is ultimately up to you, since it is an extension of your character. Your DM might have some advice or suggestions, and he or she also has the authority to occasionally take the reins, describing what your familiar says and does when it disagrees with you.

A classic familiar personality, especially for a creature such as a dragonling or a book imp, is a superior "I know better than you" attitude that can generate interesting, unexpected ideas when one of these incorrigible creatures devises its own plans.

## Roleplaying Your Familiar

Your DM might maintain some light touch of control over how your familiar acts, or might allow you to completely control it. However, since your familiar can communicate only with you (see "Communication," above), roleplaying your familiar's verbal skill to vex and delight others is not an option. On the other hand, having your familiar act or move in certain reactive ways gets across an idea you want the familiar to communicate just as effectively as the spoken word. However, limit the amount of time that you take up at the table during combat encounters describing the antics of your familiar. Other players might grow frustrated at the amount of time your character (and familiar) takes each time it is your turn.

WAYNE ENGLAND

**FAMILIAR FEATS**

| Name | Prerequisites | Benefit |
|---|---|---|
| Arcane Familiar | Any arcane class | You gain a familiar |
| Bonded Familiar | Any arcane class, Arcane Familiar | Communicate telepathically with your familiar |
| Shielding Familiar | Any arcane class, Arcane Familiar, 6th-level or higher utility power | Trade utility power for *shielding familiar* power |
| Spellseer Familiar | Any arcane class, Arcane Familiar, 6th-level or higher utility power | Trade utility power for *spellseer familiar* power |

# Familiar Feats

Feats in this section are available to characters of any level, as long as they meet the prerequisites.

### Arcane Familiar [Familiar]

**Prerequisite:** Any arcane class

**Benefit:** You gain a familiar. For each familiar feat you have beyond this one, your familiar gains a +1 bonus to its defenses.

### Bonded Familiar [Familiar]

**Prerequisite:** Any arcane class, Arcane Familiar feat

**Benefit:** You and your familiar can communicate telepathically out to a range of 10 squares. You must have line of sight and line of effect to your familiar to communicate with it in this manner.

### Shielding Familiar [Familiar]

**Prerequisite:** Any arcane class, Arcane Familiar feat, 6th-level or higher utility power

**Benefit:** The *shielding familiar* feat power replaces one of your 6th-level or higher utility powers.

Also, while your familiar is in its passive state, you gain a +1 bonus to Reflex.

**Shielding Familiar** Feat Power

*Your familiar leaps to deflect an attack, sacrificing itself to save you.*

**Daily ✦ Arcane**
**Immediate Interrupt** **Personal**
**Requirement:** Your familiar must be in its passive state.
**Trigger:** You are hit by an attack
**Effect:** The triggering attack deals only half damage to you, and your familiar is destroyed.

### Spellseer Familiar [Familiar]

**Prerequisite:** Any arcane class, Arcane Familiar feat, 6th-level or higher utility power

**Benefit:** The *spellseer familiar* feat power replaces one of your 6th-level or higher utility powers.

While your familiar is in its active state, you gain a +1 bonus to attack rolls with arcane powers against targets adjacent to your familiar.

**Spellseer Familiar** Feat Power

*Your familiar attracts your fruitlessly expended arcane energy, channeling power back to you to allow you to make another attempt.*

**Daily ✦ Arcane**
**Free Action** **Personal**
**Requirement:** Your familiar must be in its active state.
**Trigger:** You miss a target with an arcane encounter attack power
**Effect:** Reroll the attack roll and use the new result, even if it is lower.

# Customizing Familiar Appearance

Several different familiars are described in this section. Each one has a basic look, but that doesn't mean your familiar has to look like every other spellcaster's familiar, even if you choose something as common as a raven or a cat.

Within the realm of reason, you can customize your familiar to look like nearly anything, as long as the identity of the basic creature isn't lost. Your ability to customize your familiar's look and quirks is vast, but it can't change the familiar's combat ability or skill checks.

Just as you have the ability to customize how your familiar looks when it is active, you can also determine what happens when your familiar enters passive mode. It could do something more spectacular than simply climbing into a pouch.

For instance, perhaps your book imp discorporates into a puff of smoke and returns to apparent existence at the sound of its name. Your owl could become a small stone statue you carry with you, only to return to apparent flesh when you toss it to the ground. Imagine how you could impress your fellow adventurers if the tattoo on your arm suddenly unwound itself to become your serpent familiar. Or perhaps when you whistle, your falcon familiar flies down from an unseen height.

# Familiar Descriptions

Each familiar description includes the benefits a familiar provides.

**Constant Benefits:** A familiar provides you with these benefits as long it has at least 1 hit point, regardless of its current state.

**Active Benefits:** When your familiar is in active mode, in addition to being able to take the actions available to it in that mode (see "Familiar Modes," above), it provides its active benefits.

### Bat — Familiar

*Bats are common familiars for warlocks and those who prefer subtle magic and stealth.*

**Senses** blindsight 5
**Speed** 2, fly 6 (hover)

**Constant Benefits**

You gain a +2 bonus to Perception checks and Stealth checks.

**Active Benefits**

**See the Unseen:** As a minor action, you cause enemies adjacent to your bat familiar to lose the benefits of concealment (but not total concealment) against you until the end of your current turn.

### Book Imp — Familiar

*Book imps are masters of knowledge, dispatched by the powers of Hell to offer advice to and tempt mortal spellcasters.*

**Speed** 5, fly 6 (hover)

**Constant Benefits**

You gain a +2 bonus to Arcana checks and History checks.
You can read and speak Infernal.
You gain resist fire 5. If you already have resist fire, increase your resistance by 2.

**Active Benefits**

**Deceptive Move:** As a minor action, you cause your book imp to become invisible until the end of your next turn.

### Bound Demon — Familiar

*This ugly blob of flesh is a creature bound to your service, but it would prefer to be back in the Abyss.*

**Speed** 5, fly 3 (hover)

**Constant Benefits**

You gain a +2 bonus to Intimidate checks.
You can read and speak Abyssal.

**Active Benefits**

**Alchemical Synergy:** Once per encounter, when you hit a bloodied creature adjacent to your bound demon, you gain 1d8 temporary hit points.
*Level 11:* 2d8 temporary hit points.
*Level 21:* 3d8 temporary hit points.

### Cat — Familiar

*Cats are willful, independent familiars, and their willingness to act alone makes them excellent spies.*

**Senses** low-light vision
**Speed** 6

**Constant Benefits**

You gain a +2 bonus to Acrobatics checks, and you can make an Acrobatics check to reduce the damage you take from falling even if you are not trained in that skill.

**Active Benefits**

**Independent Spirit:** A cat familiar has no range limit on the distance it can exist away from you.
**Silent Predator:** A cat familiar gains a +5 bonus to its Stealth checks.

### Crafter Homunculus — Familiar

*This humanoid figure has indistinct features and looks like it's made of clay. Arcane crafters use homunculi as skilled assistants.*

**Speed** 5

**Constant Benefits**

You gain a +2 bonus to Arcana checks.
You gain a +2 bonus to skill checks related to rituals of the creation category.

**Active Benefits**

**Blood Feast:** An enemy adjacent to your crafter homunculus takes a -1 penalty to all defenses against alchemical items. Your crafter homunculus is immune to your alchemical items.

### Dragonling — Familiar

*Sorcerers who follow the draconic tradition, along with other spellcasters who rely on endurance and physical might, manifest dragonling familiars.*

**Speed** 5, fly 6 (hover)

**Constant Benefits**

You can read and speak Draconic.
When you spend a healing surge, you regain 2 additional hit points.
*Level 11:* 3 additional hit points.
*Level 21:* 4 additional hit points.

**Active Benefits**

**Dragon's Breath:** Once per encounter, you can use your dragonling's space as the origin square for a close blast arcane attack power.

### Falcon — Familiar

*Warrior spellcasters, those that love to wade into the fray, see the fighting falcon as the ideal familiar.*

**Speed** 2, fly 6 (hover)

**Constant Benefits**

You gain a +2 bonus to Perception checks.
You gain a +2 bonus to all defenses against opportunity attacks.

**Active Benefits**

**Hunting Falcon:** Once per encounter, you can determine range for your ranged arcane attacks from your falcon until the end of your current turn.
**Soaring Spirit:** A falcon familiar has a range limit of 40 squares from you.

### Owl — Familiar

*A common symbol of wisdom and knowledge, owl familiars are known for their good counsel and insight.*

**Senses** low-light vision
**Speed** 2, fly 6 (hover)

**Constant Benefits**

**Owl's Counsel:** Whenever you make an Insight check or Perception check, add 1d4 to the result.

**Active Benefits**

**Owl's Eyes:** As a standard action, you can see through your familiar's eyes until the end of your next turn. You do not gain the ability to cast spells or attack through the familiar, and you determine if a target has cover and concealment from you as normal, but you might spot an enemy coming around a corner, or notice a foe hiding behind a wall.

**Rat** Familiar

*The rat is a scavenger capable of infiltrating even the most tightly guarded places.*

**Speed** 6

**Constant Benefits**

You gain a +2 bonus to Stealth checks.

**Active Benefits**

**Rat's Cunning:** A rat familiar can carry an object that weighs 2 pounds, and it can manipulate objects to make Thievery checks. It gains a +2 bonus to such checks. A rat gains a +5 bonus to its Stealth checks.

**Raven** Familiar

*Ravens are known for their keen senses and skill in uncovering hidden knowledge.*

**Senses** low-light vision

**Speed** 2, fly 6 (hover)

**Constant Benefits**

You gain a +4 bonus to Perception checks made to find hidden objects.

**Active Benefits**

**Raven's Speech:** A raven can speak any language you know, and it can converse with other creatures. When it speaks, you hear everything it says and hear everything spoken to it. You can dictate its answers if you so choose.

**Serpent** Familiar

*The serpent is a deceptive creature, and it offers its master the same mastery of guile and cunning.*

**Speed** 6

**Constant Benefits**

You gain a +2 bonus to Bluff checks.

When you shift, you can ignore 1 square of difficult terrain during that movement.

**Active Benefits**

**Serpent's Startle:** Once per encounter as a minor action, all creatures adjacent to your serpent familiar can't make opportunity attacks until the end of your next turn.

**Spider** Familiar

*Spiders are guardians of hidden knowledge that weave webs capable of grabbing and moving small objects.*

**Speed** 4, climb 4

**Constant Benefits**

You gain a +2 bonus to Climb checks.

Enemies take a -1 penalty to saving throws against your arcane powers that immobilize or slow them.

**Active Benefits**

**Spider's Web:** As a minor action, a spider can slide an object within 5 squares of it 2 squares. The object must be unattended, and it can weigh no more than 5 pounds.

## FAMILIAR QUIRKS

Familiars are known for their exotic appearance and eccentric behavior. Come up with a few visual and personality quirks for your familiar, using these examples for inspiration.

**Bat**
- ✦ Has miniature metal spikes for fur
- ✦ Flies at people's faces to greet them

**Book Imp**
- ✦ Is translucent, except for glowing eyes
- ✦ Quotes ancient texts, usually to undercut your ideas

**Bound Demon**
- ✦ Looks like a miniature version of a proper demon
- ✦ Is too lazy to walk or to fly, and rolls wherever it goes

**Cat**
- ✦ Appears to be made of shadow
- ✦ Has vestigial bat wings
- ✦ Licks the blood from its fur after battle

**Crafter Homunculus**
- ✦ Is made of clay, but has clockwork joints
- ✦ Makes a tiny statue of every monster you defeat

**Dragonling**
- ✦ Is colored like a type of chromatic or metallic dragon
- ✦ Trails tendrils of smoke from its nostrils
- ✦ Tiny flames burst from its mouth when it hiccups, which is frequently
- ✦ Has a squeaky, high-pitched roar

**Falcon**
- ✦ Glows with golden light in bright sunshine
- ✦ Leaves small rodent corpses in your sleeping bag

**Owl**
- ✦ Can move eyes and beak to different parts of its head
- ✦ Hoots when it thinks it's found a mate for its master

**Rat**
- ✦ Leaves a cloud of black ash and trail of soot as it moves
- ✦ Chews on your spellbook (or other arcane implement) and magic items

**Raven**
- ✦ Has a streak of silver feathers
- ✦ Raps its beak on objects when it is being ignored
- ✦ Croaks a catchphrase at opportune times

**Serpent**
- ✦ Looks like rippling mercury when it moves
- ✦ Hisses at anyone who touches you (its master)

**Spider**
- ✦ Glows a poisonous green
- ✦ Constructs complex webs to mark where it has been

Your epic destiny is the mythic archetype you aspire to achieve. Once you reach 21st level, the greatness you knew you were destined for is no longer theoretical, but within your reach.

## Arcane Sword

*Spells of destruction infuse your blade, and no enemy can stand in your way.*

**Prerequisites:** 21st level, swordmage

Barriers of shimmering arcane incantations sheathe your body, deflecting and dissipating your enemies' attacks. The sword in your hand has become an extension of your will, a magical limb suffused with the combined art of spell and swordcraft. Eldritch power reverberates between you and your sword, creating an arcane conduit that promises nothing but destruction for any who stand in your way. You are a swordmage, and your goal is nothing less than perfection.

You have become the utmost practitioner of your art; it has been long since you've sought others to teach you their secrets. You have become your own teacher, and your ceaseless study into the dual arts of blade and magic has yielded a bounty of techniques that combine martial skill with magical prowess.

Others believe that you apply your incredible and growing skill to achieve ends important to you. That is true, to a point. In fact, you take up epic quests and engage terrible foes in order to improve your art. Your ambition transcends other concerns, but also uses them as a foil. You might save the world, but in doing so, you seek to become the ultimate swordmage, an Arcane Sword.

### Immortality?

Arcane Swords all hunger to improve their skill, but even these perfectionists one day recognize when they have reached the height of their art. Different Arcane Swords follow different routes to immortality; one of these might be your path.

**Martial Seclusion:** When you complete your final quest, you sequester yourself in a place where few are likely to find you. Here you create your own private sanctum, a place of peace where you can train day and night, eventually becoming one with your blade and your magic.

**Dojo Master:** When you complete your final quest, you might decide to teach others something of what you have learned. Instead of a private sanctum, you create a school where you teach the best swordmages of a generation the secrets of your craft.

**Relic Sword:** A few stories relate how some Arcane Swords meld into and become one and the same as their sword, creating a named artifact that persists in the world through all its future ages.

### Arcane Sword Features

**Spellsword Recall (21st level):** When you spend an action point to take an extra action, you regain one of your expended swordmage encounter attack powers before using that action.

**Sword's Vengeance (24th level):** Once per day, when you die, your sword fights on in your stead until the end of the encounter. Each round, the sword can move and make attacks as if you were still wielding it, but it cannot be the target of any attack.

At the end of the encounter, after a short rest, the sword returns to your body, and if your body is still present, you return to life with 1 hit point.

If your body is missing, you will need other magic to return to life.

**Spellsword Perfection (30th level):** Choose one swordmage encounter attack power that you know. You can now use that power as an at-will power rather than an encounter power.

### Arcane Sword Power

**Mass Aegis** — Arcane Sword Utility 26

*You unleash a frenzy of strikes, slicing all around you with your blade. Your attacks trail a blaze of magic, marking all enemies that stand too near.*

**Encounter ✦ Arcane**
**Minor Action** **Close** burst 2
**Target:** Each enemy in burst
**Effect:** Each target is marked by your Swordmage Aegis power until the end of your next turn.

CHRIS SEAMAN

# Archlich

*You fail to remain living, but also fail to die. Undead, you ensure your ability to defend against evil forever.*

**Prerequisites:** 21st level, any arcane class

You pursue eternal life as an undead creature. Most wizards who search for and achieve easy immortality by way of esoteric necromantic texts are evil, avaricious spellcasters who stop at nothing to achieve their ultimate goals. For some, that goal is lichdom itself. But you have a greater, nobler purpose.

Unlike many who have become liches before you, you have trained your mind to avoid succumbing to the madness that necromantic preservation often brings. For instance, you did not perform the foul ritual that traded your life for animation the moment you found it; you waited until your power was equal to the change. Nor did you accept the aid of Orcus, Demon Prince of the Undead, to empower the ritual, but you waited to find methods outside his control. In doing so, you escaped his touch, though you bear his personal enmity to this day.

## Immortality?

When you complete your final quest, an age of the world concludes. It is time to make way for new heroes. However, you do not go too far.

MATIAS TAPIA

You watch the world and all that goes on upon it by means of a cadre of spies and magical sensors. You reside in a secluded citadel deep underground or in a far corner of one of the planes. You are content to let the events of the world roll on, watching; however, you are not completely indifferent. Now and then, you can provide a clue to help those in need.

## Archlich Features

**Archlich Knowledge (21st level):** Your Intelligence score increases by 2.

**Archlich's Phylactery (21st level):** You create a magical receptacle that contains your life force. When you drop to 0 hit points or fewer, you and your possessions crumble to dust. A day later, you reappear alive with maximum hit points in a space adjacent to your phylactery, with all your possessions.

Your phylactery can be destroyed. It has 40 hit points and resist 20 to all damage. The typical phylactery is a sealed metal box filled with parchment inscribed with magical phrases written in your blood. Phylacteries can come in other forms, such as rings, gems, or amulets, but they always have 40 hit points and resist 20 to all damage. If your phylactery is destroyed, you can make a new one by spending 10 days and 50,000 gp.

**Shroud of Life and Death (21st level):** Any living enemy that comes within 3 squares of you or starts its turn there takes 5 necrotic damage. Any undead enemy that comes wthin 3 squares of you or starts its turn there takes 5 radiant damage.

**Lich Resistances (21st level):** You gain resist necrotic and resist poison equal to 5 + one-half your level.

**Mastery over Death (24th level):** Once per day, when you die, you can empower your undead form instead of dying. You regain hit points equal to half your maximum hit points. Until the end of the encounter, you can't spend healing surges, and any creature that attacks you and deals damage takes ongoing 20 necrotic damage (save ends).

**Essence of Undeath (30th level):** Whenever an enemy within 5 squares of you is reduced to 0 hit points or fewer, you regain the use of an expended arcane encounter power.

## Archlich Power

**Archlich Potency** Archlich Utility 26

*Fell spells resonate more fluidly within your animated mind.*

**Daily ✦ Arcane**
**Minor Action** **Personal**

**Effect:** You regain one arcane fear or necrotic encounter or daily power that you have already used.

You gain resistance to all damage equal to 5 + one-half your level until the end of the encounter.

# Archspell

*When you especially like a spell, you squeeze every last advantage from its casting.*

**Prerequisites:** 21st level, any arcane class

In your expert opinion, of all the varied spells that have passed the lips of casters down the ages, there is one whose elegance, power, and conceptual fundamental beauty surpasses all others. You should know, because you have endured much to master it. You refer to this spell of spells (with some pride) as your "signature spell."

Other arcane characters might cast the same spell, but your study of it, with an attention to detail none could ever hope to match, has unlocked intricacies of the power that have been lost on all others. Of course, it would be impossible to research every spell in your arsenal with such exacting care. There is not time enough in any one life for such a project. That's why you have chosen just one spell to devote yourself to entirely. A single spell, one which no other creature will ever cast as magnificently as you cast it.

Sometimes you take pity on others you happen to encounter that also cast your signature spell. You might approach these unenlightened mages and offer them encouragement, and explain to them that one day they might be great, but only if they improve their technique with the spell in question. If they show interest, you are more than happy to demonstrate your skill with your spell.

As you progress in power and mastery, your reputation as a connoisseur of your signature spell also grows. In fact, your name begins to become synonymous with the spell. You can hardly imagine anything more satisfying: With every casting, your name, too, is spoken aloud.

## Immortality?

Upon completion of your final quest, you gain a final insight into the elegant complexity that lives within your spell. Having cast it so many times, you awaken a resonance between it and your own soul.

Once you put your mortal affairs in order, you embrace that resonance. One last time, you cast your signature spell. As the final syllable leaves your lips, the casting infuses every fiber of your being. You and your spell become one and the same. As long as anyone else knows your spell, you persist in that caster's living mind and in the dusty texts of old tomes, encoded in the spell's formula. Perhaps one day when some special mage rediscovers and casts the spell, you will return in physical form, ready to help the world again with a mastery only you can provide.

## Archspell Features

Archspells gain many benefits based around a single power chosen with the Signature Spell feature.

**Signature Spell (21st level):** Choose one of your arcane daily attack powers. You gain a +2 bonus to attack rolls with that power. If you retrain that power, you can choose a new arcane daily attack power as your Signature Spell.

**Returning Spell (24th level):** Once per day, when you die, you regain half your hit points on your next turn. If you have already expended your Signature Spell daily attack power, you regain it.

**Living Spell (30th level):** You can use your Signature Spell as an encounter power rather than a daily power.

## Archspell Power

**Channel the Signature** Archspell Utility 26

*You bring the power of your signature spell to your lips, but rather than casting it, you hold it resonating in your mind. Until you cast it, you siphon energy to resist the attacks of others.*

**Encounter ✦ Arcane**
**Minor Action** **Personal**

**Effect:** You gain resist 15 to all damage until the end of the encounter or until you use your Signature Spell.

WOODROW J. HINTON III

# Feyliege

*You command legions of powerful eladrin, tapping into the magical potential of the Feywild.*

**Prerequisites:** 21st level; any arcane class; must have the fey origin, be a half-elf, or be a warlock with the fey pact

Your mastery over the mystical arts that twine through the Feywild has earned you the respect of eladrin and other noble fey creatures. You are seen as a great leader in the sometimes fanciful, wondrous echo of the world. Where castles of eladrin nobles raise their gleaming spires, your name has been bandied about as a potential lord of great power. Where shadowed hillocks cover twilight tunnels into the brooding Feydark, your name is also whispered, but as a curse.

As a lord of the Feywild, you are sometimes called upon to use your power to defend the interests of the faerie realm. However, your interests are wider still, and you often use your knowledge and ties to aid you in your own quests and errands. Sometimes, a future version of yourself steps back through the world lines to offer aid, and in so doing provide a glimpse of what one day might be in a fey echo of reality.

## Immortality?

Upon completion of your final quest, you retreat to the Feywild for good, but your coming is foretold. Indeed, the Court of Stars, that storied city that crowns the Feywild's heart, has sent envoys, invitations, and inquiries regarding your bloodline. There are intimations that you might be, in truth, of the lineage of Lord Oran or Queen Tiandra.

You have a choice before you. You could find a secluded spot and build a towering edifice among the trees, then live out a peaceful life in the mists and shadows behind the world. You could take the guise of a simple traveler, passing from settlement to settlement in the Feywild and in the natural world, appearing as an itinerant elderly nomad, but one capable of dispensing great wisdom. Or, you could accept your destiny and the summons from the Feywild's heart, and take a seat of wisdom and power in the Court of Stars, a seat that will someday be the one that overlooks all others.

## Feyliege Features

**Feywild Charm (21st level):** Your Charisma score increases by 2.

**Eternal King on an Eternal Throne (24th level):** Once per day, when you die, an older, more regal version of yourself steps from the mists of time to take your place. You heal to half your maximum hit points and gain concealment against all attacks until the end of the encounter. If you die while in the form of your future self, you're dead.

At the end of the encounter, your future self restores you to life if your body is still present. Your current hit point total is unchanged, and you no longer have concealment.

If your body is missing, you will need other magic to return to life, but you can continue adventuring as your future self if you would like to do so.

**Dominion over the Mind (30th level):** Whenever you use an arcane charm power and score a critical hit against an enemy, that enemy is dominated until the end of your next turn.

WARREN MAHY

## Feyliege Power

**Shields of the Eladrin Host** Feyliege Utility 26

*Spectral eladrin knights spring from all sides, protecting you and your allies from danger, transporting all of you to safety, and then disappear back into the Feywild.*

**Encounter ✦ Arcane, Teleportation**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An attack hits you or an ally within 5 squares of you
**Target:** You and each ally in burst
**Effect:** Each target gains a +4 bonus to AC and Reflex until the end of his or her next turn. After the triggering attack is resolved, any target can swap positions with another target.

# Immanence

*All life is energy. You can see the flows and associations where others see only inanimate matter.*

**Prerequisites:** 21st level, any arcane class

Magic is less complex than most believe it to be. Beneath the incantations, the beautifully fashioned implements, the intricately carved circles and sigils, and the lore scribbled in tomes unnumbered lies one simple truth: Everything is energy. Energy comes in many forms, but once the first fundamental truth is grasped, all later use of magic becomes applied manipulation of energy. Energy can be tuned, directed, drawn away, or multiplied. It can be slowed so that it seems to be a solid, or converted to an insubstantial fluid of potential.

Others who lack your understanding find you obscure or mystical, but in fact you could not be more practical. In the grand scheme of things, only energy is eternal and true; all its shapes and flows are temporary, and will shift into unrecognizable patterns as time advances.

Your comprehension of these truths grants you exceptional and growing power over the world that others believe is mostly physical. Hazardous discharges flow around you like water. You can even extend a fraction of your protection to your allies. So powerful is your control over energy that when your body takes too much hurt, you can convert yourself to a field of substanceless particles.

WILLIAM O'CONNOR

## Immortality?

When you complete your final quest, your understanding over the nature of energy expands. You suddenly grasp the final truth with which you have so long struggled: Only one energy field exists, and the entirety of the cosmos is made up of this undulating, many-layered expanse. The cosmos and you are one and the same. The same field that makes up everything else is part of you.

After putting your mortal affairs in order, you transform spontaneously into a being of pure energy, leapfrogging the state of divinity to become a fixture of the cosmos itself. After all, even the gods and the primordials are made of energy. You are an Immanence; you are everywhere.

## Immanence Features

**Variable Resistance (21st level):** After the first time you take damage of a particular type during an encounter, you gain resist 20 to that damage type until the end of the encounter.

**Spirit of Energy (24th level):** Once per day, when you drop to 0 hit points or fewer, you regain hit points equal to half your maximum hit points and become a spirit of energy. Until you regain hit points from a healing power or take a short rest, you are insubstantial and have phasing.

Also, at the start of your next turn, each enemy adjacent to you takes 20 damage of one of the following types, chosen when you take this form: acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder.

**Shared Resistance (30th level):** While any ally is adjacent to you, he or she gains your resistances and immunities.

## Immanence Power

**Vary Resistance** Immanence Utility 26

*With a passing thought, you tune the energy of your body to resist a new form of damage.*

**Encounter ✦ Arcane**
**Minor Action** **Personal**
**Requirement:** You must have already gained a type of energy resistance during this encounter from your Variable Resistance feature.
**Effect:** Change your current Variable Resistance to one of the following types: acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder.

# Lord of Fate

*For every action, there is an equal and opposite reaction. Fate's weave requires a cosmic balance.*

**Prerequisites:** 21st level, any arcane class, unaligned alignment

You have mastered whole libraries of arcane lore. With all that knowledge, you have glimpsed a universal truth: A cosmic balance hides behind all things, weighing the energies of existence and perhaps judging them. Life, motion, and the intricacy of existence itself participate in a constant interaction of warring forces, but a war subtly harmonized by the balance.

Your understanding of this balance informs your actions. Seeing the need for moderation in all things, you seek to damp down fiery passions and heart-wrenching attachments. If you attack the forces of evil, or struggle against chaos, you do so simply to bring the adversary back into a state of balance with virtue and order. You accept that life must include both despair and joy, both beauty and horror.

You are becoming an agent of balance—a living exemplar of the cosmic fulcrum.

## Immortality?

As the last mortal breath escapes your lungs, your hard-won knowledge that life and death are eternal twins fills your dissipating perception. In that instant, your soul flashes out into the multiverse, beyond the grasp of the gods or the natural order. The force you sensed as a mortal, the underlying cosmic balance behind all things, accepts you as part of itself. You are transfigured into a sentient incarnation of that cosmic balance. It permeates existence, and so do you. Your knowledge multiplies a thousandfold. In your hands rests the future balance of the cosmos.

## Lord of Fate Features

**Turnabout (21st level):** When you roll initiative, designate any creature you can see as the target of your Turnabout feature. Until end of the encounter, any condition that target imposes on another creature through the use of an attack power is also imposed on the target.

**Balanced Sum (24th level):** Once per day, when an enemy's attack drops you to 0 hit points or fewer, you regain hit points equal to your healing surge value, and you gain temporary hit points equal to your attacker's current hit point value.

**Fulcrum of Power (30th level):** When you are damaged by an attack power that a creature can recharge, the attacking creature can't attempt to recharge that power until you make an attack roll against it.

LUCIO PARRILLO

## Lord of Fate Power

**Golden Mean** Lord of Fate Utility 26

*You show your power over fate, and let the balance reign over enemies and allies alike.*

**Daily ✦ Arcane, Zone**
**Minor Action** **Close** burst 5

**Effect:** The burst creates a zone of balanced fate that lasts until the end of your next turn. Each creature within the zone doesn't make d20 rolls to resolve attack rolls, ability checks, skill checks, and saving throws. Instead, these rolls are resolved as if the creature rolled a 10 on the die.

**Sustain Minor:** You can sustain the zone until the end of your next turn. The zone's area shrinks by 1 each time the zone is sustained. When the zone is a burst 1, it can no longer be sustained.

# Magister

*Magic flows through you as it flows through all the worlds. Magic that flows through you once is yours forever.*

**Prerequisites:** 21st level, any arcane class

Your reputation as a powerful spellcaster has only grown in the telling, perhaps sometimes even outpacing your actual abilities. Indeed, some credulous few have gone so far as to call you the "mouth of magic," implying that you are the ultimate expert on all things arcane.

You don't go out of your way to dissuade such talk. After all, you are a powerful practitioner of the arcane arts. You are a protégé of powerful wizards, sorcerers, and warlocks (if not in the flesh, at least in the study of their lives, their rituals, and the spells they preferred to cast). Furthermore, spells and rituals have been your daily fare for longer than you can recall. You are mortal, yes, but the flux of magic that daily flows through your form lifts you closer and closer to something finer with each arcane utterance.

Any wizard, warlock, or other spellcaster can study hard and eventually master a wide variety of magical stratagems. It is not impossible to grow in power and ability. But a few who do so sense an underlying unity to magic, a thread that connects apparently disparate magical functions. Those few, like you, claim the title of Magister and the enhanced magical prowess that goes with it.

Regardless of what others say or what you believe, empirical evidence has proved it: You have become one of the most powerful spellcasters in history. You manipulate magic as easily as you breathe.

## Immortality?

Your ultimate destiny is certain to be colorful, but is otherwise open-ended. It is likely to be whatever best suits the unique expression of your class. You might be a chaos sorcerer who decides to live deep within the Elemental Chaos, returning in some future age to help assuage the world's need. You might be a great bard whose magic eventually challenges the immortals, and perhaps wins you a place in the courts of the gods on your own terms. You might be a wizard whose studies have rewarded you with a natural fluency that none could have predicted early in your career, but whose popularity and notoriety live on for centuries afterward—aided by the fact that you remain accessible, if inactive, in a grand tower hidden in a Feywild mountain pass.

## Magister Features

**Magister's Knack (21st level):** One ability score of your choice increases by 2.

**Magic's Flow (21st level):** Whenever you use an arcane encounter or daily attack power, you gain a +4 bonus to the defense or defenses that power attacks until the end of your next turn.

**Return of the Magister (24th level):** Once per day when you drop to 0 hit points or fewer or are about to take enough damage to kill you, you can spend a healing surge, teleport 15 squares as a free action, and roll saving throws against all effects on you that a save can end.

**Magic's Master (30th level):** Twice per day, you can perform any ritual you have mastered as a standard action.

## Magister Powers

**Magister's Key** Magister Utility 26

*You renew the magical potential of an already used magic item with a touch.*

**Daily ✦ Arcane**
**Minor Action** **Personal**

**Effect:** You regain the use of an expended daily power of any single magic item in your possession.

EVA WIDERMANN

# Parable

*The material world is an illusion. Look behind the world, but not for the truth–for the next layer of delusion.*

**Prerequisites:** 21st level, wizard

The world is not real. It is a story whose teller is the cosmos itself, a cosmos unaware of its own ongoing process of coming more fully into being. Time is an illusion, merely a prop for the unfolding tale. Without time, matter, too, is mere imagination. Gods and mortals, primordials and angels, and every other creature that strives, lives, and dies upon the stage of supposed existence, is facade thrown up by the cosmos. The solid-seeming earth is anything but, and the distinctions between the heavenly realms and the infernalmost pits is a paper-thin fiction.

Or, at least, such is your creed, and you have good reason to believe it's true. The wise know that stories are narratives that give structure to knowledge, and you are wiser than most. This narrative principle runs far more deeply than most presume–you believe it is the core axiom of creation itself. However, knowing reality for the illusion it is, you have begun to alter your own story. In so doing, you have risen above the masses that still believe reality is more than a cloak over the nothingness that lies beneath everything. In taking a hand in your own tale, you have become a living parable, perhaps one capable of wrenching existence onto a track designed by you.

## Immortality?

The act of completing your final quest also proved that you could change the course of the unfolding cosmic yarn according to your own desires. Your mastery over the illusion that serves as creation's tissue is nearly complete. Only a few final threads of figment elude you.

So you retreat from all the competing stories of the world, fading into the illusion, becoming a part of it. When next you take a step, you do not emerge as a discrete entity only feet away from your previous position. Instead, your body and mind leap into a thousand different stories in a thousand different times and places. You seek to become part of the underlying story, the first story, the parable that precedes all others. In so doing, you hope to promote yourself above all others. No longer will you be a character in the story, but the storyteller.

## Parable Features

**As if Illusion (21st level):** Whenever you move, you ignore difficult terrain.

**Never Really There (24th level):** You never take damage from a missed attack.

JASON ENGLE

**Life's Illusion (30th level):** Once per day, when you die, you can return to life at maximum hit points 10 squares away from the space where you died. In fact, you only seemed to die–your enemy killed a perfect illusion of you, while you stood a short distance away.

## Parable Power

**Figment Step** Parable Utility 26

*The attack, the creature, and even your own physical form are not real. Change the story, and you change reality.*

**Encounter ✦ Arcane, Illusion**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy hits you with an attack
**Effect:** The triggering enemy's attack does not occur. You disappear from your space and reappear 5 squares away in a space of your choosing. The triggering enemy loses the action taken to make the attack, but retains the power used for the attack.

# Sage of Ages

*Knowledge is power. Once that fact is understood, the power of the gods themselves becomes something knowable.*

**Prerequisites:** 21st level, any arcane class

Knowledge is power, freedom, life, and love. With the proper information, you can unravel the secrets of the universe and be the master of your own fate. You have always believed this. Your curiosity about all things is legendary. Even as a child, you asked "why?" more often than any other question. As you matured, you sought knowledge about harder-to-reach places, traveling first the world, then other planes of existence. Knowledge is your solace, your hope, and your support. Faith might be fine for others, but you see it as a shallow edifice. Only objective study and the knowledge gained thereby allows one to see things as they truly are.

The petty bickering of kings and nobles holds less and less interest for you, and as you learn more and more about the facade of flesh that mortals wear to hide their souls, even earthly delights begin to lose their flavor. All else pales before the pursuit of pure knowledge.

## Immortality?

When you complete your final quest, you make your plans to withdraw from the world. You have accumulated so much knowledge that you have become a force of nature itself. As one of a select few who have earned the title Sage of Ages, you take up the lonely task of a keeper of secrets, history, and unfettered knowledge.

When the time is right, you retreat to a secret place only you know of, a place where you find knowledge within the natural bends and crevices in space and time. You begin to observe a river of events and store them away in your mind. Age, cares, and the needs of the flesh flow around you, not through you. You are a fountainhead of knowledge that other creatures, sometimes even gods, seek out because of your perfect enlightenment.

MATT CAVOTTA

## Sage of Ages Features

**Paragon of Learning (21st level):** You gain a +6 bonus to Arcana checks, Dungeoneering checks, History checks, Nature checks, and Religion checks.

**Keeper's Prescience (24th level):** At the start of each of your turns, roll a d20. You can use the result of that roll in place of any one d20 roll you make before the start of your next turn.

**Reverse Time (30th level):** Once per day, when an attack would normally drop you to 0 hit points or fewer or kill you, you do not die. Instead, you regain maximum hit points and move your place in the initiative order to directly after the creature that made the attack.

## Sage of Ages Power

**Trick of Knowledge** Sage of Ages Utility 26

*Your vast learning grants you different insightful advantages in different situations.*

**Encounter ✦ Arcane**
**Minor Action** **Personal**

**Effect:** You make an Arcana check and gain a benefit based on your check result until the end of the encounter.

30 or lower: No effect
31–35: +5 bonus to saving throws
36–40: +2 bonus to all defenses
41–45: +2 bonus to attack rolls with arcane powers
46–50: Make saving throws at the start of your turn instead of the end of your turn
51–55: Pick two benefits you can gain from a roll of 31 through 50
56–60: Pick three benefits you can gain from a roll of 31 through 50
61 or higher: Gain all four benefits you can gain from a roll of 31 through 50

# MAGIC ITEMS: TOME

A tome is a thick book packed with knowledge about casting a spell. The materials that make up the cover of a tome range from leather and thin wood to heavy pieces of metal. The pages of a book can be paper, leather, thin pieces of metal, or other flexible materials. You can't make melee attacks with a tome.

If you can wield a tome as an implement, you can add its enhancement bonus to the attack rolls and the damage rolls of implement powers you use through the tome, and you can use its properties and powers. Otherwise, you gain no benefit from wielding a tome.

**TOMES**

| Lvl | Name | Price (gp) |
|---|---|---|
| 1 | Magic tome +1 | 360 |
| 2 | Tome of the replenishing flame +1 | 520 |
| 3 | Tome of forty steps +1 | 680 |
| 3 | Tome of the north wind +1 | 680 |
| 4 | Tome of arrest +1 | 840 |
| 5 | Book of undeniable fire +1 | 1,000 |
| 5 | Summoner's tome +1 | 1,000 |
| 6 | Magic tome +2 | 1,800 |
| 7 | Tome of the replenishing flame +2 | 2,600 |
| 8 | Tome of forty steps +2 | 3,400 |
| 8 | Tome of the north wind +2 | 3,400 |
| 9 | Tome of arrest +2 | 4,200 |
| 10 | Book of undeniable fire +2 | 5,000 |
| 10 | Summoner's tome +2 | 5,000 |
| 11 | Magic tome +3 | 9,000 |
| 12 | Tome of the replenishing flame +3 | 13,000 |
| 13 | Tome of forty steps +3 | 17,000 |
| 13 | Tome of the north wind +3 | 17,000 |
| 14 | Tome of arrest +3 | 21,000 |
| 15 | Book of undeniable fire +3 | 25,000 |
| 15 | Summoner's tome +3 | 25,000 |
| 16 | Magic tome +4 | 45,000 |
| 17 | Tome of the replenishing flame +4 | 65,000 |
| 18 | Tome of forty steps +4 | 85,000 |
| 18 | Tome of the north wind +4 | 85,000 |
| 19 | Tome of arrest +4 | 105,000 |
| 20 | Book of undeniable fire +4 | 125,000 |
| 20 | Summoner's tome +4 | 125,000 |
| 21 | Magic tome +5 | 225,000 |
| 22 | Tome of the replenishing flame +5 | 325,000 |
| 23 | Tome of forty steps +5 | 425,000 |
| 23 | Tome of the north wind +5 | 425,000 |
| 24 | Tome of arrest +5 | 525,000 |
| 25 | Book of undeniable fire +5 | 625,000 |
| 25 | Summoner's tome +5 | 625,000 |
| 26 | Magic tome +6 | 1,125,000 |
| 27 | Tome of the replenishing flame +6 | 1,625,000 |
| 28 | Tome of forty steps +6 | 2,125,000 |
| 28 | Tome of the north wind +6 | 2,125,000 |
| 29 | Timeless tome +6 | 2,625,000 |
| 29 | Tome of arrest +6 | 2,625,000 |
| 30 | Book of undeniable fire +6 | 3,125,000 |
| 30 | Summoner's tome +6 | 3,125,000 |

## Book of Undeniable Fire — Level 5+

*The pages of this tome have scorch marks along the edges.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Tome)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 fire damage per plus
**Property:** When you use a wizard fire power through this tome, the target's resistance to fire (if any) against that attack is reduced by 10.
*Level 15 or 20:* The resistance is reduced by 20.
*Level 25 or 30:* The resistance is reduced by 30.
**Property:** This tome contains two wizard daily fire powers. Both powers must be of a level equal to or lower than that of the tome. Choose these powers when you acquire the tome; they cannot be changed later. You can add these powers to your spellbook.
**Power (Daily ✦ Arcane, Fire, Implement):** Free Action. Choose a power contained in this tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power during this encounter. The power is lost if you do not use it before the end of the encounter.

## Magic Tome — Level 1+

*A simple tome, enchanted to channel arcane energy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 1 | +1 | 360 gp | Lvl 16 | +4 | 45,000 gp |
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |

**Implement (Tome)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

## Summoner's Tome — Level 5+

*Outlines of creatures are burnt into the cured-hide cover of this book, which holds many summoning secrets.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Tome)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you hit with an opportunity attack using a conjuration or summoning wizard power through this tome, the target takes extra damage equal to this tome's enhancement bonus.
**Property:** This tome contains two wizard daily summoning powers. Both powers must be of a level equal to or lower than that of the tome. Choose these powers when you acquire the tome; they cannot be changed later. You can add these powers to your spellbook.
**Power (Daily ✦ Arcane, Implement, Summoning):** Free Action. Choose a power contained in this tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power during this encounter. The power is lost if you do not use it before the end of the encounter.

## Timeless Tome — Level 29

*This tome enables you to further manipulate the boundaries of time.*

Lvl 29 +6 2,625,000 gp
**Implement (Tome)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you use the *time stop* power, you gain three extra standard actions instead of two. (You still can't use these actions to attack other creatures.)
**Power (Daily):** Free Action. You expend an unused wizard utility power of level 22 or higher and gain the use of the *time stop* power during this encounter. The power is lost if you do not use it before the end of the encounter.

## Tome of Arrest — Level 4+

*This tome's cover is emblazoned with the symbol of a golden clenched fist.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Tome)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 force damage per plus
**Property:** When you use a wizard power that immobilizes an enemy through this tome, that enemy also takes extra damage equal to your Constitution modifier.
**Power (Daily):** Free Action. *Trigger:* You use a wizard summoning power. *Effect:* Until the end of the encounter or until the summoned creature is dismissed, creatures that shift provoke opportunity attacks from the summoned creature when moving out of a square adjacent to the summoned creature.

## Tome of Forty Steps — Level 3+

*Included within this curious tome are a number of arcane formulas for manipulating speed and time.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Tome)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Your summoned creatures gain a +1 item bonus to speed.
**Power (Daily):** Free Action. *Trigger:* You use a wizard summoning power. *Effect:* Each round while the summoned creature exists, you gain an additional move action that you can use only to command the creature.

## Tome of the North Wind — Level 3+

*Covered in a thin patina of frost even in blazing heat, this tome unlocks the secrets of ice magic.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Tome)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 cold damage per plus
**Property:** When you use a wizard cold power through this tome, and the target of the power is slowed, that target takes damage equal to your Constitution modifier if it moves while slowed.
**Property:** This tome contains two wizard daily cold powers. Both powers must be of a level equal to or lower than that of the tome. Choose these powers when you acquire the tome; they cannot be changed later. You can add these powers to your spellbook.
**Power (Daily ✦ Arcane, Cold, Implement):** Free Action. Choose a power contained in this tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power during this encounter. The power is lost if you do not use it before the end of the encounter.

ZOLTAN BOROS & GABOR SZIKSZAI

### Tome of the Replenishing Flame — Level 2+

*This tome's copper binding is pleasantly warm to the touch.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Tome)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 fire damage per plus
**Property:** When you use a wizard fire power that can be sustained through this tome, you regain hit points equal to the tome's enhancement bonus each round that you sustain the power while bloodied. For example, if you used the *flaming sphere* power with a *tome of the replenishing flame* +2, you would regain 2 hit points each round you sustain the *flaming sphere* while you are bloodied.
**Property:** This tome contains two wizard daily fire powers. Both powers must be of a level equal to or lower than that of the tome. Choose these powers when you acquire the tome; they cannot be changed later. You can add these powers to your spellbook.
**Power (Daily ✦ Arcane, Fire, Implement):** Free Action. Choose a power contained in this tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power during this encounter. The power is lost if you do not use it before the end of the encounter.

# NEW RITUALS

The world is flush with sacraments, rites, ceremonies, and other procedures that wring incredible effects from an input of time, components, and learning. These disparate workings are known collectively as rituals. See Chapter 10 of the *Player's Handbook* for instructions on how to use a ritual in the D&D game.

### RITUALS BY LEVEL

| Lvl | Ritual | Key Skill |
|---|---|---|
| 1 | Purify Water | Arcana, Nature, or Religion |
| 1 | Unseen Servant | Arcana |
| 2 | Lower Water | Nature |
| 3 | Fool's Gold | Arcana |
| 4 | Beast Growth | Nature |
| 4 | Call of Friendship | Diplomacy |
| 5 | Object Reading | Arcana |
| 6 | Preserve Flame | Arcana |
| 6 | Shrink | Arcana |
| 8 | Anthem of Unity | Diplomacy |
| 9 | Detect Treasure | Arcana |
| 9 | Magic Map | Arcana |
| 11 | History Revealed | Arcana |
| 12 | Arcane Barrier | Arcana |
| 14 | Telepathic Bond | Arcana |
| 14 | Whispers of the Edifice | Arcana |
| 16 | Farsight | Arcana |
| 18 | Guards and Wards | Arcana |
| 28 | Imprisonment | Arcana |

The rituals in this section are listed on the table below.

## Anthem of Unity

*The anthem's invigorating notes fill the audience with pride and single-minded purpose.*

**Level:** 8
**Category:** Binding
**Time:** 10 minutes
**Duration:** 1 day
**Prerequisite:** Bard
**Component Cost:** 135 gp, plus a focus worth 680 gp
**Market Price:** 680 gp
**Key Skill:** Diplomacy

When you perform the Anthem of Unity for a crowd of ordinary people—peasants, commoners, artisans, and the like—you unite them behind a single cause. Only creatures whose level is at least 2 lower than yours are affected by this ritual.

The crowd must not be hostile to you and must be able to see and hear you for the entire performance. At the end of the ritual, you can request a single service from the crowd, to which the members of the audience respond as if you were a trusted friend. You can request anything that doesn't involve violence, put the listeners at inordinate risk or imperil their friends or family, or place them in financial ruin. For example, you might ask the listeners to help put out a fire raging in the city, hide you and your allies from searching guards, or provide you with shelter or food. A Diplomacy check made at the end of this ritual determines what sort of help you can request.

| Diplomacy Check Result | Effect |
|---|---|
| 19 or lower | The listeners perform an action that lasts up to 1 hour and that benefits them in at least some small way. |
| 20–29 | The listeners perform a task that lasts up to 1 hour and that poses no risk or reward to them. |
| 30–39 | The listeners perform a task that lasts up to 6 hours and that poses a mild risk but at least some benefit to them. |
| 40 or higher | The listeners perform a task that lasts up to 1 day and that poses a mild risk without any benefit to them. |

The number of individuals affected extends to anyone who witnesses the entire performance, so the larger the venue, the more people you can affect.

**Focus:** A musical instrument you play as part of performing the ritual.

## Arcane Barrier

*You create a tough, translucent wall that blocks a passageway or covers a doorway.*

**Level:** 12
**Category:** Warding
**Time:** 10 minutes
**Duration:** 4 hours
**Component Cost:** 1,000 gp
**Market Price:** 3,200 gp
**Key Skill:** Arcana

You create a magical barrier of force that is 2 squares long and 2 squares tall. It is large enough to block a standard doorway or seal off a hallway. The obstruction is invisible from more than 10 squares away, but if viewed from closer than that, it is discernible as a translucent, shimmering, paper-thin wall.

When you perform the ritual, you allow for certain other creatures or types of creature to pass through the barrier, ignoring its effects, in the same manner as for Arcane Lock (*Player's Handbook*, page 301). Your Arcana check, with a +5 bonus, sets the DC for the ward to be defeated by rituals such as Knock. The DC to break through the barrier with a Strength check is 5 higher than that.

If you spend 4 hours and four times the component cost to perform this ritual, the duration becomes permanent. A ritual caster who performs a ritual, such as Knock, to pass through a permanent Arcane Barrier can choose to bring the Arcane Barrier down temporarily (in which case it seals again after 5 minutes) or to destroy it.

## Beast Growth

*The beast grows to incredible size and exhibits tremendous strength.*

**Level:** 4
**Category:** Exploration
**Time:** 10 minutes
**Duration:** 8 hours
**Component Cost:** 70 gp
**Market Price:** 175 gp
**Key Skill:** Nature (no check)

A nonhostile Small or larger natural beast, such as a dog, horse, camel, or elephant, must remain within 5 squares of you while you perform this ritual. Upon the ritual's completion, the creature's size increases by one category. This change does not alter the beast's statistics, though its Strength is considered 8 higher for the purpose of determining how much the creature can carry, drag, or lift. In addition, the beast gains a +4 power bonus to Strength checks (but not to attack rolls or damage rolls).

The ritual's effect ends if the beast dies, at which point it reverts to its normal size.

## Call of Friendship

*Your song calls to a person's heart, filling it with feelings of kinship, affection, and perhaps even love.*

**Level:** 4
**Category:** Exploration
**Time:** 10 minutes
**Duration:** Special
**Prerequisite:** Bard
**Component Cost:** 50 gp, plus a focus worth 50 gp
**Market Price:** 215 gp
**Key Skill:** Diplomacy

You target one nonhostile natural humanoid creature that is at least 2 levels lower than you. The target must remain within 10 squares of you and hear the entire performance. Once you complete the ritual, make a Diplomacy check to determine the effect it has on the target. Once the ritual's duration expires, the target's attitude returns to normal. The ritual does not affect the target's memory in any way.

| Diplomacy Check Result | Effect |
|---|---|
| 19 or lower | The target acts as a friend for 1 hour, assisting you as he can, but he takes no actions that put him at any risk or that require an expense of more than 5 gp. |
| 20–29 | The target acts as a friend for 1 hour, assisting you as he can, but he takes no actions that put him at any risk or that require an expense of more than 25 gp. |
| 30–39 | The target acts as a friend for 6 hours, assisting you as he can, but he takes no actions that put him at any risk or that require an expense of more than 50 gp. |
| 40 or higher | The target acts as a friend for 1 day, assisting you as he can, but he takes no actions that put him at any risk or that require an expense of more than 500 gp. |

**Focus:** A musical instrument you play as part of performing the ritual.

## Detect Treasure

*You use a gold rod to indicate where nearby treasure is found. After a moment, the rod begins to vibrate, pulling you toward a large cache of loot.*

**Level:** 9
**Category:** Exploration
**Time:** 10 minutes
**Duration:** 5 minutes
**Component Cost:** 325 gp plus a focus worth 1,000 gp
**Market Price:** 800 gp
**Key Skill:** Arcana

You hold out a gold rod while you focus your mind on finding nearby treasure. The rod pulls in your hands, pointing toward the most valuable concentration of wealth within a number of squares determined by your Arcana check result. You can reduce the range if you choose.

| Arcana Check Result | Maximum Range |
|---|---|
| 9 or lower | 10 squares |
| 10-19 | 20 squares |
| 20-29 | 50 squares |
| 30-39 | 100 squares |
| 40 or higher | 200 squares |

When you finish performing the ritual, you can command the rod to detect only valuables within certain categories: metals, gems, other (art objects, maps, ritual components, and so on), or any combination of the above.

**Focus:** A gold rod you use in the performance of the ritual.

## Farsight

*You extend your senses to the horizon when you will it.*

**Level:** 16
**Category:** Scrying
**Time:** 10 minutes
**Duration:** Special
**Component Cost:** 3,600 gp, plus a focus worth 2,500 gp
**Market Price:** 9,000 gp
**Key Skill:** Arcana

Farsight functions as the Wizard's Sight ritual (*Player's Handbook*, page 315), but you can place your scrying sensor in any square you can see. You can see and hear as if you were standing in that square, and you have darkvision through the sensor. Your Perception skill determines whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor. You cannot place the scrying sensor in a location you can see only by using a scrying sensor.

Your Arcana check result determines how long the sensor lasts.

| Arcana Check Result | Duration |
|---|---|
| 19 or lower | 2 rounds |
| 20-24 | 3 rounds |
| 25-29 | 4 rounds |
| 30-39 | 5 rounds |
| 40 or higher | 6 rounds |

The ritual creates a scrying sensor—a shimmer in the air—that watchful creatures might notice. Creatures must succeed on a Perception check (DC 10 + your level) to notice the sensor. They can't disrupt or interact with the sensor in any way.

Sufficiently powerful warding magic, such as the Forbiddance ritual (*Player's Handbook*, page 305), can block Farsight. If the location is warded in such a manner, you learn that fact as soon as you begin the ritual, so you can interrupt the ritual and not expend any components.

**Focus:** A mirror or a crystal ball that conveys what you see and hear.

## Fool's Gold

*You turn a pile of base metal or lesser coins into a mound of gold.*

**Level:** 3
**Category:** Deception
**Time:** 1 minute
**Duration:** Special
**Component Cost:** Varies
**Market Price:** 125 gp
**Key Skill:** Arcana

You create an amount of illusory gold that vanishes after a certain amount of time. The gold looks, feels, and smells like real gold and weighs as much as real gold. You create an amount of false gold equal to the amount you spend as the ritual's component cost times a multiplier based on your Arcana check result. Your Arcana check result also determines how long the illusory gold exists. For example, if you expend 100 gp as the component cost and you achieve a result of 25 on your Arcana check, you crdeate 1,000 gp worth of illusory gold that lasts for 4 hours.

| Arcana Check Result | Duration/Multiplier |
|---|---|
| 9 or lower | 1 hour/×2 multiplier |
| 10-19 | 2 hours/×5 multiplier |
| 20-29 | 4 hours/×10 multiplier |
| 30-39 | 8 hours/×20 multiplier |
| 40 or higher | 24 hours/×100 multiplier |

Any creature can discern the true nature of the illusory gold by succeeding on a Perception check or Arcana check against a DC equal to your Arcana check result.

## Guards and Wards

*You fill your castle with dense areas of fog, arcane locks, and false portals to hinder and confuse intruders.*

**Level:** 18
**Category:** Warding
**Time:** 1 hour
**Duration:** 24 hours (special)
**Component Cost:** 5,000 gp, plus 5 healing surges
**Market Price:** 17,000 gp
**Key Skill:** Arcana

You layer enchanted defenses over an area you own or inhabit no larger than 30 squares by 30 squares and 100 feet (20 squares) in height.

The area fills with dense fog that makes the area heavily obscured. You and any creature you invite into the area can see through the fog as if the fog was not there. You can grant a creature a temporary invitation of any set length or revoke an invitation if you are in the presence of the invited creature or in the area of the ritual's effect.

All doors, windows, and other sealable nonmagical portals are locked using Arcane Lock (*Player's Handbook*, page 301). You create a number of hallucinatory items as per the ritual of the same name (*Player's Handbook*, page 306) equal to one-fifth of your Arcana check result. The

hallucinatory items created most often are false doors and false walls. Consult the Arcane Lock and Hallucinatory Item rituals for their effects, and use your Arcana check result to determine their properties.

The warding effect lasts for 24 hours, but you can extend this duration by spending a healing surge every 24 hours to sustain it. You do not need to be in the same area or even on the same plane to sustain the effect. If the ritual's effect is sustained without interruption for a year and a day, the effect becomes permanent.

## History Revealed

*You touch the disgraced general, conjuring images in your mind of a lavish masquerade ball, a military coup, and a horrible massacre.*

**Level:** 11
**Category:** Divination
**Time:** 10 minutes
**Duration:** 5 minutes
**Component Cost:** 600 gp
**Market Price:** 2,900 gp
**Key Skill:** Arcana

When you complete the ritual, you touch a willing or helpless creature and see the most defining moments of the creature's life. The images appear in order from the most important to the least. Your Arcana check determines the number of past scenes you see. The scenes you view are those most pivotal to the creature's history and are not chosen by any agency. Performing this ritual more than once on the same creature invariably displays the same scenes unless the creature has experienced defining moments since the last time you performed the ritual.

| Arcana Check Result | Number of Scenes |
|---|---|
| 9 or lower | 1 scene |
| 10-19 | 2 scenes |
| 20-29 | 3 scenes |
| 30-39 | 4 scenes |
| 40 or higher | 5 scenes |

## Imprisonment

*You inscribe runes upon your foe, and it falls into a space beyond the normal bounds of the cosmos from which it might never return.*

**Level:** 28
**Category:** Warding
**Time:** 1 hour
**Duration:** Permanent
**Component Cost:** 170,000 gp, plus 5 healing surges
**Market Price:** 500,000 gp
**Key Skill:** Arcana (no check)

You imprison a creature within a demiplane created by this ritual. The creature to be imprisoned must be either helpless or willing, and it must be present for the entire performance of the ritual. When the ritual is complete, an invisible magical field envelops the creature, putting it into suspended animation, and the

FRANZ VOHWINKEL

creature falls into a space beyond the normal bounds of the cosmos. Only divination rituals performed by creatures of your level or higher can determine the location of the imprisoned creature.

You must set one or more possible conditions that release the creature, should they come to pass. You can set an imprisoned creature free by performing a ritual of release that has no component cost and takes 1 hour. A freed creature has no memory of the events that occurred during its imprisonment, and it appears in the world on the ground closest to where it was imprisoned.

## Lower Water

*The water vanishes into the ground as if it fears your presence and power.*

**Level:** 2
**Category:** Exploration
**Time:** 10 minutes
**Duration:** 1 hour
**Component Cost:** 25 gp
**Market Price:** 100 gp
**Key Skill:** Nature

You cause a body of water to reduce in depth. Your Nature check determines how many squares the water lowers. The space of water you can affect has sides equal to your level in squares. For example, if you are level 12, you affect a space that is 12 squares on a side. If you lower the water to ground level or lower, the affected area becomes dry. In large bodies of water, the water outside the area is unaffected by the void you create. To an observer, the sides of the area appear to be walls of water. At the end of the ritual's duration, water returns to fill the volume it previously occupied.

| Nature Check Result | Depth |
|---|---|
| 19 or lower | 2 squares |
| 20–29 | 4 squares |
| 30–39 | 8 squares |
| 40 or higher | 16 squares |

## Magic Map

*You swing a crystal focus in circles above a map until it stops, hovering over a particular spot that indicates where your quarry is located. As you watch, the crystal focus moves across the map, tracing the route taken by your quarry.*

**Level:** 9
**Category:** Divination
**Time:** 10 minutes
**Duration:** Special
**Component Cost:** 325 gp, plus a focus worth 100 gp
**Market Price:** 800 gp
**Key Skill:** Arcana

When you perform this ritual, choose a specific creature. You must have an object that is tied to the creature, such as a bit of hair, a favorite scarf, or a personal weapon. You hold the object in one hand and suspend the focus from the other hand, holding it above a map representing a region no larger than 50 by 50 miles. If the creature is in the area, the focus is drawn to the creature's exact location as depicted on the map. As you watch, the focus follows the creature's movement.

Your Arcana check determines the duration of the time during which you can pinpoint the creature's location. This ritual is only as accurate as the map that is used.

| Arcana Check Result | Duration |
|---|---|
| 19 or lower | 1 round |
| 20-29 | 10 rounds |
| 30-39 | 10 minutes |
| 40 or higher | 1 hour |

**Focus:** A crystal plumb bob worth at least 100 gp, and a body part or personal object of the creature.

## Object Reading

*You touch the mysterious object and see images in your mind of its history.*

**Level:** 5
**Category:** Divination
**Time:** 1 hour
**Duration:** 5 minutes
**Component Cost:** 25 gp
**Market Price:** 250 gp
**Key Skill:** Arcana

You see images you wish to see related to an object you hold at the completion of the ritual. Your Arcana check result determines the number of images you see that are associated with the object's past. You might choose to see a sword's last owner, the creature that forged it, and the last creature it killed.

| Arcana Check Result | Images Displayed |
|---|---|
| 9 or lower | 1 image |
| 10-19 | 2 images |
| 20-29 | 3 images |
| 30 or higher | 5 images |

## Preserve Flame

*Under winter rain or the ocean's depths, this flame burns just as well as in the dry heat of midsummer.*

**Level:** 6
**Category:** Exploration
**Time:** 10 minutes
**Duration:** 8 hours
**Component Cost:** 75 gp
**Market Price:** 360 gp
**Key Skill:** Arcana (no check)

You alter one fire within 5 squares of you that is the size of a bonfire or smaller. No amount of water or effort can douse the flame until the ritual's duration expires.

You can voluntarily end this effect as a minor action.

## Purify Water

*The lake, tainted by a now-dead demon that laired in its depths, becomes crystal clear and refreshing to drink.*

**Level:** 1
**Category:** Exploration
**Time:** 10 minutes
**Duration:** Instantaneous
**Component Cost:** 10 gp
**Market Price:** 50 gp
**Key Skill:** Arcana, Nature, or Religion

You purify a volume of water. The amount of water you can purify is determined by the result of your Arcana check, Nature check, or Religion check.

| Skill Check Result | Amount of Water |
|---|---|
| 9 or lower | 1 square |
| 10-19 | 2 squares |
| 20-34 | 4 squares |
| 35 or higher | 10 squares |

## Shrink

*With a final flourish, you shrink the statue down to a much smaller size. The guards will never notice it hidden in your boot.*

**Level:** 6
**Category:** Exploration
**Time:** 10 minutes
**Duration:** Special
**Component Cost:** 50 gp
**Market Price:** 360 gp
**Key Skill:** Arcana

You shrink an object. Your Arcana check result determines how small the item becomes and how long the effect of the ritual lasts.

| Arcana Check Result | Size/Duration |
|---|---|
| 9 or lower | 75% of true size/1 hour |
| 10-19 | 50% of true size /6 hours |
| 20-29 | 25% of true size /12 hours |
| 30 or higher | 10% of true size /24 hours |

## Telepathic Bond

*You link hands with your allies, joining your minds with a psychic bond. Now, no matter where you each are, you can speak mind to mind.*

**Level:** 14
**Category:** Exploration
**Time:** 10 minutes
**Duration:** Special
**Component Cost:** 1,100 gp
**Market Price:** 4,200 gp
**Key Skill:** Arcana

For the duration of the ritual, you and up to eight allies can communicate telepathically. You do not need to share a common language to communicate telepathically. Your Arcana check result determines the duration of the ritual.

| Arcana Check Result | Duration |
|---|---|
| 9 or lower | 10 minutes |
| 10-19 | 30 minutes |
| 20-29 | 1 hour |
| 30-39 | 3 hours |
| 40 or higher | 8 hours |

## Unseen Servant

*Why bother with real servants when magical ones are so much more obedient?*

**Level:** 1
**Category:** Creation
**Time:** 10 minutes
**Duration:** Until your next extended rest or until you dismiss the servant
**Key Skill:** Arcana (no check)
**Component Cost:** 20 gp, plus a focus worth at least 25 gp
**Market Price:** 50 gp

You conjure a Medium unseen servant of invisible force. It obeys your commands, moves at your speed, can lift up to 100 pounds, and performs basic functions and repetitive tasks, such as cleaning, making camp, and moving, holding, or carrying objects.

An unseen servant never tires. It cannot move more than 20 squares from your space. It does not occupy any space and cannot attack or be attacked. Each unseen servant you currently control doubles the component cost to create the next.

**Focus:** A ceramic hand. The person who holds this focus is empowered to command any unseen servants summoned with it. If the focus is broken or not in anyone's possession for a minute or longer, all unseen servants bound to it disappear.

## Whispers of the Edifice

*You speak to the essence of a place, and the room reveals its darkest secrets and exposes its hidden skeletons.*

**Level:** 14
**Category:** Exploration
**Time:** 10 minutes
**Duration:** 5 minutes
**Component Cost:** 800 gp
**Market Price:** 4,200 gp
**Key Skill:** Arcana

You ask questions of and receive verbal answers from a single room or area. Your Arcana check result determines the number of questions you can ask. The room or area can be no larger than four times your level in square feet. The room knows what has happened inside it for its entire existence, but it is incapable of making any judgments or analysis.

| Arcana Check Result | Questions Allowed |
|---|---|
| 9 or lower | None |
| 10-19 | 1 question |
| 20-29 | 2 questions |
| 30-39 | 3 questions |
| 40 or higher | 4 questions |

# Arcane Backgrounds

The background section in Chapter 3 of *Player's Handbook 2* fleshes out the basics of character generation. It provides story hooks for a character's background and adds game benefits that reflect who you were before you became an adventurer.

Here are five backgrounds you can use or adapt to your arcane character. After choosing your background elements, you can (with your DM's consent) select one of the following background benefits.

- Gain a +2 bonus to checks with a skill associated with your background.
- Add a skill associated with your background to your class's skills list before you choose your trained skills.
- Choose one language connected to your background. You can speak, read, and write that language fluently.
- If you are using a campaign setting that offers regional benefits (such as the Forgotten Realms setting), gain a regional benefit.

## Arcane Agent

You are a member of a secret arcane society. The public believes that your secret society is composed of thieves and assassins, and it has been outlawed. Your society believes that your particular tradition of magic is unduly prosecuted in the area where you reside. Whether this belief is correct or not, you are an avid supporter of your society, and you look forward to the rare times when you receive secret communiques from other members of your society. Sometimes these messages take the form of magical sendings; others are inked on parchments that are magically treated to flash into ash upon being read. Most are of the "keep the faith" variety, though a few instruct you to undertake minor quests for the society. So far, none of these missions have taxed you or put you in a precarious moral situation.

*Associated Skills:* Stealth, Streetwise

## Arcane Mercenary

You work for pay. You'll take coin if that's all your patron has to offer, but you prefer to be paid in magic. Magic items, magical lore, magical secrets—you value these more than gold.

More than any other form of payment, you want an artifact. Gaining an artifact is your goal. You might even have a specific artifact in mind.

You recognize that artifacts, as magical quasi-entities with temperaments and goals all their own, cannot be bought and sold by gold. That knowledge only stokes your burning desire to possess one.

*Associated Skills:* Diplomacy, History

## Arcane Refugee

A great conflagration of magic enveloped your home when you were a child. Your family fled, and your parents became bitter, angry people who denounced spells and those who worked them.

Your family never explained to you the nature of the magical disaster that destroyed your home (and perhaps even the city or region where you lived as a child). This event stirred a great curiosity in you because of a strange red scar you have on the back of your hand—a remnant of your flight from the disaster. Some nights, the scar glimmers with its own light.

You began secretly exploring arcane magic. Your study was enhanced when you found an old locked chest in your surviving parents' chamber. It was filled with dusty, old books describing arcane fields of study. Before long, you were working basic spells on your own—but then your parents found out. You were banished and commanded never to return.

You wander now, looking for ways to increase your arcane knowledge and trying to discover more about the magical disaster that overshadows your life.

*Associated Skills:* Arcana, History

## Arcane Sentinel

A great secret has been entrusted to you, and you are that secret's sentinel. Your secret might be your guardianship of a tome containing dire and wondrous prophecies, the location of a magical shrine or planar gate, or your identity as the heir of some arcane tradition hunted to extinction except for the last few who cling to their allegiance to the order.

You are not completely alone. A few others share your burden. Sometimes you note the secret sign of your sentinel affiliation scribed in magical runes on the side of a building, written on a dungeon wall, or whispered in a dream. Until the next gathering of your fellow sentinels, reading these secret signposts is the safest way to maintain contact with your fellows without betraying your secret trust.

*Associated Skill:* Arcana

## Arcane Tracker

You are on the trail of a wondrous thing. It might be a manifestation that appears only under a full moon or an eclipse, a spellwarped beast whose rampages lash into the world from another plane, a lich assassin who killed your master and stole relics meant for you, or a demon child who rides an albino serpent through the dreams of its hapless victims. You pledged yourself to this hunt, knowing full well that the nature of your quarry could lead you far across the world and perhaps even beyond it. You know that when you finally catch what you are chasing, a great trove of arcane knowledge will be yours for the taking.

*Associated Skills:* Dungeoneering, Nature

# WHEN THERE'S A FIGHT WITH A DRAGON, IT'S MORE FUN TO BE ON *HIS* SIDE.

As Dungeon Master, you get to control the monsters, craft the challenges, and create the stories that get retold. Expand your imagination beyond your character sheet and into a D&D® campaign of your own.

Pick up a copy of the *Dungeon Master's Guide®* and *Dungeon Master's Guide 2* — and share the experience.

CREATE AN ACCOUNT AT:
DNDINSIDER.COM

All trademarks are property of Wizards of the Coast LLC ©2009 Wizards.

# Cast a Deadly Spell

You are a master of magic, a wielder and shaper of raw arcane power. Armed with your favorite staff, sword, or other implement, you stand ready to crush the forces arrayed against you.

This Dungeons & Dragons® supplement presents new powers, feats, paragon paths, and epic destinies designed for the bard, sorcerer, swordmage, warlock, and wizard classes. It also includes the vestige pact for warlocks, rules for familiars, a new kind of implement (tomes), and new builds and class features that allow you to play new versions of your favorite arcane classes—from the prescient bard or storm sorcerer to the illusionist wizard or summoner wizard.

For use with these 4th Edition Dungeons & Dragons® core products:

*Player's Handbook®* *Dungeon Master's Guide®*

*Monster Manual®*

*D&D® Miniatures* *D&D™ Dungeon Tiles*

GET MORE AT
D&D INSIDER™
www.dndinsider.com

d20 SYSTEM™

Wizards®

ISBN: 978-0-7869-4957-1

9 780786 949571 52995 EAN

Sug. Retail: **US $29.95** CAN $34.00

Printed in the U.S.A. **217657200**

AGE 12+

# DUNGEONS & DRAGONS®

## THE BOOK OF VILE DARKNESS™

ROLEPLAYING GAME SUPPLEMENT

Robert J. Schwalb

# Dungeons & Dragons®

# The Book of Vile Darkness™

## Dungeon Master's Book

Robert J. Schwalb

# CREDITS

Design
**Robert J. Schwalb**

Development
**Stephen Schubert (lead), Jeremy Crawford, Tanis O'Connor**

Editing
**Tanis O'Connor (lead), Dawn J. Geluso, M. Alexander Jurkat**

Additional Proofreading
**Daniel Helmick**

Managing Editors
**Christopher Perkins, Jeremy Crawford**

D&D Senior Group Manager
**Mike Mearls**

D&D Senior Producer
**Christopher Perkins**

D&D Senior Creative Art Director
**Jon Schindehette**

Art Director
**Mari Kolkowsky**

D&D Brand Team
**Liz Schuh, Kierin Chase, Laura Tommervik, Shelly Mazzanoble, Chris Lindsay, Hilary Ross**

Special Thanks
**Steve Richards, Brian Rudnick**

Cover Illustrations
**Wayne Reynolds, Wayne England**

Interior Illustrations
**Tom Baxa, Zoltan Boros, Anna Christenson, Eric Deschamps, Steve Ellis, Wayne England, Colin Fix, Ralph Horsley, Tomasz Jedruszek, Todd Lockwood, Christopher Moeller, Chris Seaman, Brian Snoddy, Skan Srisuwan, John Stanko, Chris Stevens, Gabor Szikszai, UDON, Eva Widermann, Sam Wood, Kieran Yanner, James Zhang**

Cartography
**Mike Schley**

Graphic Designer
**Trish Yochum**

Publishing Production Specialist
**Erin Dorries**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Carmen Cheung**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).

620-34416000-001 EN
ISBN: 978-0-7869-5868-9

First Printing:
December 2011
9 8 7 6 5 4 3 2 1

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277

Dungeons & Dragons, D&D, Wizards of the Coast, *The Book of Vile Darkness*, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *Rules Compendium*, *Heroes of the Fallen Lands*, *Heroes of the Forgotten Kingdoms*, *Dungeon Master's Kit*, *Monster Vault*, *Manual of the Planes*, *Open Grave: Secrets of the Undead*, *Demonomicon*, *Player's Option: Heroes of Shadow*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All characters, and their distinctive likenesses are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast. Printed in the U.S.A.
©2011 Wizards of the Coast LLC, P.O. Box 707, Renton, WA 98057-0707. Manufactured by: Hasbro SA, Route de Courroux 6, 2800 Delemont, CH. Represented by: Hasbro Europe, 2 Roundwood Ave, Stockley Park, Uxbridge, Middlesex, UB11 1AZ UK. Please retain package for future reference.

**Visit our website at DungeonsandDragons.com**

CE

# DUNGEON MASTER'S BOOK CONTENTS


Chapter 1
**EVIL UNEARTHED** ..... **4**
- Product Overview ..... 6
- The Book of Vile Darkness ..... 6
- Evil in the Game ..... 8

Chapter 2
**EVIL CAMPAIGNS** ..... **10**
- Creating Evil Adventurers ..... 12
- Evil Adventuring ..... 14
- Campaign Themes ..... 17
- Campaign Arcs ..... 18

Chapter 3
**VILE ENCOUNTERS** ..... **22**
- Creating Vile Encounters ..... 24
- Vile Terrain ..... 27
- Vile Curses ..... 29
- Vile Diseases ..... 32
- Vile Traps and Hazards ..... 35

Chapter 4
**VILLAINS AND MONSTERS** ..... **40**
- Creating Villains ..... 42
- Vile Monster Themes ..... 46
  - Chaos Beast ..... 47
  - Devotee of Darkness ..... 49
  - Doomdreamer ..... 50
  - Maenad ..... 51
  - Moilian Dead ..... 52
  - Slave to the Nine Hells ..... 54
- New Monsters ..... 58
  - Angel, Fallen ..... 58
  - Demon, Hordeling ..... 60
  - Devil, Wrath ..... 61
  - Dragonspawn, Nhagruul ..... 62
  - Filth Hag ..... 64
  - Tsochar ..... 65
- Vile Organizations ..... 68
  - Chosen of the Sun ..... 68
  - Dark Brotherhood ..... 68
  - Disciples of Nhagruul ..... 69
  - Kargatane ..... 70
  - Servants of Xopos ..... 71

Chapter 5
**DARK REWARDS** ..... **72**
- Cursed Items ..... 74
- Sinister Items ..... 77

Chapter 6
**THE VILE TOME** ..... **80**
- Adventure Background ..... 82
- Adventure Synopsis ..... 82
- Running the Adventure ..... 83
- Book of Vile Darkness (Artifact) ..... 83
- Encounters ..... 86
- Ending the Adventure ..... 95


# PLAYER'S BOOK CONTENTS


**INTRODUCTION** ..... **2**
- Playing Evil ..... 2
- Evil Adventuring Groups ..... 3
- Creating an Evil Adventurer ..... 5
- Arcane Evil ..... 7
- Divine Evil ..... 7
- Martial Evil ..... 8
- Primal Evil ..... 8
- Psionic Evil ..... 9
- Shadow Evil ..... 9

**THEMES** ..... **9**
- Cultist ..... 11
- Disgraced Noble ..... 13
- Infernal Slave ..... 15
- Reaver ..... 17
- Vile Scholar ..... 19

**PARAGON PATHS** ..... **21**
- Blood-Crazed Berserker ..... 21
- Contract Killer ..... 22
- Demonologist ..... 23
- Idol of Darkness ..... 26
- Vermin Lord ..... 27

**EPIC DESTINY** ..... **28**
- Exemplar of Evil ..... 28

**FEATS** ..... **29**
- Adventurer Feats ..... 29

CHAPTER 1

# Evil Unearthed

*"I have examined this book, perused its pages, and inspected the reflections of those despicable authors who have added their peculiar insights into this most foul work, yet I refuse to see this tome as evil. This book is just a book. Where evil exists in regard to this tome is in the intent behind its use. I can imagine how a wretched man with darkness in his heart might find the contents here instructive to feeding his vile ambition. Yet can we not also see how a virtuous man might scan these same pages for insights into how he might triumph over that same darkness? This book is a tool and nothing more. Do not be put off by the sharpened edges and the curious odors wafting from its pages."*

—Shemeshka the Marauder

**SOMETHING ABOUT** evil fascinates us, but who can say what turns a person into a monster, what compels an individual to commit unspeakable acts? This tome pulls aside the veil to reveal evil as it manifests in the worlds of the DUNGEONS & DRAGONS® roleplaying game.

In the D&D® game world, the *Book of Vile Darkness* is considered by many to be the most evil and blasphemous of all tomes. It is a catalog of wickedness, a repository of wisdom for those in service to evil, and a compendium of all things foul. The tome is an infection, a dark presence that uses temptation and corruption to bleed into societies. Handling the manuscript corrupts the innocent, and its lore destroys as it spreads like cancer through the minds of its readers. Thus, this sourcebook shares the damnable book's title. And in its pages you will find everything you need to make evil worthy of its name.

RALPH HORSLEY

# Product Overview

This product includes two books and a foldout battle map. The book you hold in your hands is intended for the Dungeon Master (DM), and it contains everything you need to place evil on center stage in your games. It offers extensive advice about building villains and running campaigns for evil adventurers. It also includes an assortment of tools to test and shock your players. It concludes with an adventure that explores what might happen when heroes come across the *Book of Vile Darkness*, and it includes combat encounters that use the battle map.

The second and smaller book is a guide for players interested in creating and playing evil adventurers. Since not every DM is keen to run a game featuring evil adventurers, it's ultimately your decision whether the options presented in the player's book are available to your players. Evil campaigns can be fun and interesting, but they often end badly—with a pile of dead characters as the only reward for your trouble. That said, you might find evil adventurers provide a refreshing change of pace to your group's normal roleplaying experience.

Before you turn the page to explore the wickedness piled inside, please know this product in no way aims to glorify evil or encourage deviant behaviors. Instead, these books are designed to give you a little nastiness with which to darken your games and present unforgettable challenges to your players.

A final warning: If you use this material, be prepared. Your players might never forgive you.

## OTHER RESOURCES

*The Book of Vile Darkness* is a toolbox for showcasing evil in your games. With it, your villains come to life, environments ooze corruption, and, ultimately, you will defeat your players' expectations. What this book is not is a comprehensive overview of evil, in all of its incarnations, found in the various D&D® settings. There are plenty of great sourcebooks that do this already. *Open Grave: Secrets of the Undead*™ provides an in-depth look at undead, while *Demonomicon*™ does the same for demons. For information on the gods, the planes, and their inhabitants, the *Manual of the Planes*™, *The Plane Above: Secrets of the Astral Sea*™, and *The Plane Below: Secrets of the Elemental Chaos* all offer great insight. Finally, the *Monster Vault*™ and *Monster Manual*® series of books also provide information on various evil creatures beyond this product. In short, this book works best when used in conjunction with your other sourcebooks to create truly vile creatures and encounters of your own design.

# The Book of Vile Darkness

*"There is not a moment in the long years of my life when darkness did not shroud my thoughts. Looking back through the veil of time, I recall well those early lessons, living a life apart from others due to the stain my family bore upon their souls. We were untouchable, outsiders, cursed, a people known for consorting with the forbidden. Such a life brought great suffering and want, yet I believe the hunger I felt and the resentment brimming in my soul laid the foundation for the greatness I have since achieved.*

*"My mother's identity shaped my earliest life. I recall well her sacrifices, the mewling cries of small animals dying beneath her sacrificial knife. I remember her horrid coupling with things that bore no resemblance to natural creatures. She was stern and cruel, yet she was the greatest teacher I have ever known. Though I have no love for her and was gladdened when the people burned her alive for consorting with fiends, I owe her a great debt. Without her, I would not be who I am today.*

*"I mention these memories not out of some maudlin need to explore my origins or as some justification for the actions I have taken in my mortal life. Rather, I bring them up here, in this work, to explain this manuscript's purpose and to reveal to you the power and wonder residing within darkness.*

*"Before any legitimate discussion on the nature of evil can begin, it is first necessary to dispense with the misapprehensions about evil commonly held by those moralizing proselytizers who seek to redeem the corrupted, to save those who have fallen into shadow, and to foster virtue in all they meet. Evil is not an absence of good. It is not a choice. It is not some crime, such as murder, theft, or deviance. It is not service to a reprehensible master; nor is it devotion to some dark power. Evil is one of two forces in the cosmos, an agency locked in eternal struggle against its antithesis. This war has only two sides, the light and the dark. And the whole of creation is both their battleground and the prize for which they vie. Do not be deceived into thinking a middle path will present a way to rise above the struggle. Only good and only evil exist. And not even a hair's width of space separates them.*

*"My mother understood this. She embraced her nature. She welcomed the darkness into her soul and profited from it. And though she found agony and death for her allegiance, her legacy lives on in me and my works.*

*"This, then, is why I wrote this book, why I labored to complete my studies on evil and preserve its legacy for all time. This book I leave as a testament to my service to evil and also as a guide to others who would follow my steps into the vile darkness. These contents exist to understand evil's myriad expressions, to learn from them, and to use them. And though I have embraced the darkness, I know my understanding of it is not yet complete. Therefore, I leave this book open to others to add to its lore with a goal of creating a more*

*perfect understanding of what it means to serve evil and to wield its power.*

*"I have but one warning before I leave you to your awakening. Resist not the truths I and perhaps others record here. Open your mind and heart to the knowledge contained on these pages. Only then will you understand and receive the wisdom darkness can provide. Should you falter, should you feel the treacherous pangs of guilt and shame, understand that this book will know. And when this book is roused, it will destroy you. Embrace the lore and spurn the light, and you too shall ever after walk in darkness."*

–Vecna

No description adequately evokes the fear and revulsion experienced by those who have encountered the dreaded *Book of Vile Darkness*. An ancient tome, it is said to be the foremost authority on evil, exploring every manifestation of darkness as it appears throughout the world and the planes beyond. It corrupts and destroys all whose eyes fall upon its filthy pages. It is a unique tome. There is no other of its kind or equal. Copies do exist and some might even contain excerpts from the original, but all are fragmentary–flawed, imperfect facsimiles lacking in the true power contained by the original work.

The *Book of Vile Darkness* is not a traditional tome; it is never fixed or complete. The book is always changing. New pages replace the old. Each time the book falls into wicked hands, its contents evolve. Those with the power to master the book are free to replace, revise, and add to its contents, and the tome changes form and composition to reflect the interests of its user. Anyone else–anyone too weak, too good, or too easily frightened–finds annihilation as his or her only reward.

Vecna is often credited as the book's original author, and the introduction quoted above seems to confirm this. Others have argued that Vecna came upon the tome during his rise to power. The book's secrets proved a contributing factor, along with Kas's betrayal, to the archlich's apotheosis. Some point to another figure as the original writer–a horrific monster called Nhagruul, who allegedly fashioned the tome from his own flesh. Nhagruul supposedly crafted the ink from his blood and bound his very soul into the manuscript. A third belief holds that anonymous seers of Tharizdun, the Chained God, created the book as a tool to annihilate the works of law and chaos–the worlds of the gods and the primordials. The tome's true origins are likely lost forever, since its changing nature and numerous contributors make it difficult to identify the original author.

The book is a great, ugly thing, its black patchwork cover held in place by heavy metal plates and adamantine wire. Claws and teeth sprout from its spine, while a heavy iron hasp and padlock hold the book closed. Textual revisions and additions are immediately obvious when examining its contents. Most pages are parchment, likely made from humanoid skin, though other sheets are made of thin lead, a dragon scale, or stranger materials. The writing's clarity ranges from lucid to incoherent, some in tight, neatly cramped rows and others in insane scrawls spattered with drool and blood. Diagrams, illustrations, and commentary from past owners break up the text. The book is almost impossible to navigate rationally, and learning anything useful from the book requires long hours of study.

It is hard to guess why this book was originally written. Many believe that the book was intended to serve as a profane liturgy for priests of the newly ascendant Vecna, and one can find passages in Vecna's surviving entries of the book similar to parts of other works authored by the archlich. The writing covers a wide range of grisly subjects–ritual sacrifice, demon husbandry, methods of extracting pain from the innocent, and so on. One does not read the book from front to back, since there is no order or structure to its contents. Instead, a reader leafs through the book, letting the corruption in his or her soul guide the eyes as they fall upon the page, to glean what lore the book bestows.

Devouring the tome rewards the dedicated reader with profound insight into evil's machinations, aiding the scholar in refining individual talents, while adding fuel to the corrupt fire burning in his or her breast. To all others, this book is an accursed thing, an object to be torn asunder, burned, its ashes scattered to the four winds. The darkness within the tattered pages is palpable. Those of pure spirit unfortunate enough to handle the text find their flesh blistering almost instantly. For those daring to read it, many things might occur: death is the most common result, the reader's brain liquefied in place. Others are driven mad or so corrupted they become monstrous things, filthy wretches beyond redemption. There are a few–perhaps those the book chooses–who find wisdom in the erratic text, and with that wisdom plunge into true villainy.

# Evil in the Game

*"I have heard it said evil is nothing more than good's absence, as if evil was the darkness to good's light. A comforting thought, I imagine, for those seeking redemption, but, I tell you, put such thoughts from your mind. You need only peer into a demon's eyes to know evil is not some vacuum waiting for virtue to come and fill its emptiness. Evil is a force. It is an influence in the cosmos, an agency equal to or perhaps even greater than its antithesis. There are two sides in this eternal struggle, one light and the other dark. You might find evil's works reprehensible, yet to those whose hearts belong to corruption, good deeds are equally deplorable. Understand, there is no redemption, only treason against the side you were born to serve."*

—Asmodeus, Lord of the Nine Hells

The capacity for evil lies in every thinking creature, just as vital as the potential to do good. Most creatures are divided. Virtue wars against dark desire, the cosmic struggle between these two forces played out on the smallest stage of one life. Committing what some might think an evil act does not make an individual evil, so long as the individual retains the ability to do good. What constitutes true evil is an inability to recognize good as a preferred state, to perform good deeds, and to fight against the darkness within. This descent into evil can be described as a staining of the soul, revealing the influence of evil in its purest form—vile darkness.

Certain authors of the *Book of Vile Darkness* claim good and evil were never part of Creation's underpinnings. In the beginning, only the contest between order and chaos existed. Eventually, order brought stability and godly worship to the worlds that the primordials had so crudely fashioned. It wasn't until Tharizdun plucked a shard of darkness from the furthest reaches of the cosmos that evil was born. And in reaction, good was born. Though this unusual thesis pervades the writings of the blasphemous tome, most moralists reject it.

Vile darkness, evil in its purest form, is a soulless emptiness permeating the cosmos. It spreads like so much spilled ink, staining everything it touches. Although it is possible to survive contact with this overpowering evil, it will always exist in the creatures, places, and objects manifesting it, and thus it can never truly be contained or defeated. It is possible to destroy Orcus, but the evil the demon lord represents will eventually infect or reanimate something else to take his place. There is no escape from vile darkness, and the struggle between it and exalted goodness will rage until the end of all things.

## Spread of Evil

*"It would be convenient to say that evil has in some way been a constant presence since the primordials first spun a world out of raw chaos. Such a tale would be deception. As much as good and evil shape the cosmos today, they are in fact intruders, forces introduced not long after creation by a mad god deceived and seduced by evil's allure.*

—Zagig Yragerne

Evil's influence is undeniable. It exists in the places stained by dark deeds and in the ruin left in devastation's wake. Evil relies on its servants to expand through the planes, and it regularly lures creatures into its embrace. These thralls are utter slaves to darkness. Their every work, regardless of their plans and ambitions, serves only to perpetuate evil's spread with greater and greater acts of villainy.

The method of contagion might vary from individual to individual, but there is an underlying structure to evil's agency. It can be best described as a process consisting of three broad phases; domination, corruption, and annihilation.

## Domination

*"I am nothing more than I am—the son of a witch and a demon lord. It is my birthright to claim this world, to conquer it and crush my enemies beneath my heel. You have a choice, then, knowing as you do that I am clear of vision and purpose. You can kneel and accept me as your master, or you can die."*

—Iuz the Old

Evil is insidious. It tempts. It is the easy path. Why negotiate with an intractable opponent when it is far easier to simply kill and take what you want? Why cultivate when you can steal? Why love, when lust's fulfillment is all you need? Evil's attraction arises from the freedom it promises and the power it grants. By abandoning a moral code, one can do what one wants with no regard for the consequences of those actions. Evil frees the darkness residing in each and every individual by dismissing repercussions and celebrating desire's swift fulfillment. Evil uses temptation to initiate the domination of formerly moral creatures. It might seduce or compel, but the result is the same: the action, if undertaken, is the first step onto evil's road.

One can see domination at work across the planes. Devils are the purest example of domination. They mislead and corrupt mortals either through promises of pleasure (the succubus), greed (the pit fiend), or brute force (the bearded devil). But devils do not have a monopoly on domination. Dark gods such as Tiamat or Bane demonstrate evil's efforts to subjugate the weak and bend them to their will. Domination also manifests through the actions of lesser conquerors in

the world, from the marching hobgoblin armies to the cunning mind flayer who manipulates thralls from the shadows.

Dominators are predominantly evil.

## Corruption

*"It is easy for you to judge me, seeing me as an undead monster, my brother's blood staining my hands, with my true love's ghost tormenting my waking dreams, but you cannot know evil's allure. You cannot understand how easy it is to take the dark path when the road of light and goodness is so hard to walk. I was not always the creature you see before you. Once I was a good man, as good as any other. I cared for my people, I loved life and living, and I sought to leave the world better than how I found it. Yet one betrayal, one treachery was enough to show me the truth I dared not believe, that good and evil are illusions and that there can only be action. So I followed this dark path, and as I walked, I found it easier to accept the future I had chosen. Do I regret? Perhaps. But I am committed to my journey and to claim what is mine by rights."*

—Strahd von Zarovich

One dark deed is not enough to condemn a creature as irredeemable, but it is the first step, and evil is never content with a touch when an embrace beckons. The first temptation is one of many to come and the more the individual succumbs, the greater evil's hold. This corruption brings with it an inability to see any other option aside from the most expedient one—the one that tightens evil's hold on the world. With each wicked deed, the individual becomes more inured to the pangs of conscience. One murder might be difficult, but each murder after the first becomes easier and easier, until the creature becomes defined by its wicked deeds. All it takes is to be touched by vile darkness for evil to take root and thrive in the fertile soil of the soul. And the deeper the corruption runs, the more it spreads, afflicting the body and mind until the individual's wickedness becomes unmistakable.

Goblins, bugbears, and drow demonstrate how evil, once it takes hold, can turn an entire people to immorality, twisting them into something both less and more than they once were. Corruption is also present in many aberrant creatures. The Far Realm might be the purest example of evil as a corrupting influence, as revealed in the foulspawn. The same can said for darkness pervading the Shadowfell and those creatures who embrace its power, such as intelligent undead, necromancers, and blackguards. Not even the gods are above corruption, as demonstrated by Torog and Zehir, who seem to wallow in their moral failings.

Corruptors are evil.

## Annihilation

*"So much talk of good and evil bores me!"*

*"To understand evil is to understand true power."*

*"Don't you lecture me!"*

*"Maybe we should focus on killing Asmodeus."*

*"That spineless thief? I will spill his brains with that scepter of his and take back what he stole from us!"*

*"What a splendid idea!"*

*"Platitudes! From you? Ha! You are trying to deceive me!"*

*"Really, Aameul, your paranoia will be our undoing."*

*"My paranoia will be your undoing! I know your game!"*

*"Can we at least agree that evil, in its purest form, is complete annihilation?"*

*"Never!"*

—Aameul and Hethradiah, the two heads of Demogorgon, Prince of Demons

If there's one constant with all of evil's expressions, it is that evil eventually turns on itself. Evil is destructive. It devours anything and everything that it can until there is nothing left. When it has wrung every use from its servants, when it can drive its thralls no further, it turns them against each other until nothing remains.

Annihilation is evil's final state. It is the fate of all who serve evil and it is the ultimate aim of vile darkness. Creatures tempted by darkness and then corrupted by it are almost always destroyed in the end. Likewise, evil that manifests in the world spreads out, stains what it touches, and then collapses under its own excess. While this might be a comforting idea for those sworn to fight evil, once the vile darkness reaches annihilation, it attains its most destructive and persistent aspect and nothing short of total extinction can end its threat.

Certain creatures in the natural world have already become thralls to annihilation. Orcs, gnolls, troglodytes, sahuagin, and other creatures are wild, unpredictable races made monstrous by their soulless pursuit of utter destruction. As awful and threatening as these creatures are, they pale before the true horror embodied by demons. These shrieking hordes, led by those powerful lords who carve up the Abyss into petty kingdoms, boil up from the depths to visit destruction onto the world unlike anything it has ever before seen. Mirroring these efforts, but less restrained, are the slaads, who might very well be vile darkness personified. Add to those the various primordials and princes of Elemental Evil, the fallen and corrupt gods Gruumsh and Lolth, and countless other forces swelling from the deep places in the world and beyond its bounds, and one can see the struggle against vile darkness is not one to be won by simply waiting out the storm.

Annihilators are chaotic evil.

CHAPTER 2

# Evil Campaigns

*"The line between hero and villain is so faint, it might as well not be there at all. Disagree? Consider this: A group breaks into a residence, kills everyone inside, and then makes off with anything of value. Robbers sacking a roadside cottage are named villains for such a deed, yet adventurers who storm a goblin warren and do the same are dubbed heroes. The difference? You tell me because I cannot see it."*

–Lord Robilar

THE CORE rules urge players to stick with unaligned or good alignments and spend their time fighting evil and its machinations. That said, playing villains can be exciting. Since DUNGEONS & DRAGONS has room to permit this darker experience, this chapter sets out to give you tips and advice for running games featuring evil characters.

Before you allow players to use the rules in the accompanying player's book, it's a good idea to review this chapter first. It includes advice on the following topics.

- **Creating Evil Adventurers:** When building evil characters, players must pay special attention to class and race.
- **Managing Evil Characters:** Keeping adventurers working together despite their differences can be a difficult task. This chapter presents ideas that can help limit their potential for disruptive behavior.
- **Evil Adventuring:** Evil characters' motivations and methods need to be considered when crafting an adventure.
- **Adventures Ideas:** You can use these plot options to construct or adapt adventures for evil parties.
- **Campaign Themes:** Apply these themes to tie campaigns to evil's three expressions–domination, corruption, and annihilation.
- **Campaign Arcs:** Two campaign arcs demonstrate how to construct linked adventures that involve aspects of vile darkness for good or evil characters.

RALPH HORSLEY

# Creating Evil Adventurers

*"Do unto others before they do unto you."*

—Slippery Ketta

The normal rules for character creation suffice for creating evil adventurers. Regardless of a wizard's alignment, all the rules related to wizards apply. That said, you should pay particular attention to a few elements.

**Class:** Most classes are not restricted to a particular alignment. The cavalier (see *Heroes of the Forgotten Kingdoms*) is a challenging exception, though, because the character must have an alignment that befits a virtue. That doesn't rule out a player taking the role of an evil cavalier. It just makes it tricky. Such a character could be a fallen paladin or an extremist who is cleaving to a fanatical view of the virtue and thereby working evil. Alternatively, you could alter the feature to accommodate a vice.

When a player chooses a class, work together to discover how he or she can use that class's features and powers for evil. You might want to swap out keywords to better accommodate the character. For example, you could replace radiant damage with necrotic damage for a death priest.

**Race:** A character of any race can be evil. An evil campaign might suggest using monstrous races, such as goblins or kobolds, or races whose stories have strong evil overtones, such as the githyanki and bladelings. However, racial entries for these creatures as presented in *Monster Manual* and *Monster Manual 2* are not balanced for player use and present challenges when used in a campaign. Rather than using the racial mechanics described in these sources, you could reskin an existing race. For example, a goblin character could use halfling mechanics without changing anything about the race except its story. A full-blooded orc can use half-orc mechanics, and a githyanki can get away with using githzerai statistics.

### PLAYER CONSENT

Use caution when allowing players to play evil characters. Disruptions aside, many players are uncomfortable with the idea of playing evil adventurers or participating in games that focus on such characters. Dungeons & Dragons is a game of heroism, where good fights against evil. Therefore, evil characters turn the game on its head and might create situations where evil wins and creatures of virtue and goodness suffer for it.

Even though you might be amenable to allowing evil characters, be mindful of all players' interests, and be sure every participant is comfortable with the direction the game will take before embarking on such a journey.

## Managing Evil Characters

Few Dungeon Masters are willing to consider allowing players to take up evil adventurer roles, and for good reason. One out-of-control evil character causes friction in a group. Unless somehow checked, the entire game can be derailed. Of course, interesting roleplaying and story opportunities arise from the occasional use of an evil adventurer or adventuring party. In the right situation and with proper planning, you can turn what might have been a disruptive experience into a rewarding one.

## Cooperative Play

Dungeons & Dragons establishes two sides—good and evil—in the cosmic struggle. The game expects players to fight for good or at least lean in that direction. At some level, this expectation stems from the idea that the best D&D games are the ones that demonstrate heroism, cooperation, and boldness. Adventures assume characters will pit their talents against a cast of villainous foes and monsters, explore dangerous environments, and wrest fabulous treasures as spoils. Alignment has nothing to do with a character's ability to participate in these scenarios. It does, however, have everything to do with how a character engages in the scenario and his or her willingness to see a quest to its conclusion.

The difficulty many players encounter is that the evil alignment suggests a license to behave badly in the game. By scribbling evil in the alignment box, a player is somehow no longer obligated to participate in the team effort. Personal interests trump any quest the adventurers might undertake. And when competing agendas clash, conflict results—conflict that tears the party apart.

Evil characters might be self-interested scoundrels, but it is almost always in their best interest to throw in their lot with other characters. A lone adventurer stands little chance of defeating a dragon or surviving an encounter with a beholder, but an adventurer with powerful allies in tow can. Even villains understand their best chance of survival comes from surrounding themselves with like-minded allies.

The trick is to remind players their responsibilities extend beyond personal objectives to encompass protecting the links that bind the party together.

## Unity

Even a party of lawful good adventurers will have a hard time finding success if each character pursues a different agenda. You shouldn't expect a party of evil characters to have any more success in a similar situation. The strongest and most unified adventuring parties have clear missions in which their objectives are more important than characters' personal agendas. In

other words, the major quest is always more important than a character's minor quest. As long as a party has an objective of equal importance to each of its members, you'll find evil characters can set aside their private ambitions long enough to achieve the party's goals. Use any or all of the following techniques to keep your players focused on the goal, whether you have one evil adventurer or an entire party full of evil characters.

JAMES ZHANG

## Positive Connections

The most powerful tool for encouraging unity is to urge players to build positive connections between their characters. Have each player connect his or her character to at least one other adventurer in the party. Establish these connections during character creation to ensure they figure into characters' identities and motivations. The more connections you create between individual characters and the larger quest, the less likely players are to lose sight of what they're doing.

Good link options include siblings, romance, debts, shared enemies, enduring friendship, and shared beliefs.

## Common Enemy

Evil characters turn on one another when they regard each other as potential enemies. When suspicions are left to fester, betrayal and treachery tear a group apart in little time. In addition to positive connections, you can keep a party together by presenting an enemy more threatening than the enemies they see among themselves. If characters feel threatened by a common foe, they will have little choice but to work together to survive.

The common enemy should be a campaign villain (page 43). You should create personal connections between the foe (or foes) and each adventurer to ensure personal enmity. For example, in an Underdark campaign, the common enemy might be dark elves or a particular drow house. Or adventurers might find themselves fighting a cult dedicated to Torog, a demon lord, or an archdevil. Then again, a good-aligned adventuring party could be a powerful threat that surfaces from time to time when the do-gooders make it their quest to put down evil's champions.

## Patron

Connections and common enemies can offer some success at keeping an evil adventuring party together. But sometimes you might need to take a stronger hand to keep the group united, and that's when a patron can help. A patron is a character, organization, or power that employs adventurers as agents in the world. A patron sends characters on missions and either rewards them for their successes or punishes them for their failures. A patron can appear at the start of your campaign, in which case adventurers are likely goons or lackeys. Or a patron might emerge later, approaching the characters after they have made names for themselves.

For a patron to work in your campaign, evil adventurers must fear him or her more than they fear each other. Thus, a patron must be powerful, dangerous, and more villainous than the adventurers. He or she must have a connection to each character in the group to dissuade defections and treachery within the ranks. To coerce characters to act, a patron might threaten characters' loved ones (a good choice for unaligned adventurers), feed their addictions, withhold information about some important objective, or lend aid. A patron can also offer wealth, power, glory, and status to encourage loyalty.

Even though the classic patron is often a major villain, your group's patron need not be. The party might

be a shadowy arm of a good institution; a sect in service to a dark god; or a branch of an organization committed to toppling a corrupt government, politician, noble, merchant, or monster, such as a dragon or mind flayer. Certain campaigns might suggest other patrons. For example, githyanki characters might serve Vlaakith, and drow parties could work for a powerful priestess.

Service to a patron should not be a permanent situation. Your players are likely to plot against their patron and should, eventually, overcome their employer and take his or her place or gain independence. After their association ends, the patron could fade from the story or become a common enemy, depending on how the confrontation unfolds.

# Evil Adventuring

*"I love adventurers. They're so . . . tasty."*

– Ashardalon

Although evil characters require special considerations to encourage teamwork and cooperation, they are still adventurers and thus undertake many of the same exploits heroes do. Characters still chase after treasure, explore ancient ruins, and fight monsters. Alignment doesn't alter much about what they do; it only influences how and why they do it.

### ONE-SHOT ADVENTURES

Given the pitfalls of using evil adventurers, you might be hesitant to invest time and energy in creating a full-blown campaign. Rather than build adventures for such characters, you could run a one-shot adventure related to your regular campaign.

**Reversed Dungeon:** Have players assume the monsters' roles. Players create characters of a single race, such as kobold or goblin, and start the game inside a dungeon environment. They explore, fight other monsters, and pit themselves against adventurers who invade their lair.

**Behind the Scenes:** Instruct players to create goons in the employ of a campaign villain, preferably one their regular characters have not yet met. The evil adventurers go on a mission that sets up a future adventure for their regular characters, such as murdering an important person, stealing a treasured item, or sabotaging a plan or important story development. When the one-shot adventure wraps up, collect the evil characters' sheets and use the villains against the heroes in a future adventure.

## Motivation

One key difference between evil adventurers and their good or unaligned counterparts is their motivations for adventuring. Evil characters aren't likely to risk their lives to help the innocent and are not going to help those in need without compensation. Traditional adventure hooks might not work, so you will have to find other ways to draw players into the story.

**Greed:** The reward for performing a service must outweigh its risks. Even then, evil adventurers are likely to take more than they were offered. For example, they might rob their employers or claim their reward without completing their task. Adventurers are also apt to dicker over their fees, so you should set the payment low and allow players to haggle for a higher price. Do not, however, give characters the full reward up front. They should claim their prize when they complete the mission and can prove it.

Also, be ready for adventurers to double-cross their employers. Don't be surprised when characters return from a mission and then sack the town they just saved. You should never quash players when they are roleplaying. If you leave a situation open for their exploitation, let them do it to the best of their ability—even if doing so upsets your plans. Instead, think about the consequences of the characters' actions, and adapt the story to accommodate them.

**Revenge:** Even though the promise of reward can drive an evil party, revenge is a far stronger motivator. Evil characters are less likely to forgive slights or let a defeat go unpunished, as is evidenced when they plot against each other. Don't be afraid to harass characters during their adventures to draw them deeper into the plot. Be aggressive with your villains. Have them send goons and monsters after the adventurers. It won't take long for players to turn their attention to the source of their troubles and devote every resource toward destroying their foes.

**Power:** Evil adventurers crave power. Adventuring gives them a chance to gain levels and find magic items and other booty. The promise of personal power can draw a party into an adventure, but it can also turn its members against each other when they squabble about who gets what.

Hinting at great rewards and vast power should be sufficient to lure adventurers into accepting a mission. When it's time for characters to acquire magic items, give prizes out in groups to avoid conflict about ownership. Alternatively, you can offer specialized rewards, such as divine boons, legendary boons, and grandmaster training, to particular characters.

# Methods and Consequences

Good and unaligned adventurers typically walk lightly through the world. They might wreak havoc in a dungeon environment and wipe out infestations of nasty creatures, but between adventures, they are usually well behaved. Evil characters offer no such assurances. Their motivations and methods for achieving their objectives are what make them evil. They murder, steal, betray, and perform all kinds of nasty actions. Each time characters indulge their darker impulses, you must decide what consequences, if any, they face.

Resist the temptation to drop the hammer of justice on them. Evil characters are hardly evil if they don't do bad things. You wouldn't deny a paladin the chance to risk his or her life to save an innocent, so you shouldn't deny a thief the opportunity to pick pockets in a crowded inn or an assassin the chance to knife a victim in a dark alley. Let players play, within reason. Sacking a town, murdering an innkeeper, poisoning a merchant, or some other action is fine as long as it aligns with a character's personality.

However, if adventurers satisfy their evil tendencies too often, they should suffer consequences. Ambushing too many caravans eventually attracts the attention of a local government or an adventuring band. Killing townspeople results in demands for justice and an official search for the culprit. Civilization cannot tolerate unchecked evil and moves to contain dangerous elements to safeguard its future.

Keep track of what characters do and where they do it. Think about how the world would react to characters' actions, and come up with suitable consequences for those actions. A few close calls with righteous knights and witch hunters should be enough to curb players' enthusiasm for carnage and mayhem.

Of course, wicked characters don't have to be destructive and uncontrolled. They might be subtle or cunning, revealing their evil tendencies only in special situations. Evil characters are still people and, thus, their moral failings manifest in a variety of ways. Urge players to look beyond obvious caricatures and to regard their characters as complex individuals who are willing to act in ways others find objectionable.

# Adventure Ideas

It's not difficult to create adventures or adapt existing adventures to accommodate evil characters. Like heroes, wicked adventurers can profit from fighting evil, chasing rare items, and exploring dangerous environments. Of course, how you hook them is apt to differ (see "Motivation" above).

The following plot options can form the foundations of new adventures or be woven into existing adventures to infuse them with a darker essence.

## Ambitious Deception

To get into a noble's good graces, characters launch a smear campaign against their enemies in the noble's court. They might attempt to fabricate evidence and commit crimes to blame on their foes. One mistake, however, can unravel everything and bring the noble's vengeance down on their heads.

## Ambush a Caravan

Adventurers learn a caravan laden with treasure and goods is bound for some distant port. When they strike, characters find it is under heavy guard and must fight for their lives. If characters defeat the guards and plunder the goods, they find a curious item of significant value, an item whose theft earns them a powerful enemy.

## Betray a Hero

A famous adventurer learns about the evil characters' talents and recruits them to right a wrong or destroy a vicious monster. If they betray their employer, leaving him or her to die while they make off with the treasure, the hero somehow escapes certain death or returns as an undead monster. Whatever the case, the hero wants revenge against the traitorous party.

## Corrupt a Hero

Adventurers work to persuade a famous hero to embrace darkness. They might kill the character and turn him or her into an undead monster, use temptation, or methodically destroy things and people their target loves until he or she succumbs to darkness.

## Destroy a Good Creature

Characters hunt good creatures for sport, to harvest something from them, or to steal their treasures. Common targets include metallic dragons; good fey creatures, such as unicorns; and servants of good gods.

## Destroy a Temple

Adventurers plunder a temple or holy site dedicated to Erathis. Temples are famous for their riches and, thus, are ideal targets for irreverent, greedy miscreants. They might kill its attendants or burn the site to the ground. Of course, such actions earn adventurers a slew of new enemies, including paladins, clerics, and possibly even Erathis's angels.

## Found an Evil Temple

Seeking a boon from an evil god or dark power, the adventurers set out to found an evil temple in their patron's name. To do so, they must find a relic,

consecrate it in darkness, and perform a sacrifice on the blasphemous altar they raise.

## Get Revenge

After a rival group, organization, or villain knocks adventurers on their backsides, they immediately plot revenge. Players know any attack against the offending party will only result in more conflict. To truly destroy their foe, the adventurers must destroy everything their enemy cherishes until it has nothing left.

## Murder a Hero

A sly villain hires the characters to assassinate a well-liked and prominent hero. Players must gain intelligence about their target, make arrangements, and accomplish the deed. Of course, after their victim keels over, they invite retribution from their target's friends and won't find shelter from their employer. Also, efforts taken to return the murdered hero to life could further complicate matters.

### ADAPTING PUBLISHED ADVENTURES

Published adventures expect characters to be good or unaligned, and most hooks and quests depend on it. You can still use these adventures for evil characters, but you will need to alter the circumstances to accommodate far darker motivations.

**Compensation:** Increase the monetary reward for completing a quest by 50 to 100 percent and deduct this value from the treasure the adventure rewards. A big reward can replace a hook that relies on goodwill or doing the right thing.

**Player Driven:** Rather than presenting hooks to players, let them drive their involvement. Maybe a dungeon holds a powerful magic item a character wants, an important clue, or the adventurers' common enemy.

**Active Enemies:** Evil adventurers are particularly likely to skip out on their employers and not finish their mission. To combat this tendency, have enemies actively attack characters after they've begun the adventure. Repurpose skipped encounters as surprise attacks to hook players back into the plot.

**Switching Sides:** Evil adventurers are not above switching allegiances mid-adventure. Serving the adventure's villain might be more profitable than helping the people who hired them. In the villain's employ, characters might undertake different missions. If that's the case, reskin monsters (for example, turning gnolls into elves) in skipped encounters so the missions make sense.

## Perform an Evil Ritual

Characters find a dark ritual that could increase their power or spread despair in the world. To complete the ritual, adventurers must obtain a particular focus. The focus might be a despicable object or a victim to sacrifice to the dark powers.

## Raid a Community

Characters raid a community for supplies, treasure, or slaves. A quick attack takes defenders by surprise and hands adventurers a decisive victory. Not long after, a local lord recruits a good adventuring party to hunt down the wicked adventurers before they can attack again. To survive, characters must either confront their trackers or find a place to lay low.

## Rob a Grave

During an adventure, characters learn about a coveted Dawn War relic hidden in an exarch's tomb. Nine angels protect the site. To breach the inner vault, characters must carve a path through the guardians or survive a gauntlet of challenges before facing the exarch's restless ghost. If they secure the relic, the spirit curses them. If cursed, characters must find a way to lift the malediction or die.

## Sow Discord

Characters actively work to dismantle a government or person of power. They could spread discord, destroy buildings, incite riots, commit murder, and perform any number of other destabilizing actions, all while concealing their involvement in the resulting upheavals.

## Spark a War

Adventurers learn a valuable treasure was lost somewhere in a ruined castle a large humanoid tribe overran. Rather than storm the site, they attempt to convince a rival tribe to attack. They could use kidnapping, sniper attacks, or false accusations about the chieftain's daughter to frame the holed-up tribe. Minor skirmishes won't draw away enough attention from the castle's defenses, though. What adventurers need is a full-blown war and heavy casualties. Such a distraction should prove enough for adventurers to explore the ruins without interference.

## Steal a Treasure

Having learned about a magnificent item a local lord possesses, adventurers plot to sneak into the lord's castle. If they manage to sneak past the guards and breach the inner sanctum, they discover an expansive treasure hoard. On the way out, laden with spoils, the lord's only child blocks their escape. If adventurers kill

the heir in their bid to escape, they must contend with the righteous wrath of the wronged noble while trying to find a way to sell off the treasure that now names them killers.

# Campaign Themes

*"This world, I fear, has outlived its usefulness."*
—Emirikol the Chaotic

Campaigns featuring evil characters typically have darker themes tied to one of the three major expressions of evil: domination, corruption, and annihilation (see Chapter 1).

The following campaign themes can form the bones of new campaigns or be mixed with existing themes to bring out more sinister atmospheres and tones.

## Conquest

A simple campaign theme, conquest is not limited to particular alignments. In a conquest campaign, characters want to seize power and hold it. They might aim for temporal power, waging war across the world to forge a new and dark empire, or they could set their sights higher, venturing into the Astral Sea, the Abyss, or another plane to carve out a realm for themselves.

Characters spend much of their time amassing power, building armies, and waging war against their neighbors. While securing the territory they have claimed, they also quest for weapons and rituals to use against enemies and engage in negotiations to forge alliances with other lands and powers. If the campaign moves into the planes, adventurers could build a vast network in the natural world and use it to fuel strikes into other realms.

## Deicide

Killing a god is no small act, and wicked characters are not the only adventurers who could have a motive for doing so. Evil gods, for example, could be plotting to destroy the world or irrevocably damage it. To give such a campaign a nefarious spin, evil adventurers could target the gods to steal their power or destroy them for kicks rather than trying to foil plots. The gods are among the game's most powerful beings. As such, they are well prepared to handle threats against them.

Characters spend much of their careers fighting off the gods' servants, dealing with dark forces to grow their power, and venturing into the game's most dangerous locations to face off against their chosen foes. At the campaign's end, adventurers might face their enemy alone in his or her dominion, or they could face several gods who have come together to end the threat to their reigns.

## Destroy the World

Many campaigns focus on saving the world from a catastrophe. In this campaign, however, adventurers are the agents of its undoing. Characters might be active instruments in the world's demise—turning gods against each other, rousing the primordials, or calling forth an elder evil—or they might be pawns in a mad god's cosmic game to rip Creation apart.

Regardless of their roles, characters face a lonely, hostile world as both good and evil forces attempt to thwart their efforts. If adventurers are active agents of the world's destruction, they might enlist the aid of sinister forces, such as demons or slaads. In contrast, adventuring pawns might be surprised when such creatures come to their aid. In the end, characters die, complete their task, or switch camps to try to stop the cataclysm they've helped set in motion.

## Evil Against Evil

This campaign pits evil adventurers against evil opponents. Since evil is inherently destructive, it turns on itself when it can spread no farther. Perhaps evil has already won, and the last lights in the world have been extinguished. Despite being evil, the characters are the world's last hope against annihilation. Alternatively, adventurers might be agents of a dark power or servants of a dark god on a quest to defeat their patron's enemies. In any event, they are anti-heroes, and through their efforts, the world will live or die.

## Evil Against Good

Characters represent evil's best hope in triumphing over the light. Perhaps good drove back the darkness in a recent conflict, and now characters must restore the balance. Or maybe players are running beastly adventurers who are driven to spread mischief and suffering wherever they go until a force rises up to stop them.

At the start of this campaign, characters might hatch foul plots and commit heinous deeds to weaken good's hold. As the evil adventurers gain power, they find more dangerous foes opposing them, ranging from powerful adventuring groups to divine servants. This campaign likely culminates when characters confront a major and dominant force for good and defeat it.

## Other Campaign Themes

To adapt the following *Dungeon's Master Guide* campaign themes (pages 134–36) to accommodate evil adventurers, recast what is at stake and how adventurers are involved. If you want a simple game with little narrative structure, consider running a "Dungeon of the Week" campaign, in which alignment has only a minimal impact. The "On a Mission" theme is also easy to use. Just be sure to choose a goal that aligns with characters' identities. For example, adventurers could set out to recover the fabled *Book of Vile Darkness*, explore Bael Turath's ruins, or wage war against metallic dragons serving Tiamat.

Even "The Ultimate Villain" theme can be adapted to suit evil characters. For instance, an evil group might oppose a demon lord on principle or fight against a noble archfey in the Feywild. You don't have to set the villain as a being of godlike power either. Maybe characters take on a gold dragon that has subjugated the Nentir Vale's populace.

"World-Shaking Events," "Unfolding Prophecy," "Divine Strife," and "Primordial Threat" are as likely to feature evil characters as they are good ones. For instance, many wicked adventurers are happy with the world as it is. So whether a threat comes from the Far Realm or a primordial villain awakening in the Elemental Chaos, evil adventurers are likely to team with heroes to prevent a power shift. Additionally, prophecy doesn't care about good or evil. It chooses players in its drama from both sides. Finally, the gods have set aside their moral differences in the past and can do so again to contain a common threat. Not even Zehir wants a world with the Chained God free. Thus, his mortal servants could find themselves fighting alongside Bahamut's to combat the Cult of the Elder Elemental Eye.

As you can see, evil characters can be protagonists. Despite employing different and perhaps unsettling methods, they can still pursue objectives normally assigned to heroes. You need only shape your story's circumstances so evil characters' motivations line up with the campaign's objective. Thus, even though they're thralls to darkness, they are still advancing the plot in meaningful and interesting ways.

# Campaign Arcs

*"Were you sent by that bloated, filth-ridden failure, the Lord of Flies? If so, I must tell you—you can do better."*

—Glasya

The most effective use of vile darkness elements is to sprinkle them into an existing campaign, so pure evil can magnify an adventure's stakes. Deviant behavior in a combat encounter, a sinister environment, or a lethal disease can all go a long way toward conveying evil in its purest form without seeming over the top. The trick to incorporating vile darkness concepts is to use them to emphasize threats and reinforce major story components. When applied in this way, vile darkness preserves its power and reminds players of what exactly they are fighting.

The following campaign arcs can serve as the basis for vile campaigns. Rather than provide a blow-by-blow account of what happens, each entry includes a broad description of events that should occur at each tier. Use these arcs as frames on which to construct your own adventures.

## War for Hell

For all his fawning and servile promises, the archdevil Baalzebul has chaffed under Asmodeus's curse. Of

SAM WOOD

course, he earned it for his part in sparking the Reckoning of Hell, wherein the archdevil led an uprising against Asmodeus. If not for the traitor Geryon, Baalzebul might have ousted the supreme ruler of the Nine Hells. Instead, he remains bound in a slug-like form. Having spent ages amassing power and brokering alliances with demon lords, the Lord of Flies stands ready to reclaim his mantle and continue the work he began so long ago.

## Heroic Tier: As Above, So Below

This campaign begins with a murder. Characters are called to investigate because the victim was an influential figure (for example, a noble, a merchant, a priest, or a wizard). More murders follow the first. In each case, the target was an influential person. Through their efforts, adventurers discover the victims were secret followers of Asmodeus and the Six-Fingered Hand, a vicious cult dedicated to the demon lord Graz'zt, is responsible for the slayings.

Shortly after characters defeat a Hand faction, more cultists surface, and they release fearsome demons that rampage across the countryside. After defeating these threats, adventurers discover Graz'zt's devotees are conspiring to cleanse the land of Asmodeus's influence. With some nasty plot probable, characters dig deeper between adventures and discover a connection between the Six-Fingered Hand and a diabolist named Ruel.

Tracking down Ruel is not an easy task. Adventurers eventually discover he haunts a crumbling castle. Fighting their way through monsters and hazards, adventurers strike at the castle and confront Ruel in a terrible battle. Just as Ruel dies, he cries out to the Lord of Flies, begging to be saved. This utterance reveals an archdevil might be involved and hints at troubles brewing in the Nine Hells.

## Paragon Tier: Drawn into Darkness

Characters' efforts have not gone unnoticed. Glasya, sensing her father's peril, sees an opportunity for her own advancement. The archdevil dispatches her aspect in the guise of Ashari, a priestess of Ioun, to recruit the adventurers. Ashari claims her goddess fears unrest is churning in the Nine Hells. She asks characters to travel to Sigil to investigate and report back by using a magic item she provides. Ashari recommends adventurers speak with Shemeshka the Marauder, a dangerous but well-connected raavasta (*Manual of the Planes*, page 136) almost certain to have the information she needs.

On reaching Sigil, characters discover Shemeshka isn't easy to find, but trouble sure is. They wind up embroiled in escapades and side treks that divert them whenever they draw too near the elusive fiend. During their adventures in Sigil and beyond, characters learn demonic hordes are mustering for war in the Abyss, Graz'zt might be responsible, and the archdevil Bel has laid siege to the infernal city of Dis.

The situation turns darker when adventurers finally locate Shemeshka, who reveals a plot to unseat Asmodeus. If it succeeds, even the planes could be ripped asunder. The raavasta explains that Asmodeus alone can control the darkness contained in his ruby scepter. And if the relic falls into the wrong hands, it could reignite the Dawn War. Finally, Shemeshka reveals—with proper compensation, of course—Geryon is moving to murder Glasya and claim her realm. Such an act would weaken the lord of Nessus enough that his enemies might succeed in ousting him.

The paragon tier concludes when adventurers race to the Nine Hells to save Glasya from Geryon's attack. Characters must infiltrate the Nine Hells, battle countless devils, and reach the archdevil's palace, where Geryon and his yugoloth thugs trap them. Just as adventurers defeat Geryon, word reaches them that demons have invaded Avernus.

## Epic Tier: Battle for Baator

War in the Nine Hells dominates the epic tier, and adventurers must decide whether to choose sides.

When the epic tier begins, Graz'zt and lesser demon lords crush the Dark Eight (a covenant of pit fiends) and shatter Bel's armies from behind. Dispater rallies his defenders for a time. But as weakened as they are from Bel's siege, the outcome appears hopeless.

Regardless of whether Glasya was killed, Baalzebul successfully pins her death on Levistus, an easy task since the archdevil Levistus ages past slew Bensozia, Asmodeus's consort. In a rage, Asmodeus commands Mephistopheles to destroy Levistus and orders Baalzebul and Mammon to shore up Dis's defenses. Meanwhile, Belial reveals secret ways into the city to allow the demonic host to spill inside. Thus, Dis falls before aid can arrive. When Baalzebul arrives, he, Belial, and Graz'zt join forces, coercing Mammon into accompanying them, as they march against the lord of the Nine Hells.

Adventurers are not idle while these plots hatch. They have several potential patrons: Glasya, Asmodeus, or Baalzebul. Depending on with whom they ally, adventurers find themselves drawn into the plot. They might fight to conquer or save Dis, stall the demonic hordes on their descent into the Nine Hells' bowels, or reveal Baalzebul's hand in all the treachery.

The ideal outcome sees adventurers uniting Levistus and Mephistopheles (rulers of the Nine Hell's most frigid layers) to throw back the upstarts and thus restore order to the Nine Hells. However, if characters make too many missteps, Asmodeus could be deposed and a new power could rise in his place. The consequences for such an event are left to you to decide.

## Hunger of the Nine-Tongued Worm

One by one, the faint lights strung along civilization's frontier gutter as darkness, embodied by the warlord Korthak Maal, swallows them.

Rumor outweighs fact when it comes to Maal. Reports claim the mating of an orc witch and a demon bred him. Others say he is the last living son of deceased King Elidyr and is cursed to walk the world as a revenant until all traces of Nerath are erased. Some have whispered Maal is nothing more than a chieftain clad in lies designed to spread terror as his uncounted hordes tumble out from the night.

Regardless, Korthak Maal has never known defeat, and no force has been able to slow his march. It is against this backdrop the campaign begins.

### Heroic Tier: Invasion of the Nentir Vale

Promises of glory and riches, and perhaps the responsibility to protect one's homeland, inspire adventurers to journey to the Nentir Vale (as described in the *Dungeon Master's Guide*), where a seething host is heading. A call to arms has been raised in the town of Fallcrest, and all the land's heroes are converging to raise an army to throw back the evil masses.

Along the way, characters happen upon a sacked hamlet littered with rotting corpses atop which carrion eaters feast. An investigation of the ruins reveals not everyone fell to the sword. Tracks leading away from the hamlet indicate some villagers were marched away.

Following the tracks leads adventurers to an old ruin where orc scouts in service to the warlord Maal have staked their claim. When battling the orcs, characters notice their enemies' atypical forms and behavior. As each orc is slain, something tiny slithers away from its twitching corpse. It appears these orcs were infected with tsochar parasites (see Chapter 4). The battered prisoners are also infected with the parasites, as evidenced by their strange behavior and mutations.

Exploring the ruins reveals an underground complex filled with pungent, writhing alien creatures. Adventurers eventually enter a temple-like chamber deep below the surface world. Foreign carvings and invocations to the Nine-Tongued Worm decorate the earthen walls. While inspecting the domed room, filthy monstrosities boil out from the darkness.

If characters survive the confrontation, they manage to reach Fallcrest in time to contribute to the vale's defense. From this point forward, the heroes undertake missions to fight the horde, including engagements against the warlord's champions.

The heroic tier ends when characters participate in a grand battle against the invading army. Their contributions on the battlefield allow the vale's defenders to drive back the enemy, at least for a time. Yet the victory is bittersweet, because adventurers find more foreign worms wriggling among the dead—and not all of them slithered from their foes.

### Paragon Tier: Evil Within

With the threat to the Nentir Vale contained, at least for now, adventurers are free to research the troubling phenomenon and any specimens they might have acquired along the way. After much fruitless searching, characters come away with only a name: Uri Tantovar. An occultist and well-known expert on all things strange, he vanished after looking into an unusual occurrence in the Dawnforge Mountains. Having no other leads, adventurers head off in search of Tantovar.

UDON WITH CHRIS STEVENS

During the trek, players have several chances to undertake other adventures. Each reveals a bit more about what happened to Tantovar. It appears he and his companions vanished as they searched for a pulsing light in the hills. Adventurers eventually gain the information they need to reach the site, where they run into a creature that used to be Erin, one of Tantovar's companions. Mutated beyond recognition, she's accumulated several monstrous allies and has been troubling the surrounding lands. Defeating her reveals what happened to Tantovar; he found the light, and when it flared, he vanished.

Reaching this dead end, characters return to the Nentir Vale, where they discover a terrible plague has crept across the region from the west. Madness and mutation afflict everyone who contracts the disease. Old allies from the war beg the adventurers, who haven't yet been exposed, to find a cure. More investigation reveals the plague is connected to the parasite, and cultists are being accused of intentionally spreading it.

The paragon tier ends when characters raid the cult's stronghold, battle through its alien servitors, and cleanse the infection from the site.

## Epic Tier: The Scholar Returns

Destroying the cult ends the sickness, and adventurers are lauded across the vale. Before long, however, dire news reaches their ears. Korthak Maal has returned and is leading an even larger army. Scouts report soldiers under the warlord's banners are twisted mutants that scramble and claw, and they are completely under Maal's thrall. If destroying the cult eradicated the plague, perhaps killing the warlord can unmake the gruesome host.

Now in the epic level, characters should have little problem dropping in on the villain. When they do, they discover he's in the process of opening a rift to the Far Realm. As the portal yawns wide, characters learn Korthak Maal is Uri Tantovar, and he's returned to reveal his true master, the Nine-Tongued Worm, to the world.

After adventurers defeat Tantovar, they must contend with the rift. They have the power to temporarily seal it. But to permanently shut the portal, adventurers need to repair the fabric of time and space. To do so, they must travel to the lost dominion of Shom (*Manual of the Planes*, page 107) and find a creation sigil that can repair the damage. If they fail, the Nine-Tongued Worm, Mak Thuum Ngatha, is sure to break free.

The journey to Shom is perilous, requiring a long expedition through the Astral Sea. The party must battle githyanki pirates, aberrant horrors, and ancient abominations while they track down the dominion. Such work might require dubious bargains and full-blown expeditions. Eventually, adventurers locate Shom and are free to explore its desolate deserts in search of the fabled Lost City where they recover the sigil from the scourge dragon guarding it.

SKAN SRISUWAN

Having gained the creation sigil, characters must race back to the portal in the natural world. Just as they arrive, Mak Thuum Ngatha breaches the wards and emerges. While adventurers perform the ritual to unlock the sigil's power, they battle the tentacled horror leaking into reality.

The campaign concludes when characters drive back the elder evil or die trying.

CHAPTER 3

# Vile Encounters

*"Through my many adventures, I have had cause to interact with creatures most profane, and these encounters have taken place in some of the most desperate and alarming environments. I have peered into the Abyss and evaded demons thirsting for my blood and slavering for my flesh. I have walked the Old One's gallery and gazed at the walls, lined with skulls of those he had slain during his rise to power. I have witnessed the fiery Nine Hells, glimpsed the impossible vistas of the Far Realm, and descended into the lower planes to wage war against Chaos itself. Each time, I was astonished by the sheer diversity of those that mortals have deemed evil and delighted in the sheer ingenuity displayed in their myriad horrible forms. Truly, while this book has proved invaluable in my own efforts to ensnare gods beneath my fabulous abode, to say nothing of my magical research, I fear it cannot do justice in describing the extent to which shadow truly darkens the world."*

–Zagig Yragerne

THERE ARE places in the world where unspeakable acts have been performed, spots where the very laws of nature have been bent and fissured with vile magic. These shadowed demesnes bear the mark of vile darkness's expansion, and once sullied, they are rarely made clean again.

Adventurers have many opportunities to encounter such sites. From sprawling dungeon complexes to ruined cities, heroes venture to the darkest places to confront evil's lackeys. From floating earthmotes to shattered battlefields, brave heroes beard their foes in their lairs and witness firsthand what is at stake if they fail to win the day.

This chapter presents a variety of tools to help you showcase evil's influence, including vile terrain, curses, diseases, traps, and hazards. It also offers tips and tricks for building encounters featuring truly evil adversaries.

# Creating Vile Encounters

*"The path to power is fraught with difficulties. Arrayed on all sides are those do-gooders who believe it their duty to obstruct your efforts. It is not enough to arm yourself against these foes, for each one slain only underscores your apparent threat and inspires others to continue the work begun by those with whom you already dealt. In effect, slaughtering adventurers will consume your time and thus frustrate your long-term plans.*

*"A better solution for dealing with such enemies is not to confront them, but rather to lure them onto battlefields of your choosing—ones adequately prepared for the inevitable hero intent on your death. My tomb has served me well in this regard. The heroes believe I reside there, hiding in some deep vault waiting for the final death only an adventurer can deal. I, in fact, am nowhere close to the tomb. I trust in the traps and guardians I set there to keep the ruse alive and lure tomb robbers, group by group, to an unspeakable end. Thus have I been able to go about my business untroubled by their sort . . . untroubled by interference of any kind."*

—Acererak

Fighting evil is a frequent cause for adventure. Whether battling goblins in the Chaos Scar or venturing into the Underdark to breach the Vault of the Drow, D&D campaigns often feature evil monsters in deadly environments. Each quest completed is a setback to the forces of darkness pitted against civilization, the good, and the world itself. Yet just because these encounters include evil creatures and take place in sinister places doesn't mean they qualify as vile encounters.

A vile encounter is more than battling orcs menacing a frontier village; it's more than defeating a necromancer raising an undead army, or slaying the dragon in its lair. While these scenarios pit the heroes against villainous agents, in themselves they aren't vile unless they have some truly heinous quality to set them apart from other encounters.

For example, the orcs might raid the village to round up prisoners whose sacrifice will complete a ritual, calling forth an aspect of Gruumsh to terrorize the countryside. The necromancer, to bolster the number of dead available for animation, might unleash a horrific plague to prime a community for his dark magic.

In each example above, the villains pursue terrible objectives, ends so foul they leave the world changed for the worse. Creating undead is an evil act, but murdering the living to swell the numbers of zombies and skeletons is vile. Raiding a village and burning it to the ground is evil, but subjecting prisoners to untold horrors before cutting their throats for a profane ritual is vile. In short, these encounters demonstrate vile darkness in action, and showcase evil as an active and destructive force in the world.

## Vile Encounter Basics

Every encounter relies on the notion that the objectives sought by two or more forces have come into conflict. One side seeks an end and finds its efforts to attain its objective frustrated or thwarted by the opposition. Orcs guard a temple passage from intruders and the adventurers must move through the same temple to find the Shrine of Apollyon. The conflict's resolution is the heart of the encounter's story.

Vile encounters are no different from other encounters in this regard. In each instance, the adventurers find themselves confronted by enemies seeking an end counter to their own. A vile encounter, however, differs from others by the nature of the objective, the methods used to attain it, the opposition, environment, risks, and consequences for failing to thwart the opponent's agenda. In each case, these elements involve evil's pursuit of its most common goals: domination, corruption, or annihilation.

Creating a vile encounter or transforming an existing encounter into a vile one requires modifying these various elements so they demonstrate one of these aspects of evil. Not every vile encounter needs to or even should incorporate all of these elements, but so long as you offer one or two, you will create a different atmosphere for what would otherwise be a normal combat challenge.

### Objective

The conflict driving combat encounters is created by mutually exclusive objectives. The easiest way to "evil up" an encounter is to modify the opposition's goal so that it corresponds with one of the three major expressions of evil. The following suggestions offer ways you might add elements of domination, corruption, or annihilation to your antagonist's objective.

#### Domination

An objective that works to spread evil in some way falls under the domination category. This might be something as simple as pure conquest, in which the villains place victims under their control or authority, or more complex, such as when the antagonist tempts a player character or someone else to commit an evil act. Should the opposition succeed in its goal, evil gains control over the target.

**Example:** A mind flayer's servants abduct several innocent townsfolk, believing they are Dream Keys, individuals able to open a portal to the Far Realm when properly motivated. When the adventurers confront the illithid, they find the victims have already been focused

to the task, and the only certain way to stop the portal from opening is to execute them.

## Corruption

Corruption encounters are those in which the villains work to magnify an extant evil and increase darkness's hold on a person, object, or place. The initial pollution has already occurred, so it falls to the villains to increase evil's prominence. Simple corruption encounters are those where the stakes are immediately clear, such as a vile cultist performing a ritual to draw more demons from a tear in reality or to spread a disease beyond a contaminated village's borders. More complex corruption encounters often focus on the evil within the adventurers or nonplayer characters, whose temptations are not always apparent from the start.

The best corruption encounters are those whose stakes are revealed partway through or even at the end of the scene. The adventurers might believe they fight one sort of enemy, only to learn they have a different and far deadlier foe. Unlike domination encounters, which are typically straightforward, corruption encounters can and should be subtle yet their consequences far-reaching.

**Example:** A succubus kills and then impersonates an individual who is important to a player character in order to get close to the adventurer and turn him or her to darkness. This nonplayer character should be a spouse, a lover, a parent, or a mentor. The succubus remains in this guise for many years, subtly influencing the player character, urging the hero to undertake strange missions that often have unsettling consequences. When the succubus finally reveals its true nature, the adventurer should be shaken and conflicted about what to do, since it is not clear where the devil begins and where the lost ally ends.

## Annihilation

The mere intention to kill or destroy the player characters does not make an encounter an annihilation encounter. Most battles feature opposition driven by this motivation. For the encounter to be truly vile, the target marked for destruction must be something good, innocent, and pure. The goal should be destruction or desecration for its own sake. This is mindless violence, performed by creatures so consumed by evil that they cannot behave in any other way. Annihilation encounters are easy to construct since you only need to determine what it is that evil wants to eliminate. Complexity increases with the scope of the impending destruction. A simple annihilation encounter might feature a demon set loose in a town, while a complex example might feature a death cult performing a ritual to lure Atropus, the World Born Dead, to darken the skies and end existence.

**Example:** Unhinged devotees of Juiblex, the Faceless Lord, infiltrate a frontier community. In order to breed the slimes they worship, they unleash a vile plague in the streets. Whenever an infected person dies, slime slithers free from the corpse. The encounter pits the adventurers against the cultists. When they destroy the cultists, the characters discover there is no cure.

# Tactics

Objectives set the stage for a vile encounter by giving you a solid foundation for what is at stake. Though a vile objective is important, unless you demonstrate the creature's evil, the encounter will play out like any other. Tactics, then, are key.

What the creatures do and how they do it convey evil more than any other aspect of the encounter. Truly evil creatures are not likely to fight fairly. They might use disturbing spells or pursue courses of action the players should find reprehensible. You can demonstrate a creature's vile tendencies by using any of the following.

**Betrayal:** Vile monsters might exploit their allies to gain an advantage. They attack their allies to clear a path to reach the adventurers or use powers that sacrifice injured allies to damage the adventurers or to just recover from its own injuries. For example, a demon just called forth might kill its summoner first before attacking the player characters.

**Disturbing Effects:** You can describe a monster's powers in a way that reveals its vile nature. You might describe the sounds of screaming souls when a monster makes a fire attack. A character hit by a psychic attack might experience visions of loved ones dying in horrible ways. You can even make weapon attacks vile by describing how the villain strikes at sensitive areas, trying to maim the player character.

**Kill Dying Characters:** A vile monster will take the time to dispatch a dying adventurer. A vile wraith will certainly pause long enough to finish off a fallen adventurer if it can create another wraith. Although this is a viable tactic for vile monsters, it is one you should use sparingly.

**Lingering Effects:** An encounter with a vile monster should leave a lasting impression on the players. This might be something as simple as a scar or a wound that never quite heals, or it could be a disease or a curse (see page 29). During extended rests, the adventurers might suffer from nightmares after these encounters, or believe fervently that the monster might return at any time.

## Opposition

Evil creatures are an obvious choice for stocking a vile encounter. The key is to use creatures likely to work toward the encounter's stated objective. In thinking about the opposition, always keep in mind a creature's story, its place in the world, and what causes it fights for. Demons are great candidates for annihilation encounters. Devils do well in both corruption and domination encounters. Although there are exceptions, most orcs prefer to chop up their foes rather than tempt others toward evil or nurse existing evil until it flowers. A night hag would find it more useful to take prisoners, later extracting their souls for some unspeakable purpose, than to just kill the adventurers outright.

Evil creatures aren't exclusive to vile encounters. Sometimes using a good or an unaligned creature in a vile encounter creates a far more shocking experience to the players. A gold dragon is all the more fearsome when possessed by a demon or driven mad by some evil treasure that found its way into the dragon's hoard.

Always consider the monsters' powers. Look for potent combinations to test your players. For an easy example, if you have a monster that deals extra damage to targets granting combat advantage, be sure to include other creatures that can daze, knock prone, or restrain to increase the extra damage's frequency. Monsters that can spread diseases, drain healing surges, spawn allies from dead adventurers, or deliver effects that can last beyond the encounter's duration are good choices.

Finally, your monster choice should reinforce the encounter's narrative. The monster should define or add to the encounter's objective and its stakes, and convey the proper mood for such an evil scenario.

## Environment

You can enhance vile encounters by setting them in evocative environments that help communicate the encounter's objective. An appropriate environment can offer ways for the player characters to achieve their goals beyond simply slaughtering their opponents. Environmental tweaks might add extra complications and offer unexpected ways to defeat the enemies, or tools for those enemies to get an edge against the adventurers.

A vile encounter's environment doesn't always have to be a place steeped in evil. Desecrated temples, bizarre laboratories, and portals to malign realms are all suitable. Don't overlook places where evil seeks to gain a foothold. Vile darkness doesn't wait for heroes to root it out; it's an active and aggressive force, ever seeking to expand its influence through the planes. For this reason, these encounters are can take place where good holds sway. Healing houses, temples dedicated to good gods, idyllic communities, druid groves, tombs of fallen heroes, knight chapter houses, and similar locations can be excellent backdrops for vile encounters.

Ultimately, the environment should do three things: establish the stakes, reveal insights into the enemies' objectives, and reinforce the threat posed by vile darkness. Battling orcs on a desolate crag is something players expect to do. Discovering an orc tribe invading a sylvan paradise sacred to Corellon is startling, and the consequences for failure are far greater than the adventurers should allow.

## Consequences

If the adventurers fail to defeat the enemies featured in a vile encounter, the world should be worse off. An encounter centered on summoning a demon might see that demon released to wreak havoc in a nearby community if the adventurers fail to contain it. Failing to prevent the goblins from burrowing under the Healing Lodge might cause it to collapse into the earth.

Make the players aware of these consequences from the start. You can be direct and set the stage up front, or you might foreshadow the implications in prior adventures and encounters. Doing so helps ensure that the players will make stopping the evil a priority.

If the adventurers fail to thwart the evil plan, be prepared to go through with it. Try not to back down from the encounter's implications, even if doing so would spare a prized nonplayer character or important location. A catastrophic failure can set up future adventures and give the surviving player characters a powerful motivation to right the wrong they had a hand in creating.

# Vile Terrain

*"Dungeons are the ultimate expression of cruelty. They exist for one purpose—to kill. How wickedly marvelous!"*

—Iggwilv

The terrain described here supplements the fantastic terrain presented in the "Terrain Features" appendix of the *Rules Compendium*™. While these terrain features showcase evil's many expressions, other fantastic terrain such as blood rock and defiled ground is equally suited to vile encounters.

## Agony Amplifier

Many clichéd stories claim that there is power in pain, and that instinctive reactions to agony can be harnessed and used to great effect. The agony amplifier lends validity to these theories by broadcasting one creature's pain to all those around it. Profane runes form the outer edge of such a ring, binding mental magic into its vile form.

**Effect:** An agony amplifier typically covers a space 3 squares on a side. Whenever a creature in that space takes damage, each other creature in the space takes 5 psychic damage per tier. If no other creature is in the agony amplifier, the triggering creature takes 5 extra psychic damage per tier.

**Usage:** An agony amplifier is most likely to be found in a dark priest's temple or wizard's lair. These circles are useful for convincing fiendish creatures to serve the binder that called them. They can also be used effectively by creatures that immobilize or restrain. Such creatures can lock down victims and then pile on the pain.

## Carnage Stone

There are places in the world where evil has triumphed. These dark, blighted areas bore witness to great and terrible slaughter. Each innocent cut down on these sites leaves an imprint on the stone. Their psychic anguish bleeds out from their dying bodies and infuses the rock below. Creatures who travel across these damaged sites see flashes of the slaughter, from the perspective of either predator or prey.

**Effect:** Whenever a creature ends its turn on a square containing carnage stone, roll a d6. On an odd number, the creature falls prone. On an even number, the creature must make a melee basic attack as a free action against a random adjacent creature. If there are no adjacent creatures, the creature takes 5 psychic damage per tier.

**Usage:** Place carnage stone in sites that witnessed a terrible slaughter. Old battlefields, sites of genocide, and other dark ruins are good locations. Carnage stone adds an unpredictable element to combat, potentially shifting the battle for or against the adventurers each round.

## Festering Corruption

The Feywild and Shadowfell bleed into the natural world, and vice versa. There are tales about travelers vanishing into Faerie while walking a lonely road at night. Likewise, most rural communities know well there are nights when the dead walk and when the shadow reaches out from the underworld to snatch the living.

Planar bleeds rarely last for long. From time to time, a bleed lingers long enough to leave an impression, and the memory of the merged planes lives on for anywhere from hours to centuries. Festering corruption is an example of one such memory, and it results when a part of the Shadowfell oozes into the natural world. Little can survive the dark plane's touch. Affected areas feature dead grass underfoot, bones littering the ground, and skeletal trees whose clattering branches rattle with each gust. Only the most filth-hardened creatures can survive in these places for long.

**Effect:** An area of festering corruption is usually no larger than 4 squares on a side. Festering corruption has two effects, one for the living and one for the undead.

Whenever a living creature ends its turn in an area of festering corruption, it must make a saving throw. On a save, there is no effect. On a failed saving throw, the creature takes 5 necrotic damage per tier and is slowed until the end of its next turn.

Whenever an undead creature ends its turn in an area of festering corruption, it gains a +2 bonus to attack rolls and its speed until the end of its next turn.

**Usage:** Festering corruption results in places where someone or something has compromised the planar boundary's integrity. Dark rituals, shadow magic, or the creation of powerful undead can all create pockets of festering corruption.

## Forgotten Soul

The legends concerning the Raven Queen's rise to power suggest there is great power in souls, a power many vile creatures work to exploit. Most souls manage to pass through Letherna's gates for whatever fate awaits the dead, but a few find their final journey thwarted. Forgotten souls are wretched entities prevented from moving on because they are confused, imprisoned, or waylaid in some other way. Despair consumes them, and they infect the living with their sorrow.

**Effect:** A forgotten soul typically occupies 1 square. It does not block line of sight or effect, but creatures cannot move through its space.

On initiative count 10, a forgotten soul moves 1 square in a random direction into an unoccupied space.

Creatures adjacent to a forgotten soul grant combat advantage and take a –2 penalty to attack rolls. As well,

any creature that starts its turn adjacent to a forgotten soul must make a saving throw. On a save, nothing happens. On a failed saving throw, the creature is immobilized and takes 5 psychic damage per tier.

A creature can use a melee or a ranged attack to destroy a forgotten soul. The attack hits automatically, and the forgotten soul is removed from play. Forgotten souls are immune to close and area attacks.

**Usage:** Forgotten souls might linger individually or in small packs. They are most often found in dark dominions such as the Nine Hells, Pluton, or Shom, or in the most evil regions in the Shadowfell.

## Green Fog

A swirling green mist spreads across the ground, moving despite the lack of a breeze. As strange as the mists are, their sinister nature is not revealed until a creature vanishes into the fog. The mist transforms and corrupts the unwary soul, twisting it into a horrid mockery of what it once was. Unless the creature can somehow shake the green fog's effects quickly, the transformation will become permanent.

**Effect:** A patch of green fog covers an area 4 squares on a side. Squares in the fog are lightly obscured. Each round on initiative count 10, roll a d4. The green fog moves a number of squares equal to the die result in a random direction. Should the green fog move entirely out of the encounter area, remove the fog from play.

Any living creature that starts its turn in the green fog must make a saving throw. On a save, there is no effect. On a failed saving throw, the creature becomes a green fog mutant (save ends). Until the effect ends, the creature takes a –2 penalty to attack rolls, speed, and skill checks, but gains a +2 bonus per tier to damage rolls.

If a creature ends the encounter still subjected to the green fog's effects, the effects are permanent until the creature is the recipient of a Remove Affliction ritual or similar magic.

**Usage:** Green fog is not natural to the world; it originated in the Far Realm. For this reason, the queer mist only appears in tortured landscapes and warped terrain where the Far Realm's influence has been felt.

## Hellfire

Hellfire is a rare flame created by extracting energy from a tortured soul. Found almost exclusively in the Nine Hells' deepest reaches, these vile flames burn uncontrollably in areas where souls are gathered.

**Effect:** Whenever a creature that is not a devil enters a square containing hellfire or starts its turn there, it takes ongoing 5 fire and psychic damage per tier (save ends). If the creature is bloodied, the damage increases by 5. In addition, whenever a creature takes ongoing damage from hellfire, the creature cannot take opportunity actions or immediate actions until the start of its next turn.

**Usage:** Hellfire is common to the Nine Hells and rare elsewhere. Diabolists and those in service to Mephistopheles might know how to create hellfire and use it to ward their lairs.

## Larvae Pool

Among the many crimes one can lay at the feet of the night hags, the worst is their propensity for stealing souls bound to the Shadowfell. They warp their prisoners into squirming maggot forms called larvae, stuff them in bags, and slip away before anyone notices their villainy. The night hags use the larvae for their own dark rites and as currency for payment to other fiends in return for their loyalty or services.

**Effect:** A larvae pool covers a 2-square-by-2-square area and is difficult terrain. Any creature that ends its turn prone in the pool cannot crawl or stand up (save ends). Each time the creature fails a saving throw against this effect, the creature takes 5 damage per tier.

**Usage:** Larvae pools are found anywhere night hags are likely to haunt and might be guarded by demonic or devilish soldiers and brutes, especially those that can knock creatures prone.

KIERAN YANNER

## Lingering Evil

What might seem a trick of the eye could reveal some darker influence, a stain left by some profoundly wicked act. A revolting stench, dancing shadows, or weird chills can all indicate a lingering evil presence.

**Effect:** An area of lingering evil can be any size, though a 4-square-by-4-square space is common.

Good creatures take a –1 penalty to ability checks and skill checks made in the area of lingering evil. In addition, a natural or fey beast will not willingly enter its space. If forced, the beast is dazed until it exits.

**Usage:** Only the most profoundly wicked events create lingering evil. An evil god's appearance, a savage murder, or even a dark ritual can create an area of lingering evil. The phenomenon lasts in proportion to the creating event's duration, lasting for just a few minutes to centuries.

# Vile Curses

*"Do not speak to me of curses!"*

–Azalin of Darkon

A hag curses the knight who spurns her affections, barring him from ever finding love. A well-intentioned hero who kills a werebeast finds herself cursed to transform under the full moon's light. A band of heroes finds their flesh rotting and health failing after plundering a tomb king's vault. Curses are a staple in fantasy tales, and in the Dungeons & Dragons role-playing game, curses can prove as deadly as anything the heroes might fight.

A curse is an affliction gained as a result of a specific action or event. A character can become cursed after destroying an evil enemy, exploring a cursed site, or angering a great power. Once a character gains the curse, the affliction attacks the character each day, growing in intensity and severity. To lift the curse, a character must usually undergo a quest or make restitution for the act that triggered it, though powerful rituals might remove the curse as well.

## Curses in the Game

There are several ways a character might gain a curse. Use curses sparingly. You can use a curse to drive the story, and thus draw the adventurers into a new quest, or you can use one to reflect a particularly vile adversary whose evil lives on even after an encounter ends.

### Bestow Curse

Evil priests, wizards, and similar sorts might level a curse against their enemies.

**Standard Actions**

**Bestow Curse ✦ Encounter**

*Attack:* Ranged 10 (one enemy); the curser's level + 3 vs. Will

*Hit:* At the end of the encounter, the target makes a saving throw. On a failed saving throw, the target gains the curse of [curse name] (stage 1).

### Dying Curse

You can add the following power to a creature's statistic block. The creature should be a major villain in the game.

**Triggered Actions**

**Dying Curse ✦ Encounter**

*Trigger:* An enemy drops the curser below 1 hit point.

*Attack (No Action):* Close burst 3 (triggering enemy in the burst); the curser's level + 3 vs. Will

*Hit:* At the end of the encounter, the target makes a saving throw with a –2 penalty. On a failed saving throw, the target gains the curse of [curse name] (stage 1).

## Cursed Locations

Certain places steeped in evil can also impart curses. Make sure you give the players plenty of warning so they know what they are risking when they explore the site. A character who performs the action triggering the curse is subjected to an attack: the character's level + 3 vs. Fortitude; on a hit, the character makes a saving throw. On a miss, the target gains the curse of [curse name] (stage 1).

## A Cursed Existence

Each curse has stages of increasing severity. Most curses have four stages:

- ✦ Stage 0 (the curse is dormant)
- ✦ Stage 1 (the curse's initial effect)
- ✦ Stage 2 (the curse's more severe effect)
- ✦ Stage 3 (the curse's worst effect)

The effect that curses the creature specifies the stage of the curse that applies. Once a creature is cursed, the creature is subjected to that stage's effects.

Unless the curse is removed from the creature, it might progress at the end of the creature's next extended rest.

## Progression

A curse might worsen over time. A creature can try to resist the curse by making a skill check. The creature must fight the curse by itself and can receive no aid from its allies.

**Skill Checks:** Until the curse ends, the creature must make a skill check as specified by the curse at the end of each extended rest to determine if the curse's stage changes or stays the same. A curse specifies two DCs. A check result that equals or exceeds the higher

DC causes the stage to decrease by 1 (thus reducing the curse's effects). If the result equals the lower DC or a number between it and the higher DC, the curse remains at its current stage. A lower check result causes the curse's stage to increase by 1 (thus intensifying the curse's effects).

Some curses have more than two DCs or require skill checks at different times.

**Reaching a New Stage:** When a creature reaches a new stage of the curse, it is subjected to the effects of the new stage right away. Unless a curse description says otherwise, the effects of the new stage replace the effects of the old one.

**Dormancy:** Unlike a disease, a curse does not end when a character reaches stage 0. Instead, the curse becomes dormant. At the end of the creature's next extended rest, it must make another skill check to see if the curse worsens. You cannot reduce the curse's stage beyond 0.

**No Final Stage:** There is no final stage for curses. Until the curse ends or is lifted (see below), its effects can weaken or intensify each day.

## Lifting the Curse

Lifting a curse is not a matter of waiting it out. If a creature does nothing, the curse stays around for the rest of the creature's life and persists even if the creature is slain and later raised from the dead. To end the curse, a character must complete a quest described in the curse's description. You can replace the quest with another that better fits your campaign. Once the character completes the quest, the curse ends.

A character can also lift the curse by receiving a Remove Affliction ritual or similar magic. At the DM's discretion, some curses are so potent that they cannot be lifted by common ritual magic and require a special quest or unique ritual to lift.

When a character ends the curse, he or she gains experience points as if he or she had completed a minor quest of his or her level.

### MORE CURSES

The curses presented here build on the curses presented in Peter Schaefer's article "Unearthed Arcana: Curses (Foiled Again)" (*Dungeon* 182). The article provides another take on how to use curses in the game. There are some differences in how they are used, but they are compatible with those included here.

# Sample Curses

The following curses provide a broad sampling of curses encountered in the world. You can use the curses at any level. Simply set the curse's level to be equal to that of its source (usually a creature) and then use skill check DCs appropriate for its level.

## Accumulated Years

The dreaded curse of accumulated years causes a creature's body to age at a rapid rate. The mind remains as sharp as it ever was, but the flesh fails, bones become brittle, and hair turns to snowy white. Hags and nymphs are notorious for using this curse to punish those who spurn their advances or frustrate their plans.

**Accumulated Years** — **Variable Level Curse**

*You feel the weight of accumulated years in the whitening of your hair, the mass of wrinkles and spots appearing on your skin, and the blurriness in your vision.*

**Stage 0:** The curse is dormant.

**Stage 1:** While affected by stage 1, the target takes a –2 penalty to Strength, Dexterity, and Constitution ability checks and skill checks.

**Stage 2:** While affected by stage 2, the target takes a –2 penalty to Strength, Dexterity, and Constitution ability checks and skill checks. In addition, creatures more than 5 squares away from the target have partial concealment against it.

**Stage 3:** While affected by stage 3, the target takes a –2 penalty to Strength, Dexterity, and Constitution ability checks and skill checks as well as weapon attack rolls. The target is slowed, and creatures more than 5 squares away from the target have partial concealment against it.

**Stage 4:** While affected by stage 4, the target takes a –5 penalty to Strength, Dexterity, and Constitution ability checks and skill checks. In addition, the target is blinded, slowed, and weakened.

**Check:** At the end of each extended rest, the target makes an Arcana or Endurance check.

*Lower than Easy DC:* The stage of the curse increases by one.

*Easy DC:* No change.

*Moderate DC:* The stage of the curse decreases by one (if at stage 0, there is no change).

**Lifting the Curse:** Perform a service for an evil hag (heroic tier), steal a kiss from an archfey (paragon tier), or bathe in the Pool of Eternal Youth (epic tier).

## Misery Eternal

The sinister atmosphere evoked by the Shadowfell stems from the incredible dangers embodied by its inhabitants. It is home to death giants, undead, and countless other creatures. Yet creatures do not alone make this plane dangerous. There are places where the land itself is as great an enemy as any monster. The curse of misery eternal often falls on those who explore the Shadowfell's darkest regions, where shadow energy pools and grows stagnant, poisoning the landscape with death's power.

**Misery Eternal** **Variable Level Curse**

*A cold bleakness grips your thoughts. It drags you down into a melancholy from which there is no escape.*

**Stage 0:** The curse is dormant.
**Stage 1:** While affected by stage 1, whenever the target rolls a natural 20 on an attack roll, skill check, or ability check, the target must roll again and use the second result, even if it is also 20.
**Stage 2:** While affected by stage 2, the target is affected by stage 1, and the target's normal complement of actions on its turns does not include a minor action.
**Stage 3:** While affected by stage 3, the target is affected by stages 1 and 2. In addition, the target becomes insubstantial against all damage except force damage and radiant damage. If the target drops below 1 hit point, it dies.
**Check:** At the end of each extended rest, the target makes a Religion check.
*Lower than Easy DC:* The stage of the curse increases by one.
*Easy DC:* No change.
*Moderate DC:* The stage of the curse decreases by one (if at stage 0, there is no change).
**Lifting the Curse:** Drop a good creature to 0 hit points (heroic tier), spend a day and a night in the dark lands (paragon tier), or travel to the Empyron on Celestia and drink ambrosia from a sacred cup (epic tier).

## Noisome Vapors

What at first seems to be a humiliating affliction reveals its true threat when the sickening odors become pungent enough to kill. Characters who explore the more fetid corners of the Abyss or who battle slaads might gain this affliction.

**Noisome Vapors** **Variable Level Curse**

*A rancid odor follows you and grows worse with each passing day until no one can stand to be around you.*

**Stage 0:** The curse is dormant.
**Stage 1:** While affected by stage 1, all living creatures adjacent to the target take a -2 penalty to attack rolls.
**Stage 2:** While affected by stage 2, all living creatures within 2 squares of the target take a -2 penalty to attack rolls. In addition, when a living creature ends its turn in a square adjacent to the target, that creature is weakened until the end of its next turn.
**Stage 3:** While affected by stage 3, all living creatures within 3 squares of the target take a -2 penalty to attack rolls. In addition, any creature that ends its turn within 3 squares of the target takes 5 poison damage (10 at 11th level, 15 at 21st level), and it is weakened until the end of its next turn.
**Check:** At the end of each extended rest, the target makes an Arcana check.
*Lower than Easy DC:* The stage of the curse increases by one.
*Easy DC:* No change.
*Moderate DC:* The stage of the curse decreases by one (if at stage 0, there is no change).
**Lifting the Curse:** Carry a toad in your pocket for a week (heroic tier), kill a slaad of your level or higher in single combat (paragon tier), or swallow a single drop of the River Styx (epic tier).

## Sentient Tumor

The Far Realm's intrusion into the natural world brings with it madness and mutation. The myriad aberrant creatures capering in the dark places give proof to this alien realm's threat. A brush with these creatures is sometimes all it takes to become afflicted with the Far Realm's influence.

**Sentient Tumor** **Variable Level Curse**

*A bulge in the flesh is one thing. A flicking eye in the center of the undulating mass is something else entirely.*

**Stage 0:** The curse is dormant.
**Stage 1:** While affected by stage 1, the target gains an unsightly growth bearing an eye in the center. The target gains a +2 bonus to Insight checks and Perception checks.
**Stage 2:** While affected by stage 2, the growth swells in size. Whenever the target is first bloodied, it is dominated until the end of its next turn. The tumor always directs the target to attack an ally.
**Stage 3:** While affected by stage 3, the target rolls two initiative checks at the start of combat. On each of its turns, it rolls a d6. On an odd number, the tumor chooses the target's actions, causing it to attack its allies or approach them if they are out of range. On an even number, the target acts normally.
**Check:** At the end of each extended rest, the target makes an Arcana or a Dungeoneering check.
*Lower than Easy DC:* The stage of the curse increases by one.
*Easy DC:* No change.
*Moderate DC:* The stage of the curse decreases by one (if at stage 0, there is no change).
**Lifting the Curse:** Convince a foulspawn to accept the tumor as a gift (heroic tier), cut a portion of the tumor away and fling it into the Far Realm (paragon tier), or shatter one of the seals containing the Chained God (epic tier).

## Tomb King's Wrath

Those who have plundered the vaults of ancient kings whisper of the curse that haunts those who touch the fabulous treasures therein. The curse causes flesh to fester and rot. Victims who succumb to the curse collapse into piles of dust, dispersed in the lightest breeze. Powerful mummies curse their treasures to discourage robbers from disturbing their rest.

**Tomb King's Wrath** **Variable Level Curse**

*Tumescent black boils appear on your skin that burst with a touch. The rot from these wounds spreads quickly to consume your body.*

**Stage 0:** The curse is dormant.
**Stage 1:** While affected by stage 1, the target has vulnerable 5 to all damage.
**Stage 2:** While affected by stage 2, the target has vulnerable 10 to all damage and takes a -2 penalty to attack rolls.
**Stage 3:** While affected by stage 3, the target has vulnerable 10 to all damage, takes a -2 penalty to attack rolls, and is weakened. If the target drops below 1 hit point, it dies instantly, and its remains turn to dust.
**Check:** At the end of each extended rest, the target makes a Religion check.
*Lower than Easy DC:* The stage of the curse increases by one.
*Easy DC:* No change.
*Moderate DC:* The stage of the curse decreases by one (if at stage 0, there is no change).
**Lifting the Curse:** Spend one week in the desert without food or water (heroic tier), convince a mummy to lift the curse (paragon tier), or travel to the Forgotten City and place a sacrificial offering on the altar of a dead god (epic tier).

## Werewolf Lycanthropy

Accepted lore claims lycanthropes are humanoids that can transform into beasts and back again. There are tales, however, of mortals cursed by Melora or Sehanine for some crime they committed against nature. Each time the full moon rises, the transgressor transforms into a savage beast. Other cursed creatures can pass on their affliction through bite attacks, in which case the curse replaces the monster's disease.

This curse is designed for werewolves, though you can adapt it for other kinds of lycanthropes by changing the form the creature assumes.

**Werewolf Lycanthropy** **Variable Level Curse**

*The rising moon awakens the beast within and it will stop at nothing to be free.*

**Stage 0:** The curse is dormant.
**Stage 1:** While affected by stage 1, the target takes a -2 penalty to Will.
**Stage 2:** While affected by stage 2, whenever the target becomes bloodied, it makes a melee basic attack as a free action against an ally adjacent to it.
**Stage 3:** While affected by stage 3, whenever the target is hit by an attack, it makes a melee basic attack as a free action against an ally adjacent to it.
**Stage 4:** While affected by stage 4, the target becomes a werewolf under the DM's control, but only on nights of the full moon. The werewolf's bite exposes targets to this curse, rather than werewolf moon frenzy.
**Check:** At the end of each extended rest, the target makes a Nature check if it is at any stage but 4.
*Lower than Easy DC:* The stage of the curse increases by one.
*Easy DC:* No change.
*Moderate DC:* The stage of the curse decreases by one (if at stage 0, there is no change).
**Lifting the Curse:** Bestow the curse to one good creature of your level or higher (heroic), seek out a werewolf lord and convince it to lift the curse (paragon), or gain an audience with the Maiden of the Moon and subject yourself to her judgment (epic). At the DM's discretion, a Remove Affliction ritual performed on the target also lifts the curse.

**Werewolf Bite** **Curse Attack**

*You sink your fangs into another creature to rend the flesh and spread your curse.*

**At-Will**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Your level + 5 vs. AC
**Hit:** 2d6 + your level damage. If this attack bloodies the target, the target must make a saving throw at the end of the encounter with a -2 penalty. On a failed saving throw, the target contracts the curse of werewolf lycanthropy (stage 1).

# Vile Diseases

*"Issue forth and multiply, my children! Work your evil! Show these mortal meat bags no mercy! I want to see eyeballs bleed, boils burst, and skin slough from bones!"*
– Phraxas the Oinodemon

Though capable of creating much misery and suffering, disease isn't usually innately evil. Knowingly spreading disease, however, is evil, and certain creatures, such as slaads, do so without reservation.

Some plagues stand out from the rest. They are strange and unsettling diseases whose effects are so profound and so horrific that they qualify as being evil. This section presents several of the more notorious diseases adventurers might face. Some diseases affect the body, while others target the mind. All, however, leave their victims far worse off than they were when they began.

## Contracting a Disease

Each entry includes details on how a creature might be exposed to the disease. Diseases transmitted by monster attacks require close contact and thus aren't transmitted by weapon attacks. Instead, they transfer by melee attacks that lack the weapon keyword such as slam, claw, bite, and so on.

If a monster has such a natural attack, you can add the following power to its statistics block.

**Triggered Actions**
**Spreading the Disease** (disease)
*Trigger:* This creature hits an enemy with a melee attack that lacks the weapon keyword.
*Effect (No Action):* At the end of the encounter, the target makes a saving throw. On a failed saving throw, the target contracts [disease name] (stage 1).

If the monster does not have a melee attack that lacks the weapon keyword, you can give the monster the following attack power.

**Standard Actions**
**✝ Infectious Touch** (disease) **✦ At-Will**
*Attack:* Melee 1 (one creature); monster's level + 3 vs. Fortitude
*Hit:* At the end of the encounter, the target makes a saving throw. On a failed saving throw, the target contracts [disease name] (stage 1).

For diseases that rely on environmental exposure, the disease's description includes the method for exposure: touch, ingestion, or inhalation. Should the character come into contact with the disease, the disease's description includes whether infection is automatic or requires a successful attack roll against the creature.

For more information on diseases, refer to the *Rules Compendium*.

# Sample Diseases

The following diseases provide some examples of vile diseases encountered in the world. You can use the diseases at any level. Simply set the disease's level to be equal to that of its source (usually a creature) and then use skill check DCs appropriate for its level.

## Deathsong

Deathsong was one of the dead god Nerull's many gifts to the world. His priests would spread the infection wherever they went, to offer souls to their dark master. This hideous disease takes its name for the howling chorus rising from its victims as it causes flesh to wither and blacken. Once infection sets in, it doesn't take long for the disease to run its course. The flesh simply dies and bones pop and snap until the victim's life blessedly gutters out in a pungent flood.

An infected creature automatically exposes the character it touches to the disease. At the end of its next short or extended rest, the creature must make a saving throw. On a failed saving throw, it contracts deathsong (stage 1).

**Deathsong** **Variable Level Disease**

*You would hear the disease ravage your body in the crackling of your skin and popping of your bones if you could just stop screaming.*

**Stage 0:** The target recovers from the disease.
**Stage 1:** While affected by stage 1, the target takes a –2 penalty to skills checks and ability checks based on Strength, Dexterity, and Constitution.
**Stage 2:** While affected by stage 2, the target takes a –2 penalty to attack rolls, skills checks, and ability checks based on Strength, Dexterity, and Constitution. In addition, the target is dazed.
**Stage 3:** The target dies.
**Check:** At the end of each short rest and extended rest, the target makes an Endurance check if it is at stage 1 or 2.
*Lower than Easy DC:* The stage of the disease increases by 1.
*Easy DC:* No change.
*Moderate DC:* The stage of the disease decreases by 1.

## Demon Fever

The Abyss's depths are fertile ground for all manner of diseases. One of the most common is demon fever, a horrid infection carried by some demons and transmitted through their natural attacks. Those afflicted by the disease find dark thoughts creeping into their minds, thoughts of violence and death.

**Demon Fever** **Variable Level Disease**

*A fever rages through you, making you flushed and angry. You see enemies everywhere, and the only thing you want to do is kill.*

**Stage 0:** The target recovers from the disease.
**Stage 1:** While affected by stage 1, the target takes a –2 penalty to attack rolls. In addition, the target loses a healing surge.
**Stage 2:** While affected by stage 2, the target loses a healing surge. Whenever the target is first bloodied during an encounter, it takes 5 extra damage per tier, and the target must spend its standard action each round to make either a charge attack or a melee basic attack against the nearest ally (save ends).
**Stage 3:** While affected by stage 3, the target loses all healing surges. Whenever the target is first bloodied during an encounter, it takes 10 extra damage per tier, and until the end of the encounter, the target must spend its standard action each round to make either a charge attack or a melee basic attack against the nearest ally.
**Check:** At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.
*Lower than Easy DC:* The stage of the disease increases by 1.
*Easy DC:* No change.
*Moderate DC:* The stage of the disease decreases by 1.

## Faceless Hate

A magical disease designed to punish those who give into their hatred, faceless hate fills a creature with uncontrollable anger. The most awful aspect of this disease is revealed when the creature's facial features slough away, leaving behind smooth and unblemished skin. At this point, the creature is doomed to blind rage until it dies from starvation or thirst.

A creature that kills a creature infected with faceless hate becomes exposed to the disease. The creature must make a saving throw at the end of the encounter. On a failed save, it contracts faceless hate (stage 1).

**Faceless Hate** **Variable Level Disease**

*Anger builds inside you. It is blinding rage that cannot be sated until everything around you is dead.*

**Stage 0:** The target recovers from the disease.
**Stage 1:** While affected by stage 1, the target must make every opportunity attack that it can, and its allies provoke opportunity attacks from it as if they were its enemies (they are not otherwise considered its enemies).
**Stage 2:** While affected by stage 2, the target must make every opportunity attack that it can, and its allies provoke opportunity attacks from it as if they were its enemies (they are not otherwise considered its enemies). In addition, while the target is bloodied, it is blinded but has blindsight 5. If the target does not hit with an attack on its turn while bloodied, it takes 5 psychic damage per tier at the end of its turn.
**Stage 3:** While affected by stage 3, the target's eyes and mouth vanish. The target is blinded but has blindsight 5. The target's alignment changes to evil if it wasn't evil already, and it treats all creatures as enemies. Finally, whenever the target starts its turn with at least one creature within 5 squares of it, the target must use its standard action on its turn to make an attack if possible.
**Check:** At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.
*Lower than Easy DC:* The stage of the disease increases by 1.
*Easy DC:* No change.
*Moderate DC:* The stage of the disease decreases by 1.

## Melting Fury

This fearsome disease is quite rare since it spreads by handling undead flesh, an act few have occasion or inclination to perform. The disease, infused as it is with shadow energy, causes flesh to rot and organs to melt until only stained bones remain. The exposed skeleton soon animates and wanders about until destroyed.

Not all undead flesh carries this disease, but it is common to creatures associated with Kyuss, the Worm that Walks. When a creature touches or ingests the flesh, the disease attacks the creature: disease's level + 3 vs. Fortitude. On a hit, the creature contracts melting fury (stage 1).

**Melting Fury** **Variable Level Disease**

*As the disease progresses, your flesh becomes wet and slimy. Any pressure at all causes your flesh to tear and blood and filth to spill forth.*

**Stage 0:** The target recovers from the disease.
**Stage 1:** While affected by stage 1, the target has vulnerable 5 to all damage.
**Stage 2:** While affected by stage 2, the target has vulnerable 10 to all damage, and when the target takes damage from an attack that lacks a damage type, each creature adjacent to the target is exposed to the disease. At the end of the encounter, an exposed creature must make a saving throw. On a failed saving throw, the target contracts melting fury (stage 1).
**Stage 3:** The target dies as the flesh melts away into a fetid pool. After 24 hours, the remains animate to become a decrepit skeleton (*Monster Vault*, page 255).
**Check:** At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.
*Lower than Easy DC:* The stage of the disease increases by 1.
*Easy DC:* No change.
*Moderate DC:* The stage of the disease decreases by 1.

## Psychic Parasites

The psychic parasite is a miniscule creature that infiltrates a sentient creature's brain and feeds on its thoughts, memories, and—for some—its psionic energy. A creature infected by psychic parasites can pass them onto other creatures through bite attacks, claw attacks, and the like, as well as through psionic attack powers that target Will. A creature might also become exposed to psychic parasites in places inhabited by aberrant creatures. Inhaling the air in these places allows the disease to make the following attack: the disease's level + 3 vs. Will. On a hit, the target contracts psychic parasites (stage 1).

**Psychic Parasites** **Variable Level Disease**

*What begins as a faint buzzing in your ears intensifies until you can no longer concentrate on what is going on around you.*

**Stage 0:** The target recovers from the disease.
**Stage 1:** While affected by stage 1, the target takes a -2 penalty to Insight checks and Perception checks. If the target has the Psionic Augmentation class feature, it regains 1 less power point after a short rest, though not after an extended rest.
**Stage 2:** While affected by stage 2, the target takes a -5 penalty to knowledge checks, monster knowledge checks, Insight checks, and Perception checks. If the target has the Psionic Augmentation class feature, it cannot regain power points by taking a short rest.
**Stage 3:** While affected by stage 3, the target is unconscious and cannot be awakened.
**Check:** At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.
*Lower than Easy DC:* The stage of the disease increases by 1.
*Easy DC:* No change.
*Moderate DC:* The stage of the disease decreases by 1.

## Scarlet Plague

The scarlet plague is one of the more famous epidemics to strike the world. Efforts to stamp it out have never been successful. The disease simply appears somewhere else. Its victims experience vertigo and stabbing pain that intensifies until blood seeps from the pores. Many sufferers also find their bones warping and twisting, or even growing sharp thorns that punch through the skin from the inside.

The disease spreads by inhaling the breath of an infected creature. Thus proximity is usually enough to require a creature to make a saving throw. On a failed saving throw, the creature contracts red death (stage 1).

**Scarlet Plague** **Variable Level Disease**

*Pain shoots through your limbs. The world seems to spin around you. Not long after, you find blood seeping out from your pores.*

**Stage 0:** The target recovers from the disease.
**Stage 1:** While affected by stage 1, the target takes a -2 penalty to attack rolls, skill checks, and ability checks.
**Stage 2:** While affected by stage 2, the target takes a -2 penalty to attack rolls, skill checks, and ability checks. In addition, whenever the target misses with an attack or is moved by a pull, push, or slide, the target falls prone.
**Stage 3:** The target dies.
**Check:** At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.
*Lower than Easy DC:* The stage of the disease increases by 1.
*Easy DC:* No change.
*Moderate DC:* The stage of the disease decreases by 1.

# Vile Traps and Hazards

*"In retrospect, I might have gone a little overboard. The best traps make their prisoners suffer and scream. Adventurers who visit my tomb die too quickly."*

—Acererak

Traps and hazards are common obstacles to adventurers. There are some dangers, though, that have such wicked effects that those who run afoul of them face death or something worse than death. The following assortment reflects the kinds of wicked devices one might find in and around the lairs of the world's worst villains and supplements those traps and hazards described in the *Dungeon Master's Kit* and the *Dungeon Master's Guide*.

## Crypt Thing

Thought to be some form of malevolent undead guardian, a crypt thing is in fact an advanced magical trap designed to protect a valuable treasure. All crypt things are brown or black-robed skeletons seated in high-backed chairs. A crypt thing rolls initiative and attacks on its turn when a living creature enters the room it occupies.

The crypt thing can speak and will converse with creatures that talk to it. Even if the adventurers get the crypt thing talking, it does not break off its attack. A crypt thing knows information about its location and all adjacent rooms and answers one question per turn as a free action.

A character can identify a crypt thing with a successful DC 32 Arcana or Religion check.

BRIAN SNODDY

**Crypt Thing** **Level 18 Trap**
Object XP 2,000

**Detect** automatic **Initiative** +10
**HP** 100
**AC** 30, **Fortitude** 30, **Reflex** 25, **Will** –
**Immune** necrotic, poison, psychic, forced movement, all conditions, ongoing damage

**Standard Actions**

**False Disintegrate** (illusion) ✦ **At-Will**
*Attack:* Ranged 5 (one creature); +21 vs. Will
*Hit:* The target is stunned and invisible (save ends both).

**Baleful Teleport** (force, teleportation) ✦ **Recharge** ⚅ ⚄ ⚃
*Attack:* Ranged 5 (one creature); +21 vs. Will
*Hit:* The crypt thing teleports the target 4d20 squares in a random direction. Roll a d6 to determine direction: 1, up; 2, down; 3, north; 4, south; 5, east; 6, west. The crypt thing does not need line of sight to the destination space. If that space is occupied or is blocking terrain, the target takes 20 force damage and is thrust into the nearest unoccupied space. If the target is teleported into open air, it falls. The target does not get a saving throw to negate the teleportation.

**Triggered Actions**

**Claw** ✦ **At-Will**
*Trigger:* A creature adjacent to the crypt thing attacks it.
*Attack (Immediate Reaction):* Melee 1 (triggering creature); +23 vs. AC
*Hit:* 4d8 + 8 damage.
*Effect:* The crypt thing can push the target 1 square.

**Countermeasures**

✦ **Disable:** Arcana or Religion DC 32. Allies can use Arcana, Religion, or Thievery to aid the Arcana or Religion check, using the aid another action. *Failure (27 or lower):* The crypt thing recharges *baleful teleport* and uses it as a free action.
✦ **Trace:** Arcana DC 32. *Success:* The character discovers the destination space of a creature hit by either of the crypt thing's standard action attacks.
✦ **Negotiate:** Diplomacy DC 32 (standard action). *Success:* The crypt thing truthfully answers one question about the room it occupies, what it guards, and about its nature. If asked about one of its victims, it insists the creature was disintegrated.

## Death Mold

Molds, slimes, and other fungi thrive in the Underdark. Adventurers learn to give such growths a wide berth, since one never knows when an otherwise innocuous infestation is actually poses a significant threat. Death mold is one of the nastier growths, rampant in the lightless tunnels below the Shadowfell's surface. This hazard is deemed particularly deadly, since it isn't content to simply kill. Those slain by its spores instantly rise up as ravenous zombies.

A patch of death mold typically covers an area of 8 contiguous squares. A character can identify death mold with a successful DC 28 Dungeoneering or Nature check.

| Death Mold | Level 12 Hazard |
|---|---|
| Terrain | XP 700 |
| **Detect** Perception DC 20 | **Initiative** – |
| **Immune** attacks | |

**Triggered Actions**

**Attack** (necrotic) ✦ **At-Will**

*Trigger:* A living creature enters or starts its turn within 3 squares of the death mold.

*Attack (Immediate Reaction):* Close blast 3 (living creatures in the blast, including the triggering creature); +15 vs. Fortitude

*Hit:* 2d6 + 14 necrotic damage. A Small or Medium target dropped below 1 hit point by this attack dies and immediately becomes a death mold zombie. The zombie rolls initiative and acts on its turn under the Dungeon Master's control.

*Miss:* Half damage.

**Countermeasures**

✦ **Dormant:** A character can use a radiant attack power to render the death mold dormant in a target square or squares in the attack's area. No attack roll is necessary. Until the end of the character's next turn, creatures do not trigger attacks from the dormant mold.

✦ **Destroy:** A character can use a fire attack power to destroy the death mold in a target square or squares in the attack's area. No attack roll is necessary.

| Death Mold Zombie | Level 12 Brute |
|---|---|
| Medium natural humanoid (undead) | XP 700 |
| **HP** 147; **Bloodied** 73 | **Initiative** +7 |
| AC 24, **Fortitude** 25, **Reflex** 21, **Will** 22 | **Perception** +8 |
| **Speed** 4 | |
| **Resist** 10 necrotic; **Vulnerable** 10 fire | |

**Traits**

**Dormant Corpse**

Whenever the zombie takes radiant damage, it falls prone.

**Standard Actions**

**Slam** ✦ **At-Will**

Attack: Melee 1 (one creature); +17 vs. AC

Hit: 2d12 + 12 damage.

**Triggered Actions**

**Spore Burst** (necrotic) ✦ **Recharge** ⚄ ⚅

*Trigger:* An enemy hits the zombie with a weapon attack.

*Attack (Immediate Reaction):* Close burst 2 (living creatures in the burst); +15 vs. Fortitude

*Hit:* 3d6 + 12 necrotic damage. A Small or Medium target dropped below 1 hit point by this attack immediately dies and becomes a death mold zombie. The zombie rolls initiative and acts on its turn under the Dungeon Master's control.

| | | |
|---|---|---|
| **Str** 22 (+12) | **Dex** 12 (+7) | **Wis** 15 (+8) |
| **Con** 17 (+9) | **Int** 1 (+1) | **Cha** 1 (+1) |
| **Alignment** unaligned | **Languages** – | |

# Far Realm Anomaly

The Far Realm is relentless in its efforts to invade the natural world. Ever does it press against the boundaries, crawling across the barriers in search of even the smallest crack through which its mutants and aliens might emerge. Once through, the creatures widen the crack and release a flood of corrupting energy. A Far Realm anomaly is a place where the Far Realm has chipped away at the barriers and can now bleed somewhat into the world.

**FAR REALM ANOMALY MUTATION**

| d20 | Result |
|---|---|
| 1 | The target bleeds internally, instantly taking damage equal to its bloodied value. |
| 2 | One of the target's arms becomes useless. The target cannot use the arm. |
| 3 | One of the target's legs becomes useless. The target is slowed. |
| 4 | The target's eyes explode as stubby tentacles erupt from its eye sockets. The target is blinded. |
| 5 | The target's mouth seals shut. The target cannot speak. |
| 6 | The target's ears grow wings and fly away. The target is deafened. |
| 7 | The target's legs fuse into a fish tail or a snake tail. The target takes a -3 penalty to speed. |
| 8 | The target's tongue grows too long for its mouth. |
| 9 | The target grows an unsightly growth on its head. The target cannot wear hats or head slot magic items. |
| 10 | The target loses all its body hair. |
| 11 | The target grows profuse body hair. |
| 12 | A small, screaming vestigial twin protrudes from the target's torso. The target cannot gain surprise unless the vestigial twin is silenced or killed. The twin has 1 hit point, defenses equal to the target's, and no attacks. If the twin is killed, the target loses a healing surge and takes damage equal to its healing surge value. |
| 13 | The target grows a strange hump on its back. |
| 14 | The target's arms become tentacles. The target can no longer wear gloves, gauntlets, or rings, and weapon attacks made by the target take a -2 penalty. |
| 15 | The target acquires an extra eye in an unusual place, gaining a +1 item bonus to Perception checks. |
| 16 | The target's legs become freakish and muscular until the end of the encounter. While its legs are altered, the target gains a +1 item bonus to speed. |
| 17 | The target's skin thickens until the end of the encounter. While its skin is thick, the target gains a +1 item bonus to AC and Fortitude. |
| 18 | The target gains 15 temporary hit points. |
| 19 | The target grows wings until the end of the encounter. While it has wings, the target gains a speed of fly 4 (clumsy). |
| 20 | The target vanishes into the Far Realm. It is removed from play and takes ongoing 10 acid and psychic damage (save ends both). When the effect ends, the target returns to play in an unoccupied space of the DM's choice within 3 squares of the space where it vanished from. |

The anomaly looks like someone grabbed the air and crunched it into a ball, an effect created by the anomaly's ability to bend light. It hovers in the air, about four feet from the ground. A character can identify the anomaly with a successful DC 30 Arcana or Dungeoneering check.

| **Far Realm Anomaly** | **Level 15 Hazard** |
|---|---|
| Object | XP 1,200 |
| **Detect** Arcana or Perception DC 22 | **Initiative** +9 |
| **Immune** attacks | |
| **Traits** | |
| ☼ **Distortion Field** ✦ **Aura** 3 | |
| Ranged attacks against creatures in the aura take a -2 penalty to the attack roll. | |
| **Standard Actions** | |
| ✧ **Attack** (polymorph, psychic) ✦ **Recharge** ⚄ ⚅ | |
| *Attack:* Close burst 3 (non-aberrant creatures in the burst); +18 vs. Fortitude | |
| *Hit:* 2d6 damage plus 2d6 psychic damage, and the target mutates. Roll a d20 on the Far Realm Anomaly Mutation table. Unless otherwise specified in the mutation, the effects are permanent. The cleric power *holy cleansing*, the Remove Affliction ritual, or similar magic can end the effect. | |
| **Countermeasures** | |
| ✦ **Disable:** Arcana DC 30. *Failure (25 or less):* The anomaly's attack recharges and it uses it immediately as a free action. | |

# Glyph of Changes

Magical glyphs are a popular alternative to mechanical traps. These inscriptions hold a great deal of power that releases with dramatic effect once a creature triggers it. The glyph of changes is one of the most powerful glyphs. Creatures caught in the trap's burst are disoriented as they figure out they've just been transformed into mice.

| **Glyph of Changes** | **Level 20 Minion Trap** |
|---|---|
| Object | XP 700 |
| **Detect** Perception DC 34 | **Initiative** – |
| **Immune** attacks | |
| **Triggered Actions** | |
| ✧ **Attack** (polymorph) ✦ **Encounter** | |
| *Trigger:* A creature enters a square containing the glyph. | |
| *Attack (Immediate Reaction):* Close burst 5 (creatures in the burst); +23 vs. Fortitude | |
| *Hit:* The target turns into a Tiny mouse for 1d6 hours. | |
| *Miss:* The target turns into a Tiny mouse (save ends). | |
| *Effect:* As a mouse, the target is dazed, and the only actions it can take are to shift or walk. All of the target's equipment transforms with it. The cleric power *holy cleansing*, the Remove Affliction ritual, or similar magic can end the effect. | |
| **Countermeasures** | |
| ✦ **Disable:** Thievery DC 34. *Failure (29 or less):* The glyph is triggered. Allies can use Thievery or Arcana to aid the Thievery check, using the aid another action. | |

# Iron Boot

Few traps are as cruel as the dreaded iron boot. The trap consists of two blades stretched apart and held in place. When a creature puts pressure on the trigger plate, the blades snap shut to sever the limb. Most iron boots are hidden by a piece of false flooring painted to look like stone or wood.

| **Iron Boot** | **Level 2 Minion Trap** |
|---|---|
| Object | XP 31 |
| **Detect** Perception DC 20 | **Initiative** – |
| **Immune** attacks | |
| **Triggered Actions** | |
| ↓ **Attack** ✦ **Encounter** | |
| *Trigger:* A creature enters the trap's square. | |
| *Attack (Immediate Reaction):* Melee 1 (triggering creature); +5 vs. Reflex | |
| *Hit:* 1d6 + 2 damage, and the target is grabbed by its foot, if it has one (escape DC 18). Until the grab ends, the target takes ongoing 5 damage. Each time the target makes an escape attempt against the grab, the target takes 5 damage. If the trap drops the target below 1 hit point, the target loses the foot. A creature with a lost foot is considered to be balancing and treats all surfaces as unstable (see the Acrobatics skill in the *Rules Compendium*). A creature can regain the missing foot through the cleric power *holy cleansing* or similarly powerful restorative magic. | |
| *Miss:* Half damage, and the target is immobilized until the end of its next turn. | |
| **Countermeasures** | |
| ✦ **Disable:** Thievery DC 20. *Success:* The iron boot is jammed and cannot attack. | |

# Lunacy Mist

Sometimes the Feywild's intrusion into the natural world—by planar breach, portal, or other planar phenomenon—can cause the plane's magical energy to infuse otherwise ordinary meteorological events, such as rain, fog, and snow. Lunacy mist is a rare example, and it behaves like normal fog except for the glittering golden motes drifting through the clouds.

Lunacy mist typically covers 20 contiguous squares. A successful DC 15 Perception check lets a character spot the golden motes. A DC 23 Arcana or Nature check identifies the fog as lunacy mist. Holding one's breath in the mist does nothing to stave off its effects. It is possible to fight back against its influence through physical effort.

| **Lunacy Mist** | **Level 6 Hazard** |
|---|---|
| Terrain | XP 250 |
| **Detect** automatic | **Initiative** – |
| **Immune** attacks | |

**Traits**

**Lightly Obscured**

Squares in the mist are lightly obscured.

**Triggered Actions**

**Attack** (poison) ✦ **At-Will**

*Trigger:* A creature starts its turn in the mist's space.

*Attack (Opportunity Action):* Melee 0 (triggering creature); +9 vs. Will

*Hit:* 1d8 + 4 poison damage, and the target is subjected to lunacy (save ends). Until the effect ends, the target rolls a d6 at the start of its turn before taking any actions to determine the mist's effects.

- ⚀ The target is stunned until the start of its next turn.
- ⚁ The target is dazed until the start of its next turn.
- ⚂ The target takes 5 poison damage and is slowed until the start of its next turn.
- ⚃ The target's first action this turn must be a basic attack or a charge against the creature closest to it. If no creature is within range, the target is dazed until the start of its next turn.
- ⚄ The target takes a -2 penalty to attack rolls until the start of its next turn.
- ⚅ No effect.

**Countermeasures**

✦ **Avoid:** Endurance DC 23. The target can make an Endurance check when entering the mist as a free action. *Success:* The target gains a +4 bonus to Will against the mist until the end of the target's next turn.

# Mirror of Life Trapping

The mirror of life trapping ensnares the vain by drawing the creature into the mirrored surface. Once ensnared, there is no escape until another creature looks into the mirror.

A mirror of life trapping is usually a full-length mirror hanging on a vertical surface. If there's a creature trapped inside the mirror, it appears on the surface, behaving in a manner appropriate for a trapped creature. A character can identify the trap as a mirror of life trapping with a successful DC 26 Arcana check.

| **Mirror of Life Trapping** | **Level 10 Trap** |
|---|---|
| Object | XP 500 |
| **Detect** automatic | **Initiative** – |
| **HP** 50 | |
| **AC** 5, **Fortitude** 10, **Reflex** 5, **Will** – | |
| **Immune** necrotic, poison, psychic, forced movement, all conditions, ongoing damage; **Vulnerable** 10 thunder | |

**Triggered Actions**

**Attack** ✦ **At-Will**

*Trigger:* A creature that is not blind or blinded starts its turn adjacent to the mirror.

*Attack (Opportunity Action):* Melee 1 (triggering creature); +13 vs. Will

*Hit:* The target is trapped in the mirror. While trapped in the mirror, the target is removed from play. If there is already a creature trapped in the mirror, the effect ends for that creature, which returns to play in an unoccupied space within 3 squares of the mirror.

*Miss:* The target is dazed until the start of its next turn.

**Countermeasures**

✦ **Destroy:** Reducing the mirror to 0 hit points destroys it but automatically kills any creature trapped inside.

# Rot Grub Pit

A concealed pit is a useful and simple obstacle to keep enemies from reaching important locations, but rarely is a pit enough to deter an adventurer from pressing on. The cruelest trapsmiths, however, find more success by filling the bottom with disturbing creatures. Rot grubs, then, are perfect additions to these traps.

A creature that can see the rot grubs at the bottom identifies them as such with a successful DC 14 Nature check.

| **Rot Grub Pit** | **Level 4 Trap** |
|---|---|
| Object | XP 175 |
| **Detect** Perception DC 21 | **Initiative** – |
| **Immune** attacks | |

**Triggered Actions**

**Attack** ✦ **Encounter**

*Trigger:* A creature enters one of the trap's four squares.

*Attack (Immediate Reaction):* Melee 1 (triggering creature); +7 vs. Reflex

*Hit:* The target falls 20 feet to the bottom of the pit, taking 2d10 damage and falling prone.

*Miss:* The target returns to the last square it occupied, and its movement ends immediately.

*Effect:* The false floor opens, and the pit is no longer hidden. Any creature that starts its turn in the pit is exposed to rot grub infestation. At the end of the encounter, the target must make a saving throw. On a failed saving throw, it contracts rot grub infestation (stage 1).

**Countermeasures**

✦ **Disable:** Thievery DC 21. *Success:* The false floor is jammed and cannot attack.

✦ **Destroy:** Dealing 10 or more fire damage removes the rot grub infestation from the bottom of the pit.

**Rot Grub Infestation** — **Level 4 Disease**

*Wriggling worms burrow through flesh, gobbling up important tissue and life energy as they feast.*

**Stage 0:** The target recovers from the disease.
**Stage 1:** While affected by stage 1, the target loses a healing surge and gains vulnerable 5 necrotic.
**Stage 2:** While affected by stage 2, the target loses two healing surges. The target also takes a –4 penalty to skill checks.
**Stage 3:** The target dies and, if Small or Medium in size, immediately becomes a rot grub zombie under the DM's control.
**Check:** At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.
*11 or Lower:* The stage of the disease increases by 1.
*12 to 17:* No change.
*18 or Higher:* The stage of the disease decreases by 1.

**Rot Grub Zombie** — **Level 8 Skirmisher**
Medium natural humanoid (undead) — XP 350

**HP** 86; **Bloodied** 43 — **Initiative** +9
**AC** 22, **Fortitude** 20, **Reflex** 19, **Will** 17 — **Perception** +2
**Speed** 6
**Immune** rot grub infestation

**Standard Actions**

**Slam ✦ At-Will**
*Attack:* Melee 1 (one creature); +13 vs. AC
Hit: 2d6 + 9 damage.

**Flailing Slam ✦ At-Will**
*Attack:* Melee 1 (one creature); +13 vs. AC
*Hit:* 2d6 + 9 damage.
*Effect:* Before or after the attack, the zombie can shift 1 square.

**Rot Grub Hunger** (disease, necrotic) **✦ Recharge** ⚄ ⚅
*Attack:* Melee 1 (one creature); +13 vs. AC
*Hit:* 2d6 + 9 damage plus 2d6 necrotic damage.
*Effect:* If the target is bloodied, it must make a saving throw at the end of the encounter. On a failed saving throw, it contracts rot grub infestation (stage 1).

**Triggered Actions**

**Corpse Collapse ✦ Encounter**
*Trigger:* The zombie drops to 0 hit points.
*Effect (No Action):* A rot grub swarm appears in an unoccupied square adjacent to the zombie.

| | | |
|---|---|---|
| **Str** 20 (+9) | **Dex** 16 (+7) | **Wis** 6 (+2) |
| **Con** 14 (+6) | **Int** 4 (+1) | **Cha** 13 (+5) |

**Alignment** unaligned — **Languages** –

**Rot Grub Swarm** — **Level 4 Brute**
Medium natural beast (swarm) — XP 175

**HP** 63; **Bloodied** 31 — **Initiative** +3
**AC** 15, **Fortitude** 15, **Reflex** 14, **Will** 15 — **Perception** +2
**Speed** 5 — Darkvision
**Resist** half damage from melee and ranged attacks;
**Vulnerable** 10 against close and area attacks

**Traits**

**Swarm Attack ✦ Aura** 1
Any enemy that starts its turn in the aura takes 5 damage plus 2 damage for each additional rot grub swarm adjacent to the enemy.

**Swarm**
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

**Clumsy Attacker**
The rot grub swarm cannot make basic attacks.

**Standard Actions**

**Infesting Bite ✦ At-Will**
*Attack:* Melee 1 (one creature); +9 vs. AC
*Hit:* The target takes ongoing 5 damage (save ends).
*First Failed Saving Throw:* The target takes ongoing 10 damage (save ends).
*Second Failed Saving Throw:* The target takes ongoing 15 damage (save ends).

| | | |
|---|---|---|
| **Str** 10 (+2) | **Dex** 13 (+3) | **Wis** 11 (+2) |
| **Con** 13 (+3) | **Int** 2 (-2) | **Cha** 4 (-1) |

**Alignment** unaligned — **Languages** –

# Symbol of Death

Powerful wizards and priests who study Supernal can learn certain words of power to transform their environments. Binding such a word into a physical symbol traps its potential until triggered. The symbol of death is the most deadly of all, since when triggered it can snuff out all life in a large area.

**Symbol of Death** — **Level 29 Minion Trap**
Object — XP 3,750

**Detect** Arcana or Perception DC 41 — **Initiative** –
**Immune** attacks

**Triggered Actions**

**Attack** (necrotic) **✦ Encounter**
*Trigger:* A creature enters a square containing the symbol of death.
*Attack (Immediate Reaction):* Close burst 3 (living creatures in the burst); +32 vs. Fortitude
*Hit:* 10d10 necrotic damage. If this reduces the target to 30 hit points or fewer, the target dies.
*Miss:* Half damage.

**Countermeasures**

**✦ Disable:** Thievery DC 41. *Failure (36 or less):* The glyph is triggered. Allies can use Thievery or Arcana to aid the Thievery check, using the aid another action.

CHAPTER 4

# Villains & Monsters

JOHN STANKO

*"I have never understood why so many of my peers find it necessary to reveal themselves to the world. Is it not more useful for your enemies to wonder and guess at who was behind the latest trouble washing up on their shores? Arrogance serves you not at all in pursuing your objectives. Give into petty, human needs and you will find your objectives drifting out of reach and your enemies converging against you. Instead, gird yourself in secrecy. Let your proxies act on your behalf, and keep them ignorant about whom they serve and what exactly you hope to achieve. In my experience, the lands are filled with potential servants. Should one fall, you will always be able to find another to take its place."*

–Szass Tam

EVIL TOUCHES the world in many ways. One can find its stain in places where great crimes and horrors have been wrought, in items fashioned with cruel intent, and in the plots set in motion by truly heinous villains. To truly understand evil as an agency, one must examine those creatures in its thrall, to peer into corruption's depth and examine the underlying motivations driving such agents to serve the darkness that hungers.

This chapter presents a variety of tools for creating and using opponents in vile encounters. It details all the following:

- **Creating Villains:** Constructing a villain's statistics block is just a matter of creating a new monster, but creating a memorable and evocative villain requires going a few steps beyond.
- **Monster Themes:** From chaos beasts to slaves of the Nine Hells, the monster themes included in this chapter help you transform ordinary monsters into terrifying adversaries.
- **New Monsters:** Several new monsters illustrate how vile darkness can manifests in your campaign world.
- **Organizations:** Several organizations offer disturbing power groups you can use to test and entertain the player characters.

# Creating Villains

*"Imagine my surprise when I discovered that I could make ink out of pain. Now, sit still and be quiet. Your suffering will end shortly."*

—Shathrax the Mind Flayer

It is one thing to know evil is out there as a shadowy force, but quite another to put a face to the evil and know there is an active agent in darkness's cause. The villain gives evil an identity. It gives a face and name to the hordes of evil creatures, the endless tide of demons and monsters crawling out from the festering blackness to bring ruin and suffering to the world. A villain is the mind behind evil's plotting, the agency that will not stop until he, she, or it achieves whatever dark end it desires.

This section helps you create compelling and interesting villains, specifically those in thrall to vile darkness. Before diving into the particulars, it is first important to set villains apart from other creatures. A villain is not just some creature you use to populate the last combat encounter in an adventure. A villain is not just a stat block that is born, lives, and dies in the space between when characters roll for initiative and when the villain's hit points drop to 0. A villain is a crafted identity. It is the player characters' nemesis and a major force in the campaign setting. The villain's decisions, actions, and intentions should alter the heroes' circumstances and drive them through adventure after adventure.

## Villainous Concept

Having a strong working concept at the outset makes all other decisions you make about the villain easier. The villain is a story device, a tool you can use to construct adventures, plot a campaign, and link a succession of expeditions together to construct a larger and more satisfying story. To construct a concept, you should consider how you want to use the villain and the villain's broad identity.

## Scope

A villain is, at heart, a story element you can use to add tension, drama, and excitement to your games. While all villains are realized characters, the amount of work you should put into your villains depends on how much you plan to use them. A villain might have a negligible impact on a particular game session, but it exists within a particular narrative frame, interacting with the characters through a single adventure or for the life of an entire campaign. Before you make any other decisions about your villain, decide to what degree you want the villain to operate in your world.

### The Adventure Villain

Most villains exist within the confines of a single adventure or, at most, a small set of adventures. In these cases, the villain figures prominently in the adventure's story and its actions directly influence the various challenges and threats the heroes must overcome. The adventure's typical climax involves a contest between the heroes and the villains in a dramatic set-piece encounter.

In *Keep on the Shadowfell*, the heroes vie against the deranged cultist Kalarel, who intends to reopen a dangerous rift to the Shadowfell, while the insane alienist Malachi hunts the *Tear of Ioun* in the "Madness Trilogy" (*Dungeon* 161–163) to free a creature from the Far Realm. In both examples, the villains directly shape the adventures' plots and halting their designs and defeating them occur in the climax of each story.

Since these characters rise and fall within the space of an adventure or two, you don't need to invest as much time to develop these villains. Instead, the enemy's objective becomes the central tension in the scenario in which they appear, and their methods for obtaining that objective function as the adventure's plot. Thwarting the villain's aim is usually sufficient to remove the villain as an enemy, though complications and choices can transform adventure villains into tier villains or even campaign villains.

### The Tier Villain

The tier villain has much in common with the adventure villain, in that this villain tends to shape the story of the adventures the heroes undertake. Instead of existing within one or two adventures, the tier villain is a persistent and dangerous foe throughout an entire tier of play. To insulate themselves from the characters, such foes often use adventure villains as henchmen and lackeys. As the adventurers defeat these underlings, they learn more about their true nemesis's identity. Each adventure brings the heroes closer to the inevitable confrontation with their opponent, often at the tier's end.

Sarshan, the shadar-kai villain from *Dungeon* magazine's Scales of War adventure path, is a good example of a heroic tier villain. As the heroes become drawn into the plot, they discover a mastermind behind the various plots at work in the world, and that the villains they've been fighting are all servants of the same master. Not long after cresting the heroic tier, the adventurers get their chance to defeat the villain who has troubled them for so long.

Since the tier villain works throughout an entire tier, the villain's identity is not always obvious from the start. Instead, the adventurers discover the villain's identity as they undertake adventures related to the villain's plot. Each victory draws them nearer to the final

confrontation with their foe until, usually, the villain has no choice but to confront the heroes. As an adventure villain might become a tier villain, a tier villain might evolve into a campaign villain, particularly if the villain escapes the final confrontation more or less intact. Then again, the tier villain might serve the larger campaign villain and thus by defeating this foe the heroes discover what is really behind the conflict in the grander story.

### The Campaign Villain

A campaign villain, sometimes referred to as an arch-villain, opposes the adventurers through two or more tiers, acting as the focal antagonist through many of the heroes' adventures. Such a villain need not be "front and center" in every adventure, but he, she, or it looms over everything. The lesser villains that the adventurers fight usually connect in some fashion to this greater enemy, and the plots of the campaign villain unfold on a grand scale.

Campaign villains tend to be the major movers and shakers in the world. Orcus is the campaign villain from *Keep on the Shadowfell* all the way to the conclusion in *Prince of Undeath*. Similarly, Tiamat is the campaign villain in *Dungeon* magazine's Scales of War adventure path. While neither Orcus nor Tiamat show up in the heroic tier, the adventurers pit themselves against their agents. When the player characters climb through the paragon tier, they begin to understand the villain behind their challenges. And when they finally progress through the epic tier, the heroes have the chance to confront with the true foes.

A campaign villain need not span all three tiers. If you're running a campaign across the heroic and paragon tiers, defeating the campaign villain might be the capstone event for when the adventurers reach 21st level. These villains often employ several tier villains and adventure villains through whom the player characters can learn the identity of their archnemesis.

## Connections

Once you've identified the villain's scope and longevity, your next step is to determine the extent to which the villain is connected to the heroes.

### The Detached Villain

The villain has no or little connection to the player characters. A detached villain has his or her own agenda independent of the adventurers' actions and probably not aware of the adventurers at the start. Most villains from published adventures are detached since the characters discover the villain's efforts and then work to combat them, rather than the villain taking an active hand against the adventurers.

In the Dragonlance novels, Takhisis is an example of a detached villain.

### The Tangential Villain

A tangential villain is one with tenuous connections to the player characters. The characters might encounter and defeat the villain's agents in an earlier adventure, or the characters might be members or associates of an organization opposed to the villain's organization. In either case, the characters aren't likely to oppose the tangential villain unless fate conspires to place the villain's schemes in opposition to the party's goals.

A tangential villain in the Dragonlance® novels would be Lord Soth, given his connection to Kitiara.

### The Personal Villain

The villain has intimate connections with one or more player characters. The villain might be a sibling, rival, a former companion in the adventuring group, relation, or patron. The villain's plans likely involve the adventurers and are probably driven by revenge or a desire to exploit the characters' abilities for some dark end. Personal villains can be the most satisfying since the players have an interest in the villain beyond the simple objective of combating evil in the world. When creating a personal villain, it's best to establish multiple links to the adventuring group to ensure that several characters have strong connections to their foe.

Kitiara is an excellent example of a personal villain from the Dragonlance novels, since she was once a companion of the Heroes of the Lance.

## Archetype

The last step in creating your villain to decide its general nature or archetype. The following archetypes describe the most common types of villains found in the Dungeons & Dragons roleplaying game, but they are certainly not exhaustive. You might have some other idea that doesn't fit into these categories, or you might combine archetypes to construct something altogether different.

### The Abstract Villain

*"True evil can't be killed with a sword. A shame, really."*
—Kuyutha, Exarch of Bahamut

Not every villain has a face. Sometimes a force, a phenomenon, or some other agency can fill this role. Just because there is no single individual responsible for the villainous actions doesn't mean the Far Realm can't be the villain for an adventure or even a campaign. A plague, some form of evil weather, or pernicious mutation can also serve in this role.

Abstract villains are tough to combat. Defeating them isn't something that can be achieved in the same way as killing the mad wizard or deposing the evil king. Against abstract villains, the heroes might have to fight on many different fronts, finding unconventional solutions to achieving victory. Abstract villains often have lesser villains in their employ, which allows the entity to act in the world while also giving the adventurers someone to fight.

**Far Realm Incursion (Annihilation):** A secret society of heroes sealed a gate to the Far Realm long ago, but a virulent plague wiped out the order, and the protective wards placed upon the gate have deteriorated due to years of neglect. Alien energies from the Far Realm seep through newly formed cracks, threatening to warp and twist the natural world unless something is done to contain them.

## The Created Villain

*"I live for the moment when I can to turn something pure into something perverse."*

—Graz'zt

A created villain is forged by the player characters' actions, inactions, decisions, or failures. Often the adventurers are aware of what exactly led to the villain's creation. In some cases, the villain might be a former member of their party. Allowing the heroes to know the villain before he or she becomes their nemesis creates interesting tension when the heroes must fight someone they once considered a friend.

In some cases, the villain is not someone the characters know well, but someone victimized by their actions. It might be the daughter of a knight they murdered in cold blood, a noble whom they offended, or a king whose quest they declined for selfish reasons.

**A Dish Served Cold (Corruption):** A village hires the adventurers to wipe out a goblin infestation. The heroes convince the mayor to pay a higher price, unaware that their demands will drain the village's coffers. A week later, after wiping out the goblins and claiming their reward, the adventurers leave the villagers with insufficient funds to carry them through the winter. A few locals lose family members to starvation and set into motion plans to get revenge on the greedy adventurers.

## The Deviant Villain

*"If I must destroy my own people to achieve ultimate victory, I will. Their sacrifices will not be forgotten."*

—Vlaakith CLVII

Slaves to darkness, the deviant is a villain who exists to further evil's interests in the world. These despicable characters are beyond redemption, shackled to the cosmic evil that forever struggles against good for dominance in the planes. Deviants are classic D&D villains, individuals who work evil for evil's sake—remorseless, wicked, and thoroughly corrupt.

Deviant villains often lack the long-term planning necessary to become tier or campaign villains. Instead, they are useful for demonstrating evil's influence in the world for an adventure or two.

**Red Herrings (Domination):** An ambitious merchant employs several agitators to speak out against the local authorities. Using the common folk's anger at perceived injustices, the merchant hopes to destroy the authority to distract attention from her plan to smuggle in a new and dangerous drug into the community.

## The Hidden Villain

*"To witness the greatest evil you will ever face, you need only look into a mirror."*

—Dispater

It is difficult to fight an enemy that never reveals itself. The hidden villain works from the shadows, wearing many different masks and organizing events through proxies loyal to the villain's cause. Such villains are often at the center of vast conspiracies, where seemingly unrelated events produce incremental advances toward the villain achieving his or her objectives.

A hidden villain is a good choice for a tier or campaign enemy since you have the time to develop the villain's plots in more subtle ways. Seeding the villain's presence in adventures and encounters lets the players discover their hidden enemy in a more organic fashion, while also building the sense of dread that their true enemy can be anyone and anywhere.

**Fallen Noble (Corruption):** A succubus infiltrates a duke's court masquerading as a courtier. There she seduces the noble and works to make him her slave in both body and soul. As the duke comes under her thrall, his corruption translates into dubious laws and a shadow falling upon the noble's court.

## The Villainous Organization

*"Without my peeps, I am blind."*

—The Xanathar

Not all villains operate alone. Many work together, forming cabals, cults, syndicates, and other organizations to work evil in the world. The villainous organization comprises several different villains, but is larger and more dangerous than any of its individual members. Destroying a cell or defeating a leader is merely a setback. A new cell will rise and a new leader will emerge to continue the organization's work in the world. The only way to truly defeat the organization is to wipe it out, root and branch.

For more examples, see the end of this chapter.

**Scarlet Brotherhood (Domination):** The Scarlet Brotherhood is a vast conspiracy of killers and mystics who work to restore greatness to their fallen empire. Most agents hide in plain sight, masquerading as advisors, priests, and scholars. Others display their loyalties in the open to strike fear in the hearts of their enemies. The Scarlet Brotherhood constantly seeks to expand its influence by infiltrating and dominating governments all over the world. Defeating one cell is fruitless since there's always another poised to take its place.

## The Rival Villain

*"I keep my enemies close, for they are my nourishment."*
—Eclavdra of House Eilservs

Friendly rivalry is common between adventuring bands. One group's success is often all it takes to prompt another group to do something better, find something more valuable, or defeat something far more evil. Rivalry, however, can have a dark side, and sometimes when one feels wronged or cannot compete with the other, envy sets in. Envy can make villains of almost anyone. A rival villain might be an individual adventurer or another adventuring group. Individual rivals might nurse a grudge against a player character and in doing so become corrupted through efforts to eclipse the character's power. Or, a rival adventuring group might tire of playing second fiddle to the heroes' achievements and become true enemies as tensions escalate.

**Fallen Paladin (Corruption):** Sir Reginald found middling success as an adventurer, but his archrival, one of the heroes, has always overshadowed his efforts. Tired of being ignored and underappreciated, Reginald seeks power to equal his rival and in doing so has become corrupted by it. Now Reginald plummets into darkness as a blackguard, and the further he falls, the deeper his hatred becomes.

## The Sympathetic Villain

*"War makes villains of us all."*
—King Kaius III

The sympathetic villain is a character who does evil for reasons the player characters can understand. Such a villain might be a vigilante, who takes justice in her own hands, by killing those she suspects of crimes. Another might be a benevolent tyrant who strips away freedoms to ensure that justice prevails. Or, the villain could have embraced darkness to save someone he or she loves. What makes these villains interesting is the "human" element, a quality players can understand and in certain circumstances might emulate.

TOMASZ JEDRUSZEK

**The Unhappy Solution (Annihilation):** Orcs spill out from the mountains each winter, bringing war to the Barony of Everstone, depleting people and resources with each passing season. Baron Umber is at his wit's end trying to throw back the hordes. He's raised armies, fortified his towns, and recruited mercenaries, but nothing he does seems to dissuade the orcs from returning the next year. Fearing annihilation, the baron has come up with the "unhappy solution" to his problems. Lacking the earthly means to deal with the threat, he's turned to a supernatural agency to help his people.

A shadar-kai witch named Caera offered to deal with the orcs by infecting them with a vile plague guaranteed to wipe them out. In exchange, she asks only for the baron's daughter. With some reluctance, the baron agrees and sends his daughter away. The next spring, the orcs do not appear and, though grieving for his daughter, the baron is relieved. Only then the plague spreads, coming down from the mountains with the snowmelt and infecting and killing his people by the hundreds.

## The Traitorous Villain

*"I was an adventurer—and a very good one, at that. But that was a past life, taken from me by the traitor, Rary. We were as brothers, he and I—at least, that's how I choose to remember it. A word of caution, young adventurers: Don't let that unslakable thirst for power get the better of you."*

—Tenser

The greatest victory evil can attain is to seduce the good and turn them to darkness. Evil has many temptations—power, wealth, lust, and more—to seduce, corrupt, and destroy champions of light. The traitor villain is just such a character, an individual tempted and ultimately corrupted by darkness.

These villains don't reveal their corruption right away. They keep their wickedness a secret until they can no longer conceal it. Sometimes these villains act as hidden foes to start, reveal themselves, and then later become some other kind of villain, such as deviant. In any event, these villains work best when the traitor is someone the adventurers love, trust, or believe in. This way, when the villain is unmasked, the character will have to wrestle with their loyalties to the character and also their outrage at what their former friend has become.

**Rook (Corruption):** For years, Rook traveled with the Company of Seven, fighting at the heroes' side against all manner of evils. To deal with the darkness found in the dungeons and ruins, Rook turned to the Raven Queen for guidance. He believed he saw her pale beauty on certain nights, a faint yet comforting presence. What Rook did not know was that this being whom he believed was the goddess was in fact a vile hag who wore her form. Long association with the monster eventually led to his spiritual corruption. Finding the hag's commandments at odds with his allies' mission, Rook abandoned his friends to become a thrall to darkness.

# Vile Monster Themes

*"Necromancy leads nowhere. It is a flawed school, a useless study for understanding shadow's true potential. Necromancy cannot create a self-perpetuating race of undead. Each zombie or skeleton raised requires incredible energy to sustain it. These servants consume all their creator's resources. So the answer doesn't lie in animating the dead. Instead, it exists in the shadow's own marrow.*

*"Cast off bits of darkness at Creation's dawn formed the Shadowfell. Thus, it should be possible to harness the creative energy within that realm to make something new, something that could create a self-perpetuating race not subject to divine intervention or the natural processes found in the world. Although I had many failures, I take pride in the vessels that carry this potential to new hosts and make them my servants."*

—Kyuss

Evil influences creatures in many ways. In some cases, darkness has swayed entire races, keeping them forever in its thrall. In others, evil infects, warps, and twists, compelling creatures to its service. Evil's influence can create lasting changes in ordinary people, awakening new power in them or blighting them with unspeakable transformations.

To weave specific evil narrative lines into your campaign, you can use monster themes to flesh out existing creatures. For example, a theme could represent a particular master's claim on a monster; a transformation that is a consequence of working for a wicked force; or an advantage of special training, devotion, or environmental influence.

This section presents new monster themes that evoke vile darkness's power. You can find additional themes in *Dungeon Master's Guide 2*, *Demonomicon*, and other DM books.

## Using Themes

Applying a monster theme to a creature allows you to customize its role and powers. Doing so is a simple process, involving picking an extra power or two and adding them to the creature's statistics block.

### Step 1: Choose a Theme

Each theme presented here offers a way to twist monsters toward a particular aspect of evil. Applying a theme demonstrates one of many ways vile darkness can transform creatures into useful servants. Choose a theme that best illustrates the story you want to tell through the combat encounter.

## Step 2: Choose a Monster

When you've chosen a monster theme, pick a monster to gain the theme's powers. Each theme description includes suggestions about which monsters best suit the theme, but you should select a monster that fits the encounter and adventure you have in mind.

Many themes and powers recommend specific roles. The power bestowed by the theme can emphasize a creature's existing role or allow a creature to act outside its normal role. However, be cautious about mixing roles. For example, giving a soldier power to a skirmisher might diminish the creature's mobility if it must stay near its target to benefit from the added power. Even though these powers evoke certain roles, adding them to a creature does not change its role. Any power that does not mention a specific role can meld easily with any creature. Finally, be aware that some powers give a creature the leader subrole, as noted in its text.

## Step 3: Choose Story Changes

Each monster theme supplies one or more powers that you can add to a creature and also includes story elements to turn an ordinary monster into a unique and compelling foe. Consider what it means to add these powers to a creature, how these abilities arise, and what obligations the monster might have to whoever or whatever instigated its transformation. Many themes also suggest physical changes.

Steps 3 and 4 are interchangeable. Since the powers suggest story and descriptive changes, you can opt to adapt the creature after you've made decisions about what powers to add.

## Step 4: Choose Powers

Choose one attack power and one utility power from those the theme supplies to add to a monster's statistics block. You can also add the skill modifications, but it isn't required.

You could add additional powers, but doing so would make the monster more complex to run and possibly more powerful that its level suggests.

Most powers use a creature's level to calculate its attack rolls and damage rolls.

**Attack Powers:** Each theme includes attack powers. Some offer a monster a new attack or the ability to impose some debilitating effect on its foes. Other powers provide enhancements to a monster's existing attack powers. Each power is written in the style of a normal monster power entry, with a header noting where to add the power to a creature's statistics block. A summary of optional story hooks and the most appropriate roles leads the entry.

**Utility Powers:** A theme's utility power options could include auras, healing powers, special movements, and situational benefits to a creature. Utility powers don't usually alter a monster's identity or its tactics in the same way an attack power does.



# Chaos Beast

*"Huungrreeeeee . . ."*

—Adventurer turned into a chaos beast

Before Creation, only chaos existed. Its raw, unformed substance was a churning soup of possibility that expanded and contracted with no apparent pattern, reason, or purpose. When the primordials imposed form on chaos to create the universe, it disturbed chaos's disorder. Since then, chaos has chipped away at the primordials' configuration as it struggles to return to its original state.

As the essence of chaos wears away at the Abyss, mortal minds, the boundaries to the Far Realm, and everything else in existence, chaos's hounds—the slaads—are busy capering through the Elemental Chaos waging war on Creation. Meanwhile, creatures that chaos directly touches become infected with corporeal instability—a disease that attacks a creature's core form—and usually die. Those that survive are known as chaos beasts. Nearly mindless, they are amorphous engines of destruction bent on spreading their plague and unmaking Creation. Brutes, lurkers, and skirmishers make the best chaos beast monsters.

On becoming a chaos beast, a creature loses its physical form and becomes a mass of deteriorating flesh with sensory organs. Memories and imagination flickering through its unraveling mind destabilize a monster's form, which causes it to cycle through different shapes even as it lashes out with warped appendages to spread its affliction.

**Origin:** The creature's origin changes to elemental.

**Skill Modifications:** +2 bonus to Endurance checks.

## Attack Powers

A chaos beast exists to create more chaos beasts, thus fighting the war against order one creature at a time.

### Corporeal Instability

This power infects a creature with raw chaos, an affliction that is essentially a disease. Creatures that contract the disease become shuddering heaps of spongy flesh and filth. As the disease runs its course, it becomes harder and harder for the creature to retain any form until it finally collapses under the weight of its corruption.

**Standard Actions**

**Corporeal Instability** (disease) ✦ **Recharge** ⚅

*Attack:* Melee 1 (one creature); level + 3 vs. Fortitude

*Hit:* 5 damage per tier, and the target makes a saving throw at the end of its next turn. On a failed saving throw, the target contracts corporeal instability (stage 1).

*Miss:* 5 damage per tier.

*Effect:* This creature takes 5 damage per tier.

**Corporeal Instability** — **Variable Level Disease**

*A creature afflicted by this disease undergoes a rapid transformation to become a boiling, writhing mass of melting flesh.*

**Stage 0:** The target recovers from the disease.

**Stage 1:** While affected by stage 1, the target is slowed.

**Stage 2:** While affected by stage 2, the target is dazed and slowed.

**Stage 3:** The target is no longer dazed or slowed. It regains all lost hit points and becomes a chaos beast under the DM's control. As a chaos beast, it gains the *corporeal instability* power.

**Check:** At the end of the target's turn, it makes an Endurance check if it is at stage 1 or 2.

*Lower than Easy DC:* The stage of the disease increases by 1.

*Easy DC:* No change.

*Moderate DC or higher:* The stage of the disease decreases by 1.

# Utility Powers

A chaos beast assumes a variety of disturbing shapes. Some of these forms give the creature unique ways to address challenges.

## Appalling Presence

Although a creature's mind is shattered when it becomes a chaos beast, one might on occasion recall its former form. At such times, the beast morphs into a mockery of its lost shell. Controllers and skirmishers make best use of this power.

**Triggered Actions**

**Appalling Presence** (fear) ✦ **Encounter**

*Trigger:* An enemy hits this creature while the creature isn't bloodied.

*Attack (Free Action):* Close burst 2 (enemies in the burst that can see this creature); level + 3 vs. Will

*Hit:* This creature can push the target up to 3 squares, and the target takes a –2 penalty to attack rolls (save ends).

## Slithering Mass

Lacking a solid physical form allows a chaos beast to flow over and through obstructions with ease. Skirmishers make best use of this power.

**Move Actions**

**Slithering Mass** ✦ **At-Will**

*Effect:* If this creature is marked, the mark ends. This creature can shift up to half its speed and ignores difficult terrain during this movement.

## Undulating Form

A chaos beast flows around danger, shifting its quivering bulk to avoid attacks. Brutes and soldiers benefit most from this power.

**Triggered Actions**

**Undulating Form** ✦ **At-Will**

*Trigger:* An enemy makes a melee or a ranged attack against this creature.

*Effect (Immediate Reaction):* This creature can shift 1 square.

TODD LOCKWOOD

# Devotee of Darkness

*"You mustn't speak ill of my Master. If you do, I shall have to hurt you."*

—Cyrus Belview

Count Strahd von Zarovich, Lord Soth, Victor Mordenheim, and many others command dark regions of the Shadowfell known as domains of dread. Cursed for their wickedness, they remain trapped in these domains for all eternity. They are both masters and prisoners of the lands they occupy. Shadows and fog mark the boundaries of their blighted lands, clear warnings to passersby to avoid entering these demesnes. Despite their confinement, these dark lords strive to extend their influence across the Shadowfell.

A devotee of darkness is a creature that pledges to serve one of the Shadowfell's many dark lords and accepts its master's brand. The servant surrenders its will, its very soul, in exchange for a measure of power from its patron. A devotee usually reflects the dark lord it serves. Thus, vampires often serve Strahd, and death knights typically work for Lord Soth.

**Origin:** The creature's origin changes to shadow.

**Skill Modifications:** +2 bonus to Intimidate checks.

## Attack Powers

A dark lord invests power in its chosen servant so the devotee can further the lord's plots in the world.

### Crushing Horror

A creature sworn to a dark lord has intimate knowledge of the curse trapping its master in the Shadowfell. This power reveals to an enemy the patron's depth of wickedness, which earned it the curse, leaving the opponent paralyzed with horror. Lurkers and soldiers can make best use of this power to pin down foes at a distance.

**Minor Actions**

**Crushing Horror** (fear) ✦ **Encounter**

*Attack:* Ranged 10 (one creature); level + 3 vs. Will

*Hit:* The target is immobilized and cannot take opportunity actions or immediate actions (save ends both).

*Miss:* The target is slowed until the end of its next turn.

### Dark Lord's Wrath

A devotee of darkness has earned its master's trust through constant and dedicated service. So to protect its asset, a dark lord infuses its servant with a fragment of its power to call upon when the devotee is in dire need of aid. Artillery and controllers benefit from taking this power.

CHRIS SEAMAN

**Standard Actions**

**Dark Lord's Wrath** (fear, psychic, zone) ✦ **Encounter**

*Attack:* Close blast 3 (enemies in the blast); level + 3 vs. Will

*Hit:* 1d10 psychic damage plus 5 psychic damage per tier, and this creature can push the target up to 3 squares.

*Effect:* The blast creates a zone that lasts until the end of this creature's next turn. Enemies in the zone take a -2 penalty to attack rolls.

## Utility Powers

Service to a dark lord often exacts a steep price from devotees.

### Call the Mists

Queer mists mark the borders to a dark lord's domain and trap doomed sufferers within the demesne while discouraging outsiders from entering. Some devotees, particularly artillery, controllers, and lurkers, learn to call upon these mists to protect them from harm.

**Minor Actions**

**Call the Mists** (aura) ✦ **Encounter**

*Effect:* This creature activates an aura 2 that lasts until the end of its next turn. The aura is lightly obscured. Any good creature that starts its turn in the aura is slowed (save ends).

*Sustain Minor:* The aura persists until the end of this creature's next turn.

### Cringing Retreat

Although gifted with a dark lord's favor, some devotees are craven. Because these servants' experiences leave them so damaged, they flee confrontation lest their fates worsen.

**Triggered Actions**

**Cringing Retreat ✦ Encounter**

*Trigger:* An enemy bloodies this creature.

*Effect (Free Action):* This creature shifts up to its speed and gains a +2 power bonus to all defenses until the end of its next turn.

### Unsettling Deformity

A dark lord's servant often bears gruesome marks denoting its allegiance. The dark lord might inflict these deformities as punishment, or the mutations might arise from the creature's proximity to evil. Devotees commonly suffer grotesque obesity, skeletal thinness, boils, humps, and withered limbs.

**Traits**

☼ **Unsettling Deformity** (fear) ✦ **Aura** 2

Enemies in the aura that can see this creature take a -2 penalty to attack rolls and Will.

# Doomdreamer

*"I have only one dream. I'm standing before the doors of a great, dark temple. With a crack of lightning and a peal of thunder, the doors unlock and swing open, and beyond . . . I see my destiny."*

—Lareth the Beautiful

The Chained God languishes in an extradimensional prison, yet this does not prevent him from influencing events in the natural world. Most know the Chained God in his aspect as the Elder Elemental Eye or through one of the princes of Elemental Evil who act on his behalf, but there are a few who have earned Tharizdun's attention. These dark vassals identify themselves as doomdreamers because they believe the Chained God has touched their dreams.

Doomdreamers come from humanoid ranks, with humans being the most common. This said, any creature that has risen high in an elemental cult might be touched by the dark god's madness. Doomdreamers can be of any role.

Doomdreamers are uniformly evil, often insane, and prone to deviant behavior. They are cruel and sadistic, delighting in their servants' infighting. Demons, elementals, or lesser foot soldiers enlisted to the cause of elemental evil attend these cultists. Doomdreamers do not often consort with lesser temples since it is in their best interest to keep the elemental cults ignorant about the god they serve.

**Skill Modifications:** +2 bonus to Religion checks.

## Attack Powers

Doomdreamers call upon dark magic bestowed on them by their dark master. Their powers foster madness, filling targets with horrific thoughts, or poisoning the soul, making victims slaves to the Chained God's will.

### Chill Soul

Doomdreamers can wither the flesh and rend the soul it holds. Soldiers sometimes adopt this power, as do any creatures that deal additional damage against foes granting combat advantage.

**Standard Actions**

✝ **Chill Soul** (cold, necrotic) ✦ **At-Will**

*Attack:* Melee 1 (one creature); level + 3 vs. Fortitude

*Hit:* 1d8 + 4 cold and necrotic damage, and the target grants combat advantage until the end of its next turn.

*Level 11:* 2d8 + 8 cold and necrotic damage.

*Level 21:* 3d8 + 12 cold and necrotic damage.

### Maddening Howl

The Chained God does not tolerate failure. His servants know they face oblivion if they perish. This power unleashes the fear and madness of what comes after in one horrific shriek that sounds when the creature dies.

**Triggered Actions**

✧ **Maddening Howl** (fear, psychic) ✦ **Encounter**

*Trigger:* This creature drops to 0 hit points.

*Attack (No Action):* Close burst 3 (creatures in the burst); level + 3 vs. Will

*Hit:* 5 psychic damage, and the target is dazed (save ends).

*Level 11:* 10 psychic damage.

*Level 21:* 20 psychic damage.

### Tharizdun's Touch

By channeling their dark god's power through their hands, doomdreamers can bind their foes in eldritch chains, holding them fast just as the gods bound their master in the Abyss.

**Standard Actions**

✝ **Tharizdun's Touch** (charm) ✦ **Recharge** ⚄ ⚅

*Attack:* Melee 1 (one creature); level + 3 vs. Will

*Hit:* The target is restrained until it succeeds on an Arcana or a Religion check (moderate DC of this creature's level) as a move action.

*Miss:* The target is slowed until the end of its next turn.

## Utility Powers

Doomdreamers use the following powers to commune with the Chained God—or so they think.

### Dark Communion

Tharizdun reveals the future to his most dedicated servants, offering shadowy visions of what might unfold. When a creature uses this power, it recalls an omen in a dream and gains a second chance at achieving a success.

**Triggered Actions**

**Dark Communion** (psychic) ✦ **Encounter**

*Trigger:* This creature makes an attack roll or a saving throw and dislikes the result.

*Effect (No Action):* This creature rerolls the attack roll or saving throw. If the attack roll hits or the saving throw succeeds, this creature gains 5 temporary hit points. If the attack roll misses or the saving throw fails, this creature is dazed until the end of its next turn.

*Level 11:* 10 temporary hit points.

*Level 21:* 15 temporary hit points.

### Insane Revelation

Madness reigns in the doomdreamer's mind. When a creature with this power surrenders to insanity, it might achieve great results or terrible failure.

**Minor Actions**

**Insane Revelation** ✦ **At-Will**

*Effect:* Roll a d6 to determine this power's effect.

⚀ This creature is blinded until the end of its next turn.

⚁ This creature is dazed until the end of its next turn.

⚂ This creature grants combat advantage until the end of its next turn.

⚃ This creature gains a +2 power bonus to all defenses until it is hit by an attack.

⚄ This creature gains a +2 power bonus to attack rolls until it misses with an attack.

⚅ This creature can take an extra standard action this turn.

### Vile Command

Doomdreamers that are strong of will can command the Chained God's demonic, elemental, and undead servants. If a doomdreamer lacks the necessary conviction to compel such creatures, Tharizdun punishes the fool for his weakness. Creatures with this power gain the leader subrole.

**Minor Actions**

**Vile Command** ✦ **Recharge** ⚄ ⚅

*Effect:* Ranged 5 (one ally who can hear this creature). The target makes a basic attack as a free action against an enemy this creature chooses. If the attack hits, the target also gains 5 temporary hit points. If the attack misses, the target takes 10 damage.

# Maenad



*"The Feywild is a realm of emotions run rampant. Even the trees, pebbles, and clouds have them. It can drive you mad."*
—The Prince of Frost

The Feywild is the world's bright reflection, and it does contain great beauty, but it is also home to terrible evil and ugliness. Hags grow fat on marrow sucked from the bones of those who cross their paths, sprites and pixies play lethal tricks on hapless fools who stumble into their traps, and fomorians rouse armies to enslave enemies in the world above.

Evil in this plane preys on the most powerful emotions of love and hate, lust and fear. It magnifies them until they consume a creature's every thought. Creatures afflicted by the plane's intensity become slaves to their emotions. They are erratic and strange, violent and aggressive. They don't care about the harm they inflict and the suffering they create. Known as maenads, they are a crazed host comprising numerous races and creatures united by their mad desire to feed their emotional cravings.

Maenads are often brutes and skirmishers, though controllers sometimes find themselves subject to the madness too. A maenad resembles a normal creature of its kind, but is wild and unkempt. The creature's eyes roll about in its head and blood spatters its teeth and body.

**Skill Modifications:** +2 bonus to Nature checks and Perception checks.

## Attack Powers

Maenads are aggressive in battle. They rip their opponents to pieces with their claws and teeth or even with just their bare hands. Most are afflicted by a wild frenzy that clouds their judgment until they lose all inhibition.

### Maenad Bloodlust

The madness afflicting maenads most often manifests as an uncontrollable and ferocious bloodlust, an eagerness to rend and tear anyone they can reach. Skirmishers are most likely to use this power.

**Triggered Actions**

**Maenad Bloodlust** ✦ **At-Will** (1/round)

*Trigger:* An enemy within a number of squares equal to this creature's speed becomes bloodied.

*Effect (Free Action):* The maenad moves up to its speed to a square adjacent to the triggering enemy and then makes the following attack.

*Attack:* Melee 1 (triggering enemy); level + 3 vs. Fortitude

*Hit:* 5 damage, and ongoing 5 damage (save ends).

*Level 11:* 10 damage, and ongoing 10 damage (save ends).

*Level 21:* 15 damage, and ongoing 15 damage (save ends).

### Maenad Frenzy

The maenads are best known for their unpredictable behavior. One moment, a maenad might be lucid and the next a wild, frothing berserker. Brutes do well by taking this power.

**Traits**

**Maenad Frenzy**

At the start of this creature's turn, roll a d6. On a 1, it is dazed until the start of its next turn. On a 6, it gains a +2 power bonus to attack rolls, and its melee attacks deal 1d6 extra damage.

### Rending Fury

The most ancient tales about the maenads are those recounting the wild women who tore children limb from limb. Echoes from these old tales sound in the desperate screams of those who fall into the maenads' clutches.

**Standard Actions**

**Rending Fury ✦ At-Will**

*Attack:* Melee 1 (one creature); level + 3 vs. Reflex

*Hit:* This creature grabs the target (escape DC moderate of this creature's level). Each time the target starts its turn grabbed by this creature, the target takes damage equal to 2 + one-half this creature's level.

## Utility Powers

The Feywild's influence on certain creatures manifests as madness, delusion, and unchecked aggression. The following powers display the different forms this madness might take.

### Feywild Madness

A creature with this power can shrug off some of the most debilitating conditions.

**Traits**

**Feywild Madness**

When this creature starts its turn subject to a dazing, stunning, or dominating effect, it can make a saving throw to end one such effect, even if the effect does not normally allow a saving throw.

### Indulge the Pain

Pain drives maenads to even more appalling acts of violence. The worse the injury, the greater the maenad's ferocity becomes.

**Triggered Actions**

**Indulge the Pain ✦ At-Will**

*Trigger:* This creature takes ongoing damage on its turn.

*Effect (Free Action):* This creature makes a basic attack.

# Moilian Dead

*"I like destroying pretty things."*

—Orcus

Eons ago, there was a city wholly in the thrall of demon-worshipers. Generations spent offering sacrifices to the Demon Lord of Undeath rewarded the people with the fiend's dread attention. But time and new ideas shifted the people away from darkness and toward the light. The demon lord, sensing their betrayal, cursed them all. He trapped them in an eternal slumber and then flung the city into the deepest reaches of the Shadowfell, where darkness would consume the graceful spires and elegant bridges, dragging all into oblivion. Moil was the city's name, and since its fall it has lured many treasure seekers and villains to explore its crumbling remains.

The citizens of Moil did not survive their eternal slumber, yet the sinister energies suffusing the dark lands have infused their corpses with terrible power. Now all sorts of undead roam the city, including zombies, ghouls, wraiths, and specters. The city's heritage combined with the intense unholy atmosphere gives these undead unusual and deadly capabilities.

The Moilian dead theme is available only to undead creatures and benefits creatures of any role.

**Subtype:** The creature gains the undead subtype if it doesn't have it already.

**Resistance:** A creature that has the Moilian dead theme gains resist 5 cold and resist 5 necrotic if it doesn't have them already. The resistance increases to 10 in the paragon tier and 15 in the epic tier.

**Vulnerability:** A creature that has the Moilian dead theme gains vulnerable 5 fire and vulnerable 5 radiant if it doesn't have them already. The vulnerability increases to 10 in the paragon tier and 15 in the epic tier.

**Skill Modifications:** +2 bonus to Stealth checks.

## Attack Powers

Moil's slow descent into darkness grips the city in a killing frost. Undead emerging from the ruins wield cold as a weapon.

### Deathly Frost

Moil's unwholesome coldness permeates the creatures stalking its ruins. Those confronting the Moilian dead must contend with the biting frost that rolls off these accursed creatures.

**Traits**

**Deathly Frost** (cold, necrotic) ✦ **Aura** 2

Any living creature grants combat advantage while in the aura and takes 5 cold and necrotic damage if it ends its turn there.

*Level 11:* 10 cold and necrotic damage.

*Level 21:* 15 cold and necrotic damage.

ZOLTAN BOROS & GABOR SZIKSZAI

## Freezing Doom

Within every Moilian dead is a spark of memory, an awareness of those choices that led to their miserable fate. Once released from their curse through final death, their freed souls erupt in a burst of killing cold.

**Triggered Actions**

**Freezing Doom** (cold) ✦ **Encounter**

*Trigger:* This creature drops to 0 hit points.
*Effect (No Action):* Close burst 1 (living creatures in the burst). The target takes 5 cold damage, and it is immobilized (save ends).
*Level 11:* 10 cold damage.
*Level 21:* 20 cold damage.

## Gift of Orcus

Some Moilian dead can transmit the curse that afflicted them so long ago to those who cut them down.

**Triggered Actions**

**Gift of Orcus** ✦ **Encounter**

*Trigger:* An adjacent enemy drops this creature to 0 hit points.
*Attack (No Action):* Melee 1 (triggering enemy); level + 3 vs. Will
*Hit:* The target falls unconscious (save ends).
*First Failed Saving Throw:* The target takes a -4 penalty to saving throws against this effect.
*Miss:* The target is slowed (save ends).

# Utility Power

Moilian dead sleep until roused by the presence of the living.

## Sense Life

Orcus's curse on the Moilian people consigned them to an eternity of sleep. The only thing that rouses them from their deathly slumber is proximity to the living, which gives the darkness granting them unlife impetus to snuff out the offending presence.

**Traits**

**Sense Life**

This creature knows the locations of all living creatures within 5 squares of it, even if it can't see them.

# Slave to the Nine Hells

*"Every devil wants to be your friend, and like a friend, he'll help you out of a jam, see. Need a few coins to get by? The devil's got a few to spare. Need a warm body to fill your bed? The devil knows the best ladies. Want status? Riches? Property? Power? The devil has the answers. He'll give you all you want and more. And what does he want in exchange? Just a little thing—a trifle, really. And it won't affect you in the slightest. All he wants is your soul."*

—Conner Smithson, Seeker of Virtue

Souls are the currency of the Nine Hells. The archdevils crave them, covet them, and will do anything to get them. The reason is simple: souls have power. Souls gave the Raven Queen the means to end Nerull's dark reign and claim his mantle. And before that, souls gave Nerull the power over life and death and the ability to seize the world in his skeletal grip. The archdevils would follow Asmodeus and his own rise to power by hoarding the souls necessary to complete their own apotheosis.

A great many souls are lost to the Nine Hells through fiendish corruption, while others are stolen en route to Letherna (the Raven Queen's demesne) by diabolical harvesters. Others find themselves damned by entering ill-advised agreements with tempters in life, only to find an eternity of torment for fleeting mortal wealth, pleasure, or some other distraction that won a devil its power. Those mortals who fall prey to these temptations are little more than slaves, for there is nothing they can do to escape the fate they earned. Archdevils are not above such deals, forging infernal pacts with warlocks and other mortals.

Unlike most monster themes, the follow powers are available only to creatures that have sold their souls to a particular devil or who profess allegiance to a particular archdevil. To cement the compact, the mortal creature accepts a special brand that denotes the fiend's ownership of their souls. When applying this theme to a creature, choose a brand from those described below. The creature gains the attack power and the utility power associated with that brand.

## Brand of Avernus

Avernus is a war-torn and barren landscape, punctuated by pitted and crumbling fortresses used to defend the Nine Hells against the demonic invasions sparked by the Blood War. Bel, the archdevil who nominally rules, recruits primarily brutes and soldiers to aid in the defense of his demesne.

**Skill Modification:** +2 bonus to Intimidate checks.

### Accursed Flames

Bel's slaves can call forth their master's power, which manifests as green flames that dance across their weapons. The flames defeat an enemy's fire resistance.

**Triggered Actions**

**Accursed Flames** (fire) ✦ **Recharge** ⚄ ⁞⁞

*Trigger:* This creature hits an enemy with a weapon attack.

*Effect (No Action):* The triggering attack ignores the target's fire resistance and deals 1d6 extra fire damage.

*Level 11:* 2d6 extra fire damage.

*Level 21:* 3d6 extra fire damage.

### Avernus Tactics

Bel has no illusions about his place in the Nine Hells' hierarchy. It is more important to him that his servants find success in battle for as long as they survive.

**Triggered Actions**

**Avernus Tactics** ✦ **At-Will**

*Trigger:* An adjacent enemy misses this creature with an attack.

*Effect (Immediate Reaction):* This creature can shift 1 square, and it gains combat advantage against the triggering enemy until the end of its next turn.

## Brand of Dis

Dispater passes on his constant paranoia to those in his service, alerting them to the myriad enemies and dangers lying in wait. Many creatures who bargain with this archdevil cloister themselves away, hiding in vast fortresses protected by insidious traps and obedient monsters. Dispater favors controllers and skirmishers.

**Initiative:** +2 bonus to initiative checks.

**Skill Modification:** +2 bonus to Insight checks.

### Imprisoning Advance

Slaves of Dispater know the value of a good escape route and thus use the power given to them to create a path to safety that leaves their enemies unable to give chase.

**Move Actions**

**Imprisoning Advance** ✦ **Recharge** ⚄ ⁞⁞

*Effect:* This creature gains a +2 power bonus to all defenses until the end of this turn and moves up to its speed. If an enemy makes an opportunity attack provoked by this movement, this creature can make the following attack against that enemy.

*Attack (Free Action):* Melee 1 (triggering enemy); level + 3 vs. Will

*Hit:* The target is immobilized until the end of its next turn.

### All-Around Vision

A slave of Dispater grows extra eyes all over its body to watch for treachery. These eyes, while unsightly, let the creature counter flanks.

**Traits**

**All-Around Vision**

Enemies can't gain combat advantage by flanking this creature.

## Brand of Minauros

Mammon, ruler of Minauros, is a cringing, wretched archdevil. He is an opportunist who knows how to flatter and connive to keep his throne. These traits infect those in his service and help them spread evil through unexpected ways. Lurkers and skirmishers are best served by gaining this brand.

**Skill Modification:** +2 bonus to Bluff checks.

### Cringing Presence

Slaves to Mammon appear weak and pathetic, exuding a harmless if disgusting presence that convinces enemies to pass them over. This same feeble appearance allows the slave to capitalize on an enemy's reluctance and strike while it foe's guard is down.

**Traits**

☼ **Cringing Presence** ✦ **Aura** 1

Any enemy in the aura that has more hit points than this creature takes a -2 penalty to attack rolls against this creature. Any enemy in the aura that has fewer hit points than this creature grants combat advantage to it.

### Mammon's Cunning

Mammon survives by learning everything he can about his enemies and then using this information to defeat their expectations. A creature with this trait can leap against foes with surprising ferocity or slip away, unnoticed.

**Traits**

**Mammon's Cunning**

This creature does not provoke opportunity attacks when charging. In addition, whenever this creature moves, its first square of movement does not provoke opportunity attacks.

## Brand of Phlegethos

Seductive Fierna inherited her throne from her father Belial, and she uses her power to feed her hedonistic impulses and to torment those under her power. Her father, however, is never far from her throne and manipulates her to further his interests. Soldiers, skirmishers, and lurkers often find service with this unholy pair.

**Skill Modification:** +2 bonus to Diplomacy checks.

TOMASZ JEDRUSZEK

### Wicked Fantasy

With a touch, a slave of Fierna can fill an enemy with unspeakable desire, flooding its senses with hideous fantasies that leave it gasping in pleasure and horror.

**Standard Actions**

ǂ **Wicked Fantasy** (charm, psychic) ✦ **Recharge** ⚄ ⁞⁞

*Attack:* Melee 1 (one creature); level + 3 vs. Will

*Hit:* The target is dazed and takes ongoing 5 psychic damage (save ends both).

*Each Failed Saving Throw:* This creature can slide the target 1 square.

*Level 11:* 10 psychic damage.

*Level 21:* 15 psychic damage.

### Pleasure from Pain

Service to Fierna and Belial warps a creature's pleasure senses. These creatures can only know ecstasy by experiencing or delivering pain.

**Traits**

**Pleasure from Pain**

Each time this creature takes damage, it gains a cumulative +1 power bonus to attack rolls until the end of its next turn, to a maximum bonus of +5. If this creature ends its turn without dealing damage on that turn, it is dazed until the end of its next turn.

# Brand of Stygia

Levistus regained control over Stygia after Asmodeus banished Geryon, but the archdevil remained locked within an icy prison. Thus Levistus relies on proxies to seduce mortals and give him their souls. Soldiers and lurkers are the most common creatures to gain this brand.

**Icewalk:** This creature gains icewalk.

**Skill Modification:** +2 bonus to Acrobatics checks.

## Stygian Prison

Levistus's power grows with each soul sent to Stygia. Slaves can use this power to imprison enemies in ice and speed them to their graves.

**Triggered Actions**

**Stygian Prison** (cold) ✦ **Encounter**

*Trigger:* This creature hits an enemy with a melee attack.

*Effect (No Action):* The target of the triggering attack is restrained (save ends). Whenever the target takes damage while restrained by this power, it takes 5 extra cold damage.

*Level 11:* 10 extra cold damage.

*Level 21:* 15 extra cold damage.

## Icy Panoply

When faced with losing a valuable servant, Levistus armors his slave in Stygian ice to give it the edge it needs to triumph over its enemies.

**Minor Actions**

**Icy Panoply** (cold) ✦ **Encounter**

*Requirement:* This creature must be bloodied.

*Effect:* This creature gains resist 20 to all damage. Each time this creature takes damage from an attack, reduce the resistance by 5. When the resistance drops to 0, the effect ends. While this creature has resistance granted by this power, its melee attacks deal extra cold damage equal to 2 + one-half its level.

# Brand of Malbolge

Glasya, daughter of Asmodeus and ruler of the Sixth Hell, is ambitious if she's anything. She uses her familial connection to Asmodeus to shield her from reprisals while engaging in endless plotting to expand her power throughout the Nine Hells and beyond. Glasya recruits any creature she can.

**Skill Modification:** +2 bonus to Thievery checks.

## Stolen Power

Some legends claim Glasya gained her power by killing another, more ancient archdevil who ruled Malbolge. This power lends credence to these tales, since her servants are quick to take that which does not belong to them.

**Minor Actions**

**Stolen Power** ✦ **Recharge** ⚄ ⚅

*Attack:* Ranged 5 (one creature); level + 3 vs. Fortitude

*Hit:* The target is weakened until the end of this creature's next turn.

*Effect:* This creature's attacks deal extra damage equal to 2 + one-half its level until the target is no longer weakened.

## Brimstone Escape

Glasya's gifts are not without a price. She cares nothing for her servants or their lives; she wants only their souls. So even though this power allows her slave to escape its enemies, it also afflicts the creature with terrible pain.

**Move Actions**

**Brimstone Escape** (teleportation) ✦ **Encounter**

*Effect:* This creature teleports up to 10 squares. It is then dazed until the end of its next turn.

JOHN STANKO

# Brand of Maladomini

As punishment for plotting to usurp his power, Asmodeus transformed Baalzebul into a horrid slug-like creature, a form suited to the pestilential domain he rules. This curse afflicts those who come into the Lord of Flies' service, slowly remaking them into their master's image. Baalzebul favors brutes and soldiers.

**Skill Modification:** +2 bonus to Stealth checks.

## Corrosive Grab

A slimy filth seeps from the creature's pores. While harmless to the creature that creates it, the slime burns through any other creature that touches it.

**Standard Actions**

**Corrosive Grab** (acid) ✦ **At-Will**

*Attack:* Melee 1 (one creature); level + 3 vs. Reflex

*Hit:* This creature grabs the target (escape DC moderate of this creature's level). Until the grab ends, the target takes ongoing acid damage equal to 2 + one-half this creature's level.

## Foul Excretions

Baalzebul's slaves can increase the slime's flow until its runs water from their bodies. As they slither across the battlefield, they leave behind slippery trails.

**Move Actions**

**Foul Excretions** (acid) ✦ **Encounter**

*Effect:* This creature moves up to its speed. Each square it exits becomes slimy until the end of the encounter. Whenever a creature enters a slimy square, it must make an Acrobatics check against a moderate DC of this creature's level or fall prone and take acid damage equal to 2 + one-half this creature's level.

# Brand of Cania

Mephistopheles is Asmodeus's chief rival and most dangerous foe. Fawning when he needs to be, he plots to usurp the god's throne and take his power for himself. Mephistopheles discovered how to use souls to create hellfire, a process he has thus far guarded.

**Skill Modification:** +2 bonus to Arcana checks.

## Secret of Hellfire

Mephistopheles allows his slaves to wield hellfire since using it destroys the user almost as quickly as it does the user's enemies.

**Standard Actions**

**Secret of Hellfire** (aura, fire, psychic) ✦ **Encounter**

*Effect:* This creature activates an aura 1 that lasts until the end of its next turn. Any enemy that enters the aura or ends its turn there takes fire and psychic damage equal to 5 + this creature's level (a creature can take this damage only once per turn).

*Sustain Minor:* The aura persists until the end of this creature's next turn, and each creature in the aura, including this creature, takes fire damage equal to 2 + one-half this creature's level.

## Rising Anger

Although Mephistopheles covets Asmodeus's power, it is his own wrath that proves his undoing time and again. This same unpredictable anger infects his servants.

**Traits**

**Rising Anger**

Whenever this creature misses with a melee or a ranged attack, it gains a +1 power bonus to attack rolls and a -2 penalty to all defenses. The bonus and penalty are cumulative. This creature loses them when it hits with an attack.

# Brand of Nessus

Asmodeus rules the Nine Hells from Nessus, the Ninth Hell. Invested with stolen divine power from the god remembered as He Who Was and armed with a fragment of evil chipped from the shard in the Abyss's bowels, Asmodeus is one of the most powerful gods in the planes. He does not often seduce mortals, knowing they will come to him voluntarily. Leaders, soldiers, and controllers are common slaves to Asmodeus.

Skill Modification: +2 bonus to Bluff checks.

## Dire Command

Those invested with Asmodeus's power gain a measure of the dark god's authority and can command other creatures to do as they wish.

**Standard Actions**

**Dire Command** ✦ **At-Will**

*Effect:* Ranged 5 (one ally). The target makes a basic attack as a free action against a creature of this creature's choice, with a +2 power bonus to the attack roll.

## Clever Switch

Enjoying favored status among other slaves to the Nine Hells, those enslaved to Asmodeus employ devious cunning to ensure that they survive battles with their enemies.

**Triggered Actions**

**Clever Switch** ✦ **Recharge** ⚄ ⚅

*Trigger:* An enemy hits this creature with a melee or a ranged attack.

*Effect (Immediate Interrupt):* This creature switches the target of the attack from itself to a creature adjacent to it, other than the triggering enemy.

# New Monsters

*"The most fearsome monster I ever saw had two arms, two legs, and one head, and on its head was a face with two eyes, two ears, one nose, and one mouth, and above this face grew a mop of hair. Everywhere else, the creature's flesh was mostly pink and bare. Mostly. Makes my slime crawl thinking about it."*

—Juiblex

As the Abyss spawns fiends aplenty to bring strife to creatures near and far, agents of the dark plot and connive to advance their masters' aims. The following monsters have spawned from evil's embrace to wrap existence in a tapestry of pain, humiliation, death, and torment.

# Angel, Fallen

Deicide is no small thing. A god's death causes dominions to tremble, the world to groan, and the demons below to howl in delight. Tremors spread through Creation as powerful beings scramble to claim portfolios the god released at the moment of its extinction. But despite the god's life force being snuffed out, its creatures are not freed from service.

Known as fallen angels, these immortal champions of a slain god are sheathed in grief and remain driven to do the work for which they were chosen.

## Lore

**Religion DC 20:** Most angels are independent agents. They wing through the Astral Sea running myriad errands and safeguarding the expanse they call home. The gods claim some angels as servants, soldiers, and emissaries, positions few would refuse. When an angel joins a particular god's retinue, it slowly transforms as a trickle of its master's physical and psychological characteristics seeps into its essence. Over time, the seepage drowns out the angel's memory of its life before joining its master. Thus, the deity's imprint consumes an ever-greater portion of the angel the longer the retainer serves.

**Religion DC 25:** When a god dies, its surviving angels are stripped of varying portions of their identities. The longest-serving angels morph into brittle travesties of their master. These fallen angels manage to cling to the fading threads of divine power and use it to serve the god posthumously. But their grief and rage taint their efforts, making them some of the most unpredictable and unstable dark forces in the Astral Sea.

## Encounters

Fallen angels take a vengeance oath against their god's slayer and its supporters and minions. These sundered immortals have no compunction against joining forces with foul creatures to accomplish their goals and can be found with abominations, elementals, demons, and undead.

Charismatic fallen angels could enlist other independent angels to their cause and might even confuse themselves with the god they once served.

# Fallen Angel of Winter

Khala, the goddess of winter, sought to imprison the world in an endlessly frigid state. The other deities rallied against her and throttled her bid to become mistress of the gods. They eliminated her, destroyed her realm, and scattered her servants, earning themselves the venomous regard of the fallen angels of winter.

Crackling with hate, this icy creature ambushes, frames, and hunts Khala's killers and their servants.

| **Fallen Angel of Winter** | **Level 13 Soldier** |
|---|---|
| Medium immortal humanoid (angel) | XP 800 |
| **HP** 128; **Bloodied** 64 | **Initiative** +12 |
| **AC** 29, **Fortitude** 27, **Reflex** 25, Will 23 | **Perception** +7 |
| **Speed** 6, fly 8 (hover) | |
| **Immune** fear; **Resist** 10 cold, 10 radiant | |
| **Traits** | |
| ☼ **Khala's Hate** ✦ **Aura** 3 | |
| While the angel is not bloodied, enemies in the aura have vulnerable 5 cold. | |
| **Angelic Presence** | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty. | |
| **Standard Actions** | |
| ⨺ **Ice Spear** (cold, weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +18 vs. AC | |
| *Hit:* 3d8 + 7 cold damage, and the target is immobilized until the end of the angel's next turn. | |
| ⇙ **Khala's Vengeance** (cold) ✦ **Encounter** | |
| *Requirement:* The angel must be bloodied. | |
| *Attack:* Close burst 3 (enemies in the burst); +16 vs. Fortitude | |
| *Hit:* 2d8 + 4 cold damage, and the target is immobilized and takes ongoing 10 cold damage (save ends both). | |
| *Aftereffect:* The target is slowed (save ends). | |
| *Miss:* Half damage, and the target is slowed and takes ongoing 5 cold damage (save ends both). | |
| **Str** 22 (+12) **Dex** 19 (+10) **Wis** 13 (+7) | |
| **Con** 16 (+9) **Int** 10 (+6) **Cha** 15 (+8) | |
| **Alignment** evil **Languages** Supernal | |
| **Equipment** scale armor, spear | |

## Fallen Angel of Winter in Combat

A fallen angel of winter is as merciless as a blizzard. It descends unseen from the cover of a wicked storm to wrap foes in cold and pierce their bodies with winter's bite.

# Fallen Angel of Sorrow

As exarch of the god now known as He Who Was, the ever-ambitious Asmodeus stole a sliver of the evil shard buried in the Abyss, and it swiftly corrupted him. Asmodeus then murdered his master and donned his mantle as ruler of Baator. Shocked, the other gods sealed the usurper away in his new dominion, which has since become known as the Nine Hells. But the grief of the fallen angels of sorrow could not be so easily banished.

Bereft of its good and peaceful god, a fallen angel of sorrow acts more like its nemesis than its former master. Devoted to Asmodeus's annihilation, this creature retains enough of its master's heart to weep as it rends flesh from bone.

| **Fallen Angel of Sorrow** | **Level 17 Artillery** |
|---|---|
| Medium immortal humanoid (angel) | XP 1,600 |
| **HP** 122; **Bloodied** 61 | **Initiative** +13 |
| **AC** 31, **Fortitude** 28, **Reflex** 29, **Will** 31 | **Perception** +14 |
| **Speed** 6, fly 8 (hover) | |
| **Immune** fear; **Resist** 10 radiant | |
| **Traits** | |
| ☼ **Sorrow** ✦ **Aura** 1 | |
| Any enemy in the aura that misses the angel with an attack is dazed until the end of the enemy's next turn. | |
| **Angelic Presence** | |
| While the angel is not bloodied, attack rolls against it take a –2 penalty. | |
| **Standard Actions** | |
| ⊕ **Flail** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +22 vs. AC | |
| *Hit:* 2d10 + 7 damage, and the angel can push the target up to 2 squares. | |
| ➶ **Longbow** (weapon) ✦ **At-Will** | |
| *Attack:* Ranged 20 (one creature); +24 vs. AC | |
| *Hit:* 3d10 + 8 damage, and the target is slowed (save ends). This attack deals 2d6 extra damage against a slowed target. | |
| ✧ **Tears from Heaven** (fear, weapon) ✦ **Encounter** | |
| *Attack:* Area burst 1 within 10 (enemies in the burst); +22 vs. Will | |
| *Hit:* 4d10 + 8 damage, and the target cannot attack (save ends). | |
| *Miss:* Half damage. | |
| **Str** 18 (+12) **Dex** 21 (+13) **Wis** 22 (+14) | |
| **Con** 14 (+10) **Int** 12 (+9) **Cha** 24 (+15) | |
| **Alignment** unaligned **Languages** Supernal | |
| **Equipment** flail, longbow, 30 arrows | |

## Fallen Angel of Sorrow in Combat

A fallen angel of sorrow appears as a broken, mournful heap. It wails its despair, a tactic that disarms many foes. As tears streak its visage, it swiftly raises its bow and pierces its arrows and grief into enemy hearts. Brazen melee attackers find themselves dazed and heartsick in the fallen angel's presence, and mortal foes often find themselves weeping alongside their assailant as they fight to the death.

# Fallen Angel of Death

Nerull's angels carried plagues and death to the natural world. It was their task to harvest souls and bring them to their master. After the Raven Queen defeated the god and stole his power, the fallen angels of death fled to the Shadowfell's darkest corners, and over the centuries the constant exposure to necrotic energies perverted their life force.

| **Fallen Angel of Death** | **Level 21 Skirmisher** |
|---|---|
| Large immortal humanoid (angel, undead) | XP 3,200 |
| **HP** 197; **Bloodied** 98 | **Initiative** +18 |
| **AC** 35, **Fortitude** 35, **Reflex** 33, **Will** 32 | **Perception** +19 |
| **Speed** 8, fly 12 (hover) | Darkvision |
| **Immune** disease, fear, poison; **Resist** 15 necrotic, 15 radiant | |
| **Traits** | |
| ☼ **Nerull's Demand** ✦ **Aura** 5 | |
| Any enemy that makes a death saving throw while in the aura takes a –5 penalty to the roll. | |
| **Angelic Presence** | |
| While the angel is not bloodied, attack rolls against it take a –2 penalty. | |
| **Life Sense** | |
| The angel knows the location of all living creatures within 5 squares of it, and the angel's attacks against living enemies within 5 squares of it ignore concealment. | |
| **Standard Actions** | |
| ⊕ **Scythe** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +26 vs. AC | |
| *Hit:* 3d12 + 9 damage. | |
| *Effect:* The angel can shift up to 2 squares. | |
| **Death's Hourglass** (necrotic) ✦ **Recharge** when the effect ends | |
| *Effect:* Ranged 10 (one creature). The target takes ongoing 30 necrotic damage until the end of the encounter. The target or an ally adjacent to it can end this effect by succeeding on a standard action DC 35 Religion check or two standard action DC 26 Religion checks. The effect automatically ends when the angel drops below 1 hit point. | |
| **Minor Actions** | |
| **Death's Decree** (necrotic) ✦ **At-Will** (1/round) | |
| *Effect:* Ranged 5 (one creature subject to *death's hourglass*). The target takes 15 necrotic damage, and the angel can shift 1 square closer to the target. | |
| **Skills** Insight +19 | |
| **Str** 26 (+18) **Dex** 23 (+16) **Wis** 19 (+14) | |
| **Con** 21 (+15) **Int** 18 (+14) **Cha** 21 (+15) | |
| **Alignment** evil **Languages** Supernal | |
| **Equipment** scythe | |

## Fallen Angel of Death in Combat

Cut loose from its master, a fallen angel of death soars across the night sky, searching for souls to feed a hunger that cannot be slaked.

A fallen angel of death points its bony finger at an enemy and then flips over its hourglass. As each grain drops to the lower chamber, the fallen angel's foe feels its life force ebbing away. Then the angel gets to work using its scythe to reap its harvest of souls.

# Demon, Hordeling

The Abyss, abetted by impressively creative demon lords, is an ever-churning womb that spits out demons in countless shapes and sizes. Each fiend is a manifestation of the darkness welling up from the evil shard lodged in the realm's heart.

Hordelings are the least of demonkind. These tiny, cunning fiends emerge from the poisoned landscape with a passionate hatred for all things. No two hordelings are physically alike. The Abyss arms these demons with unpredictable numbers of claws, fangs, stingers, horns, and spurs to enable them to contribute to the circle of birth, pain, and death that keeps the Abyss alive.

## Lore

**Arcana DC 27:** Demons do not reproduce; they destroy. Their inability to procreate in no way diminishes their numbers, though, because the Abyss spawns new demons from the used up bits of dead ones. From somewhere deep inside the realm's layers, pure evil impregnates raw elemental substance, causing new demons to rise up and carry on with the business of chaos and evil.

In theory, a hordeling might eventually evolve into another kind of demon. But these creatures are typically lobbed across battlefields, crushed underfoot, consumed, or slaughtered willy-nilly in demon games before they get much of a chance to experience living.

## Encounters

Hordelings spring up throughout the Abyss, and other demons pass their time tormenting these teeny fiends or crunching them between their teeth. In places of great carnage, such as after Blood War battles, these demons are more numerous, since plenty of raw material is available to replenish their numbers.

| **Hordeling Mob** | **Level 11 Elite Brute** |
|---|---|
| Gargantuan elemental humanoid (demon, swarm) | XP 1,200 |
| **HP** 276; **Bloodied** 138 | **Initiative** +9 |
| **AC** 23, **Fortitude** 24, **Reflex** 23, **Will** 21 | **Perception** +7 |
| **Speed** 5 | Darkvision |
| **Resist** half damage from melee and ranged attacks; **Vulnerable** 10 to close and area attacks | |
| **Saving Throws** +2; **Action Points** 1 | |
| **Traits** | |
| ☼ **Swarm Attack** ✦ Aura 1 | |
| Any enemy that starts its turn in the aura takes 10 damage. | |
| **Swarm** | |
| The mob can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The mob cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises. | |
| **Standard Actions** | |
| ⨭ **Gnashing Host** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature and each creature in the mob's space); +16 vs. AC | |
| *Hit:* 2d8 + 13 damage, and the target is slowed until the end of the mob's next turn. | |
| **Move Actions** | |
| **Flowing Mob** ✦ **Recharge** when first bloodied | |
| *Effect:* The mob shifts up to its speed. | |
| **Triggered Actions** | |
| **Breakaway Hordeling** ✦ **At-Will** (1/round) | |
| *Trigger:* An enemy hits the mob. | |
| *Effect (No Action):* Up to four hordeling breakaways (roll a d4 to determine the exact number) appear in squares within 2 squares of the mob. They can appear in occupied squares and act on the mob's turn. Hordeling breakaways created in this fashion are worth no experience points. | |
| **Scattering Swarm** ✦ **Encounter** | |
| *Trigger:* A close or an area attack hits the mob. | |
| *Effect (Immediate Interrupt):* The triggering attack deals only half damage to the mob. | |
| **Str** 21 (+10) **Dex** 18 (+9) **Wis** 15 (+7) | |
| **Con** 18 (+9) **Int** 3 (+1) **Cha** 5 (+2) | |
| **Alignment** chaotic evil **Languages** – | |

ERIC DESCHAMPS

| Hordeling Breakaway | Level 11 Minion Brute |
|---|---|
| Tiny elemental humanoid (demon) | XP 150 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +10 |
| **AC** 23, **Fortitude** 23, **Reflex** 24, **Will** 21 | **Perception** +7 |
| **Speed** 5 | Darkvision |
| **Standard Actions** | |
| ⊕ **Gnashing Teeth ✦ At-Will** | |
| *Attack:* Melee 0 (one creature); +16 vs. AC | |
| *Hit:* 11 damage. | |
| **Triggered Actions** | |
| **Drawn to Pain ✦ At-Will** | |
| *Trigger:* An enemy within 3 squares of the hordeling is bloodied by an attack. | |
| *Effect (Immediate Reaction):* The hordeling can shift up to 3 squares to a square in the triggering enemy's space. | |
| **Str** 13 (+6) **Dex** 21 (+10) **Wis** 15 (+7) | |
| **Con** 18 (+9) **Int** 3 (+1) **Cha** 5 (+2) | |
| **Alignment** chaotic evil **Languages** – | |

## Hordeling Mobs in Combat

An individual hordeling is little more than a nuisance. Gather them up by the hundreds, however, and they present a serious threat. A hordeling mob is a frenzied swarm of maws, stingers, horns, and claws that tear enemies into bloody ribbons. Being bathed in foes' blood further excites the fiends, and eager hordelings occasionally pop out of the mob to lap up the liquid before attacking from a new position.

# Devil, Wrath

The secret to corrupting a mortal lies in allowing the creature to author his or her own downfall. Present temptations, lure the fool onto corruption's path, and then creep silently in the victim's wake as his or her decisions lead to the Nine Hells.

Similar to the succubi and imps tasked with gathering mortal souls for their masters, a wrath devil roams the natural world, preying on people who indulge in erratic behavior and allow their passions to rule them.

## Lore

**Arcana DC 29:** Despite their hunger for mortal souls, devils rarely enter the natural world, some scholars insist. They say devils cannot visit the natural world without a mortal's invitation. Other sages mock such assertions, saying fear is driving their research. These scholars believe devils are everywhere, hidden as they watch and wait for the best time to entice a mortal into finding succor in darkness. What truth is known is that while devils are glad to accept any soul, they crave those belonging to powerful individuals. The brighter a soul shines, the more energy the Hells can squeeze from it.

According to legend, a devil exists for every mortal failing. Indeed, devils seem bred to target specific weaknesses, striking at their quarries where they are most vulnerable. A succubus preys on lust-consumed creatures, while an imp targets ambition-ruled mortals. Meanwhile, a wrath devil exploits the anger burning in mortal hearts. It goads its targets to give into hatred and impulsively act on their passions.

## Encounters

When a wrath devil is near, self-control frays and tempers flare. It has a knack for escalating violence and driving mortals mad with uncontrollable anger. A wrath devil uses its victims to work evil and thus become consumed by it.

While in the Nine Hells, a wrath devil uses bearded devils as bodyguards. While in the natural world, succubi and duergar are its common companions.

ERIC DESCHAMPS

| Wrath Devil | Level 13 Controller |
|---|---|
| Medium immortal humanoid (devil) | XP 800 |
| **HP** 128; **Bloodied** 64 | **Initiative** +10 |
| **AC** 27, **Fortitude** 24, **Reflex** 25, **Will** 27 | **Perception** +14 |
| **Speed** 6 | Darkvision |
| **Resist** 10 fire | |
| **Standard Actions** | |
| ⨺ **Claws** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +18 vs. AC | |
| *Hit:* 2d8 + 12 damage. | |
| ⚚ **Compel Anger** (charm, psychic) ✦ **At-Will** | |
| *Attack:* Ranged 10 (one creature); +16 vs. Will | |
| *Hit:* 2d6 + 6 psychic damage, and the target takes a free action to charge or make a basic attack against a creature the devil chooses. If this attack hits, the target is dominated (save ends). | |
| *Aftereffect:* Until the end of the encounter, the target treats its allies as enemies only for the purpose of making opportunity attacks. The target must make opportunity attacks if provoked. | |
| **Move Actions** | |
| **Driven by Hate** (charm) ✦ **At-Will** | |
| *Effect:* Ranged 5 (one creature dominated by the devil). The devil slides the target up to 3 squares. | |
| **Triggered Actions** | |
| ⸸ **Confounding Escape** (fire, teleportation) ✦ **At-Will** | |
| *Trigger:* An enemy adjacent to the devil hits it with a melee attack. | |
| *Attack (Immediate Reaction):* Melee 1 (triggering enemy); +16 vs. Fortitude | |
| *Hit:* 4d6 + 7 fire damage. | |
| *Effect:* The devil teleports itself or the target up to 6 squares. | |
| **Skills** Bluff +17, Insight +14 | |
| **Str** 11 (+6) **Dex** 19 (+10) **Wis** 16 (+9) | |
| **Con** 16 (+9) **Int** 16 (+9) **Cha** 23 (+12) | |
| **Alignment** evil **Languages** Supernal | |

## Wrath Devil in Combat

A wrath devil stays out of melee combat if it can, preferring to incite violence from a distance, acting as though it has nothing to do with the brutal scene unfolding. The devil has its nose in a book or drinks its ale as it works to turn foes against each other. When mortal blood is flowing freely and unconscious bodies litter the scene, the devious creature stands up gracefully and hefts its quarry over its shoulder. A wicked, lopsided grin stretches across the wrath devil's face as it begins its return trip to its master.

# Dragonspawn, Nhagruul

Nhagruul, the deformed wizard who sought to use the *Book of Vile Darkness* to conquer and enslave the world, left behind many dark legacies. The Nhagruul dragonspawn are among the most fearsome remnants of his schemes. The psychotic mage grew the dragonspawn in his laboratory from evil dragon eggs his apprentices stole. The wizard used his own demonic essence to corrupt the embryos. When the eggs hatched, twisted, dragon-like monstrosities magically connected to Nhagruul greeted their maker, and they instinctively bent their necks to the greater wicked power.

At the height of Nhagruul's influence, the dragonspawn were formidable and cunning beasts that could magically outmaneuver even the most accomplished magi. When the *Book of Vile Darkness* consumed Nhagruul, the dragonspawn weakened and grew desperate. Eventually, the monsters turned on one another as they vied for territory and treasure. It's unknown how many of the creatures survived the rivalry. In the years since, the survivors have withdrawn to their secluded lairs, and their memories of Nhagruul and the glory days have faded away with their magic.

## Lore

**Arcana or History DC 29:** Dragonspawn are the foul progeny of the demon-wizard Nhagruul, who incubated their eggs in festering pools of demonic slime. Dozens of these wyrmlings were born linked to the mage's evil essence, but Nhagruul destroyed the most heinously deformed ones.

Few Nhagruul dragonspawn have survived since the dark wizard's destruction (or disappearance, as some attest). Although it's hard to mistake them for true dragons, Nhagruul dragonspawn possess certain characteristics in common with their draconic ancestors, including leathery wings and breath weapons.

No two Nhagruul dragonspawn look exactly alike. Their draconic features blend hideously with the more monstrous traits of the vile wizard who spawned them. For this reason, they are often referred to in historical accounts as "vile dragons," though this name hardly captures the terror their appearances instill in would-be prey.

## Encounters

The hardiest of the Nhagruul dragonspawn live on civilization's fringes, making their lairs in deep caves, forests, and old ruins.

A Nhagruul dragonspawn attacks any dragon it encounters. After laying claim to a dragon's lair, a dragonspawn devours all but one of its victim's eggs. The dragonspawn corrupts the remaining egg with its

ERIC DESCHAMPS

saliva, bathing the shell in sputum several times a day until it hatches into a new Nhagruul dragonspawn.

| **Nhagruul Dragonspawn** | **Level 14 Solo Artillery** |
|---|---|
| Large natural magical beast (reptile) | XP 5,000 |
| **HP** 564; **Bloodied** 282 | **Initiative** +13 |
| **AC** 28, **Fortitude** 28, **Reflex** 24, **Will** 26 | **Perception** +16 |
| **Speed** 6, fly 8 | Darkvision |
| **Saving Throws** +5; **Action Points** 2 | |

**Traits**

**Action Recovery**

Whenever the dragonspawn ends its turn, any dazing, stunning, or dominating effect on it ends.

**Instinctive Ferocity**

On an initiative of 10 + the dragonspawn's initiative check, the dragonspawn can use *bite* or *fiery spittle* as a free action. If the dragonspawn cannot use a free action to make this attack due to a dominating or a stunning effect, then that effect ends instead of the dragonspawn making the attack.

**Standard Actions**

**Bite** (poison) ✦ **At-Will**

*Attack:* Melee 2 (one creature); +19 vs. AC

*Hit:* 2d6 + 10 damage, and ongoing 10 poison damage (save ends).

**Double Attack** ✦ **At-Will**

*Effect:* The dragonspawn uses *bite* against two different creatures.

**Fiery Spittle** (fire) ✦ **At-Will**

*Attack:* Ranged 20 (one creature); +19 vs. Reflex

*Hit:* 2d8 + 11 fire damage.

**Breath Weapon** (fire, poison) ✦ **Recharge** ⚄ ⚅

*Attack:* Close blast 5 (creatures in the blast); +17 vs. Reflex

*Hit:* 4d10 + 11 fire and poison damage.

*Miss:* Half damage.

**Frightful Roar** (fear) ✦ **Encounter**

*Attack:* Close burst 3 (enemies in the burst); +17 vs. Will

*Hit:* The target is dazed until the end of the dragonspawn's next turn.

*Aftereffect:* The target chooses to either take a –2 penalty to attack rolls until the end of its next turn or take a free action to move its speed away from the dragonspawn.

*Miss:* The target takes a –2 penalty to attack rolls until the end of the dragonspawn's next turn.

**Triggered Actions**

**Wing Claw** ✦ **At-Will**

*Trigger:* An enemy within 2 squares of the dragonspawn hits the dragonspawn with a melee attack.

*Attack (Immediate Reaction):* Melee 2 (triggering enemy); +19 vs. AC

*Hit:* 4d6 + 8 damage.

*Effect:* The dragonspawn flies up to 4 squares. This movement does not provoke opportunity attacks.

**Bloodied Breath** ✦ **Encounter**

*Trigger:* The dragonspawn is first bloodied.

*Effect (Free Action): Breath weapon* recharges, and the dragonspawn uses it.

**Skills** Intimidate +15, Stealth +18

| | | |
|---|---|---|
| **Str** 24 (+14) | **Dex** 22 (+13) | **Wis** 18 (+11) |
| **Con** 21 (+12) | **Int** 11 (+7) | **Cha** 17 (+10) |

**Alignment** chaotic evil **Languages** Abyssal, Draconic

## Nhagruul Dragonspawn in Combat

A hungry Nhagruul dragonspawn is not above gobbling up a cow or horse, but its hunt is unsatisfying if it doesn't elicit the screams of humanoid victims. A Nhagruul dragonspawn circles over a town, raining fire on buildings and people so it can luxuriate in the smell of fear and death. When its prey starts running, preferably while on fire, the monster swoops down to rip the creature apart with its poisonous teeth.

A Nhagruul dragonspawn isn't particularly smart, but it is cunning. When confronted in its lair, the beast stalks intruders in a manner similar to a great cat, creeping through the shadows and springing when interlopers are least prepared. When cornered, a dragonspawn lashes out to rake its opponent with its clawed wings.

# Filth Hag

Hags have strong ties to natural forces; yet being uniformly wicked, they lack nature's impartiality. A filth hag exemplifies the depth of corruption to which these wretched creatures gaily wallow.

## Lore

**Arcana DC 31:** A filth hag is never encountered without its offspring, a mountainous being shaped from a mixture of the hag's filth, garbage, mud, and leaves. The hag binds to its creation the souls of mortal males it's seduced, thus animating the son's foul body. The souls remain trapped until the animate is destroyed or the filth hag releases them, a gift these savage fey rarely grant.

## Encounters

A filth hag and its son haunt abandoned villages deep in Feywild or untamed wildernesses in the natural world. Ghouls and other undead are drawn to the promise of meat and thus can be found haunting the fringes of a filth hag's lair.

| **Filth Hag** | **Level 16 Skirmisher (Leader)** |
|---|---|
| Medium fey humanoid (shapechanger) | XP 1,400 |
| **HP** 155; **Bloodied** 77 | **Initiative** +15 |
| **AC** 30, **Fortitude** 30, **Reflex** 28, **Will** 26 | **Perception** +9 |
| **Speed** 8 (earth walk) | Low-light vision |
| **Traits** | |
| ☼ **Stench** ✦ **Aura** 2 | |
| Enemies in the aura grant combat advantage. | |
| **Standard Actions** | |
| ⓘ **Filthy Claws** (poison) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +21 vs. AC | |
| *Hit:* 2d8 + 5 damage, and ongoing 10 poison damage (save ends). | |
| *Effect:* The hag shifts up to 4 squares. | |
| **Goad Son** ✦ **Recharge** ⚄ ⁞⁞ | |
| *Effect:* Ranged 5 (one filth hag son). The target uses *slam* twice. | |
| **Minor Actions** | |
| **Devour Offspring** (healing) ✦ **At-Will** (1/round) | |
| *Effect:* Ranged 5 (one filth hag son). The target takes 20 damage, and the hag regains 15 hit points. | |
| **Change Shape** (polymorph) ✦ **At-Will** | |
| *Effect:* The hag alters its physical form to appear as a crone or young female of any Medium humanoid race until it uses *change shape* again or until it drops below 1 hit point. To assume a specific individual's form, the hag must have seen that individual. Other creatures who succeed on a DC 36 Insight check to discern that the form is a disguise. | |
| **Mother's Demand** ✦ **Encounter** | |
| *Effect:* Ranged 5 (one filth hag son). The target is dazed (save ends), and the hag gains 1 action point. | |
| **Skills** Bluff +16, Nature +14, Stealth +18 | |
| **Str** 24 (+15) **Dex** 20 (+13) **Wis** 13 (+9) | |
| **Con** 19 (+12) **Int** 15 (+10) **Cha** 17 (+11) | |
| **Alignment** evil **Languages** Common, Elven | |

STEVE ELLIS

| Filth Hag Son | Level 16 Brute |
|---|---|
| Large fey animate (construct) | XP 1,400 |
| **HP** 191; **Bloodied** 95 | **Initiative** +12 |
| **AC** 28, **Fortitude** 30, **Reflex** 27, **Will** 26 | **Perception** +11 |
| **Speed** 8 | Low-light vision |
| **Immune** disease, fear, marked, poison | |
| **Standard Actions** | |
| ⊕ **Slam** ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +21 vs. AC | |
| *Hit:* 3d12 + 9 damage. | |
| ⸸ **Son's Ire** ✦ **At-Will** | |
| *Requirement:* A filth hag within 20 squares of the son must be bloodied. | |
| *Effect:* The son uses *slam* against two different creatures, with a -2 penalty to each attack roll. | |
| **Triggered Actions** | |
| ⸸ **Mute Fury** ✦ **Recharge** ⚄ ⚅ | |
| *Trigger:* An enemy within 5 squares of the son hits a filth hag with an attack. | |
| *Effect (Immediate Reaction):* The son charges the triggering enemy. | |
| **Str** 25 (+15) **Dex** 18 (+12) **Wis** 16 (+11) | |
| **Con** 21 (+13) **Int** 3 (+4) **Cha** 3 (+4) | |
| **Alignment** unaligned **Languages** – | |

### Filth Hag and Son in Combat

A filth hag wears a maiden's form. The creature dances in the mud while its lumbering "son" smashes through other intruders. The hag toys with its enemies, inviting gullible males into its curvaceous embrace. If anyone draws too near, the stench of the hag's corruption reveals its true nature, as does the sharpness of the monster's wicked claws.

# TSOCHAR

The tsochar are Far Realm body thieves that have invaded the natural world. They are tasked with establishing a foothold for their dread master, the Nine-Tongued Worm.

## Lore

**Dungeoneering DC 25:** The tsochar are not so much a race as they are an extension of the elder evil known as Mak Thuum Ngatha, the Nine-Tongued Worm and Devourer of Worlds. Each tsochar is a tendril liberated from the great thrashing worm. It is sent into the natural world to prepare the way for the elder evil.

When it escapes the Far Realm, a tsochar's first task is to secure a viable body. The creature slithers into a victim's flesh and embeds itself in the target's brain. The parasite quickly detaches a victim's will, or cognitive awareness, from its mind, thus gaining total control over its new meat vessel.

## Encounters

The Nine-Tongued Worm drives its agents to amass and hoard magical power. The parasites, in their host vessels, search the world for relics, potent rituals, and anything else that might help them erect a stable passageway to the Far Realm that Mak Thuum Ngatha can traverse to enter the natural world. Tsochar are smart enough to ally with monsters that can serve or aid them in this purpose.

# Tsochar Parasite

Every tsochar infestation includes several tsochar that have yet to find suitable hosts.

| Tsochar Parasite | Level 9 Minion Controller |
|---|---|
| Small aberrant magical beast | XP 100 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +9 |
| **AC** 23, **Fortitude** 21, **Reflex** 22, **Will** 20 | **Perception** +7 |
| **Speed** 4, climb 4 | Darkvision |
| **Traits** | |
| **Hideous Grasp** | |
| While the tsochar has a creature grabbed, the tsochar gains a +2 power bonus to all defenses. | |
| **Standard Actions** | |
| ⊕ **Tentacles** (poison) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +13 vs. AC | |
| *Hit:* 8 poison damage, and the target is grabbed (escape DC 17). | |
| ⸸ **Burrow into Host** (poison) ✦ **At-Will** | |
| *Attack:* Melee 1 (one humanoid creature grabbed by the tsochar); +12 vs. Fortitude | |
| *Hit:* The target is dominated (save ends). While the target is dominated, the tsochar is removed from play, though it can still issue commands to the target. If the target is dominated at the end of the encounter, the tsochar takes full control of the target until the target drops below 1 hit point. A Remove Affliction ritual or similar magic can force a tsochar out of its host. | |
| *Aftereffect:* The tsochar appears in an unoccupied square adjacent to the target. | |
| **Skills** Stealth +14 | |
| **Str** 13 (+5) **Dex** 20 (+9) **Wis** 16 (+7) | |
| **Con** 18 (+8) **Int** 15 (+6) **Cha** 13 (+5) | |
| **Alignment** chaotic evil **Languages** Deep Speech, telepathy 10 | |

### Tsochar Parasite in Combat

A parasite understands its fragility and wastes no time seeking a host. The parasite latches onto any available humanoid and then burrows into its tender flesh to take control. Once it has enslaved its host, the tsochar and its host effectively become one until the host dies or the parasite is expelled.

# Tsochar Wearer of Flesh

After a tsochar finds a body, it sets out to find a superior one. It stalks a healthy and powerful individual whose form is more likely than its current vessel to withstand the dark work ahead.

The following statistics represent the tsochar parasite and its enslaved host.

| **Tsochar Wearer of Flesh** | **Level 9 Soldier** |
|---|---|
| Medium aberrant humanoid | XP 400 |
| **HP** 95; **Bloodied** 47 | **Initiative** +6 |
| **AC** 25, **Fortitude** 23, **Reflex** 20, **Will** 21 | **Perception** +12 |
| **Speed** 5 | Darkvision |
| **Immune** dazed | |

**Traits**

**Psychic Scream** (psychic) ✦ **Aura** 1
Enemies in the aura take 5 psychic damage whenever the tsochar takes psychic damage.

**Parasitic Mind**
At the start of its turn, the tsochar makes saving throws to end any stunning or dominating effect on it.

**Standard Actions**

**Longsword** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +14 vs. AC
*Hit:* 2d8 + 8 damage.
*Effect:* The target is marked until the end of the tsochar's next turn.

**Triggered Actions**

**Guarding Strike** ✦ **At-Will**
*Trigger:* An enemy marked by the tsochar shifts or makes an attack that does not include the tsochar as a target.
*Effect (Opportunity Action):* The tsochar uses *longsword* against the triggering enemy.

**Infestation Unveiled** ✦ **Encounter**
*Trigger:* The tsochar drops below 1 hit point from an attack that does not deal psychic damage.
*Effect (No Action):* A tsochar parasite appears in the tsochar's space or the nearest unoccupied square.

**Skills** Bluff +9

| | | |
|---|---|---|
| **Str** 20 (+9) | **Dex** 10 (+4) | **Wis** 16 (+7) |
| **Con** 15 (+6) | **Int** 15 (+6) | **Cha** 11 (+4) |

**Alignment** chaotic evil **Languages** Common, Deep Speech, telepathy 10
**Equipment** plate armor, heavy shield, longsword

## Tsochar Wearer of Flesh in Combat

A wearer of flesh keeps its true nature concealed and hides among other humanoids until the infestation has spread.

# Tsochar Worm Servant

A few tsochar have a superb connection to the Nine-Tongued Worm and act as its overseers in the natural world. Thus, a worm servant rules an infestation's tsochar in the name of the elder evil. It guides their spread through a community and coordinates their search for items to further their master's plans.

The statistics presented here represent the tsochar parasite and its enslaved host.

| **Tsochar Worm Servant** | **Level 9 Artillery** |
|---|---|
| Medium aberrant humanoid | XP 400 |
| **HP** 72; **Bloodied** 36 | **Initiative** +5 |
| **AC** 23, **Fortitude** 19, **Reflex** 21, **Will** 23 | **Perception** +12 |
| **Speed** 5 | Darkvision |
| **Immune** dazed | |

**Traits**

**Psychic Scream** (psychic) ✦ **Aura** 1
Enemies in the aura take 5 psychic damage whenever the tsochar takes psychic damage.

**Parasitic Mind**
At the start of its turn, the tsochar makes saving throws to end any stunning or dominating effect on it.

**Standard Actions**

**Scourge** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +14 vs. AC
*Hit:* 2d10 + 6 damage.

**Unhinging Visions** (psychic) ✦ **At-Will**
*Attack:* Ranged 20 (one creature); +14 vs. Will
*Hit:* 1d10 + 9 psychic damage, the tsochar can slide the target up to 2 squares, and the target grants combat advantage until the end of the tsochar's next turn.

**Madness Storm** (psychic) ✦ **Encounter**
*Attack:* Close blast 5 (enemies in the blast); +12 vs. Will
*Hit:* 2d8 + 11 psychic damage, and the target is dazed (save ends).
*Miss:* Half damage, and the target is slowed until the end of its next turn.

**Triggered Actions**

**Infestation Unveiled** ✦ **Encounter**
*Trigger:* The tsochar drops below 1 hit point from an attack that does not deal psychic damage.
*Effect (No Action):* A tsochar parasite appears in the tsochar's space or the nearest unoccupied square.

**Skills** Bluff +14, Religion +12

| | | |
|---|---|---|
| **Str** 10 (+4) | **Dex** 13 (+5) | **Wis** 16 (+7) |
| **Con** 12 (+5) | **Int** 17 (+7) | **Cha** 20 (+9) |

**Alignment** chaotic evil **Languages** Common, Deep Speech, telepathy 10
**Equipment** chainmail, scourge

## Tsochar Worm Servant in Combat

A worm servant is the most valuable member of a tsochar infestation. Other tsochar fight to protect it. The worm servant doesn't stand idly by though. It stays busy psychically bludgeoning enemy minds, filling them with Far Realm visions, while lesser tsochar physically strike against opponents.

# Noble Tsochar

A noble tsochar is a conduit of Mak Thuum Ngatha's magical might and dominates a battle to protect the colony. While a worm servant orchestrates the great worm's plans off the battlefield, a noble takes charge over any fighting that ensues.

The statistics presented below represent the tsochar parasite and its warped, enslaved host.

| **Noble Tsochar** | **Level 9 Elite Controller** |
|---|---|
| Medium aberrant humanoid | XP 800 |
| **HP** 184; **Bloodied** 92 | **Initiative** +6 |
| **AC** 23, **Fortitude** 19, **Reflex** 21, **Will** 24 | **Perception** +13 |
| **Speed** 5 | Darkvision |
| **Immune** dazed | |
| **Saving Throws** +2; **Action Points** 1 | |
| **Traits** | |
| ☼ **Psychic Scream** (psychic) ✦ **Aura** 1 | |
| Enemies in the aura take 5 psychic damage whenever the tsochar takes psychic damage. | |
| **Parasitic Mind** | |
| At the start of its turn, the tsochar makes saving throws to end any stunning or dominating effect on it. | |
| **Standard Actions** | |
| ⊕ **Tentacle** (poison) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +14 vs. AC | |
| *Hit:* 2d10 + 6 poison damage. | |
| ⚚ **Violet Lightning** (implement, lightning, psychic) ✦ **At-Will** | |
| *Attack:* Ranged 10 (one creature); +12 vs. Reflex | |
| *Hit:* 2d8 + 8 lightning and psychic damage, and the target is dazed until the end of its next turn. | |
| ⚚ **Double Attack** ✦ **At-Will** | |
| **Effect:** The tsochar uses *violet lightning* twice. | |
| ✲ **Insanity Vortex** (charm, implement, psychic) ✦ **Recharge** ⚄ ⚅ | |
| *Attack:* Area burst 1 within 10 (enemies in the burst); +12 vs. Will | |
| *Hit:* 3d6 + 10 psychic damage, and the target makes a melee basic attack as a free action against a creature the tsochar chooses. | |
| *Miss:* Half damage. | |
| **Minor Actions** | |
| **Pierce the Barrier** (psychic, zone) ✦ **Encounter** | |
| *Effect:* Area burst 2 within 10. The burst creates a zone that lasts until the end of the tsochar's next turn. Any enemy that ends its turn in the zone takes 5 psychic damage. As the zone ends, four tsochar parasites appear in unoccupied squares in the zone. | |
| **Triggered Actions** | |
| **Infestation Unveiled** ✦ **Encounter** | |
| *Trigger:* The tsochar drops below 1 hit point from an attack that does not deal psychic damage. | |
| *Effect (No Action):* A tsochar parasite appears in the tsochar's space or the nearest unoccupied square. | |
| **Skills** Arcana +12, Dungeoneering +13, Religion +12 | |
| **Str** 8 (+3) **Dex** 14 (+6) **Wis** 18 (+8) | |
| **Con** 12 (+5) **Int** 17 (+7) **Cha** 22 (+10) | |
| **Alignment** chaotic evil **Languages** Common, Deep Speech, telepathy 10 | |
| **Equipment** robes, orb | |

TSOCHAR

## Noble Tsochar in Combat

A noble tsochar does not fear exposure and throws its mental energy into the battle at hand. As the elder evil's vessel, the tsochar channels Far Realm power to fuel its potent magic attacks. If the situation becomes dire, the noble doesn't hesitate to tear a hole in reality and call Far Realm reinforcements to the scene.

COLIN FIX

# Vile Organizations

*"Destroy the book?! You can't destroy the book, you silly twit. Not that it can't be destroyed. It can. Just . . . not by you."*
–The Keeper of Scrolls

The moral decay coinciding with vile darkness's spread is not limited to the individual. Sometimes, the wicked find ways to overcome their divisive natures and work together to achieve incredibly dark objectives. The following organizations offer a sampling of groups sworn to evil.

## Chosen of the Sun

*"The final battle between good and evil is at hand."*

Civilization dies. Virtue gutters like a candle in the wind. The last days are at hand, and the righteous can no longer tolerate the wickedness driving the world to destruction's brink.

Chosen of the Sun adherents are self-appointed champions of good. They roam the countryside, arrogant in their certitude, judging and executing anyone they deem corrupt. Although they do combat genuine evil, they condemn anyone who does not share their beliefs as an enemy worthy of death.

### Lore

**Religion (hard DC):** The Chosen of the Sun rose in Nerath's waning days. Believing the gnoll and demon horde to be divine justice meted against a people who had allowed wickedness to prosper, the Chosen sped the empire's decline in a murderous crusade to purge evil, real or imagined, from their homeland. The Chosen have since splintered into numerous sects, all more vicious and bloodthirsty than their forebears.

### Goals and Methods

The Chosen believe they are soldiers in an apocalyptic war between good and evil, and that through corruption and decadence, evil has gained the upper hand. In these desperate days, righteous certainty is the only thing the Chosen have left.

These zealots root out the wicked and use burning, torture, and mutilation to make examples of them. They travel the countryside, roaming from community to community in search of evil's thralls. The Chosen's disciples know evil is a cunning adversary that can hide in the most virtuous communities. For this reason, the Chosen are quick to put anyone to the question. Pain is useful for clarifying a person's thoughts and revealing clues about corruptive actions the evildoer would eventually take.

### Organization

A few disorganized bands are all that's left of the vast armies that appeared following Nerath's fall. Scattered and shabby, they are little better than brigands and murderers. High Inquisitors have absolute authority in a band and act as judge, jury, and executioner for anyone who crosses the Chosen.

Under these demagogues are the soldiers, a motley mix of murderers, bandits, and mercenaries. They pay lip service to the Chosen's agenda and use the "noble" mission to justify their brutal behavior. A few people do join the Chosen because they believe they work in defense of good. Most, however, are just as evil as the enemies they claim to fight.

### Game Link: Judge and Jury

Rumors about a hidden demon cult draw the Chosen of the Sun to the village of Red Tree, or any other sleepy community the characters are passing through. After settling into the community, the Chosen begin holding sham trials to ferret out cultists. Perhaps an actual cult is rooted in the community, but the Chosen seem more interested in torturing villagers than dealing with an infestation.

## Dark Brotherhood

*"The only path to surviving the darkness is to embrace it."*

The Dark Brotherhood is a mysterious cabal founded on the belief that the duality of good and evil is an incorrect explanation for a cosmic force the chaotic evil god Tharizdun introduced into Creation. Disciples reject the idea of "good" and instead embraces the darkness that is slowly consuming all that is.

### Lore

**History (hard DC):** The Dark Brotherhood emerged ages ago as a secret society built atop the teachings of its founder Heinrich. A philosopher and magician of no little talent, Heinrich understood evil's emergence in Creation was not something intrinsic to reality; rather, it was an intrusion, an alien force the actions of one misguided deity brought into being. Knowing this, Heinrich postulated evil has no counter. What people call "good" is actually Creation's resistance to an invading force, much like how a healthy body reacts to disease. This disease is not something time or effort can cure. It is lethal. It is a ravenous cancer that will eventually devour reality.

Rather than fight the disease's progress, Heinrich believed that one must embrace evil to survive the process. When evil blankets reality, it will turn against itself, and then the Dark Brotherhood will be in the best position to destroy its rivals and inherit all that remains.

## Goals and Methods

The best way to understand the Dark Brotherhood and its goals is to consider the writings of its founder, the magician and philosopher Heinrich:

*"I will not deny we instinctively find certain actions distasteful, yet our abhorrence does not make these actions evil. Rather, it signals some instinctive quality, some unconscious recognition of wrongness. The wrongness is not a byproduct of idealized good or evil. Instead, it is our recognition that a certain agency is at work in the cosmos.*

*"Notions about good and evil are mortal definitions for what is the absence and presence of this agency. We define actions as good or evil based on how a particular choice impacts our moral sensibilities. Such thoughts are useful for building stable and peaceful societies, if that end is to be desired. But to apply these concepts to, for lack of a better term, vile darkness is inaccurate.*

*"You see, evil doesn't have an antithesis. Good doesn't exist. Creation is composed of the material Tharizdun's darkness has yet to touch and what it has touched. Now loosed, nothing can stop the taint. Fighting it is pointless. The end is inevitable. Rather than taxing ourselves in a misguided struggle, is it not better to use this power, to embrace its strength to ensure our survival in the time when evil has conquered absolutely?"*

The Dark Brotherhood has no interest in turning mortals to darkness; evil will triumph in the end. Dark Brothers and Sisters foster darkness already within others, nudging creatures closer to embracing the evil already inside them. To this end, Dark Brothers and Sisters conceal themselves behind inoffensive masks. They assume influential positions as advisors, priests, seers, and sages to guide creatures to the truth.

## Organization

The Dark Brotherhood is a far-reaching organization. Its agents are installed in communities across the known world. All Dark Brothers and Sisters are fully versed in the order's ancient teachings and have extensive resources available to use to protect themselves and influence others. Each agent has several underlings, but these lackeys usually have no idea who they're really serving. Most members are human, but the order doesn't discriminate against other races.

All disciples acknowledge the Keeper of Scrolls as their leader. The keeper safeguards the organization's lore, tracks its members, and moves resources to where they are most needed. A talented and famous wizard named Melphor currently holds this position. When not conducting the organization's business, he oversees the largest library in all the lands, which is located in the southern city of Armistice.

## Game Link: Puppet Master

The Cardamom Massacre was the final straw for the people of Westermont. Years of high tariffs and oppressive taxes, combined with brutal reprisals from the ducal palace, drove citizens to arm themselves. As adventurers enter the city, mobs storm the castle in the city's center, shouting for the duchess's head.

Many believe the fault lies with the duchess's advisor, a mage named Azaal. However, some people have begun to notice that most of these accusations are coming from one source, a seemingly harmless priest who just happens to be a secret agent of the Dark Brotherhood.

# Disciples of Nhagruul

*"The answers to all questions can be found in the Book."*

The *Book of Vile Darkness* gathers legends like a miser hoards gold. Many arcane scholars believe Vecna authored the tome, and its contents reinforce this theory. However, this hasn't stopped others from adopting the book as their own, which Nhagruul's disciples have done.

## Lore

**History (hard DC):** Nhagruul was a deranged wizard whose reign of terror marked a particularly dark chapter in the world's history. A master of magic, he allowed his profane research to twist his body and shatter his sanity. According to legend, as Nhagruul neared his life's end, he underwent an excruciating ritual to preserve his wicked knowledge for eternity. Using the wizard's blood, flesh, and bones, his servants constructed the *Book of Vile Darkness*. Into it they poured Nhagruul's every diseased thought as well as every terrible truth he had discovered.

His followers used the vile manuscript to seed evil and madness throughout the world. They would leave bound creatures in the open tome's presence. Its essence would billow from the pages to encase victims, drive them mad, warp their bodies, and regurgitate them as creatures of darkness before retreating back into the book.

In reaction, the Knights of the New Sun, a holy band of paladins, swore to destroy the disciples and their blasphemous book. They made great inroads against the dark servants, but Nhagruul's disciples divided the tome into three parts and sent the sections in opposite directions to safeguard the lore until a time when the Knights were no more.

## Goals and Methods

Since the sundering, the Disciples of Nhagruul have watched and waited for the right time to reassemble the book as they further the work of their namesake.

In that time, lesser creatures have replaced the Knights' old guard. Now only a feckless band remains.

With no enemies to halt them, the disciples are darting from the shadows to scour the land for the Thirds so they can reassemble the *Book of Vile Darkness* and bring about the apocalypse their founder intended.

## Organization

The disciples would be a disorganized and chaotic mess if it weren't for their new leader, the mind flayer Shathrax. After its efforts to secure the legendary *Tear of Ioun* failed, Shathrax retreated to the Underdark where it happened upon a cell of degenerate disciples. The mind flayer quickly defeated them and, from the consciousness it devoured, learned about the book. It has since gathered the remaining disciples and enslaved them to its cause, asserting that it alone can reassemble the book.

Shathrax commands the disciples from a flying fortress. Workshops that churn out evil magic items and vile spells are ensconced in the citadel's myriad rooms and corridors. The labyrinthine passages contain a veritable menagerie of horrors, ranging from undead to aberrant monsters the Far Realm's influence has twisted.

## Game Link: Last Knight

The Disciples of Nhagruul have secured two of the book's thirds and are on their way to recover the final segment. Shathrax believes the blood of a holy paladin is needed to mend the sundering's damage to the *Book of Vile Darkness*, so it has sent other minions to find, bind, and bring the last honorable Knight of the New Sun to the citadel, where the mind flayer intends to complete the ritual and set in motion Nhagruul's vile plan.

Opposed to the world's end, adventurers could chase after the third fragment, go after Shathrax, or try to free the Knight.

# Kargatane

*"What have we to fear from death when immortality is at hand?"*

What was originally the secret police for a now lost domain of dread, the Kargatane has emerged as one of the most powerful and dangerous organizations in the Shadowfell. Led by Lady Kazandra, Kargatane agents foment discord, murder, steal, and sabotage in accordance with their mistress's inscrutable goals. No one knows where the Kargatane is going to strike next or what it truly seeks, but everyone fears it.

## Lore

**History (hard DC):** Darkon, a domain of dread, was once a powerful fief in the Shadowfell. The lich lord Azalin ruled Darkon, making it a place of inflexible order and crushing despair. The Kargatane, Azalin's network of spies and assassins, was his greatest weapon. Under Lady Kazandra's command, its agents kept the people obedient to the dark lord's will. Azalin's reign came to an abrupt end, however, and when he vanished, Darkon went with him. In its place rose the terrifying Necropolis and its new master, Death.

Kazandra proved agile. Anticipating the changing circumstances and preferring to not be absorbed into the new regime, Kazandra summoned all of the Kargatane's agents to her, and together they withdrew into another land. Although the lich lord no longer props her up, Lady Kazandra's Kargatane remains one of the Shadowfell's most dangerous destabilizing forces.

## Goals and Methods

Eternal life is promised to any creature invited to join the Kargatane. Few members understand the immortality offered is to become a vampire.

While immortality is their hope, serving Lady Kazandra is their reality. Agents are allotted no independence, no freedom, and no personal will. Kazandra regards members as tools; as such, they are to be used until they are no longer useful. The Kargatane engages in all manner of sordid endeavors. Grave robbing, espionage, theft, and murder are but a few of its activities. All missions relate to Kazandra's larger goal of proving herself worthy to receive a domain of dread of her own.

## Organization

The great deception Kazandra perpetuates is that the immortality her servants crave will come from her directly. She is a vampire and a powerful one at that. She could transform her servants into vampires, but she withholds that gift to prevent rivals from rising up against her.

Volunteers are not invited to join the Kargatane. In fact, the organization eliminates petitioners who seek membership. Instead, it drafts potential candidates and does not accept refusals.

Members are living humanoids. The agency prefers inducting humans and half-elves because they can infiltrate most communities. If members need to identify themselves to other agents, they show their ampoules of crimson fluid attached to cords they wear around their necks. The fluid might look like blood, but it is a virulent toxin agents are required to drink if captured.

### Game Link: Murder Most Foul

A friendly acquaintance of the adventurers' winds up dead. Investigation suggests a villainous agency murdered the victim. Even though the Kargatane did kill the acquaintance, it's not the organization being fingered. Lady Kazandra's agency framed a rival organization. The Kargatane intends to draw characters into a conflict with its foes so its agents can quickly and quietly assassinate the organization's leadership.

## Servants of Xopos

*"Weep not, little friend. You have been given a great honor. Not everyone can give birth to a god."*

Whenever civilization falters, some believe the end is at hand. They search for signs in the upheaval, omens in the events that gnaw at stability and order. From deranged watchers who scour the heavens for the wandering star that is the World Born Dead to insane cultists devoted to the Elder Elemental Eye, the world has no shortage of alarming believers and beliefs. In each case, an urgency to hasten the end is present.

The Servants of Xopos is the latest in a long line of mortal organizations tasked with preparing the world for its end.

### Lore

**Arcana (hard DC):** Had the wizard Tyben not dared to summon a slaad, the Servants of Xopos would not exist. But Tyben's recklessness and unquenchable thirst for power led him to explore the essence of chaos. The act of calling Xopos the slaad into the natural world was not what doomed him, though. Tyben's fate wasn't assured until the wizard breached the magic circle, freeing the slaad. Xopos then implanted an embryo in Tyben's brain before rampaging about until it destroyed itself.

A mortal exposed to a slaad's embryo does not live long. The invader devours the mortal's mind and eventually burrows out of the victim's skull, growing rapidly until it becomes an adult slaad.

Aware of his peril, Tyben used magic to bind the embryo and retard its growth. Although it increased in size, it did so slowly, buying the wizard time to search for a way to escape death. The parasite's presence eventually drove Tyben mad, and in his lunacy, the wizard became convinced the slaads were gods.

### Goals and Methods

Tyben has carried the slaad embryo for so long it has fused with his brain matter. Where the human ends and the slaad begins is impossible to determine. Tyben believes it is his task to deliver the slaads into the world so they can return existence to the way it was before the primordials and gods imposed order on the chaos.

Exposing mortals to chaos phage (*Monster Manual* 3, page 179) is the quickest and easiest way to bring about the change Tyben desires. His Servants kidnap viable hosts and insert embryos in their heads. Sometimes, a Servant releases a host if doing so is apt to cause greater damage than holding onto a victim until the slaad tadpole breaks free. When Servants have infected a dozen or so hosts in one locale, they move on to trouble another community.

### Organization

It takes a special breed of madness to join the Servants of Xopos. Members are outsiders, exiles, and misanthropes. They regard their work as a sacred calling and tell victims that to be chosen as a vessel is an honor. Servants openly discuss their allegiances when asked. However, they are lucid enough not to volunteer information to people they suspect might try to stop them.

Since most Servants carry the chaos phage themselves, their time in the world is brief. Until the tadpoles kill them, they gather into small cells and coordinate their efforts to breed as widely as possible through a community. Usually one member per cell is not a carrier, and it falls to him or her to move the operation to another town when enough embryos have been placed to ensure a lively brood.

### Game Link: Surrogates

While traveling through the countryside, adventurers come upon a town that the Servants of Xopos have infiltrated. Slaad embryos have been implanted in several prominent citizens, and slaads are hatching from heads at a rapid rate.

CHAPTER 5

# Dark Rewards

*"Have you the courage to take what is offered? That is the question I most often pose to the adventurers whose fortunes I have read. Too often, there is bluster and bravado. Rarely do I find substance in those I meet. They claim to have strength, claim to have power, yet I have spied the truth in the cards and in the swirling mist darkening my crystal ball. Oh yes, I intrigue them with cryptic warnings and tantalizing hints, yet I know that once they set foot on the road to the Master's castle, their future is certain, their doom at hand. Death's shadow chills the road, as his scythe plucks at life's strings.*

*"Why risk death? The darker the shadow, the greater the rewards. All the easy treasures have been plucked from the land, leaving only the unexplored darkness to offer up wonders to those with the courage to claim them. This is why the heroes leave their homes. Oh, there may be some noble cause, some princess in need of rescuing, but it is always the promise of riches and wealth that keeps the darkness fat on so-called adventurers."*

—Madame Eva

DEATH IS hardly the worst fate one can find fighting evil. Disease and curses, terrible afflictions that kill the body and mind, loss of loved ones, failure and a world overrun by wickedness are all things a would-be hero might face. Vile darkness has many weapons with which it might defeat the good, and not all are obvious. These perils take the form of deadly monsters and environments, but they can also come from the very rewards adventurers hope to gain.

The magic items and alternative rewards presented in this chapter are all touched in some way by darkness. Some items are cursed and prevent heroes from reaching their full potential in battle. Other items include a selection of divine boons granted by the dark gods. In each case, the items and rewards offer great power at a risk to those who use them.

You might be tempted to seed many of these items in your campaign. Do so with caution. Magic items and alternative rewards have a direct effect on a player character's ability to contribute to the game, and some items can wreak havoc on the play experience. Reserve the items for players who do well with roleplaying challenges and would enjoy playing through the danger that owning such items brings.

CHRISTOPHER MOELLER

# Cursed Items

*"I sell only the finest merchandise. My potions of healing are to die for—a recipe handed down to me by my mother, gods bless her soul."*

—Alluvius Ruskin of Sigil

Magic item creation can have unexpected results when the creator tries to craft something beyond his or her abilities. Most cursed items were created by accident, though some wicked makers create them intentionally, to laugh as their wielders march toward doom.

A cursed item usually appears benign. The wielder knows all of the item's powers, but the properties remain hidden until triggered. Once a character triggers the property, the character cannot get rid of the item by any means short of a Disenchant Magic Item ritual, a Remove Affliction ritual, or similar magic.

## Berserk Weapon

The *berserk weapon*'s wielder finds self-control fading and vicious anger swelling in his or her heart.

**Berserk Weapon** — Level 4+ Uncommon

*The cruel weapon feeds your hate, goading you to greater and greater acts of violence.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Axes, hammers, heavy blades
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d12 damage per plus

**Property**

While you are bloodied, you treat all creatures as enemies, and you must make opportunity attacks when provoked.

**† Attack Power ✦ Daily** (Free Action)

*Trigger:* You are bloodied by an attack.
*Effect:* Make a melee basic attack using this weapon against a random creature adjacent to you.

## Boots of Many Steps

These mismatched boots promise unmatched mobility with only the slightest risk. Yet the longer one wears them, the greater the chance for the curse to reveal itself. Too many jumps can send the wearer into a dark and sinister place, a realm of endless corridors and passages.

**Boots of Many Steps** — Level 17 Uncommon

*This mismatched pair of boots help you cross distances in an instant.*

**Feet Slot** 65,000 gp

**Property**

Whenever you roll a natural 1 on an attack roll or a saving throw, you are removed from play (save ends). When the effect ends, you reappear in the square you last occupied or in the unoccupied square nearest it.

**Utility Power** (Teleportation) ✦ **Encounter** (Move Action)

*Effect:* You teleport up to a number of squares equal to your speed.

## Cloak of Poison

While the infamous *cloak of poison* can be deadly to its wearer, the cloak provides unexpected benefits to those with the courage to wear it.

**Cloak of Poison** — Level 5+ Uncommon

*The heavy cloak feels oily and has a faint chemical smell.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Neck Slot**
**Enhancement Bonus:** Fortitude, Reflex, and Will

**Property**

Whenever you roll a natural 1 on an attack roll or a saving throw, you take ongoing 10 poison damage (save ends). You can end this effect by removing the cloak as a minor action.
*Level 15 or 20:* Ongoing 15 poison damage.
*Level 25 or 30:* Ongoing 20 poison damage,

**Attack Power** (Poison) ✦ **Encounter** (Immediate Reaction)

*Trigger:* An adjacent enemy hits you with a melee attack.
*Effect:* The triggering enemy takes ongoing 5 poison damage (save ends).
*Level 15 or 20:* Ongoing 10 poison damage.
*Level 25 or 30:* Ongoing 15 poison damage.

## Cursed Weapon

A *cursed weapon* commits its wielder to fighting one enemy at a time.

**Cursed Weapon** — Level 1+ Uncommon

*This weapon feels comfortable in your hands.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 1 | +1 | 360 gp | Lvl 16 | +4 | 45,000 gp |
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |

**Weapon:** Any
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d8 per plus

**Property**

The first time during an encounter you hit an enemy with an attack using this weapon, you take a -2 penalty to the attack rolls of attack powers that do not include the enemy as a target. This penalty lasts until the end of the encounter or until the enemy drops to 0 hit points.

## Potion of Delusion

Created by a twisted mind or perhaps from a ritual gone awry, the *potion of delusion* makes the drinker believe he or she has been healed when in truth the entire effect is an illusion. When characters gain this potion, it always appears to be a potion of healing.

**Potion of Delusion** **Level 5 Uncommon**

*You feel a surge of energy but are surprised to find none of your wounds have healed.*

**Consumable:** Potion 50 gp

**Utility Power ✦ Consumable** (Minor Action)

*Effect:* You drink the potion and lose a healing surge. You gain 10 temporary hit points, and you shift 1 square toward the nearest enemy.

# Divine Boons

The gods sometimes take notice of mortals who perform great deeds on their behalf. Should the god be moved by this act, he or she might grant a boon to the mortal. Any god can bestow a boon, not just those gods the adventurer favors. An evil god, for example, might bestow a boon onto a good hero as a temptation or a reward for some inadvertent service. Regardless of the reason (and sometimes the reasons are unknown), gaining a divine boon is often a life-changing event. As with all alternative rewards, divine boons typically fade after about five levels (see *Dungeon Master's Guide 2*).

## Asmodeus's Dread Authority

When a character gains *Asmodeus's dread authority*, a sinister sigil appears in the palm of his or her left hand. The symbol shines when the character calls on the boon's power.

**Asmodeus's Dread Authority** **Level 3+ Rare**

*Asmodeus invests you with the authority he uses to rule the Nine Hells.*

| | | | |
|---|---|---|---|
| Lvl 3 | 680 gp | Lvl 23 | 425,000 gp |
| Lvl 13 | 17,000 gp | | |

**Alternative Reward:** Divine Boon

**Attack Power** (Charm) ✦ **Encounter** (Minor Action)

*Attack:* Ranged 10 (one creature); the boon's level + 5 vs. Will

*Hit:* The target is subject to your dread authority (save ends). Until this effect ends, you can slide the target 1 square as a free action at the start of each of its turns.

*Level 13:* Slide the target up to 2 squares.

*Level 23:* Slide the target up to 3 squares.

**Attack Power** (Fire) ✦ **Daily** (Minor Action)

*Effect:* Ranged 10 (the creature subject to your dread authority). The target chooses either to fall prone or to take 5 fire damage.

*Level 13:* 10 fire damage.

*Level 23:* 15 fire damage.

## Bane's Battle Acumen

A character who gains *Bane's battle acumen* assumes a sinister appearance. His or her eyes grow black and through them the character can see opportunities on the battlefield.

**Bane's Battle Acumen** **Level 3+ Uncommon**

*The Iron General is the consummate warrior and those with his favor gain a measure of his tactical genius.*

| | | | |
|---|---|---|---|
| Lvl 3 | 680 gp | Lvl 23 | 425,000 gp |
| Lvl 13 | 17,000 gp | | |

**Alternative Reward:** Divine Boon

**Property**

Whenever you roll a natural 19 or 20 for an attack roll using a weapon, one ally within 5 squares of you can shift 1 square as a free action.

*Level 13:* The ally shifts up to 2 squares.

*Level 23:* One ally within 5 squares of you can shift up to 2 squares as a free action, or two allies within 5 squares of you can each shift 1 square as a free action.

**Utility Power ✦ Daily** (Free Action)

*Trigger:* You roll initiative.

*Effect:* You can slide each ally within 5 squares of you 1 square.

*Level 13:* Slide up to 2 squares.

*Level 23:* Slide up to 3 squares.

## Gruumsh's Bloodthirsty Wrath

Gruumsh desires only to spread strife and sow destruction in the mortal world. On gaining this boon, the character tears out his or her own left eye. The organ returns when the boon fades away.

**Gruumsh's Bloodthirsty Wrath** **Level 3+ Rare**

*Destruction and carnage are the only things able to quell Gruumsh's appetite for chaos.*

| | | | |
|---|---|---|---|
| Lvl 3 | 680 gp | Lvl 18 | 85,000 gp |
| Lvl 8 | 3,400 gp | Lvl 23 | 425,000 gp |
| Lvl 13 | 17,000 gp | Lvl 28 | 2,125,000 gp |

**Alternative Reward:** Divine Boon

**Property**

You gain temporary hit points equal to this boon's level the first time you drop an enemy to 0 hit points during an encounter.

**Attack Power** (Healing) ✦ **Daily** (Free Action)

*Requirement:* You must be bloodied.

*Trigger:* You hit an enemy with a melee attack.

*Effect:* After the attack, you make a melee basic attack against a random creature adjacent to you. If this attack hits, you can spend a healing surge.

## Lolth's Fickle Favor

Since her fall, Lolth's sanity has frayed and splintered until she has become a petty, scheming monster. She cares nothing for her worshipers, and when she grants her boon it is only to escalate the conflict troubling her servants. Character who gain this boon hear faint voices and sees things watching them from the shadows.

**Lolth's Fickle Favor** — Level 3+ Rare

*The Demon Queen of Spiders is a fickle goddess, as likely to offer a gift as she is to bestow a curse.*

| | | | |
|---|---|---|---|
| Lvl 3 | 680 gp | Lvl 23 | 425,000 gp |
| Lvl 13 | 17,000 gp | | |

**Alternative Reward:** Divine Boon

**Property**

You gain resist 5 poison and a +1 item bonus to Stealth checks.
*Level 13:* Resist 10 poison and +3 item bonus to Stealth checks.
*Level 23:* Resist 15 poison and +5 item bonus to Stealth checks.

**Utility Power** (Illusion, Teleportation) ✦ **Encounter** (Immediate Reaction)

*Trigger:* An enemy bloodies you with an attack.
*Effect:* Roll a d8. On an odd number, you are dazed until the end of your next turn. On an even number, you teleport up to a number of squares equal to the die roll and become invisible until the end of your next turn.

## Tharizdun's Madness Spiral

Tharizdun is silent. No prayer reaches his ears. No commandment escapes his prison. His priests are left to learn about their deity through the scant fragments written by raving lunatics or from the princes of elemental evil who claim to represent the Chained God's interests. From time to time, a devoted servant might experience an unsettling dream, a window into the madness afflicting the dark god, and use this madness as a weapon.

**Tharizdun's Madness Spiral** — Level 12 Rare

*Although the Chained God is silent, the god's will is revealed in the mad actions of its followers.*

**Alternative Reward:** Divine Boon 13,000 gp

**Property**

You gain a +2 item bonus to saving throws against charm effects, fear effects, and ongoing psychic damage.

**Utility Power ✦ Encounter** (No Action)

*Trigger:* You make an attack roll and dislike the result.
*Effect:* You reroll the attack roll and use the second result. If the second die roll is less than 11, you are stunned until the end of your next turn after resolving the attack.

## Tiamat's Insatiable Greed

On rare occasion, Tiamat finds it to her advantage to bestow a boon on a particularly valuable follower, provided she gets a greater return on her investment. Characters with this boon grow multicolored scales across their backs, scales that spread to their arms and legs.

**Tiamat's Insatiable Greed** — Level 5+ Rare

*Tiamat commands her followers to let no slight go unpunished and to take what they want.*

| | | | |
|---|---|---|---|
| Lvl 5 | 1,000 gp | Lvl 20 | 125,000 gp |
| Lvl 10 | 5,000 gp | Lvl 25 | 625,000 gp |
| Lvl 15 | 25,000 gp | Lvl 30 | 3,125,000 gp |

**Alternative Reward:** Divine Boon

**Property**

You gain a +1 item bonus to damage rolls against any creature that has damaged you since the end of your last turn.
*Level 10:* +2 item bonus.
*Level 15:* +3 item bonus.
*Level 20:* +4 item bonus.
*Level 25:* +5 item bonus.
*Level 30:* +6 item bonus.

**Utility Power ✦ Daily** (Minor Action)

*Effect:* One ally you can see loses a use of a daily magic item power, and you regain the use of an expended daily magic item power for a magic item you possess of the same level or lower.

## Torog's Inescapable Suffering

One can hear the faint groans from the King that Crawls in the deep reaches of the Underdark. Torog endures the humiliation of his prison and the pain from his broken body and expects his followers to be as he is, agonized and enslaved to his demands. Those who receive his boon feel their bones grind in their flesh.

**Torog's Inescapable Suffering** — Level 4+ Rare

*Torog instructs his servants to embrace their agony, for only through pain can one unite the mortal with the divine.*

| | | | |
|---|---|---|---|
| Lvl 4 | 840 gp | Lvl 24 | 525,000 gp |
| Lvl 14 | 21,000 gp | | |

**Alternative Reward:** Divine Boon

**Property**

While you are bloodied, you gain a +1 item bonus to attack rolls.

**Utility Power ✦ Daily** (Free Action)

*Trigger:* You hit an enemy with a melee attack.
*Effect:* Each creature adjacent to you is immobilized and takes ongoing 5 poison damage (save ends both).
*Level 14:* Ongoing 10 damage.
*Level 24:* Ongoing 15 damage.

## Vecna's Dark Secret

Vecna guards the darkest secrets of the cosmos, hoarding ancient lore and mystical power to keep it from rivals. He does this not out of fear, but to amass the tools he needs to ascend even higher. Characters who earn the god's favor become pale, and shadows ring their eyes.

**Vecna's Dark Secret** — Level 9+ Uncommon

*Vecna rewards your service with forbidden knowledge and a taste of what undeath has to offer.*

| | | | |
|---|---|---|---|
| Lvl 9 | 4,200 gp | Lvl 29 | 2,625,000 gp |
| Lvl 19 | 105,000 gp | | |

**Alternative Reward:** Divine Boon

**Property**

Gain a +2 item bonus to knowledge checks.
*Level 19:* +4 item bonus.
*Level 29:* +6 item bonus.

**Utility Power ✦ Daily** (Minor Action)

*Effect:* Choose one ally within 5 squares of you. Until the end of the encounter, that ally gains vulnerable 5 necrotic, you gain resist 10 necrotic, and you deal 1d6 extra necrotic damage on attacks that deal necrotic damage.
*Level 19:* Resist 15 necrotic and 2d6 extra necrotic damage, and vulnerable 10 necrotic for your ally.
*Level 29:* Resist 20 necrotic and 3d6 extra necrotic damage, and vulnerable 15 necrotic for your ally.

## Zehir's Shadow Cloak

As lord of darkness, serpents, and assassins, Zehir attracts the worst sorts. Killing is not just a means to an end; killing is a prayer, a ritualistic offering to the dark god. Characters who gain this boon acquire a black serpent tattoo on a place easily concealed by clothing such as the back, arm, or leg.

**Zehir's Shadow Cloak** — Level 8+ Rare

*Each life ended at your hands honors the Lord of Darkness. Kill often and without hesitation, and the god's favor will be yours.*

| | | | |
|---|---|---|---|
| Lvl 8 | 3,400 gp | Lvl 28 | 2,125,000 gp |
| Lvl 18 | 85,000 gp | | |

**Alternative Reward:** Divine Boon

**Property**

While you have total concealment from a creature, you are insubstantial to that creature's attacks.

**Attack Power** (Poison) ✦ **Encounter** (No Action)

*Trigger:* You hit a creature with a melee or a ranged attack.
*Effect:* The target takes ongoing 5 poison damage (save ends). This damage ignores any resistance.
*Level 18:* Ongoing 10 poison damage.
*Level 28:* Ongoing 15 poison damage.

# Sinister Items

*"Sinister is the hand that wields the item, not the item itself."*
—Kas



The following items are not cursed, but their properties and powers are certainly dark.

## Bracers of Suffering

Shadar-kai fight a constant battle against the ennui defining their existence. Some go so far as to mutilate themselves so they can at least feel something. The *bracers of suffering*, called a *gal-ralan*, helps focus the wearer's mind. Once fitted over the arm, the spines inside bite deep into the flesh.

**Bracers of Suffering** — Level 9 Uncommon

*The sharp spikes adorning each bracer bite into your flesh when you fit them over your arms.*

**Arms Slot** 4,200 gp

**Properties**

✦ Your maximum hit points are reduced by 5.
✦ You gain a +1 item bonus to saving throws against charm effects and effects that stun, daze, or dominate.

## Flesh-Eating Rod

The pain and suffering this implement inflicts make it desirable only to the cruelest wielders.

**Flesh-Eating Rod** — Level 7+ Rare

*This blacked iron rod is carved with horrid demons cavorting and killing all along its length.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Implement:** Rod
**Enhancement Bonus:** Attack rolls and damage rolls
**Critical:** +1d10 damage per plus

**Property**

Whenever you use this implement to make an attack that deals ongoing damage to an enemy, that enemy takes a -2 penalty to its saving throws to end the ongoing damage.

**Attack Power** (Acid) ✦ **Encounter** (No Action)

*Trigger:* You hit and damage an enemy with an attack using this rod.
*Effect:* Reduce the damage the target takes by 5, and the target takes ongoing 5 acid damage (save ends). Each time the target takes the ongoing damage, you can slide it 1 square as a free action.
*Level 12 or 17:* Reduce by 10, ongoing 10 acid damage.
*Level 22 or 27:* Reduce by 15, ongoing 15 acid damage.

# Girdle of Skulls

The skulls adorning this belt can create undead servants to protect you in battle.

**Girdle of Skulls** **Level 12 Rare**

*By plucking a skull from the belt, you can call forth a skeleton to do your bidding.*

**Waist Slot** 17,000 gp

**Property**

The girdle starts with four charges. When you take an extended rest, the item regains one charge.

**Utility Power ✦ Daily** (No Action)

*Trigger:* You reduce a creature to 0 hit points or fewer.

*Effect:* The girdle gains a charge (maximum of four).

**Utility Power** (Summoning) **✦ Encounter** (Minor Action)

*Requirement:* The girdle must have at least one charge.

*Effect:* Expend a charge. You summon a skeletal warrior in an unoccupied space within 5 squares of you. The skeletal warrior is an ally to you but not to your allies, and it lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in its description. You must have line of effect to the skeletal warrior to command it. You and it share knowledge but not senses.

When the skeletal warrior makes a check, you make the roll using your game statistics, not including any temporary bonuses or penalties.

The skeletal warrior lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

**Skeletal Warrior** **Level 12 Summoned Creature**

Medium shadow animate (undead)

**HP** 40; **Healing Surges** none, but you can lose a healing surge for the creature if an effect allows it to spend one

**AC** 28, **Fortitude** 24, **Reflex** 26, **Will** 22

**Speed** 7

**Standard Action ✦ At-Will**

*Attack:* Melee 1 (one creature); +17 vs. AC

*Hit:* 2d8 + 11 damage, and the target is marked until the end of the skeletal warrior's next turn.

**Minor Action ✦ At-Will** (1/round)

*Effect:* The skeletal warrior walks, shifts, runs, stands up, squeezes, or crawls.

**Opportunity Action ✦ At-Will**

*Trigger:* An adjacent enemy marked by the skeletal warrior shifts or uses an attack power that doesn't target the skeletal warrior.

*Attack:* Melee 1 (triggering enemy); +17 vs. AC

*Hit:* 2d8 + 11 damage.

# Midnight Blade

An assassin's weapon if ever there was one, the *midnight blade* masks its true potential when inspected in bright light. In darkness, all the flaws fade when a soft violet light washes the weapon from point to pommel.

**Midnight Blade** **Level 12+ Rare**

*A weapon forged for dark deeds works best when cloaked in shadow.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Heavy blade, light blade

**Enhancement Bonus:** Attack rolls and damage rolls

**Critical:** +1d8 per plus, or +1d12 per plus in dim light or darkness

**Properties**

- ✦ You gain darkvision.
- ✦ You take a -2 penalty to attack rolls when attacking with this weapon in bright light.
- ✦ You gain a +1 item bonus to attack rolls when using this weapon in darkness.

**Utility Power** (Aura) **✦ Daily** (Minor Action)

*Effect:* You activate an aura 2 that lasts until the end of the encounter or until you dismiss it as a free action. Bright light in the aura becomes dim light, and dim light in the aura becomes darkness.

# Obsidian Wand

Shaped from an obsidian shard, this wand is adept at channeling arcane magic and shadow magic, making it a preferred implement for those who deal in dark magic.

**Obsidian Wand** **Level 3+ Rare**

*When you channel magic through the wand, you feel it grow as cold as the grave.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement:** Wand

**Enhancement Bonus:** Attack rolls and damage rolls

**Critical:** +1d10 necrotic damage per plus

**Attack Power ✦ Daily** (Standard Action)

*Effect:* As the wizard's *ray of enfeeblement* power. If this attack reduces the creature to 5 hit points or fewer, the creature dies.

**Attack Power ✦ Daily** (No Action)

*Trigger:* You reduce a creature to 15 or fewer hit points with an attack power using this wand.

*Effect:* The creature dies.

**Ray of Enfeeblement** **Wizard Attack 1**

*You point three fingers at your foe, curling them like talons. Weird green mist streams from your enemy's flesh, carrying away its strength.*

**Encounter ✦ Arcane, Implement, Necromancy, Necrotic**

**Standard Action** **Ranged** 10

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d10 + Intelligence modifier necrotic damage, and the target is weakened until the end of your next turn.

**Miss:** Half damage.

# Ring of Domination

A hag coven forged the *ring of domination* to steal the hearts of men. With only power enough to construct a single ring, the hags vied for the trinket's ownership. It wasn't long before they turned against each other to own the ring truly. While they fought, their slaves rose up and slew them all.

**Ring of Domination** **Level 24 Rare**

*The Rellanic script drifting across the ring's surface tells a tale of a wicked hag who seduced mortal men.*

**Ring Slot** 525,000 gp

**Property**

You gain a +5 item bonus to Bluff, Diplomacy, and Intimidate checks.

**Attack Power** (Charm, Psychic) ✦ **Daily** (Minor Action)

*Attack:* Ranged 10 (one creature); +29 vs. Will. You take 15 psychic damage.

*Hit:* The target is dominated (save ends). Each time the target fails a saving throw to end the effect, you or one ally you can see takes 15 psychic damage.

If you've reached at least one milestone today, the target takes a -2 penalty to saving throws to end the effect.

# Serpentine Knife of Zannad

The *serpentine knife of Zannad* is one of several treasures wrested from a lost empire's haunted remains. Its story has carved a path of murder and suffering through recent history. Assassins have used it to commit terrible murder, while death cults have killed to find it, even when only chasing rumors. The knife has great value to Zehir's priests, since it helps focus divine energy and is also the perfect tool for dark deeds committed in the god's name.

WAYNE ENGLAND

**Serpentine Knife of Zannad** **Level 5+ Rare**

*This wavy blade doubles as a weapon and an implement.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Dagger

**Enhancement Bonus:** Attack rolls and damage rolls

**Critical:** +1d8 poison damage per plus

**Properties**

✦ You gain an item bonus to skill checks made as part of a ritual. The bonus equals the dagger's enhancement bonus.

✦ The dagger can be used as a holy symbol. It adds its enhancement bonus to attack rolls and damage rolls. You do not gain your weapon proficiency bonus to an attack roll when using the dagger as an implement.

**Attack Power** (Poison) ✦ **Encounter** (No Action)

*Trigger:* You hit an enemy with an attack using this dagger.

*Effect:* The target takes ongoing 5 poison damage (save ends). This damage ignores any immunity or resistance to poison.

*Level 15 or 20:* Ongoing 10 poison damage.

*Level 25 or 30:* Ongoing 15 poison damage.

**Utility Power** ✦ **Daily** (Free Action)

*Trigger:* You perform a coup de grace using the dagger and kill the target.

*Effect:* You gain a +5 power bonus to skill checks made as part of the next ritual you perform before the end of your next extended rest.

# Skull of Terror

Druids, shamans, and other primal magic-users create *skulls of terror* as a last resort to drive back those who would despoil the wilderness. The totem fills their thoughts with monstrous images and sensations of pain and suffering.

**Skull of Terror** **Level 5+ Uncommon**

*Channeling primal magic through the skull infects your enemies with an overwhelming urge to flee from your presence.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement:** Totem

**Enhancement Bonus:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property**

You gain a +1 item bonus to the attack rolls of fear powers and charm powers used with this totem.

**Attack Power** (Fear) ✦ **Daily** (No Action)

*Trigger:* You hit a creature with an attack using this totem.

*Effect:* You push the target up to its speed. If the target ends its next turn closer to you than where it started the turn, you regain the use of this power.

CHAPTER 6

# The Vile Tome

*"Destroying the book is easy, cutter. You need only three things: the Ritual of Endings and Beginnings, the Well of Many Worlds, and a death wish."*

–Rule-of-Three, cambion

THE GREATEST prize any servant of darkness can win is without a doubt the *Book of Vile Darkness*. There are more fabrications than truths about this dark work, yet it surely offers power beyond any mortal reckoning. Wicked beings have claimed this tome at various points in history, each time blotting the world with sinister deeds and vile acts. Sometimes the book finds its way into less villainous hands. When it does, tragedy almost always follows.

"The Vile Tome" is a short set of encounters you can add to an ongoing campaign to describe what happens when the *Book of Vile Darkness* falls into heroes' hands. The various encounters detail key events that can occur during the paragon tier as the adventurers grapple with the dread power in their hands. Unlike other adventures, the encounters described here do not immediately follow each other. Instead, you decide when to use them based on when they would be most appropriate to your campaign.

This chapter presents four encounters.

- The heroes find the book amid the ruins of a shattered fortress and battle demons.
- Hounded by agents of evil, the heroes stumble upon a crazy knight with a sordid tale.
- The heroes pursue a lead that could help them destroy the book–or master it.
- The future of the cosmos hangs in the balance as the heroes use the Well of Many Worlds to empower or destroy the Book of Vile Darkness.

In addition to the adventure itself, this chapter includes the *Book of Vile Darkness* artifact and support for introducing the item, dealing with its influence, and getting rid of the artifact once the adventurers have had enough.

CHRISTOPHER MOELLER

# Adventure Background

The *Book of Vile Darkness* has a long and sordid history in the world, but that history's darkest chapter tells of the dread mage Nhagruul, who used his own flesh, blood, and spirit to reconstruct the tome. Nhagruul hoped to allow his followers to spread madness and destruction across the world. Riding to counter their foul deeds came a bright order of chivalry, a religious society devoted to Pelor's purifying light. As Nhagruul's twisted henchmen worked their evil, the Knights of the New Sun rode out to meet them, putting their foes to the sword or cleansing their souls in the pyre's purifying flames. Fearing they would lose their prize, Nhagruul's disciples divided the book into three parts and hid them where the knights would never find them.

Long years later, when the New Sun had faded to pale shadows of their former might, Nhagruul's disciples stirred again to remake that which was sundered and usher in a new age of darkness. One knight, a hero named Grayson, risked his soul to thwart the disciples' mad ambition. Though he was tempted time and again to embrace evil, he clung to his faith and purpose. After a climactic battle, Grayson defeated the wicked mind flayer Shathrax, who sought to steal the *Book of Vile Darkness*'s power for itself. The death of the mind flayer triggered the collapse of Shathrax's flying fortress, and the vile tome was buried amid the rubble.

Although Shathrax did not manage to master the artifact, his effort proved sufficient for the artifact to recombine itself on its own. As it slowly knits itself back together, the tome casts out its influence, seeking a new owner to be tempted. To be corrupted. To be *destroyed*.

### BOOK OF VILE DARKNESS: THE MOVIE

This adventure uses elements taken from the film *Dungeons & Dragons: The Book of Vile Darkness*. You need not have seen the movie to use this material, nor do you have to assume its events took place in your campaign. You should freely adapt the material presented here as you see fit.

# Adventure Synopsis

"The Vile Tome" puts an artifact of dreadful power in the player characters' hands. The adventurers might resist its corrupting influence and set out to destroy it, or they might fall prey to its evil power and become ruled by it. In either case, the events described here unfold as written.

The *Book of Vile Darkness* is far more than a magical book. It is a blot on the world, a shadow cast by the seed of darkness festering in the depths of the Abyss. The tome does not have to wait long for some pliable creature to pluck it from the rubble of Shathrax's fortress; this time, it's happening when the adventurers reach the ruins.

A band of demons newly escaped from their fortress prison sift through the keep's remains, looking for people to kill, when the shadow demon senses the book. The adventurers have a chance to defeat the demons before they can make off with the treasure and thereby secure the book for themselves. The book conceals its true power for a while, letting the adventurers think they might have come across some useful magic item rather than an artifact of terrible power.

On gaining the *Book of Vile Darkness*, the characters are free to continue their other quests. From time to time, the adventurers might pick up clues about the book's identity from its evil character and dark power. Researching the book eventually points the adventurers to Nhagruul. The demonic archwizard is long dead, and his followers were supposedly destroyed during the last effort to reconstruct the tome. The best hope the adventurers have of learning more about the book is to travel to Nhagruul's tomb.

The adventurers know they've arrived at the tomb when they find a hideous statue erected to honor the vile mage. There, a disciple of Nhagruul and his wicked allies spill out from the surrounding forest to wrest the artifact from the party. If the characters prevail and keep the tome, they can commune with Nhagruul's spirit to learn that their objective waits for them at the fabled Well of Many Worlds.

If the characters want to master the artifact and its dread power, they must perform a ritual at the Well to summon evil from other realities and recreate the manuscript. If they wish to destroy the book, they must perform the same ritual, but draw forth good from all the worlds to completely destroy the book. In either case, there are others who want the tome for themselves, and these forces converge on the Well to stake their claim.

# Running the Adventure

"The Vile Tome" puts a dangerous and evil artifact in the player characters' hands, and presents one possible outcome of the acquisition. Since artifacts are expected to linger, it is best to allow the characters to experiment with the book and deal with the repercussions over several adventures. Each story element described could occur during the time the characters possess the artifact, and so you should find ways to insert these elements into your game after the characters first gain the artifact. Although the characters lack the means to destroy the artifact, they can always walk away from it. If they do, the Book of Vile Darkness might trouble them again when it appears in an enemy's clutches or falls into an ally's hands.

## Expanding the Adventure

By spreading out the encounters across the paragon tier, you have the opportunity to add additional encounters and complications to the story. It's expected your other adventures will shoulder a lot of this weight, but you can also extend sequences and add more challenges, expanding this adventure into a short campaign. Look to the rules presented in this book for ideas, opponents, and rewards appropriate for this adventure's plot.

### CORRUPTION EFFECTS

Each time a character who is not chaotic evil uses a power with a corruption effect, he or she must immediately make a saving throw. On a save, the character takes 5 damage per tier. On a failed saving throw, the character gains 1 corruption point. When a character's corruption points equal his or her highest ability modifier, the character's alignment shifts one step toward chaotic evil (lawful good to good, good to unaligned, unaligned to evil, or evil to chaotic evil). The character's corruption point total then drops to 1 + 1 for each time the character's alignment has shifted.

A character can remove any corruption points gained by using the Remove Affliction ritual, undergoing a quest for atonement, or some other powerful magic as the DM decides.

Dungeon Masters should consider adding corruption effects to other aspects of their vile darkness campaign. For example, a DM might rule that a character with the cultist theme who uses ritual sacrifice to kill a helpless prisoner has gained a corruption point. The slow but inexorable slide into wickedness and depravity can be modeled with corruption effects.

# The Book of Vile Darkness (Artifact)

The *Book of Vile Darkness* is appropriate for paragon tier adventurers.

Many powers granted by this item have corruption effects (see the "Corruption Effects" sidebar).

**Book of Vile Darkness** **Paragon Level**

*A blasphemous tome whose pages are stained with unspeakable knowledge, this vile work reveals evil's darkest secrets.*

**Artifact:** Implement (tome)
**Enhancement Bonus:** +4 to attack rolls and damage rolls
**Critical:** +4d6 damage, or +4d10 damage against non-evil creatures

**Properties**

- ✦ You gain a +3 item bonus to Arcana checks, History checks, and Religion checks.
- ✦ Implement attack powers using this tome deal 2d10 extra damage to good-aligned targets.
- ✦ Whenever you gain a corruption point from using a power granted by this tome, an ally within 5 squares of you also gains a corruption point.
- ✦ If you are chaotic evil, all non-evil creatures must make opportunity attacks against you when you provoke them.

**Attack Power ✦ Daily** (No Action)
*Trigger:* You hit an enemy with an attack using this tome.
*Effect:* The enemy takes 1d10 extra damage. You gain 1 corruption point.

**Utility Power ✦ Encounter** (No Action)
*Trigger:* An enemy gains an effect that a save can end from an attack power using this tome.
*Effect:* The enemy takes a -2 penalty to saving throws until the triggering effect ends. You gain 1 corruption point.

**Utility Power ✦ Daily** (No Action)
*Trigger:* You miss with an encounter attack power using this tome.
*Effect:* The miss becomes a hit. You gain 1 corruption point.

**Utility Power ✦ Daily** (No Action)
*Trigger:* You use a summoning power with this tome.
*Effect:* The summoned creature gains a +2 power bonus to all defenses, and its attacks deal 1d10 extra damage. You gain 1 corruption point.

## Lore

**Arcana or Religion DC 18:** Scrawled across each page of this strange and sinister book are invocations to evil, essays on dark magic, and descriptions of the most sinister forces in the cosmos. Although the theme is constant throughout, different hands and voices suggest many have added to the book's contents at various times. Perusing the book's odd pages, which consist of a mix of parchment, hammered metal, cloth, and other materials, conveys a sense of dread and seductive wonder.

**Arcana or Religion DC 25:** Divining the book's original author is a fruitless enterprise, since it is impossible to discern which parts were added and which are original. Many tales point to Vecna as the first author,

claiming he wrote the book in the months before the Great Betrayal cost him his eye and hand. Others have suggested darkness itself inspired the book, compelling those in its thrall to bind a fragment of their souls into the tome, both to record their insights and to give the book its power.

**Arcana or Religion DC 34:** Sages claim many copies of the *Book of Vile Darkness* exist, but all are lesser volumes, crude reproductions of the true work. Though there have been efforts to destroy the book in the past, each time the tome manages to reconstitute itself, as if it possessed a will to exist—a will that exerts dark influence over its wielder. Those who study its foul pages find their souls darkening and shriveling, until they become thralls to the darkness of the void.

As powerful as the tome appears, some sages have speculated that the artifact that surfaces from time to time is but a projection of the true *Book of Vile Darkness*. These theories suggest that each world—each reality—has its own *Book of Vile Darkness*, recording the insights and discoveries of the worst villains inhabiting that time and place. If one could draw forth the essence of evil from other worlds and combine them into one cosmos-shattering whole, one could become mightier than the gods. Similarly, the only way to truly end the book's threat to the world would be to draw the combined goodness from these worlds and use it to destroy the tome permanently.

## Goals of the Book

- ✦ Reveal the book's secrets to a worthy servant and convince that servant to draw from its power.
- ✦ Magnify the book's sinister power by recording new evils into its pages.
- ✦ Spread evil and darkness across the world through conquest and corruption.
- ✦ Defeat good in every quarter until evil reigns supreme.

## Roleplaying the Book

The *Book of Vile Darkness* is aware. Thanks to the soul fragments binding wicked ideas and writings to its pages, the book possesses a dim cunning and a drive to spread despair and suffering throughout the world. It senses when it is handled or examined, and can conceal its darker subjects to appear less sinister to a viewer whose alignment differs from its own. The book's great power should tempt the character to tap into the magic it contains and use it in place of whatever implement the character normally would wield. The more the character uses the book, the greater his or her corruption grows until the wielder becomes chaotic evil (see the "Corruption Effects" sidebar).

Although possessed of intelligence, the book has no means to communicate outside the words on its pages.

WAYNE ENGLAND

This said, the book can move words around on the page so the reader can divine its intentions and objectives, should he or she earn the book's trust.

**CONCORDANCE**

| Starting Score | 5 |
|---|---|
| Owner gains a level | +1d10 |
| Owner becomes evil | +4 |
| Owner kills a good ally | +4 |
| Owner kills a good creature that's not an ally | +2 |
| Owner gains corruption points equal to highest ability modifier | +2 |
| Owner performs an evil act | +1 |
| Owner uses a healing power on an ally | -1 |
| Owner performs a good act | -2 |
| Owner removes corruption points by Remove Affliction ritual or similar magic | -4 |

### Pleased (16–20)

*"The words and diagrams that once swam across these pages have stopped their errant movement. I can now divine the awful truths this book contains."*

The *Book of Vile Darkness* is greatly pleased with the character's corruption and trusts the character with the dark knowledge its pages contain.

**Enhancement Bonus:** +5 to attack rolls and damage rolls
**Critical:** +5d6 damage, or +5d10 damage against non-evil creatures

**Properties**

- ✦ You gain a +5 item bonus to Arcana checks, History checks, and Religion checks.
- ✦ Implement attack powers that deal damage using this tome deal 3d10 extra damage to good-aligned targets.
- ✦ Whenever you gain a corruption point from using a power granted by this tome, each ally within 5 squares of you also gains a corruption point.

**Attack Power** (Charm, Fear) ✦ **Daily** (Standard Action)

*Attack:* Close burst 3 (creatures in the burst); your level + 5 vs. Will

*Hit:* If the target is non-evil, you can push it up to its speed, and it is dazed (save ends). If the target is evil, it is dominated until the end of your next turn.

## Satisfied (12–15)

*"I have proven myself a worthy servant of the book and I can now see greater meaning and power in its pages."*

The book sinks foul claws into the reader's soul, twisting it toward wickedness. As a reward for the character's gradual slide into darkness, the book reveals a useful secret.

**Attack Power ✦ Encounter** (Minor Action)

*Effect:* Ranged 5 (one Large or smaller unattended, nonmagical object). The target takes 4d20 + your level damage. This damage ignores any resistances.

## Normal (5–11)

*"There is power in this book. I must steel my heart and mind to master it."*

The book conceals much from its wielder, though it hints at great power and terrible magic in the concepts that seem to crawl on every page.

## Unsatisfied (1–4)

*"Try as I might, I cannot block the sinister visions assailing my mind. The book's power is too great."*

If the wielder resists the book's influence, the artifact grows angry and fearful that its wielder will somehow seek to destroy it or, at the very least, contain it. It actively works against its wielder until it finds a more reliable servant.

**Properties**

- ✦ You gain vulnerable 5 to all damage.
- ✦ The first time you become bloodied each encounter, the tome dominates you until the end of your next turn. It compels you to attack your allies or moves you into danger.

## Angered (0 or lower)

*"I cannot bear this burden much longer. If I do, I fear I will go mad!"*

The book loathes its wielder and uses its full power and influence to destroy what it considers its enemy.

**Enhancement Bonus:** +3 to attack rolls and damage rolls
**Critical:** +3d6 damage, or +3d10 damage against non-evil creatures

**Properties**

- ✦ You gain vulnerable 5 to all damage.
- ✦ You treat allies as enemies for the purposes of your attack powers. In addition, you must make opportunity attacks against your allies when possible.
- ✦ Each time you take damage while you are bloodied, you must make an attack as a free action using an at-will attack power against an ally you can see.

## Moving On

*"I am doomed!"*

The *Book of Vile Darkness* devours its owner's soul, leaving behind a living and unresponsive husk. Black flames burn away the artifact until nothing but greasy ash remains. The place of the artifact's disappearance is forever cursed; nothing will grow there, and people who linger in the area sicken and die. As for the owner, nothing short of divine intervention will restore the devoured soul. Convincing a god to assist such a villain is a quest in its own right.

The book is not gone from the world for long. Some despicable soul will find a way to reconstruct the tome, by ritual or by quest, and those who look for the terrible book are bound to find it.

# Using the Encounters

This adventure works best when you mix the encounters and events described here with another adventure so that thoughts of the *Book of Vile Darkness* fester in the background, periodically coming to the fore as the characters fight against its influence or try to master its teachings.

You'll need the *Rules Compendium* to run this adventure and for rolling random treasures. The tactical encounters use the poster map included with this product, so keep it handy.

# Encounter 1: Devastation of Shathrax

**Combat Encounter Level 13 (4,800 XP)**

The adventure begins when the characters come across the ruins of Shathrax's floating fortress. They might hear about a "mountain falling from the sky" and investigate, or they might simply come across the crater en route to some other location. If the adventurers aren't quite ready to find the artifact, you could foreshadow this encounter by letting them hear rumors about the ruined fortress and whispers about how evil creatures roam the devastated lands.

Unless the characters approach stealthily, they are seen and attacked by a gang of demons that survived the destruction of Shathrax's fortress. The adventurers should discover the *Book of Vile Darkness* either during or after the fight.

**Light:** Bright light during the day (sunlight), dim light at night (moonlight).

**Monsters:** 1 vile shadow demon (S), 2 mezzodemons (M), 2 demonic savage minotaurs (D), 4 dretch lackeys (L). The demons sift through the ruins in search of victims and plunder. The shadow demon senses that the *Book of Vile Darkness* is near.

**Perception DC 20 (40 at night without darkvision or low-light vision):** The character sees a black book protruding from the rubble (in the square marked "B" on the map). It has a strange and sinister appearance.

**When the adventurers arrive at the crater, read:**
*Rubble litters the landscape all around a deep crater. Twisted corpses lie here and there, tangled in the ruin. Picking their way through the debris are a pair of hulking minotaurs, two insectile fiends wielding tridents, and several bickering blobs of flesh. Flitting over them all is a shadowy figure that oozes menace.*

This encounter takes place on the battle map. Place the characters in their start area and monsters as shown on the map.

**Tactics:** Until a character attacks the shadow demon, it spends its actions moving and searching. Each time it makes a Perception check (a move action), it searches a 5-square-by-5-square space. If the adventurers haven't found the artifact by the third round, the shadow demon searches the area where it waits.

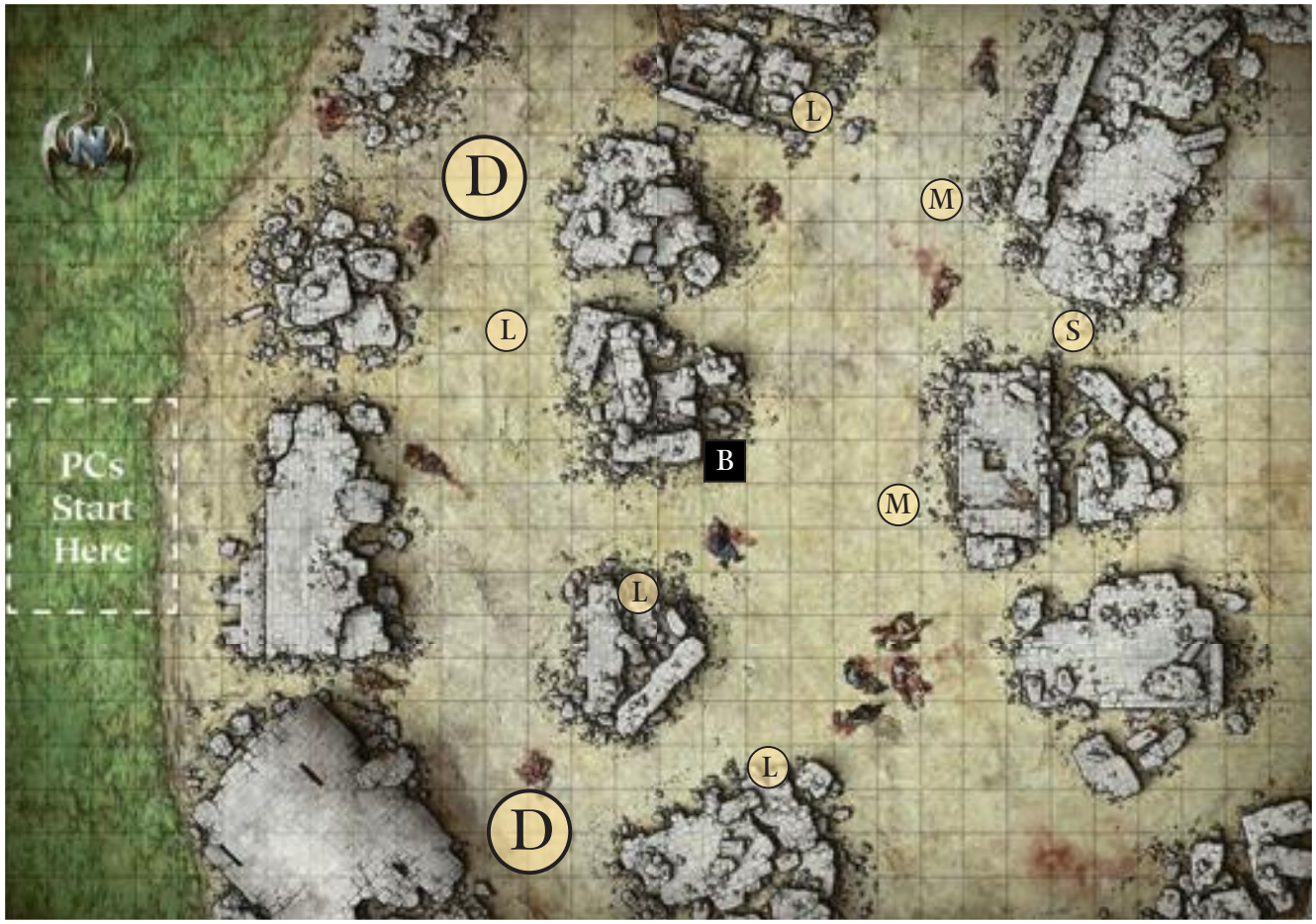
Should it come under attack, it uses *abyssal horror* to drive off its enemies to give it time to resume its search. Once it gets the book or it can no longer search for it, it goes on the offensive, using *fleeting shadow* to move into a flank and then following up with *vile possession*.

The mezzodemons block the adventurers from closing on the shadow demon and use *skewering tines* and *poison breath* to keep enemies in place.

The savage minotaurs charge the adventurers, attacking with claws and then springing away with *goring attack* to punish artillery.

The dretch gang up on the closest enemy, hoping to overwhelm it with their vile auras.

| **Vile Shadow Demon (S)** | **Level 12 Elite Lurker** |
|---|---|
| Medium elemental humanoid (demon) | XP 1,400 |
| **HP** 184; **Bloodied** 92 | **Initiative** +17 |
| **AC** 26, **Fortitude** 22, **Reflex** 26, **Will** 24 | **Perception** +13 |
| **Speed** 0, fly 8 (hover); phasing | Darkvision |
| **Resist** 15 necrotic | |
| **Saving Throws** +2; **Action Points** 1 | |
| **Traits** | |
| ☼ **Shadow Shift** (necrotic) ✦ **Aura** 1 | |
| Any enemy in the aura that hits the shadow demon with a melee attack takes 5 necrotic damage. | |
| **Insubstantial** | |
| The shadow demon takes half damage from all attacks, except those that deal force damage. Whenever the shadow demon takes radiant damage, it loses this trait until the start of its next turn. | |
| **Standard Actions** | |
| ⊕ **Claw** (necrotic) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +15 vs. Reflex | |
| *Hit:* 2d8 + 7 necrotic damage, plus 1d8 necrotic damage if the shadow demon has combat advantage against the target. | |
| ⸸ **Vile Possession** (charm, psychic) ✦ **Recharge** when no creature is affected by *vile possession* | |
| *Attack:* Melee 1 (one creature granting combat advantage to the shadow demon); +15 vs. Will | |
| *Hit:* 4d6 + 4 psychic damage, and the target is dominated (save ends). While the target is dominated, the shadow demon is removed from play. | |
| *Aftereffect:* The shadow demon returns to play in an unoccupied square of its choice within 5 squares of the target. | |
| ✧ **Abyssal Horror** (fear) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Close blast 5 (enemies in the blast); +15 vs. Will | |
| *Hit:* The shadow demon pushes the target up to its speed, and the target grants combat advantage (save ends). | |
| ✧ **Abyssal Void** (necrotic, zone) ✦ **Recharge** when first bloodied | |
| *Attack:* Close burst 2 (enemies in the burst); +15 vs. Fortitude | |
| *Hit:* 2d10 + 6 necrotic damage. | |
| *Miss:* Half damage. | |
| *Effect:* The burst creates a zone of darkness that lasts until the end of the shadow demon's next turn. The zone blocks line of sight for all creatures that cannot see in darkness. Any enemy that starts its turn in the zone takes 5 necrotic damage and is immobilized until the start of its next turn. | |
| **Minor Actions** | |
| ⸸ **Void Rake** ✦ **At-Will** (1/round) | |
| *Effect:* The shadow demon uses *claw*. | |
| **Triggered Actions** | |
| **Variable Resistance** ✦ **2/Encounter** | |
| *Trigger:* The shadow demon takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The shadow demon gains resist 20 to the triggering damage type until the end of the encounter or until it uses variable resistance again. | |
| **Skills** Arcana +15, Bluff +15, Stealth +18 | |
| **Str** 8 (+5) **Dex** 24 (+13) **Wis** 14 (+8) | |
| **Con** 14 (+8) **Int** 19 (+10) **Cha** 19 (+10) | |
| **Alignment** chaotic evil **Languages** Abyssal, Common | |




| 2 Mezzodemons (M) | Level 11 Soldier |
|---|---|
| Medium elemental humanoid (demon) | XP 600 each |
| **HP** 113; **Bloodied** 56 | **Initiative** +9 |
| **AC** 27, **Fortitude** 24, **Reflex** 22, **Will** 23 | **Perception** +13 |
| **Speed** 6 | Darkvision |
| **Resist** 10 poison | |

**Standard Actions**

**Trident** (weapon) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +16 vs. AC
*Hit:* 2d8 + 10 damage.

**Skewering Tines** (weapon) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +16 vs. AC
*Hit:* 2d8 + 10 damage, and the target is restrained and takes ongoing 5 damage (save ends both). Until the effect ends, the mezzodemon cannot use *trident* or *skewering tines*.

**Poison Breath** (poison) ✦ **Recharge** ⚄ ⚅
*Attack:* Close blast 3 (enemies in the blast); +14 vs. Fortitude
*Hit:* 4d6 + 5 poison damage, and ongoing 5 poison damage (save ends).
*Miss:* Half damage.

**Triggered Actions**

**Variable Resistance** ✦ **2/Encounter**
*Trigger:* The mezzodemon takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The mezzodemon gains resist 10 to the triggering damage type until the end of the encounter or until it uses variable resistance again.

**Skills** Intimidate +11

| | | |
|---|---|---|
| **Str** 20 (+10) | **Dex** 15 (+7) | **Wis** 16 (+8) |
| **Con** 17 (+8) | **Int** 10 (+5) | **Cha** 13 (+6) |

**Alignment** chaotic evil **Languages** Abyssal
**Equipment** trident

| 4 Dretch Lackeys (L) | Level 12 Minion Brute |
|---|---|
| Small elemental humanoid (demon) | XP 250 each |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +9 |
| **AC** 24, **Fortitude** 26, **Reflex** 24, **Will** 22 | **Perception** +8 |
| **Speed** 5 | Darkvision Traits |

**Sickening Miasma** ✦ **Aura** 1
Whenever an enemy in the aura takes a standard action or a move action, it takes 2 damage. Multiple *sickening miasma* auras stack, dealing up to 10 damage.

**Standard Actions**

**Savage Claws** ✦ **At-Will**
*Attack:* Melee 1 (one creature); +17 vs. AC
*Hit:* 12 damage.

| | | |
|---|---|---|
| **Str** 20 (+11) | **Dex** 17 (+9) | **Wis** 12 (+7) |
| **Con** 16 (+9) | **Int** 5 (+3) | **Cha** 7 (+4) |

**Alignment** chaotic evil **Languages** Abyssal

| 2 Demonic Savage Minotaurs (D) | Level 11 Brute |
|---|---|
| Large natural humanoid | XP 600 each |
| **HP** 140; **Bloodied** 70 | **Initiative** +8 |
| **AC** 23, **Fortitude** 25, **Reflex** 22, **Will** 20 | **Perception** +7 |
| **Speed** 8 | |

**Standard Actions**

**⊕ Claws ✦ At-Will**

*Attack:* Melee 2 (one or two creatures); +16 vs. AC. If the minotaur targets only one creature, it can make this attack twice against that creature.

*Hit:* 2d6 + 5 damage, and the minotaur grabs the target (escape DC 19) if it has fewer than two creatures grabbed.

**⸸ Impale ✦ At-Will**

*Attack:* Melee 1 (one creature grabbed by the minotaur); +14 vs. Fortitude

*Hit:* 5d8 + 13 damage. The target falls prone and is no longer grabbed by the minotaur.

**Triggered Actions**

**⸸ Goring Assault ✦ At-Will**

*Trigger:* An enemy within 10 squares of the minotaur hits it with a ranged or area attack.

*Effect (Immediate Reaction):* The minotaur charges the triggering enemy.

| | | |
|---|---|---|
| **Str** 22 (+11) | **Dex** 16 (+8) | **Wis** 15 (+7) |
| **Con** 20 (+10) | **Int** 5 (+2) | **Cha** 7 (+3) |

**Alignment** chaotic evil **Languages** Abyssal, Common

# Features of the Area

**Book of Vile Darkness (B):** If the shadow demon finds the artifact before the adventurers and grabs it, the shadow demon gains a +2 bonus to attack rolls and defenses until it drops to 0 hit points or until the end of the encounter.

**Corpses:** Corpses are scattered throughout the fortress wreckage, and residual magic from the shattered stronghold gives them a semblance of life. The corpses attack living creatures, and a corpse can be destroyed by spending a standard action to attack it (no attack roll necessary).

**Triggered Action**

**⸸ Corpse Attack ✦ At-Will**

*Trigger:* A Medium or smaller living creature starts its turn in a square containing a corpse or adjacent to it.

*Attack (Opportunity Action):* Melee 1 (triggering creature); +16 vs. Reflex

*Hit:* The target is grabbed (escape DC 20). Each time the target ends its turn grabbed by a corpse, it takes 10 damage.

**Rubble Mounds:** Great heaps of rubble litter the slope down to the crater's bottom. It costs 3 squares of movement to enter a rubble mound's space. In addition, the mounds grant cover to creatures standing behind them.

**Treasure:** In addition to finding the *Book of Vile Darkness*, adventurers searching the rubble find two treasure rolls on the Treasure by Party Level table (*Rules Compendium*, pages 298-302).

# Gaining the Artifact

The characters can recover the *Book of Vile Darkness* after defeating the demons picking through the rubble of Shathrax's fallen fortress. **Read:**

*You have found a massive book: a dark thing, crudely made and adorned with sinister decorations. The spine is a shrieking face held in place with nails and barbed wire. A toothy metal hasp keeps the black covers shut. Metal wing shapes reinforce the edges, resembling those of a bat or demon. Strange runes and diagrams have been painted on the black leather covers, the skins stretched taut over concealed boards. There is a strangeness about this tome, a sort of wrongness that speeds the heart and raises hairs.*

Savvy players will guess that the tome is none other than the *Book of Vile Darkness*. Even if they don't, they should get a sense of the book's sinister nature. Good characters might be inclined to destroy the book, but, as an artifact, nothing they try will even scratch its cover. Not even the Disenchant Magic Item ritual will destroy it. This leaves the adventurers with two options: They can leave it behind—making it likely that some other passerby will find it—or they can take it with them.

## Consequences of Possession

The first character to open the *Book of Vile Darkness* and examine its contents becomes its owner. From this examination, the character learns the book's essential characteristics including its enhancement bonus, critical dice, its first two listed properties, and its first power. Each time the character takes an extended rest and studies the book, reveal another power or property; you can also reveal an extra power or property if the character is evil or chaotic evil.

Don't announce the artifact's capabilities to the entire group. Pull the player aside or use notes to communicate this information. This way, it's up to the player to decide which discoveries to keep secret and which ones to share.

A character under the book's influence is going to perceive the world in a slightly different way. You can use any of the following descriptions to reinforce the artifact's dark power. You might share these openly or in secret with the players.

**Decay:** Food tends to spoil around the owner, and even water develops an acrid taste.

**Disturbing Voices:** The owner hears faint whispers. Although the words are incoherent, every once in a while, the owner hears things like "kill," "read," and "worship."

**Nightmares:** The owner experiences vivid nightmares wherein he or she is betrayed, harmed, or maimed by his or her companions.

**Paranoia:** The owner senses that his or her companions are watching. From time to time, the owner imagines a companion staring at the book.

**Shadows:** Shadows seem to bend and flicker around the owner.

**Stench:** Good creatures have a sickening odor, making it hard for the owner to be around them without gagging.

**Unwholesome Visage:** The owner sees others in the very worst light, each flaw magnified until it eclipses all other features. A sore on the lip might pulsate evilly, while things might crawl in the spaces between dirty teeth.

# Encounter 2: Knight of the New Sun

**Combat Encounter Level Varies**

At some point after the adventurers have had the *Book of Vile Darkness* for a while, they encounter a Knight of the New Sun rotting in a crow cage suspended from a pole at a crossroads. He is nothing like the Knights of old; he's a broken man who allowed addiction and despair to shatter his faith.

*Ahead, you spy a cage swinging on the end of a chain hanging from a wooden frame. Ravens cling to the metal bars, a shrieking host grown fat on rotten meat. At your approach, the ravens flap away in a rage. With the birds gone, you can see inside the cage. A tangle of limbs crammed inside present a grisly feast. With a start, you realize that not all of the limbs are dead, as you see a wild-eyed man with gray skin and slack mouth, his lips cracked and bleeding.*

The man in the cage is Paulus, a fallen Knight of the New Sun. The local magistrate locked him inside after he was judged guilty of murder. The knight did indeed kill a man for his coins, to feed his addiction to the drug baccaran. He's near death, having had no water for almost three days. If the adventurers give him water or use a healing power such as healing word, he regains strength enough to talk.

Paulus reveals a sorry tale, from the pride and honor of joining the Knights, to his first encounter with baccaran and subsequent addiction, to the wicked deed that placed him in the cage. Fill in the details as you like to add color to his story. While his tale might be interesting to some, the information Paulus has about the order and the *Book of Vile Darkness* is the real point of this interaction. Paulus can reveal all the information in the adventure background and as many clues about the artifact as you like. You might also reveal information about the Disciples of Nhagruul (see Chapter 4). If the adventurers reveal that they carry the book, Paulus starts screaming incoherently and tearing at his skin with dirty nails until his voice finally gives out and he collapses from exhaustion.

The wretched knight is too weak to be of any other use. Even if rescued from the cage, his wounds tended, he will die in a few days. He simply lacks the will to live.

## Development

The world shudders at the *Book of Vile Darkness*'s return. There's no shortage of villains who would do anything to get their hands on the tome. The longer the adventurers carry the book, the more likely they are to face enemies drawn by the artifact's evil.

You can use the following encounters to demonstrate the growing interest in the artifact. Feel free to substitute different creatures or add more encounters.

### Undying Ambition

**Level 12 Encounter (XP 3,850)**

- 1 lich necromancer (level 14 elite controller; *Monster Vault*, page 183)
- 2 master vampires (level 12 lurker; *Monster Vault*, page 283)
- 3 putrescent zombies (level 11 minion brute; *Open Grave: Secrets of the Undead*™, page 196)

A lich necromancer and its undead henchmen pick up the adventurers' trail. The lich sends the zombies forward to keep the adventurers busy long enough for the vampires to snatch the artifact using their *dominating gaze*. The vampires and lich break off the attack if the lich gains the book.

### Disciple of Shathrax

**Level 14 Encounter (XP 5,500)**

- 1 mind flayer thrall master (level 14 elite controller [leader]; *Monster Vault*, page 205)
- 2 arena-trained ogres (level 14 brute; *Monster Vault*, page 219)
- 6 derro thugs (level 14 minion brute; *Monster Manual 3*, page 49)

On learning of its master's death, a mind flayer acolyte of Shathrax sets out to continue the villain's work. It knows Shathrax's plan and eventually learns that the adventurers have the book. The mind flayer instructs its servants to kill all the characters except for the book's owner, whose brain it intends to devour. By doing so, the mind flayer hopes to gain whatever knowledge the owner has of the book.

## Demon Directive

**Level 14 Encounter (XP 5,400)**

- 3 abyssal eviscerators (level 14 brute; *Monster Vault*, page 47)
- 3 babaus (level 13 skirmisher; *Monster Vault*, page 45)

A demon lord dispatches foot soldiers to take the book from the adventurers. The demon lord doesn't risk a direct confrontation to avoid showing its hand to its rivals. The demons are unsubtle and aggressive. They prefer to take the treasure from the adventurers' corpses.

# Encounter 3: Nhagruul's Legacy

**Combat Encounter Level 16 (7,600 XP) and Skill Challenge Level 17 (3,200 XP)**

Although Nhagruul is long dead, his evil essence lives on in the *Book of Vile Darkness*. Nhagruul has not enjoyed his time inside the artifact and desperately wants to be free. He has little power independent of the book, but he might influence the artifact's owner by shifting words on the tome's pages or whispering into his or her mind. If, however, the characters have been good and avoided using the artifact, they probably come across Nhagruul's name in their own research or by talking with Paulus. It should be clear that the means to destroy the artifact lie with this dreadful being.

In any event, the adventurers should at some point come across the Idol of Nhagruul in a twisted and dark forest. The characters might seek it out or, failing this, stumble across it.

**Light:** Bright light during the day (sunlight), dim light at night (moonlight).

**Monsters:** 1 disciple of Nhagruul (D), 1 chaos beast deep hulk, 2 crazed ogre dreadnoughts (O), 4 Nhagruul fanatics (F). All of the monsters are hidden when the characters arrive.

**Perception DC 22:** The character spots the closest hidden enemy.

**When the adventurers arrive at the scene, read:**
*The dense forest gives way to a clearing. Several monoliths, each carved with screaming humanoid faces, stand in a circle around a statue depicting a monstrous humanoid dressed in robes and fraught with horrid mutations.*

Nhagruul's disciples raised a statue here to honor their master. They suspect, but are not certain, that a fragment of their master's soul is trapped within the stone. A few surviving disciples and monstrous allies watch the statue in the hope their master will give them a sign.

The disciple and fanatics hide in the woods. The ogres hide behind two menhirs, waiting for the order to strike. The chaos beast deep hulk (not shown on the map) is underground and burrows up to join the fight once the combat begins. These creatures attack when spotted or when the adventurers come within 3 squares of the statue.

This encounter takes place on the battle map. Place the characters in their start area, but don't place the monsters until they're presence becomes known.

**If the characters fail to notice the hidden monsters, read:**
*Several robed, flail-wielding humanoids spill out from the trees, while two hulking ogres clad in plate armor complete with skull masks step out from behind the stones. One shouts, "The book! Give us the book!"*

**When the deep hulk appears, read:**
*The ground splits wide to reveal a horrid monster: a strange, almost humanoid horror with rainbow-colored chitin plates covering its limbs and torso and great claws that end in curling talons. Strange lights play in its multifaceted eyes, while tentacles wriggle free from its body and its colors swirl and change.*

**Tactics:** The creatures want the *Book of Vile Darkness* and sacrifice their lives to get it.

The disciple of Nhagruul hangs back behind its allies, hurling *death by thorns* at enemies it can see. The disciple then draws his flail and charges.

The deep hulk burrows up in a space near the adventurers and leads with *double attack*. If it grabs a character, it spends its action point to use *corporeal instability*. Henceforth, it alternates between *maddening gaze* and *double attack* until *corporeal instability* recharges.

The ogres charge into the front ranks, attacking with their greatswords each round. Once they become bloodied, they use *insane rage* to keep opponents locked down.

The fanatics skirt the battlefield's edges to hit ranged attackers from behind.

**Disciple of Nhagruul (D)** **Level 16 Controller (Leader)**
Medium natural humanoid, human XP 1,400

**HP** 153; **Bloodied** 76 **Initiative** +13
**AC** 30, **Fortitude** 26, **Reflex** 30, **Will** 28 **Perception** +7
**Speed** 6

**Traits**

☼ **Palpable Evil** (fear) ✦ **Aura** 2
Enemies in the aura take a -2 penalty to all defenses.

**Standard Actions**

⨺ **Flail** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +21 vs. AC
*Hit:* 2d10 + 8 damage, and the disciple can slide the target 1 square.

⚚ **Soul Rot** (necrotic, psychic) ✦ **At-Will**
Attack: Ranged 10 (one creature); +19 vs. Will
Hit: 2d8 + 5 necrotic and psychic damage, and the target cannot shift, use opportunity actions, or use immediate actions until the end of the disciple's next turn.

⚚ **Death by Thorns** ✦ **Encounter**
*Attack:* Ranged 10 (one, two, or three creatures); +19 vs. Fortitude. If the disciple targets only one creature, it gains a +4 bonus to the attack roll.
*Hit:* 2d8 + 7 damage, and the target is dazed and takes ongoing 15 damage (save ends both).
*Miss:* Half damage.

**Triggered Actions**

⇜ **Deranged Laughter** (fear) ✦ **Encounter**
*Trigger:* The disciple becomes bloodied.
*Effect (No Action):* Close burst 2 (enemies in the burst). The disciple pushes the target up to half its speed. Until the end of the encounter, the disciple takes a -2 penalty to all defenses.

**Stern Command** ✦ **Recharge** ⚁ ⚅
*Trigger:* An ally within 5 squares misses on an attack.
*Effect (Immediate Interrupt):* The triggering ally rerolls the attack roll. If it misses, the ally takes 10 damage.

**Str** 12 (+9) **Dex** 21 (+13) **Wis** 8 (+7)
**Con** 17 (+11) **Int** 24 (+15) **Cha** 20 (+13)

**Alignment** chaotic evil **Languages** Common
**Equipment** robes, flail

**4 Nhagruul Fanatics (F)** **Level 14 Minion Skirmisher**
Medium natural humanoid, human XP 250 each

**HP** 1; a missed attack never damages a minion. **Initiative** +13
**AC** 28, **Fortitude** 28, **Reflex** 26, **Will** 25 **Perception** +6
**Speed** 6
**Immune** fear

**Standard Actions**

⨺ **Flail** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +19 vs. AC
*Hit:* 11 damage.
*Effect:* The fanatic can shift 1 square to a square adjacent to the target.

**Triggered Actions**

**Hate** ✦ **At-Will**
*Trigger:* An enemy within 5 squares drops an ally of the fanatic to 0 hit points.
*Effect (Immediate Reaction):* The fanatic shifts up to 5 squares and uses *flail* against the triggering enemy.

**Str** 22 (+13) **Dex** 19 (+11) **Wis** 8 (+6)
**Con** 17 (+10) **Int** 11 (+7) **Cha** 16 (+10)

**Alignment** chaotic evil **Languages** Common
**Equipment** robes, flail

**2 Crazed Ogre Dreadnoughts (O)** **Level 14 Soldier**
Large natural humanoid XP 1,000 each

**HP** 140; **Bloodied** 70 **Initiative** +12
**AC** 30, **Fortitude** 28, **Reflex** 24, **Will** 26 **Perception** +12
**Speed** 8

**Traits**

**Threatening Reach**
The dreadnought can make opportunity attacks against enemies within 2 squares of it.

**Standard Actions**

⨺ **Greatsword** (weapon) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +19 vs. AC
*Hit:* 1d12 + 11 damage, and the target is immobilized until the end of the dreadnought's next turn.

**Minor Actions**

⇜ **Insane Rage** ✦ **At-Will** (1/round)
*Requirement:* The ogre must be bloodied.
*Attack:* Close burst 1 (enemies in the burst); +17 vs. Will
*Hit:* The target is slowed until the end of the dreadnought's next turn.
*Effect:* The target is marked until the end of the dreadnought's next turn.

**Triggered Actions**

**Dreadnought's Resolve** ✦ **Recharge** ⚁ ⚄ ⚅
*Trigger:* The dreadnought fails a saving throw.
*Effect (No Action):* The dreadnought rerolls the saving throw with a +2 bonus.

**Skills** Athletics +19
**Str** 24 (+14) **Dex** 16 (+10) **Wis** 20 (+12)
**Con** 20 (+12) **Int** 8 (+6) **Cha** 23 (+13)

**Alignment** chaotic evil **Languages** Common, Giant
**Equipment** plate armor, greatsword

| Chaos Beast Deep Hulk | Level 17 Elite Brute |
|---|---|
| Large elemental magical beast | XP 3,200 |
| **HP** 404; **Bloodied** 202 | **Initiative** +12 |
| **AC** 29, **Fortitude** 30, **Reflex** 28, **Will** 27 | **Perception** +16 |
| **Speed** 5, burrow 2 (tunneling) | Darkvision, tremorsense 5 |
| **Saving Throws** +2; **Action Points** 1 | |
| **Standard Actions** | |
| **Claw ✦ At-Will** | |
| *Attack:* Melee 2 (one creature); +22 vs. AC | |
| *Hit:* 4d8 + 12 damage. | |
| **Double Attack ✦ At-Will** | |
| *Effect:* The deep hulk uses *claw* twice. If both attacks hit the same target and the deep hulk has no creature grabbed, the deep hulk grabs the target (escape DC 23). | |
| **Maddening Gaze** (charm) **✦ At-Will** | |
| *Attack:* Close blast 5 (creatures in the blast); +20 vs. Will | |
| *Hit:* During its next turn, the target takes a standard action to make a basic attack against its nearest ally. If no ally is within range, the target instead takes a standard action to charge its nearest ally it is able to charge. | |
| **Corporeal Instability** (disease) **✦ Recharge** ⚅ | |
| *Attack:* Melee 2 (one creature); +20 vs. Fortitude | |
| *Hit:* 10 damage, and the target makes a saving throw at the end of its next turn. On a failed saving throw, the target contracts corporeal instability (stage 1; see page 48). | |
| *Miss:* 10 damage. | |
| *Effect:* The deep hulk takes 10 damage. | |
| **Move Actions** | |
| **Slithering Mass ✦ Encounter** | |
| *Effect:* If the deep hulk is marked, the condition ends. The deep hulk can shift up to half its speed and ignores difficult terrain during this movement. | |
| **Str** 26 (+16) **Dex** 18 (+12) | **Wis** 16 (+11) |
| **Con** 22 (+14) **Int** 5 (+5) | **Cha** 11 (+8) |
| **Alignment** unaligned **Languages** – | |

# Features of the Area

**Forest:** Squares containing forest are lightly obscured and difficult terrain.

**Menhirs:** These 10-foot-tall stones bear carvings of screaming faces and count as blocking terrain. A DC 16 Athletics check is required to climb a menhir, and its top is difficult terrain.

**Carnage Stone:** Whenever a creature starts its turn on a square containing carnage stone and before the creature does anything else, the DM rolls a d6. On an odd number, the creature falls prone. On an even number, the creature makes a melee basic attack as a free action against a random adjacent creature. If there is no target, the creature takes 10 psychic damage.

**Statue of Nhagruul:** This 15-foot-tall statue depicts a monstrously deformed humanoid in robes. The statue is blocking terrain, and a DC 16 Athletics check is required to climb on top of it. If a character brings the *Book of Vile Darkness* within 3 squares of the statue, the statue animates. If this happens while the battle is raging between the characters and the emissaries of Vecna, the statue does not attack but instead waits until the battle is resolved before addressing the survivors (see below).

# Skill Challenge: Dealing with the Idol

The statue of Nhagruul animates if the *Book of Vile Darkness* comes within 3 squares of it.

**When the statue animates, read:**
*Dust spills from the hideous statue as it turns to face you. Its monstrous features contorting with hate, it bellows, "You dare bring that wretched tome here?"*

The book's presence enrages the corrupted spirit trapped inside the statue. The spirit recalls enough about its mortal crime—reassembling the *Book of Vile Darkness*—to be of assistance to the adventurers, whether they hope to master its power or destroy it. Coercing the spirit to give up its secrets is the skill challenge. The challenge ends when the characters make six successful checks, at which point they convince the spirit to reveal the Ritual of Endings and Beginnings, or they gain three failures, at which point the idol attacks.

**Level:** 17 (3,200 XP).

**Complexity:** 2 (requires 6 successes before 3 failures).

**Time Frame:** Each character can make a check in this challenge once per round as a standard action.

**Primary Skills:** Arcana, Bluff, Diplomacy, History, Insight, Intimidate.

*Bargaining with the Spirit (Bluff or Diplomacy DC 23 if they intend to destroy the book, DC 31 if they intend to harness its power):* The characters can explain why they have the artifact and what they intend to do with it. A successful check earns the adventurers one success in the challenge, with an additional success for every 5 points by which the check result beats the DC.

*Observing the Statue (Insight DC 23; maximum 1 success):* A character can learn much about the spirit haunting the statue by watching and listening. On a successful check, the character learns that the spirit fears the book and gains one success toward the challenge.

*Recalling Ancient Lore (Arcana or History DC 23):* The character recalls lore about Nhagruul or his enemies that could be used to the party's advantage. A successful check earns the adventurers one success toward the challenge, and a success by 5 or more grants the adventurers a noncumulative +2 bonus on all Bluff and Diplomacy checks made until the end of the skill challenge. On a failed check, the adventurers earn a failure in this challenge and take a noncumulative -2 penalty to Bluff and Diplomacy checks until the end of the encounter.

*Threatening the Spirit (Intimidate DC 23):* A character can threaten the spirit by brandishing the book. If the character beats the DC by 5 or more, he or she also removes one failure.

**Success:** If the adventurers earn 6 successes before acquiring 3 failures, Nhagruul's spirit tells the characters that they must perform the Ritual of Endings and Beginnings at the Well of Many Worlds to either destroy the book or harness its power. The spirit reveals the well's location and the procedure for destroying the tome (see "Ritual of Endings and Beginnings" in Encounter 4).

**Failure:** If the adventures earn 3 failures before acquiring 6 successes, the spirit disappears, and the statue becomes a stone golem and attacks until destroyed. Within the rubble of the destroyed golem, the characters find a scroll with the Ritual of Endings and Beginnings scrawled on it, but it doesn't specify where the ritual must be performed. The characters might learn about the Well of Many Worlds from a divination ritual, a friendly nonplayer character, as information gained during another adventure, or with a DC 32 Arcana check (at your discretion).

| **Stone Golem** | **Level 17 Elite Soldier** |
|---|---|
| Large natural animate (construct) | XP 3,200 |
| **HP** 336; **Bloodied** 168 | **Initiative** +8 |
| **AC** 33, **Fortitude** 31, **Reflex** 28, **Will** 27 | **Perception** +7 |
| **Speed** 6 (cannot shift) | Darkvision |
| **Immune** disease, poison | |
| **Saving Throws** +2; **Action Points** 1 | |
| STANDARD ACTIONS | |
| ⊕ **Slam** ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +22 vs. AC | |
| *Hit:* 4d6 + 11 damage, and the golem can push the target 1 square. | |
| ⸸ **Double Attack** ✦ **At-Will** | |
| *Effect:* The golem uses *slam* twice. Each attack knocks the target prone if it hits. | |
| ⸸ **Golem Rampage** ✦ **Recharge** ⚄ ⁞⁞ | |
| *Effect:* The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters any creature's space, it uses *slam* against that creature. | |
| TRIGGERED ACTIONS | |
| ✧ **Death Burst** ✦ **Encounter** | |
| *Trigger:* The golem drops to 0 hit points. | |
| *Attack (No Action):* Close burst 1 (creatures in the burst); +22 vs. AC | |
| *Hit:* 2d12 + 10 damage. | |
| *Effect:* The golem is destroyed. The area of the burst is difficult terrain until cleared. | |
| **Str** 24 (+15) **Dex** 7 (+6) **Wis** 8 (+7) | |
| **Con** 24 (+15) **Int** 3 (+4) **Cha** 3 (+4) | |
| **Alignment** unaligned **Languages** – | |

# Encounter 4: The Well of Many Worlds

**Encounter Level 18 (11,600 XP)**

The Well of Many Worlds is the most powerful portal in the planes. Unlike most portals, it connects to all places at once. While useful for a quick transit, it can also be used to draw objects, and possibly creatures, forth. Research indicates that the Well of Many Worlds is the party's best hope for destroying the *Book of Vile Darkness*—or mastering its power.

The well provides the means by which the adventurers can rid themselves of the accursed artifact or harness its ultimate power. There, they can perform the Ritual of Endings and Beginnings to call forth good or evil from other worlds and use those forces to augment or destroy the tome.

The Well of Many Worlds can be anywhere you need it to be. It might be deep in the Underdark, on an abandoned astral dominion such as Pluton or Shom, or somewhere in the Realm of Dreams. Run this encounter at some point before the artifact moves on.

**Arcana DC varies:** The character knows the effects of the reality holes (DC 17), temporal disturbances (DC 23), and obelisks (DC 33) in the vicinity. See "Features of the Area" for details.

**Light:** Bright light.

**Monsters:** 1 angel of vengeance (A), 2 spell howlers of Vecna (S), 8 angel of valor veterans (V).

**When the adventurers arrive at the scene, read:**
*Four 20-foot-tall obelisks rise atop a rocky hill. Multicolored lights shine from the hilltop, filling the air with a scintillating glow. Here and there, you spy clouds of pink mist, iridescent gusts of wind, and other strange distortions.*

Before the characters can begin the Ritual of Endings and Beginnings, creatures in service to Vecna show up to thwart their efforts.

This encounter takes place on the battle map. Let the players place their miniatures on the map, and then place the creatures as indicated.

**When Vecna's servants appear, read:**
*A howling wind fills the air, presaging the appearance of a dreadful host. An enormous angel wreathed in fire and ice clutches two bone longswords, while smaller, man-sized creatures appear in the air to all sides. Two skinless humanoids scuttle across the ground, pain and madness evident in their twisted features.*

The mighty angel speaks, its voice the sound of thunder: "Cease this fool's errand and surrender yourselves

to the Whispered One's will. Should you comply with haste, your deaths will be mercifully swift."

**Tactics:** The creatures are under orders to destroy the adventurers and bring the *Book of Vile Darkness* back to Vecna.

The angel of vengeance uses *sign of vengeance* against the one carrying the artifact and then teleports to that character's side, where it uses *double attack*. The angel follows the character until it is destroyed or until it gains the book. Once it does, it flies off with the artifact.

The angels of valor fight to keep the other adventurers busy while their powerful ally recovers the book. Meanwhile, the spell howlers keep back, peppering the characters with ranged attacks. The veterans and the howlers fight to the death.

**Angel of Vengeance (A)** **Level 19 Elite Brute**
Large immortal humanoid (angel) XP 4,800

**HP** 426; **Bloodied** 213 **Initiative** +13
**AC** 31, **Fortitude** 33, **Reflex** 29, **Will** 33 **Perception** +16
**Speed** 8, fly 12 (hover)
**Immune** fear; **Resist** 15 cold, 15 fire, 15 radiant
**Saving Throws** +2; **Action Points** 1

**Traits**

**Cloak of Vengeance** (cold, fire)
While the angel is not bloodied, attack rolls against it take a –2 penalty, and any creature that hits the angel with a melee attack takes 10 cold and fire damage.

**Standard Actions**

**Longsword** (cold, fire, weapon) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +24 vs. AC
*Hit:* 4d10 + 12 cold and fire damage.

**Double Attack** ✦ **At-Will**
*Effect:* The angel uses *longsword* twice.

**Minor Actions**

**Sign of Vengeance** ✦ **Encounter**
*Effect:* Ranged sight (one creature). Until the end of the encounter, the angel can teleport adjacent to the target as a move action.

**Triggered Actions**

**Coldfire Pillar Transformation** (cold, fire, polymorph) ✦ **Encounter**
*Trigger:* The angel is first bloodied.
*Effect (Free Action):* The angel becomes a 6-square-high pillar of fire and ice until the start of its next turn. While in this form, it is immune to all damage. When the effect ends, the angel makes the following attack.
*Attack:* Close burst 2 (enemies in the burst); +22 vs. Reflex
*Hit:* 2d8 + 18 cold and fire damage.

**Skills** Insight +21
**Str** 27 (+17) **Dex** 18 (+13) **Wis** 25 (+16)
**Con** 13 (+10) **Int** 19 (+13) **Cha** 26 (+17)
**Alignment** unaligned **Languages** Supernal
**Equipment** 2 longswords

**2 Spell Howlers of Vecna (S)** **Level 18 Artillery**
Medium natural humanoid XP 2,000 each

**HP** 130; **Bloodied** 65 **Initiative** +10
**AC** 32, **Fortitude** 28, **Reflex** 30, **Will** 30 **Perception** +11
**Speed** 6

**Standard Actions**

**Maddening Touch** (psychic) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +21 vs. Will
*Hit:* 2d8 + 12 psychic damage.

**Word of Force** (force) ✦ **At-Will**
*Attack:* Ranged 10 (one creature); +23 vs. Fortitude
*Hit:* 2d10 + 15 force damage.

**Word of Doom** (psychic) ✦ **At-Will**
*Requirement:* The spell howler must be affected by *horrific visage*.
*Attack:* Ranged 10 (one creature); +23 vs. Will
*Hit:* 2d8 + 6 psychic damage, and the target is dazed until the end of the spell howler's next turn.

**Word of Madness** (psychic) ✦ **Recharge** if the power misses
*Attack:* Melee 1 (one creature); +21 vs. Will
*Hit:* 2d8 + 5 psychic damage. The spell howler slides the target up to 3 squares, and the target makes a basic attack as a free action against a creature of the spell howler's choice.

**Word of Pain** (necrotic) ✦ **Encounter**
*Attack:* Ranged 10 (one creature); +23 vs. Fortitude
*Hit:* 4d10 + 10 necrotic damage.
*Miss:* Half damage.

**Triggered Actions**

**Horrific Visage** (psychic) ✦ **Encounter**
*Trigger:* The spell howler is first bloodied.
*Attack (No Action):* Close burst 2 (enemies in burst); +22 vs. Will
*Hit:* 2d6 + 4 psychic damage, and the spell howler pushes the target up to 3 squares.
*Effect:* Until the end of the encounter, the spell howler cannot use any powers except *maddening touch* and *word of doom*.

**Str** 15 (+11) **Dex** 13 (+10) **Wis** 15 (+11)
**Con** 16 (+12) **Int** 22 (+15) **Cha** 18 (+13)
**Alignment** chaotic evil **Languages** Common

**8 Angel of Valor Veterans (V)** **Level 16 Minion Soldier**
Medium immortal humanoid (angel) XP 350 each

**HP** 1; a missed attack never damages a minion. **Initiative** +12
**AC** 32, **Fortitude** 30, **Reflex** 27, **Will** 26 **Perception** +10
**Speed** 6, fly 9 (hover)
**Immune** fear; **Resist** 10 fire, 10 radiant

**Standard Actions**

**Greatsword** (fire, weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +21 vs. AC
*Hit:* 11 fire damage.

**Str** 24 (+15) **Dex** 18 (+12) **Wis** 14 (+10)
**Con** 18 (+12) **Int** 12 (+9) **Cha** 16 (+11)
**Alignment** unaligned **Languages** Supernal
**Equipment** chainmail, greatsword

## Ritual of Endings and Beginnings

Any character with the Ritual Caster feat can perform the Ritual of Endings and Beginnings. The characters must use 7,000 gp of residuum. The ritual takes 1 hour to perform; during this time, the caster must concentrate on drawing forth the essence of good or evil from the Well of Many Worlds.

During the ritual's performance, the *Book of Vile Darkness* vanishes from its owner's hands and reappears over the well, as swirling darkness or light rises up from the well's depths to assail the tome. At the end of the ritual, the adventurers can hurl the book into the well, destroying it by choosing a destructive destination (into the heart of the sun, for example) and then succeeding on a DC 32 Arcana check (up to four allies can aid on this check). On a failed check, the book breaks apart, and vile darkness spills into a multitude of different worlds, sparing its owner the doom faced when the artifact moves on but unleashing unimaginable evil upon the planes.

If the characters channel evil from the well and keep the compiled *Book of Vile Darkness*, see "Ending the Adventure" for what happens next.

## Features of the Area

**Obelisk:** A character adjacent to an obelisk can, with a DC 32 Arcana check, use the following power against a target of his or her choice (as a standard action). If the skill check fails, the obelisk attacks the character instead.

**Standard Actions**

**Obelisk** (psychic, teleportation) ✦ **At-Will**

*Attack:* Close burst 10 (one creature in the burst); +21 vs. Will

*Hit:* 2d8 + 8 psychic damage, and the target teleports 1d6 squares in a random direction.

**Reality Hole:** A creature that enters a square containing a reality hole is removed from play until the start of its next turn. When the effect ends, the creature returns to play in an unoccupied space adjacent to any reality hole on the map.

A character with line of sight to a reality hole can end the effect by spending a standard action to make a DC 23 Arcana check. On a success, the creature removed from play is returned in an unoccupied space of the character's choosing.

**Temporal Disturbance:** When a creature starts its turn in a square occupied by or adjacent to a temporal disturbance, roll a d6. On an odd number, the creature is slowed and takes a –2 penalty to attack rolls until the start of its next turn. On an even number, the creature gains an extra move action and gains a +2 power bonus to attack rolls until the start of its next turn.

**Well of Many Worlds:** Any creature that enters the Well of Many Worlds is removed from play as it vanishes to another plane or an alternate natural world (DM's choice). A character can choose the destination as a free action by succeeding on a DC 32 Arcana check. While removed from play, the creature can take a standard action to make a DC 32 Arcana, History, Insight, or Perception check. On a success, the character reappears in an unoccupied space adjacent to the Well of Many Worlds. Any object dropped into the Well of Many Worlds travels to a random plane and is lost.

# Ending the Adventure

The adventure ends when the adventurers successfully destroy the *Book of Vile Darkness*, when they bind the other books to create the ultimate *Book of Vile Darkness*, or when the artifact moves on, leaving its former owner a soulless husk. If the adventurers imbue the book with evil from other worlds, the act proves so destructive and so profoundly evil that the characters responsible are destroyed utterly as pure, concentrated evil washes out across the planes. Whether this destroys the cosmos or simply sets the stage for a future campaign is up to you.

# FACE CERTAIN DEATH. BRING A FRIEND.

Assemble a hardcore party of adventurers and discover if you have what it takes to survive the most challenging missions you've ever faced.

D&D® Lair Assault Organized Play program offers master tacticians, rules experts, and min/maxers an all-new gaming experience where the difference between victory and defeat depends on your game knowledge, ability to adapt, and a little bit of luck.

Each challenge can be played through in just a couple hours, but most players will have to make multiple attempts before they emerge victorious. Stores can run sessions at any time, and each D&D Lair Assault challenge lasts a few months. So gather your wits, bring extra character sheets, and pick up some *D&D Fortune Cards™*— you'll need 'em.

FIND A STORE NEAR YOU AT DUNGEONSANDDRAGONS.COM

TM & © 2011 Wizards of the Coast LLC.

DUNGEONS & DRAGONS
LAIR ASSAULT

# Dungeons & Dragons®

# The Book of Vile Darkness™

## Player's Book

Robert J. Schwalb

# Introduction

*"You're adventurers, aren't you? I used to be an adventurer, back before I got turned into a demon. I was also a king. Yeah, a king! With a great kingdom and a million loyal subjects! Say, is that the* Book of Vile Darkness *you got there? Y'know, they only made nine copies. I have the other eight. Wouldn't mind adding that one to my collection."*

—Fraz-Urb'Luu, Demon Prince of Deception

The *Book of Vile Darkness* corrupts all who come into contact with it. Its pages contain the wisdom, musings, and mad ravings of evil gods, demons, archwizards, liches, dragons, and other mighty beings. By opening its covers and thumbing through its contents, one can achieve great power—at the cost of one's life, soul, sanity, or all of the above. Such is the nature of evil, and such is the nature of this unholy tome.

Adventurers, not surprisingly, are among the most tempted to seek out the *Book of Vile Darkness*, drawn by the promise of power and too arrogant to think they could fall victim to its destructive tendencies. What they find in its pages are disturbing images and countless ways to inflict pain and terror on their enemies. What they don't see is the path down which the book guides them—a path leading to their own annihilation and the destruction of everything they hold dear—for the power and the allure are oftentimes too great to ignore.

The book you hold in your hands is aimed at players and provides new options for adventurers of any alignment, although the contents are even more tempting to characters who are evil-curious or rotten to the core. These new options include:

- Starting on page 9, five new character themes: cultist, disgraced noble, infernal slave, reaver, and vile scholar.
- Starting on page 20, five new paragon paths: blood-crazed berserker, contract killer, demonologist, idol of darkness, and vermin lord.
- Starting on page 28, the Exemplar of Evil epic destiny.
- Starting on page 29, a selection of divine devotion feats, divinity feats, and vile feats.

If you're looking for magic items of evil bent, you won't find them here; however, a number of them appear in Chapter 5 of the accompanying Dungeon Master's book. Read about them at your own peril!

# Playing Evil

*"What you condemn as evil, I call a willingness to do whatever it takes to succeed. I have done terrible things and I take no pride in those acts. But I would do them again, a thousand times, if it meant reaching such heights."*

—High Cardinal Krozen

If you're a player interested in trying out an evil character, this book is for you. The Dungeons & Dragons roleplaying game recommends you avoid choosing the evil alignment for good reason. Evil characters cause problems. Not only must the players contend with their enemies on the battlefield but also they must keep an eye on their evil-minded companions. Furthermore, evil adventurers tend to become alienated as a result of their actions. In time, they are no longer welcome in any community that knows them or knows of them. An evil adventurer's career is often brutish and short, ending with quests left unfulfilled and the campaign a failure.

Given all this, why bother playing an evil character? In truth, many reasons exist: You might be looking for a change of pace or a roleplaying challenge, your DM might be running a one-shot adventure suitable for evil characters, or you might be hankering for an object lesson in behavior and consequences. If that's your wont, don't let the rules dissuade you from trying something new.

## Proceed with Caution

Playing an evil adventurer is usually not a good idea. Some players take the evil alignment as a license to behave badly and an excuse to cause mischief and suffering whenever and wherever the opportunity arises. Evil characters seem to have a hard time honoring agreements and are quick to turn against their allies. They aren't about to risk their necks for a town on the edge of civilization without a considerable reward. Even if they take that job, there's no guarantee that they won't double-cross the town by taking the money and running.

Despite the problems evil characters can cause, such a play style can work. If you embrace the following suggestions, you can mitigate the challenges and enjoy a successful, if sinister, adventuring experience.

## Cooperative Game

Dungeons & Dragons is a cooperative game. Player characters work best when they work together, and most D&D encounters are built around this assumption. That one or more of the heroes are evil doesn't change this fact or alter your responsibility to your teammates. You might not like the people you work with, but if you expect them to watch your back, you had better watch theirs. Nothing dictates that evil

characters are unable work within an adventuring group. They can contribute to the group dynamic as their role demands.

To ensure the group remains together, it's critical that you shield your companions from whatever wickedness you intend. In sum, you must avoid stealing from, maiming, exploiting, and murdering the other members of your party. One way to keep everyone in check is to make sure you have a strong reason for being together in the first place. You might serve a more powerful master, follow the same god, be from the same homeland, or pursue a common goal, such as wiping out all orcs, elves, or dragons. If everyone can agree to a party-binding element from the outset and can create a plausible explanation for maintaining this truce, your group should find success.

## Be Considerate

Playing an evil adventurer gives you a chance to explore the dark side: to be the ruthless killer, to steal without regard for the victim, to dabble in dark magic, and to bargain with terrible powers. Although such options and other, more dreadful actions are possible, always consider the feelings of other players at the table. Avoid offending other players by exploring taboo subjects. Many people play D&D as an escape from real world problems and ugly truths. Games that focus too much on the sinister have limited appeal for many gamers.

Before play begins, talk with the Dungeon Master and the other players to determine what events they want to avoid and what subjects they'd rather not explore. Respect these limits and don't test them. Doing so ensures the game remains fun for everyone involved.

## Understand the Implications

Good adventurers earn fame and notoriety from their achievements, gaining advocates among the people they help and accolades for the monsters they defeat. Evil adventurers gain few of these rewards. Their actions lead to infamy, enemies, and scorn. In place of open gates and celebrations, evil characters find closed doors and suspicious stares. The more evil these characters do, the harder it becomes for them to find haven and move safely through the world.

A reckless, insane killer might not care about the implications, but an adventurer probably should. Needlessly and wantonly closing off havens and cutting off access to supplies makes it harder to survive and complete any given mission. Always keep in mind the repercussions of your actions, thinking about how your choices impact your character's chances for survival in the long term.

# Evil Adventuring Groups

*"I assure you, paladin king, that if I had a sword in hand, I would willingly cut out your heart, here and now."*

—Artemis Entreri

You cannot do enough to ensure that the evil adventuring group stays together. No matter how much you prepare, no matter how many connections you make to other characters, no matter how much you discuss limits and player comfort levels, odds are significant conflict will arise. If handled poorly, the group's destruction is almost certain to follow. The trick is to prevent that level of discord from happening in the first place. The best way to do that is to focus on strengthening the connections between the characters.

Before you get down to the business of creating your character, it's a good idea to work with your fellow players to construct a strong group identity. One of the best ways to accomplish this goal is to adopt a group concept. Simply put, the group concept describes the reasons why you work together. The following group concepts are especially tailored for evil adventurers. Feel free to tweak them to fit a different group concept.

ERIC DESCHAMPS

## Agents of Evil

Fear is a good motivator for ensuring some level of cooperation. As agents of evil, your characters are a powerful villain's champions and lackeys. You could be agents of an organization such as the Aurum in the world of Eberron or the Zhentarim in Faerûn, or you might work for a powerful warlord or wizard. Chances are you work together because you have an idea about what will happen if you don't. Your dark master is quite terrible—angering him, her, or it is not a good idea.

So who is your dark master? You should enlist your Dungeon Master to see how your employer fits into the campaign. What kinds of tasks does your patron assign you? At some point, someone had to have failed your patron. What happened to him or her? Are you loyal to your patron or do you plot treachery? Do you serve out of your own free will or are you little better than slaves?

## Criminals

Your group is a criminal outfit assembled from disparate individuals, each of whom brings a different talent to the group's cause. You might be professional killers who take dangerous missions to eliminate hard-to-reach targets. You could be an upstart thieves' guild trying to establish a foothold in a new city. Perhaps you are brigands waylaying caravans and travelers on the wilderness's darkest roads. Or are you pirates who lost their ship to a hated rival?

A number of questions must be answered. What is your criminal enterprise? Who founded the group? How did you each come to join? Have you made any enemies yet? If so, who are they and why are they out for your blood?

## Devotees of a Dark God

Religion unites many individuals, including those in your group. You all share the same faith—a mutual pledge to attend one dark god, archdevil, demon lord, or some other dreadful being.

Which power do you serve? How did you find yourself in that entity's service? Who in the group is the spiritual leader? This character need not be a member of a divine class. What kinds of missions do you undertake? Dark powers often have a number of enemies. Who are most important as far as your party is concerned? Do you have rivals? Is it a friendly rivalry or something decidedly darker?

## Family Ties

Familial ties might be enough to keep your group together. Not every adventurer has to be a blood relative, however. Perhaps two or three characters in the party are noble kin and everyone else acts as an advisor, companion, retainer, or bodyguard. For example, two or three players could play drow while the rest are mercenary soldiers. Alternatively, most characters could be half-orcs from the same tribe, perhaps with a human and an orc as cousins.

In a family ties approach, race is particularly important. Most adventurers should be from the same race. If you choose a different race, come up with a reason why your character is considered part of the family.

## Fugitives

Your group committed some grievous crime and is now on the run. Maybe you were bandits who killed the duke's son. You could be deserters from an army, having left before the orcs wiped out your legion (perhaps with some aid from the party). You might be criminals who managed to escape prison by working together.

In the fugitives scenario, your shared predicament has forced you to depend on each other to escape certain death and survive in the world. What is your story? What hardships have you had to survive? Who hunts you? Why do you stay together and what ensures you will stay together in the weeks and months ahead?

## Mercenaries

Many evil adventuring groups are no more complicated than a band of sellswords. They travel the world, selling their services to the highest bidder. When the money runs out, they move on to serve a different master. You are such a group of mercenaries. Over time, you've found that you work well together despite your differences.

How did you come together? What kinds of masters have you served so far? Have you double-crossed anyone? If so, are they still out there, nursing a grudge? Who won't you work for? Why?

## Survivors

Your characters were once members of a powerful, evil organization. An adventuring band struck your base, wiped out the group's leadership, and scattered the rest. Stripped of your community and driven to the frontier, you must find some way to make ends meet.

As usual, several questions arise. What was the organization? Was it a cult, a secret society, or some political institution? Who destroyed the group and why? What did your organization do to merit its destruction? How did your party escape? How do you feel about the attackers? Do you want revenge or do you fear them still?

# Creating an Evil Adventurer

*"Sane is boring."*

—Jarlaxle

When it comes to character creation, evil adventurers are little different from other types of characters. You still choose a class, race, feats, and powers, then purchase equipment. For the most part, the options available to good and unaligned heroes serve just as well for evil characters. *Power strike*, for example, proves as effective for an evil fighter as it does for a good fighter. Exceptions in both story and mechanics do exist, however, and they are discussed below.

## Archetypes

Nearly all adventurers are heroic in some way. Their jobs lead them into dangerous places, where they spend their time battling monsters and thwarting dastardly plots. Upstanding heroes fight against the darkness to protect the last bastions of light and goodness left in the world.

On the surface, evil adventurers look and act like other adventurers. They tromp through the same kinds of dungeons and fight the same kinds of monsters. Where they differ is in the motivations that drive them into these places.

Most evil adventurers fall into one of three archetypes. These categories describe in broad strokes how the character might behave and what goals he or she pursues. You don't have to choose an archetype, but look them over as you think about the kind of character you want to create.

### Antihero

The most palatable option for adventuring groups, the antihero is a classic archetype in fantasy fiction, films, and television stories. These characters often pursue good ends, but in ways other people find objectionable.

Antiheroes compromise their morals and ethics by performing despicable deeds they believe they have to commit. Few are the means these dark adventurers won't employ. They might commit murder, steal, torture to extract information, threaten innocents, and commit any number of other heinous acts. As much as they regret these actions (if at all), they see them as necessary to achieve a greater end that might actually be noble were the methods not so reprehensible.

If you're thinking about playing an evil character in a party of good or unaligned adventurers, the antihero is the best archetype to play. You share your allies' goals even if you do go about achieving them in disturbing ways. You are probably insightful enough of know how your companions view your actions, and you know the limits of what they will tolerate. As a result, you might conceal your activities from them to avoid causing disruption. Even so, you're not likely to apologize for your actions should they come to light.

Michael Moorcock's Elric is an excellent example of an antihero.

### Nonhero

Only the naïve believe all adventurers have the world's best interests in mind. Sure, certain shining examples might save the village from certain destruction or brave the bowels of the Abyss to stop some demon lord from invading the natural world—all for altruistic reasons. Still, extraordinary people who selflessly champion the weak and fight against evil's advance are the exception, not the rule.

Most people are not so noble. They are content to go about their lives, attend to their responsibilities, and look after their own. Among these "regular folk," the ones who set out to adventure do so for other reasons: revenge, wealth, glory, or something else. All in all, they do not possess high-minded goals. For the most part, they are in it strictly for themselves.

Self-interest as a driving motivation tends to make nonheroes unaligned or evil. These characters fit into mixed alignment groups with only a little friction as long as they are compensated for their efforts or convinced a job will profit them even if no immediate financial rewards are offered. Nonheroes work best in groups of other nonheroes, usually working together for the same objectives.

The characters in Glen Cook's *Black Company* novels are good examples of nonheroes. They'll work for nearly any sort of employer, provided they receive their regular pay.

### Villain

The last evil adventurer archetype is the villain. In some ways, the villain is a fusion of the antihero and the nonhero, but without the good parts. Basically, villains do evil because they want. Rather than help people in need, villains exploit them. Rather than destroy evil monsters, villains enslave them. Villains are truly the bad guys.

A villain is rarely an appropriate addition to a good or unaligned adventuring group. Villains oppose anything and everything a hero fights for. They create needless friction and complications for the group. It won't take long before a confrontation results. The best outcome possible is for the villain to go his or her own way; the worst results in character death and dissolution of the party.

In certain instances, a villain party member could work. Your adventurer might be replaced by an evil doppelganger and your DM might let you play that

character for a time until the villain's unmasked. Alternatively, the party might join forces with your villain character to defeat a common foe, though such arrangements are fraught with tension and often short-lived. Outside these and similar situations, you should probably avoid introducing a villain to a nonevil group even if the other players are on board.

A villain is best used in groups made up of other villains and nonheroes. Such story lines hardly resemble a normal adventuring experience because the characters are not likely to undertake the same kinds of missions. Even if they do, they do so for some sinister purpose. Villainous groups go on missions to destroy good enemies, prowl through dungeons in search of evil magic items, recruit evil humanoids to besiege a castle or invade a city, and endeavor toward other goals that nonevil adventurers are so often called upon to stop. A villainous group lasts only as long as the players refrain from plotting against each other. So tenuous are the ties that the discovery of a single magic item desired by two characters might be enough to tear the group apart. For this reason, villainous groups are best used for short campaigns spanning, at most, a tier.

## Goals

Think about what your character wants, why he or she wants it, and what your character will do to get it. Consider tying these elements to other characters in the group to strengthen the party bond. Establishing a strong motivation and behavior before you play helps you portray the character in an appropriate manner while still contributing to the group effort.

## Alignment

Choose the alignment that best fits your character's story concept. For an evil adventuring party, the best alignment choices are unaligned and evil. Chaotic evil can work, but you must find a story excuse for why you're willing to work with others for an extended period. If you're playing a one-shot adventure, any alignment will do.

## Personality

Come up with a few personality traits that best express your character's identity, behavior, and general nature. Pick from the personality traits described in *Heroes of the Fallen Lands*™ and *Heroes of the Forgotten Kingdoms*™ or from those described here. Where possible, demonstrate your most positive traits during interactions with the other player characters, and save your most negative traits for exchanges with monsters and NPCs.

**PERSONALITY TRAITS**

| | |
|---|---|
| Angry | Hedonistic |
| Avaricious | Hidebound |
| Brutish | Introspective |
| Craven | Jaded |
| Cruel | Lazy |
| Deceitful | Lustful |
| Detached | Mischievous |
| Deviant | Nihilistic |
| Diabolical | Pliable |
| Dishonorable | Proud |
| Domineering | Quiet |
| Erratic | Scheming |
| Extravagant | Strange |
| Focused | Treacherous |
| Foolish | Unhinged |
| Gluttonous | Uptight |
| Haughty | Wrathful |

## Appearance

Decide whether your character shows any outward sign of his or her alignment. Your character might conceal a darker nature behind a pleasing façade. Conversely, your character might demonstrate his or her dark side through style of dress, body art, ritual scarification, jewelry, and other adornments.

## Background

Although your background might not affect your character much during his or her adventures, having an idea about why your character chose the path he or she did can help you develop the character's personality and motivations during play. For an evil adventurer, the biggest question you should answer is how your character came to be evil. Were you born this way? Are you a product of your upbringing? Did some other event change your outlook, enabling or compelling you to commit dark or unspeakable deeds?

## Powers

When choosing powers, consider whether the flavor of the power should be tweaked to account for your evil nature. For example, if you have a power that deals radiant damage and you think it would befit your character's nature to have the power deal necrotic damage instead, discuss it with your DM. If he or she allows it, change the damage type.

# Arcane Evil

*"All other paths to power are riddled with flaws. A sword can break. A mind can hesitate. Faith falters, nature dies, and light banishes shadow. Magic? Magic is forever."*

—Rary the Traitor

Arcane magic is everywhere. It pervades the cosmos as residual energy left from creation. The paths to its mastery are various, and there are few limits to what it can accomplish in the right or wrong hands.

Many speculate that arcane magic was founded in the Elemental Chaos. It is possible that a monumental form of arcane magic was used to fashion the world from disorder. If the Elemental Chaos spews arcane energy, the Abyss no doubt taints such magic to one degree or another. Nothing touched by the Abyss remains unsullied. It could be that a thread of Abyssal darkness worms through all arcane magic. If so, that darkness might be enough to nudge those standing at the precipice into evil.

Most arcane spellcasters believe that their work attracts the best and worst from all races, promising power, glory, and wealth to any capable of controlling it. They claim that, just as a beautiful sword might be used for evil ends, so too can magic be a terrible weapon. Although some arcane masters forge pacts with evil beings to grow their magical mastery and others scribe spells of singular wicked nature to feed their own sinister interests, goodly arcane magicians maintain that it not arcane magic that is to blame but rather the infinitely corruptible hearts of mortals.

Evil arcane characters adventure to master new spells and gain power. They use their amassed wealth and prestige to raise towers and citadels within which they perform experiments that lead to a greater understanding of magic. Like Vecna, they might aspire to become liches or gods, or like Iggwilv they might broker deals with powerful extraplanar entities. In either case, the ultimate goal is immortality.

# Divine Evil

*"I whip my servants thrice daily: once after morning prayer, once before they go to sleep at night, and once when the mood strikes me."*

—Verminaard

One does not have to look far to locate evil in the cosmos. Certainly, the Abyss holds evil enough. But what about the evil above? What of the calculating, vengeful dark gods who embody evil in their perfect, divine forms? Do they not affect the world? Are their hands not felt in the murders and betrayals, the slaughter and the hatred pervading the natural world? Many are the horrific deeds done in their names.

Evil divine characters seek to please the gods they worship, to rise through the ranks of the clergy and become champions of the faith, divine exarchs, or demigods. They impose the will of their gods upon lesser creatures and use their faith like a hammer to smite infidels.

## The Dark Gods

Before the Chained God's fall and subsequent Dawn War, the deities represented certain amoral concepts—traits reflecting the ordered universe they hoped to shape. Tharizdun brought morality to the cosmos when he created the Abyss. His foul deed released evil into the multiverse and sundered the divine harmony forever. Since his fall, some gods have declared for the light, while others have embraced darkness. Those deities trapped in the middle long for a return to the perfection that once was.

Eight major evil gods exist. Two have fallen so far from their divine origins, they root in the Abyss with the demon lords against whom they once fought. The rest pursue other agendas, their unholy goals often at odds with those of their holier peers. For more details on the evil gods, see *Rules Compendium*™, page 46.

## Divine Magic

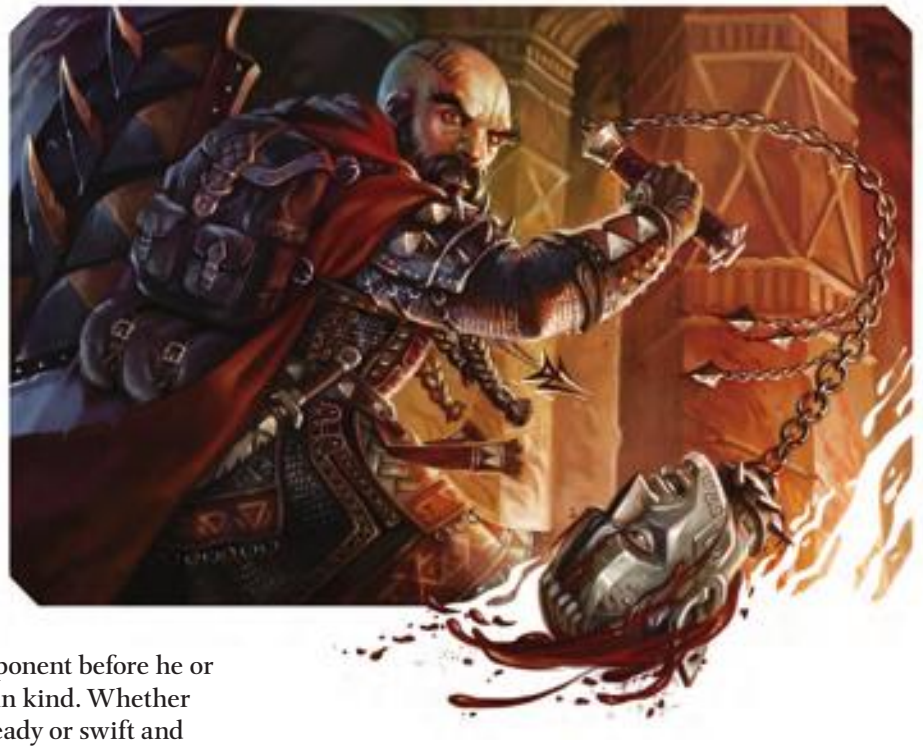
A common fallacy attributes divine magic to the gods. In fact, divine magic is a force apart from the deities. Indeed, it is the magic that gives the gods their power and status in the planes. Most mortals interact with divine magic by asking for access from their deity. If the mortal is a prized servant, the god might comply. Some divine characters can harness divine power directly, but such ability is reserved for the most cherished devotees of all.

Because divine magic exists apart from the deities, divine powers from one god are similar to those of another god. The intended outcome might be different, but the prayers are more or less the same. For this reason, one can find both Vecna's and Pelor's priests scorching enemies with radiant energy. Nonetheless, some evil gods have strong ties to particular themes that are best expressed through damage types. You might talk with your Dungeon Master about swapping out the radiant damage type for a different damage type more appropriate to your character's faith. Examples include fire for Asmodeus, necrotic for Vecna, and poison for Zehir.

# Martial Evil

*"It is proper that the strong master the weak, and the powerful rule the powerless."*

—Warduke



It is difficult to say that any particular moral imperative naturally invests the martial classes. One needs only the willingness to learn the tricks and maneuvers, and the courage to set into the world to win one's fortune.

That said, evil's rationale for staking a claim on martial power is telling. The goal of martial prowess is to degrade an opponent before he or she has the opportunity to respond in kind. Whether one's martial damage is slow and steady or swift and brutal, the objective is to do unto others before they do unto you. The means to this end are bloodshed, pain, and mayhem. All in all, evil is decidedly comfortable with martial power, whether it manifests in bludgeoning, slashing, or piercing. For evil, a journey filled with pain and dismemberment is as satisfying as the ultimate defeat of the enemy. Good cannot make such a claim with respect to martial power.

Evil martial characters adventure for many of the same reasons as other adventurers. They are simply less likely to lend their swords, hammers, and arrows to a cause without proper compensation, whether that is money or some more vile reward. Altruism is a foreign notion. Revenge, on the other hand, is a common motivation and might be treasured more deeply by an evil warrior.

# Primal Evil

*"It is not enough to respect nature; you must fear it. This is why I entrust my nganga with the power to bend the spirits to their will. Only under my firm control will the spirits stay their teeth and claws. Only then will we thrive."*

—Lalali-Puy

Primal magic flows from the spirit world, a realm that is both a part of the natural domain and somehow separate from it. Primal spirits pervade the spirit world; from them flows great magic. The spirits guard the world against intrusion from both the Astral Sea and the Elemental Chaos. They want no part in the cosmic struggle between the gods and their elemental counterparts. Since the time of the Dawn War, the spirits have shielded the world from outside interference. As long as they remain, no deity or primordial is permitted to violate the ban upheld for eons.

Protecting the world implies self-sacrifice, an act some people might describe as good or noble. Also, considering the pristine beauty of the primeval forests, the windswept mountains clawing at the heavens, and the scintillating vistas of the great oceans, the primal spirits are easily seen as agents of life and plenty.

## GNAW

No primal spirit strictly abides by any mortal conception of good and evil. Nonetheless, a few primal entities are marked by an undeniable darkness. Whisper is a capricious spirit, a trickster, and a bringer of monsters. The Primal Beast is violence personified, a wrathful hunter that preys on all. Still, neither of these beings evokes the terror inherent in Gnaw.

Legend has it that Gnaw is the misbegotten child of Whisper and the Primal Beast. Once Gnaw clawed free from the womb, Whisper cast it away, sickened by what she had brought into being. Having never known a mother's affection, Gnaw exists at the edges of the spirit world, always creeping and crawling, surviving on the leavings of more powerful spirits.

As the spirit of creeping things, scavengers, and eaters of the dead, Gnaw revels in twitching corpses alive with vermin, in the drone of carrion flies as they propagate, and in the vulture's screech as it circles the dying. Primal peoples appease this dark spirit by offering viscera, by burning their dung, and by cowering in the hours before dawn in hopes of keeping his killing presence at bay.

ANNA CHRISTENSON

As much as the primal spirits are creations of living creatures, personifications of the world's many forms, they are also agents of death and decay. For life to thrive, the living must die. To make room for the new, the old must be cleared away.

Many primal champions stand apart from the cosmic struggle between good and evil. Preserving the world's natural states is of far greater import than the petty squabbles between the virtuous and vile. Because those beholden to darkness often seek ruination and destruction, unaligned primal characters often throw in their lot with the good. Still other primal adventurers find nature's dark side more palatable. They choose to protect and facilitate the crucial processes of death and decay. Advancing these natural aspects does not guarantee that the individual attends evil, but the work they do requires a hard heart. Their tasks are also more effectively completed through an affinity for fetid places, for the carcass's pungent stench, and for the things that burrow and creep, skitter and crawl.

## Psionic Evil

*"My will can shatter mountains. Imagine what it can do to your bones."*

—Serenity, Fist of Zuoken

The ability to wield psionic energy appears in the very best, the very worst, and a fair number of those in between. Some gifted individuals use their psionic powers to fight the Far Realm threat, while others exploit the growing aberrant presence to increase their power.

The mind is a hive of evil thoughts. While those of heavy conscience use discipline and deprivation to quell these thoughts, others bereft of scruples and guilt embrace them to unlock the mind's full potential and, in so doing, become slaves to them.

Evil psionic adventurers use their unusual powers to coerce and torment their opponents. They infiltrate their enemies' minds and enslave them, or they hurl destructive force at foes to shatter bones and bodies. Once again, evil enjoys wielding its destructive power nearly as much as accomplishing its dark ends.

### PARAGON PSIONIC EVIL

*Psionic Power*™ offers great options for characters when they reach the paragon tier. Evil psions find great success as alienists and thrallherds, while evil monks might become unseen hands. You might tweak the story elements for other paragon paths to play up their sinister natures. The blackstone guardian for the battlemind and the anarchic adept for the ardent are strong choices.

## Shadow Evil

*"The darkness can devour you if you're not careful. Learn to master it, and you can train it to devour others."*

—Evard

Only those willing to trade a fragment of their souls for a shard of darkness can wield shadow magic. Such a bargain is not the sort of arrangement a good character relishes. A shadow adventurer might be comfortable as unaligned, but those that excel in their dark arts tend to give in, to one degree or another, to evil.

Rare is the shadow character who fights for the world's or its inhabitant's defense. Most such adventurers use shadow as a means to achieve personal goals. Assassins, in particular, embrace all that shadow offers to better hunt down and eliminate their victims. Blackguards, necromancers, and binders (as described in *Player's Option: Heroes of Shadow*™) turn from the light as a result of vice, knowledge, or power. These motivations easily place them within the grasp of evil. Only the rarest and most steadfast good-aligned master of shadows can survive long in the gloom. Evil, on the other hand, delights in darkness.

### SHADOW OPTIONS

For more information on the shadow power source, check out *Player's Option: Heroes of Shadow*. Many of the options in that book are appropriate for evil adventurers.

# Themes

*"One day I will stand among the gods and not have to look up to them."*

—Fzoul Chembryl

Your character's theme is a career, calling, or identity that describes who he or she is in the world. Just as race and class create basic definitions about who your character is, theme adds a third character component to help refine your story and identity. For example, you might be a human wizard who chooses the vile scholar theme, but "human vile scholar" might mean many different things. You might live on the outskirts of a village and sell dark lore and treasure maps to adventurers. Perhaps you live in an academy among other wizards and want to travel to see more of the world. Or perhaps you roam the forest or swamp, gathering lore and ritual components from monsters. Each theme can encompass several unique stories within the same concept.

This section presents five new themes, which are summarized on the table (see next page).

| Theme | Description |
|---|---|
| Cultist | Devotee to a dark power |
| Disgraced Noble | Fallen member of the aristocracy |
| Infernal Slave | Thrall to an archdevil |
| Reaver | Savage killer and plunderer |
| Vile Scholar | Seeker of forbidden lore |

Most character themes can accommodate members of a wide range of classes. Cultists might be clerics or blackguards dedicated to a dark god, or they might be assassins working from the shadows to honor Zehir. Then again, a cultist could be a fighter or a barbarian, a wild zealot blinded by deranged faith. The vile scholar suggests a wizard, yet could not a rogue steal forbidden books to unlock the lore within? In almost all cases, a theme is broad enough in concept to allow characters from any classes to choose them. There are exceptions and you're bound to find them in narrow-focus themes presented in other sourcebooks, in which case they include any requirements in the theme's entry.

## Choosing a Theme

A character can have only one theme, which you choose when you create your character. The theme you select grants the following benefits:

**Starting Feature:** Each theme includes one or more features that you gain when you select the theme. If a starting feature grants an attack power, keep in mind the following rules:

*Ability Scores:* Whenever you use a power that calls for your highest ability, you use your highest ability modifier. For example, if Strength is your highest ability and you use a theme power whose attack is "Highest ability vs. AC", you would make a Strength vs. AC attack. Damage and effects resulting from using the power might also use this notation.

*Implements:* Theme powers with the implement keyword can be used with any implement whose use you are proficient in. Unlike most implement powers, however, you need not have proficiency with an implement to use these powers. Using a theme implement power without an implement simply means you do not add an implement's enhancement bonuses or make use of a magic implement's powers or properties.

**Additional Features:** Most themes offer additional features at levels 5 and 10. You gain an additional feature automatically when you reach the appropriate level; it doesn't replace any of your class features.

**Optional Powers:** Some themes include a number of utility powers that you add to the ones you can choose from when you reach the appropriate level.

You can use retraining to replace a class power with an optional theme power or vice versa, exchanging one power for another power of the same type (at-will attack, encounter attack, daily attack, or utility). The new power must be of the same level as the old power or lower. You can also replace an optional theme power with a different optional power of the same theme, as long as the new power is the same type and is of the same level or lower.

**Background:** You can choose to use one of these themes as a background for your character. Each theme's "Background" sidebar mentions two or more associated skills. If you choose a theme as your background, then you gain a +2 bonus to checks with one of those associated skills, or you add one such skill to your class's skills list before you choose your trained skills.

## Themes in Character Creation

When creating your character, you can use a character theme to guide your choices. Themes are intended for use as creation tools, ways for you to add further detail to your character, to push beyond the limits of class and race, and maximize your customization options. Certainly, if you already have a class in mind, you can use a theme to improve or expand your character options. For example, if you're playing a fighter or a barbarian, you could choose reaver to escalate the carnage.

Character themes can also expand your character's capabilities on and off the battlefield. A theme's starting feature can let you do things outside your class role, perhaps taking on some of the defender responsibilities even though you're a striker or by boosting your attacks by giving you some striker potential.

Choosing your theme before your race or class can help build a character concept. From this concept, you can go on to choose race, class, feats, and so on to reinforce the idea that began with the theme.

Regardless of when you choose your character theme, look for ways to incorporate the theme into your character's background. Your theme might reflect the event that propelled you into your adventuring career, or your theme might reflect specialized training you underwent to prepare you for the objectives or destiny set before you.

## Gaining Themes at Higher Levels

If you don't have a theme, you can always adopt one at a higher level simply by going back and choosing the theme that best fits your character. Generally, taking a theme at a higher level results from a development in the campaign. Several themes included in this chapter are suitable for acquisition at any point in your career, and gaining the theme might result from completing a major quest, becoming corrupted, or succumbing to dark temptations in the game. You might find an evil magic item that lures you to explore forbidden lore, turning you into a vile scholar. Or having offended your king or been denied your birthright, you could become a disgraced noble on the path of vengeance rather than redemption.

Before you choose a theme, consult your Dungeon Master to come up with an explanation and method for gaining your theme. The DM might make the theme a reward for completing a major quest, especially if themes don't play a big part in his or her campaign. You might have to perform a sinister task for a dark power or perform an evil act. Then again, the DM might just let you take the theme without any requirements.

## Changing Character Theme

Although choosing a theme is a decision intended to last throughout your character's career, circumstances might arise where it makes sense in the campaign's story for your theme to change or even to drop the theme altogether. You might begin your career as a cultist and later break from your cult and survive by viciously slaughtering those who come after you. It would make sense for you to abandon your cultist theme and adopt the reaver theme (or some other theme) instead.

With the DM's permission, you can change your theme choice (under the auspice of retraining) when you gain a level. If you have any optional powers from your current theme or any feats that require it, you must first retrain those powers or feats to choices that don't have the theme as a prerequisite. When you do lose a theme, you lose all the features that it granted to you, including any items provided by those features.

# Cultist



*"My master is the Truth, the Way, and the Will!"*

Given the vital role that religion plays in many societies and the number of people who venerate gods, cults could find wider acceptance in the general population. After all, cults honor a higher power, a greater good, or a treasured ideal.

What sets a cult apart from other religious institutions is a fundamentally bad belief, a perception about the cosmos that is diametrically opposed to those held by right-thinking folk. A cult's creed could be based on an extraordinary interpretation of a god (any god, even a good one) that compels certain sinister practices in their worship. Another cult might elevate a demon lord, monstrous alien, or dark power to divine status. Cults could be founded by devotees of beings that exist only in their minds. Such strange and deviant belief breeds dangerous behaviors and attracts the attention of forces that champion the good. As a result, most cults are driven underground.

Cults spring up regularly the world over. Fear, uncertainty, and dissatisfaction foment offbeat beliefs and unwholesome ideas about how the world works and what the future holds. Cult leaders prey on doubts and superstition, drawing the disaffected and the despairing under their influence. One by one, adherents are brought under the cult's sway, abandoning families and work to find the salvation promised by following the one true path.

Few cults subscribe to peace and harmony. Such rewards must be earned, a task that is impossible to realize in the present state of affairs. Therefore, cults are subversive societies, working against governments and widespread faiths, all to attain whatever objective the cult was founded to achieve.

## Building a Cultist

When you choose the cultist character theme, spend some time thinking about the group and your affiliation. Work with your Dungeon Master to come up with a suitably interesting and dark society. Be sure to establish who or what it is that you serve and what it wants. Then, think about how you came to be part of the cult. How were you recruited? What were you promised? Once you joined, what responsibilities were you assigned? Are you one of the leaders or a devoted specialist follower? Have the higher-ups in the cult revealed the full extent of its power, or do they keep things hidden from you? Have your beliefs evolved since joining? Are you just as fervent as you were or have you become jaded about the organization?

**Class Prerequisite:** None. Any character can profit from being a cultist. Divine adventurers such as avengers, clerics, and paladins might serve a dark

god forbidden or reviled by other peoples. Alternatively, such characters might devote themselves to one of the archdevils, drawing their power from the Nine Hells directly. Other types of cultists, especially those pledged to beings or ideals other than gods, appeal strongly to other classes. Fighters and warlords might join militant cults, while wizards and sorcerers could favor primordial or aberrant groups. Psionic characters can also become prominent cultists, especially in those groups sworn to an alien being or elder evil. Finally, a cult might be made up of members from several different classes, suggesting a broader appeal rooted in some cosmological or social change.

**Race Prerequisite:** None. That said, while most cults will accept anyone into their ranks, some cults might have specific racial restrictions, as determined by the DM.

### BACKGROUND

Cultists don't have to be experts in religion, but they do need to learn how to get around and practice their heretical beliefs without arousing the suspicion of local authorities.

*Associated Skills:* Stealth, Streetwise.

## Starting Feature

All that you do, you do for your dark master. Still, you must constantly prove your worth. Using this power attracts your patron's attention. If you succeed, your master's blessing encourages you. If you fail, your master's ringing laughter staggers you.

**Master's Eye** **Cultist Attack**

*Your obsequious call draws attention to your deeds, risking your master's ire if you fail.*

**Encounter ✦ Shadow**
**Minor Action** **Personal**
**Effect:** If you make an attack this turn and hit with your first attack roll, the creature you hit takes 1d8 extra damage from that attack, and you gain 5 temporary hit points.

If the attack roll misses, or if you do not attack this turn, you grant combat advantage and are deafened until the end of your next turn.

*Level 11:* 10 temporary hit points.
*Level 21:* 15 temporary hit points.

## Additional Features

### Level 5 Feature

Your longevity sets you apart from most cultists. Whether luck, determination, or some unspeakable blessing was responsible for your survival thus far, you are convinced that your master watches over you.

**Benefit:** While you are bloodied, you gain a +1 power bonus to Fortitude and Will.

### Level 10 Feature

Devotion to a dark power has defined your life for some time. As a result, your fanatical belief unnerves those around you, particularly when you are angry.

**Benefit:** You gain a +2 power bonus to Intimidate checks.

In addition, during the first round of each encounter, enemies take a –2 penalty to attack rolls against you.

## Optional Powers

### Level 2 Utility Power

It takes unshakable belief to persevere in service to your particular patron. This devotion gives you the ability to push past obstacles, grasping victory where others succumb to defeat. This power draws strength from your zealous devotion, but it can also delude you into believing you are invincible.

ANNA CHRISTENSON

**Mad Confidence** — Cultist Utility 2

*Your master is with you. You cannot fail.*

**Daily ✦ Shadow, Stance**
**Minor Action** **Personal**
**Effect:** You enter the mad confidence stance. Until the stance ends, you grant combat advantage and gain a +4 power bonus to damage rolls.

## Level 6 Utility Power

No matter what dark power you serve, it craves blood and souls. Leading cultists oversee profane ceremonies during which living sacrifices are offered. *Ritual sacrifice* demonstrates your master's pleasure when you speed a creature to the grave.

**Ritual Sacrifice** — Cultist Utility 6

*By offering your latest victim to the dark master, you are rewarded with a surge of power.*

**Daily ✦ Healing, Shadow**
**Free Action** **Personal**
**Trigger:** You kill a nonminion creature.
**Effect:** Choose one of the following effects:
- ✦ You spend a healing surge.
- ✦ You gain a +1 power bonus to attack rolls until the end of the encounter.
- ✦ You gain a +5 power bonus to Arcana checks, Dungeoneering checks, Nature checks, and Religion checks until the start of your next extended rest.

## Level 10 Utility Power

Faith can carry a cultist only so far. Eventually, all cultists come to understand their place in the eyes of the dark master. They are nothing, tools to be used and discarded. Worse still, no guarantee of paradise after death exists. Self-preservation becomes paramount, even if it means sacrificing an ally to succeed.

**Reluctant Sacrifice** — Cultist Utility 10

*Shared pain transforms near failure into a resounding success.*

**Encounter ✦ Shadow**
**No Action** **Melee 1**
**Trigger:** You make an attack roll and dislike the result.
**Target:** One ally
**Effect:** You and the target each take damage equal to your level. You then reroll the attack roll with a +2 power bonus and must use the second result.

CHRIS SEAMAN

# Disgraced Noble

*"Don't let my reputation color your impression, my darling. The rumors are all lies, spurious tales told by enemies who resent my good fortune."*

Song and story profess that nobility carries a higher morality, that the aristocracy upholds honor, justice, truth, and valor. The hard truth is that this celebrated virtue is a myth—what distinguishes nobles from everyone else are the circumstances of their birth. Money, land, privilege: none of these things ensure good character and high ideals. In fact, such boons often create the worst villains.

If the masses pierce the veil of pomp and circumstance and see the noble for who he or she truly is, that vaunted individual is bound to tumble from great heights to wallow in the filth of the fallen. As a result, the aristocracy works hard to preserve the illusion, to maintain at least the veneer of respectability. Waging war against scandal and rumor, nobles fight to preserve their lifestyles, their fortune, and their lives.

No matter how cunning, some nobles succumb to temptation and forget their fragile position. Perhaps it was a careless moment, maybe it was a full assault on his or her character—no matter, the damage is done. A reputation, no matter how carefully nurtured, can be torn down in an instant. The fate of those nobles who topple, whose carefully constructed masks shatter, is one of disgrace and shame.

### BACKGROUND

Disgraced nobles don't spend as much time cavorting with society's elite as their more esteemed peers, but they still remember the rules of diplomacy. They are also practiced liars.

*Associated Skills:* Bluff, Diplomacy.

# Building a Disgraced Noble

Choosing the disgraced noble character theme suggests some past crime or action that destroyed your reputation. Cowardice, corruption, deviant behavior, cruelty, and any number of other flaws might lead to your downfall. What caused your fall from grace? Are the accusations true or were they fabricated by your enemies? Have you lost everything or do you still possess some influence? What have you done to escape your enemies? What would you do?

**Class Prerequisite:** None. Nobles include characters of any class.

**Race Prerequisite:** None. That said, your DM may impose a race prerequisite based on the social structures of his or her campaign.

# Starting Feature

Honor is for fools and dreamers. In life's grand ledger, a few achieve success and the rest are downtrodden. You learned long ago that your elevated position resulted from a willingness to do what you must. You're not at all above a bit of treachery on the battlefield to dispatch a troublesome foe.

**Dirty Deed** — **Disgraced Noble Attack**

*Seizing an opening, you shove a distracted enemy and send it sprawling, just as an ally strikes.*

**Encounter ✦ Martial**
**Standard Action** **Melee 1**
**Target:** One creature granting combat advantage to you
**Attack:** Highest ability modifier + 3 vs. Reflex
*Level 11:* Highest ability modifier + 5
*Level 21:* Highest ability modifier + 7
**Hit:** The target falls prone.
**Effect:** One ally of yours adjacent to the target can make a melee basic attack against the target as a free action.

# Additional Features

## Level 5 Feature

Rumors fly on whispers, and before you know it, your exploits, true or not, have sullied your "good" name. Rather than lament your infamous reputation, you embrace it. Unfavorable expectations about you prove a powerful ally in nearly all your endeavors.

**Benefit:** You gain a +2 power bonus to Bluff checks and Streetwise checks.

## Level 10 Feature

So many lives have been shattered and ruined by your hand that your numerous enemies are difficult to track. Thus, you find it advantageous to surround yourself with people who do not yet have cause to loathe you. Indeed, you offer them incentives to keep you alive.

**Benefit:** The power bonus to your Bluff checks and Streetwise checks increases to +4.

In addition, while you are not bloodied, allies within 2 squares of you who can see or hear you gain a +1 power bonus to saving throws.

# Optional Powers

## Level 2 Utility Power

Survivors know when to engage in a tactical or strategic retreat, and when to flee. When the cost might be a noble's life or limb, caution is indeed a virtue. When you use *disgraceful retreat*, you respond to an ally's fall in the most prudent manner. You run away.

**Disgraceful Retreat** — **Disgraced Noble Utility 2**

*An ally's fall makes clear that withdrawal is the better part of valor.*

**Encounter ✦ Martial**
**Immediate Reaction** **Personal**
**Trigger:** An ally within 5 squares of you falls unconscious.
**Effect:** You can shift 1 square and then move up to your speed + 2. You must end the move farther from your ally than you were when you began the move.

## Level 6 Utility Power

Being hounded by enemies has cultivated your survival instincts to the point that you're always ready for an attack. *Unabashed treachery* reflects the extent to which you will go to preserve your own life.

**Unabashed Treachery** **Disgraced Noble Utility 6**

*A quick step and a slight push places an ally in the path of harm intended for you.*

**Encounter ✦ Martial**
**Immediate Interrupt** **Melee 1**
**Trigger:** An enemy hits you with a melee or a ranged attack.
**Target:** One ally
**Effect:** The triggering attack hits the target instead of you. The triggering enemy grants you and the target combat advantage until the end of your next turn.

## Level 10 Utility Power

A good servant is hard to find and it's always regrettable when you have to sacrifice one. Still, what better service could such an individual provide than to suffer harm so that you might live?

**Regrettable Sacrifice** **Disgraced Noble Utility 10**

*With little more than a rueful pause, you undermine an ally to reinvigorate yourself.*

**Encounter ✦ Healing, Martial**
**Minor Action** **Melee 1**
**Target:** One ally
**Effect:** The target loses a healing surge. If the target can't lose a surge, he or she takes damage equal to his or her healing surge value. You then regain hit points equal to your healing surge value.

# INFERNAL SLAVE

*"I know what lies beyond the veil. That's why I'm sending you in my place."*

Free will shapes the infernal slave's identity. Whether the decision was made after careful consideration or in the heat of passion, the infernal slave agrees to sacrifice the future—a dimly understood afterlife, a shadowy doom not yet realized—in exchange for some immediate gain.

The boon could be something as base as wealth. Treasure chests filled to bursting, a prized jewel long coveted, a successful business venture: all translate into mortal comfort. The gain could be satisfaction of lust, carnal, material, or otherwise—a longing that would not be denied. The greatest lure, however, is power. Command over other people is intoxicating, as is the ability to do as one wishes without fear, without persecution, without regard for consequences.

These prizes are great temptations. To the infernal slave, they are immediate and full recompense for a sacrifice payable far off in the future. Some claim that the slave is doomed to an unspeakable fate, suffering and dying a thousand deaths at the hands of the cosmos's most vile entities, those god-killers called devils. But what do the naysayers truly know. Maybe the consequences are far less dire. One never knows what the future holds. Given the immediacy of the boon and the remoteness (and sheer conjecture) of the payment, the infernal slave considers the arrangement a true bargain.

In the end, an infernal slave comes to understand that he or she has bargained badly. The boon turns out to be fleeting, ruined by personal choice or circumstance. The bargainer becomes worse off than he or she was prior to making the deal. In this wretched state, the full horror of the pact is revealed and annihilation's imminence bears down with a hammer's force. The slave sees his or her doom in the shadows, hears the screaming souls as they burn in hellfire—a waking nightmare that never ends.

At that point, panic and horror shape the slave's existence. Escaping this fate comes to eclipse any other consideration. In this way, the devils gain a mortal thrall—a vessel to spread evil and corruption. Evil appears the only way out for the misguided fool who desperately seeks to escape the doom he or she willfully accepted.

## Building an Infernal Slave

As usual when choosing a theme, several questions should be asked. What bargain did you make to become an infernal thrall? How did you contact a devil and what were you promised? Why did you accept the Faustian pact? Do you cling to the hope that you can escape it, or have you accepted your hellish fate?

STEVE ELLIS

**Class Prerequisite:** None. Any character can become an infernal slave regardless of class.

**Race Prerequisite:** None. Characters of any race may become infernal slaves.

### BACKGROUND

In exchange for hellfire's gift, the devils demand you work evil in the world. They urge you to tempt, corrupt, and destroy. If you embrace this purpose, the fiends grant you the insight to know your victims' weaknesses as well as a better understanding of the art of deception.

*Associated Skills:* Bluff, Insight.

## Starting Feature

Diabolists believe Mephistopheles was the first to discover hellfire's power when he set fire to a soul that displeased him and bestowed its power to those mortals bent to his service. Now, all archdevils can arm their servants with hellfire, a destructive boon that can carry a high price.

**Hellfire Touch** — **Infernal Slave Attack**

*Clinging, searing blackness drawn from the Nine Hells erupts from your hand.*

**Encounter ✦ Divine, Fire, Necrotic**
**Minor Action** **Personal**
**Effect:** The next creature you hit with an attack before the end of this turn takes 5 extra fire and necrotic damage from that attack. Also, you slide that creature up to 5 squares. If you do not hit a creature with an attack before the end of the turn, you take 5 fire and necrotic damage.
*Level 11:* You deal or take 10 fire and necrotic damage.
*Level 21:* You deal or take 15 fire and necrotic damage.

## Additional Features

### Level 5 Feature

Your successes have earned you favor. As a reward, you acquire a disturbing brand or mark on your flesh. The sign might be an inverted star, a black handprint, or a Supernal rune. Irremovable, it declares to all with the proper knowledge that your soul belongs to the Nine Hells.

**Benefit:** While you are not bloodied, you gain a +1 power bonus to Fortitude, Reflex, and Will. While you are bloodied, you take a -1 penalty to those defenses.

### Level 10 Feature

The power granted by your infernal patron guarantees you a place in the Nine Hells. As your wickedness grows, the devils become more eager for the rich bounty your soul will bring. When you stand before death's door, hellfire bursts from you, portending your ultimate fate.

**Benefit:** Whenever you drop below 1 hit point, each creature adjacent to you takes fire and necrotic damage equal to 2 + your level.

## Optional Powers

### Level 2 Utility Power

You are a mortal agent charged with harvesting souls from other mortals and delivering them to your greedy masters. *Wicked temptation* gives you the means to single out an enemy and condemn it to a swift death. Allies who aid you in this effort are rewarded; those who fail feel the sting of your scorn.

**Wicked Temptation** — **Infernal Slave Utility 2**

*A fiery rune appears over your target's head, tempting all who see it to destroy the object of your scorn.*

**Encounter ✦ Divine, Fire**
**Minor Action** **Close** burst 5
**Target:** One creature you can see in the burst
**Effect:** Until the end of your next turn, the first creature to hit the target gains temporary hit points equal to 3 + one-half your level, and the first creature to miss the target takes 1d10 fire damage.

### Level 6 Utility Power

It doesn't take long for you to realize that the devils do not care if you live or die. Alive, you advance evil; dead, your soul descends into the fiery pits. Either way, the fiends win. You, however, are partial to the former fate. By experimenting with hellfire, you continue to elude the everlasting torment you have earned.

**Hellfire Step** — **Infernal Slave Utility 6**

*Greasy black clouds conceal your escape, filling the air with a sulfurous stench.*

**Encounter ✦ Divine, Teleportation, Zone**
**Move Action** **Close** burst 1
**Effect:** The burst creates a zone that lasts until the end of your next turn. The zone is lightly obscured, and creatures have vulnerable 5 fire while in it. You also teleport up to 5 squares.

### Level 10 Utility Power

At this point, the devils begin to value your continued existence. You have proven your prowess in spreading evil. The fiends offer you new incentives to serve their interests, gifting you with health or magical power. To earn these gifts, you must deliver a soul in your stead.

**Soul Snatcher** **Infernal Slave Utility 10**

*You consign the soul of a living foe to the Nine Hells and are rewarded for your dark deed.*

**Daily ✦ Divine, Healing**
**Free Action** **Personal**
**Trigger:** You kill a nonminion creature.
**Effect:** Choose one of the following effects:
✦ You spend a healing surge.
✦ You regain the use of an expended encounter attack power.

# Reaver

*"I take what I want, kill what I please, and do as I will."*

Fingers of smoke claw at the sky from the burning village. The bones of shops and houses smolder in the attack's aftermath, crumbling as the flames consume them. Bodies, black with crows, twitch and jerk with each peck and tear. Another community ravaged. More lives destroyed. Death reigns, feeding the reavers' insatiable bloodlust.

Ferocious reavers tumble out of civilization's fringes to plunder settled lands for food, goods, slaves, and mates. These grim-faced killers go about the bloody business of slaughter with a zeal that stops hearts and sends courage dribbling down their enemies' legs. They emerge from the darkness, sometimes in vast hordes on horseback or from dragon-prow longships. These fearsome howling warriors are bent on rapine and death, their cruel weapons rising and falling with a butcher's precision. When the reavers attack, none can hope for mercy or escape. They are purveyors of death, remorseless killers despoiling the world as they see fit.

## Building a Reaver

Because reavers place such a high value on combat prowess, warrior classes are most common to this character theme.

**Class Prerequisite:** None. Fighters, barbarians, blackguards, and rangers all excel as reavers. Reavers disdain honorable combat or finesse. Thus, knights, cavaliers, and paladins are typically unsuitable for this characters theme.

For all their fierceness in battle, reavers are often superstitious. Angry primal spirits, dark gods, and sinister powers intrude upon their daily lives. Druid, shaman, and warden reavers might lead raids into settlements and evoke the blessings of bloodthirsty spirits. Reaver clerics of Gruumsh or Kord call forth the violence of their gods to firm up courage and grant strength to their champions.

Reavers distrust other forms of magic. They deride those who employ arcane or psionic magic. The rare exceptions involve individuals who hold positions of great power and influence in a tribe. One reaver band might serve a vile magician; another might be under the thrall of a powerful psion, mind flayer, or similar

TOMASZ JEDRUSZEK

figure. In those cases, and at the whim of the overlord, a mage or psion might be accepted.

**Race Prerequisite:** None. Reavers are not exclusive to any particular race. One can find reavers among humans, dragonborn, half-orcs, and other communities. These peoples raid and plunder for the same reasons as their monstrous counterparts. Some reavers are primitives, isolation and hardship stripping away civilization's last vestiges. Others serve dark gods, violent ancestor spirits, or demons who demand blood sacrifice, define strength and ferocity as virtues, or simply fill them with bloodlust.

The savage races—orcs and gnolls—produce reavers in great numbers. Such races have no interest in cultivating their lands or building lasting communities. Raiding is their principle and preferred means of survival. What little culture they have is a warrior's creed centered on taking from others.

### BACKGROUND

You were raised from birth to withstand the heartless weather of your homeland and to greet your enemies with utter savagery—the kind of brutality that weakens the knees of even the most stalwart civilized folk.

*Associated Skills:* Endurance, Intimidate.

# Starting Feature

You live under a shadow cast by the savage warriors who came before you. You must prove that you possess sufficient strength, courage, and bloodlust to join them in song and story. You roar into battle, ever eager to douse your weapon in your victims' blood. *Vicious assault* turns your charge attack into a terrifying offensive.

**Vicious Assault** — **Reaver Attack**

*Building on the savagery of your initial assault, you lash out in all directions.*

**Encounter ✦ Fear, Primal, Weapon**
**No Action** **Special**
**Trigger:** You hit an adjacent enemy with a melee weapon attack.
**Effect:** Each creature other than you that is adjacent to the enemy takes 1[W] damage. In addition, you and each enemy within 2 squares of you grant combat advantage until the end of your next turn.

# Additional Features

## Level 5 Feature

Each battle is a chance to prove your might to your ancestors. As you reave, you display courage, skill, and ferocity. Your efforts fortify you and give you a grim and fearsome aspect.

**Benefit:** Whenever you reduce a nonminion enemy below 1 hit point, you gain a +1 bonus to melee attack rolls until the end of your next turn.

## Level 10 Feature

You are a killer. It is in your blood. It is how you live. Spilling blood feeds your unspeakable craving, giving you the drive to continue the slaughter until nothing lives.

**Benefit:** Whenever you use *vicious assault* or score a critical hit, you gain 10 temporary hit points.

# Optional Powers

## Level 2 Utility Power

Overwhelming force characterizes your fighting style. You spring forward, rushing to meet your foes and hewing victims to all sides. As the bodies drop like cordwood to the ground, you press on, driven by bloodlust to slaughter.

**Driven to Kill** — **Reaver Utility 2**

*One kill is never enough. Before your foe hits the ground, you leap to make the next attack.*

**Encounter ✦ Primal**
**Free Action** **Personal**
**Trigger:** You drop a creature below 1 hit point.
**Effect:** You shift up to a number of squares equal to your speed + 2.

## Level 6 Utility Power

You are a veteran of many battles and are accustomed to the hardships and injuries sustained in combat. Pain is expected, wounds embraced. The more damage your enemies inflict, the more ferocious you become.

**Killing Menace** — **Reaver Utility 6**

*An enemy's success incenses you. Your rising anger infects your enemies with dread, making them susceptible to injury.*

**Daily ✦ Aura, Fear, Primal**
**Immediate Reaction** **Personal**
**Trigger:** An attack bloodies you or damages you while you're bloodied.
**Effect:** You activate an aura 1 that lasts until the end of the encounter. Creatures in the aura have vulnerable 3 to weapon attacks.

## Level 10 Utility Power

Nothing can distract you from killing your enemy. You shake off beguiling magic, steeling your mind against confusion and doubt. You press on, slaughtering everything in your path.

**Pain Preserves** — **Reaver Utility 10**

*Pain clarifies your thoughts and purpose, rendering your mind nearly impervious to bewilderment.*

**Daily ✦ Primal**
**No Action** **Personal**
**Trigger:** You are bloodied and start your turn subjected to an effect that is dazing, dominating, or stunning you.
**Effect:** The triggering effect ends. Until the end of your next turn, you gain a +2 power bonus to attack rolls.

# Vile Scholar

*"I do not fear the darkness. I study it, even as it studies me."*

Certain things mortals were not meant to know. These ideas are so foul and so obscene that to understand them is never to be clean again. The gods and devils recoil from such vile darkness. Even demons pause before its wicked majesty.

Such considerations do not dissuade the vile scholar. He or she is not put off by disturbing concepts and horrid revelations. In fact, the vile scholar craves them, chases after them, and devours them.

The vile scholar is often an intellectual drawn to dark study. Some seek out the forbidden to unlock the darkest and most dangerous secrets the world has ever known. Others accumulate vile knowledge from profane texts to transform themselves into liches, to destroy a god, or to locate some powerful artifact. Whatever the reason, the darkness they explore afflicts them in body and mind, twisting them to evil. They become strangers to virtue and decency, slaves to their own corruption.

### BACKGROUND

Long, glorious hours of study have turned you into a veritable font of dark lore. Knowledge is, after all, the most formidable and remorseless of weapons.

*Associated Skills:* Arcana, History.

## Building a Vile Scholar

What distinguishes you from other academics is an enduring interest in the profane and forbidden. You study tomes filled with content so dark, your sanity begins to fray. The more effort you put into your studies, the more tricks and techniques you learn to harness the darkness in useful yet disturbing ways.

**Class Prerequisite:** None. Many vile scholars come from arcane traditions. Wizards, bards, warlocks, or sorcerers might have encountered a sinister tome during their training and become seduced by the power it promised.

Other debased students come from the divine persuasion. Service to a dark god might lead them to forbidden lore. An invoker of an evil deity could find the divine fragment impelling him or her to seek out lost lore, while a cleric could dabble in the strange to access more divine power.

Psionic characters might also dabble in the dark arts, especially if doing so expands their consciousness and helps them access even greater reservoirs of psionic energy. The secret to ever more potent psychic power might only be a scroll, tome, or crystal away, for those with the will to grasp it.

CHRIS SEAMAN

**Race Prerequisite:** None. Characters of any race can become vile scholars.

## Starting Feature

The first lesson you learn is the power contained in the Abyssal tongue. The most unhinged writings use this vile language to convey thoughts and concepts that mortal minds naturally shun. As your proficiency with this language grows, you learn to unlock its power to undo the creative forces that give your enemies form and function.

**Benefit:** You are fluent in Abyssal.

In addition, you gain a +2 bonus to Bluff checks, Diplomacy checks, and Intimidate checks when interacting with evil creatures. You also gain the *dark speech* power.

**Dark Speech** — Vile Scholar Attack

*Your Abyssal curse assaults a victim, rending body and mind with its profanity.*

**Encounter ✦ Fear, Implement, Shadow**
**Standard Action** **Ranged** 5
**Target:** One creature that can hear you
**Attack:** Intelligence, Wisdom, or Charisma vs. Fortitude, Reflex, and Will. You make a single attack roll and use it against each defense.
**Hit (Fortitude):** The target falls prone.
**Hit (Reflex):** The target grants combat advantage until the end of your next turn.
**Hit (Will):** You push the target up to its speed.

# Additional Features

## Level 5 Feature

Countless hours spent examining profane texts fills your mind with esoteric knowledge about the world and the creatures living in it. You can draw on this knowledge to unearth secrets to an enemy's downfall.

**Benefit:** You gain a +2 power bonus to knowledge checks, including monster knowledge checks made with Arcana, Dungeoneering, History, or Religion.

## Level 10 Feature

Mastering dark magic requires a willingness to make sacrifices, to do things no right-thinking person would. Such exploration alters how you see your companions. They are not comrades in arms but rather tools to exploit, to sacrifice, and to discard in your bid to attain true mastery over the darkness. The dark powers reward your willingness to forgo your allies with a surge of disturbing power that strengthens your dark magic.

**Benefit:** Whenever you use a close or an area attack power and attack one or more allies with that power, you gain a +2 power bonus to the attack rolls for that power.

# Optional Powers

## Level 2 Utility Power

You learn a dark hex that transforms an ally into a more useful servant. *Corrupt the flesh* creates intense pain as your target's body pops and cracks, flesh splitting to accommodate new growth. This transformational pain brings a deadliness of purpose.

**Corrupt the Flesh** — Vile Scholar Utility 2

*At your insistence, an ally screams in agony, then twists into the perfect killing machine.*

**Daily ✦ Shadow, Stance**
**Minor Action** **Ranged** 10
**Target:** One ally
**Effect:** The target assumes the flesh warp stance. Until the stance ends, the target gains a +2 power bonus to attack rolls and a +4 power bonus to damage rolls, but is slowed and grants combat advantage.

## Level 6 Utility Power

Exploring vile darkness inevitably leads you to the Abyss. That great, churning pit holds the truest expression of darkness's power. *Shadow of the abyss* lets you call and bind a demon to an ally you are not yet willing to sacrifice to ensure your companion's survival.

**Shadow of the Abyss** — Vile Scholar Utility 6

*Your swift and subtle gesture calls a fiend from the Abyss to infest an ally, lending its protection against elemental energy.*

**Encounter ✦ Shadow**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An ally within 5 squares of you takes acid, cold, fire, lightning, or thunder damage.
**Target:** The triggering ally in the burst
**Effect:** The target gains resist 10 to the triggering damage type (or types) until the end of your next turn. Each creature adjacent to the target takes 5 damage of the same type.

## Level 10 Utility Power

Having pored over myriad forbidden sources, you unlock the secrets of creation and the means to undo it. When you use *vile undoing*, you unravel a creature's essential nature to defeat its resistances to your attack.

**Vile Undoing** — Vile Scholar Utility 10

*Your wicked curse turns a foe's reliable defense into its greatest weakness.*

**Daily ✦ Shadow**
**No Action** **Special**
**Trigger:** You hit an enemy that has resistance to your attack's damage type.
**Effect:** The enemy loses the resistance and gains vulnerability in its place (save ends both). The vulnerability equals the lost resistance.

# Paragon Paths

*"Do not shun the evil in your soul. Embrace it."*
—Baalzebul, the Lord of Flies

As one who has embraced evil, you walk a dark and dangerous road to greatness. Given the hardships you face, you might be tempted to become a blood-crazed berserker, contract killer, demonologist, idol of darkness, or vermin lord. Regardless of your choice, you continue to blaze a path for dark forces.

## Blood-Crazed Berserker

*"Kill! Kill! KILL!"*

**Prerequisite:** Fighter, evil alignment

You have fought myriad battles, each a contest to determine who was strongest, who was most worthy of the champion's mantle. You survived these battles through brute strength, speed, and toughness, but you always sensed something else, something truly monstrous, threatening to break free in the thick of battle. At one glorious point, your prowess grew mighty enough that the monster emerged. It burst through your self-control and transformed you into a raging killer. All finesse, planning, and moderation fell away. Only an unspeakable craving for blood and a terrible talent for producing it remained.

Fighters are distinguished by a mastery at arms and the rigorous control they apply in desperate situations. Every warrior must come to terms with anger in combat, to channel it in useful ways lest he or she become ruled by it. To fail is to wind up dead, skewered on an enemy weapon. Still, a few fighters surrender completely to their anger, girding themselves in hatred's armor and powering their strikes with rampant ferocity.

### Level 11: Blood-Crazed Action

Your bloodlust drives you to the brink of madness. Barely do you find self-control not to butcher everyone around you. When you dig deep and push beyond your normal limits, your hatred breaks free and sends you careening into the next foe.

**Benefit:** When you spend an action point to use an attack power, your charge attacks gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls until the end of your next turn.

BLOOD-CRAZED BERSERKER

### Level 11: Unstoppable Killer

You are violence incarnate, a destructive killing machine. You will not pause, let up, or stop. Through supreme force of will, you can shake off conditions that would hinder a lesser warrior.

**Benefit:** You gain a +2 bonus to saving throws against the dazed, dominated, immobilized, restrained, and stunned conditions.

### Level 11: Mutilating Strike

Moving across the battlefield, you leave tangled corpses in your wake—fitting punishment for those foolish enough to stand in your path.

**Mutilating Strike** **Blood-Crazed Berserker Attack 11**

*Your vicious strike inflicts an appalling wound that leaves your enemy reeling in shock and horror.*

**Encounter ✦ Martial, Weapon**
**No Action** **Special**
**Trigger:** You hit an enemy with a melee basic attack using a weapon.
**Effect:** The enemy takes 1[W] extra damage from the attack, and it is dazed until the end of your next turn.

CHRIS SEAMAN

## Level 12: Foaming Wrath

Only the bravest or most foolish foe dares face you in battle. If that unlucky enemy manages to bleed you, it unleashes a storm of pain. When you use this power, you gnaw on your shield or foam at the mouth, eager for the next chance to strike.

**Foaming Wrath** **Blood-Crazed Berserker Utility 12**

*Pain shatters what little restraint you retain, driving you forward to butcher your enemies.*

**Encounter ✦ Martial**
**Immediate Reaction** **Personal**
**Trigger:** An enemy bloodies you with an attack.
**Effect:** You gain temporary hit points equal to 10 + your Strength modifier. In addition, you gain combat advantage against the triggering enemy until the end of your next turn.

## Level 16: Bloodied Aggression

The greater your pain, the greater your threat on the battlefield. The injuries you sustain increase your strength, turning wild attacks into potentially killing blows.

**Benefit:** While you are bloodied, you gain a +1 bonus to attack rolls with melee weapons, and your melee weapon attacks can score critical hits on a roll of 19–20.

## Level 20: Maniacal Fury

Your hatred and anger are the stuff of legend. When sufficiently roused, you unleash your darker emotions, chewing through opponents in a brutal display. While in this state, you do not distinguish friend from foe. All are grist for the mill of your anger.

**Maniacal Fury** **Blood-Crazed Berserker Attack 20**

*Your towering wrath transforms you into a whirlwind of destruction. Relentless and uncaring, you strike out again and again.*

**Daily ✦ Martial, Stance**
**Minor Action** **Personal**
**Requirement:** You must be bloodied.
**Effect:** You assume the maniacal fury stance. Until the stance ends, your at-will attacks using a melee weapon deal 1[W] extra damage, and when any creature ends its turn adjacent to you, you must make a melee basic attack against that creature as a free action.

# Contract Killer

*"I have a message for you."*

**Prerequisite:** Evil alignment, trained in Stealth

Anyone can kill under the right circumstances. Every city boasts hundreds of people willing and able to do the deed, given the motivation. What differentiates you from other would-be killers is your consummate professionalism. You aren't deluded by a purported darkness deep in your heart or some religious obsession. You know your job and you do it well, without fuss, without mess. As a result, your employers return time and time again.

All kinds of rogues and assassins become contract killers. They take to this path because it provides a steady revenue stream while indulging their talents and inclinations. Scoundrels from other classes adopt this profession once they determine that their consciences raise no objection.

## Level 11: Killer's Action

Your astonishing agility creates openings where, only heartbeats before, none existed.

**Benefit:** When you spend an action point to use an attack power, each enemy adjacent to you grants combat advantage to you until the end of your next turn.

## Level 11: Killer's Aggression

You carefully choose the moment to strike. When you do, you do so with terrifying speed and accuracy.

**Benefit:** Whenever you hit an enemy granting combat advantage to you during your first turn in an encounter, the attack deals 1d6 extra damage to that enemy.

ANNA CHRISTENSON

## Level 11: Fulfill Contract

You are not just an ordinary killer. You eliminate specific targets for a very specific purpose. When you use *fulfill contract*, you identify your target and commit your every resource toward eliminating it.

**Fulfill Contract** — **Contract Killer Attack 11**

*Singling out an enemy ensures your attacks land with the desired accuracy, so you can reap the rewards for completing your mission.*

**Encounter ✦ Martial**
**No Action** **Special**
**Trigger:** Using an at-will attack power, you make an attack roll against an enemy that is granting combat advantage to you.
**Effect:** You gain a +3 power bonus to the attack roll, and the enemy takes 2d8 extra damage if the attack hits. If the attack bloodies the enemy or drops it to 0 hit points, you gain temporary hit points equal to 3 + one-half your level.

## Level 12: Next to Die

When you have settled on a target, you are inexorable. Only death can keep you from fulfilling your mission.

**Next to Die** — **Contract Killer Utility 12**

*You single out a target, pursuing it until it is no more.*

**Daily ✦ Martial**
**Minor Action** **Personal**
**Effect:** Choose one enemy that you can see within 5 squares of you. Until the end of the encounter, you gain combat advantage against that enemy, and you take a -2 penalty to attack rolls against creatures other than it until it drops to 0 hit points. In addition, whenever the enemy moves more than 2 squares on its turn, you can shift up to 2 squares as a free action.

## Level 16: Hidden Threat

You skulk in the shadows, patiently preparing for the perfect opportunity to strike.

**Benefit:** You gain a +1 bonus to attack rolls against enemies from which you are hidden.

In addition, you can use *fulfill contract* twice per encounter, but only once per turn.

## Level 20: Certainty of Death

Scrutinizing a target that you have marked for death reveals how best to exacerbate its injury.

**Certainty of Death** — **Contract Killer Attack 20**

*A vicious attack from a hidden position gives you the opportunity to eliminate the target with a single strike.*

**Daily ✦ Martial**
**No Action** **Special**
**Trigger:** You hit a bloodied enemy with an at-will attack power, and you are hidden from it.
**Effect:** The triggering attack deals 5d8 extra damage to the enemy, and it grants combat advantage until the end of your next turn.

ERIC DESCHAMP

# DEMONOLOGIST

*"The power of the Abyss is mine to command. Demon, obey!"*

**Prerequisite:** Any arcane class

You have nothing to fear from things you control. It's the things you can't control that can ruin you. As a demonologist, you know this lesson well. When you look into the eye of the Abyss, you have no doubt in your mind that you can learn to master it—one demon at a time, if need be.

You have never shrunk from looking into shady places to serve your ambition. The longer you peer into darkness, the more certain you become that the secret to overwhelming power is hidden in the Abyss.

As a consequence of your studies, you have gained the attention of a minor demon—a filthy quasit. Discussions with this companion have expanded your mind to grim new possibilities. At the same time, the lessons have dissipated any reservations that perhaps you have gone too far. The more you learn from this quasit, the greater the power you control. Thus far, you have blithely ignored a nagging suspicion that somehow things might go terribly wrong.

## Level 11: Demonic Companion

You have bargained with the Abyss and called forth a minor demon called a quasit. This creature is bound to aid your work and to serve as your companion during your adventurers.

### Demonic Companion

Your demonic companion obeys your commands without hesitation as long as you are conscious and aware. Your bond allows you to communicate with the quasit, enabling you to work together toward mutual goals.

**Benefit:** You gain a quasit companion. The quasit is a creature allied with you, but not with your allies.

You can communicate telepathically with the quasit as long as it is within 20 squares of you. You do not need line of sight or line of effect to do so.

Your quasit's level is equal to yours, and its hit points, defenses, and attacks are determined by your level, as noted in its stat block.

The quasit shares your healing surges. Whenever an effect requires your quasit to spend a healing surge, the surge is deducted from your total. When you use your second wind, your quasit also regains hit points equal to your healing surge value. At the end of a short rest, your quasit regains all its hit points.

THOMAS M. BAXA

If you die or your quasit drops below 1 hit point, it disappears. You have two ways of calling your quasit back.

- **Minor Action:** You take a minor action and lose a healing surge. Doing so causes your quasit to appear in your space with hit points equal to your healing surge value.
- **Short or Extended Rest:** You lose a healing surge at the end of the rest. Doing so causes your quasit to appear in your space with full hit points.

### Quasit Actions

As a creature under your control, your quasit relies on you for strict guidance while you are within 20 squares of it. You take actions so that it can act, and its initiative is the same as yours during an encounter.

**Standard Actions:** To take a standard action, your quasit needs you to take a standard action to command it to do so.

**Move Actions:** Whenever you take a move action, your quasit can also take a move action. Alternatively, you can stay put but take a move action to command your quasit to take a move action.

**Minor Actions:** To take a minor action, your quasit needs you to take a minor action to command it to do so.

**Free Actions:** Your quasit can take free actions without you taking an action to command it.

**Triggered Actions:** The quasit can take a triggered action only if you take the same kind of action to command it to do so. For example, if an enemy adjacent to your quasit companion provokes an opportunity attack from it, you must take an opportunity action to command the quasit to make the attack.

**Quasit Independent Actions:** Your quasit serves you against its will. If you are in a situation where you can't give the quasit commands, such as when you are unconscious, stunned, dominated, or more than 20 squares away from it, it acts under the Dungeon Master's control as your enemy. When you can issue commands again, the quasit comes under your control once more.

A quasit acting independently can take a standard, a move, and a minor action on its turn. It can also take opportunity actions and free actions, but cannot take immediate actions.

### Quasit

The quasit is a hideous creature, standing no more than a few inches tall. Thin to the point of gauntness, it ambles about on spindly limbs. When it speaks, it does so in a raspy, whispering voice, which seems to echo all around you.

**Quasit Companion**
Tiny elemental humanoid (demon)

**HP** your bloodied value | **Initiative** equal to yours
**AC** 15, **Fortitude** 11, **Reflex** 13, **Will** 15 (add your level to each defense) | **Perception** equal to yours + 2; Darkvision
**Speed** 8

**Traits**

☼ **Tempter's Influence ✦ Aura** 1
Enemies in the aura take a -2 penalty to saving throws.

**Standard Actions**

⨭ **Bite** (poison) ✦ **At-Will**
*Attack:* Melee 0 (one creature); your level + 5 vs. AC
*Hit:* 1d6 + your Intelligence modifier + your Charisma modifier damage plus 1d6 poison damage.

**Invisibility** (illusion) ✦ **At-Will**
*Effect:* The quasit becomes invisible until it makes an attack roll.

**Minor Actions**

**Demonic Lore ✦ Encounter**
*Effect:* You gain a +4 power bonus to the next Arcana, History, or Religion check you make before the end of your next turn.

**Triggered Actions**

⚚ **Vengeful Temptation** (charm) ✦ **Encounter**
*Trigger:* An enemy within 5 squares of the quasit attacks you.
*Attack (Immediate Reaction):* Ranged 5 (triggering enemy); your level + 3 vs. Will
*Hit:* The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.

| | | |
|---|---|---|
| **Str** 8 | **Dex** 21 | **Wis** 14 |
| **Con** 11 | **Int** 10 | **Cha** 16 |

**Alignment** chaotic evil **Languages** Abyssal, Common

## Level 11: Demonic Action

The power of the Abyss infuses you. When you push further than your normal limits, darkness swirls about you, helping you withstand enemy attacks.

**Benefit:** When you spend an action point to take an extra action, choose acid, cold, fire, lightning, or thunder. Each creature adjacent to you takes 5 damage of the chosen type, and you gain resist 10 to that type until the end of the encounter.

## Level 11: Demonic Possession

You can draw forth demonic essence and use it against your foes. A creature affected by *demonic possession* grows pale. Shadows circle its eyes, and blasphemous runes appear on its flesh.

**Demonic Possession** — **Demonologist Attack 11**

*You bind a demon to your enemy's soul and bend the creature to your will.*

**Encounter ✦ Arcane, Charm, Implement**
**Standard Action** **Ranged** 5
**Target:** One enemy adjacent to your quasit companion
**Attack:** Intelligence or Charisma vs. Will
**Hit:** You slide the target up to a number of squares equal to its speed. The target then makes a melee basic attack as a free action against a creature you choose. The target has combat advantage for the attack and a +4 power bonus to the damage roll. If the attack misses, the attacker is dazed until the end of its next turn.

## Level 12: Unnerving Gaze

You have peered into darkness so often that it has changed you. Foes who confront you see the Abyss reflected in your eyes.

**Unnerving Gaze** — **Demonologist Utility 12**

*You turn toward an enemy and fix it with a disturbing stare.*

**Encounter ✦ Arcane, Fear**
**Immediate Interrupt** **Close** burst 3
**Trigger:** An enemy that can see you hits you while within 3 squares of you.
**Target:** The triggering enemy in the burst
**Effect:** The target takes a -4 penalty to the attack roll and grants combat advantage to you until the end of your next turn.

## Level 16: Demonic Summons

The creatures you summon hail from the Abyss. If not demons, they share their characteristics.

**Benefit:** Your quasit companion and any creatures you summon gain a +2 power bonus to damage rolls. In addition, these creatures gain resist 5 to one of the following damage types (choose when the creature appears): acid, cold, fire, lightning, or thunder.

## Level 20: Demonic Hordes

Darkness's hold on you is complete when you learn a spell that invites demons into the world. *Demonic hordes* tears reality so that the shadows of hordelings tumble free to rend your enemies.

**Demonic Hordes** — **Demonologist Attack 20**

*You rip a hole in reality, letting loose a horde of minor demons that claw, rend, and trip your foes.*

**Daily ✦ Arcane, Implement, Zone**
**Standard Action** **Close** blast 5
**Target:** Each creature in the blast
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d8 + Intelligence modifier damage, and the target falls prone.
**Miss:** Half damage.
**Effect:** The blast creates a zone that lasts until the end of the encounter. While the zone persists, you can take a standard action to cause each creature in the zone to take 5 + your Intelligence modifier damage and fall prone. If the creature is already prone, it takes 5 extra damage.

# Idol of Darkness

*"The road I walk leads to darkness. Dare you follow?"*

**Prerequisite:** Paladin or cleric, evil alignment

Having embraced the dark side of divine magic, you are now ready to delve deeper into the forbidden, to fully embrace the power offered by the dark forces of the cosmos. Only those who have committed evil are invited to study these black arts. Through the filthy deeds you have done and the wickedness in your heart, you have proven yourself worthy.

Dabbling in occult mysteries carries a heavy price in body, mind, and soul. To harness the magic these entities offer, you must carve your flesh with blasphemies. To understand the rites, you must push your mind to madness's brink. To prepare your soul, you must indulge in every evil, wallowing in the horror of it all.

Where paladins fight for honor, good, and order, idols of darkness are treacherous, wicked, and capricious in their dealings. They kill for pleasure. They maim to learn from their victim's suffering. They never hesitate to feed their ambition and to grow their temporal power—they know that beyond the mortal coil lies only annihilation.

## Level 11: Unwholesome Resilience

Your encounters with evil have inured you to their toxic presence. You are better able to withstand minor venoms, the caress of an undead creature, and the foul plagues festering in the dark.

**Benefit:** You gain resist 10 necrotic and resist 10 poison. You also gain immunity to diseases of your level or lower.

## Level 11: Vile Darkness Action

Your corruption is a weapon. When your need is great, you can call forth a blinding cloud that burns your enemies' eyes and conceals you.

**Benefit: W**hen you spend an action point to take an extra action, you gain partial concealment against enemies while they are adjacent to you and a +4 power bonus to damage rolls. If you are bloodied, the concealment is total concealment. Either way, these benefits last until the end of your next turn.

## Level 11: Font of Despair

As evil's champion, you bring suffering and despair to the world. When challenged by multiple enemies, you lash out with a savage attack that reveals the depths of your corruption and commitment.

**Font of Despair** **Idol of Darkness Attack 11**

*You raise your weapon above your head and pronounce doom upon nearby foes. As they quail, you grow strong.*

**Encounter ✦ Divine, Fear, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in the burst
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target takes a –2 penalty to attack rolls and all defenses until the end of your next turn.
**Effect:** You can either make a saving throw, with a power bonus equal to the number of enemies you hit with this attack, or gain resistance to all damage until the start of your next turn. The resistance equals your Strength modifier.

## Level 12: Unholy Aura

Evil values your service and lends you its unholy conviction so that you can drive back your enemies or make them cower.

**Unholy Aura** **Idol of Darkness Utility 12**

*You whisper a prayer asking for protection. The evil within grows until none can bear to linger in your presence.*

**Daily ✦ Aura, Divine, Fear**
**Minor Action** **Personal**
**Effect:** You activate an aura 1 that lasts until the end of the encounter. Whenever a creature ends its turn in the aura, you can push that creature 1 square as an opportunity action.

TOMASZ JEDRUSZEK

## Level 16: Death-Driven

Death drives you. You respond to a dying creature with a sudden surge, fueled by the soul's horror at its unexpected departure.

**Benefit:** Once per round, when a creature within 5 squares of you drops below 1 hit point, you can take a free action to shift up to a number of squares equal to your Charisma modifier.

## Level 20: Dark Burden

You have borne the burden of your corruption for so long that you can scarcely feel its weight on your soul.

**Dark Burden** **Idol of Darkness Attack 20**

*As an enemy crumples beneath your devastating attack, the evil within escapes to torment all around you.*

**Daily ✦ Divine, Necrotic, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Each creature adjacent to you other than the target takes ongoing 10 necrotic and psychic damage (save ends). At the start of each of your turns, you can slide each creature taking this ongoing damage up to a number of squares equal to your Charisma modifier.

# Vermin Lord

*"Quiet now! Do you hear them? Can you feel them? My children are everywhere, eager to feast on your ripe flesh."*

**Prerequisite:** Druid, evil alignment

Your enduring interest in the lowliest creatures grants you power over them. You cement your connection when you invite vermin to inhabit your body, to nestle in your crevices and drink deep on your fluids. In exchange, the clicking and skittering creatures serve your command, lending their power to your efforts in championing darkness.

The vermin respond each time you wield primal magic. The more accustomed you are to these parasites, the more you learn to direct them in useful ways. Still, the cost to your body is severe. Forever more, your flesh bears the signs of the infestation you host.

## Level 11: Vermin Action

You are host to countless creeping and crawling insects. When you push yourself beyond your normal limits, they emerge from your body in a terrible cloud.

**Benefit:** When you spend an action point to take an extra action, each enemy adjacent to you takes poison damage equal to your Wisdom modifier, and you and each ally adjacent to you gain a +2 power bonus to all defenses until the end of your next turn.

## Level 11: Vermin Friend

You have an affinity for all manner of vermin and scavengers. You welcome their presence, suffering their stings and bites gladly.

**Benefit:** You gain resist 10 poison. At 21st level, the resistance increases to 15.

## Level 11: Maggots to Flies

This terrible evocation infests your enemies with maggots. They grow quickly into thick clouds of black flies that swarm and distract.

**Maggots to Flies** **Vermin Lord Attack 11**

*Your foes are horrified when squirming maggots bulge from their bodies, then transform into biting flies.*

**Encounter ✦ Implement, Primal**
**Standard Action** **Close** blast 3
**Target:** Each creature in the blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier damage, and you can slide the target up to 2 squares.
**Effect:** Until the end of your next turn, each target grants combat advantage and gains vulnerable 5 to all damage.

EVA WIDERMANN

## Level 12: Hive Mind

You can use primal magic to bond with your allies. Your party becomes a hive, able to act with one mind.

**Hive Mind** — **Vermin Lord Utility 12**

*Your consciousness worms its way into you allies' minds. You all now fight with a single purpose.*

**Daily ✦ Primal**
**Minor Action** **Close** burst 5
**Target:** You and each ally in the burst
**Effect:** Until the end of the encounter, each target can communicate telepathically with any of the other targets within 20 squares. In addition, enemies cannot gain combat advantage by flanking a target, and you can use a move action to slide another target within 10 squares of you up to 5 squares.

## Level 16: Wings of the Swarm

When you channel primal magic, the vermin infesting you take wing, lifting you where you wish to go.

**Benefit:** Whenever you use a primal encounter or daily attack power, you gain a fly speed of 6 until the end of your next turn.

## Level 20: From One to Many

Drawing on primal magic agitates the vermin you host. You surrender yourself to the swarm, joining your essence with theirs to terrorize your enemies.

**From One to Many** — **Vermin Lord Attack 20**

*Your body collapses into a seething cloud of ravenous insects. They devour anything in their path.*

**Daily ✦ Polymorph, Primal**
**Minor Action** **Personal**
**Effect:** You assume the form of a vermin swarm until the end of the encounter or until you end it as a minor action.

While in this form, you can occupy the same space as another creature; enemies can enter your space, which is difficult terrain to them; you cannot be pulled, pushed, or slid by melee or ranged attacks; and you can use the secondary power at will.

**Secondary Power** (Poison, Primal)
**Standard Action** **Melee** 1
**Target:** One or two creatures
**Effect:** Each target takes ongoing 20 poison damage (save ends). You then shift up to half your speed. Each time the target takes the ongoing damage, you can slide it 1 square as a free action.

# Epic Destiny

*"I used to sleep with the book under my pillow. It gave me the most wonderful nightmares! Then I loaned it to my daughter, and the little fool lost it."*

—Baba Yaga

At the pinnacle of your career, darkness defines you. You embody all that is corrosive, vile, and horrible. The exemplar of evil epic destiny epitomizes your profoundly dark nature.

## Exemplar of Evil

*"There is no stopping me now. I stand at the brink of immortality. The world will know my name and deeds forever!"*

**Prerequisite:** 21st level, evil alignment

You have walked through the darkest shadows to achieve your destiny. You have sacrificed companions, betrayed allies, and performed acts so despicable they are legendary. You are beyond temptation. You have passed through the veil of corruption and unmasked true evil. You bask in the awful glory of true wickedness.

It no longer matters why you descended into darkness. The past is trivial. What matters now is that you secure your place in the cosmos or destroy it in the process. Your destiny is to become one of the world's greatest antiheroes, to carve your name in the annals of history through blood and death. The objective you seek is what you were born to do, the act you were made to perform. You have come this far; you will not allow anything to stop you.

### Immortality

Your fate is not to create a good work, to stand at a god's side in the heavens, or to build a nation. Your fate is to become part of history, a nightmare in flesh and bone that torments generations to follow. You seek an end most terrible, a goal even the darkest gods would reel against. Your aim is singularly evil. Its fulfillment will leave the world forever after changed, undoubtedly for the worse. When you choose this epic destiny, you should have some notion of the evil outcome you hope to achieve. Communicate this idea with your Dungeon Master so he or she can devise the various goals you must meet to achieve this destiny.

## Level 21: Ability Score Increase

You might be a soulless butcher, a cunning opportunist, a vile cultist who consorts with demons, or a perverse spellcaster who dabbles in the darkest arts. Whatever you are, your abilities increase as a result, proving to all the significance of your threat.

**Benefit:** You increase two different ability scores by 2.

## Level 24: Epic Evil

Vile darkness drives your attacks. Each spell you cast, each swing from your weapon, leaves your enemies shrieking and maimed. The evil you work lingers in the tortured carcasses you create.

**Benefit:** When you kill a creature with an attack, its space becomes a zone that lasts until the end of your next turn. While in the zone or adjacent to it, any enemy of yours takes a –2 penalty to attack rolls and grants combat advantage.

## Level 26: Vile Assembly

You cannot fail. Even if you wanted to enter the void, the dark powers lending you strength would not allow it. When you fall, your body dissolves into a noisome slick or a mass of crawling vermin. Moments later, you reappear and continue your dreadful work.

**Vile Assembly** **Exemplar of Evil Utility 26**

*The dark forces are not about to let you die now, not when you are so close to achieving your ultimate purpose.*

**Daily ✦ Healing**
**No Action** **Personal**
**Trigger:** You drop below 1 hit point.
**Effect:** You regain hit points equal to your healing surge value, and you are removed from play. At the start of your next turn, you return to play in an unoccupied space within 10 squares of the space you last occupied.

## Level 30: Victory at Any Price

Your allies serve a purpose. They exist to help you fulfill your destiny. They are commodities to be drained as your dark will dictates. When you use this power, you debilitate an ally to impose a devastating fate on an enemy.

**Victory at Any Price** **Exemplar of Evil Utility 30**

*You sacrifice an ally to ensure a swift and certain victory.*

**Daily**
**No Action** **Close** burst 5
**Trigger:** You hit an enemy with an at-will or an encounter attack power.
**Target:** One ally in the burst who is not bloodied
**Effect:** The target takes damage equal to his or her bloodied value, and your hit becomes a critical hit.

WAYNE ENGLAND

# Feats

*"Where's the chapter about me?! Demon lord who achieved godhood, hello! Who in the Nine Hells wrote this thing?"*
–Lolth, Demon Queen of Spiders

Although intended for evil characters, any adventurer who meets the prerequisites can take these feats.

# Adventurer Feats

The feats described below are grouped into categories. Reviewing the feats in a category can help you find the best ones for your character. Other feats in the categories appear in *Heroes of the Fallen Lands* and *Heroes of the Forgotten Kingdoms*.

## Divine Devotion Feats

These feats indicate that you have pledged service to one of the gods, inviting that deity to take a central role in your life. You could serve as a priest or as a divine crusader, or could simply have strong religious convictions.

**DIVINE DEVOTION FEATS**

| | |
|---|---|
| Disciple of Darkness | Disciple of Trickery |
| Disciple of Destruction | Disciple of Tyranny |
| Disciple of Madness | Disciple of Vengeance |
| Disciple of Torment | Disciple of War |

## Divinity Feats

Clerics and other divinely powered adventurers can channel divine energy. In addition to divine powers granted by their classes, such characters can channel this power in ways that better reflect service to and favor from a god.

**DIVINITY FEATS**

| | |
|---|---|
| Asmodeus's Fiery Command | Tiamat's Bitter Vengeance |
| Bane's Instructive Stratagem | Torog's Binding Chains |
| Gruumsh's Battle Fury | Vecna's Final Command |
| Lolth's Cruel Sacrifice | Zehir's Dark Blessing |

## Enduring Stamina

The feats in this category let you resist certain types of damage and bounce back faster from injuries.

**ENDURING STAMINA FEAT**

| |
|---|
| Betrayal of Body |

## Steadfast Willpower

The feats in this category represent focus, discipline, and an indomitable mind.

**STEADFAST WILLPOWER FEAT**

| |
|---|
| Wicked Defiance |

## Asmodeus's Fiery Command [Divinity]

Asmodeus demands obedience from his servants. Those devotees who disobey are punished with a burst of hellfire.

**Prerequisite:** Channel Divinity class feature, must worship Asmodeus

**Benefit:** You gain the power *Asmodeus's fiery command*.

**Asmodeus's Fiery Command** **Feat Utility**

*Asmodeus rewards those who please him and destroys those who fail.*

**Encounter ✦ Channel Divinity, Divine, Fire**
**Minor Action** **Close** burst 3
**Target:** One ally in the burst
**Effect:** If the target hits an enemy with an attack before the end of the target's next turn, the target gains 5 temporary hit points. Otherwise, the target and each creature adjacent to him or her take 3 fire damage at the end of his or her next turn.
*Level 11:* 10 temporary hit points or 5 fire damage.
*Level 21:* 15 temporary hit points or 10 fire damage.
**Special:** You can use only one channel divinity power per encounter.

## Bane's Instructive Stratagem [Divinity]

Bane offers his followers a choice: rise to the challenge and experience great success, or fall short and face extinction.

**Prerequisite:** Channel Divinity class feature, must worship Bane

**Benefit:** You gain the power *Bane's instructive stratagem*.

**Bane's Instructive Stratagem** **Feat Utility**

*Bane shows the clear path to victory.*

**Encounter ✦ Channel Divinity, Divine**
**Minor Action** **Close** burst 3
**Target:** Each ally in the burst
**Effect:** The target gains a +1 power bonus to attack rolls until the end of your next turn. If the target's next attack hits an enemy, that attack deals 3 extra damage to the enemy. If the attack misses, the target grants combat advantage until the end of his or her next turn.
*Level 11:* 6 extra damage.
*Level 21:* 9 extra damage.
**Special:** You can use only one channel divinity power per encounter.

## Betrayal of Body

Taking advantage of your ally, you shed an affliction and bestow it on him or her.

**Benefit:** While you are suffering ongoing damage that lacks a type, you can transfer the ongoing damage to one ally adjacent to you as a free action. If you do so, the ongoing damage increases by 5.

## Disciple of Darkness

Zehir's blessing bends the shadows to your will, cloaking you and hiding your movements.

**Prerequisite:** Dexterity 13

**Benefit:** You gain a +5 feat bonus to Stealth checks made to hide while you are in darkness.

When you use your second wind on your turn and you are in an area of dim light or darkness, you become invisible until you make an attack or until the end of your next turn.

## Disciple of Destruction

Gruumsh urges his followers to revel in the slaughter, to wage eternal war until nothing remains. You can call on this destructive compulsion to punish injured enemies.

**Prerequisite:** Strength 13

**Benefit:** Whenever you bloody an enemy with an attack, that enemy takes 5 extra damage.

## Disciple of Madness

The unhinged mortals who struggle to interpret the Chained God's will often go mad from the effort. This lunacy helps them throw off distracting mental assaults.

**Prerequisite:** Charisma 13

**Benefit:** You gain a +2 feat bonus to saving throws against effects that daze, stun, or dominate you, as well as against ongoing psychic damage. In addition, whenever you succeed on a saving throw to end one of these effects, you can shift 1 square as a free action and gain a +2 bonus to all defenses until the start of your next turn.

## Disciple of Torment

Torog, called the Dark Jailer and Tormentor, rules the Underdark. The dark god offers pain and suffering to his followers, channeling the agony of his broken body through the willing vessels in his thrall.

**Prerequisite:** Charisma 13

**Benefit:** Enemies grant combat advantage while subject to effects caused by you that a save can end.

## Disciple of Trickery

Lolth advises her servants to use deception and trickery rather than direct confrontation. Your faith allows you to distract an enemy when the situation looks grim.

**Prerequisite:** Intelligence 13

**Benefit:** When you use your second wind on your turn, one or two enemies you can see grant combat advantage to you until the end of your next turn.

## Disciple of Tyranny

Asmodeus obliges his followers to gain and to hold power in the world. When hope wanes, you exert your will and direct an ally to a better position.

**Prerequisite:** Charisma 13

**Benefit:** When you use your second wind on your turn, one ally who can hear you can shift up to 3 squares as a free action.

## Disciple of Vengeance

Tiamat does not allow her followers to forgive slights and affronts. Each time you shrug off your injuries, your righteous anger deepens.

**Prerequisite:** Constitution 13

**Benefit:** Whenever you spend a healing surge to regain hit points, you gain a +1 bonus to attack rolls until the end of your next turn.

## Disciple of War

Bane expects his followers to perfect their talent for warfare, and your dedication keeps you focused on dominating the battlefield.

**Prerequisite:** Strength 13

**Benefit:** During your first turn in every encounter, you gain a +1 bonus to your first weapon attack roll, and the first creature you hit that turn takes 2 extra damage. Increase the extra damage to 3 at 11th level and 4 at 21st level.

## Gruumsh's Battle Fury [Divinity]

As one of Gruumsh's faithful, you can infect allies with his bloodlust and drive them to reckless violence.

**Prerequisite:** Channel Divinity class feature, must worship Gruumsh

**Benefit:** You gain the power *Gruumsh's battle fury*.

**Gruumsh's Battle Fury** **Feat Attack**

*An ally's violent success earns Gruumsh's reward. You channel divine power to inspire an ally to greater acts of violence.*

**Encounter ✦ Channel Divinity, Divine**
**Free Action** **Close** burst 3
**Trigger:** An ally within 3 squares of you drops a creature below 1 hit point.
**Target:** The triggering ally in the burst
**Effect:** The target can charge or make a basic attack as a free action. In addition, the target grants combat advantage until the end of his or her next turn.
**Special:** You can use only one channel divinity power per encounter.

## Lolth's Cruel Sacrifice [Divinity]

If you sacrifice an ally to an enemy's attack, Loth rewards your efforts with a surge of divine power.

**Prerequisite:** Channel Divinity class feature, must worship Lolth

**Benefit:** You gain the power *Lolth's cruel sacrifice*.

**Lolth's Cruel Sacrifice** **Feat Utility**

*You channel the goddess's blessing to save you from danger at an ally's expense.*

**Encounter ✦ Channel Divinity, Divine, Healing, Teleportation**
**Immediate Interrupt** **Close** burst 3
**Trigger:** An enemy hits you with an attack.
**Target:** One ally in the burst
**Effect:** You and the target teleport, swapping positions, and the target is hit by the attack, instead of you. You or one ally (other than the target) adjacent to you can then spend a healing surge.
**Special:** You can use only one channel divinity power per encounter.

## Tiamat's Bitter Vengeance [Divinity]

Any wrong done to you fills you with anger, driving you to do the same to the one who crossed you.

**Prerequisite:** Channel Divinity class feature, must worship Tiamat

**Benefit:** You gain the power *Tiamat's bitter vengeance*.

**Tiamat's Bitter Vengeance** **Feat Utility**

*You can channel Tiamat's wrath, gaining the revenge she demands above all else.*

**Encounter ✦ Channel Divinity, Divine**
**Immediate Reaction** **Personal**
**Trigger:** An enemy hits you with an attack.
**Effect:** You shift up to 3 squares. Until the end of your next turn, each time you or an ally hits the triggering enemy, it takes 2 extra damage.
*Level 11:* 4 extra damage.
*Level 21:* 6 extra damage.
**Special:** You can use only one channel divinity power per encounter.

## Torog's Binding Chains [Divinity]

Painful shackles hold your enemies in place.

**Prerequisite:** Channel Divinity class feature, must worship Torog

**Benefit:** You gain the power *Torog's binding chains*.

**Torog's Binding Chains** **Feat Attack**

*You channel your god's presence into your attack that causes shimmering chains to wrap around your foe.*

**Encounter ✦ Channel Divinity, Divine**
**No Action** **Melee** 1
**Trigger:** You hit an adjacent enemy with a melee attack.
**Target:** The enemy you hit
**Effect:** The target is immobilized (save ends). The target can end the effect by taking 5 damage as a free action.
*Level 11:* 10 damage.
*Level 21:* 15 damage.
**Special:** You can use only one channel divinity power per encounter.

## Vecna's Final Command [Divinity]

You can use your god's influence on the evil within to compel a random act of violence against your foes.

**Prerequisite:** Channel Divinity feature, must worship Vecna

**Benefit:** You gain the power *Vecna's final command*.

**Vecna's Final Command** **Feat Utility**

*You hold death back to allow the dying one final attack.*

**Encounter ✦ Channel Divinity, Divine**
**Immediate Interrupt** **Close** burst 5
**Trigger:** A creature within 5 squares of you drops below 1 hit point.
**Target:** The triggering creature in the burst
**Effect:** The target makes a basic attack against a creature you choose.
**Special:** You can use only one channel divinity power per encounter.

## Wicked Defiance

Your twisted mind proves agile against attacks that target your thoughts.

**Prerequisite:** Wisdom 15 or Charisma 15

**Benefit:** You gain a +2 feat bonus to Will. This bonus increases to +3 at 11th level and +4 at 21st level.

In addition, whenever an enemy targets you with an attack against Will, you can take 5 damage (10 damage at 11th level and 15 damage at 21st level) as an immediate interrupt to change the target to an ally adjacent to you. You cannot reduce this damage in any way.

## Zehir's Dark Blessing [Divinity]

As an enemy falls, you turn its death into a boon for an ally.

**Prerequisite:** Channel Divinity class feature, must worship Zehir

**Benefit:** You gain the power *Zehir's dark blessing*.

**Zehir's Dark Blessing** **Feat Utility**

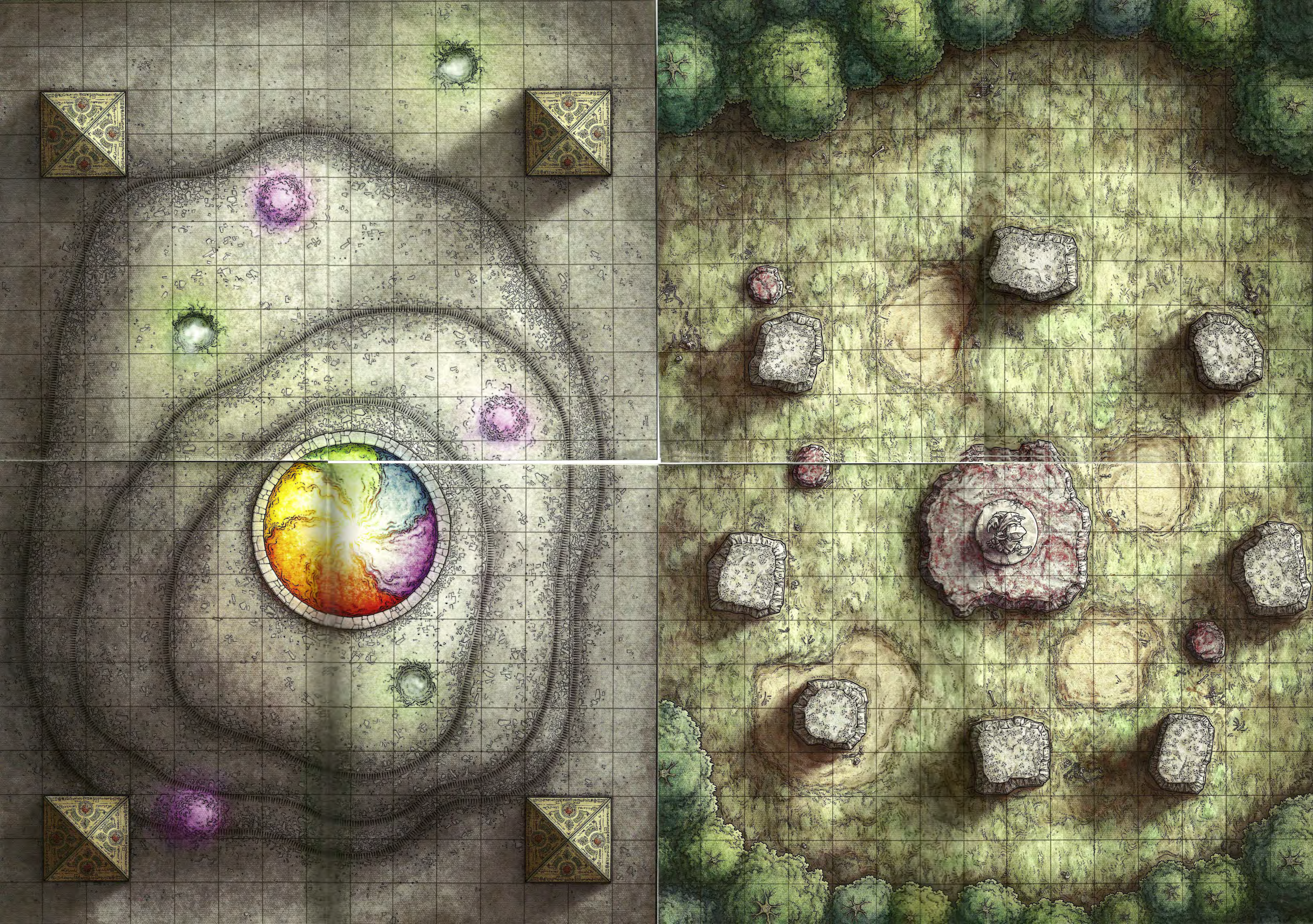
*An ally's attack becomes an offering to Zehir. Darkness cloaks your companion, granting him or her sudden vigor.*

**Encounter ✦ Channel Divinity, Divine**
**Free Action** **Close** burst 5
**Trigger:** An ally within 5 squares of you drops a creature granting combat advantage to him or her below 1 hit point.
**Target:** The triggering ally in the burst
**Effect:** The target gains 5 temporary hit points. The target also gains partial concealment until the end of his or her next turn.
*Level 11:* 10 temporary hit points.
*Level 21:* 15 temporary hit points.
**Special:** You can use only one channel divinity power per encounter.

Dungeons & Dragons, D&D, Wizards of the Coast, *The Book of Vile Darkness*, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *Rules Compendium*, *Heroes of the Fallen Lands*, *Heroes of the Forgotten Kingdoms*, *Dungeon Master's Kit*, *Monster Vault*, *Manual of the Planes*, *Open Grave: Secrets of the Undead*, *Demonomicon*, *Player's Option: Heroes of Shadow*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All characters, and their distinctive likenesses are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast. Printed in the U.S.A.
©2011 Wizards of the Coast LLC, P.O. Box 707, Renton, WA 98057-0707. Manufactured by: Hasbro SA, Route de Courroux 6, 2800 Delemont, CH. Represented by: Hasbro Europe, 2 Roundwood Ave, Stockley Park, Uxbridge, Middlesex, UB11 1AZ UK. Please retain package for future reference.

620-34416000-002 EN
Visit our website at DungeonsandDragons.com

©2024 Wizards of the Coast LLC



# Devour It Before It Devours You

"It's a glorious blasphemy, a condemnation of all that is good and pure. Gods and demons have obliterated it many times, but like evil itself, the book always returns to enslave, corrupt, and destroy. It's utterly marvelous."

–Asmodeus, Lord of the Nine Hells

"Only the most indomitable minds dare to look upon the malevolent thoughts and forbidden secrets bound herein. This corrupt tome is filled with deplorable wisdom. Evil permeates every word and image inscribed within it."

–Orcus, Demon Prince of Undeath

"Terrifying. This could be the last book you ever read."

–Mordenkainen the Archmage

For use with these Dungeons & Dragons products:

*Player's Handbook*® core rulebooks

*Dungeon Master's Guide*® core rulebooks

*Monster Manual*® core rulebooks

*Heroes of the Fallen Lands*™

*Heroes of the Forgotten Kingdoms*™

*Rules Compendium*™

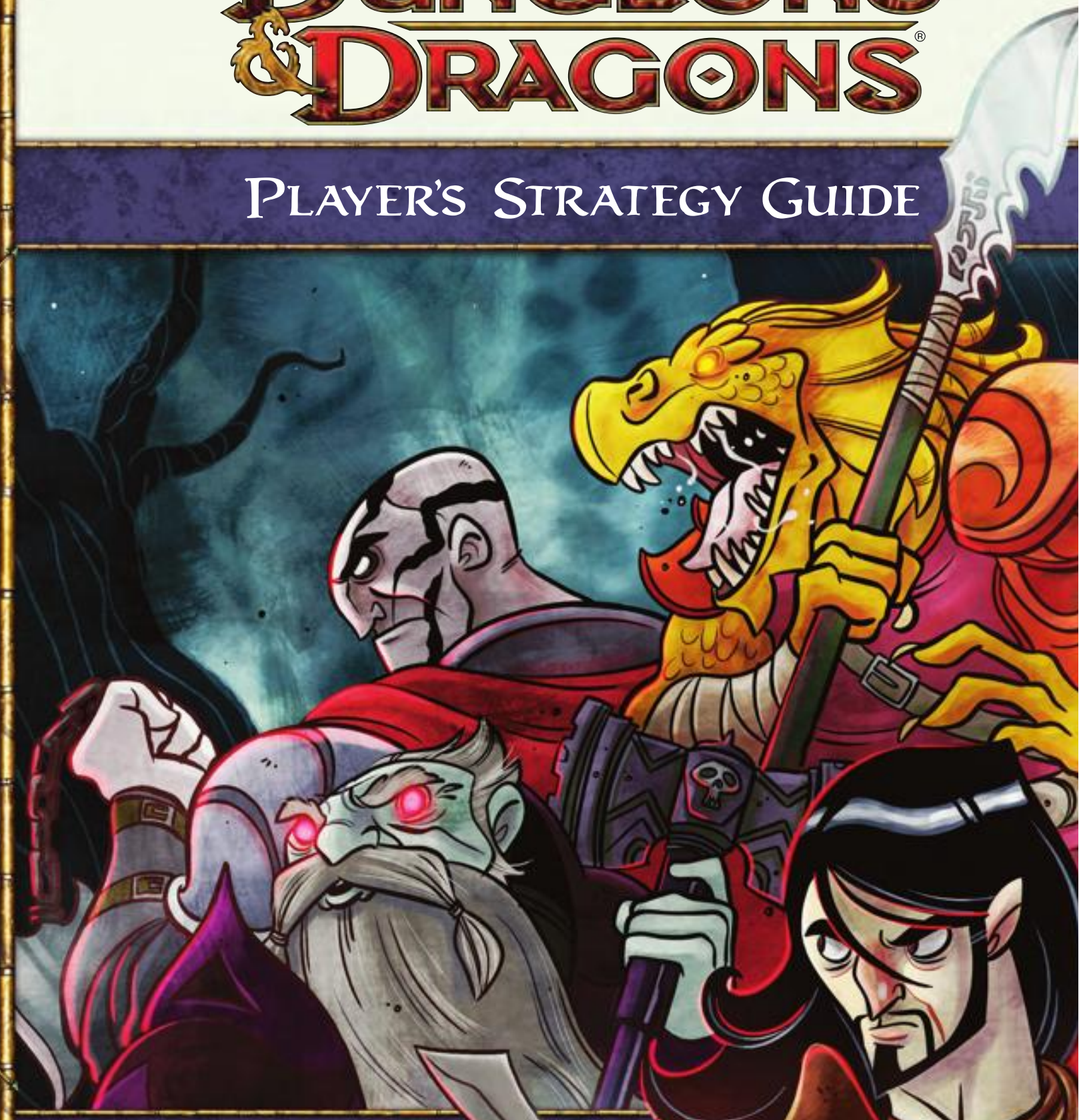
*Monster Vault*™

D&D INSIDER

Wizards

# Dungeons & Dragons®

## Player's Strategy Guide



ROLEPLAYING GAME SUPPLEMENT

Andy Collins ✦ Eytan Bernstein

# Dungeons & Dragons®

# Player's Strategy Guide

ROLEPLAYING GAME SUPPLEMENT

Andy Collins • Eytan Bernstein

# CREDITS


Design
**Andy Collins and James Wyatt (leads), Eytan Bernstein**

Additional Design
**Tavis Allison, Andy Clautice, Mike Donais, Matthew Goetz, Stephen Schubert**

Additional Contributions
**Greg Bilsland, Michele Carter, Chris Champagne, Greg Collins, Brady Dommermuth, Don Frazier, Doug Goldstein, Daniel Helmick, Craig Krohn, Shelly Mazzanoble, Dan Milano, Didier Monin, John Rogers, Peter Schaefer, Reid Schmadeka, Matthew Sernett, Chris Tulach, Wil Wheaton**

Development
**Stephen Radney-MacFarland (lead), Peter Schaefer, Stephen Schubert**

Editing
**Andy Collins (lead), Jean Nelson, Bradley Will**

Managing Editing
**Torah Cottrill**

Director of D&D R&D and Book Publishing
**Bill Slavicsek**

D&D Creative Manager
**Christopher Perkins**

D&D Design Manager
**James Wyatt**

D&D Development and Editing Manager
**Andy Collins**

D&D Senior Art Director
**Jon Schindehette**

Art Director
**Jon Schindehette**

Cover Illustration
**Mike Krahulik**

Graphic Designers
**Keven Smith, Leon Cortez, Emi Tanji**

Additional Graphic Design
**Kate Irwin**

Interior Illustrations
**Kalman Andrasofszky, Steven (Stan!) Brown, John Tyler Christopher, Michael Faille, Empty Room Studios/ Peter Lazarski, Victoria Maderna, Patrick Thomas Parnell, Adam Phillips, Drew Pocza**

Cartographer
**Jason A. Engle**

Publishing Production Specialist
**Angelika Lokotz**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Carmen Cheung**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).

620-25382000-001
9 8 7 6 5 4 3 2 1
First Printing: May 2010
ISBN: 978-0-7869-5488-9

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277



Dungeons & Dragons, D&D, d20, d20 System, Wizards of the Coast, *Adventurer's Vault, Player's Handbook, Dungeon Master's Guide, Monster Manual,* Forgotten Realms, Eberron, *Arcane Power, Primal Power, Psionic Power, Martial Power, Divine Power, Keep on the Shadowfell, Dragon* magazine, D&D Insider, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2010 Wizards of the Coast LLC.


VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

# CONTENTS


INTRODUCTION . . . . . 4
Getting into Character . . . . . 4

1: BUILDING YOUR CHARACTER . . . 6
Know the Campaign . . . . . 8
Understand the World. . . . . 8
Accept Limits . . . . . 8
Solicit Recommendations . . . . . 9
Immerse Your Character . . . . . 9
Know the Other Players . . . . . 9
Characterization Builder . . . . . 10
Concepts Lead to Goals . . . . . 10
Playing It Forward . . . . . 10
Don't Fear the Cliche . . . . . 11
Looking the Part . . . . . 11
What's Your Motivation? . . . . . 12

BUILDING A FOUNDATION . . . . . 14
Choosing Your Class . . . . . 14
What Class Are You? . . . . . 15
Choosing Your Race. . . . . 18
What Race Are You? . . . . . 19
Setting Your Ability Scores. . . . . 23
Start at the Top . . . . . 23
Secondary Ability Scores. . . . . 23
Filling Out the Rest. . . . . 23
Choosing Your Background . . . . . 24
Background Benefits . . . . . 24
Reimagining Existing Backgrounds . . . 24
Creating a New Background. . . . . 25
Using Backgrounds from the Nentir Vale . . . . . 26
What Alignment Are You? . . . . . 30
Choosing Powers . . . . . 31
Builds and Power Selection . . . . . 31
At-Will Attack Powers . . . . . 32
Encounter Attack Powers . . . . . 33
Daily Attack Powers . . . . . 33
Utility Powers. . . . . 34
Choosing Skills . . . . . 37
Skills of Avoidance . . . . . 37
Skills of Knowledge . . . . . 38
Skills of Observation . . . . . 38
Skills of Persuasion . . . . . 39
Miscellaneous Skills . . . . . 39
Choosing Feats . . . . . 40
Controller Feats . . . . . 40
Defender Feats . . . . . 40
Leader Feats . . . . . 41
Striker Feats . . . . . 41
Multiclass Feats . . . . . 42
Consider Your Party . . . . . 42
Simple Is Good . . . . . 42
Level Up! . . . . . 44
Decisions, Decisions. . . . . 44
Guidelines for Level Choices . . . . . 45
Retraining . . . . . 47
Replacing Powers . . . . . 49
Paragon Paths . . . . . 50
Narrowing the List . . . . . 50
Evaluating the Choices. . . . . 52
Walking Your Path . . . . . 53
Epic Destinies . . . . . 54
Breaking All The Rules. . . . . 54
Recharging Powers . . . . . 54
The End Is Near . . . . . 54
Making Your Mark. . . . . 54
Advanced Options . . . . . 56
Multiclassing and Hybrids. . . . . 56
Constructing Good Combos. . . . . 57
Adding Defender . . . . . 58
Adding Leader . . . . . 59
Adding Striker . . . . . 59
Adding Controller. . . . . 59
Unusual Races . . . . . 59
Power-Swap Feats. . . . . 60
Skill Powers . . . . . 61

HOW TO . . . . . 62
. . . Make the Best Healer . . . . . 62
. . . Make the Fastest Character . . . . . 64
. . . Get the Best Initiative . . . . . 66
. . . Make the Best Talker. . . . . 68
. . . Get the Best Armor Class. . . . . 70
. . . Never Miss . . . . . 72
. . . Never Fail Saving Throws . . . . . 74
. . . Have the Most Hit Points . . . . . 76
. . . Deal Damage Forever . . . . . 78
. . . Teleport Instead of Walk . . . . . 80

2: BUILDING YOUR PARTY. . . . . 82
Character Roles . . . . . 84
Building a Large Party . . . . . 84
Building a Small Party . . . . . 86
Group Characterization . . . . . 89
Linking Stories . . . . . 89
Compatibility Test. . . . . 89
Why Are We Here?. . . . . 89
Party Optimization. . . . . 90
Defenders: Tank-Teaming . . . . . 90
Strikers: Focusing Firepower. . . . . 90
Choosing the Right Leader . . . . . 91
Character Redundancy . . . . . 91
Skill Training. . . . . 92
Tactical Combinations . . . . . 93
Have Patience . . . . . 93
Sample Party: The Spellblades . . . . . 94
Sample Party: The Guardians of Eastfall. . . . . 96
Sample Party: The Moonlit Watchers. . . . . 98
Sample Party: The Marked Ones . . . . 100

3: STRATEGY AND TACTICS. . . . . 102
Tactics 101 . . . . . 104
Role-Based Tactics . . . . . 104
Focusing Fire. . . . . 105
Movement and Positioning. . . . . 107
Timing . . . . . 108
Managing Your Resources. . . . . 109
Common Mistakes . . . . . 112
Healing . . . . . 113
Hit Points and Healing Surges . . . . . 113
Using Healing Surges . . . . . 113
Leader Healing Tactics. . . . . 114
Healing from Other Classes . . . . . 115
Maximizing Your Healing Surges . . . 116
Consumable Healing . . . . . 117
Know Your Enemies. . . . . 119
Monster Roles . . . . . 119
Using Your Powers. . . . . 122
Know Your Powers . . . . . 122
Organize Your Powers . . . . . 123
Customize Your Powers. . . . . 123
Tracking Effects. . . . . 124
What to Track, and How to Do It . . 124
Who Does the Work? . . . . . 126
Troubleshooting . . . . . 127
You Can't Hit . . . . . 127
Not Enough Healing Surges . . . . . 128
Combat Gets Boring. . . . . 128
Combat Lasts Too Long . . . . . 129
Your Teammates Don't Use Tactics 129
Tactics in Action—Irontooth. . . . . 130
Tactics in Action—Storm Tower. . . . . 132

4: PLAYING THE GAME . . . . . 134
Storytelling . . . . . 136
Driving the Story. . . . . 136
Taking the Bait. . . . . 137
Creating Your Own Hooks . . . . . 137
Narrating Powers . . . . . 138
Being Part of the Party . . . . . 140
Rising to the (Skill) Challenge . . . . . 142
Knowing When to Rest. . . . . 145
Short Rests . . . . . 145
Extended Rests . . . . . 145
Seriously . . . Get Some Sleep . . . . . 146
The Campaign Journal . . . . . 148
The Journal . . . . . 148
Treasure and Rewards. . . . . 150
Acquiring Treasure . . . . . 150
Dividing Treasure . . . . . 154
Customizing Your Gear . . . . . 156
Other Rewards. . . . . 157
Don't Be a Jerk . . . . . 158
Hogging the Spotlight . . . . . 158
Lack of Preparation. . . . . 158
Interruptions . . . . . 158
Ignoring Your Team . . . . . 158
Arguments . . . . . 159

# Introduction

**Every person** who plays the Dungeons & Dragons® roleplaying game has his or her own reasons and rewards for playing the game. Some players revel in working alongside their friends to achieve goals. Others enjoy exploring the stories crafted by the Dungeon Master and players as the campaign unfolds. Still others appreciate the opportunity to transport themselves beyond their everyday lives to a world of fantasy and adventure.

If you're reading this book, it's likely that you enjoy playing effectively at the table—building an interesting and powerful character, using your powers efficiently and wisely, creating compelling storylines, and working well as part of a team. If that's true, congratulations! You've come to the right place.

On the other hand, you might be struggling with the number of options available to your character. If you have difficulty deciding between one feat and another, or if your party can't seem to overcome the challenges placed in front of you by the DM, relax. We're here to help.

In this book, you'll find tips, tactics, anecdotes, and explanations, all designed to help make your games better. This book helps you optimize your characters, provides tips for managing character resources, advises you on solving age-old gaming challenges, and assists you in creating and managing effective adventuring parties. You'll also find ideas for how to create cohesive parties, how to enhance the capabilities of allies (buffing) and how to hinder the effectiveness of enemies (debuffing), and how to adapt your party's strategies to take advantage of the strengths of different combinations of characters.

### Where Can I Find That Power?

This book references classes, powers, feats, and other elements of the game from a variety of sources. To find the latest versions of these game elements, consult the D&D Compendium at www.wizards.com/dnd.

## Getting Into Character

"We spent last session really getting into our characters." That phrase can frighten some players, but it doesn't usually mean a whole session of amateur theater, in which the heroes sit around in a tavern interacting with nonplayer characters while the players trot out hammy accents and faux-medieval dialogue. It can mean constant edge-of-your-seat tension as you immerse yourself into the simulation of a deadly battle, or that shivery sense of wonder as you visualize the marvels that lie beyond the vault door that your character has just pried open. Getting into character is about reaching the point at which you are so strongly in tune with your character's emotions and goals that your experience of playing the game aligns with what really being in that situation might be like.

In other words, when you get into character, it feels like you're not just playing a game, you're living an adventure.

You start the cycle of getting into character by creating an interesting adventurer. The character needs to be interesting to you, so that you're drawn to seeing the world through that character's eyes. But don't forget that your character also need to be interesting to the Dungeon Master and to the other players, so that they want to involve your character in exciting events.

The process continues at the gaming table, when you actively listen to the other players (and the DM) and remove potential distractions that might come between you and your character. As you begin to identify with your character, you'll naturally do things at the table to express your character's identity. Your voice might reflect genuine anxiety when you say, "Let's get out of here before we get killed," or glee when you say, "Everyone fill your pockets with as many gems as you can carry." Hearing that emotional involvement helps the other players get into character, too, making the scene more real and vibrant for the entire group. This cycle is the essence of roleplaying, and without it your game can easily slide into little more than repetitive turn-taking.

For some players, that's all they want from Dungeons & Dragons. That style of playing is perfectly fine—as long as you're having fun, no one can tell you that you're playing the game wrong. Even the most

diehard roleplayer sometimes just enjoys blowing off steam with a simple dungeon crawl devoid of story.

But a roleplaying game can offer so much more than that, and most players—even dyed-in-the-wool character optimizers—can't play without injecting a bit of personality into their characters. So before we dive into the heavy stuff, let's talk about three basic ways to get into character by roleplaying.

## Roleplaying Is Action

"Show, don't tell" is the first rule of good drama. You define your character by the actions you choose to take in play. If you lead the charge into battle, or if you are the one to go to for esoteric knowledge, you demonstrate the essence of your character's identity.

Deeds speak louder than words, so the actions you take—or don't take—shape the image that you and the other players have of your character. Don't just write "brave" somewhere in the margin of your character sheet, display your character's bravery by challenging the toughest monster in the room or agreeing to stand up against the nastiest tyrant in the land.

You'll know you've been successful when the other players at the table can describe your character's personality as easily as if your character were their own.

## Roleplaying Is Choice

You express who you are through the decisions you make. When an adventure gives you a choice, the consequences of your choice shape your adventurer's life story. Get into character and let your character's unique concerns and motivations guide your decision so that the result is true to who you want your character to become.

Don't depend on the adventure to present your character with life-altering choices. Help the Dungeon Master create meaningful decisions for you by clearly and consistently expressing what matters to your character, and take the initiative to set up your own choices. Think ahead of time about objectives your character might pursue, and look for ways to achieve those goals through minor quests, interactions with nonplayer characters, or coordination with the other players.

## Roleplaying Is Other People

The process of building a character involves making the character vivid in your own imagination. But the difference between a character sheet and a character isn't really established until the character comes to life in the minds of everyone at the table. The greatest moments of roleplaying are group efforts. Come up with characterization hooks that your friends can latch onto, and build on the characterization hooks the other players throw out.

### How to Roleplay

No matter what you read or hear, there is no one correct way to play D&D (or any other roleplaying game). Some groups have fun rolling dice, slaying monsters, and leveling up. Other players gain the most enjoyment from long conversations between their characters and the DM, even if the dice never get rolled. Both of these groups are roleplaying, even if the table activity seems very different from one group to the other.

Don't listen to anyone outside your group who tells you that you aren't playing the game correctly. Above all else, play the game the way that makes it the most fun for you and for everyone else sitting at the table.

VICTORIA MADERNA

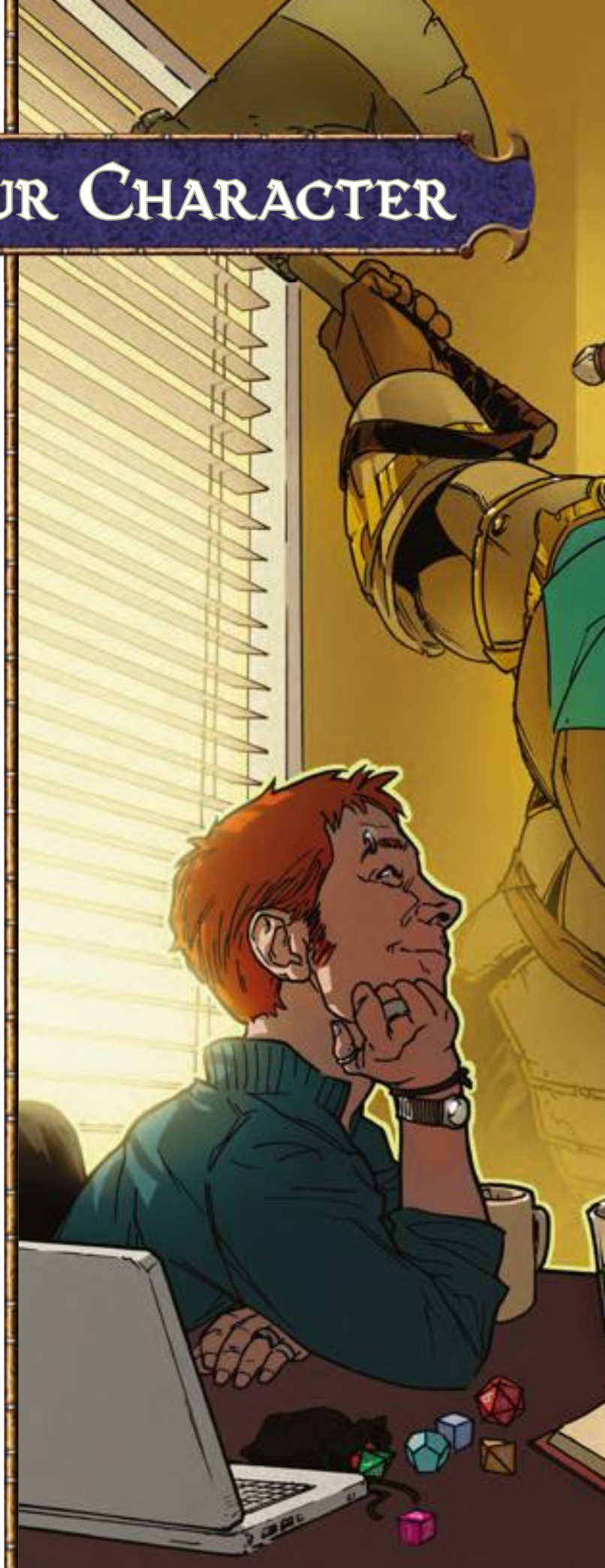
CHAPTER 1

# Building Your Character

**The process** of character design is one of the most enjoyable parts of any Dungeons & Dragons game. Some players are driven by a character's story. They research names and come up with elaborate backgrounds. Other players thrill to a mechanically optimized character who blasts through challenges with ease.

Most of us fall somewhere between these two extremes. We want a well-designed character who also has an interesting and compelling background. This chapter is for players in the middle of the spectrum. It guides you through the various aspects of character building and advancement, from the basics of your race and class to planning your epic destiny. It includes the following sections.

- **Know the Campaign:** The importance of the Dungeon Master's authority over his or her game.
- **Characterization Builder:** Painting the big picture to guide your choices.
- **Building a Foundation:** Concrete advice for making decisions about your character's class, race, and background elements, from both a mechanics perspective and a story perspective. Also includes tips on selecting powers, skills, and feats that you will enjoy using and that will add the most to your party as a whole.
- **Level Up!:** What to think about when you gain a level, including retraining and replacement advice.
- **Paragon Paths:** Get the most from your paragon tier character.
- **Epic Destinies:** Plan your character's destiny.
- **Advanced Options:** Explore the possibilities of multiclassing, hybrid character rules, and other unusual options.
- **How To . . . :** Each of these entries explores how specific mechanical choices can build a specialized character who maximizes his or her talents in a specific area.



KALMAN ANDRASOFSZKY

bla

There is no such thing as a perfect character, but you can build a character who is perfect for the game you'll be playing in. To do that, you need to learn about the campaign, and the best way to learn about a campaign is to talk to your Dungeon Master.

If the goal of a D&D game is to make inspiring music together, your character is your instrument. You'll feel out of place playing a xylophone if the rest of the group is playing punk rock, or an electric bass if the Dungeon Master plans to orchestrate a grand symphony. Approach the DM beforehand to find out what kind of campaign he or she plans to run and what kinds of characters would get the most out of it.

Sometimes, you find a DM whose preferences just don't match yours. This section also describes some warning signs that can signal later problems in the campaign. If you don't already know your DM's style, these signs can point out a game that you might want to avoid.

## Understand the World

Learning some details of the campaign setting chosen by the DM allows you to choose key world elements to attach to your character. When your character concept meshes with the themes and conflicts explored in the game, major events in the campaign can have meaningful repercussions for your character, and accomplishing the goals you set for your character is more likely to have an effect on the world around your character.

Campaign settings contain a multitude of themes, so talk to your Dungeon Master to understand where he or she wants to go with the game. For example, knowing that you'll be playing in Eberron isn't enough—you could be spending your time investigating shadowy crimes in the dark alleys of Sharn, or exploring the mysteries of the Draconic Prophecy across the entire continent of Khorvaire. However, if you know that the DM intends to focus on the dark continent of Xen'drik, you can choose a primal class and take wilderness-based backgrounds to feel at home in the jungle. Alternatively, you might choose for your character to be affiliated with a dragon-marked house likely to sponsor an expedition to Xen'drik, such as Orien, Lyrandar, or Cannith.

Even if you choose to design a character that goes against the grain of the campaign's themes, you should always ensure that you have a reason to participate in the action. You can expect an Eberron game that centers on house politics to involve tense scenes of diplomatic negotiations. Roleplaying a loud-mouthed half-orc whose uncouth presence inevitably disrupts the hushed halls of power might tempt you to forego such activity. Instead, give yourself a compelling reason to explore those halls of power and influence by making your character a scion of House Tharashk, or a hard-boiled investigator from Sharn who is empowered to dig out the rotten secrets of the dragon-marked houses . . . whether they like it or not.

**Warning Sign:** This is the first and most obvious place at which you can learn that a campaign isn't for you. If you can't get excited about the campaign setting or the themes chosen by the DM, you might find yourself growing bored easily. Boredom leads to distractions or skipped sessions, which lead to your feeling uninvolved and uninspired even when you're present. These feelings can easily rub off onto other players, and can ruin an otherwise solid campaign.

Many DMs avoid this problem by discussing the setting and themes with their players before choosing a setting. Encourage your DM to do the same. Talking about what the players and the DM expect from the world your game takes place in lets everyone at the table feel excited and involved even before the first d20 hits the table.

## Accept Limits

Many Dungeon Masters place restrictions on character creation options as part of building their own unique campaign settings, even when a setting is a variation on an existing world. Before you become committed to building your character according to a particular concept, make sure that it doesn't conflict with any limitations on character creation established for this campaign.

Rather than bridling at such limitations, see them as opportunities to challenge your preconceptions about various character combinations. You might find that working within tight restrictions spurs your creativity. Trying a campaign in which the players agree to an extremely restricted set of options—such as all martial characters or all dwarves—can allow the players to explore elements other than race and class that make characters unique.

Sometimes, a restriction might be a matter of the flavor of a class or a race: "I don't want drow player characters in my game, because in my campaign they're always villainous." You and your Dungeon Master might both be happy if you use the mechanical elements of the option but alter the flavor to suit the campaign. Even if the DM doesn't want drow player characters, he might be amenable to a special shadow-infused eladrin with racial traits fundamentally identical to the drow.

If you don't feel comfortable working within the limits set by the DM, negotiate for the elements that matter to you about making your character. A good DM knows that keeping players happy makes for a

fun game, so if you can make a reasonable case for changing the campaign restrictions to allow your preferred character type, he or she might bend on that point. Don't be rude or demean the DM's work; one of the joys a DM gets from the game is building a unique campaign world, just like players enjoy building unique characters.

Even if you don't have any issues with the limitations, talk to your Dungeon Master about the significance of the campaign restrictions he or she has established. Chances are you'll learn a lot more about the campaign than just which elements are restricted.

**Warning Sign:** A DM unwilling to negotiate or to help you understand why he or she has established limits on character options is likely to become a DM who isn't interested in letting your character perform unusual or unexpected actions in play. If you can't find a way to build a fun character within the DM's limitations, consider finding a different game.

## Solicit Recommendations

Don't just guess about the kinds of characters that might be rewarding to play when you can ask the one person who's most likely to know. Your Dungeon Master probably has plenty of ideas about backgrounds, classes, and concepts perfect for the adventures to come.

Once you understand the DM's recommendations, look for ways to put your own spin on those ideas. If he or she recommends primal characters for a wilderness-based campaign but you are most interested in the fighter class, you could decide to play a fighter raised in a barbarian tribe. Even if you don't use any of the DM's specific suggestions, these conversations can give you insights into how to build a character who meshes with the campaign, as well as an idea of what to expect in the gaming sessions to come.

**Warning Sign:** If you feel that the DM is unwilling to allow you to personalize his or her recommendations, you might have run into one of those rare Dungeon Masters who seek to use the players and their characters as proxies, effectively running the adventure and playing it simultaneously. Unless you're happy being a watcher, such a game isn't likely to be much fun for you.

## Immerse Your Character

The *Dungeon Master's Guide*® advises your DM on how to hook characters into an adventure by giving them motivations for getting involved in the action and caring about what's at stake. Make this job easier by providing sturdy handles for those hooks.

Use what you know about the campaign setting to create meaningful relationships between your character and various people, places, and organizations in the campaign. Craft one or more individual goals for your character, based on the themes your DM has described to you. When you find ways to make adventuring personal, you gain more than XP and gold for fulfilling the quest, you also advance your character's story.

Many gamers make hooking their characters difficult by building orphans who aren't tied down to anything in the world and who care only about themselves. Successfully resolving a conflict that threatens the people or things your character loves is more satisfying than rescuing an anonymous NPC. Choose background elements that are close to your heart, and give your character motivations and personal issues that give him or her a stake in the outcome of the adventure.

**Warning Sign:** Inexperienced DMs often make the mistake of holding too tightly to the story reins of the campaign. They don't want players to define anything in the world, even their own characters' places in it. Assure the DM that you don't want to derail or diminish the importance of his or her story, you just want to feel more involved in it. Once the DM gets over his or her initial concern, you might find that you've helped your DM build a better game. However, if your DM is reluctant to incorporate details about your character's background into the setting of the campaign, you might find that your interest in the game falls off after a few sessions.

## Know the Other Players

Ultimately, your character spends more time interacting with the other player characters around the table than with the setting and its nonplayer characters. Talk to the other players about their character concepts and about how your characters all fit together. During character creation, establish roleplaying relationships within the party. Build a connection between your character and at least two other characters, such as a shared background, a common friend or mentor, or a mutual goal. These connections can be mildly contentious—a friendly rivalry over who's the best talker, or contrasting beliefs or personalities. Just don't let the conflict overshadow the teamwork necessary for fun and success.

These interparty relationships are especially important in a far-ranging campaign. When you know the game will center on a limited geographical region, establishing strong connections to the local people and places makes sense. But when you and your companions head off into the wilderness or the Underdark with only one another for company for the next several sessions, you can ensure rich roleplaying interactions by establishing multiple, overlapping relationships among the characters.

**Warning Sign:** If you can't interest any of the other players in building these links between characters, you might have found a table of prima donnas more interested in describing their own characters' greatness than in helping you achieve it yourself.

# Characterization Builder

Everyone knows that the choices you make during character creation shape the experience of playing your character at the table. But some players think this applies only to your effectiveness in combat encounters and skill challenges. Every decision you make during character creation also influences your ability to get into character and, by extension, your friends' ability to do the same. Build a character who is fun to play and fun for your fellow players to interact with.

Characterization starts with a broad concept or image. Big ideas help your character stand out. They let you easily grasp the essence of your character's personality, and they help the DM and the other players at the table understand the context of the actions you take while in character. What's more, role-playing a character who has an oversized personality is engaging and fun. During play you'll find more opportunities to express a basic passion for gold, grog, or glory than to pursue a more refined interest, such as flower arranging.

Paint your concept with a few bold strokes, rather than detailing every little personality quirk. If you give your character too many peculiarities, you'll find that keeping track of them is difficult and none of them come up enough to stick in anyone's mind. Instead, choose one particular detail, such as vanity regarding personal appearance, that you can emphasize in many different situations.

## Concepts Lead to Goals

Think about your favorite characters from books, movies, or comics, and summarize each of these characters' essential concepts in a sentence or two. You'll find that the best ideas are simple, but they set up interestingly complicated ramifications when that basic concept is translated into action. As you develop your own character concept, focus on future goals.

Say your initial character idea is "My wizard escaped from the destruction of her father's keep with nothing more than his spellbook and the clothes on her back." This leaves your character's motivations and future directions vague. What's the importance of your past if it doesn't mean something about your future?

Include some aspect of your character's personal goals in that big picture. The same character might be described in this way, instead: "My wizard is driven by hatred for those who destroyed her father's keep, and by the fear that she will prove unworthy of his legacy by failing to master the spells in his spellbook." This tells both you and the Dungeon Master right away what the character wants to do: seek revenge and unravel the clues found in the cryptic notes in her father's grimoire.

## Playing It Forward

A solid concept helps you stay true to your characterization goals during character creation and gameplay. As you make choices during character creation, think about which options make sense for your idea, and how you might explain your chosen options in light of your character concept. Why does your chosen class present the right method of achieving your goals? What significance does your starting feat have in light of your character concept? Do your powers need new names or flavor text to describe how you use them?

Imagine that the player of the wizard described earlier felt drawn to the Wintertouched feat. The player might decide that her character's father's keep was made of ice and that she suspects that the spells and rituals in his grimoire were taught to him by a gelugon. Furthermore, the player decides that her flaming sphere spell works by first stealing heat from the nearby area. When she casts the spell, she describes how everyone feels a chill in the air just before the flames burst into life. That's a detail that everyone will remember.

A simple, unified concept also helps other players get on board so they can play along. Once you have a sentence that boils down the essence of your character, don't be shy about sharing it. When you put your figure on the table and announce, "My dwarf ranger, Rakshukshak, is the world's foremost expert on all manner of beasts—or at least he thinks he is," you immediately offer the group fun ways to interact with your character. One player might remember to turn to you and ask your opinion on each new creature the party encounters, giving you an opportunity both to roleplay your character and to take advantage of your investment in monster-knowledge skills. Another player might pick up on the hint that you don't take Rakshukshak's mastery too seriously and set himself up as your rival, with each of you seeking to outdo the other by inventing unlikely bits of monster trivia for the edification of your fellow adventurers and the entertainment of the group.

## Don't Fear the Cliche

When confronted with familiar races and classes, many players revert to stereotypes for those characters' actions. Rather than fearing this tendency or allowing it to straitjacket your creativity, embrace it and then tweak those stereotypes.

The good news about these built-in player expectations is that they help everyone get to super-awesome-let's-pretend time sooner. Without a familiar frame of reference, other players might struggle to understand who and what your character is.

As an example, take a look at the taglines provided at the start of each race's description in the *Player's Handbook*, as well as the "play this race if you want . . . " bullet points for each race. Do these statements embrace every potential member of the race equally? No—they set up in broad strokes what you can expect from a character of the race in question. Without that framework, a dragonborn just becomes a big scaly humanoid who can breathe fire. When you use preconceived notions as building blocks, you can spend less work establishing the baseline expectations of your character and more time on what makes you unique.

Embracing a stereotype need not limit your creativity or options. A seductive troubadour feels different from a fighting skald or a mysterious storyteller, but each character concept fits easily within the broad archetype of the bard class. Focus on one aspect of your class's archetype to exaggerate. Fighters are driven to prove themselves through conflict, so maybe yours is especially prone to rivalry. Then deepen your characterization by thinking about how the consequences of that aspect would have been reflected in your character's background. Does constant competition cause your fighter have to a tense relationship with a sibling? Is your fighter unwilling to talk about anything related to his or her most stinging defeat?

Once you establish that baseline element, you can create dramatic contrast by choosing a notable place to play against your archetype. A warlock fanatically devoted to carrying a treasured weapon is more memorable and interesting than a fighter who has the same obsession.

## Looking the Part

Helping others visualize your character's appearance can also establish your identity. When you introduce your character to the other players, describe what he or she wears. When the time comes to spend your adventuring wealth, shop for particularly utilitarian or extraordinarily flamboyant clothing, or specify exactly how an item being created for you should look.

Visuals at the table can help, too. Basing your character concept on a favorite miniature can inspire your creativity and also constantly reminds others of what your character is all about. Draw a portrait or search the Internet for an image that depicts your character's style and add that to your character sheet. If you use nametags or table tents to identify yourself in the game, add your illustration there, as well.

Don't overlook your character's equipment as a tool for establishing appearance and characterization. Compared to other aspects of character building, your choice of equipment offers plenty of room for creativity and flexibility. This goes beyond the obvious decisions of weapons and armor: Come up with a couple of interesting possessions to wear or carry around, such as a distinctive gold-plated whistle or a shrunken head in a lead-lined box. Of course, you'd better have an explanation ready for when the other players ask you what's going on with that box! Be reasonable, and don't expect any significant game effect from these items unless you work something out with your DM beforehand.

### The Motivations

Here's a brief rundown of the eight basic player motivations. See Chapter 1 in the *Dungeon Master's Guide* for more details.

**Actor:** You like to pretend to be your character, valuing your character's personality and motivations over mechanical elements.

**Explorer:** You want to experience the wonders of the game world, learning about the people, places, and history you encounter.

**Instigator:** You enjoy making things happen. You prefer action over planning, and sometimes make deliberately bad choices to see what happens.

**Power gamer:** You like to optimize your character, choosing the best mechanical elements to create a perfect build.

**Slayer:** You just love to kill monsters, and you prefer combat to any other situation.

**Storyteller:** You want to hear the ongoing story of the game. It's important that your character's background is significant to the game's narrative.

**Thinker:** You prefer to make careful choices, solving challenges and puzzles in an organized and methodical way.

**Watcher:** You like being part of the group, but you don't want to be the center of attention. You just want everyone to have fun.

# What's Your Motivation?

Every D&D player agrees that the game provides a unique kind of enjoyment and satisfaction unlike anything you get from other forms of entertainment. But different types of players are motivated to play by the different experiences they get out the game.

The *Dungeon Master's Guide* identifies and describes eight basic player motivation categories: actor, explorer, instigator, power gamer, slayer, storyteller, thinker, and watcher. Which one are you? Take this quiz and find out.

## Instructions

For each question, choose the answer that best applies. If you can't decide between two options, select them both. Then, find your answers in the key below. Add up the number of answers you gave for each motivation to see how important that motivation is for you.

**1. Deep in the Underdark, your party pursues a wizard who has betrayed you. Footprints lead one direction, but you hear something coming down the other tunnel. You say:**

A. "Let's ambush whatever's coming, because we know that'll be a fight. We could waste hours of time in these passages without meeting a single foe."
B. "My lust for revenge burns like alchemist's fire. Each moment it remains unquenched, I suffer. If these footprints might belong to my enemy, I must follow."
C. "The approaching noise is probably a mindless predator drawn by our lights. Our contact in the mage's guild said the wizard had apprentices—if these footprints aren't his own, they might have been left by a student who could lead us to him."
D. "According to my map, this tunnel leads to the duergar city. I see nowhere else the wizard might be headed. Let's get there first and learn something about the city that we can use against him when he arrives."

**2. Another player wants to set up an ambush in preparation for an upcoming combat encounter. Which argument is most persuasive?**

A. With a surprise round, a good initiative check, and an action point, your rogue gets combat advantage with three attacks before the enemies get to move.
B. Surrounding the enemies prevents them from escaping and spreading word of your presence, which could prevent problems for you later.
C. It gives you a chance to describe how your character learned to set up camouflage blinds and decoys while growing up in the Fellreeve.
D. The friend who proposed the ambush hasn't gotten the party to follow her suggestions lately.

**3. A social skill challenge with the prince of the Efreet broke down, and now the party has to fight their way out of the City of Brass. What explains the breakdown?**

A. Nobody in the party is trained in Insight, even though you told the paladin to swap her Heal training for Insight last time you all leveled up.
B. Who cares? It's time to stop talking and start kicking efreet butt!
C. During the skill challenge, you learned that the prince opposes the faction that can aid your quest. Publicly making an enemy of him will help you befriend his rivals.
D. The party had all the information it needed from the prince, so you used his crown of flame to light your pipe.

**4. During a session, the Dungeon Master notices you're writing something. You show her:**

A. A map of the dungeon, with notes indicating the possible location of areas you've heard the inhabitants talk about.
B. A list of suspects responsible for the mysterious crime wave hitting the characters' home city.
C. A note to the DM describing how you want to plant a forged love letter from the goblin empress in one of your comrade's backpacks.
D. Funny things people said during the session, to be added to the campaign's quotation list.

**5. Which of these behaviors from other players bugs you the most?**

A. Talking out of character during intense role-playing moments.
B. Moving to a square that prevents your character from charging into a flanking position.
C. Putting you on the spot to make an important decision for the group.
D. Forgetting the name of the duke's chamberlain during a tense negotiation.

**6. It really makes your day when you:**
A. Discover a hidden sublevel in a dungeon that other characters passed by without noticing.
B. Hear the other players talking about a crazy situation you got them into months ago.
C. Use what you've learned about the enemy to manipulate them into fighting each other instead of you.
D. Roll back-to-back critical hits and drop an enemy before it takes a swing at you.

**7. When you level up, how do you prefer to choose your new power?**
A. Visit the character optimization forum at the Dungeons & Dragons website to read discussions about builds for your class.
B. Think about what best fits the things your character might have learned based on the last few sessions.
C. Get advice from the DM or another player.
D. Figure out the maximum damage that each one could do, and pick the biggest number.

**8. Why might you choose to seek out an artifact?**
A. The potential for conflict between its goals and yours offers great roleplaying opportunities.
B. It has a mind of its own, and following its impulses is sure to keep things interesting and unpredictable.
C. Finding it requires a long, exciting process of researching buried secrets and interpreting clues.
D. It is the last link to a forgotten world of the past, and it might know secrets of an ancient culture.

**9. A dispute has arisen among your fellow players. What would most make you want to resolve it?**
A. People are starting to take it personally, and you want everyone to get along.
B. The disagreement is taking time away from an exciting combat.
C. Success in D&D depends on teamwork, and an unresolved argument makes cooperation more difficult.
D. Your character has been through a lot with this party, and the dispute imperils those hard-won bonds of fellowship.

**10. The most important feature of a dungeon is:**
A. A complex, nonlinear layout, with branching paths, hidden areas, and alternate routes.
B. Puzzles, clever traps, and opportunities to gain a strategic advantage through good planning.
C. Rooms full of chests to search and doors to open—preferably during combat!
D. A rich history and intricate relationships among the dungeon's denizens.

### Scoring Key

**Actor:** 1B, 2C, 5A, 8A, 9D
**Explorer:** 1D, 4A, 6A, 8D, 10A
**Instigator:** 3D, 4C, 6B, 8B, 10C
**Power gamer:** 2A, 3A, 5B, 7A, 9C
**Slayer:** 1A, 3B, 6D, 7D, 9B
**Storyteller:** 1C, 3C, 5D, 7B, 10D
**Thinker:** 2B, 4B, 6C, 8C, 10B
**Watcher:** 2D, 4D, 5C, 7C, 9A

## Scoring Your Motivation

Add up the number of points you scored for each motivation.

**4–5: This is a primary motivation for you.** Share your motivation with your DM, so he or she knows the best ways to keep you engaged in the game.
**2–3: This is a secondary motivation for you.** You enjoy occasional events that satisfy this type of player, but you get bored without some variety in the DM's approach.
**0–1: This is not your motivation.** At best, you tolerate events designed for this type of player, but you're always itching to get back to what makes the game fun for you.

# Building a Foundation

Some players begin the character creation process by thinking about their character's race, and others gravitate toward class choice first. At the risk of oversimplification, the former player tends to favor story over mechanics, and the latter often reverses those priorities. Since we have to start somewhere, this book handles class selection first, but you can easily jump back and forth between the sections depending on your preferences.

Regardless of which way you lean, you shouldn't make the two decisions independently of one another. Even though any race can pair effectively with any class, certain combinations offer significant advantages for your character.

This section guides you through the initial decisions that shape your character, including class, race, ability scores, and background. These selections influence all the later choices you make about character creation and advancement.

## Choosing Your Class

Every player knows that a character's class has a larger effect than anything else on the other decisions made during character creation. Beyond mechanics and rules, though, your character's class also shapes a significant portion of his or her identity in the game. Your character's class influences where your character stands on the battlefield, which skills he or she brings to noncombat challenges, and how nonplayer characters think about and interact with your character.

With over two dozen classes to choose from, the combined scope and importance of this decision can be daunting. Opening up the D&D Character Builder for the first time when starting a new campaign can intimidate even experienced players. This section provides tips and guidance to help connect you with the ideal class.

Include the story of your class in your selection process. Treating a class as nothing more than features and a power list ignores valuable tools that can help you bring your character to life at the table. Anyone can tell the difference between a cleric and a warlord by the powers they use; strive to achieve that same individuality in your character's attitude, appearance, and actions by harnessing what makes your class unique from all others.

### Character Roles

Each class in Dungeons & Dragons falls into one of four basic character roles, described on page 16 of the *Player's Handbook*. This role describes, in broad terms, the class's basic function in battle. Your character's role helps you (and the other players) know what to expect from your character, at least in general terms.

Don't confuse class and role. Your character's class clearly defines how you interact with various rules of the game: how many hit points you gain per level, what features you gain, which powers you can select, and so forth. With very few exceptions, your role doesn't have anything to do with the rules of the game. Instead, your character's role serves as a tool for understanding how you fit into your group.

Roles group the many classes of D&D into similar categories for easy comparison. Two different classes that have the same role, such as a fighter and a warden, aren't identical, but they have more in common with one another than with classes of other roles. Both of these defender classes share high defenses (particularly AC), good durability, decent melee attacks, and a talent for drawing enemy attacks toward themselves (and away from their allies).

Many players begin their decision on which class to play by first selecting a role. Sometimes that's because the player prefers the talents common to a particular role, but more often it's to help fill a gap and create a strong, well-rounded party. (See Chapter 2 for more on this topic.) Either way, knowing the roles can help you choose the class that's right for you.

The *Player's Handbook* provides basic information on each of the four roles, and anyone who's played the game has likely seen all four roles in action. But if you've watched only one or two examples of a character role in play (or if you weren't paying attention when the players identified which roles their characters filled), these hints might help you figure out which role you'd prefer for your next character.

**Controller:** If you play this role, expect to stand at the back of the party a lot. You don't want to get mixed up in melee: That's for your allies to worry about.

You don't deal as much damage—at least per target—as the strikers do, so if you measure your success by the damage result you call out on a hit, look elsewhere.

By spreading your damage across multiple targets, you don't get to deliver the killing attack quite as often on the big, tough enemies. Instead, you contribute more tactically by applying the perfect penalty or limiting condition on the monsters, restricting their ability to hurt you and your friends.

Of all the player motivations (see the quiz on page 12), thinkers fit best with controller classes. Played right, a controller can often turn the tide of a battle before it even gets dangerous. In a game with lots of minions, the slayer has great fun playing a controller.

Controller classes include the druid, invoker, psion, seeker, and wizard.

# WHAT CLASS ARE YOU?

Have you ever wondered which of the D&D classes best fits your own preferences and talents? Take this quiz to find out which of the eight classes from the *Player's Handbook* matches you the best. The results might even suggest a class for your next adventurer.

## Instructions

For each question, choose the answer that best applies. Then, find your answers in the key below. Add up the number of answers you gave for each class to see which class best fits your attitude.

**1. What's your best quality?**
A. I'm the smartest one in the room.
B. I know how to get out of trouble.
C. I have a winning personality.
D. I don't know how to quit.

**2. Who would you trust to teach you?**
A. Only the greatest tactical minds of the kingdom.
B. I deserve training from a mighty archmage.
C. The elders of my temple can teach me all I need to know.
D. Nobody. My talents will be self-taught.
E. You don't want to know. Seriously.

**3. Where do you like to stand in battle?**
A. Right in front of the enemy.
B. Wherever I can keep an eye on my friends.
C. Someplace dark, where the enemy can't see me.
D. Surrounded by my protecting comrades.

**4. What does your wardrobe remind people of?**
A. A college graduation.
B. An appointment they have . . . somewhere else.
C. A taxidermy shop.
D. A scrapyard.

**5. How do you like to fight evil?**
A. With a weapon in one hand and my holy symbol emblazoned on my armor.
B. With the best weapon I can find.
C. With the talents of my fine comrades.
D. With fiery magic.

**6. Which of these is your favorite deity?**
A. Pelor, the enemy of all that is evil.
B. Kord, the lord of battle.
C. Avandra, because she brings me luck on my travels.
D. Corellon, patron of arcane magic.

**7. What's your favorite moment in battle?**
A. Feeling enemy attacks bounce harmlessly off my armor.
B. Dropping an enemy with a single strike.
C. Blowing up a room full of goblins.
D. Seeing an ally deliver the killing blow.

**8. How hard is it for enemies to take you down?**
A. Everyone knows I'm pretty fragile, so I stay in the back.
B. Why bother finding out?
C. I'm not afraid of taking a hit or two.
D. Not gonna happen.

**9. Do your allies trust you?**
A. As long as I'm between them and the monster.
B. Only when they can see me . . . which isn't all that often.
C. No, but that's just because I accidentally blew them up a couple times.
D. Trust me? I'm the one keeping them alive!

**10. Are you a people person?**
A. Are you kidding? The main table at the local tavern is my home away from home!
B. People look up to me, so it doesn't pay to build personal relationships.
C. I'm good with people, but I've never quite fit in.
D. I prefer solitude, whether in my study or walking in the woods.

### Scoring Key

**Cleric:** 1D, 2C, 3A, 4D, 5A, 5C, 6A, 7D, 8C, 9D, 10B
**Fighter:** 1D, 2A, 3A, 4D, 5A, 6A, 7A, 8D, 9A, 10C
**Paladin:** 1C, 1D, 2C, 3A, 4D, 5A, 6A, 7A, 8D, 9A, 10C
**Ranger:** 1B, 2D, 3D, 4C, 5B, 6C, 7B, 8B, 8C, 9B, 10D
**Rogue:** 1B, 1C, 2D, 3C, 4B, 5B, 6C, 7B, 8B, 9B, 10A
**Warlock:** 1B, 1C, 2D, 2E, 3C, 4B, 5D, 6D, 7B, 8B, 9B, 10C
**Warlord:** 1A, 1D, 2A, 3A, 4D, 5C, 6B, 7D, 8C, 9D, 10B
**Wizard:** 1A, 2B, 2D, 4A, 5D, 6D, 7C, 8A, 9C, 10D

## Scoring Your Class Affinity

Add up the number of points you scored for each class.

**8 or more:** You're a natural fit for this class. I bet you've been playing one for a while, right?
**5 to 7:** You have a definite knack for this class. Even if it's not your highest-scoring class, you'd probably enjoy it.
**2 to 4:** You don't enjoy what this class offers. You should probably steer clear of it unless you're interested in a distinct change of pace.
**0 or 1:** This class is a terrible fit for you. If the group tries to pressure you into playing one, find a new table!

**Defender:** You stand at the center of the action. When played right, your defender takes more attacks than any two other characters combined, but that's just the way you like it.

Yes, you kill things with your sword, but don't try to keep up with the damage output of the strikers. By the end of any fight, you should instead be bragging about how much total damage you took, while accepting the grateful thanks of all those other squishy characters.

Many players new to 4th Edition D&D mistakenly assume that defender classes require no tactical decision-making. The choice of how to use your marking ability, which monsters to ignore and which to engage, and even which square to occupy all offer great puzzles for the defender to solve on the battlefield.

Players who have the instigator motivation like playing defenders because they can survive the risks they provoke. Slayers also like defenders because of the visceral enjoyment gained by taking the monsters' best hits without flinching. Thinkers love the defender's ability to lock down monsters and win combats through patience and high defenses.

Defender classes include the battlemind, fighter, paladin, swordmage, and warden.

**Leader:** Whether the other players at the table realize it or not, you're in charge of every battle. You decide who gets healed and who gets buffed. You influence the party's tactics with situational bonuses and extra actions. Every player at the table counts on you to be at the top of your game. If you can't see opportunities when they occur or foresee challenges before they happen, you'll all be in trouble.

An optimal leader understands that group success outweighs individual achievements. With every decision made during character creation, the leader thinks about how it improves the party and helps win battles. The leader gladly trades a little of his or her own personal glory to let another character pull off something fantastic.

The tactical responsibilities of a leader appeal to thinkers who see every combat as a puzzle to be solved through the timely application of the right powers and positioning. The power gamer who understands that boosting the right ally is just like dealing damage him- or herself gravitates toward the leader role. Actors like playing leaders who also function as the party spokesperson (a common overlap, due to the large number of Charisma-focused leader classes).

Leader classes include the ardent, artificer, bard, cleric, runepriest, shaman, and warlord.

**Striker:** You kill monsters and slip away to fight elsewhere. You are the king of dealing damage to individual foes; nobody has a higher damage roll than you.

Some players describe strikers as self-centered. A more charitable description might be "focused on maximizing their personal achievement." Strikers don't concern themselves with helping other characters at the table, other than by dispatching all the monsters quickly. If you'd rather focus on tracking down and dropping that one annoying monster rather than worrying about what your allies are doing, the striker role is right for you.

Slayers and power gamers alike love making the DM's jaw drop by announcing how much damage their striker just dealt to the lead monster. Instigators appreciate the striker's ability to get out of trouble. Watchers like the simplicity of the striker: Go kill that monster, then move to the next one.

There are more striker classes than any other role, including the assassin, avenger, barbarian, monk, ranger, rogue, sorcerer, and warlock.

### Forgetting to Heal Your Allies

If you don't enjoy healing others, don't play a leader. If you worry that you might forget to dish out the healing, or if you become annoyed when another player asks you to spend actions for healing, don't play a leader. If you intend to spend all your healing on yourself, don't play a leader. If you hope to auction off your healing like Sotheby's or if you expect religious conversion, monetary payments, or player contributions for your healing service, don't play a leader.

If you need any of this advice, don't play a leader.

## Hidden Talents

Your character's role, however, only begins to describe his or her talents on and off the battlefield. Even though a fighter, a paladin, and a swordmage might all assume similar responsibilities as part of an adventuring team, they achieve the role in different ways. These varying approaches make each class unique, and they often form the basis for a player's choice of which class to play in the game.

Skim through the hidden talents of the various classes given below to see which ones make you want to learn more. The parenthetical letter indicates the class's role: controller (C), defender (D), leader (L), or striker (S). Although this book can't provide detailed analyses of every class, you can visit the Wizards Community D&D forums to learn more.

**Ardent (L):** Your Ardent Mantle class feature helps your entire party in social skill challenges.

**Artificer (L):** You manage your party's resources to maximize both survival and destructive power.

**Assassin (S):** You're the sneakiest of all characters; your patient stealth is rewarded with enemy death. Anything you hold becomes a deadly weapon.

**Avenger (S):** You hit more often than any character in the game. You can lock down a single enemy as well as a defender can.

**Barbarian (S):** You're the toughest striker in the game. Your rage powers let you adapt to the needs of a particular battle with frenzied energy.

**Bard (L):** You can shape your character to fit any party need.

**Battlemind (D):** You are the most versatile of defenders, with many at-will options that punish enemies for ignoring you, enhance your survivability, or control your immediate vicinity.

**Cleric (L):** You're the best healer in the game, but you also excel at reducing your enemies' ability to dish out damage.

**Druid (C):** You can shift easily between distant battlefield control and up-close-and-personal melee carnage.

**Fighter (D):** You can achieve great control over your immediate surroundings. Nobody is harder to run away from than you.

**Invoker (C):** Not only can you rain fiery destruction down on your enemies without endangering your nearby allies, such powers can aid your allies as well.

**Monk (S):** You're great at fighting mobs of minions. Like the assassin, you can turn any object into a weapon.

**Paladin (D**): You have the best healing in the game outside the leader classes. You're also the most self-sacrificing of the defender classes, putting your own safety on the line to rescue allies from danger.

**Psion (C):** You have more options at your fingertips every round than any other controller, and your psionic augmentation allows you to adjust power effects on the fly.

**Ranger (S):** Perhaps the simplest class to play effectively. You can quickly react to enemy actions, even when it isn't your turn.

**Rogue (S):** You're the most versatile striker, with answers for nearly any situation in or out of combat. You gain great benefits from strong tactical play.

**Runepriest (L):** Of all leaders, you're the best in melee combat, with good armor and frequent bonuses to damage rolls.

**Seeker (C):** Your powers have tremendous range, and you have great single-target powers for a controller.

**Shaman (L):** Your powers offer tremendous opportunities for tactical mastery.

**Sorcerer (S):** You combine the high damage of the striker with the multitarget attacks of the controller.

**Swordmage (D):** You're very mobile, and unlike other defenders you're good at fighting distant enemies. You can protect your allies even from across the battlefield.

**Warden (D):** You're incredibly tough and durable, and the best at shaking off harmful conditions. Your guardian form powers let you customize your defensive prowess for key battles.

**Warlock (S):** You frustrate your enemies with deception, teleportation, and nasty control powers.

**Warlord (L):** You make your allies look great by giving them extra movement and attacks. Your fighter hits enemies with his sword, but you hit enemies with your fighter.

**Wizard (C):** Your spellbook, ritual selection, and cantrips provide the widest range of problem-solving options of any character.

## TELL US ABOUT YOUR CHARACTER

I am a huge fan of playing characters that are fun to roleplay, even if they aren't optimized. As a result, I often base my characters on TV shows and movies (Doc Holliday from *Tombstone* for my sickly halfling rogue, or the Dude from *The Big Lebowski* for my gnome bard). One of my most memorable characters was Zwardheb the dragonborn paladin, whom I based on Ben Edwards's classic superhero, the Tick.

Zwardheb was an incredibly strong, virtually indestructible moron. I tanked his Wisdom (not the best stat for a paladin to tank) and Intelligence to bump up his Constitution, Strength, and Charisma. His Dexterity, and thus his Reflex, remained at base levels, but this wasn't a character that got out of the way of things. I made him an avenging paladin of Bahamut, the only build that allowed me to dodge his crippling Wisdom, and gave him feats to enhance his unstoppable juggernaut of justice persona.

I would never recommend this build for a paladin. His low Wisdom modifier made half the class's powers unusable. However, that let me focus on powers more appropriate for his character. *Divine challenge* gave me plenty of excuses to cry out Tick-inspired threats of justice at my enemies. I loved charging headlong into the fray, depending on lots of hit points to keep me alive, screaming "Never swim against the mighty tide of justice!" as I went. That my character's lack of Intelligence and Wisdom got us into the situation in the first place was beside the point.

In the end, mighty Zwardheb did indeed fall as he held a bridge against a rampaging horde of bugbears. Even his stratospheric hit points could not survive 15d10 falling damage. But he died holding the line against a tide of evil, which seems appropriate. Zwardheb would have met his end in no other way. As the oft-clueless paladin would say: "The insomnia of evil is no match for the mighty *sleep* spell of justice!"

*REID SCHMADEKA works in Organized Play at Wizards of the Coast as corporate programs manager. Luckily, the job is more exciting than it sounds. He is an avid D&D player, and he enjoys daggers, moonlit sneak attacks, and long tumbles on the beach.*

# CHOOSING YOUR RACE

Ask a player to describe his or her character: Odds are that he or she uses both race and class in the first sentence. Why? Compared to your selections of powers and feats, your race makes only a marginal contribution to your list of mechanical options. Instinctively, however, players recognize the importance that the choice of race has on a character's identity. Race influences a wide variety of aspects, such as a character's accent, speech patterns, clothing, backstory, and feat and paragon path prerequisites. Even a character's name often owes a debt to his or her race: Someone named Tordek Stonewalker isn't likely to be an elf.

Just as your class choice often operates as shorthand for the party role you plan to assume, your race can act as a signal to other players about the personality you intend to depict through your character. Sure, you could play an ale-swilling half-elf who has a plaited beard and a predilection for living in caves, but if it walks like a dwarf and quacks like a dwarf.…

Before committing to a particular race, learn about any restrictions or alterations your DM has applied to the races present in his or her campaign setting. Even if elves are mechanically identical to the race depicted in the *Player's Handbook*, the fact that they live as slaves to hobgoblin warlords might influence your decision to play an elf rogue.

Beyond the story you want to tell with your character, a race's mechanical traits affect your choice of

*continued on page 21*

**MATCHING PRIMARY ABILITY SCORES**

| Class | Primary Ability | Matching Races |
|---|---|---|
| Ardent | Charisma | Changeling, dragonborn, drow, gnome, half-elf, halfling, human, kalashtar, shardmind, tiefling |
| Artificer | Intelligence | Changeling, deva, eladrin, genasi, githzerai, gnome, human, shadar-kai, shardmind, tiefling |
| Assassin | Dexterity | Changeling, drow, eladrin, elf, githzerai, gnoll, halfling, half-orc, human, razorclaw shifter, revenant, shadar-kai, wilden |
| Avenger | Wisdom | Deva, dwarf, elf, githzerai, human, kalashtar, longtooth shifter, minotaur, razorclaw shifter, shardmind, wilden |
| Barbarian | Strength | Dragonborn, genasi, goliath, half-orc, human, longtooth shifter, minotaur, warforged |
| Bard | Charisma | Changeling, dragonborn, drow, gnome, half-elf, halfling, human, kalashtar, shardmind, tiefling |
| Battlemind | Constitution | Dwarf, half-elf, gnoll, goliath, human, minotaur, revenant, warforged, wilden |
| Cleric | Strength | Dragonborn, genasi, goliath, half-orc, human, longtooth shifter, minotaur, warforged |
| Cleric | Wisdom | Deva, dwarf, elf, githzerai, human, kalashtar, longtooth shifter, minotaur, razorclaw shifter, shardmind, wilden |
| Druid | Wisdom | Deva, dwarf, elf, githzerai, human, kalashtar, longtooth shifter, minotaur, razorclaw shifter, shardmind, wilden |
| Fighter | Strength | Dragonborn, genasi, goliath, half-orc, human, longtooth shifter, minotaur, warforged |
| Invoker | Wisdom | Deva, dwarf, elf, githzerai, human, kalashtar, longtooth shifter, minotaur, razorclaw shifter, shardmind, wilden |
| Monk | Dexterity | Changeling, drow, eladrin, elf, githzerai, gnoll, halfling, half-orc, human, razorclaw shifter, revenant, shadar-kai, wilden |
| Paladin | Charisma | Changeling, dragonborn, drow, gnome, half-elf, halfling, human, kalashtar, shardmind, tiefling |
| Paladin | Strength | Dragonborn, genasi, goliath, half-orc, human, longtooth shifter, minotaur, warforged |
| Psion | Intelligence | Changeling, deva, eladrin, genasi, githzerai, gnome, human, shadar-kai, shardmind, tiefling |
| Ranger | Dexterity | Changeling, drow, eladrin, elf, githzerai, gnoll, halfling, half-orc, human, razorclaw shifter, revenant, shadar-kai, wilden |
| Ranger | Strength | Dragonborn, genasi, goliath, half-orc, human, longtooth shifter, minotaur, warforged |
| Rogue | Dexterity | Changeling, drow, eladrin, elf, githzerai, gnoll, halfling, half-orc, human, razorclaw shifter, revenant, shadar-kai, wilden |
| Runepriest | Strength | Dragonborn, genasi, goliath, half-orc, human, longtooth shifter, minotaur, warforged |
| Seeker | Wisdom | Deva, dwarf, elf, githzerai, human, kalashtar, longtooth shifter, minotaur, razorclaw shifter, shardmind, wilden |
| Shaman | Wisdom | Deva, dwarf, elf, githzerai, human, kalashtar, longtooth shifter, minotaur, razorclaw shifter, shardmind, wilden |
| Sorcerer | Charisma | Changeling, dragonborn, drow, gnome, half-elf, halfling, human, kalashtar, shardmind, tiefling |
| Warden | Strength | Dragonborn, genasi, goliath, half-orc, human, longtooth shifter, minotaur, warforged |
| Warlock | Charisma | Changeling, dragonborn, drow, gnome, half-elf, halfling, human, kalashtar, shardmind, tiefling |
| Warlock | Constitution | Dwarf, half-elf, gnoll, goliath, human, minotaur, revenant, warforged, wilden |
| Warlord | Strength | Dragonborn, genasi, goliath, half-orc, human, longtooth shifter, minotaur, warforged |
| Wizard | Intelligence | Changeling, deva, eladrin, genasi, githzerai, gnome, human, shadar-kai, shardmind, tiefling |

# WHAT RACE ARE YOU?

Many players have an affinity for particular aspects of the D&D races, whether it's the pluckiness of a halfling or the gruff temperament of a dwarf.

Take this quiz to learn which of the eight races in the *Player's Handbook* has the most in common with your own personality and style.

## Instructions

For each question, choose the answer that best applies. Then, find your answers in the key below. Add up the number of answers you gave for each race to see which one is the best match.

**1. What is your most distinguishing physical feature?**
A. My short stature.
B. My ears.
C. My teeth.
D. Actually, I look like lots of people.

**2. What do people remember about you?**
A. I know everything.
B. Everybody likes me.
C. I never get sick.
D. Fastest hands in the kingdom!
E. My big muscles.
F. You can't put one over on me.
G. I'm good at everything.

**3. Which trait is most important to you?**
A. Loyalty to friends.
B. Self-sufficiency.
C. Versatility.
D. Luck.

**4. What do you do when you're in a tight spot?**
A. I slip away to fight another day.
B. I talk my way out of trouble.
C. I stand my ground no matter what.
D. I make my enemies regret the day they were born.

**5. What is your favorite color?**
A. Gold, the color of wealth!
B. Red, the color of blood and fire!
C. Green, the color of nature!
D. Silver, the color of a fine blade!

**6. What does it take to become your friend?**
A. Hard-earned trust.
B. Anyone who stands beside me in battle is my friend.
C. A kind and joyous heart.
D. I can get along with anyone.

**7. How do you feel about the past?**
A. I miss the old days.
B. Remembering the past helps shape the present.
C. Nostalgia is overrated; I live for today.
D. The best is yet to come . . . and I'm going to help make it happen!

**8. What's the last letter of your name?**
A. A
B. R
C. S
D. N
E. Something else.

**9. How's your family life?**
A. I respect my ancestors above all.
B. I enjoy spending time with my great-great-grandparents.
C. I live on my own, taking care of myself.
D. Let me introduce you to all my cousins!

**10. Where do you feel most at home?**
A. A noisy tavern.
B. A dark alley.
C. A raucous battlefield.
D. The peaceful wilderness.

### Scoring Key

**Dragonborn:** 1C, 2B, 2E, 3A, 4D, 5B, 5D, 6B, 7A, 8A, 8B, 8D, 9A, 10C
**Dwarf:** 1A, 2C, 2F, 3B, 4C, 5A, 6B, 7B, 8B, 8D, 9A, 10A, 10C
**Eladrin:** 1B, 2A, 1D, 3A, 4A, 5C, 6A, 7B, 8A, 8D, 9B, 10D
**Elf:** 1B, 2D, 2F, 3D, 4D, 5C, 6C, 7C, 8A, 9B, 10D
**Half-elf:** 1B, 1D, 2B, 2C, 2G, 3C, 4B, 5C, 6D, 7D, 8D, 8E, 9C, 10A
**Halfling:** 1A, 2B, 2D, 3D, 4A, 5A, 5C, 6D, 7C, 8D, 8E, 9D, 10A, 10D
**Human:** 1D, 2G, 3C, 4C, 5A, 5D, 6D, 7D, 8E, 9C, 10A
**Tiefling:** 1C, 2A, 2B, 3B, 4B, 5B, 6A, 7A, 8A, 8C, 8E, 9C, 10B

## Scoring Your Race Affinity

Add up the number of points you scored for each race.

**8 or more:** I think we just learned about one of your past lives!
**5 to 7:** You have a lot in common with this race, even if you're not quite a paragon of its attributes.
**2 to 4:** You can probably get along with folks of this race, even if your tastes differ in many areas.
**0 or 1:** You would probably not be happy playing a character of this race.

## MATCHING PRIMARY AND SECONDARY ABILITY SCORES

| Class | Build | Ability Scores | Matching Races |
|---|---|---|---|
| Ardent | Enlightened | Cha, Wis | Kalashtar |
| Ardent | Euphoric | Cha, Con | Half-elf |
| Artificer | Battlesmith | Int, Con | None |
| Artificer | Tinkerer | Int, Wis | Deva, githzerai, shardmind |
| Artificer | Warrior Forge | Int, Wis | Deva, githzerai, shardmind |
| Assassin | Bleak Disciple | Dex, Con | Revenant |
| Assassin | Night Stalker | Dex, Cha | Changeling, drow, halfling |
| Avenger | Commanding | Wis, Int | Deva, githzerai, shardmind |
| Avenger | Isolating | Wis, Int | Deva, githzerai, shardmind |
| Avenger | Pursuing | Wis, Dex | Elf, githzerai, razorclaw shifter |
| Barbarian | Rageblood | Str, Con | Goliath, minotaur, warforged |
| Barbarian | Thaneborn | Str, Cha | Dragonborn |
| Barbarian | Thunderborn | Str, Con | Goliath, minotaur, warforged |
| Barbarian | Whirling | Str, Dex | Half-orc |
| Bard | Cunning | Cha, Int | Changeling, gnome, shadowmind, tiefling |
| Bard | Prescient | Cha, Wis | Kalashtar |
| Bard | Valorous | Cha, Con | Half-elf |
| Battlemind | Quick | Con, Cha | Half-elf |
| Battlemind | Resilient | Con, Wis | Dwarf, wilden |
| Cleric | Battle | Str, Wis | Longtooth shifter, minotaur |
| Cleric | Devoted | Wis, Cha | Kalashtar |
| Cleric | Shielding | Wis, Cha | Kalashtar |
| Druid | Guardian | Wis, Con | Dwarf, wilden |
| Druid | Predator | Wis, Dex | Elf, githzerai, razorclaw shifter, wilden |
| Fighter | Battlerager | Str, Con | Goliath, minotaur, warforged |
| Fighter | Brawling | Str, Dex | Half-orc |
| Fighter | Great Weapon | Str, Con | Goliath, minotaur, warforged |
| Fighter | Guardian | Str, Wis | Longtooth shifter, minotaur |
| Fighter | Tempest | Str, Dex | Half-orc |
| Invoker | Malediction | Wis, Con | Dwarf, wilden |
| Invoker | Preserving | Wis, Int | Deva, githzerai, shardmind |
| Invoker | Wrathful | Wis, Con | Dwarf, wilden |
| Monk | Centered Breath | Dex, Wis | Elf, githzerai, razorclaw shifter, wilden |
| Monk | Stone Fist | Dex, Str | Half-orc |
| Paladin | Ardent | Str, Wis | Longtooth shifter, minotaur |
| Paladin | Avenging | Str, Cha | Dragonborn |
| Paladin | Protecting | Cha, Str | Dragonborn |
| Paladin | Virtuous | Cha, Wis | Kalashtar |
| Psion | Telekinetic | Int, Wis | Deva, githzerai, shardmind |
| Psion | Telepathic | Int, Cha | Changeling, gnome, shardmind, tiefling |
| Ranger | Archer | Dex, Wis | Elf, githzerai, razorclaw shifter, wilden |
| Ranger | Beastmaster | Str, Dex | Half-orc |
| Ranger | Hunter | Dex, Wis | Elf, githzerai, razorclaw shifter, wilden |
| Ranger | Marauder | Str, Wis | Longtooth shifter |
| Ranger | Two-Blade | Str, Dex | Half-orc |
| Rogue | Aerialist | Dex, Cha | Changeling, drow, halfling |
| Rogue | Brawny | Dex, Str | Half-orc |
| Rogue | Cutthroat | Dex, Cha | Changeling, drow, halfling |
| Rogue | Shadowy | Dex, Int | Changeling, eladrin, shadar-kai |
| Rogue | Trickster | Dex, Cha | Changeling, drow, halfling |
| Runepriest | Defiant | Str, Wis | Longtooth shifter, minotaur |
| Runepriest | Wrathful | Str, Con | Goliath, minotaur, warforged |
| Seeker | Protecting | Wis, Str | Longtooth shifter, minotaur |
| Seeker | Vengeful | Wis, Dex | Elf, githzerai, razorclaw shifter, wilden |
| Shaman | Bear | Wis, Con | Dwarf, wilden |
| Shaman | Eagle | Wis, Dex | Elf, githzerai, razorclaw shifter, wilden |
| Shaman | Panther | Wis, Int | Deva, githzerai, shardmind |
| Shaman | World Speaker | Wis, Con | Dwarf, wilden |
| Sorcerer | Chaos | Cha, Dex | Changeling, drow, halfling |
| Sorcerer | Cosmic | Cha, Str | Dragonborn |
| Sorcerer | Dragon | Cha, Str | Dragonborn |
| Sorcerer | Storm | Cha, Dex | Changeling, drow, halfling |
| Swordmage | Assault | Int, Str | Genasi |
| Swordmage | Ensnaring | Int, Con | — |
| Swordmage | Shielding | Int, Con | — |

**MATCHING PRIMARY AND SECONDARY ABILITY SCORES** (CONTINUED)

| Class | Build | Ability Scores | Matching Races |
|---|---|---|---|
| Warden | Earth | Str, Con | Goliath, minotaur, warforged |
| Warden | Life | Str, Wis | Longtooth shifter, minotaur |
| Warden | Storm | Str, Con | Goliath, minotaur, warforged |
| Warden | Wild | Str, Wis | Longtooth shifter, minotaur |
| Warlock | Dark Pact | Cha, Int | Changeling, gnome, shardmind, tiefling |
| Warlock | Fey Pact | Cha, Int | Changeling, gnome, shardmind, tiefling |
| Warlock | Infernal Pact | Con, Int | — |
| Warlock | Star Pact | Cha, Con | Half-elf |
| Warlock | Vestige Pact | Con, Int | — |
| Warlord | Bravura | Str, Cha | Dragonborn |
| Warlord | Insightful | Str, Wis | Longtooth shifter, minotaur |
| Warlord | Inspiring | Str, Cha | Dragonborn |
| Warlord | Resourceful | Str, Cha or Int | Dragonborn, genasi |
| Warlord | Skirmishing | Str, Int | Genasi |
| Warlord | Tactical | Str, Int | Genasi |
| Wizard | Control | Int, Wis | Deva, githzerai, shardmind |
| Wizard | Illusionist | Int, Cha | Changeling, gnome, shardmind, tiefling |
| Wizard | Summoner | Int, Con | — |
| Wizard | War | Int, Dex | Changeling, eladrin, shadar-kai |

*continued from page 18*

your character's race. Every race has a variety of traits that differentiate it from other races. However, these fall into a limited range of categories. When selecting your race, consider how each race's traits—ability score bonuses, racial powers, skill bonuses, and other miscellaneous racial traits—interact with your preferred class (or, if you're choosing race first, how they might guide your later class selection).

## Ability Score Bonuses

Every class has a primary ability score that it uses for its attack powers. To maximize the accuracy and damage dealt by your powers, consult the Matching Primary Ability Scores table and select a race that has an ability score bonus that matches your preferred class's primary ability score.

A few classes have two primary ability scores influencing their attack powers. These classes appear twice in the table, with a different list of matching races for each line.

In addition to a primary ability score, most classes have secondary ability scores that affect their powers and class features. Matching one of your race's ability score bonuses to a secondary ability score of your class makes you more effective.

The Matching Primary and Secondary Ability Scores table lists these combinations based on racial ability score bonuses. The first column lists the classes in alphabetical order. The second column lists the builds of each class (or in the case of warlocks, the pacts), and the third column lists the ability scores for that build (primary, then secondary). The fourth column lists the races that match each build (those that have bonuses in both the ability scores listed).

The table includes all races that have received full treatment as player character races. It does not include races not fully designed as player characters, such as goblins or githyanki, even if those races appear in the D&D Character Builder.

ADAM PHILLIPS

## Racial Powers

Although your ability score bonuses contribute significantly to optimally matching your race and class, your racial power helps make your character unique. An eladrin rogue who uses *fey step* to teleport into (or out of) battle feels very different from the changeling rogue who gets close to a target by posing as a trusted ally.

Think about how your character might use the racial powers of the various races you're considering. Some powers, such as *elven accuracy*, contribute equally well to just about any class, but others work best with a subset of classes. For example, both the halfling and the drow offer useful ability score bonuses for the trickster rogue build, making them seem equally optimal. However, the drow's ability to gain combat advantage through the use of racial powers meshes well with the rogue's Sneak Attack class feature.

## Skill Bonuses

To maximize the benefit of racial skill bonuses, match them up with a class that includes those skills on its class skill list, then select them as trained skills.

For example, the halfling's bonuses to Acrobatics and Thievery match up well to the rogue's skill list. A halfling chaos sorcerer doesn't get much benefit from those skill bonuses, since he's unlikely to use the skills very often.

## Other Traits

In addition to the basic categories shared by nearly every race, each race offers a variety of miscellaneous traits. Don't assume that these traits can't have an impact on your choice of class and build.

For example, the dwarf's speed of 5 squares makes the race a suboptimal choice for any class that relies on frequent movement (such as the avenger or the ranger), but it's not a drawback for a heavily armored character because of the dwarf's Encumbered Speed racial trait. When you also consider the benefits of Dwarven Resilience and Stand Your Ground, the dwarf starts looking like a solid choice for a melee-based defender class, even if the race's ability score bonuses don't quite match up.

## Playing Against Expectations

As a player, don't feel forced to choose a race because of its compatibility with classes or because of tradition. Regardless of the class you choose, few racial traits prove useless. In fact, playing against type often makes for the most interesting and memorable characters. Here are a few examples of how you can make unusual choices work, both mechanically and flavorfully.

**Baern Fireshaper, Dwarf Wizard:** Traditionally, most players don't associate dwarves with arcane magic. The stereotypical magic-hating dwarf often actively disdains the wielders of such powers. Furthermore, many dwarf racial traits—such as Dwarven Weapon Proficiency and Encumbered Speed—match up poorly with the needs of the typical arcanist.

On the other hand, dwarves value tradition, so why not prize the wizardly practices passed down through generations? Dwarves have a strong elemental heritage, which suggests potential links to fiery arcane spells. And Dwarven Resilience gives the normally fragile wizard a nice dose of survivability.

If you're ready to play an ale-guzzling, beard-scratching, curse-shouting spell-slinger, ignore those firm suggestions of "Eladrin!" from the other players and bring Baern Fireshaper to the table for the next campaign.

**Tryn Woodwalker, Halfling Barbarian:** Although brave and stout of heart, halflings are also cheerful and known for their love of luxury. They wander the edges of civilization, rarely far from the river, road, or inn. They don't commonly manifest the savage blood thirst and primal anger that drives the barbarian, and they lack the physical power associated with this class.

But not all halflings pick the pockets of the locals and enjoy creature comforts. Perhaps you belong to a tribe of savage, primal-spirit-worshiping halflings living deep in the wilderness. In the dense underbrush of the woods or jungle, speed and agility can be more important than size and strength. Your racial bonuses to Dexterity and Charisma lend themselves to either the thaneborn the or the whirling barbarian builds, and your *second chance* racial power is just as valuable as a pile of extra hit points.

So when one of your comrades snickers about your "cute little barbarian," kick him where it hurts, then laugh as you easily dodge his clumsy counterattack. Let's see a half-orc pull off that trick!

**Nadarr the Cruel, Dragonborn Rogue:** Proud and noble, the dragonborn value honor above all else. Their culture views acts of theft, lying, swaggering, shadowing, sniping, and manipulating as dishonorable, rather than simply as means to an end. They prefer to fight from a position of strength, not a place of secrecy.

A smart rogue can take advantage of that reputation to gain an edge. Maybe your dragonborn grew up apart from others of his or her people. You still appreciate history, but you like it for the gritty survival lessons it teaches, not for its glorious tales of battlefield renown. You use your physical and social prowess to bend others to your will—your bonus to Intimidate checks comes in handy in back-alley negotiations, and your Dragonborn Fury means you're toughest when backed into a corner. Make sure to give yourself at least a 12 Constitution to gain some benefit for Draconic Heritage and *dragon breath*.

Sure, you can expect some odd looks at your six-foot-six, 280-pound rogue slipping quietly through the shadows, but you'll get the last laugh. Let the halflings and drow rely on trickery—after all, who's going to expect someone as big as you to steal their coin purse?

# SETTING YOUR ABILITY SCORES



If any character-building decision has a longer history of in-depth dissection, optimization arguments, and outright dissension between storytellers and power gamers than assigning your character's ability scores, we'd be surprised. Since the earliest days of Dungeons & Dragons, the task of generating those six numbers might well have caused more crumpled character sheets than mind flayers and medusas put together.

The *Player's Handbook* describes three methods of generating your ability scores. This book focuses on Method 2 (customizing scores). Method 1 (standard array) is fundamentally the same as Method 2. The standard array represents a solid, middle-of-the-road set of ability score allotments, which you could easily generate using the customizing method.

Technically speaking, Method 3 (rolling scores) can also generate a similar array of ability scores, though you're just as likely to get a range of numbers above or below the standard array. We don't recommend rolling ability scores unless everyone in your group acknowledges that some characters will be better than others from Day 1. Most players prefer everyone to start on a level playing field. If you do use this method, you can use the guidance here to assign the scores effectively.

## Start at the Top

Start by assigning your highest score to your primary ability score. Assuming you have a racial bonus to your class's primary ability score, this should be a 16, 17, or 18 (before assigning the bonus). If you don't have a racial bonus to that ability score, think long and hard about shelling out the points for an 18. Sure, you can play a fighter with 14 Strength, as long as you enjoy missing on a lot of attacks.

Using Method 2 as a guide, this costs you 9, 12, or 16 points from the 22 you have to spend.

## Secondary Ability Scores

Every class has at least one other ability score that influences its features and powers. In most cases, you don't need this score to be as high as your primary ability score. A 12, a 13, or a 14 (before racial ability bonus, if any) is usually good enough.

If this secondary ability score contributes to a different defense than your primary ability score, lean toward a higher secondary score. Even if the class-based payoff is minimal, you'll appreciate the extra point or two of defense it grants you.

Some classes might tempt you into setting two secondary ability scores roughly equal to one another. Unless your racial bonuses line up particularly well—or if your primary and secondary scores are all in different defense pairs—this is usually a mistake.

Assigning this ability score likely costs you 2 to 5 of your remaining 9 to 13 points.

## Filling Out the Rest

At this point, you might have anywhere from 4 to 11 points left to assign to your remaining four ability scores. You could just split them up evenly, but D&D tends to reward specialization over generalization, so avoid doing this.

Instead, pick out an ability score into which you can afford to put 0 points. This is often the other half of a defense pair you've already assigned; for instance, rogues can usually afford an 8 Intelligence because their high Dexterity already helps their AC and Reflex.

Even though you probably haven't chosen skills yet, think about the key ability scores you might need later. Don't put that 8 in Wisdom if you expect to be the party's high-Perception scout.

Now you're left with three 10s and some points to spend. Assign a 12, a 13, or a 14 to a defense pair that doesn't already have a better score. If you need help in two defense pairs, you probably can't do better than a 12 or a 13 in one of them.

If you can afford it, put a 12 or a 13 into an ability score to help out one of your skills. For example, if you want to be an athletic rogue, a 12 or higher in Strength helps your climbing and jumping.

### ODD OR EVEN?

At first glance, setting an ability score as an odd number seems like a waste. A 12 and a 13 both result in a +1 ability modifier, so why bother spending the resources on the 13? Well, here's why.

**Prerequisites:** Many feats have ability score prerequisites, and these are always odd numbers. Thirteen is the most common ability score prerequisite used at the heroic tier, but some feats require a score of 15. These prerequisites increase at higher tiers; some epic feats require a score or 21 in a particular ability.

You probably don't know yet whether you need to meet a feat prerequisite. Be prepared to revisit one or two of your ability score assignments later on in character creation.

**Ability Increases:** Starting at 4th level, you get to improve your ability scores a point at a time. Setting your fighter's starting Strength to 17 rather than 16 doesn't make much difference during levels 1 to 3, but when you hit 4th level you'll notice that 18.

# Choosing Your Background

The *Forgotten Realms® Player's Guide* introduced the concept of backgrounds, a pairing of story information with small mechanical benefits that relate to a character's upbringing. These earliest backgrounds derived from the region in which the character was born, but later supplements (particularly *Player's Handbook 2*) expanded the concept to include a wide variety of other notable story elements of the character's history before becoming an adventurer, such as a remarkable event of the character's birth or the character's former nonheroic occupation.

Think of background elements as seeds for growing the story of your character's identity. Although a few elements can't hope to describe the entirety of your character's background, they can certainly spur your creativity by suggesting story hooks, and they can inspire your roleplaying by having you think about who your character is and where he or she is from.

For story purposes, you can select as many background elements as you want. If you want for your human character to have been born among elves in a forest during an ominous storm, grown up poor as a farmer before turning to crime, and only then taken up life as an adventurer, that's fine. But after a certain point, the proliferation of background elements becomes cumbersome and counterproductive to building a coherent story. We advise choosing three to five elements from which to build your character's background.

As you choose background elements, imagine how they work together to tell the story of your character's preadventuring life. Come up with at least one way that the background element contributed to your past, and how it might play a part in your future. Don't bother with choosing background elements just to fill blanks on a character sheet; this is an opportunity for storytelling, not a required chore. If one of your background elements doesn't suggest a significant life event, personality quirk, story hook, or other roleplaying opportunity, it might not be worth your time to choose it.

## Background Benefits

Regardless of how many background elements you choose, you only select one mechanical benefit. The most common background benefits offer a +2 bonus to checks with a particular skill, an extra class skill, or an extra language known, though some benefits—particularly the regional benefits found in the *Forgotten Realms Player's Guide*—offer some other unusual mechanical options.

For most players, the skill bonus is the simplest and best mechanical benefit to choose. If you select the skill bonus, you get the highest benefit by matching it to a class skill that you plan to select as a trained skill (just as with the skill bonuses granted by your race).

On the other hand, your background also offers the opportunity to pick up a skill outside your class's normal list of options. This can prove particularly useful if your party lacks access to certain skills. (Thievery is a common example of a useful skill that no character chooses as a trained skill, since it appears on so few class skill lists.) Just make sure you can afford to spend the skill training on this option; it doesn't do you any good otherwise. For an extra benefit, match up this newly gained skill with one of the skill bonuses from your race. (See why it helps to make these three decisions at the same time?)

If you play in a game in which languages come into play frequently—and if you followed "Know the Campaign" at the beginning of this chapter, you should know the Dungeon Master's opinion on this—consider selecting the extra language instead. The difference between rolling a 16 or an 18 on a skill check can pale in comparison with the difference between cogently explaining to the angry ogres why they shouldn't kill you and having them pick their teeth with your bones after the brawl.

## Reimagining Existing Backgrounds

What if you can't find a published background that matches your vision of the character you want to play? The regional backgrounds published in various campaign settings might seem like a poor fit for the homebrew campaign your DM has crafted, or maybe you just have an unusual combination of race, class, and other character elements that defies the puzzle-piece approach to existing background elements.

With your DM's permission, you can tweak existing backgrounds to better fit the campaign and your character concept. Backgrounds are intended to be about story first and mechanics second. The mechanical benefits are really just a small bribe for those players who would otherwise show up at the table without a character backstory. You know who we're talking about, right?

Here are two examples of published backgrounds that have been reimagined for characters whose backstories don't quite match the backgrounds' original intent. The first case presents a situation in which the player likes the mechanical benefit but doesn't want

the associated story material, and the second presents an appealing story hook that just needs a new flavor.

**Arcane Experimenter:** Reading the *Forgotten Realms Player's Guide*, you come across the description of the Akanûl region: "Akanûl is a land defined by extreme geography, eldritch beasts, and genasi. A new nation formed in the devastated and warped lands between Chessenta and Chondath, Akanûl has overcome great adversity and is now a name to be respected and feared." You don't care so much about that part—your DM has already told you that you're playing in Eberron, not the Forgotten Realms, and you don't plan to play a genasi—but the regional benefit excites you: "You gain resist 2 cold, resist 2 fire, and resist 2 thunder (or your existing resistance to these damage types increases by 2)." Not only do you like the idea of resisting some damage, you can already imagine a character known to all the locals as enjoying a strange, supernatural immunity to environmental hazards.

Instead of hailing from the unusual land of Akanûl, you decide that the regional benefit comes from magical research carried out during your wizard character's apprenticeship. Your wizard's bold creativity and dumb luck turned failed experiments into energy-resistant skin rather than burning your character alive.

Your DM recognizes that the regional benefit granted by this background is on the powerful side—particularly when compared to the more generic background elements published in other supplements—but he's willing to compromise. Since none of the other players are using the potent regional benefits, he suggests dropping one of the three resistances. You agree to relinquish the thunder resistance, and both of you end up happy with the character.

**Psionic Refugee:** While creating your battlemind, you stumble across the Arcane Refugee background from *Arcane Power*. You like playing lone wanderers, and the idea of playing a character permanently scarred by a mysterious conflagration that destroyed your home appeals to you. Though the background is aimed at a wielder of arcane magic, you see no reason why you couldn't reimagine the catastrophe—and the ensuing studies you began in secret—as psionic instead.

Since this background is pretty simple, your DM doesn't have any concern about the new flavor you've added. In fact, you've even given her an interesting story hook for a later adventure: figuring out what psionic cataclysm set you on your path.

## Creating a New Background

Some players take great pains to write elaborate, even labyrinthine backstories for their characters, describing a life so unusual that no writer could ever have foreseen it and written an appropriate background element. Alternatively, your DM might present his or her own completely original setting for a campaign, making existing regional or geographic backgrounds obsolete. Whatever the reason, the best answer might be to craft your own background elements, including the mechanical benefits they grant.

Before you go to the trouble of designing your own background elements, see if you can build the background you want by using or reimagining existing elements. Waterdeep and Greyhawk City certainly

MIKE FAILLE

aren't interchangeable, but as bustling, cosmopolitan gatherings of many races it's easy to imagine them sharing the same regional benefit: all you have to do is replace the Waterdeep flavor with appropriately Gygaxian descriptions and you're set.

But if that doesn't work, don't throw away your unique backstory just to fit into some author's prefabricated background structure: Build your own background element by combining a compelling story hook with a minor but useful mechanical benefit. (Because you get only one mechanical benefit from your character's background, you only have to design one benefit, no matter how many new background elements you write.)

For most players, starting with the story helps fuel the creative fires. Your story might be simple: "My human ranger grew up on a pig farm a few miles from Greyhawk." Or it might be bizarre: "My genasi wizard's parents lived in Sigil and belonged to the Society of Sensation, so I had all sorts of unusual experiences growing up. By the time I was 12, I had traveled to three different planes, I had died twice, and I had an extra arm for a whole year."

Don't forget to include your DM in these story concoctions. Chances are, he or she has put a lot more thought into the campaign setting than you have, so why not take advantage of that expertise? D&D is a shared story experience, but most DMs feel a certain level of stewardship over their campaign settings, and before you introduce an unexpected element, it's only fair to see that the DM is okay with your idea.

Some players see the background's mechanical benefit as the crucial character-building hook they need. Maybe you really want an excuse for your fighter to be trained in Thievery, or you think it'd be cool for your dwarf cleric to speak Primordial. Again, touch base with your DM, particularly if you come up with a mechanical benefit that doesn't resemble one that already exists in another background.

Here are two examples of new backgrounds that a player might propose to his or her Dungeon Master:

**Mercenary Negotiator:** You want your half-elf fighter to have expertise in languages, but none of the background elements you find grant more than one extra language.

In chatting with your DM, you describe your character as part of a family that served as guides and bodyguards along a trade route between somewhat unfriendly human, dwarf, and elf settlements. Merchants traveling along the route needed mediators to negotiate border passage and protect against brigands, and fluency in many languages was crucial.

Growing up surrounded by different languages, your character developed fluency in Dwarven and Goblin. As a mechanical benefit, it doesn't exactly threaten the game's balance, even though other background elements typically grant only one extra language. Still, it's weaker than the Linguist feat (which grants three new languages), so the second language feels right for a new background's mechanical benefit. Your DM agrees.

**Immortal Scion:** You want to create a tiefling character descended from immortals. You decide that your character is descended from a star-crossed love affair between an angel and a succubus. Your parents were exiled from the Astral Sea for their actions, and you were born in the City of Brass. Soon afterward, both parents were assassinated by unknown killers, and you were spirited out of the city. Humans ignorant of your past raised you to adulthood, but through your dreams you recall shreds of memory of your youth.

You want your mechanical benefit to represent the vitality granted by your immortal heritage. You devise the idea that each time your character reaches a milestone, he regains a healing surge.

Your Dungeon Master likes the story angle—she already has ideas about how your parents' murderers might reappear later in the campaign—but she balks at your mechanical benefit. "That seems awfully good," she says, "much better than the benefits the other characters are getting from their backgrounds." You counter by pointing out that it's not as good as the two extra healing surges granted by the Durable feat (unless you hit at least three milestones in a single day). She agrees to let you try it out, but requests the right to reevaluate it after a few sessions.

## Using Backgrounds from the Nentir Vale

Precariously situated on the borderland between civilization and chaos, the Nentir Vale region—introduced in the *Dungeon Master's Guide* and explored in several other supplements and adventures since then—teems with possibilities for action and intrigue. Since it's familiar to most readers, we'll use it as an example of how to insert your chosen background elements into an established campaign setting. Follow the efforts of Ben (dragonborn fighter), Paul (half-elf ranger), Louisa (half-elf druid), Jerry (human cleric), and Sarah (tiefling warlock) as they begin to integrate their backgrounds into the setting.

Notice how some players choose elements that don't quite fit the setting. Everybody likes to be unique, and selecting a background element that marks you as a bit of an outsider can provide that feeling without completely ignoring the DM's lovingly crafted world. In each case, however, the player has made an effort to tie some aspect of his or her unusual background to the Nentir Vale.

As you read this section, imagine both sides of the conversation between the players and the Dungeon

Master that resulted in the conclusions below. Where might the DM have balked at a player's background idea? What challenges might the players have experienced trying to understand the key themes of the setting? Thinking about these questions helps you understand how to talk to your DM about the backgrounds you choose.

Unless noted otherwise, all background elements mentioned here appear in *Player's Handbook 2*.

**Location, Location, Location:** The most straightforward way to connect the setting and your character's story is to select a geographical element reflecting your character's birthplace or native environment.

Ben's fighter, hailing from the Cairngorm Peaks (background: mountains), instinctively distrusts the lowlanders occupying the rest of the vale.

Paul decides that his ranger grew up in sun-seared badlands, far from the Nentir Vale (background: desert). He never stops complaining about the cold, not to mention the difficulty of guarding against ambush in the dense thickets common to the vale.

**Know Your Place:** The game assumes that most characters enjoy a modest but comfortable place in society, but why not buck that assumption by choosing a different economic standing?

Sarah describes her tiefling as a direct descendant of one of the ancient rulers of Bael Turath, still retaining a measure of aristocracy despite the long years (background: noble). She has come to the Nentir Vale following rumors of tiefling ruins in the Witchlight Fens, and looks to her comrades to help her reestablish her family's position.

**Your Last Job:** Most characters aren't born as adventurers. What did you do before you starting delving into dungeons, and how does your previous work influence your approach to adventuring?

Louisa decides that her druid helped raise livestock before hearing the call of the primal spirits (background: farmer). Until recently, she lived with her family on a farm across the Nentir River from the town of Fallcrest.

Jerry's character studied religious lore at the Temple of Erathis for years before becoming a full-fledged cleric (background: scholar). He still believes that the best way to solve any problem is to think it through before acting.

On the other hand, Paul declares that his ranger didn't just leave the desert to flee the heat: He was an escaped convict (background: criminal) running from local authorities. He claims that he's not wanted in Fallcrest, but he keeps looking over his shoulder, anyway.

**Accept Your Heritage:** Many races offer unique background elements that help set them apart from other people. Don't just write "dragonborn" on your character sheet when you can acknowledge your identity by selecting a dragonborn racial background element.

While living in the Cairngorm Peaks, Ben's fighter discovered an old cave bearing Draconic runes. He believes the cave dates back to the time of Arkhosia, and he wants to learn more about his people's past (background: brush with the past).

**Embrace a Theme:** It's one thing to pick up the name of a person or a place when crafting your background. Linking your story to one of the key themes of the campaign setting provides an even more valuable tool for players and DMs alike to build a compelling experience for everyone.

Sarah's warlock hasn't yet revealed her secret to her allies: She works as an agent for a mysterious group of arcanists claiming to work for the public good (background: arcane agent, from *Arcane Power*).

STAN! BROWN

## TELL US ABOUT YOUR CHARACTER

There's a disconnect in how we tell stories and how we play stories. Effective stories require a single strong viewpoint character. Most successful multiple-character stories actually split the narrative to accommodate these different viewpoint characters. For instance, in the gold standard of heroic fantasy mythology, *The Lord of the Rings*, Tolkien splits up the Fellowship for at least two-thirds of the story. In television—the media structure most similar to a roleplaying campaign—we actively call out these storylines as "A, B, and C stories" when breaking an episode. Many times in the story development process, when things seem muddled, we can track the problem back to the choice of a weak viewpoint character.

When we play stories, however, we each play our own viewpoint character. Good groups often align their characters' goals over time, and good DMs spend a fair bit of their time juggling those characters' motivations. But there are always conflicts, and though divergent goals can create fun moments, they only work when some overriding goal unites the party.

I take my character out of that part of the game. His job is to enable other characters. I'm the hired help, the ticked-off native guide, or the gunny sergeant. I get to deliver the most important line in all of storytelling: "So, let me get this straight. . . . "

I play the sidekick. You should give it a try.

Ironically, playing a sidekick requires as much if not more prep than usual. Because your character's motivations are largely independent of the campaign's ongoing storyline, you must engage in world-building just like the DM. What your sidekick character needs is a great, exciting Act Zero.

Act Zero is not backstory. Backstory is poorly named, because it's rarely story: It just rehashes where your character grew up or who he was before he started adventuring. In contrast, Act Zero is film slang for "the story that happened before." It requires all the trappings of a proper narrative, including intent, difficulties, resolutions, and complications. Your goal is to create a story starring your sidekick character that overlaps the story the other characters are playing in the campaign.

Let me lay out a character in the campaign I'm playing now: the human ranger, Jan Kormick. The setting is a magical Venetian society. The intricate relationships of the main city's families are a crucial part of the campaign Each of the other characters either comes from or works for one of these aristo families. Jan, however, comes from a miserably corrupt border city. He's just their guide, their sidekick.

In a series of short scenes, each just a few paragraphs long, I lay out the big moments in Jan's life up to the point of the campaign's opening session. I use other people's viewpoints in this section of the character development. Forcing myself to view my own character only through actions and dialogue—the way the other players will interact with him—helps sharpen his voice.

We begin our Act Zero with a scene featuring an assassination attempt on the would-be king of this border city, told through the target's eyes. The accidental death of a serving girl during that attempt is filtered through politics and characters the DM never needed to create (but can now draw upon for the campaign if he wants). Jan Kormick is that girl's younger brother, and his murderous response sets him on his path. He wants vengeance, but he cannot have it. Yet.

The second scene is from the viewpoint of a magical university's headmaster dealing with an amusingly troublesome student smuggling smokes and liquor into this private academy. The headmaster likes young Jan Kormick, even though he knows the boy is not long for this place.

In the third scene, a smuggler humors an inept agent of the king as the young man tries to unravel the crime ring working out of the man's caravan. Too late, the smuggler discovers Jan Kormick is a bit more than he appears, and it all ends in blood.

In the fourth scene, paladins have finally come to this backwater cesspool of corruption. The lead officer is not having a very good time of it, until a helpful man arrives to . . . well, cheat and game the system. Jan Kormick understands that getting to the influential people who killed his sister requires him to bring rule of law to his country, by any means necessary.

And in the last brief write-up in my Act Zero, we meet the king again, laying his plans for total political dominance of the peninsula. During the meeting he cuts one of his agents, Jan Kormick, loose to run an errand. That errand: acting as a guide for a group of influential nobles in a neighboring country. . . .

There we go. Jan's goal is to establish a just government in his home country to avenge his sister. That can never be accomplished within the span of the campaign; the campaign isn't even set in that country. But we know how he deals with institutions and rules. We know how he solves problems, his capacity for violence, what he finds funny or fair. We've heard him talk to people from different social classes. We know his attitudes, his voice, and his actions. Jan will evolve, but he comes to the campaign a fully developed character who'll contribute to the tale the group tells together.

*JOHN ROGERS is a film and television writer. He created the show Leverage, the story of a party of 10th-level rogues who take on corporate bad guys.*

Her secret reason for coming to Fallcrest? Infiltrating the Seven-Pillared Hall, underneath Thunderspire Mountain, to learn more about the rival organization known as the Mages of Saruun.

**Something Special:** Backgrounds are more than just a collection of places and occupations. Sure, even a farm boy can turn out to have an exciting backstory (just ask that kid who used to bulls-eye womp rats in his T-16), but that's because his player remembered to include "Secret Child of Dark Overlord" as one of his background elements.

As mentioned earlier, each of your background elements should add something important to your character's history. Adding something fantastic or supernatural to the mix can provide an extra jolt of creativity that moves your background from mundane to magnificent.

Louisa's half-elf druid was raised by human farmers, but she's not their child: They discovered her on the edge of a nearby forest (background: found in the wild, from *Primal Power*). Does that forest hide the secret that eventually manifested in her as primal power? (Of course it does!)

When Jerry's cleric was born, High Priest Dirina Mornbrow of the temple of Erathis proclaimed that his birth had been foretold by tales handed down many generations (background: prophecy). It was only natural that the character study religion under Dirina and become a cleric of Erathis himself.

## TELL US ABOUT YOUR CHARACTER

I enjoy D&D most when my character survives. More to the point, I have the most fun when my character ends the fight without a scratch. Yet when 4th Edition was ready, I thought I would broaden my horizons a bit, playing a really good defender. For once I'd take the wallops. I decided to play Bartho, a dumb human fighter of the mold of Groo the Wanderer or Brom Bones.

Of course, I still didn't like taking damage. So I hunted through the system for ways to ramp up my defenses and my hit points. Now Bartho routinely draws half a dozen foes to his side and stands unconcerned amid their rain of blows. He walks past lesser foes, heedless of their attacks. And once, he leapt for a chain and missed, missed the platform beneath it, and fell over a hundred feet to land face first on stone. Then Bartho used an action point to stand up and say to bystanders, "Whoa! Did you see that? I mean . . . whoosh, and then bang!"

I've been playing Bartho since before 4th Edition was released, and I'm still having a blast. With every level, I look for a new way to make Bartho more impenetrable or to give him a means of bouncing back from attacks. Bartho is surviving—sixteen levels and he hasn't died yet—and he's being a great defender. Bartho sucks up a ton of attacks and renders them worthless . . . unless it's an attack against Will. But hey, that keeps things interesting.

*MATT SERNETT is a writer and game designer for Wizards of the Coast who splits his time between Dungeons & Dragons and Magic: The Gathering. His recent credits include Player's Handbook Races: Tieflings, The Plane Above: Secrets of the Astral Sea, and Magic the Gathering: Zendikar. When he's not making monsters or building worlds, he's watching bad fantasy movies you don't realize exist and shouldn't bother to learn about.*

ADAM PHILLIPS

# WHAT ALIGNMENT ARE YOU?

Every D&D character has an alignment, from lawful good to chaotic evil, indicating his or her dedication to a set of moral principles. This quiz can help you decide which of the five alignments from the *Player's Handbook* best describes your character.

## Instructions

For each question, choose the answer that best applies. Then, find your answers in the key below. Add up the number of answers you gave for each alignment to see how closely your character matches it.

**1. Which of the following qualities do you value most in your allies?**

A. Loyalty
B. Kindness
C. Passivity
D. Ambition
E. Brutality

**2. When is lying acceptable?**

A. Never. Truth is always the best answer.
B. Small lies are okay if they help people feel better about themselves.
C. Each situation is different and warrants its own considerations.
D. It's fine if no one finds out about it.
E. Whenever it gets me what I want.

**3. Which of the following "sins" is the most despicable?**

A. Treason. The state puts its trust in its citizens and expects the same in return.
B. Murder. No one has the right to take the life of an innocent.
C. I don't believe in sins. They impose a structured worldview that I do not espouse.
D. Weakness. It is a symptom of the collapse of society.
E. Selflessness. If you can't look out for yourself, what good are you?

**4. Children are . . .**

A. Tomorrow's heroes and leaders. We must protect them above all else.
B. Our future and our responsibility. It brings joy to my heart to help them grow and flourish.
C. What keep humanity in balance. Without children, the process of life, death, and rebirth would be disrupted.
D. A necessary evil. They should be seen, but not heard.
E. Always getting in my way. They're useless, unless one of 'em carries candy that I'd like to have.

**5. Killing is . . .**

A. Something best left to the decisions of our leaders.
B. Only appropriate to protect those at risk.
C. Something I would do to protect myself.
D. Appropriate for me to get what I want.
E. Good fun.

**6. You see a dozen goblins harassing an innocent family in a carriage. What do you do?**

A. No matter how many goblins are there, I do whatever I must to protect the family.
B. I try to lure the goblins away so the family can escape.
C. That's a lot of goblins. I go find the city guard so that they can help the family.
D. I wait for the goblins to finish, and then search the carriage for leftover loot. Unless I think I can take the goblins afterward and get all the treasure for myself, of course.
E. I offer the goblins my torch to light the carriage on fire.

**7. Which of these statements would your fellow adventurers most likely say about you?**

A. "Vargach always does the right thing, even when it's dangerous."
B. "Boldrik stands up for the little guy."
C. "Adrin prefers to mind his own business."
D. "Tasker likes to swipe coin purses from drunken merchants."
E. "Brinjac is wanted for theft, murder, and treason in three kingdoms and seven city-states."

### Scoring Key

A: Lawful good
B: Good
C: Unaligned
D: Evil
E: Chaotic evil

## Scoring Your Alignment

Add up the number of points you scored for each alignment.

**6 -7:** You are a paragon of this alignment.
**4-6:** You have a strong affinity for this alignment, but you might occasionally waver in your moral principles.
**3 or less:** You don't have much affinity for any particular moral perspective. You're probably unaligned (in that you haven't committed yourself to any particular set of morals).

# CHOOSING POWERS



More than any other decisions you make, your selection of powers differentiates you from other characters of your class or role. Even two paladins of the same race can play very differently at the table, depending on their list of powers. This section gives you pointers—and warnings—to help you choose powers to create the best character you can.

"Best" doesn't mean only "mathematically strongest"; consider factors other than just the amount of damage dealt. You can choose the most devastating powers in the game, but if they don't contribute to a fun character, you'll quickly lose interest in playing your unstoppable engine of destruction.

Do you like making lots of attack rolls on your turn? Look for multitarget powers, particularly large blasts and bursts. These powers probably don't deal as much damage (per target) as your single-target powers, but they increase the chance that you'll at least hit something.

Do you like staying active when it isn't your turn? Pick up powers that use immediate or opportunity actions, or that have an effect on your enemies' turns (such as certain auras). For some players, nothing brings more joy than killing a monster on its own turn, and these powers give you that ability.

Do you enjoy running all over the battlefield? Select powers that offer extra movement, particularly teleportation, and watch your character pinball between enemies.

The powers you pick help tell the story of your character, not just in dungeon battles, but also in the climactic encounter that your campaign will build toward for months or years. Will it end with a brutal shove that sends the villain flying 20 feet and into a pit of lava? With a crushing blow that destroys an eldritch machine used to raise hordes of undead? Or with an icy wall summoned to enclose a horde of enemies inside their own nefarious death trap? Choosing the right powers can help write the stories that bards tell the common folk—and that you tell your friends—long after the campaign is over. How will your character be remembered?

Some players see the Character Advancement table on page 29 of the *Player's Handbook* and falsely assume that because all characters gain powers at the same rate, they are somehow identical to one another. This simple conclusion overlooks the vast range of power options possessed by each class. Just because a fighter and a wizard both choose a new encounter attack power at 3rd level doesn't make those choices interchangeable—it just means that players have a familiar structure upon which to compare the various classes' abilities.

## Builds and Power Selection

Each class includes two or more recommended paths of power selection, called builds. The build you choose to follow can help direct your power selections throughout your career.

Some classes, such as the paladin or the cleric, provide strong guidance through their builds. For example, a battle cleric who has a high Strength score should stick to attack powers based on Strength; otherwise, the character takes a big hit on accuracy.

Other classes fall at the opposite end of the spectrum. The two builds of fighters in the *Player's Handbook* don't have a lot of specific build-supporting powers, so following a build doesn't mean as much for that class.

Most classes fall somewhere in the middle of these two extremes. Look for these two clues to find powers that match your preferred build.

**Class Feature:** Many powers—particularly encounter attack powers—include a subheading listing a particular class feature. In most cases, this class feature is linked to a particular build, which means the power is ideal for that build. The 3rd-level rogue power *topple over* gives a character who has the Brutal Scoundrel class feature—a feature suggested for the brawny rogue build—a bonus to the attack roll.

Powers that list your build's class feature are almost always solid choices. Conversely, you can usually ignore powers that list a class feature you don't have; though the power functions even without the extra benefit, you should only voluntarily choose a low-potency option if it strongly fits your character's image.

**Secondary Ability Score:** Some powers include a secondary ability score as part of the damage roll or otherwise use this score to calculate the power's effect. *Trickster's blade* (another 3rd-level rogue power), for example, allows the rogue to temporarily add his or her Charisma modifier to AC, making it a good match for the trickster build. (Okay, the power name was probably a tip-off as well, but they're not always that easy.)

For best effect, select these powers only when your secondary ability score is 14 or higher (16 or higher is preferable).

In addition to these two obvious clues, be aware of powers that match your build's preferred tactics. The trickster rogue is good at darting in and out of combat, gaining a bonus to AC against opportunity attacks. Any power that grants free movement—say, *leaping dodge*—works well with this build, even if the power doesn't clearly mention your class feature or secondary ability score.

## At-Will Attack Powers

Of the many powers you choose during your character's career, none will come up more often than your at-will attack powers. You use these powers in nearly every fight, and they can guide the decisions you make when choosing every other power you get. Beyond that, your at-will powers help define your character, becoming an important part of your identity. Honestly, who would Jim Darkmagic be without *Jim's magic missile*? In other words, picking the right at-will powers is important. (No pressure!)

Most characters start play with two at-will attack powers. (At this point, the players of human characters are smiling happily.) To pick a good pair of powers, remember one key thought: variety. Since you'll always be able to use either power, make sure the choices feel different. It's much more important that one of your at-will attack powers is useful in any given round than that both of them are equally useful all the time.

One way to keep variety in mind is to categorize your choices as either offensive or defensive attacks. Most classes have at least one at-will attack power of each of these categories. The examples below, for instance, come from the fighter, rogue, and ranger classes.

Offensive attack powers typically have high accuracy, deal extra damage, grant an ally an attack bonus or a damage bonus, or reduce the enemy's defenses. They allow you to accelerate combat by killing the monsters faster. *Cleave*, *sly flourish*, and *twin strike* are all offensive attack powers.

Defensive attack powers, on the other hand, might apply a penalty to an enemy's attack roll or damage roll, allow you to control the enemy's movement or offensive options, let you escape a dangerous position, or grant you or your ally temporary hit points or a bonus to defenses. These powers draw out a combat by increasing the characters' survivability. *Tide of iron*, *riposte strike*, and *nimble strike* are examples of defensive attack powers. (*Riposte strike* looks like an offensive attack power because of the extra damage it can deal, but it's really about limiting the enemy's options by telling it to attack someone else.)

By choosing one power from each of the two categories, you can ensure that you're always capable of contributing in the way the party needs you to in this round, either by containing a stray monster for a few rounds or helping sweep up the trash after the fight is already in the bag.

You can take two powers of the same type as long as you remember the maxim of variety. A wizard with *magic missile* and *scorching burst* (both primarily offensive options) can decide which power to use based on the situation, since one is a long-range, single-target power and the other is a burst. Compare that to a fighter with both *reaping strike* and *sure strike*. Both attacks have single targets, and both improve your chances of dealing at least some damage. They serve the same purpose, and although each might be better than the other in some circumstances, that small difference isn't worth the commitment of your only two at-will powers.

Another difference between at-will attacks, albeit a difference mainly seen by leader classes, is whether they are self-sufficient or require another character for them to be really useful. At least one of your at-wills should function well by itself. You never know when you might end up isolated with a monster, and you want to have more than harsh words—or *commander's strike*—to fend it off.

KALMAN ANDRASOFSZKY

Beyond pure functionality, your at-will attacks also contribute to the long-term development of your character. The wizard with both *magic missile* and *scorching burst* clearly has a slant toward dealing extra damage. Because you use your at-will powers so often, they influence you to spend resources, such as feats and magic items, on strengthening that facet of your character. This, in turn, can make similar powers more effective. In only a few levels, this wizard becomes very different from one who wields *ray of frost* and *illusory ambush*. Make your selections carefully, and be sure that the at-will powers you pick lead your character in a direction you want to go.

## Encounter Attack Powers

If at-will powers are the skeleton of your character's combat capabilities, then encounter powers are the muscles. Not only are they more potent than your at-will attacks, but they also diversify the tactics at your disposal.

Don't overlook the importance of differentiating your encounter powers from your at-wills. If a given encounter power doesn't do something significantly different from your at-will powers, it probably isn't worth adding it to your repertoire. *Fearsome smite* deals a few more points of damage than *enfeebling strike*, but the powers are so similar that you're better off using one of your valuable encounter power choices to pick up something that has a wholly different effect, such as the high-accuracy *piercing smite* or the high-damage *radiant smite*.

But even though your encounter powers shouldn't step on the toes of your at-will powers, your encounter powers can follow a similar theme without significant drawbacks. You only get to use each of them once in a fight—and your at-will powers already cover a good range of options—so you can feel comfortable with encounter powers that cover a more limited variety of tricks. Picking encounter powers with strong similarities, such as area burst attacks that can be used as part of a charge, maximizes the benefit of other choices you make. The more powers you have that deal lightning or thunder damage, the more useful your Raging Storm feat becomes.

This doesn't mean that variety in encounter powers is useless. No matter how much you enjoy delivering bursts of fire or acid across the battlefield, some combats require different tactics. If your encounter powers are one-note, you might find yourself falling back on at-will powers—and giving up the extra punch of encounter powers—early in the fight. Controllers, in particular, often need to adapt their tactics based on the kind and number of foes they face. Enemies might start far away and in great numbers, but soon enough they stand amid your allies, and their numbers dwindle as the fight comes to a close. If you choose powers that direct and exploit that flow, you'll be more effective. An invoker might open with *chains of Carceri* while his party members get into formation, then drop *baleful eye of judgment* when the enemies engage, and finally use *compel attention* to help finish off the lead monster after its minions have been taken out. For characters like this, whether they're actual controllers or just filling in the role on the side, diversity is the name of the game.

Don't overspecialize in encounter powers. You should expect to use your encounter powers in every combat. There's no reward for finishing an encounter with unused encounter powers—they're all coming back after a short rest, anyway. If an occasional fight goes by without *frostburn* being useful, that's okay. But if you spend an entire session without using it, you should consider replacing it with a different power. Chances are that what looked good at first turns out to require a combination of circumstances that, for whatever reason, just isn't common enough.

Finally, when choosing encounter powers, don't be blinded by extra weapon damage dice. A 3[W] power might look three times as good as a 1[W] power, but all the other modifiers that add to damage make the variation in damage dice less significant, particularly at higher levels. This is even more true with low-damage weapons—the dagger-wielding rogue gets a mere 2.5 extra damage for each [W], which makes the secondary aspects of the power—accuracy, number of targets, and conditions applied—much more important.

## Daily Attack Powers

Your daily attack powers represent the pinnacle of your training and practice. These special techniques show your true power to friend and foe alike, and those who survive battle with you remember you for these attacks.

Obviously, your daily attack powers are your big guns, delivering the largest bang in combat. But treating them as upgunned encounter powers ignores three significant differences between daily attack powers and all other powers.

**Reliability:** With few exceptions, a daily power is guaranteed to have an effect. Some deal half damage to the target on a miss, which makes them good at finishing off hard-to-hit enemies. Still others include an Effect line, which applies even when you miss. If you're one of those players who always rolls 1s on key attack rolls, pick up some of these powers.

An odd subset of this category includes the powers that have the reliable keyword. In one way, this keyword is a misnomer, since you can't "rely" on the power to have any effect whatsoever. Sure, missing all the targets means you don't use up the power, allowing you to try again later, but you've still spent the action required to activate the power and gained

absolutely nothing. Saving your reliable power until the exact moment you desperately need it probably is not a good idea. Instead, use it at an early opportunity to ensure you'll have the time to land a hit . . . eventually. Also, don't load up on reliable powers—one or two is plenty.

**Duration:** Effects generated by at-will and encounter attack powers usually last no longer than a round. But daily attack powers apply conditions or effects that last multiple rounds, sometimes even until the end of the encounter. Daily powers with long durations beg to be used earlier in the combat. Why save the enemy attack penalty from *splintering shot* until the end of the fight? In practice, however, you might find it challenging to decide whether a particular fight merits the early use of one of these daily powers. Our advice: Better to use the power now and possibly regret it later than to finish the day having never found exactly the right time for it (or worse yet, for your character to take his or her daily powers to an early grave).

Some long-duration daily attack powers have an action cost to sustain or reuse them. Pay attention to these costs and think about how they might limit your options later in combat. The "sustain minor" cost of *curse of the dark dream* might seem minuscule, but warlocks also use minor actions to curse new targets. In some rounds, you might have to forego cursing a target (and give up the extra damage you'd deal that round) to sustain the spell you cast earlier.

**Specialization:** You choose at-will powers with the idea that one or the other will come in handy in every round, and you select encounter powers expecting that few fights could go by without providing a good opportunity to use each of them. But your daily powers only need to be appropriate once in any given day of adventuring. In most situations, a ranged attack with a range of only 1 square isn't very useful. But when you just can't get away from an enemy, you'll be happy that you have *close quarters shot* in your back pocket.

## Utility Powers

Utility powers come in a wide range of flavors: temporary combat boosters, defensive enhancements, skill bonuses, and healing, among others. With such a variety of options, it's no wonder that some players become overwhelmed by them. Other players dismiss the entire category, reasoning that utilities can't be as important as attacks. But when chosen correctly, utility powers can dramatically increase your character's effectiveness both in and out of combat. Some characters—particularly leaders—can even become known better for their utility powers than for their attack powers.

In some ways, choosing utility powers relies on methods very similar to those you used when selecting your attack powers. An at-will utility power, for example, should prove useful over and over again. (There aren't very many at-will utility powers, so many characters won't face this decision.) If you choose an encounter utility power, you should be able to imagine using it in nearly every fight. You can afford to specialize when choosing a daily utility power—it only has to come in handy once per day—and such powers are typically very potent or very long-lasting.

MIKE FAILLE

However, since these categories of utility powers appear side by side—rather than separated by frequency of use—you can adjust your selection to best fit your style of play. Do you like having a wealth of options available every round? Focus on at-will and encounter utility powers. On the other hand, if you'd rather make a big splash with your utilities—or if you just don't want to keep track of all those power cards round after round, battle after battle—stick to the dailies.

Beyond a power's usage, its effect in play should also guide your selection. Despite the difficulty of categorizing such a broad range of powers, we've created a list of five basic groupings of utility powers to help you determine which powers best fit your style.

**Offense:** Although utility powers, by definition, lack the ability to deal damage or significantly influence enemies, plenty of them can still contribute to your character's (or your allies') offensive output. Many players find such utility powers the easiest to use and understand, since their effect is generally straightforward. *Dark one's own luck* allows you to reroll an attack roll (or a skill check, an ability check, or a saving throw, but I think we can be honest with each other about when you'll use it, don't you?). The ranger's *master of the hunt* grants you a bonus to damage rolls, and the paladin's *wrath of the gods* does the same for you and your allies alike. When in doubt, you can't go wrong by choosing a power like one of these.

**Defense:** Perhaps the most common category of utility powers includes those that provide defensive bonuses to the user or to his or her allies. For controllers and strikers, these powers provide self-protection. For example, the rogue's *slippery mind* and the wizard's *shield* both give self-preservation a high priority. Choose these powers if you often find your character off by himself or herself, or if your party's teamwork lacks some polish.

**Movement:** Tactically minded players gravitate toward utility powers that grant them or their allies extra movement. These players know that the combat advantage gained by smart positioning can make the difference between dropping a bloodied foe and giving it one more round of attacks. Not only that, but moving around the battlefield is fun: It creates cinematic action and keeps combat from becoming static.

**Healing:** It doesn't take a tactical genius to know that having hit points is good. Whether a utility power allows the target to spend healing surges, restores hit points, or grants damage mitigation such as temporary hit points or damage resistance, no party can ever have too many healing powers. Healing is like increasing your defenses, except you can use it after the fact and for only the attacks that hit you, so nothing gets wasted. Every character should strongly consider having at least one healing power. If you don't get healing powers from your class features, look to your utility powers.

**Out of Combat:** A small selection of utility powers, such as *beguiling tongue*, have little or no effect in a typical combat encounter. Choose these powers based on your expectations of the campaign, derived from your discussions with the Dungeon Master. Looking forward to long dungeon crawls? The light from *holy lantern* might be useful. Expecting tense negotiations with city nobility? The bonus to Diplomacy checks from *astral speech* might be more beneficial than the AC boost from *sacred circle*.

When evaluating utility powers that add to skill checks, go for options that improve skills you're already pretty good at, rather than trying to boost a low skill modifier. In most cases, the character making a skill check is the one who has the highest modifier, so increasing your Diplomacy check from +3 to +7 isn't worthwhile if another character already has +8 or higher.

JOHN TYLER CHRISTOPHER

## TELL US ABOUT YOUR CHARACTER

Tabitha Sparkles is a 29-year-old tiefling wizard who has a penchant for animal rights and blowing things up.

She's tall and lean and boasts a bitchin' pair of biceps, which she likes to show off by wearing sleeveless robes. She has purple-black hair and gold eyes that turn scarlet at the slightest raise in her blood pressure. She tends to look brooding and irritated, which might be due to the weight of her horns but more likely just reflects her truly brooding and irritated nature.

Most importantly, she is the antithesis of my first D&D character, Astrid Bellagio: a cheerful, beautiful sorceress with exquisite taste in shoes and wracked with guilt whenever she had to hit any creature resembling an animal. I played Astrid when I wrote *Confessions of a Part-Time Sorceress* and I made it my mission to keep her alive until I had finished the book. I owed her at least that, right? I'm happy to report Astrid safely retired from adventuring and now teaches sorcery at a charm school in Eberron. My quest to keep her alive resulted in the poor sorceress always stuck behind a pillar, in another room, with her hands over her ears shouting, "Is it over yet?" Good thing she had so many long-range powers.

I loved Astrid—maybe too much—but I knew the next character would be different. I actually wanted to play D&D!

When it came time to roll up Tabitha, I intentionally made her unlovable. (Maybe that's a bit harsh; how about "hard to love"?) No way was I getting attached to this one! That determination lasted all of six minutes.

What I love most about playing Tabitha is actually playing her. She instigates, gets targeted by enemies, and takes damage. She even gets knocked unconscious once in a while. It's exhilarating trying to figure out how to get her out of the latest mess. ("Can we get a cleric in aisle 2?")

Tabitha likes to tell people she was raised by dancing bears. The reality is she has two conniving, selfish, egotistical, maniacal gazillionaires for parents. They made their fortune in fur trading. Tabitha often awoke in the middle the night to the howls of innocent animals being slaughtered. Deer, dogs, cats, goats—it didn't matter. Her parents took the fur of anything with fur and turned it into a "stylish" accessory for human nobles. An animal lover, Tabitha fervidly opposed her father's line of work. She tried to rescue animals, sometimes right out of her father's slaughterhouse, so that she could treat them as beloved pets. But her efforts didn't matter. Her father always found out and made her return them.

Tabby was accepted at a renowned magic academy on a plane far away. Her parents refused to pay the tuition, believing instead that a female's place was "minding the home and not out in the wild, getting into bar brawls and blowing things up." Tabitha was unfazed, since she would never have taken a dime of her family's blood money. Instead, she put herself through Aldwyn's Academy for Wizardry by working in a sketchy—but lucrative—traveling burlesque show.

There, she met the good-hearted show bear Oso de la Fez. She knew this was her one chance to make up for all those animals she wasn't able to save. No more would Oso be subjected to an indentured life of performing on shaky rubber balls and minuscule bicycles while drunken patrons threw peanut shells and insults at him. Oso dreamed of a life of adventure as a wizard's familiar. And Tabitha was committed to giving it to him. She answered an ad from an exarch who agreed to grant Oso powers above and beyond their wildest dreams in exchange for a favor to be named later and a small piece of Tabitha's soul. Big deal, she thought. Souls are for wusses.

Currently, Tabitha and Oso belong to the adventuring group known as the Wyld Stallyns. Tabby still remembers Oso's first day in combat, when a shadar-kai bit the dust thanks to the extra damage Oso's powers dealt. Everything went swimmingly until one hot day in the desert, when Tabby summoned her beloved ex-show bear to mark a hag; Oso instead marked her, and redirected Tabby's *scorching burst* to hit the party! So the exarch had come a callin' after all. Tabby took Oso out with a *magic missile*.

Today, Oso's allowed to travel with the group as long as Tabitha promises to keep him in passive mode. But we all know what promises mean to a tiefling. Will Tabitha resign her beloved Oso to a passive life? Will Oso ever return as the badass familiar he longed to be? Will Tabitha risk her party's safety and successes to give Oso his dreams back? Yeah . . . probably. And that's why I love her.

*SHELLY MAZZANOBLE proclaimed herself D&D's Player-in-Chief in 2009, and strives to bring justice to players everywhere by reining in the monster-loving maniacs in R&D. The other 99 percent of the time, she diligently works on the D&D Brand Team helping to promote the products created by those monster-loving maniacs in R&D. In her spare time, she enjoys fashioning armor for D&D minis out of candy wrappers and being bullied by her bipolar cat, Zelda.*

# CHOOSING SKILLS

Most players think of skills as something to use outside a combat encounter. This observation has some basis in truth; most battles don't include a significant number of skill uses, and elaborate skill challenges typically occur at times when swords and spells aren't flashing.

An optimized character, however, knows the value of the right skill choices both inside and outside combat. Whether making an Arcana check to remember a monster's key vulnerability in the heat of a fight or rolling the Diplomacy check that will spell the difference between gaining the duke's favor and spending time in the city's prison, smart players don't ignore the importance of skill checks.

Skill checks fall into one of two categories. Either they allow the best character to attempt the check on behalf of the entire party, or they require multiple characters—sometimes even the whole party—to succeed. In general, the first type of check tends toward the higher end of the difficulty scale (using the moderate or hard DCs given in the *Dungeon Master's Guide*). Checks of the second kind are more often easy checks.

**SKILL CHECK MODIFIERS BY LEVEL**

| Character | — Skill Check Modifier — | | |
|---|---|---|---|
| Level | Low | Medium | High |
| 1-3 | +0 to +3 | +4 to +8 | +9 or higher |
| 4-6 | +2 to +5 | +6 to +10 | +11 or higher |
| 7-9 | +3 to +6 | +8 to +12 | +13 or higher |
| 10-12 | +5 to +8 | +10 to +14 | +15 or higher |
| 13-15 | +6 to +9 | +12 to +16 | +17 or higher |
| 16-18 | +8 to +11 | +14 to +18 | +19 or higher |
| 19-21 | +9 to +12 | +16 to +20 | +21 or higher |
| 22-24 | +11 to +14 | +18 to +22 | +23 or higher |
| 25-27 | +12 to +15 | +20 to +24 | +25 or higher |
| 28-30 | +14 to +17 | +22 to +26 | +27 or higher |

The sections below refer to character skill modifiers as low, medium, or high. These correspond to the easy, moderate, and hard skill check DCs described in the *Dungeon Master's Guide*. A character who has a low skill modifier can expect to succeed on an easy check more often than not. The same is true of a character who has a medium skill modifier and a moderate check, and a character who has a high skill modifier and a hard check. For example, a 1st-level eladrin wizard who has an Arcana check modifier of +11 has a high skill modifier, since he or she needs to roll only a natural 4 or higher to succeed on a hard (DC 15) Arcana check.

At 1st level, a low skill check modifier falls between +0 and +3. If your check modifier is between +4 and +8, it's a medium modifier. A skill check modifier of +9 or higher at 1st level is considered high. The Skill Check Modifiers by Level table details the target skill modifiers across all thirty levels.

## Skills of Avoidance

Acrobatics and Athletics are crucial skills for melee combatants, particularly those who rely on mobility. And before you chime in about how solid and immobile your dwarf fighter is, remember that he or she still has to get to the monsters.

One common aspect for Acrobatics and Athletics checks is that when an encounter calls for one, everyone in the party is generally expected to attempt it. Climbing or jumping down from a wall, leaping a chasm, or swimming a river are all tasks that can't just be overcome by a single character's successful check. Thus, it pays for every character to keep his or her modifiers in these two skills to at least a low level.

Everyone knows you can use Athletics to jump over a pit, but players often forget that this skill is just as useful when jumping over hazardous or difficult terrain. If you can reliably hit DC 10 on your Athletics checks, single squares of this kind of terrain no longer concern you.

These two skills also frequently form the basis of exciting stunts, such as swinging on a chandelier. Expect to need a high skill modifier to succeed reliably on such cinematic action moves, particularly if you expect to gain an edge in combat by pulling them off. On the other hand, if you explain to your DM that it's just part of your character's style and you don't expect a combat benefit, he or she might agree to reduce the DCs for these flamboyant moves to moderate.

It might seem odd to group Thievery with Acrobatics and Athletics, but, like those skills, it comes in most handy when used to bypass or neutralize a difficulty. In the case of Thievery, such difficulties typically include locked doors and deadly traps. Without a good Thievery check, the only recourse to such problems typically involves time and noise spent breaking down a door, or, worse yet, taking a lot of damage by walking into the trap. Make sure that someone in your party is trained in Thievery and carries a set of thieves' tools. It doesn't have to be the rogue. Artificers, assassins, and warlocks all have Thievery on their skill lists, and any eladrin can pick it up with the Eladrin Education racial trait.

Although Endurance doesn't typically lend itself to avoiding physical difficulties, its most common use in checks and challenges involves withstanding some nasty environmental effect without taking

damage or suffering a condition. That's a lot like successfully leaping across a crevasse or bypassing a trap, so we've grouped it here. Like Acrobatics and Athletics, Endurance checks are often required of everyone in an encounter featuring such an environmental effect, so it pays to keep everyone's modifier high to at least a medium level.

## Skills of Knowledge

Six of the seventeen skills are primarily concerned with gathering or remembering information. Five of these skills—Arcana, Dungeoneering, History, Nature, and Religion—fall into a category described in the *Player's Handbook* as knowledge skills. Characters use these skills most often to recollect a useful piece of information about their current situation, whether that involves a puzzle, a plot twist, or the monster charging across the battlefield.

As soon as your turn comes up in battle, ask the Dungeon Master if you can use any of your knowledge skills to learn about your enemies. Even knowing a monster's name, type, and keywords can provide clues useful in combat—the fire keyword, for example, is a good tip-off as to the type of damage a monster deals and the resistance it has—but an exceptional success can reveal its powers and even its vulnerabilities. If you plan to use this technique, alert your DM beforehand, so that he or she can have the pertinent information handy; a grumpy DM is less likely to reward you for your canny play.

Some players mistakenly believe that the knowledge skills should be loaded up into a single character. Not only is this mechanically challenging—three use Intelligence, and two use Wisdom—it risks putting all your fact-finding eggs into one basket. Sure, the brainy eladrin or human wizard can easily cover all five bases, but most classes have access to at least one of these skills, so why not spread out the knowledge? If you have the oppportunity—and if you know that your DM likes to reward knowledge checks—you can even consider doubling up on a couple of key knowledge skills, just to ensure you remember all the important facts.

Although not technically a knowledge skill, Streetwise comes in handy when facing a conundrum of any sort. It can even cover for weak spots in your knowledge skills, as long as you have time to ask around. Some Dungeon Masters also use Streetwise to handle a subset of social interactions, particularly long clue-gathering missions abstracted over many individual meetings.

If you go to the trouble of training in one or more of these skills, try to get your modifier high enough to handle hard DCs.

### Toughness or Durable?

Players looking to build resilient characters often ask whether Durable or Toughness is the right feat to choose. Though the right answer might be "both," which should you take when you can't afford both? To answer that question, figure out how many hit points each feat is worth over the course of a day.

Toughness grants 5 extra hit points to a heroic tier character. It also increases your healing surge value by an average of 1 point. A character who spends eight healing surges per day, then, effectively gains 13 extra hit points from Toughness. During the paragon tier, that number more than doubles (10 from the feat, +2 or +3 per surge, for a minimum of 26 to 34 extra hit points). By 21st level, you can expect for Toughness to provide you with roughly 50 extra hit points per day.

On the other hand, Durable grants no extra hit points, but the two extra healing surges are worth roughly 10-12 hit points at 1st level (assuming starting hit points of about 20 to 25). This value increases by slightly more than 2 points per level as your total hit points (and by extension your healing surge value) increase. By 11th level, each healing surge is worth 18-22 points, so Durable provides about another 40 hit points per day. At 21st level, the feat's worth over 60 hit points each day.

In the end, the right choice probably depends on your style of campaign. If your battles tend toward the long and brutal side, Toughness might help keep you alive. But if your group likes to last through lots of encounters, Durable can give you the staying power to take on one more fight.

## Skills of Observation

This category includes only two skills, but they're the ones that players hear DMs ask for most often. Rarely does an encounter go by without the request to "roll Perception checks," so you're forgiven for thinking it's the most important skill in the game.

Truthfully, though, the payoff for multiple characters rolling well on the same Perception check is rarely worth the expense of multiple characters training in the skill. Once the ranger or the rogue has aced the check, your second-highest result probably doesn't help. Besides, a cleric or another Wisdom-based character is almost as good at Perception without training as the trained rogue. That said, make sure somebody maximizes his or her Perception skill and can hit the hard DCs, or you can expect to learn about surprise rounds the hard way.

The other observation skill, Insight, presents a similar but less crucial challenge. Again, a successful check can provide a significant advantage (or avoid a significant drawback), though calls for Insight checks occur less often than those for Perception. Like Perception, having one character who can succeed on hard checks is probably enough—but it is also pretty necessary.

PATRICK THOMAS PARNELL

Ask your Dungeon Master what benefit, if any, successful Insight or Perception checks might have during a typical combat. Some DMs might let you use these skills to recognize useful information, such as which monster is in charge or when a creature needs to recharge a power before using it again.

## Skills of Persuasion

Three skills handle most social interactions in the game: Bluff, Diplomacy, and Intimidate. Unless your DM enjoys putting characters on the spot, you can probably afford a single specialist in each of these skills. As with the knowledge skills, consider spreading these out among multiple characters. If you decide to train in Bluff, ask another player to pick up Intimidate. These specialists should be able to reliably succeed on hard checks.

On the other hand, if you expect a campaign high in social interaction, each character should be able to succeed on medium checks with at least one of the interaction skills.

## Miscellaneous Skills

The last two skills don't fit neatly into any other category. That doesn't mean you can ignore them. When used properly, either of these two skills adds almost as much benefit as a utility power.

Characters who have a leader in the party often overlook the value of the Heal skill, believing it unnecessary for survival. However, skill training in Heal can grant extra saving throws, stabilize the dying, or even allow an ally to spend a healing surge outside his or her turn. Any one of these effects can turn the tide of a battle, and you get them all as effectively at-will powers.

Unlike most other skills, the important DCs for the Heal skill are fixed at 10 or 15. That means that at higher levels, you can afford to retrain your Heal skill into another skill while still reliably hitting the target DC.

The other valuable but underutilized skill, Stealth, received a crucial update in *Player's Handbook 2* that more clearly defined how to use it to hide from enemies. Put simply, if an enemy can't see you at the end of your move action, you can attempt a Stealth check to hide from that enemy. Once you're hidden, you stay hidden with any kind of cover or concealment (other than another creature) until you attack. (Okay, it's a little more complicated than that, but if that's all you remember, you're in good shape.) Move around a corner, hide, and then move back up to the corner on your next turn and snipe your enemy.

A rogue gains the greatest benefit from being hidden (by dealing Sneak Attack damage), but every character appreciates combat advantage. Rangers, warlocks, wizards, and any other character who can afford to stay away from the fray should seriously consider training in and using Stealth whenever possible. Against many kinds of monsters, you need only hit moderate DCs to hide, but a specialist in sneaking should aim for the hard DCs.

# CHOOSING FEATS

A careful selection of feats can strengthen your character's theme as well as heighten his or her efficiency in battle. Unfortunately, many players become overwhelmed by the broad range of feats available, particularly when using the D&D Compendium or the D&D Character Builder.

The secret is to have a plan and stick to it. Decide what you want to do with your feats and find the options that best fit that plan. Want to become the master of the craghammer? Don't half-commit to specialization—go all-out. Plan on multiclassing? Go for those feats as early as you can, and come back for the other ones later. Do you want to use feats to boost your offensive firepower? Don't waste time looking at defensive boosts.

Knowing that you need a plan only gets you halfway there. This section presents guidance on how to come up with that feat-selection plan for your character.

### Establish Your Identity

Your first few feats often represent integral and iconic aspects of your character. They help define you in the eyes of the other players and the Dungeon Master, so choose feats that have a notable, significant effect on your character's look and feel.

For example, if you expect to wield an unusual weapon, such as a fullblade or a drow long knife, take that Weapon Proficiency feat right away. Some races have iconic weapons available or that can be improved through feats, such as Eladrin Soldier or Dwarven Weapon Training. Even simple and martial weapons have feat options that define your style, from Reaping Blade for your longsword user to Crippling Crush for hammer-wielding wardens. This type of feat selection establishes your character's identity, and it also helps the Dungeon Master know what kind of loot to include for your character.

Other good early feat choices are those that fit your class, build, or preferred tactics. Does your brawny rogue like leaping into the fray at the start of an encounter? Aggressive Assault rewards that behavior and ensures that the other players won't forget your style. A tiefling sorcerer who enjoys burning her enemies can't go wrong with Hellfire Blood.

## Controller Feats

Feats that add to damage give you more punch than most other characters, because you often deal damage to more than one target at a time. Astral Fire, Burning Blizzard, Dark Fury, and Raging Storm are good options if at least half your powers' damage types match the feat, although taking more than one of these feats risks diluting your feat effectiveness. Destructive Wizardry makes your burst and blast spells particularly deadly. When you can afford a second implement, Dual Implement Spellcaster becomes a great choice.

Extending the duration of a control effect is almost as good as an extra attack against the target. Choose feats that apply penalties to the saving throws made against the conditions that your powers apply, such as Dominating Mind, Armor of Burning Wrath, Trickster's Fortune, or the paragon tier feat Spell Focus.

Finally, look for feats that let you target more opponents. Enlarge Spell is a great first choice, turning your wizard's humble scorching burst into a 5-by-5 square of fiery, minion-killing destruction. Resounding Thunder is reasonable if you focus on thunder powers, and Invoked Devastation provides something for all invokers to look forward to selecting when they hit epic tier.

## Defender Feats

As the defender, your job is simple: Take as much punishment as possible without dropping. To stay in the fight longer, look for feats that add to your hit points (such as Toughness) or your defenses (such as Armor Proficiency, Armor Specialization, or Improved Swordmage Warding).

If you select feats that improve your AC, creatures you've marked become more likely to ignore you in preference for your easier-to-hit allies. That makes the efficiency of your retaliation—from the accuracy of your fighter's Combat Challenge attack to the damage dealt by your paladin's Divine Challenge—even more crucial. Mighty Challenge helps your paladin keep the enemies focused on you.

Mark of Warding is an excellent feat for defenders, because it can increase your defenses while encouraging enemies to attack you by improving your mark. If you take Mark of Warding, consider reevaluating your powers to maximize their compatibility with this feat.

Avoid the temptation to overspend on feats that improve your offense. Unless the party has another durable melee combatant, you should focus on defense and survivability rather than damage-dealing.

## Leader Feats

As a leader, your character likely serves as the party's primary source of healing, extra saving throws, and offensive and defensive boosts. Embrace that role by selecting feats that pass out even more of these benefits.

If you can afford to forego offensive output against bloodied foes, grab Pacifist Healer to supercharge your cleric's healing powers. By 6th level or so, Healer's Implement becomes a worthwhile choice for your cleric, adding your implement's enhancement bonus to your healing powers. Warlords looking to improve their healing ability should select Improved Inspiring Word immediately (as long as your Charisma is 14 or higher). Supreme Inspiration doesn't show up until epic tier, but it's nice to look forward to doubling the effectiveness of *inspiring word*. Improved Majestic Word (bard) and Strengthening Spirit (shaman) each grant temporary hit points rather than true healing, but in the thick of a fight, temporary hit points are just as good as the real thing.

An extra saving throw can turn the tide of a losing fight by bringing a character who is dazed or immobilized back into the fray. The best feat for granting extra saving throws is Mark of Healing, which grants a saving throw to the target of each healing power you use. For warlords, Saving Inspiration is the next-best option (and Inspired Recovery is another solid choice). Shamans have Rejuvenating Spirit, which fills a similar niche, and bards have Majestic Rescue (though it doesn't appear until the paragon tier). Shared Perseverance improves the saving throws granted by your powers. Paladins and wardens, although not true leaders, also have plenty of feat options that allow them to pass out extra saving throws, such as Touch of Salvation and Lifespirit Vigor.

Once you've covered healing and saving throws, look for feats that give your powers better defensive protection for allies. Defensive Healing Word and Shielding Word both grant a bonus to the target's defenses, and the bonuses stack with each other. Prescient Fortification improves the already useful defensive benefit of your bard's Virtue of Prescience feature. Shielding Spirit protects allies adjacent to your shaman's spirit companion.

## Striker Feats

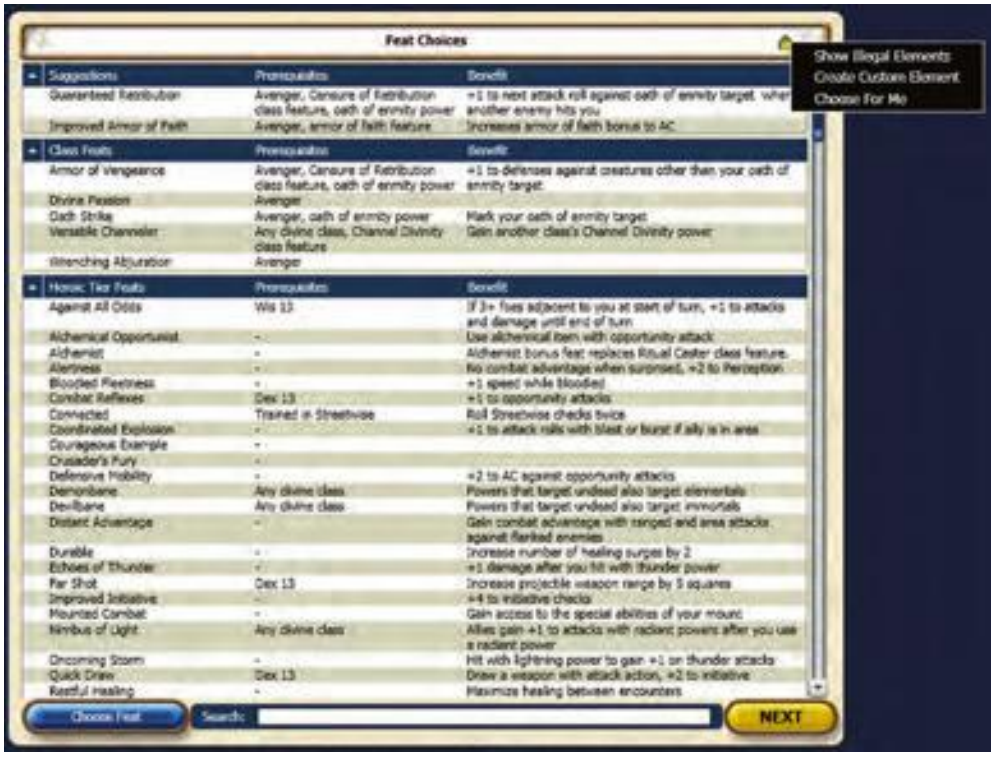
As a striker, you depend on accuracy to help you pull your weight. With a preponderance of high-damage, single-target attacks, just one bad roll can spell the difference between dropping a bloodied enemy and feeling useless.

Grab Weapon Expertise, Implement Expertise, or Versatile Expertise right away. If you're human, consider Action Surge and save those daily powers for when you spend an action point. Nimble Blade is a must for a rogue, but it's also a good choice for a dagger-wielding sorcerer who picks up Distant Advantage. Arcane Spellfury, Primal Fury, and Reckless Curse all offer attack bonuses, as well.

Rerolling an attack roll is another form of improved accuracy. Arcane strikers should consider Spellseer Familiar. The Darren Gambler feat—perhaps reflavored to fit an appropriate region in your DM's campaign—gives you an edge on rerolls.

DREW POCZA

Once you're satisfied with your accuracy, pick up a couple of feats that let you get out of trouble. Ghostwalker Style works for rangers and rogues. Reckless Scramble turns your rogue's short power-granted shift into a longer move. Improved Misty Step extends your warlock's pact-based teleportation.




## Racial Feats

Don't forget to peruse the race-specific feats available to your character. In many cases, racial feats offer options superior to nonracial feats. For example, in the heroic tier, Dwarven Weapon Training grants a higher bonus to damage rolls than Weapon Focus.

Other racial feats enhance your racial power, which, as a useful encounter power, is likely to come up in every fight. Elven Precision makes it more likely that a rerolled attack will hit, making it popular with those low-roll-prone players. (You know who we're talking about.) With a broad selection of racial feats available, you can quickly stack up extra benefits to and effects on your racial power. A quick perusal of the D&D Compendium shows almost two dozen feats that add a benefit to the use of *fey step* or allow you to use *fey step* in a different manner than normal. It's unlikely that you'd be able to pick up more than a half-dozen of these feats, but even a few can make the moment when you teleport in every encounter a memorable event.

## Multiclass Feats

The various multiclass feats let you branch out from your character's normal range of choices. Not only do they add mechanical options, they also open up new story angles to explore.

See "Advanced Options," page 56, for more guidance on multiclassing.

## Consider Your Party

As with any optimization decision, consider the party as a whole when making feat choices. For example, a party with two leaders has more healing to go around, so specializing in leader feats is less necessary. Instead, you might choose feats that emphasize a secondary role (such as defender), depending on the gaps your party might have.

See Chapter 2 for tips on party building.

## Simple Is Good

If you can't decide on another plan, choose feats with simple, useful benefits that you can apply to your character and then forget about. This frees up your mind to worry about more important options in battle, such as where to move and what power to use.

Great but simple feats include any of the Armor Proficiency feats (in D&D, you can never be too rich or too well armored), Toughness (which not only increases your starting hit points by 20 to 25 percent, but also indirectly bumps up your healing surge value), Improved Initiative (great for defenders, to help them establish the battle lines, and for controllers, to deliver a key burst before the enemy has time to scatter), Weapon Focus (who doesn't like dealing extra damage?), and Weapon Expertise and its cousins, Versatile Expertise and Implement Expertise (who doesn't like hitting?).

## TELL US ABOUT YOUR CHARACTER

I swear, I wasn't always the bad guy. But sometimes you just gotta step up and fill a hole.

I put a lot of effort into Gerhart Draken, my human wizard in my first "full-on" 4th Edition campaign. Not just by pouring over the *Player's Handbook* to divine my character's ultimate "career path," but also by creating an interesting, engaging background that would provide my DM with plenty of grist for his story mill. Cool stuff like "he was training to become a cleric, then his sister mysteriously disappeared, and after searching for her in vain, decided to take his sister's place at the arcane academy to retrace her footsteps and carry on in her memory." He never gave up searching for her, and maybe that made him a little crazy, but I never could've anticipated how that would play itself out over the course of the next year or so.

My role in the group started out pretty normally. I was a team player, dropping *scorching bursts* on (mostly) enemies, rolling *flaming spheres* into the paths of (usually) our foes, and generally making things go boom in the name of party cohesion and the advancement of our goals. Then something happened. I became the "instigator," and it all went downhill from there.

On one visit to an important town in the region, I got my paladin buddy Valenae and myself locked up by saying something stupid to an important priestess of a very influential temple. I was infuriated that they'd lock us away just for a little regressive behavior on my part, and of course I wanted out. When the guards took my impetuous wizard and his honor-bound elf paladin adventuring companion away to await judgment, they put us in separate cells, locking our equipment away in a nearby storage area, but leaving us with most of our other gear, including my ritual book. While Valenae steamed over her predicament, not sure why she'd bothered to stick up for such a brash young fool, Gerhart started plotting his escape. Of course, there would be no negotiating with the high priestess who had locked us up: I'd show her that a real wizard is not to be trifled with! I had a *dimension door* spell, and I meant to use it.

Since I needed to take an extended rest to get it back, I prepared myself for a nice little nap, confident that the arcane formula would once again be within my grasp when I awoke. As I bedded down in my cozy cell, a faint scratching sound made it difficult for me to get settled in for my slumber. It came from down the hall, inside a room sealed by a thick iron door with no windows and a giant lock barring entry by mundane means. I sensed opportunity here, and I knew right then that my DM, Greg Bilsland, would regret my next question.

"Okay, I still have my ritual book with me, right?" I asked Greg.

"Ah, sure," Greg said. "Are you going to cast something from it right now?"

"Oh, no. I'll just bed down for the night. I want to get my *dimension door* back."

I had a Knock ritual in the book, a gnawing curiosity, and a plan.

When I awoke from my rest, flush with the knowledge of the *dimension door* spell to teleport me out of my cell, I began a new round of questioning for Greg, determined to "enhance the story" of his meticulously crafted campaign.

"That big iron door with the scratching coming from the other side, it's got a good solid lock on it?"

Greg responded, "Yeah. It would be very tough to pick it open."

"Well, I have a Knock ritual. I'd like to give it a shot."

"You . . . want to open the door?"

"Yup. How hard do I think it'll be?"

"Pretty tough. Probably something like a DC 30 Arcana check."

"That is tough. But I'll give it a go."

As I began the ritual, Valenae watched on in abject horror. She wanted no part of this, but she was honor-bound to protect her fellow adventurers. It must be tough to have such scruples.

I threw a d20, and rolled a whopping 34 on my check. Greg informed us that the lock popped off as though picked by a master thief, and from behind the open cell door, the source of the scratching emerged. A wicked bat-winged humanoid creature strode forth into the room, gave me a hissing acknowledgement for freeing it from its prison, and proceeded down the hall, intent on punishing its captors. I had freed a berbalang.

"All right Valenae, while the temple guards are distracted, let's get out of here," I said, preparing to cast my *dimension door* to teleport out of the room.

"But it's killing them! We have to help put down the evil you've released!" She seemed a bit angry. But I was being so clever!

That was the beginning of some interesting times for Gerhart. Angels attacked us for my transgressions, old foes surfaced demanding recompense for my meddling, and ultimately, during the campaign finale, I left my entire party to be thrown into oblivion while I escaped to complete our last mission (which involved rescuing my sister). Ah, the memories!

What did I learn from all the chaos I spread over the course of many months? I found out that Gerhart was a hell of a lot of fun to play, and that sometimes it's great to play the DM's foil or take unwise risks to help tell the story of your game. Don't put it all on the DM's shoulders. Get out there and mess things up once in a while. Just do it in the name of fun.

*CHRIS TULACH works for Wizards of the Coast as the DUNGEONS & DRAGONS organized play guy, developing D&D play programs responsible for the demise of characters worldwide. Chris lives in the orthodox geek way, constantly attempting to find gaming inspiration for his life experiences.*

# LEVEL UP!

Attaining a new level is exciting because it opens up many choices, and having a wealth of meaningful decisions makes D&D—or any game—fun. Since one of an expert player's skills is making good choices, it's only natural that the *Player's Strategy Guide* has tips for this momentous occasion in your adventuring career.

You have two kinds of decisions to make when you go up a level. First, you can select new options depending on the level you've just attained, including powers, feats, ability score bonuses, or even such important choices as your paragon path or epic destiny (which are covered under separate sections later in this chapter).

Second, you can discard a previously chosen power or feat and replace it with something else (this is called retraining). Sometimes this helps correct a bad choice you made earlier in your adventurer's career. (It's okay, even expert players do this.) In other cases, the game uses forced obsolescence to inspire retraining: New encounter and daily powers, for instance, eventually force out lower-level powers, and some paragon- and epic tier feats provide all the benefit of a lower-level feat and more. But as an expert player, you'll learn when to retrain into better options, even when it hurts a bit to turn your back on an old favorite.

## Decisions, Decisions

Whether you're picking up a new option or replacing an old one, the advice below helps guide you to good decisions.

### Reflect and Review

Like a birthday or New Year's Eve, leveling up is a great time to reflect on the adventures you've had since the last time this occasion rolled around. First, consider the moments you enjoyed most, especially when your character really shone. What could you choose now that would help those golden moments occur again? If your paladin extolled the virtues of sacrifice while taking a hit that was meant for an ally, keep an eye out for more immediate interrupt powers that have the martyrdom theme—both at your new level and as replacements for older selections.

Next, think about missed opportunities, when you were frustrated by being unable to rise to a situation. Such occurrences are not once-in-a-lifetime events, so use your newly gained choices to better prepare you for the next time. Do you still gripe about when the outcome of that battle hinged on your elf ranger's bow shot—when, as you picked up the dice to reroll, you declared that missing was not an option—and even the reroll from *elven accuracy* let you down? That thought can help guide you toward the Elven Precision feat.

### Out with the Old

As you look back, reconstruct your thoughts about the decisions you made at past levels. Are your selections working out as well as you'd hoped? Predicting the future is difficult, but now you have data about the challenges you've confronted. Reconsider your previous decisions in the light of recent information. Retraining is the obvious, but not the only, choice when things haven't turned out as you thought. If you were excited to choose *sweeping blow* for your fighter

PATRICK THOMAS PARNELL

but you didn't use it much, you might not have to give up that precious power. Instead, look for options that help you get into the middle of the battle, and don't forget to talk to your party's controller about using his or her new level choices to funnel enemies into your close-burst attack.

### Think Ahead

Once you have a short list of possible selections, consider how you might use them over the course of the next level. If a feat or a power is useful only in a specific situation, will that situation come up often enough to make the choice worthwhile? A selection too similar to one you already have might be redundant. Having one encounter power that spreads a little damage across a wide area is awesome, but a second one will be less useful because you will have already wiped out the minions that presented such a fine target for your first attack.

### We're in It Together

Your character doesn't fight alone, and you shouldn't make all of your decisions about your character's abilities alone, either. Discuss leveling up with the Dungeon Master and the other players. Reminiscing about the campaign's progress is a great opportunity to retell favorite gaming stories. Creating more fun and friendship around the table should be one of your goals as an expert player, and this group rehearsal also serves a practical function. Other players will remember moments you might have forgotten, or see events from a perspective that might suggest other ways you could develop your character's abilities.

This is also a good time for your group to reevaluate party tactics. Just as you collaborated to optimize your party at character creation, discuss how the players' new choices will work together. Do your selections enable a new plan of attack for your group, or plug a hole in one of your existing tactics? Review your marching order and contingency plans in the light of your new abilities. Even if nothing much has changed, rehearsing your group strategies once per level ensures that when the pressure is on, each member of the party knows how to react quickly, efficiently, and in coordination.

## Guidelines for Level Choices

When analyzing all the options facing you each time you level up, it's easy to become paralyzed by the fear that you won't make the right choice. Fortunately, it's almost impossible to make a choice that's completely wrong. No matter what your class or build, you have a lot of good choices every time you level up. Your personal preferences for weapons, combat tactics, and

play style, plus the specific campaign environment and group dynamics in your game, can make choices that don't appeal to another player who has a similar character the perfect ones for you.

But even though different players are drawn to different selections at each level, a few universal guidelines can help your decision-making. See which of these categories best describe your character's needs, and explore the options described.

### Combat Performance

If you're having trouble breaking the skulls you aim at, try picking up Weapon Expertise, Versatile Expertise, or Implement Expertise. Particularly in the paragon and epic tiers (or if your DM doesn't give out many magic weapons and implements), monster defenses can start outpacing your bonus to attack rolls, making these feats very useful. Check your attack bonuses against the guidelines in Chapter 3 to see how you stack up against the game's expectations. If you're falling behind by more than a point or two, you can look forward to some frustrating combats unless you act to close the gap.

If these feats doesn't solve your accuracy problem, investigate options that improve accuracy in particular situations, such as Nimble Blade, or take Weapon Proficiency with a superior weapon with a higher proficiency bonus. Also, some powers are innately more accurate, either because they allow multiple attack rolls, allow you to use your weapon against a defense other than AC, or include a bonus to the attack roll. And adding a better weapon or implement wouldn't hurt, either.

### Glass Jaw

If you find yourself serving as a punching bag for monsters—and if you're a defender, that's your job—improve your ability to suck it up by taking Toughness or Improved Second Wind, or by asking your leader to grab another healing power.

Chapter 3 also describes the defense scores expected of characters. Your defenses are likely to

vary from these values by a few points, but check to be sure that one of your defense scores isn't leaving you vulnerable to certain kinds of attacks. You should be bolstering that weak Will, for example, if you're tired of mind blasts ripping through your skull.

Increase your AC with the appropriate Armor Proficiency or Armor Specialization feats, or your other defenses with Great Fortitude, Iron Will, and Lightning Reflexes (and, later, with their epic tier versions appearing in *Player's Handbook 2* and the D&D Compendium).

If all else fails, Durable gives you the extra healing surges to last a bit longer in the day.

## Versatility

Strike a balance between being a one-trick pony and a jack of all trades but master of none. Specializing your build so that your character becomes a blaster extraordinaire is one thing, but being the sorcerer with nothing but single-target fire spells, or completely foregoing any defensive precautions in favor of more destruction, sets you and your group up for disappointment.

Everyone expects your fighter to own the melee, so why not surprise your enemies by grabbing a feat, a power, or an item that gives you a viable ranged attack? Even if you can only use it occasionally, you'll be happy to have it when the only foe left on the battlefield is flying just out of your reach. Similarly, characters focusing on ranged attacks, such as warlocks, wizards, and archer rangers, don't give up much potency by choosing an encounter or even a daily power that gives them something they can use up close and personal.

## Noncombat Options

Think about expanding the range of your character's options beyond the combat encounter. Choose Ritual Caster to gain a magic toolkit for solving problems, or Linguist to better communicate with monsters and nonplayer characters. Tired of sitting on the sidelines during skill challenges? Jack of All Trades can help you do everything a little better, and Skill Training—or better yet, an appropriate multiclass feat—instantly boosts your competence in a specific area. The right utility power can also give you a trick useful outside the battlefield.

Before investing heavily in this type of versatility, talk to the other players. If you identify a noncombat talent that your character lacks, find out if someone else already has that covered, or if the group agrees that it's worth you adding it to your repertoire. No player likes being overshadowed, particularly at something he or she has decided is an important facet of his or her character.

### NO BAD CHOICES

Hopefully, this chapter hasn't made you too nervous about picking the best feats and powers for your character. The game's power selection structure offers plenty of protection against making bad choices, so don't worry too much about accidentally making a suboptimal decision. Even a few subpar feats or powers can't reduce your character's effectiveness too much. When in doubt, pick the option that seems like it offers the most fun. After all, even if you decide later that you've made the wrong decision, you're only a level away from fixing it.

## Not Enough Damage

When you consider selecting or retraining attack powers, consider whether you're contributing your share to the party's damage output. If combat looks like a waltz that never ends, or if everyone locks enemies down with conditions but no one delivers the killing blow, choose a heavy-hitting power over one with fancy effects.

## Not Enough Control

If you find your enemies are moving around the battlefield too easily—think about how often the wizard complains of taking damage and you'll know if this is true—pick up a power that slows, immobilizes, or even dazes the target.

## Too Many or Too Few Targets

Sometimes you face the horde, and sometimes you square off against a lone monster. To handle either situation, your character should have a mix of single-target and multiple-target attacks. If you commonly have unspent encounter powers because you never see enough enemies within the blast or burst to make using an area power worthwhile, it's time to choose another single-target power. Similarly, if your DM really likes to throw an army of minions at you, even a low-damage multitarget power can be extremely effective.

## Contingency Planning

Some powers deliver tremendous effects but function only in very specific situations. Choosing a couple of these powers—particularly as daily powers—gives you interesting tactical objectives to work toward. But if you have too many of these specialized contingency powers, you probably won't be able to set up the conditions to use all of them. If one of your impressive contingency powers hasn't been used since you last leveled up, it's time to trade it for something more versatile.

Another kind of contingency power is an immediate or free-action power triggered during your enemies' turns. If you can walk away from the table after your turn ends and not worry about missing the chance to do anything until your initiative count comes up again, consider taking a power that lets you strike in response to an enemy action. Being able to act throughout the round keeps your attention focused on the combat, which makes the time between your turns go by faster and makes the game more exciting. Just don't overdo it: If too many of your powers depend on a trigger from the Dungeon Master, you might find that your offensive output becomes unpredictable.

### Class- and Race-Specific Options

Because these are available only to specific characters, the only one-size-fits-all recommendation here is always to consider these options when you level up. The best feats build upon your character's existing talents and party role, so those designed for your class and race are often tailor-made to fit your needs.

### Who Are You?

Your character is defined by choices you make both during play and while away from the table. Your selections when you level up have a major effect on your character's image. You might be a barbarian, but will your comrades describe you as a ferocious savage who fights hardest after taking a beating, or as an imposing warrior who leads every charge into battle no matter the odds? The best guidance as you level up comes from understanding how you and your fellow players see your character, and how your choices enhance or lend contrast to that image. A feat or a power that you never use is like an elaborate ten-page background: It's written down, but because other players never see it, it has no effect on the experience at the table. As you level up, make selections that will have a vivid effect on the game, helping your friends see your character as you imagine him or her.

## Retraining

No matter how careful you are in selecting character options, you inevitably end up with a power or a feat that doesn't pull its weight. Maybe it's too hard to use correctly, or it doesn't do quite what you thought it would, or a later choice makes it obsolete. Regardless of the reason, the answer is to retrain.

Each time you gain a new level, the retraining rules allow you to change one feat, power, or skill selection you made earlier in your character's adventuring career. The retraining rules aren't complicated. *Player's Handbook* page 28 has the details, but as long as you remember to keep all your choices legal (both the new option gained through retraining and all your existing powers, feats, and skills), you're pretty much there.

By thinking about recent combats, you can recognize a power or a feat that isn't living up to what you want. Do you end up using one of your encounter powers only at the end of combat, or do you have a daily power that keeps going unspent? Similarly, has the situational attack or defense bonus from that

### Tell Us About Your Character

When Chris Tulach mentioned that he'd referenced my elf paladin Valenae in his sidebar for this book, I had to laugh . . . because in retrospect I had realized how very *un*optimized she was. Wrong ability score allocation, wrong powers, wrong feats, a mess of conflicting abilities that definitely kept her from being her paladin-y best. After the campaign ended, as an experiment I used the D&D Character Builder to recreate her using what I'd learned from playing the game. The revamped version turned out to be stronger, faster, and much, much more competent. The difference was astonishing.

And yet? While I played Valenae 1.0, this didn't make any difference to me. She felt plenty effective, holding her own against the ridiculously overpowered monsters Greg threw at us. That berbalang, for one, and most notably the angel of valor we were supposed to run from. Valenae held that thing off for round after round, soaking up massive amounts of damage and keeping its attention on her and away from her (capricious) fellow adventurers. Just like a capable defender should.

No question, it's a fun intellectual exercise to wring every last bit of possible efficiency out of your characters. But that should never get in the way of playing the character the way you want. As Valenae proved, D&D is robust enough that a character can survive with an inadvertently substandard build . . . and you might find that those hypothetical shortcomings matter far less than the drive for optimization suggests.

*MICHELE CARTER joined TSR in 1992 as a roleplaying games editor and happily moved out to Seattle in 1997 to continue working with Wizards of the Coast. In that time, she has worked on nearly every game line produced for D&D (with some Star Wars and d20 Modern on the side). She maintains a special fondness for the Planescape campaign setting and was extremely pleased to see Sigil selected as the paragon-tier city for the 4th Edition Dungeon Master's Guide 2. You can recognize her desk by the army of comic book action figures, avatars of their owner's long-standing affection for the residents of Gotham City and the 30th century.*

## TELL US ABOUT YOUR CHARACTER

Offgood Martigan is a gnome sorcerer/dragon disciple. He's a ginger cherub dressed in plain robes, which at certain unfortunate angles can leave little to the imagination. He hails from a gnome town called Nittynan (which sounds particularly annoying when spoken in Offgood's nasal accent—and yes, I often speak in his voice at the game table). He visits Nittynan frequently to share stories and treasures with his wife and family.

He enjoys reminding his party mates (ad nauseum) that his great-, great-, great-, great-grandfather descended from a line of gold dragons. He one day hopes to unlock the secrets of his ancestry and tap into their draconic roots, but so far all he has to show for his efforts are a few deformed freckles that the local dermatologist has diagnosed as either pre-pubescent dragonscale or a searing case of dire acne.

While Offgood often serves as the comic relief of his adventuring party, he has an arsenal of powerful magic at his chubby fingertips and is loyal to the characters who treat him well. In short (no pun intended . . . well, maybe slightly intended), he has been a truly fun character to play. But even when I create characters with a bent for humor, I could not be more serious about my passion for playing them.

My player group is comprised mostly of men my age with Peter Pan syndrome (only without the tights, as far as I know) who welcome the chance to blow off steam once a week by engaging in interactive theatre and rolling some dice. Many of us grew up with some peripheral knowledge of D&D, but the majority of us discovered it for the first time as adults. We try to take the rule mechanics very seriously while keeping the experience loose and friendly. But sometimes even good friends can get into a debate about rules and the "right" way to play.

I once played a bard (Yorick) and put everything I had into his Charisma. This guy could charm a cyclops into wearing an eye patch. And although the party was happy when he negotiated with merchants to come down in price or intimidated prisoners for tasty morsels of intelligence, they did *not* enjoy his use of "diplomacy" to sway arguments about party leadership or loot.

The best thing about D&D is the human interaction. But being human sometimes means having passions run high. We become deeply invested in our characters and can get prideful, defensive, and fearful about how we use (or lose) them.

I often hear about rules strategies, but rarely about social ones. How do you handle frustration with your role in the party, falling out of love with your character, or feeling like you're in competition with the other players or (worse yet) the DM? Ironically, the solutions to these problems often depend on your real-life Charisma and Diplomacy modifiers. When egos get bruised at your game table, it doesn't matter who's right: The fun gets spoiled for everyone.

Communication with the DM and your fellow players is just as important as communication between characters during a battle. I find it best never to disrupt gameplay at the table, even when I'm seething about something. Calm down, take a deep breath, and wait for the right moment to vent your frustration. Arguing during a play session only undermines the DM's authority and threatens to put egos on the defensive.

Instead, calm down and find a quiet place to settle disputes between game sessions. When we have grievances, my friends and I usually have a relaxed talk on the way home from a game, or type up an email the next day.

Remember that even the most serious and committed game is still just a game. You're all there to have fun with friends, roll dice, and tell stories. So when all else fails, ask yourself what's more fun: getting your way, or getting along. Because even though a good die roll might let my bard talk another character out of his loot, it's still a selfish, petty thing to do.

In the end, if the people at your table really just don't seem to prioritize each other's enjoyment of the game, then hit your friendly local game shop and check the forums . . .

. . . it's time to find a new crew to roll with.

*DAN MILANO is a film and television writer. He co-created and starred in the shows Greg the Bunny and Warren the Ape, and he is a contributing writer/performer on Robot Chicken. His alignment is lawful awesome.*

cool-sounding feat only come up once or twice since you chose it?

Do you find yourself using one of your at-will powers far more frequently than the other? It might be true that your best at-will is superior, but it could also be true that your other option just isn't the right choice for your character.

Does your new power outshine an existing power, doing the same thing only better? Many classes offer slight variations on iconic power themes as you level up. *Searing light*, for instance, does the nearly as much damage as the lower-level power *daunting light*, plus it blinds the target.

If you find that you are consistently passing over one of your powers, feats, or skills in favor of something that works better for your character, you should retrain the choice that isn't working for you. Here are a few details to remember when retraining:

### One Per Level

Unless your DM informs you otherwise, you can change only one choice each time you gain a level. This usually isn't a problem, but it means that major course corrections can take a few levels to pull off.

Plenty of DMs ignore this rule, preferring that their players enjoy their characters rather than follow strict retraining rules. Even if that's the case, don't abuse your DM's generosity by changing your whole character at every level. Unless your group really doesn't care about story continuity, this sort of activity can wreak havoc with the verisimilitude of the shared game environment.

### Know Your Limits

You can't swap out Artful Dodger for Brutal Scoundrel, no matter how mean your rogue has gotten lately. Nor can you replace a power that's a class feature, which seems obvious until you remember that both of a warlock's at-will powers come from class features (which makes your pact choice all the more important). Perhaps it should go without saying, but you can't swap out your race, your class, your paragon path, your epic destiny, or any of the many other choices you make when building or advancing your character.

Again, some DMs allow slack on this restriction, so if you find one of your class features underwhelming, or if a new choice sounds more intriguing, see if you can work something out. Offer to make it part of the ongoing storyline, even if you have to wait a level or two.

### Watch Your Tier

During the paragon tier, you can use retraining to replace a heroic tier feat with one that has a prerequisite of 11th level. This means that, by the time you hit 16th level, all of your feats could be paragon tier feats.

The same rule applies when you hit 21st level. A 30th-level character who retrains a feat at every level could have sixteen epic tier feats.

## Replacing Powers

In addition to the option of retraining at each level, during the paragon tier you can replace lower-level powers with newly chosen powers. This doesn't count as your once-per-level retraining. The replacement levels are easy to find on the Character Advancement table on page 29 of the *Player's Handbook*: They're the ones that start with "replace" rather than "gain." For example, at 13th level you might replace any of your lower-level encounter attack powers with a 13th-level encounter power.

You don't have to do a replacement, although the advantages of replacing a low-level encounter power (probably your 1st-level power) with a more potent encounter power should be pretty obvious.

You also don't have to replace your lowest-level power of that category. Maybe your battle cleric selected a Wisdom-based encounter power at 3rd level because the Strength-based powers didn't interest you. In that case, you might be better off replacing that less accurate 3rd-level power than your tried-and-true 1st-level favorite.

The power you replace also depends on the power you gain. If you like the way your character operates, you might want to avoid mixing things up too much, so look for a power at your new level that functions as a direct upgrade to one you already have. A warlock who reaches 13th level and replaces *diabolic grasp* with *harrowstorm* is still the same character, but with more kick. When your 17th-level warlord swaps *steel monsoon* for *warlord's rush*, you still have the same basic experience, with mechanical differences. And if that experience is what you want, then your character is the best that he or she can be.

# PARAGON PATHS

When you reach 11th level, you hit a significant decision point in your character's career. Your class describes your character's job in the adventuring party; your paragon path defines the ideal your character strives toward. You've worked hard to get this far, and as a reward for reaching the new tier, you gain a nice suite of new talents, including paragon path features, a new encounter attack power, a feat, and a +1 bonus to all six ability scores.

Good thing, too, because your second reward will be deadlier monsters, life-threatening challenges, and even more world-spanning quests. Life is hard out there for the movers and shakers of the world, and guess what? That's you now.

You don't need to wait until 11th level to consider your paragon path choice. You can even pick out a likely option during character creation. Having a path in mind before choosing the rest of your character's options is perfectly reasonable. Most paragon paths require only a class or a race and perhaps one or two other prerequisites, but why wait until the last minute to qualify? An early choice can also help the DM weave your character's career arc into the campaign story.

On the other hand, waiting until 8th or 9th level to start seriously thinking about your paragon path choice allows you to adapt better to the events of the campaign. It can take many months of play to reach paragon tier, and who knows where the story (and your changing opinions of your character) might lead? Sure, you'd always expected that your eladrin would end up as a wizard of the Spiral Tower, but then your character got mixed up in Feywild politics, and now the shiere knight path in *Player's Handbook 2* seems to be the right choice. As mentioned above, most paragon paths have only minimal prerequisites. Even if you aren't on the right track when you first choose a paragon path, a level or two of retraining should get you where you want to be.

## Narrowing the List

You might be one of those fortunate players who knows your paragon path from the moment you see it. Maybe you see your character in the accompanying illustration. Maybe you hear your character's voice in the prose, or instantly recognize your character's style in the combinations offered by the powers and features. Congratulations! You're one of the lucky ones.

For the rest of us, choosing the right paragon path doesn't come easily. We pore over supplements, click every link in the D&D Compendium, and read the Wizards Community D&D forums to learn about other players' experiences. This is a significant decision—the biggest one since character creation—and we dread making the wrong call. You can't retrain away a poor paragon path choice the way you can a disliked feat or power. Who wants to be burdened with the disappointment of a bad call for the next 20 levels of play?

Worried yet? Don't fret; as with most choices in D&D, it's tough to make one that won't allow you to have fun at the table. Once you have an idea what you want to accomplish with your character, you can narrow down the options to a select few for deeper analysis.

To get started in your search, ask yourself which aspects of your character merit the most development during the next ten levels. Deciding that you want your paladin to focus more on healing and leader-style party support leads to a different set of paragon path choices than opting to become the ultimate, unkillable tank.

Although your paragon path doesn't define your character nearly as much as your class, it does have a significant effect both on story and on game play. You paragon path adds significance to your party role, your race, your faith, your preferred combat tactic, and your place in the campaign setting.

Each section below describes a category of options to consider when making your short list of potential paragon paths. At this point, don't worry too much about the details of each path—as long as you like the flavor, and as long as the powers and features seem interesting, add it to your short list for later evaluation.

### Class Paths: Designed for You

A paragon path that lists your class as a prerequisite is designed with your class in mind, so it's likely to mesh reasonably well with your character. Refer to the original source of your character class for a selection of paragon paths aimed at you, and check the D&D Character Builder for more.

That said, not every rogue paragon path is equally good for your rogue character. If a path you find interesting lists a class feature in the prerequisite line that you don't have, even retraining won't make that paragon path right for your character. File that one away for your next character and move along.

If you like how your character works and you want more of the same flavor of powers and features, look for paragon paths that list your class as a prerequisite. Unless you're playing a very unorthodox character, at least half of your short list choices should come from this category.

## Specialty Paths: Showcasing a Side of You

*Player's Handbook 2* includes a series of paragon paths based on the character's race. The *Eberron Player's Guide* has paragon paths for heroes who have manifested dragonmarks. In the *Forgotten Realms Player's Guide*, your choice of deity or background allows you more options. These facets of your character might not affect game play as much as your class, but they still represent a significant part of your identity. Paragon paths built around these aspects allow you to highlight that part of your character, expanding your talents in interesting and meaningful ways that might go beyond the expectations of a class-based path. For example, do you want to be the ultimate dwarf in the campaign? The firstborn of Moradin paragon path allows you to forge a powerful connection with the earth and your revered ancestors.

Many of these specialty paths offer multiple choices for the ability score used for their attacks. This makes it easier for a variety of character types to choose these paragon paths and remain optimal—whether you're a Dexterity-based rogue or a Charisma-dependent bard, you don't give up any accuracy by taking the halfling scoundrel paragon path.

Even if only to provide a contrast to the various class-based paths, try to include one or two specialty paths on your short list.

## Multiclass Paths: Balancing Your Variety

You can qualify for class-based paragon paths using multiclass feats or the hybrid character rules (see "Advanced Options," page 56). A burly half-orc fighter who has the Sneak of Shadows feat meets the rogue prerequisite of the death dealer paragon path just as easily as the sneaky halfling rogue.

Picking up a paragon path aimed at your secondary class offers a way to extend your multiclassing without expending more feats, since the features and powers you gain are designed for that secondary class. If you like the taste of your secondary class and want more, peruse the paragon paths offered to that class.

Even if you haven't multiclassed, it's not too late to consider it. A single feat—potentially gained through retraining at 11th level—opens up a wealth of paragon path options. If you've previously considered multiclassing but felt the pace of gaining secondary class options was too slow, you could change your mind at 11th level and take a multiclass feat and a paragon path tailored to your new class.

## Paragon Multiclassing: Build Your Own Path

Some players just can't find the paragon path that fits their vision of their character. Others get all the variety they want through multiclassing and don't care to add a third flavor. The paragon multiclassing option appearing on page 209 of the *Player's Handbook* provides another direction for such players. These rules allow you to gain additional powers from your secondary class instead of the normal benefit of a paragon path. Functionally, it's similar to selecting a paragon path designed for your secondary class, with a few significant differences.

Instead of gaining path features at 11th and 16th level, you can replace one of your at-will attack powers with an at-will attack power of the secondary class. This can dramatically change the variety of your always-available attack options, though it comes at the cost of the path features that come with each paragon path. This loss of path features dissuades many players from selecting this option. The feat cost—Novice Power, Acolyte Power, and Adept Power—is also significant.

If you choose paragon multiclassing for your character, you don't take gain the flavor or story provided by a paragon path. You might not notice this right away, but over time you might become jealous of your comrades playing the scion of Arkhosia, the keeper of the hidden flame, and the holy conqueror. If you choose the paragon multiclassing option, come up with your own story angle that describes how you've achieved these new powers. Did you train with a similarly talented master? Are you inventing your own unique path?

On the plus side, paragon multiclassing offers you a much wider range of powers to choose from than any paragon path offers. A careful choice of feats can make up for the paragon multiclass character's lack of path features. Search for "paragon multiclassing" in the D&D Compendium for examples. These feats give class features or other benefits from the second class.

For more details on multiclassing, see "Advanced Options," page 56.

## Paragon Hybrids

Perhaps the most complex option available for paragon tier characters, the paragon hybrid rules (appearing in *Player's Handbook 3*) offer yet another way your character can branch out into new areas. As the name suggests, this is only for characters using the hybrid rules from *Player's Handbook 3*. If that doesn't describe your hero, skip to the next section.

Like paragon multiclassing, this choice grants you more class powers in place of the powers normally

offered by a paragon path. Unlike paragon multiclassing, the powers can come from either of your two hybrid classes, giving you twice the flexibility of the multiclass option. You also gain the Hybrid Talent feat, granting you another feature from one of your classes.

If your character uses the hybrid rules, you should include the paragon hybrid option on your short list.

For more details on hybrid characters, see "Advanced Options," page 56.

## Evaluating the Choices

Hopefully, the preceding advice helped you to pare your list of options down to perhaps half a dozen potential paragon paths. This list might derive entirely from a single category—all fighter paths, for instance—but it's more likely that your list includes a few paths from your class, one multiclass path (even if you haven't multiclassed yet), and even a specialty path or two.

Thankfully, most paragon paths follow a very similar structure: three (or sometimes more) path features appearing at levels 11 and 16, an 11th-level encounter attack power, a 12th-level utility power, and a 20th-level daily attack power. This makes them pretty simple to compare side by side. You can easily line up the attack powers to see which deals more damage, applies a nastier condition, or fits your tactics best. Use the guidance on selecting powers earlier in this chapter to help you evaluate the choices.

But comparing the potency of powers can miss subtle but important distinctions that crop up in paragon path selection. Here are a few issues to consider during your evaluation.

**Ability Score Mismatch:** Look at the primary ability score used by the path's attack powers. Does it match yours? Even meeting the path's class prerequisite doesn't guarantee a match. Like many class powers, some paragon paths are designed for specific builds of a class, and some class builds use different primary ability scores. This commonly occurs when choosing a path matching your secondary class, or with specialty paths.

Matching secondary ability scores also helps you get maximum effect from your path. Even though your tiefling wizard can use his or her Intelligence score for the attack powers of the Turathi highborn paragon path, one of the path features benefits from a high Charisma score, and the 20th-level attack power uses Constitution to determine its damage.

Giving up a little accuracy or other secondary benefits to gain a useful variety of powers and features can be worthwhile. Your high-Dexterity half-orc fighter who pursues the death dealer paragon path probably misses only one or two attacks over the course of an entire session compared to a full-fledged rogue, and you might not even notice the difference. That said, avoid saddling yourself with powers that rely on an ability score lower than 19 at 11th level. Making an attack with an ability score 4 points lower than your primary ability score is like taking a –2 penalty to your attack roll.

Some multiclass path options allow you to sidestep this problem. The divine oracle path in the *Player's Handbook*, for example, has only a single power (and no features) that rely on an ability score. Any character who meets the cleric class prerequisite gets almost all of the benefits of the path, even if he or she has a low Wisdom score.

**Action Point!:** Each paragon path includes a feature that modifies the effect of your action points. (Paragon multiclassing and paragon hybrids don't offer this feature.) Some paths add effects to the action points you spend—a bonus to damage or to defenses is common—and others give you an entirely new way to spend action points. Since you spend action points in roughly half your encounters, and probably when you most need a boost, don't ignore the significance of this feature.

When comparing action point features between paths, think about how your character typically uses action points. Make sure the benefit won't go to waste. If you often use your extra action to take your second wind or to use a healing power on someone else, a path feature that grants you a bonus to attack rolls made as part of the extra action gained doesn't help much.

**Feat or Feature:** The features a paragon path grants at 11th and 16th levels are probably the hardest aspects to gauge when comparing paragon paths, because these features vary a great deal in their effects. It helps to compare them to your feats, since by now you have plenty of experience choosing good feats.

A paragon path feature should feel slightly weaker than the feats you already have. If you'd take both features together as a single feat, that's not bad. If you would strongly consider taking an individual path feature as a feat, that's great! You've found a near-perfect feature for your character. Most path features don't quite measure up to this standard, however, so don't expect that fit too often.

**Feature Mismatch:** Usually, a paragon path that relies on or bolsters a particular class feature includes that feature as a prerequisite . . . but not always. Check the path features and even the powers for any mention of a class feature you don't have. Even if you find one, you can still take the path, but you don't get as much benefit from it.

Even if you have a class feature that is the prerequisite for a paragon path, if you gained that class feature through multiclassing or the hybrid rules, you

might not have a fully functional version of the feature. Increasing the output of Sneak Attack doesn't do much for a wizard who can only use that feature once per encounter thanks to the Sneak of Shadows feat.

**Role Mismatch:** Just as when you swap out powers by multiclassing, taking a paragon path that doesn't match your primary class means you risk losing some of your ability to fulfill your party role. Gaining more healing options for your paladin by picking up a cleric-focused paragon path seems like a great idea, but if everyone in the party looks to you as the lone tower of strength in melee, maybe you can't afford the trade-off. On the other hand, if you also have a fighter or a warden in the group, this sacrifice might not matter.

That said, you don't have to take a paragon path listing your primary class as a prerequisite to continue filling your role. A paladin who picks up a fighter-based path, or who picks up a specialty path that enhances survivability in melee, stays within his or her role but adds a unique flavor to his or her fighting style.

**What's Your Story?:** With all that talk about powers and features, you might think we've forgotten about all those words that come right after the paragon path's name. You know, the flowery sentences about great heroes and mysterious secrets known only to a chosen few. After reading too many entries, paragon path story text can run together. Don't try to keep every detail in your head. Instead, jot down a word or phrase next to each paragon path on your short list that captures its essence. Then, when evaluating your choices, see which phrases best describe your mental image of your character.

Just like when you chose your backgrounds, consider what story tweaks you might need to fit your character into the story of each paragon path on your list—and also what's required to bring the path into the campaign. Talk to your DM to gain his or her insights, and to allow opportunities to blend the addition to your character's identity with the game's ongoing storyline.

## Walking Your Path

Because each paragon path comes as an entire unit, your short list almost certainly includes one path whose features appeal to you much more than its powers, or vice versa. Finding a path with six perfect entries (plus a compelling story) happens rarely. Don't dismiss a path just because one aspect doesn't exactly fit, and don't let yourself become enamored of a single power if the rest of the path doesn't help your character.

Before you make your final choice, think about the way that choice will affect the campaign. How will

STANI BROWN

your paragon path change the way your character acts in combat? How will it alter his or her outlook on the world, or his or her interactions with prominent nonplayer characters? Does the path magnify an aspect of your character that is already present, or does it represent a major overhaul? Throughout the paragon tier, your choice of paragon path will influence your actions, your party's success, and the overall story as you move toward level 21 and your next big decision—your character's epic destiny.

Although implemented in similar ways, paragon paths and epic destinies are very different. Epic destinies are far broader in scope than paragon paths and represent your character in a totally new light. A paragon path represents your character striving toward an ideal. An epic destiny manifests that ideal in immortal legend, setting the scene for timeless myths of your greatness. That might sound overly poetic, but it is supposed to. As an epic-level character, you walk just beneath the gods, and that power comes with a responsibility to the ages yet to come.

Some players have an epic destiny in mind for their characters from level 1, but that kind of planning isn't necessary. Mechanically, the barrier to entry for a typical epic destiny is even lower than for most paragon paths. Some destinies list a class prerequisite, but even those rarely care about specific builds or features. Epic destinies don't grant attack powers, so primary ability scores don't matter much. As long as you meet the meager prerequisites (if you consider "21st level" as meager), you can likely make good use of everything offered by an epic destiny. So rather than worrying about eliminating mismatches, look for the destiny that best fits the immortal legend you want your character to leave behind.

Also, use what you've learned about the campaign so far. After 20 levels, you should have a good idea about the kinds of stories, foes, and encounters you can expect to see in later sessions. Choose a destiny that allows you to face those challenges and prove your mythic consequence.

## Breaking All The Rules

The features and powers granted by your epic destiny are unlike any you've seen so far. For many players, the first look at an epic destiny results in a "You've got to be kidding me!" moment. Put simply, although epic-level powers often stretch the limits of reality, epic destinies shatter them. Here are just a few examples of the ways that epic destinies break the rules you've come to know and love over the previous 20 levels.

Every single-target martial encounter power used by your Martial Archetype becomes reliable. Given enough time, you're guaranteed to hit with every one of those powers.

Your Harbinger of Doom rerolls any natural 1 result on an attack roll. Say goodbye to the automatic miss.

The Avatar of War never grants combat advantage. Dazed, flanked, and prone . . . who cares?

Your Deadly Trickster gets to tell the DM that the roll the DM just made was actually a natural 1. I'm sorry, was that a crit?

If the epic destiny you're considering isn't going to give you an "I can't believe you just did that!" moment, think about finding one that will.

## Recharging Powers

Another significant group of epic destiny features allows you to recharge or otherwise reuse expended powers. For example, the Demigod and Chosen destinies each allow you to regain one encounter power of your choice after you've expended your last encounter power. In a long fight, this can either turn one of your encounter powers into an at-will power—quite a step up in potency—or it can let you cycle through encounter powers, selecting the right one for each new round of battle. The Deadly Trickster's 26th-level utility power allows you to recover all your expended encounter or daily powers (except itself), which quite earns its name of *epic trick*.

## The End Is Near

Before you salivate too much over that 30th-level destiny feature waiting on the horizon, remember that the game doesn't go to level 31 (at least not yet). You might get to use that shiny new toy for only a couple of sessions before putting your character up on the shelf and starting a new hero.

Give more weight to powers and features that you gain sooner. Sometimes, a weaker, lower-level ability can contribute even more to your overall enjoyment at the table than a "You did what?" feature.

On the other hand, if you prefer to go out with a bang—if a long, slow buildup is worth it for an unforgettable finish—forget everything you just read. Go read the Avatar of Hope, and save that automatic natural 20 for when you use your 29th-level daily power against Orcus in the depths of the Abyss. It'll be worth it.

## Making Your Mark

As with every other choice you've made during your character's career, mechanics are only one factor in choosing your epic destiny. Not only does every destiny come with its own story, it also involves your character writing (or rewriting) that story for later generations to tell.

More than any other part of your character, your epic destiny comes with the opportunity, even the

obligation, to influence the direction of the campaign. Over the next 10 levels, you will become an immortal part of history. Your character's legacy will alter aspects of culture, politics, religion, and perhaps even geography itself. How does this knowledge influence your decision of which epic destiny to pursue, and how does it affect your character's actions in upcoming sessions?

Players using a published campaign setting such as Eberron or the Forgotten Realms might be reluctant to upset existing, familiar structures to make room for their characters. Don't be! It's your world, not anyone else's, and no one can tell you that your demigod can't take the place of Torm or Dol Arrah.

But as always, with great power comes great responsibility. In this case, you're responsible for discussing your epic destiny choice—and your thoughts on how it might fit into the campaign—with your DM. Hopefully, after many similar conversations you're already on the same page regarding your character's place in the world. But know that the epic destiny discussion takes on a greater level of importance than almost any other chat since you first imagined your character. Your DM likely has an idea of where his or her plot lines are headed, and too much player input can overwhelm even the most accommodating Dungeon Master.

So start the discussion early. Although the benefit of deciding on an epic destiny during character creation is limited—who knows how many times you'll change your mind before you hit 21st level?—by the middle of paragon tier you should starting thinking hard about your destiny. A few casual talks with the DM—and the other players—can get the creative juices flowing. Story hooks can manifest earlier, key quests and plot lines can change to fit your epic plans, and the whole campaign can flow more naturally to accommodate your new identity.

Include the topic of Destiny Quests in your discussions. This concept appears on page 172 of the *Player's Handbook*; basically, it's about crafting an epic adventure tied specifically to the epic destinies of your group. Taking on the tarrasque might be a great final encounter, but wouldn't your Chosen of Bahamut rather storm the palace of Tiamat? The right Destiny Quest can provide a fantastic and fulfilling conclusion to your campaign, giving everyone at the table something to remember fondly for years to come.

Whether or not your group uses the Destiny Quest concept, the most important thing—as in all of D&D—is communicating and cooperating with your Dungeon Master. Learning enough about a setting to run a game requires a considerable amount of work, and creating a world from scratch takes even more. Your Dungeon Master has already put a great deal of time and preparation into the campaign, and embracing your character's epic destiny is your last chance to repay that hard work. Helping write this final chapter of your character's saga not only lightens the load on your Dungeon Master, it lets you determine how and why your character is remembered. Working together, you and your allies can establish the soaring temple, secret haven, or demiplane that will be your character's new home—and possibly a quest location for a new group of heroes just starting their rise to glory.

KALMAN ANDRASOFSZKY

Many players go through an entire campaign playing a traditional character, who has a normal race, a single class, and powers chosen entirely from that class's list.

But you need more options, don't you? Playing the best dragonborn fighter isn't enough when you could be playing a dragonborn revenant hybrid fighter/paladin specializing in the spiked chain. Yeah, we get it. We've been there, too.

The following sections describe some advanced character-creation options available in the game. Some, such as skill powers, are relatively simple. Others—hybrid character rules, we're looking at you—reward a mastery of rules and character optimization that can't be taught in a few pages . . . but that doesn't mean we can't give you some tips to evaluate these advanced options to determine if they're right for your character.

## Multiclassing and Hybrids

For some players, one class isn't enough. Perhaps you can't settle on a single character concept to play. Maybe your party needs a defender and a leader, and you want to fill both roles. Maybe the best way you can imagine to manifest your character's upbringing as a feral child taken in by mystics is by drawing on both the barbarian and the monk classes. Whatever the reason, you have two apparently similar yet very different options for blending elements from two classes into a single character: multiclassing and creating a hybrid character.

### Multiclassing

A multiclass character uses one or more feats to get a taste of a second class. Each class offers one (or sometimes more than one) introductory multiclass feat. This feat typically offers training in a class skill and a lesser version of one of the class's features, which allows you to feel like a member of the class for a round or two in each encounter.

This entry feat also serves as a prerequisite for additional multiclass feats for that class, most notably the power-swap feats Novice Power, Acolyte Power, and Adept Power. Each of these feats allows you to replace a power from your primary class—encounter attack power, utility power, and daily attack power, respectively—with one of the same category chosen from your multiclass powers. If you take all four of these feats, you can even forego selecting a paragon path at 11th level in favor of more fully investing in your secondary class (see "Paragon Multiclassing," page 51).

Choosing to multiclass puts a burden on your feat selection. Fully embracing a secondary class in this manner can take up to four feats, which means you give up some of your ability to specialize your character's build or to enhance racial powers with feats.

That said, multiclassing doesn't significantly limit your ability to carry out the role of your primary class. A fighter with four rogue multiclass feats still feels more like a defender than a striker. If you prefer your primary class, but just want to borrow a couple of tricks from another class, multiclassing is a good option for you. The party that is always in need of one more healing power or that is missing a key trained skill appreciates a multiclass character.

### Hybrid Characters

Unlike a multiclass character, a hybrid character doesn't have a primary class and a secondary class. Instead, a hybrid character acts more like two half-classes melded together into a unique whole.

When you create a hybrid character using the rules that first appear in *Player's Handbook 3*, you choose two different classes during character building. (Every hybrid character begins play as a hybrid; you can't later choose to become a hybrid character, unlike multiclassing.) Each choice grants you a subset (or lesser versions) of that class's features. When combined together, your two hybrid halves effectively form a brand-new class.

As a hybrid character, you choose powers from either of your two classes. This gives much greater flexibility than multiclassing, which at most grants three powers from your secondary class. You must always have at least one power in each category—at-will, encounter, daily, and utility—from each of your two classes to ensure a true blend.

Typically, a hybrid character can function as either of his or her two classes (and roles, if they are different) at any given time, but can't necessarily act as both classes simultaneously or for the entire encounter. For example, many role-defining class features come in hybrid forms that limit which powers they apply to. A hybrid fighter/rogue can't use Combat Challenge with rogue powers, nor can he or she apply Sneak Attack damage when using fighter powers. This limitation prevents hybrid characters from too easily overshadowing other characters at the table. If your hybrid fighter/rogue filled both the defender and striker roles simultaneously, the paladin and ranger in your party might rightfully feel irrelevant.

The hybrid option represents a more thorough blend of two classes than the multiclassing option. Hybrids are ideal when your character needs the flexibility to fulfill two roles, or when one or both of

your hybrid classes' roles are already represented in your party. The undersized adventuring party welcomes a hybrid character, and in a large party it can help you stand apart from the other members.

## Constructing Good Combos

Choosing the right two classes to blend using the multiclass or hybrid rules can be challenging. The game wasn't built to cater to such characters, so even the most compelling concept can encounter problems when it hits the table. This section describes some of the issues arising from class combination and explains how to solve them.

**Ability Scores:** Selecting two classes that have the same primary ability score maximizes your effectiveness (that is to say, your accuracy) in battle. A fighter who picks up barbarian powers will be more successful than one who adds rogue or wizard powers.

However, this guideline excludes a lot of fun, compelling class combinations. If you can match your second class's primary ability score with your second-best ability score—particularly if your secondary ability score is near or equal to your primary ability score—you'll do fine. See the advice in "Setting Your Ability Scores," page 23, for more on this topic.

**Bards:** The bard is the unquestioned master of multiclassing, thanks to the Multiclass Versatility feature that allows him or her to select class-specific multiclass feats from more than one class. If your character concept involves more than two classes, consider starting play as a bard.

**Complementary Stories:** As mentioned earlier in this chapter, every class has a story. When building a character who has multiple classes, consider how those stories might blend together. Here are a few questions to get you started.

- Does your character favor one class over the other?
- Did you learn both classes from the same mentor?
- Does one of your two classes represent a part of your training or background that you'd rather forget or a talent you don't like to talk about with others?
- Does your character belong to a tradition of this class-blending, or are you a pioneer?
- If your character combines two classes at the start of play, which class did he or she learn first?

When building a multiclass or a hybrid character, many players instinctively feel most comfortable with combinations that offer obvious explanations, such as cleric/paladin or fighter/warlord. Don't fear unorthodox combinations. Instead, see them as an opportunity to tell a unique story. Maybe the other players at the table can't imagine how you could combine the barbarian and paladin classes, but I'll bet you're already coming up with a compelling explanation.

**Mixing and Matching Roles:** Combining two classes with different roles can seem like a solution for the player in a party that doesn't cover all the roles, or for the player who wants to create a one-of-a-kind character. But blending different roles poses the risk of role dilution. Sometimes, a character who has two roles ends up fulfilling neither. This doesn't necessarily mean you don't contribute, but in a small party it can result in key talent gaps.

### Multiclass and Hybrid FAQ

The multiclassing and hybrid character rules are more complex than the rules for ordinary character creation. Understandably, users have questions about how these rules work. Here are a few of the more commonly asked questions.

**Q: If a character already is trained in the skill granted by a multiclass feat, can the player choose one of the other skills from that class instead?**
A: No.

**Q: When my character takes a multiclass feat for a class of a different role than my primary class, do I qualify as a character of that secondary role for the purpose of meeting prerequisites?**
A: Yes. A githzerai cleric who takes a swordmage multiclass feat could, for example, select the Marked With Iron feat (which requires the defender role).

**Q: When a multiclass feat states "you can use (class name) implements," does that mean I can use those implements with powers of my primary class?**
A: Yes. If you are proficient with an implement, you may use it with implement powers of any class, even if that class doesn't normally use that implement.

**Q: Initiate of the Faith states that my character can use *healing word* once per day. Does that mean I can use it twice during a single encounter (since the power states it can be used twice per encounter)?**
A: No. The feat only allows you one daily use of the power, regardless of what the power's Special line says. (The same is true of similar multiclass feats, such as Student of Battle, Bardic Dilettante, and Student of Artifice.)

**Q: Can my character take the Hybrid Talent feat multiple times?**
A: No. Like any other feat, you are limited to one Hybrid Talent feat unless some other rule provides a specific exception. (The Paragon Hybrid option, for example, allows you to take the feat a second time.)

Blending two classes of the same role can create a unique and compelling character: an entirely new, perhaps even more effective representative of the role. A rogue who has the Warrior of the Wild feat can double-up on striker damage output every now and then, and a hybrid cleric/warlord has an unparalleled range of healing and team-boosting effects to choose from.

**Weapons Versus Implements:** Picking two classes that both use complementary weapons or implements with their powers avoids the need to spend your hard-earned gold on an extra item. Some characters grapple with this issue even without multiclassing or playing a hybrid. Rangers have melee weapon powers and ranged weapon powers, and bards, clerics, and paladins each have both weapon and implement powers. The advice in this section applies equally well to such characters.

Many players of multiclass or hybrid characters get tripped up when they forget this advice. At a glance, your paladin who multiclasses as a warlock seems fine; both classes have plenty of Charisma-based powers. And for the first couple of levels, you probably won't notice a problem. However, most paladin powers work through weapons, and warlock powers use an implement. That means that the exciting new magic sword you find in the treasure chest doesn't contribute to the accuracy or damage output of your warlock powers. To keep up, you must find, craft, or purchase a second weapon or implement, which could represent a significant expense.

Thankfully, this only applies to a limited number of class combinations. Most class-specific multiclass feats grant you the ability to use the secondary class's implements with all your implement powers, and hybrid characters can use both classes' implements interchangeably, so your invoker/sorcerer shouldn't have a problem.

But even combining two weapon-using classes doesn't guarantee a match. The rogue's powers, for instance, rely on the use of a crossbow, a light blade, or a sling, which makes them suboptimal for a greataxe-wielding barbarian looking to multiclass. Look for a Requirement line in each class's powers to find such pitfalls before you stumble into them the hard way.

Thankfully, many workarounds exist that solve this problem. For instance, a number of magic weapons also function as holy symbols (including *crusader's weapon*, *disrupting weapon*, and *holy avenger*). The popular *pact blade* functions as a warlock implement, and the various *songbow* weapons function both as ranged weapons and as bard implements. Both the swordmage and the sorcerer wield weapons that simultaneously function as implements. Even if you don't belong to one of these classes, the Arcane Implement Proficiency feat grants you the ability to use one of these weapons as an implement.

If you avoid attack powers from your secondary class, you can ignore this drawback. For example, a fighter who multiclasses into cleric to get a *healing word* once per day and uses the Acolyte Power feat to swap in the *bastion of health* encounter utility power can get by without needing a holy symbol.

**Secondary Class Options:** By taking a second class, you open up a new range of options, such as feats and paragon paths, designed for that class (see the "Meeting Prerequisites" sidebar). Even so, you should be careful not to invest too heavily in options not designed for your primary class. Your primary ability scores might not match these options, or they might not fit your ideal tactics. Always think twice about grabbing an out-of-class option just because it has a cool name or makes your character feel more diverse; sometimes diversity has hidden costs.

That said, a number of hidden combinations arise only when you blend two classes in this way. For example, a sorcerer who has the Arcane Initiate feat gains great benefits from the Destructive Wizardry and Enlarge Spell feats, which are otherwise available only to wizards. Check out the Wizards Community D&D forums for more discussions and dissections of these odd combos.

## Adding Defender

Multiclassing as a defender initially grants you a minor marking ability, available once per encounter. If you want to expand your ability as a defender, take powers that let you mark more frequently, such as the fighter's *close the gap* or the divine sanction powers of the paladin.

Hybrid defenders gain resilience through more hit points per level, and they gain the ability to mark when using defender-class powers. If you plan to serve as the primary defender of your party, consider taking the hybrid option that improves your AC, whether that's armor proficiency or something like the Warden's Armored Might hybrid option.

### Meeting Prerequisites

One benefit shared by multiclass and hybrid characters is that they qualify for feats, paragon paths, and other options as if they were members of both of their classes. For example, a fighter with Sneak of Shadows can take a paragon path that lists rogue as a prerequisite just as if he or she were a rogue. Many hybrid character features count as the normal versions of the features for meeting prerequisites, which opens up even more options.

## Adding Leader

The most popular reason to multiclass into a leader class is to gain more healing for your party. Having a second healer in the party is always nice, even if that second healer fills in only when the primary healer is down. Leaders also have great party-synergy powers, using partywide buffs or target designation powers to improve the performance of everyone around them.

Your first multiclass feat usually gives you a once-per-day healing power, but access to other such powers—a key benefit for leader multiclassing—requires more investment. Since many healing powers for leader classes are utility powers, multiclassing to gain one of these powers doesn't detract from your combat effectiveness.

## Adding Striker

Strikers focus on damage, so this option is for any character who wants to deal more damage. Even if you don't plan on further multiclassing, the entry striker multiclass feats provide a nice one- or two-round boost to damage. If you prefer dealing damage in occasional surges rather than reliably across multiple rounds, Sneak of Shadows (+2d6 damage once per encounter) is better than Weapon Focus (+1 damage per hit).

Hybrid strikers can use their striker-damage mechanic whenever they use powers from their striker class, following the hybrid model of letting them be a striker half the time. Use your nonstriker powers to help set up your striker feature. For example, warlock powers that daze or blind give your rogue combat advantage for Sneak Attack. An avenger benefits from using invoker powers that slide or push, which can properly isolate a target for *oath of enmity*.

## Adding Controller

More than other classes, the controller's role is defined by his or her powers. Controller powers lean toward multitarget powers and effects that limit enemy options, reduce enemy damage output, or force enemy movement.

As a multiclass controller, you can use an at-will power from that class as an encounter power. Choose a power that complements your normal class powers: Take a burst power if you have only single-target powers, or gain a power that targets a defense that your normal powers don't.

Hybrid controllers start out with fewer hit points than other characters but gain access to the controller power lists, where most of a controller's class identity comes from. Since a controller hybrid prefers combat from a distance, consider pairing your multiclass controller with a similar class to keep all your options equally useful . . . or combine your controller with a melee-oriented class to have the right answer in any situation.

## Unusual Races

Two racial options offer the ability to add exotic details to your character. Coincidentally, both involve aspects of undeath, and both were first published in the online pages of *Dragon*™ magazine.

### Revenants: Souls Returned for a Purpose

The revenant is the soul of a dead person returned to the semblance of life by the Raven Queen. Revenants typically resemble gaunt, pale humans, with sunken facial features and eerie eyes. They walk the world for a reason, even if they don't fully understand it, and their dreams haunt them with fragmentary memories of a previous life.

Mechanically, the revenant is a race choice like any other. By choosing to play a revenant, you are choosing not to play a dwarf or a human or a tiefling . . . sort of. In fact, you also choose a second race that represents what you were before you died and the Raven Queen reincarnated your soul in this new form. You are treated as a member of that race for the purpose of meeting all prerequisites, so a dragonborn revenant could select dragonborn feats or choose a dragonborn paragon path or epic destiny. Certain feats even allow you to replicate your original race's racial power.

Choosing to play a revenant not only offers obvious story potential, but also allows you to blend two races together in unique ways.

### Dhampyrs: Half-Blood Vampires

From time to time, a mortal is born with vampiric powers. No matter the reason for this strange occurrence, the resulting individual acquires certain physical characteristics, including pronounced canine teeth, pale skin, a tendency toward immortality, and an unfortunate thirst for blood.

Unlike the revenant, the dhampyr isn't a race you can choose. Instead, you choose a race as normal, and your accursed bloodline manifests when you select the Vampiric Heritage feat. You retain all the traits of your base race and add abilities from the feat. This feat then serves as a prerequisite for many other options that expand your vampiric nature, including

### New Paragon Tier Options

Both the multiclass and the hybrid character have an extra option available when selecting their paragon paths at 11th level. Paragon multiclassing allows you to take additional powers from your secondary class, and the paragon hybrid option grants a class feature and powers from either class.

See "Paragon Paths," page 50, for more details and advice on these two options.

feats and paragon paths. You can select as many or as few of these options as you choose, depending on how fully you want your character to embrace your half-breed identity.

## Power-Swap Feats

Many feats allow you to give away a power you already have in exchange for a new power. These feats are commonly known as power-swap feats. Novice Power, Acolyte Power, and Adept Power are the most commonly known power-swap feats, but the game has expanded to include many more. Each power-swap feat uses terminology and rules similar to multiclass feats (and, in fact, they are called multiclass feats to simplify their use and limit character sprawl). However, they're different enough that they merit a separate discussion.

Most power-swap feats are designated as multiclass feats, even when they aren't linked to an actual class. However, instead of offering access to an entire class's list of powers, these power-swap feats swap in a single, specific, highly thematic power.

These feats offer a nice way to add some unorthodox flavor to your character, just like regular multiclassing. However, they don't provide the same depth of options, nor do they function as useful prerequisites for later feat or paragon path selection, so if that's what you want, don't bother with them. Since they're technically multiclass feats, you can't take more than one of them, nor can you take one of these feats and another multiclass feat (unless you're a bard).

### Mini-Multiclassing

Bravo, Cutthroat, Poisoner . . . these could be D&D classes, but they aren't. Instead, they're special multiclass feats that exist without the need for a base class. The advantage they offer when compared to normal multiclass power-swap feats is that they don't care about your ability scores, weapons, or implements. Each attack power gained represents an effect that piggybacks on an existing power, using that power's information as a basis. For instance, the bravo power *death's messenger* adds extra damage and the rattling keyword to any at-will melee or ranged attack once per encounter.

### Deity Focus

Still another subset of power-swap feats includes those that focus on the worship of a particular deity, such as Noble Indoctrination and Platinum Revelation. These feats offer any worshiper the option of swapping out powers for divine powers themed for his or her chosen deity. They provide a nice option for characters who want to play up their religious devotion, regardless of their base class's power source.

### Weapon Training

*Dragon* magazine has published a number of power-swap feats for various unusual weapon choices, such as the blowgun and the whip. These feats represent extensive training with the weapons in question, weapons which otherwise pale in comparison to the reliable longsword or deadly battleaxe. If you want to build a concept around one of these odd weapons, the weapon training feats are a must.

### Familiar Feats

Any character who has an arcane class can take the Arcane Familiar feat. Although Arcane Familiar is not a power-swap feat, it grants access to power-swap feats such as Shielding Familiar. Because your arcane

MIKE FAILLE

familiar's defenses depend in part on the number of familiar feats you have, once you invest in the basic feat, you should consider selecting additional feats from the category.

## Skill Powers

*Player's Handbook 3* introduced this new category of utility powers that simultaneously belong to no class and every class. Unlike the various power-swap feats, which can only be accessed by selecting the appropriate feat, skill powers are automatically available to all characters who have training in the relevant skill. If you're trained in Endurance, you can select any Endurance power any time you'd normally choose a utility power from your class.

The low barrier to entry means that every player should become familiar with the skill power options available to his or her character. In most cases, the powers offer useful but not game-altering abilities (such as nimble movement, minor healing, and tricks of social interaction).

Typically, a skill power isn't as potent as a similar class utility power of the same level. The rogue's mobility powers, for example, might look a notch better than the Acrobatics powers, and the cleric probably wouldn't choose a Heal power. But every character should be able to find at least a few skill powers that offer options unlike those granted by his or her class.

Skill powers make your skill choices feel more meaningful, and they help you solidify your standing as a master of that skill. Plenty of characters have a high Arcana check modifier, but a true guru of such knowledge can use *arcane mutterings* to impress listeners.

### Tell Us About Your Character

Fareth Indoril is a 16th-level eladrin fighter who has the kensai paragon path.

A departure from the more traditional eladrin longsword-and-board swordsman fighter, the greatspear-wielding Fareth represents a little-known but incredibly vocal eladrin family of fighters and adventurers. Founded by Fareth's great-grandfather, the notorious Naidel "The Needle" Indoril, House Indoril's war college is known for training effective but unorthodox eladrin warriors: the Fey Lancers.

Naidel's wisdom is contained within a book only rarely spoken of within the eladrin noble houses. Called the *Tome of Infinite Battle*, the book is relatively new: only 700 years old. In every generation, one Fey Lancer is chosen to carry the book and update it with new discoveries, exploits, and philosophies of battle. In this generation, that person is Fareth.

Fareth's battle philosophies stem directly from his great-grandfather's teachings. The central theme of his fighting style revolves around two ideas:

1) Surprise is the key to victory.

2) The best way to win is to kill your enemies as soon as they show their faces.

Surprise comes not always through raw speed, but also from tactical and strategic action as well as battlefield control. For instance, if an enemy exhibits a strong offense but middling defenses, orthodox tactics prescribe a measured response: a strong defense to counter the enemy's offense, and a careful attack to gradually whittle the enemy down. A sword-and-board fighter would hold a chokepoint against strong offensive characters in the front line and allow the long-range strikers and controllers in the party to whittle down the opposition.

Fareth, on the other hand, immediately uses his *fey step* (possibly paired with the Fey Charge feat, against a lone ranged opponent) to blast past the front rank and strike at the heart of the damaging artillery and controller enemies with a powerful exploit.

Another of Fareth's favorite tactics is to use *fey step* to teleport into a knot of artillery enemies, then use *come and get it* to bring them within range of his powerful *bloodthirsty greatspear* attacks. Then, after finishing his initial attacks (usually boosted by Power Attack for maximum effect), he spends an action point to attack the knot of enemies with *thicket of blades*. This deadly combination deals a hefty amount of damage to a good number of opponents, all in the first round of combat. Not only that, every character within the knot is marked, fulfilling Fareth's duties as a defender.

Despite (or perhaps because of) his extensive use of teleportation in combat, Fareth also carries a *feyslaughter longbow* to prevent enemy controllers and such from escaping his reach through use of their own teleportation magic.

Ultimately, Fareth seeks to teach the other races the worth of the eladrin lancer, and to remind his own people that reliance on magic in battle is not always the solution, while also proving the value of his ancestor's fighting theories.

In game terms, he is very much a striker-flavored fighter and is best suited to a secondary defender role. He is designed to solo against artillery, controller, and lurker roles while the rest of the party deals with more immediate threats.

In addition to the powers noted above, Fareth's favorites include *shadowstep*, *advance lunge*, *rock steady*, *flanking assault*, and *bedeviling assault*.

*DANIEL HELMICK plays Dungeons & Dragons as much as possible. Once in a while, he shows up and works in Wizards of the Coast's Digital Studio, but mostly just to harass, intimidate, and cajole coworkers into letting him into their games.*

# How to ...

The following pages describe various sample characters who specialize in a particular area of the game, such as healing or accuracy. This is not a list of optimization opportunities; it's a range of examples that demonstrate how far you can go beyond the obvious choices of class and build. If this kind of character concept appeals to you, you can apply the techniques described in this section to build your own specialized character.

## . . . Make the Best Healer

***"Nobody dies on my watch."***

You know that being a leader requires more than using a couple of powers with "*word*" in the title. You take the role of healer extremely seriously. You have studied medicine, herbs, poultices, and first aid, and you know the tricks and techniques to keep your allies alive and kicking.

Being the best healer goes beyond just repairing damage in combat, although every healer must have that basic talent set. Your secondary focuses include granting and boosting saving throws and using rituals that eliminate negative conditions (such as Remove Affliction).

Follow these guidelines to maximize your healing potential. Your allies will thank you.

### Class

Start by choosing your class, since this element contributes to the healing optimization build more than any other. Leaders are the only characters who have the potential to become top-notch healers. They have access to attack powers that feature secondary healing effects and to utility powers that have primary healing effects.

Of the leader classes, the cleric begins with the best healing, offers the most efficient healing powers, and gains the Ritual Caster feat for free. When building a healing master, choose the cleric and take *healer's mercy* in place of *turn undead*.

Bards, however, have an even greater potential as healers thanks to the Multiclass Versatility feature. Each time the bard selects a multiclass feat for a new leader class, he or she gains another daily healing power. The bard can also use multiclass feats to pick up the best healing powers from each class.

### Race

Your character's race has minimal impact on your healing powers, but it can give you a small edge.

If you want to be a cleric healer, choose dwarf. The racial bonus to Wisdom improves your Healer's Lore class feature, and the bonus to Constitution and the Dwarven Resilience trait mean you don't have to spend as much effort healing yourself.

If you're building a bard healer, choose human or half-elf. The extra feat you get for being human lets you accelerate your acquisition of multiclass feats. As a half-elf bard, you could use your Dilettante trait to choose an at-will power that includes secondary healing, such as *invigorating assault* or *sacred flame*.

### Ability Scores

Make sure your Wisdom score is high, so that you have a decent ability modifier for Heal checks. You need to be able to help others overcome disease and afflictions, and those restoration rituals require Heal checks. A high Charisma score helps you as a bard healer.

### Feats

This section focuses on feats that fit the cleric or bard healers described above, but any class with healing powers can find feats that improve those powers.

The heroic tier is loaded with feats that enhance healing. Mark of Healing allows the target of your healing powers to roll a saving throw. Restful Healing maximizes the value of the healing powers you use outside combat. If you don't take Mark of Healing, the Mark of Hospitality feat offers a similar benefit to you and to your nearby allies. Bard healers should select multiclass feats as often as they can. By 8th level (or 6th level as a human), you could have five extra daily healing powers from multiclass feats.

In the paragon tier, look for ways to specialize your character's particular mix of healing options. By now, Healer's Implement—which adds the enhancement bonus of your holy symbol to cleric healing powers—becomes a worthwhile investment for cleric healers. Bard healers should take Improved Majestic Word to grant the target of that power temporary hit points. Majestic Rescue functions like Mark of Healing, but only augments *majestic word*. More leader multiclass feats can be useful, even if you aren't playing a bard.

The epic tier offers few very feats that boost healing. Supreme Healer and Supreme Majesty double the efficiency of *healing word* and *majestic word*, respectively, by allowing you to target two allies instead of one. Reactive Healing allows your epic-level healer to prevent an ally from dropping to 0 hit points.

## Magic Items

Look for magic items that improve your healing powers, allow the use of healing surges by allies, or increase you allies' healing surge values.

- *Gloves of the healer* and *healing brooch* add to every healing power you use. Grab both of these items early on.
- A *holy healer's weapon* improves your *healing word* and also lets an ally spend a healing surge once each day.
- *Armor of sacrifice* lets you spend a surge to heal another character, and a *healer's sash* allows you effectively to move a healing surge from one ally to another. (The latter item received a substantial update in November 2009, so be sure to check www.wizards.com/dnd to confirm you're using the correct description.) The surge-trading power of a *belt of sacrifice* isn't as efficient as the other two items mentioned here, but it also adds to your allies' healing surge values.
- Use a *battle standard of healing* after each fight for a few extra points of healing.
- Avoid consumable items that provide healing; usually, your powers are more efficient than potions. The exception is *silver sand*, which increases the potency of your healing powers. By paragon or epic levels, you should use this reagent every time you use your basic class-granted healing power.

## Other Choices

Take skill training in Heal. Even though you won't use this skill much at higher levels (because you have so many healing powers), it's a key skill for many of your preferred rituals.

Acquire any ritual that can help prolong or restore the life or health of your allies, such as Delay Affliction, Cure Disease, Raise Dead, Remove Affliction, Fantastic Recuperation, Soulguard, and Ease Spirit. These rituals won't keep your allies alive in the heat of battle, but they can revive allies later on and can cure afflictions and disease.

DREW POCZA

# . . . Make the Fastest Character

***"Wanna race me?"***

Speed thrills you more than anything else. You can run circles around everyone on the battlefield. Even at a walk, you leave enemies as if they were standing still. When you have room to move, stopping you is almost impossible.

You focus your options on increasing your speed, but gaining extra move actions and improving your ability to shift also demonstrates your talent for haste.

Since flight and teleportation are the cheater's way to win a race, this sample character intentionally ignores those options.

## Race

The race you choose for your character provides a head start on achieving the highest speed.

Elf is the only race that has a starting speed of 7 squares, giving it an edge over all other choices. An elf character also has the added benefit being able to ignore difficult terrain when shifting.

Razorclaw shifters also make good candidates for fastest character because of their *razorclaw shifting* racial power, which increases their speed by 2 when bloodied.

## Class

A druid who selects Primal Predator as his or her aspect gains a +1 bonus to speed, and the class offers many other powers that increase speed.

The monk specializes in movement powers. You can easily increase your speed by 2 for most of the moves you make.

Most other melee-based striker classes have powers that temporarily improve their speed, grant extra movement, or include shifting as part of an attack. The avenger, barbarian, ranger, and rogue classes all provide good options for building a fast character.

## Ability Scores

Beyond the primary ability score required by your class, keep your Dexterity score high. Speedy heroes should have good Reflex. If for no other reason, think of it as a nod to realism—who's going to believe a fast but clumsy character?

## Powers

Look for powers that increase your speed for more than a single action or that can be used over and over. *Fleet pursuit* lasts for an entire encounter. The monk's *dancing cobra* movement technique is an at-will power that allows the character to move his or her speed +2.

Load up on attack powers that grant extra movement, such as *deft strike* or *evasive strike*. The square or two of free movement provided by a power works like a running start for your impressive cross-field sprint.

## Feats

Feats that directly increase your speed are rare, but some creativity and tactical thinking can allow the situational benefits from some feats to stack up nicely.

In the heroic tier, Bloodied Fleetness gives you a +1 bonus to speed while you're bloodied. Into the Fray increases your rogue's speed by 1 during the surprise round and the first round of an encounter. Fast Runner increases your speed by 2 when you run or charge.

A few feats do offer a direct bonus to speed. One heroic tier example is Vampiric Alacrity; if you're willing to spend the feat slot for the Vampiric Heritage prerequisite (and to become a dhampyr, described on page 59), you can pick up a +1 feat bonus to speed as early as 2nd level. Drow characters that have a primal class—such as druid—can take Spider's Swiftness to gain a +1 feat bonus to speed.

Paragon-level characters should take Fleet-Footed right away; for most heroes, it represents the earliest point at which they can gain a +1 feat bonus to speed. Fast druids could instead pick up Hunting Wolf Form for its +1 feat bonus to speed and its additional bonus to Perception checks.

At the epic tier, your speedy druid can replace Hunting Wolf Form with Swift Predator to keep the speed bonus and increase the distance of his or her shifts by 1 square.

Don't forget to look for feats that improve your ability to shift, such as Mark of Passage, Reckless Scramble, and Swift Slayer. The druid has many feats that allow him or her to shift when using particular powers, such as Pouncing Form.

Feats that grant extra move actions don't show up very often, so take them when you can. Avenging Opportunist gives your avenger another move action every encounter. Surprise Action lets your ranger take a full round's actions during a surprise round, effectively granting an extra move action whenever a surprise round occurs.

## Magic Items

Almost all speed-boosting items occupy the feet slot. Since you can only wear one set of boots or shoes at a time, you have some tough choices to make. Here are some of the best options to consider.

- *Wildrunners* (level 4) add 2 squares to the distance moved when you run.
- *Boots of rapid motion* (level 5) help prevent you from being slowed and can increase your speed by 1 for an encounter.
- *Boots of striding* (level 9) grant you a +1 item bonus to speed. Alternatively, you can pick up *boots of furious speed* at the same level, which give you a +2 item bonus to speed while bloodied.
- *Skalvani's anklets* (level 10) increase your speed by 2 for two turns every encounter.
- *Quickstride boots* (level 12) let you move your speed as a minor action.
- *Fleetrunner boots* (level 15) increase your run speed by 4 squares (and reduce the attack penalty for running by -2, making it a potentially viable option for every move action).
- *Sandals of the temporal step* (level 16) are like *boots of striding* that also give you a free move action once each day.
- *Boots of speed* (level 22) not only give you a +2 item bonus to speed, they let you spend a minor action to take a move action once per day.
- At the top of the list of speed-boosting magic items are *sandals of Avandra* (level 25), which grant you a +2 item bonus to speed, allow you to shift half your speed as a move action as often as you want, and once each encounter allow you to ignore opportunity attacks from movement for the next two turns.
- Outside the feet slot, look for *elven battle armor* (level 13 and up), which increases your speed by 2 for two turns, and *cloak of the cautious* (level 9 and up), which increases your speed by 5 for two turns but prevents you from attacking. Carry a few *elixirs of speed* for their +2 power bonus to speed, which lasts an hour.

## Other Choices

All the speed in the world does no good if you can't move. A simple *ray of frost* spell can turn a speed of 20 into a speed of 2, creating a glaring weakness for your character. Make sure you have answers for when you become slowed, immobilized, or restrained.

Also, being fast doesn't actually defeat monsters. Although a fast character rarely gets killed—after all, you don't have to outrun the dragon, you just have to outrun everyone else in your party—this speed can't kill anything. Don't spend so many resources on speed that you forget about dealing damage.

VICTORIA MADERNA

# . . . Get the Best Initiative

***"Look at that—I get to go first again!"***

Getting the jump on your foe can provide a big tactical advantage. If you go first, you can outmaneuver your foes and get into position to pull off the perfect strategy.

Instigators love rolling a high initiative. Even if they don't optimize their characters to take advantage of it, they gain great pleasure from opening fire or charging enemies before anyone has a chance to tell them otherwise.

## Race

Any race that offers a bonus to Dexterity is a reasonable choice for this character concept, because Dexterity contributes directly to your initiative check.

Of all these races, the githzerai makes the best option, pairing a racial bonus to Dexterity with a +2 racial bonus to initiative checks.

## Class

Your choice of class depends not so much on which option provides the best initiative-boosting options—because such options are rare—but rather on what benefits the class derives from rolling a high initiative. After all, if you just delay for something else to happen, what's the point of going first?

This question is covered in detail under "Winning Initiative," page 108, which points out the benefits for defenders, controllers, and ranged strikers. This section focuses on the ranger and the rogue. These two classes have the high Dexterity to boost their initiative, and (as long as they favor ranged attacks) they can use a high initiative score to pile damage onto an enemy before that foe can find cover.

The rogue's First Strike class feature gives that class an edge in this situation, allowing him or her to add Sneak Attack damage when hitting a target that hasn't yet acted. For a rogue, having the best initiative matters.

When considering paragon paths, the best choice is the githzerai rrathmal path, which allows you to roll initiative twice, keeping the better of the two results. If you multiclass as a cleric, you can receive a similar benefit from the divine oracle paragon path.

## Ability Scores

Dexterity is the only ability score that makes a difference here. Make it as high as possible.

## Feats

Several feats benefit your initiative, but make sure you don't accidentally take feats that have bonuses that don't stack with one another.

JOHN TYLER CHRISTOPHER

Start with Improved Initiative for a +4 feat bonus to initiative checks. If you can convince your allies to join your quest for a high initiative score, the Swift Jaguar feat's +2 feat bonus can easily become as high as +5.

Your first paragon tier feat should be Danger Sense, which allows you to roll twice and take the better result each time you make an initiative check. Unless you're a rogue, take Seize the Moment next; it effectively replicates the First Strike class feature.

If you're willing to invest in the Vistani Heritage feat as a prerequisite, the Vistani Foresight feat at 21st level offers an untyped +2 bonus to initiative checks.

## Magic Items

Several lower-level items add to your initiative bonus, but this section focuses on those best for rangers or rogues.

*Battle harness* (level 4 and up) grants a power bonus to your initiative checks equal to the armor's enhancement bonus. *Feytouched armor* (level 12 and up) functions similarly, but provides an item bonus instead, which makes it combine less well with the items given below.

*Helm of battle* (level 9) grants you and nearby allies a +1 item bonus to initiative checks, but you might prefer to have either a *quicksilver blade* (level 2 and up) or a *timeless locket* (level 14 and up), either of which grants you an item bonus equal to its enhancement bonus. If you don't want to spend one of those slots on an initiative bonus, go for the *eye of awareness* (level 23) and its +5 item bonus to initiative checks.

## Powers

Only a few powers improve your initiative or grant you a benefit for rolling a high initiative result. Here are some examples.

- *Hunter's privilege* (level 2) increases the damage dealt by the high-initiative ranger to his or her quarry by 3 for an entire encounter.
- *Avenger's readiness* (level 10) gives the avenger a +5 power bonus to an initiative check and a free 3-square shift when the first creature acts in that combat.
- *Seize the moment* provides a whopping +20 bonus to one initiative check each day, but as a 22nd-level rogue utility power it doesn't come up very often.

## Other Choices

To take advantage of your high initiative score, choose powers that deal a lot of damage, injure or hinder many foes, or both. If going first gives you a particular benefit (such as from First Strike), find ways to maximize the number of attack rolls you can make on your first turn.

It doesn't hurt to try to talk someone in your group into playing a warlord so that you can benefit from the +2 power bonus to initiative granted by his or her Combat Leader feature.

### Tell Us About Your Character

Building a character with the express intention of beating the monsters and the rest of your party in initiative can be fun, but it has its risks. Consider my elf rogue, Adrin.

Adrin's initiative isn't even crazy-high: at 11th level, he's sporting a +12 initiative bonus (thanks to his *quicksilver blade*). But that's faster than just about everyone else in the party, and faster than most (but not all) of a random sampling of 11th-level monsters I found in the D&D Compendium. And that means it's just fast enough to get Adrin into trouble.

There was the fight where I used *handspring assault* in the surprise round to run up to a bunch of gnolls and stab one really hard, then won initiative and got in another good hit . . . and then got mobbed by gnolls. That didn't end well.

Considering that I'm a D&D professional, it has taken me a surprisingly long time to figure out that I should be using all these mobility powers I have to get *back behind the fighter*, not to put myself out in harm's way.

So this is my word of warning to those who pursue the highest possible initiative: Don't use your speed to get yourself into trouble you can't get out of.

*JAMES WYATT is the D&D Design Manager for Wizards of the Coast Roleplaying R&D. He was one of the lead designers for 4th Edition D&D and the primary author of the 4th Edition Dungeon Master's Guide. He was one of the designers of the Eberron campaign setting, and is the author of several Eberron novels. He plays strikers and defenders, but things go badly when he gets them confused.*

# . . . MAKE THE BEST TALKER

***"Can we talk about this?"***

A wily character can talk his or her way out of almost any problem, from a bar fight to a deadly dungeon encounter. You prefer to overcome challenges through wit and guile than by fire and steel. Others might call you "face man," "diplomancer," or just "the talky one," but you take it all as a compliment.

Not only does this approach appeal to actors and storytellers, it can also preserve valuable resources for more important battles. Talking your way past the guards saves healing surges, action points, and daily powers for later encounters.

This character works only if your Dungeon Master is amenable to the use of social skills. Some Dungeon Masters do not appreciate characters using Intimidate to force enemies to surrender. Other Dungeon Masters don't build encounters or adventures that encourage the use of social skills. Keep your Dungeon Master and his or her game style in mind before designing a character like this. These skills could shut a game down if the Dungeon Master is not prepared for them.

## Class

The bard offers the best mix of primary ability score (Charisma), class skills, powers, and class features to build a good talker. Other classes—such as rogue or warlock—provide only some of these options, so choose them only if you desperately need to fill a different role (and even then, the bard might do the trick).

### TELL US ABOUT YOUR CHARACTER

Oleander Fellswallow is a halfling who has a silver tongue. His philosophy is, "Why shed blood when words flow more easily and get more done?"

Since he has impressive bonuses in Bluff and Diplomacy, I've made a considerable effort to ensure that he can wield these bloodless weapons in as many situations as possible. The Linguist feat and the Mark of the Scribe feat (from the *Eberron Player's Guide*) give him seven additional languages, and a *gem of colloquy* adds what he needs to speak every known language in the game. He can argue with and lie to any creature anywhere and listen in on conversations people think are private.

This pays off; the time when he convinced half of a Far Realm cult that he was the true prophet of the stars and got them to fight each other is a notable example.

*PETER SCHAEFER works in Wizards of the Coast R&D as a developer of such books as Player's Handbook 3, Plane Below: Secrets of the Elemental Chaos, and Psionic Power. This is a significant departure from his previous position as major-domo to an interdimensional emperor, and much less stressful.*

## Race

You want a race that offers a bonus to Charisma to best pull off this character concept. Of all the choices, three races provide the best options.

The half-elf's racial bonuses to Diplomacy and Insight improve two key skills for a talker. The Group Diplomacy trait helps allies pitch in on important social interactions.

Changelings have a particular edge in this specialty because of their ability to change shape, which gives them an unparalleled ability to deceive others. With this ability, a changeling can expand his or her capability as the party's face.

The kalashtar offers an unusual but effective choice for this character archetype. Not only do the kalashtar"s ability score bonuses line up perfectly with the skills you need (skills you can also boost with the kalashtar's racial bonuses), but the race's telepathy allows a kalashtar character to plan with allies while carrying on a perfectly normal conversation with enemies.

## Ability Scores

As mentioned already, Charisma is vital for your social skills and bard powers, so max it out. A good Wisdom score boosts your Insight skill, which helps in skill challenges and negotiations.

## Skills

Training in the following three skills is crucial: Bluff, Diplomacy, and Insight. Both Intimidate and Streetwise can be useful, but few characters can afford to train in all five skills without expending extra resources. If you're a bard, your Skill Versatility feature gives you a +1 bonus to untrained skill checks, so don't worry too much about missing one of these secondary skills.

## Feats

You can find useful feats in the D&D Compendium by searching for feats using your crucial skills as keywords.

- If you're serious about being the best talker, put your feat slots where your mouth is and boost your Bluff score and Diplomacy score with Skill Focus.
- You can't talk someone out of a fight if they can't understand you. Pick up the Linguist feat to broaden your language selection.

- Fill in a missing skill with Skill Training (or better yet, a multiclass feat). Alternatively, Jack of All Trades stacks with Skill Versatility, and together they almost make up for a lack of skill training in all of your untrained skills.
- Friendly Deception allows a bard to apply the Words of Friendship feature to a Bluff check instead of to a Diplomacy check.
- Mark of Scribing, an Eberron dragonmarked feat, grants a +2 untyped bonus to Diplomacy checks. The other benefits of this feat are also good.
- If you multiclass into a divine class and learn Supernal, Holy Speech can give you an extra success in any social skill challenge.

## Powers

Beyond *words of friendship*, the game doesn't include very many powers that enhance or benefit from your skill set. If you can afford to multiclass, though, the list of options grows.

- *Veil* (level 10) lets the bard disguise the entire party, making it easier to convince the guards that you all belong here. The same level offers *illuminating stars*, which grants the entire party a +5 power bonus to Insight checks and Perception checks for an encounter.
- The rogue has a few useful powers that require Bluff or Intimidate training, which you can pick up through multiclassing.
- *Beguiling tongue* (level 2) might be worth two warlock multiclass feats for a devoted talker.
- Look through the skill powers for Bluff, Diplomacy, Insight, Intimidate, and Streetwise for good alternatives to your class's existing utility powers. Most of these powers allow you to use your prodigious social skills to gain advantages in combat, but *fast talk* (level 6) lets you replace a poor social skill check with a new Bluff check in every encounter, making it incredibly useful.

## Magic Items

Items that improve your social skills should form the backbone of your wish list.

- *Skald's armor* (level 3 and up) grants a +2 item bonus to Bluff checks and Diplomacy checks. At higher levels, though, a *choker of eloquence* (level 8 and up) provides a better bonus. If you're willing to take a smaller item bonus, choose a *gem of colloquy* (level 2 and up) for the extra languages. The top choice, though, is an *ioun stone of perfect language* (level 22), which grants a +5 bonus to Bluff checks, Diplomacy checks, Intimidate checks, and Streetwise checks and lets you communicate in any language.
- *Circlet of the urbane* (level 23) allows you to reroll Diplomacy checks, Insight checks, and Streetwise checks and keep the second result.
- *Fragrance of authority* (level 12) grants a +2 power bonus to Bluff, Diplomacy, or Intimidate for 1 hour each day.

## Other Choices

The right background can give you another bonus to a crucial skill, or it can add to your list of languages.

A few rituals can come in handy for a talker, such as Speech Without Words, Call of Friendship, Anthem of Unity, and Tune of Merriment.

VICTORIA MADERNA

# . . . GET THE BEST ARMOR CLASS

***"Go ahead . . . just try to hit me."***

You laugh in the face of danger, inviting enemies to give you their best shot. You're not worried: You are the bastion of defense.

Nothing keeps you alive better than a high AC. Brutes become nearly meaningless threats, and even the most accurate monsters rarely hit you. At the same time, nothing frustrates a DM more than not being able to hit a character. Expect your DM to find ways around your ultimate defense.

## Class

Defender classes typically have the best AC. The paladin starts at the top, with proficiency with plate armor and heavy shields providing AC 20 at 1st level. However, fighters and battleminds can close this gap with a single feat, so don't count them out. Other heavy-armor wearing classes need at least two feats to catch up, so we'll rule them out for now, but if you have plenty of feats to spend, anyone wearing plate armor and carrying a heavy shield stacks up well.

You don't have to wear heavy armor to have a good AC. A 1st-level swordmage could also begin with AC 20 (+2 from leather armor, +5 from Intelligence 20, and +3 from the Swordmage Warding feature).

## Race

If you wear heavy armor, your choice of race doesn't matter very much (since you can't add an ability modifier to your AC). Instead, choose a race that fits well with the class you're playing. (See "Choosing Your Race," page 18, for suggestions.)

If you don't want heavy armor, racial bonuses to Dexterity or Intelligence, such as those of eladrin and humans, are critical for characters wearing light armor. A deva gains a +1 bonus to defenses against bloodied creatures, which gives a deva character an edge as a high-AC swordmage.

## Ability Scores

Many armor feats require good Strength and Constitution scores, so make sure you start with at least a 13 in each, and increase them to 15 by 11th level.

To get an equivalent AC wearing light armor, you must assign your highest ability score to Dexterity or Intelligence and improve it at every opportunity.

## Feats

Feats provide a great way of ramping up your AC.

- Assuming you wear heavy armor, start by taking whatever Armor Proficiency feats you need to get up to plate armor. Take Shield Proficiency if you don't already have it.
- Swordmages should take Improved Swordmage Warding, as well as Armor Proficiency (Hide).
- At 11th level, heavy armor wearers should select Armor Specialization (Plate) unless they have the Dexterity 15 required for Shield Specialization (since this feat also improves Reflex).
- Paragon tier swordmages can take Armor Specialization (Hide) or Greater Swordmage Warding.
- A host of feats, such as Defensive Mobility and Shield Defense, improve AC in specific situations. To find them, search for "bonus to AC" in the D&D Compendium.

## Magic Items

Make sure you wear armor that has the highest enhancement bonus you can find. After filling that need, other magic items can boost your AC in particular circumstances. If you pick up enough of these items, you're almost always covered, but pay attention to bonus types so you don't waste anything.

- If you wear plate armor, consider *salubrious armor* (level 4 and up), which adds +1 to AC for one round when you regain hit points; *agile armor* (level 5 and up), which adds the lower of your Dexterity modifier or the armor's enhancement bonus to AC while you aren't bloodied; or *bloodiron armor* (level 8 and up), which adds +2 to your AC against the attacks of an enemy you hit until the end of your next turn.
- Wearers of light armor should look at *darkleaf armor* (level 4 and up). This armor adds +2 to AC against the first attack made against you in each encounter.
- *Shield of the barrier sentinels* (level 9) adds to your AC and Reflex when you are flanked, but *force shield* (level 11) is even better, because its bonus lasts until you get hit (which shouldn't happen very often to your high-AC character). A *cloak of displacement* has a similar function, and its bonus stacks with that of a *force shield*.

- *Pavise charm* (level 8 and up) boosts your AC and Reflex as long as you stay in one place. Conversely, a *cloak of translocation* (level 9 and up) improves AC and Reflex when you teleport, which comes in handy for swordmages.
- The AC boost from *shielding girdle* it lasts until the end of your next turn.

## Powers

A search of the D&D Compendium turns up a number of defender powers that provide a bonus to AC.

- Fighters should pick up *defensive stance* or *shielded sides* at 2nd level, *iron bulwark* at 7th, and *defensive resurgence* at 10th (as long as your Dexterity is 12 or higher).
- Paladins should take *sacred circle* at 2nd level, but their next good option (*fortifying smite*) doesn't show up until 17th level.
- The swordmage can select *ward of brilliance* or *host of shields* at 2nd level, *silversteel veil* at 6th level, and *shield of besieged tower* at 16th level.
- Wardens have many AC-boosting powers, particularly in the category of guardian form powers.

## Other Choices

A –1 penalty to an enemy's attack is as good as your receiving a +1 bonus to all defenses, so picking up some enemy debuffs can further enhance your unhittable nature.

If enemies can't hit you, find ways to share your unneeded healing surges with your allies, such as with a *belt of sacrifice* or a *healer's sash*. This comes in even more handy when the monsters start ignoring you altogether.

Don't forget that you have four defenses to support. Although AC covers about half the attacks you're likely to see, ignoring any of your other three defenses leaves a deadly gap for enemies to exploit.

No matter how high your defenses get, you can't kill monsters just by making them miss you. If you sacrifice offense for defense, make sure your allies can pick up the slack.

KALMAN ANDRASOFSZKY

# . . . NEVER MISS

***"How about I close my eyes, just to make it a challenge?"***

You never miss. At least, that's your goal. You might not hit as hard as the raging barbarian who wields a greataxe, but you hit more frequently.

For the purpose of this section, we're assuming that making a weapon attack against AC is just as accurate as making an implement attack against Fortitude, Reflex, or Will. Obviously, this is not true of every monster. Expert optimizers can point out ways to take advantage of the four-defense system to increase accuracy even more.

## Class

Some classes, such as the fighter and the rogue, offer accuracy through bonuses to attack rolls. Other classes, such as the ranger, provide multiattack powers that help ensure they hit at least once each round.

These are reasonable choices, but the avenger's *oath of enmity* power—which lets that character roll twice for every melee attack he or she makes against a chosen foe—leaves all these other classes behind.

Find a paragon path that further enhances your accuracy. Battlefield archer lets your ranger reroll a ranged attack roll by spending an action point, and beast stalker gives your ranger a +4 bonus to attack rolls against your quarry for a round. The shadow assassin paragon path provides a similar attack bonus for rogues. The avenger doesn't have many good options here, so if you decide on an avenger, multiclassing might be your best choice.

## Race

You must choose a race that has a bonus to your class's primary ability score, but that doesn't cut down the choices very much. Instead, look for racial powers and traits that increase accuracy. You won't find many traits that say "gain a +1 bonus to attack rolls," so think carefully when examining your options.

The elf's *elven accuracy* power lets you reroll one attack each encounter, which can turn a miss into a hit. The deva's *memory of a thousand lifetimes* racial power adds 1d6 to one attack roll each encounter; although this power is not as swingy as a reroll, its predictability of this power makes it more likely to have an effect when you use it. The changeling, the drow, the shardmind, and the wilden each have a racial power that grants members of those races combat advantage (though the racial bonuses of first two don't match up with the avenger's primary ability score).

## Weapon

Select a weapon that has a +3 proficiency bonus, such as a greatsword or a longsword. The improved accuracy of these weapons compared to a greataxe or a battleaxe more than makes up for the small sacrifice in weapon damage die size.

## Powers

To find powers that maximize your accuracy, keep your eye out for options that include one or more of the following benefits.

- *Inherent accuracy bonuses.* A few powers include a built-in bonus to the attack roll, such as the fighter's *sure strike*. Others grant you a temporary bonus to attack rolls, such as *dawn fire sigil* or *villain's menace*.
- *Target non-AC defenses.* Any time you can use a weapon to attack Fortitude, Reflex, or Will, it's like getting a +2 bonus to the attack roll (since those defenses are typically about 2 points behind AC).
- *Multitarget powers.* A power that lets you attack more than one target, such as *sweeping blow*, increases your chance of hitting somebody, although it doesn't improve your odds of hitting a particular enemy.
- *Attacks that don't use standard actions.* Just like using multitarget powers, making more attacks means you hit more often. The rogue's *low slash* provides an example of such powers, which are admittedly rare.
- *Effects that reduce enemy defenses.* A penalty to your target's defense is just as good as a bonus to your attack roll. *Menacing presence* is a great choice for an avenger.
- *Avoid attack powers with Miss or Effect lines or that have the reliable keyword.* Although these might seem to fit well with your specialty, such powers are often balanced by delivering less punch on a hit. Since you expect to hit every time, why bother worrying about what happens when you miss?

## Ability Scores

Put your highest ability score in your class's primary ability. Everything else is less important.

## Feats

Few feats improve accuracy on all attacks, so take Weapon Expertise as your first choice. Once you have that, search the D&D Compendium for "bonus to attack" for options that best fit your character's class, powers, and preferred tactics.

## Items

Keep your weapon's enhancement bonus as high as possible. Once that's covered, search out items that provide conditional or situational bonuses to attack rolls, particularly if the bonus is untyped.

- *Master's blade* (level 4 and up) provides a +1 bonus to attack rolls with basic and at-will attacks while you're in a stance. A *berserker weapon* (level 10 and up) leaves you wide open to attacks, but its daily power bonus to attack rolls lasts the entire encounter. A *bloodthirsty weapon* (level 13 and up) adds +1 to your attack rolls against bloodied targets.
- *Barrage bracers* (level 10) give you a +1 bonus to attack rolls against a target when you hit it. Since the bonus lasts until the end of your next turn, multiple hits on the same target can build up a nice attack boost.
- *Hero's gauntlets* (level 17) add +1 to your attack rolls when you spend an action point.
- Planting a *battle standard of the vanguard* (level 20) provides a +1 power bonus to your attacks until the end of the encounter.

## Other Choices

Don't forget to use your allies for additional accuracy bonuses. Flanking grants a +2 bonus to attack rolls, and most classes have powers that either grant bonuses to your attack rolls or penalties to enemy defenses.

This section only covers characters who improve their attack rolls to astronomical levels, but you could also build a "never miss" character by selecting powers with guaranteed effects on a miss and by taking other options to improve those powers.

STAN! BROWN

# . . . NEVER FAIL SAVING THROWS

***"Don't worry—I'll be fine."***

You feel better knowing that no matter what an enemy throws at you, you can shake it off. Even if you fall unconscious, you won't bleed to death. You just don't share the same worries as other mortals. And why should you? You've maxed out your saving throws.

This character concept appeals to risk-averse players, as well as to those players who just can't succeed on a saving throw to save their lives (sometimes literally). Saving throws are a great mechanic to max out because when all else fails, at least you'll make your death saving throws.

## TELL US ABOUT YOUR CHARACTER

My name is Devon Avery, and I tell people that I am a paladin of Moradin. Many find it odd that a human would worship a dwarven god, but that is not what I am here to confess today. I came to the depths of the dwarven cities to hide from something so evil I have trouble speaking of it. This journey has proven to be in vain, however, because whatever this evil is, I have brought it with me.

When my wife lay dying from childbirth and my gods ignored my pleas to spare her life, I made a dark pact. At first it was only words, and I thought nothing more of the things I said that night. After all, my son and wife survived and I had nothing to worry about. But I am haunted now, and I have left my home in search of a way to rid myself of this thing that grows inside of me.

I went to the dwarven kingdom, where no one would recognize my face, and I studied their religious ways in hopes on concealing the demon in me . . . and the demons around me. One of them I see frequently. I call him Gorahk, and he is no bigger than a pint of ale. The creature seems invisible to all others, so my babbling appears madness-induced. I try to keep my talking to a minimum. Even as we speak now, Gorahk sits upon my shoulder whispering things to me, unpleasant things and always whispering.

Now I must find another way out; I must venture forth and be rid of this once and for all. I want to return to my family, but not like this. Moradin shall grant me the courage I need and shall lead me to the right path.

I hope.

*CRAIG KROHN works as a lead software test engineer for Dungeons & Dragons Digital Tools. When he is not at the office or playing D&D, he spends most of his time at his dojo teaching karate and aikido.*

## Class

Increasing the number of chances you get to succeed on a saving throw is the best way to shake off lasting effects. Most defender classes offer a variety of powers that do this, but no class does it better than the warden, whose Font of Life class feature grants one extra saving throw every round.

## Race

Many races grant bonuses to particular subsets of saving throws. For example, eladrin and dwarves have large bonuses against charm effects and poison effects, respectively, and other races have bonuses against different effects. If you fear death saving throws more than any other, the Warforged Resilience trait means your warforged character will never die from failed death saving throws.

However, none of these races hold a candle to the saving-throw potential of humans, who have access to key saving-throw boosting feats. If you really want to max out your saving throw success rate, play a human.

## Feats

You want feats that grant you a bonus to saving throws or that provide extra saving throws. This section focuses on feats appealing primarily to human characters or to wardens, since those options offer the best opportunity for optimization.

Your human character should start with Human Perseverance, which grants a +1 bonus to all saving throws. Stubborn Survivor grants an additional +2 bonus to saving throws when you have no action points, so go ahead and spend those action points as soon as you get them. Action Recovery lets your paragon tier human make extra saving throws each time you spend an action point. If you play a paladin, Divine Approval grants your human an extra saving throw each time he or she uses a Channel Divinity power.

As a warden, take Revitalizing Font of Life at 1st level; it grants a +2 bonus to the saving throws you make following a successful saving throw from Font of Life. At 11th level, pick up Enhanced Font of Life for the +1 bonus it gives to the saving throws granted by that class feature. When you hit the epic tier, grab Enduring Font to get another extra saving throw every round.

Timely Respite gives any character an extra saving throw when he or she uses second wind or total defense, giving you the opportunity to roll an extra saving throw every turn if you want to.

## Magic Items

The armor slot contains many choices for enhancing your saving throws.

- *Delver's armor* (level 2 and up) retroactively adds 2 to a saving throw you just rolled.
- *Armor of cleansing* (level 3 and up) grants a +2 item bonus to saving throws against ongoing damage, which is one of the most common effects that a save can end.
- *Verve armor* (level 4 and up) adds 2 to your death saving throws, and turns one saving throw each day into a natural 20.
- Wardens should pick up *lifefont armor* (level 4 and up) for the +1 item bonus to the saving throws granted by Font of Life.

Another common slot for save-boosting items is the neck slot.

- *Amulet of resolution* (level 2 and up) lets you reroll one saving throw each day.
- *Resilience amulet* (level 8 and up) lets you react to an attack that deals ongoing damage by rolling a saving throw to negate that damage before it occurs. A *steadfast amulet* (level 8 and up) works similarly against the dazed or stunned conditions.
- *Amulet of bodily sanctity* (level 14 and up) grants a +2 bonus to saving throws against ongoing damage and lets you (and your nearby allies) roll an extra saving throw against ongoing damage once each day.

Many other items enhance particular types of saving throw, such as a *survivor's belt* (level 11), which lets you roll twice when making death saving throws.

Finally, consumable items offer many effects that boost saving throws, such as *antivenom*'s bonus to saving throws against poison and the extra saving throw offered by a *potion of vitality*. These options can prove cheap alternatives to permanent magic items.

## Powers

Your power choices don't help your saving throws as much as your feat and magic item choices, but that doesn't mean you should ignore them.

- The paladin gains extra saving throws from *trial of strength*, *fear not*, *comeback smite*, *guiding verse*, *cleansing spirit*, and other powers.
- The swordmage gets extra saving throws from *mythal recovery*, *unicorn's touch*, *borrowed confidence*, and *bravado strike*.
- The warden doesn't need many save-improvement powers, but *cleansing earth*, *vine poultice*, and *panacea* all come in handy.

EMPTY ROOM STUDIO - PETER LAZARSKI

## Other Choices

Consider options that grant you extra benefits when you succeed on a saving throw (since you'll be doing that frequently). For example, *erupting font* lets your warden mark multiple enemies when you succeed on a saving throw granted by Font of Life. *Torc of fortune* (level 24) lets you shift 2 squares whenever you succeed on a saving throw during your turn.

Don't forget to figure out how you defeat the enemy. Many of your feat and item choices don't directly contribute to winning a fight, and if you can't deal damage, your successful saving throws just prolong an inevitable defeat.

# . . . HAVE THE MOST HIT POINTS

***"I'm not sure I can be killed."***

Let the rogue or sorcerer brag about how much damage they deal. You know that the true mark of success is how much damage you can take before falling down.

At the end of each session, show the other players the piece of paper (or the entire note pad) that holds your chicken-scratched hit point updates. Then blow them away by totaling up the damage you survived.

## Class

Defenders offer the most hit points, both at 1st level and beyond. The barbarian keeps up well, particularly for a striker. Of all the classes, though, the warden has an edge of about 1 hit point each level.

Take the dreadnought paragon path, even if you have to multiclass to do so. It gains 10 extra hit points at 11th level and has plenty of other features and powers that make your fighter's hit points last longer.

## Race

Choose a race that has a bonus to Constitution to pick up a couple of extra hit points.

Goliath is a good choice because of the racial power that negates incoming damage (which is a lot like having more hit points), and because a goliath's

### TELL US ABOUT YOUR CHARACTER

You know what I hate? When my character dies . . . or, to be more precise, when my character is close to death. Do I risk triggering that opportunity attack? Oh, crap! That dragon's gonna breathe on me again. I'd better get away from that aura or it'll kill me.

The threat of death led to way too much tension in-session, and it caused too many post-session questions of "Why didn't I have more fun?" After years of living with my mortality issues by playing characters who didn't want to be anywhere close to the front line, it was time for me to confront this problem. It was time to warforge up.

Hammoth Stoutarm, Dreadnought of Brindol, is there to negate the best shots the bad guys can offer. In basketball terms, he's the defensive stopper. Put Hammoth on that brute one-on-one and he will shut it down. That ogre's no longer wreaking havoc on the squishy rogue Adrin, or threatening our cleric and lifeline Boldrik. Hammoth's got its attention, and like the tide, he will wear it down from boulder to pebble if given the time.

A high AC and a font of hit points make all this possible. The quality of Hammoth's armor will always be a higher priority than his weapon. Along with a ton of hit points, he has a few easy ways to stock up on temporary hit points. By taking warlord multiclass feats, Hammoth can pass around a few healing surges in each fight, but he always saves at least one healing power for himself. After all, if he falls in battle, he has failed his comrades.

Hammoth's ideal turn? After absorbing a wave of punishment that would have floored anyone else in the party, a bloodied Hammoth looks like he's on his last legs. The foes start circling, ready to put him down for good. And then the comeback starts . . . *warforged resolve* gives him a little healing and some temporary hit points. An action point spent for a *comeback strike* gets him farther away from death's embrace, marks the biggest, baddest foe out there ("Hey buddy, I'm not done with you yet!"), and gives Hammoth resist 10 for a turn thanks to his paragon path. Bloodiron plate armor boosts his AC against that target for a turn. A *rousing word* or second wind has Hammoth back up to nearly full hit points. If it looks like the fight's going to last a while, he throws in *boundless endurance* for the safety net of near-constant regeneration.

You thought you had me whipped? Think again, chump. I'm better at this than you, and it's gonna be a looooooong fight.

*GREG COLLINS is a web producer for magicthegathering.com at Wizards of the Coast. A D&D player for almost 30 years, he's recently taken up the mantle of DM and finds the experience of screwing with his players' heads highly enjoyable. What's in the box?*

racial bonuses to ability scores match up well with the warden.

Similarly, the mix of ability bonuses and the racial power possessed by the warforged marks that race as another excellent option.

Revenants cheat at this contest, because they can stay conscious after dropping to 0 hit points. Since that kind of survivability isn't due to a spectacular number of hit points, we won't include revenants in this discussion.

## Ability Scores

Put your highest score in Constitution to maximize your hit points.

## Feats

If you want to be a hit point machine, start with Toughness.

- Consider multiclassing into fighter to gain access to powers and feats that grant temporary hit points (such as Grit, a solid paragon tier feat choice).
- Warforged characters should pick up Improved Warforged Resolve to gain an extra 5 temporary hit points from *warforged resolve*.
- Similarly, goliaths should take Unyielding Stone to gain temporary hit points when they use *stone's endurance*.

## Powers

Powers don't generally grant extra hit points, but many provide temporary hit points.

- Many fighter powers, such as *boundless endurance*, *bolstering stride*, and the various powers that have the invigorating keyword, grant temporary hit points. (If you select invigorating powers, be sure to train in the Endurance skill.)
- The warden has only a few powers that grant temporary hit points, but those include the at-will attack power *strength of stone*, which gives you the option of gaining temporary hit points every round.

## Magic Items

As with feats, most of the hit points you get from magic items are temporary. Don't get too many of these items, since temporary hit points from multiple sources don't stack.

- Most armors that grant temporary hit points are heavy, making them suboptimal for wardens. *Heartening armor* (level 3 and up) grants a few temporary hit points when you use second wind. *Stoneborn armor* (level 3 and up) gives you a decent chunk of temporary hit points once each day. *Champion's armor* (level 9 and up) gives you temporary hit points equal to the damage you just took from an attack.
- When you reduce an enemy to 0 hit points with a *lifedrinker weapon* (level 5 and up), you gain 5 temporary hit points.
- *Amulet of false life* (level 9 and up) grants you temporary hit points equal to half your surge value once each day.
- *Hero's gauntlets* (level 17) give you temporary hit points when you deal damage with an attack made by spending an action point.
- A *cord of foresight* (level 18) lets you start the day with temporary hit points equal to your healing surge value. Even better is an *eager hero's tattoo* (level 10), which gives you temporary hit points every time you take a short rest.

## Other Choices

Increasing your healing surge value doesn't feel like increasing your hit point total, but it makes your hit point supply last longer.

Similarly, relying on leaders for your healing can nearly double the efficiency of your hit points by making each surge worth much more than normal.

# . . . DEAL DAMAGE FOREVER

***"Still hurts, doesn't it?"***

After your allies perform an attack, the story is over, but your powers are gifts that keep on giving. Enemies that face you suffer prolonged agony from poison in their veins, fire burning their bodies, and acid searing their flesh—occasionally, all at the same time. When you strike an enemy, a clock starts ticking slowly down to the enemy's inevitable death.

Attack powers that deal ongoing damage might not seem as powerful as more traditional options, but when used properly, they can be much more devastating. These attacks represent a type of gamble, betting that failed saving throws by the target will result in much more damage than a typical power would have dealt.

Building a character who focuses on dealing ongoing damage can be a long, difficult road. For the first few levels, you are limited to a single power that grants the effect. Your patience, however, will be rewarded.

### TELL US ABOUT YOUR CHARACTER

Mar'lik is a 2nd-level shadar-kai hybrid rogue/swordmage. I envision this character as one part Huron-haired, pierced-and-tattooed goth, one part musketeer with a flair for stylish attire and weaponry. He wears fencer's attire, a short, dark cape, and a rapier hanging from his broad leather belt. He also sports a short, neatly trimmed, pointy beard below his roached hair.

At only 2nd level, Mar'lik already displays tremendous talent at Stealth (with sylvan leather armor and a Luskan background, his Stealth skill modifier is +14). With his trusted *farbond spellblade rapier* stowed elsewhere for quick retrieval, he can confidently bluff his way into fancy receptions completely unarmed, all the better to disappear and investigate mysteries using Acrobatics and Thievery.

His powers include *piercing strike, dazing strike, lightning lure,* and *frost backlash*. He spent his first feat to gain proficiency with the rapier, and the second to take Hybrid Swordmage Warding to help his AC. He relies on his *shadow jaunt* racial power to escape when he is surrounded.

*DIDIER MONIN started playing AD&D in 1980 at the History Games Club of St. Sever in Rouen, France. At the University of Jussieu, Didier helped start both an RPG gaming club at the university and an RPG fanzine. He worked for Wizards of the Coast for nearly 14 years, first in the French office then in the U.S. office, where he managed the data system for Organized Play and later produced the D&D Insider client applications.*

## Class

Almost every class has a few powers that deal ongoing damage, but only a few classes use them extensively. Invoker and wizard offer a decent range of options, but the two best choices are sorcerer and warlock.

The primordial channeler is a great paragon path choice for sorcerers, since it can add ongoing fire damage to all your attacks. The life-stealer paragon path for infernal warlocks adds ongoing fire damage to any attack made with an action point.

## Race

Since you need accuracy to deal ongoing damage, start by narrowing your race choices down to those that offer a bonus to your class's primary ability score. Of those options, focus on races that increase your accuracy. (See "Never Miss," page 72, for tips on finding these races.)

## Ability Scores

If you plan to create a warlock or a sorcerer, Charisma is by far your most important ability score. Most powers that deal ongoing damage rely on Charisma, and many of them gain a damage bonus equal to the character's Charisma modifier.

## Powers

Finding appropriate powers is easy: Just search the D&D Compendium for powers that have the word "ongoing" in their descriptions. (Searching for "ongoing damage" misses all the powers that include a damage type between those two words.)

Most of your options will be daily attack powers, since that's where ongoing damage generally resides. Try to vary the ongoing damage type so that you can stack their effects onto an individual enemy.

A few encounter attack powers deal ongoing damage, including *fire shroud* (wizard 3), *word of fiery condemnation* (invoker 7), *unholy glee* (warlock 17), and *hideous tether* (spellscarred 23). Pick one of these up if you have the chance, since you'll use it much more often than any of your daily attack powers.

At 10th level, you should select *storm of energy*, even if you must use multiclass feats to do so. The 10-point increase in each target's ongoing damage value makes this power essential for this character specialty.

Look for powers that give a target vulnerability to one of your ongoing damage types (*ruinous resistance* is a great choice for warlocks). This combination can drastically increase your damage output.

ADAM PHILLIPS

## Feats

Until you have a good selection of ongoing-damage powers, don't invest too heavily in feats that enhance them. You can always retrain to take such feats later on in your career.

As with powers, feats that give a target vulnerability to damage (such as Arcane Fire) can help increase the efficiency of your ongoing damage.

Sorcerers should pick up Arcane Spellfury. The attack bonuses it provides can help you hit with your crucial daily ongoing-damage powers.

If your campaign includes dragonmark feats, the Aberrant Mark of Contagion applies a penalty to saving throws against ongoing damage.

If you plan to use alchemical items to augment your collection of ongoing-damage effects (see "Magic Items," below), snag the Alchemist and Alchemical Opportunist feats.

## Magic Items

Magic items can significantly increase the variety of ongoing damage that you deal.

- A *robe of quills* (level 3 and up) gives you another source of ongoing damage, although it's probably not worthwhile to get one until you reach paragon tier. A simpler choice is *counterstrike armor* (level 10 and up), which deals ongoing 5 damage to the first enemy that hits you in each encounter.
- *Skin of agonies* (level 13 and up) lets you turn an enemy's ongoing-damage attack away from you and onto another foe.
- Look for items that add ongoing damage to other attacks, such as *burning gauntlets* (level 6), *orb of fiery condemnation* (level 15 and up), *rod of the churning inferno* (level 12 and up), and *rod of silver rain* (level 15 and up).
- A *lifesapper rod* (level 9 and up) lets you deal ongoing damage to a target just by subjecting the target to your Warlock's Curse.

Plenty of alchemical consumables create ongoing damage, such as *alchemist's acid*, *dragonfire tar*, *bloodstinger poison*, and *acidic fire*. Just make sure you buy new consumables periodically to keep their attack bonuses relevant.

## Other Choices

All classes are limited in the number of ongoing damage powers they can use in one combat. Typically, only daily powers deal ongoing damage, so be prepared to round your character out with more standard attack abilities, as well.

Search for options that reduce your enemies' saving throws to make your ongoing damage effects last longer.

# . . . TELEPORT INSTEAD OF WALK

***"There you go, using your feet to move around again. What a waste of energy!"***

Why exert yourself–not to mention risk all those opportunity attacks–by walking around, when you could just teleport wherever you need to go?

As a master of teleportation, you can escape the nastiest deathtrap and close the distance to engage the foe of your choice. Although you might face jealousy from the other players at your carefree method of movement, try to be humble: Remember what it was like to be a slave to traditional measurements of time and space.

## Class

Several classes offer a range of teleportation powers. Most of them are strikers, but you can have teleportation fun in many roles.

The avenger uses teleportation to pursue his or her chosen enemy. Despite a vast selection of teleportation powers, many of the avenger's powers are limited in their flexibility.

The assassin can choose from many teleportation options, including an at-will class feature. Again, however, several of these powers restrict the assassin's options of where to teleport.

The swordmage and warlock have the most versatile groups of teleportation powers; however, the fey pact warlock is clearly ahead of all other classes.

## Race

Three races have a racial teleportation power. The eladrin's *fey step* has the longest distance (5 squares), and the shadar-kai and wilden gain extra benefits when they teleport.

## TELL US ABOUT YOUR CHARACTER

How do I know if I've created a character I'll enjoy playing? It has nothing to do with statistics, race, or class. It's all in the behavior and mannerisms. When other players in my D&D group start quoting my character and speculating on what he will do, then I know I've created a character worth keeping.

Take the wizard I created for Rodney Thompson's Forgotten Realms campaign, for example. Harold Glimmerswick was an 70-year-old spellcaster who had spent most of his life cloistered in Blackstaff Tower studying magic. What's more, he was obsessed with reviving Mystra.

Most of Harold's personality came out of this single character concept: If a person spent his entire adult life in a tower with little social contact and only books to inform him about the outside world, then he would have a very distorted view of reality. With a strong background and a powerful motivation (reviving Mystra), Harold had the makings of a fun, comedic character.

The best hijinks were the ongoing jokes poking fun at Harold's naivete and headstrong nature. For example, even in the Frozen North, Harold wore nothing underneath his robes, believing this to be a perfectly natural thing, since he never bothered back in the warm quarters of Blackstaff Tower. Whenever meeting people, he brazenly announced himself: "I am Harold Glimmerswick, wizard of Blackstaff Tower, and I am going to revive Mystra." The other characters inevitably groaned at Harold's missteps, but I made sure not to get so wrapped up in my character that I derailed the game.

Harold adventured with several morally questionable characters, such as an escaped convict and a drow with a penchant for torture. Creating a character who is something of a fish out of water, who has a background and an outlook that are much different from those of the rest of the party, can lead to great roleplaying opportunities. For instance, as the drow threatened grievous injury to one of our wererat foes, Harold quizzically wondered why his books about adventurers never recounted such things.

So, coming back to my point: I know I've made a character I'll enjoy when the other players can vividly imagine my character and describe what that character might do. If the DM tells us there's a big red button and before I can do or say anything, the other characters turn to me and say, "Harold, NO!" then I feel like I've achieved the infamy I want. If my wizard flies overhead and the other characters all announce, "Don't look up!" then I count it as a success. For me, having a character I enjoy is more than filling out a character sheet, it's about making someone who feels distinct and alive.

*GREG BILSLAND is an editor and a designer at Wizards of the Coast. His recent credits include Monster Manual 2, the Eberron Player's Guide, Martial Power 2, and Monster Manual 3. You can learn more about Greg's characters and campaigns at twitter.com/gregbilsland.*

Of these races, the eladrin has the most other teleportation-affecting options available, but any of these races makes a good choice.

## Ability Scores

Your ability scores have little effect on your ability to teleport, except in specific circumstances. Instead, the powers and feats you choose determine which ability scores benefit you most.

## Powers

Searching the D&D Compendium for "teleportation" brings up a list of appropriate powers. You can choose the powers that fit your style.

Pick up some teleportation powers that are activated with a move action or a minor action, such as *ethereal stride* (warlock 2) or *dimensional warp* (swordmage 2), so you can teleport without having to make an attack first.

*Ethereal sidestep* (warlock 10) is the ultimate "lazy" teleportation power, allowing you to teleport 1 square instead of shifting. Your allies will stop teasing you about it, though, once they watch you teleport out of a grab, or atop a low wall, or through a hole too tight for squeezing.

## Feats

Shorten your search term to "teleport" when looking for appropriate feats.

- Mark of Passage increases your the distance you can teleport with all powers by 1 square. Other similar feats include Devious Jaunt (for shadar-kai), Improved Misty Step (for fey pact warlocks), and Feyborn Pursuer (for eladrin avengers).
- Eladrin swordmages should grab Eladrin Swordmage Advance to get a free melee basic attack every encounter.

## Magic Items

With the right magic item selections, you can drastically increase your teleportation options.

- A *robe of contingency* (level 4 and up) is a favorite of many lightly armored characters because of its immediate-reaction teleportation power.
- *Translocating armor* (level 14 and up) lets you teleport after being missed.
- *Bracers of escape* (level 7 and up) allow you to teleport when attacked, effectively negating the attack.
- *Feystep lacings* (level 12) provide great teleportation flexibility, giving you 5 squares of teleportation each day that you can divide as you choose.

## Other Choices

Even though rituals don't offer much help in combat, if you want to be known as a master teleporter, you'd better pick up Linked Portal and similar rituals.

EMPTY ROOM STUDIO - PETER LAZARSKI

CHAPTER 2

# Building Your Party

**You've followed** the advice in Chapter 1, and now you have a well-designed character who has a fascinating personality and an intriguing background. All you need is for the other players at the table to have the same, and then fun and success inevitably follow, right?

Unfortunately, even with an entire party of compelling, optimized characters, your game might still end up a miserable failure. If every player makes a bad-boy, long-ranged striker who doesn't work well with others, you might find that you can't get much done, and you won't survive many encounters. Failure to collaborate with the other players to make a party that works well together can ruin your gaming experience before you even roll initiative in your first encounter.

D&D is a social game. Most players feel the game is most rewarding when it provides the same feeling of camaraderie that we get from working well with others in any other environment. By spending a little time early on discussing the details of your adventuring party, you can avoid hours of dull roleplaying, aimless wandering, failed encounters, and stalled adventuring later on.

Before anyone starts building a character, you should talk with the other players about character roles, party optimization, group and individual strategy, and teamwork. This chapter explains how to plan your party for both efficiency and enjoyment. It includes the following sections.

- **Character Roles:** How the four roles work together to build a successful party, and how to deal with a nonstandard party size or role array.
- **Group Characterization:** How to optimize the social side of your party, including advice on creating complementary personalities and crafting interlocking backgrounds.
- **Party Optimization:** A discussion of advanced tactics for party-building, including group character design and power choice.
- **Sample Parties:** Each sample party shows a different way of thinking about building a unified group and includes explanations of how and why it was created.

EMPTY ROOM STUDIO - PETER LAZARSKI

The ideal party of D&D characters includes one character from each of the four roles described in the *Player's Handbook*: a defender to soak up damage, a controller to manipulate the battlefield and quell the mobs, a striker to take down key monsters, and a leader to keep the party on their feet while they do their jobs. If you have at least four characters in your party, aim for at least one player to assume each of these four roles. (See page 14 for more details on character roles.)

Of course, most parties don't have exactly four characters, and even those that do might find themselves down a character occasionally (or even welcome a guest). So how do you decide which roles to double up in a large party, or which ones to live without in a smaller group?

## Building a Large Party

In our experience, tables of five players are quite common. In fact, the game's advice for the DM on building encounters and assigning treasure assumes a party of five characters. But we also know that some of you out there routinely play with six, seven, or even more players all vying for the Dungeon Master's attention. So let's talk about how to choose the best roles for a big group.

### Doubling a Role

Many players have strong opinions about the right role for a fifth (or sixth, or seventh) character, and they back up their opinions with all kinds of claims about critical redundancies or the like. In truth, the right extra character for your group depends on many factors, including the style of game the DM plans to run, the enemies you expect to face, and your group's tactical skills and preferences.

**Controller:** No character can affect a greater area of the battlefield than the controller. Wielding a variety of long-range, multitarget powers, the controller devastates mobs and reshapes the battle with a wave of his or her hand. If one controller is good, two must be better, right? Not always. Unless you commonly face particularly big mobs or wide battlefields, one controller is usually sufficient to get the job done.

That said, if your DM loves throwing endless waves of minions at your party, or if you spend more time fighting in the great outdoors than in narrow dungeon corridors, multiple controllers make a huge difference. Two controllers working together can easily block off entire swaths of the battlefield with deadly zones or can coordinate their efforts to eradicate swarms of enemies.

Controllers are at their most effective when facing large groups of enemies. If your DM prefers solo monsters or small groups of monsters, doubling up on controller can leave both characters feeling like low-damage strikers.

Also, since few controllers can survive extended contact with the enemy, make sure your controllers have good defensive or escape powers. The defender probably can't guard more than one controller simultaneously, so each controller needs to be self-sufficient enough to get out of trouble on his or her own.

Add a second controller if you anticipate many large-scale combats, and if both controllers can reliably survive occasional melee encounters.

**Defender:** Adding a second defender gives your party a lot of control over who gets attacked. If the two defenders divide their attention among different enemies, the party has locked down twice as many foes as before. Two defenders near each other can set up a virtual wall to protect their squishy allies. In a typical dungeon crawl, this tactic can easily render the monsters incapable of posing a serious threat.

A second defender also comes in handy when your party is facing a two-front battle. If your DM likes bringing enemies at you from all directions, strongly consider adding a second defender to the party.

In a battle with few enemies, a second defender can feel redundant. Multiple defenders facing a solo monster occasionally squabble over who should mark the foe; this can result in one character feeling left out. (See "Defenders: Tank-Teaming," page 90, for tips on managing multiple defender marks.)

Add a second defender to your group to gain durability and reliability. You might not kill the enemies quickly, but it takes a catastrophe to lose the fight.

**Leader:** Adding a second leader allows your party to bounce back quickly from any development. No matter what the DM throws at you, your group has the healing and party buffs to survive and thrive.

In some groups, the leader serves as the character who gets others out of trouble, whether with healing, extra saving throws, or other benefits. Having two leaders makes it tough to screw up badly enough to ruin your chances for victory. Even when the cleric goes down to the ogre's crit, the warlord's there to save the day.

The same goes for groups with unpredictable attendance. If you can't reliably forecast which players (and thus which characters) will show up for any given session, adding that extra leader ensures you have the problem-solving skills you need even if one player is missing.

A second leader can result in slow and undramatic encounters. With twice the healing of a normal party, monsters have difficulty piling damage on quickly enough to endanger any character. But since leaders lack the damage-dealing capability of strikers and controllers, the characters also win slowly.

Two leaders can also overlap, resulting in wasted effects and bored healers. Two daily powers that both

grant power bonuses to AC, for instance, have little benefit when used in the same encounter. And unless the monsters get lucky with attack rolls, your second leader might find his or her healing unused in many encounters.

Add a second leader to your party to cover for tactical mistakes or absent players.

**Striker:** It's tough to have too many strikers in a party. After all, dealing damage tends to win fights, so dealing more damage wins more fights, right? Unlike defenders, multiple strikers rarely have overlap problems (with the exception of two warlocks, since you can't place your Warlock's Curse on a creature already cursed by another warlock unless you have the Accursed Coordination feat). Your rogue can use Sneak Attack against an enemy already chosen as the ranger's quarry; in fact, that's often the best tactic to end fights quickly and efficiently.

If you have multiple strikers in your party, make sure at least one of them is melee-friendly. Otherwise, you risk having too many characters who want to stand at the back of the party and not enough on your front line. Barbarians and two-blade rangers work well as melee combatants, and rogues and Constitution-based warlocks don't mind getting into the thick of battle now and again. Avengers prefer melee, but they also prefer fighting a lone opponent.

A striker-heavy party performs best against small groups of enemies. Most strikers can't deal well with large groups, and their damage-dealing talents are wasted against mobs of minions.

When in doubt about which character to add to your large party, go for a striker. Even if it's not always the best choice, it's rarely a bad choice.

### TOO MANY STRIKERS

Even with a normally sized group, you might end up with an unbalanced party. The most common manifestation is the striker-heavy team. Striker classes are the sexiest in the game, not just for power gamers and slayers but also for many actors because of the strong flavor associated with some of these classes.

With a party full of strikers, you desperately need a leader or at least a defender to keep an eye out for problems. While the warlock, rogue, ranger, and avenger run around the battlefield, poking holes in the enemies and cracking jokes about the decor, your "fixer" patiently cleans up the problems these strikers inevitably create.

STAN! BROWN

## Covering a Tactical Gap

Even if you have all the roles filled, your party might still be unbalanced. Sketch out where each character in your party prefers to stand during battle. Now, imagine a half-dozen monsters charging across the room. Where do they go, and what's the result? If you're the lone defender protecting three or four ranged attack specialists, how can you guard everyone, and who steps up when you inevitably fall?

The ideal adventuring party should have two characters devoted to melee combat, two focusing on ranged and area attacks, and one character who can switch between melee and ranged attacks as needed. Use the following descriptions to help plan your tactical group.

**Melee Focused:** ardent, avenger, barbarian, battlemind, fighter, monk, paladin, runepriest, swordmage, warden, warlord. These characters need to get up close to do their best work.

The warlord is a special case. *Martial Power 2* introduced the skirmishing warlord build, which focuses on making and enhancing ranged attacks. This character can easily fit into the highly versatile category.

**Ranged Focused:** invoker, psion, sorcerer, wizard. These classes rarely bring any melee prowess to the table. They need other characters to stand in the way of the monsters.

**Highly Versatile:** artificer, assassin, druid, rogue, skirmishing warlord. These classes can switch between melee and ranged attacks without giving up power or accuracy.

**Potentially Versatile:** cleric, ranger, seeker, warlock. These classes can be built to include both melee and ranged attacks. However, such builds typically need multiple primary ability scores or have other drawbacks, making achieving versatility with these classes more challenging. When bringing such a character to the group, make sure everyone knows whether you've built a focused or a versatile member of the party.

## Building a Small Party

If you drool at the thought of having too many characters at the table, you're probably one of those poor souls who can't assemble a full adventuring party. We empathize: Everyone's been there, whether as a new arrival in town or just cursed to live in a game-scarce region. So how do you deal with the party of three or fewer players?

Well, get rid of the idea of having a well-balanced party. No matter the workaround, you're bound to come up against situations that expose your team's gaps. But with a little discipline in class selection—and some cooperation from your DM—you can still have plenty of fun and success with a small group.

### Foregoing a Role

Many of the arguments about which roles to double up on also apply to small-group situations, but in reverse. If having two leaders means it's tough to lose a fight, having no leaders makes every battle tougher to win. Since you know you're missing a role, which one do you choose to forego and how can you compensate?

These descriptions are ordered from most expendable to least expendable.

**Striker:** The striker is the most expendable, because this role specializes in dealing damage. Sure, the other roles can't deal damage as quickly as a striker, but that just means the fight lasts longer. The striker lacks the leader's ability to heal, has only a limited ability to affect multiple enemies like a controller, and has no marking ability and weaker defenses than the defender. So if necessary, your party can manage without a striker.

Compensate for your lack of a striker by choosing classes with higher damage output or with plenty of accuracy and damage boosts. The right wizard or invoker can make up some of the damage gap. A warlord can pass out extra attacks and offensive buffs. A bard can easily load up on powers that increase his or her party's offensive output. A predator druid in beast form makes a decent striker replacement.

**Controller:** A controller is slightly more important to a party than a striker because of the multitarget aspect of the controller's abilities. With no controller in your party, you can't quickly destroy large groups of minions and you can't easily manipulate the battle

### Playing in a Large Group

If by choice or by chance you find yourself in a group with six or more players, you might think the extra players ensure success in combat and a fun game for everyone. It's true, pitting more characters against the same group of monsters likely results in an easier win. But in reality, the situation presents a number of challenges.

Big groups are slower than small groups. You might find that a seven-player team takes longer to finish a combat than the five-player group, even against the same group of monsters. The more players you have, the harder it is to know what you're going to do before your turn. And let's face it, some players just make decisions more slowly than a dwarf wades through a gelatinous cube. Encourage players to focus on simple, straightforward character options: powers without secondary attacks, feats without complicated situational benefits, and so forth. Even if each player sacrifices only a little of the complexity that slows the game down, it adds up to a big time savings.

Big groups mean less roleplaying time for each player at the table. Dividing the same number of playing hours between more people means less face time for each player. Don't hog the spotlight. Respect the other players' turns. Know when to sit back and let other people talk.

Big groups can lead to spotty attendance. Ironically, having more characters in the party can sometimes result in fewer players showing up. If you don't feel that your attendance is crucial for the group's success, you might find it easier to skip a game. Unpredictable attendance introduces all kinds of problems, both for the group's success and the DM's sanity in crafting encounters and intricate storylines. Let the DM rely on your presence; work hard to attend at least 75 percent of the sessions. If you can be one of these reliable players, offer to take charge of tracking treasure or quests, or offer to keep the party's journal. (see "The Campaign Journal," page 148). Have a backup for this task; if you're going to miss a session, send that player any notes he or she needs to step in for you.

Talk with the DM and the other players to agree on a standing rule for how many players will have to attend to keep a gaming session on the calendar. As much as it hurts to tell a player that the group isn't rescheduling a game to account for his or her absence, putting your game at the mercy of seven or eight competing schedules is a recipe for madness. Pick a night and stick with it—the player who misses a session can always catch up with the story next time.

through conditions, zones, and walls. Although you can get by without a controller, having one definitely makes your party stronger.

Compensate for your missing controller by having each player pick up multitarget powers, if possible. Every dragonborn can take out a couple of minions in each fight with *dragon breath*. Most classes have at least a couple of close burst or close blast attack powers; the fighter's *come and get it* is a good example.

Also, look for powers that restrict enemy options or reduce an enemy's effectiveness in combat. Both the sorcerer and the warlock can stand in for a controller in a pinch, with the variety of controlling or debuffing powers available to these characters.

**Defender:** Without a defender, strikers and controllers have difficulty doing their jobs. Strikers start taking more hits, forcing them to flee melee. Controllers lose their safety buffer, making them vulnerable to enemy brutes and soldiers. Even if the monsters cooperate by attacking your melee-focused leader, he or she doesn't have the defenses or hit points to stand up for long. And when your leader falls, the party's in big trouble.

Compensate for the lack of a defender by ensuring that everyone has either the durability to survive melee or the mobility to escape it. For strikers, use barbarians or two-blade rangers rather than sorcerers or warlocks.

Pick up some powers that mark foes—the bard has a few—to pull the monster off your bloodied wizard before it's too late.

**Leader:** It's tough to survive without a leader for very long; second wind only goes so far. Without a leader, every combat becomes a nail-biting race to defeat the monsters before you run out of hit points. The margin for error becomes razor-thin, mandating smarter play and stronger tactics from everyone at the table.

Compensate for your missing leader by picking up as many healing powers as you can. The paladin is your best choice, but several classes (such as the fighter and the warden) have the ability to restore their own health. Check out the Heal skill powers for options for any class. Although multiclassing is a good solution for any missing role, it's almost mandatory when your group goes without a leader.

## POWER TRIOS

If you need help assembling that three-character adventuring party, here are some combinations that might work for you.

**No Striker:** fighter, invoker, warlord. The fighter-warlord team-up can deal massive damage in a hurry while the invoker keeps the rest of the battlefield locked down.

**No Controller:** bard, swordmage, warlock. This all-arcane team brings plenty of battlefield control to the table. With the right powers, any of them can stand up against a mob for a round or two until help arrives.

**No Defender:** barbarian, druid, shaman. The first two characters can handle themselves in melee combat, and the shaman can lock down foes with his or her spirit companion.

**No Leader:** druid, paladin, warlock. The druid and the paladin can provide much-needed healing and defensive buffs. The warlock can easily get out of trouble before getting too injured.

PATRICK THOMAS PARNELL

Just as when lacking a defender, make sure you have the melee chops to handle the incoming monsters. Alternatively, you could try making everyone slippery; if the monsters can't keep up with you, maybe they can't hurt you.

One subtle effect of playing in a leaderless party is that it costs more healing surges to bounce back from a battle (since you don't have all those extra dice of healing normally gained from leader powers). Expect to play only half to two-thirds of the number of encounters between extended rests that you would play if you had a leader.

## General-Purpose Characters

The best solution for a small party comes from abandoning the game's preference for specialization in favor of more generalized characters. The multiclassing and hybrid character rules provide two methods for building a team member who can potentially cover two of your four bases.

A multiclass character spends feats to pick up some features and powers from another class. However, a single multiclass character doesn't fully compensate for a missing role. Multiclassing in leader or controller provides a bit of support for a party lacking that role, since so much of those roles lie in their power selection. On the other hand, multiclassing as a defender or a striker supplies only minimal role support and probably won't accomplish what you need.

Adding a hybrid character is another story. Built properly, with a good mix of two roles and the appropriate ability scores to support both classes, a hybrid character is a godsend to the small party. Although your hybrid fighter/cleric can't necessarily act as both a defender and a leader every round—or as either role for the full encounter—he or she certainly brings more of each role to the table than a multiclass character.

If everyone at the table can handle the complexity, consider encouraging each player in a small party to build a hybrid or at least a multiclass character.

## Work with the DM

Make sure your Dungeon Master knows about your party's role gaps. If you're worried about not being able to handle a particular type of challenge, ask your DM for advice on how to deal with it. Maybe he or she will agree to avoid placing your party in those situations very often, or maybe your plight earns you a "get-out-of-TPK-free" card.

The companion character system presented in *Dungeon Master's Guide 2* provides a potential solution for exactly this problem. Rather than crafting an entire extra character, the system allows you to build a simple character to fill in on either a temporary or a long-term basis. Running the character doesn't require much brainpower, due to its limited options, but the extra body can make the difference between success and failure.

A good DM knows that his or her job is to make the game fun for everyone. Any DM can build an encounter that kills off the entire party; the challenge comes in building encounters that come close without quite getting there.

## Tell Us About Your Character

Kael, the Hand of Io, is a 16th-level dragonborn deva cleric/invoker who has the angelic aspect paragon path in Chris Perkins's Wednesday night Iomandra campaign. (See the Iomandra page on the Wizards Community D&D forums for more details on this island-based campaign inspired by the D&D core world.)

Jumping into a Chris Perkins campaign is no easy feat. I polled the crew to see what the group needed, and a leader/controller topped the list. As I pondered jumping directly into a paragon-level campaign rich in detail and story, with a solid cast of characters who have already had crazy adventures together, I wanted to make something a bit unique. Using the deva's racial description, the angelic aspect paragon path, and the write-up for Bahamut-worshiping invokers in *Divine Power*, I created a twist on the deva story. Kael is an angel who descended to be the Hand of Io in the world, acknowledging both Tiamat and Bahamut in his code of action. This allowed me to retain a direct tie to the powerful draconic influences in Chris's game, yet still leave the "dragonborn spotlight" on the unique storyline of the paladin of Bahamut already in the party. I was a draconic deva. Go figure.

So I had a cool, unique race and character, and an easy-to-integrate background. Starting as a cleric, I swapped out some powers using the multiclass feats to give him some invoker/controller flavor while retaining the core healing this group of bleeders needed.

Also, reading the blog posts of the campaign, these guys fall all the time, so sprouting angel wings in a clutch seemed like a really, really good idea. Especially when diving out the window is the typical "Hail Mary" maneuver intended to save the party members from something deadlier inside the room. Seriously, they get sucked into vortexes, blown out windows, and dropped from heights on a regular basis. Read the blogs to find out how things turn out.

We should be okay, right?

*CHRIS CHAMPAGNE is the studio director of the team that makes great D&D applications like the Character Builder, Monster Builder, and D&D Compendium. An avid D&D player and DM since the summer of 1978, Chris uses the phrase "Just livin' the dream" when asked what it's like working for Wizards of the Coast.*

# GROUP CHARACTERIZATION



Crafting a mechanically balanced group represents only half the task of building a strong party. In addition to functioning well together on the battlefield, your characters must get along well enough to stand adventuring as a team. Work together to create complementary personalities and interlocking background stories for your characters, and you'll be rewarded with a much more entertaining game.

## Linking Stories

Share your character concept and background elements with your fellow players and encourage them to do the same. Look for places where your stories might link together, and take advantage of those opportunities to build connections before the campaign even begins.

Your links might have been forged in the past. Perhaps two characters hail from the same village, or studied under the same mentor, or were orphaned by the same war.

If such coincidences seem too strained, find another way to connect yourself to a person, a place, or an event significant to another character. Maybe your character knows another character's home town because you used to make delivery runs there as part of a merchant caravan. The paladin in the party knows your mentor because the paladin's father served with him in the war . . . the same war that orphaned the wizard.

On the other hand, the connections you build might involve plans for the future. You know that one of the characters likes to play practical jokes, so you decide that your dwarf will become the unwitting straight man for your friend's tricks. Two dragonborn characters in the same party might share a desire to see the glory of Arkhosia reborn in the world.

These links don't just provide common points of reference for small talk between your characters, they begin to build a framework upon which the DM can later place adventure hooks, significant nonplayer characters, and storylines. A person known to two or three characters provides a more compelling contact than one who's a stranger to everyone but you. A goal shared by two characters is twice as likely to become significant in the campaign setting.

You don't have to decide that every character knows everyone else before the first adventure starts. Instead, craft an interesting link between your character and two others in the party. Each of those characters, in turn, builds a link between two others, and so on, until you have a web of connections that bring you all together.

## Compatibility Test

Make sure that your various character personalities don't clash too badly. Friendly rivalries and occasional differences of opinion can make for exciting role-playing, but heated arguments and obstinate refusals to work together lead to broken groups and ruined friendships.

In some cases, you might have to tone down an aspect of your character concept to fit in. D&D isn't just about showing off your creativity or theatrical talents—it's about everyone at the table having fun. If your fun comes at the expense of the fun of other players, throttle back a bit and let others share the enjoyment.

Include the DM in these conversations, as well. Some Dungeon Masters can roll with any character personalities, but most have at least one behavioral quirk that rubs them the wrong way. Maybe your DM doesn't want a punster in his or her spooky game about undead. Be reasonable, and find a way that both of you can play the game you want.

## Why Are We Here?

Some gaming groups are satisfied just playing a team of treasure hunters without a greater purpose. Often, however, groups create a story that gives the party a reason for their adventures. Do your characters all work for the same mysterious benefactor? Have you come together for vengeance against the dragon who laid waste to your home region? Are you all escaped slaves, bored children of nobles, or graduates of the same military academy? Agreeing on the central purpose of your gathering can suggest adventures and quests to the DM while simultaneously reminding everyone why your characters risk life and limb to go on these crazy escapades.

Some groups go one step further, building their characters around a shared mechanical theme. It's never been easier to craft an entire party that shares a power source, but you could also share a race, use tribal feats, or find some other element of the rules to brand your group as a unified team.

Without exploiting the rules, a party can benefit from choosing classes, powers, and other options that work well together. This section aims to ensure that your party becomes a well-oiled machine.

## Defenders: Tank-Teaming

When you have two or more defenders in a party, it takes discipline and planning to avoid unnecessary canceling of each other's marks. Sometimes, trading marks is a great strategy, but many multiple defender groups unintentionally spend half the battle with only one marked enemy. Before you get to the table, figure out how to pair the right two defender classes to avoid this problem.

Place extra value on defenders who can easily select the target of their mark. The battlemind and the swordmage have the greatest flexibility in this regard, since they can mark a specific target other than the creature they're fighting right now. The fighter must mark the target he or she attacks, and the warden marks all adjacent enemies without any ability to pick and choose. The paladin falls in the middle of the continuum—he or she can select a particular enemy within 5 squares, but the paladin must then engage the marked foe.

Don't overrate multiple marking powers. With two or more defenders, you already have multiple marks on the battlefield, and multiple marking powers increase the chance that you'll override (and thus waste) an ally's mark.

Remember the value of durability. Although all defenders rely on high defenses and hit points, having two defenders means each one must be patient when it comes to getting healing. Also, it's unlikely that your two defenders can evenly split the incoming attacks; one or the other probably ends up taking the brunt of the assault. Paladins, fighters, and wardens are the toughest and most self-reliant defenders. Choose one of these characters as your primary defender, relying on him or her to take point in your defensive wall.

The swordmage makes the strongest secondary defender. Since your swordmage character can trigger your mark's punishing effect from range, you can effectively keep your attention on two places at once: the enemy in front of you, and the marked enemy across the room. Even if your aegis doesn't include teleportation, your own class powers offer many options for blinking across the battlefield at a moment's notice. Also, *arcane deflection* allows your swordmage to protect any adjacent ally, even another defender, from attacks.

The battlemind is another solid choice for a secondary defender; the class's precise yet flexible marking powers provide great options on the battlefield.

## Strikers: Focusing Firepower

When you divide damage between multiple foes, you draw out the battle and allow the enemy more opportunities to hurt you. Having a striker or two on your team avoids this problem by piling lots of damage on individual targets. Usually, having multiple strikers doesn't cause problems, since dealing more damage is almost always a good call. However, some parties that have multiple strikers encounter difficulty with competing striker priorities.

The most common problem with multiple striker parties comes from an overreliance on ranged attacks. The sorcerer, the warlock, and the archer ranger are popular striker choices, but none of these characters necessarily wants to face monsters in melee. Assuming that they don't stand together in the fight, all those fragile strikers are going to need multiple defenders to protect them. Pair a ranged-focused striker with a melee-friendly striker, such as the barbarian or the monk, to avoid this problem. Alternatively, make sure your strikers all have strong mobility, self-healing, or escape options so they can get themselves out of trouble.

Two striker classes, the ranger and the warlock, each have the Prime Shot class feature. If these two characters try to maximize accuracy against the same target, it's tough for both characters to gain the Prime Shot bonus. Either avoid pairing these two classes in the same party, or accept the inefficiency that comes with splitting attacks or foregoing Prime Shot.

Sometimes, two strikers' preferred tactics don't work well together. For example, the avenger prefers to fight a lone opponent. That usually means the character doesn't want any allies nearby—multiple characters usually draw multiple monsters. On the other hand, most rogues require a teammate fighting the same enemy to perform at full effectiveness. Having both an avenger and a rogue in the same party makes it tough for the strikers to focus their damage on a single foe.

Coincidentally, many strikers have similar skill lists. Keep in mind the party's desired distribution of trained skills (see "Skill Training," page 92) when choosing which strikers best fit your group's needs. The class skills lists of barbarians and rangers, for instance, overlap more heavily than the lists of sorcerers and rangers.

## Choosing the Right Leader

The *Player's Handbook* suggests that leaders are essentially interchangeable, but don't mistake this to mean that all leaders are identical. Although any leader fills the party's basic needs for healing and buffs, each leader class brings a different flavor of party assistance to the table. Matching the right leader to your party can make a significant contribution to your success.

Ardents have many powers that boost allies' accuracy and damage. Characters specializing in multitarget attacks (such as controllers, sorcerers, and rangers) can easily double the effectiveness of their attacks because of these boosts.

The artificer's conjuration powers often function as minicontrol effects, helping to keep a battle from getting out of hand. Like the ardent, the artificer also has many offensive buffs.

Bards are masters of minor repositioning, both of allies and enemies. Your bard should view the combatants as his or her toys to move around at will. The bard also provides great benefits outside combat, and has a long skill list, access to rituals, and *words of friendship*. Rogues and avengers appreciate the help in getting enemies into unpleasant positions, controllers love being slid out of melee, and the bard helps fighters lock down the battle as well. The Multiclass Versatility feature means your bard can easily slide into other roles when needed; small parties love having a bard.

No class brings more efficient healing to the party than the cleric. You could easily choose nothing but powers that heal damage or provide temporary hit points. Clerics also have a plethora of both melee and ranged attacks, which means that you can add the class either to a melee-focused group (to stand in the back rank) or to a ranged-focused team (to hold the front line). A group with plenty of other forms of healing might not need those powers as much.

The shaman can spread healing out to great effect but can't heal individual allies quite as quickly as other leaders. The shaman's spirit companion functions as a minidefender (if near allies) or as a zone of battlefield control (if elsewhere). You can safely bring low-defense characters to a party including a shaman, thanks to the many defensive buffs the class provides.

Warlords function best in a melee-focused party. Many warlord powers grant extra melee attacks to nearby allies or provide bonuses to melee attacks. Surround your warlord with fighters, barbarians, and rogues to maximize your party's damage output. The skirmishing warlord build in *Martial Power 2* favors ranged allies, so make sure you have an archer ranger, a seeker, or a warlock at hand.

Of the leaders, only shamans lack at least one social interaction skill; ardents and bards have all three. Most leaders have Diplomacy as a class skill, so if you have two or more leaders, take care to avoid unintentional skill overlap.

## Character Redundancy

The basic advice on building parties earlier in this chapter handled balancing melee and ranged attackers (see "Covering a Tactical Gap," page 85). Try to have at least two of each kind of attacker in your party, to avoid putting too many of your eggs into either basket. The members of a melee-heavy group might find themselves tripping over each other to get into combat, and an all-ranged party lacks the ability to effectively deal with brutes and soldiers.

Sometimes, though, you just can't avoid this imbalance. If you need to fill out a group that leans in one direction or the other, try these suggestions.

**All-Ranged Group:** This party needs a defender or a leader who can provide melee support for the rest of the team. For a defender, you can't beat the swordmage, who can keep one enemy marked while engaging a second enemy on the other side of the room. This class also has great mobility, allowing the swordmage to move between different threats with ease. For a leader, try a skirmishing warlord to enhance your party's ranged attacks. Make sure the warlord has a few melee powers, as well. The druid is a good choice for controller, since he or she can step into melee without difficulty.

**All-Melee Group:** An excess of melee characters offers fewer problems than an all-ranged group, but these characters still encounter difficulty handling flying enemies or cramped battlefields. Choose a leader who has ranged attack powers, such as an artificer, a devoted cleric, or a cunning bard. Make sure your strikers, even if they are melee-focused, have ranged attack options. The rogue and the hunter ranger are good choices for strikers with ranged attack abilities.

**Equipment:** Diversify your characters' choices of weapons, implements, and armor. Even if your DM is diligent about using character wish lists, when multiple characters want the same type of items, treasure distribution can get a bit testy.

**Rituals:** Every party should include a character capable of learning and using rituals. Several classes gain ritual use as a class feature; if you don't have one of these characters in your party, have someone select the Ritual Caster feat no later than 8th level. (That's when the really important rituals start appearing.)

**MATCHING CLASSES TO SKILLS**

| Skill | Best Choices | Other Choices |
|---|---|---|
| Acrobatics (Dex) | assassin, avenger, monk, ranger, rogue, seeker | bard, barbarian |
| Arcana (Int) | *artificer*, *bard*, invoker, psion, shaman, *swordmage*, warlock, *wizard* | assassin, ardent, battlemind, cleric, druid, runepriest, *sorcerer* |
| Athletics (Str) | barbarian, fighter, monk, ranger, runepriest, seeker, sorcerer, swordmage, warden, warlord | ardent, assassin, avenger, bard, battlemind, druid, rogue, shaman |
| Bluff (Cha) | ardent, assassin, bard, psion, rogue, sorcerer, warlock | — |
| Diplomacy (Cha) | ardent, bard, battlemind, cleric, paladin, psion, sorcerer, warlord | artificer, druid, invoker, monk, swordmage, wizard |
| Dungeoneering (Wis) | artificer, psion, *ranger**, warden | bard, rogue, sorcerer, wizard |
| Endurance (Con) | ardent, barbarian, battlemind, druid, fighter, invoker, runepriest, seeker, shaman, swordmage, warden | assassin, avenger, monk, paladin, ranger, sorcerer, warlord |
| Heal (Wis) | ardent, artificer, avenger, battlemind, cleric, druid, monk, paladin, ranger, runepriest, seeker, shaman, warden | barbarian, bard, fighter, warlord |
| History (Int) | artificer, bard, invoker, psion, shaman, swordmage, warlock, warlord, wizard | cleric, druid, paladin, runepriest, sorcerer |
| Insight (Wis) | ardent, battlemind, cleric, druid, invoker, monk, paladin, psion, runepriest, seeker, shaman | assassin, bard, rogue, sorcerer, swordmage, warlock, wizard |
| Intimidate (Cha) | ardent, barbarian, bard, battlemind, paladin, psion, rogue, sorcerer, warlock, warlord | avenger, fighter, invoker, seeker, swordmage, warden |
| Nature (Wis) | *druid*, *ranger**, *seeker*, *shaman*, *warden* | barbarian, bard, sorcerer, wizard |
| Perception (Wis) | artificer, avenger, druid, monk, psion, ranger, seeker, shaman, warden | assassin, barbarian, bard, rogue |
| Religion (Int) | *avenger*, bard, *invoker*, shaman, warlock, wizard | *cleric*, monk, *paladin*, *runepriest* |
| Stealth (Dex) | *assassin*, avenger, monk, ranger, *rogue*, seeker | — |
| Streetwise (Cha) | ardent, assassin, bard, rogue, warlock | avenger, fighter |
| Thievery (Dex) | assassin, monk, *rogue* | artificer, runepriest, warlock |

***The ranger automatically receives training in either Dungeoneering or Nature at 1st level.***

A party can benefit from having more than one character who has the ability to use rituals, but only if each of those characters focuses on different kinds of rituals. Having multiple characters learn the same rituals serves little purpose, and the characters end up feeling less interesting and special. The party also wastes money, because learning rituals costs gold. So have your leader learn healing and restoration rituals while your controller learns scrying, exploration, or deception rituals.

**Languages:** Speaking a wide variety of languages is nice, but if the characters share a second language, they can speak to each other without others outside the party understanding. You might have difficulty convincing your Dungeon Master that all the characters speak Supernal, so learning a more common language, such as Elven or Goblin, might be better.

## Skill Training

An optimized party is ready for any skill challenge the DM might craft. Aim to have at least one character trained in each skill, saving redundant skill training for only the most important skills. A five-character party can easily cover all seventeen skills as long as you take a little care.

Smaller parties have more difficulty covering all skills and might have to rely on characters who combine high ability modifiers with bonuses from race or background. Having a human or an eladrin character in your party can help cover all the bases, since those races gain extra trained skills.

Use the Matching Classes to Skills table to figure out which character will train in each skill. If possible, assign every skill to a character who has a score of 16 or higher in the skill's key ability. Classes appearing in the "Best Choices" column offer the

skill's key ability score as either a primary or a secondary ability option; characters from these classes are likely your best options for that skill assignment. Other classes that include the skill in their class lists, but which are unlikely to have a high score in the skill's ability, appear in "Other Choices."

After you have chosen your classes, assign automatic skill training. Class names that are italicized in the table automatically receive training in the skill. In some cases, these classes might not be in the "Best Choices" column.

Assign the rarest skills first. Dungeoneering, Nature, Streetwise, and Thievery have the fewest "best matches" among the skills, so make sure you handle those before moving on to the more common skills.

Next, cover the skills most likely to prove mission-critical. The other knowledge skills—Arcana, History, and Religion—and the observation skills (Insight and Perception) should never go untrained in a party. You should also have at least one character trained in each of the social skills: Bluff, Diplomacy, and Intimidate. It's good to have a character trained in Stealth, but it's often more important to have no character who has a negative skill modifier in Stealth (since the group that sneaks together stays together).

The last few skills—Acrobatics, Athletics, Endurance, and Heal—aren't as likely to require a high level of expertise, so you can fill them out last.

After covering the list, your party should still have a few more skills left to train. Use these to gain a second expert in the most commonly used skills (Arcana, Diplomacy, and Perception) or to help cover weak points in skills that often require the whole group to succeed (Acrobatics, Athletics, and Stealth).

## Tactical Combinations

Talk with the other players about your character's preferred tactics to ensure the party isn't working at cross-purposes. Few game experiences prove more frustrating than the realization that your character's careful build is negated by another character's power selections.

Here are a few examples: Although many leader powers boost adjacent allies, these powers rarely help the avenger, since that character prefers to fight alone. And if you chose powers that allow you to slide enemies around the battlefield, remember that the fighter needs to stay adjacent to foes to maximize his or her ability to lock them down. The battlerager fighter rarely needs more temporary hit points, so the cleric's *sacred flame* becomes less useful to the fighter.

Look for ways your powers can benefit your allies, even if you aren't playing a leader, and tell them about it. Any character who can daze, restrain, or knock enemies prone makes it easy for the rogue to gain much-needed combat advantage. Your warlock's *dread star* helps your allies hit the enemy's Will just as much as it helps you. Remind the bard that your rogue appreciates being slid into a flanking position before your turn starts.

## Have Patience

Not everyone has the skill, experience, time, resources, and motivation to ensure that a character is optimized with the latest updates from *Dragon* magazine, the newest supplement, and the most recent campaign setting. Not everyone wants to crunch the numbers, read the optimization boards, plan out interparty dynamics, or create nifty spreadsheets displaying damage output per level. Understand each player's talents and preferences and respect them.

Avoid building characters that marginalize the efforts of other players at the table. As you carefully optimize your fighter, make sure to leave some room for your friend playing the paladin to shine. Let the paladin have higher defenses than you, or more hit points, or a couple of trained skills that you don't have. When building your perfect rogue, try not to eclipse the defender's AC—it makes that player feel like he or she doesn't need to be there.

Even though being awesome certainly is awesome, D&D is not about being the best—it's about everyone at the table having fun. If you are better in every way than another party member (particularly one playing the same role), the other player probably isn't having much fun. If you are the only defender, then go right ahead and be mega-amazing at defending your allies, but if your party has another defender, consider making other choices. Otherwise, you risk diminishing your friend's enjoyment of the game. And what's the point of that?

# SAMPLE PARTY: THE SPELLBLADES

*We come from different races, different lands, different backgrounds. And yet our knowledge and appreciation of the arcane mysteries bring us together in a shared quest for the secrets held by the many worlds.*

The Spellblades bonded over a common interest in arcane magic. Some characters dabble in magic, using it to enhance their martial attacks. Others are full-fledged magic users who revel in the thrill of spell and ritual.

Even with this shared power source, subtle differences and rivalries exist within the Spellblades. The feyborn eladrin, Taellaen, sometimes wonders if the shadowy Delaia keeps secrets from the rest of the group. The characters compete for the highest Arcana check result, seeing it as a point of pride.

## Ruel, Shielding Swordmage

**Role: Defender**

The heart of the party, Ruel blends magic and martial art into a seamless fusion. The human's calming presence provides a balm to the passionate energy that can spark in such a magical group. As the party's defender, Ruel stands in the front line, soaking up attacks and damage. Ruel focuses more on defense than on offense; he uses a longsword to maximize the AC boost of his Swordmage Warding class feature. Ruel uses his high Constitution score to deflect away from his allies the damage dealt by marked enemies.

**Powers:** Ruel prefers a variety of powers that can strike both adjacent and distant enemies—such as *frostwind blade*, *lightning lure*, *lightning clash*, and *whirling blade*—so that he can keep pace with the party when ranged combat is a better option.

**Feats:** Ruel starts with Toughness and Improved Swordmage Warding, knowing that staying alive and active keeps his party safe. He expects to continue to focus on defensive feat options, looking forward to Human Perseverance at 2nd level.

**Skills:** Arcana, Endurance, History, Insight.

## Taellaen, Tactical Warlord

**Role: Leader**

Taellaen, the party's primary leader, focuses on getting his allies to optimal positions on the battlefield.

**Powers:** Taellaen leads off with *inevitable wave*, encouraging Ruel to follow him into battle. *Opening shove* helps get enemies into the right position, and *warlord's favor* makes his allies' attacks more potent. *Lead by example* combines both aspects of this eladrin's leader role.

**Feats:** Because of his high Intelligence score, Taellaen has become a multiclass wizard with Arcane Initiate, taking *scorching burst* to add an attack useful against distant foes or groups of minions.

**Skills:** Arcana, Athletics, Heal, History, Intimidate, Perception.

## Zulot, Dragon Sorcerer

**Role: Striker**

Zulot, a dragonborn, is the party's firepower, both literally and figuratively. She is the striker of the party, and she can deal a great deal of damage.

**Powers:** *Acid orb* is a solid long-range attack (and functions as a ranged basic attack, for times when Taellaen uses powers that grant free basic attacks). *Dragon breath* and *burning spray* allow Zulot to routinely damage multiple enemies, making her almost as much a controller as a striker. *Tearing claws* helps her defend herself when enemies slip past the front line.

**Feats:** Zulot wants to deal as much damage as she can, so she likes the accuracy boost of Implement Focus. Later, she looks forward to Arcane Spellfury.

**Skills:** Arcana, Athletics, Diplomacy, Intimidate.

## Delaia, Control Wizard

**Role: Controller**

The least impulsive Spellblade, Delaia prefers to know what she faces before acting. If the shadar-kai can't figure it out, she keeps it away from her.

**Powers:** As a control wizard, Delaia specializes in powers that affect enemy movement, such as forced-movement powers (*thunderwave* and *spectral ram*), powers that immobilize (*web*), and powers that create barriers and difficult terrain (*icy terrain* and *wall of ice*). Dealing damage is a secondary concern to her; she leaves that to Zulot.

**Feats:** Enlarge Spell increases the size of three of Delaia's starting powers, dramatically widening her area of effect on the battlefield.

**Skills:** Arcana, Dungeoneering, Nature, Religion.

## Raskel, Valorous Bard

**Role: Leader**

Raskel is an archetypal half-elf wandering minstrel. He picks up a bit of knowledge, story, and song everywhere he goes and from everyone he meets.

**Powers:** *Vicious mockery* and *war song strike* offer Raskel a nice variety of at-will power choices. *Fast friends* can help an ally in need, and *slayer's song* helps speed the battle to a victorious conclusion. *Eyebite*, which Raskel gained by multiclassing, comes in handy when he needs to maneuver past enemies to aid a friend.

VICTORIA MADERNA

**Feats:** Raskel starts by multiclassing into warlock with Pact Initiate (selecting Thievery and the fey pact). He intends to continue selecting various multiclass feats; he has his eye on sorcerer and paladin.

**Skills:** Arcana, Bluff, Diplomacy, Perception, Streetwise, Thievery.

## Party Optimization

**Working the Front Line:** Two of the party's five members, Ruel and Taellaen, are pure frontline fighters. Ruel tends to absorb blows for Taellaen so that the warlord can heal him and keep the other party members alive. Raskel is a decent third melee fighter. The three of them make sure that their striker and controller can avoid melee.

**Long-Range Combat:** All five members of the party have some ranged combat ability, although Zulot, the sorcerer, and Delaia, the wizard, are the primary ranged combatants. But even the warlord and the swordmage—classes that don't traditionally favor ranged combat—have a few ranged attack options. Because of the party's versatility, it can handle both melee and ranged combat with ease.

**Arcane Link:** Because they share a power source, these characters have developed an uncommon unity. The Spellblades' shared interests lead to adventure hooks that speak to the entire party rather than to a single member. Such unity might not seem like a form of optimization, but in a sense it is, because it leads to enhanced cooperation.

**Skill Challenges:** Raskel and Zulot take the lead on social skill challenges. Ruel and Delaia handle most of the knowledge skills, but anyone in the party can ace an Arcana check. The party lacks a Dexterity- or Wisdom-focused character, so it's weak on those skills.

## Party Tactics

**Synergistic Front Line:** Ruel and Taellaen bring an important synergy to the front line. Ruel uses his mark to deflect blows away from Taellaen or reduce damage to the warlord when attacks do land. Taellaen keeps Ruel alive with healing and buffs. These two maintain a wall in the front to give the others room to maneuver.

**Keep 'em Guessing:** With their mix of attacks, the members of the Spellblades make guessing what they might do difficult for enemies and the Dungeon Master. The defender is capable of speed and of both ranged and area attacks. The dragonborn sorcerer uses more area attacks than most strikers. The warlord leader specializes in combat leadership, which keeps the party alive and kicking hard. And the bard keeps the enemy guessing with his never-ending array of tricks, finding something with which to baffle enemies at every turn. He thinks of unique ways to avoid combat when possible and rolls with the punches when the situation gets dirty.

## Adjusting the Party

Of the five characters, either Raskel or Delaia is the most expendable if there are only four players at the table. True, keeping Raskel means having two leaders, but he has enough other talents that losing him would be hard on the group.

If we expanded this party, we'd consider adding either a second defender or a second striker. Assuming we wanted to keep the arcane theme, we might choose an assault swordmage, a warlock, or even a paladin/warlock hybrid.

We could also trade out the warlord for an artificer. This strengthens the arcane flavor of the team while keeping a mix of melee and ranged powers in each character.

# SAMPLE PARTY: THE GUARDIANS OF EASTFALL

*Originally hired by a militia captain to take care of bandits, the Guardians of Eastfall quickly proved their worth. After eliminating the bandit problem, the heroes remained to protect the area. The next mission will be something even greater, and it's just around the corner.*

Instead of using a fixed tactical plan, synergy between various characters enables the party to operate equally well either as a group or in small teams. The Guardians focus on adaptation to solve whatever challenges they encounter.

## Krizz, Battle Cleric

**Role: Leader**
By any measure, Krizz is a frontline leader. Although he is the party's only healer, Krizz still likes to fight a little recklessly to get the benefit of his Dragonborn Fury racial trait as often as possible.

**Powers:** Krizz focuses on Strength-based powers that make the most of his racial ability bonus. He uses *righteous brand* to set up enemies for powerful attacks by Brugar. Rather than choose powers that grant redundant attack bonuses, Krizz prefers options that grant healing, such as *healing strike*, or that apply harmful conditions to enemies, such as *rune of peace*.

**Feats:** To compensate for his rash fighting style, Krizz has the Toughness feat, and he plans to take Battle Healer next.

**Skills:** Diplomacy, Heal, History, Religion.

## Kaliria, Ensnaring Swordmage

**Role: Defender**
Kaliria, a tiefling, anchors the party's frontline defense, keeping monsters from getting too close to Sherran or Hobor, the ranged attackers in the party.

**Powers:** *Aegis of ensnarement* and *lightning lure* enable Kaliria to pull a stray enemy to the front line, and *booming blade* keeps those enemies close. When choosing her other attack powers, Kaliria opted for those that had interrupts, such as *frost backlash* and *dimensional vortex*.

**Feats:** Kaliria's regular use of at-will attacks triggers her White Lotus Enervation feat, which in turn softens up enemies for Brugar or Sherran. Kaliria already wants to multiclass into bard, believing it her destiny to tell the tales of the Guardians for many years.

**Skills:** Arcana, Athletics, Diplomacy, History.

## Brugar, Thaneborn Barbarian

**Role: Striker**
Brugar is a quintessential half-orc barbarian: big mouth, big weapon. Bonuses from Krizz help Brugar bring his powerful attacks to bear. When he drops a foe, the barbarian uses *roar of triumph* and his Thaneborn Triumph class feature as lead-ins for Krizz or Hobor to drop an area attack on enemies.

**Powers:** *Whirling rend* lets Brugar deal damage to two foes at once. Even though Constitution is only his third-best ability score, Brugar took *recuperating strike* for the constant stream of temporary hit points. *Escalating violence* boosts the damage his allies deal, and *rage drake's frenzy* maximizes the value of his weapon.

**Feats:** Brugar likes big weapons, so he took Weapon Proficiency and selected the mordenkrad. He also likes hit points, so Toughness might be next.

**Skills:** Athletics, Endurance, Intimidate, Perception.

## Sherran, Archer Ranger

**Role: Striker**
Sherran stands at a distance, peppering foes with arrows and insults in equal measure. The elf prefers to target the victim of Kaliria's aegis (the one enemy that definitely can't get to Sherran).

**Powers:** Sherran uses *twin strike* to thin enemies out after Hobor softens them up. *Rapid volley* and *hunter's bear trap* backs up her allies in the front, filling a minor crowd-control role. *Nimble strike* allows Sherran to escape when she is pinned down.

**Feats:** Elven Accuracy helps Sherran land key attacks. She's considering Hunter's Aim to ensure that she always has a clear shot, even when enemies stand between her and her quarry.

**Skills:** Acrobatics, Dungeoneering, Nature, Perception, Stealth.

## Hobor, Wrathful Invoker

**Role: Controller**
Hobor is a typically gruff dwarf who has a penchant for area attacks. Although he prefers to stand in back, Hobor occasionally welcomes bold enemies who think they can drop him.

**Powers:** Hobor opens with *grasping shards* or *thunder of judgment* to keep distant foes at bay. *Armor of wrath* and *angelic echelon* take care of nearby enemies. Krizz's tendency to fight while bloodied brings the extra damage from *avenging light* into play frequently.

**Feats:** Scouring Wrath turns the target of *armor of wrath* into a pincushion for ally attacks.

**Skills:** Arcana, Endurance, Insight, Religion.

EMPTY ROOM STUDIO - PETER LAZARSKI

## Party Optimization

**Working the Front Line:** The party uses a two-line battle formation that puts the three melee-ready characters—Krizz, Kaliria, and Brugar—between the monsters and the ranged combatants. These front-line fighters focus on blocking positions to frustrate enemies trying to get behind them.

**Long-Range Combat:** If enemies with ranged attacks get bothersome, Brugar can chase them down, and Sherran and Hobor are more than capable of beating them at their own game. Kaliria also has a few ranged powers to use after other enemies are under control, but if an enemy is protected by terrain, she prefers to approach close enough to use *aegis of ensnarement* to bring the enemy out where everyone else can get at it.

**Skill Challenges:** The party has decent skill coverage. Sherran's advice comes in handy when an ally needs to succeed on a Stealth check or a Perception check. The Guardians have a notable lack of talent in Bluff or Thievery; Sherran might consider multiclassing into rogue with her next feat to address this gap.

## Party Tactics

**Line 'em up, Take 'em Down:** Hobor is in charge of clearing out minions, and Krizz uses *dragon breath* to help out when necessary. The two strikers take injured enemies down quickly, but tougher foes require more time and usually get a few hits in before finally taking their turn in the meat grinder. Krizz's healing keeps the front line intact; Kaliria acts as a failsafe if Krizz starts acting a little too recklessly.

**Big Enemies, Big Penalties:** The Guardians of Eastfall particularly excel against elite and solo monsters. The swordmage marks the foe, and Krizz's *righteous brand* and Kaliria's White Lotus Enervation feat help everyone pour on the damage. Although these big enemies have loads of hit points, the two strikers don't allow them to stick around too long, and the party avoids having to deal with monster powers recharging time after time.

**Have a Backup Plan:** The Guardians pride themselves on adaptability. If an encounter involves two fronts, Krizz and Brugar keep together, as do Sherran and Kaliria. Hobor joins either pair as fits the situation. With his defensive powers and minor-action second wind, Hobor can take care of himself for a round or two. Splitting into two teams gives the Guardians a solid fallback plan for encounters that don't go as hoped.

## Adjusting the Party

A smaller group could drop either Brugar or Sherran. The loss of Sherran costs the team valuable skills that might require more precise background choices or even multiclassing for the other characters to cover. Brugar's departure leaves the team with only two melee characters, making the "pair-off" tactic more difficult. Without the barbarian, Krizz would have less use for *righteous brand*, so he might switch to a different at-will attack power.

A larger group should add another leader. With three hard-fighting characters and a current leader who doesn't exactly play it safe, more healing and protection would be welcome. A shaman would be a fine choice, especially since a spirit companion could act as another barrier along the front line.

Trading Sherran for a warlock would retain the group's ranged prowess and give the party the Bluff and Thievery skills it lacks, but at the cost of its Nature skill and its best scout. A bravura warlord might better fit Krizz's style while still providing strong leadership in battle.

# Sample Party: The Moonlit Watchers

*The Moonlit Watchers originally met at an inn, although nobody believes them when they tell the story. The members caught the eye of the local baron, and the party's star rose quickly in the region. Before long, the Watchers found themselves hunting an ancient conspiracy. The leaders were successfully brought to justice, but the organization concealed secrets deeper than anyone suspected.*

These four characters were created to gain maximum benefit from positioning during battle. Their mobility and their powers granting slides make sure they can always flank.

## Shade, Trickster Rogue

**Role: Striker**
Shade deals damage quickly and in large batches. The revenant stays mobile and keeps her enemies from standing where they want.

**Powers:** For her at-will attack powers, Shade took two options useful either as melee or as ranged attacks. *Disheartening strike* debuffs enemies, and *deft strike* maximizes her mobility (Artful Dodger keeps her from worrying about opportunity attacks). *Positioning strike* slides a foe into a flank. *Trick strike* keeps an enemy off balance until the end of the encounter.

**Feats:** Eladrin Soul grants Shade *fey step*, just as she had in life. She looks forward to Distant Advantage to allow her to deal Sneak Attack damage with her thrown daggers.

**Skills:** Acrobatics, Intimidate, Perception, Stealth, Thievery.

## Hurin, Protecting Paladin

**Role: Defender**
Hurin focuses on keeping enemies marked with *divine challenge* and most of his starting powers. However, on a marked enemy's turn, Hurin is usually nowhere around, thanks either to Gan-turil helping him shift away or Shade sliding the creature. So the enemy must choose between attacking another foe or chasing down the paladin.

**Powers:** *Ardent strike*, *valorous smite*, and *majestic halo* all deliver divine sanction to Hurin's enemies. *Enfeebling strike* hinders those marked enemies, and *bolstering strike* (the extra at-will power Hurin gains from being human) keeps him alive in tough situations.

**Feats:** Durable gives Hurin the extra healing surges he needs to fuel *lay on hands*. He's waiting until 2nd level to see whether he needs Toughness or can go with Weapon Expertise to boost accuracy.

**Skills:** Diplomacy, Insight, Religion, Streetwise (through Poor background).

## Dusk, Predator Druid

**Role: Controller**
Dusk's build and power selection moves the razorclaw shifter toward a secondary role as a striker.

**Powers:** Dusk's *savage rend* and *cull the herd* fit the group's penchant for moving foes around. *Swarming locusts* encourages enemies to move to avoid granting combat advantage. *Chill wind* also provides useful battlefield control. *Summon giant toad* adds a valuable ally to the combat.

**Feats:** Dusk uses Ferocious Tiger Form to maximize the benefit of any combat advantage granted by the team's positioning. At 2nd level, Agile Form will increase her mobility.

**Skills:** Dungeoneering (through the Mountains background), Heal, Nature, Perception.

## Gan-turil, Tactical Warlord

**Role: Leader**
Gan-turil, a genasi, serves as the party's leader, both by class and by the player's nature. A diehard thinker, Gan-turil's player knows how everyone else's character can move people around the battlefield and stays aware of any potential flanking situations that arise.

**Powers:** *Earthshock*, *wolf pack tactics*, *opening shove*, and *lead by example* keep everyone positioned exactly as Gan-turil wants them. *Diabolic stratagem* provides a useful marking option.

**Feats:** To aid the party's lone defender, Gan-turil took Student of the Sword.

**Skills:** Arcana (through the Chaos Born background), Athletics, Endurance (through Student of the Sword), History.

## Party Optimization

**Working the Front Line:** All four Watchers are built for melee combat. The characters' numerous movement and forced-movement powers ensure that they can rearrange the line easily to hold enemies at bay.

**Long-Range Combat:** Against ranged attacks, Dusk and Shade can respond in kind with their

ADAM PHILLIPS

own powers. Hurin and Gan-turil each carry a few javelins, but they prefer to close the gap with attackers.

**Skill Challenges:** For a small group, the Moonlit Watchers exhibit excellent diversity, with each party member using a different primary ability score. They lack only Bluff, but make up for it with strong Diplomacy and Intimidate skill modifiers.

## Party Tactics

**Positional Advantage:** The party members use their powers to slide enemies into flanks or to move themselves into advantageous positions. Either way, the damage dealt by Shade and Dusk climbs. These powers also enable the group to control choke points, high ground, and any other terrain features.

**A Deadly Double Team:** If the battlefield is wide open with no real features to exploit, Gan-turil and Shade can instead work together to set up Sneak Attacks. This pairing has great synergy that lets them quickly mow through weaker enemies.

**Beat the New Boss, Same as the Old Boss:** Against an elite or a solo monster, Shade stacks *disheartening strike* with Hurin's *enfeebling strike* and marking penalty to suppress an enemy's ability to deal damage until it is finally brought down. Against an enemy that has burst or push attacks, Shade and Dusk move back to use ranged attacks from a safe distance. Otherwise, the party members move into a four-corners formation so that even if the enemy shifts, it remains flanked by two characters. If the enemy moves farther, it takes opportunity attacks.

**Stay on Your Toes:** Monsters bring their own abilities to the table. When something nasty mucks up the plan, the Moonlit Watchers' flexibility enables them to adapt to whatever the bad guys throw at them. Shade and Dusk can transition between ranged and melee attacks if necessary. Hurin has some healing and Gan-turil has some defending abilities, so they can also trade off or step in for each other if required. When handled well, these overlaps don't make anyone feel obsolete or overshadowed, but they do ensure that whoever's turn it is, the necessary job gets done.

## Adjusting the Party

The Moonlit Watchers are built as a tightly knit four-character party; reducing the group size would require serious reconcepting.

If a fifth character is added, a wizard would be a good choice to bring more battlefield control and ranged attacks to the group. Alternatively, a cunning bard would be an excellent fit, using powers such as *majestic word* for added healing and *blunder* to move enemies into position for the others to hit. Another bard would free up Dusk to use powers such as *flame seed* to create dangerous zones for the rest of the party to play off.

# SAMPLE PARTY: THE MARKED ONES

*They tell us our destiny is already written, and that these runes we bear mark us for future legends. We say our only destiny is the one we make in battle!*

The adventurers who would later become known as the Marked Ones met for the first time in the port city-state of Bahar, at the edge of a tropical jungle. Each one came to the city with his or her own secret past, but together they have vanquished many enemies . . . while making still more. Recently, strange, twisting runes have manifested on each character, marking them as the bearers of mythic destinies. But whether these destiny marks portend the heroes' weal or woe remains to be seen.

Unlike the other sample parties, this entry shows the characters at 11th level. Each character has developed in response to the DM's campaign (which features a mix of city intrigue and jungle adventure). When one player had to bow out halfway through the heroic tier, his warlord became a simplified DM-controlled NPC version of the character, and the group added a paladin to have another player character at the table.

## Bahamus, Battlerager Fighter

**Role: Defender**
Bahamus fearlessly wades into battle against any number of foes, relying on his comrades and his own abilities to see him through. He's still learning how best to coordinate marks with the new defender on the team, since many of his powers mark multiple enemies.

**Powers:** Bahamus is a one-dragonborn brute squad who can handle crowds of enemies with ease thanks to *dragon breath*, *come and get it*, *rain of steel*, *sweeping blow*, and *passing attack*.

**Feats:** Armor Specialization (Scale) helps Bahamus feel more comfortable when surrounded by deadly foes. Draconic Arrogance significantly increases the effect of *tide of iron*.

**Skills:** Athletics, Endurance, Intimidate.

## Midgard, Avenging Paladin

**Role: Defender**
This dragonborn paladin of the Raven Queen spends most of his time on the front line, standing near Bahamus, Tyrellius, or both. However, as the party's second defender, Midgard can afford to follow trouble wherever it leads.

**Powers:** *Holy strike* and *valiant strike* offer Midgard a high-damage and a high-accuracy option in melee. *Knightly intercession* allows him to guard an ally from a distance, and *dragon's wrath*—just gained from the scion of Arkhosia paragon path—gives him a useful area burst power.

**Feats:** Healing Hands and Devoted Paladin boost the potency of Midgard's *lay on hands*, allowing him occasionally to stand in as the party's main leader.

**Skills:** Athletics, Diplomacy, Endurance, Heal, Religion.

## Indulgence, Deceptive Warlock

**Role: Striker**
Indulgence carries herself with confidence and mystery. Equally at home with royal company and in cursed tombs, the tiefling never shows any sign of anxiety or discomfort. Tyrellius might see himself as the party's leader, but everyone knows that Indulgence is the true brains behind the operation.

**Powers:** Indulgence relies on *eldritch blast* as her primary ranged attack. She once used *eyebite* to help her move safely around the battlefield, but now teleportation effects such as *ethereal stride*, *otherwind stride*, and her Misty Step pact boon provide all the movement she needs. Slashing Wake (from her feytouched paragon path) turns every teleportation power into a damaging effect, drastically increasing her destructive output.

**Feats:** Jack of All Trades helps Indulgence cover the party's skill needs, or to back up the resident expert. Bardic Dilettante has opened up a new suite of power options for Indulgence as she explores her evolution into the party's secondary leader.

**Skills:** Arcana, Bluff, Diplomacy, Intimidate, Streetwise (from bard multiclassing).

## Cyrik, War Wizard

**Role: Controller**
This headstrong eladrin loves to rain down fire and ice upon the battlefield, destroying as many foes as possible (even at the risk of his own teammates).

**Powers:** Cyrik brings a variety of attack types to any combat, to ensure that he always has the right answer. *Ray of frost* and *scorching burst* provide a versatile pair of at-will options, with *icy terrain*, *fireball*, *flaming sphere*, and *winter's wrath* contributing to his battlefield control talent. He also packs

plenty of defensive powers, including *fey step*, *shield*, and *wizard's escape*, to help stay out of danger when a defender isn't nearby.

**Feats:** Arcane Fire allows the wizard to mix his fire and cold powers to great effectiveness. Improved Initiative helps Cyrik use control effects before enemies have time to react and spread out.

**Skills:** Arcana, History, Insight, Religion, Perception (from Eladrin Education). Cyrik provides most of the group's knowledge expertise.

## Vahara, Archer Ranger

**Role: Striker**

Vahara stays well out of melee, sending arrow after deadly arrow into enemies. With her slayer motivation, Vahara's player is perfectly satisfied dealing piles of damage and not worrying too much about the other characters.

**Powers:** *Twin strike* remains this elf's favorite power, since it all but ensures that she deals her extra Hunter's Quarry damage. Her other ranged attack powers provide control (*hunter's bear trap*) or situational options (*evasive strike*).

**Feats:** Lethal Hunter boosts Vahara's damage output, and Elven Precision helps make up for the occasional low roll.

**Skills:** Acrobatics, Athletics, Nature, Perception, Stealth.

## Tyrellius Vex, Inspiring Warlord

**Role: Leader**

Tyrellius leads with his chin, daring enemies to take shots at him (and thereby provoke the wrath of one of his defender allies). He heals comrades before looking to his own needs, due to his belief in his own immortality. (It's a long story.)

**Powers:** Tyrellius is strong, but not as strong as either defender, so he often lets them do the heavy lifting with powers such as *brash assault*, *furious smash*, and *hammer and anvil*. He saves *war of attrition* for late in the battle, when his encounter powers are exhausted.

**Feats:** This warlord focuses on simple feats to ease the DM's burden of running an extra character. Improved Inspiring Word help the group's survivability, and Toughness and two Armor Proficiency feats keep Tyrellius alive despite his bold tactics.

**Skills:** Athletics, Diplomacy, Intimidate, Streetwise (from background).

## Party Optimization

**Defense and Healing:** To avoid having all its healing eggs in a single basket, the party has wisely spread its healing and defensive resources among many characters—Midgard and Indulgence each have healing powers, Bahamus can pick up temporary hit points whenever needed, and Cyrik can escape from danger easily.

**Balanced Attack:** The group's mix of melee and ranged specialists allows it to handle any threat. Even the specialists have access to nontraditional attacks, from Bahamus's throwing shield to Indulgence's *all the sand, all the stars*.

**Skill Challenges:** Due to frequent social skill challenges that call upon multiple characters' efforts (such as the gala party held by House Nacato last month), the Marked Ones find it valuable to overlap with skills useful in those situations.

## Party Tactics

**The Wall of Steel:** The two defenders set up the front line, with Tyrellius moving between them as needed. Vahara and Cyrik stand safely behind the armored warriors, launching ranged and area attacks without fear of harm.

**Teleportation Tease:** Indulgence relies on her teleportation powers to go wherever she wants, leaving damage behind with Slashing Wake. Cyrik also uses teleportation to get out of danger. This mobility helps the characters reorient the battlefield at a moment's notice.

## Adjusting the Party

Even when one player doesn't show up, the party's balance means it can get along fine without one character. If you were building a similar but smaller party, you could drop one of the defenders or one of the strikers without losing that balance.

The players in this group expect that one day their DM will decide that running the party's leader is too much work. When that time comes, they will need to expand their healing options, either with heavier multiclassing or skill powers, or by working with the DM to turn one character into a hybrid.

CHAPTER 3

# Strategy and Tactics

**Sometimes,** a single +1 bonus to AC or to an attack roll for a character can mean the difference between living or dying. This makes it vital for characters to work together to keep each other alive.

Not every character needs to be a tank. It's more important for each player to know his or her character's role in battle and to understand how to keep the other characters alive and move combat forward.

To achieve this goal, players must possess a combination of combat strategy, rules knowledge, table organization, resource management, and tactical positioning.

This chapter includes the following sections.

- **Tactics 101:** Your primer for playing effectively in combat, including understanding your role, focusing fire, and the importance of positioning and timing.
- **Healing:** How to manage healing surges as a resource.
- **Know Your Enemies:** How to learn the strengths and weaknesses of your enemies without wasting time or resources.
- **Using Your Powers:** How to manage your power selection efficiently.
- **Tracking Effects:** How to keep track of conditions, battlefield alterations, and other crucial in-game effects.
- **Troubleshooting:** What to do when nothing else is working.
- **Tactics in Action—Irontooth:** How to approach an encounter that seems impossible to win.
- **Tactics in Action—Storm Tower:** How to beat the denizens of the Storm Tower.

ADAM PHILLIPS

carry you off toward
t sickly sweet smell
of BOILING OIL...
Rogue! Now might be a good time for that sneak attack!?
I'm waiting for the right moment!

This section provides tactical advice to help you and your party succeed in combat encounters. In some cases, the text also suggests places to deviate from these basic tactics.

Unless things go horribly wrong, you rarely fight on your own. Each of your allies brings his or her own sets of skills and powers to the fight, and many of those powers might influence you directly. To understand how your character should behave in combat, always consider how your actions can assist your allies, and how your allies can help you. When in doubt about what you should do, ask the other players.

## Role-Based Tactics

Each character class is associated with a primary role. This role defines your basic tactics in combat. If you've built a balanced party, you can be reasonably confident that as long as each character plays his or her role appropriately, you'll cover the key tactics you need to win the battle.

**Defender:** Your primary job is to get the monsters to attack you. By marking a target, the defender not only gives a -2 penalty to attacks, but also threatens the marked enemy with a negative effect—such as the radiant damage dealt by the paladin's *divine challenge*—that triggers when the enemy ignores the defender to attack someone else.

Defenders usually have more hit points and healing surges than other party members, and they often have slightly higher defense scores. More hit points also means a higher healing surge value, which makes healing a defender more efficient.

As a defender, you should stand on the front line of combat, adjacent to as many enemies as possible. Use your marking ability to mark as many targets as you can, and make sure those marked foes stay within the range of the negative effect you impart. For fighters, this means staying adjacent to the marked target, but each defender class can affect marked enemies at a different range.

**Striker:** You deal damage without taking hits. If you must meet special criteria to deal extra damage—such as having combat advantage, for a rogue—work hard to meet that requirement every round.

But moving to the right place to deal damage isn't the only way that positioning helps you. Since you probably don't have the durability of your defender comrade, avoid placing yourself in harm's way too often. Use your powers and your allies' positions to dissuade monsters from attacking you. Engaging a target marked by your defender is a great way of keeping the enemy focused on someone other than you.

**Controller:** You spread damage over multiple foes while preventing enemies from bringing the full weight of their offensive firepower to bear. If that explanation sounds a bit complicated, look at it this way: Your defender influences the actions of the foes he or she has marked, which usually means one or two enemies standing near the defender. You get to influence the rest of the monsters on the battlefield.

Use your multitarget powers to wipe out minions. They might not deal much damage individually, but three or four can exceed the output of a single monster of their level.

Use your control effects to prevent enemies from attacking, or at least to reduce their options or potency. A slowed brute standing 5 or more squares away from your party can't hurt you. A dazed artillery monster standing next to your fighter can't shift back and use a ranged attack in the same turn. The fewer attacks your enemies make, the less damage your allies take.

Due to your relative fragility, keep away from melee combat. Standing close to your defender can

### More Like Guidelines

These tactics aren't a strict set of rules that you must follow to play correctly. Being aware of the tactical ramifications of your actions helps you make successful decisions, but you should also consider how your character thinks and acts.

Is your character a brilliant strategist, a commanding battlefield presence, or just lucky enough to end up in the right position at the right time? Alternatively, what common tactical errors does your character make? Your character might choose these tactics—whether positive or negative—deliberately, or because of some sort of code or behavior that he or she follows. It's up to you to decide, but you can make tactical thinking a part of your character, in as subtle or overt a way as you want.

One way to internalize your character's preferred tactics is to adopt a particular stratagem and use it as often as possible. For example, you might decide that your character prefers not to fight fair and goes to great lengths to attack with combat advantage. This, in turn, means that you often need to move around or ready actions to set up your attacks, perhaps even provoking opportunity attacks. Alternatively, your bloodthirsty character might attack only monsters that have already been hit, which helps focus fire but also might lead to pursuing a foe that no longer poses a threat.

help, but sometimes he or she draws more enemies than he or she can handle, and then those monsters turn to you, so find a place that limits enemy approaches altogether. Avoid placing your blasts and bursts where they will hurt your allies. Remember, they're keeping you safe.

**Leader:** You provide your allies the healing they need to stay alive in battle, as well as crucial bonuses and benefits that speed victory in combat.

More than the other roles, you must think about the rest of your group when you start each turn. Recognize who needs healing or a defensive boost. Determine which character can benefit most from a bonus to attack rolls or damage rolls, or which enemy should become the next target of your allies' attacks. Don't think you need to figure all this out on your own—the other players will happily tell you what you need to know if you ask them.

Once you identify the current needs of the group, communicate your intentions and the benefits you grant. Until the other players get used to your powers, you might have to remind each player on his or her turn of the bonuses in effect.

Most leaders can (and should) safely join the defender on the front line. These leaders wear heavy armor and boast good melee attacks. Other leaders, however, favor ranged attacks and should stand a few squares away from the main battle.

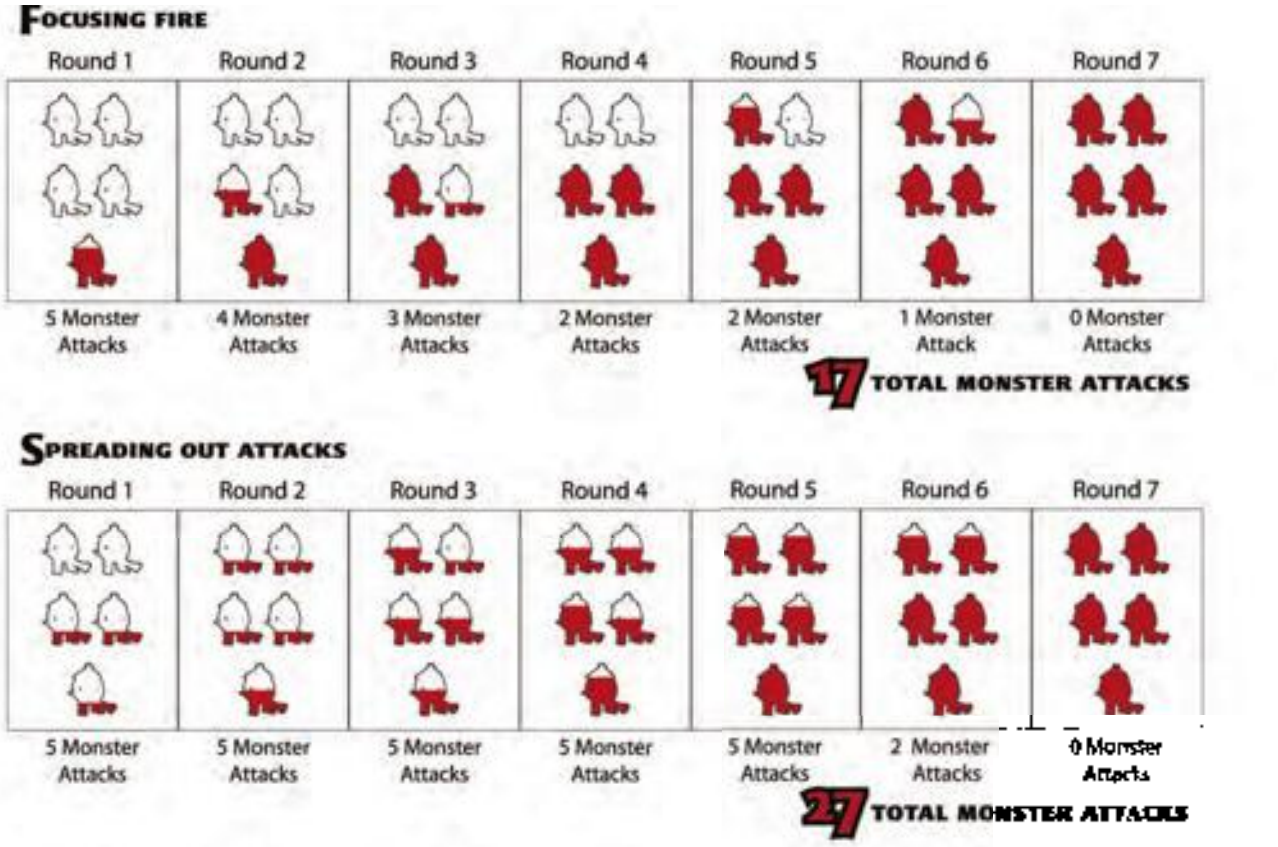
No matter where you stand, make sure you can heal the characters who need it. Many healing powers require you to stand adjacent to the target, or at least within 5 squares. Thankfully, most of these powers require only a minor action to use, so that you can move into range before using them and still retain your standard action to make an attack.

## Focusing Fire

In simple terms, your characters defeat the monsters by dealing damage. When the damage you deal equals or exceeds your enemies' hit points, you win. But this simplistic approach overlooks a number of key facts about the attrition-based combat of D&D.

**Damage can be wasted.** When your 1st-level rogue blows a daily power to deal 23 damage, you feel pretty good. But when the DM tells you that monster only had 4 hit points left—or worse yet, that it was a minion—you realize that all that extra damage doesn't make the monster any more dead. In a perfect world, you'd reduce every enemy to exactly 0 hit points. Since that's impossible, settle instead for identifying the right foes for your high-damage and low-damage attacks.

**Not every point of damage is created equal.** Because most monsters fight at full potency until they reach 0 hit points, only the last point of damage you deal—the one that reduces a monster to 0 hit



points—makes any significant contribution to winning the fight. Avoid spreading your damage out too much. Dealing 9 damage to five different targets isn't the same as dealing 45 damage to a single enemy (unless those targets are minions).

Some characters—particularly controllers—can't help but spread their damage out. That's okay—usually, their powers also include useful control effects, and the more enemies you control, the better.

**Eliminate enemies.** Each round that an enemy remains standing, it attacks one or more characters. When an enemy falls, the number of attacks the characters must endure on subsequent rounds drops. The fewer enemies remaining, the less dangerous the combat becomes for the characters.

By focusing your attacks on as few enemies as possible, you accelerate the point at which those enemies leave combat. It can be hard for some players to leave an annoying enemy alone to attack someone else, but barring some compelling reason to split your attacks, you'll win more battles with focused fire than not.

Assume that your heroes can kill a typical monster with four successful attacks. That means you need twenty hits to win an encounter against five monsters. If each character attacks on his or her turn, your party is likely to score three hits each round (because the average character hits about 60 percent of the time). That means you need about seven rounds to score the twenty hits needed defeat those five monsters.

Imagine the worst-case scenario, in which each character fights individually against a different monster. If each character scores a hit on 60 percent of his or her attacks, assuming one attack each round, each monster will last for nearly seven rounds. This means that each character gets attacked six or seven times in this encounter, for a total of thirty to thirty-five monster attacks against the party.

On the other hand, what if the characters work together? After one round, four of the monsters remain undamaged, but the fifth has only 25 percent of its hit points remaining. By the end of the next round, that monster is down and another one is bloodied. Now the characters are taking only four attacks each round from the monsters, rather than five—they're already ahead of the worst-case scenario. In round three, another monster drops and damage starts accruing on a third. Now the monsters have only three attacks left. By the end of round six, only one monster remains (compared to the five still standing in the worst-case scenario). Overall, the characters face significantly fewer incoming attacks in the focused-fire combat than in the worst-case scenario.

Of course, D&D combat doesn't always match this abstract example: critical hits, control effects, and other battlefield conditions change the course of individual fights. But the basic principle is sound: If the party focuses fire on one target at a time, it can significantly reduce the number of attacks the monsters make during the fight. This tactic leads to less damage taken and fewer healing surges used by the party, which means that the characters are more capable of continuing through more encounters.

PATRICK THOMAS PARNELL

# Movement and Positioning

Once the battle starts, many players ignore their move actions, leaving their characters in the same place for round after round. But being in the right square can significantly increase your chances of success in battle. Positioning is about placing your character where he or she can hit the enemy. But good tactical positioning is also about providing advantages to your allies through your character's position. It can also involve controlling or limiting your enemies' movement.

Try to use your character's move action every turn. Even if walking or running isn't the right option, you can often shift 1 square into a more tactically optimal position. (And if you truly can't or don't want to move, consider whether a second minor action might prove useful.)

## Flanking

Most players quickly learn the value of flanking. Combat advantage is a great way of gaining a big edge on your attacks, and moving to a square where you flank the enemy is the easiest way to get it.

Even if you can't flank a foe on your turn, try to move into position for another ally to gain a flank on his or her turn. If you do this, be sure to tell the other player about it.

Use your forced-movement powers to maneuver enemies into positions where your allies can flank them. Drawing an enemy away from its allies is a great way of breaking up their defensive line and rendering the foe more vulnerable to your assault.

Normally, flanking helps only two characters (the ones standing opposite one another). But if you use timely shifts, three characters can all use flanking against the same enemy. Here's how: Imagine two characters flanking an orc. After the second character attacks, he shifts clockwise around the orc into a different square, still adjacent to the same orc. This allows a third character to move to the square just vacated, thus flanking with the first character. On the first character's next turn, he or she shifts clockwise before attacking, which means she's now flanking the orc with the second character again. Repeat until the orc drops, adjusting your positions to respond to enemy movement as needed.

Flanking can also keep an enemy from easily escaping combat. Imagine that you want to prevent an evil mage from safely using his ranged attacks (or worse yet, from fleeing the battle to warn his masters). By taking up the right flanking positions, you can set it up so that even by shifting, the mage can't avoid being adjacent either to you or your ally. Imagine overlaying a phone keypad on the battlefield, with the 5 hovering over the enemy. By flanking orthogonally—that is, occupying the 2 and 8 squares, or the 4 and 6 squares—you cut off any opportunity for the mage to shift into a safe square. Every square adjacent to 5 is also adjacent to one of you.

Don't forget that monsters can also flank your character. When you are adjacent to an enemy, look at the square that would provide flanking against you. What's keeping another monster from moving into that square? If the answer is "nothing," consider shifting to a different position.

Similarly, if you can use a power to get an ally out of a flanked position before the enemy can take advantage of it, that's like giving your ally a +2 bonus to defenses.

## Pinning the Enemy

Use your allies and the terrain to restrict enemy movement options. If an enemy moves adjacent to a wall, moving to a square that places the enemy between your character and the wall prevents the enemy from escaping, because even a shift leaves the enemy adjacent to you. (Think of this as flanking with the wall, as described under Flanking, above.)

Use your immobilizing powers wisely to negate attacks. Immobilize an artillery monster while it stands next to your fighter to make its ranged attacks provoke opportunity attacks. Immobilize a brute or a soldier that stands across the room and watch it fume as its turn goes by and it is unable to attack.

Used in the right situation or combination, other conditions can replicate immobilization. Knocking a ranged-focused monster prone while it is adjacent to you or an ally means it can't shift away before attacking. Knocking a melee-focused monster prone when it isn't standing adjacent to one of your allies likely means its only attack option is a charge (which usually means it can't use its best powers). And if that prone enemy lies exactly 2 squares away from an ally, it can't even charge. Knocking a dazed enemy prone (or dazing a prone foe) is almost as good as stunning it, since it likely uses its lone action to stand up.

## Make Room, Make Room!

Give your controller room to put down the blasts and bursts that maximize his or her damage output. Learn the sizes of the area attacks commonly used by your allies and keep them in mind when moving around the battlefield. Sometimes a single shift can clear enough space to allow a safe burst.

Bunching around a monster to gain bonuses from flanking helps, but it can also make it tough for your controller to use an area power without harming an ally. Flanking along a diagonal, however, allows your

wizard to catch the enemy in the corner of his or her *scorching burst* without risking either flanker.

Also, use those forced-movement powers to herd enemies together into the burst or blast zones. Your controller will thank you.

### Cover and Concealment

Just as standing in the right square can grant you a +2 bonus to your attack roll from combat advantage, standing in the right place can also grant enemies a –2 penalty to attack rolls if it gives you cover or concealment. Particularly if you're a ranged attacker, taking up a defensive position like this can increase your survivability.

Look for corners, pillars, or furniture to stand behind. In most cases this provides the equivalent of a +2 bonus to your defenses against area, close, and ranged attacks without hindering your powers at all.

Your allies also provide cover against the ranged attacks of enemies. Keep the fighter or cleric between you and the enemy artillery whenever possible.

Most battlefields don't offer many opportunities to gain concealment, but that doesn't mean you can't look for them. If you can find a shadowy corner, a thick fog, or underbrush, you can make it harder for enemies to hit you.

Savvy monsters use these same tactics. When going after a monster that has cover, figure out where you'd have to stand to negate that cover. Assuming it's not too dangerous to do so, move around until you occupy that spot.

Fiddling around with cover and concealment can slow the game down dramatically. Review the appropriate rules (see "Cover and Concealment" in Chapter 9 of the *Player's Handbook*) to help you make quick judgments in battle.

### Using Terrain

Cover and concealment aren't the only benefits you can derive from smart use of battlefield terrain. When combat begins, figure out where the advantageous and disadvantageous positions are. Where would you most like to stand, whether to gain offensive or defensive bonuses, to limit enemy options, or both? Where would the enemy prefer to stand? And what squares do you (or your enemies) want to avoid?

**Difficult Terrain:** Standing in an area of difficult terrain makes combat positioning harder, since most characters and monsters can't shift through difficult terrain. If you're an elf, use your Wild Step racial trait to frustrate less nimble opponents. Or use the difficult terrain as a buffer to slow the approach of oncoming monsters. A single square of difficult terrain can sometimes mean the difference between a monster reaching you in one turn or two.

**Choke Points:** The narrower the front line, the easier it is for one or two characters to hold it. When possible, take up battle positions that prevent monsters from easily bypassing your wall of defense. Look for halls, doorways, corners, pillars, and difficult terrain—anything that obstructs or limits movement can work.

**Beneficial Terrain:** Keep your eyes open for terrain elements that might provide bonuses or offer extra options in combat. Use your character's skills and your own creativity to assess the situation. Ask the DM if a skill check might allow you to recognize a potential advantage, or if your character could manipulate an object to gain a benefit. Even if the encounter designer didn't take your creativity into account, your DM should be amenable to interesting, creative solutions. *Dungeon Master's Guide 2* includes a discussion on creating ad hoc attack powers from the landscape, such pulling down a tapestry or pushing over an unstable wall. Don't abuse this option; if you win every fight by hitting the monsters with furniture, your DM might wonder why you bothered to choose all those powers.

## Timing

Adventurers have a saying: "He who strikes first strikes last." Winning initiative is a lot like getting an extra turn in the battle. In addition to the benefits of going first, managing the order of your party's actions during combat can also drastically improve your chances of success.

### Winning Initiative

Nobody likes to roll a low initiative result. Waiting around for everyone else to act is boring. But before you spend your precious resources on increasing your initiative check modifier, take a moment to figure out whether that's worthwhile.

As a general rule, it's more valuable for defenders and controllers to go first. Defenders use a high initiative result to move to the position they want to defend. Letting enemies go first allows them to define the battlefield instead. The controller's high initiative result lets him or her make an area attack before the monsters have a chance to scatter (and before allies have a chance to get in the way). In both cases, a high initiative score allows these control-focused characters to preempt the enemy.

The strikers out there are already hollering. "We have to go first," they're saying, "because if we get lucky we can drop the enemy before it even acts!" This claim has some truth, particularly if your striker is highly optimized for first-round damage output (sometimes called an "alpha strike"). But in most cases, a striker acting first doesn't reduce the number

of enemies, nor does it substantially alter the tenor of the battlefield. And if you're a melee-focused striker, going first can leave you exposed to enemy attacks before your defender comes to your aid.

One important exception to this rule is the rogue, whose First Strike feature grants him or her combat advantage during the first round against enemies that haven't acted yet. Every rogue should have a ranged option that he or she can use during the first round. Even a ranged basic attack (with Sneak Attack added in) beats getting mobbed by monsters.

Leaders gain the least benefit from going first in combat. Many of their powers are reactive, and they have little reason to charge out in front of their allies, so a leader who rolls a high initiative often ends up delaying anyway.

At the higher tiers of play, most characters need help to keep up with the ever-increasing initiative modifiers of the enemies. Unless Dexterity is your primary ability score, consider picking up Improved Initiative (or a similar feat) to help you stay competitive.

### Delaying and Readying

Once you establish the initiative order, combat often plays out in a "players' turn, then monsters' turn" fashion, sometimes staggered if multiple monster types are in the fight at wildly varying initiative scores. But just because it's your turn in the initiative order doesn't mean that you have to act immediately. Instead, time your attacks to gain the maximum benefit of the conditions or effects they apply.

For example, if you have a power that dazes a monster until it succeeds on a saving throw, delay your turn until after that monster acts, then daze it. Now your entire party can benefit from the monster's dazed condition before it gets any opportunity to shake it off.

If you want another ally to move into a flanking position before you attack, ready your attack for when the ally takes up a flanking position. That way you both get the benefit of flanking.

Don't outsmart yourself. Unless your DM keeps the initiative order public (or you have a flawless memory), it's easy to forget the exact order of combat. If you try to get too tricky, you risk wasting turns on fancy readied actions or badly timed delays.

## Managing Your Resources

Many gamers have a tendency to hoard their resources, reluctant to use them for fear of needing them more on a later occasion. In fact, for people who routinely engage our minds in exciting power fantasies, we're a remarkably risk-averse bunch. We'd often rather win a long, drawn-out battle with powers left unused than mount an all-out blitz that might leave our characters gasping for air by the end.

Other players—particularly some newbies—use the shiniest options first. These players forget that sometimes you need to save a big gun for when the battle gets unexpectedly tougher.

Learning how to identify the right time to expend a key resource—such as a power, an action point, or a potion—is perhaps the most demanding skill required at the table. That said, don't feel that the game requires mastery in this area. Unlike a chess match, D&D has too many variables and uncertainties to ever know absolutely that one choice is superior to another. Instead, focus on making tactically sound decisions that carry an appropriate payoff. Making a good decision quickly is much better than spending a lot of time trying to make the perfect decision. Learn a few basic tenets of good resource management, and keep the game moving along; fun and success will be your rewards.

Due to the prominent role occupied by healing, managing the resources related to character hit points and healing surges merits its own section (see "Healing," page 113).

### Encounter Resources

Once you've gained a few levels, your encounter powers form the core of your resources. Many of your tactics revolve around these powers, and your successful use of these powers influences ensuing tactics.

Some players blow through their encounter powers in the opening few rounds of combat, regardless of the threat. These players see these powers only as carriers of damage: An encounter power that deals 2d10 + 9 damage is better than an at-will power that deals 1d10 + 9 damage, so why not use the good one first?

Most encounter powers, however, reward smart tactical use. Even if that encounter attack power deals more damage than your at-will attack powers, does it also apply a condition to the enemy or grant a boon to an ally? If so, ask yourself if now is the right time for that effect. Immobilizing a brute standing next to your fighter has little impact on the battle, since that monster was likely to keep standing there anyway. Saving that power to use against the enemy archer standing in the same place, however, might prevent it from attacking.

Several encounter powers grant temporary hit points, an area in which players display wasteful behavior. Since two sources of temporary hit points don't stack, don't waste the effect of a power that grants temporary hit points on a character who

already has some. Instead, use a different power, or wait until your preferred recipient has exhausted his or her current pool of temporary hit points.

You never know when a battle might get tougher than it looks. Maybe that monster turns out to be elite, or perhaps reinforcements arrive. Worse yet, the monster could score a lucky hit and drop your bloodied ally, changing the odds considerably. However it happens, if you waste an encounter power to deal only a few extra points of damage, you might regret not having it when a fight heats up.

All that said, you don't want to end the fight with multiple encounter powers left unused. If you find this happening routinely, examine your tactics and your power choices. Are you being too conservative, letting battles run longer than necessary for fear of spending encounter powers too quickly? Or have you selected encounter powers that rely too heavily on situations that don't occur?

If you've chosen your at-will and encounter powers carefully (see "Choosing Powers," page 31), you should rarely find yourself in a situation in which using an encounter power represents a "same effect but more of it" situation. This makes saving those powers a simpler decision, since you can more easily identify the situation that calls for your specialized encounter power.

## Action Points

Using action points can be an even tougher decision than using encounter powers, since they renew only every other encounter. It seems reasonable to save your milestone resources for a fight against a really difficult enemy, but they can easily pile up. It doesn't help to have two action points when the climactic battle starts, since you only get to spend one in each encounter.

Opinions vary, but many experienced players advise spending your action point the first time you think it can have a significant effect on combat. If you think you can drop an enemy by taking an extra action—particularly if that enemy's turn is coming up soon—it's probably worth it. If you can keep a bloodied ally from falling, or revive a dying comrade, by all means spend the resource.

This advice doesn't mean "use your action point as soon as possible." Dealing another 10 damage to an enemy that isn't even bloodied is a waste of an action point. Using your action point to move up to an enemy without having an action left to attack it opens you up to unnecessary damage.

Use your action point to double up on bonuses that would otherwise benefit only one of your attacks. When the warlord uses *war of attrition*, which gives allies a one-round bonus to attack rolls and damage rolls, consider using your action point to make a second at-will attack on your turn.

If you accrue additional benefits from spending an action point, then using your action point becomes more like using an encounter power. If your inspiring warlord lets you heal 9 damage whenever you spend an action point, wait until you've taken a hit before you spend it. If your paragon path lets you deal damage to each enemy affected by your Warlock's Curse when you spend an action point, make sure you have a couple of cursed foes when you spend it. Consider keeping an action point power card in your hand that lists the various benefits you gain from its use, particularly if some of these benefits come from other characters.

You can use your action point at any time during your turn. Spending an action point to take an extra minor or move action doesn't sound exciting, but if it helps set up a devastating standard-action attack a round earlier, it might be the perfect way to use it.

Many paragon path features, such as Battle Mage Action, grant you a bonus to attack rolls or damage rolls when you spend an action point. If this bonus lasts for more than a single attack, spending the action point during that turn means you can apply the bonus twice: during the extra action and again during your normal standard action.

## Daily Resources

No decision causes some players more anxiety than the choice of when to use their daily powers. Some of these players labor under the misconception that a) there exists such a thing as the perfect moment for using every power, and b) they'll be able to recognize and take advantage of that moment when it arrives. Other procrastinators falsely imagine that such resources must be saved for the last encounter of the day, since that fight will inevitably prove more difficult than any other battle.

Don't fall victim to either of these two worries. Combat is unpredictable. If you wait for the moment when five enemies gather closely enough for your *fireball*, or for the mists of uncertainty to part and present you with the unmistakably correct time to cast that *wall of ice*, you might end the day with your most spectacular powers unused. Or worse, you might lose a battle because you didn't unleash havoc when things started to get hairy.

Instead of obsessing about perfect situations, think about the circumstances that make each of your daily powers a good choice. The number of squares covered by *blast of cold* means that you want to include many enemies in it. But the power also automatically damages and slows targets (or immobilizes them on a hit). Slowing even a single enemy might be more valuable

than damaging two or three, and maybe that guaranteed damage is enough to drop the target. Sure, you'd love to save *evade the blow* for when a brute crits you with a big attack, but if you use it early in the day, you probably go into the last fight with one more healing surge than you otherwise would.

Some players hoard daily powers, fearing that once they're out, their characters will have to drag the rest of the party back to camp for an extended rest. Don't assume that a character without daily powers can't keep up with his or her allies. Unless you suspect a truly grand combat lies ahead, only a lack of hit points and healing surges should keep you from going on.

Daily powers provide your character with a chance to turn the dial up to 11. Sometimes, you need this option because a fight's gotten tough. Other times, though, using a daily power lets you step into the spotlight for a few moments and say, "Look what I can do." Take advantage of those opportunities to shine.

## Magic Items

Like action points, magic item daily power uses come at each milestone. Unlike action points, you can safely accrue them over the course of a day, using them all in the final encounter.

That said, think of magic item daily powers much like your other daily powers: Use them when a good opportunity comes up, rather than waiting for the perfect opportunity. If your item grants a reroll on an attack or a saving throw, use it as soon as a successful roll would be meaningful rather than waiting for the most important daily attack power or the dreaded third failed death saving throw.

Make sure that your choice of magic items with daily powers matches up well with the number of uses you expect to accrue. Carrying ten different items with daily powers gives you flexibility, but even at the epic tier you're unlikely to get the chance to use more than half of these items. Conversely, don't carry so few items that your daily uses go to waste. On average, a heroic character should carry one or two items with daily uses, a paragon character two to four, and an epic character three to five.

## Consumable Resources

This last category includes resources that don't renew each encounter, each milestone, or even each day. Consumable resources, such as potions and whetstones, function only once and then they're gone forever (or until you buy another one). For the risk-averse player, deciding when to use these resources can prove paralyzing. When can you be certain it's the right time to add ongoing acid damage to your weapon's attacks with a *caustic whetstone*, or which encounter merits drinking that *fire beetle potion*? From reading this section, you know that such certainty rarely if ever presents itself.

Just like a daily power, figure out ahead of time what circumstances would lead you to use a consumable item. As soon as you know that you face a high-AC opponent, chug that *elixir of accuracy*. When minions appear on the board, pull out the *elixir of dragon breath*.

Many consumables use up other resources, such as healing surges or magic item daily power uses. Don't accidentally create a drain on those resources by carrying around too many of the same kind of consumable.

Be wary of spending too much gold on consumable resources. Using the ones the DM places in treasure parcels is fine—in fact, you should usually consume these within a few levels, or you risk them becoming obsolete. But if you routinely spend money on potions, reagents, or the like, you undermine your ability to buy permanent magic items later on. Spending 100 gp per session on *elixirs of dragon breath* might not seem like much, but the gold for ten of those potions could have bought you a 5th-level magic item that lasts the rest of your career.

### Defining Success

Standard combat encounters set the players up to win the fights. In fact, the game's math places a significant edge on the side of the characters. Unless your DM runs a particularly difficult campaign, even a single character death in combat—much less the complete defeat of a total party kill—comes up very rarely. When the game system provides an advantage like this to the heroes, what truly constitutes success?

In most situations, the characters measure success by weighing how many daily or consumable resources they expended in the battle: healing surges, daily powers, potions, and so forth. Action points and daily magic item powers used provide another measure, although these regenerate during a day's adventuring, so most players don't worry too much about conserving them.

The faster you go through resources that can't be regained without an extended rest (or by spending gold, in the case of consumables), the sooner your characters must consider ending the day's activities. Sometimes this doesn't matter, but if your characters face a deadline (or if you expect vanquished enemies to be reinforced while you sleep), every extended rest makes the next day tougher.

A successful encounter, then, is one that expends as few of your most valuable resources as possible. No matter the strategies that you pursue, this should always be your ultimate goal.

## Common Mistakes

In addition to using the basic tactics described above, be aware of these common tactical errors.

**Overextending:** When you stray from your teammates, you not only make yourself a target for enemy attacks, you also make it difficult for your allies to support you.

This mistake occurs most often when a melee striker—often a rogue—rolls a high initiative and rushes into battle on his or her first turn before the defender can establish a front line. Even after their characters are dropped time after time, some players attribute the result to a killer DM or lack of backup rather than to their own poor tactics. Players who have the instigator motivation (see page 11) also fall into this trap, regardless of the characters they play.

If you must move away from the front line, try to stay near the edge of battle. Minimize enemy flanking opportunities, and keep an escape route in mind.

**Disorganized Retreat:** D&D players hate to back down from a fight. Even when the battle starts looking grim, they dawdle and vacillate, unable to fully commit either to staying or fleeing. This inability to settle on a plan of retreat has led to more total party kills than any other lapse of judgment.

Put someone in charge of calling for a retreat. Choosing the player of a leader or a defender character is a strong option, since this player likely has the best idea of how much longer the group can expect to survive. More important than role, however, is the player's ability to assess the gravity of the situation and know when it's time to run. Although anyone can call for a retreat, this is the person you all trust to make the final call.

Once you agree on this duty, respect that character's decision without question. When the warlord says, "Delvers, we are leaving!" you'd better get moving. Don't argue that you only need one lucky round to drop that dragon: Head for the exit and live to fight another day.

When retreating from battle, make judicious use of readying and delaying tactics to ensure that the right characters leave last. Sometimes this means sending the fragile characters out first while the defenders hold the line. In other cases, though, speed matters more than durability; give the heavily armored characters a head start and let the quick ones catch up.

**Taking Unnecessary Damage:** Any time your character takes damage he or she didn't have to, you give away valuable hit points. Make sure you spend these hit points to gain a useful advantage.

This situation comes up most often when you provoke opportunity attacks. Against high-defense monsters, provoking an opportunity attack to move into a flanking position might be the right answer. But provoking two opportunity attacks to chase down a runaway minion is dumb.

### Know the Numbers

The D&D combat system rests upon a framework of expected attack bonuses, defenses, damage, and hit points, both for characters and for monsters. Knowing these baseline numbers and how your characters measure up to them helps you understand what the game expects you to accomplish.

The attack bonuses and defenses of monsters are based on a monster's level, modified slightly based on the creature's role and the designer or Dungeon Master's whim. See "Creating Monsters" in Chapter 10 of the *Dungeon Master's Guide* for a more detailed description.

Characters are much more varied than monsters, since their accuracy and defenses depend greatly on their choice of class, race, feats, and equipment. That said, the game expects character accuracy and defenses to average slightly above that of monsters, as shown in the table here. An average character facing an average monster can expect to hit on roughly 60 to 65 percent of his or her attacks, but that monster should hit only about half the time.

Don't worry if your character doesn't measure up to this expectation. Accuracy and defenses rarely increase along a perfect line; more often you see intermittent jumps and plateaus in your accuracy and defenses, as your ability scores and equipment improve. In fact, unless you carefully track all the attack rolls made in the game, you probably can't even notice a difference of 1 or 2 points from the baseline. That said, if your typical attack bonus or defense score falls more than 3 points behind these expectations, you should consider options to make up that shortfall.

Your DM isn't obligated to use only monsters of your own level. Many encounters feature monsters of a higher level (and thus higher accuracy and defenses). A monster's numbers also vary by creature role. Brutes have lower defenses, but deal more damage and have more hit points. Soldiers have higher ACs. Controllers are a little better at attacking non-AC defenses, and use those attacks more often.

| Attack and Defense | Character | Monster |
|---|---|---|
| Attack vs. AC | 6 + level | 5 + level |
| Attack vs. other defenses | 4 + level | 3 + level |
| AC | 15 + level | 14 + level |
| Other defenses | 13 + level | 12 + level |

# HEALING



Dungeons & Dragons combat encounters are designed to use up the party's resources. The more encounters your heroes have, the more resources you must spend. Of all the resources you use to get through encounters, none is more precious than your supply of hit points. A character without daily attack powers can still provide monsters with a formidable opponent. A character without hit points only provides the monsters with food.

Each character manages hit points in two ways: during an encounter, and over the course of a day. Within an individual encounter, you usually only care about the number of hit points that stand between you and unconsciousness. Many players don't care how many healing surges they have to spend to stay above 0 hit points, because once their characters are unconscious, things get worse in a hurry.

On the other hand, your healing surges measure how many fights you can take before you run out of endurance. More than any other resource, healing surges determine whether your character—and by extension, the party—can afford to risk another battle.

The best groups understand that managing hit points and healing surges is a task for the entire group, not just for individual characters or the party's leader. This section explains how to use those resources for maximum effect.

### HEALING OUTSIDE COMBAT

If you have a leader in the party, use his or her encounter healing powers when taking a short rest. This might mean that a single short rest turns into two or three (or more) short rests, but in most cases the difference between 5 minutes of downtime and 20 minutes of downtime is minimal.

To speed play, ask your DM if you can forego rolling dice normally used for such healing powers in place of the average value of the die rolls, rounding fractions up. Most DMs recognize the value of getting back to the action quickly and would much rather say, "Each healing surge spent during this short rest is worth an extra 8 points" than require the player of the cleric to roll 1d6 for every surge spent. The Restful Healing feat is an even better answer, maximizing all such dice rolls.

## Hit Points and Healing Surges

Aside from your class, your Constitution score has the greatest effect on your hit points and healing surges. For that reason, many players see Constitution as a default third-best ability score (after their class's primary and secondary ability scores). Sometimes, 1 hit point or an extra healing surge makes the difference between life and death.

Most characters start with seven to ten healing surges per day. Defenders (and characters for whom Constitution is a primary or a secondary ability score) tend toward the high end of that range. But the sheer number of your healing surges doesn't tell the whole story; the lower your healing surge value, the higher the cost in healing surges to negate damage. Since a monster's attacks don't differentiate their effect between targets with high surge values and those with low surge values, an attack against a high-value character (such as a fighter) is easier to heal than one against a low-value character (such as a wizard). A big hit on a wizard might take two of his or her surges to heal, but the same attack on a fighter might barely exceed a single surge's value.

## Using Healing Surges

If you're lucky—or very good—you might have to spend healing surges only during a short or an extended rest. The rest of us, however, rely on healing surges to keep us alive during combat.

Some characters call for healing as soon as they take damage. (We sometimes call those characters "wizards.") In truth, however, you usually shouldn't worry about spending one of your precious healing surges until you're bloodied (or very close to it). Few monsters can reliably deal more than 20 to 25 percent of your full normal hit points with a single attack, so an unbloodied character can expect to survive a couple of hits before even nearing unconsciousness.

If you use tokens or battlefield markers for nothing else, use them to indicate which characters are currently bloodied. It's a great signal to everyone that you could use some help, and it saves a lot of time-wasting questions.

### When to Use Second Wind

Your second wind gives you the ability to take care of your own wounds. Maybe you wrap a hasty bandage over the gash left by the dragon's claw, or perhaps you get a sudden rush of adrenaline that lets you ignore the pain. Whatever your character's explanation, the effect is the same: heal some damage (and get a handy bonus to defenses).

In groups that include a leader, most characters view their second wind as a last resort. Unless you play a dwarf, using second wind means you give up a chance to attack the monster, and that's a hard trade-off even when it's a good idea. Rather than ignoring your second wind, though, keep an eye out for either of these two situations.

**Bloodied and Under Fire:** An unbloodied character rarely needs healing. But if you're bloodied on your turn and you can expect to take at least two attacks before another healing opportunity arises, consider using your second wind. The fewer encounter attack powers you have left, the less offensive output you give up by using your standard action for something other than attacking. The monsters will still be there on your next turn (and if they're not, you're winning).

**Surrounded:** Even if you aren't bloodied, when the monsters greatly outnumber you it can be a good idea to use your second wind. Not only can those monsters pile on damage quickly, but the number of incoming attacks makes second wind's bonus to defenses even more valuable than the hit points you gain.

### Leaders and Surges

Every leader class has its own version of a twice-per-encounter healing power that uses surges to restore health. These powers are drastically more efficient than most other forms of healing surge use, since they typically add extra healing on top of your surge value. Leaders who specialize in these powers can often double the value of each healing surge used. Not only does this let characters bounce back from injury quickly, it also increases the number of encounters you can face each day (because you spend fewer surges to regain the same number of hit points).

Save your leader's healing powers for situations when you need a lot of healing in a hurry or when you can't wait for another option. These powers also provide the best method of getting an unconscious character back in the fight.

## Leader Healing Tactics

Each leader's basic healing powers encourage and reward slightly different tactics in combat. Knowing how your leader's healing powers work should guide the party's decisions on positioning, teamwork, and the proper timing of those healing powers.

**Ardent:** This leader's ardent surge power provides the same healing you'd expect from a warlord, and slightly less than a cleric provides. However, depending on your ardent's build choice, the target also gains an additional bonus lasting for a round. Not only does the timing of your ardent surge depend on when the ally can best utilize the bonus you grant—whether to attack rolls or defenses—but using the ardent surge itself influences the target's actions on its next turn.

EMPTY ROOM STUDIO · PETER LAZARSKI

For example, a newly healed character who has a +1 bonus to attack rolls should turn to a high-impact power, perhaps even spending an action point to gain the bonus to two different attacks.

**Artificer:** Unlike other leader classes, the artificer actually has two distinctly different healing options. *Curative admixture* provides a good baseline choice, supplying almost as much healing as the cleric's *healing word*. *Resistive formula*, by comparison, puts the decision-making into the hands of the target, who can choose when to gain the temporary hit points granted by the power.

In both cases, the target of a Healing Infusion power need not be the one spending the surge. Instead, the artificer recharges his or her infusions during a short rest by taking healing surges from any willing donor.

During each short rest, use the character who has the highest remaining number of healing surges as the fuel tank for the artificer's Healing Infusion powers. As soon as the encounter begins (or just before, if you can get the timing right), your artificer character should use *resistive formula* on the character most likely to take attacks. The target should leave the power's AC bonus in place until he or she become bloodied, then trade it for a boost of temporary hit points. Avoid relying too heavily on *resistive formula*, since its temporary hit points last only until the end of the encounter.

**Bard:** If your group doesn't use good tactical positioning, the bard's *majestic word* looks weak compared to the cleric's *healing word*. But if you can take advantage of the timely slide it provides, sacrificing that extra 1d6 of healing doesn't feel too bad.

Use *majestic word* when your bard character can slide an injured ally either away from combat or into a flanking position right before he or she attacks.

**Cleric:** No class heals more efficiently than the cleric. Coupled with the Healer's Lore class feature, *healing word* restores more hit points per surge than any other class-based healing power. Other cleric healing powers follow a similar pattern, from *beacon of hope* and *life transference* to the ever-popular *cure light wounds* (which doesn't even cost a healing surge).

This efficiency makes the timing of your cleric character's healing powers even more important. For instance, don't waste healing by using *healing word* on a character who isn't bloodied.

**Shaman:** This primal leader shares the healing provided by his or her signature power between two targets. This reduces the potency normally expected of leader healing powers, but provides more flexibility. A shaman who has Protector Spirit also gets to add his or her Constitution modifier to the healing provided to each target of *healing spirit*, which means the total output of the power rivals or even exceeds that of *healing word*.

Like other healing powers, your shaman character should usually save *healing spirit* for use on a bloodied target. Make sure that another ally is adjacent to your spirit companion before using the power to avoid losing the secondary healing provided. You can't grant this secondary healing to yourself, since you're not an "ally."

**Runepriest:** *Rune of mending* offers slightly less healing than that provided by an average leader. In exchange, though, the runepriest grants a bonus to himself or herself as well as to all allies within the burst (5 squares). This bonus depends on the runepriest's current rune state (either a damage bonus or a defense bonus), effectively giving the runepriest two slightly different powers.

Your runepriest character should share the bonus to defenses when the party needs a breather. Use the bonus to damage rolls to turn the tables or finish off a tenacious foe. Since the damage bonus applies to all damage rolls, the party members should choose that round to spend their multiattack powers, perhaps adding extra attacks with action points.

**Warlord:** The warlord comes in right behind the cleric when it comes to basic healing potency (and nearly equals that class once you add the Improved Inspiring Word feat). Like the cleric, the warlord should save *inspiring word* for use on bloodied allies.

The warlord's hidden healing prowess, however, shows up in the Inspiring Presence class feature, which heals a small amount of damage each time an ally spends an action point. Over the course of several battles, these few points add up significantly, and they also give each ally a bit of control over his or her own healing.

## Healing from Other Classes

Sometimes you can't rely on a leader for healing. Maybe your leader has fallen in battle, and someone else must revive him or her. Perhaps your leader is too far away to provide healing, or maybe he or she is out of healing powers. Fortunately, many other characters have options that heal damage or allow the use of healing surges.

**Spending Healing Surges:** Nearly every class has at least one encounter power that allows the user or an ally to spend a healing surge. Use these powers whenever leader healing isn't handy, or when you don't need all the healing that a leader's power would grant.

Daily powers that grant healing surges are more valuable. Save them to use when the leader has run

out of better options, but don't hold on to such powers too long—if the target's out of surges, your power becomes useless.

**Trading Surges:** Everybody knows that the paladin can use *lay on hands* to heal an ally, but many players forget about the cost to the paladin: one healing surge. A paladin who has a high Charisma who also serves as the primary defender can quickly deplete his or her healing surges. A *belt of sacrifice* offers an even less efficient trade: The wielder loses two surges and the target gains one.

Trading healing surges between characters can balance an uneven distribution of damage. If your rogue unwisely charges into battle a couple of times, he or she might run out of surges well before the defenders. That said, weigh carefully the cost and benefit of a surge trade. Even if the rogue cries out for healing, the paladin with only one surge left might need to save it to avoid falling to the monster's attacks.

**Temporary Hit Points:** As long as the target is still conscious, temporary hit points are as good as real hit points. In fact, for an uninjured character they're even better, since they can allow that character to exceed his or her normal maximum hit point total.

Temporary hit points typically are granted by at-will or encounter powers. Since temporary hit points go away at the end of the encounter, use them early; ending with temporary hit points still in your tank means you lost more real hit points than you should have.

**True Healing:** Many players use this phrase to refer to healing that comes without the cost of healing surges. The cleric's *cure light wounds* is the most well-known example, but plenty of nonleader classes offer such powers, such as the paladin's *glorious charge* and the druid's *fires of life*.

Save such powers for real emergencies. Powers that provide true healing are almost always daily powers, which indicates how unusual and valuable they are.

**Regeneration:** The rarest of healing, regeneration works like ongoing damage in reverse: At the start of the target's turn, he or she regains a certain number of hit points.

Regeneration's advantages over other forms of healing include its ease of use (once activated, it automatically applies every round without need for additional actions) and its efficiency. Regeneration costs no healing surges, but it can easily add up to a huge amount of healing over the course of an encounter and the ensuing short rest.

Regeneration has drawbacks, as well. The healing it provides comes slowly, adding only a few points per round, compared to the burst of healing provided by a surge. Many regeneration effects function only while the target is bloodied and so provide more limited benefits.

Use regeneration effects when you believe the battle will last a while, and when you don't think the target needs a lot of healing right away. A defender who has regeneration can keep an enemy busy with defensive options while slowly regenerating back to health.

## Maximizing Your Healing Surges

To make the healing in your party as efficient as possible, your characters should work toward two goals.

**Increase healing surge values.** The higher your healing surge value, the more efficient your healing will be. After all, would you rather use second wind to regain 16 hit points or 22 hit points?

Anything that increases your hit points can boost your healing surge value, so the Toughness feat and items such as a *brooch of vitality* provide an immediate boost, as does a higher Constitution. Aim to get your hit points to a multiple of four, so that your surge value doesn't get rounded down.

You can also increase your healing surge value directly with items such as an *amulet of vigor*, a *belt of vigor*, and a *belt of blood*. Consuming a feybread biscuit or a flask of astral mead increases your surge value for 12 hours in addition to feeding you for an entire day. A *belt of sacrifice* adds a bonus to each ally's healing surge value. Enduring Mountain is a solid feat on its own, but it gets even better when your allies also take it.

**Manage healing surges as a party.** Ideally, everyone in the party should run out of healing surges at about the same time. Most groups stop adventuring as soon as one character runs out of surges. If one character routinely exhausts his or her supply of healing surges before everyone else—or alternatively, if one character always has a few left when everyone else is empty—your party is wasting healing surges that could have helped you fight another encounter.

Explore options to equalize healing surge use among the party's characters. Some classes include this versatility through features such as the paladin's *lay on hands* and the artificer's Healing Infusion powers. Look for magic items that let one character spend a healing surge to provide healing for an ally, such as *gloves of the healer* and *armor of sacrifice*. If all else fails, use the Durable feat to boost the supply of the character who runs out first.

Also, look at your tactics in combat. If you are the defender and you perform your job too well, you might take so many hits that you run out of healing surges early. Consider letting your mark lapse to allow the monster to spread its damage out to another target. Yes, your defender typically has the best healing surge value, so you lose a bit of healing efficiency this way. However, this lost efficiency is worth it if it means you can take on another encounter before you need an extended rest.

## Consumable Healing

Don't rely on consumable items for a significant portion of your healing. Not only does the cost add up quickly (see "Consumable Resources," page 111), but these items usually don't provide enough healing to keep you going for long. They also typically cost healing surges, and the healing provided rarely proves as efficient as a healing power.

That said, every character in the party—even the leader—should carry around at least one *potion of healing* or the level-appropriate equivalent (see below). These potions often function as literal life-savers, bringing an unconscious character back to the land of positive hit points and into the fight. Drinking a potion also doesn't cost you a standard action, unlike second wind.

By the time you reach the paragon tier, the 10 hit points restored by a *potion of healing* can't keep up with your own healing surge value (or the damage the monsters dish out). Start collecting *potions of vitality* instead; not only does each potion grant more hit points than a *potion of healing*, it also allows you to make a saving throw. As you enter the epic tier, upgrade your purchasing to *potions of recovery*. Having a couple of *potions of healing* isn't a bad idea at any level—having 10 hit points is better than having 0 hit points.

In addition to the ubiquitous healing potions, consider other consumable options that enhance your healing. A woundpatch boosts your surge value for the next surge spent during the encounter, and the herbal poultice works similarly during a rest. Feybread biscuits and astral mead increase your surge value for 12 hours. A *potion of regeneration* provides a cheap way of getting your badly injured character back to half his or her hit points—just drink one after a fight and wait.

VICTORIA MADERNA

## TELL US ABOUT YOUR CHARACTER

From about 1985 until 1999, I never played a character.

Don't get me wrong: I played plenty of D&D, but I vastly preferred acting as the Dungeon Master, and my groups all seemed happy to let me.

Then, a few months before the release of 3rd Edition D&D, I joined Monte Cook's new campaign as the elf sorcerer named Vexander. I didn't realize it at the time, but playing Vexander would open my eyes about many facets of the game. Most notably, he represented the first in a long line of characters who, when viewed in the right light, appear identical.

I'm not saying that I've been playing elf sorcerers for the last 10 years. In fact, I don't think I've played the same class twice since I started splitting my time between the two sides of the DM screen.

Instead, what I've come to realize is that all my characters reflect my primary player motivation: to make trouble. In D&D terms, I'm the instigator.

I don't know why this motivation comes so naturally to me. I was never the kid who poked anthills with a stick. (Okay, maybe once or twice.) I didn't show off with bike stunts or mouth off in class. (Much.) Perhaps after long years in charge of running the action, I now grow bored too quickly waiting my turn. Maybe I'm paying other DMs back for the years of defeats I've had at the hands of my group. Whatever the reason, every one of my characters shares a predilection for—and a talent set appropriate to—getting into trouble.

Here are some of the characters I've played:

**Vexander, the aforementioned sorcerer.** He relied on *fly* and *haste* to move around the battlefield and on *mage armor* and *cat's grace* to keep his AC high enough to avoid taking too much damage, and he blasted monsters with an endless supply of *magic missiles* and *lightning bolts*. His favorite tactic? Opening the next door before we finished off the last enemy, because what's the use of wasting a *lightning bolt* on only one target?

**Kalar, shifter ranger/psychic warrior.** Trying desperately to play against type, I built this character as a quiet, mysterious fellow who let others do the talking. Well, that didn't last long. Soon he was running all over the battlefield with various psionic powers, slicing up foes with his greatsword or filling them with arrows from his longbow. I didn't realize it at the time, but Kalar's failure to dramatically alter my play style clearly foreshadowed my one-track mind.

**Nat Mason, human drunken master.** He started as a barbarian, multiclassed as a rogue, and soon learned martial arts, but Nat's uniqueness didn't end with his class array. On a small island that represented the entire known world, Nat claimed that he "wasn't from around here." He never hesitated to punch someone in the face if he thought they deserved it, and despite the party's horror he was always right. Even that time he hit an old lady with a chair turned out okay. If you can't quite picture him yet, think about Jack Burton from *Big Trouble in Little China*. Yeah, now you're getting it.

**Antheric, half-elf crusader.** Once again, this character seemed to represent a new direction for me. As a heavily armored defender, I wasn't skipping around the battlefield willy-nilly. I was, however, the first guy into the fight pretty much every time. I had the AC and hit points to back up my boldness, and I relished how each hit made my character stronger. *"Come on, hit me! Is that the best you've got?"*

**Tyrellius Vex, half-elf warlord.** By the time I crafted my first character for 4th Edition, I'd read all about the instigator motivation in the *Dungeon Master's Guide*. These paragraphs made me recognize the thread of similarity that ran through all my characters: I like to leap before I look. In imagining Tyrellius, I embraced that tendency and built a bold leader who directed the party by charging headlong into battle. Once again, I turned to pop culture for inspiration. I needed a strong, charismatic character who believed in himself wholeheartedly, but didn't have a lot else going on in the brains department. A few days before the campaign started, it hit me: I would play a D&D version of everyone's favorite blue-suited superhero, the Tick! The party's fighter quickly became my sidekick—at least from Tyrellius's point of view—and I committed entirely to playing a character who just didn't believe in defeat. The fact that he died in the first session didn't sway him; upon his resurrection in a nearby magic pool, Tyrellius concluded that he'd been sent back to the world by Kord to serve that god as an immortal avenging angel. Tyrellius now believes he can't be killed . . . and so far, he's been right!

**Talerron, eladrin swordmage.** My latest creation is the D&D version of a hard-bitten gunfighter: the swordmage-with-a-past who's arrived in town to atone for past misdeeds by working on the side of justice. He dives into battle with as much frenzy as any of my previous characters, but uses his many teleportation powers to get out of the worst scrapes.

• • •

In role terms, this list features characters who functioned as strikers, defenders, or leaders. It includes five power sources and at least eight different classes. You probably couldn't put together a more disparate list of characters if you tried.

But to me, they're all the same guy poking the anthill.

*ANDY COLLINS taught himself to play D&D in 1981. He joined Wizards of the Coast in 1996, and later he helped write some of the Player's Handbooks sitting on your shelf. Today, he manages the Development and Editing teams for Wizards of the Coast Roleplaying R&D.*

To make an informed tactical decision, you first need information. This doesn't mean that you must memorize the *Monster Manual* or the entire D&D Compendium. On the contrary, you can glean much of the information you need using observation and in-game tools.

As soon as possible after seeing your enemy, make a Monster Knowledge check as described on page 180 of the *Player's Handbook*. Since this doesn't cost an action, there's no reason why every character shouldn't give it a try until you've rolled the best possible result (or everyone's had one chance).

A result of 15 or higher (20 at paragon tier, 25 at epic tier) gains you the monster's name, type, and keywords. This doesn't seem like much, but it can hint at potential good or bad tactics. Monsters that have the fire keyword, for instance, often have fire resistance and nearly always deal fire damage; avoid using fire attacks and break out the fire resistance. The *Player's Handbook* doesn't specifically list a monster's role among the elements learned from a Monster Knowledge check, but ask your DM if that's reasonable to add to this list (or if not, to the results of a check at a higher DC). See "Monster Roles" below for more on this important characteristic.

With a result of 20 or higher (25 at paragon tier, 30 at epic tier), you also learn information about a monster's powers. Most DMs won't recite the monster's powers verbatim, but you could reasonably expect to learn power names, defenses targeted by the powers, frequency of use (at-will, standard, or recharge), and special effects or conditions applied by the powers. Use this information to choose the right opponent for the monster; if a monster controller targets Will, your fighter might not be the best one to face it. Find out if any of the monster's powers involves a situational trigger or a recharge; if you can avoid that circumstance coming up, you drastically improve your odds of success.

A result of 25 or higher (30 at paragon tier, 35 at epic tier) gives you the most valuable information of all: resistances (including immunities) and vulnerabilities. This data tells you which of your powers to ignore and which to focus on. Picking the right damage type against a creature that has a resistance or a vulnerability can shave a hit (or more) from the number needed to drop it.

In addition to game knowledge, ask the DM about any particular lore your check result grants you. Most monster entries include information about a monster's habits, lairs, tactics, or allies. Even if this lore doesn't give you an edge in combat, it helps immerse you in the world and might hint at plot points. "I hear that kobolds often live near dragons' lairs, so maybe those rumors of a great winged beast seen around here have some truth to them."

Regardless of the result of your Monster Knowledge check, pay close attention during combat to learn each monster's preferred tactics and potential weaknesses. Pay attention to any hints dropped by the DM. Did your Dungeon Master suggest that the monster didn't seem fazed by your scorching burst? That might indicate fire resistance. Is it readying an attack for an ally to move into a flank? It might deal extra damage when it has combat advantage. Feel free to ask the DM when you think he or she has dropped a hint. Offer to make an Insight or a Perception check to notice a clue, but don't badger—this sort of query can get tedious fast.

Assign a player—a watcher or a thinker is a good choice—to track your party's attack rolls and results against each monster's defenses. Record the lowest attack result that hit each defense and the highest result that missed. Use this information to identify a monster's best and worst defense and choose your attacks accordingly. Even if you find this too tedious (or unhelpful) in battles against standard monsters, fights with elite or solo monsters often last long enough that such information can prove quite useful.

## Monster Roles

Just like player characters, each monster fills a role in combat, employing a specific set of tactics to cause as much trouble as possible. The roles appear on page 54 of the *Dungeon Master's Guide*, along with a quick look at how the DM should use monsters with those roles against the players. What follows in this section are guidelines about how those different roles can be countered by the players. (Although the *Dungeon Master's Guide* also includes information about minions, elites, and solos, those words say more about monsters' potency in combat than their tactics, and so those terms aren't discussed here.)

These roles aren't set in stone, though. Part of what makes D&D interesting is how enemies can combine in new and different ways to create more engaging encounters. Soldiers typically function primarily as meat shields to protect a more important monster, but an elite soldier such as a spirit devourer can easily serve as the focus of an encounter. This fantasy world holds a lot of variety, and what exactly you face fluctuates dramatically from one combat to the next. You

and your fellow party members must learn to read the situation and adapt accordingly.

Furthermore, your party should have battle plans of your own, and these plans might include direct contradictions of some of the advice here. If that's the case, your own tactics take precedence.

## Brutes and Soldiers

These melee-based enemies make up the rank and file of most encounters. Both categories of monsters want to get up in your character's face and hit you. But although they share this basic similarity, they have different focuses.

A brute looks for something to smash with its high-damage attacks. It prefers low-AC characters due to its lower than normal attack bonus, so keep it away from your controller. Whenever possible, pit your defender against an enemy brute; the combination of high character AC and low monster attack bonus means a lot of missed attacks for the brute. If your defender keeps it locked down well enough, you can even afford to ignore the brute for a few rounds while you take out more pressing threats (such as artillery or controllers). Once you decide to focus on the brute, pour on the damage from your strikers—favoring high-damage attacks, even at the cost of accuracy—if you want to drop it fast. The brute's high hit point total means a lone defender can take forever to reduce it to 0 hit points.

The soldier acts much like the defender in your party, aiming to lock down a character with a mark or a similar control effect. Soldiers often go after strikers and controllers to prevent those characters from benefiting from mobility or ranged attacks. Just as with brutes, matching a soldier with a defender keeps the monster from harassing the characters who need to stay on the move. Soldiers rely on higher-than-average defenses, especially Armor Class, so save your most accurate attacks for these enemies (or use combat advantage to even the odds). Pushing, pulling, or sliding a soldier away from a locked-down ally can allow your ally a timely retreat.

Whether you're fighting brutes or soldiers, consider evading their attacks with mobility and a barrage of ranged and area attacks while you take out other foes. These monsters usually have a poor selection of ranged attack options, so if you can keep these enemies at a distance, you can often negate them entirely. Alternatively, slow or immobilize them to keep them at bay. These monsters want to keep you busy while their allies pepper you with deadly ranged attacks from safety, so the more time you spend fighting brutes and soldiers, the more attacks you allow the enemy to make.

## Skirmishers and Lurkers

Monsters of these roles use movement, trickery, and stealth to gain advantageous position and deal devastating attacks. These creatures favor melee, but many have other combat options as well.

Skirmishers use superior mobility to bypass your front line and attack the most vulnerable characters they can reach. A well-designed skirmisher is the defender's nemesis, often ignoring marks and scoffing at your opportunity attacks. Sometimes a skirmisher goes for the fragile controller, but other times it wants to flank a leader or a striker. Don't let skirmishers gang up on a single character, particularly if they can

EMPTY ROOM STUDIO - PETER LAZARSKI

flank the character. Many skirmishers deal significantly more damage with combat advantage, so they can quickly reduce an otherwise healthy character to 0 hit points.

Lurkers don't penetrate your defense by being faster; rather, they like to remain undetected and spring into action from hiding. At lower levels, this often relies on the Stealth skill. More powerful lurkers add disguise, invisibility, or other trickery to their repertoire. This deception helps them elude party defenses and gain combat advantage, which often means extra damage dice. After a lurker attacks, it often spends its next turn hiding or otherwise making itself difficult to target (sometimes called "going into lurk mode"). If you don't attack it right away, the lurker becomes much harder to find . . . until it attacks again.

Do your best to pin down a skirmisher or a lurker with control effects. No creature is immune to every condition that would slow it down, so use your knowledge skills and combat experience to find the right answer. Dazing these creatures might not eliminate their ability to attack, but it prevents them from moving into the right position, which can drastically reduce their damage output. Once you get this edge, pour on the damage as quickly as possible before the enemy escapes. Skirmishers have average defenses and hit points, but lurkers can be very fragile once pinned down.

## Artillery and Controllers

Unlike most of the monsters already mentioned, artillery and controllers prefer to stand back from battle. These are among the most dangerous enemies because they can either deal massive damage or cause crippling conditions to your entire party through area or close attacks. Their attacks are more accurate than most monsters' attacks, meaning they pose a threat even to high-defense characters.

When you think artillery, think cannons—glass cannons. Although they bring powerful attacks to bear, artillery monsters are very vulnerable. Their defenses and hit points are both lower than average, so if you can bring a striker to bear, these monsters won't last long. However, artillery monsters typically use terrain or a line of brutes or soldiers to ward off attacks. Anybody who can get in an artillery monster's face—pay attention, teleporters—can make its life difficult, so send a mobile party member into the enemy's back ranks.

Controllers use their attacks to neutralize your frontline combatants with hindering conditions, allowing their allies to go after your back row. Characters who get or who can pass out extra saving throws (such as wardens or virtuous paladins) can dramatically improve your party's odds against controllers. Use those knowledge skills to figure out what you face and what tactics might work best. Unlike artillery, many controllers can operate equally well at range or up close. Despite this versatility, these enemies don't have the defenses of a soldier or the hit points of a brute, so concentrated attacks can take them down quickly.

More than any other kind of monster, controllers and artillery can make your combat miserable if left unchecked. Focus attacks on such enemies as early as you can. It's easier to heal the damage dealt by a brute or a lurker than to erase the conditions applied by a controller, and the artillery can easily focus its attacks on your most wounded character. If you can't address these threats directly, spread out and take cover. Ranged attacks need line of sight, and blasts and bursts need grouped characters to have maximum impact. Even if you can't get to the controllers and artillery, maybe you can make them come to you.

## Leaders

Leader is actually a subtype of monster role. A leader has one of the roles noted above, which dictates its tactics and statistics, but it also has one or more abilities that significantly augment, protect, or manipulate the other monsters in the encounter (much like the leader in your party). You can tell that you are facing a leader when it grants an ally an extra attack or move, or when it heals a big chunk of the damage you just dealt. A leader's abilities can be quite powerful, particularly when they apply to all its allies. Taking out an enemy leader should be a high priority.

Brute and soldier leaders fight from the front, often boosting the offense or defense of their nearby allies. These leaders simplify your tactics: Attack the leader with everything you have, then rout its suddenly less potent allies.

Skirmisher or lurker leaders are rare, but a few exist. Focusing fire on such creatures poses a greater challenge than when facing brutes or soldiers, which makes it all the more crucial to take advantage of any such opportunity. Spreading your party out can make it more difficult for such creatures to effectively pair attacks with leader benefits.

Leaders that have the artillery or controller role command their allies from the back ranks. As with any such monster, pressure it with a melee character when possible. Keep it isolated from its allies to reduce the efficacy of its leader abilities.

Fictional D&D characters have it easy.

When the floor gives way and dumps the heroes into a watery pit full of aboleths, they know instinctively how to respond. You, on the other hand, must carefully track your character's powers and other resources to know what he or she can do next. This can be quite a job, even when you're not the one covered in aboleth slime.

Fortunately, the *Player's Strategy Guide* is here to help. When you finish reading this section, you'll be ready to choose the method of keeping track of your powers that works for you. Your character can tread water that long, right?

There are three aspects to using your powers efficiently: knowledge, organization, and customization.

## Know Your Powers

Some players write down the names of their powers as they select them. When such a player's turn comes up, everyone waits while he or she flips through the books to figure out what power to use. This player does not make the game more fun. Don't be this kind of player.

Yes, your character sheet probably has a box to write down all the powers you've selected. This list can't adequately represent the range of options and details contained in the full power write-ups. Most power entries are brief enough that writing them onto cards (such as the ones that come with the Character Record Sheets products, but index cards work well, too) doesn't take much work.

Depending on your class, you can also pick up a pack of power cards designed specifically for you. Preprinted power cards are available for the powers published in the *Player's Handbook*, *Player's Handbook 2*, *Martial Power*, *Arcane Power*, *Divine Power*, and the *Forgotten Realms Player's Guide*. Each pack includes a few blank cards to record powers you've picked up from other sources.

The D&D Character Builder provides the best solution for knowing your power options. This program includes every power published for D&D and generates a color-coded card for each of your powers.

If you have a power that has an unusual usage—such as the cleric's *healing word*—consider making extra or different cards for it. For example, the player of a cleric should put two *healing word* power cards into his or her stack (or three at epic levels), rather than trying to remember how often he or she has used the power in each encounter.

Consider making cards for activated effects that aren't class or item powers. Some players like to have a basic attack power card to remind them of that option. If you often bull rush or grab, make a card that keeps the relevant information handy.

JOHN TYLER CHRISTOPHER

## Organize Your Powers

Even though power cards are a great time saver, it can take you a while to sort through a big stack of them to find the one you want to use on your turn. This is especially true at the higher levels of paragon tier and at epic tier, when in addition to three daily and three encounter powers, you've accumulated a lot of utility and item powers. To avoid this, keep your cards organized. Here are some methods that might help; you can use any or all of these organizational schemes.

**Effect:** Keep your attack powers separate from your utility powers. When you need to know what options you have for killing the monster, utility powers can distract you.

**Usage:** Group your at-will, encounter, and daily powers separately in the stack. Color coding also helps you easily identify which powers to use early and which to save until you really need them.

**Action:** Splitting up your power cards by the action required to use them—standard, move, immediate, etc.—can help you fill your turn more effectively. It's easy to forget about minor-action powers, and if you leave triggered powers in the middle of your stack you probably won't remember to use them.

If you have room to spread out, you can put each of these groupings into a different stack on the table. For portability and compactness, try using binder clips to attach each category of cards to the edge of something like your character folder or the container you bring to carry your pencils, minis, and dice.

## Customize Your Powers

Knowing which powers you have to choose from saves time, but taking another step can prove even more valuable. Make sure each card includes all the relevant numbers associated with your power: the total attack bonus, the damage it deals (including all modifiers for feats and other effects), and so forth. If you have to stop the game to remember every last bit of damage your power deals, not only do you add tedium to the game, but you also risk forgetting a key bonus. The power cards generated by the D&D Character Builder do most of this work for you, but even they benefit from a little extra attention before the game starts.

Don't forget situational bonuses. If an item you wear allows you to deal 1 extra damage when you have combat advantage, jot that down on each power card. If you have a feat that increases the forced movement of your push powers, record that on all the relevant cards. Situational benefits are the easiest to forget in play, and optimizing your tactics means remembering every last bonus.

Another calculation that speeds the game is noting the damage each of your powers deals on a critical hit. Why bring the room down after rolling that natural 20 with a laborious calculation of your maximum damage? Do the math ahead of time and write it down on each power card. Don't forget to note how many extra dice of damage your magic weapon or implement deals on a crit, as well as any extra effects created when you score a critical hit.

Consider using your own symbols or color choices to further customize your cards for easy identification. Use an orange highlighter to mark all your attack powers that have the fire keyword, and a blue pen to note your cold powers. Draw a sword on your melee power cards or a bow on your ranged power cards. Snip three corners off your cards, with the remaining corner indicating which defense it targets. Anything that helps you quickly pick out the right power for the situation (but not by overloading you with too much to remember) can speed the game and contribute to your success on the battlefield.

# TRACKING EFFECTS

Everyone knows how to keep track of damage—just subtract it from your current hit point total, note the new number, and move on. (Players who instead add up the damage dealt until that number equals or exceeds their characters' hit point total are weird, but we still love them.) But the game has so many more effects than simple damage that efficiently tracking these effects marks a key difference between the casual player and the expert player.

Tracking effects on your enemies provides essential information for making good tactical decisions. If the wizard blinds a cyclops, your rogue character should remember that the cyclops now grants combat advantage. You should also recognize that using a power that turns you invisible to the cyclops would be a waste. If your ally dazes the soldier locking down your wizard character's escape, you should realize that you can now safely move away without allowing the monster to make an opportunity attack.

Similarly, knowing which conditions are currently in place on your allies guides your decision-making. If your paladin character forgets that the wizard is taking ongoing poison damage, you won't use your power that grants the wizard an extra saving throw.

Inventive gamers have devised many different ways to track the various effects that come up in play. This section will help you find the one that works best for your group.

### WHY TOKENS?

The biggest advantage of using tokens to mark effects is that it puts the tracking information right onto the battlefield, where you are already looking when you make tactical decisions in a fight. The biggest problem is that it's not immediately obvious how to interpret each of the different tokens on the board, and this problem tends to increase at higher levels as lasting effects proliferate. One way to address this problem is for your group to decide beforehand what tokens will be used for what effects and to record that information, either on a whiteboard that the entire group can see, or individually on each player's character sheet.

Several companies sell tokens for use in gaming. Do a little online research to find the tokens that best fit your group's preferences: color options, magnetic or nonmagnetic, size and thickness, 2D or 3D, and so forth.

## WHAT TO TRACK, AND HOW TO DO IT

By now we hope that we've convinced you of the importance of tracking effects that occur during combat. But what exactly merits tracking?

The short answer is, track as many details as your group can handle without turning the game into a bookkeeping nightmare. The following section starts with basic options, then moves on to more advanced tracking options. In each case, suggestions are included for how you can keep track of the details given.

**Bloodied:** Every group should keep track of which characters and monsters are bloodied. Not only do some characters gain extra benefits against bloodied enemies, but knowing which monsters are bloodied also tells you where to focus your fire. Knowing which allies are bloodied helps your party know who needs healing and who could benefit from effects such as a repositioning slide. Even if you don't track anything else described here, find a way that everyone can remember who's bloodied.

We recommend placing tokens directly on or under the minis of bloodied characters or creatures. Use red markers for their intuitive connection with blood and gore. You can instead use a whiteboard to track which combatants are bloodied, but this doesn't provide as clear a view of the state of battle as a bunch of red markers mixed in among the miniatures.

**Conditions:** Most of the conditions that appear on page 277 of the *Player's Handbook* merit being tracked in a public and/or visual manner. A few conditions either don't merit remembering—such as deafened—or are obvious to everyone at the table. You don't need to track which creatures are surprised: They're the ones you just snuck up on.

Many players use the same kind of tokens for tracking conditions as they do for noting bloodied monsters and characters. Make sure to have a good variety of bright colors on hand—black or brown tokens often blend in too well when placed underneath miniatures. If you can, assign each color to a different common condition. Rare conditions, such as stunned or petrified, can share a color. Keep a list handy so that players can remember which color translates into each condition.

Other groups prefer to use a whiteboard and erasable markers to track conditions. This can prove easier than remembering that a light green token means weakened and a light blue token means dazed.

Even if you use tokens, some conditions merit alternative methods of tracking. Turn a mini on its side to indicate that the creature is prone. Use a token replace an unconscious or dying character to make it easier for other miniatures to occupy the same space. Conditions that last longer than one encounter don't merit visible tracking; you can just note them on your character record sheet.

**Target Designation:** Plenty of character powers (and some monster powers) incent others to attack a target by applying a defense penalty to the target or by offering a bonus to attack rolls against the target. (These powers are often described as "target designation" powers.) For example, *lead the attack* grants the warlord and his or her allies a power bonus to attack rolls against the target until the end of the encounter. You certainly don't want anyone forgetting that!

Because of the wide variety of effects falling into the category of target designation, most groups need help remembering what's going on. Write out a note card for each of your target designation powers that describes its game effect. (If you fold the note card in half to create a table tent, it's even easier for players to see it in the heat of battle.) When you use the power, place the note card on the table near the combat so everyone can see it. Jot the name of the target on the card each time you use the power so that everyone remembers which creature is affected.

Tokens on or under the designated target's miniature provide a good reminder that something special is affecting that target, but you still need some way of remembering the exact effect. If you have enough of these target designation powers in the game, you can't hope to assign specific colors to each. Instead, pick one or two colors for the entire category and then use note cards as described above to associate the token and the creature with a specific effect: "Yellow (Fire Giant) = Grants Combat Advantage" tells you all you need to know.

Instead of note cards, you could use the power card that created the effect, but this has a lot of text that the other players don't need to know (and you probably don't want to fold your power cards into table tents).

**Zones and Terrain:** Any area of the battlefield meaningfully altered by a power or another effect should be represented in some way so that the players and the DM remember its presence. This includes zone powers such as *swarming locusts* as well as battlefield alterations such as a pile of books dumped off a shelf to create difficult terrain.

Two-dimensional tokens make the best markers for zones, though if you use an erasable battlemat you could draw the effect right onto the battlefield. Movable zones make the drawing option more cumbersome, since they require a lot of erasing and redrawing. You don't need a token in every square of the zone. Just mark the corners of the effect, and record somewhere what effect corresponds to those tokens (just like you did with target designation effects).

Certain types of area, such as a blast 3 or burst 2, come up often enough that you might want to prepare a more easily reusable and removable solution. Make your own by bending some reasonably stiff wire or twisting together the ends of some pipe-cleaners. Less craft-minded players can cut out cardstock or plastic in the right shape, but using an outline rather than

DREW POCZA

a solid square makes it easier to lay the area down around minis.

**Ally Benefits:** Many powers grant one or more of your allies a temporary or a lasting benefit, such as the bonus to attack rolls and damage rolls from *war of attrition*. Keeping track of which benefits are in effect helps everyone maximize their value.

Tokens don't work very well for tracking these effects. Most benefits don't last long enough to merit token use, and there are enough of them that no one can remember from just a token what the effect is. Instead, use note cards as described under "Target Designation," above, handing the appropriate card to each player whose character is affected.

**Ongoing Damage:** Tracking ongoing damage on the battlefield doesn't help players or DMs remember to apply that damage at the start of the affected creature's turn. Instead, note this on your character sheet, near the monster's stat block.

**Saving Throws:** Players frequently forget to roll saving throws at the end of their turns. Whenever your character receives an effect that can be ended by a saving throw, use some physical reminder of the saving throw to place in front of you on the table. You can use table tents, oversized tokens, fluorescent note cards, or anything else that calls attention to its presence on the table. (If the object includes a reminder of the effect, so much the better.)

### USING A WHITEBOARD

If your gaming area has room for an easel, consider setting up a large whiteboard—or chalkboard, if you're feeling 19th-century—to track various conditions and effects. (Some groups are fortunate enough to play in rooms with permanently mounted whiteboards. If you have the means, we highly recommend it.)

A whiteboard has the advantage of immense flexibility. You can write anything at all, including which characters are bloodied and how much damage you've dealt to various monsters, without worrying about elaborate color-coding or memory tricks. In combat, it can be used to track conditions, hit points, initiative order, or other effects. Outside combat, it's great to list your current quests, adventure leads, NPC names, or any other information everyone needs to see. It's also visible to everyone at the table, even the guy sitting way down at the end who can't see the battlefield very well.

One disadvantage to a whiteboard is that it can make it tougher to know which effects correspond to particular figures on the battlefield. Looking at the miniatures, then to the whiteboard to figure out which conditions are affecting the ogre, then back to the battlemat takes time and loses some of the simplicity of tokens.

One DM we know uses coaster-sized discs with a small pad of sticky notes affixed to each disc. When a monster deals a save-ends effect to a character, the DM writes the effect on the top sticky note and hands the disc to the player. When the player saves, he or she discards the top sticky note and hands the disc back to the DM.

### Alternatives to Tokens

Some players don't like sliding 2D tokens underneath miniatures. Repeatedly picking up miniatures can easily mess up the battlefield, particularly any of the players suffer from fumble-fingers. Try one of these alternatives instead.

**Loops:** Any small, colorful loop—such as a rubber band, a twist-tie, or the ring left behind when you open a plastic bottle—can dangle off a miniature's arm or weapon, removing the need to pick the miniature up and put it down every time you place a token. Some players find these detract from the verisimilitude of the game; seeing an ogre with a half-dozen differently hued loops hanging around its neck can definitely break that suspension of disbelief.

**Clips:** Paper clips can usually be attached to minis, but binder clips or alligator clips are better. Use colorful clips that show up on the battlefield. Clips have all the same advantages and drawbacks as loops, however, they can damage painted minis.

**Stickers:** Particularly enterprising players craft specialized stickers to denote conditions and effects, placing these directly on the miniatures. Check out http://www.penny-arcade.com/2009/3/9/ to see an example. For painted miniatures, small sticky notes can do the trick as well and without damaging the paint.

## Who Does the Work?

Too many players assume that it's the DM's job to remember everything going on at the table. Not only is this assumption lazy, but it also encourages players to ignore the details of combat.

Don't rely entirely on your DM to keep track of the effects in place on characters and monsters. Even the best-organized DM won't remind every character on his or her turn which monsters are dazed, which are bloodied, and which are immobilized, and repeatedly stopping the game to ask such questions grinds combat to a halt.

Help the DM out by assigning a specific player to place condition tokens on the battlemat, or to keep the whiteboard up to date.

# TROUBLESHOOTING



Having problems in combat? Relax; it happens to all of us once in a while, even the experts.

This section provides advice on some of the most common issues encountered by even the most experienced D&D players.

## You Can't Hit

No party is immune to occasional bad luck, but if you're having miss-fests night after night, it's time for a tune-up.

First, check your party optimization. The problem might be that you aren't achieving the attack bonuses that the system expects from characters of your level, as outlined in "Tactics 101," page 104. If that's true, try to invest in more accurate weapons and in better magic weapons or implements right away. Check "Level Up!," page 44 for information on retraining feats and powers for a better batting average as soon as you can.

If your attack modifiers are in the right range, ask your DM if he or she has been using an unusually high number of soldiers, or monsters significantly above your level (all of which have higher than expected defenses). Even with the right attack modifier, a 5th-level character fighting 8th-level soldiers will miss more often than he or she hits.

Once you've ruled that out (or if your DM prefers not to share that information), consider tracking your natural attack rolls for a few encounters. Some players experience long strings of low attack rolls, and even whole parties can have off nights. Just because you've rolled three natural 1s in a row doesn't mean you're guaranteed to get a good result on the next roll.

Let's assume you've eliminated all these possibilities, and you still feel the need to improve your accuracy. Now you must turn to smarter tactical play to solve your problem. Start by maximizing the frequency of your attacks made with combat advantage. The +2 bonus to attack rolls it provides makes a big difference, so work with the other players to set up flanks, and collect powers that create combat advantage by dazing, restraining, and knocking down enemies. Find powers that grant temporary bonuses to attack rolls and penalties to enemy defenses. (Leaders have plenty of these, but every class has a few.) Grab feats, items, and other options that provide circumstantial bonuses to attack rolls. Stacking up these buffs and debuffs can quickly and dramatically improve your party's accuracy.

Even the most accuracy-optimized party can't guarantee high attack bonuses every round, so take advantage of these bonuses by using your best powers

## TELL US ABOUT YOUR CHARACTER

During the Armageddon Wars of the Orsus Empire, no greater builder of warforged existed than Thom Widdershins.

Model 33 was to be his crowning achievement, a tribute to the god he loved, Kord. The fates, and an assassin from the Bronzeshell clan, had other plans and Thom was killed before he could perform the activation ritual on Model 33.

The assassin took the warforged as a trophy and hid it away in a cave with the rest of his prizes. The wars soon ended, and several years later the assassin's cave was taken by a young black dragon named Arithemius. The assassin's treasure, including Model 33, became the start of the dragon's hoard.

Five thousand years passed. A great apocalypse destroyed seventy percent of the surface world, driving most of the surviving population into the Underdark. The knowledge of how to create warforged was lost; even their existence was forgotten.

Arithemius, now ancient, was found by a group of adventurers searching for a way out of the Underdark. The group parleyed with the dragon and received a single gift from his hoard. Following the dragon's instructions, the party activates the warforged. Etched into its breastplate is the cryptic code "(t.w.) 33-K" written in a dead language. The warforged does not know its name, only its purpose, and so the adventurers call it Tweek.

When Widdershins created Tweek, he implanted memories of a time and a kingdom that no longer exists, even in the oldest tales. Tweek the invoker lives to bring the word and glory of Kord to those around it. It tells the stories of the greatness of the Orsus Empire and the massive battles that took place during the Armageddon Wars.

Tweek stands a full three feet tall (Thom Widdershins was a gnome, after all). It wears blood-red raiments emblazoned with the fist, bolt, and sword of Kord. Calling upon its angelic powers, Tweek spreads a shining set of metal wings with which it can slash all those who surround it. All those who see it in battle marvel at the wonder and glory of such a perfect creation and can only cower in fear at the might of Kord.

*DON FRAZIER dreamed of one day becoming a prophet to the stars, an astronaut, and a game designer for TSR. Even though he started playing D&D thirty-two years ago and has enjoyed every edition of the game, he is NOT a grognard. He gleefully spends his days as a code monkey working in the Wizards of the Coast Digital Studio on D&D Insider.*

in those rounds. Save your at-will attack powers for rounds without bonuses; even if you miss, you don't lose as much as if you'd missed with an encounter power.

## Not Enough Healing Surges

If you routinely run out of healing surges after only a couple of encounters, finishing adventures in a timely manner can prove difficult.

Once again, your first step is to check the numbers. If your defenses lag behind the expected values described in "Tactics 101," you're probably taking more hits than you should. More hits means more damage, which means more surges spent per battle. To bridge any gap you find, add better armor to your wish list and retrain some feats to boost defenses. Consider using your next ability score increase to improve an odd-numbered score to an even-numbered score if that will increase a defense.

Maybe you've been facing particularly deadly monsters. Ask your DM if he or she has been favoring high-level foes, or if he or she feels that the brutes and lurkers—traditionally high-damage enemies—have been unusually effective lately.

Even with appropriate defense scores and enemies, however, inefficient use of healing surges can drastically increase the number you need to bounce back after a fight. Review "Maximizing Your Healing Surges," page 116, to see if you can make each surge worth more. Adding a leader to your party—either by replacing an existing character or through multiclassing or the hybrid rules—can kick up your healing surge efficiency. Temporary hit points, regeneration, and so-called "true healing" (page 116) can also lessen your reliance on healing surges.

Don't overlook the value of improving your group's tactics to reduce the number of attacks the enemies make each round. Look for ways to use tactical positioning and features of the battlefield such as walls and bottlenecks to restrict how many enemies can pile on you at once. Even if you can't entirely deny attacks, at least make the enemy work hard to hit you by adding penalties. See "Cover and Concealment" and "Using Terrain," page 108, for suggestions.

Last, remember the immortal advice: "The best defense is a good offense." Killing monsters faster reduces the number of attacks you take. Boosting your damage output and concentrating attacks on individual enemies (see "Focusing Fire," page 105) often provides the best way of conserving healing surges. A dead monster—with a few exceptions—can't hurt you.

## Combat Gets Boring

Sometimes a fight lasts so long that none of the combatants have anything but at-will powers left. The outcome might even be a foregone conclusion, and

### Discussing Problems with Your Group

Some basic advice applies to many problems you might encounter while playing the game.

**Say something.** Each player has a responsibility to help everyone at the table have fun, and that everyone includes you. If something makes you unhappy, you're not doing your fellow players, your DM, or yourself any favors by suffering in silence. If you speak up, you might find that others share your concern and are grateful you initiated an opportunity to fix it together.

**Use personal conversations.** Complaints through email or instant messenger often come off poorly, and even a phone call can't replace a face-to-face chat. Whenever possible, discuss problems in person.

**Include the right people.** Sometimes everyone needs to be present when you discuss a problem. But if you're concerned about a particular person at the table, bringing that up with the whole group puts that person on the defensive. When in doubt, always start with a one-on-one chat with your DM. That said, avoid making one person feel left out of the discussion. If four of the five players get together to talk about a campaign problem, that fifth player might feel frustrated and ostracized.

**Be polite and tactful.** Don't yell, don't be rude, and don't accuse other players of causing problems. Your discussion will go better if you take care to talk only about your own feelings and experiences and avoid making generalizations, assigning blame, or bringing in other unrelated issues from the past.

**Be open to opinions.** Maybe other players don't agree with your observations, or aren't concerned about the issue you raise. Recognize that some of the problem might be your fault. It is possible that your behavior, expectations, or approach is helping create the situation you dislike. If you're ready to own up to and address the ways in which you're not perfect, you'll find that others are a lot more likely to do the same.

**Be realistic.** Even if you take the most reasonable approach, you might discover that others aren't willing to listen to your feelings or to cooperate in finding a resolution that makes everyone happy. Don't give up right away, but don't be afraid to walk away and find a new group. If you've made a reasonable effort but aren't getting support in addressing the things that are making you unhappy, there's nothing wrong with finding other players who enjoy the same things you do. When you say good-bye, let everyone know it's nothing personal, and see if you can find nongaming opportunities to spend time with your friends from your old group.

yet you still slog on trading attacks. This problem can have many causes, each with its own solution. We'll examine a few of the most common reasons for long, drawn-out battles.

**Poor Accuracy:** As the number of hits scored each round drops, the length of battle increases. We've already covered accuracy problems above (see "You Can't Hit"), so look there for tips. Monsters with high defenses create the same problem, so ask your DM to compare the average enemy's defenses to the expected numbers on page 112.

**Not Enough Damage:** If you lack strikers, or if you've optimized your party for defense, fights can drag even when your accuracy is on target. Pick up some feats or items to boost your damage output, and ask your DM to go easy on the brutes, elites, and solo monsters.

**Foregone Conclusion:** A party that focuses its fire effectively can find that the last couple of rounds of combat—with five characters facing a single foe—lack tension. Everyone knows that the heroes will win, and nobody expects the monster to deal much more damage before it drops. Offer the monster the option of surrender, or suggest to your DM that you fast-forward to the inevitable end. If he or she balks, offer to measure the resources expended in those last couple of rounds and report back on their insignificance. Consider a compromise, in which one character gives up a healing surge to represent the damage you would have taken finishing the fight.

## Combat Lasts Too Long

The "Combat Gets Boring" section describes the boredom of combat with too many rounds, but just playing slowly can make a five-round battle feel like ten. If you routinely spend more than 10 minutes waiting between your character's turns, your group needs a timing tune-up. Figure out what takes players so long to finish their turns, and then find the right solution.

Does your wizard dither over her power cards, never able to find the right spell to cast? Check out "Know Your Powers," page 122, for organizational assistance.

Does the fighter take forever to roll and add up his damage? Try rolling your attack and damage simultaneously. "Customize Your Powers," page 123, also provides useful tips to speed damage calculation.

Do you argue over which monster got dazed last round? Go back and reread "Tracking Effects," page 124.

Maybe some of the players have selected powers or feats that offer too many options or complications. It's easy to accumulate a plethora of feats and items that offer situational benefits, complex attack powers, and other elements that overwhelm you with information. Politely suggest to such a player that he or she might consider retraining to simpler but no less effective choices.

## Your Teammates Don't Use Tactics

Some players can't help but see every missed opportunity to take a flanking position or use exactly the right power as a failure to play the game properly. But the game aims to entertain many different types of players. Remember that quiz on page 12 about player motivations? It's a good bet that not everyone scored the same way that you did.

Don't sacrifice your own ability to have fun so that other players can swap stories about the fascinating diplomat you just met. After the battle, ask the other players if they're willing to listen to a couple of small, helpful suggestions aimed at improving the group's tactics. Assuming they agree, keep your proposals to a minimum: At this point, one or two new tactics is plenty to offer. If these ideas take hold, point out sections of this book that they can review for more. (Better yet, buy them their own copies!)

As part of this discussion, ask for some tips from them on how you can improve your own performance in the areas they care about. D&D is about cooperation, so you shouldn't ask for others to change if you're not willing to accept similar feedback.

When offering tactical advice during a battle, use it as an opportunity to get into character. If you're frustrated by seeing poor tactics, think about how your character feels; after all, his or her life is at risk. Expressing your frustration in your character's voice can help the other players to not take it personally, and it also builds the image of your character as someone who's knowledgeable about tactics and driven to secure success in battle. Don't overdo it, though; a character who constantly complains about bad tactics tends to get left at the inn when the next adventure starts.

If none of this advice raises the party's tactical sophistication to the level you desire, approach your DM to see if you could run a few games. Playing the monsters is satisfying because you have sole control over the tactics for their entire side, and it's challenging to take a team of underdogs against an opponent who's the odds-on favorite to win. After you demonstrate the importance of sound teamwork by making the heroes sweat to defeat a clearly inferior but well-coordinated force, they might be inspired to step up their own game.

# TACTICS IN ACTION—IRONTOOTH

Originally released in May 2008 (and now available as a free download at www.wizards.com/dnd), *Keep on the Shadowfell*™ by Mike Mearls and Bruce R. Cordell not only demonstrates a classic dungeon-crawl-style adventure but also provides a great primer in the fundamentals of the game. One encounter in particular, the notoriously difficult fight against the goblin chieftain Irontooth, taught many unprepared parties the lesson, "Run away from a superior force," or for those who were slow to pick up on that one, "The game is still fun even when your character dies." The Irontooth encounter can also demonstrate how even a 1st-level party can win against seemingly impossible odds by using cooperative tactics.

If you've never enjoyed this archetypical modern gaming experience, why not ask your DM to run it for your group before reading this section? If you've already experienced it as a player, read pages 26–29 of the adventure to appreciate it from the DM's perspective. What follows is a guide to how you might approach the Irontooth encounter, using the sample party of the Spellblades (see page 94) as an example.

**Good tactics begin before you roll initiative.** To improve your chances against Irontooth, you need to catch him by surprise. That means making sure the kobolds outside his cave don't warn him of your presence. Sure, if you rush in and attack, you might get lucky and kill the kobold slinger before he can sound the alarm. But trusting to luck is never the best strategy.

The encounter setup signals that you're about to bump into some monsters by the waterfall. Most well-designed parties include a character who can succeed on the Perception check to get that warning, so why not use him or her to sneak up and observe the kobolds' comings and goings? It shouldn't take long to figure out that even more of the lair is a cave beyond the waterfall. That information defines your strategic goal of keeping the inner group from learning that you're wiping out their brethren, so that you can afford to take a short rest before crossing swords with the second group.

Unfortunately, none of the Spellblades are good at Stealth, so they choose a different approach that plays to their strengths. When they hear the kobolds ahead, they fade back into the woods to discuss options. Taellaen and Ruel argue over tales of kobold hunting practices (making History checks). After Raskel and Taellaen use Perception to find a frequently used kobold trail, Delaia uses Nature to set up an ambush site. Then the party lies in wait for a small group of kobolds to wander past. After springing the trap, it leaves one kobold alive and uses Intimidate to learn more about the kobold forces guarding the lair. Whether the captive cravenly tells all about Irontooth's gang or blusters about how he'll be avenged by all his friends in the caves, the Spellblades have learned what they need to know.

**Don't be afraid to go on the defensive.** Sometimes you need to rush in and take the fight to the foe hard and fast. Time might be critical because of a strategic goal, such as preventing a looming threat or preempting special enemy abilities that make them stronger the longer you delay. And if the battlefield offers a positional advantage such as cover, you voluntarily accept the short end of the stick each round that you put off taking it over for your own use.

The kobold caves, however, reward the opposite behavior. The faster you advance into Irontooth's lair, the more ways his forces can surround you. The kobold advantage comes from their numbers. You can't remove this advantage right away, so you must play a defensive game. Deny them the weight of

numbers by staying together and occupying choke points. Hold steady until enemy attrition evens the odds.

Also, because you are a 1st-level party, Irontooth and his friends are just plain tougher than you are. Be ready to make a clean exit if the dice turn against you. By advancing cautiously, you can maintain your line of retreat.

Once they enter the inner lair, the Spellblades decide the entry chamber south of the waterfall offers the most defensible position. Ruel stands in one entrance, while Taellaen occupies the other. They can even stand adjacent to one another, reducing enemy flanking opportunities.

Meanwhile, Delaia and Zulot can stand safely back and launch their spells at the enemies massing behind the warriors. Kobolds moving past the front line to get to these party members provoke opportunity attacks, and Raskel can clean up anything that causes too much trouble. If things get bad quickly, the heroes can fall back through the secondary exit behind them.

This chamber will get claustrophobic if kobolds circle around the outside and start coming in the exit, but by that point the Spellblades should have thinned out the initial mob enough to break through into the chambers to the north, where they can establish a new line of defense.

**Deny enemy strengths and capitalize on weaknesses.** No single strategy can prevail in every encounter. You must adapt your tactics to the specific capabilities of your enemy, and to do that you need to know what those capabilities are. Use monster knowledge checks and previous experiences to build your strategy.

Once the battle begins, keep your eyes and ears open. Notice how the enemies are armed, where they position themselves, and what they do. Whenever something unusual occurs, ask your DM if your character noticed any details about what just happened. Clues in the way the DM describes things can help you figure out what situation the monster needs to use that special ability and allows you to work to keep it from happening.

From previous encounters in *Keep on the Shadowfell*, the Spellblades have learned that kobolds are shifty. Delaia can shut this down briefly with *icy terrain*, and she might even consider including an ally in the burst if it can keep kobolds from shifting past the front line. The Spellblades know that minions are plentiful among kobolds, so blasts and bursts such as Zulot's *dragon breath* should prove useful.

Questions about the enemy's gear reveal that the denizens of the inner cave lack plentiful ranged attacks, so kobolds not engaged in melee offer little to no threat. The dragonshields must stay close to make their marking ability meaningful, and there's no easy way for the skirmishers to get combat advantage with ranged attacks. The party's defensive strategy takes advantage of this weakness. Knowing that the kobolds' powers work best up close reinforces the characters' decision to stand fast and force the enemy to bring the battle to them.

The inner caves include some foes new to the Spellblades—the wyrmpriest and Irontooth himself—so the players quickly call for monster knowledge checks as soon as they see these enemies. Once they bloody Irontooth, his change in tactics should be evident, and the players should adjust their own tactics to take advantage of this.

**Spread it around.** Victory comes when many jobs are performed well. Characters might specialize in a few different jobs, but in a party that works well together, everyone contributes whatever they can to getting each job done. This teamwork isn't as important in an easy encounter, but when powerful enemies such as Irontooth turn up the heat, they make survival so challenging that every job needs all the extra hands it can get.

Good tactics don't stop the Irontooth encounter from being an extremely difficult fight, and during the course of the long battle, every Spellblade relies on assistance from the rest of the party. For example, as the defender it falls to Ruel to soak up as many hits as possible. But if he performs this job too well, the party might lack the healing powers to keep him up and fighting. During the encounter, both Taellaen and Raskel make sure to take an attack that might otherwise have gone against Ruel, spreading the damage more evenly across the party. Even Zulot and Delaia can afford to get hit a couple of times, particularly by the minions.

# TACTICS IN ACTION—STORM TOWER

It was early 2008 when Mike Krahulik and Jerry Holkins of Penny Arcade fame joined Scott Kurtz, the creator of the Player Versus Player web comic, to play some D&D, founding the group that would come to be known as Acquisitions Incorporated. The podcasts of their adventures were so well received that a sequel series came out the following February, adding author and actor Wil Wheaton to the team. The adventure they played for this second session was *Storm Tower*, written by Dungeon-Master-for-the-Stars Chris Perkins just for this occasion. If you weren't lucky enough to listen the first time, don't fret. These podcasts are available for free on iTunes and from www.wizards.com, so check them out! The full adventure is also now part of the *D&D Insider* archives, so Insiders can download a copy and follow along.

In this section, the Guardians of Eastfall, the sample party described on page 96, take on Encounter 2: The Dungeon from *Storm Tower*. Although the encounter against Irontooth in *Keep on the Shadowfell* provides many harsh lessons, this one is more forgiving. Instead of just surviving, the party must end the encounter as quickly and efficiently as possible, attacking immediately instead of holing up against a superior force until the time comes to strike. If successful, the characters need expend only minimal resources, leaving everyone better equipped to continue for later encounters. If they fail, the Guardians will find themselves drained and have to head home early.

## WHEN AREAS ATTACK

Some of the most nefarious encounters combine both monsters and traps or hazards. It's hard enough defending yourself against swords and arrows, but when the trees or the building turn against you, things can get pretty difficult. But thankfully, these encounter add-ons can usually be avoided by a savvy adventuring party that knows how to avoid triggering them. For instance, although the snapjaw in this encounter is not technically a trap, it still relies on short-range tremorsense. Staying outside that range buys valuable rounds to deal with other problems.

When beginning an encounter in a new area, make note of the features of the area. Published adventures even devote a section to describing these, so your DM has the information if you ask for it. Good Perception and knowledge checks can help identify and avoid or mitigate these features, or even turn them to your advantage, which makes your encounter that much easier. Failing that, use common sense. If something looks dangerous, it probably is, so don't provoke it!

**Know what you're getting into.** Like many dungeon-style encounters, the single entrance to this encounter doesn't offer much chance to scout the competition. It is possible to use Perception to listen before descending into the hole, and Sherran's high modifier means the party can glean a few bits of information: Several more bandits wait below, and their leader is not with them. Knowing that other enemies, including the boss, are elsewhere, the Guardians determine that the best course of action is to end the encounter quickly before other foes might arrive to join the battle.

Upon descending into the room, a quick survey accounts for most of the enemies. Tregger, the bandit berserker, stands right in front waiting to face one of the heroes, and the bandits on the scaffolds prepare to take shots at anyone in the middle of the room. As the defenders, Kaliria and Brugar are the first party members down the ladder, and they happily engage Tregger while the ranger Sherran loops around to the southwest, heading for the southern scaffold. When Krizz finally gets down, he can help Brugar take down Tregger while Kaliria fends off Lurash, the bandit cutthroat, (if he's still in the fight) or the snapjaw (if it has found the party; see the sidebar "When Areas Attack").

Knowledge checks are in order when any fight begins, but what you've learned from previous fights can be invaluable. Context and firsthand experience tell you a lot more about your foes than a few lines out of the *Monster Manual*. In this encounter, Sherran definitely wants to take down the crossbowmen quickly; the party remembers their *dazing strike* power from the previous encounter, and being peppered with those is nobody's idea of a good time. Every hit costs the party actions and extra damage from combat advantage. The bandits must be taken out, and as a striker, Sherran is the elf for the job.

Sadly, even the perceptive Sherran isn't likely to notice Lurash beneath the northern scaffold. Unless Sherran thinks to use Dungeoneering, the specifics of "Chomper" must be figured out on the fly. Even without inside information, though, the Guardians should deduce that being far away from the scary iron jaws is vastly superior to being close, so Sherran chooses to go for the stairs *opposite* the snapjaw.

**Make yourself at home.** This area contains a few terrain features that the Guardians should use to their advantage. Other than the snapjaw, which is purely threatening, a savvy player can turn almost any object into a benefit; anyone who has listened to Acquisitions Incorporated make their way through this room can probably guess a few of them.

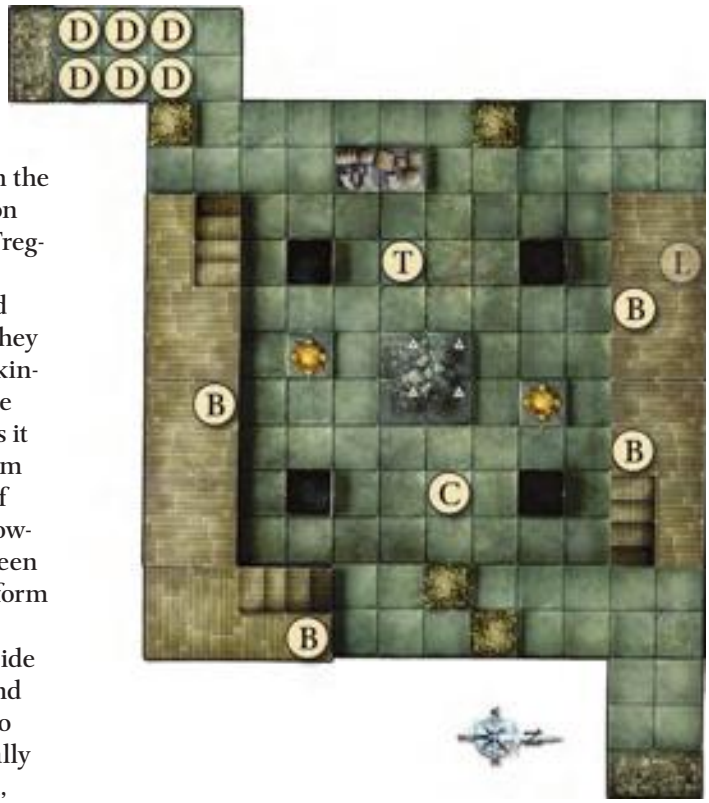
The first is the first thing you see: the rope ladder used to enter the room from above. As Jim Darkmagic discovered, when all you have to hold is a one-handed implement, there's not much reason to get down on the ground, and Hobor likes that way of thinking. From a perch on the ladder, the invoker can back up Sherran's attack on the crossbowmen without being in danger from Tregger, Lurash, or Chomper.

The scaffolds themselves offer an open-minded party both defensive and offensive possibilities. They can function as cover, as a tactical position, or as kindling. If Brugar and Krizz can pull the fight on the floor back beneath the southern scaffold, it makes it nearly impossible for the crossbowmen above them to get a clean shot, and the pillars in the middle of the room can even cause problems for the crossbowmen across the room. After its inhabitants have been cleared off, Sherran can use the scaffold as a platform for her own ranged attacks.

A well-placed shot at the brazier on the north side of the room can activate its fire attack property and make the other scaffold an uncomfortable place to stand. Although the fire spreads slowly, it eventually forces the other bandits to abandon their position, likely taking either fire or falling damage and making them easier to get to in the middle stages of the fight. Combining two terrain elements in this way is the mark of a party that's on the ball.

**Play to your strengths . . . even unusual ones.** Every character does certain things well, but sometimes your talents end up being useful in an unexpected way. In this encounter, the snapjaw is a major threat once provoked. With one hit, it can grab a target (which it immobilizes for the bandits to attack freely) and apply ongoing automatic damage. Even a character who has a good Athletics or Acrobatics skilsl takes 10 extra damage from a hit before he or she has the opportunity to escape. But the Guardians have an ace in the hole for a situation such as this: Kaliria.

Kaliria's aegis of ensnarement has an unusual interaction with the snapjaw. If the snapjaw attacks a party member and hits, it grabs its target just before being teleported away by the swordmage. This teleportation breaks the grab before the target can take any ongoing damage. This wasn't exactly what Kaliria had in mind when selecting this build, but it's quite effective nonetheless, and the Guardians will adapt to it. Because the aegis is such a potent counter to the snapjaw's attack, Kaliria is more valuable when she is not being attacked and when she has at least one unoccupied space adjacent to her, so she actually stays away from this enemy. This forces it to either trigger the teleport or to take opportunity attacks to get to her (an unlikely tactic for a mindless construct).




**Protect your weaknesses . . . even unusual ones.** The dazed condition isn't fun for anyone, but it can be especially painful for the Guardians. For one thing, having only one action makes it difficult for Krizz to use *healing word* efficiently. Every leader faces this problem, but Krizz likes to get in the thick of things, so it bothers him more than most. Dazing also takes away a character's immediate actions, which make Kaliria unable to use her *aegis* or other immediate attacks, making her a lot less effective.

A dazed Kaliria doesn't want to get hit by anyone, and a defender that doesn't want to get hit creates an awkward situation. Brugar can step up to take some extra hits, but it's also important for Kaliria to play defensively. Avoiding attacks altogether isn't practical or advisable, so she uses defensive powers, even second wind, to stay healthy and active on other creatures' turns. Daily attack and utility powers are there to be used, and using them proactively when the situation demands it means you get the most out of them, and it makes things easier in the long run.

CHAPTER 4

# Playing the Game

THERE'S MORE to playing D&D than combat tactics and rolling dice. Even if your group spends most of its time gathered around a layout of Dungeon Tiles, you inevitably encounter situations that can't be solved with *cleave* or *fireball*.

The final chapter of this book covers a range of those situations, from navigating skill challenges to sorting through treasure. Even when you have a perfectly optimized character, poor decisions made in these areas can wreck the game as fast as a total party kill.

This chapter includes the following sections.

- **Storytelling:** How to cooperate with the DM and the other players to create a compelling story.
- **Being Part of the Party:** How to build a stronger party through the group's story.
- **Rising to the (Skill) Challenge:** How to tackle this tricky part of the game.
- **Knowing When to Rest:** Learn when to say when.
- **The Campaign Journal:** How and why to track the important details of the campaign.
- **Treasure and Rewards:** Tips on acquiring loot, dividing it between the characters, and customizing your stuff.
- **Don't Be a Jerk:** Our closing words, and the most important message of the book.

VICTORIA MADERNA

FORGET THE SWORD, WE SHOULD BE ASKING ABOUT THE CREATURES THAT *GUARD* IT.
I'M SORRY, BUT HOW DOES FINDING A SWORD HELP US? I DON'T EVEN USE A SWORD...
HMMM... TELL US MORE ABOUT THIS *SWORD* WE'RE SUPPOSED TO FIND.

# STORYTELLING

After three chapters full of advice on character creation, party building, and game tactics, you might need to brace yourself before reading this: D&D is all about stories.

Sure, you can play D&D as a tabletop game of tactical combat, but that overlooks the singular opportunity that roleplaying games offer players, to collaborate in the creation of a story that stars you and your friends. In the long run, the impact of these shared stories outweighs any memories you might have of rules, tactics, or treasure.

Stories are weird. They manage to crop up everywhere, even when people try their best to prevent them from doing so. A story can sneak in under the radar, and you can't prevent it.

When you start playing D&D, storytelling might be the farthest thing from your mind. You play the game to kill monsters and save villages, not to create a story arc that follows a hero from humble beginnings to a position of power and importance.

Except, oddly enough, you're doing exactly that. You might not mean to, but you can't help it. It's impossible to play a game like D&D without a story creeping in somewhere. In fact, the very rules of the game subtly nudge you towards a loose version of the classic heroic story as early as character creation. Your character begins adventuring with a handful of abilities, but those talents don't compare with what the character will possess at the end of the campaign. The character might begin a campaign with a group of friends, but it isn't until the game moves forward that you will begin to understand the nature of those friendships. As the game progresses, the character gains strength and knowledge, gradually evolving. That evolution becomes the story arc, and not only do the choices you make and the actions you take drive the story forward, in fact, they *are* the story.

Fortunately, you don't have to construct this narrative alone. The DM, your fellow players, and even the random fall of the dice all contribute to the story as a whole. Each person who participates in the game brings new threads to the story, and like any other project, the more the group works together, the better the end result will be. When the group sets out to tell a story together, each member is like a gear in a complicated machine that, working together, can better complete a task.

## Driving the Story

"Storytelling is the DM's job!"

Although this is a commonly held belief, it could not be more wrong. Everyone at the table has a hand in storytelling, whether he or she is aware of it or not. As a player, you don't have the most obvious role in telling the story, but at the end of the day, the story is about *you*.

Unlike the classic form of storytelling, in which an individual author forges a tale from his or her own vision, D&D players create stories collaboratively, through the choices that you and your friends make. These stories can vary widely, from a twisted multistage plot to overthrow an evil lord, to something as simple as "Today we met some orcs, and then we killed them." Either way, you've worked together with the other folks at the table to tell a story.

As a player, you should recognize the power at your disposal. Everyone who plays D&D knows about the power of the DM. The DM is the arbitrator, the narrator, and your eyes and ears into the game world. In contrast, the power of the player is more subtle and often overlooked. The DM is in charge of what you see, but only you get to decide what you're looking at. Although this might not sound like much, it's a fantastic and somewhat tricky way of influencing the story.

Suppose your party finds itself in a village of a hundred people but interacts with only five of them. In the context of the story, only those five villagers matter. Even though you can see a hundred, you only look at five. By focusing on specific elements of the game world, you force the DM to give them significance. When you ask the blacksmith about his family, the DM's response—whether off the cuff or preplanned—has some effect on the campaign. If the family doesn't live in the village, why not? If the family died years ago, what killed them? Any of these answers might present adventure hooks, but even if they don't, they make the world feel more alive.

By showing the DM what parts of the world interest you, you also help direct him or her to flesh out the appropriate details. Don't ask about the blacksmith's family if you don't care; that wastes time and annoys the DM by continually forcing him or her to make up unwanted minutiae. Instead, use this technique to indicate your character's priorities within the ongoing story you're telling together. The more time you spend interacting with a part of the world, the more important that piece becomes to the story.

No matter what choices you make, you and your fellow party members are the protagonists of the story. Even if your characters are not most important people in the world, they are the most important

people in the story, around whom the rest of the world revolves. Without them, there is no story.

Question: If a tree falls in the forest and none of the party is there to roll Perception checks, does it make a sound?

Answer: It's a trick question: In the absence of the party, *there is no tree*.

## Taking the Bait

Whether the adventure hooks dangled by the DM come from your story interactions or out of the clear blue, find a reason to take the bait. Too many players make excuses for ignoring adventure opportunities offered by the DM. "My character wouldn't do that," they say, and then they wonder why no one appreciates their roleplaying talents. If you're that player, here's a hint: Nothing stops the fun faster than a player saying "no." Find a reason—any reason at all—to say "yes."

Adventure hooks lead to adventures, and adventures lead to action, experience points, treasure, and great stories to tell afterward. A DM dangling an adventure hook usually has an adventure attached to the other end, which means that he or she is ready for the game to proceed in that direction. Ignoring a hook and heading off in a different direction risks wasting the DM's hard work crafting that adventure, not to mention leaving you with an unpolished, off-the-cuff collection of thrown-together encounters in its place. Taking the bait leads to better adventures and more fun for everyone.

Usually, an adventure hook is obvious: A merchant offers gold for the safe return of his missing caravan, or a mysterious stranger warns of orcs massing on the border. But sometimes your DM can be too subtle with his or her hooks, or maybe he or she runs a game that relies on the characters to come up with their own adventure hooks. If you and the other players can't tell in which direction to head for adventure, make sure the DM knows. He or she might be used to groups that prefer digging a little harder to find their adventures, so a gentle push for clearer hooks could solve the problem.

## Creating Your Own Hooks

You don't have to wait for the DM to come up with your reason for going on an adventure. Many players fall into the trap of assuming that only the DM can point the characters toward the action. Yes, the DM tends to set the pace and direction of the campaign, but when the players get involved in this process, everything feels more important.

Some characters thrive in environments full of intrigue and politics. If that's your character, come up with a reason for the group to visit the duke's court. Maybe you've heard about a spy ring infiltrating the city, or perhaps you're the spies. Either way, sharing this hook with the DM is a more pointed method of focusing your attention on a particular part of the world. Let your DM know that not only do you want the court to become more important, you want to go there and have an adventure.

Your suggested adventure hook doesn't have to be complicated. In fact, it shouldn't be: The more details you insist on, the harder it becomes for your DM to inject it into the campaign. Don't tell the DM that your character wants to track down a missing half-orc fugitive suspected of stealing the fabled Amulet

STAN! BROWN

of Aundair from Duchess Elaine during her lightning rail trip from Sharn to Flamekeep last Tuesday and then escaping with the help of a pack of tamed black dragons under the command of a warforged archmage named Anvil. All that detail hinders the DM's creative impulses, making him or her less interested in adding your idea to the world. Start with, "I'd like to track down a criminal, and it'd be cool if the trail led into the Mournlands." If the DM bites, you can suggest additional details or let him or her figure out the rest.

Simple, character-driven adventure hooks are plentiful:

- Hunt an exotic or legendary monster. Haven't you always wanted to fight a dragon or a beholder?
- Find a particular magic item or artifact. It's hard for the DM to say no to your wish list request (see page 150) when you go through a whole adventure to get it.
- Join an organization. It stands to reason that powerful groups in the world of Dungeons & Dragons would ask prospective members to prove their worth in fantastic ways.
- Retrieve a rare component or ingredient. Maybe you need this for your own rituals or research, or perhaps you're just a courier.
- Locate someone who can train you in an unusual talent. This can be an in-world excuse for learning a new feat or ritual, multiclassing, or taking a paragon path, or it might be a way to get that grandmaster training you want—see "Other Rewards," page 157, for details about that option.
- Track down an old friend or rival. This provides a great opportunity to dust off your backgrounds and make them relevant again.

Whatever you decide is right for your character, make sure you give the DM some notice. That way, you have an effect on the game, and you show that characters can indeed change and influence things, but you also show respect to the DM by giving him or her time to prepare.

## Narrating Powers

*Player's Handbook 2* introduced the concept of narrating powers in the sidebar "Your Part in the Story," page 4. In brief, this involves describing your character's actions in combat, using the flavor text found in each power as a starting point. This method puts another aspect of storytelling into the hands of the players, letting them describe not just what their characters do, but how.

When you narrate a power, instead of naming the power and rolling a die, inject a bit of personality into the attack. A player can declare that his or her fighter is using *sure strike* against an enemy, or the player could describe how the character shifts her grip on the sword and deftly thrusts it toward the foe. Although the first gets the point across, the second is more compelling and is more likely to keep the attention of everyone at the table.

Although the descriptive text appearing in the power description provides a starting point, you can use as much or as little of it as you want and vary it

KALMAN ANDRASOFSZKY

however you choose. As long as the rules of the power stay the same, it doesn't matter how you describe it. Maybe your half-elf paladin learned *sure strike* by hearing it described, and thus uses a completely different grip and swing from what fighters use.

Until you learn the success or failure of your attack, don't include the outcome of a power's use in your narration. Saying "My ranger hammers off two arrows in quick succession" is a fine way of narrating *twin strike*, but describing how these missiles bury themselves into your target's throat should be left until you see the target drop to 0 hit points.

Narration is also helpful in keeping your character distinctive. In the case of two otherwise identical wizards, how each player chooses to narrate the use of *magic missile* can provide insight into their backgrounds and personalities. A wizard whose spell resembles a twisting spear of thorny darkness evokes a very different feel from one who strikes with a ray of golden energy. The first wizard probably isn't invited to a lot of royal balls, and the second might be comically out of place when dealing with the criminal underworld. Tailoring the descriptions of your various powers can help you create a visual theme for your character.

Don't be afraid to go even further with power narration. If you keep actual game effects the same, you can alter the flavor of a power as much as you like. Going further with the *magic missile* example, perhaps your wizard doesn't even cast a bolt of energy. You could depict it as an arc of power that leaps between the eyes of the wizard and the target, a cloud of ghostly birds that rip at the target with beak and claw, or a fountain of arcane energy that erupts from beneath the target's feet. As long as you don't ask your DM for different effects or keywords for a power as a result of how you choose to portray it, anything goes.

This kind of narration need not stop with powers. Everything your character does can be described in a way that conveys personality, including actions as mundane as drinking a potion. An aristocratic eladrin might sip delicately, and a barbarian could noisily gulp it and wipe his mouth with the back of his hand. How your character does something can be more evocative than the action itself.

Whether you're fighting, searching for traps, or hobnobbing in the court of a king, if you can perform an action, you can narrate it in a way that makes it interesting. If you can grab the attention of everyone at the table, then they'll look forward to your turns almost as much as their own.

As with all things, there is a danger of overdoing it. You should use narration to breathe life into a character, not to overinflate one. If you deliver a monologue every time your ranger shoots an arrow, odds are you're going too far. You want to engage your fellow players' interest, not encourage them to go grab a snack. A sentence or two should suffice for even the most detailed, elaborate actions.

Steer clear of repetition. The first time your barbarian "leaps into the fray, hacking with his axe" is interesting. After the 57th time he does it, the other players might have to stifle their yawns.

If you're not naturally inclined to spontaneous storytelling, jot down a few ideas for your powers and keep them at hand. Also, listen to how the other players use narration; sometimes a minor tweak to what they say can be all the inspiration you need.

## STORY TROUBLESHOOTING

It happens at some point in every player's life. An ordinarily good DM has a bad session, a series of dull adventures, or an uninspiring campaign overall. This difficulty can be painful to watch, especially if you're a good friend.

Rather than sit through it quietly, be a proactive player and figure out what's going on. If the games are listless, is it because no one knows where to go next? If the players commonly forget or ignore important world details, is it because the DM didn't draw attention to them, or because the DM doesn't even remember what he or she has said before? Maybe late starts, frequent absences, or canceled sessions have ruined your sense of story continuity.

After taking time to think about it, talk to the other players, and share your concerns with the Dungeon Master. Maybe the DM is having a rough time at home or at work and can't focus on giving you a high-quality game, but still feels obligated to show up every week nonetheless.

Sometimes, just talking about the issues suggests a solution. Maybe the players need to help the DM with some adventure hooks of their own (see "Creating Your Own Hooks," page 137). Perhaps one of the players should take responsibility for recording key people and events in the game (see "The Campaign Journal," page 148). You're smart folks, so put your heads together and find out how to get the game on track.

If no solutions present themselves, consider taking a break from the campaign for a month or two. Even if you love D&D, you can get burned out, particularly when outside stresses mount up. A little time away from the battlemat can leave everyone more excited and involved when you regather later.

You could also try shaking up the game a bit. Maybe someone else steps in as DM, or you play something else on your weekly D&D night. (Yes, there are other games besides Dungeons & Dragons.)

# BEING PART OF THE PARTY

What is the party, really?

At the simplest level, the party is a group of adventurers brought together through fate, fortune, or a common foe, who work together to achieve a mutual goal. This goal can be as straightforward as ridding a village of feral animals that threaten it, or as complicated as saving the world. No matter what it sets out to do, though, a party is what happens when a group of adventurers come together.

In the heat of battle, the concept of the party is easy to grasp. Each character fills a specific role that benefits the group. Defenders hold back a flood of enemies from attacking their vulnerable allies, leaders provide bonuses and assistance to those around them, controllers shift the tide of a battle in the party's favor, and strikers mete out horrible punishment. In battle, the party is a fistful of heroes bringing together the might of their unique abilities to overcome all difficulties set before them.

Membership in the party isn't hemmed in by the borders of the battlefield, however. After the fighting is over, the last enemy vanquished, and the last body looted, the *story* of the party begins. In the same way you wouldn't sit back in silence when your turn to act in battle comes around, you shouldn't fall into the background when there's nothing in front of you to kill. Whether the party is going toe-to-talon with a dragon or trying to figure out whose turn it is to pay for lunch, your character is an important part of the unfolding story.

Don't let your character's combat role dictate which element of the group's story the character will be a part of. Even if you play a solitary ranger who snipes at enemies from the back ranks of the battlefield, your character might be the most personable member of the party, passing around flagons of ale and sharing stories by campfire light. An imposing warlord who bellows orders in combat might be the most quiet, introspective member of the party, listening first and speaking last outside battle. The personality you've crafted for your character is a great place to start when you're trying to determine what part of the story you will fill when the party isn't in the middle of a fight.

No matter what you decide your character will be, always work to be a member of the group. Even if you're not in the spotlight of a roleplaying encounter, you can still provide a voice in the background. Just as when you're in a fight, everyone in the group can work together, bringing the depth of their characters' attitudes and personalities to enrich the story of your games.

Although you might be the starring character of the story from your own point of view, to everyone else, you're a member of the supporting cast. Try to become more involved with everyone else's concepts and stories. The more you entwine yourself in all the stories that unfurl during a game, the bigger a part of those stories you'll become.

As a player, you're also a member of a party made up of everyone else playing the game. In the same way that the different characters in the game bring their own talents and abilities to the challenges they fight to surmount, each person participating in the game brings a wealth of possibilities to the story. When a fellow player introduces a new idea to the table, think of ways you could help reinforce that idea. When another player mentions the small kingdom his character's family hails from, perhaps you decide your character has a distant relative who married a traveler from that kingdom, or remembers being entertained as a child by one of the kingdom's wandering bards.

When your fellow players reveal their characters' backstories, pay attention, because those stories are as important to your gaming experience as the monsters you will defeat, the dungeons you will crawl through, and the tyrants you will depose. You're playing one member of a group of heroes who all have their own unique histories, personalities, and goals. Although the difficulties your DM puts before you are temporary setbacks designed to be overcome, what the other players bring to the story are the friends and allies your character will suffer and strive with, who work together in both victory and defeat. Ignoring the stories the other players have to share closes off many chances to deepen and enrich the entire game. Whether your party is a fractious, bickering affair barely held together by a common enemy, or a group of lifelong friends who have set out together on an adventure, be involved with the other characters—and players—around you.

"Aeofel!" Binwin called. "GO GET HIM!"

Aeofel already knew he would stop at nothing until Leer—the target of his *oath of enmity*—was captured or dead, but his friend's pleading voice only strengthened his resolve. He left his comrades locked in combat with impossibly large metal beasts to pursue his chosen enemy.

"Your death will not be swift," Aeofel said, drawing a dagger from his boot and throwing it squarely at Leer's throat. The dagger flew through the air and . . . stopped! More magic?

No—Aeofel saw the shimmering outline of a gelatinous cube as it slowly engulfed the dagger. Leer grinned and fled from view. *"Rhachon Le!"* Aeofel cursed as he leapt around the cube and ran after his foe.

Now Leer stood near the front door of Ambershard Manor, a trail of blood behind him. He drew a dagger from his belt. Aeofel's eladrin senses sharpened in anticipation, but when the blade left Leer's hand, it flew not toward the avenger, but across the room to strike a large gong.

Leer shouted something at Aeofel and limped out the door, but the gong's echo was all the avenger could hear. *No matter,* Aeofel thought, *he is mine. I shall strike him down, for Binwin, for Clan Bronzebottom, and for Melora.* Aeofel flew after Leer with singular purpose, his hand gripping the hilt of his sword as he prepared for the death blow.

Suddenly, the ground gave way, and a sickening weightless sensation quickly turned to dread. Aeofel looked down and saw the bright green acid just before he fell in.

"BINWIN! *No diriel!* Help me!" Aeofel cried as he struggled in vain to find purchase on the smooth walls of the pit. Acid burned through his armor and began to eat away his flesh. Acrid smoke joined his agonized screams, filling the air around him to herald Death's arrival.

With his final breath, Aeofel prayed, *"Melora le suilon,"* as the world around him faded to blackness.

In the third series of the popular Penny Arcade D&D podcasts, my character, Aeofel Elhromnnë, met a decidedly nonheroic death, succumbing to a nasty trap in Ambershard Manor. Though I'd only played him a few times, I felt a sense of loss that lingered for days after the session was over. (And some people say that D&D is "just a game." I pity those foolish mortals.)

Aeofel isn't the first character to die because the players split the party, and he won't be the last, but his death was a very public example of character mortality. When that episode of the podcast aired, I received hundreds—maybe even thousands—of messages on Twitter, through e-mail, and on my blog. Many were consoling, and greatly appreciated, but a substantial number of them were some variation of "that's what you get for splitting the party, dumbass."

Part of me agreed, but when I really thought about it, I couldn't *disagree* more. Yes, Aeofel died in part because I split the party. But more than that, he died because I was committed to *roleplaying* the character I'd created, doing what he would have done in the story, rather than performing the optimal tactical move.

Aeofel was an avenger: in common language, a zealot. Whereas a paladin brings comfort to the afflicted, the avenger brings vengeance and fury to the afflicters. When I created Aeofel, I decided that, once he chose a target and swore his *oath of enmity*, he would stop at *nothing* until that target fell.

If I'd adhered to the second rule of RPGs (the first being "Never pick up a duck in a dungeon"), I wouldn't have split the party and Aeofel never would have chased after Leer. But Aeofel had sworn an *oath of enmity*. He had Leer on the run. Leer was bloodied *and* had offended Melora. And lastly, Binwin had implored Aeofel to "get him." Binwin was the only dwarf in the world whom Aeofel could call his friend, and Aeofel was intensely loyal to those who were close to him. Aeofel had no choice but to chase Leer and end up in that acid pit.

When our characters find themselves in real danger of dying, we can forget that the RP in RPG stands for "roleplaying." It's understandable that we want to keep our characters alive. They spend their entire lives with us, after all, so we're pretty attached to them. We do whatever it takes to protect them, like all good parents should.

But for our characters to become more than numbers on a piece of paper, for the battles we recount to our friends and our patient nongaming partners to become more than just moving minis around and rolling dice, and for us to realize the true potential of RPGs as collaborative storytelling, we gamers *must* engage our imaginations, commit to our characters, and break the unbreakable rules to better serve the story.

I haven't had a character die in . . . I'm not exactly sure how long. Not since I was a teenager, certainly, and even then, characters weren't *dead* dead, because we all kept locks of our hair in special jars labeled "In case of death, break glass and resurrect, y'all." But Aeofel is really, truly, I'm-totally-serious-about-this dead. He might find a way to come back as a revenant, but if he does, he will be *changed* by the experience. If it's possible, and 30 years of acting experience tells me it is, Aeofel will be even *more* serious, *more* overly dramatic.

Regrets? Well, obviously. My character is *dead*, but he died doing what he loved—what he *had* to do. I'm happy that I stayed true to Aeofel's beliefs and played him the way I wrote him.

So remember, kids: Never split the party . . . except for those times when you must.

*WIL WHEATON is an actor, an author, a publisher, and a champion of geek culture. A lifelong gamer, he was introduced to D&D at the age of 10 when his great-aunt gave him the Red Box Set in 1982. Currently, he is best known to his fellow D&D players as the eladrin avenger Aeofel, in the wildly popular series of Acquisition, Incorporated podcasts with Mike Krahulik, Jerry Holkins, and Scott Kurtz. He lives and games in Los Angeles.*

# RISING TO THE (SKILL) CHALLENGE

A well-designed skill challenge codifies complex situations into easy-to-follow rules and allows you to draw on a deeper range of your character's talents than just those needed to slay monsters. Instead of passively watching an encounter unfold around you, when you participate in a skill challenge, you actively shape the course of events. The outcome of a skill challenge can influence not only the course of the current encounter, but the shape of the adventure still to come.

Skill challenges give you a chance to reinforce your character's individuality. Your character's skills reflect his or her background; the way your character employs those skills reflects his or her personality. A barbarian born into the leadership of the tribe is likely to utilize Diplomacy when interacting in social situations, and a berserker raised on combat is likely to try Intimidate. A rogue who is a dashing rebel uses vastly different skills from one who is an angry cutthroat.

Although skill challenges vary widely, they all have a few things in common. No matter what shape a skill challenge takes, the party needs to work together to make a specified number of successful checks before failing a given number of checks. Success at certain skills (called primary skills) adds to the overall total of successes, and success at other skills (secondary skills) applies other benefits to the challenge, such as giving bonuses to particular primary skills or opening up new options within the challenge.

## WHAT WOULD MY CHARACTER DO?

Some players get caught up in scanning their characters' skill lists for the right option, losing sight of the fact that a skill challenge represents characters interacting with the world. Don't limit yourself to the seventeen skills on your character sheet. Instead, ask what actions a character in the world might take to overcome the difficulty represented by the skill challenge.

If your characters have to get across town without being spotted by the guards, you could assume that a series of Stealth checks is required. But if you instead imagined it as a scene from a movie, you might see your characters leaping across rooftops, using contacts to plant false rumors about your movements, and remembering tales about infamous criminals who used forgotten underground tunnels to escape the law. Once you bring up these ideas, the DM can decide that they represent Athletics checks, Streetwise checks, and History checks, respectively. Even if he or she didn't anticipate your actions, the fact that you've described them in terms of what your character might reasonably attempt makes it more likely that the DM will agree.

As a player, you're responsible for finding a way to actively take part in every encounter. Don't just roll the same skill checks over and over; think of all of the ways in which your character can use his or her skills to help the party succeed.

## Primary Skills

In some skill challenges, you can tell which skill checks will contribute successes toward your eventual victory. When negotiating with the duke, you expect Bluff, Diplomacy, and Insight to come into play as you maneuver for social advantage. Maybe the DM even tells you which skills will start off the challenge.

A well-designed skill challenge, however, typically includes a couple of primary skills that might not be obvious. Perhaps the duke appreciates tales of ancient warfare, and a History check would raise your standing in his eyes. Maybe he's easily distracted, allowing you to stand in the back and juggle knives (with a successful Acrobatics check) to keep him from focusing on the negotiation.

When presented with a skill challenge, listen for subtle clues that a DM might drop. Whether he or she is aware of it or not, how a DM presents the information relevant to a skill challenge often provides insight into the best way to approach it. For instance, if the characters are trying to persuade an NPC to hear them out, listen to the voice and choice of words that the DM uses for him. If the NPC speaks in a haughty or self-important manner, then attempting to sway him by intimidation probably won't work, but appealing to his ego with flattery might. Listen for these cues when facing a skill challenge; the DM usually has a plan of how to approach the challenge, and the way that the pertinent details are delivered to you is often the quickest way of figuring it out.

Whenever possible, send your experts up against these primary skill tasks. If you aren't trained (or don't have a high key ability score) in a skill, you shouldn't risk failure by making that primary skill check.

## Secondary Skills

The same advice applies to determining what might be appropriate secondary skills in the challenge. Even if you don't think you can contribute with a primary skill check, look for ways in which your character could use his or her other skills to help.

If your character is a terrible sneak, can she fast-talk a guard long enough to let others slip past? If he doesn't have the diplomatic ability to broker a deal, can he stand back as an intimidating show of strength? It's unlikely that your character won't possess at least one useful secondary skill, so take a moment to find it.

STAN! BROWN

You don't necessarily need to be an expert, or even trained, in a skill to try one of these options. Secondary skill checks often don't impose a failure on an unsuccessful result, so don't be afraid to give it a shot.

## Other Options

Don't let the name "skill challenge" fool you; skill checks aren't the only way to contribute toward a skill challenge. If you can't fast-talk a guard, you could still try old-fashioned bribery. Just because you're incapable of disarming the complex mechanism of a booby-trap doesn't mean that you can't try jamming a sword in the gears to keep it from going off.

DMs respond best to these outside-the-box solutions if they include the expenditure of a resource—gold, consumable equipment, action points, and daily powers all get the DM's attention, they demonstrate your commitment to the idea. These small sacrifices are well worth the reward of aiding your party members in victory rather than watching from the sidelines. Always be on the lookout for ways you can help the group effort, even if the path you take isn't an obvious one.

## Guiding the Challenge

Don't hesitate to drop hints during skill challenges. Even the best DM can't imagine every possible angle of approach when designing a skill challenge, and you might think of one that the DM hadn't considered.

Here's a great tool for subtly guiding the DM's thinking. Rather than just taking the action you're considering, float it as a suggestion among the group. This lets the DM hear your idea and process it without feeling under pressure to make a judgment right away. When you finally decide to take the action a few minutes later, the DM is more prepared to say yes.

Sometimes, it's even in your best interest to force a skill challenge. For example, if the party needs to enter a city encircled by a massive enemy army, it would be ridiculous for the characters to fight their way through. Instead, the characters could draw on their skills to sneak, lie, and negotiate their way through the camp. Even if the DM didn't plan for the event to turn into a skill challenge, how the party chooses to approach things could make a skill challenge the simplest, most logical way to handle things. As a player, it can be more rewarding to think your way through a scenario than to charge into the fray.

## Skill Challenges in Combat

Most skill challenges happen outside combat, but under the right circumstances they can be a part of a combat encounter. Unlike a usual skill challenge, this scenario applies an action cost for participation, depending on the skill you use and the task you attempt.

The objectives of these in-combat challenges vary widely. Your party might be fighting in an arena with slowly closing walls that threaten to crush everyone inside, or it could be trying to convince an opponent to see reason and stop fighting. Regardless, remembering a few guidelines during in-combat skill challenges can help you succeed.

**Don't Ignore Other Threats:** A party facing a skill challenge during combat also faces enemies trying to kill them. Establish a balance between fighting and contributing to the skill challenge. Avoid the temptation to focus entirely on one or the other, since many in-combat skill challenges include the pressure of a limited time frame, such as disabling an artifact before an enemy can use its power. Focus too much on the monsters, and the evil wizard gains

immortality; focus too much on the artifact; and the wizard's minions cut you in half.

**Use Teamwork:** Some in-combat skill challenges appear to draw on a single character's skill set, such as a deadly trap that repeats its attacks every round. Even though a character trained in Thievery should expect to spend some time on this challenge, don't leave your rogue or artificer alone to disarm the trap. While that character is out of the fight, the party gains no benefits of his or her combat powers.

Instead, have a few characters take turns dealing with the skill challenge. The rogue might spend most of his or her time disarming the trap, but if the whole party contributes, then no one is left doing all the dirty work (since skill challenges are often less interesting than combat) and the party gets the use of each character's powers for at least part of the fight. Think about the secondary skills or other actions your character could use to help overcome the skill challenge. A well-designed challenge has more than one path to success. Do whatever you can to help the party discover the solution, and don't leave your fellow characters out in the cold during combat.

## TELL US ABOUT YOUR CHARACTER

Many years ago, at the end of the Spellplague, the human Joroneen Kaal was a zulkir of some standing among the Red Wizards of Thay. He lived in Nethtabar, a small city on the Plateau of Thay, with his dour wife, Gulca, and their daughter, Parshala.

When Parshala was 6, Joroneen killed Gulca in public after discovering that she had not sufficiently rebuffed the advances of a would-be lover. Parshala learned to fear her father that day, but could not have guessed what he would later become.

Years later, when Parshala was 14, Joroneen brought home a gift for her, a prize from his exploits in Akanul. The gift was a stormsoul genasi infant girl, whose parents he had slain. He thought his daughter would be charmed by the amusing little "doll" with lightning in her eyes.

Parshala accepted the gift, but had no particular love for the infant. She named the genasi child Skeak, a goblin word for lightning. She cut the child's cheek in a vertical line to the jaw: a mark that designated her as the property of the Kaal family. Skeak was raised by Gulca's handmaid, a middle-aged woman named Hegga who bore the same mark.

Joroneen grew distant from his daughter and manor. He had begun working on the walls and buttresses of a fortress that would ring their town of Nethtabar entirely, and as the months and years passed, he seemed to grow increasingly obsessed with the ring-fortress.

In reality the ring-fortress was one of many loci of the infamous ritual of Szass Tam: a Dread Ring. Joroneen was secretly a loyal agent of Szass Tam, the self-proclaimed regent of the Thayan Plateau, and was helping to complete Tam's master ritual, the ritual that would destroy Toril and make Szass Tam a god.

As Joroneen's obsession became madness, Hegga took the adolescent Parshala and the baby Skeak and fled to the city of Nethjet to the west. They never saw Joroneen again. Szass Tam's ritual was thwarted, but not before Thay was transformed into an undead kingdom. Joroneen secured a place in Szass Tam's necrarchy: He became a lich and a prominent tharchion in Tam's service.

Parshala, embittered by the fact that she would never complete her birthright training as a Red Wizard, grew into a shrewd young woman and eventually turned to mercantilism to make a living. The Red Wizards had been chased off and dispersed, but Parshala, clinging to her ill-fated lineage as one of them, was desperate to be part of the group, even if that group was now nothing more than an association of merchants.

When Parshala was 26, she abandoned Hegga and left Nethjet. She headed to the city of Undumor to build her career as a merchant. She took 12-year-old Skeak with her to do chores and errands. Skeak was traumatized by the loss of her adoptive mother. She came to daydream of becoming a mighty warrior, using her lightning-quick blade to rescue Hegga from the brigands and rats of Nethjet.

Six years later, Parshala was an important merchant of Undumor, conducting trade in the Sea of Fallen Stars. She had even created a strategic partnership with Mariss Bez, the leader of Company Bez and the captain of the skyship *Storm of Vengeance*. Skeak had grown into a stunning young woman (except for the scar on her cheek), but she was a mere handmaid with virtually no interaction with the wider world.

One night after a failed negotiation with rival merchants, Parshala and Skeak sailed back to Undumor aboard a Company Bez galleon. Parshala grew increasingly drunk and angry until she was violent. She beat Skeak savagely. At first, Skeak didn't fight back; she never did. But Parshala didn't relent. Skeak panicked and grabbed a scullery knife to defend herself. Parshala, indignant and furious, charged at the girl, and Skeak blindly swung, lightning roping from her hands and around the knife blade. The blade cut Parshala's cheek and the lightning cauterized it, leaving a jagged, ugly wound unlike the simple scar Skeak bore. Parshala, bewildered, froze. Skeak dashed from the galley and dove overboard, knowing that Parshala would kill her if she remained.

Four years have passed since that night. Skeak chose the name Eska and resolved to make a new start. She learned to wield a blade in case Parshala tracked her down. She dreams of finding Hegga again but doesn't know whether the woman who raised her still lives.

*BRADY DOMMERMUTH is senior creative designer for Magic: The Gathering. He has played D&D since 1982, has played Magic since 1995, and has worked at Wizards continuously in various capacities since 1997.*

# KNOWING WHEN TO REST



Usually, being a hero means knowing how to use all the resources at your disposal to vanquish evil. Heroes push themselves to the breaking point—using every last power, spending every last healing surge, and drinking every last potion—to win the day.

That said, successful heroes know when to put their feet up and take a breather.

Short and extended rests, described on page 263 of the *Player's Handbook*, allow characters to regain resources spent during encounters. Understanding how best to manage your rests is part of the resource management of D&D.

## Short Rests

Representing about 5 minutes of in-game time, a short rest gives your character a chance to stop and catch his or her breath, to regain strength and wipe the blood off his or her blade, to tend to injuries, and to ready mind and body for the next difficulty. In game terms, you renew your encounter powers and spend any number of healing surges you want.

Typically, a character needs only a single short rest to be ready for another encounter, but there's no reason you can't take multiple short rests one after another. In fact, if you have a leader in the party, multiple short rests are the most efficient way to heal damage. Unless you have time pressure keeping you from waiting around, a party that has a leader should never spend a healing surge during a short rest except as a result of that leader's class-based healing powers. Those powers can easily double the hit points provided by each healing surge, so take as many short rests as you need to renew those powers over and over again. See the sidebar "Healing Outside Combat," page 113, for more on this topic.

Taking a short rest doesn't mean the party can't accomplish other tasks. You can't perform strenuous activity while resting, but you can keep watch, sort through treasure, and plan your next move. You can even rest while traveling, as long as you aren't the one walking or flying. Some DMs might frown at riding a mount during a short rest, but sitting in a wagon is perfectly restful, at least as far as D&D is concerned.

The entire party need not rest simultaneously. If the cleric needs to perform a ritual or the fighter wants to clear rubble from the collapsed tunnel, your rogue could take a short rest while you wait. Because the nonresting character doesn't get any of the benefits of that short rest, your party might need to take another one when he or she finishes.

## Extended Rests

An extended rest accomplishes everything a short rest does as well as renewing daily powers and replenishing your hit points and healing surges to their full values. An extended rest also resets your milestone progression, starting you once again with 1 action point and one magic item daily power use (or more at higher levels). It is the most potent method of recharging your character's capabilities in the game.

However, the extended rest comes with a substantial cost of time: 6 hours of enforced inactivity (nonstrenuous activity is acceptable), and you can't take another extended rest for another 12 hours after that. This means your characters can't take an extended rest any time they want, and each extended

KALMAN ANDRASOFSZKY

rest comes with the knowledge that the campaign's storyline advances another day.

In many adventures, an extra day spent overcoming difficulties might not prove meaningful. You should never assume this to be true, though; DMs have a fiendish way of making you regret the overuse of extended rests by adding reinforcements to later encounters, planning ambushes to catch your characters unaware, or even letting the villain finish his or her master plan before you get there.

A hidden cost of the extended rest is a loss of tension around the table. Taking an extended rest means every player becomes a little less worried about how his or her character can make it through the next fight. Sometimes, pushing on with low resources is the right decision because it gets everyone at the table more excited about upcoming events.

All this means that your decision to take an extended rest shouldn't be made lightly. Make sure the payoff is worth not only the downtime for the characters, but also the lost excitement. Avoid the temptation to take an extended rest just because the party has used all its daily attack powers. Yes, these are exciting and powerful, but ultimately they're only attacks, and every character has plenty of those even without daily options. Heading back to camp because one or two characters are out of daily attack powers encourages everyone to use them all up early in the day to avoid being the character who doesn't get to use his or her best powers.

The more important resource you must manage with extended rests is your supply of healing surges. Without healing surges, you can't regain hit points in most of the usual ways. A character without healing surges can probably survive a single encounter (if he or she is careful), but a tough fight, bad tactics, or unlucky rolls could prove disastrous.

As soon as a character has one or no healing surges left, the group should talk about the possibility of taking an extended rest. You might have other options, such as powers that swap or restore healing surges, or new tactics that would protect that character from

## TELL US ABOUT YOUR CHARACTER

When we started a weekly Dungeons & Dragons night two years ago, I knew it was going to be fun, but I also knew that we were a crazy bunch of idiots who wanted to make each other laugh just as much as we wanted to kill exotic monsters for their pocket change. I had to create a character that would let me do both and with such a sense of self-righteousness that I could blame everything on my character's devotion to god, to justice, to his backstory, or some other such umbrella. In other words, I would be an obnoxious paladin.

Ptah Trakken swung a bastard sword because it was the biggest sword I could find and it was the only weapon with a curse word in it. I wasn't in the mood to play a character with finesse or subtlety. I wasn't showing up to pick pockets or talk to plants. I can do that stuff in real life. Here, I wanted to run in sword-first and remove chunks of things: a great way to get out stress and relax.

Of course, I wanted to be a wiseass while doing it. We're a creative bunch of Hollywood writers, artists, and prop guys, so we all created snarky or humorous characters and played to make each other laugh as much as to get experience points. Often, Ptah would slam his sword against a goblin's shield while yelling, "I mean you no harm!" or shout at the biggest baddie in the crowd, "Don't you dare die before you fight ME!" I was one crazy nut of many, but I'd never play this way if I weren't playing with friends.

But even among friends, a character like this can grow a little tiresome. Ptah tended to give away our position with ill-timed battle cries (after all, my deity rewarded bravery), and there was that one little disagreement about splitting up treasure. Hey, when the rogue tried to pocket some treasure for herself, I don't see that I had any option other than throwing her across the room and threatening to kill her.

The other players eventually tried teaching me lessons aimed at changing Ptah's behavior. Running headlong into battle and provoking opportunity attacks garnered less and less sympathy. They even argued that Ptah should give up some of his goodies to help the weaker characters. "Wouldn't a paladin want me to have a higher Armor Class?" the dwarf asked. Yeah, I thought, why don't I give you a massage after each battle, too? You're not getting my ring of +1 AC.

Sadly, Ptah's self-confidence would get him killed, but not at the hands of a horde of monsters like you'd expect. Instead, he overheard some werewolves warn each other that the last thing they should do was pull a certain lever. Of course, what the villain says don't do, the hero does. That was quite the jolt of electricity that fried Ptah to beef jerky. Everyone was upset—you might even say shocked—that such a fun character died.

Of course, that didn't mean they lifted a finger to stop the zombies from carrying off his corpse. Ha ha, guys.

After all those months of playing Ptah, I think I got enough stress out of my system to play a character who was a little less disruptive. Turns out my catfolk ranger/scout can stay in the background and shoot arrows with enough damage to blow monsters away just fine. The only controversy left is my friends' disbelief that a single arrow can bring that much pain!

*DOUGLAS GOLDSTEIN is a television writer and points to being co-head writer of Robot Chicken to prove it. He forgives, but he does not forget.*

taking damage, that can keep you going. But if those options don't exist, a character out of healing surges becomes a liability. He or she can't stay in combat long, can't be healed by normal methods, and could easily fall unconscious or even die in the next encounter.

Though most DMs don't ambush characters on their way out of the dungeon, always keep in mind the possibility that even after you fight what you believe to be your last battle, you aren't safe until you're back at the tavern (and sometimes not even then). Pushing forward until everyone's tank is empty leaves you terribly vulnerable to even a low-level encounter on the way home.

Another time to consider taking an extended rest is before an encounter you expect to be very challenging. Time or story constraints might not allow this decision—you can't exactly take a 6-hour time-out when the dragon shows up to eat you—but if those aren't a factor, think about facing the big fight with a full tank of resources.

Sometimes, the right time for an extended rest comes because of the timing of your sessions. When you reach the end of a game session, taking an extended rest before the next session starts makes record-keeping easier for everyone. Otherwise, each player must record his character's current healing surges, which daily powers he or she has expended, and how many action points and magic item daily power uses he or she has remaining. Taking an extended rest resets all these values, so even when it's not entirely intuitive, it can be the right choice.

With very rare exceptions, an extended rest is a group activity: Everyone finds a place to bed down, perhaps with someone keeping watch, and you all gain the benefits of resting. Having some characters take an extended rest while others stay active leads to a confusing mix of milestones and resource tracking, so avoid having the characters rest at different times except in dire circumstances.

That doesn't mean that someone shouldn't keep watch; such nonstrenuous activity is allowed during an extended rest. Choose a character who has a good Perception check or who can see well in dim light or darkness. Even better is a guard with those qualities who doesn't need to sleep, such as an eladrin, a revenant, or a warforged. If you don't have a good night guardian, invest in a Warding ritual such as Eye of Alarm. For 25 gp each night, the watchful eyes of this ritual let everyone get a good night's sleep.

## Seriously . . . Get Some Sleep

Some players can't stand the idea of taking a rest when monsters remain to be slain. These players are convinced that every minute wasted somehow makes the rest of the adventure that much harder.

In reality, the reverse is true. Ignoring opportunities to rest is perhaps the best way to get characters killed. Pushing ahead for one more fight when you're out of healing surges often feels thrilling, but that doesn't make it smart.

It might seem unusual that not taking action is vital to a character, but it makes sense if you take a moment to think about it. Imagine your character, weighed down by armor, arms aching from swinging a weapon, or drained from ripping apart an enemy with powerful magical forces. Being a hero takes its toll, and the toughest champion needs to take a break from time to time. Like every vital reserve at your character's disposal, make sure that when you decide to take advantage of a rest, it benefits not only your character but the entire party.

DM: *"... and the note is signed, 'The Emissary.'"*

Joe: *"I wonder who that is."*

Kevin: *"Wasn't that the guy we fought last month?"*

DM: *"No, that was the Adversary."*

Viet: *"It still sounds familiar. Didn't we see that name on another note three sessions ago?"*

Joe: *"Don't look at me, I missed that session."*

Viet: *"Yeah, I swore I wrote it down on my character sheet, but I don't see it here."*

Kevin: *"Remember, we leveled up last time. You probably just threw away your old sheet."*

Joe: *"If it's important, I'm sure the DM will tell us again later."*

If this conversation sounds like the players at your table, consider starting a campaign journal. By recording the notable people, places, objects, and events of each session, you create an archive that preserves your shared story and provides a reference for later sessions.

Like any new habit, the first and most difficult hurdle of keeping a campaign journal is starting it. Early on, this record-keeping can seem onerous, and its value doesn't always become apparent right away. After a few sessions, however, maintaining the journal turns into a normal part of your gaming routine, and your group begins to reap its rewards.

## The Journal

Your campaign journal can take a variety of forms. The simplest and most familiar method for many groups is to use a three-ring binder with one section full of blank pages for keeping notes and another with transcribed versions of those notes. A hard copy has the benefit of being readable anywhere and at any time, but unless you make multiple copies, it limits accessibility to one player at a time.

You can also use a host of online document sharing services to craft a journal that any player can reference or even edit from the comfort of home. A wide range of different web-based services are available, and many are free. A digital campaign log can be as complicated as a link-embedded encyclopedia, or as simple as a thread in a forum. No matter what method you plan to use, find one that your group can agree on and use it.

### The Journal Keeper

Some fortunate groups have a member not only willing to keep notes and transcribe them into a journal, but talented at doing so. If you find yourself in such a group, consider yourself blessed, and make sure that the writer knows how much you appreciate his or her hard work.

Most often, no one looks forward to the extra responsibility of maintaining your group's campaign journal. In that case, find ways to share the work.

For instance, one person can keep notes, passing them to a second player to turn into journal entries. Just make sure everyone can read the first person's writing. Alternatively, players can take turns as journal-keeper. This method gives up some continuity of style, but it ensures that nobody feels too burdened by the task.

You can also take advantage of technology to spread the work around. By using a wiki or a similar format for your campaign journal, every player can contribute. Even in this situation, however, it pays to have one person in charge of setting up the wiki and keeping it tidy.

If you take on any portion of the responsibility for tracking campaign events, keep your end of the bargain. When it is your turn to write, don't slack off. If one person in the group doesn't keep it up, it puts that much more work on everyone else, and there's no faster way to kill a campaign journal.

### What to Write

Another challenge to keeping a good campaign journal involves deciding how much to write down. Your journal should be more than a list of monsters killed and treasure obtained, although that's a good place to start. The world of your campaign brims with interesting details that you could include, from the NPCs you meet to the exotic locations you visit. Puzzles, conspiracies, and clues serve as the mile markers along your group's path of adventure, and all deserve mention. Prioritize the information you believe most significant to the session, but don't forget to add the details that help you remember the events of the session. Mentioning the verbal tic of an NPC instantly brings that character to everyone's mind. If you describe the city you visited as "Gruenveldt, a trading capital built upon bridges across the Khyler River," even the players who don't remember the city's name might still recall its unique architecture. And who knows? Some of those details might end up being crucial to the story later.

Whenever possible, include the "why" of events in your log. It's easy for a group to forget what was so important about meeting with a cleric, but if the log mentions "we met with a bombastic cleric of Pelor to discuss the undead plaguing his village," then everyone not only remembers that you met the cleric, but a brief detail about him and why you were there in the first place.

ADAM PHILLIPS

Avoid too much complexity, or keeping the journal becomes a chore. You can reduce even the most convoluted game sessions down to a few brief paragraphs. The important thing is that the details are there for you to reference when you read the log later.

As you play and use your journal, pay attention to the entries that come in most useful. Knowing the kinds of details that pay off later can help you focus on those things at the table.

## Other Benefits

A campaign journal can be crucial if your group includes one or more members who don't regularly attend. Without up-to-date game notes, the group either spends time bringing the absentee player up to speed on current events or leaves the player in the dark, struggling to understand the significance of the names and places that pop up in conversation.

The same goes for new players joining a long-running game. You'd be surprised how much assumed knowledge builds up in a game after only a few months; trying to explain it all to a new player in one sitting can leave him or her feeling overwhelmed.

Even if your group doesn't suffer from either of these issues, sometimes real-life responsibilities or emergencies arise that prevent a group from meeting regularly. Missed or intermittent sessions can leave everyone struggling to recall current quests, key relationships, and other game details. Without a clear record of your objectives, a game facing these circumstances can stumble or even fall apart. A campaign journal solves this problem by functioning much like a "saved game" file, reminding you exactly where you were when you last played.

In any case, a campaign journal—especially one that can be read online or distributed electronically—lets any player catch up on a wealth of detail away from the table at his or her own pace. A new player can even use the journal to help build a character that fits into the events of the campaign.

The journal also provides the DM with a measure of which elements of the campaign have resonated with the players. Because the players write the journal, it gives the DM a perspective on how much of the plot the players actually pick up, understand, and stay interested in.

Last, your completed journals provide a wonderful way to recap a campaign, whether just after finishing or even years later. Just like logging a great trek, keeping a journal of your campaign provides you with a permanent version of the story you told together with your friends. You might discover clues or story threads that you didn't notice earlier. It brings back memories of momentous occasions, both the climactic battle and the ludicrous interaction between the gnome and the archvillain.

Your journal can also inspire new campaigns and new characters. Perhaps one of the players wants to run a short game based in a city you visited, or the group decides that it wants to build a new set of characters belonging to an organization it encountered. Sometimes, reading about the places you have been can show you where you would like to go next.

No aspect of slaying a dragon is more anticipated than claiming its treasure: mounds of silver and gold dotted with scepters, swords, scrolls, and gems, but also guarded by deadly traps. Some players find sorting through a treasure hoard the most enjoyable moment of any adventure.

Unfortunately, dealing with loot can get ugly. How do you decide who gets the magic amulet? How should you split up the gold and gems? How do you keep your collection of magic items from becoming useless, annoying, or (worst of all) boring? When you bring a character into a game above 1st level, how should you equip yourself?

This section walks you through the treasure-gathering process, from getting it, to dividing it up, to deciding what to do with your share.

## Acquiring Treasure

D&D characters gain treasure in two basic ways. Either the DM gives it to them—whether as part of a treasure hoard or as a reward for a completed quest—or they obtain it through their own means (such as by buying or making magic items).

### Creating a Wish List

The *Dungeon Master's Guide* suggests to DMs that asking players for wish lists of magic items can help ensure that treasure hoards hold items that players want for their characters. If your DM uses this idea, don't ignore the opportunity to help customize the contents of the next treasure chest you find.

To create your wish list, review the lists of magic items ranging from one to four levels above your own. Start with the lists for armor, neck slot items, and weapons or implements (depending on what your character uses). For your first draft, jot down each item that sounds exciting. After you finish, cut the list down to no more than two or three items of each level. This should give you a list of about ten magic items.

Including more than one item at each level gives your DM extra flexibility to place items that fit the encounters, the adventure, or the campaign's overall storyline (and to leave out items that he or she doesn't feel comfortable including).

As a low-level character, don't worry about including items from other slots or categories on your first wish list. You need a good magic weapon or implement, a suit of armor, and a neck slot item to keep your attacks and defenses up to par. You can always go back and buy low-level bracers or boots later (see "Filling the Gaps," below).

Once you have an item in each of those three categories, which should happen by 4th or 5th level, extend your wish-list search to other slots, and eventually to wondrous items. Even with this expanded range of options, try to keep your wish list to around ten items. Not only does this prevent your DM from becoming overwhelmed—remember, he or she has to read through a wish list from every player at the table—but it also helps you remember which items you wrote down when one of them shows up.

Each time you gain a new level, review your magic item wish list to ensure it still represents what you'd like for your character. If you found a new magic weapon in the last session, consider crossing off any weapons appearing on your list—your DM might not remember that you just found a *+3 jagged greataxe* when he or she places the *+3 adamantine greataxe* that you forgot to take off your wish list. Conversely, if your paragon tier wizard is still running around with a measly *+2 magic wand*, it might be time to ask the DM for an upgrade. You should also add a new level of magic items to your wish list.

Just because you've written a wish list, the DM isn't limited to placing only those items. Part of the fun of D&D is finding unexpected treasure, so don't get mad because you haven't found that fabulous cloak you wanted. See "Filling the Gaps" for advice on how to address your need for magic items that aren't included in the DM's treasure hoards.

### Unexpected Windfalls

You've slain the dragon, found its hidden treasure chamber, deactivated the traps, picked the locks, and sorted through the loot. When the DM announces that you've discovered a *+3 rod of the pyre*, you look at each other blankly. Then somebody says, "Uh . . . did anybody want one of those?"

Even if you use the wish list method described above, some DMs love to drop seemingly random items into treasure hoards. They say it makes the world feel more realistic or mysterious, but players often conclude that the DM likes to mess with them. Before you start whining about never finding the gear your character needs to keep up with the monsters, let's explore some questions that can help you deal with those unexpected discoveries.

**Can you use it?** First, figure out if anyone at the table could reasonably use the item. If you don't have a divine character, even the coolest holy symbol probably doesn't do much, but even your wand-wielding wizard could use a magic staff. Most DMs know

better than to place an item that no character can use, so don't immediately jump to the conclusion that you've found something useless. That said, if your DM has done this, it might be time for a friendly chat. Maybe he or she doesn't know your characters very well, or maybe your DM has a different idea of how random treasure should be.

**Does it come with a story?** Some DMs place magic items as adventure hooks or to help describe their campaign worlds. Ask to make an Arcana check or a History check to learn more about the item. Maybe it's linked to the villain you're pursuing, or its presence here provides a clue to the current mystery you face. It might be part of an item set, leading you to seek out the rest of the set in future adventures. Or maybe it provides a little more insight into the world that the DM has crafted for the campaign.

**Can you adjust the item?** Many DMs would prefer to tweak an item than have the characters sell it for gold (or disenchant it for *residuum*). If you find *+1 sylvan hide armor*, but your rogue doesn't want to spend the feat for proficiency with that armor, ask yourself if you could use *+1 sylvan leather armor* instead. The Transfer Enchantment ritual accomplishes this nicely for a mere 25 gp, but some DMs will agree to retroactively change the item: "Did I say hide armor? I meant leather armor."

**Can you adjust to use the item?** Even if your barbarian prefers to wield a greataxe, maybe it's worth changing a feat choice to use that shiny new greatsword you just discovered. The retraining rules allow you to swap out one option the next time you gain a level (see "Retraining," page 47). If you have more than one feat or power invested in your old weapon, ask your DM if you can retrain them all when you level up. Come up with a story about the intense training your character undergoes to master his or her new acquisition to help explain the sudden change.

MIKE FAILLE

**Can you trade the item?** Depending on your DM's campaign, you might have the option of swapping the item with an NPC for another item of similar value. This can be a much better deal than selling it, depending on how accommodating your DM is willing to be. If you can trade the item for something no more than four levels lower, that's more efficient than selling it.

**Can you sell the item?** Your last resort for dealing with an unwanted item is to sell it for gold (or to use the Disenchant Magic Item ritual to turn it into

## THE PARTY WISH LIST

Many time-crunched DMs rely on party wish lists to place most magic items. This makes players happy because they get the gear they want, but it can leave out many useful and iconic magic items that aren't designed to benefit individual characters. For instance, every party likes to have a *bag of holding*, but who's going to put it on a wish list in place of a 5th-level magic weapon?

To address this issue, some DMs ask players to add a party wish list to their character wish lists. This list includes items designed to help the entire group, such as *everlasting provisions* or a *rope of climbing*. Ask your DM if you can make a party wish list like this. Keep the list short, and make sure that each player gets a say in what goes on the list.

*residuum*). This nets you only 20 percent of the item's value, which is the equivalent of an item five levels lower than the one you're getting rid of. But if you can't find a use for it, even a little gold is better than cluttering up your character sheet or your hand of power cards with something you won't use.

## Filling the Gaps

In most campaigns, you can't rely on your DM to place all the magic items you want or need. Even the best wish list can't fill every slot or stock your bag with the right collection of consumable items. Use the gold you find to round out your gear, following the guidelines below.

### That Guy Has More Stuff Than Me!

No matter how carefully your DM places treasure, no two characters will ever have an equal store of magic items. That's a good thing—if every character's list of item levels was identical, finding treasure would start feeling predictable.

Accept that sometimes your character will have fewer items or lower-level items than another character. After all, there's always another treasure chest waiting to be opened. If you think a real problem exists—for instance, the wizard got the last three magic items, and you haven't seen a new weapon in eight levels—talk to your DM. Maybe he or she doesn't realize that you've gotten left out of the magic item lottery.

This disparity can be even more apparent when a character joins an existing group. If you've paid attention to how magic items get passed out normally, you can see that the items handed to a new character doesn't quite match up to what a normal character would have at the same level. After all, treasure parcels include items up to four levels above the party, so most other characters have at least one item that is more than a level higher than the characters' level.

This disparity is intentional. It keeps new characters who join an existing party from outshining their comrades right away, and it also gives your new character a reason to go adventuring: You want better gear.

On the other hand, you have an advantage of flexibility that the other characters don't necessarily possess. Getting a big chunk of gold to spend on rituals, consumables, and cheap items gives you a unique opportunity to customize your equipment. Characters who grow organically over many levels tend not to have that flexibility, so you will likely end up with a more focused selection of items than your new companions.

No matter what the cause of a perceived disparity in loot, don't worry: Within a couple of levels, the distribution will probably be completely different.

**Primary Items:** If you're lucky, your DM keeps track of the enhancement bonuses of your armor, neck slot item, and weapon or implement and makes sure you have a reasonable item in each of those categories. Ultimately, though, this responsibility lies with you, and writing *+3 magic longsword* on your wish list doesn't mean you'll find one.

Each time you reach a new tier, check your enhancement bonuses. At paragon tier, you should have a +3 enhancement bonus in at least two (if not three) of these three items. By 21st level, this goes up to +5. If your big three items don't measure up, consider using your gold to buy a basic version of the item in question (*magic armor*, an *amulet of protection*, or a *magic weapon* or *magic implement*). Borrow gold from another character if necessary; remind him or her of how important it is for the whole party that your character remains alive and effective.

**Secondary Items:** Use your other item slots to improve your strengths, shore up your weaknesses, and add variety to your character. In addition to the needs you identify in play, keep these specific issues in mind when purchasing or making magic items.

Don't focus on items near your level; you probably don't have the gold to afford them. Instead, drop down five or even ten levels and look for bargain purchases. The *battlestrider greaves* (level 12) might have been too pricey when you were at 10th level, but a 21st-level character can easily afford them.

By the paragon tier, you might find your non-AC defenses lagging behind the target numbers (see "Know the Numbers," page 112). Look for items that provide situational or even always-on bonuses to these defenses. For example, a *belt of vim* (level 8 and up) grants you a bonus to Fortitude; by the time you reach paragon tier, it's a pretty inexpensive purchase.

Nobody argues with healing. If you struggle to get through tough or long encounters, pick up an item to keep you (or an ally) alive. *Gloves of healing* (level 12) improve your healing powers and also let you spend a healing surge to heal an adjacent character. These functions are useful even for a 30th-level demigod.

Higher-level monsters commonly rely on frustrating tricks such as flight, teleportation, and invisibility. Make sure someone in the group can deal with such tactics; magic items offer some good options.

**Backup Weapon:** Even if you love your weapon or implement with the passion of a thousand burning suns, it pays to have a backup available for special circumstances. Fighters don't make many ranged attacks, but when the dragon hovers out of reach, that *+3 distance javelin* might be your only means of keeping it marked. Having a *flaming weapon* in the group comes in very handy when a pack of trolls shows up.

And maybe your DM is the kind of person to set a few rust monsters on your trail right after you sell off that *+1 magic longsword* you weren't using any more.

**Consumables:** We mentioned in Chapter 3 to beware spending too much gold on potions and the like (see "Consumable Resources," page 111). But "don't spend too much" isn't the same as "don't buy any," and having a few consumable items handy provide another way to keep the party going for another encounter.

Every character needs at least one *potion of healing* (or a higher-level equivalent). Beyond that, spend your gold to grab consumable items that give you an option fundamentally different from what you can already do. A *potion of mimicry* probably doesn't help you win a fight, but who knows when you might need to look like someone else?

If you have the luxury of knowing what you might face in upcoming encounters, pick up some consumables to address those threats. Everyone going into the Hall of the Fire Giant King should have a *potion of resistance (fire)* in hand.

**Ritual Components:** If you use rituals, make sure you have plenty of *residuum* handy. Don't be bashful about asking for party contributions to the *residuum* fund; these rituals are for everyone, not only for the caster.

At a minimum, you should always carry enough *residuum* to cast your most expensive ritual at least once. If you routinely use any particular ritual multiple times in each adventure, consider keeping a steady supply of *residuum* with you sufficient to cast that ritual at least five times. Who knows when you'll have the opportunity to buy more?

## Starting Above 1st Level

Before getting into details, it's worth mentioning this up front: Your DM gets the final say on the magic items that your character starts the game with. Your brand-new 18th-level barbarian doesn't have any right to a particular item or group of items. That's why the original guidance on "Starting at Higher Level" appeared in the *Dungeon Master's Guide*, rather than in the *Player's Handbook*. Respect your DM's preferences on this matter.

Now that we have that out of the way, let's talk about the most common method of equipping your higher-level character. The *Dungeon Master's Guide* suggests that you choose one item of your level + 1, one item of your level, and one item of your level – 1. In addition, you have gold pieces equal to the value of one magic item of your level – 1, which you can spend on whatever you need to fill out your character.

Use your three item slots to select a weapon or implement, armor, and a neck slot item (in that order). Spend about half the gold on a few other magic items that fit your character. Spend about a quarter of the gold on potions, ritual components (if needed), and other consumable equipment. Hold on to the last quarter to deal with unexpected costs that arise in the adventure (or save it for your next item purchase).

DREW POCZA

# Dividing Treasure

We've seen more arguments and more crazy schemes about treasure distribution than about any other part of the game. It's hard to blame players for taking this element seriously.

Agreeing on a method of splitting up the loot you find should be one of the first discussions your group has after building the party. Trust us: The sooner you talk about how you plan to assign ownership of the magic items, gold, and gems you're going to find, the happier everyone will be later.

Every group has its own method of dividing treasure; to be honest, most of these are probably well-intended but flawed systems that unintentionally create inequitable comparisons, bruised egos, and selfish behavior. Here are a few common methods that we've seen used, and their strengths and weaknesses.

## The Even Split

This method aims to give each character an equal share of the loot recovered during the session.

Whenever you divide up treasure, each character gets precisely the same amount of gold (or gold-equivalent), right down to the last copper piece. What could be easier?

**Good:** Nobody complains about an inequitable distribution of wealth. Also, this method seems intuitively fair, particularly to new players. If players can't get along or agree on anything, this method prevents argument over who gets what.

**Bad:** This method runs into a simple but unfortunate mathematical truth: Once you factor magic item values into the equation, splitting the loot equally becomes impossible without extensive bookkeeping and getting rid of items the party needs.

Let's look at a typical haul for a 1st-level group's first session:

*+1 vicious longsword* (worth 520 gp)
Two pearls (worth 100 gp each)
One *potion of healing* (worth 50 gp)
70 gp in coins

This represents treasure parcels 4, 5, and 7 (see page 126 of the *Dungeon Master's Guide*), which is a reasonable haul for one night of adventuring.

Obviously, giving the longsword to the fighter (thrilled to find an item from his wish list) makes dividing the rest of the loot impossible. The sword's worth more than all the rest put together.

You could sell the longsword and add the resulting gold to the pool, but this decision effectively eliminates all magic items from future treasure hoards. If characters carry only the items they can afford to buy with their meager split of the gold, the entire party becomes weaker.

Some groups use long-term bookkeeping to achieve an even split, tracking each character's haul from session to session to ensure equality. But isn't that exactly the sort of chore that we play D&D to escape?

**Note:** Even if you use a different method of distribution for items, we recommend using this one for all the gold, gems, and other currency discovered. Even if one character gets a magic item and another doesn't, both should get the same amount of gold. It makes the game simpler.

## The Random Draft

This method relies on the dice to decide the fate of the treasure you find.

When you divide treasure, each player rolls a die. The players then choose one item apiece from the loot list, starting with the highest roll and proceeding down until all items are gone. If there are more items than players, reverse the order after each player has an item, allowing the lowest-rolling player to choose a second time, then the next-lowest-rolling player, and so on.

**Good:** Like the Even Split method, this process theoretically achieves equity over the long term. Assuming an even distribution of die rolls, everyone eventually gets to pick first, second, third, and so on. After all, how can you complain about unfairness with random die rolls?

**Bad:** The drawbacks to this method are less obvious than in the Even Split, but they're just as insidious and potentially even more divisive.

First, there's no guarantee your party will achieve an even distribution of rolls. When you get lucky and roll the highest three times in a row, try telling the other players that this method is fair.

Also, who decides how often you roll? If you roll every time you find an item, only the high roll really matters, since you often find single items. But if you save up the rolls until you have a whole level's worth of magic items, that means some items sit around unused for several encounters. How is it a good idea to let the *+3 rod of obliterating wrath* gather dust when the warlock desperately needs a new implement?

The worst part of this system, though, is the greedy, party-destructive behavior it encourages. If you don't see any items appropriate for your character when your turn in the draft comes up, you might reasonably select an item anyway, thinking that you could always sell it or disenchant it. Not only does this waste a newly discovered item, but how does the next player in the order feel when you take his or her ideal item just to trade it in for a 20 percent payout? Trust

us, that player won't remember you kindly when he or she gets the same opportunity in the next random selection.

Over time, the Random Draft method can not only create a magic-poor party, like the Even Split method, but it can also easily foster ill will between the players. Use this system only if your group can handle the competitive mindset it creates, or if the players at your table are incapable of cooperation when dividing up treasure.

## Fixed Draft

This method replaces a random order of selection each time with a fixed order of selection that lasts for the entire campaign.

As with the Random Draft, each player rolls a die at the start of the campaign. The high roller becomes the "active selector" and automatically gets the first item found. The next item goes to the player who has the second-highest roll, and so on down to the last player. Then you reverse the order, as described in the Random Draft method, taking turns up and down the fixed order you determined at the start of the campaign until your characters retire.

If you find multiple items in the same hoard, you can either determine their order of assignment randomly or let the active selector choose among the available options.

**Good:** This method improves on the Random Draft by eliminating the chance of any player picking first (or last) more often than another. It also clarifies the frequency of selection: Every time you get an item, the next player takes it.

**Bad:** You're still stuck with the worst drawback of the Random Draft method: the greed factor.

**Variant:** Some players give the active selector the right of first refusal for the next item, rather than automatically assigning it. If no one chooses it, the first player in order automatically gets it. This slightly improves the chance that each character will receive a useful item, but it makes every noncrucial item found a potential disappointment.

### The Party Fund

The game includes many expenses that benefit the entire group, from the bribe you pay the city guard to sneak into the armory to the *residuum* the wizard uses for rituals. Sure, you can divide these costs evenly between all the characters every time they come up, but why not establish a central account of gold—a "party fund"—from which to draw such expenses?

The simplest way to set up a party fund is to give it an equal share of the gold and similar currency you find each session. For example, if you have five players, each player gets one-sixth of the gold, and the party fund gets the remainder.

Once established, the party fund covers all costs deemed to be "group expenses." Make sure you set the criteria for this decision early on to avoid arguments. Some groups, for instance, include the costs required to return a dead party member to life, but others put that expense on the dead character instead. You don't need a comprehensive list of everything the party fund covers, as long as you discuss its most likely uses and reach a consensus on the fund's purpose.

If the fund runs low, ask everyone in the group to pitch in an equal amount to refresh it. Alternatively, the fund can take out a loan from one of the characters; just make sure you agree when the loan's due.

As with any house rule or social contract, write down your decision. If you have a campaign blog or wiki, include it there. Make sure new players see it and understand why you're doing it.

## Get What You Need

This method foregoes any systemic attempt at equality in treasure distribution, instead relying on the players to cooperate in assigning items and gold to the characters who can best use them.

Whenever a magic item shows up, the players take time to discuss which character needs it most. Sometimes, the item itself suggests an obvious solution: if only one character wears hide armor, the *+4 great cat hide armor* probably goes to that character.

More often, however, two or more characters can reasonably lay claim to any item you find. That's when you need calm, reasonable discussion between the players. If both the fighter and the ranger want that *+2 amulet of vigor* you just found, you must weigh the benefits and drawbacks of either choice. Here are some good questions to ask during the discussion.

- Does it replace an existing item? If the fighter already has a *+2 amulet of protection*, that should factor into the decision.
- Who benefits more? Continuing the example started above, imagine that the ranger has only a *+1 amulet of warding*. Clearly, the increased enhancement bonus makes this quite useful to that character. On the other hand, the fighter's player points out that the ranger hardly ever spends healing surges, so the new item's power and property aren't worth as much to that character.
- Who got the last new item? If the fighter just found a *+2 magic longsword* in the last treasure hoard, it might be time for someone else to get a new toy.
- Who makes the final call? If the group can't all agree on a decision, you must have a method of

making a final decision. Although the classic "cut-the-baby-in-half" method has some appeal—if you can't agree, we'll sell the amulet for gold—it's still a reversion to the Even Split method. A majority vote is a good place to start, with a dice roll or a coin flip to break a tie vote.

- What happens to old items? Whether the new amulet goes to the fighter or to the ranger, it will replace an existing neck slot item. Does the character get to keep that old item (perhaps selling it for gold), or does it go back into the party for reassignment to a new character? The former option feels fairer to many players—it's my item, I can do what I want with it—but the latter choice helps the party more. Assume the new amulet goes to the fighter. If the ranger would rather have the fighter's existing *+2 amulet of protection* than the *+1 amulet of warding* he currently wears, it makes little sense to sell off the fighter's old item for gold.

**Good:** With the right group of players, this system ensures an equitable and effective distribution of magic items. Characters get what they need, the party doesn't waste good items by selling them, and everyone gets a say in what happens with the loot.

**Bad:** Discussions take time, and an indecisive group can become paralyzed by this method. This method also requires a level of trust and cooperation that often takes a new group many sessions to achieve. A single player can wreck this system by putting a claim on every item or refusing to respect other players' opinions. Also, players uncomfortable with debate tune out of the discussion, and they often end up feeling excluded from the group.

### DM Assignment

If all else fails, you could put the responsibility for treasure distribution in the hands of the Dungeon Master.

Instead of letting players decide who gets which item, the DM can assign each found item to a particular character. Perhaps magic items are given to individual characters as rewards, rather than as seemingly random treasure discoveries. Alternatively, magic items in the DM's campaign might have a strange affinity for particular individuals, seeking them out and functioning only for them.

**Good:** This method avoids the unfortunate consequences of drafts, and no items need to be sold off to equalize treasure distribution. This method also encourages the DM to create a story for every item placed. Why did the ranger get that *+2 amulet of vigor*? Does it have some link to the character's past? Are such items traditionally linked to members of the organization that the ranger recently befriended?

Best of all, though, this system ensures that every player gets items that he or she wants. Most DMs who use a method like this one use player wish lists (see page 150) to help them make appropriate selections.

**Bad:** This system can appear arbitrary. Unless all the players trust the DM entirely, some players could feel slighted because another character got a better item than the ones they did.

Some players will miss the old-school feeling of divvying up the loot after a dungeon crawl. Knowing that every item found already has an intended destination takes some of the mystery out of the game.

This method requires a lot more work of the DM. He or she must figure out which character gets each item, taking into account the players' wishes, the characters' needs, and the levels of the items he or she has already given to each character. Using player wish lists is a start, but a DM relying on this method should also record all the items given out as treasure to make sure that no player is accidentally getting better items than everyone else.

## Customizing Your Gear

If you ever find yourself complaining that your magic items are nothing more than a list of numerical bonuses, it's time to take matters into your own hands. By taking a few minutes to describe the look of your item and imagining what story lies behind it, you turn a block of game statistics into a part of the campaign world.

### Defining the Look

*The Thayvian markings on Solandria's vermilion cloak suggest it might have been created by a Zarchion of Illusion. When she walks, the swirling cloak reveals three vertical slashes on the left side of her leather armor, a style once prevalent in the land of Durpar.*

*She carries a Moonshaevian dirk, honed from obsidian that formed after the explosion of Mount Kasterlak on the Sword Coast during the Spellplague. It sits in a scabbard that bears ancient Impilturan markings, passed down to her from her father. Slung across her back is a yew greatbow, crafted in the style of the half-elf bowyers of the Yuirwood nearly three centuries ago.*

After a session in which you find a new magic item, take a few minutes to describe its appearance. What color is it? Does it have a special pattern or texture? Does it look old or new, and is that appearance accurate? Does its look suggest its power or property, or does it conceal its nature? Does it bear any other sen-

sory details, such as an odd hum when used in battle or the smell of brimstone when activated?

Many magic items include a bit of visual description, but you aren't constrained by those. You're the one wearing *hero's gauntlets*, so if you want them to be tight black leather rather than shiny steel, go ahead.

### Adding Story

Just because your DM hasn't created a story for every item that appears in the campaign doesn't mean those stories don't exist. Writing up a few details for your newly found *+1 pact dagger* turns it from a collection of numbers into a part of the world.

Ask yourself some questions about the item to spark your creativity. Who made the first one of its kind? Are these items still made using a special process or ingredient? If so, who controls the knowledge or supply? Does this item have any connection with a specific person, place, group, or event? Does carrying the item have any social or cultural significance? Does its presence signal the approach of a momentous time in history? Did the item once belong to someone else, and does that someone actively seek it?

Don't try to write a novel for every item. Start with a few details, then share your ideas with the DM. Perhaps he or she has thoughts about the item that aren't apparent yet, or maybe your work suggests a connection that your DM hadn't imagined. Together, you can use the item to add to the story of the campaign setting, integrating it and your character into the overall plot line. Look back at the descriptions of Solandria's items—these hint at story without locking in too many details.

*Adventurer's Vault 2* includes many magic items with background information. The description of an *alfsair spear* details the rare trees required to craft these unusual weapons and the druids who harvest the wood, even including a few interesting locations for the DM to place into his or her campaign world. If you need help crafting a story for your magic items, check out these samples for a creative kick-start.

When your DM understands that it's important to you to know the story of items, you might find that he or she responds to the challenge. Rather than just coming across a *+2 dagger* that also can deal poison and acid damage, you want to find the *dagger of Omharia*, which was named for a beautiful maiden in the court of Rarien the Cruel. When Rarien thought Omharia was dallying with his brother, Rarien stabbed her with this dagger, making her hideous. She became a hag, and legend tells of her slashing young maidens with this dirk as she had been cut, dealing poisoned acidic wounds that left horrible scars.

## Other Rewards

Gold and magic items aren't the only forms of treasure. (No, really, hear us out.)

If your DM has read *Dungeon Master's Guide 2*, he or she might have noticed the section on "Alternative Rewards," which starts on page 136. It includes three different types of nonitem rewards. Divine boons represent the gratitude of a powerful temple or a deity. Characters might gain legendary boons by fulfilling deeds worthy of myth. A character seeking to learn rare techniques might pursue grandmaster training.

If any of these ideas interest you, don't wait for your DM to use them, suggest the ideas in your regular chats or email conversations about the campaign. (You do have regular chats with your DM, right?) Ask how your dragonborn paladin of the Raven Queen might earn his deity's favor, and you might get an exciting adventure out of it. Better still, your character might end up with something that nobody else in the campaign—or perhaps even the entire world—has.

Although these alternative rewards specifically replace magic items, rewards can come in other, less material forms as well. Building a friendship with a prominent NPC can give your character an edge in social situations. Gaining membership in an elite organization can offer you access to equipment and assistance that others would envy. Learning a well-kept secret can unlock campaign mysteries or provide fodder for blackmail. Even a single clue gleaned from a thorough investigation propels you farther along the plot line. Recognizing the value of these unorthodox rewards not only improves your party's chances of success in future encounters, it allows you to appreciate your past victories even more.

# DON'T BE A JERK

At some point, every group that plays D&D has to deal with "that player." This player stabs allies in the back. He or she kills vital NPCs without provocation. This player monopolizes the DM's attention and ignores other players when they need help. He or she somehow manages singlehandedly to make the entire experience less fun for everyone else.

This player is a jerk.

Worst of all, it's possible to be a jerk without even being aware of it. If you suspect that you could be acting like a jerk, this section provides a few suggestions to alter your behavior and make the game more fun for everyone at the table.

## Hogging the Spotlight

One of the worst things the jerk does is hog playing time. It happens to all of us occasionally, and for very understandable reasons. D&D is an exciting game, and while you're imagining your character cleaving through armies of the enemy, it can be easy to forget that while you're taking your turn, everyone else is waiting for theirs.

You can take up more than your fair share of game time in several different ways. One of the most obvious is by taking too long to describe what you're doing. Although you should try to illustrate your character's actions in an interesting way, waxing poetic about the ancestral sword the character uses in combat before performing every attack is unnecessary. No matter how interesting the weapon's pedigree is to you, everyone else wants you to hurry up so they can have a chance to act, too. Save long descriptions for moments of roleplaying and downtime, not when everyone else is itching for their opportunity to attack.

Every time you narrate the specifics of what your character is doing, you walk a fine line between saying enough to be interesting and saying too much. This is a good time to take a cue from your fellow players. If you can see them going glassy-eyed or fidgeting, odds are that you're overdoing your narration. Do your best to be compelling while remaining concise.

## Lack of Preparation

Another way that players overextend their turns is by not being prepared when their turn comes up. Lack of preparation takes many different forms, but the result is the same—your turns last longer than they need to. You can refer to "Combat Lasts Too Long," page 129, for some tips on dealing with this problem, but above all else pay attention to the game, even when it isn't your turn to act.

Waiting until your turn comes up to start thinking about what to do frustrates everyone else trying to enjoy the game. Pay attention, so that when you have the opportunity to act, you can take it without hesitation. As your fellow players act around you, you should be loosely sketching a plan of action to execute on your turn. The more attention you pay to the events that lead up to your turn, the easier it will be to adapt and respond to them. As you and the other players master this technique, you might be surprised at how naturally your party begins to work together, and how effective you all become at dispatching the challenges you face.

## Interruptions

Another way you can dominate the spotlight doesn't even happen on your turn, but on everyone else's. Avoid interrupting during another player's turn or the DM's turn. If you feel inclined to take action based on what other players do on their turn, wait until your turn to describe your action. If a player or the DM misinterprets a minor aspect of the rules, wait until the end of the encounter or the end of the session to bring it up. No matter what, don't interrupt the flow of the game to quibble over the rules. Doing so slows down the game for everyone and will only frustrate and annoy the entire group. The group has a finite amount of time to play the game, and everyone participating in the game deserves an equal share of it.

## Ignoring Your Team

Another thing that a jerk does is ignore the teammates that he or she should be working with. D&D isn't a game about you, singular. D&D is about you, plural: a group of heroes who have come together to defeat everything that the world (or the DM) throws at them. Against the overwhelming odds that a hero is sure to face, a team of heroes who work side by side offers the most certain path to success.

Be there for your group when the other members need you. A good player is ready and willing to lend a helping hand. Whether you attack a monster to draw it away from a vulnerable ally, give a *potion of healing* to a wounded comrade, or loan someone a handful of gold coins for a big purchase, assisting your fellow players helps to guarantee that when you need them, they'll be there for you. When you watch another player's back, it becomes that much harder for someone to stick a knife in yours.

DREW POCZA

Being there for the party can also be quite literal. Characters who constantly break away from the group to pursue their own agendas hurt the game in several different ways. First, when your character runs off on his or her own, it creates a hole in the party that enemies can exploit. Second, it forces the DM to simultaneously run separate games. If the DM has to split his or her focus between different groups simultaneously, the less detail and attention each group receives.

By keeping the group together, you move the game forward and reduce the number of things that your DM must remember. The fewer extraneous things that a DM has to pay attention to, the more detail he or she can put into the world around you.

## Arguments

No matter how well your party works together, though, the cardinal rule of playing D&D is that although characters can argue, bicker, and fight to their hearts' content, players should not. Arguments between players—or between a player and the DM—are unproductive, divisive, and take up time that you could use playing the game. If you find yourself regularly bickering during games, take a moment to consider why.

If your arguments are over an interpretation of the rules, try to wait until after the session is over to discuss them. The middle of a game is the worst time to get into a debate with the DM or another player. Let the DM's ruling stand, and bring up your analysis of the rules during a break or at another appropriate time.

Arguments within the party can be especially tricky when there is treasure to be had. When the party has one more fighter than the treasure hoard has magic swords, it's easy to imagine an argument ensuing. Head these arguments off by agreeing in advance how to divide up the loot (see" Dividing Treasure," page 154).

### Closing Thoughts

D&D is a game, and we play games to have fun. When you act selfishly rather than as part of a group of friends working together to tell exciting stories, you make the game less enjoyable for everyone else at the table.

If you learn nothing else from this book, remember the golden rule of gaming: Do unto other players as you would have them do unto you.

When it comes right down to it, everything else is secondary.

# ADD TO YOUR D&D® EXPERIENCE.

Bring more to your characters and campaigns with a constantly growing source of new and exclusive content, tools, articles, and applications. Whether you're a player, a DM—or both— D&D Insider™ will help you get more out of every game.

D&D INSIDER™

LESS PREP. MORE PLAY.

LEVEL UP YOUR GAME NOW—AT DUNGEONSANDDRAGONS.COM

All trademarks and logos are property of Wizards of the Coast LLC in the U.S.A. and other countries.
©2010 Wizards. Restrictions apply, see site for details.

# For Awesome Characters Only

Do you crave the envy of your gaming peers? Do you want them to sit up and take notice every time your character takes center stage? If so, this book is for you.

Whether you're a novice or an experienced Dungeons & Dragons® player, the *Player's Strategy Guide* provides friendly tips and tricks for making your characters and adventuring parties jaw-droppingly cool and fun to play. This book also includes entertaining sidebars written by gaming pros and celebrities on the fine art of character optimization.

For use with these 4th Edition Dungeons & Dragons® products:

*Player's Handbook*® core rulebooks

*Dungeon Master's Guide*® core rulebooks

*Monster Manual*® core rulebooks

GET MORE AT
D&D INSIDER™
www.dndinsider.com

d20 SYSTEM™

Wizards®

ISBN: 978-0-7869-5488-9

9 780786 954889 52995 EAN

Sug. Retail: **U.S. $29.95** CAN $35.00
Printed in the U.S.A. **253820000**

# Dungeons & Dragons®

## The Plane Below

### Secrets of the Elemental Chaos

ROLEPLAYING GAME SUPPLEMENT

Ari Marmell • Bruce R. Cordell • Luke Johnson

# Dungeons & Dragons®

# The Plane Below

## Secrets of the Elemental Chaos

ROLEPLAYING GAME SUPPLEMENT

Ari Marmell • Bruce R. Cordell • Luke Johnson

# CREDITS


Design
**Ari Marmell (lead), Bruce R. Cordell, Luke Johnson, Stephen Radney-MacFarland**

Development
**Peter Schaefer (lead), Stephen Radney-MacFarland, Chris Sims**

Editing
**Jennifer Clarke Wilkes (lead), M. Alexander Jurkat, Jessica Kristine**

Managing Editing
**Kim Mohan**

Director of D&D R&D and Book Publishing
**Bill Slavicsek**

D&D Creative Manager
**Christopher Perkins**

D&D Design Manager
**James Wyatt**

D&D Development and Editing Manager
**Andy Collins**

D&D Senior Art Director
**Jon Schindehette**

Art Director
**Mari Kolkowsky**

Cover Illustration
**Jesper Ejsing (front), Julie Dillon (back)**

Graphic Designers
**Keven Smith, Leon Cortez, Emi Tanji**

Additional Graphic Design
**Mari Kolkowsky & Bob Jordan**

Interior Illustrations
**Dave Allsop, Zoltan Boros & Gabor Szikszai, Julie Dillon, Jason A. Engle, Jake Masbruch, Jim Nelson, Franz Vohwinkel, Eva Widermann, Eric L. Williams**

Cartographer
**Jason A. Engle**

Script Design
**Daniel Reeve**

Publishing Production Specialist
**Angelika Lokotz**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Ashley Brock**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).

620-24211000-001 EN
9 8 7 6 5 4 3 2 1
First Printing:
December 2009
ISBN: 978-0-7869-5249-6

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277



Dungeons & Dragons, D&D, d20, d20 System, Wizards of the Coast, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, Forgotten Realms, *D&D Insider*, *Adventurer's Vault*, *Arcane Power*, *Draconomicon*, *Keep on the Shadowfell*, *Manual of the Planes*, *Open Grave: Secrets of the Undead*, Planescape, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast LLC in the U.S.A. and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2009 Wizards of the Coast LLC.


VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

# CONTENTS


**1: CHAOS INCARNATE ..... 4**
The Basic Elements ..... 6
Nature and Size ..... 6
Elemental Realms ..... 6
Elemental Buoyancy ..... 6
Unstable Mutability ..... 6
Optional Rule: Very Long Range .. 7
Traveling the Elemental Chaos ..... 8
Elemental Collision ..... 8
The Chaos Ship: Riding in Style . 10
Features of the Plane ..... 11
Weather and Environmental Dangers ..... 11
Elemental Fantastic Terrain ..... 12
Fantastic Terrain from Other Sources ..... 16
Elemental Hazards ..... 18
Elemental Flexibility ..... 19
Skill Challenges ..... 24
Bargaining with an Efreet ..... 24
Reasoning with a Slaad ..... 25
Reasoning with the Unreasonable ..... 26
Repairing a Lightning Skiff ..... 26
Sailing the Sea of Fire ..... 27
Campaign Arcs ..... 28
Hidden Elements ..... 28
To Harness the Chaos ..... 29
The Bigger They Are ... ..... 30
Planar Adventurers ..... 31
Adventures ..... 32
Adventure Hooks and Quests .... 32
Patrons ..... 35
Shah Abdul-Azim Abassi ..... 35
The Stone Council ..... 36
Valaphyr ..... 36
Zat ..... 37
Orders out of Chaos ..... 37
The Cult of the Elder Elemental Eye ..... 37
The Grave-Minders ..... 39
The Speakers of Xaos ..... 40
Xaositects ..... 41
Artifacts ..... 42
Plastron of Tziphal ..... 42
The Mountain Builder ..... 43
Crystal of Ebon Flame ..... 44
Wave ..... 46

**2: RACES OF CHAOS ..... 48**
Archons ..... 50
Djinns ..... 52
Efreets ..... 53
Mapping Chaos ..... 54
Change in the City of Brass ..... 55
Genasi ..... 56
The Water Thief ..... 57
Giants and Titans ..... 58
The Battle of the Torn Plain ..... 58
Githzerai ..... 60
Slaads ..... 62
Other Races ..... 64
Dao ..... 64
Demons ..... 64
Dwarves ..... 64
Elementals ..... 65
Humans ..... 65
Phoelarchs ..... 65
Primordials ..... 65

**3: ELEMENTAL LOCALES ..... 66**
The Brazen Bazaar ..... 68
Canaughlin Bog ..... 70
The Choking Palace ..... 72
Gloamnull, City of Rain ..... 74
Irdoc Morda ..... 76
The Moteswarm ..... 78
Pandemonium Stone ..... 80
Pillars of Creation ..... 82
The Riverweb ..... 84
Sanzerathad ..... 86
Mind over Matter ..... 86
The Glittering Mine ..... 88
Encounter: Over the Edge ..... 90
Encounter: In the Pits ..... 92
The Body Luminous ..... 94
Encounter: Upper Vestibule ..... 96
Encounter: Inner Lock ..... 98
The Mountain Builder's Barrow ... 100
Encounter: The Slopes ..... 102
Encounter: The Barrow ..... 104

**4: INTO THE ABYSS ..... 106**
The Deepest Depths ..... 108
Infinite Layers ..... 108
Traveling the Abyss ..... 109
Abyssal Campaign Arcs ..... 110
Paragon Tier: The Best-Laid Plans ..... 110
Epic Tier: The Conquering Demon ..... 111
Abyssal Adventures ..... 112
Closing the Portal ..... 112
Streets of Demons (Paragon or Epic Tier) ..... 112
Demons Galore ..... 112
The Last Witness ..... 113
To Trick the Prince of Beasts .... 113
Skill Challenges in the Abyss ..... 114
Abyssal Madness ..... 114
Destroying a Demongate ..... 115
Escaping a Demon Horde ..... 116
Navigating the Demonweb ..... 116
Abyssal Locations ..... 118
Mal Arundak, the Bastion of Confusion ..... 118
Molor, the Stinking Realm ..... 120
Juiblex, the Faceless Lord ..... 120
The Plains of Rust ..... 122
The Spires of Rajzak ..... 124

**5: CREATURES OF CHAOS ..... 126**
Abomination ..... 128
Primeval Ooze ..... 128
Unique Abominations ..... 128
Storm That Walks ..... 129
Archon ..... 130
Iron Archon ..... 130
Mud Archon ..... 130
Demon, Blight-Born ..... 132
Dust Demon ..... 132
Ash-Wrought Soulburner ..... 133
Consumptive Swarm ..... 133
Sibling Rivalry ..... 134
Writhing Crag ..... 134
Eisk Jaat ..... 136
Eisk Jaat Warrior ..... 136
Eisk Jaat Rimebolter ..... 136
Eisk Jaat Mauler ..... 136
Eisk Jaat Mystic ..... 136
Elemental ..... 138
Scorchwind Phantom ..... 138
Ashfrost Assassin ..... 138
Sunsearer ..... 138
Diamondstorm Reaper ..... 139
Caustic Slayer ..... 139
Primordial Blot ..... 140
The Mythic Blot ..... 140
Life, but Not as We Know It .... 141
Slaad ..... 142
Chaos Phage Swarm ..... 142
Green Slaad Madjack ..... 142
Blue Slaad Digester ..... 142
Gray Slaad Havoc ..... 143
Red Slaad Juggernaut ..... 143
White Slaad (Chronos Slaad) .... 143
Black Slaad Entropic ..... 144

**MASTERS OF THE ELEMENTS ..... 146**
Ehkahk ..... 146
Smoke Hound ..... 147
Liricosa ..... 148
Liricosa's Disciples ..... 149
Sirrajadt, the Vengeful Storm ..... 150
Djinn Cloudstalker ..... 151
Solkara, the Crushing Wave ..... 152
Xixecal, the Living Glacier ..... 153
Mirmakur, the Raving Priest ..... 154
Crushing Wave Cultists ..... 154
Ygorl, Lord of Entropy ..... 156
Shkiv ..... 156
Skirnex, Voice of Ygorl ..... 157
Acolyte of Entropy ..... 158

New Monsters ..... 159
About the Designers ..... 159

CHAPTER 1

# Chaos Incarnate

A riotous realm, the Elemental Chaos is incomprehensible to those who have not experienced it firsthand. Here, flame speaks and lightning dreams, iron hates and seas hunger.

Islands of earth, ash, mud, salt, or semisolid smoke and flame, some as vast as continents, float amid an endless sky. Rivers of water, lava, or liquid air flow from oceans bounded by nothing solid, cross landscapes of broken crystal, and spill over cliff faces made of tangible lightning. Winds of heavy vapor are guided by currents of chaos, whipping into enormous storms of burning hail and sharp-edged thunder.

As disconcerting as the substance of the Elemental Chaos is, worse still awaits visitors. Direction has no meaning. Locations shift constantly. Even gravity is capricious, exerting its pull differently on living things than on objects.

This chapter helps you to comprehend this tumultuous place. Using this material, you can better convey the wonders, terrors, and peculiarities of the realm to your players. It offers tools to let you work the Plane Below into your adventures and campaigns, ensuring that your players experience it as someplace truly alien. It covers the following topics.

- **The Basic Elements:** An overview including game mechanics for travel, direction, and gravity.
- **Features of the Plane:** Descriptions and rules for some of the peculiar environments, terrains, and hazards of the Elemental Chaos.
- **Skill Challenges:** Situations that might arise as adventurers explore the plane.
- **Campaign Arcs:** Illustrative campaign arcs—one for each of the four varieties of planar campaigns discussed in the *Manual of the Planes* supplement.
- **Adventures:** A selection of adventure ideas, including sample hooks.
- **Patrons:** A review of elemental patrons for your adventuring party.
- **Orders out of Chaos:** Organizations that might serve as friend, foe, or both.
- **Artifacts:** Powerful magic items that have ties to the Elemental Chaos or its denizens.

ZOLTAN BOROS & GABOR SZIKSZAI

**ELEMENTAL CHAOS TRAITS**

As first presented in *Manual of the Planes*, the Elemental Chaos has the following traits. These qualities are expanded on in the sections that follow.

**Type:** Fundamental plane.
**Size and Shape:** Infinite in extent.
**Gravity:** Elemental buoyancy.
**Mutability:** Unstable.

## Nature and Size

The Elemental Chaos is the source of the material and energy that make up every other realm in the multiverse. Stone and smoke, fire and metal, water and light, ice and lightning, wind and raw magic—all combinations are the substance of the Plane Below.

Thus the Elemental Chaos is considered one of the two fundamental planes, along with the Astral Sea. These two realms anchor the entire cosmos; without them the world, and most other planes, could not exist.

The Elemental Chaos is infinite in size and shape, but each of its known regions and locations is contained within a finite, if enormous, space. Those who travel beyond the known reaches of the Elemental Chaos might make astounding discoveries that outshine the City of Brass or the Pillars of Creation, but more likely they'll become utterly lost amid the most alien and hostile environments conceivable.

### Elemental Realms

The Elemental Chaos as a whole might be limitless, but the same is not true of the various elemental realms. Ranging from a few yards in diameter to a volume large enough to swallow worlds, these areas are carved from the Elemental Chaos by powerful magic or individuals of inconceivably strong will. In these regions, the environment is relatively stable. Some areas have normal gravity. Others feature elemental buoyancy, similar to that of the Elemental Chaos beyond, but perhaps with a different orientation of up and down. Still other realms have subjective gravity, where each creature decides for itself which is up and down. Most regions lack the unstable mutability of the Elemental Chaos—their substance is locked in place by the power or the mind that created them.

Uncountable numbers of elemental realms populate the Plane Below. Among the best known are the City of Brass, various githzerai monasteries, and the dreadful Abyss, which qualifies as both an elemental realm and a plane apart from the Elemental Chaos.

## Elemental Buoyancy

The Elemental Chaos has no north or south, no sunrise or sunset. Gravity does pull in a consistent direction to give the otherwise unpredictable plane a definite up and down. Even so, gravity isn't always reliable.

Inanimate objects and materials native to the Elemental Chaos are not subject to gravity. Islands of earth or ice (also called earthmotes), rivers flowing without beds, and broad oceans unbounded by shores remain suspended in the skies of the Elemental Chaos. Pitch a rock off the edge of a cliff, and it comes to rest where its forward momentum stops. Lift water in your cupped palms, and it hovers when you drop your hands away.

Nonnative objects, however, and living creatures (regardless of origin) do not benefit from this buoyancy. For them, gravity functions as it does in the natural realm. Drop your sword, and it hits the ground at your feet. Step off the edge of an earthmote, and you could have a long drop during which to contemplate that error in judgment.

Whether native to the realm or not, though, any object does not remain in one place for long—all are propelled by the plane's ceaseless currents of chaos.

### Currents of Chaos

Currents of chaos shape the Plane Below, but no one agrees on what exactly they are.

Chaos currents provide an easy explanation for the randomness inherent in the Elemental Chaos. Masses of land and other elements move constantly, making locations impermanent and often meaningless. An island here yesterday is somewhere else tomorrow. A route that was once straight now twists back upon itself. Winds blow unpredictably, storms move in opposition to those airstreams, mountains rise and fall—all in no apparent pattern. Observers write off such changes as a metaphor for the reality of living in the Elemental Chaos.

Nevertheless, chaos is a real force on this plane, no less so than fire or lightning, and it has its own ebb and flow. Elemental vessels such as *chaos gliders* latch on to something, and the same energy guides slaads and other entropic beings on their mysterious paths. Whether the currents of chaos are responsible for the fluctuations attributed to them is unclear, but no better explanation has been devised.

## Unstable Mutability

Islands drift, winds shift, water becomes fire, rivers change their course, and lightning carves tunnels through the lands. Travelers can't count on a specific destination being in the same place from one day to the next, or even on its having the same shape or being made of the same substance. Some regions

**Move Object:** Standard action.
- ✦ **DC:** The DC is based on the object's size—Tiny or smaller, DC 5; Small or Medium, DC 10; Large, DC 15; Huge, DC 20; Gargantuan, DC 25.
- ✦ **Success:** You move an unattended object. You move the object 1 square, +1 square for every 5 points by which you beat the DC.
- ✦ **Failure:** You can't try to move the same object until after a short rest.

**Alter Object:** Standard action.
- ✦ **DC**: The DC is based on the object's size—Tiny or smaller, DC 20; Small or Medium, DC 25; Large, DC 30; Huge, DC 35; Gargantuan, DC 40.
- ✦ **Success:** You change an unattended natural object into a different element or type of energy of the same size. For example, a boulder can be changed into a ball of fire.
- ✦ **Failure:** You can't try to alter the same object until after a short rest.

**Stabilize Area:** 1 minute.
- ✦ **DC:** The DC is 5 + 1 per square affected.
- ✦ **Success:** You lock an area into its current form for 24 hours. Double the area or the duration for every 5 points by which you beat the DC.
- ✦ **Failure:** You can't try to stabilize the same area until after an extended rest.

**Alter Area:** 1 minute.
- ✦ **DC:** The DC is 20 + 1 per square affected. Add 10 to the DC if the area has been stabilized (see above). Double the area or the duration for every 5 points by which you beat the DC.
- ✦ **Success:** You change the terrain of an area for 24 hours. For example, a bare rocky plain can be changed into a forest.
- ✦ **Failure:** You can't try to alter the same area until after an extended rest.

change constantly, hour by hour or minute by minute. Other places remain steady for hundreds or thousands of years, only to be suddenly reshaped in an instant by violent convulsions.

Most of the changes in the Elemental Chaos are random, but some transformations are driven by the will of living beings. So subject to change is the Plane Below that any powerful mind can shape its surroundings without magic, although certain rituals make the task easier. With concentration, a creature can cause an object to move or even change shape and substance: for example, a burning fire might be turned into a sculpture of ice, or a large uncut crystal into sandstone. An especially powerful being can even temporarily alter the nature of an entire area.

## Influencing the Chaos

Creatures in the Elemental Chaos can alter their surroundings by spending a certain amount of time in concentration and making a successful Intelligence check (see left).

Only unattended objects can be moved or altered. You can use this planar instability to create interesting encounters—terrain that rises and falls, footing that shifts from solid to liquid, pools of water that become flaming hazards.

## Mutability in Combat

Creatures strong in mind can attack enemies by manipulating the Elemental Chaos. This is an at-will basic attack, as described below.

This system requires some adjudication by the Dungeon Master as to its effects in combat. For a simpler combat option, see the *influence instability* power described below.

**Influence Instability** — Basic Attack

*You bend the plane to your will, smashing a nearby object into your foe or creating energy that does it harm.*

**At-Will ✦ see text**
**Standard Action** **Ranged** 15/30
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Special:** If you are trained in Arcana, you can add your implement's enhancement bonus to your attack roll. This power does not become an implement attack.
**Hit:** 2d10 + Intelligence modifier damage. This damage can be acid, cold, fire, lightning, poison, radiant, thunder, or untyped.
*Level 21:* 4d10 + Intelligence modifier damage.

You can adjust the efficacy of this attack according to the locale, imposing a penalty to attack rolls in more stable realms or a bonus in easily altered areas.

### Optional Rule: Very Long Range

Weapons that hurl projectiles are usually constructed in the world, so the elemental buoyancy of the Elemental Chaos has no effect on their ammunition. But what happens if a character uses a projectile weapon that was constructed in the Elemental Chaos, or just decides to pick up and hurl a rock? Although such objects are not subject to gravity, they are nonetheless pulled off course by the currents of chaos that invisibly shape the Elemental Chaos, much as gravity acts on a missile in the world.

Where the churning chaos of the plane is somewhat quiescent, you might allow a projectile of elemental origin to gain an additional range category. Very long range extends from the limit of long range to twice that limit. Attacks made at very long range take a -5 penalty to attack rolls. Beyond that distance, even if the projectile encounters no other obstacles, hitting a target is impossible barring extraordinary circumstances and godlike aim.

# Traveling the Elemental Chaos

Navigating the Elemental Chaos is difficult. In the world, travelers can rely on landmarks, the sun, the stars, and a compass. Also, much of that realm can be reached by foot or boat. In contrast, the Plane Below features few dependable landmarks, and predictable foot travel is possible only in limited stable regions, such as the City of Brass, Zerthadlun, or the Canaughlin Bog (page 70).

Nevertheless, the Elemental Chaos does contain some stretches of solid surfaces. Some are composed of dangerous substances, but many are not inherently harder to traverse than regions of the world, except where they are broken by great chasms, impossibly tall peaks, walls of lightning, or rivers of acid. Some of these areas even contain reasonably permanent landmarks. Getting to such a surface, though, might be a greater challenge than traveling across it.

## Riding the Chaos

Visitors to the plane who have no other options can try to "piggyback" on the drifting masses, though only the most desperate or most adventurous travelers practice such travel. A piggyback journey (sometimes called "riding the chaos") requires hopping from one swift-moving body to another, making zigzag progress toward a final destination. Given the constant motion of the Elemental Chaos, it is only a matter of time before a stable mass drifts by in the right direction.

In some regions, suitable motes pass through regularly. In others, the masses are visible in the sky but difficult to reach. To make the jump between motes might require chartering a short flight on an airship, performing a teleportation ritual, or raising a floating stairway through sheer willpower. In the last resort, it might be possible for travelers to bribe a titan into hurling them across the gap.

Aside from the problem of reaching the mass, a traveler must determine which passing object is the best conveyance. Without some method of prediction, riding the chaos is a matter of picking a habitable mass moving in the right direction and hoping it continues on that way. A common method of choosing a suitable drifting "vessel" was devised by the efreets, through a divining practice called *al-buraj*. Securing such assistance, however, always comes at a high price—and dealing with efreets is a perilous proposition. Other creatures might have a more instinctive understanding of the currents of chaos, but their guidance cannot be easily secured regardless of price.

### Elemental Collision

When large masses of elements collide, cataclysm results. One body might shatter the other, creating new, smaller masses in an instant of extreme violence. Sometimes one entity absorbs or encompasses the other, such as when an earthmote plunges into a vast ocean and becomes a sunken continent. The two objects might even transform each other: An earthmote and an enormous ball of fire might create a continent of lava, or a windstorm and an ocean of magma could give rise to a rain of fire.

By creating an impending elemental collision, you can set a time limit for characters' heroics or provide an impetus for a dramatic escape.

## Flight

Flight is available through spells or magic items, but most of those methods grant the ability for too short a time to be of much use in exploration. A character might be able to hop from one mote or vehicle to another, but that's about it. Other sources of flight, such as *flying carpets* and mounts created by the Phantom Steed ritual, are limited by altitude restrictions and thus are incapable of flying between widely separated masses.

Some rituals and items grant long-distance flight, but even they are not without danger. In the world, when a flight effect wears off, a solid landing surface is often nearby. In the Elemental Chaos, no such guarantee exists. Additionally, some magical flight ends if the affected character takes any action other than flying. Getting into a fight while far away from a solid surface could be deadly. Only a few powers, such as the cleric's *cloud chariot*, are truly effective means of long-range flight.

## Teleportation

Because travel throughout the plane is so difficult, many settlements of the Elemental Chaos make use of teleportation circles. Such transport is common in the City of Brass and can be found in other efreet outposts, genasi and giant communities, githzerai monasteries, and Elemental Chaos-based headquarters of worldly factions and cults. The infamous Choking Palace (page 72) is said to have teleportation circles of solid smoke that slowly shift through a predetermined pattern, making them useful only at certain times.

Travelers can find teleportation circles at seemingly random points across the various drifting masses of the Elemental Chaos. Some are engraved bands that have known origins, marking the sites of old communities or strongholds. Others were created by secretive factions to facilitate unseen assemblies for purposes still concealed. Strangest of all, a few circles seem to have been created by nobody but appear fully formed from random fluctuations of chaos and magic. One infamous transport point, made of everburning flame, floats in empty space with no solid footing beneath.

Of course, teleportation circles are useful only to those familiar with their patterns. Some portal signatures (such as the public circles in the City of

Brass) can be learned through research, but many runic combinations require firsthand observation. As a result, teleportation is better as a way to return to a known location than as a tool for exploration.

## Vehicles and Mounts

Mounts and vehicles, including magic vessels, are common means of traversing the Elemental Chaos. Some adventuring parties purchase and crew their own, but most hire such conveyances.

Vehicles traveling to major trade centers and communities, such as the City of Brass and Gloamnull (page 74), are relatively easy to find. The farther one travels from the centers of the plane's civilizations, though, the scarcer such vessels become.

The Brazen Bazaar (page 68) is a caravan of wagons that travels the Elemental Chaos, sometimes stopping in the world or on other planes. Travelers are allowed to accompany it if they can afford a modest fee and shoulder their own load. Voyagers who shirk their duties, do not pay enough, or anger the caravan attendant risk becoming just another commodity sold to or by the efreets.

**ELEMENTAL CHAOS VEHICLES AND MOUNTS**

| Mount or Vehicle | Overland Speed | Miles per Day | Miles per Hour |
|---|---|---|---|
| Airship (*AV* 18) | fly 15 | 180[1] | 7½ |
| *Apparatus of Kwalish* (*AV* 17) | 6, swim 6 | 15, 15 | 3, 3 |
| *Chaos glider* | fly 10 | 120[1] | 5 |
| *Chaos ship* | fly 12 | 144[1] | 6 |
| Gorgon, iron (*MM* 143) | 6 | 30 | 3 |
| Gorgon, storm (*MM* 143) | fly 10 | 50 | 5 |
| Griffon (*MM* 147) | fly 15 | 75 | 7½ |
| Griffon, rimefire (*MM* 147) | fly 15 | 75 | 7½ |
| Hippogriff (*MM* 146) | fly 15 | 75 | 7½ |
| Hippogriff dreadmount (*MM* 146) | fly 12 | 60 | 6 |
| *Lightning skiff*[3] | fly 100 | 1,200[1] | 50 |
| Ornithopter (*AV* 19) | fly 5 | 25 | 2½ |
| *Planar dromond* (*MP* 159)[2,4] | swim 5 | 60[1] | 2½ |
| *Spelljammer* (*MP* 159)[2] | fly 15 | 180[1] | 7½ |
| Thunderhawk (*MM* 221) | fly 15 | 75 | 7½ |

***AV*** = ***Adventurer's Vault***
***MM*** = ***Monster Manual***
***MP*** = ***Manual of the Planes***

**1: This vessel can travel 24 hours per day, rather than 10.**

**2: This vessel can cross from one plane to another.**

**3: *Lightning skiffs* "ride" lightning from place to place. If no storms or other sources of lightning exist in a region, a skiff cannot travel there.**

**4: Normal *planar dromonds* are capable of traveling only through water, but many such vessels are enchanted to survive damaging liquids such as magma or acid. A few have outriggers resembling skis that can be lowered for sailing across thick mud, snow, or loose-packed sand or salt; this sort of travel reduces overland speed by half.**

Many travelers prefer to ride beasts native to the Elemental Chaos, such as rimefire griffons, because such mounts can easily find their way in the wild plane. Natural creatures such as hippogriffs are also common, but more suitable for short-distance transport. In general, mounts are riskier than inanimate vessels—a safe place to set down might not be available when the beast tires.

Some characters strike bargains with great creatures of the Elemental Chaos to transport them safely. Referring to them as mounts is grievously insulting to such intelligent beings, though; they are best treated as companions. The dragon eel is one such creature, as are tempest dragons and pyroclastic dragons (see *Draconomicon: Chromatic Dragons*), although they require travelers to find a way to endure their damaging auras.

## Vehicle and Mount Travel Times

The *Player's Handbook* (page 261) gives travel times for basic mounts and vessels. The *Adventurer's Vault* supplement (page 15) covers a wider variety. The table on this page presents vehicles and mounts common or well suited to the Elemental Chaos.

In addition to the terrain modifiers given on page 261 of the *Player's Handbook*, use the following modifier for Elemental Chaos travel using creatures that are not native to the plane.

**ELEMENTAL CHAOS TRAVEL MODIFIER**

| Multiplier | Circumstance |
|---|---|
| ×3/4 | Nonelemental mount |

*Spelljammers* and *planar dromonds* are most commonly associated with the Elemental Chaos, but other vehicles have been developed for travel in the plane. They are described below.

**Lightning Skiff**
Gargantuan vehicle

**HP** 250 **Space** 2 squares by 4 squares **Cost** 20,000 gp
**AC** 4; **Fortitude** 20, **Reflex** 2
**Immune** lightning
**Speed** fly 100

**Pilot**
The pilot must stand at a control wheel, typically at the rear of the *lightning skiff*.

**Crew**
In addition to the pilot, a *lightning skiff* requires a crew of three, all of whom use a standard action each round to control the vehicle. Reduce the *lightning skiff's* fly speed by 40 for each missing crew member. At fly speed 0, the *lightning skiff* sails out of control.

**Load**
Ten Medium creatures; one ton of cargo.

**Out of Control**
An out-of-control *lightning skiff* moves along the lightning at half speed.

**Lightning Keel**
A *lightning skiff* flies along lightning. Lightning that the skiff is riding cannot harm its pilot, crew, or passengers.

**Chaos Glider**
Huge vehicle

**HP** 100 **Space** 2 squares by 3 squares **Cost** 13,000 gp
**AC** 4; **Fortitude** 12, **Reflex** 4
**Speed** fly 10

**Pilot**
The pilot must control the *chaos glider's* wings with both hands.

**Crew**
In addition to the pilot, a *chaos glider* requires a crew of four, all of whom use a standard action each round to control the vehicle. Reduce the glider's fly speed by 4 for each missing crew member. At fly speed 0, the *chaos glider* sails out of control.

**Load**
Six Medium creatures; 100 pounds of cargo.

**Out of Control**
An out-of-control *chaos glider* moves at half speed in a random direction.

**Chaos Propulsion**
A *chaos glider* rides the currents of chaotic energy that ripple through the Elemental Chaos, so it functions only there. Its propulsion is uncertain at best. Passengers on a *chaos glider* can be becalmed at times, tossed to unknown locations, or hurled to their destination in the blink of an eye. On average, a glider moves at its listed speed.

**Chaos Ship**
Colossal vehicle

**HP** 2,000 Space 27 squares by 16 squares **Cost** n/a
**AC** 3; **Fortitude** 20, **Reflex** 2
**Speed** fly 12 (hover), overland flight 15

**Pilot**
The pilot must stand at the wheel, which sits atop the sterncastle deck. The wheel is mounted on a gimbaled lever that controls pitch and altitude. Cables running beneath the deck connect to three *anarch sphere* cradles. These *anarch spheres* provide motive power and lift. The ship will hover without a pilot or crew, but forward motion requires both.

**Crew**
In addition to the pilot, a *chaos ship* requires a crew of three for any movement other than hovering. Each must be stationed adjacent to one of the three inset *anarch spheres*. Each of the crew must spend a standard action each round to help control the vessel once it is under way. Reduce the ship's fly speed by 4 for each missing crew member. If the ship reaches fly speed 0 on any given round after it is under way, the ship is unable to be steered and flies out of control. Once it is out of control, regaining control requires 3 consecutive rounds with the pilot and three crew members manning their stations.

**Load**
200 Medium creatures; 4,000 tons of cargo.

**Out of Control**
When the ship is out of control, it moves forward at half speed. Each round, roll a d20. On a roll of 1-5, the ship descends. It descends 5 squares per round for the first 10 rounds it's out of control. After 10 rounds, it descends 10 squares per round. If the ship hits a solid mote in the Elemental Chaos or the Abyss after traveling out of control for more than 20 rounds, it is destroyed.

**Chaos Attunement**
A *chaos ship* functions only in the Elemental Chaos and the Abyss.

**Wheel and Three Anarch Spheres (Navigation Focus)**
This vehicle is equipped with three *anarch spheres*, which serve as the navigation focus for the wheel mounted on top of the sterncastle deck.

## Finding Your Way

Up and down are never in doubt in the Plane Below, but cardinal compass points are meaningless. No sun rises or sets to establish direction. Landmasses drift continually. That anyone can find a route through this constantly shifting place is amazing. Travelers who can see their destination are not likely to get lost. Otherwise, navigation is a constant concern.

Elemental creatures have an instinctive sense of the flow of chaos in their environment and might guide outsiders who request their services. Some beings, such as efreets, claim to recognize patterns in the plane's seemingly random fluctuations. Natives can use either Arcana or Nature to navigate, as can outsiders who have spent several months within the Elemental Chaos and have grown somewhat acclimatized to its turbulence. Other explorers can use only Arcana. The "Lost in the Wilderness" skill challenge (*Dungeon Master's Guide*, page 79) and the "Sailing the Sea of Fire" skill challenge on page 27 are good examples of how to handle navigation in the Plane Below.

### The Chaos Ship: Riding in Style

The most dependable way of traversing the Plane Below is on a *chaos ship*. Only a few of these enormous vessels exist, and finding one or booking passage on it might not be easy, but for many adventurers it's worth the effort.

The upper deck of a typical chaos ship is 130 feet from stem to stern. A 5-foot-high railing surrounds the upper deck. The railing holds stanchions every 5 feet, through which hawsers can be tied to secure crew or cargo.

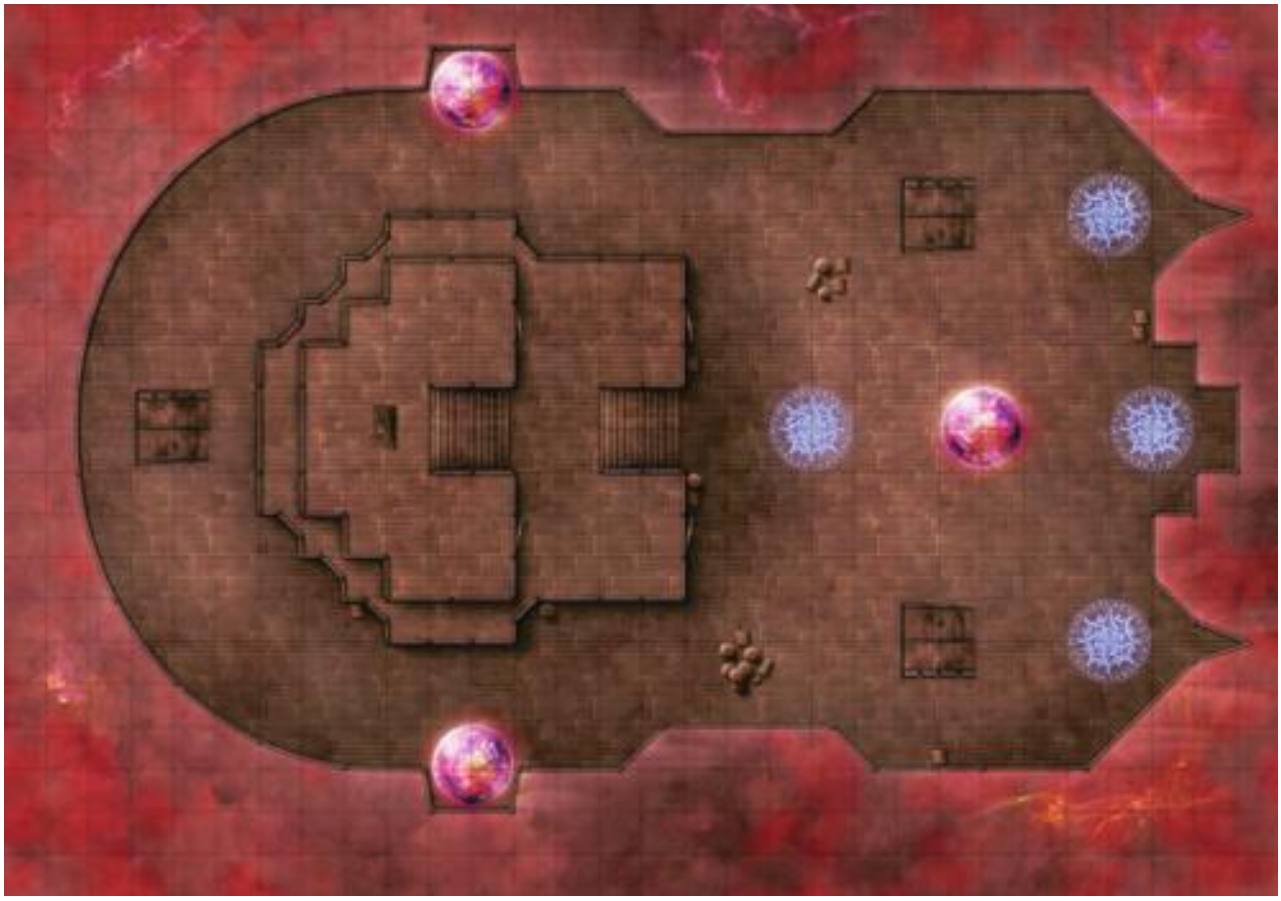
One of these vehicles plays a major part in the epic tier adventure *Prince of Undeath*. The illustration on the facing page depicts a *chaos ship*'s major features.

**Sterncastle:** This two-story structure occupies much of the ship's stern. One set of stairs provides access to the first level, and a second set of stairs to the second level. The top level of the sterncastle contains the wheel that steers the craft.

**Hatches:** The three hatches on the main deck lead to the belowdecks areas where cargo is stored.

**Anarch Spheres:** These three crystal spheres sit in cradles. Each contains the bottled essence of chaos, and provides the ship's motive power.

**Magic Circles:** Each of these inscribed circles provides teleportation access to a different, distant location, depending on the ship's current position and the rituals used to create the circles.



# FEATURES OF THE PLANE

A spike of solid thunder erupts from a bubbling magma field before dissipating into storm clouds. The clouds spawn torrential rains that solidify the magma. This igneous rock shatters into a swarm of earthmotes, which crash into a sea of acid. The impact creates a tidal wave that spills into volatile lakes of liquid lightning hugging a rime-covered shore. An explosion melts the icy beach and pushes a river out into the clear skies. That rushing torrent slams into a plain of fire. The confluence of opposing elements hisses into a steam geyser, a half-mile wide and incredibly high. The elemental steam is so hot that it vaporizes everything nearby.

Such chaotic manifestations continually shake the Plane Below. Some sections of the plane are hospitable to the primordials alone. Other swaths are inhabited only by creatures spawned from the churning crucible, or those magically protected from its violent extremes.

Still, not all areas of the Elemental Chaos are anathema to visitors. In the infinity of this fundamental plane, countless areas and paths exist that nonnatives can travel. Surviving such a journey requires some preparation, a good dose of daring, and a careful step.

You can use the following tools to create evocative and interactive encounter environments in the Elemental Chaos and the Abyss. A brief description of strange weather and environments in the plane is followed by details of several new types of fantastic terrain. Finally, this section presents hazards and skill challenges to spice up elemental encounters.

## Weather and Environmental Dangers

The weather found in the world also manifests in the Elemental Chaos, although often more violent. Locales are obscured by fog, blinded by blizzards, and pummeled by rain, tornadoes, sand storms, and gales. Stranger forms of weather also exist—ice mists, acidic rain, fiery cyclones, and gales of boulders.

The Endure Elements ritual is a handy tool for traversing the Elemental Chaos, but it has its limits. The more hospitable sections of the plane feature temperatures between the natural-world extremes of –50 and 140 degrees Fahrenheit, but temperatures in most of the plane's regions extend beyond this range. In addition, the atmosphere can vary significantly in the blink of an eye. In areas of extreme temperatures,

creatures without protection expire quickly, and even warded individuals can hold out for only so long.

The Endurance skill gauges a character's ability to withstand environmental dangers. For normal dangers found in the world and in the hospitable areas of the Elemental Chaos (see *Dungeon Master's Guide*, page 159), a character must succeed on an Endurance check every 8 hours or lose a healing surge, unless under the protection of Endure Elements. Within less hospitable areas, the Endurance check DCs do not increase dramatically, but the frequency of checks does. Characters without the protection of Endure Elements must make a check every 5 minutes or lose a healing surge. Those protected by the ritual must make a check every 8 hours or lose a healing surge.

Extreme conditions in the Elemental Chaos are described below. Although the Endure Elements ritual neutralizes most natural dangers, the environmental threats of the Elemental Chaos are more severe. The term "primordial" indicates an extreme that requires a character to make Endurance checks even when protected by Endure Elements. For such regions, the Endure Primordial Elements ritual provides more reliable protection. (See the "Greater Danger, Greater Magic" sidebar.)

| Condition | Endurance DC |
|---|---|
| Primordial storms | 20 |
| Primordial winds | 21 |
| Primordial cold | 22 |
| Primordial heat | 22 |
| No air | 26* |
| Frigid primordial cold | 26 |
| Stifling primordial heat | 26 |
| Primordial smoke or ash | 26 |
| Mutating primordial chaos | 31 |

*** This check must be made every minute, rather than every 5 minutes, and Endure Elements does not lessen the frequency.**

### Greater Danger, Greater Magic

In many areas of the Elemental Chaos, the Endure Elements ritual reduces but does not eliminate environmental dangers. These extreme situations require a more powerful and much rarer ritual: Endure Primordial Elements.

Both rituals turn environmental dangers "on and off." Not until a character reaches the higher paragon tier is he or she able to overcome more intense elements by using the Endure Primordial Elements ritual.

Remember that these rituals protect characters from the ambient atmosphere and normal precipitation dangers of the plane. They do not protect characters from elemental attacks originating from terrain, hazards, or the powers of elemental creatures.

### Endure Primordial Elements

*Flames lick you, or lightning crackles around you, but you pay these threats no mind.*

**Level:** 17
**Category:** Exploration
**Time:** 10 minutes
**Duration:** 24 hours
**Component Cost:** 4,300 gp
**Market Price:** 12,000 gp
**Key Skill:** Arcana (no check)

You designate up to eight ritual participants, including yourself, who ignore penalties and Endurance checks associated with the extreme weather and environments of the Elemental Chaos.

An affected creature and its equipment ignore ill effects from extreme temperatures and other ambient threats. Creatures' attacks, terrain features, and traps or hazards are still potential dangers. In areas where you would normally have to make Endurance checks every 8 hours while under the effect of Endure Elements, you need not make any checks while under the effect of Endure Primordial Elements.

## Elemental Fantastic Terrain

Compared to even the most bizarre areas of the world, the strange terrain of the Elemental Chaos is fantastic. Few creatures other than the efreets can swim the Sea of Fire, and only the hardiest of elemental beings can survive the deadly pummeling of an earth storm. Other places are so alive with churning, warping elemental energy that they seem to come alive when creatures venture too near.

The following hazards only scratch the surface of the variety of fantastic terrain that exists throughout the Plane Below. You can use these selections to create a variety of features to add an unexpected twist to encounters, or mix their material and functions to create new and exciting terrain of your own: crawling ice, frozen lightning, or fire mist.

Some of the hazardous terrain described below is typical of the Abyss. Nevertheless, the ever-shifting nature of the Elemental Chaos means that such dangers might appear anywhere in the plane.

### Acidic Mire

Any quagmire can be dangerous and debilitating. In the Elemental Chaos, a swampy area filled with caustic liquid makes the peril far worse. Seas composed of flesh-dissolving liquids are bordered by shores riddled with moors that churn with acid bubbling up from below. Such confluences of muck and acid are deadly to traverse, so creatures that crave solitude build bastions amid this inhospitable terrain.

**Effect:** A square of acidic mire is difficult terrain for creatures without earth walk. They sink into the mire, muck clinging to flesh and clothing. In

addition, any creature that starts its turn in a square of acidic bog takes ongoing 5 acid damage per tier and is slowed (save ends both).

**Usage:** Acidic mire requires characters to trudge more slowly through an area. Artillery or controller monsters take advantage of such terrain to hinder melee attackers.

## Bonepowder Haze

In desolate sections of the Abyss, especially the dread region of Thanatos (*Manual of the Planes*, page 82), strange clouds of fine, white powder hover in the air and crackle with necrotic energy. This strange haze saps the life force of creatures within it, dissipating or corrupting that life force to empower nearby undead.

**Effect:** Fields of bonepowder haze are lightly obscured. Any living creature within a square containing this terrain regains only one-half normal hit points from healing effects. Furthermore, whenever a living creature receives a healing effect while in bonepowder haze, each undead creature within 3 squares of it gains a +2 power bonus to attack rolls until the end of the undead creature's next turn.

**Usage:** Pairing bonepowder haze with undead is a no-brainer. Even without undead, the haze makes any combat more dangerous by degrading healing. Brutes wade into the haze, knowing that the damage of their powerful strikes will persist longer. You can position artillery at the edge of a field of bonepowder haze to obscure the enemy and also hinder ranged counterattacks.

## Chaos Breath

An area of chaos breath contains powerful, unpredictable wind gusts that extend high into the atmosphere, equally affecting flying and grounded creatures. The gusts occupy several areas, each 1 to 4 squares across. The currents react to movement and other disturbances, making them appear to be aware.

**Effect:** When a creature enters a square containing chaos breath or starts its turn there, it slides 1d4 squares in a random direction and must make a saving throw to avoid being knocked prone. Creatures that are already allowed a saving throw to avoid being knocked prone gain a +2 bonus to this saving throw.

A creature within a square of chaos breath can attempt an easy Athletics or Acrobatics check to reduce the distance of the slide by 1 square, plus 1 square for every 5 points by which the check result beats the DC. A creature that does not slide any distance is not knocked prone.

**Usage:** Chaos breath confounds strategic maneuvering by adding unpredictability to movement. Since this terrain is difficult to spot (requiring a hard Perception check), it can catch both sides in a conflict off guard.

Because of the variability of the Elemental Chaos, the effect of chaos breath might not be consistently applied in all cases. In certain areas, the gusts might not be strong enough to affect larger creatures. Air creatures might sense an area of chaos breath and avoid it, or can have an innate resistance to its effect at your discretion.

To create more disarray—and more complexity—you could have chaos breath potentially affect the entire encounter area instead of specific squares within it. Each creature has a chance of being caught in a gust at the start of its turn, perhaps on a roll of 1-4 on a d20.

## Crawling Earth

The substance of the Elemental Chaos sometimes exhibits a destructive will, especially in the form of elementals, but sentience is not necessary for the semblance of living behavior. A prime example is crawling earth, which resembles normal ground but animates when stepped on, then quiets after a few moments.

**Effect:** When any creature ends its movement in a square of crawling earth, it triggers that square and any contiguous squares containing that terrain. The ground rises up and moves 1d4 squares in a random direction, carrying along any creature in that space. The movement is so quick and jarring that a creature in a square of crawling earth must make a saving throw to avoid being knocked prone.

A section of crawling earth is usually no larger than 4 squares on a side, but wider areas exist in particularly unstable sections of the Elemental Chaos.

**Usage:** The Elemental Chaos contains several fantastic terrain types that create a dynamic environment, but crawling earth does the best job. Such terrain discourages creatures from ending their movement in certain spaces, forcing them to move farther than they otherwise would (which favors melee combatants) or discouraging movement altogether (making them easy prey for ranged attacks). You might also set the crawling earth's movement in a specific direction or toward a given point to push the action a certain way or to enhance monsters' control effects.

## Demon Jags

These areas of sharp, rugged stone are formed when demons are trampled by other demons or otherwise violently absorbed into the surrounding surface. Most commonly encountered in the Abyss, demon jags could occur anywhere a demonic horde swarms.

**Effect:** Squares containing demon jags are difficult terrain, but any creature can move through the space normally by taking 5 damage per tier for each square entered. Demons are immune to this effect—the spars yield to their passing or retract into the

*Ice Maws*

ground. Furthermore, a demon occupying a square of demon jags can use its variable resistance without reducing its limit for the current encounter.

**Usage:** Demon jags serve well as walls and ramparts in demon lairs. Those unusual demons that have any degree of patience use the jags to slow or wear down approaching enemies.

## Demon Slick

Dangerous and debilitating, this odd black slime is a common terrain feature throughout the Abyss. It is particularly widespread where large numbers of demons congregate for long periods of time.

**Effect:** The vile gunk smells foul and makes footing treacherous, creating large areas of difficult terrain. Any nondemon creature that ends its turn in a square of demon slick takes 5 acid and poison damage per tier. In addition, the oily slick responds to certain attacks by extending and latching onto creatures within it. Any creature that is hit by an acid or poison attack while in a square of demon slick takes ongoing 5 acid and poison damage per tier (save ends).

**Usage:** Demon slick is a natural complement to demons that have acid or poison attacks, such as bebiliths, mezzodemons, and vrocks. Against characters without protection against such types of damage, the demons' debilitating attacks are even more effective.

## Earthflow

The world suffers the occasional mudslide or avalanche. In the Elemental Chaos, earth moves constantly in rivers of rock, dirt, or mud.

**Effect:** Each area of earthflow has a direction of current (see "Underwater Terrain," *Dungeon Master's Guide*, page 45). Different sections of a single area could flow in different directions, creating a particularly turbulent earthcourse.

Earthflow squares are difficult terrain. Each creature within an earthflow area at the start of its turn slides 3 squares in the direction of flow. If the creature is forced into an area with a different flow direction, it slides the remaining distance in the new direction. The creature must also make an Acrobatics or Athletics check to avoid sinking into the flow and becoming grabbed. (Use the "Skill Check Difficulty Class by Level" table on page 24 to set appropriate DCs and difficulty.)

Creatures that have earth walk ignore all earthflow effects.

**Usage:** Earthflow terrain forces the characters in a certain direction or puts them at a disadvantage against creatures that have earth walk. An entire encounter area filled with earthflow can be frustrating, though, so be sure the encounter contains other terrain and rewards clever use of skills to bypass the earthflow.

## Elemental Spout

Eruptions of material or elemental energy are a common occurrence in the Plane Below. Any substance can issue forth from solid surfaces, bodies of liquid, raging storms, or empty air.

**Effect:** An elemental spout fills a burst, 1 square per tier, centered on a particular origin square. The spout might erupt at intervals or when a creature moves within 1 square of the burst's center. For interval eruptions, the spout rolls initiative at the start of combat or takes effect at a specific time in a round; for an erratic spout, you might roll initiative each round.

The effect of an elemental spout depends on the type of energy or material it disgorges. A summary of common elemental spouts and their effects follows. Exotic spouts also exist that contain more than one substance.

*Acid:* 5 acid damage per tier, and ongoing 5 acid damage per tier (save ends).

*Frost:* 5 cold damage per tier, and the target is slowed (save ends).

*Lightning:* 5 lightning damage per tier, and the target is dazed (save ends). If a target is already dazed, it is instead stunned (save ends).

*Magma:* 5 fire damage per tier, and ongoing 5 fire damage per tier (save ends).

*Poison Gas:* 5 poison damage per tier, and the target is weakened (save ends).

JULIE DILLON

*Scalding Slick:* 5 fire damage per tier, and the target is knocked prone.

*Thunder:* 5 thunder damage per tier, and the target is pushed 2 squares from the spout's origin square.

**Usage:** Elemental spouts break up an encounter area and give the characters a reason to move in certain ways, whether to avoid the effects of the spouts or to use them in a clever tactical way. Creatures that have resistance or are immune to a spout's effects can take advantage of the spout to block and damage enemies.

## Energy Alteration Field

The air sparkles and the ground buzzes in the area of an energy alteration field. The terrain can be as big as an entire encounter area or as small as a few squares on a side.

**Effect:** When a creature within the field makes an attack that has a damage type, or such an attack targets a creature or a square within the field, the attack's damage type changes. For an attack that has an area of effect, the damage type changes only in the part of the area of effect that overlaps the field.

Energy alteration fields are inherently chaotic, each one producing a different effect. Use the following table to determine the new damage type, rolling once for each of the attack's damage types. If the new damage type is the same, nothing happens; an attack that has two or more damage types ends up with only one instead.

| d8 | Energy | d8 | Energy |
|---|---|---|---|
| 1 | Acid | 5 | Lightning |
| 2 | Cold | 6 | Poison |
| 3 | Fire | 7 | Radiant |
| 4 | Force | 8 | Thunder |

Creatures trained in Arcana can manipulate an energy alteration field as a minor action.

*Arcana Easy DC:* A successful check allows a creature to make one target ignore the effect of the energy alteration field until the end of that target's next turn.

*Arcana Moderate DC:* A successful check allows a creature to change the damage type of its attacks within the field to any other type that the field allows. This effect lasts until the start of the creature's next turn.

*Arcana Hard DC:* A successful check allows a creature to change the damage type of all attacks within the field to any other type that the field allows. This effect lasts until the start of the creature's next turn.

**Usage:** An energy alteration field lets characters and monsters alike tinker with their damage types and adds a surprise element to an encounter. It can be key strategic terrain in a battle, allowing a creature that specializes in limited damage types to diversify or to affect creatures that normally have resistance to such damage.

## Frozen Fire

Portions of the Elemental Chaos experience cold so intense that even fire freezes. In other areas, fire and ice mingle in ways that are contradictory to minds that are familiar only with the natural world. This mixing of opposites is highly unstable—the subtlest change in the surroundings can cause a dramatic explosion.

**Effect:** Patches of frozen fire are usually no larger than 6 contiguous squares, but larger areas can exist. When a creature without the cold keyword enters a square adjacent to frozen fire, or a square of frozen fire is subjected to fire, lightning, or thunder damage, that square explodes. The effect is a close burst 1, centered on the origin square, dealing 1d8 cold and fire damage per tier.

**Usage:** An encounter area containing several regions of frozen fire tightly limits safe zones on the battlefield. Such control particularly favors soldiers, forcing characters to make hard tactical choices during combat.

## Ice Maws

These expanses of permafrost seem tranquil from a distance, but when a creature approaches, the frozen ground seems to come alive with mouthlike openings that snap at the creature's feet. The voracious maws are individually small and slow, but their collective bite is debilitating.

**Effect:** If a creature without ice walk starts and ends its turn in the same ice maws space, it takes 5 cold damage per tier and is immobilized (save ends). The affected creature cannot make a saving throw against this effect until the end of its next turn.

**Usage:** Large sections of ice maws can encourage characters to pass through an encounter area with haste and discourage ranged attackers from staying in one place. Ice archons are well known for using ice maws to protect their crystalline fortresses.

### Exotic Terrain, Standard Effects

The Elemental Chaos is a place of wild magic and shifting elements, but not all its terrain requires special rules. You can adjust normal-seeming terrain to have unusual features that bring the Plane Below to life. A seeming lake might be traversed as if it were solid land. Stone might flow like water and use the same rules for combat and movement. Lightning could crawl slowly from the earth to the sky, allowing a creature to climb it as if it were a beanstalk.

## Fantastic Terrain from Other Sources

Several other D&D books contain fantastic terrain that can be found in the Elemental Chaos.

### Dungeon Master's Guide

Blood rock (page 67)
Choke frost (page 67)
Loadstone (page 68)
Mirror crystal (page 68)
Slides (page 68)
Whirlwind (page 69)

### Dungeon Master's Guide 2

Blast cloud (page 58)
Bolt stone (page 58)
Creeping ice (page 58)
Elemental windchurn (page 59)
Energy node (page 59)
Grasping bog (page 60)
Jade flame (page 60)
Rage stone (page 61)
Thunder shards (page 61)

### Manual of the Planes

Abyssal wellspring (page 21)
Elemental seepage (page 22)
Phase rock (page 22)
Energy crystals (page 22)

## Infectious Pallor

Pockets of diseased air drift through the Abyss. These vapors are often invisible, and those that can be seen appear innocuous. Light within an area of infectious pallor looks slightly different from that in surrounding areas. Also, creatures within this terrain appear sickly and wan, and any wounds they take seem to ooze with infection.

**Effect:** Each area of infectious pallor carries a specific disease (*Dungeon Master's Guide,* pages 49–50). Any creature that starts and ends its turn in a square of infectious pallor (even if they are different squares in the same area) is exposed to that disease. A common plague of the Abyss is demon pox, described below.

**Usage:** This terrain works well with undead and elemental creatures, both of which are commonly immune to disease and have no fear of being within the area. The disease you pick determines how scary the pallor is. Try positioning this terrain around areas that you want to be challenging to reach, or in places you want characters to pass through quickly.

## Lightning Mist

These fields of gray-blue fog that drift slowly through the Elemental Chaos are hazardous to traverse quickly. Lightning mist typically coalesces into an area 5 squares on a side, but masses miles wide and just as deep are not unknown in treacherous territories.

**Effect:** When the particles within the mist are stirred, a charge of electricity lashes out. Any creature that enters more than 2 squares of lightning mist during a single move action takes 5 lightning damage per tier. Squares containing the mist are lightly obscured.

**Usage:** Lightning mist forces creatures to slow down or suffer the consequences. Artillery monsters zero in on slowly moving creatures within the mist, gaining more attacks at a slight cost to accuracy. Elemental creatures that have resistance or are immune to lightning damage thrive in these areas.

## Liquid Thunder

After a powerful elemental storm ravages an area of the Elemental Chaos, gray and placid pools are left behind. These innocuous-looking puddles are actually highly volatile liquid coalesced from the force of the storm. Liquid thunder pools are so unstable that they are rarely larger than 1 square.

**Effect:** A pool of liquid thunder remains calm and mirrorlike until a creature or an object enters it. It then releases the tremendous thunder stored within it, blasting a creature in its square and each creature adjacent to that square. The force of the blast hurls the affected creatures 10 feet per tier into the air. Any creature that falls back to the ground takes 1d10 damage per tier; it can make an Acrobatics check as normal to reduce the falling damage.

**Demon Pox** — Level 5+ Disease

*Typically delivered by infectious pallors that waft through the Abyss, demon pox can also be contracted from the melee attacks of infected demons.*

**Attack:** Encounter level + 3 or demon level + 3 vs. Fortitude
**Endurance** improve DC 15 + encounter level or demon level, maintain DC 10 + encounter level or demon level, worsen DC 9 + encounter level or demon level or lower

◀ The target is cured.

**Initial Effect:** The target develops a multicolored rash of disgusting pox. Whenever a critical hit is scored against the target, it takes 1d10 extra damage and is dazed (save ends).

◀▶ The pox begins to ooze and scab over. The target loses a healing surge until it is cured. Whenever a critical hit is scored against the target, it takes 1d10 extra damage and is dazed (save ends). While the target is bloodied, it is also slowed.

▶ **Final State:** The target dies and 1d6 dretches (*Monster Manual 2,* page 54) tear free from its corpse.

**Usage:** Liquid thunder is a simple but dangerous obstruction. Creatures that have forced movement powers use it to great effect.

## Phase Crystal

This translucent, silvery crystal is related to phase rock (*Manual of the Planes,* page 22). It can be induced to discharge its extradimensional energy and shunt a creature out of phase for a short time.

**Effect:** When a creature ends its move in a square of phase crystal, it gains phasing until the end of its next turn. That square cannot affect another creature until the end of the encounter.

**Usage:** Combined with obstacles that restrict a battlefield, phase crystal allows characters or monsters greater mobility. You can restrict the terrain's effect by limiting the number of squares it covers. Try not to use phase crystal as the only way to get to a special area or encounter unless the terrain is large enough to affect the entire party at one time.

## Primordial Font

Volatile fountains of liquid elemental energy can erupt anywhere in the Elemental Chaos, changing those who bathe in them.

**Effect:** A creature that remains in a square containing a primordial font for its entire turn gains a random elemental keyword and an accompanying benefit, as shown in the table below. Alternatively, a creature in the font's square can spend a standard action to splash the liquid over itself, gaining the keyword and the accompanying benefit even if it does not end its turn in the font.

Whenever a creature gains a primordial font effect and is already under the effect of a previous result, the prior effect ends. Otherwise, a creature that is under a primordial font's effect rolls a d20 at the end of its turn. On a result of 9 or lower, the effect ends.

Creatures of the elemental origin that are affected by a primordial font can make a saving throw to avoid its effect.

| d6 | Keyword | Effect |
|---|---|---|
| 1 | Earth | You gain resist 5 to all damage. |
| 2 | Fire | You deal 1d6 extra fire damage per tier with melee attacks. |
| 3 | Ice | Each creature that starts its turn adjacent to you is slowed until the start of your next turn. |
| 4 | Lightning | Until the start of your next turn, you don't grant combat advantage or take a –5 penalty to attack rolls when you run. |
| 5 | Thunder | Each creature that starts its turn adjacent to you is dazed until the start of your next turn. |
| 6 | Water | You can shift as a minor action. |

**Usage:** Primordial fonts create interesting random interactions for monsters and characters alike. You can place them in an encounter when you want a strange and unpredictable battle. Alternatively, primordial fonts are useful in areas containing portals or other restricted zones that are accessible only to creatures that have a certain elemental keyword.

## Strangling Wind

The pressure of this wind is so great, and its blasts so turbulent, that it slows and even suffocates those who push themselves too hard. The winds are strong enough to hinder the accuracy of ranged and area attacks (even magical ones). A jet of strangling wind is typically 3 squares wide and 6 to 8 squares long at paragon tier, and 5 squares by 10 squares at epic tier.

**Effect:** A creature that starts its turn in a square of strangling wind is slowed until the start of its next turn. A creature that runs or takes a double move in strangling wind is dazed (save ends) at the end of that movement, even if it is no longer within the wind's area. With each failed saving throw, the target loses a healing surge.

Creatures take a –5 penalty to attack rolls with ranged or area attacks launched within or into an area of strangling wind.

**Usage:** Strangling wind makes a formidable barrier that penalizes creatures trying to move quickly through the area. Elemental brutes and soldiers, such as rockfire dreadnoughts (*Monster Manual*, page 104) and demons, love fighting in strangling wind. They can take their time beating the pulp out of their enemies without worrying much about ranged attacks.

## Wrath Mud

In parts of the Abyss, the land itself is subject to the insane rage that twists and contorts reality. Certain stinking bogs contain eerie mud that saps the sanity from creatures within it, pushing them to violence through psychic pain. The mud has a normal consistency but features an oily sheen, reflecting light in a swirling rainbow of sickly color.

**Effect:** Areas of wrath mud are difficult terrain. Any creature within a square of wrath mud that scores a critical hit with a melee attack deals 1d10 extra damage per tier on that attack. Furthermore, a creature that starts its turn in a square of wrath mud and does not make a melee attack before the end of its turn takes 5 psychic damage per tier.

**Usage:** Wrath mud is similar to, but more unforgiving than, blood rock (*Dungeon Master's Guide*, page 67). It is typically used to create bottlenecks that force bloody melee battles—the kind of fight that demons enjoy most.

# Elemental Hazards

The wilds of the Elemental Chaos are as dangerous as any of the plane's inhabitants. A variety of hazards threaten the unwary, and even natives give certain areas a wide berth. The hazards presented here expand on those in the *Dungeon Master's Guide* and *Manual of the Planes*.

**Gorgon Mud** **Level 8 Obstacle**
Hazard XP 350

*This viscous green mud forms pockets in bogs and soft ground. It erupts around those who disturb it to clutch at their feet, then hardens into an earthen prison.*

**Hazard:** This hazard consists of 10 squares positioned in a larger field of mud or soft earth. The hazard affects any creature that enters one of its squares.

**Perception**

✦ DC 19: The character can discern if any adjacent squares contain gorgon mud.

**Additional Skill:** Arcana

✦ DC 14: The character recognizes the hazard's nature.

**Trigger**

When a creature enters a square of gorgon mud, the hazard attacks.

**Attack**

**Opportunity Action** **Melee**
**Target:** The triggering creature
**Special:** A creature that has earth walk or that is immune to petrification is immune to the effect of gorgon mud.
**Attack:** +11 vs. Fortitude
**Hit:** The target is immobilized (save ends). *First Failed Saving Throw:* The target is restrained (save ends). *Second Failed Saving Throw:* The target is petrified (save ends).
**Miss:** The target is slowed (save ends).

**Countermeasures**

✦ A character can make a DC 14 Athletics check to grant himself or herself or an adjacent creature a +2 bonus to the next saving throw against the mud's effect.
✦ A character who makes a DC 19 Arcana check siphons the elemental energy from the mud, rendering inert 1 square, plus 1 square for every 5 points by which the check result beats the DC.

**Upgrade to Elite (700 XP)**

✦ Increase the DCs for Perception, Athletics, and Arcana checks by 2.
✦ If the target fails a saving throw against the petrified effect, a save can no longer end that effect. The target's allies must physically break away the hardened mud (AC 2; Reflex 2, Fortitude 15; hp 90). Each attack that deals damage to the hardened mud deals the same amount of damage to the trapped target (reduced by the petrified condition's resist 20 to all damage).

**Luminous Node** **Level 11 Blaster**
Hazard XP 600

*A glowing elemental mass pulses randomly, occasionally releasing lances of energy.*

**Hazard:** The node usually occupies 1 square, but it can be as big as 3 squares on a side. The node deals fire, force, lightning, or radiant damage (choose one or roll a d4). Its energy is attracted to moving bodies within range. Creatures can enter the node's space.

**Perception**

A luminous node sheds bright light in a 10-square radius. No check is required to notice it.

**Additional Skill:** Arcana

✦ DC 21: The character recognizes the hazard's nature.

**Initiative** +2

**Trigger**

When a creature enters a square within 10 squares of the luminous node's space, the hazard rolls initiative. The hazard also makes an opportunity attack against a creature that enters or starts its turn in the node's space.

**Attack**

**Standard Action** **Ranged** 10
or **Opportunity Action**
**Target:** One creature or the triggering creature
**Attack:** +15 vs. Reflex
**Hit:** 2d8 + 5 damage of a type from the following list, and an effect determined by that type.
*Fire:* 1d8 extra fire damage, and the target gains vulnerable 5 fire (save ends).
*Force:* The target is pushed 2 squares, knocked prone, and slowed (save ends).
*Lightning:* The target is dazed (save ends).
*Radiant:* The target is blinded (save ends).
**Miss:** Half damage.

**Countermeasures**

✦ With a DC 21 Acrobatics check made as part of a move action, a character can enter the node's space without triggering an opportunity attack.
✦ A character adjacent to or within the node's space can attempt a DC 16 Arcana check as a move action. If the check succeeds and the node's next attack hits, treat the attack as a miss. If check succeeds and the node's next attack misses, the attack deals no damage.
✦ A character within the node's space can attempt a DC 21 Arcana check as a move action. Results are as for a DC 16 Arcana check as above. In addition, three successful checks cause the node to dissipate, eliminating the hazard.
✦ A character within the node's space can attempt a DC 26 Arcana check as a standard action. Results are as for a DC 21 Arcana check as above. In addition, a character who makes a sucessful check can force the node to attack any target in range.

**Upgrade to Elite (1,200 XP)**

✦ The node attacks twice per turn. Each attack can have a different damage type.
✦ Dissipating the node requires six successful DC 21 Arcana checks instead of three.

**Steel Rain** **Level 15 Blaster**
Hazard XP 1,200

*Ahead, rain sheets down with a metallic tinkling. The ground beneath it is not damp.*

**Hazard:** Tiny shards of sharp metal drop from the sky and burrow into the ground or into any creatures they hit. The hazard occupies three areas, each 3 squares on a side. Steel rain squares are lightly obscured. At the start of each round, the hazard moves 1d8 squares in a random direction or in a direction you choose.

**Perception**

No check is necessary to notice the rain.

✦ DC 23: The creature sees that the "raindrops" are metallic.

**Additional Skill:** Arcana

✦ DC 23: The character recognizes the hazard's nature.

**Trigger**

When a creature enters a square of steel rain or starts its turn there, the hazard attacks.

**Attack**

**Opportunity Action** **Melee**
**Target:** The triggering creature
**Attack:** +20 vs. AC
**Hit:** 1d10 + 5 damage, and ongoing 10 damage (save ends).
**Miss:** Half damage.

**Countermeasures**

✦ A character using a shield can hold it overhead as a minor action, gaining a +1 bonus to AC against the steel rain but losing any shield bonus to AC and Reflex against other attacks. These adjustments to AC last until the start of the creature's next turn.

✦ If a character makes a DC 23 Arcobatics check as part of a move action and ends his or her move outside the area of steel rain, he or she does not trigger an attack when moving through the hazard.

✦ With a successful DC 18 Arcana check as a minor action, a character can force one area of steel rain not to move at the start of the next round. With a successful DC 27 check, the character can move that area 1d4 squares in a direction of his or her choice.

**Upgrade to Elite (2,400 XP)**

✦ Increase the DCs for Perception, Acrobatics, and Arcana checks by 2.

✦ The steel rain occupies four areas, each 4 squares on a side.

✦ Harmless precipitation lightly obscures the entire encounter area. When a creature is about to enter an adjacent square of steel rain, it makes a DC 23 Perception check as a free action; on a success, the creature spots the metal needles before moving into that square.

## ELEMENTAL FLEXIBILITY

The hazards of the Elemental Chaos are myriad. The dangers in this section can be transformed in style or approach without significantly altering their mechanics. Often, adjusting damage type is the only change needed.

**Voidblight** **Level 15 Blaster**
Hazard XP 1,200

*A mass of pulsing blackness slowly resolves into swarming motes of nothingness drifting over the ground, each one absorbing light, life, and sanity.*

**Hazard:** The voidblight occupies 9 contiguous squares. Each voidblight square must share a side, not just a corner, with at least one other voidblight square.

**Perception**

No check is necessary to notice the mass.

**Additional Skill:** Arcana

✦ DC 23: The character recognizes the hazard's nature.

**Initiative** +2

**Trigger**

The voidblight can sense nondemon living creatures within 20 squares, whether or not it has line of sight to them. When it does, the hazard rolls initiative. The mass moves on its turn, oozing through the air or dragging along the surface to a square occupied by a nondemon living creature. It has a speed of 5, fly 5 (hover). It then attacks such creatures that start their turns within its area.

**Attack**

**Opportunity Action** **Melee**
**Target:** Each nondemon living creature that starts its turn in the voidblight's square
**Attack:** +18 vs. Fortitude
**Hit:** 1d10 + 6 psychic damage, and ongoing 10 psychic damage and the target is affected by voidblight insanity (save ends both). While a conscious target is affected by the insanity, it must make a basic attack against an ally during its turn or take 10 extra psychic damage at the end of its turn.
**Special:** A creature cannot make a saving throw against the voidblight's effect while within the hazard's square.

**Countermeasure**

✦ A character can attack a square of voidblight (AC 29; other defenses 27; hp 30; half damage from melee and ranged attacks). When reduced to 0 hit points, that square of voidblight is destroyed.

**Upgrade to Elite (2,400 XP)**

✦ The voidblight fills 18 contiguous squares.

✦ Increase the voidblight's bonuses to attack rolls by 2.

✦ Increase all the voidblight's defenses by 2.

**Gates of Winter** **Level 16 Lurker**
Hazard XP 1,400

*The ambient temperature drops sharply, and hoarfrost gleams ahead. All is quiet . . . until a wall of ice rises violently before you.*

**Hazard:** On the hazard's turn, a wall of jagged ice rises from the ground. This hazard has a single origin square, but its effect is widespread.

**Perception**

No check is necessary to notice the area of the hazard. Between the triggering of the hazard and its attack, creatures can see the frost on the ground shift, rise, and crack.

✦ DC 25: The character notices an area of thick frost, which is the hazard's origin square.

**Additional Skill:** Arcana

✦ DC 25: If the character is aware of the thick frost in the origin square, he or she recognizes the hazard's nature.

**Initiative** +2

**Trigger**

The hazard normally triggers when a creature without the cold keyword comes within 20 squares of the origin square while the origin square has line of effect to that creature. Other triggers are possible. When triggered, the hazard rolls initiative. On its turn, the hazard creates an ice wall in a random part of the encounter area.

**Attack**

**Standard Action** **Area** wall 10 within 20 squares

**Effect:** A wall of ice erupts to a height of 6 squares. Any creature that starts its turn adjacent to the wall takes 2d6 + 6 cold damage. The wall blocks line of sight and blocks movement. If the wall appears in a space that a creature occupies, the creature slides to one side of the wall (roll randomly for direction) and is knocked prone.

The wall remains until the start of the hazard's next turn and then crumbles into broken ice. The space formerly occupied by the wall is difficult terrain, which lasts until the end of the encounter.

**Countermeasures**

✦ A character can make a DC 20 Acrobatics check or a DC 25 Athletics check as an opportunity action when the wall appears in that character's space; if the check succeeds, the character can shift 2 squares away from the wall and make a saving throw to avoid being knocked prone. A character who is normally allowed a saving throw to avoid being knocked prone gains a +2 bonus to the roll.

✦ With a DC 20 Arcana check or Nature check made as a minor action, a character can determine the rough shape and location of the next wall.

✦ A character can attempt a DC 22 Arcana check as an immediate interrupt when the wall appears; if the check succeeds, the character places 1 square of the wall in a different contiguous square. The wall cannot enter the original square. For every 5 points by which the check result beats the DC, the character can alter the location of 1 extra square.

✦ With a DC 25 Arcana check as a standard action, a character can siphon energy from the origin square. After three such successful checks, the hazard is disabled for 24 hours.

✦ A character who makes a DC 20 Athletics check as part of a move action can smash through part of the wall, leaving a hole and treating the square as difficult terrain instead of blocking terrain. The character takes 1d6 + 6 cold damage for moving through the wall this way.

**Upgrade to Elite (2,800 XP)**

✦ Increase the DCs for Perception, Acrobatics, Athletics, Arcana, and Nature checks by 2.

✦ The walls crumble into difficult terrain after 2 rounds. Thus, after the first round, the hazard has two walls in existence at a time, rather than one. These walls can cross each other.

*Gates of Winter*

**Elemental Eruptions** **Level 18 Obstacle**
Hazard XP 2,000

*The area ahead shudders, projecting heat and small lightning arcs. Suddenly, part of it bursts upward, exploding in elemental fury.*

**Hazard:** A surface contains unstable elements in an area 10 squares on a side. Five squares within that area are ready to burst.

**Perception**

No check is required to notice the area of the hazard.

✦ DC 25: The character can discern if any adjacent squares are ready to burst.

**Additional Skill:** Arcana

✦ DC 25: The character recognizes the hazard's nature.

**Trigger**

When a nonelemental creature enters a square that is ready to burst, that square attacks with a random effect. Once it attacks, the square is no longer ready to burst, but a secondary effect persists (see below).

**Primary Attack**

**Opportunity Action** **Melee**

**Primary Target:** The triggering creature

**Primary Attack:** +22 vs. Fortitude

JASON A. ENGLE

**Hit:** Roll a d8 to determine the attack's effect.

**1—Acid:** 2d6 + 5 acid damage, and ongoing 10 acid damage (save ends).

**2—Cold:** 2d8 + 5 cold damage, and the primary target is immobilized until the end of its next turn. *Aftereffect:* The primary target is slowed (save ends).

**3—Fire:** 2d10 + 5 fire damage, and ongoing 5 fire damage (save ends). Whenever the primary target takes the ongoing damage, each creature adjacent to it takes 5 fire damage.

**4—Force:** 1d10 + 5 force damage, and the primary target is hurled 20 feet into the air, falls back into its original square (taking 2d10 damage), and is knocked prone.

**5—Lightning:** 3d6 + 5 lightning damage, and the primary target is dazed (save ends).

**6—Poison:** 3d6 + 5 poison damage, and ongoing 5 poison damage (save ends). Whenever the primary target takes the ongoing damage, each creature adjacent to it takes 5 poison damage.

**7—Radiant:** 2d6 + 5 radiant damage, and the primary target is blinded until the end of its next turn. *Aftereffect:* The primary target takes a -2 penalty to attack rolls (save ends).

**8—Thunder:** 3d6 + 5 thunder damage, and the primary target is pushed 1d6 squares, knocked prone, and deafened (save ends).

**Miss:** Half damage.

**Effect:** The hazard makes a secondary attack that is a close burst 1 centered on the primary target.

**Secondary Attack**

**Secondary Target:** Each creature in burst

**Secondary Attack:** +21 vs. Reflex

**Hit:** 1d8 + 5 damage of the same type as the primary attack.

**Effect:** The burst creates an area of difficult terrain that lasts until the end of the encounter. When any creature enters the area or starts its turn there, the hazard makes another secondary attack as an opportunity action. 7On the hazard's turn each round, this area of effect expands by 1 square to a maximum of 4 squares.

**Countermeasures**

✦ With a DC 25 Acrobatics check made as part of a move action, a character can move through the hazard's area without triggering the primary attack. If the character ends its movement in an untriggered square that is ready to burst, it triggers that square's primary attack.

✦ A character who makes a DC 20 Arcana check as a minor action can choose 1 square of the hazard's area that does not erupt this round.

✦ A character who makes a DC 25 Arcana check as a standard action can force 1 square that is ready to burst to erupt immediately, or can disperse its elemental energy so that the square cannot erupt for 24 hours.

**Upgrade to Elite (4,000 XP)**

✦ Increase the DCs for Perception, Acrobatics, and Arcana checks by 2.

✦ 10 squares within the area are ready to burst.

## Elemental Transformation Field — Level 18 Lurker

Hazard — XP 2,000

*A hazelike heat rising from a desert fills the area with an oddly hued distortion. Suddenly, a companion is horribly transformed.*

**Hazard:** The air shimmers over a wide area, concealing 10 random squares of this hazard.

**Perception**

No check is required to see the air shimmering.

✦ DC 25: The character can discern if any adjacent squares contain an elemental transformation field.

**Additional Skill:** Arcana

✦ DC 25: The character recognizes the hazard's nature.

**Trigger**

When a creature enters one of the field's squares, the hazard attacks.

**Attack**

**Opportunity Action** **Melee**

**Target:** The triggering creature

**Attack:** +21 vs. Will

**Hit:** The target becomes a creature of flame, taking ongoing 15 fire damage (save ends). Until it saves against the ongoing fire damage, the following effects also apply.

✦ The target is immune to fire damage from any source other than this hazard.

✦ All the target's attacks deal fire damage rather than their normal type.

✦ Any creature that starts its turn adjacent to the target takes 10 fire damage.

*First Failed Saving Throw:* The target is also slowed (save ends both), as more of its substance is transformed into fire.

*Second Failed Saving Throw:* The target is also immobilized (save ends all).

*Third Failed Saving Throw:* The target is permanently transformed into a nonliving column of semisolid fire and stops taking the ongoing fire damage from this hazard. Each creature that begins its turn adjacent to the column of fire takes 10 fire damage. The Remove Affliction ritual can restore the target to normal.

**Special:** The elemental transformation field does not attack creatures that are already under the effect of a previous successful attack by this hazard. Creatures already immune to fire are unaffected by this hazard.

**Upgrade to Elite (4,000 XP)**

✦ Increase the DCs for Perception and Arcana checks by 2.

✦ The hazard deals an additional type of damage. Each attack has a single damage type, but the hazard can target a creature already under the effect of one attack with another that deals the second damage type. (Replace "fire" with the appropriate type.)

**Skystone Field** **Level 19 Lurker**
Hazard XP 2,400

*With a resounding crack, a chunk jettisons from the surface beneath you and rockets upward.*

**Hazard:** When this hazard is triggered, bits of a solid horizontal surface shoot upward, potentially taking creatures with them. The hazard occupies an area at least 10 squares on a side; random squares within the area attack.

**Perception**

✦ DC 22: The character notices an array of cracks running throughout the surface and sees that certain blocks bounded by the cracks twist and shudder.

**Additional Skill:** Nature

✦ DC 27: As Perception, above.

**Initiative** +2

**Trigger**

The trigger for a skystone field can be random, caused by the actions of creatures, or timed. When the field is triggered, it rolls initiative. Between the triggering of the field and its attack, characters in the area know that something is amiss—different bits of ground in the area begin to vibrate and twitch violently. On the field's turn, a random square within the skystone field is the origin of a close burst attack. The same square cannot attack more than once in an encounter.

**Attack**

**Standard Action** **Close** burst 1
**Target:** Each creature in burst
**Attack:** +22 vs. Reflex
**Hit:** The target is flung 30 feet into the air, then falls back down. It takes 3d10 damage and falls prone in a random square within 3 squares of its starting position.
**Miss:** The target slides to an unoccupied square adjacent to the burst. If no such square is available, the attack hits automatically.
**Effect:** The burst creates an area of difficult terrain.

**Countermeasures**

✦ With a DC 27 Nature check as a minor action, a character can determine the square on which the hazard will center its attack during its next turn.
✦ A character who knows which square of the hazard will attack next can attempt a DC 22 Arcana check or Thievery check as a standard action. On a successful check, the character stabilizes that square so that the hazard does not attack in that round.

**Upgrade to Elite (4,800 XP)**

✦ Increase the DCs for Perception and Nature checks by 2.
✦ The hazard attacks twice each round.

**Lightningstone Field** **Level 21 Warder**
Hazard XP 3,200

*A faint waver disturbs the air, and the smell of ozone brushes your nostrils. You feel a rumbling in your bones just before a massive lightning strike lances down.*

**Hazard:** A lightningstone field is an area charged with the potential of a lightning storm. When a creature enters the area, it disrupts the field, causing a thunderous lightning discharge. The field usually occupies an area 10 squares on a side. Predators and scavengers near a lightningstone field are attracted by the sound of the explosion.

**Perception**

✦ DC 22: The character recognizes that something is amiss in the area.

**Additional Skill:** Arcana

✦ DC 27: The character recognizes the hazard's nature.

**Initiative** +2

**Trigger**

When a creature enters a square of the lightningstone field, the hazard rolls initiative.

**Attack**

**Standard Action** **Melee**
**Target:** Each creature in the hazard's area
**Attack:** +26 vs. Fortitude
**Hit:** 1d10 + 3 lightning damage. Each creature adjacent to the target takes 5 thunder damage and is pushed 1 square.
**Miss:** Half damage.

**Upgrade to Elite (6,400 XP)**

✦ Increase the lightningstone field's bonus to attack rolls by 2.
✦ A target hit by the hazard is also dazed until the end of its turn.

**Void Crust** **Level 22 Obstacle**
Hazard XP 4,150

*The surface ahead seems dry and barren, and a chill in the air weighs on your spirit. Suddenly, the ground opens to expose a roiling void.*

**Hazard:** When a creature within the hazard acts violently, the area beneath the creature gives way, dropping it into a seething void below. A void crust typically occupies 20 to 30 contiguous squares, each of which must share a side, not just a corner, with at least one other void crust square.

**Perception**

✦ DC 24: The character notices that the area ahead is treacherous and fragile.

**Trigger**

If a creature attempts to move out of a square of void crust without shifting, makes an attack while in a square of void crust, or is hit by an attack while in a square of void crust, the hazard attacks.

**Attack**

**Opportunity Action** **Melee**
**Target:** The triggering creature
**Attack:** +25 vs. Reflex
**Hit:** 1d8 + 3 damage, and the target disappears into the void. It instantly reappears 20 feet above a random square 1d4-1 squares away and falls back to the surface, taking 2d10 damage. If the creature falls into its original space, it again takes damage and disappears into the void, falling again in another square.
**Miss:** The target slides to an unoccupied adjacent square. If no such square is available, the attack hits automatically.
**Effect:** The space vacated by the target remains open to the void. A creature forced into the opening can try to catch itself by attempting a saving throw before falling in. If it fails the saving throw, it is automatically hit by the void crust's attack.

**Chaotic Planar Rift** **Level 23 Elite Blaster**
Hazard XP 10,200

*A brilliant stream of crackling acid leaps from one hunk of floating matter to another like lightning, then transforms into a rain of silver arrows that plummets downward.*

**Hazard:** A chaotic planar rift is an unstable, plane-crossing phenomenon that randomly steals objects and energy from elsewhere and deposits them to harmful effect in the Elemental Chaos. The hazard typically covers a space at least 10 squares on a side.

**Perception**

Change occurs so rapidly and wildly in the area of a chaotic planar rift that an active one is impossible to miss.

✦ DC 29: The character detects subtle changes in the air and nearby surfaces that herald the imminent opening a chaotic planar rift.

**Initiative** +4

**Trigger**

The trigger of a chaotic planar rift might be random or the result of a living creature first entering the field. Once triggered, the hazard rolls initiative. On its turn, the chaotic planar rift attacks from a random square within its area.

**Attack**

**Standard Action** **Close** burst 1
**Target:** Each creature in burst
**Attack:** +26 vs. Reflex
**Hit:** Roll a d6 to determine the attack's effect.

**1—Greatsword:** 2d10 + 8 damage, and one creature adjacent to the target takes 5 damage. The sword then vanishes.

**2—Sprouting Tree:** 1d8 + 5 damage, and the target is knocked prone. One square of the target's space becomes difficult terrain until the end of the encounter.

**3—Swarm of Acid Toads:** 2d8 acid damage, and ongoing 10 acid damage (save ends). The toads then burrow into the ground and disappear.

**4—Quicksand:** The target is restrained (save ends). *Aftereffect:* The target is immobilized (save ends). A close burst 2 centered on the target is difficult terrain until the end of the encounter.

**5—Stone Casket:** Ongoing 10 damage, and the target is entombed within the casket (save ends both). While entombed, the target has line of sight or line of effect to no creature, and no creature has line of sight or line of effect to the target. Other creatures can attack the casket to release the entombed target (AC 5; Reflex 5, Fortitude 10; hp 40).

**6—Silver Headband:** The target gains vulnerable 20 to all damage (save ends).

**Miss:** Roll a d4 to determine the attack's effect.

**1—Undead Shield:** Zombie arms claw free of the ground in the target's space. When the target moves, the undead arms move with it. They do not attack the target. The next attack against the target hits the arms instead, and they dissolve into dust.

**2—Refreshed:** The target regains a healing surge and, if expended, its second wind.

**3—Simulacrum:** A duplicate of the target appears 1d6 squares away from it. On the target's next turn, both it and the simulacrum take actions simultaneously; these actions need not be the same. The simulacrum can make attacks just as the original can. The simulacrum then vanishes.

**4—Roots and Branches:** Grasping vegetation fills a close burst 3 centered on the target; +28 vs. AC; 1d12 + 6 damage, and the target is grabbed (escape DC 33).

**Corruption Sludge Pool** **Level 28 Obstacle**
Hazard XP 13,000

*The surface of this gooey, black-green pond is broken by bits of flesh. Serpentine forms disturb the fetid pool, revealing a flash of fang or a glimpse of bulging eye.*

**Hazard:** These brackish, pulsating puddles of hate, madness, and decay inundate the lower regions of the Abyss. They occur less frequently in other parts of the Elemental Chaos and on other planes. Sludge pools are typically 5 squares on a side but can grow larger, especially in the most dangerous parts of the Abyss.

**Perception**

No check is required to notice the pool.

**Additional Skill:** Arcana

✦ DC 28: The character recognizes the hazard's nature.

**Initiative** +2

**Trigger**

At the start of the encounter, roll initiative for the hazard. It makes a *lashing tendril* attack once each round when creatures are within reach. When any creature enters the pool's area or begins its turn there, the hazard makes a *sludge latch* attack.

**Lashing Tendril Attack**

**Standard Action** **Melee** 3
**Target:** One nondemon creature
**Attack:** +31 vs. Reflex
**Hit:** 1d8 +6 acid damage, and ongoing 15 acid damage (save ends). The target is pulled 4 squares toward any square of the pool.

**Sludge Latch Attack**

**Opportunity Action** **Melee**
**Target:** The triggering creature
**Attack:** +31 vs. Fortitude
**Hit:** 2d8 + 10 acid damage, and the target is grabbed (escape DC 26), takes ongoing 15 poison damage (save ends), and is exposed to level 28 demon pox (see page 16).

**Countermeasures**

✦ A character can ready a melee attack against a tendril that attacks him or her or attacks any ally adjacent to that character (an attack against any of these targets counts as one trigger for this readied action). On a hit (all the tendril's defenses are 40), the hazard can't make *lashing tendril* attacks (save ends).

**Upgrade to Elite (26,000 XP)**

✦ Increase the hazard's bonus to attack rolls by 2.
✦ The pool makes two *lashing tendril* attacks in each round. A separate readied action is required to attack and suppress each tendril.
✦ Increase the damage of the *sludge latch* attack to 3d8 + 10.

**Multielemental Transformation Field** **Level 28 Lurker**
Hazard XP 13,000

*Just at the edge of your vision, something flickers.*

**Hazard:** The air shimmers over a wide area, concealing 10 random squares of this hazard.

**Perception**

No check is required to see the air shimmering.

✦ DC 33: The character can discern if any adjacent squares contain a multielemental transformation field.

**Additional Skill:** Arcana

✦ DC 33: The character recognizes the hazard's nature.

*Multielemental Transformation Field*

**Trigger**
When a creature enters one of the field's squares, the hazard attacks.

**Attack**
**Opportunity Action** **Melee**
**Target:** The triggering creature
**Attack:** +31 vs. Will
**Hit:** The target becomes a creature of mixed elements, taking ongoing 5 acid damage, ongoing 5 cold damage, ongoing 5 fire damage, ongoing 5 lightning damage, ongoing 5 poison damage, and ongoing 5 thunder damage (save ends all). Until it saves against the ongoing damage, the following effects also apply.
✦ The target is immune to acid, cold, fire, lightning, poison, and thunder damage from any source other than this hazard.
✦ Any creature that starts its turn adjacent to the target takes 15 damage of one of the following types, determined randomly: acid, cold, fire, lightning, poison, or thunder.
*First Failed Saving Throw:* The target is also immobilized (save ends both).
*Second Failed Saving Throw:* The target is permanently transformed into a nonliving column of mixed elements and stops taking ongoing damage. The transformation field repeats the attack against each creature adjacent to the target. In addition, each creature that begins its turn adjacent to the column of elements takes 10 damage of one of the following types, determined randomly: acid, cold, fire, lightning, poison, or thunder. The Remove Affliction ritual can restore the target to normal.
**Special:** A multielemental transformation field does not attack creatures that are already under the effect of a previous successful attack from the hazard.

# SKILL CHALLENGES

Although the Plane Below is home to myriad enemies, it also presents challenges that cannot be overcome simply by fighting. Simply traversing the ever-shifting landscape of the Elemental Chaos can be a trial. Even in conversation, the Plane Below is unpredictable. Some elemental inhabitants are open to parley—but only if the bargainer obeys certain rules of decorum, abates the fear of the respondent, or clearly demonstrates the advantages of making a deal.

The following example skill challenges exemplify those that might be encountered by characters exploring the Elemental Chaos. Refer to the table in the sidebar to set the challenge DCs at the appropriate difficulty for your group.

## Bargaining with an Efreet

Arrogant and cunning, efreets are hard bargainers. They loathe owing anything to anyone and love to trick creatures into service. The characters must obtain an object, information, or favor from an efreet without paying more than a reasonable price.

This skill challenge can be a starting point for a party that must negotiate with various members of an efreet organization. That effort most likely involves dealing with several levels of efreet society. In that case, the challenge could involve a higher complexity, take more time, or be broken into several parts.

**Level:** Two levels higher than the level of the party, or the same level as the efreet (XP equal to the reward for one standard monster of the challenge's

### Difficulty Class

The table below, reproduced from the *Dungeon Master's Guide*, provides DCs for easy, moderate, and hard skill checks according to the level of a skill challenge. Use the appropriate numbers when tailoring a skill challenge to a particular level.

**SKILL CHECK DIFFICULTY CLASS BY LEVEL**

| Level | Easy | Moderate | Hard |
|---|---|---|---|
| 1st-3rd | 5 | 10 | 15 |
| 4th-6th | 7 | 12 | 17 |
| 7th-9th | 8 | 14 | 19 |
| 10th-12th | 10 | 16 | 21 |
| 13th-15th | 11 | 18 | 23 |
| 16th-18th | 13 | 20 | 25 |
| 19th-21st | 14 | 22 | 27 |
| 22nd-24th | 16 | 24 | 29 |
| 25th-27th | 17 | 26 | 31 |
| 28th-30th | 19 | 28 | 33 |

JULIE DILLON

level, or two standard monsters of the efreet's level if the efreet is elite).

**Complexity:** 1 (requires 4 successes before 3 failures), or 2 (requires 6 successes before 3 failures) if the efreet is elite.

**Primary Skills:** Arcana, Bluff, Diplomacy, Intimidate.

*Arcana (moderate DC by level, standard action):* The character displays a knowledge of efreet culture. If the check result beats the DC by 5 or more, he or she mentions something personally relevant to the efreet in question, such as a notable ancestor or a tale of its noble house. Success on this check grants a +2 bonus to any subsequent Diplomacy checks by the character during this challenge. This skill can be used to gain 1 success in this challenge.

*Bluff (hard DC by level, standard action):* Fast-talking an intelligent and deceptive efreet is difficult, but playing the game well can impress the creature even when it sees through the lies. The first time this check fails by less than 5, the efreet is amused at the attempt, and that result doesn't count as afailure.

*Diplomacy (moderate DC by level, standard action):* Efreets are vain—they expect lesser creatures to show proper deference during negotiations. A character who is respectful and knows one's place has the easiest road to success. If the check result beats the DC by 5 or more, he or she mentions something personally relevant to the efreet in question, granting a +2 bonus to that character's subsequent Diplomacy checks during this challenge.

*Intimidate (hard DC by level, standard action):* Efreets don't respond well when harsh tactics are used against them. Only a truly fearsome creature can intimidate an efreet. Citing a reputation for slaying monsters might work, however—efreets respect battle-hardened types. A successful check with this skill counts as 2 successes toward completing the skill challenge, but only one such result can be gained. Additional attempts to use Intimidate anger the efreet and result in failed skill checks.

**Secondary Skills:** Acrobatics, Thievery.

*Acrobatics or Thievery (hard DC by level, standard action, after an Arcana, Bluff, Diplomacy, or Intimidate check fails):* An angry efreet can sometimes be mollified with entertainment, such as impressive acrobatic tricks or dazzling sleight of hand. A successful check with one of these skills negates a failure in this challenge but does not count as a success.

**Success:** If the characters earn enough successes, they secure what they want from the efreet at a fair price. A party that succeeds in the skill challenge without gaining more than 1 failure might even earn a small discount from an impressed efreet.

**Failure:** If the characters earn 3 failures, they still acquire what they want, but only at a substantial markup or only if they agree to do a favor for the efreet. The favor might need to be undertaken immediately, but efreets often favor open-ended requests that place others in their debt for an indefinite period.

## Reasoning with a Slaad

Few creatures embrace chaos as thoroughly and willfully as slaads do. Communicating and reasoning with these creatures is incredibly difficult.

This skill challenge is appropriate when the characters must interact with a slaad other than through combat. It could be as simple as delivering an important message or as complicated as trading. The negotiation could also be an attempt to convince

JAKE MASBRUCH

the slaad to act in a desired way, such as leaving the party alone.

**Level:** Equal to the level of the party, or the level of the slaad (XP equal to the reward for one standard monster of the challenge's level, or two standard monsters of the challenge's level if the slaad is elite).

**Complexity:** 1 (requires 4 successes before 3 failures), or 2 (requires 6 successes before 3 failures) if the slaad is elite.

**Primary Skills:** Bluff, Diplomacy, Intimidate.

*Bluff (hard DC by level, standard action):* Deceiving a slaad is not easy, given its strange view of the universe. When a bluff does succeed, the creature is excited, believing the character has revealed a new aspect of reality it had not yet considered.

*Diplomacy (hard DC by level, standard action):* A slaad does not recognize the rules of diplomacy; it sees flattery or reasoning as sly trickery, which angers it. Once any character has failed a Diplomacy check, the next failure with this skill counts as 2 additional failures in the skill challenge. A successful Arcana check (see below) warns the character about this extreme reaction.

*Intimidate (moderate DC by level, standard action):* Although a slaad is easily antagonized by other approaches, it responds well to intimidation. It views bullying as the only acceptable form of social interaction.

**Secondary Skills:** Arcana, Insight.

*Arcana (hard DC by level, free action):* The character grasps how slaads react to communication. The character learns the difficulty of the primary skill checks, as well as the consequences of a second failed Diplomacy check (see above). This skill can be used to gain 1 success in this challenge.

### Reasoning with the Unreasonable

Those who are not insane might have difficulty trying to understand a slaad's bizarre mindset. Even a simple conversation is a frustrating experience. Attempting to learn anything from a slaad can be downright maddening. The following exchange depicts the difficulty of reasoning with a slaad.

*Udal the Sword:* Listen, creature, we are not here to harm you—we merely seek the Cosmic Door, through which we may see all the many planes briefly align! Surely you must know of it?

*Slaad:* Waves crash across the sky.

*Udal:* Er, yes . . . But listen! I know something of you slaads. You seek to find a path into a greater reality and escape the prison of the known, do you not? If you help us find the Cosmic Door, you serve your own ends, too!

*Slaad:* The face behind your face is a lie. The Door is a lie! You are a lie!

*Insight (hard DC by level, standard action):* Although slaads are creatures of chaos, they still follow a form of twisted logic. These rules change quickly, however. An insightful character picks up variances in the tone, context, and relationship between the parties, through the slaad's gestures, body language, and continual gibbering. A success with this skill grants a +2 bonus to subsequent Bluff, Diplomacy, and Intimidate checks during the skill challenge. This skill can be used to gain 1 success in this challenge.

**Success:** If the characters earn enough successes, they reach an understanding with the slaad.

**Failure:** If the characters get 3 failures, the slaad does not understand them and responds in a random way. Roll a d6 and consult the following table to determine its actions. If you prefer, choose the option that best suits the current adventure.

| d6 | Reaction |
|---|---|
| 1 | The slaad believes the characters no longer exist and ignores them unless they attack it. |
| 2 | The slaad understands the opposite of what the characters are trying to convey. It cannot be persuaded otherwise except through a new skill challenge, increasing the complexity by 1. |
| 3 | The slaad runs away, convinced that the characters are powerful individuals that wish to do it harm. |
| 4 | The slaad croaks continuously and loudly until the characters attack it or depart. This croaking attracts the attention of other slaads or hostile creatures in the area. |
| 5 | The slaad's head explodes, attacking in a close burst 3; skill challenge level + 4 vs. Fortitude; 2d4 + 5 damage. The rest of the slaad leaves.* |
| 6 | The slaad attacks in a rage. Whenever it hits with a melee attack, the attack deals 1d6 extra damage. |

*The characters do not gain experience for "killing" this slaad. It re-forms its head in a short time.

## Repairing a Lightning Skiff

Sleek *lightning skiffs* are the fastest means of traveling the Elemental Chaos, but their construction, and the potent forces that propel them, renders them accident prone.

In this skill challenge, the characters must repair a damaged *lightning skiff* under a time constraint. Perhaps the skiff is riding a rough storm and is in danger of dashing against an earthmote, or the characters must launch before a demon horde catches up with them.

**Level:** Equal to the level of the party (XP equal to the reward for an elite monster of the party's level).

**Complexity:** 2 (requires 6 successes before 3 failures).

**Primary Skills:** Acrobatics, Arcana, Athletics, Thievery.

*Acrobatics (moderate DC by level, standard action):* The character uses agility and balance to aid in repairs. This skill can be used to gain 1 success in this challenge.

*Arcana (moderate DC by level, standard action):* The character channels mystic forces to repair part of the *lightning skiff*.

*Athletics (moderate DC by level, standard action):* The character uses might and physical prowess to aid in repairs. This skill can be used to gain 1 success in the challenge.

*Thievery (hard DC by level, standard action):* The character relies on nimble fingers and finesse with mechanical and magic devices to repair part of the *lightning skiff*.

**Secondary Skills:** Nature, Perception, special.

*Nature (hard DC by level, once per hour):* If the characters have the time and the opportunity, one or more of them can forage for items useful to the repairs. A successful check with this skill grants a +2 bonus to subsequent Arcana or Thievery checks in this challenge. The characters can attempt this check only once in this challenge.

*Perception (hard DC by level, immediate interrupt, when an Arcana or Thievery check is failed):* The character points out a repair blunder before it happens. Doing so negates the triggering check's failure but does not earn a success in this challenge.

*Action Point (special, free action):* An artificer can spend an action point to negate 1 failure in this challenge.

**Success:** If the characters earn 6 successes, the *lightning skiff* is repaired.

**Failure:** If the characters get 3 failures, the *lightning skiff* is still damaged and cannot be repaired by the group. The party must find a new ship or someone more knowledgeable who can repair this one.

If the group includes an artificer, he or she can spend an action point to restart this skill challenge.

## Sailing the Sea of Fire

While the characters are crewing a *planar dromond* or another vessel capable of sailing the Sea of Fire, they work to avoid hazards and navigate the currents.

This skill challenge assumes the characters can steer the ship, and that the travel time is five days. The same basic structure can be used for shorter journeys, or you can connect two or more skill challenges for longer journeys.

Each day of the journey, unless at least one character makes an Arcana check to maintain the proper heading (see that entry, below), the party gains 1 failure. In addition, characters must make at least two different Athletics, Acrobatics, or Endurance checks each day for upkeep of the vessel or gain 1 failure. If they get a success with two upkeep checks, the group earns 1 success. Otherwise, they gain 1 failure.

Each character can make a single primary or secondary skill check each day.

**Level:** Equal to the level of the party (XP equal to the reward for four standard monsters of the party's level).

**Complexity:** 4 (requires 10 successes before 3 failures).

**Primary Skills:** Arcana, Athletics, Acrobatics, Endurance.

*Arcana (moderate DC by level):* The character draws on his or her understanding of the Elemental Chaos to prepare a heading and keep the ship on that course. Up to two allies can aid in this check.

*Athletics (moderate DC by level; upkeep check):* The character uses might to aid in upkeep and repairs. Allies cannot aid this check. A successful check with this skill contributes to the skill challenge as described above.

*Acrobatics (moderate DC by level; upkeep check):* The character takes advantage of his or her flexibility to aid in upkeep and repairs. Allies cannot aid this skill check. A successful check with this skill contributes to the skill challenge as described above.

*Endurance (moderate DC by level; upkeep check):* Through sheer grit, the character aids in upkeep and repairs. Allies cannot aid this skill check. A successful check with this skill contributes to the skill challenge as described above.

**Secondary Skills:** Nature, Thievery.

*Nature (Hard DC by level):* The character advises the navigator. If this day's Arcana check failed, a successful check with this skill negates the skill challenge failure. If the Arcana check succeeded, the character who makes the next day's Arcana check gains a +2 bonus.

*Thievery (Hard DC by level):* The character creates a makeshift patch to the ship's hull or some other clever repair). If one or none of this day's upkeep checks succeeded, a successful check with this skill negates the skill challenge failure. If one or more of those checks succeeded, the characters who make the next day's upkeep checks each gain a +2 bonus.

**Success:** If the characters earn 10 successes, they reach their destination safe and sound.

**Failure:** If the characters earn 3 failures, they do not manage to reach their destination on their own. Because failing this skill challenge could leave the party stranded, you should plan for that possibility. The characters might be attacked by pirates, seizing a new vessel if they win the fight or being captured if they lose. Alternatively, the characters could be met by a friendly crew that leads them to shore (perhaps for a price), or might limp into a nearby port short of their destination.

# CAMPAIGN ARCS

The Elemental Chaos is easy to use in passing—an encounter with an elemental here, an adventure within a planar conjunction there. But storylines involving the Plane Below need not be so limited. Making the Elemental Chaos the centerpiece of a campaign is an interesting and creatively satisfying way to integrate the Plane Below into your game.

Not all the campaign's adventures need take place in the Elemental Chaos—in fact, they probably shouldn't. Much of the Elemental Chaos's appeal lies in its alien nature, and overexposure risks rendering it mundane. In addition, the plane's environment is dangerously inappropriate for heroic tier characters. The influence of the Elemental Chaos can be felt throughout the campaign, even though only some events occur there.

The *Manual of the Planes* supplement discusses four varieties of planar campaigns. In an origin of monsters campaign, the planes are the source of adversaries, but the party rarely or never travels beyond the world. An exotic adventure campaign allows the characters to travel to another plane on occasion. In a planar progression campaign, the characters visit multiple planes as they work their way through the storyline. An extraplanar campaign takes place entirely beyond the world.

Each of the four campaign arcs that follow illustrates one of these campaign types, focused on or based around the Elemental Chaos. You can use them as frameworks to fill in with details as you see fit, or as inspiration for designing your own campaign.

## Hidden Elements

The City of Brass has been recently shaken by upheaval. Clever and prepared efreets took advantage of the chaos, consolidating power and increasing the authority of their noble houses. So widespread was the turmoil that the city has come under the sway of a new Lord of the Efreets.

Sheikh Ma'mun is not one of the efreets on the rise. His intricate schemes were superseded by those of others who were luckier and acted more swiftly. Seething at the lost opportunity, Ma'mun has turned his attention to the world. If he cannot seize power from within, he will build supremacy from without.

### Heroic Tier: Rumors of War

The various communities from which the characters hail have formed an alliance and are nervously exchanging messengers. Their leaders have heard tales that the great city-state of Hassiek is massing its troops for war. The militant state has already conquered a number of surrounding villages and seems poised for expansion. Over time, the heroes are hired more and more frequently to escort important individuals between towns to plan for war, or to gather intelligence in the areas conquered by Hassiek. They discover that the city-state is indeed expanding, and that its forces include elemental beings, demons, and arcane practitioners that have a strong elemental focus.

As the characters reach the top of the heroic tier, they have learned that Hassiek's leaders are being advised by cultists dedicated to a primordial and that saboteurs have infiltrated the governments standing against Hassiek. When the characters return to their home base with this news, the alliance vows to roust these enemies and stand strong against Hassiek.

### Paragon Tier: Scorched Earth

Given what the characters have learned, the allied leaders realize that war with Hassiek is not only inevitable but necessary. The cultists must be prevented from carving out their own kingdom in the region. The characters' adventures in the paragon tier vary, but nearly all of them relate to the war in some way. The characters might be assigned to stop agents of Hassiek from acquiring powerful magic items or rituals, to defend towns from sieges they cannot survive without assistance, and to undertake missions of infiltration and sabotage.

All the while, the influence of the Elemental Chaos on Hassiek grows ever more apparent. Elementals, demons, and archons appear with greater frequency among the city-state's forces. Agents of Hassiek seed settlements with slaad tadpoles as biological weapons to spread chaos phage (page 142). The characters learn that some prisoners taken by Hassiek have been sent elsewhere for purposes unknown. Finally, they discover that Hassiek's leaders are mere puppets of their advisors—a cadre of efreets ruled by Ma'mun.

### Epic Tier: Victory or Death

Horrid creatures spawned in the Plane Below rampage across the countryside, terrorizing innocent folk, and dire portents abound. Elemental cultists, plotting with the efreets, are developing rituals to tear open rifts to the Elemental Chaos, flooding the besieged towns with raw elemental energy and furious storms. The characters must halt these efforts, and this endeavor occupies the first few levels of the epic tier. In doing so, the characters learn that Hassiek's captives are being sent to the Elemental Chaos, there to swell the slave ranks of Ma'mun's household.

Eventually, the characters discover that Ma'mun seeks to conquer a large portion of the world and

use its resources either to overthrow the Lord of the Efreets, or—if that fails—to found his own elemental kingdom in the world. Only a final, desperate thrust into the Elemental Chaos to confront Ma'mun can stop this inexorable march. The characters must defeat the efreet lord to prevent him from transforming their homes and the surrounding lands into a realm of slavery, fire, and death.

## To Harness the Chaos

Solariel is an angel with a mission: Destroy the primordials once and for all. For this immortal creature, imprisonment of the primordials is not enough. As long as they live, they could break free. Even if they do not escape, many creatures still worship them; the primordials' destruction would send the gods' enemies into turmoil. Most immortals believe that trying to destroy the primordials is a fool's errand, but Solariel's divine master is curious to see what the angel might accomplish and has given it free rein.

Solariel knows that destroying the primordials will not be easy, but it has a plan. Although they were born of the Elemental Chaos, the primordials have definite bodies and thoughts, making them points of order in the Plane Below. The angel reasons that the best way to destroy them is to harness a force of purest entropy: the slaads.

### Heroic Tier: Book Work

The characters meet Solariel early in their careers. The angel might be impressed by their success on a mission or by their faith, or it might choose them out of desperation. The immortal presses them into service but does not inform them of its overarching scheme, explaining only that it needs help carrying out a plan for a major triumph of good over evil.

Solariel might have a number of adventuring parties in its service, but the characters prove the most capable. The angel observes the characters as they progress through the heroic tier, occasionally giving them guidance or a rewarding assignment. These adventures occur in the world and are largely unrelated to Solariel's plan.

At Solariel's behest, the characters steal a book of primordial lore. This act earns them the enmity of a cult dedicated to the primordial Mual-Tar, also known as the Thunder Serpent (*Manual of the Planes*, page 70). The cult dispatches elementals and initiates to destroy the party. As the characters approach the paragon tier, they manage to annihilate the cult, but its leader escapes. Solariel sends the party into the Elemental Chaos on a *spelljammer* to capture the fleeing head cultist. During this journey, the party encounters slaads and witnesses firsthand their destructive power.

### Paragon Tier: Legwork

The characters return to the world and engage in a few side adventures. Word of their activities has spread, and they must fend off attacks from other primordial cults even in the midst of unrelated activities. At Solariel's urging, they launch a preemptive strike against an even stronger cult, attacking its stronghold and defeating the giant that rules it.

When the characters are about halfway through the paragon tier, Solariel discloses part of the grand plan to them. It wants to tame the slaads, or at least curtail their destructive impulses, and is ready to put this idea into motion.

First, the characters must return to the Elemental Chaos and confront slaads directly. The angel tasks the party with bringing back samples of slaad anatomy, including flesh, organs, and bones, as well as a living slaad tadpole. Solariel gives the characters control of the *spelljammer* and grants them wide discretion in how to confront the slaads. The immortal does suggest several areas they might search—one of which is the besieged githzerai monastery of Sanzerathad (page 86). The characters undertake a mission or two on behalf of the githzerai and win their trust. With these valuable allies, the party has a secure base of operations for continuing forays into the Plane Below.

### Epic Tier: The Work of Angels

By the time the characters reach the epic tier, they and Solariel have gathered all the information they need. Now the immortal explains the next stage of the plot. The characters might have serious misgivings about the idea, but the angel wins them over by emphasizing the great good that will follow the destruction of a primordial, perhaps hinting of one that is nearing escape.

To gain control over creatures as wild as the slaads requires something truly remarkable. The information uncovered points to Liricosa (page 148), a revered githzerai hermit who could be instrumental to the plan. Solariel believes that the monk has achieved such control over his body and his environment that, when equipped with an artifact called the *Scepter of Rulership*, he can control an entire army of slaads—at least for a short time. First, though, the artifact and Liricosa's aid must be secured.

Once they have accomplished these preliminary efforts, the characters and Solariel put the plan into motion. They gather a slaad army and assault a primordial in its prison realm, clashing with the most powerful of its followers and finally reaching its restrained body. Then everything goes wrong. The slaads, rather than destroying the primordial, destroy only its shackles. With a shriek of triumph, the horror breaks free. It dispatches Solariel with contemptuous ease, then turns toward the party. A final, cosmos-shaking battle ensues.

## The Bigger They Are . . .

In an age so long ago it is mythical, the gods and the primordials battled for sovereignty over creation. Numerous primordials, defeated but not slain, were bound in divine prisons and left afloat in the depths of the Elemental Chaos. One of these was Solkara, the Crushing Wave (page 152), an entity of unspeakable destructive might. Since that time, her loyal servants have struggled to free her by focusing elemental fire against the glacier that holds her.

The leader of one such sect is the mad storm titan Mirmakur, the Raving Priest (page 154). He has tried for centuries to free the primordial. Frustrated by his efforts in the Elemental Chaos, the titan has turned his eyes elsewhere. Mirmakur recently learned that sources of potent flame– perhaps intense enough to melt away Solkara's prison–exist outside the Plane Below. The titan will stop at nothing to gain this power.

### Heroic Tier: Tinder

During the course of a few otherwise unrelated adventures, the characters gradually become aware of something strange. In some of the dungeons and ruins they explore, they encounter an unusual number of elemental-oriented opponents–fire bats, lower-level magma beasts, galeb duhrs, and so forth. These creatures are not normal inhabitants of those areas, for they have slain native creatures. The elemental intruders appear to be searching for something.

At the same time, the characters learn about murders in various larger towns and cities, committed by undead creatures. The heroes might be drawn to investigate by curiosity, or might be hired to do so by frightened aristocrats or overwhelmed city administrators. They learn that the murder victims were clandestine members of diabolic cults, and that the undead questioned them about their fellow devil-worshipers. The party eventually follows the trail to the master of these undead, a vampire lord who dwells in the Shadowfell. The characters confront him, breaching his fortress and fighting their way through his undead minions. They discover that the vampire holds no malice toward the diabolists but is merely a link in the chain. He was hired to learn all he could about the region's devil cults, and his employer is a fire giant.

### Paragon Tier: Spark

As the characters return to their world, likely wondering why a fire giant is hiring undead to investigate devil cults, they find the region caught up in a furor.

JASON A. ENGLE

Giants of all varieties—including those not known for collaborating—have attacked several towns and are laying siege to major cities.

Much of the party's career at the paragon tier involves fighting off rampaging bands of giants, repelling their sieges, and rescuing their prisoners to learn more about what's going on. Eventually, the characters determine that every community being attacked is home to a cult of Mephistopheles. The giants are focusing their attacks on the cultists' homes and shrines and have taken numerous cultists alive. The characters might be inclined to leave the devil-worshipers to their fate, but innocents are also dying at the hands of the giants.

After working through ever more powerful foes, the characters learn that the giants are being directed from a fortress deep in the Elemental Chaos. They must explore portions of the plane and perhaps gather allies. In the end, they must infiltrate or assault a bastion teeming with giants and their archon guards. They confront the titan leaders and discover the truth of what's been happening: A storm titan priest of Solkara seeks to wrest the secret of hellfire from the worshipers of Mephistopheles. The titan, Mirmakur, believes that this flame, imbued with the diabolic power of damned souls, might be able to melt the divinely empowered ice that imprisons the Crushing Wave. If he is correct, a dreadful primordial could soon be loosed on the cosmos.

### Epic Tier: Flame

The epic tier adventurers engage in a prolonged race against time. While gathering information on Mirmakur, and perhaps Solkara and Mephistopheles, the characters must survive constant attacks from the storm titan's soldiers. Eventually, they track their attackers back to the Elemental Chaos and Mirmakur's lair, but the Raving Priest is long since gone. He has descended into the second layer of the Nine Hells with a cadre of his mightiest followers, seeking the source of hellfire.

Following the titan, the characters become embroiled in a war between the invading elemental creatures and Mephistopheles's most powerful operatives. Reluctantly, the party agrees to work alongside the devils against a common threat. After much efforts, Mirmakur finally manages to retrieve a quantity of hellfire contained in a mystical vessel. He leaves a sizable force to delay his enemies while he returns to the Elemental Chaos. The characters dispatch the rear guard and pursue. They arrive in time to confront the storm titan on the ice of Solkara's prison and try to stop Mirmakur before he unleashes the Crushing Wave.

## Planar Adventurers

The efreet noble Qassemi has trafficked with dark powers to contrive a sinister plan, but he needs help to pull it off. If he succeeds, he will strike a mortal blow against the githzerai of the Elemental Chaos, all the while maintaining deniability for any involvement. What begins as a series of planar jaunts ends in an agonizing decision and a fearsome confrontation.

This campaign arc begins and ends in the Elemental Chaos but has stops in every other plane. Characters of nearly any race—from githzerai to goblins to minotaurs—could be appropriate for this campaign.

### Heroic Tier: Mutiny on the Phelddagrif

The characters begin as slaves aboard a small *spelljammer* called the *Phelddagrif*. In their first adventure, they break free, overpower the ship's genasi captain, and take control of the vessel.

Shortly thereafter, the characters receive a message from the efreet noble Qassemi, owner of the *Phelddagrif*. Rather than being angry, the elemental being is impressed. He offers the escapees a deal: They can keep the *spelljammer*, without cost or pursuit, as long as they agree to work for him from time to time—no questions asked. If the characters press for details, the efreet explains only that certain tasks need performing, but he cannot take public responsibility for them.

Throughout the heroic tier, the characters travel the planes, visiting fantastic worlds and following adventure wherever it leads. The Feywild, the Shadowfell, and the world are likely spots for adventures in the heroic tier, but the party might also visit the Astral Sea. The group receives a few missions from Qassemi, consisting mostly of minor tasks involving the transport of cargo or personages.

### Paragon Tier: The Great Game

In the paragon tier, the characters become more entangled in Qassemi's affairs and his wheelings and dealings in the City of Brass. They infiltrate the stronghold of one rival efreet and attack the trading vessels of another. In between these assignments, the group continues its travels, likely visiting the otherworldly domains of the Astral Sea. As the characters approach the epic tier, Qassemi summons them to the Elemental Chaos. The efreet has a task for them: an assassination. He doesn't care if the heroes have moral objections to such an assignment—they agreed to their service and are bound by its terms. The target is an individual aboard a large *spelljammer* currently traveling somewhere in the Elemental Chaos.

### Epic Tier: Crashing the Gates

The assassination target is well protected by elemental creatures, golems, and other powerful beings. Investigation or observation reveals that the target is an elderly githzerai called Mericam. She is one of the Sustainers who protect Zerthadlun (*Manual of the Planes*, page 77) and is on a rare mission outside the city. Mericam explains that Qassemi wants her dead for the same reason that she is away from Zerthadlun—she is gathering allies to strike against Ashblack, a major vassal outpost of the City of Brass. The efreets of that stronghold are conspiring to destroy Zerthadlun. She insists that the characters choose a side.

If the characters complete their mission and kill Mericam, they are responsible for the destruction of the largest githzerai city in the cosmos, and that stigma haunts them for the remainder of their careers. If they choose to turn against Qassemi, they attack Ashblack at the head of a combined army of githzerai and elemental creatures. As the assault force occupies the bulk of Qassemi's forces, the characters smash their way into the palace and confront efreet guards, flanked by demons and dragons. The campaign comes to a climax as they confront Qassemi and see him in his true form. Qassemi has become an enormous beast: part efreet, part dragon, and part demon.

## Adventures

Even if your campaign is not focused on the Elemental Chaos, any number of adventures can take the characters to this fundamental plane, or can involve creatures and phenomena of an elemental bent.

The most basic adventure consists of a typical dungeon or a ruin stocked with elemental-themed monsters, hazards, and terrain. More involved story arcs could incorporate themes or weave in story threads that focus on specific details of the Elemental Chaos. For example, a dungeon might be full of elementals because an ancient portal to the Plane Below is slowly opening. Perhaps the characters are trying to recover a powerful artifact before servants of the renegade efreet Sheikh Ma'mun do (see the "Hidden Elements" campaign arc on page 28).

Simply surviving the hazardous, turbulent environs of the Elemental Chaos can be a tremendous challenge, even for characters who aren't normally threatened by environmental dangers. By emphasizing the perilous surroundings, you reinforce the extraplanar feel of the adventure and add time pressure—such as dwindling supplies—to any encounter. At the very least, the weird and perilous nature of the Elemental Chaos should be a factor in such adventures. They should include the plane's bizarre terrain features and unique hazards to remind the players that the party is exploring an alien realm. Nothing reduces the impact of an Elemental Chaos adventure more than making the environment seem ordinary.

Not all Elemental Chaos adventures require elementals as major participants. The heroes might ally with djinns or githzerai against a greater threat, cooperate with one efreet house against a more dangerous clan, or lead an army of archons against a horde of slaads that threaten to spill into the world.

## Adventure Hooks and Quests

The following plot seeds and quests can help you set up a variety of Elemental Chaos adventures. Some stories take place entirely within the Plane Below; other tales begin in the world and shift the action later. Feel free to use them as written, tweaking the details and levels as needed, or just find in them inspiration for building your own adventures.

The level notation for each adventure hook, given before the title, is a rough estimate. Each adventure includes quest hooks and rewards, with the amounts of those rewards appropriate for a group of five characters of the indicated level.

### 9: On the Rocks

The dwarven community of Hammerfast, near the Dawnforge Mountains, has a problem. For several months, more and more dwarven villages in the mountain range have gone silent, whole communities vanishing overnight. More recently, distant farmsteads of Hammerfast proper have met the same fate—entire families are gone without a trace. The Hammerfast dwarves want to seek aid from their neighbors in the Nentir Vale, but the insular mountain communities around it do not trust outsiders. The longer the stubborn, prideful dwarves wait to call on outside help, the greater their losses will be.

The missing dwarves have been kidnapped by a tribe of galeb duhrs from the bowels of the Dawnforge Mountains. These ancestral servants of the Rockbrow tribe of hill giants have grown tired of their forced labors. Because it does not occur to them to abandon their masters, these galeb duhrs have instead decided to increase the size of the giants' labor pool. The kidnapped dwarves are being held until the galeb duhrs believe they have sufficient numbers to deliver as slaves to the hill giants.

**Quest Hook:** One of the dwarves of Hammerfast, bucking the isolationists' wishes, petitions for aid from Fallcrest or one of the other nearby cities. The characters get wind of this call for help. They

investigate the disappearances by tracking, setting ambushes, or traveling to the attacked cities.

Alternatively, one of the characters (particularly a dwarf) has a personal connection with Hammerfast or the other dwarven communities in the mountains. He or she decides to help out after hearing rumors of trouble.

*Quest XP:* The mountain dwarves are furious at the presence of outsiders, out of shame that their troubles have been revealed. If the characters get the dwarves to accept their aid without resorting to threats and violence, or without giving up and leaving the insufferable isolationists to their fate, they receive a minor quest reward of 400 XP.

When the characters learn that the perpetrators are galeb duhrs, they earn an additional minor quest reward of 400 XP.

**Quest Hook:** After the galeb duhrs are identified as the root of the problem, those dwarves who have accepted the characters' presence call on them to track down the kidnappers, free the hostages, and prevent further raids. Some adventurers might choose to do this because it's the right thing to do; those who are mercenary can be induced to act in return for a reward in the form of one or two level 8 treasure parcels.

*Quest XP:* Finding the galeb duhrs' lair requires more than searching a few mountain caves. Their tunnels are conduits to the Elemental Chaos, leading to the heart of an enormous earthmote floating in the wild tempest. In addition to galeb duhrs, the characters must battle various earth-oriented elemental creatures. They could come face to face with some of the Rockbrow hill giants.

If the heroes free the kidnapped dwarves and hurt the galeb duhrs enough to discourage them from trying such action again, they earn a major quest reward of 2,000 XP. This reward should be greater if you have included higher-level foes or created a longer adventure that spans several levels.

## 13: Seed of Chaos

Githzerai from the Henzathra monastery, though militant and insular, are peaceful. But recently and without warning, they attacked several *planar dromonds* and *spelljammers*, as well as a few genasi trading communities. The assaults are thieving raids—the githzerai gather what goods they can and depart, fighting and killing only enough to collect their booty. What they're stealing isn't especially valuable: mostly foodstuffs and basic necessities, either grown in the more habitable regions of the Elemental Chaos or imported from the world.

The githzerai of Henzathra are preparing for a siege. One of them recently acquired a chunk of stone from the Abyss that thrums with evil power. Recently, a cadre of demons learned about the abyssal stone. They believe that the stone's energy can transform other sorts of slaads into Abyss-tainted void slaads. The demons intend to raze the monastery, take the stone, and advance their own destructive schemes. The githzerai have learned of the impending attack and intend to fight to the last.

If you wish to further complicate the plotline, consider involving a powerful—and unusually subtle—slaad in the quest for the evil stone. It too has learned of the threat and seeks to prevent the demons from getting their hands on it. The scheming slaad operates behind the scenes, impeding the demons and aiding the heroes when they least expect it.

**Quest Hook:** A genasi village or the captain of a *spelljammer* or *planar dromond* in the Elemental Chaos contacts the characters, or takes advantage of an existing link from prior adventures. The characters are asked to stop the githzerai raids.

*Quest XP:* Countering the attacks isn't hard. The githzerai aren't interested in pitched battles, and they stop raiding once the demonic siege of Henzathra begins. If the characters track them down and learn the truth (not easy to do, given the githzerai's distrust of everyone) they earn a minor quest reward of 800 XP.

**Quest Hook:** Once the characters learn the truth behind the demonic attack, it shouldn't take much for them to aid the githzerai. A cadre of demons that has the power to transform any slaad into a void slaad isn't good for anyone.

*Quest XP:* If the characters help the githzerai fight off the first wave of the siege, they earn a minor quest reward of 800 XP. If they are able to eliminate the demonic cabal seeking the stone, they earn a major quest reward of 4,000 XP. They gain another minor reward of 800 XP if they suggest a practical means of destroying the stone or otherwise rendering it harmless.

## 20: War of Seasons

The courts of the Feywild are barely less discordant than the Elemental Chaos, though their conflicts are more subtle. Fey factions work constantly to trump each other, maneuvering for influence, magic, territory, or prestige. Most fey eschew blatant warfare in favor of more restrained contests, but rogue elements among the Court of Stars are angry, evil, or desperate enough to engage in open bloodshed. Recently, war between a fiefdom of the Summer Court and certain nobles of the Gloaming and Winter Courts has spilled out of the Feywild. The Winter Fey sought allies among the creatures of cold and ice in the Elemental Chaos. In turn, the Summer Court called upon creatures of fire. The result is an intermittent battle of multiple factions.

JULIE DILLON

The characters begin in the city of Irriad's Glen, a peaceful community in a bucolic setting of the world. Perhaps they have just completed an adventure, or maybe they're looking for items found only in a community of this size. Everything seems normal, except that the weather is oddly warm and dry for this time of year. While the characters are still in the city, alarms sound and the gates slam shut. An army of fire archons, along with fire-based elementals and fire giants, is advancing on Irriad's Glen.

**Quest Hook:** Irriad's Glen needs the characters' help to repel the assault. The characters cannot defeat the attacking monsters on their own, but they can provide much-needed support to the besieged city. Besides, they're the only help around.

*Quest XP:* By helping to fight off the attack, the characters earn a minor quest reward of 2,800 XP.

**Quest Hook:** The characters might be curious about why the elemental army is attacking Irriad's Glen. Even if they aren't, the city leaders definitely want answers and offer a reward for further information.

If the characters decide to investigate, they trace the attackers back to one of several fortified bases. There, they discover that the fire creatures were attacked and driven out by a larger force of water- and cold-based elemental beings. By studying the various battles that are taking place all over the region and by questioning the survivors, the heroes learn that the two elemental forces are proxies in a war between fey powers. Each faction is struggling to take over a region of the world as a staging ground. This area includes a number of portals to the Elemental Chaos.

*Quest XP:* If the characters discover the origin of the invading army, they earn a minor quest reward of 2,800 XP.

**Quest Hook:** At this point, the characters might be inclined to just hole up and let the conflict play out, but they cannot. Irriad's Glen represents too great a prize—if one army takes it, the city becomes a secure bastion with a sizable work force. In addition, the influence of the Feywild and the Elemental Chaos is threatening the world. The weather changes drastically depending on which side has the upper hand. When the fire armies make headway, the area becomes hot and parched; when the forces of cold advance, freezing winds and blizzards sweep the land. Crops and herds grow sickly due to the disrupted cycles, and supplies are running low.

The heroes aren't powerful enough to stop the armies from fighting. Instead, they must get to the source of the problem, severing the Fey Courts'

alliances with their proxies in the Elemental Chaos. Such a task requires diplomacy, tact, intimidation, and possibly demonstrations of physical might. The archons leading the armies of the two sides must be convinced that the war is too costly or otherwise against their interests. Alternatively, the characters can resolve the conflict by confronting the nobles of the warring fey courts. To end the war requires navigating labyrinthine politics, bribing officials with favors, and launching targeted assaults.

*Quest XP:* If the characters succeed against either the armies' leaders or the fey nobles, they earn a major quest reward of 14,000 XP.

### 26: There Goes the Neighborhood

Shaken by recent turmoil, the City of Brass is ill-equipped to deal with a new elemental realm that has appeared not far from the city. The garrison at an outpost reports that a nebula of caustic smoke and liquid fire that had raged for decades has transformed itself in mere hours. A wall of lightning-charged iron now surrounds a flat plain of rock over a mile across. The efreet nobles know how much physical power and mental strength is needed to stabilize portions of the plane, and they are deeply worried about the proximity of a being mighty enough to reshape such a massive stretch so swiftly. They are keen to determine whether this newcomer is a threat or a potential ally.

**Quest Hook:** The Lord of the Efreets is hard-pressed to restore order in the aftermath of the city's recent upheaval. Despite having no allies to spare who can investigate the event, the monarch cannot leave the mystery unresolved without losing face. Hiring the characters is the ideal solution, since they are expendable outsiders who have no binding connections to any efreet faction.

*Quest XP:* If the characters infiltrate this new elemental realm and learn the identity of its master, and perhaps his or her agenda, they earn a minor quest reward of 9,000 XP.

**Quest Hook:** The master of this new realm is Qualquineska, a primordial naga druid who has guarded elemental secrets for millennia. The naga recently came across knowledge of magic so potent that, she believes, she can use it to ascend and become a true primordial. Establishing her own realm in the Elemental Chaos is merely the first step of the process.

*Quest XP:* The magic that Qualquineska has access to, and what she needs to ascend, are up to you. The characters earn a major quest reward of 45,000 XP if they stop the naga, and an additional minor quest reward of 9,000 XP if they find a way to keep any other potent creature from following in her footsteps.

## Patrons



Visitors to the Elemental Chaos might battle slaads, become enmeshed in the schemes of wily efreets, or trade goods with xenophobic githzerai. Characters who regularly interact with the plane, or who come to the attention of the powers that be there, might also cultivate an elemental patron. This section describes several possible elemental benefactors for the characters. They fill much the same roles as worldly patrons, providing missions, equipment, safety, and sources of adventure.

The patrons presented here are iconic examples of their races or organizations. You can drop them into your campaign as they are, or use them as examples when creating patron characters of your own.

### Shah Abdul-Azim Abassi

**Efreet Karadjin** (*Monster Manual*, page 100)

The efreets of the City of Brass collect tools—many of them living. They have numerous uses for mortal pawns.

#### Background

Abdul-Azim Abassi has been deeply embroiled in the politics of the City of Brass all his life. He is a high-ranking efreet in the city, with a number of lesser efreets and scores of slaves in his service. At the same time, he answers to more powerful nobles. Abdul-Azim chafes at this aspect of his situation and yearns for more power.

#### Using Shah Abdul-Azim

Abdul-Azim schemes to increase his own political power and decrease that of his rivals. Efreet society is so complex and far-reaching that the shah can accomplish these goals in a number of ways, giving rise to plenty of adventure possibilities.

Abdul-Azim can send characters on the following sorts of missions.

- Spy on or sabotage the household of a rival efreet.
- Put down a slave uprising.
- Incite a slave uprising to discredit a rival.
- Acquire an item, person, or piece of information.
- Destroy enemies of Abdul-Azim or of the efreets in general, such as genasi pirates or a slaad colony.
- Establish positive relationships, perhaps for the sake of trade, with forces in the world or elsewhere.
- Find a new source of raw materials for Abdul-Azim's slave force to plunder.

# The Stone Council

**Earth Titans** (*Monster Manual*, page 122)

Three earth titans make up the Stone Council. They rule an earthmote hollowed by tunnels and packed with servants—hill giants, enslaved dwarves and kobolds, galeb duhrs, earth elementals, and a few stone giants.

## Background

The Stone Council began when a group of earth titans conquered the earthmote and dubbed their new domain Allrock. Desiring a realm of their own, the titans set about securing subjects. Now, after dozens of raids to the world to acquire dwarf and kobold slaves, Allrock has become crisscrossed with passages. Elemental creatures keep arriving, attracted to the power of Allrock, but the earthmote has run out of space to hold them.

## Using the Stone Council

Earth titans might not be the brightest of their kind, but the Stone Council members are smart enough to realize that their kingdom must expand or be torn apart. The titans have been looking to secure new territory for Allrock's growing population.

Characters in the service of the Stone Council could take advantage of their generally higher intelligence to deceive their patrons. If the earth titans were to discover such deception, however, they would bring all their might to bear on the transgressors.

The Stone Council can send characters on the following types of missions.

- Explore an unoccupied area of the Elemental Chaos to determine its suitability for an expansion of Allrock.
- Travel to the world to get more slaves who can help secure new territory.
- Attack and conquer a nearby area of the Elemental Chaos controlled by another force, such as other giants, slaads, githzerai, or efreets.
- Devise a practical way to expand Allrock, such as finding a reliable method of transforming the surrounding elemental substance into earth.

# Valaphyr

**Djinn Thunderer** (*Monster Manual 2*, page 71)

The djinns are native to the Elemental Chaos, but they haven't been a significant force for a long time. Much of their populace remains trapped in objects or other magical prisons, and the free djinns have lost a great deal of their former power. All djinns long to return to glory, but none are more keen for it than Valaphyr.

## Background

After being trapped in a magic flute for millennia, Valaphyr won his freedom when a group of adventurers discovered the golden instrument in a young dragon's hoard. One incautious party member sounded the flute before it was definitively identified. After an untold time in magical slumber, the djinn was eager to exercise his power. The adventurers, weakened from their battle with the dragon, had no chance. Valaphyr collected their magic equipment in addition to the dragon's hoard, then secured passage to the Elemental Chaos. Once there, he sought shelter among a group of djinns in a small cloud citadel.

Valaphyr had chalked up his lengthy imprisonment to supremely bad luck but has since learned that most of his kind were even less fortunate. The djinn has vowed to free his race from its shackles and punish the gods for such cruel treatment. To this end, he plans to liberate the djinns, recover their old holdings, and, ultimately, free a primordial and march upon the gods' domains.

## Using Valaphyr

Although his first act as a free djinn was to slay the adventurers who unwittingly rescued him, Valaphyr holds no enmity for their kind. He appreciates the resources and enterprise of adventuring parties and regularly uses them to achieve his goals. He has no interest in endangering himself, and he regards the lives of his fellow djinns as too precious to risk. In contrast, adventurers are cheap to hire, and their lives mean nothing to Valaphyr.

The djinn seeks an audience with any adventuring party that ventures close to his cloud citadel. He also goes out of his way to invite adventurers he believes to be especially capable. Though he cares little for their well-being, he treats such characters fairly—he has need of their services and prefers not to make unnecessary enemies. On the other hand, he has little patience for any who disrespect him or the djinns.

Valaphyr can send characters on the following kinds of missions.

- Rescue a djinn from a magic prison.
- Defeat the current denizens of a former djinn stronghold.
- Slay a devout or important divine servant.
- Forge an alliance with other allies of the primordials or enemies of the gods.
- Gather magic items or an artifact for the djinns.

## Zat

**Githzerai Mindmage** (*Monster Manual,* page 131)

The insular githzerai nevertheless must seek the services of outsiders from time to time. A few individuals, such as Zat, go out of their way to find them.

### Background

Zat operates out of the genasi city of Threshold (page 57), where she keeps an eye on the massive portal to the world. She has lived in the Elemental Chaos all her life and grew up fascinated by the legends of the githzerai race. Although young, she has developed into an excellent mindmage and recently traveled to Threshold at the behest of her githzerai superiors. They provide her with the resources to act as an able patron.

### Using Zat

Zat frequents the area near the portal to ensure that she makes initial contact with visitors. Occasionally, she uses the passage to find and establish agents in the world. Although she is not native to the city, Zat has come to love Threshold and its people. She serves the interests of the githzerai, the city of Threshold, and her own notions of what is best.

Zat can send characters on the following sorts of missions.

- Slay enemies of the githzerai, particularly mind flayers and githyanki, on which Zat offers a standing bounty.
- Serve as diplomats to a race or an organization in the world that would be hesitant around, or hostile to, the githzerai.
- Recover a lost githzerai item or individual.
- Establish contact with a githzerai or genasi colony in the world or in a remote location of the Elemental Chaos.
- Spy on a power within the Elemental Chaos, such as the City of Brass efreets or a cult dedicated to a primordial.



# Orders Out of Chaos

With the exception of the most potent efreets, the powers that dwell within the Elemental Chaos are rarely more organized than the plane they call home. The constantly changing nature of the plane and the great distances between communities prevent control over multiple populations. Those leaders that inspire cults aren't interested in cooperation between sects or in forming larger faiths. The nonnative inhabitants of the Plane Below must expend so much time and effort on survival that they have little energy or motivation to pursue other goals.

Yet as a source of unimaginable power, the Elemental Chaos calls to groups of individuals who seek to explore and to exploit its depths. A few examples of Elemental Chaos-linked organizations follow. As always, pick and choose the details you are fond of, or let them inspire you to create groups of your own.

## The Cult of the Elder Elemental Eye

The Temple of Elemental Evil: Nearly every sage, priest, or adventurer has heard its name whispered in rumors and legends. It has been destroyed more than once by the forces of good. Just as many times, it has risen from the rubble to plague the world.

The Temple of Elemental Evil is but one symptom of a deeper malady. It is the holiest site of the Cult of the Elder Elemental Eye, a horrific organization not fully understood even by its own worshipers. The cultists are not highly organized, and internecine struggles for control of the temple are constant. Still, if one sect can impose its will on the others and raise the group to prominence once again, it can direct the cult's awesome resources to end creation in any number of ways.

### Cult of the Elder Elemental Eye Lore

**Arcana, History, or Religion DC 15:** The infamous Temple of Elemental Evil was the heart of a religious sect that terrorized the surrounding regions. The group hired bandits, consorted with demons and evil powers, and caused much destruction before it was defeated.

**History DC 20:** The Cult of Elemental Evil arose multiple times, and the temple was destroyed and rebuilt at least twice.

**Arcana or Religion DC 25:** The so-called Cult of Elemental Evil was in fact a sect of worshipers devoted to Zuggtmoy, a foul demon of slime and fungus. The elemental trappings of the sect were an

attempt by the demon lord to attract a wider array of followers. When Zuggtmoy's aspect was slain during a raid on the temple, Zuggtmoy's followers lost faith, and the demon turned her attentions elsewhere.

**Arcana or Religion DC 30:** Zuggtmoy was merely a pawn in a larger game. She was not the true power behind the Temple of Elemental Evil. The Cult of the Elder Elemental Eye was the ultimate threat, an organization worshiping a primordial entity of enormous power. The name of the cult's master is unknown, but rumors indicate that other primordials have cooperated with it, including Imix, Lord of Fire.

**Religion DC 40:** The title of the Elder Elemental Eye refers not to a primordial but to the Chained God, Tharizdun—the mad, figurative father of the Abyss. That he is the power behind the Cult of the Elder Elemental Eye is a fact known only by the sect's highest members. Not all worshipers of Tharizdun are members of the sect. The cult represents only one group of mad fanatics, albeit one of the largest and most infamous.

## Organization

With little organization and no unified leadership, the Cult of the Elder Elemental Eye has never reached its full potential. Still, its members work tirelessly, clandestinely seeking ever more power for their evil patron. Their ultimate goal is to bring Tharizdun into the world—a event that would be catastrophic for the entire cosmos.

**Leader:** Only a few faction leaders have a chance to attain dominance over the sect. Falrinth, a male human wizard, is an ancient fanatic who has already survived two separate offensives against the temple. Dein, a male stone giant warlock, believes that natural humanoids have no place in the cult except as slaves. Karreska Redhand is a female orc druid whose older half-sister, Smigmal, was a sect champion until she was slain.

**Headquarters:** The Temple of Elemental Evil is an enormous stone edifice with hideous carvings and demonic gargoyles, constructed and reconstructed in varying styles over the years. The temple contains multiple passageways to the Abyss and the Elemental Chaos, as well several pockets of the Plane Below made manifest in the world.

Legend tells that the temple exists in both the world and the Elemental Chaos, two spiritual halves of the same structure kept separate by planar boundaries. According to the tales, if the two temples were ever brought into conjunction, they would form a permanent, enormous conduit between the planes.

ERIC L. WILLIAMS

Dimensional boundaries for miles would waver and blur, opening the way for a massive invasion of demonic and elemental creatures.

**Hierarchy:** The cult's hierarchy is simple: Whoever has the power leads. All worshipers are devoted to the spread of elemental evil as a concept, even if some of them direct that devotion to different entities than others do. This common goal keeps the cult operating.

**Members:** Although its leaders are usually skilled warriors or elemental spellcasters, the cult accepts anyone. Worship of Tharizdun isn't required to join, nor does the cult incorporate only such worshipers. The selfish, the bitter, the ambitious, the anarchic, and those who dabble in forbidden lore are all drawn to the cult. Evil and obsessed, they seek power at the expense of nonbelievers and are welcomed with open arms.

Many cultists aren't natural humanoids. They include elementals desiring power over the world, giants seeking the return of their lost empire, and demons reveling in the chance to destroy.

### History

When the Cult of the Elder Elemental Eye first arose is impossible to say. Worshipers of Tharizdun, under his various titles, have existed since the end of the Dawn War. When the temple was first built decades ago, it appeared to be dedicated to the destructive powers of the elements, but was in fact faithful to the demon Zuggtmoy. Even then, some members secretly revered the Elder Elemental Eye, working to steer the sect to their own purposes. Were they instrumental from the beginning, manipulating the demon into founding the cult? Did they come along later to take advantage of what Zuggtmoy had begun? So secretive is the sect, and so varied the accounts of its factions, that none can say.

### Goals and Methods

The cult's ultimate goal is to fray the boundaries between the world and the Elemental Chaos (or the Abyss) and thus free its dreadful patron. It seeks to increase the power of its members, especially its leaders, while offering worthy sacrifices in hopes of granting its master enough strength to break free.

What it lacks in organization, the cult makes up for with determination and sheer power. As a group, the cultists are extremely potent and learned. On more than one occasion, they have succeeded in summoning horrific beings to the world.

Cultists engage in various schemes. These plots have included imprisoning powerful entities and indoctrinating them, using magic to drive entire populations mad, transforming powerful creatures into elemental beasts, and weakening the boundaries between the world and the Elemental Chaos. All the while, they have deceived large groups, including other cultists, into worshiping and sacrificing to one entity while believing that they serve another.

### Adventure Ideas

Just the words "Temple of Elemental Evil" can get your players raring to go. For those who still need convincing, here are a few ways to get their characters involved.

The Cult of the Elemental Eye adds an elemental theme to an entire campaign. Its servants and thralls can appear at early levels, gathering sacrifices or competing with the characters for magic items. At the paragon tier, the characters might struggle against higher-level priests and various elemental monsters, perhaps even making forays into the Elemental Chaos or the upper levels of the Temple of Elemental Evil. Heroes at the epic tier can delve into the temple's depths and take on the demonic or elemental powers to whom the sect's factions are devoted.

## The Grave-Minders

Faced with passing years, great riches, and power waiting to be claimed, even those who zealously hold to a purpose can drift astray. Such was the case with the Grave-Minders.

This holy order was once dedicated to guarding the divine bonds on the primordials and was set to warn the various priesthoods and temples of the world if those prisons weakened. Since its founding, however, the group has devolved into a band of scavengers and treasure hunters. In their ambition, they scour the graves and prisons of the primordials for their own gain.

### Grave-Minders Lore

**Arcana, History, or Religion DC 20:** The Grave-Minders were founded by members of the earliest religions. Fearing that the turmoil of the Elemental Chaos might blind the eyes of the gods, they set up several strongholds in the Plane Below, monitoring the prisons and graves of the primordials to ensure that none would rise again.

Little has been heard of them for centuries.

**Arcana or History DC 30:** The Grave-Minders did not disappear, but the order has avoided notice because its members have turned away from their original mission. They are more interested in raiding primordial tombs for ancient treasures and powerful magic, whether left behind since the Dawn War or gathered by worshipers attempting to free their primordial masters.

### Organization

The Grave-Minders were viewed as heroes and martyrs in their early days—parables and psalms were written about them. Today, the organization keeps its existence secret. Only its regular contacts, several informed denizens of the Elemental Chaos, and a half-dozen high priests of primordial cults and divine churches are aware of the group's current activities. None of them think much of the Grave-Minders.

**Leader:** The organization's leader is elected by acclaim, based largely on his or her accomplishments. The current head is Ephram Kiembretz, a male human invoker, but he's nearing retirement. His likely successor is Lathlenvia Viell, a female tiefling rogue.

**Headquarters:** On the rare occasions when the Grave-Minders assemble, they do so on the *spelljammer* galleon *Ice Princess*, which sails the skies and vapors of the Plane Below.

**Hierarchy:** The Grave-Minders are divided into autonomous cells of procurers, who are essentially adventuring parties, and researchers, consisting mainly of older members. Each team has its own commander, who reports to the organization's leader.

**Members:** The group accepts anyone ambitious and capable enough to travel to the hazardous regions of the Elemental Chaos where the primordials are imprisoned or entombed. Particularly knowledgeable sages or experts serve as researchers; all the other members of the Grave-Minders are adventurers. Followers of gods and primordials alike are welcome, as long as they don't object to the Grave-Minders' activities.

### History

The Grave-Minders have little recorded history. Supposedly, the organization was founded within a few generations of the end of the Dawn War. Given how obscured in myth that time is, that claim cannot be confirmed.

A thousand years ago, members began to lose interest in standing watch against an event that nobody thought would ever occur. Instead, they became increasingly interested in the treasures and power to be gained in the Elemental Chaos. Those guiding the society, no matter how devout, could not resist the income and influence those treasure hunters brought to the Grave-Minders. At first they justified their actions as using these resources to guard against the primordials' return, but eventually that excuse was abandoned. When an adventuring rogue by the name of Avirras was acclaimed leader several hundred years ago, the society's shift was complete—pretended guardianship became undisguised robbery.

### Goals and Methods

The goals of the Grave-Minders are simple: Locate the resting places of primordials, living or dead, and loot the powerful and valuable treasures found there. Some members aspire to be rich enough to buy and sell entire cities. Others enjoy testing themselves against dangers that would challenge the gods. Some seek rulership, conquest, or even apotheosis, and believe these items can aid them. A rare few still serve the original mission, keeping an eye on the primordials and thwarting the efforts of their fellow members.

Most members of the Grave-Minders explore the Elemental Chaos. The rest conduct research in the greatest libraries of the world and in the recorded histories of those few elemental cultures that bother to keep such writings. Once a primordial grave or prison has been located, a team of tomb raiders travels there to secure whatever wealth and magic it contains.

In other words, the Grave-Minders is an adventurers' guild interested only in the deadliest dungeons and most fearsome foes.

### Adventure Ideas

The Grave-Minders can function well as allies, as enemies, or as recruiters. The group might cooperate with the characters in exploring the grave of a primordial, or it might compete for the recovery of an artifact. The heroes could join the Grave-Minders to fulfill the group's original purpose—guarding against the awakening of a primordial. Alternatively, they might be dispatched to thwart the organization by a religious faction that fears the Grave-Minders' meddling will cause the very awakening the group once feared.

## The Speakers of Xaos

Also called the Xaos-Speakers, this organization is respected by the few who know of it, and feared by the fewer who know it well. A cabal of arcane and scholastic explorers studying the nature of the Elemental Chaos, the Speakers of Xaos (pronounced like "chaos") pursues a variety of ambitions that, if successful, could grant its members access to world-shattering information.

### Speakers of Xaos Lore

**Arcana or History DC 15:** The Speakers of Xaos is a college of wizards, sages, druids, priests, and explorers who seek a complete understanding of the Elemental Chaos. Although a few small subgroups meet in the world, the group's primary campuses are in the Plane Below.

DAVE ALLSOP

**History DC 20:** The Xaos-Speakers don't have a unifying motivation for their study of the Elemental Chaos. Some members gather knowledge for its own sake. Other individuals hope to understand the magic that underlies all reality and thus increase their own abilities. Still others seek mastery over various elemental creatures and the primordials—either to maintain the divine order, or in hopes of freeing the primordials and controlling their awesome power.

**Arcana or History DC 25:** The Speakers of Xaos resulted from the merger of two orders: the Xaositects, an anarchist faction that operated within the city of Sigil, and the Lyceum Elemental, a combination cabal and social club for researchers investigating all matters elemental and primordial.

**Arcana DC 30:** One of the Speakers' primary lines of research is the study of chaos. By identifying patterns in what others see as randomness in the Plane Below, they believe they can predict the future. They hope to learn to manipulate the nature of the Elemental Chaos and, through it, the world.

## Organization

The Speakers of Xaos is not a clandestine organization, but its activities and research are closely guarded secrets. Individual members pursue their own hidden experiments, refusing to share evidence and conclusions even within the group.

**Leader:** The Speakers of Xaos is a gathering of like-minded individuals, not a regimented order, and its leadership is informal. The members elect a director, who approves expenditures and groupwide activities but otherwise has little say over individual members' actions. The current holder of that office is Director Callum Rell, a male deva invoker.

**Headquarters:** The group has a number of small institutions and meeting places in the world. More prestigious complexes are scattered throughout stable regions of the Elemental Chaos, including a library in the City of Brass. The organization's central college is located outside the githzerai city of Zerthadlun—far enough that the githzerai don't object to its presence, but near enough to take advantage of the city's stabilizing influence on its surroundings.

**Hierarchy:** Other than the elected director, no Xaos-Speaker has official authority over another. Unofficially, associates defer to long-standing, powerful, and influential researchers.

**Members:** Officially, the group is open to anyone who seeks knowledge and understanding of chaos, the natural order, and the Plane Below. In fact, only those who demonstrate sufficient power to survive the rigors of the Elemental Chaos, or provide lore or knowledge that the group lacks, are admitted. Any Speaker can nominate a candidate for membership.

### XAOSITECTS

A great conflict surged through Sigil's streets some time ago, realigning factions, organizations, and entire systems of belief. Though the Lady of Pain remained inviolate and in control, many other lesser power structures faltered or failed altogether, including the faction called the Xaositects. Calling this group an organization would be a stretch. The loosely connected order, while older than many others, had a habit of disbanding, re-forming, and changing its name. Such behavior not only makes it difficult to compile a reliable history of the Xaositects but also leaves open a question: Are all those earlier Xaositects gone, or are some still rattling around the planes? The Speakers of Xaos don't care.

Confirmation requires the approval of another member of equal or greater seniority, as well as that of the director. Similarly, anyone can be blacklisted by agreement of the director and two senior members.

### History

Since before the world's recorded history, the Xaositects were a philosophical faction in the great planar city of Sigil. Some members were pure anarchists, but many were dedicated to seeking meaning and patterns in chaos. The group's mantra was that reality is chaotic, and only by understanding disorder can it be mastered.

Eventually the Xaositects disbanded, partly due to the efforts of rival sects and partly in obedience to a decree of the enigmatic Lady of Pain. The anarchists continued on as they always had—what did the existence of a recognized structure matter to them? More regimented members sought out new homes and a rededication of purpose. They began communicating with the Lyceum Elemental, a cabal of sages and researchers who had become fascinated with the Elemental Chaos's theoretical effect on events in the world. The combination of the Lyceum's theoretical knowledge with the former Xaositects' applied experience resulted in the birth of the group known today as the Speakers of Xaos.

### Goals and Methods

All Speakers are united in their goal of understanding the Elemental Chaos—from finding patterns in the fluctuations of its energy to learning precisely how this fundamental plane influences the nature of reality and events in the world.

Why do they gather this information, how do they go about doing so, and what do they plan to do with it? The answers vary from member to member. Certain Speakers, including the current director, are interested only in gathering knowledge and perhaps using this insight to aid others. They watch and record the movements of the Elemental Chaos and the behavior of elementals, trying to find patterns. Other members manipulate the activities of elementals, or even experiment on such creatures, to learn more of the Plane Below's secrets. They seek to increase their own personal magical acumen, perhaps even using the power of the Elemental Chaos to gain godlike stature. So far, their efforts have been in vain.

Some Speakers cultivate ties with the efreets of the City of Brass, hoping to learn more about the *al-buraj* divining system (see "Mapping Chaos," page 54), but so far they've had little luck. The long-term nature of *al-buraj* practice is part of the reason, but mostly, the efreets are unwilling to cooperate with outsiders trying to learn their secrets. The few who would consider the idea demand something major in exchange.

### Adventure Ideas

The Speakers of Xaos can be a catalyst for all manner of adventures, as allies of the characters, as enemies, or—given the differing methods and goals of its members—as both at the same time.

The group's more scholarly members might hire the characters to gather information, observe certain inhabitants of the Elemental Chaos, retrieve magic items, or map a specific location. They might require aid against enemy elementals or cults whose power they cannot match, or help in delivering vital supplies to their bastions in the Elemental Chaos.

The group's more ambitious members could become regular adversaries of the party. They might ally themselves with rogue efreets who trade knowledge about *al-buraj* in exchange for aid in various schemes. They might spark war between communities in the Elemental Chaos by kidnapping and vivisecting elemental beings. They could even conquer a region of the world with power gained through a deeper understanding of elemental nature.

## Artifacts

Countless potent magic relics originated in the Plane Below. The following are examples of artifacts that might hail from, or be linked to, the Elemental Chaos. Their history, purpose, and power can drive adventures or entire campaigns.

### Plastron of Tziphal

The *Plastron of Tziphal* is appropriate for characters in mid-paragon tier and upward.

**Plastron of Tziphal** Paragon Tier

*This ceremonial breastplate is fashioned from dark stone. The surface is chipped and the edges jagged from the chisel that fashioned it. When worn, it merges with its wearer's flesh, turning skin to a rocky armor as hard as plate.*

Although it looks like only a breastplate, the *Plastron of Tziphal* functions as *+4 warplate armor.* It has the following properties and powers.

**Enhancement:** AC

**Property:** You gain resist 10 poison.

**Property:** You gain an item bonus equal to the *Plastron*'s current enhancement bonus to saving throws against slowing, immobilizing, petrifying, or restraining effects that a save can end.

**Power (Daily):** Standard Action. You gain resist 5 to all damage until the end of the encounter; or Immediate Interrupt. *Trigger:* You are hit by an attack. *Effect:* You gain resist 15 to all damage until the end of your next turn.

**Power (Daily):** Minor Action. You gain a power bonus to Fortitude equal to the *Plastron*'s current enhancement bonus until the end of the encounter.

**Power (Daily):** Free Action. *Trigger:* You make a saving throw to end an effect. *Effect:* You make the triggering saving throw again and use either result.

## THE MOUNTAIN BUILDER

None today know whether Tziphal is truly dead. Mauled and cursed by the gods, he lies within a cairn deep in the Elemental Chaos (see "The Mountain Builder's Barrow," page 100). The body within might be utterly lifeless or rest in some intermediate state between life and death. Creatures that have powers of petrification (Tziphal's "children") and a few worshipers of the primordial occasionally claim to hear a deep and rumbling voice at the very limits of their hearing. They cannot yet make out the words, but they feel an ever stronger compulsion to seek out its source and obey whatever instructions it might have for them.

Few descriptions of the Mountain Builder survive, and those that do are often contradictory—though all agree that his flesh was the hue and consistency of stone. Some portray the primordial as an enormous, featureless humanoid form of blocky stone, standing hundreds of feet tall. Other images depict him as a creature far longer than he was tall, with a dozen pairs of legs and multiple swaying torsos. All stories describe Tziphal as staggeringly huge—a peculiar detail, considering that no creature of such size could possibly fit within the mystical barrow said to be his grave. Either all tales of Tziphal's appearance are false, or the Mountain Builder was capable of altering his form to a tremendous degree.

Whether or not Tziphal still lives depends on the needs of your campaign, but you need not involve him personally to base adventures around him. Multiple cults of the Mountain Builder exist still among elemental creatures said to be created by him, as well as among humanoids of the world. Many followers seek to restore the primordial to his former glory, while others believe they follow a sacred mandate to petrify all natural beings. The leaders of such cults claim to be guided by that mysterious, rumbling voice. Are they speaking the truth, or using Tziphal's name to justify their own ambitions? What is the voice telling them to do? And is it truly the voice of Tziphal, or some other entity taking advantage of his cultists' faith?

## Goals of the Plastron of Tziphal

- Thwart and destroy worshipers of the gods, especially of those deities that existed at the time of the Dawn War.
- Increase the influence of elementals and primordials, as well as earth, rock, and petrifying creatures created by Tziphal.
- Locate the grave of Tziphal, deep in the Elemental Chaos, and bring the primordial back to life.

## Roleplaying the Plastron of Tziphal

The *Plastron* doesn't communicate much with its wearer, indicating its desires through flashes of emotion. The artifact might project rage toward a creature it wants slain, fear of someone it wants to avoid, or a yearning for a location it wishes to visit. The *Plastron* cares little for how the wearer accomplishes these goals.

In its hatred, the *Plastron* coaxes its wearer to attack divine characters and immortal creatures. If the artifact foresees an opportunity to accomplish one of its goals, however, it might be willing to put up with the presence of such enemies in the short term.

## Plastron of Tziphal Lore

**Arcana DC 20:** The *Plastron* was carved from the rocky flesh of Tziphal the Mountain Builder, said to be the progenitor of creatures that petrify. The armor retains a bit of the primordial's power, as well as his hatred for the divine order that cast him down.

**CONCORDANCE**

| Starting score | 5 |
|---|---|
| Owner gains a level | +1d10 |
| Owner completes a quest that contributes to the release of a primordial | +3 |
| Owner is a goliath or a dwarf | +1 |
| Owner kills an immortal creature or a divine character (maximum 1/day) | +1 |
| Owner gains a level without slaying an immortal creature or a divine character | -1 |
| Owner is immortal or is a divine character | -3 |
| Owner thwarts actions that contribute to the release of a primordial | -4 |

### Pleased (16–20)

*"I am chosen of Tziphal. He shall walk the world again, leaving forests of stone in his wake, and I shall thrive in his shadow."*

The wearer is a worthy champion of the primordials. The *Plastron* takes great steps to keep the champion alive and successful.

The artifact's enhancement bonus becomes +5.
**Property:** You gain an item bonus to Fortitude equal to the *Plastron*'s current enhancement bonus.
**Power (Daily):** Immediate Reaction. *Trigger:* You are hit by a melee attack. *Target:* The triggering creature. *Effect:* The target is immobilized (save ends). *First Failed Saving Throw:* The target is restrained (save ends). *Second Failed Saving Throw:* The target is petrified (save ends). *Third Failed Saving Throw:* The target is petrified (no save).

### Satisfied (12–15)

*"Though I remain a lowly being of worldly flesh, through the power of the primordials I can become so much more."*

The *Plastron* still views the wearer as inferior, but it has seen potential. It empowers the wearer in hopes of creating a more useful instrument.

**Property:** You gain a +2 item bonus to Strength-based checks and a +2 item bonus to weapon damage rolls.
**Property:** The item bonus to saving throws applies only to effects imposed on you by a divine character or an immortal creature.

### Normal (5–11)

*"I can sense that this armor holds me in contempt, but it desires that I serve as an instrument of its will."*

The armor finds nonelemental beings and those it considers unworthy to be distasteful, but it prefers any wearer to none. It is as patient as earth and stone, willing to wait for this one to prove worthy.

### Unsatisfied (1–4)

*"The Plastron grows ever more disgusted with me. It sees in me all the weakness of those who have no elemental heritage."*

The *Plastron* has lost hope that the wearer might prove valuable. It bides its time until it can move on, or until the wearer improves its concordance.

The artifact's enhancement bonus becomes +3.
**Property:** You take a -2 penalty to attack rolls and damage rolls against earth creatures and creatures that have petrification powers.
**Special:** The first time each day a critical hit is scored against you, you are immobilized (save ends). *First Failed Saving Throw:* You are restrained (save ends). *Second Failed Saving Throw:* You are petrified (save ends). *Third Failed Saving Throw:* You are petrified (no save).

### Angered (0 or lower)

*"I represent everything the Plastron despises, all that Tziphal seeks to destroy. I must die to pave the way for Tziphal's return."*

The *Plastron* views its wearer as just another package of divine energy in a fleshy wrapping that should be destroyed.

The artifact's enhancement bonus becomes +2.
**Property:** You take a -2 penalty to attack rolls and damage rolls against elemental creatures.
**Property:** Elemental creatures and earth creatures can score critical hits against you on a roll of 19–20.
**Special:** The first time each day that a critical hit is scored against an ally you can see, that ally is immobilized (save ends). *First Failed Saving Throw:* The ally is restrained (save ends). *Second Failed Saving Throw:* The ally is petrified (save ends). *Third Failed Saving Throw:* The ally is petrified (no save).

### Moving On

*"The Mountain Builder calls . . ."*

The *Plastron of Tziphal* disappears, reappearing elsewhere in the world to continue its quest. If the *Plastron* is at least satisfied, the wearer gains a stony appearance, along with a permanent +1 bonus to AC and a permanent +2 bonus to saving throws against slowing, immobilizing, petrifying, or restraining effects that a save can end.

An unsatisfied or angered *Plastron* curses the wearer, draining away essence and transforming his or her body into a stone golem of the wearer's current level. The golem is compelled to seek out the nearest primordial cult and serve its members as though they had created it.

The wearer can be restored to life and flesh only by reducing the golem to 0 hit points and then performing the Remove Affliction and Raise Dead rituals in that order.

## Crystal of Ebon Flame

The *Crystal of Ebon Flame* is appropriate for characters in the upper epic tier.

The *Crystal* is a conflicted artifact. The item's goal is to release Tharizdun, but a divine curse has been laid on it to thwart that end.

**Crystal of Ebon Flame** Epic Tier

*This fist-sized, black, flame-shaped crystal whispers menacingly when grasped. It offers power but warns of corruption.*

The *Crystal of Ebon Flame* is a +6 implement with the following properties and powers. When a wielder first picks up the artifact, he or she can choose what sort of implement it functions as.
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 damage, and the target takes ongoing 10 fire and necrotic damage and is weakened (save ends both)
**Property:** When you use an attack power through this implement, you can score a critical hit on a roll of 19–20.
**Property:** You gain a +4 bonus to checks to escape a grab, and a +5 bonus to saving throws against immobilizing or restraining effects that a save can end.

**Power (Encounter ✦ Healing, Implement):** Immediate Reaction. *Trigger:* You reduce a creature within 10 squares of you to 0 hit points. *Effect:* You can spend a healing surge or make a saving throw against each effect on you that a save can end. The triggering creature is utterly destroyed. It crumbles to dust and cannot be restored to life with the Raise Dead ritual. (Epic destiny powers that allow a return from death, or other magic of similar potency, still function.)

**Power (Daily ✦ Fire, Necrotic):** Free Action. *Trigger:* You hit with a fire or necrotic power using this implement. *Effect:* The target also takes ongoing 20 fire and necrotic damage (save ends).

The wielder gains the following property from the divine curse, rather than the artifact.

**Property:** Each day until you use one of the *Crystal of Ebon Flame*'s powers, whenever you spend a healing surge, you gain additional hit points equal to one-half your level.

## Goals of the Crystal of Ebon Flame

The *Crystal of Ebon Flame* works to free the Chained God, but the divine curse embedded in it has its own goals. The objectives of the artifact and the curse are presented separately.

### Goals of the Artifact

- ✦ Free the Chained God.
- ✦ Corrupt the wielder to evil and destruction.
- ✦ Empower those who revere the Elder Elemental Eye.

### Goals of the Curse

- ✦ Contain the power of the artifact.
- ✦ Ensure that the *Crystal* never falls into the hands of a cultist of the Elder Elemental Eye.
- ✦ Convey the *Crystal* to a just and righteous hero who will serve as its custodian.

## Roleplaying the Crystal of Ebon Flame

Both the artifact and the divine curse speak to the wielder in dreams and visions. The *Crystal* tempts the character with power in exchange for bending to the artifact's will. The curse's visions plead with the character to be strong and keep the artifact contained, revealing the dire consequences if the Chained God is freed.

## Crystal of Ebon Flame Lore

**Arcana DC 26:** Some researchers claim this artifact is a tear from Tharizdun, the Chained God, cast forth when the deities confined him in a secret prison. Other scholars believe it is a seed of evil he planted in the Elemental Chaos before his imprisonment, one that works even now to win his escape.

**Arcana DC 31:** This artifact is the object of desire for depraved worshipers of the Elder Elemental Eye, and a burden for any adventurer chosen to keep it from them. A group of gods once tried—and failed—to destroy it. Instead, they placed a powerful divine curse on it, forcing it to move from owner to owner. The *Crystal*'s current wielder is tasked with containing it, while the artifact tempts him or her to use its powers and serve its master, the Chained God.

**CONCORDANCE**

| Starting score | 5 |
|---|---|
| Owner gains a level | +1d10 |
| Owner uses the artifact to utterly destroy a creature | +2 |
| Owner uses one of the *Crystal*'s powers (maximum 1/day) | +1 |
| Owner kills the servant of a deity or entity other than Tharizdun | +1 |
| Owner kills a demon or a servant of Tharizdun | -1 |
| Owner uses the *Crystal* as an implement during an entire combat encounter without using any of its powers | -2 |

ERIC L. WILLIAMS

### Pleased (16–20)

*"The Ebon Flame shows me the awesome terror of the Chained God awakening. I glory in knowing that I bring this monumental event closer."*

The *Crystal* believes that its wielder zealously shares its goal of freeing Tharizdun.

**Power (Daily):** No Action. *Trigger:* You die. *Effect:* You return to life with hit points equal to your bloodied value. Each creature within 5 squares of you takes ongoing 20 fire and necrotic damage (save ends).

### Satisfied (12–15)

*"I have taken the first steps toward the true power of utter oblivion."*

Although the artifact hopes for better, the wielder seems to be its best means to free the Chained God at the moment.

**Property:** You gain a +5 bonus to death saving throws.

### Normal (5–11)

*"The artifact and the divine curse placed upon it are in perfect harmony. I hear each of them speaking to me, coaxing me . . ."*

Neither the artifact nor the divine curse has any great hope for the wielder, but does not view him or her as detrimental to its goal.

### Unsatisfied (1–4)

*"The Crystal thinks me a tool of deluded creatures that cannot face the truth that Tharizdun has shown them."*

The *Crystal* is disappointed in the wielder's actions, but it continues to offer its powers in hopes that the wielder will succumb. The curse grants the wielder greater resilience to contain the *Crystal's* power.

The following property is bestowed by the divine curse.

**Property:** Each day until you use one of the *Crystal of Ebon Flame*'s powers, whenever you spend a healing surge, you can make a saving throw.

### Angered (0 or Lower)

*"The Crystal believes me to be a weakling who cannot face the ultimate fate of the universe."*

The *Crystal* is desperate to move on, while the curse struggles mightily to prevent it from doing so.

The wielder loses the properties of the artifact but does not gain the benefit of the curse's property. The artifact's anger is so intense that it can block this aspect of the curse.

### Moving On

*"It is time for another to champion the cause."*

The *Crystal of Ebon Flame* moves on either while it is pleased or it is angered, typically when the wielder gains a level. The artifact disappears, putting itself in position to be discovered by its next wielder. If it is pleased, it moves on to a new wicked wielder who will start a Cult of the Ebon Flame and work toward the artifact's ultimate goal. If the artifact is angered, the divine curse takes effect instead, moving the *Crystal* to a new champion who serves as custodian for a time.

When the *Crystal* moves on after being pleased, it grants the following special power to its wielder.

**Consumption of the Ebon Flame** — Artifact Granted Power

**Daily ✦ Healing**
**Immediate Interrupt** **Personal**
**Trigger:** You reduce a creature within 10 squares of you to 0 hit points.
**Effect:** You can spend a healing surge. The triggering creature is utterly destroyed. It crumbles to dust and cannot be raised using the Raise Dead ritual. (Epic destiny powers that allow a return from death, and other magic of similar potency, still function.)

When the *Crystal* moves on after being angered, the divine curse grants a boon to its wielder. The next time the character dies, he or she rises again on his or her next initiative count with full hit points and all encounter powers recharged.

## Wave

*Wave* is appropriate for lower paragon tier characters.

**Wave** — Paragon Tier

*This trident is ornately decorated with aquatic images. When grasped, it emanates a divine fervor, urging its bearer to follow its lead.*

*Wave* is a *+3 magic trident* (*Adventurer's Vault*, page 9) with the following properties and powers.
**Enhancement:** Attack rolls and damage rolls
**Critical:** +3d6 damage, or +3d10 damage against aquatic or elemental creatures that do not worship Melora or one of her exarchs
**Property:** You gain a swim speed equal to your land speed.
**Property:** You cannot be surprised by aquatic or elemental creatures that do not worship Melora or one of her exarchs.
**Power (Encounter):** Minor Action. Until the end of your next turn, you ignore cover and concealment when making an attack using *Wave* against an aquatic or elemental creature that does not worship Melora or one of her exarchs.

## Goals of Wave

- Spread the worship of Melora and her exarch Sekolah.
- Spread Melora's and Sekolah's dominance to all aquatic and water creatures, and to all bodies of water in all worlds and all planes.

## Roleplaying Wave

*Wave* remains silent much of the time, but it immediately commands its wielder to take action if an opportunity arises to pursue its goals. It is particularly keen to attack aquatic and elemental creatures that are not worshipers of Melora or Sekolah. If the bearer fails to act quickly and decisively, *Wave* becomes angry, insulting and cursing him or her before subsiding into sullen silence.

## Wave Lore

**Arcana DC 18:** This trident was crafted by giants who were imprisoned by aquatic enemies and turned away from their primordial masters, becoming devout followers of Sekolah, exarch of Melora.

### CONCORDANCE

| Starting score | 5 |
|---|---|
| Owner gains a level | +1d10 |
| Owner worships Melora or one of her exarchs | +2 |
| Owner kills an aquatic or elemental creature that does not worship Melora or one of her exarchs (maximum 1/day) | +1 |
| Owner refuses to attack an aquatic or elemental creature that does not worship Melora or her exarchs when the opportunity arises (maximum 1/day) | -1 |
| Owner attacks a creature that worships Melora or her exarchs (maximum 1/encounter) | -2 |
| Owner is an aquatic or elemental creature that does not worship Melora or her exarchs | -4 |

### Pleased (16–20)

*"The unyielding power of the tides flows through me, and I guide that power in Melora's name."*

*Wave* and its bearer are fully aligned, working together to spread the word of Melora.

The artifact's enhancement bonus becomes +4.
**Critical:** +4d6 damage, or +4d10 damage against an aquatic or elemental creature that does not worship Melora or one of her exarchs
**Property:** When using this weapon, you deal 1d10 extra damage against aquatic or elemental creatures that do not worship Melora or one of her exarchs.
**Property:** When aquatic or elemental creatures that do not worship Melora or one of her exarchs flank you, you do not grant combat advantage to them.
**Power (Daily):** Standard Action. Until you take an extended rest, each ally within 20 squares of you can breathe water as if under the effect of the Water Breathing ritual.

### Satisfied (12–15)

*"Though I am born of dry land, my soul is of the sea."*

*Wave* is content with its wielder but believes that he or she could make greater efforts toward its goals.

**Property:** While wielding *Wave*, you gain the aquatic keyword (*MM* 280).
**Power (Daily):** Standard Action. Until the end of the encounter, each ally within 10 squares of you can breathe water as if under the effect of the Water Breathing ritual.

### Normal (5–11)

*"Wave demands that I worship Melora and spread the glory of the waves."*

*Wave* awaits the wielder to prove amenable to aiding its goals.

### Unsatisfied (1–4)

*"The trident is displeased with me, and its anger grows."*

The wielder is making no effort to spread the word of Melora. *Wave* has all but decided that it must find a new owner unless something swiftly changes.

**Special:** You do not gain *Wave*'s benefit against surprise when facing aquatic or elemental creatures that do not worship Melora or one of her exarchs.

### Angered (0 or lower)

*"The fearsome wrath of the sea is against me, channeled through Wave's own anger."*

*Wave* despairs of its wielder and will soon take its leave.

The artifact's enhancement bonus becomes +2.
**Critical:** +2d6 damage, or +2d10 damage against aquatic or elemental creatures.
**Special:** You do not gain a swim speed.

### Moving On

*"Like the sea, Wave is capricious. Now it seeks to move on."*

*Wave* wants to go where it can pursue its goals. When the wielder next gains a level, the artifact disappears, its sentience and other abilities traveling to another land in search of help in spreading Melora's word. If *Wave* is at least satisfied when it departs, its former wielder gains a swim speed equal to his or her land speed.

CHAPTER 2

# Races of Chaos

**The Elemental** Chaos is strange, and its inhabitants are equally bizarre. Life that arose in such a foreign environment rarely resembles that of the natural world.

Elementals come first to mind as natives of the Plane Below: bestial amalgamations of substances, with little purpose beyond an instinct to survive. Aside from those wild creatures, though, exist many other sentient races, each with its own culture.

This chapter discusses the major races of the Elemental Chaos, their societies, beliefs, and behavior. Some form organized nations, such as the rigid, despotic empire of the efreets; others, such as the erratic slaads, are linked by little more than physiology and disposition. They include:

- **Archons:** These elemental soldiers created in the Dawn War form regimented settlements devoted only to war.
- **Djinns:** Beings of ancient, noble heritage now dispersed and imprisoned, the djinns seek freedom and revenge.
- **Efreets:** Tyrannical beings of flame, efreets navigate the unpredictable plane with their mystical tradition of al-buraj.
- **Genasi:** Despite their elemental heritage, genasi struggle to survive in the Plane Below.
- **Giants and Titans:** Once servants of the primordials, these mighty elemental beings now pursue their own ends.
- **Githzerai:** Refugees from ancient slavery, these disciplined people impose order in the midst of chaos.
- **Slaads:** Wildly destructive and seemingly insane, slaads have no real society but pursue the roiling chaos storms that sweep the Plane Below. Does their behavior serve a deeper purpose?
- **Other Races:** These beings exist in smaller numbers or are isolated within the plane. Some are of the natural world, including humans and dwarves, who exploit the resources of this fantastic place. At the other end of the spectrum are terrible dangers: bestial demons lusting for ruin and imprisoned primordials that strain for freedom and world-shattering vengeance.

ZOLTAN BOROS & GABOR SZIKSZAI

# ARCHONS

The disciplined soldiers of the disordered elements, archons require no sustenance and no comfort. Created in war, they live only for fighting.

In the earliest days of the Dawn War, the primordials never considered the possibility of defeat. The gods were fewer in number, and the mortals who served them were easily slain. But as the gods learned to work together in a unified force, so did their angels, forming a highly skilled army that decimated the elemental hordes.

The primordials, scarcely comprehending such organization, would never have thought to form a true army of their own without outside guidance. Some scholars claim that the early djinns provided the idea; others maintain that it came from an angel or even a deity who turned traitor to the gods. Only then did the primordials study the nature of life in the Elemental Chaos and determined how to shape it for an ordered purpose.

The primordials split apart wild elementals, separating their components and reshaping them into more controllable beings. They formed new shells from the inanimate material and then imbued their creations with sentience. These first archons were born with certainty of purpose, untainted by the flaw of free will. Those who followed remained as driven and inexorable as their predecessors.

Archons sometimes arise spontaneously from accumulations of certain elements, known as archon forges. These events don't occur often, but when they do, great numbers of newborn archons appear. Many archon bastions are built around such locations. It is said that someone who knows the proper rituals can enforce the obedience of all archons who emerge from a given forge.

## Archon Society Lore

**Arcana DC 20:** The primordials shaped archons from elementals during the Dawn War in response to the angels of the gods. It is believed that outsiders guided the primordials in this task.

**Arcana DC 25:** Archon society is based on rank, and each member knows its place in the hierarchy. Archons exist only for war and constantly train for the next conflict. They sometimes take slaves to perform manual labor or to serve as practice opponents in combat exercises.

**Arcana DC 30:** Sometimes archons spontaneously arise in areas of intense elemental activity. These places, known as archon forges, are often the sites of archon fortresses.

**Arcana DC 35:** Archons build fortresses all over the Elemental Chaos. The largest is the great stone pile of Thrak-Harda, but the threefold Mordram Bek poses the greatest threat to the natural world.

## Life and Culture

Archons of every sort exist now, whether ice or fire, air or iron. Although their physical makeup differs, their communities always have the same structure, dictated by the martial purpose for which they were created. Such collections of archons are not cities so much as strongholds.

Rank determines every aspect of life in an archon stronghold. A single archon leads, adjutants pass along its orders to battalion commanders, and so on down the line to the lowest foot soldier. Determining an individual's rank can be difficult for an outsider, since the archons themselves do not bother with titles: Each simply knows whether another outranks it.

Archons have no personal ambitions; they do not compete for rank or challenge one another's authority. Each is satisfied with its station, knowing that it best serves in that role. From the moment of its creation, an archon is fully aware of its physical capabilities and its innate skill at strategy and tactics. The leader in a given stronghold is the archon that has the greatest personal power and military acumen.

When they are not engaged in warfare, archons spend their time sparring or engaging in tactical exercises. Practice improves their martial skills and prepares them for any conceivable situation they might face in battle. Primarily, though, such activity satisfies the archons' innate drive to make war, keeping them busy until the next real fight.

On rare occasions, archons enslave other creatures. Such slaves endure a short and wretched existence. Some perform manual labor, and many are slain in practice combat, forced to fight to the death against their masters. The rest often die of simple neglect. Archons treat their slaves poorly, not out of deliberate cruelty, but because they do not understand how fragile creatures of flesh are.

## Outlook and Interaction

The chaotic evil alignment of archons, though not evident from their rigidly disciplined society, is apparent in their outlook toward others. Created as instruments of war, archons have a single, overriding goal—to kill nonelemental creatures. They exist for no other purpose, and they cannot be talked out of violence; it is a biological imperative, as irresistible as other beings' urge to reproduce.

Other beings often mistake this drive for genocidal mania, but archons don't need to wipe out all other creatures. If they did, what purpose would they serve? This point is the hardest aspect of archon psychology for others to grasp. Archons live for fighting, not necessarily winning. Victory allows an archon to survive and fight again but is not itself the goal.

Rather than wait for enemies to come to them, archons might hire themselves out as soldiers, guards, and assassins. They work for any employer that can provide a fight—even one that is not elemental—but don't value material wealth. Archons might purchase weapons and tools with their payment, but most of what they earn for their service gathers dust in their bastions. Archons actually want outsiders to come to them and try to take their treasures. A fight is a fight, whether offensive or defensive in nature.

## Major Sites

Archons sometimes conquer settlements of other races and convert them to strongholds. Most such fortresses, however, are built new, for defense and for marshaling forces. Hundreds of archon strongholds are scattered across the Elemental Chaos; several are large or infamous enough to warrant special mention.

### Irdoc Morda

This bastion of the iron archons (presented in detail on pages 76–77) is well known as a place of power for these elemental soldiers. What is less well known is that it marks the birthplace of these iron warriors, the first time that any creature other than a primordial was able to alter the nature of an archon forge. Only a few entities within the Elemental Chaos are privy to this knowledge.

As the Dawn War raged, the primordials and their servants observed that the creatures of the gods forged weapons for themselves—first primitive implements of wood and stone, then stronger tools of bronze, and eventually iron. So the primordials, with the aid of their war leaders and followers, set about forging weapons of their own to strengthen elemental entities whose substance would be otherwise less sturdy or destructive.

As the archons, galeb duhrs, and other elemental servitors mined the area that would become Irdoc Morda, their very presence began to influence and shape the Elemental Chaos around them. This influence produced an archon forge at the site, as is often the case where a great many archons are concentrated. Initially, archons of earth and stone arose from that forge. But as the miners dug deeper into the ore and crafted ever more iron weapons, the nature of the creatures emerging from the forge began to change. The first iron archons came into existence.

Not only was this event the first time that new types of archons had arisen without the intervention of the primordials, but their emergence apparently resulted from the thoughts and desires of those already present. As the archons of Irdoc Morda focused on forging iron into potent arms, they also created living iron weapons.

If this supposition is true, and the rise of the iron archons was not mere coincidence, the implications are staggering. Any elemental creature with sufficient numbers, intense focus, and access to an archon forge could potentially create new species of these elemental soldiers.

### Mordram Bek

This mighty stronghold connects three different locations across two separate planes. Permanent portals connect Mordram Bek's center within the Elemental Chaos to two wings in the world: one in an isolated mountain range and one a thousand miles away from that location on an archipelago. The fortress's vast barracks hold thousands of archons, poised to catch the world in a pincer attack.

### Thrak-Harda

Thrak-Harda is a sprawling stone fortification built not only to house an enormous army of earth archons, but also to guard a mystical gem that legend dubs the Diamond of Despair. Thrak-Harda is ruled by the stone titan King Brakkamul, to whose authority the archons have yielded in order to more effectively guard the gem. The powers of the Diamond remain unknown, but they must be fearsome, given that the archons are willing to override their instincts to defend it.

# Djinns

Creatures of mercurial whim and capricious fancy, djinns once lived only to fashion shape and function out of nothingness. They were famed for crafts whose ingenuity, beauty, and design were matched only by their endurance. The raw stuff of the Plane Below was as clay in their hands. Legend says that many of the most beautiful objects in the world today are poor copies of the originals that still reside in efreet vaults or in lost djinn households. But the djinns' rich and proud cultural heritage was scattered to the winds long ago.

The ancient djinns sided with the primordials against the gods and, as punishment, were bound to worldly objects of changeless form. The story of their fall is widely known, but scholars differ in their suppositions about what prompted it. The prevailing theory is that djinns, although not warlike by nature, saw the primordials' struggle as their own: At stake was their continued mastery over creation. Since today's djinns no longer have the nearly limitless power their race once held, that conjecture might be close to the truth.

## Life and Culture

Before the Dawn War, the djinns boasted the most advanced society of all the elemental races. It had none of the regimentation of efreet civilization, nor the militant fanaticism of the titans, but was a marvel of soaring inspiration, intellect, and creative power. As the lords of air and sky, the djinns considered themselves the born nobility of the Elemental Chaos—both literally and figuratively above all other beings. This attitude persists among the few who exist today.

The sky citadels of the djinns were wonders of the previous age. Each was a vast cloud fortress that served as a seat of rulership, a gallery of magnificent art, and a home to a tribe of powerful djinn warriors, led by a mighty caliph. The ruins of some sky citadels still float through the Plane Below, awaiting someone to restore them to their former glory. Djinns leave many such places abandoned, though, as cautionary reminders of their fall from power.

## Djinn Society Lore

**Arcana DC 20:** The djinns are an ancient elemental race that enjoyed unequaled mastery of air and cloud. They were imprisoned by the gods in punishment for their support of the primordials in the Dawn War.

**Arcana DC 25:** Djinns believed themselves the natural rulers of the elemental realm, and they built magnificent floating palaces that are largely abandoned today. Ruled by a caliph, each cloud fortress was a breathtaking monument to art.

**Arcana DC 30:** Djinns hold that their race was born with the first cloud, and there they built the First City. Some say that if an imprisoned djinn caliph can escape and find the First City, all the others will be freed as well.

## Outlook and Interaction

The djinns of today little resemble their once-mighty forebears in outlook. They have become a grim race in diaspora, desperate not only to shake off the yoke of their shameful punishment, but also to reclaim their lost glory—even if only an echo of it.

Instead of building grand cities, djinns exist in small clans or travel alone, sometimes with a handful of elemental allies or trusted servitors. Their numbers have increased since the Dawn War, but the great caliphs remain bound in penance for their subjects' deeds. Until those mightiest of djinns are freed, the others see little purpose in rebuilding their society as it once was.

## Major Sites

Most of the djinns' ancestral homes were destroyed during the Dawn War or fell to ruin in the wake of their ensuing imprisonment. Yet one fabled location remains—one that could be the race's salvation.

### The First City

Djinns rarely mention the origin of their kind, but any that could be induced to speak of the First City would recount the tale with a prideful expression and a far-off look.

The djinns believe that their race was born at the spot in the Elemental Chaos where the first cloud took shape. This cloud grew and grew until it stretched for miles in every direction. Upon it the djinns built the First City—a sprawling work of living art that was the ancestral home of their race. Here too the djinns developed the ritual practice of *al-buraj* (see "Mapping Chaos," page 54) to better navigate the primordial realm.

This First City continuously moved, as do many locations in the Plane Below, but so great was its presence that it warped the very essence of the Elemental Chaos where it passed. When the gods prevailed at the end of the Dawn War, even they were unable to destroy the city. Instead, they emptied it of its inhabitants and left it to drift until the end of time—or until the djinns return in triumph.

Some djinns believe that if even one of the imprisoned caliphs can be set free and somehow find the First City, the gods' punishment can be undone. That single act would release the remaining caliphs and restore their race to glory.

# EFREETS



The efreets are the most notorious and feared among the great elemental races. They are well known for their willingness to leave the Elemental Chaos at the behest of mortals—for a price. Arrogant and resentful of servitude, efreets strive to pervert any arrangement into which they enter, adhering to the letter rather than the spirit of the deal. Hence the axiom "Take care what you ask of an efreet, lest it take you at your word."

Some efreets believe that they were the archetype for entities of flame crafted by the primordials and later by whatever malign will guided the formation of the Nine Hells. This origin theory explains not only the resemblance of the eldest devils to efreets, but the prevalence of flame among such beings. Such an outlook is typical of efreets, who see themselves as the first elemental race and the rightful masters of the Plane Below—an attitude that brought them into conflict with the ancient djinns.

The race was nearly untouched by the Dawn War, unlike most other elemental creatures. Efreets cared no more for the primordials than for the upstart gods. They watched from the sidelines, content to shore up their own power base in the Plane Below while others ravaged the Plane Above (the Astral Sea). Rumors whisper of a faction of efreets that got involved late in the war, but only to help the gods punish the djinns for their participation. The truth of the story is unknown, as is the nature of the aid provided, but producing solid supporting evidence might well reignite active war between the two ancient races.

## Life and Culture

Ancient and conniving, efreets have developed an intricate social system. Their ancestral home, the City of Brass, boasts over 200,000 efreets—and nearly twice that number of slaves—and has evolved over millennia to its present structure. Spreading beyond the City of Brass throughout the vast Elemental Chaos, the efreets take their sacred laws with them wherever they go.

Efreet culture is a curious mix of sophisticated, time-honored tradition and free-flowing mercantilism. At the top of the social pyramid sits the Lord of the Efreets. Chosen from the most powerful and successful noble house, the lord holds supreme authority. Below the lord is a council of viziers (known colloquially as the Ring of Smoke), representatives from the other noble houses who outrank the rest of the efreet aristocracy. Below the nobility are the merchant class, then free residents of other races, and finally the slave caste. An entire slave army is sworn to the defense of the City of Brass.

The efreets' mercantile ways and bureaucratic social structure are widely known, but no less important is their tradition of erudition and scholarship. The libraries of the City of Brass are the envy of the literate universe, and even nonelemental sages credit the efreets with transcribing the Primordial language into the Barazhad script. Efreets have an unsurpassed understanding of the Elemental Chaos and of the movements of bodies within it, through their mastery of an ancient divinatory practice called *al-buraj*.

## Efreet Society Lore

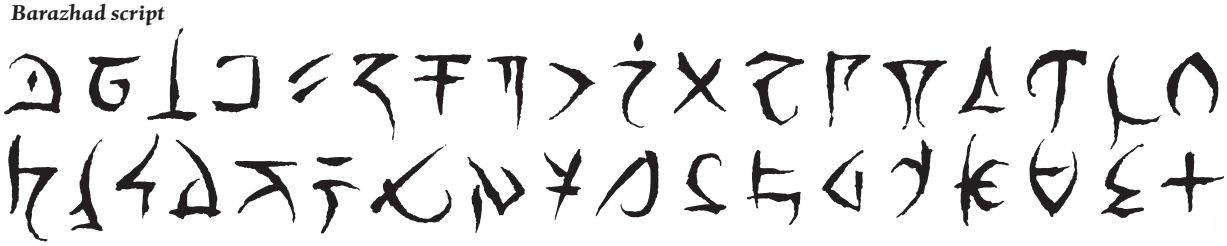
**Arcana DC 20:** The efreets are an ancient elemental race of cunning and fire mastery. They remained neutral during the Dawn War and thus avoided the destruction that came to others. Efreets strive to make deals advantageous to themselves and adhere to the letter rather than the spirit of an arrangement.

**Arcana DC 25:** Efreets hold that they, not the djinns, are the nobility of the Elemental Chaos. The two races are age-old enemies, and some stories say that the efreets gave the gods the means to imprison the djinns.

**Arcana DC 30:** Scholarship is as important to efreets as possessions and power. The City of Brass holds vast libraries of knowledge, and efreets first transcribed the Primordial language into the Barazhad script. Efreets have perfected the elemental navigation of *al-buraj*, first invented by the djinns.

**Arcana DC 35:** Efreet society is regimented, relying heavily on slavery, and each of their settlements is governed by their sacred laws. Aside from the famous City of Brass, the efreets have established cities and outposts throughout the Plane Below. The Smoldering Gate is a mighty fortress that guards the mouth of the Abyss itself.

***Barazhad script***



## Outlook and Interaction

The City of Brass is a relatively welcoming destination within the inhospitable Elemental Chaos, offering safe harbor from the dangers of the plane. Since it is one of the few points there that stays in place, the city has become the center of trade in the Plane Below and the cosmos beyond. The efreets, for all their arrogance, are not so foolish as to turn away visitors—and the profit they represent.

Although outsiders are tolerated in the city, they must abide by restrictive policies. Security is high, especially around the harbor and the Charcoal Palace (the lord's citadel), and transgressions of the law are punished with varying periods of servitude. Those who don't cause trouble, though, are usually left alone.

Slave labor forms a large part of efreet society, and the concept of servitude is complex and longstanding. It is central to the efreets' worldview, perhaps even to their nature: Bondage to another efreet is the harshest punishment possible in the race's culture. Some scholars claim that the efreets were once enslaved by the first primordial of flame.

### Mapping Chaos

Being stationary relative to the rest of the Elemental Chaos, the City of Brass has obvious advantages. As well as offering safety from chaos storms (*Manual of the Planes*, page 67) and other planar perils, this static vantage point allows inhabitants to study the tempest in detail.

Efreets conduct this eternal investigation with a ritual form of "astronomy" called *al-buraj*. The djinns originally created the art, but since their diminishment at the end of the Dawn War, they have contributed little to its progress. The efreets chart patterns in the fluctuations of the Elemental Chaos, which they believe not only reveal what has occurred but also presage events to come.

The practice of *al-buraj* combines seemingly incompatible outlooks: rigorous natural philosophy and intensely devotional ritual. An observer records precise measurements of elemental bodies' composition and movement through the plane relative to his or her location; the stable City of Brass provides a known reference point. This mathematical precision is combined with deep meditation to reveal metaphoric truths, often in a trance induced by powerful elixirs.

The art's ritual practitioners, called *sahaars*, are important and respected members of efreet society. Oracle, climatologist, and security advisor, a *sahaar* predicts impending storms and tracks the movements of earthmotes and other elemental bodies that might threaten travel. Temple observatories grant all *sahaars* the ability to gaze into any area of the Elemental Chaos.

The efreets claim that other beings are physically and mentally incapable of practicing *al-buraj*, or even of grasping its deeper cosmological underpinnings. Such a claim might be based on the efreets' secrecy and arrogance rather than on any real information.

## Major Sites

The efreets oversee a classic empire that holds sway over people, places, and resources far beyond their home region. They maintain their dominance by means of an army of archon slaves and maintain holdings throughout the Plane Below.

### The City of Brass

The most famous location in the Elemental Chaos, the ancestral home of the efreets is described in detail in the *Manual of the Planes* supplement (pages 73–76).

### Dar el-Hariq

The enlightened few who are familiar with the *sahaars* (see the "Mapping Chaos" sidebar), and their service to the efreets over the centuries, know that their temples are not limited to the City of Brass. The practice of *al-buraj* involves using multiple observatories, each of which can be located by any other, as markers in the ever-changing tempest. In this way the *sahaars* perform the arcane triangulation that is the basis of the ritual art.

Over millennia, as the efreets spread through the Elemental Chaos, they established many satellite observatories, to better serve the *sahaars* of the City of Brass and the greater glory of their race. Dar el-Hariq was one such site, part of a former outpost on a massive block of elemental earth tumbling through the plane. The outpost was lost to attackers that emerged from a nearby chaos storm, but the temple observatory remained. Today, a group of rebellious efreets reside there, performing their own *al-buraj* rituals and biding their time until they sense the perfect moment to act.

### The Smoldering Gate

The name of this massive fortress in the Elemental Chaos is misleading. Although it does have gates, the Smoldering Gate is named not for those but for its purpose.

Millennia ago, the Lord of the Efreets sent an army of efreets, accompanied by a cadre of the most powerful constructs that their magic could sustain, on a one-way mission into the Elemental Chaos. The legion's objective was to find the major portal to the Abyss nearest to the City of Brass and build a watchtower on the most defensible position overlooking it.

The result was a nearly impregnable fortress, populated by efreets and their unliving servitors. It has remained in roughly the same place ever since, at the very threshold of the Abyss. In all those long years, the soldiers of the Smoldering Gate have never

*The Sultan of Brass*

JIM NELSON

willingly entered the portal or even revealed the existence of their stronghold to outsiders. The guardians' movements are strictly regulated, and they remain ever vigilant despite the monotony. Always they watch, against the day when the mouth of the Abyss yawns wide to spill forth its horrors.

## The Tower of Djamela

Djamela's Tower is built on a steep-sided, floating island that juts up in the midst of the Sea of Fire. On the horizon, the distant spires of the City of Brass shimmer above the haze of the lava sea. An ancient stone dike surrounds the island, bolstered by arcane rituals that help keep the lava at bay. The tower itself is a sheer obsidian monolith that dominates the island.

Years ago, this island was home to Djamela, an eccentric efreet mage whose passion was the study of raw chaos. The mage was particularly interested in the mutability of the Elemental Chaos, which she sought to harness and control. Her research was so dangerous that she was driven from the City of Brass, so she relocated to this remote location to continue her work.

Djamela raised a monolithic tower filled with traps, and she conjured golems and spectral defenders to defend against intrusion. Her enemies eventually found her, though, and managed to slay the efreet mage. The creatures that Djamela had conjured were left to run free, preventing others from continuing her research.

Without its creator to maintain the strengthening rituals, the dike began to decay, and the island was nearly consumed by the Sea of Fire. A shadar-kai mercenary named Sarshan moved into the tower at some point and now apparently controls it. The shadar-kai has also established control over the mage's traps.

### Change in the City of Brass

The Scales of War adventure path in *Dungeon* magazine chronicles events that can affect the City of Brass, summarized here. If you are setting your own stories in the City of Brass, you could integrate some of the following material into your campaigns.

Bashamgurda, Lord of the Efreets for nearly four centuries, insulted and enraged the noble houses by allowing an outside force to use the City of Brass as a staging ground for an army, and the houses hold him responsible for the carnage that followed. Acting with the support of every key noble house other than Bashamgurda's own, a seasoned general named Estumishu stepped up to take the Brass Throne. The coup itself was nearly bloodless, costing the life of only Bashamgurda himself. The fallout was less pleasant.

Enraged, Bashamgurda's house declared war on Estumishu's family and was destroyed for its blatant violation of efreet law. Estumishu's palace guard, the Ring of Fire, massacred the males of the house and enslaved their wives and children to the new lord. Only a few escaped to a distant outpost, Dar el-Hariq. Not every house agreed with this draconian response, but all saw little choice but to fall in line.

This upheaval at the highest levels of efreet society has changed the sense of welcoming cultural openness once prevalent in the City of Brass. Today, anxiety oozes from the highest halls of power and permeates the city's mood. Life under Bashamgurda had been stable if unsatisfying for some among the nobility. But many who thought they knew who Estumishu was, and what he would represent once in power, are now doubting themselves.

Recently Estumishu acquired the nickname "the Smiling King," allegedly for the way his oversized teeth protrude even when he is silent. No one else seems to be laughing, though. As word of Estumishu's coup spreads throughout the Elemental Chaos, many of the other communities are holding their breath. The efreets are the largest and most organized power in the plane, and no one knows whether the Smiling King intends to maintain the status quo or steer efreet society to a new and unexpected course.

# GENASI

Although most genasi dwell in the world, substantial numbers yet inhabit the Plane Below. Genasi are strongly attracted to places of strong elemental power, and the Elemental Chaos calls to them despite its dangers. They are drawn to areas that share their manifested element; watersoul genasi, for example, feel safer in environments dominated by water.

## THE ORIGIN OF THE GENASI

The story of the race's beginning is lost to history, but genasi have an astounding number of contradictory creation myths. Many legends claim that the genasi were once humans who became infused with elemental power. The most popular and widely accepted story states that a group of human wizards called *sha'irs* worked closely with powerful elemental beings and eventually became so steeped in elemental power that their children were infused with it—becoming the first genasi.

Other stories abound. Perhaps the genasi developed from human agents of the primordials who were twisted by dark elemental energy, or they were brave champions who stole power from the primordials. Perhaps they were simply trapped in the Elemental Chaos and absorbed its ambient power.

A number of genasi resent the implication that they must have grown from human stock. They seek to distance themselves from humans and establish themselves as a unique race. A popular tale claims that the genasi were the first humanoids created. The primordials made the cosmos long before the gods arrived, and as they spun the raw stuff of existence from the void, their great generative power gave life to some of it. Thus were the first elementals born. The primordials soon became aware of these bits of elemental conglomerate that did not act randomly or naturally. They were pleased with the results and experimented with creating additional forms of life. Many of these did not survive, but djinns, efreets, giants, and genasi are all results of the primordials' efforts.

The merciless environment and fierce competition with the other children of the primordials weeded out the weakest of the genasi stock, so that only the cleverest remained. Even though the survivors were able to hold their own, their numbers were few, and as a group they were still no match for the other new races.

Teetering on the brink of extinction, the genasi gathered together for one last desperate try at protecting their race: They struck at the primordials. Most died in this heroic attempt, but a few survived, clutching small fragments of their creators' power. Employing arcane means to harness this essence, they created the first archon forges. Then, with armies of elemental soldiers at their disposal, the genasi carved out domains for themselves and multiplied, until other servants of the primordials stole the forges, claiming them as their own creations.

Genasi are as scattered in the Elemental Chaos as they are in the world, and few strong communities exist in either realm. Ironically, genasi cannot tolerate the extreme environments of their ancestral home, so they must compete with other creatures such as githzerai, djinns, and giants for the limited habitable areas. Genasi rarely win such conflicts and so end up forming enclaves in other races' settlements.

The elemental currents in the Plane Below strongly influence genasi who are native to the plane, making their elemental manifestations more extreme than those of genasi who were born in the world. For example, firesoul genasi are wilder and more destructive, while earthsoul genasi are more deliberate and implacable. Those native to the plane do not consider their extreme nature to be unusual and even exploit their elemental attunement by switching manifestations as needed. Thus, a stormsoul genasi might switch to earthsoul when patience is necessary.

## Life and Culture

The physical weakness of genasi limits their choices in the plane's hostile environment. Many are slaves in the City of Brass or in settlements of other powerful beings; those who are not can barely scratch out a modest living. Others live among the githzerai, contributing to their communities and learning their ways.

The few genasi settlements that do exist in the Plane Below are well-fortified areas with dedicated defenders, much like githzerai communities. Unlike the githzerai, who overcome the dangers of the plane through tight social bonds and intense martial training, genasi have a loose system of government. A council of experienced elders rules on important matters, but citizens work together for the sake of shared survival.

Genasi crafters, farmers, and traders work with vastly different materials from those in the natural world. Their manufactured goods incorporate pulsing crystal, semisolid fire, or stranger substances; farmers grow mineral-rich crops in sludge-filled swamps or herd elemental beasts across lightning-flecked fields of ice.

## Genasi Society Lore

**Arcana DC 20:** Although genasi are elemental beings, they are not native to the Elemental Chaos and struggle to survive there. Conflicting legends claim they arose from humanoids imbued with elemental essence or were creations of the primordials predating other forms of life.

**Arcana DC 25:** Genasi who are native to the Plane Below manifest elements more intensely than genasi do elsewhere, and they are able to alternate between different manifestations.

**Arcana DC 30:** Genasi legend holds that the race was instrumental in saving the world from the aftermath of the Dawn War, and the genasi still revere the hero Twenisto, called the Water Thief.

**Arcana DC 35:** Some genasi of the Elemental Chaos form hunting bands called *zar-son,* which roam the Plane Below in pursuit of dangerous elemental monsters.

## Outlook and Interaction

Despite all their hardships, genasi as a whole have no quarrel with the other elemental races. They feel a kinship to all children of the elements, even if individuals mistreat them.

Some genasi grow bitter about their race's lowly status and depart through portals to the natural world, but many are loath to leave their home plane, harsh as it is. A few such genasi form bands they call *zar-son,* which loosely translates as "great hunters." A *zar-son* band consists of four to twelve genasi, usually exhibiting various manifestations, who adventure across the Elemental Chaos and fight powerful elemental creatures. Some bands exist only to gain experience and strength from these hunts, while others search for a hospitable place to call home.

## Major Sites

Genasi tend to congregate in small populations within the cities of other races but occasionally form communities of their own.

### Gloamnull

This genasi trade city, struggling to survive in the Elemental Chaos, is detailed in chapter 3 (page 74).

### Hatsnarl

This genasi town (population roughly 4,000) is built on a cluster of small earthmotes—the largest is a mere mile across. Rope bridges link every floating rock with at least one or two others, though the windsoul genasi who make up most of the population often just fly between them.

The town is ruled by an enigmatic storm giant of unusual shrewdness named Aphyr. Through Aphyr's masterful diplomacy, the town has formed alliances with elementals and other storm giants, and an elite cadre of air archons defends it. The genasi of the city are particularly disciplined, and many study ritual magic at its extensive library. Other forces in the area are beginning to look toward Hatsnarl with some concern about Aphyr's goals.

### Threshold

The largest genasi city in the Elemental Chaos is also the most likely to attract visitors from the natural world. With a population of almost 10,000 genasi, Threshold is a bustling settlement built around an enormous portal that opens once each month for 72 hours. Each time, the portal connects to a seemingly random location in the world or, rarely, some other plane. The genasi use this short window of opportunity to trade their wares, secure new materials, or contact long-lost kin.

### The Wild Quarter

This area of the Iskalat district in the City of Brass (*Manual of the Planes, pages* 73–76) is home to most of the city's genasi. Many are freed slaves who work to earn freedom for their kin. The genasi's elemental nature works against them, though; with so many firesouls living so close together, mad celebrations and rages continually break out, giving the quarter its name. The efreets, having little tolerance for chaos, must patrol constantly to break up the disturbances. Despite the genasi's noble aims, they have become a citywide joke.

### The Water Thief

Genasi consider themselves to be resourceful and clever, and nothing exemplifies this attitude better than the story of the Water Thief.

During the long years of the Dawn War, life in the world was a struggle. The blasted landscape was unsuitable for growing crops or even rebuilding. Ash, salt, and scoria fouled streams and lakes. The creatures of the world had no choice but to drink the tainted water, shortening their lives and exposing them to horrible disease.

A group of genasi scholars, who had long ago fled their primordial masters and taken up residence in the world, decided to solve this problem. They knew that the Elemental Chaos contained vast resources of pure water. Being elemental in nature, the genasi were best suited to secure a supply, but the scholars could find none willing to travel to the Plane Below. Fear of the war and of the primordials overwhelmed them.

Finally, a watersoul genasi called Twenisto appeared at the scholars' doorstep. He didn't volunteer to travel to the Elemental Chaos to secure fresh water but simply grinned, claiming to have already done so. The scholars drew water from their well and were astonished to find it pure and sweet—as it was throughout the world.

The genasi hailed Twenisto as a hero, calling him the Water Thief, and their mythic traditions credit the race with the survival of all natural peoples. The other races remained ignorant of his accomplishment, though some genasi note that stories exist in other cultures that echo Twenisto's tale.

The hero did not linger in the world to enjoy the acclaim. He returned to the Elemental Chaos, his heart stolen by a beautiful lightning elemental. A prominent genasi family with the surname Waterthief claims Twenisto's lineage to this day.

# GIANTS AND TITANS

In the beginning, giants of every kind labored long for their elemental overseers to construct a beautiful place of ever-shifting primordial wonder, in the perfect image of the Elemental Chaos that had birthed it.

Then the gods interfered and changed everything. They made the world stable, predictable—mundane. New races spread swiftly through the hospitable new realm. Villages rose and became towns, towns became cities, and cities became nations. Dwarves disemboweled the earth, elves drowned dry places, and humans overran the whole. This ordered realm, ruled by gods-favored creatures, was an abomination to the primordials. They tried to restore it to its former perfection, but they were overthrown by the upstart gods.

Giants and titans have served their own aims since the end of the Dawn War, but some remain loyal to the trapped primordials and see it as their duty to destroy what the gods created. They tear down buildings, burn crops, and soak the ground with the blood of the world's creatures, hoping to overturn the triumph of the gods and free the primordials to recreate the world they intended.

### THE BATTLE OF THE TORN PLAIN

When the gods and the primordials waged their ancient war, a great battle took place on a wide plain in the natural world. On one side were angels and other servants of the gods, led by the archangel Odamiel. On the other were elementals and archons commanded by the mighty earth archon Phaeron. The forces clashed repeatedly, tearing the ground and burning the sky, but the armies were too evenly matched; the battles always ended in stalemate.

No giants were involved at the start of this battle, for they were fighting elsewhere. They soon prevailed in their other endeavors, however, and force-marched to reinforce their allies on the plain. The giants and the titans threw themselves into the fray, even though they were exhausted from their earlier battles and their march.

In the midst of the desperate fight, the great storm titan lord Thoran paused, having slaughtered all before him. At that moment, Odamiel dispatched the elemental creatures facing her. The two mighty beings' eyes met across the ravaged land.

Odamiel charged. Thoran turned his gaze to the heavens, and storm clouds blotted out the sun. With a crash of thunder that split the earth, an enormous stroke of lightning flashed down and blasted the archangel to ash.

Thus did Thoran win the Battle of the Torn Plain. The archon Phaeron knelt and paid him homage.

## Giant Society Lore

**Arcana DC 20:** Since the end of the Dawn War, most giants no longer serve the primordials, but they still destroy the creations of the gods in an attempt to return the cosmos to its former primordial existence.

**Arcana DC 25:** Giants rarely organize beyond small groups led by powerful leaders. Titans, however, are powerful enough to stabilize large portions of the Elemental Chaos. They create domains reflecting their nature and command giants and other elemental creatures.

**Arcana DC 30:** Giants' and titans' territories often contain portals connecting the world to the Elemental Chaos through areas of intense elemental activity.

## Life and Culture

Giants are barely civilized, forming loose bands if no leader directs them. Their motivations are simple: They like their own kind and creatures that share their base element, and they hate and destroy the rest—even other giants.

When giants do form larger communities, their characteristics depend on the inhabitants' kind. Hill and earth giants group into clans under a chieftain, while stone giants live in more widely distributed tribes. Frost giants are tightly controlled by a jarl, who brooks no argument, and fire giants organize military units under one leader. Storm giants claim wide swaths of land as their domains, in which they establish courts of all giantkind.

Titans take their elemental nature to the extreme. Rarely do they live in the natural world, which they consider beneath notice. They establish communities in the Elemental Chaos that resemble those of their kin but are more ambitious in scope. A powerful titan lord can carve out many square miles of territory in the Plane Below, and the titan's power draws followers to its banner: usually different titans and giants, as well as a few other elemental creatures.

Each titan holding is a relatively stable area of the Elemental Chaos, dominated by its master's native element—fire in a fire titan's domain, water and wind in a storm titan's, and so forth. Such realms are sometimes transient because of the shifting nature of the plane. However, especially strong-willed titan lords can hold their territories together long enough for them to show up on some maps of the Elemental Chaos.

Giants often hoard treasure, which is reason enough for adventurers to confront them, but their territories in the Elemental Chaos also harbor portals to the world. These open into inhospitable areas, such as the heart of a volcano or the center

of a raging storm. Sometimes a single community of giants spans both planes. Perhaps giants seek out such places, or their presence somehow opens portals. Regardless of their origin, these portals allow giants to wreak havoc in both planes.

## Outlook and Interaction

Giants are straightforward creatures. They like destruction and their favored element, and they gravitate toward power. Without leaders, giants are rampaging monsters. A strong leader can unite them to some degree, but generally only as a personal force of rampaging monsters.

Most giants serve their own interests or those of their immediate masters. They have forgotten their ancient lords, ignore them, or pay them only lip service. A significant minority, however, still revere the primordials. These giants are better organized and focus on the long-term goal of destroying the gods and their servants. They rein in their reckless nature, making them more cunning than others of their kind.

Most creatures that encounter giants have a fight on their hands. Skilled characters can sometimes negotiate with a giant or titan leader to secure safe passage or simply avoid a fight. Giants usually demand treasure in such an exchange.

## Major Sites

Because giants are so widespread and their communities so loose, few legitimate settlements exist. Those that do are titan realms and significant centers of power, though visitors find little but hardship.

### Kaltenheim, Kingdom of the Howling Ice

Kaltenheim is the domain of the frost titan Thrym, who rules from a citadel of deep blue ice. His territory's frigid landscape includes iced-over seas, caves of ice stalactites, and bone-snapping storms of snow and hail. Thrym seethes with hatred of his opposite, the fire titan Surtur, and he constantly plots to destroy his enemy and freeze Surtur's kingdom, Sakath-Mazim. Kaltenheim is the frozen reflection of that burning realm.

### The Rune-Carved Keep

The eldritch titan Xantis rules this castle in a remote area of the Elemental Chaos. The keep is sparsely populated with eldritch giants, golems, and a few other creatures of an arcane bent. Githzerai explorers claim that Xantis did not build the keep but discovered it. Its original constructors are a mystery, as is the meaning of the runes inscribed on its surface. Xantis intends to find the answers to both puzzles and exploit them.

JAKE MASBRUCH

### Sakath-Mazim, Kingdom of the Ashen Storm

The mighty fire titan Surtur rules this realm of burning ground and searing, ash-filled winds. Fire elementals of all types prowl the blistering landscape, slaying outsiders. In his castle of ever-flowing lava, Surtur plots against his nemesis, the frost titan Thrym.

### Torrakor, Kingdom of the Black Waves

The storm titan queen Ysaga rules this ravaged expanse of dark waters: a sailor's nightmare of huge waves smashing against each other, driven by ferocious storms. Thunder rolls constantly, and the only illumination comes from the lightning that continuously lances from the boiling clouds. Monstrous creatures reach up with maws or tentacles to catch any creature foolish enough to travel upon the waters. Ysaga has worked hard to ensure her solitude, even from other beings related to her favored elements. Some say she toils in search of a mystic remedy for some ancient curse or tragedy. Whatever the reason, she wants no company other than the storms, the waves, and the mindless beasts that dwell below.

Githzerai settlements are the most habitable by visitors in the Elemental Chaos. They are more stable than genasi towns and less harsh than efreet cities. However, githzerai are suspicious of strangers. Anything new brings change, which githzerai abhor; they study chaos only to control and avoid it. Grim and unfriendly as they are, though, they rarely turn away people in need.

Githzerai are an introspective people who see themselves as the calm within the literal storm of the Elemental Chaos. They believe that by mastering the chaos of the universe, they can create perfect order, which leads to enlightenment. Others describe them as philosopher-monks, and githzerai culture is decidedly monastic. This structure is not imposed by rulers; it is a natural consequence of both the githzerai's outlook and the reality of surviving in the Elemental Chaos.

## Githzerai Society Lore

**Arcana DC 20:** Githzerai settlements are rare points of order in the Elemental Chaos. The githzerai are grim and focused on control, but they do assist travelers in need.

**Arcana DC 25:** Perfection and discipline drive the githzerai, exemplified by their monastic traditions. Githzerai also value individuality highly and encourage all to follow their own paths.

**Arcana or History DC 30:** After the ancient gith overthrew the empire of mind flayers that enslaved them, a rift developed involving their leader, Gith. Zerthimon, her most vocal critic, prevailed against her in a duel and led his followers to the Elemental Chaos. They became the githzerai.

**Arcana DC 35:** Somewhere in the Elemental Chaos is the legendary Arsanith monastery. It is said to be a center of perfect order, cloaked from all who are not worthy. Anyone who has found enlightenment is welcome there.

## Life and Culture

Githzerai strive to perfect themselves and their culture, believing this practice to be the path to enlightenment. They have not forgotten the stories of their time as slaves, and thus their society is only loosely regulated. Nevertheless, a definite order and sense of shared destiny emerges.

Monastic traditions unite the githzerai in pursuit of their common goal. Their training emphasizes the harmony of soul, mind, and body. Such intense focus unlocks impressive mental ability, honed further by the constant effort of will necessary to control the Elemental Chaos. Physical exercises incorporate martial training as a means to mastering unarmed combat—perhaps in recognition of the ancient duel between Zerthimon and Gith.

Swearing never again to let tyranny quash their will, githzerai also pursue their own interests, from warfare to fine art. They aspire to perfection even in their hobbies and vocations: A githzerai works as hard to be the best crafter or farmer possible as to be the best warrior or wizard.

### The Origin of the Githzerai

Eons ago, the mind flayers ruled a horrible empire that spanned planes. In the empire's early days, the illithids conquered a gaunt, yellow-skinned race of humanoids. As the empire expanded, the mind flayers took many more peoples as thralls, slaves, and food, but that ancient race of humanoids remained the most populous.

After millennia of imprisonment, a powerful leader named Gith arose among that enslaved people. She led a sweeping rebellion against the mind flayers that ultimately collapsed the empire. The slaves were freed. The mind flayers fled into the deep places of the worlds, vowing to rebuild their strength and to wreak terrible vengeance. The race's original name has long been lost, but scholars named it *gith* in honor of the great liberator.

The gith did not have long to celebrate their new freedom. Even before their wounds had been healed and the rubble cleared, problems arose. The gith were still strictly regimented and controlled by a leader who treated them as an army fighting a war, rather than as a free people ready to build a new society.

Such discipline comforted many gith, but others chafed against it. Among the latter, Zerthimon was the most vocal in denouncing Gith: Although she had been an excellent leader in war, she had proved unable to lead a people in peace. He called for her to step down.

Gith refused to relinquish her command, but Zerthimon and his followers would not tolerate another tyrant. Zerthimon challenged Gith directly. The two great gith leaders lifted their blades, stained with the blood of mind flayers, and met each other on the battlefield as the gith looked on.

Although Gith's skill in battle was superior, Zerthimon gained an advantage over her and won the contest. He spared her life, but the conflict had created a deep division within the gith race. Zerthimon led his supporters away from the ruined illithid empire to make a new home in the Elemental Chaos. Gith and her followers also left the world, but they moved to the Astral Sea.

The two halves of the gith people developed along different paths, ultimately becoming separate races. Gith's followers in the Astral Sea became the githyanki, and Zerthimon's followers in the Elemental Chaos became the githzerai.

Each githzerai settlement is an oasis of calm in the seething Elemental Chaos, usually a walled city built on an earthmote. Cenobites and mindmages patrol the wall, watching for incursions. Other githzerai sit or stand in quiet meditation throughout the fortress-city, exercising their focused will to keep the turmoil at bay. Outsiders receive close scrutiny, often having cenobites assigned to keep track of their moves and moods.

As mortal creatures, githzerai require food and water. They can direct the unstable plane's mutability to transform some of the local environment to elemental water, but food is harder to acquire. Crops and livestock are brought in from other planes, particularly the Feywild and the Astral Sea. Visitors to a githzerai settlement might be surprised by markets featuring ears of silver corn or hulking, red-skinned hogs.

### Zerthimon's Fate

As with so many figures of myth, Zerthimon's final fate remains unknown. Githzerai historians agree that after his duel with Gith, Zerthimon led his followers to the Elemental Chaos, where they established their monastic society. They also agree that he was an able leader for many decades, and that he trained the first githzerai monks. Then, apparently, he simply disappeared.

Many stories purport to tell Zerthimon's fate. The most popular among githzerai is that he achieved a profound form of enlightenment, far deeper than that attained by the hermit Liricosa (page 148)—perhaps even divine insight. Zerthimon transcended his mortal form to become an immortal being of pure energy, subtly guiding his people in their quest to follow him to this supreme state. He is no longer troubled by thoughts of violence against his enemies, and those who sense his presence can feel his peaceful nature.

Other scholars scoff at these tales, calling them existential nonsense. Zerthimon was a great leader and left a great heritage, but his end was no mystery. He simply died, as all mortals do; his followers held a grand funeral for him, and all knew of his passing. Only later, when Zerthimon's life and death became clouded from the passage of time, did historians and wishful thinkers invent more fantastic fates for him.

A darker story, and one that offends most githzerai, is that Zerthimon did die—but only in part. Unwilling to abandon his people, he delved into forbidden arts to extend his life beyond death. He became a lich, just as Gith herself had done. However, after performing the rituals necessary to achieve this state, Zerthimon was horrified at what he had done. He realized that if his people saw him in this state, they would turn from his teachings and all his achievements would be for naught. He fled to some forgotten place in the Elemental Chaos, where he dwells still, wrestling with the evil of his existence and trying to guide his people without their knowledge.

Interestingly, githyanki also take bitter offense at this tale, because they believe it would diminish Gith if their race's greatest traitor had managed to join her in immortality.

## Outlook and Interaction

Githzerai are suspicious of outsiders, but they reserve true hatred for their ancient enemies: the mind flayers and their brutal kin, the githyanki. They kill such creatures on sight, and they form special groups to hunt them down across the planes. Anyone who grievously wrongs the githzerai people might also be the target of relentless pursuit.

## Major Domains

The githzerai boast more communities within the Elemental Chaos than most other races, but only a few are large or important enough to be known to outsiders.

### Arsanith

Arsanith is a legend among the githzerai, but a few planar travelers report having actually seen the place. Tales say that it is a small monastery deep within the Elemental Chaos, far from any other outpost of civilization, where only those who have touched enlightenment dwell. Arsanith's inhabitants are said to have such control over the surrounding chaos that they alter it purely by instinct, keeping out elemental beasts and demons. They similarly notice any other creature that nears their monastery and cloak their existence if they do not wish to be found. However, the tales also say that anyone who has glimpsed enlightenment is welcome in Arsanith—even githyanki.

### Sanzerathad

This githzerai settlement barely survives the wilds of the Elemental Chaos. For more information about Sanzerathad, see page 86.

### Zerthadlun

The largest githzerai city in the Elemental Chaos is one of the best places for outsiders to enjoy some of the safety and comforts of civilization. Zerthadlun is described in more detail in *Manual of the Planes*, pages 77–78.

# SLAADS

Embodying disorder and entropy, slaads claim all of the Elemental Chaos as their stomping grounds. They are not primordials, elementals, nor demons, but chaos made flesh, and they delight in the fury of clashing elements.

Those slaads that prize knowledge and intelligence more highly than instinct know several hundred origin myths regarding their kind. Most such stories contradict each other, but one theme is shared by all of them: Slaads claim that they are the only sentient beings to inhabit the universe, and that all other creatures that believe themselves to be self-aware have that belief only in their own fevered imaginings.

The conflict between the slaads' origin stories invalidates all of the tales, in the opinion of most sages, and is just one more example of the chaos that slaads embrace. However, one controversial theory claims that all the stories are true because many alternate realities exist—possibly even an infinite number. That individual slaads tell different stories indicates that these unique creatures descended from different universes and perhaps can yet see dimly into realms other than the one they occupy. Perhaps multiple universes collapsed into a single cosmos, and only slaads still remember the infinite possibilities of other timelines. Now trapped in a single reality, they rebel against its strictures and embrace chaos as a way of breaking free into the wider multiverse.

Scholars generally consider this idea ludicrous at best. Slaads' thoughts are clouded with maddening images, and they seem aware of things beyond the perception of other creatures, but these facts do not prove the existence of a wider reality.

## Slaad Society Lore

**Arcana DC 20:** Most slaads seem insane and distracted, as though they are aware of things that other creatures cannot perceive. Those capable of more reasoned thought claim that they are the only sentient creatures in the cosmos.

**Arcana DC 25:** Slaads roam the Plane Below in search of areas of spectacular chaos. This quest sometimes brings them into contact with demons, who share their taste for destruction, but the two groups do not cooperate.

**Arcana DC 30:** Slaads have hundreds of conflicting origin stories, and one theory claims that all are true. The slaads see multiple realities at once. Their search for chaos is an attempt to tear down the walls that separate universes. They follow chaos storms in this pursuit, the largest of which is the Great Red Tempest.

**Arcana DC 35:** From time to time, slaads are drawn to a strange object known as the Spawning Stone. This huge artifact is needed for reproduction, but scholars also believe it might trap the slaads in their current form and reality.

## Life and Culture

A slaad's life is filled with constant bedlam; peacefulness and inactivity are torture to these frenzied creatures. Chaos is almost as vital as food for slaads—when tumult dies down, they suffer pangs of discontent.

Slaads have no permanent home and never rest. They roam the Elemental Chaos in small packs, hunting for food and for spectacularly chaotic or violent phenomena. Slaads are sometimes encountered with demons, even though the two groups share no affinity, because both kinds of creatures are drawn to acts of devastation. Once the destruction is complete, though, the two groups might end up fighting each other.

Just as hunter tribes of the world follow migrating herds, slaad packs trail chaos storms (*Manual of the Planes*, page 67). A storm might drag large masses of stony or watery debris in its wake, creating a temporary landscape that pursuing slaads briefly inhabit. Slaads relish these violent manifestations of chaos and seem to be immune to their effects. They fall upon creatures wounded in a storm's tumult or salvage interesting materials transformed by its reality-altering power. If slaads do perceive other worlds simultaneously, they might be attracted to chaos storms because they believe the barriers between multiple realities are thinnest at a storm's center.

## Outlook and Interaction

Slaads seem interested only in increasing entropy, both through violent actions and by growing their own numbers with the spread of chaos phage (page 142). Thus, their interaction with other creatures is rarely harmonious. Even demons and devils can be bound by pacts, however short-lived those agreements might be. Making a deal with a slaad is nearly impossible.

Those who hold to the multiworld theory of slaad origin believe that slaads act as they do for a deeper reason: Slaads spread chaos in an effort to break down the structured bonds of reality. Constrained to one existence, one time, and one rule of cause and effect, slaads rail against order because it is their prison, and they embrace chaos as the key to freedom.

## Major Sites

Slaads wander most of the Elemental Chaos, but they are always found in some locations.

### The Great Red Tempest

The storms of raw chaos that sweep across the Plane Below threaten travelers and natives alike. Some are so large and long-lasting that they have acquired names. The Great Red Tempest is one such monster: a churning, blood-colored maelstrom that slowly rolls through the Elemental Chaos.

A typical chaos storm (*Manual of the Planes*, page 67) is rarely more than a few feet in radius, but the Great Red Tempest extends for miles in all directions. Several slaad packs ride behind it on tumbling, burrow-riddled stones the size of mountains or swim in the miniature seas that spin in its wake. When the storm boils across an inhabited region, the slaads launch themselves out to tear into survivors who are still regaining their bearings.

The tunnels that pierce the storm-lashed boulders are strewn with oddities collected from the storm, sometimes valuable but often merely shiny junk. Ruined structures sprawl across one rocky mass, apparently the remains of a compound founded by humans to establish a foothold for their explorations of the Elemental Chaos.

Slaads come and go from the Great Red Tempest, but one is always at the storm's heart: a void slaad called Vinakr Abudn. The other slaads supply the ebony creature with food and water as it meditates constantly, seeking a way to use the power of the storm to tear down the walls of creation.

### The Spawning Stone

Drifting through the Elemental Chaos is a great whorled and multicolored sphere several hundred feet in diameter, cloaked by an enormous vortex of churning elemental fury. The whorls gradually mix across the sphere's face, and burning white runes gird it in three broad bands at, above, and below its equator. This huge structure is known to slaads as the Spawning Stone.

Every few years, according to no predictable schedule, a subset of the slaad population feels an undeniable urge to travel to the Spawning Stone's location and procreate. The stone's power tugs relentlessly at slaads wherever they might be, allowing them to find it unerringly as it wanders the Plane Below.

The slaads converge at the Spawning Stone in a mating frenzy. Some quality of the sphere quickens the egg sacs under their claws, enabling the growth of tiny embryos for implantation in prey; otherwise, slaads would produce no offspring. A few who visit the stone are transformed into slaad spawners

FRANZ VOHWINKEL

(*Monster Manual 2*, page 185), which begin to bud and grow embryos beneath their skin rather than under their claws.

The runes on the Spawning Stone are in no known script, but slaads that study the lore of their race believe them to be an arcane stricture. Whatever agency confined the slaads to a single reality seems also to prevent these beings of manifest chaos from developing new physical forms over generations. The offspring of slaads that congregate at the stone are limited to a handful of toadlike shapes.

The most ancient living slaads, including Ygorl, Lord of Entropy (page 156), and Bazim-Gorag the Firebringer, might know the reason behind their limited forms. They might even be responsible for creating the burning runes. If so, none of these primeval slaads have ever revealed their knowledge. However, similar runes sometimes appear on the Pandemonium Stone (page 80), another curious artifact that could be the physical anchor for the slaads' imprisonment in just one existence.

A powerful and long-lived slaad called the Guardian of the Stone remains always with the sphere. The Guardian sees to it that the sphere remains off limits to any creatures other than slaads.

# OTHER RACES

Many other races also make their homes in the Plane Below, even if they are not as numerous or as influential as those described above. Demons, the native creatures of the Abyss, are discussed in more detail in Chapter 4.

## Dao

These reclusive creatures of earth occupy a unique place in the complex web of relations between the ancient elemental races. The dao took no sides in the Dawn War, remaining neutral even when the djinns begged them for help. The djinns blamed their refusal for the losses they suffered. Today, however, only the most hardened caliph still harbors acrimony toward that race, for the djinns' punishment was ultimately at the hands of the gods.

The dao are masters of earth and stone, and they consider their property to be all that naturally occurs or grows within those materials. Their love of gems puts dwarves to shame, and they might travel across planes to establish a new mine if the lode is promising. The possessiveness of dao leads them to reclaim treasures of the earth from other beings who, in their opinion, do not deserve them.

Dao have the most hierarchical society of all elemental races other than the efreets. The sharif is the supreme ruler, ensconced in the race's ancestral home in the Elemental Chaos. This place, called the Great Dismal Delve, is carved into a massive block of freestanding earth. Though the dao constantly bore through its interior, the stone constantly renews itself from within so that they can never remove it all. This cycle of activity spawns great earthquakes that rattle through the Delve.

## Demons

Demons normally dwell in the Abyss, and their behavior is described in more detail in chapter 4. Since no strict boundary separates the Abyss from the rest of the Elemental Chaos, though, demons can be encountered anywhere in the plane.

Demons in general don't form communities. They are living engines of destruction that slaughter everything in sight; when other victims are unavailable, they readily turn against one another. They have no underlying reason for their chaotic rampage, as slaads might, but act simply out of their nature.

On occasion, a more ambitious demon develops the urge to rule. The mightiest of these become demon princes, but the less powerful ones browbeat weaker demons into service and enslave other creatures rather than destroying them. Such rulers are as instinctively destructive as other demons, but their devastation is slightly more organized and on a larger scale.

Each demonic regime reflects the persona of its ruler, but all share certain features. There are no laws beyond requiring instant obedience to the ruler's every whim, which is enforced through cruelty and torture. Daily life is nothing more or less than a struggle for survival: The strong literally prey on the weak. Their rulers constantly seek to expand by conquering neighboring settlements, and their demonic armies are made up largely of volunteers. Soldiers in the service of demon overlords receive slightly better treatment than most others—as long as they keep winning and don't irritate a foul-tempered superior.

## Dwarves

Dwarves are not native to the Elemental Chaos, but a few dwell there nonetheless, hidden in the crags and caves of mountainous regions. Some are descendants of the giants' slaves from ages past who did not mutate into new races such as the galeb duhrs. Others arrived more recently, after delving so deep into the world that they were transported to regions of elemental earth in the Plane Below. Both groups are insular and heavily suspicious of outsiders.

Such dwarven communities must survive on scant resources, since few regions of the Elemental Chaos can support crops or herds. Their inhabitants rarely trade or interact with others except out of necessity, and their dour attitude only reinforces the worst stereotypes of a race that is already seen as standoffish. These communities develop strict and intricate codes of law, and the punishment for violating these traditions can be brutal—another disincentive for others to visit. However, the dwarves might lend a sympathetic ear to outsiders who seek aid to fight giants or to free an enslaved population, since they have never forgotten their long-ago servitude and still resent their former overlords.

### CREATING ELEMENTAL BEASTS

In addition to the elementals presented in the *Monster Manuals* and other publications, countless elemental beasts wander the Plane Below. You can translate a beast or magical beast of nonelemental origin into an elemental version with a minimum of work. A cave bear could become a stone-based predator simply by giving it the earth keyword and immunity to petrification; a nightmare can be made of pure fire and given the fire keyword and immunity to fire. Such beasts need not look like their natural counterparts—an elemental bear might resemble a hulking, rocky mass, while a shark might be formed of viscous water with teeth of ice.

## Elementals

Elementals are the wild animals of the Elemental Chaos, as are other bestial elemental creatures, such as magma beasts, flame snakes, and rimefire griffons. Though some are more intelligent than natural beasts, they are creatures of instinct rather than intellect. They consume and reproduce, with no desire to form communities or even such loose groups as tribes.

Elementals sometimes form packs or extended family units that hunt in a somewhat organized way. Such groups do not govern areas as sentient beings do, but they dominate a region through sheer numbers. More intelligent creatures of the Plane Below occasionally capture and train elementals as pets or servants.

## Humans

The Elemental Chaos is home to a considerable number of humans. Some are new arrivals, but many groups of humans have been here for generations; like genasi, most humans dwell in communities dominated by other races. The City of Brass has a large human population, made up mainly of slaves, though freed servants, merchants, and craftsfolk are common as well. Genasi settlements, though rare, frequently include sizable human minorities. Several giant communities keep humans as slaves. A few human-dominated communities exist as well, from isolated, struggling villages to major trading centers.

Becasue humans reproduce and spread more rapidly than other civilized races do, surviving in the Elemental Chaos is even more difficult for them.Few areas offer sufficient fertile soil and drinking water to support an expanding population while lacking hazardous elements or creatures, and many nascent human populations do not survive. Those human communities that do sustain themselves in the Plane Below are just as varied as those in the natural world, with an enormous variety of cultures and governments.

## Phoelarchs

These natural humanoids (described in *Monster Manual 2*) share their souls with the elemental phoeras, winged entities of fire perhaps related to the wondrous phoenix. Although most phoelarchs dwell in the natural world, a few have become fascinated with exploring their dual nature. They travel to the Elemental Chaos, hoping to track down the phoeras with whom they share their essence. Phoeras, although intelligent, lack the desire to form communities, instead soaring through the heights of the Elemental Chaos alone or in flocks.

Some phoelarchs join existing communities, but a few have established villages of their own. These small societies have little interest in interacting with outsiders, but neither are they innately hostile. Travelers in need of shelter or assistance might be welcome (or at least tolerated) for a brief time. Phoelarchs are rigidly honorable, but their customs and sense of honor differ greatly from one community or individual to the next. Formerly affable hosts might turn on a visitor suddenly in response to the slightest offense, or for reasons the outsider never fully understands.

## Primordials

Those primordials who survived the Dawn War remain imprisoned or deep in slumber, scattered across the breadth of the Elemental Chaos. The presence of even a dormant primordial greatly influences the development of any nearby community, regardless of the races that populate it. Such societies drift toward the worship of that primordial, or of primordials in general, whether in hidden cults or open temples. Perhaps the primordial's resting place draws those already inclined to worship it, or its overwhelming presence slowly twists the minds of other beings.

A primordial's influence is evident in a community's appearance and character, even if the worship itself is hidden. A settlement built on a primordial of stone displays low, squat architecture, while one near an entity of water might have curved streets and flowing artwork featuring soft lines. The regions surrounding such communities are home to concentrations of elementals that share the nearby primordial's essence, and the citizens might consider such creatures to be holy.

### Those Who Roam

Conventional wisdom and religious doctrine maintain that all primordials were either slain or imprisoned by the gods at the end of the Dawn War.

This is untrue.

A scant few unchained primordials yet roam the cosmos—primarily the Elemental Chaos, but the other planes as well. How beings of such immense power and such destructive instinct can remain hidden is unclear. Scholars hypothesize that the free primordials have either lost much of the power they had in their prime or are so subtle that they—and their terrible plots—are invisible to all.

Even the most learned sages know the names of only two free primordials. One is Iktha-Lau the Ever Empty, the utter cold from the darkest voids. The other, Ulctilantilokla, is a creature only partly real that is said to have germinated from the seed of the multiverse's first dream.

CHAPTER 3

# Elemental Locales

**The Elemental** Chaos is infinite: Even the portion known to natural creatures dwarfs their world. You might lead the characters along ways wending through preconceived locales or fill previously unknown spaces with cultures and landscapes pulled from the peculiar, grotesque, and scintillating depths of your psyche.

Whether you prefer examples of adventuring areas in the Plane Below, or want some details about its most important or infamous regions, we've got you covered. This chapter presents ten areas of the Elemental Chaos, some unique and others archetypal. By introducing variations to suit the strangeness of the Elemental Chaos as you perceive it, you can make them unique to your campaign.

Each locale described in this chapter includes the following information.

- **Overview:** Here you'll find a general description of the locale and its place in the Plane Below.
- **Inhabitants and Culture:** If the area contains organized settlements, their nature is described here. Some areas are too wild to have an identifiable culture, but significant inhabitants are discussed.
- **Major Areas:** This entry summarizes important cities, fortresses, and other sites of note in the region.
- **Adventures:** This entry includes a list of environmental hazards and notable terrain features in the locale, followed by several sample encounters to threaten the characters.

Following those ten sections are three mini-adventures, including tactical encounters, in a variety of interesting locations in the Elemental Chaos. You can run them as one-offs, plant them as seeds of larger adventures, or use them as models for elemental encounters of your own design.

ZOLTAN BOROS & GABOR SZIKSZAI

# THE BRAZEN BAZAAR

It begins as a gleam in the distance, flickers of fire amid a black thunderhead rolling over the horizon. As the billows of smoke come closer, they solidify into an elevated highway stretching across emptiness.

Atop this bridge of smoke, tongues of fire take the shapes of azer and genasi riders upon horses of flame drawing ebony buggies, painted wagons, and brass-gilded carriages. Within those vessels, efreet merchants tabulate the value of their goods. Salamanders and fire giants march alongside, sculpting living shapes from smoke and flame.

This is the Brazen Bazaar, a traveling marketplace and carnival originating from the City of Brass. Initially one of several caravans that supplied outposts, the bazaar has evolved into a market as great as any within the city that spawned it. It reaches deep into the Elemental Chaos and into other worlds.

## Inhabitants and Culture

In full, the Brazen Bazaar includes thousands of merchants managed by a cabal of efreets called the Golden Hearth. Few individuals see the entire bazaar. Depending on the importance of its destination, it manifests as anything from a handful of wagons to a caravan stretching as far as the eye can see.

Azers, genasi, and giants perform the physical labor of moving and maintaining the caravan. Workers of flame, such as salamanders and mystically inclined giants, provide side entertainment: flame sculptures, shows of strength, and acrobatics. But the largest crowds flock to peruse the rare and magical goods offered by the merchants.

Though the Golden Hearth considers the City of Brass its home, it holds no allegiance to the Lord of the Efreets or to any noble house. All creatures, including efreets, must pay for the goods, services, and information that the cabal has acquired from distant places.

## Major Areas

The Brazen Bazaar consists of wheeled vehicles and contraptions suited for easy transport across the bridge of smoke. The bridge coalesces a few dozen feet ahead of the first vehicle and dissolves a few dozen yards behind the last one.

Sometimes the bazaar sets up shop on the ground or another solid surface. At other times, the drivers establish a platform of smoke accessible to patrons by ramps or stairs. Given a significant enough location, the bazaar includes all the following structures.

**The Golden Market:** This elite section of the bazaar consists of enclosed wagons that are larger inside than out, due to pocket dimensions such as those in *bags of holding*. Lieutenants, such as other efreets and lesser creatures, run other market stalls, but the Golden Market is the exclusive province of the Golden Hearth efreets.

In a Golden Market wagon, rows of tables and shelves line long hallways lit by brass chandeliers and by solid elemental fire. All manner of magic items and rare goods are sold here, though their prices are higher than those in the City of Brass. Portals link the Golden Market wagons to the City of Brass, enabling the Golden Hearth to replenish goods that go out of stock.

**Attendant's Carriage:** Like Golden Market wagons, the homes-on-wheels of the Golden Hearth are larger inside than they appear. The greatest such carriage belongs to Attendant Hephrandiun, leader of the Golden Hearth. Its exterior is a large carriage, gilded in brass and draped in silks; inside, it resembles a mansion, replete with audience chambers, hidden rooms, and a shrine to the primordial Imix, Lord of Fire.

**The Tent:** When the Brazen Bazaar remains in a place for more than a few days, its workers erect a canvas tent several hundred yards wide. Covered in Barazhad runes and stitched with trails of elemental fire, the tent protects the portion of the market within it from bad weather and the plane's randomness.

## Adventures

The characters might seek the Brazen Bazaar if they require a rare item, or they might hear of an ally or an enemy traveling with the caravan. They might even join the bazaar to travel under its auspices. The traveling market sometimes crosses regions of fire and intense heat to appear in planes outside the Elemental Chaos, so the characters might encounter it in their world or in the Feywild (and follow leads from there into the Elemental Chaos).

The bazaar's merchants are rigidly amoral, and their heartless profiteering sometimes inspires heroic intervention. An efreet might offer provisions to a poverty-stricken community—in exchange for the enslavement of all the community's firstborn. A desperate adventurer might acquire an artifact, but only in exchange for an open-ended favor or a long-term oath of service. Efreets of the Golden Hearth use rituals to ensure that such oaths are kept.

### Environmental Features

The Brazen Bazaar travels above and across almost all kinds of terrain. Its only consistent environmental features are those that travel with it.

FRANZ VOHWINKEL

**Canvas:** The canvas of the protective tent is as tough as leather and immune to fire damage. It regenerates 10 hit points per round.

**Portals:** A few of the Golden Market's wagons contain portals to the City of Brass.

**Smoke:** Squares filled with smoke are heavily obscured.

**Smoke, Solid:** The solid smoke on which the bazaar travels has the consistency of stone.

## Encounter Groups

Efreets of the Golden Hearth leave the running of markets to servants when the Brazen Bazaar travels to small communities, so encounters can suit characters of a range of levels. The Golden Hearth hires anyone who proves useful and can survive the environment.

**Level 11 Encounter (XP 3,200)**
- 1 azer foot soldier (level 14 soldier, *MM* 22)
- 1 firelasher (level 11 skirmisher, *MM* 104)
- 2 flame steeds* (level 13 skirmisher, *MM* 196)
  *Treat flame steeds as nightmares, but with the elemental origin instead of shadow and adding the fire keyword.

**Level 17 Encounter (XP 8,000)**
- 1 azer beastlord (level 17 soldier, *MM* 23)
- 3 azer warriors (level 17 minion, *MM* 22)
- 1 firebred hell hound (level 17 brute, *MM* 160)
- 2 salamander archers (level 15 artillery, *MM* 226)
- 1 salamander noble (level 15 controller, *MM* 227)

**Level 22 Encounter (XP 22,600)**
- 2 efreet flamestriders (level 23 skirmisher, *MM* 99)
- 2 fire giants (level 18 soldier, *MM* 123)
- 1 fire giant forgecaller (level 18 artillery, *MM* 123)
- 1 fire titan (level 21 elite soldier, *MM* 124)

**Level 25 Encounter (XP 41,400)**
- 2 efreet cinderlords (level 23 artillery, *MM* 98)
- 2 efreet flamestriders (level 23 skirmisher, *MM* 99)
- 1 efreet pyresinger (level 25 controller, *MM* 99)
- Hephrandiun, efreet pyresinger demagogue (level 25 elite controller, *MM* 99 and *DMG* 178)

# CANAUGHLIN BOG

Hundreds of miles across, Canaughlin Bog drifts in chaos currents, bonding with other isles for hours or years at a time. Portions of Canaughlin are normal fens, complete with trees and other ordinary plants. Other parts exhibit signs of chaos: hillocks of ice and stone protruding from waters that swirl in physics-defying currents over caustic mud.

The swamp received its name two centuries ago from eladrin explorers of the Feywild. Its horrors and hazards have since defeated all manner of adventurers, other travelers, and enterprising elementals.

## Inhabitants and Culture

The fen supports sporadic villages. The largest groups of inhabitants are the Tinder-Takers and a fey community called Raenrirriel.

**Tinder-Takers:** The Tinder-Takers are a revolving assortment of genasi fugitives from Threshold (page 57) and Gloamnull (page 74), githzerai too undisciplined for monasteries, and slaves escaped from the efreets. The Tinder-Takers' numbers and the environment protect them from pursuers. They spend their time battling swamp hazards, raiding vessels and mounts in a rickety but well-armed airship called the *Poison Storm,* and honing and supplementing their skills in hopes of striking down their oppressors.

**Raenrirriel Fey:** The fey of Raenrirriel have dwelt in Canaughlin since the days of the first eladrin explorers. Over the years, they have mutated into uglier, more twisted creatures. A cabal of hags that have elemental powers leads the community. The hags have come to believe that they will master the plane. After all, the fey are creatures of nature, and what is nature but the elements? So far, however, the hags have not developed potent elemental rituals or gained a foothold in any elemental societies.

## Major Areas

Terrain and other hazards make deadly combinations throughout the bog, so any part of the swamp can be lethal. Three infamous areas are described below.

**The Black Pool:** Sinkholes and pits abound in Canaughlin. Among them is the Black Pool, normally an ordinary pit leading to a series of muddy underwater caves. At random intervals, it becomes a portal to Shedaklah, a festering, swampy layer of the Abyss overseen by the demon lords Juiblex and Zuggtmoy. Abyssal energy inundates the area around the pool. Elementals that die here rise as blight-born demons (page 132), and mortals rise as abyssal ghouls (*Monster Manual,* page 118) or other horrors.

**Flotsam:** This village, the home of the Tinder-Takers, has buildings made of pieces of stone and wood that the Tinder-Takers have procured from a hundred different sources. Flotsam stands on a low, broad hillock of acid-tainted soil, surrounded by a palisade of jagged wood and bits of broken iron and glass.

**Raenrirriel:** The fey settlement lies in a grove of petrified cypress trees protruding from a basin of thin, watery mud. Bolts of diseased yellow and bruise-purple lightning flicker between the trees, illuminating bone, iron, stone, and wood structures built among the branches. Upper echelons of fey live in these structures, while lesser fey dwell in chambers formed beneath the mud by the trees' roots. The area of and surrounding Raenrirriel is more stable than most of the Elemental Chaos; for hundreds of yards in every direction, it seems to be part of the natural world. Creatures that can normally manipulate the plane's turbulence are unable to do so here.

## Adventures

Of all the swamps throughout the cosmos, only the Fenreach in the world (*Draconomicon: Chromatic Dragons*, page 238), the Murkendraw (*Manual of the Planes*, page 45) and a few moors of the Shadowfell are larger than Canaughlin Bog. A soup of environments churns across Canaughlin, so that traveling across it is an adventure in itself.

Canaughlin harbors portals that lead to swamps in other realms, including those mentioned above and the mud flats of Minauros (*Manual of the Planes,* page 100). During the Blood War (*Manual of the Planes,* page 89), these last portals served the devils well.

### Environmental Features

Much of Canaughlin is typical swampland: shallow water and difficult terrain. Hillocks protrude from the muck of the bog's shallows and in deeper areas. The water ends abruptly at the edges and underside of the isle.

**Chaotic Depths:** Swamp water oozes among obstacles and through murky caves in the deeps. Elemental creatures, and fey who have dwelt in Canaughlin for generations, take advantage of these sluggish currents to move more freely through the swamp. As long as such creatures are swimming in water at least 5 feet deep, they can move without penalty through spaces one size smaller than they are and can squeeze through spaces two sizes smaller.

**Elemental Spouts:** Boiling, freezing, caustic, or venomous swamp water can erupt in elemental spouts, as described on page 14.

**Energy Moss:** Clumps of abnormally resilient moss hang from branches and float on swamp water. They absorb cold, fire, lightning, poison, or thunder energy from the chaotic environment. Each square of energy moss functions as a square of elemental seepage and as a square of energy crystals (*Manual of the Planes,* page 22).

FRANZ VOHWINKEL

**Icy Crust:** Swamp water can crust over with ice, forming difficult terrain. A character falling prone on the ice must make a saving throw or break through.

**Portals:** Parts of the bog, both underwater and on land, mystically connect to other locations. Locations linked by portals generally lie within 20 squares of and in line of sight to each other. A character ending its turn in a portal space teleports to the location linked to that space.

**Swamp Water:** Canaughlin water flows chaotically. Each round, currents push an affected creature up to 4 squares (1d6 – 2, minimum 0) in a random direction. See "Underwater Terrain" on page 45 of the *Dungeon Master's Guide* for more information.

*Swamp Water, Acidic:* A creature that starts its turn in acidic swamp water takes 1d6 acid damage. If the damage roll is 6, the creature is also blinded until the end of its next turn. Bogs of acidic mire (page 12) occur near deep pools of acidic swamp water.

*Swamp Water, Boiling:* A creature that starts its turn in boiling swamp water takes 1d8 fire damage.

*Swamp Water, Freezing:* A creature that starts its turn in freezing swamp water takes 1d6 cold damage, and the Endurance check DC to avoid losing healing surges from suffocation increases by 2.

*Swamp Water, Thick:* Thick water is difficult terrain for creatures swimming or walking through it.

**Trees:** Swamp trees might be living or petrified. They are blocking terrain and provide cover.

## Encounter Groups

Encounters that occur in normal swamps also happen in Canaughlin, but with elemental twists. Alien predators lurk in the waters, suspicious villagers turn on passersby, and the environment seethes with malevolent will.

Create the hags of Raenrirriel by using the frost adept and scion of flame templates (*Dungeon Master's Guide*, pages 179 and 181) or the druid, shaman, or wizard class templates. The 15th-level encounter below provides examples using the frost adept template.

**Level 11 Encounter (XP 3,175)**
- 1 Crushing Wave hierophant (level 10 artillery, page 154)
- 2 Crushing Wave initiates (level 8 soldier, page 155)
- 1 githzerai zerth (level 13 elite controller, *MM* 130)
- 5 human lackeys (level 7 minion, *MM* 162)

**Level 22 Encounter (XP 21,500)**
- 2 ash-wrought soulburners (level 19 controller, page 133)
- 1 consumptive swarm (level 21 elite skirmisher, page 133)
- 1 field of everflame hazard (level 18 blaster, *DMG* 92)
- 2 hezrous (level 22 brute, *MM* 56)

# THE CHOKING PALACE

Far from the City of Brass and the monasteries of the githzerai lies Fume, a duchy that swears fealty only to Ehkahk, the Smoldering Duke (page 146). In Fume's center, floating on roiling smoke, stands the Choking Palace, from where Ehkahk has ruled for more than a century.

Winged shapes flit and soar behind veils of smoke and among clusters of fantastically tall, spindly towers. The bastion's walls of steel-hard smoke resemble ash-coated iron. Its few windows weep tears of flowing smoke.

The castle existed long before Ehkahk took possession of it. The most widely accepted tale of its creation claims that Ehkahk or a creature like him converted the cloudstuff of a djinn fortress into smoke. Other tales attribute the palace's construction to a rogue efreet, to a primordial, or to devils requiring an outpost in the Blood War. Both efreets and devils have occupied the castle at different times, but Ehkahk now holds it firmly in his grasp.

## Inhabitants and Culture

The impoverished denizens of Fume love and fear their liege. Ehkahk offers gifts of gems and magic to those who please him and visits brutality upon any who offend or disobey him.

The duchy comprises half a dozen city-sized landmasses and a few dozen smaller ones. Whether of earth, stone, or swampland, they all contain mountains, fog, and smoke. The various races of creatures keep to themselves—elementals with elementals, humans with their kind, and so on—but all acknowledge the simple system of government: Do as Ehkahk's minions bid.

Courtiers in the Choking Palace know their place based on where they stand in Ehkahk's favor. They jockey for position, surreptitiously disobeying and discrediting superiors. Ehkahk, in turn, makes few demands except to insist on respect for himself and to enforce security.

## Major Areas

Medium and Large creatures move comfortably through the wide passageways and tall doorways of the Choking Palace, despite its narrow architecture. Countless staircases distinguish its interior from that of more horizontal structures.

**The Churning Emporium:** In the courtyard in front of the palace's blackened gates buzzes a marketplace supported by chunks of earth and paths of solid smoke. The stalls rise and fall like boats on a slow swell. Here, the peasants of Fume trade goods and news among themselves and with palace courtiers, as well as with traders and merchants working along the trade routes passing through Fume. Ehkahk allows only one public teleportation circle in Fume, located in the center of the marketplace. (A few private and transitory teleportation circles exist inside the palace.)

**Dungeon of Ash:** Those who anger the Smoldering Duke, if they are not slain outright, end up in the Dungeon of Ash, deep in the bowels of the Choking Palace. Poisonous vapors fill the dungeons, making every breath agony: Those who inhale them suffer the pain of suffocation without losing consciousness or perishing from lack of air.

**Library:** In the palace's central keep stands Ehkahk's library, an enormous repository of writings. Even the greatest temples of Ioun and Vecna

### OTHER MAJOR LOCATIONS

The *Manual of the Planes* supplement provides more information on several of the best-known locations of the Elemental Chaos.

**The Abyss** (pages 78-83)**:** This section of *Manual of the Planes* briefly describes the realm of demons. Chapter 4 of this book provides a more detailed overview of the Abyss's environment, inhabitants, and typical adventures.

**The City of Brass** (page 73)**:** The blazing City of Brass, ruled by the Lord of the Efreets, houses the efreet aristocracy and diverse servants and slaves. Canals of burning magma slice it into districts. Despite the heat, the marketplaces attract merchants, traders, and adventurers from across the planes.

**The Keening Delve** (page 76)**:** A great entity (some say perhaps the primordial Haemnathuun) rests in the Keening Delve, a network of howling, wind-blasted tunnels carved within masses of rock. The entity's power attracts a wide array of creatures, including slaads, demons, and efreet explorers. The Keening Delve also interests the mysterious dao (see page 64 of this book).

**The Ninth Bastion** (page 76)**:** Long ago, knights of the fallen empire Mira created the Ninth Bastion, one of the few Elemental Chaos strongholds held by natives of the natural world. Inhabitants of the Ninth Bastion serve the deities Bane and Erathis. Though they are militant and suspicious of outsiders, they nonetheless take in extraplanar travelers seeking shelter.

**Zerthadlun** (page 77)**:** The largest githzerai community and the closest thing that far-flung race has to a societal center, Zerthadlun is both a city and a sprawling monastery. Through mental and physical labor, githzerai maintain its calm aura. Other githzerai monasteries model their philosophies after those practiced in Zerthadlun. Visitors, though rare, can find shelter here, as long as their presence harmonizes with the githzerai's ordered existence. The monastery suffers attacks from slaads, efreet saboteurs, and other forces threatened by the githzerai or by the cause of order.

lack some of the forgotten histories and mystical lore contained in the pages of the volumes here. Ehkahk strives to acquire every bit of recordable knowledge that exists throughout the cosmos.

The Smoldering Duke spends much of the time in his library, perusing tomes and writing in his journals (or, according to gossip, falling asleep on the books he writes). He also scries on his palace through the smoke (see "Environmental Features").

**The Shrouded Throne:** The Smoldering Duke holds court in a hall in the central keep. He sits upon the Shrouded Throne, a seat of power formed of smoke and surrounded by eddies of black fumes. His audience can see only his eyes through the vapors. From here, Ehkahk can scry other parts of the palace through the smoke (see "Environmental Features") and teleport to any spot within Fume.

**Sooty Garden:** Ehkahk's Sooty Garden produces a profusion of plants for pipes and braziers: various smoking herbs and incense. It rests in a courtyard between two of the castle's towers. Druids and trained elementals tend the scores of different plants growing in soil imported from the Feywild. Ash and smoke in the air coat the plants, giving them a sickly appearance despite their healthy condition.

## Adventures

Ehkahk seeks to maintain power in Fume and to protect his people from outside threats, but he keeps any other objectives secret. Why does he collect ancient lore? Why does he maintain diplomatic relations with the City of Brass and other communities?

Because of his secrecy, Ehkahk can serve as any sort of adversary for the characters. They might have something he wants, or they might seek a magic item or lore that he also covets. Perhaps they are allied with someone he considers an enemy.

Ehkahk could also help the characters. They might need to gain permission to enter the library or negotiate for the release of a prisoner in the Dungeon of Ash. They might even arrive in Fume by accident and have to navigate the duchy's laws and customs before continuing on their way.

## Environmental Features

Smoke and vapors pervade the Choking Palace. Only the stoutest of respiratory systems escape unscathed.

**Smoke:** Smoke fills the chambers and hallways. Each creature other than Ehkahk and his minions must make a successful DC 26 Endurance check every 8 hours to avoid losing a healing surge (see "Environmental Dangers," *Dungeon Master's Guide,* page 159).

*Smoke, Magical:* Nearly every room of the Choking Palace contains a brazier or an open flame that emits magical smoke. Ehkahk and his servants can easily see through this smoke. For everyone else, smoky areas are lightly or heavily obscured, depending on the smoke's density. While he is in the library, upon the Shrouded Throne, or in his chambers, Ehkahk can scry on any chamber or creature through the palace's smoke.

*Smoke, Solid:* The solid smoke that forms walls and furniture in the Choking Palace has the consistency of iron.

**Vapors:** Each living creature that breathes the poisonous vapors of the Dungeon of Ash must make Endurance checks as though suffocating (*Dungeon Master's Guide,* page 159). A creature that has no healing surges left takes no damage from the vapors but suffers continuous, agonizing pain. Affected creatures must escape the vapors to regain any healing surges.

## Encounter Groups

The characters might encounter any sort of entity within Fume, because Ehkahk welcomes all beings that swear him fealty; however, the citizenry fights only if it must. Ehkahk's servants and soldiers, mostly elemental in nature, present the greatest danger. See "Ehkahk" on page 146 for other encounter suggestions.

**Level 13 Encounter (XP 4,600)**
- 1 beholder eye of flame (level 13 elite artillery, *MM* 32)
- 1 cloud of elemental steam hazard (level 14 blaster, *Manual of the Planes* 67)
- 2 firelashers (level 11 skirmisher, *MM* 104)
- 1 tempest wisp (level 13 controller, *Monster Manual 2* 102)

**Level 18 Encounter (XP 10,200)**
- 3 air archon zephyrhaunts (level 16 lurker, *Manual of the Planes* 114)
- 1 cambion hellfire magus (level 18 artillery, *MM* 39)
- 1 genasi elemental dervish (level 18 elite skirmisher, *Monster Manual 2* 116)

**Level 21 Encounter (XP 18,375)**
- 2 djinn thunderers (level 20 artillery, *Monster Manual 2* 71)
- 1 efreet fireblade (level 22 soldier, *MM* 98)
- 2 fire archon blazesteels (level 19 soldier, *MM* 19)
- 3 smoke hounds (level 23 minion soldier, page 147)

# GLOAMNULL, CITY OF RAIN

A genasi trade city, Gloamnull welcomes visitors. Adventurers can find standard and esoteric wares in its rain-soaked streets. Beneath the superficial friendliness, though, lurks a dark secret. The people of Gloamnull have turned to the demon prince Dagon (*Monster Manual 2*, page 45) to keep their city intact in the Elemental Chaos—and Dagon demands sacrifices.

Twenty years ago, an upheaval in the City of Brass eliminated many members of an efreet noble house. Slaves of the house escaped, including some genasi who established Gloamnull as a village on a jagged earthmote. Patronage by a nearby githzerai monastery kept the village alive, so the place became known as a safe harbor. More genasi gravitated to it.

Ten years ago, an efreet trading vessel arrived in town. The efreets found the genasi to be more tractable than githzerai. Thus, within a year, Gloamnull became a minor trade hub. It continued to swell, attracting more genasi and a few other creatures because of its prosperity.

Five years ago, clouds began to envelop the city. Over the course of several months, the clouds blocked out all external sources of light. Then a tainted rain—potable only if filtered—began to fall. It filled a natural trough around Gloamnull, forming a moat, and flooded the tunnels and caverns that riddled the earthmote.

Attacks by giants and archons followed the arrival of the rains, which continued to pour. Elementals born of the swirling chaos converged upon the city. Trade withered and stopped. Buildings collapsed, and walls fell. Genasi died.

In desperation, Gloamnull's inhabitants performed ritual sacrifices entreating Dagon to come to their aid. They swore their lives, their city, and their souls to him in exchange for his help.

Thereafter, demonic fish appeared in the moat, and the attacks slowed. A trickle of trade resumed. The citizens cheered, pushing their fear of Dagon deep into the recesses of their minds.

The rains continue to this day. Floodwaters spill over the sides of the moat and spout from holes around the earthmote's base.

## Inhabitants and Culture

Most of Gloamnull's citizens are genasi. They worship Dagon, or at least bow before the demon prince even if they do not swear him fealty. Though oppressed by gloom and rain, they struggle to put on cheery faces for outsiders and use firesoul and stormsoul manifestations (*Monster Manual 2*, page 118) to brighten the place. They long to escape Dagon's clutches but see no way to do so.

Gloamnull's inhabitants take pride in their city's longevity, because genasi settlements are rare and typically short-lived. They welcome other genasi, indoctrinating them in Dagon's worship when possible. Those who resist indoctrination end up strapped to altars in the city's depths. Every thirty days or so, a wail pierces all corners of the city, compelling those disloyal to Dagon to drown themselves. Visitors who arrive at any other time are relatively safe; only a few genasi are true zealots.

However, the inhabitants are even more prone to rage, depression, and mania than genasi in other places, which makes social and business interactions difficult. The chill and the damp prevail. Traders report weirdness but encounter few problems entering and leaving the city.

Genasi crafters have developed a means of solidifying water from elementals into a sludge with which to fashion wares. Such items rarely last more than a few days' travel from Gloamnull. The citizens drink an ale made from local water, fungus, and ground-up elemental extracts. They eat porridge made from crushed minerals and the bulging-eyed, weird fish that suck sludge from the moat's bottom.

## Major Areas

On its surface, Gloamnull is a trade city that has managed to survive the hardships of the Elemental Chaos. A closer look reveals its grimmer reality.

**Battlements:** Gloamnull still faces sporadic assaults from giants, elementals, and other hostile creatures. (Perceptive observers might note that the attackers are never demons.) Warriors patrol the walls and watch for incoming ships. Firesoul genasi send signal flares to patrols and to incoming travelers.

**Darmond's Tower:** Darmond, a shadar-kai wizard, moved into Gloamnull not long ago and erected a tower. He resists the town's faith and seems unaffected by the periodic wailing. He keeps to his tower, pointing a spyglass at the clouds, or uses magic to fly up to them, where he might remain for hours.

**The Grand Cathedral:** A temple to Dagon, the Grand Cathedral lies beneath the main market square. Waist-high water laps at a blood-soaked altar and at the feet of fishlike statues. Genasi and nastier creatures guard the hidden entrance against visitors' curiosity.

**Tunnels:** Demons grow in Gloamnull's watery tunnels. Sacrificed creatures return as twisted, stinking versions of themselves, and servitors of Dagon swim or wade through the darkness. Even the genasi do not know what dwells in the deepest reaches, but

zealots shiver with ecstasy at stories of sentient slime and probing tentacles.

**The Warming Fire:** Travelers frequent this inn, which has a fire elemental in the hearth to drive back the chill. Garl, the proprietor and a Dagon devotee, sometimes poisons his guests' food.

## Adventures

Gloamnull can serve your campaign as a simple genasi trade city affected by the strangeness of the Elemental Chaos. If you use it to introduce the cult of Dagon, though, you can overlay the area with pervasive despair and bloody sacrifices. The characters might need to escape the cult, resist a sporadic attack from outside forces, or investigate a disappearance. Enterprising characters (such as sympathetic genasi) might try to free the city from Dagon's grasp.

### Environmental Features

The elemental and demonic influences on Gloamnull create a variety of bizarre terrain and environments. Moss and mildew grow everywhere.

**Blood Rock:** Years of sacrifice and random slaughter beneath Gloamnull have resulted in patches of blood rock (*Dungeon Master's Guide,* page 67).

**Rain:** The soul-deadening rain always falls. A square being drenched by the rain is lightly obscured. The constant rain extinguishes unprotected natural flames.

**Sacred Circles:** Worshipers of Dagon have dedicated areas beneath Gloamnull and secret aboveground rooms to the demon prince. These function as sacred circles (*Dungeon Master's Guide,* page 68) for chaotic evil creatures. Some such areas also contain altars of zealotry (*Dungeon Master's Guide,* page 92).

**Slides:** Slime coats some of the sloping tunnels beneath Gloamnull, causing them to function as slides (*Dungeon Master's Guide,* page 68).

**Traps:** The genasi have littered Gloamnull (including the tunnels beneath it) with traps to prevent visitors from learning of their worship of Dagon. They primarily employ warder traps, preferring to deter visitors rather than kill them.

**Water:** Water floods tunnels under the city. When knee-deep or waist-deep, water is difficult terrain. For water-filled tunnels, see "Aquatic Combat" on page 45 of the *Dungeon Master's Guide*.

### Encounter Groups

If the characters glimpse Gloamnull's sickly underbelly, they might contend with genasi cultists and Dagon's ilk, such as demons, water-dwelling monstrosities, and aberrations twisted by ancient, unspeakable evil. Foulspawn can represent sacrificed humanoids or genasi warped by Dagon's influence.

ERIC L. WILLIAMS

**Level 8 Encounter (XP 1,800)**
- 1 canoloth (level 7 soldier, *Manual of the Planes* 120)
- 2 death shards (level 8 artillery, *Monster Manual 2* 34)
- 6 genasi lackeys* (level 7 minion, *MM* 162)
- 1 gorgon mud hazard (level 8 obstacle, page 18)

*Use the statistics for human lackeys.

**Level 12 Encounter (XP 3,400)**
- 1 foulspawn berserker (level 9 soldier, *MM* 112)
- 1 foulspawn grue (level 8 controller, *MM* 112)
- 1 foulspawn hulk (level 12 brute, *MM* 113)
- 2 foulspawn seers (level 11 artillery, *MM* 113)
- 1 vrock (level 13 skirmisher, *MM* 58)

**Level 16 Encounter (XP 8,000)**
- 1 aboleth overseer (level 18 elite controller, *MM* 8)
- 8 aboleth servitors (level 16 minion, *MM* 9)
- 8 canoloth harriers (level 13 minion, *Manual of the Planes* 120)

**Level 20 Encounter (XP 13,900)**
- 1 gibbering abomination (level 18 controller, *MM* 126)
- 4 kuo-toa guards (level 16 minion, *MM* 172)
- 1 larva mage (level 21 elite artillery, *MM* 175)
- 1 void crust hazard (level 22 obstacle, page 22)

# IRDOC MORDA

A stretch of jagged peaks marks the edge of a nation-sized landmass floating in the Elemental Chaos. Towering from the sides of those mountains and the bottom of the earthmote, an array of iron protrusions juts in all directions like stabbing blades. Some protrusions gleam as brightly as stars of the Astral Sea; others are choked by rust. These are the towers of Irdoc Morda, bastion of the archons.

Servants of the primordials have long used the rocky isle on which Irdoc Morda stands. In the latter days of the Dawn War, archons and other elemental soldiers began forging increasing numbers of weapons, having learned the value of such tools from followers of the gods. Thus, when other elemental beings discovered this isle, which was especially rich in iron but also in rare metals such as adamantine, they established a mining operation here. Earth and ice archons watched over giants and galeb duhrs, carving ever deeper into the stone. Primordials forged the first iron archons from the richest veins.

As the mine came to supply not just the archons but also various elemental communities, more archons arrived as guards. They built fortifications, first of stone, then of iron, so plentiful was the ore. Now Irdoc Morda's tunnels run throughout the mountains, and its towers protrude hundreds of feet.

After the Dawn War, elemental factions such as giant tribes, genasi, and efreets continued to mine Irdoc Morda's ore under the watchful eyes of the archon natives. Finally, miners depleted the ore, leaving a hollow shell of rock around a honeycomb of tunnels and caverns. They departed, seeking new resources. The archons remain.

## Inhabitants and Culture

Archons of nearly every variety inhabit Irdoc Morda. Earth archons patrol the tunnels and surrounding lowlands. Ice archons dwell in the extremities (up, down, or sideways, depending on the towers' orientation). Throughout it all, in the greatest numbers, live iron archons. Archons of yet other types appear in smaller numbers, as emissaries of other archon communities or of elemental powers.

Unusually for archons, iron archons feel a sense of proprietorship toward Irdoc Morda and claim leadership over all archons here. Even stranger, the other archons accept that claim. The leader of the iron archons, and thus of Irdoc Morda, is called the Twice-Forged General. A crescent blade battle champion (page 130 and *Dungeon Master's Guide,* page 176) currently holds the position.

Otherwise, archons in Irdoc Morda behave as they usually do elsewhere. They accept their ranks and positions based on their capabilities, carry out their duties, and pass along their orders.

ZOLTAN BOROS & GABOR SZIKSZAI

A small population of slaves also dwells in Irdoc Morda. Primarily azers, eisk jaats (page 136), galeb duhrs, and genasi captured during the archons' military endeavors, they help to maintain the fortress. Few of them survive long; because the archons understand little of other creatures' needs, many of the slaves starve or otherwise die of neglect.

## Major Areas

The passages of Irdoc Morda wind through the stone of the mountains and spiral up and down the towers' interiors. In a variety of chambers, archons practice their techniques of war, study layouts of nearby elemental communities, meet with outsiders, and offer service to fallen primordials. Hidden and guarded chambers hold treasure that the archons have received as payment or taken from defeated foes.

**The Hollow:** In the Hollow, a great cavern once rich in iron, the archons are building the largest *spelljammer* ever conceived. If they manage to complete it—a process requiring many years—they will own an iron-hulled, nearly unstoppable fortress from which to launch battles for their own or others' aims.

**The Vein:** Legend tells of a deposit of ironlike metal, unknown to sages, that yet remains below Irdoc Morda. If the legend is true, the Vein might hold a power that affects archons and other creatures—even making archons behave unusually.

**Watchtowers:** Magic-wielders infused three of Irdoc Morda's towers with scrying and divination magic. Each of these watchtowers—one looming above, one hanging below, and one protruding from the side of the great mountains—contains a lens that allows an observer to see for miles, even through deep cloud cover. The lenses' creators also tuned them to three locations that even untrained observers can scry on. Rumors vary as to the identity of those locations. Are they other archon bastions, the resting sites of primordials, or regions of other worlds?

## Adventures

The characters might confront the archons of Irdoc Morda as soldiers in a larger struggle, never navigating the fortress, or they might infiltrate the alien tunnels and passages that defy the rules of architecture. If they are troubled by something worse than archons, they might even consider taking shelter in Irdoc Morda, in which case they must consider what to offer the proprietors in exchange.

### Environmental Features

Worked rock and iron define the terrain of Irdoc Morda's passageways and chambers. Peaks and barren lowlands punctuate the surface landscape.

**Iron Walls:** The walls of the towers and of some interior chambers are iron. Use the hard DC for the encounter level when determining the difficulty of climbing or clinging to them (*Dungeon Master's Guide*, page 42).

**Loadstone:** Patches of loadstone (*Dungeon Master's Guide*, page 68) lace the corridors.

**Magnetic Slope:** Some tower passageways slope sharply and have bits of magnetic ore smelted into the iron. For a creature moving upward, such a slope is difficult terrain. A creature that is pushed, pulled, or slid downward on such a slope moves 1 square farther than normal. Metallic creatures and individuals wearing heavy metal armor are immune to these effects because of the magnetic pull.

**Rust Patches:** Some spots of Irdoc Morda's iron develop the same poisonous rust that covers injured iron archons. Any bloodied creature that starts its turn in a square of this rust takes 5 poison damage.

**Scrying Walls:** Enchanted iron walls allow creatures on one side to see the room or passage on the other side. A creature that uses a standard action to concentrate on such a wall can see the opposite area superimposed over the creature's reflection. Such walls are unmarked, so only those who know which walls are which and creatures capable of detecting magic can make use of them.

### Encounter Groups

Irdoc Morda is a fortification, so the place crawls with warriors. Related problems also threaten intruders, including trained elemental beasts, slaves, and traps.

**Level 14 Encounter (XP 5,800)**
- 1 earth archon ground rager (level 14 controller, *Monster Manual 2* 14)
- 1 gates of winter hazard (level 16 lurker, page 19)
- 1 ice archon hailscourge (level 16 artillery, *MM* 20)
- 2 iron archon interceptors (level 14 soldier, page 130)

**Level 17 Encounter (XP 8,800)**
- 1 earth archon rumbler (level 17 brute, *Monster Manual 2* 14)
- 1 field of everfrost* hazard (level 18 blaster, *DMG* 92)
- 1 ice archon rimehammer (level 19 soldier, *MM* 20)
- 2 iron archon crescent blades (level 16 skirmisher, page 130)

*As a field of everflame, but dealing cold damage.

**Level 21 Encounter (XP 16,700)**
- 1 earthwind ravager (level 23 controller, *MM* 104)
- 1 greater helmed horror (level 18 elite soldier, *MM* 155)
- 1 ice archon frostshaper (level 20 controller, *MM* 21)
- 2 ice archon rimehammers (level 19 soldier, *MM* 20)

# THE MOTESWARM

A jumble of small masses of every substance, the Moteswarm gives birth to strange effects and stranger elementals. Giants and githzerai are the only creatures other than elementals scratching an existence from the turbulence.

When a band of githzerai arrived in the Moteswarm recently, they discovered a lost archon forge among the floating motes. They shaped plans to take control of the forge and tame the Moteswarm. Before they could act, giants learned of their plans and attacked the githzerai. Elementals native to the place considered both races to be invaders and reacted accordingly.

Since that day, the three factions have struggled for control. When one faction gains the upper hand, the other two—and the chaos of the Moteswarm—bring it down.

## Inhabitants and Culture

Elementals, giants, and githzerai dwell in different parts of the Moteswarm. They interact with each other primarily as adversaries.

**Elementals:** The Moteswarm's maelstrom attracts elementals from other places and churns new ones into existence. The elementals are territorial beasts, attacking other creatures on sight; unusually intelligent elementals organize groups to coordinate attacks. Giants and githzerai also force or trick elementals into service.

**Giants:** When a storm titan named Kazzamir learned of the archon forge in the Moteswarm, he hatched plans to use its power to create his own kingdom. He gathered a hundred displaced giants to take up residence on a variety of motes that had been rejected by the githzerai. The giants' onslaught against the githzerai began.

The battles have continued ever since. When some giants fall, the lure of power and conquest draws others to replace them.

**Githzerai:** Most sane creatures would rather see the archon forge in the hands of the githzerai than held by the giants. The githzerai of the Moteswarm, though, are so intent on defeating the giants that they don't stop to think about what they would do with the forge. They simply accept that they must fight.

Unlike other githzerai, those of the Moteswarm sometimes alternate their coolness toward strangers with welcome, depending on the state of the war. They need all the help they can get.

The few hundred githzerai in this place live in one major monastery and in a few outposts, all under the leadership of the mindmage Glissa. Githzerai from elsewhere come to lend support and to keep their numbers up.

## Major Areas

Tides of the Elemental Chaos hold together the diverse pieces of the Moteswarm. Three locations important to the current inhabitants are described below.

**Archon Forge:** Built on a small mote of gold-flecked marble, the archon forge resembles a keep carved from the stone. It produces air archons (*Manual of the Planes*, page 114). An individual who has access to the proper rituals could take possession of the forge and control the archons.

The forge evades retention, capture, and even discovery. The Moteswarm is at its most chaotic in this area, which means it's a navigational challenge even to alight upon the forge's mote. Whirling firemotes and icemotes, clouds of searing mist, spikes of lightning, and shifting gales bar entry.

The githzerai that first reached the forge encountered ancient air archon guardians still defending it.

### A Page from a Battered Journal

I sit now in a small oasis of calm in this insane dimension. After phasing into the Elemental Chaos, my ship ended up here, which must surely have given the plane its name.

As soon as we appeared, the ship rocked beneath us and lightning flashed all around, accompanied by reverberating thunder. I rushed to the deck and looked about—just in time to see two great chunks of smoldering rock smash into each other. The superheated rubble burned down around us, slicing easily through the ship's hull. I shouted for Igram, but just then the wind rose in a shriek. My stomach dropped out as the wind flung our ship upward, and I knew we were doomed.

Everywhere I looked, there were bits of . . . stuff floating around. The scholars call them "motes": fragments of water, earth, and fire, and of stranger things, such as sheets of lightning, sprays of acid, and chunks of frost. As our ship sped upward, I saw hundreds of them, perhaps thousands, all around us. Some were the size of my fist, while others must have been a mile across. And they were not floating serenely, as I had naively imagined; they heaved through the void, slamming into each other, breaking into pieces, and scouring each other's surfaces. Our ship would be ground to pieces by the hurtling elements.

To my shame, my cowardice asserted itself. I jumped over the side. It was certain death—but far less horrible than staying on that ship as it fell upward into the maw of chaos. As I fell, I watched it break apart, but mercifully the howling wind drowned out the screams of my friends.

That's when a miracle occurred. I found myself arrested in my fall. I did not strike any surface—I was simply not falling anymore. I looked about, and to my astonishment saw one small ship with a handful of yellow-skinned humanoids skimming toward me.

They also found bits of bone littering the courtyard and huge claw marks marring the walls.

**Corehold:** The major githzerai monastery of the Moteswarm, Corehold perches atop a large island of crystal. Though the githzerai built the structure in haste, its materials—brittle crystal, gold, silver, and iron—lend it great beauty. Outsiders who win their way into the githzerai's good graces can find shelter and food here. Glissa hopes to establish Corehold as a meditation center.

For now, though, the monastery is anything but serene. Glissa focuses her efforts on securing the forge. The githzerai must continually rebuild walls destroyed by acid rains, impacts from flying rocks, and attacks by elementals and giants.

**Zahazrian:** Kazzamir's center of power is an islet of solid lightning called Zahazrian. The storm titan's will keeps the mote manifest enough to support habitation. Only storm giants and a few lightning-related elementals spend time on its crackling surface.

Kazzamir lives in a shack, formed by arcs of lightning, that he calls his castle. Seated on his chair, the only piece of furniture in the structure, he broods and plans. Sometimes he ventures forth to cleave enemies with his greatsword or to undertake a mission that he believes only he can accomplish. When he returns, he always finds—to his frustration—that he must recreate Zahazrian.

## Adventures

The Moteswarm is a microcosm of the Elemental Chaos, encapsulating its essence. It can showcase the Plane Below to an adventuring party that is new to the plane. Characters who pass through it should emerge with a sense of the danger of the Elemental Chaos. Those who spend time here can also become aware of the factions at work.

The characters might travel to the Moteswarm to aid the githzerai, to hunt Kazzamir's giants, or to find the archon forge for an outside power. They might stumble upon the Moteswarm by chance or seek in it a prize unknown to the giants or githzerai.

## Environmental Features

The Moteswarm contains every environmental feature presented in chapter 1 of this book or in *Manual of the Planes.* Creatures living here can predict the behavior of many such phenomena, including lightningstone fields, luminous nodes, multielemental transformation fields, skystone fields, and steel rain. This ability works to their advantage in combat against outsiders who are unfamiliar with such effects.

The following types of terrain are also common in the Moteswarm.

**Choke Frost** (*Dungeon Master's Guide,* page 67)**:** A few areas are cold enough to support this heat-stealing ice.

**Fonts of Power** (*Dungeon Master's Guide,* page 68)**:** These features, keyed to every elemental keyword, exist throughout the Moteswarm.

**Lightningstone Fields** (page 22): These dangerous areas abound in the Moteswarm.

**Pools** (*Dungeon Master's Guide,* page 65)**:** Water and other liquids (such as liquid thunder) collect in pools.

**Whirlwinds** (*Dungeon Master's Guide,* page 69)**:** Whirlwinds arise frequently in the Moteswarm's wild turbulence.

## Encounter Groups

Elementals, giants, githzerai, and natural hazards of the Elemental Chaos beset adventurers here. Characters might also encounter other travelers, such as other adventuring parties or efreet scouts, but most intelligent creatures avoid the Moteswarm.

**Level 11 Encounter (XP 3,000)**
- 1 ashfrost assassin (level 12 skirmisher, page 138)
- 2 firelashers (level 11 skirmisher, *MM* 104)
- 1 luminous node hazard (level 11 blaster, page 18)
- 1 rockfist smasher (level 10 brute, *Monster Manual 2* 100)

**Level 15 Encounter (XP 6,000)**
- 4 githzerai cenobites (level 11 soldier, *MM* 130)
- 1 githzerai mindmage (level 14 artillery, *MM* 131)
- 1 githzerai zerth (level 13 elite controller, *MM* 130)
- 1 steel rain hazard (level 15 blaster, page 19)

**Level 21 Encounter (XP 17,600)**
- 1 lightningstone field hazard (level 21 warder, page 22)
- 2 fire archon ash disciples (level 20 artillery, *MM* 19)
- 1 fire titan (level 21 elite soldier, *MM* 124)
- 1 skystone field hazard (level 19 lurker, page 22)

**Level 27 Encounter (XP 53,000)**
- 1 multielemental transformation field hazard (level 28 lurker, page 23)
- Kazzamir, storm titan (level 27 elite controller, *MM* 125)
- 2 storm gorgons (level 26 skirmisher, *MM* 143)

# PANDEMONIUM STONE

When the Pandemonium Stone exists, it appears only in the Elemental Chaos unless it is induced to materialize elsewhere by powerful wizards or sorcerers. A spire more than 100 feet in diameter and more than 500 feet tall, it consists of bone, flesh, ice, minerals, wind, wood, and other materials, always in flux. Rough carvings on it flare with roaring fire, crackling lightning, deafening thunder, and unbearable cold—and then die down. Blazing white runes in an unknown script sometimes march across the surface.

The Pandemonium Stone manifests randomly; even efreets using *al-buraj* (page 54) cannot predict its appearances. It bursts into existence like a volcanic eruption in a spray of fire, cold, lightning, or other energy, sending ripples in all directions through the Elemental Chaos.

Neither the gods nor the primordials claim to have created the Pandemonium Stone. They knew of it even before the Dawn War.

## Inhabitants and Culture

When the Pandemonium Stone disappears, it drags nearby objects and creatures with it. Creatures that fail to distance themselves from the stone have disappeared with it. Some such creatures elect to stay with it even after it reappears. Residents have formed two groups and built two permanent shelters, one near the base of the spire and one near the apex.

**Staff of The Trackless House:** A permanent holding near the base of the Pandemonium Stone is the Trackless House, an extraplanar sanctuary connected to other locations. The powerful beings that run it treat one another as family. They include a male earthsoul/watersoul genasi warrior named Altayar, a female phoelarch arcanist named Tarsa, and a male djinn called Farzan. Altayar tells visitors that Farzan established the inn, although rumor suggests that he cannot leave. Other staff members treat Farzan as a clan elder. He rarely interacts with visitors.

As neutral ground, the Trackless House serves as a safe house for delicate information, dangerous items, and individuals seeking low profiles. It also hosts an elemental cabal that serves djinn interests, including those of Sirrajadt (page 150) and his warriors. The staff quells strife among guests.

**Watchers of Tomorrow:** The other permanent shelter on the Pandemonium Stone, near the apex, is inhabited by the Watchers of Tomorrow. Mostly maruts, the group also includes angels sworn to no deities and a devil called the Breaker, who fled its kin's contract with Asmodeus.

The Watchers of Tomorrow believe that the Pandemonium Stone is the cocoon of an entity developing toward maturity as the cosmos grows more complex—perhaps a god of gods. When this being hatches, the Watchers will either swear their allegiance to it or, if it threatens them, try to destroy it.

In the meantime, they defend the Pandemonium Stone if the need arises. Sometimes they seek company at the Trackless House, but the two groups do not work together or know each other's secrets. The Watchers also observe the activities of slaads that are drawn to the stone whenever it appears.

**Slaads and Other Factions:** Other creatures respond to some call of the spire, including demons, djinns, elementals, slaads, and titans—all with conflicting goals. Even the slaad lords attend; only Ygorl, Lord of Entropy (page 157), holds back.

After a few days of war, a slaad elder arrives, forcing any emerging victors to accelerate or cut short their plans. No creature powerful enough to stand against the elder has ever joined the fray. The elder spares only the spire's permanent residents.

Once the slaads chase away contenders, they begin to croak out a disharmonic racket. The Watchers of Tomorrow believe that this "song" aids in the gestation of the god growing inside the spire. Other thinkers suggest that the spire is itself an immense slaad kept asleep by the cacophonous lullaby.

## Major Areas

The surface of the Pandemonium Stone constantly changes. The only two areas approaching permanence on it are the abode of the Watchers of Tomorrow and the Trackless House.

**Abode of the Watchers of Tomorrow:** Near the apex of the spire, wreathed by inconstant energy, the Watchers of Tomorrow look out over the Elemental Chaos from a balcony of obsidian. Inside, several large communal chambers and smaller private chambers make up their home.

**The Trackless House:** Like the Pandemonium Stone, the Trackless House evades easy location and winks out of existence for spans of time. It has adamantine double doors with its name inscribed on each of the panels in Barazhad and Davek script. A foyer leads to a common room where visitors and residents receive food and drink. Private rooms and a magic kitchen adjoin the common area. Behind the bar is series of private chambers accessible only to the proprietors and select patrons.

In the common room and private rooms, visitors can safely watch slaads gather. Once the slaads begin to sing, the staff warns that the spire will soon shift. Anyone who remains at the inn catapults to the Pandemonium Stone's next location and time.

Visitors searching for objects or individuals hidden within the Trackless House usually fail to find them. Farzan maintains portals to other locales and enlists powerful defenders to stymie access to them. He has also learned to summon slaads to defend the inn.

## Adventures

Wherever characters roam in the Elemental Chaos, the Pandemonium Stone can come to them. Because it can appear anywhere in the multiverse, it can also introduce adventurers to other planes. The characters might encounter the singing slaads, visit the Trackless House, or meet the Watchers of Tomorrow.

Someone might require the party's escort to the Trackless House, or the characters might need to retrieve something from the inn or hide there from an enemy.

The Watchers of Tomorrow offer adventures based on their experience with the spire and with slaads. Adventurers might earn their trust by doing an appropriate service—and thus learn their philosophy.

## Environmental Features

Every sort of terrain and environmental hazard in the Elemental Chaos and in the Abyss might occur on the slopes of the Pandemonium Stone. Two special features trigger upon specific events.

**Reentry Squall:** When the Pandemonium Stone appears, an intense elemental disturbance ripples out 600 feet in all directions. Each creature caught in the blast must succeed on a DC 23 Acrobatics or Athletics check, or that creature slides 2d20 squares, falls prone, and takes ongoing 5 psychic damage (save ends). Creatures on the surface and adjacent to or within the spire feel no effect from a reentry squall.

**Slopes:** The surfaces of the Pandemonium Stone continually change shape and substance. In some places they slope gradually, qualifying as difficult terrain. Elsewhere, the slopes are so steep that creatures must make Athletics checks of varying difficulty to climb them, up to a DC of 27.

## Encounter Groups

Slaads swarm around the Pandemonium Stone, but groups of other creatures also arrive to investigate it.

**Level 8 Encounter (XP 1,950)**
- 1 death shard (level 8 artillery, *Monster Manual 2* 34)
- 3 flux slaads (level 9 skirmisher, *Monster Manual 2* 184)
- 2 slaad tadpoles (level 5 lurker, *MM* 237)

**Level 17 Encounter (XP 9,400)**
- 2 blue slaads (level 17 brute, *MM* 238)
- 1 gray slaad havoc (level 15 artillery, page 143)
- 1 green slaad (level 18 controller, *MM* 238)
- 1 white slaad (level 16 elite lurker, page 145)

**Level 21 Encounter (XP 17,750)**
- 2 black slaads (level 20 skirmisher, *MM* 239)
- 2 green slaad spawners (level 18 elite controller, *MM* 238 and *Monster Manual 2* 185)
- 1 void crust hazard (level 22 obstacle, page 22)

JIM NELSON

# Pillars of Creation

Immense pillars are scattered throughout the Elemental Chaos. Some of these so-called Pillars of Creation stand straight; some lean. All extend out of sight in both directions, through thick clouds and empty sky, through crashing oceans and solid rock. Each is unique. Scholars know of the existence of more than half a dozen pillars; only the gods and the primordials know them all.

According to legend, these columns support the world. Each pillar rests upon the floor of the Elemental Chaos, from which all substances spring, as well as elementals, primordials, and more ancient forms of life. Each pillar reaches into the natural realm, infusing the place of intersection with the essence of its dominant material.

Yet the Elemental Chaos is also thought to be infinite, with no floor and no ceiling. Reconciliation of that idea with the concept of the columns as supports lies in the realm of theologians and philosophers. Suffice it to say that the Pillars of Creation have existed since before the world's genesis, and that all efforts to reach the end of any pillar have failed.

Every elemental substance, as well as combinations thereof, might have a corresponding pillar. Planar explorers and powerful denizens of the Elemental Chaos know the following Pillars of Creation best: the Obelisk of Ice, the Raging Storm, and the Torrent of Magma.

**The Obelisk of Ice:** Formed of many-hued ice, the ramrod-straight Obelisk of Ice averages a few hundred yards in diameter. It shows signs of intelligent influence: runes a few feet in height that resemble the Barazhad script.

**The Raging Storm:** Spongy, semisolid clouds encase the Raging Storm, a funnel of howling winds, pelting rain, and lightning. This pillar leans a few degrees from vertical and ranges in diameter from a few hundred yards to a couple of miles. See below for more information.

**The Torrent of Magma:** An undulating mass two to five miles wide, the Torrent of Magma flows as if under the influence of gravity. Fissures erupt from its center; pyroclastic islands whirl on its surface. Some of the islands can support the weight of explorers. Others break apart under the slightest pressure.

**Other Known Pillars:** Explorers have spotted other pillars, including a jagged tree of crystalline minerals, a beam of pure radiance, and a column of muck. Further pillars, if they exist, await discovery.

## The Raging Storm

Due to their variety, their mystic nature, and their embodiment of the deepest essence of the Elemental Chaos, the Pillars of Creation are far from fully documented. The text below details what is known about one of the better-known pillars: the Raging Storm. You must delve into your own Elemental Chaos to create your vision of the other Pillars of Creation.

### Inhabitants and Culture

Few creatures linger in the proximity of the Raging Storm. Nevertheless, clusters of inhabitants have arisen there.

The largest, at the heart of the storm, is Tharag Thryr. Once a community of storm titans and giants, Tharag Thryr grew into a center of worship of two primordials: Mual-Tar the Thunder Serpent and Solkara the Crushing Wave. Elementals, a few djinns, genasi cultists of Solkara, and air, water, and storm archons have so far established populations there.

## Major Areas

The semisolid contours of the Raging Storm form caves, passages, and even a few eyes of the storm: clearings free of wind and rain. Chunks of earth swirl at the clouds' perimeter, swept by gusts.

**The Cloudfield:** A certain area of clouds attracts bestial creatures of storm: rimefire griffons, storm gorgons, and the like. The same area produces storm-related elementals such as thunderblast cyclones, tempest wisps, windfiend furies, and dust demons (page 132). These elementals rove with the other predators in search of prey, rather than attacking them.

**Stormheart:** A region of cloud-walled canyons and valleys, Stormheart exists simultaneously in the heart of all storms everywhere. Rains of lightning sweep across it, on rare occasions teleporting each struck creature into the midst of a lightning storm elsewhere in the Plane Below or in another world.

## Adventures

Characters might visit the Raging Storm to tap its lightning, thunder, or water magic. They might hunt cultists dedicated to primordials, search for a *spelljammer* or an airship that vanished in the vicinity, or seek a better understanding of the Elemental Chaos and of the Raging Storm's link to the natural realm.

### Environmental Features

**Clouds:** Ordinary clouds float in air currents and passageways. A cloud's space might be lightly or heavily obscured, depending on the cloud's density. Such clouds mix indistinguishably with areas of semisolid and solid cloudstuff, forming hidden pit traps.

*Clouds, Heavy:* Hints of cloudstuff can infuse normal clouds to create heavy clouds. Their thick substance impedes movement: Whenever a creature enters a square of heavy cloud, it takes a cumulative –1 penalty to speed. The creature can remove this penalty as a move action. Air and water creatures are immune to the effect of heavy clouds.

**Cloudstuff:** Solid and semisolid surfaces in the Raging Storm—including the ceilings, floors, and walls of chambers and tunnels—consist of a substance known as cloudstuff.

*Cloudstuff, Semisolid:* Semisolid cloudstuff comprises most of the landscape. Any creature that starts its turn in a square of semisolid cloudstuff takes a –1 penalty to speed on that turn. Creatures that lack a burrow speed can burrow through cloudstuff at a speed of 2 or one-half their normal speed, whichever is lower. The spongy material offers easy handholds and footholds; any Athletics check to climb a vertical surface of semisolid cloudstuff gains a +2 bonus.

*Cloudstuff, Solid:* Solid cloudstuff is as strong as stone. It looks identical to semisolid cloudstuff.

**Extreme Weather:** Weather in some regions reaches supernatural ferocity. Primordial storms, primordial winds, and primordial cold frequently occur.

**Heavy Air:** Water or other vapors can supersaturate air, making it preternaturally thick. Any living creature in an area of heavy air must hold its breath or suffocate as if underwater.

**Lightning Mist:** Lightning in some clouds condenses into a charged fog, forming lightning mist (page 16).

**Lightning Seepage:** This crackling form of elemental seepage (*Manual of the Planes,* page 22) can occur anywhere.

**Rain:** Areas of light rain are lightly obscured. Places where the rain pours in sheets might be heavily obscured instead. Rain extinguishes unprotected natural flames.

**Wind:** The Raging Storm swirls with severe winds. Any creature that enters a square of strong wind slides 1 to 3 squares (or more, for extremely high winds) in the wind's direction. Otherwise, these winds behave like whirlwinds (*Dungeon Master's Guide,* page 69). In a few locations, these blasts grow severe enough to become strangling wind (page 17).

## Encounter Groups

Storm-related monsters abound on this pillar. Aquatic creatures dwell in rivers and in cataracts fed by the rains (which can fall in any direction). Other kinds of creatures might survive in calm areas or, with magical aid, in caves of cloudstuff.

**Level 20 Encounter (XP 14,000)**
- 1 elder tempest dragon (level 18 solo soldier, *Draconomicon: Chromatic Dragons* 193)
- 2 primal storms (level 20 artillery, *Draconomicon: Chromatic Dragons* 228)

**Level 27 Encounter (XP 63,000)**
- 1 primordial blot (level 26 solo artillery, page 140)
- 2 thunderblast cyclones (level 26 elite artillery, *MM* 105)

JAKE MASBRUCH

# THE RIVERWEB

The Elemental Chaos contains bodies of water and other liquids, forming oceans, rivers, and falls that plunge for miles into emptiness. A number of rivers support trade and travel. Boats and *planar dromonds* supply waterside communities for lower fees than those charged by captains of flying vessels.

Several thousand miles from the City of Brass, more than a dozen major rivers and a hundred streams converge in a network called the Riverweb. This nexus of forks, convergences, and other watery features stretches hundreds of miles. Whirlpools mark some junctions; ponds, lakes, and even seas form at others. Squalls erupt frequently. A few seas and rivers have banks of stone or crystal, but most flow suspended in space on different horizontal planes. Islands, mostly of stone but also of other substances, emerge from the waters.

All long-distance aquatic travel through mapped regions of the Elemental Chaos passes through the Riverweb sooner or later.

## Inhabitants and Culture

Communities exist throughout the Riverweb: on land, on water, and underwater. Below are descriptions of the busiest, most notorious, and deepest, respectively.

**Rheilvaltans:** The city of Rheilvalt (see below) throngs with several thousand inhabitants, primarily humans and genasi but also members of other humanoid races. A ruling mercantile council maintains the community's status as the center of trade for all oceanic commerce in the region. The council offers a reward to anyone who shatters the River Spiders' organization (see below); however, the council also pays tribute to the pirates, lest trade suffer.

**River Spiders:** Numerous pirates ply the rivers and byways of the Riverweb. The term "River Spiders" applies to all of them but most accurately refers to a flotilla of seven vessels armed and enchanted against the magic and extreme weather of the plane. A favorite River Spider tactic is to come up alongside a vessel near the edge of a river or lake and threaten to ram it over the side unless its crew submits.

The pirates' leader, a watersoul genasi barbarian named Thalkul, rules the band from the largest vessel, the *Drowned Widow*—a *spelljammer,* according to rumor. The River Spiders have several hideaways throughout the Riverweb and in other lakes and oceans of the Elemental Chaos. Their center of operation is a hidden village called Widowport.

**Underfolk:** In the deepest parts of the deepest bodies of Riverweb water dwell beings known to air-breathers as Underfolk. When Underfolk interact with surface-dwellers, they do so through intermediaries—usually water elementals but sometimes watersoul genasi or sahuagin. Sometimes they demand bribes for safe passage, sometimes they trade rare undersea treasures for magic items, and sometimes they attack without provocation.

Theories about the origin of the Underfolk abound. Some say they are elementals that have developed abnormal intelligence. Others claim they are storm giant cultists of Solkara, aquatic fey stranded in the plane, or elemental water spirits called marids.

## Major Areas

Given its expanse and variation, the Riverweb can host any kind of aquatic adventure. The following areas draw the most attention.

**Castle Torrent:** Castle Torrent literally rises from the rapids of a large river. Currents harden into the forms of an outer wall, half a dozen towers, and connecting structures, holding shapes as constant and impermeable as stone in the course of the flow.

Dark shapes sometimes move behind the walls. Though observers cannot see deeper into the castle, investigations suggest that water fills it entirely.

**Decktown:** In an area called the River's Fangs, where dozens of ships have wrecked, a small community called Decktown has developed among the rocks and shattered hulls. Parts of the town float, anchored to the rocks. Bridges, decks, and other structures narrow the channel but also line safe routes for passing vessels. Crews rest and conduct minor trade here.

**The Landing:** Near where a wide river feeds into a lake lies a low, stone island called the Landing. Floating rocks connect it to two other islands in adjacent streams. Regional trade vessels disembark at the Landing. Adventurers traveling to other places in the Riverweb might find transport here.

**Rheilvalt:** The largest surface community of the Riverweb, Rheilvalt rests on a series of islands linked by arched bridges. One island, in a passing river that never meets the lake, connects to the city center by a bridge that soars over empty space.

## Adventures

With its concentration of diverse communities and factions, the Riverweb offers the best opportunity for water-based adventures in the Elemental Chaos. Adventurers might travel through the region toward other destinations or investigate the mysteries of Castle Torrent or the Underfolk. Characters might deliver goods to Decktown or Rheilvalt, rout a sect of Solkara, or fight (or join) the River Spiders.

### Environmental Features

**Currents:** Rivers and streams, and even some lakes and seas, have significant currents (*Dungeon Master's Guide,* page 45).

**Edges:** Some rivers and streams flow independent of banks, and some have no beds. A creature or vessel

FRANZ VOHWINKEL

that falls over the edge, or a dense object that sinks through, plummets until it strikes something solid.

**Mist:** Mist covers much of the Riverweb. Misty squares are lightly obscured.

**Riverbanks:** Where they exist, riverbanks can slide and sink unpredictably. Their shifting surfaces are difficult terrain.

**Steam:** Parts of the Riverweb give off steam when they flow near fire or magma. Squares of steam are lightly obscured. Any creature that starts its turn in a steam square takes 1d6 fire damage per tier.

**Water:** Much of the Riverweb's water is clear and harmless, but it can hide dangers.

*Water, Boiling:* Any creature that starts its turn in boiling water takes 1d8 fire damage per tier.

*Water, Freezing:* Any creature that starts its turn in freezing water takes 1d6 cold damage per tier, and the Endurance check DC to avoid losing healing surges from suffocation increases by 2.

*Water, Solid:* Some water in the Riverweb forms solid objects even at temperatures above freezing. Such water is not ice but has the consistency of stone.

**Waterfalls:** Riverweb waterfalls can fall scores of feet or more. A current near a waterfall slides creatures 2 to 5 squares farther than a normal current.

**Whirlpools:** Whirlpools are aquatic versions of whirlwinds (*Dungeon Master's Guide,* page 69).

## Encounter Groups

The Riverweb seethes with pirates and water-based elementals. Islands and open sky present the possibility of encounters with other kinds of monsters as well.

**Level 10 Encounter (XP 2,900)**

- 2 Crushing Wave hierophants (level 10 artillery, page 154)
- 3 genasi stoneshields (level 10 soldier, *Monster Manual 2* 117)
- 1 jet of steam* hazard (level 9 blaster)

*Treat as an elemental eruption (page 20) that has only the fire effect.

**Level 15 Encounter (XP 6,800)**

- 1 storm archon squallshield (level 17 soldier, *Monster Manual 2* 16)
- 3 water archon shoal reavers (level 13 brute, *Monster Manual 2* 18)
- 2 water archon waveshapers (level 16 controller, *Monster Manual 2* 18)

**Level 25 Encounter (XP 42,350)**

- 1 elder sea worm* (level 24 solo soldier, *MM* 214)
- 2 storm giants** (level 24 controller, *MM* 124)

*Treat as an elder purple worm, but add the aquatic keyword, decrease base speed and burrow speed to 2, and add a swim speed of 8.

**The giants are mounted on the sea worm.

# SANZERATHAD

Successful githzerai monasteries are beacons of order and stability in the Elemental Chaos. In such centers of meditation and contemplation, githzerai peacefully learn to control internal and external chaos.

Sanzerathad is not one of those monasteries.

The ascetics who founded Sanzerathad selected the worst of locations: an earthmote at the exact confluence of multiple chaos currents. Perhaps they sought a challenge, or they failed to notice the dangers of that spot; maybe some other imperative motivated them.

Not even the utmost of martial and mental skill can completely hold off the ultraviolent forces that constantly assault the monastery. Every day, the tides of chaos crash more viciously against Sanzerathad's walls; every day, the githzerai lose ground.

No outsider knows why the Sanzerathad githzerai continue to fight. Only in the strictest confidence do they speak of a room with no doors, and never do they divulge what the room might contain.

The size of a large town, Sanzerathad squats behind stone walls on a landmass a few dozen miles across. The buildings were raised by sheer mental effort and then reshaped and adorned by physical craftsmanship. Now they hunker against the chaos in the pleasant geometric patterns typical of githzerai architecture.

## MIND OVER MATTER

Most creatures believe that the Elemental Chaos is the source of everything out of which reality is made. Time, the soul, and certain aspects of life might have been shaped by the gods above, but all else emerged from the Plane Below.

What, then, of thought itself? Ideas and dreams, urges and emotions—all of these existed in the primordials and the earliest efreets. Uncountable numbers of intelligent elemental creatures lived before the first mortals walked the world—indeed, before the world took form. Is thought another element that churns beneath the skin of reality?

The notion rarely occurs to most people. When it does, it is treated as nothing more than an interesting philosophical conundrum. To the githzerai, though, thought is a very real quantity. They would no sooner omit it from the list of elements than they would fire or water. This belief forms the core of the practices of many of their monasteries, including Sanzerathad. The githzerai are not guarding against just chaos but against madness.

Perhaps this idea is the truth, or it might be a delusion to which the githzerai cling. If true, the concept has interesting ramifications. Did the Plane of Dreams develop from the Elemental Chaos, just as the world did? Could corrupt thoughts and maddened dreams be the seed around which the Far Realm grew? Travelers might come across literal pools of thought and gain knowledge, dreams, or delusions from exposure. Thought elementals could roam the plane, and structures might exist that are formed of pure idea. Perhaps what lies in the Room with No Doors is a thought so terrible that its release would eventually corrupt all existence.

## Inhabitants and Culture

Because they devote their efforts to holding the roiling chaos at bay, Sanzerathad githzerai barely function as a society. Insofar as they acknowledge tradition, they follow standard githzerai customs. A few maintain gardens and food stores. All others fall into two groups: the Blades of Discipline and the Hands of Order. The Marshal of the Blades of the Discipline and the Custodian of the Hands of Order share authority over Sanzerathad. When they disagree, the monastery's oldest and most revered instructor, the male bard Master Arzendreth, makes the decision.

**Blades of Discipline:** Employing magic, martial arts, mental acuity, and weapons, the Blades of Discipline protect Sanzerathad's physical grounds. Under the leadership of Marshal Issithertha, a female swordmage, the Blades stand at the gates of Sanzerathad to battle demons, elementals, slaads, and worse. They patrol the streets to slay creatures that randomly manifest from the chaos. They live in violence and die early.

**Hands of Order:** A githzerai needs only to have a strong will to join the Hands of Order. The Hands spend hours in intense concentration, working in shifts to mentally hold Sanzerathad together. Custodian Zitholt, a male mindmage, leads the group.

## Major Areas

Sanzerathad has the typical sleeping cells, dining halls, and dojos of a githzerai monastery. It also has the following unique areas.

**Chapel:** The chapel chamber near the center of the monastery can house scores of meditators. Its architecture directs one's gaze from wall to wall and then upward, and an interplay of lines and angles in the ceiling focuses meditation. Otherwise, no adornments distinguish the chamber from other rooms. At least a dozen Hands of Order meditate here at any given time.

**Orchard:** A combination garden and pasture, the orchard grows near the chapel. Six githzerai, including at least two Hands of Order, tend crops and some livestock.

**Outer Wall:** Made of stone several feet thick and inscribed with runes and icons symbolizing order and strength of mind, Sanzerathad's outer wall stands against the physical dangers of chaos. Two steel gates engraved with runes break the wall's continuity. The Blades of Discipline walk the wall and stand sentry at the gates at all times.

**The Room with No Doors:** Somewhere deep within Sanzerathad hides its most important chamber. The thickness of the room's walls rivals that of the monastery's outer wall. No doors allow entrance. Only sheer force of will (which must defeat the combined efforts of the Hands of Order) can open a passage through the rock.

None but the githzerai know what the room contains. Does it house a holy object? A repository of lore? The heart of a slumbering primordial? A relic of the mind flayers from whom the githzerai escaped long ago? A portal to the heart of Zerthadlun, through which chaos would flow if left unchecked? Interested parties can only speculate—or wait until chaos finally overwhelms Sanzerathad.

## Adventures

Adventurers could end up in Sanzerathad as castaways from a chaos storm or after an attack. They might be following rumors about the Room with No Doors, coveting whatever legendary wonders they believe to be housed within. They could try to convince the githzerai to accept their help, whether of their own accord or in response to a plea from a githzerai monk acting without consent of superiors. The characters might arrive on behalf of another community plagued by chaos, in hopes that the githzerai of Sanzerathad might offer advice on how to ward it off.

## Environmental Features

Inside Sanzerathad's walls are ordinary stone streets (with the exception of random surprises born of the swirling chaos currents). The terrain outside the walls is a different story.

**Changing Terrain:** Outside Sanzerathad proper, tides of chaos wash over the terrain without pattern, transforming the land from one moment to the next. Any sort of terrain or environmental hazard can manifest there.

**Chaos Outbreaks:** Inside Sanzerathad's walls, outbreaks of chaos sometimes occur. A normal hallway might become a passage of swamp muck. A stone wall might turn to ice. Doors and hallways could suddenly lead to new locations in the monastery. (You can either map out the monastery in several sections and shuffle them or simply treat a door as a portal to elsewhere in Sanzerathad.)

**Chaos Storms:** Chaos storms (*Manual of the Planes,* page 67) frequent the grounds, constantly altering the terrain there.

## Encounter Groups

Encounters around Sanzerathad generally involve demons, elementals, slaads, and other creatures naturally given to chaos. The randomness can spawn chaotic or elemental variants of any creature, particularly aberrations and undead. Some such chaos-spawn remain in existence; others vanish after a short time. Most of them appear outside the outer wall. Sometimes, when the Hands of Order falter, warping walls and changes in the environment signal a new arrival inside the compound, which any available Blades of Discipline—and perhaps the characters—rush to exterminate.

**Level 13 Encounter (XP 4,600)**
- 5 canoloth harriers (level 13 minion, *Manual of the Planes* 120)
- 1 chaos storm hazard (level 16 blaster, *Manual of the Planes* 67)
- 2 foulspawn hulks (level 12 brute, *MM* 113)
- 1 gray slaad (level 13 skirmisher, *MM* 238)

**Level 19 Encounter (XP 13,200)**
- 1 Avernus cinderstorm hazard (level 18 elite blaster, *Manual of the Planes* 23)
- 2 gibbering abominations (level 18 controller, *MM* 126)
- 13 slaad spawns (level 17 minion skirmisher, *Monster Manual 2* 185)

**Level 21 Encounter (XP 18,600)**
- 1 black slaad (level 20 skirmisher, *MM* 239)
- 1 chaos storm hazard (level 16 blaster, *Manual of the Planes* 67)
- 1 consumptive swarm (level 21 elite skirmisher, page 133)
- 2 rot harbingers (level 20 soldier, *MM* 223)
- 1 skystone field hazard (level 19 lurker, page 22)

# THE GLITTERING MINE

**An adventure area for five 8th-level adventurers**

The Elemental Chaos has a little of everything. As in other worlds, however, the valuable bits of everything—such as certain ores and minerals—run in short supply.

Hak Karlum, the Faceted Plain, is one repository of such valuable bits. This small isle consists primarily of a peculiar crystal that develops rare gems in its depths. Thus, mining the crystal pays off in diamonds, emeralds, and rubies, as well as arcane treasures such as mirror crystal and phase crystal.

## Background

**Arcana or History DC 14:** Archons once held Hak Karlum as a fortress. They knew that the crystal on which they dwelled contained valuable gems, but they took no interest until the gems drew the attention of other beings: humans, efreets, xorns, and giants. Then the archons fought as many defensive battles as offensive ones.

**Arcana or History DC 16:** The demon prince Graz'zt sent a battalion of demons to raze the archon bastion so he could loot its riches. The demons outnumbered the archons and forced them from their demesne. Being not particularly determined workers, the demons gathered what gems they could easily pry from the caverns and departed. For a long time, the Faceted Plain then lay forgotten by all but the occasional peckish xorn.

**Arcana or History DC 19:** The Maldrookt tribe of hill giants dwells in both the Elemental Chaos and the natural world, thanks to a portal the tribe members found in an unexplored cave. They discovered Hak Karlum and put their galeb duhrs to work excavating a deep mine that yielded great riches. The Maldrookt tribe thrived because its members were clever enough not to reveal the location of their mine. The tribe's population grew to the point where the giants threatened the lands around their home in the natural world.

Every few weeks, the Maldrookts and their galeb duhrs depart the mine to dispense the fruits of their recent labors among the tribe members and to trade with allies. They have just embarked on such an expedition, so the mine lies dormant.

## Hook: Mine the Treasure of Hak Karlum

While the characters are searching for clues about their ongoing quests, they learn of Hak Karlum's gems and arcane crystals, and possibly rituals requiring those components. They could seek the crystals for their own purposes, or retrieve samples on behalf of an employer. They might also want to disrupt the hill giants that are threatening to overrun their homeland by stealing some of the mine's wealth and disrupting its operation.

**Quest XP:** If the characters obtain samples of the mine's crystals, they earn a minor quest reward of 350 XP.

## Environment

The size of a small island, Hak Karlum consists of rocky crystal with pits, hills, and other contours. The characters might engage in several encounters—perhaps including a giant or two—before reaching the mine. Expand on the area surrounding the mine as you see fit, or allow the characters to locate the mine directly if you just want to get to the action.

### Area 1: Access from Above

A large opening on the surface of Hak Karlum allows access to the mine in its interior. The edge of the opening is 100 feet above the floor. Fasteners for rope ladders at the lip hang empty. (The giants that remain enter and exit the mine by climbing the walls. Gargoyles carry galeb duhrs.) Rather than waste space with ropes and pulleys, the mine overseers levitate amounts of crystal and gems too heavy to carry up the shaft.

**Tactical Encounter:** "Over the Edge," page 90.

### Area 2: Ledges

Three ledges protrude from the walls of the opening at various heights. The elevation markers on the map indicate the ledges' distance above the floor of the mine; thus, the ledge marked "65 ft." is 55 feet above the floor.

**Tactical Encounter:** "Over the Edge," page 90.

### Area 3: Main Cavern

Sound echoes strangely in the main cavern, and light glitters off the crystals. The floor slopes down away from the shaft until it reaches its lowest elevation in the northwest corner.

**Tactical Encounter:** "In the Pits," page 92.

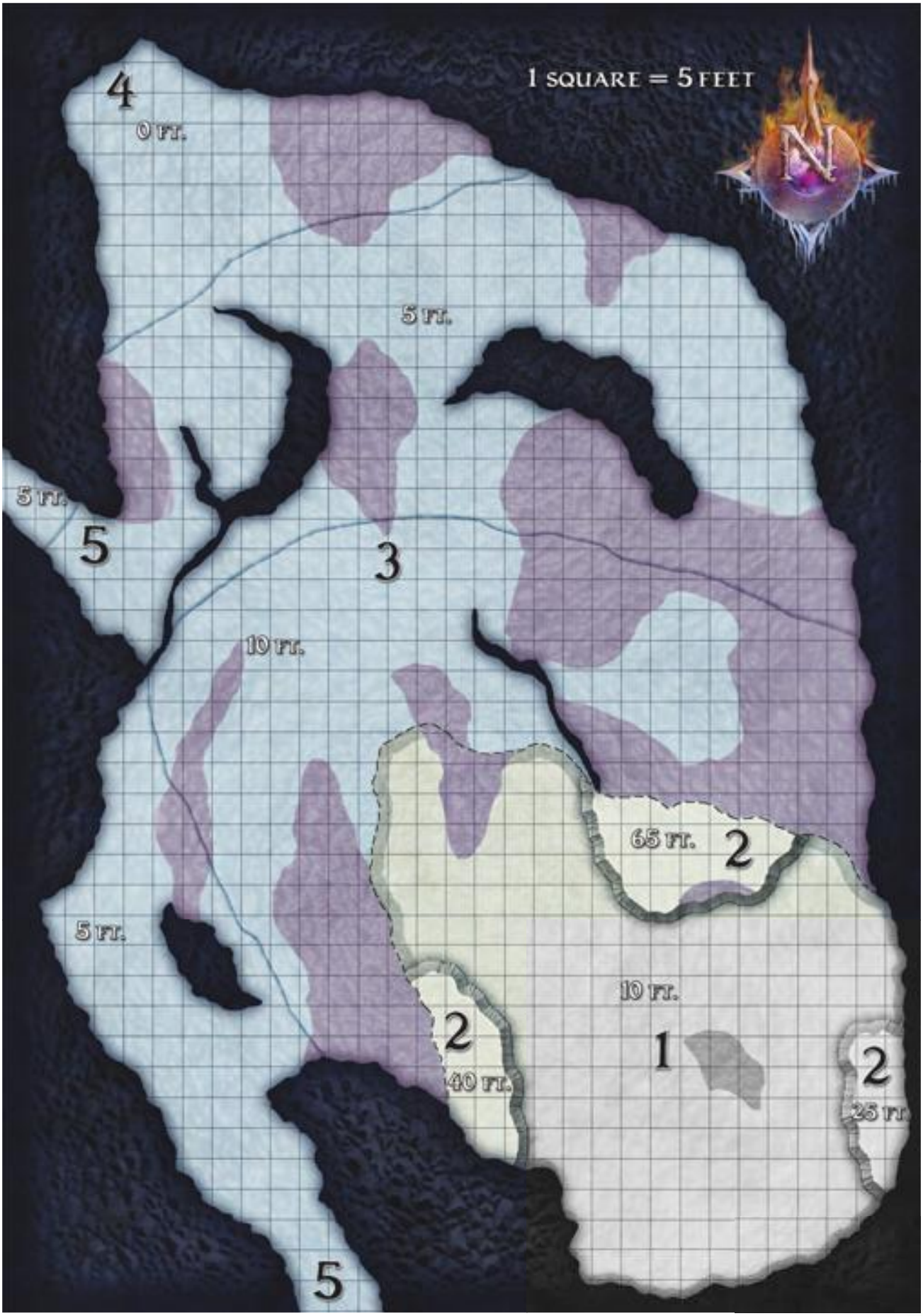
### Area 4: Jagged Wall

A jagged wall bears recent slashes from picks and other tools. Gems gleam inside it.

**Tactical Encounter:** "In the Pits," page 92.

### Area 5: Side Passages

Side passages either dead-end, where miners found no point in continuing, or lead to other chambers (if you wish to expand the mine).


1 SQUARE = 5 FEET
N
4
0 FT.
5 FT.
5 FT.
5
3
10 FT.
65 FT.
2
5 FT.
10 FT.
2
40 FT.
1
2
25 FT.
5

# ENCOUNTER: OVER THE EDGE

**Encounter Level 9 (2,200 XP)**
The experience reward is adjusted for terrain advantageous to the galeb duhrs and gargoyles.

## Setup

**2 galeb duhr earthbreakers** (E)
**3 gargoyles** (G)

Galeb duhrs and gargoyles guard the opening into the mine to ensure that the mine remains undisturbed until the workers return from their delivery run.

**When the PCs approach the opening, read:**
*The crystal tosses reflections, mirages, and shadows before you like a puppet show. As you near a large shadow, you see that it is the uneven maw of a large opening. Nearer still, you can estimate its span at a hundred feet. It plunges deep into the crystal landscape. Its walls reflect light at strange angles and cast a web of shadow. Three ledges protrude from the walls at various depths.*

**Perception Check**
**DC 14** *A stone boulder on the middle ledge shifts, revealing its humanoid shape. A similar boulder sits on the floor at the bottom of the opening.*
**DC 19** *Three more rocklike figures, concealed in the shadows, unfurl wings and flex claws. You also notice that patches of crystal on the floor and ledges appear different from the rest. A couple of the patches look especially transparent. Others just seem a bit . . . odd, as though they are made of a different substance altogether.*

**Arcana or Dungeoneering Check**
A character who becomes aware of the patches of different crystal can make this check. On a success, read the passage below and then describe brittle crystal and mirror crystal as given in "Features of the Area" below.
**DC 19** *After a moment of study, you recognize the unusual crystalline patches as brittle crystal and mirror crystal.*

## Tactics

All the monsters attack as soon as the intruders reach the level of the highest ledge. They try to force characters onto brittle crystal. Since they lack ranged attacks, they keep away from mirror crystal when possible.

The galeb duhrs begin with *hurl stones*. When an intruder draws near to the galeb duhr on the ledge, that creature attempts to knock the character off the wall or the ledge with its *shock wave*. Both galeb duhrs fight to the death.

**2 Galeb Duhr Earthbreakers (E)** **Level 8 Artillery**
Medium elemental humanoid (earth) XP 350

**Initiative** +4 **Senses** Perception +12; tremorsense 10
**HP** 73; **Bloodied** 36
**AC** 22; **Fortitude** 23, **Reflex** 18, **Will** 20
**Immune** petrification, poison
**Speed** 4 (earth walk), burrow 6

⊕ **Slam** (standard; at-will)
+13 vs. AC; 1d8 + 6 damage.

**Hurl Stones** (standard; at-will)
Area burst 1 within 10; +13 vs. AC; 1d10 + 6 damage. All squares in the area become difficult terrain. The earthbreaker can create stones to throw when none are present.

**Shock Wave** (standard; recharge ⚄ ⁞⁞)
Close burst 2; +12 vs. Fortitude; 1d6 + 6 damage, and the target is pushed 1 square and knocked prone.

**Alignment** Unaligned **Languages** Dwarven, Giant
**Skills** Stealth +9

| | | |
|---|---|---|
| **Str** 23 (+10) | **Dex** 10 (+4) | **Wis** 16 (+7) |
| **Con** 19 (+8) | **Int** 12 (+5) | **Cha** 12 (+5) |

**3 Gargoyles (G)** **Level 9 Lurker**
Medium elemental humanoid (earth) XP 400

**Initiative** +11 **Senses** Perception +12; darkvision
**HP** 77; **Bloodied** 38
**AC** 25; **Fortitude** 21, **Reflex** 19, **Will** 19
**Immune** petrification
**Speed** 6, fly 8; see also *flyby attack*

⊕ **Claw** (standard; at-will)
+14 vs. AC; 2d6 + 5 damage.

**Flyby Attack** (standard; recharges after using *stone form*)
The gargoyle flies up to 8 squares and makes a melee basic attack at any point during the move without provoking an opportunity attack from the target. If the attack hits, the target is knocked prone.

**Stone Form** (standard; at-will)
The gargoyle becomes a statue and gains resist 25 to all damage, regeneration 3, and tremorsense 10. It loses all other senses and can take no actions in stone form other than revert to its normal form (as a minor action).

**Alignment** Evil **Languages** Primordial
**Skills** Stealth +12

| | | |
|---|---|---|
| **Str** 21 (+9) | **Dex** 17 (+7) | **Wis** 17 (+7) |
| **Con** 17 (+7) | **Int** 5 (+1) | **Cha** 17 (+7) |

### Gargoyles in Flight

Since the gargoyles stay in flight as much as possible, keep the following rules on flight in mind as you play out this encounter.

- While in flight, a gargoyle cannot make opportunity attacks or shift.
- A gargoyle crashes if it does not fly at least 2 squares on its turn and does not end its turn on the ground.
- A gargoyle that is knocked prone in midair crashes.
- Crashing means that the gargoyle falls 40 feet safely. If falling that distance puts the gargoyle on the ground, it takes no damage. If it is still above the ground, the gargoyle falls the rest of the way and takes falling damage.

The gargoyles take to the air and engage in *flyby attacks*. They focus on climbers, making bull rush attacks to push characters off ledges. Not the most intelligent of monsters, they stand on any type of crystal if given the opportunity to land beside their foes. If only one bloodied gargoyle remains, it attempts to flee deeper into the mine to join up with the hill giant.

## Features of the Area

**Sheer Walls:** The walls of the opening offer few handholds and footholds, requiring a DC 19 Athletics check to climb.

**Illumination:** Daylight brightly illuminates the upper 20 feet of the opening and dimly illuminates deeper areas. Due to the crystal's reflectivity, the radius of characters' light sources increases by 2 squares.

**Brittle Crystal:** A creature can move across or stand on squares of brittle crystal normally. (These areas are represented by purple shading on the map.) If a creature takes damage while standing on such a square, the crystal shatters, the creature is knocked prone, and the square becomes difficult terrain.

**Mirror Crystal:** Mirror crystal twists space. A creature standing on mirror crystal can look down and see all other mirror crystal spaces within 20 squares of it. A creature can make ranged attacks through mirror crystal, targeting a creature on or adjacent to another square of mirror crystal. The range to a creature attacked through mirror crystal is 1 square. (These areas are represented by blue squares on the map.)

**Phase Crystal:** This translucent, silvery crystal can be induced to discharge its extradimensional energy and shunt a creature out of phase for a short time. When a creature ends its move in a square of phase crystal, it gains phasing until the end of its next turn. That square cannot affect another creature until the end of the encounter. (These areas are represented by orange squares on the map.)

**Rubble:** Bits of broken crystal are difficult terrain. (These areas are represented by pink squares on the map.)

# ENCOUNTER: IN THE PITS

**Encounter Level 9 (2,000 XP)**
The experience reward is adjusted for terrain advantageous to the hill giant.

## SETUP

**1 capture crystal hazard** (C)
**1 hill giant** (H)

One hill giant overseer remains in the mine to help the galeb duhrs and gargoyles protect it. Unless the characters battled the guardians in the previous encounter in complete silence, they cannot surprise the giant.

As a precaution against intruders and against the hill giants' own servants stealing from the mine, the giants' shaman has converted some of the mirror crystal in the cavern into capture crystal.

**When the PCs reach the floor of the opening, read:**

*The cavern slopes down and away from you to crystal walls dozens of yards off. Crystal stalactites and stalagmites gleam. Light bounces this way and that, and sound falls flat. A hill giant thuds toward you, club swinging.*

**Hill Giant (H)** **Level 13 Brute**
Large natural humanoid (giant) XP 800

**Initiative** +5 **Senses** Perception +7
**HP** 159; **Bloodied** 79
**AC** 25; **Fortitude** 27, **Reflex** 21, **Will** 23
**Speed** 8

⊕ **Greatclub** (standard; at-will) ✦ **Weapon**
Reach 2; +15 vs. AC; 2d10 + 7 damage.

↓ **Sweeping Club** (standard; encounter) ✦ **Weapon**
The hill giant makes a greatclub attack against two Medium or smaller targets; on a hit, the target is pushed 2 squares and knocked prone.

↗ **Hurl Rock** (standard; at-will)
Ranged 8/16; +15 vs. AC; 2d6 + 5 damage.

**Alignment** Chaotic evil **Languages** Giant
**Skills** Athletics +16

| | | |
|---|---|---|
| **Str** 21 (+11) | **Dex** 8 (+5) | **Wis** 12 (+7) |
| **Con** 19 (+10) | **Int** 7 (+4) | **Cha** 9 (+5) |

**Equipment** hide armor, greatclub

When the hill giant is adjacent to a stalactite or a stalagmite, the giant can shatter it in a spray of crystal by hitting it with an attack. The stalactite or stalagmite is destroyed.

**Shattering Crystal** Single-Use Terrain
*The giant's greatclub smashes into the crystal, and rubble hurtles toward you.*

**Minor Action**
**Requirement:** The giant must be adjacent to a crystal stalactite or stalagmite.
**Check:** The giant makes a melee basic attack against the crystal (AC 5).
**Success:** The stalactite or stalagmite shatters and makes an attack, which is a close blast 3 or close burst 1 (giant's choice) centered on the stalactite's or stalagmite's square.
**Target:** Each creature in the blast or burst
**Attack:** +13 vs. Fortitude
**Hit:** 1d10 + 3 damage.
**Effect:** The blast or burst becomes an area of difficult terrain that lasts until the end of the encounter.

**Capture Crystal (C)** **Level 13 Lurker**
Hazard XP 800

*The crystalline floor emits a resonant hum, and then absorbs the creature above it with a painful flash of light.*

**Hazard:** When triggered, capture crystal absorbs a creature near it, trapping it in a small crystalline prison from where it can only look out helplessly.

**Perception**
✦ DC 18: The character recognizes that the patches of capture crystal are made of the same material as mirror crystal.

**Additional Skill:** Arcana or Dungeoneering
✦ DC 23: The character determines that a patch of capture crystal is a different sort of hazard from mirror crystal.

**Trigger**
The hazard tries to capture any creature that ends its turn in or adjacent to a capture crystal square that does not currently contain a trapped creature.

**Attack**
**Opportunity Action** **Close** burst 1
**Target:** The triggering creature
**Attack:** +16 vs. Reflex
**Hit:** 2d6 + 2 radiant damage, and the target is captured in a crystalline prison (save ends). While captured in the crystalline prison, the target is immobilized in a crystal chamber beneath the attacking square of capture crystal. It has just enough space to stand but cannot leave the chamber. It can see out of any square of capture crystal or mirror crystal within 20 squares of it. The target has line of effect to no creature and no creature has line of sight or line of effect to the target (although its image appears in other squares of capture crystal). When the effect ends, the target reappears adjacent to a square of capture crystal within 20 squares of the space it vacated. It cannot be captured again until the end of its next turn.

**Countermeasures**
✦ A character can make a DC 18 Arcana or Dungeoneering check as a standard action against an adjacent square of capture crystal to disable that square until the end of the encounter.
✦ A square of capture crystal can be attacked. It has AC 5, Reflex 3, Fortitude 8, and 20 hit points. Once it is destroyed, that square is disabled.

## Tactics

The hill giant charges into melee—perhaps taking a round to throw a chunk of crystal if it cannot reach the characters—and smashes the toughest-looking target. The giant knows to avoid the brittle crystal and knows how to use mirror crystal, but it cannot use phase crystal. It lures its enemies near stalactites and stalagmites so it can hurt them by shattering the crystal into sprays of shards.

## Features of the Area

**Illumination:** The area is dimly illuminated. Due to the crystal's reflectivity, the radius of characters' light sources increases by 2 squares.

**Ceiling:** The ceiling is 15 to 20 feet high.

**Thin Crystal Walls:** These features are represented by dark areas half a square wide or less. These walls are transparent, so they don't impede line of sight, but they do block line of effect. Thin crystal is as fragile as glass; the crystal in a square has AC 5, Fortitude 10, and 5 hit points. Breaking the thin crystal wall in a square does not bring down the wall in adjacent squares.

**Thick Crystal Walls:** These features are represented by dark areas more than half a square wide. A square containing thick crystal is opaque, blocking both line of sight and line of effect, and as strong as stone (AC 4, Fortitude 12, hp 80).

**Brittle Crystal:** A creature can move across or stand on squares of brittle crystal normally. (These areas are represented by purple shading on the map.) If a creature takes damage while standing on such a square, the crystal shatters, the creature is knocked prone, and the square becomes difficult terrain.

**Mirror Crystal:** Mirror crystal twists space. A creature standing on mirror crystal can look down and see all other mirror crystal spaces within 20 squares of it. A creature can make ranged attacks through mirror crystal, targeting a creature on or adjacent to another square of mirror crystal. The range to a creature attacked through mirror crystal is 1 square. (These areas are represented by blue squares on the map.)

**Phase Crystal:** This translucent, silvery crystal can be induced to discharge its extradimensional energy and shunt a creature out of phase for a short time. When a creature ends its move in a square of phase crystal, it gains phasing until the end of its next turn. That square cannot affect another creature until the end of the encounter. (These areas are represented by orange squares on the map.)

**Rubble:** Bits of broken crystal are difficult terrain. (These areas are represented by pink squares on the map.)

**Stalactites:** These features are depicted by spikes pointing downward. Because of the height at which the stalactites hang, they are difficult terrain only for Large and larger creatures and for creatures flying at an altitude of more than 5 feet.

**Stalagmites:** These formations, depicted by spikes pointing upward, are relatively short. They count as difficult terrain only for Medium and smaller creatures.

## Conclusion

Having overcome the mine's few guardians, the characters are free to pry some of the precious gems from its crystal. Each member of the party who spends at least 1 hour digging in the mine acquires gems worth a total of 80 gp (one-fifth of a level 8 treasure parcel).

You could expand this adventure into a longer one in a number of ways. If the mine has been rigged to signal the hill giants about intruders, the giants might send a larger war party to investigate. You can put time pressure on the party by making the trading group's return imminent. Further quests could involve seeking additional samples of gems, planning an ambush against the giants' trading party, or following the traders back to the tribe and assaulting the giants' settlement.

# THE BODY LUMINOUS

**An adventure area for five 15th-level adventurers**

Stormy masses snarl across the high reaches of the Elemental Chaos. One of them is the Body Luminous, a vestige of a future apocalypse that materializes in the present. Its mysteries beckon adventurers, explorers, and foul creatures alike.

## Background

**Arcana or History DC 18:** The Body Luminous resembles a coma of lightning-lit thunderheads, miles in diameter, that streaks across the Elemental Chaos. Observers at a distance presume it is nothing more than a fireball burning its way to extinction.

**Arcana or History DC 20:** The speed of the Body Luminous makes it difficult to locate; however, the wizard Torhana Inksoul has created a dozen compasslike devices that point toward it. Locating such a compass presents a challenge because of the compasses' value and rarity . . . and because Torhana has been missing for two decades.

**Arcana or History DC 23:** Expeditions that have intercepted the Body Luminous and pierced its stormy shroud have found a nucleus of chalky stone containing fossils of creatures and artifacts. One story describes an entire preserved city of bizarre architecture, filled with forms of unidentifiable beings.

**Arcana DC 26:** According to Torhana Inksoul's writings, the Body Luminous is an apocalyptic vestige thrown back from the future, so it holds knowledge of events to come. She could not say whether its appearance is a warning or a mere accident of fate.

## Hook: Find Torhana

A female human named Gaija Meloran contacts the adventurers. She has discovered the papers of her missing great-aunt, Torhana Inksoul, along with a compass that points to something in another world called the Body Luminous. Gaija never knew her great-aunt and wants to find her.

**Quest XP:** If the characters find Torhana Inksoul and report her fate to Gaija Meloran, they earn a minor quest reward of 1,200 XP.

## Hook: Slaad Stomping

A band of slaads has been seeking the Body Luminous in hopes of finding a way to pierce the barriers between realities. In their search, the slaads have left a path of destruction through the cosmos. The characters, having heard of or witnessed a slaad rampage, want to bring the slaads to justice. Alternatively, they are hired by a patron or a community leader to stop the rampages.

**Quest XP:** If the characters are able to defeat the slaads and return with proof of their success, they earn a major quest reward of 6,000 XP.

## Arrival

The characters must contend with the storm shroud and a rainbow of slaads before they can reach the heart of the Body Luminous.

**When the PCs see the Body Luminous from afar, read:**

*Thunderheads roll into view, tumbling in an arcing trajectory. Flashes of fire and lightning drag thunder in their wake. A rent in the clouds reveals a chalky core littered with irregularities. The rent closes, and the storm boils past.*

The characters must catch up with the Body Luminous and breach the storm shroud to reach the core.

### Environment

The core of the Body Luminous is a few miles in diameter. The surrounding thunderheads extend another mile above the surface, with only a few hundred feat of clear space beneath their churning bases.

**Speed:** Treat the Body Luminous as having a speed of fly 10. It is small enough that intersecting its trajectory requires calculation.

**Gravity:** Creatures within 200 feet of the Body Luminous sense it as "down" and fall toward it.

**Storm Shroud:** The storm clouds sheathing the core are violent and dangerous. When any creature passes through the clouds and enters an adjacent clear square beneath the shroud, the storm makes an opportunity attack against it: +18 vs. Reflex; 1d10 + 10 fire and lightning damage.

## On the Surface

**When the PCs reach the surface of the Body Luminous, read:**

*An expanse of chalky stone stretches to the horizon. Fossilized bones of animals, humanoids, dragons, and titans suffuse the stone, intermingled with centuries of ruins and the occasional chunk of a colossus.*

The ruins span a range of architectural styles, but the degree of decrepitude prevents identification of the cultures that built them.

The stubs of four broken towers define a concave courtyard 300 feet across. Offset from the center of the courtyard stands the body of a mostly petrified

slaad; all but a partly fleshy area around the mouth and chest is stone. The slaad guards a shaft that leads to the interior of the Body Luminous.

**Perception Check**
**DC 11** *Other visitors have left signs of their presence, including partial excavations and litter in the form of tent stakes, water skins, broken tools, and buried refuse.*
**DC 18** *Loose scales of various colors, large footprints made by webbed feet with clawed toes, and firebird carcasses showing wide-mouthed bites pepper the landscape.*
**DC 23** *The fossils and ruins lie along rough lines that converge toward a distant point.*

Creatures that succeed on the DC 23 check can trace the convergence to the courtyard.

**Arcana Check**
A character who notices the scales, webbed footprints, and firebird carcasses can make this check.
**DC 18** *These signs resemble those left by slaads.*

**When the PCs can see the courtyard's broken towers, read:**
*The remains of four pillars rise from the landscape. As you draw near, you see that they form the four corners of a courtyard several hundred yards wide. The courtyard slumps, creating a concavity. Near the center of the bowl hulks a froglike statue of a different stone than the rest of the landscape. It shows no signs of erosion. Next to it, chalky rubble rings the mouth of a shaft.*

A freak occurrence turned one of the exploring slaads partially to stone. The slaad's new state of existence is a unique condition, making its goals and desires even harder to figure out than usual. However, it can warn its companions below of intruders. It responds slowly enough that the characters have the chance to disable it or win it to their side.

**When the PCs near the petrified slaad, it calls out in Primordial:**
*"Come no closer, or I will warn the seekers below. Oh, see what they have done to me."*

## Petrified Slaad Guardian

The characters can appease or defeat the petrified slaad by succeeding on this skill challenge.

**Level:** 15 (XP 4,800).

**Complexity:** 4 (requires 10 successes before 3 failures).

**Primary Skills:** Arcana, Bluff, Diplomacy, Intimidate.

*Arcana (requires the Ritual Caster feat; DC 23, standard action):* The character uses knowledge of ritual magic to advance the process that partially petrified the slaad. On a successful check, the slaad moves closer to complete petrification. A success with this skill counts as two successes toward the skill challenge. A failed check counts as two failures.

*Bluff (requires the Primordial language; DC 23, standard action):* The character lies to and cajoles the slaad. On a success, the creature is intrigued enough that it would rather continue interacting with the characters than warn its comrades.

*Diplomacy (requires the Primordial language; DC 23, standard action):* The character attempts to placate the slaad, perhaps offering a certain food or following a nonsensical line of reasoning.

*Intimidate (requires the Primordial language; DC 18, standard action):* The character threatens the slaad with boredom, violence, or something else it fears so that it will remain silent.

**Secondary Skills:** Insight, special.

*Insight (DC 23, standard action):* The character attempts to follow the slaad's maddening logic. On a success, each character gains a +2 bonus to subsequent Bluff, Diplomacy, or Intimidate checks in the skill challenge. A success does not count as a success toward the skill challenge. The characters can attempt this check as many times as they like but can succeed only once.

*Ritual (special):* The Remove Affliction ritual ends the slaad's petrification. The blue slaad digester (see the statistics block below) calls down to the slaads in the upper vestibule to warn them of the characters' presence, then attacks the characters. The skill challenge automatically fails, although the characters do receive experience for defeating the slaad.

**Success:** The slaad allows the characters to pass down the shaft without alerting the creatures in the upper vestibule.

**Failure:** The slaad emits a constant, loud croaking sound that alerts the others.

## Area 1: Upper Vestibule

Torhana Inksoul's expedition excavated the shaft that is being guarded by the partially petrified slaad. A few days ago, a group of slaads opened the passage and gained access to a vestibule with a sealed valve, which they have not managed to budge.

**Tactical Encounter:** "Upper Vestibule," page 96.

## Area 2: Inner Lock

Beneath the valve in the upper vestibule, a vertical passage drops to an inner lock of hard, smooth material unlike the chalky stone encountered so far. The back of a humanoid skeleton partly protrudes from a translucent wall.

**Tactical Encounter:** "Inner Lock," page 98.

# ENCOUNTER: UPPER VESTIBULE

**Encounter Level 16 (7,600 XP)**

## Setup

**1 blue slaad digester** (D)
**1 gray slaad havoc** (H)
**1 green slaad madjack** (M)
**1 white slaad** (W)

**When the PCs peer into the shaft, read:**
*A vertical shaft drops 40 feet to a white floor.*

The walls of the shaft can be climbed with a DC 18 Athletics check. If the characters have the ability to fly, they can descend in that fashion.

**When the PCs reach the chamber floor, read:**
*In this chamber, a series of 15-foot terraces descend eastward to a ground floor. Cave-ins have reduced the area to a fraction of its original size. In the section that remains, large statues of humanoids clad in elemental garb pose in idealized grandeur. A gray creature with a wide, flat head works at a valve set in the floor on the lowest level.*

**If the slaads know of the PCs' approach, add:**
*Three creatures resembling the gray one, of various colors and sizes, leap toward you.*

**If the slaads do not know of the PCs' approach, add the following instead:**
*Three creatures resembling the gray one, of various colors and sizes, lounge in various places.*

**If the PCs attempt conversation, read:**
*The gray creature looks at you and replies in Primordial, "Did dreams lead you here, as us? Dreams of futures past and histories solvent? Of worlds that are not this world? Can you unlid the eye of tomorrow that vexes us? Are you succulent and filled with juicy blood?"*

The gray slaad continues to work or to spew questions until the heroes move within 5 squares of a slaad, or until they attack the slaads. Then all the slaads attack.

## Tactics

The digester and the madjack move forward first. The madjack tries to disorient foes, while the digester moves in and grabs anyone it can. The gray slaad havoc stays back and uses *havoc bolt* to keep enemies within reach of the others. The white slaad looks for opportunities to exploit combat advantage, splitting into its temporal replicas only if it is hard-pressed.

**Blue Slaad Digester (D)** **Level 14 Elite Soldier**
Large elemental humanoid XP 2,000

**Initiative** +14 **Senses** Perception +13; low-light vision
**HP** 332; **Bloodied** 166
**AC** 28; **Fortitude** 27, **Reflex** 26, **Will** 26
**Immune** chaos phage
**Saving Throws** +2
**Speed** 6, teleport 4
**Action Points** 1

⊕ **Grasping Claw** (standard; at-will) ✦ **Disease**
Reach 2; +19 vs. AC; 1d8 + 9 damage, and the target is grabbed and exposed to chaos phage (page 142). The blue slaad digester can grab up to two Medium or smaller creatures at once.

**Acidic Spew** (minor; at-will) ✦ **Acid**
One creature grabbed by the blue slaad digester takes ongoing 10 acid damage (save ends).

**Caustic Tongue** (opportunity, when a creature grabbed by the blue slaad digester escapes the grab; at-will) ✦ **Acid**
Reach 2; targets the triggering creature; +17 vs. Fortitude; the target is knocked prone and takes ongoing 10 acid damage (save ends).

**Covetous Claws** (standard; at-will)
The blue slaad digester makes two grasping claw attacks.

**Digestive Spray** (minor; recharge ⚅) ✦ **Acid**
Close blast 5; +15 vs. Fortitude; 1d8 + 6 damage, and ongoing 10 acid damage (save ends).

**Alignment** Chaotic evil **Languages** Common, Primordial
**Str** 23 (+13) **Dex** 20 (+12) **Wis** 13 (+8)
**Con** 16 (+10) **Int** 4 (+4) **Cha** 20 (+12)

**Green Slaad Madjack (M)** **Level 13 Elite Controller**
Large elemental humanoid XP 1,600

**Initiative** +8 **Senses** Perception +16; low-light vision
**HP** 268; **Bloodied** 134
**AC** 27; **Fortitude** 26, **Reflex** 23, **Will** 25
**Immune** chaos phage
**Saving Throws** +2
**Speed** 6, teleport 4
**Action Points** 1

⊕ **Claw** (standard; at-will) ✦ **Disease**
Reach 2; +18 vs. AC; 2d8 + 5 damage, and the target is exposed to chaos phage (page 142).

**Maddening Croak** (standard; recharges when first bloodied and again when the green slaad madjack spends an action point) ✦ **Psychic**
Close blast 5; +16 vs. Will; 2d12 + 5 psychic damage, and the madjack slides the target 3 squares and knocks it prone. Until the end of the target's next turn, the target must take a standard action to stand up.

**Maddening Visions** (minor 1/round; at-will) ✦ **Charm**
Close burst 2; targets one enemy in burst; +16 vs. Will; the target must make a melee at-will attack as a free action against one of its allies within its reach. The green slaad madjack chooses the attack and the target ally.

**Mind Spasm** (immediate reaction, when an enemy moves adjacent to the green slaad madjack; at-will) ✦ **Psychic**
Close burst 1; +13 vs. Will; 2d6 + 5 psychic damage. If the attack hits the triggering enemy, it is also dazed (save ends).

**Alignment** Chaotic evil **Languages** Common, Primordial
**Skills** Athletics +15, Stealth +13
**Str** 19 (+10) **Dex** 14 (+8) **Wis** 21 (+11)
**Con** 22 (+12) **Int** 16 (+9) **Cha** 14 (+8)

**Gray Slaad Havoc (H)** **Level 15 Artillery (Leader)**
Medium elemental humanoid XP 1,200

**Initiative** +10 **Senses** Perception +11; low-light vision
**HP** 116; **Bloodied** 58
**AC** 27; **Fortitude** 27, **Reflex** 28, **Will** 26
**Immune** chaos phage
**Speed** 6, teleport 6

⨺ **Havoc Claw** (standard; at-will) ✦ **Disease**
+22 vs. AC; 1d8 + 6 damage, the gray slaad havoc slides the target 2 squares, and the target is exposed to chaos phage (page 142).

➳ **Havoc Bolt** (standard; at-will)
Ranged 20; +20 vs. Reflex; 2d8 + 6 damage, and the gray slaad havoc slides the target 3 squares. If the attack scores a critical hit, the gray slaad havoc can repeat it once as free action.

✧ **Fog of Chaos** (immediate interrupt, when hit by a ranged attack; recharge ⚄ ⚄ ⚅)
Close burst 20; targets the triggering attacker; +20 vs. Will; the triggering attack instead targets one of the target's allies of its choice.

✧ **Reality Shift** (move; at-will) ✦ **Teleportation**
Close burst 10; targets one creature in burst; +20 vs. Will (no attack roll required against an ally); the gray slaad havoc teleports the target to any space within the burst.

**Alignment** Chaotic evil **Languages** Common, Primordial
**Skills** Athletics +14, Stealth +15
**Str** 14 (+9) **Dex** 17 (+10) **Wis** 19 (+11)
**Con** 20 (+12) **Int** 23 (+13) **Cha** 16 (+10)

**White Slaad (W)** **Level 16 Elite Lurker**
Medium elemental humanoid XP 2,800

**Initiative** +16 **Senses** Perception +14; low-light vision
**HP** 248; **Bloodied** 124
**AC** 29; **Fortitude** 29, **Reflex** 27, **Will** 26
**Immune** chaos phage
**Saving Throws** +2
**Speed** 6, teleport 4
**Action Points** 1

⨺ **Probability Claw** (standard; at-will) ✦ **Disease**
+21 vs. AC; 1d6 + 5 damage, and the target is dazed until the end of the white slaad's next turn and is exposed to chaos phage (page 142).

**Temporal Split** (standard; recharges when first bloodied or when the white slaad spends an action point)
The white slaad splinters into six white slaad temporal replicas, each appearing in an unoccupied space within 5 squares of the white slaad's previous space. The white slaad disappears, and it cannot attack or be attacked until it reappears. The temporal replicas thereafter act on the white slaad's initiative count. When the last temporal replica has been reduced to 0 hit points, the white slaad reappears within 5 squares of the space occupied by that replica and can act normally on its next initiative count. See also *advantage of time*.

**Advantage of Time**
Whenever a white slaad reappears after its temporal replicas have been reduced to 0 hit points, all enemies it can see grant it combat advantage until the end of its next turn.

**Combat Advantage**
A white slaad deals 1d6 extra damage against any creature granting combat advantage to it. In addition, that creature is dazed (save ends) instead of dazed until the end of the slaad's next turn.

**Alignment** Chaotic evil **Languages** Common, Primordial
**Skills** Athletics +18, Stealth +17
**Str** 20 (+13) **Dex** 19 (+12) **Wis** 13 (+9)
**Con** 22 (+14) **Int** 7 (+6) **Cha** 14 (+10)

**White Slaad Temporal Replica** **Level 16 Minion Lurker**
Medium elemental humanoid XP 0

**Initiative** +16 **Senses** Perception +14; low-light vision
**HP** 1; a missed attack never damages a minion.
**AC** 29; **Fortitude** 29, **Reflex** 27, **Will** 26
**Speed** 6, teleport 4

⨺ **Probability Claw** (standard; at-will)
+21 vs. AC; 8 damage, and the target is dazed until the beginning of the white slaad temporal replica's next turn.

**Combat Advantage**
A white slaad temporal replica deals 2 extra damage against any creature granting combat advantage to it.

**Alignment** Chaotic evil **Languages** Common, Primordial
**Str** 20 (+13) **Dex** 19 (+12) **Wis** 13 (+9)
**Con** 22 (+14) **Int** 7 (+6) **Cha** 14 (+10)

# Features of the Area

**Illumination:** Glowing rods sticking up from the top of each statue shed flickering light that dimly illuminates the chamber.

**Ceiling Entry:** The entry shaft leads down from a ceiling roughly 40 feet above the highest terraces and 85 feet above the ground floor.

**Statues:** The three Large statues are made of stone (AC 4; Reflex 4, Fortitude 12; hp 80). They provide cover. A character can make a DC 18 Athletics check to climb onto a statue.

**Floor Valve:** This metallic dome (the octagonal feature on the map) has large clamps and the word "Inksoul" etched on one side. For nonelemental creatures, the valve requires a DC 28 Strength check or Thievery check to open. Subtle magic imbued in the valve bars elemental creatures entirely; however, the slaads' persistence has nearly exhausted the magic.

# ENCOUNTER: INNER LOCK

**Encounter Level 15 (6,500 XP)**

## Setup

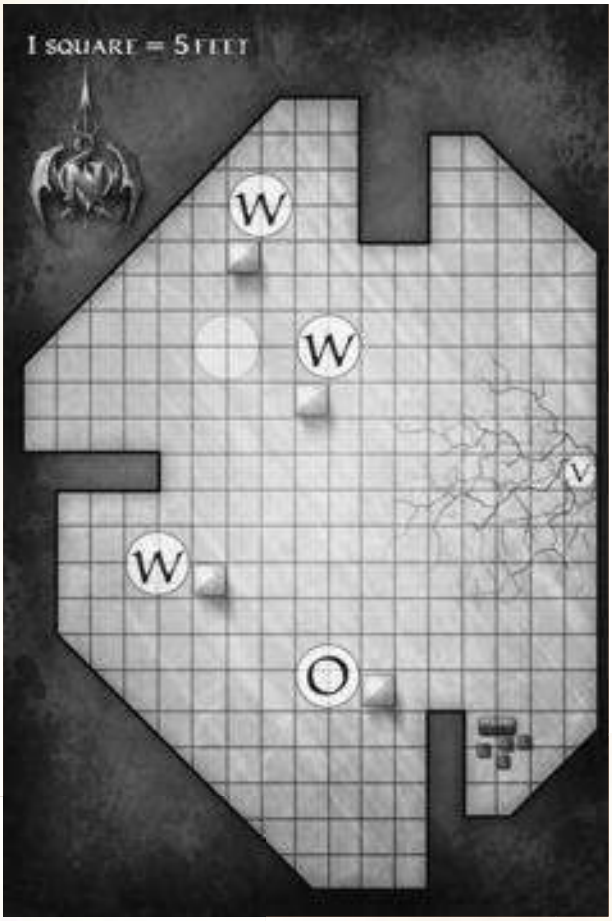
**3 oblivion wraiths** (W)
**1 spirit ooze** (O)
**Torhana, spirit vampire** (V)

Beneath the valve, a rough shaft descends 15 feet to the ceiling of the inner lock. Torhana's attempt to discover the secrets of the Body Luminous ended here, on the brink of success.

**When the PCs see the chamber, read:**
*The floor and all but one wall of this chamber are smooth and silvery, like cloudy mirrors. Crystalline obelisks protrude from the floor. Misty fog swirls at ankle height, too thin to conceal anything. Crates are piled in a distant corner.*

*Radiance leaks in through an unusual wall to the east, outlining the back of a humanoid skeleton on this side and hazy silhouettes on the other side. Radiating from the skeleton, scars fracture the wall and floor.*

**Religion Check**
**DC 23** *Necromancy infuses the mist on the floor but seems harmless in its current form.*




**3 Oblivion Wraiths (W)** — **Level 14 Brute**
Large shadow humanoid (undead) — XP 1,000 each

**Initiative** +13 **Senses** Perception +7; darkvision
**Nihil (Necrotic)** aura 2; each enemy that starts its turn within the aura takes 10 necrotic damage and cannot spend a healing surge until the start of its next turn.
**HP** 116; **Bloodied** 58; see also *death blast*
**Regeneration** 10
**AC** 26; **Fortitude** 25, **Reflex** 27, **Will** 24
**Immune** disease, poison; **Resist** 15 necrotic, insubstantial; **Vulnerable** radiant (if the oblivion wraith takes radiant damage, regeneration is negated until the end of its next turn)
**Speed** fly 6 (hover); phasing; see also *shadow glide*

**Nihil Strike** (standard; at-will) ✦ **Necrotic**
+15 vs. Reflex; 2d8 + 7 necrotic damage, and the oblivion wraith is invisible to the target until the end of the oblivion wraith's next turn.

**Obliviate** (standard; recharge ⚅) ✦ **Necrotic**
+15 vs. Reflex; 2d8 + 4 necrotic damage, and the target takes ongoing 15 necrotic damage and a -2 penalty to saving throws (save ends both).

**Death Blast** (when reduced to 0 hit points) ✦ **Necrotic**
Close blast 3; targets enemies; +15 vs. Fortitude; 2d8 + 7 necrotic damage, and the target loses two healing surges. *Miss:* Half damage, and the target loses a healing surge.

**Shadow Glide** (move; encounter)
The oblivion wraith shifts 6 squares.

**Spawn Wraith**
Any humanoid killed by the oblivion wraith rises as a free-willed oblivion wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain humanoid (using the Raise Dead ritual) does not destroy the spawned wraith.

**Alignment** Chaotic evil **Languages** Common
**Skills** Stealth +18
**Str** 20 (+12) **Dex** 23 (+13) **Wis** 10 (+7)
**Con** 16 (+10) **Int** 10 (+7) **Cha** 18 (+11)

**When the PCs come within 5 squares of the skeleton, read:**
*A spirit steps out of the skeleton and coalesces into the shape of a female human. She turns to you and says, "So many things to see and learn! Are you here to see beyond the pale—to see what I've seen? Come, take a look with me!"*

Torhana's spirit continues to whisper disjointedly to the characters. Because she never saw what she spent her life trying to see, however, she tires of speech. Hunger for life overwhelms her and ripples through the mist, stirring the memories of her companions' souls. They congeal from the fog into oblivion wraiths and a spirit ooze.

## Tactics

The oblivion wraiths attempt to envelop characters in their *nihil* aura, while the spirit ooze attacks the nearest target mindlessly.

**Spirit Ooze (O)** **Level 16 Elite Lurker**
Large natural animate (blind, ooze, undead) XP 2,800

**Initiative** +20 **Senses** Perception +10; blindsight 10
**HP** 166; **Bloodied** 83; see also *split*
**AC** 32; **Fortitude** 27, **Reflex** 32, **Will** 31; see also *slippery phasing*
**Immune** disease, gaze, poison; **Resist** 10 necrotic, insubstantial; **Vulnerable** 10 radiant
**Saving Throws** +2
**Speed** fly 6 (hover); see also *spirit sink* and *phase away*
**Action Points** 1

⨁ **Spirit Sink** (standard; at-will) ✦ **Necrotic**
Reach 2; +19 vs. Fortitude; 3d6 + 5 necrotic damage, and the target is weakened (save ends). The spirit ooze gains phasing until the end of its next turn.

**Split** (when first bloodied; encounter)
The spirit ooze splits into two Large oozes, one occupying the original ooze's space and the other in a space adjacent to it. Each of the creatures has hit points equal to half of the original creature's current hit points. Both creatures act on the original creature's initiative count. Effects applied to the original creature do not apply to either individual after the split. The spirit ooze cannot split if reduced to 0 hit points by the attack that bloodied it. If left alone, at the end of the encounter the two individuals combine into one spirit ooze, which has hit points equal to the individuals' total.

**Combat Advantage**
A spirit ooze deals 2d6 extra damage against any creature granting combat advantage to it.

**Phase Away** (minor; while the spirit ooze has phasing; at-will)
The spirit ooze shifts 1 square.

**Slippery Phasing** (while the spirit ooze has phasing)
The spirit ooze gains a +2 bonus to AC and Reflex.

**Alignment** Unaligned **Languages** –
**Skills** Stealth +21
**Str** 16 (+11) **Dex** 26 (+16) **Wis** 15 (+10)
**Con** 17 (+11) **Int** 2 (+4) **Cha** 11 (+8)

Torhana drifts about in combat, making *spirit touch* attacks when she can. She moves to possess dead or unconscious characters as they become available.

## Features of the Area

**Illumination:** Light leaking through the translucent wall dimly illuminates the chamber.

**Entry Shaft:** The light-colored circle represents a 10-foot-diameter hole in the ceiling beneath the valve that the characters opened in the previous encounter.

**Ceiling:** The ceiling is roughly 15 feet high.

**Obelisks:** The obelisks block line of sight. They extend from floor to ceiling. An obelisk can be climbed with a DC 23 Athletics check.

**Cracks:** Squares containing cracks that radiate from the skeleton are difficult terrain.

**Translucent Wall:** Any living creature that touches the eastern wall is restrained (save ends). *First Failed Saving Throw:* The creature is restrained and knocked unconscious (save ends both). *Second Failed Saving Throw:* The creature is petrified as a crystalline mineral and fuses to the wall (no save).

**Crates:** The crates contain foodstuffs, rope, water, and other gear, all magically preserved. A chest in one of the crates holds the expedition's remaining funds: two level-15 treasure parcels.

**Torhana, Spirit Vampire (V)** **Level 12 Lurker**
Medium shadow humanoid (undead) XP 700

**Initiative** +14 **Senses** Perception +11; darkvision
**HP** 66 (99 if in a possessed body); **Bloodied** 33
**AC** 24; **Fortitude** 23, **Reflex** 24, **Will** 26
**Immune** disease, poison; **Resist** 5 necrotic, insubstantial (spirit form only); **Vulnerable** 5 radiant
**Speed** 6 (possessed body only), fly 6 (spirit form only); phasing (spirit form only)

⨁ **Claw** (standard; possessed body only; at-will) ✦ **Necrotic**
+17 vs. AC; 1d6 + 4 damage plus 1d6 + 4 necrotic damage.

⨁ **Spirit Touch** (standard; spirit form only; at-will) ✦ **Necrotic**
+15 vs. Reflex; 2d6 + 6 necrotic damage.

⨽ **Blood Drain** (standard; requires combat advantage; possessed body only; recharges when an creature adjacent to Torhana becomes bloodied) ✦ **Healing**
+15 vs. Fortitude; 2d12 + 8 damage, the target is weakened (save ends), and Torhana regains 16 hit points.

⨽ **Possess Body** (minor; at-will)
Torhana can possess the body of a dead or unconscious Medium or smaller humanoid. While in a possessed body, she has the following traits:
✦ She loses fly 6, phasing, and *spirit touch.*
✦ She gains speed 6, claw, *blood drain,* and a +7 bonus to Strength-based checks.
✦ She loses the insubstantial quality and gains 33 temporary hit points. When she loses the temporary hit points, the body falls prone in its square and Torhana resumes spirit form.
✦ While possessed, the body cannot regain hit points or awaken. A dying creature is considered stable while Torhana possesses its body. Healing the possessed creature deals damage to Torhana equal to the hit points regained.
✦ Melee and ranged attacks can target Torhana only. Close and area attacks target both the possessed creature and Torhana.
✦ Torhana can leave a possessed body as a minor action. When she does so, she resumes spirit form and the body falls prone in the square Torhana occupies.
✦ Once Torhana leaves a body, she cannot possess that body again until the end of the encounter.

**Vulnerable to Sunlight**
If Torhana starts her turn in direct sunlight, she is dazed and cannot use *possess body* until the end of her turn.

**Alignment** Chaotic evil **Languages** Common
**Skills** Bluff +17, Stealth +15
**Str** 6 (+4 or +11) **Dex** 18 (+10) **Wis** 10 (+6)
**Con** 16 (+9) **Int** 10 (+6) **Cha** 22 (+12)

## Conclusion

The characters have discovered the horrible truth of what happened to Torhana's expedition: The Body Luminous is a death trap.

If you want to expand this adventure, you can connect the mysterious body to a future catastrophe in your campaign world. An entire campaign arc could be devoted to learning the secrets that Torhana failed to find, or finding a way to see the visions that she saw without being destroyed by the deadly walls. The final event of the campaign might be the characters' desperate attempt to prevent the foreseen apocalypse from occurring.

# THE MOUNTAIN BUILDER'S BARROW

**An adventure area for five 25th-level adventurers**

Tziphal the Mountain Builder, primordial of folding earth, petrification, and volcanoes, nearly met his end in the Dawn War. The gods covered what remained of his body in stones from Celestia and mortared them with astral earth and divine blood. They wove elemental forces to lift the burial site aloft and shroud it deep within the Elemental Chaos. Tziphal has lain in stasis ever since.

## Background

**Arcana or Religion DC 27:** The body of Tziphal the Mountain Builder rests in a barrow raised by deities who defeated him during the Dawn War. Tziphal created most species that have the power of petrification—or their ancestors. His cairn attracts such creatures, as well as other beings of earth and stone.

**Arcana or Religion DC 32:** A malformed stone giant runecarver named Tholundru has spent years scouring the planes for a way to awaken Tziphal. In so doing, he has discovered secrets of the primordials. He has called and created primeval forces to aid him.

## Hook: Prevent Tziphal's Reanimation

The Mountain Builder's barrow drew Tholundru to it long ago. Since then, with religious fervor, he has sought the means to revive the primordial. In the process, Tholundru has awakened monstrosities from the Dawn War, including retrievers and a primordial colossus. Tholundru set the colossus to guard the barrow against heretics and dispatched the retrievers to bring him materials for the reanimation ritual.

The retrievers encounter the characters on one such mission. Upon investigation, the characters learn that more retrievers have been stealing components for an especially powerful reanimation ritual. Along with Tziphal cultists, goaded by Tholundru, they have also kidnapped or killed servants of deities. The party might find Tholundru's planar gate at a cult site or track a retriever to the gate.

**Quest XP:** If the characters stop Tholundru from performing the reanimation ritual, they earn a major quest reward of 35,000 XP.

### Planar Gate

Tholundru has opened a planar gate through which his retrievers come and go. The single opening on the barrow site might link to several other places. This gate does not appear on the maps of the area but lies farther down the slope of the mountains.

## Environment

The characters might come through Tholundru's planar gates, or they might arrive at the barrow by other means. The barrow lies among three earthmotes that form a cluster of mountains around its protective orb.

**As the PCs approach the barrow, read:**
*Three masses of earth form a cluster of mountains, down which flow three great streams: one of mud, one of lava, and one of semiliquid salt. Resting in a gap between them is a marble platform supported by four columns. Several statues protrude from its top, some continuations of the support pillars. The statues surround a great pile of stones.*

**Arcana Check**
**DC 30** *You deduce that the barrow is out of temporal alignment with its surroundings, and that some nearby object is responsible for keeping it so.*

**Lava:** A river of lava flows down one of the mountain slopes. The lava pours through a gap between the mountains and rains through the Elemental Chaos.

**Mud:** Smothering mud slides down one of the slopes. It oozes through a gap between the mountains, then slowly solidifies as it drops through the Elemental Chaos.

**Salt:** A stream of barely liquid, moisture-sucking salt runs down one of the slopes before dispersing into the Elemental Chaos.

**Time-Displaced Barrow:** The barrow is visible, but it is displaced in time from the rest of the area, existing just seconds behind the present. This displacement prevents visitors from meddling with the barrow. A creature can gain access only by retrieving and using a special key, which is in the hands of a primordial colossus standing in the lava river.

## Area 1: The Slopes

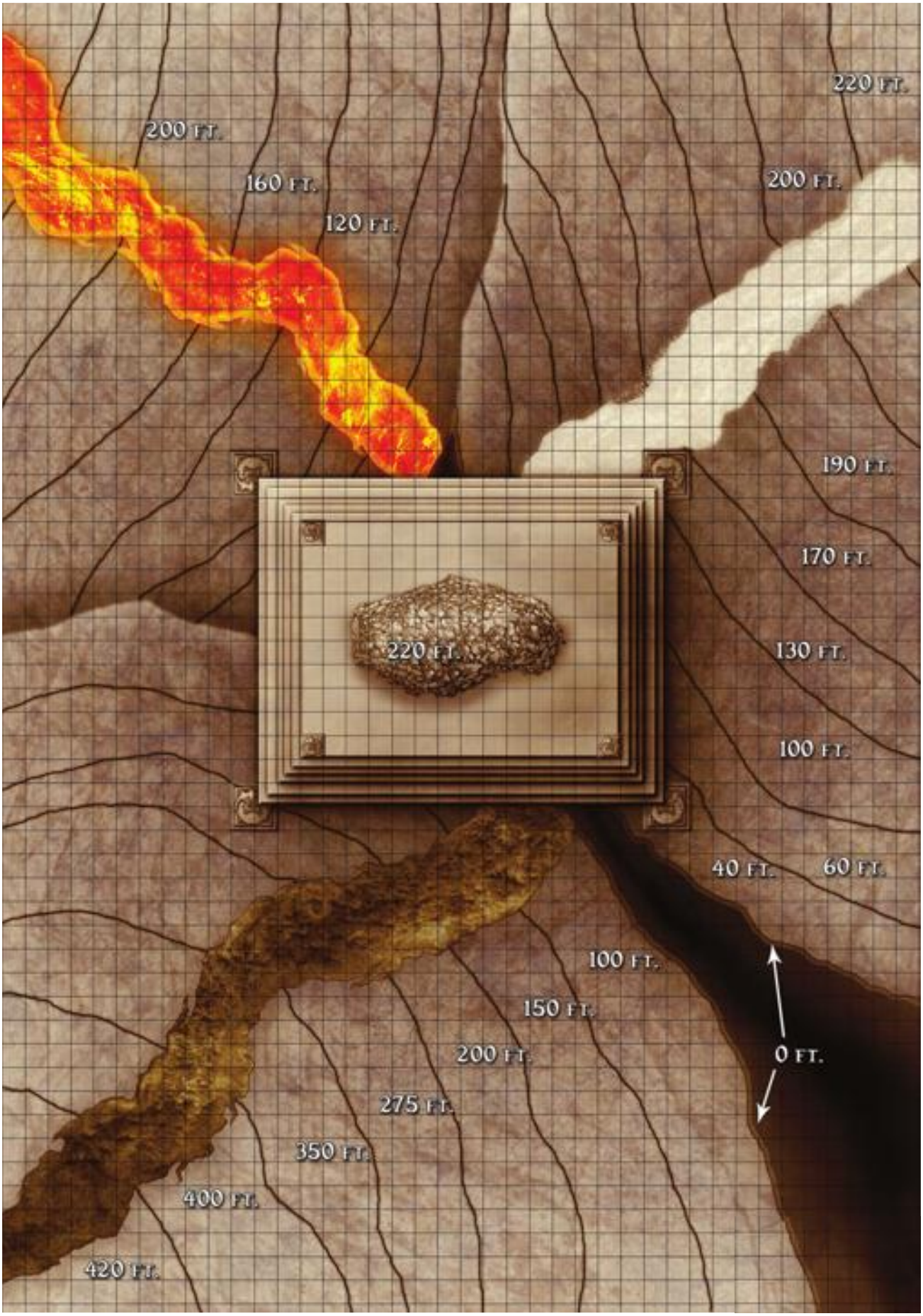
Rivers of lava, salt, and mud flow down the slopes into a vale whose bottom opens to the limitless Elemental Chaos. From there, the streams plummet downward until they are lost to sight. Characters who approach the slopes or the barrow must first defeat guardians that respond to the presence of intruders.

**Tactical Encounter:** "The Slopes," page 102.

## Area 2: The Barrow

The barrow, including platform and pillars, is slightly out of temporal synch with the rest of the area. The primordial colossus on the slopes holds the key that would bring the barrow back into alignment. Only defeating the primordial colossus allows access.

**Tactical Encounter:** "The Barrow," page 104.


220 FT.
200 FT.
160 FT.
200 FT.
120 FT.
190 FT.
170 FT.
220 FT.
130 FT.
100 FT.
40 FT.
60 FT.
100 FT.
150 FT.
200 FT.
0 FT.
275 FT.
350 FT.
400 FT.
420 FT.

# ENCOUNTER: THE SLOPES

**Encounter Level 26 (47,500 XP)**

## Setup

**1 primordial colossus** (P)
**1 retriever** (R)
**6 Tziphal xorns** (X)

The servants of Tziphal protect his tomb from creatures he does not favor. Using the key it keeps gripped in its left hand, the colossus can bring the barrow back into temporal harmony with the surrounding area. Tholundru has ordered the colossus to grant entry only to him and other followers of Tziphal.

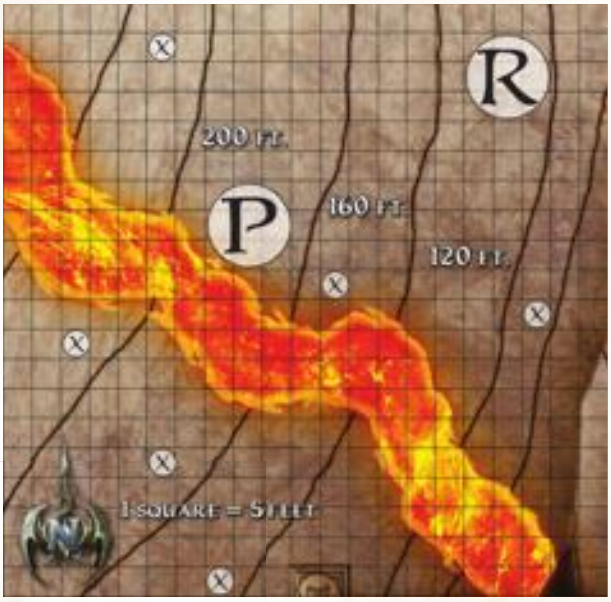
If the characters try to climb the pillars or land on or otherwise interact with the barrow and its platform before activating the key, they simply pass through as if the object were not there.

**When the PCs draw near enough to the slopes to make out details, read:**
*An enormous humanoid form stands next to the lava that flows down one of the trio of earthmotes.*

Do not place the retriever until the characters notice it. The xorns do not appear until they burrow up from below and attack.

**Arcana Check**
**DC 31** *The form near the lava is a construct with an aura of elemental power. The lava does not appear to harm it.*

**Perception Check**
**DC 31** *A huge creature like a metallic spider lurks amid tumbled rocks near the lava river. Its gemlike eyes blaze with elemental power.*




The monsters attack as soon as the characters draw close to them or attack them.

## Tactics

The monsters do what they can to hurl the characters into the lava. The retriever opens with its *eye rays* and then uses *retrieve* to carry enemies to the lava and drop them in. The Tziphal xorns rely on *erupt* to push foes headfirst into the stream.

## Features of the Area

**Illumination:** Glowing lava and daylight brightly illuminate the area.

**Slopes:** The slopes are difficult terrain for creatures moving up them. A creature knocked prone on a slope slides 1d4 squares on the scree. Forced movement down the slope increases by 2 squares.

**Lava River:** A creature that starts its turn adjacent to lava takes 1d10 fire damage. One that enters lava or starts its turn in it takes 5d10 fire damage. The

| **Primordial Colossus (P)** | **Level 28 Elite Brute** |
|---|---|
| Huge elemental animate (construct) | XP 26,000 |
| **Initiative** +21 **Senses** Perception +22 | |
| **Elemental Presence** (**Acid, Cold, Fire, Lightning, Thunder**) aura 5; each creature that starts its turn within the aura takes 15 acid, cold, fire, lightning, and thunder damage. | |
| **HP** 640; **Bloodied** 320 | |
| **AC** 40; **Fortitude** 44, **Reflex** 37, **Will** 38 | |
| **Immune** disease, fear, poison, sleep; **Resist** 15 variable (3/encounter) | |
| **Saving Throws** +2 | |
| **Speed** 10 | |
| **Action Points** 1 | |
| **Slam** (standard; at-will)<br>+29 vs. AC; 3d10 + 14 damage. | |
| **Colossal Slam** (standard; at-will) ✦ **Acid, Cold, Fire, Lightning, Thunder**<br>Close blast 3; +29 vs. AC; 3d10 + 14 damage, and the primordial colossus can make a secondary attack. *Secondary Attack:* Close blast 3; +28 vs. Fortitude; 3d8 acid, cold, fire, lightning, and thunder damage, and the target is knocked prone. | |
| **Reactive Kick** (immediate reaction, when an enemy moves adjacent to the primordial colossus; recharges when first bloodied) ✦ **Acid, Cold, Fire, Lightning, Thunder**<br>Targets the triggering creature; +30 vs. Fortitude; 3d8 + 7 acid, cold, fire, lightning, and thunder damage, and the target is pushed 4 squares and knocked prone. | |
| **Primordial Stone** (standard; at-will) ✦ **Acid, Cold, Fire, Lightning, Thunder**<br>Ranged 20; +29 vs. Reflex; 3d6 + 14 damage, and the primordial colossus can make a secondary attack that is a burst 5 centered on the target. *Secondary Attack:* +28 vs. Fortitude; 3d8 acid, cold, fire, lightning, and thunder damage, and the secondary target is knocked prone. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 38 (+28) | **Dex** 25 (+21) **Wis** 27 (+22) |
| **Con** 30 (+24) | **Int** 3 (+10) **Cha** 15 (+16) |

current slides creatures 3 squares toward the opening at the bottom of the vale. Lava rivers are 20 feet deep and require a DC 24 Athletics check to swim.

A creature that falls in the river and is swept to its end is engulfed by a swirling cataract of lava before dropping through the gap. In addition to the damage from immersion in the lava, the creature takes 5d10 damage from the violent churning as the river spills into the Elemental Chaos. A mile below the earthmote stretches a rocky badlands; any creature that cannot fly or otherwise stop its fall is in grave danger.

## Conclusion

Defeating the colossus causes it to release the key, made of polished black obsidian.

**When the PCs defeat the colossus, read:**
*The colossus shudders and cracks apart, its chunks falling in a heap. Its clenched left hand breaks apart, and from the shattered grip drops a massive obsidian object shaped like a skeleton key.*

To gain access to the barrow, the characters need to retrieve the key. If the key fell into the lava, a character might have to scoop it out, use the *mage hand* power to grab it, or find some other means of obtaining the key.

Once the key is retrieved, a character must make a DC 30 Arcana check to activate it. Doing so causes the barrow to snap back into temporal alignment.

**When the barrow returns to normal time, read:**
*A crack splits the air. The platform's shimmering ceases, and it becomes more solid-looking.*

The characters can now climb up the columns supporting the platform, fly to its top, or try to jump onto it from the slopes.

### Mud and Salt

Though not shown on the tactical map, the fight could potentially move to one or both of the other slopes, including the elemental rivers flowing down them.

**River of Mud:** Moving through the thick mud is difficult and exhausting. Swimming requires a DC 28 Athletics check, and the DC of Endurance checks to avoid drowning increases by 4. The viscous flow is difficult terrain for swimmers. A creature that is immersed in mud and then leaves the river is slowed by the sludge (save ends). The mud has a downslope current of 3 squares.

**River of Salt:** The semiliquid salt forms a dense slurry that is almost impossible to swim in, requiring a DC 32 Athletics check. It is difficult terrain for swimmers, and the DC for Endurance checks to avoid drowning increases by 6. The salt leaches moisture from flesh, blinding any creature immersed in it; the creature remains blinded until the end of its next turn after leaving the river. The river has a downslope current of 2 squares.

**Retriever (R)** **Level 27 Soldier**
Huge elemental animate XP 11,000

**Initiative** +24 **Senses** Perception +20; darkvision, truesight 10
**HP** 248; **Bloodied** 124
**AC** 43; **Fortitude** 39, **Reflex** 40, **Will** 38
**Immune** charm, fear; **Resist** 5 to all damage
**Speed** 8

⨺ **Claws** (standard; at-will)
Reach 3; +34 vs. AC; 2d8 + 8 damage.

⨺ **Retrieve** (standard; usable only while the retriever does not have a creature grabbed; at-will)
Reach 3; +30 vs. Fortitude; 2d8 + 8 damage, and the target is grabbed. The retriever can move a creature it has grabbed without making a Strength attack.

✧ **Eye Rays** (standard; one ray recharges each round—roll a d4 to determine which) ✦ **Acid, Cold, Fire, Thunder**
The retriever fires all the rays as a single standard action, but each must target a different creature: ranged 10; +32 vs. Reflex.
**1—Acid Ray:** 2d10 + 9 acid damage, and the target is blinded (save ends).
**2—Cold Ray:** 2d10 + 9 cold damage, and the target is immobilized (save ends).
**3—Fire Ray:** 2d10 + 9 fire damage, and ongoing 15 fire damage (save ends).
**4—Thunder Ray:** 2d10 + 9 thunder damage, and the target is stunned (save ends).

**Self-Repair** (standard; recharges when first bloodied) ✦ **Healing**
The retriever regains 20 hit points and gains a +4 bonus to AC until the start of its next turn.

**Unerring Accuracy** (standard; daily) ✦ **Teleportation**
The retriever senses the general location of the target or nearest creature of the type it was commanded to locate. The retriever teleports to a space that is within 10 squares of the target. The target need not be on the same plane as the retriever when it uses this power.

**Alignment** Unaligned **Languages** –
**Str** 26 (+21) **Dex** 29 (+22) **Wis** 25 (+20)
**Con** 24 (+20) **Int** 2 (+9) **Cha** 10 (+13)

**6 Tziphal Xorns (X)** **Level 25 Minion Skirmisher**
Medium elemental magical beast (earth) XP 1,750 each

**Initiative** +21 **Senses** Perception +20; all-around vision, darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 38; **Fortitude** 38, **Reflex** 36, **Will** 37
**Immune** fire, poison
**Speed** 5, burrow 5; see also *earth glide*

⨺ **Triple Claw** (standard; at-will)
One, two, or three targets; +29 vs. AC; 9 damage.

⨽ **Erupt** (standard; encounter)
The Tziphal xorn burrows its speed and attacks a nonflying enemy whose space it passes under: +28 vs. Fortitude; 15 damage, and the target is pushed 4 squares and knocked prone.

**Earth Glide**
A Tziphal xorn can burrow through lava and stone as if it were loose earth.

**Retreat** (immediate reaction, when missed by a melee attack; at-will)
The Tziphal xorn burrows its speed.

**Alignment** Chaotic evil **Languages** Common, Primordial
**Str** 27 (+20) **Dex** 24 (+19) **Wis** 26 (+20)
**Con** 28 (+21) **Int** 10 (+12) **Cha** 15 (+14)

# ENCOUNTER: THE BARROW

**Encounter Level 27 (62,000 XP)**

## Setup

**1 quake gorgon** (G)
**3 serpent-twined statues** (S)
**Tholundru, stone giant** (T)

After the characters activate the obsidian key and make their way to the top of the platform, they must deal with the barrow's guardians, including Tholundru himself.

Only death can turn Tholundru from his plan to revive Tziphal, so the characters must battle him or retreat.

**When the PCs reach the top of the platform, read:**

*Rough steps rise to a wide dais flanked by four statues of humanoid beings entwined with serpents. In the center of the dais lies a cairn of glittering boulders sealed with black, glossy mortar. A large bull-shaped creature of shifting stone stands atop the pile.*

*A malformed giant with stone-hued skin rises from its knees beside the dais and glares at you. Runes cover his body and his shining war pick.*

Three of the four serpent-twined statues are traps, which Tholundru triggers when combat begins.

**Quake Gorgon (G)** **Level 26 Soldier**
Large elemental beast (earth) XP 9,000

**Initiative** +21 **Senses** Perception +19; truesight 6
**Temblor** aura 3; at the start of the quake gorgon's turn, each enemy within the aura is pulled 3 squares. Any enemy without earth walk treats the area as difficult terrain.
**HP** 245; **Bloodied** 122
**AC** 42; **Fortitude** 40, **Reflex** 36, **Will** 38
**Immune** knocked prone, petrification, forced movement
**Speed** 6 (earth walk), climb 6

⊕ **Gore** (standard; at-will)
+33 vs. AC; 3d6 + 10 damage, and the target slides 3 squares and is knocked prone.

⊕ **Grounding Glare** (standard; at-will)
Ranged 20; +31 vs. Fortitude; 2d8 + 9 damage, and the target is pulled 4 squares and knocked prone.

**Trample** (standard; at-will)
The quake gorgon moves its speed and can enter enemies' spaces. The quake gorgon makes an attack against each enemy whose space it enters: +31 vs. Reflex; 1d10 + 10 damage, and the target is knocked prone.

**Eruption Breath** (standard; recharge ⚄ ⚅) ✦ **Fire, Poison**
Close blast 5; +31 vs. Fortitude; 2d8 + 8 fire damage plus 2d8 + 8 poison damage, and the target is slowed (save ends).

**Alignment** Unaligned **Languages** –
**Str** 30 (+23) **Dex** 23 (+19) **Wis** 26 (+21)
**Con** 29 (+22) **Int** 2 (+9) **Cha** 8 (+12)

**3 Serpent-Twined Statues (S)** **Level 26 Blaster**
Trap XP 9,000 each

*The serpents carved into these mountainlike sculptures flex and turn, glaring with glowing eyes.*

**Trap:** Enchanted serpent carvings petrify those who trigger them.

**Perception**
✦ DC 27: The character notices runes hidden in the carvings' contours.

**Additional Skill: Arcana**
✦ DC 29: The character determines that the runes anchor each statue's magic. Destroying or discharging the runes should disable the statue.

**Initiative** +21

**Trigger**
When combat starts on the platform, Tholundru activates the trap, which rolls initiative.

**Attack**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** +29 vs. Fortitude (does not provoke opportunity attacks)
**Hit:** 3d8 + 5 damage, and the target is immobilized (save ends). *First Failed Saving Throw:* The target is restrained (save ends). *Second Failed Saving Throw:* The target is petrified (no save). Creatures that are immune to petrification are unaffected by this attack.
**Miss:** Half damage, and the target is slowed until the end of the trap's next turn.

**Countermeasures**
✦ A character who makes a DC 28 Arcana or DC 32 Thievery check from an adjacent square as a standard action discharges some of the trap's runes. The trap takes a cumulative -2 penalty to its initiative count and makes an attack roll each time such a check succeeds. On the third successful check, the trap is disabled.
✦ A character can attack the trap to mar the runes (AC/Reflex 2; Fortitude 38; hp 150), but doing so grants the trap a +2 bonus to its next attack roll against the attacker. The attacker feels the energy of the trap flow toward him or her. Reducing the runes to 0 hit points disables the trap but does not destroy it.

**Shardstorm Vortex Whirlwind** **Level 23 Minion Skirmisher**
Medium elemental magical beast (air, earth) XP –

**Initiative** +21 **Senses** Perception +17
**Sandblast** aura 1; each enemy within the aura takes a -2 penalty to all defenses.
**HP** 1; a missed attack never damages a minion.
**AC** 37; **Fortitude** 35, **Reflex** 36, **Will** 34
**Immune** disease, poison
**Speed** 0, fly 8 (hover)

⊕ **Abrasive Slam** (standard; at-will)
+26 vs. Fortitude; 15 damage.

**Vortex Step** (move; at-will)
The shardstorm vortex whirlwind shifts 4 squares.

**Alignment** Unaligned **Languages** Primordial
**Str** 12 (+12) **Dex** 27 (+19) **Wis** 22 (+17)
**Con** 24 (+18) **Int** 5 (+8) **Cha** 6 (+9)

| **Tholundru (T)** | **Level 28 Elite Controller (Leader)** |
|---|---|
| Large elemental humanoid (earth, giant) | XP 26,000 |

**Initiative** +17 **Senses** Perception +23; low-light vision

**Hardened Focus** aura 5; each of Tholundru's allies gains a +4 bonus to damage rolls against immobilized enemies within the aura. Each petrified enemy within the aura loses all resistances and gains vulnerable 5 to all damage.

**HP** 514; **Bloodied** 257

**AC** 42; **Fortitude** 41, **Reflex** 36, **Will** 41

**Immune** petrification

**Saving Throws** +2

**Speed** 8 (earth walk)

**Action Points** 1

⊕ **Enruned War Pick** (standard; at-will) ✦ **Weapon**
Reach 2; +33 vs. AC; 2d10 + 11 damage (crit 3d10 + 22), and the target is slowed (save ends).

⸸ **Double Attack** (standard; at-will)
Tholundru makes two *enruned war pick* attacks.

✲ **Rune of Stony Sleep** (standard; recharge ⚄ ⚅) ✦ **Zone**
Area burst 1 within 10; +31 vs. Fortitude; 3d8 + 7 damage, and the target is slowed (save ends). *First Failed Saving Throw:* The target is petrified (save ends). *Effect:* The burst creates a zone of magical runes that lasts until the end of the encounter. Each enemy that starts its turn within the zone takes a –2 penalty to saving throws against immobilizing or slowing effects.

✲ **Rune of Thundering Echo** (standard; recharge ⚃ ⚄ ⚅) ✦ **Thunder**
Area burst 1 within 20; +31 vs. Fortitude; 3d8 + 9 thunder damage. A slowed or immobilized target also takes ongoing 10 thunder damage (save ends).

**Grasping Stone**
When Tholundru hits a slowed creature with an attack that would cause the creature to become slowed, that creature is instead immobilized (save ends).

**Stone Bones** (immediate interrupt, when Tholundru is hit by an attack; not usable while bloodied; at-will)
Tholundru gains resist 5 to all damage against the triggering attack.

**Stone from Air** (minor; recharges when first bloodied)
Tholundru calls four shardstorm vortex whirlwinds to his aid. Each appears in an unoccupied square within 15 squares of Tholundru and acts immediately after Tholundru's initiative count. The shardstorm vortex whirlwinds remain until killed, until dismissed by Tholundru as a free action, or until the end of the encounter. Characters do not gain experience points for killing the shardstorm vortex whirlwinds.

**Alignment** Evil **Languages** Common, Giant, Primordial

**Skills** Arcana +25, Athletics +27, Stealth +22

| | | |
|---|---|---|
| **Str** 27 (+22) | **Dex** 17 (+17) | **Wis** 28 (+23) |
| **Con** 25 (+21) | **Int** 23 (+20) | **Cha** 20 (+19) |

**Equipment** enruned war pick

## Tactics

The quake gorgon uses its *temblor* aura to keep the characters away from Tholundru and gores them while the stone giant uses area and ranged powers. It conserves *eruption breath* for bunched enemies and uses *grounding glare* to pull flying creatures into its reach.

Tholundru uses *stone from air* to place shardstorm vortex whirlwinds between himself and the characters, spacing the whirlwinds to foil area or close attacks. Then he hurls *rune of stony sleep* at the party and spends an action point to follow up with *rune of thundering echo*. While those powers recharge, Tholundru swings his *enruned war pick*. He focuses attacks on slowed characters to immobilize them, allowing his allies to take advantage of the attack bonus conferred by his aura.

Neither Tholundru nor the gorgon is affected by the statues' petrification, so they might try to maneuver enemies into range of the traps.

## Features of the Area

**Illumination:** Glowing lava and daylight brightly illuminate the area.

**Cairn:** The pile of stones slopes up from the center of the dais to 15 feet at its apex. It is difficult terrain. Any creature on the cairn takes a –2 penalty to saving throws against fire and petrification effects.

**Columns:** Each smooth, carved support column is between 30 and 100 feet tall, depending on its position on the slopes. Its polished surface requires a DC 25 Athletics check to climb.

**Platform Edges:** A creature falling from the platform plummets 30 to 100 feet to the slopes or into lava, mud, or salt (see the previous encounter).

**Steps:** Shallow steps lead up from the edge of the platform.

**Serpent-Twined Statues:** Three of the four Medium statues house traps, as described above. The fourth is an ordinary stone statue (AC5; Reflex 5, Fortitude 10; hp 50). All statues are blocking terrain.

## Conclusion

The characters find the reagents Tholundru has gathered for his ritual. Depending on your campaign plans, they might also discover prisoners Tholundru intended to sacrifice. You could expand the adventure by adding a group of cultists who arrive too late to aid in the ritual. You might also devise a way for the heroes to lay Tziphal to rest for good, leading to further quests and a return to the Barrow of the Mountain Builder.

CHAPTER 4

# Into the Abyss

JASON A. ENGLE

**The dreaded** Abyss is a wound in reality, a diseased abscess in the Elemental Chaos synonymous with horror. Adventurers are sorely tested in the Abyss, braving its depths only after their other options are exhausted. Few willingly enter, fewer return, and still fewer emerge unbroken.

More than a place, the Abyss is a presence—a death urge that would consume all existence if it were left unchecked. It is entropy unleashed, hunger eternal, hatred and rage unquenchable. The Abyss is not merely the source of great evils, it is evil without end.

The Abyss is both a part of the Elemental Chaos and a separate plane. It festers in the lower reaches of the Plane Below, a maw capable of swallowing entire worlds. It is bounded horizontally, confined to an ever-narrowing, swirling pit of entropy and chaos, but if the Abyss has a bottom, no one has reached it and returned.

The layers of the plane might be infinite. Each known one is a realm that has its own inhabitants, its own terrain, and its own nature. This chapter presents an overview of the pit, divided into the following topics.

- **The Deepest Depths:** How the Abyss and some of its layers function, and what traits they display, plus a discussion of means for traveling to and about the plane.
- **Abyssal Campaign Arcs:** A pair of suggestions for involving paragon and epic characters in the workings and the treachery of the Abyss.
- **Abyssal Adventures:** Sample adventure hooks and quests involving demons and the plane that spawns them.
- **Skill Challenges in the Abyss:** Four skill challenges that could occur nowhere else.
- **Abyssal Locations:** A few prominent fiendish sites with suggested encounter groups and environmental features.

# THE DEEPEST DEPTHS

The Abyss is a hole in reality at the bottom of the Elemental Chaos, a whirlpool of matter and energy and chaos. Its outermost edges stretch far enough to beggar the imagination.

The islands and oceans and storms of the Elemental Chaos beyond the pit's rim seem unaffected by its swirling forces. Still, a gradual spiral pattern to their movements can be discerned over the course of eons. Deeper within the Plane Below, the pattern becomes more obvious. The drifting masses, the flow of rivers, the paths of storms, even the invisible currents of chaos no longer churn at random. Instead, they commence a slow but inexorable spin, gathering in a circling maelstrom toward a dark, massive core. Objects at the pit's edge take years or even decades to complete their revolution, but as they are drawn ever inward, the spiral tightens. In time, they pour into the yawning cavity of the Abyss.

Such entry to the pit might be inevitable, but it is not quick. Traveling beyond the Abyss's outermost influence and down into its mouth could take decades or centuries, so vast is the distance crossed. One vessel known as the *Worldship*, an enormous *spelljammer* of stone, has been attempting the journey for several generations. It is crewed by hundreds and inhabited by troops of dwarves and genasi, a smattering of tieflings, and one deva who reincarnates onto the ship again and again.

## Infinite Layers

As befits a chasm of entropy, the Abyss is not a single location but a vast and brutal void that contains an uncounted number of layers. Numerologists, scholars, and ecclesiasts claim that they number six hundred sixty-six, but no one has attempted to confirm this fact. Some strata are visible from the center of the spinning maelstrom—assuming a witness could survive the plunge. Others remain hidden in the churning blackness.

As an elemental realm, the Abyss has most of the same traits as the Elemental Chaos, but no set of planar laws holds sway over its regions in general. Each of its layers has distinct planar features, and some particularly horrid ones vary far beyond what a normal imagination can conceive.

The Elemental Chaos is predominantly a mix of the natural world's substances in their rawest form. In contrast, several twisted layers of the Abyss are formed of organic materials: flesh and blood, plant and bone. Although these environments seethe with malign will, they do not truly live.

### Nature and Size

How can something be said to exist at the bottom of an infinite plane, or be a hole in reality? Perhaps the description is metaphorical. Still, if one travels far enough downward from any spot in the Elemental Chaos's known regions, the Abyss yawns below.

The plane is definitely limited in certain respects. It has a clear upper boundary that, although huge, is theoretically measurable. A traveler can move beyond the Abyss into the rest of the Elemental Chaos. Yet the plane also seems to extend infinitely downward, a maelstrom spinning tighter and tighter, darker and darker, without a physical endpoint. Legends claim that it spirals downward to a final heart of evil, but none can prove that assertion.

Individual realms within the Abyss are the size of worlds, but they are still bounded, with obvious edges that can be reached. Most levels are internally consistent, but some contain multiple realms, each with its own boundaries and physical laws. In a few instances, a single territory encompasses multiple layers. A few layers are spherical or bent mystically back onto themselves—a traveler who voyages far enough into one of these recursive realms eventually returns to the starting point.

### Gravity's Well

The Abyss has the same elemental buoyancy as the Elemental Chaos. A living being or a foreign vessel unfortunate enough to fall in continues to plummet to the black depths. The various masses of earth, water, acid, flesh, and stranger substances that make up the Abyss hover unaffected by gravity, drawn downward only by the slow spiraling of entropic energy.

An individual layer, however, could feature any of the known types of planar gravity, whether intrinsically or at the behest of a demon lord or some other master. Locations of normal and subjective gravity (*Manual of the Planes,* page 10) can both be found, as can even stranger places where the direction of gravity changes at the whim of powerful beings, or where objects of great mass exert a pull on any smaller forms that wander near.

### Abyssal Mutability

The various substances that swirl around in the Abyss are as easily manipulated as is the stuff of the Elemental Chaos. Again, the individual layers have their own properties; many either are unstable or have normal mutability. Other layers are even stranger, mutating on their own or in response to the casual whims of passersby. Some demon lords and other powers are able to influence their surroundings, giving their layers the equivalent of divine mutability

(*Manual of the Planes,* page 10), though few deities dwell in the Abyss—Lolth might be the only one.

## Traveling the Abyss

The Abyss is even more difficult to navigate than the rest of the Elemental Chaos is. That said, certain layers are easily traveled, though far from safe. The surfaces of these places might take the form of pliable flesh, rivers of blood, or nets of webbing, but they are relatively stable and can support walking, sailing, or climbing. Other strata provide no safe footing and no easily traversed paths and thus require more unusual forms of locomotion. The same extraordinary means sometimes used to traverse the Elemental Chaos are also necessary to negotiate these places.

Another concern is moving between layers. In a few rare cases, a traveler can physically pass from layer to layer without magic. It's possible, if inadvisable, to swim from the briny shores of Demogorgon's lair, Abysm, to the undersea domain of ancient Dagon. Crossing between most layers generally requires more exotic methods, however.

### Direct Descent

A foolhardy adventurer might try to explore the Abyss the hard way, using magic or planar vessels to fly deep into the maelstrom and stopping at various layers within the pit as they appear. Although technically possible, such an approach is unwise. All the bizarre weather and deadly hazards of the Elemental Chaos manifest here, often charged with necrotic emanations rather than more traditional elements. Adding to the danger is the malevolent will of the Abyss. Winds and storms deliberately move into the path of travelers. The dark clouds can also be caustic or poisonous, blinding travelers who swiftly become lost in their howling depths.

Layers revolve around the perimeter of the pit at varying speeds and heights. Locating a particular destination one time provides no guarantee that the feat can be repeated. Some travelers vanish into enveloping banks of darkness and are transported to random layers of the Abyss, thousands of miles from where they began. Many are never heard from again.

The greatest dangers of a direct descent into the Abyss are the horrible creatures that dwell within the turbulent chaos between realms. Flying demons, such as vrocks, hunt the skies near the boundaries between layers to avoid competing with their landbound counterparts. Farther into the maelstrom, in the darkness between strata, roam horrific, primal creatures of indescribable evil.

### Demongates

A demongate is a permanent portal between the natural world and the Abyss—usually, but not always, leading to Pazunia, the Plain of a Thousand Portals (see *Manual of the Planes,* page 78). Although such gates are reliable ways of getting to the Abyss, none bridges from one layer of the Abyss to another.

On rare occasions, a demongate allows access to the Abyss from a plane other than the world. They have appeared in the Feywild, the Shadowfell, and elsewhere in the Elemental Chaos.

Demongates are discussed in more detail on page 65 of *Manual of the Planes.* See also the "Destroying a Demongate" skill challenge on page 115 of this book.

### Portals

Portals are the common means of traveling from layer to layer in the Abyss. A number of portals are permanent and well known, including the links between the three layers of Azzagrat, the doorways scattered across the Plain of a Thousand Portals, and the infamous Demonweb. Most of the permanent portals to the Abyss are two-way. For the most part, though, Abyssal portals are intermittent, and as many of them are one-way as not.

Only a few such links are transparent; most are misty, opaque, or solid, making it impossible to tell what danger waits on the other side. A few project illusions, making their destinations appear safe when they're not. Ancient maps and lists claim to show the locations of safe—or at least predictable—Abyssal portals. These documents can rarely be trusted: A number of once-reliable portals are no longer so, and many maps filled with so-called secrets of the Abyss are circulated by demons to trap the gullible. A very few sources are accurate, however, allowing reliable and relatively safe travel between layers.

### Planar Vessels and Teleportation

Given the dangers of the Abyss and the unpredictability of many portals, ritual teleportation and plane-shifting vessels are the safest ways to reach a given layer. Some locales, such as the city of Zelatar in Azzagrat (*Manual of the Planes,* page 80), contain several known teleportation circles and ports for *spelljammers.* Other layers deliberately interfere with teleportation and planar vessels, another sign of a malign sentience within the plane. Vessels and explorers teleporting to these layers often arrive wildly off target, appearing within the desired layer but in a region of terrible danger far from the intended destination.

# ABYSSAL CAMPAIGN ARCS

The Abyss can be the basis for any number of story arcs, whether straightforward or convoluted. Although demonic nature tends toward blind destruction rather than subversive schemes, a few demons do exhibit some forethought. The demon princes are obvious examples, working to overthrow each other and conquer the Abyss. More devious types, such as cultists, often involve fiendish forces in their plans. The characters can become embroiled in these nefarious plots as they unfold.

The following two example campaign arcs are suited to characters at the paragon and epic tiers. (Those at the heroic tier are usually not powerful enough to survive the Abyss's challenges.) As usual, they can serve as inspiration for your own stories.

## Paragon Tier: The Best-Laid Plans

In this campaign arc, the adventurers get involved in a battle—some might call it a mere skirmish—between Orcus and Graz'zt. They must travel to the Abyss several times before the conclusion of the story.

The campaign begins in a worldly city, where local authorities ask the characters to investigate an abnormally powerful gang war. Although two rival groups of thugs duking it out in the bad part of town is a common occurrence, these clashes leave smashed buildings and smoking craters in their wake. Also, a number of innocent passersby have been slain. The authorities were finally moved to act when the prominent noblewoman Erra Deveera became a victim.

The characters' investigations are stymied initially, but then a mysterious informant approaches them. This shadowy figure claims that the battles were instigated by a secret group of protectors, called Aranor's Shield, who are struggling against the machinations of a cult of Orcus. The story is true—what is told of it. Unless the characters somehow discover the informant's deception, they move on to battle the cult of Orcus in its tunnels under the city's mausoleum. The heroes clash with undead, demons, mortal cultists, and the cult's leader, a mummy lord. While they are so engaged, the sect's true enemy, a cult of Graz'zt, is free to take over the city. The characters' informant is actually a member of the cult who used them as tools to weaken the opposition.

Once the Graz'zt cultists have no further use for their pawns, they move to eliminate the characters. The party strikes back and ultimately takes the fight to the cult in its fortress, an abandoned university. The characters' opponents include humanoid cultists, demons, and allied elemental or abyssal beasts. During the course of their investigations, the heroes also discover that Erra Deveera, the murdered noblewoman, was a member of the cult.

Ultimately the characters triumph over the cult's leaders, a ruling triumvirate of six-fingered slayers and dark acolytes of Graz'zt (*Manual of the Planes*, page 133). But even as they do so, they learn that the cult is still one step ahead of them. When they emerge from the university stronghold, the characters are arrested by order of the duke. In truth, that noble has been replaced by the cult's shapechanging leader, a chosen of Graz'zt (*Manual of the Planes*, page 132) named Malikith.

The false duke makes it easy for the characters to escape their prison, expecting them to come after him in his palace. When they do, he tricks them into walking through a one-way portal to the Abyss.

The characters emerge on the Plain of a Thousand Portals with no easy means of escape. Demons and other servitors of demon lords challenge them, as do the Abyss's environmental hazards. The party meets up with a band of secretive merchants who offer transport in their *spelljammer* in exchange for protecting their camp. The ship is to depart in three days. Yet again, the deal is not as good as it seems. The supposed merchants are devil-worshiping cultists accompanying several disguised succubi. They are spying on the demons for their infernal masters, and they plan to kill the characters as soon as the letter of their agreement has been met. They attack after their *spelljammer* leaves Pazunia.

The characters, having overcome their attackers, might have a few unrelated adventures in the Elemental Chaos as they navigate their way back home. They are likely to hold a grudge against the cult of Graz'zt. Even if they don't, once they return to the world they learn that the cult's influence is spreading. A true city-state of Graz'zt's design is taking shape.

The party is approached by a concerned paladin. For once, this stranger is just what he appears to be. He has discovered that his sister is a long-time member of the cult, and he believes that she knows much about its movements and inner workings. He asks the characters to capture her in hopes of redeeming her and in order to learn what they can about the cult.

The paladin's sister can be sequestered in whatever sort of dungeon you like. When the characters finally pry the information out of her, possibly involving magical coercion, she reveals an unfortunate truth. Graz'zt, pleased with the cult's success, granted it an artifact called the *Dream of Dominion*. This crown enables its wearer to dominate creatures at will. One way to counter it is with a collection of different artifacts, the *Helms of the Indomitable*. An Orcus-worshiping archwizard created these artifacts centuries ago, and they are now kept in Orcus's realm, Thanatos.

The final adventures of the arc return the heroes to the Abyss, this time to Thanatos, where they must acquire the *Helms* using stealth and deception. Finally, the characters return to the world and fight their way to Malikith's headquarters. Although they defeat the cult and send its plans crashing down, Graz'zt or one of his disciples will surely remember this slight.

## Epic Tier: The Conquering Demon

A powerful cult of Baphomet (*Manual of the Planes*, page 118) has conquered one of the Elemental Chaos's few genasi trading cities. The populace is dead or fled—both the minotaur cultists and Baphomet are bloodthirsty ravagers. One of the refugee genasi approaches the characters and asks them to free the city.

The minotaurs are strong but not overly bright. A party that employs finesse can overcome them with relative ease. While liberating the city, the characters encounter at least one living genasi, a former council member named Jett. He accompanies the characters as they free the city, watches them defeat the minotaur leader, and willingly offers whatever aid and information he can.

Jett is actually a covert priest of Dagon (*Monster Manual 2*, page 45) who hopes to expand the demon's influence to other cities, using swifter methods than those employed to take Gloamnull (page 74). He had manipulated the Baphomet cultists into openly attacking the city so he could sweep in, with the aid of a few dark allies, and "rescue" it. His plans stymied for now, he cozies up to the heroes to gather more information about them.

While the characters undertake other adventures, Jett contemplates what to do about his recently overturned plans. In the end, he forsakes subtlety and reconquers the city with a force of demons supplied by Dagon's ally, Demogorgon (*Monster Manual 2*, page 42). The characters uncover Jett's ruse and return to free the place again. They also learn that he hopes to use the genasi city as a beachhead for fiendish forces to conquer other important locations in the Elemental Chaos. The ultimate goal is to build an army of slaves, march into the Abyss, and conquer the rivals of Dagon and Demogorgon.

By defeating Jett, the characters have personally angered the Prince of Demons. Demogorgon launches a series of fiendish attacks against them, culminating in a strike by his exarch Thrarak (*Monster Manual 2*, page 47). The steadily escalating attacks, punctuated with a pointed declaration by one of Demogorgon's servants, send a clear signal that the two-headed fiend has no intention of letting the matter drop. For the characters to survive, the Prince of Demons must die.

Such an effort requires stout warrior allies who are willing—and able—to take on a demon lord. Convincing others to join the mission is easier than the heroes might imagine: Rulers, gods, and rival demon lords all seek the defeat of Demogorgon. While gathering companions, the characters must survive continuing assaults by ever more powerful soldiers of the Prince of Demons. The attacks culminate when the exarch Kazuul (*Monster Manual 2*, page 46) and an army of demons invade the natural world to lay waste to everything the characters hold dear.

Eventually the characters confront or outmaneuver Jett and learn of Dagon's influence. They might decide that removing the Lord of Depths would help their cause immeasurably. The climax of the campaign is a showdown: the characters and their allies on one side, and one or both demon lords and their forces on the other. If the heroes can't kill one or both of the demon princes, they can still claim a major victory by substantially weakening them.

### Low Level, High Danger

The sample campaign arcs presented here involve the paragon and epic tiers. Characters at the heroic tier simply aren't tough enough to survive extended forays into the Abyss or the prolonged attentions of its inhabitants. Nevertheless, you can still introduce abyssal influences into heroic tier adventures or campaigns.

The simplest means of doing so is to pit the characters against the cultists of a demon lord. Since foolish or mad individuals of all levels might turn to worship of such vile beings, you can design these opponents to suitably challenge the party's abilities. Such organizations also allow you to foreshadow the appearance of more powerful abyssal entities in the campaign at higher levels.

Perhaps your heroic tier characters are already in the Elemental Chaos when a demonic force launches an attack. They might be inhabitants of or visitors to a major community of the Plane Below, such as a githzerai monastery or a genasi or efreet trading post. The characters aren't yet powerful enough to stand on the front line against the demon hordes, but they can still contribute to the battle in important ways. For example, they can protect and evacuate some of the population, fight lone demonic scouts that penetrate the settlement, or patrol the streets against looters or other scum that would take advantage of the turmoil. This activity in turn brings the party to the attention of more influential patrons—and more dangerous enemies.

The influence of the Abyss occasionally bleeds into the world for a short time through a planar breach. If the characters aren't tough enough to handle a sojourn in the Abyss, you can bring the Abyss to them. A small region that has been corrupted and twisted into a reflection of the darkest pits makes an interesting and terrifying glimpse of the campaign's future.

The following hooks and plot seeds might inspire a variety of Abyss-themed adventures. They follow the same format as those presented in the "Adventures" section of chapter 1.

## 11: Closing the Portal

Opening and closing portals to unpleasant places is a standard fantasy trope. This adventure puts a slight spin on that theme by requiring a portal to be closed only from its dangerous side.

Someone or something—perhaps a demon-worshiping cult, an insane wizard, or an arcane accident—has created a portal to the Abyss from the world. The rift opens into a relatively uninhabited area of the Abyss, and so far only a few minor demons (barlguras, evistros, and mezzodemons) have come forth.

The climax of this quest could be the "Destroying a Demongate" skill challenge presented on page 115. Success, though, might strand the heroes in the Abyss. Now they must get home without falling afoul of the pit's more potent residents.

**Quest Hook:** Demons are wreaking havoc on the local townsfolk. Although they are among the weakest of their kind, the attackers can be stopped only by intrepid heroes. Killing the demons isn't enough; to end the attacks, the characters must find and close the portal through which the demons emerge. First, they have to deal with the portal's guardians. A skill challenge, or perhaps a simple Arcana check, reveals that the passage can be closed only from the other side.

**Quest XP:** If the characters succeed in closing the portal, they earn a major quest reward of 3,000 XP.

## Streets of Demons (Paragon or Epic Tier)

The notorious thief and tomb robber Galek Nightless is wanted, dead or alive, in cities throughout the world—and beyond. His enemies include monarchs, archmages, and high priests.

Several years ago, Galek exhausted his resources in the mundane realm. With no new identities to assume, no safe havens, and a dwindling list of friends, he fled the world. He feels at home both in cities and in places fraught with corruption, so he settled in an ideal place—Zelatar in the Triple Realm of Azzagrat (*Manual of the Planes,* page 79).

Even though Galek was surrounded by the foulest creatures in creation, his enemies eventually caught up with him. To stay alive, the thief was forced to adopt a new identity, drawing on all the tricks and schemes learned throughout his long career.

**Quest Hook:** The characters must find Galek. The simplest motivation is a huge bounty on the master thief's head—enough to make a trip to the Abyss worth the risk. On the other hand, the characters might just need to talk to him. They might want to know what the inscription on an emperor's tomb read before Galek broke it, or learn the whereabouts of an artifact he once stole. To find Galek, the party must journey to Zelatar and survive its dangers, contend with the fugitive's allies or hired muscle, locate his common haunts, and somehow corner him.

### Demons Galore

If you want to populate an adventure with demons, you have plenty of choices. Here's a list of every demon that appears in the *Monster Manual* (*MM*), *Monster Manual 2* (*MM2*), *Manual of the Planes* (*MP*), or *Dungeon Master's Guide 2* (*DMG2*).

| Monster | Level and Role | Source |
|---|---|---|
| Dretch | 2 Brute | *MM2* 54 |
| Runespiral Demon | 5 Artillery | *MM2* 59 |
| Rupture Demon | 5 Minion Soldier | *MM2* 60 |
| Gnaw Demon | 5 Skirmisher | *MM2* 54 |
| Evistro | 6 Brute | *MM* 54 |
| Bloodseep Demon | 7 Skirmisher (L) | *MM2* 53 |
| Canoloth | 7 Soldier | *MP* 120 |
| Barlgura | 8 Brute | *MM* 53 |
| Neldrazu | 8 Lurker | *MM2* 56 |
| Mezzodemon | 11 Soldier | *MM* 58 |
| Arctide Runespiral Demon | 12 Artillery | *MM2* 60 |
| Needle Demon | 12 Controller | *MM2* 56 |
| Shadow Demon | 12 Elite Lurker | *MP* 122 |
| Canoloth Harrier | 13 Minion | *MP* 120 |
| Vrock | 13 Skirmisher | *MM* 58 |
| Abyssal Eviscerator | 14 Brute | *MM2* 51 |
| Bloodcry Barlgura | 14 Brute | *DMG2* 217 |
| Chasme | 14 Skirmisher | *MP* 121 |
| Vrock Swordwing | 14 Skirmisher | *DMG2* 221 |
| Pod Demon | 15 Elite Artillery | *MM2* 58 |
| Solamith | 15 Artillery | *MP* 123 |
| Immolith Deathrager | 15 Brute | *DMG2* 221 |
| Immolith | 15 Controller | *MM* 56 |
| Podspawn | 15 Minion Skirmisher | *MM2* 59 |
| Yochlol Tempter | 17 Controller | *MM2* 61 |
| Bebilith | 18 Solo Brute | *MM2* 52 |
| Goristro | 19 Elite Brute | *MM* 55 |
| Kazrith | 20 Lurker | *MM2* 55 |
| Hezrou | 22 Brute | *MM* 56 |
| Nycademon | 22 Skirmisher | *MM2* 57 |
| Glabrezu | 23 Elite Brute | *MM* 54 |
| Aspect of Orcus | 24 Elite Brute | *MM* 208 |
| Aspect of Graz'zt | 24 Elite Skirmisher | *MP* 131 |
| Marilith | 24 Elite Skirmisher | *MM* 57 |
| Aspect of Demogorgon | 25 Elite Controller | *MM2* 44 |
| Abyssal Rotfiend | 26 Controller | *MM2* 52 |
| Balor | 27 Elite Brute | *MM* 53 |
| Baphomet | 28 Solo Brute | *MP* 118 |
| Kazuul | 28 Elite Soldier | *MM2* 46 |
| Graz'zt | 32 Solo Controller | *MP* 130 |
| Dagon | 32 Solo Soldier | *MM2* 45 |
| Orcus | 33 Solo Brute (L) | *MM* 207 |
| Demogorgon | 34 Solo Controller | *MM2* 42 |

JIM NELSON

**Quest XP:** If the characters manage to find Galek and get what they need, they earn a major quest reward based on their level (*Dungeon Master's Guide,* page 122).

## 21: The Last Witness

Long ago, a cult of Orcus engaged in an elaborate ritual to bring the Lord of Undeath into the world. An eladrin wizard named Felias stopped the cult with a counter-ritual of his own design. Enraged, Orcus directed his followers to track down Felias, capture him, and drag him to Oblivion's End. Felias finally succumbed after many years of lengthy torment. Nothing stays dead in Thanatos, though. Felias returned as a tormenting ghost (*Monster Manual,* page 117), driven mad by the tortures visited upon him.

**Quest Hook:** A new sect of Orcus worshipers has rediscovered the old cult's ritual and is again attempting to call the demon lord to the world. The only known way to stop the ritual is Felias's counter-ritual, but Orcus's followers suppressed all information about it. Felias's records were destroyed when he was captured. The only way to reconstruct the ritual is to consult the long-dead eladrin. The characters journey to Thanatos to contact him, but his ghost is too insane to communicate reasonably. The characters must find a means of restoring his sanity. Barring that, they must destroy the ghost, find Felias's body, and use the Speak with Dead ritual. Only then can they hope to retrieve the information they need.

**Quest XP:** If the characters vanquish Felias's ghost, they earn a minor quest reward of 3,200 XP.

**Quest XP:** If the characters manage to rediscover the old ritual, they earn a major quest reward of 16,000 XP.

## 28: To Trick the Prince of Beasts

Baphomet (*Manual of the Planes,* page 118) didn't get to be a demon prince by being stupid or gullible. Still, Lolth, the Demon Queen of Spiders, is far more cunning and patient. She has been plying the Prince of Beasts for years, sending him gifts, entrusting demons to his service, and showering him with flattery. Having finally won his trust, she has convinced him that she can weaken the demon lord Yeenoghu's defenses long enough for Baphomet to storm his rival's realm and destroy his hated enemy. The Horned King musters his army and prepares to attack, and Lolth promises to keep his domain safe in his absence.

Without interference, Yeenoghu slays Baphomet but is so weakened that Lolth, hidden nearby, can finish him. The characters might not care if these demon lords kill each other, but they should be concerned when the ensuing chaos greatly improves Lolth's status. With their masters dead, the demons sworn to Baphomet and Yeenoghu turn their allegiance to the Queen of Spiders. Lolth is already a god—a flood of new demons to her banner would make her even more dangerous. With this newfound power, it will not be long before she turns her covetous eyes to the world, or even the Astral Sea.

**Quest Hook:** The characters learn of the demonic maneuvering through terrestrial followers of the demon lords. Baphomet's cults undertake rituals to transport them to the Abyss so they can fight at their lord's side, while followers of Lolth prepare a great celebration. After discovering the extent of Lolth's plan and assessing the risk, the characters descend into the Abyss to stop her. The best outcome would be for Yeenoghu to slay Baphomet, Lolth to vanquish Yeenoghu, and the heroes to put down Lolth or at least stymie her plots. Accomplishing all this would throw three layers of the Abyss into chaos and keep their demon residents too busy tearing each other apart to trouble the world any time soon.

**Quest Reward:** If the heroes stop Baphomet from attacking Yeenoghu's realm, they earn a minor quest reward of 13,000 XP.

**Quest Reward:** If the characters manage to achieve the defeat of the three demon lords, they receive a major quest reward of 65,000 XP.

There's much more to adventuring in the Abyss than "merely" combating demons and other horrendous creatures. The four skill challenges in this section are prime examples of other threats that visitors to the Abyss might have to deal with.

To determine easy, moderate and hard DCs tailored to the level of a skill challenge, refer to the table on page 24.

## Abyssal Madness

The Abyss is a maddening place. Adventurers are made of stern stuff and can handle the everyday terrors of the Abyss, but some areas are so dark and full of despair that even the strongest mind crumples. Checks in this skill challenge could occur hourly or daily, depending on the intensity of the madness-inducing effects and how frequently they threaten the characters' sanity.

**Level:** Equal to the level of the party (XP equal to the reward for five standard monsters of the party's level).

**Complexity:** 5 (requires 12 successes before 3 failures).

*Special:* Each time a character fails an Endurance, Perception, or Religion check in this skill challenge, that character gains an insanity effect (see the table below). Each failed check after the first results in a +2 cumulative bonus to the roll on the insanity table.

A character can have multiple insanity effects, although he or she can't be affected by the same one more than once unless the effect so specifies. Each effect lasts until the characters succeed on the skill challenge or until a Remove Affliction ritual is performed.

**Primary Skills:** Endurance, Perception, Religion.

*Endurance (hard DC by level):* Through an act of stubbornness or inner strength, the character resists the onset of madness and fortifies the will of his or her companions.

*Perception (moderate DC by level):* The character is able to see past the madness and keep his or her companions focused on the task at hand.

*Religion (moderate DC by level):* The character's faith sustains the group.

**Secondary Skills:** Bluff, Diplomacy, Heal, Intimidate.

*Bluff (easy DC by level, when an ally fails an Endurance, Perception, or Religion check):* The character turns an ally away from the madness at the last second—for a price. A successful check negates the failure from the triggering check, but not the insanity effect. Whether or not this check succeeds, the character making the Bluff check gains an insanity effect.

**INSANITY EFFECTS**

| d20 | Effect |
|---|---|
| 1-5 | **Jitters: The character develops nervous tics. He or she takes a -2 penalty to all Dexterity-based checks. This penalty is cumulative if this result is rolled more than once.** |
| 6-10 | **Hysteria: The character becomes afraid of any sudden movement and loud noise. He or she takes a -2 penalty to initiative checks, to Will, and to any defense attacked by a fear effect. This penalty is cumulative if this result is rolled more than once.** |
| 11-15 | **Melancholy: The character stops caring and falls into a deep depression. He or she can take only two actions each turn. If a character obtains this result more than once, he or she instead becomes dazed.** |
| 16 | **Mania: The character is a bundle of unfocused energy. He or she can take an extra move action in place of a minor action. If the character does so, he or she takes a -2 penalty to attack rolls and to all defenses until the end of his or her next turn.** |
| 17 | **Megalomania: The character believes he or she is invincible. He or she cannot use healing surges during an encounter until first bloodied.** |
| 18 | **Paranoid Delusion: The character is so distrustful that he or she no longer counts as an ally to anyone.** |
| 19 | **Manic Depression: The character fluctuates between melancholy and mania (as described above). Each round, he or she rolls a d20 at the start of his or her turn. On a result of 1-10, the character is affected by melancholy; on a result of 11-20, the character is affected by mania.** |
| 20 | **Dementia: The character has trouble distinguishing reality from fantasy. He or she automatically fails any Intelligence-, Wisdom-, or Charisma-based checks.** |
| 21+ | **Catatonia: The character retreats into himself or herself and is unresponsive. Treat this state as being unconscious, except that the character is still aware.** |

*Diplomacy (moderate DC by level, when an ally fails an Endurance, Perception, or Religion check):* Using reason, empathy, and careful words, the character talks an ally back from the brink. A successful check negates the failure from the triggering check, but not the insanity effect.

*Heal (moderate DC by level, when an ally fails an Endurance, Perception, or Religion check):* The character tends to the ally's trauma. A successful check negates the insanity effect from the triggering check, but not the failure.

DAVE ALLSOP

*Intimidate (hard DC by level, when an ally fails an Endurance, Perception, or Religion check):* The character forces the ally to snap out of it. The ally must be conscious and willing to cooperate. A successful check negates both the failure and the insanity effect from the triggering check.

**Success:** The party holds together. The characters' minds are weary, but they are stronger for the experience. All insanity effects gained during the skill challenge end.

**Failure:** It's too much . . . each character gains an additional insanity effect. The insanity can be relieved only by a Remove Affliction ritual.

## Destroying a Demongate

Demongates—permanent two-way portals between the Abyss and other points in the cosmos—are a constant danger. Although a demongate can be blocked by the Arcane Lock ritual (*Manual of the Planes*, page 149), such a temporary seal is too weak to hold back powerful denizens of the Abyss. Utterly destroying a demongate is no easy task, and it requires traveling to the portal's Abyss side.

**Level:** Equal to the level of the party, or up to three levels higher (XP equal to the reward for five standard monsters of the challenge's level).

**Complexity:** 5 (requires 12 successes before 3 failures).

*Special:* Dealing with a demongate is a traumatic process. Unless a character's primary skill check beats the DC by 5 or more, that character loses a healing surge in addition to any other effect of the skill check.

**Primary Skills:** Arcana, Religion, Thievery.

*Arcana (hard DC by level, standard action):* The character funnels abyssal energy from the demongate into his or her own body and then disperses it, diminishing the gate's power. This is a traumatic process, and it costs the character a healing surge.

*Religion (moderate DC by level, standard action):* The character purifies the gate by drawing on divine power.

*Thievery (hard DC by level, standard action):* A character adjacent to the gate is able to disable or rearrange the runes, sigils, and eldritch energy that fuel and regulate its power.

**Secondary Skill:** Endurance.

*Endurance (easy DC by level, immediate interrupt, when a character loses a healing surge from making a primary skill check):* The character making the Endurance check loses the healing surge instead of the character making the primary skill check. On a failure, both characters lose a healing surge.

**Success:** The demongate is destroyed, flaring in a burst of dark energy. Each nondemon within 1 mile of the Abyss side of the demongate takes ongoing 5

fire, cold, lightning, and poison damage per tier and is dazed (save ends both). *Aftereffect:* The creature is dazed (save ends). Based on your plans for the adventure, you determine whether the party can escape through the collapsing demongate or must find another way home.

**Failure:** The demongate is not destroyed but still flares with chaotic energy. Each nondemon creature within 1 mile of the Abyss side of the demongate takes ongoing 5 fire, cold, lightning, and poison damage per tier and is dazed (save ends both).

**Development:** Whether or not the characters are successful in sealing the demongate, the flare emitted alerts demons that someone is tampering with it. This skill challenge can result in an encounter with enraged demons or even a demon horde (see below), depending on your plans for the adventure.

## Escaping a Demon Horde

Countless demons roam the Abyss and portions of the Elemental Chaos. They gather in hordes too large and destructive for even a seasoned group of heroes to fight. Often, running is the only sensible response.

In this skill challenge, the characters must escape from a horde of demons. The challenge is also suitable for fleeing from slaad mobs, packs of elementals, or other large hostile groups. It assumes the action takes place over hours rather than rounds.

Each hour of the flight, every character must make an Endurance check (see below) to keep up the pace. Except where otherwise noted, each character can also make a single primary or secondary skill check each hour.

**Level:** One or two levels higher than the party level (XP equal to the reward for five standard monsters of the challenge's level).

**Complexity:** 5 (requires 12 successes before 3 failures).

**Primary Skills:** Acrobatics, Arcana, Athletics, Nature, Stealth.

*Acrobatics (hard DC by level):* The character uses superior agility to scout from vantage points and to find unusual routes away from the horde. Failure costs each party member a healing surge. A character who has no healing surges left loses hit points equal to his or her healing surge value.

*Arcana or Nature (hard DC by level):* The character uses knowledge of the Abyss or Elemental Chaos to predict geography and help the group find the best trail. A character who is familiar with the Elemental Chaos can attempt a Nature check instead of an Arcana check. Use Religion for this check if the chase takes place in the Astral Sea or the Shadowfell. Use Nature if the action takes place in the world or the Feywild.

*Athletics (hard DC by level):* The character uses Athletics to bring the group to higher ground, or to put rough terrain between the group and its pursuers. Failure costs each party member a healing surge. A character who has no healing surges left loses hit points equal to his or her healing surge value.

*Stealth (moderate DC by level):* The character finds a good hiding spot, such as a valley or hollow, allowing the party to temporarily avoid the pursuers in the nick of time.

**Secondary Skills:** Diplomacy, Endurance, Heal, Insight, Intimidate, Perception.

*Diplomacy or Intimidate (hard DC by level):* The character spurs on his or her companions by relating the horrors that await if they fail to keep pace. A success with this skill grants each character a +2 bonus to his or her next Endurance check.

*Endurance (moderate DC by level; mandatory check):* To keep up the grueling pace, the characters tax themselves severely. Each character must make an Endurance check each hour; on a failure, he or she loses a healing surge. A character who has no healing surges left loses hit points equal to his or her healing surge value. In addition, the character is weakened during any surprise round and the first round of any combat until his or her next Endurance check is a success, or until the party successfully ends the skill challenge or takes an extended rest.

*Heal (hard DC by level):* The character works to keep the group healthy and to minimize fatigue. A success on this check prevents each party member from losing a healing surge to one failed skill check this hour.

*Insight or Perception (hard DC by level, once per day):* The character notices something in the demons' behavior (Insight) or their search tactics (Perception) that aids the group. This recognition negates one failure already accumulated in this challenge. Each of these skills can be used to gain a maximum of 1 success in this challenge.

**Success:** The characters evade the demon horde and are safe . . . for now.

**Failure:** Some of the demons catch up to the characters. They face a combat encounter two or three levels higher than the party's level. If the characters overcome the opposition, they can start a new skill challenge and try to escape the remaining horde.

## Navigating the Demonweb

Any wrong turn in the Abyss can be deadly, but no place in that vile realm is as labyrinthine and terrifying as Lolth's Demonweb. Its silk-lined, tubelike passages continually morph and shift as her pets spin new webs and tear down the old, making any attempt to map the Demonweb futile.

You can use this epic tier skill challenge whenever the characters must win passage through a section of the Demonweb. Perhaps they need to reach one of the portals hidden within its tangle of passages, or

EVA WIDERMANN

complete a mission against the Demon Queen of Spiders or her servants.

Extended forays into Lolth's lair might require succeeding on this skill challenge multiple times as the characters find their way from one section of the Demonweb to another.

Each hour of the passage, unless at least one character makes a successful Arcana check to keep the group on track (see below), the party gains 1 failure. In addition, each hour every character must make an Endurance check (see below) to resist the poisonous effects of the webs' inhabitants. Except for the character making the Arcana check, each character can also make a single primary or secondary skill check each hour.

**Level:** Equal to one level lower than the level of the party, increasing by one for each new skill challenge as another section of the Demonweb is discovered (XP equal to the reward for five standard monsters of the challenge's level).

**Complexity:** 5 (requires 12 successes before 3 failures).

**Primary Skills:** Acrobatics, Athletics, Arcana, Nature.

*Acrobatics or Athletics (hard DC by level):* The character scrambles around in the tunnel and locates an opening, or cuts through the tunnel walls, revealing a safe path to another tangle of webbing. This skill can be used to gain a maximum of 1 success in this challenge.

*Arcana (moderate DC by level):* The character uses his or her knowledge of the Abyss to keep the group moving in the right direction. Allies can aid this check, to a maximum bonus of +4. This skill can be used to gain a maximum of 1 success each hour.

*Nature (hard DC by level):* Although the Demonweb is far different from anything in the world, enough natural arachnids dwell there for a skilled pathfinder to discern clues about the environment from their behavior.

**Secondary Skills:** Endurance, Heal, Perception.

*Endurance (moderate DC by level; mandatory check):* The Demonweb is infested with spiders and other dangerous arachnids. Avoiding all their stings and bites is impossible, resulting in accumulated poison over time. Each character must make an Endurance check each hour; on a failure, he or she loses a healing surge. A character who has no healing surges left loses hit points equal to his or her healing surge value. A failure on this skill check does not count as a failure in the skill challenge.

*Heal (hard DC by level, when a character fails an Endurance check):* The character successfully treats the character who failed the Endurance check. The ally does not lose a healing surge.

*Perception (easy DC by level):* The character notices something about the environment that aids navigation—he or she might feel a faint breeze from one direction, or spot signs of danger from another. A character who succeeds on this skill check can grant a +2 bonus to another character's subsequent Arcana check.

**Success:** The characters reach their destination or the next stop along the way. If the place they arrive at is guarded, the characters gain surprise against the guardians.

**Failure:** The characters become hopelessly turned around and run into a dangerous trap or group of monsters. They face a combat encounter of a level equal to that of the skill challenge. The characters must start the skill challenge anew to reach their destination or to make their way back to their starting point.

Only powerful demons and those that serve them live long in the Abyss. Braving its depths requires great courage or equally great foolishness. Adventurers find little respite in its stinking swamps of filth, shifting seas of necrotic seepage, and pits of hateful bile. The closest thing to civilization is the sleazy markets of Azzagrat.

The bizarre and horrific regions of the Abyss are legion. The following sample locations should get your fiendish imagination working.

## Mal Arundak, the Bastion of Confusion

At the heart of a vast rainless waste, overlooking a gorge dropping into nothingness, stands a tall basalt bastion emblazoned with the symbol of Pelor. A horde of demons ebbs and flows around it like a terrible sea. Within the fortress, a group of former angels stands guard over what they believe is the trapped essence of the Chained God, Tharizdun.

They are wrong, and they have fallen into terrible folly.

This Bastion of Confusion was crafted by the leader of the guardians, Alusiel, to hold the *Ebon Stone*. The gods gave Alusiel this item not long after they shackled Tharizdun, telling the angel that the *Stone* was the essence of that dread being. Alusiel and other angels were charged with binding it within the Abyss and watching over it until the end of time. They have never questioned their assignment. This unthinking loyalty has led to their corruption and ultimate damnation.

Alusiel and the fellow guardians have resided at Mal Arundak for so long that the Abyss has transformed them into demons. Their forms and souls are terrible mockeries of what they once were. This alteration has been so subtle that they are convinced that they remain creatures of grace and light. To outsiders, however, their fall is obvious. The former angels' limbs are twisted, they have sprouted horns and barbs, and their wings are fiery, or black and leathery like those of bats. Only their featureless faces and haughty manner betray their origin.

The former angels are not aware of their dread transformation and continue offering shelter and aid to all who happen upon Mal Arundak and survive the demon throng outside. Unfortunately for those in their care, the angels' demonic taint manifests in paranoia, vanity, and blood lust. In the end, visitors must escape or fall under Alusiel's crackling sword of wrath.

### What Is Mal Arundak Guarding?

Whatever it might be, it's not Tharizdun. The former angels have been tricked into the corruption of Mal Arundak for mysterious reasons. Although the *Ebon Stone* does contain the essence of a powerful creature, it does not hold the Chained God. The exact reason for the subterfuge, and the identity of the creature bound in the stone, are up to you.

### Inhabitants and Culture

The demons that surge and snarl outside Mal Arundak never try to penetrate the bastion, though they are happy to tear apart travelers or fallen angels that come within reach. They exist only to buttress Alusiel's purported goal of protecting the Bastion of Confusion. Just how they know to maintain this careful facade is not known.

Treating with constituents of the demon horde is impossible. Large groups splinter off to attack and pursue any nondemon on sight (see the "Escaping a Demon Horde" skill challenge, page 116). However, flying is a relatively safe way to enter the Bastion. The surrounding horde contains horrors capable of flight, but they are far fewer than the land-bound demons.

Once inside, visitors remain threatened. They must convince the corrupted angels that they too are servants of the gods, or at least are actively working to fight evil. Despite their terrible forms, the former angels mercilessly attack anyone who even hints that corruption has taken hold of them.

Alusiel's company gives aid and respite for a short time, no more than a day or two, before paranoia and doubt sour the relationship. As time goes on, the corrupted angels become certain that their visitors are searching for the *Ebon Stone* and that they are working toward the release of the Chained God. They respond by first limiting visitors' access to highly controlled parts of the bastion. After a time, they set upon the visitors, imprisoning them in dank oubliettes in the lowermost reaches of Mal Arundak. The angelic host attacks to kill any who try to escape, but they do not pursue beyond the walls of Mal Arundak. The former angels are bound by their duty to guard the *Ebon Stone*.

### Major Areas

Just as the strange situation within the walls of Mal Arundak is rife with adventure potential, so too is the vast wasteland around it.

**Asag:** Leagues beyond Mal Arundak, but visible from the uppermost reaches of the bastion, is a shining and treeless oasis. The entire site is a vast, unmoving demon called Asag. This strange being engulfs any creature that attempts to gain refreshment from its sparkling but poisoned waters. Even those who choose to circumvent the terrible place might be ambushed—several solamiths and barlguras dwell within burrows dug into Asag's massive body.

**Hesaxath's Lair:** The seemingly endless gorge that Mal Arundak overlooks is home to a deadly hive of chasmes (*Manual of the Planes,* page 121). These monsters serve an undead dragon named Hesaxath, who is covertly building a power base in the hope of becoming the Abyss's next demon lord. Hesaxath's lair reeks of sulfur and death. Its chambers are filled with the dragon's vast hoard, including one artifact—a seer's stone supposedly created by Ioun.

## Adventures

Mal Arundak is an excellent way to introduce a campaign set in the Abyss. Although the fortress seems a refuge of normalcy amid the chaos, it is soon revealed as another instance of demonic terror.

Getting into Mal Arundak is difficult enough. The tougher challenge is dealing with delusional angels that can turn on the characters at a moment's notice. The heroes must walk a fine line—encouraging their hosts' desire to help servants of the gods while quieting the dark corruption that has stained their essence. A truly epic task could be finding a way to redeem Alusiel and the others, perhaps by retrieving the *Ebon Stone*.

## Environmental Features

**Asag Black Grass:** Although the area of Asag is treeless, black grass appears to grow from its surface. In truth, the stalks are the demon's appendages. Resembling cilia, the tendrils grab at anything in reach. Any nondemon that falls prone in a square of Asag black grass must make a DC 20 Strength check to stand up. Each creature that is prone in a square of Asag black grass at the end of its turn takes 10 acid damage.

**Screaming Winds:** The areas around the Bastion of Confusion are immense and lifeless wastelands. Winds blow strongly over the dusty plains, howling with anguished cries. Dangerous whirlwinds (*Dungeon Master's Guide,* page 69) often arise.

## Encounter Groups

The following encounter groups fit the strange happenings of Mal Arundak.

FRANZ VOHWINKEL

**Level 11 Encounter (XP 3,450)**
- 3 barlguras (level 8 brute, *MM* 53)
- 2 canoloths (level 7 soldier, *Manual of the Planes* 120)
- 2 evistros (level 6 brute, *MM* 54)
- 2 neldrazus (level 8 lurker, *Monster Manual 2* 56)
- 2 runespiral demons (level 5 artillery, *Monster Manual 2* 59)

**Level 14 Encounter (XP 5,200)**
- 4 corrupted angels of protection* (level 14 soldier, *MM* 15)
- 1 corrupted angel of valor* (level 15 skirmisher, *MM* 14)

* To reflect these angels' corruption, change their origin to elemental, add the demon keyword, and give them resist 10 variable (2/encounter).

**Level 15 Encounter (XP 6,200)**
- 2 boneclaws (level 14 soldier, *MM* 37)
- 3 chasmes (level 14 skirmisher, *Manual of the Planes* 121)
- 1 immolith (level 15 controller, *MM* 56)

# Molor, the Stinking Realm

Juiblex, patron of slimes and oozes, is a disgusting and unfathomable demon prince. He rules a revolting layer of the Abyss, of which the Stinking Realm of Molor is iconic. It is a land of oozes and slime, many infused with demonic energy. The area is permeated with filth, decay, and the atmosphere of long-dead empires. Its malodorous denizens are at home in the filth, carriers of disease and infested with parasites. Molor is anathema to Erathis, the deity who personifies the heights of civilization; the Sinking Realm embodies its nadir and, perhaps, its ultimate fate.

## Inhabitants and Culture

Molor's inhabitants are demons, oozes, otyughs, and similar creatures that have no civilization. Society is not absent, however. A town called Thullgrime hunches in the twisted tunnels like a feeble and wasting toad. Mad cultists, trapped and dying explorers, wererats, and disease-riddled consumptives dwell in its streets and shantytowns. They are a weakened lot, futilely attempting to ward off a slow, debilitating, and inevitable doom. Though they are little more than scavengers in the wilderness, a shared sense of decay and disease unites these individuals. Outsiders are horrified when they learn that intelligent creatures of any sort reside in this putrid sinkhole.

### Juiblex, the Faceless Lord

Juiblex is not among the most powerful of the demon princes of the Abyss, but it is one of the most infamous and horrific. A viscous mass covered with unblinking eyes and spurting gouts of sludge, it is the lord of oozes, slimes, rot, and decay. Juiblex and its servants wish only to consume and dissolve all living things.

Molor, though part of the Faceless Lord's realm, is not its home domain. Juiblex dwells within the 222nd layer of the Abyss, called Shedaklah, where it wars for supremacy with Zuggtmoy, the Lady of Fungi. The two realms are linked by a number of portals, most of which exist within Juiblex's portion of Shedaklah.

Although Juiblex and Zuggtmoy are of roughly equivalent personal power, the Faceless Lord has little interest in cults; its few followers are vastly outnumbered by those of the Lady of Fungi. This disparity keeps Juiblex on the losing end of their struggle. The Faceless Lord might be eventually forced to retreat to Molor, making that into its new abode.

Juiblex is one of the oldest demon lords of the D&D game, having appeared as far back as the 1st Edition *Monster Manual*.

## Major Areas

Nobody has bothered mapping much of Molor. Still, a few areas are known to those who either dwell within or have studied the region.

**Dripping Tunnels:** Molor is filled with labyrinthine tunnels of muck. The ceilings bow precariously, and ooze drips and trickles overhead. Filth of all sorts—stinking waste, diseased refuse, rotten food—is embedded in the walls or flows along the floor in lazy streams. Scholars claim that sewage from throughout the planes ultimately seeps into Molor's dripping tunnels.

**Juiblex's Shrine:** Somewhere in the heart of Molor's tunnels is a shrine to Juiblex, the Faceless Lord. Here, devoted and powerful cultists pay homage to their infernal master. Juiblex's shrine is said to hold uncounted riches beneath its surface: the offerings of centuries of worshipers who came, placed something before the altar, and watched it sink into the slime.

**The Maw of Eternity:** At the end of a sodden series of tunnels is a cavern called the Maw of Eternity, which features a dripping, 15-foot-wide hole in its center. The place serves as a last resort for inhabitants of the Stinking Realm, particularly denizens of Thullgrime. Demonic beasts infest the tunnels that lead here, plaguing invaders or explorers. However, they seem to sense the desperation and misery of the hopeless and leave such creatures alone, fading into the shadows. The damned are free to skulk through the sucking mud and stand at the lip of the pit.

The Maw of Eternity is said to be bottomless—those who leap in fall forever. Other rumors say that a plummeting wretch ends up somewhere else. To the desperate Thullgrime denizens, either result is acceptable.

In fact, anyone that falls into the Maw continues to descend for about ten minutes before passing through an unpredictable portal. It might transport creatures to another, deeper layer of the Abyss one moment and to a different plane the next. Once in a great while, a creature passing through the portal ends up beyond the planes entirely. The few scholars who know about the Maw's portal wonder if it leads to Juiblex's original realm. Perhaps, long ago, a creature from Beyond crawled up the side of this hole, heaved itself over its lip, and infested a new home.

**Thullgrime:** The only known settlement in Molor, Thullgrime is a collection of shacks thrown together from rotting fungal fibers, burrowed out of heaps of ooze, or slapped together from garbage. The streets are covered with a sucking, foul-smelling muck. In places, the ground seems alive and drags creatures below; and bones bubble up minutes, hours, or days later. Disease haunts the streets, and maggot-ridden corpses are a common sight.

Cullis Heartrend rules the town. He was the self-proclaimed king of a small city-state whose name has been lost to history—as have the details of the sins of hubris that caused his soul to wind up here. Cullis's mind snapped long ago, and he lords over this stinking hovel-town as if it were an opulent empire.

Thullgrime's citizens grudgingly do Cullis's bidding—strapping on rusted weapons to go on patrol, shuffling soiled scraps and calling it paperwork, and shambling about on so-called state business. They obey mainly because they fear Cullis's punishment, meted out by a dire creature called the Grollog. This being might have once been an earth-based elemental that was corrupted by Juiblex's influence. Now, it is a huge, amorphous beast with a great, sucking maw and dripping pits for eyes. It can merge with other oozy material and travel throughout Molor, moving through the floors, walls, or ceilings with only a ripple to denote its passing. The Grollog is somewhat intelligent and can communicate in broken Abyssal and Common. Why it obeys Cullis is anyone's guess; most denizens suspect Juiblex's influence.

## Adventures

Molor does not welcome visitors. Those who are knowledgeable about the place avoid it unless no other option exists. The characters might need to speak with a person or a creature in Thullgrime, or they might track a dangerous cult of Juiblex to a base here. They might wind up in the Stinking Realm by accident, perhaps crossing over from the winding sewers of a major and magic-rife city in the world, or they could be forced to pass through on their way elsewhere.

## Environmental Features

The ever-present, slippery muck makes all but a few of Molor's surfaces difficult terrain.

**Cave Slime:** Cave slime (*Dungeon Master's Guide*, page 67), or its abyssal equivalent, coats many surfaces in Molor.

**Cloudspore:** These mushrooms (*Dungeon Master's Guide*, page 67) grow among stands of other fungi.

**Demon Slick:** This oily black slime (page 14) is difficult to discern from the surrounding filth.

**Grasping Slime:** Molor's muck is a perfect location for this feature (*Dungeon Master's Guide*, page 68).

**Infectious Pallor:** Endemic to Molor, this terrain (page 16) harbors horrifically wasting diseases such as slimy doom (*Dungeon Master's Guide*, page 50).

**Sacred Circle:** A few circles (*Dungeon Master's Guide*, page 68) dedicated to Juiblex exist throughout the realm.

**Slides:** Many steep areas and sluices of Molor function as slides (*Dungeon Master's Guide*, page 68).

## Encounter Groups

Oozes and slimes dwell in Molor, as do creatures of filth and a plethora of demons.

**Level 5 Encounter (XP 1,000)**
- 1 gelatinous cube (level 5 elite brute, *MM* 202)
- 3 wights (level 5 skirmisher, *MM* 262)

**Level 9 Encounter (XP 2,250)**
- 1 black pudding (level 8 elite brute, *Monster Manual 2* 172)
- 2 carrion crawlers (level 7 controller, *MM* 40)
- 1 gorgon mud hazard (level 8 obstacle, page 18)
- 2 otyughs (level 7 soldier, *MM* 211)

**Level 17 Encounter (XP 9,000)**
- 2 abyssal ghouls (level 16 skirmisher, *MM* 118)
- 2 abyssal ghoul hungerers (level 18 minion, *MM* 119)
- 1 acid transformation field hazard* (level 18 obstacle, page 21)
- 1 enormous carrion crawler (level 17 elite controller, *MM* 40)

* This functions like an elemental transformation field, but the damage type and transformation are acid instead of fire.

JIM NELSON

# The Plains of Rust

A plain coated in dull red particles stretches beneath an eternal twilight sky in the Abyss. Wide, flat basins and gently rolling dunes give way to towering, mountainous heaps and dark pits of unfathomable depths—all caked with rust flakes. Here and there, jagged sheets of corroded iron protrude from great salt flats cast in a hideous, unnatural light. Winds blow incessantly, stirring the rust into a clinging mist.

During the last flare-up of the Blood War, Asmodeus's devils built strongholds in the Abyss. They used these great iron fortresses to launch attacks against the near-endless demons. Most of these strongholds were perched on the Plain of a Thousand Portals, but the devils managed to secure footholds in some of the deeper layers.

One such layer was a grim, swampy demesne without redeeming features. It was empty, useless, unimportant. Yet, by a quirk of planar conjunction, it boasted three intermittent portals to the Nine Hells. Using a cunning ritual, the devils regularized the passages and colonized the area. They built fortresses atop rising hillocks and protruding from the swamp before the demons discovered their presence.

The atmosphere of the layer, poisoned by the hideous substances in the swamp, had always been toxic and corrosive. It was not debilitating enough to curtail the devils' plans—at least at first. Upon learning of the devils' presence, the demon lords Orcus and Juiblex set their will to enhancing the layer's existing environment. Between Orcus's mastery of necrotic energy and Juiblex's command over caustic ooze, the layer's atmosphere became supersaturated with decay. Iron fortifications crumbled in a matter of days, and clouds of rust mushroomed into the air. The grit mixed with the swamp, creating a viscous sludge. As it continued to drift down, it covered everything like a horrific snowfall. In time, the ground became a close-packed rust plain blanketing a highly toxic mire. As the diabolic fortresses crumbled, the demons swarmed, further tainting the rust with the blood of their enemies.

## Inhabitants and Culture

No demon lord claims this layer, and the only inhabitants are mindlessly destructive. The essence of slain devils and demons became infused with the necrotic and acidic power of the buried swamp. This mixture gave rise to baleful corrupting undead and malignant constructs that seek to destroy all they encounter.

The demon princes send packs of demons here from time to time to ensure that the portals to the Nine Hells remain buried and unusable. Occasional diabolic scouting parties make an effort to reopen the portals. Mortal explorers have established temporary camps while searching the rusted ruins for ancient magic used during the Blood War. None of these groups ever survive long enough, or grow large enough, to form communities. A single tribe of humanoids wanders the rust plain like nomads in a desert of the world. No one knows who they are, why they dwell here, and how they have managed to survive.

## Major Areas

Sinkholes lead to warrens within the rusty mire, and broken, corroded ruins of diabolic fortresses yet house wonders and horrors alike.

**The Bloody Fen:** Although the realm is pocked with sinkholes, in one expanse the hard-packed rust that covers the plain is thin enough that careless wanderers can sink into the sludge beneath. This so-called Bloody Fen is miles across, a surviving bit of the toxic mire that once covered the entire layer. Passersby who stumble into it must either wade through the venomous muck or pole a barge or raft across. All the while, fen-dwelling horrors lurk beneath the semisolid surface.

**Fort Splinter:** Most of the devils' fortresses have been reduced to flakes of rust or a few corroded walls. A few strongholds still stand—not whole, but at least recognizable. The largest of these is Fort Splinter. Legend claims that powerful magic and numerous artifacts wait to be discovered here, perhaps even one of the portals to Hell. Tales also speak of the lurking spirits of its diabolic defenders, ready to slaughter all trespassers.

**The Palace of Dust:** According to accounts from survivors of the Plains of Rust, clouds of particles whipped by the wind occasionally settle into the form of an ornate palace. Always spotted at a distance, the shape boasts a dozen variegated towers, all surrounded by a bastion that rises and falls like a tide. If it is a mirage, it's a remarkably consistent one. Still, no traveler has been able to draw near the palace before it disintegrates back to wind-blown dust.

## Adventures

Encounters can occur anywhere within the Plains of Rust, and the few creatures that dwell here are universally hostile. Despite its desolate nature, the place attracts interest. Adventurers, devils, and demons seek relics of the Blood War, left behind in the crumbling fortresses or buried beneath layers of dust. The peculiar nomadic tribe or chambers within the Palace of Dust could hold great secrets forgotten since the days of the war.

Then, too, there are the ancient portals. If one or all three were unearthed, they could once again connect the most vile areas in the cosmos. If so, what might they be used for this time? Characters desperate to escape the Abyss might seek these portals as a way out. Hell isn't a much more pleasant place, but at least devils can be bargained with.

ERIC L. WILLIAMS

## Environmental Features

Most of the plain's surface is solid and is treated as normal terrain.

**Blood Rust:** These areas behave like blood rock (*Dungeon Master's Guide,* page 67).

**Corroding Air:** Ferrous metals such as iron and steel corrode swiftly in the Plains of Rust. Each day of exposure, metal weapons take a cumulative –1 penalty to attack rolls made with them (maximum –3), and metal armor and shields take a cumulative –1 penalty to their AC and Reflex bonuses (maximum –3). Such weapons and armor disintegrate into rust when the penalty is greater than the object's enhancement bonus. The Enchant Magic Item ritual can be used to repair a magic object that is so damaged but not destroyed, at one-fifth the item's cost.

**Iron Scraps:** The lingering essence of devils or demons might be able to animate portions of iron scraps. Treat the resulting creatures as iron golems or iron golem juggernauts. You can given them a demonic feel by adding variable resistance or making them deal necrotic or fire damage.

**Rust Cloud:** Clouds of rust are kicked up by the winds, creating lightly obscured squares.

**Rust Storm:** The equivalent of a whirlwind (*Dungeon Master's Guide,* page 69), these squares are also heavily obscured by rust particles.

**Rust, Shifting:** In areas, the rust layer is soft, like fine sand, forming difficult terrain. A few of these areas include sinkholes that drop passersby into the sludge beneath. The muck might be grasping slime (*Dungeon Master's Guide,* page 68), acidic mire (page 12), or something more dire.

## Encounter Groups

Common encounters in the Plains of Rust involve the undead and constructs that haunt the region. The characters also could stumble upon demons or devils searching for the layer's secrets.

**Level 16 Encounter (XP 7,400)**
- 1 dust demons (level 15 elite controller, page 132)
- 1 demonic slime hazard (level 16 obstacle, *Manual of the Planes* 23)
- 3 immoliths (level 15 controller, *MM* 56)

**Level 22 Encounter (XP 21,550)**
- 6 abyssal ghoul myrmidons (level 23 minion, *MM* 119)
- 1 iron golem (level 20 elite soldier, *Monster Manual 2* 134)
- 2 void crust hazards (level 22 obstacle, page 22)

**Level 25 Encounter (XP 41,000)**
- 1 abyssal rotfiend (level 26 controller, *Monster Manual 2* 52)
- 2 dread wraiths (level 25 lurker, *MM* 267)
- 1 iron golem juggernaut (level 26 elite soldier, *Monster Manual 2* 135)

# The Spires of Rajzak

This vast badland of sickening black and brown rock features strange, top-heavy spires and formations of balancing rocks that appear to have been eroded by a long-evaporated sea. Some rock arches form naturally occurring, one-way demongates, allowing creatures from other parts of the cosmos to enter but never to leave. These unfortunates are doomed to die within the horrid canyons of the Spires of Rajzak.

This forlorn place is named for its infamous inhabitant, the gargantuan Rajzak, a being said to be as powerful as a demon lord but more bestial than the dimmest barlgura. Rajzak hunts this expanse still, killing and devouring any creature it comes across.

Many demons also call the Spires home. They roam the area in nomadic groups, waging war against one another, outrunning the rampaging Rajzak, and delighting in the slaughter of those deposited here by demongates.

## Rajzak's Origin

According to an obscure and cryptic passage in the *Demonomicon* of Iggwilv (*Manual of the Planes*, page 132), Rajzak wasn't always a devouring mass of regrowth and mindless rage. It suggests that Rajzak was among the first demon lords to arise after Tharizdun created the Abyss. In past eons Rajzak was known by a different name, now lost to the ages, and ruled over the spires that the creature now haunts. That role earned him the sobriquet Lord of the Spires.

A demon lord of uncommon beauty and rare guile, he meddled in the politics of the Abyss, the world, and even the Astral Sea. This was his biggest mistake. The *Demonomicon* asserts that because of Rajzak's meddling, Asmodeus sent Graz'zt to the Abyss to retrieve a second shard of evil, though the reason for the expedition is not clear. Eventually the demon prince came into conflict with Graz'zt, and during their battle the devil was able to tear both the mind and soul from the Lord of the Spires and hide it as an "itinerant hellflame, forever lost." Most scholars believe that Graz'zt began to transform from devil to demon as a result of eons spent within the Abyss, but few suggest that he used a portion of Rajzak's essence to undergo the process.

The consensus of those who have studied this passage is that Graz'zt intends to keep his former enemy forever trapped in the Spires of Rajzak, tormented in a mindless form whose soul and bodyare disconnected. Other demonologists believe that the sly Lord of the Spires actually tricked Graz'zt into creating his current form, and that the demon lord is becoming transformed into the most powerful demon prince the cosmos has ever known.

## Inhabitants and Culture

No settlements exist in the Spires, only masses of demons that hunt the unforgiving badlands. Scores of these groups run riot among the twisted canyons. The more notable groups, along with Rajzak, are detailed here.

**The Gibberers:** Composed not of one horde but a number of smaller packs, the Gibberers are a force of raw chaos. Barlguras, evistros, and goristros gather in inexplicable mobs, babbling madness. With gnashing teeth, drooling lips, and rending claws, they rampage through the Spires, destroying everything in their path. At times, bands of these demons work for days to bring down one of the area's massive spires. Their reason for doing so is as unclear as anything else they do.

Why do these creatures mass, and why they continually blather nonsense? Perhaps a strange disease infects them, or the chaos of the Abyss is particularly concentrated here. A few reports describe gibbering orbs accompanying the Gibberers in their wanton destruction.

**The Inferno of Mescathas:** At times, a bright sunrise seems to pierce the gray and bitter sky of the Spires. The inhabitants know that such a dawn brings only fiery doom. A large group of immoliths roams the land in a great flaming mass, commanding legions of blazing skeletons and other fiery undead and torching anything that will burn. The incandescent mob is led by Mescathas, an undead fire demon desperately searching for the Greenfire Doorway (see below). He hopes to escape the Abyss and begin a campaign to burn everything to a lifeless cinder.

**Krazzkat's Horde:** The largest of the demonic hordes is under the thrall of the bullying balor Krazzkat. A ragtag band comprising all sorts of demons, the mob throngs through the canyons, devouring and slaying as it goes—trampling its weakest members as it pushes through tighter spots. The unruly mass carries Krazzkat atop a huge stone and iron litter, large enough to serve as a base for what he calls his palace. The small construction is little more than a couple of rooms housing the balor and his chief lieutenants. Some observers believe that Krazzkat intends to challenge Rajzak and absorb its power.

**Rajzak:** Over 80 feet tall and twice as wide, this obese mass of maws, claws, and oozing sores lurches and seeps through the caverns, propelled by dozens of stubby limbs. Parts of Rajzak are reptilian or amphibian, but other sections are indescribable. The foul demon heals at an alarming rate and can regrow limbs lost in battle or to the razor-sharp protrusions of the Spire's cavern walls.

Rajzak exists only to eat and destroy—if it is capable of speech, none have ever heard it talk.

**The Thousand Swords:** Vestra and Volauk, a pair of marilith sisters, command this group. Vrocks and mezzodemons flock to their banner, sharing their fierce, tactical, and heartless approach to surviving and mastering the Spires. Surprisingly clear-headed for demons, Vestra and Volauk realize that survival in the Spires requires teamwork. They are less spendthrift with the lives of their underlings than other demons. They are also more open to parley than others, though they negotiate typically as a pretense to learn the weakness of potential prey.

Unlike many of the demons in the Spires, the sisters are not exiles but travel the area in the service of Graz'zt. If they know Graz'zt's plan for the Thousand Swords, the sisters do not speak of it. One rumor claims that the Dark Prince is training a special force, and that he has designs on controlling the Spires and making this the fourth layer in his empire.

## Major Areas

For the most part, the Spires of Rajzak are a monotony of black dust, teetering rock formations, and deadly bottleneck canyons that make ideal ambush sites. A few areas break this uniformity.

**The Bastion of Hate:** Carved into a mountainside by an unknown architect eons ago, the Bastion of Hate is one of the few permanent structures in the Spires of Rajzak. It hums with arcane energy and is impervious to even Rajzak's predations. These features make the fortress a highly desirable base of operations for the hordes that haunt the Spires. Recently, a powerful group of githzerai has begun to explore the Bastion of Hate, perhaps with the aim of transforming it into a monastery.

**The Greenfire Doorway:** Among the demongates that dot the Spires of Rajzak, only one promises escape: the Greenfire Doorway. It might be no more than a myth, but the Doorway fills the hopeful thoughts of exiles desperate to leave the Spires. Some theories suggest that it is not a single passage but a phenomenon that affects one or more of the demongates, wreathing them in a strange green fire when active.

**Sorrow's Crescent:** This massive canyon is sometimes referred to as Rajzak's Nest, but no evidence indicates that the massive demon does more than pass through the place. Over 50 miles long and 20 miles across, it is the largest open area in the Spires. At any given time, at least one demon horde, or Rajzak, occupies Sorrow's Crescent. Demons that spend more than a few hours here heal all wounds. They gain other, random powers when they drink the inky liquid that rolls down the canyon's sides.

## Adventures

Escaping a demon horde or outrunning the ponderous mass of Rajzak can be challenge enough, but anyone trapped in the Spires of Rajzak seeks escape above all. Several means are available, but all are dangerous or elusive in nature. Finding the Greenfire Doorway is a fool's errand, though many sorry creatures eking out an existence in the Spires are happy to sell a "genuine" map to the demongate. (These wretches have plenty of inventive excuses for why they haven't used the map to get out.) Still, the place might exist and could permit release.

The githzerai in the Bastion of Hate might offer the best way to escape the Spires—they clearly have a means of exit. The characters would have to win the trust of those suspicious people, however.

## Environmental Features

**False Gates:** A number of false demongates stand amid the stone arches. They are teleporters (*Dungeon Master's Guide*, page 69) that only send unfortunates even deeper into the Spires.

**Loadstone:** Many of the protruding rocks and jags throughout the Spires consist of this peculiar substance (*Dungeon Master's Guide*, page 68).

**Primordial Fonts:** These pools of chaotic energy (page 17) bubble up throughout the area.

## Encounter Groups

Demon hordes predominate in the Spires, but undead and other creatures can be found on occasion.

**Level 14 Encounter (XP 5,400)**
- 2 immoliths (level 15 controller, *MM* 56)
- 2 abyssal eviscerators (level 14 brute, *Monster Manual 2* 51)
- 2 skull lords (level 10 artillery, *MM* 236)

**Level 16 Encounter (XP 7,600)**
- 3 githzerai mindmages (level 14 artillery, *Monster Manual 2* 131)
- 1 githzerai zerth (level 13 elite controller, *Monster Manual 2* 130)
- 5 githzerai cenobites (level 11 soldier, *Monster Manual 2* 130)

**Level 17 Encounter (XP 8,000)**
- 2 chasmes (level 14 skirmisher, *Manual of the Planes* 121)
- 3 vrocks (level 13 skirmisher, *MM* 58)
- 6 mezzodemons (level 11 soldier, *MM* 58)

CHAPTER 5

# Creatures of Chaos

JULIE DILLON

EVEN IN the wild and seething Elemental Chaos, life thrives. Such beings appear alien to creatures of the world, but they are driven by the same desires and emotions and are just as dangerous to adventurers as other monsters they are more familiar with.

A host of creatures native to the ever-shifting realms of the Plane Below appear in the *Monster Manuals* and the *Manual of the Planes* books. This chapter expands upon those concepts and adds new ones to fill your campaign with challenges for elemental-themed adventures. Though all these monsters originated in the Elemental Chaos, they are also found in the mortal world.

In this chapter you will find:

- **Abominations:** Elemental monstrosities that continue to war against the gods and their servants.
- **Archons:** New archons to serve in primordial armies.
- **Blight-Born Demons:** Elemental creatures tainted and twisted by the influence of the Abyss.
- **Eisk Jaats:** Beings of elemental cold enslaved by the frost giants.
- **Elementals:** More of the wild creatures that embody all the forces of creation.
- **Slaads:** More additions to the ever-growing roster of the chaotic, illogical slaads.
- **Masters of the Elements:** Legendary and infamous figures of the Elemental Chaos, including Ehkahk the Smoldering Duke, the revered githzerai Liricosa, and the horrifying Ygorl, ancient slaad lord and champion of entropy.

# ABOMINATION

Abominations are living weapons crafted by the primordials during the Dawn War. Several of those dread weapons continue to roam the Elemental Chaos and beyond, still obeying their ancient instructions to slaughter the children of the gods.

## Primeval Ooze

The viscid and mutable primeval ooze is a primitive form of life, an acid-filled amoeboid blob. Ever hungry, it bubbles with envy of all more advanced creatures.

**Primeval Ooze** **Level 24 Elite Brute**
Huge elemental beast (blind, ooze) XP 12,100

**Initiative** +17 **Senses** Perception +18; blindsight 20, tremorsense 20
**Seeping Sludge** aura 3; the aura's area is difficult terrain. Any creature that has a critical hit scored against it while within the aura is knocked prone.
**HP** 556; **Bloodied** 278
**AC** 36; **Fortitude** 40, **Reflex** 36, **Will** 37
**Immune** gaze, poison; **Resist** 30 acid
**Saving Throws** +2
**Speed** 5, burrow 5; see also *engulf*
**Action Points** 1

⊕ **Pseudopod** (standard; at-will) ✦ **Acid**
Reach 3; +27 vs. AC; 3d8 + 9 acid damage, and the ooze slides the target 2 squares.

⸸ **Engulf** (standard; at-will) ✦ **Acid**
The primeval ooze attacks one or two Large or smaller targets; +25 vs. Reflex (no attack roll required against an immobilized creature); the target is grabbed and pulled into the primeval ooze's space. The target is dazed and takes ongoing 20 acid damage until it escapes the grab. A creature that escapes the grab shifts to a square of its choosing adjacent to the primeval ooze. A primeval ooze can move normally while creatures are engulfed within it.

↯ **Bursting Cyst** (immediate reaction, when damaged by an attack; at-will) ✦ **Acid**
Close blast 4; targets the triggering attacker; +25 vs. Reflex; 1d8 + 6 acid damage, and ongoing 10 acid damage (save ends).

✲ **Torrent of Slime** (standard; at-will) ✦ **Acid**
Area burst 3 within 20; +25 vs. Reflex; 1d8 + 10 acid damage, and the target is immobilized (save ends).

**Alignment** Unaligned **Languages** understands Primordial
**Skills** Stealth +27

| | | |
|---|---|---|
| **Str** 25 (+19) | **Dex** 21 (+17) | **Wis** 23 (+18) |
| **Con** 28 (+21) | **Int** 7 (+10) | **Cha** 17 (+15) |

## Primeval Ooze Tactics

The ground surrounding a primeval ooze is covered in a slimy sheen, making enemies more vulnerable to its attacks. Primeval oozes soften up their opponents using *torrent of slime*, then engulf immobilized victims.

## Primeval Ooze Lore

**Arcana DC 24:** Primeval oozes are weapons of the primordials, crafted from the earliest forms of life to consume servants of the gods. Only a few primeval oozes were created. Most that remain dwell in remote regions of the Elemental Chaos, but some lurk in desolate wilds of the world, always on the hunt for prey. Though they are unable to speak, the horrors understand Primordial.

**Arcana DC 29:** A primeval ooze conceals itself in a slimy place, such as a stinking swamp in Canaughlin Bog, and waits for prey to come unsuspecting to it. When roused, though, it roams the wastelands, devouring everything it encounters—from puny goblins to mighty dragons.

## Encounter Groups

Primeval oozes are usually solitary but can travel in pairs or small groups. Sometimes an ooze learns to share the territory of certain elemental creatures, realizing that leaving this prey alone ultimately brings it more food.

### Unique Abominations

Many abominations were created in numbers, even if only a handful still exist. Some, though, are unique individuals created by primordials that either intended them for a specific purpose or simply couldn't be bothered to make more.

The most infamous of these unique abominations is the tarrasque (*Monster Manual*, page 13), though some myths suggest that more than one such creature might exist. If the natural realm contains multiple worlds, as they claim, perhaps each such world harbors its own tarrasque. For all practical purposes, however, the beast is unique.

Xixecal, the Living Glacier, is another such unique abomination. This roving servant of Solkara, the Crushing Wave, is detailed further on page 153.

Other unique abominations known to exist include the following.

**Annak-Kur, the Empty Blade:** The most potent servant of the now deceased Tabrach-Ti, the Queen of Bronze, Annak-Kur is a creature of ore and blades that roams the cosmos seeking out angels and other divine servitors to slay.

**Engakar, Twilight's Herald:** Nobody today knows what Engakar looks like, for it exists only as a name in ancient texts. Engakar is said to have been created not to battle the gods, but to destroy the primal spirits that barred both the gods and the primordials from the world.

**Thrasvarrun, the Screaming Storm:** A creature without physical form, Thrasvarrun is literally a living peal of thunder, traveling the skies from storm to storm. It adds its own power to that of nature, creating weather of inconceivable destructive force.

**Level 23 Encounter (XP 28,350)**
- 2 blood fiends (level 23 soldier, *MM* 12)
- 1 great flameskull (level 24 artillery, *MM* 109)
- 1 primeval ooze (level 24 elite brute)

## Storm That Walks

A storm that walks is the fury of the elements given destructive purpose. It takes the form of a mass of dark, boiling clouds with a vaguely humanoid shape, flickering with lightning and spawning ice storms with each immense step.

**Storm That Walks** **Level 28 Solo Controller**
Gargantuan elemental humanoid (air, cold, fire) XP 65,000

**Initiative** +22 **Senses** Perception +21; low-light vision
**Oncoming Storm** aura 5; creatures (including flying creatures) treat the area within the aura as difficult terrain. Each enemy within the aura gains vulnerable 10 lightning.
**HP** 1,008; **Bloodied** 504
**AC** 42; **Fortitude** 41, **Reflex** 38, **Will** 40
**Immune** lightning; **Resist** 20 cold, 20 lightning, 20 thunder, insubstantial; **Vulnerable** cold (if a storm that walks takes cold damage, it loses the insubstantial quality until the end of its next turn)
**Saving Throws** +5
**Speed** fly 8 (hover)
**Action Points** 2

**Pummeling Gust** (standard; at-will) ✦ **Cold**
Reach 4; +32 vs. Reflex; 3d6 + 11 cold damage, and the target is knocked prone.

**Tongue of Lightning** (standard; at-will) ✦ **Lightning**
Ranged 20; +32 vs. Fortitude; 3d6 + 11 lightning damage, and the target is dazed (save ends). *Each Failed Saving Throw:* Each ally adjacent to the target takes 10 lightning damage.

**Forked Tongue** (standard; at-will)
The storm that walks makes four basic attacks. It cannot attack the same target more than twice.

**Fist of the Storm** (minor; recharge ⚅) ✦ **Cold, Lightning**
Ranged 20; +32 vs. Reflex; 4d6 + 11 cold and lightning damage, and the target is restrained (save ends). *Each Failed Saving Throw:* The storm that walks slides the target 3 squares.

**Raging Storm** (minor; recharge ⚅) ✦ **Lightning, Thunder**
Close burst 3; +32 vs. Fortitude; 4d6 + 11 lightning and thunder damage, and the storm that walks pushes the target 4 squares and knocks it prone.

**Storm Unleashed** (free, when first bloodied; encounter) ✦ **Cold, Lightning, Thunder**
*Raging storm* and *hand of the storm* recharge, and the storm that walks uses them both.

**Alignment** Chaotic evil **Languages** Primordial
**Str** 30 (+24) **Dex** 27 (+22) **Wis** 24 (+21)
**Con** 20 (+19) **Int** 16 (+17) **Cha** 16 (+17)

## Storm That Walks Tactics

A storm that walks prefers to remain at a distance and obliterate foes with ranged attacks. It is smart enough to cooperate with allies, but its desire to destroy often overcomes its better sense. It seizes any opportunity to use *raging storm*, even if it catches an ally in the area of effect.

JIM NELSON

## Storm That Walks Lore

**Arcana DC 28:** A storm that walks is a literal thunderstorm given malevolent life. Any who get too close become more vulnerable to its devastating attacks.

After creating the first storm that walks, the primordials began to experiment with crafting the elemental soldiers known as archons.

**Arcana DC 33:** Different legends attribute the origin of the first storm that walks to Mual-Tar, the Thunder Serpent, or to Iktha-Lau, the Ever Empty. Perhaps the two cooperated in its creation. Today, these abominations hold no allegiance to any primordial.

## Encounter Groups

A storm that walks hates all nonelemental living things and barely tolerates the presence of other creatures. It sometimes works as a member of a group for the opportunity to destroy more victims. It attracts elemental creatures that share its nature and might even let them live.

**Level 29 Encounter (XP 91,000)**
- 2 storm gorgons (level 26 skirmisher, *MM* 143)
- 1 storm that walks (level 28 solo controller)
- 1 thunderblast cyclone (level 26 artillery, *MM* 105)

# ARCHON

Shock troops and soldiers of the primordials, the archons formed armies to stand against the forces of the gods during the Dawn War. After their creators fell, the archons continued to serve powerful beings of the Elemental Chaos. They even follow other creatures that support their cause: to restore rulership of the world to the primordials.

## Iron Archon

The most violent of their kind, iron archons are quick to initiate bloodshed.

**Iron Archon Interceptor** **Level 14 Soldier**
Medium elemental humanoid XP 1,000

**Initiative** +14 **Senses** Perception +12
**HP** 144; **Bloodied** 72; see also *blood rust*
**AC** 30 (28 while bloodied); **Fortitude** 28, **Reflex** 26 (25 while bloodied), **Will** 26
**Immune** disease, poison; **Resist** 15 lightning; see also *lightning leap*
**Speed** 6

⊕ **Greatsword** (standard; at-will) ✦ **Weapon**
+21 vs. AC; 2d10 + 4 damage, and the target is marked until the end of the iron archon interceptor's next turn.

↯ **Intercepting Slash** (immediate interrupt, when an enemy marked by the interceptor and within 3 squares of it makes an attack that does not include the interceptor; at-will) ✦ **Weapon**
The iron archon interceptor shifts into the nearest empty square adjacent to the target and makes an attack; +21 vs. AC; 2d10 + 4 damage, and the target is weakened until the end of the interceptor's next turn.

**Blood Rust** (while bloodied) ✦ **Poison**
The iron archon interceptor is filmed in a poisonous rust and flies into a rage. It takes a -2 penalty to AC and a -1 penalty to Reflex, and targets hit by its weapon attacks also take ongoing 10 poison damage (save ends).

**Lightning Leap**
Whenever an iron archon interceptor is hit by a lightning power or is subject to an effect that deals lightning damage, it can shift 3 squares as a free action.

**Alignment** Chaotic evil **Languages** Primordial
**Str** 22 (+13) **Dex** 20 (+12) **Wis** 20 (+12)
**Con** 24 (+14) **Int** 15 (+9) **Cha** 15 (+9)
**Equipment** greatsword

### Iron Archon Interceptor Tactics

An interceptor chooses a foe and sticks with it. However, even when focused on a given target, it chooses a position that lets it move to flank, or tempts a marked enemy into drawing an *intercepting slash*.

### Iron Archon Crescent Blade Tactics

Crescent blades are opportunistic attackers. They deliberately draw the ire of melee strikers, then leap away and wait for a chance to attack any targets marked by allies such as iron archon interceptors.

**Iron Archon Crescent Blade** **Level 16 Skirmisher**
Medium elemental humanoid XP 1,400

**Initiative** +17 **Senses** Perception +13
**HP** 159; **Bloodied** 79; see also *blood rust*
**AC** 30 (28 while bloodied); **Fortitude** 29, **Reflex** 30 (29 while bloodied), **Will** 28
**Immune** disease, poison; **Resist** 15 lightning; see also *lightning leap*
**Speed** 8

⊕ **Sickle** (standard; at-will) ✦ **Weapon**
+21 vs. AC; 1d8 + 7 damage (2d8 + 7 against marked targets).

↯ **Twin Sickles** (standard; at-will)
The iron archon crescent blade makes two sickle attacks. It can shift before, between, or after these attacks, up to a total of 2 squares.

↯ **Roll With It** (immediate reaction, when hit by a melee or close attack; recharge ⚅ and when first bloodied)
The iron archon crescent blade shifts its speed. If it ends this movement in a space adjacent to a marked enemy, it can then make a sickle attack against a marked enemy as a free action.

**Blood Rust** (while bloodied) ✦ **Poison**
The iron archon crescent blade is filmed in a poisonous rust and flies into a rage. It takes a -2 penalty to AC and a -1 penalty to Reflex, and targets hit by its weapon attacks also take ongoing 10 poison damage (save ends).

**Lightning Leap**
Whenever an iron archon crescent blade is hit by a lightning power or is subject to an effect that deals lightning damage, it can shift 3 squares as a free action.

**Alignment** Chaotic evil **Languages** Primordial
**Str** 21 (+13) **Dex** 25 (+15) **Wis** 21 (+13)
**Con** 23 (+14) **Int** 17 (+11) **Cha** 15 (+10)
**Equipment** two sickles

### Iron Archon Lore

**Arcana DC 20:** Iron archons are aggressive fighters that rarely take on defensive assignments such as guard duty. They are brutally direct but use limited tactics to gain an advantage.

**Arcana DC 25:** Crescent blades are masters of exploiting foes' weaknesses. They slash with their twin sickles against any enemy whose attention is drawn to an ally that marked it.

Iron archons were not among the first creations of the primordials. They appeared later, inspired by the mortal races' discovery of crafting weapons from iron and other metals.

## Mud Archon

Every army needs scouts, ambushers, and assassins. Although mud archons are capable of stand-up combat, they excel at the stealthy strategies of guerrilla warfare.

### Mud Archon Skulker Tactics

A mud archon skulker prefers to lie in wait in sliding mud form, using *shifting mud* to attack without losing combat advantage. It assumes its normal form to attack a prone target, then reverts to its sliding mud form and attempts to hide so it can repeat the attack.

**Mud Archon Skulker** **Level 14 Lurker**
Medium elemental humanoid (earth, water) XP 1,000

**Initiative** +16 **Senses** Perception +11
**HP** 112; **Bloodied** 56
**AC** 28; **Fortitude** 27, **Reflex** 26, **Will** 25
**Immune** disease, poison
**Speed** 7 (swamp walk); see also *sliding mud form*

⊕ **Spiked Chain** (standard; at-will) ✦ **Weapon**
Reach 2; +19 vs. AC; 2d4 + 6 damage, and the target is knocked prone.

↯ **Shifting Mud** (free, when the mud archon skulker moves into an enemy's space; only while in sliding mud form; at-will)
Targets the triggering enemy; +17 vs. Reflex; the target is knocked prone and immobilized until the end of the skulker's next turn.

**Sliding Mud Form** (standard; at-will) ✦ **Polymorph**
The mud archon skulker transforms into an oozelike mass of mud. While in sliding mud form, the skulker is insubstantial and can attempt to become hidden if it has cover or concealment. While squeezing in this form, it moves at full speed, provokes no opportunity attacks for squeezing, and does not take a -5 penalty to attack rolls for squeezing. It can shift 4 squares as a move action and can move through enemies' spaces during this move. it cannot manipulate objects or make attacks except for its *shifting mud* power. The mud archon skulker can revert to its normal form as a minor action.

**Strike the Fallen**
Whenever a mud archon skulker hits a prone enemy with a melee attack, it deals 2d8 extra damage.

**Alignment** Chaotic evil **Languages** Primordial
**Skills** Acrobatics +17, Stealth +17
**Str** 23 (+13) **Dex** 20 (+12) **Wis** 18 (+11)
**Con** 22 (+13) **Int** 15 (+9) **Cha** 13 (+8)
**Equipment:** scale armor, spiked chain

## Mud Archon Ambusher Tactics

An ambusher uses *mud spray* as often as possible to keep in motion and gain combat advantage. It often uses *splatter* to move adjacent to its attacker, though it sometimes exploits the additional movement to deal with a pesky controller or ranged combatant.

## Mud Archon Lore

**Arcana DC 20:** Mud archons are the scouts and assassins of the archons, favoring ambush and stealth.

**Arcana DC 25:** Pinning down a mud archon is exceedingly difficult. Skulkers can transform into mobile mud, and ambushers can splatter apart and re-form at a distance.

## Encounter Groups

Like other archons, iron and mud archons work with almost any creature if doing so advances their goals or if they are ordered to do so by a higher power.

**Mud Archon Ambusher** **Level 19 Skirmisher**
Medium elemental humanoid (earth, water) XP 2,400

**Initiative** +17 **Senses** Perception +14
**HP** 183; **Bloodied** 91
**AC** 33; **Fortitude** 32, **Reflex** 31, **Will** 30
**Immune** disease, poison
**Speed** 7 (swamp walk); see also *mud spray*

⊕ **Longsword** (standard; at-will) ✦ **Weapon**
+24 vs. AC; 2d8 + 7 damage, and the target is slowed until the end of the mud archon ambusher's next turn.

**Mud Spray** (move; recharge ⚄ ⚅) ✦ **Polymorph**
The mud archon ambusher transforms into a spray of mud and shifts its speed. During this move, it ignores difficult terrain and can move through enemies' spaces. At the end of the move, it reverts to its normal form. Each enemy adjacent to it at the end of the move grants combat advantage to the ambusher until the end of the ambusher's next turn.

**Splatter** (free, when a critical hit is scored against the mud archon ambusher or when it is first bloodied; at-will)
*Mud spray* recharges, and the ambusher uses it.

**Combat Advantage**
A mud archon ambusher deals 2d6 extra damage against any creature granting combat advantage to it.

**Alignment** Chaotic evil **Languages** Primordial
**Skills** Acrobatics +20, Stealth +20
**Str** 25 (+16) **Dex** 22 (+15) **Wis** 20 (+14)
**Con** 23 (+15) **Int** 15 (+11) **Cha** 15 (+11)
**Equipment:** scale armor, 2 longswords

**Level 14 Encounter (XP 5,400)**
- 2 earth archon ground ragers (level 14 controller, *Monster Manual 2* 14)
- 1 iron archon crescent blade (level 16 skirmisher)
- 2 iron archon interceptors (level 14 soldier)

**Level 18 Encounter (XP 10,400)**
- 1 ice archon rimehammer (level 19 soldier, *MM* 20)
- 2 mud archon ambushers (level 19 skirmisher)
- 1 storm archon tempest weaver (level 21 artillery, *Monster Manual 2* 17)

ZOLTAN BOROS & GABOR SZIKSZAI

# DEMON, BLIGHT-BORN

From the moment that the festering cyst of the Abyss was formed, horrors unimaginable came into existence. Demons slouched from that tainted womb, and its corruption twisted primordials into demon princes. But other inhabitants of the Elemental Chaos were also poisoned by utter evil. Djinns and efreets, archons and elementals, even slaads were caught in the horrific and unholy emanations. Like the demon lords, these creatures were either transformed into their vile forms at the creation of the Abyss or are descendants of others who were.

They are the blight-born, demons of the purest elements made anything but pure.

## Dust Demon

The aftermath of the Abyss's creation engulfed a tribe of djinns, scouring away portions of their flesh and souls until they were little more than sentient wind and bits of debris. The resulting blight-born demons, known as dust demons, appear as whirlwinds of dirt, dust, teeth, and broken bone that whip through one another so that it is impossible to tell where one ends and the next begins. Driven insane by their transformation, dust demons kill and maim out of endless rage directed against all creatures that do not suffer as they do.

### Dust Demon Tactics

A dust demon whirls through and around its prey, attempting to catch one or two foes in its *whirlwind sweep* while pummeling the others with basic attacks. It releases some of its constituent dust wisps to overwhelm a single target that is near death, vulnerable to damage, or close to a cliff edge or other hazard. If a dust demon is bloodied by an enemy, it releases a blast of wind that forces the attacker away.

### Dust Demon Lore

**Arcana DC 18:** Dust demons are the result of a family of djinns that were partly torn apart by abyssal forces; their remains were corrupted into blight-born demons. A dust demon consists of several entities bound together in its unholy winds, some of which escape the windstorm in times of stress to wreak individual havoc.

**Arcana DC 23:** Dust demons have no real society. Their constituent wisps hunger only to shred and destroy. The souls of creatures that die while swept up in a dust demon plunge into the Abyss, forever to suffer as the playthings of demons. But if a dust wisp could be captured, healed of its madness and taint, and returned to the dust demon of which it is a part, the entire djinn tribe would be cleansed—or so the legend goes.

**Dust Demon** **Level 15 Elite Controller**
Large elemental magical beast (air, demon) XP 2,400

**Initiative** +14 **Senses** Perception +12; darkvision
**Buffeting Winds** aura 5; each creature in the aura takes a -2 penalty to attack rolls with ranged and area attacks.
**HP** 296; **Bloodied** 148
**AC** 29; **Fortitude** 27, **Reflex** 29, **Will** 25
**Resist** 10 variable (3/encounter), half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks
**Saving Throws** +2
**Speed** fly 10 (hover)
**Action Points** 1

⊕ **Wind and Thunder** (standard; at-will) ✦ **Thunder**
Reach 2; +19 vs. Fortitude; 1d8 + 7 damage plus 1d8 thunder damage, and the dust demon slides the target 3 squares. The dust demon can then shift 1 square or move 3 squares as a free action.

ǂ **Whirlwind Sweep** (standard; at-will) ✦ **Thunder**
The dust demon moves half its speed and can move through enemies' spaces. This movement does not provoke opportunity attacks. At any point during the move, it makes an attack against a Large or smaller creature within reach: reach 2; +19 vs. Reflex; the target is grabbed and pulled into the dust demon's space. Until the grab ends, the target is dazed and takes ongoing 10 damage and ongoing 5 thunder damage. When the grab ends, the target shifts to a square of its choice adjacent to the dust demon.

A dust demon can grab one Large creature, two Medium creatures, or four Small or smaller creatures, and it can move normally while it has creatures grabbed.

**Dust Horde** (standard; encounter)
Five dust wisps appear, each in an unoccupied square within 2 squares of the dust demon. Each wisp takes a move action and a standard action right away and thereafter acts immediately after the dust demon's initiative count. When a dust wisp is reduced to 0 hit points, the dust demon that created it takes 5 damage. Characters do not earn experience points for killing dust wisps created by this power.

**Bloodied Winds** (when first bloodied by an attack; encounter)
The dust demon slides the triggering attacker 4 squares.

**Alignment** Chaotic evil **Languages** Abyssal, Primordial

| | | |
|---|---|---|
| **Str** 18 (+11) | **Dex** 24 (+14) | **Wis** 20 (+12) |
| **Con** 20 (+12) | **Int** 14 (+9) | **Cha** 17 (+10) |

**Dust Wisp** **Level 15 Minion Controller**
Small elemental humanoid (air, demon) XP 300

**Initiative** +14 **Senses** Perception +12; darkvision
**Buffeting Winds** aura 2; each creature within the aura takes a -2 penalty to attack rolls with ranged and area attacks.
**HP** 1; a missed attack never damages a minion.
**AC** 29; **Fortitude** 27, **Reflex** 29, **Will** 25
**Speed** fly 10 (hover)

⊕ **Wind and Thunder** (standard; at-will) ✦ **Thunder**
+19 vs. Fortitude; 7 damage plus 4 thunder damage, and the dust wisp slides the target 3 squares. The dust wisp can then shift 1 square or move 3 squares as a free action.

**Alignment** Chaotic evil **Languages** Abyssal, Primordial

| | | |
|---|---|---|
| **Str** 18 (+11) | **Dex** 24 (+14) | **Wis** 20 (+12) |
| **Con** 20 (+12) | **Int** 14 (+9) | **Cha** 17 (+10) |

# Ash-Wrought Soulburner

Formerly efreets, ash-wrought soulburners feed on the warmth of living beings. Though they burn flesh, their feeding drains body heat, leaving behind icy corpses rather than cinders.

**Ash-Wrought Soulburner** **Level 19 Controller**
Large elemental humanoid (demon, fire) XP 2,400

**Initiative** +15 **Senses** Perception +13; darkvision
**HP** 178; **Bloodied** 89
**AC** 32; **Fortitude** 32, **Reflex** 31, **Will** 31
**Resist** 15 fire, 15 variable (2/encounter); **Vulnerable** cold (an ash-wrought soulburner that takes cold damage is slowed until the end of its next turn)
**Speed** 8, fly 8 (clumsy)

⨁ **Chilling Fist** (standard; at-will) ✦ **Cold**
Reach 2; +24 vs. AC; 3d6 + 8 cold damage.

**Soulfire Theft** (standard; at-will) ✦ **Cold**
Ranged 15; +23 vs. Fortitude; 1d10 + 8 cold damage, and the target takes ongoing 5 cold damage and is slowed (save ends both). When any creature fails a saving throw against this power, the ash-wrought soulburner recharges either *burning ash storm* or *soulfire inferno*.

**Soulfire Inferno** (standard; encounter) ✦ **Fire**
Ranged 15; +23 vs. Reflex; 2d8 + 7 fire damage, and ongoing 10 fire damage (save ends).

**Burning Ash Storm** (standard; encounter) ✦ **Fire, Zone**
Area burst 2 within 15; the burst creates a zone of burning ash that lasts until the end of the ash-wrought soulburner's next turn. Any creature that starts its turn within the zone takes 2d6 + 3 fire damage. The zone blocks line of sight. *Sustain Minor:* The zone persists, and the soulburner can move it 3 squares.

**Alignment** Chaotic evil **Languages** Abyssal, Primordial
**Skills** Intimidate +20
**Str** 25 (+16) **Dex** 22 (+15) **Wis** 9 (+8)
**Con** 18 (+13) **Int** 11 (+9) **Cha** 23 (+15)

## Ash-Wrought Soulburner Tactics

The soulburner begins combat with its encounter powers, using *burning ash storm* to protect itself and gain cover from enemies and *soulfire inferno* against a dangerous foe. It then falls back to *soulfire theft* to recharge its more powerful attacks while sustaining *burning ash storm*.

## Ash-Wrought Soulburner Lore

**Arcana DC 22:** Ash-wrought soulburners are elemental creatures that were corrupted into blight-born demons by the creation of the Abyss. They were once efreets, but the abyssal taint has caused their inner fires to go out. Now they must draw heat and life energy from other beings to survive.

**Arcana DC 27:** Ice devils sometimes enslave ash-wrought soulburners. Their chill nature give the devils a natural advantage over the heat-starved demons.

# Consumptive Swarm

Prolonged exposure to the Abyss normally transforms slaads into void slaads, but those that were bathed in energy at the birth of the Abyss were more dramatically altered. From those first warped slaads burst swarms of ravenous parasites combining the worst aspects of slaad tadpoles and demons.

**Consumptive Swarm** **Level 21 Elite Skirmisher**
Large elemental beast (demon, swarm) XP 6,400

**Initiative** +20 **Senses** Perception +15; darkvision
**Swarm Attack (Acid)** aura 1; each enemy that starts its turn within the aura takes 7 acid damage.
**HP** 400; **Bloodied** 200
**AC** 35; **Fortitude** 33, **Reflex** 34, **Will** 30
**Immune** disease; **Resist** 20 variable (3/encounter), half damage from melee and ranged attacks; **Vulnerable** 15 against close and area attacks
**Saving Throws** +2
**Speed** 6; see also *aqueous shift*
**Action Points** 1

⨁ **Swarm of Jaws** (standard; at-will) ✦ **Disease**
+26 vs. AC; 3d6 + 9 damage, and the swarm makes a secondary attack against the target. *Secondary Attack:* +24 vs. Fortitude; the target is exposed to slimy doom (*DMG* 50).

**Ravenous Stampede** (standard; at-will) ✦ **Acid, Disease**
The consumptive swarm shifts its speed and makes an attack against each creature it moves adjacent to during the move: +24 vs. Reflex; 1d6 + 3 damage plus 1d6 + 3 acid damage, and the swarm makes a secondary attack against the target. *Secondary Attack:* +24 vs. Fortitude; the target is exposed to slimy doom (*DMG* 50).

**Consumptive Spew** (standard; recharges when first bloodied) ✦ **Acid**
Close blast 5; +24 vs. Reflex; 4d6 + 9 acid damage, and ongoing 5 acid damage (save ends). *Effect:* Six consumptive parasites appear, each in an unoccupied square within or adjacent to the blast. They act immediately after the consumptive swarm's initiative count. Characters do not earn experience points for killing consumptive parasites created by this power.

**Currents of Chaos** (minor; at-will)
The consumptive swarm shifts 1 square.

**Aqueous Shift**
A consumptive swarm ignores difficult terrain while shifting.

**Alignment** Chaotic evil **Languages** understands Abyssal
**Str** 18 (+14) **Dex** 26 (+18) **Wis** 21 (+15)
**Con** 24 (+17) **Int** 3 (+6) **Cha** 9 (+9)

**Consumptive Parasite** **Level 16 Minion Skirmisher**
Small elemental beast (demon) XP 350

**Initiative** +15 **Senses** Perception +12; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 30; **Fortitude** 28, **Reflex** 29, **Will** 27
**Immune** disease; **Resist** 15 variable (2/encounter)
**Speed** 6; see also *chaotic shift*

⨁ **Digestive Bite** (standard; encounter) ✦ **Acid**
+19 vs. Fortitude; 4 acid damage, and the target gains vulnerable 5 acid (save ends).

**Chaotic Shift** (move; at-will)
The consumptive parasite shifts 2 squares.

**Alignment** Chaotic evil **Languages** understands Abyssal
**Str** 9 (+7) **Dex** 24 (+15) **Wis** 19 (+12)
**Con** 21 (+13) **Int** 3 (+4) **Cha** 9 (+7)

## Consumptive Swarm Tactics

A consumptive swarm begins combat with *consumptive spew*, adding minions that weaken foes against its acidic attacks. It then moves into melee, continually shifting to stay near weaker targets and keep them in its acidic aura while avoiding tougher combatants. Once it is bloodied, it uses *consumptive spew* again as soon as possible.

Consumptive parasites prefer to gang up on one foe and take advantage of flanking opportunities. When fighting alongside a parent swarm, they move to keep dangerous foes away from it.

## Consumptive Swarm Lore

**Arcana DC 20:** The consumptive swarm is one of the blight-born, demons resulting from the corruption of elemental creatures at the birth of the Abyss. The parasites that make up the swarm are warped slaad tadpoles. Although they are incapable of speech, they understand the Abyssal tongue.

**Arcana DC 25:** Intelligent slaads approve of the demonic transformation, reveling in the opportunity for even their indirect spawn to infest creation. More than one slaad-worshiping cult has been destroyed by misguided attempts to breed consumptive parasites.

### Sibling Rivalry

Blight-born demons and chaos shards (*Monster Manual 2*, page 34) are both spawned at the boundary of the Abyss, where its corrupting power bleeds into and warps the Elemental Chaos. While the blight-born are elemental creatures twisted by the Abyss, chaos shards are crystals of the Plane Below that were not only corrupted but given life by abyssal energy.

Given their innately chaotic evil and destructive instincts, the two groups of creatures are unlikely to have any particular affinity to one another. Sages were surprised to discover, though, that each harbors a murderous, undying hatred toward the other. Blight-born and chaos shards sometimes work with creatures that can advance their destructive agendas, such as other demons, slaads, and elementals, but neither group will ally with the other, even abandoning other efforts to attack that enemy on sight. Nothing less than utter extermination of the hated group will satisfy the creatures' rage.

Some theories speculate that the two sorts of beings are competitors for the same territory and position in the Elemental Chaos. Others suggest that each sees the other as an inferior copy of itself, an impure mockery to be annihilated.

# Writhing Crag

Hideous amalgamations of jagged stone, writhing crags love the feel of flesh and bone being crushed beneath their flailing limbs. They have traits of both ropers and xorns and might be descended from either—or perhaps both, fused by the same corruptive taint that transformed them into demons.

**Writhing Crag** **Level 23 Elite Soldier**
Huge elemental magical beast (demon, earth) XP 10,200

**Initiative** +18 **Senses** Perception +17; all-around vision, darkvision
**HP** 434; **Bloodied** 217
**AC** 39; **Fortitude** 37, **Reflex** 31, **Will** 35
**Immune** petrification; **Resist** 25 variable (3/encounter)
**Saving Throws** +2
**Speed** 6 (earth walk), burrow 4 (tunneling), climb 6 (spider climb)
**Action Points** 1

⊕ **Stone Reach** (standard; at-will)
Reach 5; +30 vs. AC; 2d6 + 5 damage, and the target is grabbed.

**Triple Reach** (standard; at-will)
The writhing crag makes three *stone reach* attacks.

**Reel** (minor; at-will)
Reach 5; targets a creature grabbed by the writhing crag; +28 vs. Fortitude; the target is pulled 5 squares.

**Flailing Tentacles** (standard; recharge ⚄ ⁞⁞)
Reach 5; +30 vs. AC; 3d6 + 9 damage, and the writhing crag slides the target 5 squares and knocks it prone. Each enemy adjacent to the target and within the writhing crag's reach (5 squares) takes 9 damage.

**Stone-Melding Slam** (standard; usable only against a target touching or adjacent to a stone surface; recharge ⁞⁞)
Reach 5; +30 vs. AC; 3d6 + 9 damage, and the target is partly absorbed into the surface, causing it to become immobilized (save ends). *First Failed Saving Throw:* The target is restrained (save ends). *Second Failed Saving Throw:* The target is drawn entirely into the stone, leaving a faint imprint (no save). The target does not die but remains in stasis until it is freed from the stone.

**Tentacle Grab**
A writhing crag can attack and grab with up to three tentacles at a time. While grabbing an enemy, it can act normally, but it can't use that tentacle for another attack. Enemies can attack the tentacle to make the writhing crag let go of a grabbed creature; the tentacle's defenses are the same as the crag's. An attack that hits a tentacle does not harm the writhing crag but causes it to let go and retract the tentacle.

**Earth Glide**
A writhing crag can burrow through solid stone as if it were loose earth.

**Stony Body**
A writhing crag that does not move and retracts its tentacles resembles a jagged rock formation, stalagmite, or stalactite. In this form, the writhing crag can be recognized only with a successful DC 35 Perception check.

**Alignment** Evil **Languages** Abyssal, Primordial
**Skills** Athletics +25, Stealth +21 (only in caves and rocky environments)

| | | |
|---|---|---|
| **Str** 28 (+20) | **Dex** 20 (+16) | **Wis** 22 (+17) |
| **Con** 25 (+18) | **Int** 13 (+12) | **Cha** 23 (+17) |

## Writhing Crag Tactics

Unexpectedly stealthy, a writhing crag often attempts to surprise its targets. It takes a few rounds to assess the foes, then uses *stone-melding slam* to neutralize the most dangerous melee combatant, focusing on spellcasters and ranged attackers. It uses *earth glide* to gain optimal tactical position but rarely flees from battle. Most writhing crags fight to the death, believing that they cannot be defeated.

## Writhing Crag Lore

**Arcana DC 24:** Writhing crags are blight-born demons, elementals corrupted by the creation of the Abyss. They might be descended from xorns or ropers, or from some foul combination of both.

**Arcana DC 29:** A writhing crag can engulf a creature in solid stone. Up to 24 hours after a writhing crag's death, its limbs retain the ability to move through stone. They can be used to retrieve creatures it has buried without resorting to tedious rock cutting.

# Encounter Groups

Like more traditional demons, blight-born care for little more than wanton destruction. They might cooperate with other demons—or, on occasion, slaads, elementals, or humanoid summoners—if doing so promises the opportunity for violence, but such alliances are temporary at best.

**Level 19 Encounter (XP 13,200)**
- 1 ash-wrought soulburner (level 19 controller)
- 1 goristro (level 19 elite brute, *MM* 55)
- 3 rockfire dreadnoughts (level 18 soldier, *MM* 104)

**Level 23 Encounter (XP 28,700)**
- 2 earthwind ravagers (level 23 controller, *MM* 104)
- 2 hezrous (level 22 brute, *MM* 56)
- 1 writhing crag (level 23 elite soldier)

JASON A. ENGLE

# Eisk Jaat

Bitter and deadly as the north wind, eisk jaats are creatures of primordial cold. Although they are descended from dwarves enslaved by giants, they are twisted in body, mind, and soul. Eisk jaats often serve frost giants but can be found in any realm of harsh cold, usually working toward nefarious ends.

## Eisk Jaat Warrior

The infantry of an eisk jaat war party, these lumbering warriors swing picks carved from primordial ice.

**Eisk Jaat Warrior** **Level 15 Minion Skirmisher**
Medium elemental humanoid (cold) XP 300

**Initiative** +13 **Senses** Perception +12
**HP** 1; a missed attack never damages a minion.
**AC** 29; **Fortitude** 28, **Reflex** 26, **Will** 27
**Immune** slowed; **Resist** 15 cold
**Speed** 5 (ice walk)

⊕ **Icy Pick** (standard; at-will) ✦ **Cold, Weapon**
+20 vs. AC; 7 cold damage (crit 10)

**Slide Away** (immediate interrupt, when hit by a close or area attack; encounter)
The eisk jaat warrior shifts 3 squares.

**Alignment** Evil **Languages** Giant
**Str** 17 (+10) **Dex** 19 (+11) **Wis** 20 (+12)
**Con** 23 (+13) **Int** 10 (+7) **Cha** 10 (+7)
**Equipment** hide armor, icy pick

### Eisk Jaat Warrior Tactics

Eisk jaat warriors shamble into combat, cutting out a single foe from the group. Once that victim falls, they move on to the next. Though they seem awkward, they can evade close and area attacks with surprising speed and grace.

## Eisk Jaat Rimebolter

Wielding crossbows of primordial ice, rimebolters rain freezing death on their enemies.

**Eisk Jaat Rimebolter** **Level 15 Artillery**
Medium elemental humanoid (cold) XP 1,200

**Initiative** +13 **Senses** Perception +12
**HP** 115; **Bloodied** 57
**AC** 27; **Fortitude** 26, **Reflex** 28, **Will** 27
**Immune** slowed; **Resist** 15 cold
**Speed** 5 (ice walk)

⊕ **Frost Axe** (standard; at-will) ✦ **Cold, Weapon**
+20 vs. AC; 1d10 + 5 damage plus 1d10 cold damage.

⊰ **Rimebolt Crossbow** (standard; at-will) ✦ **Cold, Weapon**
Ranged 15/30; +22 vs. AC; 2d8 + 5 cold damage, and the target is slowed until the end of the eisk jaat rimebolter's next turn.

⊰ **Winterbite Bolt** (standard; recharge ⚄ ⁞⁞) ✦ **Cold, Weapon**
Ranged 15/30; +20 vs. Fortitude; 2d8 + 5 cold damage, and the target takes ongoing 10 cold damage and is slowed (save ends both). Until the target saves, any creature that starts its turn within 2 squares of the target takes 5 cold damage.

**Slide Away** (immediate interrupt, when hit by a melee or close attack; recharges when first bloodied)
The eisk jaat rimebolter shifts 5 squares.

**Icebound Footing**
When an effect pulls, pushes, or slides an eisk jaat, the eisk jaat moves 1 square less than the effect specifies. Also, an eisk jaat can make a saving throw to avoid being knocked prone.

**Alignment** Evil **Languages** Giant
**Str** 17 (+10) **Dex** 23 (+13) **Wis** 21 (+12)
**Con** 19 (+11) **Int** 10 (+7) **Cha** 12 (+8)
**Equipment** chainmail, frost axe, rimebolt crossbow, 20 bolts

### Eisk Jaat Rimebolter Tactics

Rimebolters take cover and riddle their enemies with rimebolt crossbow bolts. They enjoy splitting up groups with *winterbite bolts*, then picking off targets one at a time. When melee attackers threaten to hem in a rimebolter, it uses *slide away* to escape.

## Eisk Jaat Mauler

These eccentric eisk jaats often live amid winter wolves, which view them as pack leaders.

**Eisk Jaat Mauler** **Level 16 Brute (Leader)**
Medium elemental humanoid (cold) XP 1,400

**Initiative** +12 **Senses** Perception +14
**Pack Master** aura 5: each elemental beast ally that starts its turn within the aura rolls twice when recharging a power that recharges on a die roll, taking the higher result.
**HP** 194; **Bloodied** 97
**AC** 28; **Fortitude** 29, **Reflex** 26, **Will** 28
**Immune** slowed; **Resist** 15 cold
**Speed** 5 (ice walk)

⊕ **Frost Maul** (standard; at-will) ✦ **Cold, Weapon**
+19 vs. AC; 2d6 + 5 damage plus 2d6 cold damage, and the target is slowed until the end of the eisk jaat mauler's next turn.

⸸ **Icebind Strike** (standard; recharge ⚄ ⁞⁞) ✦ **Cold, Weapon**
Targets a prone or slowed creature; +17 vs. Fortitude; 4d6 + 5 cold damage, and the target is restrained (save ends). *Aftereffect:* The target is slowed until the end of the eisk jaat mauler's next turn.

**Icebound Footing**
When an effect pulls, pushes, or slides an eisk jaat, the eisk jaat moves 1 square less than the effect specifies. Also, an eisk jaat can make a saving throw to avoid being knocked prone.

**Alignment** Evil **Languages** Giant
**Str** 20 (+13) **Dex** 19 (+12) **Wis** 22 (+14)
**Con** 24 (+15) **Int** 10 (+8) **Cha** 12 (+9)
**Equipment** hide armor, frost maul

### Eisk Jaat Mauler Tactics

A mauler wades through combat fearlessly, beating down foes with its frost maul and directing beast companions to the slowed prey. It follows up with *icebind strike* against targets hit by frost maul attacks.

## Eisk Jaat Mystic

Masters of winter's fury, mystics are the spiritual leaders of the eisk jaats. Their word is law. Other eisk jaats lay down their lives to protect a mystic, believing that members of this sacred caste are the true chosen of primordial cold.

| **Eisk Jaat Mystic** | **Level 18 Lurker** |
|---|---|
| Medium elemental humanoid (cold) | XP 2,000 |

**Initiative** +15 **Senses** Perception +16
**HP** 136; **Bloodied** 68
**AC** 32; **Fortitude** 30, **Reflex** 29, **Will** 31
**Immune** slowed; **Resist** 15 cold
**Speed** 5 (ice walk)

**Rime Mace** (standard; at-will) ✦ **Cold, Weapon**
+23 vs. AC; 1d6 + 3 damage, and ongoing 10 cold damage (save ends).

**Chilling Ray** (standard; at-will) ✦ **Cold**
Ranged 10; +21 vs. Reflex; 2d6 + 7 cold damage, and the target gains vulnerable 10 cold until the end of the eisk jaat mystic's next turn.

**Blizzard Cloak** (standard; recharge ⚄ ⚅) ✦ **Cold, Zone**
Close burst 2; the burst creates a zone of whirling snow and wind centered on the eisk jaat mystic that lasts until the end of the mystic's next turn. When the mystic moves, the zone moves with it, remaining centered on it. Any enemy that ends its turn within the zone takes 15 cold damage and is slowed until the end of its next turn. The zone's space is heavily obscured.
*Sustain Minor:* The zone persists.

**Winter's Fury** (standard; recharges when *blizzard cloak* ends) ✦ **Cold**
Area burst 1 within 10; +20 vs. Fortitude; 2d8 + 7 cold damage, and the target is immobilized (save ends). If the target is already immobilized, prone, or slowed, it is instead restrained (save ends).

**Icebound Footing**
When an effect pulls, pushes, or slides an eisk jaat, the eisk jaat moves 1 square less than the effect specifies. Also, an eisk jaat can make a saving throw to avoid being knocked prone.

**Alignment** Evil **Languages** Giant
**Str** 17 (+12) **Dex** 14 (+11) **Wis** 24 (+16)
**Con** 22 (+15) **Int** 21 (+14) **Cha** 14 (+11)
**Equipment** robes, rime mace

## Eisk Jaat Ice Mystic Tactics

After opening with *chilling ray*, the mystic moves near several enemies and throws down a *blizzard cloak*. When *blizzard cloak* recharges, the mystic uses it, unleashes *winter's fury*, and starts the tactic all over again. It makes melee attacks only to deal with those bold or disoriented enough to approach within its reach.

## Eisk Jaat Lore

**Arcana DC 20:** Like azers and galeb duhrs, eisk jaats are the descendants of dwarves who were once enslaved by giants and twisted by elemental energy. Unlike their kin, eisk jaats developed cold hearts, vicious attitudes, and unparalleled greed. Many worship the frost titan king Thrym as their callous god.

**Arcana DC 25:** Some eisk jaats threw off the yoke of their frost giant masters and traveled to the cold regions of the world, the Feywild, and the Shadowfell. Time and exposure to other creatures has tempered their wickedness. They exist independently or serve other powers, such as the fey of the Winter Court and the Raven Queen's forces near Letherna.

## Encounter Groups

Eisk jaats often serve frost giants and revere primordials of cold, particularly Thrym. They can accompany other creatures of cold, as well as agents of winter and death.

**Level 16 Encounter (7,000 XP)**
- 1 eisk jaat mauler (level 16 brute)
- 8 eisk jaat warriors (level 15 minion)
- 1 rime hound (level 17 elite skirmisher, *Monster Manual 2* 211)

**Level 21 Encounter (16,000 XP)**
- 1 eisk jaat mystic (level 18 lurker)
- 3 eisk jaat rimebolters (level 15 artillery)
- 3 frost giants (level 17 brute, *Monster Manual 2* 122)
- 1 frost titan (level 20 elite brute, *Monster Manual 2* 123)

JASON A. ENGLE

A wide variety of elementals exist throughout the Plane Below, filling many different roles. Five new kinds are described here.

## Scorchwind Phantom

This mass of steam interspersed with flashes of fire glides across the chaotic landscape.

| **Scorchwind Phantom** | **Level 9 Lurker** |
|---|---|
| Medium elemental magical beast (fire, water) | XP 400 |

**Initiative** +13 **Senses** Perception +7
**HP** 54; **Bloodied** 27
**AC** 23; **Fortitude** 21, **Reflex** 22, **Will** 20
**Immune** disease, poison; **Resist** insubstantial; **Vulnerable** cold (a scorchwind phantom that takes cold damage is slowed and cannot use *disperse* until the end of the attacker's next turn)
**Speed** fly 8 (hover); phasing

⊕ **Scorchwind Lash** (standard; at-will) ✦ **Fire**
Reach 2; +12 vs. Reflex; 2d4 + 5 fire damage, and the target grants combat advantage until the end of the scorchwind phantom's next turn.

↓ **Roiling Surge** (standard; recharge ⁙ ⁝⁝, after the scorchwind phantom uses *disperse*) ✦ **Fire**
The scorchwind phantom flies its speed and can move through enemies' spaces. This movement does not provoke opportunity attacks. The scorchwind phantom makes an attack against any creature whose space it moves into: +12 vs. Reflex; 2d8 + 5 fire damage, and the target grants combat advantage until the end of the scorchwind phantom's next turn.

**Disperse** (standard; at-will) ✦ **Polymorph**
The scorchwind phantom transforms into scalding steam occasionally flashing with motes of fire. Until it resumes its normal form, it cannot attack or be attacked. At the start of its turn, it can resume its normal form in any space within 8 squares of its position when it used *disperse*; until the end of that turn, its attacks make targets blinded instead of causing them to grant combat advantage. A creature that encounters a scorchwind phantom in steam form can recognize it as a creature with a successful DC 24 Perception check.

**Alignment** Unaligned **Languages** Primordial
**Skills** Stealth +14

| | | |
|---|---|---|
| **Str** 10 (+4) | **Dex** 20 (+9) | **Wis** 17 (+7) |
| **Con** 18 (+8) | **Int** 7 (+2) | **Cha** 7 (+2) |

### Scorchwind Phantom Tactics

A scorchwind phantom uses *disperse* to blend into an area in steam form, waiting for victims to stumble into range. It takes its normal form and launches a *roiling surge*, blinding creatures hit by the attack, then uses *scorchwind lash*. If pressed, it uses *disperse* and waits for *roiling surge* to recharge, then repeats the tactic. Anyone who uses cold powers against a scorchwind phantom becomes its preferred target.

## Ashfrost Assassin

An ashfrost assassin's dark body is a shifting slurry of smoldering ash and ice that constantly melts and refreezes. Its malleable form allows it to move in unexpected ways.

| **Ashfrost Assassin** | **Level 12 Skirmisher** |
|---|---|
| Medium elemental magical beast (cold, fire) | XP 700 |

**Initiative** +14 **Senses** Perception +10
**HP** 121; **Bloodied** 60
**AC** 26; **Fortitude** 23, **Reflex** 26, **Will** 24
**Immune** disease, poison; **Resist** 10 cold, 10 fire
**Speed** 7; see also *flowing slurry*

⊕ **Slam** (standard; at-will) ✦ **Cold, Fire**
+15 vs. Fortitude; 1d6 + 3 cold damage plus 1d6 + 3 fire damage, and the target is knocked prone and cannot stand up until the end of the ashfrost assassin's next turn.

↓ **Ashfrost Slide** (standard; at-will)
The ashfrost assassin moves its speed and can make a slam attack at any point during this movement. It doesn't provoke opportunity attacks when moving away from the target.

⇖ **Ashfrost Torrent** (standard; recharge ⁝⁝, or recharges when the ashfrost assassin takes cold or fire damage) ✦ **Cold, Fire**
Close burst 3; +14 vs. Fortitude; 2d6 + 3 cold damage plus 2d6 +3 fire damage, and the target is knocked prone.

**Combat Advantage**
An ashfrost assassin deals 1d8 extra cold damage and 1d8 extra fire damage against any creature granting combat advantage to it instead of knocking that creature prone.

**Mutable Form**
When squeezing, an ashfrost assassin moves at full speed, provokes no opportunity attacks for squeezing, and does not take a -5 penalty to attack rolls for squeezing.

**Flowing Slurry**
An ashfrost assassin can move across liquid and ignores difficult terrain.

**Alignment** Unaligned **Languages** Primordial
**Skills** Stealth +17

| | | |
|---|---|---|
| **Str** 15 (+8) | **Dex** 22 (+12) | **Wis** 19 (+10) |
| **Con** 17 (+9) | **Int** 7 (+4) | **Cha** 8 (+5) |

### Ashfrost Assassin Tactics

An ashfrost assassin hides in an enclosed space, then surprises its prey with *ashfrost torrent*. It maneuvers around the battlefield with *ashfrost slide*, battering foes to the ground with slam attacks all the while. It hammers a prone foe, then knocks it down again, preferably with a recharged *ashfrost torrent*.

## Sunsearer

A mote of solid light that wanders the Elemental Chaos, the sunsearer scorches all it encounters with blazing light and intense flame.

### Sunsearer Tactics

A sunsearer hovers out of melee range, blistering enemies with *blinding ray* and *sunblast*. Most enemies that get into melee range are blinded, giving the sunsearer an opportunity to increase the distance between itself and its foes.

| **Sunsearer** | **Level 15 Artillery** |
|---|---|
| Medium elemental magical beast (fire) | XP 1,200 |

**Initiative** +14 **Senses** Perception +11
**Dazzling Radiance** aura 1; each enemy that starts its turn within the aura is blinded until the start of its next turn.
**HP** 116; **Bloodied** 58
**AC** 27; **Fortitude** 27, **Reflex** 29, **Will** 26
**Immune** blinded, disease, poison; **Resist** 10 fire, 10 radiant
**Speed** 2 (clumsy), fly 8 (hover)

**Sunstrike** (standard; at-will) ✦ **Fire, Radiant**
+20 vs. Reflex; 1d6 + 3 fire damage plus 1d6 +3 radiant damage.

**Blinding Ray** (standard; at-will) ✦ **Fire, Radiant**
Ranged 10; +20 vs. Fortitude; 1d6 + 3 fire damage plus 1d6 +3 radiant damage, and the target is blinded (save ends).

**Sunblast** (standard; recharge ⚅ ⚄ ⚃, or recharges when the sunsearer takes fire or radiant damage) ✦ **Fire, Radiant**
Area burst 2 within 10; +19 vs. Reflex; 1d8 + 5 fire plus 1d8 + 5 radiant damage, and the target takes a -2 penalty to attack rolls and grants combat advantage (save ends both). *Miss:* Half damage.

**Alignment** Unaligned **Languages** Primordial
**Str** 8 (+6) **Dex** 24 (+14) **Wis** 18 (+11)
**Con** 20 (+12) **Int** 6 (+5) **Cha** 7 (+5)

# Diamondstorm Reaper

The vicious diamondstorm reaper combines the strength and sharpness of diamond with the fluidity of wind.

| **Diamondstorm Reaper** | **Level 20 Soldier** |
|---|---|
| Large elemental magical beast (air, earth) | XP 2,800 |

**Initiative** +18 **Senses** Perception +14
**HP** 188; **Bloodied** 94
**AC** 36; **Fortitude** 34, **Reflex** 32, **Will** 30
**Immune** disease, poison
**Speed** 6

**Slam** (standard; at-will)
+27 vs. AC; 3d6 + 8 damage (crit 3d6 + 26), and the target is marked until the end of the diamondstorm reaper's next turn.

**Reaping** (immediate interrupt, when a creature marked by the reaper moves or shifts out of a square adjacent to it, or makes an attack that does not include the reaper; at-will)
The diamondstorm reaper makes a slam attack against the triggering creature. On a hit, the target's movement ends.

**Diamond Shred** (standard; recharge ⚄ ⚃)
The diamondstorm reaper makes two slam attacks. If both attacks hit the same target, that target is also knocked prone and dazed until the end of the diamondstorm reaper's next turn.

**Diamondstorm** (standard; recharges when first bloodied)
The diamondstorm reaper shifts its speed and can move through enemies' spaces. It makes an attack against each creature whose space it enters: +24 vs. Fortitude; 4d8 + 8 damage (crit 4d8 + 32), and the target is marked until the end of the diamondstorm reaper's next turn.

**Keen Winds**
A diamondstorm reaper can score a critical hit on a roll of 19-20.

**Alignment** Unaligned **Languages** Primordial
**Str** 26 (+18) **Dex** 23 (+16) **Wis** 19 (+14)
**Con** 20 (+15) **Int** 6 (+8) **Cha** 9 (+9)

## Diamondstorm Reaper Tactics

A diamondstorm reaper fearlessly moves around the battlefield, counting on its toughness to protect it. It starts with *diamondstorm* to position itself and control the flow of battle, triggering its *reaping* power against adjacent enemies that try to get away. Then it focuses on pinning its enemies in close combat, using *diamond shred* as often as possible to mark two foes or pummel a single target to the ground. When bloodied, it might use *diamondstorm* to reach the enemy that bloodied it.

# Caustic Slayer

Fine salt crystals and other caustic minerals form a gritty, malleable body around flexible bones of shifting rock, creating a towering form of streaming particles and writhing limbs. Although the creature is enormous, its constituent parts are so fine that it moves with unexpected ease.

| **Caustic Slayer** | **Level 24 Elite Lurker** |
|---|---|
| Huge elemental magical beast (earth) | XP 12,100 |

**Initiative** +25 **Senses** Perception +19
**HP** 356; **Bloodied** 173
**AC** 38; **Fortitude** 35, **Reflex** 37, **Will** 36
**Immune** disease, poison; **Resist** 30 acid
**Saving Throws** +2
**Speed** 7 (earth walk), climb 7; see also *malleable form*
**Action Points** 1

**Slam** (standard; at-will) ✦ **Acid**
Reach 3; +27 vs. Fortitude; 1d10 + 7 damage, and ongoing 10 acid damage (save ends). If the target cannot see the caustic slayer, it instead takes 2d10 + 7 damage, and ongoing 15 acid damage (save ends).

**Eyeburn** (standard; at-will) ✦ **Acid**
Ranged 20; +27 vs. Reflex; 2d6 + 7 acid damage, and the target is blinded until the end of the caustic slayer's next turn.

**Slayer's Fury** (standard; at-will)
The caustic slayer makes two basic attacks.

**Caustic Breath** (standard; recharge ⚄ ⚃) ✦ **Acid**
Close blast 5; +26 vs. Fortitude; 2d10 + 7 acid damage, and the target takes ongoing 10 acid damage and is slowed (save ends both).

**Sight-Burning Cloud** (standard; recharge ⚄ ⚃) ✦ **Acid, Zone**
Close burst 2; the burst creates a zone of corrosive grit centered on the caustic slayer that lasts until the end of its next turn. When the slayer moves, the zone moves with it, remaining centered on it. Any creature that ends its turn within the zone takes 20 acid damage and is blinded until the end of its next turn. The zone's area is heavily obscured for all creatures except the caustic slayer, which treats it as lightly obscured. *Sustain Minor:* The zone persists.

**Malleable Form**
A caustic slayer can squeeze through spaces as though it were a Large creature.

**Alignment** Unaligned **Languages** Primordial
**Skills** Stealth +26
**Str** 23 (+18) **Dex** 28 (+21) **Wis** 25 (+19)
**Con** 23 (+18) **Int** 8 (+11) **Cha** 8 (+11)

## Caustic Slayer Tactics

A caustic slayer hides in a crevice or another area seemingly too small to contain it. When creatures approach, it erupts from hiding, moves in close, and unleashes *caustic breath*. It follows up by spending an action point to use *sight-burning cloud*. Thereafter, it sustains *sight-burning cloud* and pounds on blinded foes. It uses *eyeburn* only against enemies that hang back and make ranged or area attacks.

# Primordial Blot

The primordial blot embodies the forces of creation. It is all elements in one, as if the Elemental Chaos were bound to a finite size and imbued with dim sentience. A primordial blot roams the Elemental Chaos or sometimes other planes. Wherever it finds order and life, it strives to reduces that order and life back to the fundamental chaos from which it arose.

### The Mythic Blot

The primordial blot has captured the attention of some scholars of the Elemental Chaos. Characters who conduct additional research in libraries of the Plane Below can learn the following information about the primordial blot with a DC 30 Arcana check.

The creatures are so rare that their nature is a mystery. Sages are still trying to determine how they form, what they do, and whether they have any purpose. One theory holds that primordial blots are stillborn worlds—blobs of matter quickened with the genesis of new planes of existence that failed for some reason. Thus, they are fonts of inconceivably vast power. This theory implies that there are no new primordial blots, since they all formed early in the history of the cosmos. Those who believe in this idea also wonder if a primordial blot could be somehow induced to complete its transformative process and create a new world.

Other scholars espouse a more prosaic origin for the blot. They hold that the creatures arise under the proper confluence of elemental energy. Such an event is rare even in the Elemental Chaos. Like other, less exotic elementals, primordial blots are somewhat intelligent but driven by instinct to survive and reproduce. They might be able to create more of their kind by reducing large swaths of matter into its raw, primitive form.

One theory claims that primordial blots originated during the Dawn War. Certain writings speak of four primordials who fused their bodies into one so as to better fight their divine foes, forming a composite being of vast power. This entity was unstable, and the attacks of the gods reduced it into multiple blobs of pure elemental chaos that live on. They still seek the same goal as the primordials from which they came: to tear apart the works of their great enemies.

**Primordial Blot** **Level 26 Solo Artillery**
Large elemental magical beast (air, cold, earth, fire) XP 45,000

**Initiative** +22 **Senses** Perception +20
**HP** 968; **Bloodied** 484; see also *primordial surge*
**AC** 39; **Fortitude** 38, **Reflex** 39, **Will** 37
**Immune** disease, petrification, polymorph, poison; **Resist** 25 variable (5/encounter)
**Saving Throws** +5
**Speed** fly 10 (hover)
**Action Points** 2

**Acid Gout** (standard; at-will) ✦ **Acid**
Ranged 15; +31 vs. Reflex; 1d8 + 9 acid damage, and ongoing 15 acid damage (save ends).

**Crushing Earth** (standard; at-will)
Ranged 10; +33 vs. AC; 3d6 + 9 damage, and the target is slowed (save ends).

**Ice Slick** (standard; at-will) ✦ **Cold**
Ranged 10; +31 vs. Reflex; 3d8 + 9 cold damage, and the target is knocked prone.

**Light Beam** (standard; at-will) ✦ **Radiant**
Ranged 20; +31 vs. Reflex; 2d8 + 9 damage, and the target is blinded (save ends).

**Thunderous Grip** (standard; at-will) ✦ **Thunder**
Ranged 10; +31 vs. Fortitude; 2d8 + 9 thunder damage, and the target is immobilized (save ends).

**Elemental Barrage** (standard; at-will)
The primordial blot makes four different ranged basic attacks. Using *elemental barrage* does not provoke opportunity attacks.

**Elemental Opportunity** (immediate reaction, when an enemy provokes an opportunity attack; at-will)
The primordial blot makes a ranged basic attack against the triggering enemy. Using *elemental opportunity* does not provoke opportunity attacks.

**Elemental Snap** (free 2/round, when an enemy moves adjacent to the primordial blot or hits it with an attack; only while bloodied; at-will)
The primordial blot makes a ranged basic attack against the triggering enemy. Using *elemental snap* does not provoke opportunity attacks.

**Primordial Terror** (minor 1/round; at-will) ✦ **Fear**
Close burst 3; +31 vs. Will; the primordial blot pushes the target 3 squares.

**Skyfire Eruption** (standard; recharge ⚅) ✦ **Fire, Lightning**
Area burst 3 within 10 or close burst 2; +31 vs. Reflex; 5d10 + 9 lightning damage, and ongoing 10 fire damage (save ends).

**Primordial Surge** (when first bloodied and again when reduced to 0 hit points)
*Skyfire eruption* recharges, and the primordial blot uses it and makes each of its ranged basic attacks once. Using *primordial surge* does not provoke opportunity attacks.

**Alignment** Unaligned **Languages** Primordial
**Str** 10 (+13) **Dex** 29 (+22) **Wis** 24 (+20)
**Con** 26 (+21) **Int** 7 (+11) **Cha** 20 (+18)

## Primordial Blot Tactics

Primordial blots are only minimally aware, but they are sensitive to elemental variances. Thus, they choose attacks that exploit their targets' elemental resistances or vulnerabilities. A primordial blot uses *skyfire eruption* against packed groups, *thunderous grip* or *ice slick* against opponents who try to engage in melee combat, *light beam* against ranged attackers,

and *crushing earth* and *acid gout* against the greatest threats. *Primordial terror* and *elemental snap* keep enemies at bay.

## Elemental Lore

**Arcana DC 20:** Although the elements of fire, earth, air, and water are the most common, other fundamental building blocks exist, such as mud, crystal, metal, steam, and light. Elementals composed of these substances are more common in the Plane Below than elsewhere.

**Arcana DC 26:** The powerful primordial blot combines all the known elements and is said to be a piece of the Elemental Chaos given form and sentience. Some sages claim that a single primordial blot has the potential to birth worlds.

## Encounter Groups

In the Elemental Chaos, elementals often travel in packs like predatory beasts. They most frequently share elemental types or environments, but sometimes they have little in common.

**Level 21 Encounter (XP 19,625)**
- 2 diamondstorm reapers (level 20 soldier)
- 1 earthwind ravager (level 23 controller, *MM* 104)
- 7 shardstorm vortex whirlwinds (level 23 minion skirmisher, *Monster Manual 2* 101)

### Life, But Not As We Know It

In most instances, a clear delineation exists between monsters and hazards. The Elemental Chaos, however, makes such differences less obvious. In that strange realm, life can include ambulatory masses of stone, fire, water, and even light, while the very landscape might possess rudimentary sentience.

Elementals usually occupy the role of wild beasts in the Plane Below. Some behave instinctively, and others are intelligent enough to serve masters, but they're still recognizable as creatures. If you'd like to give your characters a new and different experience without having to come up with a lot of new mechanics, consider treating some elementals as environmental hazards instead. If the characters are moving through a volcanic field, perhaps a pool of magma reaches out and tries to burn them; when they are scaling a cliff, the rock face might lash out with "fists" of stone; maybe an island on which they land tries to drown them with battering waves and pitching earth.

You can model environmental effects after the powers of existing elementals, adjusting your descriptions accordingly, instead of creating brand-new hazards. Your players might not realize (unless you tell them afterward) that their desperate escape from dangerous terrain was really an encounter with a handful of "ordinary" elementals.

FRANZ VOHWINKEL

Constrained by order at every turn, slaads seek to spread chaos and disrupt all that is logical, sensible, and chained to universal rules of cause and effect. They hope to scar reality itself enough to create a hole into the wider multiverse their maddened leaders believe exists.

## Chaos Phage Swarm

These mindless clumps of oversized slaad embryos are set loose into the Elemental Chaos to spread havoc and produce more of their kind. A chaos phage swarm attacks recklessly, since in death it infects even more potential hosts.

**Chaos Phage Swarm** **Level 12 Brute**
Medium elemental beast (swarm) XP 700

**Initiative** +10 **Senses** Perception +9, blindsight 10
**Swarm Attack (Disease)** aura 1; each enemy that starts its turn within the aura takes 7 damage and is exposed to chaos phage (see below).
**HP** 151; **Bloodied** 75; see also *death burst*
**AC** 24; **Fortitude** 26, **Reflex** 24, **Will** 23
**Resist** half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks
**Immune** chaos phage
**Speed** fly 6 (hover)

**A Thousand Tiny Bites** (standard; at-will) ✦ **Disease**
+13 vs. Fortitude; 2d10 + 5 damage, and the target is exposed to chaos phage (see below).

**Swarm Swell** (standard; recharge ⚄ ⚅) ✦ **Disease**
Reach 2; +13 vs. Fortitude; 2d10 + 5 damage, ongoing 10 damage (save ends), and the target is exposed to chaos phage.

**Death Burst** (when reduced to 0 hit points) ✦ **Disease**
The chaos phage swarm explodes in a burst of diseased matter: Close burst 2; +13 vs. Reflex; ongoing 10 damage (save ends), and the target is exposed to chaos phage.

**Alignment** Chaotic evil **Languages** –
**Str** 20 (+11) **Dex** 18 (+10) **Wis** 16 (+9)
**Con** 21 (+11) **Int** 1 (+1) **Cha** 3 (+2)

### Chaos Phage Swarm Tactics

A swarm charges the closest nonslaad living creature, using *swarm swell* to gain a little extra reach if necessary. It fights to the death, eager to spread infection with its *death burst*.

## Green Slaad Madjack

Green slaads whose mad visions extend beyond their own fevered minds, madjacks sow insanity among their foes.

**Green Slaad Madjack** **Level 13 Elite Controller**
Large elemental humanoid XP 1,600

**Initiative** +8 **Senses** Perception +16; low-light vision
**HP** 268; **Bloodied** 134
**AC** 27; **Fortitude** 26, **Reflex** 23, **Will** 25
**Immune** chaos phage
**Saving Throws** +2
**Speed** 6, teleport 4
**Action Points** 1

**Claw** (standard; at-will) ✦ **Disease**
Reach 2; +18 vs. AC; 2d8 + 5 damage, and the target is exposed to chaos phage (see below).

**Maddening Croak** (standard; recharges when first bloodied and again when the green slaad madjack spends an action point) ✦ **Psychic**
Close blast 5; +16 vs. Will; 2d12 + 5 psychic damage, and the madjack slides the target 3 squares and knocks it prone. Until the end of the target's next turn, the target must take a standard action to stand up.

**Maddening Visions** (minor 1/round; at-will) ✦ **Charm**
Close burst 2; targets one enemy in burst; +16 vs. Will; the target must make a melee at-will attack as a free action against one of its allies within its reach. The green slaad madjack chooses the attack and the target ally.

**Mind Spasm** (immediate reaction, when an enemy moves adjacent to the green slaad madjack; at-will) ✦ **Psychic**
Close burst 1; +13 vs. Will; 2d6 + 5 psychic damage. If the attack hits the triggering enemy, it is also dazed (save ends).

**Alignment** Chaotic evil **Languages** Common, Primordial
**Skills** Athletics +15, Stealth +13
**Str** 19 (+10) **Dex** 14 (+8) **Wis** 21 (+11)
**Con** 22 (+12) **Int** 16 (+9) **Cha** 14 (+8)

### Green Slaad Madjack Tactics

A green slaad madjack prefers to stay close to disrupt its foes with *maddening visions*, typically starting an attack by charging. It then uses an action point to let loose its *maddening croak*, further sowing chaos among its foes and recharging that power. Once bloodied, the madjack teleports away from melee when possible to get the most use of its *mind spasm* and *maddening visions* powers.

## Blue Slaad Digester

These variant blue slaads try to consume reality in search of the true nature of the wider multiverse. They have a filthy habit of predigesting prey with acidic saliva while holding it with their sticky skin.

### Blue Slaad Digester Tactics

The blue slaad digester grabs several foes at once if possible, using *acidic spew* against its pinned victims. It trips up any who escape with its *caustic tongue*, then tries to grab them again.

**Chaos Phage** Level 16 Disease **Endurance** improve DC 25, maintain DC 20, worsen DC 19 or lower

The target is cured. ◀ **Initial Effect:** A slaad embryo is implanted in the target. ◀▶ The target takes a –2 penalty to Will. While bloodied, the target succumbs to madness and attacks the nearest creature. ▶ **Final State:** The target dies, and a slaad tadpole burrows out of its skull.

| Blue Slaad Digester | Level 14 Elite Soldier |
|---|---|
| Large elemental humanoid | XP 2,000 |

**Initiative** +14 **Senses** Perception +13; low-light vision
**HP** 332; **Bloodied** 166
**AC** 28; **Fortitude** 27, **Reflex** 26, **Will** 26
**Immune** chaos phage
**Saving Throws** +2
**Speed** 6, teleport 4
**Action Points** 1

**Grasping Claw** (standard; at-will) ✦ **Disease**
Reach 2; +19 vs. AC; 1d8 + 9 damage, and the target is grabbed and exposed to chaos phage (see page 142). The blue slaad digester can grab up to two Medium or smaller creatures at once.

**Acidic Spew** (minor; at-will) ✦ **Acid**
One creature grabbed by the blue slaad digester gains ongoing 10 acid damage (save ends).

**Caustic Tongue** (opportunity, when a creature grabbed by the blue slaad digester escapes the grab; at-will) ✦ **Acid**
Reach 2; targets the triggering creature; +17 vs. Fortitude; the target is knocked prone and takes ongoing 10 acid damage (save ends).

**Covetous Claws** (standard; at-will)
The blue slaad digester makes two grasping claw attacks.

**Digestive Spray** (minor; recharge ⚅) ✦ **Acid**
Close blast 5; +15 vs. Fortitude; 1d8 + 6 damage, and ongoing 10 acid damage (save ends).

**Alignment** Chaotic evil **Languages** Common, Primordial
**Str** 23 (+13) **Dex** 20 (+12) **Wis** 13 (+8)
**Con** 16 (+10) **Int** 4 (+4) **Cha** 20 (+12)

# Gray Slaad Havoc

These variant gray slaads love to sow confusion in combat by misdirecting enemies' attacks and scattering friend and foe alike across the battlefield.

| Gray Slaad Havoc | Level 15 Artillery (Leader) |
|---|---|
| Medium elemental humanoid | XP 1,200 |

**Initiative** +10 **Senses** Perception +11; low-light vision
**HP** 116; **Bloodied** 58
**AC** 27; **Fortitude** 27, **Reflex** 28, **Will** 26
**Immune** chaos phage
**Speed** 6, teleport 6

**Havoc Claw** (standard; at-will) ✦ **Disease**
+22 vs. AC; 1d8 + 6 damage, the gray slaad havoc slides the target 2 squares, and the target is exposed to chaos phage (see page 142).

**Havoc Bolt** (standard; at-will)
Ranged 20; +20 vs. Reflex; 2d8 + 6 damage, and the gray slaad havoc slides the target 3 squares. If the attack scores a critical hit, the gray slaad havoc can repeat it once as a free action.

**Fog of Chaos** (immediate interrupt, when hit by a ranged attack; recharge ⚁ ⚄ ⚅)
Close burst 20; targets the triggering attacker; +20 vs. Will; the triggering attack instead targets one of the target's allies of the target's choice.

**Reality Shift** (move; at-will) ✦ **Teleportation**
Close burst 10; targets one creature in burst; +20 vs. Will (no attack roll required against an ally); the gray slaad havoc teleports the target to any space within the burst.

**Alignment** Chaotic evil **Languages** Common, Primordial
**Skills** Athletics +14, Stealth +15
**Str** 14 (+9) **Dex** 17 (+10) **Wis** 19 (+11)
**Con** 20 (+12) **Int** 23 (+13) **Cha** 16 (+10)

## Gray Slaad Havoc Tactics

The gray slaad havoc peppers foes at a distance with *havoc bolt*, trying to draw a retaliatory ranged attack to trigger its *fog of chaos* power. Most enemies fall for this tactic only once; afterward, the gray slaad havoc reshapes the battlefield to its advantage with *reality shift*.

# Red Slaad Juggernaut

Taking the red slaads' propensity for violence to extremes, the immense juggernaut is an unstoppable engine of destruction.

| Red Slaad Juggernaut | Level 15 Elite Soldier |
|---|---|
| Huge elemental humanoid | XP 2,400 |

**Initiative** +12 **Senses** Perception +12; low-light vision
**HP** 296; **Bloodied** 148
**AC** 32; **Fortitude** 30, **Reflex** 25, **Will** 29
**Immune** chaos phage
**Saving Throws** +2
**Speed** 8, teleport 4
**Action Points** 1

**Brutal Claw** (standard; at-will) ✦ **Disease**
Reach 3; +21 vs. AC; 2d8 + 6 damage, and the target is knocked prone and exposed to chaos phage (see page 142).

**Rend the Fallen** (minor action; at-will)
Reach 3; targets a prone creature; +21 vs. AC; 2d8 +6 damage.

**Claw Apocalypse** (standard; at-will) ✦ **Disease**
Close burst 2; +19 vs. AC; 2d8 + 6 damage, and the target is knocked prone and exposed to chaos phage.

**Juggernaut's Punishment** (opportunity, when a creature within 2 squares of the red slaad juggernaut moves or stands up; at-will)
The red slaad juggernaut makes a melee basic attack against the triggering creature.

**Alignment** Chaotic evil **Languages** Common, Primordial
**Skills** Athletics +18, Stealth +15
**Str** 22 (+13) **Dex** 16 (+10) **Wis** 20 (+12)
**Con** 20 (+12) **Int** 10 (+7) **Cha** 11 (+7)

## Red Slaad Juggernaut Tactics

A red slaad juggernaut teleports or charges into the largest concentration of enemies, then slashes at them all with *claw apocalypse*. It follows up with *rend the fallen* against any targets knocked prone by that attack, then uses an action point for another *claw apocalypse*. The slaad gleefully takes advantage of its *juggernaut's punishment* against any foe attempting to escape.

# White Slaad (Chronos Slaad)

These rare slaads have an uncanny and disturbing insight into time, with which they pull replicas of themselves from the past and future.

| White Slaad | Level 16 Elite Lurker |
|---|---|
| Medium elemental humanoid | XP 2,800 |

**Initiative** +16 **Senses** Perception +14; low-light vision
**HP** 248; **Bloodied** 124
**AC** 29; **Fortitude** 29, **Reflex** 27, **Will** 26
**Immune** chaos phage
**Saving Throws** +2
**Speed** 6, teleport 4
**Action Points** 1

**Probability Claw** (standard; at-will) ✦ **Disease**
+21 vs. AC; 1d6 + 5 damage, and the target is dazed until the end of the white slaad's next turn and is exposed to chaos phage (page 142).

**Temporal Split** (standard; recharges when first bloodied or when the white slaad spends an action point)
The white slaad splinters into six white slaad temporal replicas, each appearing in an unoccupied space within 5 squares of the white slaad's previous space. The white slaad disappears, and it cannot attack or be attacked until it reappears. The temporal replicas thereafter act on the white slaad's initiative count. When the last temporal replica has been reduced to 0 hit points, the white slaad reappears within 5 squares of the space occupied by that replica and can act normally on its next initiative count. See also *advantage of time*.

**Advantage of Time**
Whenever a white slaad reappears after its temporal replicas have been reduced to 0 hit points, all enemies it can see grant it combat advantage until the end of its next turn.

**Combat Advantage**
A white slaad deals 1d6 extra damage against any creature granting combat advantage to it. In addition, that creature is dazed (save ends) instead of dazed until the end of the slaad's next turn.

**Alignment** Chaotic evil **Languages** Common, Primordial
**Skills** Athletics +18, Stealth +17
**Str** 20 (+13) **Dex** 19 (+12) **Wis** 13 (+9)
**Con** 22 (+14) **Int** 7 (+6) **Cha** 14 (+10)

| White Slaad Temporal Replica | Level 16 Minion Lurker |
|---|---|
| Medium elemental humanoid | XP 0 |

**Initiative** +16 **Senses** Perception +14; low-light vision
**HP** 1; a missed attack never damages a minion.
**AC** 29; **Fortitude** 29, **Reflex** 27, **Will** 26
**Speed** 6, teleport 4

**Probability Claw** (standard; at-will)
+21 vs. AC; 8 damage, and the target is dazed until the beginning of the white slaad temporal replica's next turn.

**Combat Advantage**
A white slaad temporal replica deals 2 extra damage against any creature granting combat advantage to it.

**Alignment** Chaotic evil **Languages** Common, Primordial
**Str** 20 (+13) **Dex** 19 (+12) **Wis** 13 (+9)
**Con** 22 (+14) **Int** 7 (+6) **Cha** 14 (+10)

## White Slaad Tactics

A white slaad charges into combat and attempts to daze an enemy, exploiting combat advantage to focus on that target. If it is hard-pressed, the white slaad spends an action point to use *temporal split*, populating the battlefield with replicas of itself as well as recharging that power.

# Black Slaad Entropic

Black slaads embody entropic energies similar to those that Ygorl (page 156) wields. Those the Lord of Entropy selects as personal troops are changed by his touch, becoming black slaad entropics.

| Black Slaad Entropic | Level 26 Minion Brute |
|---|---|
| Large elemental humanoid | XP 2,250 |

**Initiative** +21 **Senses** Perception +15; low-light vision
**HP** 1; a missed attack never damages a minion; see also *entropic void*.
**AC** 38; **Fortitude** 39, **Reflex** 38, **Will** 37
**Immune** disease
**Speed** 6, teleport 3

**Claws** (standard; at-will)
Reach 2; +29 vs. AC; 12 damage, and until the start of the black slaad entropic's next turn, the target takes 5 extra damage whenever the target is hit by an attack.

**Ray of Entropy** (standard; at-will)
Ranged 20; +27 vs. Reflex; 10 damage, and ongoing 7 damage (save ends).

**Entropic Void** (when reduced to 0 hit points)
Close burst 2; +27 vs. Fortitude; 10 damage, the target is pulled 1 square, and the black slaad entropic becomes an entropic void (see below).

**Alignment** Chaotic evil **Languages** Common, Primordial
**Skills** Stealth +26
**Str** 29 (+22) **Dex** 26 (+21) **Wis** 15 (+15)
**Con** 25 (+20) **Int** 12 (+14) **Cha** 25 (+20)

| Entropic Void | Level 26 Minion Soldier |
|---|---|
| Large elemental beast, slaad (blind) | XP – |

**Initiative** +24 **Senses** Perception +10; blindsight 10
**Tug of the Void** aura 2; each enemy that starts its turn within the aura slides 2 squares to a square within the aura and is slowed until the start of its next turn.
**HP** 1; a missed attack never damages a minion; see also *entropic locus*.
**AC** 42; **Fortitude** 38, **Reflex** 39, **Will** 37
**Immune** disease, gaze
**Speed** fly 6 (hover)

**Engulf** (standard; at-will)
+30 vs. Fortitude; the target is pulled into the entropic void's space and grabbed. The target is weakened until the grab ends. *Sustain Standard:* The entropic void sustains the grab, and the target takes 15 damage.

**Entropic Locus** (when reduced to 0 hit points) ✦ **Zone**
Close burst 2; the burst creates a zone of black void that lasts until the end of the encounter. The zone blocks line of sight. Any creature that enters or starts its turn in the zone takes 10 damage.

**Alignment** Unaligned **Languages** Common, Primordial
**Str** 26 (+21) **Dex** 29 (+22) **Wis** 4 (+10)
**Con** 20 (+18) **Int** 4 (+10) **Cha** 25 (+20)

## Black Slaad Entropic Tactics

A black slaad entropic hurls itself against enemies without hesitation. It uses ranged attacks only against foes it cannot otherwise reach. When forced into entropic void form, it focuses its attacks on a single target.

## Slaad Lore

**Arcana DC 16:** Slaads sometimes set loose their enlarged embryos into the Elemental Chaos in the form of chaos phage swarms. Dozens of these swarms are a pestilence that spreads faster and farther than ordinary diseases, breeding even more slaads in its wake.

**Arcana DC 18:** Blue slaad digesters are variant blue slaads with a slightly different philosophy on spreading chaos—they believe that if they can eat enough of reality, the true nature of the wider multiverse will finally show through.

**Arcana DC 22:** Gray slaad havocs can induce planar instability by firing too many *havoc bolts* in a short period. Stories claim that a few who managed to trigger a cascade of *havoc bolts* briefly opened unintentional portals to the world or to an echo plane in the midst of a fight.

When red slaads feast overlong on the elemental instability, they throw off the husk of their former flesh and swell in size to become juggernauts.

Black slaad entropics are Ygorl's close followers, void slaads rendered nearly immortal in the Lord of Entropy's presence. If a black slaad entropic is destroyed, it becomes a drifting miasma of entropy; if that entropic void is destroyed, it creates a lingering pocket of nothingness. If such a void remains after a battle along with Ygorl, a slaad arises from it—often a black slaad entropic.

**Arcana DC 24:** White slaads, also known as chronos slaads, have learned that time itself is an illusion that can sometimes be pierced, if ever so briefly. White slaads can pull replicas of themselves into the present from other moments in time. These temporal replicas are not as powerful as the original, but each seeks to accomplish its goals.

**Arcana DC 26:** A white slaad can create only a limited number of temporal replicas, though slaads believe that one of their elder slaad lords has the ability to pull hundreds of replicas into the present. Called Norsar the Many, this translucent-skinned slaad is its own army.

## Encounter Groups

Slaads usually fight alongside other slaads, because their motives are inscrutable to most other kinds of creatures.

**Level 13 Encounter (XP 4,600)**
- 2 chaos phage swarms (level 12 brute)
- 2 gray slaads (level 13 skirmisher, *MM* 238)
- 1 green slaad madjack (level 13 elite controller)

**Level 16 Encounter (XP 7,600)**
- 2 gray slaad havocs (level 15 artillery)
- 1 red slaad juggernaut (level 15 elite soldier)
- 1 white slaad (level 16 elite lurker)

***(Left to right) blue slaad digester, red slaad juggernaut, green slaad madjack, white slaad***

DAVE ALLSOP

# Masters of the Elements

Some creatures of the Elemental Chaos have become so potent, so dangerous, or so important that their infamy has spread beyond that turbulent plane. This section presents a few such mighty beings.

## Ehkahk

Looming in an obscure region of the Elemental Chaos, a fortress of uneven walls and jagged towers rises from a foundation of black clouds. A passerby might mistake this structure for a bastion of the djinns, but on close examination it seems to be constructed of ash-blackened steel. The clouds are in fact rolling banks of burning, suffocating smoke. This is the Choking Palace (described in more detail on page 72), home of Ehkahk, the Smoldering Duke, and his court.

Ehkahk is a gaunt creature, the height of a human child, with ash-gray skin. Smoke leaks constantly from his eyes and mouth, leaving trails in the air when he moves, and pours from his back, giving the impression of flexing wings. Those who take Ehkahk's small size to mean he is no threat, though, rarely survive to repeat their mistake.

### Ehkahk's Tactics

Ehkahk claims to disdain violence but actually delights in exercising his abilities, particularly against those he deems disrespectful. He uses *venomous vapors* to neutralize as many enemies as possible, then wreaks havoc. The most troublesome foe becomes a target for *consuming smoke*, and he looses the *choking kennel* against enemies that are mobile. He prefers to remain at range and aloft, making use of *ride the smoke* when possible.

### Ehkahk Lore

**Arcana DC 17:** Ehkahk, the Smoldering Duke, is a small but powerful creature of poisonous fumes who rules a court in his fortress, the Choking Palace. Although his domain, called Fume, is not large, and he does not always treat his subjects well, he protects the place mercilessly against attackers. The other powers of the Elemental Chaos seem to acknowledge his rule; he sends regular ambassadors to the Charcoal Palace in the City of Brass and occasionally visits there himself.

**Arcana DC 26:** Nobody is certain of Ehkahk's true nature. Different tales claim that he is an elemental who developed an abnormal degree of intelligence; the offspring of an efreet and a djinn; and even the child or a fragment of a slain primordial.

**Ehkahk** **Level 25 Elite Controller (Leader)**
Small elemental humanoid (air, fire) XP 14,000

**Initiative** +16 **Senses** Perception +22
**Suffocating Fume** aura 2; each living enemy that enters or starts its turn within the aura begins to cough uncontrollably. Until the start of its next turn, it grants combat advantage and cannot spend healing surges.
**HP** 464; **Bloodied** 232
**AC** 39; **Fortitude** 35, **Reflex** 39, **Will** 37
**Immune** disease, fire
**Saving Throws** +2
**Speed** 6, fly 8 (hover); see also *ride the smoke*
**Action Points** 1

⊕ **Ashen Rapier** (standard; at-will) ✦ **Weapon**
+29 vs. Reflex; 2d10 + 10 damage, and Ehkahk slides the target 1 square and can then shift 1 square as a free action.

**Ashen Plume** (standard; at-will) ✦ **Fire, Poison**
Ranged 15; targets one or two creatures; +29 vs. Fortitude; 1d10 + 10 fire and poison damage, and the target is blinded (save ends).

**Choking Kennel** (minor; recharges when first bloodied)
Four smoke hounds (see below) appear, each in an unoccupied space within 15 squares of Ehkahk. The smoke hounds take their turns immediately after Ehkahk's initiative count. They remain until they are killed, until Ehkahk uses a free action to dismiss them, or until the end of the encounter. Characters do not gain experience points for killing smoke hounds summoned by this power.

**Consuming Smoke** (standard; recharge ⚄ ⚄ ⚅) ✦ **Fire, Poison, Teleportation**
Ranged 15; +31 vs. Fortitude; 1d10 + 10 fire damage, and the target disappears until the start of Ehkahk's next turn. The target reappears prone in a space of Ehkahk's choice within 15 squares of him that does not include hindering terrain, and Ehkahk makes a secondary attack that is a close burst 1 centered on the target. *Secondary Attack:* +28 vs. Fortitude; 3d10 + 10 poison damage. The area within the burst is heavily obscured by thick smoke until the start of Ehkahk's next turn.

**Ride the Smoke** (move; recharge ⚄ ⚅) ✦ **Teleportation, Zone**
Area burst 4 within 20; the burst creates a zone of thick smoke that lasts until the end of Ehkahk's next turn. Ehkahk and each adjacent ally of his choice teleport to spaces of his choice within the zone. The zone's area is heavily obscured to enemies.

**Venomous Vapors** (standard; encounter) ✦ **Fire, Poison**
Three area bursts 1 within 15 that do not overlap; +28 vs. Reflex; 4d8 + 10 fire and poison damage, and the target is blinded (save ends). *Miss:* Half damage, and the target is blinded until the end of Ehkahk's next turn.

**Alignment** Unaligned **Languages** Common, Giant, Primordial
**Skills** Arcana +26, Bluff +25, Diplomacy +25, Insight +22
**Str** 13 (+13) **Dex** 19 (+16) **Wis** 21 (+17)
**Con** 24 (+19) **Int** 28 (+21) **Cha** 26 (+20)
**Equipment** ashen rapier

Ehkahk's duchy is home to all manner of creatures, from near-mindless elementals to rogue efreets and djinn, and even a sizable population of natural beings. Any who lack a home are welcome in

Ehkahk's domain—as long as they're willing to swear lifelong fealty to him.

**Arcana DC 31:** Ehkahk seems to have no fear of death. He has more than once returned to his court after being "slain" in the sight of witnesses. Perhaps the Smoldering Duke is truly unkillable, or maybe multiple different individuals have taken on his title.

## Smoke Hound

These creatures of living smoke aren't truly hounds, but their behavior and general shape are close enough to what canines display that the name has stuck. When they are not serving a master or trainer, smoke hounds run in packs through the Elemental Chaos.

| **Smoke Hound** | **Level 23 Minion Soldier** |
|---|---|
| Medium elemental beast (air, fire) | XP 1,275 |
| **Initiative** +21 | **Senses** Perception +20; low-light vision |
| **HP** 1; a missed attack never damages a minion. | |
| **AC** 37; **Fortitude** 35, **Reflex** 37, **Will** 33 | |
| **Immune** poison; **Resist** 30 fire | |
| **Speed** 8 | |
| ⨁ **Unyielding Bite** (standard; at-will) ✦ **Fire, Poison** | |
| +26 vs. Reflex; 9 fire and poison damage, and the target is grabbed. The smoke hound cannot make *unyielding bite* attacks while it has a creature grabbed. *Sustain Minor:* The smoke hound sustains the grab, and the target takes 13 fire damage. | |
| ⨽ **Tongue of Smoke** (standard; at-will) | |
| Targets a creature grabbed by the smoke hound; +26 vs. Fortitude; the smoke hound moves half its speed and moves the target with it. | |
| **Unshakable Grasp** | |
| A creature grabbed by a smoke hound grants combat advantage until the grab ends. | |
| **Alignment** Unaligned | **Languages** understands Primordial |
| **Str** 22 (+17) | **Dex** 26 (+19) **Wis** 18 (+15) |
| **Con** 21 (+16) | **Int** 5 (+8) **Cha** 11 (+11) |

### Smoke Hound Tactics

Smoke hounds use pack tactics when possible. When they are working alongside other creatures, they grab and hold foes to make them easier targets.

### Smoke Hound Lore

**Arcana DC 24:** Smoke hounds are predators of the Elemental Chaos. Although they are dangerous attackers, their semisolid nature makes them fragile in combat. They do not speak, but they understand Primordial and often fight alongside more intelligent masters. Ehkahk, the Smoldering Duke, keeps a large kennel of them.

## Encounter Groups

Ehkahk travels with a retinue of guards or members of his court—not necessarily for protection, but because to do otherwise would belittle his status.

**Level 25 Encounter (XP 37,250)**

- 1 djinn stormsword (level 24 soldier, *Monster Manual 2* 72)
- 1 djinn cloudstalker (level 24 lurker, page 151)
- 1 efreet flamestrider (level 23 skirmisher, *MM* 99)
- 1 storm giant (level 24 controller, *MM* 124)
- Ehkahk (level 25 elite controller)

### Ehkahk Through the Years

Like many other creatures and entities in the 4th Edition D&D game, the Smoldering Duke has a history that reaches back into the early years of the game. Yet the long-lived Ehkahk has had little impact on D&D's long-running stories, plots, and adventures.

Ehkahk initially appeared in the 1st Edition version of *Manual of the Planes* as a name dropped into a single paragraph. Ehkahk's name resurfaced in the *Planescape Campaign Setting*, but little more was said about him. The details presented here flesh out the Smoldering Duke as a major entity for the first time.

DAVE ALLSOP

# LIRICOSA

GITHZERAI HOLD UP THIS REVERED, even legendary hermit as a shining example of what mortals can become. Liricosa is the one living member of the race to have achieved true enlightenment. His wisdom and insight are rivaled only by his physical perfection.

Monks, philosophers, and those of all races who desire enlightenment (but particularly githzerai) seek Liricosa as a mentor. He does take disciples and shares his wisdom with the lucky few who reach him. However, locating him is no easy task. He seeks to experience many places throughout the planes in order to keep expanding his mind. He might be found on a secluded mountaintop in the world one year, and might establish residence in a crumbling keep in the Elemental Chaos the next.

Liricosa is in prime condition and has achieved such mastery over his body that he can withstand any environmental condition. However, he has acquired various eccentricities. He does not protect himself against the environment, which he no longer notices in his enlightenment. His speech is slow, contemplative, and slightly distracted. Every night, he tears a page from a different book, dampens it, and plasters it to his face before falling asleep.

Liricosa seems emotionless and evinces little concern for events around himself. Even news of calamities never shakes him; he simply nods and thanks his informant. He presumably enjoys passing on his wisdom to others, but his actions appear lifeless and automatic.

## LIRICOSA'S TACTICS

Liricosa shuns combat unless battle is absolutely necessary. When forced to fight, he continually adjusts the tactical situation to his best advantage. He uses *inevitable consequences* to punish enemies that attack him and disrupts his foes with *reorder reality* whenever convenient—targeting as many foes as possible with *awe of truth*. He targets leaders first, then strikers, then controllers, preferring teleportation and stunning attacks to remove defenders so he can concentrate on the true threats. If sorely pressed, he teleports to safety. He reserves *the master's touch* for use against worthy opponents.

**Liricosa** **Level 21 Solo Controller**
Medium natural humanoid, githzerai XP 16,000

**Initiative** +17 (37); see also *fundamental awareness*
**Senses** Perception +24 (44); truesight 20; see also *fundamental awareness*
**HP** 704; **Bloodied** 352
**AC** 35; **Fortitude** 33, **Reflex** 33, **Will** 35
**Immune** disease, poison; **Resist** 15 variable (at-will)
**Saving Throws** +5
**Speed** 8, teleport 6
**Action Points** 2

⊕ **Unarmed Strike** (standard; at-will)
+26 vs. AC; 2d8 + 7 damage, and the target is dazed until the end of its next turn.

**Blur of Fists** (standard; at-will)
Liricosa makes two unarmed strike attacks.

**The Master's Touch** (standard; encounter) ✦ **Reliable**
+25 vs. Reflex; 4d10 + 8 damage, and the target takes ongoing damage equal to half its bloodied value (save ends).

**Reorder Reality** (minor; recharge ⚄ ⁞⁞) ✦ **Teleportation**
Ranged 20; targets one to five creatures; +25 vs. Fortitude; Liricosa teleports the targets, swapping their positions as he chooses.

**Awe of Truth** (standard; recharge ⁞⁞) ✦ **Psychic**
Close burst 3; targets enemies; +25 vs. Will; 4d8 + 7 psychic damage, and the target is stunned (save ends). *Miss:* Half damage.

**Inevitable Consequences** (immediate interrupt, when Liricosa is missed by an attack; at-will)
Liricosa teleports 15 squares to a space adjacent to the triggering attacker and makes an unarmed strike attack against it.

**Fundamental Awareness**
Liricosa is always assumed to roll a 20 on any Insight, Perception, or initiative checks.

**Environmental Adaptation**
Liricosa never takes damage from nonmagical environmental effects.

**Alignment** Unaligned **Languages** Supernal
**Skills** Athletics +20, Insight +24 (44); see also *fundamental awareness*

| | | |
|---|---|---|
| **Str** 20 (+15) | **Dex** 24 (+17) | **Wis** 29 (+19) |
| **Con** 24 (+17) | **Int** 24 (+17) | **Cha** 26 (+18) |

## LIRICOSA LORE

**History or Nature DC 14:** Liricosa is the most revered githzerai monk alive. He is a transient hermit whose location is difficult to pin down.

**History or Nature DC 22:** No one knows when Liricosa was born, and stories of his youth have developed a mythic quality. Some say he has spent his life searching for enlightenment; others that he was a thief and murderer who achieved his current state when he confronted a possible future self through a strange rift in reality. Still others claim that Liricosa is not a githzerai at all, but an entity of the Far Realm in mortal guise.

**History or Nature DC 27:** Liricosa's fundamental understanding of the nature of being allows him to change aspects of himself, his environment, and even other people. He understands all languages, and all creatures understand his speech. Some say that Liricosa has access to all the secrets of the universe and can learn the answer to any question if he concentrates. Though he willingly talks to those who seek him, the answers he provides are rarely what the questers thought they wanted.

### Liricosa's Current Whereabouts

Deep in the Elemental Chaos stands a ruined city atop a tumbling earthmote. The city's builders are long gone, and their identity is a mystery. The place's doorways and ceilings suggest that its inhabitants were 8 or 9 feet tall, and several other clues indicate that they were humanoid and had at least four arms. The likely cause of their demise is a portal that periodically activates in the city's bowels.

About once a year, the portal sputters to life. It is linked to the Abyss, but the precise location, level, and layer of the destination vary every year with no discernible pattern.

Six months ago, Liricosa abandoned his traditionally isolated lifestyle when he and his acolytes arrived at this ruined place. They slew the scattered demons that had come through the portal most recently, then set up shop. By now, most githzerai have heard rumors that the legendary Liricosa dwells here. His presence at a known location attracts more followers, and Liricosa seems happy to accept and train them.

Many people have also come to warn Liricosa of an imminent demon attack, but his eyes wander and he seems to lose attention when this topic arises. Some believe that he is just a crazy old hermit and doesn't know what he is getting into—but anyone familiar with Liricosa knows that the truth can't be so simple. They wonder if he plans to shut down the portal or perhaps even build an army to take the fight to the Abyss, though none can say why he would choose to do so now.

Liricosa's current chief disciple, Ertrand, has been leaving his master's side more often than usual. He has been seen in major settlements in the Elemental Chaos: the City of Brass, Zerthadlun, and Threshold, among others. He talks to only a select few individuals in these places, but he always visits the libraries.

## Liricosa's Disciples

Liricosa keeps roughly twenty disciples at any given time. Most are githzerai, but a few are members of other races. They come from different backgrounds and have different goals, but they all revere Liricosa. These individuals remain with him for as long as they like. Some have been with him for decades; others come and go, traveling the planes in attempts to attain enlightenment.

For a typical disciple of Liricosa, use the statistics for a githzerai zerth (*Monster Manual*, page 130).

## Encounter Groups

Liricosa faces opponents alone. His disciples are always willing to fight on his behalf or at his side, but anything that is a serious threat to him would likely slaughter his students, so he sends them away before engaging in combat.

DAVE ALLSOP

# SIRRAJADT, THE VENGEFUL STORM

The once-mighty djinns are few now, their great palaces and sweeping empire lost. Punished by the gods for their part in the Dawn War, many linger imprisoned in mundane objects. Those who remain free are mere shadows of what once they were, seeking to regain their lost power and free their kin so that they might rebuild the great djinn cities of the Elemental Chaos. Some, though, seek not recovery but revenge.

One of the last free members of a shattered noble house, Sirrajadt thirsts to destroy all those he blames for his people's plight: the gods and the mortals who worship them, as well as those who failed to aid the djinns in their time of need. He frees other djinns only to increase the ranks of his followers. He does not believe that restoration of the djinn kingdoms is possible, and he scoffs at the misguided fools who seek it.

The Vengeful Storm is shrewd, cunning, and calculating. He is willing to cooperate with one enemy to bring down another, since he knows that he and his followers are not yet potent enough to complete their tasks on their own. He has cooperated with worshipers of the gods against the efreets; with one efreet house against another; and with either or both sides in various mortal conflicts. Sirrajadt's patience is as vast as his rage.

JULIE DILLON

**Sirrajadt** **Level 27 Elite Lurker (Leader)**
Large elemental humanoid (air) XP 22,000

**Initiative** +27 **Senses** Perception +19; blindsight 15
**HP** 386; **Bloodied** 193
**AC** 41; **Fortitude** 38, **Reflex** 40, **Will** 39; see also *storm form*
**Immune** disease, poison; **Resist** 15 lightning, 15 thunder
**Saving Throws** +2
**Speed** 6, fly 10 (hover); overland flight 15; see also *storm form*
**Action Points** 1

⊕ **Storm Scourge** (standard; at-will) ✦ **Lightning, Thunder**
Reach 2; +29 vs. Reflex; 1d8 + 9 lightning damage plus 1d8 + 9 thunder damage (crit 17 lightning damage plus 17 thunder damage, and ongoing 10 lightning and thunder damage [save ends]).

**Sound and Fury** (standard; at-will)
Sirrajadt makes two melee basic attacks. If each attack hits a different target, both targets are deafened until the end of Sirrajadt's next turn.

**Storm Strike** (standard; usable only in storm form; at-will) ✦ **Lightning, Thunder**
Reach 2; targets two different creatures within reach or within the *storm form*'s zone; +31 vs. Reflex; 3d6 + 9 lightning damage plus 3d6 + 9 thunder damage, and the target is deafened and cannot take opportunity actions until the end of Sirrajadt's next turn. Sirrajadt returns to his humanoid form after the attack. See also *storm form.*

**Storm Surge** (standard; usable only in storm form; encounter) ✦ **Lightning, Thunder**
Reach 2; targets each creature within reach or within the *storm form*'s zone; +30 vs. Fortitude; 2d8 + 9 lightning damage and 2d8 + 9 thunder damage, and the target is deafened (save ends) and knocked prone. *Miss:* Half damage, and the target is deafened until the end of Sirrajadt's next turn. Sirrajadt returns to his humanoid form after the attack. See also *storm form.*

**Cyclone** (minor 1/round; usable only in storm form; at-will)
Close burst 1; +29 vs. Fortitude (no attack roll required against allies); Sirrajadt slides the target 3 squares, and enemies within the burst are knocked prone.

**Storm Form** (standard; at-will) ✦ **Lightning, Polymorph, Thunder, Zone**
Close burst 2; Sirrajadt disperses into a howling storm. The burst creates a stormy zone that lasts until Sirrajadt uses a minor action to end the effect or is forced to return to humanoid form. Any enemy that starts its turn within the zone is slowed until the start of its next turn. Any ally that starts its turn within the zone gains a +2 bonus to attack rolls, and its attacks deal 5 extra lightning and thunder damage.

While in storm form, Sirrajadt cannot be attacked and can use only *cyclone, storm strike,* and *storm surge.* He can fly at half speed as a move action, squeeze as though he were a Tiny creature, and move through enemies' spaces.

When Sirrajadt resumes his humanoid form, he appears in any space within the burst. He must resume his humanoid form after using *storm strike* or *storm surge,* or if the zone is destroyed.

**Alignment** Evil **Languages** Common, Primordial
**Skills** Insight +24, Stealth +28

| | | |
|---|---|---|
| **Str** 24 (+20) | **Dex** 31 (+23) | **Wis** 22 (+19) |
| **Con** 25 (+20) | **Int** 28 (+22) | **Cha** 26 (+21) |

## Sirrajadt's Tactics

Sirrajadt prefers to remain hidden until combat begins, then attacks aggressively. He moves into a good position, invokes *storm form*, uses *cyclone* to disrupt enemies and place his allies in advantageous positions, and then spends an action point to launch *storm surge*.

After this devastating opener, he alternates between lurking in storm form (maneuvering allies with *cyclone*) and using *storm strike*, with occasional lashes of *sound and fury*. When he resumes his humanoid form, Sirrajadt takes a position that allows him to set up his next attacks or avoid retaliation. If he is forced to flee, he does so in storm form.

## Djinn Cloudstalker

These djinn ambushers forgo the direct assaults favored by their kin to practice guerrilla warfare. They consider Sirrajadt, who has mastered cloudstalker techniques to a mystical level, to be the greatest of their kind.

**Djinn Cloudstalker** **Level 24 Lurker**
Large elemental humanoid (air) XP 6,050

**Initiative** +25 **Senses** Perception +16; blindsight 10
**HP** 173; **Bloodied** 86
**AC** 38; **Fortitude** 35, **Reflex** 38, **Will** 36; see also *cloud form*
**Immune** disease, poison; **Resist** 15 lightning, 15 thunder
**Speed** 6, fly 8 (hover); see also *cloud form*

⊕ **Katar** (standard; at-will) ✦ **Weapon**
Reach 2; +29 vs. AC; 2d8 + 9 damage (crit 3d8 + 18).

⸸ **Biting Wind** (standard; usable only in cloud form; at-will) ✦ **Cold**
Reach 2; targets a creature within reach or within the *cloud form* zone; +31 vs. AC; 4d8 + 9 cold damage, and the target is knocked prone. The djinn cloudstalker returns to its humanoid form after the attack. See also *cloud form*.

✧ **Cloud Form** (standard; at-will) ✦ **Polymorph, Zone**
Close burst 1; the djinn cloudstalker disperses into a billowing cloud. The burst creates a cloudy zone until the cloudstalker uses a minor action to end the effect or is forced to resume humanoid form. While in cloud form, the cloudstalker cannot be attacked and can use only *biting wind* and *turbulence*. It can fly at half speed as a move action, squeeze as though it were a Tiny creature, and move through enemy-occupied spaces.

The cloudstalker can resume its normal form as a minor action. When it does so, it appears in any unoccupied space within the burst's area. It must resume its humanoid form after using *biting wind*, or if the zone is destroyed.

✧ **Turbulence** (minor 1/round; usable only in cloud form; at-will)
Close burst 1; targets enemies; +26 vs. Fortitude; the djinn cloudstalker slides the target 2 squares and knocks it prone.

**Alignment** Unaligned **Languages** Primordial
**Skills** Stealth +26
**Str** 22 (+18) **Dex** 28 (+21) **Wis** 18 (+16)
**Con** 23 (+18) **Int** 23 (+18) **Cha** 25 (+19)
**Equipment** 2 katars

## Djinn Cloudstalker Tactics

Like Sirrajadt, a djinn cloudstalker prefers to take foes unaware and uses similar tactics. It assumes cloud form, moves into the midst of enemies, and rearranges the battlefield with *turbulence*. Then the cloudstalker strikes a chosen foe with *biting wind*.

## Sirrajadt Lore

**Arcana DC 26:** Sirrajadt, called the Vengeful Storm, is a djinn who seeks the destruction of all he blames for the fall of his kind. He sometimes cooperates with other creatures if doing so allows him to take down a more potent enemy, such as an efreet house. Sirrajadt has numerous militant followers, including djinn cloudstalkers and elementals.

Sirrajadt travels in a great magical storm, carrying his followers with him. The first sign of his coming is rolling thunder that long precedes any visible thundercloud. By the time the horizon darkens, it is too late. Sirrajadt and his troops strike quickly, without mercy or honor.

**Arcana DC 31:** Long ago, Sirrajadt was only a minor noble of the House of Haytham. At the time, he was rebellious and uncouth, refusing to accept his place and always complaining about his status, until his family sent him away. Sirrajadt suffered through the horrors of the Dawn War without the luxuries of his birthright. When he returned from his wanderings, it was to a palace shattered: The gods had locked away the members of Sirrajadt's house. The djinn then swore an oath of blood vengeance. Aside from rage, shame drives Sirrajadt to prove himself, even though his family might never know of his victories.

## Encounter Groups

Sirrajadt is never encountered alone. He has too many enemies—some of whom are more potent than he—to risk traveling in solitude.

**Level 26 Encounter (XP 47,150)**
- ✦ 1 djinn cloudstalker (level 24 lurker)
- ✦ 1 djinn skylord (level 25 controller, *Monster Manual 2* 73)
- ✦ 2 djinn stormswords (level 24 soldier, *Monster Manual 2* 72)
- ✦ Sirrajadt (level 27 elite lurker)

# SOLKARA, THE CRUSHING WAVE

She is the fury of the tsunami that crashes upon the shore, leaving broken wood and shattered stone in its wake. She is the impossible weight of the bottomless depths, against which no living thing can stand. Solkara, the Crushing Wave, is a primordial lord who waits in cold rage for her vengeance. Like the sea against which mortal races build their fragile bulwarks, Solkara's wrath can be forestalled only for a time.

Solkara is frozen within a divinely built prison at the heart of a glacier as wide as a continent, deep within uncharted regions of the Elemental Chaos. Her dark form is scarcely visible in the ice's frigid heart. For an age so long that mortals have no way of comprehending it, her worshipers have struggled to melt away the imprisoning ice. Now dark emissaries of her will, unseen for millennia, walk the Plane Below and the world once more. If they have risen, can their queen be far behind?

Solkara's monstrous form defies easy description. A scaled tail extends from a body supported by a pair of reptilian legs and made up of two humanoid torsos joined at the shoulders, sprouting three multijointed arms. Rising from these torsos, two sinuous necks connect to a single head resembling that of a ferocious predator of the deep. Water flows constantly over the whole without apparent source. Solkara is living proof that the primordials have no place in the world of the gods, for no sane creator could mold such a creature.

## Solkara's Tactics

Solkara has not devolved into bestial savagery as have other primordials, but she is still a raging force of nature, not a cunning tactician or scheming strategist. Unless her foes are widely spread out, she initiates battle with *incoming tide*, then spends an action point to use *crushing torrent*. She continues to make overwhelming melee attacks, using *incoming tide* as needed to draw foes near. If she is too closely surrounded, she creates distance between herself and her attackers with *crushing wave*.

## Solkara Lore

**Arcana DC 23:** Solkara, the Crushing Wave, is one of the ancient primordials, embodying the fury of the sea and the cold of its darkest depths. She is imprisoned in an enormous glacier somewhere within the Elemental Chaos. One of her cults, led by the mad storm titan priest Mirmakur, occupies the glacier, trying to melt the ice with elemental flame.

**Arcana DC 32:** During the Dawn War, Solkara dominated many seas of the mortal world, putting her most frequently in conflict with the goddess Melora. Eventually, Melora defeated the Crushing Wave with the aid of her exarch Sekolah, Kord in his role as god of storms, and Sehanine, exercising the moon's influence over the tides. They were unable to destroy Solkara, but they stripped her of much of her power and imprisoned her in a continent-sized ice shelf.

**Arcana DC 37:** Several signs suggest that the Crushing Wave might be dangerously close to regaining her freedom. These include the recent reappearance of Xixecal in the mortal world, and an increase in tidal waves and storm surges that seem to have little to do with Melora.

**Solkara** **Level 34 Solo Controller**
Gargantuan elemental magical beast (aquatic, cold, primordial, water) XP 195,000

**Initiative** +26 **Senses** Perception +24; darkvision
**Cumbersome Tide** aura 10; the aura's area is difficult terrain. Each prone creature within the aura must use a standard action to stand up; see also *drowning wave*.
**Drowning Wave** (only while bloodied) aura 10; creatures treat the aura's area as underwater (*DMG* 45).
**HP** 1,148; **Bloodied** 574
**AC** 48; **Fortitude** 48, **Reflex** 45, **Will** 46
**Immune** attacks by creatures of lower than 20th level; **Resist** 20 cold, 20 fire
**Saving Throws** +5; whenever an attack produces an effect on Solkara that a save can end, she makes an immediate saving throw. Solkara makes saving throws at the end of each of her turns as normal.
**Speed** 6, swim 10
**Action Points** 2

⊕ **Crushing Blow** (standard; at-will)
Reach 4; +41 vs. AC; 4d6 + 12 damage, and Solkara knocks the target prone.

⸸ **Battering Tide** (standard; recharge ⚅, and recharges when first bloodied)
Solkara moves her speed and makes one attack against each creature within her reach (4 squares) at any point during the move; +39 vs. Reflex; 3d10 + 12 damage, and Solkara knocks the target prone. *Miss:* Half damage.

⸸ **Crushing Torrent** (standard; at-will)
Solkara makes four crushing blow attacks, each against a different target.

✧ **Crushing Wave** (standard; recharge ⚄ ⚅) ✦ **Cold**
Close blast 10; +39 vs. Reflex; 4d6 + 12 damage, and Solkara pushes the target 8 squares and knocks it prone. In addition, the target is blinded until the end of Solkara's next turn and takes ongoing 10 cold damage (save ends). *Miss:* Half damage, and Solkara pushes the target 2 squares.

✧ **Incoming Tide** (minor; at-will)
Close burst 10; +39 vs. Fortitude; Solkara pulls the target 5 squares.

**Threatening Reach** (only while bloodied)
Solkara can make opportunity attacks against all enemies within her reach (4 squares).

**Alignment** Chaotic evil **Languages** Primordial
**Str** 34 (+29) **Dex** 28 (+26) **Wis** 25 (+24)
**Con** 27 (+25) **Int** 17 (+20) **Cha** 30 (+27)

JAKE MASBRUCH

# Xixecal, the Living Glacier

This towering abomination of shifting, cracking ice is one of Solkara's greatest servants. Xixecal's roughly humanoid shape is surrounded by a permanent blizzard and radiates bone-numbing, soul-chilling cold.

## Xixecal's Tactics

The Living Glacier believes only in overwhelming force. It stalks into battle, weakening foes with its aura and battering them into submission. It uses *breath of winter* as often as possible, freezing enemies in ice before pounding them with glacial smashes.

## Xixecal Lore

**Arcana DC 19:** Xixecal, the Living Glacier, is an enormous being of elemental ice that was created during the last days of the Dawn War.

**Arcana DC 28:** After Solkara was imprisoned, the primordial Iktha-Lau created a soldier of living ice from the glacier that entombed the Crushing Wave. Perhaps the Ever Empty believed that his creation, having a portion of Solkara's power, would serve him. Instead, Xixecal was born with unshakable loyalty toward Solkara alone. For the duration of the Dawn War and millennia thereafter, it stalked the Elemental Chaos and the natural world, claiming to speak for Solkara and to act in her name. Few were willing to challenge the Living Glacier's claim.

| **Xixecal** | **Level 30 Elite Brute** |
|---|---|
| Huge elemental humanoid (cold) | XP 38,000 |
| **Initiative** +17 | **Senses** Perception +17; low-light vision |
| **Raging Blizzard** aura 5; the aura's area is lightly obscured. Each enemy that starts its turn within the aura is slowed and loses any resistance to cold until the start of its next turn. | |
| **HP** 682; **Bloodied** 341 | |
| **AC** 44; **Fortitude** 46, **Reflex** 42, **Will** 44 | |
| **Immune** cold; **Vulnerable** fire (when hit by a fire attack, Xixecal takes a -4 penalty to all defenses until the end of its next turn) | |
| **Saving Throws** +2 | |
| **Speed** 6 (ice walk) | |
| **Action Points** 1 | |
| ⊕ **Slam** (standard; at-will) ✦ **Cold** | |
| Reach 3; +33 vs. AC; 4d8 + 11 cold damage. | |
| ⸸ **Freezing Slam** (standard; at-will) ✦ **Cold** | |
| Xixecal makes two slam attacks. If both attacks hit the same target, the target takes ongoing 20 cold damage and is immobilized (save ends both). | |
| ⇢ **Breath of Winter** (standard; recharge ⚄ ⚅) ✦ **Cold** | |
| Close blast 6; +31 vs. Fortitude; 4d10 + 11 cold damage, and the target takes ongoing 20 cold damage and is restrained (save ends both). | |
| **Alignment** Evil | **Languages** Primordial |
| **Skills** Arcana +25 | |
| **Str** 32 (+26) | **Dex** 15 (+17) **Wis** 14 (+17) |
| **Con** 31 (+25) | **Int** 20 (+20) **Cha** 28 (+24) |

**Arcana DC 33:** In recent years, the Living Glacier has appeared once again. Some worry that its return might herald the coming release of Solkara herself.

# Mirmakur, the Raving Priest

The storm titan Mirmakur is devoted to freeing Solkara and leads the cultists who revere the Crushing Wave. His body is filthy, his hair matted into clumps, and his teeth befouled with dangling seaweed, but his eyes burn with a fanatic's fervor. Mirmakur's obsession has consumed his sanity, and he flies into a homicidal rage at the slightest setback. He has even slain many of his own cultists, whom he branded as heretics for failing to fulfill their sacred duty.

**Mirmakur** **Level 28 Elite Brute**
Huge elemental humanoid (aquatic, giant) XP 26,000

**Initiative** +20 **Senses** Perception +24
**Storm Fury (Lightning, Thunder)** aura 4; any enemy that enters or starts its turn within the aura takes 10 lightning and thunder damage; enemies treat the area within the aura as difficult terrain and cannot fly.
**HP** 640; **Bloodied** 320
**AC** 40; **Fortitude** 43, **Reflex** 36, **Will** 39
**Resist** 30 lightning, 30 thunder
**Saving Throws** +2
**Speed** 8 (ice walk), fly 10 (hover), swim 8
**Action Points** 1

⊕ **Roaring Halberd** (standard; at-will) ✦ **Lightning, Thunder, Weapon**
Reach 4; +31 vs. AC; 2d6 + 12 damage plus 2d8 lightning and thunder damage.

**Fearsome Cleave** (standard; recharge ⚄ ⁞⁞) ✦ **Lightning, Thunder, Weapon**
Close burst 4; targets enemies in burst; +31 vs. AC; 2d6 + 12 damage plus 2d8 lightning and thunder damage, and the target is knocked prone.

**Hurl Thunderbolt** (standard; at-will) ✦ **Lightning, Thunder**
Ranged 10; +30 vs. Reflex; 3d6 + 12 lightning and thunder damage, the target is dazed (save ends), and Mirmakur pushes the target 3 squares.

**Alignment** Chaotic evil **Languages** Giant, Primordial
**Skills** Arcana +21, Intimidate +26
**Str** 34 (+26) **Dex** 23 (+20) **Wis** 20 (+19)
**Con** 30 (+24) **Int** 15 (+16) **Cha** 24 (+21)
**Equipment** halberd

## Mirmakur's Tactics

Mirmakur begins combat at a safe distance with *hurl thunderbolt*, focusing on whoever has angered him the most. If such lesser beings still dare to approach, he mows them down with *fearsome cleave*.

## Mirmakur Lore

**Arcana DC 19:** Mirmakur is a wildly insane storm titan who worships the primordial Solkara, the Crushing Wave. He is often called the Raving Priest, though never to his face.

**Arcana DC 28:** Mirmakur and his cultists spend most of their time on Solkara's glacial prison, constantly seeking to melt the ice. Although the Raving Priest has no fire magic, he commands many fire-based elementals who contribute their powers to the sacred task. When not overseeing these efforts, Mirmakur wanders the Elemental Chaos and other worlds, seeking ever more powerful magic to aid in his quest.

**Arcana DC 33:** Mirmakur is not happy about the recent return of the ice creature called Xixecal, one of Solkara's greatest servants. He hopes that the Living Glacier's appearance means that the Crushing Wave will soon be free, but he fears that the more powerful creature might replace him as the primordial's chief agent.

# Crushing Wave Cultists

Not all of Solkara's worshipers are such mighty beings as titans or abominations. Many of her lesser followers are watersoul genasi who long for her to inundate creation.

## Crushing Wave Cultist Tactics

A hierophant remains behind its followers, attacking foes from a distance and using *swift current* to move away if enemies draw too near. It constantly uses *tide of war* to keep enemies off balance and give its followers additional attacks. Initiates close to melee swiftly, marking enemies and then using *stroke of lightning* whenever possible.

**Crushing Wave Hierophant** **Level 10 Artillery (Leader)**
Medium elemental humanoid (aquatic, water), genasi XP 500

**Initiative** +9 **Senses** Perception +8
**HP** 84; **Bloodied** 42
**AC** 22; **Fortitude** 22, **Reflex** 22, **Will** 23
**Saving Throws** +2 against ongoing damage
**Speed** 6, swim 6

⊕ **Hammer** (standard; at-will) ✦ **Weapon**
+17 vs. AC; 1d8 + 6 damage.

**Force Hammer** (standard; at-will) ✦ **Force**
Ranged 20; +17 vs. AC; 2d6 + 6 force damage, and the Crushing Wave hierophant slides the target 2 squares.

**Tide of War** (minor 1/round; at-will)
Close burst 10; targets one or two allies; the target shifts 2 squares. If the target ends this move adjacent to at least one enemy, it can make a melee basic attack against one of those enemies as a free action.

**Phantom Rain** (standard; recharge ⚄ ⁞⁞) ✦ **Force, Lightning**
Area burst 2 within 20; +15 vs. Reflex; 2d8 + 5 force and lightning damage, and the target is slowed until the end of the Crushing Wave hierophant's next turn.

**Swift Current** (move; encounter)
The Crushing Wave hierophant shifts 6 squares. During this movement, the hierophant can move across liquid and through enemies' spaces, ignoring difficult terrain and hazardous terrain effects. It takes no penalties for squeezing during this movement.

**Alignment** Evil **Languages** Common, Primordial
**Skills** Arcana +12, Religion +12
**Str** 11 (+5) **Dex** 18 (+9) **Wis** 17 (+8)
**Con** 18 (+9) **Int** 15 (+7) **Cha** 21 (+10)
**Equipment** chainmail, hammer

**Crushing Wave Initiate** **Level 8 Soldier**
Medium elemental humanoid (aquatic, water), genasi XP 350

**Initiative** +9 **Senses** Perception +6
**HP** 89; **Bloodied** 44
**AC** 24; **Fortitude** 21, **Reflex** 20, **Will** 20
**Resist** 5 lightning
**Speed** 6, swim 6

⊕ **Longsword** (standard; at-will) ✦ **Lightning, Weapon**
+15 vs. AC; 2d8 + 3 lightning damage, and the target is marked until the end of the encounter, until the initiate is knocked unconscious, or until another mark supersedes this one.

↯ **Stroke of Lightning** (standard; recharge ⚅) ✦ **Lightning, Teleportation, Weapon**
+15 vs. AC; 2d8 + 3 lightning damage, and the initiate teleports the target to a space of the initiate's choosing within 8 squares of the initiate that does not include hindering terrain. The initiate then makes a secondary attack, which is a close burst 1 centered on the target. *Secondary Attack:* +13 vs. AC; targets enemies; 2d8 + 3 lightning damage.

**Elemental Assault** (immediate reaction, when an enemy marked by the initiate and within 10 squares of it hits with an attack that does not include the initiate; at-will) ✦ **Teleportation**
The initiate teleports to a square adjacent to the triggering enemy and makes a longsword attack as a free action.

**Swift Current** (move; encounter)
The Crushing Wave initiate shifts 6 squares. During this movement, the initiate can move across liquid and through enemies' spaces, ignoring difficult terrain and hazardous terrain effects. It takes no penalties for squeezing during this movement.

**Alignment** Evil **Languages** Common, Primordial
**Str** 20 (+9) **Dex** 17 (+7) **Wis** 14 (+6)
**Con** 17 (+7) **Int** 11 (+4) **Cha** 16 (+7)
**Equipment** chainmail, longsword

## Encounter Groups

Solkara would fight alone if she were ever released, but her followers are numerous. They include her powerful agents and elemental beings of both water and fire.

**Level 8 Encounter (XP 1,875)**
- 1 Crushing Wave hierophant (level 10 artillery)
- 2 Crushing Wave initiates (level 8 soldier)
- 9 human lackeys (level 7 minion, *MM* 162)

**Level 27 Encounter (XP 58,000)**
- 2 efreet pyresingers (level 25 controller, *MM* 99)
- Mirmakur (level 28 elite controller)
- 1 thunderblast cyclone (level 26 elite artillery, *MM* 105)

**Level 29 Encounter (XP 82,000)**
- 2 retrievers (level 27 soldier, *Monster Manual 2* 177)
- 1 storm titan (level 27 elite controller, *MM* 125)
- Xixecal (level 30 elite brute)

## A Heart of Ice

If you want to use Solkara and her servants in your campaign but with an additional twist, consider the possibility that Xixecal's loyalty to Solkara is not entirely what it appears.

The Living Glacier has a link to Solkara, allowing it to share a sliver of her power and supposedly forming a bond of fealty to her. Xixecal, however, might actually be working to free the Crushing Wave from her prison not because it serves her, but because it wants her destroyed.

If Solkara is released, the champions of the gods would be forced to confront her. She would wreak unimaginable devastation, but in the end, the gods would almost certainly succeed. If that occurs, the terrible essence of the primordial would have to re-form somewhere. Xixecal believes that its innate connection to Solkara would make itself the receptacle for this power. If this theory holds true, the result would be something unseen in the cosmos in a thousand eons: The birth of a new primordial, unimpeded by divine bonds and free to do as it will.

Whether you make Xixecal a schemer in its own right or keep it as a devoted servant of Solkara, the Living Glacier has its own servitors. These lesser but still powerful beings of ice wander the Elemental Chaos and the world, doing what they see as Xixecal's will. A few have even made their way to the coldest winter realms of the Feywild, where they serve fey lords of cold and ice. (Whether they do so on behalf of Xixecal or have forsaken one master for another is unclear.) These creatures are often mistaken for their lord, creating the impression that Xixecal is a kind of creature rather than a unique being.

These servitor entities are towering constructs of living ice empowered by brutal, destructive strength. To use one of these creatures in an encounter, modify the primordial colossus (*Monster Manual 2*, page 37) as follows: Change its resistance to cold, rather than the variable resistance presented in that entry, and replace all damage keywords with cold.

# YGORL, LORD OF ENTROPY

Slaads recognize no god and kneel to no primordial, but they all revere the slaad lords: mysterious beings as old as the universe. Although these powerful creatures do not demand service, the slaads fear and respect them. Each slaad lord personifies a form of destruction that can bring about the end of reality that all slaads crave.

The best known and most dreaded is Ygorl, Lord of Entropy, also known as the Bringer of Endings. He is the shadow cast by the Elemental Chaos; wherever he travels, death follows. Plants wither, animals sicken, and color leaches from the surroundings. All who behold him see their demise reflected in his cold, uncaring eyes.

## Ygorl's Tactics

Ygorl rides into combat on the back of his dragon companion, Shkiv, and lands amid his foes to engage in slaughter. He begins by sweeping his scythe in an *entropic arc*, leaving a deadly trail of necrotic energy in its wake, while his *entropic presence* urges nearby enemies to reckless action even as their defenses crumble. Once he has bloodied one or more opponents, he overwhelms them with *well of entropy*.

| **Ygorl** | **Level 26 Elite Soldier (Leader)** |
|---|---|
| Medium elemental humanoid, slaad | XP 18,000 |

**Initiative** +20 **Senses** Perception +22; low-light vision

**Entropic Presence** aura 5; each slaad ally within the aura rolls twice and takes the higher result when making melee basic attacks. Each enemy within the aura gains a +2 bonus to attack rolls and vulnerable 5 to all damage; see also *word of annihilation.*

**HP** 336; **Bloodied** 168

**AC** 42; **Fortitude** 39, **Reflex** 37, **Will** 37

**Immune** disease, fear; **Resist** insubstantial

**Saving Throws** +2

**Speed** 8, teleport 6; phasing

**Action Points** 1

⊕ **Scythe** (standard; at-will) ✦ **Weapon**
+33 vs. AC; 1d12 + 9 damage (crit 3d12 + 21), and the target is immobilized until the end of Ygorl's next turn.

↯ **Entropic Arc** (standard; at-will) ✦ **Necrotic, Weapon, Zone**
Close burst 2; targets enemies; +33 vs. AC; 1d12 + 9 damage (crit 3d12 + 21). *Effect:* The burst creates a zone of entropic destruction that lasts until the end of Ygorl's next turn. Any creature that enters the zone or starts its turn there takes 10 necrotic damage.

↯ **Inescapable Endings** (minor; recharges when a creature affected by this power saves) ✦ **Healing**
Close burst 2; targets one creature in burst; +31 vs. Will; the target is affected by inescapable endings (save ends). While the target is affected by inescapable endings, whenever it takes a standard or a move action, Ygorl can take a move action as an immediate reaction; whenever the target regains hit points, Ygorl regains the same number of hit points. *Miss:* Whenever the target takes a move action, Ygorl can take a move action as an immediate reaction (save ends).

↯ **Well of Entropy** (standard; encounter) ✦ **Zone**
Close burst 5; the burst creates a zone of entropy that lasts until the end of Ygorl's next turn. Any bloodied creature that starts its turn within the zone cannot move out of the zone on that turn. *Sustain Minor:* The zone persists.

↯ **Word of Annihilation** (standard; at-will) ✦ **Necrotic**
Close burst 5; targets one creature in burst; +31 vs. Fortitude; the target takes ongoing 20 necrotic damage (save ends). While the target is within Ygorl's *entropic presence* aura, it cannot make saving throws to end the ongoing damage.

**Alignment** Chaotic evil **Languages** Common, Primordial

**Skills** Arcana +25, Insight +22, Intimidate +25, Stealth +23

| | | |
|---|---|---|
| **Str** 29 (+22) | **Dex** 21 (+18) | **Wis** 19 (+17) |
| **Con** 24 (+20) | **Int** 25 (+20) | **Cha** 24 (+20) |

**Equipment** adamantine scythe

## Shkiv

Shkiv came to Ygorl's service after the ruin of Arkhosia. Disgusted with human excess and overcome with grief for his fallen kin, the dragon sought out the Lord of Entropy to get revenge. The slaad lord accepted the dragon's service, and the melancholic beast has been Ygorl's constant companion ever since.

Service to a slaad lord comes at a steep price. The chaotic energy swirling about Ygorl corrupts any who spend too much time in his presence. Shkiv's body is twisted and shrunken, prone to sudden eruptions and

JIM NELSON

transformations. His wings are tattered, his scales tarnished, and his flesh sags from the bones, testifying to the dragon's great age.

| **Shkiv** | **Level 26 Artillery** |
|---|---|
| Large natural magical beast (dragon) | XP 9,000 |
| **Initiative** +20 | **Senses** Perception +20; darkvision |
| **HP** 189; **Bloodied** 94; see also *bloodied breath* | |
| **AC** 39; **Fortitude** 41, **Reflex** 37, **Will** 36 | |
| **Resist** 30 fire | |
| **Speed** 8, fly 10 (hover), overland flight 12 | |
| ⊕ **Bite** (standard; at-will) ✦ **Fire** | |
| Reach 2; +33 vs. AC; 2d8 + 5 damage plus 2d8 fire damage. | |
| ⊕ **Claw** (standard; at-will) | |
| Reach 2; +33 vs. AC; 2d8 + 9 damage. | |
| ⨺ **Aggressive Assault** (standard; at-will) | |
| Shkiv shifts 2 squares and then makes two claw attacks. He cannot move on his turn after using this attack, and, if flying, he must land. | |
| ⨳ **Chaos Fire** (standard; at-will) ✦ **Fire** | |
| Ranged 20; +31 vs. Reflex; 2d8 + 8 fire damage, and each enemy adjacent to the target is dazed until the end of Shkiv's next turn. | |
| ✧ **Flux Breath** (standard; recharge ⚄ ⚅) ✦ **see text** | |
| Close blast 5; +29 vs. Reflex; 4d10 + 8 damage. Roll a d6 to determine the attack's damage type: 1—cold, 2—fire, 3—lightning, 4—necrotic, 5—psychic, or 6—thunder. *Miss:* Half damage. | |
| ✧ **Bloodied Breath** (free, when first bloodied; encounter) | |
| *Flux breath* recharges, and Shkiv uses it immediately. | |
| **Alignment** Chaotic evil | **Languages** Draconic, Primordial |
| **Skills** Arcana +22, Athletics +27, Insight +20, Intimidate +24 | |
| **Str** 28 (+22) | **Dex** 24 (+20) **Wis** 14 (+15) |
| **Con** 27 (+21) | **Int** 19 (+17) **Cha** 22 (+19) |

## Shkiv's Tactics

Shkiv bears Ygorl into battle, blasting *flux breath* over his master's foes and following up with *chaos fire*. The pair might work together, depending on the situation, but they often separate so that Ygorl can savage his enemies in melee. The dragon lends whatever aid it can.

## Ygorl Lore

**Arcana DC 17:** Ygorl is one of the mighty slaad lords who dwell in the Elemental Chaos. This terrible host includes such figures as Chourst, the Lord of Randomness, and Bazim-Gorag the Firebringer. Ygorl embodies the force of decay: He is dedicated to unraveling the bonds of creation and scattering its remnants to the void. Slaad legends say that Ygorl came into being when the universe died and now moves backward through time.

**Arcana DC 26:** The Lord of Entropy has learned over his long existence to choose his battles carefully. Just as they crushed the primordials in the Dawn War, the gods would join forces to stop Ygorl should he act overtly. Having already witnessed creation's demise, he has no need to bring it about quickly. Instead, he subtly saps the bonds between mortals and the gods, and weakens reality's fabric to ensure that the end he knows will come.

Ygorl's plots depend on the slaads, though he feels no affection or concern for them. Slaads spill out in the hundreds or thousands from the Elemental Chaos to wipe out a settlement, tear down a mountain, or retrieve a discarded magic item. These missions seem to serve little purpose, but the slaads perform them obediently.

**Arcana DC 31:** When he is not roaming, Ygorl withdraws to his solitary fortress. Like the Pandemonium Stone (page 80), this stronghold appears at random, vanishing for a time and reappearing elsewhere in the Elemental Chaos. Here the slaad lord reflects on reality's end and plans his next move.

## Skirnex, Voice of Ygorl

Ygorl needs slaads to execute his mysterious plans, but his reclusive nature hinders his efforts to direct them. The twisted void slaad Skirnex serves as an intermediary and pseudo-priest, dispensing the Lord of Entropy's unfathomable wisdom to followers.

| **Skirnex** | **Level 23 Elite Controller (Leader)** |
|---|---|
| Medium elemental humanoid, slaad | XP 10,200 |
| **Initiative** +15 | **Senses** Perception +17; low-light vision |
| **Entropic Gibbering** aura 2; each enemy that enters the aura or starts its turn there takes a -2 penalty to all defenses until the start of its next turn. | |
| **HP** 290; **Bloodied** 145 | |
| **AC** 35; **Fortitude** 37, **Reflex** 35, **Will** 33 | |
| **Immune** disease; **Resist** insubstantial | |
| **Saving Throws** +2 | |
| **Speed** 6, teleport 4 | |
| **Action Points** 1 | |
| ⊕ **Claw** (standard; at-will) | |
| Reach 2; +28 vs. AC; 2d10 + 8 damage, and ongoing 10 damage (save ends). *Each Failed Saving Throw:* The target loses a healing surge. | |
| ⨳ **Bolt of Insanity** (standard; at-will) ✦ **Psychic** | |
| Ranged 20; +27 vs. Reflex; 2d10 + 8 psychic damage, and the target is surrounded by a shroud of maddening energy (save ends). While surrounded by the shroud, whenever the target takes damage, it takes 1d10 extra psychic damage. | |
| ⨺ / ⨳ **Mad Assault** (standard; at-will) | |
| Skirnex makes two basic attacks. If each attack hits a different target, the target is also dazed until the end of its next turn. | |
| ✲ **Void Slime** (standard; recharge ⚃ ⚄ ⚅) ✦ **Necrotic** | |
| Area burst 2 within 10; +26 vs. Fortitude; 2d8 +6 damage, and the target is encased by a blob of entropic goo (save ends). While encased by the goo, the target is slowed, cannot take standard actions, and takes half damage from melee and ranged attacks. *Aftereffect:* The target is slowed and takes ongoing 10 necrotic damage and a -2 penalty to attack rolls (save ends all). *Miss:* The target is slowed and takes ongoing 10 necrotic damage (save ends both). | |
| ✧ **Entropic Shift** (move; at-will) ✦ **Teleportation** | |
| Close burst 10; targets two creatures in burst; +20 vs. Will (no attack roll required against an ally); Skirnex teleports the targets, swapping their positions. | |
| **Alignment** Chaotic evil | **Languages** Common, Deep Speech, Primordial |
| **Skills** Stealth +20 | |
| **Str** 24 (+18) | **Dex** 18 (+15) **Wis** 13 (+12) |
| **Con** 23 (+17) | **Int** 11 (+11) **Cha** 17 (+14) |

### Skirnex's Tactics

Skirnex prefers to attack from a distance, but when enemies close, he tries to get them in his *entropic gibbering* aura to weaken their defenses. His *void slime* power hinders multiple enemies and makes ranged strikers and controllers easier for allies to catch in melee. He also interferes with enemies' disposition and places his allies in advantageous positions with *entropic shift*.

### Skirnex Lore

**Arcana DC 16:** Skirnex is a misshapen void slaad with a stunted third arm sprouting from his shoulder, surrounded by an almost palpable haze of wrongness. Even though slaads follow no god or primordial, some are willing to listen to Ygorl's words as interpreted by Skirnex.

**Arcana DC 24:** Skirnex has led many expeditions on behalf of the Lord of Entropy and managed to survive, although he has been bizarrely altered. He takes his unusual longevity to be evidence that the Lord of Entropy favors him and has set himself up as something resembling a priest of Ygorl. Skirnex hopes to share the secrets of ruin known only to Ygorl, even though the slaad elder has never given any indication of recognizing or even remembering him.

**Arcana DC 29:** Skirnex's distorted form suggests that he has been touched by the emanations of the Far Realm. Perhaps he wandered into a place where that weird domain overlaps the Elemental Chaos, or somehow strayed too close to the seed of evil that rests at the bottom of the Abyss.

## Acolyte of Entropy

Skirnex has gathered a small group of fanatical slaad worshipers of Ygorl who coerce other slaads into following his orders.

### Acolyte of Entropy Tactics

Acolytes of entropy revel in destruction and lash out at any targets they can reach. They try to flank enemies, trying to deal as much damage as possible. An acolyte has no fear of being injured and even tries to sustain enough damage to loose an *illogic burst*, granting its allies combat advantage against confounded foes.

### Acolyte of Entropy Lore

**Arcana DC 20:** Acolytes of entropy are variant gray slaad havocs that live to spread physical as well as mental disorder. They have embraced destruction to such an extent that their own wounds become their most dangerous weapons.

**Acolyte of Entropy** **Level 18 Skirmisher**
Medium elemental humanoid, slaad XP 2,000

**Initiative** +14 **Senses** Perception +13; low-light vision
**HP** 162; **Bloodied** 81
**Regeneration** 5
**AC** 31; **Fortitude** 30, **Reflex** 31, **Will** 28
**Immune** disease
**Speed** 6, teleport 4

⊕ **Entropic Claw** (standard; at-will) ✦ **Necrotic**
+23 vs. AC; 1d8 + 8 necrotic damage, and the target is weakened until the end of its next turn.

**Void Bolt** (standard; at-will) ✦ **Necrotic**
Ranged 20; +21 vs. Reflex; 2d8 + 8 necrotic damage, and the target is knocked prone. If the attack scores a critical hit, the target is also stunned until the end of its next turn.

**Illogic Burst** (when the acolyte of entropy becomes bloodied; recharges when the acolyte is restored to full hit points) ✦ **Necrotic, Psychic**
Close burst 3; the acolyte of entropy's head explodes: +21 vs. Fortitude; 3d8 + 6 necrotic damage, and ongoing 5 psychic damage (save ends). *Aftereffect:* The target grants combat advantage until the end of its next turn.

**Entropic Advantage**
Whenever the acolyte of entropy hits a target granting combat advantage to it, that target also gains vulnerable 5 to all damage (save ends).

**Alignment** Chaotic evil **Languages** Common, Primordial
**Skills** Athletics +16, Stealth +17

| | | |
|---|---|---|
| **Str** 14 (+11) | **Dex** 17 (+12) | **Wis** 19 (+13) |
| **Con** 20 (+14) | **Int** 23 (+15) | **Cha** 16 (+12) |

## Encounter Groups

Few slaad lords look beyond the slaads for servants, but Ygorl recognizes that all creatures have a part to play in bringing about creation's end. He forges alliances with any who would have him, asking little in return beyond spreading mayhem. Demon lords bargain for Ygorl's void slaads to bolster their hordes in wars raging across the Abyss. Evil gods make pacts with the Lord of Entropy, gaining insight about the future in exchange for participating in one of his bizarre schemes.

Ygorl usually keeps a coterie of black slaad entropics near at all times, ready to do his bidding. Skirnex often leads fanatical followers on missions to serve the slaad lord's inscrutable purposes.

**Level 23 Encounter (XP 29,400)**
- Skirnex (level 23 elite controller)
- 4 acolytes of entropy (level 18 skirmisher)
- 4 black slaads (level 20 skirmisher, *MM* 239)

**Level 26 Encounter (XP 49,500)**
- Ygorl (level 26 elite soldier)
- Shkiv (level 26 artillery)
- 10 black slaad entropics (level 26 minion brute, page 144)

## NEW MONSTERS

Every new monster in this book appears on the following list, which is sorted alphabetically by level and monster role. Monster leaders are indicated with an (L).

| Monster | Level and Role | Page |
|---|---|---|
| Crushing Wave Initiate | 8 Soldier | 155 |
| Scorchwind Phantom | 9 Lurker | 138 |
| Crushing Wave Hierophant | 10 Artillery (L) | 154 |
| Chaos Phage Swarm | 12 Brute | 142 |
| Ashfrost Assassin | 12 Skirmisher | 138 |
| Green Slaad Madjack | 13 Elite Controller | 142 |
| Mud Archon Skulker | 14 Lurker | 131 |
| Blue Slaad Digester | 14 Elite Soldier | 143 |
| Iron Archon Interceptor | 14 Soldier | 130 |
| Eisk Jaat Rimebolter | 15 Artillery | 136 |
| Gray Slaad Havoc | 15 Artillery (L) | 143 |
| Sunsearer | 15 Artillery | 139 |
| Dust Demon | 15 Elite Controller | 132 |
| Dust Wisp | 15 Minion Controller | 132 |
| Eisk Jaat Warrior | 15 Minion Skirmisher | 136 |
| Red Slaad Juggernaut | 15 Elite Soldier | 143 |
| Eisk Jaat Mauler | 16 Brute (L) | 136 |
| White Slaad | 16 Elite Lurker | 144 |
| White Slaad Temporal Replica | 16 Minion Lurker | 144 |
| Consumptive Parasite | 16 Minion Skirmisher | 133 |
| Iron Archon Crescent Blade | 16 Skirmisher | 130 |
| Acolyte of Entropy | 18 Skirmisher | 158 |
| Eisk Jaat Mystic | 18 Lurker | 137 |
| Ash-Wrought Soulburner | 19 Controller | 133 |
| Mud Archon Ambusher | 19 Skirmisher | 131 |
| Diamondstorm Reaper | 20 Soldier | 139 |
| Liricosa | 21 Solo Controller | 148 |
| Consumptive Swarm | 21 Elite Skirmisher | 133 |
| Skirnex | 23 Elite Controller (L) | 157 |
| Smoke Hound | 23 Minion Soldier | 147 |
| Writhing Crag | 23 Elite Soldier | 134 |
| Primeval Ooze | 24 Elite Brute | 128 |
| Caustic Slayer | 24 Elite Lurker | 139 |
| Djinn Cloudstalker | 24 Lurker | 151 |
| Ehkahk | 25 Elite Controller (L) | 146 |
| Tziphal Xorn | 25 Minion Skirmisher | 103 |
| Primordial Blot | 26 Solo Artillery | 140 |
| Shkiv | 26 Artillery | 157 |
| Black Slaad Entropic | 26 Minion Brute | 144 |
| Entropic Void | 26 Minion Soldier | 144 |
| Quake Gorgon | 26 Soldier | 104 |
| Ygorl | 26 Elite Soldier (L) | 156 |
| Sirrajadt | 27 Elite Lurker (L) | 150 |
| Mirmakur | 28 Elite Brute | 154 |
| Storm That Walks | 28 Solo Controller | 129 |
| Tholundru | 28 Elite Controller (L) | 105 |
| Xixecal | 30 Elite Brute | 153 |
| Solkara | 34 Solo Controller | 152 |

## ABOUT THE DESIGNERS

Ari Marmell has been shirking homework in favor of playing D&D® since he was nine years old. Thankfully, he now works in the industry, since shirking work for gaming tends to wreak havoc with the bills. *The Plane Below* is his first turn behind the lead design wheel for Wizards of the Coast.

Bruce R. Cordell is an Origins and ENnie award-winning game designer whose long list of professional credits include the new *Forgotten Realms® Campaign Guide, Keep on the Shadowfell, Draconomicon: Chromatic Dragons,* and *Open Grave: Secrets of the Undead.* Bruce is also an author of Forgotten Realms novels, including *City of Torment,* the second book in the his Abolethic Sovereignty series.

As of May 30 2009, Luke Johnson became a married man. As of August 2009, he is also enrolled in medical school. How he still has time to write for Dungeons & Dragons is a secret his fellow authors intend to wring out of him any day now.

Stephen Radney-MacFarland is a game developer for Wizards of the Coast RPG R&D, but is actually just biding his time in anticipation of the zombie apocalypse. His most current projects include *Arcane Power, Adventurer's Vault 2,* and *Draconomicon: Metallic Dragons.*

# IMPROVE YOUR GAME WITH A BOOKMARK.

Add D&D Insider™ to your Favorites and bring more to your characters and campaigns with a constantly growing source of new content, tools, articles, applications, and more.

Whether you're a player, a DM—or both—D&DI™ will help you spend less time prepping for your game and more time playing it.

**SUBSCRIBE NOW AT DNDINSIDER.COM**

D&D INSIDER™

NEVER SPLIT THE PARTY

All trademarks are property of Wizards of the Coast LLC. ©2009 Wizards. Restrictions apply. See site for details.

# Where Chaos Rules Adventure Follows

A hotbed of adventure awaits in the roiling maelstrom of the Elemental Chaos—a tumultuous plane of primordials, titans, elementals, slaads, and demons. From the City of Brass to the githzerai monastery of Zerthadlun to the spiraling depths of the Abyss, adventure lurks behind every lava waterfall, across every icy battlefield, and beyond every raging lightning storm.

This Dungeons & Dragons® supplement explores the Elemental Chaos in detail, featuring key locations throughout the plane. It also presents new monsters, adventure hooks, encounters, hazards, and everything Dungeon Masters need to make the Elemental Chaos a featured setting in their campaigns.

For use with these 4th Edition Dungeons & Dragons® products:

*Player's Handbook®* core rulebooks

*Dungeon Master's Guide®* core rulebooks

*Monster Manual®* core rulebooks

*D&D® Miniatures* *D&D™ Dungeon Tiles*

GET MORE AT D&D INSIDER™ www.dndinsider.com

d20 SYSTEM™

Wizards®

ISBN: 978-0-7869-5249-6

9 780786 952496 52995 EAN

Sug. Retail: **US $29.95** CAN $37.00

Printed in the U.S.A. **242110000**

# Dungeons & Dragons®

## Dungeon Master's Guide® 2

ROLEPLAYING GAME CORE RULES

James Wyatt • Bill Slavicsek • Robin D. Laws

# Dungeons & Dragons®

# Dungeon Master's Guide® 2

ROLEPLAYING GAME SUPPLEMENT

James Wyatt • Bill Slavicsek • Robin D. Laws

# CREDITS


Design
**James Wyatt (lead),**
**Bill Slavicsek, Mike Mearls, Robin D. Laws**

Additional Design
**Andy Collins, Rob Donoghue, Johnn Four, Greg Gorden,**
**Yacine "Yax" Merzouk, Stephen Radney-MacFarland,**
**Stephen Schubert, Matthew Sernett**

Development
**Stephen Schubert (lead),**
**Andy Collins, Stephen Radney-MacFarland**

Editing
**Michele Carter (lead),**
**Kara Hamilton, Miranda Horner, Cal Moore**

Additional Editing
**Greg Bilsland, Torah Cottrill**

Managing Editing
**Kim Mohan**

Text Review
**George Strayton**

Director of D&D R&D and Book Publishing
**Bill Slavicsek**

D&D Creative Manager
**Christopher Perkins**

D&D Design Manager
**James Wyatt**

D&D Development and Editing Manager
**Andy Collins**

D&D Senior Art Director
**Jon Schindehette**

Art Director
**Mari Kolkowsky**

Graphic Designer
**Soe Hemmi**

Cover Illustration
**Wayne Reynolds**

Interior Illustrations
**Steve Argyle, Ryan Barger, Kerem Beyit, Zoltan Boros & Gabor Szikszai, Nicole Ashley Cardiff, Chippy, Julie Dillon, Vincent Dutrait, Jason A. Engle, Randy Gallegos, Tomás Giorello, Ralph Horsley, Howard Lyon, Raven Mimura, Lucio Parrillo, Georgi Simeonov "Calader," Amelia Stoner, Eva Widermann**

Cartographer
**Jason A. Engle**

D&D Brand Team
**Liz Schuh, Scott Rouse, Kierin Chase, Sara Girard, Martin Durham**

Publishing Production Specialist
**Erin Dorries**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Carmen Cheung**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).


*Dedicated to the memory of Dave Arneson*


620-24206000-001 EN
9 8 7 6 5 4 3 2 1
First Printing:
September 2009
ISBN: 978-0-7869-5244-1

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277



Dungeons & Dragons, D&D, d20, d20 System, Wizards of the Coast, Eberron, Forgotten Realms, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *Adventurer's Vault*, *Arcane Power*, *Dungeon Delve*, *Draconomicon: Chromatic Dragons*, *Martial Power*, *Open Grave: Secrets of the Undead*, *Primal Power*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast LLC in the U.S.A. and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2009 Wizards of the Coast LLC.


VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

# CONTENTS


INTRODUCTION ..... 4

1: GROUP STORYTELLING ..... 6
- Story Structure ..... 8
- Branching ..... 9
- Cooperative Arcs ..... 12
- Your Cast of Characters ..... 13
- Cooperative World Building ..... 16
- Roleplaying Hooks ..... 20
- Vignettes ..... 22
- Drama Rewards ..... 25
- What Your Players Want ..... 26
- Companion Characters ..... 27
- Making Things Level ..... 34

2: ADVANCED ENCOUNTERS ..... 36
- Encounter as Story ..... 38
- Player Motivations ..... 42
- Encounters for Large Groups ..... 50
- Encounters for Small Groups ..... 51
- Encounters and Attrition ..... 52
  - Pacing ..... 52
  - Drawing Characters Onward ..... 54
- Creating Movement ..... 56
- Terrain ..... 58
  - More Fantastic Terrain ..... 58
  - Terrain Powers ..... 62
- Designing Traps ..... 64
  - Elite and Solo Traps ..... 66
  - Sample Traps ..... 66
    - Kissing Maiden ..... 66
    - Falling Iron Portcullis ..... 67
    - Water-Filling Chamber ..... 67
    - Crushing Walls Room ..... 68
    - Giant Rolling Boulder ..... 69
    - Death Strangler Statue ..... 70
    - Elemental Tiles ..... 71
    - Phantom Hunter ..... 72
    - Pain Vault ..... 72
    - Life Eater Haze ..... 73
    - Far Realm Star Trap ..... 74
    - Maddening Mural ..... 74
- Pulling It All Together ..... 75

3: SKILL CHALLENGES ..... 78
- Skill Challenge Basics ..... 80
  - The Skill Challenge Framework ..... 80
  - Example of Play ..... 80
  - Ground Rules ..... 82
- Skill Challenges in Depth ..... 84
  - Time Frame ..... 84
  - Allow a Variety of Options ..... 85
  - Prepare for Failure ..... 86
  - Progressive Challenges ..... 88
  - Branching Challenges ..... 89
- Skill Challenge Examples ..... 89
  - Closing the Portal ..... 89
  - Opening the Ninth Ward ..... 90
  - Hunting the Mastermind ..... 90
  - Chasing the Bandits ..... 91
  - Traveling Through Gorgimrith ..... 92
  - The Restless Dead ..... 93
  - The Rushing River ..... 94
  - War by Other Means ..... 96
  - Moving Through Suderham ..... 98

4: CUSTOMIZING MONSTERS ..... 102
- Monster Themes ..... 104
  - Using Themes ..... 104
  - Themed Groups ..... 105
  - Demogorgon Cultist ..... 106
  - Feywild Denizen ..... 108
  - Goblin Allies ..... 110
  - Legion of Avernus ..... 112
  - Lolth's Chosen ..... 114
  - Orcus Blood Cultist ..... 116
  - Snaketongue Cultist ..... 118
  - Those Who Hear ..... 120
  - Tiamat's Red Hand ..... 122
- Templates ..... 124
  - Applying a Template ..... 124
  - Functional Templates ..... 125
    - Beast of Demogorgon ..... 125
    - Champion of Bane ..... 125
    - Chaos Warrior ..... 125
    - Cursed Guardian ..... 126
    - Dragontouched Destroyer ..... 126
    - Grizzled Veteran ..... 127
    - Hellbound Soldier ..... 127
    - Mad Alchemist ..... 128
    - Slithering Idol ..... 129
    - Spectral Assassin ..... 130
    - Spiderblessed Spinner ..... 130
    - Terrifying Haunt ..... 130
    - Victim of the Mad Dance ..... 131
  - Class Templates ..... 131
- Creating Monsters ..... 133

5: ADVENTURES ..... 134
- Alternative Rewards ..... 136
  - Reward Types ..... 136
  - How Rewards Work ..... 137
  - Creating a Reward ..... 137
  - Divine Boons ..... 139
  - Legendary Boons ..... 142
  - Grandmaster Training ..... 144
- Item Components ..... 146
- Artifacts ..... 147
  - Adamantine Horse of Xarn ..... 148
  - Amulet of Passage ..... 150
  - Cup and Talisman of Al'Akbar ..... 152
  - Emblem of Ossandrya ..... 154
  - Rash and Reckless ..... 155
  - Rod of Seven Parts ..... 157
  - Standard of Eternal Battle ..... 159
- Organizations ..... 161
  - Recurring Villainy ..... 161
  - Political Complications ..... 162
  - Rivalry ..... 162
  - Belonging to an Organization ..... 163
  - Shifting Relationships ..... 163
  - Power Struggles ..... 164
  - Organization Elements ..... 165
  - Examples ..... 165
- Campaign Arcs ..... 168
  - Breach Smashers ..... 168
  - Pillars of the State ..... 169
  - Blood and Treasure ..... 171
  - The Möbius Trippers ..... 172
  - Dungeoncraft: The Campaign Arc ..... 174

6: PARAGON CAMPAIGNS ..... 176
- Paragon Status ..... 178
  - Reaching Paragon Tier ..... 178
  - Crowns and Thrones ..... 178
  - Masters of War ..... 180
  - Down to the Depths ..... 181
  - Darkness in the Light ..... 183
  - World Hopping ..... 184
  - Masters of Reality ..... 185
  - Masters of Time ..... 185
- Sigil, The City of Doors ..... 186
  - Origin Stories ..... 186
  - The Impossible Place ..... 186
  - Portals ..... 188
  - The Lady of Pain ..... 190
  - Rules and Governance ..... 191
  - Sigil's Businesses and Services ..... 193
  - The Wards of Sigil ..... 194
  - Faces of Sigil ..... 202
- Typical Street Encounter ..... 204
- Typical Sewer Encounter ..... 206
- Gate-Towns ..... 208
- A Conspiracy of Doors ..... 210
  - Starting the Adventure ..... 211
- Encounter D1: Doorway to Danger ..... 212
- Encounter D2: Tradegate ..... 214
- Encounter D3: The Night Market ..... 216
- Encounter D4: The Demon Caves ..... 218
- Encounter D5: The Warehouse ..... 220
- Ending the Adventure ..... 222

INDEX ..... 223

# Introduction

Player's Handbook 2 introduced eight new classes and five new races to the D&D® game. It presented racial paragon paths, character backgrounds, and new feats and rituals for every character.

*Monster Manual® 2* presented over 300 new monsters to the game, covering every level and role. From the humble ankheg broodling to the mighty Prince of Demons, Demogorgon, it's full of monsters to challenge your players and add new life to your dungeons.

So what's in *Dungeon Master's Guide® 2* that will make your game better?

## Juicy Rules Bits

Let's start with the juicy rules bits you can drop in your game right away—like the eight pages of new traps in Chapter 2. You also get solid guidelines for creating your own traps, covering everything from getting the numbers right to making sure your trap threatens the characters—not the fun of your game.

Chapter 2 also includes new types of fantastic terrain you can add to your encounters, as well as introducing the concept of "terrain powers"—attack powers built in to an encounter's environment.

Chapter 4 is about tweaking and adjusting monsters. It rounds out the rules presented in the first 4th Edition *Dungeon Master's Guide* with additional rules for making minions and refined guidelines for elite and solo monsters. It presents new templates, including class templates for the classes in *Player's Handbook® 2*, and introduces monster themes—a great way to tweak the flavor and powers of a monster to make it fit whatever kind of adventure you want to run.

You'll find new artifacts in Chapter 5, including old favorites such as the *Rod of Seven Parts* and the *Cup and Talisman of Al'Akbar* (both of which appeared in the original *Dungeon Master's Guide* back in 1979) as well as all-new artifacts designed to appeal to pairs or whole groups of characters.

Chapter 5 also sets out a new system of rewards you can use instead of (or as a supplement to) magic items. Divine boons represent gifts from the gods or their agents, legendary boons express the accomplishment of great deeds of power, and grandmaster training reflects what happens when a player character learns from a legendary master.

Near the end of Chapter 1, you'll find rules for companion characters—a great way to round out a small party or bring an important NPC along for the ride with your player characters. That chapter also includes handy rules for altering a character on the fly so he or she can fit in with a party of characters of much higher or lower level.

## Expert Advice

A *Dungeon Master's Guide* isn't just about rules, it's about helping you be a better Dungeon Master. Whether you're a veteran DM or a first-timer, this book has ample expert advice to improve your game.

Chapter 1, "Group Storytelling," focuses on the cooperative experience of creating a dramatic narrative. Whether you're looking to inject a little more drama into your game or you want a group-created story to drive your campaign, you'll find advice that will help you bring the characters at your table to life.

Chapter 2, "Advanced Encounters," extends that advice to the level of the individual encounters that make up your adventures, offering advice to help make each encounter an important part of the plot. This chapter also includes advice on how to tailor encounters for different player motivations, how to deal with large and small groups, how to encourage movement in combat, and how to pace encounters to build dramatic tension. If you've wondered how to encourage characters to press on without taking an extended rest, or how to handle a long fight with wave after wave of onrushing enemies and no time for a short rest, this chapter has the advice you need.

Chapter 2 ends with a sample encounter that pulls many of the elements discussed in the chapter together into a single, dynamic fight.

Chapter 3, "Skill Challenges," focuses on using skill challenges in your game, combining extensive, detailed advice with lots of examples. It sums up the basic rules of skill challenges (as already expanded and clarified in rules updates found on www.wizards.com), moves on to discuss five key elements of skill challenges, and wraps up with a series of examples.

In among the rewards and artifacts in Chapter 5, "Adventures," you'll also find plenty of advice to help you build your campaign. Sample campaign arcs, including a hands-on example of how to build a campaign arc, help you form the skeleton of your campaign, and information about using artifacts and organizations can help you flesh out the details.

If the characters in your campaign have advanced to paragon level, be sure to take a look at Chapter 6, "Paragon Campaigns." This chapter offers tips and

suggestions for campaigns set in the paragon tier, presents the city of Sigil as a home base for characters' adventures through the paragon tier, and includes a short adventure for 11th-level characters.

## D&D Insider

Throughout this book, you'll find excerpts of material from the pages of *Dungeon*™ magazine, particularly Stephen Radney-MacFarland's "Save My Game" column and James Wyatt's "Dungeoncraft" column. Some other material in this book originally appeared in the "Ruling Skill Challenges" column by Mike Mearls or in feature articles in *Dragon*™ magazine.

These columns and features are part of *D&D Insider*™, an online subscription-based service designed to bring new life and new ideas to your D&D game. *D&D Insider* is a suite of content and tools for better gaming, including:

- *Dragon* magazine, which features new material and expanded content to help make your characters and campaigns more fun and more compelling: character options, powers, feats, magic items, paragon paths, epic destinies, monsters, campaign setting source material, and more. *Dragon* magazine also regularly features material slated for inclusion in future print products, giving you the opportunity to share your feedback with the Wizards of the Coast design and development teams.
- *Dungeon* magazine, which provides three to five new adventures every month—something for each tier of play (heroic, paragon, and epic)—so you'll always have a game that's ready to run. Whether you run those adventures, or play your own homebrewed adventures and campaigns, *Dungeon* offers a continuous source of articles, features, hints, and tips, to help make the job of DMing even easier.
- The D&D Character Builder, a stand-alone application that puts information from every printed book and online article at your fingertips as you build and level your character. In addition to providing an updatable and easy-to-read character sheet, the Character Builder generates power cards for you to quickly reference and track your character's powers.
- The *D&D Compendium*, a searchable online database of the complete rules text for every race, class, paragon path, epic destiny, skill, feat, power, item, and ritual—from every D&D rulebook and online magazine article.

Wizards of the Coast is working constantly to expand and improve the tools and content available on *D&D Insider*, so be sure to check www.dndinsider.com for the latest updates. And if you like the excerpts from *D&D Insider* you find within these pages, become a subscriber and check out what you've been missing!

### PUTTING IT ALL TO USE

Since the release of the *Dungeon Master's Guide* in 2008, the D&D game has grown. Besides *Player's Handbook 2* and *Monster Manual 2*, you and your players might own *Martial Power*™, *Draconomicon*™: *Chromatic Dragons*, *Open Grave*™, *Adventurer's Vault*™, the *Forgotten Realms*® or *Eberron*® *Campaign Guide* and *Player's Guide*, and any number of other supplements and adventures. How do you put it all to work for your game?

Start by knowing when to say no. If a player brings a new option to your table that doesn't fit in your game, it's okay to tell the player to hold on to that idea until this campaign wraps up and you (or someone else in your group) starts something new. Balance this, of course, with the advice to say yes as much as possible (see page 28 of the *Dungeon Master's Guide*), but know the limits you want in your game and don't be afraid to enforce them.

If your players are eager to try a new class or build they found in *Player's Handbook 2* or a power source book such as *Arcane Power*™, check out the sidebar on page 35, which discusses how to let players take on multiple characters. You should also feel free to let your players tweak aspects of their characters when new options become available. If the guardian druid in your party wants to become a swarm druid once *Primal Power*™ comes out, and the player can make that change without doing violence to the story of your game, let it happen.

The *D&D Compendium*, part of the *D&D Insider* suite of tools, is a great way to keep track of information that appears in multiple books. If you're trying to find the caller in darkness, the *Compendium* can tell you quickly that it appears in *Open Grave: Secrets of the Undead* (and that it's a level 19 elite soldier). Using the *Compendium* to build encounters keeps all the information from your books at your fingertips.

Loot freely. For instance, you don't have to be running a game set in the world of Eberron to find something worth using in the *Eberron Campaign Guide*. Maybe the idea of characters with dragonmarks tied to a mysterious prophecy fits in with the ideas you have for your own campaign. Letting your characters take dragonmark feats—and then pitting them against agents of the Chamber and the Lords of Dust—makes everyone at the table happy.

Delves (short, three-encounter adventures), lairs, and even single encounters are easy to work in to whatever adventure you're running, whether it's a published adventure or one of your own creation. If you craft your own adventures but find yourself underprepared for a session, picking up a delve from *Dungeon Delve*™, a dragon lair from *Draconomicon*, or even a couple of encounters from one of the dozens of adventures found in *Dungeon* magazine is a great way to keep your game on track.

– James Wyatt

CHAPTER 1

# Group Storytelling

The D&D game offers a Dungeon Master and the other players the ability to craft a story out of each session and each adventure. Sometimes a gaming group creates a straightforward story, with sword-and-sorcery action and little character development or few plot twists. Other times, a group weaves a magical tale with dramatic layers of complex storytelling.

This chapter focuses on the narrative side of the game from the DM's point of view, offering techniques to encourage your group of players to help you shape the story of the game.

This chapter includes the following topics.

- **Story Structure:** The basic building blocks of narrative storytelling.
- **Branching:** Consider the narrative as a series of choices leading to multiple possible destinations.
- **Cooperative Arcs:** Consult with your players to build a campaign from the ground up.
- **Your Cast of Characters:** Help players work with you and each other to create dynamic characters.
- **Cooperative World Building:** The cooperative storytelling approach builds a story through joint improvisation. Players feel they have a stake in the story when they participate in building the plot.
- **Roleplaying Hooks:** Strong personality and plot hooks established at the start keep the characters involved throughout the life of the campaign.
- **Vignettes:** Short, directed scenes allow players to see events from a different point of view.
- **Drama Rewards:** Significant, dedicated roleplaying deserves XP rewards.
- **What Your Players Want:** Create surveys so you can adapt the game to your players'—and their characters'—requests.
- **Companion Characters:** Your story might call for an ally to join the PCs for a time, or maybe they need help in overcoming a challenge you want to use. These rules work independent of the storytelling style you adopt for your game.
- **Making Things Level:** Guidance for handling the situation when a character of higher or lower level joins the party.

HOWARD LYON

To create any story—whether prepared in advance or improvised, whether for your D&D game or for a creative writing project—begin with the basic building blocks that construct all narratives.

## Classic Story Structure

Fantasy stories draw on the great myths of various world cultures and make heavy use of traditional structures. You can create strong effects by deviating from an expected structure, but doing so requires a thorough knowledge of the subject.

The following elements comprise a traditional story.

**Introduction:** An opening sequence that identifies the viewpoint characters, or protagonists, and the basic situation. The introduction also establishes the antagonists, the forces that impede the progress of the protagonists.

**Rising Action:** A series of events that makes the characters' situation more complex and urgent. As these events progress, the consequences become more significant. You can map the rising action as an upward-trending line with peaks and valleys. Through a series of turning points, you create tension, release it periodically, and then build it up again to a higher pitch.

**The Climax:** A pivotal moment of maximum tension, in which the opposed forces driving the central conflict of the story conclusively clash, resolving the situation established in the introduction.

### STORY ISN'T EVERYTHING

You can run a thrilling D&D campaign that keeps your players coming back for more even if you don't give a single thought to story structure, character motivations, cooperative world building, or any of the other concepts described in this chapter. Using these ideas makes you a better DM only if doing so enhances the collective fun of a receptive group. Before introducing the cooperative techniques discussed in this chapter, poll your players and confirm that they are interested.

Consider the types of players in your group (as discussed on pages 8-10 of the *Dungeon Master's Guide*). Explorers, instigators, and storytellers thrive in a cooperative game. Power gamers and slayers might approve, as long as the focus on characterization doesn't cut into their fighting time. Watchers remain content if they are allowed to shy from the creative spotlight. Thinkers might feel frustrated by a cooperative game's focus on drama and tension. Some actors might love the cooperative style of dramatic creation, but others could find it distracting.

**Denouement:** A brief wrap-up sequence in which the players glimpse the lasting consequences of the story's climactic events.

## Turning Points

Every peak or valley in the rising action pivots around a turning point. At the end of a turning point, players feel the tension either increase or decrease. Turning points fall into two main categories: problem solving and dramatic turns.

### Problem Solving

Problem-solving turning points make up the majority of an adventure story. A protagonist faces an external obstacle, attempts to overcome it, and either passes or fails the test. For this reason, the structure of adventure stories is sometimes referred to as "the pass/fail cycle." External obstacles that stand in the way of pragmatic or tactical goals include:

- a hidden item the characters must find.
- a wall the characters must climb.
- a witness the characters must convince to talk.

### Dramatic Turns

Tension also rises or falls when a protagonist pursues emotional goals through interaction with other characters. These turning points make up a large part of conventional dramas, from soap operas to classic plays. In adventure stories, dramatic turns most often appear as interludes of emotional reaction interwoven with active pass/fail obstacles.

Dramatic scenes occur when outside characters such as the PCs' friends, family members, loved ones, rivals, and enemies hold emotional power over the player characters. These scenes offer a shift in power from one character to another. Tension decreases if the protagonist retains or increases his or her emotional power. If she loses it, tension increases.

### TENSION AND RELEASE

Maintain the tension and release of the pass/fail cycle by adjusting DCs or encounter levels to reflect the party's recent record of loss and gain. When a string of failures discourages players, adjust the numbers downward to make their subsequent success more likely. If the PCs are cocky in the wake of successive wins, tighten the screws.

Satisfying D&D stories differ from other narrative forms in one major way: D&D stories don't follow a single predetermined storyline through a series of turning points. Instead, each turning point presents the opportunity for the story to branch in an unexpected direction. By anticipating branches, you can ensure that the story keeps moving in an exciting—and unexpected—direction.

A strong branch point engages players and can move the story in two or more directions.

## Pass/Fail Branching

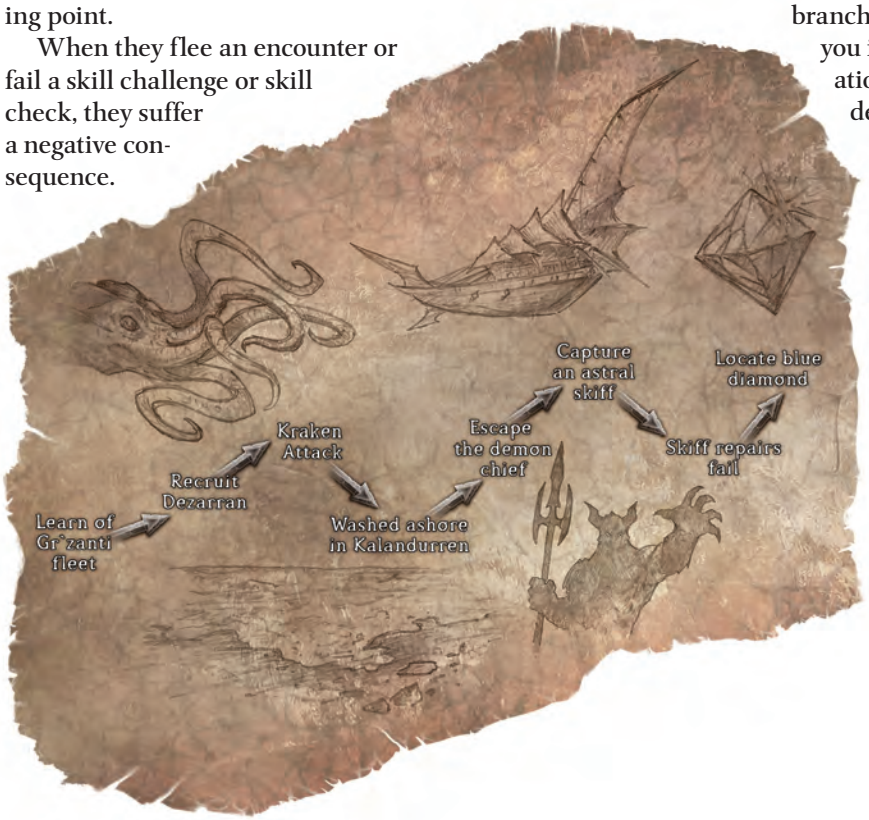
Every time you call on a D&D mechanic to resolve an action and the result affects the story, you create a pass/fail branch point.

When players successfully complete encounters or skill challenges or make successful skill checks, the PCs pass a test and gain a benefit. Tension is released. Success carries them to the next turning point.

When they flee an encounter or fail a skill challenge or skill check, they suffer a negative consequence. Tension increases as they move toward a new turning point—possibly one not of their choosing.

A null result—one that is not a success and does not move the story forward—could frustrate players and create a negative play experience. If the PCs fail to overcome the current obstacle, they must find another way to surmount it—and there should always be another way.

To create a strong pass/fail branch point, build tension by showing players the negative consequences of failure. Even if the players see the negative consequences already, increase the thrill level with vivid description. Describe the yawning chasm the paladin will fall into if he fails to clamber up onto the ledge. Alternatively, tantalize your group with a tempting reward they will gain if they succeed.




*This diagram maps out a D&D session's major events in a pass/fail cycle. The PCs first learn that an astral pirate fleet threatens the friendly dominions. The characters successfully recruit Dezarran, an expert on the pirates, passing that obstacle (represented by an upward arrow). During the PCs' return from this journey, an astral kraken attacks them, and they fail to defeat it before it shatters their ship. A downward arrow represents their failure. They wash ashore on Kalandurren. This event leads to a successful skill challenge to escape a demon chief (pass) and the capture of an astral skiff from slaad guards (pass again). They fall short on a skill challenge to repair the skiff (fail), leading them to search for a blue diamond to power its engines, which they successfully locate (pass).*

JASON A. ENGLE

## Avoiding Dead Branches

When you look at the two possible outcomes of any branch point, don't let either choice lead you into a narrative dead end. This situation could occur when the PCs can't devise a solution to a problem, or if a sequence of dull, repetitive, or petty obstacles hinders their progress.

Eventually, a dead branch will stump you. You just can't imagine a consequence of failure that takes the story anywhere fun or interesting. In this case, allow the players an automatic success. Either secretly set the DC of the check to 1, or drop the pretense and tell the players that they overcome the obstacle without resorting to a die roll. If this easy success feels like a lapse in story logic, describe a fortuitous event that makes the obstacle suddenly surmountable. The PCs locate a crack in a supposedly impregnable wall, find the guards asleep at their post, or stumble upon the dragon after a wagonload of ale has left him in a magnanimous mood. Turn a dead branch into an opportunity to create a scene to move the story forward.

Repeated null results are a particularly difficult form of dead branches. The story stalls, and the players' frustration

builds with each failed attempt at the same task. Before this type of dead branch spoils everyone's enjoyment of the game, drop the DCs in order to allow the characters to move on. Plan ahead to avoid the frustration of repeated null results by devising obstacles that create a new situation after a failure.

Sometimes story logic dictates a difficult challenge even though one of its possible branches leads to a dead end. In this case, focus the challenge on what the PCs' necessary victory costs them, rather than on winning or losing. On either a success or a failure, the characters will move on to the same obstacle. However, on a failure, they move on at a significant disadvantage.

### Encounters as Branch Points

The aftermath of a typical encounter has two or more branches. Lucky, smart PCs walk away from a fight having spent relatively few daily powers, action points, and healing surges. Bad luck or poor tactics in the same encounter leaves the PCs in worse shape and force them to rest to replenish their resources. Occasionally, a party member will die, exacting an even higher cost in lost time and payment for a ritual to bring back the dead character.

You can turn encounters into genuine pass/fail turning points, with possible branches for both outcomes. One way to accomplish this is by staging a nonlethal fight against superior opponents. Pit the group against more creatures than the standard encounter rules call for, or increase the encounter level by one or two notches. Success gives the group a benefit and sends them to obstacle A, whereas failure has a negative consequence and takes them to less desirable obstacle B.

Another technique is to give the PCs a secondary goal to fulfill during the encounter, in addition to overcoming the traps and defeating the creatures. If the PCs achieve the goal in a set number of rounds, the plot takes a positive turn. If the PCs take longer or fail, their next obstacle reflects a narrative setback. A secondary goal might include a simple task, such as reaching a specified square and then succeeding on a skill check. Chapter 2 discusses encounter goals in more depth, but simple objectives could include the following accomplishments:

- Capturing an enemy noncombatant.
- Defeating a particular creature before dealing with the rest of its comrades.
- Destroying a magic device before it harms a distant person, place, or object.
- Grabbing an artifact before it is somehow lost.
- Hitting a button to keep a dimensional gate open.
- Rescuing a hostage.
- Stopping a sinister ritual.

Make sure to tailor the encounter for the additional goal the PCs must accomplish. Ease back on encounter difficulty if necessary by reducing creature numbers or the overall encounter level. Consider introducing a creature or two in the middle of a fight if the PCs meet the secondary goal with anticlimactic ease. You could also stage an encounter of higher level than the level of the PCs. Build in a goal that, if it is reached, removes some of the creatures from the fray, putting the encounter back into the group's comfort zone.

## Decision Branching

Strongly plotted adventures provide players with multiple opportunities to make decisions that insert branch points into the story. These branches might lead to obstacles that don't involve the PCs defeating monsters or traps, such as:

- Opening the door on the left instead of the one on the right.
- Choosing which witness to talk to next.
- Deciding to go to the tavern in the dangerous part of town instead of the one that seems more safe.
- Going home to challenge your evil stepbrother for superior status in the family.
- Demanding that your father, the king, recognize you as a worthy heir.

STEVE ARGYLE

Sometimes, players make unexpected choices, forcing you to improvise a suitable response. A DM who prefers to prepare every encounter before starting an adventure might try to nullify the players' choice, encouraging their return to the preplanned set of obstacles. DMs who like to improvise might use these unanticipated decision branches as opportunities to allow the players to take the story in a new direction.

Strong decision points give the players a sense of freedom and influence over the course of events. Describe the situation so they can make a clear decision between contrasting outcomes, not a random choice between unknowns. Simply choosing between a dungeon corridor to the right and one to the left is not as satisfying a decision for the players as the choice between a corridor that reeks of necromantic magic and a hallway that echoes with a strange siren song.

When a decision point lies between action and inaction, heighten the stakes by making both options seem risky in different ways. If a player tries to decide whether he should return home to confront his character's stepbrother, raise the stakes: Suggest to him the consequences of putting off the showdown, as well as what might happen if he goes through with it.

## DM'S WORKSHOP: ROYAL SUMMONS

Previously in the campaign, the paragon-level PCs had begun exploring the Underdark. They know of a dwarven stronghold that they hope to make their base of operations for their delving, but encounters with dwarf patrols have warned them that the dwarf king is unstable.

In this example of branching, the king of the stronghold summons the PCs. The stronghold's sergeant, Thangur, arrives with a heavily armed escort to take the PCs to the royal audience chamber. As a consequence of success in a previous pass/fail scene when the PCs met a patrol led by Thangur, they have earned the sergeant's grudging approval.

You have built a decision branch into the opening of the encounter: Do the PCs try to flee the escort, or do they obediently accompany Thangur? Plan ahead to ensure that both choices pose risks to the party and offer up interesting branches.

Fleeing poses risks; if the PCs fail the resulting skill challenge to get away, they face capture and King Fyolf's wrath. If they succeed, they must fend for themselves in the depths of the Underdark without the dwarves' aid. So, one course of action offers two branches that move the story toward new obstacles.

Following Thangur has its risks, too. He reluctantly explains that a brush with a mind flayer has made King Fyolf increasingly capricious. Depending on how deftly they deal with Fyolf, he might throw them in his dungeon or send them on a mission. Again, this outcome branches toward two interesting obstacles: escaping from a dungeon or going on a mission the PCs might not have chosen for themselves.

Having planned ahead in two directions, you have preparations in place for the players to make either available decision, and you can plan strong pass/fail results for both outcomes.

The players discuss their options and decide to accompany Thangur. As you might expect, they pump him for further information about Fyolf. Use this opportunity to heighten the tension with a description of the king's unpredictability. Obsequious words sometimes anger him, but he also erupts if petitioners fail to bow and scrape before him.

After some discussion, the PCs decide to present themselves as proud and unapologetic, befitting their paragon status.

After checking your notes, you see that the PCs easily succeeded on their last skill challenge, so you might decide to use high DCs this time.

With both possible branches from this challenge planned, the scenario plays out. The PCs fail the skill challenge, and a furious Fyolf imprisons them. The players react with dismay when the king threatens to jail their characters, and they consider fighting their way out of his court.

Because you have described in great detail the formidable retinue attending the king, it seemed unlikely that the PCs would present you with this decision point. You might think about shutting off this option by simply declaring the opposition to be overwhelming. But before you do that, remind yourself that cooperative DMs take cues from their players; rethink the situation, and look for a way to resolve this scenario with a fight that makes sense. You decide that Fyolf, bored and seeking entertainment, dispatches just enough guards to make for a tough but fair fight against the party. If the PCs defeat the guards without being foolish enough to kill any of them, he'll merely exile them from his kingdom. If they lose the fight, or if they kill any guards, they wind up in chains. Armed with two interesting yet believable branches, you can now create a dwarf encounter and haul out the battle grid.

Then, as you begin to assemble the encounter materials, the players perform an about-face. Cooler heads maintain that attempting to escape from Fyolf's prison presents less difficulty than fighting an entire court of dwarf warriors—so the characters surrender and allow themselves to be taken into custody.

While you describe the group's trip to jail, at the same time, anticipate the possible branches that could arise from an escape sequence. Being unable to escape from confinement exemplifies a classic dead branch—possibly the deadest of all because it leads to frustration. So you assume the characters manage to escape, perhaps without attracting any attention from their guards or perhaps after fighting their way out. In both cases, the PCs wind up without civilized shelter in the Underdark and must take and hold a hideout of their own.

## COOPERATIVE ARCS

A sense of shared authorship between you and the players can begin before you start playing, when you create a campaign. Convene with your group and ask them to help you create a campaign arc from the ground up. Have each player bring a pitch, a basic idea for the campaign, to this meeting. The pitch is a simple sentence that describes how the player characters fit into their world. Here are a few examples.

- The resurrected heroes of a long-dead empire fight to prevent the disaster that claimed their civilization from destroying another.
- Outcasts and scavengers vow to gather a barbarian army and conquer the world.
- Bickering half-siblings set out to gather unique items for their father's magic item shop.
- In a Roman-style empire, high-status slaves capture live monsters for combat in the coliseum run by their master, a senator.

You serve as editor and mediator, guiding the process until you assemble a blueprint for the campaign. After each player makes a pitch, let the group discuss and rank the possible choices. They might take elements of several pitches and combine them into a favorite pick. Cross-fertilization promotes engaging storylines. Aim for a concept open enough to allow variety while still revolving around a distinct, central idea.

Having hammered out the basic premise, expand and refine it by establishing the basic arcs of the three tiers. (You can skip this step if you plan to run a shorter campaign.) Use the examples beginning on page 168 in Chapter 5 for inspiration and guidance as you build the basic structure of your storyline.

Earthbound and practical, the heroic tier focuses on the steady emergence of the characters from obscurity to fame. The paragon tier thrusts them into strange environments and raises the stakes to national or global levels. In the epic tier, the stakes go up yet again, with the cosmos possibly hanging in the balance.

Don't worry if an obvious take on the later tiers fails to present itself. You can schedule a new pitch meeting later, as the new tier draws closer.

### DM'S WORKSHOP: CONCEIVING THE REVIVED

Now that another DM's campaign is about to wrap up, you take the reins for your group's next campaign. You decide to create a cooperative campaign arc, pitch-meeting style. Your group consists of the players Amy, Ben, Carlos, and Deena. When you solicit pitches from the group, one suggestion immediately captures everybody's attention:

"How about a game where we bring our favorite characters back for an all-star team-up?" Amy says.

The other players immediately reel off exploits of favorite PCs from past campaigns. You recall some details, others you don't.

You can tell that the players like the idea because the other players begin riffing on it:

"How do they all know each other?"

"They don't have to be from the same world, I hope. My paladin is from the Forgotten Realms campaign—"

"—but I want to play my first character, from my big brother's homebrewed world."

"And they were all different levels, and different editions," muses Carlos. "You want to start out at 1st level, right?"

The group suggests ideas until the wrinkles are ironed out, and here's where things stand: The PCs have the same names and appearances as their favorite past PCs and live as peasants in the same village. As they advance through the heroic tier and they manifest their various powers, they slowly recall their past lives. Initially, they remember only flashes of their old lives. At the end of the heroic tier, they have recovered their memories entirely.

Ben suggests that during the paragon tier, they discover why fate reincarnated them together. "We won't know what it is; maybe something cosmic in scope requires the universe's greatest heroes to gather."

Deena nods, seeing his direction. "And then the epic tier focuses on fighting a world-threatening force."

As you furiously jot down ideas, Carlos pipes up with a request of his own: "You know, my monk never defeated his archenemy, the Flower King. If I convince Keith, who DMed that campaign, to write him up for you, can you make him a major villain?"

"Yes!" Amy exclaims. "Every hero team-up needs its rogue's gallery."

Now that the players have an excuse to tell you about their characters, they spend the evening giving you the details you need to reveal their old histories, and to introduce their villains. Meanwhile, you might ponder various possible cosmic menaces to propel the plot forward.

You don't have to confine the storytelling process to a dialogue between you and the players. Encourage players to cooperate with each other, to build relationships and connections between their characters. This approach lends a greater sense of cohesion to the developing story. Your campaign's memorable and entertaining moments of interaction likely happen between player characters. Similar to the leading characters of an ensemble TV show, the PCs should contrast with one another to make dramatic sparks fly.

## Core Motivations

Strong characters build strong ensembles. Compelling, dramatic characters actively propel themselves into the story by pursuing powerful core motivations. Ask each player to spell out his or her reason for adventuring. Motivations can suggest what the characters have encountered before they meet each other, as well as what kind of actions they might take during the game. Here are a few examples to get your players thinking.

- "An obsessive curiosity about arcane secrets propels me."
- "The destruction of my village drives me to vengeance against bandits and anyone else who reminds me of them."
- "In tribute to the brother who died saving my life, I have sworn to spread the worship of Pelor."
- "If I don't use my brilliant mind to solve mysteries, I'll go mad."
- "An oracle told me I'd learn the secret of my true parentage somewhere deep in the Underdark."

Work with a player if he or she creates a passive, vague, or impersonal motivation; help the player sharpen it and give it emotional weight.

Motivations contain specifics. If the campaign frame specifies the PCs' courses of action, help players tie their motivations into the arc's main activity.

Players' conceptions of their characters might change over time, especially after the first few sessions of a campaign. Allow them to modify their core motivations—provided that the new motivation also provides compelling story hooks.

### Making Use of Motivations

When designing adventures, use motivations to draw the characters into encounters, skill challenges, and decision points. Make sure characters can act on their motivations in more than one way, so they don't feel trapped.

Devise adventure plot lines around character motivations. Wherever possible, develop story ideas so that they advance the agendas of multiple PCs. This method divides attention between players more evenly. It also covers you when a player whose motivation you planned as a story springboard can't play during a critical session or leaves the campaign.

Over time, balance your use of motivations to shine the spotlight on everyone. Make an exception for watchers, players who prefer having a secondary role in others' stories to taking center stage in their own. Some motivations can easily generate stories, whereas others might require effort to incorporate. If you consistently find it difficult to connect a PC's motivation with the action in your game, revisit the motivation. Work with the player to adjust the motivation so that it inspires specific action.

## Interrelationships

To create reasons for the PCs to spend all their time together and entrust each other with their lives, ask each player to specify a preexisting tie between his character and at least one other PC. The tie should involve strong positive feelings toward the chosen PC. Both of the players must agree to the relationship; negotiate the original suggestion until it makes sense for both. When a player's turn comes up, he or she should specify a new tie, rather than repeating one already established. However, the player might also

### Distracted

After having gone to the trouble to create them, players probably stick to their motivations. When a PC ignores his motivation to gain a short-term advantage, or for other reasons that seem out of character, declare him distracted. The stress of acting against his instincts costs him precious mental concentration. Until he reverts to his established motivation, he labors under some or all of the following consequences.

- Grants combat advantage.
- Takes a –2 penalty to saving throws.
- Loses one healing surge after each rest.
- Can't regain action points.

A player who wants to alter his character's motivation to fit an evolving conception of the character can do so without penalty. A character who constantly shirks his motivation to suit momentary circumstances is a shifty opportunist, and his motives should reflect that. Work with the player to recast his character's motivation to match his behavior.

confirm that he or she reciprocates the loyalty given by another PC.

Such a relationship might pair two characters as members of the same family, romantic partners, a mentor and a protégé, comrades-in-arms, coworkers, dedicated worshipers of the same deity, or political allies.

## Contrasts

Next, have each player outline a source of conflict between his or her character and another PC. Unlike the strong feelings represented by motivations and interrelationships, you can make these points of

### DM's Workshop: Casting The Revived

Amy, Ben, Carlos, and Deena gather for the preamble session of "The Revived."

Amy introduces her PC as Arisana, a budding wizard, and provides her motivation: "Since childhood, the villagers have feared me, saying I had 'witch eyes.' I had to sneak away and learn magic from books I found beneath a deserted hut. I need to prove to them—and myself—that they were wrong to fear me, and I am not a creature of evil."

Ben says, "My character is Bob the Ranger. He didn't have a motivation when I played him in my big brother's campaign, so I'll say he feels he has a great destiny, and he wants to find out what that feeling means."

(The others in the group object to his character's name, and Ben agrees to the more formal-sounding "Brom.")

"I'm Caliban, and I have developed unarmed fighting powers at odds with the surrounding culture," says Carlos, explaining that he chose to play a monk. "He has recurring nightmares about this dread figure who wears a crown and a wreath of toxic blossoms. Caliban seeks combat experience, so he can defeat this menace when it arrives."

Deena says, "My character is Diani, a fierce devotee of Bahamut. I intend to perform great deeds in the name of my deity to erase the memory of my treacherous father. He betrayed a cohort of his allies to Tiamat before she devoured him."

Now each player establishes a tie to another PC. "Arisana feels grateful to Diani," says Amy. "She saw virtue in me despite the villagers' fears."

Ben takes his turn: "Brom thinks Caliban's weird powers are cool. They show that Caliban has a great destiny, just like me, so I stick close by his side."

Carlos says, "Caliban adores Arisana, though he worries that if he shows it, he'll make her a target for the evil being in his dreams. So instead, he keeps a protective, brotherly watch over her."

"Hmm," says Deena, "that leaves Brom. I know—he's my husband! We were betrothed as children, and I went through with the marriage out of loyalty to my long-suffering mother. I feel no great passion for him, but I honor him out of duty."

"Wow, weird," says Ben, taking in this suggestion. Since the idea impinges on his character, he could ask for a modification. Instead he thinks for a moment and decides to roll with it. "I never thought of Brom as being married. This process has made him more interesting than when I played him as a kid. Well, Brom's kind of clueless, so he figures Diani loves him the way he loves her."

In the second-to-last round of collaborative party building, players pick their contrasts.

Amy says, "I don't fully trust Caliban. I don't understand why he watches an outcast like me so closely, and I sense that he hides his true intentions toward me. No one could ever love me, so it can't be that."

Carlos clutches his chest. "Oh, no! Poor Caliban!"

Ben's up next: "I choose Diani—I keep bugging her to settle down and have my kids."

"I try to restrain myself," adds Deena, "but Brom doesn't make it easy."

"Brom can be an insensitive numbskull," says Carlos. "Caliban finds it hard to maintain his sense of mystical detachment around the guy."

"Who hasn't been contrasted with yet?" asks Deena. Amy holds up her hand.

"Interesting. I'm your tie, right?" Deena continues. "Um, well, let's say I fear your outsider ways, how you skulk around and separate yourself from society. Diani believes in duty and conformity and obedience to legitimate authority."

Finally, each player specifies a recurring character who might play a role in the campaign.

"I'm an outcast," muses Amy. "So I only speak to these three individuals in the village. How about the shade of the old hermit who owned the books of magic I found? It appears by moonlight, sometimes, and it listens more than it talks."

"I had a henchman in the old campaign called Bodo," says Ben. "I'll have a servant named Bodo who follows me around, listens to my stories, and picks up after me."

"We must be well off, hubby," says Deena.

"I guess. Can I say I'm the son of a landowner?" Ben asks you.

"Sure, but you don't score any extra starting equipment."

In fact, Ben has just created two recurring characters—Bodo and Brom's father—giving you more grist for your story-making mill.

"I already named my contrasting character," says Carlos. "The Flower King."

"Me too," says Deena. "My father's treachery broke the heart of Diani's mother, Eloan."

"And your treacherous father?" Ben points out.

Deena shakes her head. "No, he's dead."

*I'm sure you believe he's dead,* you think to yourself, already hatching a plan for his eventual appearance.

HOWARD LYON

contrast relatively mild, even humorous. You want to achieve amusing banter, not genuine rancor.

For example, differences over minor theological points provide fodder for fun in-character debates. On the other hand, a character's vow to take fatal vengeance on another PC poses an obvious threat to group harmony. Contrasts that tie into another PC's motivations highlight both characters. Help the players work together to modify suggestions to bring any differences in line with their intended character portrayals.

## Recurring Characters

You might also ask players to invent one or two NPCs to whom they have important ties. These can be ties of loyalty, similar to what a character might share with another group member. Alternatively, these NPCs might despise the character, and you can use the NPCs as obstacles to the character's goals.

This option works best if you expect the PCs to spend frequent periods of downtime in a single home base. You might have trouble incorporating casts of recurring NPCs into a campaign that features a band of constantly roving PCs.

## Predestined

This approach comes into play when players want to decide ahead of time what, in general, happens to their characters at a campaign's end. A story that ends with one or more characters suffering a tragic fate (perhaps dying in a final heroic gesture) or an ironic reversal is especially appropriate for this sort of approach. In the latter case, a player might ask for story hooks that help his or her character evolve over time. Each step is part of a gradual progression, but the contrast between the beginning character and the end result is extreme. A foolhardy character might grow wise. An avatar of virtue could slowly become corrupted until the player hands his or her character over to you as an NPC adversary. A rambling explorer might end up finding true happiness in his hometown.

A character's core motivation culminates in predestined fates. They finish a PC's story. The character achieves his or her ultimate goal, rises above it to discover and complete a more profound objective, or is destroyed. In a tragic ending, either the goal inherently leads to doom, or the character's inner flaws prevent his or her success.

The process of shared creation doesn't need to stop during your campaign's prep phase. You can continue it by allowing players a role in inventing your D&D world.

The default D&D setting provides an ideal basis for definition on the fly. It establishes a few cornerstone elements, such as the planes of existence and the way magic works, and then you can fill in the rest. Traditionally, DMs flesh out these details on their own, as part of their prep work. Engage your players—and ease your workload—by inviting them to join in the process and help you create the world.

If you like the idea of player input but feel more comfortable working from detailed notes, assign your players homework. Ask them to describe which elements of the world their characters closely engage with. These background elements might include their cultures, religions, and organizations. This method preserves suspension of disbelief by creating relevant world details. If your group enjoys this approach, consider opening up the world as a joint setting, one in which all of you run games. You might establish separate campaigns based in different parts of the same world, or rotate DMing duties in a single, long-running game.

### LIMITS OF COLLABORATION

Even though the first rule of improvisation is never to negate someone else's idea, sometimes rules are meant to be broken.

When you and your players brainstorm to design a world, you can feel free to alter pure flavor elements of published D&D works. On the other hand, avoid suggestions that require you to alter game mechanics. "This world contains no necrotic energy" might sound like the seed for an interesting variant setting. However, many creatures, powers, and magic items in the game rules have necrotic attacks, resistances, and vulnerabilities hardwired into them. Removing such elements changes the game balance, making some game properties more powerful than intended and other abilities useless.

Also, player suggestions must remain consistent with the world's previously established continuity. If players declared the Raven Queen to be the city's patron deity last week, a new idea should usually not be allowed to override that fact. (You might make an exception for a truly compelling suggestion, provided that the player can convincingly justify the inconsistency.) This stipulation applies only to facts about the world that have come up in play. You can contradict a detail about your setting that, so far, appears only in your notes. If your players don't know about it, changing it won't impair their suspension of disbelief.

## Never Negate

A DM serves as an arbiter, deciding which player suggestions to incorporate into the world directly and which suggestions need to be modified to fit into your broader plans.

When you are presented with player input into your world, start by repeating to yourself the first rule of improvisation: Never negate.

With few exceptions (see the "Limits of Collaboration" sidebar), following this rule means incorporating at least part of every suggestion into your world. If an idea contradicts something you plan to introduce, don't reject the conflicting idea out of hand. Put a new spin on it instead. Even when you hear no objections to a suggestion, consider adding an additional element to it. This approach surprises the players, and it encourages a sense of creative back-and-forth. Approving the players' suggestions pleases them, and it encourages all participants to build on each other's ideas.

Add a new detail or caveat to a proposed idea instead of altering it beyond recognition. What you lose in control, you gain in player engagement.

Players might unintentionally add details to your world by confusing elements of the default D&D

### DM'S WORKSHOP: CHAMPIONS OF HONOR

*In this example of an incidental reference, a player named Ed responds haughtily on behalf of his character, Erekam, when challenged by sentinels at a city gate:*

"I bang vigorously on my shield, showing them the emblem of my warrior order."

Ed has never before referenced an emblem on his shield, but since it's his character, he can introduce it without any adjustment by you.

"Do you not recognize this symbol?" Ed exclaims, in his deep Erekam voice. "It identifies me as a member of the Champions of Honor! Do you not know us?"

You've never heard of the Champions of Honor. You reach for your notepad, ready to scrawl the necessary notation.

In character as the indifferent guard, you scratch your head and say, "We don't receive visitors hereabouts, stranger."

"Why, for a hundred years the Champions of Honor have protected the good folk of this region, driving off orcs and bandits alike!"

Through this exchange, Ed establishes that this organization exists as he has described and that Erekam belongs to it. After brainstorming for a moment, you prepare a bandit encounter—now someone can spot Erekam's shield, tell him about a brigand problem, and motivate the group's trip to the wilderness to engage them.

setting with past or alternate versions. Stave off other players' natural impulses to correct these mix-ups. Take advantage of fortuitous errors, and incorporate them the same as you would a purposeful suggestion. For instance, if a player misremembers the life expectancy of elves and cites a vastly longer figure, you can decide that the elves in your world enjoy greater longevity than the norm. These accidental improvisations help you to foster the idea of a mutually developed world. Their example helps to overcome any initial reluctance either to step on your toes or to adjust official source material.

## Introducing Player Suggestions

Three main techniques allow you to bring player suggestions to the fore: incidental reference, solicited input, and the turnaround. Proactive players might employ a fourth method, the direct assertion.

### DM's Workshop: Forks in the Road

*In this example of solicited input, the players are traveling along an ancient road through a dense forest.*

"After turning to avoid a rocky outcrop," you narrate, "the road forks to the east and northwest."

This fork offers a decision point to the PCs, as well as a chance to tailor its branches to their interests. Ben and Deena dominated an earlier interaction scene, so you solicit input from Amy and Carlos.

"Amy, you've heard that something dangerous lies to the east. What is it?"

Amy thinks for a moment. "Um, it's bird people. I hate bird people."

For a moment, you panic. You don't have stat blocks for any bird people. But you realize that, with minimal effort, the creatures in your bugbear and goblin encounter can be reskinned into hostile, flightless birds. You affirm Amy's choice by adding a new detail.

"Oh, yes," you reply. "They have a new leader, Rakak, who has sworn vengeance on all mammals."

"Okay, Carlos, what trouble lies to the northwest?"

Carlos takes the opportunity to bring his character's core motivation back into the storyline.

"The Pagoda of the Poison Blossom, a haunted place where explorers vanish. Rumor has it that the Flower King once lodged there and might have hidden secret texts on its grounds."

You decide on a twist: If the PCs go to the grounds, they find monks of the Flower King searching for lost scrolls. But you can reveal this surprise later.

Now that the players have established their options, they debate the merits of the two choices: Do they head toward the hostile bird people, or do they explore the haunted pagoda?

### Incidental Reference

This situation arises when a player makes an offhand remark, possibly as in-character dialogue, concerning a fact about the world. You then treat it as true.

If you need to adjust the idea, do not interrupt an unfolding scene to footnote the setting detail. Wait until a suitable break in the action, and then go back and clarify.

### Solicited Input

In the solicited input technique, you ask each player to supply a detail of your world. You could ask a particular player—perhaps one who hasn't had enough spotlight time—or throw it open to the group and take the first suggestion offered.

### The Turnaround

Players are accustomed to asking the DM for details of the world. In the turnaround technique, you take a player's question and turn it around on the group, asking the players what they think the answer might be.

Use the stock phrases of the turnaround: "You tell me" and "What do you think?"

### Direct Assertion

Players who are accustomed to the DM's traditional control over setting elements will wait for you to

### DM's Workshop: Deep Gnome Rule

*In this example of a turnaround, the players are traveling through the Underdark, debating whether to seek hospitality at a deep gnome enclave far underground.*

"Do I know anything about the deep gnome culture?" Amy inquires.

You consider requiring her to make a History check but instead give her an automatic success, because having information seems more interesting here than not having it. (In other words, failure would be a dead branch; see page 9.)

"You've read tomes on the subject," you answer.

"So, this enclave—how do the gnomes rule it?

"You tell me."

"Uh, well . . . I consider surface gnomes to be sneaky Feywild skulkers, and I think Underdark gnomes act especially paranoid. So its defenders rule its society, maybe? Sort of a combination of a police state and a ninja clan?"

That idea sounds pretty cool, and it's complicated enough that it doesn't require additional details.

"Exactly right," you say.

Amy realizes that she might have just invented the group out of a suitable hideaway. She quickly adds, "But paranoid ninja police state in a good way."

"Yep, that's what the deep gnomes say," you answer, keeping open a hint of uncertainty and danger.

prompt them before supplying world details. In a cooperative campaign, more assertive players might catch on to the technique and start giving you input unbidden. Give these ideas extra scrutiny to ensure that the players don't wreck the suspension of disbelief by proposing details that give their characters an advantage. If the players make slanted suggestions, spin the proposals to counterbalance the idea's intended benefits.

When given in good faith, direct assertions make good gifts for a harried DM. Proposals show what interests the players and what they want to do next.

## Areas of Input

You can seek player input for any aspect of your setting, from the fine details to the world-spanning back story. Common areas of input include the following elements.

### Background Information

Draw on players for details of your world's history, cultures, economy, or religious practices. By inviting them to add to your world maps, you recruit them as geographers. See the DM's Workshop sidebars "Champions of Honor," "Deep Gnome Rule," and "Dragons Love Elves" for examples of player input into world background.

### Descriptive Control

When you grant partial descriptive control to your players, you allow them to specify what they see and hear in a scene.

DMs might prefer to make encounters off limits for descriptive control. Allowing players to add obstacles and features might unbalance carefully planned combats. A daring DM might let the PCs play in this sandbox if he or she feels confident enough to countermand advantages that players try to sneak into the situation.

The DM's Workshop sidebars "Tentacle Temple" and "Forks in the Road" provide examples of descriptive control.

### Supporting Characters

If you used the collaborative cast-building techniques when preparing your campaign, the players might have already invented NPCs that tie into their characters' backgrounds. Extend this approach by allowing them to describe other minor characters.

Initially, you might blanch at the thought of allowing players to invent NPCs who make the PCs' lives easier. In practice, those NPCs can make your job easier. First, characters whom your players can interact with (and are interested in interacting with) make the story more dramatically interesting. Second, when you give your players the means to overcome minor inconveniences, you speed up play. In roleplaying, as in any story, you want to edit out the boring bits. If allowing a player to immediately flag down a messenger or find a blacksmith advances the story, all the better.

As with any PC advantage gained through improvised player input, you can change a situation and introduce it as a bit of complication. The bad guys might kidnap the messenger and grill him for information, prompting a rescue attempt. That seemingly helpful blacksmith could be a spy for the illithid conspiracy.

To help players invent minor characters on the fly, supply a list of names appropriate to the location. Players pick one that suits the new character and cross it off the list. When the players specify a name, you add that nonplayer character to your notes.

Once the players create an NPC, you control his or her words and actions, as you normally would.

#### DM's Workshop: Tentacle Temple

*In this example of a direct assertion, the party has entered a demon-occupied city.*

"Do I see a watchtower?" Carlos asks you.

Before you can reply, Ben, feeling a creative surge, supplies an answer of his own: "Look! Over there! That horrible tower, rising from the central plateau! Oh, my goodness, its tiles writhe! And tentacles dangle from the spire!"

You might instinctively want to slap down this seizure of your narrative prerogative. Then you remember that you encouraged the players to collaborate in building the world. You affirm Ben's idea by building on it.

"Yep, those are tentacles, all right. A strange bird that looks like a black-feathered albatross circles slowly near the spire. Suddenly, a tentacle zaps out, like the tongue of a frog, and grabs the bird, pulling it into the tower. You hear a chewing noise."

"You mean the tower is alive?" Deena exclaims. She knows your DMing style includes vivid details to encourage the PCs to move in closer to explore. "Thanks a lot, Ben!" she jokes.

#### DM's Workshop: Dragons Love Elves

*In this example, you turn around an abusive suggestion intended only to grant an advantage to a player.*

The party finds itself in the treasure chamber of an ancient dragon. The characters have no hope of defeating the dragon in combat and must resort to persuasion to avoid becoming its midday snack.

"Luckily, dragons in this world famously love and respect the elven people," says Paul. Not coincidentally, he plays an elf.

In character as the dragon, you growl menacingly in Paul's direction. "The others I might forgive," you boom, "but to have my lair invaded by an elf, a member of a people who allied with the dragons at the dawn of time . . . why, it is enough to rouse me to homicidal fury!"

"Whoops," says Paul.

JULIE DILLON

You could take the idea of player-created NPCs one step further. Let players momentarily play these NPCs as secondary characters. Choose when they gain or relinquish control. Different players might take on recurring characters over the course of a campaign.

Player-controlled recurring NPCs come in handy in open-ended adventures in which PCs split up and fan out to pursue separate agendas in parallel. The NPCs allow you to engage your players in the action when their characters are otherwise occupied.

Make a player-controlled NPC a noncombatant who, like any sensible, ordinary citizen, avoids the dangers of an adventuring life. You can play NPCs without set statistics, and without treating them as minions or designing creature stat blocks for them. Sometimes, they might morph into full-fledged companion characters (page 27) as the campaign develops.

## Timing and Frequency

Using the techniques of cooperative world building at the right times, and not too often or too seldom, gives them maximum impact. If you continually ask players to describe your world for you, they lose belief in it and come to think of it as malleable. Call on them too infrequently, and your requests for input seem jarring when they do occur.

To achieve balance, seek input no more than three or four times per session. Invite collaboration when you experience one of the following situations:

- You can't think of an answer.
- You don't see why the question matters.
- The party is stumped and seeking a new plot thread.
- You cannot envision the party's next obstacle.
- Your players haven't made a significant story choice recently.
- Players are focusing on the mechanics of the game and you want to engage their creative energy.

### DM's Workshop: Tanis

During the party's first trip to the city of Sigil, Brom decides to find a local to show them the ropes. "I look for a street urchin. Are any around?"

"You see a bunch of them," you reply. "Describe the one you want to talk to."

"Uh, okay. I see a young girl, dressed in rags with a mop of dark hair, and something about her makes the others treat her as a pariah."

"I know," suggests Amy. "She has a clawed hand, as if she has a demon or monster in her ancestry."

"Yeah, a clawed hand, that's awesome. She looks hungry; she doesn't receive the handouts that the others do." Ben takes the sheet of Sigil character names. "Her name's Tanis."

You note this detail, and take on the role of Tanis. For the first few sessions of play, you retain control of the character in order to convey information about the city.

Later, Brom and Diani conduct a dangerous negotiation with the githyanki leader Yultang. Caliban descends into a mazelike pocket dimension, attempting to track down a doppelganger who has been posing as him. You cut between the two sequences. Amy thought it out of character for Arisana to go on either errand. Rather than cook up a third plot line just for her, you offer her the chance to tag along in the githyanki sequence, temporarily playing Tanis. Amy decides that it would be a fun contrast to portray Tanis as an enthusiastic fan of the githyanki. Although others shun Tanis's ugliness, Amy explains, the pirates of the Astral Sea have engaged her services on numerous occasions. The others dislike her affinity for the githyanki, but they end up letting her lead the negotiation with Yultang.

Two sessions later, Brom dies. His comrades, low on funds but unwilling to sell their equipment, scour Sigil for someone willing to perform a Raise Dead ritual in return for future favors. You ask Ben if he wants to play Tanis, and he agrees. Picking up on the previously established githyanki connection, he has her suggest Yultang as a possible financier of the revivifying ritual. Although Brom would shudder at the thought of owing the githyanki, Ben enjoys having his temporary character skillfully back his permanent one into a corner filled with juicy plot hooks.

—by Stephen Radney-MacFarland,
from "Save My Game!" in *Dungeon #155*

The narrative part of roleplaying has a more free-form nature than the game rules. This aspect of playing the game makes people nervous and self-conscious, especially if they prefer not to act. Sometimes you have to ease players into roleplaying by making it work like other game aspects. The following ideas show you how.

## Create Hooks

A lot of D&D games involve the bare-bones, smash-and-grab model of roleplaying, filled with stats, action, monster killing, and treasure. Players in these games need less story to guide them. They don't care about the implausible. They have fun because they buy into the game. Why? Because the game and its design have built-in hooks.

What do I mean by hooks? The parts that grab your audience, pull them in, and never let them go. D&D has them in spades. Classes and races both function as hooks; their concepts, art, and application reach out and grab people. The "simple rules with exceptions" principle of D&D offers another hook. You have a firm idea of the general rules, and you can reference the specific. A hook pokes its head up and says, "Hey, I'm here, and I think you'll like me." The people who do like it, grab it and run. As a fantasy game, D&D has its own hook, too.

DMs sometimes forget the general principle of hooks when they make their campaigns. DMs might create a place they believe could be real, not realizing that few players care for the models of trade and agriculture in the game world—since the game functions as a power fantasy. Others fixate on their campaign's overarching story and overlook that this form of storytelling already has an audience (and cast) of real people in the form of players and their characters. In the end, these DMs might find themselves trapped when they create hooks interesting only to them. And as the DM, if you interest only yourself, you don't have an audience.

Use a sandbox approach to story and roleplaying. Throw out loose threads, see who bites, figure out why they bite, and react to the story rather than driving it autocratically from the start. You might guide your players in class and race choices, but don't make those decisions for them. Don't try to make roleplaying decisions for them, either. You can use an open approach in your details of your world and story vision without losing it completely. Pick up on good ideas and suggestions from your players. As your players feel more attached to the story, their immersion levels rise, especially when they figure out they can drive the story rather than have it unfold around them. When players have more investment in the storytelling and roleplaying parts of the game, they focus on these parts rather than ignoring or avoiding them.

I'll give you an example by briefly outlining what I'm doing in my current campaign—my first, full-fledged levels 1-30 D&D 4E campaign—the *Days of Long Shadows*. When my players made their characters, I gave them a list of seven backgrounds they could choose from. I told them from the start that choosing a background would ensure that their characters had a stronger connection to the overall plot of the campaign, but that they didn't need to take one. I made these backgrounds simple, with few restrictions. Two examples follow.

**The Hexed (Half-Elf, Human, or Tiefling):** A mysterious master cursed you; you don't know his identity. All you know is that his raspy voice occasionally compels you to do as he bids. His commands sometimes demand terrible deeds, but far worse consequences ensue when you refuse to obey.

**The Orphan (Human):** You're an orphan of the disappeared village of Fadail. A wandering oracle of Ioun prophesized that only Fadail's last scion could find the village. Presumably, that person is you.

These raw hooks have a purpose. I combined the interesting themes I wanted to explore in the campaign into a form that might interest my players, and made the themes available to my players.

Allowing my players to pick their backgrounds achieved a couple of objectives. First, it gives them a focused hook into one or more of the stories and themes of the campaign. Having a choice strengthens their story investment, and it gives me a tool that simultaneously focuses their plot-seeking activity and helps me create stories that speak to their characters personally—even before the campaign begins.

For instance, I had a specific player in mind when I wrote the hexed, and I was not surprised when the player took that background. He enjoys playing these mysterious, tormented characters that have a secret. I knew he would gravitate toward this background.

As for the backgrounds not chosen (such as the orphan above), I have a page of rough ideas I won't use in this particular campaign. I can learn a lot from what my players didn't pick, such as what kind of game interests them.

More important, these backgrounds bridge the gap between game and story. Since I made backgrounds a character choice, the players feel a sense of ownership. I created roleplaying and story hooks the same way the rest of the game hooks worked—I let my players choose what they wanted.

## Keep Those Lines Taut

So you have the hooks. Next step: Don't let them go. And keep a lookout for new and interesting hooks. Every time you identify what players find interesting in your game, pull them in with it. As the first order of business in my campaign, I make sure the background choice of each player remains important and relevant. Don't make a background a wasted choice by never incorporating its themes and ideas in the game; that approach makes the hook irrelevant and pointless. After all, my PCs can't retrain their backgrounds! At the same time, a D&D game has an ensemble cast. Game sessions rarely tug every line—save some lines for when they have the best effect.

For instance, if the hexed character never heard the voice, that situation would be silly and counterproductive. But the opposite holds true as well. You don't want every game session to start with the voice telling him what to do. Save these reveals for the right moments, and until then, leave them hanging over the character's head. After a few sessions, and when something interesting occurs, I bring in the mysterious agenda to create drama and conflict, and to give the player interesting choices to make.

As my second order of business, I observe how my players interpret those hooks, and how they use the hooks to flesh out their characters and inform their actions. My backgrounds lack detail for a reason—I want to see how each player interprets and weaves them into the story. As the hexed player comes up with past stories on how the voice guided him, I can ensure that future instances of the voice act in a similar manner.

## Don't Be a Sinker

Finally, don't sink honest effort even if it's awkward. It takes practice to do anything well. Some individuals might have a native ability to succeed, but most goals require trial and error until we hit our groove.

The same holds true for roleplaying. Although the drama major in your group might excel, your group introvert might have a hard time with it at first. And although pointing out someone's awkward attempt at roleplaying might give you a brief moment of amusement, a friendly guiding hand works better than sarcasm if you want to promote roleplaying and deeper story interaction. Don't worry; no one is up for an Oscar. No talent agent will knock on your door in the morning. People continue to roleplay as long as they have fun. You might enjoy being critical, but others rarely find it fun.

### My Son, the Fire Archon

D&D builds monsters and characters differently. Characters have more complexity than monsters because PCs live longer. A single player normally controls a single character, whereas the DM runs multiple monsters at a time.

So what happens when your 11-year-old son wants to play a fire archon as a character?

My son enjoys the tactile elements of the game. He loves it when I bring new miniatures home, he builds sprawling dungeons out of my *Dungeon Tiles*, and he designs his characters with specific minis in mind.

So his favorite mini from the *Desert of Desolation* set is the fire archon, and he wants to play that creature as his character. What do I do? Fire archons don't appear in the *Monster Manual* appendix of playable monster races.

I'm still amazed at how easily I constructed a fire archon character. I built him a 7th-level rogue, and I picked powers that I could rework to add a fiery touch:

- 7th-level encounter attack: *cloud of steel*, which I turned into *cloud of flame* (a close blast 5 of fire damage).
- 5th-level daily attack: *deep cut* became *blazing strike* (dealing ongoing fire damage).
- 3rd-level encounter attack: *bait and switch* turned into *flame's dance* but remained a power concerned with mobility.
- 1st-level daily attack: *blinding barrage* turned into *blinding flames* (a blast of blinding fire).
- 1st-level encounter attack: *dazing strike* transformed into *dazing flame* (a simple dazing attack).
- 1st-level at-wills: *piercing strike* became *fiery blast* (it already targets Reflex instead of AC), and *deft strike* for mobility again.

I made his sneak attack damage fire damage, just for flavor. Then, for racial powers, I copied the tiefling's fire resistance and added poison resistance in the same amount. I gave him immunity to disease and made his speed 8. That was enough—he didn't need an additional racial power.

Did I create a character identical to the fire archons in the *Monster Manual*? No, and I didn't make it a standard human rogue, either. I made it resemble the fire archon in all the ways that matter.

A player's character is an important aspect of the game for that player. So a DM should help every player create a fun character who won't unbalance the game (which would hinder the fun of the other players). Sometimes it proves easy within the limits of the rules. Other times, you have to be more creative.

—James Wyatt, originally posted on Wizards.com staff blogs

# VIGNETTES

Add moments of character interaction to your game with vignettes—specially shaped scenes in which players respond to dramatic situations you create for them.

## Vignette Types

Vignettes can fill a number of roles in your story.

- Interactions dramatize current conflicts between PCs or other characters.
- Flashbacks illuminate past events in the characters' lives.
- Dream sequences bring a character's inner conflicts to life in a surreal mental environment.
- Transitions leap the campaign forward in time.
- Third-person teasers use NPCs, portrayed by the players, to foreshadow events that enmesh the PCs.

### Interactions

Interactions resolve conflicts that arise during standard play between PCs. Push for resolution cautiously; preserve player autonomy by allowing some interactions to end in standstills. Interactions make useful session starters. They can kick-start a campaign after a long break. Use them as reminders when your planned adventure riffs on a previous PC conflict that might have receded into the background.

### Flashbacks

Flashback sequences move the character's background story into the spotlight for the entire group to imagine. These vignettes can sharpen the portrayal of unfocused PCs by playing out the pivotal moments that shaped their core motivations.

You can also use flashback sequences to introduce elements of the character's past that later resurface in the main action. For example, if a previously unmentioned old mentor of a PC shows up to send the party on a mission, a flashback can add weight to the idea of their preexisting relationship.

In campaigns featuring elements of destiny or prophecy, flash forward to possible futures that provide a fun variation on the flashback. You might specify that these predictions offer glimpses into an immutable future. You might find it easier, though, to portray these sequences as possible futures (or

### DM'S WORKSHOP: BANISHED

After several sessions of play, you realize that one of the PCs seizes the lead role in encounters and takes a back seat in interaction scenes. The player, Greg, enjoys the story side of D&D. His shifter character, Grath, has yet to display a personality. You start the next session with a flashback sequence featuring Grath. Greg established that Grath chose the life of a wandering adventurer after his people banished him. You ask him to explain why his people banished him.

"My brother stole cattle belonging to the clan chief and traded them for silk for his trading company," Greg says. "The clan soothsayer performed a divining ritual and saw that I knew the culprit. Although I despised my brother, family loyalty prevented me from turning him in. So the townsfolk banished me, though my brother remains with them to this day."

"All right, we're flashing back to the moment before your final audience with the clan chief. You stand in the family tent. What's your brother's name?"

"I hadn't decided."

"Okay, how about Yaroth." You point to another player, Haru. "You play Yaroth. You must convince him not to turn you in."

Turning back to Greg, you ask, "Who was Grath's best friend and confidante?"

"A comrade-in-arms."

You select a third player, Inez, to play Grath's best friend, Uchig. "Your goal is to convince Grath not to throw away his position for the sake of his thieving, no-good brother."

Haru, as Yaroth, kicks off with a wheedling plea to protect his life. "They'll just banish you, but if you turn me in, they'll execute me!"

"And so you deserve!" cries Inez, as Uchig. "Why, I have a mind to tell the clan chief myself."

"Remember," says Greg, "you have sworn on your honor to keep this secret."

"What good is my honor, if he takes yours unfairly from you?"

Greg's addition to the scene gives him a goal, too—to persuade his friend not to besmirch his own honor over Yaroth's misdeeds.

The scene continues. When it becomes repetitive, you address Greg: "Okay, let's identify one more unknown detail about Grath's banishment. Steer the scene toward that revelation."

Greg nods and waits until Inez makes a strong point in favor of informing on Yaroth. He jumps in, now switching to narrative mode: "At that point my elderly father enters the tent, clutching his chest. I realize that if the elders execute Yaroth, it will also kill my father. Now I see my destiny laid out before me—as a wandering, masterless noble."

Move back into standard action when the scene reaches a natural climax. As you steer the group toward a choice of encounters, you can plan how to introduce a scene that recalls Grath's pivotal moment.

hallucinations) that the PCs can avert or move toward, according to their actions in the present.

## Dream Sequences

Dream sequences allow you to portray a PC's inner turmoil with surreal imagery. The PC stands at one point of the triangle while other players try to pull him in opposite directions. They might play dream versions of themselves, figures from the PC's past, or surreal personifications of abstract forces. For that matter, the other PCs can shift identities according to the whims of dream logic.

## Transitions

Transitions acknowledge the progression of time in the campaign since the last session. They create the sense that the character's life continues between adventures. In campaigns that use them, transitions can cover long jumps in time, taking the characters through months or years of unseen action.

Transitions require open-ended framing led by player input. Ask the players to describe a conflict that occupied them during the elapsed time period. Together, choose a dramatic moment, and frame a vignette around it. You might construct one vignette per character, or cast vignettes together into a scene of combined struggle.

## Third-Person Teasers

Scenes featuring a cast of player-controlled NPCs foreshadow events for their PCs. Third-person teasers provide snappy openers to sessions that might otherwise begin with a gathering of PCs in a tavern.

Dialogue might drive third-person teasers, but they might depart from other vignettes by featuring descriptions of physical action.

For inspiration, look at the opening credit sequences of TV shows, especially openers that feature only members of that week's guest cast. Horror

### DM's Workshop: Called to Account

Brom, who believes himself destined for greatness, ended last session with a craven surrender to the bandit queen, Isolta. To explore the gap between his self-image and his actions, you create a dream sequence in which Brom's hero, the legendary warrior Ambek, calls him to account. You assign Amy to play Ambek, who wishes to convince Brom to follow in his footsteps. Deena also appears in his dream, as Isolta, who argues that Brom, as an ordinary man, took the only reasonable action when he bowed and scraped before her.

You want this scene to pose a question, not to answer one, so interrupt it as it reaches a crescendo. Brom, you narrate, jolts awake in his bedroll, drenched in icy sweat.

NICOLE ASHLEY CARDIFF

procedurals, such as *Supernatural* or *The X-Files*, start with teasers that introduce an unknown threat to the main characters.

This device allows you to introduce your players to the bad guys before their characters kill them. They learn to dread and loathe the villains long before the climactic encounter, increasing its emotional impact.

Preserve future surprises by withholding information from the players. A monster attack scene might allow their temporary characters to see shadowy figures materialize from nothing and attack. In a scene of political negotiation or criminal plotting, you might not tell the PCs what characters they're playing.

Third-person vignettes require players who can separate their knowledge of the events portrayed from what their characters know.

## DM'S WORKSHOP: REPORT TO THE EMPEROR

In a saga-length campaign in which each of the PCs rules a province of the Arcathian Empire, the characters level up, triggering one of the campaign's periodic one-year breaks. You ask each player to come to the next session, which starts with a meeting of provincial governors before the emperor, with an accomplishment to brag about. A dry recap of interim events becomes a fun competitive scene, in which each player jockeys for recognition.

## DM'S WORKSHOP: ILLITHID ATTACK

As the kickoff to an adventure in which the heroes fight mind flayers, assign each player a new character to play in a third-person teaser. Each character plays a soldier guarding a frontier outpost. Assign each soldier a name. Half of the six characters work toward a goal that forces them to interact with one another. After playing dice all night, Conrad, Aldfrid, and Ellis have lost their wages to Imric, Oswyn, and Hengist, and the former group wishes the latter group to forgive their debts.

After the players roleplay their temporary characters long enough to make them feel real and engaging, you describe the horrible results of a mind flayer attack on the outpost. Although you allow the players to describe their temporary characters' responses to the attack, don't use dice or rules to resolve the results. These poor soldiers have no hope. The two players who can convincingly describe countermeasures survive the longest. The illithid leader, Khardaghk, as played with sinister relish by you, interrogates and toys with the last two survivors. By the time he slays the last of the soldiers, the players despise Khardaghk and want to see him laid low—even though their characters have yet to hear of him.

ZOLTAN BOROS & GABOR SZIKSZAI

## Vignette Stages

Vignettes break down into three stages:

- Framing, when you establish the parameters of the interaction.
- Development, in which the scene plays out.
- Conclusion, the wrap-up.

### Framing

When framing a vignette, you establish a current situation, as well as the conflict the vignette resolves. Start by designating which players you want to participate in the vignette. Tell them whom they will portray—their own characters or other NPCs important to the scene. You might have a mix—part of your group plays characters, and the other part plays NPCs.

Second, briefly describe the physical environment and the participants' starting situations.

Then lay out the conflict that drives the scene, preferably between two characters or sets of characters. Establish the goal each side pursues.

### Development

Sit back as the players, through dialogue and action description, play out the scene. Depending on the conflict you design, the players might employ a mixture of debate, emotional pleas, and offered inducements. As they do, the scene heads in one of two directions. Either the players resolve the conflict, or each side digs in. You can tell that players have dug in their heels when proponents of each side begin to restate their positions. If this stalemate happens, nudge the proceedings along by suggesting a new argument or negotiating position that one or the other side might adopt. If the players remain dug in, move to the next stage.

### Conclusion

If the conflict resolves itself naturally, the players either compromise, allowing both sides to achieve their goals, or one side capitulates to the other. The players have done your job for you: Declare the scene over and cut back to the main action.

If both sides refuse to budge, ask yourself if it seems unsatisfying to end the scene at a standstill. An impasse can be a strong outcome because it leaves unanswered questions the players can deal with in subsequent scenes.

If an impasse disappoints the players, decide who gives in. When PCs face off against NPCs, the PCs should have more influence over the conflict. In a conflict between two PCs, or one between NPCs, judge which side offers the most persuasive argument. Instruct the players on the losing side to convincingly relent. If players seem unhappy to relent for their PCs, default to an impasse.

### Maintaining Player Authority

Be prepared to accept input from players when placing their characters in vignettes. If your framing places the PCs in a situation they don't think they would have put themselves in, or assigns them a goal they don't agree with, revise the framing to meet their objections. Tell the players what the scene is intended to accomplish and solicit their input to adjust the situation and goal to better reflect their characters' intentions.

## Drama Rewards

When asked to recall their favorite D&D experiences, players might recall a session made up only of roleplaying interaction. You might hear the capper phrase, "And we didn't roll dice once!"

If you aspire to this style of play, you can give player characters experience rewards for time spent in dramatic scenes of interaction, as well as for their triumph over more traditional encounters. Award the characters experience as if they had defeated one monster of their level for every 15 minutes they spend in significant, focused roleplaying that advances the story of your campaign. Don't count time the players use to digress, idly chatter, repeat themselves, wander off topic, argue to a standstill, or engage pointlessly with minor characters.

Because vignettes are short, and because you steer them to maintain focus, you should grant drama rewards for vignettes only if you rely on them in any given session. Don't bother to calculate experience for one or two typical vignettes.

If you think a player is clearly drawing out an interaction to score a drama reward, subtract an amount of time that you estimate is equal to the entire time that player spent in the interaction.

This technique compensates players for the time they devote to interaction without judging any participant's skill at portraying his character. Instead, it rewards the entire group's focus and efficiency of communication.

### Action Resolution

Vignettes can unfold through dialogue alone, without resorting to skill checks. When participants physically clash or otherwise engage in activities that game mechanics ordinarily resolve, you can break out the dice, allow a directly concerned player to decide the outcome, or put it up to a group vote, with yourself as the tiebreaker.

Players whose PCs appear in flashback sequences decide how past conflicts panned out. Use mechanics only if different players' ideas conflict, and they can't agree on what should have happened.

# WHAT YOUR PLAYERS WANT

You'll find it easier to create adventures and encounters your players enjoy once you know what your players like about gaming. If you serve up game sessions that cover exactly what the group enjoys, then the players will have fun. Plus, you can prepare with more confidence and fewer contingencies because you know what material the players gravitate toward and what hooks and encounters they avoid, meaning faster and easier session preparation.

To find out what the members of your group like and dislike, ask them. Player and character surveys allow you to discover this information. What would you like to know about your players' gaming preferences? Write down a wish list. If you knew whether your group preferred city, wilderness, or urban settings, would that affect your campaign plans? What about favorite gaming moments, combats, and encounter setups? That information might give you great ideas for future sessions that your players find exciting.

Once you compile a list of details you want to know about your group, turn each item into a question, and then compile your questions into surveys. Use anything related to characters' wants, dreams, and goals in a character survey. Ask each player to answer this survey from his or her character's point of view. You could roleplay to make responses more interesting, since players could consider questionnaires a chore. Place questions related to player preferences and experiences in a separate player survey.

Dividing your queries and the players' answers into character and player categories helps you plan better adventures. Take character answers and weave those elements directly into encounters by way of monster, terrain, and treasure selection. Factor PC preferences into your plots, as well. Characters might want to visit certain places, take certain actions, and earn specific achievements. Modify your short- and long-term plans, the setting, and the villains to include character desires. You best serve a player through his or her character. Fulfilling the PCs' survey requests makes a group eager to play and happy with your games.

The second part of the equation serves player-specific preferences. You can serve these inclinations in the same way you serve character preferences—with in-game content and design. However, you might serve your friends better through new house rules, changes to the gaming environment or schedule, session management, and other metagame issues.

When you read player survey responses, consider how you can improve the game and campaign based on player feedback. Discuss major items such as session length or location, new house rules, or game world changes with your group. Implement changes one or two at a time, in trial periods. If someone expresses unhappiness with a change, roll it back. Set proper expectations and follow a process that respects individuals while trying to please the group.

To avoid overwhelming busy players, consider spacing out your questions. Perhaps supply one or two questions during sessions that players can think about while their characters are idle. Post a question of the week on your gaming group website, or follow up every session with a short feedback form.

Revisit your surveys. Sometimes player and character tastes change, and you want to keep your information fresh. Administer the entire survey again, or just pick key questions. A healthy frequency for surveys might be every five character levels, ten sessions, or four months.

**Example character survey questions:**

- Describe yourself in ten words or fewer.
- What do you think is your greatest strength?
- What do you think is your biggest weakness?
- What is your most distinguishing feature?
- Why did you choose an adventuring life?
- Which family members or friends do you hold most dear?
- What people, groups, or objects hold your greatest loyalty?
- What career do you want to have one year from now? Five years?
- What place do you wish to visit?
- Consider your skills. How did you acquire them?
- What do you like to do when not adventuring or training?
- What magic items do you crave?
- Where do you enjoy hanging out?
- How do you want people to remember you after your death?

**Example player survey questions:**

- What monsters do you like most?
- Rate your enjoyment of each of the following environments from 1–10, 10 being best: a) wilderness encounters, b) city encounters, c) dungeons, and d) unusual locations such as cloud homes or underwater.
- Rate your enjoyment of each of the following types of adventures from 1–10, 10 being best: a) long

adventures, b) short adventures, c) linear adventures, and d) open play with no prepared plot.

- Rate your enjoyment of each of the following types of play from 1–10, 10 being best: a) combat, b) interaction with NPCs, c) puzzles, d) investigation, and e) mystery.
- Do you have any session location requests or preferences?
- What times can you play each week?
- How do you prefer I contact you about game details? Please provide your contact information.
- How do you prefer we handle characters of absent players?
- What three gaming moments would you like to recreate in this campaign?

Keep replies and craft profiles for each player in one place, so you can read up on a player when desired. Profiles might contain survey answers, player knowledge, trivia, a spreadsheet, or paper forms you maintain.

At reasonable intervals, review your player and character profiles so you can adjust your DMing style. Approach each encounter with character and player preferences in mind. Even if you want to retain the original content of the encounters you've designed, realize that subtle tweaks during play can make games more enjoyable. For example, make a foe's magic weapon one a PC desires, change an NPC's surname and make him a distant cousin of a character, or use extra description for magical effects because one of your players loves spells and wizardry.

You can also make checklists of requests and ideas for each player and character. Then, try to add items from these checklists into the game. Check off an equal number of items for each player by session's end to maintain balance and fairness. Keep the checklists on hand behind your DM screen to make adding items easier during the game.

If you have a top-down DMing style, you do not need to throw out all your plans and designs in order to craft game sessions based on player and character preferences. Just change a few details, because the group will notice a little customization and campaign personalization, and this approach makes everyone excited to play.

## COMPANION CHARACTERS

A paladin rescues an imprisoned knight who swears to follow her as a faithful companion for a year and a day. A shaman tends to the wounds of a young black bear, and the friendly animal follows the shaman on his quest. A wizard takes on an apprentice, a youthful elf eager to learn the ways of magic and use them to battle evil.

The young sidekick, the eager beast follower, and the faithful henchman feature regularly in fantasy novels, comics, and movies. Although adding an extra character to the adventuring group might make perfect sense from a story point of view, instantly recognizable pitfalls can make this decision a bad one:

- Players might consider running a single character to be a full-time job; running two adds a lot of work and slows down the game.
- Allowing one player to run two characters diminishes the participation of the other players in the game, which can lead to frustration and disappointment from those players.
- Adding characters can dilute the individual strengths of other party members by doubling (or even tripling) particular roles, which can lead to player feeling as though his or her character isn't important anymore.

If you can cope with these issues, adding an extra character can yield significant benefits. No matter how compelling the story angle, however, remember one rule: Add an extra character only when it helps fill out a small party or an underserved role.

If fewer than five players participate in a game, your group probably struggles with standard encounters designed for groups of five PCs. In addition, your group probably lacks one or more character roles. Adding the right companion character can solve both problems.

Even in full-size groups, having a few companion characters available for use helps you cope with unexpected player absences. When the party's leader misses a gaming session, that friendly local priest of Kord willing to adventure with you can keep the game on track.

### COMPANION CHARACTERS VS. NPCS

The rules for building companion characters are similar to the "Creating NPCs" rules presented on page 186 of the *Dungeon Master's Guide*. However, these new rules are better at crafting an adventuring ally for the PCs, whereas the NPC rules are better at helping you build enemies for your characters.

These new rules are more abstract than the NPC rules: They focus entirely on the companion character's role in the party, rather than building the character through the filter of its class. That makes it simpler to create and use the companion character.

## Companion Characters in the Game

Companion characters fill a role similar to that of NPCs because you don't design and detail companion characters like player characters, nor do companion characters have key roles in the story as PCs do.

Companion characters exist first and foremost to ensure a fun and exciting game. A companion character should never disrupt anyone's enjoyment. You control a companion character's presence and role in the game and must allow him or her to come and go as appropriate to the story. Remove a companion character from the game (or modify the character's statistics) if she creates an inappropriate impact on the game, or if her presence overshadows the PCs.

The rules for companion characters relate to monsters more than to PCs, though companion characters share some aspects with PCs. Overall, a companion character's abilities offer function over flavor: a small array of powers and skills, a few personality elements, and the other basic mechanical elements of a character such as defenses, hit points, and healing surges. These rules aim to make the companion character easy to run, so a single player can handle both a PC and a companion character with little extra effort.

Of course, statistics represent only a portion of what makes companion characters fun. As the DM, you have to bring a companion character to life. A character who has an engaging personality and good story adds a layer of fun to the game. A companion character who doesn't exhibit such details behaves like a game piece, nothing more than a convenient tool for fighting monsters.

Allowing players to run a companion character can ease your burden (you have enough to do handling monsters, traps, and refereeing the game), but you still have control over the character's personality, motivations, and important choices. The players might dictate the companion character's tactics, but you can overrule them if the players push the companion character into a suicidal position ("I'll hold off this dragon while you guys flee!") or attempt to exploit him.

### DM Built, Player Run

The rules for companion characters rest on a simple assumption: The DM builds the character, and the players use the companion character for as long as his or her presence remains appropriate.

Don't allow players to exploit and abuse the *Monster Manual* to build a powerful ally. Instead, use a companion character when the party needs the help of an ally, or to fill out an empty role at a short-handed table.

At the table, assign the companion character to a player, preferably one whose character's background somehow links to the companion character. In combat situations, the player can run the companion character.

If a particular adventure does not require the companion character, tell your group he has an important errand that prevents him from assisting the PCs (just as you might do for an absent player's PC).

## Creating a Companion Character

You can craft a companion character by adapting a monster from the *Monster Manual* or another source, or by building one from scratch, the same way you create an NPC opponent.

When you create a companion character, consider involving the players in the process, particularly any player whose character has strong ties to the companion character. For example, if the paladin PC decides to take on a squire, the paladin's player might want to determine the characteristics of that companion character. You can allow that player to sketch out or design the squire, but you have ultimate veto authority. If you want to change something in the player's design, explain your reason to avoid appearing arbitrary or unfair. Maybe the companion character's race doesn't fit into your world, or maybe you think the powers the player chose for the character are inappropriate.

### Using an Existing Monster

As an easy solution, use an existing creature from the *Monster Manual* or some other resource to create a companion character. You can use an "out of the box" monster as a hired mercenary, a tamed beast, or a formerly evil creature that turned its back on its heritage. Just find a monster of the appropriate level and role, and apply a few adjustments to its statistics.

Simple monsters make good companion characters because they don't burden a player the way a more fleshed-out character would. The "Suggested Companion Characters" sidebar gives a list of appropriate monsters; use the following criteria to find a good fit.

**Keep it Simple:** As a rule of thumb, allow a companion character no more than three different attack powers. Otherwise, he or she approaches the complexity of a PC. You made the companion character to fill a party role or pad out the group's numbers. A complex monster defeats that purpose and might overshadow the characters.

**Standard Monsters Only:** Avoid elite and solo monsters because they make overpowered companion characters. Conversely, minions are too weak to help out the party.

**Medium Is Best:** Although Small companion characters pose no problems, Large creatures crowd the characters in a dungeon. Don't use Huge or Gargantuan companion characters except for brief guest appearances on enormous fields of battle.

## Turning a Monster into a Companion Character

When you use an existing monster as a companion character, keep these rules in mind.

**1. Level.** Make a companion character of the same level as the party. You can adjust an existing monster's level up or down to bring it in line with the party's level. If you increase a monster's level to make it a companion character, advance it according to the rules in "Companion Characters in Play" on page 33. Reduce the companion character's level by reversing the same process. For example, if you reduce a human mage's level from 4 to 3, reduce her hit points by 4, lower her attack bonus and defense scores by 1, and apply a –1 penalty to her damage rolls.

**2. Role.** A monster's normal role helps determine its appropriate role in the party. Use the following guidelines to determine a monster's appropriateness for a particular role in the PC party.

*Controller:* Controller monsters obviously work well for this role. Look particularly for controllers with area attacks. Artillery monsters that use area attacks also count as controllers.

*Defender:* Soldiers make good defenders. If a creature can mark its enemies as an at-will attack, consider it a defender regardless of its monster role. Controller monsters, particularly ones that prefer to engage in melee and control a limited swath of the battlefield immediately around their own space, can act as defenders in a PC party.

*Leader:* Few monsters fit this role because only a small number have the ability to bolster their allies. A monster that has the leader subtype can function as a backup leader in the party, but many of these monsters have more complicated arrays of powers that make them otherwise inappropriate. Instead, choose a monster that fits the controller or defender role, and add the default power for leader companion characters detailed in step 8 for creating companion characters, "Assign Feature," on page 31.

*Striker:* Brutes, lurkers, and skirmishers function well as strikers. Artillery monsters that use single-target ranged attacks also fit the striker role.

**3. Hit Points and Healing Surges.** Do not use the monster's normal hit points. The role you assign to a companion character determines its hit points as shown on the Companion Character Statistics table on page 30. It also gains healing surges, according to the same table.

**4. Defenses.** If you want to tweak the monster's defenses, increase one or two defenses while reducing other defenses. Don't adjust any defense by more than 2 from the baseline given in the Companion Character Statistics table.

- ✦ +1 AC: Reduce two other defenses by 1.
- ✦ +2 Fortitude, Reflex, or Will: Reduce AC by 1 or reduce one other non-AC defense by 2.

**5. Powers.** You might have to adjust a monster's powers to make them fit a companion character.

*Recharge:* If the creature has a power that recharges during the encounter, treat it as a normal, nonrechargeable encounter power.

*Swapping Powers:* If a monster's power causes trouble in the game because it's overly complicated or powerful, trade one of the creature's encounter attack powers for an encounter attack power from a class that shares the companion character's party role.

### Suggested Companion Characters

Here are a few monsters from the *Monster Manual* and other sources that make good companion characters. They have attacks and abilities on par with PC at-will or encounter abilities.

| Level | Monster | Role |
|---|---|---|
| 1 | Fire beetle | Striker |
| 1 | Halfling slinger | Striker |
| 2 | Elf scout | Striker |
| 2 | Gray wolf | Striker |
| 2 | Human bandit | Striker |
| 2 | Kobold dragonshield | Defender |
| 3 | Gnome arcanist | Controller |
| 3 | Human guard | Defender |
| 3 | Iron defender | Defender |
| 3 | Spitting drake | Striker |
| 4 | Dwarf bolter | Striker |
| 4 | Human berserker | Striker |
| 4 | Human mage | Controller |
| 4 | Warforged soldier | Defender |
| 5 | Dragonborn soldier | Defender |
| 5 | Dwarf hammerer | Defender |
| 5 | Human noble[M] | Leader |
| 5 | Rage drake | Striker |
| 6 | Ambush drake[D] | Striker |
| 6 | Dire boar | Striker |
| 6 | Dragonkin defender[D] | Defender |
| 7 | Eladrin fey knight | Soldier |
| 7 | Hell hound | Striker |
| 7 | Human cavalier[M] | Defender |
| 7 | Macetail behemoth | Defender |
| 8 | Eladrin twilight incanter | Controller |
| 8 | Warforged forgepriest[M] | Leader |
| 9 | Gnome wolverine[M] | Striker |
| 9 | Human pirate[M] | Striker |
| 10 | Minotaur warrior | Defender |
| 13 | Hill giant | Striker |
| 14 | Angel of protection | Defender |
| 14 | Azer foot soldier | Defender |
| 15 | Thunderfury boar | Striker |
| 17 | Firebred hell hound | Striker |

D: Appears in *Draconomicon: Chromatic Dragons*
M: Appears in *Monster Manual 2*

Choose a power of a level equal to or lower than the companion character's level. For instance, you can trade a human mage's *thunder burst* attack for *shock sphere* (a 3rd-level wizard encounter power).

*Avoid Record-Keeping Effects:* Powers that have effects that a saving throw can end, or that a monster can sustain, burden the player (and frequently prove too powerful in the hands of a companion character). Either avoid these monsters or remove the aspect of the power that requires record-keeping. For example, change a "save ends" duration to make the effect last until the end of the companion character's next turn.

*Avoid Immediate Actions*: Players should have to worry about immediate actions for only one character at a time. If a player's PC has no immediate actions, allow his companion character to have one.

*Beware of Gamebreakers:* Don't allow a companion character to have abilities that allow that character (and potentially the party) to avoid common obstacles or ignore normal resource management, particularly in the heroic tier. Your own experience at the table can tell you what powers or abilities would offer too much of an advantage to the party. For example:

- A companion character who has darkvision, blindsight, or tremorsense gives the party a warning system beyond their normal abilities.
- A companion character who can fly, particularly one capable of carrying another character, eliminates too many challenges and potential risks to the PCs. The same holds true for companion characters who have teleportation or phasing.
- A companion character who can daze, stun, or immobilize foes with an at-will power has too much clout. If you want to use such a creature, change the at-will power to an encounter power.
- A power that restores hit points without costing a healing surge makes a companion character too potent. Make such a power a daily power.

**6. Magic Items.** As a general rule, companion characters don't use magic items. A PC might give a magic item to a companion character, but if one does so, do not add the magic item's enhancement bonus to the companion character's statistics. The companion character's attack and defense values are already set at appropriate values for the character's level, so adding these bonuses could lead to an overpowered character.

A companion character can use only one daily magic item power per day. The character doesn't gain additional uses at higher tiers or when the party reaches a milestone.

## Crafting a Unique Companion Character

If no monster matches your vision for a follower, or if you want a particular kind of character for your campaign world and your current story arc, you can create a unique companion character from scratch.

Crafting a unique companion character resembles creating a PC or making a unique monster. To do so, follow the steps outlined below.

**1. Choose Level:** Set a companion character's level within one level of the PCs. This practice keeps the companion character relevant and prevents him or her from outshining the player characters.

**2. Choose Role:** A companion character doesn't have a character class, but each one does need a party role to generate numerical statistics and to clarify the character's place in the adventuring group. Page 16 of the *Player's Handbook* describes the party roles of controller, defender, leader, and striker.

**3. Choose Race:** If the companion character is a member of a PC race, he or she gains all the racial traits of that race, including the racial power. If you don't choose a PC race for the companion character, ignore this step.

**4. Generate Ability Scores:** Generate a unique companion character's ability scores just as you would for a 1st-level player character (as described on page 17 of the *Player's Handbook*). Unlike with a PC or an NPC, a companion character's ability scores don't improve at higher levels.

Ability modifiers don't influence a companion character's attack or defense numbers. Ability modifiers still apply when determining hit points and healing surges, damage values, skill check modifiers, ability check modifiers, and initiative check modifier.

**5. Determine Hit Points and Healing Surges:** The role you assign to a companion character dictates his or her hit points and healing surges, as shown on the Companion Character Statistics table.

**6. Calculate Defenses:** A companion character's defenses depend on the role and level you choose, as shown on the Companion Character Statistics table. Do not apply modifiers for ability scores or equipment.

At your option, increase any non-AC defense by 2. If you do, reduce a different non-AC defense by 2 to compensate.

**COMPANION CHARACTER STATISTICS**

| Statistic | Controller | Defender | Leader | Striker |
|---|---|---|---|---|
| Hit points | (level × 4) + 6 + Con score | (level × 6) + 9 + Con score | (level × 5) + 7 + Con score | (level × 5) + 7 + Con score |
| Healing surges | 6 + Con modifier | 9 + Con modifier | 7 + Con modifier | 6 + Con modifier |
| Armor Class | 13 + level | 17 + level | 15 + level | 15 + level |
| Other defenses | 13 + level | 13 + level | 13 + level | 13 + level |

**7. Select Powers:** Choose a character class that has the same role as the companion character. Note that class's appropriate melee and ranged basic attacks. Then select one other at-will attack power, one encounter attack power, and one utility power from that class. Each of these powers must be no higher in level than the companion character's level. As the companion character gains levels, replace these powers with new powers of the companion character's level or lower.

If the companion character is 11th level or higher, it gains an encounter attack power or utility power of 10th level or lower. If the companion character is 21st level or higher, it also gains an encounter attack power or utility power of 17th level or lower.

**8. Assign Feature:** Each companion character also gains one of the following four features, as appropriate to his or her role.

*Controller:* Once per encounter as a free action, a controller can extend an effect on an enemy to end at the end of his next turn, rather than his current turn.

*Defender:* When a defender hits an enemy with a melee basic attack, the defender marks that target until the end of her next turn.

*Leader:* Twice per encounter as a minor action, a leader can allow an ally within 5 squares of the leader to spend a healing surge. A leader of 16th level or higher can use this feature three times per encounter.

*Striker:* Once per round, a striker deals 1d6 extra damage when he hits an enemy he has combat advantage against. This extra damage increases to 2d6 at 11th level and 3d6 at 21st level.

**9. Calculate Attack Bonus:** A companion character's attack bonus equals 4 + level. For attacks with weapons, add the weapon's proficiency bonus. Do not apply modifiers for ability scores or magic items.

**10. Calculate Damage Bonus:** A companion character adds the appropriate ability modifier to damage rolls as normal. In addition, the character adds one-half his or her level to all damage rolls. This value replaces the damage bonuses that PCs derive from feats and other special benefits.

**11. Choose Skills:** Choose two trained skills for the companion character. Make at least one of these skills one in which a PC has training, so the companion character doesn't steal the limelight.

If necessary, you can give the companion character one or two additional trained skills to fill out key gaps in the party's array of trained skills.

Calculate skill check modifiers the same as for a PC (one-half level + ability modifier + training, if any). Skill check modifiers include racial bonuses, if applicable.

At 11th level, and again at 21st level, companion characters gain a +3 bonus to each of their trained skills.

**12. Choose Equipment:** Assign gear to the companion character as appropriate his or her their role, powers, and appearance.

*Armor and Shield:* Even though the companion character's armor and shield do not modify his or her AC, assign such gear as desired for the appropriate appearance. Defenders and leaders, for example, might wear heavy armor. Apply any armor check and speed penalties.

*Weapons and Implements:* Give the companion character weapons or implements appropriate for his or her powers. Remember to apply the weapon's proficiency bonus to attack rolls.

*Mundane Equipment:* You can provide various mundane gear—rope, trail rations, torches—to a companion character.

*Magic Items:* Don't equip companion characters with magic items. A companion character doesn't need magic items to be a viable party member. A companion character's presence doesn't result in extra magic items placed as treasure (see "Companion Characters in Play" on page 33), so they shouldn't have any when they join the party.

**13. Roleplaying Details:** Flesh out the companion character with details about his or her alignment, personality, appearance, and beliefs as appropriate.

**What a Companion Character Doesn't Receive:** A companion character doesn't receive class features or any benefits related to class features that appear in his or her powers.

A companion character gains only limited benefits from equipment. In particular, a companion character gains no enhancement bonuses from magic items.

A companion character has no feats.

A companion character should know rituals only if such knowledge is important to your story. You decide if a companion character learns additional rituals as the campaign continues.

A companion character doesn't select a paragon path at 11th level or an epic destiny at 21st level.

## Companion Character Traits

No matter how you create companion characters, assign them key personality traits. Make companion characters more than a collection of numbers.

Don't go overboard; a few key aspects go a long way toward defining a companion character. You can summarize a companion character's essential elements in five sentences, covering the following topics.

**Occupation:** Outside of life with the PCs, what does the companion character do for a living?

**Physical Description:** Provide a brief summary of the companion character's appearance. In addition to covering the basics (height; build; color of skin, hair, and eyes), consider a distinctive quirk to help set the character apart in the players' minds. You can choose a quirk from the NPC Quirks table on page 186 of the *Dungeon Master's Guide*, roll on the table to generate a quirk randomly, or come up with one of your own.

**Agenda:** Why is the character with the party? Although a strong personality makes a companion character memorable, a clear (and perhaps secret) agenda gives you a direction for the character. You can roll on the Agendas table below, choose one from the table, or come up with one of your own.

You could make the companion character want something that conflicts with the PCs' goals. A larcenous dwarf could sneak back to an abandoned temple in the dungeon and steal the sacred ingots that the party decided to leave behind. A knight might promise the mayor to defend the town against an attacking kobold horde, forcing the PCs into a tough decision: remain behind and help their friend, or push onward to chase down a fleeing villain.

**Behavior:** How does the companion character interact with other characters? Does he or she have a pessimist attitude, seeing doom around every corner? You might create a religious fanatic who preaches religious doctrine and finds a deity's hand in every event. One key behavioral trait provides enough distinction to make a companion character stand out. Come up with a behavioral trait that works for the character, or roll or choose one from the Behavioral Traits table below.

**Secret:** Finally, give each companion character a secret. If that secret surfaces in play, it could provide an interesting plot twist or an unexpected complication. The PCs discover that their trusted guide is a reformed criminal with a price on his head. Or, the one-handed halfling mage who has been so helpful to the party struck a bargain with a demon that holds her missing hand captive and uses it as a ritual focus to temporarily seize control of her. Use the secret to inject surprise into a mundane encounter or session. Make the secret lead to another storyline or resolve a key element in the story. Roll or choose a secret from the Secrets table below.

### AGENDAS

| d10 | Agenda |
|---|---|
| 1 | Wants revenge |
| 2 | Needs the PCs' help on a quest |
| 3 | Needs money |
| 4 | Bored, seeks excitement |
| 5 | Seeks magic |
| 6 | Seeks lost relative or friend |
| 7 | Seeks fame |
| 8 | Looks up to PCs (hero worship) |
| 9 | Owes PCs a favor |
| 10 | Wants to chronicle PCs' adventures |

### BEHAVIORAL TRAITS

| d20 | Trait |
|---|---|
| 1 | Sunny optimist, unflappable |
| 2 | Gloomy pessimist, sees doom everywhere |
| 3 | Religious fanatic, tries to convert others |
| 4 | Superstitious, sees ill omens in everything |
| 5 | Hedonistic, gambler and drinker |
| 6 | Violent, eager to attack |
| 7 | Greedy, takes risks for treasure |
| 8 | Barbaric, knows little of civilization |
| 9 | Patriotic, fights for a noble or a country |
| 10 | Careless, sloppy, makes casual mistakes |
| 11 | Bookish, studious, takes copious notes |
| 12 | Loyal, fights to the death for friends |
| 13 | Suspicious, trusts no one |
| 14 | Altruistic, easy target for a person in need |
| 15 | Honorable, follows rigid code |
| 16 | Grim, suicidally brave |
| 17 | Vengeful, seeks payback for a wrong |
| 18 | Abrasive, insults others |
| 19 | Finicky, overly polite and formal |
| 20 | Rude, ill-mannered |

### SECRETS

| d10 | Secret |
|---|---|
| 1 | In debt to crime lord |
| 2 | Spy for a villain |
| 3 | Spy for a rival organization |
| 4 | Works for villain but wants to change sides |
| 5 | Worships an evil god |
| 6 | Once belonged to evil cult |
| 7 | Fleeing from powerful enemy |
| 8 | Has a deep phobia |
| 9 | Once famous in particular city or region |
| 10 | Noble in hiding |

NICOLE ASHLEY CARDIFF

# Companion Characters in Play

Regardless of how you create companion characters, the following rules apply to them in play.

**Encounters:** When you build encounters, treat the companion character like a full member of the party.

If the companion character's level is one level higher or lower than the party's level, first determine your experience budget for the party as if the companion character didn't exist. Then add the experience value of a standard monster of the companion character's level to the encounter.

**Treasure:** When you determine treasure, don't count the companion character as a party member. The party should receive treasure, and magic items, appropriate for the number of player characters.

If the characters negotiate payment to the companion character, increase the treasure payout to support this payment. Make sure players understand that companion characters have no need for magic items.

**Gaining Levels:** A companion character begins with experience points equal to the minimum amount that the character needed to attain his or her current level. Companion characters gain a full share of the experience points earned by the party.

When a companion character gains a level, he or she receives the following benefits:

*Hit Points:* Controller companion characters gain 4 hit points, leaders or strikers gain 5 hit points, and defenders gain 6 hit points.

*Attack Bonus:* A companion character's attack bonus increases by 1.

*Defenses:* Each of the character's defenses increases by 1.

*Damage:* When a companion character achieves an even-numbered level, increase his or her damage rolls by 1.

*Powers:* You can replace one of the companion character's encounter powers with a new encounter power from a class that has a matching role. The level of the new power must be equal to or lower than the companion character's new level.

## Sample Companion Character

Orryn Glittercave is a gnome warrior, a knight, and champion for his people.

Orryn is big and tough for a gnome, and he walks with a limp (the result of an old injury).

Maybe he wants to join the party to help protect gnomes and other friendly fey creatures. Or the PCs could have rescued him from captivity at the hands of foul monsters, in which case Orryn swears to help the PCs complete their current quest. In either case, he aids the characters in a couple adventures before returning home.

Orryn displays fierce loyalty to his friends and risks his life to protect people he cares about. And he expects the same loyalty in return.

Unknown to the PCs, Orryn was briefly a member of an evil cult in his youth. When he discovered the truth about the cult, he quit the group, but its members still hold a grudge against Orryn.

Mechanically, you built Orryn as a 4th-level defender with fighter powers. His Fortitude is 2 points higher than normal, resulting in a corresponding drop in his Will. This adjustment reflects his tough but sometimes rash nature.

| **Orryn Glittercave** | **Level 4 Defender** |
|---|---|
| Small fey humanoid, gnome | XP– |
| **Initiative** +2 | **Senses** Perception +2; low-light vision |
| **HP** 46; **Bloodied** 23; **Healing Surges** 10 | |
| **AC** 21; **Fortitude** 19, **Reflex** 17, **Will** 15 | |
| **Saving Throws** +5 against illusions | |
| **Speed** 4 | |
| ⊕ **Battleaxe** (standard; at-will) ✦ **Weapon** | |
| +10 vs. AC; 1d10+5 damage, and the target is marked until the end of Orryn's next turn. | |
| ➶ **Shortbow** (standard; at-will) ✦ **Weapon** | |
| Ranged 15/30; +10 vs. AC; 1d8+2 damage. | |
| ⸸ **Sure Strike** (standard; at-will) ✦ **Weapon** | |
| +12 vs. AC; 1d10 damage. | |
| ⸸ **Steel Serpent Strike** (standard; encounter) ✦ **Weapon** | |
| +10 vs. AC; 1d10+5 damage, and until the end of Orryn's next turn, the target is slowed and cannot shift. | |
| **Master Trickster** (minor; encounter) | |
| Orryn can use the *ghost sound* cantrip (*Player's Handbook*, page 158). | |
| **Unstoppable** (minor; daily) | |
| Orryn gains 2d6+1 temporary hit points. | |
| **Fade Away** (immediate reaction, when Orryn takes damage; encounter) ✦ **Illusion** | |
| Orryn is invisible until he attacks or until the end of his next turn. | |
| **Reactive Stealth** | |
| If Orryn has any cover or concealment when he makes an initiative check, he can make a Stealth check. | |
| **Alignment** Good | **Languages** Common, Elven |
| **Skills** Arcana +6, Diplomacy +10, Heal +7, Stealth +3 | |
| **Str** 16 (+5) | **Dex** 11 (+2) **Wis** 10 (+2) |
| **Con** 13 (+3) | **Int** 14 (+4) **Cha** 16 (+5) |
| **Equipment** chainmail, battleaxe, dagger, shortbow with 20 arrows | |

# MAKING THINGS LEVEL

Even though the *Dungeon Master's Guide* recommends that all characters gain levels at the same rate, you might have characters of different levels who want to adventure together. Perhaps an old gaming buddy drops in for a guest appearance and wants to play a character six months out of date, or a new player arrives with a character who doesn't measure up to the rest of the PCs. In such a circumstance, you might intentionally set up a situation in which one PC acts as a sidekick to a group of higher-level characters.

You can adjust a character to fit in with a group of characters of significantly higher or lower level. Use the adjustments described in this section as a temporary fix—if a character wants to join the group permanently, adjust the character's level according to the parameters in the *Player's Handbook*.

Use this approach for no more than one or two characters in a party and only as a short-term solution. Although a sidekick of this nature can keep up with higher-level comrades for a few encounters, he or she doesn't have a full range of powers and might quickly run out of options. Similarly, a character scaled down to adventure in a lower-level group still has advantages over his or her allies; such a character outshines the other characters if he or she hangs around for too long.

Don't use this system unless at least two levels separate the characters. A difference of just one level between characters is not enough to worry about.

## Up from a Lower Level

If you need to temporarily boost a character's abilities and don't want to use the normal process, this section offers a simple system that keeps the lower-level character on par with the challenges in your adventure.

These adjustments might represent a short-cut abstraction of the abilities possessed by higher-level characters: "Garik is 12th level. His character sheet lists him as 6th level because I haven't had time to advance him yet." Alternatively, you might make the boosts temporary: The character draws on the talents and insights of his higher-level allies to survive battles in which the challenges are over his head.

To adjust a character's statistics, use the following guidelines. In each case, "level difference" is the difference between the level of the character you want to adjust and the level of the rest of the party.

**Attacks:** Increase the character's attack bonus by the level difference.

**Defenses:** Increase all the character's defenses by the level difference.

**Skill Checks:** Increase all the character's skill check modifiers by one-half the level difference (round down).

**Ability Checks:** Increase all the character's ability check modifiers by one-half the level difference (round down).

**Hit Points:** Increase the character's hit points by an amount equal to the level difference × the number of hit points the character normally gains per level.

**Damage Rolls:** The character gains a bonus to damage rolls with encounter and daily attack powers equal to one-half the level difference (round down).

If the party is 21st level or higher and the character is not, treat the character's at-will attack powers as if the character were 21st level.

**What the Character Doesn't Receive:** New powers, new feats, ability score increases, improved class features, paragon path benefits, epic destiny benefits, additional magic items, extra uses of daily magic item powers, or any other benefits normally gained by a character of the new level.

**Experience Points:** The character gains the same amount of experience from encounters as everyone else. This adjustment allows the character to rapidly close the level gap with the rest of the party.

**Example:** A visiting player brings a 5th-level fighter to your table, whereas the rest of the group has 10th-level characters (a level difference of 5). You give the character a +5 bonus to attack rolls and defenses, a +2 bonus (one-half the level difference, rounded down) to skill checks and ability checks, and 30 additional hit points (a level difference of 5 × 6 hit points per level). The character receives a +2 bonus to damage rolls with encounter and daily attack powers.

When the party overcomes a 10th-level encounter, this 5th-level character gains 500 XP. The 10th-level characters need eleven of those encounters to reach 11th level, whereas five encounters bring the 5th-level fighter to 6th level. After those five encounters, start with the base character again, advance the character to 6th level normally, and repeat this process (this time with a level difference of 4).

## Down from a Higher Level

Although low-level characters more commonly tag along with high-level characters, the converse can also occur. If you need to add one character to a party whose level is significantly lower—perhaps a grandmaster joining the group for an adventure with his students—use the following guidelines to adjust statistics accordingly.

**Attacks:** Reduce the character's attack bonus by the level difference.

**Defenses:** Reduce all the character's defenses by the level difference.

**Skill Checks:** Reduce all the character's skill check modifiers by one-half the level difference (round down).

**Ability Checks:** Reduce all the character's ability check modifiers by one-half the level difference (round down).

**Hit Points:** Reduce the character's hit points by an amount equal to the level difference × the number of hit points the character normally gains per level.

**Powers:** The character loses all utility powers of higher level than the party level. The character also loses all powers gained from a paragon path or epic destiny if those powers are higher in level than the party level.

**Damage Rolls:** The character takes a penalty to damage rolls with encounter and daily attack powers equal to one-half the level difference (round down).

If the character is 21st level or higher and the party is lower in level, treat the character's at-will attack powers as if the character was 20th level.

**Don't Change:** Don't reduce the character's ability scores. Don't adjust any class features. Keep the character's paragon path features and epic destiny features (if any). Don't remove any feats. Don't change any magic items, and don't change the number of uses of daily magic item powers the character gains.

**Experience Points:** The character gains the same amount of experience from encounters as everyone else. This practice prevents the character from outpacing the rest of the party (and encourages the character to return to adventures more appropriate to his or her level).

**Example:** A 20th-level wizard tags along with a group of 10th-level characters (a level difference of 10). Impose a –10 penalty to the character's attack rolls and defenses and a –5 penalty to skill checks and ability checks. Reduce the character's hit points by 40 (a level difference of 10 × 4 hit points per level). Impose a –5 penalty to the character's damage rolls with encounter and daily attack powers. He loses his 12th-level utility power and all his paragon path powers (his 11th-level encounter attack power, his 16th-level utility power, and his 20th-level daily attack power).

The 500 XP award this character receives from completing a 10th-level encounter does little to help him reach the next level—he needs 64 such encounters to reach 21st level. Of course, during that time, the rest of the party gains several levels, decreasing the level difference. And as the rest of the party advances, the character looks forward to facing more challenging encounters that earn him more experience.

## MULTIPLE CHARACTERS PER PLAYER

With each release of new player options, the expanding D&D game offers ever more possibilities—more than players can explore in the course of a normal campaign. What do you do if your players, excited by the classes and races in *Player's Handbook 2*, want to start new characters? Do you deny their requests? Do you throw your campaign continuity out the window and let a whole new party pick up where the old one left off? Or do you jettison your whole campaign and start again?

Using a solution less drastic than all of these can keep your players happy and your campaign stable.

If your campaign uses a "dungeon of the week" approach (see page 134 of the *Dungeon Master's Guide*), your players could bring different characters on different adventures. Perhaps the player characters (including multiple characters per player) belong to an exploration society. For any particular mission, they assemble a group of adventurers that changes from mission to mission. In this situation, a player could play a tiefling paladin in one session and a goliath warden in the next. Just make sure that the party remains balanced and that each of its different configurations includes a proper mix of roles. Whenever a character gains a level, all other characters of that player should also gain a level, so the player can swap his or her characters in and out of the group.

You might use a similar solution if you plan a campaign that's particularly lethal to adventurers. If you intend to formulate encounters and story lines that result in character death on a regular basis (and your players agree that this approach sounds fun), tell your players to keep a backup character on hand, of the same level as the rest of the party.

If your campaign involves world-shaking events unfolding in multiple places across the globe, you might invite your players to create two different parties of characters, and then switch the action between groups for different adventures. One group of characters searches for the hilt of the legendary sword Durindana while another group of heroes looks for pieces of the shattered blade. The goal of both groups is to reforge the sword and wield it against Vecna. You might run one group's adventure for a few sessions, and then switch to the other group for the next few. All the characters in each group should be the same level, though the two groups might differ in levels. For example, one band of epic-level characters deals with a terrible threat against the entire fabric of the universe, while their heroic-level counterparts contend with the local repercussions of that threat.

If you have a small number of players and you want each player to play multiple characters at once to have a group of four or five characters, you should use the rules in this chapter for companion characters rather than making any player take on more than one full-fledged player character.

—James Wyatt

CHAPTER 2

# Advanced Encounters

JASON A. ENGLE

**This chapter** expands on the information presented in Chapter 4 of the *Dungeon Master's Guide* to give you tips, techniques, and a few tricks to make dynamic, exciting combat encounters for your game. The chapter covers a wide range of topics.

- **Encounter as Story:** Building on the story foundations laid out in Chapter 1, this section discusses encounters as turning points in the story of your adventure and focuses on encounter objectives that add purpose to a combat encounter.
- **Player Motivations:** This section focuses on the player motivations described in the *Dungeon Master's Guide* and describes how to tailor combat encounters to the players at your table.
- **Large and Small Groups:** This information can help you design encounters for unusually large or small groups of player characters.
- **Encounters and Attrition:** This section includes a discussion of encounter pacing and suggestions for how to push characters onward when they want to stop for an extended rest.
- **Creating Movement:** Learn how to avoid static encounters.
- **Terrain:** Using additional terrain in your encounters, including terrain with inherent attack powers, can make each encounter unique.
- **Designing Traps:** Use this guide to create traps for your adventures; you'll find plenty of examples.
- **Pulling It All Together:** An example encounter combines the elements of this chapter into a dynamic fight.

# Encounter as Story

A well-crafted encounter is a key scene in the story of your adventure and in the overarching story of the characters in your campaign. If you build your adventure like a structured fantasy story, sharing a similar dramatic structure with novels, movies, and plays, then an encounter equals a scene in that story. The encounter acts as a discrete element in which tension builds in steady increments toward the climax of the adventure. (See Chapter 1 for more discussion of story structure.)

Viewed as part of a larger story, a great encounter has three key ingredients.

**History:** It builds on what the characters have learned in past encounters and previous game sessions.

**Clear Objective:** The characters must try to accomplish a specific task.

**Significant Outcome:** The characters might easily accomplish the objective, barely succeed, or fail entirely. However the encounter resolves, the outcome matters and relates to later encounters.

## Building on the Past

A strong encounter builds on information the characters have acquired in the course of previous encounters. You can create stronger encounters by foreshadowing what lies ahead.

Introducing information about an encounter ahead of time builds anticipation or apprehension. For example, if you know the climactic battle in an orc-filled adventure features the brutal orc chieftain and his ogre bodyguard, orcs in earlier encounters could name the chieftain and speak fearfully of the ogre. When one orc suggests running from the PCs' onslaught, another says, "No! Angarr will feed us to the ogre if we flee!"

Laying the groundwork for future encounters can also help the players succeed. For example, the party seeks an audience with a grand duke who has no tolerance for rudeness or insolence. When the duke is introduced to the characters, tell the players that the duke frowns at them and acts condescending. This information might keep the PCs on their toes particularly if you also tell them the grand duke recently imprisoned someone who was rude to him during an audience. This setup builds the players' anticipation as they prepare for the audience and helps them avoid imprisonment.

You can use the same technique to prepare the characters for random wilderness encounters. Let players know what to expect if they wander off the beaten path or stray into the nearby forest: Perhaps woods folk warn the PCs of deadly spiders or fey-haunted clearings. Foreshadowing what lies ahead fills your players with anticipation and tension as your adventure progresses toward its climax.

## Setting Encounter Objectives

Players can quickly grasp the objective of an encounter in which their characters face a horde of savage orcs. The characters understand that they must fight for their lives, and they either try to kill all the orcs or escape from them. Other encounters have less obvious goals, such as finding an important clue, securing an alliance with a group of NPCs, or defeating a monster before it kills innocent bystanders or assassinates the baron. Every encounter should have a specific objective, even if it's straightforward. Ambiguous goals could leave your players frustrated or bored.

An encounter's objective also links the encounter into the adventure story. If the overall story of your campaign involves a quest that the characters embark on to deliver a precious relic to a remote monastery, then each encounter in your campaign should have an objective that moves that quest forward. For example, during encounters along the way, the characters might have to protect the relic from enemies who want to steal or destroy it. These encounters build toward a climactic showdown with the leader of those evil forces.

The use of a secondary objective can make straightforward combat encounters more interesting. The secondary objective might force characters to approach the encounter differently, using their powers or strategizing in ways they normally wouldn't. A time limit is a simple example of a secondary objective: Not only do the characters have to overcome a gang of bandits, they have to do so in a small number of rounds. If they don't beat the clock, the hostage awaiting rescue in the next room will succumb to his wounds.

## The Outcome Matters

A clear objective can make it easy to determine the consequences of success or failure in an encounter. If the characters' objective is to protect a relic from shadar-kai that plan to steal it, then failure might mean the PCs must reclaim the item from the victorious thieves. Success, on the other hand, could mean that the players come across fewer shadar-kai in a later encounter, or it could mean that the characters must face the shadow dragon that commands the shadar-kai. (See the discussion of branching in Chapter 1 for more ideas about how to use the result of an encounter as a way of determining the characters' next encounters.)

STEVE ARGYLE

Failure is a possibility in any encounter; the more pertinent question is how successfully the characters deal with a challenge during an encounter. Following are some examples of possible outcomes.

- The characters take advantage of their opportunities and deal with the threat successfully. The PCs use few of their resources and enjoy the rewards of the encounter with few setbacks.
- The characters overcome the obstacles facing them—at a cost. The PCs might head into the next encounter with fewer healing surges or daily powers at their disposal. Worse, an enemy that fled the fight could raise an alarm (leading to tougher encounters ahead) or escape with important information.
- The characters fail to overcome the challenge. They might flee from a combat encounter, or their enemies could capture them. They don't receive a reward for the encounter, they suffer a serious setback, and they might have to work hard to overcome the consequences of their failure.

The outcome of one encounter should play into the next encounter. Success in an encounter carries the characters toward completing the overall goal of the adventure. Failure leads the characters to a new turning point.

## FINISHING STRONG

Players find the end of a great encounter meaningful and memorable. No matter what the scene is about, spice it up and leave them wanting more. If the characters just vanquished the main villain of the adventure, they might stumble upon a mysterious fact or witness a strange event that leaves them wondering if they have wrapped up the adventure as neatly as they thought.

A sense of resolution can also provide a strong finish to an encounter. When the characters achieve one of the main goals of the campaign, give them an appropriately lavish reward. Make it a truly memorable scene, full of pomp and gravity. Allow the characters to bask in their own glory.

Then set up your next adventure with a surprising twist in the middle of the celebration! End your session with a cliffhanger, and your players will be hungry for more.

—Yax and James Wyatt

## Sample Encounter Objectives

Use the following story-rich objectives as foundations for complex and compelling encounters. Although these objectives focus on a single encounter during an adventure, you can use them in multiple encounters that combine to form one obstacle or problem the PCs must overcome.

### Make Peace

Through a misunderstanding, the characters must fight monsters or nonplayer characters who should be allies. Perhaps the characters' enemies have deceived the leader of the NPCs into attacking the PCs, or maybe the NPCs are xenophobic or territorial.

**Objective:** The characters must convince the members or the leader of the opposing group that the two groups should work together.

**Possible Outcomes:** The characters need allies, so skill at negotiation is more important than martial prowess. If the party's diplomatic attempts falter, the PCs face a fight. This encounter could produce these outcomes:

- The characters avert a fight, prevent injury or loss of life on both sides, and convince the NPCs to become their allies.
- Fighting breaks out, but the characters convince the other side of their good intentions and stop the conflict. One or both sides are bloodied or suffer casualties.
- The characters break off the fight without securing the aid of the NPCs, opting to flee rather than harm potential allies.
- The characters fail to secure the NPCs' aid and defeat them in combat, perhaps knocking them unconscious or taking them prisoner. At worst, the PCs kill the opposing group and lose these potential allies.

### Protect a Person or an Item

The characters act as bodyguards, or they have an ancient or fragile item they must transport to a specific location. In every challenge they face the risk of breaking the item or endangering the character they're protecting.

The nature of the nonplayer character the PCs must protect can affect the difficulty of the encounter. In an easy encounter, the NPC could be a smart warrior, capable of aiding the characters in combat if necessary. For a tougher encounter, make the NPC incompetent, prone to panicking in combat, or apt to risk the lives of PCs through dubious decisions. Alternatively, you could create NPCs who are grievously injured, too young or too old to fend for themselves, or wracked by debilitating diseases. If the characters are escorting an NPC to a destination where he or she can be cured of a crippling condition, they might create an ally if they succeed.

If the characters protect an item, it might be an artifact they need to complete an important ritual, a gift meant to seal an alliance with another group, or a religious icon that could end a struggle that has torn apart a religious order. The villains could send thugs after the characters with the sole intention of destroying the item.

**Objective:** Keep the NPC alive or the item intact for the duration of the encounter.

**Possible Outcomes:** Although this sort of encounter looks like an all-or-nothing proposition, a middle ground exists. For example, the characters could avert failure by using a Raise Dead ritual to revive a dead NPC. The characters might also achieve different degrees of success based on whether the NPC or the item takes damage during the fight, whether the party's enemies recognize the NPC or the item, or whether the NPC completes a specific task before dying.

- The characters protect their charge by avoiding combat, either hiding from their enemies or fleeing before their foes engage them.
- The characters fight off the attackers and protect the NPC or item.
- The characters protect the NPC or the item, but their enemies see and identify the NPC or the item and use this information against the PCs later.
- The NPC survives but is wounded. This injury could hinder the character's ability to perform the required task or could otherwise diminish his or her usefulness to the player characters.
- The item breaks but is not rendered useless. The characters can recover enough of the item to undertake a quest to repair it, or they can use the item for its intended purpose at a less effective level.
- Enemies capture or kill the NPC, or the PCs lose or destroy the item. The characters must rescue or resurrect the NPC or repair the item, or else they must find a new way to accomplish their goal.
- The characters keep the NPC alive long enough for him or her to complete a necessary task but not long enough for him or her to give the PCs a reward or important information needed for a later encounter. For instance, the elderly sage completes the ritual to seal the demongate but dies under a demon's claws before he can warn the characters of a threat he discovered in the course of the ritual.

## Retrieve an Object

In this objective, the characters must gain possession of a specific object in the room or area, preferably before combat finishes. This type of encounter has two basic scenarios. First, the enemies the PCs face are overwhelmingly powerful, creating a situation where the characters must retrieve the object and then either flee or use its powers for protection. Second, the enemies desire the item as much as the characters do, and both parties race to obtain it.

**Objective:** Reach and secure an object in the encounter area. Securing the object could mean pocketing a small item, activating a large object in the room, or opening a locked chest containing the object. During an encounter, the characters might have to search the area to find a hidden item.

**Possible Outcomes:** If the characters acquire the object, they succeed. If they don't, more possibilities open up.

- The characters retrieve the object and either escape with it or use it to defeat their enemies in the encounter.
- The characters obtain the object, use it once, and then lose it to their enemies. The object helps them, but not as much as they had hoped it would.
- The characters fail to retrieve the item and must either pursue the enemies who took it or find a way to achieve their goal without it.

## Sneak In

The characters need to move through the encounter area without raising an alarm. Succeeding could mean killing the guards and thereby ensuring that none of them reach the enormous gong on one side of the chamber, or it could mean sneaking through a maze of rooms undetected.

**Objective:** Reach a destination or kill all the defenders without raising an alarm.

**Possible Outcomes:** The outcome of an infiltration encounter can have a dramatic effect on future encounters, or on the rest of the adventure. If the characters succeed, they can bypass significant obstacles. If they fail, they face stiffer resistance in the encounters ahead.

- The characters succeed—no alarm is raised, and anyone who became aware of their presence is dead or disabled.
- The characters fail to sneak through the area, and guards attack them. This outcome can lead to a second encounter with the same objective, since the characters must defeat these guards before the guards raise an alarm.
- One guard manages to alert more guards in the next room, making for a tougher encounter.
- The guards sound an alarm. Reinforcements could arrive immediately, or the characters might find future encounters more difficult because the enemies are prepared for the characters' arrival.

## Stop a Ritual

An evil cult leader, a malevolent sorcerer, or a demon performs a ritual that has dire consequences if the PCs fail to stop it. A gateway to the Ninth Hell could open, a terror from beyond the stars could make its way into the world, or a horde of slavering demons could erupt from the Abyss at the completion of the ritual. Only the characters can prevent these events from happening.

**Objective:** The characters must interrupt the ritual before their enemy completes it. They might have to kill the ritual caster quickly, fighting their way past bodyguards to reach their target. Or they might have to destroy special focus items used in the ritual (smash statues, extinguish candles or burning braziers, or splash holy water on the infernal altar).

The ritual caster's participation adds an interesting element to this type of combat encounter. You might determine in advance that the caster must spend five standard actions to perform the ritual and also use a minor action to sustain the ritual each round. Stunning the caster disrupts the ritual, and the caster could participate in combat at the cost of not making progress with the ritual. Alternatively, the ritual caster could remain absorbed in performing the ritual until the characters successfully disrupt it, at which point the caster joins the combat in an effort to destroy them. As a third possibility, the ritual caster takes an active role in the combat until the characters disrupt the ritual, which causes the caster to flee or to be destroyed by the failed ritual.

**Possible Outcomes:** To prevent this sort of encounter from dead-ending the adventure or your entire campaign, set it up so that either the characters have excellent odds of disrupting the ritual, or the ritual's completion doesn't have world-shattering consequences.

- The characters stop the ritual in time and avert catastrophe.
- Each round the characters spend in combat without stopping the ritual, more combatants join the fray—cultists hurry into the room from elsewhere in the temple complex, or demons spill up from the yawning chasm in the floor. The characters succeed in stopping the ritual but suffer significant losses during combat.
- The characters fail to prevent the ritual and must find a way to undo what the ritual accomplished.

# PLAYER MOTIVATIONS

Different players have different motivations. Pages 8–10 of the *Dungeon Master's Guide* outline eight archetypal player motivations you might find at your game table. If you understand these motivations and know how to encourage your players, you can tailor the encounters in your adventures to better suit your players' tastes. The following pages suggest specific ways to make encounters appeal to your players, helping each player have more fun at every session.

These suggestions include seating arrangements, based on the idea that adjacent players influence one another. You might not want to assign seats to your group and might instead allow your players to choose their own seating arrangement. However, if you have trouble engaging the players in your group, review the seating suggestions and see if steering players to different seats helps.

## The Actor

One actor at your table can inspire the rest of your group to roleplay, bringing all the player characters to life. At their best, actors make the game feel like more than a game—something more akin to a fantasy novel or movie.

**Seating:** The best seat for an actor is directly opposite you, perhaps at the far end of a table. With all the other players between you and the actor, the actor's dramatics won't close you off from the other players. A clear view of the actor's body language might make you feel more engaged in roleplaying, and the two of you can encourage the rest of the group to be more involved.

An actor seated beside a shy player can help to draw that player out over several game sessions.

**Encounter Types:** Actors thrive in skill challenges of all sorts, and they especially flourish in challenges that involve interaction with NPCs. Combat doesn't necessarily leave the actor cold—vivid descriptions of powers and other actions in combat can engage the actor the same way dramatic interaction draws in other characters.

**Provide Vivid NPCs:** Quirks and mannerisms that bring NPCs to life (see page 186 of the *Dungeon Master's Guide*) give the actor ideas for interacting with the NPCs. With actors in your group, you can spend more time in the characters' home base with NPCs who offer the players adventure hooks or important clues, turning what might otherwise be a bland information dump into a lively interaction. In a straightforward dungeon crawl, detailed descriptions of key monster opponents can immerse the actor in the action.

**Add Roleplaying Elements to Combat:** From lowly kobolds to mighty dragons, the monsters the characters face in combat can come alive if you imbue them with personality. Challenges, taunts, and insults can be fun and particularly appropriate when a character marks a monster or vice versa. Monsters might gloat or curse during the ebb and flow of battle. Describe the monsters' attacks the way actors would describe their own actions, even when the monsters miss. Keep a list of taunts, curses, and dramatic descriptions on hand in case inspiration fails.

You might let characters use Bluff, Diplomacy, or Intimidate checks to influence monster actions during combat. This tactic allows players to trick enemies into taking actions that benefit the characters. Characters might goad their foes into entering hazards, draw enemies into positions that give characters combat advantage, lure enemies away from a bloodied character, or convince a monster to attack the character who has the best defenses. Actor players might want to try these tactics; you must determine an appropriate skill check and assign a DC for the check.

**Leverage Character Details:** Make an effort to include characters, locations, and events from the actor player's character background in encounters, particularly in climactic fights against major villains. For example, if the actor PC's father died in a duel with a tiefling, you could choose that same murderous tiefling darkblade as the adventure's villain. When the characters confront this villain, the tiefling recognizes the daughter of the human he killed years ago and taunts her: "So you're Andrunn's brat? No better at swordplay than your father, I see." The actor might find that villain more satisfying to defeat than just another tiefling darkblade, and you didn't need to make a single change to the monster's statistics.

### ACTORS IN KOBOLD HALL

As written, Kobold Hall (in Chapter 11 of the *Dungeon Master's Guide*) offers few opportunities for interaction encounters in which actors thrive. However, you could roleplay the kobolds before and during the combat encounters—the kobolds in area 3, for example, could taunt the player characters and berate them for interrupting a skull-skull game. You might also have the dragon talk before attacking, giving the characters a chance to plead for their lives and the actor players a chance to shine.

—James Wyatt, from
*Dungeon Master 4th Edition for Dummies*

## The Explorer

Having an explorer at your table can keep the players interested when the action stalls, because explorers enjoy seeking information. They help the group find clues and secret doors and help keep the adventure on track—except when the explorer derails it by looking for secrets that don't exist. You can satisfy explorers by giving them plenty of clues to find.

**Seating:** If the explorer likes to draw maps of the adventure area, then have that player sit next to you, so you don't have to talk across other players to resolve the map details. Explorers can inspire new players with their curiosity and enthusiasm, so seat new players next to explorers when possible.

**Encounter Types:** Similar to actors, explorers thrive in skill challenges, particularly ones that involve research, puzzles, or digging up hidden information. Explorers also enjoy the time between encounters, so be sure not to gloss over the ancient dungeon corridors and grand entry halls devoid of monsters. To engage your explorer, plan combat encounters that include puzzle elements, such as complex traps, to make the encounter area livelier, or insert surprising hazards to navigate around.

**Monsters with Secrets:** Explorers enjoy combat scenarios that offer a secret about the monsters they face. For example, when ghosts and the wights attack, the explorer might want to know who these undead creatures were in life, why they were cursed with undeath, and how that information might pertain to the current adventure. Make a straightforward combat encounter with undead more appealing to an explorer by explaining that the tiefling ghosts think the PCs are the dragonborn soldiers of Arkhosia who killed them the first time around.

You can achieve the same effect with mundane monsters if the combat encounter reveals interesting details, such as those of a hobgoblin culture in this region. The newly acquired knowledge that hobgoblins take pride in being the first to score a hit during combat enriches the explorer's satisfaction of emerging victorious from a tough combat encounter.

**Monsters with Weaknesses:** Throw the party into a challenging encounter, but give them a way to even the odds, possibly hidden in the terrain or on a monster. For example, the characters encounter a dragon in a large room with a shrine in one corner. When the fight starts, the players might notice that the dragon avoids the shrine, focusing its attacks on the characters farthest away from it. If the characters force the dragon closer to the shrine, they discover that the dragon's defenses drop, and if they stand adjacent to the shrine, it boosts their defenses. The characters eventually learn that the individuals who built the shrine dedicated it to Bahamut, and the dragon's attempts to defile it have failed to sever the shrine's connection to the deity of justice and honor.

JULIE DILLON

The combination of history and tactics pleases the explorer's sense of world logic.

**Puzzle Encounters:** Create encounters—combat or otherwise—that have elements the players need to figure out. Perhaps the characters encounter a group of hobgoblins in a room that features alternating black and white squares on the floor. Through trial and error, the PCs learn that they have to move like chess pieces or take damage: On the "board," the first square a character enters determines how that character must move for the duration of the encounter. Or maybe four pillars pop up from the ground, creating dangerous arcs of lightning across the

### Explorers in Kobold Hall

Kobold Hall used to be a walled keep for a minor human lord whose name and history are long forgotten. You can engage explorer players by inventing a history for the place and providing clues to the background you invent. Explorers might be intrigued to learn that the altar now dedicated to Tiamat (in area 2) used to be a shrine to Ioun and that the stone coffins hold the remains of a long-lost noble line. What if the players find an heirloom of the family that spurs them to find any surviving heirs to the line?

—James Wyatt, from
*Dungeon Master 4th Edition for Dummies*

room in a regular pattern. The characters can avoid and then exploit the hazard by maneuvering their enemies into the path of the lightning. These types of puzzle elements engage explorers—and make combat encounters more memorable for all your players.

## The Instigator

Like an explorer, an instigator at the table can be an ally to the DM by preventing the group from getting bogged down in indecision or caution. Instigators need little help to enjoy the game because they amuse themselves. Engage instigators in the game by allowing them to affect their surroundings. Nothing frustrates instigators more than trying to cause trouble and failing, with the result that their actions don't necessarily benefit the party. Be prepared to downgrade the consequences of an instigator's actions if necessary to prevent him or her from getting the party killed.

**Seating:** Assign an instigator to a seat next to you, where he or she can easily attract your attention when he or she wants to try something. An instigator seated next to indecisive players can help spur them to action.

**Encounter Types:** Combat encounters offer the most action choices to instigators, and a wide-open skill challenge that brings numerous skills into play can be an instigator's playground.

**Battle Grid Surprises:** Allow instigators to explore everything on the battle grid. If you use *Dungeon Tiles* or preprinted maps, prepare notes about the minute details and mundane features of the map to determine what happens when the instigator pokes, prods, opens, or breaks these features. If the map shows crates and barrels stacked in the room, the adventure text might give a generic description of what players can find inside. Your instigator might also knock over braziers, spill casks onto the floor, lift carpets, and tear down tapestries. Use the guidelines for terrain powers (pages 62–63) in these situations. Although toppling a brazier onto an enemy should cause less damage than being hit by the characters' powers, instigators might find it more entertaining.

You can also allow instigators to find unexpected ways to move around the encounter area. Secret passages that circle around, perhaps bypassing blocking terrain, can reward the instigator with an opportunity to sneak up on the monsters.

The two most disheartening words for an instigator player might be "Nothing happens." Instigators enjoy interacting with their surroundings, so prepare consequences ahead of time for the instigator's actions—consequences that make the game more fun for everyone. Create a group of possible results to keep your game moving when an instigator's character tries something unexpected. Your results might include the following events.

- If a character tinkers with an item, it explodes in a burst 2 or a blast 3, making an attack against Reflex with a modifier equal to the party's level +3 and dealing damage on a hit equal to the appropriate medium limited damage expression on page 42 of the *Dungeon Master's Guide*. As a positive side effect, the explosion could harm enemies as well as the instigator; place the item in an area where the instigator's foes are likely to take more damage than his or her allies.
- Liquid or sludge spills over the floor, creating an area of difficult terrain.
- A cloud of dust erupts into the air, obscuring an area for 1 or 2 rounds.
- The character disturbs a sleeping monster—typically a dungeon denizen such as a dire rat, a kruthik, or a carrion crawler.
- A dimensional rift tears open and teleports the character 1d10 squares in a random direction.
- The character finds an injured creature caught in a trap. Freeing the creature secures its help for 1 or 2 rounds.
- The character finds a secret compartment containing a treasure parcel, perhaps including an item that can help the party in the current encounter.

**Busy Work:** Instigators pose the risk of setting the pace for the game and interfering with other players' enjoyment. If your instigator has no patience for interactions that your actors and storytellers thrive on, he or she might disrupt those scenes and spoil the other players' fun. As a solution, occupy the instigator with tasks unrelated to the game's action. This tactic occupies an instigator while the other players engage in activities they enjoy.

When you sense a restless instigator, ask him or her to do one of the following quick favors.

- Clear away the map or tiles from the last combat encounter to make room for the next.
- Set up *Dungeon Tiles* or gather miniatures for the next encounter.
- Tally up and divide experience points from the last encounter or the session so far.
- Refresh everyone's drinks or open a new bag of chips.

## The Power Gamer

Your group can overcome challenges more efficiently and have fun in the process if the group includes a power gamer. Power gamers have extensive rules knowledge, since they must know the rules to take advantage of them. This type of player can serve as a valuable resource, saving you from having to look up rules you don't remember.

**Seating:** Seat the power gamer near you if you plan to use him or her as a ready rules reference. Similarly, a power gamer can bring a new player up to speed if you seat them together. Be sure the power gamer doesn't dictate the new player's actions; the power gamer should only help a new player understand what's going on.

Power gamers sometimes downplay the importance of story and roleplaying, so you might want to place them near actors and storytellers. This proximity can lead to productive synergy, but sometimes it leads to conflict, depending on the personalities of the players involved.

**Encounter Types:** Power gamers optimize their characters for combat, and if you establish that your campaign will feature skill challenges and other types of encounters, die-hard power gamers will optimize their characters for those challenges as well. For instance, in ordinary circumstances power gamers might not be inclined to take the Linguist feat, but if your campaign rewards characters who have a mastery of multiple languages, power gamers in your group will probably take it.

**Play to Strengths:** Let the power gamer shine by showing how his or her character excels. If the character has a high AC, allow that character to hold the front line from time to time, standing firm against monsters while the rest of the party snipes from safety. If you feature the same kinds of monsters in more than one of your encounters, the power gamer can determine the best tactics to use against them. For example, after a fight with trolls, inform the players that more trolls lie ahead. The power gamer can then work out the best way to overcome their regeneration.

**Exploit Weaknesses:** Identify the weaknesses of a power gamer's character and design encounters to target those vulnerable spots. Use monsters that attack the character's weakest defense. Create situations that require checks with the character's poorest skills or abilities. You don't want to punish the player or try to defeat the character; rather, you want to offer a broad range of challenges. Testing a character's weaknesses encourages the player to improve his her play style. This technique motivates the player to acquire items or find other ways to shore up those weaknesses—and to learn to rely on the other characters in the group.

**Make Villains Learn:** If you can manage to keep a recurring villain alive over the course of a long adventure, make sure that the villain learns from each encounter with the characters and adapts his or her tactics to counter the characters' strengths. By the third time a villain meets the characters, that villain has a good idea of what they're capable of and has come up with ways to frustrate them. The power gamer will be challenged to explore new tactics rather than to simply replay the same old fights.

**Reward Engagement:** Power gamers respond to rewards. In the same way that a power gamer will take the Linguist feat if your campaign clearly rewards that knowledge, a power gamer will remember details of your campaign world and story if that knowledge pays off. Likewise, power gamers care about the story of an adventure when it translates into experience points and treasure rewards for completing minor and major objectives. Use magic items the player wants (perhaps drawn from a wish list of items) to draw the power gamer into adventures.

## The Slayer

The slayer at your table plays the game to experience the visceral thrill that D&D offers: A slayer wants to fight monsters and villains every week—and save the world in the process. To keep the slayer happy, include villains and monsters in your adventure that have to be eradicated. If slayers have plenty of targets to kill, you can expect a lively dose of energy that can inspire the rest of your group in return.

### Keeping Antagonists Alive

Exciting adventure stories slowly build up their villains and then introduce them in dramatic fashion. Then the bad guy acts in a way that makes the audience hunger for his comeuppance. The first clash between hero and antagonist usually results in awful defeat for the hero. Finally, after delayed gratification and numerous trials, the hero triumphs against the villain, and all is well again in the universe.

In a D&D game, you might find it tough to keep a villain alive past his first appearance in a storyline. But if you kill your villains as soon as you introduce them, they can't acquire the iconic quality of classic villains.

The following points summarize my favorite methods of preserving villains for another day.

- Use introductory interaction scenes in which the antagonist's villainy is not apparent.
- Cheat the stats by making the villain impossibly tough during his or her first encounter and weaker later on when you mean to allow the PCs to defeat him or her. Give the villain a good reason to keep the defeated PCs alive during the initial encounter.
- Use interaction scenes in which the PCs can't fight the villain, possibly for legal or political reasons, or in order to ensure the safety of innocents.
- Give the PCs reasons to keep the villain alive if they defeat him.
- Create situations when the heroes and the villain temporarily have to work together.

—Robin Laws

**Seating:** Place the battle grid within reach of the slayer to ensure that the player gets to manipulate his or her character's miniature (and perhaps also those of players who are seated too far from the grid to reach their own miniatures). Seated beside a new player, a slayer makes a great mentor because his or her enthusiasm and energy can rub off.

**Encounter Types:** Slayers enjoy combat in all its glorious variety: wading through hordes of minions, facing off against a villainous mastermind and his squad of bodyguards, or going toe to toe with a solo dragon. Whatever the scenario, slayers want to use their attack powers to destroy their enemies.

**Bring on the Villains:** Give at least one villain a significant role in your campaign, and make sure your slayer (in particular) knows and despises the villain early on. At least once each session, have the villain's servitors disrupt the PCs' plans to irritate them and load the encounter with emotional power. Defeating an annoying villain gives the slayer a supremely satisfying moment of victory.

**Bring on the Minions:** Make liberal use of minions. They might fall quickly under the slayer's assault, but he or she will enjoy being the architect of the onslaught. Also, by unleashing a horde of minions, you can start the combat with a shock to the players. Have one group of minions quickly engage the characters, and maneuver the remaining minions to gain a tactical advantage. This tactic satisfies the slayer and ensures that a single area attack doesn't wipe out all the minions at once.

**Combat Interruptions:** If the slayer becomes restless during a skill challenge, have enemies kick in the door and start a fight to add an adrenaline jolt. This interruption works best if a necessary skill challenge preoccupies the players. Maybe the PCs must disable a magic ward, which requires the uninterrupted work of a few of the characters, or the characters might need to extract information from an NPC before his ship sails away on the next tide. If you throw an easy fight in the middle of such a challenge, perhaps triggered by a failed skill check, the slayer and one or two other characters can fight off the monsters while the rest of the party continues working on the challenge.

TOMÁS GIORELLO

## ACHIEVEMENTS

Many computer and video games track player achievements, giving players a sense of accomplishment and sometimes unlocking additional content in the game. Players—particularly slayers—might enjoy tracking similar achievements in the context of a D&D campaign. If your group likes this idea, consider recruiting a slayer at your table to be the official record-keeper for group and individual achievements, such as the following:

- Highest damage dealt with a single attack (you might have one entry for single-target attacks and one for multiple-target attacks, in which you add up the damage dealt to each creature).
- Most damage taken in a single encounter.
- Killing blows scored.
- Critical hit tally (by character, per encounter, and ongoing).
- Natural 1 tally (by character, per encounter, and ongoing).
- Most failed saving throws (consecutive or not).
- Highest attack roll that missed.
- Creatures killed (by origin, type, or specific attribute).
- Unusual or dramatic events, such as a prone character scoring a critical hit.

## The Storyteller

A storyteller in your group can help you tie together all the rules, numbers, and encounters into an entertaining narrative. DMs sometimes lose themselves in the details and forget to step back and look at the story unfolding on the other side of the DM screen. Engage storytellers by frequently including narrative elements: Tie together quests and plots, and mine character backgrounds for story possibilities.

**Seating:** Seat the storyteller near the middle of the table. From this location, the storyteller can immerse the other players in the unfolding story of the adventure and the campaign.

**Encounter Types:** Any kind of encounter engages the storyteller, as long as it makes sense in the adventure's story. If the party has a good reason to be in the dungeon fighting orcs, and each combat encounter moves the characters measurably closer to their goal, the storyteller can be just as invested in the fights as the slayer is.

Storytellers lose interest when encounters fill up the session and nothing ties together—no large goals drive the characters, no common cause motivates their efforts, no connections link events in the campaign, and no consequences arise from the characters' actions. When the characters emerge from the dungeon, the storyteller wants what happened in the adventure to matter, to have an effect on the game world, and to drive the characters on to the next adventure. Storytellers don't find gaining levels and acquiring treasure to be sufficient motivation.

**Tie Encounters to Larger Goals:** To storytellers, the orc leader the party just killed could represent a terrible force of violence and suffering. Or the PCs might have made the region safer by eliminating one of the villain's lieutenants. Make sure to give storytellers a way to connect the events in each encounter to the adventure's larger goals.

Explicitly link one encounter in every session to the party's overall goal in the campaign, and move the characters closer to achieving that goal—or farther away if they fail to overcome that encounter's challenge. When the characters finish that encounter, recount what just happened through descriptive narrative; highlight important character contributions without using numbers. Connect encounter events to the characters' personalities, backgrounds, details, and goals. You might ask a storyteller in your group to perform this function.

**Create Cause and Effect:** Make sure the actions of both player characters and nonplayer characters in the game have consequences. Use these repercussions to tie together encounters and campaign elements, so that the storyteller understands the overall narrative. Keep a log of the events in your campaign, and build encounters that are the clear result of the PCs' actions. For example, the characters delve into the dungeons of Greenbrier Chasm and fight goblins. When the characters return to town, goblins begin raiding the farms around the village of Greenbrier in retribution for the PCs' actions. What's more, because of a specific action the characters took in the dungeon, such as opening a sealed door, the goblins have a new ally or an artifact that empowers them. Storytellers thrive on connecting such details and figuring out the underlying plot.

**Monster Stories:** Give the characters' enemies their own stories, and make sure the players can learn those stories. If your villain has a legion of human soldiers at his disposal, ensure that the players eventually realize that the human soldiers they repeatedly fight belong to the villain's army and aren't random monsters. The monster themes presented in Chapter 4 add a layer of story to a variety of monsters the characters could face in an adventure. The players might suspect a connection if they repeatedly encounter enemies that have a similar origin or similar powers.

### Storytellers in Kobold Hall

It's important to help storyteller players understand that any adventure is both an individual story and part of a larger story of the campaign and its heroes. Don't gloss over the adventure hooks and quests, which provide the context for the characters' excursion into Kobold Hall. Storytellers will be eager to learn why these kobolds seem so organized and aggressive, and you should make it clear that the dragon's influence is to blame. Pay attention to the suggestions for further adventures on page 219 of the *Dungeon Master's Guide*, and consider how you can tie this adventure in with the next one you plan to run. Finally, look for ways to make the adventure personal for the storytellers in your group, such as hooking them with individual quests that relate to their character backgrounds. For example, in a raid on the King's Road, kobolds might have captured or injured a friend or relative of one of the characters.

—James Wyatt, from
*Dungeon Master 4th Edition for Dummies*

## The Thinker

Thinkers reward your clever planning by scrutinizing villainous machinations, taking the time to solve your puzzles, and using calculated actions and good tactics to keep fellow characters safe.

**Seating:** Thinkers ask questions, making a seat near you ideal for easy access. Give the thinker a seat with a clear view of the battle grid. Be aware that if you place a thinker adjacent to a power gamer, they might form a decision-making team that excludes other player types.

**Encounter Types:** Thinkers, like explorers, enjoy any encounter that includes puzzle elements, such as tactical challenges to overcome and riddles to solve outside combat. Thinkers might appreciate the puzzle material on pages 81–84 of the *Dungeon Master's Guide*. They also thrive on complex combat encounters that incorporate different kinds of challenges, including monsters, traps or hazards, interesting terrain features, and perhaps a skill challenge.

**Avoid the Linear Path:** Rigidly linear adventures frustrate thinkers, who prefer to weigh their options. Offer numerous choices, from branching dungeon passages to forking plot lines. Branching passages make dungeon exploration more interesting, and they can enrich tactical combat encounters by offering multiple lines of engagement, which creates a more dynamic confrontation.

**Be Generous with Clues:** Give your thinker player plenty to contemplate by providing information about foes, dangers, and challenges in advance. These clues work best if you can use them to maintain a sense of surprise. Dispense partial facts by combining them with treasure, dropping them into interactions with NPCs, and working them into the background scenery of other encounters. Reward successful skill checks with new information combined with vivid descriptions to entertain everyone at the table.

Use the following clues as examples.

- **Enemy Powers and Abilities:** A scrawled message in a treasure cache reads "Beware the serpent guardian's word of pain that roots you to the ground, and fear the resounding force of its thunderstrike!"
- **Weak Defenses:** A captured bandit tells the PCs about the inn his cohorts use as a headquarters: "Numerous guards watch the front door, but only two guards protect the kitchen entrance around back."
- **NPC Personality Weaknesses:** During their first meeting with the duke, a character who makes a successful Insight check notices that the duke can't keep his eyes off the warlock's ruby ring.
- **Terrain Hazards:** A tapestry in a temple antechamber depicts the altar in the main sanctuary erupting with bolts of lightning.
- **Maps and Location Layouts:** The characters find a map in a dragon's treasure hoard depicting an ancient stronghold, and their next adventure takes them to the stronghold's ruins.
- **Villain's Plans:** A soldier in the villain's elite guard says, "Fools! Before the next dawn my master's armies will march through the streets of Winterhaven, and nothing will stop them!"

**Start Battles with a Clear Overview:** You risk frustrating thinkers when you forget to reveal options and hazards the characters would have noticed. When you start a combat round, provide a fast overview of observable and important details before you call for initiative checks. This quick overview informs the players and helps the thinker understand what he or she has to work with in the encounter. Make sure to cover these points.

- Visible foes and their placement, including anything characters can detect with a high enough passive Perception check.
- Terrain features and known attributes.
- Furnishings and tactically important objects.
- Enemy equipment.
- Visible rewards and treasure.

**Reward Sound Tactics:** When the thinker concocts a sound plan from the information you provide, let the plan pay off. Without altering a combat encounter significantly, you can give the characters an edge in the fight in a variety of ways.

- Award a surprise round to the characters if they catch their foes off guard.
- Show the characters a map of the encounter area and let them choose where they want to enter for the best tactical advantage.
- Give the characters combat advantage against their enemies for the first full round of combat.

## ALLOW CHAT TIME

Off-topic digressions are the scourge of roleplaying. They're also an irresistible common currency in all conversations between members of our glorious geek tribe. Even while you're serving as DM, you might fall prey to the opportunity to throw in a clever reference to the Internet meme of the day or a classic pop culture property.

During sessions, I try limit my group's off-topic conversations. But people play D&D to hang out with friends. Even when personal schedules press my session length down to the bare minimum, I make sure to include a healthy period of chat time before we start recapping the events of the previous session. By granting time up front for the inevitable socializing, I keep digressions to a minimum for the first couple of hours of gaming. Then, personal discussions return as the night progresses and attention spans wane.

—Robin Laws

## TAKE A MOMENT . . .

To run better encounters, make sure you take 30 seconds before rolling initiative to study your monster and NPC tactics, as well as the creatures' Intelligence scores. Then you can decide how well they will carry out their tactics.

—Yax

## The Watcher

Although watchers might seem disinterested, they are a valuable part of the group. Watchers can help to round out the roles in a party, because they are not as committed to playing a specific type of character as some other kinds of players are. Watchers can also help defuse the tension created when players' motivations clash by reminding everyone that D&D is a game, and the players are supposed to have fun. Bear that fact in mind if you start to feel frustrated that watchers don't involve themselves more or take the game more seriously.

**Seating:** Place verbose and enthusiastic watchers next to shy or quiet players. A power gamer might express frustration with the watcher's choice of character skills and actions, so separating these two types of players might benefit the group. Placing the watcher at the far end of the table can prevent his or her socializing from interrupting you.

**Encounter Types:** You might find that a watcher participates more in a combat encounter than in a skill challenge or some other form of interaction that doesn't involve combat. This is often true because a combat encounter offers a relatively limited set of options (the character's powers) that define the actions the watcher can take, and the encounter has a clear goal.

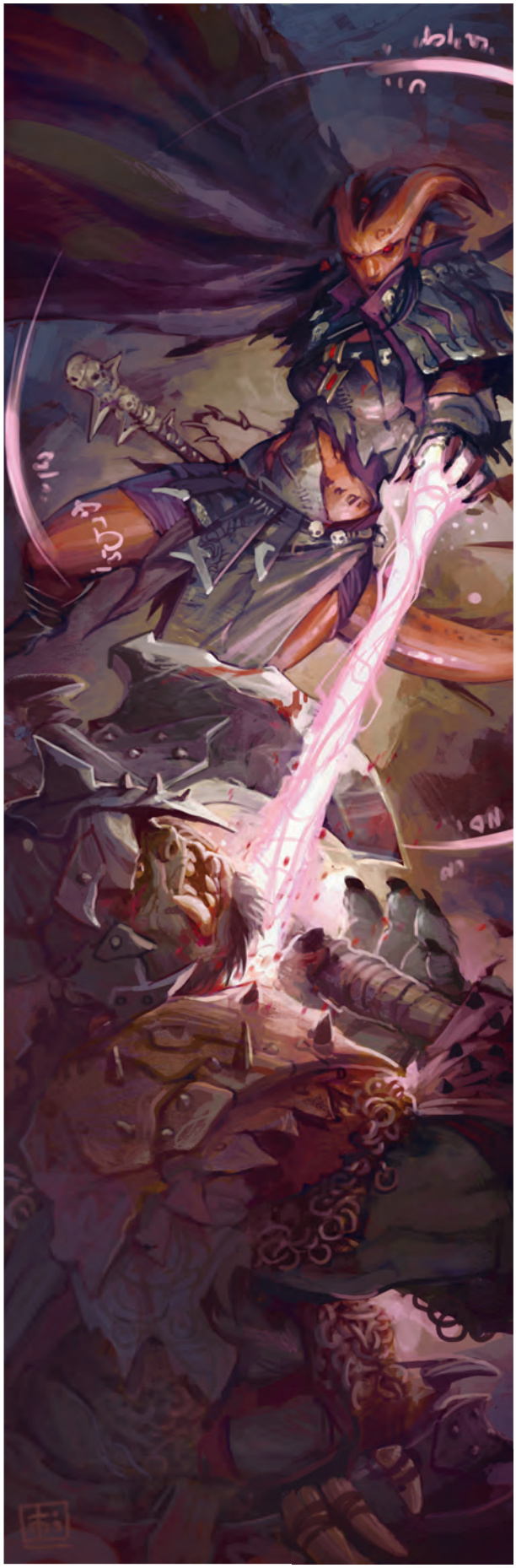
**Ham It Up:** The more you bring an encounter to life, the more likely the watcher will pay attention. Vivid descriptions of monster actions and environments, or the player's own actions, can draw a watcher in. For example, if the watcher says, "I use *eldritch blast* on the orc, and I rolled a 22," you might expound with: "A dark bolt of energy flies from your fingertip and erupts around the orc, making it howl in pain. What's your damage?" This technique keeps the rest of the group immersed in the action and encourages the watcher to use the flavor text for the powers in the *Player's Handbook*. In turn, the watcher might want to roleplay and participate more.

**Have Fun!** The watcher wants to have a good time with the group, so have fun. Don't take the game too seriously, and don't let it start arguments among the players.

### Don't Take It Personally

By definition, watchers are difficult to engage, so remember that it's okay—watchers have fun because of the company around the table, not because they're hooked by the game. Don't take it personally. Also, make sure that whenever any player comes up with an unexpected strategy or an innovative idea, you reward it and run with it. This example shows the watcher that involved, engaged players make the game fun for everyone at the table.

—James Wyatt, from
*Dungeon Master 4th Edition for Dummies*



GEORGI SIMEONOV "CALADER"

# Encounters for Large Groups

Large groups can be fun to DM. Imagine a big bunch of your friends gathered together around a table determined to defeat monsters you conjure up, overcome mighty challenges you set before them, and roleplay through grand adventures. A game table with numerous players will test your skills differently than a smaller group. To succeed, be organized and prepared, and don't be afraid to delegate.

## More Monsters, Not Tougher Ones

According to the math of encounter building outlined in the *Dungeon Master's Guide*, four 10th-level monsters are an appropriate encounter for ten 5th-level characters. However, think twice before you throw such an encounter at your players. An encounter with two minotaur warriors (level 10 soldiers), a gibbering mouther (level 10 controller), and a wyvern (level 10 skirmisher) adds up to the right experience point total. But because the minotaurs have AC 26, and the player characters attack at about +11, the PCs would hit only 30% of the time. At best, the characters take so long to kill the monsters that the fight drags on for hours of playing time. At worst, the minotaurs (hitting about 70% of the time) kill all the characters before taking serious damage.

A better encounter for ten 5th-level characters is a collection of monsters that are all around 5th level. Ten monsters could be challenging for you to manage, so choose elite and solo monsters to reduce your burden. Four dragonborn soldiers (level 5 soldier), a goblin underboss (level 4 elite controller leader), and a young green dragon (level 5 solo skirmisher) have nearly the same experience point total as the monsters in the first example (2,150 XP rather than 2,000 XP). Because this encounter features monsters that have attacks and defenses comparable to the characters' capabilities, it's more balanced. And because the encounter includes elite and solo monsters, the number of monsters should be manageable.

## Larger Encounter Areas

Design encounter areas that can accommodate a large group of player characters as well as numerous monsters. Rather than using a single open space, create several rooms with multiple connections to enable the monsters to attack the characters from different directions. This technique encourages characters to engage the monsters on multiple front lines.

### Recruit Lieutenants

Players can be a great help when you become overwhelmed or when the game slows down because large groups take longer to cycle through encounters. Pick two experienced players who know the rules, and ask them to take the seats on your left and right as your lieutenants. Having them nearby makes it easy to assign tasks and duties to them.

**Minions:** Have minions' stats and basic tactical advice ready to hand out, so your lieutenants can manage these foes during combats.

**Battle Grid Setup:** Sometimes just clearing the table to make way for maps and tiles takes time. Ask your lieutenants to lay out your maps and arrange unconcealed enemies according to the encounter diagram. Before everyone rolls initiative, briefly inspect the setup and tweak as desired.

**Initiative:** Have a lieutenant handle initiative setup and order, with you reporting to them on enemy results. If possible, post the order in a visible place, such as on a whiteboard. Have your aide keep the combat pace going by prompting players for actions and nudging you when a foe's turn is next.

**Battlefield Description:** While one lieutenant gathers initiative rolls, give your other lieutenant an overview of all the unconcealed features on the battlefield, so he can be the group's go-to person for questions about terrain effects, hazards, and combat props. This technique will save you from having to deal with repeated questions every combat.

**Monster Managers:** Have your lieutenants be your hands and eyes on the battlefield. On each monster's turn, have a lieutenant hold a finger on the monster's mini on the battle grid. This system shows you which enemy is currently active, and it focuses the group's attention on the game. Ask your aide to report ongoing damage at a turn's start and saving throws at turn's end. For movement, tell your aide the foe's intended action, ask your aide to choose optimal routes, and have him announce any opportunity attacks.

**Foe Wounds and Status Markers:** Ask the lieutenants to track ongoing damage and effects on foes during combat. Have your helpers report total damage to you as it is dealt, so you can quickly check for bloodied status.

**Opportunity Attacks:** As the PCs and their enemies move around the battle grid, ask one of your lieutenants to handle opportunity attacks for you. If a PC provokes an opportunity attack, the lieutenant grabs the player's attention and informs you of attack and damage results. If a foe receives an opportunity attack, the lieutenant attracts your attention so you can resolve the attack.

—Johnn Four

# ENCOUNTERS FOR SMALL GROUPS



Sometimes you have only a small group to play with, or you want a small-scale D&D experience. You might be teaching the game to your children or leading a small group that has limited membership. Building encounters for small groups can be tricky, but it can lead to rewarding game time.

## More Monsters Again

The rule of thumb for creating encounters suggests that a group of two 5th-level characters should face two 5th-level monsters. That encounter works, but compared to a five-on-five encounter, such a small encounter might feel lackluster. As discussed previously, you can create dynamic encounters by using larger numbers of lower-level monsters. A more exciting encounter might be two 5th-level characters facing three 2nd- or 3rd-level monsters.

Weaker monsters also offer the player characters a better chance of surviving despite the group's lack of key party roles. Weaker monsters don't hit as often or deal as much damage, so if a party lacks a leader, it can still hold its own. At the same time, the monsters have fewer hit points, so a party without a striker can still take them down in a reasonable amount of time.

## More Minions

Use minions to keep encounters dynamic and interesting without overwhelming a small party of characters. Be careful, though, if your characters don't have attacks that affect multiple targets. To a party that lacks a controller or at least some blast and burst attacks, minions can be troublesome.

## Different Challenges

You can turn an apparent weakness into a great strength by using more encounters that don't involve combat. Encounters that feature lots of interaction, stealthy infiltration, puzzle solving, or skill use are well suited for small groups. As a guideline, make skill challenge complexity no higher than 1 above the number of characters in the party.

### MINIONS IN ENCOUNTERS

If you're using minions in an encounter, a couple of tips can help make them more effective.

- Don't clump them together at the start of the encounter. Spread them out.
- Reveal minions in stages—maybe two are visible at the start of the encounter, another one runs in during the second round, and the rest come up behind the characters in the next round.
- Use more minions at higher levels. Use four minions at minimum in heroic tier encounters, at least five in paragon tier encounters, and six or more in epic tier encounters.

## Allied NPCs

You can supplement a small group with allied NPCs that help the player characters in combat and noncombat situations. Companion characters, detailed in Chapter 1, can increase the number of effective characters in the party without overwhelming the players with multiple full-fledged PCs to run.

### FINDING PLAYERS

If you have a small group because you don't know more people who play D&D, it might be time to find or recruit more players. Where do you find more people for your game? Try these suggestions.

**Friends and Relatives:** Start with people you know who might be interested in the game, such as fans of fantasy movies, books, or TV shows.

**School:** High schools and colleges sometimes have organized gaming clubs. If you're a student, check to see if your school has an active gaming club, and if it doesn't, you might try starting one to recruit more players.

**Work:** If school is behind you, your workplace might contain folks with an interest in D&D who could join your regular game group.

**The D&D Website:** The D&D website at www.wizards.com/dnd is home to a huge community of D&D players, probably including people who live near you. In the Community section of the website, you can find game stores, events and conventions, and gamers in your area.

**Game Store:** Your local game or hobby store might have a space where people play D&D, or at least a bulletin board where you can advertise to find more players for your game.

**Conventions:** From large conventions such as GenCon (www.gencon.com) and Origins (www.originsgames.com) to smaller local and regional gatherings, gaming cons provide a weekend full of activity and abundant opportunities to meet other gamers from your area. In addition, comic book and fantasy conventions sometimes include programming related to gaming and draw a sizable population of gamers.

**RPGA:** Wizards of the Coast's Organized Play department runs the Roleplaying Gamers Association (or RPGA)—a program devoted to making it easier to find face-to-face gaming experiences. Joining is easy and free, and membership provides you with free DM material and access to hundreds of events at conventions and in your community. Check it out at www.wizards.com/rpga.

—James Wyatt, Bill Slavicsek, and Richard Baker, adapted from *Dungeon Master 4th Edition for Dummies*

When characters run out of daily powers or spend all their healing surges, after perhaps four or five encounters, they probably stop for an extended rest. You can manipulate the pacing of encounters in your game to change the pattern of the PCs' rests and alter the buildup and release of tension in the game.

## Pacing

Pacing is the rhythm of action and story progression that unfolds in encounters over the course of a game session.

You can keep the tension building in your game sessions by pacing your encounters. Consider three different models of encounter pacing: a standard, balanced model; one with a single, intense spike in the action; and one that features a slow escalation of danger. This section discusses how to use these models to plan encounters for a single game session or an in-game day of adventuring.

When you offer choices to your players during an adventure, they might tackle encounters in a sequence different from what you had planned. Be flexible, and be prepared to modify encounters to fit with the pacing model you have in mind. For example, you can take enemies from one encounter and add them to a later or earlier one if your sense of dramatic pacing demands it. If you want to aim for a balanced pace, and the characters just finished two easy encounters, you might add monsters to the next fight if the PCs choose a path that leads to another easy encounter.

When setting a pace, consider these two time scales: what happens in a single game session and what happens in an adventuring day between extended rests. You'll find pacing easier to manage if you design those periods equivalently, meaning that the characters start a new day at the beginning of every session. You might not be able to utilize that method, particularly if your sessions last only one or two hours. Conversely, long game sessions might cover two in-game days, with characters taking an extended rest in the middle of the session.

### Balanced Pacing

In a balanced pacing model, aim for a balance of action, roleplaying, and storytelling—fast and furious segments that alternate with slower, calmer periods. You don't need to strictly alternate between difficult and easy encounters or scenes of high drama and slower exposition. Instead, watch the trends and aim for a balance over the course of a session.

A straightforward dungeon-based adventure follows this model, with slow, relatively calm periods of exploration broken occasionally by scenes of intense and life-threatening combat. If you use a mix of encounter difficulties as suggested on page 104 of the *Dungeon Master's Guide*, you can easily fall into a rhythm of harder and easier encounters to complement the alternation of exploration and encounter.

This model works effectively when you start and end each session (and each adventuring day) with an exciting high note, such as a difficult encounter or a dramatic turning point. Grab your players' attention at the outset, and then finish with a cliffhanger, leaving them eager for your next session.

A smart party spends its resources slowly over a series of encounters that feature balanced pacing. If the characters use up their daily powers and spend all their healing surges early in the session, they might stop for an extended rest and disrupt your pacing. Use easier encounters and slower periods to ease up on the tension and encourage them to continue adventuring.

Balanced pacing is a versatile model that allows a variety of different encounter types, including combat and noncombat encounters, as well as exploration, interaction with NPCs, investigation, puzzles, and administration. Give your players a variety of encounter types to hold their attention.

### The Spike

A spike is a single encounter so difficult that the characters need to use every power, spend every action point, and utilize smart tactics to overcome the challenge. The characters will likely face only one encounter of this type in a day of adventuring; if you play short sessions, it could be the only encounter. However, you can use minor build-up and aftermath encounters to serve as rising action and ending for the story of the session (see "Classic Story Structure," page 8). Players enjoy the adrenaline rush and excitement of a single battle in which their characters fight for their lives, unleashing every resource at their disposal.

A spike works most effectively when paired with a dedicated build-up, especially if you foreshadow this dramatic conflict over the course of days or weeks of game time. Increase the players' fear, uncertainty, and tension with clues about the opponents they face.

You want the characters to reach a spike fresh. They should have most of their daily powers, an action point apiece to spend, and perhaps consumable magic items to use in the fight. For this reason, the spike model works well as the centerpiece of a short adventure, or in an adventure when the characters are in no particular rush, such as a long trek through the wilderness during which the characters

ZOLTAN BOROS & GABOR SZIKSZAI

can take an extended rest before reaching the monster's lair at the end of the journey.

You can present the characters with a few easy encounters after the spike as they deal with scattered enemy forces or minor remaining threats, or let them spend the conclusion dealing with the consequences of the outcome, in interaction with NPCs, or in exploration.

## Escalation Pacing

In a model of escalation pacing, you put the characters (and players) on a steady upward ramp of increasingly difficult challenges until they reach the top—a huge dramatic climax featuring a major villain, world-shattering revelations, or both. The key to this model is to deplete the characters' resources, so that when the PCs reach the climax, they're exhausted and face serious trouble.

Because the escalation model relies on depleting the characters' resources, consider depriving the characters of extended rests to ensure that they're nearly tapped out when they reach the final encounter. The characters could be on a tight deadline, they might be racing across the countryside in pursuit of fleeing bandits, or they could be suffering from a curse that prevents them from gaining any benefit from an extended rest. You want to motivate characters to proceed from one encounter to the next without stopping for an extended rest (see the next section, "Drawing Characters Onward").

The escalation model works particularly well in a game that has strong elements of horror or drama. Ideally, the characters don't realize what serious trouble they face until it's too late. Then they have to do battle with no daily powers at their disposal and precious few healing surges remaining.

The goal of escalation pacing is to build to a terrible climax in which the players fear for their characters' lives. It's not to wipe out the party or force them to flee in defeat. The climactic encounter should be big and scary, but it shouldn't be more than a level or two above their level. With their resources drained, the characters will have trouble enough with an encounter of around their level without trying to handle something far more powerful than they are.

# Drawing Characters Onward

When DMs discuss, analyze, and create games, they often try to find a way to evoke one particular reaction: "Just one more turn," or sometimes "Just one more quest." This phrase refers to the game's ability to engross and invest a player in the game's progress, making him or her want to continue playing, just as reading a novel might make you say, "Just one more chapter" until you finish the book at three in the morning.

How can you involve your players in your adventure so deeply that they say, "Just one more encounter" until they find themselves in a tough fight with no remaining daily powers or healing surges? In an escalation model, you want to overcome their natural caution and force them to extend themselves beyond their comfort zone in their eagerness to reach the next encounter. Four basic techniques can help you draw your players into one encounter after another: momentum, rewards, deadlines, and prohibitions.

## Momentum

Let the momentum of the adventure story carry the characters from one encounter to the next. Short, relatively easy combat encounters draw the players forward—if no single encounter feels too difficult, characters might underestimate the value of the resources they have spent. Make sure combat encounters don't increase while character resources diminish, and cut encounters short if characters seem fatigued from a long fight.

Use compelling hooks to make the characters eagerly anticipate the next encounter. A pair of doors in a dungeon room can be a compelling hook for players. Each choice the characters make draws them onward, particularly if the players know that their decisions affect the outcome of the adventure.

### Respect the Dynamic

Whenever I start a new campaign, I frame it in a distinctive way. And the plan I have in mind for a new campaign slowly mutates during play. What might seem like a failure to adhere to an original concept becomes one of the great strengths of the roleplaying experience. Each campaign develops a dynamic beyond the control of the DM, or any other single participant. I might try to implement a sweeping plot line of epic proportions, only to find my players drifting into a trading-and-fighting game. Improvised events might veer a lighthearted campaign into angst, darkness, and bloodshed.

When a campaign takes on an unintended shape, I take a deep breath and remember to respect the dynamic. What we create together at the table trumps my initial plans.

—Robin Laws

When the characters open a dungeon door and see monsters they defeated easily before, they're more likely to charge ahead than if they see unknown, dangerous-looking foes. You can use rumors of familiar monsters to draw the characters deeper and deeper into the dungeon, bolstered by the confidence that they can handle these weak opponents.

## Rewards

You can use rewards to encourage players to continue adventuring without resting. Milestones and the benefits associated with them (action points and magic item daily power uses) are rewards built in to the game to counteract the effect of depleted resources. Magic rings also have powers that function better or function only if the wearer reaches at least one milestone in a day, which can be an incentive to seek out additional encounters before starting a climactic battle.

You can also use the promise of treasure as a hook to draw characters on to the next encounter. A dungeon door inscribed with the words "Royal Treasury" practically begs characters to open it to acquire the treasure inside—after fighting its guardians. Beyond the simple promise of a tangible reward, certain kinds of treasure can encourage characters to press onward as well. Consumable magic items, such as potions and whetstones (see page 189 of *Adventurer's Vault*), can bolster player confidence, especially if the players believe that the items they find will help in the next encounter. For example, the characters find a cache of alchemist's fire (*Adventurer's Vault*, page 24), and they know trolls lie in wait in the next room. An exciting magic item—an item that has an interesting power or a useful property—gives the player who acquires it an incentive to press on for one more encounter and test the item out.

You can also use the alternative rewards detailed in Chapter 5 to encourage characters to push on through additional encounters. A divine boon might come with a specific duration that drives the characters to use that reward as much as possible before it expires. Or, a grandmaster might promise training if the characters complete a task within a specific time.

## Deadlines

A deadline amounts to a strong disincentive to take an extended rest. If the characters have to accomplish a specific goal within a limited time, a 6-hour rest could ruin their ability to meet the deadline. An adventure deadline might fall into one of these categories.

**Specific Date or Time:** The characters must meet certain requirements before a specific date or time. For example, the dead will rise on an upcoming holiday, or cultists plan to perform a sinister ritual on the night of the full moon, or the bandits demand delivery of the ransom before sunset.

**Race Against Time:** The characters know a deadline looms but have no specifics. For example, rumblings in the earth indicate the volcano above the village will erupt soon, but the PCs don't know how soon. This type of deadline enables you to adapt the deadline to the characters' actions, although it's not as effective in motivating the characters to hurry.

**Limited-Time Resource:** The characters have a boon or an alchemical concoction that loses its effectiveness after a certain time. This category works the same as a specific-time deadline or a race against time, but it gives the characters a personal investment in the passage of time.

**Race or Chase:** The characters need to reach their goal before a rival or enemy does, or maybe they have to catch up with a group on the move. They have no reason to believe that their rivals will stop for an extended rest, so stopping to rest will set the PCs behind. For example, the characters must retrieve a treasure before a band of evil NPCs does, or the PCs must catch up to a group of bandits racing across the wilderness.

You can allow the characters to gain the benefit of a short rest while they hurry through empty dungeon corridors or across the wilderness between encounters. Then, your story maintains a sense of urgency without limiting characters to relying on at-will attacks and healing potions.

## Prohibitions

Another way to prevent players from stopping too frequently for extended rests that disrupt your planned pacing is to create situations when characters can't benefit from an extended rest until they have met certain conditions. Here are a few ideas for the kinds of situations that can motivate your players to keep going.

- A curse afflicts the characters, preventing them from sleeping until they complete a quest to remove the curse. Or maybe a magical obligation placed on the PCs prevents them from resting until they fulfill their duty.
- The characters must perform an extended skill challenge that lasts several days, with combat encounters interspersed throughout. Tell the players up front that an extended rest in the course of the skill challenge will interrupt it and cancel their progress, forcing them to start over.
- As a house rule, change the requirements of an extended rest to prevent the characters from benefiting from it until they reach two milestones in a day. Make sure your players know and understand this rule at the start of the campaign.

Use these techniques sparingly, because overusing them can lead to player resentment. These tactics can be effective in horror-themed campaigns that use the escalation pacing model.

## Long Fights

Closely related to these methods for pacing encounters between extended rests is the question of how to handle rapid-fire encounters that don't allow characters to take short rests. How do you model the fights you see in movies, where waves of enemies rush the characters without a moment's pause? How do you make your characters hurry from one encounter to the next to stop an assassin from killing the high priest?

To create these long encounters, you can allow characters to refresh themselves in the middle of the fight. Devise specific objectives and turning points in the battle, and give each one an associated refresh. These objectives could include any of the following examples.

- Defeat a designated champion monster. One champion emerges from each wave of enemies, or one appears early in the running fight.
- Reinforcements arrive to help the PCs and bolster their courage. These reinforcements might be companion characters (see Chapter 1) who help the PCs in the fight, or they could be part of a larger force if the PCs are fighting an enemy army.
- The characters battle their way to an ancient altar and complete a simple skill challenge during the encounter to claim a blessing from a deity.
- The PCs defeat one-half, one-third, or another designated fraction of the enemy forces.
- The characters secure a solid defensive position on the battlefield, allowing them to catch their breath.

When the characters fulfill your predetermined requirements, you might give them one or more of the following benefits.

- Each character can choose one expended encounter power and regain its use.
- Every character regains the use of his or her second wind or can spend a healing surge (even if unconscious).
- Each character gains an action point and can spend it later in the encounter, even if he or she has already spent an action point in the encounter.
- Each character gains another use of a magic item daily power as if he or she had reached a milestone.
- Each character can regain the use of an expended daily power. Save this benefit for a significant accomplishment in the middle of a battle.

Terrain features, such as energy nodes (see page 59), which allow characters to recharge spent powers, also prove useful in long fights.

—James Wyatt

Every class has attack powers and utility powers related to movement, such as powers that let characters push and slide enemies, and powers that let them shift or teleport themselves or their allies. Racial features such as the eladrin's *fey step* and the elf's *wild step* make movement a significant tool for the player characters. Monsters also have numerous movement powers, particularly skirmisher monsters. Racial abilities, such as those possessed by goblins and kobolds, give them the potential to shift during combat.

Sometimes, no number of movement powers can convince characters to change position, especially ranged attackers such as wizards, invokers, warlocks, archer rangers, and some clerics and bards. Even a rogue—one of the most mobile melee characters in the game—might stand still for round after round if he or she has an enemy pinned in a flanked position.

You'll find encounters more dynamic and exciting when everyone changes position on their turn. The following section offers techniques you can use to keep characters and monsters moving.

**Circular Paths:** The basic shape of your encounter area is important.

**Attractive Terrain:** Use terrain that gives characters an advantage or offers other reasons for them to reach specific locations.

**Terrain to Avoid:** Terrain, traps, and hazards that the characters want to avoid can also encourage movement, if you use them with care.

**Starting the Encounter:** The first round of combat can determine how much movement takes place in the encounter.

**Enemy Tactics:** Monsters on the move can force characters to move as well, so keeping monsters mobile—even moving them into positions of disadvantage—can be worthwhile.

**Encounter Objectives:** Encounter objectives that discourage the characters from remaining stationary can make movement a more significant part of the encounter.

## Circular Paths

Your room layout can encourage movement in an encounter. Create an area that suggests a continuous path of movement: a pair of rooms connected by two different hallways, a room split by a chasm spanned by two bridges, or a twisting maze of interconnecting goblin warrens. That type of circular path allows combat to unfold on multiple fronts. Once fighting starts in one area, either side can gain an advantage by circling around to approach from a different side.

Create a more dynamic encounter area by using a more complex shape—three areas connected to the others by multiple pathways. Start the encounter with the characters in the middle, the room connected to both of the other rooms. The map on page 77 shows an example of an encounter area designed with circular paths: The characters enter the area in the largest room, where three passages lead to smaller rooms that form part of the same encounter area.

Don't stop at designing an encounter area around a circular path; take advantage of the looping corridors to encourage movement. If every monster in the encounter area confronts the characters in the doorway on the first round of combat and never leaves the entry area, the PCs might as well be fighting in a small room with one entrance.

## Attractive Terrain

Force PCs to move around by creating attractive locations within an encounter, such as advantageous terrain, a place behind cover, or some other sort of defensive position. Desirable locations might also involve an objective of the encounter, such as an object in the room that the characters need to reach (see "Encounter Objectives," below).

An example of advantageous terrain is a bottleneck location where outnumbered characters can limit the number of monsters that can attack them at one time. Five characters facing a horde of angry minions create an advantage by retreating into a 10-foot-wide corridor. This approach allows only two minions at a time to attack the party defenders while the rest of the party makes ranged attacks or assists the front-line defenders. Maneuvering into that position can produce an interesting, dynamic couple of rounds. Once the characters settle into place, don't allow them dig in until all the minions are dead; put the PCs on the move again by changing the enemies' tactics (see "Enemy Tactics," below).

Some terrain features that give advantages to characters can be found on pages 67–68 of the *Dungeon Master's Guide*. These include blood rock, cloudspores, a font of power, mirror crystal, a pillar of life, and a sacred circle. The following section of this chapter describes more terrain features that can be used to add interest to encounters. Those that could be used as attractive terrain include an eldritch influx, an energy node, and healing ground.

## Terrain to Avoid

Difficult or dangerous terrain, along with traps and hazards, can hinder, discourage, or punish characters when they change position, so use these features carefully. You can also combine them with other methods of encouraging motion, or use them in conjunction with powers that push, pull, or slide. Both

monsters and characters have access to forced movement powers, so the fight could involve maneuvering for the best position to push enemies into the hazardous terrain.

Another way to use hazardous terrain and traps is to have the danger travel around the encounter area, encouraging players to keep away from it as it moves. The *vexing cloud* power of the goblin hexer (*Monster Manual*, page 137) is an example of this sort of terrain—the goblin can move the cloud to pursue characters who try to escape or avoid it. Terrain examples might include a lava flow, a drifting cloud of noxious gas, a slowly spreading fire, or motes of raw chaotic energy that dart around the area and teleport each creature they touch, dealing damage in the process.

You can also move dangerous terrain in a regular pattern (such as the rolling boulder trap in Kobold Hall on page 217 of the *Dungeon Master's Guide*). Use dangerous terrain to propel the characters out of combat inertia and away from their current locations. You can use moving terrain to give an advantage to either side of the combat or to make the outcome of the battle feel more uncertain.

Finally, dangerous terrain can draw characters to it if it offers a potential reward. For example, bolt stone (page 58) damages a character who enters its space, and the discharge has a chance to create more bolt stone around it, hurting any enemies that move adjacent to the character. Players might find that the potential payoff is worth taking minor damage. However, for this kind of terrain to attract characters, they must understand how it works. Plant clues in the environment or let characters make Dungeoneering checks to identify terrain features—and be sure to tell them the benefits as well as the perils.

## Starting the Encounter

One common DM mistake that can ruin an encounter can happen in the first round of combat. When the characters break down the door, they see a room full of monsters, interesting terrain features, and awe-inspiring wall carvings. The DM calls for initiative checks, and the players roll low. The monsters go first, and the problem begins. Each monster moves up to the PCs on its turn and attacks. None of that interesting terrain comes into play, and little movement occurs because the monsters and characters are stuck fighting in the doorway.

When the monsters have higher initiative counts than the characters, it's not a given that every one of them will rush forward to attack in melee. You can delay some of the monsters' turns or ready their attacks for when the characters move closer. Hold the monsters in their defensive positions and allow the characters to move into the room before the fight breaks out in earnest.

If the encounter includes artillery monsters that can attack from a distance, then the remaining monsters could charge the characters in the entryway. The monsters' ranged attacks might encourage one or more player characters to break through the front line of monsters to deal with the snipers. Or you could include attractive terrain or an encounter objective that draws the characters into the room before they change their focus to killing the monsters on the front line.

## Enemy Tactics

All other particulars being equal, if the monsters don't move, the characters have little reason to move. Move your monsters, even if it means that they provoke opportunity attacks or attacks from the fighter's Combat Challenge class feature. Don't keep a monster stationary just because it might miss a chance to attack if it moves. Monsters should make the following choices:

- Move out of positions where characters flank them.
- Take cover from ranged attacks when possible.
- Avoid hazardous terrain they know about.

Reasonably intelligent monsters should also use these tactics:

- Move into flanking positions.
- Take advantage of circular paths to outflank the party.
- Make use of attractive terrain they know about.

## Encounter Objectives

Clear encounter objectives can encourage movement. Several of the sample objectives described on pages 40–41 can spur characters to change positions during encounters.

For example, when characters have to protect an NPC, that person's actions can propel the characters around the battlefield—especially if the NPC panics or otherwise doesn't cooperate with the player characters. The characters could spend move actions chasing after an NPC who flees every time a monster moves into proximity. Alternatively, a battle-tested NPC could encourage the player characters to move by taking up a position that offers the PCs flanking opportunities.

If the characters have to retrieve an item or stop a ritual by manipulating objects in the room, the position of the significant items becomes attractive terrain, a place the characters want to reach.

The *Dungeon Master's Guide* presents a variety of terrain features to use when fleshing out your dungeons and encounter areas. This section presents more examples of fantastic terrain, and also introduces the concept of terrain powers.

Terrain is more interesting if the player characters know that something will happen when they try to interact with it. Some terrain types have obvious cues that should tip the players off, such as a cloud of magical energy or an ice-covered floor. For such terrain types, the players should at least be aware that those spaces aren't normal, and they should have the opportunity to identify the terrain if they interact with it or if they observe its effects on another creature.

If a monster uses terrain to its advantage, be sure to describe to the players how the terrain affected the monster's action. For instance, if a mind flayer uses a blast cloud to increase the size of its *mind blast*, be sure to describe the amplifying effect of the blast cloud so the characters know they can use the terrain in the same way.

In the absence of any clue the characters might get from how a monster acts, the effects of fantastic terrain are seldom obvious. However, you can allow characters to attempt Dungeoneering, Nature, or Arcana checks against a hard difficulty for their level. (See the Difficulty Class and Damage by Level table on page 65.) Choose a skill based on the environment where the encounter takes place or the nature of the terrain. A successful check means the character has a general idea of the terrain's effects and how to avoid them.

## More Fantastic Terrain

The fantastic terrain types described on the following pages supplement the terrain types detailed on pages 64–69 of the *Dungeon Master's Guide*. These entries expand on what's presented there by giving advice on how best to use the terrain in constructing your own encounters.

**Tier and Skill Checks and Ability Checks:** Throughout these examples, the term "per tier" is used to show how an effect should scale. Multiply the per tier value by one for heroic tier, two for paragon, and three for epic. If a terrain feature grants a +1 bonus to attack rolls per tier, the bonus is +1 at heroic tier, +2 at paragon tier, and +3 at epic tier.

### Blast Cloud

Rust-hued dust hangs in the air. The dust particles conduct and amplify certain types of energy and elemental forces.

**Effect:** The squares containing the cloud are lightly obscured. When a burst or a blast created by a fire, force, lightning, psychic, or thunder power touches a square of blast cloud, the size of the burst or blast is increased by 1.

**Usage:** A blast cloud encourages the characters (and their opponents) to remain farther apart than normal to avoid the enlarged areas of effect. Use this terrain in encounters featuring monsters that can take advantage of it, or when it can allow player characters who have attacks that might benefit from the blast cloud to take up an attractive combat position that utilizes the terrain's effect.

### Blood Midge Cloud

A swarm of biting insects fills the area.

**Effect:** The squares occupied by the cloud are lightly obscured, and the cloud is difficult terrain. If no creature is in the cloud when a creature starts its turn within 3 squares of a blood midge cloud, the cloud moves 5 squares and attempts to cover as many living creatures as possible. If an area or close attack includes squares occupied by the cloud, the cloud is destroyed in those squares. If a cloud is broken into smaller pieces by an attack, each piece acts as a separate terrain feature.

**Usage:** A blood midge cloud is interesting because it is mobile obscured terrain that can move to engulf the greatest number of creatures. The concealment granted by the cloud helps anyone in the cloud, and it's particularly beneficial to ranged attackers, who can fire out of it easily.

### Bolt Stone

In some areas, lightning energy fuses with rock to form a highly unstable, dangerous mixture. In various regions of the Elemental Chaos, and in dungeons located near the conflux of different types of elemental energy, blue-tinged areas of bolt stone appear.

**Effect:** When a creature enters a square of bolt stone, it takes 5 lightning damage per tier. Roll a d20; on a 10 or higher, the bolt stone's energy is discharged, and the stone becomes inert. Otherwise, the lightning energy is transferred to all unoccupied squares adjacent to the origin square, and those squares become bolt stone.

**Usage:** Bolt stone works best when you scatter it across an encounter area. It offers some risk and reward. A player character might enter a square and take the damage in the hope of creating a barrier to hold back monsters or eliminate minions.

### Creeping Ice

In some areas infused with cold energy, particularly where icy parts of the Elemental Chaos erupt into the world, a strange form of ice crawls toward any kind of

heat. Living creatures that stand on the ice are slowly drained of life.

**Effect:** Any creature that starts and ends its turn in any square of creeping ice takes 5 cold damage per tier.

**Usage:** Creeping ice is a great tool to persuade the characters to move around an encounter area, particularly if you place it in spots where characters who have ranged attacks are likely to position themselves.

## Defiled Ground

The dead do not always rest in peace. Some cemeteries are darker than others, and ancient events leave unseen traces of their former presence. Defiled ground sometimes attracts undead.

**Effect:** Undead gain a +1 bonus to rolls to recharge their powers while on defiled ground. In addition, if an undead creature is reduced to 0 hit points while on defiled ground, roll a d20; on a 10 or higher, the undead creature rises with 1 hit point on its next turn. If radiant damage reduces an undead creature to 0 hit points, it can't rise again in this manner.

**Usage:** Defiled ground makes undead encounters somewhat more dangerous. Use it for encounters that are meant to have a feel of horror, or to evoke the atmosphere of a site sacred to undead, such as a temple to Orcus.

## Dimensional Turbulence

Instability in the fabric of a plane makes teleportation difficult and inaccurate. Dimensional turbulence is visible as a faint rippling of space with an occasional twinkling of purple light.

**Effect:** A creature that teleports into a square of dimensional turbulence slides 1d4 squares in a random direction after teleporting.

**Usage:** Most useful at the paragon and epic tiers, dimensional turbulence turns normally dependable teleportation powers into a risky proposition.

## Doomlight Crystal

These rare, glowing rock formations exist in the Underdark and deep caverns. The glow comes from the gas inside the crystals, which explodes if it comes in contact with air.

**Effect:** A fist-sized doomlight crystal emits dim yellow light in a 3-square radius. If a character in a square with a doomlight crystal is hit by a close or an area attack, the crystal is destroyed as well—and the gas inside it explodes, dealing 5 damage per tier to the character in its square.

**Usage:** Obviously, this terrain feature makes area and close attacks more powerful. It can also add an interesting lighting element to a battle if the doomlights are the only source of illumination. As they are destroyed, the battlefield grows darker and darker.

## Eldritch Influx

One or more squares reflect light, as if a metallic object hung suspended in the air. Characters entering these squares feel energy surrounding them and hear a faint hum in the air. Magical energy pools in this area, flowing into the void left behind by the expenditure of magic item powers.

**Effect:** As a standard action, a character in a square of eldritch influx can channel its energy to recharge an expended magic item power. Recharging a power in this way does not grant the item's wielder the ability to make use of more daily magic item powers between milestones. Using an eldritch influx for this purpose depletes its energy, and it can't be used again until 24 hours have passed.

**Usage:** Since monsters rarely use magic items, this terrain feature is a great magnet for player characters. Place it so they have to work to reach it during a fight, encouraging movement and rewarding risk. Use it for paragon characters or in the first encounter after a milestone, when you know the characters have magic item activations available to them.

## Elemental Windchurn

The powerful, swirling wind in this area makes flying difficult. The elemental turbulence crackles with energy, bringing with it a strong ozone odor.

**Effect:** An area of elemental windchurn is difficult terrain for creatures that are flying, and a creature that ends its turn aloft in the area slides 1d6 squares in a random direction.

**Usage:** Elemental windchurn adds a touch of chaos to a battle while discouraging flight. Use it as an excuse to ground flying monsters at the heroic tier, while at higher tiers it makes an aerial duel far less predictable.

## Energy Node

An energy node is a particularly strong confluence of arcane, divine, and other forms of power. The air above it shimmers with energy, and anyone standing upon it feels fresh and reinvigorated.

**Effect:** A creature that starts its turn in an energy node's square can spend a minor action while in the square to regain a single encounter or recharge power. Using a node for this purpose depletes its energy, and it can't be used again until 24 hours have passed.

**Usage:** Energy nodes work well in long, running battles and in encounters with solo monsters. Not only do they allow the characters (and monsters) to use encounter powers multiple times, but they also create a situation in which the player characters might be racing against their opponents. Only one creature can benefit from each energy node, forcing the characters to fight for access to any nodes in an area. In a fight against a solo monster, consider placing more than one node around the perimeter of the encounter area, or in hard-to-reach places, which

can force PCs to disengage in order to draw upon the power of a node.

## Fey Circle

Often distinguished by the presence of tangled vines or large toadstools, this location is empowered with the extraordinary energy of the Feywild.

**Effect:** A creature can spend a minor action while in a fey circle's square to teleport 5 squares.

**Usage:** A fey circle can add unpredictability to a combat area, and it can level the playing field somewhat when the player characters are fighting monsters that teleport—or when monsters familiar with the circle face player characters who teleport all the time. A fey circle is also a great addition to an encounter area that features a treacherous chasm or similarly dangerous terrain, giving the player characters a way to bypass the danger if they can figure out the purpose of the fey circle.

## Grasping Bog

A grasping bog is an area of deep, viscous mud that not only hampers movement but also clings to characters who tumble into it.

**Effect:** A grasping bog is difficult terrain. In addition, a creature that falls prone in a square of grasping bog is restrained (save ends).

**Usage:** Combine grasping bog terrain with monsters that can knock their enemies prone.

## Healing Ground

This area is infused with primal energy that allows life of all sorts to flourish. Undergrowth or fungus that thrives on the primal energy in the place grows wildly and chokes the area with its profusion.

**Effect:** If a creature in this terrain spends a healing surge, it regains an additional 2 hit points per tier. Healing ground is also difficult terrain due to the abundant plant life.

**Usage:** Healing ground, assuming that the characters can recognize it, is a good example of attractive terrain that gives characters an incentive to move into a room and take up advantageous positions.

## Infernal Fumes

Most common in regions of the Nine Hells and certain volcanic regions of the world, infernal fumes are great clouds of gray smoke that glow red with inner heat. Infernal fumes drift as if alive, apparently seeking concentrations of multiple creatures.

**Effect:** Squares filled with infernal fumes are lightly obscured. The fumes can move up to 4 squares each round. A creature that ends its turn in a square of infernal fumes takes 5 fire and poison damage per tier and is dazed until the end of its next turn.

**Usage:** Infernal fumes are an effective way to chase player characters around an encounter area. This terrain is similar to a blood midge cloud, but has a significant harmful effect to characters and monsters inside it. Few monsters, even devils, are immune to the effect of infernal fumes, so they challenge both sides of a fight equally. Creatures that remain outside the cloud are hindered in their attempts to attack creatures inside the cloud as a result of the concealment it grants.

## Jade Flame

This strange, vibrant green fire burns everything that comes near it, yet the nature of its magic is such that a creature it burns cannot be harmed by other sources of heat for a limited time.

**Effect:** A creature that enters a square of jade flame or that starts its turn adjacent to such a square takes ongoing 5 radiant damage per tier (save ends). However, until the creature saves against the ongoing damage, it has resist fire equal to 10 per tier.

**Usage:** Jade flame offers the characters a choice. They can accept some constant radiant damage in return for protection against a potentially more dangerous threat. The characters might need to use jade flame to protect themselves before they race across a lava chamber or face another sort of fire hazard.

## Martyr's Monument

This area contains the life energy of an ancient and powerful champion of the gods, embodied in a statue or some other holy icon.

**Effect:** The monument grants a +2 bonus to saving throws to all creatures within 5 squares of it.

In addition, a creature adjacent to the monument can touch it as a minor action to make a saving throw. Each time a creature touches the monument to make a saving throw, roll a d20; on a 5 or lower, the monument loses all its magical properties for 24 hours.

**Usage:** A martyr's monument gives characters a new option for their minor actions. Such terrain is also great for monsters that have nothing else to do with their minor actions. Characters and monsters can use forced movement powers to drive their enemies away from the monument so they can't gain the saving throw bonus it grants. Use this feature in combination with monsters whose attacks impose effects that a save can end, or if the characters have been making particularly effective use of such attacks against previous foes.

## Necrotic Ground

This area is infused with necrotic energy. All light sources appear slightly dimmer, and the air is cold and still. Creatures that enter this area feel tired and drained.

**Effect:** A creature that spends a healing surge in an area of necrotic ground recovers only half the normal number of hit points. (All other effects, such as additional hit points regained or the bonus to defense from using second wind, are unaffected.)

**Usage:** Unless an encounter area consists entirely of necrotic ground, characters will wisely do anything they can to avoid being in the area when they spend healing surges. If you combine necrotic ground with a strong defensive position or another advantageous location, you might force characters into the difficult choice of staying in their good position but gaining less benefit from healing effects, or abandoning their position so that they can regain as many hit points as possible.

## Needle Hedge

Areas of sharp-needled bushes grow in the dark forests of the Shadowfell and in areas of the world where shadow's influence is strong. The plants are covered in long, sharp spines and thorns, forcing creatures to slow down as they move through the bushes or suffer a multitude of small cuts.

**Effect:** A needle hedge is difficult terrain, and it grants cover to a creature within it or behind it. If a creature moves through more than 1 square of needle hedge during a single move action or incident of forced movement, that creature takes 5 damage per tier.

**Usage:** Characters are likely to consider a needle hedge an effectively solid barrier until they're pushed through it. Use it with monsters that can force movement, or with elves or other skirmishers that can shift freely in difficult terrain (including creatures that have the forest walk ability).

KEREM BEYIT

## Phase Mist

Phase mist is an extremely rare phenomenon. It appears as a hazy cloud of swirling colors similar to those found in the Astral Sea. When a creature steps into phase mist, its body phases into the strange spaces that exist between the planes.

**Effect:** A square of phase mist is lightly obscured. A creature that starts its turn in a square of phase mist gains phasing until the end of its turn.

**Usage:** Use phase mist to create encounters that force the characters to split up. For example, the characters might use the mist to enter a chamber that lacks a door. Within the chamber is another patch of phase mist and an object that the characters need. In addition, monsters that have phasing, or undying guardians that lurk in the inaccessible chambers, wait to ambush lone characters.

## Quick Sear

This mixture of acid and quicksilver is a viscous, silvery green liquid. It appears as a small puddle in a single square.

**Effect:** A creature that starts its turn in a square of quick sear or adjacent to such a square takes 5 acid damage per tier. If a square of quick sear is within the area of effect of a close or an area attack, it moves 1d6 squares in a random direction.

**Usage:** Quick sear adds a random element to an encounter that could otherwise prove dull or static. Use it in encounters where a sense of randomness and an unexpected twist seems appropriate.

## Rage Stone

This expanse of black-veined crimson stone is infused with the psychic residue of pitched battles and brutal atrocities. A creature standing on a square of rage stone feels itself consumed with negative and violent emotions that it must unleash.

**Effect:** A creature that starts its turn in a square of rage stone must make a melee attack on that turn or takes 5 psychic damage per tier.

**Usage:** Creatures that are comfortable making melee attacks suffer few ill effects from rage stone, aside from lingering emotional turmoil that has no game effect. Creatures that prefer to stay away from melee combat (including most PC controllers, for example) are the most likely to take damage from rage stone. Putting rage stone at the periphery of an encounter area can play havoc with PC controllers and ranged strikers, as well as with artillery monsters.

## Thunder Shards

These crystalline shards of solidified thunder energy are both unstable and dangerous. They rumble

and shudder as they course with the energy within them. Most creatures avoid them, but occasionally orcs, ogres, and other battle hungry creatures dwell near them. Although thunder shards are dangerous, they also make useful defensive fortifications if used properly.

**Effect:** Squares of thunder shards are difficult terrain. If a creature makes a melee attack against a target in a thunder shard square, roll a d20; on a 10 or higher, both the attacker and the target take 5 thunder damage and are pushed 1d4 squares from each other.

**Usage:** Thunder shards are useful barriers to encourage movement and add a random element to the fight. The random push is especially useful if the area has pits or other dangerous terrain.

## Terrain Powers

The barbarian pushes against a broken stone wall, causing it to topple over and crush the orcs on the other side. An ogre slams its club into the ship's wooden floor, causing the floor to shudder and knocking the wizard prone.

Sometimes, characters and their enemies can use the terrain around them as weapons. Adding this terrain to an encounter provides for an added layer of excitement, inventiveness, and danger. When the players see that terrain can function as a weapon against their characters' enemies, they seek out creative tactics and novel ways to deal with encounters.

A terrain power is a description of what happens when a creature uses a feature of the terrain to attack its enemies. It can be a prepared part of an encounter, perhaps even key to the characters' success in the encounter, or it can be an improvised action invented on the spur of the moment.

Terrain powers are interesting in an encounter when the characters can use them. You might prepare terrain powers for a climactic encounter and lay them out on the table (perhaps literally, on index cards, or else verbally as you describe the area) when the encounter starts, or let characters discover them on their own. On the other hand, exciting uses of terrain powers can include the unusual tactics that players think up when their characters are caught in desperate situations. Be flexible!

Terrain powers function like character or monster powers, with just a few important differences. Any creature in or adjacent to the terrain can use the power without any special training.

### Reading Terrain Powers

Like character powers, terrain powers are described in a specific format.

**Name and Usage:** The header line gives the name of the power and how often it can be used.

*Single-Use Terrain:* Sometimes using a terrain power destroys the terrain. Once the ogre collapses the hut's roof on the PCs, the roof can't attack the characters anymore. The first time a creature succeeds on a check to use a single-use terrain power, or attacks with it if the power requires no check, that terrain power is no longer available for use. The terrain is destroyed or otherwise ineffective if used to attack again.

*At-Will Terrain:* Terrain powers of this sort can be used over and over. The terrain's attack can be repeated. Attacking with it might cause the terrain some damage, but the object or area remains intact.

**Flavor Text:** Beneath the header line is a brief description of how the terrain looks and what its power might do.

**Action:** The kind of action needed to use the power is called out here.

**Requirement:** Some terrain powers can be used only if a certain precondition is met.

**Check:** A terrain power requires an attack roll, a skill check, or an ability check to prepare it for use. A tiefling archer takes careful aim, firing an arrow and trying to sever the rope holding up a chandelier. The archer must first hit the rope. Or, an ogre pushes against a wall, attempting to topple it over onto nearby enemies. First the ogre has to make a successful skill check to push the wall over.

A terrain power's "Check" entry specifies the kind of roll or check required to use the power. Usually, the entry describes the DC of a skill check or ability check as easy, moderate, or hard. Use Difficulty Class and Damage by Level table (page 65) to determine the exact DC based on the level of the encounter.

**Success:** This entry describes what happens if a character succeeds on the check. That character can then use the terrain power.

**Failure:** As a default, if a character fails the check, he or she cannot use the terrain power. If the terrain power is single-use, the power is not expended on a failed check. This entry appears only if a failure requires some further explanation about the terrain or the outcome of the usage attempt.

**Attack** and **Hit:** The attack of a terrain power is part of the same action needed to make the check. These and other entries in a terrain power description sometimes refer to "level," which is the level of the encounter. For example, the attack of a falling chandelier is level + 3 vs. Reflex, and a hit deals 2d8 + one-half level damage. In a 10th-level encounter, its attack would be +13 vs. Reflex, and its damage would be 2d8 + 5.

**Miss:** This entry appears only if an attack deals half damage or imposes some other damage or condition on a miss.

**Effect:** A terrain power can have an effect that occurs regardless of whether the attack hit or missed.

## Sample Terrain Powers

You can adapt these example terrain powers to a variety of situations, using the same rules but providing different descriptions. For example, when a player character (or an ogre) wants to push a wagon down a slope, use the boulder terrain power. Any heavy object suspended above the encounter area can fill in for a chandelier, including the tiefling archer's drawbridge.

### Boulder — Single-Use Terrain

*This large boulder is perched atop a long slope. One strong shove could send it hurtling into an oncoming mob of enemies.*

**Standard Action**
**Requirement:** You must be adjacent to the boulder.
**Check:** Athletics check (hard DC) to shove the rock.
**Success:** The boulder rolls forward and down the slope, stopping after moving 1d6 squares away from the slope's base. The boulder can move through a creature's space. When it does so, make the following attack.
**Target:** Each creature whose space the boulder enters
**Attack:** Level + 3 vs. Fortitude
**Hit:** 2d10 + one-half level damage, and the target is knocked prone.
**Miss:** Slide the target 1 square out of the boulder's path.

### Chandelier — Single-Use Terrain

*A large, ornate chandelier of iron and crystal hangs over the battlefield. It would be a pity if it fell to the ground.*

**Standard Action**
**Check:** From a distance, to sever or loosen the rope or chain holding the chandelier aloft, make a ranged attack (the chandelier's defenses are level + 5).
Alternatively, you can spend a standard action to cut the rope while adjacent to either the chandelier or the rope or chain keeping it aloft.
**Success:** The chandelier falls to the ground and smashes to pieces.
**Target:** Each creature in an area burst 1 beneath the chandelier
**Attack:** Level + 3 vs. Reflex
**Hit:** 2d8 + one-half level damage.
**Miss:** Half damage.
**Effect:** The area where the chandelier fell becomes difficult terrain.

### Rope Bridge — At-Will Terrain

*This rickety bridge spans a deep gap. One sudden move, and it sways perilously, threatening to put anyone on it over the side.*

**Standard Action**
**Requirement:** You must be on or adjacent to the bridge.
**Check:** Athletics check (moderate DC) to sway the bridge.
**Success:** The bridge sways.
**Target:** Each creature standing on the bridge (including you, if applicable)
**Attack:** Level + 3 vs. Reflex
**Hit:** The target is knocked prone. If the target is already prone, it falls off the bridge.

### Ruined Wall — Single-Use Terrain

*This sagging wall is ready to fall over with just the right application of force.*

**Standard Action**
**Requirement:** You must be adjacent to the wall.
**Check:** Athletics check (hard DC) to topple the wall.
**Success:** The wall collapses.
**Target:** Each creature in a close blast 3 in the direction the wall fell
**Attack:** Level + 3 vs. Reflex
**Hit:** 1d10 + one-half level damage, and the target is knocked prone.
**Miss:** Half damage.
**Effect:** The space the wall covered and the area of the blast become difficult terrain.

### Swinging Rope or Vine — At-Will Terrain

*A vine hangs down from the treetops over a deep chasm.*

**DM Note:** When placing a swinging vine or rope in an encounter, you must determine the rope's starting square, its path of travel, and its ending square. Keep in mind that some vines or ropes can travel in both directions.
**Move Action**
**Requirement:** You must be in the vine or rope's starting square to use this terrain power.
**Check:** Athletics check (moderate DC) to swing from the vine's starting square to its ending square.
**Success:** You move from the vine's starting square to its ending square along the vine's path. This movement provokes opportunity attacks, and you can let go from the vine at any point during this movement. If you reach the ending square, you can make an Athletics check to jump at the end of the swing, treating it as a jump with a running start, but you must jump in the same direction as the movement of the swinging vine.
**Failure:** You do not move, and your move action ends.

### Table of Combustibles — Single-Use Terrain

*A table holds beakers and vials containing volatile combustibles that have a violent reaction when mixed together or thrown to the ground.*

**Standard Action**
**Requirement:** You must be adjacent to the table.
**Check:** Athletics check (hard DC) to overturn the table. You can drop prone as part of the standard action to avoid the attack.
**Success:** The table is overturned.
**Target:** Each creature in a close burst 2 centered on the table
**Attack:** Level + 3 vs. Reflex
**Hit:** Ongoing 5 fire and poison damage per tier (save ends).

### Tapestry — Single-Use Terrain

*A quick tug, and the tapestry hanging on the wall flutters to the ground, trapping anyone next to it.*

**Standard Action**
**Requirement:** You must be adjacent to the tapestry.
**Check:** Athletics check (moderate DC) to pull the tapestry down.
**Success:** The tapestry falls.
**Target:** Each creature in a close blast 3 out from the tapestry
**Attack:** Level + 3 vs. Reflex
**Hit:** The target is blinded and slowed until it is no longer underneath the tapestry.

# DESIGNING TRAPS

No dungeon is complete without a few devious devices. Sometimes, though, traps have a nasty habit of reducing a dungeon run to a crawl. Take care to put traps in the right setting to make their inclusion fun and to keep them from dragging your game down.

When setting out to design a trap for your game, consider basing it on the traps you already have available to you. If you're thinking about a gauntlet of shuriken-spitting statues for an 8th-level party, you can probably use either the spear gauntlet or poisoned dart wall from the *Dungeon Master's Guide*. Replace the numbers for DCs, attack bonus, and damage using the tables in this section. This method is a lot easier and faster than designing from scratch.

You can also use the tables to increase or decrease the level of a trap that you already have available. Maybe you like one of the traps in this chapter, but its level is too high. Just consult the tables and adjust it. If the existing trap doesn't match the numbers for its level in the tables, compare the trap's numbers to the table's numbers and then eyeball a proportional difference based on the numbers for the level you want.

You can even take a trap and "reskin" it to your needs without changing any numbers. Perhaps you want to fill an area with deadly but random arcs of lightning. Take the pendulum scythes trap from the *Dungeon Master's Guide* and have it deal lightning damage instead of normal damage. Instead of slots, hidden lightning generators create the effect. Your players have what feels like a new trap experience, and you didn't have to do a lot of work.

If no existing trap serves your needs, you can design one using the tables here with other traps as your guide. When setting out to design a trap for an encounter, don't get hung up on whether it's a trap or a hazard, or if it qualifies as a blaster, a lurker, an obstacle, or a warder. These terms exist to provide mental cues that suggest the uses of traps. You already know how you want to use your trap.

**1. Choose the Trap's Level:** This is probably either the level of the player characters or the level of the encounter in which the trap appears. The level determines the trap's numbers as described in the tables below. You can deviate from these numbers, but you should have good reason to do so. Your players aren't likely to realize small changes in difficulty (a point or two up or down), but noticeable changes in the numbers can cause the trap to become either too easy or too hard for the XP it provides, which likely translates to less fun at the table. If you look at the numbers and want your trap to be more dangerous, consider making a higher-level trap.

*Trap DCs:* Use the Difficulty Class and Damage by Level table to generate appropriate DCs for interacting with traps of a given level. Perception is typically used to detect a trap, though other skills might also come into play if thematically appropriate. Such DCs typically start as moderate or hard, and in many cases progressively more difficult DCs might provide more information. If detecting a trap, or some fact about a trap, needs to be more challenging than hard difficulty, use a value no more than 5 greater than the hard DC.

When setting the DCs for disabling or delaying a trap using the Thievery skill, consider rudimentary traps, such as concealed pits or tripwire triggers, to be of moderate difficulty, while a more complex trap should use DCs appropriate for a hard challenge. Traps might have alternative ways of delaying or disabling them, with varying DCs. For instance, a trap could have a moderate DC check that involves some risk (such as requiring the PC to be attacked or to place himself in a precarious situation), while also allowing a hard DC check with reduced or no risk. In some cases, you might even allow a character who accomplishes a difficult success to find an even easier way to disable the trap. For example, a PC might succeed on a hard DC Perception check to notice the panel that hides a trap's control mechanism, after which an easy DC Thievery check allows her to use those controls to stop the trap.

**2. Determine How the Trap Threatens the Characters:** A trap that attacks once and is done should have different numbers from a trap of the same level that attacks multiple times. Similarly, a trap that attacks a large area or many characters functions differently from a trap that endangers just one character.

*Single-Shot Traps*: Single-shot traps attack once and are done. A trap that resets might still be a single-shot trap if a character must choose to do something active to set it off again. Being attacked every round as long as you stand in a square is not a single-shot trap, because the character could be paralyzed in that location or forced to fight in that square, but getting shot every time you open a particular door qualifies as a single-shot trap. The trap resets whenever the door is closed, but the character could leave the door open or not use it again.

A single-shot trap uses the Limited Damage Expressions part of the table. For a single-shot trap that affects a single target, use the Medium damage column. For one that affects an area, use the Low damage column. For an elite trap, use the damage column one step up (Low becomes Medium, Medium becomes High).

*Ongoing Attack Traps:* These traps continually attack the targets while they are in the area.

**DIFFICULTY CLASS AND DAMAGE BY LEVEL**

| | Difficulty Class (DC) Values | | | Normal Damage Expressions | | | Limited Damage Expressions | | |
|---|---|---|---|---|---|---|---|---|---|
| Level | Easy | Moderate | Hard | Low | Medium | High | Low | Medium | High |
| 1st-3rd | 5 | 10 | 15 | 1d6 + 3 | 1d10 + 3 | 2d6 + 3 | 3d6 + 3 | 2d10 + 3 | 3d8 + 3 |
| 4th-6th | 7 | 12 | 17 | 1d6 + 4 | 1d10 + 4 | 2d8 + 4 | 3d6 + 4 | 3d8 + 4 | 3d10 + 4 |
| 7th-9th | 8 | 14 | 19 | 1d8 + 5 | 2d6 + 5 | 2d8 + 5 | 3d8 + 5 | 3d10 + 5 | 4d8 + 5 |
| 10th-12th | 10 | 16 | 21 | 1d8 + 5 | 2d6 + 5 | 3d6 + 5 | 3d8 + 5 | 4d8 + 5 | 4d10 + 5 |
| 13th-15th | 11 | 18 | 23 | 1d10 + 6 | 2d8 + 6 | 3d6 + 6 | 3d10 + 6 | 4d8 + 6 | 4d10 + 6 |
| 16th-18th | 13 | 20 | 25 | 1d10 + 7 | 2d8 + 7 | 3d8 + 7 | 3d10 + 6 | 4d10 + 7 | 4d12 + 7 |
| 19th-21st | 14 | 22 | 27 | 2d6 + 7 | 3d6 + 8 | 3d8 + 7 | 4d8 + 7 | 4d10 + 7 | 4d12 + 7 |
| 22nd-24th | 16 | 24 | 29 | 2d6 + 8 | 3d6 + 8 | 4d6 + 8 | 4d8 + 8 | 4d12 + 8 | 5d10 + 8 |
| 25th-27th | 17 | 26 | 31 | 2d8 + 9 | 3d8 + 9 | 4d6 + 9 | 4d10 + 9 | 5d10 + 9 | 5d12 + 9 |
| 28th-30th | 19 | 28 | 33 | 2d8 + 10 | 3d8 + 10 | 4d8 + 10 | 4d10 + 9 | 5d10 + 9 | 5d12 + 9 |

An ongoing attack trap uses the Normal Damage Expressions part of the table. For an ongoing-attack trap that affects a single target, use the Medium damage column. For one that affects an area, use the Low damage column. For an elite trap, use the damage column one step up (Low becomes Medium, Medium becomes High).

*No-Damage Traps:* Traps that deal no damage might still otherwise harm the characters (blocking their movement, making them weakened or slowed, and so on). In a noncombat situation, a no-damage trap probably isn't much of a threat, but in a combat encounter, this sort of trap can be just as tough to deal with as a monster. You're firmly in the realm of art when designing a no-damage trap, so don't be afraid to change the XP you give for it based on the difficulty of the encounter when you play. A trap effect that incorporates damage along with nondamaging effects should have a lower damage number, reducing the damage to that of a lower-level trap.

*Stress Traps:* A stress trap is like a no-damage trap except that it threatens damage and might eventually follow through on that threat if the characters fail to take the necessary actions. A room filling with water or one that has a slowly descending ceiling is a stress trap. This kind of trap might work better as a skill challenge, but see the water-filling chamber and crushing walls room traps on the following pages.

## TOP TEN TRAPS TO AVOID

**10. Traps without Cause:** Traps should guard something specific or be useful to their makers in combat. Traps that have no apparent reason for being there can annoy players.

**9. Traps Out of Scope for the Trap Setters:** If the stone-axe-wielding grimlock warren has a repeating crossbow trap, there should be a good explanation the characters can discover.

**8. Too Many Traps in Expected Places:** If you put a trap on a treasure chest in three adventures in a row, you can expect the players to take the next treasure chest they see and toss it down a stairwell to open it. The same goes for statues and doors. Use traps on common objects sparingly to avoid having them get stale.

**7. Traps that Counter PC Preparations:** The frost giant's palace of ice shouldn't have fire traps. Maybe you can justify it, but instead of explaining why you're making the players unhappy, why not make them feel smart and reward their preparations for cold by giving them exciting ice traps to overcome?

**6. Traps in Unexpected Places:** It might be "realistic" or effective to put a trap in a surprising place such as the middle of an otherwise unremarkable hallway, but putting traps in places that players take for granted as being safe means they can't do so anymore. If the characters are reduced to testing every square before they walk on it, your game is going to slow to a crawl.

**5. Traps Designed to Defeat the Rogue:** If your players devote resources to defeating traps, don't punish them by making traps more difficult to overcome. They'll be a lot happier if their choices are meaningful.

**4. Traps that Make a Character Sit out the Fight:** The greased pit trap in the final encounter room can make a player whose character falls into it bored during what should be the best encounter in the adventure.

**3. Traps without Countermeasures:** A trap without countermeasures is about as fun as fighting a monster you can't damage. Give the characters multiple means of defeating the trap.

**2. Traps that Don't Give Experience:** It might feel as though the characters didn't earn their success when they circumvent a trap with a single roll or a clever idea, but not giving XP would be like not giving the players XP for those combats that end in a single round. Sure, they were lucky, but it felt like a great success to them. Allow them to enjoy it.

**1. Extremely Deadly Traps:** It might make a trap more fearsome to have it cause a lot of damage, but the unseen trap that kills a character is about as fun as walking out your door to find that a falling meteorite has flattened your parked car.

They both use statistics appropriate for elite, ongoing attack, area traps of their level.

**3. Assign XP for the Trap:** When assigning XP for a trap, you need to know its level and type (single-shot or ongoing, standard or elite). Single-shot traps should be considered minions. Ongoing, no-damage, and stress traps should have the XP of standards or elites.

## Elite and Solo Traps

You might want a trap to be elite so that it takes up more space or deals more damage than a standard version of the same trap, but it's often more fun just to add another trap. Don't fall prey to thinking that elite equates to more fun or greater danger. It can mean those things, but a trap the characters fail to circumvent and that deals a lot of damage to them could just as easily be less fun than a standard trap. Similarly, if you increase the level of an encounter by adding an elite trap, but then the characters don't trigger that trap, the encounter becomes less of a challenge.

Making a trap elite is similar in many respects to making a monster elite. Use the traps in this chapter and in the *Dungeon Master's Guide* as examples. Options include increasing a trap's attack bonus by 2, increasing its damage, increasing its number of attacks, and increasing the space the trap occupies or the area it can affect.

As for solo traps, you might consider creating such a trap as a skill challenge, and you can also combine different traps to make a solo encounter. The hallmark of a solo encounter is that it keeps all the characters involved, so a solo trap needs to include ways for each character to contribute to either help overcome the trap directly, or at least to mitigate the damage or other effects the party is subject to during the encounter. Similarly, each character should be at risk during an encounter with a solo trap.

**STANDARD AND ELITE TRAP STATISTICS***

| | Standard | Elite |
|---|---|---|
| Initiative bonus | +2 | +4 |
| Attack vs. AC** | Level + 5 | Level + 7 |
| Attack vs. other defenses** | Level + 3 | Level + 5 |

***If you want to derive statistics such as defenses and AC, see "Damaging Objects" (*Dungeon Master's Guide,* page 65).**

****Reduce the attack bonus by 2 for powers that affect multiple creatures.**

## Sample Traps

Each of the trap descriptions below contains a Tactics section that provides some advice and suggestions on using the trap, and many of the traps here also contain sample encounters.

**Kissing Maiden** **Level 4 Lurker**
Trap XP 175

*When a square is entered, a section of floor slides aside and a stone post levers up to hit the creature in the square, pushing it back. The stone post then swings back down to reset the trap as long as the square is empty.*

**Trap:** A square hides a post that deals damage and pushes a creature. The post provides cover while the creature is in the square.

**Perception**

- ✦ DC 17: A panel in the floor ahead of you is loose, suggesting that it slides to one side.
- ✦ DC 22: Another portion of the floor gives in when pressed down. It might be a trapdoor or a pressure plate.

**Trigger**

The floor panel slides aside and the post swings up when a creature enters the square.

**Attack**

**Opportunity Action** **Melee**
**Target:** The creature that triggered the trap
**Attack:** +7 vs. Fortitude
**Hit:** 1d10 + 4 damage, and the target is pushed 2 squares in the direction the trap is set to push.

**Countermeasures**

- ✦ A character standing in the square of a triggered kissing maiden that missed can keep it from resetting by jamming an object in the way of the post or the sliding section of floor that hid the post, requiring a DC 12 Thievery check.
- ✦ A character adjacent to the trap can delay or disable a kissing maiden with a DC 17 Thievery check.

### Tactics

Use a kissing maiden with other traps or terrain powers, so that a pushed PC lands in another dangerous square. Place the kissing maiden in a space the PCs have to cross, so they need to disable it or risk triggering it multiple times. An encounter could include multiple kissing maidens teamed with creatures that fly or hover.

### Sample Encounter

A group of evil dwarves defends a fortified chamber that is rife with traps. The dwarf hammerers use their *shield bash* attacks to push enemies into kissing maidens, while the dwarf bolters position themselves behind the traps.

**Level 8 Encounter (XP 1,825)**

- ✦ 2 dwarf bolters (level 4 artillery; *Monster Manual*, page 97)
- ✦ 3 dwarf hammerers (level 5 soldier; *Monster Manual*, page 97)
- ✦ 5 kissing maiden traps (level 4 lurker)

**Falling Iron Portcullis** **Level 7 Minion Obstacle**
Trap XP 75

*When a pressure plate is stepped on, a hidden iron portcullis drops from the ceiling, blocking the hallway.*

**Trap:** A portcullis drops into 2 adjacent squares when a 2-square-wide pressure plate is stepped on. A secret panel hides the winch that raises the portcullis.

**Perception**
- DC 14: The ceiling has a 2-inch-wide slot packed with gray dirt and small stones.
- DC 19: A portion of the floor gives in when pressed down. It might be a trapdoor or pressure plate.
- DC 24: A secret panel in the wall beyond the pressure plate hides the winch that raises the portcullis.

**Trigger**
A portcullis falls and blocks the passage when a creature steps on a pressure plate.

**Attack**
**Immediate Reaction** **Area** 2 adjacent squares
**Target:** Each creature in the area
**Attack:** +10 vs. Reflex
**Hit:** 3d8 + 5 damage, and the target is restrained and falls prone. If the target is already prone, it takes no damage, but its turn ends immediately.
**Miss:** Half damage, and the target is pushed 1 square (roll a d20: 1-10 push forward, 11-20 push back).

**Countermeasures**
- A character who finds the winch can crank it up with a DC 8 Athletics check.
- A character adjacent to the trap can delay or disable one portcullis or pressure plate with a DC 19 Thievery check.
- A restrained character can use the escape action (DC 19) to free himself, moving 1 square but remaining prone.
- A character not restrained by the portcullis can force it open with a successful DC 24 Strength check.
- A character can attack a portcullis bar (AC 8, Reflex 8, Fortitude 8; hp 45). Destroying a bar opens enough room for a Small or Medium creature to squeeze through with an escape action (DC 14). Destroying two bars allows a Large creature to squeeze through (DC 19), and Small and Medium creatures count the square as difficult terrain.

## Tactics

Place the triggering pressure plate beyond the portcullis so that it can divide the party, then start a combat encounter. Alternatively, have a monster run away from the PCs and trigger the portcullis to fall on the PCs who follow. Use multiple portcullises to isolate the PCs within a room, and have monsters with ranged attacks or insubstantial monsters attack.

## Sample Encounter

An adventurer fell prey to a falling portcullis, was eaten by carrion crawlers, and then rose as a ghost. Now he lures other adventurers to a similar fate, and the carrion crawlers, with their troglodyte handlers, come to investigate the sound of the gate crashing down.

**Level 7 Encounter (XP 1,525)**
- 2 carrion crawlers (level 7 controller; *Monster Manual*, page 40)
- 1 falling iron portcullis trap (level 7 obstacle)
- 1 trap haunt ghost (level 8 lurker; *Monster Manual*, page 116)
- 2 troglodyte maulers (level 6 soldier; *Monster Manual*, page 252)

**Water-Filling Chamber** **Level 8 Elite Blaster**
Trap XP 700

*When a character moves onto a central square in the room, reinforced iron doors crash down over the exits, and a face carved in the wall opens its jaws to spew water into the room. Each iron door can be opened to prevent accidental entrapment, but each door release has three locks.*

**Trap:** The chamber seals off and fills with water when a pressure plate is stepped on.

**Perception**
- DC 14: The face carved in the stone walls looks like it has a movable jaw.
- DC 19: A portion of the floor gives in when pressed down. It might be a trapdoor or pressure plate.
- DC 24: A hidden slot is above each doorway. Something might fall out of it.

**Initiative** +4

**Trigger**
The trap is triggered when a creature enters the trapped square. When triggered, the iron doors fall into place. Roll initiative. On the trap's initiative count, water begins to pour from the faces in the walls.

**Attack**
**Standard Action** **Area** the entire room
**Target:** Each creature in the area
**Effect:** On the trap's initiative count, the water level in the room rises. The water has the following effects each round.
*Round 1*—No effect on Medium creatures. The room is difficult terrain for Small creatures.
*Round 2*—The room is difficult terrain for Medium creatures. Small creatures must swim.
*Round 3*—All creatures must swim.
*Round 4*—The room is filled with water. All creatures are considered to be swimming underwater.

**Countermeasures**
- A character adjacent to the trapped square can delay the trigger with a DC 19 Thievery check.
- A character adjacent to one of the doors can partially prop it open with a DC 24 Thievery check. This causes the room to fill with water in twice as many rounds, using the round 1 result on round 2, the round 2 result on round 4, and so on.
- A character adjacent to one of the doors can use a key to open one of its three locks, assuming the character has the right key.
- A character adjacent to one of the doors can open one of its locks with a DC 19 Thievery check.
- A character adjacent to the carving on the wall can reduce the flow of water into the room for 1 round by partially closing the carving's mouth with a DC 14 Strength check. For each round that the mouth is held partially closed, water still flows in but at a slower rate. For every 3 rounds that the mouth is held partially closed, the water rises as though a single round had passed (see "Effect," above).
- A character adjacent to one of the doors can attempt to break it down with a DC 30 Strength check.
- A character adjacent to one of the doors can attack it in an attempt to break it open (AC 5, Fortitude 10, Reflex 5; hp 80).

## Tactics

Don't worry about the physics here. A water-filling chamber is about a cool scene, not the minutia of water pressure or cubic volume. That said, consider the dungeon design and the location from which the water is flowing. Perhaps setting off this trap allows the PCs to access a previously flooded section of the dungeon.

**Crushing Walls Room** **Level 11 Elite Blaster**
Trap XP 1,200

*When a character moves onto a central square in the room, reinforced iron doors crash down over the exits, and two opposing walls begin to press inward. Each iron door can be opened to prevent accidental entrapment, but each door release has three locks.*

**Trap:** One square in the room is a pressure plate that makes the walls press together when it is stepped on.

**Perception**

- DC 16: Slight scratches in the floor and ceiling suggest that the walls can move inward.
- DC 21: A portion of the floor gives in when pressed down. It might be a trapdoor or pressure plate.
- DC 26: A hidden slot is above each door. Something might fall out of it.

**Initiative** +4 **Speed** 1 (consider altering this based on the size of the room)

**Trigger**

The trap is triggered when a creature enters the trapped square, which is typically in the center of the room. When triggered, the iron doors fall into place. Roll initiative. On the trap's initiative count, the walls move inward.

**Attack**

**Standard Action** **Area** the entire room
**Target:** Each creature in the area
**Effect:** On the trap's initiative count, each wall moves inward 1 square. Creatures adjacent to the wall are automatically pushed 1 square. When the crushing walls are 1 square apart, they attack all creatures in the room until all are crushed to death.
**Attack:** +14 vs. Fortitude
**Hit:** 3d6 + 5 damage.
**Miss:** Half damage.

**Countermeasures**

- A character adjacent to the trapped square can delay or disable the trigger with a DC 26 Thievery check.
- A character adjacent to one of the doors can disable it with a DC 26 Thievery check.
- A character adjacent to one of the doors can use a key to open one of its three locks, assuming the character has the right key.
- A character adjacent to one of the doors can open one of its locks with a DC 21 Thievery check.
- A character adjacent to one of the moving walls can prevent its inward movement with a DC 21 Strength check. If the walls are 1 square apart, the DC increases to 26. Any number of characters can aid the one making the check.
- A character adjacent to one of the doors can attempt to break it down with a DC 25 Strength check.
- A character adjacent to one of the doors can attack it in an attempt to break it open (AC 5, Fortitude 10, Reflex 5; hp 80).

JULIE DILLON

## Tactics

The danger of this trap depends on the size of the room and the speed of the walls. At least one doorway should be accessible when the walls are still 1 square apart, allowing the PCs a chance to escape.

You could change the trigger to something active, such as a lever that an enemy might pull. This becomes even more interesting if the enemy is still engaged in the fight. Maybe the room has high walls but an open top. Then the villain and his allies can watch from above and attack the PCs, or the PCs can attempt to move out of the trap by going up.

For a double whammy, put the PCs up against this trap and a group of monsters that have phasing. The phasing creatures move into and out of the room through the crushing walls, taking advantage of the space behind the walls for refuge from attacks.

**Giant Rolling Boulder** **Level 14 Minion Blaster**
Trap XP 250

*When tis trap is triggered, a huge rolling boulder is released and crashes through a false wall. It begins rolling down the hall, crushing everything in its path.*

**Trap:** A trigger you define releases a distant boulder that begins rolling toward the trigger area, and it rolls until stopped.

**Perception**

- ✦ DC 23: A character near the distant false wall can determine that it is thin and that a large space is behind it.
- ✦ DC 28: A character realizes that the trigger is in tension and that setting it off releases something.

**Initiative** +2 **Speed** 8 (consider altering this based on the length of the roll and the PCs' speeds)

**Trigger**

The trigger might be an enemy pulling on a lever, a character pressing the wrong button, or someone taking the gem from a statue's eye. When the trap is triggered, roll initiative. On its initiative count, the boulder moves.

**Attack**

**Standard Action** or **Immediate Interrupt** **Area** trample attack in squares entered by the boulder

**Trample:** Each turn, the boulder moves its speed and enters creatures' spaces. This movement does not provoke opportunity attacks. The boulder can end its move in an occupied space. Creatures in the boulder's space at the start of their turns have cover and can act normally. When the boulder enters a creature's space, the boulder makes a trample attack. If a creature enters a square of the boulder's space, the boulder makes a trample attack as a free action.

**Trample Attack:** +17 vs. Reflex

**Hit:** 3d10 + 6 damage, and the target is knocked prone.

**Miss:** Half damage.

**Countermeasures**

- ✦ A character adjacent to the rolling boulder can stop it with a DC 28 Athletics check. Making this attempt provokes a trample attack as an immediate interrupt, and the character's Athletics check fails if the boulder's trample attack hits.
- ✦ A character adjacent to the trigger (or the location from where the trigger is activated) can delay the trigger with a DC 23 Thievery check.
- ✦ A character adjacent to the boulder before it begins to roll can disable the trap with a DC 23 Thievery check. The character must have broken through the false wall first (AC 4, Fortitude 12, Reflex 4; hp 30).

RYAN BARGER

## Tactics

This trap is straightforward. The big boulder rolls down, crushing all in its wake. Consider how the boulder stops. Does it come crashing to a halt, smash through a wall into an unexplored room, roll up a ramp and reverse direction, or even go careening off a cliff to slam into structures far below? You can combine several boulder traps in a room that has ramps on either side, causing the boulders to roll back and forth across the room. A more complex room might contain boulders with crisscrossing paths, forcing creatures in the room to be constantly moving.

**Death Strangler Statue** **Level 16 Blaster**
Trap XP 1,400

*This statue is of a masked humanoid holding wicked-looking spiked chains in each hand. When a creature approaches, it comes alive, lashing out with its chains.*

**Trap:** When the trap is triggered, this Medium statue lashes its chains at nearby enemies, holding them in place and slowly squeezing the life out of them.

**Perception**

- ✦ DC 20: Just before a character enters the statue's attack area, the character notices that the statue moves slightly, as if it were ready to pounce.
- ✦ DC 25: The character notices a group of spidery runes carved lightly on the statue's base.

**Additional Skill:** Arcana

- ✦ DC 25: The character realizes that the statue is made with the help of magic, and it might be dangerous or even animate in nature.
- ✦ DC 28: An Arcana check to detect magic sees an arcane aura that surrounds the trap (5 squares in every direction) and recognizes that this might be a trigger area for an effect.

**Trigger**

When an enemy enters the magical aura radiating 5 squares around the statue, the statue animates and attacks that creature with the following attack, but as an immediate reaction instead of a standard action. Then roll for the statue's initiative. It acts each round on that turn, until no creature is within its trigger area.

**Initiative** +2

**Attack ✦ Necrotic**

**Immediate Reaction** **Melee** 5
or **Standard Action**
or **Opportunity Action**
or **Free Action**
**Target:** One creature
**Attack:** +19 vs. Reflex
**Hit:** 1d10 + 7 damage, and the target is restrained and takes ongoing 10 necrotic damage.
**Special:** The statue can have only two creatures restrained at one time, and if two are restrained, it cannot make another attack until it releases a creature or a creature escapes. The statue can release a creature from being restrained at any time with a free action.

**Countermeasures**

- ✦ A restrained character can use an escape action (DC 25 check) to free himself and end the necrotic damage.
- ✦ As a standard action, a creature adjacent to the statue can disrupt the controlling enchantment with a DC 20 Thievery or Arcana check. Doing so renders the statue inert until the start of that creature's next turn and causes the statue to release any creatures it currently has restrained. If this check fails by 5 or more, the statue can instead make the above attack against the creature, but as an opportunity action instead of a standard action.
- ✦ Succeeding on a complexity 1 skill challenge (4 successes before 3 failures) using either Thievery or Arcana successfully disables the statue. The characters disabling the statue must be adjacent to it. Each attempt takes a standard action, and with each failure, the statue can make an attack as a free action against the failing creature (if it already has two creatures restrained, it releases one before making this attack).
- ✦ The statue has AC 10, Reflex 10, Fortitude 28, and hp 200. When it is reduced to 0 hit points, the trap is destroyed.

## Top Ten Ways to Make Your Traps More Fun

**10. Reward the PCs with Treasure:** Perhaps the last victim's skeleton is still impaled on the spear trap, including her belt pouch.

**9. Reveal a World Detail:** Perhaps the falling block from the ceiling reveals the ghoulish carving that represents the true deity of the temple.

**8. Encounter the Trap Keeper:** The PCs can discover hints about later traps (assuming the clever trap keeper doesn't figure out a way to deceive them).

**7. Give an Adventure Tip:** The iron portcullis that drops down to seal the PCs in the hall of spinning blades has a representation of the dungeon complex in the pattern of its iron bars. It's a map!

**6. Give the Characters Something to Learn:** If removing the green gem set off the statue's trap, stepping on the green mosaic in the floor sounded the alarm, and turning the green-handled crank made the bridge turn sideways, the PCs might think twice about opening that giant green door.

**5. Reveal a New Section of the Dungeon:** The spiked pit might have an access tunnel so that bodies and valuables can be retrieved without a risky climb into the pit.

**4. Team It with Other Traps:** A trapped chest is a bit more interesting when it sits on the lap of a fire-breathing statue in a room where poison darts shoot from the wall.

**3. Give the PCs Control:** The PCs reset the trap and trick their foe into stepping into it.

**2. Allow Every PC to Contribute:** Maybe the wizard can make an Arcana check to reveal a panel hidden by an illusion. Perhaps the fighter can hold the trap open with a Strength check.

**1. Combine It with Combat:** A room with pit traps is more interesting if the PCs can push monsters into the pits.

## Tactics

These simple but effective guardians are often found in pairs next to a doorway or looming over a treasure trove. The trap has a glimmer of magically granted intelligence, and it is magically programmed with rudimentary self-preservation. When a creature tries to disable the trap, the death strangler statue typically lets go of other restrained creatures to attack the threat. This glimmer of intelligence also allows the statue to tell friend from foe.

## Sample Encounter

Typically placed by an evil leader or by a creature that values property or solitude, these traps can be accompanied by a number of monsters, but they work best with a mix of controllers, artillery, and even the occasional lurker or skirmisher.

**Level 16 Encounter (XP 7,000)**

- 1 bodak skulk (level 16 lurker; *Monster Manual*, page 36)
- 2 death strangler statues (level 16 blaster)
- 1 yuan-ti malison disciple of Zehir (level 17 controller; *Monster Manual*, page 270)
- 1 yuan-ti malison incanter (level 15 artillery; *Monster Manual*, page 269)

**Elemental Tiles** **Level 16 Obstacle**
Trap XP 1,400

*The area is riddled with floor tiles that transform before your eyes. At times, each tile resembles stone that rippling like water; then it transforms to boiling ice. Later the tile dances with a flame-colored mist that crackles before it grows into spikes of lightning. Whatever these tiles are, they don't look stable.*

**Trap:** Each of these traps has eight strategically placed tiles, and whenever a creature enters a tile space, it is attacked by a random form of elemental energy. Also, when creatures are in close proximity to the tiles, every so often a random tile erupts, spewing an area with hazardous elemental energy. This trap has two triggers and two attacks.

**Perception**

- No Perception check is needed to notice the tiles, because they are readily apparent.
- DC 25: The character notices a focus device located in an out-of-the-way place. The device likely controls the magic of the tiles.

**Additional Skill:** Arcana

- DC 25: The character realizes that the tiles are channeling the energy of the Elemental Chaos, and each does so in a dangerously unstable way.
- DC 30: The character recognizes the focus device as a *chaos stone*—the controlling focus for this type of trap—which can be overloaded with the right kind of attacks or through careful manipulation. Successful manipulation requires a character to use the same energy that the tiles spew during the round in which that character attempts to manipulate the focus device.

**Trigger 1**

A creature enters a square that contains an elemental tile. The trap then makes the following attack.

**Attack ✦ Varies**
**Opportunity Action** **Melee** 1
**Target:** The creature that triggered the trap
**Attack:** +19 vs. Fortitude
**Hit:** 2d8 + 7 damage of a type determined by a d6 roll (1, acid; 2, cold; 3, fire; 4, force; 5, lightning; 6, thunder damage), and the target is slowed (save ends).

**Trigger 2**

Once enemy creatures are in the encounter area, roll initiative. On the trap's initiative count, a random elemental tile explodes with primordial energy, making the following attack.
**Initiative** +2

**Attack ✦ Varies**
**Standard Action** **Close** burst 5
**Target:** Each creature in burst
**Attack:** +19 vs. Reflex
**Hit:** 1d10 + 7 damage of a type determined by a d6 roll (1, acid; 2, cold; 3, fire; 4, force; 5, lightning; 6, thunder damage), and the target is slowed (save ends). The burst creates a zone of difficult terrain until the end of the trap's next turn. The type of energy also determines the current vulnerabilities of the *chaos stone* (see Countermeasures).

**Countermeasures**

- Succeeding on a complexity 1 skill challenge (4 successes before 3 failures) using either Thievery or Arcana disables the trap. The characters disabling the elemental tiles must be adjacent to the *chaos stone* to make an attempt. Each attempt takes a standard action. On a failed check, all the tiles explode in the close burst attack.
- The *chaos stone* has AC 14, Reflex 14, Fortitude 28, and hp 100. When it is reduced to 0 hit points, the trap is destroyed. When the elemental tiles trap makes a close burst attack, its *chaos stone* focus is especially susceptible to the same kind of attack until the start of the trap's next turn. During that time, a successful attack against the *chaos stone* that deals the same type of damage as the trap's most recent attack automatically scores a critical hit on the *chaos stone*.

## Tactics

The placement of these tiles appears random, but cunning trapmakers have a method to the mad scattering. The tiles are placed to work well with powers that cause forced movement or that cut off flanking and other combat positioning options.

## Sample Encounter

These traps are found in the lairs of elemental creatures or demons, and they work well with those creatures due to their natural resistances to the damage types these unstable tiles spew forth.

**Level 15 Encounter (XP 6,600)**

- 2 earth titans (level 16 elite brute; *Monster Manual*, page 122)
- 1 elemental tiles trap (level 16 obstacle)
- 2 immoliths (level 15 controller; *Monster Manual*, page 56)

**Phantom Hunter** **Level 18 Lurker**
Trap XP 2,000

*Wind rushes by and coalesces into a ghostly form that has roughly the shape of a large hunting cat. It attacks and then fades into nothingness.*

**Trap:** A phantom hunter fades in and out of existence, and it attacks creatures within a defined area that is normally no larger than an 8-by-8-square section.

**Perception**
- ✦ DC 20: The character notices that the shadows play strangely in the area, as if ghostly figures move within it.
- ✦ DC 25: The character notices a strange totem tucked away in the area.

**Additional Skill:** Arcana
- ✦ DC 29: After the characters spot the totem, an Arcana check to detect magic determines that it courses with primal power.

**Trigger**
When an enemy enters the trap area, the phantom hunter makes the following two attacks on initiative counts 25 and 20. If an enemy is currently adjacent to the trap's focus totem or holding it, the phantom hunter attacks that creature instead of attacking a random enemy.

**Attack 1**
**Standard Action** **Melee** 1
**Special:** This attack recharges on a roll of 6 on a d6. The phantom hunter uses this attack first during an encounter. Then, on each of the trap's subsequent turns, make a recharge roll before the attack. If the recharge is successful, it uses this attack instead of the one noted below.
**Target:** One creature
**Attack:** +23 vs. AC
**Hit:** 3d8 + 7 damage, and the target is weakened and slowed (save ends both).

**Attack 2**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** +23 vs. AC
**Hit:** 2d8 + 7 damage.

**Countermeasures**
- ✦ Succeeding on a complexity 1 skill challenge (4 successes before 3 failures) using either Nature or Arcana on the totem disables the trap. The characters disabling the phantom hunter must be holding the totem. Each attempt takes a standard action. If the skill challenge results in failure, the totem explodes, making the following attack.
  **Immediate Reaction** **Close** burst 5
  **Target:** Each creature in burst
  **Attack:** +21 vs. Reflex
  **Hit:** 3d8 + 7 damage.
- ✦ The phantom hunter does not attack anywhere outside the trap area, unless the totem is taken outside the area. If the latter is true, the phantom hunter attacks only a creature standing adjacent to the totem or holding it.

## Tactics

Both the haunting nature of the phantom hunter and its connection to an area make it optimal for guarding places that have treasure, to protect areas where rituals are performed, or to defend devices and spots of major importance. Craftier trap setters might have the totem focus readily displayed, tempting those trained in Nature or Arcana to attempt to disable it, knowing that the phantom hunter will harry them until the task is complete.

## Sample Encounter

Dragons and other powerful creatures that have hoards, or those with cluttered lairs, use these traps to guard themselves and their treasures.

**Level 20 Encounter (XP 15,400)**
- ✦ 1 elder green dragon (level 19 solo controller; *Monster Manual*, page 80)
- ✦ 1 phantom hunter trap (level 18 lurker)
- ✦ 4 ogre bludgeoneers (level 16 minion; *Monster Manual*, page 198)

**Pain Vault** **Level 20 Warder**
Trap XP 2,800

*This highly complicated vault's lock looks like it's a pain to pick . . . and it is, in more ways than one.*

**Trap:** This complex lock takes a skill challenge to unlock, and each wrong move has dire consequences for those attempting to open it as well as those nearby.

**Perception**
- ✦ No check is necessary to notice that this is a complicated vault-style lock, with numerous devices that need to be picked or disabled before the door can be opened.
- ✦ DC 22: The character notices that some of the lock's devices are adorned with magical runes.

**Additional Skill:** Thievery
- ✦ DC 22: Six separate locks need to be disabled in the right order before the door can be opened.

**Additional Skill:** Arcana
- ✦ DC 27: Once the runes are spotted, they can be identified as Abyssal symbols of pain, terror, and death.

**Trigger**
The trap is a complexity 2 skill challenge (6 successes before 3 failures) that requires a DC 22 Thievery check for each success. With each failed check, the trap makes the following attack. Each attempt to disable a lock takes a standard action. With each success or failure, another attempt to disable a lock must be made before the end of the attempting creature's next turn, or a failure in the challenge is accrued. On the third failure all the locks reset, requiring the skill challenge to be performed anew, but ending the immediate threat.

**Attack ✦ Necrotic, Psychic**
**Immediate Reaction** **Close** blast 5
**Target:** Each creature in blast
**Attack:** +21 vs. Fortitude
**Hit:** 2d6 + 7 necrotic damage, and the target takes ongoing 10 psychic damage and a –2 penalty to ability checks and skill checks (save ends both).

**Countermeasures**
- ✦ A character can ready a standard action to make a DC 22 Arcana check when someone fails a Thievery check during the skill challenge to open the pain vault. On a successful Arcana check, the failure in the challenge is still accrued, but the succeeding character negates the blast attack.
- ✦ The lock has AC 20, Reflex 20, Fortitude 25, and hp 400. If it is destroyed, the trap is disabled.

## Tactics

Simple, versatile, and effective, the pain vault is a great way to keep intruders away from valuables and sensitive areas. Creatures create or modify a pain vault with triggers that warn nearby monsters or guards when someone fails the first attempt in a skill challenge, which increases the danger at the most inopportune time.

## Sample Encounter

Controllers and soldiers typically guard a pain vault because their control over movement makes the trap's debilitating blast hard to avoid.

**Level 21 Encounter (XP 17,600)**

- 1 death priest hierophant (level 21 elite controller; *Monster Manual*, page 209)
- 1 pain vault trap (level 20 warder)
- 3 rot harbingers (level 20 soldier; *Monster Manual*, page 223)

**Life Eater Haze** **Level 22 Obstacle**
Hazard XP 4,150

*With a violent hiss, billows of blue-tinged purple gas fill the room. Each gasp of the vile stuff drains your strength and saps your life essence.*

**Hazard:** This strange gas steals the life from those within it.

**Perception**

- ✦ It takes no check to see the gas.

**Additional Skill:** Arcana

- ✦ DC 24: The character recognizes the life-draining traits of the haze.

**Trigger**

When a living creature starts its turn in the gas, the gas makes the following attack.

**Attack ✦ Necrotic, Poison**

**Opportunity Action** **Area** the entire room
**Target:** Each living creature that starts its turn in the gas
**Attack:** +23 vs. Fortitude
**Hit:** 1d10 + 6 poison damage, and ongoing 10 necrotic damage (save ends). *First Failed Saving Throw:* The ongoing damage increases to 15 necrotic. *Second Failed Saving Throw:* The target loses a healing surge.

**Countermeasures**

- ✦ Making a close or an area attack that has the radiant keyword nullifies the haze in the affected squares until the end of the attacker's next turn (or, in the case of a zone, until the zone ends). Those who start their turns in nullified areas are not attacked.

## Tactics

Undead use these hazards to obscure places of power and treasure troves because of the obstacle's ability to deal damage to the living. A lich might hide its phylactery in a large field of these mists.

NICOLE ASHLEY CARDIFF

## Sample Encounter

Undead lurk within these strange purple mists.

**Level 22 Encounter (XP 22,650)**

- 4 abyssal ghoul myrmidons (level 23 minion; *Monster Manual*, page 119)
- 1 giant mummy (level 21 brute; *Monster Manual*, page 193)
- 1 life eater haze trap (level 22 obstacle)
- 2 voidsoul specters (level 23 lurker; *Monster Manual*, page 244)

**Far Realm Star Trap** **Level 26 Elite Blaster**
Trap XP 18,000

*Light bends strangely in the room due to dimensional distortion. Motes that resemble starlight bob up and down in six places throughout the area.*

**Trap:** When a creature enters a square that has a mote of starlight, that light attaches itself to the creature and begins to burn. Each round, another mote is drawn to the afflicted creature; when all six motes are on the creature, the motes explode.

**Perception**

- ✦ No Perception check is needed to notice the motes, unless they are hidden.

**Additional Skill:** Arcana

- ✦ DC 26: The character identifies the nature of the starlight motes, and realizes that if all six latch on to the same creature, they'll explode.

**Trigger**

When a creature enters a square with a mote in it or starts its turn there, the mote makes the following attack. If the attack is successful, the starlight mote latches on. At the start of a creature's turn, if it has at least one mote upon it, the nearest mote moves to enter the creature's space and makes the same attack, attempting to latch on to that creature.

**Attack ✦ Radiant**

**Opportunity Action** **Melee** 1
**Target:** One creature
**Attack:** +31 vs. Reflex
**Hit:** 1d8 + 9 radiant damage, and the mote latches on to the target. While a mote is latched on to a creature, that creature is dazed, and at the start of its turn it takes 1d8 + 9 radiant damage. The mote is removed when it is destroyed (see Countermeasures) or when the target or a creature adjacent to the target succeeds on a DC 20 Athletics check to pull the mote off the target. A mote that is pulled off occupies the target's square, but for every 5 points by which the check result exceeds 20, the creature removing the mote can push the mote 1 square.

**Secondary Trigger**

When all six star motes latch on to the same creature, they make the following attack.
**Opportunity Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** +31 vs. Reflex
**Hit:** 4d8 + 10 radiant damage, and the target is knocked prone.
**Miss:** Half damage.
**Effect:** All the motes are destroyed.

**Countermeasures**

- ✦ The starlight motes are bound to a particular location, and while that location can be somewhat large, the motes do not pass its boundaries. If a creature with attached motes leaves the area, the motes unlatch at the boundary.
- ✦ A DC 31 Arcana check made as a standard action by a creature sharing the same space with a mote or adjacent to one can calm it for a short time. With a success, the mote unlatches from a creature (if it is attached) and does not move or attack until the end of the next turn of the creature that succeeded on the check.
- ✦ Each mote has AC 33, Reflex 33, Fortitude 30, hp 75, and immune radiant. While attached to a creature, a mote gains a +5 bonus to AC and Reflex.

## Tactics

Defeating a Far Realm star trap forces the PCs to split up, take damage, and keep the starlight motes apart. Evil creatures place this trap in areas guarded by lurkers and artillery creatures, where splitting up enemies is optimal.

## Sample Encounter

These traps work best with controllers and soldiers that can force movement into the starlight motes, or limit the range of movements and actions, making the motes more dangerous. Since they are things of the Far Realm, they commonly are encountered with creatures from beyond the boundaries of the known universe.

**Level 28 Encounter (XP 73,000)**

- 1 Far Realm star trap (level 26 elite blaster)
- 1 gibbering orb (level 27 solo controller; *Monster Manual*, page 127)

**Maddening Mural** **Level 29 Warder**
Trap XP 15,000

*A seemingly normal landscape is carved into the wall, but the more you look at it, the more you spot strange details. Images of vegetation hide eyes, mouths, and claws, and the shapes themselves start to twist into horrid monstrosities that reach out from the mural, lashing at your sanity.*

**Trap:** This strange painting threatens the sanity of those who wander too close.

**Perception**

- ✦ No check is needed to notice the painting.
- ✦ DC 19: A character more than 10 squares away sees that the images in the painting twist and writhe. Something is definitely strange about the painting.

**Additional Skill:** Arcana

- ✦ DC 33: The character identifies the painting as a maddening mural and knows the risks of getting too close to it.

**Trigger**

The trap is triggered when an enemy ends its turn within 10 squares of the painting. The trap's psychic attack then lashes out at the creature in an attempt to snare and devour its sanity.

**Attack ✦ Psychic**

**Opportunity Action** **Ranged** 10
**Target:** The creature that triggered the trap

**Attack:** +32 vs. Will
**Hit:** 2d8 + 10 psychic damage, and the target's sanity is entrapped within the painting. While the target's sanity is entrapped, the target is dazed and slowed and can spend actions in only the following three ways:
**Stumble Away (Move Action):** The entrapped creature cannot run.
**Fight the Painting (Standard Action):** The entrapped creature can make any at-will attack against the painting. The attack deals damage to the painting's physical statistics (see Countermeasures).
**Free Itself (Standard Action):** A DC 19 Intelligence, Wisdom, or Charisma check frees the creature from the entrapment. When a creature frees itself from the prison, it is still dazed until the start of its next turn.

**Countermeasures**

- An entrapped character who is trained in Arcana or Thievery can use a standard action to attempt to disable the painting. A DC 28 success with Arcana or Thievery gains 1 success on a complexity 1 skill challenge (4 successes before 3 failures). After 4 successes, the painting is disabled. After 3 failures, each entrapped character takes 3d8 +10 psychic damage, and the skill challenge must be started again.
- The painting can be attacked. It has AC 20, Reflex 20, Fortitude 30, and hp 300.

### Tactics

Frequently used by the insane or depraved, these paintings are typically placed in grand audience halls or despicable temples. Since it attacks only the enemies of its maker, the painting allows skirmishers and soldiers to position themselves with debilitating effect, and brutes to strike with impunity.

### Sample Encounter

Because this trap is ideal for controlling large areas of the battlefield, it works well with groups that lack a controller. Its strange and disturbing nature lends itself well to the lairs of depraved cults, undead tyrants, devils, and Far Realm monstrosities.

**Level 30 Encounter (XP 96,000)**

- 1 atropal (level 28 elite brute; *Monster Manual*, page 11)
- 1 maddening mural trap (level 29 warder)
- 5 sorrowsworn reapers (level 27 soldier; *Monster Manual*, page 242)



# PULLING IT ALL TOGETHER

A well-crafted combat encounter combines disparate elements—monsters, terrain, traps and hazards, skill checks and challenges, interesting objectives, and atmospheric setting—to create an exciting tactical challenge for the players and their characters. An encounter that features lots of movement, plenty of tough decisions, and abundant opportunities to use clever tactics is a dynamic and entertaining scene in the ongoing story of your game. The final section of this chapter presents a single encounter built using some of the new elements introduced in the preceding pages.

## The Portal Ritual

**Encounter Level 14 (5,400 XP)**

**3 bearded devils** (B)
**2 chain devils** (C)
**4 loathsome chanters** (L)
**Crushing walls room trap**
**Legion devil hellguards**

### Setup

Devils are performing a ritual that will create a yawning portal to the depths of the Nine Hells. They have chosen to perform this ritual in a chamber in the middle of a bustling city in the world. The characters' objective is to interrupt the ritual before the devils complete it. See the Tactics section for more information about what these devils do during the encounter.

**When the characters open the door, read:**
*A low sound like a religious chant drones in your ears as you open the door. A hideous, squat creature draped in a mockery of vestments and emblazoned with the symbol of Asmodeus stands near a smoking brazier. Its open mouth is clearly one source of the chanting you hear. A horrible devil with a beard made of twisting snakes clutches a glaive and snarls at you.*

**Religion Check**
**DC 16** *The creature you see chanting is likely one of four. You must destroy all four to interrupt the ritual.*

**Perception Check**
**DC 16** *You hear three other voices chanting—one coming from each passageway leading out of this room.*
**DC 21** *The smoke rising from the brazier is dark gray, but it glows with its own inner fire. It drifts in a coherent cloud, though no breeze stirs the air in the room.*

**3 Bearded Devils (B)** **Level 13 Soldier**
Medium immortal humanoid (devil) XP 800 each

**Initiative** +10 **Senses** Perception +14; darkvision
**Beard Tendrils** aura 1; enemies that begin their turns adjacent to the bearded devil take 5 damage.
**HP** 129; **Bloodied** 64; see also *battle frenzy*
**AC** 29; **Fortitude** 25, **Reflex** 22, **Will** 23
**Resist** 20 fire
**Speed** 6

⊕ **Glaive** (standard; at-will) ✦ **Weapon**
Reach 2; +18 vs. AC; 2d4 + 5 damage, and the target is marked until the end of the bearded devil's next turn and takes ongoing 5 damage (save ends).

⊕ **Claw** (standard; at-will)
+18 vs. AC; 1d6 + 5 damage.

**Battle Frenzy**
While the bearded devil is bloodied, it gains a +2 bonus to attack rolls and deals an extra 5 damage with its melee attacks.

**Devilish Teamwork**
Allies adjacent to the bearded devil gain a +2 power bonus to AC.

**Alignment** Evil **Languages** Supernal
**Skills** Intimidate +11
**Str** 20 (+11) **Dex** 15 (+8) **Wis** 16 (+9)
**Con** 17 (+9) **Int** 10 (+6) **Cha** 11 (+6)
**Equipment** glaive

**2 Chain Devils (Kyton) (C)** **Level 11 Skirmisher**
Medium immortal humanoid (devil) XP 600 each

**Initiative** +14 **Senses** Perception +7; darkvision
**HP** 116; **Bloodied** 58
**AC** 25; **Fortitude** 22, **Reflex** 24, **Will** 19
**Resist** 20 fire
**Speed** 7; see also *dance of battle*

⊕ **Spiked Chain** (standard; at-will)
Reach 2; +16 vs. AC; 2d4 + 7 damage.

⊕ **Double Attack** (standard; at-will)
The chain devil makes two spiked chain attacks.

⊕ **Chains of Vengeance** (free, when first bloodied; encounter)
The chain devil makes two spiked chain attacks.

⊕ **Hellish Chains** (standard; at-will)
+14 vs. Reflex; the target is wrapped in chains and restrained (save ends). The chain devil can use its chains to restrain only one creature at a time.

**Dance of Battle** (minor; at-will)
The chain devil shifts 1 square.

**Dance of Defiance** (immediate interrupt, when a melee attack is made against the chain devil; recharges after the chain devil uses *chains of vengeance*)
The chain devil shifts 1 square.

**Alignment** Evil **Languages** Supernal
**Skills** Intimidate +11
**Str** 19 (+9) **Dex** 24 (+12) **Wis** 15 (+7)
**Con** 20 (+10) **Int** 14 (+7) **Cha** 13 (+6)

**4 Loathsome Chanters (L)** **Level 11 Minion**
Medium immortal humanoid (devil) XP 150 each

**Initiative** +6 **Senses** Perception +6; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 27; **Fortitude** 23, **Reflex** 22, **Will** 22
**Resist** 10 fire, 10 poison
**Speed** 6, teleport 3

⊕ **Claw** (standard; at-will)
+16 vs. AC; 6 damage.

**Death's Rebuke** (when reduced to 0 hit points) ✦ **Psychic**
Close burst 2; targets enemies; +14 vs. Will; 6 psychic damage.

**Alignment** Evil **Languages** Supernal
**Str** 14 (+7) **Dex** 12 (+6) **Wis** 12 (+6)
**Con** 14 (+7) **Int** 10 (+5) **Cha** 12 (+6)

**Legion Devil Hellguards** **Level 11 Minion**
Medium immortal humanoid (devil) XP 150 each

**Initiative** +6 **Senses** Perception +6; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 27; **Fortitude** 23, **Reflex** 22, **Will** 22; see also *squad defense*
**Resist** 10 fire
**Speed** 6, teleport 3

⊕ **Longsword** (standard; at-will) ✦ **Weapon**
+16 vs. AC; 6 damage.

**Squad Defense**
The legion devil hellguard gains a +2 bonus to its defenses when adjacent to at least one other legion devil.

**Alignment** Evil **Languages** Supernal
**Str** 14 (+7) **Dex** 12 (+6) **Wis** 12 (+6)
**Con** 14 (+7) **Int** 10 (+5) **Cha** 12 (+6)
**Equipment** plate armor, heavy shield, longsword

## Tactics

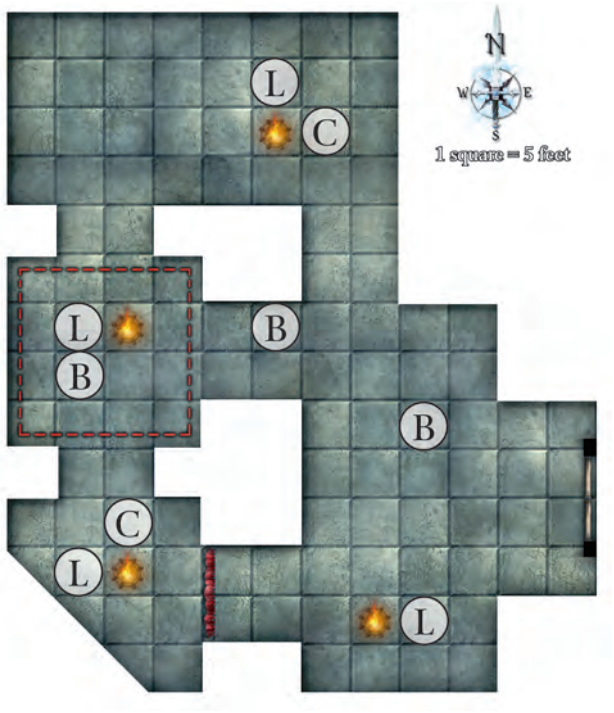
The bearded, chain, and legion devils interpose themselves between the PCs and the loathsome chanters, using all their powers to prevent the ritual from being disrupted.

The loathsome chanters (minion devils whose sole purpose is to chant the words of the ritual) must use a total of sixteen standard actions over the course of the encounter to complete the ritual. For every four actions they complete, four legion devil hellguards arrive in the large entry room to help fight off the player characters. If the chanters complete the ritual, the portal is established and the characters must then deal with the consequences.

## Features of the Area

**Illumination:** Each brazier gives off bright light in a radius of 10 squares, which is sufficient to illuminate the entire area as long as the loathsome chanters remain alive.

**Braziers:** The four braziers the chanters are using in the ritual produce infernal fumes (page 60). When the encounter begins, each brazier is surrounded by a cloud of infernal fumes in a burst 1. Squares filled with infernal fumes are lightly obscured. The fumes can move up to 4 squares each round. A creature that ends its turn in a square of infernal fumes takes 5 fire




and poison damage per tier and is dazed until the end of its next turn.

The loathsome chanters are not affected by the damage caused by the fumes, but they are dazed as long as the fumes remain in place around the braziers. However, as soon as more creatures enter the room, the fumes begin to move. Each cloud remains a burst 1 (3 squares by 3 squares) as it drifts through the area. The clouds stay within the confines of their separate rooms.

A character adjacent to a brazier can use it as a weapon, using an Athletics check to gain access to its terrain power. (The chanters can't be damaged by a tipped-over brazier, but the other devils can be.)

**Infernal Brazier** — Single-Use Terrain

*These heavy brass braziers smoke with noxious fumes. What's burning in there, anyway?*

**Standard Action**
**Requirement:** You must be adjacent to the brazier.
**Check:** Athletics check (DC 23) to push over the brazier.
**Success:** The brazier spills its contents.
**Target:** Each creature in a close blast 3 from the brazier
**Attack:** +16 vs. Reflex
**Hit:** Ongoing 10 fire and poison damage (save ends).

When a loathsome chanter is killed, its brazier is extinguished and the cloud of infernal fumes associated with that brazier dissipates.

**Crushing Walls Room Trap:** See page 68 for details of this trap. When the loathsome chanter in the small square room is killed, the trap is activated: Iron doors slam down over all three exits from the room, and the ceiling begins to descend. The room is 4 squares high, and the ceiling moves 1 square per round.

## A Long Fight

With a few tweaks, you can turn this encounter into a long encounter with multiple waves of enemies, using some of the suggestions from the "Long Fights" sidebar on page 55.

Instead of legion devil hellguards joining the encounter, add more bearded devils, chain devils, or other devils (the erinyes, gorechain devil, and misfortune devil from *Monster Manual 2* are all of an appropriate level) with every four actions the chanters complete. Create a second encounter and add half of it to the ongoing encounter for every four actions completed. For example, two gorechain devils and two erinyes together form a level 13 encounter (4,400 XP). With every four actions the chanters complete, then, one of each kind of devil appears in the room.

When all four loathsome chanters are killed, the characters can all spend a healing surge and regain the use of one expended encounter power, as a sign of their gods' favor resting upon them.

## Dynamic Encounters

In addition to trying to make every encounter have some tidbit of story behind it, I'm also learning how to create more dynamic encounters. This is something I've observed from the way Chris Perkins runs his game. There's almost always some kind of twist, surprise, or dynamic element of the encounter. Sometimes it's subtle—after all, if you introduce a surprise every time, it makes each surprise less significant. It could be a trap that springs mid-battle, or a creature that calls another creature to its aid, or the terrain could turn out to be a dangerous slime that grasps at your feet.

Forcing the PCs to adapt to different situations and circumstances encourages them to think outside the box, which in the end, makes the payoff much greater. Providing subtleties that characters can use to their advantage gives a sense of satisfaction when a player picks up on that detail, and it encourages all the players to pay closer attention to what's going on. Maybe this isn't the best kind of encounter for the hack-and-slash player, but even the hack-and-slash player can enjoy the encounter when he takes advantage of a giant chasm into which he pushes an enemy. These days, I'm thinking about upcoming battles weeks in advance, brainstorming ideas when I'm driving my car or going to bed, trying to think of the next best way to bring originality to an encounter.

—Greg Bilsland, originally posted on Wizards.com staff blogs

JASON A. ENGLE

CHAPTER 3

# Skill Challenges

**Skill challenges** are a versatile tool in your DM's toolbox, well suited to modeling a wide variety of tasks the player characters might undertake in the course of an adventure. From disabling a complex trap to negotiating peace between warring nations, skill challenges take complex activities and structure them into a simple framework of skill checks. They should never replace the roleplaying, puzzling, and ingenuity that go into players' approach to those situations, but they place that effort into a defined rules structure so you can more easily adjudicate them and players can more easily understand the options available to them.

This chapter supplements the material in the *Dungeon Master's Guide* that introduces the rules for skill challenges. The start of the chapter repeats the fundamental rules for creating and running skill challenges, since they've been updated since the first printing of the *DMG*. From there, the chapter continues with lengthy advice for creating skill challenges that are engaging and exciting for every player at the table.

Here's the content of the chapter in a nutshell:

- **Skill Challenge Basics:** The basic rules for skill challenges, updated and all in one place, along with an example of a challenge in play and a discussion of ground rules for creating a compelling skill challenge.
- **Skill Challenges in Depth:** This section highlights five key elements of successful skill challenges: time frames, allowing a variety of options, preparing for failure, progressive challenges, and branching challenges.
- **Skill Challenge Examples:** A series of examples round out the chapter.

Some of the material in this chapter originally appeared in the virtual pages of *Dungeon Magazine* at www.dndinsider.com. "Ruling Skill Challenges" is a regular feature in *Dungeon*, highlighting advice and examples for DMs wanting to make better use of skill challenges in their games.

VINCENT DUTRAIT

The *Dungeon Master's Guide* lays out the basic rules for skill challenges. This page includes a quick-reference summary of those rules, since they have been updated and clarified.

## The Skill Challenge Framework

To deal with a skill challenge, the player characters make skill checks to accumulate a number of successful skill uses before they rack up 3 failures.

The complexity of a skill challenge determines the number of successful checks the characters must accumulate before failing three checks. In combination with the challenge's level, it also determines how hard the challenge is for the characters to overcome and the XP award they receive for completing it.

**SKILL CHALLENGE COMPLEXITY**

| Complexity | Successes | Failures |
|---|---|---|
| 1 | 4 | 3 |
| 2 | 6 | 3 |
| 3 | 8 | 3 |
| 4 | 10 | 3 |
| 5 | 12 | 3 |

A skill challenge's level determines the DC of the skill checks involved. As a general rule, set the challenge's level to the same level as the player characters, and set most of the DCs in the challenge to moderate difficulty. If you use mostly easy DCs, you're probably creating a lower-level challenge, and if you use mostly hard DCs, you're creating a higher-level challenge.

**SKILL CHECK DIFFICULTY CLASS BY LEVEL**

| Level | Easy | Moderate | Hard |
|---|---|---|---|
| 1st-3rd | 5 | 10 | 15 |
| 4th-6th | 7 | 12 | 17 |
| 7th-9th | 8 | 14 | 19 |
| 10th-12th | 10 | 16 | 21 |
| 13th-15th | 11 | 18 | 23 |
| 16th-18th | 13 | 20 | 25 |
| 19th-21st | 14 | 22 | 27 |
| 22nd-24th | 16 | 24 | 29 |
| 25th-27th | 17 | 26 | 31 |
| 28th-30th | 19 | 28 | 33 |

## Skills in a Challenge

When you're planning a skill challenge, think of ways that characters might use skills to achieve the goal of the challenge. Try to come up with as many as seven useful skills (either primary or secondary)—or about as many skills as there are characters in your party, plus two. Know what skills your player characters are trained in, and feature those skills heavily in the challenge. If you use skills the PCs aren't trained in, assign easy DCs. See "Allow a Variety of Options" on page 85 for more about selecting skills.

Primary skills contribute directly to the characters' count of successes in the challenge. They should be the skills most directly and obviously related to achieving the goal of the challenge. Secondary skills are useful in the challenge, but don't always count for successes. See "Primary and Secondary Skills" on page 85 for more information.

A good skill challenge also allows for other actions outside the framework of the skill system to contribute to the party's success. Spending money, using powers or action points, combat encounters, rituals, and the simple passage of time can contribute successes or do any of the things that secondary skill checks can accomplish.

## Consequences

Whether characters succeed or fail at the skill challenge, the adventure must go on. Of course, there should be consequences for failing the challenge, but those consequences can't bring the adventure to a halt. Penalties for failure in a skill challenge might include the loss of healing surges or some other lingering penalty, making a later encounter more difficult. See "Prepare for Failure" on page 86 for more about the consequences of failure.

When characters succeed on a skill challenge, they receive experience points as though they had defeated a number of monsters of the challenge's level equal to the challenge's complexity. For example, if characters successfully complete a 7th-level challenge with a complexity of 1, they receive 300 XP (the award for a single 7th-level monster). If they complete a 7th-level challenge with a complexity of 5, they receive 1,500 XP (the award for five such monsters).

In addition to XP, characters might earn rewards specific to the challenge (which might simply boil down to the adventure continuing smoothly). They could also gain one or more treasure parcels, bonuses or advantages in future encounters, or information useful later in the campaign.

## Example of Play

*This example shows a DM running "Hunting the Mastermind" (page 90) for five PCs: Aelar (an elf ranger), Baredd (a human paladin), Chenna (a halfling bard), Donn (a human invoker), and Eglath (a goliath warden).*

*DM:* You're left with the last misty remnants of the demonic creature's corpse and a handful of

JASON A. ENGLE

frightened witnesses. "What was that thing," someone asks, "and where did it come from?"

*Donn:* Can I make an Arcana check to see if I know anything about it?

*DM:* Sure.

*Donn:* I got a 14.

*DM* (marking down a success for the characters): OK, you know that the creature was some sort of demon, not native to the world. It was probably summoned here.

*Aelar:* Can I look around and see if I can tell which way it came?

*DM:* Sure, make a Perception check.

*Aelar:* With my keen elven eyes, I get a 17.

*DM* (marking a second success): Yes, you see a weird-looking tuft of fur that it left behind, but when you breathe on it, it dissolves into mist.

*Chenna:* I'd like to talk to the bystanders, and see if any of them know where it came from. How about a Diplomacy check—a 13.

*DM* (marking a third success): Well, everyone here knows about as much as you do about where it came from—they point to the door it came in through. But one woman was standing near the door when it came in—she was the first to raise the alarm—and she says that she heard it whispering as it approached. Something about hunting for "the five."

*Baredd:* The five? Like it was hunting for the five of us?

*DM:* Maybe. Make an Insight check.

*Baredd:* Ugh, only a 10.

*DM* (marking a fourth success): Good enough. It's looking like someone summoned this thing to hunt for you, and maybe you can follow its trail back to whoever summoned it.

*Aelar:* Well, then I'll keep searching and see if I can find that trail.

*Eglath:* I've got a good Perception, too. I'll assist.

*DM:* OK, another Perception check?

*Aelar:* Only a 13.

*Eglath:* You get +2 from me.

*DM* (marking a fifth success): OK, you head down the stairs in the direction the thing came from, and it looks like the trail's gone cold. But then Eglath points out a pair of feet sticking out from a dark corner—maybe another one of the demon's victims.

*Chenna:* Surely more people saw it come this way, then. Can I use Streetwise to find out?

*DM:* Sure.

*Chenna:* Oh no! A 1! Well, that gives me a 9.

*DM* (marking down the group's first failure): Well, you find some people to ask—unfortunately, they're a group of thieves in the middle of a crime, and they're not too happy about being interrupted. Why don't you all roll initiative?

*A quick combat encounter with a group of halfling thieves interrupts the challenge briefly, but it continues along these lines when the combat is over, with all characters contributing their strengths to the completion of the challenge.*

## Ground Rules

A skill challenge is fundamentally a kind of encounter, much like a combat encounter. Follow these guidelines to create a skill challenge that's every bit as exciting, engaging, and dangerous to the characters as a combat encounter.

**1. Like combat encounters, skill challenges work best when you and the players want one to happen.**

Let's say you designed a combat encounter for your next adventure. The characters need to cross a bridge, and there's a big, hungry troll in their way. Time for a fight!

That is, unless the players decide to sneak around the troll or bribe it with a cask of fine ale. A good DM knows that sometimes it's best to take the party's crazy plan and run with it, especially if the players back up their ideas with a few rolls of 20 on Stealth or Diplomacy checks. A good DM thinks on his feet and rewards clever, interesting ideas.

The same logic applies to skill challenges. Is there a chance that a really good idea could completely trump your skill challenge? Don't fret! That's a good thing. D&D is a game about creativity and imagination. If there's only one specific, scripted path to success, you've lost what makes D&D fun. When you build a skill challenge, be prepared for it to head in a direction you didn't anticipate or for the party to fail utterly. That way, the game moves on regardless of what happens with the challenge.

**2. As in a combat encounter, if standing in one place and doing the same thing over and over again is the best plan, you need to go back to the drawing board.**

A skill challenge is a lot more than a fancy extended skill check. The best ones embrace improvisation and a broad range of skills and abilities. Let's say the characters are trapped in a dungeon when the exit collapses. Is digging their way out a skill challenge?

At first blush, the answer seems like yes. The party has to work as a group to clear the rubble. Athletics and Dungeoneering seem like the perfect skills to measure the PCs' success. Yet in play, such a skill challenge is boring. The characters who excel at those skills make their checks while everyone else hangs back, reluctant to make their own checks because they don't want to be the reason that the group fails the challenge. If your potential skill challenge has a similar bottleneck—in which only one skill does the heavy lifting for the challenge—you need to rethink the challenge.

**3. As in a combat encounter, a variety of options makes a skill challenge compelling.**

The *DMG* tells you to mix up artillery, soldiers, and the other monster roles in your combat encounters. A mix of beasties makes for a fun fight because it varies the challenge and lets you throw a broad array of abilities at the PCs. Every character has a chance to shine, and the party has to act as a team to answer each threat the monsters pose. Everyone has the same basic goal (blast the monsters), but each character achieves that goal in different ways.

This piece of advice is similar to the second rule, but there's an important distinction here. It isn't enough to pick a wide variety of skills. You need to create a broad range of subchallenges and obstacles within a challenge. A good skill challenge consists of a number of different incremental tasks that combine for a fun encounter. It isn't enough to pull different skills into the challenge. The players should feel as though their characters have a lot of options and important decisions. Otherwise, a skill challenge turns into a boring series of die rolls.

**4. Unlike a combat encounter, a skill challenge can cover hours or even days of progress.**

Think about how long it should take the party to resolve the skill challenge. If your answer can be measured in minutes, you might be looking at a simple skill check. When you design a skill challenge to cover a day or a week of effort, you open it up to a wide variety of individual hurdles within the challenge as a whole and a broader range of skills.

In the example on the previous page, the dialogue was compressed for the sake of brevity. When this skill challenge plays out in the context of the larger adventure it's a part of, each check making up the challenge might be separated from the others by hours of game time. Only after extended effort over a period of time—interspersed with other activities—do the characters succeed at what they set out to do; the rest of the action in the game world doesn't grind to a halt until the challenge is over.

The time factor is easy to overlook in designing a skill challenge, and that's an error that can turn a compelling challenge into a rote series of die rolls. You know you've lost your group and messed up your design when the players are doing anything but playing the game. The best insurance against this problem lies in spreading a challenge out over multiple scenes, each allowing a different, general approach to the problem. By varying the environment and situation, you keep things fresh even when the group uses the same skills. There's a world of difference between the Diplomacy check against a drunken guard who mistakes the party's half-orc fighter for his best friend and the same check against the nosy shopkeeper who tries to shake down the PCs for a bribe. If you back up each scene with good roleplay and descriptions, the simplest skill challenge becomes an interesting, varied experience.

Extending a skill challenge over a span of time has an important benefit: It lets you plausibly impose radical changes to the challenge without straining the players' suspension of disbelief. For instance,

it's ludicrous for the party to run into a long chain of NPCs, each requiring a different skill check to handle, during a 15-minute visit to the local pub. However, if the characters meet those NPCs during an entire day of scouring a city for information, the game makes a lot more sense.

Here are two rules that are related to rule 4. They arise when you embrace the idea of a skill challenge as working on a different time scale compared to a fight.

**4a. Each skill check in a challenge should accomplish one of the following goals:**

- Introduce a new option that the PCs can pursue, a path to success they didn't know existed.
- Change the situation, such as by sending the PCs to a new location, introducing a new NPC, or adding a complication.
- Grant the players a tangible consequence for the check's success or failure (as appropriate), one that influences their subsequent decisions.

If you think about it, the same situation applies in a battle. If the wizard fries the orc warriors with his *fireball*, the rogue sneaks over to the orc shaman and attacks him rather than leaping to help the fighter. During a combat encounter, the actions taken by each character and monster set the stage for the next person's turn. In a good combat encounter, the situation constantly changes. The same thing applies to skill challenges. The best challenges are those that you can adjust as you react to the players' decisions.

**4b. The characters should always be the active party in a skill challenge.**

This is a subtle point, but one that can spell the difference between success and failure. Placing the characters into the role of the aggressor means pushing your NPCs into a passive role as blockers, people who stand between the PCs and success and forcing the characters to serve as the catalysts for action. As with a lot of gaming advice, that sounds simple, but implementing it can be tough. It's best illustrated with an example.

The characters need to escape from a group of pursuers. It's easy to default to have the PCs making Endurance or Athletics checks to see if they can stay ahead of the chase, but that situation pushes them into a passive role. The guards are the active party: They chase the PCs, and the PCs make checks to avoid capture.

Instead, set up the challenge so that the PCs are the aggressors. They should make checks to foil the pursuit, such as by throwing obstacles in the guards' way, taking a path that discourages pursuit (climbing up a building and running across the rooftops), sparking a brawl between two gangs, or starting a fire that serves as a distraction.

In this example, you might allow PCs to make checks to outrun the guards, but that should be one option among many. Even then, it's best to flavor that option with a sense that the PCs are the ones creating obstacles that the guards can't overcome. An Athletics check doesn't mean the PC is simply running really fast. Instead, it represents a character dodging through a crowded street with ease while the guards struggle to push through.

Placing characters in the active role has an important effect on your design, your presentation, and the players' engagement. It forces the players to step up and make plans rather than sit back and react to your NPCs. It also compels you to create multiple paths and options. When the PCs are the passive group in a challenge, it's too easy to allow logic to dictate that one repeated skill check is the best way to plow through the challenge.

## ALTERNATIVES TO SKILL CHALLENGES

If a skill challenge isn't the right tool for the job, you can use other mechanics to bring skills to bear in specific situations.

A group check can be an effective way to resolve a situation when everyone is making checks using the same skill. For example, if your party is sneaking up on some bandits, there's no skill challenge involved in their stealthy approach. All that matters is a single skill, Stealth, and the time frame of the situation is only a few minutes of movement. You could play this scene as a simple collection of individual skill checks, with a single poor roll ruining the party's chance of surprising the bandits. As an alternative, though, you can make it a group skill check: Everyone rolls, and if at least half the party beats the bandits' passive Perception score, the group achieves surprise.

A simple skill test, requiring some number of successful checks but with no penalty for failing 3 checks, can be a good way to model certain situations in the game. For example, traps are a more significant challenge if they require more than a single Thievery check to disable. You could decide that a trap requires 2, 3, or 4 successful checks to disable. To avoid keeping the rogue or warlock tied up for several rounds while the rest of the party fights the monsters, though, make sure that multiple characters can contribute to the effort to disable the trap. That can be as simple as declaring that hitting the trap with an attack counts as a successful check.

The following section highlights some key points about designing and running skill challenges, including a short example to illustrate each point.

## Time Frame

Ground rule 4 says that skill challenges can take hours or days of game time. That's not always the case—some skill challenges take place in the middle of a combat encounter and on the same time scale (see "In-Combat Challenges," below). But a challenge that has depth and a variety of options works best if it's spread out over a longer period of time. In fact, a skill challenge can be a great way to boil down what for the characters are long or tedious days of exploration, investigation, or just slogging through the swamp into an encounter that plays fast at the table, carries real rewards for success and penalties for failure, and livens up your game session.

### In-Combat Challenges

When a skill challenge occurs in a combat setting, it effectively replaces one or more monsters in the encounter. (In terms of XP, it's worth a number of monsters of its level equal to its complexity.) Don't create challenges of complexity 3 or higher that you intend to take place in the midst of combat—there won't be enough monsters to keep the characters busy, or the challenge will take up too much of the party's attention. Think of a simple challenge (complexity 1 or 2) as one type of objective you can use to add interest to a combat encounter, as described in Chapter 2. In fact, several of the sample objectives described on pages 40–41 could include skill challenge elements.

- **Make Peace:** The characters must use interaction skills to convince their opponents to stop fighting.
- **Retrieve an Object:** The characters must open a locked chest, disable a ward, or activate the power of the object with a simple skill challenge.
- **Sneak In:** You might structure this encounter as a skill challenge using Stealth, Bluff, and other skills, with combat encounters resulting from the characters' failed checks. If they fail the challenge, the alarm is raised.

In an in-combat skill challenge, each skill check needs an associated action type—standard, move, or minor. Using move or minor actions for skill checks can make it easier for the characters to fight and pursue the challenge at the same time.

Before using an in-combat skill challenge, make sure it wouldn't work better as just a single skill check. The danger of using a skill challenge is that it can tie up a single character for multiple rounds while everyone else is "having fun" in combat. Don't make the rogue spend the whole fight disabling traps in a skill challenge in which only Thievery is useful. Involve as much of the party as you can, or else make the activity a single skill check.

"Closing the Portal" on page 89 is a good example of an effective in-combat challenge.

### Encounter Challenges

An audience with the duchess, a room full of traps, or a magically warded door are challenges that feel like encounters—they present a straightforward obstacle the characters must overcome, and they might even appear in a dungeon room just as a typical combat encounter does. These challenges are encounters in their own right, which probably means they're complexity 4 or 5. They must involve the whole party—otherwise some characters would have nothing to do for an entire encounter. See "Getting Everyone Involved" on page 86.

The time required in the game for the characters to complete an encounter challenge is up to you. A skill check in such a challenge might represent a standard action's worth of work, a minute of effort, or several minutes of focused activity.

"Opening the Ninth Ward" on page 90 is an example of an encounter challenge.

### Structure Challenges

A skill challenge that takes place between other encounters gives structure to a part of the game that would otherwise be exploration time. A challenge of this sort is clearly an abstraction—it distills large amounts of unstructured activity down into a number of skill checks.

You might consider using skill challenges for these kinds of activity:

- **Investigation:** When the characters are trying to solve a mystery, boil down the clues into the results of skill checks. "Hunting the Mastermind" on page 90 is an example of this technique.
- **Overland Travel:** Use a skill challenge to represent the obstacles and hazards the characters face as they cross a desert or a swamp, navigate a river, or pilot a *planar dromond* through the Astral Sea. See "The Rushing River" on page 94 for an example.
- **Gathering Information:** As the characters range through town looking for rumors or question ancient spirits about the dangers that lie ahead, you can build a skill challenge in which the number of successes they achieve determines

how much information they get. See "The Restless Dead" on page 93 for an example of this kind of skill challenge.

You can even use a structure challenge as the framework for a whole section of an adventure, or even the entire adventure. Rather than using a flowchart to determine the course of events in an event-based adventure (see the *Dungeon Master's Guide*, page 115), you can use a skill challenge in multiple stages, with the successes and failures the characters accrue determining when events occur and what happens. As with encounter challenges, the time frame of a structure challenge is up to you to determine. A check might represent anything from a few minutes to a day or a week of activity.

See "Moving through Suderham" on page 98 for an example of a structure challenge.

## Allow a Variety of Options

Remember ground rule 3: Just as a combat encounter with a mix of monster roles is more interesting than a fight against five of the same monster, a variety of skills, a broad range of subchallenges and obstacles, and a series of different, incremental tasks can make a skill challenge much more interesting. Even more important, this mix of skills and obstacles helps each player feel that his or her character has a lot of options and the possibility of making important decisions.

As a starting point, build a long and diverse list of relevant skills for the challenge. First (as mentioned earlier), aim for a number of skills equal to the number of characters in the party plus two. If there are more PCs than useful skills, you're potentially leaving a few characters without any way to make a meaningful contribution outside of using aid another actions.

Athletics is a great skill for challenges because of its nature—it can have an effect on almost any form of physical activity—and because twelve of the eighteen classes in the game to date have it on their class skill lists. Nature and Perception seem like obvious choices for many challenges, but far fewer classes have ready access to them (only six of the eighteen). Aim for at least half of the relevant skills to come from the following selection that six or more classes feature on their class lists:

| | |
|---|---|
| Arcana | History |
| Athletics | Insight |
| Diplomacy | Intimidate |
| Dungeoneering | Nature |
| Endurance | Perception |
| Heal | Religion |

Here's a summary of the "rare" skills, those offered by only three to five classes:

| | |
|---|---|
| Acrobatics | Streetwise |
| Bluff | Thievery |
| Stealth | |

Of course, a skill isn't rare in your game if most of the characters in your party has it, and a common skill isn't going to help your party if no one took training in it. If every character in your group has a class from *Player's Handbook 2*, you might have a lot of PCs trained in Nature, but no one who can pull off a decent Streetwise check. Know what skills your player's characters are good at, and tailor your challenges to those skills.

One way to help ensure that everyone in a party has a way to get involved in a skill challenge is to make sure you choose skills that are common to characters of each of the four roles. The list below gives the skills that are common to most of the classes that share each role.

**Controller:** Arcana, Diplomacy, History, Insight
**Defender:** Athletics, Endurance, Heal, Intimidate
**Leader:** Arcana, Diplomacy, Heal, History
**Striker:** Acrobatics, Athletics, Endurance, Intimidate, Perception

### Primary and Secondary Skills

Once you have a list of the skills you want to be relevant for the challenge, break them down into primary and secondary skills. Aim for two or three secondary skills, with the rest primary. Primary skills give the characters successes (and failures) toward the ultimate goal of the challenge. Secondary skills don't always directly contribute to the group's success, but they can have other important effects. For example, a successful check with a secondary skill can accomplish one of the following effects:

- Cancel out a failure with another skill.
- Give one or more characters a bonus to a check with a primary skill.
- Allow a character to reroll another skill check.
- Open up the use of another skill in the challenge.
- Increase the maximum number of successes that a primary skill can contribute to the party's total.

### Group Checks

One way to make sure every character is involved in a skill challenge is to require group checks. In a group check, everyone makes a specified skill check, and the group scores a success if at least a certain number of characters beats the set DC. For example, you might call for a group Endurance check, with the group succeeding if at least half the characters succeed, figuring that those who succeed on their checks can help out those who fail. Or you might call for a

group Perception check, but if even just one character succeeds, the group gets a success because of the one sharp-eared member.

"Traveling through Gorgimrith" on page 92 and "Moving through Suderham" on page 98 are examples of how to use group checks in the context of a skill challenge.

### Allow Options Besides Skills

Give some thought to things the characters might do aside from using skills—and be ready when you run the skill challenge to account for the things players try that you could never have anticipated. Characters can use powers and sometimes rituals in the midst of a skill challenge, and plenty of other tactics (such as bribery and combat) might alter the circumstances of a skill challenge, sometimes dramatically.

A good rule of thumb is to treat these other options as if they were secondary skills in the challenge. You might let a character negate a failed Diplomacy check by greasing an NPC's palm. Using an encounter power that's not directly relevant to the challenge might give the character a bonus to a subsequent skill check. You might allow a character to spend an action point to reroll a failed skill check.

Some categories of actions, though, are significant enough to earn an automatic success in the challenge. A character who performs a relevant ritual or uses a daily power deserves to notch at least 1 success toward the party's goal.

Here are some options you might want to account for in designing a skill challenge.

- Spending money (at least one-tenth the purchase price of a magic item of the character's level).
- Dealing damage to a creature or object.
- Voluntarily taking damage (in a combat situation) or sacrificing a healing surge.

### Getting Everyone Involved

It can be tempting for some players to let the rest of the party handle the work of a skill challenge. In fact, at times it doesn't make sense, statistically speaking, for a character to even attempt a check, because the character's chance of success is so small and failure has such a negative consequence for the whole group.

If you include a wide variety of skills—and more specifically, select skills that you know the characters in your party are good at—this shouldn't be a huge problem. Just as in a combat encounter, everyone in the group should have a meaningful way to contribute to the group's success in the challenge, even if it's just making the same skill check a few times in a row.

**Maximum Number of Successes:** Even if you make sure that every character can contribute in a skill challenge, some players will resist taking part unless they have to contribute in order for the group to succeed. If the wizard can move the group through the challenge with a series of Arcana checks, there's no need for anyone else to take part. You can force the rest of the group to participate by limiting the number of successes that any particular skill can contribute. A good maximum is equal to the complexity of the challenge. Once the wizard has achieved 3 successes with Arcana, she has done all she can do, and it's time for someone else to step up to the plate.

**Aid Another:** You don't want the fighter with a +0 Intelligence modifier and no training in Arcana to feel as though his best option in a skill challenge is aiding the wizard's Arcana check. If a skill the fighter is trained in is relevant to the challenge and the wizard's use of Arcana is limited to a maximum number of successes, the fighter almost certainly has better things to do.

If you think that the situation justifies doing so, you can limit the amount of aid characters can receive from their allies in the midst of a challenge. For instance, it could be that there's only so much assistance that a character making a Diplomacy check can receive—perhaps the person the group is talking to shouts, "Enough of this chatter! Let me speak to just one of you." Also, a skill challenge might require the group to split up so that characters at different locations can't aid each other. Allow reasonable use of the aid another action in skill challenges, but rein it in if the characters start to abuse the privilege.

## Prepare for Failure

The outcome of a skill challenge should always keep the game moving. It should be possible for the characters to fail the challenge, but the adventure must go on regardless—the characters just have to deal with the consequences of the failed challenge in addition to the other threats the adventure poses. Make sure you prepare for the possibility of failure as you're designing a skill challenge. Don't set up a challenge in which success means the characters unlock the door and failure means the door stays locked. Instead, if the characters fail, they unlock the door just as the guards come into view.

In other words, make sure that failure still leaves the characters with something to do. If the characters must get past the ninth ward before they can move onto the next part of the adventure, then the challenge should assume that they do get past the ward. If you're creating a skill challenge to move the PCs through this part of your story, the point of the challenge should be to determine how quickly they get past the ward, or whether they alert the monsters on the other side of the ward, or whether they get through it with all their healing surges intact. In short, the skill challenge doesn't really measure whether they succeed or fail; it measures how well they succeed.

Also, be sure to distinguish between what the characters find desirable and what the players enjoy. The characters probably don't like being attacked by drow assassins in the middle of the night, but the players will probably have fun playing out the encounter. Failing a skill challenge can create plenty of problems for the PCs, but the best kinds of problems are the ones that lead to additional fun encounters.

Consider these options as consequences for failure in a skill challenge:

- Increase the difficulty of the characters' next encounter, or throw an encounter at them that's a clear result of the failure.
- Assess the characters one or two healing surges each.
- Impose a lingering effect, such as a disease or a curse that works like one, that hinders the characters for some time.
- Impose story-related consequences: The characters are too late to save the captives, they lose the duke's favor, or they fail to gain some key information to help them in the adventure.
- Require the characters to attempt the skill challenge again.

## Stages of Failure

An effective way to make a skill challenge lively is to provide immediate consequences for each failed check in the challenge—such as a brief combat encounter, or more opponents appearing in the midst of an ongoing combat. Each time the characters fail, the consequences become gradually worse, climaxing in the termination of the skill challenge after 3 failures. See "Hunting the Mastermind" on page 90 for an example of this technique.

Aside from combat encounters or combatants, here are some penalties you can assess in response to failed checks in a challenge:

- The character who failed the check loses a healing surge or (in a combat context) takes damage.
- The characters must spend time or money making up for the failure.
- For the rest of the challenge, no character can achieve a success using the same skill that was used for the failed check.
- If the challenge takes place in a combat situation, the character who failed the check is dazed or even stunned until the end of his or her next turn. Or, an opponent is angered and gains a +2 bonus to its next attack roll.

ZOLTAN BOROS & GABOR SZIKSZAI

- ✦ The next check using a specified skill takes a penalty. For example, if a character fails an Intimidate check in the midst of a complex negotiation, the next character who attempts a Diplomacy check takes a -2 penalty.

### Stages of Success

One way to account for the possibility of failure is to construct a skill challenge in which each success moves the characters partway toward their goal—so that even if they fail, they still have some of what they need. This method works well, for example, in a challenge whose goal is to extract information from a hostile or wary NPC: With each success, the characters get some tidbits of information. The most valuable information comes last (when they achieve the target number of successes for the complexity of the challenge), but even 1 success followed by 3 failures gives the characters some tidbits they can use to keep the adventure moving. See "The Restless Dead" on page 93 for an example of this technique.

Perhaps the characters undertake a skill challenge to weaken a vampire lord before they finally face him in combat. Each success (or every 3 successes) removes some protective ward or special defense the vampire lord possesses, so even if the characters fail the challenge—and are thrust into combat with the vampire—they've still weakened him a little, and the fight is measurably easier than if they had achieved no successes at all.

## Progressive Challenges

Like a combat encounter, a skill challenge is much more interesting if it changes and evolves as the characters progress through it. A good way to think about the party's progress through the challenge is to break it into three sections. For a skill challenge with a complexity of 5 (12 successes), each stage can last for 4 successes. For a challenge with a complexity of 1 (4 successes), the middle stage might start after they achieve their first success and last until they get their third—or you might break the challenge into just two stages.

The three stages of a skill challenge are not that different from the parts of a story (see page 8), except that the denouement comes after the skill challenge is complete. The first stage, the introduction, sets up the skill challenge, makes it clear what the goal is, and lays the groundwork for the first few skills or options for the characters. Then comes the rising action, when the challenge becomes more complex and urgent. Then in the climax, the characters successfully complete the challenge (or not) and the encounter is over.

Different skills might be useful in different stages of the challenge. For example, in the first stage of a challenge involving overland travel, the characters are hacking through the woods using skills such as Athletics, Endurance, and Nature. In the second stage, they join up with a caravan as guards, making skills such as Perception and Insight more important.

Try to make sure that the characters' actions and successes or failures in each stage of the challenge have consequences in the next stage. If the characters decide to rely heavily on Intimidate in their first meeting with an important NPC, that individual might throw more obstacles in their way in the later stages. Or if the characters fail two History checks in the middle of a challenge, they might not get a chance to talk to the sage who could have helped them in the final stage.

A progressive challenge is long and complex by its nature. See "The Rushing River" on page 94 for an example of one.

**Triggers:** Counting the number of successes the characters have achieved is one way to measure their progress through the stages of a challenge. In effect, this treats each stage as a miniature skill challenge requiring a smaller number of successes to complete, but with a shared tally of failures among the three stages. An alternative, though, is to use more specific triggers to move from one stage to the next.

### Transparency and Skill Challenges

Sometimes, it makes sense to tell the players that they face a skill challenge. Other times, signaling that you're using the mechanic jars the players out of the moment, reminding them that they're playing a game rather than negotiating with a green dragon for their lives. A skill challenge brings a structure to the game. When you decide whether to tell the players they are in a skill challenge, what you're really choosing is whether to let them know they are in that structure.

Tell the players they are in a skill challenge when that structure helps them handle the situation and understand what is going on. If they're adrift, stuck in neutral in the face of a bewildering array of options, then a skill challenge is a good way to focus their attention. They see what skills they can use and understand that they need successes while avoiding failures. As the players make skill checks, they can begin to understand the situation in a way that informs how they play their characters, allowing them to immerse themselves in the action.

Keep the skill challenge on your side of the DM's screen, not telling the players, when they clearly understand their goal and know what their options are. In this case, the players can engage the situation as their characters. Their PCs know what to do. Reminding the players that they are in a skill challenge introduces a layer of artificiality to the situation that breaks the drama and shatters the scene's immersive nature.

—Mike Mearls

When a specific triggering event occurs, something happens in the context of the skill challenge to change the challenge in a noticeable and interesting way. Consider the following trigger ideas:

- The characters get a success (or a failure) with a particular skill.
- The characters reach a certain number of accumulated failures.
- The characters seek out a specific character to talk to, location to visit, or otherwise initiate their own change of scene.
- Each player has had a chance to take one turn in the skill challenge.
- Some amount of time has passed.

A changing situation in a skill challenge introduces new opportunities for the characters, giving them the chance to use new skills or presenting new ways they can apply their skills. For example, a character who makes a successful Insight check while talking to the duchess might notice her eyebrow raised in interest when matters of history come up, opening the possibility for PCs to use History checks to impress her.

## Branching Challenges

Sometimes you might want to construct a skill challenge in which the characters can succeed in one of two ways, making use of different skills or otherwise taking different approaches to the resolution of the challenge. When the possible outcomes include a variety of possible successes, you can create a branching challenge.

For example, in a diplomatic talk, failure in the challenge might mean the breakdown of the talks, leading to violence (and a series of combat encounters). Success, however, can mean one of two possible outcomes—one favoring each party involved in the negotiations. Over the course of the skill challenge, individual characters might contribute toward the success of one side or the other, or the group might coordinate effectively to ensure victory for one side.

In a branching challenge, each possible successful outcome has a target number of successes depending on the challenge's complexity. Each time a character scores a success with a skill, that success counts toward one of the two possible outcomes. The target that is reached first determines the outcome of the challenge.

A branching challenge can be a great way to allow for some conflict within the party of player characters, without that conflict growing too disruptive. The characters can disagree on the approach to take or the goal to pursue while still working together to avoid failing the challenge entirely. However, if you expect the characters to split their efforts between two goals, it's best not to set the complexity of the challenge higher than 3. Otherwise, you're asking the characters to achieve too many successes, assuming that they get more or less the same number of successes toward each goal.

"Chasing the Bandits" on page 91 and "War by Other Means" on page 96 are examples of branching challenges.

# Skill Challenge Examples

The rest of this chapter includes examples—mostly drawn from published adventures—that illustrate the finer techniques of skill challenge design.

## Closing the Portal

—Shawn Merwin, from *Dungeon Delve*

In the midst of a combat encounter against a demonic solo monster, the PCs must close a portal to the Abyss to prevent an army of demons from entering the world. They can attempt to complete this in-combat skill challenge (see page 84) either before or after they defeat the monster. Closing it afterward is easier, because the monster is no longer present, but closing it beforehand reduces the creature's power.

Choose an appropriate creature for the encounter. The skill challenge as it appeared in the *Dungeon Delve* supplement used an abyssal spitter, similar to the mordant hydra in the *Monster Manual*. You might apply the Demogorgon cultist or Orcus blood cultist theme (see Chapter 4) to an adult dragon or a fen hydra, or use a group of demons of an appropriate level. Each monster in the encounter gains this additional power:

**Portal Energy**
As long as the portal remains open, the monster deals 2 extra damage on each of its attacks.

**Level:** 11 (XP 600).

**Complexity:** 1 (requires 4 successes before 3 failures).

**Primary Skills:** Arcana, History, Thievery.

*Arcana (DC 16, standard action):* The PC bends the magic of the portal to his or her will, slowly closing it off. A character must be within 5 squares of the portal to attempt this check.

*History (DC 16, minor action):* The character recognizes the arrangement of runes around the portal as something he or she has read about before. This recollection provides a clue about the energy powering the portal.

This skill can be used to gain 1 success in this challenge. No character can attempt this check more than once, and this check cannot be retried if the PCs fail to complete the skill challenge on their first try.

*Thievery (DC 21, standard action):* The character manages to weaken the magical energy feeding the portal. A character must be adjacent to the portal to attempt this check.

**Success:** If the PCs get 4 successes, the portal closes permanently. The monsters lose the benefit of their *portal energy* power.

**Failure:** If the characters accumulate 3 failures and any demon is still alive within 10 squares of the portal, a barlgura (*MM* 53) appears in the portal and attacks the PCs. The PCs must begin the skill challenge again from scratch; each additional failed challenge brings one more barlgura than the previous failed challenge (two for the second one, three for the third, and so forth).

Even if the PCs can't close the portal, as long as all the demons in the vicinity are defeated, the portal can't get any stronger, and thus can't disgorge its army. However, from time to time additional abyssal denizens might slip into the world through this portal.

## Opening the Ninth Ward

To reach the villain's sanctuary or the repository of a mighty artifact deep in a dungeon, the characters must bypass a powerful magical ward that binds the doors.

This encounter challenge (see page 84) operates in 10-minute turns. Each character in the party can make one skill check each turn, and each character must also make one Endurance check every turn.

**Level:** Any.

**Complexity:** 4 (requires 10 successes before 3 failures).

**Primary Skills:** Arcana, Endurance, History, Perception.

*Arcana (moderate DC by level, 10 minutes):* A character can use Arcana to sense the presence of magic and identify the nature of the ward. Additional successes indicate a breaking of the ward through arcane means. This skill can be used to gain 4 successes in this challenge.

*Endurance (moderate DC by level, no action, group check):* As soon as the characters begin investigating the ward, it starts to give off necrotic energy. Each 10 minutes, the characters must make a group Endurance check to measure how well they weather the life-draining energy. If at least half the group succeeds, they earn 1 success.

*History (moderate DC by level, 10 minutes):* A character can use History to recall a mention of the ward in an ancient text, indicating a useful step to take in bypassing the ward. Since the ward has a certain notoriety, this skill can be used to gain 4 successes in this challenge.

*Perception (moderate DC by level, 10 minutes):* A character using Perception notices very fine lines traced in the doorway and hears the faintest of vibrations when hands are moved over the door in a certain way. This skill can be used to gain 4 successes in this challenge.

**Secondary Skills:** Religion, Dungeoneering, Thievery, special.

*Religion (moderate DC by level, 10 minutes):* A character's knowledge of religious texts that mention the ward in passing can give one character a +2 bonus to the next Arcana or History check that character makes.

*Dungeoneering (hard DC by level, 10 minutes):* The character has heard of similar wards, and can either give one character a +2 bonus to the next Perception check that character makes, or change one character's failed Endurance check (as part of the group check) into a success.

*Thievery (moderate DC by level, 10 minutes):* The character's skill at fine manipulation helps a character with Arcana to undo the ward, giving a +2 bonus to the next Arcana check.

*Special:* Performing the Knock ritual gives the characters 1 automatic success. The ritual can be used only once for this purpose.

**Success:** If the characters achieve 10 successes, the ward is opened without harm and they can move into the next room of the dungeon.

**Failure:** If the characters get 3 failures, the ward erupts in necrotic energy that drains two healing surges from each character. The characters can still pass through, but creatures in the next room might be alerted or empowered by the sundering of the ward.

## Hunting the Mastermind

—James Wyatt, adapted from the *Eberron Campaign Guide*

A demonic creature called forth by a mysterious ritual has attacked the characters, and now they need to find out where it came from. In this skill challenge, the characters make use of their deductive powers (Perception and Insight), their ability to navigate the streets and denizens of the city (Streetwise, Diplomacy, and Intimidate), and their knowledge of or research about the demon itself (Arcana). The characters must assemble what clues they have into a coherent picture of the threat that faces them as they make their way down to the lowest levels of the city to find the source of that threat.

**Level:** 1 (XP 500).

**Complexity:** 4 (requires 10 successes before 3 failures).

**Primary Skills:** Arcana, Diplomacy, Insight, Intimidate, Perception, Streetwise.

*Arcana (DC 10):* A character who makes a successful Arcana check identifies the creature as a

demon that must have been summoned into the world. A second successful check reveals no lingering magical energy in the area of the demon's attack, implying that it was not summoned directly to that location. This skill can't grant any further successes until the characters have achieved 9 successes, but at that point it allows a character making a successful Arcana check to pinpoint the magical energy emanating from the villain's base. This skill can be used to gain a maximum of 3 successes in this challenge.

*Diplomacy or Streetwise (DC 10):* The character coaxes useful information from a witness at the scene or near the scene of the attack: either an indication of which way the demon came or a description of its haunting whisper as it moved through the city, which includes words pertinent to its purpose in attacking the characters.

After the characters have achieved 5 successes, they're close enough to the villain's base that they can learn more about his activities in the area. Witnesses in the area describe the villain's suspicious activity and physical appearance, and also mention the strange lights and sounds emanating from a townhome in the neighborhood.

*Insight (DC 10):* The character pieces together some of the information the group is learning. Characters can't attempt two Insight checks in a row; after a successful Insight check, the party must score a success with a different skill before anyone can attempt another Insight check. With a successful check, the character synthesizes information toward a more coherent picture of the threat they face: The demon made its way toward them from somewhere in a specific neighborhood, explicitly searching for them and apparently knowing where they were with some degree of accuracy.

*Intimidate (DC 15):* A character can use Intimidate as a substitute for Diplomacy to extract information from witnesses. Intimidate effectively substitutes for Diplomacy, although at a higher DC.

*Perception (DC 15):* The demon left some traces of its passing as it moved from the villain's base to the site of the attack. The character can use Perception to follow this trail. With a success, a character might find a wisp of fur that dissolves into mist when touched, a corpse tossed in a dark corner, or a witness describing the creature's passage. Such witnesses can then be the subjects of Diplomacy or Intimidate checks.

**Success:** If the characters earn 10 successes, they find their way to the villain's base. When they enter the tower, they start a combat encounter with the villain or his minions.

**Failure:** This skill challenge uses the principle of stages of failure (see page 87). Each time the characters fail a skill check, they have a brief combat encounter. The city can be a dangerous place, and asking the wrong questions or poking into dark corners can quickly get characters into trouble. Each time the characters fail a skill check as part of this challenge, they have a minor combat encounter. Build easy encounters worth between 300 and 400 XP—not even a full level 1 encounter. They'll be over quickly so characters can get back into the skill challenge.

If the characters fail their first skill checks, you can choose to wait until the characters have moved beyond the scene of the last encounter before presenting them with these complicating encounters.

If they fail three checks, you can let them continue until they achieve 10 successes, throwing combat encounters at them with each additional failure, or simply bring them to the villain's base right away. Either way, the villain's agents are on the lookout for their arrival, and the encounter at the tower is more challenging.

## Chasing the Bandits

—Robert Donoghue and James Wyatt

The characters are chasing a small group of bandits across the countryside. In this branching challenge (see page 89), the characters have a choice of two paths to success. They can decide to move as quickly as possible, hoping to catch the bandits before they meet up with reinforcements. Or they can put a greater emphasis on stealth, hoping to get the drop on the bandits when they catch up to them. Each character can make one skill check for each day of the challenge, and the skill chosen determines which goal the success counts toward.

Although some of the skill checks in this challenge are individual efforts that seem to allow a particular character to gain an advantage that his or her companions don't enjoy, a certain amount of abstraction is necessary in how the challenge plays out. For instance, a PC who succeeds on an Endurance check to run fast doesn't actually outdistance his friends; the group still stays together, so that everyone is present when the challenge comes to a conclusion.

**Level:** Any.

**Complexity:** 2 (requires 6 successes of either sort before 3 failures).

**Primary Skills:** Athletics, Endurance, Nature, Stealth, Streetwise.

*Athletics (moderate DC by level):* The character pushes through obstacles with physical strength, leaping over gullies and climbing up cliffs in an attempt to catch the bandits as quickly as possible. A success with this skill counts toward the speed goal.

*Endurance (moderate DC by level):* The character concentrates on running as fast and long as possible. A success with this skill counts toward the speed goal.

*Nature (moderate DC by level):* The character uses knowledge of geography and the terrain of the region to choose the best course—either the quickest route to

intercept the bandits, or one that provides good cover for the characters when they approach the bandits. A success with this skill counts toward the goal of the character's choice.

*Stealth (moderate DC by level):* The character opts for a slower but quieter approach, hiding in forested terrain so the bandits aren't aware they're being followed. A success with this skill counts toward the stealth goal.

*Streetwise (moderate DC by level):* As the party passes through farmsteads and villages, the character makes sure that no one runs ahead of them to warn the bandits. A success with this skill counts toward the stealth goal.

**Success (Speed):** The characters intercept the bandits before they meet up with reinforcements, so the resulting combat encounter is easier than it would otherwise be.

**Success (Stealth):** The characters get the jump on the bandits, gaining a surprise round in the combat encounter against them. However, the bandits have reinforcements, so the encounter is a little tougher.

**Failure:** The characters still catch up with the bandits, but the bandits have gained reinforcements. To make matters worse, they're alert to the characters' approach and set up an ambush, so the bandits get a surprise round in the encounter.

## Traveling Through Gorgimrith

—Bruce Cordell, Chris Tulach, and Bill Slavicsek, from *Kingdom of the Ghouls*

In this challenge, the adventurers must travel through twisting tunnels inside a great mountain fortress for at least six hours to reach the other side. This is a structure challenge (see page 84) that boils a long underground journey down into six to eight group checks representing the party's ability to bypass and overcome obstacles that arise in their way. The challenge uses triggers (see page 88) to mark the changing environment as the group progresses, with each stage of the challenge calling for one group check.

Each hour of the journey, every character must make a skill check using a specific skill. If at least half the characters succeed on the check, the group earns 1 success toward their goal. Otherwise, they earn 1 failure. If they succeed on 6 checks in a row, they reach the far end of the tunnels in just 6 hours, but each failure adds an hour to the journey. At the end of the trip, they face a combat encounter.

Because much of the challenge involves avoiding the monsters that haunt these tunnels, each failed group check along the way results in a combat encounter (see "Stages of Failure" on page 87). Build encounters appropriate to the setting, aiming for relatively easy encounters 2 or 3 levels below the party. If the party fails an Endurance check (in hour 4 or hour 7), each character also loses a healing surge.

**Level:** 25 (XP 14,000).

**Complexity:** 2 (requires 6 successes before 3 failures).

**Primary Skills:** Athletics, Dungeoneering, Endurance, Perception, Religion, Stealth.

*Hour 1, Dungeoneering (DC 26, group check):* The characters find a safe path through the tunnels, realizing that the right direction lies in the tunnels that lead downward, away from the top of the mountain.

*Hour 2, Stealth (DC 26, group check):* The characters quietly work their way past a pack of monsters, remaining undetected.

*Hour 3, Athletics (DC 17, group check):* The characters easily climb over hazardous recesses in the tunnel and jump over black, foul-smelling eruptions to progress deeper into the mountain.

*Hour 4, Endurance (DC 17, group check):* The characters stave off the effects of the terrible smell, the hard travel over soft ground, the hot, humid air, and the lingering miasma that permeates the tunnels.

If the party fails this check, each character loses a healing surge.

*Hour 5, Perception (DC 26, group check):* The characters spot a roaming pack of monsters and avoid a battle.

*Hour 6, Religion (DC 31, group check):* The characters use their observations while traveling within the tunnels and their knowledge of Gorgimrith and undead to avoid a particularly dangerous area of unstable surfaces and necrotic cysts. You can replace this check with a different skill if the environment or the creatures that inhabit it suggest a better choice.

*Hour 7, Endurance (DC 26, group check):* The characters stave off the effects of the terrible smell, the hard travel over soft ground, the hot, humid air, and the lingering miasma that permeates the tunnels in their seventh hour of travel.

If the party fails this check, each character loses a healing surge.

*Hour 8, Athletics (DC 26, group check):* The characters easily climb over hazardous recesses in the tunnel and jump over black, foul-smelling eruptions to progress deeper into the mountain.

**Success:** If the characters earn 6 successes, they find their way to the final exit from the tunnels in good time and without further incident.

**Failure:** Each time the characters earn a failure, adjust the outcome of the hour's activities from that described above and run a combat encounter. After their third failure, you can either run a combat encounter immediately, or add monsters to the encounter the characters have when they emerge from the tunnels.

If the characters get 3 failures, the trip through the tunnels takes the characters longer than anticipated. They still reach the final exit, but each character loses a healing surge along the way.

# The Restless Dead

–Richard Baker and Mike Mearls,
from *Thunderspire Labyrinth*

This structure challenge (see page 84) involves gathering information from the spirits of a trio of adventurers who were slain years ago when they attempted to cleanse the demonic influence from an ancient stronghold. They managed to recover the four items needed to open the door to the inner sanctum, but they were then killed by the green dragon (called the Guardian) that serves as sentinel over the sanctuary.

The spirits can speak but are otherwise unable to affect the world. When the characters enter the area, the spirits manifest, greet the characters in Common, and ask what they seek in this place. Over the course of the challenge, the spirits attempt to determine the characters' intentions. If the characters can convince the spirits of their trustworthiness and that their cause is just, the spirits describe what the characters must do to reach the inner sanctum. Otherwise, the characters must stumble their way through the challenges in the subsequent encounters without any aid.

**Level:** 5 (XP 1,000).

**Complexity:** 5 (requires 12 successes before 3 failures), though the PCs gain some information even if they fail this challenge.

**Primary Skills:** Arcana, Athletics, Diplomacy, Dungeoneering.

*Arcana or Dungeoneering (DC 12):* The characters impress Mendara with their knowledge of mystic lore and dungeon environments.

*Athletics (DC 12):* As a cleric of Kord, Valdrog applauds feats of strength or athletic prowess. This skill can provide a maximum of 2 successes.

*Diplomacy (DC 17):* The PCs use the Diplomacy skill to convince the NPCs of their good intentions. However, the spirits believe that actions speak louder than words, so this is a hard check.

**Secondary Skills:** Bluff, Intimidate, Insight.

*Bluff (DC 17):* A character who has any ill intentions can use Bluff in place of Diplomacy to attempt to convince the spirits that his or her intentions are good.

*Intimidate:* The spirits cannot be intimidated, for they are beyond harm. Using this skill results in an automatic failure, and the PC who made the Intimidate check takes a -2 penalty to all other skill checks in this challenge.

*Insight (DC 17):* During the conversation, Mendara makes outrageous claims about the trio's exploits. If a character succeeds on this Insight check, that PC realizes she is lying. If the character questions Mendara and attempts to learn why she is lying, the PCs gain a success. Only 1 success can be gained in this way.

**Conclusion:** The PCs receive information based on the total number of successes achieved. Whether the PCs succeed or fail, the slain adventurers can finally rest in peace; they have attempted to help a group avenge their loss. Once the challenge ends, the NPCs say farewell (or they warn of impending death if the encounter went poorly) and fade from view.

**Success:** If the PCs attain 12 successes, the slain adventurers hail them as allies. The group provides all the information below.

**Failure:** If the PCs earn 3 failures, the spirits provide information based on the PCs' number of successes up to that point, as shown below (and see "Stages of Success" on page 88).

The following information is provided as read-aloud text that the spirits relay to the PCs after the skill challenge comes to a conclusion. Alternatively, you can dole out this information gradually over the course of the challenge, each time the characters reach a new threshold of successes.

**0-1 Successes:** *This place is the Proving Grounds, a testing place for worshipers of the demon lord Baphomet. You must find four items: a knife, a mask, a bell, and a book. You must place each of these items on one of four circles of runes found in this complex. The items must be placed on the runes at the exact same time.*

**2-3 Successes:** *The knife, the mask, and the bell are held within chambers built to test Baphomet's worshipers. You can find these chambers to the north, west, and south of where we now stand, through these eastern double doors and then through another set of double doors that leads to the west.*

## The Slain Adventurers

**Valdrog the Brute:** Valdrog appears as a male human with a thick, black beard. His spectral chainmail is ripped apart because the Guardian killed him by tearing him in half. Valdrog was a cleric of Kord, and he speaks with a booming voice. He is rude, aggressive, and quick to challenge the PCs' bravery; he respects demonstrations of strength and wants to help a worthy group.

**Sir Terris:** This dwarf was a paladin of Pelor and served as the group's valiant defender. Terris wears plate armor and keeps his helm's faceplate closed. He was slain when the Guardian crushed his skull with a single bite. Sir Terris is wise and kind, though he is also judgmental. He asks many questions, seeking to trap the PCs in a contradiction or a lie. He is quick to make accusations and slow to trust. The PCs must prove their good intentions to win his support.

**Mendara the Mystic:** The group's wizard, Mendara is an elf who died by the dragon's breath. She wears green robes and carries a staff. Mendara is eager to recruit someone who has the intelligence and acumen to overcome the challenges that lie ahead. She lies to the PCs, hoping to expose their greed. She is haughty and talkative.

**4-5 Successes:** *The fourth item, the book, is on an altar in a small shrine to the east.*

**6-7 Successes:** *To the east of the Proving Grounds is the inner sanctum. Its door opens only when the proper ceremony is completed. The items used for the ceremony disappear if you try to remove them from the Well of Demons, and upon completion of the ceremony, they return to their former locations.*

**8-9 Successes:** *Completing this ceremony summons the terrible Guardian and activates several traps in the area. The Guardian is a green dragon imprisoned here. It can swoop past its prey and attack. It emerges from a great pit in the center of the complex.*

**10-11 Successes:** *Each of the chambers in this complex has a magical trap designed to harass intruders. The central corridor is the fastest way to move around, but it also has its own trap: a crushing sphere of magical force that rolls along its length.*

**12 Successes:** *There is a treasure hidden beneath the altar in the chamber south of here.*

## The Rushing River

–Logan Bonner, from the
Worldwide D&D Game Day adventure
*Journey Through the Silver Caves*

*At the exit to the cave, you come to a stream that rushes over a small waterfall and joins up with a bigger river that stretches far into the distance ahead.*

*Near the stream is a raft. You see a few sloppy axe cuts. It looks like the orc you saw escaping made a hasty attempt to sabotage it as he ran out.*

This skill challenge is a structure challenge (see page 84) that models the characters' attempt to navigate a twisting, bizarre river—a difficult task, especially for those who haven't made the trek before. The challenge uses stages of success (see page 88) to reflect the characters' progress along the course of the river, measured by the total number of successes they have accumulated so far. Some skills are useful in every stage, while others are useful only in the specific circumstances of certain stages of the journey.

### YOU'RE SWIMMING? REALLY?

This challenge assumes the characters are using the raft provided in the cave. If they don't, every character needs to make a DC 15 Athletics group check at the start of the challenge. If at least half the characters succeed, the party gets 1 success. Otherwise, they get 1 failure. Give the characters a chance to get a watercraft after stage 1, such as a canoe sitting near the river they can steal. If they continue swimming, they make group checks to swim for each section; the DC is 20 during stage 2 and stage 5. They can't gain any more successes for swimming, but can gain failures.

The challenge assumes that the characters are following an orc who is escaping in a canoe, and that the orc damaged the raft the characters are using.

**Level:** 5 (XP 1,000).

**Complexity:** 5 (requires 12 successes before 3 failures).

### Entire Challenge

These skills can be used at any point during the challenge, unless otherwise noted.

**Primary Skills:** Nature, Perception, Thievery.

*Nature (DC 12):* The character helps navigate the twisting, branching sections of the river. After the characters have a total of 7 successes, it's too late to use this skill.

*Perception (DC 17):* The character spots the orc's canoe up ahead, and is able to follow his course. This skill can be used to gain 1 success in each stage. An individual character can use Perception to contribute only 1 success to the entire challenge.

*Thievery (DC 12):* The character works to repair the damage the orc did to the raft. This skill can be used to gain 1 success in this challenge.

**Secondary Skills:** Endurance.

*Endurance (DC 12):* The character stays alert despite the rigors of the journey. This doesn't give any successes, but the character can reroll one failed skill check later in the challenge. A character can use this skill in this way only once in the challenge.

### Stage 1: Wilderness

This is the first stage of the journey, right after the characters leave the cave.

**Primary Skills:** History, Nature.

*History (DC 17):* The character recalls a map of this section of the river, which helps the PCs choose a path among the twisting branches. If the group gains 2 successes with this skill, the characters remember that rapids lie ahead, and each character gains a +2 bonus to Acrobatics or Athletics checks to avoid falling off the raft at the start of stage 2.

*Nature (DC 7):* It's easier to navigate here, where the character can see the sky. Use this DC instead of the one in the "Entire Challenge" section.

### Stage 2: Rapids

After 3 successes, the characters enter a channel where imposing stone cliffs rise up on all sides, then come upon a twisting, rocky patch of rapids. Read:

*All around you, the water begins to churn, becoming white with foam. It comes out of nowhere: You couldn't even see the rapids until they were right upon you. As waves of rough water crash against the jagged rocks all around you, ephemeral voices fill the air, screaming in rage. It's as though the water itself wants to drag you to a watery grave.*

When the characters enter this area, each makes an Acrobatics or Athletics check (DC 17, or DC 22 if the raft hasn't been repaired). A character who fails this check falls in the water. This check doesn't give any successes or failures, but sets up the skills for this part of the challenge.

**Primary Skills:** Acrobatics, Athletics, Endurance.

*Acrobatics (DC 12):* A character on the raft can make Acrobatics checks to keep the raft on course and stay balanced. This skill can be used to gain 2 successes in this challenge.

*Athletics (DC 17):* A character who has fallen into the water can swim to get back onto the raft or get through the rapids safely. Each character who has fallen in the water can gain up to 1 success in the challenge this way.

*Endurance (DC 17):* Any character can attempt this skill to weather the rapids, and each can gain up to 1 success doing so.

**Secondary Skills:** Diplomacy.

*Diplomacy (DC 12):* The PC speaks to the raging voices in the river, calming them. This gives no successes, but lowers the DCs for Athletics and Endurance checks by 5 for this stage of the challenge.

## Stage 3: Respite

After 6 successes, the river returns to normal. The characters can use the skills noted above in "Entire Challenge" during this stage, but the respite is brief—as soon as they achieve 1 more success, they move on to the next stage of the challenge.

During this stage, the characters also find an old, wrecked boat at the end of the rapids. It might hold a treasure parcel, a combat encounter, or both.

## Stage 4: The Guardian Ghosts

This stage occurs after the PCs have gained a total of 7 successes. Two guardian spirits, former arcanists of the empire of Nerath, stop the party just before the river enters a series of stone tunnels leading back underground. Read:

*You stop in midstream, and it seems you've been transported to a different place. The air around you blurs and ripples, and at the bottom of the river you see the dead bodies of many travelers. In front of you, two ghostly humans in robes appear and address you. "We are guardians of this river. Present a token of passage, or prove you deserve to travel this waterway."*

### Roleplaying the Guardians

The river guardians are stoic and difficult to read. If they see a token of passage from Nerath, they allow the travelers to pass with no questions asked. Otherwise, they ask only that the characters convince them they aren't dangerous. They don't care if the travelers are altruistic or noble, only that they aren't going to cause trouble for the (now-defunct) empire. The guardians are unaware of Nerath's fall, and they don't accept evidence to the contrary.

Navigating is useless in the arcane realm the PCs currently occupy, so the Nature skill can't contribute to the group's success beyond this point.

**Primary Skills:** Arcana, Bluff, Diplomacy, Intimidate.

*Arcana (DC 12):* The character discusses magic with the guardians, showing a dedication to and respect for the arcane arts.

*Bluff (DC 17):* The character describes a noble purpose that the characters aren't actually pursuing.

*Diplomacy (DC 12):* The character offers evidence that the characters are noble and trustworthy.

*Intimidate (DC 17):* The guardians are not easily intimidated, and only characters who have obvious magical power that might be capable of banishing them can achieve a success with this skill.

**Secondary Skills:** History, Insight, Thievery.

*History (DC 12):* The character recalls that the fallen empire of Nerath sometimes used tokens of passage as authorization for travelers to pass along certain roads or waterways. A successful check allows a character to use Thievery as described below.

*Insight (DC 12):* The character realizes that the guardians are practitioners of arcane magic from the empire of Nerath. This gives no successes, but gives a +2 bonus to all further skill checks against the guardians.

*Thievery (DC 17):* Once a character has made a successful History check, the same or a different character can use Thievery to create a quick forgery of the token of passage the guardians ask for. A successful check lets the characters immediately move on to the next stage of the challenge if they choose, while failure gives them a -2 penalty to all further checks made in this segment.

## Stage 5: Underground

When the characters have 10 successes, the river guardians allow them to pass into the stone tunnels near their destination. Read:

*The river descends underground, and you soon reach a lake that splits off into seven paths. Nothing you've heard so far indicates which path is the correct one.*

The characters can't use Nature to navigate here.

**Primary Skills:** Arcana, Dungeoneering, Perception, Religion.

*Arcana (DC 12):* By detecting the presence of residual magical energy, the character narrows the number of possible paths. This skill can be used to gain 1 success in this challenge.

*Dungeoneering (DC 12):* The character watches the currents and figures out which path is least likely to be a dead end.

*Perception (DC 17):* The character spots the orc's canoe heading down one of the passageways. This gives 2 successes (thereby ending the challenge).

*Religion (DC 12):* The character seeks guidance from a deity. If the character specifically called upon Avandra or Melora, the DC is reduced to 7, and succeeding on this check grants 2 successes instead of 1.

### Ending the Encounter

After the skill challenge is over, the party travels into a long, curving (but placid) tunnel that deposits them in the expansive underground cavern in which their next encounter takes place.

**Success:** The characters successfully reach their destination.

**Failure:** The characters go off course, crash and are separated, or whatever makes sense based on the checks they failed at. Traveling on foot or on the wreckage of the raft, they get to the next encounter late and weakened. If the characters were speaking to the river guardians when they failed, they have to shield themselves from the guardians' arcane powers. Whenever they fail the challenge, each character loses a healing surge.

## War by Other Means

—Robert Donoghue

The town of Parsain has long been contested ground between the Duchies of Hallber and Yranes, with each having a list of historical reasons for their claim. Until recently, the town had been under threat from nearby monsters, and neither was willing to press their claim and get entangled in local matters. However, after a group of heroes (perhaps the player characters) freed the town from the threat that loomed over it, both have taken an interest in reestablishing old claims. Each has sent a representative and a body of militia intent on making that happen, and tense negotiations have begun.

This skill challenge represents the player characters' efforts to oversee and perhaps influence the negotiations as they try to keep matters from devolving into violence. It works best if the characters have a strong interest in the fate of the town (perhaps because they were the ones who freed it from the monsters' yoke), but good reasons to support both sides of the conflict. In this branching challenge (see page 89), the characters can contribute their successes to either side of the negotiation, with the intent of either helping one side achieve its goals or finding a balanced and equitable resolution.

The negotiations stretch over a number of days. Each day, each player character can attempt one skill check as part of the challenge.

**Hallber's Representative:** Hallber is represented by Sir Anders Petrus, a soldier in the duke's service. He's a large, burly man with a great black beard, a booming voice, and a brash demeanor that makes it easy to overlook the fact that a cunning tactical mind lies behind those eyes. He views Parsain as a military holding, a place to secure a weak point on the duchy's border.

Before negotiations begin, or sometime during the first day of the talks, Anders approaches one or more of the characters who appear to be neutral or willing to favor Hallber and attempts to gain their support. The offer is this: Support Hallber throughout the negotiations, and if Hallber decisively wins the challenge (which means Hallber wins and Yranes gets fewer than 3 successes), the character will receive a reward—a magic weapon or implement of the character's level. If Anders is called out, he will of course deny that any such offer was made, and if the character acts against Hallber, the deal is off.

**Yranes's Representative:** Yranes is represented by Dame Venna Las, a half-elf wizard who has the practiced polish of a long-time diplomat and the well-concealed heart of a snake. Parsain is a commercial interest to her, and she has an eye on building some roads to and through the town.

Before negotiations begin, or sometime during the first day, Venna approaches one or more of the characters who seem to be neutral or willing to favor Yrane and attempts to gain their support. The offer is this: Support Yranes throughout the negotiations, and if Yranes decisively wins the challenge (which means Yranes wins and Hallber gets fewer than 3 successes), the character will receive a reward—a neck slot or arm slot magic item of the character's level. If Venna is called out, she will of course deny that any such offer was made, and if the character acts against Yranes, the deal is off.

**Level:** Any.

**Complexity:** 2 (requires 6 successes before 3 failures).

**Primary Skills:** Diplomacy, Dungeoneering, History, Intimidate, Stealth.

*Diplomacy (moderate DC by level):* A character can step in as an advocate for either side and argue on that side's behalf. A failed check suggests that the character didn't do very well at this task.

Alternatively, a character can use Diplomacy to try to keep negotiations on an even keel. If the character generates a success with this use of the skill, he or she can save it rather than applying it immediately to the skill challenge. At the end of a day of negotiations, the character can assign the success to whichever side has fewer successes. If the two sides are tied,

ZOLTAN BOROS & GABOR SZIKSZAI

the character might choose either side to receive the success, or choose not to apply the success at all.

*Dungeoneering (moderate DC by level):* One of Hallber's main arguments is that Parsain needs better defenses. The character can take the day to plan out defenses and make a case that Hallber's reinforcements are unnecessary, or use this study to underscore Hallber's arguments. A failed check means the character's disagreements with other experts leaves the issue muddied and tempers frayed.

*History (moderate DC by level):* The character makes a historical case for one side or the other. These arguments are well treaded, but a successful check brings some fresh detail to light. A failed check means the character's point does not hold up to examination and opens the door to a more devastating counterpoint. Each time this skill adds a success to one side or the other, the History DC for adding another success to that side increases by 5.

*Intimidate (hard DC by level):* Openly threatening the diplomats might not be the best approach, but there are more subtle ways to use this skill. The character whispers in the ears of the diplomats of one side, reminding them of the recent dangers facing this town and the likelihood that they'll return, perhaps making it seem a less desirable prize. A failed roll means the diplomats see through the character's actions.

*Stealth (moderate DC by level):* The character spends time eavesdropping on one side and shares that information with the other side. A failed check indicates that the character passed on misinformation.

**Secondary Skills:** Endurance, Nature, Religion.

*Endurance (moderate DC by level):* The stakes are high, and when matters are most heated, the negotiations stretch into the wee hours of the night. When a day's negotiations end with the two parties either tied in successes or with 2 failures accumulated, the characters must make a group Endurance check. If at least half the group succeeds, the characters' ability to stay in control of their faculties serves them well as fatigue shortens tempers and frays nerves, and the characters can negate 1 accrued failure. If less than half the party succeeds, someone has snapped, perhaps even one of the characters, and the side represented by most of the characters who failed their checks accrues another failure.

*Nature (moderate DC by level):* Haggling over discrepancies in their respective maps, both parties agree on the third day of negotiations to send out a surveying team to iron things out. If a character who is trained in Nature has not antagonized either

side, the character is offered the opportunity to lead the expedition. If that character makes a successful Nature check, he or she can subtly influence the readings to favor one side or the other, granting that side a success. If the character does not choose a side, the side with fewer successes gains a success. On a failure, the mission reaches no consensus, and tensions run that much higher. The party can attempt only one Nature check in the course of the challenge.

*Religion (moderate DC by level):* On the second day of the negotiations, the town celebrates a holiday, and the townsfolk ask one of the characters who is trained in Religion to offer a few words at the ceremony. A successful Religion check can add 1 success to either side by couching subtle nods to that side's position in the address, or a speech on the virtues of understanding and fellowship can negate 1 accrued failure from either side. The party can attempt only one Religion check in the course of the challenge.

**Success:** If Hallber accumulates 4 successes, the negotiations end up favoring that duchy, and it lays claim upon the town. On the other hand, if Yranes accumulates 4 successes first, then the duchy of Yranes gains the town.

The winner gets ownership of the town, but the more successes the loser has, the more concessions it can demand. If Hallber has at least 3 successes, it earns the right to leave a garrison in town. If Yranes has at least 3 successes, it sets up warehouses and a mercantile post in town. Ultimately, the town will benefit most from the fairest arrangements.

If the arrangement is particularly equitable (which is to say the other side got its concession), the town thrives in the future, and the characters can expect to have a safe haven there. If the arrangement is imbalanced, then the winning duchy eventually absorbs the town completely, and the citizens will have no great reason to remember these events fondly.

**Failure:** If negotiations break down, war is the only option left on the table. If either side has fewer than 3 successes when the challenge ends, fighting breaks out immediately. Otherwise, the negotiators withdraw and the war proceeds more formally. In either case, the town of Parsain suffers as the battlefield for this conflict.

## Moving Through Suderham

—Mike Mearls

**Level:** 9 (XP 2,000).
**Complexity:** Special.

This complex skill challenge stretches the definition of a skill challenge to an extreme, showing how you can use the basic framework of a skill challenge to structure an entire adventure. It's a structure challenge (page 84) that uses the choices of the characters as triggers (page 88) to move into different stages of the challenge. However, it turns some of the basic assumptions and rules of skill challenges on their head and incorporates a set of random events that respond to the failures of the characters as the challenge progresses.

The challenge represents the difficulty that characters face as they travel around Suderham, a city ruled by a band of foul slave traders known as the Slave Lords. The characters might need to enter the city to free someone from the Slave Lords' clutches, slay a particularly powerful villain, or otherwise take an active step to disrupt an evil plot. Use this skill challenge whenever the characters need to move through town.

There are four quarters in the city: the military quarter, the wealthy quarter, the thieves' quarter, and the official quarter. Regardless of where they are, the characters have four basic kinds of activity they can attempt: travel within their current quarter, travel to a different quarter, find directions, or gather information. In addition, if they find themselves chased by guards or facing conflict they would rather avoid, they can attempt to evade pursuit.

Whatever kind of activity the characters are attempting, each member of the party must make an effort to keep a low profile and contribute to the group's success. When the characters attempt one of these kinds of activity, or other some other activity defined as part of a random event, each character makes a check using one of the skills allowed by the activity. Different characters can use different skills. You can also allow a PC to improvise the use of a skill. Use DC 14, 19, or 24, depending on how clever and feasible the idea is.

In addition to making his or her own check, each character can aid another character's check. If at least half the characters succeed on their checks, the group is successful. A failed check adds 1 failure to the group's accumulated failures in the challenge, but the challenge does not end at 3 failures.

**Travel in Their Current Quarter:** The characters can move through a quarter with a group check using Athletics, Stealth, or Streetwise. Their current location determines the skill check DCs (see the Traveling Through Suderham table, below). Using this option takes 2d10 minutes. Success on this check means the characters arrive at their destination (assuming they know where they are going).

**Travel to a Different Quarter:** Moving between quarters is tricky, because the borders between quarters are heavily patrolled and long, wide avenues between them make sneaking or leaping from rooftop to rooftop difficult. Moving between quarters requires a group check using Diplomacy, Intimidate, or Streetwise, using the higher of the DCs for the two quarters the characters are traveling between. Traveling between quarters takes an additional 1d10 minutes (3d10 altogether). Failing this check counts as 2 failures in the challenge.

**Find Directions:** The characters can take a chance on finding directions. They spend 2d10 minutes asking around (or finding someone who knows where their destination is). They make a group check using Diplomacy or Streetwise. If they succeed, they learn how to get to their destination and arrive there if it is in their current quarter. Otherwise, they need to ask someone else.

**Gather Information:** The characters can spend some time ferreting out rumors, making a group check using Bluff, Diplomacy, or Streetwise. Success allows them to learn a rumor. It takes an hour to hit the local pubs and find any rumors.

**Evade Pursuit:** The characters make a group check using Athletics (to outrun their pursuers), Bluff (to create a disguise), Stealth (to hide), or Streetwise (to find a shortcut or other difficult-to-follow route), using the appropriate DC for the quarter. If they succeed, they escape. Otherwise, the PCs are cornered and must fight their pursuers. Failure on this check does not count as a failure in the skill challenge. Use the guidelines given below for the guard random encounter to determine the repercussions of a fight.

## Suderham's Quarters

Each of the city's four quarters has a distinct flavor stemming from the kinds of businesses found there and the people who live there. The quarter the characters are moving around in determines the DCs for skill checks they make in that quarter.

**Military Quarter:** The military quarter features barracks, armories, and slave quarters. It lacks any taverns, inns, and similar establishments. Folk here keep to themselves. They are either laborers at work or guards on or off duty. The PCs are likely to land in trouble faster here, but most people leave them alone.

Guards here are usually off duty and looking to avoid trouble. Taking a gentle approach with Diplomacy is the best route. Intimidate checks are likely to be taken as a challenge.

**Official Quarter:** The official quarter is home to government buildings, temples, and warehouses that store trade goods. The guard maintains heavy patrols in this area, and the guards are on high alert, making Stealth and Bluff difficult skills to use. Athletics is relatively easy, since the tallest, most ornate buildings in town are found here.

**Thieves' Quarter:** The guards rarely enter the squalid thieves' quarter. Crumbling old buildings, flophouses, run-down taverns, and other seedy establishments dominate this quarter, along with tenements filled to overcrowding. The thugs and criminals of this quarter have little use for social niceties, so Diplomacy works poorly here. The Streetwise skill offers easy access to dives that the guards avoid, side alleys, and other ways to keep out of sight.

**Wealthy Quarter:** The slave lords and other rich merchants of the city make their homes in this quarter. It is the second most heavily patrolled area, after the official quarter. The wealthy quarter hosts sprawling mansions with well-tended grounds, high-end taverns and inns, and other establishments that cater to the upper class. The broad boulevards have plenty of trees, gardens, statues, and other decorations.

Streetwise offers little utility here, since the broad avenues and sprawling estates make this quarter of the city the least urban in character of all Suderham's quarters. In comparison, a group that uses Stealth has an easy time of it. The guards make frequent patrols, but the mansions provide many hiding spots. Many of them are walled, surrounded by lush gardens, and ornamented with other flourishes that offer plenty of ways to avoid notice.

**TRAVELING THROUGH SUDERHAM**

| | Military Quarter | Official Quarter | Thieves' Quarter | Wealthy Quarter |
|---|---|---|---|---|
| Athletics | DC 19 | DC 14 | DC 19 | DC 19 |
| Bluff | DC 19 | DC 24 | DC 19 | DC 19 |
| Diplomacy | DC 14 | DC 19 | DC 24 | DC 19 |
| History | DC 24 | DC 19 | DC 19 | DC 19 |
| Insight | DC 19 | DC 19 | DC 19 | DC 19 |
| Intimidate | DC 24 | DC 19 | DC 19 | DC 19 |
| Stealth | DC 19 | DC 24 | DC 19 | DC 14 |
| Streetwise | DC 19 | DC 19 | DC 14 | DC 24 |

## Success and Failure

This challenge does not follow the normal rules for skill challenges. Successful skill checks help the characters accomplish relatively minor goals but don't accrue toward a final goal for the challenge. Likewise, failures don't determine the end point of the challenge; they simply measure how much attention the characters draw to themselves over the course of their time in the city. The challenge ends when the characters accomplish whatever other goals they're pursuing in the city, which should be the object of one or more quests. The challenge defines the context for the characters' other activities in the city.

When the characters fail skill checks, they draw some amount of attention to themselves and put the town watch on a higher level of alert. Armed patrols increase in strength and frequency. The secret police send out agents to track down the characters. Eventually, if the characters are foolish or unlucky, Suderham becomes an armed camp in which it's impossible for the characters to move around safely.

Keep track of the failures the characters accrue over the course of the challenge. Each time they fail a check, consult "Effects of Failure," below. The characters suffer all the consequences shown for the number of failures they've accrued and for all lesser number of failures. For example, when the characters have failed five checks, the consequences noted for 5 failures, 4 failures, and 3 failures are all in effect in the city.

In addition, in the big, interconnected social web of a city, failure breeds failure. Each time the characters accrue a failure, also roll on the random events list.

If the characters lie low, staying out of sight or even leaving the city, the city slowly returns to normal. Each day that passes without the characters accruing any failures (whether because they succeed on all their checks or because they don't attempt checks), roll a d20. On a 10 or higher, subtract 1 failure from their accrued total.

At the end of the adventure, when the characters have finished their business in Suderham, award them 400 XP each for overcoming this 9th-level challenge.

## Effects of Failure

**Three or more failures:** The town guard schedules more patrols. Increase the DC of all Athletics and Stealth checks by 2.

**Four or more failures:** The secret police become more active in questioning townsfolk. Increase the DC of all Diplomacy and Streetwise checks by 2.

**Five or more failures:** The guard reserves are called into duty. Random encounter results of 6–10 become guard patrols in the military, wealthy, and official quarters (as if you had rolled a 15–20).

**Six or more failures:** The guards and secret police become more active. Increase all check DCs by an additional 2.

**Seven or more failures:** The city is on a high level of alert, with guards actively searching from house to house. Each time the characters attempt to take a short rest in a building or alley in town, roll a d20. On a 16 or higher, the characters encounter a guard patrol (as a random event result of 15–20). If they try to take an extended rest, a guard patrol encounter occurs on a roll of 10 or higher.

**Eight or more failures:** The town is in a state of combat readiness. All DCs increase by an additional 4, and all random events are guard encounters.

## Random Events

Life in the big city is full of surprises, and Suderham is no exception. Whenever the PCs take an action as part of this skill challenge (except evading pursuit), roll a d20 and consult the following list of events. If the characters are in the official quarter, add 5 to the roll. The characters might avoid any complications, they might take a penalty (or a bonus) to the skill check made as part of the challenge, or they might need to make a few checks to avoid a potentially dangerous situation.

If the PCs fail a check made as part of a random event, they do not suffer a failure for the skill challenge unless the event states otherwise.

**1-5:** No event.

ZOLTAN BOROS & GABOR SZIKSZAI

**6:** The PCs encounter a merchant who offers them 2 gp each if they'll help him unload his cart. To help, the characters must make a group Athletics check (DC 19) to unload his fragile goods. If they succeed, the merchant offers them a ride. Once, at a time of their choosing, they can arrange to travel from this quarter to any other without making skill checks.

**7:** A spy seeking to help free a slave notices the characters. With a successful group Diplomacy check (DC 24), the group gains access to the network of liberators in the city. The Streetwise DC for this quarter is reduced by 5. If the characters fail, the spy suspects them of being turncoats. Roll a d20 twice and take the higher result when rolling for random events in this quarter.

**8:** A group of slaves tries to escape. The characters can help them with a group Stealth check (DC 19) to avoid detection, help capture them with a group Athletics check (DC 19), or do nothing. If the characters assist the slaves and succeed, the next time they fail a check to travel in the city, a group of slaves who heard of the characters' valor provide a distraction and cancel the failure. If the characters fail to help them, they accrue a failure. If the characters capture the slaves, they gain a +2 bonus to all skill checks involving guard patrols if they succeed but take a -5 penalty to all checks involving slaves and those sympathetic to them whether they succeed or fail.

**9:** A gang of hobgoblin mercenaries picks a fight with a guard patrol on the street in front of the characters. The characters can jump into the fight or do nothing. If they help one side or the other, then for the next week, any guard patrol made up of the group they help ignores them on a d20 roll of 15 or higher. However, the characters take a -5 penalty to skill checks against patrols of the other side for the next week. Killing any combatants gives the characters 2 failures in the skill challenge.

**10:** A group of drunken off-duty soldiers tries to pick a fight with the characters. A successful group check using Bluff or Intimidate (DC 19) scares them off. On a failed check, the guards attack. If the characters defeat the guards, they gain a +2 bonus to all Intimidate checks in this quarter. If the characters kill any guards, they immediately accrue 3 failures in the challenge. Beating the guards unconscious brings no ill consequences (brawls are common here; the guards end up in the brig).

**11:** A cart loaded with goods topples over, blocking the street. The characters must make another check to travel through this quarter.

**12:** A thief runs past the characters, with a shopkeeper close behind. The characters can stop the thief with a group Athletics check (DC 19) or ignore him. If they ignore him, the shopkeeper curses at them and attracts a guard patrol. If they catch the thief, the shopkeeper covers them with praise, and the next time the characters are pursued by guards in this quarter, they can hide in the shopkeeper's business and automatically escape detection.

**13:** The characters come across an old building. A group check using History or Religion (DC 19) allows them to realize it was once a temple of Tiamat, the god of greed, and should have a secret meeting chamber in the back. If the characters are chased in this quarter, they can make Stealth checks with a +5 bonus by hiding in that chamber.

**14:** A horde of rats emerges from a nearby sewer grate, throwing the street into chaos. Each character must attempt an individual Athletics check (DC 19) to avoid the rats. A character who fails this check takes 1d10 + 5 damage. A character who inspects the grate sees that, although it is too narrow for a humanoid to fit through, it does open to a wide tunnel. A successful group check using History or Streetwise (DC 19) allows the characters to find a nearby entrance to the sewer tunnels. From now on, the characters can use the tunnels to travel in this quarter without making skill checks. Each time the characters use the tunnel, though, one character must make an unaided History check (DC 19) to plot a usable path to the party's destination. If this check fails, the characters encounter monsters that lurk in the sewers.

**15-20:** The characters run into a guard patrol and must make a group check to avoid the guards. Roll a d20 to determine what type of patrol they encounter and what skills they can use to evade the patrol.

*1-9:* 1d6+1 hobgoblin soldiers (*Monster Manual*, page 139). The group check can use Athletics (DC 14), Bluff (DC 19), Diplomacy (DC 24), Intimidate (DC 19), or Stealth (DC 14). These hobgoblin mercenaries are poorly paid and undisciplined. They are eager for a fight (thus the high Diplomacy DC) but are inattentive as they patrol (allowing low Athletics and Stealth DCs).

*10-20:* 2d4 human guards (*Monster Manual*, page 162). The group check can use Athletics (DC 19), Bluff (DC 14), Diplomacy (DC 19), Intimidate (DC 24), or Stealth (DC 19). An Insight check (DC 19) reduces the DC for either Diplomacy or Intimidate by 5 (determine at random) as the character notes the guards' moods—either eager to move on or easily cowed. The human guards are thorough in their work but seek any excuse to avoid a fight. They are well paid, and dead men can't spend their gold at the local pub.

*Failure:* If the PCs fail their group check to avoid the guards, they accrue 1 failure in the challenge, and the guards try to arrest them. The characters can fight or flee. If the PCs fight, they accrue 3 additional failures if they kill any guards. At the end of each round of combat, roll a d20. On a result of 16 or higher, another guard patrol arrives on the scene. On each round after the first, apply a cumulative +2 modifier to this check.

CHAPTER 4

# Customizing Monsters

**The Monster** *Manual* books offer hundreds of enemies to include in your encounters, but you can further customize these monsters, to tailor them to fit the feel and flavor of your campaign. This chapter adds more elements to your DM's toolbox by expanding the options from the *Dungeon Master's Guide* and adding a new tool: monster themes.

This chapter includes the following sections:

- **Monster Themes:** Each monster theme provides a suite of powers you can draw upon to add to existing monsters or use when you create new monsters. You then create thematic links across encounters, even when using monsters that might not normally be associated with each other. The section also details nine themes drawn from D&D lore.
- **Templates:** First introduced in the *Dungeon Master's Guide*, this section on templates includes more than a dozen new monster templates, as well as class templates for each of the nine classes from *Player's Handbook 2* and the *Forgotten Realms® Player's Guide*.
- **Creating Monsters:** Updated guidelines for how to create your own elites, solos, and minions.

GEORGI SIMEONOV "CALADER"

# Monster Themes

Many of the iconic monsters of D&D come in themed groups or varieties, from packs of slavering gnolls to the deceptive rakshasas. These creatures share not only physical traits, but also tactics and even powers. Encounters with these creatures take on a distinctive flavor because of these shared characteristics.

Using the monster themes presented here, you can add that same distinctive flavor to any array of creatures. Each theme provides story-based and mechanical changes that modify existing monsters to better fit the flavor you've chosen. For example:

- A troglodyte curse chanter whispers a blasphemous prayer to Demogorgon and brings madness to her enemies.
- The proximity of Telven Vale to the Feywild imbues many of its denizens—including a tribe of ogres—with powers of stealth and trickery.
- Kobolds dedicated to Tiamat ignore the streams of acid that drip from the ceiling of their accursed temple . . . and unleash their own acidic breath upon unwary intruders.

Each monster theme begins with an explanation of the theme, then presents a suite of options for customizing your monsters. These options include story-based changes—such as alterations to a monster's appearance or behavior—as well as mechanical adjustments in the form of new powers and skill modifications. Finally, each theme includes a sample stat block showing how you can customize an existing monster by using the theme.

You can use these themes to modify existing creatures, to tweak your own creations, or to serve as the nucleus of an entirely new monster. Most of the advice here concerns modifying existing monsters. See the sidebar "Designing Your Own Themed Monsters" for how to use this concept in conjunction with creating your own monsters from scratch.

## Using Themes

Applying a monster theme is a straightforward procedure. You don't need to rebuild the monster's stat block—you can run the monster with a few extra notes jotted in the margin that detail its new powers.

**Step 1. Choose a Theme:** If you're thinking about this idea, you've probably already picked out a theme that works for your campaign. But if you don't see one that fits, you can craft one easily. See "Designing Your Own Themes" for details.

**Step 2. Choose a Monster:** After you've selected the theme, pick the monster you want to modify.

Some themes work better with particular kinds or roles of monsters, and within the theme each power describes the roles it fits best. For example, the Demogorgon theme works well with brutes, because many of the new powers described in that theme are designed to fit those monsters. You can choose to modify a lurker or a soldier with one of these powers, but keep in mind that the modified monster is going to end up feeling a bit like a brute. This doesn't change the monster so much that it can't fulfill its original role, so you shouldn't change its role.

One exception: If you give a monster a leader power, the monster gains the leader role.

**Step 3. Choose Story Changes:** A theme is more than a menu of new powers. It also has a story template that you can use to turn a mundane creature into a unique opponent.

It's easy to forget about description and story elements when assembling a monster's statistics and powers, but story plays an important role in how a monster functions in a game. A monster without a good story is merely a pile of numbers, and that frequently leads to forgettable encounters or adventures.

When adding a theme to a monster, note how its appearance or behavior changes. These changes should reflect not only the monster's altered powers, but also its new allegiance to a specific deity, primordial, or other villainous master.

This step could just as easily occur after choosing the new powers. In fact, some powers might suggest particular story alterations, and vice versa, so you might jump back and forth between these two steps.

**Step 4. Choose Powers:** After selecting the theme, the monster, and any story-based changes, you need to choose the powers to add.

Choose one attack power and one utility power from the theme and add those to the monster's stat block. You can also apply some or all of the skill modifications in a theme description, though this isn't necessary.

*Attack Powers:* Each theme includes a number of different attack powers. Some are new at-will attack powers, while others are per-encounter or recharge-based enhancements to the monster's existing basic attacks. In some cases, powers in this category don't include an attack, but instead enhance the monster's offensive prowess in other ways.

*Utility Powers:* In addition to attack powers, each theme also includes options that don't involve attack rolls or directly deal damage, such as beneficial auras, healing powers, special movement options, situational benefits, and so on.

In most cases, adding a utility power doesn't alter a monster's core identity or tactics as drastically as adding a new attack power.

## THEMED GROUPS

When first experimenting with themes, try to limit yourself to no more than one or two themed monsters in any given group. This helps you deal with the added complexity more gradually, and it also helps spotlight these "new" monsters for your players.

For instance, debuting a full tribe of Demogorgon-themed troglodytes is exciting, but allowing the players to meet these new troglodytes gradually enhances the unique nature of the monsters. Players can become inured to special monsters if you overuse them, so dole them out with care . . . that is, until you unleash a whole pack of Demogorgon-themed zombies with *lashing tentacles* and *carnage* in a big, climactic encounter!

Within a themed group, strike a balance between uniformity and variety. It's fine if all the themed monsters in an encounter display the same "new" at-will power, but in that case their encounter and utility powers should have more variety.

When themed monsters appear repeatedly in an adventure—a good thing, by the way, since it draws attention to the importance of the theme—use the same combination of monster plus changes so that your players start learning the connections.

For example, if the opening encounter of your adventure features a pair of Legion of Avernus dwarf hammerers with *inspiring death*, make sure the dwarf hammerers in the fourth encounter use the same power. Players feel rewarded when they figure out even the simplest of puzzles, and even though "dwarf hammerer plus *inspiring death*" doesn't seem like a puzzle to you, from the other side of the screen that realization can feel like an epiphany.

## DESIGNING THEMES

If your campaign includes a particularly notable master villain, cult, or thematic element, consider creating a monster theme tied to that story element. Doing so is easier than crafting new monsters from scratch, but it has a similar effect: enemies with a unique feel that stand out from the everyday foes.

A theme is composed of two main parts: the story elements and the mechanical elements (the powers). When these two parts work well together, you and your players will remember the encounters featuring the themed monsters.

Start with the story of your theme to form an idea of where your theme is going. The answers to these two questions can point you in the right direction.

**What's the basic concept?** This first step points the way for everything to come. For example, are you modeling monsters on your archvillain, are you detailing an organization, or are you positing a regional influence on the monsters?

**How do the monsters visibly demonstrate the theme?** These visible cues help players understand what they face. Do your themed monsters wear a different style of clothing? Are they physically misshapen? What do their new powers look like in use?

After you have the story basics, move to the mechanical elements of attack and utility powers. In many cases, your story choices point toward particular powers. For example, if you intend to create a monster theme based on the Prince of Frost and his Winter Fey (see *Manual of the Planes*), you already know that cold-themed powers are a good choice.

Aim for two to five new powers in each new category. If you use too small a range of powers, all your themed monsters start feeling the same. Use too many, and it becomes hard for players to recognize the theme when they see it.

Link the powers strongly to the theme, avoiding generic effects that any monster could have. Ideally, a player encountering one of these monsters should identify it as belonging to the theme: "Hey, those zombies have tentacles for arms . . . keep your eyes open for a priest of Demogorgon around here somewhere!"

Also, as you can see from the themes presented here, it's fine to reuse (or adapt) existing monster powers. That's particularly true when the theme you're creating is linked to or based on that monster.

Attack powers include anything that deals damage or adds offensive punch to an attack. Damaging auras, harmful conditions, and extra-damage conditional effects all count as attack powers.

Utility powers include anything that isn't an attack. Healing effects, ally boosts, special movement, and defensive benefits are all examples.

When crafting a power, you might have to scale its effect by level or tier. See the examples in this chapter for guidance.

### THEMES FOR MINIONS

Using a theme with a group of minions can be a great way of showcasing the theme, since its effect is multiplied over several monsters. However, when a theme power mentions an amount of damage or an amount of healing, halve that value (rounding down) when you give the power to a minion.

For dice of damage or healing, convert the value to half the average result. For example, a kobold minion with *dragon breath* would deal 2 damage to enemies in the blast (rather than 4.5, which is the average result of a 1d8 roll).

This method keeps a big group of minions from having too great an impact on combat.

# DEMOGORGON CULTIST

One of the mightiest of demon lords, Demogorgon is a two-headed fiend who embodies madness and absolute destruction. The Prince of Demons commands his followers to engage in wanton destruction, laying waste to all that they find.

Demogorgon finds most of his adherents among troglodytes, kuo-toas, ogres, and other savage humanoids given to mindless, destructive violence. His human cults arise in times of chaos, when brute strength and blood lust allow even the weakest peasant to survive and, in the madness of battle, flourish. Other creatures that might align themselves to Demogorgon's cause include ettins, trolls, giants, titans, the occasional aberrant monster, and of course, demons. Worshipers of Demogorgon keep beasts such as drakes or otyughs as pets, and particularly vicious magical beasts—even rare dragons—might throw in with a cult dedicated to this demon prince.

Brutes, controllers, and skirmishers make the best Demogorgon-themed monsters. Some powers in this theme upgrade the monster's melee prowess, while others exemplify the madness inherent in the Demon Prince's cultists.

Creatures of this theme display bestial, even inhuman characteristics, such as forked tails or even tentacles instead of (or in addition to) arms. Extraordinarily dedicated followers sometimes boast two heads.

Demogorgon appears in *Monster Manual 2*, along with a number of related monsters.

**Skill Modification:** +2 bonus to Intimidate checks.

## Attack Powers

Demogorgon's cultists favor overwhelming force, preferably delivered quickly, to defeat their enemies. His priests enjoy magic that twists and turns their enemies' minds.

### Death Fury

*Death fury* turns melee-oriented monsters into ravening terrors of pure damage. The power is ideal for a brute or a soldier and is well suited for monsters with few other attack powers. You might try giving it to a troglodyte mauler so that it can mark multiple characters each round while bloodied even as it accelerates its own demise by drawing more attacks.

**Death Fury** (minor; usable only while bloodied; encounter)
Until the end of the encounter, this creature can make two melee basic attacks as a standard action, each with a -2 penalty to the attack roll. After this creature uses *death fury*, the only attack powers it can use until the end of the encounter are basic attacks.

### Dominating Glare

This power is ideal for a controller or a creature that enjoys being surrounded by enemies. An oni night haunter, for example, might dive into battle before unleashing a *dominating glare*.

**Dominating Glare** (standard; recharge ⚅) ✦ **Psychic**
Close blast 3; targets enemies; level + 3 vs. Will; the target is dominated until the end of this creature's next turn.

### Lashing Tentacles

When added to a melee-based monster, this aura slightly increases its damage output. For a monster that favors ranged attacks, *lashing tentacles* serves as an incentive for enemies to keep their distance. Try applying this power to artillery, brutes, or controllers. An ogre warhulk with *lashing tentacles* growing from its shoulders makes for an imposing—and potent—foe, particularly as it wades into the middle of the party to subject multiple characters to the aura.

**Lashing Tentacles** (**Fire**) aura 1; any enemy that enters the aura or starts its turn there takes 2 fire damage.
*Level 11:* 4 fire damage.
*Level 21:* 6 fire damage.

### Maddening Strike

*Maddening strike* works best for brutes and controllers that are likely to be in the thick of melee. An immolith can use its reach to deliver a *maddening strike* against one character adjacent to another.

**Maddening Strike** (standard; encounter)
This creature makes a melee basic attack. If the attack hits, the target makes a melee basic attack as a free action against a creature of this creature's choice.

## Utility Powers

These powers favor large groups of melee combatants.

### Carnage

Give this power to brutes, skirmishers, or soldiers that fight in teams, allowing them to grant the bonus to each other. Kuo-toa guards that have *carnage* can seize the PCs' attention when they gang up on the characters.

**Carnage**
This creature gains a +1 bonus to melee attacks if one or more of its allies are adjacent to its target.

## Demonic Frenzy

A monster that has *demonic frenzy* should spend plenty of time in the middle of combat. Pair it with multiple brutes or soldiers (specifically leaders) to maximize the effect. An ogre warhulk with *demonic frenzy* surrounded by a bunch of ogre savages makes a tough encounter.

**Demonic Frenzy** aura 5; any bloodied ally within the aura gains a +1 bonus to attack rolls.

## Dual Brain

Though useful for any monster, *dual brain* is particularly helpful for elite and solo monsters—or any monster with a low Will—since it prevents them from being taken out of the fight for long by mental effects. This feature manifests physically as a second, mostly vestigial head sprouting from the monster's shoulders. Two-headed barlguras with *dual brain* are tough to slow down with mental effects.

**Dual Brain**
At the end of this creature's turn, it saves against dazed and stunned conditions and charm effects.

## Threatening Reach

A Large or Huge brute or soldier can influence a wider swath of the battlefield with this power. This ability typically manifests as long, sinewy limbs that look like tentacles. A squad of ogre thugs with *threatening reach* can create an effective wall between the characters and a villain.

**Threatening Reach**
This creature can make opportunity attacks against any enemy within the reach of its melee basic attack.

**Ettin Spirit-Talker of Demogorgon** **Level 12 Elite Controller (Leader)**
Large natural humanoid (giant) XP 1,400

**Initiative** +6 **Senses** Perception +17
**Demonic Frenzy** aura 5; any bloodied ally within the aura gains a +1 bonus to attack rolls.
**Lashing Tentacles (Fire)** aura 1; any enemy that enters the aura or starts its turn there takes 4 fire damage.
**HP** 252; **Bloodied** 126
**AC** 28; **Fortitude** 27, **Reflex** 21, **Will** 26
**Saving Throws** +2
**Speed** 6
**Action Points** 1

**Club** (standard; at-will) ✦ **Weapon**
Reach 2; +17 vs. AC; 1d8 + 7 damage, and the target is pushed 1 square.

**Curse of Shattered Bone** (standard; at-will)
Ranged 10; +15 vs. Will; the next time the spirit-talker hits the target with a melee attack, the attack is treated as a critical hit and deals 1d12 extra damage. The curse lasts until the end of the ettin spirit-talker's next turn.

**Spirit Call** (standard; recharge ⚄ ⚅) ✦ **Necrotic**
Close burst 5; +15 vs. Fortitude; 2d6 + 6 necrotic damage, and the target slides 3 squares.

**Double Actions**
At the start of combat, the ettin spirit-talker makes two initiative checks. Each check corresponds to one of the ettin spirit-talker's heads, and the ettin spirit-talker takes a turn on each initiative count. The ettin spirit-talker has a full set of actions on each of its turns, and its ability to take an immediate action refreshes on each turn.

**Dual Brain**
At the end of each of its turns, the ettin spirit-talker saves against dazed and stunned conditions and charm effects.

**Alignment** Chaotic evil **Languages** Giant
**Skills** Intimidate +10, Religion +12

| | | |
|---|---|---|
| **Str** 25 (+13) | **Dex** 10 (+6) | **Wis** 23 (+12) |
| **Con** 22 (+12) | **Int** 13 (+7) | **Cha** 15 (+8) |

**Equipment** hide armor, 2 clubs

# Encounter Group

An ettin spirit-talker leads a disparate war band of cultists devoted to the two-headed demon prince. They roam the countryside, destroying all in their path.

**Level 13 Encounter (XP 4,200)**
- 1 ettin spirit-talker of Demogorgon (level 12 elite controller)
- 1 hill giant (level 13 brute; *Monster Manual*, page 121)
- 2 kuo-toa marauders (level 12 skirmisher; *Monster Manual*, page 172)
- 1 mezzodemon (level 11 soldier; *Monster Manual*, page 58)

CHIPPY

# Feywild Denizen

The denizens of the Feywild are known for their stealth and trickery. From the wily gnome to the graceful eladrin, these creatures display abilities that allow them to elude attack and escape pursuit.

The Feywild Denizen theme allows you to add elements of these iconic creatures to other monsters. Whether you want to craft the perfect pet for an eladrin hunting party or build a singularly elusive squad of enemies to frustrate your characters, this theme offers a variety of options to suit your tastes.

This theme appears commonly among fey and natural creatures. Any type of creature might have the Feywild Denizen theme, from humanoids such as elves or gnolls to animates such as a shambling mound. Skirmisher, controller, and lurker abilities mesh well with the powers provided by this theme.

You can add this theme to creatures that already have fey-themed powers (such as eladrin or gnomes) to enhance their fey nature, or layer it onto other creatures—deathjump spiders, vine horrors, or wights—to create a connection to the plane. Such creatures might be natives unusual to the plane or might have taken on fey properties due to the Feywild's influence on their home region.

Creatures of the Feywild Denizen theme appear more lithe and agile than their unmodified counterparts. They might have luminous, pupilless eyes, melodic voices, or faintly glowing auras.

**Origin:** The creature's origin becomes fey.

**Skill Modifications:** +2 bonus to Acrobatics, Bluff, Nature, and Stealth checks.

## Attack Powers

Creatures that have the Feywild Denizen theme favor attacks that harass and frustrate foes. The powers available in this theme favor monsters that like to keep enemies at bay or launch ambushes.

### Befuddling Shot

This power gives the allies of artillery, controller, or lurker monsters combat advantage and the chance to move away from the target without provoking opportunity attacks. An ettercap webspinner can use *befuddling shot* with its *web net* so that its fang guard allies can deliver *spider bites* with combat advantage.

**Befuddling Shot** (standard; encounter)
This creature makes a ranged at-will attack. If the attack hits, the target is dazed until the end of its next turn.

### Beguiling Strike

Controllers and lurkers like this power because they have melee attacks but dislike being attacked in return. Don't use this power for brutes or soldiers, because they're supposed to be attacked. A specter that pops up in the middle of the party and unleashes its *beguiling strike* can cause a cascade of opportunity attacks against the target.

**Beguiling Strike** (standard; encounter) ✦ **Charm**
This creature makes a melee basic attack. If the attack hits, the target is beguiled (save ends). While the target is beguiled, it makes an opportunity attack against any one of its allies that attacks the creature that used *beguiling strike* on it.

### Distracting Illusion

An at-will attack that can slow multiple characters is great for any artillery or controller monster that favors ranged and area attacks, because it keeps the characters at a distance. It also prevents characters from breaking away from a combat to pursue another foe. A cyclops impaler that has *distracting illusion* uses it to prevent the PCs from evading its cyclops warrior allies.

**Distracting Illusion** (standard; at-will) ✦ **Illusion**
Area burst 2 within 10; level + 5 vs. Will; the target is slowed and can't shift until the end of this creature's next turn.

### Surprise Attack

Add this power to an artillery or a lurker that has a good Stealth modifier or an invisibility power. An elf

VINCENT DUTRAIT

archer with *surprise attack* takes on a strong lurker flavor, using its Stealth skill to become hidden before launching a longbow attack.

**+ or ↣ Surprise Attack** (standard; usable while this creature is hidden; recharge ⚄ ⁞⁞)
This creature makes a melee or ranged at-will attack that deals 1d8 extra damage.
*Level 11:* 2d8 extra damage.
*Level 21:* 3d8 extra damage.

# Utility Powers

Feywild creatures are known for their stealth and trickery, and these powers reflect those qualities.

## Change Shape

This power is great for keeping characters from knowing what they're facing until it's too late. Only humanoid monsters can use this power. A medusa archer's snaky hair gives its identity away—unless it has *change shape*.

**Change Shape** (minor; at-will) ✦ **Polymorph**
The creature can alter its physical form to appear as an attractive humanoid of its size and any race or gender (see "Change Shape," *Monster Manual* 2, page 216).

## Fade Away

*Fade away* performs double duty as a defensive power and as a way for an artillery monster, a lurker, or a skirmisher to gain combat advantage for its next barrage of attacks. Don't use it for monsters that are supposed to draw attention (including brutes and soldiers). A stirge with *fade away* that grabs a character becomes harder to kill, since you can hit it only once before it turns invisible for a round.

**Fade Away** (immediate reaction, when this creature takes damage; encounter) ✦ **Illusion**
The creature becomes invisible until it attacks or until the end of its next turn.

## Fey Step

This power gives an artillery monster a quick escape, allowing it to keep launching ranged attacks from a safe distance. It also works well for skirmishers and soldiers, particularly those that benefit from positioning on the battlefield (such as flanking). A macetail behemoth with *fey step* can teleport into the middle of a group of enemies to use *tail sweep*—much easier than moving normally!

**Fey Step** (move; encounter) ✦ **Teleportation**
This creature teleports 5 squares.

## Feywild Positioning

This power can change a combat significantly, bringing a controller's or skirmisher's allies from vulnerable positions into superior ones. Use it to set up (or escape from) flanks, converge on a bloodied character, or slip away through difficult terrain. A gnoll claw fighter can use *Feywild positioning* to allow its allies to shift adjacent to a foe, so it can deal extra damage with *pack attack* in the next round.

**Feywild Positioning** (minor; encounter)
Each fey ally within 5 squares of this creature can shift 2 squares as a free action. The creatures ignore difficult terrain during the shift.

**Fey Bodak Skulk** **Level 16 Lurker**
Medium fey humanoid (undead) XP 1,400

**Initiative** +16 **Senses** Perception +10; darkvision
**Agonizing Gaze** (**Fear, Gaze, Necrotic**) aura 5; each creature within the aura that makes a melee or a ranged attack against the bodak skulk takes 5 necrotic damage before the attack roll is made and takes a -2 penalty to the attack roll.
**HP** 124; **Bloodied** 62
**AC** 29; **Fortitude** 29, **Reflex** 27, **Will** 29
**Immune** disease, poison; **Resist** 15 necrotic; **Vulnerable** 5 radiant; a bodak skulk that takes radiant damage cannot weaken a target until the end of its next turn.
**Speed** 6
⊕ **Slam** (standard; at-will) ✦ **Necrotic**
+21 vs. AC; 1d6 + 5 damage plus 2d6 necrotic damage, and the target is weakened until the end of the bodak skulk's next turn.
**+ Surprise Attack** (standard; usable while the bodak skulk is hidden; recharge ⚄ ⁞⁞)
The bodak skulk makes a melee at-will attack that deals 2d8 extra damage.
↣ **Death Gaze** (standard; encounter) ✦ **Gaze, Necrotic**
Ranged 10; targets a living creature; +19 vs. Fortitude; if the target is weakened, it drops to 0 hit points; otherwise, the target takes 1d6 + 6 necrotic damage and loses a healing surge.
**Spectral Form** (standard; at-will)
The bodak skulk becomes invisible and gains insubstantial and phasing. It can do nothing but move in its spectral form, and it can return to its normal form as a free action.
**Change Shape** (minor; at-will) ✦ **Polymorph**
The bodak skulk can alter its physical form to appear as an attractive humanoid of its size and any race or gender (see "Change Shape," *Monster Manual* 2, page 216).
**Skills** Stealth +14
**Alignment** Evil **Languages** Common
**Str** 21 (+13) **Dex** 19 (+12) **Wis** 15 (+10)
**Con** 22 (+14) **Int** 6 (+6) **Cha** 23 (+14)

# Encounter Group

A ruthless eladrin uses a couple of bodak skulks infused with fey powers as bodyguards and also to hunt his enemies.

**Level 17 Encounter (XP 8,400)**
- 2 fey bodak skulks (level 16 lurker)
- 1 bralani of autumn winds (level 19 controller; *Monster Manual*, page 102)
- 2 firebred hell hounds (level 17 brute; *Monster Manual*, page 160)

# GOBLIN ALLIES

The prolific, ill-tempered creatures known as goblins—including their hobgoblin and bugbear cousins—live in nearly every corner of the world. By extension, then, they live near almost every kind of creature in the world. From time to time, these tribes adopt, enslave, or domesticate nongoblins. Some of these creatures serve the goblins, while others live alongside them or even lead them.

Whatever their place in the tribe, these creatures inevitably learn new tricks from the goblins around them. Hobgoblins teach military tactics and discipline, while bugbears share their predatory, bullying ways. And of course, you can't live in a goblin tribe without picking up basic methods of sneaky survival.

Common goblin-friends include pets such as wolves, worgs, and drakes. Ogres, ettins, and other big humanoids find work as guards in goblin society. Some hobgoblin tribes welcome devils in their midst, and in rare instances a truce between goblins and a rival humanoid tribe (such as lizardfolk) might lead to a sharing of traditions. Of course, goblins of all kinds also learn tricks from each other, so the sight of bugbears learning hobgoblin discipline or tough goblins learning to bully the smaller among them are quite common.

Although physical changes aren't common to monsters that have this theme, such creatures bear particular symbols of the tribe. These might take the form of crude icons painted onto armor, garish tattoos, or simple brands.

If your campaign features more than one notable goblin tribe, differentiate them by choosing dissimilar pets and allies (or powers) for each tribe. For instance, if the mighty Red Hand tribe is known for its drakes and ogres, perhaps the lowly Broken Spear clan favors wolves and enslaved kobolds.

**Skill Modifications:** +2 bonus to Athletics checks or Stealth checks. The Athletics bonus represents hobgoblin-style military training, while the Stealth bonus is picked up from hanging around with goblins and bugbears.

## Attack Powers

This selection includes options flavored for all three of the main kinds of goblins.

### Minion Sacrifice

This power works best in the hands of an artillery monster, a controller, or a lurker that leads minions from a distance. Effectively, it turns each minion into a one-use ranged attack. A goblin hexer feels little remorse when ordering its goblin cutter minions to throw themselves onto the swords of its enemies. With its *incite bravery* power, it can even maneuver them into the ideal position.

**Minion Sacrifice** (standard; at-will)
Area burst 1 within 10; targets one enemy adjacent to this creature's minion ally; level + 7 vs. AC; the target is dazed until the end of this creature's next turn. One minion ally adjacent to the target drops to 0 hit points.

### Predatory Eye

Give this power to a brute, a lurker, or a skirmisher that can achieve combat advantage easily. Some bugbears teach this trick to their dire wolf pets.

**Predatory Eye** (minor; encounter)
This creature deals 1d6 extra damage on the next attack it makes against a creature granting combat advantage to it. It must apply this bonus before the end of its next turn.
*Level 11:* 2d6 extra damage.
*Level 21:* 3d6 extra damage.

### Tactical Opportunity

This power draws melee attacks from adjacent goblin allies to this creature. Thus, a soldier monster that has this power pairs well with any goblin that doesn't like to be attacked (which includes most goblins). With his reach, the human guard can make excellent use of this power (since he doesn't have to be adjacent to the triggering attacker).

**Tactical Opportunity** (immediate reaction, when an enemy misses an ally and that ally uses *goblin tactics*; at-will)
This creature makes a melee basic attack against the triggering enemy.

### Tactical Orders

From sneaky goblins to tactical hobgoblins to predatory bugbears, virtually all goblin brutes, controllers, and soldiers (leaders are best) benefit from good positioning. A hobgoblin commander who has *tactical orders* can turn a rabble of goblin cutters, blackblades, and sharpshooters into a deadly threat by enhancing their existing benefits from combat advantage.

**Tactical Orders** aura 5; any bugbear, hobgoblin, or goblin ally within the aura deals 1d6 extra damage to a creature granting combat advantage to it (or 1 extra damage if the ally is a minion).

# Utility Powers

Most of these powers are designed to benefit groups of allies, from the great numbers favored by *bullying demeanor* to the hobgoblin allies required by *phalanx soldier* and *rallying cry*.

## Bullying Demeanor

This power works best when you give it to a brute or a soldier that has the most hit points in the group and surround it with lower-level allies (or even minions). A bugbear warrior with *bullying demeanor* brings along a dozen goblin cutters to make him feel tough.

**Bullying Demeanor**
This creature gains a +2 bonus to melee attack rolls while its allies (including itself) outnumber its enemies. While no ally is within sight, this creature takes a -2 penalty to all defenses.

## Goblin Tactics

This power works well for artillery, lurker, and skirmisher monsters both as an escape maneuver and as a positioning trick (to flank a foe). Goblin tribes sometimes train gray wolves in *goblin tactics*, allowing the beasts to take up the flanking positions they and their goblin masters enjoy.

**Goblin Tactics** (immediate reaction, when missed by a melee attack; at-will)
This creature shifts 1 square.

## Phalanx Soldier

A minion or a soldier that has this power needs hobgoblins around to benefit from it, so use it in groups. A bugbear warrior trained to fight in an orderly fashion alongside its hobgoblin allies can become a dangerous foe.

**Phalanx Soldier**
This creature gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it. This creature also counts as a hobgoblin for the purpose of other creatures' *phalanx soldier* ability.

## Rallying Cry

Thanks to *hobgoblin resilience*, this power, which works well with a brute or a soldier, is likely triggered during most combats, as long as the creature stays near its hobgoblin allies. A bugbear warrior (perhaps trained by hobgoblin commanders) appreciates this power, particularly when it teams up with a bunch of hobgoblin grunts.

**Rallying Cry** (immediate reaction, when a hobgoblin ally within 2 squares of this creature saves; encounter)
This creature gains temporary hit points equal to 3 + its level.

**Young Blue Dragon Goblin Ally** **Level 6 Solo Artillery**
Large natural magical beast (dragon) XP 1,250

**Initiative** +5 **Senses** Perception +10; darkvision
**Tactical Orders** aura 5; any bugbear, hobgoblin, or goblin ally within the aura deals 1d6 extra damage to a creature granting combat advantage to it (or 1 extra damage if the ally is a minion).
**HP** 296; **Bloodied** 148; see also *bloodied breath*
**AC** 23; **Fortitude** 24, **Reflex** 21, **Will** 21
**Resist** 15 lightning
**Saving Throws** +5
**Speed** 8, fly 10 (hover), overland flight 15
**Action Points** 2

⊕ **Gore** (standard; at-will) ✦ **Lightning**
Reach 2; +11 vs. AC; 1d6 + 5 plus 1d6 lightning damage.

⊕ **Claw** (standard; at-will)
Reach 2; +9 vs. AC; 1d4 + 5 damage.

**Draconic Fury** (standard; at-will)
The dragon makes a gore attack and two claw attacks.

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Lightning**
The dragon targets up to three creatures with its lightning breath; the first target must be within 10 squares of the dragon, the second target within 10 squares of the first, and the third target within 10 squares of the second; +11 vs. Reflex; 1d12 + 5 lightning damage. *Miss:* Half damage. This attack does not provoke opportunity attacks.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +11 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Lightning Burst** (standard; at-will) ✦ **Lightning**
Area burst 2 within 20; +11 vs. Reflex; 1d6 + 4 lightning damage. *Miss:* Half damage.

**Phalanx Soldier**
The young blue dragon gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it. The dragon also counts as a hobgoblin for the purpose of other creatures' *phalanx soldier* ability.

**Alignment** Evil **Languages** Common, Draconic
**Skills** Athletics +20, Insight +10, Nature +10
**Str** 20 (+8) **Dex** 15 (+5) **Wis** 14 (+5)
**Con** 18 (+7) **Int** 12 (+4) **Cha** 13 (+4)

# Encounter Group

Hobgoblins enjoy raising fierce pets, and what creature fits that description better than a dragon?

**Level 9 Encounter (XP 2,066)**
- 1 young blue dragon goblin ally (level 6 solo artillery)
- 1 hobgoblin commander (level 5 soldier; *Monster Manual*, page 140)
- 7 hobgoblin warriors (level 8 minion; *Monster Manual*, page 138)

Of the many vast armies that have marched across the fiery plains of the Nine Hells, none is as well known to mortals as the infamous Legion of Avernus. Named for the uppermost layer of the Hells, this army theoretically owes its allegiance to the pit fiend Bel. In reality the legion has no one ruler, since its teachings and influence have long since spread beyond the astral dominion of the devils.

Today, splinter groups calling themselves the Legion of Avernus exist across the world and even on other planes. These groups frequently serve as mercenaries for anyone willing to meet their high price. They care little for the cause and are willing to kill anyone, anywhere . . . with one exception: Some say that no legionnaire will ever knowingly battle another, even if they belong to different platoons bearing no alliance other than their shared origin.

Veterans of the legion invariably bear scars both physical and mental from their inhumanly intense training regimen. Their loyalty to one another bears no question; to the last member, every unit lays down its life for the legion.

Though the group was once entirely made up of devils, humanoids now compose the largest section of the Legion of Avernus. Humans and hobgoblins are common among the legion, but many tieflings, dwarves, dragonborn, and half-orcs find the legion to their liking as well.

The legion trains mighty beasts such as rage drakes, owlbears, and dire wolves to fight alongside its soldiers.

Most members of the legion are (or soon become) evil; it's just too hard to engage in emotionless slaughter without turning dark inside, and the legion has no room for sensitive souls. However, chaotic evil creatures lack the discipline to survive long in the legion.

Particularly infamous legion platoons include the Broken Fangs (a squadron of hobgoblins and low-level devils, with several dire wolves and a young red dragon), and the Infernal Infantry (a group of azers and legion devil veterans led by a fire giant forge-caller named the Crimson General).

**Skill Modifications:** +2 bonus to Athletics, Endurance, and Intimidate checks.

## Attack Powers

The attack powers of the Legion of Avernus reward good positioning and tactics.

### Fire Shield

This power adds a bit of damage-dealing ability to a melee-based monster, or provides stay-away incentive when fighting more fragile foes. A tiefling heretic's *fire shield* gives PCs a good reason to stand back.

**Fire Shield** (**Fire**) aura 1; each enemy that enters the aura or starts its turn there takes 2 fire damage.
*Level 11:* 5 fire damage.
*Level 21:* 8 fire damage.

### Infernal Wound

Give this power to a soldier that otherwise lacks the ability to mark PCs. A squad of hobgoblin warriors with *infernal wound* keeps the PCs' attention away from the hobgoblins' leaders.

**Infernal Wound** (standard; recharge ⚄ ⚅)
This creature makes a melee basic attack. If the attack hits, the target is marked and takes ongoing 5 damage (save ends both).

### Inspiring Death

This power works best in the hands of any minion or soldier likely to die before its comrades do. Legion devils of any level are proud to offer their platoon an *inspiring death*.

**Inspiring Death** (when this creature drops to 0 hit points)
One ally within 2 squares of this creature gains a +2 bonus to the next attack roll and damage roll it makes before the end of that ally's turn.

### Minion Sacrifice

A minion ordered by an artillery, a controller, or a lurker monster to throw itself onto the blade of a PC is sure to call attention to itself, so make sure you have plenty of legion devil minions of the appropriate level. A tiefling darkblade with *minion sacrifice* can throw minion after minion at the characters while hidden, setting up its other allies to take advantage of the dazed targets.

**Minion Sacrifice** (standard; at-will)
Area burst 1 within 10; targets one enemy adjacent to this creature's minion ally; level + 7 vs. AC; the target is dazed until the end of this creature's next turn. One minion ally adjacent to the target drops to 0 hit points.

## Utility Powers

The following powers represent both tactical training and physical hardening.

### Fire Resistance

Pair a fire-resistant creature with fire-using allies for maximum effect. A cambion hellfire magus doesn't need this resistance . . . but the rakshasa warriors serving it appreciate the protection from its *soulscorch* power.

STEVE ARGYLE

**Fire Resistance**
This creature gains resist 10 fire.
*Level 11:* Resist 20 fire.
*Level 21:* Resist 30 fire.

## Legion Initiative

This power benefits monsters that want to choose where the fight occurs, whether by charging at PCs before they can react or by moving to a more defensible position. Bearded devils with *legion initiative* can win initiative more easily, exposing PCs to their *beard tendrils* aura when the characters' first turn comes up.

**Legion Initiative**
This creature gains a +5 bonus to its initiative check if at least one ally is within sight.

## Squad Defense

Obviously, this power requires appropriate allies to have any effect, so pair a controller, a minion, or a soldier with legion devils or other creatures of this theme. A line of hobgoblin soldiers with *squad defense* becomes nearly unbreakable.

**Squad Defense**
This creature gains a +2 bonus to all defenses while adjacent to a legion devil or any creature that has the Legion of Avernus theme.

## Triumphant Surge

This power works best when its owner, a brute or a soldier, can survive late into the battle. Most ogres don't have the discipline for the legion, but the rare ogre warhulk that doesn't wash out gains great effect from *triumphant surge*.

**Triumphant Surge** (whenever this creature bloodies an enemy or reduces an enemy to 0 hit points)
This creature gains temporary hit points equal to one-half its level.

**Hobgoblin Legionnaire of Avernus** **Level 5 Soldier (Leader)**
Medium natural humanoid XP 200
**Initiative** +8 **Senses** Perception +5; low-light vision
**HP** 64; **Bloodied** 32
**AC** 21; **Fortitude** 21, **Reflex** 18, **Will** 19; see also *squad defense*
**Speed** 5
⊕ **Spear** (standard; at-will) ✦ **Weapon**
+12 vs. AC; 1d8 + 5 damage. If the hobgoblin commander hits with an opportunity attack, it shifts 1 square; see also *lead from the front*.
**Tactical Deployment** (minor; recharge ⚄ ⁞⁞)
Close burst 5; allies in the burst shift 3 squares.
**Infernal Wound** (standard; recharge ⚄ ⁞⁞)
The hobgoblin commander makes a melee basic attack. If the attack hits, the target is marked and takes ongoing 5 damage (save ends both).
**Lead from the Front**
When the hobgoblin commander's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until the end of the hobgoblin commander's next turn.
**Hobgoblin Resilience** (immediate reaction, when the hobgoblin commander becomes subject to an effect; encounter)
The hobgoblin commander rolls a saving throw against the triggering effect.
**Squad Defense**
The hobgoblin commander gains a +2 bonus to all defenses while adjacent to a legion devil or any creature that has the Legion of Avernus theme.
**Alignment** Evil **Languages** Common, Goblin
**Skills** Athletics +14, Endurance +7, History +10, Intimidate +9
**Str** 20 (+7) **Dex** 14 (+4) **Wis** 16 (+5)
**Con** 16 (+5) **Int** 12 (+3) **Cha** 10 (+2)
**Equipment** scale armor, heavy shield, spear

# Encounter Group

Many hobgoblins find the Legion of Avernus to their liking. Those who rise to positions of command lead small platoons of devils into battle.

**Level 6 Encounter (XP 1,330)**
- 1 hobgoblin commander (level 5 soldier)
- 10 legion devil grunts (level 6 minion; *Monster Manual*, page 64)
- 2 spined devils (level 6 skirmisher; *Monster Manual*, page 66)

# LOLTH'S CHOSEN

The vile and sinister drow serve their Spider Queen with a mixture of loyalty and fear. Priests rule with ruthless authority, and those who show promise receive special blessings from their divine ruler.

Although drow, driders, and spiders are the most common creatures to become Lolth's Chosen, the Spider Queen's gifts can seem unexplainable to mortals. Many monsters considered to be of the "servant class" receive these gifts as well, from goblins and ettercaps to grimlocks and rage drakes. Powerful allies such as demons and vampires are also occasionally chosen by the Spider Queen.

Lolth has need of both foot soldiers and specialists, so her chosen include creatures of all roles from minion to controller. Each one knows its place in the hierarchy, never daring to question those above it in status.

Chosen drow typically wear an ornate platinum spider embossed or embroidered on their clothing as an emblem of their status. Lesser creatures of this theme instead bear tattoos or brands in the shape of a spider. Some also grow spidery limbs or fangs, and compound eyes are a common mutation as well.

**Skill Modifications:** +2 bonus to Dungeoneering and Stealth checks.

## Attack Powers

These powers include options derived from existing drow. All work well with drow tactics and allies.

### Darkfire

Combat advantage is useful to any creature, but this power shines when an artillery, a lurker, or a skirmisher monster (or its allies) relies on combat advantage for additional effects. A bugbear strangler with *darkfire* can set up its own strangle attack without needing to flank or ambush the enemy.

**Darkfire** (minor; encounter)
Ranged 10; level + 1 vs. Reflex; until the end of this creature's next turn, the target grants combat advantage and can't benefit from invisibility or concealment.

### Lolth's Authority

Though normally the purview of drow priests, the authority of Lolth is sometimes granted to other beings judged worthy of leading her "children." Controllers and soldiers (specifically leaders) can make best advantage of this power. An ettercap fang guard uses *Lolth's authority* to enhance its deathjump spider allies.

**Lolth's Authority** aura 5; each drow or spider ally within the aura gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.

### Poison Weapon

Encountering the drow's poison in the hands of another creature, such as a controller or lurker, is a great way to foreshadow the appearance of drow later in an adventure. A squad of grimlock ambushers hints at the group's secret master's identity when their poisoned weapons find the mark.

**Poison Weapon** (minor; recharge ⚅) ✦ **Poison**
The next time this creature hits a creature with a weapon attack, it makes a secondary attack against that creature. *Secondary Attack:* +16 vs. Fortitude; the target takes a -2 penalty to attack rolls (save ends). *First Failed Saving Throw:* The target is weakened (save ends). *Second Failed Saving Throw:* The target is knocked unconscious (save ends; the target takes a -5 penalty to this saving throw).

### Virulent Poison

Give this power to a spider or similar creature that has a poison attack to impart additional punch to that attack. A squad of drow warriors with *virulent poison* can open with a devastating volley of attacks.

**Virulent Poison** (standard; encounter)
The creature makes a melee basic attack. The attack gains the poison keyword, and if the attack hits, the target takes ongoing 5 poison damage (save ends). If the attack already deals ongoing poison damage, increase that value by 5.

## Utility Powers

Drow and spider characteristics are mixed here, offering abilities to Lolth's Chosen that are both useful and unsettling.

### Blessing of the Spider Queen

Give this power to any creature allied to a drow, or to those that have special powers affecting drow or spiders. Bugbear warriors with *blessing of the Spider Queen* can deliver devastating attacks to enemies enveloped by a drow's *cloud of darkness*, and they also benefit from a drow priest's *Lolth's authority* aura (see above).

**Blessing of the Spider Queen**
This creature is not blinded while within a *cloud of darkness*, nor does that power block this creature's line of sight. This creature is considered a drow and a spider for the purpose of the effects of allies' powers.

### Cloud of Darkness

This power lets an artillery monster, a lurker, or a skirmisher attack with combat advantage or slip away from adjacent enemies without provoking opportunity attacks. Some flameskulls crafted from the heads

of drow spellcasters retain the ability to create a *cloud of darkness* to disguise their escape.

**Cloud of Darkness** (minor; encounter) ✦ **Zone**
Close burst 1; the burst creates a zone of darkness that lasts until the end of this creature's next turn. The zone blocks line of sight for any creature except this one. Any creature except this one is blinded while within the zone.

## Scuttling Escape

This power is best in the hands of a leader, an elite, or a solo monster—the kind of enemy you expect to last until the retreat is sounded. Of course, the commander leaves all nondrow and nonspider allies behind to "guard the escape route." A drow blademaster with *scuttling escape* can last long enough to turn a potential rout into a chance for its comrades to fight another day.

**Scuttling Escape** (move; encounter)
This creature and each drow or spider ally within 5 squares of it can shift 4 squares as a free action.

## Spider Climb

This power lets a monster reach a defensible position, escape enemies, or even just look extra creepy. A drow arachnomancer scuttling across the wall alongside its spider allies is sure to send a shiver down the PCs' spines.

AMELIA STONER

**Spider Climb**
This creature gains a climb speed equal to its normal speed, and can use its climb speed to move across overhanging horizontal surfaces (such as ceilings) without making Athletics checks.

**Chosen Mezzodemon** **Level 11 Soldier**
Medium elemental humanoid (demon) XP 600

**Initiative** +9 **Senses** Perception +13; darkvision
**HP** 113; **Bloodied** 56
**AC** 27; **Fortitude** 25, **Reflex** 22, **Will** 23
**Resist** 20 poison, 10 variable (2/encounter)
**Speed** 6

**Trident** (standard; at-will) ✦ **Weapon**
Reach 2; +18 vs. AC; 1d8 + 5 damage.

**Skewering Tines** (standard; requires a trident; at-will) ✦ **Weapon**
Reach 2; +18 vs. AC; 1d8 + 5 damage, and the target is restrained and takes ongoing 5 damage (save ends both). While the target is restrained, the mezzodemon can't make trident attacks.

**Poison Breath** (standard; recharge ⚄ ⚅) ✦ **Poison**
Close blast 3; targets enemies; +16 vs. Fortitude; 2d6 + 3 poison damage, and ongoing 5 poison damage (save ends).

**Poison Weapon** (minor; recharge ⚅) ✦ **Poison**
The next time the mezzodemon hits a creature with a weapon attack, it makes a secondary attack against that creature. *Secondary Attack:* +16 vs. Fortitude; the target takes a -2 penalty to attack rolls (save ends). *First Failed Saving Throw:* The target is weakened (save ends). *Second Failed Saving Throw:* The target is knocked unconscious (save ends; the target takes a -5 penalty to this saving throw).

**Blessing of the Spider Queen**
The mezzodemon is not blinded while within a *cloud of darkness*, nor does that power block this creature's line of sight. The mezzodemon is considered a drow and a spider for the purpose of the effects of allies' powers.

**Alignment** Chaotic evil **Languages** Abyssal
**Skills** Dungeoneering +10, Intimidate +11, Stealth +9
**Str** 20 (+10) **Dex** 15 (+7) **Wis** 16 (+8)
**Con** 17 (+8) **Int** 10 (+5) **Cha** 13 (+6)
**Equipment** trident

## Encounter Group

Mezzodemons that have the Lolth's Chosen theme are special gifts from the Spider Queen to her most trusted servants.

**Level 12 Encounter (XP 3,800)**
- 1 drow arachnomancer (level 13 artillery; *Monster Manual*, page 94)
- 2 drow warriors (level 11 lurker; *Monster Manual*, page 94)
- 3 chosen mezzodemons (level 11 soldier)

# Orcus Blood Cultist

Known as the Demon Prince of the Undead, Orcus rules from the palace of Everlost, deep within the Abyss. From there, his influence spreads across his realm of Thanatos and into the world in the form of countless undead servants as well as scattered cults that gather in graveyards and similar locations.

Such cults invariably include undead among their number, from the lowly skeleton or zombie to mummies and liches. Many of these creatures manifest new powers as a mark of their allegiance to the Blood Lord.

Humanoids also serve Orcus, from death-crazed acolytes to dark hierophants. Cult leaders share the Demon Prince's corpulent physique, while rank-and-file members might be gaunt and skeletal, or they might even encourage rotting wounds to fester in their flesh. The most "blessed" among them teeter on the brink between life and undeath.

As one of the most powerful denizens of the Abyss, Orcus also counts demons among his faithful. These demons take on aspects of undeath, and some bear ram's head brands deep in their flesh.

Monsters of all roles find service in the cults of Orcus, though the Prince of Undead favors brutes, controllers, and lurkers.

**Skill Modification:** +2 bonus to Religion checks.

## Attack Powers

The attack powers detailed here run the gamut of flavors of undeath, including both ranged and melee options.

### Aura of Impending Death

This power is great in the hands of an artillery monster or a brute that has lots of hit points, but it also helps keep characters away from more fragile monsters. An ogre warhulk with *aura of impending death* draws a lot of attention, since characters must struggle to defeat it before the aura kills them.

**Aura of Impending Death** (**Necrotic**) aura 2; while this creature is bloodied, each enemy that enters the aura or starts its turn there takes necrotic damage equal to one-half this creature's level (minimum 1).

### Bloodstained Strike

This power is appropriate for any brute, lurker, skirmisher, or soldier, but it works best in the hands of a monster that can easily maneuver to reach a chosen target. A group of dark creepers with *bloodstained strike* can quickly converge on a bloodied character.

**Bloodstained Strike** (standard; recharge ⚄ ⚅) ✦ **Necrotic**
This creature makes a melee basic attack against a bloodied target. This creature gains a +2 bonus to the attack roll and deals extra necrotic damage equal to one-half its level.

### Penumbra of Doom

Combine artillery, lurker, and soldier monsters (specifically leaders) that have this power with multiple undead allies. A troglodyte impaler with *penumbra of doom* can make an unfortunate character into an excellent target for its honor guard of boneshard skeletons.

**Penumbra of Doom** (standard; at-will)
Ranged 10; level + 5 vs. Fortitude; the target is weakened until the end of this creature's next turn. Also, this creature's undead allies deal 1d6 extra damage until the end of this creature's next turn (2 damage if the creature is a minion).
*Level 11:* 2d6 extra damage (4 damage if the creature is a minion).
*Level 21:* 3d6 extra damage (6 damage if the creature is a minion).

ZOLTAN BOROS & GABOR SZIKSZAI

### Rotting Strike

A creature that has this power needs to survive until characters are bloodied, so it either needs good hit points or the ability to stay safe until the right moment. Brutes, lurkers, and skirmishers make excellent candidates for this power. Zombies become a more significant threat when they unleash *rotting strikes* midway through the fight.

**Rotting Strike** (free, when this creature hits with a melee basic attack during its turn; encounter) ✦ **Necrotic**
The target takes ongoing necrotic damage equal to 2 + one-half this creature's level (save ends).

## Utility Powers

These powers bestow a strong essence of undeath on any creature.

### The Dead Rise

This power is appropriate only for monsters of 16th level or higher. The more creatures that are around one that has this power, the more chances a monster with this power gets to use it, so be sure to include plenty of foes in the encounter. Don't give this power to more than one creature in a fight—it's just too confusing to keep track of all the dead rising. A dracolich gets extra value from its rakshasa warrior allies thanks to this power.

**The Dead Rise** aura 6; one dead nonminion creature within the aura at the start of this creature's turn rises as an abyssal ghoul hungerer to fight at this creature's command.
*Level 26:* The dead creature rises as an abyssal ghoul myrmidon instead.

### Death's Embrace

Give this to a creature you expect to be in the middle of combat. If you put this aura on multiple creatures, spread them out to cover the entire battlefield. A swarm of abyssal ghoul hungerers with *death's embrace* ensures that PCs won't ignore them in favor of the ghouls' master.

**Death's Embrace** aura 5; each enemy within the aura takes a -2 penalty to death saving throws.

### Necrotic Burst

Any brute, controller, or soldier (preferably leader) in a team of undead can benefit from a timely *necrotic burst*. A battle wight with *necrotic burst* can make his zombie hulk servants even more durable.

**Necrotic Burst** (minor; encounter)
Each undead ally within 5 squares of this creature gains temporary hit points equal to 2 + this creature's level.

### Spirit of Undeath

This power makes any creature feel like one of the undead, rewarding good player character tactics as well as augmenting appropriate monster powers. A deathlock wight that employs human guards that have *spirit of undeath* can bring them back from the dead with its *reanimate* power.

**Spirit of Undeath**
The creature gains resistance to necrotic damage equal to 5 + one-half its level, and it gains vulnerability to radiant damage equal to half that value. This creature is considered undead for the purpose of the effects of allies' powers.

**Zombie Hulk of Orcus** **Level 8 Brute**
Large natural animate (undead) XP 350

**Initiative** +2 **Senses** Perception +3; darkvision
**Death's Embrace** aura 5; each enemy within the aura takes a -2 penalty to death saving throws.
**HP** 88; **Bloodied** 44; see also *rise again*
**AC** 20; **Fortitude** 23, **Reflex** 17, **Will** 18
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant
**Speed** 4

⊕ **Slam** (standard; at-will)
Reach 2; +12 vs. AC; 2d8 + 5 damage.

⸸ **Zombie Smash** (standard; recharge ⚅)
Reach 2; targets a Medium or smaller creature; +12 vs. AC; 4d8 + 5 damage, and the target is knocked prone.

**Rotting Strike** (free, when the zombie hulk hits with a melee basic attack during its turn; encounter) ✦ **Necrotic**
The target takes ongoing 6 necrotic damage (save ends).

**Rise Again** (the first time the zombie hulk drops to 0 hit points)
The zombie hulk makes a new initiative check. On its next turn, the zombie hulk rises (as a move action) with 44 hit points.

**Alignment** Unaligned **Languages** –
**Str** 21 (+9) **Dex** 6 (+2) **Wis** 8 (+3)
**Con** 18 (+8) **Int** 1 (-1) **Cha** 3 (+0)

## Encounter Group

Zombie hulks of Orcus frequently serve priests of the Demon Prince of Undead, working alongside other undead servants.

**Level 7 Encounter (XP 1,700)**
- ✦ 1 deathpriest of Orcus (level 9 controller; *Monster Manual*, page 210)
- ✦ 3 wraiths (level 5 lurker; *Monster Manual*, page 266)
- ✦ 2 zombie hulks of Orcus (level 8 brute)

# SNAKETONGUE CULTIST

The *Monster Manual* details several human snaketongue cultists, but by using this theme you can create an endless variety of devotees of Zehir. Regardless of the original creature's form, after transformation into a snaketongue it becomes a loyal disciple of the god of poison.

The yuan-ti prefer human cultists, because these servants can pass for normal in society. However, Zehir welcomes evil humanoids from all races and backgrounds, from tieflings and hobgoblins to savage lizardfolk and corrupt eladrin. The snaketongue cult also includes serpentine and reptilian creatures of all sizes, including snakes, wyverns, drakes, and hydras. You can also enhance existing snaketongue cultists and even yuan-ti with these powers.

The powers common to the snaketongue cult are appropriate for all roles, since the cult welcomes all to the service of Zehir. The yuan-ti deem minions, brutes, and soldiers expendable, but they prize lurkers and controllers for their key talents of assassination and battlefield leadership.

All snaketongue cultists bear minor reptilian traits. In some cases, these traits are readily visible: scaled skin, sharp claws, or slitted eyes. Other cultists display more subtle transformations, including forked tongues or unusually sinuous limbs. Least common of all are the massive bodily transformations, such as a cobra's hood or a snakelike body in place of legs.

**Skill Modifications:** +2 bonus to Bluff checks and Stealth checks.

## Attack Powers

Unsurprisingly, most snaketongue attack powers are related to poison use—either that of the cultist or of its allies.

### Serpent's Words

Although useful in many situations, this power is best when the wielder (a controller works well) has allies that gain benefits from combat advantage. A hobgoblin warcaster allied with plenty of goblin blackblades and sharpshooters can use *serpent's words* to great effect.

**Serpent's Words** (standard; at-will)
Ranged 5; targets a nondeafened creature; level + 5 vs. Will; the target is dazed until the end of this creature's next turn.

### Snaketongue Poison

Any weapon-wielding creature can benefit from this power, but it's even better if the creatures can expect to survive long enough to recharge the power. A doppelganger assassin can deliver a *snaketongue poison* attack, then use *cloud mind* to hide until it recharges.

**Snaketongue Poison** (minor; recharge ⚅) ✦ **Poison**
The next time this creature hits with a weapon attack, the target of the attack takes ongoing poison damage equal to one-half this creature's level (save ends).

### Touch of Zehir

A creature that has this power need not be able to deal ongoing poison damage, as long as it's paired with creatures that can. Artillery and controller monsters make the best use of this power. A medusa archer with *touch of Zehir* can use the power in concert with its own or any of its snaketongue allies' poison attacks.

**Touch of Zehir** (standard; at-will) ✦ **Poison**
Ranged 10; targets a creature that has ongoing poison damage; level + 5 vs. Fortitude; the target takes poison damage equal to its ongoing damage, and it is dazed until the end of this creature's next turn.

### Venom Enhancement

This power is most effective for a monster, preferably a leader, that stands in the thick of the fight, and the monster should have plenty of allies who deal ongoing poison damage. Rumors of a massive yuan-ti breeding project bent on releasing thousands of deathrattle vipers with *venom enhancement* into the wild are the product of overactive imaginations . . . perhaps.

**Venom Enhancement** aura 2; each enemy within the aura that has ongoing poison damage takes a -2 penalty to all defenses and saving throws.

CHIPPY

# Utility Powers

Snaketongue utility powers lend themselves to tactics of defense and escape, which plays on the yuan-ti's tendency to slip away rather than fighting to the death.

## Chameleon Defense

This power is good for discouraging ranged attacks. It can protect fragile monsters from ranged attacks, or it can encourage characters to stay close to dangerous melee monsters. Give this power to an entire group of snaketongues to protect them from being picked off at range.

**Chameleon Defense**
This creature has concealment against enemies that are more than 3 squares away.

## Serpent Form

This power is appropriate only for monsters of 5th level or higher. It can grant formidable melee capabilities, or provide a way to escape a fight. After expending its encounter powers, a greenscale marsh mystic transforms into a serpent to bring the battle directly to its enemies.

**Serpent Form** (minor; at-will) ✦ **Polymorph**
The creature transforms into a deathrattle viper. Any equipment the creature is carrying merges with the new form. The creature uses the deathrattle viper's statistics instead of its own, except for hit points. Reverting to its true form is a minor action.
*Level 9:* The creature becomes a crushgrip constrictor.
*Level 16:* The creature becomes a shadow snake.

## Serpentine Body

This power is fun to unleash on a party that favors immobilizing and restraining attacks, but don't overdo it. A guardian naga that has *serpentine body* becomes nearly impossible to pin down.

**Serpentine Body**
This creature gains a +5 bonus to saving throws against being immobilized or restrained, and a +5 bonus to checks made as part of an escape action. This creature can also stand up from prone as a minor action.

## Slither Away

Give this power to artillery, lurker, or skirmisher monsters that move around during combat to maximize its benefit. An iron gorgon's *trample* becomes more dangerous when its speed and defenses increase.

**Slither Away** (while bloodied)
This creature gains a +2 bonus to speed and a +2 bonus to all defenses.

**Snaketongue Wyvern** **Level 10 Skirmisher**
Large natural beast (mount, reptile) XP 500

**Initiative** +10 **Senses** Perception +12; low-light vision
**Venom Enhancement** aura 2; each enemy within the aura that has ongoing poison damage takes a -2 penalty to all defenses and saving throws.
**HP** 106; **Bloodied** 53
**AC** 24; **Fortitude** 24, **Reflex** 20, **Will** 19
**Speed** 4, fly 8 (hover)

⊕ **Bite** (standard; at-will)
Reach 2; +15 vs. AC; 1d8 + 7 damage.

⊕ **Claws** (standard; usable only while flying; at-will)
+15 vs. AC; 1d6 + 7 damage, and the target is knocked prone.

⨽ **Sting** (standard; at-will) ✦ **Poison**
Reach 2; +15 vs. AC; 1d6 + 4 damage, and the wyvern makes a secondary attack against the same target. *Secondary Attack:* +13 vs. Fortitude; ongoing 10 poison damage (save ends).

⨽ **Flyby Attack** (standard; at-will)
The wyvern flies 8 squares and makes one melee basic attack at any point during that movement. The wyvern doesn't provoke opportunity attacks when moving away from the target.

**Aerial Agility +2** (while mounted by a rider of 10th level or higher; at-will) ✦ **Mount**
While flying, the wyvern grants its rider a +2 bonus to all defenses.

**Slither Away** (while bloodied)
The wyvern gains a +2 bonus to speed and a +2 bonus to all defenses.

**Alignment** Unaligned **Languages** –
Skills Stealth +10

| | | |
|---|---|---|
| **Str** 24 (+12) | **Dex** 17 (+8) | **Wis** 15 (+7) |
| **Con** 18 (+9) | **Int** 2 (+1) | **Cha** 8 (+4) |

# Encounter Group

Some yuan-ti breed wyverns to display serpentine characteristics. These foul beasts frequently guard lairs of snaketongue cultists.

**Level 9 Encounter (XP 2,150)**
- ✦ 1 snaketongue celebrant (level 11 controller; *Monster Manual*, page 273)
- ✦ 6 snaketongue zealots (level 12 minion; *Monster Manual*, page 272)
- ✦ 1 snaketongue wyvern (level 10 skirmisher)

Strange, alien entities press at the boundaries of the cosmos. Their horrid, unknowable forms burrow endlessly at the walls of creation, desperate to break through the wards and barriers that keep them at bay, eager to destroy all that lives as they turn the planes into their feasting grounds. These beings are the denizens of the Far Realm, a place beyond nightmare and outside all mortal and divine reason. In the Far Realm, the rules and laws that bind the cosmos together break down into utter chaos.

The alien beings of the Far Realm press against the borders of the cosmos and project their minds into the world to twist, subvert, and control the creatures that would be their prey. The entities of the Far Realm use their powers to rend the minds of mortal creatures. Their corrupted victims call themselves Those Who Hear, because the entities of the Far Realm appear within their minds first as helpful voices that urge them toward achieving their personal desires. Soon the voices change, pushing Those Who Hear to engage in blasphemous rites that call forth Far Realm entities. The voice's desires become the victim's, and in time the unfortunate soul is a puppet controlled by his or her Far Realm masters.

A creature contacted by a Far Realm being becomes a member of a cult centered on the acquisition of esoteric knowledge and forbidden lore. The first creature contacted by the Far Realm serves as the cult's leader. The leader uses innate charm, promises of power, and borrowed magical abilities to gather more cultists to him. Power-hungry mages might also join the cause, along with druids and heretical priests who are disillusioned with the world and who seek new paths to power. Those Who Hear promise not only power, but a fast, easy path to attaining it. This pledge is a siren's lure to the young, ambitious, and reckless. The greatest tragedy of these cults is that many of their members realize the group's true nature only when it is too late to turn against it.

Those Who Hear typically gather in cities and towns, hiding in bastions of civilization. The secrets they need rest in libraries and temples, while they effectively recruit from among young and impressionable apprentices, disaffected youth, and frustrated, petty nobles. Sometimes these cults gather in dungeons and other forgotten corners of the world, particularly if the dungeon hides some secret tied to the Far Realm.

Members of a Far Realm cult typically have a tattoo inscribed over their hearts to mark their membership, or they could have a glyph or other strange symbol hidden beneath their clothing. Although a cult's membership consists primarily of humans, elves, tieflings, and dragonborn, its leaders also call aberrant creatures to their side. Foulspawn, gricks, grells, and carrion crawlers serve the cultists as allies.

Cultists range from unaligned to chaotic evil, moving more and more toward chaos and madness as they delve into the cult's deepest mysteries.

**Skill Modifications:** +2 bonus to Arcana, Endurance, and Perception checks.

## Attack Powers

The attack powers of Those Who Hear allow them to subvert and control their enemies. Some of their abilities transform them into hideous beings of the Far Realm for short periods of time.

### Aura of Madness

This aura is great for sliding enemies into flanking situations or moving allies into defensive positions. Controllers or leaders can also push characters into areas of difficult terrain in which they can't shift. A foulspawn berserker's allies use this power to push enemies into its *berserker aura*.

**Aura of Madness** (opportunity, when a creature starts its turn within 3 squares of this creature)
This creature slides the triggering creature 1 square.
*Level 11:* 2 squares.
*Level 21:* 3 squares.

### Far Realm Manifestation

This power horrifies the players while keeping their characters rooted in place. Soldiers are great beneficiaries of the power. The dragonborn soldier loves the ability to mark adjacent enemies. When this power is combined with the dragonborn's *impetuous spirit* and *martial recovery*, characters have a rough time disengaging from it.

**Far Realm Manifestation** (minor 1/round; usable only after this creature is first bloodied; at-will)
Close burst 1; targets enemies; level + 3 vs. Reflex; the target is slowed until the end of this creature's next turn. *Effect:* The target is marked until the end of this creature's next turn.

### Mind Twist

This power works well for a creature that already has abilities that can manipulate its enemies' positions. A tiefling heretic can lure characters into melee, use *cloak of escape* to evade them, and then unleash this power on the closely grouped characters.

**Mind Twist** (standard; recharge ⚄ ⚅) ✦ **Charm**
Ranged 10; level + 3 vs. Will; the target makes an at-will attack against one of its allies. The creature that uses *mind twist* chooses the attack and its target. In addition, the target makes opportunity attacks against its allies (save ends).

### Psychic Scream

A well-placed *psychic scream* ruins the PCs' plans and forces them to confront enemies they would rather avoid, such as minions that have *seed of madness* (see below). This power works well for controllers and soldiers. The foulspawn berserker loves to use this power to force enemies to remain close to it.

**Psychic Scream** (standard; recharge ⚅) ✦ **Psychic**
Close blast 5; targets enemies; level + 3 vs. Will; 1d8 + one-half level psychic damage. The target is dazed and during its turn, the target must attack the enemy nearest to it at the start of its turn (save ends).

### Seed of Madness

This power transforms minions into walking land mines. Though it has a low attack bonus, each minion killed is one more chance for the cultists to control a character. Mobs of human rabble that have this attack are great from a story perspective, since they represent the hapless victims recruited into the cult, and they can serve as living shields that protect the cult's leaders.

**Seed of Madness** (when an enemy reduces this creature to 0 hit points) ✦ **Charm**
This creature makes the following attack against the triggering enemy: Ranged 20; level + 1 vs. Will; the target is dominated until the end of its next turn. The creature that used *seed of madness* still chooses the dominated creature's action, even if it is dead or unconscious.

## Utility Powers

These powers represent the ways that creatures are transformed by their exposure to Far Realm energy.

### Far Realm Action

An extra action point is insurance against a missed attack, allowing the creature to use an at-will power again. It can also set up a combination attack with its own abilities. Any creature that deals extra damage with combat advantage, such as the foulspawn mangler, loves an action point. It turns a round of powerful attacks into a devastating flurry.

**Far Realm Action**
This creature gains 1 action point.

### Mind of Movement

Artillery, controller, and leader monsters can make excellent use of this power. Pair them with minions and creatures that gain benefits from flanking. For example, a gnome arcanist loves to use this ability to pull its allies into its aura of illusion.

**Mind of Movement** (minor; recharge ⚄ ⚅)
Each ally within 5 squares of this creature can shift 2 squares as a free action.

### Psychic Feedback

Another minion booster, this feature is a great addition to all the members of the cult to create the feel of a hive mind. Creatures that are low-level compared to the PCs and minions make the most of *psychic feedback*.

**Psychic Feedback** (when this creature drops to 0 hit points) ✦ **Psychic**
Each enemy adjacent to one or more creatures that have *psychic feedback* takes 2 psychic damage.

**Crazed Human Rabble** **Level 2 Minion**
Medium natural humanoid XP 31

**Initiative** +1 **Senses** Perception +1
**HP** 1; a missed attack never damages a minion.
**AC** 15; **Fortitude** 13, **Reflex** 11, **Will** 11; see also *mob rule*
**Speed** 6

⨺ **Club** (standard; at-will) ✦ **Weapon**
+6 vs. AC; 4 damage.

**Aura of Madness** (opportunity, when a creature starts its turn within 3 squares of the human rabble)
The human rabble slides the triggering creature 1 square.

**Psychic Feedback** (when the human rabble drops to 0 hit points) ✦ **Psychic**
Each enemy adjacent to one or more human rabble takes 2 psychic damage.

**Mob Rule**
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.

**Alignment** Unaligned **Languages** Common

| | | |
|---|---|---|
| **Str** 14 (+3) | **Dex** 10 (+1) | **Wis** 10 (+1) |
| **Con** 12 (+2) | **Int** 9 (+0) | **Cha** 11 (+1) |

**Equipment** club

## Encounter Group

A mob of cultists teaches the PCs that the press of numbers sometimes outweighs their skill at arms, particularly when they face the power of the Far Realm. The gnome and the mage are the cult's priests, the guards are bodyguards clad in ornate armor, and the scout is a spy who works for the cult.

**Level 4 Encounter (XP 967)**
- 1 elf scout (level 2 skirmisher; *Monster Manual*, page 106)
- 1 gnome arcanist (level 3 controller; *Monster Manual*, page 134)
- 2 human guards (level 3 soldier; *Monster Manual*, page 162)
- 1 human mage (level 4 artillery; *Monster Manual*, page 163)
- 7 crazed human rabble (level 2 minion)

# TIAMAT'S RED HAND

Since ancient times, many cults dedicated to Tiamat have borne the bloody insignia of the Red Hand. These cults typically arise behind a powerful, charismatic leader; when the world is fortunate, they fall not long after at the hands of bold heroes. But the influence of the Queen of Evil Dragonkind never disappears from the world, and the cycle continues.

Tiamat's cults can include any sentient creatures seeking wealth and power, from humans or lizardfolk to ogres or giants. Although one incarnation of the Red Hand might be linked to a particular race—such as the hobgoblins of Kulkor Zuul who sought to establish a new empire in the smoking ruins of Elsir Vale some years ago—the next might include members of a dozen races working side by side for the common cause.

Whatever the primary membership of the Red Hand, it invariably includes creatures of draconic descent. Dragons and evil dragonborn flock to Tiamat's banner, eager to serve their dark queen, and dragonspawn and drakes walk alongside the armies as well.

Most creatures belonging to the Red Hand display their loyalty with the group's symbol painted on a tunic or shield: a crimson hand, its five fingers pointed upward. Some also display draconic characteristics, such as scales, fangs, or claws.

**Skill Modifications:** +2 bonus to Intimidate checks and Perception checks.

## Attack Powers

These powers call to mind the most formidable weapons of the dragon: fear and destruction.

### Bloodied Recharge

This power makes any creature feel like a dragon by allowing it to reuse a key power when it becomes bloodied. A bodak skulk with *bloodied recharge* can unleash an extra and unexpected *death gaze*.

**Bloodied Recharge** (free, when first bloodied; encounter)
One of this creature's encounter attack powers recharges, and this creature uses it.

### Dragon Breath

A single monster that has *dragon breath* might not make much of an impression . . . but a horde of such monsters does. Use this power with brutes, controllers, skirmishers, and soldiers to achieve the best result. Kobold dragonshields with *dragon breath* keyed to the dragon they serve can use this power without worrying about damaging each other.

**Dragon Breath** (minor; encounter) ✦ **Varies**
Close blast 3; level + 1 vs. Reflex; 1d8 damage. Choose acid, cold, fire, lightning, or poison when a creature receives this power. This power deals damage of that type.
*Level 11:* 2d8 damage.
*Level 21:* 3d8 damage.

### Frightful Presence

This is a great opening attack for controllers, lurkers, and soldiers because it leaves characters reeling while the monster's allies pour in. Add this to a wyvern and keep its enemies on their toes.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 3; targets enemies; level + 3 vs. Will; the target is stunned until the end of this creature's next turn.

### Tiamat's Will

Dragons often keep a trusted servant (preferably a leader) that has this power nearby, usually safely out of melee. An elder red dragon might be accompanied by a pair of fire giant forgecallers blessed with *Tiamat's will*.

**Tiamat's Will** (standard; encounter)
Ranged 10; targets one dragon or dragonborn that has *breath weapon* or *dragon breath*; the target's *breath weapon* or *dragon breath* recharges.

CHIPPY

# Utility Powers

The utility powers of Tiamat's Red Hand support the teamwork and loyalty common among her cults.

## Chromatic Boon

Give this to any brute, skirmisher, or soldier likely to be caught in an ally's burst or blast (such as *dragon breath*). A team of dragonborn soldiers with *chromatic boon* can use *dragon breath* without fear of including their allies in the blast.

**Chromatic Boon** (immediate interrupt, when an enemy hits or misses this creature; encounter)
The creature gains resist 5 acid, resist 5 cold, resist 5 fire, resist 5 lightning, or resist 5 poison until the end of the encounter.

## Devour Minion

A big brute, controller, or soldier that has this power and plenty of minions around changes the tenor of battle; now, those minions aren't just annoyances. A young white dragon can use *devour minion* on its large supply of kobold minions for a boost during combat.

**Devour Minion** (minor; recharge ⚅ ⚄ ⚃)
This creature reduces one adjacent minion ally that is smaller than it to 0 hit points. This creature gains temporary hit points equal to 5 + the minion's level.

## For the Master

The more monsters that have this power the better, so give it to a bunch of minions or brutes for maximum effect. For example, when they are not being devoured by their young white dragon master, a horde of kobold minions that have *for the master* can prove daunting.

**For the Master**
This creature gains a +1 bonus to attack rolls while it is within 5 squares of a dragon. This creature is considered a dragon and a dragonborn for the purpose of the effects of allies' powers.

## Telepathic Warning

Primarily a story element, this power doesn't affect combat . . . unless, of course, the dragon master is near enough to join the fray. Having a few well-placed kobold slyblades with *telepathic warning* throughout a dragon's lair can ensure that their master isn't taken by surprise.

**Telepathic Warning** (standard; encounter)
This creature sends a short message to a dragon that is up to 1 mile away. This creature can also use this power as a free action when it drops to 0 hit points, even if has already expended the power.

**Dragonborn Gladiator of Tiamat** **Level 10 Soldier**
Medium natural humanoid XP 500

**Initiative** +9 **Senses** Perception +6
**HP** 106; **Bloodied** 53; see also *dragonborn fury*
**AC** 24; **Fortitude** 23, **Reflex** 20, **Will** 21
**Speed** 5

⊕ **Bastard Sword** (standard; at-will) ✦ **Weapon**
+15 vs. AC (+16 while bloodied); see also *lone fighter*; 1d10 + 5 damage.

⸸ **Finishing Blow** (standard; at-will) ✦ **Weapon**
Target must be bloodied; +15 vs. AC (+16 while bloodied); 2d10 + 5 damage, and the dragonborn gladiator's allies gain a +2 bonus to attack rolls until the end of the dragonborn gladiator's next turn.

✧ **Dragon Breath** (minor; encounter) ✦ **Fire**
Close blast 3; +12 vs. Reflex (+13 while bloodied); 1d6 + 4 fire damage.

✧ **Frightful Presence** (standard; encounter) ✦ Fear
Close burst 3; targets enemies; +10 vs. Will; the target is stunned until the end of the dragonborn gladiator's next turn.

**Chromatic Boon** (immediate interrupt, when an enemy hits or misses this creature; encounter)
The dragonborn gladiator gains resist 5 acid, resist 5 cold, resist 5 fire, resist 5 lightning, or resist 5 poison until the end of the encounter.

**Dragonborn Fury** (only while bloodied)
A dragonborn gains a +1 racial bonus to attack rolls.

**Gladiator's Strike**
When a dragonborn gladiator hits an enemy with an opportunity attack, the target is knocked prone.

**Lone Fighter**
The dragonborn gladiator gains a +2 bonus to melee attack rolls while adjacent to only one enemy.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Athletics +15, History +7, Intimidate +17, Perception +8
**Str** 21 (+10) **Dex** 15 (+7) **Wis** 12 (+6)
**Con** 18 (+9) **Int** 10 (+5) **Cha** 16 (+8)
**Equipment** scale armor, bastard sword

# Encounter Group

These dragonborn have thrown their lot in with the Queen of Evil Dragonkind and frequently are found in the company of her spawn.

**Level 10 Encounter (XP 2,900)**
- ✦ 3 dragonborn gladiators of Tiamat (level 10 soldier)
- ✦ 2 redspawn firebelchers (level 12 artillery; *Monster Manual*, page 88)

# Templates

A template adds features to a monster, making it more powerful in a number of ways—it increases a monster's hit points, its saving throws, and the number of powers it has, its action points, and, in the case of a class-based template, its defenses. Frequently it grants battlefield functionality and story considerations the monster didn't have before.

Typically, you give a template to a monster when you want it to have a special impact in your game. Monsters with templates can serve as elite guards, spies, favored beasts, chief lieutenants of major villains, or just about anything out of the ordinary.

The two types of templates are functional templates and class templates. A functional template allows you to customize a creature to fulfill a story or combat role. Some functional templates allow you to change some aspect of the creature's nature (for instance, the terrifying haunt template transforms a living creature into an undead one) while others provide a number of abilities that allow the creature to epitomize a certain monster theme. A functional template can work well with a monster theme (discussed in the earlier part of this chapter), and you can use one to create an elite or a solo monster that serves as a "boss" monster or generate a powerful creature within the theme.

A class template grants a creature a limited number of feature and powers from a class, allowing you to flavor the creature to that class without having to treat it like a player character. With the release of the *Forgotten Realms® Player's Guide* and *Player's Handbook 2*, nine new classes have been added to the game. Toward the end of this section, you'll find templates for the classes from these two books.

## Applying a Template

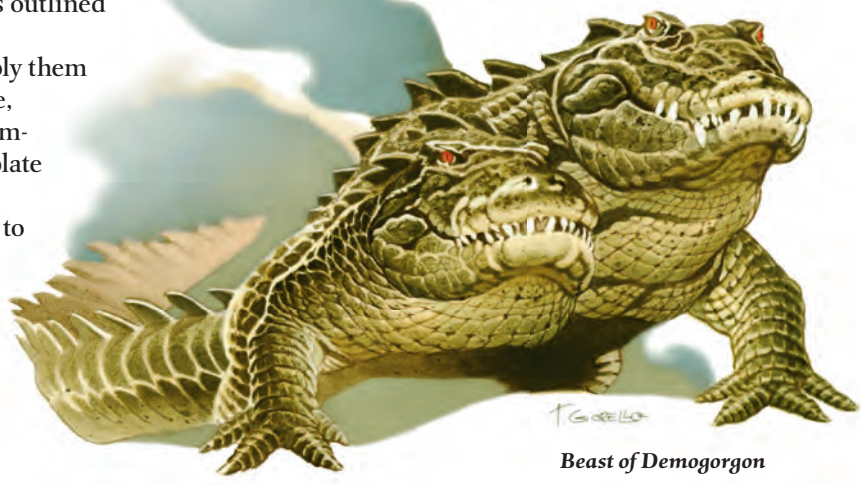
Full details for applying templates to creatures are provided starting on page 175 of the *Dungeon Master's Guide*. The basic procedure is outlined below.

Templates work best when you apply them to a creature that is not a minion, elite, or solo creature. When you apply a template to a standard creature, the template upgrades the creature to elite. Follow these steps when applying a template to a standard creature.

- Make sure the monster meets the prerequisite of the template.
- Change the creature's role to the one specified in the template entry.
- Change the creature's type and origin, if applicable, and add any keywords specified in the keyword entry.
- Go through the template line by line and add all the new features and powers given in the template entry.
- If a monster has a vulnerability and the template grants a resistance of the same type, combine them and apply the difference. For example, a creature that has vulnerability 5 fire and is granted resist 10 fire by a template would now have resist 5 fire.
- If the template grants an encounter power the monster has already, the monster gains two uses of that encounter power.

You can apply two templates to a standard monster, or apply a template to an elite monster and thereby make it a solo creature, but do so with care. In many cases, finding or designing a solo creature can serve your purposes better than constructing one through a template. If working with a template (or two) is a better option for the situation, apply the template or templates, but do not change the monster's defenses, hit points, saving throws, and action points. Then make the following adjustments.

- Don't add the hit points that the template specifies to an elite creature to make it solo. Instead, double the creature's hit points, or, if the elite creature is 11th level or higher, multiply its hit points by 2.5.
- Class templates also provide defense bonuses to the creature. When applying a class template's bonuses to defenses to a creature that has two class templates, apply only the higher bonus to each defense rather than stacking the bonuses.
- A solo creature's bonus to saving throws becomes +5.
- Solo creatures have 2 action points.



*Beast of Demogorgon*

TOMÁS GIORELLO

# FUNCTIONAL TEMPLATES

Functional templates allow you to add story and combat hooks to your monsters. Many functional templates allow the monster to work more smoothly with monster themes, such as the ones presented earlier in this chapter, or with the less implicit themes that already exist in the various *Monster Manuals* and other game supplements. A functional template might grant leader powers to an ordinary creature, or make it a unique and truly fearsome foe.

Like all templates, each of the following functional templates transforms the modified creature into an elite monster—a force to be reckoned with on the game table.

## Beast of Demogorgon

Blindly destructive and insanely bloodthirsty, these two-headed mutants are revered as the "blessed" of the demon lord by the insane cults that serve him. In most cases, a cult of Demogorgon creates these odd two-headed mutants by using torture and agonizing rituals. Other times, the evil forces of the Abyss warp these creatures and thrust them out into the world. No matter the method of their creation, these creatures are the focus of fear, awe, and reverence among the demented worshipers of the demon lord, and they hold a place of honor . . . though they are frequently bound to that place by chains and other protections until the beast is needed for its master's work.

When you apply this template, the subject of the template gains an extra head.

**Prerequisite:** A one-headed beast or magical beast.

| **Beast of Demogorgon** | **Elite Brute** XP Elite |
|---|---|

**Senses** All-around vision
**Hit Points** +8 per level + Constitution score
**Saving Throws** +2, +4 against fear
**Action Points** 1

**Double Bite** (standard; at-will)
If the creature this template is applied to already has a bite melee basic attack, it can make two of those attacks with a standard action. If it does not have a bite melee basic attack, it gains the following attack:

**Bite** (standard; at-will)
Level + 3 vs. AC; 1d8 + Strength modifier.
*Level 11:* 2d8 + Strength modifier.
*Level 21:* 3d8 + Strength modifier.

**Rage of Demogorgon** (when first bloodied; encounter) ✦ **Healing**
The beast of Demogorgon gains regeneration 5 and scores a critical hit on a roll of 18–20 until it is no longer bloodied or drops to 0 hit points.
*Level 21:* Regeneration 10.

## Champion of Bane

When Bane sends his followers marching on the world, he puts one of his special champions in the lead. These fierce warlords epitomize the devotion to pure tyranny and carnage that Bane desires. They can resist the effect of fear-based attacks, and inspire that same emotion among their troops. These soldiers become tougher the closer they are to the brink of death, and they fight on even after receiving a mortal wound.

**Prerequisite:** Humanoid or magical beast.

| **Champion of Bane** Humanoid or magical beast | **Elite Soldier (Leader)** XP Elite |
|---|---|

**Tyrant's Blessing** aura 3; each bloodied ally within the aura deals 1d6 extra damage with melee attacks.
**Hit Points** +8 per level + Constitution score
**Saving Throws** +2, +4 against fear and charm effects
**Action Points** 1

**Last Command** (immediate interrupt, when an ally within 10 squares of the champion of Bane drops to 0 hit points; at-will)
The triggering ally can make a melee basic attack as a free action with a +2 bonus to the attack roll.

**Inspiring Carnage** (minor; recharge ⚅)
Close burst 3; targets allies; the target can make a melee basic attack as a free action.

## Chaos Warrior

Chaos can destroy. It can also corrupt. When chaos corrupts a creature, the creature becomes a killing machine infused with elemental energy. These corrupted creatures are known as chaos warriors.

*Chaos warrior*

EVA WIDERMANN

Chaos warriors sometimes gain this strange boon from a primordial or a powerful servant of one. Mere contact with the Elemental Chaos or a part of the world touched with intense elemental energy can transform a creature. Whatever the source of the boon, a chaos warrior not only takes on some of the powers of its elemental masters, including an elementally charged breath weapon, but it also adopts the destructive behavior and entropic desires that mark primordials and their servants.

**Prerequisite:** Humanoid.

| **Chaos Warrior** | **Elite Brute** |
|---|---|
| Humanoid | XP Elite |

**Destructive Wake** aura 5; each enemy within the aura takes a –5 penalty to saving throws against ongoing damage.
**Hit Points** +10 per level + Constitution score
**Resist** 5 variable (1/encounter)
*Level 11:* 10 variable (1/encounter)
*Level 21:* 15 variable (2/encounter)
**Saving Throws** +2
**Action Points** 1

**Devastating Assault**
Whenever a chaos warrior hits with a charge attack or hits a creature granting combat advantage to it, the attack also deals ongoing 5 damage (save ends).
*Level 11:* Ongoing 10 damage.
*Level 21:* Ongoing 15 damage.

**Destabilizing Breath** (standard; encounter) ✦ **Varies**
Close blast 5; level + 3 vs. AC; 2d6 + Constitution modifier cold, fire, lightning, or thunder damage, and the target takes ongoing 5 damage of that type and a –2 penalty to AC and Fortitude (save ends both).
*Level 11:* Ongoing 10 damage.
*Level 21:* 3d6 + Constitution modifier damage and ongoing 15 damage.

## Cursed Guardian

Although some guardians are willing servants, others are pressed into service by strange magic, and through that magic they can sometimes gain terrifying powers.

*Cursed guardian*

Creatures with this template can have varying origins and be affected by it in different ways. The following template has a Far Realm theme, but by slightly changing to its recharge attack power, you can create a different application for this template. For instance, by changing the ongoing damage of *soul siphon* to fire, you can make the modified creature into an infernal-themed cursed guardian.

**Prerequisite:** Humanoid or magical beast.

| **Cursed Guardian** | **Elite Soldier** |
|---|---|
| Humanoid or magical beast | XP Elite |

**Soul Void** aura 1; each enemy that starts its turn within the aura can't spend action points until the end of its next turn.
**Hit Points** +8 per level + Constitution score
**Saving Throws** +2; +4 against fear and charm effects
**Action Points** 1

**Beckoning Gaze** (minor 1/round; at-will) ✦ **Gaze**
Ranged 3; level + 5 vs. Will; the target is pulled 3 squares and marked (save ends).

**Caged Mind**
A cursed guardian that is dominated is instead dazed for the same duration that the dominated effect would have.

**Soul Siphon** (free, when the cursed guardian hits an enemy with a ranged attack; recharge ⚄ ⚅) ✦ **Psychic**
That enemy takes ongoing 5 psychic damage and is dazed (save ends both).
*Level 11:* Ongoing 10 psychic damage.
*Level 21:* Ongoing 15 psychic damage.

## Dragontouched Destroyer

A dragontouched destroyer is fused with the power of dragons to make a rampaging scaly machine of death that serves among the hosts of those who follow Tiamat.

Some dragontouched destroyers are created from corrupted dragon eggs that produce these hybrid creatures instead of true dragons. Others are shaped by agonizing rituals performed by the priests of Tiamat on those who dared to steal from the Queen of Evil Dragonkind or her faithful.

A dragontouched destroyer is a brute in mind and body. Cowed and trained to follow the orders of a commander, be that a warlord of the Red Hand, a priest of Tiamat, or anyone else in a position of leadership, the destroyer wades through its foes with claw, tooth, and its dangerous spewing breath. It fights ferociously until it or its commander is dead.

**Prerequisite:** Beast, humanoid, or magical beast.

LUCIO PARRILLO

*Dragontouched destroyer*

| **Dragontouched Destroyer** | **Elite Brute** |
|---|---|
| **Beast, humanoid, or magical beast** | **XP Elite** |

**Senses** Darkvision
**Hit Points** +10 per level + Constitution score
**Saving Throws** +2
**Action Points** 1

⊕ **Bite** (standard; at-will)
Level + 2 vs. AC; 1d8 + Strength modifier damage, and ongoing 5 damage (save ends). If the modified creature already has a bite basic attack, increase the damage of this template's bite attack or the creature's original bite attack (whichever deals more damage) by one die step.

⸸ **Claw** (standard; at-will)
Level + 2 vs. AC; 1d6 + Strength modifier damage, and the target is knocked prone. If the modified creature already has a claw attack, increase the damage of this template's claw attack or the creature's original claw attack (whichever deals more damage) by one die step.

✧ **Destroyer's Breath** (standard; encounter) ✦ **Varies**
Close blast 3; level + 2 vs. Reflex; 2d10 + Constitution modifier damage. Choose acid, cold, fire, lightning, or poison when a creature receives this power. This power deals damage of that type.
*Level 11:* 3d10 + Constitution modifier damage.
*Level 21:* Close blast 5, and 4d10 + Constitution modifier damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Destroyer's breath* recharges, and the destroyer uses it.

# Grizzled Veteran

A grizzled veteran is a survivor—rough around the edges, tough as nails, and both deadly and decisive. When the going gets dangerous, a grizzled veteran is someone you want on your side. Often, though, a veteran's survivalist nature comes into conflict with the idealism that drives adventurers. When you are always looking out for number one, everyone else is a potential enemy.

Unlike other more villainous templates, the grizzled veteran works best when applied to an NPC the PCs have worked with before or have even learned to trust. Its tough and tricky nature makes the NPC's betrayal that much more painful.

**Prerequisite:** Humanoid.

| **Grizzled Veteran** | **Elite Skirmisher** |
|---|---|
| **Humanoid** | **XP Elite** |

**Hit Points** +8 per level + Constitution score
**Saving Throws** +2
**Action Points** 1

⸸ **Dirty Trick** (minor 1/round; at-will)
No attack roll; the target grants combat advantage to the veteran until the end of the veteran's next turn.

⸸ **Veteran's Retort** (immediate reaction, when an enemy misses the grizzled veteran with a melee attack; at-will)
The grizzled veteran makes a melee basic attack against the triggering enemy.

**Veteran's Luck** (minor; encounter)
The grizzled veteran makes a saving throw against each effect on it that a save can end.

**Combat Advantage**
A grizzled veteran deals 1d6 extra damage against any target granting combat advantage to it, and after the attack, the grizzled veteran can shift 2 squares as a free action.

**Skills** The grizzled veteran gains training in Bluff.

# Hellbound Soldier

Although many creatures take on pacts with the powers of the Nine Hells for their own benefit, some beings make deals with devils to avoid death or defeat. Warriors who are on the verge of death or generals who are about to lose everything sometimes call upon infernal powers to save their lives or the day on the battlefield. Those who take this path serve as hellbound soldiers, powerful pawns in the armies of the Nine Hells.

Hellbound soldiers are pitiful beings who vocally lament their service and choice with each swipe of their blade. They are powerless to resist the will of their diabolical masters.

**Prerequisite:** Nondevil humanoid.

JASON A. ENGLE

| Hellbound Soldier | Elite Soldier |
|---|---|
| Humanoid | XP Elite |

**Hit Points** +8 per level + Constitution score
**Resist** 5 fire
*Level 11:* Resist 10 fire.
*Level 21:* Resist 15 fire.
**Saving Throws** +2
**Action Points** 1

**Devilish Mark** (minor; at-will) ✦ **Fire**
The target is marked until the end of the hellbound soldier's next turn. If the marked target makes an attack that does not include the hellbound soldier, it takes 5 fire damage.
*Level 11:* 10 fire damage.
*Level 21:* 20 fire damage.

**Agonizing Smite** (free, when the hellbound soldier hits a target it has marked with a melee attack; recharge ⚄ ⚅) ✦ **Fire**
The attack deals ongoing 5 fire damage, and the target is dazed (save ends both). *Aftereffect:* The target takes ongoing 5 damage (save ends).
*Level 11:* Ongoing 10 damage.
*Level 21:* Ongoing 15 damage.

**Devil's Pawn**
When a devil adjacent to the hellbound soldier takes damage, that damage is reduced by 10, and the hellbound soldier takes 10 damage.

*Hellbound soldier*

*Mad alchemist*

## Mad Alchemist

Alchemists can be a little off kilter by nature, but years of pondering esoteric formulas and inhaling or imbibing the results of one too many experiments gone wrong can send even the sanest alchemist over reason's edge. Though they are masters of their craft, mad alchemists dabble in unstable and bizarre formulas that explode with strange effects. Sometimes even they are surprised by the mad effects they create with their admixtures, elixirs, and concoctions.

**Prerequisites:** Humanoid or magical beast, Intelligence 12.

### Mad Alchemist and Alchemy

If you have access to *Adventurer's Vault*, you can customize the mad alchemist by swapping out the *alchemist fire* power with another volatile alchemical item of its level or near it. If you want a more complicated mad alchemist, you could even give one two different types of volatile alchemical items to throw during combat.

RAVEN MIMURA/KEREM BEYIT

**Mad Alchemist** **Elite Artillery (Leader)**
**Humanoid or magical beast** **XP Elite**

**Hit Points** +8 per level + Constitution score
**Resist** 5 poison
*Level 11:* Resist 10 poison.
*Level 21:* Resist 15 poison.
**Saving Throws** +2; +4 against fear and charm effects
**Action Points** 1

**Alchemist Fire** (standard; at-will) ✦ **Fire**
Area burst 1 within 10; level + 3 vs. Reflex; 2d6 fire damage. *Miss:* Half damage.
*Level 11:* 3d6 damage.
*Level 21:* 4d6 damage.

**Toughening Concoction** (minor; recharge ⚅)
Close burst 3; targets allies; the target gains 1d6 temporary hit points (roll once and apply the temporary hit points to all allies) and a +2 bonus to AC and Fortitude until the end of the mad alchemist's next turn.
*Level 11:* 2d6 temporary hit points.
*Level 21:* 3d6 temporary hit points.

**Unstable Admixtures**
Each time the mad alchemist scores a critical hit with its *alchemist fire* (or any swapped alchemical power; see the sidebar), or grants temporary hit points to three or more allies with *toughening concoction*, it gains another random effect from its power. Roll a d6 and consult the following table. The effect applies to one enemy hit by the *alchemist fire* power, or one enemy within the burst of the *toughening concoction* power. If multiple targets are available, the alchemist chooses which target is affected.

| Roll | Effect |
|---|---|
| 1 | The target is dazed (save ends). |
| 2 | The target takes 5 ongoing poison damage (save ends). Increase the ongoing damage by 5 per tier. |
| 3 | The target gains vulnerable 5 cold, fire, lightning, poison, or thunder (mad alchemist's choice) (save ends). Increase the vulnerability by 5 per tier. |
| 4 | The target is immobilized (save ends). *Aftereffect:* The target is slowed (save ends). |
| 5 | The target is blinded (save ends). |
| 6 | The target is polymorphed into a frog (save ends). While in this form, it is slowed and dazed, and cannot make attacks or use powers. |

# Slithering Idol

The corrupt and degenerate yuan-ti are fervent followers of Zehir, the god of poison and serpents. When a cult or cabal of these snake-worshiping mutants is blessed by their dark god, they are served and protected by a slithering idol—a physical manifestation of Zehir's favor. Powerful, nimble, and able to calm the violent urges of enemies around them, these snake hybrids can take many forms, but the one they prefer is that of a giant snake. Many yuan-ti revere these creatures as walking gods, and the zealous lay down their lives in an instant to protect the existence of a slithering idol.

**Prerequisite:** Beast (reptile), humanoid, or magical beast.

**Slithering Idol** **Elite Skirmisher (Leader)**
**Beast (reptile), humanoid, or magical beast** **XP Elite**

**Senses** Low-light vision
**Slither Blessing** aura 5; each ally within the aura ignores difficult terrain when shifting.
**Hit Points** +8 per level + Constitution score
**Resist** 5 poison
*Level 11:* Resist 10 poison.
*Level 21:* Resist 15 poison.
**Saving Throws** +2
**Action Points** 1

**Hypnotic Eyes** (minor 1/round; at-will) ✦ **Charm**
Ranged 5; level + 5 vs. Will; the target can't make opportunity attacks (save ends).

**Slither Shift** (move; at-will)
The slithering idol shifts 3 squares, ignoring difficult terrain.

STEVE ARGYLE

*Slithering idol*

## Spectral Assassin

Skillful killers move with the stealth of a ghost, and the best take on the aspect of one. Through an ancient ritual, mystical training, or the blessing of a dark power, spectral assassins gain the ability to walk through walls and avoid enemy attacks by turning into a whiff of insubstantial mist. Worse still, when they manifest, their weapon's strike is murder.

**Prerequisite:** Humanoid.

| **Spectral Assassin** | **Elite Lurker** |
|---|---|
| Humanoid | XP Elite |

**Initiative** +4 (or +2 if the modified creature is a lurker)
**Hit Points** +6 per level + Constitution score
**Saving Throws** +2
**Action Points** 1

**Assassin's Fading** (immediate interrupt, when an enemy makes a melee or ranged attack against the spectral assassin; recharge ⚄ ⁞⁞) ✦ **Illusion**
The spectral assassin becomes invisible until the end of its next turn, and it can shift 1 square as a free action.

**Combat Advantage**
A spectral assassin deals 2d6 extra damage against any target granting combat advantage to it.
*Level 21:* 3d8 extra damage.

**Invisible Killer**
While invisible, a spectral assassin scores a critical hit on a roll of 19-20 and deals 1d10 extra damage with a critical hit.

**Skills** Stealth +4

## Spiderblessed Spinner

Lolth, Queen of Spiders and Mistress of Intrigue, is known for blessing those whom she finds worthy with an aspect of the arachnids that she holds dear. Transformation into a drider is one such blessing typically reserved for her favored drow agents; the spiderblessed spinner is another that Lolth applies more freely to those who follow her. In a painful transformation process, the host grows extra eyes, six spiderlike appendages, and spinnerets on another part of their body—usually the host's natural hands. The creature uses these new tools to control and wreak havoc on the battlefield, where it binds foes in webs and pushes those who dare approach toward the sword point of other agents of the Queen of Spiders.

**Prerequisites:** Humanoid or magical beast, level 11.

| **Spiderblessed Spinner** | **Elite Controller** |
|---|---|
| Humanoid or magical beast | XP Elite |

**Senses** All-around vision; darkvision
**Hit Points** +8 per level + Constitution score
**Saving Throws** +2; +4 against poison effects
**Action Points** 1

**Repelling Legs** (standard; at-will)
Close burst 1; targets enemies; level + 3 vs. Fortitude; 2d6 + Strength modifier damage, and the target is pushed 3 squares.

**Poison Web of Lolth** (standard; encounter) ✦ **Poison**
Area burst 2 within 10; level + 3 vs. Reflex; 3d10 + Constitution modifier poison damage, and the target is grabbed. The target takes a -4 penalty to attempts to escape the grab.

**Spider's Escape** (immediate interrupt, when hit with a melee attack; recharge ⁞⁞)
The spiderblessed spinner shifts 4 squares and can move through enemy spaces during the shift.

## Terrifying Haunt

Ghosts can come in many forms. Some are cursed to roam until a past sin is righted, or a wrong undone. Others are merely the animus of hate, raging eternally in undying terror. A terrifying haunt is a particularly hateful and enduring form of ghost. These ghosts can take any shape, but one thing is common to every one of them—it hates the living and uses its powers to spread fear and death to any living creature that dares cross its path.

| **Terrifying Haunt** | **Elite Controller** |
|---|---|
| (undead) | XP Elite |

**Senses** Darkvision
**Terrifying Presence** (**Fear**) aura 3; each enemy within the aura takes a -2 penalty to saving throws and all defenses.
**Hit Points** +4 per level + Constitution score
**Resist** insubstantial
**Saving Throws** +2; +4 against fear effects
**Speed** fly 6 (phasing)
**Action Points** 1

**Haunting Gaze** (minor 1/round; at-will) ✦ **Fear, Gaze**
Ranged 5; level + 4 vs. Will; the target can make only one saving throw at the end of its turn (save ends).

**Howling Terror** (standard; recharge ⁞⁞) ✦ **Fear, Psychic**
Close burst 3; level + 2 vs. Will; 2d6 + Charisma modifier psychic damage, and the terrifying haunt slides the target 4 squares. *Miss:* Half damage, and the terrifying haunt slides the target 1 square.

*Terrifying haunt*

CHIPPY

## Victim of the Mad Dance

The korred (see *Manual of the Planes*, page 135) are masters of ecstatic dance. Their music is so enchanting that some who stumble upon their heathered hills dance themselves to death. Others become deeply enthralled and enslaved by the maddening rhythms, and they take on the savage ways of the korred and other deadly fey.

A victim of the mad dance has embraced its plight, embodying the deadly jig of the korred and other fey enraptured by the dancing lunacy of the Feywild.

| **Victim of the Mad Dance** | **Elite Skirmisher** |
|---|---|
| | **XP Elite** |

**Hit Points** +8 per level + Constitution score
**Saving Throws** +2; +4 against charm effects
**Action Points** 1

**Mad Dance** (standard; recharge ⚄ ⁞⁞)
The victim of the mad dance shifts its speed and makes a melee basic attack.

**Insane Resolve** (minor; recharge ⁞⁞)
The victim of the mad dance makes saving throws against each effect on it that a save can end.

**Combat Advantage**
A victim of the mad dance knocks prone any target granting combat advantage to it when it hits with a melee attack.

# CLASS TEMPLATES

These templates feature the classes from *Player's Handbook 2* and the *Forgotten Realms Player's Guide*. Follow the normal method for applying a template, and choose powers for the monster from the class. Here are general guidelines on how to do this.

- **At-Will Attack Powers:** Typically you'll pick one. Sometimes you might want to choose more, but do so sparingly. Pick two when you apply the druid template, since druids split their at-will attacks between their normal form and beast form.
- **Encounter Attack Powers:** Choose one power of a level equal to or lower than the monster's level. For monsters of 21st level or higher, choose one additional encounter power. You can't take two powers of the same level.
- **Daily Attack Powers:** Choose one power of a level equal to or lower than the monster's level. For monsters of 21st level or higher, choose one additional daily power. You can't take two powers of the same level.
- **Utility Powers:** Choose one power of a level equal to or lower than the monster's level. For monsters of 11th level or higher, choose one additional utility power. For monsters of 21st level or higher, select a third utility power. You can't have more than one power of the same level.

The possible downside to applying a class template is that you'll end up with a complicated monster that has a potentially overwhelming number of powers. Sometimes this is fine, because these templates work best for memorable elite monsters that should be harder to beat and have more resources available to them. At the same time, don't be afraid to simplify these monsters when you can. If a single utility power is enough to make your frost giant warden interesting, don't feel as though you have to use the other features of the warden template.

## Avenger

**Power Source:** Divine.

| **Avenger** | Elite Skirmisher |
|---|---|

**Defenses** +1 Fortitude, +1 Reflex, +1 Will
**Saving Throws** +2
**Action Points** 1
**Hit Points** +8 per level + Constitution score
**Weapon Proficiency** Simple melee, military melee, simple ranged
**Armor Proficiency** Cloth
**Trained Skills** Religion, plus one other skill from the avenger class skills list
**Class Features** Avenger's Censure, Channel Divinity, *oath of enmity*
**Implements** Holy symbols

## Barbarian

**Power Source:** Primal.

| **Barbarian** | Elite Brute |
|---|---|

**Defenses** +2 Fortitude
**Saving Throws** +2
**Action Points** 1
**Hit Points** +10 per level + Constitution score
**Weapon Proficiency** Simple melee, military melee
**Armor Proficiency** Cloth, leather, hide
**Trained Skills** One skill from the barbarian class skills list
**Class Features** Feral Might, *rage strike*, Rampage

## Bard

**Power Source:** Arcane.

| **Bard** | Elite Skirmisher (Leader) |
|---|---|

**Defenses** +1 Reflex, +1 Will
**Saving Throws** +2
**Action Points** 1
**Hit Points** +8 per level + Constitution score
**Weapon Proficiency** Simple melee, longsword, scimitar, short sword, simple ranged, military ranged
**Armor Proficiency** Cloth, leather, hide, chainmail, light shield
**Trained Skills** Arcana, plus two other skills from the bard class skills list
**Class Features** Bardic Training, Bardic Virtue, *majestic word*, Skill Versatility, *words of friendship*
**Implements** Wands

## Druid

**Power Source:** Primal.

**Druid** — Elite Controller

**Defenses** +1 Reflex, +1 Will
**Saving Throws** +2
**Action Points** 1
**Hit Points** +8 per level + Constitution score
**Weapon Proficiency** Simple melee, simple ranged
**Armor Proficiency** Cloth, leather, hide
**Trained Skills** Nature, plus one other skill from the druid class skills list
**Class Features** Primal Aspect, Ritual Casting, *wild shape*
**Implements** Staffs, totems

## Invoker

**Power Source:** Divine.

**Invoker** — Elite Controller (Leader)

**Defenses** +1 Fortitude, +1 Reflex, +1 Will
**Saving Throws** +2
**Action Points** 1
**Hit Points** +8 per level + Constitution score
**Weapon Proficiency** Simple melee, simple ranged
**Armor Proficiency** Cloth, leather, hide, chainmail
**Trained Skills** Religion, plus one other skill from the invoker class skills list
**Class Features** Channel Divinity, Divine Covenant, Ritual Casting
**Implements** Rods, staffs

### Monster-Making Tips

Creating new monsters brings risks. Look out for these pitfalls when creating monsters and encounters.

**Effects that Take Away Actions:** The dazed and stunned conditions (and to a lesser extent, immobilized and restrained) should be used sparingly.

**Effects that Reduce Damage Output:** The weakened condition and monsters with insubstantial or swarm traits can be interesting problems for characters to deal with, but being weakened for the majority of a fight just isn't fun! Make sure you use these abilities only in diverse monster groups, so the PCs aren't *all* dealing low damage.

**Too Much Healing:** Monsters shouldn't have a strong ability to heal themselves, especially not in large amounts (such as a healing surge). It can make a fight drag, or even turn it into a stalemate.

**Repetitious Resistances:** Remember what damage types your PCs use, and use a variety of resistances. If your group has a fire wizard, don't throw the group against only azers for several encounters in a row.

**Stealing Resources:** Avoid monsters that take away or turn off the PCs' resources, such as healing surges, limited-use powers, or magic items.

—Logan Bonner

## Shaman

**Power Source:** Primal.

**Shaman** — Elite Skirmisher (Leader)

**Defenses** +1 Fortitude, +1 Will
**Saving Throws** +2
**Action Points** 1
**Hit Points** +5 per level + Constitution score
**Weapon Proficiency** Simple melee, longspear
**Armor Proficiency** Cloth, leather
**Trained Skills** Nature, plus one other skill from the shaman class skills list
**Class Features** Companion Spirit, *healing spirit, speak with spirits*
**Implements** Totems

## Sorcerer

**Power Source:** Arcane.

**Sorcerer** — Elite Artillery

**Defenses** +2 Will
**Saving Throws** +2
**Action Points** 1
**Hit Points** +6 per level + Constitution score
**Weapon Proficiency** Simple melee, simple ranged
**Armor Proficiency** Cloth
**Trained Skills** Arcana, plus one other skill from the sorcerer class skills list
**Class Features** Spell Source
**Implements** Daggers, staffs

## Swordmage

**Power Source:** Arcane.

**Swordmage** — Elite Soldier

**Defenses** +2 Will
**Saving Throws** +2
**Action Points** 1
**Hit Points** +8 per level + Constitution score
**Weapon Proficiency** Simple melee, military light blades, military heavy blades, simple ranged
**Armor Proficiency** Cloth, leather
**Trained Skills** Arcana, plus one other skill from the swordmage class skills list
**Class Features** Swordbond, Swordmage Aegis, Swordmage Warding
**Implements** Any light blades or heavy blades

## Warden

**Power Source:** Primal.

**Warden** — Elite Soldier

**Defenses** +1 Fortitude, +1 Will
**Saving Throws** +2
**Action Points** 1
**Hit Points** +8 per level + Constitution score
**Weapon Proficiency** Simple melee, military melee, simple ranged
**Armor Proficiency** Cloth, leather, hide, light shield, heavy shield
**Trained Skills** Nature, plus one other skill from the warden class skills list
**Class Features** Font of Life, Guardian Might, Nature's Wrath

# Creating Monsters

More art than science, monster creation can be tricky—and it's about more than just the numbers.

*Monster Manual 2* introduces a few tweaks to monster creation, particularly for elites, solo monsters, and minions. Use the following information to supplement what's presented on page 184 of the *Dungeon Master's Guide*.

## Creating New Elites

Elites no longer gain additional bonuses to all defenses. Instead, follow the same rules as for standard monsters. If you want to adjust an older monster to use the same scale, dropping all its defenses by 2 can work in a pinch (but might be a bit generous to the PCs).

## Creating New Solos

The creation of solo monsters has changed in three major ways.

**Hit Points:** Multiply hit points by 4. Monsters of 11th level or higher no longer have quintuple hit points.

**Defenses:** Solos no longer gain extra bonuses to all defenses. Use the same defenses as for a standard monster.

**Better When Bloodied:** This type of change isn't as straightforward. When a solo monster is bloodied, it should become more dangerous and more mobile. Add a couple of abilities from the following list to reflect this advantage.

- Recharge one or more limited powers, and possibly use one right away (such as a dragon's *bloodied breath* power).
- Gain an at-will attack that deals more damage, or deal more damage with all attacks while bloodied.
- Gain an extra attack per round (as a minor action, part of a multiple attack power, or a larger area or close power).
- Gain a damaging aura.
- Move after becoming bloodied, or gain a new movement power. Movement might include shifting, teleportation, flight, or phasing—anything to keep the fight from becoming static.

These guidelines are intended to make the monster feel more deadly, but without allowing the fight to get too long. Therefore, don't give a monster additional hit points or higher defenses when it's bloodied.

## Creating New Minions

Expendable fodder, minions appear in big groups with the sole purpose of dying quickly and making the PCs feel cool. They should have simple mechanics to match, and they also have roles to make it easier to determine the types of combat tactics they use.

You can create a new minion from scratch, or remove abilities from a standard monster to make a simpler minion. Most steps in creating a minion (including setting defenses and attack bonuses, as well as determining its role) are the same as for a standard monster, with the following exceptions.

**1. Adjust Hit Points:** All minions have 1 hit point, and a missed attack never damages a minion.

**2. Keep It Simple:** Minion abilities shouldn't require record-keeping. For instance, a minion's attack shouldn't have an effect that a save can end, nor should it have recharge abilities (and probably not encounter abilities). Immediate action powers are also rare. Some exceptions, though, are fine: A goblin minion might have the immediate action *goblin tactics* power so that it still feels like a goblin.

**3. Set Damage for Attacks:** Use the Minion Damage by Level table to set damage amounts for a minion's attacks. Remember that minions don't use dice for damage, just flat values. Minion damage is roughly half of a standard creature's damage.

**MINION DAMAGE BY LEVEL**

| Level | Standard Damage | Brute Damage |
|---|---|---|
| 1st-3rd | 4 | 5 |
| 4th-6th | 5 | 6 |
| 7th-9th | 6 | 7 |
| 10th-12th | 8 | 10 |
| 13th-15th | 9 | 11 |
| 16th-18th | 10 | 12 |
| 19th-21st | 11 | 13 |
| 22nd-24th | 13 | 16 |
| 25th-27th | 14 | 17 |
| 28th-30th | 15 | 18 |

**Artillery minions deal 25% less damage on multitarget and melee attacks. At the heroic tier, four minions are equivalent to one standard monster. Five minions are equivalent to one standard monster at the paragon tier, and six at epic. Design encounters at the paragon tier with five minions of a given type instead of four, and at the epic tier with six minions instead of five.**

CHAPTER 5

# Adventures

**Chapters 6–8** of the *Dungeon Master's Guide* cover creating and running adventures, weaving them into campaigns, and rewarding players. This chapter expands on the information presented in that book. The range of topics presented here can help you create exciting, immersive stories and epic campaigns for your players' enjoyment.

- **Alternative Rewards:** Sometimes player characters appreciate rewards that are less tangible than a magic item or monetary reward. This section discusses divine and legendary boons and grandmaster training, which function like magic items but allow you to tell different stories in your game.
- **Item Components:** As an alternative to simply handing out magic items, you can require characters to gather the ingredients of an item and assemble it to earn their treasure.
- **Artifacts:** Building on the four artifacts presented in the *Dungeon Master's Guide*, this section further discusses how to use artifacts and presents seven new artifacts. Unique artifacts in this section include a few designed to benefit a whole party of characters and one intended to remain relevant for an entire campaign.
- **Organizations:** This section discusses how to add depth to your campaign with organizations, such as villainous groups, rivals to the player characters, and friendly organizations that might be patrons to the characters.
- **Campaign Arcs:** The chapter concludes with four example campaign arcs—broad storylines for campaigns that take characters from levels 1–30. This section gives special emphasis to the paragon tier, leading into the paragon campaign material presented in the next chapter.

RALPH HORSLEY

RCH
4·09

# ALTERNATIVE REWARDS

*Brother Allwen pushed the ogre's corpse from atop the altar to Kord. How could this chapel have remained hidden in the dungeon depths for so long? As he pulled out his holy symbol to begin the ceremony of consecration, a voice roared out, "Truly you are the worthiest of my clerics! Accept this boon of strength and might!"*

*Nerrida dashed past Grissom as the dragon died, reaching for the iron flask she kept on her belt. With just a few drops of the beast's boiling blood, she could imbue her staff with the spirit of the seventh fire.*

*The old gnome whom Sherrek had rescued from an orc prison treated Sherrek like a snot-nosed beginner rather than a seasoned adventurer, but he seemed to have skills to teach. "You hold that dagger like a blind kobold. And I don't want to start on how you dodged those arrows. You're lucky you don't have one dangling out of your eye socket. I, Vallario Seven-Cuts, shall teach you the fine art of the blade."*

In a D&D game, rewards can take on a wide variety of forms. Your players might most appreciate piles of gold coins and glimmering magic weapons, but characters in books, movies, and comics rarely receive such rewards. Who wants to always read about a boring miser who counts his coins or a brute who believes his magic sword makes him the greatest warrior in the world?

Stories and characters do draw on such themes, but for your game, consider those themes the exception rather than the rule. In D&D campaigns, DMs can award treasure as a pat on the back for a job well done. Treasure acts as a reward that boosts power in addition to that gained with a new level. A hard-fought, tense victory over a troll horde feels greater if the trolls' treasure chest contains magic armor a PC desires.

Yet not every fight plays out as a tense, life-or-death affair, and not every treasure chest contains items the PCs want. This section discusses variant rules for treasure, with a focus on more story-focused rewards that can increase the sense of mystery and wonder in your game. Players might find it more interesting if, instead of treasure, you hand out a boon from the gods or an offer of training from the world's greatest fencing master.

### CHOOSING REWARD LEVELS

To make alternative rewards feel special, use them to replace the highest-level magic items you would otherwise give out. If you plan to give 10th-level characters two alternative rewards and two items, use rewards to replace parcels 1 and 2 (a level 14 item and a level 13 item), and use items for parcels 3 and 4 (the level 12 and level 11 items). Over time, the characters acquire items of a higher level than their alternative rewards. In the short term, this approach makes alternative rewards feel appropriately weighty.

## Overview

The alternative rewards presented in this section share the following rules characteristics:

- An alternative reward replaces a magic item. When you place treasure parcels, you can use an alternative reward in place of an item.
- You can use alternative rewards alongside traditional magic items. Without additional changes to the rules, you should replace one magic item per level with an alternative reward. Optional rules later in this section explain how to make alternative rewards more prevalent.
- These rewards occupy the same mechanical space as magic items. They balance on the same power curve and aim at the same place within the body of a character's abilities.
- An alternative reward lasts for five levels of play and then fades. This rule applies because characters normally sell or replace items as they gain levels. Alternative rewards occupy the same space in the game, so a similar process applies to them. However, see "Decide on Duration" on page 138 for exceptions to this rule.

## Reward Types

This section describes three types of alternative rewards: divine boons, legendary boons, and grandmaster training. These reward categories reflect three iconic stories of how and why characters earn such rewards.

### Divine Boons

Individuals who aid a deity's holy cause receive wondrous, divine gifts. A particularly blessed character, or one who earns a deity's gratitude, can gain a divine boon.

### Legendary Boons

Great deeds can confer wondrous powers on individuals. A character could earn a legendary boon by bathing in the blood of an ancient dragon, reading a tome of esoteric knowledge, or solving the riddle of an immortal sphinx.

### Grandmaster Training

The absolute master of a craft, such as an archmage or the greatest living swordmaster, can teach techniques and abilities that transcend a character's normal limits.

## How Rewards Work

An alternative reward works the same as a magic item, except it doesn't take up a item slot or require a character to hold it, because it isn't a physical object. In addition, characters can't buy, sell, or disenchant a reward. (They might be able to "enchant" an alternative reward using a ritual comparable to the Enchant Magic Item ritual; see "A Reward-Based Game" on page 138 for more details.)

Alternative rewards never grant enhancement bonuses. Characters must still rely on magic items to gain enhancement bonuses to attack rolls and damage rolls, AC, and other defenses. An alternative reward can replicate any other property or power granted by a magic item, including item bonuses. If you use a magic item property that gives an item bonus as an alternative reward, the bonus still counts as an item bonus. Do not associate the alternative reward's bonus with a physical item, and don't stack the alternative reward's item bonus with other item bonuses to the same statistic.

Otherwise, treat a reward the same as you would an item. Using an alternative reward's daily power works the same as using a magic item's daily power, and it counts against a character's limit of item daily power uses between milestones.

## Creating a Reward

An alternative reward replaces a magic item the characters would otherwise find. Pick the magic item parcel you want to replace, and use the item's level as the reward's level. Then follow these four steps to create an ideal reward for your characters and your campaign.

**1. Create the Story:** Choose one of the types of rewards detailed in this section and use the advice included for it to create a story and other background details for the reward.

Don't underestimate the importance of this step. A reward shares the same basic mechanics as a magic item. Without a good story to back it up, a reward might seem like merely a magic item that the characters can't sell or trade. Read over the advice given for each type of reward, and think about how to create a compelling experience for the players.

Alternative rewards offer you a chance to bring your world to life. They connect a player's desire for magic loot with your desire to create a vivid, entertaining story and game world.

**2. Plant the (Story) Seeds:** A reward works best when it is woven seamlessly into the story, especially if the characters have to work hard to gain it or make use of it. The characters might hear about the reward and seek it out, or they might stumble across it and immediately realize its importance. You could craft the story and background of your campaign so that the characters know the importance and value of the reward before they find out about its mechanics.

**3. Choose Powers and Effects:** You can create the powers and properties of a reward by borrowing the mechanics of a magic item of the same level. This advice comes with a caveat, though: Players who are familiar with the game and who know how items work place extra pressure on the DM to use story and background elements to make the reward seem distinctive and compelling. If the players figure out you simply used *bracers of mighty striking* to define the property of the reward you call *blessing of the Sword Lord*, the reward might lose its mystery, wonder, and uniqueness.

Start by finding an item that has effects that connect with the flavor and story of the reward you want to create. If you know the level of the reward you want to create, you should limit your search to items of that level; alternatively, you can find an appropriate item and use its level as the level of your reward.

If you find more than one appropriate item, you could use a property from one item and a power from another one. This approach helps to conceal your source when you draw on existing material. You must still ensure that the potency of the resulting reward corresponds appropriately to its level.

Since story plays an essential role in a reward's design, concoct a basic description of how the reward manifests and what happens when a character uses it. The blessing of a deity might cause an image of the deity's holy symbol to appear on the character's hand. A specific description of how a character executes a special attack breathes life into a new technique a character learned by training with a master.

### Applying Boons to Items

For your own convenience, you can transform mundane items, such as weapons or armor, into magic items by imbuing them with divine and legendary boons. When Ivella the tiefling fighter pierces the dying dragon's heart with her broadsword, the fiery blood of the ancient wyrm transforms her sword into a *flaming weapon*. When Uldane the halfling paladin performs a great service for Avandra, she transforms his *+5 magic short sword* into a *holy avenger*.

Using boons in this manner offers you another way of giving magic items as treasure. This approach has more flavor than hiding an item under a monster's bunk or buying or creating the items, and it remains firmly in the realm of the standard D&D reward system.

**4. Decide on Duration:** A reward typically fades after the character gains about five levels. This rule exists to enforce the same sort of turnover that occurs with normal magic items. A paladin eventually replaces his +2 *plate armor* with +3 *armor*. A *casque of tactics* (see *Adventurer's Vault*) might give way to a *clockwork cowl*.

You can design rewards with different durations. A reward might last for as little as one level or as many as ten. A legendary boon might last until the character takes an extended rest (useful if you want to draw characters into more encounters between rests; see "Drawing Characters Onward" on page 54). A divine boon might be equivalent to a consumable magic item—Avandra grants a character the ability to reroll three saving throws, and then the boon expires. If you use future treasure parcels to increase the power of a type of grandmaster training instead of giving a new item or reward, the benefit could be permanent and grow in power as the character gains levels.

Don't overload the characters with temporary rewards, and don't rob them of rewards they use frequently unless you design the reward as a short-term enhancement.

Weigh the duration of an alternative reward against the normal useful life of a comparable item. If you make the duration shorter, give more rewards to compensate, or don't count the rewards against the treasure the party receives. If you make the duration longer, use future rewards to improve the item, instead of giving new rewards or items.

## A REWARD-BASED GAME

You can remove magic items from the game entirely and replace them with alternative rewards. Doing so results in a game that feels different from traditional D&D and might help you create a particular tone you want for your campaign.

In a campaign with no magic items, magic holds less value. Your players might dislike the lack of variety, but it allows you to create a story-driven campaign—rather than one driven by mechanics—that gives magic a rare and wondrous feel.

Don't ditch magic items without thinking it over. Discuss your decision with your players, so they understand what your campaign would entail. Players might appreciate the added layer of customization that items offer, and losing that feature could reduce their enjoyment of the game.

More important, without magic items as an easy reward, the pressure on you increases to provide a compelling story that propels the PCs forward. This option works best if you have experience as a DM and have already run several successful campaigns. You can use the following suggestions to replace magic items in your campaign.

**AC, Defense, Attack, and Damage Bonuses:** Without magic items, the PCs' attacks, defenses, and damage lag behind. You can solve this problem by giving the PCs flat bonuses as they advance in level. These bonuses stack.

*Attack and Damage:* All characters gain a +1 bonus to attack rolls and damage rolls at 2nd, 7th, 12th, 17th, 22nd, and 27th level.

*Defenses:* All PCs gain a +1 bonus to AC, Fortitude, Reflex, and Will at 4th, 9th, 14th, 19th, 24th, and 29th level.

**Parcels:** Remove the highest- and lowest-level magic item parcels from each level of treasure you hand out. You can dole out fewer magic items because the PCs do not need those items to boost their attacks and defenses.

**Masterwork Armor:** Give characters masterwork armor as treasure in addition to the rewards and monetary treasure you give. Treat masterwork armor as a magic item of a level equal to the lowest-level magic armor made from that type of masterwork armor. For example, a suit of crysteel armor (see *Adventurer's Vault*) has a minimum enhancement bonus of +4. A suit of +4 *magic armor* is a 16th-level magic item, so treat the masterwork armor as a 16th-level item as well.

**Use Rewards:** Replace the remaining magic item parcels with rewards designed using this section.

The rewards you use affect your campaign. Divine rewards reflect a world where the deities take an active role in mortal affairs. If you create a world where people consider magic a scarce or dangerous tool, you should rely on grandmaster training rewards. Legendary rewards fit a campaign that features magical vistas and bizarre locations where people still view magic as a mysterious and mistrusted source of power.

**Spending Money:** In a standard D&D campaign, characters find heaps of gold partly so they can buy or enchant magic items they choose. If you eliminate magic items from your campaign, think about what else characters can do with their monetary treasure.

You could allow characters to spend their money on rituals that grant them boons, effectively restoring an amount of player control over character customization. Replace the Enchant Magic Item ritual with three distinct rituals: Implore Divine Boon, Invoke Legendary Boon, and Grandmaster Training. These rituals might have special requirements beyond the Ritual Caster feat and the expenditure of gold—perhaps characters can perform Implore Divine Boon only at a significant temple and must be in their deity's good graces. Otherwise, the rituals function the same as Enchant Magic Item and allow characters to acquire a boon of their choice of their level or lower.

Allowing characters to buy alternative rewards can diminish the specialness of those rewards in players' eyes. You could instead reduce monetary treasure drastically to account for the fact that characters no longer need to buy as much stuff. If you cut monetary rewards in half, characters would still have enough money to purchase rituals and consumable items, as well as support their standard of living.

# Divine Boons

Although the deities in the D&D world do not have omniscient powers, they do take an active interest in important events. A character might gain a divine boon as a reward for doing something that directly aids a deity or harms a deity's enemies.

An adventurer's typical activities fall into that definition. A divine boon comes into play when the gods take a personal interest in an event, such as a character performing a task worthy of drawing the gods' attention. Killing orcs that attack a temple does not deserve a divine boon. Slaying the high priest of Tiamat as he attempts to rally an army to conquer an entire continent in the Dragon Queen's name—now, that accomplishment deserves a divine boon.

## Divine Boons in the Campaign

Divine boons can come into play when the characters perform a great deed for a deity. Alternatively, a boon might come out of nowhere, and its appearance kicks off the next story arc in your campaign. The boon might come with a quest, or the character who receives the boon could draw the attention of the deity's enemies. Perhaps the boon comes from the rival of the character's chosen deity.

In any event, make receiving a divine boon a major affair in a campaign. A deity has just taken notice of a character!

A divine boon is a good reward for one of the following activities:

- Avenging the death of a deity's beloved servant.
- Rediscovering a long-lost temple.
- Foiling a major plot by the deity's enemies.
- Saving one of the deity's favorite servants from danger.

You might also bestow a divine boon as a preemptive reward, a gift handed out before the characters undertake a perilous quest. Bahamut might appear to a paladin the night before an adventure, providing advice for the coming quest and granting the paladin a boon to aid him or her in a future encounter.

Boons never occur in a vacuum. When the deities meddle in the world, the other deities (and other entities, such as primal spirits) might involve themselves. If Bahamut grants his champion a boon, Tiamat might target that champion for death or create a dark prophet of her own to oppose him.

The actual mechanics of the boon take one of two forms. You can duplicate the effects of a magic item, or you can use one of the following sample divine boons, designed to correspond with the deities of the D&D pantheon. A boon effect equates to an item of its level and feels like a divine gift.

HOWARD LYON

## Sample Divine Boons

### Avandra's Boon of Escape — Level 3+

*Gambits that rely on luck and crushing blows against oppressors draw boons from Avandra. Individuals blessed by her are impossible to corner.*

| | | | |
|---|---|---|---|
| Lvl 3 | 680 gp | Lvl 18 | 85,000 gp |
| Lvl 8 | 3,400 gp | Lvl 23 | 425,000 gp |
| Lvl 13 | 17,000 gp | Lvl 28 | 2,125,000 gp |

**Divine Boon**

**Property:** If you start your turn with two or more enemies adjacent to you, you can shift 2 squares as a move action.
*Level 13 or 18:* Shift 3 squares.
*Level 23 or 28:* Shift 4 squares.

**Power (Daily ✦ Teleportation):** Move Action. Teleport 2 squares.
*Level 8:* Teleport 3 squares.
*Level 13:* Teleport 4 squares.
*Level 18:* Teleport 5 squares.
*Level 23:* Teleport 6 squares.
*Level 28:* Teleport 7 squares.

### Bahamut's Protective Ward — Level 3+

*Bahamut grants his boon to heroes who shield the weak from the strong. Individuals who fight in Bahamut's name are beacons of hope and protection.*

| | | | |
|---|---|---|---|
| Lvl 3 | 680 gp | Lvl 18 | 85,000 gp |
| Lvl 8 | 3,400 gp | Lvl 23 | 425,000 gp |
| Lvl 13 | 17,000 gp | Lvl 28 | 2,125,000 gp |

**Divine Boon**

**Property:** Gain a +1 item bonus to opportunity attack rolls.
*Level 13 or 18:* +2 item bonus.
*Level 23 or 28:* +3 item bonus.

**Power (Daily):** Minor Action. Until the end of your next turn, enemies adjacent to you provoke opportunity attacks from you if they make attacks that do not include you as a target.
*Level 8:* Gain a +1 bonus to these attacks.
*Level 13:* Gain a +2 bonus to these attacks.
*Level 18:* Gain a +3 bonus to these attacks.
*Level 23:* Gain a +4 bonus to these attacks.
*Level 28:* Gain a +5 bonus to these attacks.

### Corellon's Boon of Arcane Might — Level 3+

*Corellon brought arcane magic to the world. Mortals who please him gain access to powers that otherwise take years of study to master.*

| | | | |
|---|---|---|---|
| Lvl 3 | 680 gp | Lvl 18 | 85,000 gp |
| Lvl 8 | 3,400 gp | Lvl 23 | 425,000 gp |
| Lvl 13 | 17,000 gp | Lvl 28 | 2,125,000 gp |

**Divine Boon**

**Property:** Choose an at-will power from an arcane character class. You can use that power as an encounter power.

**Power (Daily):** Choose a 1st-level encounter power from an arcane class. You can use that power as a daily power.
*Level 8:* Choose an encounter power of 3rd level or lower.
*Level 13:* Choose an encounter power of 7th level or lower.
*Level 18:* Choose an encounter power of 13th level or lower.
*Level 23:* Choose an encounter power of 17th level or lower.
*Level 28:* Choose an encounter power of 23rd level or lower.

### Erathis's Beacon — Level 3+

*The first cities were carved from the wilderness in the name of Erathis. With her boon, the same sense of teamwork allows you and your allies to overcome any obstacle.*

| | | | |
|---|---|---|---|
| Lvl 3 | 680 gp | Lvl 18 | 85,000 gp |
| Lvl 8 | 3,400 gp | Lvl 23 | 425,000 gp |
| Lvl 13 | 17,000 gp | Lvl 28 | 2,125,000 gp |

**Divine Boon**

**Property:** When you use the aid another action, you grant your ally a +4 bonus rather than +2.

**Power (Daily ✦ Healing):** Minor Action. An ally within 5 squares of you can spend a healing surge. That ally also gains a +1 bonus to his or her next attack roll.
*Level 8:* The ally regains 1d6 additional hit points.
*Level 13:* The ally regains 1d6 additional hit points and gains a +2 bonus to his or her next attack roll.
*Level 18:* The ally regains 2d6 additional hit points and gains a +2 bonus to his or her next attack roll.
*Level 23:* The ally regains 2d6 additional hit points and gains a +3 bonus to his or her next attack roll.
*Level 28:* The ally regains 3d6 additional hit points and gains a +3 bonus to his or her next attack roll.

### Ioun's Revelation — Level 3+

*Ioun rewards study and the relentless pursuit of knowledge. Supporters who earn her favor gain the ability to master any task, no matter how daunting.*

| | | | |
|---|---|---|---|
| Lvl 3 | 680 gp | Lvl 18 | 85,000 gp |
| Lvl 8 | 3,400 gp | Lvl 23 | 425,000 gp |
| Lvl 13 | 17,000 gp | Lvl 28 | 2,125,000 gp |

**Divine Boon**

**Property:** Gain a +2 item bonus to skill checks.

**Power (Daily):** Minor Action. Until the end of the encounter, you and your allies gain a +1 bonus to skill checks with a single skill of your choice.
*Level 8:* +2 bonus.
*Level 13:* +3 bonus.
*Level 18:* +4 bonus.
*Level 23:* +5 bonus.
*Level 28:* +6 bonus.

### Kord's Mighty Strength — Level 3+

*Kord lends his strength to followers who prove their mettle in battle against his enemies.*

| | | | |
|---|---|---|---|
| Lvl 3 | 680 gp | Lvl 18 | 85,000 gp |
| Lvl 8 | 3,400 gp | Lvl 23 | 425,000 gp |
| Lvl 13 | 17,000 gp | Lvl 28 | 2,125,000 gp |

**Divine Boon**

**Property:** Gain a +2 item bonus to Athletics checks and a +5 item bonus to Strength checks made to break objects.

**Power (Daily):** Minor Action. Until the end of the encounter, you gain a +1 item bonus to melee damage rolls.
*Level 8:* +2 item bonus.
*Level 13:* +3 item bonus.
*Level 18:* +4 item bonus.
*Level 23:* +5 item bonus.
*Level 28:* +6 item bonus.

## Melora's Storm Blessing — Level 3+

*Individuals who please Melora gain the ability to walk upon the air, soaring over their enemies and obstacles placed before them with ease.*

| | | | |
|---|---|---|---|
| Lvl 3 | 680 gp | Lvl 18 | 85,000 gp |
| Lvl 8 | 3,400 gp | Lvl 23 | 425,000 gp |
| Lvl 13 | 17,000 gp | Lvl 28 | 2,125,000 gp |

**Divine Boon**

**Property:** If an enemy uses a forced movement effect against you, you can shift 1 square as a free action at the end of the forced movement.

**Power (Encounter):** Move Action. You fly 5 squares.

*Level 8:* You fly 6 squares.
*Level 13:* You fly 7 squares.
*Level 18:* You fly 8 squares.
*Level 23:* You fly 9 squares.
*Level 28:* You fly 10 squares.

## Moradin's Blessing of Iron — Level 3+

*Moradin grants the strength of the mountain and the toughness of iron to followers who win his favor. His blessing augments both body and mind, instilling bravery and toughness in his chosen.*

| | | | |
|---|---|---|---|
| Lvl 3 | 680 gp | Lvl 18 | 85,000 gp |
| Lvl 8 | 3,400 gp | Lvl 23 | 425,000 gp |
| Lvl 13 | 17,000 gp | Lvl 28 | 2,125,000 gp |

**Divine Boon**

**Property:** If an enemy pushes you, you can reduce the distance you are pushed by 2. If an enemy pulls you and that pull leaves you adjacent to that enemy, you can make a melee basic attack against that enemy as an opportunity action.

**Power (Daily):** Immediate Interrupt. *Trigger:* You take damage. *Effect:* Reduce the damage you take by 5.

*Level 8:* Reduce the damage by 8.
*Level 13:* Reduce the damage by 10.
*Level 18:* Reduce the damage by 15.
*Level 23:* Reduce the damage by 20.
*Level 28:* Reduce the damage by 25.

## BOONS OF EVIL DEITIES

What happens when an evil deity grants a character a boon? The sample divine boons here cover the good, lawful good, and unaligned deities presented in the *Player's Handbook*, but not the more sinister deities detailed in the *Dungeon Master's Guide*. Plenty of circumstances exist in which the characters might receive a blessing from a deity who has no sample boon presented here. Unaligned player characters might worship Bane, Tiamat, or even Vecna, or at least perform deeds that advance the cause of those deities without qualifying as evil deeds. The characters might also aid an evil deity when faced with a greater evil—a demon prince or primordial, for example.

Use the sample boons presented here as a model for the divine boons of evil deities, or use the guidelines on page 137 to create an appropriate divine boon based on a magic item. Bane's boon might be similar to Bahamut's, for example, or it could have the same power as a *terror weapon*.

KEREM BEYIT

## Pelor's Sun Blessing — Level 3+

*The undimmed light of Pelor shines from individuals who champion his cause. They drive evil before them and bring solace to companions who fight alongside them.*

| | | | |
|---|---|---|---|
| Lvl 3 | 680 gp | Lvl 18 | 85,000 gp |
| Lvl 8 | 3,400 gp | Lvl 23 | 425,000 gp |
| Lvl 13 | 17,000 gp | Lvl 28 | 2,125,000 gp |

**Divine Boon**

**Property:** If you deal damage to a target that has vulnerability to radiant damage, you deal extra damage equal to your Wisdom or Constitution modifier, whichever is higher.

**Power (At-Will):** Minor Action. You emit bright light in a 5-square radius. As a minor action, you can stop emitting light.

**Power (Daily ✦ Healing):** Minor Action. An ally within 5 squares of you can spend a healing surge, and that ally gains a +1 item bonus to saving throws until the end of the encounter.

*Level 8:* The ally gains a +2 item bonus to saving throws.
*Level 13:* The ally regains 1d6 additional hit points and gains a +2 item bonus to saving throws.
*Level 18:* The ally regains 1d6 additional hit points and gains a +3 item bonus to saving throws.
*Level 23:* The ally regains 2d6 additional hit points and gains a +2 item bonus to saving throws.
*Level 28:* The ally regains 2d6 additional hit points and gains a +4 item bonus to saving throws.

### The Raven Queen's Shroud — Level 3+

*The Raven Queen cloaks her champions in a shroud of darkness, a halo of divine magic that aids them in enforcing the dictates of fate.*

| | | | |
|---|---|---|---|
| Lvl 3 | 680 gp | Lvl 18 | 85,000 gp |
| Lvl 8 | 3,400 gp | Lvl 23 | 425,000 gp |
| Lvl 13 | 17,000 gp | Lvl 28 | 2,125,000 gp |

**Divine Boon**

**Power (Encounter):** Minor Action. Choose a target within 10 squares of you. That target gains the mark of the Raven Queen until the end of the encounter. On your turn, you can reroll the result of one damage die against that target. This reroll does not alter the damage for other targets hit by an area or close attack.

**Power (Daily ✦ Teleportation):** Minor Action. You teleport adjacent to the target that bears the mark of the Raven Queen.

*Level 8:* You gain a +1 power bonus to attack rolls against the target until the end of your next turn.

*Level 13:* You gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of your next turn.

*Level 18:* You gain a +1 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of your next turn.

*Level 23:* You gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of your next turn.

*Level 28:* You gain a +2 power bonus to attack rolls and a +6 power bonus to damage rolls against the target until the end of your next turn.

### Sehanine's Mark of the Dark Moon — Level 3+

*The priests of Sehanine speak of the dark moon, an invisible celestial object that casts protective shadows upon Sehanine's followers. As her favored one, you are shielded from harm by the dark moon.*

| | | | |
|---|---|---|---|
| Lvl 3 | 680 gp | Lvl 18 | 85,000 gp |
| Lvl 8 | 3,400 gp | Lvl 23 | 425,000 gp |
| Lvl 13 | 17,000 gp | Lvl 28 | 2,125,000 gp |

**Divine Boon**

**Property:** If a creature cannot see you, you take half damage from its attacks that hit you and no damage from its attacks that deal damage on a miss.

**Power (Daily ✦ Teleportation):** Immediate Reaction. *Trigger:* You take damage. *Effect:* You teleport 2 squares.

*Level 8:* You teleport 3 squares, and you can make a Stealth check as a free action to hide if you end this teleport in cover or with concealment.

*Level 13:* You teleport 4 squares, become invisible until the end of your next turn, and can make a Stealth check to hide as a free action.

*Level 18:* You teleport 6 squares, become invisible until the end of your next turn, and can make a Stealth check to hide as a free action.

*Level 23:* You teleport 8 squares, become invisible until the end of your next turn, and can make a Stealth check to hide as a free action.

*Level 28:* Immediate Interrupt. *Trigger:* You take damage. *Effect:* You teleport 8 squares, become invisible until the end of your next turn, and can make a Stealth check to hide as a free action.

## Legendary Boons

A character gains a benefit from a legendary boon when he or she completes a specific act, such as slaying a powerful beast or visiting a site of untold power. Legendary boons, like divine boons, fill a similar role to that of magic items.

You might need to sell the idea of a legendary boon to your players. Use story and flavor elements to prevent the boon's mechanical effects from seeming dull and rote.

A legendary boon could kick off a quest or otherwise push the PCs to acquire the boon. The wizard in the party might hear about the library of a great archmage hidden in a dungeon. If the wizard reaches the library and studies its contents, he or she could gain a greater mastery over magic. Of course, a fearsome lich (perhaps a continuing villain from your campaign) guards the place. Even worse, the characters last saw the map to the library's location in the hands of a cleric of Bane.

Characters should have strong motivations to seek out legendary boons. Dangle a boon in front of the PCs like a carrot, but guard it with powerful monsters and other obstacles that require planning and fighting to overcome. The word "legendary" holds critical importance here. You want your players to feel that the mighty forces they confront have a strong root in the campaign world and the story.

It doesn't hurt to lay the groundwork for a legendary boon early in the campaign. Ask the PCs what items they want, and turn those items into legendary boons.

To make a legendary boon more interesting, you can incorporate any of the following features.

- **A Legendary Story:** Drinking the waters from the first spring to erupt after the deities created the world grants untold power.
- **A Powerful Figure in Myth or Legend:** Bathing in the blood of the dragon Festergrim, slayer of King Algus and ravager of the forest of Lorem, grants a character immunity to fire. The blood of an unnamed dragon just stains a character's favorite hauberk.
- **A Place in the Larger Story:** Reading the Book of Five Truths gives a character a legendary boon and provides a map showing the resting place of the artifact the characters need to cure the deadly green plague.

Similar to other alternative rewards, a legendary boon lasts about five levels. At higher levels, the characters can seek more powerful versions of the boon, or you can tie them to the ongoing story of your campaign. For example, the wizard Fenstern gains the *silver hands of power* at the pool of Ralyar. Later in the campaign, when Fenstern and his companions defeat

KEREM BEYIT

the cambion mage Gallrak, the *silver hands* absorb Gallrak's arcane power and grow even more potent. In game terms, you just handed the PC a higher-level version of the boon, replacing a treasure parcel as appropriate. In the story, Fenstern reclaims the power that Gallrak once stole from the pool. As an alternative, perhaps Fenstern must return to the pool after defeating Gallrak, and place the cambion's heart in the pool to improve the boon of the *silver hands*.

## Sample Legendary Boons

### Book of Five Truths — Level 8+

*Scribes recorded five truths on scrolls at the start of the Dawn War and then scattered the scrolls throughout the planes of existence. Each scroll grants its reader essential insight into the nature of being.*

**Legendary Boon**

**The First Truth** Lvl 8 3,400 gp
**Property:** Gain a +2 item bonus to Insight checks and Perception checks.

**The Second Truth** Lvl 13 17,000 gp
**Property:** Gain a +1 item bonus to Wisdom ability checks and Wisdom-based skill checks (but not Wisdom attacks).
**Power (Daily):** Immediate Interrupt. *Trigger:* You are hit by an attack that targets your Will. *Effect:* You gain a +5 power bonus to Will against the attack.

**The Third Truth** Lvl 18 85,000 gp
**Property:** When performing a ritual, roll twice and take the better result.

**The Fourth Truth** Lvl 23 425,000 gp
**Property:** Gain a +2 bonus to Will.
**Property:** Gain a +5 item bonus to initiative checks.

**The Fifth Truth** Lvl 28 2,125,000 gp
**Property:** Gain darkvision and a +6 item bonus to Insight checks and Perception checks.
**Power (Daily):** Minor Action. You can see invisible creatures as if they were visible. *Sustain Minor:* The power remains in effect.

### Fortune's Nod — Level 3

*Lidda's luck was uncanny. When all hope seemed lost and she was sighing her last breath, fortune smiled on her. She rose to her feet, drove her sword into the young dragon's eye, and smiled.*

**Legendary Boon** 680 gp
**Power (Daily):** No Action. Gain a +2 power bonus to a saving throw you just rolled; use the new result.

### Heartblood of Festergrim — Level 19+

*Bathing in the blood of the slayer of King Algus and ravager of the forest of Lorem might not make you immune to fire, but it helps.*

Lvl 19 105,000 gp Lvl 29 2,625,000
Lvl 24 525,000 gp

**Legendary Boon**

**Property:** Gain resist 10 fire.
*Level 24 or 29:* Resist 15 fire.

**Power (Daily):** Immediate Interrupt. *Trigger:* You are hit by a fire attack. *Effect:* You and each ally within 5 squares of you gain resist 20 fire until the start of your next turn.
*Level 24 or 29:* Resist 30 fire.

### Quickening Waters — Level 22

*The fey spring that feeds the gleaming Sehalandria River, which rushes from the Feywild to the world, grants preternatural speed to anyone who drinks from it.*

**Legendary Boon** 325,000 gp

**Property:** Gain a +2 item bonus to speed.

**Power (Daily):** Minor Action. Take a move action.

### Silver Hands of Power — Level 14 or 19

*The pool of Ralyar glows with arcane power. When the wizard Fenstern dips his hands into the pool, he shrieks in pain. In exchange for this power, Fenstern accepts the momentary agony of the pool transforming his hands into living quicksilver.*

**Legendary Boon** Lvl 14 21,000 gp

**Power (Daily):** Free Action. *Trigger:* You are hit with a daily power. *Effect:* You can use an at-will power.
Lvl 19 105,000 gp

**Power (Daily):** Free Action. *Trigger:* You score a critical hit using an encounter power or a daily power. *Effect:* That power is not expended.

## Grandmaster Training

*Garras had traveled for weeks across the fire-blasted Plains of Iron to find this simple thatch hut that belongs to Davros Elden, the finest swordfighter the world has ever known. Garras throws his cloak over his shoulder and adjusts his armor as he strides toward the door.*

*As Garras raises his hand to knock, a middle-aged male human wearing a frayed robe throws open the door. His gut hangs over his belt, and his right hand grasps a tankard of ale.*

*"First, you took too long to arrive. Second, you have terrible balance, and I doubt I can teach you anything. Third, that cloak is ugly. Return in a year, and show me you've improved. Maybe then I'll take you in."*

*The door slams shut. Garras turns, and his back stiffens as shame, anger, and defeat rush over him. He reaches down to the flask at his belt, and the door flies open again.*

*"Do I smell Barovian whiskey? Maybe you're not as stupid as you look. Bring that flask over here, and let's talk."*

As an unmatched warrior, spellcaster, trickster, or priest, the grandmaster writes the texts and creates the disciplines that others follow. A character who displays persistence, luck, or determination could earn the chance to study at the feet of such a master and learn techniques beyond the normal limits of mortal achievement.

Similar to divine boons and legendary boons, grandmaster training gives characters access to magic item powers without the need to own those items. In this case, a character masters a new ability through hours of focused, intense training. This training requires more than rote practice; it involves study with an expert in armed combat or magecraft.

GEORGI SIMEONOV "CALADER"

Make your grandmaster more than a faceless NPC who bestows powers on characters who visit him or her. Why replace magic items with grandmaster training if the net result in play remains the same? Build the grandmaster as a living, breathing, active NPC in the campaign. A character who studies under a grandmaster equates to a novice apprenticed to an expert artisan. The character can expect the master to assign tasks that range from the trivial (cleaning the master's home) to the daunting (venturing into the mountains and slaying the high priest of Baphomet's cult).

You might use the stereotypical grandmaster—the elderly martial arts master who takes the young student under his wing, interspersing the student's training with menial jobs and verbal (and physical) abuse. The master has too little time and too much talent to bother with a gentle approach. Either his students learn, or they can seek out a lesser, easier master.

You might find the stereotype fun to play with, or you could explore other options. A grandmaster might be a stern parental figure who offers insight and advice to the characters and never seems satisfied with their work. She could be an old drunk who, unknown to the characters, once held the title of greatest wizard in the city. If the characters sober her up, she recovers enough of her skills to impart them to the characters. A grandmaster could be a deva on the brink of divine ascension, or a deity cloaked in mortal form.

Most important, flavor a grandmaster NPC with interesting quirks, and have him or her participate actively in the characters' lives. Again, this approach falls flat unless you instill the master NPC with interesting details. You want your PCs to remain in the master's training despite the tasks he expects them to perform, the complications he causes, or his meddling in their lives.

A grandmaster comes to life if you incorporate the following features:

- **A Vivid Personality:** This key trait, played at maximum volume, outperforms a number of subtle traits. You want your players to associate the grandmaster's personality with his or her name.
- **Goals and Desires:** Grandmasters have their own objectives; they assign tasks that help their cause.
- **A Place in the Larger Story:** The characters' enemies might kidnap the grandmaster, or the grandmaster might play a direct and pivotal role in developing the story of the campaign.

The training provided by a grandmaster gives a PC the equivalent benefit of a magic item. The PCs might find an item for the master or complete an assigned task to earn their training, which takes the place of an appropriate treasure parcel. It might take a few days or a week for the master's training to sink in.

Obviously, masters provide great ways to drive adventures. A master might require his paladin pupil to go on a quest to prove his dedication to the deity they both worship. A wizard's master could send her into a dungeon to recover a set of lost books. And a master might betray her pupil or reveal that the party's sworn enemy was once her greatest student.

## Sample Grandmaster Training

**Davros Elden's Defensive Step** Level 7

*The fencing master's first lesson adjusted Garras's position in a duel, maximizing defense.*

**Grandmaster Training** 2,600 gp
**Property:** When you shift, you gain a +1 item bonus to AC and Reflex until the end of your next turn.
**Power (Encounter):** Minor Action. Shift 2 squares.

**Davros Elden's Hasty Resurgence** Level 9

*When Garras returned for a second lesson, he learned to steady himself when an enemy wore him down.*

**Grandmaster Training** 4,200 gp
**Power (Daily):** Minor Action. Use this power when you are bloodied to gain temporary hit points equal to your healing surge value.

**Davros Elden's Blinding Strikes** Level 11

*On Garras's third visit, he learned the technique of making two hasty strikes in blinding succession.*

**Grandmaster Training** 9,000 gp
**Power (Daily):** Standard Action. Make two melee basic attacks, each with a -2 penalty to the attack roll.

**Davros Elden's Aerial Step** Level 13

*When Garras returned a fourth time to the master's hut, he learned that Davros Elden had more skill than he let on.*

**Grandmaster Training** 17,000 gp
**Property:** You take no damage from a fall and always land on your feet.
**Power (Daily):** Move Action. Fly a number of squares equal to your speed. At the end of your turn, you float down to the ground if you aren't already there.

# ITEM COMPONENTS

Sometimes, you might want to strike a middle ground between magic items and mechanics. The concept of item components replaces the flavor of magic items but retain the mechanics, and components allow you to add more background to an item.

The idea behind item components is simple. To ultimately obtain a magic item, the characters must find specific objects or ingredients and perhaps gain the help of an NPC or access a magical location.

Mechanically, an item component replaces a magic item treasure parcel with a number of elements that, when combined, form the item.

For example, you could replace treasure parcel 4 in a set of rewards for a 12th-level party with the components needed to create a level 13 magic item, such as a +3 *assassin's short sword* (see *Adventurer's Vault*, page 63). In this case, the characters need to collect a shard of obsidian from the grand altar to Bane, the poison gland from a venom-eye basilisk, and water drawn from a cistern in the black ore mines. The characters can make the sword when they retrieve these components.

To incorporate the idea of item components into your game, use the following steps:

**1. Pick a Parcel:** Choose a magic item treasure parcel you want to divide into components and pick an item to fill it.

**2. Determine the Components:** Divide the selected item into three components. Such an arrangement gives the characters a sense of starting the process of gathering the item's parts, making progress, and then finishing it, without making the process either too simple (two parts) or too involved (four or more parts).

The actual components you devise depend on your campaign. Some or all of them might fit into one or more of the following categories.

*Help from an NPC:* The characters might need help from an NPC to complete the item. Maybe a priest must bless a sword to make it holy, or a character might need a dryad to kiss a staff to enhance its charm powers. The characters can gain a component of this sort by helping the NPC, by roleplaying the interaction, or by succeeding on a skill challenge.

*Harvested Ingredients:* Rare herbs, organs taken from slain monsters, or metals or objects taken from special locations fall into this category. The characters might need to hunt down and defeat a certain kind of monster, or they could have to find a rare plant.

*Forbidding Sites:* Gaining an item component might require the characters to travel to a distant location and use a magic forge, or perhaps they must craft a portion of the item within a certain area of the Elemental Chaos.

**3. Place the Components:** Think of the components as three miniature treasures. The PCs uncover the final piece at around the same time when they would have found the treasure parcel you replaced. You might include specifics about what the PCs must do to create the item as part of the game's overall plot or a secondary story that comes into play when the PCs attempt to assemble or create the item.

The characters can learn of the components in a number of ways. Have them find the first component, as well as directions explaining the initial step to making the item. The characters could also discover notes on creating the item in an old journal or learn of the process from a mentor. Or the components might pose a mystery: The PCs know they can make an item by assembling the components, but they don't know what the item does.

**4. Upgrade or Replace?** An item created using these guidelines could replace an old item. Or the process could impart a new power to an existing item, upgrading it to a higher level. If the components improve an existing item, consider augmenting another treasure parcel with gold equal to 20% of the older item's value. Because PCs likely sell older items when they receive upgrades, the extra gold makes up for the loss of those items to sell.

**5. Decide How Characters Make the Item:** Once the characters have the components, what do they need to do to assemble or create the item? Do they have to follow a specific set of steps to complete the process? You might want to require the PCs to complete a ritual, but avoid requiring the PCs to pay gold to do so. After all, the components fuel the making of the item.

You might require a skill challenge, but if failure means that the PCs ruin the item, you risk frustrating the players. Instead, use a skill challenge to serve as a backdrop during a battle or some other encounter that occurs while the PCs make the item. The skill challenge might determine the number of undead creatures the PCs awaken while they complete the item. If the characters fare poorly in the challenge, they have to fight their way past a deadly encounter to escape, or maybe the party must divide, some fighting fight waves of undead while others finish making the item. If the characters succeed on the skill challenge, the undead leave the PCs alone as they finish the item.

In such a skill challenge, Arcana, Religion, and Nature can reflect the knowledge needed to bind the item's magic. Athletics and Endurance checks represent the physical labor of forging a weapon or some other object. Fine detail work, such as runes etched into a stone, uses Thievery.

# ARTIFACTS



At a fundamental level, artifacts are magic items whose role in the game has far more to do with the story of your adventure or campaign than it does with the actual game effects of the item. Characters might buy, sell, enchant, and disenchant any of the hundreds of magic items found in the *Player's Handbook* and *Adventurer's Vault* volumes. They might even quest after those items. But when an artifact enters the characters' lives, the story of the campaign revolves around the artifact for a time.

Artifacts are completely under your control. It's up to you when you introduce an artifact to your game, and it's up to you when the artifact leaves the characters' hands. Ownership of an artifact is the one element of a character's capabilities that the character's player has no control over—it rests entirely in your hands. Use that power for good—the good of your campaign story.

This section introduces seven new artifacts to supplement the ones that appear in the *Dungeon Master's Guide*, and it leads off with some tips to help you incorporate these special items into your game.

**Use Artifacts at Any Level:** An artifact's overall power level isn't what makes it special. Magic items appear at every level, and there's nothing inherently more special about a level 30 item than there is about a level 1 item. Artifacts are different. There are artifacts appropriate for heroic-level characters as well as epic-level characters, and even the lowliest artifacts are significantly different from ordinary magic items of roughly the same level—not necessarily more powerful, but definitely more significant. So, go ahead and use artifacts even in your heroic tier game. Introducing an artifact at low levels helps the players see the grand scope of the story they're involved in.

**Tie Artifacts to Campaign Themes:** Use artifacts to reinforce the story you want to tell in your campaign. If you want to explore themes of how power corrupts those who wield it, introducing the *Eye of Vecna* into your campaign can help reinforce that story. If your campaign involves fighting an oppressive ruler or exploring the cost of freedom, then the *Invulnerable Coat of Arnd* can help expound on those themes.

**Recast Stories and Goals:** Add details from your campaign to the origin story for an artifact, or alter its goals to strengthen its ties to the themes of your campaign. Does a powerful eladrin villain play an important role in your campaign? Perhaps he is a descendant of Ossandrya, and knowledge of the *Emblem of Ossandrya* is part of his family's lore.

**Wait Until Players Have Bought In:** Hold off on introducing an artifact into your campaign until after the characters have completed an adventure or two and the players are fully invested in the story of the campaign. They should already know what's at stake and have at least a hint of the nature of the major villain in the story. With that groundwork laid, an artifact's arrival carries the appropriate weight. The players will appreciate the *Invulnerable Coat of Arnd* all the more after they understand the nature of the tyrant they have to overthrow.

Sometimes introducing an artifact can also serve to introduce the villain or theme of a campaign. If you plan to take your campaign in a dramatic new direction in the paragon tier as a major war breaks out in your campaign world, for example, you could introduce the conflict by having the *Standard of Eternal Battle* fall into the characters' hands.

**Allow for Conflict:** Make sure there's potential for characters to come into conflict with the goals of an artifact. The *Axe of the Dwarvish Lords* seeks to be an inspiration to honorable people. What if the characters discover that there's an easier way to achieve their goals (and the *Axe*'s goals) using deceit and dishonor? Do they take the easy route and displease the artifact, or stick to the *Axe*'s lofty principles and follow a harder road? A decision like this enriches your story and reinforces the idea that player choices matter in the game.

**Allow Time for Goodbye:** When it's time for an artifact to move on, if the characters are in good standing with it, make the occasion appropriately solemn. Let the characters participate in the artifact's departure, perhaps seeking out appropriate successors or returning it to a special location where it can be found when it's needed again. Give the players a chance to say goodbye to this member of your supporting cast.

## "I CHOSE YOU"

You might decide to introduce an artifact into your campaign in one of two basic ways: Either the characters seek out the artifact, or it falls into their hands—possibly even seeking the characters out. Which approach is better for your campaign depends on the extent to which the players understand what's at stake in the campaign.

If the players understand the stakes and are already determined to pursue the story to its conclusion, then it's fine to send them on a quest to find and acquire an artifact that can help them achieve that goal. This approach can also help you reinforce campaign themes of heroic choice and consequences, particularly if deciding to use the artifact clearly helps the characters accomplish one goal, but might prove a hindrance in other ways.

On the other hand, if your campaign includes the idea that characters are born to a heroic destiny, you can reinforce that idea by having an artifact seek them out. Arthur didn't go on a quest to find *Excalibur* so he could become king; the fact that he was destined to be a great and heroic king led to the artifact coming into his possession.

# Adamantine Horse of Xarn

The *Adamantine Horse of Xarn* is appropriate for mid-heroic-level characters.

**Adamantine Horse of Xarn** Heroic Level

*At first glance, this artifact appears as an adamantine plate-barded warhorse of particularly powerful build, but further inspection reveals that the entire horse is made of metal and is powered by gears and hidden arcane devices. Due to the genius of its craftsmanship, its noble form moves naturally despite its unyielding material.*

**Wondrous Item**

**Property:** The *Adamantine Horse of Xarn* is a construct in the form of a warhorse that serves as a mount for its owner. Its statistics depend upon its concordance with its owner.

## Adamantine Horse of Xarn Lore

**Arcana or History DC 16:** Unlike most other artifacts that are held, worn, or wielded, the *Adamantine Horse of Xarn* is meant to be ridden. The artifact is coveted by warriors who serve the cause of good and who struggle against greed, injustice, and destruction, especially that caused by chromatic dragons.

**Arcana or History DC 21:** Tales say that Bahamut gave the *Adamantine Horse* to the legendary dragonslayer Xarn, a champion of the young human race. Xarn had already proved his worth against a champion of Tiamat, but he went on to ride the *Adamantine Horse* into battle against one of Tiamat's aspects. Xarn disappeared from history after that battle, but tales of great heroes who waged war against the Dragon Queen with the help of the artifact are scattered throughout history.

AMELIA STONER

## Goals of the Adamantine Horse

- Serve as a mount for a hero devoted to the tenets of law and good.
- Protect the weak and uphold justice for the innocent.
- Fight against tyranny and greed, especially that perpetrated by chromatic dragons.

## Roleplaying the Adamantine Horse

If it is owned by a character who shares its philosophy and helps it to achieve its goals, the *Adamantine Horse of Xarn* is a stalwart companion, providing timely aid to its owner. The *Adamantine Horse* can be extremely stubborn, however, with a character who is less perfectly aligned with its goals. The *Adamantine Horse* can't communicate with its rider verbally, but it understands Draconic, Common, and Supernal, and it makes its desires known with a gentle (or not so gentle) nudge, a derisive whinny, or the placement of its metal body to block or reroute passage.

**CONCORDANCE**

| Starting Score | 5 |
|---|---|
| Owner gains a level | +1d10 |
| Owner is lawful good | +2 |
| Owner is a paladin, warlord, or avenger | +1 |
| Owner has the Mounted Combat feat | +1 |
| Owner finishes a quest that fulfills the *Adamantine Horse's* goals | +1 |
| Owner defeats an evil dragon (maximum 1/day) | +1 |
| Owner acts in a way contrary to the *Adamantine Horse's* goals | -2 |
| Owner disregards the *Adamantine Horse's* desires | -1 |

## Pleased (16–20)

*"On the battlefield, we move and fight as one."*

The *Adamantine Horse of Xarn* is proud to serve its owner as a steed and ally in battle, and it shares its magical power with its owner's allies as well. The *Adamantine Horse*'s statistics reflect its pride and confidence.

**Property:** While you are mounted on the *Adamantine Horse*, any mounted ally within 20 squares of you gains a +2 power bonus to his or her mount's speed and a +5 bonus to damage rolls with charge attacks.

**Property:** While you are mounted on the *Adamantine Horse*, you gain a +4 bonus to all defenses against opportunity attacks.

**Property:** The *Adamantine Horse* becomes a 10th-level creature with the following statistics:

| Pleased Adamantine Horse of Xarn | Level 10 Brute |
|---|---|
| Large animate beast (construct, mount) | XP 500 |
| **Initiative** +6 | **Senses** Perception +12; low-light vision |
| **HP** 136; **Bloodied** 68 | |
| **AC** 22; **Fortitude** 24, **Reflex** 21, **Will** 22 | |
| **Speed** 10 | |
| ⊕ **Kick** (standard; at-will) | |
| +13 vs. AC; 1d10 + 8 damage. | |
| ⸸ **Trample** (standard; at-will) | |
| The *Adamantine Horse of Xarn* can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the *Adamantine Horse* must end its move in an unoccupied space. When it enters an enemy's space, the *Adamantine Horse* makes a trample attack: +11 vs. Reflex; 1d10 + 8 damage, and the target is knocked prone. | |
| **Adamantine Charge** (while mounted by a friendly rider of 7th level or higher; at-will) ✦ **Mount** | |
| The *Adamantine Horse* grants its rider 10 extra damage on charge attacks. | |
| **Alignment** Unaligned | **Languages** Understands Common, Draconic, and Supernal |
| **Str** 24 (+12) | **Dex** 12 (+6) **Wis** 14 (+7) |
| **Con** 26 (+13) | **Int** 4 (+2) **Cha** 10 (+5) |

### Satisfied (12–15)

*"Together, we shall find glory through our actions!"*

Satisfied with its owner's deeds and devotion to the ways of good, the *Adamantine Horse of Xarn* grants its owner and all mounted allies additional powers.

**Property:** While you are mounted on the *Adamantine Horse*, any mounted ally within 20 squares of you gains a +5 bonus to damage rolls with charge attacks.

**Property:** The *Adamantine Horse* becomes an 8th-level creature with the following statistics:

| Satisfied Adamantine Horse of Xarn | Level 8 Brute |
|---|---|
| Large animate beast (construct, mount) | XP 350 |
| **Initiative** +5 | **Senses** Perception +11; low-light vision |
| **HP** 115; **Bloodied** 57 | |
| **AC** 20; **Fortitude** 22, **Reflex** 19, **Will** 20 | |
| **Speed** 9 | |
| ⊕ **Kick** (standard; at-will) | |
| +11 vs. AC; 1d8 + 7 damage. | |
| ⸸ **Trample** (standard; at-will) | |
| The *Adamantine Horse of Xarn* can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters an enemy's space, the warhorse makes a trample attack: +9 vs. Reflex; 1d8 + 7 damage, and the target is knocked prone. | |
| **Adamantine Charge** (while mounted by a friendly rider of 7th level or higher; at-will) ✦ **Mount** | |
| The *Adamantine Horse* grants its rider 10 extra damage on charge attacks. | |
| **Alignment** Unaligned | **Languages** Understands Common, Draconic, and Supernal |
| **Str** 23 (+10) | **Dex** 12 (+5) **Wis** 14 (+6) |
| **Con** 25 (+11) | **Int** 3 (+0) **Cha** 10 (+4) |

### Normal (5–11)

*"This union has potential for greatness, but valor must be proven."*

The *Adamantine Horse of Xarn* is content to allow its owner to use it as a mount.

**Property:** The *Adamantine Horse* becomes a 7th-level creature with the following statistics:

| Adamantine Horse of Xarn | Level 7 Brute |
|---|---|
| Large animate beast (construct, mount) | XP 300 |
| **Initiative** +4 | **Senses** Perception +10; low-light vision |
| **HP** 105; **Bloodied** 52 | |
| **AC** 19; **Fortitude** 21, **Reflex** 18, **Will** 19 | |
| **Speed** 8 | |
| ⊕ **Kick** (standard; at-will) | |
| +10 vs. AC; 1d8 + 7 damage. | |
| ⸸ **Trample** (standard; at-will) | |
| The *Adamantine Horse of Xarn* can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters an enemy's space, the warhorse makes a trample attack: +8 vs. Reflex; 1d8 + 7 damage, and the target is knocked prone. | |
| **Adamantine Charge** (while mounted by a friendly rider of 7th level or higher; at-will) ✦ **Mount** | |
| The *Adamantine Horse* grants its rider 10 extra damage on charge attacks. | |
| **Alignment** Unaligned | **Languages** Understands Common, Draconic, and Supernal |
| **Str** 23 (+9) | **Dex** 12 (+4) **Wis** 14 (+5) |
| **Con** 25 (+10) | **Int** 3 (-1) **Cha** 10 (+3) |

### Unsatisfied (1–4)

*"The horse has a mind of its own about our purpose."*

The *Adamantine Horse of Xarn* still accepts its owner as a rider, but it ignores its owner's commands unless they directly serve the artifact's goals. The *Adamantine Horse* holds back from granting its owner its full power.

**Property:** The *Adamantine Horse* becomes a 7th-level creature with the statistics shown above, but it doesn't grant its *adamantine charge* ability to its owner.

### Angered (0 or lower)

*"I am unworthy to ride this steed."*

**Property:** The *Adamantine Horse of Xarn* tries not to let its owner mount it. If its owner does somehow mount it, the *Horse* doesn't move.

### Moving On

*"The steed has other fights to join."*

The *Adamantine Horse of Xarn* gallops off to other adventures. If it has normal concordance with its owner, it walks off into the sunset the next time the character gains a level, never to be seen again. If it's satisfied or pleased with its owner, it leaves behind a celestial charger (*Monster Manual*, page 159) that serves the *Adamantine Horse*'s former owner faithfully. If the artifact is angered or unsatisfied, it leaves its owner at an inconvenient time to emphasize its disappointment and displeasure with the character's actions.

# Amulet of Passage

The *Amulet of Passage* is appropriate for heroic-level characters.

**Amulet of Passage** Heroic Level

*This fine silver chain is unassuming, bearing a single arrowhead-shaped jewel. While you wear this amulet, it stirs thoughts of legendary battles and heroic deeds.*

The *Amulet of Passage* is a +2 *magic amulet* with the following properties and powers.

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** You gain a +2 item bonus to Acrobatics and Athletics checks to escape, and to Thievery checks to open locks.

**Power (At-Will):** Standard Action. You attune an ally to the *Amulet*. While attuned and within 10 squares of you, an ally can use the *Amulet*'s powers (but not its enhancement bonus or properties) as if he or she were wearing it.

**Power (Daily ✦ Teleportation):** Move Action. You and each attuned ally can each use this power once per day. You teleport a number of squares equal to your speed.

VINCENT DUTRAIT

## Amulet of Passage Lore

**Religion DC 16:** An ancient tale describes how Asmodeus, seeking to thwart the power of fate, placed obstacles in the paths of those mortal beings with the greatest destinies. To counter this affront, the Raven Queen crafted the *Amulet of Passage* to guide the greatest mortal heroes back to the path that fate had laid out for them.

**Religion DC 21:** Another legend claims that Avandra made the *Amulet* to help heroes pursue their own dreams and goals. The *Amulet* grants extraordinary powers of movement—not just to its owner, but to its owner's allies as well.

## Goals of the Amulet of Passage

- ✦ Find those that could become legendary heroes and guide them toward their destined paths.
- ✦ Continue to move through the world in search of new heroes.

## Roleplaying the Amulet of Passage

When the *Amulet of Passage* first comes into a character's possession, it resents the task set before it and must be convinced that its new owner truly is destined for greatness. As its owner continues to succeed, the artifact begins to believe that the character is worthy of his or her destiny.

The *Amulet of Passage* doesn't communicate verbally or telepathically, but it does instill emotional states in its owner, depending on its concordance. It will use feelings of courage and confidence to encourage its owner to push forward without an extended rest (see "Drawing Characters Onward" on page 54).

### Artifacts for Multiple Players

This book introduces artifacts that identify themselves with more than one character in the party. Such artifacts might grant powers or properties to two or more characters, as the *Amulet of Passage* does. Other artifacts have concordance based on the actions of each party member, rather than just the artifact's owner, as the *Standard of Eternal Battle* does. Some can be used by multiple characters simultaneously, such as the paired sets of boots *Rash* and *Reckless* or the *Cup* and *Talisman of Al'Akbar*. The *Emblem of Ossandrya*, on the other hand, allows only one owner at a time to use it, but it can be passed from character to character without loss of concordance.

These artifacts can help you reward your players for working well together as a team, or encourage them to think more as a team if they're selfishly inclined. The artifacts can also have the opposite effect if you're not careful, leading to conflict among your players over the "right" way to use the artifact. If conflict does arise, remember that artifacts make their own wishes known to their owners.

**CONCORDANCE**

| Starting Score | 5 |
|---|---|
| Owner gains a level | +1d10 |
| Owner reaches three milestones in one day | +2 |
| Owner completes a major quest (maximum 1/day) | +1 |
| Owner's ally dies | -1 |
| Owner stays in the same region for 2 weeks without reaching a milestone | -1 |

### Pleased (16–20)

*"Soon we will accomplish the stuff of legend. Everything we've done so far is just a prelude to what lies ahead."*

The *Amulet of Passage* is pleased and impressed with its owner, and it instills a sense of courage, confidence, and destiny in that character. It urges its owner to ever greater achievements.

**Property:** The *Amulet*'s item bonus to Acrobatics and Athletics checks to escape, and to Thievery checks to open locks, increases to +5.

**Power (Daily ✦ Reliable, Teleportation):** Standard Action. You or an attuned ally can use this power. Make an attack: Close burst 10; targets one creature; Intelligence +3, Wisdom +3, or Charisma + 3 vs. Will; on a hit, the target disappears from its location (save ends). While the target is gone from its location, it can't take actions and can't be targeted. On a save, it reappears in the space it last occupied (or in the nearest unoccupied space of its choosing if that space is occupied).

### Satisfied (12–15)

*"Our destinies are intertwined as we walk together on the road of adventure."*

The *Amulet of Passage* appreciates its owner's drive and encourages that character to achieve more. It instills a sense of restlessness, dissatisfaction, and urgency in its owner, trying to drive the character toward still greater actions.

**Power (Encounter ✦ Teleportation):** Move Action. You and each attuned ally can each use this power once per encounter. You teleport 10 squares into a space adjacent to an ally who is wearing or attuned to the *Amulet*.

### Normal (5–11)

*"I say we go that way."*

The *Amulet of Passage* is noncommittal when it first comes into its owner's possession, waiting to see whether the character will live up to the artifact's expectations. It does encourage the owner to be more decisive, to keep on the move, and to seek adventure and heroic deeds whenever an opportunity presents itself.

### Unsatisfied (1–4)

*"If you don't step over the mountain ridge, the scenery never changes."*

The *Amulet of Passage* is disappointed in its owner, who clearly lacks the drive or ability to accomplish great things. The character might experience the *Amulet*'s displeasure as a nagging feeling of longing, or as thoughts of wanting something more out of life and the need for a change of scenery.

The *Amulet*'s enhancement bonus decreases to +1.

### Angered (0 or lower)

*"We are all lost, and so is this cause."*

The *Amulet of Passage* despairs of ever goading its owner to great deeds, and that despair rubs off on the character. The owner feels as if he or she will never achieve great things or accomplish anything of lasting import.

The *Amulet*'s enhancement bonus decreases to +1. The owner can no longer use any of the *Amulet*'s powers, and all allies lose their attunement to the *Amulet*.

**Property:** The *Amulet*'s item bonus to Acrobatics and Athletics checks to escape, and to Thievery checks to open locks, is negated.

### Moving On

*"I have shown you the path, but you must take the first steps on your own."*

After the *Amulet of Passage* has guided its owner and his or her allies onto the path of their destinies, it moves on to find its next owner. Before it leaves, it provides the characters one last passage, typically a teleportation of some great distance (perhaps even across worlds), to where their next great adventure will begin.

# Cup and Talisman of Al'Akbar

The *Cup* and *Talisman of Al'Akbar* are appropriate for paragon-level characters.

**Talisman of Al'Akbar** Paragon Level

*This eight-pointed star of hammered platinum hangs on a chain of gold and pearls. Each point of the star is tipped with a diamond, and elaborate patterns of gold inlay cover its surface.*

The *Talisman of Al'Akbar* is a +3 *magic holy symbol* with the following properties and powers.

**Implement (Holy Symbol)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +3d6 damage per plus

**Property:** Whenever you make a Heal check, you can roll twice and use either result.

**Property:** Whenever you use a healing power on an ally, that ally regains 1d10 additional hit points.

**Power (Daily ✦ Healing):** Free Action. *Trigger:* You reduce an enemy to 0 hit points with an attack power using this holy symbol. *Effect:* You or one ally within 5 squares of you gains regeneration 5 until the end of the encounter.

**Cup of Al'Akbar** Paragon Level

*Twelve great gems form a ring around the rim of this large gold chalice, which requires two hands to carry. The chalice glows with a faint golden light.*

**Wondrous Item**

**Power (Daily):** Standard Action. You drink from the *Cup of Al'Akbar* and make an Endurance check against a disease affecting you, using the disease's improve DC. If you succeed, you're cured. If you fail, the disease doesn't get any worse while it affects you.

**Power (Daily ✦ Healing):** Using this power takes 10 minutes. You create one *potion of Al'Akbar* (see below). If you use the *Cup* together with the *Talisman of Al'Akbar*, you can instead create up to three *potions of Al'Akbar*. A potion created in this way reverts to plain water if it isn't consumed within 24 hours.

When filled with water, the *Cup of Al'Akbar* can create a *potion of Al'Akbar*. A creature that drinks one of these potions gains a healing benefit. The potion can't be disenchanted.

**Potion of Al'Akbar** Paragon Level

*This golden liquid contains great healing magic.*

**Potion**

**Power (Consumable ✦ Healing):** Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 30 hit points and make a saving throw.

If you have no healing surges when you drink this potion, you instead gain 15 temporary hit points.

## Cup and Talisman Lore

**Religion DC 22:** The *Cup* and *Talisman of Al'Akbar* are divine relics with great healing powers. Legend says that they were gifts from Pelor, given to mortals to help the world recover from a time of terrible devastation.

**Religion DC 27:** After the artifacts were first used to care for the injured and sick, conflicts arose over the ownership of the *Cup* and *Talisman*. Some sought to use the items for good, while others wanted to support armies of conquest, and skirmishes raged over their possession until the artifacts disappeared.

## Goals of the Cup and Talisman

- ✦ Prevent death and eliminate disease.
- ✦ Avoid creating conflict because of the artifacts' allure.
- ✦ Atone for the past pain and bloodshed the artifacts have caused.

## Roleplaying the Cup and Talisman

Though each item is a powerful artifact in its own right, the *Cup* and *Talisman of Al'Akbar* appear in histories and lore only as a pair. Likewise, both items think and speak as one entity when in close proximity, echoing one another's words. When separated and in the hands of a good soul, each item comments frequently that it must be reunited with its other half.

The items are altruistic and expect their owner to be as well. They seek only owners who have good intentions and avoid anyone who pursues glory or profit above good deeds. Any owner who uses the *Cup* and *Talisman* directly for profit earns their distrust. A character using the artifacts can reap the normal treasure—and even pay—from adventuring. Forcing the sick or wounded to buy the *Cup*'s healing is unacceptable, as is raising someone from the dead because that person is wealthy or powerful rather than worthy or innocent.

Though they're great artifacts of healing, the *Cup* and *Talisman* have also caused much bloodshed among ambitious individuals who sought the items' power. The artifacts still fear their own power and try to escape notice.

## Al'Akbar's Curse

The *Cup* and *Talisman of Al'Akbar* were created in a time of great need—some say it was a great plague created by evil deities or demon lords, while others believe it was a war in which great heroes were grievously wounded and killed. Once that time had passed and the artifacts were no longer crucial to survival and victory, their very presence led to hostilities. All sought to own the artifacts, including their owners' enemies, neutral parties who sought their power, and even the owners' allies. At that point, the *Cup* and *Talisman* disappeared. Since that time, they have surfaced when they were needed, but only long enough to accomplish their goals before disappearing again

to avoid creating more conflict. The *Cup* and *Talisman* worry that they do more harm than good.

The *Cup and Talisman* are supernaturally alluring and can cause even old allies to turn against one another. The dangers of the artifacts' allure to the characters the longer they hold them should be foreshadowed. At first it could be petty rulers who seek to own the artifacts, but later the situation could escalate to conflicts and dissension among the characters themselves.

## Concordance

The *Cup* and *Talisman of Al'Akbar* share one concordance score, but each attitude grants different powers to each item.

**CONCORDANCE**

| Starting Score | 5 |
|---|---|
| Owner gains a level | +1d10 |
| Owner is devoted to Pelor | +1 |
| Owner reunites the *Cup* and *Talisman* | +2 |
| Owner completes a quest for worshipers of Pelor | +1 |
| Owner uses the *Cup* or *Talisman* for profit (this includes selling a *potion of Al'Akbar*) | -2 |
| Owner is attacked as a result of owning the item | -2 |
| An ally or innocent dies in the owner's presence (maximum 1/day) | -2 |

### Pleased (16–20)

*"We have atoned for the blood spilled over us in the past, but we fear our renown grows too great."*

The *Cup* and *Talisman of Al'Akbar* sense that the time to depart is coming soon and feel they have now contributed more good to the world than suffering. It won't be long before the items move on.

The *Talisman's* enhancement bonus increases to +4.
**Talisman Critical:** +4d6 damage per plus
**Talisman Power (At-Will ✦ Healing):** Minor Action, 1/round. One ally you can see can spend a healing surge.
**Cup Power (Daily ✦ Healing):** Standard Action. You choose a creature (or portion of a creature) within 5 squares of you that died less than 5 minutes ago. That creature returns to life and regains hit points as if it had spent a healing surge.

### Satisfied (12–15)

*"Our work has saved many lives, but so many still live in need."*

You have furthered the artifacts' goals and behaved in a manner approved by their creator. The items trust you and will stay with you for a time.

**Talisman Property:** Whenever you use a healing power on an ally, that ally regains 2d10 additional hit points.
**Cup Power (Daily):** Free Action. *Trigger:* You start to perform the Raise Dead ritual. *Effect:* You use the *Cup* and perform the ritual with no component cost. The raised creature doesn't take a -1 death penalty.

### Normal (5–11)

*"So many call out in pain. We must heal their tortured bodies and ease their suffering."*

**Special:** If you have only one of the artifacts, that artifact encourages you to find the other artifact and drops cryptic hints to lead you to it (or more explicit instructions once it trusts you).
**Special:** If you have both artifacts, they request that you find and heal those in need. They also emphasize discretion, not wishing for their whereabouts to be discovered.

### Unsatisfied (1–4)

*"Are my motives pure? Do I truly serve the will of the gods?"*

The *Cup* and *Talisman of Al'Akbar* consider you untrustworthy. They don't believe that you truly work for good and are worried that your self-interest is interfering with their altruistic motives. They force you to heal indiscriminately.

**Special:** You gain no benefit from drinking a *potion of Al'Akbar*.
**Property:** Whenever you heal an ally and that ally regains additional hit points through the *Talisman*, each enemy within 3 squares of the ally also regains hit points equal to the additional hit points.

### Angered (0 or lower)

*"The legacy of the Cup and Talisman remains shameful, and I've done nothing to repair it."*

You have been actively working against the artifacts' interests, and they wish to find a more worthy owner.

**Property:** Whenever you spend a healing surge or use a healing power, you reduce the hit points regained by 1d10 (to a minimum of 1 hit point regained). This effect applies even if you're only carrying the *Talisman*.

### Moving On

*"It's too dangerous to remain here. We must disappear from the face of the world once again."*

The *Cup* and *Talisman of Al'Akbar*, eager to avoid too much attention, want to become "lost" once again. This might happen because their owners have revealed the artifacts' presence to too many people and caused conflict (likely if concordance is low), or because the items are fearful that their owners' prominence and success will cause strife in the future (likely if concordance is high).

The artifacts might both move on at once, or one might leave before the other. This second situation usually happens if the two artifacts wish to be far apart and difficult to find to prevent them from falling into the wrong hands.

# Emblem of Ossandrya

The *Emblem of Ossandrya* is appropriate for paragon-level characters.

**Emblem of Ossandrya** Paragon Level

*This medallion, shaped like a shield and glowing with soft golden light, bears Corellon's star symbol in its center.*

**Wondrous Item**
**Property:** You gain resist 10 poison.
**Property:** You gain a +1 item bonus to saving throws.
**Property:** You gain a +2 item bonus to Acrobatics, Athletics, and Diplomacy checks.
**Power (Encounter):** Minor Action. You transfer the *Emblem of Ossandrya* to an ally within 5 squares of you. That ally gains the powers and properties of the artifact, using your concordance to determine them.
**Power (Daily):** Free Action. *Trigger:* You make an attack roll or skill check and dislike the result. *Effect:* You reroll the attack or check and must use the second result.

## Emblem of Ossandrya Lore

**History DC 22:** The legendary eladrin Ossandrya wore this emblem during the Last Battle of the Spiral Tower, when forces loyal to Corellon drove the wicked drow from the Feywild. Since then, it has appeared in times of great crisis, when good must stand strong against the powers of treachery and evil.

**History DC 27:** The *Emblem of Ossandrya* is far more devoted to the cause of justice and good than even Corellon. It drives its owner to pursue the highest ideals of heroic valor.

JULIE DILLON

## Goals of the Emblem of Ossandrya

- Nurture a group of heroes so that they can begin their epic destiny.
- Spread the story of those heroes and help their legend grow among the people of the world.
- Encourage daring acts, bold action, and clever stratagems.

## Roleplaying the Emblem of Ossandrya

When a character first touches the *Emblem of Ossandrya*, it telepathically asks if the character and his or her allies seek glory for their heroic deeds. With an affirmative answer, the *Emblem* attaches itself to that character's armor or clothing, above and to the left of the character's heart. The *Emblem* is friendly and encouraging, but quickly grows impatient with those who are slow to seek adventure.

The *Emblem* can communicate telepathically and through speech. It speaks Common, Draconic, Dwarven, Elven, Giant, Goblin, and Supernal. The *Emblem* loves to relate the lore of other heroes to which it has been attached. It eagerly listens to any tales told by the heroes, and encourages them to tell such tales to others.

**CONCORDANCE**

| Starting Score | 5 |
|---|---|
| Owner gains a level | +1d10 |
| Owner completes a major quest | +2 |
| Owner is trained in Diplomacy | +1 |
| Owner is an eladrin | +1 |
| Owner fails to complete a major quest | -2 |
| Owner or an ally attacks a good or lawful good creature (maximum 1/encounter) | -2 |

### Pleased (16–20)

*"Friends, tales of our deeds shall find a fitting place among the legends of our world."*

The characters have proven their worth, and the *Emblem of Ossandrya* accepts them as truly great heroes of grand stature.

**Property:** You gain resist 20 poison.
**Property:** You gain a +4 item bonus to Acrobatics, Athletics, and Diplomacy checks.
**Power (Encounter ✦ Healing):** Immediate Interrupt. *Trigger:* An ally within 5 squares of you is reduced to 0 hit points or fewer. *Effect:* You transfer the *Emblem* to the triggering ally. That ally can spend a healing surge.

### Satisfied (12–15)

*"Did you see the baron's face when we told him of our battle at the chasm bridge? Truly, that will be a difficult tale for us to top . . . but we will!"*

The *Emblem of Ossandrya* appreciates the valor and daring of its owner and his or her allies, encouraging them to ever greater adventures.

**Property:** You gain resist 15 poison.
**Property:** You gain a +3 item bonus to Acrobatics, Athletics, and Diplomacy checks.
**Power (Encounter):** Immediate Interrupt. *Trigger:* An ally within 5 squares of you fails a saving throw. *Effect:* You transfer the *Emblem* to the triggering ally. That ally can reroll the failed saving throw.

### Normal (5–11)

*"My friends, we are destined for greatness."*

The *Emblem of Ossandrya* has high hopes for its owner and his or her allies, and it gladly seeks their success and glory.

### Unsatisfied (1–4)

*"I cannot shake the feeling that we are meant for bigger things than recounting our exploits to tavernkeepers and besotted patrons."*

The *Emblem of Ossandrya* distrusts its owner's abilities, often wondering telepathically if the character and his or her allies are really trying hard enough.

**Property:** You take a -1 penalty to attack rolls. When you hit an enemy, the penalty is negated until you take a short rest or an extended rest.

### Angered (0 or lower)

*"Perhaps we should explore a lucrative career purveying woolen goods."*

The *Emblem of Ossandrya* is disgusted with the cowardice or incompetence (or both) of its owner and his or her allies. It stops encouraging bold stratagems and won't remain with its owner much longer.

**Property:** You take a -1 penalty to attack rolls. When you hit an enemy, the penalty is negated until you take a short rest or an extended rest.
**Property:** You take a -2 penalty to saving throws instead of the +1 bonus the *Emblem* normally grants.

### Moving On

*"We have secured our legend; now others must secure theirs."*

The *Emblem of Ossandrya* senses that it can no longer help to improve the party's legend, and that other legends-to-be hang in the balance. The next time its owner gains a level, the *Emblem* disappears from the character's armor or clothing, destined to reappear in another place where it's needed more. If the *Emblem* is at least satisfied, it leaves behind a replica of itself for its owner and each of his or her allies. While this item is worn, it grants a +1 item bonus to saving throws but doesn't occupy an item slot.

It's possible that the *Emblem* might request the heroes' help in finding suitable replacements.

## Rash and Reckless

*Rash* and *Reckless* are artifacts appropriate for a pair of paragon-level characters.

**Rash and Reckless** — Paragon Level

*These broad-cuffed black boots suggest an attitude of daring and panache. The two pairs are identical in every detail.*

**Item Slot:** Feet
**Property:** You can use your Dexterity modifier in place of your Strength modifier to make melee basic attacks with a weapon.
**Property:** You gain a +2 item bonus to Acrobatics checks and Athletics checks.
**Power (Daily):** Minor Action. Until the end of the encounter, each enemy adjacent to the ally wearing the other pair of these boots grants combat advantage to you.
**Power (Daily):** Standard Action. You shift your speed and then make a melee basic attack.

### Rash and Reckless Lore

**History DC 22:** *Rash* and *Reckless* are the individual names of two artifacts, each a pair of boots, meant to be worn by two allies. They originally belonged to a pair of scoundrels who spent their lives in revelry and adventure in the capital city of Nerath years ago. The artifacts allow their owners to work in concert to perform masterful feats of acrobatics and athleticism.

**History DC 27:** The original owners of *Rash* and *Reckless* were an inseparable pair of adventurers who began their professional life as acrobats in a traveling carnival. They extended the acrobatic training, teamwork, and entertainer's panache that they learned from the sideshows to their adventuring career. Everything else about this duo's life is a matter of conjecture, legend, and tall tale. To this day, no one is sure of their gender or race, where they were born, or the details of their adventuring career. Even their names are lost to history, replaced by the names of the artifacts they left behind as their legacy.

### Goals of Rash and Reckless

- To perform deeds of daring action and adventure worthy of the stories told of the artifacts' original owners.
- To help their owners pursue legendary adventures with flair and boldness.
- To lead their owners to riches and renown.

### Roleplaying Rash and Reckless

*Rash* and *Reckless* don't speak, instead communicating through flashes of empathic resonance. A character wearing one of the artifacts is prone to surges of energy, often so great as to make the character leap to his or her feet, overwhelmed with the desire to move around. The artifacts inspire mischievous thoughts and spur the concoction of elaborate plots.

They might suggest a certain course of action—always one that is brash and unconventional. Even limited as they are, the artifacts' communications advance their goal of bringing more daring action and excitement into the world.

*Rash* and *Reckless* share a friendly sense of competition. Each pair of boots seeks to goad its owner into the greatest, most flamboyant and foolhardy deeds. This competitiveness rubs off on the owners of the items, leading to characters who constantly seek to outdo each other in performing outrageous stunts. The artifacts reward this type of behavior with increased concordance.

## Concordance

Each pair of boots has its own concordance with its owner. Much of the artifacts' concordance depends on the wearer accomplishing outrageous stunts. Maneuvers that are daring but not quite brilliant can increase the artifact's concordance with its owner by 1, while a truly legendary act (as determined by the DM) might increase it by 3.

**CONCORDANCE**

| Starting Score | 5 |
|---|---|
| Owner gains a level | +1d10 |
| Owner is a rogue or a bard | +2 |
| Owner is trained in Acrobatics and Athletics | +1 |
| Owner pulls off a maneuver with great panache | +2 |
| Owner rushes into danger (maximum 1/encounter) | +1 |
| Owner falls due to a failed Athletics check | -1 |
| Owner expresses caution | -1 |
| Owner flees from a combat encounter | -2 |

## Pleased (16–20)

*"I know! Let's sneak into the baron's keep to find out what he's up to!"*

*"And we can steal his scepter while we're there!"*

The artifact is delighted with its owner, who displays the kind of behavior that the boots approve of. It encourages thoughts of daring adventures and reckless behavior, which it knows its owner will pursue.

**Power (Daily):** Move Action. You shift your speed.
**Power (Encounter):** Free Action. *Trigger:* You score a critical hit. *Effect:* The target is dazed until the end of your next turn.

## Satisfied (12–15)

*"Caution be damned!"*

*"Twice damned, I say!"*

The artifact sees encouraging signs that its owner is capable of truly legendary acts and gently urges the character to pursue a course of foolhardy action.

**Property:** You gain a +2 bonus to Bluff checks while using a disguise.

HOWARD LYON

**Property:** Whenever you shift, you can move into spaces occupied by creatures, but you can't end your movement in an occupied square.

### Normal (5–11)

*"I feel like doing something . . . crazy."*

*"Something wild!"*

The artifact initially stirs vague longings in its new owner, trying to goad the character into more daring and extravagant behavior.

### Unsatisfied (1–4)

*"I don't want to let my life be ruled by fear."*

The artifact is displeased with an owner who is either too cautious or too incompetent to accomplish deeds worthy of its original owner. The character feels the artifact's dissatisfaction and longs to find an untapped reserve of bravery. Until the artifact's concordance improves, it grants no powers, but its properties still apply.

### Angered (0 or lower)

*"These boots are slowing me down!"*

The artifact despises its owner, believing the character to be incapable of greatness and unworthy of its aid and attention. The artifact grants no powers, and its normal properties no longer apply.

**Property:** At the start of each encounter, you're slowed (save ends).

### Moving On

*"The show must go on."*

*Rash and Reckless* have a sense of the dramatic and a hunger for helping new performers play to new crowds. They rarely stay with heroes for more than a few adventures (a couple of levels). When it's time for them to move on, they look for a way to make a dramatic exit, preferring to vanish in a flash of light and a puff of smoke after their owners (ideally, working in concert) have accomplished a truly great stunt worthy of engendering a new legend.

If the artifacts are unsatisfied or angered with their owners, they leave at an inopportune time, perhaps disappearing from their owners' feet during an audience with a baron (or a hearing before a judge) to cause embarrassment to their failed owners.

Some stories tell that *Rash* and *Reckless* will sometimes return to their favorite heroes for a reunion performance and one final adventure.

## Rod of Seven Parts

The renowned *Rod of Seven Parts* is appropriate for characters of any level. Unlike most artifacts, it's designed to come into play early in a character's career and play an important part in adventures through the epic tier.

The *Rod* consists of seven individual segments, each one between 4 and 15 inches long. Reassembled into a whole, they form a slender rod 5 feet in length.

**Rod of Seven Parts** Heroic to Epic Level

*This short segment of lusterless black metal looks like a single part of a larger whole.*

A single segment of the *Rod of Seven Parts* is a +1 *magic rod.* Each additional segment joined to the first increases the *Rod's* enhancement bonus by 1 to a maximum of +7. The *Rod*'s properties and powers depend on how many segments are assembled together.

**Implement (Rod)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per segment, or +1d10 damage per segment against elemental creatures

**Property:** Whenever you use a healing power, one target of the power can make a saving throw.

**Property:** You gain a +1 item bonus to Diplomacy, Intimidate, and Religion checks per segment.

If all seven segments of the *Rod of Seven Parts* are assembled together, they gain the following additional property:

**Property:** You can use the *Rod* as a simple melee weapon. You add its enhancement bonus to attack rolls and damage rolls of melee weapon attack powers, and it deals +7d6 critical damage, or +7d10 against elemental creatures. Used as a melee weapon, the *Rod*'s proficiency bonus is +2 and its damage die is 1d10.

### Rod of Seven Parts Lore

**Religion DC 28:** The *Rod of Seven Parts* was forged during the Dawn War that raged at the beginning of time between the gods and the primordials. It was crafted by the Wind Dukes of Aaqa, a group of seven angels that served Bahamut, with the assistance of one of Moradin's exarchs. Forged for use against Miska the Wolf-Spider, a demonic primordial of terrible power, it was ultimately driven through Miska's body, shattering into seven parts as it came into contact with the Wolf-Spider's chaotic energy.

**Religion DC 33:** As the *Rod* shattered, Miska was cast through a planar breach (see page 185) and lost on an unknown plane, and the seven fragments of the *Rod* were scattered throughout the cosmos. The *Rod* hasn't been reassembled since, despite the best efforts of forces aligned with both sides of the cosmic war.

## Goals of the Rod of Seven Parts

- Be reunited into a whole item once again.
- Establish the divine rule of law in the world and the cosmos, taming the Elemental Chaos and destroying the remaining primordials.
- Seek out and destroy Miska the Wolf-Spider once and for all.

## Roleplaying the Rod of Seven Parts

It's best for the PCs to find the smallest part of the *Rod of Seven Parts* first. Each individual segment of the *Rod* is capable of guiding its owner toward the next larger segment. If a character holds any portion of the *Rod* and thinks of it as part of a larger item, the character feels a vague sense of where the next largest piece lies, getting a clear sense of direction, but no indication of distance or circumstance.

As soon as two or more pieces of the *Rod* are joined together, the *Rod*'s owner feels its urgent desire to be reassembled. Without being consciously aware of the *Rod*'s influence, its owner also becomes aware of its goals. The character becomes inclined toward order and regulation, feeling a sense of revulsion when confronted by disorder, lawlessness, or anarchy.

## Concordance

The primary way to increase the concordance of the *Rod of Seven Parts*, and through that its power, is to seek out additional segments and join them to the first segment found. Regardless of other conditions, the number of segments joined together determines the *Rod*'s maximum concordance, as shown on the second table below.

**CONCORDANCE**

| | |
|---|---|
| **Starting Score** | **5** |
| **Owner gains a level** | **+1d10** |
| **Each segment of the rod joined to the first** | **+2** |
| **Owner defeats an elemental (maximum 1/day)** | **+1** |
| **Owner defeats a primordial** | **+4** |
| **Owner or an ally attacks an immortal (maximum 1/encounter)** | **-1** |
| **Owner flouts laws or codes of conduct** | **-2** |

| Number of Segments | Maximum Concordance |
|---|---|
| One | 5 |
| Two | 7 |
| Three | 9 |
| Four | 11 |
| Five | 14 |
| Six | 17 |
| Seven | 20 |

### Pleased (16–20)

*"Through us, order will be restored to creation!"*

The *Rod of Seven Parts* is mostly or entirely complete, and it hums with life and excitement that rub off on its owner. The *Rod* is actively seeking Miska the Wolf-Spider or another primordial to destroy, and its owner knows the *Rod*'s full purpose.

**Property:** Whenever you use a healing power, each target of the power can make a saving throw.

**Power (Daily ✦ Fear, Psychic):** Standard Action. You cloak yourself in a fearsome aura of awe-inspiring divine presence, which enables you to make the following attack: Close burst 3; targets enemies in the burst; Intelligence or Wisdom or Charisma vs. Will; on a hit, the attack deals 2d10 + 5 psychic damage, pushes the target 3 squares, and immobilizes the target (save ends).

### Satisfied (12–15)

*"Fear me, spawn of Chaos—and fear the Rod I wield!"*

With at least five segments assembled, the *Rod of Seven Parts* manifests potent powers in pursuit of its goals. Its owner knows that the *Rod* seeks to destroy primordials and punishes lawless behavior.

**Power (Encounter):** Move Action. You fly your speed.

**Power (Daily):** Standard Action. You create a gust of wind: Close blast 5; targets all creatures; Intelligence or Wisdom vs. Fortitude; on a hit, the attack deals 2d10 + 5 damage and pushes the target 3 squares.

### Normal (5–11)

*"There is more to this Rod . . . I can feel it!"*

When a segment of the *Rod of Seven Parts* first comes into a character's possession, the artifact communicates a vague sense of a greater purpose or destiny, but little else. The character is aware of the *Rod*'s properties and knows that finding additional segments of the *Rod* will increase its power.

### Unsatisfied (1–4)

*"I don't think this thing likes me."*

The *Rod*'s owner is either flaunting laws or waging war on angels or devils, and the *Rod* is displeased. It makes its displeasure known, with subtle influence and a vague sense of unease.

**Property:** The *Rod*'s item bonus to Diplomacy, Intimidate, and Religion checks is negated.

**Property:** You take a -2 penalty to Bluff checks.

**Property:** You take a -1 penalty to attack rolls against immortal creatures.

### Angered (0 or lower)

*"Why am I so tired all the time?"*

The *Rod of Seven Parts* is severely displeased and punishes its owner until the character's behavior improves or the artifact decides to move on.

The *Rod*'s enhancement bonus is reduced by 1, and its extra damage on a critical hit is reduced by 1 die.
**Property:** The *Rod*'s item bonus to Diplomacy, Intimidate, and Religion checks is negated.
**Property:** You take a –5 penalty to Bluff checks.
**Property:** You take a –2 penalty to attack rolls against immortal creatures.
**Property:** After each extended rest, you lose one healing surge.

### Moving On

*"What happened to the Rod?"*

The *Rod of Seven Parts* shatters into its component parts, and each segment teleports to a random location across the planes. It might break apart and scatter after its owner uses a daily power from the *Rod*, or after slaying a powerful opponent. If it's displeased with its owner, it might shatter in the instant before the character tries to use it as a weapon or implement. If the *Rod* is pleased with its owner, it might grant a legendary boon (see page 142) in its place.

## Adventures with the Rod of Seven Parts

The *Rod of Seven Parts* was the focus of a super adventure written in 1996 (for the 2nd Edition of the D&D game) by Skip Williams. This truly epic campaign leads the characters on several shorter adventures in pursuit of individual segments of the *Rod*, while encounters with various minions of Miska and the Queen of Chaos, as well as agents of the Wind Dukes of Aaqa, occur at intervals over the course of many levels of play.

A series of adventures involving the *Rod of Seven Parts* could have the characters stumble upon one piece of the *Rod* initially, and then seek out the other six of their own volition. Complicating matters a bit, the characters might discover that forces of chaos also seek the *Rod*, hoping to use it to find and restore Miska the Wolf-Spider to power. The *Rod of Seven Parts* adventure took things one step further, introducing a Wind Duke who sought to restart the ancient war against Chaos by releasing Miska again.

If you introduce the *Rod* to your campaign at low levels, you can include a short quest to find and attach a new segment of the *Rod* once every five levels or so. That way, its enhancement bonus keeps pace with its owner's level. Make sure the artifact stays important to the party in between those adventures by featuring enemies and allies who have an interest in the *Rod*. As the characters assemble more segments, they might get involved with the Wind Dukes, various demonic forces, and ultimately Miska itself.

You can also compress this campaign arc by introducing the *Rod* when the characters are already epic level. Its powers and properties might not be significant to them until they get four or five segments assembled, but the promise of having a *+7 rod* in hand by the campaign's climax makes the effort worthwhile.



# Standard of Eternal Battle

The *Standard of Eternal Battle* is appropriate for paragon-level characters.

The *Standard* has no single owner, but it considers itself to belong to an entire party of heroes—as if they were a squad of soldiers. Any member of the characters' party can use the powers and properties of the *Standard*, and the actions of the group as a whole determine the artifact's concordance.

**Standard of Eternal Battle** Paragon Level

*This tattered standard bears the evidence of a dozen great wars and a thousand battles. Dedicated to the spirit of warfare, the banner patiently waits for worthy owners to carry it into combat.*

**Wondrous Item**

**Power (At-Will):** Minor Action. Any owner of the *Standard of Eternal Battle* can cause it to display any coloration, crest, icon, emblem, or other mark. The chosen symbol remains until an owner uses a minor action to change it.

**Power (Encounter ✦ Zone):** Standard Action. When you plant the *Standard* in your space or an adjacent square, it creates a zone in a close burst 5. While within the zone, you and your allies gain a +1 power bonus to attack rolls and saving throws.

In addition, while the *Standard* is planted, any of its owners within 5 squares of it can use its powers.

These effects last until the end of the encounter or until the *Standard* is removed from the ground.

The *Standard* can be set into any solid surface, even rocky ground or a stone floor. It doesn't occupy the square. Once planted, it can be removed from the ground as a standard action only by one of its owners or by a creature that has reduced one of its owners to 0 hit points or fewer.

### Standard of Eternal Battle Lore

**History DC 22:** A gift from the god Bane to an ancient hobgoblin conqueror, the *Standard of Eternal Battle* has flown over countless battlefields in every era of mortal history. It shares its creator's love for war, regardless of the cause or purpose of the conflict.

**History DC 27:** According to legend, the *Standard* can change hands only through violence—it must be won and claimed as a prize in battle.

### Goals of the Standard of Eternal Battle

- ✦ Aid those whose goal is conquest through war, subduing a rebellious people, or unseating a usurper.
- ✦ Be carried by worthy owners. Lesser owners must improve or quickly be replaced or destroyed.

## Roleplaying the Standard of Eternal Battle

The *Standard of Eternal Battle* is a manifestation of the spirit of warfare and conquest. To that end, it's crafty and suspicious, being a master and survivor of a hundred betrayals.

Arrogant and completely unconcerned for the fates of all who aren't accomplished warriors, the *Standard* issues commands rather than conversing with its owners. It communicates by speaking through nearby characters, its gravelly voice emerging unexpectedly whenever it wishes to make its point. It doesn't care whether it speaks through one of its owners, a nearby NPC, or even an enemy locked in battle with the owners.

**CONCORDANCE**

| Starting Score | 5 |
|---|---|
| Owning group finds the *Standard*, rather than taking it from previous owners | -2 |
| Each member of owning group gains a level | +1d10 |
| Owning group contributes to the success of a war or major conquest | +4 |
| Member of owning group reduced to 0 hit points or fewer by an enemy | -1 |
| Member of owning group surrenders to an enemy | -2 |
| Owning group participates in losing effort of a war or major conquest | -4 |

### Pleased (16–20)

*"Even death cannot stay our hands! Fight on!"*

The *Standard of Eternal Battle* delights in heroes who take part in glorious battle and refuse to bow down to their foes. It grants its owners the power to cheat death so they can fight longer.

**Power (Daily ✦ Healing):** Immediate Interrupt. *Trigger:* An enemy reduces you to 0 hit points or fewer while you're within the zone. *Effect:* You regain all your hit points and make a saving throw against each effect on you that a save can end.

### Satisfied (12–15)

*"We cannot be held back from victory!"*

The *Standard of Eternal Battle* enjoys the tastes of glory it receives and hungers for more. Its owners are filled with confidence as it orders them to seek out greater battles.

**Power (Encounter):** Minor Action. You and each ally within the zone make a saving throw with a +5 bonus, and you each gain combat advantage against the target of the next attack roll you make before the end of your next turn.

### Normal (5–11)

*"Let us prove ourselves worthy of the banner we fight under."*

*The Standard of Eternal Battle* is arrogant but vocally supportive of its owners, even while it silently judges the characters' worth in battle.

### Unsatisfied (1–4)

*"We have failed. We must put ourselves back on the path to glory."*

The *Standard of Eternal Battle*'s owners have faltered in battle, and the artifact begins to throw greater challenges in their way to test their mettle.

**Property:** At the start of each encounter, if the level of the highest-level owner is equal to or lower than the level of any enemy in the encounter, the owners of the *Standard* take a -5 penalty to initiative checks for that encounter.

### Angered (0 or lower)

*"We have displeased the Standard. We must prove our worth before we perish!"*

The owners are failing to live up to the lofty expectations of the *Standard of Eternal Battle*, and it actively seeks their downfall at the hands of more accomplished warriors.

**Property:** At the start of each encounter, if the level of the highest-level owner is equal to or lower than the level of any enemy in the encounter, the owners of the *Standard* take a -10 penalty to initiative checks for that encounter.

GEORGI SIMEONOV "CALADER" (2)

**Property:** If planted, the *Standard* can be removed from the ground as a standard action by any creature in or adjacent to its square.

### Moving On

*"Our doom approaches."*

The *Standard of Eternal Battle* balances its desire for worthy owners with its need to exercise control over those individuals. Whether the owners prove unworthy or the artifact loses its absolute control, it eventually seeks to divest itself of its current owners.

The *Standard* doesn't move on of its own volition. It instead draws powerful adversaries to it and its owners on a regular basis. These teams of enemies are often stronger than the current owners (2–5 levels higher) and are dedicated to wresting the artifact from its inferior owners. They begin showing up weekly or even daily, always at the most inopportune moments, until the owners are defeated or surrender the artifact.

Some owners see this doom approaching and rid themselves of the *Standard* before it's too late. According to legend, the *Standard* is often found in a forlorn location, a lowly resting place for such a lofty artifact.

### Destroying Artifacts

As mentioned in the *Dungeon Master's Guide*, destroying an artifact isn't as simple as using the rules for damaging objects. Each artifact has a specific means by which it can be destroyed. The original *Dungeon Master's Guide* (published in 1979) offered the following list of possible means to destroy an artifact:

1. Melt it down in the fiery furnace, pit, mountain, forge, crucible, or kiln in which it was created.

2. Drop it into or bury it beneath (1) the Well of Time, (2) the Abyss, (3) the Earth Wound, (4) Adonais' Deep, (5) the Spring of Eternity, (6) Marion's Trench, (7) the Living Stone, (8) the Mountain of Thunder, (9) 100 adult red dragon skulls, (10) the Tree of the Universe.

3. Cause it to be broken against or crushed by (1) Talos, a triple iron golem, (2) the Gates of Hell, (3) the Cornerstone of the World, (4) Artur's Dolmen, (5) the Juggernaut of the Endless Labyrinth, (6) the heel of a god, (7) the Clashing Rocks, (8) the foot of a humble ant.

4. Expose it to the penetrating light and flame of (1) the Ray of Eternal Shrinking, (2) the Sun, (3) Truth: that which is pure will become Light, that which is impure will surely wither.

5. Cause it to be seared by the odious flames of Geryon's destroyed soul or disintegrated in the putrid ichor of Juiblex's deliquescing flesh.

6. Sprinkle it with/baptize it in the (1) Well of Life, (2) River Styx, (3) River of Flame, (4) River Lethe.

# Organizations



Organized groups give your adventurers the chance to interact and form relationships with set collections of enemies and allies throughout ongoing storylines. Villainous organizations connect the dots between encounters. Virtuous groups provide the PCs with support, a sense of belonging, and a reason to venture forth and find trouble. Organizations between the poles of good and evil flesh out the politics of your setting.

## Recurring Villainy

Enemy organizations offer a sense of continuity in your story that solitary villains don't provide, because you remove solitary villains from the game world when they're defeated. Antagonists in roleplaying games are more fragile than villains in movies and comic books. An author can dictate that his villain inconclusively engages with the heroes several times before the final confrontation. In the game, though, any encounter between a set of player characters and a primary villain could end in the death of a carefully nurtured antagonist.

When the characters struggle against a malevolent organization, however, the storyline can continue despite a surprise victory. The defeated creature you intended as the main villain is revealed as a pawn of a larger group, allowing you to create another primary villain for later encounters. During the search for the mastermind, the PCs engage in further fights against other cells of the villainous group.

### Connecting the Dots

In a political or city-based scenario, organizational ties between sets of opponents can serve as the connecting tissue that links encounters. After the characters overcome a combat encounter or a skill challenge, plant information that leads them to another encounter or challenge to face a new branch of the organization, or give them a clue to the identity of the lead villain.

Just as dungeon room doors can lead to different encounters, you can plant clues that lead in multiple directions, offering players an interesting choice of next steps. Allow players to choose which opponents to tackle next, so they don't feel forced from one scene into another.

The path from one encounter to the next isn't always straightforward. To keep the adventure on track, don't hide information that leads characters to the next encounter. If they fail on a Perception check or a Streetwise check to glean necessary information, don't leave players with no direction. Give them the information they need, and then let them make checks to uncover extra information that helps them

in other ways. For example, if characters succeed on a check with a high roll, they might find one or more of the following kinds of information.

- Tactical hints that grant an advantage in the upcoming encounter. You could forewarn the party about traps, necessary equipment or ritual components, or a way to surprise their enemies.
- Facts they can use to achieve personal goals. A player character who swears to expose his evil uncle might find proof of his uncle's membership in the outlaw band the group has been fighting. Or, a character who has an established love interest could discover an enemy group's plans to kidnap and ransom him.
- Clues leading to additional encounters. Give characters an incentive to follow obvious links and make dead-end paths less enticing.
- Details about the inner workings of the villainous organization. This kind of information engages explorers and storytellers. The details don't have to relate directly to the goals of the characters or the adventure in order to be meaningful.

## Political Complications

Another set of plot options appears when characters cannot fight their way from one enemy cell to another because the enemy organization is too strong. This strength might translate literally in terms of level and enemy capability. Build the opposing group's leadership from epic tier monsters when the characters have just embarked on their paragon paths, making a combat confrontation with the organization a deadly proposition.

If you want to create a politically untouchable enemy organization, focus on intrigue and interaction. For example, the enemy group advises the local duke, enjoys the protection of an impulsive deity, or secures the loyalty of the people by generously donating gold to favored causes. Although the characters might occasionally spar with the enemy's minions and lackeys, the PCs can't launch physical attacks on the leaders. Instead, the characters embark on a series of fights, skill challenges, and interactions designed to reduce the enemy group's political influence. Characters might pursue the following tasks:

- Search for proof that the group secretly conspires against its political protectors.
- Displace the villains in their patron's favor, either through political intrigue or a series of battles.
- Use treasure liberated from dungeon delving to purchase the goodwill of the populace. (Increase the available treasure from each encounter. The players need the usual amount to enhance their characters, plus a budget for their political operations. Turn off the gold spigot if the players start raiding their political slush fund to buy magic items for themselves.)

## Rivalry

Organizations can stand in the party's way without being villainous. Rival groups hinder the characters and their goals by competing with them. The rivals' methods might be at least as ethical as the player characters' methods. If the characters behave like a selfish pack of irresponsible freebooters, members of a rival organization might annoy and frustrate the characters by acting with high-handed, self-righteous virtue. A rival group that pursues disastrous ends with the best of intentions offers its own tricky challenge. Give the players reasons to sympathize with these troublemakers, even as the characters struggle to compensate for their rivals' actions.

Examine the characters' goals to determine a rival organization's plans. Invent a reason why a different group of characters wants to work against the PCs without descending into villainy. Consider the following challenges that a rival organization might pose to your characters.

GEORGI SIMEONOV "CALADER"

- The characters enjoy the patronage of a wealthy and powerful duke, and another group wishes to secure the duke's favor. Or, the rival adventurers could seek to replace the duke with someone they believe is the duke's older brother, and thus is the rightful claimant to the duke's title.
- A particular temple advocates a rigidly moralistic ideology that might, if it took hold among the populace, put characters who use arcane power out of favor.
- Another adventuring party explores the same dungeon and searches for the same artifact or treasure that the characters are seeking. In addition to creating an interesting rivalry, this situation also encourages the characters to push through encounters without stopping for an extended rest (see "Drawing Characters Onward" on page 54).

Because the rules allow characters to fight rivals without killing them (see "Knocking Creatures Unconscious" on page 295 of the *Player's Handbook*), you can stage combat encounters with members of rival organizations who impede the characters' progress.

Players might not expect their characters to face the logical results of antisocial behavior. Warn the players that if they use lethal force against legitimate organizations, they can expect punishment, which could include any or all the following consequences:

- Trouble with the authorities.
- Revenge attacks by other members of the rival group.
- Withdrawal of support by friends, family, patrons, and community leaders.
- Exile from good or unaligned communities.

## Belonging to an Organization

You can build a campaign around the idea that the player characters belong to an organization rather than, or in addition to, having them fight against a villainous or rival organization. The players might want their characters to join an established group in your campaign.

You can portray the characters' lives between missions through an adventurer organization, if your group enjoys this aspect of play. It allows you to surround the party with a cast of NPCs who can drive plots and subplots by providing information, requiring rescue, or introducing romantic entanglements.

If your group enjoys a DM-directed style of play, the characters' superior or a contact within the organization assigns the characters the next quest to undertake on the organization's behalf. Don't make membership in an organization feel like a job; let the characters act as powerful free agents. Avoid the temptation to use their superiors in an organization to create dominance over the characters. Few players want to belong to groups that abuse, punish, or threaten their members. Although authoritarian organizations exist, reserve this type of behavior for enemies and rivals.

Players who prefer an open-ended approach to the game might avoid organizations that assign missions or issue orders. An organization that has a loose structure but clear goals can provide enough motivation to set the players on the road to self-defined missions. For example, the characters might be the only local representatives of a far-flung organization dedicated to fighting cults of Those Who Hear (see page 120) and other people and creatures connected to the Far Realm. The characters have a clear reason to investigate when signs of cult activity surface in the area. The characters might also sense that their local problems are part of a larger story without needing to have missions handed to them by an authority figure.

## Shifting Relationships

The characters' relationships with an organization can shift, perhaps several times over the course of a long campaign. An organization might initially act as a patron for the characters, hiring or rewarding them on an informal basis for performing particular tasks. As the characters complete missions for the patron group, they might identify with the organization and join as official members, or at least informal operatives. Alternatively, they might grow disenchanted with the group, gradually learning that they do not share or support its true agenda.

Shifting relationships can define a story arc for your campaign. These changes could occur gradually, in response to player interaction, or suddenly, when you unveil a plot twist. Consider the following possible developments:

- The player characters disappoint the organization, and it finds a new group of adventurers to do its bidding. Or, maybe the characters decide they don't want to work for the organization anymore. Either way, the characters must now compete against the organization's new representatives.
- A virtuous organization undergoes a factional struggle that results in the ousting of its benevolent members. The new leadership begins advancing an evil plot, and the characters must decide whether to try to restore the group's original leadership from within the organization or leave the organization and fight it from outside.
- After a political change, a villainous organization that the characters previously couldn't touch is now fair game. Or, the opposite could be true: A well-intentioned group that an evil or misguided

ruler once outlawed comes into favor when the rulership changes.

- A rival or villainous group encourages a partnership with the characters to combat a greater threat to both groups.
- The characters' patron (group or individual) betrays them at a pivotal moment. This scenario is a cliché in fiction and gaming, and as such players might feel duped if you throw this sort of plot twist at them. Use the cliché with caution, and try to make the players feel clever and triumphant when they turn the tables on their treacherous ex-allies.

## Power Struggles

Struggles between organizations provide an endless supply of plot hooks. If characters belong to an organization or have one as a client, they might find themselves contending against its enemies. The PCs' superiors might send them on missions to attack or subvert the opposing organization. Alternatively, agents of enemy organizations might try to neutralize the characters or to thwart their assigned objectives. In an environment of clear morality, in which one organization is good and the other evil, the characters might gravitate to the side of virtue. If both groups operate in shades of gray, the characters might have to wrestle with moral issues when deciding which group to back.

When neither contending organization deserves sympathy, the adventurers could enjoy playing the groups against each other. Perhaps the characters are amoral and self-serving, or they might slowly grind both groups down, pretending to maintain the balance of power between the two while they take power for themselves.

### Factions and Schisms

You can design a setting for players who thrive on politics and intrigue by adding conflicts within organizations, as well as conflicts between or among them. Multiple factions compose the average organization. Conflict might occur at the highest levels of the organization as different factions compete to direct the organization's agenda or philosophy. Alternatively, the opposing factions might fully agree on the issues that drive the group but divide along lines of loyalty to rival personalities or the specifics of administrative detail. Faction leaders might also pay lip service to the philosophy and goals of the group while pursuing prestige, authority, and control of the group's purse strings.

When the player characters belong to a factionalized organization, they have frequent opportunities for political maneuvering and intrigue. When factional infighting weakens a rival or villainous organization, the characters could exploit that schism and find unlikely allies willing to strike against mutual rivals within the organization.

The characters need not play a central role in struggles between groups. The warring organizations can serve as a background element that explains why certain places are lawless or rich in adventuresome violence. In the city of Sigil, for example (see the next chapter), player characters could either jump into its ongoing, multisided power struggles or keep their heads down and try to stay neutral.

### Defining the Conflict

When you build power struggles between organizations into your setting, define the nature of the conflict as covert, peripheral, open, multisided, or polarized (or some combination of these types).

Covert struggles occur beneath a society's seemingly placid surface. Secretive organizations vie for control under the noses of an unsuspecting populace. A clandestine struggle for political power ends when one side wins. Fights over obscure or arcane goals could remain concealed, even when the ripple effects transform the community.

Peripheral conflicts interest the participating groups but exert little influence on anyone else. For example, two schools of wizards might vie for possession of an artifact. Although the competition consumes the two groups, no one in the wider community notices it. Victory for one side changes the two groups forever but exerts no measurable impact on a society.

Open struggles pit two or more groups against one another in violent conflict. Two criminal gangs might fight for control of a specific territory, or two merchant houses might compete for dominance over a specific market or trade route. A barony could erupt in civil war when the baron dies and rival groups support different heirs to the throne. Whatever the conflict's nature, it affects everyday life, creating ongoing jeopardy for all. For the characters, any decision they make could instigate a battle.

Multisided conflicts create a web of mutual dependence and hostility as numerous groups pursue their own agendas. The groups switch between rivalry and alliance as circumstances change; sometimes they cooperate on certain issues while opposing each other on others.

Polarized conflicts drive all comers into one of two opposing camps. Opposed beliefs and interests congeal into mutual hatred. Each side regards associating with the other as treachery. Even if conflict occurs on a political level, flaring tempers could lead to periodic explosions of violence.

## Organization Elements

Like any detail about your world, your description of an organization might consist of an idea in your head, a few lines of scrawled notes, or large chunks of elegantly written text. The following format can help you shape your ideas about the groups your PCs interact with. Not all of these elements are appropriate to all kinds of organizations.

### Name of Organization

**Goal**: What the group hopes to accomplish in the short or long term.

**Stated Goal**: Groups with secret goals maintain cover stories. The goal tells players what the organization claims to strive for, rather than its true intent.

**Size**: Rather than giving a specific number of members, this entry describes the group's relative size and scope.

**Alignment**: The prevailing (though not necessarily exclusive) alignment of the faction that drives the group. In an organization that has a secret agenda, this alignment could be at odds with the alignment of the majority of the unsuspecting members.

**Philosophy**: Why the organization acts as it does. In case of a secret agenda, include notes on the group's outward philosophy.

**History**: Additional information on the formation and development of the organization.

**Leadership**: The group's key leader or leaders, including any local leadership.

**Headquarters**: The location where the group conducts its business and protects its leaders.

**Membership Requirements**: How player characters can join the organization, if possible.

**Structure:** The group's organizational structure.

CHIPPY

**Activities:** The group's current actions to advance its agenda.

**Enemies**: Other groups that the organization openly or violently conflicts with.

**Rivals**: Political opponents with whom the group engages in peaceful intrigue.

**Factions**: Any notable factions within the group.

**Other Features**: Any additional information on the group.

## Examples

The following six example organizations can serve as models for the groups you want to develop for your campaign, or you can use them as presented here. A few of these examples have specific ties to the city of Sigil, which is described in Chapter 6.

### Banesons

**Goal**: A secret conspiracy of humans promotes the worship of Bane, the deity of war and conquest. Based on the vision of its founder, the group schemes toward a global apocalypse to transform the world into a mirror of the plane of Chernoggar, Bane's Iron Fortress (see *Manual of the Planes*, page 92), and the Banesons into mighty goblin warriors.

**Size**: Small and local. The Banesons relies heavily on the charisma and devotion of their leader, and the group holds little appeal beyond its leader's reach.

**Alignment**: Evil.

**Philosophy**: "Life offers only misery and falsehood. We are strong, but this world of deception keeps us weak. It is better to be the masters of our own fates and bring on a catastrophe we choose, than to toil and suffer in a world that places no value on our inexhaustible bloodlust."

**History**: The Banesons formed a generation ago after its founder, Eliath Red-Dust, went to the mountains to fast and received an ecstatic vision of blood.

**Leadership**: The blacksmith Derthad Red-Dust acts meek and subservient, but secretly he burns with the murderous certainty of his father's mission.

**Headquarters**: Derthad holds small meetings of his inner circle at his forge.

**Structure:** The group consists of a dozen small cells; each acts autonomously, occasionally taking direct orders from Derthad. The leaders of the cells knew Derthad's late father, and they meet regularly with Derthad to plot global destruction.

**Activities:** The group raises funds through raids, kidnappings, and highway robbery. It terrorizes the area with murders and attacks on local authorities. Members try to make these attacks resemble the work of goblins.

**Factions**: Discontented advisors, led by Derthad's uncle Shael, plan to take over the group if the group doesn't make faster progress toward Bane's earthly victory.

## Blackhelm Janissaries

**Goal**: Defend Blackhelm, Sigil's outpost on Chernoggar (see *Manual of the Planes*, page 92), from invasion and conquest.

**Size**: Tiny. The majority of the group resides in Blackhelm, and a small circle of auxiliaries and financial supporters aid the Janissaries' cause from Sigil and elsewhere across the planes.

**Alignment**: Unaligned.

**Philosophy**: "Without us, Blackhelm is nothing but a district of Zoronor, overrun by bladelings or worse. And you can bet Sigil would fall next."

**History**: Unnamed Cagers founded the Janissaries between one and two hundred years ago.

**Leadership**: Watch Captain Barald the Bald, a humorless warlord, leads the Janissaries and brooks no insubordination. Barald's lieutenants issue orders to sergeants, who oversee the rank-and-file. Members who challenge a superior's orders are banished to certain death outside Blackhelm's walls.

**Headquarters**: The Blackhelm Janissaries use the outpost's central strongpoint, called the Dome, as a headquarters.

**Membership Requirements**: The Janissaries greet travelers who enter Blackhelm from Sigil by pressing them into service, ejecting them back to the City of Doors, or throwing them over the wall into the dangerous streets of Zoronor (see *Manual of the Planes*, page 93).

**Activities:** Barald and his lieutenants assign patrols to watch the borders of the outpost and rally the entire force to respond to any incursion.

**Enemies**: The various denizens of Chernoggar, including agents of Bane and Gruumsh, seek to conquer Blackhelm and use it to secure power in Sigil.

**Factions**: The rogue Amundini instigates dissatisfaction with Barald the Bald, arguing for a looser leadership that recognizes the heroism of every member of the group and gives each member a voice in the governance of Blackhelm.

## The Golden Rope

**Goal**: Increase prosperity for mercenaries, adventurers, and explorers.

**Size**: Moderate size, concentrated in a local region of a few nearby towns and cities.

**Alignment**: Unaligned.

**Philosophy**: "Only through exploration of wild places can we regain the knowledge to rebuild civilization. We kill monsters and redistribute their treasure as a public service, and we should be rewarded as such."

**History**: The dwarf dungeon delver Kelken Karu founded the Golden Rope ten years ago, shortly before he was hanged for the murder of an earl.

**Leadership**: Guildmaster Randaha Mohir, a fast-talking dragonborn, currently leads the guild. A six-member council advises the guildmaster and makes policy by majority vote. Council members are elected on a yearly basis, and the council appoints the guildmaster. Guild members can attend the regular meetings of the council and make suggestions for the guild leadership to consider.

**Headquarters**: The guild council meets every two weeks at the Juggling Bear tavern.

**Membership Requirements**: Characters can join the Golden Rope by demonstrating to the guild leader's satisfaction that they have explored at least one dungeon complex. The guild collects a "nomination fee" of 15 gp and annual dues of 10 gp per member.

**Activities:** The Golden Rope lobbies local government on behalf of its members, encouraging the authorities to pay its members for services rendered to help protect and defend communities from

## START SMALL!

I'm always tempted to design a campaign setting as a world, or at least a continent, and fill in every square mile with swamps and forests and nations divided by borders. I can look at such a map and say monsters live in the swamp, elves dwell in the forest, and this nation clashes with that nation. TSR produced hefty campaign worlds—Wizards of the Coast still does—and I want to develop my worlds in the same rich detail.

However, when you work with such a large scale, all those details end up far away from the PCs.

If I dropped the PCs on a border between two nations simmering at the edge of all-out war, the characters might find adventure. That campaign could be interesting. Maybe a city lies on the border. Maybe its people don't consider themselves members of either nation, and they resent being fought over. And immigrants from both nations live within its walls. That scenario could be a lot of fun.

That setting works because I switched from the big map to a small spot on it. Once I start running that campaign, the forest with the elves and the swamp with the monsters don't matter, at least not until the campaign grows and expands to include them. In the short term, fleshing out the city on the border and its adventure possibilities serves my purposes better than planning what lies half a continent away.

When you start with the small view, you create space for adventure on that micro level. The campaign contains more than the monsters that live in the swamp a hundred miles distant; it involves the PCs in the dangers that threaten their lives and homes. In 4th Edition, the PCs find more danger than safe zones. Adventure is never far away.

—James Wyatt, from
*Dungeoncraft Episode 1, Dungeon 151*

monsters and other threats. When its members find themselves in legal trouble, the guild advocates for them and attempts to secure a lenient sentence or dismissal of charges. Finally, the guild looks to expand its operations into new towns and cities.

**Enemies**: The bandit gang Thordar's Hammers preys on adventurers who travel between towns and the surrounding dungeons and ruins. The family of the earl slain by Kelken Karu still holds a grudge against the guild, and it has enough influence to make the guild's life difficult.

## The League of Due Hierarchy

**Goal**: Promote the legalization of slavery in places that currently forbid it and protect the rights of slaveholders in places that allow slavery.

**Size**: Small but widespread, the majority of its members can be found in towns and cities ruled by tyrants or dominated by evil races. Only nobles can join, and in areas that permit slavery, one must own slaves to be a member.

**Alignment**: Evil.

**Philosophy**: "The great civilizations of the past recognized that some people are born greater than others and allowed society's betters to sell the lowly into bondage. As the world rebuilds, mighty empires will emerge among nations that recognize the righteousness and necessity of the fundamental social order."

**History**: The League (called the Shacklers by its detractors) sprang up when the world began its slow recovery from the disasters of the past.

**Leadership**: The Shacklers' ideological leader is the scholar-queen Fusane, monarch of a small, prosperous city-state located on a major trade route.

**Headquarters**: Ostentatious League halls appear in numerous national capitals, situated near the local palace or congress hall.

**Activities:** Members of the League appear at governing institutions to lobby in favor of slavery proclamations and decrees. Members also undermine attempts to establish egalitarian rule. The League secretly funds harassment, sabotage, and assassinations of prominent enemies.

**Enemies**: The Fellowship of Free Souls, a political movement opposed to slavery and authoritarian rule, swears to topple the League.

**Factions**: An increasingly vocal group of slave traders and wealthy merchants argues for full membership regardless of birth status. These individuals want the League to set aside its other political aims and focus solely on promoting slavery.

## Raven's Wings

**Goal**: Pay homage to the Raven Queen by laying the undead to their final rest.

**Size**: Large and widespread.

**Alignment**: Unaligned.

**Philosophy**: "We show our devotion to the Raven Queen by taking up arms in her name."

**History**: A ruler of the tiefling empire of Bael Turath founded the order, where it operated as a subversive and secret organization. The small cells of its membership have passed on traditions for hundreds of years.

**Leadership**: Each cell governs itself, and the cell leaders try to maintain close communication with their nearest neighbors in the order.

**Headquarters**: The order maintains hundreds of austere barracks spread throughout hostile, dangerous lands.

**Membership Requirements**: Characters who worship the Raven Queen can apply for admittance as acolytes and accompany more experienced members on missions against the undead. An acolyte earns full membership status after demonstrating courage and capability in combat against the undead.

**Activities:** The order launches missions to exterminate the undead and punishes anyone who desecrates cemeteries and monuments.

**Enemies**: The order opposes and seeks to eliminate cults of Orcus.

**Rivals**: A mercenary organization called the Graveyard Guild suppresses the undead for fees and treasure.

The following campaign arcs take PCs through three full tiers of play. To illustrate general ideas that are dealt with in the next chapter, the paragon tier receives more attention than the other two tiers.

## Breach Smashers

This arc highlights planar adventure, a signature element of paragon-level play.

### Heroic Tier: Out of the Breach

The players create characters around a common theme: All PCs begin their careers as ordinary residents of Restharrow. A peculiar kind of safety has blessed this tiny village, tucked away in a distant corner of the world, for centuries. Bandits, monsters, wars, and kings have all passed it by.

The players envision their characters as humble villagers and then create the 1st-level characters they become in the course of the first adventure.

In the middle of the night, Restharrow's preternatural seclusion comes to an explosive end. A gigantic planar breach (see page 185) appears in a nearby hillside, showering Restharrow with flaming debris. Altered by arcane winds blown from the breach, the characters spontaneously develop their 1st-level powers. They rescue their surviving neighbors from the wreckage and assist with rebuilding efforts. As time passes, creatures emerge from the breach and disrupt these efforts. Invading monsters spread across the countryside, occupying caverns, ruins, and ancient underground complexes.

For the rest of the heroic tier, the characters protect Restharrow by hunting and destroying these planar invaders. You can use the guidelines from "Increasing or Decreasing Level" on page 174 of the *Dungeon Master's Guide* to create lower-level versions of planar enemies, or use the themes in this book.

To maintain the planar flavor, use the monster creation rules to build toned-down versions of otherworldly planar entities the PCs can fight at low levels. Rework standard stat blocks for low-level creatures into planar enemies.

Between encounters, the characters seal off creature hideouts to prevent monsters from reoccupying them and fortify Restharrow against direct attack. Late in the tier, the PCs learn they must close the breach from the inside. As they prepare for the paragon tier, they recruit and train replacements to guard the village, so they can leave to take the necessary next step.

### Paragon Tier: Into the Breach

Now that the characters have increased in power, they can venture into the breach. During the fight marking their shift to paragon tier, they discover a doorway into Sigil (see Chapter 6). The PCs use the City of Doors as their new home base. They wander the planes, piecing together the information they need to seal the Restharrow Breach.

The first few paragon levels are devoted to the characters becoming familiar with Sigil and navigating its various conflicts. Past heroics come back to haunt the PCs when comrades of dispatched enemies pursue the characters, seeking vengeance.

Early in their sojourn in Sigil, the PCs clash with the Red Marauders. The Red Marauders arrive in Sigil hoping to restore a dwindling planar breach. Their village economically relies on its access to Sigil, which imports construction materials from them. In fighting for their community, the Red Marauders pursue an admirable goal, but they stoop to unscrupulous methods to attain victory.

Each nemesis character serves as a foil to a particular PC. The counterparts exaggerate the worst traits of the corresponding PCs. The Red Marauder equivalent of a humble, stalwart paladin might be a domineering champion of a sinister deity. A mischievous rogue's opposite might engage in deadly practical jokes. Keep conflict with the Marauders indirect, taking the form of skill challenges and character interaction. When the two teams fight, give the PCs reasons not to slaughter their enemies.

Seeking information on the origin of planar breaches, the characters learn of a sage named Chi Machiku, who was investigating that topic when she mysteriously disappeared. Following her trail leads the PCs into adventures throughout the planes.

Upheaval in Sigil provides material for occasional change-of-pace episodes. The group's trainees from Restharrow could also show up in Sigil sporadically, leading to various side missions.

After laboriously reconstructing Machiku's movements from plane to plane, the PCs find her in a githyanki prison in the city of Tu'narath (see *Manual of the Planes*, page 111). When they spirit her back to safety after a series of tough encounters, the characters find her to be a gibbering, incoherent shadow of her former self. Machiku protected her mind from githyanki probing by sending portions of her consciousness throughout the planes. To restore Machiku's sanity and coherence, the PCs must embark on a series of quests to gather objects containing pieces of Machiku's consciousness.

During this phase, the PCs periodically notice the Red Marauders in pursuit. Later, the PCs learn that an oracle warned the Marauders about the characters. The Red Marauders believe that if the PCs succeed in their mission, they will destroy the precious planar breach.

The Red Marauders retrieve the final piece of Machiku's consciousness before the PCs do, bringing on a final showdown that ends the Red Marauders' role in the storyline. This encounter launches the PCs into their epic destinies.

Her mind intact again, Machiku lays out the mission that defines the rest of the PCs' careers: The Restharrow Breach is a symptom of a bigger problem.

### Epic Tier: Astral Catastrophe

The entire Astral Sea is undergoing a series of turbulent changes. If it is not stabilized, the whole plane will implode, destroying the universe. Over the eons, excess magical energy has built up in the Astral Sea. Every time a deity or an immortal works a mass-scale ritual, the charge increases. Certain plane-spanning artifacts and vehicles also leak magical energy. The Astral Sea must discharge part of this energy before anyone can work great magic safely.

At the same time, conflict continues to escalate on the planes: the Blood War (see *Manual of the Planes*, page 89) has flared up again. When demons and devils are not battling each other, they raid other planes, searching for artifacts that will give them an advantage. The relics the fiends deploy and the plane-spanning modes of travel they use to retrieve the components leak a large amount of dangerous energy into the Astral Sea. Neither evidence nor persuasion convinces either side to disarm, because both evil forces suspect they might come out on top if they are left to their own devices.

To end the threat, the PCs must intervene in the Blood War and deal enough damage on both sides to force the adversaries to back down. The characters must inflict harm on both groups equally. Otherwise, one side could win the Blood War, an outcome nearly as dire as mutual destruction.

## Pillars of the State

This campaign puts the PCs, fated from birth to be kings and queens, in the center of a political saga.

### Heroic Tier: The Young Heirs

Each PC begins as a likely heir to the throne in one of the Six Kingdoms. (You can adjust the number of kingdoms to the size of your player group.) The Six Kingdoms have historical and cultural similarities but act as politically independent nations that share a common coastline. Once great, each kingdom

KEREM BEYIT

now exists as a point of light separated from its fellow nations by swaths of lawless, monster-infested territory.

Design a home kingdom for each character appropriate to his or her background. Each PC's race or class should correspond to that of the royal family of his or her kingdom. For example:

People know the nation of Nizh for its trading fleet and ambitious merchant culture. The mining nation of Murisov boasts a long line of warrior-kings. Priests or paladins rule the land of Tarod, the home of numerous universities, cathedrals, and architects. The eerie kingdom of Karakho entrusts its throne only to a master of the arcane. Rulers of Zvetisk swear to protect its ancient forests. The rolling hills of wheat and barley in Mahin Fields make up the breadbasket of the Six Kingdoms.

The heroic tier trains the characters for the rigors of kingship. The regions' future rulers unite to rid their lands of monsters and brigands. In the Six Kingdoms, monarchs don't sit at home, issuing decrees and eating sweetmeats. Instead, rulers use their mighty powers on behalf of the people. So the adventurers might frequently come across their relatives, the current monarchs, while adventuring.

When they are not honing their abilities in the field, the future monarchs reside in their homeland capitals, where they participate in court intrigue. At upper levels of the tier, the player characters detect a conspiracy of subversive courtiers and functionaries. After several adventures that nearly flush these shadowy figures into the open, catastrophe strikes. Simultaneous coup attempts lead to the seizure of all six royal palaces and the deaths of the current rulers.

## Paragon Tier: Long Live the Kings

The PCs kick off the paragon tier by destroying the internal conspiracy. How the conspirators slew the elders remains something of a mystery because the conspirators summoned creatures of unknown type and origin to do the dirty work.

The PCs have little time for mourning; they must ascend to their respective thrones. No longer do they perform missions suggested by others. Now, the PCs root out sources of trouble on their own. Skill challenges and character interactions alert the PCs of the various threats against their nations. These discoveries lead to encounters against monsters, internal rebels, and external enemies. The PCs might have to choose between two problems of apparently equal magnitude because they have the ability to address only one at a time. Encourage the PCs to develop long-term agendas for their kingdoms—agendas that suffer when the PCs leave to deal with a short-term crisis.

Require negotiation between the players as the interests of their separate kingdoms conflict. Start with outwardly simple choices. Do they put down goblin cattle raiders in the hinterlands of Mahin or take to the seas against the pirates threatening the Nizhian fleet?

After the PCs master the basic affairs of state, murkier questions arise. Murisovian miners seek permission to establish a guild. Nizhian traders advise against this development, claiming it will increase the price of iron. Do subversive tendencies drive the miners, or will granting their wishes avoid trouble and assure uninterrupted supplies for the kingdoms' forges?

If the sages of Karakho predict an invasion from sinister Feywild creatures unless the characters destroy a sacred grove in Zvetisk, which nation has its way?

Sometimes, the PCs can solve intractable problems by finding secret villains behind the scenes and thrashing them. Further into the tier, the PCs find agitators from the Iron States stirring up more trouble. This collection of city-states, huddled together on the other side of the sea, has never before posed a threat.

During this phase of the campaign, the time scale between levels expands. The rulers unite when major crises strike, though years can separate the monarchs' onstage time. During transitions that feature heavy roleplaying, the rulers perform the personal duties every monarch faces. They marry, have children, and train their heirs as heroic tier adventurers to continue the cycle.

At mid-tier, an invasion fleet from the Iron States arrives to conquer the Six Kingdoms. United by a cruel and militaristic philosophy, the invaders have transformed themselves into the Iron Empire. Under the pitiless Emperor Krek, the empire has already conquered and absorbed other nations on its side of the sea. Now it intends to add the PCs' kingdoms to its collection of vassal states.

Conflicts between kingdoms, once merely a challenge, now become a greater threat because dissension thwarts all attempts to muster against the Iron Empire. The rangers of Zvetisk resist efforts to use wood from their forests to build a fleet. Rivalry between the priestly caste of Tarod and Karakho's wizard schools holds up the construction of magical defenses. The PCs eventually realize they must unify their people into a single force in order to prevail against the Iron Empire. The characters must also decide among themselves whom to appoint as emperor, leaving all the others as regional governors. Finally, the characters must ensure that the virtues of the kingdoms remain untainted during the consolidation of power.

### Epic Tier: Empire Makers

Repelling the invasion is a prelude to a greater undertaking. The PCs learn that Krek is one incarnation of a multidimensional entity planning similar invasions on parallel worlds, throughout the planes. If his multiple selves succeed in conquering seven worlds at once, he gains eternal dominion over all reality. Every world and plane will mirror his tyrannical Iron Empire.

He already has six worlds or planes in his grip and is close to conquering several others. The PCs must now export their combat expertise to these other dimensions and push back Krek's hold one world at a time.

## Blood and Treasure

In this military-themed campaign, the PCs rise from humble beginnings to become generals in a war that begins in the world and extends to extraplanar battlefields.

### Heroic Tier: Gathering Horde

The PCs begin as impoverished, rootless wanderers in the vast nation of Veratur. Marauding tribes of orcs and goblins have plunged Veratur, once a great civilization, into a dark age of barbarism. The central government is a shell of its former self. The leader, Autarch Ilius IV, cowers in his besieged palace, waiting for the invading tribes to breach the walls. Cut off from the dying central government, the consuls of Veratur's distant citadels must function as independent commanders.

War drives the PCs from peaceful occupations into lives of adventure. If the characters desire a life of servitude, they could sign up as soldiers at a citadel. Or, they could form a free militia, a small band of heroes that skirmishes against enemy forces, defeating them and looting their equipment. Occasionally, grateful townsfolk reward the militia with treasure and food.

(Like the middle tier of "Pillars of the State," this phase unfolds on an extended time scale, with interludes of months between levels.)

As the characters progress through the tier, their fame spreads. Now battle-hardened veterans, the PCs attract a steady stream of volunteers anxious to fight in the militia. Intersperse encounters against orcs, goblins, and allied creatures with skill challenges in which the PCs direct their private armies against massed forces. Other sequences require the PCs to instill discipline, supply their growing legion, and prevent their own troops from exploiting the terrified citizenry.

To propel the characters into the paragon tier, create a final skill challenge and encounter composed of a large engagement in which the characters must drive besieging forces away from the Veraturi capital.

### Paragon Tier: On Muddy Battlefield

Certain that invaders would soon overrun his citadel, old Autarch hung himself. Atinar, Autarch's inexperienced, good-hearted son, appoints the PCs as the generals of this shattered realm. He charges them with the mission of driving the barbarian hordes from Veraturi soil.

As the PCs continue to fight barbarian leaders, servitors, and summoned creatures, they must also build their private army into a new Veraturi force. Skill challenges revolve around recruitment and training. As the characters move from citadel to citadel, victories allow them to absorb existing forces into their reconstructed national army.

With the local economy devastated, the characters must figure out how to fund and equip their army.

### Nudging

According to long-standing tradition, DMs lose their pacing control when the characters huddle together to make plans. I used to follow this unwritten rule, keeping largely silent when the characters were planning. Yes, the game would often bog down at these points, as players took opposite sides of a moral or tactical issue and then dug in. Interactions between player characters can be enormously fun—provided that the scenes build and go somewhere. The more they resemble the way we argue in real life, the less engaging they become. Actual arguments are extremely repetitive, consisting mainly of points stated and restated.

Eventually I learned to set tradition aside and gently intervene in player deliberations. If—and only if—the discussion starts to circle in on itself, I take on the role of mediator. I restate the various positions and hint toward solutions. Often a good answer is proposed early on, then quickly abandoned for no good reason. If so, I bring that up again.

The point is never to impose a solution. By nudging, I'm acting as a real-time scene editor, cutting through the repetition to steer the group toward a fruitful—and mutual—solution.

Sometimes the conversation stalls because the huddle was called prematurely, before gathering enough information. Players might be leaping to false conclusions, or trying to plan their way around too many possibilities. With more investigation, they could reduce the number of variables they need to take into account. I used to fret when they didn't have any NPCs to prompt them when they needed information. Now, in DM voice, I suggest right out that they need to go out and learn more.

—Robin Laws

This task provides motivation for change-of-pace encounters, in which the group tackles various other creature threats to earn necessary treasure and equipment.

When the monetary reward from an encounter dovetails with narrative events, create two sets of treasure. One set allows the PCs to find the magic equipment they need for their characters, and the larger set measures their success in the wider storyline.

Throughout the tier, build up a mortal orc/goblin hybrid named Tuszu for the villain role.

In the upper half of the tier, the final earthly battle for Veratur plays out. By now, each PC commands his or her own army.

As the war grows closer to a conclusion, the PCs notice that supernaturally powerful orc and goblin champions lead more of the enemy forces. On the eve of the final battle for Veratur, the PCs learn that the deities of the plane of Chernoggar, Bane and Gruumsh, have put aside their animosity in an attempt to invade and overrun the world. If Veratur falls, the PCs can expect a full-scale attack from Chernoggar.

### Epic Tier: War Against War

If the PCs defeat their enemies in the war for Veratur, the characters earn epic status, and they have a chance to kill Tuszu. However, their victory will be short-lived unless they take the battle to Chernoggar and defeat its leaders once and for all.

Although the characters' NPC comrades eagerly anticipate the battle, the ordinary soldiers of Veratur want only to rebuild their mangled nation. The PCs must then travel the planes to recruit heroes willing to invade Chernoggar. Gruumsh and Bane learn of the PCs' efforts and send enemies to deter the characters, which offers encounters to fill out the storyline between skill challenges and narrative scenes.

Finally, the PCs begin a close-fought struggle to take and hold the entire plane. The campaign ends with climactic battles against Bane and then Gruumsh. Upon the deities' defeat, Chernoggar transforms into a peaceful land. A golden era of harmony sweeps the mortal worlds—until your next campaign, when bloody conflict again rears its head.

## The Möbius Trippers

This campaign frame takes the PCs on a journey through the time stream.

### Heroic Tier: Machine Dreams

Ever since the PCs can remember, they have had similar dreams. The characters meet up with each other and learn of their shared nighttime visions. These dreams revolve around the search for components of a disassembled machine. The PCs believe they must reassemble the machine and use it for its intended, albeit unknown, purpose. If the characters fail to complete this task, they cannot achieve their essential destinies, and a disaster will unfold.

The group's heroic tier adventures revolve around the quest for these parts. Creatures guard or control a majority of the pieces, and the PCs could earn a few components as rewards for tasks. A few individual parts have minor magical powers. Perhaps one or two of the items are currently warding off a devastating flood or preserving a farmland's fertility. In these situations, the group might want to compensate for the items' effects to claim them in good conscience. When the device is assembled, it looks like a vehicle.

During this tier, make associations between each PC and a major deity of your setting's pantheon. Clerics and paladins have these parallels built in. For other characters, subtle thematic associations suffice. These chosen deities are referred to hereafter (in the epic tier section) as the spotlight deities.

### Paragon Tier: The Tapestry Torn

The encounter that enables the group to enter the paragon tier provides the final piece they need to construct the vehicle.

In this tier, the PCs embark on a time-hopping journey. They can travel forward and backward in time. Provide them with a history of your world and let them choose their own missions as they travel through it. As the PCs explore the time stream, you can introduce the following story elements that illustrate the laws of time during this campaign.

- Actions the characters take in the past can alter the course of history (subject to the following provisions).
- However, a law of conservation appears to be in effect: For instance, if you try to eliminate a tyrant from the time stream by killing his father before the tyrant is born, you find a similar cruel leader, of different parentage, on the throne when you return to the present. The ruler looks different from the dictator the group erased, but the overall historical situation remains essentially unaltered.
- A barrier separates normal historical time from the mythic realm of the deities. The time vehicle can't penetrate this barrier.
- Time travelers can't go to any time period when they have already existed. Attempts to travel to their own pasts, or to other times they have already adventured in, fail.
- If the characters attempt to travel into the future, they can do so. The players might deduce that their characters cease to exist in normal time soon after what they consider the present day.

VINCENT DUTRAIT

Once the players figure out these precepts, and perhaps tire of self-directed exploration, the adventurers stumble across a rival group of time-trippers. The God-Killers, a conspiracy of wild-eyed arcanists, seek to free the mortal races from the supposed tyranny of deities. The God-Killers have been wreaking havoc throughout the time stream in their quest to penetrate the mythic realm of the deities.

The climactic battle that destroys the God-Killer leadership elevates the PCs to epic tier.

## Epic Tier: Ascension

Shortly after achieving this victory, the PCs realize the God-Killers partially succeeded at their plan. They erased the spotlight deities—and Asmodeus—from history.

Wherever the PCs go in their time vehicle, they find a crisis set off by the absence of a spotlight deity. The adventure allows them to solve the localized problem, but another disaster awaits them at each future destination. Eventually, the PCs discover that the God-Killers' partial success rendered the time stream unstable. If it is not eventually rectified, the absence of the spotlight deities will unravel all existence. To prevent this catastrophe, the characters must visit the mythic past by replicating the alterations to the God-Killers' time vehicle that allowed them to cross the barrier that separates ordinary and mythic time. The changes wrought by the absence of the spotlight deities complicate the mission, which extends through a series of adventures until they reach the upper reaches of the epic tier.

The climactic sequence of the campaign occurs when the PCs reach the beginning of time and find the spotlight deities still missing. The surviving deities cannot begin the myth of creation without the spotlight deities. The PCs piece together the final revelation: They must become the deities and take part in the creation stories. And one PC must doom himself to eternal evil and torment by taking on the role of Asmodeus.

As an epilogue, the players realize what they must do to ensure the integrity of the universe. They must disassemble the machine and scatter its pieces throughout time, so their past selves can discover it, go back to the dawn of time, and become the founding deities. All the PCs' actions were predestined to bring about the creation of the universe.

# Dungeoncraft: The Campaign Arc

–James Wyatt, from
*Dungeoncraft Episode 3, Dungeon 153*

When planning your campaign, you don't have to come up with thirty levels worth of adventures before the PCs set foot in their first dungeon. You just need to sketch out the general arc of the campaign. Where does it start, what happens in the middle, and where and how does it end? If you make that outline early on, you might find it easier to plan adventures as the campaign progresses and plant seeds for future adventures as you go.

The decision to start my campaign in the village and dungeons of Greenbrier helped me figure out how to start my campaign, as well. I also figured out the theme and flavor elements I wanted to highlight in the course of the campaign—specifically, aberrations and the influence of the Far Realm. The origin of Greenbrier Chasm inspired me to consider that the epic-level player characters in my game might someday fight a fiery entity that escaped from the chasm. One day, they must either destroy it or return it to its prison. I also considered having the characters explore the chasm in the heroic tier and then return when they reach an appropriate level to fight other aberrations.

The following broad outline sketches out my campaign arc.

**Level 1:** The characters make their first expedition into Greenbrier Chasm and fight warped goblins and fell taints. Then the warped goblins raid the farms, and the characters return to stop the raids.

**Level 10 (approximately):** Back into Greenbrier Chasm to fight foulspawn. (The foulspawn in the *Monster Manual* range from levels 8–12.) A level 14 mind flayer would be a good major villain at that point.

**Paragon Tier:** As the centerpiece of my campaign, I want to run the 1999 adventure *The Gates of Firestorm Peak*. The original adventure targets character levels 5–8, a range too low for the scope of my adventure. Since I want to design all the encounters anyway, I place this adventure in the mid-paragon tier.

**Epic Climax:** Characters must fight the fiery aberrant creature that escaped from the chasm and burned the forest.

That event starts a campaign arc heavily flavored with aberrations. I see two gaps in this layout. First, I want to involve in the campaign at least one aberration-hunting organization from the 3rd Edition supplement *Lords of Madness*. I can design paragon paths associated with these organizations and present them to my players as options, so I should probably introduce the players to the organizations before they reach 11th level. I decide to place that encounter around the time they return to Greenbrier Chasm. The organizations could send them back to the Chasm, or the PCs could learn about the organizations as they explore the Chasm. Either way works.

Second, I want the characters to delve into Greenbrier Chasm a third time, probably at the high paragon or low epic levels. Aboleths occupy the high paragon levels, so they make an appropriate threat for the deepest reaches of the Chasm.

With these gaps tightened up, I have outlined a grand story: Young characters from the backward village of Greenbrier face aberrations, seal the Vast Gate, shut off the Far Realm influence creeping through the gate, and defeat the aberration that escaped from Greenbrier Chasm.

## Getting Organized

I sketch out a story that makes fighting aberrations a major part of the campaign. The organizations in *Lords of Madness* impressed me, so I want to use them in my game. The book features three main organizations devoted to fighting aberrations, plus a fourth tradition (the Keepers of the Cerulean Sign) that fills a similar role. I adapt each one to my campaign. The presence of aberrations profoundly influences this region of the world, and these organizations formed to protect civilization from the depredations of aberrations. Because the player characters must ultimately protect civilization from the threats I have in mind, I want these organizations to serve as resources for character development. I can create paragon paths or feats for the characters in my campaign associated with these organizations. These paths and feats allow my players to build characters with traits that help them fight aberrations and immerse their characters in the ages-long struggle that defines the history of this region.

The Circle of the True defends the world from the aberrant forces that corrupt and destroy nature. Its members sometimes have ties to the primal power source or the fey. I then merge the Gatekeepers from Eberron into the Circle of the True. The modern organization practices numerous Gatekeeper traditions, and orcs in the wilds still preserve the pure Gatekeeper way. Gatekeeper orcs have the same negative disposition toward the PCs as other orcs. But this history makes it possible for a player character belonging to the Circle to strike an uneasy alliance with an orc Gatekeeper to seal a Far Realm portal, such as the one in Firestorm Peak.

I convert the Society of the Sanctified Mind into a scholarly society removed from the front lines of the battle against aberrations. However, this organization has an extensive collection of lore about aberrations. The group worships Ioun, who is also the deity of prophecy. The Society's records could detail who bound the aberration, as well as why and where. And

the group might protect prophecies regarding the aberration's escape and eventual destruction.

A holy knightly order, the Topaz Order protects the civilized races from aberrant monster races. This religious order venerates Bahamut, Moradin, and Pelor. Based on what I already know about Greenbrier, the Topaz Order influences the village and the surrounding area, and the players likely encounter this organization first.

The Keepers of the Cerulean Sign are lone individuals who oppose the twisted cults that revere aberrations in the shadows of civilized society. I don't want to make these individuals the focus of the campaign. So maybe a cult of aberration worshipers lives in Lake Town, and the characters enlist a Keeper to combat that threat in the city, or the Keeper could recruit them. I used a cabal of mad alienist sorcerers in my 3rd Edition adventure *The Speaker in Dreams*—maybe I can steal elements from that adventure when the time comes.

## Filling the Holes

Now I want to add variety to the campaign outline. My players don't want to fight aberrations their entire adventuring careers, and I don't want to limit my adventure and encounter design. I have clear ideas for aberration-themed adventures along the way, and I want to combine those events with adventures unconnected to the main theme.

So next, I look at my campaign map and review my notes. When I sketch out the first circle around the village of Greenbrier, I generate a couple adventure ideas to fill out the first ten levels of my characters' careers.

**Tower Watch:** After their first forays into Greenbrier Chasm, I let the characters explore the ancient ruins in the south. I start with a straightforward dungeon crawl in the ruins (inhabited by orcs), and then I encourage the PCs to venture into the mysterious tower these ruins are named for.

What if the top of the tower is an observatory? It could plant the seeds for information about the comet that heralds the opening of the Gates of Firestorm Peak. Or the orcs in the ruins could include a wise old Gatekeeper who passes on important information to the characters that could lead them to future, more peaceful, interactions with Gatekeeper orcs. I want this adventure to vary from the main theme of my campaign arc, and I want to connect the two. The characters leave Greenbrier (the village and the chasm) and fight orcs and whatever else I throw at them in the tower. Then, at or near the end of the adventure, the PCs receive a foreshadowing of future events that ties back to the aberrations of the chasm. This glimpse offers the characters their first chance to see a real campaign forming. They have a purpose beyond fighting in random encounters against aberrant monsters in their first adventure.

**Harrows Pass:** I haven't placed this location on my map yet—I just like the name. I have vague notions of undead haunting this place. I could make this adventure an "on the way from here to there" encounter, something fun and different that happens to the characters on their journey to their next adventure. In the Greenbrier area, the PCs learn about the weird occurrences near Firestorm Peak and decide to investigate. To reach Firestorm Peak, they must venture through Harrows Pass. That plan could work, but the players might feel this adventure stands in the way of what they want to do—investigate Firestorm Peak. I want to give them another reason to go into the pass, so I can use the adventure in Harrows Pass to plant additional hooks for the Firestorm Peak adventure. Or the Harrows Pass adventure could foreshadow the weirdness arising in the mountains, meaning this adventure could serve as a prelude to the *Gates* adventure at the beginning of the paragon tier.

**Epic Levels:** Looking at my sketch outline so far, I see a big gap in what the characters do between the end of the Firestorm Peak adventure and the campaign-ending battle with the epic aberration. I could encourage the characters to make their third foray into Greenbrier Chasm, to explore its deepest reaches and fight aboleths. I can extend this adventure into a long Underdark foray. Maybe the characters must travel underground from Firestorm Peak all the way back to Greenbrier Chasm. They emerge from the chasm to retrace the steps of the ancient aberration, find its new lair, and confront it. Looking at the epic-level monsters in the *Monster Manual*, I decide that aberrant monsters, such as swordwings and gibbering orbs, could join the aboleths as enemies on this trek.

At this point, I want to leave those levels sketchy. A lot can happen between now and then, and I want to stay open to possible new directions, subthemes, and my players' desires. So I have the following outline of my campaign arc, filled out from where I started.

**Levels 1-3:** Greenbrier Chasm (first forays).

**Levels 4-5:** Tower Watch.

**Levels 6-8:** Lake Town—*Speaker in Dreams?*

**Levels 9-11:** Greenbrier Chasm (second foray, fighting foulspawn and mind flayer boss)—introduce *Lords of Madness* organizations.

**Levels 12-13:** Harrows Pass (single adventure).

**Levels 14-20:** The Gates of Firestorm Peak.

**Levels 21-28:** Greenbrier Chasm (third foray: aboleths, swordwings, gibbering orb).

**Levels 29-30:** Fight the fiery creature that escaped from the chasm and burned the forest.

CHAPTER 6

# Paragon Campaigns

A PLAYER character's early career likely entails hack-and-slash adventure, descending into near-surface dungeons, and skirmishing with kobolds, orcs, and gnolls. At paragon status, bold horizons unfold before the PCs. They battle in new places and attract adulation and danger in equal measure.

This chapter includes the following sections:

- **Paragon Status:** Whether players reach this status level by level or the DM starts characters at the paragon tier, when a campaign reaches 11th level, the stakes change. Paragon tier campaigns might take PCs into the murky depths of the Underdark or across the scarred landscapes of cursed lands. The characters could explore the planar realities of the Astral Sea or the Elemental Chaos. At the paragon tier, PCs are becoming powerful enough to ascend thrones, command armies, and build new empires from the ruins of the old.
- **Sigil, the City of Doors:** Introduce plane-hopping, paragon adventurers to the PCs' potential new home base, Sigil. Sigil offers an infinite number of dimensional gateways to other locations. If the PCs fall into disharmony with the city and its residents, they might learn why people also call the city "The Cage."
- **A Conspiracy of Doors:** This adventure for 11th-level player characters introduces Sigil to your campaign. If it exists, the saying goes, you can find it in Sigil. But what happens when the supply lines are cut and expected imports don't arrive on schedule? That's when Estavan, the face of the Planar Trade Consortium, seeks out a group of adventurers to trace the supplies back to their source and discover what's causing the holdup. What starts as a minor inconvenience could lead to panic, starvation, riots, or worse (such as the attention of the Lady of Pain) if the supply lines aren't restored.

RANDY GALLEGOS

When player characters make the leap to paragon status, their characters have stepped onto a new plateau. The challenges they face and the fruits that victory brings increase in magnitude. At the paragon tier, the characters' powers increase, and the world takes notice of the PCs' achievements and potential.

When your PCs reach the paragon tier, encourage them to search for new horizons. As players gain levels, their access to more potent powers, rituals, and magic gives them greater influence over the world. Push your players to seek new challenges, whether in the courts of power, within the Astral Sea, or among the eddies of time.

## Reaching Paragon Tier

As the DM, you can choose the way in which the PCs attain the paragon tier. For new players, the leveling approach works best. PCs start at first level and gradually reach the paragon tier as they learn how to play their characters and get a feel for the game. Not only does this approach offer beginning players ample opportunity to become comfortable with their characters, players might also savor the accomplishment of reaching the paragon tier more if they have earned their way up.

Certain campaign concepts work best if you start characters at the paragon tier. Only heroes of paragon level or higher will have the tools to participate in a campaign built around certain subjects, such as:

- high-level politics.
- grand-scale military engagements.
- sustained adventures in the Underdark or similarly hostile locations.
- world-hopping adventure.

### Wreathed in Glory

The characters already demonstrated remarkable skills as heroic adventurers. As they progressed, they noticed signs of a greater destiny awaiting them. As the PCs enter the paragon tier, they exhibit their potential for greatness.

By this point in their careers, the player characters have achieved fame. The common folk know the characters' names and have heard exaggerated legends of their deeds. Wandering troubadours sing ballads about the PCs, spreading their fame across the land.

Your players might react to signs of their characters' growing fame with wariness, as a burden or an annoyance that attracts unwanted attention and saddles adventurers with unpleasant duties. Paragon tier characters command respect. Fame shouldn't limit them; it should increase their options.

- alternate realities.
- time travel.

This is not to say that you can't run these types of campaigns with PCs who have not yet attained the paragon tier. You can lay the groundwork for paragon tier campaign themes long before your players have reached paragon status. For instance, to set up a political game during the heroic tier, introduce rulers and other members of the elite class as impossibly distant figures of power. As the adventurers gain levels, they move closer to the heart of power through new contacts. When the PCs reach the paragon tier, the inner circle welcomes them.

You could build a growing threat of war during the heroic tier of a campaign. When the adventurers reach the paragon tier, major hostilities commence.

To foreshadow planar campaigns, add denizens of these environments into encounters that heroic-level PCs have in the natural world.

## Crowns and Thrones

Players who enjoy negotiation, intrigue, and intricate storylines excel in politically based campaigns. These adventurers can use their paragon status to leverage themselves into positions of influence, either behind thrones or on them.

### Gaining Influence

When the characters attain paragon status, they attract the attention of top local leaders. Successful rulers cultivate strong relations with local paragons and treat them as champions and advisors, sometimes assigning them weighty responsibilities. Rulers rely on paragon characters to vanquish enemies, gather information, provide advice, and fill the national coffers with treasure. Rulers might also ask favored paragon characters to wage war for them.

### The Body Politic

Paragon characters with access to higher levels of government will discover much more about the local political situation than they were aware of at heroic tier. A baron or lord most likely controls and protects each village, town, or collection of settlements. Elders, mayors, or councils oversee the cities and towns. The PCs now wield greater influence over the local rulers at all levels, and they are more likely to find themselves in a position where they are required to mediate conflicting interests. Some nobles might treat paragon adventurers as rivals, rebels, or enemies. A town council might appeal to the heroes for help against a corrupt lord. Various factions of merchants might attempt to

win the PCs to their cause against the others. In such circumstances, the characters' skills at negotiation can be at least as important as their skills in battle.

## Joining the Elite

To add an interesting complication to your campaign, create a nation in which the ruler must balance the interests of competing elites. The landholders might represent a traditional power base, and the growing merchant houses might be threatening to eclipse them. Either of these elite classes could offer the heroes membership in exchange for their support in its intrigues against the other.

Paragon adventurers could buy their way into the banking class with an investment of their treasure. A character might marry into an influential noble family after rescuing an heir. The PCs could gain shares in a merchant house by eliminating a band of outlaws threatening an important trade route. Fulfilling religious obligations through quests could earn a cleric or a paladin elite status in his or her religious hierarchy.

Factions divide every elite circle. The collective group fights to protect its interests while families, companies, sects, guilds, or other units compete to increase their own status and wealth. The adventurers might ally with one such faction and use their status and talents to help that faction undercut its rivals and rise to prominence.

Alternatively, each player character could represent a different elite faction in a society that has competing centers of power. The adventurers would then work toward a common goal of creating a coalition of these rival groups. NPC rivals oppose the PCs, perhaps while posing as allies. If the heroes choose to involve themselves in political intrigue at this level, they could learn the hard way how difficult it can be to distinguish friend from foe.

Adventurers might also act on behalf of a ruler they admire, or work against an unpopular or illegitimate ruler. Maybe the PCs undertake to install a favored NPC on the throne; players who have a taste for intrigue might even attempt to seize it for themselves.

JULIE DILLON

## Wielding Power

Player characters can exercise power directly. This choice involves the player characters in governing and offers them both authority and the opportunity to play a part in more intricate storylines.

Typically, one character ascends to power and the others join the ruler's retinue. However, this approach introduces a command structure into the game that could create conflicts among the players. Make sure they operate by consensus. Watch for attendance problems: If a player who has a key role frequently misses game sessions, other players might grow frustrated.

To avoid an unequal power distribution, give each player character an equal power base. Make them

### Power in a D&D World

In a typical D&D world concept, the last great empire or kingdom collapsed about a century ago and a terrible dark age now grips the world. Monsters roam the wilderness, and points of light dot the countryside. People congregate in these havens of civilization, where adventurers can rest and resupply between forays into the untamed wilds.

Democracies as we know them rarely exist in fantasy worlds. Instead, barons respond to the needs of their citizens—or fail to. As popular figures who walk among the people, paragon characters are in a position to interact with the common people and to see what effects the actions of rulers have on the country as a whole.

Within a society, elite classes hold great influence because they control the primary sources of wealth. These elites include landholders, merchants, and financiers, among others. In a fantasy world, membership in the political elite can also derive from divine favor, control of magic artifacts, or alliances with legendary creatures.

Above the nobles and the other elite classes is the king or queen. Paragon characters are more likely to interact with a land's elites and monarchs. At this level, the characters' support for a nation's political system becomes more important. Paragon PCs are in a position to judge whether a leader is fit to rule, and to enforce their judgment.

allied lords who struggle together against an encroaching, overwhelming menace. Run a ruler-level political campaign only if you can comfortably include concurrent cutaway sequences in which the player characters split up to perform equally important tasks.

If you start the game in the paragon tier, you can appoint the adventurers as fixtures of government. Design the available positions as part of your world-creation process, and let the players divvy them up when they build their characters.

Building up to a paragon tier political campaign requires advance preparation in the heroic tier. Establish a path to power for the characters, possibly by designating one player character as heir to a throne. It follows that he or she would appoint companions as trusted advisors.

In a D&D world, ascending to a throne does not end an adventuring career. Slaying monsters and smiting enemies take on higher stakes when the fate of a barony or duchy hangs in the balance. Rulers also have a magical connection to the places they rule. So when plague or pestilence strikes the land, a queen's subjects expect her to ride with her trusted heroes to destroy the source of the curse. If barbarian hordes howl at the gates, the king must challenge their chieftain to personal combat. If the drow invade from below, the ruler plunges into the Underdark, leaving trusted functionaries in charge while he or she conducts a multiyear crusade to save the land and its people.

## Masters of War

Your paragon tier campaign might feature mighty armies clashing to resolve ultimate battles of good against evil. You can use this approach to extend a campaign in which PCs rule a nation. Your player character rulers and their retinues might lead armies charging headlong into enemy ranks.

If your players want their military engagements unsullied by politics, appoint them as commanders. In this model, they lead the action on the battlefield without entangling themselves in intrigue or the responsibilities of rule. The rank they hold depends on the setting you chose. In a Roman-style empire, the PCs act as generals of a professional army. A medieval setting casts them as knights and nobles commanding a mix of mercenaries and peasant militias. A campaign set in the Dark Ages would have the PCs rove the land as war chieftains supported by loyal barbarians. In any case, the characters must regularly leave their command duties to engage in standard encounters against high-ranking enemies. They engage in these fights in order to:

- prove themselves to potential recruits or allies.
- open supply lines.
- disrupt shipments to the enemy.
- raid for supplies or money.
- rescue prisoners.
- take enemy hostages.
- defeat enemy leaders before they take the field.

### Resolving Battles

You can resolve large-scale battles in several ways. Some possible methods are described here, but you are free to establish specific criteria for winning a particular battle. You can use the same method consistently or switch between methods as adventure pacing and dramatic tension demand.

#### Dramatic Decree

Decide the battle's victor ahead of time. This approach works best in a campaign that mirrors historical events. Use this technique cautiously: If the player characters are not on the winning side, you need to ensure that they are still presented with an achievable goal.

Whether the characters are queens, generals, or legates, they will need a reason to fight in a particular battle, and a clear objective to fight for. For example, as a part of a larger overall battle the PCs might be tasked with capturing and holding a strategic location, with preventing enemy reinforcements from making a flanking maneuver, or with destroying key resources such as stockpiles of food or weapons. Whether the heroes accomplish their objective or fail should have a clear influence on the ongoing war. This way, the PCs can win an encounter even if their side loses the larger battle.

#### Battles as Skill Challenges

When the player characters participate in a battle, whether as generals or frontline warriors, they can determine its outcome with a skill challenge. To reflect situations in which the PCs' army has an advantage over the enemy, use low or moderate DCs for related skill checks. In situations in which the tide turns against the heroes, use high DCs and complex skill challenges.

To give skills more influence in battle, start narrating before forces hit the field. The first time you determine a battle's outcome with skill challenges, suggest ways in which the characters can influence the battle with their skills. Treat the following list as a starting point and add to it as players come up with more possibilities.

**Prior to battle:**

- *Bluff:* Sow demoralizing false rumors among the enemy's ranks.
- *Diplomacy:* Recruit additional allies; convince mercenaries or poorly motivated enemy allies to desert or defect to your side.
- *Dungeoneering:* Run mining and sapping operations to overcome enemy defenses.

- *Insight:* Counter rumors spread by the enemy among your troops.
- *Nature:* Find natural terrain to attack or defend from.
- *Thievery:* Steal a crucial artifact of martial magic.

**While in the fray:**

- *Acrobatics:* Dart in, around, and through enemy ranks, spreading confusion.
- *Arcana:* Counteract enemy powers and rituals.
- *Athletics:* Bash forcefully through enemy lines.
- *Heal:* Administer aid to the wounded, improve morale, or allow injured troops to rejoin the fight.
- *Intimidate:* Spur beleaguered enemy units to rout.
- *Perception:* Spot weak points in enemy formations.
- *Religion:* Bless your forces or curse the enemy.
- *Stealth:* Maneuver into position undetected.

If the adventurers succeed on the skill challenge, their side emerges from the battle victorious. If they fail, the enemy drives the PCs' forces from the battlefield or captures them, depending on your story.

### Combat of Leaders

Have the adventurers fight the enemy's leaders in an honor combat to determine the outcome of the war. To use this approach, you will need to create an encounter that represents a key turning point of the battle. Prior to the start of full-scale battle, allow the PCs to issue an honor combat challenge offering to stake the battle's outcome on the result of a single encounter between the heroes and opposing leaders.

Allow players to control the nature of this encounter to some degree, by letting the adventurers negotiate the terms of the honor combat: location, time of day, weapons, and other such details. If you like, these negotiations can be resolved through a series of skill challenges.

When designing the honor combat encounter, consider the overall state of the war. If the adventurers' army is fighting a superior force, make the encounter one or two levels higher than the PCs' level. If they are fighting an equal or inferior force, set the level of the encounter equal to that of the group.

### Noncombat Resolution

For variety, you could allow a battle to be determined by the characters' actions outside of combat. Present the players with the possibility of achieving victory through the accomplishment of a specific goal. This could involve acquiring a mighty artifact, assassinating an enemy leader, or discovering crucial military or political intelligence. If the adventurers succeed, the battle resolves in their favor.

### Numerous Battles Make a War

Include multiple battles in an adventure or campaign in which the adventurers wage war, and have the scenario culminate in a final, decisive engagement. Set the encounter up in such a way that the player characters have an opportunity to engage the leaders of the opposing army. The PCs might receive intelligence identifying the enemy's command location, or during battle they might recognize the battle standard of their adversary across the front lines.

In whichever way you set the stage for the ultimate battle, take into account the history of this war. Prior victories should stack the odds in favor of the adventurers: The terrain should work in their favor, the level of the encounter should equal the level of the PCs, and related skill challenges should use low or moderate DCs. Prior losses should influence the final battle in ways less advantageous to the heroes.

When you are designing this encounter, make sure to consider the consequences of both failure and success for the characters. If one of the characters is the ruler of an embattled nation, what are the results if that army is defeated? Will the enemy nation annex important territory? Will barbarian hordes sweep through the nation, pillaging food and valuables and leaving destruction and famine in their wake? Will the PC ruler be deposed?

And what will be the consequences if the adventurers win? The heroes' rewards should be commensurate with the risks they undertook to achieve this final victory.

## Down to the Depths

Groups dominated by explorers, power gamers, slayers, and thinkers might test their paragon status during grueling sojourns into the Underdark. They put aside the relative comforts of near-surface dungeoneering for a prolonged crusade in a hostile environment. The prevailing mood might darken as adventurers struggle to survive. They cannot jaunt back to town and sleep in warm beds, shop for supplies, or spend an evening in a tavern. Food and water become precious resources crucial to survival.

### Treated as Monsters

Civilized races, including drow, mind flayers, aboleths, and duergar, inhabit the Underdark, and few of them welcome surface folk. The towns and cities of the drow and the illithids pose serious danger to surface dwellers. These races treat intruders as invading monsters. Capable champions of the Underdark scramble to protect their constituents. Others cry out for the watch, militia fighters, and volunteers to join the fray.

What might begin as an encounter against the nearest group of defenders can segue into a daunting skill challenge as the adventurers flee to safety. If the PCs fail, defending races shackle the adventurers,

strip them of gear, and imprison them. Once captured, the characters await torture, interrogation, and slaughter. Although the PCs might escape through cunning, luck, or success at a skill challenge, they might find that losing crucial food and equipment is an equally serious threat to their survival.

Unaligned Underdark races, such as dwarves and deep gnomes, also dislike crusading characters and bar them from entering settlements. Adventurers might find these races secretive, ungenerous, and suspicious. Harboring adventurers who attacked neighboring drow, mind flayer, or aboleth settlements would invite reprisals from these formidable enemies. Also, past raiding parties from the surface world have abused dwarf and deep gnome hospitality by stealing food, water, artifacts, and secrets.

Characters should not necessarily trust dwarves and deep gnomes who welcome adventurers into their strongholds. Thieves and slavers run some of these communities, and they bind sleeping guests, strip them of valuable magic, and sell them to drow or fomorian neighbors.

## Deprived of Contact

The Underdark limits opportunities for player characters to interact with NPCs. Adventurers can't wander into a settlement and casually engage strangers in conversation. Adventurers might go for weeks without seeing a chatty vendor, a rumor-dispensing bartender, or an informative street urchin. Other explorers and the occasional hermit or madman account for the few communicative, neutral creatures that the group might come across. These circumstances might make exploring the Underdark an unpleasant experience for actors and storytellers.

Without interaction scenes, interludes between encounters shorten in the Underdark, so increase the number of encounters you prepare per session.

## Locating Shelter

Characters needing rest in the Underdark face a difficult challenge. The adventurers must make their own safe place here. First, the characters must find a location, within raiding distance of their target, that enemy patrols do not monitor. Few chambers meeting this specification exist. Searching for a suitable base can take days of combat-filled exploration, because no race relinquishes a good base. Creatures of all types covet a cavern capable of providing decent shelter. Explorers should consider taking lairs only from unintelligent or antisocial creatures, since outposts held by civilized races receive regular visitors capable of taking them back.

The original occupants of the adventurers' new base might not return, but other creatures could take up residence in the adventuring group's absence.

KEREM BEYIT

### Keeping Supplied

Characters will most likely end up scavenging for food and water in the Underdark. Few vendors provide meals here, and the underground environment offers little edible foraging, except for mushrooms and other fungi. Caverns can be dry as deserts or dripping with water contaminated by disease or poison.

You can leave the details of the group's food and water supply abstract. Occasionally tell them that they must replenish their food and water supplies. On the other hand, players sometimes enjoy tracking their in-game resources. If you have this type of player in your group, allow him or her to keep careful records of supply levels at all times.

Adventurers who run low on food or water can find small quantities of the necessary supply by succeeding on Dungeoneering checks with hard DCs. PCs might stumble upon traps or enter difficult encounters while foraging. To acquire significant quantities of supplies, the PCs must win skill challenges or defeat other creatures and take their supplies.

## Darkness in the Light

D&D players might regard the Underdark as the classic test of any paragon character's mettle, but players can find regions of equivalent hostility on the surface of the world.

### Cursed Lands

During the apocalyptic wars that destroyed the empires of eons past, long-forgotten magic scourged great swaths of the surface world. This magic left behind cursed lands, places where ordinary plants and animals cannot flourish. Strange, venomous animals, warped and twisted by fell magic, prowl across blasted landscapes and through toxic forests. Ghosts and wraiths haunt the buried imperial capitals that lie at the epicenters of these cursed lands. Undead remnants of slaughtered populations wander numbly through the ruins of their obliterated homes. Golems and other automatons constructed by the ancients patrol long-abandoned strongholds, ready to tear intruders to pieces.

### Hordelands

Populated by warring tribes of nomadic barbarians, the hordelands contain vast, infertile steppes where natives skirmish constantly. Although adventurers in the heroic tier could overcome individual denizens of the hordelands, only paragon or epic characters dare to explore these realms and face large groups of their inhabitants.

Two or three competing barbarian races dominate the typical hordeland. The term "horde" conjures visions of orcs, goblins, gnolls, ogres, and lizardfolk. Some of these fearsome tribes are made up of humans; others are composed of dwarves, elves, tieflings, or dragonborn. Natives fight from the backs of swift horses and weirder mounts, and tribal folk employ magic vehicles left over from past ages.

Any nation near a hordeland fears the ascension of a great war leader who can rouse the feuding clans to united action. When this happens, the hordes coalesce into seething, bloodthirsty armies and swarm across the land like locusts, leveling every settlement they encounter. When a new chief arises in the hordelands, courageous adventurers must plunge deep into nomad territory to slay this charismatic leader before he or she unites an army.

### Kingdoms of Evil

Certain civilized nations, gripped by evil or ruled by monsters, display the same hostility to good or unaligned adventurers as the drow or the mind flayers of the Underdark.

Intelligent, powerful undead sometimes install themselves as leaders of nations and city-states. Vampires, in particular, seek thrones to perch upon, so they can bleed populaces of both blood and money.

Lich kings also seek to rule, so they can sap citizens of their life force and use it to fuel magical experiments. A few of these dusty-veined monarchs dimly remember ruling as mortals in ancient empires. They seek to rediscover the forgotten rituals or sorcerous siege engines that destroyed their original kingdoms.

Ancient dragons might openly declare themselves rulers, but most dragons prefer to manipulate crowned puppets to reign over terrified citizens. Either way, dragons take a direct role in disposing of dissidents by devouring them. Evil dragon rulers tax their populations, demanding a percentage of the population as an offering for consumption.

Devils might take over nations openly, although more seize control through subversion of the existing ruling elite. Asmodeus in particular covets urban settlements. The devilish mania for legalism and bureaucracy infests every aspect of a controlled nation. Networks of spies, functionaries, and guards efficiently maintain order, quickly spotting incursions by foreign paragon characters. Devilish states demand absolute obedience while encouraging people to pursue dark, soul-corroding pleasures.

### Undead Armies

A death knight might seize control of a region in order to sate its appetite for battle. One of these skeletal warriors can slaughter the entire population of a town so that it can create a legion of undead with which to pursue its battle against the living. Adventurers might walk into such a town without realizing that its inhabitants are not what they seem.

AMELIA STONER

### Streets of Anarchy

The forces of chaotic evil seek conquest without the responsibility of rule. Cities and nation-states overrun by demons and other evil beings devolve into madness and destruction. After the common people flee or die, champions of evil run rampant. Some corrupted subjects remain, furiously defending their shattered turf for reasons they no longer recall. To gain reinforcements, these depraved subjects raid caravans and capture unsuspecting adventurers. Captives must escape or face transformation into demonically controlled minions of the Abyss.

## World Hopping

If you or your group enjoys playing in multiple D&D worlds, a world-hopping campaign means you no longer have to choose between them. You can dip into the epic sweep of a Forgotten Realms campaign for one story arc and then switch to an Eberron campaign's pulp-noir fantasy for the next. You can build a world-hopping campaign in an episodic structure or connect the adventures in the various worlds with an overarching continuity in the storyline.

In an episodic campaign, the adventurers move between worlds like rootless wanderers. They might travel a circuit between established worlds or visit a new world with a new story every session, never turning back. The second approach challenges you to create increasingly extreme or distinctive worlds. Don't worry about the depth of detail; focus on a single memorable world concept. Choose a theme for the adventure, and then create a world that expresses that theme in an exaggerated way. World creation and adventure design involve the same process.

You might, for example, create an adventure about the horrors of war. What would a world of incessant warfare look like, and how would its cultures behave? Next, consider what NPCs embody these attitudes. Now, build your encounters from a set of visual images associated with your world concept: a stronghold, a battlefield, and a landscape ravaged by past engagements.

The model of a new world for every adventure also works well for improvised games, where you must constantly create new encounters to suit your players. Improvisation frees you from tracking recurring characters and plot lines, and it allows you a fresh start every few sessions.

Conversely, the adventurers can follow a single storyline as they hop from world to world. They might try to prevent a catastrophe or an invasion that threatens the known spheres of existence. This approach allows your world-destroying villain to take out a few realities and still face defeat in the end. Another take on the concept sends the adventurers to gather pieces of a device that enemies or ancients scattered across multiple realities.

# Masters of Reality

At the paragon tier, situations that embroil the adventurers take on a more fantastic nature. Some of these situations present the possibility of extreme and exotic journeys involving other planes or alternate realities.

## Planar Breaches

Denizens of the planes have colonized regions of the natural world in areas known as planar breaches. These places have the physical properties of the inhabitants' home planes. Characters might find adventuring in a breach the same as exploring the related plane, with similar natural properties and similar creatures.

When a breach manifests in the world, it pushes aside the space around it. A breach appearing in the main square of a ruined settlement might cut it in two. The west side of the old city remains intact on one side of the breach. The breach itself forms a newly created buffer between that portion of the city and the rest of the city, which remains intact to the east. Some breaches create peculiar distortions on the borders of the territories surrounding them.

Sometimes a plane overlays the natural world instead of pushing it aside, and the plane and the world mix in strange and unpredictable ways.

Breaches occur in isolated regions. Sages theorize that the psychic energy given off by large masses of intelligent minds acts as a barrier against the materialization of breaches in heavily populated areas.

Breaches can also be created by high-level magic. If a breach is created through magic, a focus object somewhere in the breach maintains a temporary bond between the two planes. Creatures loyal to a breach's creator tenaciously guard these focus objects. Destroying an object initiates the process of the breach's dissipation, giving adventurers just enough time to leap for the borderland before the breach closes.

Most planar breaches are fully contained by the world, but a few create connections between realities, existing in the natural world and in the breach's home plane at the same time. Moving out of the area of the breach could send PCs either back into the world or into the plane.

## Alternate Worlds

You might have your campaign shift between alternate versions of a single reality in order to give your players a change of pace. This approach works best if you spent the heroic tier of your campaign establishing a solid sense of place and a large cast of supporting NPCs.

When the adventurers reach paragon status, they gain the ability to move between alternate worlds. Each new adventure takes them to a recognizable but altered version of the baseline world you established during play in the heroic tier. There, PCs encounter refracted versions of the familiar cast of characters.

These slight changes generate your adventure premises. In one reality, perhaps the heroes' nemesis changes into an ally. In the next, a human they know as a benevolent baroness transforms into a cruel tyrant or leads a resistance movement against the establishment, or maybe she suffers from a mind-sapping curse. Each adventure requires that PCs resolve a narrative involving these altered characters.

Another version of an alternate-worlds campaign includes counterparts for the players' characters whom the characters replace for the duration of the adventure. The alternate-world heroes are significantly different from the PCs in each new world. As part of the information-gathering phase of each adventure, the PCs must work out their context in this new dimension. Do they behave like heroes, cowards, villains, or something in between? Having learned about their alternate selves, the PCs must impersonate them in order to achieve the adventure's final objective.

Once your players assimilate this formula, you can throw them a curve by sending them to an alternate world in which they must face their alternate selves, possibly evil twins.

# Masters of Time

A typical fantasy world's history reaches back tens of thousands of years. Allow the player characters to interact directly with the great events of your setting's past by enabling time travel. Your adventurers can meet legendary figures, fight in classic battles, and witness the birth of the deities. They can journey to the future, encounter their own descendants, marvel at technological wonders, and flee from the death of the world. The PCs might travel using a vehicle, an artifact, or a consistently available ritual. Alternatively, you might make an adventure into the time stream a special, one-time event.

Start by deciding how time travel works in your game. Can characters alter the events of history? If not, allow characters to take only actions that leave known history intact. You could choose a mechanism that protects the fixed nature of time, or you could employ powerful coincidences that prevent characters from affecting history.

You might instead decide to allow actions in the past to change the present as the adventurers know it. If, for example, the characters prevent the pivotal assassination that led to the fall of the great empires, they might return to an altered present day in which those empires cover the entire world.

You can complicate adventures involving time travel by creating consequences for paradoxes. If a change in history prevents the birth of a time traveler, does he or she disappear, or does he or she exist outside the time stream? Can time travelers meet themselves, or do such encounters create a strain on reality of apocalyptic proportions?

As adventurers approach the paragon tier of play, new locations begin to appear on the horizon. These locations are larger than the villages and towns of the heroic tier, grander and more exotic—and often more dangerous. One such location exists at the crossroads of all reality. It is a place of relative peace and rough safety where all kinds of business can take place. This is Sigil, the City of Doors.

Numerous portals connect Sigil to the rest of the multiverse. The planar metropolis exists outside the ordered structure of existence, rising from the interior surface of an immense hollow ring that has no outer side. The residents consider Sigil to be the true center of the multiverse, and visitors have few reasons to contradict this belief.

## Origin Stories

Every collection of lore that touches upon the existence of Sigil has its own unique view of the origin and purpose of the city. Some claim that Sigil is the linchpin that keeps all of existence from flying apart. Many myths and writings from this school of thought associate the city with the legendary proto-entities of old—the predecessors of the gods and primordials. Other scholars believe that the city is a map of all creation, that all that one needs to do to understand the secrets of the universe is to understand the twists and turns of Sigil. Some see the City of Doors as the easiest, most direct way to get from here to there and back again. And a select few see Sigil as the key to the ongoing battle for the hearts and souls of creation, the place where the literal war of philosophies plays out for good or ill.

Whatever the truth of it, you can find almost anything in Sigil, and almost everyone eventually passes through its portals—either with Sigil as the destination or on the way to someplace else.

## The Impossible Place

The City of Doors, named for the many portals that provide the only methods of travel into and out of the city, features impossible topography in an impossible location. The city exists on the inside of a gigantic, hollow ring that has no outer side. It stands apart from the rest of existence. It connects to the Astral Sea and the Elemental Chaos, to the Feywild and the Shadowfell and the natural world, and to a multitude of places beyond imagining, but it isn't a part of any of these. Sigil *is*. For most, that simple fact explains everything.

All the streets and buildings fill the curved interior of the hollow ring. If you look up, and if your view isn't obscured by the persistent rain or fog or smoke from countless chimneys, you can see the

### SIGIL FACTS

Sigil is the bustling crossroads of the multiverse, full of portals leading to every known corner of existence.

**Population:** Approximately 50,000 permanent residents. Representatives of nearly every race and monstrous kind can be found somewhere in the city. A host of transients pass through the city daily, with the result that as many as 250,000 individuals can be present in Sigil at any given time.

**Government and Defense:** The only being in Sigil who wields any real authority is the mysterious Lady of Pain, the enigmatic guardian and protector of the city. The touch of her gaze causes wounds that spout blood, and her smallest gesture can banish someone or something into an endless maze spawned in a pocket dimension. Her presence is said to prevent gods, demon princes, primordials, and beings of similar power from entering the City of Doors, and the fear of her is sufficient to keep a modicum of order in the streets. Crime is common, but rebellion is unthinkable.

The closest thing Sigil has to a police force is a citizen group called the Sons of Mercy. However, without any official power to make arrests or carry out sentences (though they try all the same), the Sons of Mercy aren't terribly effective in limiting crime. Similarly, the so-called Sigil Advisory Council might have the city's best interests at heart, but the group lacks real political power.

**Inns and Taverns:** Sigil's inns and taverns cater to a diverse clientele. Efreets from the City of Brass can find flaming halls of sumptuous luxury. Devils can enjoy a night spent in unthinkable debauchery. A traveler might lodge in an inn whose interior is like a twilit fey grove or a sunless cavern, or eat in a place that's virtually indistinguishable from Fallcrest's Blue Moon Alehouse.

**Supplies:** The Grand Bazaar, located in the city's Market Ward, is a huge square overflowing into side streets, alleyways, and nearby taverns. It is filled with caravan tents and market stalls. Other marketplaces spring up in many places throughout the city. Most appear during the day, but some surface only at night, such as the Hive's Night Market.

**Trade:** Because Sigil sits astride all the planes of existence, it enjoys a flow of trade that most other cities would envy if they knew the true measure of its volume. Even with the threat of the Lady of Pain, various nefarious trade routes run through Sigil at any given time.

**Temples:** Temples to all the gods—including evil gods whose shrines are rarely seen in civilized lands—can be found in the streets of Sigil. Most of them are small, and few claim any significant power in the city's affairs.

buildings across the open hollow overhead. This is a place where the horizon curves up instead of away, where the sky above is always filled with the gray arc of the other side of Sigil's ring. In fact, the horizon in front of you and behind you curves up, so that you are always at the bottom of the ring. Line of sight rarely exceeds more than a few hundred feet due to the concentration of buildings, so the effect isn't prevalent or as disturbing as it could be.

## Up and Down

No matter where you stand within the hollow interior ring that Sigil occupies, down is always toward the ground beneath you, and up is in the opposite direction. Flying through the open space between the ring is perfectly possible, but as with most other locations, the danger of falling remains constant. You always fall toward the side of the ring you're closest to. And falling hurts.

## Day and Night

Sigil has no sun or moon, but it still has a day-night cycle. Each twenty-four-hour period slides from deep darkness to bright light and back again on a regular cycle. The sky gradually fills with a magical luminescence until the light reaches its brightest intensity (the equivalent of noon in the natural world), and then it begins to fade.

At daybreak, the darkness gradually brightens to dawn, with the light increasing in intensity until midday. The light then steadily wanes into a twilight gloom before plunging into blackest night. Unless the night is particularly overcast or foggy, some ambient light shines down from above. This is not the light of distant stars or a moon, since Sigil has none of these. Instead, the fires burning in the streets and buildings above light the night sky with flickering pinpoints of brightness.

The overall cycle provides six hours of bright daylight and six hours of deepest night, each separated by a six-hour period of gloomy twilight.

## Weather

If it isn't raining when you arrive in Sigil, wait a couple of minutes. A light rain tends to be the usual weather in the City of Doors. The rain falls through the ever-present smoke from the multitude of fires, ranging from a nearly imperceptible mist to a constant drip of cold, greasy water. When it isn't raining (a rarity), the streets fill with fog that can be as wispy as gossamer or so thick as to reduce visibility to a few feet. Even on the brightest days, when the rain stops falling and a breeze blows calmly through the streets, Sigil is cool. At night, when darkness falls, the streets can get uncomfortably cold. And then the rain starts again.

HOWARD LYON

## Flora and Fauna

No plants or animals are native to Sigil, but that hasn't stopped life from finding places to thrive in the City of Doors. The most notable vegetation is razorvine. This fast-growing plant aggressively stretches its greasy stalks and knife-edged fronds throughout the city. It grows over everything, climbing walls, entwining statues, and covering pathways with wild abandon. The only thing that keeps it in check is constant pruning and tending. Without such dedicated care, it would choke the place entirely in a matter of months.

Vermin of all kinds have found niches to occupy throughout Sigil. From lowly insects to common rats, nonmonstrous creatures thrive in garbage heaps, dank sewers, and dark corners throughout the city. In addition to more common forms of vermin, giant rats, dire rats, and fearfully intelligent cranium rats can be encountered in the worst parts of the city.

The sewers beneath the city also provide homes for monsters of all descriptions that have found their way through doors to the streets of Sigil.

**RAZORVINE**

This creeper plant has serrated leaves that unfold from black stems. Razorvine counts as difficult terrain, and a creature entering or starting its turn in a square of razorvine takes 10 damage per tier.

## Architecture

No natural resources fill the hollow ring, so Sigil has been built with materials brought into the city from somewhere else. Certain locations seem to have sprung into existence out of the nothingness of the hollow ring, but in general the place has been built with imported materials. Every brick, every window, every stick of furniture, was imported from elsewhere—either in finished form or its raw state.

Structures throughout Sigil consist of a wild collection of competing styles from every place—and every time—the city touches. Each era has seen a flurry of construction that mimicked the architectural styles of the period. Because of the nature of Sigil, styles from ages past can still be found, in whole or in part, eons after the originating cultures have disappeared. Sages stalk the back alleys of the city in search of traces of ancient cultures that remain in gables, cornices, domes, and columns.

Today, individuals who want to build a new structure in Sigil or renovate a standing building must either import materials or salvage them from existing structures. An entire shadow profession has grown up around the theft of construction materials. Often the outer structure of a building is more valuable, and more in need of defense from scavengers, than its contents. Sigil's so-called "stone pirates" scuttle out in the night to chip at masonry, saw off boards, and filch metal fittings either for open sale or to fill the order of a wealthy patron.

Architectural styles also provide a telltale hint to the relative status of a street, a neighborhood, or a ward. The well-kept structures of The Lady's Ward bristle with ornamentation, for example, while the shacks and shanties constructed of salvaged, deteriorating materials immediately identify the crowded alleys of the Lower Ward.

# Portals

The only way to get into or out of Sigil is through a portal. No other form of teleportation or planar travel can penetrate the barriers around the City of Doors. Once you're in Sigil, you can move around the city with teleportation powers, but you can't enter or exit the place except through the portals that dot the cityscape.

A portal, also called a gate, can be any aperture or bounded space. Windows, doors, archways, sewer grates, large crates or chests, pits, trestles, hearths—all these openings and more might be portals in the City of Doors.

Some portals remain constantly active, meaning that all you have to do to use them is to step through one. Many portals, however, require a gate key to operate. Without the proper gate key, a portal is just a space, and a mundane space at that. With the proper gate key, a portal becomes a gateway to someplace else. A gate key usually takes the form of an object, from an actual key to anything else that can easily be carried on your person. Sometimes, however, a gate key might be a spoken word or phrase, a gesture, or a particular state of mind.

### Deeper than You Think

Although it's impossible to dig any distance down into the chalky material that makes up the hollow ring of Sigil, the city does have its share of deep basements, catacombs, dungeons, and subterranean passageways. Any travel significantly beneath the surface of Sigil in fact takes you through a door to another reality. Most of the time, travel of this sort leads to tiny pocket realities created expressly for specific purposes by arcane masters of the past. Shop basements, burial chambers for wealthy families, forgotten dungeons, and even Sigil's network of sewers were all created in this fashion in the distant past. Today, rituals permitting these dimensional excavations are not undertaken lightly. Those who can perform such rituals are rare, the rituals themselves are expensive, and such a working is liable to provoke the deadly wrath of the Lady of Pain.

Portals can be permanent, temporary, or shifting. There's something about Sigil that seems to attract randomly occurring portals that wink into and out of existence without any apparent rhyme or reason. These randomly occurring portals can appear anywhere and last momentarily or remain open for days or weeks at a time. An expensive ritual can shield areas from the incursion of random portals, but only the most well-to-do neighborhoods in Sigil can afford to keep such protections in place at all times.

Portals tend to be two-way. If you step through a portal, you can usually step back the way you came. You might need a gate key, but otherwise a door is a door. There are some rare portals that go only one way. Usually, the truth is that a different gate key is required to make the return trip, so it really isn't a one-way door at all. Or the portal winks out or moves before you can step back. But sometimes, you might run into an actual one-way portal—and going through such a portal might leave you in a very bad place indeed.

## Permanent Portals

A permanent portal has an opening in Sigil and an opening someplace else (on another plane, in the natural world, or in some pocket dimension) that are always available for use. Every time you step through a permanent portal, you know where you're going to end up. There are no surprises. (Unless, of course, you have no idea where a particular portal connects to.) Permanent portals tend to connect relatively safe and stable locations, such as gate-towns, to Sigil. Many permanent portals are known by someone in Sigil, and the information pertaining to them tends to be valuable currency within the City of Doors.

## Temporary Portals

Temporary portals can appear anywhere in Sigil, opening a path between two locations for a short time and then disappearing as though they had never existed. Temporary portals can be as frustrating as they are dangerous—frustrating because if a gate key is needed, you can waste valuable time determining what it is, and dangerous because there might not be any clue about where the portal connects to. In addition, there's often an unpredictable timetable associated with a temporary portal. It might close before your work on the other side is finished, leaving you without a fast and convenient exit back to Sigil.

## Shifting Portals

Shifting portals follow a set pattern, although the pattern is rarely obvious or easy to discern. Sometimes the portal in Sigil shifts, sliding from window to doorway to sewer grate throughout the city. Other times, the portal on the other end is the one that moves, bouncing around a particular area of the natural world, or a plane, or even sliding from plane to plane. These shifts are not random, and the cycle repeats itself so that eventually the portal winds up back in the place it originally began. Enterprising individuals in Sigil make a lot of gold by keeping logs of how the shifting portals work and selling pieces of that information to the right people at the right time. However, there are just as many swindlers as true portal information dealers out there, so a careless adventurer can easily be separated from his or her gold without receiving accurate or useful information.

## Gate Keys

Not every portal requires a gate key to operate, but many do. To use such a portal, a traveler needs to have the gate key when he or she steps through. Many gate keys allow their portal to remain open for a short time, which lets multiple travelers pass through with the use of a single gate key.

Gate keys tend to be objects or phrases that are neither too common nor too rare. They aren't so common as to cause accidental use of a given portal, nor are they so rare that a portal can never be used. (Although both such portals can exist somewhere in Sigil, and these often lead to the wildest adventures.) Gate keys, once established, never change.

A gate key usually has a connection to its portal's destination, providing a clue to where a portal opens up to when the path isn't widely known. Numerous proprietors throughout Sigil claim to keep logs marking portals, their destinations, and the gate keys required to operate them (if any), and for a price they are usually willing to provide such information to those who ask. Check out Tivvum's Antiquities in the Market Ward when you're in need of a gate key.

## Portals in Action

When any individual crosses the threshold of a portal while carrying the proper gate key (if a gate key is required to make the portal function), the archway that frames the portal flashes with arcane energy, and a ghostly image of a distant location can briefly be glimpsed through the open portal. The portal remains open for only a few seconds (long enough for a group of PCs to step through). Anyone who steps through vanishes from Sigil and instantly appears at the destination. Anything that's partially through a portal when it closes is teleported to the portal's destination.

Anyone in Sigil can use a portal to leave the city, but the converse is not necessarily true. The City of Doors seems to have the ability to keep out gods, demon princes, primordials, and similarly powerful beings. When such an entity attempts to use a portal to Sigil, nothing happens. If such an entity tries to rush through an active portal that a lesser being opened, the entity is forcibly expelled from the portal and pushed back to wherever it tried to enter from.

# The Lady of Pain

What keeps the City of Doors safe and functioning? What maintains order and refuses to allow Sigil to tumble into chaos and anarchy? The answer is simple, yet surprisingly complex: the Lady of Pain.

The Lady of Pain isn't a woman and isn't human. Although theories abound, the truth of the matter is that no one knows who or what the Lady of Pain actually is. She exists. She has an enduring connection to Sigil. And she stands as the law and the power in the City of Doors.

Some believe she is a god, but no pantheon claims her as a member. Some think she must be a demon prince or a devil lord, but others find that idea unacceptable. One or two ancient texts identify her as the embodiment of Sigil, or even as a proto-entity from the time before time. Most visitors to and inhabitants of Sigil don't really care one way or another. The simple truth is that the Lady of Pain exists, and that's all that matters.

The Lady remains distant from most of the day-to-day activities that take place in Sigil. You won't find a castle, a palace, or a temple with her name on it. Indeed, if anyone worships her they usually end up missing (presumed to be banished to the Mazes, see below) or turn up with their skin flayed from their bones. It is widely known that she accepts no prayers or sacrifices, and she reportedly punishes or destroys those that make such offerings.

The Lady of Pain never speaks. She never participates in council meetings or guild discussions or judicial inquiries. When she appears, she is seen drifting down the cobbled streets, her gown barely brushing the dusty surface as she passes by. Those familiar with the ways of Sigil know enough to move on during the Lady's sporadic forays through the streets. Anyone who has the bad sense to try to interfere with her passage receives painful gashes from her penetrating gaze.

Such appearances, rare and memorable though they might be, eventually end when the Lady passes through a wall or simply fades into nothingness, vanishing from sight without word or warning.

What is the Lady of Pain? She is the impassive protector of Sigil, inspiring awe and fear with her very presence. No one deals with the Lady. She doesn't give missions or serve as a patron. She makes no proclamations and issues no edicts. She is just the wonder and mystery and danger of Sigil made manifest. But she does have laws—or, at least, certain truths about Sigil are credited to her will.

The presence of the Lady keeps all inhabitants and visitors in line, making Sigil more or less safe for conducting business of all sorts. She keeps gods and other powerful entities out of the city. She prevents teleportation rituals and other magic from penetrating the borders of the City of Doors. She oversees the dabus that maintain the city. And she creates the Mazes that serve as the most prominent deterrent to conquest and chaos in Sigil—and which give the city its other name, the Cage.

## The Mazes

When a significant threat to Sigil appears, it doesn't last long. Powermongers, rabble-rousers, and malcontents who flaunt their ambitions and disdains quickly find themselves banished to the Mazes. These pocket dimensions swirl into existence to torment a single threat, whether that threat is an individual or a small group of conspirators.

Each maze appears as a small part of Sigil, such as an alleyway, courtyard, or cul-de-sac. This copy becomes a twisting labyrinth that has no beginning, no end, and no obvious exit points. A targeted individual might step through an archway, turn down an alley, or pass through a door in his or her own house and suddenly be spun into a newly created maze.

In a maze, a trapped individual doesn't starve or die of thirst: Food and drink appear at regular intervals. Each maze contains one hidden portal that can be used for escape. The prisoner just needs to find the door, and then determine what key is required to open it. For most, this possibility of escape is just a cruel hope that taunts them but never materializes. Every once in a great while, however, a prisoner finds a way to get out.

Of course, many disappearances that are blamed on the Mazes have no connection to these pocket dimensions at all, but such is the nature of life in the Cage. Those taken by one of the Mazes might eventually stumble out of their prison, chastened and changed, but most are never seen again.

## The Dabus

A unique race of intelligent beings, the dabus, lives in Sigil. They are never encountered anywhere else, neither in the natural world nor out among the planes. Dabus appear as pale-skinned humanoids with long and narrow bodies and features. They emanate a serene air, with their calm expressions, elegant horns, and shocks of white hair. Like the Lady of Pain, dabus float above the ground as they move about the city. Unlike the Lady, dabus are always around, visible and active as they perform their daily tasks and functions.

Dabus swarm like ants atop a crumb of food, appearing when something in Sigil needs to be repaired. They maintain the infrastructure of the city, making sure that the sewers never clog, the razorvine never spreads completely out of control, and the cobblestones that line the streets are never cracked or broken. Most people in Sigil consider them to be nothing more than inscrutable workers, but the evidence suggests that they are something more.

As with the Lady of Pain, dozen of theories about the origin and purpose of the dabus exist. Are they

living manifestations of the city? Servants of the Lady of Pain? The first inhabitants of the hollow ring that became Sigil? Does the City of Doors belong to the dabus, or do the dabus belong to the city? Each of these questions has multiple answers that are held as true and absolute. Here's what is actually known about the dabus.

For as long as there has been a Sigil, the dabus have been present.

Dabus never speak, and they rarely acknowledge or interact with other beings. Although their behavior reflects that displayed by the Lady of Pain, the dabus are not quite as distant and aloof as she tends to be.

When a dabus needs to communicate with someone, it does so with gestures and sign language, and occasionally in the form of a rebus.

Dabus are not combative by nature. Usually, they quietly float about the city, performing the tasks that fall to them without hesitation or complaint. They will fight if they must, however, and when they engage in combat, they show a remarkable courage and grace that rattles their opponents.

Though the dabus float above the ground when they move, they don't actually fly. They glide along, never touching the ground but also never soaring far above it either.

It is believed that the dabus live beneath Sigil, or that the city creates them when they are needed, or that the Lady sets them to their tasks with her own silent gaze.

Whatever the truth, dabus scour the city, making repairs, cleaning, landscaping, and otherwise keeping Sigil's ancient infrastructure from falling apart. Their work is never so perfect that the city is in danger of looking brand new, but they do keep the place presentable. Sometimes they even undertake extensive rebuilding projects, tearing down small sections of the city and reconstructing them—usually to the complaints of the displaced inhabitants.

Silent, serene, and dedicated, these mysterious servants also have a dark side. Dabus can appear in great numbers to quell riots, disperse crowds, or deal with the greatest threats to the stability of the city and the well-being of the Lady of Pain. They never react to normal crimes or minor disturbances, however, leaving such peacekeeping duties to anyone who wants to take them up.

### SILENT WORKERS

Dabus work crews usually consist of three to five of the strange, silent beings. They silently float about the city to handle tasks, whether whitewashing a wall, painting a building, sweeping a street, pruning razorvine, or attacking a threat.

The examples below are typical dabus that usually float above the streets of Sigil. Other, more powerful versions can appear when the need is great or the danger seems potentially devastating to the city or the Lady of Pain.

**Dabus Custodian** **Level 15 Artillery**
Medium immortal humanoid XP 1,200

**Initiative** +11 **Senses** Perception +16; darkvision
**HP** 118; **Bloodied** 59
**AC** 27; **Fortitude** 27, **Reflex** 25, **Will** 25
**Speed** 8 (hover)

⨁ **Hammer** (standard; at-will) ✦ **Weapon**
+22 vs. AC; 1d10 + 5 damage.

⨁ **Psychic Ray** (standard; at-will) ✦ **Psychic**
Ranged 10; +20 vs. Will; 2d8 + 6 psychic damage, and the target is dazed (save ends).

✲ **Psychic Burst** (standard; recharge ⚄ ⚅) ✦ **Psychic**
Area burst 1 within 20; +18 vs. Will; 3d10 + 6 psychic damage, and the target is stunned (save ends).

**Alignment** Unaligned **Languages** – (understands all)
**Skills** Streetwise +15
**Str** 16 (+10) **Dex** 18 (+11) **Wis** 18 (+11)
**Con** 22 (+13) **Int** 16 (+10) **Cha** 16 (+10)

**Dabus Enforcer** **Level 18 Controller**
Medium immortal humanoid XP 2,000

**Initiative** +14 **Senses** Perception +18; darkvision
**HP** 172; **Bloodied** 86
**AC** 32; **Fortitude** 30, **Reflex** 30, **Will** 29
**Speed** 8 (hover)

⨁ **Longsword** (standard; at-will) ✦ **Weapon**
+23 vs. AC; 1d10 + 7 damage.

⨁ **Psychic Rend** (standard; at-will) ✦ **Psychic**
Ranged 10; +22 vs. Will; 2d8 + 7 psychic damage, and the target slides 3 squares. The target is also stunned (save ends).

✲ **Mind Cage** (standard; recharge ⚄ ⚅) ✦ **Psychic**
Area burst 1 within 20; +22 vs. Will; 4d10 + 7 psychic damage, and the target takes ongoing 10 psychic damage and is immobilized (save ends both).

**Alignment** Unaligned **Languages** – (understands all)
**Skills** Arcana +18, Nature +18
**Str** 16 (+12) **Dex** 20 (+14) **Wis** 17 (+13)
**Con** 20 (+14) **Int** 18 (+13) **Cha** 18 (+13)

## RULES AND GOVERNANCE

In Sigil, anything can happen. That's part of the city's charm, and a state of affairs that lends an element of danger to everyday events. Walking down a Sigil street can involve avoiding the stare of the Lady of Pain, being hustled by a planar trader, running into a demon that's passing through, and meeting a being from a corner of a plane you'd never heard of before.

Conducting yourself in Sigil requires that you remember a few simple rules. When it comes to day-to-day affairs, always maintain your guard. It isn't like Sigil has a vigilant city watch around to deter every would-be assailant who might come hunting for you. When it comes to the big picture, the things that concern the usually peaceful fierceness of the Lady of Pain, keep your head down and your eyes averted. She tolerates (some might say ignores) petty squabbles and minor crimes, including fights, muggings, robberies, and even the occasional murder. But if you try to alter or interfere with the portals, or if you slaughter the dabus, or if you attempt to destroy the city, start a rebellion, or challenge the

Lady herself, then you must deal with the consequences of attracting both the attention and the wrath of the Lady of Pain.

## The Brink of Anarchy

From a certain point of view, the Lady of Pain rules Sigil. Her presence keeps the place running smoothly and makes the streets more or less safe so that the business of the city can occur. On the other hand, she doesn't behave like a ruler at all. She issues no proclamations. She collects no taxes. She really doesn't seem all that interested in the welfare of her subjects beyond the fact that keeping the people of Sigil relatively content means that her city remains full and vibrant.

Law and order tend to be a personal affair. For the most part, you keep yourself safe by carrying a weapon or a spell and appearing to know what to do with it. Certain parts of Sigil can feel a lot like a wild frontier town where people are responsible for protecting themselves and taking the law into their own hands. Organized groups do operate throughout the city. They just have to operate at a level that doesn't make it appear as though they're threatening the sanctity or power of the Lady of Pain.

In the past, Sigil served as a headquarters for numerous factions. These philosophical fraternities helped keep Sigil vital by each running a different part of the city. In the aftermath of a terrible war between the factions, the Lady of Pain made a rare and stunning appearance before the surviving leaders. With a dabus in tow to communicate for her, the Lady proclaimed: *The city tolerates your faction no longer. Abandon it or die.* They complied, and Sigil no longer hosts any organized factions.

## Sigil's Citizens

The residents of Sigil are as diverse a lot as you could ever expect to find. Any kind of sentient creature in the world—and from any place outside the world—can be found roaming the streets or residing here. The city is a place where racial animosity takes a back seat to more pragmatic concerns. No one who lives or visits here is likely to be attacked based simply on his or her basic nature, since almost everyone is here for the same reason: to benefit from what the city has to offer as the hub of the multiverse. The atmosphere in Sigil is similar to that of an armed truce; although isolated violence does break out from time to time, the residents of Sigil appreciate the need not to cause widespread havoc in the city, and they police themselves to keep things on an even keel.

## Sigil Advisory Council

Prominent and well-to-do citizens have banded together since the disappearance of the factions to fill the void left behind. The members meet regularly and wrap themselves in the pomp and prestige of the office they have created, sincerely working to maintain the peace in the City of Doors. Well spoken and charismatic, the group established a process of nomination and election to fill their ranks with worthy representatives. There are nine seats on the council.

The Advisors have little real authority. It is commonly said that if the Lady ever did appear before the council members to ask for advice, they would all flee in terror and never return.

Still, the Advisors step forward to speak on the city's behalf. So far, the Lady of Pain hasn't banished any of them to the Mazes or sliced any of them to bloody ribbons, so perhaps they have a bit more authority than certain citizens believe. Who can tell for sure? What is known about the Advisors is that they sometimes use their wealth to hire adventurers to deal with problems, and they even engage in humanitarian and charitable activities in the more upscale sections of the city. They sometimes cooperate with the Mutual Trade Association to push forth edicts and get things done.

Rhys, former leader of the Transcendent Order faction, serves on the council and is perhaps its most well-known member. She is a tiefling with style and attitude, and is considered a true asset to Sigil by those who know her.

## Sons of Mercy

The Sons of Mercy oversee Sigil's Prison, caring for the inmates until each has paid his or her debt and can be set free. The group also coordinates watch patrols throughout the city, but it has no real legal authority—the Sons of Mercy are little more than a group of concerned citizens voluntarily working to make Sigil's streets safe. Sworn to protect the innocent, uphold justice, and prove that crime doesn't pay, the Sons of Mercy are led by Arwyl Swan's Son, who trained among the Mercykillers faction when that organization still held sway in Sigil.

Without real authority or power beyond the walls of the Prison, the Sons of Mercy have limited success as a police force. Certainly, no one who runs into a Sons of Mercy patrol while operating on the wrong side of the law readily recognizes that patrol's right to administer justice. In most cases, the only way for the patrol to exercise any authority is through force of arms. If a patrol can get the upper hand, or demonstrate more power and ability than the opposition, then it usually succeeds. If not, the members of the patrol flee or take a beating for their trouble.

## Mutual Trade Association

Another self-started and self-regulated group to step to the forefront of Sigil politics is the Mutual Trade Association. A loose collection of guild masters and prominent independent merchants, the Traders have

come together to protect their business interests as they relate to the City of Doors.

For a time, it appeared that the vacuum created by the fall of the factions was going to set the rich and well-connected against each other as different merchant lords vied for power and influence. Realizing that such a fierce competition could unduly attract the attention of the Lady of Pain, three of the top captains of commerce put aside their mutual animosity to form the Traders.

Although all three associates claim to have an equal say in how the Traders conduct business, the truth of the matter is that Shemeshka, a raavasta who controls a vast commercial empire and information-gathering network, has emerged as the de facto leader of the group. The other associates are Zadara and Estavan. Zadara, a reclusive storm giant entrepreneur, supplies funds to creative and daring individuals in return for hefty returns on her investments as well as the promise of future favors. Estavan, meanwhile, is an extremely powerful oni mage who serves as the face of the vast Planar Trade Consortium. In addition, numerous less influential members have joined the Traders for the benefits the organization provides.

The Traders do not interfere with the day-to-day affairs of the individual businesses that make up the association. In most cases, they don't even share business-related information. They do, however, look for solutions to problems that plague all the members, including crime waves, disrupted supply lines, taxes and tariffs, embattled trade routes, worker unrest, and other threats to profit and industry. Often, the Traders will enact solutions to problems affecting Sigil long before either the Sons of Mercy or the Sigil Advisory Council can get their acts together. As long as doing so helps business, then it's in the interest of the Traders to get things done.

### Other Power Players

Other groups trying to enforce some kind of order on the chaos of Sigil tend to be more low-key and usually less civic-minded than the organizations discussed above. Armed merchant auxiliaries, for example, protect trade routes and warehouses, target gangs of robbers, and recover stolen goods. Neighborhood gangs have formed to combat increasing crime and violence, though these groups can be as violent and unpredictable as the ills they have been created to rectify. Finally, wealthy patrons of all stripes have taken to hiring bodyguards or putting militia units and adventurers on retainer so that they can call upon them at a moment's notice to deal with trouble that gets out of hand.

## Sigil's Businesses and Services



Almost anything can be found in Sigil. Thanks to the multitude of portals and the enterprising businesses that seek to open the vastness of the planes to trade, there's a chance that something you want or need is on display in the next stall or shop window. Of course, locating exactly what you're searching for could take a while—Sigil's a big place with a lot of people, and nothing is ever straightforward or easy in the Cage.

Locals who are willing to show newcomers around or lead a body to a specific location are known as touts. A good tout also knows people and can make introductions if the price is right. Touts range from wily street urchins to rough-and-tumble cutters who look as capable of robbing you as providing safe passage, and the prices they charge for their services vary wildly as well. In general, you can hire a tout for about 100 gp per day, though some offer their services for less and others put a higher premium on the use of their skills. Touts can routinely be hired in markets, in taverns, near known portals, and around other places where newcomers congregate.

Another common purveyor of service is the courier. A courier makes money by delivering items or messages in a timely fashion, so most of the people engaged in this service are trustworthy and reliable. Couriers can carry just about anything that a normal individual can lug around; a letter, a small satchel, a small box or crate, and so forth. Some employ magic items, such as *bags of holding*, but these well-equipped couriers charge more for their services. For secret messages or other sensitive material, a few couriers provide a special service—they perform a ritual upon a small trinket (usually an unadorned ring or a carved wooden or stone tile with the courier's icon or crest upon it) that repeats the message stored within it when the named recipient activates it. For the most important packages, a courier undergoes a special ritual that magically binds the courier to the deliverable item. If the courier loses the package or fails to deliver it by the appointed hour, he or she begins to wither and die. Such ensorcelled couriers work hard to hang onto the items placed in their care and work even harder to recover any items that are lost or stolen along the way. Prices range from 50 gp for a mundane delivery service to as much as 10,000 gp for magically binding a package to a courier. Additional costs can be applied to deliveries to destinations outside Sigil.

Taverns abound in the City of Doors. One common saying is that there are as many taverns as portals in Sigil, and sometimes it seems like this remark isn't that far off. There are taverns that cater to particular tastes and clientele, fancy taverns, dives, holes in the wall, and places where even adventurers should feel afraid. Alehouses, wine cellars, pubs, and even places that serve rarer, more exotic fare can be found

in different parts of the city. In general, a tavern provides a good place to get a lay of the land, to hear the news of the street, and to uncover any rumors of jobs, excitement, or patrons in need.

Inns tend to offer more services than the typical tavern, but there are exceptions to every rule. At an inn, you can usually secure lodging while you're in Sigil, and inns tend to provide fewer options for imbibing and more options to get a meal than the average tavern. As with taverns, you can find inns that cater to all tastes and needs, including those related to a customer's particular species. Oversized rooms for giants? Conveniences for the smaller races? Special dietary requirements? Thanks to the wide range of visitors that regularly pass through Sigil, all these options and more are provided for somewhere in the city.

Markets spring up throughout the city. Some, such as the Great Bazaar, are permanent affairs, while others appear and disappear with regularity. You can buy and sell all sorts of items at a variety of locations, from transitory stalls and tents, to brick-and-mortar shops, to folding tables set up in dark alleys or in the backs of dimly lit taverns. Markets are classified as either "day" or "night" markets. At day markets, you're more likely to find food, supplies, and other necessities of daily life. Some of the items for sale are the usual fare; common meats, vegetables, and fruits, for instance. Those who have a taste for the exotic can also find unusual food and drink from across the planes. Housewares, crafts, jewelry, clothing, and other basic necessities—from the common and mundane to the rare and unusual—also fill the stalls and display tables of the day markets.

The night markets are a different story. When darkness fills Sigil's sky, those who sell entertainment and pleasure appear to replace the daytime wares that cater to more mundane needs. The night markets, at once deadly and fascinating, cater to those seeking distraction, excitement, and a hint of danger. At the night markets, one's misfortune can become another's entertainment, especially when the shadows deepen. Musicians and bards, prophets and bawds, spell-sellers and purveyors of previously owned materials emerge from the spreading darkness to replace goods appropriate to the light of day with goods and services dedicated more to wants than to needs. Some find the night markets to be wild and unpredictable, but for others that's just what draws them out to shop as the darker parts of the city come alive. You need to know which market will best serve your needs for a particular desire; then you need to find the merchant you feel most comfortable dealing with—no matter what time of day you decide to shop.

## The Wards of Sigil

When you first arrive in Sigil, it's easy to become confused and disoriented. To the uninitiated, Sigil's streets appear to be a chaotic scramble laid out haphazardly, in every direction, with no apparent plan or purpose. On the surface, this is true. But Sigil's citizens know that there are different parts to the city, and they know that those parts make sense. The city is divided into wards, and each ward's name speaks to what you can expect to find in that section of the city.

Where one ward starts and another ends isn't handled by official maps and property lines. You can usually tell where you are by the crowding of the buildings (or lack thereof), by the general upkeep and ambience of a neighborhood, and by the types of businesses found there. The poorer the ward, the more tightly packed and run-down the living conditions become.

Generally, everyone agrees that Sigil has six distinct wards, and these are spread out in a clockwise direction around the hollow ring. The six wards are The Lady's Ward, the Market Ward, the Guildhall Ward, the Clerk's Ward, the Lower Ward, and the Hive.

### The Lady's Ward

The most influential and powerful within Sigil society live and work in The Lady's Ward, the richest of Sigil's sections. Within the unmarked boundaries of The Lady's Ward, a visitor will find the City Barracks, the Court, the Prison, and the Armory, as well as more than half of the city's temples. This ward tends to be the cleanest, quietest, and most upscale of all the areas in the City of Doors.

### The Chant

Sigil's a major hub for planar trade, but it's not the biggest one in existence; the City of Brass in the Elemental Chaos owns the title as the mercantile center of the universe. Sigil does feature a staggering amount of trade in physical items, but that pales in comparison to the city's preeminent role as the information capital at the center of all things. News, rumors, gossip, and facts—collectively called "the chant" by Cagers—find their way here to be bought and sold.

Sigil's chant-brokers provide information to those who seek it, whether the seeker is an adventurer from the world looking for a map of a dominion in the Astral Sea, a githyanki searching for clues to a forgotten location in the Shadowfell, or an eladrin lord from the Feywild hoping to find something lost in the Elemental Chaos. Sigil is the place to find and buy things that can't be held: secrets, gateways, passwords, the true names of dead gods, how to wake a sleeping primordial, the answers to lost riddles. Nearly everything known or imagined can be found here—for a price.

No matter how powerful or all-seeing a chant-broker seems, though, one fact remains true: No one has all the information, and anyone who claims otherwise is lying.

This ward overflows with monuments, fountains, and statuary of all descriptions. It is at once majestic and cold, full of life but ultimately lifeless thanks to the restrained (some would say absent) energy level imposed upon the visible streets by the residents of the neighborhood. Behind the gilded gates and white-washed facades of the well-kept buildings, all manner of revelries and plots unwind in secret. And that's the truth of The Lady's Ward: The orderly streets hide a secret turbulence that roils and seethes just out of sight.

The rich and powerful aren't all charitable and honorable, either. Behind the image of respectability might hide the secret face of a crime lord, or a tyrant, or a dark wizard. Not that all the residents of The Lady's Ward are evil, but they certainly aren't all good and holy, either.

Street crime in the ward is kept to a minimum, thanks to both the proximity of the Prison and the private militias employed by the great families and wealthiest individuals living in the neighborhood. Of course, these private armies sometimes battle each other in addition to keeping the ward safe, but that's just life in The Lady's Ward.

**Sons of Mercy Basher** **Level 13 Soldier**
Medium natural humanoid, human XP 800

**Initiative** +11 **Senses** Perception +13
**HP** 130; **Bloodied** 65
**AC** 29; **Fortitude** 26, **Reflex** 24, **Will** 24
**Speed** 5

⊕ **Lightning Halberd** (standard; at-will) ✦ **Lightning, Weapon**
Reach 2; +20 vs. AC; 2d10 + 4 lightning damage, and the target is marked until the end of the basher's next turn.

**Powerful Strike** (standard; recharge ⚄ ⚅) ✦ **Lightning, Weapon**
Requires a halberd; reach 2; +21 vs. AC; 3d10 + 6 lightning damage, and the target is knocked prone.

**Crossbow** (standard; at-will) ✦ **Cold, Weapon**
Ranged 15/30; +20 vs. AC; 1d8 + 8 cold damage, and the target is slowed (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Athletics +16, Streetwise +14
**Str** 20 (+11) **Dex** 17 (+9) **Wis** 14 (+8)
**Con** 18 (+10) **Int** 12 (+7) **Cha** 16 (+9)
**Equipment** chainmail, halberd, crossbow with 20 frost bolts

## SONS OF MERCY PATROL

The typical Sons of Mercy patrol consists of three bashers and two wizards who make constant sweeps of the ward they are assigned to watch over and protect. More members can be called upon in situations that warrant additional firepower, but the Sons of Mercy don't have the unlimited resources necessary to really take control of the city's law-enforcement needs.

The examples on this page are typical Sons of Mercy members that usually patrol the streets of Sigil. The group does have access to higher-level members, though such individuals aren't normally sent out on routine patrols. They are leaders and special operatives within the group, saved for especially important missions.

**Sons of Mercy Wizard** **Level 14 Artillery**
Medium natural humanoid, human XP 1,000

**Initiative** +13 **Senses** Perception +15
**HP** 108; **Bloodied** 54
**AC** 26; **Fortitude** 25, **Reflex** 27, **Will** 26
**Speed** 6

⊕ **Quarterstaff** (standard; at-will) ✦ **Cold, Fire, Weapon**
+21 vs. AC; 1d10 + 6 cold and fire damage.

**Magic Missile** (standard; at-will) ✦ **Force**
Ranged 20; +19 vs. Reflex; 2d4 + 4 force damage.

**Icy Rays** (standard; recharge ⚁ ⚄ ⚅) ✦ **Cold**
Ranged 10; two ray attacks on different targets; +19 vs. Reflex; 1d10 + 4 cold damage, and the target is immobilized until the end of the wizard's next turn.

**Lightning Serpent** (standard; recharge ⚄ ⚅) ✦ **Lightning, Poison**
Ranged 10; +19 vs. Reflex; 2d12 + 4 lightning damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

**Thunderlance** (standard; encounter) ✦ **Thunder**
Close blast 5; +19 vs. Reflex; 4d6 + 4 thunder damage, and the target is pushed 4 squares.

**Alignment** Unaligned **Languages** Common, Elven
**Skills** Arcana +16, Diplomacy +17
**Str** 10 (+7) **Dex** 22 (+13) **Wis** 17 (+10)
**Con** 18 (+11) **Int** 18 (+11) **Cha** 20 (+12)
**Equipment** robes, quarterstaff, wand

Fey magic holds sway in the Gardens, a patch of greenery adjoining the noble district's most prestigious manors. An outer ring of lush and well-tended botanical wonders surrounds an inner circle of wild vegetation. Doors to the Feywild abound here. The inner circle alters its nature on a quarterly cycle, giving the Cage one of its few signs of seasonal change. In a succession of three-month intervals, it manifests as a deciduous forest (spring), a tropical jungle (summer), a thorn forest (autumn), and a coniferous forest (winter.) An ancient eladrin clan, the Bloodroot, protects the Gardens from interlopers. Members of its self-styled royal court change personalities as the vegetation of the inner circle shifts.

The sole sector of The Lady's Ward where the unwashed are permitted to gather is the Temple District. Here, great temples to the gods, funded by competing families, attract swarming crowds of worshipers. The gods cannot appear here, but that doesn't stop worshipers from competing in honor of their patron deities. Followers show their wealth and piety (in that order) by financing ever more impressive improvements.

Temples to dead and forgotten gods remain extravagantly staffed and attended. Certain families prefer to dedicate themselves to obscure deities, since an extinct god never steals your thunder or makes demands upon you.

Worship can be a thirsty business, and a band of expensive taverns rings the Temple District to cater to this need. Best known of them is the Silver Tankard, a celestial mead house constructed in imitation of a similar establishment in paradisiacal Hestavar.

Its fabled terrace is reserved for great heroes of law and virtue. The Silver Tankard is famed as the only known tavern run by a literal angel, the charismatic Aratha.

## The Market Ward

Buyers and sellers flock to the Market Ward, famed throughout the planes for its Grand Bazaar. Among its countless stalls, customers can purchase any item imaginable—and some not. The Market Ward is one of the smallest of Sigil's neighborhoods (roughly matched in size by the Guildhall Ward). The most cosmopolitan of Sigil's wards, this is where you go to buy the common, useful, and everyday items you need for life inside the city—and for stocking up before departing for parts unknown.

The streets of the Market Ward buzz with activity at all times of the day and night. The sellers and the goods change as day becomes night, but the markets are always busy and full of customers, merchants, and curious browsers. The busiest and most amazing of these marketplaces is the Grand Bazaar.

By day, the Grand Bazaar fills an enormous square with stalls, tents, folding tables, and portable shop booths, and the smells of flowers, fruit, meat, and other exotic and familiar scents hang like a cloud over the area. The crowded aisles are surrounded by hawkers calling potential customers to taste, smell, touch, and otherwise examine and eventually buy the wares piled high in every stall.

Not everything that's for sale is either tangible or ready to pick up and cart off. Some things that can be purchased are stored outside Sigil, such as an astral skiff, a demonic war engine, or a safe house in the Elemental Chaos. Other items, such as special weapons or armor, are crafted to order and take time to produce. Make sure you can trust the seller, or that you have a way to guarantee that what you just purchased will be available for pickup at the appointed time or when you step through a portal to somewhere else in the planes.

Similar types of merchandise tend to be clustered in aisles, forming rough groupings of categories of items so that customers can compare while shopping. Foodstuffs, adventuring supplies, household goods, clothing, furnishings, magic items, alchemical goods, scrolls and books, armor, and weaponry can each be found in a separate section of the Grand Bazaar.

Be wary of pickpockets and cutpurses that freely roam the marketplaces, since not everyone who's looking to part you from your money is necessarily a merchant. Con artists, hustlers, thieves, and scoundrels of all descriptions also make a living in the Market Ward.

Gambling halls can be found within the confines of the Market Ward, and many inns and taverns feature at least a table or two devoted to games of chance. At these places, a visitor can be parted from his money, whether that visitor is shopping or not.

A laneway annex to the Grand Bazaar called the Seeker's Plaza swarms with guides and touts ready for hire. They range from splendidly garbed sages to street-bred ragamuffins. More established types are

***Above is a representation of how Sigil would look if it could be viewed from outside the city. The map on the facing page is a two-dimensional depiction of the various wards and districts of the city and how the two halves of the hollow ring connect.***

### Adventurers' Inns

The Market Ward is a favorite destination for adventurers, and many tend to stay here while they're in Sigil, patronizing the various inns catering to the trade. Inns popular with planar explorers cluster together on the edge of the Grand Bazaar, including such notable places as these.

- The Golden Spout is celebrated for the softness of its bunks and the purity of its ale. The halfling proprietor, Vala Pearlseeker, once served as a cleric of Melora. For reasons she refuses to discuss, she now renounces the worship of all gods and instead caters to the needs of travelers.
- The daringly named Hand of Vecna, known for the wildness of its clientele, can be found across from the stalls of weapons in the marketplace. Dragonborn innkeeper Zharam Yro permits entry to anyone, no matter how infamous, but he always requires payment in advance.
- The fortresslike Battlement charges premium prices for its well-secured rooms and access to its impregnable vault, a pocket dimension unto itself. Owner-operator Udar Kraa, a taciturn orc, personally heads its impressively equipped private guard.
- The Red Tabor (named after a handheld drum) suits gold-pinching guests willing to skimp on amenities, including cleanliness. The innkeeper, a touchy eladrin named Ambriel, throws out anyone who complains about the accommodations.

JASON A. ENGLE (2)

Madhouse District
Goatswood
Gray District
(Dead District)
The Ditch
Hellgate
Shattered
Temple District
Central
District
Gear Street
Foundry
District
Swordhold
Entropy's Gem
Gurincraag
Graytowers District
Temple District
Court District
Firmground
Nobles' District
Marble District
Hive
(Chaos District)
Administrator's
District
The Slags
Hall of Records
District
Sandstone
District
Festhall District
Hall of
Speakers District
Worker's District
Rethevar
The Forest
Gymnasium
District
Ghundarhavel
Gitriban
Grand Bazaar
The Hive
Lower Ward
The Lady's Ward
Clerk's Ward
Guildhall Ward
Market Ward

paid by inns and vendors to steer business in their direction. Smudge-faced youngsters desperate for a patron often prove more loyal in the long run than any of the crowd in the Plaza.

Copperman Way, a wide avenue made possible when its owners bought and demolished an entire impoverished neighborhood, provides a small oasis for the recently wealthy. Its residents include the merchant lords, the self-made rich who have prospered in a single generation. Most made their fortunes primarily in Sigil, though a few adventurers who acquired treasure troves in the planar vastness can be found among their number.

The spokesperson for this rising merchant class is the dragonborn Drizu Kuri, a sweet-talking vendor of magic items. Once an explorer herself, she keeps tabs on every new adventuring crew that comes to the city, quickly making acquaintance with the most promising of them. Drizu maintains a network of informants and scholars who research possible treasure hauls. She funds adventuring parties in return for a share of the proceeds, often providing potential quests as a way of encouraging business.

## The Guildhall Ward

There aren't a lot of obvious differences between the Guildhall Ward and the Market Ward. If anything sets the Guildhall Ward apart, it's that it has more residential buildings than the Market Ward, and more crafters and artisans maintain workshops here and use the Market Ward as a place to sell their wares.

Since the decline of the factions, the guilds are once again rising to prominence in the City of Doors. The guilds monitor prices and wages throughout Sigil. Members meet to discuss business trends, exchange information, and promote employment. They offer training programs and apprenticeships, pool their resources to maintain work space and warehouses, and sometimes buy raw materials in bulk to share across the membership, depending on the businesses served by a particular guild.

Guild headquarters situated in this ward include the Order of Master Clerks and Scribes (which deals with copyists, record-keepers, and accountants), the Escort Guild (professional touts), the Council of Innkeepers, the Arcane Brotherhood (wizards and arcane scholars), and the Builders' Fellowship (carpenters and stonecutters). An Adventurers' Guild, established by Brin Konnet and his party of infamous cutters, is trying to find a foothold in Sigil, but so far few other adventurers and freebooters have agreed to join and pay the fees associated with membership in the organization.

## The Clerk's Ward

By day, the scratching of pens on parchment fills the air throughout the Clerk's Ward. At night, when the sages and scribes retreat to their personal dens, studies, and libraries, the Civic Festhall comes alive with boisterous music and crowds looking for a good time.

Bureaucrats, scribes, sages, and scholars rule the Clerk's Ward by day, performing the behind-the-scenes work that keeps the city running. Here, keeping complete and accurate records is the passion and the purpose, and this activity allows the other wards to operate more or less smoothly. Laws, ownership deeds, proof of citizenry, payments and debts, arrests, and taxation—records of all these transactions and more are kept and maintained in the Clerk's Ward.

In general, the Clerk's Ward is the most tame and peaceful section of Sigil. Some might even refer to the place as dull. But it's the order and the dullness that makes the area so good for what it does. After all, nobody wants distractions that could lead to costly mistakes when it comes to the records of the City of Doors.

The Hall of Records dominates the ward, and it serves as the center of Sigil's financial world. Once controlled by the faction known as the Fated, the Hall of Records is now the domain of the Order of Master Clerks and Scribes. In the aftermath of the Faction War, taxes fell by the wayside. This situation worked out well for a while, but then the masses began to make noise about the fact that nothing was getting done throughout the city. Without any funds, many of the processes of government ground to a halt. So, the Order called for a series of new taxes, with postings that described exactly what the funds would be spent to accomplish, and taxation was returned to Sigil. Most think that the new taxes, reasonably inexpensive and with full disclosure on spending, are much better than the taxes in the days of the Fated. Still, there's always someone grumbling that taxes are too high.

The work of the Hall of Records includes registering merchants' bills of credit, setting official exchange rates for planar currency, registering property deeds and discovery claims, revising tax rolls, and recording defaults on debts. Records of the Court are also filed here, and proclamations by various higher-ups of the city are copied and posted for all to read.

Fine inns abound near the Hall of Records, since everyone knows that money attracts more money. You can also hire bodyguards, mercenaries, adventurers, wizards, and even thieves at any tavern.

The Civic Festhall, another prominent feature of the Clerk's Ward, serves as a place of pleasure, entertainment, and distractions from the usual problems of the day. Every night, the Festhall puts on some kind of show or performance, whether a concert, an opera, or a play. The Festhall also features a museum, an art gallery, a tavern, and a wine shop. Programs at the Festhall are designed to show its patrons a good and safe time, sometimes with a little culture thrown in.

The streets around the Festhall attract all kinds of artistic businesses, featuring curiosities from across

the planes. These unusual artistic expressions sometimes turn into fads that spread like wildfire through the city. Most burn out as quickly as they sprang up, but every once in a while a new flavor takes hold and works its way into Sigil's cultural consciousness.

## The Lower Ward

Artisans and other skilled laborers dwell in the sulfurous haze of the Lower Ward, where the fires of the Elemental Chaos rise through lava-filled pools and chasms to power smithies and forges. The Great Foundry sits at the center of the ward, with warehouses, mills, forges, and small workshops surrounding it in ever-widening circles. The ward is named for the disproportionate number of portals to the Plane Below that can be accessed here.

People living and working in the Lower Ward tend to be stubborn, hard-working, and a bit secretive. It's a rough-and-tumble place, and those who frequent the area know that they have to be able to take care of themselves, since there's little in the way of law or protection on these hot, steamy streets.

Scalding steam and stinking smoke rise from the Great Foundry to form a layer of haze that hangs eternally over Sigil's rooftops. The workshops of smiths, glassblowers, and other artisans are clustered here. Vents from the Elemental Chaos lend them magical heat and other forms of energy. Tools, hinges, pots, nails, and other goods made of iron pour forth from the workers in the Great Foundry on a regular basis. Since the fall of the factions, a group of bladelings (see *Manual of the Planes*, page 116) have taken up the responsibility of running the Great Foundry. Much of the city is just happy to have new goods to buy and sell, but some wonder about what deeper agenda the strange humanoids have put into play.

Elementals, demons, and other creatures of the Plane Below roam the streets of the Lower Ward. Some come to Sigil to conduct legitimate business (though most would balk at what the demons call legitimate), while others use the portals to handle darker, more dangerous deeds in the City of Doors. It isn't unusual to see archons working the forges and foundries, or to encounter barlguras or mariliths in the seedier taverns, or to discover a free-roaming elemental searching a dark alley or the ruins of an old workshop or warehouse.

The Shattered Temple, another prominent structure in the ward, stands as a reminder of things that have gone away. Once the site of an imposing iron temple, today all that remains is a zone of destruction. Not only is the god it was once dedicated to dead and forgotten, but the faction that held this place as its headquarters fled the city in the aftermath of the Faction War.

NICOLE ASHLEY CARDIFF

Parts of the Shattered Temple have been repaired so that it can be used, but only a small portion of the structure has been made whole. The rest remains a tumbled ruin. Many consider the place to be bad luck and the nexus of ill omens within the city. Most steer clear of the place and take the long way around to avoid it whenever they can.

With the demise of the factions, the ruin has become home to ghosts, specters, and other creatures from the Shadowfell. A number of doors to this plane are scattered about the ruins of the Shattered Temple, and every once in a while a brave (or foolish?) band of adventurers heads into the ruins in search of a portal. Among the things haunting the Temple is a clan of vampires known as the Stokril. The vampires are careful not to draw too much attention to themselves, but at least a few of the many who go missing in the Lower Ward can be chalked up to the nighttime activities of the Stokril clan.

The cavern complex called the Bones of Night extends beneath the streets of the Lower Ward. Located near the foul-smelling Ditch (the closest thing to a river running through the ward), the Bones of Night serves as a font of knowledge for those willing to appeal to dark powers and things that no longer walk among the living. Here, wizards, warlocks, scholars, sages, and those of darker trades come to learn from the dead.

The cavern complex is accessed through a gaping hole in a fire-gutted building. A ladder made of bone descends into the darkness below. As you step upon the ladder, the sound of what must be hundreds of chittering rats surrounds you, but it fades away as you descend into the Salon of Skulls. The grave dressings of hundreds of wealthy dead citizens decorate the entrance salon. Plush chairs, richly appointed tables, and thick tapestries fill the room, and burial shrouds hang as curtains to create private areas within. The walls of the salon are lined with shelves. Skulls of all shapes and sizes fill the shelves, including human, elf, eladrin, dwarf, tiefling, dragonborn, and more. A hole in the floor of the salon leads to the Catacombs, where even more skulls (as well as additional recently interred dead) are stored.

Lothar, the Master of Bones, consults his "library of skulls" for a fee when supplicants arrive to seek knowledge. Using the experiences and information provided by the dead, Lothar makes a fine living while also learning something of the seekers by the questions they ask. A stone golem and a pack of wererats serve Lothar and protect the Bones of Night.

## The Hive

A labyrinth of hovels, shanties, and tents fills the Hive. This ward provides a home to the city's destitute, its criminals, and its ambitious up-and-comers. So named because its residents are packed together like hornets in a nest, the Hive comprises existence's most notorious slum. Decrepit tenements jut like broken teeth along its narrow, snaking streets. It's one of the worst places to live or visit, and life here can be deadly and extremely short. A bit of honest work can be found, but more common are the jobs best suited to the desperate and the insane. Not everyone here is bad or evil; the ward is also occupied by those who are down on their luck, who have been treated badly by life through no fault of their own, or who accidentally wandered into Sigil and can't find either a way out or a way to make a decent living. For these, the Hive is the only option.

Although legitimate businesses don't take up a lot of space in the Hive, things still get bought and sold around the ward. Thieves and robbers use fences to help them sell their stolen wares, and you can find a pawnbroker or a moneylender on almost every corner. Slave markets operate in secret in the Hive, popping up in different locations so that any authorities who care can't easily find them and shut them down. Entertainment is available in the Hive, from taverns serving cheap drinks to gladiator pits where the desperate are pitted against each other and against exotic monsters for the amusement of the crowd.

In sharp contrast to the ward's general squalor and noise, the area surrounding Sigil's vast Mortuary is pristine and silent. The faction once known as the Dustmen has formed the Mortuary Guild, and "dustman" has become a generic term for anyone who disposes of the dead. Dustman coaches gather the dead throughout the city, then cart the bodies to the Mortuary for processing. Within the Mortuary, doors to every plane are concentrated in perhaps the greatest numbers found anywhere in the city. The dustmen and their undead assistants send the city's corpses to other worlds for disposal. The doors within the Mortuary are not generally used for traveling around the planes. As often as not, these portals lead to great crematoriums, burial pits, necropolises, and other places dangerous to living creatures.

The dustmen seem to have a connection to the Shadowfell, and many revere the Raven Queen for her role in the final disposition of the dead.

Clans of goblins and orcs seem to be locked in a perpetual skirmish on the Hive's side of the Ditch. The clan leaders, Pruto of the orcs and Sojah of the goblins, wage a barely contained war for control of the area around the Ditch. Pruto uses his ferocious sons and daughters to lead strike teams against the goblins, while Sojah schemes and covertly hires mercenaries to steadily eliminate Pruto's brood.

At the very edge of the Hive, the Gatehouse overlooks the wretched ward. This arched tower with sprawling wings continues to serve as the place where the mad and the lost are administered by the people who once assembled under the faction of the

Bleak Cabal. When the factions were disbanded, the Bleakers shrugged, threw off the trappings of their organization, and simply went about the business of caring for their disturbed and insane charges. There are always long lines waiting to get into the Gatehouse. Many of Sigil's destitute have looked into the planes and found madness staring back at them, and these individuals find their way to the Gatehouse for care. Some come of their own accord, seeking help in their moments of lucidity. Others must be dragged, kicking and screaming, to the doors of the place.

The Gatehouse rings with the screams of the mad and the cries of the insane. Whether the bizarre nature of a strange corner of a distant plane has unhinged an inmate's mind, or an arcane scholar read the wrong scroll and is now haunted by apocalyptic visions of a distant realm that draws ever closer, the Gatehouse caregivers take each unfortunate's symptoms in stride and provide what help they can.

The Gatehouse Night Market appears every evening as the light of day gives way to the encroaching darkness of twilight and later. For those accustomed to shopping in the Market Ward, the Night Market is a plunge into the cold water of another world. It's dangerous, exciting, and exotic in ways that the average citizen can only dream about—and usually only wants to.

What can you find at the Night Market? All kinds of goods and services that don't appear in the stalls or on the shelves of the markets set up by day. From poisons and dangerous elixirs, to burglars and assassins for hire, if it's illicit, immoral, or profane, chances are you can find it in the Night Market.

In the Night Market, stolen goods are bought and sold. If you need someone to forge a document or perform a dangerous ritual, introductions can be made for the right price. Do you need illegal ritual components? Cursed magic items? Banned goods? Wander the Night Market, and you can probably find someone willing to sell what you want. Whether that individual actually has access to the item or service you paid for is an entirely different matter.

A blackened expanse of ruined metal buildings, many of them half-melted, is known as the Slags. This portion of the Hive houses the city's most repellent and antisocial entities. Inhabited by aberrations and their depraved mortal allies, it is treated as anathema by all but the bravest adventurers. The poorest of the poor dwell on the streets in this vicinity, their sleep bedeviled by the shrieks and rending noises accompanying the near-constant combat between its mutually hostile denizens.

It is said that the Slags are the result of a random portal that deposited warring demons into the streets of the Hive. The portal has long since closed, and most of the demons have departed for other realms, but evidence of the destructive battle remains, as well as lingering dangers that keep the Slags in ruins. Windblown balls of razorvine slice their way through the streets, adding to the dangers presented by wild worgs, dire animals, and areas of planar instability. Earthquakes rumble through the area on a regular basis, opening or closing cracks in the ground, rearranging rubble, and knocking down the few ruins still standing. The demon warriors also left behind caches of weapons and supplies, but these are trapped and extremely dangerous to anyone seeking to acquire their contents. Worse, the traps reestablish themselves through demonic magic, which makes it impossible to follow a foolish adventurer and simply take the prize after he or she has been reduced to a fine red mist.

## The Kadyx

The worst threat rumored to roam the broken streets of the Slags is called the kadyx. No one has ever seen the kadyx in plain view and lived to describe it. When it is glimpsed by a fleeing observer, the observer reports seeing a glistening black scale or the flash of a scythelike claw. Legends claim that the kadyx came through the portal with the demon armies, and that it is a deadly carnivore of magical origin. It demonstrates a high degree of intelligence and even a twisted sense of humor, mostly seen in the way it leaves behind the remains of its victims. The bodies of warrior types are discovered with their armor intact, but the body inside reduced to nothing more than a fleshless pile of bones, and other victims are displayed in gruesome yet ironic ways.

| **The Kadyx, Demon War Drake** | **Level 21 Solo Skirmisher** |
|---|---|
| Large elemental magical beast (demon, reptile) | XP 16,000 |
| **Initiative** +21 | **Senses** Perception +22; low-light vision |
| **HP** 784; **Bloodied** 392; see also *bloodied rage* | |
| **AC** 35; **Fortitude** 35, **Reflex** 36, **Will** 34 | |
| **Immune** fear (while bloodied only) | |
| **Saving Throws** +5 | |
| **Speed** 8 | |
| **Action Points** 2 | |
| ⊕ **Bite** (standard; at-will) | |
| Reach 2; +26 vs. AC; 3d6 +8 damage; see also *bloodied rage*. | |
| ⇖ **Claw Swipe** (standard; at-will) ✦ **Fire, Lightning** | |
| Close blast 2; +24 vs. AC; 2d6 + 7 fire and lightning damage. | |
| ⇖ **Tail Sweep** (standard; at-will) ✦ **Fire, Lightning** | |
| Close burst 2; +24 vs. Reflex; 2d6 + 7 fire and lightning damage, and the target is pushed 1 square. | |
| ⇖ **Dance of War** (standard; at-will) ✦ **Fire, Lightning** | |
| The war drake makes a claw swipe and a tail sweep attack, shifting 2 squares before each attack. | |
| ⇖ **Demonic Glare** (minor 1/round; at-will) ✦ **Fear** | |
| Close blast 5; +24 vs. Will; the target is dazed and takes ongoing 10 damage (save ends both). | |
| **Bloodied Rage** (while bloodied) | |
| The war drake gains a +4 bonus to attack rolls and makes an extra bite attack each round. | |
| **Alignment** Chaotic evil | **Languages** Abyssal, Common |
| **Str** 26 (+18) | **Dex** 28 (+19) **Wis** 24 (+17) |
| **Con** 20 (+15) | **Int** 18 (+14) **Cha** 15 (+12) |

## Faces of Sigil

Among Sigil's diverse population, a number of individuals stand out as prominent or notable members of the constantly changing society of the Cage. Here are a few of them.

**Adamok Ebon:** Bladeling hunter, guide, and sometime-assassin for hire, known to be occasionally employed by Shemeshka the Marauder.

**A'kin:** Owner of the Friendly Fiend, an exceptional magical trinket shop. The polite and cultured raavasta (see *Manual of the Planes*, page 136) seemingly knows the secrets of everyone's business, and appears willing and eager to assist with his customers' any need. A'kin is as friendly as his shop's name, chatting easily with his customers and often gifting them with free trinkets . . . and answering all questions except those about himself.

**Alluvius Ruskin:** To most, the sweet old tiefling shop owner of Tivvum's Antiquities, a prominent gate-key shop in the Market Ward. But Lu—aside from being a skillful and dangerous wizard—has her own plans for the Cage: She wants to consume enough magic from the city to overthrow the Lady of Pain.

**Arwyl Swan's Son:** Human paladin from Cormyr on Toril and the leader of the Sons of Mercy. Arwyl finds the situation much improved from the days when the Mercykillers imposed their harsh brand of justice in the Cage. Mindful of those times, he tries to keep the Sons out of political entanglements and focused on seeing justice done.

**Autochon the Bellringer:** The armor-encased Master of Couriers. Very few messages passed between folks in the City of Doors don't travel by way of his messengers. His couriers are by far the finest in the city, many of them "silent couriers" enchanted to reveal their messages only to the proper recipient. Whispered rumors claim that no one has dared to attack Autochon's messengers since he made a profitable (yet horrifying) contract for their protection with the Temple of the Abyss in The Lady's Ward.

**Balthazar Thames:** An independent investigator and self-proclaimed "solver of mysteries, finder of lost objects, and friend for hire." Thames's services aren't cheap, but the deva is reliable and loyal to his clients.

**Black Marian:** Human fortuneteller at the Singing Fountain in The Lady's Ward. Marian can hear the future of any cutter who drinks from the fountain. When she's not telling fortunes, Marian sings for the crowds and sometimes passes along hidden messages within her metaphor-laden lyrics. Autochon the Bellringer considers Marian's message-songs a direct threat to his control over the city's couriers.

**Caravan:** One of Estavan's best human agents, Caravan has recently become disenchanted with his employer due to his exposure to Estavan's shady dealings. He remains loyal to the oni mage, though surreptitious offers of work from would-be employers have been tempting him to change jobs. Caravan's great strength, experience, and competence mark him as one of the Cage's most sought-after hirelings.

**Estavan:** Merchant lord of the Planar Trade Consortium, an extensive trade-and-transport company. As the Consortium's most visible agent, Estavan has status and influence in the City of Doors that far surpasses that accorded to a simple trader. Goods travel with the Consortium's caravans from one end of the planes to another and often pass through Sigil on the way. Estavan keeps constantly busy tracking those shipments, arranging new trades, hiring bashers to guard the transports, and checking up on Consortium affairs in the town of Tradegate—yet he still finds time to arrange the order of Sigil's business with Shemeshka the Marauder and Zadara, formerly his two biggest competitors and now his partners in a stranglehold over financial matters in the Cage. Estavan's (and the Consortium's) clients include such diverse cutters as A'kin, Alluvius Ruskin, and Kesto Brighteyes. Given Estavan's growing influence, more and more folks are asking: Who, exactly, owns the Planar Trade Consortium, and who truly controls all of its vast resources?

**Fell, the Rogue Dabus:** The source of much tension in the City of Doors. Unlike other dabus, Fell touches the ground when he walks and is quite friendly to those he meets. Whispered chant says that Fell betrayed the Lady of Pain. No one knows why the Lady suffers him to walk the streets of the Cage, and though many would love to punish Fell for his crime, they figure that his punishment—when it comes—will be by the Lady's hand.

**Kesto Brighteyes:** The gnome illusionist who runs the Parted Veil bookshop in the Lower Ward. The Parted Veil remains one of the best places in all of Sigil to research any topic—if Kesto doesn't have a book on something that interests a browser, he'll know someone who does.

**Kylie:** This young tiefling used to work for Autochon the Bellringer until she quit in the middle of a message delivery. Autochon would have sworn revenge except that his own master, Shemeshka the Marauder, ordered him to leave the girl alone. Kylie now runs her own growing gang of touts and couriers. Kylie knows a great number of the important folks in the city and has good contacts with many of them.

**Lissandra the Gate-Seeker:** An émigré from the world fascinated by the workings of Sigil's portals. Lissandra keeps a log of known portals and keys and constantly updates her information by questioning anyone using the portals. She's currently looking to hire adventurers to "obtain" Ramander the Wise's log-book so that information about all the portals in the city can be disseminated to the common people, where it belongs.

**Lothar the Old:** The Master of Bones maintains a vast skull "library" from which he has pulled enough information to rival any chant-broker. For a

considerable fee, Master Lothar consults the bones for knowledge on virtually any subject. If necessary, his wererat servants search out and obtain particular skulls that hold specific secrets. Cagers say that only Master Lothar truly knows where all the bones in Sigil are buried, and they groan at the pun—but remember the truth.

**Ramander the Wise:** The "Master of Portals." Whenever this human mage's team of searchers locates a new portal, Ramander tries to buy the land it sits on and charges travelers a hefty fee for the use of the portal. If he cannot buy the land, he extorts the owner into paying him an even larger fee simply to retain the portal site. If thwarted, he resorts to darker tactics. Ramander skates on the thin edge of the Lady's laws against tampering with the city's portals. The city's residents mostly leave him to his business because Ramander works for Shemeshka the Marauder, and no one wants to threaten one of her favorite operatives. But even Shemeshka cannot protect the mage from the Lady's wrath, and everyone waits impatiently for the Master of Portals to find his own private portal—one that leads to an inescapable Maze.

**Rhys:** The lovely tiefling face of the Sigil Advisory Council. A natural advisor and balancing factor for the council, Rhys relies on her instincts for snap judgments that—to Sigil's benefit—turn out to be accurate more often than not.

**Rule-of-Three:** A wise man, a trickster, and a shrewd rogue. Appearing as a githzerai sage, Rule-of-Three can often be found at the Styx Oarsman tavern in the Lower Ward, dispensing advice in triplicate riddles that often contradict each other. His peculiar rules of commerce require him to ask for payment in sets of three: for example, three coins of different metals, or three pouches, each containing a separate valuable spice. In response, he gives three answers to every question. This practice relates to an abstruse philosophy claiming that everything in existence can be grouped into triads.

Some say this wrinkled, rail-thin sage is really the son of a demon prince. He laughs off such suggestions even as he reveals disturbingly reliable information about the Abyss.

Rule-of-Three collects intelligence on political events in Sigil and draws on extensive contacts in other planes as well. He occasionally acts as a mediator and broker for warring parties. As with anyone who knows more than he's telling, others project a grand agenda onto him. Surely a disheveled tavern rat couldn't really be planning to reignite the Blood War, or to unite demons and devils for an apocalyptic final battle against the gods . . . right?

**Shemeshka the Marauder:** The self-proclaimed "King of the Cross-Trade." Few dare to argue with the title; the raavasta's range of knowledge and secrets is matched only by her vicious temper. Shemeshka attained her position as Sigil's most prominent and powerful chant-broker through her vast network of spies. The raavasta's agents are everywhere, and their presence ensures that the power players of the city rely on Shemeshka for news on their enemies—and fear her for what she may be revealing about them. The fiend holds the strings of powerful movers such as Autochon the Bellringer and Ramander the Wise, having ensured their debt (and others') to her through convoluted plans that always end with her granting a "favor"—one that binds them to her eternally. Shemeshka has her hands in a great deal of the city's business, whether openly or through representatives. All of these factors—spies, secrets, control, and financial might—make Shemeshka the Marauder one of the most feared, hated, and powerful creatures in the City of Doors.

**Tattershade, King of the Rats:** This shadow fiend rules an underground wererat "kingdom" near the Ditch. The wererats mostly act as thieves in the Hive and in squalid parts of the Lower Ward, though folks in these areas have lately reported an increase in the frequency of actual attacks. The wererat twins Trick and Track act as Tattershade's lieutenants.

**The Us:** A pack of cranium rats whose combined intelligence reaches godlike proportions. The Us directs its mind-controlled servants to take actions the pack thinks will help it grow and gain power.

**Vocar the Disobedient:** A worn, wrinkled human named Vocar leads a fugitive existence in the Hive, hiding from the servants of Vecna. His empty eye socket and missing hand testify to his past as an exarch of the maimed god. Occasionally lucid but often babblingly mad, Vocar trades the awful truths he learned while serving the god of secrets for momentary shelter from his wrath. Those bargaining for his revelations are left to sort out which are reliable and which are figments of his shattered mind.

Most residents of Sigil believe that Vocar is simply mad. He wanders the Hive with a red cloth covering his missing eye while whispering a constant stream of strange utterances. People avoid him, and only the desperate or the equally insane have anything to do with him.

**Zadara:** Probably the wealthiest person in Sigil. Though few know the extent of her operations, Zadara has a hand in a good many enterprises. The storm giant has a talent for recognizing those whose plans have the potential to increase her fortune, and she provides them with enough gold to put their schemes into motion. She backs and funds the various works of Lissandra the Gate-Seeker, among others. Her main rivals for financial control over the Cage include her new "partners," Shemeshka the Marauder and Estavan of the Planar Trade Consortium. Rarely seen on the streets of Sigil, Zadara employs powerful door guards—two marut blademasters named Kubriel and Gog— to keep unwanted visitors out of her mansion.

# TYPICAL STREET ENCOUNTER

**Encounter Level 13 (4,800 XP)**

## Setup

**1 half-elf brigand captain** (C)
**1 human gladiator** (G)
**1 abyssal eviscerator** (A)
**5 dwarf thugs** (D)

Use this encounter whenever the adventurers are exploring the streets of Sigil or trying to find a specific location somewhere in the Cage. This encounter works best during the twilight or night hours, when the streets are darker and more dangerous.

A gang of brigands waits to ambush anyone who enters this quiet, empty square.

As the adventurers approach the stairs down into this small square from the northern street, the first thing they notice is the pulsating glow of the strange vortex across from the fountain. None of the brigands are immediately visible.

Set this encounter in the Market Ward, the Clerk's Ward, the Lower Ward, or the Hive.

**As the adventurers approach the square, read:**
*Stairs ahead of you lead down to an open square surrounded by dark buildings and darker alleyways. You can hear the low gurgle of water in the fountain at the center of the square, but the thing that most captures your attention is the strange, pulsating glow of swirling energy radiating in the darkness ahead.*

**Half-Elf Brigand Captain (C)** **Level 13 Skirmisher**
Medium natural humanoid XP 800

**Initiative** +13 **Senses** Perception +12; low-light vision
**HP** 126; **Bloodied** 63
**AC** 27; **Fortitude** 25, **Reflex** 26, **Will** 24
**Speed** 6

⊕ **Longsword** (standard; at-will) ✦ **Weapon**
+18 vs. AC; 1d8 + 8 damage, and the half-elf brigand captain shifts 1 square.

⊕ **Dagger** (standard; at-will) ✦ **Weapon**
Ranged 5/10; +18 vs. AC; 1d4 + 6 damage.

⊕ / ⊕ **Slash and Dash** (standard; recharge ⚄ ⚄ ⚅)
The half-elf brigand captain makes a longsword attack, shifts 2 squares, and makes a dagger attack.

⊕ **Triggering Slash** (standard; recharge ⚄ ⚅) ✦ **Weapon**
+18 vs. AC; 2d8 + 8 damage, and one ally shifts 1 square and makes a melee basic attack as a free action.

**Alignment** Unaligned **Languages** Common, Elven
**Skills** Athletics +15, Diplomacy +14, Insight +12, Stealth +16
**Str** 18 (+10) **Dex** 20 (+11) **Wis** 12 (+7)
**Con** 14 (+8) **Int** 10 (+6) **Cha** 16 (+9)
**Equipment** leather armor, longsword, 6 daggers

**Perception Check**
**DC 18** *Somewhere to the west, a pack animal snorts.*
**DC 25** *You notice a small figure crouching atop a nearby roof, watching intently as you approach the square.*

## Tactics

The brigands work well together and have learned how to incorporate the vortex into their tactics. The vortex is a random arcane event that appears in the same space on a couple of nights during every month. It appears according to no schedule, so the brigands check for its appearance on a regular basis and then use it to their advantage when it materializes.

The captain, the gladiator, and the demon stick to the shadows, hiding until the adventurers move into the square. The dwarf thugs maintain their position until they have clear shots; then they open fire and try to draw the adventurers deeper into the square.

The dwarf thugs stick to the roofs for as long as possible, firing down upon the adventurers with their crossbows. They attempt to concentrate fire on a single target whenever the opportunity presents itself, but they will spread their bolts around to keep the adventurers off balance.

The gladiator and the abyssal eviscerator rush from the dark alleyways once they can clearly spot a target in the square. Both attempt to force their opponents toward the vortex to take advantage of the aid it can provide them (see "Features of the Area").

The brigand captain moves through the shadows, looking to flank an opponent and strike with surprise before slipping away. He tries to work with the gladiator if possible, because he doesn't really trust the demon.

The brigands fight until only two remain, and then they attempt to escape, either through the dark alleys or into the sewer grate in the northwest alley.

**Abyssal Eviscerator (A)** **Level 14 Brute**
Medium elemental humanoid (demon) XP 1,000

**Initiative** +10 **Senses** Perception +9
**HP** 173; **Bloodied** 86
**AC** 26; **Fortitude** 28, **Reflex** 25, **Will** 24
**Resist** 15 variable (2/encounter)
**Speed** 6

⊕ **Claw** (standard; at-will)
+17 vs. AC; 2d10 + 6 damage.

⊕ **Grab** (standard; at-will)
+15 vs. Reflex; 2d6 + 6 damage, and the target is grabbed.

⊕ **Eviscerating Talons** (minor 1/round, 3/round while bloodied; at-will)
Targets a creature grabbed by the abyssal eviscerator; no attack roll; 6 damage.

**Alignment** Chaotic evil **Languages** Abyssal
**Skills** Athletics +18
**Str** 23 (+13) **Dex** 17 (+10) **Wis** 15 (+9)
**Con** 23 (+13) **Int** 7 (+5) **Cha** 11 (+7)

| 5 Dwarf Thugs (D) | Level 13 Minion |
|---|---|
| Medium natural humanoid | XP 200 each |

**Initiative** +10 **Senses** Perception +10; low-light vision
**HP** 1; a missed attack never damages a minion.
**AC** 25; **Fortitude** 25, **Reflex** 23, **Will** 23
**Saving Throws** +5 against poison effects
**Speed** 5

**Warhammer** (standard; at-will) ✦ **Weapon**
+20 vs. AC; 9 damage.

**Crossbow** (standard; at-will) ✦ **Weapon**
Ranged 15/30; +20 vs. AC; 9 damage.

**Aimed Shot**
A dwarf thug gains a +2 bonus to attack rolls and deals an extra 3 damage with ranged attacks against creatures that don't have cover.

**Combined Fire**
Dwarf thugs can make a combined ranged attack against a single target. For each dwarf thug participating in a combined attack, increase the attack roll by 1 and the damage by 1.

**Alignment** Unaligned **Languages** Common, Dwarven
**Skills** Athletics +17, Endurance +14, Stealth +15

| | | |
|---|---|---|
| **Str** 22 (+12) | **Dex** 18 (+10) | **Wis** 18 (+10) |
| **Con** 16 (+9) | **Int** 11 (+6) | **Cha** 10 (+6) |

**Equipment** chainmail, warhammer, crossbow with 20 bolts

| Human Gladiator (G) | Level 14 Elite Soldier |
|---|---|
| Medium natural humanoid | XP 2,000 |

**Initiative** +12 **Senses** Perception +9
**Fighting Focus** aura 1; each enemy that starts its turn within the aura is marked until the start of its next turn.
**HP** 276; **Bloodied** 138
**AC** 30; **Fortitude** 26, **Reflex** 26, **Will** 24
**Saving Throws** +2
**Speed** 6
**Action Points** 1

**Gladius** (standard; at-will) ✦ **Weapon**
+21 vs. AC; 2d8 + 6 damage.

**Knock to the Dirt** (minor; encounter)
+19 vs. Fortitude; the target is knocked prone.

**Well-Placed Kick** (minor; recharge ⚄ ⚅)
+19 vs. Reflex; the target is dazed and slowed (save ends both).

**Sand in the Eyes** (minor; encounter)
+19 vs. Fortitude; the target is blinded (save ends).

**Gladius Display** (standard; at-will) ✦ **Weapon**
Close burst 1; targets enemies; +19 vs. Reflex; 2d8 + 6 damage.

**Alignment** Unaligned **Languages** Common
**Skills** Acrobatics +15, Athletics +18

| | | |
|---|---|---|
| **Str** 22 (+13) | **Dex** 16 (+10) | **Wis** 14 (+9) |
| **Con** 18 (+11) | **Int** 12 (+8) | **Cha** 17 (+10) |

**Equipment** light shield, scale armor, gladius (short sword)

## Development

If the brigands are defeated but any of them manage to escape, then they will gather allies and attempt to get revenge against the adventurers. This retaliatory attack might not happen for days or weeks, but the brigands will watch the adventurers from afar, get a sense of their patterns and habits, and then strike again when the characters least expect it. These brigands are part of a larger band of thieves and cutthroats operating in Sigil, and they don't take well to losing a battle.

## Features of the Area

**Illumination:** Dim light from the vortex in the square. Darkness in the alleys around the square.

**Bench:** Two benches in the square are difficult terrain.

**Building:** The buildings surrounding the square are locked tight and are 20 feet high. Anyone falling off a building roof takes 2d10 damage. A character can climb to the roof of a building with a DC 23 Athletics check.

**Fountain:** The fountain in the square gurgles with running water. The fountain is difficult terrain.

**Oxcart:** A cart laden with crates and barrels, hitched to the ox that pulls it, is parked next to a building. If the rope securing the ox is cut, the ox bolts at the first sign of trouble—pulling the cart along with it. It moves 6 squares each turn. Any creatures whose squares it moves through take 9 damage and are pushed 1 square out of the way.

**Stalls:** The stalls are empty. They are blocking terrain.

**Vortex:** The vortex is a swirling, pulsating cloud of arcane energy. Any creature that enters the vortex is attacked: +16 vs. Will; 1d6 + 6 damage, and the target is dazed (save ends). Whether the attack hits or misses, the target slides 1d6 + 1 squares west.

# TYPICAL SEWER ENCOUNTER

**Encounter Level 15 (6,000 XP)**

## SETUP

**3 cranium rat arcanist swarms** (R)
**2 wererat sewer guards** (G)
**2 elemental oozes** (O)

Use this encounter whenever the adventurers are exploring the sewers of Sigil. They could be searching for a missing person or item, seeking a hidden lair or chamber beneath the streets, or looking for a portal to a specific location.

| **2 Wererat Sewer Guards (G)** | **Level 13 Skirmisher** |
|---|---|
| Medium natural humanoid (shapechanger) | XP 800 each |
| **Initiative** +14 | **Senses** Perception +14; low-light vision |
| **HP** 130; **Bloodied** 65 | |
| **Regeneration** 10 (if the wererat takes damage from a silvered weapon, its regeneration doesn't function on its next turn) | |
| **AC** 27; **Fortitude** 25, **Reflex** 26, **Will** 24 | |
| **Immune** sewer fever (see below) | |
| **Speed** 6, climb 4 (not in human form) | |
| ⓣ **Short Sword** (standard; at-will) ✦ **Poison, Weapon** | |
| +18 vs. AC; 1d10 + 6 damage, plus ongoing 10 poison damage (save ends). | |
| ⓣ **Bite** (standard; at-will) ✦ **Disease** | |
| +18 vs. AC; 1d6 + 4 damage, and the target takes ongoing 5 damage (save ends) and contracts sewer fever (see below). | |
| ⓡ **Crossbow** (standard; at-will) ✦ **Poison, Weapon** | |
| Ranged 15/30; +18 vs. AC; 1d8 + 6 poison damage, plus ongoing 5 poison damage (save ends). | |
| ⸸ **Dance of Poison** (standard; encounter; recharges when first bloodied) | |
| The wererat makes two short sword attacks against one target, shifts up to 3 squares, and makes two short sword attacks against a different target. | |
| **Change Shape** (minor; at-will) ✦ **Polymorph** | |
| A wererat can alter its physical form to appear as a dire rat or a unique human (see "Change Shape," *Monster Manual* 2, page 216). It loses its bite attack in human form. | |
| **Combat Advantage** | |
| A wererat deals 2d6 extra damage on melee attacks against any target that grants it combat advantage. | |
| **Alignment** Evil | **Languages** Common |
| **Skills** Bluff +15, Stealth +17, Streetwise +15, Thievery +17 | |
| **Str** 20 (+11) | **Dex** 22 (+12) **Wis** 16 (+9) |
| **Con** 18 (+10) | **Int** 15 (+8) **Cha** 18 (+10) |
| **Equipment** cloak, short sword | |

The section of the sewer the PCs travel to is controlled by a pack of cranium rats. When the adventurers arrive, only three swarms are currently in residence. The rest of the pack is out and about on various errands and other business. That doesn't mean that the rats are defenseless. In addition to their own abilities, two wererat sewer guards serve as protection for the nest, and the cranium rats have also used their psychic powers to coax a pair of elemental oozes to roam the nearby waterways as further discouragement for intruders.

Set this encounter in sewers beneath the Market Ward, the Clerk's Ward, or The Lady's Ward.

The adventurers begin this encounter in the storage room, the southernmost room on the map.

**As the adventurers enter the storeroom, read:**
*Stairs lead down into a dusty room full of crates and barrels. A large crack in the north wall opens into darkness. A foul smell emanates from the opening.*

**Perception Check**
**DC 18** *You notice a faint flicker of light deep within the darkness beyond the opening in the north wall.*
**DC 25** *You hear the low gurgle of water somewhere in the darkness beyond the opening in the north wall.*

## TACTICS

The wererat sewer guards work together to take down the most-powerful-looking opponent, setting up flanking situations to gain combat advantage. They have no problem hanging back and firing their crossbows, or falling back to use ranged attacks when they start taking a lot of damage. They use *dance of poison* at the first opportunity, and again after they become bloodied. They don't exactly work with the elemental oozes, but they do try to lure opponents toward the creatures so that the oozes get into the battle.

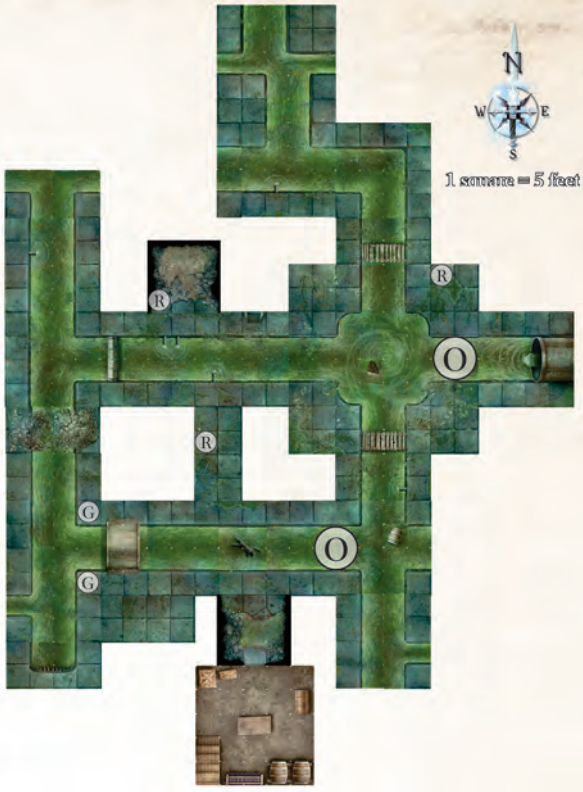
The elemental oozes attack any creature that is unfriendly to the cranium rats. Whenever an enemy gets within 10 squares of an ooze, the ooze notices it with its tremorsense and moves to attack on its turn. An ooze can flow freely into and out of the sewer water as part of a move action. Remember to use an ooze's *elemental backlash* when it takes damage, and its *elemental burst* when it is bloodied or killed. As long as at least one cranium rat swarm remains within 10 squares of an ooze, the ooze will keep fighting until it is destroyed. Without the influence of the swarm, an ooze attempts to flee the battle once it is bloodied.

| **Sewer Fever** | Level 13 Disease | **Endurance improve DC 23, maintain DC 18, worsen DC 17 or lower** |
|---|---|---|
| The target is cured. | ◀ **Initial Effect:** The target loses a healing surge. | ◀▶ The target takes a -2 penalty to AC, Fortitude, and Reflex. | ▶ **Final State:** The target takes a -2 penalty to AC, Fortitude, and Reflex. The target loses all healing surges and cannot regain hit points. |

The cranium rat arcanist swarms have a group mind. Each swarm makes all of the other swarms within 10 squares of it smarter and more powerful. They leave the heavy lifting of battle to the wererats and oozes, preferring to hang back and use their ranged powers from a distance. When only one swarm remains, it attempts to escape deeper into the sewer.

| **2 Elemental Oozes (O)** | | **Level 12 Brute** |
|---|---|---|
| Large elemental beast (blind, ooze) | | XP 700 each |
| **Initiative** +9 | **Senses** Perception +9; blindsight 10, tremorsense 10 | |
| **HP** 150; **Bloodied** 75 | | |
| **AC** 24; **Fortitude** 26, **Reflex** 22, **Will** 22 | | |
| **Immune** gaze; **Resist** 10 acid, cold, fire, lightning | | |
| **Speed** 4; see also *flowing form* | | |
| ⨭ **Slam** (standard; at-will) ✦ **Cold, Fire, Lightning** | | |
| Reach 2; +15 vs. AC; 3d6 + 5 damage, and ongoing 10 cold, fire, and lightning damage (save ends). | | |
| **Flowing Form** (move; at-will) | | |
| The elemental ooze shifts 4 squares. | | |
| **Elemental Backlash** (immediate reaction, when the elemental ooze takes damage; at-will) ✦ **Cold, Fire, Lightning** | | |
| The elemental ooze releases elemental energy that deals 5 cold, fire, and lightning damage to all enemies adjacent to it. | | |
| ✧ **Elemental Burst** (when first bloodied, and again when reduced to 0 hit points) ✦ **Cold, Fire, Lightning** | | |
| The elemental ooze releases a burst of elemental energy; close burst 2; +15 vs. Reflex; 3d10 + 6 cold, fire, and lightning damage, and the target is pushed 2 squares. | | |
| **Alignment** Unaligned | **Languages** – | |
| **Str** 24 (+13) | **Dex** 16 (+9) | **Wis** 16 (+9) |
| **Con** 20 (+11) | **Int** 4 (+3) | **Cha** 4 (+3) |

| **3 Cranium Rat Arcanist Swarms (R)** | | **Level 14 Controller** |
|---|---|---|
| Medium natural beast (swarm) | | XP 1,000 each |
| **Initiative** +16 | **Senses** Perception +22; low-light vision | |
| **Mind Whispers** aura 1; each enemy that begins its turn in the aura takes 5 psychic damage and a -2 penalty to attack rolls until the end of its next turn. | | |
| **HP** 141; **Bloodied** 70 | | |
| **AC** 28; **Fortitude** 27; **Reflex** 25; **Will** 26 | | |
| **Resist** half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks | | |
| **Speed** 6, climb 3 | | |
| ⨭ **Swarm of Teeth** (standard; at-will) | | |
| +19 vs. AC; 1d8 + 5 damage, and ongoing 5 damage (save ends). | | |
| ⨷ **Psychic Bolt** (standard; at-will) ✦ **Psychic** | | |
| Ranged 20; +18 vs. Will; 1d10 + 6 psychic damage, and the target is dazed (save ends). | | |
| ✧ **Psychic Barrage** (standard; recharge ⚄ ⚅) ✦ **Psychic** | | |
| Area burst 1 within 10; +16 vs. Will; 2d10 + 6 psychic damage, and the target is stunned (save ends). | | |
| **Group Mind** | | |
| For each cranium rat swarm within 10 squares of any other one, increase attack and damage rolls by 1, and increase the Intelligence score of each swarm by 2. | | |
| **Alignment** Evil | **Languages** telepathy 10 | |
| **Str** 18 (+11) | **Dex** 16 (+10) | **Wis** 17 (+10) |
| **Con** 21 (+12) | **Int** 10 (+7) | **Cha** 18 (+11) |



TYPICAL SEWER ENCOUNTER

## Development

If the adventurers defeat the cranium rats, they must eventually deal with the ramifications. The rest of the pack seeks revenge against them, and the cranium rats are experts at manipulating others by mental suggestions. The adventurers don't really want these creatures as long-term enemies, and they should look for ways to appease them and make amends.

## Features of the Area

**Illumination:** Dim light from the sputtering torches hung sparingly throughout the area.

**Bridges:** Rickety planks cross the sewer channels in various places.

**Lair:** The alcove where one of the cranium rat swarms begins the encounter is the lair of the cranium rat pack. It contains two level 15 treasure parcels (see *Dungeon Master's Guide*, page 128).

**Ladder:** A ladder leads up to the streets above.

**Rubble:** Piles of rubble and trash are difficult terrain.

**Sewer Water:** The sludgy water flowing through the channels is 5 feet deep and is difficult terrain. It cost 2 squares of movement to move from the water onto the sewer platforms. Any creature that enters the water or starts its turn there takes 5 acid damage.

To some, the planes are inaccessible and unknown. These people are locked to a particular reality, unable to walk from world to world for reasons that usually involve ignorance or fear. There are those, however, who understand the ways of planes and portals, and for those select few (relatively speaking) the planes provide a wide and varied vista for trade, exploration, research, and adventure.

Whether they know the secrets of planar travel or just have a strong sword and some spells to sell, adventurers can make gold and find transport at any of the gate-towns scattered across existence. Bodyguards, couriers, and caravan guards hired to protect one of the constant trade caravans moving between Sigil and the planes are always in high demand.

A gate-town is any settlement, in the natural world or on the planes, built around a known portal to someplace else. Such portals are not the usual permanent teleportation circles that you can find in most civilized towns and cities, but actual gateways that open onto another plane of existence. The area around a gate-town takes on aspects of the plane on the other end of its portal, giving visitors an idea of what they can expect when they cross over to the other side. The planar energy that leaks through the portal causes this; the effect it has on the area depends on where the portal leads.

The other aspect of a gate-town's portal is convenience and reliability. It is always accessible (though it might have a cycle of times when it is open and times when it is closed), and you don't usually need a gate key to cause it to function. Gate-town portals to Sigil abide by all the known restrictions, however, including the fact that gods and other extremely powerful beings cannot use them.

These conduits between realities are always guarded and maintained by their communities, since they represent varying degrees of wealth and power to those that control them.

## Tradegate

The bustling town of Tradegate, situated at the crossroads in the shadow of the Rumbling Hills, provides the natural world with a known and accessible gate to Sigil. Merchants from across the land come to sell local goods and buy exotic goods from across the planes that move through Sigil to the market in Tradegate. Sigil's Planar Trade Consortium runs Tradegate, using it as one of its key distribution centers along the caravan routes it maintains. Master Trader Duncam keeps a tight rein on access to the gate, however. You can't just come to Tradegate, stroll up to the ornate stone gate that stands like an arch in the middle of the town square, and step through it into Sigil. A special gate key is required to operate this portal, and Duncam reveals the key only to those he deems worthy of entering the City of Doors—and who can afford the 1,000 gp fee.

## Slumber

The sleepy town of Slumber, resting in a quiet corner of the Shadowfell, features a misshapen stone gate to the Plane of Dreams. The land around Slumber fluctuates between giving off visions of contented dreams and terrible nightmares as the gate's cycle unfolds. It opens twice each month, and the land reflects which part of Dream the gate leads to when it activates. For three days in the middle of the month, the gate opens upon Dream's more fanciful and comforting regions, and the land around Slumber grows lighter and more vibrant in response. For three days at the end of the month, when the gate opens into the regions of nightmare, Slumber and the surrounding countryside take on a darker, more dangerous tone. Monsters roam the shadows, mostly out of sight. The mood of the town takes on a lunatic bent, and the usually sedate population allows its darker instincts to rise to the surface.

TOMAS GIORELLO

## Excelsior

Among the shining ports of the Astral Sea, few are brighter than the gate-town of Excelsior. The streets here are paved with gold-flecked brick, and floating castles of paladin lords protect the port from pirates and other dangers. The glowing gate, like a pool of golden light radiating deep within the town's guarded perimeter, leads to the holy mountains of Celestia.

## Bedlam

There's a crazy little burg in the Feywild known as Bedlam. Here, the streets seem a bit off kilter, and no building stands straight and tall. All the lines are askew, with no right angles anywhere, and the sounds of either uncontrollable crying or insane laughter echo in the shadowed alleys and behind covered windows throughout the town. The problem here is that the place is built around a gate to Pandemonium, the forgotten domain of madness and exile. Luckily for the people living in or visiting Bedlam, the gate only opens once every month, when the dark moon rises unseen above the land. The gate is said to open upon Madhouse, the citadel of the Bleak Cabal. While this might or might not be true, it is known that some former members of Sigil's disbanded faction have taken up residence in Bedlam to help keep in check those affected by Pandemonium's influence.

## Plague-Mort

The ramshackle town of Plague-Mort occupies an unusually dark corner of the Shadowfell, where its gate that resembles a black pool of oil waits to transport travelers to the Abyss. Thanks to the influence of the Abyss that leaks through the gate, Plague-Mort follows the law of "might makes right." The strongest rule in Plague-Mort, and the current ruler goes by the name of Blackhelm. His enforcers, the Plague Hounds, are always looking for new recruits—and forced conscription is the normal method of hire for the Plague Hounds.

## Moonstair

The town of Moonstair, built amid the ruins of the ancient troll kingdom of Vardar, serves as a trade outpost to the southwest of Nentir Vale. The town's most renowned feature is the Moon Door, a gate to the Feywild that opens whenever the moon is full and the sky is clear. The Moon Door sits atop an island of jagged stone that juts from the river beyond the westernmost point of the town. A wide ring of moss and flowering plants marks the spot where the gate appears when it opens. To reach the Moon Door, travelers traverse a series of smaller, rocky islets—the "moon stair" for which the town is named. The gate serves as a regular pathway between this part of the natural world and the eladrin castle-city of Celduilon in the Feywild.

## Farren

Strange energy seems to flow through the town of Farren, nestled among the Mountains of Chaos in the natural world. Not a normal gate-town, Farren appears to have a one-way connection from someplace distant and outside the bounds of the multiverse. This connection flows from that strange and mysterious place to Farren—never the other way. The gate here, if that's what it can truly be called, appears as a cloud of slimy darkness trapped within a box canyon just beyond the limits of the town. The place feels wrong, and the inhabitants range from secretive and distant to noticeably insane. Mystics and prophets come to Farren to have visions or learn secrets, but the visions usually lead to madness, and the secrets provide nothing but death and destruction to those that hear them. Two or three times every year, the mountains rumble and the cloud comes alive with dancing energy. Abominations and aberrations of all kinds have appeared at these times, leading some to speculate that the gate—if gate it truly is—connects to the Far Realm.

## Gloomport

The gate-town of Gloomport, located on the shore of the Glistening Sea in the natural world, provides one of the most stable and safest paths into the Shadowfell. Gloomport itself is a cold and dismal place, where a biting rain whips in from the sea on most days, and a dark, storm-filled cloud hangs over it even when the wind is calm and the rain isn't falling. To reach the Shadowfell, travelers board a ship and sail to the west—into the darker, stormier part of the sea. Eventually, the ship crosses over and the city of Gloomwrought appears on the horizon. Rising from the barren shore, the City of Midnight is a common destination for merchants and travelers of the planes.

## Gleaming

The town of Gleaming, east of Nentir Vale, has a secret. The goods that brings merchants and travelers from far and wide come through a hidden gate that connects the town with the Astral Sea. The mayor of Gleaming, Berenda Farwalker, a halfling of great wisdom and charisma, guards the secret of the gate—as have her father, grandmother, and great-grandfather before her. The place radiates with the presence of the Astral Sea, and divine power flows through the region around the town. The gate leads to a neutral trading port in the Astral Sea, and through the gate the leaders of both sides conduct a brisk and secret exchange of goods from their respective worlds. For the right price, and if the need is great enough, Berenda will allow travelers to access the gate. She must know their business in the Astral Sea, however, and she must trust them implicitly before she grants them use of the gate.

# A Conspiracy of Doors

*A Conspiracy of Doors* is a Dungeons & Dragons adventure for five player characters of 11th level. It can serve as an introduction to Sigil, the City of Doors, as well as a group of adventurers' first taste of action at the paragon tier.

## Introduction

The Festival of Doors, one of the most beloved and profitable holidays celebrated in Sigil, fast approaches. Estavan, the Planar Trade Consortium's representative in Sigil, is worried about some recent events. Individually, none of these events seems to be a cause for concern. However, Estavan has spotted a pattern that has put him on edge. He believes that a secret attack has been launched against the Consortium, an attack associated with the upcoming holiday. Now Estavan needs to find adventurers to uncover the truth behind these attacks and reveal the conspiracy for all to see.

## Background

Once a deeply spiritual event, the Festival of Doors has become little more than an excuse to have a raucous celebration. No one puts more into the Festival of Doors than Sigil's elite upper class, and no one profits more from the needs of expensive celebrations than the merchants. The Planar Trade Consortium, in particular, has a monopoly on providing the most sought-after goods for the festival feasts, including the rare cavefire wine that has become essential to the celebration.

In the weeks leading up to the Festival of Doors, a number of seemingly unrelated setbacks have troubled the Consortium. Agents have disappeared. Trade caravans have been attacked. Cargo has been hijacked. Warehouses have been robbed and even set afire. Estavan, merchant lord of the Consortium, usually chalks up such happenings as part of the cost of doing business. However, as the Festival of Doors approaches, he has been disturbed by a gnawing intuition that he can't silence: The Consortium is under attack.

The three most recent disasters to befall the Consortium have resulted in a break in certain key supply lines that provide needed foodstuffs to Sigil. The City of Doors doesn't produce any of its own food; all the food necessary to feed the city must come from someplace else. And the only way the food makes the trip is in caravans such as those used by the Consortium, caravans that travel from distant planes through portals and gate-towns to eventually reach Sigil. Without a constant influx of supplies, Sigil would quickly run out of food and drink. Once this occurs, riots and looting would break out, the Lady of Pain would take notice, and the most apparent perpetrators of the trouble would be exiled to the Mazes—or worse.

Such a fate could be in Estavan's future unless he takes action now. The oni mage knows that punishment directed at him and the Consortium won't actually solve the coming crisis. The riots will continue, food and drink will grow more scarce, and people will begin either dying or fleeing the city in droves.

Estavan has come to the conclusion that these attacks are coordinated and part of a larger plan to disrupt and eventually destroy the City of Doors. If that plan is allowed to reach fruition, Estavan believes that all of existence will be in danger. The oni mage follows the school of thought that places Sigil as the linchpin of all existence. Without the linchpin, the theory goes, the planes themselves will spread farther apart. If the chaos that follows is slow and steady, the multiverse will slowly fade away. If it's more violent, the planes will fly apart in an immediate explosion of worlds-shattering destruction. Or so Estavan believes.

## Adventure Synopsis

The adventure begins in a town or city in the natural world, wherever the adventurers kick back to relax between missions. An agent of the Planar Trade Consortium seeks them out and invites them to meet with her "high-up," the oni mage Estavan. In a secret meeting, far from the prying eyes of his unknown enemies, Estavan strikes a deal with the adventurers to reopen the supply lines and discover who is behind the attacks on the Consortium.

In the opening scene, Estavan reveals the truth about the multiverse to the adventures, confirming rumors they might have heard about Sigil or perhaps being the first to introduce them to the larger existence beyond the natural world. He wants them to acquire a gate key from a trusted source, an ancient wizard and reagent seller who goes by the name of Fesdin Crale. The gate key is supposed to take the adventurers to Sigil so that they can begin their investigation. However, Fesdin—who is actually a shape-changing lamia named Arthani—provides a gate key that instead transports the Consortium agents into a trap.

After defeating the threat, the adventurers track the lamia to the gate-town of Tradegate. They arrive in time to try to prevent Arthani from destroying the town's gate.

The next clue leads the adventurers to the Night Market in the City of Doors. Questioning the locals leads to an attack by the lamia's associates, which sends the characters to the source of the missing cavefire wine. The final encounter, in a warehouse in Sigil, pits the adventurers against the demon-summoner who is behind the current conspiracy.

## Starting the Adventure

At the first break between missions in your ongoing campaign, when the adventurers are back in a town or city to buy supplies and recuperate, they are approached by a female tiefling. Read:

*A young female tiefling dressed in traveling leathers and still covered in the dust of the road strides confidently toward you, a friendly smile playing across her lips. "Are you the cutters that put Kalaran in the dead book?" (Rephrase this question to reflect whatever key event has just happened in your campaign.)*

Her manner of speaking should make it evident to the characters that this tiefling isn't a local. If they acknowledge that they are the people she's looking for, she plops down in the nearest chair and introduces herself.

*"I'm Nera, and I represent the Planar Trade Consortium. My high-up, the exquisite Estavan, wants to offer you a job. The dark of it is, he can't just stroll into this fine establishment, since the locals aren't as tolerant as those of us from the City of Doors. He's waiting for you in the upstairs room at the end of the hall. Don't worry. For an oni mage, Estavan's pretty civilized. And he always offers the best jink. You know, coin? Gold? Platinum? Jink! Tell him Nera sent you."*

She drops a small sack containing 10 pp (1,000 gp). "There's more where that came from, if Estavan thinks you can handle the job," Nera says as she rises and offers her farewell.

### Meeting Estavan

If the adventurers take the payment and follow Nera's directions, they find a suite on the upper floor of the best inn in town. They can knock or simply walk in, and when they do, they get their first view of Estavan. Read:

*The spacious room features a small table and enough chairs for all of you. Seated behind the table, sipping from a fragile cup, is a large ogrelike creature with powdered, pale blue skin, dressed in an immaculate red kimono. "Welcome, friends," he says in a booming voice. "I am Estavan, and I assure you that I mean you no harm. In fact, I wish to hire you for a very important job. Would any of you care for some Arborean spice tea?"*

For an oni mage, Estavan is exceedingly polite and friendly. He dresses well, and great care seems to have gone into every aspect of his appearance. A flashy necklace hangs in his open collar for all to see, his nails are filed neatly, and his horns are polished to a shine. Despite this outward appearance of civility and manners, Estavan can be as manipulative and merciless as he is ostentatious. For the purposes of this meeting, Estavan stays patient and interested in the adventurers for as long as it takes to win them over. His patience isn't unlimited, however, and he will defend himself if the adventurers attack.

Hopefully, it won't come to that, and Estavan does everything he can to make the adventurers feel comfortable with the arrangement. Read:

*"The chant—excuse me—the situation is that the organization that I represent buys and sells goods throughout the planes of existence. You do realize that there is more to existence than just this tiny ball of dirt and water, don't you? The Planar Trade Consortium has interests in it all."*

As the conversation unfolds, Estavan provides the following information:

**Sigil:** Sigil, the City of Doors, stands at the center of the multiverse, and all planes and worlds connect to it through its many portals.

**Planar Trade Consortium:** This conglomerate of trading concerns operates trading posts, markets, and caravans throughout the known planes of existence. Two of its most important centers of operation are the town of Tradegate in the natural world and Sigil. Recently, the Consortium has been the target of raids and other attacks that Estavan believes are the precursor to a more significant—and dangerous—event. Agents have disappeared, caravans have been hijacked, and supply lines have been cut off. These are harbingers, the oni mage believes, of a much larger plan to isolate Sigil. "If such a thing were to happen," Estavan insists, "the multiverse will shudder and perhaps begin to unravel."

**Festival of Doors:** The upcoming holiday known as the Festival of Doors, celebrated every year in Sigil, seems to be the focus of these attacks. Goods associated with the celebration are among those affected by the supply disruptions. Ice apples from the Elemental Chaos, glitterbeasts from the Feywild, and cavefire wine from the Shadowfell, among other traditional festival fare, have stopped flowing into the City of Doors. "The key to discovering who is behind this is to track the wine to its source," Estavan declares.

**What do you want us to do?** Investigate the attacks, follow the supply lines back to their sources, discover who is behind these attacks, and put a stop to it before the Festival of Doors starts in three days.

**Why us?** Estavan's usual agents are known to be operatives of the Consortium, and thus the oni mage believes that they are all being watched. "I need someone without a clear connection to my organization," he explains, "but someone who is also capable of getting this job done."

**What's in it for us?** "You have received an opening stipend. Complete the task, and you will also get this." Estavan places an astral diamond (worth 10,000 gp) on the table.

# ENCOUNTER D1: DOORWAY TO DANGER

**Encounter Level 11 (3,200 XP)**

## Setup

**1 battle wight commander** (C)
**2 battle wights** (B)
**1 wight life-eater** (W)
**1 ghost spider** (S)

After Estavan gets the adventurers to agree to aid the Planar Trade Consortium, he sends them to find a trusted associate named Fesdin Crale. Read:

*"Crale is a wizard and sage, a seller of things arcane and mysterious," Estavan explains. "Tell him that I have sent you, and he should be willing to sell you a gate key and the location of a portal to Sigil. That's where you should start your investigation, in the City of Doors. Good luck, my agents. Know that the fate of the multiverse might well rest in your hands."*

If the PCs ask, Estavan says he doesn't have a gate key to give them and would prefer they seek out the appropriate local resources to get what they need. He directs the adventurers to an out-of-the-way shop called Crale's Arcane Wonders, in a run-down part of town. Here, the adventurers meet up with the wizard and sage known as Fesdin Crale. Read:

*The dark little shop is crammed full of jars and bottles, scrolls and books, and all manner of strange and exotic items. Most of it appears to be junk, but when it comes to arcane matters, who can say for sure? The proprietor you see before you is an older human male who identifies himself as Fesdin Crale. "Why do you come to this place?" he asks, examining each of you in turn with his steely gaze.*

Crale warms up to the adventurers after they mention that Estavan has sent them. He listens to their request, then nods and begins to rummage around the crowded shop. After a few moments, the wizard produces a small, rectangular plank made of smooth stone, about the size of a domino. Carved into one side of the plank is the stylized image of an arched doorway. He also produces a map showing the location of a narrow alley on the other side of town.

"A gate key to Sigil, as well as the location of the portal this gate key activates," Crale says. "I can let you have both for the mere cost of 100 gold."

If the adventurers pay, Crale thanks them and asks them to give his regards to Estavan. If they try to haggle, one of the adventurers can make a Diplomacy check to reduce the price. A result of 21 or higher gets Crale to accept 75 gp instead, "as a favor to my old friend Estavan."

## Through the Portal

When the adventurers step through the portal while carrying the gate key, they are transported to a new location. However, it isn't their expected destination.

**As the adventurers step into the portal, read:**
*You find yourself in a dark, close space. The smell of dirt, stone, and stale air surround you, and silence fills the dark.*

The gate key has sent the adventurers to a secret crypt somewhere in a distant corner of the natural world. The key can return the adventurers, but it won't function again until an hour passes. (A PC can determine this information with a DC 16 Arcana check.)

Fesdin Crale (actually the lamia Arthani) has sent the adventurers into this trap.

**As soon as the adventurers can see, read:**
*You find yourselves in a sealed crypt. Pillars hold up the massive stone ceiling, and thick webs fill parts of the chamber. Four coffins stand against the wall on the far side of the room.*

## Tactics

The wights work together to destroy the living beings that have entered their tomb. The battle wights move to engage the adventurers in the center of the chamber, while the wight life-eater waits until they have moved past its hiding place so that it can spring out from behind them. It delays, if necessary, so that it can act later in the round.

**Ghost Spider (S)** **Level 11 Elite Lurker**
Large shadow beast (spider) XP 1,200

**Initiative** +9 **Senses** Perception +7; tremorsense 10
**HP** 129; **Bloodied** 64
**AC** 25; **Fortitude** 25, **Reflex** 24, **Will** 22
**Resist** insubstantial
**Saving Throws** +2
**Speed** 6, climb 6 (spider climb), phasing
**Action Points** 1

⊕ **Ghost Claw** (standard; at-will) ✦ **Necrotic**
+14 vs. Reflex; 1d8 + 5 damage, and the target takes ongoing 5 necrotic damage and is weakened (save ends both).

⸸ **Phasing Attack** (standard; at-will)
The ghost spider makes two ghost claw attacks. The ghost spider can shift 6 squares between the attacks.

⸸ **Phasing Web** (move; recharge ⚅ ⚅ ⚅)
The ghost spider shifts 6 squares, phasing through enemies. It attacks each enemy it phases through; +14 vs. Fortitude; target is immobilized (save ends).

**Alignment** Unaligned **Languages** –
**Skills** Athletics +15, Stealth +14
**Str** 20 (+10) **Dex** 18 (+9) **Wis** 15 (+7)
**Con** 20 (+10) **Int** 1 (+0) **Cha** 10 (+5)

**Wight Life-Eater (W)** **Level 10 Skirmisher**
Medium natural humanoid (undead) XP 500

**Initiative** +9 **Senses** Perception +3; darkvision
**HP** 104; **Bloodied** 52
**AC** 24; **Fortitude** 22, **Reflex** 21, **Will** 21
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 7

⊕ **Claw** (standard; at-will) ✦ **Necrotic**
+15 vs. AC; 2d6 + 5 necrotic damage, the target loses a healing surge, and the wight shifts 3 squares.

**Alignment** Evil **Languages** Common
**Skills** Stealth +13
**Str** 18 (+9) **Dex** 16 (+8) **Wis** 6 (+3)
**Con** 16 (+8) **Int** 10 (+5) **Cha** 17 (+8)

The ghost spider phases into and out of the tomb to hunt, using part of the area as a lair. When living creatures enter the tomb, it attacks and inadvertently helps the wights. Although the wights seek to end humanoid life, they have no interest in the fluids and flesh that the ghost spider feasts upon.

If the ghost spider loses more than three-quarters of its hit points, it seeks to phase out of the tomb and escape.

The wights fight until they are destroyed.

## Development

The body in the northern side chamber is the real Fesdin Crale. He has obviously been drained of life by the wights. A character who makes a DC 16 Perception check finds a copper coin in his pocket. One side shows the icon of the Planar Trade Consortium (a long caravan moving through a portal); the other is engraved with the words "Crale's Arcane Wonders."

A pouch on Crale's belt holds a small journal in which the sage has kept a record of customers and transactions as well as other notes. The most recent entries seem to be tracking a series of disturbances related to portals that lead to Sigil. The final entry reads as follows:

*"A creature called Arthani seems to be the common factor, though she never appears in the same shape twice. Estavan must be warned that Tradegate is the next target!"*

**Battle Wight Commander (C)** **Level 12 Soldier (Leader)**
Medium natural humanoid (undead) XP 700

**Initiative** +12 **Senses** Perception +12; darkvision
**HP** 106; **Bloodied** 53
**AC** 28; **Fortitude** 26, **Reflex** 23, **Will** 26
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 5

⊕ **Souldraining Longsword** (standard; at-will) ✦ **Necrotic, Weapon**
+18 vs. AC; 1d8 + 7 necrotic damage, and the target loses a healing surge and is immobilized and weakened (save ends both).

↷ **Soul Harvest** (standard; recharge ⚅ ⚅ ⚅) ✦ **Healing, Necrotic**
Ranged 5; affects an immobilized target only; +15 vs. Fortitude; 2d8 + 7 necrotic damage, and the battle wight commander and all undead allies within 2 squares of it regain 10 hit points.

**Alignment** Evil **Languages** Common
**Skills** Intimidate +18
**Str** 24 (+13) **Dex** 19 (+10) **Wis** 14 (+7)
**Con** 22 (+12) **Int** 15 (+7) **Cha** 24 (+13)
**Equipment** plate armor, heavy shield, longsword

**2 Battle Wights (B)** **Level 9 Soldier**
Medium natural humanoid (undead) XP 400 each

**Initiative** +7 **Senses** Perception +3; darkvision
**HP** 98; **Bloodied** 49
**AC** 25; **Fortitude** 22, **Reflex** 18, **Will** 22
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 5

⊕ **Souldraining Longsword** (standard; at-will) ✦ **Necrotic, Weapon**
+15 vs. AC; 1d8 + 5 necrotic damage, and the target loses a healing surge and is immobilized (save ends).

↷ **Soul Reaping** (standard; recharge ⚅ ⚅) ✦ **Healing, Necrotic**
Ranged 5; affects an immobilized target only; +12 vs. Fortitude; 2d8 + 5 necrotic damage, and the battle wight regains 10 hit points.

**Alignment** Evil **Languages** Common
**Skills** Intimidate +14
**Str** 20 (+9) **Dex** 13 (+5) **Wis** 9 (+3)
**Con** 18 (+8) **Int** 12 (+5) **Cha** 20 (+9)
**Equipment** plate armor, heavy shield, longsword

## Features of the Area

**Illumination:** Darkness.

**Body:** The dead body of the real Fesdin Crale. See "Development" for details.

**Cracked Ground:** Any creature that enters a square of cracked ground stops moving and falls prone.

**Fountain:** The fountain is actually a portal. A gate key is required to operate the portal.

**Webs:** Any creature that enters a square of webs stops moving and is immobilized (save ends).

**Coffins:** The coffins are used by the wights. The battle wight commander's coffin contains a level 12 magic item.

# ENCOUNTER D2: TRADEGATE

**Encounter Level 13 (4,300 XP)**

## Setup

**1 lamia devourer** (L)
**2 mezzodemons** (M)
**6 cyclops guards** (C)

If the adventurers take the coin they found on the dead merchant back to the shop, they find that the pretender who sent them into the trap has vacated the premises. In the back room, a door opens onto a small, empty space. Anyone carrying the coin who opens the door activates the portal to Tradegate.

If the characters don't have the wizard's coin or don't open the door in the back room, some other method of getting to Tradegate might be required. Estavan has already left the town, but Nera is still hanging out at the tavern, enjoying a short break from her regular duties for the Consortium. She can inform the adventurers about the portal to Tradegate in Crale's shop and give them a key to use it. If the PCs ask about a way to get to Sigil, she says, "There's a portal to Sigil in Tradegate, of course."

**Lamia Devourer (L)** **Level 13 Elite Controller**
Medium fey magical beast (shapechanger) XP 1,600

**Initiative** +8 **Senses** Perception +13
**Swarm's Embrace** aura 1; an enemy that starts its turn in the aura takes 10 damage.
**HP** 260; **Bloodied** 130
**AC** 27; **Fortitude** 25, **Reflex** 24, **Will** 26
**Resist** half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks.
**Saving Throws** +2
**Speed** 6, climb 6
**Action Points** 1

⊕ **Cursed Touch** (standard; at-will)
+17 vs. Fortitude; 1d10 + 6 damage, and the target is dazed (save ends).

✧ **Devouring Swarm** (standard; at-will)
Close blast 5; targets enemies only; +15 vs. Fortitude; 3d6 + 4 damage.

✧ **Swarm Burst** (standard; recharge ⚄ ⁞⁞)
Close burst 5; targets enemies only; +15 vs. Will; the target is pushed 3 squares and immobilized (save ends).

**Change Shape** (minor; at-will) ✦ **Polymorph**
A lamia can alter its physical form to appear as an attractive Medium humanoid of any race or gender (see "Change Shape," *Monster Manual 2*, page 216).

**Squeezing Swarm**
By altering its shape, a lamia can squeeze through small openings as if it were a Tiny creature (see "Squeeze," *Player's Handbook*, page 292).

**Alignment** Evil **Languages** Common, Elven
**Skills** Arcana +14, Bluff +16, Insight +13
**Str** 13 (+7) **Dex** 14 (+8) **Wis** 14 (+8)
**Con** 18 (+10) **Int** 17 (+9) **Cha** 21 (+11)

## Arriving in Tradegate

When the adventurers move through the portal into Tradegate, they discover that something isn't quite right in the usually bustling town. Read:

*You step through the broken window of a deserted building into a quiet alley. The alley opens onto a wide street that leads south toward the town square. You notice that not only is the alley unusually quiet, but the entire town seems to be deserted. The only activity you immediately notice is in the town square, where glowing lights and the crackle of strange energy indicate that something is happening near the arched gate in the center of the square.*

**Perception Check**
**DC 18** *You spot large humanoids moving around the arched gate, each silhouetted against the glowing lights.*
**DC 23** *People throughout the town have slumped over where they were standing or in the middle of some activity, and now they lay here and there, apparently fast asleep.*

**6 Cyclops Guards (C)** **Level 14 Minion**
Large fey humanoid XP 250 each

**Initiative** +10 **Senses** Perception +15; truesight 6
**HP** 1; a missed attack never damages a minion.
**AC** 27; **Fortitude** 26, **Reflex** 23, **Will** 23
**Speed** 6

⊕ **Battleaxe** (standard; at-will) ✦ **Weapon**
Reach 2; +17 vs. AC; 7 damage.

↯ **Evil Eye** (immediate reaction, when a melee attack misses the cyclops guard; at-will)
The cyclops guard makes a melee basic attack against the attacker.

**Alignment** Unaligned **Languages** Elven
**Str** 22 (+13) **Dex** 16 (+10) **Wis** 17 (+10)
**Con** 20 (+12) **Int** 11 (+7) **Cha** 11 (+7)
**Equipment** hide armor, heavy shield, battleaxe

**2 Mezzodemons (M)** **Level 11 Soldier**
Medium elemental humanoid (demon) XP 600 each

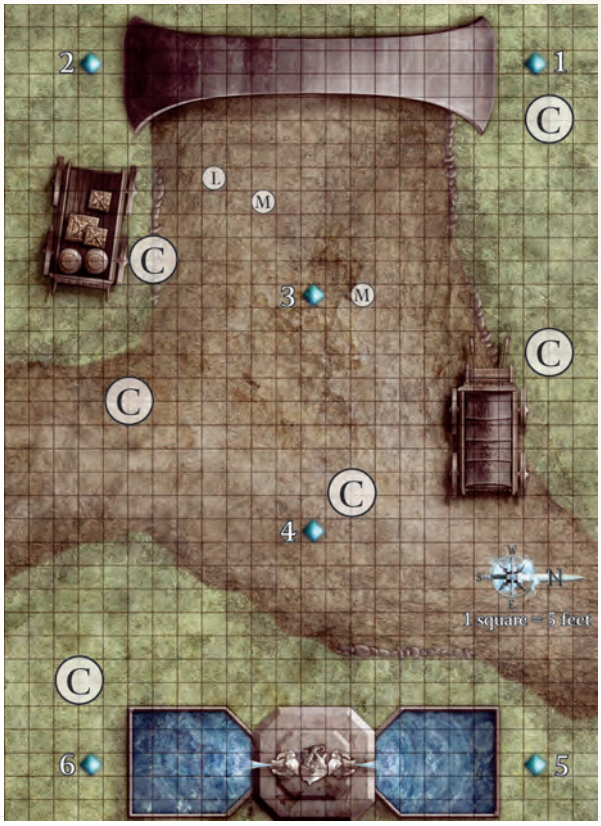
**Initiative** +9 **Senses** Perception +13; darkvision
**HP** 113; **Bloodied** 56
**AC** 27; **Fortitude** 25, **Reflex** 22, **Will** 23
**Resist** 20 poison, 10 variable (2/encounter)
**Speed** 6

⊕ **Trident** (standard; at-will) ✦ **Weapon**
Reach 2; +18 vs. AC; 1d8 + 5 damage.

↯ **Skewering Tines** (standard; at-will) ✦ **Weapon**
Requires trident; reach 2; +18 vs. AC; 1d8 + 5 damage, ongoing 5 damage, and the target is restrained (save ends both). While the target is restrained, the mezzodemon can't make trident attacks.

✧ **Poison Breath** (standard; recharge ⚄ ⁞⁞) ✦ **Poison**
Close blast 3; targets enemies; +16 vs. Fortitude; 2d6 + 3 poison damage, and ongoing 5 poison damage (save ends).

**Alignment** Chaotic evil **Languages** Abyssal
**Skills** Intimidate +11
**Str** 20 (+10) **Dex** 15 (+7) **Wis** 16 (+8)
**Con** 17 (+8) **Int** 10 (+5) **Cha** 13 (+6)
**Equipment** trident




The lamia Arthani, who impersonated Fesdin Crale to send the adventurers into the crypt ambush, has performed a ritual to put the residents of Tradegate into a deep slumber. When the adventurers arrive, Arthani is in the process of completing a ritual to destroy the gate to Sigil.

**When the adventurers approach the town square, read:**

*The arched gate is clearly the centerpiece of the town square. The icon of the Planar Trade Consortium is carved into the arch's keystone, and images of all kinds of doors decorate the rest of the ancient stone. Six glowing rods, each about 5 feet tall, jut from the ground in a pattern around the square. A one-eyed giant stands guard at each rod, and you also spot two insectlike demons wielding tridents hovering protectively near a female eladrin in a red gown. She's reading from a scroll as you approach.*

## Tactics

The lamia devourer is on the verge of completing her ritual that will destroy the gate to Sigil. Unless she is in great danger, she uses a minor action each turn to make a DC 20 Arcana check and advance the ritual. She needs to achieve six successful checks before getting three failures. She uses *swarm burst* to clear enemies away from her, but prefers to use *devouring swarm* from a distance. See "The Ritual" for more details. If the ritual is disrupted and if six or more of the other monsters are defeated, Arthani flees through the gate to Sigil (she has a key).

The mezzodemons remain near Arthani to protect her. They try to use their *poison breath* attacks on restrained foes. They fight to the death.

The cyclops guards seek to engage the adventurers on the road, as they are reaching the square. If any of the PCs attempt to disturb the glowing rods, the guards move to attack them. They fight to the death.

## The Ritual

Each round that Arthani achieves a success during the performance of the ritual, roll a d6. The result indicates which of the rods (numbered 1–6 on the map) draws energy from the gate. That rod emits energy in a close burst 2 that deals 5 damage to any of the lamia's enemies within the burst.

A character adjacent to one of the rods can remove it from the ground with a DC 18 Thievery check, a DC 23 Arcana check, or a DC 20 Strength check. A failed check deals 10 damage, pushes the character 2 squares, and knocks him prone.

If Arthani succeeds at the ritual, it doesn't destroy the gate as she had hoped, but it does lock it so that it no longer functions. Estavan will need to send powerful spellcasters at a later time to reverse the ritual and reestablish the portal to Sigil.

If all of the rods are removed, or if Arthani gets three failures, or if the adventurers otherwise defeat the lamia, the ritual fails.

## Development

If Arthani escapes through the gate, the adventurers must find Master Trader Duncam, wait for the slumber ritual to wear off in an hour, and then get a gate key from him so they can follow the lamia to Sigil. This gate key is a phrase, "the center of all things."

If Arthani is defeated, she collapses into a pile of dead and dying beetles. In the belt pouch that remains, the adventurers find three 1,000 gp gems and a flier for The House of Song, a festhall in the infamous Gatehouse Night Market in the Hive. One of the mezzodemons carries the same flier, though his has the name "Tarvas" scrawled upon it.

## Features of the Area

**Illumination:** Bright light.

**Arch:** This stone arch occupies a prominent place in the town square. With the proper gate key, it opens a portal to Sigil.

**Glowing Rods:** These 5-foot-tall metal rods are inscribed with runes. They jut from the ground and glow with arcane brilliance. See "The Ritual" for additional details.

**Wagons:** The wagons are piled high with crates and barrels bound for Sigil, including such goods as ice apples, eladrin chocolate, and dwarven black ale.

# ENCOUNTER D3: THE NIGHT MARKET

**Encounter Level 13 (4,100 XP)**

## Setup

**Tarvas Demoncaller** (T)
**2 arctide runespiral demons** (A)
**2 bloodcry barlguras** (B)
**2 ogre bludgeoneers** (O)

The adventurers follow Arthani or the clues the lamia left behind to Sigil. They arrive during the day, so they have time to do a little research or investigation before the Night Market opens.

## Exploring Sigil

The first thing the adventurers notice upon stepping through the portal is that Sigil is much more cosmopolitan and diverse than any other town or city they might have visited before. Not only do they see that all the usual races are represented, they also run into demons, devils, monstrous races, and creatures they have never encountered before. None of them act overtly hostile, but most carry themselves with confidence and bravado.

The second thing that the adventurers notice is that the horizon, where it can be seen through the crowds and the close-stacked buildings, curves up instead of down. A soft but persistent rain falls from above, but every so often the mist lifts enough to reveal a glimpse of the city hanging upside down above them.

As the adventurers explore the city, at some point call for a Perception check.

**Perception Check**
**DC 23** *You notice a figure, bundled in a hooded cloak to stave off the rain, following you at a discreet distance.*

This agent of Tarvas Demoncaller (see "The Night Market," below, disappears into the crowd if the adventurers try to approach him.

## Research

Visiting various locations around the city and asking the right questions accomplishes two things: It provides the adventurers with information, and it gets them noticed by all the wrong people. Here are some things the adventurers can learn around the city:

**Arcana DC 25:** Arthani had been visiting Sigil for the last few weeks, purchasing rituals and ancient spellbooks of all descriptions.

**Diplomacy DC 15:** The Festival of Doors celebration is coming up, but most citizens appear to be apprehensive about the holiday for some reason that no one is willing to talk about.

**Insight DC 18:** The city seems to be in a state of heightened tension, though you can't figure out what is causing this condition through observation.

**Streetwise DC 18:** Food, drink, and other essentials have been becoming increasingly more expensive and harder to come by. Small riots have broken out at a few market locations, and rumors abound that the citizens are becoming more restless and reckless in light of these unusual shortages.

**Streetwise DC 23:** The best source for acquiring cavefire wine is a trader named Tos, who sets up a stand in the Night Market when she's in Sigil.

## The Night Market

When the adventurers head for the Gatehouse Night Market, whether to locate The House of Song or to look for the trader named Tos, they run into Tarvas Demoncaller and a few of his associates. If Arthani the lamia escaped after Encounter D2, she will also be on hand for this battle. Adjust the XP accordingly.

Tarvas Demoncaller is a wizard committed to spreading chaos and destruction. As a means to this end, he leads an effort to impede the flow of necessary supplies to Sigil's population. He won't fight in this encounter, however, so his statistics are provided in a later encounter.

| **2 Arctide Runespiral Demons (A)** | **Level 12 Artillery** |
|---|---|
| Large elemental magical beast (demon) | XP 700 each |
| **Initiative** +12 **Senses** Perception +10 | |
| **HP** 97; **Bloodied** 48; see also *bloodied shock* | |
| **AC** 24; **Fortitude** 23, **Reflex** 25, **Will** 23 | |
| **Resist** 15 variable (2/encounter) | |
| **Speed** 7 | |
| ⊕ **Bite** (standard; at-will)<br>+17 vs. AC; 1d6 + 5 damage. | |
| ↯ **Arcane Arc** (immediate interrupt, when an enemy moves adjacent to the arctide runespiral demon; at-will) ✦ **Lightning**<br>+17 vs. Reflex; 1d8 + 5 lightning damage. | |
| ⚚ **Focused Strike** (standard; at-will) ✦ **Lightning**<br>Ranged 10; +19 vs. Reflex; 2d8 + 5 lightning damage. | |
| ✧ **Bloodied Shock** (free, when first bloodied; encounter) ✦ **Lightning**<br>Close burst 1; +15 vs. Reflex; 1d8 + 5 lightning damage, and the target is dazed (save ends). | |
| ✲ **Charged Lightning Burst** (standard; at-will) ✦ **Lightning**<br>Area burst 2 within 10; +15 vs. Reflex; 1d8 + 5 lightning damage. The attack deals 1 extra lightning damage for each creature in the burst. Each ally damaged by the attack gains a +1 bonus to any recharge rolls at the start of its next turn. | |
| **Alignment** Chaotic evil | **Languages** Abyssal |
| **Str** 15 (+8) | **Dex** 23 (+12) **Wis** 19 (+10) |
| **Con** 19 (+10) | **Int** 7 (+4) **Cha** 12 (+7) |

| 2 Bloodcry Barlguras (B) | Level 14 Brute |
|---|---|
| Large elemental beast (demon) | XP 1,000 each |

**Initiative** +11 **Senses** Perception +16; low-light vision
**HP** 174; **Bloodied** 87; see also *bloodcry*
**AC** 26; **Fortitude** 27, **Reflex** 24, **Will** 24
**Resist** 10 variable (1/encounter; see *Monster Manual* page 282)
**Speed** 8, climb 8

⨁ **Slam** (standard; at-will)
Reach 2; +17 vs. AC; 2d8 + 6 damage, or 3d8 + 6 damage if the barlgura is bloodied, and the target is pushed 1 square.

⨁ **Double Attack** (standard; at-will)
The barlgura makes two slam attacks.

✧ **Bloodcry** (free, when first bloodied; encounter)
Close burst 3; targets enemies only; +15 vs. Will; 4d10 + 6 damage, and the barlgura and all allies within 5 squares of it gain a +2 bonus to attack rolls until the end of the barlgura's next turn.

**Alignment** Chaotic evil **Languages** Abyssal
**Skills** Athletics +18

| | | |
|---|---|---|
| **Str** 22 (+13) | **Dex** 18 (+11) | **Wis** 19 (+11) |
| **Con** 24 (+14) | **Int** 6 (+5) | **Cha** 12 (+8) |

| 2 Ogre Bludgeoneers (O) | Level 16 Minion |
|---|---|
| Large natural humanoid | XP 350 each |

**Initiative** +9 **Senses** Perception +9
**HP** 1; a missed attack never damages a minion.
**AC** 28; **Fortitude** 30, **Reflex** 24, **Will** 24
**Speed** 8

⨁ **Greatclub** (standard; at-will) ✦ **Weapon**
Reach 2; +19 vs. AC; 9 damage.

**Alignment** Chaotic evil **Languages** Giant

| | | |
|---|---|---|
| **Str** 23 (+14) | **Dex** 13 (+9) | **Wis** 13 (+9) |
| **Con** 25 (+15) | **Int** 4 (+5) | **Cha** 6 (+6) |

**Equipment** hide armor, greatclub

## Tactics

Thanks to his agents spread out around the city, Tarvas has been keeping a watch on the adventurers, and he is alerted when they approach the Night Market from the street to the northeast. He directs his demons and hired thugs to attack the PCs, sticking around long enough to be noticed by them and to trade a jibe or two before disappearing into the night.

If the lamia escaped in the previous encounter, she starts out beside Tarvas and takes command of the situation after the wizard departs. This time, she battles to the death.

The barlguras wade in to make double attacks each round, each demon concentrating on a single foe. They move to stay close enough to as many enemies and allies as possible to take full advantage of *bloodcry* when they become bloodied the first time.

The ogres are hired thugs that attempt to set up flanks with the demons.

## Development

Tarvas doesn't stick around for this battle. He has places to be and things to do in order to cause the chaos he hopes to engender by the time the Festival of Doors begins. He hopes that his underlings can stop the adventurers.

After the battle ends, the adventurers can ask around and locate the trader named Tos. With a bit of coaxing, and maybe a bit of gold to loosen her tongue (say, 500 gp), she'll reveal that the source of the cavefire wine she sells to the Consortium is a cave in a remote part of the Shadowfell. The adventurers must convince Tos that they plan to reopen the trade corridors before she tells them how to get to the cave, providing them with the location of an appropriate portal and a key.

The House of Song festhall is located in the building that Tarvas stood atop at the beginning of the battle. Inside, the adventurers discover that a back room in the festhall has been converted into a summoner's laboratory, complete with magic circles and other paraphernalia. In his haste, Tarvas leaves behind a level 13 magic item and notes concerning a demon summoning ritual. A DC 25 Arcana check reveals that it was used to send demons to Tos's cave.

## Features of the Area

**Illumination:** Dim light.

**Buildings:** The flat-topped roofs are 10 feet above the street, while the gabled roofs are 20 feet high. A DC 15 Athletics check is needed to climb the walls.

**Razorvine:** These sharp patches deal 20 damage to any creature that enters a square occupied by the plant or starts its turn in one.

**Tables and Tents:** These portable shops pop up when night falls. When the battle begins, the merchants scatter. Tables are difficult terrain, while tents are blocking terrain.

# ENCOUNTER D4: THE DEMON CAVES

**Encounter Level 11 (3,200 XP)**

## Setup

**1 pod demon** (D)
**4 podspawn** (P)
**Falling rocks hazard**

When the adventurers approach Tos's cave in the Shadowfell, they are greeted by a male who bears a striking resemblance to the independent merchant. It's her brother, Thom, who handles the production of cavefire wine. He appears to be greatly agitated when the adventurers arrive. He asks who they are and why they are here. If the adventurers tell Thom that Tos sent them, he immediately relaxes and relates some important information. Read:

*"Tos told you that these caves are the source of our cavefire wine? Well, that source isn't doing so good right about now," he informs you. "The cavefire mushrooms we crush and ferment to make the wine appear to be dying, and I think I know what's killing them. There's a terrible monster in the caves, and I'm not able to chase it away. Perhaps you can take care of this for us."*

## Questioning Thom

Here are some questions the adventurers might ask, and Thom's responses to them.

**What's a cavefire mushroom?** *"It's a rare fungus that grows within this network of caves. We've learned how to turn these mushrooms into cavefire wine. The taste is warm and soothing, and it has become a central element of Sigil's Festival of Doors."*

**Why would someone want to keep you from selling the wine?** *"Cavefire wine's purpose ranges from spiritual to celebratory, but it has become intertwined with the celebration of the Festival of Doors. Without it, many people in Sigil will believe that the festival has been ruined and that bad luck and ill fortune will follow them throughout the coming year."*

**What kind of monster is in the cave?** *"It's a large mass of disgusting goo that creates smaller versions of itself. It told me to get out of the cave when it arrived, and I haven't gone back in since."*

## Entering the Cave

After the adventurers enter the cave, it takes them a few minutes to follow the winding passages toward the chamber where the cavefire mushrooms grow. The path to the main chamber is marked with arrows, so it's easy to find. The PCs approach the main chamber (depicted on the map) from the west.

**When the adventurers enter the chamber, read:**
*The shadowy cave ahead is warm and moist. A central column divides the chamber. Water drips down the column to form a pool at its base. Deeper in the chamber, thick patches of mushrooms glow with a discernible light, though the intensity seems to drop noticeably as you approach.*

**Perception Check**
**DC 16** *A body floats, face down, in the pool of water.*
**DC 21** *A telltale amount of dust and pebbles sprinkles down from cracks in the cave's ceiling.*
**DC 23** *You notice faint sketches scrawled on the walls of the cave's central column of rock. The sketches seem to form some kind of symbols, but you have a hard time staring at them for too long.*

**Falling Rocks** — **Level 13 Lurker**
Hazard — XP 800

*The caves rumble and shake, and suddenly rocks rain down from the ceiling above.*

**Hazard:** A shower of rocks comes down in certain parts of the cave, as shown on the map.

**Perception**
- ✦ DC 18: A telltale amount of dust and pebbles sprinkles down from cracks in the cave's ceiling.
- ✦ DC 23: You notice faint sketches scrawled on the walls of the cave's central column of rock. The sketches seem to form some kind of symbols, but you have a hard time staring at them for too long.

**Additional Skill:** Dungeoneering
- ✦ DC 18: You recognize the unstable nature of the cracked and pitted ceiling, and you feel a slight shaking in the ground beneath your feet.

**Initiative** +2

**Attack**
**Standard Action** **Area** special
**Target:** Each creature in area
**Attack:** +14 vs. Reflex
**Hit:** 1d10 + 6 damage, and the target is dazed (save ends).
**Special:** Each round, on the hazard's initiative count, roll a d6 to determine which zone or zones the rocks fall in during that round. The rocks attack each creature in each affected zone.

**Countermeasures**
- ✦ If a character spots the symbols on the central column, he or she can attempt a skill challenge to identify them and break the enchantment that has instigated this hazard.

  Each turn, if a character is adjacent to a symbol scrawled on the wall, that character can make a DC 18 Thievery check, a DC 18 Arcana check, or a DC 23 Religion check to disrupt the magic imbued within the symbol. A failure on any check causes the hazard to immediately attack, as described above.

  If the characters achieve 4 successes before they get 3 failures, the cave stops rumbling and the hazard no longer functions.

  If the characters fail the skill challenge, the hazard remains and the damage increases to 2d10 + 6. After an hour, the characters can attempt to disrupt the magical hazard again.

| **Pod Demon (D)** | **Level 15 Elite Artillery** |
|---|---|
| Large elemental humanoid (demon) | XP 2,400 |

**Initiative** +12 **Senses** Perception +10; darkvision
**HP** 176; **Bloodied** 88
**AC** 27; **Fortitude** 25, **Reflex** 27, **Will** 29
**Resist** 15 variable (2/encounter)
**Saving Throws** +2
**Speed** 8
**Action Points** 1

**Slam** (standard; at-will) ✦ **Poison**
+20 vs. AC; 1d6 + 5 damage, and ongoing 5 poison damage (save ends).

**Detonate Minion** (minor 1/round; recharge ⚄ ⚅) ✦ **Poison**
Ranged 10; targets one podspawn; the podspawn explodes, dropping to 0 hit points and dealing 1d8 + 3 poison damage to each creature adjacent to the podspawn.

**Spew Podspawn** (standard; at-will) ✦ **Acid**
Close blast 3; +18 vs. Reflex; 2d6 + 5 acid damage.

**Generate Podspawn** (standard; recharges when first bloodied) ✦ **Poison**
Close burst 2; +18 vs. Reflex; 3d6 + 5 poison damage. *Effect:* If the pod demon has fewer than four podspawn, it spawns podspawn into unoccupied squares within the burst, bringing its total number of minions to four.

**Fling Podspawn** (standard; at-will) ✦ **Acid**
Area burst 1 within 10; +18 vs. Reflex; 2d6 + 5 acid damage.

**Combat Advantage**
A pod demon's attack deals 2d6 extra damage to any target granting combat advantage to it.

**Spawn**
If a pod demon has fewer than four podspawn at the start of its turn, it spawns one podspawn within 2 squares of it.

**Transfer Essence** (move; at-will) ✦ **Teleportation**
The pod demon swaps positions with a podspawn within 10 squares of it.

| | | |
|---|---|---|
| **Alignment** Evil | **Languages** Abyssal, Common | |
| **Str** 17 (+10) | **Dex** 20 (+12) | **Wis** 16 (+10) |
| **Con** 21 (+12) | **Int** 12 (+8) | **Cha** 24 (+14) |

| **4 Podspawn (P)** | **Level 15 Minion Skirmisher** |
|---|---|
| Small elemental humanoid (demon) | XP 300 or 0 if encountered with pod demon |

**Initiative** +14 **Senses** Perception +6; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 29; **Fortitude** 28, **Reflex** 28, **Will** 25
**Resist** The podspawn shares any resistances that its pod demon progenitor has.
**Speed** 8

**Corroding Slime** (standard; at-will) ✦ **Acid**
+20 vs. AC; 12 acid damage.

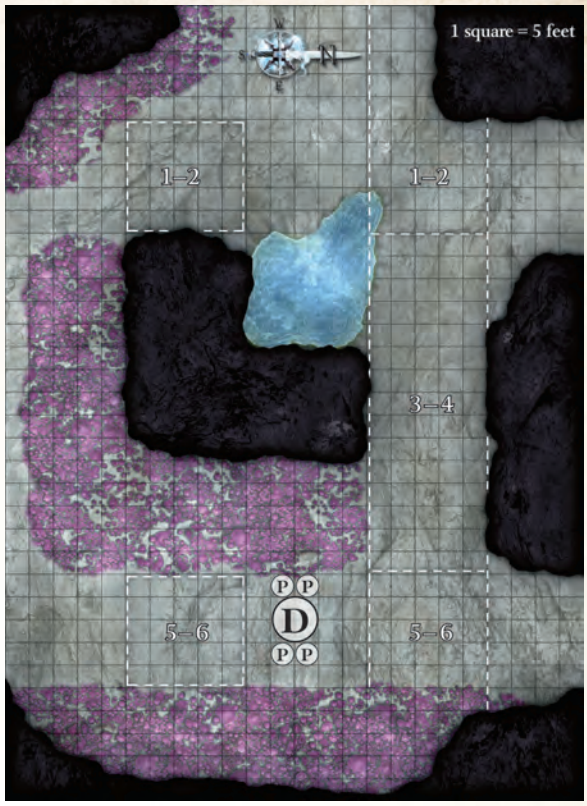
**Dangerous Proximity**
Any enemy adjacent to a podspawn grants combat advantage to it.

| | | |
|---|---|---|
| **Alignment** Evil | **Languages** Abyssal, Common | |
| **Str** 13 (+8) | **Dex** 20 (+12) | **Wis** 8 (+6) |
| **Con** 21 (+12) | **Int** 5 (+4) | **Cha** 15 (+9) |

## Tactics

The hazard drops rocks each round on its turn. The adventurers can eliminate this hazard by succeeding on a skill challenge. Note that the falling rocks attack all creatures in the affected zone, including the pod demon and its spawn.

As soon as the pod demon realizes that intruders have entered the chamber, it orders its minions to engage them and set up flanking situations for it to take advantage of. Then it moves in, takes advantage of combat advantage by employing its slam attack, and then spends a minor action to use *detonate minion*. It retreats after that to use its ranged attacks. Every round at the start of its turn, it spawns one podspawn within 2 squares of its position. When it has two or fewer minions remaining, it uses *generate podspawn* to create more. The pod demon is a demented and twisted creature that fights to the death.




## Development

The presence of the demon causes the cavefire mushrooms to grow sick and die. As soon as the PCs defeat the demon, the mushrooms begin to improve.

The body belongs to the cultist who accompanied the demon and set up the falling rocks hazard. After he completed his ritual, the pod demon killed him.

A DC 16 Perception check allows the adventurers to discover 500 gp and a note that shows the location of a Planar Trade Consortium warehouse in Sigil's Market Ward.

## Features of the Area

**Illumination:** Dim light. The gloom of the Shadowfell mutes light sources used in this area, reducing the radius illuminated by 50 percent. For example, a torch illuminates 2 squares instead of 5. Magical light sources are unaffected.

**Mushroom Patch:** These patches of faintly glowing mushrooms are difficult terrain.

**Pool:** The pool of water is 3 feet deep.

# ENCOUNTER D5: THE WAREHOUSE

**Encounter Level 15 (6,300 XP)**

## Setup

**Tarvas Demoncaller** (T)
**1 needle demon** (N)
**2 vrock swordwings** (V)
**2 immolith deathragers** (D)

The adventurers return to Sigil on the day of the Festival of Doors. The celebration is set to kick off at nightfall, in just a few hours, but a grand soiree seems to be the furthest thing from the minds of the citizens. Read:

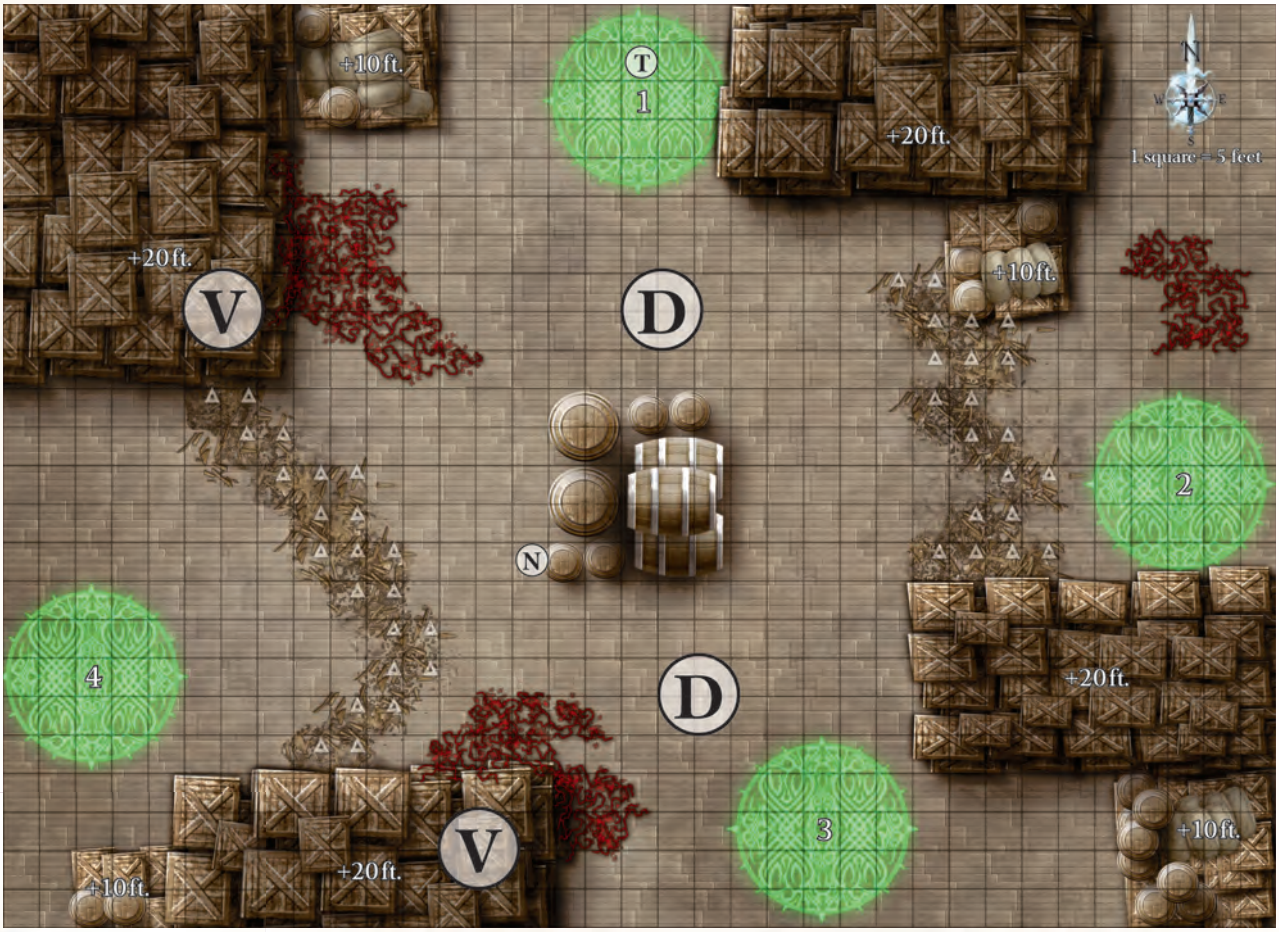
*The streets of Sigil appear to be on the verge of chaos and violence. Angry protestors fill the Market Ward, exchanging nasty words with merchants and each other as tempers grow exceedingly thin. More dabus than usual float in plain view, and even these mysterious creatures seem to be nervous and on edge. "Where's our cavefire wine?" one protestor calls out. Another shouts, "I heard that all shipments have stopped. How will we survive without food and water?" A rock occasionally sails out of the crowd to narrowly miss a merchant's head.*

## In Sigil

Here are some things the adventurers might want to do upon returning to the City of Doors.

**Seek Out Estavan:** The adventurers can find Estavan in his office in the Clerk's Ward. He appears more agitated than when last they met, and he leaps up and starts asking questions as soon as they enter the office. He wants to know what they've found out, because he feels more and more certain that something bad is about to happen. If they didn't find the clue about the warehouse, Estavan tells them that he has been out of contact with the manager of the place and he is overdue for a report from that location. He asks them to go check it out for him while he explores a few last leads. If they did find the clue and mention it, Estavan asks them to go ahead and see what's going on there. "Hurry," he implores them. " I believe that Sigil and the multiverse have no time remaining for us to waste."

**Look for Tarvas Demoncaller:** The adventurers might decide to go back to The House of Song and seek out Tarvas. A DC 23 Streetwise check points the adventurers toward a warehouse in the Market Ward. "Strange things have been happening all over the



city," one local tells them, "but the weirdness appears to be centered on that building."

**Tarvas Demoncaller (T)** **Level 15 Controller (Leader)**
Medium natural humanoid, human XP 1,200

**Initiative** +9 **Senses** Perception +12; darkvision
**Demonic Command** aura sight; demons in the aura gain a +1 bonus to attack rolls and a +2 bonus to damage rolls.
**HP** 140; **Bloodied** 70; see also *demon link*
**AC** 29; **Fortitude** 24, **Reflex** 27, **Will** 28
**Speed** 6

⊕ **Quarterstaff** (standard; at-will) ✦ **Weapon**
+20 vs. AC; 1d8 + 6 damage.

↓ **Touch of the Demon** (standard, usable only while bloodied; at-will)
+20 vs. AC; 2d8 + 6 damage.

↗ **Elemental Bolt** (standard; at-will) ✦ **Fire, Lightning**
Ranged 5; +18 vs. Reflex; 1d8 +6 fire and lightning damage.

✳ **Explosive Summoning** (standard; at-will)
Area burst 1 within 10; Tarvas summons a small demon that appears in a square adjacent to him and then moves up to 10 squares and explodes; +17 vs. Reflex; 1d10 + 6 damage, and the target is slowed (save ends).

✳ **Demonic Wrath** (standard; recharge ⁞⁞)
Area burst 1 within 20; +17 vs. Reflex; 4d8 + 5 damage, and the target takes ongoing 5 damage (save ends).

**Demon Link** (minor; at-will) ✦ **Healing**
Tarvas can transfer up to 22 damage he has taken to a demon within 5 squares of him. He cannot transfer more hit points than the demon has remaining.

**Alignment** Chaotic evil **Languages** Abyssal, Common
**Skills** Arcana +16, Insight +17, Intimidate +17, Stealth +14
**Str** 12 (+8) **Dex** 15 (+9) **Wis** 21 (+12)
**Con** 12 (+8) **Int** 18 (+11) **Cha** 20 (+12)
**Equipment** robes, quarterstaff

**2 Vrock Swordwings (V)** **Level 14 Skirmisher**
Large elemental humanoid (demon) XP 1,000 each

**Initiative** +13 **Senses** Perception +14; darkvision
**HP** 140; **Bloodied** 70; see also *spores of madness*
**AC** 28; **Fortitude** 26, **Reflex** 24, **Will** 24
**Resist** 10 variable (2/encounter)
**Speed** 6, fly 8; see also *flyby attack*

⊕ **Falchion** (standard; at-will) ✦ **Weapon**
Reach 2; +19 vs. AC; 2d8 + 7 damage.

↓ **Flyby Attack** (standard; at-will)
The vrock flies up to 8 squares and makes one falchion attack at any point during that movement. The vrock doesn't provoke opportunity attacks when moving away from the target of the attack.

✳ **Frightful Screech** (standard; recharge ⁞⁞)
Close burst 3; deafened creatures are immune; +18 vs. Will; the target is pushed 3 squares and immobilized until the end of the vrock's next turn.

✳ **Spores of Madness** (free, when first bloodied; encounter) ✦ **Poison**
Close burst 2; demons are immune; +17 vs. Will; 1d10 + 5 poison damage, and the target is dazed (save ends).

**Alignment** Chaotic evil **Languages** Abyssal
**Skills** Bluff +16, Insight +14
**Str** 23 (+13) **Dex** 19 (+11) **Wis** 15 (+9)
**Con** 20 (+12) **Int** 12 (+8) **Cha** 19 (+11)

# The Warehouse

This large building is one of many used by the Planar Trade Consortium to store goods before they are loaded on caravans or distributed to the markets in Sigil. This particular location has been commandeered by Tarvas Demoncaller, chosen because he seeks revenge against the Planar Trade Consortium for some real or imagined slight. He hopes that by disrupting trade into Sigil, he can cast doubt upon the Consortium's ability to provide for the city. Cutting off the flow of goods, he hopes, will lead to a level of panic and rioting that would be enough to send the Lady of Pain on a rampage and result in the banishment or even the destruction of the Consortium.

**2 Immolith Deathragers (D)** **Level 15 Brute**
Large elemental magical beast (demon, fire, undead) XP 1,200 each

**Initiative** +11 **Senses** Perception +9
**Flaming Aura (Fire)** aura 1; any creature that enters or starts its turn in the aura takes 10 fire damage.
**HP** 185; **Bloodied** 92
**AC** 27; **Fortitude** 30, **Reflex** 27, **Will** 28
**Immune** disease, fire, poison; **Resist** 15 variable (2/encounter); **Vulnerable** 10 radiant
**Speed** 6

⊕ **Claw** (standard; at-will) ✦ **Fire**
Reach 4; +18 vs. AC; 3d6 + 6 fire damage, and ongoing 10 fire damage (save ends).

✳ **Deathrage** (free; when first bloodied and again when reduced to 0 hit points) ✦ **Fire**
Close burst 4; +17 vs. AC; 3d10 + 6 fire damage.

**Alignment** Chaotic evil **Languages** Abyssal
**Str** 25 (+14) **Dex** 18 (+11) **Wis** 15 (+9)
**Con** 25 (+14) **Int** 9 (+6) **Cha** 20 (+12)

**Needle Demon (N)** **Level 12 Controller**
Medium elemental humanoid (demon) XP 700

**Initiative** +10 **Senses** Perception +9; darkvision
**HP** 123; **Bloodied** 61
**AC** 26; **Fortitude** 23, **Reflex** 23, **Will** 25
**Resist** 15 variable (2/encounter)
**Speed** 6

⊕ **Claw** (standard; at-will)
+17 vs. AC; 2d6 + 5 damage.

↓ **Claws of Betrayal** (standard; requires combat advantage against each target; at-will)
The needle demon makes two claw attacks. If both attacks hit the same target, the target takes ongoing 10 damage (save ends).

↓ **Tail Whip** (immediate reaction, when an enemy moves into a square adjacent to the needle demon; at-will )
+17 vs. AC; 1d6 + 2 damage.

✳ **Rage of the Betrayed** (standard; recharge ⁞⁞) ✦ **Charm**
Close blast 5; targets enemies; +16 vs. Will; the target is dominated (save ends).

**Alignment** Chaotic evil **Languages** Abyssal
**Skills** Bluff +17, Insight +14, Intimidate +17
**Str** 16 (+9) **Dex** 19 (+10) **Wis** 17 (+9)
**Con** 19 (+10) **Int** 14 (+8) **Cha** 22 (+12)

*This encounter concludes on the next page.*

*This encounter is continued from the previous page.*

Exploring the outside of the warehouse yields few clues. The place's only windows are located high on the walls, near the 30-foot roof line. Flashes of light appear at irregular intervals, briefly illuminating the dirt-caked windows. A massive cargo door at the front of the building is locked from the inside. A normal door, situated in the alley on the eastern side of the building, is also locked. It can be opened with a DC 25 Thievery check. The encounter assumes that the adventurers enter the warehouse through this door.

**When the adventurers enter the warehouse, read:**

*Towering containers fill large portions of the massive interior. Much of the place sits in darkness, though a pool of dim light that occasionally flashes into brightness occupies a section near the center of the building. As you draw closer, you can see that the contents of some of the containers have been spilled across open sections of floor. A glowing circle inscribed on the floor seems to be the source of the dim light, and you hear a voice chanting in a strange language somewhere among the crates and barrels ahead of you.*

## Tactics

Tarvas Demoncaller is in the midst of a ritual designed to alter and corrupt the goods that come through portals to Sigil. He chants in Abyssal, calling on the power of demons to aid him in his effort to foment chaos.

Tarvas makes sure to stay within line of sight of his demon servants to allow them to take advantage of his *demonic command* aura. Each round, he uses a minor action to advance his ritual. Doing this causes him to teleport from one magic circle to another. See "The Ritual" for details. His preferred standard action is to use *demonic wrath* whenever it is available; otherwise, he falls back on *explosive summoning* or *elemental bolt*, as appropriate.

The needle demon waits for the immoliths to wade into battle before joining them. It seeks to use *rage of the betrayed* to dominate a foe. If that isn't ready, it seeks combat advantage and uses of *claws of betrayal*.

The immoliths move forward to take up space, slow the intruders down, and pound on them as often as possible.

The vrock swordwings fly from high point to high point, making *flyby attacks* along the way. If any enemies get close to its perch, a vrock unleashes its *frightful screech*.

Tarvas and his servants fight to the death.

## The Ritual

Each round at the beginning of his turn, Tarvas uses a minor action to continue his ritual. Roll a d20. The result determines which magic circle he teleports to: 1–5 = circle 1; 6–10 = circle 2; 11–15 = circle 3; 16–20 = circle 4. If the result indicates the circle he already occupies, roll again.

When Tarvas teleports, the circle he leaves flashes with abyssal energy. This effect deals 5 damage to any creature that isn't a demon that is standing in or adjacent to the circle. He also attempts a DC 25 Arcana check. If he achieves 10 successes before getting 3 failures, he completes the ritual (see "Ending the Adventure"). If he gets 3 failures, the ritual doesn't work and he flies into a terrible rage. When this happens, he stops hopping from circle to circle and turns his full attention to destroying the meddlesome adventurers.

## Features of the Area

**Illumination:** Dim light around the magic circles inscribed on the floor. Darkness throughout the rest of the building.

**Containers:** Large containers, crates, and barrels are stacked high throughout the warehouse's massive interior. Some of these stacks are 10 feet high, others 20 feet high. A DC 20 Athletics check is required to climb the stacked containers.

**Magic Circles:** These glowing runes, inscribed on the floor of the warehouse, are part of the ritual that Tarvas is conducting to temporarily shut down Sigil's portals. See "The Ritual" for details on how Tarvas uses them in this encounter.

**Razorvine:** These sharp patches deal 20 damage to any creature that enters a square occupied by the plant or starts its turn in one.

**Scattered Goods:** Items spilled from broken containers form difficult terrain across the floor.

## Ending the Adventure

If the adventurers defeat Tarvas and the ritual fails, Sigil slowly goes back to normal. The Festival of Doors comes off without any further complications, except that some of the usual celebratory accompaniments are in short supply. Estavan thanks the adventurers, gives them the astral diamond he promised, and hurries to get his caravans moving again.

If Tarvas completes the ritual, Sigil goes through 24 hours of upheaval as incoming food and beverages are discovered to be rancid and spoiled, and trade goods of every kind are warped and corroded. Riots spread quickly throughout the streets. The Lady of Pain makes a multitude of appearances, and citizens disappear as she works to restore order. Estavan (and Tarvas, if he survived) disappears during this time, and the adventurers receive no additional reward for their efforts. The fate of the Planar Trade Consortium and Estavan are left to the needs of your campaign.

# INDEX


actor (player motivation) 42
*Adamantine Horse of Xarn* 148
alternate worlds 185
*Amulet of Passage* 150
Asmodeus 150, 183
Astral Sea 61, 169, 209
Avandra 138, 140, 150
Bahamut 140, 148, 157
Bane 125, 141, 159, 165, 166
Banesons (organization) 165
battles as skill challenges 180
beast of Demogorgon (template) 125
Blackhelm Janissaries (organization) 166
blast cloud (terrain) 58
blood midge cloud (terrain) 58
bolt stone (terrain) 58
boulder (terrain power) 63
champion of Bane (template) 125
chandelier (terrain power) 63
chaos warrior (template) 125
character survey 26
City of Brass 194
class templates 131
companion character statistics (table) 30
Corellon 140, 154
creeping ice (terrain) 58
crushing walls room (trap) 68, 77
*Cup* and *Talisman of Al'Akbar* 152
cursed guardian (template) 126
dabus 190
death strangler statue (trap) 70
defiled ground (terrain) 59
Demogorgon Cultist (monster theme) 106
destroying artifacts 161
Difficulty Class and damage by level (table) 65
dimensional turbulence (terrain) 59
doomlight crystal (terrain) 59
dragontouched destroyer (template) 126
eldritch influx (terrain) 59
Elemental Chaos 58, 71, 126, 158, 194, 199
elemental tiles (trap) 71
elemental windchurn (terrain) 59
elites, creating new 133
*Emblem of Ossandrya* 154
encounter objectives 38, 40-41, 57
energy node (terrain) 59
Erathis 140
explorer (player motivation) 43
falling iron portcullis (trap) 67
falling rocks (hazard) 218
Far Realm star trap (trap) 74
fey circle (terrain) 60
Feywild 60, 108, 131, 144, 154, 195, 209
Feywild Denizen (monster theme) 108
finding players 51
flashbacks 22
functional templates 125
giant rolling boulder (trap) 69
Goblin Allies (monster theme) 110
Golden Rope, The (organization) 166
grasping bog (terrain) 60
grizzled veteran (template) 127
group checks 85
Gruumsh 166
healing ground (terrain) 60
hellbound soldier (template) 127
infernal brazier (terrain) 77
infernal fumes (terrain) 60, 76
instigator (player motivation) 44
interrelationships (of characters) 13
Ioun 140
jade flame (terrain) 60
kissing maiden (trap) 66
Kord 140
League of Due Hierarchy, The (organization) 167
Legion of Avernus (monster theme) 112
life eater haze (hazard) 73
Lolth 114, 115, 131
Lolth's Chosen (monster theme) 114
mad alchemist (template) 128
maddening mural (trap) 74
martyr's monument (terrain) 60
Melora 141
minion damage by level (table) 133
minions in encounters 51
minions, creating new 133
minions, themes for 105
motivations (of characters) 13
multiple characters per player 35
necrotic ground (terrain) 60
needle hedge (terrain) 61
Orcus Blood Cultist (monster theme) 116
pain vault (trap) 72
Pelor 141, 152, 153
phantom hunter (trap) 72
phase mist (terrain) 61
planar breaches 185
player suggestions 17
player survey 26
Portal Ritual, The (encounter) 75
portals (in Sigil) 188
power gamer (player motivation) 44
quick sear (terrain) 61
rage stone (terrain) 61
*Rash and Reckless* 155
Raven Queen 142, 150, 167, 200
Raven's Wings (organization) 167
razorvine (terrain) 188
recurring characters 15
resolving battles 180
*Rod of Seven Parts* 157
rope bridge (terrain power) 63
ruined wall (terrain power) 63
Sehanine 142
sewer fever (disease) 206
Shadowfell 61, 200, 208, 209, 218
skill challenge alternatives 83
skill challenge complexity (table) 80
skill check Difficulty Class by level (table) 80
slayer (player motivation) 45
slithering idol (template) 129
Snaketongue Cultist (monster theme) 118
solos, creating new 133
spectral assassin (template) 130
spiderblessed spinner (template) 130
*Standard of Eternal Battle* 159
storyteller (player motivation) 47
supporting characters 18
swinging rope or vine (terrain power) 63
table of combustibles (terrain power) 63
tapestry (terrain power) 63
terrain 56, 58-63
terrifying haunt (template) 130
thinker (player motivation) 47
Those Who Hear (monster theme) 120
thunder shards (terrain) 61
Tiamat 122, 126, 141, 148
Tiamat's Red Hand (monster theme) 122
time travel 185
trap statistics (table) 66
Underdark 59, 181-183
Vecna 141
victim of the mad dance (template) 131
watcher (player motivation) 49
water-filling chamber (trap) 67
Zehir 118, 129


# NEW MONSTERS

Every new monster in this book appears on the following list, which is sorted alphabetically by level and monster role. Monster leaders are indicated with an (L).

| Monster | Level and Role | Page |
|---|---|---|
| Crazed Human Rabble | 2 Minion | 121 |
| Orryn Glittercave | 4 Defender | 33 |
| Hobgoblin Legionnaire of Avernus | 5 Soldier (L) | 113 |
| Young Blue Dragon Goblin Ally | 6 Solo Artillery | 111 |
| Adamantine Horse of Xarn | 7 Brute | 149 |
| Satisfied Adamantine Horse of Xarn | 8 Brute | 149 |
| Zombie Hulk of Orcus | 8 Brute | 117 |
| Pleased Adamantine Horse of Xarn | 10 Brute | 149 |
| Snaketongue Wyvern | 10 Skirmisher | 119 |
| Wight Life-Eater | 10 Skirmisher | 213 |
| Dragonborn Gladiator of Tiamat | 10 Soldier | 123 |
| Ghost Spider | 11 Elite Lurker | 213 |
| Loathsome Chanter | 11 Minion | 76 |
| Chosen Mezzodemon | 11 Soldier | 115 |
| Elemental Ooze | 12 Brute | 207 |
| Ettin Spirit-Talker of Demogorgon | 12 Elite Controller (L) | 107 |
| Lamia Devourer | 13 Elite Controller | 214 |
| Dwarf Thug | 13 Minion | 205 |
| Half-Elf Brigand Captain | 13 Skirmisher | 204 |
| Wererat Sewer Guard | 13 Skirmisher | 206 |
| Sons of Mercy Basher | 13 Soldier | 195 |
| Sons of Mercy Wizard | 14 Artillery | 195 |
| Abyssal Eviscerator | 14 Brute | 204 |
| Bloodcry Barlgura | 14 Brute | 217 |
| Cranium Rat Arcanist Swarm | 14 Controller | 207 |
| Vrock Swordwing | 14 Skirmisher | 221 |
| Human Gladiator | 14 Elite Soldier | 205 |
| Dabus Custodian | 15 Artillery | 191 |
| Immolith Deathrager | 15 Brute | 221 |
| Tarvas Demoncaller | 15 Controller (L) | 221 |
| Fey Bodak Skulk | 16 Lurker | 109 |
| Dabus Enforcer | 18 Controller | 191 |
| The Kadyx, Demon War Drake | 21 Solo Skirmisher | 201 |

# IMPROVE YOUR GAME WITH A BOOKMARK.

Add D&D Insider™ to your Favorites and bring more to your characters and campaigns with a constantly growing source of new content, tools, articles, applications, and more.

Whether you're a player, a DM—or both—D&DI will help you spend less time prepping for your game and more time playing it.

D&D® INSIDER™

NEVER SPLIT THE PARTY

**SUBSCRIBE NOW AT DNDINSIDER.COM**

All trademarks are property of Wizards of the Coast LLC. ©2009 Wizards.

# Have More Fun Behind the Screen

In a troubled world, mighty heroes make names for themselves by fighting back the tide of evil and chaos. New challenges await as they embark on paragon paths and grand new adventures. This core rulebook for the Dungeons & Dragons® Roleplaying Game helps a Dungeon Master take the game to the next level.

*Dungeon Master's Guide® 2* features advice and rules for Dungeon Masters of all levels of experience, with a particular focus on running adventures and campaigns in the paragon tier (levels 11–20). It includes advanced encounter-building tools, storytelling tips to bring your game to life, new monster frameworks to help you craft the perfect villain, example campaign arcs, a comprehensive look at skill challenges, and a detailed "home base" for paragon-tier adventurers—the interplanar nexus of Sigil, the City of Doors.

For use with these 4th Edition Dungeons & Dragons® products:

*Player's Handbook®* core rulebooks

*Dungeon Master's Guide®* core rulebooks

*Monster Manual®* core rulebooks

*D&D® Miniatures* *D&D™ Dungeon Tiles*

GET MORE AT D&D INSIDER™ www.dndinsider.com

d20 SYSTEM™

Wizards®

ISBN: 978-0-7869-5244-1

9 780786 952441 53495 EAN

Sug. Retail: **U.S. $34.95** CAN $43.00

Printed in the U.S.A. **242060000**

# Dungeons & Dragons®

## Player's Option:

# Heroes of Shadow™

ROLEPLAYING GAME SUPPLEMENT

Mike Mearls ✦ Claudio Pozas ✦ Robert J. Schwalb

# DUNGEONS & DRAGONS®

## PLAYER'S OPTION:

# HEROES OF SHADOW™

ROLEPLAYING GAME CORE RULES

Mike Mearls ✦ Claudio Pozas ✦ Robert J. Schwalb

# CREDITS


Design
**Mike Mearls (lead), Eytan Bernstein, Claudio Pozas, Robert J. Schwalb, Matt Sernett, Chris Sims, Rodney Thompson**

Development
**Stephen Schubert (lead), Jeremy Crawford**

Additional Development
**Greg Bilsland, M. Alexander Jurkat**

Editing
**Michele Carter (lead), Scott Fitzgerald Gray, M. Alexander Jurkat, Cal Moore**

Managing Editing
**Kim Mohan**

D&D R&D/Book Publishing Director
**Bill Slavicsek**

D&D RPG Group Manager
**Mike Mearls**

D&D Senior Producer
**Christopher Perkins**

D&D Producer
**Greg Bilsland**

D&D Senior Creative Art Director
**Jon Schindehette**

D&D Brand Team
**Liz Schuh, Kierin Chase, Laura Tommervik, Shelly Mazzanoble, Chris Lindsay, Hilary Ross**

Art Directors
**Mari Kolkowsky, Keven Smith**

Graphic Designers
**Keven Smith, Leon Cortez, Emi Tanji**

Cover Illustration
**Christopher Moeller** (front)
**Ben Wootten** (back)

Interior Illustrations
**Tom Baxa, Eric Belisle, Alberto Dal Lago, Mazin Kassis, Ron Lemen, Warren Mahy, Patrick McEvoy, Raven Mimura, Jim Nelson, William O'Connor, Nico Photos, David Rapoza, Richard Sardinha, Matias Tapia, Tyler Walpole, Mark Winters, Ben Wootten**

Publishing Production Specialists
**Erin Dorries, Christopher Tardiff**

Prepress Manager
**Jefferson Dunlap**

Imaging Technicians
**Travis Adams, Ashley Brock**

Production Manager
**Cynda Callaway**

D&D 4th Edition Design
**Rob Heinsoo, Andy Collins, James Wyatt**

Building on the design of previous editions by
**E. Gary Gygax, Dave Arneson, David "Zeb" Cook, Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison**

620-28088000-001 EN
ISBN: 978-0-7869-5745-3

First Printing: April 2011
9 8 7 6 5 4 3 2 1

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277



Dungeons & Dragons, D&D, Wizards of the Coast, Dungeons & Dragons Essentials, Dungeons & Dragons Insider, *Dragon*, *Player's Option: Heroes of Shadow, Death's Reach, Heroes of the Fallen Lands, Heroes of the Forgotten Kingdoms, Monster Manual, Monster Vault, Rules Compendium, The Shadowfell: Gloomwrought and Beyond,* all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast LLC in the U.S.A. and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2011 Wizards of the Coast LLC.


**Visit our website at DungeonsandDragons.com**

# CONTENTS


Chapter 1
**INTO THE DARK** ..... **4**
Shadow Magic ..... 4
Soul Sacrifice ..... 4
Shadow Scholarship ..... 6
Creeping Gloom ..... 7
Dark Focus ..... 7
Reflections of the World ..... 8
The Shadowfell ..... 8
Crossing the Boundary ..... 9
The Lure of Shadow ..... 10

Chapter 2
**SHADOW CLASSES** ..... **12**
New Character Classes ..... 12
Assassin ..... 12
Paladin ..... 12
Vampire ..... 12
Warlock ..... 14
Class Options ..... 14
Cleric ..... 14
Warlock ..... 14
Wizard ..... 14
Paragon Path ..... 14
Epic Destiny ..... 14
**Assassin** ..... **15**
**Executioner** ..... **15**
Creating an Executioner ..... 16
Assassins' Guild ..... 16
Race ..... 16
Ability Scores ..... 17
Skills ..... 18
Class Features and Powers ..... 18
Feats ..... 18
Equipment ..... 18
Defenses and Hit Points ..... 19
Alignment and Final Details ..... 19
Heroic Executioner ..... 19
Paragon Executioner ..... 27
Paragon Path: Guild Executioner ..... 27
Epic Executioner ..... 30
**Paladin** ..... **33**
**Blackguard** ..... **33**
Creating a Blackguard ..... 33
Vices ..... 33
Race ..... 34
Ability Scores ..... 35
Skills ..... 35
Class Features and Powers ..... 36
Feats ..... 36
Equipment ..... 36
Defenses and Hit Points ..... 36
Alignment and Final Details ..... 36
Heroic Blackguard ..... 37
Paragon Blackguard ..... 41
Paragon Path: Grim Blackguard ..... 41
Epic Blackguard ..... 44
Vice of Domination ..... 46
Vice of Fury ..... 47
**Vampire** ..... **49**
Creating a Vampire ..... 49
Race ..... 49
Ability Scores ..... 50
Skills ..... 50
Class Features and Powers ..... 51
Feats ..... 51
Equipment ..... 51
Defenses and Hit Points ..... 51
Alignment and Final Details ..... 51
Heroic Vampire ..... 52
Paragon Vampire ..... 57
Paragon Path: Vampire Noble ..... 57
Epic Vampire ..... 59
Beguiler Bloodline ..... 61
Stalker Bloodline ..... 62
**Warlock** ..... **63**
**Binder** ..... **63**
Creating a Binder ..... 64
Pact ..... 64
Race ..... 64
Ability Scores ..... 64
Skills ..... 65
Class Features and Powers ..... 65
Feats ..... 65
Equipment ..... 65
Defenses and Hit Points ..... 65
Alignment and Final Details ..... 65
Heroic Binder ..... 66
Paragon Binder ..... 71
Paragon Path: Master Binder ..... 71
Epic Binder ..... 74
Gloom Pact (Binder) ..... 76
Star Pact (Binder) ..... 79
**Other Classes** ..... **82**
**Cleric Options** ..... **82**
New Powers ..... 82
**Warpriest Domain** ..... **86**
Death Domain ..... 86
**Warlock Options** ..... **90**
New Powers ..... 90
**Hexblade: Gloom Pact** ..... **93**
**Wizard Options** ..... **98**
School of Magic ..... 98
Necromancy School ..... 98
Nethermancy School ..... 98
New Powers ..... 99
**Mage Schools** ..... **110**
Necromancy School ..... 110
Nethermancy School ..... 112

Chapter 3
**RACES OF SHADOW** ..... **114**
**Revenant** ..... **116**
Physical Qualities ..... 117
Attitudes and Beliefs ..... 119
Revenant Communities ..... 119
Revenant Adventurers ..... 119
Roleplaying a Revenant ..... 120
**Shade** ..... **121**
Physical Qualities ..... 122
Attitudes and Beliefs ..... 122
Shade Communities ..... 122
Shade Adventurers ..... 123
Roleplaying a Shade ..... 124
Shade Utility Powers ..... 124
**Vryloka** ..... **126**
Physical Qualities ..... 126
Attitudes and Beliefs ..... 127
Vryloka Communities ..... 127
Vryloka Adventurers ..... 128
Roleplaying a Vryloka ..... 129
Vryloka Utility Powers ..... 129
**Dwarves** ..... **131**
The Lure of Shadow ..... 131
The Obsidian Cave ..... 131
**Eladrin** ..... **132**
The Pale Court ..... 132
The Twilight Phantoms ..... 134
**Elves** ..... **134**
Gloaming Hearts ..... 134
Dusk Elves ..... 135
**Halflings** ..... **135**
The Bleak Paths ..... 135
The Phantom Blades ..... 136
**Humans** ..... **137**
First in Shadow ..... 137
Dark Teachings ..... 137

Chapter 4
**SHADOW OPTIONS** ..... **138**
Paths of Shadow ..... 138
Shadows of Destiny ..... 140
**Paragon Paths** ..... **141**
Battleweaver ..... 141
Dark Watcher ..... 142
Disciple of Razaundra ..... 143
Dusk Oracle ..... 144
Nocturnal ..... 145
Ravenkin ..... 146
Shadow Dancer ..... 148
Shadow Shaper ..... 149
Shadowthief ..... 150
Veiled Master ..... 151
**Epic Destinies** ..... **152**
Guardian of the Void ..... 152
Keeper of the Everflow ..... 153
Marshal of Letherna ..... 154
Twilight Tribune ..... 155
**Shadow Feats** ..... **156**
Feat Categories ..... 156
Adventurer Feats ..... 157
**Equipment** ..... **159**

CHAPTER 1

# Into the Dark

THE SHADOWFELL is a mysterious realm that mortals fear. It is the world's dark reflection, containing in abundance elements that most people prefer to avoid—death, darkness, and peril. The souls of the dead pass into the Shadowfell on their way to their final rest. Ghosts and other undead linger there, alongside darker creatures. But the plane of shadow also contains power for those willing to seek it and pay the price. Perhaps the call of such power appeals to you.

## SHADOW MAGIC

Where the world is life and light, the Shadowfell is death and gloom. Where the world is growth and vitality, the Shadowfell is decay and apathy. The world, being a point of balance, holds these darker elements too. But even the Shadowfell's lighter side is beset with such sinister components.

The darker aspects of existence embodied in the Shadowfell contain fearsome power. Any magic laced with the essence of the plane of shadow already has dread on its side. Shadow magic is the stuff of fell legends, wielded by terrible villains. In stories it is the province of the desperate, the vicious, and the reckless.

Such tales fall from the lips of the ignorant and the superstitious. Shadow magic is no more evil than any other magic. It is attractive because it can be easier to acquire than other forms of power, but it is also demanding.

Divine power requires, at least initially, devotion to an external source. Arcane magic can entail study and hard work. Martial excellence comes through difficult training and mastery of refined techniques. Psionic power hones the mind in a similar way. Shadow magic, unlike all of the foregoing, requires simple surrender.

### Soul Sacrifice

Those who wish to connect to the innate power of the Shadowfell must forge a strong bond with the plane. To do so requires nothing less than a shard of the supplicant's soul, given over to the unknown of death. How this gruesome task is accomplished varies among practitioners.

According to Evard's *Legendry of Phantoms and Ghosts*, "To tap into the powers of shadow, you must find that lightest part of your soul and use the following rites to kill it. Fear not. It is only right. That piece simply goes ahead, in death, to that void of great mystery beyond all mortal cares. (May the rest of your soul never join it.) The power of shadow shall bleed into the hollow, making you anew. A darker you lives on, more potent than before. In a way, you have become my kin. Think not to become my rival."

Wizards such as Evard learn arcane rituals to bond with the Shadowfell in this way. Others make pacts with obscure entities of the Shadowfell or lend

### ABOUT THIS BOOK

*Player's Option: Heroes of Shadow*™ is a DUNGEONS & DRAGONS® game supplement designed for players who are already familiar with the game through books such as *Rules Compendium* and *Heroes of the Fallen Lands*™ or *Heroes of the Forgotten Kingdoms*™. This book presents the rules you need to make characters who use shadow magic. You'll need to refer to *Rules Compendium* for all the details on how the game works.

This book adds an enormous amount of information to the lore of shadow magic. It supports and is supported by several DUNGEONS & DRAGONS® game supplements and *Dragon*® magazine articles.

You'll find more about the Shadowfell in *The Shadowfell: Gloomwrought and Beyond*™ supplement, and more about its creatures in the various *Monster Manual*® and *Monster Vault*™ products. Zvomarana, the Raven Queen's most holy temple, is detailed further in the adventure *E1: Death's Reach*™. The wanderers known as Vistani, who often visit the plane, are detailed in *Dragon* 380. In addition, some of the Shadowfell's domains of dread are presented in other issues of the magazine.

WILLIAM O'CONNOR

*The entrance to this bastion of shadow power lies dead ahead*

DAVID RAPOZA

magical potency to passionate oaths. Those who wield divine power swear service to the darker gods or focus on emotions that have destructive connotations. Practitioners of primal magic evoke spirits of death, disease, and decay, which have powers rooted in shadow. Assassins learn the secrets of soul sacrifice in their hidden guilds.

Not all who tap into shadow magic deliberately set out to do so, however. Shadow magic seems to have a quiet awareness that waits to fill any dire need or unintended opening. Fiery vows sworn to no one in particular but made with ominous intent can awaken shadow magic within a person. A desire to transcend death at all costs, or the willingness to give up life and love for a goal, can infuse the soul with shadow magic. Careless use of sinister powers, rituals, or items can crack the soul, allowing the shadow in. Interaction with or falling prey to undead or entities from the Shadowfell might do the same.

Gorm the Hidden, the renowned assassin, came to his power in this way. A soldier in Nerath during the gnoll wars that led to the empire's fall, he was on the battlefield when King Elidyr died. Gorm survived. He swore by any powers that were listening to avenge the king. For reasons only he knows, he and his companions went on to slay three barons who also survived the battle that broke the empire. Gorm's story has no true end. He eventually went into the Shadowfell, some say bound for the Raven Queen's domain of Letherna, and never returned to the world again.

## Shadow Scholarship

Despite the possibility of a spontaneous tie to shadow, most of those who wish to use shadow magic must actively learn to do so. A few such seekers are self-taught. Others have patrons, guides, or mentors.

Teachers of shadow magic are easy to find if the seeker knows where to look and is willing to take the risks involved in finding instruction. Temples devoted evil deities or to the darker aspects of some gods offer training. Assassins coach others in their arts within guilds or other underworld organizations. Some creatures of the Shadowfell know shadow secrets and are willing to impart them. A would-be apprentice in the arcane shadow arts can find a master who knows necromancy or nethermancy. Several schools or organizations impart their knowledge to members. Even the great shadow wizard Evard has been known to offer his knowledge of shadow magic, among other secrets, for a price. The numerous copies of his grimoire, *Legendry of Phantoms and Ghosts,* sometimes change hands.

The practitioners of shadow magic guard their secrets closely. Any potential student must pay a price beyond the cost to his or her soul. Divine outlets demand faith and submission to the temple authorities. Guilds, organizations, and academies ask for

loyalty and fees, and they hand down harsh penalties for failing to keep secrets. Individual shadow masters usually have good reason why they are not a part of a larger organization. An apprentice is lucky to find a tutor who is sane, honest, competent, and merely harsh in his or her methods. Creatures that can teach or grant shadow magic are worse, since many of them are native to the Shadowfell and often disdain mortal values.

One misstep in finding a place to learn or a trainer to teach shadow magic can lead to a horrible fate, of which death might only be the beginning. Necromancers are noted for their distasteful habits, and if an apprentice is fortunate enough to avoid grave robbing during his or her tutelage, he or she could still end up a servant to such a master in more ways than one.

The powers of shadow are subtle, and an unscrupulous mentor can create bonds that a neophyte can't detect. When the time is right, such ties can be used to benefit the teacher. Results are seldom favorable for the former student. Some, if not all, copies of the *Legendry of Phantoms and Ghosts* are said to create such links for Evard. But Evard has always been honest, even in the pages of his grimoire, about the fact that anything he gives out—especially knowledge—comes at a price.

Another infamous wizard known as Emirikol was educated near the city of Nera in the Ghostflame Spire, a tower that exists simultaneously in the world and the Shadowfell and is devoted to teaching nethermancy, necromancy, pyromancy, and other destructive magical arts. Emirikol left Nera after his tutelage, only to return some years later. His homecoming was no happy event, however. Emirikol sought Zahrimahn, his former mentor, and killed the man spectacularly in a public duel, declaring, "So it goes with any who dare mark Emirikol with their paltry shadow powers!" Then Emirikol summoned a steed of shadow and began his legendary flight from the city, during which he killed all who opposed him with shadowy rays and fire.

As Emirikol proclaimed, so it goes with shadow magic and weak masters who try to control or monitor their pupils.

## Creeping Gloom

In *Legendry of Phantoms and Ghosts,* Evard wrote, "Shadow lives in the gaps. It fills them in, bridging the breaches between assumptions and reality, solid and ephemeral, light and dark, life and death. It is the heart of all my arts: illusion, nethermancy, and necromancy. Shadow is the most powerful force in creation, and it existed before the world. If one counts darkness as deeper shadow, it is far greater than light. Only a fool fails to acknowledge this. I am no fool. Are you, dear reader?"

On a number of points, Evard is correct. Shadow likes to be attached to other things—creatures, objects, and powers. It does lurk just behind everything and fill the spaces in between. The sum of darkness in the cosmos might indeed surpass that of light. Shadow or darkness connect everything.

Perhaps this is why pure use of shadow magic is rare. Shadow power is usually attached to darker aspects of arcane magic or divine power. Some wielders of the power couple it with martial prowess. Shadow prefers to lurk in the background, remaining unnoticed but ubiquitous.

Shadow magic is also scarce because its practice is feared even among the wise. It is a magic of darkness, terror, dissolution, and madness. Even if the power's user is not cruel, the results of shadow magic often are.

## Dark Focus

To gain shadow magic, an individual must often engage in selfish acts, grasping for power and ignoring social conventions. Self-important pride is a common trait among users of shadow power. Other negative traits are also widespread among shadow magic practitioners.

The great shadow wizard Maikedhon wrote, in his master work *Tome of Shadow,* "Shadow's influence is strong and its darker ways easy to fall into, but it can be mastered. Once you feel its touch, you must master it. Fail, and it shall master you." He points out that the sway of shadow magic can be insidious. After the pain of the initial sacrifice, its use becomes easier and easier. An increase in apparent power can come quickly.

Such progress gives the user the illusion of control. Shadow magic's nature, however, is conducive to negative emotions. Like the Shadowfell from which it comes, shadow power can accentuate rage, sloth, arrogance, greed, and all similar vices. A user might find bouts of wrath growing more frequent and less controllable, or desires growing into unsatisfying addictions. Minor misunderstandings can become feuds, and any reason for suspicion can rouse paranoia.

Shadow magic is most useful for doing harm or preserving its user, the latter often at the expense of others. It might also lead the practitioner to deal too much with dread forces such as death, the undead, and supernatural creatures of shadow.

Callousness, then, is the foremost danger in using shadow magic. Twisted experiences and shadowy energy strip away compassion and gentleness first. Once coldness creeps into the heart, real evil might not be far behind. A user of shadow magic who wishes to retain the more temperate side of his or her personality must be prepared to face the darkness.

# Reflections of the World

"In the cosmic scheme, the world is at the center. It is said that during the process of creation, the primordials of the Elemental Chaos found middle ground in the world, discarding the parts that seemed too dim and deathly and those parts that contained too much vivacity and magic. The gods of the Astral Sea manipulated the results. At the end of this so-called Middle World, they had finished something like the world we know. But they had also created something more. Something unintended.

"Shadowy elements and vibrant magical pieces the creators had called into being remained. Laws of magic say that like attracts like, do they not? Those bits discarded as not for the world joined together anyway in imperfect mirror images of our realm. Thus was the Plane of Shadow, the Shadowfell, the glorious darkling realm, born alongside its siblings, the world and the magical Feywild.

"The Shadowfell and the Feywild, as likenesses of the First Work, resemble our world, but they are only superficially similar. A fortress in the world might have a counterpart in the other realms. An ignorant mortal from the world might not even note a Feywild settlement as such, because it was built with eladrin magic to meld with a gnarled and ancient forest. A similar spot in the Shadowfell might contain a bleak ruin or mere hints that life once went on. Some areas across the planes match up not at all.

"Our scheme of the cosmos with the world at the center is a gross simplification, as any fool of a wizard can tell you at length. Although the Elemental Chaos and the Astral Sea are distant planes, they still touch the world in places. So it is with our sibling planes. They share features in superficial ways.

"This sharing of reality happens spontaneously in the world where one plane has a connection to the nature of another. The site of an ancient battlefield where thousands died and were left unburied might have ties to the Shadowfell. A forest where the elves raised a fey fortress or a standing-stone circle to honor Corellon could connect to the Feywild.

"The process is unpredictable, following no set pattern. In some places, it's hard to say if the connection between planes came before the physical evidence of the link. Such connections can be impermanent, and sometimes they fade or shift. The only consistency is that where a neighboring plane affects the world, the world grows more like the intruding plane.

"Some magical practices are easier to perform in such areas, making it useful to be able to find such places. It is also practical to be able to create such a locale, temporarily of course. I speak of shadowfall . . ."

– From Evard's *Legendry of Phantoms and Ghosts*

## The Shadowfell

As Evard reveals, the "glorious darkling realm" of the Shadowfell is a counterpart of the world. In the Shadowfell, the brightest day the pale sun can muster is as full of gloom as a stormy day in the world. The night can be so dark that the darkness feels like a clinging fog, with few stars to break up the black sky. When the moon shines, it is a dim lantern of unusual hue, such as gold or red. Light in the Shadowfell can be half as bright as it might be in the world. Color pales in the dismal air.

Emotions are equally dulled, turning to apathy and melancholy. High spirits are rare in the realm where the dead pass through on their final journey. Negative emotions—fear, anger, greed—might be amplified. Such feelings are easier to raise in the murky atmosphere, leading visitors from the world who linger down a self-destructive path.

The land is little better. It is broken and, where it provides any sustenance, covered in strangely colored plants. In places, it is dangerous in ways that those wise to the nature in the world might miss. The energy of the plane of shadow can become so strong that it saps life and amplifies necrotic powers. It can strengthen the undead while sapping the will to survive from the living. Dark energy can gather to pool and flow like water.

People and other living creatures still dwell in the Shadowfell. Some, despite being native to the world, even manage to live well in the infrequent settlements of the plane—the city of Gloomwrought, for instance. Beings native to the plane—such as banderhobbs, dark ones, death giants, nightwalkers, shadar-kai, and shadows—usually fare better. So do those creatures infused with shadow, such as shadowborn, the undead, shades, and vrylokas.

Explorers and other brave souls from the world travel back and forth across the boundaries. Shadow creatures do the same, although many of them do so because they hunger for something in the world. Banderhobbs creep from the shadows to kidnap people for some mysterious purpose, and shadows devour and manipulate their inanimate counterparts for equally enigmatic reasons. The Shadowfell and its magic have a way of spawning predatory creatures.

### Gloomwrought

An eerie city rises along the shore of the Stormy Sea in the Shadowfell. One of the few reasonably safe settlements in the plane of shadow, the City of Midnight is a place of mystery. Its oldest structures have been present, it is said, since before any settlers came to reside within its walls. Inscrutable folk known as the keepers were its only inhabitants then, although some citizens wonder if the keepers are not actually a part of the city.

Gloomwrought is thought to be a living being itself, since it moves and reacts as a creature might.

*The realms of fey and shadow are no less real than the world we call home*

Dark, twisting, dangerous, and changeable, the city is like the society within its walls. It is a cosmopolitan metropolis full of locals and travelers of all kinds, as well as numerous merchants, leaders, and factions. The City of Midnight is a haven for intrepid folks, offering as much potential for adventure, wealth, and glory within its walls as without.

## Crossing the Boundary

Evard's tome speaks of environments where the Shadowfell is close to the world. In such areas, shadow might crossings exist, allowing travelers from one world to pass into another. Sometimes the passage allows travel in only one direction, or it merely pollutes an area of the world with aspects of the plane of shadow without allowing travel. Whatever the case, these places are always dangerous.

Halflings and other roving travelers such as the Vistani might know of shadow crossings that are available along their nomadic routes. Those who have a tradition of using such crossings, as the halflings and the Vistani do, call them Bleak Paths. Both peoples use such paths to travel more quickly through shadow, or to avoid or ambush enemies.

Sometimes the Shadowfell's touch on the world is temporary. The plane's influence settles in for a time and then departs. Where the two worlds meet, though, passage to and fro is easy. This is what Evard refers to as "shadowfall." Dire events usually precede a shadowfall, but as Evard's writing portends, baleful rituals can create one of these locations. When a shadowfall occurs and then ends, entire locales can be changed or disappear altogether into shadow.

**Vistani** Made up of folk from all races, the colorful and uncanny Vistani are a people apart. In gaudy wagons, they wander the lands of the world and its mirror planes with no ties to kings or temples. Essential to the Vistani is the blood—the familylike mystic bond each member shares that makes each one a Vistani and ties clan to clan. Eldritch arts are also central among the Vistani, who are noted for their strange magic, wondrous items, and horrible curses.

Vistani seem to be able to cross the boundaries between the worlds as easily as they cross those between civilization and wilderness. As they rove, they collect unusual goods, abilities, and news. When they set up camp near a settlement, they become entertainers and traders, selling these commodities for whatever they need and pilfering what they cannot afford. In leaving, they also take the orphaned, the lonely, and the worthy to become one with the blood—new members of the Vistani.

**Domains of Dread** Sometimes a mortal creature commits an act so vile, with consequences so unforeseen, that creation itself seems to be offended.

MATIAS TAPIA

Perhaps some unknown dark forces take note and seek to punish the offender, or maybe the agents of fate take an interest in the ultimate outcome of the situation. Whatever is at work seems irrelevant, for the outcome is the same. After the deed, a shadowfall occurs in the nearby area, dark mists rolling in with shadows and a deathly chill. The whole place and often all its inhabitants are swept into the Shadowfell behind a wall of impenetrable mist.

The realm becomes a prison of sorts with that haunting fog as its walls. Those within, including the offender, cannot escape until the deed is righted or the wrongdoer is dispatched in the right way. These supernatural jails within the Shadowfell are known as domains of dread, and those who rule such personal purgatories are called dark lords.

A domain of dread can be entered from the outside, but visitors find themselves trapped until they perform some deed required to break free. Sometimes that endeavor is nothing short of correcting the cause of the domain's appearance. Only the Vistani know methods of crossing into and out of domains of dread safely without being bound in such a way. Vistani give their secrets to no one, and, fearing long-reaching retribution, even the dark lords leave the magical vagabonds to their ways.

Despite being trapped, a powerful dark lord can exert some influence across the boundary of a domain of dread. If a lord is invoked with the proper rites, he or she can forge mystic pacts with those who want the powers of darkness and have already given up a part of themselves to access shadow magic. Some dark lords are so insane or so lost in the false reality of their domain of dread that they are unaware of the pact, but others manipulate such bonds in hopes of breaking free.

# The Lure of Shadow

The promise of great power has lured many creatures to the art of shadow magic. Delving into shadow is a two-way street, a symbiotic relationship between its user and the plane of shadow. While shadow magic grants its user power, it also extracts a price from his soul. A power-hungry creature usually fails to realize its fate until the moment of its death.

Sometimes, though, the lure of shadow looms much larger. A hero surrounded by enemies, a young wizard who unleashes a demon from within the sigils that bound it, and a thief caught in the act by guards all might hear the distant whisper of the Shadowfell, offering escape, power, or a sudden inspiration. When the shadow offers such gifts to mortals, it expects a much higher price in return. It is not content to merely wait for the time to claim a soul.

The following section presents a set of optional rules for depicting the lure of shadow magic. When the characters are trapped in a desperate situation, one of them might hear shadow's call. Characters who answer it might gain the edge needed to survive, but at a price.

## The Raven Queen's Whisper

The Raven Queen's whisper is a tool DMs can use to highlight the power offered by shadow magic and the price it comes with. You can easily link it to a different deity or power in your own campaign, depending on the nature of your pantheon. Generally speaking, the god or power that uses this approach is unaligned

### FAR SHADOWS

Scholars on the subject claim the Far Realm touches creation from the outside, like a foul skin of stuff older than all knowing. The unwise seek its encompassing madness and alien nature in the depths of the night sky, especially in the dark between the stars. The Shadowfell's nighttime firmament is, as a vast void with few dim or flickering lights, the perfect place to seek the realm also called the Outside.

Volnath, a wizard of old Nerath, sought such learning from Telkon, his observatory in the world. He discovered ancient texts on shadow and the Outside, and he invited dark beings into his ritual chambers to give him counsel. Living shadows whispered to him during his observations, speaking of the power of shadow magic and the nearness of the Far Realm in the Shadowfell's sky.

The wizard, his sanity on the brink, summoned a shadowfall to take Telkon and the nearby village of Hadder into the Shadowfell. There, from instructions on ancient tablets and through the toil of the enslaved folk of Hadder, he remade the village and Telkon into a monumental arcane focus. Volnath slew any who intruded in the area of his great work. He sacrificed numerous innocents and ultimately his own life for undead immortality.

He then activated his focus with the help of undead assistants, burning a hole in the sky overhead. Although several villagers cried out and died on the spot, presumably from fear, nothing else happened immediately. Then the mists rolled in around Hadder and Telkon, sealing the area off from the Shadowfell. Soon after, Volnath's withered flesh, as well as that of his assistants, began to take on an unnatural hue and a squirming will of its own . . .

rather than overtly evil. Deities of fate or chance might also utilize it.

From her abode in the Shadowfell, the Raven Queen keeps watch over all that lives and dies. In her eyes, the weave of fate turns, twists, and unravels. Sometimes, she takes an interest in a particular mortal who could prove useful to her. She watches such a subject with a particularly keen eye, waiting for her chance to turn its destiny to her own devices.

When a creature under the Raven Queen's watch faces mortal peril, she sometimes reaches forth and offers to delay its death. This offer is made only out of self-interest. A creature that accepts the Raven Queen's offer of assistance is bound to her will, at least for a time. The debt is irrevocable and undeniable.

## The Offer

The Raven Queen's offer comes in the form of a whisper that only one character can hear. She targets the character who, in her judgment, is the most likely to accept her deal. That might be a shady, unaligned character who is interested in saving his own skin or is too shortsighted to worry about a debt. A lawful good paladin or similar character might also make a good target. In that case, the Raven Queen plays upon the character's sense of duty or obligation to protect his or her friends. The offer usually grants power to a selfish character, or a useful boon or gift to a good or heroic character.

In any case, the Raven Queen's offer always provides a clear path to safety. She might destroy an enemy with a blast of arcane power, turning the tide in the characters' favor. Some other possibilities include:

- ✦ Teleporting the party to safety
- ✦ Smiting enough enemies to even the odds in battle
- ✦ Ending all the hindering conditions and effects the characters are subject to
- ✦ Granting a character an automatic critical hit on his or her next attack
- ✦ Restoring all characters' hit points and healing surges
- ✦ Restoring the use of expended daily and encounter powers
- ✦ The answer to a riddle
- ✦ A significant bonus to a skill check or series of skill checks
- ✦ A sudden coincidence or lucky break

The Raven Queen tailors her offer of aid to fit the situation. In noncombat situations, she takes indirect action to help the characters. In battle, she might resort to direct blasts of magic to incinerate the characters' enemies.

## The Price

When a character accepts the Raven Queen's offer of aid, his soul becomes bound to her will. His fate becomes like clay in her hands, something she can bend and twist to her will. With this power, she can visit a curse of ill luck upon him.

The curse is neither trivial nor subtle: Once per encounter, when an enemy hits the character, the Raven Queen chooses to make that hit a critical hit.

While the Raven Queen could easily use this curse to slaughter a defiant character, she made her offer in the first place because she needs the character's assistance. The Raven Queen never extends an offer of assistance without a clear goal in mind.

Thus, the Raven Queen uses her curse as a reminder to a character who strays from the path she sets before him. She balances her ability to punish with her need to push the character toward the goal she has selected for him.

The Raven Queen's machinations and goals are largely up to you. As DM, you should consider the situation in your campaign and portray the Raven Queen accordingly. Are there vestiges of a cult to Nerull that needs stamping out? Does Orcus or his agents gather power in the world? Is there a lich, vampire, or other creature that has cheated death and must be brought to justice? Before using this option in your game, consider what the Raven Queen wants in return before she makes her offer.

Some of the typical quests the Raven Queen might set before a character include:

- ✦ Slay the agent of her enemies
- ✦ Clear and consecrate a fallen temple
- ✦ Seek out traitors within the ranks of her faithful
- ✦ Ensure that a simmering rivalry between two realms erupts into war, thereby expanding the power of death
- ✦ Destroy an ancient ritual book unearthed by a sage

The Raven Queen cares little if her unwilling agent understands why she sets a task before him. In some cases, ignorance is useful. Perhaps a ritual book contains some way to unseat the Raven Queen. The fewer people that know of it, the better. The same applies to quests against the Raven Queen's own followers. A corrupt priest or a sect perverted to the worship of Orcus or some other enemy might gain control over the Raven Queen's worshipers in an area. Only a properly motivated outsider can hope to defeat them.

Once the Raven Queen is satisfied that the task is complete, she loses her power over the character. The Raven Queen is a god, but she is still bound to keep her word. The other gods would move against her if they saw her take too active a hand in the affairs of mortals.

CHAPTER 2

# Shadow Classes

CHARACTERS IN a DUNGEONS & DRAGONS game share common traits, including a thirst for excitement, a need to explore the mysterious places of the world, and a willingness to take on challenges that the common folk cannot stand against. Heroes of shadow are no different, although such characters might have darker motivations and techniques for facing the dangers arrayed against them.

Your character's class is a general vocation. It determines the kind of adventurer you can become and the types of things you can do. Your class defines and gives boundaries to your combat prowess, magical aptitude, skills, and other special abilities. Most of the capabilities your class provides fall into one of two categories: features and powers.

Features are special talents your character learns. They make you better at a task related to your class, or they give you a special benefit in certain situations. If you play a blackguard, for instance, you gain features that grant you benefits based on the vice you embrace. As a vampire, however, you gain features that hone your blood-drinking, undead nature.

Powers are active abilities that represent special actions a character can take, often during combat. A warlock's spells are all powers, as are a vampire's attacks and a blackguard's potent smites.

## NEW CHARACTER CLASSES

This book provides all the information you need to create and play assassins, paladins, and warlocks who invest in shadow power. Also appearing in this book is the vampire class, which enables you to play a creature of the night in all its dark glory. The following sections lay out each class's background and key abilities, along with a step-by-step guide to creating a character of that type or class.

A class provides a general set of abilities and traits that all characters of that class share. Individual members of a class can vary wildly, however. The type of character you can create within a given class leaves you plenty of room for customization.

Other products and information from DUNGEONS & DRAGONS INSIDER increase your options.

### Assassin

Assassins are cunning hunters and stalkers. They use a combination of lethal poisons, exotic weapons, and shadow magic to ambush, confuse, and slay their enemies. Although many assassins are villains willing to kill anyone for the right price, some view themselves as society's caretakers. By culling society of tyrants, murderers, and fiends, they ensure peace and stability for all. Executioners are assassins who use shadow magic as part of their arsenal. Their magic allows them to close with a foe and finish it off with their finely honed combat abilities.

### Paladin

Most paladins embody virtue, and they channel the holy virtues to defend their allies. But not all cleave to such high-minded ideals. Shadow power can be channeled through anger, fear, and a consuming desire for control. A blackguard is a striker who taps into menacing facets of the divine through the dreaded vices: dark emotion and ambition rather than high ideals. Heroic blackguards are dark warriors who combine heavy weapons and armor with fearsome deific might.

### Vampire

Fear of death, obsession with power, or poor luck can lead a character down the path of the bloodthirsty undead. One vampire is usually the spawn of another, but more than one vampire has awakened with no clue as to his or her origin. As undead creatures, vampires naturally tap into the Shadowfell and its power. A vampire who wishes to be more than a monster fights against the heartless grip of his or her shadowy nature to retain a semblance of mortal values. Such an adventurer uses the sinister traits of his or her new form to fight against the hungry darkness that threatens the world.

WILLIAM O'CONNOR

## Warlock

The Shadowfell offers power at a price, and a few ambitious souls are willing to pay the cost for a fast track to magical capabilities. You can create a binder warlock, a controller who combines shadow power with arcane magic. The gloom pact directly harnesses the powers of the Shadowfell to hinder enemies, while the star pact exploits the unfathomable darkness between the stars. Turning the dark power of shadow to laudable ends is the unenviable task of the heroic warlock.

# Class Options

The power of shadow presents a temptation to all who wield magic. This book offers new choices for the cleric, the warlock, and the wizard, focusing on how these classes adapt shadow magic to enhance their capabilities.

## Cleric

The gods who invest clerics with power have numerous aspects and control of distinct parts of creation. Clerics have equally numerous paths to power, and some prefer to embody the frightening deific spheres of influence. This section presents shadow powers that any cleric can take, as well as the powers associated with the death domain.

## Warlock

Warlocks are accustomed to calling on dark forces, and some choose to emphasize that darkness with power drawn more directly from shadow. This section presents shadow powers that any warlock can take, as well as the gloom pact for the hexblade warlock.

## Wizard

Wizards seek arcane secrets wherever they can be found, and the Shadowfell has many mysteries to reveal to the bold and curious. It is said that wizards were among the first to tap into the power of shadow. Whether or not this is true, spells of death, dissolution, and darkness offer advantages to any skilled wizard. This book offers wizards access to two new schools of magic—necromancy, the manipulation of death energy, and nethermancy, the shaping of raw shadow.

# Paragon Path

When your character reaches 11th level, you select a paragon path from among the options available to you. Your class describes your basic role, but your paragon path represents a particular area of expertise or interest. It grants you new features and powers from 11th level to 20th level. In addition to an association with part of the lore of the Dungeons & Dragons universe, you gain capabilities that enhance and complement the abilities of your class.

This book presents paragon path options for each full class description, and it also offers additional paragon paths that might fit with more than one class. You can select any paragon path as long as you meet its prerequisites. When you select a paragon path, you gain that path's features and powers instead of those of any other paragon path. An array of paragon paths appears in other Dungeons & Dragons supplements and on Dungeons & Dragons Insider.

# Epic Destiny

After twenty levels of adventure, it's time for you to assume your epic destiny and shape your legend in the universe forevermore. Like a paragon path, an epic destiny grants special powers and features in addition to your class features. Unlike a paragon path, an epic destiny is not a mere specialization of your talents. Instead, your choice of destiny offers extraordinary abilities that represent your journey toward your ultimate fate as you define it.

When your character reaches 21st level, you select an epic destiny from among the options available to you. This book presents several epic destinies, starting on page 152. When you select an epic destiny, you gain that destiny's features and powers instead of those of any other epic destiny. Additional epic destinies appear in other Dungeons & Dragons supplements and on Dungeons & Dragons Insider.

*"Honor? What good is honor? How will high ideals protect you from the hidden blade, the poison staining your cup, or the strangler's cord waiting in the shadows? Fool. Assassins care nothing for duty or honor. They want only the gold your corpse will bring. Cling to your honor all you like, but should you cross paths with one such as me, think twice before using your honor as a shield."*

—Lassiveren the Dark

# Assassin

Assassins embrace shadow magic and pledge a shard of their souls to the Shadowfell to gain their power. By replacing a fundamental part of themselves with a dark reflection, they can manifest that piece of shadow to accomplish incredible things. The infusion of shadow magic allows assassins to identify weak points in an opponent's defenses so that with a few moments of study they can reduce the stoutest enemies to corpses.

An assassin usually keeps his or her profession a secret, since few trust those who regularly deal in death. Assassins' guilds provide some measure of protection, especially in those regions where the study of shadow magic and assassination as an art form are banned.

As an assassin, you are an outcast. You traded away a part of your soul for the power of death, and only the most-loyal companions accept your skills into their midst. Whatever drew you onto the assassin's path, you become a trained killer from whom few can escape unharmed.

The type of assassin you can create with this book is the executioner.

## Executioner

**Martial and Shadow Striker:** Your sense of timing, skill with weapons, and ability to use the shadows as a weapon allow you to strike with lethal effect against an unsuspecting foe. You even mix in some shadow magic when appropriate.

**Key Abilities:** Dexterity, Charisma

### Executioner Traits

**Hit Points:** You start with hit points equal to 12 + your Constitution score. You gain 5 each time you gain a level.

**Bonuses to Defenses:** +1 to Fortitude, +1 to Will

**Healing Surges per Day:** 7 + your Constitution modifier

**Armor Proficiencies:** Cloth, leather

**Weapon Proficiencies:** Simple one-handed melee, military one-handed melee, garrote, simple ranged, blowgun, bola, shortbow

**Implement Proficiencies:** Ki focuses

**Class Skills:** Acrobatics (Dex), Arcana (Int), Athletics (Str), Bluff (Cha), Endurance (Con), Insight (Wis), Intimidate (Cha), Perception (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex)

**Trained Skills:** Stealth, plus four more from the list of class skills

ERIC BELISLE

*Death can come calling when you least expect it*

Executioners are more than just assassins for hire. When someone wants to send a message through an assassination, an executioner arranges the death in such a way that the message is delivered with maximum effectiveness. This might mean the quiet poisoning of a crooked merchant to warn other merchants to deal fairly, or it could be a public execution of a tyrannical noble, meant to frighten the leaders of an area into treating the common folk more humanely. Though many executioners perform these deeds at the request of a third party, others might do what they do in order to accomplish personal goals related to battling evil or enforcing justice.

Executioners rely on their effectiveness as both infiltrators and assassins to get the job done. They dabble in shadow magic, which lets them walk through walls, create artificial shadows, and craft illusions to hide their intrusion into secure areas. They also master the art of poison use, giving them the ability to strike at enemies both directly and indirectly.

Adventuring executioners tend to perform their assassinations in the pursuit of the goals of their fellow adventurers, using such killings to influence the party's allies and enemies. An executioner stands as a capable warrior, even when not performing an assassination. This quality makes the executioner an invaluable member of an adventuring party that frequently finds itself immersed in conflict.

# Creating an Executioner

This section walks you through the steps of creating an executioner. As you make choices at each step, consider how those choices relate to your character's personality, history, and goals.

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

## Assassins' Guild

When you create your assassin, you must choose which guild you belong to. The executioner assassin has a choice between the Red Scales and the League of Whispers, though your Dungeon Master might substitute his or her own guild names and descriptions for these. Your choice of guild determines some of your weapon proficiencies and the kinds of special attack techniques you learn throughout your career.

**Red Scales** This order of assassins works to keep society in balance. If any organization grows too powerful, too corrupt, too wealthy, or too vile, the Red Scales weigh and measure the members of that organization and then collect a payment that they are owed in blood. Though one might call the Red Scales idealists, none can say what truly drives them. Rumors abound that this guild's Grandfather of Assassins is touched by some planar entity. They say that his eyes are orbs of golden fire, a feature he gained, along with his new policies, only after he returned from a journey to the distant East.

**League of Whispers** The very existence of this guild of executioners is often dismissed as myth or urban legend. The League of Whispers keeps its membership a secret. Although individual members might be known as assassins, their association with the guild is rarely more than a matter of speculation for nonmembers. The league keeps its existence a mystery by executing anyone who discovers the truth. The order holds secret meetings once every full moon, where the members converge to discuss jobs, trade secrets and tricks, and receive orders from their Grandfather of Assassins.

## Race

Choose your race. Drow, human, and revenant make good choices for an executioner.

**Drow** Perhaps no race is better suited for the role of executioner than the drow. Not only do the drow's racial bonuses to Dexterity and Charisma match the executioner's ability score preferences, the race's *cloud of darkness* power is extremely useful in sowing confusion, providing cover, and warding off interference. Additionally, the drow racial bonuses to Intimidate and Stealth can provide the executioner with the ability to bully people out of his or her way or to avoid them entirely.

As a drow assassin, you can let your experience in the Underdark guide the way in which you perform your duties. You might prefer to stick to the shadows, leaving public assassinations to others. You might work only at night, giving you an advantage over the surface-dwelling races that are all but blinded by the darkness. Furthermore, you probably have some experience in the cutthroat world of drow politics, so you might tend to seek out targets who have significant political strength or whose death could serve as the trigger for a significant shift in political power.

Drow assassins often worship the Raven Queen, the god of fate and death. Executioners directly serve the Raven Queen every time they perform an assassination by sending another soul into her domain. Many even believe that they are the Raven Queen's weapons in the world and that she moves them around like playing pieces on a game board. Other drow executioners worship Sehanine for her connection to the moon and night, the time when executioners flourish.

**Human** Human executioners are among the most common assassins in existence, both because of the sheer number of humans in the world as well as the versatility that humans display (a trait executioners need in order to succeed and survive). Use the race's ability score bonus to boost Dexterity. The extra skill is useful for expanding the scope of your talents; training in Bluff might get you past gate guards, or Thievery might disable traps on the magistrate's windows.

When you play a human executioner, consider how your race's penchant for versatility and ambition played into your decision to become an assassin. Perhaps you were recruited at a young age, an orphan snatched off the street by a guild of assassins and given training in a wide variety of weapons and assassination techniques. Alternatively, you might have been a simple thug who dabbled in shadow magic or the use of poisons before you were wooed into an assassins' guild with promises of wealth and power. Maybe you simply saw a way to put your talent for killing to good use and began advancing through the ranks of your assassins' guild with your eyes set on the position of Grandfather Assassin.

Human executioners are usually adherents of the Raven Queen, guided to do her bidding through the touch of shadow magic they possess. Some human executioners worship Erathis, particularly her aspect of civilization; these rare individuals turn their weapons on any that threaten the strength of a civilization, such as insurgents and rebels who try to break the bonds of society.

**Revenant** Revenants have the combination of implacability and physical prowess needed to flourish as executioners. To accomplish whatever task returned the revenant to life, the skills and powers of an executioner might be just the edge required to get the job done. The touch of shadow already inherent within the revenant's returned form blends and combines perfectly with the shadow magic employed by the executioner.

Revenants most often follow the Raven Queen, because the Lady of Fate is often the source of their return to the natural world. Whether willingly or unwillingly, a revenant must complete the tasks set before him or her by the Raven Queen, for the goals of death cannot be long denied.

## Ability Scores

Determine your ability scores, remembering that an executioner is best served by a superior Dexterity score. You use Dexterity to make your weapon attacks; a steady hand and quick reflexes help you exploit an enemy's weaknesses. Because you rely on stealth to evade guards and other obstacles, you also need a good Dexterity to boost your Armor Class and skill checks.

Charisma helps you deceive and distract your foes, so you also want to have a high score in this ability. The Bluff and Streetwise skills in particular can be crucial when you must throw an enemy off your trail.

You increase two ability scores of your choice by 1 each when you reach certain levels: 4th, 8th, 14th,

*An assassin strikes without fear or compassion*

BEN WOOTTEN

18th, 24th, and 28th. In addition, all your ability scores increase by 1 at 11th and 21st levels.

Your other ability scores can help shape your character's background and interests. If you have a solid Strength score, you are likely the kind of assassin who leaps from rooftop to rooftop, clambers over walls, and uses physical ability to get close to your foes. If you have a good Wisdom score, you might instead be a more thoughtful and studious executioner, one who likes to spend hours and days studying a target before striking with lethal precision.

## Skills

At 1st level, you have training in Stealth. In addition, you choose four more trained skills from the following list of class skills: Acrobatics, Arcana, Athletics, Bluff, Endurance, Insight, Intimidate, Perception, Streetwise, and Thievery.

For an executioner, each skill represents a tool that can be used when the time is right. Executioners have many different skill needs, depending on the situation. Sometimes they need to be secretive and silent, while at other times they need to be cunning and street smart. It benefits an executioner to have a wide range of skills so that any situation can be dealt with swiftly without disrupting the plan.

Your skills help describe your preferred assassination methods. An executioner who has training in Acrobatics and Athletics might have spent his formative years dashing across rooftops and might now specialize in second-story intrusions and assassinations in a target's lair. Alternatively, an executioner with training in Bluff and Streetwise might be a master of blending in. Such assassins spend years learning the mannerisms and habits of a variety of different cultures so that they can range far and wide in the pursuit of a target.

## Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Executioner Heroic Tier table on page 19.

For your guild attacks, decide whether you want to fight with melee or ranged weapons. If you want to fight close up and personal, choose Red Scales and the powers associated with that guild. If you want to attack from a distance, select League of Whispers and the powers connected to that guild. You also have a choice of two types of poison that you are familiar with.

## Feats

Choose one feat at 1st level. You gain an additional feat at every even-numbered level, plus a feat at 11th and 21st levels.

Feats from the quick reaction category are a good choice for reflecting the executioner's ability to react and move quickly in any unexpected situation. Similarly, feats from the weapon training category can give the assassin an edge in combat. Assassins prefer melee weapons and those that can be easily used at close range, where they are most effective. Because executioners can use shields, consider taking the expertise feat that applies to a one-handed weapon, such as a dagger (light blades). The Master at Arms feat is also a great choice if you plan to use multiple weapons.

Additionally, many executioners spend a great deal of time studying and practicing their abilities. Consider taking feats from the learning and lore category, particularly those that enhance Athletics, Bluff, and Stealth, all of which can be extremely useful to executioners.

## Equipment

You have proficiency with the following types of armor: cloth and leather. You can also use light shields. You have proficiency with the following weapons and weapon types: simple one-handed melee, military one-handed melee, garrote, simple ranged, blowgun, bola, shortbow.

You have 100 gp to buy your starting equipment. Begin by purchasing a poisoner's kit, which you will need to create the poisons you use. Next, buy a suit of leather armor, a light shield, and a one-handed weapon. A dagger is a good choice for a melee weapon because it is small, easy to conceal, and lightweight. A spear is also a good choice for an executioner who does not need to hide his weapon, since its larger damage die will make you a bit

### ASSASSIN TOOLS

All assassins have certain tools of their trade that they specialize in. Described below are three weapons and a new item of gear for use with the executioner.

**Blowgun:** This long, tubular weapon is used by blowing on one end. It can launch darts and other agents.

**Bola:** Consisting of two or three weighted spheres connected by cord, bolas tangle up opponents, but the spheres are also strong enough to inflict injuries.

**Garrote:** This strangling tool is a length of wire or knotted rope with handles at either end.

**Poisoner's Kit:** A poisoner's kit is an essential part of the assassin's repertoire. It contains the base components and tools needed to craft poisons. See page 159 for more information.

**SUPERIOR MELEE WEAPONS**

***Two-Handed***

| Weapon | Prof. | Damage | Range | Price | Weight | Prop. | Group |
|---|---|---|---|---|---|---|---|
| Garrote* | +3 | 1d4 | — | 1 gp | 1 lb. | HC, S | Garrote |

***The only attacks that you can make with a garrote are ones that require or allow its use. Also, if you are holding a garrote in both hands, you can use the grab action even without a hand free. If the grab hits, the target takes 1[W] damage from the garrote.**

**SUPERIOR RANGED WEAPONS**

***One-Handed***

| Weapon | Prof. | Damage | Range | Price | Weight | Prop. | Group |
|---|---|---|---|---|---|---|---|
| Bola | +3 | 1d4 | 4/8 | 5 gp | 2 lb. | LT | Flail |

***Two-Handed***

| Weapon | Prof. | Damage | Range | Price | Weight | Prop. | Group |
|---|---|---|---|---|---|---|---|
| Blowgun | +3 | 1d4 | 5/10 | 5 gp | 2 lb. | LM, S | Blowgun |

more dangerous. Likewise, be sure to purchase the weapons associated with your guild attacks.

You also want a ki focus (page 159), an item through which you channel shadow magic. Once you have a magic ki focus, you will be able to confer its enhancement bonus to your arsenal of weapons.

## Defenses and Hit Points

Calculate your defenses using your ability modifiers and the bonus for your character's armor and shield. In addition, you gain a +1 bonus to Fortitude and a +1 bonus to Will.

You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level. You have a number of healing surges per day equal to 7 + your Constitution modifier.

## Alignment and Final Details

At this point, you should have all the mechanical details of your character determined. There are a few more decisions to make.

Pick an alignment, which represents a basic outlook on the world that helps shape how your character acts. Do you execute only those who are perpetrating evil on the world? If so, lawful good or good is the best match for your character. If you perform executions only to serve your own needs and wants, then unaligned is a good choice.

Finally, check with your DM to see where you are from in the campaign setting, the people you already know, and what your current situation is. It also helps to spend a few minutes working out how or if you know the other players' characters.

# Heroic Executioner

As your career begins, you work on the basic skills that allow you to evade notice and deliver killing strikes. Although you might begin by assassinating goblin chiefs and orc warlords, the abilities you develop in the heroic tier set the stage for far greater accomplishments.

**EXECUTIONER HEROIC TIER**

| Total XP | Level | Feats Known | Class Features and Powers |
|---|---|---|---|
| 0 | 1 | 1 | Versatile Defense<br>Attack Finesse<br>Guild Attacks<br>*Assassin's strike*<br>Quick Swap<br>Poison Use |
| 1,000 | 2 | +1 | Utility power |
| 2,250 | 3 | — | Death Attack |
| 3,750 | 4 | +1 | Ability score increase<br>Nimble Drop |
| 5,500 | 5 | — | Improved Poison Use |
| 7,500 | 6 | +1 | Utility power |
| 10,000 | 7 | — | *Hidden stab* |
| 13,000 | 8 | +1 | Ability score increase<br>Flawless Disguise |
| 16,500 | 9 | — | Improved Poison Use |
| 20,500 | 10 | +1 | Utility power |

## Level 1: Versatile Defense

Ever watchful, an executioner practices techniques for staying alive. You have learned a mode of defense tailored to your fighting style.

**Benefit:** You choose a bonus feat, either Shield Proficiency: Light or Two-Weapon Defense. You don't have to meet the feat's prerequisite.

# Level 1: Attack Finesse

For the executioner, speed, agility, and precision are more important than muscle. An executioner learns how to handle any weapon with a finesse that lends itself to more accurate strikes.

**Benefit:** You can use Dexterity instead of Strength for your melee basic attacks.

In addition, once per turn you can deal 1d8 extra damage with a weapon attack using a one-handed weapon, a garrote, a blowgun, or a shortbow. The extra damage increases to 2d8 at 11th level and 3d8 at 21st level.

# Level 1: Guild Attacks

As a member of either the Red Scales or the League of Whispers, you have learned various deadly attack techniques. At the start of your career, you can use the techniques associated with your guild.

# Red Scales

The Red Scales are considered by many to be the masters of close-quarters combat. The techniques that their guild members learn combine decades of study of both martial arts and common assassination techniques, giving them an edge when they are unarmed, wielding a dagger, or using a garrote.

**Benefit:** You gain the powers *garrote strangle, poisoned dagger,* and *quick lunge.*

## Garrote Strangle

The garrote is a favorite weapon for silent executions. It gives the assassin a silent and efficient weapon for use on the unsuspecting. Though it is difficult to use a garrote on someone who is aware of its presence, assassins have been known to lie in wait for just the right moment when their target wanders too close, then reach out to strangle the target before he or she can react.

### BASIC ATTACKS

As an assassin, you make most of your attacks using basic attacks. Your guild attacks and poisons are more situational, giving you a diverse array of tools in battle.

**Garrote Strangle** — Assassin Attack

*You wait for the perfect moment when your foe is within reach, then strangle it with your garrote.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must use this power with a garrote.
**Effect:** You shift up to 2 squares before the attack.
**Target:** One creature you are hidden from
**Attack:** Dexterity vs. Reflex
**Hit:** 2[W] + Dexterity modifier damage, and the target is grabbed until the end of your next turn. While the grab persists, the target takes a –2 penalty to attack rolls against you and cannot speak, and you cannot make other attacks.
*Level 21:* 4[W] + Dexterity modifier damage.
**Sustain Standard:** The grab persists, and the target takes 2[W] + your Dexterity modifier damage.
*Level 21:* 4[W] + Dexterity modifier damage.

## Poisoned Dagger

The dagger's narrow blade excels at piercing armor and slipping through gaps in defenses, making it a good candidate for delivering poisons. Since only a slight nick is required to administer a poison, many assassins carry daggers for just this purpose, even when using some other weapon as their primary one.

**Poisoned Dagger** — Assassin Attack

*Your piercing blade delivers poisons quickly and cleanly, making them difficult to shake off.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must use this power with a dagger.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage. If you deliver an assassin poison with this attack, the target takes a –4 penalty to its first saving throw, if any, against the poison's effect.
*Level 21:* 2[W] + Dexterity modifier damage.
**Effect:** If the dagger has an assassin poison on it that is normally delivered on a hit, you can deliver that poison to the target even if the attack misses.

## Quick Lunge

You focus some of your training on the speed of your movements in combat. This particular attack technique allows you to lash out quickly at an enemy that believes itself to be out of your reach. You can not only attack a quarry that would normally be protected by an intervening bodyguard, but you can also upend a foe to prevent its retreat.

**Quick Lunge** — Assassin Attack

*You lunge forward quickly, upending your foe with a kick and a thrust of your weapon.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Melee** 1
**Effect:** You shift 1 square before the attack.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 1[W] damage, and you knock the target prone. You can then shift 1 square back to your starting position.
*Level 21:* 2[W] damage.

# League of Whispers

Members of the League of Whispers specialize in the use of a variety of ranged weapons. This training allows them to perform special tricks that can help them execute a target or escape the local authorities. League members undergo training with bolas, hand crossbows, and blowguns to give them an edge against enemies both near and far. Like other executioners, members of the League are trained in the use of multiple weapons and usually carry a variety of weapons with which they are skilled.

**Benefit:** You gain the powers *bola takedown*, *precision dart*, and *quick shot*.

## Bola Takedown

The proper application of bolas can bring down even the most nimble of enemies. Executioners frequently use bolas to keep their targets from escaping, since most creatures tend to flee from their killers on sight. However, this particular technique, which uses a specialized throwing motion to ensure maximum extension of the weapon, is also sometimes used to trip up pursuit when fleeing from the scene of an execution.

**Bola Takedown** — Assassin Attack

*You whirl your bola over your head and take careful aim before hurling it at a foe's legs.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must use this power with a bola.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 1[W] damage, and the target falls prone.
*Level 21:* 2[W] damage.

## Precision Dart

Though one of the weaker weapons in the executioner's repertoire, the blowgun is an excellent tool for ensuring that a poison is delivered directly to an opponent and not turned aside by armor that can deflect a dagger. This technique gives you pinpoint accuracy with the blowgun. A well-placed dart can even be lethal to weaker foes if it punctures a vital area.

**Precision Dart** — Assassin Attack

*The poisoned dart flies from your blowgun with unerring accuracy.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Ranged** weapon
**Requirement:** You must use this power with a blowgun.
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 1[W] + Dexterity modifier damage. If you deliver an assassin poison with this attack, the target takes a –4 penalty to its first saving throw, if any, against the poison's effect.
*Level 21:* 2[W] + Dexterity modifier damage.
**Effect:** If the ammunition has an assassin poison on it that is normally delivered on a hit, you can deliver that poison to the target even if the attack misses.

## Quick Shot

The hand crossbow is one of the great equalizers when it comes to lethal ranged combat. Executioners often prefer to perform most of their assassinations up close, which can sometimes bring the assassin too close to other enemies. This particular quick-fire technique uses the hand crossbow to surprise and stagger nearby enemies long enough for the executioner to escape.

**Quick Shot** — Assassin Attack

*You loose a quick bolt from your crossbow, thereby creating a momentary opening for your escape.*

**At-Will ✦ Martial, Weapon**
**Standard Action** **Ranged** 1
**Requirement:** You must use this power with a hand crossbow.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 1[W] + Dexterity modifier damage.
*Level 21:* 2[W] + Dexterity modifier damage.
**Effect:** You shift up to 2 squares.
**Special:** Using this power doesn't provoke opportunity attacks.

# Level 1: Assassin's Strike

The heart of the executioner's ability to take down a foe is the *assassin's strike* technique. An executioner often has only one chance to eliminate an enemy. Once the element of surprise is lost, bodyguards (or even targets themselves, if capable) can interfere with the mission, leaving the target regretfully alive. This powerful technique represents the intersection of the assassin's knowledge of vital areas of the body, extreme mastery of weapons, and ability to throw everything he has into a single formidable attack. The executioner must wait for the exact right moment to strike, but when he does, this attack can slay a target instantly.

**Benefit:** You gain the *assassin's strike* power.

**Assassin's Strike** — Assassin Attack

*You strike with precision at the exact right moment, landing an attack that can be instantly fatal.*

**Encounter ✦ Martial**
**No Action** **Personal**
**Trigger:** You hit a creature within 5 squares of you with an attack using a weapon.
**Target:** The creature you hit
**Effect:** The target takes 1d10 extra damage from the triggering attack. If the target is helpless, this damage is maximized.
*Level 3:* 2d10 extra damage.
*Level 7:* 3d10 extra damage.
*Level 13:* 4d10 extra damage.
*Level 17:* 5d10 extra damage.
*Level 23:* 6d10 extra damage.
*Level 27:* 7d10 extra damage.
**Special:** Nothing but a short or an extended rest can allow you to regain the use of this power.

## Level 1: Quick Swap

Your weapons are extensions of your body. When you are changing your focus from nearby foes to distant enemies, you can switch between your melee and ranged weapons with ease.

**Benefit:** Once during each of your turns, you can take a free action to draw or stow a weapon and then draw another weapon.

## Level 1: Poison Use

Executioners have a long history with poison. All become masters at mixing their own poisons. For most assassins, poison is only one of their many weapons. Most of the poisons used by executioners are merely the set-up for a later attack, a precursor to ensure that the target won't be able to stop the executioner once the assassination attempt begins in earnest.

Many poisons are outlawed in civilized realms, so executioners learn to craft simple, unstable venoms that quickly break down into inert components. In this manner, an assassin can travel with a seemingly innocent array of materials. When it is time to strike, the executioner quickly crafts a poison as needed. Because the poison is unstable, it decays rapidly and leaves no incriminating evidence if unused. A shrewd executioner can maintain an innocent facade even in the face of a thorough search of his or her person and quarters.

### SPECIAL POISONS

Several of the poisons described here have special effects that begin with "If the DM allows it, a creature reduced to 0 hit points by this poison is not killed, but . . ."

These are discretionary effects in that they call for some interpretation by the players and the DM. For example, id moss powder causes permanent insanity. We don't define what that means; it's up to you. You might decide that the target's Intelligence and Wisdom scores drop to 1 with no hope of recovery, or that it regains its former mental capacity but is forever twisted in some psychotic way. Likewise, the extent of the visible scarring caused by ungol dust is open to interpretation. Do the scars cover the victim's whole body or only its face? Do they affect Charisma?

All of this assumes, of course, that the assassin leaves the target alive at 0 hit points rather than just finishing it off.

If these poisons are ever used against fellow player characters, the DM should consider allowing the "permanent" effects to be removed through quests, long-lost rituals, or some other adventurous process.

**Benefit:** You learn the recipes for two 1st-level assassin poisons of your choice. During an extended rest, you can prepare one vial of a 1st-level assassin poison.

You must know the poison's recipe and have a poisoner's kit. The vial contains a single use of the poison, which expires if it isn't used before the start of your next extended rest. An item can benefit from the effects of only one assassin poison at a time.

Only you can use your assassin poisons, and you are immune to the effects of the ones you create.

### Bloodroot Poison

The poison created from the oil of the bloodroot plant causes a temporary fever and weakening of the body. Bloodroot (named for the deep crimson color of the root) is a relatively common plant often mistaken for other, harmless plants that grow nearby. The poison is favored by assassins who seek to knock an enemy off balance and disorient it before the lethal strike.

**Bloodroot Poison** Level 1

*This crimson liquid causes fever and disorientation.*

**Assassin Poison**

**Power (Consumable ✦ Poison):** Minor Action. You apply the poison to your melee weapon or one piece of your ammunition. During this encounter, the next creature you hit with a weapon attack using the poisoned item takes 6 extra poison damage, and it is dazed (save ends).

**Power (Consumable ✦ Poison):** Minor Action. You pour the poison into a drink or onto a plate of food. The first creature to consume the food or drink within the next hour is dazed until the end of its next extended rest.

### Carrion Crawler Brain Juice

Carrion crawler brain juice is exactly what its name claims: a poison derived from the brains of vicious carrion crawlers, which makes it a difficult substance to harvest. Carrion crawler brain juice makes the body of the target sluggish as the poison attacks muscles and essential tissues that help the body move. Longer exposure to brain juice causes a form of paralysis that makes it impossible for the victim to move a significant distance.

**Carrion Crawler Brain Juice** Level 1

*Purple, oily carrion crawler brain juice can cause sluggishness and paralysis.*

**Assassin Poison**

**Power (Consumable ✦ Poison):** Minor Action. You apply the poison to your melee weapon or five pieces of your ammunition. Until the end of the encounter, whenever you hit a creature with a weapon attack using the poisoned item, the target takes 4 extra poison damage, and it is slowed until the end of your next turn.

**Power (Consumable ✦ Poison):** Minor Action. You apply the poison to a single handheld object. Within the next hour, the first creature other than you to hold or wear the object for more than 1 minute is immobilized until the end of its next extended rest.

## Greenblood Oil

Named for its color and thickness, greenblood oil is a viscous poison derived from poisonous plants that grow deep in primeval forests. This combination of oils from several different sources has medicinal uses: It breaks up dangerous blood clots and can be used to help drain infections from the body. Assassins, however, use greenblood oil to make it more difficult for the body to heal. This poison is often used to make a target more vulnerable to harm rather than by harming directly. For example, an assassin might pour greenblood oil over a target's food early in the day before performing a very public assassination, to ensure that the victim cannot be magically healed once the attack takes place.

### Greenblood Oil — Level 1

*This thick, green oil has the consistency of blood and makes enemies more susceptible to grievous injuries.*

**Assassin Poison**

**Power (Consumable ✦ Poison):** Minor Action. You apply the poison to your melee weapon or one piece of your ammunition. During this encounter, the next enemy you hit with a weapon attack using the poisoned item takes 10 extra poison damage, and it cannot regain hit points (save ends).

**Power (Consumable ✦ Poison):** Minor Action. You pour the poison into a drink or onto a plate of food. The first creature to consume the food or drink within the next hour takes a –4 penalty to saving throws and cannot regain hit points until the end of its next extended rest.

## Id Moss Powder

Id moss grows primarily in caves and crevasses in the earth, particularly in places where the sun never reaches. Most forest-dwelling people know to avoid consuming id moss even in desperate situations, because the moss causes mental trauma and eventually insanity. When crushed into a fine powder, id moss powder can be inhaled, allowing it to attack the mind more quickly.

### Id Moss Powder — Level 1

*This green powder causes mental anguish and eventually insanity.*

**Assassin Poison**

**Power (Consumable ✦ Implement, Poison, Psychic):** Standard Action. *Effect:* You make the following attack.
**Ranged** 5
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier poison damage, and ongoing 5 psychic damage (save ends).
*Each Failed Saving Throw:* The target makes a basic attack as a free action against its nearest ally.
**Miss:** Half damage, and ongoing 5 psychic damage (save ends).
**Special:** If the DM allows it, a creature reduced to 0 hit points by this poison is not killed, but is instead driven permanently insane.

**Power (Consumable):** Standard Action. You place the poison in a closed container, such as a chest or a jewelry box. Make the attack above against the first creature to open the container within the next hour.

## Nitharit Poison

One of the few slow-acting poisons in the assassin's repertoire, nitharit poison gradually breaks down a creature's natural defenses against toxins and eventually turns those defenses against the poisoned creature. Nitharit poison is often used as a precursor to weaken a target before a second poisoning assault. For example, an assassin might put nitharit poison in a magistrate's wine, then later in the evening return to finish the job with a stronger poison once the target's body is in no shape to fight it off.

### Nitharit Poison — Level 1

*This clear, odorless, tasteless liquid slowly turns a creature's natural defenses against poison into a harmful weapon.*

**Assassin Poison**

**Power (Consumable ✦ Poison):** Minor Action. You apply the poison to your melee weapon or five pieces of your ammunition. Until the end of the encounter, when you hit a creature with a weapon attack using the poisoned item, the creature takes ongoing 2 poison damage (save ends).
*First Failed Saving Throw:* The creature instead takes ongoing 5 poison damage (save ends).

**Power (Consumable ✦ Poison):** Minor Action. You apply the poison to a handheld object. Within the next hour, the first creature other than you to hold or wear the object for more than 1 minute gains vulnerable 5 poison and loses all poison immunity and resistance until the end of its next extended rest.

## Ungol Dust

Ungol dust is a black powder made of the crushed remains of dried-up spiders and scorpions that is so fine that one errant breath can blow away an entire dose. Most of those who craft this poison wear masks to ensure that they do not accidentally disperse—or inhale—the dust before packing it into small, easily shattered pellets. When ungol dust comes into contact with flesh or other living material, it becomes highly corrosive.

### Ungol Dust — Level 1

*This black powder dissolves organic material.*

**Assassin Poison**

**Power (Consumable ✦ Acid, Implement, Poison):** Standard Action. *Effect:* You make the following attack.
**Ranged** 5
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3d8 + Dexterity modifier poison damage, and ongoing 5 acid damage (save ends).
**Miss:** Half damage, and ongoing 5 acid damage (save ends).
**Special:** If the DM allows it, a creature reduced to 0 hit points by this poison is not killed, but is instead knocked unconscious until the end of the encounter, and it is permanently and visibly scarred.

**Power (Consumable):** Standard Action. You place the ungol dust in a closed container, such as a chest or a jewelry box. Make the attack above against the first creature to open the container within the next hour.

# Level 2: Utility Power

Part of being an assassin is knowing which tool to use in any situation. Some executioners master the power of shadow magic early to gain a supernatural edge over their targets. Others simply refine their natural skills, pushing themselves to peak performance.

**Benefit:** You gain a 2nd-level assassin utility power of your choice.

## Distracting Illusion

Mastering the ability to weave shadow magic to create illusions can be a useful skill for the assassin who wants to focus on subterfuge and misdirection. The images created by *distracting illusion* won't fool anyone who examines them closely or interacts with them. Instead, these illusions are meant to cover up the assassin's actions. For example, an assassin might create an illusion of the guard that the assassin just killed, standing at his assigned post, in order to fool observers into thinking the guard is still on duty. Alternatively, an assassin might lure his or her quarry out into the open by creating an illusion of a trusted companion beckoning the target urgently to where the assassin lurks in the shadows.

**Distracting Illusion** — Assassin Utility 2

*The image of a creature flickers and then solidifies as you craft an illusion meant to cover your dark deeds.*

**Encounter ✦ Illusion, Shadow**
**Minor Action** — **Close** burst 10

**Effect:** You create the illusion of a Medium creature of your choice in an unoccupied square in the burst. The illusion is silent but moves and acts as though it was the creature it appears to be. Creatures that closely examine the illusion can make an Insight check to discover the illusion for what it really is. The check is opposed by a Bluff check that you make when you create the illusion. The illusion lasts until the end of your next turn.

**Sustain Minor:** The illusion persists until the end of your next turn, and you can move it up to 6 squares.

## Silent Stalker

You have learned to quiet your steps and keep your equipment from making noise. As soon as your enemies turn their backs on you, you can approach quickly and quietly, using your enemy's body to shield yourself from sight.

**Silent Stalker** — Assassin Utility 2

*You pad quietly toward your victim, unseen and unheard.*

**At-Will ✦ Martial**
**Move Action** — **Personal**
**Requirement:** You must be hidden.

**Effect:** You move up to your speed to a square within 2 squares of an enemy. You remain hidden until the end of this turn or until you make an attack.

## Summon the Mists

*Summon the mists* is a simple power that provides rudimentary cover against observation. It allows you to call up a bank of fog that rolls out from the shadows to conceal your actions. When used properly, it usually draws little attention from observers because the fog appears to be perfectly natural even as it conceals dark deeds.

**Summon the Mists** — Assassin Utility 2

*A thick fog rises around you.*

**Daily ✦ Shadow, Zone**
**Minor Action** — **Close** burst 5

**Effect:** The burst creates a zone of lightly obscured squares that lasts until the end of the encounter.

# Level 3: Death Attack

Executioners know how to ensure that the job gets done. You rarely leave your enemies on the brink of death and know how to drive your weapon just a little deeper to turn a grave wound into a killing blow.

**Benefit:** When you hit an enemy with a melee or a ranged attack that deals damage, you can choose to reduce the enemy to 0 hit points automatically if it has 10 hit points or fewer after the damage is dealt.

# Level 4: Ability Score Increase

Shadow is becoming so ingrained within you that it infuses your essential nature and makes you more than you were before.

**Benefit:** You increase two ability scores of your choice by 1.

# Level 4: Nimble Drop

Whether high on the rooftops or lurking along the edge of a cliff, you often find yourself using hiding places that are perched upon great heights. You know how to soften a fall so that you can leap into action from your lofty lair.

**Benefit:** When you take falling damage, you can take a free action to reduce the damage by 6 + your level. If this reduces the damage to 0, you don't fall prone.

# Level 5: Improved Poison Use

Your confidence in your skills as a maker of poisons grows, as does your speed in doing so. Even when handling deadly toxins, your hand remains steady, and your eye for mixtures gives you the ability to accomplish more in a short time.

**Benefit:** You learn the recipe for another 1st-level assassin poison of your choice. During an extended rest, you can now prepare two vials of 1st-level assassin poison.

# Level 6: Utility Power

You have learned to master a more advanced assassination technique, ranging from improved skill in shadow magic to practical experience in staying out of sight.

**Benefit:** You gain a new assassin utility power of your level or lower.

## Ghost of the Rooftops

Streets and alleyways are filled with city guards and other witnesses, so some executioners learn the art of dancing from roof to roof with speed and precision. For such a character, clearing the distance between buildings or scaling a palace wall is like taking a stroll around the corner.

**Ghost of the Rooftops** — Assassin Utility 6

*Your skill at climbing and leaping allows you to move across the rooftops unhindered.*

**At-Will (Special) ✦ Martial**
**Move Action** — **Personal**
**Effect:** You climb or make a long jump, moving a number of squares up to your speed, without making an Athletics check.
**Special:** You can use this power only once per round.

## Darkness

Not every execution can be performed with only your victim present. Bodyguards, servants, and innocent bystanders sometimes interfere with assassinations. *Darkness* allows you to sow confusion by creating an area of pure, magical darkness that no light can penetrate. Those in the area of its effect cannot see you performing your lethal task. Some executioners also use this power to conceal their hiding places from outside observers; a well-placed *darkness* effect can block the light of lamps and candles, making a room in an inn appear dark to observers who might be hunting the assassin just outside the window.

**Darkness** — Assassin Utility 6

*A cloud of pure shadow expands from you, shrouding the area in darkness.*

**Daily ✦ Shadow, Zone**
**Minor Action** — **Close** burst 2
**Effect:** The burst creates a zone that lasts until the end of your next turn. To creatures other than you, the zone is totally obscured and blocks line of sight.
**Sustain Minor:** The zone persists until the end of your next turn. You must be in the zone to sustain it.

## Vanish

A quick escape is one of the most valued tools in your repertoire. This power ensures that you can disappear without a trace, at least long enough to retreat without being pursued. It envelops you in a cloak of invisibility, then teleports you a short distance to make sure that your enemies are completely confounded.

**Vanish** — Assassin Utility 6

*Without warning you disappear from the sight of all around you. By the time you reappear, you are far from where you once stood.*

**Encounter ✦ Shadow, Teleportation**
**Immediate Reaction** — **Personal**
**Trigger:** You are hit by an attack.
**Effect:** You become invisible until the start of your next turn, and you teleport up to your speed.

# Level 7: Hidden Stab

An assassin's target is not often easy prey. Assassins are usually tasked with taking down enemies that have powerful spells, years of training, and extensive experience in avoiding assassination attempts. However, the most skilled assassins are those who can land their devastating strikes on these powerful enemies, and most successful assassins use this technique to catch a well-defended enemy off guard and then land a killing blow.

**Benefit:** You gain the *hidden stab* power.

**Hidden Stab** — Assassin Attack

*With a quick grab from behind, you cause your enemy to lower its defenses, allowing you to land a deadly blow even as they struggle to break free.*

**At-Will ✦ Martial, Weapon**
**Standard Action** — **Melee** 1
**Requirement:** You must have a hand free and use this power with a light blade.
**Target:** One creature
**Attack:** Dexterity vs. AC
**Hit:** 1[W] damage, and the target is grabbed until the end of your next turn. While the grab persists, the target grants combat advantage, and it takes a -2 penalty to its first escape attempt. If you make a melee weapon attack against the target before the grab ends and your *assassin's strike* is not expended, you can use that power against the target even if the attack misses.
*Level 21:* 2[W] damage.
**Sustain Minor:** The grab persists until the end of your next turn.

# Level 8: Ability Score Increase

You are long accustomed now to the darkness within you, and your body and mind become more formidable.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 8: Flawless Disguise

Deception is a key part of the executioner's ability to reach his or her targets without impediment. Because infiltration is often necessary for gaining access to a target, executioners learn to disguise themselves well enough to blend in with their surroundings. You might pass yourself off as a servant to infiltrate the local lord's manor or appear as a merchant's cook to get into his dining chambers.

**Benefit:** During a short rest, you can craft an excellent disguise that makes you appear to be another humanoid of your size (either a specific person or a nondescript member of a race or an organization). Any creature that attempts to see through your ruse makes an Insight check opposed by your Bluff check, with a +5 bonus to your check. You must use a disguise kit to create the disguise.

## Level 9: Improved Poison Use

The longer you work with your poisons, the more you learn about them. Whether you pick up the knowledge from a fellow assassin, pay a local apothecary for new instruction, or simply learn of new poisons by trial and error, your repertoire of poisons continues to grow.

**Benefit:** You learn the recipe for another 1st-level assassin poison of your choice. During an extended rest, you can now prepare three vials of 1st-level assassin poison.

## Level 10: Utility Power

At the peak of your power in the heroic tier, your mastery of shadow magic gives you access to a variety of tools that you can use to perform your executions without being obstructed or captured.

**Benefit:** You gain a new assassin utility power of your level or lower.

### Death Mark

Executioners often mark their targets in some way before the assassination occurs. This power creates a singed, black sigil somewhere on the target's body that pulses with shadow magic. This mark creates a bond between the executioner and the target that gives the executioner the ability to detect the target with unerring accuracy. Once a *death mark* is placed, the assassin is rarely far behind.

**Death Mark** — **Assassin Utility 10**

*A black mark appears on the target's form, appearing to be burned in with a hot iron. It warns of impending death.*

**Daily ✦ Shadow**
**Minor Action** **Close** burst 5
**Target:** One creature in the burst
**Effect:** Until the end of your next extended rest, you always know the direction and approximate distance to the target. In addition, the target cannot become invisible to you.

### Eyes Unseen

A useful power that has saved the lives of many an executioner, *eyes unseen* allows the user to peer through walls, around corners, and even through ceilings and floors to see what lies ahead. It creates a small, invisible sensor crafted by shadow magic that can appear within a small radius and pass visions back to the assassin. Many executioners use *eyes unseen* to search for guards, keep an eye on pursuers, or reveal traps and ambushes before walking into them.

**Eyes Unseen** — **Assassin Utility 10**

*You conjure a sensor of shadow that appears nearby and allows you to see through walls and other barriers.*

**Encounter ✦ Shadow**
**Minor Action** **Personal**
**Effect:** Choose a square within 5 squares of you, even a square on the other side of blocking terrain. Until the end of your next turn, you can see and hear from that square, as well as from your own.

### Walk Through Shadow

When you use *walk through shadow*, you create a brief, flickering shadow that whisks you quickly from one place to another. Unlike some other teleportation abilities, *walk through shadow* can take the user into unknown places and allows him or her to bypass walls, doors, and other barriers with a blind jump.

**Walk Through Shadow** — **Assassin Utility 10**

*A swirling mass of shadow surrounds you before transporting you instantaneously a short distance.*

**Encounter ✦ Shadow, Teleportation**
**Move Action** **Personal**
**Effect:** You teleport up to 5 squares. You do not need line of sight to the destination space. If you try to teleport into a space that you cannot occupy, the teleportation is negated.

# Paragon Executioner

Executioners who reach the paragon tier have proven themselves more than capable of carrying out assassinations (both clandestine and public) without being caught or killed themselves. For you, simple political assassinations and hired killings begin to lose their luster, because city watchmen or the bodyguards of local merchants rarely challenge your skills. Your abilities are better utilized stalking more powerful quarry—those that threaten the entire world, if not the planes themselves.

## Paragon Path: Guild Executioner

At 11th level, your executioner takes on a paragon path, typically the guild executioner paragon path. As a member of a powerful guild, you are afforded training and education in the killing arts that surpasses the prowess of most who work alone. You learn secret fighting techniques, gain access to experts in the field of poison use, and rise through the ranks of your guild as your skills progress. Perhaps one day you will even challenge the Grandfather of Assassins for control of the guild.

**Prerequisite:** Only an executioner can take this paragon path.

**EXECUTIONER PARAGON TIER**

| Total XP | Level | Feats Known | Class Features and Powers |
|---|---|---|---|
| 26,000 | 11 | +1 | Ability score increase<br>Blindside [guild executioner]<br>Devastating Assassination [guild executioner]<br>Executioner's Action [guild executioner] |
| 32,000 | 12 | +1 | *Daring escape* [guild executioner] |
| 39,000 | 13 | — | Improved Death Attack |
| 47,000 | 14 | +1 | Ability score increase |
| 57,000 | 15 | — | Improved Poison Use |
| 69,000 | 16 | +1 | Vital Strike [guild executioner]<br>*Untraceable step* |
| 83,000 | 17 | — | *Shadow coffin* |
| 99,000 | 18 | +1 | Ability score increase |
| 119,000 | 19 | — | Improved Poison Use |
| 143,000 | 20 | +1 | Poisoner's Secrets [guild executioner] |

## Level 11: Ability Score Increase

As if to prepare you for the paragon tier, your body and mind gird themselves against future threats by making you more formidable in every way.

**Benefit:** Each of your ability scores increases by 1.

## Level 11: Blindside

**Guild executioner paragon path feature**

A key trait taught to you by your guild is how to take advantage of the ignorance of your enemies. While hidden, you can remain so still that, when your strike comes, your enemies have no time to react or to defend themselves. Though truly blindsiding your enemies is difficult (requiring them to move within striking distance of you without seeing you), good luck and a good hiding place can often make your assassinations easier than ever.

**Benefit:** If you are hidden from your enemies at the start of an encounter, you gain a +4 bonus to your first attack roll during the encounter.

## Level 11: Devastating Assassination

**Guild executioner paragon path feature**

Your guild has taught you its secret techniques for executions. These secrets may be as simple as the angle of a blade or as complex as a long period of preparation before the execution takes place. Regardless of the actual form it takes, this knowledge increases the potency of your deadliest attack.

**Benefit:** When you use *assassin's strike*, increase the extra damage it deals by 2d10.

## Level 11: Executioner's Action

**Guild executioner paragon path feature**

For you, the span of time when your killing blow streaks toward your enemy's body seems to slow to a crawl. That crucial instant passes in the blink of an eye for your enemies and allies, but you perceive each fraction of it in full clarity that lets you guide your strike to where it will do the most harm.

**Benefit:** When you spend an action point to make an attack and you roll a 1, 2, or 3 on any damage die associated with that attack (including extra damage from *assassin's strike* or critical hit dice), that die instead deals 4 damage.

## Level 12: Daring Escape

**Guild executioner paragon path feature**
When the kill is made, you need to be prepared to bolt away at a moment's notice. Your guildmasters taught you a special slaying technique that uses the momentum of your last, deadly strike to propel yourself away. Before your enemies even know that their ally is dead, you are already speeding out of sight.

**Benefit:** You gain the *daring escape* power.

**Daring Escape** — Guild Executioner Utility 12

*You transfer the momentum of a killing blow into a rapid dash that leaves remaining enemies far behind.*

**Encounter ✦ Martial**
**Free Action** — **Personal**
**Trigger:** You reduce an enemy to 0 hit points.
**Effect:** You shift up to twice your speed. During the shift, you can climb and jump, with a +5 power bonus to Athletics checks to do so.

## Level 13: Improved Death Attack

Death comes swiftly to the wounded, and even more swiftly when you are involved. Your ability to end the life of a wounded enemy grows to the point that even those who don't yet feel truly endangered can fall to your attack.

**Benefit:** When you hit an enemy with a melee or a ranged attack that deals damage, you can choose to reduce the enemy to 0 hit points automatically if it has 20 hit points or fewer after the damage is dealt.

## Level 14: Ability Score Increase

Your continued cultivation of the dark forces within you enhances your physical and mental resilience.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 15: Improved Poison Use

As you gain greater experience in the wider world, you also come across rare substances that can enhance the effectiveness of your poisons. Through study and experimentation, you learn to create dangerous toxins that draw their potency from exotic creatures and plants.

**Benefit:** You learn the recipe for a 15th-level assassin poison of your choice. When you prepare vials of assassin poison during an extended rest, one of them can be up to 15th level.

### Black Lotus Extract

This powder is derived from the legendary black lotus flower. The effect is devastating when this substance comes in contact with a creature for more than a few seconds. Black lotuses bloom only once every three years, and it is during that time that the flowers can be harvested to produce this toxic oil. Black lotuses grow only in deep swamps, along shadowed riverbanks, and at the edges of caves where they are sheltered from direct light.

**Black Lotus Extract** — Level 15

*This thick oil is dark blue, though it becomes invisible when applied to a weapon or object.*

**Assassin Poison**
**Power (Consumable ✦ Poison):** Minor Action. You apply the poison to your melee weapon or five pieces of your ammunition. Until the end of the encounter, when you hit a creature with a weapon attack using the poisoned item, the creature takes 8 extra poison damage.
**Power (Consumable ✦ Poison):** Minor Action. You apply the poison to a handheld object. Within the next hour, the next creature other than you to hold or wear the object for more than 1 minute takes 40 poison damage.

### Insanity Mist

Another poison designed to affect the mind as much as the body, insanity mist is a liquid that is only potent when made airborne and then inhaled. A liquid is distilled from the brains of mind flayer thralls (or mind flayers themselves, which produce a much higher quantity of poison) and combined with several kinds of mold spores to deliver the poison straight to the brain. Insanity mist begins eroding the consciousness of the victim almost instantly.

**Insanity Mist** — Level 15

*This deep purple liquid swirls with milky colors that sometimes seem to resolve into disturbing images.*

**Assassin Poison**
**Power (Consumable ✦ Implement, Poison, Psychic):** Standard Action. *Effect:* Make the following attack:
**Ranged** 5
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 3d10 + Dexterity modifier poison damage, and ongoing 10 psychic damage (save ends).
*First Failed Saving Throw:* The ongoing damage increases to 15.
**Miss:** Half damage, and ongoing 5 psychic damage (save ends).
**Special:** If the DM allows it, a creature reduced to 0 hit points by this poison is not killed, but is instead driven permanently insane.
**Power (Consumable ✦ Poison):** Standard Action. You place the insanity mist in a closed container, such as a chest or a jewelry box. Make the attack above against the first creature to open the container within the next hour.

**Lich Dust** To those uneducated in the art of poison crafting, lich dust is often believed to be a powder made from the ground-up bones of liches. This belief is only partially correct; in truth, lich dust is made from a combination of pulverized bones taken from a variety of undead creatures (liches among them) mixed with other alchemical and natural substances. Lich dust retains some of the necromantic power that once animated the bones it is made from, which can drain the energy and spirit of creatures that consume it or are injured by a weapon coated with the poison.

**Lich Dust** Level 15

*This white powder looks to be the residue of ground-up bones.*

**Assassin Poison**

**Power (Consumable ✦ Poison):** Minor Action. You apply the poison to your melee weapon or one piece of your ammunition. During this encounter, the next creature you hit with a weapon attack using the poisoned item takes 10 extra poison damage, and it is weakened (save ends).

**Power (Consumable ✦ Poison):** Minor Action. You pour the poison into a drink or onto a plate of food. Within the next hour, the first creature to consume the food or drink is weakened until the end of its next extended rest.

## Level 16: Vital Strike

**Guild executioner paragon path feature**

In your pursuit of a greater ability to execute your targets quickly and efficiently, one of your fields of study is the anatomies of various types of creatures. You have found about more than just the natural races—you've learned where to strike demons to inflict the most damage, where the weak points of angels can be found, and where an archon's armor leaves tiny but dangerous gaps.

**Benefit:** Your at-will weapon attack powers deal half damage on a miss.

## Level 16: Untraceable Step

When you use *untraceable step,* you use the power of shadow magic to create a veil around yourself that hides you from the sight of others. This veil is short-lived, but it does not waver even when you engage in strenuous activity. Many assassins use this power as a means of both infiltration and escape, either slipping past the eyes of guards on the way to an assassination or vanishing from sight long enough to get free of the chaos that follows a killing.

**Benefit:** You gain the *untraceable step* power.

**Untraceable Step** Assassin Utility 16

*The air wavers for a moment before a veil of invisibility covers you from head to toe.*

**Encounter ✦ Shadow**
**Move Action** **Personal**

**Effect:** You become invisible and move up to your speed. You remain invisible until the end of your next turn.

## Level 17: Shadow Coffin

Those who hire executioners usually want proof of a target's death. The *shadow coffin* power is an application of shadow magic that allows the executioner to bring back more than just a simple token of the assassination; it retrieves the entire body of the intended target. Even in situations when no proof of death is necessary, an executioner might use *shadow coffin* to quickly and expertly dispose of an inconvenient corpse. This is especially important when authorities are investigating nearby.

**Benefit**: You gain the *shadow coffin* power.

**Shadow Coffin** Assassin Utility

*You trap the target of your assassination in a small object, which keeps the body out of sight until you are ready to release it.*

**Encounter ✦ Shadow**
**Free Action** **Melee** 1

**Trigger:** You kill an adjacent creature and don't already have a corpse trapped by this power.

**Target:** The creature's corpse

**Effect:** The target disappears and is trapped in a non-magical object of your choice on your person (such as a handheld mirror, a small gem, or a piece of jewelry). The target remains trapped until you release it or until the object is destroyed. To release the target into an adjacent square, you must hold the object and concentrate for 1 minute.

## Level 18: Ability Score Increase

Seemingly, there is no end to how much you can hone your abilities by surrendering to, and taking control of, the power of the dark.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 19: Improved Poison Use

Your mastery of the arts of making and using poison continues to become stronger. Your repertoire of toxins is more debilitating than ever before.

**Benefit:** You learn the recipe for another 15th-level assassin poison of your choice. When you prepare vials of assassin poison during an extended rest, two of them can be 15th level.

## Level 20: Poisoner's Secrets

**Guild executioner paragon path feature**

When you reach the height of your power within your assassins' guild, you become privy to the secrets and mysteries that your guild's poisonmasters have held for many years. You not only learn the secret to crafting the deadly poison known as wyvern venom, you also learn how to mix your poi-

sons more efficiently so that you can craft more of them in the same amount of time.

**Benefit:** You learn the recipe for the assassin poison *wyvern venom*. During an extended rest, you can prepare a 20th-level assassin poison that does not count as one of the poisons you can normally prepare.

### Wyvern Venom

The secret to creating this rare and potent toxin is closely guarded by the most powerful assassins' guilds. Versatile in its application, it not only does injury to a creature's body, it rots away flesh and bone, melts sinew, and boils the blood. Even after the initial shock of the effect of the venom is over, the pain and damage inflicted by the poison linger, making it difficult for the body to heal. The base of the poison is the venom from an actual wyvern, though the poison used by executioners is the result of a complex alchemical process that increases its potency tenfold.

**Wyvern Venom** Level 20

*This poison is far more dangerous than that delivered by the sting of a wyvern itself, as a result of the alchemical process that produces this inky-black liquid.*

**Assassin Poison**

**Power (Consumable ✦ Necrotic, Poison):** Minor Action. You apply the poison to your melee weapon or one piece of your ammunition. During this encounter, the next creature you hit with a weapon attack using the poisoned item takes 25 extra necrotic and poison damage.

**Power (Consumable ✦ Necrotic, Poison):** Minor Action. You pour the poison into a drink or onto a plate of food. Within the next hour, the first creature to consume the food or drink takes necrotic and poison damage equal to half of its bloodied value, and it cannot regain hit points until the end of its next extended rest.

**Power (Consumable ✦ Necrotic, Poison):** Minor Action. You apply the poison to a single handheld object. Within the next hour, the first creature other than you to hold or wear the object for more than 1 minute takes necrotic and poison damage equal to half of its bloodied value, and it cannot regain hit points until the end of its next extended rest.

*"Long ago I realized all life was illusion and that the only truth in this world was death. Accident or malady, death comes for us all. It was this truth that opened my eyes and revealed to me the path I was to walk and allowed me to offer up my soul for death's power. It was a trade I have never regretted and one that gives me the certainty that my mission is true. I kill, yes, but I kill because it is my fate."*

—Rook

# Epic Executioner

By the time you reach the epic tier, you are much more than a simple killer for hire: You are among the greatest assassins ever to have lived. Elemental princes watch over their shoulders for a sign that you might be lurking in their shadows, and the very whisper of your name sends chills through the courts of the fey.

When your executioner reaches 21st level, he or she takes on an epic destiny of your choice. This epic destiny represents the grand finale of your adventuring career, and like your paragon path, it grants a set of related features and powers.

**EXECUTIONER EPIC TIER**

| Total XP | Level | Feats Known | Class Features and Powers |
|---|---|---|---|
| 175,000 | 21 | +1 | Ability score increase<br>Epic destiny feature |
| 210,000 | 22 | +1 | *Ignore barriers* |
| 255,000 | 23 | – | Improved Death Attack |
| 310,000 | 24 | +1 | Ability score increase<br>Epic destiny feature |
| 375,000 | 25 | – | Improved Poison Use |
| 450,000 | 26 | +1 | Epic destiny feature |
| 550,000 | 27 | – | – |
| 675,000 | 28 | +1 | Ability score increase |
| 825,000 | 29 | – | Improved Poison Use |
| 1,000,000 | 30 | +1 | Epic destiny feature |

## Level 21: Ability Score Increase

Your entrance into the epic tier is heralded by a rush of vitality and clarity. You are now stronger, wiser, and even more unassailable.

**Benefit:** Each of your ability scores increases by 1.

## Level 21: Epic Destiny Feature

As you enter the epic tier, your final destiny comes into focus. Perhaps you are fated to save the world from some great evil, or maybe fate has dictated that you must fight against a god. The destiny you pursue shapes you just as your actions shape the cosmos.

**Benefit:** You gain a feature associated with your epic destiny.

## Level 22: Ignore Barriers

Executioners often receive assignments to assassinate powerful individuals that cordon themselves off from the world behind walls of stone and gates of steel. This power allows you to use shadow magic to cause walls, doors, and other objects to temporarily fade

from existence when you approach them, allowing you to pass through barriers that would keep other creatures out.

**Benefit:** You gain the *ignore barriers* power.

**Ignore Barriers** Assassin Utility 22

*Your physical form becomes as unstable as a shadow, allowing you to step through physical barriers with ease.*

**Daily ✦ Shadow**
**Minor Action** **Personal**
**Effect:** You are phasing until the end of the encounter.

## Level 23: Improved Death Attack

Your gift for executing the weak and dying allows you to put down creatures of greater power quickly and without a mess. Your attacks rarely leave your enemies at death's door; instead, they escort your enemies through that door into death's parlor.

**Benefit:** When you hit an enemy with a melee or a ranged attack that deals damage, you can choose to reduce the target to 0 hit points automatically if it has 30 hit points or fewer after the damage is dealt.

## Level 24: Ability Score Increase

Yet again, the darkness in your soul works physical and mental changes within you.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 24: Epic Destiny Feature

Your place in the cosmic order becomes cemented as you gain still more power. At this point, fate seems to bend and weave to ensure your survival.

**Benefit:** You gain a feature associated with your epic destiny.

## Level 25: Improved Poison Use

Like any other field of learning, mastery of poisons comes only after a long period of practice and diligent studying. As you approach the apex of knowledge in the poisoning arts, you learn how to manipulate poisons extracted from the bodies of powerful beings such as angels, basilisks, and dragons.

**Benefit:** You learn the recipe for a 25th-level assassin poison of your choice. When you prepare vials of assassin poison during an extended rest using your Poison Use feature, one can be up to 25th level and two can be up to 15th level.

### Dark Reaver Powder

Said to come from the pulverized bodies of angels devoted to gods of death, dark reaver powder has the ability to knock a creature unconscious for a long time. Assassins use dark reaver powder to get enemies out of the way without killing them or to send a message not to cross the wrong person. When applied in powder form to a weapon, the poison seeps into the blood and produces a diluted effect that renders enemies woozy for a short period of time.

**Dark Reaver Powder** Level 25

*This black powder can render a creature comatose if consumed.*

**Assassin Poison**

**Power (Consumable ✦ Poison):** Minor Action. You apply the poison to your melee weapon or five pieces of your ammunition. Until the end of the encounter, when you hit a creature with a weapon attack using the poisoned item, the creature takes 10 extra poison damage, and it is dazed until the end of your next turn.

**Power (Consumable ✦ Poison):** Minor Action. You pour the poison into a drink or onto a plate of food. Within the next hour, the first creature to consume the food or drink falls unconscious (save ends). The creature can make a saving throw against this unconsciousness only at the end of an extended rest and does so with a -5 penalty.

### Dragon Bile

Dragon bile is one of the most sought-after substances harvested from dragons. It can be made into a deadly poison that can slay a person in a matter of minutes. The dragon bile used by assassins is among the most potent, and is harvested from the bodies of powerful and ancient dragons slain by adventurers. A brief touch of dragon bile can make it impossible for a creature to move or do anything else, while prolonged exposure is almost always fatal.

**Dragon Bile** Level 25

*Harvested from the bodies of ancient dead dragons, this poison is one of the most lethal.*

**Assassin Poison**

**Power (Consumable ✦ Poison):** Minor Action. You apply the poison to a melee weapon or one piece of your ammunition. During this encounter, the next creature you hit with a weapon attack using the poisoned item falls prone, and it is stunned until the end of your next turn.

**Power (Consumable ✦ Poison):** Minor Action. You apply the poison to a single handheld object. Within the next hour, the first creature other than you to hold or wear the object for more than 1 minute dies, but only if the creature is your level or lower.

### Eye of Basilisk Powder

Among the rarest of poisons used by assassins, eye of basilisk powder is exceptionally potent in minute quantities. The eyes of actual basilisks (harvested at great expense by adventurers) are dried out and ground into a powder that, when properly prepared, can turn its victims to stone. Assassins put small amounts of the powder into alchemical pellets that explode when broken to release a small cloud of the poison around the victim.

**Eye of Basilisk Powder** Level 25

*This unremarkable white powder harnesses the petrifying ability of the basilisk.*

**Assassin Poison**

**Power (Consumable ✦ Implement, Poison):** Standard Action. *Effect:* You make the following attack.
**Ranged** 5
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 6d10 + Dexterity modifier poison damage.
**Miss:** Half damage.
**Effect:** The target is slowed (save ends). *First Failed Saving Throw:* The target is instead immobilized (save ends). *Second Failed Saving Throw:* The target is instead petrified (save ends).

**Power (Consumable ✦ Poison):** Standard Action. You place the poison in a closed container, such as a chest or a jewelry box. Make the attack above against the first creature to open the container within the next hour.

## Level 26: Epic Destiny Feature

Your foes' worst attacks cannot sway you from the great goal that lies before you. When all seems lost, you have the strength and determination to deny death and fight on.

**Benefit:** You gain a feature (typically a utility power) associated with your epic destiny.

## Level 28: Ability Score Increase

Your destiny is not yet fulfilled, and you need to be stronger and sharper to stand up to the challenges that await.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 29: Improved Poison Use

If there's anyone in the world better at the poisoner's art than you, it's only because that individual hasn't crossed paths with you yet.

**Benefit:** You learn the recipe for another 25th-level assassin poison of your choice. When you prepare vials of assassin poison during an extended rest using your Poison Use feature, two of them can be up to 25th level and one can be up to 15th level.

## Level 30: Epic Destiny Feature

You have achieved the absolute pinnacle of your abilities. On the verge of facing your destiny, you gain one final edge that could spell the difference between ultimate victory and utter defeat.

**Benefit:** You gain a feature associated with your epic destiny.

*A dragonborn assassin makes an improved death attack*

RON LEMEN

# Paladin

The world knows paladins to be shining paragons who champion lofty ideals such as compassion, nobility, sacrifice, and valor. Such virtuous figures are symbols to the common people, icons from which they draw the strength and courage to stand fast against the encroaching darkness. Yet in every light a shadow lurks—the brightness of these noble warriors is equaled by the shadow spreading from their sinister counterparts.

The type of paladin you can create with this book is the blackguard.

# Blackguard

**Divine Striker:** You are a warrior who focuses divine power through a dark vice. You wield this vice as a weapon, using it to slay any who oppose you.
**Key Abilities:** Strength, Charisma

Blackguards are shadow warriors who embrace the power of what most people consider to be a vice or a dark emotion. A blackguard's vice becomes a central focus for that individual's divine power. Dominance and fury are among the forces that blackguards cultivate to fuel their might.

Because malevolent deities and wicked forces in the cosmos are more likely to hold a vice in esteem, most blackguards are villains. Nevertheless, blackguards who cling to higher ideals do exist. A heroic blackguard might be born when a divine soldier who tries to exemplify virtue cannot control his or her anger or some other base emotion. Such blackguards are referred to as fallen paladins. Other heroic blackguards cleave to a vice that a non-evil religion or deity promotes as an asset, or they have learned by necessity to turn their negative tendencies into a divine focus so that they can lead productive lives.

The power of vice is alluring because it offers fewer restrictions than virtue does. Though the power comes easily, a blackguard always faces the worst temptations of his or her vice, as well as that of other negative emotions that echo the vice. Scruples can be hard to maintain in the face of such a lure. A truly heroic blackguard can never give in and take the easy path.

Heroic blackguards have a hard road to travel. Their truly immoral counterparts form orders that actively oppose virtuous knights and cavaliers. Whether or not a specific blackguard is a member of such a dark order, those same knights and cavaliers rarely understand that a person can channel divine power through a vice without becoming debased. The common people rightly fear all blackguards the same way they fear the black knights of legend. A blackguard who uses the divine power of the dreaded vices to combat evil still has difficulty finding a wide array of allies. He or she rarely enjoys a hero's accolades.

The most common blackguard vices are domination and fury.

### Blackguard Traits

**Hit Points:** You start with hit points equal to 15 + your Constitution score. You gain 6 hit points each time you gain a level.

**Bonuses to Defenses:** +1 to Fortitude, +1 to Reflex, +1 to Will

**Healing Surges per Day:** 10 + your Constitution modifier

**Armor Proficiencies:** Cloth, leather, hide, chainmail, scale, plate; light shield, heavy shield

**Weapon Proficiencies:** Simple melee, military melee; simple ranged, military ranged

**Implement Proficiencies:** Holy symbol

**Class Skills:** Arcana (Int), Athletics (Str), Bluff (Cha), Endurance (Con), History (Int), Intimidate (Cha), Religion (Int), Thievery (Dex)

**Trained Skills:** Four from the list of class skills

## Creating a Blackguard

This section walks you through the steps of creating a blackguard. As you make choices at each step, consider how those choices relate to your character's personality, backstory, and goals.

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

### Vices

Each blackguard selects one vice to embrace above all others, but only evil blackguards embrace all vices as a way of life. Two vices, domination and fury, are included in this book.

**Domination** Blackguards of domination demand submission from their enemies. They impose order by force whenever necessary, crushing resistance and making others do their bidding. Surrender on the blackguard's terms is the only hope for any foe. Those who fail to capitulate can expect to be crushed and displayed as bloody examples of what it means to oppose the blackguard's resolve. In the hands of evil, dominance becomes tyranny.

See page 46 for the features and powers associated with the vice of domination.

*Kantos, human blackguard*

JIM NELSON

**Fury** A blackguard of fury channels raw anger into the violence required for victory. In battle, blackguards of fury are wild killers, impulsive, bloodthirsty, and destructive. They answer every offense or injury with overwhelming retaliation, and their enemies receive little mercy. Allies can expect a blackguard of fury to rush to the forefront of any armed conflict and to bring foes to ruin as quickly as possible. Evil blackguards of fury allow the vice to rule them entirely, not just on the battlefield.

See page 47 for the features and powers associated with the vice of fury.

## Race

Choose your race. Half-orc and human are particularly good choices for a blackguard.

**Half-Orc** The half-orc's untamed and wrathful spirit is eminently suited to the blackguard's path. Born from two worlds yet at home in neither, a half-orc blackguard knows the loner's road. A few half-orc blackguards temper their rage to follow a hero's path.

These higher-minded dark champions are still furious warriors, but they use their dread powers to purge the world of the evil that produced them and the callousness that isolated them. In this way, they raise the ire of dark powers, isolating themselves even further. They are agents of destruction who partner with like-minded companions. Among such allies, a half-orc blackguard cares even less how others perceive him or her.

Half-orc blackguards find Kord to be a fine patron. The god of storms respects the power of fury as long as it isn't used for wanton destruction or cowardly bullying.

**Human** Their versatility and adaptability, as well as innate toughness, serve humans well on the lonely path of the blackguard. They can be strong enough to channel the power of fury and magnetic enough to enforce their dominance. Their desire for power leads them to seek it in any medium, including tapping into the power of the dreaded vices.

Blackguards who used vice for power without succumbing to wickedness were respected in fallen Nerath. In the empire's final days, blackguards such as Sir Saemus Altann thought that King Elidyr had grown complacent, too lax in enforcing the land's laws. Sir Saemus, without anger or malice, urged the king to crush the squabbling factions to wring from the kingdom the resources it needed to counter the coming threat. Elidyr balked. Some say it was the influence of

cavaliers, softened by their virtue, that made the king hesitate to assert his dominance. Sir Saemus followed his king on the final and fateful charge that led to the sundering of the empire, and there he perished. His legacy lives on in the Order of the Closed Gauntlet.

Human blackguards favor temples that revere Erathis, Kord, and the Raven Queen. Although morality might demand the exclusion of evil deities from their worship, some human blackguards look to Bane for inspiration.

## Ability Scores

Determine your ability scores. A blackguard needs to be able to fight effectively in melee, so make Strength your highest score. Blackguards control their dark magic through force of personality and belief in the self, so Charisma should be your next highest score. No blackguard can afford to ignore Constitution, since that ability grants extra hit points and healing surges.

You increase two ability scores of your choice by 1 each when you reach certain levels: 4th, 8th, 14th, 18th, 24th, and 28th. In addition, all your ability scores increase by 1 at 11th and 21st levels.

Although the abilities discussed above are of primary import, your Dexterity, Wisdom, and Intelligence scores can help shape your character's personality and history. Dexterity's connection to Stealth and Thievery suggests a possible criminal past. You might have stolen into the Ghostflame Tower and made off with forbidden knowledge. A high Wisdom, on the other hand, suggests an association with a religious order affiliated with blackguards. You might have been raised as an orphan in a monastery dedicated to a dark god, and if the deity is evil, you fled but took your power with you. A high Intelligence could point to an academic past. Perhaps your scholarly pursuits led you to question the value of virtue in the face of overwhelming evil.

## Skills

At 1st level, choose four trained skills from the following list of class skills: Arcana, Athletics, Bluff, Endurance, History, Intimidate, Religion, and Thievery.

Blackguards veer far from other paladins in skill choices. You might devote time to Arcana to help you understand the dark forces at your disposal. You have more use for threats and spun truths than for niceties, so Bluff and Intimidate can help you dominate situations when armaments are of little use. Endurance is helpful on your path, since you're likely to find little welcome in civilized lands. Thievery is helpful for reaching guarded locations, bypassing traps, and manipulating objects unseen.

WILLIAM O'CONNOR

***Sibarra, drow blackguard***

All class skill choices can reflect your character's background. Familiarity with History could explain why you see the value in drawing power from vice. Perhaps you learned the truth of the end days of Nerath. Religion might indicate ecclesiastic indoctrination. Maybe you were a guard in a good-aligned temple and fell from grace after succumbing to temptation or being overcome by disillusionment.

## Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Blackguard Heroic Tier table on page 37. Also note the powers and class features you gain from the vice you chose for your character.

## Feats

Choose one feat at 1st level. You gain an additional feat at every even-numbered level, plus a feat at 11th and 21st levels.

Consider selecting feats from the enduring stamina, quick reaction, and weapon mastery categories. Enhancing your fighting skill with your favored weapon gives you a decided edge in battle. Your task as a striker is to deal damage to your foes, so Weapon Focus might be a good choice for you. Reacting quickly to the start of hostilities and being able to move where you need to be quickly are boons, so consider Improved Initiative or Eager Advance. Your Armor Class and other defenses are likely to be good, so you needn't worry about being alone on the battlefield as much as other strikers might. Improved Defenses can still be of benefit, since you're in the thick of every clash.

Your heavy armor and shield are great in most combat situations, but they can cause mobility problems. Take a look at Armor Finesse and Shield Finesse if you'd like to have an easier time navigating unusual terrain. After that, Heavy Armor Agility eliminates the last hindrance your heavy armor imposes.

If you're interested in emphasizing your vice or your dark powers, you might consider divine devotion feats or shadow feats from this book. Disciple of Strength might emphasize your rising fury. Feats in the ghostwise category show your connection to shadow, as does Born of Shadow.

## Equipment

You have proficiency with the following types of armor: cloth, leather, hide, chainmail, scale, and plate. You can also use light shields and heavy shields. You have proficiency with the following weapon types: simple melee, military melee, simple ranged, and military ranged. You also have proficiency with holy symbols, although you typically channel your divine magic through a weapon.

You start with 100 gp to buy your starting equipment. Your abilities are highlighted when you stand at the front of any battle and draw attacks. As a result, you should purchase the best armor and shield you can find, most likely plate armor and a heavy shield. One-handed weapons such as the flail or the longsword free your other hand for your shield.

**Flail** Less accurate than the longsword, the flail makes up for its unwieldy quality by delivering greater damage. Consider this weapon if you team up with another melee warrior, so you can flank opponents and rip them apart.

**Longsword** With its great accuracy and reasonable damage, the longsword is a staple of many paladins' arsenals. If you are the group's sole melee warrior, the longsword should be your go-to weapon.

## Defenses and Hit Points

Calculate your defenses using your ability modifiers and the bonus for your character's armor. In addition, you gain a +1 bonus to Fortitude, Reflex, and Will.

You start with hit points equal to 15 + your Constitution score. You gain 6 hit points each time you gain a level. You have a number of healing surges per day equal to 10 + your Constitution modifier.

## Alignment and Final Details

At this point, you should have all the mechanical details of your character determined. There are a few more decisions to make.

Pick an alignment. See the description of your chosen vice (domination, page 46, or fury, page 47) for how your vice restricts your alignment choices.

Finally, check with your DM to see where you are from in the campaign setting, the people you already know, and what your current situation is. It also helps to spend a few minutes working out how or if you know the other players' characters.

# Heroic Blackguard

In the heroic tier, you learn to combine fighting skill and divine magic into a potent combination. Your first efforts at using the essence of shadow to improve your prowess are successful and hint at greater, and darker, things to come.

**BLACKGUARD HEROIC TIER**

| Total XP | Level | Feats Known | Class Features and Powers |
|---|---|---|---|
| 0 | 1 | 1 | Dark Menace<br>*Dread smite*<br>*Shroud of shadow*<br>Spirit of Vice<br>*Vengeance strike*<br>Vice at-will power |
| 1,000 | 2 | +1 | *Vice's reward* |
| 2,250 | 3 | – | Extra *dread smite* |
| 3,750 | 4 | +1 | Ability score increase<br>*Servant of vice* |
| 5,500 | 5 | – | Daily power |
| 7,500 | 6 | +1 | Utility power |
| 10,000 | 7 | – | Improved Shroud of Shadow |
| 13,000 | 8 | +1 | Ability score increase |
| 16,500 | 9 | – | Daily power |
| 20,500 | 10 | +1 | Utility power |

## Level 1: Dark Menace

You are a warrior first and foremost, demonstrating your battle prowess through complex fighting maneuvers and weapon mastery. Even so, you are unconstrained by cumbersome notions of virtue, and you readily exploit any advantage available. You've found that the dark vice growing in your soul is a fighting boon. You draw on this darkness, spreading it to your enemies when they are vulnerable.

**Benefit:** Whenever you make a weapon attack against an enemy granting combat advantage to you, that enemy takes extra damage equal to your Charisma modifier.

## Level 1: Dread Smite

Filled with the strength of your convictions, you call upon divine power as you smite a foe. That power coalesces around your weapon as you strike, introducing your enemy to the power of your vice even before your attack connects.

**Benefit:** You gain the *dread smite* power.

**Dread Smite** — Paladin Attack

*The dark coldness at the heart of your vice makes your strike all the more crippling.*

**Encounter ✦ Cold, Divine, Necrotic, Shadow**
**Free Action** — **Personal**
**Trigger:** You target an enemy with an at-will weapon attack power.
**Effect:** The target takes cold and necrotic damage equal to 2 + your Charisma modifier. If the triggering attack hits, the target also takes ongoing 5 cold and necrotic damage (save ends).
*Level 7:* 4 + Charisma modifier cold and necrotic damage.
*Level 17:* 7 + Charisma modifier cold and necrotic damage, and ongoing 10 cold and necrotic damage (save ends).
*Level 27:* 10 + Charisma modifier cold and necrotic damage, and ongoing 15 cold and necrotic damage (save ends).

## Level 1: Shroud of Shadow

Shadow rises at your beck and call. You can command it to sheathe you in a protective swirl.

**Benefit:** You gain the *shroud of shadow* power.

**Shroud of Shadow** — Paladin Utility

*A misty cloud of gloom swirls about you, confounding your enemies and fortifying your resolve.*

**Encounter ✦ Shadow**
**Minor Action** — **Personal**
**Effect:** You gain partial concealment until the end of your next turn. You also gain 5 temporary hit points.
*Level 11:* 10 temporary hit points.
*Level 21:* 15 temporary hit points.

## Level 1: Spirit of Vice

Your devotion to your vice rewards you with a new level of power.

**Benefit:** You gain a benefit associated with your vice (domination, page 46, or fury, page 47).

## Level 1: Vengeance Strike

The violence of battle fuels your commitment to your vice. You draw strength from the carnage around you, fighting relentlessly against all opponents.

**Benefit:** You gain the *vengeance strike* power.

**Vengeance Strike** — Paladin Attack 1

*As your enemies press in upon you, your soul is filled with vengeance, and you use that strength to lash out.*

**At-Will ✦ Divine, Shadow, Weapon**
**Standard Action** — **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage. You gain a power bonus to the damage roll equal to twice the number of enemies adjacent to you (maximum of +8).
*Level 21:* 2[W] + Strength modifier damage.

## Level 1: Vice At-Will Power

Your vice grants you access to the power of shadow, coloring your most common assault.

**Benefit:** You gain an at-will attack power associated with your vice (domination, page 46, or fury, page 47).

## Level 2: Vice's Reward

You are a living expression of your vice, and this dedication to the dark side of existence has its rewards. When you need it, your devotion provides a lift to your spirits.

**Benefit:** You gain the *vice's reward* power.

**Vice's Reward** — Paladin Utility 2

*Your vice buoys your heart, and you revel in the power it provides.*

**Encounter ✦ Shadow**
**Minor Action** — **Personal**

**Effect:** You gain 5 temporary hit points, and you can make a saving throw. In addition, you gain a +2 power bonus to all defenses until the end of your next turn.
*Level 11:* 10 temporary hit points.
*Level 21:* 15 temporary hit points.

## Level 3: Extra Dread Smite

Drawn deeper into the power of shadow, you learn to call on it more frequently.

**Benefit:** You gain one more use of *dread smite* per encounter, but you can use it only once per turn.

## Level 4: Ability Score Increase

Shadow is becoming so ingrained within you that it infuses your essential nature and makes you more than you were before.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 4: Servant of Vice

The vice at the core of your being is strong, and it seems to have a will of its own, calling you toward darker deeds. You can now call on your vice to manifest in physical form, according to your concept of its appearance. The creature might wear any number of different forms, such as that of a black dog, a rat, a raven, or something even more monstrous or sinister.

It is part of you, so it obeys your commands, but it is also part of the vice that exists outside you. The nature of your vice transcends you into a universal principle. Therefore, your servant can tap into hidden truths.

**Benefit:** You gain the *servant of vice* power.

**Servant of Vice** — Paladin Utility 4

*Acrid smoke disperses to reveal a creature called from the vice that dwells in your heart.*

**Daily ✦ Conjuration, Shadow**
**Minor Action** — **Close** burst 2

**Effect:** You conjure a Small servant in an unoccupied square in the burst. The servant lasts until the end of the encounter. The servant occupies its square and can be attacked. Its defenses equal yours, and it is destroyed if it is hit by an attack. Creatures other than you grant combat advantage while adjacent to the servant.

You can give the servant the following commands.

**Move Action (Teleportation):** The servant teleports up to 6 squares.

**Minor Action:** The servant tries to answer a question you pose to it. The DM determines a DC for the question, and you roll a d20 and add 7 + one-half your level. For every daily magic item power sacrificed by you or an ally within 5 squares of the servant, the servant gains a +5 bonus to the check. You can take this minor action a number of times per day equal to your Charisma modifier.

## Level 5: Daily Power

You channel divine magic into your weapon attacks. Shadow's hold on you twists that energy, warping it into a scourge against your foes.

**Benefit:** You gain a new paladin daily attack power of your level or lower.

### Dark Majesty

Your imposing presence is too intense to be ignored. Others bow to your commands and leap at your orders. Using this to your advantage, you can turn those who stand against you into your unwitting pawns, binding them to your terrible authority for a time.

**Dark Majesty** — Paladin Attack 5

*Your strike worms its way into your enemy's mind, turning it against its erstwhile allies.*

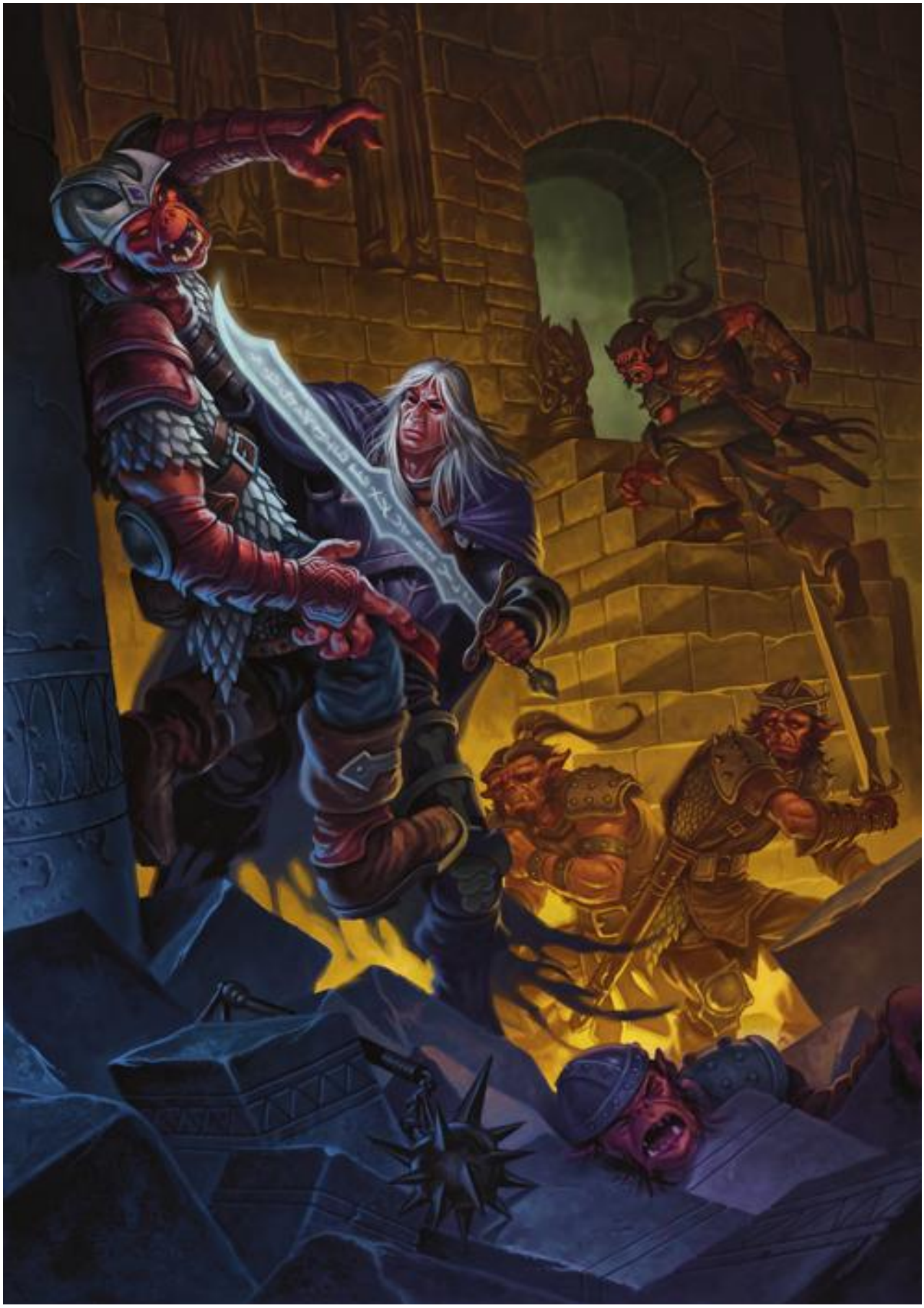
**Daily ✦ Charm, Divine, Psychic, Shadow, Weapon**
**Standard Action** — **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Will

**Hit:** 2[W] + Strength modifier psychic damage, and you slide the target up to 2 squares. One enemy adjacent to the target at the end of the slide then takes 10 damage.

**Miss:** Half damage, and you can slide the target 1 square. One enemy adjacent to the target at the end of the slide then takes 5 damage.

### Frenzying Smite

When you release divine energy into your strike, you lose control. Your raw ferocity overpowers your enemy, driving it back. You follow, heedless of any threats.



JIM NELSON

*Kantos skewers the hobgoblin chief while the others think twice about pressing their attack*

**Frenzying Smite** — Paladin Attack 5

*Your anger gets the better of you, lending weight to your strike, driving you after the fleeing foe, and blinding you to danger.*

**Daily ✦ Divine, Shadow, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and you push the target up to 2 squares. You then shift up to 3 squares to a square adjacent to the target.
**Miss:** Half damage.
**Effect:** You grant combat advantage until the start of your next turn.

# Level 6: Utility Power

The vice you carry in your soul allows you to transform yourself into an even more effective fighting machine.

**Benefit:** You gain a new paladin utility power of your level or lower.

**Aspect of Domination** You promise pain and suffering to your enemies, compelling them to flee before your presence.

**Aspect of Domination** — Paladin Utility 6

*You radiate crushing dread so powerful that your enemies cannot bear to be near you.*

**Daily ✦ Fear, Shadow**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, when you hit any enemy with an at-will melee attack, you also push that target up to a number of squares equal to your Charisma modifier.

**Aspect of Ferocity** You surrender to your anger and become fury incarnate. Your wrath adds strength to your attacks, and the more enemies you face, the more dangerous you become.

**Aspect of Ferocity** — Paladin Utility 6

*The blood of wounded foes feeds your anger, empowering your blows.*

**Daily ✦ Shadow**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, your melee weapon attacks deal 1[W] extra damage when you are adjacent to at least one bloodied creature.

# Level 7: Improved Shroud of Shadow

Your connection to the realm of shadow deepens, fortifying your cloaking ability.

**Benefit:** Your *shroud of shadow* power gains an additional effect associated with your vice (domination, page 46, or fury, page 47).

# Level 8: Ability Score Increase

You are long accustomed now to the darkness within you, and your body and mind become more formidable.

**Benefit:** You increase two ability scores of your choice by 1.

# Level 9: Daily Power

The more you draw on the mingled divine and shadow energy that powers your strikes, the more easily the power comes to you. You can shape it to devastating effect, bringing a battle to a swift conclusion.

**Benefit:** You gain a new paladin daily attack power of your level or lower.

**Death Angel** You assume the aspect of a dark angel—winglike shadows extend from your back and skeletal features darken your face. You flow through your enemies' ranks, leaving destruction and fear in your wake.

**Death Angel** — Paladin Attack 9

*You single out an enemy for punishment, adding confusion or fear for good measure. So ghastly is your visage that your foes make way.*

**Daily ✦ Divine, Fear, Necrotic, Shadow, Teleportation, Weapon**
**Standard Action** **Close** blast 3
**Target:** One creature in the blast
**Attack:** Strength vs. Will
**Hit:** 3[W] + Strength modifier necrotic damage. The target chooses either to take a free action to move up to its speed to a square as far as possible away from you, or to become dazed (save ends).
**Miss:** Half damage.
**Effect:** You can teleport to an unoccupied square in the blast.

**Spirit Harrow** Combining shadow and divine magic to serve your needs grants you insight into the essential qualities that make up living creatures. With this prayer, you focus your weapon strike where your foes are most vulnerable—their spirits.

**Spirit Harrow** — Paladin Attack 9

*Your weapon fades, becoming smoky and gray. It passes through flesh and armor to touch the animating spirit within.*

**Daily ✦ Divine, Psychic, Shadow, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each creature in the burst
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier psychic damage, and the target cannot shift or make opportunity attacks (save ends both).
**Miss:** Half damage.
**Effect:** If the target has 10 hit points or fewer, it is stunned until the end of your next turn.

## Level 10: Utility Power

The shadowy forces coursing through you take on new aspects, insinuating decay into enemy wounds or granting relief at a price.

**Benefit:** You gain a new paladin utility power of your level or lower.

### Deathly Aura

At your command, dark mist flows from your wounds and works its way into your enemies' injuries.

**Deathly Aura** — Paladin Utility 10

*The spirit of death surrounds you, nipping at your foes as they are struck.*

**Daily ✦ Aura, Necrotic, Shadow**
**Minor Action** — **Personal**

**Effect:** You activate an aura 1 that lasts until the end of the encounter. While you are bloodied, enemies in the aura take necrotic damage after they are hit by any attack. The damage equals your Charisma modifier.

### Turn of the Dark Tide

The grim ethos that guides you can free you and your allies from debilitating effects, but at a price.

**Turn of the Dark Tide** — Paladin Utility 10

*You whisper a dread word that lets you and your companions sacrifice health to shed an affliction.*

**Daily ✦ Shadow**
**Standard Action** — **Close** burst 3
**Target:** You and each ally in the burst

**Effect:** Each target can take damage equal to one-half his or her level to make a saving throw with a +4 power bonus. The damage cannot be reduced in any way.

# Paragon Blackguard

As you grow in power, the vice within you, already strong, takes a more prominent role. It begins to define your powers completely, and you must be strong to keep the vice's stain from affecting other aspects of your life.

## Paragon Path: Grim Blackguard

At 11th level, your blackguard takes on a paragon path of your choice, typically the grim blackguard paragon path. You are a living embodiment of your chosen vice when you choose to be. Your powerful devotion to vice can strengthen its hold on you, allowing it to reach past the bounds you might want to place upon it. More care is required if you wish to be the one in control.

**Prerequisite:** Only a blackguard can take this paragon path.

**BLACKGUARD PARAGON TIER**

| Total XP | Level | Feats Known | Class Features and Powers |
|---|---|---|---|
| 26,000 | 11 | +1 | Ability score increase<br>Grim Blackguard's Action [grim blackguard]<br>Vice's Strength [grim blackguard]<br>Vice encounter power [grim blackguard] |
| 32,000 | 12 | +1 | Vice utility power [grim blackguard] |
| 39,000 | 13 | — | Extra *dread smite* |
| 47,000 | 14 | +1 | Ability score increase |
| 57,000 | 15 | — | Daily power |
| 69,000 | 16 | +1 | Dark Blessing [grim blackguard]<br>Utility power |
| 83,000 | 17 | — | Dauntless presence |
| 99,000 | 18 | +1 | Ability score increase |
| 119,000 | 19 | — | Daily power |
| 143,000 | 20 | +1 | Vice daily power [grim blackguard] |

## Level 11: Ability Score Increase

As if to prepare you for the paragon tier, your body and mind gird themselves against future threats by making you more formidable in every way.

**Benefit:** Each of your ability scores increases by 1.

## Level 11: Grim Blackguard's Action

**Grim blackguard paragon path feature**

You usually retain control over the sinister impulses you experience, but when desperation pushes you to reach beyond your normal limits, your power over your vice can break.

**Benefit:** You gain a feature associated with your vice (domination, page 46, or fury, page 47).

## Level 11: Vice's Strength

**Grim blackguard paragon path feature**

The vice darkening your soul is never far from your thoughts. It lends you strength when other forces threaten to overpower you.

**Benefit:** You gain a +2 bonus to saving throws and a +4 bonus to saving throws against fear effects.

## Level 11: Vice Encounter Power

**Grim blackguard paragon path feature**
Combat reveals the depths to which your vice has taken hold. The temptation to draw on the darkness is great, since it offers immediate reward when your enemies assail you.

**Benefit:** You gain an encounter attack power associated with your vice (domination, page 46, or fury, page 47).

## Level 12: Vice Utility Power

**Grim blackguard paragon path feature**
Vice can lead to evil, and evil often turns on itself. The blackguards of history knew that their power must unite their allies and underlings. You have gained the ability to turn your vice into a physical manifestation that instead unifies your allies.

**Benefit:** You gain a utility power associated with your vice (domination, page 46, or fury, page 47).

## Level 13: Extra Dread Smite

Continued manipulation of shadow magic lets you use *dread smite* more often.

**Benefit:** You gain one more use of *dread smite* per encounter, but you can still use it only once per turn.

## Level 14: Ability Score Increase

Your continued cultivation of the dark forces within you enhances your physical and mental resilience.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 15: Daily Power

Temptation is a strain on your soul—the tighter your control over your vice, the more enthralling becomes the idea of giving in to it. Your sway over your vice, or your service to it, helps you bend divine shadow magic to your will.

**Benefit:** You can gain a new paladin daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

### Avatar of Slaughter

Mercy is weakness, compassion failure. Both are your enemies. Every contest is a chance to carve victory from the broken bodies of your foes. You do not falter or hesitate—because your opponents will not.

**Avatar of Slaughter** — **Paladin Attack 15**

*Your skin turns stark white and your eyes blacken as you strike with a death shriek.*

**Daily ✦ Divine, Necrotic, Shadow, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier necrotic damage.
**Miss:** Half damage.
**Effect:** You gain the following benefits until the end of the encounter.
- ✦ You gain a +4 power bonus to damage rolls.
- ✦ The first time you hit an enemy with an attack on each of your turns, a second enemy adjacent to you takes 10 necrotic damage.

### Avatar of Subjugation

Life is a struggle between the strong and the weak, between victors and victims. You are a champion, never surrendering, never conceding defeat. You can draw blood from your allies in exchange for a measure of invulnerability.

**Avatar of Subjugation** — **Paladin Attack 15**

*Your skin becomes like iron, your eyes like the fire of the forge as you crush your foe before you.*

**Daily ✦ Divine, Necrotic, Shadow, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier necrotic damage.
**Miss:** Half damage.
**Effect:** You gain the following benefits until the end of the encounter.
- ✦ You gain a +2 power bonus to attack rolls.
- ✦ You gain 5 temporary hit points at the start of each of your turns.
- ✦ Once per round as a minor action, you can choose one willing ally. That ally takes 5 damage but gains 10 temporary hit points.

## Level 16: Dark Blessing

**Grim blackguard paragon path feature**
Dark devotion brings with it darker might. When an enemy falls to your onslaught, your commitment to shadow magic allows you to snatch a part of its fleeting spiritual energy and turn it to your advantage.

**Benefit:** Whenever a creature adjacent to you drops to 0 hit points, roll a d4 to determine which Dark Blessing you receive.

1: You gain 10 temporary hit points.

2: You gain a +2 power bonus to all defenses until the end of your next turn.

3: You gain a +1 power bonus to attack rolls until the end of your next turn.

4: You regain hit points equal to your Charisma modifier.

## Level 16: Utility Power

You are as strong as your dark conviction. When you might falter, your fervor preserves you while maintaining the balance in another way.

**Benefit:** You gain a new paladin utility power of your level or lower.

### Pragmatic Sacrifice

Your dark essence enables you to deflect the damage of a killing stroke to a nearby ally, and your spiritual strength makes the trade-off less painful for your proxy.

**Pragmatic Sacrifice** — Paladin Utility 16

*Your stained soul seals your wounds as they occur, and, blunted by the transference, the damage finds another home.*

**Daily ✦ Shadow**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An attack's damage reduces you to 0 hit points or fewer.
**Target:** One ally in the burst
**Effect:** You don't take the damage. Instead, the target takes it and then gains 10 temporary hit points.

### Shadow Healing

You can draw on the power of shadow to heal your wounds, though doing so blocks your natural recuperative abilities for a time.

**Shadow Healing** — Paladin Utility 16

*Your soul fires with darkness, and your body heals, but your natural faculties are dormant for a while afterward.*

**Daily ✦ Healing, Shadow**
**Minor Action** **Personal**
**Effect:** You regain hit points equal to your bloodied value and can make a saving throw. You cannot spend healing surges until the end of your next short rest.

## Level 17: Dauntless Presence

Few would accuse you of sentimentality toward your companions, yet you hate to see them harmed. When they flag, your cause is weakened. That cannot be allowed. When your allies pause to heal, your fanaticism to continue the fight is bolstered.

**Benefit:** When an ally spends a healing surge while adjacent to you, you gain temporary hit points equal to your Charisma modifier.

## Level 18: Ability Score Increase

Seemingly, there is no end to how much you can hone your abilities by surrendering to, and taking control of, the power of the dark.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 19: Daily Power

The deeper you delve into shadow power, the stronger your vice becomes. You eventually set aside lesser methods for new powers that more fully demonstrate your true strength.

**Benefit:** You can gain a new paladin daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

### Plundering Smite

All creatures have uses, even enemies. You can exploit opponents to serve your interests—as your attack ravages a foe, your injuries begin to heal.

**Plundering Smite** — Paladin Attack 19

*Your strike leaves a vile blight behind. As your enemy's energy ebbs, yours grows.*

**Daily ✦ Divine, Healing, Necrotic, Shadow**
**No Action** **Melee** 1
**Trigger:** You hit an adjacent creature with an at-will weapon attack.
**Target:** The creature you hit
**Effect:** The target takes 10 necrotic damage, and ongoing 10 necrotic damage (save ends). The target takes a -2 penalty to saving throws against this ongoing damage. Each time the target takes the ongoing damage, you regain 10 hit points.

### Ruinous Smite

The vice within you magnifies your outrage. Such unrestrained anger strengthens your strikes, bringing ruin to all who face you.

**Ruinous Smite** — Paladin Attack 19

*Your blow proves more costly than the enemy realized, and it collapses to the ground.*

**Daily ✦ Divine, Shadow**
**No Action** **Melee** 1
**Trigger:** You hit an adjacent creature with an at-will weapon attack.
**Target:** The creature you hit
**Effect:** The target takes 25 damage and falls prone. It can't stand up while you are adjacent to it (save ends). You grant combat advantage until the end of your next turn.

## Level 20: Vice Daily Power

**Grim blackguard paragon path feature**

A career spent in service to your vice leaves an indelible mark, twisting your appearance when you use your powers so that you embody your vice. Your presence afflicts your enemies with your vice's power.

**Benefit:** You gain a daily attack power associated with your vice (domination, page 46, or fury, page 47).

# Epic Blackguard

When using your dark power, you are a physical manifestation of your chosen vice. No foe is beyond you. If any creature calls your dark prowess into question, you have the might and the will to face it.

When your blackguard reaches 21st level, he or she takes on an epic destiny. This epic destiny represents the grand finale of your adventuring career. Like your paragon path, it grants a set of related features and powers.

**BLACKGUARD EPIC TIER**

| Total XP | Level | Feats Known | Class Features and Powers |
|---|---|---|---|
| 175,000 | 21 | — | Ability score increase<br>Epic destiny feature |
| 210,000 | 22 | +1 | Vice utility power |
| 255,000 | 23 | — | Shadow Leap |
| 310,000 | 24 | +1 | Ability score increase<br>Epic destiny feature |
| 375,000 | 25 | — | Daily power |
| 450,000 | 26 | +1 | Epic destiny feature |
| 550,000 | 27 | — | Shadow Infusion |
| 675,000 | 28 | +1 | Ability score increase |
| 825,000 | 29 | — | *Avatar of vice* |
| 1,000,000 | 30 | +1 | Epic destiny feature |

## Level 21: Ability Score Increase

Your entrance into the epic tier is heralded by a rush of vitality and clarity. You are now stronger, wiser, and even more unassailable.

**Benefit:** Each of your ability scores increases by 1.

## Level 21: Epic Destiny Feature

Your destiny comes into focus, as does your control over your vice and its influence on you. Fate lends you new capabilities with which you can determine your ultimate course.

**Benefit:** You gain a feature associated with your epic destiny.

## Level 22: Vice Utility Power

By invoking your vice, you grant your allies a glimpse of the dread power within you.

**Benefit:** You gain a utility power associated with your vice (domination, page 46, or fury, page 47).

## Level 23: Shadow Leap

When cloaked in shadow, you can leap through the darkness between space and time, vanishing and reappearing elsewhere.

**Benefit:** After you use *shroud of shadow*, you can take a free action to teleport up to 5 squares.

## Level 24: Ability Score Increase

Yet again, the darkness in your soul works physical and mental changes within you.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 24: Epic Destiny Feature

Your place in the cosmic order elevates as you gain still more power. At this point, fortune bends to help ensure your survival.

**Benefit:** You gain a feature associated with your epic destiny.

## Level 25: Daily Power

Mingling divine magic more deeply with shadow pays dividends, letting you lay waste to enemies with spectacular success.

**Benefit:** You can gain a new paladin daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

### Ravenous Shadows

The dead haunt your dreams and whisper in your mind, begging for release. When you strike a foe, you can call forth these lingering spirits, raising a malevolent wave that menaces your foes and draws them into a killing darkness.

**Ravenous Shadows** — Paladin Attack 25

*You recall the twisted spirits of your past victims to torment your current enemies. Channeled through your weapon, the spirits form a swirling, life-draining mass.*

**Daily ✦ Cold, Conjuration, Divine, Necrotic, Shadow, Weapon**
**Standard Action** — **Area** wall 10 within 10 squares

**Effect:** You conjure a wall of darkness that lasts until the end of your next turn. The wall's squares are heavily obscured, and it can be up to 4 squares high. Any creature that enters the wall or ends its turn there takes 15 cold and necrotic damage. When the wall appears, make the following attack.

**Target:** Each creature in the wall or adjacent to it
**Attack:** Strength vs. Fortitude
**Hit:** The target is immobilized until the end of its next turn. If the target is outside the wall, the target slides 1 square into it.

**Sustain Minor:** The wall persists until the end of your next turn, and you can repeat the attack.

*The dark deeds of the epic blackguard are known throughout the multiverse*

MARC SASSO

**Venomous Infection** Your shadow-infused divine energy alters an enemy's physiology, turning vitality into toxicity. The victim bloats with corruption, spraying caustic blood when it sustains severe damage.

**Venomous Infection** — Paladin Attack 25

*You cleave with a suddenly toxic weapon, leaving behind a deadly infection. The enemy sickens as its blood becomes virulent poison.*

**Daily ✦ Acid, Divine, Poison, Shadow, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage, and ongoing 20 acid and poison damage (save ends).
**Miss:** Half damage, and ongoing 10 acid and poison damage (save ends).
**Effect:** When the target first becomes bloodied or drops to 0 hit points, creatures in a close blast 3 from the target take 10 poison and acid damage. You determine the location of the blast.

## Level 26: Epic Destiny Feature

Your foes' worst attacks cannot sway you from your cause. When all seems lost, you have the strength and determination to fight on.

**Benefit:** You gain a feature (typically a utility power) associated with your epic destiny.

## Level 27: Shadow Infusion

Shadow power infuses your soul, your mind, and your body. You no longer fear the touch of the grave or the icy cold of darkness.

**Benefit:** You gain resist 20 necrotic and resist 20 cold.

## Level 28: Ability Score Increase

Your destiny is not yet fulfilled, and you need to be stronger and sharper to stand up to the challenges that await.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 29: Avatar of Vice

You can manifest the vice within your heart and soul, personifying it perfectly now. When you do, you experience a sudden transformation, leaving your mortal form behind and becoming the embodiment of shadow magic.

**Benefit:** You can gain the *avatar of vice* power. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

**Avatar of Vice** — Paladin Attack 29

*Your soul-searing strike releases the vice within you, transforming you into living shadow.*

**Daily ✦ Divine, Necrotic, Shadow, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier necrotic damage.
**Miss:** Half damage.
**Effect:** You gain the following benefits until the end of the encounter.
- ✦ Your attacks deal extra necrotic damage equal to your Charisma modifier.
- ✦ Once per turn after you attack an enemy and hit, you gain 10 temporary hit points. If the attack already grants temporary hit points to you, you gain 5 additional temporary hit points.
- ✦ If you start your turn with no uses available of your *dread smite* power, roll a d6. On a 5 or 6, you regain one use of that power.

## Level 30: Epic Destiny Feature

You have reached the pinnacle of your dreadful abilities. On the verge of facing your final destiny, you gain one last edge that could spell the difference between ultimate victory and utter defeat.

**Benefit:** You gain a feature associated with your epic destiny.

# Vice of Domination

The world demands order. Chaos is a cancer, undermining civilization's advance, fomenting crimes, sowing discord, and encouraging upheaval. Understanding the world's crying need, you crusade for order at any cost. When necessary, you enforce your will harshly, making examples of the disobedient.

Good and evil are methods, not ends—they can both bring stability. You might attempt to serve the greater good even if your methods can be harsh. To channel your vice, you might seek out the basest threats to stability, such as demons, marauding monsters, and other chaotically minded evildoers. Only evil blackguards give in to true tyranny, destroying the hearts and minds of subjects to make certain they obey every command.

Within a group, you push for ideas that involve imposing order on the situation most efficiently. You might have little tolerance for disorganization, even if such a state encourages freedom. You support authority, acknowledging the most effective leader of a group you're in even if that individual is not you. However, you expect a leader to handle situations competently or to step down. Dominance is earned, not claimed.

**Alignment:** You must be unaligned or evil to focus on the vice of domination. Good can confuse the issue of order and authority, and chaos is unacceptable.

## Level 1: Spirit of Vice (Domination)

You punish disobedience with overwhelming force. It might cost you battle resilience, but the reward of punishment for your enemies is compensation aplenty.

**Benefit:** Once per round while you have temporary hit points, you can take a free action to deal damage to yourself right before making an attack roll against a target. The damage equals your Charisma modifier. You then gain a bonus to the damage roll against the target. The bonus equals the damage you took.

## Level 1: Vice At-Will Power (Domination)

You become stronger as you prove yourself better than your opponents.

**Benefit:** You gain the *dominator's strike* power.

**Dominator's Strike** — Paladin Attack 1

*You are toughened as you prove your superiority.*

**At-Will ✦ Divine, Shadow, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage. You gain temporary hit points equal to your Charisma modifier.
*Level 21:* 2[W] + Strength modifier damage.

## Level 7: Improved Shroud of Shadow (Domination)

When you draw on shadow for protection, your shroud becomes more substantial, forming a greater barrier against your enemies' attacks.

**Benefit:** When you use your *shroud of shadow*, you gain additional temporary hit points equal to 2 + your Charisma modifier. At 23rd level, the additional temporary hit points increase to 5 + your Charisma modifier.

## Level 11: Blackguard's Action (Domination)

**Grim blackguard paragon path feature**
Your dictatorial presence creates a subtle coordination among your allies, aiding your attacks.

**Benefit:** When you spend an action point to take an extra action, you gain a power bonus to attack rolls until the end of your next turn. The bonus equals the number of allies within 2 squares of you.

## Level 11: Vice Encounter Power (Domination)

**Grim blackguard paragon path feature**
Little matters as long as order prospers. You invest your imperious nature into your weapon and release necrotic energy to take what you want by force.

**Proof of Domination** — Grim Blackguard Attack 11

*You raise your weapon high and dark tendrils crawl forth, fetching crucial life and strength from those around you.*

**Encounter ✦ Divine, Necrotic, Shadow, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each creature in the burst
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier necrotic damage, and the target is weakened until the end of your next turn.
**Effect:** You gain 3 temporary hit points for each creature you target with this attack.

## Level 12: Vice Utility Power (Domination)

**Grim blackguard paragon path feature**
In raising an icon of your vice, you drive your allies to crush the weak. Your enemies know that any sign of difficulty opens the way to their punishment in the presence of your altar.

**Altar of Domination** — Grim Blackguard Utility 12

*A glowing sigil burns on each side of the black stone altar you create, driving your allies to cut down the feeble.*

**Daily ✦ Conjuration, Shadow**
**Minor Action** **Ranged** 5
**Effect:** You conjure an altar of domination on the ground of an unoccupied square within range. The altar lasts until the end of the encounter, and its square is difficult terrain. While within 5 squares of the altar, you and each ally gain a +2 power bonus to attack rolls against bloodied creatures.

## Level 20: Vice Daily Power (Domination)

**Grim blackguard paragon path feature**
You can awaken a killing dread in your opponent. This mortal fear magnifies apparent threats and confuses your enemy as it flails about looking for escape. If it cannot escape your presence, it is doomed to madness and possibly death.

**Mortal Dread** — Grim Blackguard Attack 20

*Fear born from your wicked strike assails your target's mind and ruins its efforts to rally as long as you and your allies are near.*

**Daily ✦ Divine, Fear, Psychic, Shadow, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and ongoing 15 psychic damage (save ends). If the target ends its next turn adjacent to you or any of your allies, it cannot make a saving throw to end this effect on that turn.
**Miss:** Half damage, and ongoing 10 psychic damage (save ends).

## Level 22: Vice Utility Power (Domination)

The light created by this power encourages your allies to abide while protecting you. In truth, the shadow within you feeds from your companions to satisfy your insatiable appetite for power.

**Dark Grace** — Paladin Utility 22

*You shine with a soft golden light, inspiring allies at your side and drawing their life force to you.*

**Daily ✦ Aura, Shadow**
**Minor Action** **Personal**
**Effect:** You activate an aura 1 that lasts until the end of the encounter. Whenever you or an ally in the aura hits an enemy, he or she gains 5 temporary hit points. Whenever an ally in the aura spends a healing surge, he or she regains only half the hit points, and you regain the rest.

# Vice of Fury

Anger is a common emotion on the battlefield. It's perfectly natural to feel fury when enemies kill a friend or when a traitor betrays you and your companions. Frustration is bound to arise when a foe slips away or an objective remains out of reach. Such rage is hardly a vice.

Fury's dark side arises when it occludes thought, when it rules action, and when it harms without thought for the consequences. Blackguards who indulge in their fury run the risk of losing control and striking out at anyone in their path. Guilt and innocence become meaningless concepts to a warrior in fury's throes. Such paladins can work terrible acts when consumed by their passions.

When fury is your vice, you might be temperamental and violent. You could erupt at the slightest provocation, resorting to hostility to solve your problems. Or you might make every effort to maintain control when you need to, letting the hound of fury loose only when it is needed. Even then, if pushed too far, you risk exploding. If you aim to keep your fury under control, your biggest fear is hurting someone or something you value.

**Alignment:** You can embrace the vice of fury as long as you are not lawful good. Most heroic blackguards of fury are unaligned. Rage clouds philosophical positions and overshadows peaceable solutions.

## Level 1: Spirit of Vice (Fury)

Your anger increases your strength in battle, giving you a decided edge when striking at your foes. To access this greater strength, you must give into the burgeoning hate.

**Benefit:** While you have combat advantage against an enemy, you gain a +2 bonus to damage rolls. The bonus increases to +4 while you are bloodied or adjacent to a bloodied creature.

## Level 1: Vice At-Will Power (Fury)

The violence of combat fuels your fury. Your enemies pale before your battle-crazed visage.

**Benefit:** You gain the *ferocious strike* power.

**Ferocious Strike** — Paladin Attack 1

*The pain you inflict promises more agony to come.*

**At-Will ✦ Divine, Shadow, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage. You gain combat advantage against the first enemy you attack before the end of your next turn.
*Level 21:* 2[W] + Strength modifier damage.

## Level 7: Improved Shroud of Shadow (Fury)

When you draw directly on shadow magic, your fury infuses your attacks.

**Benefit:** When you use your *shroud of shadow*, you gain a bonus to your next damage roll before the end of your next turn. The bonus equals 2 + your Charisma modifier. At 23rd level, the bonus increases to 5 + your Charisma modifier.

## Level 11: Blackguard's Action (Fury)

**Grim blackguard paragon path feature**

Your brutal advance menaces your enemies, filling them with dread.

**Benefit:** When you spend an action point to take an extra action, you gain combat advantage against all enemies until the end of your turn.

## Level 11: Vice Encounter Power (Fury)

**Grim blackguard paragon path feature**

Violence begets violence. In the right circumstances, it takes little to provoke you. When stirred to respond, you speed to the offending enemy and deliver a punishing strike with little regard for the consequences.

**Slave to Fury** — Grim Blackguard Attack 11

*Reckless anger takes hold, instilling you with the preternatural speed necessary to respond to each new attack with one of your own.*

**Encounter ✦ Divine, Shadow**
**Minor Action** **Personal**

**Effect:** You grant combat advantage until the end of your next turn. Until the start of your next turn, you can use the secondary power at will. If you don't use it at least once, your weapon attacks on your next turn deal 1[W] extra damage.

**Secondary Power** (Divine, Shadow, Weapon)
**Opportunity Action** **Melee** 1
**Trigger:** An adjacent enemy hits you with a melee attack or a close attack.
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is dazed until the end of its next turn.

## Level 12: Vice Utility Power (Fury)

**Grim blackguard paragon path feature**

You can raise an icon of your vice for all to see, driving you and your allies to strike enemies with unbounded rage. Enemies understand that to be near this altar is to be the focus of unrelenting ire.

**Altar of Fury** — Grim Blackguard Utility 12

*The image of a gore-splattered monolith breaks the ground, red runes crawling across its fury-inducing surface.*

**Daily ✦ Conjuration, Shadow**
**Minor Action** **Ranged** 5

**Effect:** You conjure an altar of fury on the ground of an unoccupied square within range. The altar lasts until the end of the encounter, and its square is difficult terrain. While within 5 squares of the altar, you and your allies gain a power bonus to damage rolls equal to the number of enemies within 5 squares of the altar, with a maximum bonus equal to your Charisma modifier.

## Level 20: Vice Daily Power (Fury)

**Grim blackguard paragon path feature**

You use your familiarity with your vice to turn an enemy's rage against it. Your strike leaves behind a psychic seed of unreasoning fury that tears at the mind and forces your foe into unreasonable acts of anger.

**Uncontrolled Fury** — Grim Blackguard Attack 20

*When you smash your opponent, you transform it into a reckless, ravening killer bent on destroying anything in its path.*

**Daily ✦ Charm, Divine, Psychic, Shadow, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** The target is dazed (save ends). Until this condition ends, roll a d6 at the start of each of the target's turns.
**1-2:** The target takes 10 psychic damage.
**3-4:** The target charges or makes a basic attack as a free action against your enemy nearest to it. If the target cannot attack, it takes no action during this turn.
**5-6:** The target and each enemy of yours adjacent to it take 10 psychic damage. The target then makes a melee basic attack as a free action against a creature of your choice. If the target cannot attack, it takes no action during this turn.

## Level 22: Vice Utility Power (Fury)

You warp your allies with uncontrollable bloodlust, erasing their self-control and making them ruthless warriors for as long as they remain under your influence.

**Rampaging Bloodlust** — Paladin Utility 22

*Murderous howls tear free from your allies' throats, their thoughts consumed by bloodlust.*

**Daily ✦ Aura, Shadow**
**Minor Action** **Personal**

**Effect:** You activate an aura 2 that lasts until the end of the encounter. Creatures other than you in the aura grant combat advantage. You and each ally in the aura gain a power bonus to damage rolls equal to twice the number of enemies in the aura.

# Vampire

**Shadow Striker:** Infused with the power of darkness and having already experienced death, you are a lethal creature of the night. As your power increases, your supernatural nature comes to the fore—but will your humanity pay the price?

**Key Abilities:** Dexterity, Charisma

You are a monster, fated and infected by a vile curse that transformed you into a creature of nightmare. Normal emotions have become alien to you. Only cold, gnawing hunger remains.

Most of those who become vampires are victims of monstrous attacks, created by a callous hunter who drained them dry of blood and life force, then cast them aside. Others seek out this path from their own fear of infirmity and death, discovering the arcane rites and alchemical formulas that promise dark power. In some cases, a character finds his or her vampirism invoked by an ancient family curse, or that he or she is a member of an extended clan of vampires who pass their blood down to those they deem worthy—whether by choice or not.

Whatever their origins, vampire characters are not slaves to their creators. Even those beholden to an older vampire retain free will, and have a chance to avoid sinking into the bestial depravity so common among their kind. Vampire characters are the most exceptional examples of those who carry this dark curse, using their powers not solely for murder and personal gain. Some become the greatest of heroes, but even those vampires are aware that few among the common folk have the ability to see past the frightening reality of their dark nature. Avoiding the scrutiny of superstitious folk and disguising his or her needs and abilities serves a vampire best. Trusted companions, enemies to slay and feast upon, and reasons to avoid civilized areas for extended times make an adventuring life the perfect choice for such characters.

### Vampire Traits

**Hit Points:** You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level.

**Bonuses to Defenses:** +1 to Fortitude, +1 to Will

**Healing Surges per Day:** 2

**Armor Proficiencies:** Cloth

**Weapon Proficiencies:** Simple melee, simple ranged

**Implement Proficiencies:** Holy symbols, ki focuses

**Class Skills:** Acrobatics (Dex), Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), History (Int), Intimidate (Cha), Perception (Wis), Religion (Int), Stealth (Dex), Thievery (Dex)

**Trained Skills:** Four from the list of class skills



## Creating a Vampire

This section walks you through the steps of creating a vampire. As you make choices at each step, consider how those choices relate to your character's personality, backstory, and goals.

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

### Race

Choose your race. Any race can potentially become a vampire, and each race's association with the dark legends of these creatures is unique.

**Halfling** Small, unassuming, and affable are the qualities most often ascribed to halflings by the folk of other races. However, many halflings are driven by their wanderlust and curiosity to explore the dark places of the world—and to encounter the cursed creatures that dwell there. Although halfling vampires are rare, the fact that their race is often underestimated is an asset to these undead predators.

Halfling vampires are typically loners and outcasts, but the halfling clans' loyalty to kin and family leads some to openly accept vampires among them. Legends tell of great halfling heroes who fell to the dark curse of vampirism in the course of saving their clans from some undead scourge. Such vampires depend on the strength of their clan bonds to prevent them from slipping into evil deeds, often acting as scouts and defenders with a special focus on fighting undead.

Halfling vampires retain their love for Avandra, but most also worship Sehanine for her shadowy nature. The god of trickery shows halfling vampires much favor.

**Vryloka** The vrylokas take secret pride in their undead origins, even as they live their lives among the mortal races. However, a significant number of the so-called living vampires come to covet the dark curse that is the source of their long life and power. Vrylokas take up the path of the vampire by undertaking a variant of the blood ritual given to their kind by the Red Witch long ago, modified with the help of Vistani mystics.

Vryloka vampires maintain a low profile among their people, revealing their secret only to close family and kin. The intrigues and machinations that drive the vrylokas' secret societies are built on power, and the power wielded by true vampires can make them a target for betrayal by other families. Among

*Eldas, human vampire*

ALBERTO DEL LAGO

their own kin, vryloka vampires often become elders and leaders, guarding their family's most ancient wisdom and secret traditions. Such vampire elders can choose to pass their blood on to other vrylokas with the blessing of their family. However, some vryloka vampires spread the curse according to personal whim, in flights of passion, or in mad fits.

Vryloka vampires typically see themselves as important servants of the Red Witch and, by extension, the Raven Queen.

## Ability Scores

Determine your ability scores. As creatures of the hunt, vampires require uncanny speed and agility. As such, make Dexterity your highest score.

Your next highest score should be Charisma. Your strength of character forges the essential connection between your undead body, mind, and soul, and many of your class features and powers depend on it.

You increase two ability scores of your choice by 1 each when you reach certain levels: 4th, 8th, 14th, 18th, 24th, and 28th. In addition, all your ability scores increase by 1 at 11th and 21st levels.

Your other ability scores can help define your character's personality and backstory. A good Constitution score helps to ensure your survival as an adventuring vampire. It also implies that you were a vigorous mortal before taking up your dark path—perhaps part of the reason you were chosen for that path in the first place. Intelligence can speak to an academic or studious background, perhaps indicating that you came to vampirism through ancient lore or forgotten rituals. Regardless of how you became a vampire, a high Wisdom manifests as the instincts of an observant and intuitive predator.

## Skills

At 1st level, choose four trained skills from the following list of class skills: Acrobatics, Arcana, Athletics, Bluff, Diplomacy, History, Intimidate, Perception, Religion, Stealth, and Thievery.

Your choice of skills reflects your unique approach to your existence as a creature of the night. An emphasis on Acrobatics, Athletics, Stealth, or Intimidate suggests a consummate hunter. Focusing on Bluff, Diplomacy, Stealth, and Thievery, might make you a charmer, experienced at hiding your true nature from the world and acquiring what you need by subterfuge. Perception is valuable to any vampire.

Your choice of skills can also tell something about your past. Arcana suggests a familiarity with shadow magic and your dark curse, as does Religion. However, Religion also grants you a deeper understanding of the nature of the soul's journey and of undeath. Perhaps faith was important to you when you were alive. How has that changed now? If you are trained

in History, did you live through great events? Were you a scholar, or did the vampire that granted you your power pass on its knowledge as well?

## Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Vampire Heroic Tier table on page 52.

## Feats

Choose one feat at 1st level. You gain an additional feat at every even-numbered level, plus a feat at 11th and 21st levels.

As an undead creature, you have limited healing surges. Because a number of your powers improve with the expenditure of a healing surge, Durable is a good feat choice. So is the Unarmored Agility feat, which can represent either your uncanny quickness or supernaturally tough flesh. You will spend much of your time in close-quarters combat, so feats such as Defensive Mobility are a good choice. Likewise, feats from the quick reaction group can help emphasize your killer instincts. Holy Symbol Expertise or Ki Focus Expertise increase the accuracy of many of your powers and might also suggest a special bond between you and your implement. Finally, any of the shadow feats in this book can demonstrate your ties to the Shadowfell and the source of your power.

## Equipment

You have proficiency with cloth armor. You have proficiency with the following weapon types: simple melee and simple ranged.

You have 100 gp to buy your starting equipment. Purchase an implement of your choice, making that implement a symbol of your mortal existence—a sentimental object that keeps you grounded when the darkness threatens to overwhelm you. A defaced symbol of Vecna, whom you hate for the curse placed on your bloodline, can be as powerful as a wedding ring that recalls your lost love and acts as a ki focus.

With your innate defensive strength and your ability to use *vampire slam* as a melee basic attack, you won't need armor or a melee weapon. You might want to purchase a ranged weapon that can shoot farther than your ranged powers, but you are primarily a melee warrior. Spend the rest of your money on adventuring gear.

## Defenses and Hit Points

Calculate your defenses using your ability modifiers. In addition, you gain a +1 bonus to Fortitude and Will.

You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level. You have 2 healing surges per day.

BEN WOOTTEN

*Jyriel, elf vampire*

## Alignment and Final Details

At this point, you should have all the mechanical details of your character determined. There are a few more decisions to make.

Pick an alignment that matches your character's outlook on the world. As a vampire, you must struggle with the supernatural forces that grant your power if you hope to be more than just a monster. Your hunger can drive you to dark acts, but by choosing your victims carefully, you can maintain your morality. How you became a vampire can also affect your moral outlook.

Finally, check with your DM to see where you are from in the campaign setting, the people you already know, and what your current situation is. It also helps to spend a few minutes working out how or if you know the other players' characters.

# Heroic Vampire

Having crossed over the threshold of death—and perhaps only just broken free of the authority of the vampire who created you—you are a force of shadow and nature combined. The heroic tier is where you learn to master your innate powers, establishing who you are and how you balance your existence between the world of the living and the undead.

**VAMPIRE HEROIC TIER**

| Total XP | Level | Feats Known | Class Features and Powers |
|---|---|---|---|
| 0 | 1 | 1 | Child of the Night<br>Blood Is Life<br>Enduring Soul<br>Hidden Might<br>Vampiric Reflexes<br>At-will attack powers<br>*Blood drinker*<br>*Swarm of shadows* |
| 1,000 | 2 | +1 | Utility powers |
| 2,250 | 3 | — | *Feral assault* |
| 3,750 | 4 | +1 | Ability score increase<br>*Strength of Blood* |
| 5,500 | 5 | — | *Unfettered hunger* |
| 7,500 | 6 | +1 | *Form of the bat* |
| 10,000 | 7 | — | Improved Blood Drinker |
| 13,000 | 8 | +1 | Ability score increase<br>Night Crawler |
| 16,500 | 9 | — | *Domineering gaze* |
| 20,500 | 10 | +1 | *Gaseous form* |

## Level 1: Child of the Night

You have been reborn into darkness, claiming the ancient power that will mark you for all time. You gain strength in the night even as you curse the sun, for its unwavering radiance is a bitter fire that drains your strength and power.

**Benefit:** You gain the following benefits and weaknesses.

- You are an undead creature. You are unaffected by anything that affects only living creatures. You don't need to breathe, which means you are immune to suffocation. You also don't age. Unlike most undead, you do need to sleep.
- You have darkvision.
- You have resist 5 necrotic.
- You have vulnerable 5 radiant.
- If you end your turn in direct sunlight and lack a protective covering such as a cloak or other heavy clothing, you take 5 radiant damage (plus additional damage from your radiant vulnerability) from the sunlight, and you are weakened (save ends). If you drop below 1 hit point from this damage, you are instantly destroyed.

## Level 1: Blood Is Life

As an undead creature, you gain power and strength when you drain the life essence of other creatures. A gnawing hunger thus burns within your body and spirit, tempting you to descend into feral madness. Some vampires embrace this impulse, becoming savage beasts with a thirst for blood. Others strive to control it, turning their hunger into a weapon they can unleash against their enemies.

Your undead nature and your dependence on blood force you to use healing surges in a different way than other characters. The few healing surges you have can be augmented by the life force you drain from your foes with many of your powers. In addition, you can draw on the life energy of a willing ally to fuel your own vitality.

**Benefit:** Once during a short rest, an ally adjacent to you can willingly lose one healing surge to allow you to regain hit points equal to your bloodied value. You regain hit points equal to your bloodied value.

If you end a short rest with more healing surges than your usual number of healing surges for the day, you lose any healing surges beyond that number but regain all your hit points.

## Level 1: Enduring Soul

Your body is undead, but the lingering presence of your soul is infused into the shadow magic that grants you power. When you have taken grievous injuries, that soul energy heals and sustains you.

**Benefit:** While you are bloodied, you gain regeneration equal to your Charisma modifier. If you take radiant damage, your regeneration does not function until the end of your next turn.

## Level 1: Hidden Might

Though you might show no outward sign of it, the curse that transformed you into an undead creature grants you physical power from the force of your personality alone.

**Benefit:** You gain a bonus to the damage rolls of your vampire powers and vampire paragon path powers. The bonus equals your Charisma modifier. The bonus increases to 2 + your Charisma modifier at 5th level, 4 + your Charisma modifier at 15th level, and 6 + your Charisma modifier at 25th level.

## Level 1: Vampiric Reflexes

You move with an uncanny grace that makes it difficult for foes to strike you.

**Benefit:** You gain a +2 shield bonus to AC while you are wearing cloth armor or no armor and aren't using a shield.

# Level 1: At-Will Attack Powers

Vampires are known for their mythic strength and legendary charm—attributes that you wield as weapons when you enter combat.

**Benefit:** You gain the *dark beckoning*, *taste of life*, and *vampire slam* powers.

## Dark Beckoning

The steeliness of your gaze can sway the heart of even the most fearless foe. Like a coiled serpent, you transfix your enemies to leave them exactly where you want them.

**Dark Beckoning** — Vampire Attack 1

*Your mesmerizing presence draws your enemies closer.*

**At-Will ✦ Charm, Implement, Psychic, Shadow**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Charisma + 2 vs. Will
**Hit:** 1d6 + Charisma modifier psychic damage, and you pull the target up to 3 squares.
*Level 21:* 2d6 + Charisma modifier psychic damage.

## Taste of Life

Your undead essence thrives on the life energy of other creatures. This power lets you gain strength while you inflict pain on your foe.

**Taste of Life** — Vampire Attack 1

*Your dread touch burns your foe with dark power, even as your own energy is temporarily restored.*

**At-Will ✦ Implement, Necrotic, Shadow**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Dexterity vs. Fortitude
**Hit:** 1d8 + Dexterity modifier necrotic damage, and you gain temporary hit points equal to 2 + your Charisma modifier.
*Level 21:* 2d8 + Dexterity modifier necrotic damage.

## Vampire Slam

The power of shadow courses through you, transforming your unnatural quickness into a brute-force assault.

**Vampire Slam** — Vampire Attack 1

*You use the full force of your undead strength to drive your foe back.*

**At-Will ✦ Implement, Shadow**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 1d10 + Dexterity modifier damage, and you can push the target 1 square.
*Level 21:* 2d10 + Dexterity modifier damage.
**Special:** You can use this power as a melee basic attack.

# Level 1: Blood Drinker

Your curse demands that the life force of other creatures be sacrificed to maintain your undead form. Whether it consists of blood, ichor, or the unseen energy of life itself, only the essence of your foes can satisfy you.

**Benefit:** You gain the *blood drinker* power.

**Blood Drinker** — Vampire Attack

*When your attack strikes true, you sweep past your foe's defenses to consume the essence of its life.*

**Encounter ✦ Shadow**
**No Action** **Personal**
**Trigger:** You hit an enemy with a vampire melee at-will attack power.
**Target:** The triggering enemy
**Effect:** The target takes 1d10 extra damage from the triggering attack, and you gain a healing surge.
*Level 17:* 2d10 extra damage.
*Level 27:* 3d10 extra damage.

# Level 1: Swarm of Shadows

Your mortal body is merely a vessel for the magic that sustains you in your state of undeath. You can manipulate your physical form with growing ease, transforming into a cluster of shadows that bite and slash at your foes, then let you secretly re-form in their midst to press the attack.

**Benefit:** You gain the *swarm of shadows* power.

**Swarm of Shadows** — Vampire Attack 1

*Your body becomes a swarm of batlike shadows that let you harry your enemies, then fade from sight.*

**Daily ✦ Implement, Shadow, Teleportation**
**Standard Action** **Close** blast 3
**Target:** Each enemy in the blast
**Attack:** Dexterity vs. Fortitude
**Hit:** 3d6 + Dexterity modifier damage, and ongoing 5 damage (save ends).
**Miss:** Half damage.
**Effect:** You teleport to a square in the blast and are invisible until the end of your next turn.

# Level 2: Utility Powers

The same strength of character that keeps your desires in check can be used as a weapon against your foes, leaving them unable to react in the heat of combat.

**Benefit:** You gain a 2nd-level vampire utility power of your choice.

## Charming Gaze

The force of your personality lets you channel the shadow magic that animates you, accentuating and sharpening your presence in combat.

*Andragora, halfling vampire*

**Charming Gaze** — Vampire Utility 2

*Your compelling demeanor throws your prey off its guard, lulling it into a false sense of security.*

**Encounter ✦ Charm, Shadow**
**Minor Action** **Close** blast 5
**Target:** One creature in the blast
**Effect:** Until the end of your next turn, the target cannot make opportunity attacks or take immediate actions. In addition, you gain a +4 bonus to the next Bluff check or Diplomacy check you make against the target before the end of the encounter.

**Hunter's Gaze** Although you must maintain strict control over the feral hunger that lurks within you, that hunger can also serve you in combat. Sensing your deadly instincts, your foe is left in a state of vulnerable distraction.

**Hunter's Gaze** — Vampire Utility 2

*As you focus on a foe, your predatory presence leaves it open to attack.*

**Encounter ✦ Charm, Shadow**
**Minor Action** **Close** blast 5
**Target:** One creature in the blast
**Effect:** Until the start of your next turn, the target grants combat advantage while you are adjacent to it. In addition, you gain a +4 bonus to the next Intimidate check you make against the target before the end of the encounter.

# Level 3: Feral Assault

As you gain experience, you gain better control of your hunger—control that allows you to safely channel your feral impulses. When you unleash the beast within, no foe can stand against you for long.

**Benefit:** You gain the *feral assault* power.

**Feral Assault** — Vampire Attack 3

*You howl like a beast as you strike, your hunger and fury driving you to make a brutal attack.*

**Encounter ✦ Implement, Shadow**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 2d12 + Dexterity modifier damage.
**Special:** You can lose a healing surge when you use this power to either target a second creature or deal 2d8 extra damage with the attack.

# Level 4: Ability Score Increase

Shadow is becoming so ingrained within you that it infuses your essential nature and makes you more than you were before.

**Benefit:** You increase two ability scores of your choice by 1.

# Level 4: Strength of Blood

When your dark curse first claimed you, you consumed the life force of other creatures simply to survive. Now, you reinvest that spirit energy into a surge of physical strength on the battlefield.

**Benefit:** You gain the *strength of blood* power.

**Strength of Blood** — Vampire Utility 4

*You draw on the life force you have consumed to grant yourself a sudden burst of strength.*

**Encounter ✦ Shadow**
**Minor Action** **Personal**
**Effect:** You gain a +5 power bonus to the next Athletics, Endurance, or Strength check you make before the end of your turn.
**Special:** You can lose a healing surge when you use this power to increase the bonus to +10.

# Level 5: Unfettered Hunger

The feral impulses that surge through you threaten to overwhelm you at times. At the height of your fury, you slake your hunger with all the rage of the undead monster that others fear you to be.

**Benefit:** You gain the *unfettered hunger* power.

MAZIN KASSIS

**Unfettered Hunger** — Vampire Attack 5

*Your eyes turn red with fury, your fangs lengthen, and you rage like a beast as you allow your hunger to seize control.*

**Daily ✦ Implement, Shadow**
**Standard Action** **Close** burst 1
**Target:** Each creature in the burst
**Attack:** Dexterity vs. Reflex
**Hit:** 2d10 + Dexterity modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls, you can shift up to your speed as a move action, and you cannot spend healing surges to regain hit points.

## Level 6: Form of the Bat

Common folklore ascribes countless powers to vampires, including the ability to shift into the forms of frightening animals. You have learned to draw on shadow magic to become one of these creatures of the night.

**Benefit:** You gain the *form of the bat* power.

**Form of the Bat** — Vampire Utility 6

*Your body becomes a cloud of pure shadow that shrinks and coalesces into the form of a fluttering bat.*

**Encounter ✦ Polymorph, Shadow**
**Standard Action** **Personal**
**Effect:** You assume the form of a Tiny bat. While you are in this form, you have a speed of 2 and a fly speed of 8, and you cannot make attacks or hold or carry any object. Your equipment becomes part of this form. You use a move action to return to your normal form.

## Level 7: Improved Blood Drinker

You have become a more efficient predator, seeking out additional opportunities to feed.

**Benefit:** You gain one more use of *blood drinker* per encounter, but you can use it only once per turn.

## Level 8: Ability Score Increase

You are long accustomed now to the darkness within you, and your body and mind become more formidable.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 8: Night Crawler

A perfect killer must move in ways that its prey does not expect. Your otherworldly strength and shadow magic allow you to stalk your victims like a creature of living darkness.

**Benefit:** You gain a climb speed equal to your speed. You can climb across a ceiling or similar surface. However, if you end your turn on such a surface, you fall.

## Level 9: Domineering Gaze

By focusing the power of your dark curse, you direct your mix of beastly and mortal emotions into an opponent's mind. Lost within those dark passions, your prey becomes a puppet under your control.

**Benefit:** You gain the *domineering gaze* power.

**Domineering Gaze** — Vampire Attack 9

*With a glance, your foe falls under your control and will yield up its life force to strengthen you.*

**Daily ✦ Charm, Implement, Necrotic, Shadow**
**Standard Action** **Ranged** 5
**Target:** One enemy
**Attack:** Charisma + 2 vs. Will
**Hit:** The target is dominated (save ends). While the target is dominated by this power, you can use a minor action while adjacent to the target to gain a healing surge and to deal necrotic damage to the target equal to your healing surge value. Doing so ends the domination.
**Miss:** The power is not expended.

## Level 10: Gaseous Form

The power of the Shadowfell flows through your undead form. By drawing on your connection to that power, you change yourself into a vague shape of swirling darkness.

**Benefit:** You gain the *gaseous form* power.

**Gaseous Form** — Vampire Utility 10

*You transform into a shadowy mist that shreds and twists away from your enemy's grasp.*

**Daily ✦ Polymorph, Shadow**
**Minor Action** **Personal**
**Effect:** You assume a gaseous form. While in this form, you are insubstantial and phasing, gain a fly speed of 8, and gain a +10 power bonus to Stealth checks. You cannot attack in this form. The form lasts until the end of your next turn or until you use a minor action to end it.
**Sustain Minor:** The gaseous form persists until the end of your next turn.

*Eldas slashes away at a pack of wererats that foolishly thought him to be easy prey*

ALBERTO DEL LAGO

# Paragon Vampire

You have feasted on innumerable foes and defeated them, all the while holding yourself in the middle ground between mortality and undeath. When you ascend into the paragon tier, your shadow powers grow stronger as you carve out your dark legend.

## Paragon Path: Vampire Noble

At 11th level, your vampire takes on a paragon path, typically the vampire noble paragon path. A vampire noble concentrates on a particular set of vampiric traits to emphasize them, creating a suite of abilities that vampires refer to as a bloodline. Some vampires choose the cunning of the beguiler bloodline, while others prefer to cultivate their bestial nature by adopting the stalker bloodline. See pages 61 and 62 for the two bloodlines and the features they offer.

**Prerequisite:** Only a vampire can take this paragon path.

**VAMPIRE PARAGON TIER**

| Total XP | Level | Feats Known | Class Features and Powers |
|---|---|---|---|
| 26,000 | 11 | +1 | Ability score increase<br>Blood Lord [vampire noble]<br>Bloodline feature [vampire noble]<br>Vampiric Action [vampire noble] |
| 32,000 | 12 | +1 | Bloodline utility power [vampire noble] |
| 39,000 | 13 | — | Enduring Reserves |
| 47,000 | 14 | +1 | Ability score increase |
| 57,000 | 15 | — | *Hungry swarm* |
| 69,000 | 16 | +1 | Bloodline feature [vampire noble]<br>*Shared blood* |
| 83,000 | 17 | — | *Unleashed fury* |
| 99,000 | 18 | +1 | Ability score increase |
| 119,000 | 19 | — | Vital Consumption |
| 143,000 | 20 | +1 | Bloodline daily power [vampire noble] |

## Level 11: Ability Score Increase

As if to prepare you for the paragon tier, your body and mind gird themselves against future threats by making you more formidable in every way.

**Benefit:** Each of your ability scores increases by 1.

## Level 11: Blood Lord

**Vampire noble paragon path feature**

Your hunger grows with your power, allowing you to channel the life energy of your foes to even deadlier effect.

**Benefit:** You gain one more use of *blood drinker* per encounter, but you can still use it only once per turn.

## Level 11: Bloodline Feature

**Vampire noble paragon path feature**

The bloodline that defines you sharpens your predatory instincts and your thirst for the life energy that sustains you.

**Benefit:** You gain a paragon path feature associated with your bloodline (beguiler, page 61, or stalker, page 62).

## Level 11: Vampiric Action

**Vampire noble paragon path feature**

When you push yourself beyond normal limits, you also spark the supernatural energy that animates your undead body, letting you strike with superior accuracy and speed.

**Benefit:** When you spend an action point to take an extra action, if you have temporary hit points or have more healing surges than your usual number of healing surges for the day, you gain a +4 power bonus to your next attack roll before the end of your turn.

## Level 12: Bloodline Utility Power

**Vampire noble paragon path feature**

The power of shadow strengthens you, granting you additional resources to outlast your foes.

**Benefit:** You gain a utility power associated with your bloodline (beguiler, page 61, or stalker, page 62).

## Level 13: Enduring Reserves

The life energy you have stolen from countless foes has permanently replenished your undead form's ability to heal.

**Benefit:** Your number of healing surges increases by one.

## Level 14: Ability Score Increase

Your continued cultivation of the dark forces within you enhances your physical and mental resilience.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 15: Hungry Swarm

As your talent for manipulating the power of darkness grows, your *swarm of shadows* takes on an even deadlier edge. As your foes are harried and blinded by batlike shadows, you replenish your own vitality by drinking deep from their fear.

**Benefit:** You gain the *hungry swarm* power. This new power replaces *swarm of shadows.*

**Hungry Swarm** — Vampire Attack 15

*Your body unravels into a swarm of batlike shadows whose claws and fangs steal sight and life from your foes.*

**Daily ✦ Implement, Shadow, Teleportation**
**Standard Action** **Close** blast 3
**Target:** Each enemy in the blast
**Attack:** Dexterity vs. Fortitude
**Hit:** 5d6 + Dexterity modifier damage, and the target is blinded (save ends).
**Miss:** Half damage.
**Effect:** You teleport to a square in the blast and are invisible until the end of your next turn. If you hit at least one living creature with this attack, you gain a healing surge.

## Level 16: Bloodline Feature

**Vampire noble paragon path feature**

The dark traditions of your bloodline bestow additional benefit and help you shrug off the lingering weakness of your vampiric form.

**Benefit:** You gain a paragon path feature associated with your bloodline (beguiler, page 61, or stalker, page 62).

## Level 16: Shared Blood

The energy of life that you reap from your enemies sustains your soul's connection to your undead body and powers your most potent attacks. Now you learn to transfer that power to your allies, gifting them with your own supernatural sustenance and strength in their hour of need.

**Benefit:** You gain the *shared blood* power.

**Shared Blood** — Vampire Utility 16

*You bite yourself to let the life energy you have consumed seep onto your ally, transferring some of your undying vitality.*

**Daily ✦ Healing, Shadow**
**Standard Action** **Melee** 1
**Requirement:** You must have at least one healing surge remaining.
**Target:** One ally
**Effect:** You lose a healing surge. The target regains 1 hit point, gains temporary hit points equal to his or her bloodied value, and can make a saving throw with a +2 power bonus.

## Level 17: Unleashed Fury

When you first took up the vampire's path, you fought to suppress the dark rage of your maimed soul. Now you have learned to control that fury to your advantage—and to your enemies' peril.

**Benefit:** You gain the *unleashed fury* power. This new power replaces *feral assault.*

**Unleashed Fury** — Vampire Attack 17

*You become a ravening beast, lashing out at your foe with the strength of all your dark rage.*

**Encounter ✦ Implement, Shadow**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3d12 + Dexterity modifier damage.
**Special:** You can lose a healing surge when you use this power to either target each creature adjacent to you with the attack or deal 3d10 extra damage to a single target.

## Level 18: Ability Score Increase

Seemingly, there is no end to how much you can hone your abilities by surrendering to, and taking control of, the power of the dark.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 19: Vital Consumption

The life force you expend to fuel your shadow magic now provides an additional boost to your vitality.

**Benefit:** Whenever you lose a healing surge as part of one of your vampire or paragon path attack powers, you gain temporary hit points equal to one-half your level.

## Level 20: Bloodline Daily Power

**Vampire noble paragon path feature**

At the height of the paragon tier, your dark curse fuels your deadliest attack.

**Benefit:** You gain a paragon path power associated with your bloodline (beguiler, page 61, or stalker, page 62).

# Epic Vampire

Through the power of undeath, you have grown beyond the limitations of mortals and monsters alike. Now it is time to use your power to challenge foes that can threaten all of existence.

When your vampire reaches 21st level, he or she takes on an epic destiny. The destiny you choose represents the apex of your shadow magic—and the final resolution of your attempts to control your dark fate. Like your paragon path, it grants a set of related features and powers.

**VAMPIRE EPIC TIER**

| Total XP | Level | Feats Known | Class Features and Powers |
|---|---|---|---|
| 175,000 | 21 | +1 | Ability score increase<br>Epic destiny feature |
| 210,000 | 22 | +1 | Utility power |
| 255,000 | 23 | — | Energized Blood Drinker |
| 310,000 | 24 | +1 | Ability score increase<br>Epic destiny feature |
| 375,000 | 25 | — | *Irresistible gaze* |
| 450,000 | 26 | +1 | Epic destiny feature |
| 550,000 | 27 | — | — |
| 675,000 | 28 | +1 | Ability score increase |
| 825,000 | 29 | — | *Consuming swarm* |
| 1,000,000 | 30 | +1 | Epic destiny feature |

## Level 21: Ability Score Increase

Your entrance into the epic tier is heralded by a rush of vitality and clarity. You are now stronger, wiser, and even more unassailable.

**Benefit:** Each of your ability scores increases by 1.

## Level 21: Epic Destiny Feature

As you enter the epic tier, your final destiny comes into focus. Perhaps you are fated to save the world from some great evil, or maybe fate has dictated that you must fight against a god. The destiny you pursue shapes you just as your actions shape the cosmos.

**Benefit:** You gain a feature associated with your epic destiny.

## Level 22: Utility Power

The power of blood and shadow permeates your being, granting you abilities that few of your kind have ever known.

**Benefit:** You gain a new vampire utility power of your level or lower.

### Blood Drinker's Pounce

The energy you drain from your enemies with your *blood drinker* power has become a potent elixir. As your foe stumbles, you let its stolen life force drive you into a battle frenzy.

**Blood Drinker's Pounce** — Vampire Utility 22

*Your successful attack inspires even greater fury, letting you leap through your foes like a snarling beast.*

**Encounter ✦ Shadow**
**Free Action** — **Personal**
**Trigger:** The target of your *blood drinker* power is bloodied or reduced to 0 hit points by that power's triggering attack.
**Effect:** You shift up to your speed and can move through enemies' spaces during this shift. You then use *vampire slam* with a +2 bonus to the attack roll. If you hit, you also knock the target prone.

### Culling Call

You balance your dark majesty and your deadly combat prowess with ease. The destruction of a foe should send other enemies scrambling in fear, but you can call those enemies forward to their doom.

**Culling Call** — Vampire Utility 22

*As one foe falls, your dark presence pulls another enemy forward to become an offering for your hunger.*

**Encounter ✦ Shadow**
**Free Action** — **Personal**
**Trigger:** You reduce an adjacent enemy to 0 hit points on your turn.
**Effect:** You use *dark beckoning* against an enemy within range. If you hit with that power, you also gain combat advantage against the target until the end of your next turn.

## Level 23: Energized Blood Drinker

You are the most proficient of feeders, wringing every drop of vitality from the life force of the creatures you consume.

**Benefit:** When you use your *blood drinker*, you gain temporary hit points equal to 5 + your Charisma modifier. If *blood drinker* has been triggered by *taste of life*, you instead gain 5 + twice your Charisma modifier temporary hit points.

## Level 24: Ability Score Increase

Yet again, the darkness in your soul works physical and mental changes within you.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 24: Epic Destiny Feature

Your place in the cosmic order becomes cemented as you gain still more power. At this point, fate seems to bend and weave to ensure your survival.

**Benefit:** You gain a feature associated with your epic destiny.

## Level 25: Irresistible Gaze

Before the battle is done, even the mightiest creatures in the cosmos will succumb to your remorseless glare.

**Benefit:** You gain the *irresistible gaze* power. This new power replaces *domineering gaze*.

**Irresistible Gaze** — Vampire Attack 25

*Your enemy gives up its will and its life force to you, stumbling through the battle under your command.*

**Daily ✦ Charm, Implement, Necrotic, Psychic, Shadow**
**Standard Action** **Ranged** 5
**Target:** One enemy
**Attack:** Charisma + 2 vs. Will
**Hit:** The target is dominated (save ends). Once while the target is dominated by this power, you can use a minor action while adjacent to the target to gain a healing surge and to deal necrotic damage to the target equal to your healing surge value. Doing so ends the domination.
**Aftereffect:** The target takes ongoing 10 psychic damage and is dazed (save ends both).
**Miss:** The power is not expended.

## Level 26: Epic Destiny Feature

Your foes' worst attacks cannot sway you from driving toward the great goal that lies before you. When all seems lost, you have the strength and determination to deny death and fight on.

**Benefit:** You gain a feature (typically a utility power) associated with your epic destiny.

## Level 28: Ability Score Increase

Your destiny is not yet fulfilled, and you need to be stronger and sharper to stand up to the challenges that await.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 29: Consuming Swarm

When you dissolve into a storm of batlike shadows, you drain the life from every foe you touch. Protected from your enemies' sight, you move with the unseen grace of the night.

**Benefit:** You gain the *consuming swarm* power. This new power replaces *hungry swarm*.

**Consuming Swarm** — Vampire Attack 29

*The swarm of shadows into which you transform drains the life from your foes, then wraps you in a shroud of invisibility that endures while you attack.*

**Daily ✦ Implement, Shadow, Teleportation, Zone**
**Standard Action** **Close** blast 5
**Target:** Each enemy in the blast
**Attack:** Dexterity vs. Fortitude
**Hit:** 7d6 + Dexterity modifier damage, and the target is blinded (save ends).
**Miss:** Half damage.
**Effect:** You teleport to a square in the blast, and the blast creates a zone that lasts until you leave it. While in the zone, you are invisible, and you can use a free action at the start of each of your turns to teleport to a square in the zone. In addition, if you hit at least one living creature with this attack, you gain a healing surge.

## Level 30: Epic Destiny Feature

You have achieved the absolute pinnacle of your abilities. On the verge of facing your final destiny, you gain one final edge that could spell the difference between ultimate victory or utter defeat.

**Benefit:** You gain a feature associated with your epic destiny.

*"I once believed myself cursed, reviled by the gods, doomed to spend eternity in the shadows. But I realized it was a gift, albeit one that came at a high price. Yes, I may not be able to stand the sun's light, and I might flinch away from a brandished holy symbol, but so long as I cling to my humanity I can be more than the monster that others name me. This gift is my destiny, and my purpose is to fight darkness with its own power."*

—Elena Morivoga

# Beguiler Bloodline

Whether your curse of vampirism was inflicted by fate or by choice, you have come to wholly accept your power by the beginning of the paragon tier. However, though the common folk would call you a monster if they knew your true nature, you cannot simply forsake the memory of the person you once were.

You prefer the company of mortals and the benefits of being a part of society. Through the magic of blood and shadow, your mastery of your appearance and your subtle hunting methods have made you the most attractive of predators. Your enemies believe your lies even as they overlook your strangeness. When you reveal your true nature in all its dark glory, they are unable to look away—much less escape—as they fall to their knees before you.

*"I am as a god among mortals, and with such power comes great responsibility. These mortals are mine to do with as I please, and I choose to protect them. Like a shepherd protecting his flock, I will let no wolves harm my herd, no harm befall them by any hand but my own."*

—Baron Guy deFarr

## Level 11: Beguiler Bloodline Feature

**Vampire noble paragon path feature**

Your cunning manner keeps your true nature and identity concealed from others, even as it helps you keep your foes off guard in combat.

**Benefit:** You gain a +2 bonus to Bluff checks. This bonus increases to +5 when you are trying to pass as a specific individual of your race. In addition, you can make a Bluff check to feint and gain combat advantage as a minor action. You also gain a +3 bonus to damage rolls against any creature granting combat advantage to you.

## Level 12: Beguiler Bloodline Utility Power

**Vampire noble paragon path feature**

The beguiling power of your blood can be released to charm your foes even in the heat of combat. As your dread curse draws the attention of your enemies, you and your allies gain the advantage.

**Aura of Grandeur** — Vampire Noble Utility 12

*You become a beacon that your foes cannot ignore, forcing them to become distracted like moths circling an open flame.*

**Daily ✦ Aura, Charm, Shadow**
**Minor Action** **Personal**

**Effect:** You activate an aura 3 that lasts until the end of your next turn. Enemies in the aura cannot make opportunity attacks against you or your allies. Whenever an enemy ends its turn in the aura, you can use a free action to slide that enemy up to 2 squares to another square in the aura.

**Sustain Minor:** The aura persists until the end of your next turn.

## Level 16: Beguiler Bloodline Feature

**Vampire noble paragon path feature**

In whetting the power of your deadly attraction, you have also learned to shroud that power, escaping notice when it suits you. When you do so, the strength of your mind and spirit can cloak you even against the deadly light of the sun.

**Benefit:** You gain a +2 bonus to Stealth checks. This bonus increases to +4 if you move 2 or fewer squares during the turn in which you make the check, or if you are not in combat.

In addition, sunlight no longer deals radiant damage to you, and when it weakens you, you gain a bonus to saving throws to end that effect. The bonus equals your Charisma modifier.

## Level 20: Beguiler Bloodline Daily Power

**Vampire noble paragon path feature**

At the height of the paragon tier, you are a foe beyond compare. When you invoke the dark splendor of your hunter's instincts, your prey cannot hope to escape you.

**Predatory Splendor** — Vampire Noble Attack 20

*Your overwhelming presence holds your foes fast, forcing them to face your wrath.*

**Daily ✦ Aura, Charm, Implement, Psychic, Shadow**
**Standard Action** **Close** burst 2
**Target:** Each creature in the burst
**Attack:** Charisma + 2 vs. Will

**Hit:** 3d10 + Charisma modifier psychic damage, and the target is immobilized and grants combat advantage (save ends both).

**Miss:** Half damage, and the target is slowed and grants combat advantage (save ends both).

**Effect:** You activate an aura 2 that lasts until the end of your next turn. If an enemy willingly leaves the aura, you can use a free action either to deal 10 psychic damage to it or to knock it prone.

**Sustain Minor:** The aura persists until the end of your next turn.

# Stalker Bloodline

The dark curse that made you a vampire took little toll on your physical form. However, in your heart and soul, you have become a beast more terrifying than any monster you had known of in mortal life. As your power has grown, you have struggled at times to keep your feral side from taking over. Although you live for the chase and the kill, your hold on your humanity helps you glimpse the mindless savagery and wickedness that awaits you if you give in.

By controlling your bestial spirit, you can learn to take advantage of your predatory nature. The monster within is your connection between the world of mortals and the world of shadow, and it makes you strong.

## Level 11: Stalker Bloodline Feature

**Vampire noble paragon path feature**

The power of your blood sets loose the predator inside you, letting you reveal your beastly countenance to overwhelm your foes.

**Benefit:** You gain a +2 bonus to Intimidate checks.

In addition, you gain a +2 bonus to the damage rolls of your vampire and stalker bloodline attacks.

## Level 12: Stalker Bloodline Utility Power

**Vampire noble paragon path feature**

You are the consummate hunter, and each successful strike only increases your hunger for new prey. When one foe feels your wrath, you bring forth even greater savagery against your other enemies.

**Hunter's Frenzy** — Vampire Noble Utility 12

*When your attack strikes true, it drives you into a fury that launches you into the midst of your foes.*

**Encounter ✦ Shadow**
**Free Action** **Personal**
**Trigger:** You bloody an enemy or reduce it to 0 hit points with an attack.
**Effect:** Any effect that is subjecting you to the slowed or immobilized conditions ends on you, and you then shift up to your speed. You gain combat advantage until the end of your next turn against each enemy adjacent to you at the end of the shift.

## Level 16: Stalker Bloodline Feature

**Vampire noble paragon path feature**

You have fully assimilated your animalistic side, connecting you to the beasts of the earth. You are a creature of the land in addition to a creature of the night, and the sun no longer burns you.

**Benefit:** You gain a +2 bonus to Nature checks. This bonus increases to +4 if you are trying to calm a beast.

In addition, sunlight no longer deals radiant damage to you, and when it weakens you, you gain a bonus to saving throws to end that effect. The bonus equals your Charisma modifier.

## Level 20: Stalker Bloodline Daily Power

**Vampire noble paragon path feature**

As you nurture your predatory side, the gnawing hunger within you grows ever stronger. The power of your stalker bloodline gives you strength in battle, and lets you release its full fury in the form of a shadowy wolf whose bite can lay waste to the deadliest foes.

**Darkwolf Form** — Vampire Noble Attack 20

*With a growl, you transform your body into an inky cloak of darkness in the semblance of a feral wolf that is the embodiment of your hunger.*

**Daily ✦ Fear, Polymorph, Shadow**
**Standard Action** **Close** burst 2
**Target:** Each creature in the burst
**Effect:** You can push each target 1 square, and the target is immobilized until the end of your next turn. You assume the form of a wolflike beast of your size until the end of the encounter. While in this form, you gain a +2 power bonus to speed, you gain a +5 power bonus to Perception checks and Stealth checks, and the only attack you can make is the secondary power, which you can use at will. As a minor action once per round, you can change from your humanoid form to the wolflike form or vice versa.

**Secondary Power** (Implement, Shadow)
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Dexterity vs. Reflex
**Hit:** 3d8 + Dexterity modifier damage.
**Special:** You can use this secondary power as a melee basic attack.

# Warlock

Warlocks manipulate arcane power, as wizards do, but their conduit to that power is vastly different. For a warlock, it's as much about who you know as what you know—and in effect, the two are the same.

All warlocks gain access to their power by entering into a pact with some force or entity in which that power rests. In return for their continuing loyalty and service to the source of their power, warlocks become more adept at their craft, and the abilities they bring to the battlefield grow more lethal.

The type of warlock you can create with this book is the binder.

# Binder

**Arcane Controller:** The magical energy you channel enables you to bind your enemies with arcane power, turning their bodies and minds against them.
**Key Abilities:** Charisma; Dexterity or Intelligence

A binder is a warlock who bends the power of extraplanar entities to his or her will through the use of mystic words, true names, and powerful arcane symbols and talismans. Unlike warlocks who cleave to one master, a binder might call on several different creatures and entities as a means of channeling arcane power. Because they seek to master the magic of controlling other creatures, all binders fear having the power they channel turned against them in the end.

Like all warlocks, binders are typically distrusted by the common people, who know the tales of the dark bargains on which that class's power is built. Eschewing a single master might seem to offer a binder a level of freedom from direct, malign

## Binder Traits

**Hit Points:** You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level.

**Bonuses to Defenses:** +1 to Reflex, +1 to Will

**Healing Surges per Day:** 6 + your Constitution modifier

**Armor Proficiencies:** Cloth, leather

**Weapon Proficiencies:** Simple melee, simple ranged

**Implement Proficiencies:** Rods, wands

**Class Skills:** Arcana (Int), Bluff (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int), Streetwise (Cha), Thievery (Dex)

**Trained Skills:** Four from the list of class skills

WILLIAM O'CONNOR

*Kelwyn, human binder*

manipulation. However, binders have a reputation for unpredictability that makes them as feared as hexblades and other warlocks.

Warlocks channel arcane magic and the spiritual energy of their slain foes. A binder's spells are focused on twisting reality more than on single combat—manipulating enemies and putting them at a disadvantage that hastens their demise. Binders rely on their allies to dispatch foes, and for the protection that allows them to freely work their magic.

As a seeker of knowledge and power, as well as one who seldom wishes to endure the scrutiny of the common folk for long, a binder makes a good adventuring partner. Legends and rumors lead a binder onward into the unknown, as do the whispers of the entities that provide the binder's power.

# Creating a Binder

This section walks you through the steps of creating a binder. As you make choices at each step, consider how those choices relate to your character's personality, backstory, and goals.

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

## Pact

Like all warlocks, a binder forges a pact with a powerful planar entity, channeling the arcane power that entity bestows. Your choice of pact has an important effect on the powers and other abilities you gain.

**Gloom Pact** The dark realm of the Shadowfell is the lair of ancient and unseen powers that hunger for influence in the mortal realm, and for the spiritual energy that a warlock can channel from defeated foes. A binder who bargains with such forces must be careful, however, for the entities that bestow the power of binding are masters of that power themselves. This pact requires that you have a good Dexterity score, because its magic focuses on the quick manipulation of arcane energy. As a gloom pact binder, you use the power of shadow to ensure that a foe never gets close enough to become a threat.

See page 76 for the features and powers associated with the gloom pact.

**Star Pact** Those who forge a star pact seek obscure lore and the names of creatures known to few mortals—the eldritch beings that dwell in the darkness between the stars and in the Far Realm beyond. Such sinister creatures offer great power, but always at a price. A wise binder thus learns the names of many such entities, hoping to maintain a safe barrier between its masters and the mortal realm. A good Intelligence score is important to a star pact binder, letting you master the mystic sciences required to channel your powers of arcane binding—and to protect yourself from being enslaved in turn.

See page 79 for the features and powers associated with the star pact.

## Race

Choose your race. Human and shade are particularly good choices for a binder.

**Human** Humans consistently demonstrate the diversity, moral latitude, and cleverness—as well as the mental, physical, and spiritual resilience—required to follow the binder's path. Human binders can come into their power in various ways, but most are loners who seek a quick route to power rather than enduring long and laborious study. Some tragedy or failing in the past might push such a character to embrace the darker side of arcane might. Curiosity coupled with a lack of caution sometimes leads humans to become binders, quick to believe they can stay one step ahead of their dark patrons. As a result, some human binders make pacts without fully considering the consequences.

If a human binder reveres any deity, it is likely to be Avandra or Sehanine. Both gods support the individualistic path that most binders follow, but neither advocates giving up one's secrets.

**Shade** Having once been human, shades are equally diverse in their reasons for becoming binders. A typically high Charisma serves a shade well in the binder class. Shade binders are often steeped in arcane lore. The act of becoming a shade requires hidden knowledge. As a result, the same texts or teachers that provided a human with the secrets of the Trail of Five Darknesses might also divulge the secrets of becoming a binder. Indeed, many shade binders forge a gloom pact with the Shadowfell entity to which they originally pledged a piece of their soul.

Piety is even more alien to shade binders than it is to most shades, though some worship Sehanine and Vecna. Most believe that the gods are simply not powerful enough to aid in their ultimate ambitions.

## Ability Scores

Determine your ability scores. As a binder, your command of arcane power—and of the enemies you control with that power—relies on your force of personality. Make Charisma your highest score.

Your second-highest score depends on the pact you make. If you want to manipulate darkness and move quickly in the shadows by forging a gloom pact, choose Dexterity. For the star pact, you need an agile mind capable of comprehending hidden truths. In this case, opt for a good Intelligence score.

You increase two ability scores of your choice by 1 each when you reach certain levels: 4th, 8th, 14th, 18th, 24th, and 28th. In addition, all your ability scores increase by 1 at 11th and 21st levels.

Your other abilities allow you to shape your character's approach to adventuring. Binders avoid melee combat, but a hardy body is still important to a wielder of eldritch secrets. Consider keeping your Constitution high. Binders also rely on reason and knowledge, so you might have a respectable Intelligence score even if you follow the gloom pact. If a binder lacks anything, it is often Wisdom, reflecting the rash curiosity and the hunger for power that might inspire a warlock's pact in the first place.

## Skills

At 1st level, choose four trained skills from the following list of class skills: Arcana, Bluff, Dungeoneering, History, Insight, Intimidate, Religion, Streetwise, and Thievery.

A binder knows firsthand that ignorance is a weakness, and Arcana is a common skill among those who follow this path. Binders most often focus only on those hidden truths related to their own pact and power, but a lack of familiarity with other facets of the arcane can be a hindrance to that power. History is also useful for learning about legends and past events that can reveal the existence of magical lore and long-lost relics. To help defray the suspicion that dogs a binder, Bluff is also a useful skill.

As much as the pact you choose, your skills say something about your past and your ambitions. If you have training in Streetwise, you might have grown up as part of the lower class, becoming a binder to escape that life and turn the tables on those who oppressed you. Training in Dungeoneering might mean you have fought aberrant creatures in the past, perhaps inspiring you to take up the star pact and confront such creatures with their own power. Your Intimidate skill might indicate that you enjoy cowing weaker characters with your dark powers—and might make you work harder to prevent that power from corrupting you.

## Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Binder Heroic Tier table on page 66. Also note the powers and class features you gain for the pact you chose for your character.

In addition, you need to choose a daily spell. Your choice of pact provides a good guide to picking which spell should fit your character best. If you chose the gloom pact, then *web of shadows* demonstrates your ability to manipulate the darkness. The star pact allows you to infuse shadow with the madness from beyond the stars with *hateful shade*.

## Feats

Choose one feat at 1st level. You gain an additional feat at every even-numbered level, plus a feat at 11th and 21st levels.

Implements are important to your warlock powers, so implement training feats are often a good choice. Wand Expertise can make your attack powers more accurate, whereas Rod Expertise gives you a defensive edge that can keep you away from enemies in battle. Your defensive tactics can also be improved by Defensive Mobility or other feats from the vigilant reflexes category. Your ties to the power of shadow might be expressed through many of the feats in this book.

## Equipment

You have proficiency with the following types of armor: cloth and leather. You have proficiency with the following types of weapons: simple melee and simple ranged. You also know how to use rods and wands as implements.

You have 100 gp to buy your starting equipment. Unless you have a good reason to wear cloth armor, buy a suit of leather armor. Then purchase an implement, particularly if you took an implement training feat. Your combat powers incorporate mainly ranged and area attacks, and your tactics will likely keep you away from your enemies. However, you might buy a simple weapon for those rare occasions when you need to make a melee basic attack or an opportunity attack. Spend the rest of your money on adventuring supplies.

## Defenses and Hit Points

Calculate your defenses using your ability modifiers and the bonus for your character's armor. In addition, you gain a +1 bonus to Reflex and Will.

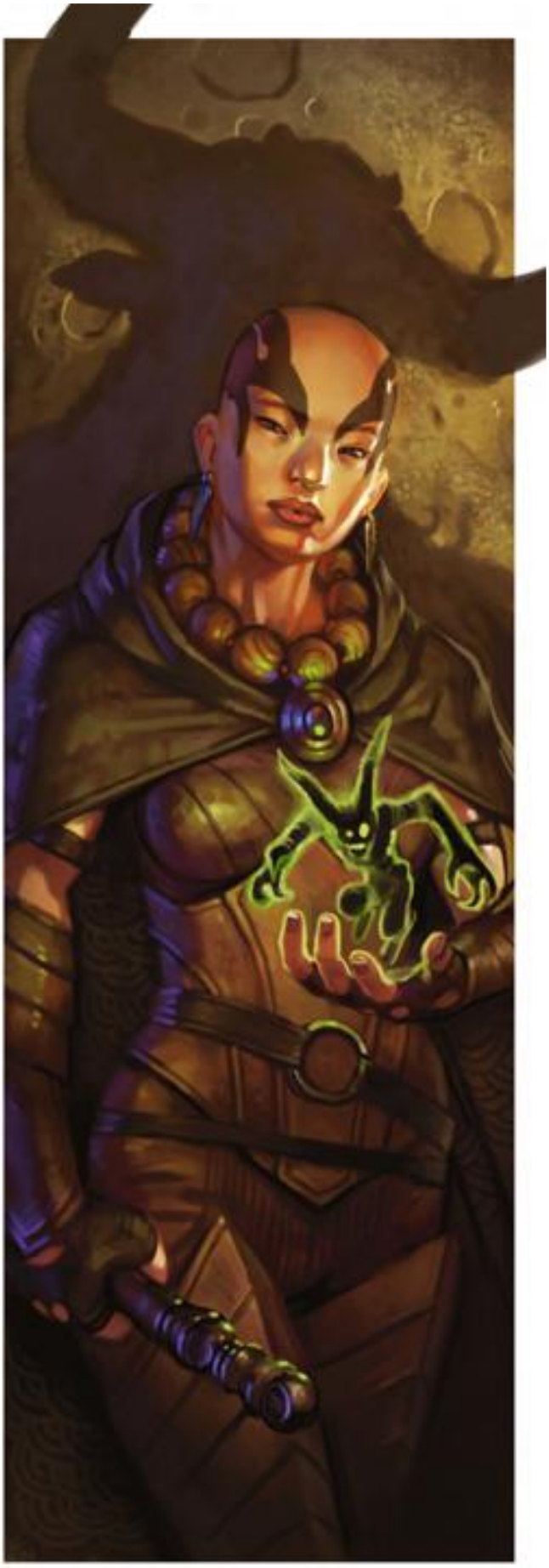
You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level. You have a number of healing surges per day equal to 6 + your Constitution modifier.

## Alignment and Final Details

At this point, you should have all the mechanical details of your character determined. There are a few more decisions to make.

Pick an alignment that matches your character's outlook on the world. Like most warlocks, you are probably unaligned. Although you are close to your allies and you do undertake heroic deeds, you need flexible ethics to tolerate the demands of your pact.

Finally, check with your DM to see where you are from in the campaign setting, the people you already know, and what your current situation is. It also helps to spend a few minutes working out how or if you know the other players' characters.



*Eida, halfling binder*

# Heroic Binder

Fresh from having forged the pact that grants you your power, you are on the road to your ultimate destiny. Be on the lookout for opportunities to gain even greater arcane might as you expand your gifts.

**BINDER HEROIC TIER**

| Total XP | Level | Feats Known | Class Features and Powers |
|---|---|---|---|
| 0 | 1 | 1 | *Shadow claws*<br>Pact Boon<br>Shadow Twist<br>Shadow Walk<br>Pact encounter power<br>Daily power |
| 1,000 | 2 | +1 | Utility power |
| 2,250 | 3 | — | Pact encounter power |
| 3,750 | 4 | +1 | Ability score increase<br>Pact Lore |
| 5,500 | 5 | — | Daily power |
| 7,500 | 6 | +1 | Utility power |
| 10,000 | 7 | — | Pact encounter power |
| 13,000 | 8 | +1 | Ability score increase |
| 16,500 | 9 | — | *Summon warlock's ally* |
| 20,500 | 10 | +1 | Utility power |

## Level 1: Shadow Claws

One of the first spells you master is one that can freeze any foe in place with the power of darkness.

**Benefit:** You gain the *shadow claws* power.

**Shadow Claws** — **Warlock Attack 1**

*A cloud of freezing shadow wraps around your foe, turning into a snarling beast that lashes out when that enemy tries to move.*

**At-Will ✦ Arcane, Cold, Implement, Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 1d10 + Charisma modifier cold damage.
*Level 21:* 2d10 + Charisma modifier cold damage.
**Effect:** If the target moves during its next turn, it takes cold damage equal to 2 + your Dexterity or Intelligence modifier.

## Level 1: Pact Boon

The entities with which your pact is forged care little for how their power is used. Their only demand is tribute in the form of the spiritual essence of your defeated foes, and they grant you the power to dispatch those foes with ease.

ERIC BELISLE

**Benefit:** You gain an at-will attack power and a utility power associated with your pact (gloom, page 76, or star, page 79).

## Level 1: Shadow Twist

When a creature fights alone, the energy imbued in its shadow becomes more sharply defined. Your command of shadow magic allows you to channel your power through this shadow with added potency.

**Benefit:** You gain a +1 bonus to ranged attack rolls and area attack rolls against any enemy that has no other creature adjacent to it.

## Level 1: Shadow Walk

As you move, your shadow flickers and shifts to obscure you from others' view.

**Benefit:** During your turn, if you move 3 or more squares away from where you started your turn, you gain partial concealment until the end of your next turn.

## Level 1: Pact Encounter Power

The pact you have forged with otherworldly entities grants you a potent measure of their sinister power.

**Benefit:** You gain an encounter attack power associated with your pact (gloom, page 76, or star, page 79).

## Level 1: Daily Power

Shadow courses across the battlefield under your direction, giving your foes a taste of your deadliest spells.

**Benefit:** You gain a 1st-level warlock daily attack power of your choice.

### Hateful Shade

You grant an additional shadow to a foe, then infuse that shadow with madness as it attacks your enemy. As dark hands clutch the foe's throat, it experiences a taste of the Shadowfell's sinister touch.

**Hateful Shade** — **Warlock Attack 1**

*With a gesture, you wrap your enemy with a dark shroud that threatens to choke the life out of it.*

**Daily ✦ Arcane, Force, Implement, Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3d8 + Charisma modifier force damage, and ongoing 5 force damage (save ends). The target can also take a move action to make an opposed Acrobatics check or Athletics check against you. If it succeeds, the ongoing damage ends.

### Web of Shadows

The shadow you summon becomes a solid weave of darkness, entangling creatures like a black net. Binders use this spell to secure an escape, leaving the web in place to capture their pursuers.

**Web of Shadows** — **Warlock Attack 1**

*Strands of darkness shroud the battlefield around your foes, forming a dense web of black tendrils that can hold any creature fast.*

**Daily ✦ Arcane, Implement, Necrotic, Shadow, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in the burst
**Attack:** Charisma vs. Reflex
**Hit:** 2d6 + Charisma modifier necrotic damage, and the target is immobilized (save ends).
**Miss:** Half damage, and the target is slowed (save ends).
**Effect:** The burst creates a zone that lasts until the end of the encounter. Any creature that willingly enters the zone is immobilized until the end of its next turn.

## Level 2: Utility Power

As you uncover more of the arcane secrets of the binder, you learn to use your powers to connect yourself to or separate yourself from your foes.

**Benefit:** You gain a 2nd-level warlock utility power of your choice.

### Shade Twin

You steal a sliver of an enemy's shadow, absorbing it into your own to mimic that foe's appearance. Your enemy suffers a psychic shock from any blow that strikes you, but each such attack strains the arcane link you have forged between the two of you.

**Shade Twin** — **Warlock Utility 2**

*Darkness swirls around you. When it passes, you have taken on the guise of another creature.*

**Daily ✦ Arcane, Illusion, Psychic, Shadow**
**Minor Action** **Close** burst 10
**Target:** One creature in the burst
**Effect:** You adopt the target's appearance until the end of your next turn. Creatures that observe you using this power are aware that you have done so. You gain a +5 power bonus to Bluff checks related to mimicking the target. Whenever you take damage while you have adopted the target's appearance, the target takes psychic damage equal to half the damage you take. Whenever the target takes damage from this effect, roll a d20. On a 10 or higher, the effect ends.
**Sustain Minor:** The effect persists until the end of your next turn.

### Spectral Fade

Using this spell, you step into the space between the planes to render yourself invisible. You remain there for only a moment, because lurking too long beyond the world can have catastrophic consequences, but it buys you enough time to escape your enemies or land an attack.

*Eida turns the shadow of an azer into a real creature that threatens her enemy from behind*

ERIC BELISLE

**Spectral Fade** Warlock Utility 2

*You become misty and transparent, fading from your enemies' view for a moment.*

**Encounter ✦ Arcane, Illusion**
**Minor Action** **Personal**
**Effect:** You become invisible until the end of your turn.

## Level 3: Pact Encounter Power

The entities behind your pact guard their arcane might carefully, but you have learned to seize a greater measure of their power.

**Benefit:** You gain an encounter attack power associated with your pact (gloom, page 76, or star, page 79).

## Level 4: Ability Score Increase

Shadow is becoming so ingrained within you that it infuses your essential nature and makes you more than you were before.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 4: Pact Lore

The mastery of your pact grants you a keen insight into the nature of magic and the realm from which your power is drawn.

**Benefit:** You gain a Pact Lore feature associated with your pact (gloom, page 76, or star, page 79).

## Level 5: Daily Power

The power of shadow becomes a deadly weapon in your hands, letting you control your enemies' movement as you deliver them to their doom.

**Benefit:** You gain a new warlock daily attack power of your level or lower.

### Shard of Darkness

The bitter cold of the Shadowfell leaves its mark on any creature it touches. With the power of *shard of darkness* at your command, you can slow even the most aggressive melee combatant, hurling the blade again and again until it strikes true.

**Shard of Darkness** Warlock Attack 5

*A frozen blade of raw shadowstuff appears in your hand, then cripples a foe with cold when it strikes.*

**Daily ✦ Arcane, Cold, Implement, Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 3d10 + Charisma modifier cold damage, and the target is slowed (save ends).
**Miss:** The power is not expended.

### Well of Shadows

The raw essence of the Shadowfell forms a foul mire of darkness where it spills in from that realm at your command.

**Well of Shadows** Warlock Attack 5

*A pool of darkness forms beneath your foes, clinging to them like something alive as they struggle to escape.*

**Daily ✦ Arcane, Implement, Necrotic, Shadow, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in the burst
**Attack:** Charisma vs. Reflex
**Hit:** 1d10 + Charisma modifier necrotic damage, and the target is slowed (save ends).
**Effect:** The burst creates a zone that lasts until the end of the encounter. Until the zone ends, you can use the secondary power at will.
**Secondary Power** (Implement, Necrotic, Shadow)
**Opportunity Action** **Ranged** 10
**Trigger:** An enemy enters the zone willingly or ends its turn there.
**Target:** The triggering enemy
**Attack:** Charisma vs. Reflex
**Hit:** 5 + Charisma modifier necrotic damage, and the target is slowed (save ends). If the target is already slowed, it is instead immobilized and takes ongoing 10 necrotic damage (save ends both).

## Level 6: Utility Power

Shadow infuses your body and spirit, allowing you to cross the boundary between light and darkness.

**Benefit:** You gain a new warlock utility power of your level or lower.

### Shadow Ride

By transforming your body into shadow, you can slip inside the space occupied by a foe. All its best efforts to shake you off are in vain.

**Shadow Ride** Warlock Utility 6

*Your body flows as liquid darkness, pooling around another creature like a second shadow.*

**Encounter ✦ Arcane, Shadow**
**Move Action** **Personal**
**Effect:** You shift up to 2 squares and can enter any enemy's space during this movement. You can end this movement in an enemy's space. If you do so, whenever the enemy moves before the start of your next turn, you move with it, remaining in its space. You do not provoke opportunity attacks for this movement. At the start of your next turn, you appear in the nearest unoccupied square.

### Walk Through Darkness

By drawing on the power of darkness, you can slip out of phase with your present surroundings, flowing freely like a stream of shadow.

**Walk Through Darkness** Warlock Utility 6

*As you move, your body becomes shadow, slipping through foes and barriers with equal ease.*

**Daily ✦ Arcane, Shadow**
**Move Action** **Personal**

**Effect:** You shift up to 10 squares. You are phasing and insubstantial during this shift.

## Level 7: Pact Encounter Power

As your devotion to otherworldly power increases, you reap the benefit of another deadly talent.

**Benefit:** You gain an encounter attack power associated with your pact (gloom, page 76, or star, page 79).

## Level 8: Ability Score Increase

You are long accustomed now to the darkness within you, and your body and mind become more formidable.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 9: Summon Warlock's Ally

As you grow closer to the power behind your pact, your magic can summon a servant of that power into your service for a short time.

**Benefit:** You gain the *summon warlock's ally* power. The game statistics for the creature you summon with this power appear in your pact's entry (gloom, page 76, or star, page 79).

**Summon Warlock's Ally** Warlock Attack 9

*A pulse of light and shadow heralds the arrival of a creature from the planes, pulled into your presence to serve you.*

**Daily ✦ Arcane, Summoning**
**Minor Action** **Ranged** 5

**Effect:** You summon a creature associated with your pact in an unoccupied space within range. The creature is an ally to you and your allies.

The creature lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in the creature's description. You must have line of effect to the creature to command it. When you command the creature, you and the creature share knowledge but not senses.

When the creature makes a check, you make the roll using your game statistics, not including any temporary bonuses or penalties.

The creature lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

*"You have good reason to fear, friend. There are things out there, among the stars, that no mortal mind was meant to know. Peer into the firmament and let your eyes unfocus until it all becomes a blur. Then you will see. You will see the darkness between, and thus glimpse the power I command."*

—Raven

## Level 10: Utility Power

Your heroic mastery of the power of shadow lets you shape darkness by the force of your will, creating objects and modes of transport beyond normal reckoning.

**Benefit:** You gain a new warlock utility power of your level or lower.

### Bridge of Shades

The void of the Far Realm and the darkness of the Shadowfell are said to possess an internal geometry unworkable in the mortal realm. By manipulating shadow, you bend space to your will to create a shortcut across the battlefield.

**Bridge of Shades** Warlock Utility 10

*Twin pools of darkness shimmer to life at your command, creating a shadowy bridge between them.*

**Encounter ✦ Arcane, Shadow, Teleportation**
**Minor Action** **Ranged** 5

**Effect:** Choose two squares in range. Until the end of your next turn, the two squares are considered to be adjacent to each other for the purpose of movement or making melee attacks. Moving from one square to the other is teleportation, although a creature doesn't need to be able to see the destination square.

### Shadow Armor

The shadow you control can be shaped with the strength of steel, shrouding you from your enemies' sight even as you protect yourself against their attacks.

**Shadow Armor** Warlock Utility 10

*Shadow coalesces around you to take the form of a macabre suit of plate armor.*

**Daily ✦ Arcane, Shadow, Teleportation**
**Minor Action** **Personal**

**Effect:** You gain a +2 power bonus to Stealth checks and a +2 power bonus to all defenses until the end of the encounter. As a minor action, you can end this effect and then teleport up to 5 squares. You then become invisible until the end of your next turn, or until you hit or miss with an attack roll.

# Paragon Binder

Your adventuring success demonstrates the wisdom of your having set out along a dark path. You have accomplished much with the help of your unseen allies. Now, even greater understanding and power are yours to seek and seize.

## Paragon Path: Master Binder

At 11th level, your binder takes on a paragon path, typically the master binder paragon path. By focusing on the study and arcane practice of your pact, you uncover its greater mysteries and master increasingly powerful magic.

**Prerequisite:** Only a binder can take this paragon path.

**BINDER PARAGON TIER**

| Total XP | Level | Feats Known | Class Features and Powers |
|---|---|---|---|
| 26,000 | 11 | +1 | Ability score increase<br>Binder's Action [master binder]<br>Binder's Favor [master binder]<br>Pact encounter power [master binder] |
| 32,000 | 12 | +1 | *Pact keeper's pledge* [master binder] |
| 39,000 | 13 | – | Pact encounter power |
| 47,000 | 14 | +1 | Ability score increase |
| 57,000 | 15 | – | Daily power |
| 69,000 | 16 | +1 | Binder's Boon [master binder]<br>Utility power |
| 83,000 | 17 | – | Pact encounter power |
| 99,000 | 18 | +1 | Ability score increase |
| 119,000 | 19 | – | Daily power |
| 143,000 | 20 | +1 | *Offering of magic* [master binder] |

## Level 11: Ability Score Increase

As if to prepare you for the paragon tier, your body and mind gird themselves against future threats by making you more formidable in every way.

**Benefit:** Each of your ability scores increases by 1.

## Level 11: Binder's Action

**Master binder paragon path feature**

Your mastery of the magic woven into your pact allows you to draw on additional power when you push yourself beyond your normal limits.

**Benefit:** You gain a paragon path feature associated with your pact (gloom, page 76, or star, page 79).

## Level 11: Binder's Favor

**Master binder paragon path feature**

The entities to which you have bound yourself recognize your growing power and grant you a unique boon.

**Benefit:** You gain a paragon path feature associated with your pact (gloom, page 76, or star, page 79).

## Level 11: Pact Encounter Power

**Master binder paragon path feature**

The gifts you gain from your pact hone your understanding and mastery of arcane power.

**Benefit:** You gain an encounter attack power associated with your pact (gloom, page 76, or star, page 79).

## Level 12: Pact Keeper's Pledge

**Master binder paragon path feature**

You are an increasingly valuable partner in the pact that grants your power. Your diverse associations in the realms beyond the world grant you numerous options when you need help.

**Benefit:** You gain the *pact keeper's pledge* power.

**Pact Keeper's Pledge** — Master Binder Utility 12

*You invoke the power of your pact, whispering a plea for aid to the entities that forged it with you.*

**Daily ✦ Arcane, Healing, Shadow, Teleportation**
**No Action** — **Personal**

**Effect:** You gain one of the following benefits.

- ✦ You teleport up to 10 squares. You do not need to be able to see the destination square.
- ✦ You end one effect on you that a save can end.
- ✦ Until the end of your next turn, you reduce all damage you take to 0.

**Special:** You can use this power only during your turn.

## Level 13: Pact Encounter Power

Your power increases by leaps and bounds, and the spells that once defined your approach to combat can no longer keep up with the threats you face.

**Benefit:** You gain an encounter attack power associated with your pact (gloom, page 76, or star, page 79). This new power replaces the encounter attack power you gained at 1st level from your pact.

## Level 14: Ability Score Increase

Your continued cultivation of the dark forces within you enhances your physical and mental resilience.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 15: Daily Power

The power you channel through your pact is a living part of you now, helping to shape your most potent spells.

**Benefit:** You can gain a new warlock daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

### Menacing Shadow

You breathe life into shadow, conjuring a dark presence that fights under your command.

**Menacing Shadow** — Warlock Attack 15

*A shadowy figure arises at your command, leaping around the battlefield to leave your foes senseless.*

**Daily ✦ Arcane, Conjuration, Shadow**
**Minor Action** **Ranged** 5
**Effect:** You conjure a shadow in an unoccupied square within range. The shadow lasts until the end of the encounter. While the shadow persists, you can use the secondary power through the shadow once per round.
**Move Action:** You move the shadow to an unoccupied square within 5 squares of you.

**Secondary Power** (Arcane, Implement, Necrotic, Shadow)
**Minor Action** **Melee** 1
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d6 + Charisma modifier necrotic damage, and the target is dazed until the end of your next turn.

### Oubliette of the Void

The bleakness of the Shadowfell and the darkness between the stars create equally horrific prisons. At your word, maddening shadows weave a dark cell that saps your foes' vitality and sanity, whispering of the profound oblivion against which no creature can stand.

*"Do you fear the dark? You should, you know. The shadows hide the most delicious secrets, the dark the most terrible revelations. Listen! I can hear them. Can you?"*

—Zora the Shadowwalker

**Oubliette of the Void** — Warlock Attack 15

*Walls of twisted shadow arise to entrap your enemies and scour their minds.*

**Daily ✦ Arcane, Implement, Psychic, Shadow, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in the burst
**Attack:** Charisma vs. Will
**Hit:** 3d6 + Charisma modifier psychic damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Any enemy that starts its turn in the zone and then willingly leaves the zone during its turn takes 10 psychic damage. While in the zone, enemies take a -2 penalty to attack rolls.
**Move Action:** You move the zone up to 3 squares.
**Sustain Minor:** The zone persists until the end of your next turn.

## Level 16: Binder's Boon

**Master binder paragon path feature**

Your continued dedication to your pact grants you an increased understanding of the underlying mechanics of arcane power.

**Benefit:** You gain a paragon path feature associated with your pact (gloom, page 76, or star, page 79).

## Level 16: Utility Power

As your soul becomes imbued with the dark magic you have mastered, you gain the power to reshape chance and fate.

**Benefit:** You gain a new warlock utility power of your level or lower.

### Offering of Blood

The entities with which you forged your pact care only that you feed them, and you have learned to offer your own essence to appease their appetites. In exchange, you gain a measure of their strength.

**Offering of Blood** — Warlock Utility 16

*You grimace in pain as your magic exacts the price for correcting your misfortune.*

**Encounter ✦ Arcane, Shadow**
**Free Action** **Personal**
**Trigger:** You make an attack roll, a damage roll, or a skill check and dislike the result.
**Effect:** You take damage equal to your level. You can then reroll the attack roll, damage roll, or skill check. You must use the new result.

**Soul of the Void** By merging your physical body with the raw stuff of shadow, you dwell in a place halfway between life and death for a time. Only the embrace of death can heal you in this form, but your enemies will feel the power of the darkness inside you.

**Soul of the Void** — Warlock Utility 16

*A palpable feeling of death surrounds you as your soul seals its connection to the darkness.*

**Daily ✦ Arcane, Healing, Shadow**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter or until you drop to 0 hit points or fewer, you gain a +5 power bonus to necrotic damage rolls, and you cannot regain hit points. In addition, the next time during this encounter that you start your turn at 0 hit points or fewer, you can spend a healing surge.

## Level 17: Pact Encounter Power

As your connection to your dark allies deepens, the power you call upon strips away the lesser knowledge on which your pact was forged.

**Benefit:** You gain an encounter attack power associated with your pact (gloom, page 76, or star, page 79). This new power replaces the encounter attack power you gained at 3rd level.

## Level 18: Ability Score Increase

Seemingly, there is no end to how much you can hone your abilities by surrendering to, and taking control of, the power of the dark.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 19: Daily Power

You feel the pull of epic power draw you on, granting you the ability to call down the darkness to hound your enemies.

**Benefit:** You can gain a new warlock daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

**Shadow Mire** Shadow swirls at your command, becoming a deadly vortex of darkness. Like creatures caught in the dread necrotic bogs of the Shadowfell, your enemies are slowly drained of life and the will to escape.

**Shadow Mire** — Warlock Attack 19

*Dense shadowstuff swirls across the battlefield, capturing your enemies in a mire of dark energy.*

**Daily ✦ Arcane, Implement, Necrotic, Shadow, Zone**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each enemy in the burst
**Attack:** Charisma vs. Reflex
**Hit:** 3d8 + Charisma modifier necrotic damage, and the target is slowed (save ends).
**Miss:** Half damage, and the target is slowed (save ends).
**Effect:** The burst creates a zone that lasts until the end of the encounter. Any creature that tries to leave the zone must roll a d20. On a 10 or higher, it cannot leave the zone during its current turn and its movement ends. Any creature that ends its turn in the zone takes 10 necrotic damage.

**Star of Death's Omen** The darkest places of the void are filled with a cold that destroys all life it touches. This spell draws forth a deadly mote of that energy, which seethes to be unleashed.

**Star of Death's Omen** — Warlock Attack 19

*A pulsing black star appears above your enemy, marking its doom.*

**Daily ✦ Arcane, Cold, Implement, Shadow**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 4d10 + Charisma modifier cold damage, and the target is dazed (save ends).
**Miss:** The power is not expended, and you gain a +2 power bonus to the next attack roll you make before the end of your next turn.

## Level 20: Offering of Magic

**Master binder paragon path feature**

When you attempt to offer up the entire spirit of an enemy to your pact-forged masters, those masters channel more potent power through you.

**Benefit:** You gain the *offering of magic* power.

**Offering of Magic** — Master Binder Attack 20

*Tendrils of arcane force slam into your foe. When it falls, it releases a storm of power that you can call on to assault a different enemy.*

**Daily ✦ Arcane, Force, Implement**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 5d8 + Charisma modifier force damage.
**Miss:** Half damage.
**Effect:** You can use your Pact Boon power now, regardless of its trigger. Also, if you reduce the target to 0 hit points with this attack, you gain an additional standard action this turn.

*A malformed shadow answers the call of the shadow legion power*

# Epic Binder

In the beginning, you sought immortal power in the heart of darkness. Now, you have mastered that power so well that you have become a creature beyond natural comprehension.

When your binder reaches 21st level, he or she takes on an epic destiny. This epic destiny represents the final destination at the end of your dark road. Like your paragon path, it grants a set of related features and powers.

**BINDER EPIC TIER**

| Total XP | Level | Feats Known | Class Features and Powers |
|---|---|---|---|
| 175,000 | 21 | +1 | Ability score increase<br>Epic destiny feature |
| 210,000 | 22 | +1 | *Master of magic* |
| 255,000 | 23 | – | Pact encounter power |
| 310,000 | 24 | +1 | Ability score increase<br>Epic destiny feature |
| 375,000 | 25 | – | *Greater summon warlock's ally* |
| 450,000 | 26 | +1 | Epic destiny feature |
| 550,000 | 27 | – | Pact encounter power |
| 675,000 | 28 | +1 | Ability score increase |
| 825,000 | 29 | – | Daily power |
| 1,000,000 | 30 | +1 | Epic destiny feature |

## Level 21: Ability Score Increase

Your entrance into the epic tier is heralded by a rush of vitality and clarity. You are now stronger, wiser, and even more unassailable.

**Benefit:** Each of your ability scores increases by 1.

## Level 21: Epic Destiny Feature

As you enter the epic tier, your final destiny comes into focus. Perhaps you are fated to save the world from great evil, or maybe fate has dictated that you must fight against a god. The destiny you pursue shapes you just as your actions shape the cosmos.

**Benefit:** You gain a feature associated with your epic destiny.

## Level 22: Master of Magic

Your experience with the forces of darkness has shown you the true nature of magic as the quintessential building block of the cosmos. Armed with this knowledge, you transcend the mortal limits of arcane power.

**Master of Magic** — **Warlock Utility 22**

*The secrets of the planes are revealed to you, allowing you to access any magic to suit your needs.*

**Daily ✦ Arcane**
**Minor Action** **Close** burst 5
**Target:** You or one ally in the burst
**Effect:** Choose one of the following effects.
- ✦ **Arcane (Teleportation):** You teleport the target up to 20 squares.
- ✦ **Divine (Healing):** The target can spend a healing surge. In addition, he or she can make a saving throw with a +5 power bonus.
- ✦ **Shadow:** The target is insubstantial and weakened until the end of the encounter. The target can end this effect as a minor action.

## Level 23: Pact Encounter Power

As you move toward your epic destiny, the most potent aspects of your pact come to the fore.

**Benefit:** You gain an encounter attack power associated with your pact (gloom, page 76, or star, page 79). This new power replaces the encounter attack power you gained at 7th level.

## Level 24: Ability Score Increase

Yet again, the darkness in your soul works physical and mental changes within you.

**Benefit:** You increase two ability scores of your choice by 1.

DAARKEN

## Level 24: Epic Destiny Feature

Your place in the cosmic order becomes cemented as you gain still more power. At this point, fate seems to bend and weave to ensure your survival.

**Benefit:** You gain a feature associated with your epic destiny.

## Level 25: Greater Summon Warlock's Ally

Your ability to summon assistance from across the planes grows stronger, allowing you to summon a more powerful creature.

**Benefit:** You gain another creature that you can summon when you use *summon warlock's ally*. The specific creature depends on your pact (gloom, page 76, or star, page 79).

## Level 26: Epic Destiny Feature

Your foes' worst attacks cannot sway you from the great goal that lies before you. When all seems lost, you have the strength and determination to deny death and fight on.

**Benefit:** You gain a feature (typically a utility power) associated with your epic destiny.

## Level 27: Pact Encounter Power

As you near the apex of your power, you bring the most potent forces of your pact to bear with deadly frequency.

**Benefit:** You gain an encounter attack power associated with your pact (gloom, page 76, or star, page 79). This new power replaces the encounter attack power you gained at 13th level.

## Level 28: Ability Score Increase

Your destiny is not yet fulfilled, and you need to be stronger and sharper to stand up to the challenges that await.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 29: Daily Power

The ultimate expression of your pact's power is now firmly in your grasp. The darkness you wield has become an extension of your will, and the ruin of any who dare stand against you.

**Benefit:** You can gain a new warlock daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

### Draining Void

This horrid spell floods the battlefield with the utter darkness of the void, cutting both friend and foe off from the fray. The seething despair found within that blackness scars any creature it touches.

**Draining Void** — **Warlock Attack 29**

*A cloud of swirling darkness rises on the battlefield, utterly freezing any creature that lingers too long within it.*

**Daily ✦ Arcane, Cold, Implement, Necrotic, Shadow, Zone**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in the burst
**Attack:** Charisma vs. Will
**Hit:** 8d6 + Charisma modifier cold and necrotic damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. The zone is heavily obscured and blocks line of sight, and creatures inside the zone cannot attack creatures outside the zone. A creature that enters the zone or ends its turn there takes 15 cold and necrotic damage.
**Move Action:** You move the zone up to 3 squares.
**Sustain Minor:** The zone persists until the end of your next turn.

### Shadow Legion

As you near the height of the epic tier, your mastery over shadow allows you to call forth creatures of living darkness to do your bidding. Surrounded and cut off, your enemies must fight for their lives against spectral versions of themselves.

**Shadow Legion** — **Warlock Attack 29**

*Shadow erupts from the ground at your command, becoming creatures of darkness that lunge at your foes.*

**Daily ✦ Arcane, Conjuration, Necrotic, Shadow**
**Standard Action** **Area** burst 3 within 20 squares
**Target:** Each enemy in the burst
**Effect:** You conjure a shadow of each target, and each shadow lasts until the end of the encounter. A target's shadow is the same size as the target and appears adjacent to the target. Each shadow has a melee basic attack identical to its target's, and makes that attack against the target when it appears, with a +4 power bonus to the attack roll and the damage roll. An enemy takes 5 necrotic damage for each shadow adjacent to it or in its space at the end of its turn.

## Level 30: Epic Destiny Feature

You have achieved the absolute pinnacle of your abilities. On the verge of facing your final destiny, you gain one last edge that could spell the difference between ultimate victory and utter defeat.

**Benefit:** You gain a feature associated with your epic destiny.

# Gloom Pact (Binder)

The gloom pact of the warlock draws on the power of creatures that dwell forever in gloom and shadow. Such arcane entities can be found in vast numbers in the Shadowfell. The masters of the gloom pact remain effectively unknown, even to those who serve them. However, many binders who forge this pact believe that they channel the power of the dark lords trapped in the Shadowfell. Locked in their prisons, these dark lords are beyond concern for how their power is used—making them perfect partners for the arcane might a binder seeks.

A good Dexterity score benefits a gloom pact warlock, since a subtle touch is necessary to properly command the power of void and shadow.

Any warlock can choose to take powers of the gloom pact that have levels, but the magic of the binder is specifically suited to the pact. A binder gains additional benefit from certain gloom pact powers, as noted in the power's description.

## Level 1: Gloom Pact Boon (Binder)

You have an aptitude for the shaping of shadow. The darkness that eddies around you on the battlefield responds to your command, carrying allies and enemies like dead leaves on the wind.

**Benefit:** You gain the *echoing dirge* and *shadow warp* powers.

**Echoing Dirge** — Warlock Attack

*Shadows swirl around your foes, drawing forth dark memories that cause them to recoil in fear.*

**At-Will ✦ Arcane, Fear, Implement, Psychic, Shadow**
**Standard Action** **Close** blast 5
**Target:** One or two creatures in the blast
**Attack:** Charisma vs. Will
**Hit:** 1d8 + Charisma modifier psychic damage, and you push the target up to 2 squares.
*Level 21:* 2d10 + Charisma modifier psychic damage.

**Shadow Warp** — Warlock Utility

*When a creature falls, you draw strength from its death to carry another creature across the battlefield.*

**At-Will ✦ Arcane, Shadow**
**Free Action** **Close** burst 5
**Trigger:** You reduce a creature to 0 hit points, or an enemy adjacent to you drops to 0 hit points.
**Target:** You or one creature in the burst
**Effect:** You slide the target up to 3 squares.
**Special:** You can use this power only once per round.

## Level 1: Gloom Pact Encounter Power

Legends tell of a shadowy beast that dwells in the mist that borders and encases the domains of dread. The magic of the gloom pact gives this hound form and substance at your command, driving your foes from you in terror.

**Hound of Dark Omen** — Warlock Attack 1

*Shadows and mist swirl around the target, coalescing into the form of a snarling hound that emits a dreadful howl.*

**Encounter ✦ Arcane, Fear, Implement, Psychic, Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier psychic damage, and you push the target up to 2 squares.
**Gloom Pact (Binder):** The target takes psychic damage equal to 2 + your Dexterity modifier if it doesn't move before the end of its next turn.

## Level 3: Gloom Pact Encounter Power

You call on the power of shadow to extend your reach across the battlefield, crafting a swarm of clawed hands that surround and tear into your foe.

**Ebon Claws** — Warlock Attack 3

*At your command, clawed hands crafted from shadow wrap around your foe.*

**Encounter ✦ Arcane, Implement, Necrotic, Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier necrotic damage, and the target is slowed until the end of your next turn.
**Gloom Pact (Binder):** Until the end of your turn, you can use a minor action to deal necrotic damage equal to your Dexterity modifier to one creature adjacent to the target.

## Level 4: Gloom Pact Lore

The secrets of shadow open your eyes and protect your body against the power of death.

**Benefit:** You gain darkvision and resist 5 necrotic. If you already have necrotic resistance of 5 or higher, that resistance instead increases by 5.

## Level 7: Gloom Pact Encounter Power

The dark energy of the Shadowfell spreads easily from a point of darkness you create. As your foe is stricken by the power of your spell, your other enemies are quickly drawn to share its suffering.

**Pall of Darkness** — Warlock Attack 7

*You encase your foe in a sphere of absolute darkness that steals away its life and sight.*

**Encounter ✦ Arcane, Implement, Necrotic, Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 2d6 + Charisma modifier necrotic damage, and the target is blinded until the end of your next turn.
**Gloom Pact (Binder):** Until the end of your next turn, enemies grant combat advantage and cannot make opportunity attacks while adjacent to the target.

## Level 9: Binder's Ally (Gloom)

A shadow lurk is a creature born of a sliver of gloom and given the barest level of sentience. It flutters like a ghost, shrouding you as it lashes out through armor, flesh, and bone to claw at the spirit and soul within its target.

**Benefit:** You can use *summon warlock's ally* to summon a shadow lurk.

**Shadow Lurk** — Summoned Creature
Medium shadow humanoid

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the shadow lurk if an effect allows it to spend one
**Defenses** your defenses + 2, not including any temporary bonuses or penalties
**Speed** 8

☼ **Mist of Shadows ✦ Aura** 2
You have partial concealment while you are in the aura.

ǂ **Standard Action ✦ At-Will**
*Attack:* Melee 1 (one creature); your level + 5 vs. Reflex
*Hit:* 1d10 + your Charisma modifier damage, and the target is immobilized until the end of your next turn.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The shadow lurk either walks, shifts, runs, stands up, squeezes, or crawls.

**Minor Action ✦ Encounter**
*Effect:* Each ally adjacent to the shadow lurk becomes invisible until the end of your next turn.

## Level 11: Binder's Action (Gloom)

**Master binder paragon path feature**
Your eyes become orbs of absolute darkness, allowing you to see the life energy flowing within your foes. With this sight, you can focus your attacks to increase your enemies' vulnerability.

**Benefit:** When you spend an action point to use an attack power, you have combat advantage against each target of that attack.

## Level 11: Binder's Favor (Gloom)

**Master binder paragon path feature**
With a gesture, you can use the fleeting energy of *echoing dirge* to affect another enemy.

**Benefit:** When you hit with your *echoing dirge*, one additional creature in the blast takes psychic damage equal to your Dexterity modifier.

## Level 11: Gloom Pact Encounter Power

**Master binder paragon path feature**
By leaching the light from the battlefield, you create an impenetrable cloud of darkness within which whispering shades and lurking shadows feast upon your foes.

**Tide of Night** — Master Binder Attack 11

*A swirling cloud of darkness shrouds your enemies, concealing all but their shrieks of pain and terror.*

**Encounter ✦ Arcane, Implement, Necrotic, Shadow, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in the burst
**Attack:** Charisma vs. Fortitude
**Hit:** 3d6 + Charisma modifier necrotic damage.
**Effect:** The burst creates a zone that lasts until the start of your next turn. The zone is heavily obscured and blocks line of sight. Any enemy that ends its turn in the zone takes necrotic damage equal to 5 + your Dexterity modifier.

## Level 13: Gloom Pact Encounter Power

You turn a bit of coalesced shadow into a dread spectral beast that chills your foes to the bone.

**Haunting Shadow** — Warlock Attack 13

*A second shadow clings to your foe, becoming a beast of chilling darkness that claws at any creatures in reach.*

**Encounter ✦ Arcane, Cold, Implement, Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 3d8 + Charisma modifier cold damage, and you slide the target up to 2 squares.
**Effect:** Until the start of your next turn, any creature that ends its turn adjacent to the target takes 5 cold damage.
**Gloom Pact (Binder):** The target takes cold damage equal to 5 + your Dexterity modifier if it willingly moves on its next turn.

## Level 16: Binder's Boon (Gloom)

**Master binder paragon path feature**
The shadows that dance around you in combat can render those who ride them capable of moving through solid objects.

**Benefit:** When you use your *shadow warp*, you can slide the target through enemies' spaces and through blocking terrain. The target must end in a space it could normally occupy.

## Level 17: Gloom Pact Encounter Power

Many spells of shadow focus on animating and controlling a single shadow, but *devouring tide* takes the opposite approach. Uncountable shards of shadow-stuff are spawned at your command, each possessing the hunger of the void.

**Devouring Tide** — **Warlock Attack 17**

*A stream of black motes erupts from your outstretched hand, rushing forward to swarm your foes like a cloud of ravenous insects.*

**Encounter ✦ Arcane, Implement, Shadow**
**Standard Action** **Close** blast 3
**Target:** Each creature in the blast
**Attack:** Charisma vs. Reflex
**Hit:** 3d8 + Charisma modifier damage, and the target grants combat advantage until the end of your next turn.
**Gloom Pact (Binder):** You also slide each target up to 3 squares.

## Level 23: Gloom Pact Encounter Power

Light and shadow destroy each other where they touch. By imbuing the power of darkness and radiance into your foe, you let the energy of that destruction consume it from the inside out.

**Umbral Radiance** — **Warlock Attack 23**

*Shadow flows like liquid to smother and blind your foe, pulsing with a dead-black radiance.*

**Encounter ✦ Arcane, Implement, Necrotic, Radiant, Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d12 + Charisma modifier necrotic and radiant damage, and the target is blinded until the end of your next turn.
**Gloom Pact (Binder):** Until the start of your next turn, you and your allies are invisible while within 3 squares of the target.

## Level 25: Greater Binder's Ally (Gloom)

A gloom beast resembles an enormous hunting cat whose yellow eyes glare out from swirling, smoky darkness. Like a displacer beast, it has two whiplike tentacles emerging from its back, which attack with stinging cold that spreads numbness throughout the body.

**Gloom Beast** — **Summoned Creature**
Large shadow humanoid
**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the gloom beast if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 8
☼ **Disruptive Tentacles ✦ Aura** 2
Enemies take a –2 penalty to attack rolls while in the aura.
ǂ **Standard Action** (necrotic) ✦ **At-Will**
*Attack:* Melee 3 (one creature); your level + 5 vs. Fortitude
*Hit:* 2d12 + your Charisma modifier necrotic damage, and the target is slowed (save ends).
**Minor Action ✦ At-Will** (1/round)
*Effect:* The gloom beast either walks, shifts, runs, stands up, squeezes, or crawls.
**Minor Action** (teleportation) ✦ **Encounter**
*Effect:* The gloom beast teleports adjacent to an enemy within 5 squares of you.
ǂ **Immediate Reaction** (necrotic) ✦ **At-Will**
*Trigger:* An enemy within 3 squares of the gloom beast attacks you.
*Attack:* Melee 3 (triggering enemy); your level + 5 vs. Fortitude
*Hit:* 10 necrotic damage, and the gloom beast pulls the target up to 2 squares.

## Level 27: Gloom Pact Encounter Power

As your command of shadow magic reaches its heights, you create a portal into a distant region of the Shadowfell. Lashing out at an enemy, you banish it from the battle for a key moment, even as its shadowy afterimage flails in rage and pain.

**Umbral Swap** — **Warlock Attack 27**

*A bolt of frigid shadow swallows your foe, then lashes out at creatures that linger too near.*

**Encounter ✦ Arcane, Cold, Implement, Necrotic, Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d10 + Charisma modifier cold and necrotic damage, and the target is removed from play until the end of your next turn.
**Gloom Pact (Binder):** Choose a square in the target's space. Until the start of your next turn, any creature that ends its turn in that square or adjacent to it takes cold and necrotic damage equal to 10 + your Dexterity modifier.

# Star Pact (Binder)

The night sky of the mortal realm is an unfathomable deep filled with uncountable stars. In the dark between those stars lies the Far Realm, where dread creatures creep just beyond the reach of mortal senses and sanity. Older than all other parts of creation, these entities can be observed only as celestial patterns and signs. A binder of the star pact learns to manipulate those fell patterns, and to channel power no mortal creature was meant to know.

Star pact warlocks depend on Intelligence to master the dangerous knowledge they pursue. Any warlock can choose to take powers of the star pact that have levels, but binders have a special affinity for the madness and magic it represents. A binder gains additional benefit from some star pact powers, as noted in the power's description.

## Level 1: Star Pact Boon (Binder)

Your connection to the mysterious Far Realm allows you to thwart the sight and senses of your enemies. You shroud a foe's mind with a glimpse of the darkness beyond the stars.

**Benefit:** You gain the *hidden lore* and *mind shadows* powers.

**Hidden Lore** — Warlock Utility

*You fade from the senses of your enemies, leaving them unaware of your presence.*

**At-Will ✦ Arcane, Shadow**
**Free Action** — **Personal**
**Trigger:** You reduce a creature to 0 hit points, or an enemy adjacent to you drops to 0 hit points.
**Effect:** You become invisible until the end of your next turn.
**Special:** You can use this power only once per round.

**Mind Shadows** — Warlock Attack

*Reality unravels into darkness around your enemy, breaking its grip on sanity.*

**At-Will ✦ Arcane, Implement, Psychic, Shadow**
**Standard Action** — **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 1d10 + Charisma modifier psychic damage. Until the end of your next turn, the target cannot see any of your allies who are 3 or more squares away from it.
*Level 21:* 2d10 + Charisma modifier psychic damage.

## Level 1: Star Pact Encounter Power

The power of the Far Realm lets you shape shadow in the likeness of the creatures that writhe beyond the void.

**Shadow Tentacles** — Warlock Attack 1

*Darkness flares to produce a sphere of writhing tendrils that crush your foes in their icy grip.*

**Encounter ✦ Arcane, Cold, Implement, Shadow, Zone**
**Standard Action** — **Area** burst 1 within 10 squares
**Target:** Each creature in the burst
**Attack:** Charisma vs. Reflex
**Hit:** 1d10 + Charisma modifier cold damage, and the target is slowed until the end of your next turn.
**Star Pact (Binder):** The burst also creates a zone of difficult terrain that lasts until the end of your next turn.

## Level 3: Star Pact Encounter Power

By opening a small rent in the boundary between this world and the lightless void, you allow the horror of that darkness to wash across your enemies.

**Void Blast** — Warlock Attack 3

*A mote of darkness appears before you, then explodes to envelop your foes in a field of shadow and madness.*

**Encounter ✦ Arcane, Implement, Psychic, Shadow, Zone**
**Standard Action** — **Close** blast 3
**Target:** Each creature in the blast
**Attack:** Charisma vs. Will
**Hit:** 2d6 + Charisma modifier psychic damage.
**Effect:** The blast creates a zone that lasts until the end of your next turn. The zone is heavily obscured and blocks line of sight.
**Star Pact (Binder):** Any creature other than you that ends its turn in the zone takes psychic damage equal to your Intelligence modifier.

## Level 4: Star Pact Lore

Touched by knowledge that is not meant to be tasted by mortals, your mind opens to the power of the Far Realm.

**Benefit:** You gain resist 5 psychic and a +2 bonus to Arcana checks and Religion checks.

## Level 7: Star Pact Encounter Power

The eternal darkness that spreads between the stars is charged with deadly cold. By manipulating your power to form a black cyst of this nothingness, you freeze your foe from the inside out.

**Cyst of Darkness** — Warlock Attack 7

*With a whispered incantation, you plant a seed of chilling darkness within your enemy.*

**Encounter ✦ Arcane, Cold, Implement, Necrotic, Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 2d6 + Charisma modifier cold and necrotic damage.
**Star Pact (Binder):** At the start of your next turn, you slide the target up to 3 squares. The target and each creature adjacent to it at the end of the slide take cold and necrotic damage equal to your Intelligence modifier.

# Level 9: Binder's Ally (Star)

The soul eater is a strange creature spawned between the stars. It appears as an inky cloud of darkness from which emerge two gnarled claws. Feeding on the death energy of other creatures, the soul eater channels that energy to you in the heat of combat.

**Benefit:** You can use *summon warlock's ally* to summon a soul eater.

**Soul Eater** — Summoned Creature
Medium aberrant animate

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the soul eater if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 1, fly 8 (hover)

☼ **Soul Devourer ✦ Aura** 1
When any creature drops to 0 hit points or fewer while in the aura, you gain a +2 power bonus to attack rolls until the end of your next turn.

ǂ **Standard Action ✦ At-Will**
*Attack:* Melee 1 (one creature); your level + 5 vs. Fortitude
*Hit:* 1d10 + your Charisma modifier damage, and you gain 5 temporary hit points. If you already have temporary hit points, you instead gain a +2 power bonus to your next damage roll.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The soul eater either walks, shifts, runs, stands up, squeezes, or crawls.

**Minor Action** (teleportation) **✦ Encounter**
*Effect:* You teleport to a square adjacent to the soul eater.

# Level 11: Binder's Action (Star)

**Master binder paragon path feature**
Your mastery over the forces that dwell in the void makes your spontaneous attacks more potent.

**Benefit:** When you spend an action point to take an extra action, you gain a +4 bonus to damage rolls that deal cold, necrotic, or psychic damage. The bonus lasts until the end of your turn.

# Level 11: Binder's Favor (Star)

**Master binder paragon path feature**
You can cast your foe's mind into a darkness that renders it more vulnerable to the realities of the physical world.

**Benefit:** When you hit with your *mind shadows*, all attacks made with combat advantage against the target of that power gain a +2 power bonus to damage rolls until the end of your next turn.

# Level 11: Star Pact Encounter Power

**Master binder paragon path feature**
As you enter the paragon tier, you gain a deeper understanding of the terrors that lurk within the void. This dreaded spell casts a foe into the darkness for a brief second to overwhelm its body and mind.

**Banish to Darkness** — Master Binder Attack 11

*A globe of utter darkness surrounds your foe, exiling it momentarily to the frozen blackness of the Far Realm.*

**Encounter ✦ Arcane, Cold, Fear, Implement, Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3d10 + Charisma modifier cold damage, and the target is dazed until the end of your next turn.
**Star Pact (Binder):** Any attack the target makes on its next turn must include at least one creature that is nearest to it.

# Level 13: Star Pact Encounter Power

The dark energy of the void has a hunger for all living things. When you summon that void to the battlefield, any creature that lingers too close pays the price.

**Devouring Dark** — Warlock Attack 13

*Tentacles lash out from a sphere of darkness to harry any creatures in reach, crippling their ability to stand fast in combat.*

**Encounter ✦ Arcane, Cold, Implement, Necrotic, Shadow, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in the burst
**Attack:** Charisma vs. Reflex
**Hit:** 3d10 + Charisma modifier cold and necrotic damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Creatures grant combat advantage while in the zone.
**Star Pact (Binder):** Any creature that ends its turn in the zone takes 5 cold and necrotic damage.

## Level 16: Binder's Boon (Star)

**Master binder paragon path feature**
Your alliance with the entities beyond the stars allows you to fade from reality, slipping toward non-existence when you vanish from your foes' sight.

**Benefit:** When you use your *hidden lore*, you can also become insubstantial until the end of your next turn.

## Level 17: Star Pact Encounter Power

You have spent your life strengthening your mind against the horrors of the Far Realm. Those who lack your discipline and training do not fare as well as you when the void presses in.

**Greater Void Burst** — **Warlock Attack 17**

*You punch a hole in reality through which the void pours forth, tearing apart the minds of any creatures caught within it.*

**Encounter ✦ Arcane, Implement, Psychic, Shadow, Zone**
**Standard Action** **Area** burst 1 within 20 squares
**Target:** Each creature in the burst
**Attack:** Charisma vs. Will
**Hit:** 4d6 + Charisma modifier psychic damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. The zone is heavily obscured and blocks line of sight.
**Star Pact (Binder):** Any creature other than you that ends its turn in the zone takes psychic damage equal to 3 + your Intelligence modifier.

## Level 23: Star Pact Encounter Power

This deadly spell can cripple even the strongest foe with searing pain, for no creature can withstand the power of the void for long.

**Inner Void** — **Warlock Attack 23**

*Your foe's frenzied scream is the only sign of the portal you open to the Far Realm—a portal that tears your enemy apart from the inside out.*

**Encounter ✦ Arcane, Implement, Necrotic, Shadow**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 3d10 + Charisma modifier necrotic damage, and the target falls prone.
**Star Pact (Binder):** The target takes extra necrotic damage equal to 3 + your Intelligence modifier.

## Level 25: Greater Binder's Ally (Star)

A doom hulk is a humanoid brute sculpted from the darkness between the stars, then bound by magic and granted limited sentience. It crushes its foes with its powerful fists, while those who remain too close to it quickly feel their life force drawn away.

**Benefit:** You can use *summon warlock's ally* to summon a doom hulk.

**Doom Hulk** — **Summoned Creature**
Large aberrant animate

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the doom hulk if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6

☼ **Child of the Void** (necrotic) ✦ **Aura** 1
Any creature that willingly leaves the aura takes 10 necrotic damage.

ǂ **Standard Action** (necrotic) ✦ **At-Will**
*Attack:* Melee 2 (one creature); your level + 5 vs. Reflex
*Hit:* 3d10 + your Charisma modifier necrotic damage, and you gain 10 temporary hit points. If you already have temporary hit points, you gain a +5 power bonus to your next damage roll.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The doom hulk either walks, shifts, runs, stands up, squeezes, or crawls.

## Level 27: Star Pact Encounter Power

At the height of your pact's power, you call forth the lifeless maw of the void. This dark energy tears at all creatures with the hunger of the faceless horrors that dwell within it.

**Hungry Void** — **Warlock Attack 27**

*A dull black sphere of nothingness appears in the midst of combat, drawing all creatures toward it with an unearthly hunger.*

**Encounter ✦ Arcane, Cold, Implement, Necrotic, Shadow, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in the burst
**Attack:** Charisma vs. Fortitude
**Hit:** 4d6 + Charisma modifier cold and necrotic damage, and the target falls prone.
**Star Pact (Binder):** You can pull each target 1 square toward the center of the burst. The square at the center of the burst becomes a zone that lasts until the end of your next turn. Any creature that ends its turn in the zone takes 15 cold and necrotic damage.

# Other Classes

The cleric, the warlock, and the wizard all bring their unique interpretations and talents to how the power of shadow is acquired and wielded. This section presents cleric powers, a new cleric domain, new powers and a new pact for the warlock, and a selection of wizard powers as well as two new schools of magic.

## Cleric Options

The Shadowfell has always been the realm of the dead. The god of death is the Raven Queen, who left the Astral Sea to dwell in her palace of Letherna, and who watches over souls that make their way from the world to pass on to the unknown fate beyond life. Despite her locale, the Raven Queen's divine power is drawn from the Astral Sea as it is for all gods. Only rarely do clerics draw directly on shadow magic for their prayers, since the power of shadow has a sinister reputation. Among good and unaligned clerics, its use is viewed as a questionable moral choice. In the view of some faiths, drawing on the power of shadow is a heresy worthy of death.

The servants of the gods of death are typically the only clerics who openly embrace shadow magic. However, clerics of other deities sometimes employ shadow magic in support of their gods' teachings and portfolios. Bane's clerics use the power of shadow to spread terror among their enemies, breaking their collective will before battle is joined. Militant clerics of Erathis use the power of shadow to drive wild beasts and humanoids from territories that they seek to clear and civilize.

The use of shadow magic can sometimes lead to conflict within a faith. As pragmatic conquerors, Bane's clerics care little what power stands behind their prayers. In the case of Erathis, however, open hostility can arise between her militant clerics of conquest and the faith's other factions.

In most cases, a cleric's decision to take up shadow magic will be a contentious one. Depending on your deity and alignment, be prepared to face rebuke, banishment, or worse from the other members of your faith.

## New Cleric Powers

The powers in this section expand on those found in *Heroes of the Fallen Lands* and other sources. They can be selected by any cleric of the appropriate level.

### Level 1: Daily Power

When you choose 1st-level cleric daily attack powers, this power is among your options.

**Inflict Wounds** All clerics can command divine magic to mend wounds, banish disease, and even restore life to the dead. However, when suffused with the corrupting power of shadow, the capacity to heal can be twisted into a potent force of death and decay.

**Inflict Wounds** — Cleric Attack 1

*With just a touch, your foe's body is rent by horrid wounds.*

**Daily ✦ Divine, Implement, Necrotic, Shadow**
**Standard Action** **Melee** 1
**Target:** One creature
**Effect:** The target takes 3d6 + your Wisdom modifier necrotic damage.

### Level 2: Utility Powers

When you choose 2nd-level cleric utility powers, these powers are among your options.

**Blackened Soul** You allow a shadow to temporarily control an ally's body, pulling that companion away from death's door—but at a price.

**Blackened Soul** — Cleric Utility 2

*A pulse of shadow leaves your hands to seek your ally, granting vigor and strength but leaving a dark stain on that companion's soul.*

**Daily ✦ Divine, Healing, Shadow**
**Minor Action** **Close** burst 5
**Target:** One dying ally in the burst
**Effect:** The target can spend up to two healing surges. Until the end of the encounter or until the target is restored to full hit points, the target gains a +2 power bonus to attack rolls and damage rolls but grants combat advantage.

**Veil of Darkness** You call on the power of shadow to cloak you, forcing enemies out of position, ruining the accuracy of an enemy wizard or archer, or concealing the imminent attack of you and your allies. However, both your allies and your enemies are subject to the effect of your veil.

**Veil of Darkness** — Cleric Utility 2

*You create a barrier of pure darkness that no light can enter.*

**Daily ✦ Divine, Shadow, Zone**
**Minor Action** **Area** burst 1 within 10 squares
**Effect:** The burst creates a zone that lasts until the end of your next turn. The zone is heavily obscured and blocks line of sight.
**Sustain Minor:** The zone persists until the end of your next turn.

# Level 5: Daily Power

When you choose 5th-level cleric daily attack powers, this power is among your options.

## Servitude in Death

This prayer imbues its victims with deadly shadow magic, perverting their life force to your control when they are slain. Good clerics are circumspect in employing this prayer, since many faiths consider its use to be heresy.

**Servitude in Death** — Cleric Attack 5

*A dark wave of necrotic energy washes over your foe, draining its life and planting within it a seed of shadow magic that will seal its fate.*

**Daily ✦ Divine, Implement, Necrotic, Shadow**
**Standard Action** **Ranged** 5
**Target:** One enemy
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier necrotic damage.
**Miss:** Half damage.
**Effect:** The first time the target dies before the end of the encounter, it rises at the start of its next turn as an undead creature allied with you and your allies. Until it dies again, the creature is dominated by you. It has 1 hit point (the creature takes no damage from an attack that misses), cannot heal, and takes a –2 penalty to all defenses.

# Level 6: Utility Powers

When you choose 6th-level cleric utility powers, these powers are among your options.

## Gravesite

Because you are a cleric, your god takes particular notice of your victories. With this prayer, you dedicate your success in battle to your deity's great glory. Each foe you overcome earns a blessing for you and your allies.

**Gravesite** — Cleric Utility 6

*You invoke the power of your god to claim the ground around you. Enemies that attempt to contest that ground pay for their temerity.*

**Daily ✦ Divine, Healing, Shadow, Zone**
**Minor Action** **Close** burst 3
**Effect:** The burst creates a zone that lasts until the end of the encounter. You and your allies gain a +2 power bonus to damage rolls against enemies in the zone. Whenever an enemy drops to 0 hit points in the zone, you and each ally in the zone regain 5 hit points.

## Soul Cage

With the power of the Shadowfell at your command, you confine a fallen foe's essence within its body for a time. Under your direction, you force your enemy to reveal its knowledge or the weaknesses of its comrades.

**Soul Cage** — Cleric Utility 6

*As your enemy expires, you cast a web of divine shadow magic across it, creating a cage that binds it to your command.*

**Daily ✦ Divine, Shadow**
**Free Action** **Personal**
**Trigger:** An enemy dies within 5 squares of you.
**Effect:** Once before the end of your next extended rest, you can use a minor action to gain one of the following benefits.
- ✦ You can ask the dead enemy one question that it must answer truthfully. Its answer is limited to one hundred words.
- ✦ You gain a +5 power bonus to your next attack roll against an enemy.
- ✦ View one room, one similarly sized outdoor location, or one object that the enemy has seen within the past week. The image you see is drawn from the enemy's memory, and so might not be entirely accurate.

# Level 9: Daily Powers

When you choose 9th-level cleric daily attack powers, these powers are among your options.

## Crushing Despair

When you are pressed by foes that thrive in close quarters fighting, you overwhelm those foes with hopelessness and terror. Your shadow magic turns doubt into a deadly weapon, forcing the enemy to flee or suffer the consequences.

**Crushing Despair** — Cleric Attack 9

*Your weapon attack leaves a foe so terrified that your presence threatens to destroy it.*

**Daily ✦ Divine, Fear, Psychic, Shadow, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier psychic damage.
**Miss:** Half damage.
**Effect:** At the end of each of the target's turns, it takes 5 psychic damage for each of your allies adjacent to it. This effect ends when the target ends its turn with none of your allies adjacent to it.

*"You will kneel. That is not in question. What we must decide now is whether you will give obeisance willingly or if I must show you the fullness of my god's power."*

—Tycho, zealot of Bane

### Vengeful Ghosts
By melding shadow and divine magic, you create a beacon in the Shadowfell that calls forth the restless spirits of the angry dead. Heroes betrayed to their deaths, innocent folk executed for crimes they did not commit, and other vengeful ghosts respond to your command to vent their fury against your enemies.

**Vengeful Ghosts** — Cleric Attack 9

*With a shout, you draw forth a howling horde of restless spirits to wreak havoc on your foes.*

**Daily ✦ Divine, Implement, Necrotic, Shadow, Zone**
**Standard Action** **Close** blast 3
**Target:** Each enemy in the blast
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier necrotic damage.
**Miss:** Half damage.
**Effect:** The blast creates a zone that lasts until the end of the encounter. Enemies grant combat advantage while in the zone.

## Level 10: Utility Powers
When you choose 10th-level cleric utility powers, these powers are among your options.

### Phantom Vigor
The strength of the spirit energy twisting through the Shadowfell can grant your allies a potent boon. When strength and speed is all-important, you sacrifice your allies' vitality to see them through to the end of the fight.

**Phantom Vigor** — Cleric Utility 10

*Tendrils of shadow unfurl around you to wrap your allies, drawing off their health to grant superior strength and speed.*

**Daily ✦ Divine, Shadow**
**Standard Action** **Close** burst 5
**Target:** You and each ally in the burst
**Effect:** Each target loses a healing surge and gains temporary hit points equal to his or her healing surge value. In addition, until the end of the encounter, each target gains a +2 power bonus to speed and a +5 power bonus to Athletics checks and Acrobatics checks.

### Umbral Soul
The fearsome creatures of the Shadowfell include the insubstantial undead such as ghosts, wraiths, and specters. With a touch of shadow, you bestow some of the defensive power of these dread predators, but that power comes at a cost.

**Umbral Soul** — Cleric Utility 10

*With a thought, you transform yourself or an ally into a wispy creature of shadow.*

**Daily ✦ Divine, Shadow**
**Minor Action** **Close** burst 5
**Target:** You or one ally in the burst
**Effect:** The target is insubstantial and weakened until the end of your next turn.
**Sustain Minor:** The effect persists until the end of your next turn.

## Level 15: Daily Power
When you choose 15th-level cleric daily attack powers, this power is among your options.

### Drain Life
With this prayer, you wield the unstoppable power of the Shadowfell, but that power takes a toll on your own life force. Some sages believe that extended use of this prayer drains away the life energy of its wielder as well as its victims. Clerics who use it frequently acquire a pale, sunken look that lends credence to this theory.

**Drain Life** — Cleric Attack 15

*As you touch your foe, it shrieks with a withering pain born from the life energy you sacrifice.*

**Daily ✦ Divine, Implement, Necrotic, Shadow**
**Standard Action** **Melee** 1
**Target:** One creature
**Effect:** You take 10 damage, and the target takes 4d10 + Wisdom modifier necrotic damage.

## Level 16: Utility Power
When you choose 16th-level cleric utility powers, this power is among your options.

### Sphere of Shadows
By weaving the energy of shadow into your divine prayers, you create a protective force more powerful than either form of magic alone. When you and your allies withdraw into the sphere of shadows you draw forth around you, your enemies hunt you in vain.

**Sphere of Shadows** — Cleric Utility 16

*A divine darkness flows around you, protecting you from harm and concealing you from sight.*

**Daily ✦ Divine, Shadow, Zone**
**Minor Action** **Close** burst 5
**Effect:** The burst creates a zone that lasts until the end of the encounter. While in the zone, you and your allies have partial concealment and gain a +5 power bonus to Stealth checks. You and your allies can make Stealth checks to hide in the zone without needing to have superior cover or total concealment.

## Level 19: Daily Power
When you choose 19th-level cleric daily attack powers, this power is among your options.

### Shackles of the Grave
The Raven Queen claims dominion over death, but all clerics of shadow can exercise her power. In battle, this prayer allows you to demand atonement from every enemy that falls before you. With heresy washed away by death's cleansing hand, your former foe becomes a docile servant.

*"I am the harbinger of endings, the angel of death. Make peace with your gods, fool, for your end is at hand."*

—Anise,
Apostle of the Raven Queen

**Shackles of the Grave** Cleric Attack 19

*A blast of black energy washes over nearby creatures, marking their souls as your divine property.*

**Daily ✦ Divine, Implement, Necrotic, Shadow, Zone**
**Standard Action** **Close** blast 5
**Target:** Each creature in the blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 5d6 + Wisdom modifier necrotic damage.
**Miss:** Half damage.
**Effect:** The blast creates a zone that lasts until the end of the encounter. The first time any enemy dies in the zone before the end of the encounter, it rises at the start of its next turn as an undead creature allied with you and your allies. Until it dies again, the creature is dominated by you. It has 1 hit point (the creature takes no damage from an attack that misses), no healing surges, and a -2 penalty to all defenses.

# Level 22: Utility Powers

When you choose 22nd-level cleric utility powers, this power is among your options.

## Death Shield

By the strength of your own life, you ensure that your ally can stand against even the deadliest attack.

**Death Shield** Cleric Utility 22

*Shimmering tendrils of energy extend from you to your ally, letting you weave a shield that binds her soul to your own.*

**Daily ✦ Divine, Shadow**
**Minor Action** **Close** burst 10
**Requirement:** You must have at least one healing surge remaining.
**Target:** One ally in the burst
**Effect:** You lose one healing surge. The first time the target drops to 0 hit points or fewer before the end of your next extended rest, the target instead drops to 1 hit point.

# Level 25: Daily Powers

When you choose 25th-level cleric daily attack powers, these powers are among your options.

## Call the Hungry Ghosts

Those who fall to the power of shadow will always remember the feeling of its chill touch. This dark prayer reaches into the deepest parts of the Shadowfell to draw forth the power of death, taking the form of spectral creatures that feed on your foes.

**Call the Hungry Ghosts** Cleric Attack 25

*A shroud of wraithlike shadow coalesces around your enemies, draining their strength and channeling it through you.*

**Daily ✦ Divine, Implement, Necrotic, Shadow, Zone**
**Standard Action** **Close** blast 5
**Target:** Each enemy in the blast
**Attack:** Wisdom vs. Will
**Hit:** 5d8 + Wisdom modifier necrotic damage.
**Miss:** Half damage.
**Effect:** The blast creates a zone that lasts until the end of your next turn. When any enemy ends its turn in the zone, that enemy is weakened until the end of its next turn, and you and each ally in the zone gain 5 temporary hit points.
**Sustain Minor:** The zone persists until the end of your next turn.

## Hope Killer

Your divine wrath lets you touch the secret fear that lingers in all creatures, sending waves of ultimate despair through an opponent's body and mind. Though it fights on feebly, it knows that its defeat is inevitable.

**Hope Killer** Cleric Attack 25

*Your foe is left reeling from your weapon assault, shrouded by a tangible fear that draws your allies' attacks.*

**Daily ✦ Divine, Fear, Shadow, Weapon**
**Standard Action** **Melee** weapon
**Target:** One enemy
**Attack:** Wisdom vs. AC
**Hit:** 5[W] + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** Whenever the target makes an attack before the end of the encounter, it provokes opportunity attacks from any of your allies who are not targets of the attack.

# Level 29: Daily Power

When you choose 29th-level cleric daily attack powers, this power is among your options.

## Ravage

Legend holds that the first deity to slay a living creature created this prayer the moment it struck the killing blow. Now, those who wield its power are said to gain a faint insight into the circumstances of their own deaths. Although this prayer's power is legendary, many clerics use *ravage* only as a last resort.

**Ravage** Cleric Attack 29

*You become an instrument of death, capable of killing with a touch.*

**Daily ✦ Divine, Necrotic, Shadow**
**Standard Action** **Melee** 1
**Requirement:** You must have at least one healing surge remaining.
**Target:** One creature
**Effect:** You lose a healing surge, and the target takes necrotic damage equal to your bloodied value.

# Warpriest Domain

A warpriest cleric can select the death domain, described below, instead of the storm or sun domains presented in *Heroes of the Fallen Lands*. When creating your character and when gaining levels, refer to the domain you select for powers, benefits, and other features.

If you're playing a cleric who is not a warpriest, the cleric powers in this section that have levels indicated are available to you when you select powers.

### DEVOUT WARPRIEST BENEFITS

If you have the devout warpriest paragon path (see *Heroes of the Fallen Lands*) and you choose death as your domain, you gain any benefit noted below as a devout warpriest paragon path feature.

# Death Domain

The living are allocated only a finite amount of time in the world, and creatures such as vampires, ghouls, and other undead violate this stricture and must be destroyed. The gods of death are the guardians of the balance between the living and the dead, marking the end of each life and seeing the fate that awaits all living creatures. The death domain grants you their power.

Clerics of the death domain are shunned as evil by mortals who fear death. However, the power of death is not evil in and of itself. By choosing to wield this power, you work to maintain the balance that death represents. You must hunt down undead creatures, oppose the evil of Orcus, and serve as an instrument of punishment for those that try to avoid death's hold over all living things. With the power of death at your disposal, your prayers mark your enemies for certain doom.

## Level 1: Death Domain Features and Powers

You seek out specific enemies of your faith—including those who mock death by delving into the darkest secrets of necromancy. As an emissary of death, you are the sworn foe of undead. Your power defends you against their foul energy, even as it grants you a measure of additional vitality with which to finish the fight.

Unlike many warpriests, you rely on your holy symbol to deliver your deadliest attacks, rather than on a weapon.

**Benefit:** You gain resist 5 necrotic.

In addition, when you use your *healing word*, you gain 5 temporary hit points. The temporary hit points increase to 10 at 11th level and 15 at 21st level.

You also gain the following powers.

### Domain At-Will Power

Your attacks carry the power of death, causing a subtle ripple in an enemy's fate that draws it closer to ruin.

**Death's Shadow** — Cleric Attack 1

*Your attack identifies a creature as your enemy, leaving it vulnerable to further attack.*

**At-Will ✦ Cold, Divine, Implement, Necrotic, Shadow**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier cold and necrotic damage.
*Level 21:* 2d8 + Wisdom modifier cold and necrotic damage.
**Effect:** The target takes a -2 penalty to all defenses against the next attack made against it before the end of your next turn.

### Domain At-Will Power

This simple blessing carries with it the promise of your foe's defeat, scouring the enemy with divine shadow.

**Tenebrous Blessing** — Cleric Attack 1

*The symbol of your god flares upon the flesh of your enemies, inflicting a lingering anguish.*

**At-Will ✦ Divine, Implement, Psychic, Shadow**
**Standard Action** **Melee** 1
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 1d8 + Wisdom modifier psychic damage.
*Level 21:* 2d8 + Wisdom modifier psychic damage.
**Effect:** Until the end of your next turn, the target takes a penalty to damage rolls equal to your Constitution modifier.

### Domain Utility Power

The shadows of death shift and swirl around you, granting you the supernatural ability to assess a foe's health in relation to your own.

**Eye of the Vulture** — Cleric Utility 1

*Unseen energy lances out from you to your foes, granting you perception of the balance between life and death.*

**Encounter ✦ Divine, Shadow**
**Minor Action** **Close** burst 3
**Target:** Each bloodied enemy in the burst
**Effect:** You learn which targets have current hit point totals lower than your healing surge value.

**Domain Encounter Power** All creatures are fated to die. Your role as an emissary of death lets you twist together fate and chance to ensure that your enemies feel the sting of death at your whim.

**Inevitable Doom** Cleric Attack 1

*You tap into the threads of fate that surround an enemy, so that the next assault against that foe will hasten it to the grave.*

**Encounter ✦ Divine, Shadow**
**Standard Action** **Melee** 1
**Target:** One enemy
**Effect:** The next attack made against the target before the end of your next turn deals 2d8 extra damage on a hit or a miss, even if the attack normally deals no damage on a miss. This extra damage cannot benefit from bonuses to damage rolls.

## Level 1: Channel Divinity (Death)

Your ability to channel the power of death lets you stave off the effects of injury when the need arises.

**Stay the Hand of Death** Cleric Utility 1

*When grievous wounds hinder you or an ally, your power bestows a temporary surge of vitality.*

**Encounter ✦ Channel Divinity, Divine, Shadow**
**Minor Action** **Close** burst 2
**Target:** You or one ally in the burst; the target must be bloodied
**Effect:** The target gains 5 temporary hit points.
*Level 11:* 10 temporary hit points.
*Level 21:* 15 temporary hit points.
**Special:** You can use only one channel divinity power per encounter.

## Level 3: Death Domain Encounter Power

Each time a creature falls in your presence, the energy of its death grants you a surge of power. When you invoke this prayer, your holy symbol flares to become a beacon of divine energy that you channel through friend and foe alike.

**Death Surge** Cleric Attack 3

*The death of a nearby creature grants you the energy to scar the minds of your foes, and fuels your allies' grim determination.*

**Encounter ✦ Divine, Implement, Psychic, Shadow**
**Immediate Reaction** **Close** burst 3
**Trigger:** A creature within 3 squares of you drops to 0 hit points.
**Target:** Each enemy in the burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d8 + Wisdom modifier psychic damage.
**Effect:** You and each ally in the burst gain a +2 power bonus to attack rolls until the end of your next turn, and gain 5 temporary hit points.

***Akta, tiefling warpriest of the Raven Queen***

## Level 5: Death Domain Feature

As a servant of death, you can turn an enemy's pain into the power of healing for you and your allies.

**Benefit:** When an enemy within 5 squares of you drops to 0 hit points, you can use *healing word* as an immediate reaction.

JIM NELSON

## Level 7: Death Domain Encounter Power

Death is a part of the natural order, but the power to subvert that order is in your hands. By using *raven's talon* against a grievously wounded foe, you hope to let that enemy's demise heal the hurts of you and your allies.

**Raven's Talon** — Cleric Attack 7

*Your hand becomes a spectral talon that tears through an enemy, its death shriek invigorating a nearby ally.*

**Encounter ✦ Divine, Healing, Necrotic, Shadow**
**Standard Action** **Melee** 1
**Target:** One bloodied enemy
**Effect:** The target takes 5 + your Wisdom modifier necrotic damage. If this damage reduces the target to 0 hit points, you or one ally within 5 squares of you can spend a healing surge.

## Level 10: Death Domain Feature

The power of death flows around you like the swirling winds of an incoming storm. Those whose souls are only lightly tethered to their bodies can be swept away by your power, cast into the afterlife like leaves on the wind.

**Benefit:** At the start of each of your turns, you can use a free action to deal necrotic damage to one adjacent bloodied enemy. The necrotic damage equals your Constitution modifier.

## Level 11: Devout Action (Death)

**Devout warpriest paragon path feature**
As a cleric of death, you are a gatekeeper charged with ensuring that those that seek to evade death cannot escape its clutches. To aid you in your task, the gods grant you the ability to find sustenance and strength in the pain you bring to your enemies.

**Benefit:** When you spend an action point to gain an extra action, choose one enemy within 5 squares of you. That enemy takes 5 necrotic damage, and you or an ally within 5 squares of you regains hit points equal to 5 + your Wisdom modifier.

## Level 11: Transcendent Blessing (Death)

**Devout warpriest paragon path feature**
Just as your enemies cannot deny the power of death, they cannot hope to deflect the holy energy that fuels your attack.

**Benefit:** When you miss with *death's shadow*, you gain a +2 power bonus to your next attack roll made against the target of that power.

## Level 12: Death Domain Utility Power

**Devout warpriest paragon path feature**
At times, you can catch a faint glimpse of the fate that awaits each creature, hazy in your mind like a half-remembered dream. The first mystery that your insight unlocks, this power allows you to see how death binds all living things, and how you can twist those bonds to your allies' advantage.

**Bound by the Grave** — Devout Warpriest Utility 12

*Death links all living things, letting you join your companions' life forces into a mystical conduit to protect one ally from harm.*

**Encounter ✦ Divine, Shadow**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An ally within 5 squares of you takes damage from an attack.
**Target:** You or one other ally in the burst
**Effect:** The triggering ally takes no damage from the attack. The target takes damage equal to half the triggering damage. This damage ignores the target's immunities and resistances. Any other effect of the attack is applied to the triggering ally.

## Level 13: Death Domain Encounter Power

The creature you single out with this prayer gains a dark glimpse of the fate that death has in store for it. Leaving your enemy reeling, you set up your allies' follow-up attacks with a surge of power that can destroy even the strongest foe.

**Call to the Dark** — Cleric Attack 13

*As your allies close in, a black cloud surrounds your enemy to signify its inescapable doom.*

**Encounter ✦ Divine, Shadow**
**Standard Action** **Close** burst 3
**Target:** One enemy in the burst
**Effect:** The target grants combat advantage until the end of your next turn. In addition, the next attack made against the target before the end of your next turn deals 3d8 extra damage on a hit or a miss, even if the attack normally deals no damage on a miss. This extra damage cannot benefit from bonuses to damage rolls.

## Level 16: Death Domain Feature

**Devout warpriest paragon path feature**
Your familiarity with the afterlife weaves its way into your healing magic. As you ward death away from your allies, you direct its icy touch against your enemies.

**Benefit:** Whenever you use *healing word*, choose one enemy within 5 squares of you. Until the end of your next turn, your allies gain a power bonus to damage rolls against that enemy. The power bonus is equal to your Constitution modifier.

## Level 17: Death Domain Encounter Power

The demise of a foe inspires a stirring shout of victory, while a fallen comrade summons a deadly song of revenge. Whatever its source, you draw even greater power from the death that surrounds you on the battlefield.

**Death's Call** — Cleric Attack 17

*You summon up a burst of divine power, granting resilience to your allies as you drive your foes closer to their doom.*

**Encounter ✦ Divine, Implement, Psychic, Shadow**
**Immediate Reaction** **Close** burst 5
**Trigger:** A creature within 5 squares of you drops to 0 hit points.
**Target:** Each enemy in the burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier psychic damage.
**Effect:** You and each ally in the burst gain a +2 power bonus to attack rolls until the end of your next turn, and gain 10 temporary hit points.

## Level 20: Death Domain Daily Power

**Devout warpriest paragon path feature**
At the height of the paragon tier, the power of death shrouds you like a dark cloak. No foes can stand against you for long.

WARREN MAHY

*A victim of death's touch*

**Mark of Death** — Devout Warpriest Attack 20

*With a single touch, you place the mark of death upon your foes, their doom spreading from one to the other as a plague of soul-numbing pain.*

**Daily ✦ Divine, Necrotic, Shadow**
**Standard Action** **Melee** 1
**Target:** One creature
**Effect:** The target takes ongoing 20 necrotic damage (save ends). Whenever the target takes this ongoing damage, your enemies adjacent to the target take ongoing 5 necrotic damage (save ends). The target cannot attempt a saving throw against this effect if any creature adjacent to it is taking ongoing necrotic damage.

## Level 23: Death Domain Encounter Power

As you enter the epic tier, you become an avatar of death. Your touch alone is enough to send a shrieking foe to the god of death's embrace.

**Death's Touch** — Cleric Attack 23

*Your hand becomes a brand of black energy, letting you reach deep into an enemy's body and spirit as you claim its life as your own.*

**Encounter ✦ Divine, Healing, Necrotic, Shadow**
**Standard Action** **Melee** 1
**Target:** One bloodied enemy
**Effect:** The target takes 15 + your Wisdom modifier necrotic damage. If this damage reduces the target to 0 hit points, you and one ally within 10 squares of you can each spend a healing surge.

## Level 27: Death Domain Encounter Power

The power of death cannot be denied for the foe that incites your wrath. As a herald of doom, you leave your enemy at the mercy of you and your allies, trapped by the knowledge that your next attack might be the last thing it ever sees.

**Herald of Inevitable Doom** — Cleric Attack 27

*A nimbus of black energy surrounds your enemy, telling it that its demise is near.*

**Encounter ✦ Divine, Shadow**
**Standard Action** **Close** burst 5
**Target:** One enemy in the burst
**Effect:** The target grants combat advantage until the end of your next turn. The next attack made against the target before the end of your next turn deals 4d8 extra damage on a hit or a miss, even if the attack normally deals no damage on a miss. This extra damage cannot benefit from bonuses to damage rolls.

# Warlock Options

Warlocks typically lead lives well apart from other people, burdened by distrust and a reputation for wielding dangerous magic. Warlocks who engage in pacts with the fey are treated with suspicion by the common folk, while those who traffic with fiends through an infernal pact have even darker reputations. No warlocks, however, are more foreboding than those who forge a gloom pact, for not even they are certain what master bestows the power they wield.

The identities of the patrons of the gloom pact remain a matter of speculation. Many have posited that they are the lords who rule in the deepest regions of the Shadowfell, relying on mortal agents to extend their influence beyond their dark prisons. Others believe that sorrowsworn or nightwalkers, fallen gods, dark figures from time forgotten, or even the Raven Queen stand behind these pacts.

## New Warlock Powers

The powers in this section can be selected by any warlock of the appropriate level, and are especially appropriate for warlocks who have forged a gloom pact.

### Level 1: Daily Power

When you choose 1st-level warlock daily attack powers, this power is among your options.

**Malicious Shadow** It is said that the shadows cast by mortals create a dark link to the underworld that can be breached. This power infuses a shadow with malign intelligence, enabling it to hobble even the most dangerous foes.

*"Such power! Wondrous magic! Had I known what could be possible with a simple offering, the mildest of sacrifices, I would have ceded my soul to the dark tower long ago. Oh, the devils still tax me, still dog my steps, desperate to reclaim what I stole from them, but now they do so from afar, frightened by what I have become."*

—Azazel

**Malicious Shadow** — Warlock Attack 1

*Your attack tears a shroud of shadow from your foe, wrapping it to hinder its movement.*

**Daily ✦ Arcane, Cold, Conjuration, Implement, Necrotic, Shadow**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 3d8 + Charisma modifier cold and necrotic damage.
**Miss:** Half damage.
**Effect:** You conjure a malicious shadow in an unoccupied square adjacent to the target. The shadow lasts until the end of your next turn. While adjacent to the shadow, enemies grant combat advantage to you. While the shadow persists, you can use the secondary power through the shadow at will.
**Sustain Minor:** The shadow persists until the end of your next turn.
**Secondary Power** (Arcane, Cold, Implement, Necrotic, Shadow)
**Immediate Interrupt** **Melee** 1
**Trigger:** An enemy willingly leaves a square adjacent to the shadow on its turn.
**Target:** The triggering enemy
**Attack:** Charisma vs. Reflex
**Hit:** 10 cold and necrotic damage, and the target is immobilized until the end of its turn.

### Level 2: Utility Power

When you choose 2nd-level warlock utility powers, this power is among your options.

**Shadow Blend** The energy of your gloom pact causes shadows to dance in your presence, shimmering and shifting under your control. The *shadow blend* spell calls these shadows to you, drawing them about you like a cloak to conceal you from your foes.

**Shadow Blend** — Warlock Utility 2

*You draw forth shadow from the nearby darkness to conceal you from your foes.*

**At-Will ✦ Arcane, Shadow**
**Free Action** **Personal**
**Trigger:** You end your turn within 2 squares of a square of dim light or darkness.
**Effect:** You gain partial concealment until the start of your next turn.

### Level 5: Daily Power

When you choose 5th-level warlock daily attack powers, this power is among your options.

**Deathly Conduit** The Shadowfell's darklands are some of the most blighted places in that plane—regions where death holds no release for the creatures that fall there. This dread spell tears open twin portals to such a site, drawing you through it from one to the other as their noisome influence blinds and tears at your enemies.

**Deathly Conduit** Warlock Attack 5

*Noxious black clouds roil around your foes both close and far, your power drawing you from one cloud to the other in the blink of an eye.*

**Daily ✦ Arcane, Implement, Necrotic, Shadow, Teleportation**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in the burst
**Attack:** Charisma vs. Fortitude
**Hit:** 2d6 + Charisma modifier necrotic damage, and the target is blinded (save ends).
**Miss:** Half damage.
**Effect:** Each creature adjacent to you takes 10 necrotic damage, and you can teleport to an unoccupied square in the burst.

# Level 6: Utility Power

When you choose 6th-level warlock utility powers, this power is among your options.

## Mirror Darkly

Those who carry the essence of the Shadowfell must often displace a fragment of their souls to do so. Your power lets you manifest this missing fragment, even as your own form grows hazy to thwart your enemies' attacks.

**Mirror Darkly** Warlock Utility 6

*Your shadowy double appears at a distance, letting you split your essence between two points on the battlefield.*

**Encounter ✦ Arcane, Conjuration, Shadow, Teleportation**
**Minor Action** **Ranged** 5
**Effect:** You conjure a shade in an unoccupied square within range. The shade occupies its square and lasts until the end of your next turn. The shade can be attacked. It uses your defenses, and it is destroyed if it takes any damage. While the shade persists, you are insubstantial and you can use your space or the shade's space as the origin of your attacks.
**Aftereffect:** You can teleport to a square formerly occupied by the shade.

# Level 10: Utility Power

When you choose 10th-level warlock utility powers, this power is among your options.

## Shade Dance

Those who walk the shadowed paths find the darkness slow to leave them, staining their bodies as it does their souls. That shadowy touch lets you walk in two worlds at once, becoming ephemeral and ghostlike as you move.

**ShadeA Dance** Warlock Utility 10

*As you maneuver across the battlefield, you take on the form of living shadow to frustrate your foes' attacks.*

**Daily ✦ Arcane, Shadow**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, whenever you complete a move of at least 3 squares on your turn, you can become insubstantial until the start of your next turn.

# Level 15: Daily Power

When you choose 15th-level warlock daily attack powers, this power is among your options.

## Darkening Fetch

This potent attack allows you to imbue the shadows of the battlefield with the malign awareness said to be present in the dark of the Shadowfell. Under your direction, shadow becomes a weapon and a servant, delivering even the strongest foes to face your wrath.

**Darkening Fetch** Warlock Attack 15

*Shadows rise up to form monstrous shapes at your command, lashing a distant foe, then dragging it forward to face you.*

**Daily ✦ Arcane, Cold, Implement, Necrotic, Shadow, Teleportation**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 4d8 + Charisma modifier cold and necrotic damage, and you teleport the target to a square adjacent to you. The target is immobilized (save ends).
**Miss:** Half damage, and you pull the target up to 5 squares. The target is slowed (save ends).

# Level 16: Utility Power

When you choose 16th-level warlock utility powers, this power is among your options.

## Reaper's Vengeance

The power of shadow wraps you like a form of second sight, connecting you even to foes that attack from a distance. An enemy that focuses its wrath on you quickly comes to rue its temerity when you appear at its side.

**Reaper's Vengeance** Warlock Utility 16

*You turn a foe's attack into opportunity, crossing the battlefield in a burst of shadow that conceals your deadly intent.*

**Encounter ✦ Arcane, Shadow, Teleportation, Zone**
**Immediate Reaction** **Personal**
**Trigger:** An enemy damages you with an attack.
**Effect:** You teleport to a square adjacent to the triggering enemy, then create a zone in a close burst 2 that lasts until the end of your next turn. The zone is heavily obscured to creatures other than you. In addition, you gain combat advantage against the triggering enemy until the end of your next turn.

# Level 19: Daily Power

When you choose 19th-level warlock daily attack powers, this power is among your options.

## Darklands Eclipse

The power of the noxious realms known as the darklands can be drawn forth into other worlds, creating a pool of shadow that swallows your foes whole. Creatures that perish in that darkness are reduced to little more

JIM NELSON

*Blackness boils up from beneath as a warlock faces his foes*

than bleached bones gnawed clean by the power of shadow.

**Darklands Eclipse** **Warlock Attack 19**

*A roiling black cloud erupts around your foes, creating a trap from which they struggle in vain to escape.*

**Daily ✦ Arcane, Cold, Implement, Necrotic, Shadow, Teleportation, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in the burst
**Attack:** Charisma vs. Fortitude
**Hit:** 3d6 + Charisma modifier cold and necrotic damage, and the target is slowed and takes ongoing 10 cold and necrotic damage (save ends both). Until this effect ends, whenever the target takes damage from an attack, you can teleport it as a free action to any square in the zone you create with this power.
**Miss:** Half damage, and ongoing 5 cold and necrotic damage (save ends).
**Effect:** The burst creates a zone that lasts until the end of your next turn. The zone is heavily obscured and blocks line of sight for creatures other than you.
**Sustain Minor:** The zone persists until the end of your next turn.

## Level 29: Daily Power

When you choose 29th-level warlock daily attack powers, this power is among your options.

### Drawn to Darkness

At the height of the epic tier, you exert your full mastery over the power of shadow to wrench your foes into a dark netherworld for a timeless moment. Those that survive this exile are left scarred by the darkness they find there—a darkness you embrace.

**Drawn to Darkness** **Warlock Attack 29**

*A veil of shadow swallows your foes, then spits them out scarred in body and mind.*

**Daily ✦ Arcane, Cold, Implement, Necrotic, Shadow**
**Standard Action** **Close** burst 2
**Target:** Each enemy in the burst
**Attack:** Charisma vs. Reflex
**Hit:** 4d6 + Charisma modifier cold and necrotic damage, and the target is removed from play and takes ongoing 15 cold and necrotic damage (save ends both).
**Aftereffect:** The target returns to play in the space it occupied or in the nearest unoccupied space, and it is dazed until the start of its next turn.
**Miss:** Half damage, and the target is dazed and takes ongoing 10 cold and necrotic damage (save ends both).

WAYNE ENGLAND

# Hexblade: Gloom Pact

You have made a bargain with the darkness, drawing on the power of the unseen masters of the Shadowfell and making that power your own. When you forged this pact, you sacrificed a portion of your own soul to whet your patron's appetite. From that point forward, each enemy that falls before you is drawn into the embrace of the dark power you serve.

The gloom pact grants you access to shadow power, which you weave into your arcane spells. Charisma is important to you, because your pact features and powers depend on it. Dexterity should be your second-highest score.

The gloom pact is a new pact for the hexblade, adding to the options presented in *Heroes of the Forgotten Kingdoms*. This section also has gloom pact options for the legendary hexblade paragon path, which appears in that book as well.

## Level 1: Gloom Pact Reward

The darkness to which you pay homage grants you a surge of supernatural power that you can channel into your magical attacks.

**Benefit:** You gain a bonus to the damage rolls of your warlock and warlock paragon path attack powers. The bonus equals your Dexterity modifier. The bonus increases to 2 + your Dexterity modifier at 5th level, 4 + your Dexterity modifier at 15th level, and 6 + your Dexterity modifier at 25th level.

At 9th level, you also gain this bonus to the damage rolls of the creature you summon with *summon warlock's ally*.

## Level 1: Gloom Pact Boon (Hexblade)

The spirits of those you slay congregate around you, warped by shadow energy into wretched shells that are hungry for the life denied them. When you harvest an enemy's life force, you let it carry it into the shadow for a time.

**Benefit:** You gain the *convocation of shadows* power.

**Convocation of Shadows** — Warlock Utility

*Each time an enemy falls before you, you call on its departing shade to pull you partway to the realm of darkness.*

**At-Will ✦ Arcane, Shadow**
**Free Action** **Personal**
**Trigger:** You reduce an enemy to 0 hit points, or an enemy adjacent to you drops to 0 hit points.
**Effect:** You are insubstantial and phasing until the end of your next turn.

## Level 1: Gloom Pact Weapon

The *scourge of exquisite agony* is the vile weapon of a torturer, and it can channel the shadow power of your pact against those who refuse to yield to you. An iron handle wrapped in stained leather, the scourge is set with nine steel chains each ending in a barbed hook. These tails move of their own volition, writhing in their eagerness to taste the flesh of your foes.

When you gain this weapon, you also gain *flesh rend* and *spirit flay*, two powers that you can use whenever you wield it.

**Scourge of Exquisite Agony** — Warlock Item

*The horrid tails hanging from this blackened flail writhe like steel serpents, their bite capable of rending armor, flesh, and bone.*

**Weapon Category:** One-handed military melee weapon
**Weapon Group:** Flail
**Proficiency Bonus:** +2
**Damage:** 1d10
**Weapon Property:** Reach

**Flesh Rend** — Warlock Attack

*The tails of your scourge wrap around your foe, directing its painful retreat.*

**At-Will ✦ Arcane, Necrotic, Shadow, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must use this power with your *scourge of exquisite agony*.
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier necrotic damage, and you can slide the target 1 square. The target takes a -2 penalty to attack rolls until the start of your next turn.
*Level 21:* 2[W] + Charisma modifier necrotic damage.
**Special:** You can use this power as a melee basic attack.

**Spirit Flay** — Warlock Attack

*As you lash out at your foes, the pain produced by your scourge manifests as concealing shadow.*

**Encounter ✦ Arcane, Necrotic, Psychic, Shadow, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must use this power with your *scourge of exquisite agony*.
**Target:** One or two creatures
**Attack:** Charisma vs. Reflex
**Hit:** 1[W] + Charisma modifier necrotic and psychic damage, and the target is dazed until the end of your next turn.
*Level 13:* 2[W] + Charisma modifier necrotic and psychic damage.
*Level 23:* 3[W] + Charisma modifier necrotic and psychic damage.
**Effect:** You gain partial concealment until the end of your next turn.

*Kava, dragonborn hexblade*

## Level 7: Gloom Pact Weapon Retribution

Any enemy that dares to strike at you discovers that you are never defenseless when armed with your deadly scourge.

**Benefit:** You gain the *shadow scourge* power.

**Shadow Scourge** — **Warlock Attack**

*When a nearby foe lashes out, your counterattack cloaks it in bonds of shadow that leave it at your mercy.*

**Encounter ✦ Arcane, Necrotic, Psychic, Shadow**
**Immediate Reaction** **Melee** 1
**Requirement:** You must be holding your *scourge of exquisite agony*.
**Trigger:** An adjacent enemy attacks you.
**Target:** The triggering enemy
**Effect:** The target takes 5 + your Charisma modifier necrotic and psychic damage, and grants combat advantage until the end of your next turn.
*Level 13:* 10 + your Charisma modifier necrotic and psychic damage.
*Level 23:* 15 + your Charisma modifier necrotic and psychic damage.

## Level 9: Summon Warlock's Ally (Gloom)

The mysterious dark ones are a furtive, murderous lot, wicked and unnerving in their zeal for murder. As your servant, a dark creeper eagerly answers your call for the chance to target distracted enemies, slinking across the battlefield to help conceal you from your foes and plant its blade in an enemy's back.

**Dark Creeper** — **Summoned Creature**
Small shadow humanoid

**HP** your bloodied value
**Healing Surges** none, but you can expend a healing surge for the dark creeper if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6

☼ **Dancing Shadows ✦ Aura** 2
You have partial concealment while you are in the aura.

ǂ **Standard Action ✦ At-Will**
*Attack:* Melee 1 (one creature); your level + 7 vs. AC
*Hit:* 1d6 + your Charisma modifier damage. The target takes 2d6 extra damage if the dark creeper has combat advantage against it.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The dark creeper either walks, shifts, runs, stands up, squeezes, or crawls.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The dark creeper shifts up to 2 squares. At the end of the shift, the dark creeper gains combat advantage against each enemy adjacent to it. The combat advantage lasts until the end of the current turn.

**No Action ✦ Encounter**
*Trigger:* The dark creeper drops to 0 hit points.
*Effect:* Each creature adjacent to the dark creeper is blinded (save ends).

WILLIAM O'CONNOR

**Benefit:** You can use *summon warlock's ally* to summon a dark creeper.

## Level 11: Hexblade's Action (Gloom)

**Legendary hexblade paragon path feature**
The dark power behind your pact lends you the strength you need to push beyond your normal limits. By drinking deep of the power of shadow, you become something like a shadow yourself.

**Benefit:** When you spend an action point to take an extra action, you can become insubstantial until the end of your next turn.

## Level 11: Gloom Pact Aspect

**Legendary hexblade paragon path feature**
As the energy of the Shadowfell flows through you, the dark power of that realm grants you a measure of protection.

**Benefit:** You gain resist 10 necrotic and a +2 bonus to Stealth checks. If you already have necrotic resistance that is equal to or higher than the resistance granted by this feature, that resistance instead increases by 5.

## Level 11: Gloom Pact Curse

**Legendary hexblade paragon path feature**
You maintain your pact through the destruction you wreak in battle. To aid in this harvest of souls, you master a dreadful spell that denies your enemy the ability to flee or fight back.

**Curse of Age** — **Legendary Hexblade Attack 11**

*As your foe succumbs to your attack, its form briefly shows the ravages of age.*

**Encounter ✦ Arcane, Implement, Necrotic, Shadow**
**Standard Action** **Ranged** 5
**Target:** One enemy
**Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier necrotic damage, and the target is slowed and weakened until the end of your next turn.

## Level 12: Gloom Pact Invocation

**Legendary hexblade paragon path feature**
You call on the power of shadow, but no one ever truly controls that power. The gloom that swirls around you can hide you from view. However, this same darkness can steal away your strength to leave you vulnerable to attack.

TYLER WALPOLE

***Barwin, dwarf hexblade***

**Dark Invocation** — Legendary Hexblade Utility 12

*You call on the darkness to cloak you against your enemies' attacks, but that protection comes at a price.*

**Daily ✦ Arcane, Shadow**
**Minor Action** **Personal**

**Effect:** Until the end of the encounter, when any enemy targets you with a melee or a ranged attack, roll a d20. On a 10 or higher, you gain total concealment against that attack. On a 1 or 2, the enemy gains a +10 power bonus to the attack's damage roll (if any) against you, and you are weakened until the end of your next turn. Otherwise, the attack is resolved as normal.

## Level 16: Improved Gloom Pact Boon

The spirit energy of your fallen enemies is twisted and corrupted by your increased dark power. When the time is right, you channel the rage of all those foes into a concerted attack.

**Benefit:** When you use your *convocation of shadows*, you also gain combat advantage against a single target of your next attack before the end of your next turn.

## Level 20: Gloom Pact Transformation

**Legendary hexblade paragon path feature**

By releasing the shadow that clouds your soul, you invest your physical form with dread magic. You become a creature of pure darkness—a malevolent wraith whose touch saps your enemies' strength and whose form is nearly impervious to attack.

**Shadow Transformation** — Legendary Hexblade Attack 20

*With a thought, you transform into a creature of pure shadow, drifting like a harbinger of death across the battlefield.*

**Daily ✦ Arcane, Aura, Polymorph, Shadow**
**Minor Action** **Personal**

**Effect:** Until the end of the encounter, you gain the following benefits.
- ✦ Aura 2: Bright light in the aura becomes dim light, and dim light becomes darkness.
- ✦ Darkvision.
- ✦ A fly speed of 3.
- ✦ Immunity to disease and fear.
- ✦ Insubstantial.
- ✦ You can use the secondary power once per round.

**Secondary Power** (Arcane, Implement, Necrotic, Shadow)
**Minor Action** **Melee** 1
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 5 necrotic damage, and the target is weakened until the end of your next turn.

*"I knew what I wanted, and I was willing to pay the price to get it. There was no moralizing, no ethical quandary. In life, there are those with power and those without. What separates the one from the other is a willingness to do whatever it takes to rise above the mundane and become something more. The darkness offered me what I wanted, and so I took it with no regrets."*

—Lara of Gloomwrought

## Level 25: Greater Summon Warlock's Ally (Gloom)

The sorrowsworn owe allegiance to no master except perhaps the Raven Queen. Chasing after the misery and suffering on which they feast, these creatures act as dark emissaries of the Shadowfell, exacting vengeance on mortals that have circumvented the natural order, or battling the sinister forces at large in their native plane. Though you lack the power to truly master the sorrowsworn, you can draw on your gloom pact to give you temporary command of such a creature, which aids you until dismissed or destroyed to be re-formed in the darkness.

**Benefit:** You can use *summon warlock's ally* to summon a sorrowsworn.

**Sorrowsworn** — Summoned Creature
Medium shadow humanoid

**HP** your bloodied value; **Healing Surges** none, but you can expend a healing surge for the sorrowsworn if an effect allows it to spend one.
**Defenses** your defenses + 2, not including any temporary bonuses or penalties
**Speed** 8, fly 10; phasing

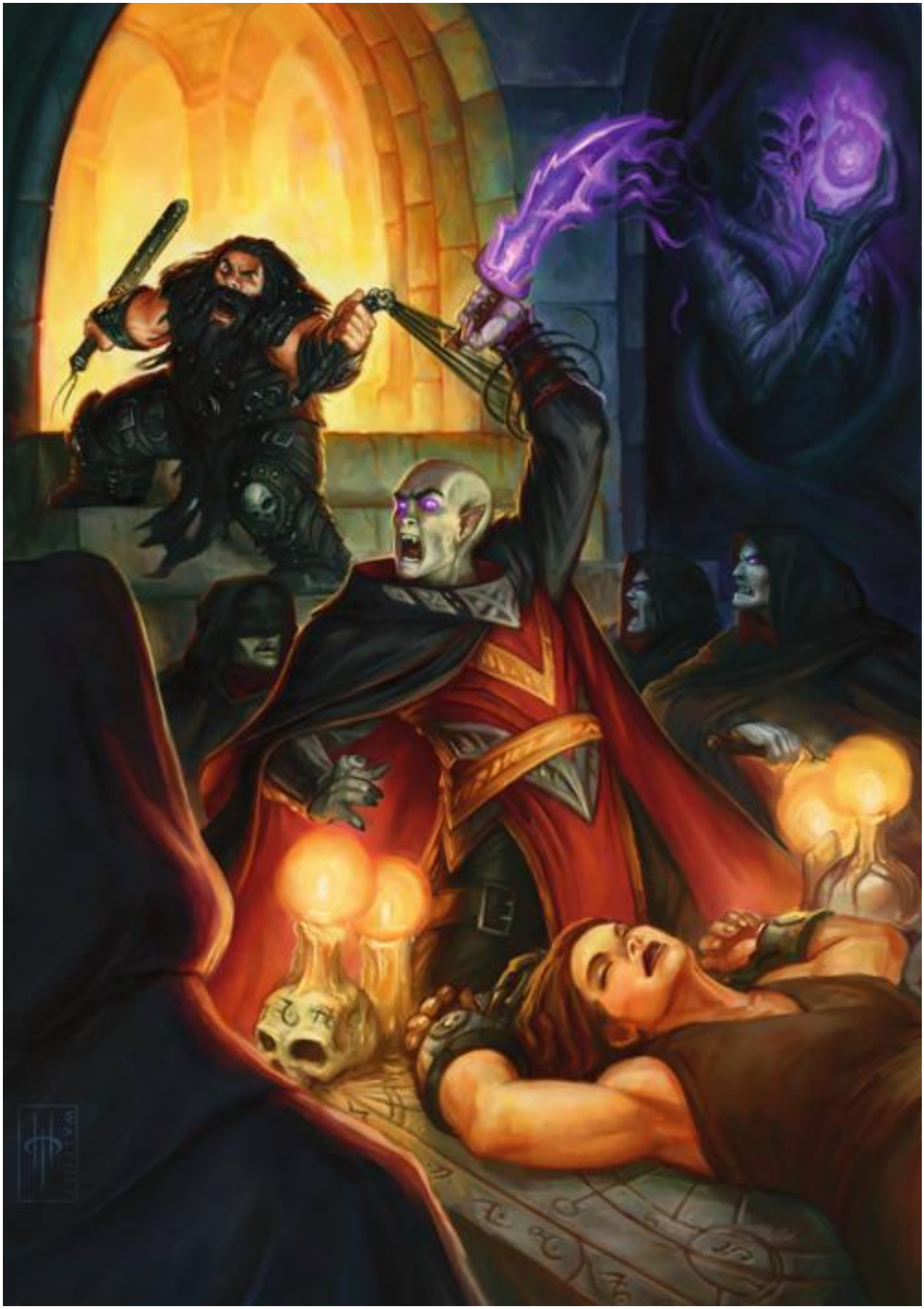
☼ **Dancing Shadows ✦ Aura** 2
You have partial concealment while you are in the aura.

ǂ **Standard Action** (necrotic, psychic) **✦ At-Will**
*Attack:* Melee 1 (one creature); your level + 7 vs. AC
*Hit:* 2d12 + your Charisma modifier necrotic and psychic damage, and the target is weakened (save ends).

**Minor Action** (teleportation) **✦ Encounter**
*Effect:* The sorrowsworn teleports up to 10 squares and becomes insubstantial until the start of your next turn.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The sorrowsworn either crawls, flies, runs, stands up, shifts, squeezes, or walks.

ǂ **Opportunity Action** (psychic) **✦ At-Will**
*Trigger:* An enemy ends its turn adjacent to the sorrowsworn.
*Attack:* Melee 1 (triggering enemy); your level + 5 vs. Will
*Hit:* 15 psychic damage, and the target is dazed (save ends).



TYLER WALPOLE

***Barwin bursts into the necromancer's chamber and corrals the wizard's dagger arm just in time***

# Wizard Options

Wizards often face apprehension and mistrust, and for good reason. They command power beyond the ken of mortals. They are gifted with the ability to seize another creature's mind, hurl fireballs, fly, vanish into thin air, and accomplish other wondrous and alarming feats. Such extraordinary power is more than sufficient reason for common people to fear wizards.

Deeper concerns about wizards arise from the vast potential of magic use. Wizards, by nature, are hungry for knowledge. More than a few study dark magic in an effort to increase their influence in the world. Although less impetuous wizards show restraint when presented with a dubious grimoire, others succumb to the temptation to look, to learn, and to master. Those who dabble in shadow magic are among the most feared in the world, and the darkest of villains are born from such study.

Fear of power and the unknown drives suspicion against wizards of any type. When it comes to forbidden magic, concern and doubt quickly turn into hatred and intolerance. Thus, necromancers and nethermancers often retreat to the fringes of civilization or beyond, where they can be free to pursue their arts without interference. Necromancers raise towers on old battlefields, graveyards, or in ruined cities, where materials for animation are abundant. A nethermancer might leave the world altogether to study the magical arts in the Shadowfell.

Shadow magic's apologists defend their art by claiming that the spells are no more evil than a fighter's sword or a ranger's bow. The spells are simply another form of weapon—it is their application that makes them evil. Even if this assertion is true, anyone who sees the blue pinpricks burning in a skeleton's eyes as it rises from the grave or who witnesses a nethermancer conjuring some tentacled horror from darkness has little sympathy for arguments comparing the virtues inherent in spells and weapons. Given the nature of their power, the few good or lawful good shadow magic-users can do little to erase the stain of the unaligned and evil practitioners. Shadow wizards face mistrust and hostility regardless of their inclination.

### NEW SCHOOLS

Two new schools of magic, necromancy and nethermancy, join those presented in the *Rules Compendium* and *Heroes of the Fallen Lands*. Any wizard can choose spells from these schools. A mage can choose either school as the basis for his or her Apprentice Mage class feature.

## School of Magic

Among the magical practices that raise the most concern are the dark, forbidden arts of necromancy and nethermancy. Both of these schools of magic entail wielding arcane energy influenced by shadow. Acquiring this knowledge is rarely as simple as tracking down a master or enrolling in an academy. Both schools are shunned among reputable wizards—few masters will admit to knowing a spell steeped in shadow, much less confess to being familiar with either school's more profound mysteries. The rare work of scholarship is tucked away inside an ugly manuscript, jotted down in the margin of a treatise on undead and the Shadowfell, or contained in the head of a reclusive master whose true nature is best left unexplored. A shadow magic practitioner is largely a product of self-taught trial and error.

Necromancers and nethermancers are not the only wizards who use shadow magic. Many wizards who specialize in other schools have dabbled in the dark arts, incorporating shadow to some degree. The results are often sinister, eliciting questions and accusations from those who witness the use of those spells. As a result, shadow-themed spells associated with other schools have the same reputation as those found within the dark schools.

### Necromancy School

Necromancy is more widely practiced than nethermancy, but this recognition brings with it little in the way of acceptance. Necromancers and their magic are gist for terrible stories. Legends speak of mad wizards leading vast, rotting hordes, waging war against the living. These infamous figures are the rare few exceptions among necromancers, despite their prominence in the public attention. Most necromancers have little interest in conquest, instead using their art to examine the secrets of life, death, and the connections between them. It is true that necromancers can raise undead creatures, wield dread magic that rots flesh and sunders souls, and snuff out life with a whisper. Those who defend the art offer comparisons to other magic: How, they ask, can these abilities be considered more destructive than an evoker's *fireball* or more insidious than an enchanter's *mass charm*? Despite their logic, such thinkers find little sympathy among the masses.

### Nethermancy School

The nethermancer's methods were devised when renegade wizards fled to the Shadowfell long ago and delved into the plane's secrets and the malign influence found there. These original nethermancers identified shadow magic as the impetus for the Shadowfell's creation. The strength of shadow magic

derives from the dark stuff that the primordials rejected when they first gave form to substance. Nethermancers focus their efforts on extricating shadow from various environments, then blending it with arcane forces to create magical effects. Among other manifestations, such spells excite or dull the senses, spin creatures from raw shadow, and punch holes through reality to allow swift passage.

# New Wizard Powers

The following spells were created in the shadowy laboratories and studies of necromancers and nethermancers. Nonetheless, they are available to wizards of any tradition.

## Level 1: Cantrips

When you choose wizard cantrips, these powers are among your options.

### Disrupt Undead

Necromancy makes extensive use of necrotic energy, a deathly power associated with the Shadowfell. Since undead creatures are often inured to this energy, necromancers learn to circumvent that resistance.

**Disrupt Undead** — **Wizard Utility**

*A simple gesture causes the darkness powering and protecting an undead creature to unravel.*

**At-Will ✦ Arcane, Necromancy, Shadow**
**Minor Action** **Ranged** 5
**Target:** One undead creature
**Effect:** The target's necrotic resistance, if any, is reduced by 5 until the end of your turn.

### Spook

One does not peer into the darkness and emerge unscathed. When you use this spell, shadows flicker around you, giving your words sinister weight.

**Spook** — **Wizard Utility**

*You gather the shadows to yourself, so that when you speak, your words drip with menace.*

**Encounter ✦ Arcane, Nethermancy, Shadow**
**Free Action** **Personal**
**Trigger:** You would make an Intimidate check.
**Effect:** You instead make an Arcana check and use that result to determine the outcome of the Intimidate check.

## Level 1: At-Will Powers

When you choose 1st-level wizard at-will attack powers, these powers are among your options.

### Restless Dead

Corpses are rarely still in the presence of a necromancer. Casting this spell animates bones already in the soil, tasking them to lash out at an enemy. Sometimes the bones are skeletal claws, but more often they are flailing bird skeletons, skittering mouse bones, or the remains of another woodland or field animal. On the rare occasion that an area is devoid of bones, spectral claws rise from the ground to do the necromancer's bidding.

**Restless Dead** — **Wizard Attack 1**

*Agitated bones break free from the ground to scrabble and claw at your enemy.*

**At-Will ✦ Arcane, Implement, Necromancy, Shadow, Zone**
**Standard Action** **Ranged** 10
**Target:** One nonflying creature
**Attack:** Intelligence vs. Reflex
**Hit:** 1d8 + Intelligence modifier damage. The squares adjacent to the target become a zone that lasts until the end of your next turn. The ground of the zone is difficult terrain for your enemies.
*Level 21:* 2d8 + Intelligence modifier damage.

### Rotting Doom

The *rotting doom* spell weakens a creature's structural bindings, causing them to break down until its flesh sloughs away. Creatures killed by this spell are reduced to quivering, jellied masses.

**Rotting Doom** — **Wizard Attack 1**

*You hold up your hand, palm out, and release pale wisps to infect your foes with horrid decay.*

**At-Will ✦ Arcane, Implement, Necromancy, Necrotic, Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d8 + Intelligence modifier necrotic damage. If the target is undead, it also gains vulnerable 5 to all damage until the start of your next turn.
*Level 21:* 2d8 + Intelligence modifier necrotic damage.
**Effect:** The target cannot regain hit points until the start of your next turn.

### Scare

Fear is a powerful weapon in a nethermancer's arsenal. *Scare* drains away courage, leaving dread in its place. Those affected cannot bring themselves to attack you when you drop your guard, allowing you to pass by unscathed.

**Scare** — **Wizard Attack 1**

*You blast an area, drawing resolve from your foes until they shrink back in abject terror.*

**At-Will ✦ Arcane, Fear, Implement, Nethermancy, Psychic, Shadow**
**Standard Action** **Close** blast 3
**Target:** Each creature in the blast
**Attack:** Intelligence vs. Will
**Hit:** 1d8 + Intelligence modifier psychic damage, and the target cannot make opportunity attacks against you until the end of your next turn.
*Level 21:* 2d8 + Intelligence modifier psychic damage.

### Unraveling Dart

Anyone who dabbles in shadow can sense a faint malevolent awareness in its magical currents. The *unraveling dart* spell demonstrates this malicious quality. Shadowy projectiles transform in mid-flight, becoming whatever type of energy the wizard's target tolerates least.

**Unraveling Dart** — Wizard Attack 1

*Gray, smoky darts leap from your fingertips to strike at your foes where they are weakest.*

**At-Will ✦ Arcane, Implement, Nethermancy, Shadow**
**Standard Action** **Ranged** 10
**Target:** One or two creatures
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d4 + Intelligence modifier damage. If the target has vulnerability to any damage types, the damage is of those types. If the target has no vulnerabilities, you gain a power bonus to the damage roll equal to your Wisdom modifier.
*Level 21:* 2d4 + Intelligence modifier damage.

## Level 1: Encounter Powers

When you choose 1st-level wizard encounter attack powers, these powers are among your options.

### Darkening Flame

Infusing a spell with shadow power threatens the target's body and soul. When you cast *darkening flame*, you hurl a ball of black fire that erupts in a flash when it strikes an enemy.

**Darkening Flame** — Wizard Attack 1

*You toss a blazing sphere of shadow-infused fire against your enemies. Where it detonates, it blackens flesh and soul.*

**Encounter ✦ Arcane, Fire, Implement, Necromancy, Necrotic, Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 2d8 + Intelligence modifier necrotic damage.
**Effect:** Each creature adjacent to the target takes fire damage equal to your Intelligence modifier.

### Twilight Falls

This spell blasts enemies' minds, leaving shadow-stained substance in the area. A wave of swirling shadows hinders your foes' attacks.

**Twilight Falls** — Wizard Attack 1

*You weave draining shadow energy into an oppressive gloom that dims your enemies' senses.*

**Encounter ✦ Arcane, Implement, Nethermancy, Psychic, Shadow, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in the burst
**Attack:** Intelligence vs. Will
**Hit:** 1d6 + Intelligence modifier psychic damage. If the target is in the origin square, the target is also dazed until the end of your next turn.
**Effect:** The burst creates a zone that lasts until the end of your next turn. When any enemy in the zone attacks a creature, the creature has partial concealment against that enemy.

## Level 1: Daily Powers

When you choose 1st-level wizard daily attack powers, these powers are among your options.

### Ray of Fatigue

Nethermancers have little need for raw destructive magic, preferring instead to leach vitality and strength from their foes. The *ray of fatigue* spell concentrates raw shadow into a beam that overwhelms a target with weariness.

**Ray of Fatigue** — Wizard Attack 1

*A pale gray beam leaps from your fingertip and drains strength from your foe.*

**Daily ✦ Arcane, Implement, Necrotic, Nethermancy, Shadow**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Fortitude. You have combat advantage against the target if it is bloodied.
**Hit:** 2d8 + Intelligence modifier necrotic damage, and the target is weakened (save ends).
**Miss:** Half damage, and the target is weakened until the end of your next turn.

### Spirit Rend

Necromancy studies both life and death, but many of its spells concern just one or the other. *Spirit rend* releases raw necrotic energy that scorches living creatures' animating spirits and drives back the undead.

**Spirit Rend** — Wizard Attack 1

*You weave a dire spell that tears at your enemies' spirits and holds the undead at bay.*

**Daily ✦ Arcane, Implement, Necromancy, Necrotic, Shadow**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in the burst
**Attack:** Intelligence vs. Will
**Hit:** 3d6 + Intelligence modifier necrotic damage, and the target is immobilized (save ends).
If the target is undead, it takes no damage and is not immobilized. Instead, the target must take a free action to move as far as its speed allows to a square farther away from you, and it is dazed (save ends).
**Miss:** Half damage.

## Level 2: Utility Powers

When you choose 2nd-level wizard utility powers, these powers are among your options.

### Lifetaker

This spell catches a departing soul or spirit and wrings the energy from it. Necromancers can use this energy to bolster themselves or an ally. Some sages believe the spell was created by Vecna when he was mortal; witnessing it in action does little to dispel such rumors.

**Lifetaker** — Wizard Utility 2

*You crook your finger and snatch a soul as it struggles free from its body. It screams as you draw forth its energy.*

**Daily ✦ Arcane, Necromancy, Shadow**
**Immediate Reaction** **Ranged** 5
**Trigger:** A nonminion living creature dies within 5 squares of you.
**Target:** You or one ally
**Effect:** The target gains temporary hit points equal to his or her healing surge value.

# Summon Shadow Serpent

The *summon shadow serpent* spell gives a wizard the ability to assess the battlefield from the viewpoint of a small shadowy ally.

**Summon Shadow Serpent** — Wizard Utility 2

*Shadows flicker at your feet, swirl before you, and coalesce into the form of a black serpent.*

**Daily ✦ Arcane, Shadow, Summoning**
**Minor Action** **Ranged** 10
**Effect:** You summon a shadow serpent in an unoccupied square within range. The creature is an ally to you and your allies.

The serpent lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in its description. You don't need line of effect to the serpent to command it. When you command the serpent, the two of you share knowledge but not senses.

When the serpent makes a check, you make the roll using your game statistics, not including temporary bonuses or penalties.

The serpent lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your healing surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

**Shadow Serpent** — Summoned Creature
Small shadow beast

**HP** your healing surge value; **Healing Surges** none, but you can lose a healing surge for the serpent if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6
**Stealthy**
The serpent gains a +5 bonus to Stealth checks, and it takes no penalty to the checks for moving more than 2 squares.
**Minor Action ✦ At-Will**
*Effect:* Until the end of your turn, you can see through the serpent's eyes. You cannot gain line of sight or line of effect for your powers from the serpent's space, but you can make Perception checks from it.
**Minor Action ✦ At-Will** (1/round)
*Effect:* The serpent either crawls, runs, stands up, shifts, squeezes, or walks.

# Level 3: Encounter Powers

When you choose 3rd-level wizard encounter attack powers, these powers are among your options.

## Cordon of Bones

You wrench bones from your foes and from the ground to erect a jagged barricade. The shards catch and tear at the flesh of anyone trying to pass through the cordon.

**Cordon of Bones** — Wizard Attack 3

*Bones tear from your enemies and spring up from the ground to form a jagged cordon.*

**Encounter ✦ Arcane, Implement, Necromancy, Shadow**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in the burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d8 + Intelligence modifier damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Creatures take a -2 penalty to attack rolls while in the zone, and any creature that enters the zone takes 5 damage. The damage increases by 2 for each creature reduced to 0 hit points by the attack.

## Ebony Razors

By spinning shadows into psychic daggers, you discourage enemies from pressing their attacks.

**Ebony Razors** — Wizard Attack 3

*You hurl blinding shadows, then solidify them into warding shards of psychic energy.*

**Encounter ✦ Arcane, Implement, Nethermancy, Psychic, Shadow**
**Standard Action** **Close** blast 5
**Target:** Each creature in the blast
**Attack:** Intelligence vs. Will
**Hit:** 2d8 + Intelligence modifier psychic damage.
**Effect:** Until the end of your next turn, you have partial concealment, and when an adjacent enemy hits you with an attack, that enemy takes 5 psychic damage.

# Level 5: Daily Powers

When you choose 5th-level wizard daily attack powers, this power is among your options. If you choose the *summon shadow servant* power, the creature you can summon is associated with your Expert Mage school, either necromancy or nethermancy.

## Summon Shadow Servant

Using this spell, necromancers and nethermancers summon servants from the realm of the dead, creatures that can accompany their masters until dismissed or destroyed. Because of this fact, such a wizard is rarely seen without a shadowy creature at his or her side.

**Summon Shadow Servant** — Wizard Attack 5

*The shadows swirl and coalesce into a dark creature that awaits your command.*

**Daily ✦ Arcane, Shadow, Summoning**
**Minor Action** **Ranged** 5
**Prerequisite:** You must have the Expert Mage benefit associated with necromancy or nethermancy.
**Effect:** You summon a creature associated with your necromancy or nethermancy Expert Mage benefit. The creature appears in an unoccupied space within range, and it is an ally to you and your allies.

The creature lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in the creature's description. You must have line of effect to the creature to command it. When you command the creature, the two of you share knowledge but not senses.

When the creature makes an attack roll or a check, you make the roll using your game statistics, not including any temporary bonuses or penalties.

The creature lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your surge value if you have no surges left). Otherwise, it lasts until you use a minor action to dismiss it or until you use this power again.

## Necromancy: Shadow Skeleton

A shadow skeleton, formed from shadows and the bones of the dead, is adept at hitting enemies that don't take it as a serious threat.

**Shadow Skeleton** — Summoned Creature
Medium shadow animate (undead)

**HP** your bloodied value; **Healing Surges** none, but you can lose a healing surge for the skeleton if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6
**Immune** disease, poison

**Standard Action ✦ At-Will**
*Attack:* Melee 1 (one creature); your level + 6 vs. AC
*Hit:* 2d8 + your Intelligence modifier damage, and the target cannot shift until the end of its next turn.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The skeleton either crawls, runs, stands up, shifts, squeezes, or walks.

**Opportunity Action ✦ At-Will**
*Trigger:* An enemy adjacent to the skeleton takes an action that provokes opportunity attacks.
*Effect:* The skeleton makes its standard action attack against the triggering enemy, with a +2 bonus to the attack roll and the damage roll.

## Nethermancy: Shadow Beast

A quasi-real monstrosity bearing the features of various creatures, a shadow beast is a dependable ally in combat, and it throws off a burst of gloom whenever it takes damage.

**Shadow Beast** — Summoned Creature
Medium shadow beast

**HP** your healing surge value; **Healing Surges** none, but you can lose a healing surge for the beast if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6 (8 while charging); phasing

**Standard Action** (fear, necrotic) **✦ At-Will**
*Attack:* Melee 2 (one creature); your level + 4 vs. Reflex
*Hit:* 2d8 + Intelligence modifier necrotic damage, and the target takes a -2 penalty to attack rolls until the end of its next turn.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The beast either crawls, runs, stands up, shifts, squeezes, or walks.

**Immediate Reaction** (zone) **✦ At-Will**
*Trigger:* The beast takes damage from an attack.
*Effect:* The beast creates a zone in a close burst 1. The zone is heavily obscured and lasts until the start of your next turn.

# Level 6: Utility Powers

When you choose 6th-level utility powers, these powers are among your options.

## Darklight

The *darklight* power calls forth shadow substance and ignites it. In the amethyst glimmer, you can see clearly. Still, *darklight* does not spoil the darkness, because it sheds no illumination.

**Darklight** — Wizard Utility 6

*Purple flame appears over your head, though only you and your companions can see it. By its guidance, you can find your way.*

**Encounter ✦ Arcane, Shadow, Zone**
**Minor Action** **Close** burst 2
**Effect:** The burst creates a zone that lasts until the end of the encounter. You and your allies have darkvision while in the zone.

## Shadow Investiture

Creatures affected by *shadow investiture* undergo a pronounced transformation. Their pallor becomes ashen, their eyes darken to glossy black, and menace radiates from them as darkness suffuses their being.

**Shadow Investiture** — Wizard Utility 6

*You draw energy from the shadow staining your soul to help others navigate the darkness.*

**Daily ✦ Arcane, Shadow**
**Standard Action** **Close** burst 1
**Target:** You and each ally in the burst
**Effect:** Until the end of the encounter, each target has darkvision and necrotic resistance equal to 5 + your Wisdom modifier.

*This nethermancer's best friend is her shadow beast*

## Level 7: Encounter Powers

When you choose 7th-level wizard encounter attack powers, these powers are among your options.

### Ghoul Strike

Necromancers sometimes mold arcane magic to replicate an undead creature's capabilities. *Ghoul strike* offers a means to bind an enemy as if it had felt a ghoul's caress. Most living creatures find the stench rising from an afflicted creature too odious to endure.

**Ghoul Strike** **Wizard Attack 7**

*You make a slashing motion against an enemy, causing darkness to bind it and filling the air around it with a charnel stench.*

**Encounter ✦ Arcane, Implement, Necromancy, Necrotic, Shadow, Zone**
**Standard Action** **Melee** 1 or **Ranged** 5
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 2d6 + Intelligence modifier necrotic damage, and the target is immobilized until the end of your next turn. The attack creates a zone in a burst 2 centered on the target. The zone lasts for as long as the target is immobilized by this power. Any creature (except you) that ends its turn in the zone takes 5 necrotic damage, and it grants combat advantage while in the zone.
**Miss:** The power is not expended. If you use it during your next turn against the same target, you gain a +2 bonus to the attack roll.

### Murderous Twin

The Shadowfell is often described as the natural world's dark reflection. Its locations resemble those found in the world, but of a twisted and unseemly variety. If locations can be reflections, so too can people. This spell conjures a dark reflection of your foe.

**Murderous Twin** **Wizard Attack 7**

*You create a shadowy twin of your enemy, a murderous vestige that wreaks havoc on itself and its allies.*

**Encounter ✦ Arcane, Conjuration, Implement, Nethermancy, Psychic, Shadow**
**Standard Action** **Ranged** 10
**Target:** One enemy
**Attack:** Intelligence vs. Will
**Hit:** 1d10 + Intelligence modifier psychic damage.
**Effect:** You conjure a murderous twin of the target in an unoccupied space adjacent to the target. The twin is the same size as the target. The twin remains until the end of your next turn and occupies its space. The target takes a -2 penalty to attack rolls while adjacent to its twin. You can use the secondary power against the target once before the twin vanishes.
**Secondary Power** (Arcane, Implement, Nethermancy, Psychic, Shadow)
**Immediate Reaction** **Melee** 1
**Trigger:** The target leaves a square adjacent to the twin or makes an attack.
**Effect:** The twin vanishes and reappears in a square adjacent to the target and then makes the following attack against it.
**Attack:** Intelligence vs. Will
**Hit:** 5 + Intelligence modifier psychic damage, and the target is dazed until the end of its next turn.

ERIC BELISLE

# Level 9: Daily Powers

When you choose 9th-level wizard daily attack powers, these powers are among your options.

## Circle of Death

With a simple command, a wizard lays waste to great swaths of creatures. The *circle of death* spell is not selective about who dies, claiming innocents with the guilty.

**Circle of Death** — Wizard Attack 9

*You wave your hand and snuff out the lives of your enemies.*

**Daily ✦ Arcane, Implement, Necromancy, Necrotic, Shadow**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in the burst
**Attack:** Intelligence vs. Fortitude
**Hit:** The target takes necrotic damage equal to your level. It is also dazed, slowed, and weakened (save ends all).
**Miss:** Half damage, and the target is slowed until the end of your next turn.

## Mirage Arcana

The *mirage arcana* spell overlays terrain with images that make the area appear twisted and grotesque. In the gathering shadows, dark things chitter, ephemeral ghosts flit from place to place, and whispering pollutes the air. Creatures caught in the mirage are overcome with despair.

**Mirage Arcana** — Wizard Attack 9

*The terrain writhes and warps, reshaped into a sinister realm born from darkest nightmare.*

**Daily ✦ Arcane, Illusion, Implement, Nethermancy, Psychic, Shadow, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Effect:** The burst creates a zone that lasts until the end of the encounter. The zone is difficult terrain, and creatures grant combat advantage while in it. You then make the following attack.
**Target:** Each creature in the burst
**Attack:** Intelligence vs. Will
**Hit:** 2d6 + Intelligence modifier psychic damage, and the target is dazed, cannot leave the zone willingly, and cannot see creatures outside the zone (save ends all). If the target is already dazed, it takes 5 extra psychic damage.

# Level 10: Utility Powers

When you choose 10th-level wizard utility powers, these powers are among your options.

## Umbral Leap

Some wizards believe that all shadows touch the Shadowfell and that they can bridge the distance between the worlds through the use of the proper spell. *Umbral leap* allows a wizard to slip through shadow, vanishing and reappearing some distance away. Although capable of covering a great distance, the spell requires a darkened destination square, limiting its utility in certain environments.

**Umbral Leap** — Wizard Utility 10

*You vault the distance between one shadow and another.*

**Encounter ✦ Arcane, Shadow, Teleportation**
**Minor Action** **Personal**
**Requirement:** You must be in a square of dim light or darkness.
**Effect:** You teleport up to 10 squares to a square of dim light or darkness. You don't need to see the destination space to teleport, but if you can't occupy that space, the teleportation is negated.

## Wall of Gloom

The *wall of gloom* spell cloaks a region of the battlefield in darkness. It's believed the spell was first created by drow to cover their movements when raiding unsuspecting villages on the surface. The spell is a useful tool for either defense or skulduggery.

**Wall of Gloom** — Wizard Utility 10

*Darkness billows where you gesture, forming an opaque curtain.*

**Daily ✦ Arcane, Nethermancy, Shadow, Zone**
**Standard Action** **Area** wall 8 within 10 squares
**Effect:** The wall creates a zone that lasts until the end of your next turn. The zone can be up to 4 squares high. The zone is heavily obscured, and squares adjacent to it are lightly obscured. The zone is difficult terrain, and creatures (except you) are blinded while they are entirely in the zone.
**Sustain Minor:** The zone persists until the end of your next turn.

# Level 13: Encounter Powers

When you choose 13th-level wizard encounter attack powers, these powers are among your options.

## Blackening Pyre

This fearsome spell calls down a column of flaming souls. The fiery entities shriek and wail as they whirl around your enemies, their flames burning more than flesh. In a moment, the souls are gone, but lingering fire recalls their horrid fury.

**Blackening Pyre** — Wizard Attack 13

*A blazing wind swirls through your foes, carrying with it the screams of the damned.*

**Encounter ✦ Arcane, Fire, Implement, Necromancy, Necrotic, Shadow, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in the burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 3d8 + Intelligence modifier fire and necrotic damage, and you can slide the target 1 square.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Any creature that enters the zone or ends its turn there takes 5 fire and necrotic damage.

**Dark Gathering** The singularity that this spell creates is raw, concentrated shadow energy. Unstable, it detonates and spreads a darkening wave. Foes in its path are subjected to the nightmarish influence of the Shadowfell.

**Dark Gathering** — Wizard Attack 13

*A black mote appears in your enemies' midst and explodes outward, projecting a wave of shadow to fog your foes' senses.*

**Encounter ✦ Arcane, Implement, Nethermancy, Psychic, Shadow, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in the burst
**Attack:** Intelligence vs. Will
**Hit:** 1d10 + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn. If the target is in the origin square of the burst, the target is also blinded until the end of your next turn.
**Effect:** The burst creates a zone that lasts until the end of your next turn. The zone is heavily obscured to your enemies.

# Level 15: Daily Powers

When you choose 15th-level wizard daily attack powers, these powers are among your options.

**Enervation** Epitomizing the insidious nature of nethermancy, this spell infects a creature with spirit-draining energy and transfers that energy to the wizard. A creature touched by the beam experiences numbing fatigue as its spirit swiftly decays.

**Enervation** — Wizard Attack 15

*Crackling black energy leaps from your fingertip to leach life from a creature.*

**Daily ✦ Arcane, Implement, Necrotic, Nethermancy, Shadow**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Fortitude. If the target is bloodied, you have combat advantage for this attack.
**Hit:** 3d8 + Intelligence modifier necrotic damage. In addition, the target is slowed, is weakened, and takes a -1 penalty to attack rolls, all defenses, skill checks, and ability checks (save ends all).
**Each Failed Saving Throw:** The penalty worsens by 1 (maximum -4 penalty).
**Miss:** Half damage, and the target is weakened until the end of your next turn.
**Effect:** You gain temporary hit points equal to your healing surge value.

**Soul Puppets** One of the more malevolent necromancer spells, *soul puppets* wrenches creatures' spirits horrifically. A wizard can also use the spell to exert influence over the undead, compelling their obedience.

**Soul Puppets** — Wizard Attack 15

*You reach out and crush your foes' animating spirits, manipulating their limbs like a puppeteer.*

**Daily ✦ Arcane, Charm, Implement, Necromancy, Necrotic, Shadow**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each enemy in the burst
**Attack:** Intelligence vs. Will
**Hit:** 4d8 + Intelligence modifier necrotic damage, and the target is immobilized (save ends). If the target is undead, it takes no damage, and it is dominated instead of immobilized (save ends).
**Miss:** Half damage.

# Level 16: Utility Powers

When you choose 16th-level wizard utility powers, these powers are among your options.

**Dancing Shadows** Darkness leaps from one ally to another when you cast the *dancing shadows* spell. The gloom might be enough to turn a strike into a miss.

**Dancing Shadows** — Wizard Utility 16

*You gather darkness and fling it at an ally in need. Once the shadows have done their job, they leap again to hide another ally.*

**Encounter ✦ Arcane, Nethermancy, Shadow**
**Immediate Interrupt** **Ranged** 10
**Trigger:** You or an ally within 10 squares of you is hit by a melee or a ranged attack.
**Target:** The character who was hit
**Effect:** The target gains partial concealment until the end of his or her next turn.
**Aftereffect:** One ally within 5 squares of the target gains partial concealment until the end of his or her next turn.

**Soul Harvest** This spell harvests a remnant of life from a dying enemy to give your ally a second chance.

**Soul Harvest** — Wizard Utility 16

*You catch a bit of vitality from a dying creature and twist it to your own purposes.*

**Daily ✦ Arcane, Healing, Necromancy, Shadow**
**Free Action** **Close** burst 5
**Trigger:** You reduce a living enemy to 0 hit points with necrotic damage.
**Target:** You or one ally in the burst
**Effect:** The target regains hit points equal to your level and can make a saving throw against one effect that a save can end.

# Level 17: Encounter Powers

When you choose 17th-level wizard encounter attack powers, these powers are among your options.

## Horrific Shadow

With this spell, you draw shadows together and animate them to form a horned nightmare.

**Horrific Shadow** — **Wizard Attack 17**

*You gather shadow into a monstrous horror that obscures you and bites at the minds of any creature within reach.*

**Encounter ✦ Arcane, Illusion, Implement, Nethermancy, Psychic, Shadow**
**Standard Action** **Close** burst 2
**Target:** Each creature in the burst
**Attack:** Intelligence vs. Will
**Hit:** 3d6 + Intelligence modifier psychic damage.
**Effect:** Until the end of your next turn, you are invisible, and any creature that ends its turn adjacent to you takes psychic damage equal to 5 + your Intelligence modifier.

## Soul Blight

Vile black flames leap from you to scourge your enemies with necromantic power. Once the pain has passed, the spell lingers, burdening enemies with dread.

**Soul Blight** — **Wizard Attack 17**

*A chiming sound presages a ring of black, roiling flames that leaves death in its wake.*

**Encounter ✦ Arcane, Fire, Implement, Necromancy, Necrotic, Shadow**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in the burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 3d8 + Intelligence modifier fire and necrotic damage. If the creature is undead, it takes no damage. It is instead dominated until the end of your next turn.
**Effect:** Each target takes a -2 penalty to attack rolls and grants combat advantage until the end of your next turn.

# Level 19: Daily Powers

Necromancers and nethermancers know how to pull the very stuff of shadow from the Shadowfell and give it a semblance of life.

Benefit: You normally add two wizard daily attack powers to your spellbook at this level. If you have the *summon shadow servant* power, you can gain a new creature option to summon, instead of gaining one of those two powers. The creature is associated with one of your Expert Mage schools, necromancy or nethermancy.

## Necromancy: Shadow Wraith

Necromancers consort with malevolent spirits of the shadow realm and can call them forth to serve them. You can now use summon shadow servant to summon a shadow wraith.

**Shadow Wraith** — **Summoned Creature**
Medium shadow humanoid (undead)

**HP** your healing surge value; **Healing Surges** none, but you can lose a healing surge forthe wraith if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6, fly 6; phasing
**Immune** disease, poison

**Fateful Death ✦ Aura** 2
Bloodied enemies grant combat advantage while in the aura. If a creature drops to 0 hit points while in the aura, the wraith gains temporary hit points equal to your Intelligence modifier.

**Standard Action** (necrotic) **✦ At-Will**
*Attack:* Melee 1 (one creature); your level + 6 vs. AC
*Hit:* 2d10 + your Intelligence modifier necrotic damage, and the target is weakened until the end of its next turn.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The wraith either crawls, runs, stands up, shifts, squeezes, or walks.

**Opportunity Action** (necrotic) **✦ At-Will**
*Trigger:* An enemy ends its turn adjacent to you and in the wraith's aura.
*Effect:* The target takes 10 necrotic damage.

## Nethermancy: Shadow Brute

The tentacled form of the shadow brute lashes your enemies and holds them in place. You can now use summon shadow servant to summon a shadow brute.

**Shadow Brute** — **Summoned Creature**
Large shadow beast

**HP** your bloodied value; **Healing Surges** none, but you can lose a healing surge for the brute if an effect allows it to spend one
**Defenses** your defenses, not including any temporary bonuses or penalties
**Speed** 6

**Standard Action ✦ At-Will**
*Attack:* Melee 2 (one or two creatures); your level + 4 vs. Reflex
*Hit:* 3d8 + Intelligence modifier damage, and the target is immobilized (save ends). The immobilization ends if the target ends any turn more than 2 squares away from the brute.

**Minor Action ✦ At-Will** (1/round)
*Effect:* The brute either crawls, runs, stands up, shifts, squeezes, or walks.

**Immediate Reaction** (necrotic) **✦ At-Will**
*Trigger:* The brute takes damage from an attack.
*Attack:* Melee 2 (one enemy); your level + 4 vs. Fortitude
*Hit:* 10 necrotic damage, and the brute pushes the target up to 5 squares and knocks it prone.

# Level 22: Utility Powers

When you choose 22nd-level wizard utility powers, these powers are among your options.

## Acererak's Apotheosis

Acererak is the most famous of those wizards whose long focus on death culminated in immortality as a lich. Few wizards have the courage to complete similar unholy rituals, but necromancers have learned the value that such a transformation provides, even if it lasts only minutes at a time.

**Acererak's Apotheosis** — **Wizard Utility 22**

*You become a vision of death as you infuse your body with shadow—your flesh draws back to the bone, and fiery blue pinpricks burn in your now-empty eye sockets.*

**Daily ✦ Arcane, Necromancy, Shadow**
**Minor Action** **Personal**
**Requirement:** You must have at least one healing surge.
**Effect:** You lose a healing surge and gain temporary hit points equal to your healing surge value. Until the end of the encounter, you are undead, and you gain the following benefits.
✦ Darkvision
✦ Immunity to disease and poison
✦ Necrotic resistance equal to 10 + one-half your level

## Wraithform

Wizards who dabble in shadow magic do so at great risk to their souls; they bargain away part of themselves to acquire dark magic. True masters, however, take this liability and turn it into an advantage. A wizard under the effect of *wraithform* becomes a creature of pure shadow, little more than billowing darkness held in a vague humanoid shape.

**Wraithform** — **Wizard Utility 22**

*Your body darkens and dissolves into shadowy substance, transforming you into living shadow.*

**Daily ✦ Arcane, Nethermancy, Shadow**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you have a fly speed of 6 (hover) and are insubstantial and phasing.
**Sustain Minor:** The effect persists until the end of your next turn.

# Level 23: Encounter Powers

When you choose 23rd-level wizard encounter attack powers, these powers are among your options.

## Animate Shadows

This spell infuses your enemies' shadows with a semblance of independence. The awakened shades loathe the living and turn their anger against the creatures they reflect.

*A wizard who displays mastery of shadow earns the respect of lesser creatures*

SLAWOMIR MANIAK

**Animate Shadows** Wizard Attack 23

*Your enemies' shadows writhe and dance, awakened by a dread compulsion to torment your foes.*

**Encounter ✦ Arcane, Implement, Necrotic, Nethermancy, Shadow**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in the burst
**Attack:** Intelligence vs. Will
**Hit:** 3d6 + Intelligence modifier necrotic damage. Until the end of your next turn, the first time the target moves without shifting on its turn, it takes necrotic damage equal to your Intelligence modifier, and you can slide it 1 square as a free action.
**Effect:** Each target grants combat advantage until the end of your next turn.

### Vampiric Strike

When you cast *vampiric strike*, you create a malignant link with an enemy. As the enemy's life force flows out, you capture it to nourish yourself or an ally.

**Vampiric Strike** Wizard Attack 23

*You sink psychic fangs into your foe so that when it suffers, you and your allies benefit.*

**Encounter ✦ Arcane, Healing, Implement, Necromancy, Psychic, Shadow**
**Standard Action** **Melee** touch or **Ranged** 5
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 3d6 + Intelligence modifier psychic damage, and you regain hit points equal to half the damage dealt.
**Effect:** The next time the target takes damage from an attack before the end of your next turn, you or one ally within 5 squares of you gains 10 temporary hit points.

## Level 25: Daily Powers

When you choose 25th-level wizard daily attack powers, these powers are among your options.

### Dooming Darkness

The Shadowfell's bleakest reaches are inimical to life. Living beings lost in these lightless lands find their souls crippled by melancholy and their bodies plagued with rampant decay. The *dooming darkness* spell lets a wizard draw forth this horrid influence and use it to entrap enemies.

**Dooming Darkness** Wizard Attack 25

*You pierce reality's veil to let loose the dark lands' dread influence, spilling noisome shadow among your enemies and imprisoning them in impenetrable night.*

**Daily ✦ Arcane, Implement, Necrotic, Nethermancy, Psychic, Shadow, Zone**
**Standard Action** **Area** burst 3 within 10 squares
**Target:** Each creature in the burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 4d6 + Intelligence modifier necrotic damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. The zone is difficult terrain and is totally obscured. Any creature that ends its turn in the zone takes 15 necrotic and psychic damage. While the zone persists, you can use the secondary power at will.
**Sustain Minor:** The zone persists until the end of your next turn.
**Secondary Power** (Arcane, Implement, Necrotic, Nethermancy, Psychic, Shadow)
**Opportunity Action** **Close** burst 3 centered on the zone's origin square
**Trigger:** An enemy leaves the zone on its turn.
**Target:** The triggering enemy in the burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 10 necrotic and psychic damage, and the target is pulled up to 2 squares toward the zone's origin square.

### Finger of Death

The dreaded *finger of death* spell is the ultimate expression of a necromancer's power. The wizard merely has to point, and a target dies—or, at the very least, wishes it had.

**Finger of Death** Wizard Attack 25

*You point your finger and command your foe to die.*

**Daily ✦ Arcane, Implement, Necromancy, Necrotic, Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 10d6 + Intelligence modifier necrotic damage. If this damage bloodies the target, it takes 20 extra necrotic damage.
**Miss:** Half damage.
**Effect:** If the power reduces the target to 20 hit points or fewer, the target drops to 0 hit points.

## Level 27: Encounter Powers

When you choose 27th-level wizard encounter attack powers, these powers are among your options.

### Blazing Death Storm

You use arcane magic to channel an elemental firestorm, infusing it with necrotic energy. Your foes burn and decay as the maelstrom of dark fire devours them.

**Blazing Death Storm** — Wizard Attack 27

*At your gesture, flame and death erupt in a storm.*

**Encounter ✦ Arcane, Fire, Implement, Necromancy, Necrotic, Shadow**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each creature in the burst
**Attack:** Intelligence vs. Fortitude
**Hit:** 4d6 + Intelligence modifier fire and necrotic damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. Any creature that enters the zone or ends its turn there takes 10 fire and necrotic damage.

## Impenetrable Gloom

Although light does shine in the Shadowfell, certain areas of that dread realm shun illumination entirely. The *impenetrable gloom* spell calls on the darkness found in these places and traps your enemies in its insidious shadow.

**Impenetrable Gloom** — Wizard Attack 27

*Your enemies are assaulted by fright and pain as billowing darkness erupts among them.*

**Encounter ✦ Arcane, Implement, Nethermancy, Psychic, Shadow, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in the burst
**Attack:** Intelligence vs. Will
**Hit:** 4d6 + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn. If the target is in the burst's origin square, the target is also stunned until the end of your next turn.
**Effect:** The burst creates a zone that lasts until the end of your next turn. The zone is totally obscured to your enemies.

# Level 29: Daily Powers

When you choose 29th-level wizard daily attack powers, these powers are among your options.

## Energy Drain

One of the darkest nethermancy spells in existence, *energy drain* captures a creature's spirit and saps it of all animating energy, giving the wizard the stolen strength and vitality. A creature struck by this spell reels as its spirit is pillaged; even when the spell ends, recovery is a long time in coming.

**Energy Drain** — Wizard Attack 29

*An unwholesome beam of darkness impales your enemy and drains vital life from its spirit.*

**Daily ✦ Arcane, Implement, Necrotic, Nethermancy, Shadow**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Intelligence vs. Fortitude. If the target is bloodied, it grants combat advantage to you for this attack.
**Hit:** The target is stunned (save ends).
**Aftereffect:** The target is slowed and weakened and takes a -1 penalty to attack rolls, all defenses, skill checks, and ability checks (save ends all).
**Each Failed Saving Throw:** The penalty worsens by 1 (maximum -4 penalty).
**Miss:** 3d10 + Intelligence modifier necrotic damage.
**Effect:** You gain temporary hit points equal to your healing surge value.

## Moilian Flames

With its crumbling towers teetering on the brink of oblivion, Moil is one of the most terrifying places in the Shadowfell's depths. According to legend, Orcus flung the accursed city from the world to shadow's edge, trapping its people in ice and death for all time. The Moilian people were said to be masters of shadow magic and had bargained away their souls for its power. Many of their advances have been lost, but a few spells of terrible power have managed to escape the city's frozen grasp.

**Moilian Flames** — Wizard Attack 29

*You gather shadowstuff in your hands and hurl it at a foe. As it travels, it ignites with cold blue flames that greedily devour anything they touch.*

**Daily ✦ Arcane, Cold, Implement, Necromancy, Necrotic, Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Reflex
**Hit:** 3d8 + Intelligence modifier cold and necrotic damage, and the target takes ongoing 20 cold and necrotic damage (save ends). The target takes a -2 penalty to saving throws against this ongoing damage.
**Miss:** Half damage, and the target takes ongoing 15 cold and necrotic damage (save ends).
**Effect:** At the end of each of your turns, each enemy adjacent to at least one creature taking ongoing damage from this power takes ongoing 15 cold and necrotic damage (save ends).

# Mage Schools

A mage wizard can select from two new schools, necromancy and nethermancy, in addition to the schools presented in *Heroes of the Fallen Lands*. When creating your character and when gaining levels, refer to the school you select for powers, benefits, and other features.

A mage who chooses to specialize in one of these schools gains the Apprentice Mage, Expert Mage, and Master Mage class features associated with that school, as described below. Mages who specialize in these schools tend to have high Wisdom scores.

### ENIGMATIC MAGE BENEFITS

If you have the enigmatic mage paragon path (see *Heroes of the Fallen Lands*) and you choose necromancy or nethermancy as your school, you gain any benefit noted in the appropriate section below as an enigmatic mage paragon path feature.

# NECROMANCY SCHOOL

An ancient and reviled art, necromancy focuses on the ties between the body, soul, and animating spirit. Your spells can animate the dead, creating thralls to fight on your behalf; despoil an enemy's flesh with rot; or snuff out life with a whisper. Necromancy is a fearsome and grotesque pursuit, and only those of strong will and unwavering commitment can master its magic.

## Level 1: Necromancy Apprentice

**Apprentice Mage feature**

Death stalks your enemies and grants false life to you. You gain a short-lived resilience when you strike.

**Benefit:** When you hit at least one target with an arcane necromancy attack power, you gain 2 temporary hit points.

## Level 5: Necromancy Expert

**Expert Mage feature**

Extensive study into necromantic lore rewards you with unnatural vitality. You boast strength and endurance odd for someone of such sickly pallor or gaunt frame.

**Benefit:** You gain a +2 bonus to Athletics checks and Endurance checks.

## Level 10: Necromancy Master

**Master Mage feature**

Your concentration on necromantic power increases the potency of your necrotic attacks. They bite deeply, ignoring attempts to blunt them.

**Benefit:** Your arcane necromancy attack powers ignore necrotic resistance.

## Level 11: Necromancy Action

**Enigmatic mage paragon path feature**

Your focus on necromancy spells lets you loose necrotic energy that unravels your foes' defenses.

**Benefit:** When you spend an action point to take an extra action, each enemy adjacent to you gains vulnerability to necrotic damage until the end of your turn. The vulnerability equals your Wisdom modifier. If the enemy has necrotic resistance, it is instead pushed up to a number of squares equal to your Wisdom modifier.

## Level 11: Necromancy Encounter Power

**Enigmatic mage paragon path feature**

Author of many sinister necromantic tomes, Nulathoe had no compunctions against using corpses as undead thralls and then annihilating them in an arcane burst when they fell.

**Nulathoe's Concussive Demise** — **Enigmatic Mage Attack 11**

*A dying creature explodes with sudden destructive power.*

**Encounter ✦ Arcane, Implement, Necromancy, Necrotic, Shadow**
**Immediate Reaction** **Area** burst 2 within 10 squares
**Trigger:** A creature dies within 10 squares of you.
**Target:** Each creature in the burst centered on the triggering creature
**Attack:** Intelligence vs. Reflex
**Hit:** 3d6 + Intelligence modifier necrotic damage.
**Effect:** You push each target up to 3 squares away from the burst's origin square.

## Level 12: Necromancy Utility Power

**Enigmatic mage paragon path feature**

A famed spell noted for preserving the dead from decay, *Nulathoe's death ward* girds creatures against eternity's cruel caress.

**Nulathoe's Death Ward** Enigmatic Mage Utility 12

*You weave a potent ward that thwarts death's cold touch.*

**Daily ✦ Arcane, Necromancy, Shadow**
**Minor Action** **Close** burst 1
**Target:** You and each ally in the burst
**Effect:** Each target gains the following benefits until the end of the encounter.
✦ Resist 10 necrotic
✦ +2 power bonus to death saving throws and saving throws against effects that slow or weaken
✦ Immunity to being turned into an undead creature

## Level 20: Necromancy Daily Power

**Enigmatic mage paragon path feature**
With a single command, Nulathoe could draw forth the dead to swell the ranks of his vile army.

**Nulathoe's Undead Army** Enigmatic Mage Attack 20

*A motley host of animated flesh, bone, and teeth claw their way free from the earth, rising up in answer to your summons.*

**Daily ✦ Arcane, Necromancy, Shadow, Summoning**
**Minor Action** **Area** burst 5 within 20 squares
**Requirement:** You must have at least one healing surge.
**Effect:** You lose a healing surge. You then summon up to five undead soldier minions in unoccupied squares in the burst. They are allies to you and your allies.

The soldiers lack actions of their own. Instead, you spend actions to command them mentally, choosing from the actions in their description. You must have line of effect to a particular soldier for it to respond to your commands. When you command a soldier, you and the soldier share knowledge but not senses.

When a soldier makes an attack roll or a check, you make the roll using your game statistics, not including any temporary bonuses or penalties.

Each soldier remains until you take an extended rest, until you dismiss it as a minor action, or until it drops to 0 hit points (which does not cause you to lose a healing surge).

**Undead Soldier** **Summoned Creature (Minion)**
Medium natural animate (undead)

**HP** 1; a minion never takes damage from a miss.
**Defenses** your defenses with a +2 bonus to AC, not including any temporary bonuses or penalties
**Speed** 6
**Immune** disease, poison; **Resist** 10 necrotic

**✝ Standard Action ✦ At-Will**
*Attack:* Melee 1 (one creature); your level + 5 vs. AC
*Hit:* 11 damage, and the target is immobilized until the end of your next turn.
*Effect:* Any of your other undead soldiers that are within line of effect of you make the attack against the same creature or different ones.

**Opportunity Action ✦ At-Will**
*Trigger:* An enemy that you can see and that is adjacent to an undead soldier of yours takes an action that provokes opportunity attacks.
*Effect:* The undead soldier makes the following attack.
*Attack:* Melee 1 (the triggering enemy); your level + 5 vs. AC
*Hit:* 11 damage.

DAVID RAPOZA

*Tyrak, tiefling necromancer*

*Sariel, eladrin nethermancer*

MARK WINTERS

# Nethermancy School

Originating from the work of renegade wizards who were exiled to the Shadowfell, nethermancy spells extract shadow magic from the environment and blend it with arcane energy. They can create impenetrable darkness, spark terror in your enemies, and form horrific monsters from shadowstuff.

## Level 1: Nethermancy Apprentice

**Apprentice Mage feature**
Darkness serves at your command. Your spells fog your enemies' senses with shadow.

**Benefit:** Creatures hit by your arcane nethermancy attack powers treat enemies more than 2 squares away from them as having partial concealment until the end of your next turn.

## Level 5: Nethermancy Expert

**Expert Mage feature**
Shadows crawl and writhe around you, forming a shifting tapestry of grotesque shapes. These shadows mask your presence and give you an edge when facing down a foe.

**Benefit:** You gain a +2 bonus to Intimidate checks and Stealth checks.

## Level 10: Nethermancy Master

**Master Mage feature**
Darkness sustains you, granting your spells greater potency when you are in shadows.

**Benefit:** While you have any concealment against a creature, you have combat advantage against it.

## Level 11: Nethermancy Action

**Enigmatic mage paragon path feature**
Your aspect changes to something monstrous, a transformation made possible through your extensive familiarity with nethermancy's secrets.

**Benefit:** When you spend an action point to take an extra action, your space and each square adjacent to you become a zone of darkness that lasts until the start of your next turn. The zone is totally obscured to creatures other than you.

## Level 11: Nethermancy Encounter Power

**Enigmatic mage paragon path feature**
The archmage Evard mastered the Shadowfell's secrets, drawing forth its rich magic and bending it to his will. His preoccupation with such dark pursuits affected him profoundly, as is evident from the spells he left for those who would follow his path.

**Evard's Wrenching Darkness** — Enigmatic Mage Attack 11

*Darkness envelops an enemy and whisks it away, spreading bitter fear among your other foes.*

**Encounter ✦ Arcane, Fear, Implement, Nethermancy, Psychic, Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence vs. Fortitude
**Hit:** 1d10 + Intelligence modifier psychic damage. You slide the target up to 5 squares, and the target is immobilized until the end of your next turn.
**Effect:** After the attack, each enemy within 2 squares of the target is pushed up to 2 squares away from it and grants combat advantage until the start of your next turn.

## Level 12: Nethermancy Utility Power

**Enigmatic mage paragon path feature**
Evard had few friends, largely because he regarded others as inferior. *Evard's all-seeing worm* is but one example of how he exploited his companions.

**Evard's All-Seeing Worm** — Enigmatic Mage Utility 12

*The writhing worm you hurl at your ally burrows into his or her flesh to create a tiny opening through which you can see.*

**Daily ✦ Arcane, Necrotic, Nethermancy, Shadow**
**Minor Action** **Ranged** 5
**Target:** One ally
**Effect:** The target takes necrotic damage equal to your Intelligence modifier. Until the end of the encounter, while you have line of effect to the target, you can see as if you are in both your space and the target's, and when you use a wizard attack power or a wizard paragon path attack power, you can do so as if you were in either space, although you physically remain in yours.

*"Nethermancy is my greatest gift to the arcane arts. It remains the closest magic can come to wielding shadow in its purest form. Despite my best efforts, I was never able to rid myself of the arcane formulae to use shadow energy alone. The darkness always slipped from my grasp unless I first constructed a framework to contain its energy. Arcane magic, then, provides the needed framework. Although shadow cannot be harnessed without such a contrivance, it is still there. I have seen it with my eyes, and yet it ever stays out of reach."*

—Evard

## Level 20: Nethermancy Daily Power

**Enigmatic mage paragon path feature**
Evard is best known for drawing twisted monsters infused with dark energy from the Shadowfell. Spells such as *Evard's black tentacles* and *Evard's dreadful mist* suggest what the dark wizard was after. *Evard's black gate* comes nearest to realizing the secrets that Evard sought, for it creates a portal to the Shadowdark's depths, where aberrant mutants mingle with shadow-born abominations. Those who pass through the gate rarely emerge intact or sane.

**Evard's Black Gate** — Enigmatic Mage Attack 20

*A black disk yawns wide, expanding like an eye's pupil in the dark. From its dull surface emerge writhing black tentacles, which ensnare your foes and drag them into oblivion.*

**Daily ✦ Arcane, Conjuration, Nethermancy, Shadow**
**Minor Action** **Area** wall 2 within 10 squares
**Effect:** You conjure a wall that lasts until the end of your next turn. The wall can be up to 2 squares high, and its squares are totally obscured. While in the wall, a creature is dazed and can attack only creatures adjacent to it. While the wall persists, you can use the secondary power at will.
**Sustain Minor:** The wall persists until the end of your next turn.
**Secondary Power** (Arcane, Implement, Necrotic, Nethermancy, Shadow)
**Standard Action** **Close** burst 5 centered on a square of the wall
**Target:** Each enemy in the burst
**Attack:** Intelligence vs. Reflex
**Hit:** 2d8 + Intelligence modifier necrotic damage, and the target is pulled up to 2 squares toward the wall and into it, if possible. The target is restrained (save ends).

CHAPTER 3

# Races of Shadow

SHADOW MAGIC has an understandably sinister reputation, and those who study and master its power bear a stain on their souls that can never be clean. There are great risks to dabbling in darkness, and no one knows those risks more intimately than the races of shadow. These peoples stand apart from other denizens of the planes because shadow magic is an intrinsic part of their souls, a darkness within that shapes their identities and also eases the processes by which they call upon shadow to scourge their foes.

This chapter presents three races particularly suited to players who want to build characters infused with shadow's power. The shadow darkening their souls might drive these people toward wicked ends, turning them into nocturnal predators or unhinged deviants who indulge in every heinous impulse. Others resist the evil pull of shadow and might become heroes even though their dark heritage and clear connection to shadow magic makes them outcasts and pariahs. These lonely souls often wander the world, doing what good they can in the hope of redeeming their tainted souls.

**Revenant:** Everything a character accomplished in life serves as a mere precursor of his or her true purpose—a purpose that becomes apparent only after he or she returns from death as a revenant to inhabit the world once more.

**Shade:** Shades are mortals who have willingly embraced the darkness by engaging in secret rituals that infuse their souls with shadow.

**Vryloka:** The vampirism that infects the ancient human race of the vryloka is a fell curse that darkens their ancient bloodline.

In addition to the races of shadow introduced here, this chapter also explores the legends of shadow that appear in the cultures of other races such as dwarves, eladrin, halflings, and humans in the DUNGEONS & DRAGONS world.

*"You come with questions, seeking forbidden power, but what do you know of shadow's price? How can you understand what only I have endured, I who was born into darkness and must bear its weight for the rest of my days. You see, I remember what it was like before I become what you see before you. I remember life, living, vigor, and vitality. And I mourn their loss."*

—Loss, revenant blackguard

BEN WOOTTEN

## CHANGING YOUR RACE

Shade, vryloka, or revenant characters can start a campaign at 1st level like any other character, but these races can also be used to transform an existing character. Your fallen eladrin knight might rise from the dead as a revenant, or your human rogue might succumb to the vampiric curse of the vryloka.

If you change both your race and your class (for example, if your eladrin knight returns from the dead as a revenant assassin), then you are best off creating a new character from scratch. But if all you want to change is your character's race, then making changes to the character's mechanics is straightforward. When you change your race, you lose any features, traits, and powers of your original race. You also lose any ability score modifications your original race provided. Then apply the ability score modifications, traits, powers, and racial features of your new race. You also need to swap out any feats or other such mechanics for which you no longer meet the prerequisites.

It's up to you to make sure that choices you make in revising your character still support your character's story. For example, the revenant of your eladrin knight should probably have eladrin as his chosen race for the revenant's Past Life racial trait.

*A revenant straddles the worlds of the living and the dead*

# Revenant

***Resilient souls returned from death to do the work of Fate***

## Racial Traits

**Average Height:** 5′ 5″–6′ 2″
**Average Weight:** 100–200 lb.

**Ability Scores:** +2 Dexterity; +2 Charisma or +2 Constitution
**Size:** Medium
**Speed:** 6 squares
**Vision:** Low-light vision
**Languages:** Common, choice of one other
**Skill Bonuses:** +2 Endurance, +2 Intimidate

**Undead:** You are considered an undead creature for the purpose of effects that relate to the undead keyword. You are also considered a living creature.

**Past Life:** Select a race other than revenant. You are also considered a member of that race for the purpose of meeting prerequisites, such as feat or paragon path prerequisites.

**Unnatural Vitality:** When you drop to 0 hit points or fewer and are subjected to the dying condition, you can choose to be dazed, instead of falling unconscious. You make death saving throws as normal, and if you fail one, you fall unconscious instead of being dazed.

**Dark Reaping:** You have the *dark reaping* power.

**Dark Reaping** — **Revenant Racial Utility**

*You use one death as the seed to sow more destruction.*

**Encounter ✦ Necrotic**
**Free Action**
**Trigger:** A creature within 5 squares of you drops to 0 hit points.
**Effect:** One creature of your choice that you hit with an attack before the end of your next turn takes extra necrotic damage equal to 1d8 + your Constitution modifier.

Death usually represents the gateway to the afterlife or the end of a natural existence. Sometimes, however, death can be just the beginning. For some select individuals, the Raven Queen or another agency of death bars passage to the next stage of existence, turning a soul back toward the natural world. In such instances, fate has other plans.

A revenant arises not as an aimless corpse but as the embodiment of a lost soul given new purpose. Such a creature walks in two worlds. While the revenant moves among the living, it also exists in the shadows, haunted by the vague memories of a life it no longer possesses.

PATRICK MCEVOY

Revenants do not build settlements or share a common culture as is customary of the other races. The only attributes that connect these living undead are a set of common physical characteristics and a similar origin and destiny. In all cases, a revenant is purposefully returned to the natural world after succumbing to a cessation of life. Dead, but unable to find its way to whatever waits beyond death's dark gates, the once-living soul is reconstituted as a revenant.

The gods of death and fate often require agents in the natural world, and they don't always have enough exarchs or aspects to deal with all the work they seek to accomplish. For this reason, revenants are called into existence. However, the rules governing the gods and how they can intrude upon the natural world are often mysterious and seemingly contradictory to mere mortals. For this reason, it seems that revenants enter the world without clear directions or even full memories of the life they once lived.

Revenants often appear in adult form, fully grown and instinctively capable of dealing with the world around them. Most awaken in a place of the dead, such as a graveyard or a crypt, with only vague memories of whatever went before and usually with a driving compulsion to accomplish some partially remembered task or vaguely defined quest.

Most revenants remember only fragments of the life they lived before, as well as snatches of a peaceful darkness that immediately preceded their return to the world. Some need time to come to grips with the fragmented memories and driving compulsions. Others take to their new existence easily and without too much analysis and soul-searching. Many recall a woman's voice, soft and melodious, not unlike the gentle flutter of black-feathered wings, that follows them out of the shadows and back to the wakefulness of the natural world. The words are gentle but insistent, and often the source of any compulsion that a revenant experiences upon returning to life. Although each revenant returns to the world in a different way, most recall words that drifted out of the darkness with them. "Arise, my champion," the voice demands of them. "There is work to do."

## Physical Qualities

Revenants are souls of the dead returned to a semblance of life by the Raven Queen or some other agency of the afterlife. Revenants do not appear as undead horrors or even anything like their former selves. When the Raven Queen reincarnates souls, they exist as her special creations, and they have the bodies of her choosing and creation. In this way, such souls are always marked as representatives of the Raven Queen's power. They emerge from the shadow of death fully formed and fully grown, set to handle whatever tasks they have been returned to deal with.

A revenant has a body that is slender for his or her height, but this form possesses an uncanny toughness that contradicts the apparent build. Revenants have the same range of complexions as humans, but a revenant's skin is ashen and the features are sunken. Eyes are most commonly solid black with a single point of red light burning within them, but other eerie eye colors—including yellow, white, silver, and gold—are

*Its masklike face in no way conceals a revenant's deadly resolve*

TOM BAXA

*The Hells hath no fury like a revenant scorned*

TOM BAXA

not uncommon. In some cases, the eyes glow with a ghostly light. Revenants' hair typically ranges from black through shades of gray to white. Revenants can grow facial hair, and males often have beards or mustaches that accentuate their ashen countenances.

A revenant's face and skin clearly set a member of this race apart from other humanoids. A revenant's visage has a masklike quality that can be disturbing to mortal beings. Rough, dark scales appear on the flesh near the ends of a revenant's limbs, marking the revenant as one of those the Raven Queen has allowed back into the world of the living. A revenant's extremities end in strong, black fingernails and toenails that resemble claws.

## Attitudes and Beliefs

Every revenant approaches the return to life from a different angle. Some relish it and long to find a way back to the life they have lost and forgotten. Others embrace their new existence with a fervor and passion that obliterates the fragments of the past that still haunt them, and they strive to remain alive in the natural world.

Some revenants can't abide the fleeting glimpses into a past that is no longer available to them, and they long to find a way back to the darkness they were expelled from. These revenants know that the fastest way to return to the comfort of the shadows is to complete whatever tasks have been set before them as quickly and efficiently as possible. They do not seek an end to existence, but a return to the peace of the grave—a peace they earned the first time they passed through life.

Many revenants might appear to be distant and uncaring, but they can experience the full range of emotions seen in other races. They just need time to reconcile the contradictions they are confronted with, from new and alien bodies to shattered memories and half-understood quests undertaken at the behest of a powerful being that might or might not be willing to explain what is happening to them.

## Revenant Communities

Revenants don't form communities or build societies. They do form attachments, however, usually with other adventurers who can help them achieve their goals. Some even settle down in communities of other races, usually because the location reminds them of something from their half-remembered past or because of its proximity to something related to the tasks they seek to complete. For example, the community might be near a portal to the Shadowfell, or within an area where enemies of the Raven Queen are active.

Each revenant is unique, but ties to the Shadowfell draw most to prefer dark colors and clothing that can help them escape notice. Whether because of dark humor or as a warning to others, their clothing and gear bear symbols that are reminders of death or duty. Revenants use raven feathers, bones, chains, grave markers, and skulls for decoration.

## Revenant Adventurers

By definition, all revenants are adventurers. They have been returned to life and set upon a quest to advance the needs of the Raven Queen or some other

### AWAKENING

You gasp a breath of cold air like it's your first. Your eyes snap open. Colors seem dim, and every sound is foreign and filled with newness. Rather than warmth, a chill emanates from within you, making your chest feel heavy and your extremities blaze with heat. You are in a graveyard, surrounded by stones that mark the location of dead bodies—all engaged in the sleep that has been denied you.

The world appears strange, and as you struggle to rise, you have the sense that you control a body that is not your own.

And nothing is your own. You know that. You remember that. That's when other memories come flooding back. Before this place, you struggled somewhere cold. The sky was dark, but it was also somehow alight with flowing color—as if the wind glowed instead of the stars. Snow buried everything, veiling the landscape into funereal forms. And before that, other memories—scenes, faces, feelings—all a jumble, all confused like a half-forgotten dream.

You know one thing for certain. You were dead.

Judging from how you look and feel, you might be a little dead still. You pick a direction and start walking, noting all you can about what you see and hear as you go. You might not remember everything about who you were, but you can make new memories while you try to find out.

Something else hounds your thoughts as you strike out into an eerily familiar world: The dead don't come back to life by accident. Someone did this to you, and whoever that was had a reason. And with that thought, you remember the voice. A woman's voice. Cold, yet gentle. Demanding, yet understanding. A voice like the flutter of soft wings.

"Arise, my champion," the voice whispered to you as you drifted out of the darkness. "There is work to do."

agency of death in the natural world. A revenant wanders the world, often in the company of other adventurers, dealing with anything that comes along. In general, a revenant always tries to advance his or her own agenda, but he or she is not above taking on quests and challenges that are only peripherally tied to the tasks that returned the revenant to life.

Revenant adventurers have access to racial feats that are described in Chapter 4.

**Assassin** Perhaps the profession most associated with the revenant, the assassin uses skills and powers connected to both martial training and the things of shadow to accomplish his or her goals—and those goals are almost always related to striking a killing blow. Many of the tasks set before revenants include taking down powerful enemies or eliminating influential leaders, and the path of the assassin works perfectly with these goals.

**Fighter** A revenant fighter often follows the path of a slayer, utilizing Dexterity and Constitution to create a powerful destroyer. Few revenants opt for this approach, however, since they are more inclined toward other avenues of training and proficiency.

**Paladin** While not ideally suited to be paladins, some revenants nonetheless take up the mantle of the divine defender to best honor and serve the Raven Queen or whatever agency of death set them on their current path. As a paladin of a god of death, a revenant strives to destroy the enemies of natural death wherever they may be, including all forms of undead and especially those who adhere to the tenets of Orcus, Demon Prince of Undeath.

**Ranger** At first glance, the choice of ranger might seem odd for a revenant. These defenders of life, however, include the rare revenant who has become protective of the natural world upon his or her return from death. What better way to serve the Raven Queen and accomplish the tasks before oneself than to embrace the path of the wilderness avenger?

**Rogue** Being a creature of stealth and shadow, a revenant gravitates toward the rogue profession and often embraces the path of thievery in order to accomplish the mission at hand. Using the shadows to launch attacks from, to hide, and to otherwise move unnoticed make a revenant a natural at rogue activities.

**Warlock** When a revenant turns to arcane power to supplement his or her other natural abilities, the path that opens up is usually that of the warlock. Utilizing more talent than training but still interested in drawing upon as much power as possible, the revenant is drawn to the promise and potent punch of the warlock's repertoire.

## Roleplaying a Revenant

When creating a revenant character, consider these points.

**You aren't like other mortals.** Revenants do not live and reproduce as mortal races do. Indeed, they are not a true race at all. Each revenant arises in the world only by the will of the Raven Queen (or some other agency of death). She—or someone she has made a bargain with—has a specific purpose in mind for each soul returned to the world.

**You have a purpose.** This purpose might be obvious to a revenant, or it might be a mystery the revenant has to unravel before it can rest. A revenant might doggedly pursue this end or rebel against that fate and try to avoid destiny. The purpose could even change, revealing greater goals as steps toward the ultimate end are achieved. Much depends on who brought the revenant back.

If the Raven Queen commanded the soul's return, the revenant might play an important part in the future the Raven Queen foresees. The Raven Queen might send a soul to bring someone or something to the death it has avoided, and the revenant might have been chosen because of past ties to the target.

**Your memories are fragmented.** Revenants usually remember only snippets of their former lives—just enough to push them toward the purpose for which some power raised them. Many don't even remember their names and thus take on new ones fitting their disposition. Memories come in dreams and flashes of insight, often provoked by the revenant's experiences. Brushing shoulders accidentally in the market could call to mind the touched person as a lifelong friend. The sight of a pale hand moving through lustrous hair could remind the revenant's heart of a lost love. Each remembrance has its purpose: reward, punishment, bait, or aid. All are true, but the power that raised the revenant can sometimes control which truths the revenant recalls.

**You are recognizable, but unknown.** The rarity of revenants results in few having much knowledge about them. Experts in religion or those who encountered revenants in the past might know more about them, but for most people revenants are strange and alien, spoken of in whispered rumors around low-burning fires in the deepest hours of the night.

**Revenant Characteristics:** Agile, cold, determined, fearsome, hard-bitten, noble, pragmatic, tragic

**Male Names:** Bane, Carver, Dredge, Erak, Riven, Rook, Scourge, Sever, Snipe, Wrath

**Female Names:** Blessed, Charm, Fable, Ire, Lash, Nihil, Raven, Sunder, Vengeance

# SHADE

*Seekers of power willing to trade their souls to the darkness*

## Racial Traits

**Average Height:** 5′ 6″-6′ 2″
**Average Weight:** 100-160 lb.

**Ability Scores:** +2 Charisma; +2 Dexterity or +2 Intelligence

**Size:** Medium
**Speed:** 6 squares
**Vision:** Darkvision

**Languages:** Common, choice of one other

**Skill Bonuses:** +2 Arcana, +2 Stealth

**Fragile Mortality:** You have one fewer healing surge than normal.

**Master of Shadows:** When your class grants you a utility power after 1st level, you can forgo taking that power. Instead, you can take a shade utility power of the same level or lower.

**Practiced Sneak:** You have training in Stealth.

**Shadow Origin:** The Shadowfell has left its mark on you, so you are considered a shadow creature for the purpose of effects that relate to creature origin.

**One with Shadow:** You have the *one with shadow* power.

### One with Shadow — Shade Racial Utility

*You fade into the darkness, becoming a part of the shadow that swirls around you.*

**At-Will ✦ Shadow**
**Standard Action** **Personal**

**Effect:** Until the end of your next turn, you can make Stealth checks to become hidden when you have any cover or concealment. In addition, you can use cover from your allies to become hidden or to remain hidden.

Ambitious, ruthless, and paranoid, shades are humans who trade part of their souls for a sliver of the Shadowfell's dark essence. Even more so than the shadowborn—natives of the Shadowfell descended from the common races—shades are gloom incarnate. No matter what nations or land one was first born into, each shade undergoes a dark rebirth that transforms him or her into a creature of stealth and secrecy who is caught between life and death. In exchange for the twilight powers granted to shades, the Shadowfell taints their souls with dark thoughts and a darker disposition.

A human who chooses to become a shade is reborn into shadow through a transformative ritual that draws on the ambient magic present at shadow crossings—places where the veil between the world

BEN WOOTTEN

***A shade assassin takes to the rooftops to evade pursuit***

and its dark echo is thinnest. Known in scholarly circles as the Trail of Five Darknesses, this arduous ritual is as likely to slay its practitioner outright—obliterating body and soul—as it is to grant the ability to wield shadow magic.

Unbridled ambition and utter desperation are common reasons for a human to undertake the Trail of Five Darknesses, since the taint of the Shadowfell marks a shade as an outcast forever. Shades maintain a determined self-reliance when among their own kind, because they know all too well the greed and duplicity their race is capable of. However, shades also believe in strength in numbers, and as such they congregate in settlements close to shadow crossings, both in the world and the Shadowfell.

A few shades deny the self-serving nature of their kind, striving to ensure that the true nature of their souls overcomes the shadowy nature of their chosen path. Rejecting their own kind, these shades seek the company of the common races. Drawn to the life of an adventurer, such shades try to earn the trust of a close circle of friends, defending those comrades with the ruthlessness for which their kind is known. However, some decry this behavior as just another facet of the shades' characteristic avarice—treating friends as personal possessions that must be kept safe at all costs.

## Physical Qualities

Shades resemble their original human selves, though they sacrifice their native vitality to the ritual that turns them into slender creatures of shadow. Their darkness-piercing eyes become orbs of dull black, dark gray, or purple. Their coloring takes on subdued hues, with most shades having pale skin and lank, black hair. Shades prefer dark, somber clothing of silk, suede, or supple leather, decorated with brass and iron. Their metal weapons and tools are coated with special oils that dull any sheen or reflection.

The Trail of Five Darknesses has a dramatic effect on longevity, doubling a shade's normal life span. Rumors abound of shades who eventually attain a level of power that allows them to stop aging altogether.

## Attitudes and Beliefs

Shades exist among all cultures, but the transformation they undergo creates a consistent sense of ambition for which their kind is known. No matter what justification inspires an individual to undertake the Trail of Five Darknesses, the conscious act of embracing the power of shadow changes that person. For many shades, having given up a portion of their own soul in the name of power means that no sacrifice is too great.

Shades value restraint, poise, and patience. They bide their time in all things, keeping a low profile as they manipulate events to their advantage. Just as the Shadowfell's malaise can smother the spirits of mortal adventurers who venture into that dread plane, the sliver of shadow within each shade subdues emotion. A shade still feels love, hate, pride, despair, and the like, but he or she buries these feelings deep inside. A shade's smirk or frown carries as much weight as a halfling's laughter or an orc's frenzied roar.

Shades hold little love for the gods. Having made the ultimate sacrifice for power, they have no patience for those who beg deities for their favor. Those few shades who dedicate themselves to a faith worship Sehanine, god of trickery, or Vecna, god of secrets.

For all their fierce independence and self-reliance, some shades feel a hunger for companionship driven by the emptiness of their fractured souls. Although such shades rarely become social creatures, they gravitate to strong allies alongside whom they can prove themselves in battle. Such long-term companions are typically the only ones who ever see a shade's true emotions, even as the shade demonstrates the full strength of his or her driven ruthlessness in those allies' defense.

The shades' independence puts them in direct opposition to the intense shadar-kai and their devotion to the Raven Queen. These two races of shadow demonstrate an animosity that rivals that of elves and drow, or dwarves and orcs. However, shades are civil to the vampiric vryloka, understanding too well the effect of living under the weight of shadow.

## Shade Communities

The dark nature of their transformation places shades firmly outside the societies they arise from. The most social of their kind distrust all except their closest companions. Truly misanthropic shades embrace their darkness fully, seeing others as pawns to be exploited in the quest for power.

In the mortal realm, a shade often takes up a life of wandering or lives as a social outcast on the fringes of humanoid society. It is common for shades to mask their true nature with magic or clever disguises, using their shadow powers as a screen against watchful eyes. In many cases, shades reject family or clan names from their past lives to take on the name of the shadow crossing where they undertook the Trail of Five Darknesses ritual.

In the Shadowfell, and around shadow crossings, shades form communities that reflect the avaricious and brutal nature of their residents. Shades who settle in the Shadowfell are typically those who have strongly embraced the darkness in their souls. Their enclaves are built on a rigid caste structure in which

shade nobles plot against each other in bloodthirsty political machinations that would tear other societies apart. In such communities, shades unattached to a noble house are treated as outcasts or used as pawns in attacks against rival nobles.

## Shade Adventurers

The hunger for power is a constant among shades. However, a shade's moral bent determines the manner in which that power is pursued—and what he or she will do with it in the end.

**Assassin** Shades have a natural bent for the assassin's talents, since the mixture of shadow magic and martial talent can serve as the first step toward becoming a shade. Such assassins are typically lone wolves who, after learning a guild's secrets, vanish to serve only themselves. Such shades are hunted by their former guildmates. The conflict between them can end only in either the shade's death or the guildmaster's defeat and replacement by the renegade shade.

**Rogue** Shade rogues are consummate spies, clinging to the shadows with a competence matched by few members of the common races. No matter how else they choose to ply their trade, shade rogues uniformly seek to steal information they can use to their advantage.

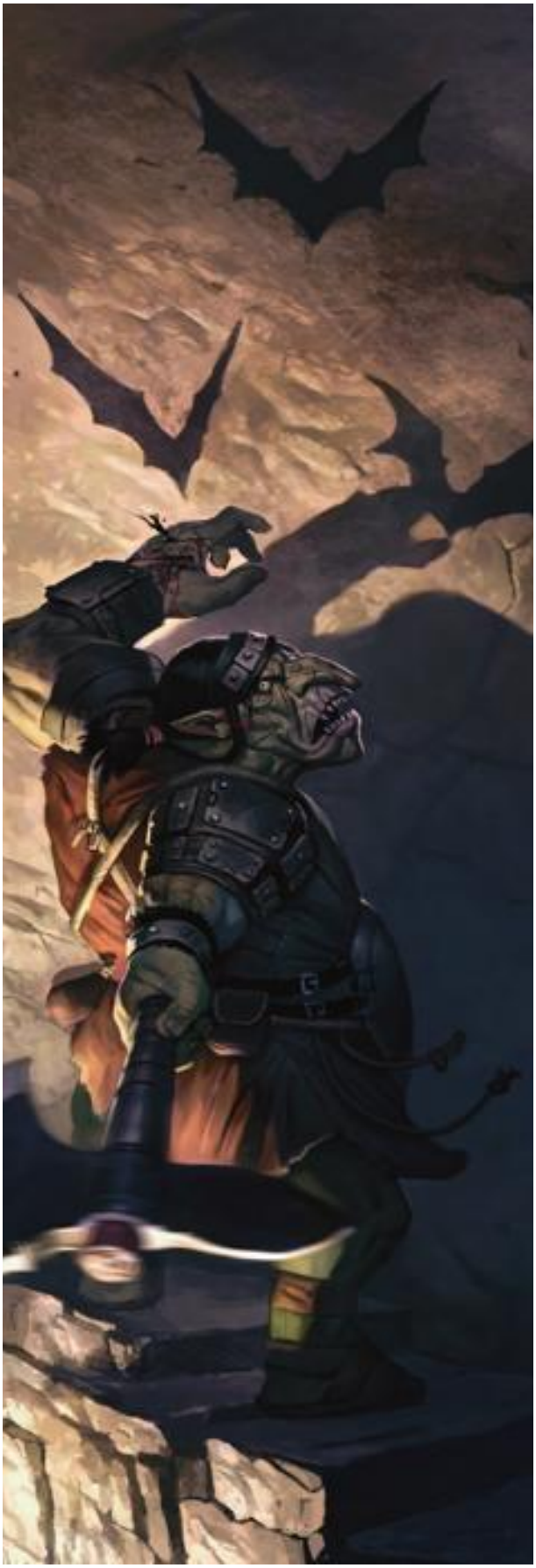
**Warlock** The warlock's path is a tempting one for shades, who take up the gloom pact as a means of augmenting their own intrinsic power. Such warlocks see their pact as an extension of the Trail of Five Darknesses, refusing to acknowledge their subservience to an otherworldly master.

**Warlord** Shade warlords follow that path for the control and leadership it promises, though most are wise enough to respect the independence of their own close companions. A shade warlord becomes an adventurer to gain personal power, though he or she can undertake any number of lesser goals in pursuit of that power.

**Wizard** Shade wizards favor nethermancy and necromancy, the schools of magic closely associated with the power of shadow. Shade wizards create sanctums in the Shadowfell once they master the ways of planar travel, using that plane as a base for their acquisition of more powerful arcane magic.

BEN WOOTTEN

*Striking from out of the gloom, a shade warlock makes short work of a werewolf*



*While remaining unseen, a shade uses shadow monsters to assail a bewildered troll*

MATIAS TAPIA

## Roleplaying a Shade

When creating a shade adventurer, here are a few points to consider.

**You chose to be a shade.** Other characters might be defined by the circumstances of birth or fate, but you chose to trade part of your soul for a sliver of shadow's power. Some shades seek the Trail of Five Darknesses out of pure ambition, seeing that path as a means of gaining power. Others sacrifice their souls to the shadow only under duress—perhaps to protect or rescue a loved one. Was this path one you chose to follow freely? Or do you see the shadow as a curse and a burden you must bear?

**You stand between life and death.** A part of your soul has already moved on to the Shadowfell, taking the path all souls must take after death. Although you still live, the shadow that fills you leaves your mortal emotions subdued and held in check. You fear death no more or less than you once did, but only your closest allies might ever see any sign of that fear.

**Wait and watch.** As a shade, you do not rush into any situation where you have the option to first analyze the dangers you might face. The strength of shadow is its ability to conceal, and you take advantage of your opponents' lack of awareness to read their weaknesses. Then you strike when the time is right.

**Protect what is yours.** The things you call your own—your possessions, your knowledge, even your friends—are precious to you, and those who attempt to harm what is yours suffer your harsh retribution. You defend your goals and your allies with the same extreme prejudice, and woe to any creature that underestimates your wrath.

**Shade Characteristics:** Ambitious, brooding, manipulative, paranoid, pragmatic, reserved

**Shade Names:** Shades usually keep their original names, while some adopt aliases to cloak their origins.

**Crossing Names:** Blackwood, Dubhtyn, Eboncross, Gloomhollow, Hematiton

## Shade Utility Powers

When your shade character gains a class utility power after 1st level, you can forgo taking a power granted to you by your class. Instead, you gain a shade utility power of the same level or lower.

### Fleeting Shade

The power of the Shadowfell lets you shroud yourself from your foes, granting you a few precious moments to set up an attack or move to a place of safety. Even as the shadow that cloaks you dissipates, it continues to obscure you from your enemies' sight.

**Fleeting Shade** — Shade Utility 2

*You cloak yourself with strands of shadow that allow you to fight unseen.*

**Encounter ✦ Shadow**
**Minor Action** **Personal**
**Effect:** You become invisible until the end of your turn. In addition, you gain a +5 power bonus to Stealth checks until the end of your next turn.

## Twilight Torch

The soul of a shade holds the essence of the Shadowfell, but it also retains the light that emanated from the Astral Sea when the first mortals were created. This balance between light and darkness allows you to coalesce shadows around yourself at will.

**Twilight Torch** — Shade Utility 6

*The light of your soul commingles with the dark shard embedded within it, surrounding you with the concealing power of shadow.*

**At-Will ✦ Shadow, Zone**
**Minor Action** **Close** burst 1
**Effect:** The burst creates a zone of dim light that lasts until the end of your next turn or until you use this power again.

## Shadow Monsters

Your connection to the Shadowfell lets you reach deep within yourself, calling forth monsters composed of the dark essence of that realm. Shapeless shadow congeals around your foes in the form of ravening hounds, soaring shapes on dark wings, twisting black tentacles, or even fouler things.

**Shadow Monsters** — Shade Utility 10

*You call forth nightmare shadow monsters to strike at your foes' bodies and minds.*

**Daily ✦ Conjuration, Necrotic, Shadow**
**Standard Action** **Close** burst 3
**Effect:** You conjure four shadow monsters in four different unoccupied squares in the burst. The shadow monsters last until the end of the encounter. Once per round as a minor action, you can move the shadow monsters up to 4 squares each.

Enemies take a -2 penalty to attack rolls while adjacent to a shadow monster. Any enemy that ends its turn in the square of or adjacent to one or more shadow monsters takes 10 necrotic damage.

## Shadow Jump

As your own power grows, so too does the power of the shadow bound to your soul. With enough training and focus, you can use that dark essence to tap the planar energy of the Shadowfell and slip the bonds of space. When you use this power, a writhing cloud of black mist shrouds you as you shift from place to place.

**Shadow Jump** — Shade Utility 16

*The planar energy of the Shadowfell lets you slip away from danger, then step back into the world a safe distance away.*

**Encounter ✦ Shadow, Teleportation**
**Move Action** **Personal**
**Effect:** You teleport up to your speed.

## Five Darknesses

The Trail of Five Darknesses that you used to become a shade did not end with your rebirth. As you strengthen your bond with the Shadowfell, you unlock the secrets known only to your kind.

**Five Darknesses** — Shade Utility 22

*The essence of the Shadowfell flows freely within you, transforming you into living shadow that strikes fear into the hearts of nearby creatures.*

**Encounter ✦ Fear, Shadow**
**Minor Action** **Personal**
**Effect:** You gain 10 temporary hit points. Until the end of your next turn, you gain a fly speed equal to your speed, you are insubstantial and phasing, and creatures take a -2 penalty to attack rolls while adjacent to you.

*"The Trail of Five Darknesses is no easy path to follow. You say you are ready to make your own journey, to see where the trail ends? I can tell you this—the passage to immortality is unique to the individual. My experiences are my own, as are my fears and memories of that awful time. And if you emerge, clinging to the fragile thread that is life, expect no comfort and no kinship, for by embarking on this quest you sever ties with anyone you have ever loved. Are you ready? Are you truly prepared?"*

—Khasus,
High Dark of Fellwarren

# Vryloka

*Elegant aristocrat whose beauty conceals a secret thirst*

## Racial Traits

**Average Height:** 5′ 4″-6′ 2″
**Average Weight:** 110-200 lb.

**Ability Scores:** +2 Charisma; +2 Strength or +2 Dexterity
**Size:** Medium
**Speed:** 7 squares
**Vision:** Low-light

**Languages:** Common, choice of one other
**Skill Bonuses:** +2 Perception, +2 Stealth
**Blood Dependency:** When you are bloodied, your healing surge value drops by 2.
**Human Heritage:** You gain a +5 racial bonus to Bluff checks made to pass as a human.
**Living Dead:** Because your soul is tainted by undeath, you are both living and undead. If a power has different effects on living creatures and undead creatures, you choose which effect applies to you.
**Necrotic Resistance:** You have necrotic resistance equal to 5 + one-half your level.
**Vampiric Heritage:** When your class grants you a utility power after 1st level, you can forgo taking that power. Instead, you gain a vryloka utility power of the same level or lower.
**Lifeblood:** You have the *lifeblood* power.

**Lifeblood** — **Vryloka Racial Utility**

*An enemy's ebbing life grants you a surge of vitality.*

**Encounter**
**Free Action** **Personal**
**Trigger:** You kill or bloody an enemy.
**Effect:** You gain one of the following benefits.
- ✦ You shift up to your speed.
- ✦ You gain temporary hit points equal to 5 + one-half your level.
- ✦ You gain a +2 power bonus to attack rolls until the end of your next turn.

Uncounted centuries ago, in a land of mists and dark forests, the noble families of a now-forgotten kingdom sought a way to increase their life span beyond the meager years allotted to them by their human heritage. One evening, their elders were approached by a mysterious entity known only as the Red Witch—a scarlet-clad figure who held the key to their dreams. She offered to them a powerful blood-bonding ritual that would grant them the vitality of vampires without subjecting them to the taint of undeath. These human nobles became the first living vampires—blessed with great power gained at the price of their own vitality. In later centuries, these creatures became known by the name of the noble family that first forged the pact, the Vrylokas.

By carefully concealing their true nature, the first vrylokas quickly rose to power, becoming the rulers of their realm. In time, others learned of the dark accord that was the source of their power. An uprising of the vrylokas' human subjects soon followed, and their former kingdom was cast down and lost to the mists of time. However, the living vampires endured.

Over long generations, these deposed nobles managed to insinuate themselves into the upper classes of other nations, reestablishing their power and prestige. Paying attention to the lessons of their history, vrylokas go to great lengths to keep their true nature secret, living elaborately crafted double lives.

To the world at large, vrylokas are known as human nobles who were displaced from distant ancestral homelands. But even as they are welcomed into the upper circles of their adopted cultures, the vrylokas maintain their true society in the shadows—a dark court of living vampires constantly plotting for power against each other and the mortal races.

## Physical Qualities

Vrylokas were originally human, though the bloodbond ritual subtly changes their appearance. Vrylokas have dark gray or blue eyes that turn red when they are angered or excited. Their skin is uniformly pale, ranging from pinkish flesh to chalky white. Most vrylokas have hair in shades of red, from deep scarlet to strawberry blond. However, jet-black hair is found in rare individuals. A vryloka's upper canine teeth might appear slightly more pronounced than the human norm. However, unlike true vampires, vrylokas have no fangs.

Vrylokas favor clothing and weapons that reflect their ancient origin, from layered robes and tall headdresses to long jackets and trousers, or bodices and skirts. Vryloka garb is often subtly embroidered with bloodred roses and thorns—the symbols of the Red Witch. Vrylokas favor red accentuated with brass and black, and they regard rubies as the most precious of gems.

Vrylokas' armor is uniformly ornate, with their warriors favoring heavy plate. Their weapons are equally flamboyant, spiked and flourished with rubies and rose motifs.

The bloodbond ritual causes vrylokas to live to be three hundred years old or more, and they retain their energy and vitality to their dying days. The most powerful vrylokas are said to be immune to the effects of age, though they can be killed like any other mortal creature.

## Attitudes and Beliefs

The essence of the bloodbond ritual is the pursuit of eternal life, and the ritual's effects shape every vryloka's personality. Vrylokas are passionate creatures, capable of being overcome by blissful love or seething rage with equal ease. The grudges and affections of a vryloka can endure for centuries, sometimes passing from generation to generation.

The intensity of the vrylokas' passion often leads them to feelings of ennui and unrest. Their once-human minds cause them to appreciate the advance of years more than dwarves, elves, and other long-lived races do. As such, vrylokas spend their time searching for ways to entertain themselves. Some turn to intellectual endeavors, becoming renowned as artists or poets. Others seek gratification by pushing themselves to their physical limits through military service or adventuring. Most turn their distaste for world-weariness against each other, engaging in elaborate power games in which the common races are treated as possessions and pawns.

This culture of conflict is strengthened by the vrylokas' dedication to keeping their bloodlines sacred. A vryloka's duty is to family first, and even as rivalries tear competing families apart, there is no room for doubt or betrayal with regard to lineage. Like every other emotion, loyalty is all-consuming to a vryloka.

In rare cases, a vryloka develops this same degree of loyalty to outsiders—most often fellow adventurers with whom he or she has fallen in. Initially, such characters typically ensure that their outside loyalties do not impact their dedication to their kin. However, many vryloka adventurers eventually find themselves forced to make a choice between the bonds of friendship and those of family.

The vrylokas universally pay fealty to the Red Witch, whose actions created their race. That faith is built on a strong sense that the Red Witch and the Raven Queen are connected, though argument persists over whether the Red Witch existed as an exarch, an avatar, or even an aspect of the god of death. Whatever the truth, vrylokas of a religious bent treat the Red Witch and the Raven Queen as one and the same, and few adopt the faith of any other deity.

## Vryloka Communities

The nature of their race compels vrylokas to hide in plain sight within other cultures, typically by passing themselves off as human nobles from distant lands. Endearing themselves to local rulers, vrylokas strive to attain a measure of power and wealth that reflects the status their ancestors first enjoyed. At the same time, however, vrylokas maintain a shadow society of their own, engaging in vicious games of influence and power against their vryloka peers—and oblivious

TYLER WALPOLE

*A horde of orcs begins to break and run as a vryloka paladin cleaves through their ranks*

*A vryloka wizard brings forth shadowy skeletons to join the fight against a savage ettin*

of the harm they might cause to the mortal folk caught in the crossfire.

In their veiled society, vrylokas value the bond of blood above all other laws. Those who break this bond are typically exiled—shunned by vryloka society and forced to live in isolation among the common races. Some such vrylokas take up lives of wandering that lead them to join adventuring groups. Others undergo a dark breakdown as a result of their solitude, turning into bloodthirsty killers that prey on the folk around them.

## Vryloka Adventurers

Vrylokas are drawn to adventuring as a temporary means of battling the ennui that is the product of their long lives. However, having forged new bonds with those they fight alongside, vryloka adventurers make a choice to continue that life, even at the risk of turning their back on their blood and kin.

**Paladin** The path of the good or unaligned paladin would seem at odds with the dark history of the vrylokas. However, this class is relatively common among the living vampires, who dedicate their blades to the service of the Red Witch. Vryloka blackguards start out as enforcers serving the will of their family elders. Once on their own in the world, they augment their dark powers with a single-minded devotion to excel as adventuring warriors.

**Rogue** Vryloka adventurers commonly choose the path of the rogue, favoring daggers and other weapons designed for stealthy attacks. Information is power in the vrylokas' secret society, and vryloka rogues steal secrets as often as they acquire more traditional loot.

**Vampire** Despite their ties to vampirism, vrylokas maintain a strong taboo against the complete embrace of an undead existence. They seek eternal life, not the empty shell of an undead existence. A vryloka who becomes undead is an outcast, a pariah hunted for his or her corruption of the vryloka bloodlines. However, rumors abound of powerful vryloka nobles who have successfully hidden their vampiric nature for decades.

**Warlord** Vrylokas who become warlords seek to maximize the power they wield among their kin. That thirst for power makes them a target of retribution by other nobles, with exile being the most common result. Vryloka warlords at large in the world look for the opportunity to lead new allies, even as they try to prove themselves to their estranged kin.

TYLER WALPOLE

# Roleplaying a Vryloka

When creating a vryloka adventurer, here are a few points to consider.

**What you feel, you feel completely.** Vrylokas commit themselves entirely to every endeavor they undertake. As a vryloka, you take no half measures, and you freely abandon any goal for which you cannot feel true passion. By the same token, when you do commit to a task or a quest, you do whatever is necessary to see it through to the end—or die trying.

**The bonds of blood are strongest.** You were raised to believe that your devotion to family is stronger than any other bond. However, as you make your way in the wider world, you forge new bonds to compete with the old. If your family calls for your help, you will do everything possible to comply—except for turning on the friends who bleed beside you in battle, becoming your kin by bravery and deed. At some point, you might be called on to make a choice between old ties and new. If so, you will have to choose which family to follow.

**Experience is everything.** The dark ennui that threatens your race is a fate you intend to avoid. If you are presented with the opportunity of a new experience, you take it without hesitation, typically before worrying about what reward or payment you hope to gain. The world is full of exotic places to visit and deadly monsters to fight. The constant flow of experience—and the emotion that such experience brings—is what makes your life worth living.

**Vryloka Characteristics:** Ardent, daring, grudging, jaded, impulsive, passionate

**Vryloka Male Names:** Aurel, Bogdan, Claudiu, Grigore, Mircea, Stelian

**Vryloka Female Names:** Adela, Crina, Elzeny, Iulia, Mirela, Sanda

**Vryloka Family Names:** Dorgumir, Gavril, Ghenadie, Ionel, Loredana, Vasili

# Vryloka Utility Powers

When your vryloka character gains a class utility power after 1st level, you can forgo taking a power granted to you by your class. Instead, you gain a vryloka utility power of the same level or lower.

## Unnatural Vitality

The trait that gives your race its greatness is built on the power of life and blood. Like the true vampires you resemble, you can channel the life force of your enemies, stealing their vitality to grant yourself inhuman resilience.

**Unnatural Vitality** — **Vryloka Utility 2**

*You draw forth the life force of a fallen foe to gain sustenance and power.*

**Daily ✦ Shadow**
**Free Action** **Personal**
**Trigger:** You kill a nonminion enemy with a melee attack.
**Effect:** You gain a +2 power bonus to death saving throws and to saving throws against ongoing damage. In addition, you don't need to eat, drink, or breathe, making you immune to starvation and suffocation. These effects last until the end of your next extended rest.

## Bloodwolf Form

The bloodwolf, a rare beast native to the forests of your ancestral homeland, embodies the strength and power that is your birthright. This fell creature possesses magic that you can draw on through your bloodbond, channeling the bloodwolves' mastery of the hunt.

**Bloodwolf Form** — **Vryloka Utility 6**

*As you are cloaked in shadow, you take on the form of a wolf with glowing red eyes.*

**Daily ✦ Polymorph, Shadow**
**Minor Action** **Personal**
**Effect:** You assume the form of a bloodwolf until the end of the encounter. While in this form, you cannot attack, but you have darkvision, you ignore difficult terrain, and you gain a +5 power bonus to Athletics checks, Perception checks, and Stealth checks. As a minor action, you can switch between your normal form and your bloodwolf form.

## Crimson Wings

Vrylokas who master the *crimson wings* power learn to match the speed and resilience of flying hunters such as the red owl and the bloodhawk. Those who take the form of a bat are wary of that creature's mythical association with true vampires, yet sometimes strive to establish that connection in the minds of the common folk.

**Crimson Wings** — **Vryloka Utility 10**

*Your body fades into a haze of red and black shadow, re-forming as you take to the air.*

**Encounter ✦ Polymorph, Shadow**
**Minor Action** **Personal**
**Effect:** You assume the form of a Tiny flying creature, such as a bat, an owl, or a hawk. While in this form, you can't attack, but you gain a fly speed equal to your speed and a +2 power bonus to all defenses. You return to your normal form at the end of your next turn, or you can do so beforehand as a minor action. If you are flying when you return to your normal form, you descend to the ground without taking falling damage.

*Vryloka adventurers in bloodwolf form*

## Vryloka Bloodbond

The secret ritual taught to your ancestors by the Red Witch is part of you now. When one of your allies dies, you can invoke the ritual yourself to restore his or her life—but at what price?

**Vryloka Bloodbond** — Vryloka Utility 16

*A shimmering red glow moves from you to a dead ally, who suddenly shudders to life.*

**Daily ✦ Shadow**
**Standard Action** **Melee** 1
**Requirement:** You must have at least one healing surge remaining.
**Target:** One ally who died during this encounter as a result of failing three death saving throws.
**Effect:** You lose a healing surge, and the target comes back to life with hit points equal to his or her bloodied value. You are then weakened until the end of your next short rest or extended rest.
**Special:** If the target is human, the target's race can change to vryloka when he or she comes back to life, causing you to be weakened until the end of your next extended rest. Both you and the target must agree to the transformation, which can take place only with the DM's approval.

## Crimson Death

You have focused and honed your vampiric nature in combat, feeding off the life force of your fallen foes. Among your kind, you are known as Crimson Death, capable of entering a murderous ecstasy when an enemy expires.

**Crimson Death** — Vryloka Utility 22

*Your enemy's downfall awakens your thirst for blood and grants you a preternatural awareness of nearby foes.*

**Daily ✦ Shadow**
**Free Action** **Personal**
**Trigger:** You use your *lifeblood* racial power.
**Effect:** Instead of the *lifeblood* power's normal effect, you gain the following benefits until the end of the encounter.
- ✦ You gain a +2 power bonus to speed.
- ✦ You gain darkvision.
- ✦ Whenever you hit an enemy with a basic attack, the enemy also takes ongoing 10 damage (save ends).
- ✦ You have combat advantage against enemies taking ongoing damage.
- ✦ You gain 15 temporary hit points if you start your turn adjacent to an enemy taking ongoing damage.

RICHARD SARDINHA

# Dwarves

Most dwarves spend at least a part of their lives underground. Some toil in ancient mines. Others guard the endless tunnels that extend down into the Underdark, ready to warn of approaching enemies. The folk of the isolated dwarven realms consider sun, sea, and sky the stuff of legend. Even when they dwell among the other races, dwarves feel more comfortable within their living quarters and treasure vaults in the cellars of their workshops and businesses.

One might expect that those accustomed to living underground would have little to fear from the darkness. Familiarity with shadow, however, has only made dwarves more wary of it. Dwarven mythology abounds with tales of caverns that devour all light, strange creatures that leap from shadow to shadow, and skeletal dwarf lords whose greed keeps them forever bound to the darkness.

## The Lure of Shadow

The pursuit of shadow magic among the dwarves arises by need, not choice. The Citadel of the Rock was a mighty dwarven fortress that crumbled before a surprise invasion of drow. The citadel's lord, Arkad, led a valiant defense in the mines before his soldiers were cut down by the dark elves. Hoping to lure the drow away from the citadel, Arkad fled to a sealed mine shaft that led down into unquenchable darkness. The drow, all too familiar with the danger of shadow magic, refused to give chase and wrote the prince off for dead.

The drow forced the dwarves they captured into slavery, growing rich and decadent on the slaves' labor and the citadel's wealth. So it was that few noticed when drow patrols began to disappear. A few weeks later, the high priestess of Lolth was found murdered and stuffed into a cistern. Whispered rumors quickly spread among the slaves of a dwarf clad in black, with ashen skin and dull white hair. The drow sought out this rebel, but the patrols they sent to the citadel's lowest reaches never returned.

One morning, the dwarf slaves awoke to find their cells unlocked and dead drow scattered about the citadel. The drow matriarch's corpse sat slumped upon her throne, her face frozen in terror and a magic dagger driven into her heart—a weapon thought lost when Arkad disappeared into the darkness.

## The Obsidian Cave

In dwarf mythology, caves and passages under the influence of shadow magic are referred to as "black wells." In addition to their latent power, many feature portals or other links to the Shadowfell. Dwarves

NICO PHOTOS

***Whatever their races, creatures steeped in shadow often congregate to pursue their dark goals***

who seek out the power of a black well are typically desperate, mad, or both.

Dwarf communities banish or even execute clan members who turn to shadow magic, which they fear as a corrupting, evil force. Shadow magic's promises of power can spread through a stronghold like a disease, but are said to yield only weakness and ruin. For this reason, dwarves who embrace shadow magic turn their backs on their people, living among humans and other races.

Although a few dwarves learn to channel shadow magic on their own, those who master the power of the Shadowfell do so as members of an order known as the Obsidian Cave. Those in the order are typically outcasts, accused of heinous crimes and banished from dwarven society. Nonetheless, they wage a hidden war against the enemies of their people in the darkness of the world below.

Would-be members of the cabal must venture into the Shadowfell to the borders of the realm of the dead. There, they seek an isolated crag of black rock where the masters of the order dwell. This mountain, known as the Ebon Spire, is said to appear and disappear according to the strange currents of shadow magic that surround it. Legends say that only an exiled dwarf bereft of hope and determined to die in the service of the dwarven people can find this place.

A newcomer to the Ebon Spire faces a series of tests designed to ensure loyalty to the order and to the dwarven race. Such acolytes might be forced to endure days of unremitting hardship and torment. Other tests might send the initiate out into the world, tasked with slaying or spying on a known enemy of the dwarves. Only after surviving such tests is a dwarf initiated into the order—and given the full secrets of shadow magic.

Dwarves of the Obsidian Cave rarely deal with other dwarves, preferring instead to wage a singular war against orcs, drow, and other threats to their people. When dwarves of the order die, their souls return to the Ebon Spire, where they linger as spiteful undead spirits. For initiates of the Obsidian Cave, destroying the spirit of a fallen master serves as a final test of one's dedication.

*"Indeed, the Pale Court is a cursed lot, an assembly as vile any to darken the legacy of the eladrin people. Their crime, however, was not in their aesthetic obsession, but in their pride."*

—Allomar,
knight of Mithrendain

# Eladrin

The eladrin have long held a fascination with shadow magic. Their mastery of arcane forces stokes their curiosity when it comes to exploring new sources of power. To the eladrin, shadow magic is just another means of channeling arcane power, and they ignore the tales of horror and corruption that other races ascribe to it. As a result, individual eladrin sometimes fail to see the threat implicit in shadow magic until it is too late.

## The Pale Court

The Pale Court was once a gathering of the most beautiful and wondrous eladrin artisans and nobles. Through the use of illusions and similar magic, they clad themselves in unearthly wonder. Tales abound of worldly explorers who stumbled across the Pale Court's fey realm and starved to death, transfixed by its beauty and unable to look away.

In time, the Pale Court's arrogance grew so overwhelming that its members refused to associate with any but the most beautiful creatures. Other eladrin were allowed into the glades of the Pale Court only if they were deemed to be of acceptable aesthetic value. The court's hunters tracked down malformed creatures such as trolls and fomorians not out of any desire to drive back evil, but because such creatures offended their sight.

In time, however, the Pale Court began to lose its luster. Even the graceful aging that eladrin exhibit became a source of unrest among its members, for whom the illusion of youth was not enough. Marred by the ravages of time, the eladrin of the Pale Court soon fell to infighting and teetered on the brink of destruction.

Even as anger and hatred threatened to undo the Pale Court, an eladrin of unmatched grace and beauty appeared among its members. With his pale skin and raven-black hair, he was the envy of even the most arrogant nobles. Dazzled by this wondrous creature, many of the eladrin quickly embraced his offer of the secret of eternal youth. However, that gift carried a dark price.

Those eladrin who rejected the newcomer fought bravely against their fellows, but to no avail. When the battle was done, those who accepted the newcomer's boon were undone by treachery—given the gift of eternal life and youth, but as vampires. After slaking their newly awakened hunger on their defeated kin, the surviving eladrin traveled to the Shadowfell. There, the Pale Court persists, still clinging to its obsession with beauty and its hatred of imperfection.

Across all eladrin lands, rumors tell of how particularly beautiful eladrin sometimes disappear from their chambers in the dead of night without a trace.

MARK WINTERS

*The orb of an eladrin nethermancer keeps her safe from shadowy predators, which turn on a hapless goblin instead*

In this manner, it is said, the reputation of the Pale Court continually grows.

## The Twilight Phantoms

The Twilight Phantoms are a secretive guild of eladrin killers for hire. Its members are trained as practitioners of various professions, but they all specialize in secretly wielding shadow magic.

The Twilight Phantoms are forbidden by their guild's edicts from operating in the Feywild. Instead, they act as the hidden blade of the eladrin nobility, striking against threats from the mortal realm. Rumors abound of eladrin nobles, alarmed at the rise of a human or dwarf kingdom perilously close to a Feywild gate, who have dispatched the Twilight Phantoms to deal with the potential threat. Evidence of such actions remains scant, but accusations alone are enough to feed the suspicion of the eladrin that is common among some cultures.

The Twilight Phantoms maintain no permanent headquarters. Instead, they dwell among the mortal races while posing as merchants and other travelers from the Feywild. As part of a loose network, phantoms might spend years on their own before a parchment arrives with orders for a mission. Wrapped in red velvet, such orders are sealed with a sigil visible only to the guild's members, and which appears to nonmembers as nothing more than a blob of melted wax.

The order places the utmost emphasis on secrecy, and a single member typically knows only two or three other members. Each Twilight Phantom is chosen for his or her abject loyalty to the order, ensuring that whatever the guild's aims might be, its members will dutifully carry them out. In theory, only the guild's high master knows the identity of all members, and missions for the eladrin nobility are controlled by this office.

Rumors persist that the Twilight Phantoms have long since broken into smaller networks. A few of these still carry out orders solely on behalf of the eladrin, but the rest are said to have been infiltrated and seized by other masters. Some believe that the Pale Court now controls a significant portion of the order, which it is slowly bending to its will.

*"It was the shadow that concealed us during our flight from the bright lands. It was the shadow that enfolded us, sheltered us from the gods' wrath. And it is to shadow I pledge my loyalty without question."*

—Kreston, vryloka paladin

# Elves

To the far-ranging elves, the Shadowfell is yet another vista to explore. History teaches elves that ignorance is dangerous. Elven wisdom dictates that mysteries should be investigated and secrets plucked from hiding, in case the unknown conceals a perilous truth. The world of shadow contains countless such enigmas, as does the magic rooted in the Shadowfell.

## Gloaming Hearts

In the depths of primeval forests and woodlands untouched by calloused hands are groves of mighty trees that shade the forest floor from almost all light. Under the canopy of these trees, the brightest day becomes mere twilight. Night is like the spaces among the stars, blacker than black.

In some of these locales, elven tales say, the Shadowfell touches the world. The cavelike environment is cool, despite rotting timber and leaves, giving off a chill even in the summer. Trees loom with a sinister aspect. Creatures that feed on decay, such as insects and spiders, take refuge among the trunks and branches. Apparitions of long-dead animals appear on the edge of firelight, and voices of the departed can be heard whispering in the still air. The magic of shadow and death is enhanced.

Despite the macabre nature of such surroundings, elves acknowledge these places as part of the natural order. Elves can see past the forbidding exterior to the eerie beauty of these dim realms. Some elves are attracted to the gloom and what it might hide. Over the centuries, more than one elven settlement has sprung up in or near a lightless wood. Among elves, these settlements are known as gloaming hearts.

Gloaming hearts are difficult to find. Most are found in the center of elven territories, so only friends of the elves have a chance to make their way to one. Legends about the forest that surrounds one, some of which elves create and spread, can keep even elven allies away. The truth works to do the same, since those who are familiar with gloaming hearts know that they can contain crossings to the Shadowfell. Gloaming hearts are also where surrounding elven communities send their dead, and undead creatures that are welcoming only to elves might dwell within.

Elves of the gloaming hearts deal with death and shadow, and they revere the Raven Queen and Sehanine. Although they are far from morbid, these elves are the keepers of the departed and the caretakers of the oldest elven lore. To perform their duties or to further delve into the unknown, numerous gloaming heart elves give a small piece of their soul "to the dark side of the moon" to learn shadow magic. Other elves who wish to explore shadow magic often travel to a gloaming heart to do so.

Elf clerics of the death domain, tending to the needs of the dead and the bereaved, are common in gloaming hearts. Perhaps more than other elves, such priests are lovers of life and foes of those who use shadow magic for the sake of evil. Elf illusionists, necromancers, and nethermancers hone their arts in gloaming hearts. Primal magic that evokes elf ancestors is also a customary practice among gloaming heart elves who have real power.

## Dusk Elves

In the ancient war against Lolth and the drow—a conflict that divided kin and sundered age-old relationships—some elves could not bear to take sides. Among them were those who had once favored Lolth's overbold teachings and others who had loved Corellon best. All of these neutral parties renounced their alliances and were among the first elves to flee the Feywild for the world. Corellon and Lolth, as well as their loyalists, branded the abstainers as cowards and traitors. Sehanine instead protected these individualistic elves for cleaving to a personal code and following her ways. Dusk elves were born as Sehanine's chosen people.

In the intervening centuries since the great war, Corellon's wrath has cooled, and most elves are ignorant of the stance of their primeval kin against the dusk elves. Lolth and her followers have not forgotten, however, and neither have the dusk elves. They remain hidden and apart, in the shadow between legend and history.

Dusk elves live in hidden enclaves, which they protect fiercely. They are not like other elves. When an elf might be expected to be joyous, a dusk elf is staid, and when an elf might be expected to be rash, a dusk elf is cautious. Dusk elves call on Sehanine, the Raven Queen, and Melora, by tradition never lifting prayer or song to Corellon, who rejected them in his anger. Given to darker moods and emotions, dusk elves hate Lolth and the drow more fervently than their lighter-hearted kin do.

By turning from fey conventions to self-imposed exile and veneration of Sehanine, the dusk elves embraced a unique path. Although they grieve over their banishment in song and story, few desire to return to past glories. Instead, dusk elves seek power and favor in unusual places. Individual dusk elves are just as likely as other elves to go into the wider world, but dusk elves do so without revealing their true heritage until they have proven their worth in word and deed. On this path, they are more likely to utilize illusion, trickery, stealth, and shadow magic than any other elves.

# Halflings



Halflings have never been renowned for their skill with magic, but much of that reputation is due to their low profile. Halflings like the fact that bigger folks consistently underestimate them, and they go to great lengths to keep their knowledge of magic a secret. Among the halflings, fewer secrets are better kept than mastery of the magic of the Shadowfell.

Halflings are no more likely to master shadow magic than any other race is. However, when a halfling does learn to command the power of shadow, it is typically not for the personal gain that others seek, but for the good of the tribe that is the center of halfling society. The leaders of halfling wagon and raft caravans have learned that the best way to deal with a threat is sometimes to simply step around it.

A halfling clan that is ambushed by brigands or that stumbles into a war zone can seek sanctuary in the Shadowfell, slipping across the planar boundaries to bypass the conflict. Such forays into shadow carry their own risks, which is why halflings learn to recognize the ebb and flow of shadow's power. Only by the precise plotting of a safe course can the safety of the clan be assured.

## The Bleak Paths

The desolate stretches of road and river where the Shadowfell bleeds over into the world, known as the Bleak Paths, allow travel to and from that dark realm. The power of shadow and death invariably infuses such locations, which are the sites of terrible crimes, large-scale tragedies, or powerful rituals that channel shadow magic.

Most of those who travel the Bleak Paths do so by performing the rituals needed to access them. In some cases, however, a traveler can stumble into the Shadowfell along such a road without warning. Such sudden disappearances might coincide with the manifestation of undead or shadow monsters in an area, and could depend on the nature of the event that created the Bleak Path.

One of the most infamous Bleak Paths lies within the Nentir Vale, on an overgrown track that crosses the Gray Downs. In ages past, a hill clan war chief walking in the company of his bride was set upon by the chief's brother, eager to seize control of the tribe. In a deadly ambush, the chief and his beloved were cut down by a hail of arrows as they walked hand in hand along the path.

To this day, travelers that follow this ancient track are cautioned to never make physical contact with their companions as they walk. Legends tell of how those who do so near the location of the ambush are pulled into the Shadowfell as they inadvertently mimic the doomed couple's last steps.

*The Phantom Blades strike without warning, then vanish into the darkness*

*"It is not for personal gain that we dabble in darkness. Rather, it is to protect our people and what is rightfully ours."*

—Callie Darkdagger of the Phantom Blades

The spiritual imprint that death makes on an area is the key to accessing a Bleak Path. As such, the halflings' mastery of lore and secrets allows their scouts and clan leaders to accumulate untold numbers of such keys. This information, along with maps showing the locations of Bleak Paths across the lands in which halflings travel, is greatly treasured by the clans that possess it.

The lore of the Bleak Paths is concealed within otherwise mundane-looking maps. Vanishing ink made visible only by the light of a full moon, secret symbols woven into a map's decorative borders, and codes carefully worked into place names and histories protect this precious secret.

## The Phantom Blades

The Phantom Blades are a cabal of halfling shadow magic-wielders who patrol the waterways and paths on which their people wander. They keep the Bleak Paths secret, hunting down members of other races who steal and misuse the lore of such sites.

By using their own knowledge of the Bleak Paths, the Phantom Blades specialize in setting up ambushes for their enemies. More than one kobold or goblin war party in stealthy pursuit of a halfling clan has been suddenly assaulted by halfling warriors who appear from nowhere as they step from the Shadowfell into the world.

Their fanatic dedication to defending their people sometimes causes the Phantom Blades to cross the line between protection and aggression. A human trader who overcharges only halflings for his goods might be targeted for vengeance. Likewise, the Phantom Blades have been known to resort to banditry on the Bleak Paths to settle old grudges with other folk. Such grudges can trace their roots to injustices visited on the halflings in the distant past. However, for some Phantom Blades, such slights are an excuse to raid, pillage, and murder in the present day.

STEVE ELLIS

# Humans

No border is too daunting for bold humans, no unexplored land too distant. Passion and ambition, of both light and dark varieties, push humans into new places, sometimes against their better judgment. A willingness to take great risks for a number of reasons leads humans across boundaries that others might hesitate to cross. Shadow magic is far from uncommon among humans, who put such power to any number of purposes.

## First in Shadow

History and the events of the present show humans to be impulsive and daring. They are also short-lived compared to many other races. Concern over their mortality can make humans try harder to give their existence meaning or to extend their lives. All these factors have guided humans of the past toward exploring and living in the Shadowfell, as well as tapping shadow for eldritch power.

Long ago, a tribal nation of humans in the world feared death above all else. They saw how Nerull, who was god of death then, abused the souls of the dead. None living could tell where the soul went after death if it passed out of creation, which most souls did. The existing gods were too demanding, and devils too depraved, to be trusted in the arena of possible immortality. When the Raven Queen claimed Nerull's throne over his broken body, these humans sought to deal with death herself. The Raven Queen granted them vigor and longevity for their fealty, and bade them move into the Shadowfell. They became the shadar-kai, able to do as they wish as long as they serve the Raven Queen.

It is said that even before they became a unique race, these precursors of the shadar-kai founded the oldest part of the settlement now known as Gloomwrought. This first section was a black hall in which followers of Nerull still lurked. The early shadar-kai sent these foul cultists to the grave and claimed Gloomwrought for themselves. Like a living creature, the city responded and grew to accommodate its new inhabitants. And so it still does, having passed over the years from the shadar-kai back into human dominance—unless its mysterious caretakers, the keepers, are its true masters.

Since ancient days, humans have rightly seen the Shadowfell as a place where powerful and secret places, people, and items are lost or imprisoned. Orcus cast the entire city of Moil into the Plane of Shadow, where it still exists and holds its mysteries and treasures. Nameless forces drag those who have committed heinous crimes into mist-shrouded private hells, known as domains of dread, in the Shadowfell. The influence of those in such realms can reach beyond their prisons, and similarly, the marks that mighty beings leave behind linger in the dim realm as vestiges that can be called upon for power.

Humans have ever found reasons to go to the Shadowfell and deal with beings there. These motivations are as diverse as the supernatural gifts that can be gained through such exploration.

## Dark Teachings

Other races label humans as curious and ambitious, with both reasonability and some measure of disdain. Humans' curiosity is rooted in the adage that knowledge leads to power. Humans have a reputation for seeking knowledge, too often and too fervently, with little heed to the consequences. That tendency, however chancy, means that humans accumulate information and create institutions to disseminate that information for a price.

The Tenebrous Cabal, based in Gloomwrought, is such an organization. Most people agree that a human or a group of humans founded the cabal to study shadow and the eerie powers that can be had from that learning. Rumor and innuendo surround the actual names of those founding few, including Evard, Maikedhon, Gorm the Hidden, and even Acererak. Gaining admittance to the cabal involves undertaking a perilous task for its benefit. A few, however, get in by means of relationships with current members or the influence of a patron. The cabal has a reputation for apolitical behavior and little concern for moral judgments. It is a ruthless meritocracy in which the capable climb to the top over defeated rivals.

The White Lotus Academy, which the human wizard Daniorra helped establish before Nerath's fall, has a staunchly academic stance toward arcane magic and the study of the shadow arts. Known for admitting students based on talent and tuition, the school also has a reputation that is far less sinister than that of the Tenebrous Cabal. The instructors discourage full devotion to shadow magic due to the strain that such concentration puts on a student's soul. However, more than one academy scholar has crossed that line without censure. Policies forbid the use of black magic in the academy, but the administration remains hands-off as long as shadow practitioners remain within reasonable moral bounds. In fact, Marovic, the current headmaster of the school, is an illusionist who learned from a master in the Shadowfell. Marovic refuses to speak further about his teacher.

CHAPTER 4

# Shadow Options

THE POWER of shadow magic is available to anyone willing to pay its price. A wizard skilled in arcane magic, a devout cleric schooled in the deepest mysteries of the divine, or a valiant fighter who has seen a hundred battlefields—all these worthies can turn their eyes to the power of shadow and accept its gifts. The strange currents of shadow magic flow even stronger for those mortals who yearn to control it, as if the darkness can sense their hunger.

This chapter provides a number of options for characters of any class or race.

**Paragon Paths:** The world of shadow conceals a multitude of secrets. The paragon paths presented here allow characters to delve into shadow magic's mysteries.

**Epic Destinies:** Some characters are born with their destinies intrinsically tied to the power of shadow. Others are chosen by the shadow or its masters—most notably the Raven Queen—to undertake epic deeds in the name of darkness.

**Feats:** Whether your character is interested in dabbling in shadow magic, has ties to the Shadowfell, or wishes to make use of feats of stealth and subterfuge, this section offers plenty of options.

**Magic Items:** Artisans have learned to distill shadow magic into physical forms, creating powerful weapons, armor, and relics that channel the power of darkness.

*"Contrary to my peer's position regarding shadow magic, I still believe it is possible to access the power in darkness without contaminating the soul or at least without succumbing to the evil that such magic invites. There are many paths to shadow, some darker than others. It is your choice whether you use shadow to work evil or to rise above the temptation and turn darkness against itself."*

—Mordenkainen, *Dark Reflections*

## Paths of Shadow

The paragon paths presented in this chapter are sets of specialized abilities that you gain in place of your class's built-in paragon path (if it has one). Each path has some connection to shadow magic, representing special training or ties to the Shadowfell. In either case, a paragon path allows you to alter your character in fundamental ways.

A paragon path includes features and powers assigned to certain character levels. If you choose a path, you gain the benefits noted for each specific level.

### Your Character's Path

A paragon path represents an important commitment on the part of your character. It provides abilities and powers that remain with you throughout the paragon and epic tiers. In addition, many paragon paths are linked to an organization or an ethos—often the one that first helped to create the path, and through which your character will learn to master the abilities granted by the path.

Consider how your character interacts with his or her paragon path. Does a paragon path have a connection to an order that your character has long sought to join? Does a path connect to your character's background or history in some way? Has your character been in previous contact with other members of the path's order or guild? Establishing these sorts of connections between a paragon path, your character's life, and the campaign as a whole can help make that path more than just a collection of bonuses and abilities.

### Choosing a Paragon Path

From a mechanical perspective, consider the following points when you choose a paragon path for your character.

**Prerequisite:** You must meet any prerequisites noted for a paragon path. These can include belonging to a specific class or race, having training in a specific skill, or having access to a specific power source or ability. If your character does not meet the

JIM NELSON

*Halfling shadowthief*

prerequisites for a paragon path, you cannot select that path.

**Attacks and Powers:** When you are considering a paragon path, pay attention to the powers it offers. Do attack powers require a weapon or an implement? Which attributes modify a power's attack rolls and damage rolls? Even though you qualify for a paragon path, you might find that your character is not a good fit for the path's powers.

**Synergy:** When looking at a paragon path, consider how its powers and features mesh with your character's personality and approach to play. Sometimes, working against the norm can make for a memorable, unique character. A wizard who loves being at the center of a fight might be better off considering a combat-focused paragon path than a path built for more traditional wizard characters. Some fighters can make good use of a stealth-oriented paragon path. For others, a knack for hiding would hinder their ability to stay in the thick of combat.

## Taking a Paragon Path

Applying a paragon path to your character is easy, and depends on what type of class your character is.

Some classes already include a built-in paragon path in their advancement, as noted in the class's paragon tier table. Your class's paragon path entry includes a list of powers and features provided by the path. If you choose a different paragon path, you do not gain those class features and benefits. Instead, you receive the features and benefits of your chosen path.

If your class does not already include a built-in paragon path, you can take any paragon path of your choice. If the class includes no mention of a paragon path, then it falls into this category. You gain the benefits and features of your chosen paragon path in addition to your class's features as you gain levels.

# Shadows of Destiny

Everyone's destiny is different. Although your fate is probably tied closely to the fortunes of your companions, you and your path are unique. To embrace shadow magic is to cleave closely to the bonds of fate and death. The Shadowfell is home to those aspects of the cosmos, as well as to the god who embodies them, the Raven Queen. Your future is shaped by your choices, as well as the choices others make about you. You have chosen your course until now, and perhaps you still might, but greater forces could call you into eternal service in ways you could not have imagined as a lesser mortal.

This chapter provides epic destinies that are alternatives to epic destinies appearing in other Dungeons & Dragons supplements. Each one is a thematic way to cap your career as an adventurer, whether you've used shadow magic or an entity of shadow has chosen you as its champion. If you choose one of the epic destinies here, you gain that destiny's features and powers in place of any other possibilities. Choose well.

*"We nearly lost ourselves in the dark time as slaves to the fomorians, but we never lost hope. We needed an edge, and we found it in magic."*

—Pog, gnome hero

RAVEN MIMURA

# Paragon Paths

The following paragon paths are available to any character who meets the prerequisites.

## Battleweaver

**Prerequisite:** Any arcane class, at least two illusion at-will or encounter powers

You have adapted your arcane talents to control the field of battle. Your tradition originated with gnomes of the Feydark, who escaped their fomorian masters by mastering shadow magic to make their innate talent for illusions even more potent. Like those gnomes, you are an illusionist at heart, building your tactics on deception and misdirection. The shadowstuff you infuse into your spells makes those illusions a tangible part of the battlefield.

### Level 11: Hindering Illusion

When you enter an opponent's mind to craft your illusions, you hinder the foe's ability to engage with the terrain around it.

**Benefit:** Whenever you hit a creature with an at-will illusion attack power, the creature is slowed until the end of your next turn.

### Level 11: Weaver's Action

When you push yourself in battle, you bind strands of shadowstuff into your illusions, shackling the minds of your foes and taking advantage of their confusion.

**Benefit:** When you spend an action point to use an illusion attack power, you have combat advantage against each target of the power. In addition, for each target you hit with the power, you can shift up to 2 squares as a free action.

### Level 11: Battleweave

Your signature illusion warps the battlefield around your opponents. As they struggle to navigate the illusory terrain you lay down around them, you and your allies can take advantage of their distraction.

**Benefit:** You gain the *battleweave* power.

**Battleweave** — Battleweaver Attack 11

*Shadow unfurls from your hands to surround your foes, setting up a haze of swirling darkness that leaves them at your mercy.*

**Encounter ✦ Arcane, Illusion, Implement, Psychic, Shadow**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in the burst
**Attack:** Intelligence or Charisma vs. Will
**Hit:** 2d6+ Intelligence or Charisma modifier psychic damage, and the target is slowed and grants combat advantage until the end of your next turn.

### Level 12: Illusory Shelter

Just as you learn to warp the battlefield to hinder your foes, you can protect your allies with the same magic, manipulating strands of light and shadow into an impenetrable protective weave.

**Benefit:** You gain the *illusory shelter* power.

**Illusory Shelter** — Battleweaver Utility 12

*You call forth the illusion of a bunker, a wall, or some other concealing structure to shield you and your allies from enemy eyes.*

**Daily ✦ Arcane, Illusion, Shadow, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Effect:** The burst creates a zone that lasts until the end of your next turn. Your allies gain partial concealment while in the zone. In addition, you can place the following illusions anywhere in the zone: 2 squares of difficult terrain that allies can ignore, and one wall 3 of blocking terrain.
**Sustain Minor:** The zone persists until the end of your next turn.

### Level 16: Pierce Illusion

Your mastery of illusions is second to none, and your powerful images undermine the minds of your foes.

**Benefit:** Any enemy takes a –2 penalty to its first saving throw against the effects of your illusion powers.

### Level 20: Reshape Battlefield

As you reach the pinnacle of the battleweaver's art, you master a powerful illusion that can transform the battlefield to your liking.

**Benefit:** You gain the *reshape battlefield* power.

**Reshape Battlefield** — Battleweaver Attack 20

*You call forth shadowstuff to take the form of piles of rubble, rampart walls, obscuring mist, and deadly spikes to hinder your foes.*

**Daily ✦ Arcane, Illusion, Psychic, Shadow**
**Standard Action** **Area** burst 3 within 10 squares
**Target:** Each enemy in the burst
**Attack:** Intelligence or Charisma vs. Will
**Hit:** 3d6 + Intelligence or Charisma psychic damage.
**Effect:** You can distribute the following shadow terrain throughout the area of the burst.

- ✦ 5 squares of difficult terrain that allies can ignore.
- ✦ Two walls 3 of blocking terrain.
- ✦ 2 heavily obscured squares.
- ✦ 2 squares of caltrops. Any enemy that enters a caltrops square or ends its turn there takes damage equal to your Intelligence or Charisma modifier.

Once distributed, the shadow terrain is stationary and cannot be moved. The shadow terrain lasts until the end of the encounter or until you end this effect as a minor action.

# Dark Watcher

**Prerequisite:** Good or lawful good alignment

The ancient order of the dark watchers was founded by arcanists who mastered the power of shadow, then matched that power with a righteous understanding of the light of life and the Astral Sea. As a dark watcher, you are a vigilant guardian of the light of life and the natural world. The power taught to you by the order grants you unmatched defensive prowess, allowing you to protect yourself and your allies from the forces of darkness. Only by embracing the shadow can its corruption be turned to light—or so you believe.

## Level 11: Righteous Vigilance

When you take advantage of a foe caught off guard, you can strike to sap its strength rather than wound its flesh.

**Benefit:** When you hit an enemy with an opportunity attack that deals damage, you can choose to deal no damage with the attack. Instead, the enemy is weakened until the end of your next turn.

## Level 11: Righteous Beacon

When the forces of darkness must be held at bay, you become a beacon of righteousness whose light gives strength to your allies.

**Benefit:** Whenever you spend an action point, you can choose to project bright light out to 5 squares until the end of your next turn. While in this light, allies gain a +4 bonus to all defenses and do not provoke opportunity attacks.

## Level 11: Call for Vigilance

As an opponent of all that is dark, you weave unseen power around your allies to protect them even when you cannot.

**Benefit:** You gain the *call for vigilance* power.

**Call for Vigilance** — Dark Watcher Attack 11

*An intangible field of protection unfurls around you, keeping a vigilant watch on your allies and blinding those who dare attack them.*

**Encounter ✦ Shadow**
**Immediate Reaction** **Close** burst 5
**Trigger:** An enemy within 5 squares of you attacks one or more of your allies.
**Target:** The triggering enemy in the burst
**Effect:** The target is blinded until the end of its next turn.

## Level 12: Constant Vigilance

The connection you forge with your allies makes you aware when one of them falls in combat. In the blink of an eye, you slip through the realm of shadow, bypassing any foe or obstruction to come to that ally's aid.

**Benefit:** You gain the *constant vigilance* power.

**Constant Vigilance** — Dark Watcher Utility 12

*You appear at the side of a dying ally to grant the power of healing.*

**Daily ✦ Healing, Shadow, Teleportation**
**Immediate Reaction** **Close** burst 10
**Trigger:** An ally within 10 squares of you drops to 0 hit points or fewer.
**Target:** The triggering ally in the burst
**Effect:** You teleport adjacent to the target, and the target can spend a healing surge.

## Level 16: Never Surrender to Darkness

Having touched the Shadowfell, you have learned to resist the inexorable pull of the plane of the dead. This power makes your presence an inspiration to your allies whenever they fight for life.

**Benefit:** You die after failing four death saving throws, instead of three. While within 10 squares of you, allies gain a +2 bonus to death saving throws.

## Level 20: Righteous Disruption

Your mastery of the magic of light and shadow lets you tap into and unravel the life force of your foes. Your allies can quickly gain the advantage over a creature torn apart by your wrath.

**Benefit:** You gain the *righteous disruption* power.

**Righteous Disruption** — Dark Watcher Attack 20

*A ray of scintillating light and shadow strikes your foe, disrupting its life force and leaving it at your allies' mercy.*

**Daily ✦ Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Effect:** Your allies gain a +2 power bonus to attack rolls and a +5 power bonus to damage rolls against the target. In addition, the target takes a -2 penalty to attack rolls. These effects last until the end of the encounter.

# Disciple of Razaundra

**Prerequisite:** Warlock, gloom pact

You have made your warlock's pact with the shadow demon Razaundra, a creature of unmatched anger and rage. Once a powerful demon in service to Lolth, Razaundra forges pacts with ambitious warlocks, teaching them to control and channel their anger. In the hands of her disciples, rage becomes a force as deadly as any magic, and Razaundra's shadow warlocks can lace their curses with pure fury. You have learned to channel and manipulate the power of rage.

## Level 11: Curse of Crimson Darkness

Like all disciples of Razaundra, you were chosen for your bloodlust, then taught how to control this rage. As battle escalates around you, you are filled with a roiling red darkness that you can direct at your foes.

**Benefit:** When you hit with an encounter or daily warlock attack power or disciple of Razaundra attack power, you gain a +2 bonus to the damage roll. This bonus increases to +4 if you are bloodied.

## Level 11: Maelstrom of Rage

You usually direct your rage at a single enemy, but when your fury peaks, no one is safe. Your anger becomes a storm of shadows that flares out beyond your chosen foe.

**Benefit:** When you spend an action point to make an attack, one enemy within 5 squares of one target of that attack takes cold and necrotic damage equal to 5 + your Charisma modifier.

## Level 11: Razaundra's Lash

Razaundra advocates controlled anger, but her own rage toward Lolth shows that not all anger can be contained. Inspired by her fury, you mimic the dread lash she wields to spread agony among your foes.

**Benefit:** You gain the *Razaundra's lash* power.

**Razaundra's Lash** Disciple of Razaundra Attack 11

*A red lash appears in your hand, laying into your foes and leaving them in anguish.*

**Encounter ✦ Arcane, Implement, Shadow**
**Standard Action** **Ranged** 5
**Target:** One or two enemies
**Attack:** Charisma vs. Will
**Hit:** 1d10 + Charisma modifier damage, and the target is weakened until the end of your next turn. You gain a +5 bonus to the damage roll if you are bloodied.

## Level 12: Cascade of Fury

Waves of anger flow from you like heat roiling above the desert sands. You release this rage in a pulse of power that leaves your foes reeling.

**Benefit:** You gain the *cascade of fury* power.

**Cascade of Fury** Disciple of Razaundra Utility 12

*When you release your fury, Razaundra's wrath distracts your foes to leave them at your mercy.*

**Encounter ✦ Arcane, Shadow**
**Minor Action** **Personal**
**Effect:** Until the end of your turn, all enemies grant combat advantage to you.

## Level 16: Redirected Anger

You are not content with concentrating on and slaying only a single foe. When you destroy an enemy, you redirect the passion and rage that went into that kill, slamming another enemy with the force of your fury.

**Benefit:** Once per encounter, when you reduce an enemy to 0 hit points on your turn, you can use a warlock at-will attack power as a minor action before the end of your turn. You can use the power as a free action if you are bloodied.

## Level 20: Open the Dark Floodgates

You have achieved such mastery over your rage that you can unleash it as a force unto itself, feeling it tear free from you with violence all its own. When you surrender yourself to the darkness in this way, you channel a power that few can withstand.

**Benefit:** You gain the *open the dark floodgates* power.

**Open the Dark Floodgates** Disciple of Razaundra Attack 20

*The rage that wells up inside you is a dark storm whose force is felt by you and your foe alike.*

**Daily ✦ Arcane, Implement, Necrotic, Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier necrotic damage, and the target is stunned (save ends). You are dazed until the end of your next turn.
**Aftereffect:** The target is dazed (save ends). While the target is dazed by this aftereffect, your attacks must include the nearest enemy that you can see. In addition, you gain a +2 power bonus to attack rolls and a +5 power bonus to damage rolls.
**Miss:** Half damage, and the target is dazed (save ends).

# Dusk Oracle

**Prerequisite:** Training in Insight and Religion

The spirits of the dead hold the accumulated lore of all creatures that once lived. Through the art of the dusk oracle, you have learned to call forth the ephemeral shades of the dead to answer questions and help you battle your foes. Whether you are a character capable of tapping into these endless memories or an empathic mortal called upon by the gods, your search for knowledge is guided by the whispers of the dead.

## Level 11: Oracle's Insight

You question the deceased, gaining insight into their memories. Faint spirits whisper directions and instructions to guide you toward your goals.

**Benefit:** You can ask the corpse of any intelligent creature a single question and receive an answer. The corpse knows what the creature knew in life and what has occurred near the area where its body fell. The corpse answers truthfully, though sometimes cryptically.

## Level 11: Predicted Action

As you push yourself to the limit, you call on the spirits of the dead to correct your aim or to point out weaknesses in your opponent's defenses. At times, you can share these insights with an ally.

**Benefit:** When you spend an action point to make an attack, the attack is against the lowest of each target's Fortitude, Reflex, or Will. If you spend an action point to take an action that grants an attack to an ally, you can apply this benefit to the ally instead of to yourself.

## Level 11: Foreseen Hit

In the heat of combat, you listen to the shades surrounding you and use their expertise to your advantage.

**Benefit:** You gain the *foreseen hit* power.

**Foreseen Hit** — Dusk Oracle Attack 11

*The unseen dead point out the gaps in your opponent's defenses, even as they suffuse your attack with the dark energy of the Shadowfell.*

**Encounter ✦ Cold, Necrotic, Shadow**
**No Action** — **Personal**
**Trigger:** You make a basic attack or use an at-will attack power against an enemy.
**Effect:** The triggering attack targets the lowest of the enemy's Fortitude, Reflex, or Will. On a hit, the attack deals extra necrotic and cold damage equal to 3 + your Wisdom or Charisma modifier, and the target is slowed until the end of your next turn.

## Level 12: Predicted Outcome

You augment your own knowledge by drawing on the shadowy memories of the dead, seeking ancient wisdom and insight to guide your actions.

**Benefit:** You gain the *predicted outcome* power.

**Predicted Outcome** — Dusk Oracle Utility 12

*Sifting through the whispering voices of the spirits that surround you, you find one with expertise in the task at hand.*

**Daily ✦ Shadow**
**Minor Action** — **Personal**
**Effect:** Until the end of your next turn, you gain a power bonus to skill checks with one chosen skill. The bonus is equal to your Wisdom or Charisma modifier.
**Sustain Minor:** The effect persists until the end of your next turn.
**Sustain Standard:** The effect persists until the end of your next turn, and you can choose a new skill.

## Level 16: Oracular Insight

When your opponent's guard is down, the whispering spirits you summon allow you to bypass the enemy's defenses with expert accuracy.

**Benefit:** While you have combat advantage against an enemy, any resistance it has against your attacks is reduced by 10.

## Level 20: Foreseen Battle

Having earned the trust and respect of your spirit guides, you can call upon them to fight at your side.

**Benefit:** You gain the *foreseen battle* power.

**Foreseen Battle** — Dusk Oracle Attack 20

*A torrent of shadow pierces your opponent to the soul, feeding you insight that you use to guide your allies.*

**Daily ✦ Implement, Necrotic, Shadow**
**Standard Action** — **Ranged** 10
**Target:** One creature
**Attack:** Wisdom or Charisma vs. Fortitude, Reflex, Will. You make one attack roll. If it hits at least one of the three defenses, the attack hits.
**Hit:** 3d10 + Wisdom or Charisma modifier necrotic damage. If you hit at least two defenses, the target takes a -2 penalty to attack rolls (save ends). If you hit all three defenses, the target is also weakened (save ends all).
**Miss:** Half damage.

# Nocturnal

**Prerequisite:** Any primal class

Your innate connection to shadow, night, and the freedom you find within the darkness led you to the nocturnal path. By embracing this connection, you begin to wield the power shared by the shadowy predators that preceded you. You can step between this world and the world of shadow, summoning the aid of your nocturnal packmates from that shadow in times of need.

## Level 11: Nightstrider

As a nocturnal predator, you stride in and out of the Shadowfell at will. When you launch yourself at an enemy, the barriers thrown up by the material world are of no concern.

**Benefit:** When you charge a creature that you can see, you are phasing during the charge's movement.

## Level 11: Nocturnal Frenzy

In the thick of battle, blood calls to blood. When you push yourself to the limit, each successful strike unleashes greater fury.

**Benefit:** When you spend an action point to use an at-will attack power that hits at least one target, you can then charge as a free action.

## Level 11: Savor the Black Blood

You are a creature of the hunt, drawing strength from the fear of your prey as you stalk it. When the moment comes to strike, your dark bloodlust revitalizes you as you lay into your foe.

**Benefit:** You gain the *savor the black blood* power.

**Savor the Black Blood** — **Nocturnal Attack 11**

*You drive into your foe with a brutal attack, replenishing your strength as you drink deep of its life force.*

**Encounter ✦ Primal, Shadow**
**No Action** **Melee** 1
**Trigger:** You hit an adjacent creature with a melee attack.
**Target:** The creature you hit
**Effect:** The target takes 10 extra damage, and you gain 10 temporary hit points.

## Level 12: Summon the Shadow Pack

As your status in the shadow pack rises, you are able to summon others of your kind to your aid. Your call brings forth giant birds of prey, great cats, and other predators whose shadowy forms shift and flow around you.

**Benefit:** You gain the *summon the shadow pack* power.

**Summon the Shadow Pack** — **Nocturnal Utility 12**

*A feral howl heralds the arrival of your packmates, who slip around your foes to aid you and your allies.*

**Daily ✦ Conjuration, Primal, Shadow**
**Minor Action** **Ranged** 10
**Effect:** You conjure up to five shadow pack members in unoccupied squares within range that are adjacent to one or more enemies. The pack members last until the end of your next turn. Pack members can flank with you and your allies. As a move action, you can move any or all pack members up to 6 squares each.
**Sustain Minor:** The pack members persist until the end of your next turn.

## Level 16: Hunter of Two Worlds

As a nocturnal, you are a member of a pack that exists in two worlds at once. Through careful focus, you can slip the bonds of space to embrace your shadow nature, letting you move unhindered for a time.

**Benefit:** When you use a move action in place of a standard action, you can lose a healing surge, causing yourself to be phasing during that move action.

## Level 20: Tainted Predator

You are a master hunter among the creatures of your pack, and you can channel the dark life force of the deadliest predators.

**Benefit:** You gain the *tainted predator* power.

**Tainted Predator** — **Nocturnal Attack 20**

*You call forth the black blood of the hunting beasts that are your kin, seeding your attacks with their deadly power.*

**Daily ✦ Necrotic, Poison, Primal, Shadow**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, your melee attacks that hit also deal ongoing 5 necrotic and poison damage (save ends). On a critical hit, this increases to ongoing 10 necrotic and poison damage (save ends).

# Ravenkin

**Prerequisite:** Any arcane class, training in Religion

From time to time, the Raven Queen's gaze lingers on a mortal soul whose courage and devotion sparks her cold heart. To these mortals she sends a special boon—a raven-shaped shadow whose appearance is a sign of her favor.

Those who gain this blessing are known as ravenkin, and from that point on they are never truly alone. The shadow raven that keeps them company is a physical connection to the god of death. Devout worshipers of the Raven Queen are the most common ravenkin. However, some ravenkin are recent converts to her faith, unsure of what they have done to warrant such a gift.

Since the blessing that marked you as a ravenkin, you have been aware that you are watched by the Raven Queen. Some might grow uneasy under such scrutiny, but you embrace it, knowing that you have a special place in the god's plans.

## Level 11: Shadow Raven Familiar

The raven that has come to you is a herald of the Raven Queen's favor and an omen of the destiny that opens before you. Its unreadable eyes watch you, giving the impression that it serves another even though it always does your bidding.

**Benefit:** You gain a shadow raven familiar.

| **Shadow Raven** | **Familiar** |
|---|---|
| *A small shadow takes the form of an inky black raven with glowing red eyes.* | |
| **Senses** darkvision | |
| **Speed** 2, fly 6 (hover) | |
| **Constant Benefits** | |
| You gain a +2 bonus to Perception checks. | |
| You gain a +4 bonus to all defenses during a surprise round. | |
| **Active Benefits** | |
| **Under Raven's Wing:** Once per encounter as a minor action, you and your allies adjacent to the shadow raven gain partial concealment until the end of your next turn. | |

## Level 11: Sight of the Raven

As long as your shadow raven is perched on your shoulder, darkness can hold no secrets from you.

**Benefit:** While your shadow raven familiar is in passive mode, you have darkvision.

## Level 11: Murderous Action

Melding your soul with the shadow raven, you learn to project your attacks through it. When you push yourself, your magic unfurls as a haze of shadow that lashes out at your unsuspecting foes.

**Benefit:** When you spend an action point to use an arcane attack power and your shadow raven

### YOUR FAMILIAR

Your shadow raven familiar is a spirit that accompanies you as your friend and ally. It doesn't need to eat or breathe.

**Modes:** A familiar has two modes, active and passive. You can switch your familiar between these modes as a minor action. When your familiar is in active mode, you can gain the active benefit described in its stat block.

In passive mode, your familiar shares your space, perched on your shoulder or tucked inside your clothing, and it can't be targeted or damaged by any effect. If your familiar is not in your space when you switch it to passive mode, it appears in your space.

In active mode, your familiar takes up the space of a Tiny creature. The familiar is immune to your attacks in this mode, although you can ignore this benefit. An active familiar can take actions—within its capabilities—but you must spend the relevant action for it to act. A familiar doesn't have its own set of actions.

**Attributes:** In addition to the characteristics given in its statistics block, these facts are also true about your familiar.

*Attacks:* It can't attack, and it can't flank.

*Defenses:* It uses your defenses.

*Skills and Checks:* It uses your modifiers for all skill checks and ability checks.

*Hit Points and Dying:* Your familiar has 1 hit point, but a missed attack never damages it. If your familiar drops to 0 hit points, it is destroyed. After your next short or extended rest, it reappears in passive mode in your space. If you die, your familiar dies with you. If you are restored to life, so is your familiar.

*Communication:* You and your familiar can speak to each other, but no one else understands what either of you is saying. The familiar can repeat what it hears in a language you know, but it can't understand other languages.

*Movement and Range:* You can move your familiar as a move action. The familiar has its own speed and movement modes, and it can't move more than 20 squares away from you. If it tries to do so, it appears back in your space in passive mode.

familiar is in active mode, the attack can originate from the shadow raven's space.

## Level 11: Winter's Raven

The shadow raven watches over you on behalf of the god of death and brings cold vengeance against those who would harm you.

**Benefit:** You gain the *winter's raven* power.

**Winter's Raven** — Ravenkin Attack 11

*As an enemy aims at you, your raven unfurls as a shroud of bitter wind that deflects the attack.*

**Encounter ✦ Arcane, Cold, Implement, Shadow**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An enemy within 5 squares of you targets you with a ranged attack.
**Target:** The triggering enemy in the burst
**Attack:** Wisdom or Charisma vs. Reflex
**Hit:** 2d8 + Wisdom or Charisma modifier cold damage.
**Effect:** If your shadow raven familiar is present, it appears adjacent to the target in active mode. The target takes a –2 penalty to attack rolls until the end of your next turn.

## Level 12: Raven Harrier

Your shadow raven is no stranger to combat, and proves it by harassing your enemies to thwart their defenses.

**Benefit:** You gain the *raven harrier* power.

**Raven Harrier** — Ravenkin Utility 12

*Your shadow raven flies shrieking into combat at your command, distracting a foe to grant you the advantage.*

**Encounter ✦ Arcane, Shadow**
**Minor Action** **Personal**
**Requirement:** Your shadow raven familiar must be in active mode.
**Effect:** One creature adjacent to your shadow raven familiar grants combat advantage until the end of your next turn.

## Level 16: Bonded Raven

The rapport you share with your shadow raven connects both of you in spirit and thought.

**Benefit:** You can communicate telepathically with your shadow raven familiar out to a range of 10 squares. You must have line of effect to your familiar to communicate in this manner. Your familiar also gains a +2 bonus to all defenses.

WARREN MAHY

## Level 20: An Unkindness of Ravens

You have served the Raven Queen well, and she rewards you in your time of need. From the cold heights of Letherna, a flock of shadow ravens is dispatched to fight at your side.

**Benefit:** You gain the power *an unkindness of ravens*.

**An Unkindness of Ravens** — Ravenkin Attack 20

*Your shadow raven splinters into a dozen distinct shapes, attacking your enemies with deathly cold.*

**Daily ✦ Arcane, Cold, Implement, Necrotic, Shadow**
**Standard Action** **Close** burst 3 centered on you or your shadow raven
**Target:** Each enemy in the burst
**Attack:** Wisdom or Charisma vs. Reflex. If the target is bloodied or undead, you gain a +2 power bonus to the attack roll.
**Hit:** 2d8 + Wisdom or Charisma modifier cold and necrotic damage, and the target is immobilized (save ends).
**Aftereffect:** The target is slowed (save ends).
**Miss:** Half damage, and the target is slowed (save ends).

# Shadow Dancer

**Prerequisite:** Any teleportation at-will or encounter power, training in Stealth

You embrace the darkness as a means of perfecting the teleportation ability that quickly becomes your trademark in combat. When you strike like living shadow, you leave your foes to wonder where you might appear next.

## Level 11: Dancer's Ambush

Your mastery of teleportation is such that when you slip back from the space between, your enemies cannot hope to stand against you. Whether you leap from midair, lash out with your weapon as you pass, or appear in utter silence, your attack catches your foe wholly by surprise.

**Benefit:** Whenever you teleport during your turn, you gain combat advantage for the next attack roll you make before the end of your turn.

## Level 11: Dancer's Action

When you push yourself beyond your normal limits, the shadow magic infusing your body and soul spins out from you in a web of darkness. Using the secret lore you have mastered, you move along those shadowy tendrils in the blink of an eye.

**Benefit:** When you spend an action point to make an attack, you can teleport up to 5 squares as a free action before or after the attack.

## Level 11: Shadowy Tendrils

The magic you use to slip through shadow grants you a limited ability to control that darkness. By imbuing your own shadow with your mastery of teleportation, you send a foe on a dizzying journey that slips the bonds of space.

**Benefit:** You gain the *shadowy tendrils* power.

**Shadowy Tendrils** — Shadow Dancer Attack 11

*As you teleport, a shadowy afterimage manifests as tendrils that reach out to your foes.*

**Encounter ✦ Shadow, Teleportation**
**Standard Action** **Personal**

**Effect:** You teleport up to 5 squares, then make a basic attack. You teleport one target hit by the attack up to 3 squares, and it is dazed until the end of your next turn.

## Level 12: Shadow Stalk

As you hone your ability to step through shadows, you are able to seize partial control of another creature's shadow, then to meld it with your own. While you and your enemy are bound in this way, it cannot hope to escape your wrath.

**Benefit:** You gain the *shadow stalk* power.

**Shadow Stalk** — Shadow Dancer Utility 12

*You attune yourself to your foe's shadow, then step through it at a moment's notice.*

**Encounter ✦ Shadow, Teleportation**
**Minor Action** **Close** burst 5
**Target:** One creature in the burst

**Effect:** Until the end of your next turn, you can teleport to any square adjacent to the target as a move action. If you are already adjacent to the target, you can teleport up to 3 squares as a minor action.

## Level 16: Lingering Shadows

When you hide from your enemies, shadow spins between you to more effectively shroud their sight.

**Benefit:** If you are hidden from a creature at the start of its turn, you are invisible to that creature until the end of its turn.

## Level 20: Trail of Shadows

At the height of your power, the shadows around you flicker and shift like black fog. You call on the bitter power of the Shadowfell as you move, leaving behind a shroud of darkness to scour your foes.

**Benefit:** You gain the *trail of shadows* power.

**Trail of Shadows** — Shadow Dancer Attack 20

*You streak through your foes as a blur of shadow, leaving a field of bitter darkness behind you that freezes your foes to the marrow.*

**Daily ✦ Cold, Shadow, Zone**
**Move Action** **Personal**

**Effect:** You shift up to your speed. The squares you enter during this movement become a zone that lasts until the end of the encounter. Any enemy in the zone or adjacent to it when it is created takes 15 cold damage. The zone is totally obscured to your enemies. Any enemy that ends its turn in the zone or adjacent to it takes 10 cold damage, and that enemy is slowed (save ends).

# Shadow Shaper

**Prerequisite:** Wizard, one or more illusion powers

Illusions trick the mind to evoke physical results. You have found that the interplay of shadow and illusion makes spectral images into true threats. You delight in tricking both the minds and bodies of your foes, constantly blurring the line between what is illusion and what is real.

## Level 11: Mind and Body

When you first begin to master shadow shaping, you learn to create illusions that have a visceral and physical effect on your foes.

**Benefit:** Any illusion attack powers you use that target Will can target Fortitude instead.

## Level 11: Nightmares Made Real

By exerting the full force of your illusion and shadow powers, you can bring a single illusion completely to life, dealing a deadly assault to your foe's psyche and body.

**Benefit:** When you spend an action point to use a 1st-level at-will illusion attack power against a single target, the attack deals maximum damage if it hits.

## Level 11: Night Terror

Wizards can cast spells that prey on a target's fear. No one brings that fear fully to life better than you do.

**Benefit:** You gain the *night terror* power.

**Night Terror** — **Shadow Shaper Attack 11**

*You draw forth a nightmare from your foe's mind that leaves it vulnerable, and which acts as a conduit for your power.*

**Encounter ✦ Arcane, Fear, Illusion, Necrotic, Psychic, Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Effect:** The target takes necrotic and psychic damage equal to your Intelligence modifier, and it is dazed until the end of your next turn. You can use the target's space as the origin for the next close or melee implement attack power you use before the end of your next turn.

## Level 12: Never-Ending Nightmare

By infusing your illusions with shadowstuff, you can extend their duration—and their deadly effect on your foes.

**Benefit:** You gain the *never-ending nightmare* power.

**Never-Ending Nightmare** — **Shadow Shaper Utility 12**

*By focusing on an illusion just about to fade, you imbue it with the power of shadow to ensure that your enemies' agony persists.*

**Encounter ✦ Arcane, Illusion, Shadow**
**Minor Action** **Personal**
**Effect:** Choose an illusion effect you created that would end at the end of your current turn. The effect instead lasts until the end of your next turn.

## Level 16: Spectral Dominance

Your psychic presence is singularly powerful. Each assault you make against a creature's mind with your shadow illusions leaves that creature at your mercy.

**Benefit:** While an enemy is subject to the effect of any of your illusion attacks, you gain combat advantage against that enemy.

## Level 20: Nightscape

Your mastery of shadow and illusion lets you draw forth the foulest nightmares from the minds of your foes. As you turn the battlefield into a horrid dreamscape, your enemies must overcome their own worst fears to survive.

**Benefit:** You gain the *nightscape* power.

**Nightscape** — **Shadow Shaper Attack 20**

*Tendrils of shadow reach out to entwine your foes, shrouding them in the stuff of nightmares.*

**Daily ✦ Arcane, Illusion, Implement, Psychic, Shadow, Zone**
**Standard Action** **Area** burst 2 within 20 squares
**Target:** Each enemy in the burst
**Attack:** Intelligence vs. Will
**Hit:** 3d8 + Intelligence modifier psychic damage, and the target is dazed (save ends).
**Miss:** Half damage, and the target is dazed until the end of your next turn.
**Effect:** The burst creates a zone that lasts until the end of the encounter. The zone is difficult terrain for your enemies. You and your allies gain partial concealment while in the zone.

# Shadowthief

**Prerequisite:** Any arcane class

You became a shadowthief when you fell victim to a curse that stole your own shadow away, replacing it with a dark hunger for the shadows of other creatures. You now use your arcane knowledge to seek and draw strength from those shadows, fueling the magic on which your dark power is built.

## Level 11: Shadowcursed

Although the loss of your own shadow has left you craving the spiritual power bound into the shadows of other creatures, it has also granted you a measure of protection against shadow magic and the monsters that wield it.

**Benefit:** You gain a +2 bonus to all defenses against shadow attack powers and against the attacks of shadow creatures and undead.

## Level 11: Shadow Feast

Your curse has left you with the need to feed on shadow. When you slay a foe, you claim its shadow, converting it into arcane energy that you use to boost your attacks and resilience.

**Benefit:** Whenever you reduce an enemy to 0 hit points with an arcane attack power, you gain one shadow. You can have multiple shadows, and they last until the end of the encounter.

As a free action, you can spend up to four of these shadows to gain a power bonus to your next attack roll, damage roll, or saving throw. This bonus is equal to 1 per shadow spent.

## Level 11: Shadow Lance

As your ability to channel shadow grows, you devise new spells to capture the shadow essence of other creatures while they live.

**Benefit:** You gain the *shadow lance* power.

**Shadow Lance** — Shadowthief Attack 11

*A potent spike of darkness lances out at your foe, sundering its life force for your own use.*

**Encounter ✦ Arcane, Implement, Necrotic, Shadow**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Intelligence or Charisma vs. Fortitude
**Hit:** 2d10 + Intelligence or Charisma modifier necrotic damage.
**Effect:** You gain one shadow. If the attack hits, you instead gain two shadows. If the attack reduces the target to 0 hit points, you instead gain three shadows. These shadows are in addition to the ones you gain from your Shadow Feast path feature.

## Level 11: Harvest of Shadows

When your craving for shadow becomes too strong, your curse can overpower you. When this hunger takes you, you absorb more than just the shadow of a fallen foe—you steal a portion of that enemy's soul.

**Benefit:** When you spend an action point to make an attack that allows you to use your Shadow Feast path feature, you gain two shadows when you use Shadow Feast instead of one shadow.

## Level 12: Shadow Walk

You become able to weave together the shadows of creatures you have defeated and slip through them to elude your enemies.

**Benefit:** You gain the *shadow walk* power.

**Shadow Walk** — Shadowthief Utility 12

*The shadows of the creatures you have slain unfurl across the battlefield, forming a path that only you can walk.*

**Encounter ✦ Arcane, Shadow, Teleportation**
**Move Action** **Personal**
**Requirement:** You must have at least one shadow available to spend.
**Effect:** You spend at least one shadow and teleport up to 5 squares plus 2 squares per additional shadow spent.

## Level 16: Decisive Darkness

Your hunger grants you complete control of your foes, allowing you to pull shadow from them as a precursor to their death at your hands.

**Benefit:** Whenever you bloody an enemy or score a critical hit against an enemy, you gain one shadow.

## Level 20: Shadowcurse Cataclysm

You have achieved complete control over your curse, revealing your enemies' shadows as a vast web that links you all. While your foes struggle to free themselves from your control, you drain them of their shadow energy, empowering your magic to even greater heights.

**Benefit:** You gain the *shadowcurse cataclysm* power.

**Shadowcurse Cataclysm** — Shadowthief Attack 20

*You raise your hands to the sky, calling down a storm of shadow against your foes.*

**Daily ✦ Arcane, Implement, Necrotic, Shadow**
**Standard Action** **Close** burst 10
**Target:** One enemy in the burst; for every two shadows you spend, this power targets an additional enemy in the burst.
**Attack:** Intelligence or Charisma vs. Fortitude
**Hit:** 5d6 + Intelligence or Charisma modifier necrotic damage, and the target is immobilized (save ends).
**Miss:** Half damage, and the target is immobilized until the end of your next turn.

# Veiled Master

**Prerequisite:** Training in Stealth and Perception

Veiled masters are drawn primarily from the ranks of martial artists who have learned to perceive the world around them with little or no light. In keeping with your veiled master training, you prefer to attack from hiding, either striking from existing shadow or wrapping yourself in the gloom you learn to create. The features of the veiled master path reward those of a stealthy disposition, including monks, rogues, rangers, and other lightly armored warriors.

## Level 11: Close the Veil

Your connection to shadow lets you weave an invisible veil that swallows light sources at your whim.

**Benefit:** Once per round as a minor action, you can douse a nonmagical light source no larger than a small campfire within 10 squares of you. A light source you douse using this power cannot be lit again until the end of the encounter.

## Level 11: Blindfold Action

When you push yourself in combat, the shadow power you channel unfurls as strands of darkness that bind your opponent's eyes.

**Benefit:** When you spend an action point to make a melee or close weapon attack, the first target you hit with that attack is also blinded until the end of your next turn.

## Level 11: Veiled Strike

A dark maelstrom wraps you tight, obscuring all sight for your foes even as it leaves them open to your attacks.

**Benefit:** You gain the *veiled strike* power.

**Veiled Strike** — Veiled Master Attack 11

*You imbue your weapon with the essence of shadow, unleashing it as an inky cloud that quickly surrounds you.*

**Encounter ✦ Shadow, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength or Dexterity vs. AC
**Hit:** 2[W] + Strength or Dexterity modifier damage.
**Effect:** You create a zone in a close burst 2 that lasts until the end of your next turn. For all creatures except you, the zone blocks line of sight and is totally obscured.

## Level 12: Veiled Eyes

The long hours you have spent training in conditions of total darkness have sharpened your senses. When you focus those senses, your foes cannot hope to hide from you.

**Benefit:** You gain the *veiled eyes* power.

**Veiled Eyes** — Veiled Master Utility 12

*You close your eyes and expand your senses to engage foes that you could not otherwise perceive.*

**Encounter ✦ Shadow, Stance**
**Minor Action** **Personal**
**Effect:** You assume the veiled eyes stance. Until the stance ends, you have blindsight 3 and immunity to gaze attacks. You cannot see any creature or object outside your blindsight's range. You can end the stance as a free action.

## Level 16: Dark Strike

As your ability to fight without reliance on your eyes increases, not even the deepest darkness or the power of invisibility can protect a foe from your wrath.

**Benefit:** When you attack an enemy you cannot see, you take a –2 penalty to the attack roll instead of a –5 penalty.

## Level 20: Maelstrom of Darkness

You have mastered the ebb and flow of shadow, allowing you to drape an ebon dawn around your enemies. This inky veil of darkness flares at your command, lashing out against all opponents caught within it and leaving a pool of shadow on the battlefield.

**Benefit:** You gain the *maelstrom of darkness* power.

**Maelstrom of Darkness** — Veiled Master Attack 20

*With a sweep of your weapon, you call down the darkness of the Shadowfell to surround you and scour your foes.*

**Daily ✦ Shadow, Weapon, Zone**
**Standard Action** **Close** burst 2
**Target:** Each enemy in the burst
**Attack:** Strength or Dexterity vs. AC
**Hit:** 3[W] + Strength or Dexterity modifier damage.
**Effect:** The burst creates a zone that lasts until the end of your next turn. For all creatures except you, the zone blocks line of sight and is totally obscured.
**Sustain Minor:** The zone persists until the end of your next turn.

# Epic Destinies

The following epic destinies are available to any character who wishes to follow a destiny influenced by shadow.

## Guardian of the Void

*You walk a path carefully balanced between life and death. You draw on the power of the Shadowfell to preserve death, as well as to prevent the annihilation of countless living things.*

The Shadowfell is a realm of death, the one thing in the universe that unifies all mortal folk, from the lowliest beggar to the mightiest emperor. Even the gods are vulnerable to death's sting. During the Dawn War between the gods and the primordials, many deities fell in battle. Since that time, gods have died at the hands of demons and even mortals.

Some creatures seek to escape death's grasp. A wizard walks the dark path of lichdom to attain immortality. An alchemist brews a secret elixir that will extend his life by centuries. Such creatures only delay the inevitable. Others, however, take a more direct approach to avoiding their fate.

Scattered pieces of lore, some dating back to the time before the Dawn War, suggest that death is not an intrinsic part of the cosmic order. By performing a dark ritual known as the Echoing Void, creatures intent on immortality at any cost can overcome death—but only by sacrificing millions of sentient lives.

The signs of preparation for this ritual are unmistakable. For a creature that seeks to create devastation on such a massive scale, the options are few—perhaps smashing an astral dominion or annihilating an entire region of the world. Secrecy rather than overwhelming power is such a villain's primary tool, since the pursuit of the Echoing Void is bound to draw the wrath of heroes, gods, fiends, and primordials alike.

When the ritual of the Echoing Void is begun, the magic it gathers spawns an equal and opposite reaction. The cosmos anoints champions to oppose the ritual's master. These powerful heroes become the Guardians of the Void, dedicated to preventing the wholesale destruction of the established order of death and life.

### Living the Destiny

As a Guardian of the Void, your destiny is tied to those who hope to unlock the power of the Echoing Void. Perhaps you crossed paths early, fighting a minor skirmish that later proved to be one of the first steps in beginning the ritual. A guardian has little knowledge of this destiny, assuming its mantle only when the ritual nears its final stages. You might find that a few disparate events come together to paint a terrifying pattern—one that you must disrupt.

A Guardian of the Void fights to prevent the Echoing Void's completion, to destroy all knowledge of the ritual, and to defeat those who would pursue the power it offers. By the time a guardian arises, the threat posed to the cosmos is both dire and imminent. You will face down the servants of the powerful creature that seeks to complete the Echoing Void, preparing for your final battle.

### Level 21: Raven Guardian's Endurance

As the final guardian of the mystery of death, you can call on the power of life to sustain you on your quest. Your epic form is honed more sharply, even as you gain a measure of power against death.

**Benefit:** You increase one ability score of your choice by 2.

In addition, while you are bloodied, you have resist 15 necrotic and regeneration 5.

### Level 24: Guardian's Recovery

Your fight to preserve the place of death in the cosmos allows you to resist death's cold hand when it reaches for you.

**Benefit:** You gain a +2 bonus to death saving throws. You increase this bonus by 1 for each other Guardian of the Void within 20 squares of you.

### Level 26: Soul of Destiny

Those who fight alongside you share in your all-important task, gaining a measure of power against your fated foes.

**Benefit:** You gain the *soul of destiny* power.

**Soul of Destiny** — **Guardian of the Void Utility 26**

*The energy of the Shadowfell threads through you and your allies, letting you share the power of your destiny.*

**Encounter ✦ Aura, Shadow**
**Minor Action** **Personal**

**Effect:** You activate an aura 5 that lasts until the end of your next turn. While in the aura, you and each of your allies can use a minor action to lose a healing surge and gain temporary hit points equal to his or her healing surge value and a +4 power bonus to his or her next attack roll, skill check, or saving throw.

## Level 30: Guardian of Death

Death is no longer a threat to you. As its champion, you gain the resilience to fight on against even the most overwhelming odds.

**Benefit:** Once per day when you would drop to 0 hit points or fewer, you instead regain all your hit points, can stand up as a free action, end all effects of your choice that are affecting you, and can teleport adjacent to any other Guardian of the Void as a free action.

# Keeper of the Everflow

*You draw on the power of the Spirit Wheel, fundamentally changing your physical and spiritual nature to adapt to any challenge you face.*

A constant stream of spirits passes through the Shadowfell—part of a grand procession of life, death, and rebirth known to a few ascetics as the everflow. Those who believe in the everflow also believe that it was once intended to return souls back to the world for a new lease on life. According to legend, the dread god Nerull usurped the everflow by hoarding the spirits of the dead. His successor, the Raven Queen, only partly undid the damage done by the fallen god, cutting the everflow short and passing judgment on mortal souls as she sees fit.

The select few who have glimpsed this truth have chosen to correct the course of the everflow. To do this, the Keepers of the Everflow must find a mighty construct hidden deep in the darklands of the Shadowfell—the great Spirit Wheel, set in motion by the actions of the first Keepers. If they complete their work, the everflow will trickle away from the Raven Queen's domain as the procession of souls is redirected from the road to Letherna back into the world. The existence of the Keepers of the Everflow is an affront to the god of death, and she will stop at nothing until the faithful of this upstart order are all held in her wintry grasp.

## Living the Destiny

As you achieve enlightenment, your actions attract the attention of beings that would rather face eternal destruction than abide a change in the everflow.

First and foremost among these opponents are the servants of the Raven Queen. Her legions of shadar-kai and sorrowsworn hunt you unceasingly, but their wrath is only a foreshadowing of the eventual confrontation between you and the god of death. When that final conflict comes, you will lead the Raven Queen back into the everflow—by force if necessary—so that she might be reborn and attain the enlightenment she has denied herself and all other creatures.

## Level 21: Enlightened Rebirth

You have touched the enlightenment promised by the Spirit Wheel, letting you improve your innate abilities as the life force of all creatures flows through you.

**Benefit:** You increase one ability score of your choice by 2.

In addition, you can change your origin at the end of a short rest or an extended rest. You gain a benefit based on the origin you choose, even if that origin is your native origin.

*Aberrant:* You have psychic resistance equal to 5 + one-half your level. Any creature that hits or misses you with an attack that targets your Will takes psychic damage equal to your Intelligence, Wisdom, or Charisma modifier.

*Elemental:* You have resist 10 acid, resist 10 cold, resist 10 fire, and resist 10 lightning. Your attacks ignore any resistance to acid, cold, fire, or lightning damage.

*Fey:* You have a +1 bonus to Reflex and Will, and you are immune to charm effects.

*Immortal:* While you are bloodied, you have regeneration 5. Your at-will attacks that deal untyped damage can now deal radiant damage instead.

*Natural:* You have resist 5 to all damage and a +2 bonus to saving throws.

*Shadow:* You have resist 10 necrotic. Any creature that hits or misses you with an attack that targets your Will takes necrotic damage equal to your Intelligence, Wisdom, or Charisma modifier.

## Level 24: Life Overflow

The enemies that stand between you and your quest are legion, but you are guided by the Spirit Wheel. Your connection with the everflow grows stronger each time you fall and rise again.

**Benefit:** Once per day when you start your turn at 0 hit points or fewer, you regain hit points equal to your bloodied value and end all effects of your choice that are affecting you. You can also change your origin, gaining a different benefit from your Enlightened Rebirth feature. You also gain 5 temporary hit points for every allied Keeper of the Everflow present in the encounter.

## Level 26: Lore of the Wheel

Countless spirits are connected to each other through the Spirit Wheel. With a moment's concentration, you leave your flesh and let your soul roam

JIM NELSON

the everflow, drenching yourself in the knowledge of all who came before you.

**Benefit:** You gain the *lore of the wheel* power.

**Lore of the Wheel** Keeper of the Everflow Utility 26

*Black shadow fills your gaze for a moment, as your mind delves deep into the accumulated knowledge of all beings.*

**Encounter ✦ Shadow**
**Minor Action** **Close** burst 5
**Target:** You or an allied Keeper of the Everflow in the burst
**Effect:** Until the end of your next turn, the target gains a +5 bonus to skill checks. The target can use any skill as if he or she had training in that skill.

## Level 30: Turn the Wheel

At long last, you unlock the secrets of the Spirit Wheel, binding your opponents to the power of the everflow.

**Benefit:** When you hit an enemy with a daily attack power or when you score a critical hit against an enemy, that enemy can make only basic attacks until the end of your next turn.

When you reduce an enemy to 0 hit points, you can choose to have that enemy reincarnated in the world as a natural creature with no memory of its past life. You have no control over where and how the enemy reincarnates.

# Marshal of Letherna

*You are a principal commander in the armies of death, preserving the citadel's sanctity and supporting the Raven Queen's rule. Her servants and power are yours to command, and just as your foes fear death, they will learn to fear you.*

Letherna lies deep in the Shadowfell, far beyond the reach of most mortals. This bastion of the Raven Queen is seen only by the spirits of the dead and by the privileged retainers and bodyguards of the god of death. Those loyal to the Raven Queen stand ready to defend her citadel's frost-covered walls from any threat.

Ages ago, when the Raven Queen struck down the dread god Nerull, the other deities crafted a pact that changed the nature of the gods' relationship with death. To prevent the recently ascended queen from hoarding the spirits of the dead as her own personal army, the pact stipulated that the Raven Queen would be the god of death but not god of the dead, serving as a custodian of the natural cycle of life and death. In return, the gods would allow the Raven Queen to enlist their own followers to aid her worshipers in the defense of her realm. This arrangement suited the Raven Queen, herself an ascended mortal, who preferred to deal with mortals more than with the uncaring powers of the Astral Sea.

That call of duty has sounded again. The armies of Letherna have need of commanders, and only the greatest heroes can be entrusted with the sanctity of the afterlife. With grim determination, the Marshals of Letherna pick up the Raven Queen's banner and stand fast in the defense of her bastion.

## Living the Destiny

The Marshals of Letherna are given command over the upper echelons of the Raven Queen's entourage, facing down the threats to her power and to the cosmic balance she upholds. You will stand on the battlements of that great fortress, raining your deity's blessings down on the demons, godlings, and elemental forces that crash against Letherna's gates. When the time comes to finally put down the threats against the god of death, you will lead the strike force.

Of all the dangers to Letherna, none rank higher than Orcus, Demon Prince of Undeath. His ultimate goal is to sit on the Raven Queen's throne, subverting the natural order so that every creature that dies becomes undead. As you defend your dark mistress, a confrontation with Orcus seems all but inevitable.

## Level 21: Sworn to Duty

Your mind and body are infused with the power of Letherna, steeling you with an unbreakable resolve.

**Benefit:** You increase one ability score of your choice by 2.

In addition, you are immune to charm effects and fear effects, and you gain a bonus to death saving throws equal to 2 + the number of allied Marshals of Letherna within 10 squares of you.

## Level 24: Legions of Letherna

As battle rages, you can call the armies of Letherna to your side. Shadow creatures congregate near you to hamper the movements of your enemies and allow you to control the battlefield.

**Benefit:** While you are conscious, enemies treat squares within 2 squares of you as difficult terrain. You can end or resume this effect as a minor action.

## Level 26: Clarion of Sorrow

The sorrow that is the heart of the Raven Queen's legacy is yours to command, letting you forge a link to the power of death.

**Benefit:** You gain the *clarion of sorrow* power.

**Clarion of Sorrow** Marshal of Letherna Utility 26

*A great horn sounds, carrying with it a shroud of shadow that wraps your foes like raven wings.*

**Daily ✦ Shadow, Zone**
**Minor Action** **Area** burst 3 within 20 squares

**Effect:** The burst creates a zone that lasts until the end of the encounter or until you dismiss it as a minor action. You and your allies gain a +5 power bonus to damage rolls on attacks against creatures in the zone. Bloodied creatures in the zone cannot regain hit points. Creatures reduced to 0 hit points while in the zone cannot be raised as undead.

## Level 30: Defender of Life and Death

One of the Raven Queen's mysterious servants watches over you. This pale raven with deep blue eyes has the deity's permission to guide souls back to their bodies and overload them with divine vitality.

**Benefit:** Once per day when you drop to 0 hit points or fewer, a pale raven guides your soul back to your body. You regain hit points equal to your bloodied value, can stand up as a free action, and can use an at-will attack power as a free action.

# Twilight Tribune

*You take on a ghostly aspect to more expertly do battle with the wayward spirits that haunt the cosmos.*

All mortals have a dark road ahead of them in the afterlife. When their spirits are released from the flesh they were born into, they venture into the Shadowfell to make their way to the cold slopes of Letherna—and to whatever final destination awaits beyond the halls of the Raven Queen. However, some souls linger in the mortal realm, unable or unwilling to take this fateful journey. Entities such as ghosts, specters, wraiths, and devourers are the most dangerous of these hesitant spirits, committing atrocities through malicious intent or mindless despair.

In response to this scourge, the greatest and wisest heroes of the world are called by fate and the Raven Queen to serve as the Twilight Tribunes. These selfless champions dedicate their lives to seeking out and destroying wayward incorporeal souls. By invoking their dread judgment, the Twilight Tribunes allow even the most tormented undead to leave their lives and pain behind. As they follow the path of their destiny, the Twilight Tribunes are drawn to ever more powerful creatures and challenges, working their way through the most fearsome creatures of shadow and undeath. Having dispensed with liches, dracoliches, and vampires, a tribune might be called on in the end to face off against beings of godlike power and the greatest lords of the undead.

## Living the Destiny

During your time as a Twilight Tribune, you might begin hearing whispers of an unspeakable evil lumbering its way back into existence. Could a slain god rise as an undead? Could Orcus, Demon Prince of Undeath, animate the corpse of dread Nerull as his servant, thus gaining enough power to challenge the gods directly?

At the end of your journey, you might pass into the afterlife as all mortals do, or you might volunteer to stay behind as a ghostly judge—your unmatched wisdom continuing to guide mortal souls into the beyond. You might serve the Raven Queen as an advisor, or you might lead a covenant of tribunes that eventually replace her as the gods of fate and death.

## Level 21: Twilight Insight

Your already legendary enlightenment reaches even greater heights as your destiny unfolds.

**Benefit:** You increase your Wisdom score by 2. In addition, you gain darkvision.

## Level 24: Twilight Cloak

When you recover your strength on the battlefield, the power of the Shadowfell lets you take on a spectral appearance to foil your enemies' attacks.

**Benefit:** When you use your second wind or use the total defense action, you can become insubstantial until the end of your next turn.

## Level 26: Tribune's Authority

As your duties and insight bring you closer to the veil of the afterlife, your voice and presence carry the weight of the Raven Queen's power. What you decree shall be your opponents' fate, and they are powerless to stop you.

**Benefit:** You gain the *tribune's authority* power.

**Tribune's Authority** Twilight Tribune Utility 26

*Shadow unfurls around you as your body fades, and you are filled with the dread authority that is your destiny.*

**Daily ✦ Shadow, Stance**
**Minor Action** **Personal**

**Effect:** You assume the tribune's authority stance. Until the stance ends, you are insubstantial and gain a fly speed equal to your speed. When a creature hits you or an allied Twilight Tribune within 10 squares of you with an attack while you are in this stance, you gain combat advantage against that creature until the end of your next turn.

## Level 30: Tribune's Judgment

Your presence carries the full weight of the cycle of life and death. No creature, mortal or otherwise, can violate the sanctity of your judgment without facing your wrath.

**Benefit:** Whenever a nonminion enemy hits you with a melee attack, roll a d20. On a 10 or higher, the enemy takes damage equal to half the damage it dealt you with the attack.

In addition, creatures you reduce to 0 hit points can't be raised from the dead or animated as undead.

# Shadow Feats

Most of the feats presented here are associated with shadow magic or the Shadowfell. Several feat categories provide a hint of shadow magic's power, allowing you to tap into that power in minor but useful ways. Others encompass specialized training that reflects a character's connection to the realm of shadow, or a focus on battling the monsters spawned there, particularly the undead.

# Feat Categories

The feats in this section are organized into categories to make feat selection easier. Each feat is detailed following the category descriptions.

## Ghostwise

Those who touch the Shadowfell occasionally develop the ability to see the spirit world and the unearthly things that dwell there. These so-called "ghostwise" learn to draw on their second sight to grant them a supernatural edge in combat.

| Ghostwise Feats |
|---|
| Ghost Eyes |
| Ghost Scorpion Strike |
| Spectral Step |

## Implement Training

For those who wield magic, an implement provides a conduit for deadly power. The feats in this category allow you to improve your prowess with a holy symbol or a ki focus.

| Implement Training Feats |
|---|
| Holy Symbol Expertise |
| Ki Focus Expertise |

## Lore of Moil

At great risk, you have sought out the ancient tomes and scrolls of Moil, the City That Waits. This doomed civilization swore allegiance to dread Orcus, Demon Prince of Undeath, then forsook him out of fear and remorse. The city's faith turned to Pelor, god of light and scourge of the undead. For this betrayal, Orcus flung the entire city into the Shadowfell, where it slumbers, devoid of all life. The secrets you have gathered hint at the terrible power once wielded by the city's inhabitants.

| Lore of Moil Feats |
|---|
| Executioner of Undeath |
| Legioncaller of Moil |
| Soulstealer of Moil |
| Tainted Wounds |

## Revenant

Revenants have access to a number of feats based on the unique nature of their existence.

| Revenant Racial Feats |
|---|
| Dark Feasting |
| Empowered Reaping |
| Past Soul |

## Shadowborn

Your soul is tethered to the Shadowfell. You might be a shadowborn creature, touched by the time you or your ancestors spent in that dark realm. You might have been born near a shadow crossing in the mortal realm, or touched by the attack of shadow monsters, such as wraiths and specters. Whatever its origin, your connection to the darkness lets your own shadow serve as a conduit for the Shadowfell's power.

| Shadowborn Feats |
|---|
| Born of Shadow |
| Shadow Blood |
| Shadow Control |
| Shadow Mantle |
| Shadow Overflow |
| Shadow Strider |

## Winterkin

Although the vast ice sheets of the Elemental Chaos and the Feywild's courts of the winter fey vie for the title of the coldest site in all creation, no realm reflects the gloom, loneliness, and oppression of winter as does the Shadowfell. Your association with that realm manifests in your embrace of the cold, granting you a kinship with the power of winter.

| Winterkin Feats |
|---|
| Frozen Soul |
| Winter Walker |

# Adventurer Feats

This section presents the feats in alphabetical order by name.

**Born of Shadow** Your soul is forever bound to the twilight of the Shadowfell. Your shadow is slightly deeper than seems normal for the ambient light around you, and your body and mind are strengthened when you are shrouded in gloom.

**Benefit:** Your origin changes to shadow, and you gain a +1 bonus to saving throws while you are in dim light or darkness.

**Dark Feasting** You grow stronger and more vital when you deal necrotic damage with your *dark reaping* racial power, drawing life energy from opponents with every strike you make.

**Prerequisite:** Revenant

**Benefit:** When you deal damage with your *dark reaping*, you gain temporary hit points equal to the extra necrotic damage dealt to the target.

**Empowered Reaping** You learn to make your *dark reaping* attack more powerful as you gain command of the forces at your control.

**Prerequisite:** Revenant

**Benefit:** You gain a +2 feat bonus to the damage dealt by your *dark reaping*. This bonus increases to +4 at 11th level and +6 at 21st level.

**Executioner of Undeath** As a hero sworn to destroy the undead, you can draw on ancient combat tactics to maximize the effect of your deadliest weapon attacks.

**Benefit:** Whenever you make a weapon attack using an axe or a heavy blade against an undead creature, you can reroll any damage die but must use the second result.

**Frozen Soul** The numbing bite of winter's wind can cut as sharp as any blade. You have long weathered this cold, toughening the resilience of body and mind.

**Prerequisite:** Constitution 13 or Wisdom 13

**Benefit:** You gain resist 5 cold and a +1 feat bonus to Will. The cold resistance increases to 10 at 11th level and 15 at 21st level. The bonus to Will increases to +2 at 11th level and +3 at 21st level.

**Ghost Eyes** Your connection to the world of unseen things allows you to catch flickering glimpses of invisible creatures, helping you land blows that might otherwise go astray.

**Prerequisite:** Wisdom 13

**Benefit:** You gain a +2 bonus to attack rolls against invisible creatures. In addition, you gain a +5 feat bonus to Perception checks actively made to find creatures that are hidden from you.

**Ghost Scorpion Strike** The ghost scorpion is a mythical predator of the Shadowfell whose name is invoked by a deadly combat tradition. Even incorporeal undead quail in fear of your mastery of the ghost scorpion's power.

**Benefit:** Your necrotic attack powers and poison attack powers ignore the insubstantial quality.

**Holy Symbol Expertise** Holy symbols are signs of faith. Yours represents a god or a cause that is dear to you. Your resolve is strengthened whenever you smite a foe with your symbol.

**Benefit:** You gain a +1 feat bonus to implement attack rolls that you make with a holy symbol. This bonus increases to +2 at 11th level and +3 at 21st level.

When you attack an enemy with an implement attack using a holy symbol, your enemies cannot gain combat advantage against you until the start of your next turn, unless you use a power or another ability that states that you grant combat advantage.

**Ki Focus Expertise** You have dedicated yourself to becoming as attuned to your ki focus as possible, heightening your prowess in battle.

**Benefit**: You gain a +1 feat bonus to implement attack rolls and weapon attack rolls that you make with your ki focus.

In addition, you gain a +1 bonus to the damage rolls of attacks that you make with your ki focus against a bloodied enemy. Both of these bonuses increase to +2 at 11th level and +3 at 21st level.

**Legioncaller of Moil** Moil was defended by vast armies of undead and other creatures of darkness whose unholy vitality spoke to the power of the city's necromancers. Having gleaned their secrets, you can call forth mightier servants to carry out your will.

**Benefit:** Any creature that you summon with a shadow summoning power gains a +1 feat bonus to attack rolls and a +1 feat bonus to all defenses.

**Past Soul** You remember that in your past life, you were of a different race.

**Prerequisite:** Revenant
**Benefit:** You gain the racial power of the race you chose with your Past Life racial feature (if that race has more than one racial power, choose one of the powers, and you gain only that one). During each encounter, you can use either that power or *dark reaping*, not both.

**Shadow Blood** Although others feel the chill of fear in the shadows, you find only solace in the darkness. When you draw on your inner reserves of strength, the shadow that cloaks you grants you even more vitality.

**Prerequisite:** Born of Shadow feat
**Benefit:** When you use your second wind to regain hit points while you are in dim light or darkness, you regain 5 additional hit points. The additional hit points increase to 10 at 11th level and 15 at 21st level.

**Shadow Control** The shadow magic you channel lets you summon strength from the darkness, drawing down shadows that shift and swirl to shield you from attacks.

**Prerequisite:** Born of Shadow feat
**Benefit:** You gain a +1 bonus to all defenses while you are in dim light or darkness.

**Shadow Mantle** At the height of combat, shadow flares to accentuate your movements, then conceals you as you execute your next assault.

**Prerequisite:** Born of Shadow feat
**Benefit:** When you score a critical hit or reduce a nonminion enemy to 0 hit points, you gain partial concealment until the end of your next turn.

**Shadow Overflow** Your soul is imbued with shadow energy that flows through your attacks. Each time you slay an enemy, tendrils of that shadow lash out against your other foes.

**Prerequisite:** Born of Shadow feat
**Benefit:** Whenever you reduce a nonminion enemy to 0 hit points with a melee basic attack, one enemy within 2 squares of you takes necrotic damage equal to your Constitution modifier.

*"The darkness is never content, never satisfied by the sliver of life you sacrificed when you took the first step into shadow. Ever will it beckon, ever does it call, drawing you deeper into its embrace until you can no longer find the way back to who you were."*

—Acererak

**Shadow Strider** As a creature of shadow, you move through the night with ease. Darkness coalesces around you, making it easy to pick your way through even the roughest terrain.

**Prerequisite:** Born of Shadow feat
**Benefit:** You ignore difficult terrain in squares of dim light or darkness.

**Soulstealer of Moil** When you call your dark servants, you draw off raw vitality from the necromantic energy that animates them.

**Benefit:** Whenever you use a shadow summoning power, you gain 5 temporary hit points. These temporary hit points increase to 10 at 11th level and 15 at 21st level.

**Spectral Step** The power of the Shadowfell flows in you, responding to your heroic instincts to let you slip partly into the spirit world for a time.

**Prerequisite:** Any shadow power
**Benefit:** When you spend an action point to take an extra action, you also become insubstantial until the end of your current turn.

**Tainted Wounds** You have learned how to turn shadow magic against the monsters you face. When your weapon scores a hit, you leave behind a lingering curse that saps a foe's ability to heal.

**Benefit:** If you hit an enemy with a melee weapon attack, it cannot regain hit points until the end of your next turn.

**Winter Walker** Your experience and endurance make you feel at home in even the most frigid conditions.

**Benefit:** You gain ice walk, meaning that you ignore difficult terrain caused by ice and snow. In addition, you gain both a +5 feat bonus to Endurance checks made to resist the effects of cold weather and a +5 feat bonus to Acrobatics checks made to balance on icy surfaces.

# Equipment

As pervasive as the essence of shadow is, it should come as no surprise that any kind of gear can be infused with some of its traits or can be used to further its purpose.

The following items are available in marketplaces found in communities ranging from small villages to large cities. Their "magic" is the power of everyday rituals and folklore. A wise old crone in a distant village might have learned the secrets of a raven's feather from her mother, who learned it from her mother before her.

**ADVENTURING GEAR**

| Item | Price | Weight |
|---|---|---|
| Blessed soil | 10 gp | 1 lb. |
| Ghoul candle | 10 gp | 1/10 lb. |
| Poisoner's kit | 25 gp | 5 lb. |
| Raven's feather | 25 gp | 1/10 lb. |

**Blessed Soil** The soil contained within this small, plain bag has been blessed by a cleric or some other wielder of divine magic. If sprinkled over a casket or grave, blessed soil prevents any corpse buried therein from rising as an undead creature due a ritual. However, blessed soil has no effect on undead creatures that return to life due to other means. A creature might rise as a ghost if compelled to do so by a curse imposed upon it. Many communities require that blessed soil be used as part of any burial ritual. All too often, con artists and unscrupulous ritualists offer fake blessed soil at cheap rates, leaving graveyards rife with potential skeletons and zombies.

**Ghoul Candle** Fashioned from fat rendered from a slain ghoul, a ghoul candle sheds light that is invisible to undead. It functions as a normal candle, except that it provides no illumination for undead creatures. Gravediggers use these candles when they must venture into a cemetery at night, in hopes of avoiding the notice of any ghosts or similar creatures that might be about.

**Poisoner's Kit** A common item found in the hands of the most dangerous assassins, a poisoner's kit consists of a collection of tools, vials, and base ingredients used to concoct deadly poisons. Possession of a poisoner's kit is usually grounds for arrest in most civilized areas, since there is little good that can come of the substances that the kits require.

**Raven's Feather** This plain black feather ends in a small iron needle. When the item's user pricks a creature's skin with the needle, just enough to draw blood, the feather forms a mystic bond to that creature. At the moment of that creature's death, the black feather turns bloodred. Merchants and travelers leave raven's feathers with their loved ones, while some thieves' guilds and mercenary bands require initiates to leave one with their superiors. One of these feathers is by no means infallible. There is no way to inspect the feather to ensure that it is linked to a specific person. It is easy enough to fake one's death by passing off a feather attuned to a different creature as belonging to someone else.

## KI FOCUSES

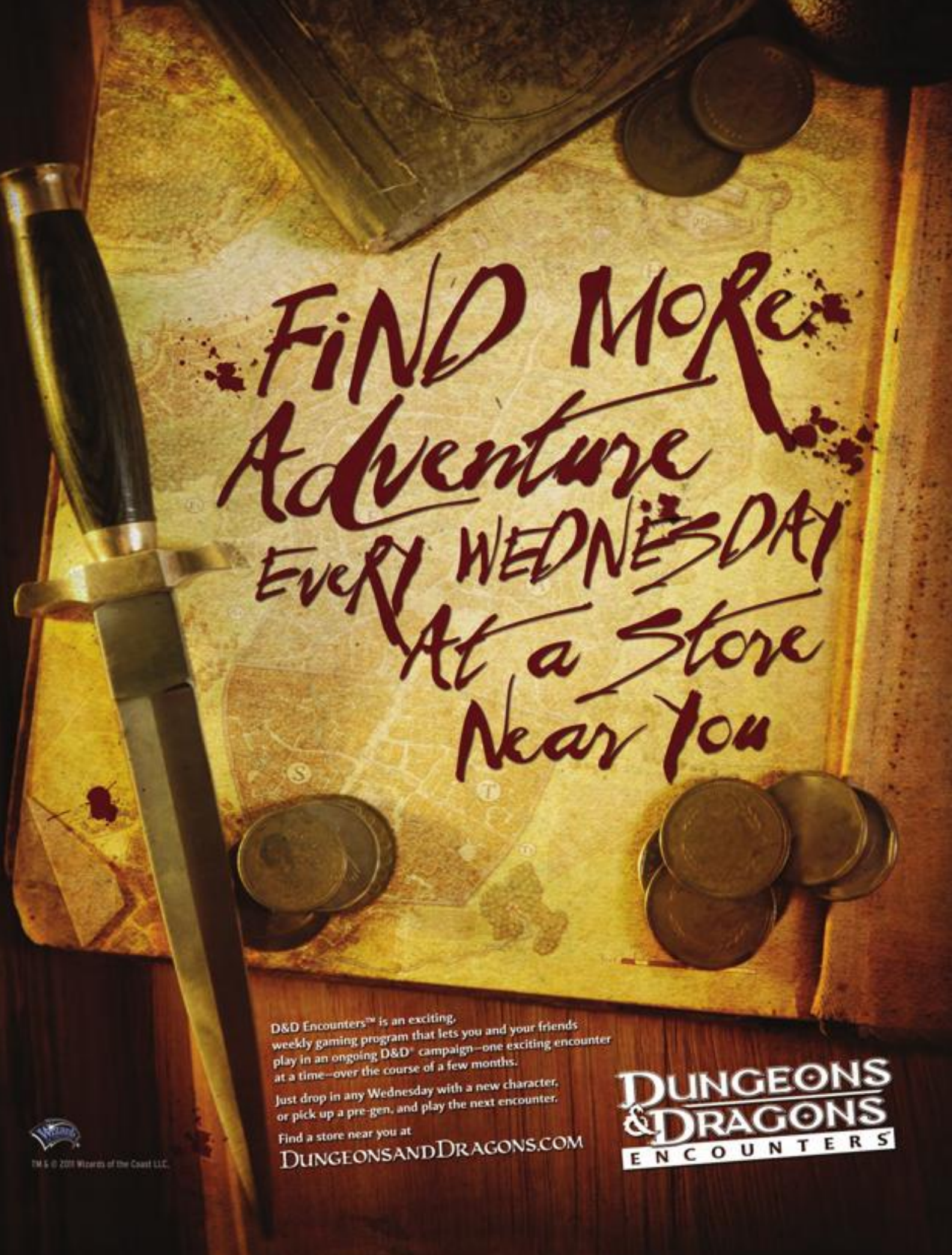
A ki focus is an implement that certain characters use as a focus for their inner magical energy, known as ki. A ki focus might take the form of a training manual, a scroll of ancient secrets, a blunt training weapon, or a cherished memento.

**Attunement:** Before you can use a ki focus, you must attune yourself to it. To attune yourself to a ki focus, you must have the item on your person during a short or an extended rest and must have proficiency with ki focuses. Some characters study their ki focus to attune themselves to it. Others meditate with it or wield it as they practice fighting techniques. The ki focus that you are attuned to occupies your ki focus item slot.

Whenever you take a rest, you can attune yourself to a ki focus in your possession, but you can be attuned to only one ki focus at a time. Also, only one creature at a time can be attuned to a particular ki focus. Once you attune yourself to a ki focus, no one else can be attuned to it until you are no longer attuned to it or you are dead.

**Using a Ki Focus:** Once you have attuned yourself to a ki focus, you must either wear it or hold it in order to use it as an implement.

**Ki Focuses and Weapon Attacks:** If you use a magic ki focus, you can add its enhancement bonus to the attack rolls and the damage rolls of weapon attacks you make using a weapon with which you have proficiency. If you have both a magic ki focus and a magic weapon, you choose before you use an attack power whether to draw on the magic of the ki focus or that of the weapon. Your choice determines which enhancement bonus, critical hit effects, and magic item properties and powers you can apply to that power. You can't, for example, use the enhancement bonus of your ki focus and the critical hit effect of your magic weapon on the same attack.


FIND MORE
Adventure
EVERY WEDNESDAY
At a Store
Near You
D&D Encounters™ is an exciting, weekly gaming program that lets you and your friends play in an ongoing D&D® campaign—one exciting encounter at a time—over the course of a few months.
Just drop in any Wednesday with a new character, or pick up a pre-gen, and play the next encounter.
Find a store near you at
DUNGEONSANDDRAGONS.COM
DUNGEONS & DRAGONS
ENCOUNTERS
TM & © 2011 Wizards of the Coast LLC.

# Give Your Hero a Dark Edge

The Shadowfell is a cold, grim place through which the spirits of the dead must travel on their way to the afterlife. Dark, evil things live there, suffused with the power of shadow. Some mortals in the natural world learn how to tap into this source. However, not all beings that draw strength from the Shadowfell are vile, black-hearted fiends. A few even dare to call themselves heroes, using the power of darkness to fight darkness.

*Player's Option: Heroes of Shadow*™ is aimed at players who are ready to reach beyond the Dungeons & Dragons Essentials™ books, *Heroes of the Fallen Lands*™ and *Heroes of the Forgotten Kingdoms*™. In addition to exploring the nature of the shadow power source, this roleplaying game supplement presents races, classes, feats, powers, and other options aimed at players hungry to play the archetypal antihero with a dark edge.

For use with these Dungeons & Dragons Essentials products:

*Heroes of the Fallen Lands*

*Heroes of the Forgotten Kingdoms*

*Rules Compendium*™

GET MORE AT
D&D INSIDER™
www.dndinsider.com

ISBN: 978-0-7869-5745-3
52995
9 780786 957453
EAN
Sug. Retail: **U.S. $29.95** CAN $34.00
Printed in the U.S.A. **280880000**

# Dungeons & Dragons®

## Monster Manual® 2

ROLEPLAYING GAME CORE RULES

Rob Heinsoo • Stephen Schubert

# Dungeons & Dragons®

## Monster Manual® 2

ROLEPLAYING GAME SUPPLEMENT

Rob Heinsoo • Stephen Schubert

# CREDITS


Design
**Rob Heinsoo (lead), Eytan Bernstein, Greg Bilsland, Jesse Decker, N. Eric Heath, Peter Lee, Chris Sims, Owen K.C. Stephens**

Additional Design
**Logan Bonner, Greg Gorden Chris Lindsay, Mike Mearls, Matthew Sernett, Greg Stolze,**

Development
**Stephen Schubert (lead), Peter Lee, Peter Schaefer**

Additional Development
**Stephen Radney-MacFarland**

Editing
**Julia Martin (lead), Greg Bilsland, Jeremy Crawford, Paul Grasshoff, Scott Fitzgerald Gray, M. Alexander Jurkat, Jessica Kristine, Bill McQuillan, Jeff Morgenroth**

Managing Editing
**Torah Cottrill, Kim Mohan**

Director of D&D R&D and Book Publishing
**Bill Slavicsek**

D&D Creative Manager
**Christopher Perkins**

Senior Art Director
**Jon Schindehette**

D&D Design Manager
**James Wyatt**

D&D Development and Editing Manager
**Andy Collins**

Art Director
**Mari Kolkowsky**

Graphic Designer
**Bob Jordan**

Cover Illustration
**Jesper Ejsing (front), Ralph Horsley (back)**

Interior Illustrations
**Dave Allsop, Zoltan Boros & Gabor Szikszai, Christopher Burdett, Chippy, Brian Despain, Steve Ellis, Wayne England, Jason Engle, Adam Gillespie, Tomás Giorello, Lars Grant-West, Des Hanley, Ralph Horsley, Andrew Hou, Jeremy Jarvis, Todd Lockwood, Warren Mahy, Jim Nelson, William O'Connor, Steve Prescott, Vinod Rams, Chris Seaman, Matias Tapia, Mark Tedin, Francis Tsai, Brian Valenzuela, Franz Vohwinkel, Eva Widermann, Eric Williams, Sam Wood, Ben Wootten**

D&D Brand Team
**Liz Schuh, Scott Rouse, Kierin Chase, Sara Girard, Martin Durham**

Publishing Production Specialist
**Erin Dorries**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Ashley Brock**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).

620-23966720-001 EN
9 8 7 6 5 4 3 2 1
First Printing:
May 2009
ISBN: 978-0-7869-5101-7

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277



Dungeons & Dragons, D&D, d20, d20 System, Wizards of the Coast, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, Forgotten Realms, D&D Insider, *Adventurer's Vault, Dragon Magic, Arcane Power, Inn Fighting, Martial Power, Open Grave: Secrets of the Undead, Three-Dragon Ante*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All Wizards characters, character names, and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2009 Wizards of the Coast LLC


VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

# CONTENTS


MONSTERS A TO Z . . . . . 4
GLOSSARY . . . . . 216
RACIAL TRAITS . . . . . 220
MONSTERS BY LEVEL . . . . . 221


## ALPHABETICAL LISTING OF MONSTERS


Abolethic skum (ooze) . . . . 172
Abyssal eviscerator (demon) . . . . . 51
Abyssal marauder . . . . . 48
Abyssal rotfiend (demon) . . . 52
Adamantine dragon . . . . . 75
Ambush vine . . . . . 204
Angels . . . . . 8
Ankheg . . . . . 11
Arbalester (homunculus) . . . 143
Arctide runespiral demon . . . . . 60
Aspect of Demogorgon . . . . 44
Assassin devil . . . . . 64
Barghests . . . . . 20
Behirs . . . . . 22
Beholders . . . . . 24
Berserker prelate of Demogorgon . . . . . 48
Black pudding (ooze) . . . . . 172
Bladerager troll . . . . . 202
Blood hawk . . . . . 142
Bloodseeker drake . . . . . 88
Bloodseep demon . . . . . 53
Bloodthorn vine . . . . . 205
Bone golem . . . . . 133
Bonecrusher skeleton . . . . 183
Bristle spider . . . . . 189
Bugbear wardancer (goblin) . . . . . 130
Bullywugs . . . . . 28
Centaurs . . . . . 30
Centipede scuttler . . . . . 33
Chain golem . . . . . 133
Chaos hydra . . . . . 151
Chillfire destroyer (elemental) . . . . . 98
Clay golem . . . . . 134
Cockatrice . . . . . 36
Copper dragon . . . . . 77
Couatl cloud serpent . . . . . 38
Couatl star serpent . . . . . 38
Coure of mischief and strife . . . . . 97
Cyclopses . . . . . 40
Dagon . . . . . 45
Darkmantle . . . . . 41
Death shard . . . . . 34
Demogorgon . . . . . 42
Devas . . . . . 62
Diamondhide xorn . . . . . 215
Dimensional marauder . . . . 69
Dire tiger . . . . . 199
Direguard assassin . . . . . 70
Direguard deathbringer . . . 70
Djinns . . . . . 71
Doom flayer . . . . . 49
Drakkoths . . . . . 90
Dretch (demon) . . . . . 54
Duergars . . . . . 92
Dust devil (elemental) . . . . . 99
Dweomer eater (rust monster) . . . . . 179
Earth archons . . . . . 14
Eladrin . . . . . 96
Eldritch giants . . . . . 120
Erinyes (devil) . . . . . 64
Fang of Yeenoghu (gnoll) . . . . . 126
Fang titan drake . . . . . 89
Fell taints . . . . . 104
Fey lingerer . . . . . 106
Firbolgs . . . . . 108
Flame shard . . . . . 34
Flamespiker (elemental) . . . 99
Fleshtearer shark . . . . . 182
Flux slaad . . . . . 184
Fomorians . . . . . 112
Frost giants . . . . . 122
Frost hawk . . . . . 142
Genasi . . . . . 116
Geonid (elemental) . . . . . 99
Ghost legionnaire . . . . . 119
Giant ants . . . . . 12
Gnaw demon . . . . . 54
Gnolls . . . . . 126
Gnomes . . . . . 128
Goblin acolyte of Maglubiyet . . . . . 131
Gold dragon . . . . . 80
Goliaths . . . . . 136
Gorechain devil . . . . . 65
Gray ooze . . . . . 173
Gray render . . . . . 137
Green slime (ooze) . . . . . 173
Greenvise vine . . . . . 205
Half-elves . . . . . 138
Half-orcs . . . . . 140
Herald of Hadar (star spawn) . . . . . 196
Heroslayer hydra . . . . . 151
Hobgoblin fleshcarver . . . . 132
Horned drake . . . . . 88
Humans . . . . . 144
Ice troll . . . . . 202
Infernal armor animus (devil) . . . . . 66
Iron dragon . . . . . 83
Iron golems . . . . . 134
Kazrith (demon) . . . . . 55
Kazuul, exarch of Demogorgon . . . . . 46
Kenkus . . . . . 152
Krenshars . . . . . 155
Lolthbound goblin . . . . . 131
Maruts . . . . . 162
Maw of Acamar (star spawn) . . . . . 196
Misfortune devil . . . . . 66
Mud lasher (elemental) . . . 100
Myconids . . . . . 164
Needle demon . . . . . 56
Neldrazu (demon) . . . . . 56
Neogis . . . . . 166
Nothics . . . . . 168
Nycademon (demon) . . . . . 57
Nyfellar mammoth . . . . . 161
Oni . . . . . 170
Phase spider . . . . . 190
Phoelarchs . . . . . 174
Phoera (phoelarch) . . . . . 175
Pod demon . . . . . 58
Podspawn (demon) . . . . . 59
Poisonscales (lizardfolk) . . . 156
Primordial colossus . . . . . 37
Prismatic shard . . . . . 35
Razor hydra . . . . . 150
Remorhaz . . . . . 176
Retriever . . . . . 177
Rime hound . . . . . 211
Rockfist smasher (elemental) . . . . . 100
Runespiral demon . . . . . 59
Rupture demon . . . . . 60
Rust monster . . . . . 178
Scion of Gibbeth (star spawn) . . . . . 197
Scytheclaw drake . . . . . 88
Shadar-kai . . . . . 180
Shardstorm vortexes (elemental) . . . . . 101
Shocktroop devil . . . . . 67
Shrieking cultist of Demogorgon . . . . . 50
Silver dragon . . . . . 85
Skeletal steed . . . . . 183
Slaad spawn . . . . . 185
Slaughterstones . . . . . 186
Son of the spirit wolf . . . . . 211
Sphinx mystery . . . . . 188
Spriggans . . . . . 192
Steel predator . . . . . 198
Stone giants . . . . . 124
Stonefist defender (homunculus) . . . . . 143
Storm archons . . . . . 15
Storm shard . . . . . 34
Stormstone fury (elemental) . . . . . 101
Tempest wisp (elemental) . . . . . 102
Thrarak, exarch of Demogorgon . . . . . 47
Tiger . . . . . 199
Tomb spider . . . . . 190
Troglodytes . . . . . 200
Troll vinespeaker . . . . . 203
Umbral sprite swarm . . . . . 194
Warforged . . . . . 206
Water archons . . . . . 18
Wereboar . . . . . 158
Weretiger . . . . . 159
Werewolf lord . . . . . 160
Will-o'-wisp . . . . . 209
Windfiend fury (elemental) . . . . . 102
Windstriker (elemental) . . . 103
Winter wolf . . . . . 210
Winter wolf snowfang . . . . 210
Withering devil . . . . . 68
Witherlings . . . . . 212
Wood woad . . . . . 214
Xorn . . . . . 215
Yochlol tempter (demon) . . . . . 61

# Monsters A to Z

**The second** compendium of monsters for the Dungeons & Dragons® game, *Monster Manual® 2* is filled with a new assortment of creatures designed to challenge and terrify adventurers of all levels.

The monsters in these pages offer threats of every level and include brand new monsters, such as fir-bolgs and djinns, as well as new versions of familiar monsters like giants and demons. *Monster Manual 2* also introduces the metallic dragons, which join their chromatic kin in the game.

The rest of this introduction explains how to read a monster's statistics block and assumes you're familiar with the power and combat rules in the *Player's Handbook®*. The glossary, starting on page 216, defines many of the terms used in the book, and the list of monsters by level, starting on page 221, is meant to assist you in tailoring encounters for your player characters (PCs).

## The Statistics Block

A monster's statistics are presented in a format meant to be used in play. A typical statistics block is formatted as follows.

| **Monster Name** | **Level and Role** |
|---|---|
| Size, origin, and type (keywords) | XP value |
| **Initiative** modifier | **Senses** Perception modifier; special senses |
| **Aura name** (keywords) aura size; effect. | |
| **HP** maximum; **Bloodied** value | |
| **Regeneration** | |
| **AC**; **Fortitude**, **Reflex**, **Will** | |
| **Immune** effects; **Resist** effects; **Vulnerable** effects | |
| **Saving Throws** modifier | |
| **Speed** | |
| **Action Points** | |
| [**Power icon**] **Power name** (action; requirement; recharge) ✦ **Keywords** | |
| Range and area; targets; attack bonus vs. defense; effect on a hit. *Miss:* Result (if any). Other effects. | |
| **Alignment** | **Languages** |
| **Skills** skill modifiers | |
| **Str** score (modifier) | **Dex** score (modifier) **Wis** score (modifier) |
| **Con** score (modifier) | **Int** score (modifier) **Cha** score (modifier) |
| **Equipment** armor, shield, weapons, other equipment | |

RALPH HORSLEY

## Level and Role

A monster's level and role are tools for the DM to use when building an encounter. Chapter 4 of the *Dungeon Master's Guide* explains how to use these tools.

**Level:** A monster's level summarizes how tough it is in an encounter. Level determines most of the monster's statistics as well as the experience point (XP) award the PCs earn for defeating it (*Dungeon Master's Guide*, pages 56–57).

**Role:** A monster's role describes its preferred combat tactics, much as a character class's role suggests tactics for PCs. Monster roles are artillery, brute, controller, lurker, skirmisher, and soldier (*Dungeon Master's Guide*, pages 54–55).

A monster might have a second role: elite, solo, or minion. Elite monsters and solo monsters are tougher than standard monsters, and minions are weaker. For the purpose of encounter building, an elite monster counts as two standard monsters of its level, a solo monster counts as five, and four minions count as one.

In addition, a monster might have the leader subrole, indicating that it grants some sort of boon to its allies, such as a beneficial aura.

## Size

A creature's size determines its space as well as its reach.

| Monster Size | Space | Reach |
|---|---|---|
| Tiny | 1/2 × 1/2 | 0 |
| Small | 1 × 1 | 1 |
| Medium | 1 × 1 | 1 |
| Large | 2 × 2 | 1 or 2 |
| Huge | 3 × 3 | 2 or 3 |
| Gargantuan | 4 × 4 or larger | 3 or 4 |

**Space:** This is the area (measured in squares) that a creature occupies on the battle grid.

**Reach:** If a creature's reach is greater than 1, the reach is noted in any melee power the creature has that uses that reach. Even if a creature's reach is greater than 1, the creature can't make opportunity attacks against targets that aren't adjacent to it unless it has threatening reach.

A creature that has reach 0 cannot normally make melee attacks outside its own space.

## Origin

A monster's origin summarizes its place in the D&D cosmology. Origins are aberrant, elemental, fey, immortal, natural, and shadow. See the glossary for information about each origin.

## Type

A creature's type summarizes some basic things about its appearance and behavior. Types are animate, beast, humanoid, and magical beast. See the glossary for information about each type.

### Keywords

Some monsters have keywords that further define them. These keywords represent groups of monsters, such as angel, demon, devil, dragon, and undead. See the glossary for definitions of a monster's keywords.

## Senses

Every monster has a Perception modifier. Some monsters also have special senses, such as darkvision or tremorsense, which are noted in the "Senses" entry.

## Aura

If a monster has an aura, that is noted near the top of its statistics block. An aura is a continuous effect that emanates from the monster. See the glossary for more about auras.

## Regeneration

Some monsters have regeneration. At the start of each of its turns, a monster that has regeneration regains a specific number of hit points, as long as the monster has at least 1 hit point.

The regeneration of some monsters can be suppressed by certain types of damage or by specific circumstances, and some creatures can use regeneration only under specific circumstances (for example, only while bloodied).

## Speed

If a monster has alternative movement modes, such as fly, climb, or swim, that fact is noted in its speed entry.

## Action Points

Elite and solo monsters have action points they can spend to take extra actions, just as PCs do. Unlike PCs, a monster can spend more than 1 action point in an encounter, but only 1 per round.

## Powers

A monster's powers are presented so that its basic attacks appear first, followed by its other powers.

### Type

Each power has an icon that represents its type: melee (), ranged (), close (), or area (). If a power doesn't have an icon, it's a personal power.

A basic attack has a circle around its icon: melee basic attack ⊕ or ranged basic attack ⊛.

### Action
If a power requires an action to use, that fact is noted in the power's description. An immediate action's trigger is noted right after the action type. Some powers don't require an action to use; they simply occur in response to a trigger.

### Requirement
Some powers are usable only if a precondition is met. For example, a power might be usable only while a monster is bloodied or only if it is wielding a specific weapon. A requirement is noted after a power's action type, if any.

### Recharge
A monster power is at-will, encounter, or daily, or it recharges in certain circumstances.

**Recharge** ⚀ ⚁ ⚂ ⚃ ⚄ : The power has a random chance of recharging during each round of combat. At the start of each of the monster's turns, roll a d6. If the roll is one of the die results shown in the power description, the monster regains the use of that power. The power also recharges after a short rest.

**Recharges when . . . :** The power recharges in a specific circumstance, such as when the monster is first bloodied during an encounter. The power also recharges after a short rest.

### Range and Area
A melee power has a range of 1, unless otherwise noted. Ranged powers specify a range, and area powers and close powers specify a range and an area of effect.

### Targets
Some monster powers specify targets. An area attack or a close attack targets each creature within its area of effect, unless otherwise noted.

### Attack
Unless an attack power hits automatically, its description includes an attack notation, which specifies the monster's attack bonus for that power and which defense it targets.

**Hit:** The effect of a power hitting is specified after the attack notation.

**Miss:** Some attack powers have an effect on a miss (indicated by *Miss*).

**Effect:** Some attack powers have an effect whether or not the attack hits (indicated by *Effect*).

### Effects
Monster powers include many of the same effects that appear in PC powers, such as aftereffects, conditions, damage of various types, ongoing damage, and secondary attacks.

A power's effects are instantaneous, unless otherwise noted. The effects of some powers can be sustained (indicated by *Sustain* and then whatever action is required to sustain the effect).

## Alignment
A monster's most typical alignment is noted in its statistics block. Chapter 2 of the *Player's Handbook* contains information on the various alignments.

## Languages
A statistics block gives the languages that a monster typically can speak and understand. An individual monster might know additional languages, like Common or the languages of its companions. See the *Dungeon Master's Guide*, page 171, for more information about the languages of the D&D world.

## Skills
The skills section of a monster's statistics block includes only trained skills or skills for which the monster has an unusual modifier. A monster's Perception modifier isn't repeated here.

## Ability Scores
A monster's six ability scores are included toward the bottom of its statistics block. Following each score in parentheses is the adjusted ability score modifier, including one-half the monster's level, which is useful whenever the monster needs to make an untrained skill check or an ability check.

## Equipment
A monster's "Equipment" entry notes the weapons and implements the creature uses. If a character gains a monster's equipment, he or she can use it as normal equipment. A character does not gain the powers that a monster uses through its equipment.

## Healing Surges
Monsters have healing surges. However, few monsters have powers that let them spend healing surges. The number of healing surges a monster has is based on its level: 1–10, one healing surge; 11–20, two healing surges; 21 or higher, three healing surges.

Because they rarely come into play, healing surges are not included in a monster's statistics block.

# ANGEL

Angels are divine servants of the gods. Although common in the Astral Sea, they can be found anywhere acting on behalf of a deity or other force whose goals align with their calling.

## Angel of Authority

An angel of authority is the mouthpiece of a deity. This angel governs other angels and servants of a deity in and out of combat.

| **Angel of Authority** | **Level 22 Controller (Leader)** |
|---|---|
| Large immortal humanoid (angel) | XP 4,150 |
| **Initiative** +17 | **Senses** Perception +18 |
| **HP** 203; **Bloodied** 101 | |
| **AC** 36; **Fortitude** 32, **Reflex** 34, **Will** 35 | |
| **Immune** fear; **Resist** 15 radiant | |
| **Speed** 8, fly 12 (hover) | |
| ⊕ **Quarterstaff** (standard; at-will) ✦ **Radiant, Weapon** | |
| Reach 2; +27 vs. AC; 1d10 + 8 damage plus 1d10 radiant damage. | |
| **Lightning Bolt** (standard; at-will) ✦ **Lightning** | |
| Ranged 10; +26 vs. Fortitude; 2d10 + 8 lightning damage, and the target is dazed until the end of the angel of authority's next turn. | |
| **Majestic Rally** (standard; recharge ⚄ ⁞⁞) ✦ **Radiant, Thunder** | |
| Close burst 5; targets enemies; +26 vs. Will; 1d10 + 8 radiant damage plus 1d10 thunder damage, and the target is weakened (save ends). *Miss*: Half damage. *Effect*: Any angel within the burst gains a +2 bonus to attack rolls until the end of the angel of authority's next turn. | |
| **Angelic Presence** (while not bloodied) | |
| Any attack against the angel of authority takes a -2 penalty to the attack roll. | |
| **Alignment** Unaligned | **Languages** Supernal |
| **Skills** Insight +23, Religion +23 | |
| **Str** 20 (+16) | **Dex** 22 (+17) **Wis** 25 (+18) |
| **Con** 19 (+15) | **Int** 24 (+18) **Cha** 27 (+19) |
| **Equipment** plate armor, quarterstaff | |

### Angel of Authority Tactics

An angel of authority stays behind the lines, raining down *lightning bolts* and bolstering allies with *majestic rally* whenever possible.

### Angel of Authority Lore

**Religion DC 24:** An angel of authority is the herald of a particular deity. The angel handles the most important tasks concerning the protection and well-being of the deity's dominion.

### Encounter Groups

An angel of authority leads angels of protection, vengeance, supremacy, battle, and valor. It also administers or directs other servants of a deity who are not angels.

**Level 22 Encounter (XP 21,400)**

- 1 angel of authority (level 22 controller)
- 2 angels of vengeance (level 19 elite brute, *MM* 17)
- 6 angels of light (level 23 minion)

## Angel of Retrieval

When deities require the recovery of a stolen object or a kidnapped creature, they send a squad of divine beings that includes an expert tracker: the angel of retrieval.

| **Angel of Retrieval** | **Level 22 Artillery** |
|---|---|
| Large immortal humanoid (angel) | XP 4,150 |
| **Initiative** +20 | **Senses** Perception +22; blindsight |
| **HP** 162; **Bloodied** 81 | |
| **AC** 34; **Fortitude** 33, **Reflex** 35, **Will** 33 | |
| **Immune** fear; **Resist** 15 radiant | |
| **Speed** 8, fly 12 (hover), teleport 5 | |
| ⊕ **Short Sword** (standard; at-will) ✦ **Radiant, Weapon** | |
| Reach 2; +27 vs. AC; 2d6 + 6 radiant damage. | |
| **Angelic Bow** (standard; at-will) ✦ **Radiant, Weapon** | |
| Ranged 20/40; +27 vs. AC; 2d8 + 9 radiant damage, and each enemy adjacent to the target takes 10 radiant damage. | |
| **Isolating Displacement** (standard; at-will) ✦ **Radiant, Teleportation** | |
| Reach 2; +27 vs. Reflex; 2d8 + 10 radiant damage, and the angel of retrieval teleports the target 5 squares. The angel then teleports to a space adjacent to the target. The angel can choose to deal no damage with this attack. *Miss*: The angel teleports 5 squares. | |
| **Clear the Way** (standard; recharge ⚄ ⁞⁞) ✦ **Radiant** | |
| Area burst 3 within 10; +27 vs. Fortitude; 3d8 + 9 radiant damage, and the angel of retrieval slides the target 3 squares. *Miss*: Half damage, and the angel slides the target 1 square. | |
| **Hunt the Guilty** (minor; encounter) | |
| The angel of retrieval chooses one enemy within 10 squares of it. Until the end of the encounter, the angel's attacks deal 1d10 extra damage against that creature. | |
| **Alignment** Unaligned | **Languages** Supernal |
| **Skills** Arcana +28, Intimidate +29 | |
| **Str** 22 (+17) | **Dex** 28 (+20) **Wis** 23 (+17) |
| **Con** 24 (+18) | **Int** 23 (+17) **Cha** 24 (+18) |
| **Equipment** plate armor, longbow, short sword | |

### Angel of Retrieval Tactics

An angel of retrieval is often dispatched to capture a person or a thing. The angel uses *hunt the guilty* on the individual to be captured or the one holding an item to be recovered. The angel uses *clear the way* to give its allies more space to maneuver. Otherwise, the angel prefers to fight from a distance with its *angelic bow*.

*(Left to right) angel of authority, angel of light, and angel of supremacy*

## Angel of Retrieval Lore

**Religion DC 24:** An angel of retrieval is best described as a bounty hunter from the Astral Sea. These angels are trained in rituals that allow them to hunt down creatures, such as Observe Creature (*Player's Handbook*, page 309) and Planar Portal (*Player's Handbook*, page 311).

## Encounter Groups

An angel of retrieval is assisted by other angels in interplanar hunting parties.

**Level 23 Encounter (XP 21,400)**

- 1 angel of retrieval (level 22 artillery)
- 2 angels of supremacy (level 24 soldier)
- 12 angel of valor legionnaires (level 21 minion, *MM* 16)

# Angel of Light

Made purely of divine energy, an angel of light exists as a brilliant embodiment of a deity's subconscious.

| **Angel of Light** | **Level 23 Minion Skirmisher** |
|---|---|
| Medium immortal humanoid (angel) | XP 1,275 |
| **Initiative** +19 | **Senses** Perception +19 |
| **HP** 1; a missed attack never damages a minion; see also *death burst*. | |
| **AC** 37; **Fortitude** 34, **Reflex** 34, **Will** 36 | |
| **Immune** fear; **Resist** 15 radiant | |
| **Speed** 8, fly 12 (hover) | |
| ⓘ **Angelic Glaive** (standard; at-will) ✦ **Weapon** | |
| Reach 2; +28 vs. AC; 15 damage. | |
| ✧ **Death Burst** (when the angel of light drops to 0 hit points) ✦ **Radiant** | |
| The angel of light explodes in a burst of radiant light: close burst 10; targets enemies; +26 vs. Fortitude. *Effect:* Angels in the burst gain 10 temporary hit points. | |
| **Alignment** Unaligned | **Languages** Supernal |
| **Str** 18 (+15) | **Dex** 23 (+17) **Wis** 27 (+19) |
| **Con** 23 (+17) | **Int** 15 (+13) **Cha** 23 (+17) |
| **Equipment** glaive | |

## Angel of Light Tactics

A squad of angels of light spreads out and tries to attack as many targets as possible. They never retreat from battle.

ERIC L. WILLIAMS

## Angel of Light Lore

**Religion DC 24:** An angel of light is the bound form of a deity's subconscious thoughts, appearing in the Astral Sea as a mote of pure energy until given direction by more powerful angels. The thought that originally formed it drives its actions eternally.

**Religion DC 29:** Although directed by a deity's thoughts, angels of light can act independently to see those thoughts enacted. There have even been rare occasions when angels of light acted in ways contrary to their creators' ethos in zealous attempts to see those ideas made real.

## Encounter Groups

Angels of light are found with other angels or as members of a larger group enforcing a deity's will.

**Level 22 Encounter (XP 24,550)**
- 1 angel of supremacy (level 24 soldier)
- 8 angels of light (level 23 minion)
- 1 marut concordant (level 22 elite controller, *MM* 85)

# Angel of Supremacy

Angels of supremacy are the strongest of the angelic fighters.

| **Angel of Supremacy** | **Level 24 Soldier** |
|---|---|
| Large immortal humanoid (angel) | XP 6,050 |
| **Initiative** +19 **Senses** Perception +18 | |
| **HP** 226; **Bloodied** 113 | |
| **AC** 40; **Fortitude** 38, **Reflex** 36, **Will** 35 | |
| **Immune** fear; **Resist** 15 radiant | |
| **Speed** 8, fly 12 (hover) | |
| ⨁ **Spear** (standard; at-will) ✦ **Thunder, Weapon** | |
| Reach 3; +31 vs. AC; 1d10 + 9 damage plus 1d10 thunder damage. | |
| ⤖ **Light of Justice** (standard; encounter) ✦ **Radiant** | |
| Ranged 10; +29 vs. Fortitude; 2d10 + 9 radiant damage. *Effect*: The target is marked until the end of the encounter. | |
| ⤖ **Summons to Justice** (minor 1/round; at-will) | |
| Ranged sight; targets creatures marked by the angel of supremacy; no attack roll; the angel of supremacy pulls the target 1 square. | |
| ✧ **Astral Brilliance** (standard; encounter) ✦ **Radiant, Zone** | |
| Close burst 3; +29 vs. Reflex; 2d10 + 9 radiant damage. *Effect:* The burst creates a zone of radiance that lasts until the end of the encounter. The angel of supremacy's spear attack deals 1d10 extra radiant damage while the angel is within the zone. | |
| **Angelic Presence** (while not bloodied) | |
| Any attack against the angel of supremacy takes a -2 penalty to the attack roll. | |
| **Threatening Reach** | |
| An angel of supremacy can make opportunity attacks against all enemies in reach. | |
| **Alignment** Unaligned **Languages** Supernal | |
| **Skills** Intimidate +21 | |
| **Str** 29 (+21) **Dex** 21 (+17) **Wis** 22 (+18) | |
| **Con** 26 (+20) **Int** 25 (+19) **Cha** 19 (+16) | |
| **Equipment** plate armor, heavy shield, spear | |

## Angel of Supremacy Tactics

An angel of supremacy positions itself at a chokepoint or other tactically important location and uses *astral brilliance*. It targets a melee combatant with *summons to justice*, bringing the target within reach of its spear and the radiant zone.

## Angel of Supremacy Lore

**Religion DC 24:** Angels of supremacy guard the homes of gods and protect the gods' favored mortal servants. They are also the backbone of strike force groups for a deity.

## Encounter Groups

An angel of supremacy is the vanguard of any strike force sent by the gods.

**Level 24 Encounter (XP 30,350)**
- 3 angels of supremacy (level 24 soldier)
- 1 deva fallen star (level 26 artillery)
- 1 tormenting ghost (level 21 controller, *MM* 117)

## Archangel

The highest of all angels are the Archangels, powerful beings from the Astral Sea. An archangel is the ultimate authority in an astral dominion with the exception of the actual deity.

The archangel template can be applied to any angel.

| **Archangel** | **Elite Controller** |
|---|---|
| (angel) | XP Elite |
| **Saving Throws** +2 | |
| **Action Point** 1 | |
| **Hit Points** +8 per level + Constitution score | |
| **Powers** | |
| ↓ **Avenging Strike** (when an ally within 5 squares of the archangel drops to 0 hit points; at-will) | |
| The archangel shifts 2 squares and makes a melee basic attack as a free action. | |
| ✧ **Overwhelming Presence** (standard; encounter) ✦ **Radiant** | |
| Close burst 5, targets enemies; level + 4 vs. Will; 1d8 + Wisdom modifier radiant damage, and the target is stunned until the end of the archangel's next turn. | |

# ANKHEG

Loathsome insects with a taste for bipedal prey, ankhegs burst from hiding to seize the unwary. An ankheg moves with great stealth, but might be detected by the faint whiff of acid dripping from its twitching mandibles.

**Ankheg** **Level 3 Elite Lurker**
Large natural beast XP 300

**Initiative** +10 **Senses** Perception +9; tremorsense 5
**HP** 100; **Bloodied** 50
**AC** 17; **Fortitude** 14, **Reflex** 16, **Will** 14
**Resist** 5 acid
**Saving Throws** +2
**Speed** 8, burrow 4 (tunneling)
**Action Points** 1

⊕ **Claw** (standard; at-will)
+8 vs. AC; 1d8 + 5 damage.

⸸ **Mandible Grab** (standard; usable only while the ankheg does not have a creature grabbed; at-will)
+8 vs. AC; 1d8 + 5 damage, and the target is grabbed; see also *mandible carry*.

⸸ **Gnaw and Scuttle** (minor; at-will) ✦ **Acid**
Targets a creature grabbed by the ankheg; +8 vs. AC; 1d8 + 2 damage, and ongoing 5 acid damage (save ends). The ankheg then shifts 2 squares and pulls the target to space adjacent to its new location.

✧ **Acid Spray** (standard; recharges when first bloodied) ✦ **Acid**
Close blast 3; +8 vs. Reflex; 1d8 + 5 acid damage, and the target is slowed and takes ongoing 5 acid damage (save ends both).

**Mandible Carry**
An ankheg can move at normal speed while carrying a creature that is Medium or smaller.

**Alignment** Unaligned **Languages** –
**Skills** Stealth +11
**Str** 15 (+3) **Dex** 20 (+6) **Wis** 16 (+4)
**Con** 18 (+5) **Int** 2 (-3) **Cha** 4 (-2)

**Ankheg Broodling** **Level 1 Minion Brute**
Small natural beast XP 25

**Initiative** +3 **Senses** Perception +1; tremorsense 5
**HP** 1; a missed attack never damages a minion.
**AC** 15; **Fortitude** 12, **Reflex** 14, **Will** 12
**Resist** 5 acid
**Speed** 6, burrow 2 (tunneling)

⊕ **Claw** (standard; at-will)
+5 vs. AC; 4 damage.

⸸ **Mandible Rip** (standard; at-will) ✦ **Acid**
+4 vs. AC; 6 damage. If the ankheg broodling makes a critical hit against a target, each creature adjacent to that target takes 3 acid damage.

**Brood Swarm**
An ankheg broodling gains a +4 bonus to attack rolls against targets that are grabbed by any ankheg.

**Alignment** Unaligned **Languages** –
**Skills** Stealth +8
**Str** 10 (+0) **Dex** 16 (+3) **Wis** 12 (+1)
**Con** 13 (+1) **Int** 1 (-5) **Cha** 2 (-4)

CHRISTOPHER BURDETT

## Ankheg Tactics

Adult ankhegs strike quickly, attempting to grab and carry away a vulnerable target. An ankheg broodling remains in hiding until an adult ankheg has brought a grabbed victim near.

## Ankheg Lore

**Nature DC 10:** Ankhegs dig mazelike networks of tunnels, which might contain other monsters that have claimed part of the tunnel network as their own.

**Nature DC 15:** Ankhegs are found in nesting pairs, their broodlings rarely emerging from the safety of their tunnels.

## Encounter Groups

Ankhegs are normally encountered as pairs. Broodlings are occasionally controlled by giant ants after the ant hives drive away or kill the adult ankhegs.

**Level 4 Encounter (XP 950)**
- ✦ 2 ankhegs (level 3 elite lurker)
- ✦ 6 ankheg broodlings (level 1 minion)
- ✦ 1 rage drake (level 5 brute, *MM* 92)

# Ant, Giant

Waves of single-minded giant ants can strip the landscape bare for miles, overcoming any foe with sheer numbers. They have been known to reduce towns to bare earth.

## Hive Worker

Weakest of the giant ants, workers exist to fulfill the functional needs of the hive, providing little help in battle other than their swarming numbers.

| **Hive Worker** | **Level 1 Minion Skirmisher** |
|---|---|
| Medium natural beast | XP 25 |
| **Initiative** +0 | **Senses** Perception -1; low-light vision, tremorsense 10 |
| **HP** 1; a missed attack never damages a minion. | |
| **AC** 15; **Fortitude** 13, **Reflex** 13, **Will** 10 | |
| **Speed** 6, climb 6, burrow 2 (tunneling) | |
| ⊕ **Bite** (standard; at-will) | |
| +6 vs. AC; 4 damage. | |
| **Hive Worker Frenzy** (free, when any giant ant within 10 squares of the hive worker is reduced to 0 hit points; at-will) | |
| The hive worker shifts 2 squares. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 17 (+3) | **Dex** 15 (+2) **Wis** 9 (-1) |
| **Con** 14 (+2) | **Int** 2 (-4) **Cha** 4 (-3) |

### Hive Worker Tactics

A hive worker shows little initiative. It attacks any adjacent creature other than those of its own hive, or moves to attack any creature that is in combat with a member of its hive.

## Hive Warrior

A hive warrior acts as an explorer and guardian for the workers during their forays outside the hive.

| **Hive Warrior** | **Level 2 Skirmisher** |
|---|---|
| Medium natural beast | XP 125 |
| **Initiative** +6 | **Senses** Perception +0; low-light vision, tremorsense 10 |
| **HP** 36; **Bloodied** 18 | |
| **AC** 16; **Fortitude** 14, **Reflex** 15, **Will** 11 | |
| **Speed** 8, climb 8 | |
| ⊕ **Piercing Bite** (standard; at-will) ✦ **Acid** | |
| +7 vs. AC; 1d8 + 4 damage. The hive warrior's attack deals 1d10 extra acid damage to any target that already has ongoing acid damage. | |
| **Hive Warrior Frenzy** (free, when any giant ant within 10 squares of the hive warrior drops to 0 hit points; at-will) | |
| The warrior is no longer marked or cursed, and it shifts 2 squares. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 14 (+3) | **Dex** 17 (+4) **Wis** 9 (+0) |
| **Con** 12 (+2) | **Int** 2 (-3) **Cha** 4 (-2) |

## Hive Soldier

Hive soldiers remain near the hive unless driven to conquest by the queen.

| **Hive Soldier** | **Level 3 Soldier** |
|---|---|
| Medium natural beast | XP 150 |
| **Initiative** +6 | **Senses** Perception +0; low-light vision, tremorsense 10 |
| **HP** 46; **Bloodied** 23; see also *death convulsion* | |
| **AC** 18; **Fortitude** 16, **Reflex** 15, **Will** 12 | |
| **Speed** 6, climb 6 | |
| ⊕ **Grasping Mandibles** (standard; usable only while the hive soldier does not have a creature grabbed; at-will) | |
| +10 vs. AC; 1d8 + 3 damage, and the target is grabbed. | |
| ⸸ **Acid Sting** (standard; at-will) ✦ **Acid** | |
| Targets a creature grabbed by the hive soldier; +10 vs. AC; 1d6 + 3 acid damage, and ongoing 5 acid damage (save ends). | |
| ✧ **Death Convulsion** (when the hive soldier drops to 0 hit points) | |
| Close burst 1; targets enemies; +8 vs. Reflex; the target is knocked prone. | |
| **Hive Soldier Frenzy** (when any giant ant within 10 squares of the hive soldier drops to 0 hit points; at-will) | |
| The soldier gains a +2 bonus to attack rolls until the end of its next turn. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 17 (+4) | **Dex** 15 (+3) **Wis** 9 (+0) |
| **Con** 14 (+3) | **Int** 2 (-3) **Cha** 4 (-2) |

## Winged Drone

Winged drones flood from the hive during mating season, spreading far and wide on iridescent wings.

| **Winged Drone** | **Level 4 Skirmisher** |
|---|---|
| Medium natural beast | XP 175 |
| **Initiative** +6 | **Senses** Perception +2; low-light vision, tremorsense 10 |
| **HP** 55; **Bloodied** 27 | |
| **AC** 18; **Fortitude** 15, **Reflex** 17, **Will** 12 | |
| **Speed** 8, climb 8, fly 8 | |
| ⊕ **Acid Sting** (standard; at-will) ✦ **Acid** | |
| +9 vs. AC; 1d6 + 2 acid damage, and ongoing 5 acid damage (save ends). | |
| ⸸ **Hive Drone Frenzy** (free, when any giant ant within 10 squares of the winged drone drops to 0 hit points; at-will) | |
| The drone shifts 2 squares and uses *acid sting*. | |
| ⸸ **Flyby Attack** (standard; at-will) | |
| The winged drone flies 8 squares and makes one acid sting at any point during that movement. The drone doesn't provoke opportunity attacks when moving away from the target of the attack. | |
| ✧ **Shredding Wings** (standard; usable only while bloodied; encounter) | |
| Close blast 2; +8 vs. AC; 3d6 + 4 damage, and the winged drone loses its fly speed until the end of the encounter. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 14 (+4) | **Dex** 18 (+6) **Wis** 11 (+2) |
| **Con** 15 (+4) | **Int** 2 (-2) **Cha** 4 (-1) |

# Hive Queen

In addition to birthing future generations, the hive queen directs the activities of her brood with a ruthless and single-minded purpose.

| **Hive Queen** | **Level 5 Elite Controller (Leader)** |
|---|---|
| Large natural beast | XP 400 |
| **Initiative** +6 | **Senses** Perception +2; low-light vision, tremorsense 10 |
| **In the Presence of the Queen** aura 10; each giant ant within the aura gains a +2 bonus to attack rolls and damage rolls. | |
| **HP** 132; **Bloodied** 66 | |
| **AC** 19; **Fortitude** 19, **Reflex** 16, **Will** 17 | |
| **Immune** fear | |
| **Speed** 6, climb 2 | |
| **Saving Throws** +2 | |
| **Action Points** 1 | |
| ⓘ **Bite** (standard; at-will) | |
| +10 vs. AC; 1d10 + 4 damage. | |
| ⓘ **Kick** (minor; at-will) | |
| Reach 2; +9 vs. Reflex; 3 damage, and the hive queen pushes the target 3 squares. | |
| ✝ **Hive Queen Frenzy** (free, when any giant ant within 10 squares of the hive queen drops to 0 hit points; at-will) | |
| The queen shifts 2 squares and uses *kick*. | |
| ✧ **Acidic Cloud** (standard; encounter) ✦ **Acid, Zone** | |
| Close burst 4; the burst creates a zone of caustic gas that lasts until the end of the encounter. Any enemy that starts its turn within the zone takes 2 acid damage for each giant ant within the zone. The zone is centered on the hive queen and moves with her. | |
| ✧ **Acidic Blast** (standard; recharge ⚅) ✦ **Acid** | |
| Area burst 3 within 10; targets enemies; +7 vs. Will; 1d6 + 2 acid damage, and the target is dazed (save ends). *Miss*: Half damage. | |
| **Call to Arms** (when first bloodied; encounter) | |
| Four new giant ant hive workers appear and act to defend their queen. Each ant appears within 5 squares of the hive queen, and acts on the queen's initiative count. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 13 (+3) | **Dex** 12 (+3) | **Wis** 11 (+2) |
| **Con** 18 (+6) | **Int** 2 (-2) | **Cha** 15 (+4) |

JEREMY JARVIS (2)

## Hive Queen Tactics

A hive queen aims her *kick* carefully, pushing enemies into groups for an *acidic blast* attack or into swarming clusters of her brood. In a desperate situation, she calls a strategic retreat, sacrificing warriors without concern while leading soldiers and drones to a more advantageous location. If the entire brood is eliminated, the queen fights to the death.

# Giant Ant Lore

**Nature DC 7:** Giant ants live in hives consisting of hundreds of members. The majority of these ants are workers, but they all fight to defend the hive.

**Nature DC 12:** Although they are not intelligent, giant ants use teamwork and simple yet effective tactics. Giant ants possess a social organization rivaling that of the most efficient humanoids.

**Nature DC 17:** Giant ants communicate with nearby members of the hive by using a complex combination of pheromones. These pheromones are highly acidic, and the ants use them to damage foes.

# Encounter Groups

Giant ants are encountered with others of their hive, since they generally consider anything else to be food.

**Level 1 Encounter (XP 500)**
- ✦ 1 hive soldier (level 3 soldier)
- ✦ 2 hive warriors (level 2 skirmisher)
- ✦ 4 hive workers (level 1 minion)

Primordials crafted archons to be soldiers in the cataclysmic war against the immortals of the Astral Sea. Now, they act as servitors and mercenaries for powerful forces within the Elemental Chaos, such as giants, efreets, and demons. These creatures of energy exert little will of their own, instead furthering the goals and ambitions of their masters. The few archons that are independent prowl the Elemental Chaos, attacking creatures without elemental origins.

## Earth Archon Ground Rager

An earth archon ground rager is drawn to regions of geologic activity, such as volcanoes, fault zones, sink holes, or areas prone to landslides.

**Earth Archon Ground Rager** **Level 14 Controller**
Medium elemental humanoid (earth) XP 1,000

**Initiative** +9 **Senses** Perception +13; tremorsense 20
**Earth Liquefaction** aura 5; each creature without the earth keyword that ends its turn within the aura and did not move during its turn is slowed until the end of its next turn.
**HP** 143; **Bloodied** 71
**AC** 28; **Fortitude** 27, **Reflex** 25, **Will** 26
**Immune** disease, petrification, poison
**Speed** 6 (earth walk)

**Slam** (standard; at-will)
+19 vs. AC; 2d8 + 6 damage.

**Raging Earth** (standard; at-will) ✦ **Thunder**
Ranged 20; +17 (+20 against slowed creatures) vs. Reflex; 1d8 + 6 thunder damage, and the target is immobilized (save ends).

**Shove** (standard; at-will)
+19 vs. AC; 1d10+6 damage, and the target is pushed 4 squares and knocked prone.

**Ground Eruption** (standard; recharge ⚄ ⁞⁞) ✦ **Thunder**
Area burst 1 within 10 ; +18 vs. Reflex; 2d8 + 6 thunder damage, and the target is knocked prone. *Miss:* Half damage, and the target is knocked prone.

**Alignment** Chaotic evil **Languages** Primordial
**Str** 20 (+12) **Dex** 14 (+9) **Wis** 23 (+13)
**Con** 23 (+13) **Int** 19 (+11) **Cha** 17 (+10)
**Equipment** chainmail

## Earth Archon Seismic Striker

A seismic striker forms the foundation of an archon army in the Elemental Chaos. It sometimes acts as a guard for stone giants.

**Earth Archon Seismic Striker** **Level 16 Soldier**
Medium elemental humanoid (earth) XP 1,400

**Initiative** +16 **Senses** Perception +13; tremorsense 20
**HP** 160; **Bloodied** 80
**AC** 32; **Fortitude** 29, **Reflex** 28, **Will** 27
**Immune** disease, petrification, poison
**Speed** 6 (earth walk)

**War Pick** (standard; at-will) ✦ **Thunder, Weapon**
+23 vs. AC; 2d8 + 7 damage plus 1d8 thunder damage (crit 4d8 + 23 damage plus 8 thunder damage).

**Stone Javelin** (standard; at-will) ✦ **Weapon**
Ranged 10/20; +23 vs. AC; 1d10 + 7 damage, and the target is marked until the end of the earth archon seismic striker's next turn.

**Seismic Stomp** (standard; recharge ⁞⁞) ✦ **Thunder**
Close burst 3; +21 vs. Fortitude; 2d10 + 7 thunder damage, and the target is knocked prone. *Miss:* Half damage, and the target is knocked prone.

**Ground Strike** ✦ **Thunder**
An earth archon seismic striker's attack deals an extra 1d8 thunder damage against any prone enemy.

**Combat Superiority**
An earth archon seismic striker gains a +5 bonus to opportunity attack rolls and immobilizes a creature that it hits with an opportunity attack.

**Alignment** Chaotic evil **Languages** Primordial
**Str** 18 (+12) **Dex** 22 (+14) **Wis** 21 (+13)
**Con** 24 (+15) **Int** 15 (+10) **Cha** 17 (+11)
**Equipment** plate armor, heavy shield, war pick, 5 javelins

## Earth Archon Rumbler

Earth archon rumblers serve as shock troops in the armies of the Elemental Chaos, crushing any enemies too slow to flee.

**Earth Archon Rumbler** **Level 17 Brute**
Medium elemental humanoid (earth) XP 1,600

**Initiative** +12 **Senses** Perception +13; tremorsense 20
**HP** 204; **Bloodied** 102
**AC** 29; **Fortitude** 31, **Reflex** 28, **Will** 29
**Immune** disease, petrification, poison
**Speed** 6 (earth walk)

**Stone Warhammer** (standard; at-will) ✦ **Weapon**
+20 vs. AC; 2d10 + 9 damage.

**Avalanche Strike** (standard; at-will)
Close burst 2; +18 vs. Reflex; 1d10 + 9 damage, and the target is knocked prone.

**Thundering Might** ✦ **Thunder**
An earth archon rumbler's attack deals 2d8 extra thunder damage if the rumbler is adjacent to more than one enemy.

**Alignment** Chaotic evil **Languages** Primordial
**Str** 24 (+15) **Dex** 18 (+12) **Wis** 21 (+13)
**Con** 24 (+15) **Int** 15 (+10) **Cha** 17 (+11)
**Equipment** warhammer

*(Left to right) earth archon seismic striker, ground rager, and rumbler*

## Earth Archon Lore

**Arcana DC 13:** Earth archons prefer a slow, inexorable advance toward conquest, and they are excellent strategists. They prefer to take, hold, and fortify positions, unlike the rapid and destructive blazes of fire archons. In this regard earth archons are similar to ice archons and work well with them.

**Arana DC 20:** The greatest fortress of earth archons in the Elemental Chaos is Thrak-Harda, ruled by a stone titan named King Brakkamul. This sprawling fortification guards a huge gem called the Diamond of Despair.

**Arcana DC 25:** Rumors say that the fortifications around the Diamond of Despair are intended to protect others from it rather than to protect it from thieves. What danger it presents is a matter of speculation, and the Diamond has long been an obsession of the dao, mysterious cousins of the djinns and efreets.

## Encounter Groups

Earth archons can be found with any type of elemental creature, eager to crush any enemy in their path.

**Level 14 Encounter (XP 5,200)**
- 1 earth archon ground rager (level 14 controller)
- 1 earth archon seismic striker (level 16 soldier)
- 2 fire archon emberguards (level 12 brute, *MM* 18)
- 1 ice archon hailscourge (level 16 artillery, *MM* 20)

**Level 18 Encounter (XP 10,400)**
- 1 cambion hellfire magus (level 18 artillery, *MM* 39)
- 1 earth archon ground rager (level 14 controller)
- 3 earth archon seismic strikers (level 16 soldier)
- 2 earth archon rumblers (level 17 brute)

## Storm Archon Squallshield

As tempestuous as a hurricane, a storm archon squallshield is always spoiling for a fight. It serves as versatile infantry to more powerful elemental lords, and goes out of its way to cause panic and suffering.

JIM NELSON

*(Left to right) storm archon lightning walker, tempest weaver, and squallshield*

| **Storm Archon Squallshield** | **Level 17 Soldier** |
|---|---|
| Medium elemental humanoid (air, water) | XP 1,600 |

**Initiative** +15 **Senses** Perception +15

**Rain Wall** aura 1; each enemy that starts its turn within the aura must make a DC 22 Athletics check or Acrobatics check. An enemy that fails the check is knocked prone.

**HP** 168; **Bloodied** 84

**AC** 33; **Fortitude** 30, **Reflex** 30, **Will** 26

**Immune** disease, poison; **Resist** 15 lightning, 15 thunder

**Speed** fly 8 (hover)

⨺ **Longsword** (standard; at-will) ✦ **Weapon**
+23 vs. AC; 2d8 + 7 damage, and the target is marked until the end of the storm archon squallshield's next turn.

↯ **Snarling Lightning** (standard; recharge ⚄ ⚅) ✦ **Lightning**
Ranged 10; +21 vs. Reflex; 2d8 + 7 lightning damage, and the target is marked (save ends). Each enemy adjacent to the target takes half damage and is marked (save ends).

**Pursuing Storm** (move; recharge ⚄ ⚅) ✦ **Teleportation**
The storm archon squallshield teleports 7 squares to a space adjacent to a creature it has marked. The target grants combat advantage to the squallshield until the end of the squallshield's turn.

**Mark of the Tempest**
When a storm archon squallshield hits a creature marked by it with a ranged or melee attack, that creature is slowed (save ends).

**Alignment** Chaotic evil **Languages** Primordial

| | | |
|---|---|---|
| **Str** 19 (+12) | **Dex** 20 (+13) | **Wis** 15 (+10) |
| **Con** 24 (+15) | **Int** 17 (+11) | **Cha** 17 (+11) |

**Equipment** plate armor, light shield, longsword

## Storm Archon Squallshield Tactics

A squallshield focuses its attacks on a weak target. It marks the foe from range using *snarling lightning* and then teleports next to it using *pursuing storm*. The squallshield then attacks with its longsword, keeping the target marked until the squallshield's other abilities recharge.

## Storm Archon Lightning Walker

A lightning walker crackles with intensity and arrogance, flashing across the battlefield faster than the eye can blink.

| **Storm Archon Lightning Walker** | **Level 18 Skirmisher** |
|---|---|
| Medium elemental humanoid (air, water) | XP 2,000 |

**Initiative** +18 **Senses** Perception +16

**HP** 171; **Bloodied** 85

**AC** 32; **Fortitude** 29, **Reflex** 32, **Will** 29

**Immune** disease, poison; **Resist** 15 lightning, 15 thunder

**Speed** fly 8 (hover)

⨺ **Spear** (standard; at-will) ✦ **Teleportation, Weapon**
+23 vs. AC; 2d8 + 4 damage, and the storm archon lightning walker teleports the target 2 squares. *Effect*: The lightning walker teleports 2 squares.

JASON A. ENGLE

**Booming Retort** (immediate reaction, when an enemy enters a square adjacent to the storm archon lightning walker; recharge ⚅) ✦ **Lightning, Thunder**
The triggering enemy takes ongoing 5 lightning and thunder damage (save ends), and the lightning walker shifts 2 squares.

**Lightning Pulse** (standard; encounter) ✦ **Lightning, Teleportation**
Close burst 2; targets enemies; +21 vs. Reflex; 3d6 + 6 lightning damage. *Effect*: The storm archon lightning walker teleports 10 squares.

**Alignment** Chaotic evil **Languages** Primordial
**Str** 17 (+12) **Dex** 24 (+16) **Wis** 15 (+11)
**Con** 19 (+13) **Int** 15 (+11) **Cha** 18 (+13)
**Equipment** scale armor, spear

### Storm Archon Lightning Walker Tactics

A lightning walker is in constant motion on the battlefield, vanishing in a flash after every attack and reappearing a short distance away. The archon reserves *lightning pulse* for situations when it finds itself surrounded or flanked.

## Storm Archon Tempest Weaver

Riding the turbulent winds and storms raging across the Elemental Chaos, a tempest weaver hurls down lightning at its foes with capricious zeal.

**Storm Archon Tempest Weaver** **Level 21 Artillery**
Medium elemental humanoid (air, water) XP 3,200

**Initiative** +12 **Senses** Perception +14
**HP** 155; **Bloodied** 77
**AC** 33 (35 with *defensive squall*); **Fortitude** 32, **Reflex** 33 (35 with *defensive squall*), **Will** 33
**Immune** disease, poison; **Resist** 15 lightning, 15 thunder
**Speed** 6, fly 8 (hover)

**Storm Touch** (standard; at-will) ✦ **Lightning**
+26 vs. Fortitude; 2d10 + 4 lightning damage.

**Resounding Bolt** (standard; at-will) ✦ **Lightning, Thunder**
Ranged 10; +26 vs. Fortitude; 1d10 + 5 thunder damage, and ongoing 10 lightning damage (save ends).

**Lightning Blast** (standard; recharges when first bloodied) ✦ **Lightning**
Close burst 2; +24 vs. Reflex; 2d8 + 5 lightning damage, and the target is blinded until the end of the storm archon tempest weaver's next turn.

**Heart of the Tempest** (standard; encounter) ✦ **Lightning, Thunder**
Area burst 3 within 20; targets enemies; +24 vs. Reflex; the target slides 3 squares, takes ongoing 10 lightning damage and ongoing 10 thunder damage, and is restrained (save ends all).

**Defensive Squall**
A storm archon tempest weaver gains a +2 bonus to its AC and Reflex against ranged attacks.

**Alignment** Chaotic evil **Languages** Primordial
**Skills** Intimidate +20
**Str** 14 (+12) **Dex** 15 (+12) **Wis** 18 (+14)
**Con** 23 (+16) **Int** 25 (+17) **Cha** 25 (+16)
**Equipment** robes

### Storm Archon Tempest Weaver Tactics

Unlike most artillery, a tempest weaver is willing to move close in combat. It begins with *heart of the tempest*, incapacitating as many creatures as possible and rearranging the battlefield to its advantage before closing in to use *storm touch*. The tempest weaver then withdraws, using its fly speed to put distance between itself and attackers.

## Storm Archon Lore

**Arcana DC 16:** Storm archons live in floating storm cities that cruise through the Elemental Chaos. Always on the move, these cities drift overhead, indifferent to what happens beneath them. However, storm archons strike without provocation if they grow bored.

**Arcana DC 24:** Storm archons can be found in the company of storm giants, especially during the howling black tempests that rise up from the Abyss. Storm archons and storm giants ride these evil winds as they swirl through the layers of the Elemental Chaos, spilling out into planes beyond to cause tornadoes and hurricanes.

**Arcana DC 29:** Storm archons and storm giants are at their worst when they ride a black tempest's winds. While flying upon a tempest, they can attract demons to follow or fight alongside them.

## Encounter Groups

Teams of storm archons patrol their masters' domains within the Elemental Chaos. Storm archons often serve storm giants and their elemental comrades.

**Level 18 Encounter (XP 10,400)**
- 2 storm archon squallshields (level 17 soldier)
- 2 storm archon lightning walkers (level 18 skirmisher)
- 1 storm archon tempest weaver (level 21 artillery)

**Level 18 Encounter (XP 11,600)**
- 2 fire archon blazesteels (level 19 soldier, *MM* 19)
- 1 ice archon frostshaper (level 20 controller, *MM* 21)
- 2 storm archon lightning walkers (level 18 skirmisher)

**Level 22 Encounter (XP 20,750)**
- 2 storm archon tempest weavers (level 21 artillery)
- 1 storm giant (level 24 controller, *MM* 24)
- 1 thunderhawk (level 22 elite soldier, *MM* 221)

# Water Archon Shoal Reaver

A shoal reaver is a merciless raider, happy to dispatch any creatures in its way. It savages enemies with ruthless strikes of its trident, pulling them to the water's edge.

**Water Archon Shoal Reaver** **Level 13 Brute**
Medium elemental humanoid (aquatic, water) XP 800

**Initiative** +8 **Senses** Perception +7
**HP** 159; **Bloodied** 79
**AC** 25; **Fortitude** 27, **Reflex** 25, **Will** 24
**Immune** disease, forced movement, poison; **Resist** 10 acid;
**Vulnerable** cold (a water archon shoal reaver that takes cold damage is slowed until the end of its next turn)
**Saving Throws** +2 against immobilized, restrained, and slowed
**Speed** 5, swim 7

**Trident** (standard; at-will) ✦ **Weapon**
+16 vs. AC; 3d8 + 3 damage, and the target takes a -2 penalty to AC until the end of its next turn.

**Water Harpoon** (standard; recharge ⚄ ⁞⁞)
Ranged 5; +16 vs. AC; 4d8 + 5 damage, and the water archon shoal reaver pulls the target adjacent to it.

**Whirlpool of Tines** (standard; recharges when first bloodied)
Close burst 1; targets enemies; +16 vs. AC; 2d8 + 5 damage, and the target takes 2 damage for each square it moves on its turn (save ends). *Miss*: Half damage, and the target takes 1 damage for each square it moves on its turn (save ends).

**Alignment** Chaotic evil **Languages** Primordial
**Str** 18 (+10) **Dex** 15 (+8) **Wis** 13 (+7)
**Con** 19 (+10) **Int** 12 (+7) **Cha** 10 (+6)
**Equipment** scale armor, trident

## Water Archon Shoal Reaver Tactics

A shoal reaver uses its swim speed to its advantage, assaulting enemies who venture into the water. Additionally, its liquid body allows the creature to move freely onto land. It employs *water harpoon* to draw enemies close before using *whirlpool of tines*, which it uses against at least two targets at a time.

# Water Archon Tide Strider

Taciturn and violent, a tide strider does its talking with the end of its deadly spear.

**Water Archon Tide Strider** **Level 15 Skirmisher**
Medium elemental humanoid (aquatic, water) XP 1,200

**Initiative** +13 **Senses** Perception +9
**Body Torrent** aura 1; each enemy within the aura that hits or misses the water archon tide strider with an attack is pushed 1 square.
**HP** 144; **Bloodied** 72
**AC** 29; **Fortitude** 27, **Reflex** 28, **Will** 26
**Immune** disease, forced movement, poison; **Resist** 10 acid;
**Vulnerable** cold (a water archon tide strider that takes cold damage is slowed until the end of its next turn)
**Saving Throws** +2 against immobilized, restrained, and slowed
**Speed** 6, swim 8

**Greatspear** (standard; at-will) ✦ **Weapon**
Reach 2; +20 vs. AC; 2d10 + 4 damage.

**Way of Water** (standard; recharge ⁞⁞)
The water archon tide strider shifts 6 squares and makes one greatspear attack against each enemy within reach at any point during the move.

**Combat Advantage**
Hits from a water archon tide strider's melee attacks knock prone any target that is granting combat advantage to it.

**Alignment** Chaotic evil **Languages** Primordial
**Str** 17 (+10) **Dex** 19 (+11) **Wis** 14 (+9)
**Con** 16 (+10) **Int** 15 (+9) **Cha** 14 (+9)
**Equipment** scale armor, greatspear

## Water Archon Tide Strider Tactics

A tide strider waits until its allies engage an enemy before attacking. It uses *way of water* at each opportunity, using combat advantage to knock prone as many enemies as possible.

# Water Archon Waveshaper

Manipulating the ocean with gestures of its war fans, a waveshaper works tirelessly to see the world drowned by the churning waters of the Elemental Chaos.

**Water Archon Waveshaper** **Level 16 Controller (Leader)**
Medium elemental humanoid (aquatic, water) XP 1,400

**Initiative** +10 **Senses** Perception +12
**HP** 157; **Bloodied** 78
**AC** 30; **Fortitude** 28, **Reflex** 27, **Will** 30
**Immune** disease, forced movement, poison; **Resist** 10 acid;
**Vulnerable** cold (a water archon waveshaper that takes cold damage is slowed until the end of its next turn)
**Saving Throws** +2 against immobilized, restrained, and slowed
**Speed** 6, swim 8

**Waveshape** (standard; at-will)
+20 vs. Reflex; 2d6 + 5 damage, and the target is pushed 1 square and knocked prone.

**Dizzying Whirlpool** (standard; at-will)
Ranged 10; +19 vs. Fortitude; 2d8 + 7 damage, and the target cannot charge or shift (save ends).

**Geyser** (standard; recharge ⚄ ⁞⁞)
Area burst 2 within 10; +19 vs. Reflex; 2d8 + 4 damage, and the target is knocked prone and cannot use immediate actions until the end of its next turn.

**Ocean Call** (minor; recharges when bloodied)
Each ally that is within 10 squares of the water archon waveshaper and that has the water keyword or the aquatic keyword shifts 3 squares as a free action and gains 10 temporary hit points.

**Alignment** Chaotic evil **Languages** Primordial
**Skills** Intimidate +16
**Str** 14 (+10) **Dex** 19 (+12) **Wis** 25 (+15)
**Con** 21 (+13) **Int** 15 (+10) **Cha** 17 (+11)
**Equipment** robes, 2 war fans

*(Left to right) water archon waveshaper, shoal reaver, and tide strider*

### Water Archon Waveshaper Tactics

A waveshaper is content to linger at the edge of battle, just within the limits of its ranged powers. From this location, the waveshaper alternates between using *dizzying whirlpool* and *geyser*, using the first while the second recharges. A waveshaper uses *ocean call* early in combat, once its allies have engaged their enemies.

## Water Archon Lore

**Arcana DC 18:** Water archons don't limit themselves to seas. They use rivers and streams as highways, setting up outposts in swamps or lakes. Water archons prefer to remain near water, but use land-based attacks as a surprise tactic.

**Arcana DC 23:** Water archons prowl waterways in great ships of water crafted by waveshapers. These strange aquatic masses have a semisolid state that allows them to rise and submerge as the water archons wish. These ships have given water archons a reputation as planar pirates.

## Encounter Groups

Water archons typically find themselves in the service of masters as mercurial and destructive as the sea itself. They are loyal as long as they are not sent too far from water and are given frequent opportunities to spread misery and woe.

**Level 12 Encounter (XP 3,500)**
- 1 human pirate captain (level 10 soldier)
- 2 windfiend furies (level 12 controller)
- 2 water archon shoal reavers (level 13 brute)

**Level 14 Encounter (XP 5,200)**
- 1 aboleth slime mage (level 17 artillery, *MM* 8)
- 3 water archon shoal reavers (level 13 brute)
- 1 water archon waveshaper (level 15 controller)

ERIC L. WILLIAMS

# BARGHEST

Savage goblin shapeshifters, barghests seek power and influence through violence and treachery. Barghests can adopt the forms of a variety of creatures, including bugbears, hobgoblins, and wolves.

## Barghest Savager

This bugbear barghest lives for battle. A barghest savager tries to incite bugbears, goblins, and hobgoblins to violence, and often leads raiding parties in slaughter and pillage.

**Barghest Savager** **Level 4 Brute**
Medium natural humanoid (shapechanger) XP 175

**Initiative** +4 **Senses** Perception +9; low-light vision
**HP** 63; **Bloodied** 31
**AC** 16; **Fortitude** 17, **Reflex** 15, **Will** 15
**Speed** 6 (8 in wolf form)

⊕ **Bite** (standard; usable only in wolf form; at-will)
+7 vs. AC; 2d8 + 4 damage.

⊕ **Battleaxe** (standard; usable only in bugbear form; at-will) ✦ **Weapon**
+7 vs. AC; 1d10 + 6 damage.

⸸ **Jump Strike** (standard; recharge ⚄ ⁞⁞)
The barghest savager shifts 3 squares before and after the attack: +7 vs. AC; 3d8 + 5 damage.

⸸ **Power Feed** (standard; usable only in wolf form; encounter) ✦ **Psychic, Reliable**
+5 vs. Will; 2d6 + 5 psychic damage, and the barghest savager gains one use of an at-will or encounter attack power that it has seen the target use during this encounter.
The savager must use the gained power while in its bugbear form and before the end of the encounter. The attack bonus for the power is +7 vs. AC and +5 vs. any other defense.

**Change Shape** (minor 1/round; at-will) ✦ **Polymorph**
A barghest savager can alter its physical form to appear as a wolf or a bugbear (see Change Shape, *MM* 280).

**Alignment** Evil **Languages** Common, Goblin
**Skills** Stealth +9
**Str** 18 (+6) **Dex** 15 (+4) **Wis** 14 (+4)
**Con** 13 (+3) **Int** 12 (+3) **Cha** 11 (+2)
**Equipment** battleaxe

### Barghest Savager Tactics

Rare is a savager that doesn't charge headlong into battle; subtlety is for other beasts. It uses *jump strike* to hit defenders, then bounds away toward a party's strikers and controllers to feed upon a useful power.

## Barghest Battle Lord

A battle lord gains its name from its propensity for taking control of the flow of combat, earning respect and fear from friend and foe alike.

**Barghest Battle Lord** **Level 7 Controller**
Medium natural humanoid (shapechanger) XP 300

**Initiative** +5 **Senses** Perception +12; low-light vision
**HP** 82; **Bloodied** 41
**AC** 21; **Fortitude** 19, **Reflex** 19, **Will** 19
**Resist** 5 psychic
**Speed** 6 (8 in wolf form)

⊕ **Bite** (standard; usable only in wolf form; at-will)
+12 vs. AC; 2d6 + 4 damage, and the target is knocked prone.

⊕ **Greatsword** (standard; usable only in hobgoblin form; at-will) ✦ **Weapon**
+12 vs. AC; 1d10 + 5 damage, and the barghest battle lord is invisible to the target until the end of the battle lord's next turn.

⊛ **Psychic Howl** (standard; at-will) ✦ **Fear, Psychic**
Ranged 10; +11 vs. Will; 1d8 + 5 psychic damage, and the target is dazed until the end of the barghest battle lord's next turn.
*Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

*Barghest savager in bugbear form and in wolf form*

CHIPPY

*Barghest battle lord in hobgoblin form and in wolf form*

| | | |
|---|---|---|
| **Life Feed** (standard; usable only in wolf form; encounter) ✦ **Healing, Necrotic** | | |
| Close blast 5; +11 vs. Fortitude; 1d8 + 1 necrotic damage, and ongoing 5 necrotic damage (save ends). When a target takes the ongoing damage, the barghest battle lord regains 5 hit points. | | |
| **Change Shape** (minor 1/round; at-will) ✦ **Polymorph** | | |
| A barghest battle lord can alter its physical form to appear as a wolf or a hobgoblin (see Change Shape, *MM* 280). | | |
| **Get Some Distance** (immediate reaction, when hit by a melee attack; encounter) | | |
| The barghest battle lord shifts 2 squares. | | |
| **Alignment** Evil | **Languages** Common, Goblin | |
| **Skills** Intimidate +11 | | |
| **Str** 16 (+6) | **Dex** 15 (+5) | **Wis** 18 (+7) |
| **Con** 18 (+7) | **Int** 19 (+7) | **Cha** 16 (+6) |
| **Equipment** greatsword | | |

## Barghest Battle Lord Tactics

A barghest battle lord keeps its distance, preferring to let other creatures rush into melee. It allows itself to be surrounded in order to use *life feed* to best effect, afterward putting distance between itself and enemies.

# Barghest Lore

**Nature DC 7:** Although barghests are shapeshifters of the goblin race, they can also be found with other evil creatures. Barghests are born at random among goblins, which is viewed by parents as a blessing from Bane.

**Nature DC 12:** Barghests gain energy by feeding on their foes' will. Some steal powers; others use their foes' strength to heal their own wounds.

**Nature DC 17:** Barghests have unusual features that indicate their special nature even in goblin form; a shock of white hair or a discolored eye is a common sign.

# Encounter Groups

Barghests can be found terrorizing prey alongside all types of goblins, which they almost always lead through brute force or intimidation.

**Level 3 Encounter (XP 825)**
- ✦ 1 barghest savager (level 4 brute)
- ✦ 2 goblin sharpshooters (level 2 artillery, *MM* 137)
- ✦ 4 goblin warriors (level 1 skirmisher, *MM* 137)

**Level 6 Encounter (XP 1,350)**
- ✦ 1 barghest battle lord (level 7 controller)
- ✦ 2 barghest savagers (level 4 brute)
- ✦ 2 bugbear stranglers (level 6 lurker, *MM* 136)
- ✦ 1 hobgoblin commander (level 5 soldier, *MM* 140)

STEVE ELLIS

# Behir

The behir is a multilegged serpentine horror known for its fearsome lightning-spitting attack. Clever and voracious predators, behirs are deadly hunters from the time they are hatched.

## Behir

Shrewd and deadly, a behir is capable of running down prey and swallowing it whole. A quick-witted opponent could try to reason with—or bribe—a behir before becoming its next meal.

| **Behir** | **Level 14 Solo Soldier** |
|---|---|
| Huge natural magical beast | XP 5,000 |
| **Initiative** see *lightning reflexes* | **Senses** Perception +12; tremorsense 10 |
| **Lightning Storm** aura 5; an enemy that starts its turn in the aura takes 5 lightning damage. | |
| **HP** 564; **Bloodied** 282 | |
| **AC** 30; **Fortitude** 27, **Reflex** 26, **Will** 26 | |
| **Resist** 15 lightning | |
| **Saving Throws** +5 | |
| **Speed** 7, climb 5 | |
| **Action Points** 2 | |
| ⊕ **Claw** (standard; at-will) | |
| Reach 3; +21 vs. AC; 2d8 + 6 damage. | |
| ⸸ **Bite** (standard; at-will) ✦ **Lightning** | |
| Reach 3; +21 vs. AC; 1d8 + 6 damage plus 1d8 lightning damage. | |
| ⸸ **Devour** (standard; recharges when no creature is affected by this power) | |
| Reach 3; +19 vs. Reflex; 2d8 + 6 damage, and a Medium or smaller target is swallowed. A swallowed target is grabbed and restrained. A swallowed creature has line of sight and line of effect only to the behir, and no creature has line of sight or line of effect to it. A creature that escapes the grab is no longer swallowed and appears in a space adjacent to the behir. A behir can move normally while it has a target grabbed in this way. When the behir dies, the target can escape as a move action, appearing in the behir's former space. *Sustain Minor:* The behir sustains the grab, and the target takes 15 damage. | |
| ⇙ **Lightning Breath** (standard; recharge ⚄ ⚅) ✦ **Lightning** | |
| Close blast 5; +17 vs. Reflex; 3d10 + 6 lightning damage and the target is dazed. *Miss:* Half damage. | |
| ⇙ **Thunderleg Stomp** (standard; at-will) | |
| Close burst 3; +17 vs. Fortitude; 1d8 + 6 damage, and the target is knocked prone. | |
| **Lightning Reflexes** | |
| The behir acts three times in a round, on initiative counts 30, 20, and 10. It cannot delay or ready actions. On each turn, it has a standard action instead of the normal allotment of actions. It can use one immediate action between each pair of turns. | |
| **Alignment** Unaligned | **Languages** Common, Draconic |
| **Str** 23 (+13) | **Dex** 20 (+12) **Wis** 21 (+12) |
| **Con** 21 (+12) | **Int** 7 (+5) **Cha** 13 (+8) |

### Behir Tactics

A behir begins combat by attacking a weak-looking target with *devour*, even if that means provoking opportunity attacks when moving past other foes. While sustaining *devour*, it uses *lightning breath* and *thunderleg stomp* to target multiple foes, falling back on bite and claw attacks if pressed in melee.

## Behir Bolter Whelp

Although small in comparison with adult behirs, a behir bolter whelp is large and fast enough to easily capture and consume the creatures it preys upon.

| **Behir Bolter Whelp** | **Level 8 Solo Soldier** |
|---|---|
| Large natural magical beast | XP 1,750 |
| **Initiative** see *lightning reflexes* | **Senses** Perception +7; tremorsense 10 |
| **HP** 352; **Bloodied** 176 | |
| **AC** 24; **Fortitude** 19, **Reflex** 21, **Will** 19 | |
| **Resist** 10 lightning | |
| **Saving Throws** +5 | |
| **Speed** 8, climb 5 | |
| **Action Points** 2 | |
| ⊕ **Claw** (standard; at-will) | |
| Reach 2; +15 vs. AC; 2d6 + 5 damage. | |
| ⸸ **Bite** (standard; at-will) ✦ **Lightning** | |
| Reach 2; +15 vs. AC; 1d6 + 5 damage plus 1d6 lightning damage. | |
| ⸸ **Knockdown Rush** (minor; recharge ⚄ ⚅ ⚅) | |
| The behir bolter whelp charges and makes the following attack: +16 vs. AC; 1d12 + 6 damage, and the target is knocked prone. | |
| ⸸ **Rip-Claw Response** (immediate reaction, when hit by a melee attack; at-will) | |
| The behir bolter whelp makes a claw attack against the triggering creature. | |
| ⇙ **Lightning Shock** (standard; recharge ⚄ ⚅ and when first bloodied) ✦ **Lightning** | |
| Close burst 2; +13 vs. Reflex; 2d10 + 7 lightning damage. *Miss:* Half damage. | |
| **Lightning Reflexes** | |
| The behir bolter whelp acts three times in a round, on initiative counts 20, 15, and 5. It cannot delay or ready actions. On each turn, it has a standard action instead of the normal allotment of actions. It can use one immediate action between each pair of turns. | |
| **Alignment** Unaligned | **Languages** Common, Draconic |
| **Str** 17 (+7) | **Dex** 20 (+9) **Wis** 17 (+7) |
| **Con** 16 (+7) | **Int** 7 (+2) **Cha** 11 (+4) |

### Behir Bolter Whelp Tactics

A bolter whelp moves swiftly into melee and focuses on a single lightly armored foe. It uses *knockdown rush* before making bite and claw attacks, and it uses *jumping shock* and *rip-claw response* against foes that move between it and its chosen target.

## Behir Stormsteed

Trained as mounts by storm giants, behir stormsteeds focus their lightning breath into constant streams of arcing electricity that they cling to and climb upon with their many legs.

| **Behir Stormsteed** | **Level 24 Soldier** |
|---|---|
| Huge natural magical beast | XP 6,050 |
| **Initiative** +21 | **Senses** Perception +18; tremorsense 10 |
| **HP** 229; **Bloodied** 114 | |
| **AC** 40; **Fortitude** 38, **Reflex** 36, **Will** 35 | |
| **Resist** 15 lightning | |
| **Speed** 8, fly 8 (hover) | |
| ⊕ **Bite** (standard; at-will) ✦ **Lightning** | |
| Reach 2; +31 vs. AC; 1d8 + 9 damage plus 1d8 lightning damage, and each creature within 3 squares of the target takes 5 lightning damage. | |
| ⇜ **Lightning Breath** (standard; recharge ⚄ ⚄ ⚅) ✦ **Lightning** | |
| Close burst 3; two creatures in burst; +29 vs. Reflex; 1d10 + 9 lightning damage and the target is slowed until the end of the target's next turn. | |
| **Ride the Lightning** (while mounted by a friendly rider of 24th level or higher; at-will) ✦ **Mount** | |
| The behir stormsteed can use its bite or lightning breath once per turn as a minor action. In addition, the rider gains a +2 bonus to attacks with lightning powers. | |
| **Alignment** Unaligned | **Languages** Common, Draconic |
| **Str** 27 (+20) | **Dex** 25 (+19) **Wis** 23 (+18) |
| **Con** 29 (+21) | **Int** 7 (+10) **Cha** 15 (+14) |

### Behir Stormsteed Tactics

A stormsteed works with its rider to charge at tight groups of enemies, using its attacks to spread damage among as many targets as possible.

## Behir Lore

**Nature DC 11:** A behir is a cunning predator that spends its life apart from others of its kind. Behirs eject their young from their lairs shortly after birth, forcing them to fight to survive.

**Nature DC 18:** Despite its bestial nature, a behir is surprisingly intelligent. By virtue of their ability to speak and understand Common, behirs are sought out by creatures looking to entice one of these predators into their service. Such negotiations end badly if the behir's terms are not met.

**Nature DC 23:** Stormsteeds can ride the lightning they generate, allowing them to fly through the air and even hover. They are allies and mounts of storm giants.

## Encounter Groups

Behirs most often hunt and live alone. However, they are clever enough to work with other creatures when necessary, and even to recruit weaker creatures to serve them.

**Level 10 Encounter (2,500 XP)**
- ✦ 1 behir bolter whelp (level 8 solo soldier)
- ✦ 3 bugbear wardancers (level 6 skirmisher)

**Level 17 Encounter (8,200 XP)**
- ✦ 1 behir (level 14 solo soldier)
- ✦ 1 medusa shroud of zehir (level 18 skirmisher, *MM* 187)
- ✦ 1 yuan-ti malison incanter (level 15 artillery, *MM* 269)

WAYNE ENGLAND

With their deadly eye rays and voracious nature, beholders are among the most powerful and most feared of monsters.

## Beholder Gauth

The gauth is the least among beholderkind, but it uses the reputation of its more fearsome kin to gain power over weaker creatures.

| **Beholder Gauth** | **Level 5 Elite Artillery** |
|---|---|
| Medium aberrant magical beast | XP 400 |
| **Initiative** +4 | **Senses** Perception +10; all-around vision, darkvision |
| **HP** 102; **Bloodied** 51 | |
| **AC** 17; **Fortitude** 16, **Reflex** 18, **Will** 19 | |
| **Saving Throws** +2 | |
| **Speed** fly 6 (hover) | |
| **Action Points** 1 | |
| **Bite** (standard; at-will) | |
| +12 vs. AC; 2d4 damage. | |
| **Central Eye** (minor; at-will) | |
| Ranged 5; +10 vs. Will; the target is immobilized until the end of the beholder gauth's next turn. | |
| **Eye Rays** (standard; at-will) ✦ see text | |
| The beholder gauth uses two *eye ray* powers chosen from the list below. Each *eye ray* must target a different creature. Using *eye rays* does not provoke opportunity attacks. | |
| **1—Fire Ray (Fire):** Ranged 8; +10 vs. Reflex; 2d6 + 4 fire damage. | |
| **2—Exhaustion Ray (Necrotic):** Ranged 8; +10 vs. Fortitude; 1d8 + 4 necrotic damage, and the target is weakened (save ends). | |
| **3—Sleep Ray (Sleep):** Ranged 8; +10 vs. Fortitude; the target is slowed (save ends). *First Failed Saving Throw:* The target is knocked unconscious (save ends). | |
| **4—Telekinesis Ray:** Ranged 8; +10 vs. Fortitude; the beholder gauth slides the target 4 squares. | |
| **Alignment** Evil | **Languages** Deep Speech |
| **Str** 12 (+3) | **Dex** 15 (+4) **Wis** 16 (+5) |
| **Con** 15 (+4) | **Int** 18 (+6) **Cha** 20 (+7) |

### Gauth Tactics

The gauth relies on allies and servants to keep enemies away while it attacks with its *eye rays*. If confronted by a strong melee combatant, it uses its *telekinesis ray* to push the creature within range of its allies. Spellcasters and ranged combatants are taken out of the fight with the gauth's *sleep ray* or immobilized by its *central eye*.

### Gauth Lore

**Dungeoneering DC 12:** Though less powerful than its other beholder kin, a gauth possesses deadly *eye rays* and a hunger for power.

**Dungeoneering DC 17:** A gauth is a cowardly creature that relies on allies and slaves for protection. It is perfectly willing to sacrifice those allies to save its own life.

## Beholder Eye of Frost

The eye of frost is a heartless predator that hunts in frozen lands of ice and snow. More so than other types of beholders, the eye of frost lives for the twisted pleasures of the moment, seldom concerning itself with long-term plans.

| **Beholder Eye of Frost** | **Level 14 Elite Artillery** |
|---|---|
| Large aberrant magical beast | XP 2,000 |
| **Initiative** +12 | **Senses** Perception +16; all-around vision, darkvision |
| **HP** 222; **Bloodied** 111; see also *ice armor* | |
| **AC** 26 (28 with *ice armor*); **Fortitude** 26 (28 with *ice armor*), **Reflex** 26, **Will** 27 | |
| **Resist** 15 cold | |
| **Saving Throws** +2 | |
| **Speed** fly 4 (hover) | |
| **Action Points** 1 | |
| **Bite** (standard; at-will) | |
| +21 vs. AC; 2d6 damage. | |
| **Central Eye** (minor 1/round; at-will) | |
| Ranged 8; +20 vs. Reflex; the target is weakened (save ends). If the target takes cold damage while weakened by this power, it is immobilized until no longer weakened. | |
| **Eyes of the Beholder** (free, when an enemy starts its turn within 5 squares of the beholder eye of frost; at-will) | |
| The eye of frost uses *eye ray* against the triggering enemy. While the eye of frost is bloodied, a creature it hits also gains vulnerable 5 cold until the end of the eye of frost's next turn. | |
| **Eye Rays** (standard; at-will) ✦ see text | |
| The beholder eye of frost uses one *eye ray* power chosen from the list below. Using *eye rays* does not provoke opportunity attacks. | |
| **1—Freeze Ray (Cold):** Ranged 10; +19 vs. Reflex; 2d8 + 7 cold damage. | |
| **2—Telekinesis Ray:** Ranged 10; +19 vs. Fortitude; the eye of frost slides the target 6 squares. | |
| **3—Ice Ray (Cold):** Ranged 10; +19 vs. Reflex; 1d8 + 6 cold damage, and the target takes ongoing 5 cold damage and is immobilized (save ends both). | |
| **Ice Armor** (when first bloodied; encounter) | |
| The beholder eye of frost's AC and Fortitude increase by 2 until the end of the encounter. | |
| **Alignment** Evil | **Languages** Deep Speech |
| **Str** 13 (+8) | **Dex** 21 (+12) **Wis** 18 (+11) |
| **Con** 21 (+12) | **Int** 12 (+8) **Cha** 23 (+13) |

JEREMY JARVIS

## Eye of Frost Tactics

Each round, the eye of frost targets the nearest foe with its *central eye* followed by an *eye ray*. It uses *ice ray* to immobilize melee foes, employing its *telekinesis ray* to slide targets within range of its *eyes of the beholder* effect.

## Eye of Frost Lore

**Dungeoneering DC 18:** An eye of frost prefers to dwell in cold lands within the world and the Elemental Chaos, drifting high above the frozen landscape to spy prey from afar.

**Dungeoneering DC 23:** Ice archons, frost giants, and oni employ eyes of frost as hunters and guardians. These sadistic beholders often chafe under the command of such creatures, but they obey as long as their masters sate their appetite for cruelty.

# Beholder Eye of Chaos

The eye of chaos is a singular engine of destruction, eschewing tactics and reason in favor of sowing a maximum amount of mayhem and ruin.

| **Beholder Eye of Chaos** | **Level 25 Elite Artillery** |
|---|---|
| Large aberrant magical beast | XP 14,000 |
| **Initiative** +20 | **Senses** Perception +16; all-around vision, darkvision |
| **HP** 364; **Bloodied** 182; see also *ripple of chaos* | |
| **AC** 37; **Fortitude** 37, **Reflex** 37, **Will** 38 | |
| **Saving Throws** +2 | |
| **Speed** fly 8 (hover) | |
| **Action Points** 1 | |
| ⊕ **Bite** (standard; at-will) | |
| +32 vs. AC; 2d6 + 7 damage. | |
| ↛ **Central Eye** (minor 1/round; at-will) | |
| Ranged 20; +30 vs. Fortitude, and the target cannot use encounter attack powers or daily attack powers until the end of the beholder eye of chaos's next turn. | |
| ↛ **Eyes of the Beholder** (free, when an enemy starts its turn within 5 squares of the beholder eye of chaos; at-will) | |
| The eye of chaos uses *eye ray* against the triggering enemy. | |
| ↛ **Eye Rays** (standard; at-will) ✦ see text | |
| The beholder eye of chaos uses one *eye ray* power chosen from the list below. Using *eye rays* does not provoke opportunity attacks. | |
| **1—Telekinesis Ray:** Ranged 10; +30 vs. Fortitude; 3d8 + 7 damage, and the eye of chaos slides the target 6 squares. | |
| **2—Blinding Ray:** Ranged 10; +30 vs. Reflex; 3d8 + 7 damage, and the target is blinded (save ends). | |
| **3—Confounding Ray (Charm, Psychic):** Ranged 10; +30 vs. Will; 3d8 + 7 psychic damage, the eye of chaos slides the target 6 squares, and the target is dazed (save ends). | |
| **4—Maddening Ray (Charm, Psychic):** Ranged 10; +30 vs. Will; 3d8 + 7 psychic damage, and the target is dominated until the end of the eye of chaos's next turn. | |
| **5—Fear Ray (Fear, Psychic):** Ranged 10; +30 vs. Will; 3d8 + 7 psychic damage, and the target moves its speed away from the eye of chaos by the safest route possible. | |
| **6—Teleporting Ray (Teleportation):** Ranged 10; +30 vs. Reflex; 3d8 + 7 damage, and the eye of chaos teleports the target 10 squares. | |
| ↛ **Ripple of Chaos** (when first bloodied; encounter) | |
| Each enemy within 5 squares of the beholder eye of chaos is targeted by a random *eye ray* power as a free action. The eye of chaos then teleports 6 squares as a free action. | |
| **Alignment** Chaotic evil | **Languages** Deep Speech |
| **Str** 18 (+16) | **Dex** 26 (+20) | **Wis** 18 (+16) |
| **Con** 26 (+20) | **Int** 21 (+17) | **Cha** 28 (+21) |

## Eye of Chaos Tactics

The eye of chaos targets a random creature with its *central eye* each round while targeting another creature with one of its *eye rays*. When bloodied, it uses *ripple of chaos* to attack the closest targets, then teleports to an easily defended location.

## Eye of Chaos Lore

**Dungeoneering DC 26:** Eyes of chaos are associated with demons and other creatures of the Elemental Chaos, although they ally themselves with any creature if doing so advances their ruinous goals. Like a demon, an eye of chaos seeks to sow destruction and discord, but its plans are far more complex.

**Dungeoneering DC 31:** Eyes of chaos arose from an ancient beholder eye tyrant that sought to tap the power of the shard of pure evil that created the Abyss. Although it never found the shard, this eye tyrant returned from the Abyss possessed of great power that warped it physically and mentally. None can say what secret goals drive the eyes of chaos, but their actions more often align with the interests of demons than with those of other beholders.

# Beholder Ultimate Tyrant

The most horrible of all beholders, ultimate tyrants emerge from the Far Realm to spread dark madness in their wake.

**Beholder Ultimate Tyrant** **Level 29 Solo Artillery**
Huge aberrant magical beast XP 75,000

**Initiative** +20 **Senses** Perception +27; all-around vision, darkvision
**HP** 1,080; **Bloodied** 540; see also *spasmodic rays*
**AC** 41; **Fortitude** 38, **Reflex** 40, **Will** 42
**Immune** petrification
**Saving Throws** +5
**Speed** fly 8 (hover)
**Action Points** 2

⊕ **Bite** (standard; at-will)
+36 vs. AC; 3d8 + 10 damage.

**Central Eye** (minor 1/round; at-will)
Ranged 30; +34 vs. Fortitude; the target is dazed and slowed (save ends both). *First Failed Saving Throw:* The target is stunned (save ends). *Miss:* The target is slowed (save ends).

**Eyes of the Beholder** (free, when an enemy starts its turn within 5 squares of the beholder; at-will)
The ultimate tyrant uses *eye ray* against the triggering enemy.

**Spasmodic Rays** (when first bloodied and again when the beholder ultimate tyrant drops to 0 hit points)
The ultimate tyrant uses a random *eye ray* attack against each enemy within 10 squares.

**Eye Ray** (standard; at-will) ✦ see text
The beholder ultimate tyrant uses two *eye ray* powers chosen from the list below. The origin square of each area burst must be centered on a different enemy. Using *eye ray* does not provoke opportunity attacks.
**1—Madness Ray (Charm, Psychic):** Area burst 1 within 10; +32 vs. Will; 2d8 + 7 psychic damage, and the target must make a basic attack against its nearest ally as a free action.
**2—Unraveling Ray:** Area burst 1 within 10; +32 vs. Fortitude; 2d6 + 7 damage, and the target takes ongoing 10 damage (save ends). *First Failed Saving Throw:* The target takes 1d10 damage. *Second Failed Saving Throw:* The target takes 2d10 damage. *Third Failed Saving Throw:* The target takes 3d10 damage, and the ongoing damage from this power ends.
**3—Withering Ray (Necrotic):** Area burst 1 within 10; +32 vs. Fortitude; 2d8 + 7 damage, and the target takes ongoing 10 necrotic damage (save ends). *First Failed Saving Throw:* The target is weakened (save ends).
**4—Burning Ray (Fire):** Area burst 1 within 10; +32 vs. Reflex; 2d6 + 7 fire damage, and the target takes a -2 penalty to attack rolls and ongoing 10 fire damage (save ends both).
**5—Telekinesis Ray:** Area burst 1 within 10; +32 vs. Fortitude; the beholder slides the target 8 squares, and the target is knocked prone.
**6—Frost Ray (Cold):** Area burst 1 within 10; +32 vs. Reflex; 2d8 + 7 cold damage, and the target takes a -2 penalty to saving throws until the end of the beholder's next turn.
**7—Petrifying Ray:** Area burst 1 within 10; +32 vs. Fortitude; the target is slowed (save ends). *First Failed Saving Throw:* The target is immobilized instead of slowed (save ends). *Second Failed Saving Throw:* The target is petrified.
**8—Disintegrate Ray:** Area burst 1 within 10; +32 vs. Fortitude; 2d10 + 7 damage, and the target takes ongoing 15 damage (save ends). *Aftereffect:* Ongoing 10 damage (save ends).

ERIC L. WILLIAMS/JIM NELSON

**9—Ray of Attraction:** Area burst 1 within 10; +32 vs. Reflex; the target takes a -5 penalty to all defenses, and at the start of the target's turn the beholder pulls it 2 squares (save ends both). *Aftereffect:* The target takes a -2 penalty to all defenses (save ends).

**10—Ray of Repulsion:** Area burst 1 within 10; +32 vs. Reflex; the target takes a -2 penalty to Reflex, and at the start of the target's turn the ultimate tyrant pushes it 6 squares (save ends both). *Aftereffect:* The target is pushed 3 squares at the start of its turn (save ends).

**Antimagic Field**

A beholder ultimate tyrant takes no damage from zone effects.

| | | |
|---|---|---|
| **Alignment** Evil | **Languages** Deep Speech | |
| **Str** 22 (+20) | **Dex** 22 (+20) | **Wis** 27 (+22) |
| **Con** 30 (+24) | **Int** 34 (+26) | **Cha** 38 (+28) |

## Ultimate Tyrant Tactics

The ultimate tyrant focuses its *central eye* attacks on the strongest-looking melee combatants, hoping to keep them out of the fray. It hovers above foes on the ground, keeping out of melee as it assaults the closest targets with its *eye ray* powers. However, it stays near enemies in order to maximize the effect of its *spasmodic rays*.

## Ultimate Tyrant Lore

**Dungeoneering DC 28:** The ultimate tyrant is the pinnacle of beholderkind. These creatures originate in the Far Realm, drawing power from the madness of that unknowable place.

**Dungeoneering DC 33:** Ultimate tyrants command the allegiance of lesser beholders. Even the willful and unpredictable eye of chaos bows to the leadership of an ultimate tyrant.

# Encounter Groups

Beholders command a wide range of forces, typically consisting of servants willing to stand between them and their foes. Many beholders recruit flying creatures to their service, creating a deadly airborne strike force.

**Level 5 Encounter (1,100 XP)**
- 1 beholder gauth (level 5 elite artillery)
- 2 barghest savagers (level 4 brute)
- 1 goblin underboss (level 4 elite controller, *MM* 138)

**Level 13 Encounter (4,000 XP)**
- 1 beholder eye of frost (level 14 elite artillery)
- 1 oni mage (level 10 elite lurker, *MM* 201)
- 2 wyverns (level 10 skirmisher, *MM* 268)

**Level 24 Encounter (34,750 XP)**
- 1 beholder eye of chaos (level 25 elite artillery)
- 1 chaos hydra (level 22 solo brute)

**Level 29 Encounter (89,000 XP)**
- 1 beholder ultimate tyrant (level 29 solo artillery)
- 2 slaughterstone hammerers (level 25 soldier)

# BULLYWUG

Nasty and noisome, bullywugs turn any swamp they inhabit into a dismal echo of the land it once was, so much so that even they view their existence as innately askew. Bullywugs sense this "wrongness" as a heightened paranoia, a feeling that everyone is out to kill them. And it's true—creatures that attack a bullywug with extreme power or precision find themselves blessed by a moment of clarity and renewed strength, as if the natural world were thanking them.

## Bullywug Mucker

Strong and stout, a bullywug mucker leaps into combat to knock foes prone.

**Bullywug Mucker** **Level 1 Brute**
Medium natural humanoid (aquatic) XP 100

**Initiative** +2 **Senses** Perception +0
**Rancid Air (Poison)** aura 2; each enemy that spends a healing surge within the aura is weakened until the end of its next turn.
**HP** 34; **Bloodied** 17
**AC** 12; **Fortitude** 12, **Reflex** 12, **Will** 10
**Speed** 6 (swamp walk), swim 4
⊕ **Spear** (standard; at-will) ✦ **Weapon**
+4 vs. AC; 1d8 + 3 damage.
↯ **Bullywug Rush** (standard; usable only in place of a melee basic attack when charging; recharge ⚄ ⚅)
+5 vs. Fortitude; 2d6 + 4 damage, and the target is knocked prone. *Miss*: The bullywug mucker takes 3 damage and is knocked prone.
**Bully**
A bullywug mucker's attack deals 1d6 extra damage against prone targets.
**Nature's Release ✦ Healing**
Any attacker who scores a critical hit against a bullywug mucker regains 3 hit points.
**Alignment** Chaotic evil **Languages** Primordial
**Skills** Athletics +8
**Str** 16 (+3) **Dex** 14 (+2) **Wis** 10 (+0)
**Con** 14 (+2) **Int** 6 (-2) **Cha** 8 (-1)
**Equipment** leather armor, spear

## Bullywug Twitcher

A bullywug twitcher spasms around the battlefield erratically, making it hard to know where its javelins will land.

**Bullywug Twitcher** **Level 2 Skirmisher**
Medium natural humanoid (aquatic) XP 125

**Initiative** +7 **Senses** Perception +3
**Rancid Air (Poison)** aura 2; each enemy that spends a healing surge within the aura is weakened until the end of its next turn.
**HP** 34, **Bloodied** 17
**AC** 16; **Fortitude** 13, **Reflex** 14, **Will** 13
**Speed** 7 (swamp walk), swim 5
⊕ **Javelin** (standard; at-will) ✦ **Weapon**
+6 vs. AC; 1d6 + 3 damage.
⊕ **Javelin** (standard; at-will) ✦ **Weapon**
Ranged 10/20; +8 vs. AC; 1d6 + 3 damage.
↯ **Spasmodic Hop** (standard; encounter) ✦ **Reliable, Weapon**
Marks on the bullywug twitcher end, and it shifts 4 squares before the attack: +7 vs. AC; 2d6 + 3 damage, and the target takes a -4 penalty to attack rolls against the twitcher until the end of the twitcher's next turn.
**Nature's Release ✦ Healing**
Any attacker who scores a critical hit against a bullywug twitcher regains 4 hit points.
**Alignment** Chaotic evil **Languages** Primordial
**Skills** Athletics +8
**Str** 14 (+3) **Dex** 18 (+5) **Wis** 14 (+3)
**Con** 10 (+1) **Int** 10 (+1) **Cha** 8 (+0)
**Equipment** 5 javelins

## Bullywug Croaker

Weak and flabby, a croaker belches foul gas in loud croaks.

**Bullywug Croaker** **Level 3 Minion Brute**
Medium natural humanoid (aquatic) XP 38

**Initiative** +3 **Senses** Perception +0
**Rancid Air (Poison)** aura 2; each enemy that spends a healing surge within the aura is weakened until the end of its next turn.
**HP** 1; a missed attack never damages a minion.
**AC** 14; **Fortitude** 12, **Reflex** 14, **Will** 12
**Resist** 5 poison
**Speed** 6 (swamp walk), swim 4
⊕ **Claw** (standard; at-will)
+6 vs. AC; 7 damage.
✧ **Foul Croak** (standard; at-will) ✦ **Poison**
Close blast 2; +4 vs. Fortitude; 4 poison damage.
**Nature's Release ✦ Healing**
Any attacker who scores a critical hit against a bullywug croaker regains 3 hit points.
**Alignment** Chaotic evil **Languages** Primordial
**Skills** Athletics +6
**Str** 10 (+1) **Dex** 14 (+3) **Wis** 10 (+1)
**Con** 14 (+3) **Int** 6 (-1) **Cha** 5 (-2)

## Bullywug Mud Lord

A mud lord possesses greater intelligence than others of its kind. It prefers to keep out of harm's way, and has no compunctions about sacrificing underlings.

| **Bullywug Mud Lord** | **Level 3 Artillery** |
|---|---|
| Medium natural humanoid (aquatic) | XP 150 |

**Initiative** +2 **Senses** Perception +9

**Rancid Air (Poison)** aura 2; each enemy that spends a healing surge within the aura is weakened until the end of its next turn.

**HP** 39; **Bloodied** 19

**AC** 16; **Fortitude** 14, **Reflex** 14, **Will** 16

**Speed** 6 (swamp walk), swim 4

⊕ **Quarterstaff** (standard; at-will) ✦ **Weapon**
+8 vs. AC; 1d8 + 1 damage.

**Electric Reflux** (standard; recharge ⚅) ✦ **Cold, Lightning**
Close blast 3; +6 (+8 with *necessary sacrifices*) vs. Reflex; 2d6 + 4 cold and lightning damage, and the target is dazed until the end of the bullywug mud lord's next turn. *Miss*: Half damage.

**Fiery Croak** (standard; at-will) ✦ **Fire, Thunder**
Area burst 1 within 20; +6 (+8 with *necessary sacrifices*) vs. Reflex; 1d10 + 4 fire and thunder damage.

**Necessary Sacrifices**
If a bullywug mud lord includes at least one ally in the area of its area or close attacks, each of its rolls with that attack gains a +2 power bonus.

**Nature's Release** ✦ **Healing**
Any attacker who scores a critical hit against a bullywug mud lord regains 5 hit points.

**Alignment** Chaotic evil **Languages** Primordial

**Skills** Arcana +6, Nature +9

| | | |
|---|---|---|
| **Str** 12 (+2) | **Dex** 14 (+2) | **Wis** 16 (+4) |
| **Con** 15 (+3) | **Int** 11 (+1) | **Cha** 10 (+1) |

**Equipment** quarterstaff

# Bullywug Lore

**Nature DC 10:** Bullywugs say they were created by the original primordials, not by the gods. Their primitive societies are among the pettiest and most mindlessly destructive of all humanoid societies.

**Nature DC 15:** By amassing legacies of savagery, the cruelest bullywugs imagine that they will one day be reborn as slaads. Bullywug tribes that have exhausted a swamp's resources have been known to resort to cannibalism; others are cannibals by choice.

# Encounter Groups

Bullywugs have a hard time teaming up with any other creatures, but when they do it is with the foul, the chaotic, and the feral.

**Level 1 Encounter (XP 524)**
- ✦ 1 bloodthorn vine (level 2 soldier)
- ✦ 2 bullywug croakers (level 3 minion)
- ✦ 2 bullywug muckers (level 1 brute)
- ✦ 1 bullywug twitcher (level 2 skirmisher)

**Level 6 Encounter (XP 1,250)**
- ✦ 1 bullywug mud lord (level 3 artillery)
- ✦ 3 bullywug twitchers (level 2 skirmisher)
- ✦ 3 ettercap fang guards (level 4 soldier)
- ✦ 1 ettercap webspinner (level 5 controller)

WARREN MAHY

*(Left to right) bullywug croaker, twitcher, mud lord, and mucker*

# CENTAUR

Part humanoid and part horse, centaurs are untamed warriors that revel in the glory of battle and the raw power of nature.

## Centaur Hunter

A centaur hunter earns its name not from hunting game but from tracking and dispatching foes.

| **Centaur Hunter** | **Level 12 Artillery** |
|---|---|
| Large fey humanoid | XP 700 |
| **Initiative** +14 | **Senses** Perception +14; low-light vision |
| **HP** 96; **Bloodied** 48 | |
| **AC** 25; **Fortitude** 24, **Reflex** 25, **Will** 23 | |
| **Speed** 8 | |
| ⊕ **Bastard Sword** (standard; at-will) ✦ **Weapon** | |
| +17 vs. AC; 1d10 + 4 damage, plus 1d6 damage when charging. | |
| ↳ **Quick Kick** (immediate reaction, when a creature moves into a space where it flanks the centaur hunter; at-will) | |
| Targets the triggering creature; +17 vs. AC; 1d6 + 4 damage. | |
| ➢ **Lightning-Fast Shots** (standard; at-will) ✦ **Weapon** | |
| Ranged 25/50; +19 vs. AC; 1d12 + 2 damage. *Effect:* Make the attack one more time against the same target or a different one. | |
| ➢ **Charger Arrow** (standard; at-will) ✦ **Weapon** | |
| Ranged 25/50; +19 vs. Fortitude; 1d12 + 5 damage, and the target is pushed 3 squares and knocked prone. | |
| ➢ **Triple Shot** (standard; encounter) ✦ **Weapon** | |
| Ranged 25/50; targets one, two, or three creatures; +19 vs. AC; 1d12 + 5 damage. | |
| **Close-Combat Archer** | |
| When making ranged attacks, a centaur hunter does not provoke opportunity attacks from the targets. | |
| **Alignment** Unaligned | **Languages** Elven |
| **Skills** Athletics +15, Nature +14 | |
| **Str** 18 (+10) | **Dex** 20 (+11) **Wis** 16 (+9) |
| **Con** 18 (+10) | **Int** 10 (+6) **Cha** 12 (+7) |
| **Equipment** bastard sword, longbow, 40 arrows | |

## Centaur Ravager

A ravager delights in battle and is overcome by a mixture of ecstasy and rage when fighting.

| **Centaur Ravager** | **Level 12 Brute** |
|---|---|
| Large fey humanoid | XP 700 |
| **Initiative** +10 | **Senses** Perception +9; low-light vision |
| **HP** 150; **Bloodied** 75; see also *brash retaliation* | |
| **AC** 24; **Fortitude** 26, **Reflex** 24, **Will** 23 | |
| **Speed** 8 | |
| ⊕ **Greatsword** (standard; at-will) ✦ **Weapon** | |
| +15 vs. AC; 1d10 + 6 damage, plus 1d10 damage when charging. | |
| ↳ **Quick Kick** (immediate reaction, when a creature moves into a space where it flanks the centaur ravager; at-will) | |
| Targets the triggering creature; +14 vs. AC; 1d6 + 6 damage. | |
| ↳ **Berserk Rush** (standard; recharges when first bloodied) ✦ **Weapon** | |
| +15 vs. Fortitude; 2d10 + 6 damage (plus 1d10 damage when charging), and the target is pushed 2 squares and knocked prone. *Special*: When charging, the centaur ravager can use this power in place of a melee basic attack. | |
| ↳ **Brash Retaliation** (free, when first bloodied; encounter) ✦ **Weapon** | |
| +15 vs. AC; 3d10 + 6 damage, and the centaur ravager pushes the target 2 squares. | |
| **Alignment** Unaligned | **Languages** Elven |
| **Skills** Athletics +17, Nature +14 | |
| **Str** 22 (+12) | **Dex** 18 (+10) **Wis** 16 (+9) |
| **Con** 20 (+11) | **Int** 9 (+5) **Cha** 10 (+6) |
| **Equipment** greatsword | |

## Centaur Mystic

A centaur mystic advises its tribe about the ways of nature and about their duties to the spirits of their ancestors. It possesses magic power that stems from both the wilderness and the spirit realm.

| **Centaur Mystic** | **Level 13 Controller (Leader)** |
|---|---|
| Large fey humanoid | XP 800 |
| **Initiative** +8 | **Senses** Perception +16; low-light vision |
| **HP** 132; **Bloodied** 66 | |
| **AC** 27; **Fortitude** 26, **Reflex** 24, **Will** 26 | |
| **Speed** 8 | |
| ⊕ **Quarterstaff** (standard; at-will) ✦ **Weapon** | |
| Reach 2; +16 vs. AC; 1d8 + 6 damage, plus 1d6 damage when charging. | |
| ↳ **Quick Kick** (immediate reaction, when a creature moves into a space where it flanks the centaur mystic; at-will) | |
| Targets the triggering creature; +15 vs. AC; 1d6 + 4 damage. | |
| ↳ **Rootwhip Staff** (standard; at-will) ✦ **Weapon** | |
| Reach 2; +15 vs. Reflex; 1d8 + 6 damage, the centaur mystic slides the target 3 squares, and the target is slowed (save ends). | |
| ✧ **Ancestral Chargers** (standard; recharges when a centaur within 10 squares of the centaur mystic drops to 0 hit points) ✦ **Psychic** | |
| Close blast 5; targets enemies; +14 vs. Fortitude and Will (one attack roll against both defenses); 3d8 +5 psychic damage if the attack hits the target's Will; the target is pushed 2 squares and knocked prone if the attack hits the target's Fortitude. | |

**Biting Earth** (standard; recharges when first bloodied) ✦ **Zone**
Area burst 2 within 10; the burst creates a zone of biting earth that lasts until the end of the centaur mystic's next turn. Any enemy that ends its turn within the zone is immobilized (save ends). As a free action, an enemy immobilized by the zone can take 3d8 damage to save against the effect. *Sustain Standard:* The zone persists, and the mystic can move it 3 squares.

**Mystic Resonance** (minor; encounter) ✦ **Healing**
The centaur mystic and each ally it can see regain 10 hit points and can make a saving throw against one effect.

**Alignment** Unaligned **Languages** Elven
**Skills** Athletics +15, Heal +16, Insight +16, Nature +16
**Str** 18 (+10) **Dex** 14 (+8) **Wis** 21 (+11)
**Con** 20 (+11) **Int** 16 (+9) **Cha** 14 (+8)
**Equipment** leather armor, quarterstaff

# Centaur Fey Charger

A fey charger brings the power of storms to bear against its enemies.

**Centaur Fey Charger** **Level 18 Soldier**
Large fey humanoid XP 2,000

**Initiative** +15 **Senses** Perception +16; low-light vision
**HP** 172; **Bloodied** 86
**AC** 34; **Fortitude** 31, **Reflex** 29, **Will** 30
**Speed** 8

**Bastard Sword** (standard; at-will) ✦ **Weapon**
+24 vs. AC; 1d10 + 6 damage, plus 1d6 damage when charging. *Effect*: The target is marked until the end of the centaur fey charger's next turn.

**Quick Kick** (immediate reaction, when a creature moves into a space where it flanks the centaur fey charger; at-will)
Targets the triggering creature; +25 vs. AC; 1d6 + 6 damage.

**Storming Charge** (standard; usable only in place of a melee basic attack when charging; encounter) ✦ **Lightning, Thunder, Weapon**
+24 vs. AC; 2d10 + 7 damage plus 2d6 lightning damage, and the centaur fey charger makes a secondary attack. *Secondary Attack*: Close burst 2 centered on the target; targets enemies; +21 vs. Fortitude; 1d8 + 6 thunder damage, and the target is knocked prone and marked until the end of the fey charger's next turn.

**Thunder Hooves** (immediate reaction, when a creature marked by the centaur fey charger makes an attack that does not include the centaur fey charger) ✦ **Thunder**
Targets the triggering creature; +21 vs. Fortitude; 2d10 + 5 thunder damage.

**Stab of Lightning** (standard; at-will) ✦ **Lightning**
Ranged 10; +23 vs. Reflex; 1d10 + 7 lightning damage.

**Alignment** Unaligned **Languages** Elven
**Skills** Athletics +20, Insight +16, Nature +16
**Str** 23 (+15) **Dex** 19 (+13) **Wis** 14 (+11)
**Con** 20 (+14) **Int** 11 (+9) **Cha** 21 (+14)
**Equipment** chainmail, light shield, bastard sword

# Centaur Campaigner

A campaigner brings decades of battle experience to each conflict, leading fellow centaurs with courage and skill.

**Centaur Campaigner** **Level 25 Soldier (Leader)**
Large fey humanoid XP 7,000

**Initiative** +20 **Senses** Perception +20; low-light vision
**HP** 230; **Bloodied** 115
**AC** 42; **Fortitude** 38, **Reflex** 36, **Will** 36
**Speed** 8; see also *light hoof* and *sky bound*

**Longsword** (standard; at-will) ✦ **Thunder, Weapon**
+32 vs. AC; 2d8 + 8 damage, plus 2d8 thunder damage when charging.

**Quick Kick** (immediate reaction, when a creature moves into a space where it flanks the centaur campaigner; at-will)
Targets the triggering creature; +30 vs. AC; 1d6 + 8 damage.

**Hoofed Tornado** (standard; recharges when first bloodied) ✦ **Thunder, Weapon**
Close burst 1; targets enemies; +30 vs. AC; 3d8 + 8 damage plus 1d6 + 4 thunder damage, and the target is knocked prone. *Effect*: The target is marked until the end of the centaur campaigner's next turn.

**Light Hoof**
A centaur campaigner ignores difficult terrain.

**Shock Trooper**
When a centaur campaigner has more than one enemy adjacent to it, its melee attacks deal 1d6 extra damage.

**Sky Bound** (free; at-will)
The centaur campaigner gains a fly speed of 8 until the end of its turn. If the campaigner doesn't end its turn on the ground, it floats to the ground at the end of its turn without taking falling damage.

**Three-Thunder Assault** (free, when the campaigner hits with a charge attack; encounter) ✦ **Thunder**
Two allies within 10 squares of the centaur campaigner make charge attacks as free actions. Each ally's attack deals 6 extra thunder damage.

**Alignment** Unaligned **Languages** Common, Elven
**Skills** Athletics +23 Intimidate +23, Nature +20
**Str** 26 (+20) **Dex** 23 (+18) **Wis** 16 (+15)
**Con** 22 (+18) **Int** 12 (+13) **Cha** 22 (+18)
**Equipment** plate armor, light shield, longsword

# Centaur Lore

**Nature DC 10:** Centaurs are wild folk with a love of battle so powerful that they sell their combat services to other creatures, especially fey. Highly territorial, centaurs brook no trespass and challenge those who enter their lands. Their homes commonly include stretches of awe-inspiring steppes in the Feywild, bordered by rough hills or mountains. Worldly plains, particularly near elven lands, might also support a tribe of centaurs.

Centaurs build their villages among hills near water and in natural caves. They do so for protection and a good view of surrounding territory. Peaceful visitors to such settlements do well to loudly announce themselves and bring friendship offerings of food and strong drink, a common centaur custom.

*(Left to right) centaur hunter, ravager, and mystic*

**Nature DC 16:** Centaurs revere the wild forces represented by Kord and Melora, rather than those of the fey god Corellon. Thus, they love the wild, and they fiercely protect pure lands from despoiling interlopers and monsters. They see combat and athletic contests as paths to renown, and they do not fear death in battle. Their celebrations after successful battles, hunts, or births are unruly and long, full of boasting, sport, and drink.

As fierce as they are, centaurs are gentle to one another and to friends. They have a strong mystical tradition and wise leaders, most of which are female. Their laws are simple and very different from human standards. The punishment for serious crimes is banishment from the tribe. Such outlaws must leave the tribe's lands, and no other tribe member can raise hand or hoof to help them.

**Nature DC 21:** Devotion to Kord's creed and a spiritual connection to nature is physically manifest in these fey creatures; mystics among the centaurs develop amazing powers over the natural world. Centaurs devoted to battle, as well as centaur mages, develop power over lightning and thunder.

## Encounter Groups

Centaurs have strong ties with elves, eladrin, gnomes, and satyrs. Many adventurous centaurs live among other fey and explore the wider cosmos. Fey chargers, for example, have been seen as "knights" in eladrin courts. Exiled centaurs do the same, although these outcasts are more likely to be evil. A few centaurs, often campaigners, venture far afield as mercenaries.

**Level 23 Encounter (XP 25,500)**

- 1 centaur campaigner (level 25 soldier)
- 2 fell wyverns (level 24 skirmisher)
- 2 eladrin ghaeles of winter (level 21 artillery, *MM* 103)

BEN WOOTTEN

# CENTIPEDE

These voracious nocturnal predators thrive in dark conditions such as forest undergrowth and moist caves. Centipedes are quick and silent hunters that prey on any creature they are able to eat.

## Centipede Swarm

Although each individual is just a foot long, when groups of centipedes swarm together they can kill and consume far larger targets.

| **Centipede Swarm** | **Level 2 Brute** |
|---|---|
| Medium natural beast (swarm) | XP 125 |
| **Initiative** +4 | **Senses** Perception +1; darkvision |
| **Swarm Attack** aura 1; each enemy that starts its turn within the aura takes 3 damage plus 2 extra damage per centipede swarm adjacent to the enemy. | |
| **HP** 44; **Bloodied** 22 | |
| **AC** 14; **Fortitude** 14, **Reflex** 15, **Will** 10 | |
| **Resist** half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks | |
| **Speed** 6, climb 6 (spider climb) | |
| ⓘ **Swarm of Mandibles** (standard; at-will) ✦ **Poison** | |
| +4 vs. Reflex; 1d6 damage, and ongoing 5 poison damage (save ends); a creature already taking ongoing poison damage is also weakened (save ends). The centipede swarm's attack deals 1 extra damage for each centipede swarm adjacent to it. | |
| **Survival Instinct** (immediate reaction, when hit by an area or close attack; at-will) | |
| The centipede swarm shifts 3 squares. | |
| **Alignment** Unaligned | **Languages** – |
| **Skills** Stealth +9 | |
| **Str** 9 (+0) | **Dex** 17 (+4) **Wis** 10 (+1) |
| **Con** 14 (+3) | **Int** 1 (-4) **Cha** 6 (-1) |

## Centipede Scuttler

This enormous centipede positions itself to ambush prey, sometimes clinging overhead or lurking in debris. It relentlessly pursues one target.

| **Centipede Scuttler** | **Level 4 Skirmisher** |
|---|---|
| Medium natural beast | XP 175 |
| **Initiative** +8 | **Senses** Perception +2; darkvision |
| **HP** 51; **Bloodied** 25 | |
| **AC** 18; **Fortitude** 16, **Reflex** 18, **Will** 14 | |
| **Speed** 8, climb 8 (spider climb); see also *scuttle* | |
| ⓘ **Bite** (standard; at-will) ✦ **Poison** | |
| +9 vs. AC; 1d6 + 2 damage, and ongoing 5 poison damage (save ends); a creature already taking ongoing poison damage is also weakened (save ends). | |
| ǂ **Feed** (standard; at-will) | |
| Targets a weakened creature; +9 vs. AC; 3d6 + 2 damage. | |
| **Scuttle** (move; at-will) | |
| The centipede scuttler shifts 4 squares. When it shifts into an ally's space, that movement does not count toward the 4 squares the scuttler can shift. | |
| **Alignment** Unaligned | **Languages** – |
| **Skills** Stealth +11 | |
| **Str** 14 (+4) | **Dex** 18 (+6) **Wis** 10 (+2) |
| **Con** 11 (+2) | **Int** 2 (-2) **Cha** 9 (+1) |

ADAM GILLESPIE

## Centipede Lore

**Nature DC 10:** Centipedes are plentiful in woodlands and caves, and their poison can drain a victim's strength.

**Nature DC 15:** Centipedes are sacred to Torog, and his worshipers keep them as pets.

## Encounter Groups

Because they're wide-ranging and not smart, centipedes serve other forest and underground creatures as pets or guardians.

**Level 4 Encounter (XP 800)**
- ✦ 1 ankheg (level 3 elite lurker)
- ✦ 2 bloodthorn vines (level 2 soldier)
- ✦ 2 centipede swarms (level 2 brute)

**Level 5 Encounter (XP 1,050)**
- ✦ 2 centipede scuttlers (level 4 skirmisher)
- ✦ 1 gnoll huntmaster (level 5 artillery, *MM* 132)
- ✦ 2 gnoll marauders (level 6 brute, *MM* 132)

# Chaos Shard

At the maelstrom that marks the boundaries of the Abyss, the raging energy of the Elemental Chaos merges with an all-pervasive evil. Where these forces coalesce, they give rise to chaos shards—intelligent and malevolent creatures of living crystal.

## Storm Shard

A storm shard pummels its foes with powerful blasts of thunder and lightning.

| **Storm Shard** | **Level 4 Artillery** |
|---|---|
| Medium elemental magical beast | XP 175 |

Initiative +6 Senses Perception +4; darkvision
**Static Storm (Lightning, Thunder)** aura 2; each enemy that ends its turn within the aura takes 3 lightning and thunder damage. An immobilized enemy instead takes 5 lightning and thunder damage.
**HP** 44; **Bloodied** 22; see also *storm shatter*
**AC** 16; **Fortitude** 15, **Reflex** 17, **Will** 15
**Immune** disease, poison; **Resist** 5 variable (1/encounter)
**Speed** 3, fly 3 (hover)

⨁ **Thunder Strike** (standard; at-will) ✦ **Thunder**
+9 vs. Fortitude; 1d6 + 4 thunder damage, and if the target is bloodied it is knocked prone.

↛ **Shock Bolt** (standard; at-will) ✦ **Lightning**
Ranged 10; +9 vs. Fortitude; 1d6 + 4 lightning damage, and if the target does not end its next turn at least 4 squares from where it started its turn, it takes 3d6 + 6 lightning damage.

✧ **Storm Shatter** (when the storm shard drops to 0 hit points) ✦ **Lightning, Thunder**
Close burst 3; +9 vs. Fortitude; 2d6 lightning and thunder damage, and the target is pushed 3 squares and deafened (save ends).

**Alignment** Chaotic evil **Languages** Abyssal
**Str** 15 (+4) **Dex** 18 (+6) **Wis** 14 (+4)
**Con** 14 (+4) **Int** 7 (+0) **Cha** 15 (+4)

## Death Shard

These eerily glowing shards drain the life from their enemies.

| **Death Shard** | **Level 8 Artillery** |
|---|---|
| Medium elemental magical beast | XP 350 |

**Initiative** +9 **Senses** Perception +7; darkvision
**Death Shadow (Necrotic)** aura 2; each enemy that ends its turn within the aura takes 4 necrotic damage. A slowed enemy instead takes 6 necrotic damage.
**HP** 71; **Bloodied** 35
**AC** 20; **Fortitude** 19, **Reflex** 21, **Will** 19
**Immune** disease, poison; **Resist** 10 necrotic, 5 variable (1/encounter); see also *life to death*
**Speed** 3, fly 3 (hover)

⨁ **Razor Shard** (standard; at-will)
+13 vs. Reflex; 1d10 + 4 damage.

↛ **Death Bolt** (standard; at-will) ✦ **Necrotic**
Ranged 10; +13 vs. Fortitude; 2d6 + 5 necrotic damage, and the target is slowed (save ends).

✧ **Critical Fracture** (immediate reaction, when an enemy scores a critical hit against the death shard; encounter) ✦ **Necrotic**
Close burst 2; targets enemies; +13 vs. Fortitude; 1d8 + 5 necrotic damage, and the target is weakened until the end of its next turn.

**Life to Death** (whenever the death shard resists damage)
The death shard's attacks deal 1d8 extra damage until the end of its next turn.

**Alignment** Chaotic evil **Languages** Abyssal
**Skills** Stealth +14
**Str** 14 (+6) **Dex** 20 (+9) **Wis** 16 (+7)
**Con** 17 (+7) **Int** 7 (+2) **Cha** 14 (+6)

## Flame Shard

Flame shards radiate heat and can target even distant creatures with gouts of fire.

| **Flame Shard** | **Level 12 Artillery** |
|---|---|
| Medium elemental magical beast | XP 700 |

**Initiative** +10 **Senses** Perception +8; darkvision
**Heat Wave (Fire)** aura 2; each enemy that ends its turn within the aura takes 5 fire damage and takes a -2 penalty to saving throws against ongoing fire damage during its current turn.
**HP** 100; **Bloodied** 50; see also *flame shatter*
**AC** 24; **Fortitude** 25, **Reflex** 23, **Will** 23
**Immune** disease, poison; **Resist** 10 variable (2/encounter)
**Speed** 4, fly 4 (hover)

⨁ **Burning Shard** (standard; at-will) ✦ **Fire**
+17 vs. Reflex; 1d8 + 5 fire damage.

✧ **Flame Shatter** (when the flame shard drops to 0 hit points) ✦ **Fire**
Close burst 2; +17 vs. Reflex; 1d8 + 5 fire damage, and the target takes ongoing 5 fire damage (save ends).

✲ **Flame Burst** (standard; at-will) ✦ **Fire**
Area burst 2 within 20; +17 vs. Reflex; 1d8 + 5 fire damage.

**Alignment** Chaotic evil **Languages** Abyssal
**Str** 19 (+10) **Dex** 19 (+10) **Wis** 15 (+8)
**Con** 22 (+12) **Int** 7 (+4) **Cha** 18 (+10)

*(Left to right) flame shard, death shard, storm shard, prismatic shard*

## Prismatic Shard

Multihued crystalline shapes, prismatic shards dazzle their targets before killing them.

| **Prismatic Shard** | **Level 16 Artillery** |
|---|---|
| Medium elemental magical beast | XP 1,400 |
| **Initiative** +13 | **Senses** Perception +9; darkvision |
| **Prismatic Corona (Radiant)** aura 2; each enemy that ends its turn within the aura takes 5 radiant damage and takes a -2 penalty to saving throws during its current turn. | |
| **HP** 123; **Bloodied** 61; see also *prismatic shatter* | |
| **AC** 28; **Fortitude** 27, **Reflex** 27, **Will** 29 | |
| **Immune** disease, poison, radiant; **Resist** 10 variable (4/encounter) | |
| **Speed** 4, fly 4 (hover) | |
| ⓘ **Prism Flare** (standard; at-will) ✦ **Radiant** | |
| +21 vs. Reflex; 1d10 + 7 radiant damage. | |
| **Iridescent Bolt** (standard; at-will) ✦ **Radiant** | |
| Ranged 20; +21 vs. Will; 2d8 + 7 radiant damage, and the target is blinded until the end of the prismatic shard's next turn. | |
| **Flashing Colors** (minor; recharge ⚄ ⁞⁞) | |
| Close burst 3; targets enemies; +21 vs. Will; the target is dazed (save ends). | |
| **Prismatic Shatter** (when the prismatic shard drops to 0 hit points) ✦ **Radiant** | |
| Close burst 2; +21 vs. Will; 2d8 + 7 radiant damage, and the target is blinded (save ends). | |
| **Alignment** Chaotic evil | **Languages** Abyssal |
| **Str** 19 (+12) | **Dex** 20 (+13) **Wis** 13 (+9) |
| **Con** 21 (+13) | **Int** 7 (+6) **Cha** 24 (+15) |

## Chaos Shard Lore

**Arcana DC 10:** Chaos shards are sentient crystal creatures formed in the maelstrom where the deepest levels of the Elemental Chaos become the Abyss.

**Arcana DC 16:** Chaos shards exist due to the influence of the shard of pure evil from which the Abyss was created. Legends state that the most powerful of the chaos shards are splinters of this legendary crystalline fragment.

**Arcana DC 21:** Wizards and those that draw power from the Elemental Chaos sometimes capture chaos shards to use them as sources of power.

## Encounter Groups

Chaos shards travel together in small clusters, sowing upheaval wherever they go. They are also highly sought after by arcane casters and creatures of the Elemental Chaos, which use them as powerful (if unpredictable) guardians.

**Level 7 Encounter (XP 1,500)**
- ✦ 2 death shards (level 8 artillery)
- ✦ 1 bloodseep demon (level 7 skirmisher)
- ✦ 2 evistros (level 6 brute, *MM* 54)

**Level 17 Encounter (XP 8,200)**
- ✦ 1 prismatic shard (level 16 artillery)
- ✦ 3 blue slaads (level 17 brute, *MM* 238)
- ✦ 1 green slaad (level 18 controller, *MM* 238)

FRANZ VOHWINKEL

# COCKATRICE

This odd-looking creature terrifies even the bravest because of its ability to turn flesh into stone.

| **Cockatrice** | **Level 5 Skirmisher** |
|---|---|
| Small natural beast | XP 200 |
| **Initiative** +8 | **Senses** Perception +2; low-light vision |
| **HP** 63; **Bloodied** 31 | |
| **AC** 19; **Fortitude** 17, **Reflex** 19, **Will** 15 | |
| **Immune** petrification | |
| **Speed** 4, fly 6 (clumsy) | |
| ⊕ **Bite** (standard; at-will) | |
| +10 vs. AC; 1d6 + 3 damage, and the cockatrice makes a secondary attack against the same target. *Secondary Attack*: +8 vs. Fortitude; the target is slowed (save ends). *First Failed Saving Throw*: The target is immobilized instead of slowed (save ends). *Second Failed Saving Throw*: The target is petrified. | |
| ↯ **Buffeting Wings** (immediate interrupt, when an enemy moves adjacent to the cockatrice; recharge ⚅ ⚄ ⚃) | |
| The cockatrice uses its bite against the triggering enemy and then shifts 3 squares. | |
| **Alignment** Unaligned | **Languages** – |
| **Skills** Stealth +11 | |
| **Str** 9 (+1) | **Dex** 18 (+6) | **Wis** 11 (+2) |
| **Con** 15 (+4) | **Int** 2 (-2) | **Cha** 4 (-1) |

## Cockatrice Tactics

Despite its fearsome reputation, a cockatrice is a cowardly foe. It engages one enemy at a time, using its *buffeting wings* to bite and then retreat.

## Cockatrice Lore

**Nature DC 12:** The lair of a cockatrice is filled with broken statues of previous victims, which include various wild animals. In the wild, the soft ground of a cockatrice's lair is filled with short tunnels and hollows that a cockatrice can use when attacked.

**Nature DC 17:** Feathers freshly plucked from a cockatrice can be mixed with mud to create a poultice that reverses petrification when spread over an affected creature. This method requires a DC 20 Heal check and 30 minutes, and it is successful only if the poultice is applied within twenty-four hours of the petrification. One cockatrice provides enough feathers to create a poultice for one petrified creature.

## Encounter Groups

Reptilian and serpentine monsters such as yuan-ti, lizardfolk, and medusas sometimes keep cockatrices as pets or guardians.

**Level 3 Encounter (XP 850)**
- 2 cockatrices (level 5 skirmisher)
- 1 poisonscale collector (level 3 lurker)
- 2 poisonscale myrmidons (level 3 soldier)

BRIAN VALENZUELA

# COLOSSUS

A COLOSSUS EXISTS TO FULFILL the will of its creators, but the creators of the primordial colossi passed into myth long ago.

| **Primordial Colossus** | **Level 28 Elite Brute** |
|---|---|
| Huge elemental animate (construct) | XP 26,000 |
| **Initiative** +21 **Senses** Perception +22 | |
| **Elemental Presence** (**Acid, Cold, Fire, Lightning, Thunder**) aura 5; each creature that starts its turn within the aura takes 15 acid, cold, fire, lightning, and thunder damage. | |
| **HP** 640; **Bloodied** 320 | |
| **AC** 40; **Fortitude** 44, **Reflex** 37, **Will** 38 | |
| **Immune** disease, fear, poison, sleep; **Resist** 15 variable (3/encounter) | |
| **Saving Throws** +2 | |
| **Speed** 10 | |
| **Action Points** 1 | |
| **Slam** (standard; at-will) | |
| +29 vs. AC; 3d10 + 14 damage. | |
| **Colossal Slam** (standard; at-will) ✦ **Acid, Cold, Fire, Lightning, Thunder** | |
| Close blast 3; +29 vs. AC; 3d10 + 14 damage, and the primordial colossus can make a secondary attack. *Secondary Attack*: close blast 3;+28 vs. Fortitude; 3d8 acid, cold, fire, lightning, and thunder damage, and the target is knocked prone. | |
| **Reactive Kick** (immediate reaction, when an enemy moves adjacent to the primordial colossus; recharges when first bloodied) ✦ **Acid, Cold, Fire, Lightning, Thunder** | |
| Targets the triggering creature; +30 vs. Fortitude; 3d8 + 7 acid, cold, fire, lightning, and thunder damage, and the target is pushed 4 squares and knocked prone. | |
| **Primordial Stone** (standard; at-will) ✦ **Acid, Cold, Fire, Lightning, Thunder** | |
| Ranged 20; +29 vs. Reflex; 3d6 + 14 damage, and the primordial colossus can make a secondary attack that is a burst 5 centered on the target. *Secondary Attack*: +28 vs. Fortitude; 3d8 acid, cold, fire, lightning, and thunder damage, and the secondary target is knocked prone. | |
| **Alignment** Unaligned **Languages** – | |
| **Str** 38 (+28) **Dex** 25 (+21) **Wis** 27 (+22) | |
| **Con** 30 (+24) **Int** 3 (+10) **Cha** 15 (+16) | |

## Colossus Lore

**Arcana or Religion DC 28:** Originally crafted by the primordials, primordial colossi now slumber in crumbling ruins or move freely throughout the planes, seeking to fulfill the orders of their long-gone masters. Some primordial colossi appear to be shattered statues, but rise in fury when approached.

**Arcana or Religion DC 33:** Most primordial colossi are as ageless as their original masters. However, these powerful guardians can also be created by the death or awakening of mighty elemental beings, from a buildup of arcane energy, or by the rituals of mighty wizards.

RALPH HORSLEY

## Encounter Groups

Though a primordial colossus can arise spontaneously, most of these creatures are found in the ancient ruins they were created to defend, fighting alongside other immortal guardians.

**Level 26 Encounter (XP 45,100)**
- ✦ 1 primordial colossus (level 28 elite brute)
- ✦ 2 great flameskulls (level 24 artillery, *MM* 109)
- ✦ 1 slaughterstone hammerer (level 25 soldier)

**Level 27 Encounter (XP 61,000)**
- ✦ 1 primordial colossus (level 28 elite brute)
- ✦ 1 primordial naga (level 25 solo artillery, *MM* 195)

# COUATL

The ancient race of couatls has earned renown for selflessly opposing the evil of demons and the Abyss. However, the couatls' legendary virtue and benevolence can sometimes be occluded by their single-minded pursuit of their goals.

## Couatl Cloud Serpent

A couatl cloud serpent attacks from above, hurling lightning at its foes.

| **Couatl Cloud Serpent** | **Level 18 Artillery** |
|---|---|
| Large immortal magical beast (reptile) | XP 2,000 |
| **Initiative** +13 **Senses** Perception +21 | |
| **HP** 135; **Bloodied** 67 | |
| **AC** 30; **Fortitude** 29, **Reflex** 30, **Will** 31 | |
| **Saving Throws** see *twist free* | |
| **Speed** 6, fly 8 (hover) | |
| ⨭ **Bite** (standard; at-will) ✦ **Poison, Radiant** | |
| Reach 2; +25 vs. AC; 1d6 + 4 poison and radiant damage, and ongoing 10 poison and radiant damage (save ends). | |
| ⨽ **Hurtling Coils** (minor 1/round; at-will) | |
| Reach 2; +23 vs. Fortitude; the target is pushed 2 squares and knocked prone. | |
| ⤖ **Sky Bolt** (standard; at-will) ✦ **Lightning, Radiant** | |
| Ranged 20; +23 vs. Reflex; 2d10 + 6 lightning and radiant damage. | |
| ✲ **Snaking Arcs** (standard; recharges when first bloodied) ✦ **Lightning, Radiant** | |
| Area burst 3 within 20; targets enemies; +23 vs. Reflex; 2d8 + 6 lightning and radiant damage. | |
| **Radiant Absorption** ✦ **Radiant** | |
| If a couatl cloud serpent takes radiant damage, its attacks deal 5 extra radiant damage until the end of its next turn. | |
| **Twist Free** | |
| A couatl cloud serpent makes saving throws against immobilized and restrained conditions at the start of its turn as well as at the end of its turn. In addition, a cloud serpent can make saving throws against immobilized and restrained conditions that do not allow saving throws and would normally end at the end of its turn or at the end of an enemy's turn. | |
| **Alignment** Unaligned **Languages** Supernal | |
| **Skills** Arcana +20, Diplomacy +19, Insight +21 | |
| **Str** 19 (+13) **Dex** 18 (+13) **Wis** 24 (+16) | |
| **Con** 21 (+14) **Int** 22 (+15) **Cha** 20 (+14) | |

## Couatl Star Serpent

A couatl star serpent rushes fearlessly into battle, constricting enemies in its coils.

| **Couatl Star Serpent** | **Level 15 Elite Controller (Leader)** |
|---|---|
| Large immortal magical beast (reptile) | XP 2,400 |
| **Initiative** +11 **Senses** Perception +18; low-light vision | |
| **HP** 286; **Bloodied** 143 | |
| **AC** 29; **Fortitude** 27, **Reflex** 27, **Will** 28 | |
| **Saving Throws** +2; see also *twist free* | |
| **Speed** 6, fly 8 (hover) | |
| **Action Points** 1 | |
| ⨭ **Bite** (standard; at-will) ✦ **Poison, Radiant** | |
| Reach 2; +20 vs. AC; 1d6 + 5 poison and radiant damage, and the target takes ongoing 5 poison and radiant damage and is slowed (save ends both). | |
| ⨽ **Couatl Radiance** (standard; encounter) ✦ **Fire, Healing, Radiant** | |
| The couatl star serpent gains insubstantial and phasing until the end of its turn, and moves 8 squares. The star serpent can move through enemies' spaces. If the star serpent moves through an ally's space, that ally regains 15 hit points and can spend a healing surge. If it passes through an enemy's space, the couatl makes an attack against that enemy: +19 vs. Will; 1d6 + 5 fire and radiant damage, and ongoing 10 fire and radiant damage (save ends). The star serpent can attack a target only once with each use of this power. | |
| ⨽ **Righteous Coils** (minor 1/round; at-will) | |
| Reach 2; +19 vs. Fortitude; 1d6 + 5 damage, and the target is grabbed. A creature grabbed by the couatl star serpent grants combat advantage to the star serpent, and the star serpent can move the grabbed creature without needing to make a Strength attack. | |
| ⨽ **Constrict** (minor 1/round; at-will) | |
| Reach 2; targets a creature grabbed by the couatl star serpent; +19 vs. Fortitude; 2d6 + 5 damage, and the target is dazed until the end of the couatl's next turn. | |
| ✧ **Purifying Scream** (standard; encounter) ✦ **Psychic** | |
| Close burst 5; targets enemies; +18 vs. Will; 1d10 + 6 psychic damage, and the target is dazed (save ends). If the target is taking ongoing fire, poison, or radiant damage, it is also stunned until the end of the couatl star serpent's next turn. | |
| **Radiant Absorption** ✦ **Radiant** | |
| If a couatl star serpent takes radiant damage, its attacks deal 5 extra radiant damage until the end of its next turn. | |
| **Twist Free** | |
| A couatl star serpent makes saving throws against immobilized and restrained conditions at the start of its turn as well as at the end of its turn. In addition, a star serpent can make saving throws against immobilized and restrained conditions that do not allow saving throws and would normally end at the end of its turn or at the end of an enemy's turn. | |
| **Alignment** Unaligned **Languages** Supernal | |
| **Skills** Arcana +17, Diplomacy +17, Insight +18 | |
| **Str** 20 (+12) **Dex** 18 (+11) **Wis** 22 (+13) | |
| **Con** 15 (+9) **Int** 20 (+12) **Cha** 20 (+12) | |

## Couatl Lore

**Religion DC 11:** Couatls are benevolent celestial serpents known for their hatred of demons and other forces of evil and chaos.

**Religion DC 18:** The couatls' benevolent reputation is only partly deserved. Although they are driven in their hatred of evil, couatls are single-minded in their dedication to their specific plans, whether protecting a village, propelling a chosen creature on a path of destiny, or preventing a planar breach. Creatures that stand opposed to a couatl's plans—knowingly or otherwise—can easily find themselves the object of the creature's wrath.

**Religion DC 23:** Couatls were supposedly born of the first light in the world. Ancient lore speaks of great couatls fighting in the war between the gods and the primordials, and of how these creatures bound mighty beings within the world or on other planes. Free couatls and their followers work to make sure such sites remain forever undisturbed.

## Encounter Groups

Couatls most often ally with other creatures that share a desire to oppose malevolence or guard against ancient evil. However, a couatl might fight on the side of unaligned or even evil creatures if doing so works against a greater evil in the long term.

**Level 14 Encounter (XP 5,600)**
- 1 couatl star serpent (level 15 elite controller)
- 3 deva knights-errant (level 11 soldier)
- 1 phoelarch warrior (level 12 elite skirmisher)

**Level 20 Encounter (XP 15,500)**
- 2 couatl cloud serpents (level 18 artillery)
- 2 marut executioners (level 22 brute)
- 1 marut prosecutor (level 21 controller)

### Crossing Between Worlds

A couatl can cross from any plane to the Astral Sea by taking 10 minutes to do so. It arrives at a random location or at a teleportation circle it knows. If it chooses to, it can make an Arcana check to leave a portal open behind it. Such a portal's duration is the same as if the couatl had created it using the Planar Portal ritual (*PH* 311).

EVA WIDERMANN

# CYCLOPS

Cyclopses serve more powerful creatures as warriors and bodyguards. Their *evil eyes* are legendary.

## Cyclops Crusher

Crushers loom over their victims, swinging their clubs with brutal glee.

| **Cyclops Crusher** | **Level 14 Brute** |
|---|---|
| Large fey humanoid | XP 1,000 |
| **Initiative** +12 | **Senses** Perception +16; truesight 6 |
| **HP** 171; **Bloodied** 85 | |
| **AC** 26; **Fortitude** 27, **Reflex** 26, **Will** 25 | |
| **Speed** 8 | |
| ⊕ **Spiked Greatclub** (standard; at-will) ✦ **Weapon** | |
| Reach 2; +17 vs. AC; 2d10 + 8 damage. | |
| ⊀ **Evil Eye** (minor 1/round; at-will) | |
| Ranged sight; targets a creature the cyclops crusher has hit with a melee attack during this round; the target takes a -2 penalty to attack rolls and all defenses until the end of the encounter or until the crusher uses *evil eye* against a different target. | |
| ⊹ **Tremor Smash** (standard; recharge ⚄ ⚅) ✦ **Weapon** | |
| Close blast 2; +17 vs. AC; 2d12 + 8 damage, and the target is knocked prone. | |
| **Alignment** Unaligned | **Languages** Elven |
| **Skills** Athletics +18 | |
| **Str** 23 (+13) | **Dex** 20 (+12) **Wis** 19 (+11) |
| **Con** 21 (+12) | **Int** 10 (+7) **Cha** 11 (+7) |
| **Equipment** scale armor, greatclub | |

## Cyclops Feyblade

More shrewd and agile than crushers, feyblades are a lethal combination of strength, speed, and conceit.

| **Cyclops Feyblade** | **Level 21 Soldier** |
|---|---|
| Large fey humanoid | XP 3,200 |
| **Initiative** +18 | **Senses** Perception +21; truesight 6 |
| **HP** 200; **Bloodied** 100 | |
| **AC** 37; **Fortitude** 34, **Reflex** 32, **Will** 32 | |
| **Speed** 8 | |
| ⊕ **Longsword** (standard; at-will) ✦ **Weapon** | |
| Reach 2; +28 vs. AC; 2d10 + 8 damage. | |
| ↯ **Wildstep** (immediate interrupt, when the creature marked by the cyclops feyblade's *evil eye* makes an attack that does not include the feyblade; at-will) | |
| The feyblade teleports 10 squares to a space adjacent to the triggering creature and makes an attack: +28 vs. AC; 2d6 + 7 damage. | |
| ⊀ **Evil Eye** (minor 1/round; at-will) | |
| Ranged 20; the target is marked until the end of the encounter or until the cyclops feyblade uses *evil eye* against a different target. | |
| **Alignment** Unaligned | **Languages** Elven |
| **Str** 27 (+18) | **Dex** 23 (+16) **Wis** 23 (+16) |
| **Con** 24 (+17) | **Int** 12 (+11) **Cha** 13 (+11) |
| **Equipment** chainmail, longsword | |

## Cyclops Lore

**Arcana DC 20:** Fomorians employ crushers as slave minders, and these brutal cyclopses take great pleasure in punishing those that step out of line.

**Arcana DC 25:** Cyclops feyblades are highly trained bodyguards that rarely engage in manual labor or menial tasks. They lord their favored position over other cyclopses whenever they can.

## Encounter Groups

Cyclopses readily take orders from more powerful creatures such as firbolgs, fomorians, and drow.

**Level 13 Encounter (XP 4,200)**
- ✦ 2 cyclops crushers (level 14 brute)
- ✦ 2 eladrin bladesingers (level 11 skirmisher)
- ✦ 1 firbolg moon seer (level 14 controller)

CHIPPY

# DARKMANTLE

Strange émigrés from the Shadowfell, darkmantles lurk in caverns, ruins, and other dark places. They feed by dropping on prey from above.

## Darkmantle Enveloper Tactics

A darkmantle enveloper waits for a group to approach. Once a few targets are near, it attacks with *shadowcry* and then immediately drops down to use *engulf* against a dazed foe.

## Darkmantle Lore

**Arcana DC 14:** Darkmantles are strange predators from the Shadowfell. The enveloper clings to the ceiling and drops upon prey, using its size to engulf a foe.

**Arcana DC 19:** Shadar-kai and cave dwellers use darkmantles as guard pets. Darkmantles possess at least as much intelligence as dogs.

## Encounter Groups

Darkmantles often hunt in hanging packs. They are also used as living traps by numerous humanoid tribes.

**Level 6 Encounter (XP 1,400)**
- ✦ 2 darkmantle envelopers (level 8 lurker)
- ✦ 2 duergar shock troopers (level 6 brute)
- ✦ 1 duergar theurge (level 5 controller)

**Darkmantle Enveloper** **Level 8 Lurker**
Large shadow magical beast XP 350

**Initiative** +12 **Senses** Perception +7; blindsight 8, darkvision
**Shadowy Field** aura 5; bright light within the aura is reduced to dim light.
**HP** 76; **Bloodied** 38
**AC** 21; **Fortitude** 22, **Reflex** 20, **Will** 19
**Vulnerable** 5 radiant (a darkmantle enveloper that takes radiant damage cannot use *shadowy field* until the end of its next turn)
**Speed** 2, climb 2 (spider climb), fly 6; see also *darkjump*

⊕ **Tentacle Lash** (standard; at-will)
+13 vs. AC; 2d6 + 5 damage.

⨽ **Engulf** (standard; usable only while the darkmantle enveloper does not have a creature grabbed; at-will)
+11 vs. Reflex; 2d6 + 5 damage, and the target is grabbed. The target is blinded until the grab ends. *Sustain Minor:* The enveloper sustains the grab, and the target takes 5 damage.

**Shadowcry** (minor; encounter) ✦ **Thunder**
Close burst 3; targets enemies; +11 vs. Fortitude; 1d4 + 3 thunder damage, and the target is dazed until the end of the darkmantle enveloper's next turn.

**Darkjump** (immediate reaction, when damaged by an attack; recharge ⚄ ⚅) ✦ **Teleportation**
The darkmantle enveloper teleports 6 squares to a space that is in darkness or is illuminated by dim light. The enveloper becomes invisible, and its *shadowy field* aura is deactivated until the start of its next turn.

**Alignment** Unaligned **Languages** –
**Skills** Stealth +13

| | | |
|---|---|---|
| **Str** 19 (+8) | **Dex** 19 (+8) | **Wis** 16 (+7) |
| **Con** 22 (+10) | **Int** 3 (+0) | **Cha** 5 (+1) |

BRIAN DESPAIN

# DEMOGORGON

Demogorgon, Prince of Demons, is a two-headed monstrosity who commands the fear and respect of deities, devils, demons, and primordials alike. His followers embrace wanton destruction, and his wars against Orcus and Graz'zt have raged across the Abyss for eons. Only Demogorgon's two competing minds keep his mad ambitions in check.

The Prince of Demons is cunning, cruel, envious, and ferocious even for a demon. He sees both sides of every problem and has plenty of attention to spare for his cosmos-spanning cult of sadism and destruction.

Demogorgon's worshipers include troglodytes, kuo-toa, and other humanoids that exult in mindless violence and destruction. In times of chaos, humans and others flock to Demogorgon's cult. Demogorgon's priests teach that through savagery, strength, and slaughter, followers thrive and multiply where others fade and die. When war wracks the land—particularly when hordes of monsters sweep over bastions of civilization, leaving them in ruin—Demogorgon's cult grows strong.

Although Demogorgon's cult is small, it leaves a terrible swath of destruction across the land. Demogorgon's cultists organize themselves into crude war bands, relying on battle madness and wrath to overpower their enemies. They wander from town to town, burning and looting everything in their paths. Like miniature aspects of their lord's wrath, they destroy all they see.

No commentary on Demogorgon is complete without mention of Dagon, a mighty demon lord who prowls the deepest waters of the Abyss. If Demogorgon is the machine of destruction, Dagon is the cool, calculating mind behind it, sowing chaos in subtle, intricate ways. Dagon, Lord of the Depths, is an oracle and sage among demons. Creatures of the Abyss, and those brave or foolish enough to seek his counsel, offer him powerful artifacts and favors in return for shares of his knowledge.

The rough alliance between Dagon's intellect and Demogorgon's brute strength makes their combined power formidable. Dagon whispers his knowledge into each of Demogorgon's heads—never both at the same time—thus playing a significant role in the tension between Demogorgon's two minds.

## Demogorgon Tactics

Demogorgon attempts to divide and conquer his enemies. He uses *inescapable grasp* to pull individuals toward him, rips into his chosen targets with his tentacle attack, and uses *Aameul's gaze* and *Hethradiah's gaze* to keep other enemies at bay. If sorely pressed, Demogorgon teleports away.

**Demogorgon** **Level 34 Solo Controller**
Gargantuan elemental humanoid (aquatic, demon) XP 195,000

**Initiative** +24 **Senses** Perception +28; darkvision
**HP** 1,260; **Bloodied** 630
**AC** 48; **Fortitude** 46, **Reflex** 43, **Will** 44
**Resist** 30 variable (3/encounter)
**Saving Throws** +5
**Speed** 8, teleport 10, swim 8
**Action Points** 2

⊕ **Tentacle Strike** (standard; at-will)
Reach 5; +39 vs. AC; 3d8 + 8 damage.

**Forked Tail** (standard; at-will) ✦ **Necrotic**
Close blast 5; +35 vs. Reflex; 2d10 + 10 necrotic damage, and the target is weakened (save ends).

**Tentacle Blast** (standard; at-will)
Close blast 5; +35 vs. Fortitude; 2d8 + 8 damage, and ongoing 15 damage (save ends). If Demogorgon's attack deals ongoing damage to a creature that is already taking ongoing damage, the ongoing damage increases by 5.

**Inescapable Grasp** (standard; at-will) ✦ **Teleportation**
Ranged 50; +37 vs. Reflex; the target is teleported to a space within 5 squares of Demogorgon.

**Aameul's Gaze** (minor 1/round; at-will) ✦ **Psychic, Gaze**
Close blast 5; targets enemies; +35 vs. Will; 2d10 + 10 psychic damage, and the target is dazed (save ends). If the target is already dazed, it is instead dominated (save ends).

**Hethradiah's Gaze** (minor 1/round; at-will) ✦ **Psychic, Gaze**
Close blast 5; +35 vs. Will; 1d12 + 10 psychic damage, and the target uses an at-will attack power of Demogorgon's choice against a target of Demogorgon's choice as a free action.

**Dual Aspects of Demogorgon** (standard; recharge ⚅) ✦ **Psychic**
Close blast 10; targets enemies; +35 vs. Will; 4d10 + 10 psychic damage, and the target is knocked unconscious (save ends).

**Gaze of Abyssal Might** (free, when an enemy starts its turn within 10 squares of Demogorgon; at-will)
Close burst 10; targets the triggering creature; +37 vs. Will; the target is dazed until the end of its turn.

**Double Actions**
At the start of combat, Demogorgon makes two initiative checks. Each check corresponds to one of Demogorgon's heads—Aameul or Hethradiah—and Demogorgon takes a turn on both initiative counts. Demogorgon has a full set of actions on each of these turns, and Demogorgon's ability to take an immediate action refreshes on each turn. Each of Demogorgon's heads is unable to use the attack power named for the other head.

**Dual Brain**
At the end of each of his turns, Demogorgon saves against dazed and stunned conditions and charm effects.

**Alignment** Chaotic evil **Languages** Abyssal, Common
**Skills** Arcana +27, Athletics +35, Diplomacy +33, Insight +28, Intimidate +33

| | | |
|---|---|---|
| **Str** 36 (+30) | **Dex** 25 (+24) | **Wis** 23 (+23) |
| **Con** 35 (+29) | **Int** 30 (+27) | **Cha** 32 (+28) |

JESPER EJSING

## Demogorgon Lore

**Arcana DC 22:** Demogorgon's two heads are named Aameul and Hethradiah. Aameul prefers deception, and Hethradiah favors destruction. Originally, Demogorgon had one head and one mind. A mighty blow from the deity Amoth split him nearly in two before Demogorgon killed Amoth. After he healed, Demogorgon's head remained split. The two heads often disagree with one another but turn disagreement to their mutual advantage. For instance, one head struck an alliance with a powerful lich queen of the deep Shadowfell, and the other killed her to steal her powers.

**Arcana DC 32:** As comfortable in the seas as on the land, Demogorgon makes his home in a tropical region of the Abyss that is composed of dense jungles, deep oceans, and vast stretches of brine flats. The mightiest of the demon princes, Demogorgon commands creatures from places as as varied as the depths of the Underdark and the decadent palaces of civilization. Troglodytes worship him as a deity, sparking endless battles against their Torog-worshiping kin. Colonies of kuo-toas appeal to him for aid in reclaiming their once-great empire.

**Arcana DC 37:** Twins born to cultists or kidnapped and indoctrinated at a young age lead Demogorgon's mightiest cults. Each twin serves one of Demogorgon's two personalities. Invariably, such a cult falls to infighting as one high priest turns against the other, hindering many a foul plot.

**Arcana DC 39:** Temples to Demogorgon often reflect the dual nature of the Prince of Demons. Builders construct each temple symmetrically: One half is dedicated to Aameul, and the other to Hethradiah. Priests, warriors, petitioners, and other functionaries dwell in whichever side of the temple better fits their personalities. A grand cathedral unites the two halves at the center.

## Aspect of Demogorgon

The ritual for summoning an aspect of Demogorgon—a manifestation of Demogorgon's form and powers that is less potent than the Prince of Demons—involves "twinning" to represent Demogorgon's two personalities. A cultist might split a sacrifice in half down the center.

An aspect of Demogorgon acts more like one of the demon's heads than the other, being an unbalanced version of the demon. The aspect behaves like Demogorgon but does not commune with either of Demogorgon's minds. It melts into a puddle of venom when it completes the task for which it was summoned.

**Aspect of Demogorgon** **Level 25 Elite Controller**
Huge elemental humanoid (aquatic, demon) XP 14,000

**Initiative** +17 **Senses** Perception +25; darkvision
**HP** 476; **Bloodied** 238
**AC** 39; **Fortitude** 37, **Reflex** 36, **Will** 37
**Resist** 10 variable (3/encounter)
**Saving Throws** +2
**Speed** 6, teleport 6
**Action Points** 1

⊕ **Forked Tail** (standard; at-will) ✦ **Necrotic**
Reach 5; +29 vs. Reflex; 2d8 + 5 necrotic damage, and the target is weakened (save ends).

**Tentacle Blast** (standard; at-will)
Close blast 3; +27 vs. Fortitude; 2d8 + 5 damage, and ongoing 10 damage (save ends). If the aspect of Demogorgon's attack deals ongoing damage to a creature that is already taking ongoing damage, the ongoing damage increases by 5.

**Inescapable Grasp** (standard; at-will) ✦ **Psychic, Teleportation**
Ranged 10; +31 vs. Reflex; the target is teleported to a space within 3 squares of the aspect of Demogorgon.

**Dominating Glare** (standard; recharge ⚅) ✦ **Psychic**
Close blast 5; targets enemies; +29 vs. Will; 1d10 + 5 psychic damage, and the target is dominated (save ends).

**Gaze of Abyssal Might** (free, when an enemy starts its turn within 10 squares of the aspect of Demogorgon; at-will)
Close burst 10; targets the triggering creature; roll a d20; on a roll of 10 or higher, the target is slowed until the end of its turn.

**Double Actions**
At the start of combat, an aspect of Demogorgon makes two initiative checks. Each check corresponds to one of the aspect's heads—Aameul or Hethradiah—and the aspect takes a turn on both initiative counts. The aspect has a full set of actions on each of these turns, and the aspect's ability to take an immediate action refreshes on each turn.

**Dual Brain**
At the end of its turn, an aspect of Demogorgon saves against dazed and stunned conditions and charm effects.

**Alignment** Chaotic evil **Languages** Abyssal, Common
**Skills** Athletics +27, Intimidate +21

| | | |
|---|---|---|
| **Str** 31 (+22) | **Dex** 20 (+17) | **Wis** 18 (+16) |
| **Con** 30 (+22) | **Int** 28 (+21) | **Cha** 30 (+22) |

### Aspect of Demogorgon Tactics

An aspect of Demogorgon uses tactics similar to those of the true demon lord. Lacking gaze attacks, it instead uses *dominating glare* to turn several enemies into allies and then focuses subsequent attacks on those who avoid the effect.

### Aspect of Demogorgon Lore

**Arcana DC 26:** The dark ritual to summon Demogorgon requires a sacrifice of life. Only the most faithful—thus, the most demented—of his followers can successfully complete the ceremony.

**Arcana DC 31:** Mortals cannot summon Demogorgon, but an aspect of him answers the ritual's call. A temporary manifestation of power, the aspect has no psychic or spiritual connection to the demon lord.

# Dagon

Dagon was the first demon lord to appear in the Abyss. None can say whether the Chained God created the Abyss or opened the first passage to its depths. When the first primordials entered the Abyss, they found Dagon already lurking deep within its dark seas and hidden recesses.

| **Dagon** | **Level 32 Solo Soldier** |
|---|---|
| Gargantuan elemental magical beast (aquatic, demon) | XP 135,000 |
| **Initiative** +25 | **Senses** Perception +28; darkvision |
| **Eye of the Abyss** aura 10; an enemy that starts its turn in the aura is pulled 5 squares. | |
| **HP** 1,184; **Bloodied** 592 | |
| **AC** 48; **Fortitude** 44, **Reflex** 46, **Will** 42 | |
| **Resist** 10 variable (3/encounter) | |
| **Saving Throws** +5 | |
| **Speed** 4, swim 8, teleport 8 | |
| **Action Points** 2 | |
| ⊕ **Tentacle Strike** (standard; at-will) | |
| Reach 5; +39 vs. AC; 3d8 + 8 damage and Dagon slides the target 2 squares. | |
| ↓ **Grasping Tentacles** (immediate interrupt, when an enemy attacks Dagon; at-will) | |
| Reach 5; targets the triggering enemy; +39 vs. AC; 1d10 + 10 damage, and the target is grabbed. | |
| ✧ **Claws of the Deep** (standard; at-will) | |
| Close burst 1; targets enemies; +35 vs. Reflex; 2d12 + 15 damage. | |
| ✧ **Doom Drone** (minor; recharge ⚄ ⁞⁞) ✦ **Psychic** | |
| Close burst 10; targets enemies; +35 vs. Will; 2d6 + 8 psychic damage, Dagon pulls the target 5 squares, and the target is stunned (save ends). | |
| ✧ **Form of Madness** (minor; recharge ⚄ ⁞⁞) ✦ **Psychic** | |
| Close burst 10; targets enemies; +35 vs. Will; 2d6 + 4 psychic damage, Dagon slides the target 5 squares, and the target is dazed (save ends). | |
| ✧ **Tentacle Blast** (standard; at-will) | |
| Close blast 5; +37 vs. AC; 3d8 + 8 damage, and Dagon slides the target 2 squares. | |
| ✧ **Abyssal Tides** (standard; at-will) ✦ **Force, Teleportation** | |
| Area burst 3 within 20; +35 vs. Reflex; 2d8 + 10 force damage, and the target is immobilized (save ends). *Effect:* Dagon teleports 5 squares. | |
| **Threatening Reach** | |
| Dagon can make opportunity attacks against enemies within 5 squares of him. | |
| **Alignment** Chaotic evil | **Languages** Abyssal, Common |
| **Skills** Arcana +34, Diplomacy +30, History +34, Insight +28, Intimidate +28, Religion +34 | |
| **Str** 33 (+27) | **Dex** 25 (+23) **Wis** 25 (+23) |
| **Con** 32 (+27) | **Int** 36 (+29) **Cha** 28 (+25) |

## Dagon Tactics

Dagon draws his enemies near in battle, particularly warlocks, clerics, and other spellcasters who avoid close fighting. Dozens of clawed tentacles constrict and tear unlucky captives to pieces. A calculating tactician, Dagon uses *wrath of the deep* to turn the area within 5 squares of him into a killing zone. Dagon uses *doom drone* and *abyssal tides* to keep his enemies within that area.

ANDREW HOU

DEMOGORGON

## Dagon Lore

**Arcana DC 20:** Dagon, the oldest of the demon lords, possesses a treasure trove of lost secrets and blasphemous knowledge. He allied with Demogorgon soon after the Abyss formed, and since then the two demon princes have fought Orcus and Graz'zt for domination. Although Dagon sends fewer demons and followers into these battles than Demogorgon does, his knowledge of the Abyss and his keen mind allow their combined minion forces to outmaneuver their enemies.

**Arcana DC 30:** Dagon's cultists reside in isolated seaside towns and villages. He can call up storms and tidal waves to punish those who defy him and send great schools of fish to those who offer sacrifices to him. Villages prone to the cult descend into savagery, because Dagon demands greater and greater sacrifices of intelligent humanoids in return for his favors.

**Arcana DC 35:** Wizards and sages willing to trade their sanity for arcane lore seek Dagon's counsel. Arcane casters lead many of his cults. Shadow wars between clerics of Vecna and followers of Dagon are common.

**Arcana DC 37:** Dagon's temples are underwater, although they include air-filled chambers and caverns for his terrestrial followers. Powerful currents sweep petitioners through water-filled tunnels and deposit them in deep sea caves to allow them access to Dagon's temples.

# Kazuul, Exarch of Demogorgon

As a champion of good who served Erathis, Kazuul carved a swath of order through savage lands. In time, though, Kazuul came to embrace destruction. He became a manifestation of the forces of chaos and carnage and joined Demogorgon's faithful. Kazuul turned his back on humanity entirely and accepted an investiture of demonic size and strength from the demon lord. Now an exarch of Demogorgon, he fights for Hethradiah, the aspect of Demogorgon dedicated to savagery.

Twice the size of a mortal human, Kazuul has a heavily armored body deformed by demonic musculature. Wielding a sword and an axe, he stalks the battlefields of the Abyss and beyond, herding an army of demons before him and leaving desolation and gore in his wake.

| **Kazuul** | **Level 28 Elite Soldier** |
|---|---|
| Large elemental humanoid (demon) | XP 26,000 |
| **Initiative** +20 **Senses** Perception +20; darkvision | |
| **HP** 528; **Bloodied** 264 | |
| **AC** 44; **Fortitude** 40, **Reflex** 37, **Will** 40 | |
| **Resist** 10 variable (3/encounter) | |
| **Saving Throws** +2 | |
| **Speed** 5, fly 5 | |
| **Action Points** 1 | |
| ⊕ **Tooth of Grom** (standard; at-will) ✦ **Weapon** | |
| Reach 2; +36 vs. AC; 1d10 + 10 damage, and the target makes a melee basic attack against a target of Kazuul's choice as a free action. | |
| ⊕ **World Splitter** (standard; at-will) ✦ **Weapon** | |
| Reach 2; +35 vs. AC; 1d12 + 10 damage, and the target takes a -4 penalty to AC (save ends). | |
| ⸸ **Wrath of Kazuul** (standard; at-will) | |
| Kazuul makes a *tooth of Grom* attack and a *world splitter* attack. | |
| ✧ **Vortex of Blades** (standard; recharge ⚄ ⚅) ✦ **Weapon** | |
| Close burst 3; targets enemies; +33 vs. Reflex; 2d10 + 10 damage, and the target is stunned (save ends). | |
| ✧ **Word of Doom** (standard; encounter) | |
| Close burst 3; +33 vs. Will; 6d6 + 15 damage, and Kazuul can score a critical hit against the target on an attack roll of 15-20 (save ends). | |
| ✲ **Abyssal Flames** (standard; at-will) ✦ **Fire** | |
| Area burst 3 within 20; +33 vs. Reflex; 4d6 + 8 fire damage. | |
| **Threatening Reach** | |
| Kazuul can make opportunity attacks against enemies within 2 squares of him. | |
| **Alignment** Chaotic evil **Languages** Abyssal, Common | |
| **Skills** Athletics +29, Insight +25, Nature +25, Religion +24 | |
| **Str** 33 (+25) **Dex** 19 (+18) **Wis** 22 (+20) | |
| **Con** 32 (+25) **Int** 20 (+19) **Cha** 25 (+21) | |
| **Equipment** plate mail, Tooth of Grom (longsword), World Splitter (battleaxe) | |

## Kazuul Tactics

Kazuul throws himself into the fray like a madman, shrieking a battle cry and launching himself at the nearest enemy. Only the sight of a powerful magic weapon can lure him from his battle madness. If one of Kazuul's enemies uses a 28th-level or higher magic weapon, he focuses all his attacks on that enemy.

Kazuul once owned the mighty blade Gorgorin the Shatterer but lost it in battle against Hainard, exarch of Pelor and leader of that deity's White Guard. Kazuul burns with desire to find a worthy replacement or to recover Gorgorin.

## Kazuul Lore

**Arcana DC 28:** Kazuul bears two weapons taken from exarchs. One, the Tooth of Grom, is a longsword forged from the tooth of a slain fire titan lord. Kazuul claimed the other weapon, a battleaxe called World Splitter, from Clangeddin Silverbeard, who still harbors a grudge for its loss.

In battle, Kazuul seeks out the enemy who bears the mightiest weapon. He loves nothing more than pulling such armaments from his enemies' shattered corpses.

**Arcana DC 33:** An ancient prophecy uncovered by the eladrin sage Ellannia proclaims that when Kazuul reclaims the sword Gorgorin, he will use it to slay Demogorgon and will then displace Yeenoghu as lord of the gnolls. The prophecy has spawned infighting and attempts to wrest it from its hiding places in the Feywild and in the world.

# Thrarak, Exarch of Demogorgon

Demogorgon's claim to the title "Prince of Demons" has long been disputed, but no being has defeated him to claim that name. He has fought dozens of would-be conquerors, both fellow demon lords and primordials eager to regain their lost might. One such enemy was Storralk, a primordial of stone and earth that fell upon Demogorgon soon after Demogorgon's battle with Amoth split Demogorgon's head in two.

Storralk, failing to recognize Demogorgon's rise to power, foolishly challenged the demon lord to a battle. The shock waves of that cataclysmic battle were felt in the depths of the Abyss and across the Astral Sea.

Demogorgon tore his enemy to pieces. So great was Demogorgon's wrath that he used a powerful ritual given to him by Dagon to extend Storralk's agony. With that ritual, he called forth ettins from the blood Storralk spilled that day. Each ettin carries with it a small shard of Storralk. Every time an ettin feels pain, Storralk's quivering, flayed corpse writhes with agony in his tomb beneath Demogorgon's throne.

Thrarak was one of the first ettins. She remained in Demogorgon's lair, currying favor at first by alternately tending to Storralk's wounds and sawing through the whimpering primordial's flesh. Today, she is the Flayed Maiden, a two-headed agent of vengeance dispatched by Aameul to visit agony upon Demogorgon's hated enemies. She breaks her enemies' minds and bodies, leaving their gibbering husks as a warning to those who would dare cross the Prince of Demons.

| **Thrarak** | **Level 26 Elite Brute** |
|---|---|
| Large elemental humanoid (giant) | XP 18,000 |
| **Initiative** +18 | **Senses** Perception +25; darkvision |
| **HP** 596; **Bloodied** 298 | |
| **AC** 38; **Fortitude** 38, **Reflex** 35, **Will** 37 | |
| **Saving Throws** +2 | |
| **Speed** 8 | |
| **Action Points** 1 | |
| ⓘ **Lash of Ruin** (standard; requires a whip; at-will) ✦ **Weapon** | |
| Reach 3; +28 vs. Reflex; 4d4 + 11 damage, and the target is knocked prone. Also, the target is dazed until the end of Thrarak's next turn. | |
| ✧ **Howl of Madness** (standard; encounter) ✦ **Psychic** | |
| Close blast 5; +28 vs. Will; 1d8 + 12 psychic damage, Thrarak slides the target 3 squares, and the target makes a melee basic attack against a target of Thrarak's choice as a free action. | |
| ✧ **Lashing Flurry** (standard; requires a whip; recharge ⚄ ⚅) ✦ **Weapon** | |
| Close burst 3; +28 vs. Reflex; 2d4 + 11 damage, and the target is dazed (save ends). | |
| **Double Actions** | |
| At the start of combat, Thrarak makes two initiative checks. Each check corresponds to one of her heads, and Thrarak takes a turn on both initiative counts. Thrarak has a full set of actions on each of her turns, and her ability to take an immediate action refreshes on each turn. | |
| **Dual Brain** | |
| At the end of each of her turns, Thrarak saves against dazed and stunned conditions and charm effects. | |
| **Alignment** Chaotic evil | **Languages** Abyssal, Common, Giant |
| **Skills** Athletics +28 | |
| **Str** 31 (+23) | **Dex** 21 (+18) **Wis** 24 (+20) |
| **Con** 28 (+22) | **Int** 16 (+16) **Cha** 26 (+21) |
| **Equipment** 2 whips | |

## Thrarak Tactics

As the exarch of Aameul, the head of Demogorgon that uses deception to destroy its enemies, Thrarak fights using a seemingly random strategy. She shrieks strange oaths and curses containing cryptic riddles, cosmic truths, and forgotten lore.

If on a mission for Demogorgon, Thrarak pursues her designated target with relentless fury. She forgoes attacking so that she can move close to her enemy, even at the risk of taking opportunity attacks. If not on a mission for Demogorgon, she selects an enemy at random and focuses all her attacks on that enemy, despite any attempts by other enemies to distract her.

## Thrarak Lore

**Arcana DC 26:** Thrarak seeks out those among Demogorgon's enemies who have the potential to become threats, such as adventurers beginning on their paths of destiny. She hunts them across the planes, killing them before they can challenge the Prince of Demons.

**Arcana DC 31:** According to legend, Thrarak possesses the key to freeing Storralk, the primordial of earth and stone trapped beneath Demogorgon's throne. If Thrarak is slain and her heart burned upon Demogorgon's throne, Storralk will break free of the endless torment he has suffered in Demogorgon's realm. In a battle against Demogorgon, the primordial could prove a powerful ally.

CHIPPY

# Abyssal Marauder

Demogorgon's abyssal marauders swoop upon isolated villages and towns, slaughtering inhabitants, carrying off treasure, and burning buildings to the ground. Marauders roam land and sea. On land, they travel in loose war bands. Seaborne marauders use poorly maintained ships that they barely know how to handle. Pirate captains recruit marauders as shock troops, though only a powerful sea prince—or one who supplies plenty of loot and rum—can keep them in check between battles.

**Abyssal Marauder** **Level 6 Skirmisher**
Medium natural humanoid, human XP 250

**Initiative** +8 **Senses** Perception +3
**HP** 69; **Bloodied** 34
**AC** 20; **Fortitude** 18, **Reflex** 18, **Will** 17
**Speed** 6

⊕ **Longspear** (standard; at-will) ✦ **Weapon**
Reach 2; +11 vs. AC; 1d8 + 6 damage, and the abyssal marauder shifts 1 square.

↷ **Throwing Axe** (standard; at-will) ✦ **Weapon**
Ranged 5/10; +11 vs. AC; 1d6 + 6 damage, and the abyssal marauder shifts 1 square.

↷/⊕ **Howling Charge** (standard; encounter)
The abyssal marauder makes a throwing axe attack and then charges the target of that attack.

**Death Fury**
While bloodied, an abyssal marauder can make two longspear attacks as a standard action, each with a -2 penalty to the attack roll. The marauder cannot use its throwing axe or *howling charge* while it is bloodied.

**Alignment** Chaotic evil **Languages** Common
**Skills** Acrobatics +11, Athletics +11
**Str** 16 (+6) **Dex** 16 (+6) **Wis** 11 (+3)
**Con** 13 (+4) **Int** 9 (+2) **Cha** 10 (+3)
**Equipment** leather armor, longspear, 2 throwing axes

## Abyssal Marauder Tactics

In battle, the abyssal marauder dances through enemies' ranks, shifting to dart out of reach after attacking. Marauders fight alongside shrieking cultists, using their comrades as living barriers. While the cultists' axes rise and fall, marauders dart in to soften up or finish off the enemy.

## Abyssal Marauder Lore

**Arcana DC 12:** Selfish and wrathful, abyssal marauders pledge themselves to Demogorgon and adopt his savagery, becoming his thralls.

**Arcana DC 17:** Abyssal marauders roam land and sea. On land, they travel in war bands. On the sea, they inexpertly sail ramshackle ships from town to town. Pirate captains recruit marauders to aid in maritime battles, luring them with promises of loot and mayhem.

# Berserker Prelate of Demogorgon

Prelates lead the cult in prayers to Demogorgon, begging the Prince of Demons to bring forth the raging beasts that lurk within their hearts.

**Berserker Prelate of Demogorgon** **Level 8 Controller (Leader)**
Medium natural humanoid, human XP 350

**Initiative** +4 **Senses** Perception +5
**HP** 86; **Bloodied** 43
**AC** 22; **Fortitude** 20, **Reflex** 18, **Will** 20
**Speed** 5

⊕ **Greatclub** (standard; at-will) ✦ **Weapon**
+13 vs. AC; 1d10 + 7 damage, and the berserker prelate of Demogorgon pushes the target 1 square.

↷ **Abyssal Bolt** (standard; at-will)
Ranged 10; +12 vs. Will; 1d8 + 4 damage, and the berserker prelate of Demogorgon slides the target 2 squares.

✧ **Bloodletter's Call** (standard; recharge ⚄ ⚅) ✦ **Psychic**
Close burst 3; targets enemies; +10 vs. Will; 2d6 + 5 psychic damage, and the target is dazed until the end of the berserker prelate of Demogorgon's next turn. *Effect:* Any ally within the burst gains a +2 bonus to attack rolls until the end of its next turn.

**Death Fury** (minor; usable only while bloodied; encounter)
Until the end of the encounter, the berserker prelate of Demogorgon can make two greatclub attacks as a standard action, each with a -2 penalty to the attack roll. The prelate cannot use *abyssal bolt* or *bloodletter's call* until the end of the encounter.

**Alignment** Chaotic evil **Languages** Common
**Skills** Diplomacy +12, Religion +11
**Str** 17 (+7) **Dex** 11 (+4) **Wis** 12 (+5)
**Con** 14 (+6) **Int** 14 (+6) **Cha** 17 (+7)
**Equipment** hide armor, greatclub, symbol of Demogorgon

## Berserker Prelate of Demogorgon Tactics

Berserker prelates of Demogorgon lead the faithful into battle, fighting at the front. Other demon worshipers might prefer to sacrifice their followers to preserve their own lives, but Demogorgon's prelates exult in destruction.

At the start of a fight, a prelate uses its *abyssal bolt* attack to force enemies apart. *Bloodletter's call* bogs enemies down and improves the cult's attacks. Once bloodied, the prelate wades amid enemies and uses *death fury*, committing, at that point, to victory or death in Demogorgon's name.

## Berserker Prelate of Demogorgon Lore

**Nature DC 14:** Berserker prelates of Demogorgon are mad prophets that lapse into trancelike states, babble about visions, and make pronouncements. They lead cults of Demogorgon or act as spiritual mascots.

*(Left to right) shrieking cultist of Demogorgon, abyssal marauder, and berserker prelate of Demogorgon*

**Nature DC 19:** Prelates believe that, like Demogorgon, they each possess two distinct minds. One mind is a set of shackles that restrains the other wild, impulsive mind, which exults in destruction and terror.

## Doom Flayer

Doom flayers gain access to Dagon's secrets by offering sacrifices to him and dedicating their lives to acquiring more knowledge to fuel his sprawling plots. They provide arcane support in battle and lend their cunning to channel cultists' brute strength.

**Doom Flayer** **Level 8 Artillery**
Medium natural humanoid, human XP 350

**Initiative** +5 **Senses** Perception +11
**HP** 65; **Bloodied** 32
**AC** 20; **Fortitude** 18, **Reflex** 20, **Will** 21
**Speed** 6

⨁ **Dagger** (standard; at-will) ✦ **Weapon**
+13 vs. AC; 1d4 + 3 damage.

**Force Lash** (standard; at-will) ✦ **Force, Implement**
Ranged 10; +12 vs. Reflex; 1d6 + 6 force damage, and the target is slowed until the end of the doom flayer's next turn.

**Grasping Tentacles** (standard; recharge ⚄ ⁞⁞) ✦ **Implement**
Ranged 10; +12 vs. Fortitude; 1d8 + 4 damage, and the target is immobilized (save ends). Until the target saves, any ally of the target that starts its turn adjacent to the target is slowed (save ends).

**Doom Foretold** (minor; encounter)
Ranged 10; the target grants combat advantage until the end of the doom flayer's next turn.

**Churning Vortex** (standard; encounter) ✦ **Implement**
Area burst 1 within 10; +10 vs. Reflex; 2d8 + 5 damage, the doom flayer slides the target 1 square, and the target is knocked prone. *Miss:* Half damage.

**Alignment** Chaotic evil **Languages** Abyssal, Common, Giant
**Skills** Arcana +13, History +13
**Str** 8 (+3) **Dex** 12 (+5) **Wis** 15 (+6)
**Con** 11 (+4) **Int** 19 (+8) **Cha** 16 (+7)
**Equipment** robes, dagger, staff, mask of Dagon

### Doom Flayer Tactics

Doom flayers use *force lash* and *grasping tentacles* to slow or immobilize enemies while allies such as abyssal marauders sweep in to attack and then shift away. A doom flayer saves *doom foretold* for a particularly dangerous enemy.

### Doom Flayer Lore

**Nature DC 14:** A doom flayer is a mage who worships Dagon and hopes to learn his secrets.

**Nature DC 19:** A doom flayer gains an advantage over its enemy with spells that reveal disturbing images of a potential future.

CHIPPY

# Shrieking Cultist of Demogorgon

Demogorgon's cultists desire only to loot, slay, and destroy. Revolutions, war, famine, and other troubles bolster the cult's ranks, because Demogorgon's prelates preach that the best way to avoid suffering is to be among the predators and brutal killers who dole it out.

| **Shrieking Cultist of Demogorgon** | **Level 7 Brute** |
|---|---|
| Medium natural humanoid, human | XP 300 |
| **Initiative** +3 **Senses** Perception +4 | |
| **HP** 94; **Bloodied** 47 | |
| **AC** 18; **Fortitude** 19, **Reflex** 17, **Will** 18 | |
| **Speed** 5 | |
| ⊕ **Greataxe** (standard; at-will) ✦ **Weapon** | |
| +10 vs. AC; 1d12 + 6 damage (crit 1d12 + 18). | |
| ➶ **Javelin** (standard; at-will) ✦ **Weapon** | |
| Ranged 10/20; +10 vs. AC; 1d6 + 6 damage. | |
| ✧ **Death Wrath** (standard; encounter) ✦ **Zone** | |
| Close burst 1; +10 vs. AC; 1d12 + 6 damage. *Effect:* The burst creates a zone of horrible noise centered on the shrieking cultist of Demogorgon that lasts until the end of the cultist's next turn. When the cultist moves, the zone moves with it, remaining centered on it. Any enemy that starts its turn in the zone takes 5 damage. | |
| ✧ **Howl of Fury** (standard; encounter) ✦ **Psychic** | |
| Close blast 3; +8 vs. Will; 1d8 + 4 psychic damage, and the target is immobilized until the end of the shrieking cultist of Demogorgon's next turn. | |
| **Alignment** Chaotic evil **Languages** Common | |
| **Skills** Athletics +11, Intimidate +8 | |
| **Str** 17 (+6) **Dex** 11 (+3) **Wis** 13 (+4) | |
| **Con** 14 (+5) **Int** 8 (+2) **Cha** 10 (+3) | |
| **Equipment** chainmail, greataxe, 3 javelins | |

## Shrieking Cultist of Demogorgon Tactics

Demogorgon's shrieking cultists fight with the vengeful fury of the damned. As part of their indoctrination, they embrace nihilistic violence and rage. In battle, they shriek like wild animals with *howl of fury* and hack at their nearest enemies with greataxes and *death wrath*.

## Shrieking Cultist of Demogorgon Lore

**Nature DC 14:** Shrieking cultists of Demogorgon give themselves over to the savage rage of Hethradiah, one of Demogorgon's heads. They howl like maniacs in battle and paint themselves in blood.

**Nature DC 19:** Shrieking cultists yell and scream incoherently, but when many of them gather, anyone already on the path to madness might sense a demonic song buried in the cacophony.

## Encounter Groups

Demogorgon's cultists gather in small raiding parties that range far and wide. They rally in large numbers only when resisted by a town's fortifications.

**Level 7 Encounter (XP 1,500)**
- ✦ 1 abyssal marauder (level 6 skirmisher)
- ✦ 1 berserker prelate of Demogorgon (level 8 controller)
- ✦ 2 shrieking cultists of Demogorgon (level 7 brute)
- ✦ 1 tiefling darkblade (level 7 lurker, *MM* 250)

**Level 7 Encounter (XP 1,650)**
- ✦ 1 doom flayer (level 8 artillery)
- ✦ 2 troglodyte thrashers (level 7 brute)
- ✦ 2 abyssal marauders (level 6 skirmishers)
- ✦ 1 gnaw demon (level 5 skirmisher)

**Level 24 Encounter (XP 34,400)**
- ✦ 1 aspect of Demogorgon (level 25 elite controller)
- ✦ 2 glabrezus (level 23 elite brute, *MM* 54)

**Level 25 Encounter (XP 35,300)**
- ✦ Thrarak (level 26 elite brute)
- ✦ 1 abyssal rotfiend (level 26 controller)
- ✦ 2 nycademons (level 22 skirmisher)

**Level 27 Encounter (XP 60,100)**
- ✦ 1 kazuul (level 28 elite soldier)
- ✦ 1 marilith (level 24 elite skirmisher, *MM* 57)
- ✦ 1 balor (level 27 elite brute, *MM* 53)

**Level 35 Encounter (XP 239,000)**
- ✦ 2 balors (level 27 elite brute, *MM* 53)
- ✦ Demogorgon (level 34 solo controller)

Demons are among the oldest creatures in the universe. At the birth of the Abyss—the profane and terrifying realm in which demons dwell—only a few demons existed. These demon princes were weapons of unfettered destruction, intended for no other purpose than to bring the universe under the heel of the Chained God. As the Abyss grew, its evil spread into other elemental creatures, creating demons of infinite variety and dreadful power. Demons are scourges of the universe, antagonists of creation and order.

## Abyssal Eviscerator

Abyssal eviserators tear into enemies, ripping out their guts in a frenzy of slaughter.

### Abyssal Eviscerator Lore

**Arcana DC 18:** The dimwitted eviscerators often end up under the control of powerful, malign individuals who use them as guardians and muscle.

| **Abyssal Eviscerator** | **Level 14 Brute** |
|---|---|
| Medium elemental humanoid (demon) | XP 1,000 |
| **Initiative** +10 **Senses** Perception +9 | |
| **HP** 173; **Bloodied** 86 | |
| **AC** 26; **Fortitude** 28, **Reflex** 25, **Will** 24 | |
| **Resist** 15 variable (2/encounter) | |
| **Speed** 6 | |
| ⊕ **Claw** (standard; at-will) | |
| +17 vs. AC; 2d10 + 6 damage. | |
| ⸸ **Grab** (standard; at-will) | |
| +15 vs. Reflex; 2d6 + 6 damage, and the target is grabbed. | |
| ⸸ **Eviscerating Talons** (minor 1/round, 3/round while bloodied; at-will) | |
| Targets a creature grabbed by the abyssal eviscerator; no attack roll; 6 damage. | |
| **Alignment** Chaotic evil **Languages** Abyssal | |
| **Skills** Athletics +18 | |
| **Str** 23 (+13) **Dex** 17 (+10) **Wis** 15 (+9) | |
| **Con** 23 (+13) **Int** 7 (+5) **Cha** 11 (+7) | |

### Encounter Groups

Other demons understand that a hard-to-control eviscerator is still a powerful weapon.

**Level 13 Encounter (XP 4,900)**

- 3 abyssal eviscerators (level 14 brute)
- 1 arctide runespiral demon (level 12 artillery)
- 1 immolith (level 15 controller, *MM* 56)

STEVE ELLIS

*(Left to right) abyssal eviscerator and bloodseep demon*

# Abyssal Rotfiend

Abyssal rotfiends are demons of despair and madness, dark souls wrapped in stitched-together demon and devil skins.

| **Abyssal Rotfiend** | **Level 26 Controller** |
|---|---|
| Large elemental humanoid (demon, undead) | XP 9,000 |
| **Initiative** +20 | **Senses** Perception +20; truesight 20 |
| **Abyssal Fields** aura 5; each enemy within the aura cannot teleport. | |
| **HP** 245; **Bloodied** 122 | |
| **AC** 40; **Fortitude** 38, **Reflex** 36, **Will** 40 | |
| **Immune** fear; **Resist** 20 fire, 10 necrotic, 20 variable (3/encounter) | |
| **Speed** 6, fly 6 (hover) | |
| ⊕ **Skullsplitter** (standard; at-will) ✦ **Psychic** | |
| Reach 2; +28 vs. Reflex; 3d8 + 8 psychic damage, or 2d8 + 8 psychic damage against a bloodied target. | |
| ⊰ **Conjure Abscess** (standard; at-will) ✦ **Psychic** | |
| Ranged 10; +29 vs. Fortitude; 2d8 + 8 psychic damage, and if the target moves more than 2 squares on its turn, it takes 2d8 extra damage (save ends). If the abyssal rotfiend is bloodied, the target takes the damage for moving 1 or more squares. | |
| ✲ **Floating Despair** (standard; encounter) ✦ **Psychic, Zone** | |
| Area burst 2 within 10; the burst creates a zone of dark miasma that lasts until the end of the abyssal rotfiend's next turn. Any enemy that starts its turn within the zone takes 10 psychic damage and grants combat advantage to the rotfiend until the end of its next turn. *Sustain Minor:* The zone persists, and the rotfiend can move it 5 squares. | |
| **Alignment** Chaotic evil | **Languages** Abyssal, Common |
| **Str** 26 (+21) | **Dex** 25 (+20) **Wis** 25 (+20) |
| **Con** 29 (+22) | **Int** 20 (+18) **Cha** 32 (+24) |

## Abyssal Rotfiend Tactics

The abyssal rotfiend unleashes *floating despair,* moving the zone around the battlefield to affect as many enemies as possible. It uses its aura and *conjure abscess* on creatures inside its *floating despair* zone, hindering their escape. The rotfiend relishes inflicting pain on as many targets as possible, and so it prefers to attack uninjured or unbloodied targets over those that are bloodied or injured.

## Abyssal Rotfiend Lore

**Arcana DC 26:** Abyssal rotfiends are demonic undead contained by demon and devil flesh. The spirit within a rotfiend is often a demon soul, although it can come from any evil creature.

**Arcana DC 31:** Orcus chains abyssal rotfiends in the halls of Everlost, using them as guardians against intruders that can teleport.

## Encounter Groups

The abyssal rotfiend favors demonic allies that are maneuverable enough to get between it and dangerous adversaries.

**Level 24 Encounter (XP 31,300)**

- ✦ 1 abyssal rotfiend (level 26 controller)
- ✦ 1 glabrezu (level 23 elite brute, *MM* 54)
- ✦ 1 marilith (level 24 elite skirmisher, *MM* 57)

# Bebilith

Originating in the web-strewn realm of Lolth, the spiderlike bebiliths crawl through the Abyss and other planes, hunting and killing for the joy of it.

| **Bebilith** | **Level 18 Solo Brute** |
|---|---|
| Huge elemental magical beast (demon) | XP 10,000 |
| **Initiative** see *dangersense* | **Senses** Perception +14; darkvision, tremorsense 20 |
| **Spectral Death Web** aura 3; each enemy within the aura that is hit by an attack loses all resistances until the end of its next turn. | |
| **HP** 696; **Bloodied** 348 | |
| **AC** 30; **Fortitude** 30, **Reflex** 31, **Will** 29 | |
| **Resist** 20 fire, 20 variable (2/encounter) | |
| **Saving Throws** +5 | |
| **Speed** 12, climb 12 (spider climb) | |
| **Action Points** 2 | |
| ⊕ **Reaving Claw** (standard; at-will) | |
| Reach 3; +21 vs. AC; 2d10 + 6 damage, and the target takes a cumulative -1 penalty to AC each time it is hit until the end of the encounter. | |
| ⸸ **Flashing Claws** (standard; at-will) | |
| The bebilith makes two *reaving claw* attacks against two different targets. | |
| ⸸ **Venomous Bite** (standard; usable only while bloodied; recharge ⚅) ✦ **Poison** | |
| +21 vs. AC; 2d8 + 6 damage, and ongoing 10 poison damage (save ends). | |

RALPH HORSLEY

**Flaming Web** (minor; recharge ⚄ ⚅) ✦ **Fire**
Close blast 5; +19 vs. Reflex; 2d8 + 10 fire damage, and the target is slowed and takes ongoing 10 fire damage (save ends both). *First Failed Saving Throw:* The target is restrained instead of slowed and takes ongoing 15 fire damage (save ends both).

**Hunter's Reflexes** (immediate reaction, when an enemy moves into an adjacent space; recharge ⚄ ⚅)
The bebilith shifts 4 squares. This shift can move through enemies' spaces.

**Dangersense**
The bebilith acts two times in a round, on initiative counts 20 and 10. It cannot delay or ready actions. On each turn, it has a standard action instead of its normal allotment of actions. It can use one immediate action between each pair of turns.

**Alignment** Chaotic evil **Languages** Abyssal
**Str** 22 (+15) **Dex** 25 (+16) **Wis** 20 (+14)
**Con** 22 (+15) **Int** 5 (+6) **Cha** 19 (+13)

## Bebilith Tactics

A bebilith moves around constantly during combat, slowing foes with the burning strands of its *flaming web*.

## Bebilith Lore

**Arcana DC 20:** Bebiliths often serve Lolth, but their limited intellect makes them poor participants in drow schemes. Drow summon these demons as engines of destruction or entrap them for use as guardians.

## Encounter Groups

Lolth is fond of bebiliths, so they're often found among drow and other denizens of the Demonweb Pits.

**Level 20 Encounter (XP 14,200)**
- 1 bebilith (level 18 solo brute)
- 3 drider shadowspinners (level 14 skirmisher, *MM* 93)
- 1 drow priest (level 15 controller, *MM* 95)

# Bloodseep Demon

The bloodseep demon's poison blood weeps and spurts from its translucent, cracking body, hastening the death of its enemies while healing its allies.

**Bloodseep Demon** **Level 7 Skirmisher (Leader)**
Medium elemental humanoid (demon) XP 300

**Initiative** +9 **Senses** Perception +8; darkvision
**Weeping Poison (Healing, Poison)** aura 2; each enemy that starts its turn within the aura takes 5 poison damage. While the bloodseep demon is bloodied, any demon that starts its turn within the aura regains 5 hit points.
**HP** 79; **Bloodied** 39
**AC** 21; **Fortitude** 18, **Reflex** 20, **Will** 19
**Resist** 10 variable (1/encounter)
**Speed** 7, teleport 3

⊕ **Claw** (standard; at-will) ✦ **Poison**
+12 vs. AC; 2d4 + 5 damage, and ongoing 5 poison damage (save ends).

↓ **Poison Portal Strike** (standard; recharge ⚅) ✦ **Teleportation**
The bloodseep demon teleports 5 squares and makes a claw attack. If the attack hits, the bloodseep demon teleports 5 squares.

**Poison Blast** (minor; encounter) ✦ **Healing, Poison**
Close blast 5; targets enemies; +10 vs. Fortitude; 1d4 + 5 poison damage. *Effect:* Each demon in the blast regains 1d4 + 5 hit points.

**Alignment** Chaotic evil **Languages** Abyssal, Common
**Str** 15 (+5) **Dex** 19 (+7) **Wis** 11 (+3)
**Con** 15 (+5) **Int** 11 (+3) **Cha** 17 (+6)

## Bloodseep Demon Tactics

The bloodseep demon teleports near other demons so that its aura can affect them. It uses *poison blast* or its claw attack on enemies, but allows allies to do most of the damage while it heals them.

## Bloodseep Demon Lore

**Arcana DC 14:** Bloodseep demons like to weaken their foes before facing them in combat, such as by tainting enemy food sources.

## Encounter Groups

Bloodseep demons prefer grouping with other demons, particularly those that enjoy standing toe-to-toe with enemies.

**Level 7 Encounter (XP 1,500)**
- 2 barlguras (level 8 brute, *MM* 53)
- 1 bloodseep demon (level 7 skirmisher)
- 2 evistros (level 6 brute, *MM* 54)

CHIPPY

# Dretch

FOUL-SMELLING DRETCHES prefer to attack in large numbers and overwhelm their foes.

| **Dretch** | **Level 2 Brute** |
|---|---|
| Small elemental humanoid (demon) | XP 125 |
| **Initiative** +3 | **Senses** Perception +1; darkvision |
| **Sickening Miasma:** aura 1; each enemy within the aura takes 1 damage whenever it takes a standard action or a move action. Multiple *sickening miasma* auras deal cumulative damage, up to 5 damage. | |
| **HP** 44; **Bloodied** 22; see also *vile death* | |
| **AC** 14; **Fortitude** 14, **Reflex** 13, **Will** 11 | |
| **Resist** 10 variable (1/encounter) | |
| **Speed** 5 | |
| ⊕ **Savage Claws** (standard; at-will) | |
| +5 vs. AC; 2d6 + 2 damage. | |
| ⸸ **Frenzy of Claws** (free, when first bloodied; encounter) | |
| The dretch attacks one or two creatures with *savage claws*. | |
| ✧ **Vile Death** (when the dretch drops to 0 hit points) ✦ **Poison, Zone** | |
| Close burst 1; the burst creates a zone of poison centered on the dretch that lasts until what would be the start of the dretch's next turn. Any nondemon that enters the zone or starts its turn there takes 5 poison damage. | |
| **Alignment** Chaotic evil | **Languages** Abyssal |
| **Str** 17 (+4) | **Dex** 14 (+3) **Wis** 11 (+1) |
| **Con** 14 (+3) | **Int** 5 (-2) **Cha** 7 (-1) |

## Dretch Tactics

Dretches attack as a gang to combine their *sickening miasma* auras. Although they are incapable of inventing any other tactics, they can be effectively directed by a leader.

## Dretch Lore

**Arcana DC 10:** Quarrelsome and stupid, dretches can be tricked into fighting one another if no leader is present.

## Encounter Groups

Demons of greater power and intelligence often use dretches as the first wave of an attack, both to see what their enemies are capable of and for the sheer amusement of watching the dretches meet their doom.

**Level 7 Encounter (XP 1,700)**

- ✦ 1 bloodseep demon (level 7 skirmisher)
- ✦ 8 dretches (level 2 brute)
- ✦ 2 gnaw demons (level 5 skirmisher)

# Gnaw Demon

GNAW DEMONS CONSUME EVERYTHING they can get their hands on. Although they can subsist on inanimate objects, they prefer living flesh.

| **Gnaw Demon** | **Level 5 Skirmisher** |
|---|---|
| Small elemental humanoid (demon) | XP 200 |
| **Initiative** +2 | **Senses** Perception +3; darkvision |
| **Ankle Biter** aura 1; each enemy that starts its turn within the aura takes a -2 penalty to speed until the end of its turn. | |
| **HP** 66; **Bloodied** 33 | |
| **AC** 19; **Fortitude** 19, **Reflex** 14, **Will** 16 | |
| **Resist** 10 variable (1/encounter) | |
| **Speed** 3, fly 5 (clumsy) | |
| ⊕ **Bite** (standard; at-will) | |
| +10 vs. AC; 1d8 + 6 damage. | |
| **Abyssal Hunger** | |
| A gnaw demon's melee attacks deal 1d8 extra damage against a bloodied target. | |
| **Hungry Teleport** (move; at-will) ✦ **Teleportation** | |
| The gnaw demon teleports 10 squares into a square adjacent to a bloodied enemy. | |
| **Pain-Induced Teleport** (free, when first bloodied; encounter) ✦ **Teleportation** | |
| The gnaw demon teleports 10 squares. | |
| **Alignment** Chaotic evil | **Languages** Abyssal |
| **Skills** Stealth +5 | |
| **Str** 15 (+4) | **Dex** 7 (+0) **Wis** 12 (+3) |
| **Con** 18 (+6) | **Int** 9 (+1) **Cha** 9 (+1) |

## Gnaw Demon Tactics

Slow and clumsy, gnaw demons keep to the edge of the battlefield until an enemy becomes bloodied. Then they use *hungry teleport* to close with that enemy and attack it.

## Gnaw Demon Lore

**Arcana DC 12:** Gnaw demons are cowardly demons that usually choose escape over destruction. Fleeing gnaw demons can become distracted by a weak target, so chasing them down is often as simple as locating their next likely victim.

CHIPPY

## Encounter Groups

Gnaw demons work on the promise of food.

**Level 6 Encounter (XP 1,250)**

- 1 gnoll demonic scourge (level 8 brute, *MM* 132)
- 1 gnoll fang of Yeenoghu (level 7 skirmisher)
- 3 gnaw demons (level 5 skirmisher)

# Kazrith

Kazriths prowl the murky depths of lakes, underground waterways, and flooded tunnels.

| **Kazrith** | **Level 20 Lurker** |
|---|---|
| Medium elemental magical beast (demon, water) | XP 2,800 |
| **Initiative** +22 | **Senses** Perception +19; tremorsense 20 |
| **HP** 146; **Bloodied** 73; see also *acidic seepage* | |
| **AC** 34; **Fortitude** 32, **Reflex** 34, **Will** 30 | |
| **Immune** acid; **Resist** 20 variable (2/encounter) | |
| **Speed** 6, burrow 6 (tunneling), swim 8 | |
| ⊕ **Bite** (standard; at-will) ✦ **Acid** | |
| +25 vs. AC; 2d6 + 4 damage, and ongoing 5 acid damage (save ends). | |
| ✣ **Acidic Retreat** (standard; recharge ⚄ ⚅) ✦ **Acid** | |
| Close burst 2; +23 vs. Reflex; 1d6 + 4 damage, and ongoing 10 acid damage (save ends). *Effect:* The kazrith burrows its speed. | |
| **Acidic Seepage** (usable only while bloodied) ✦ **Acid** | |
| The kazrith gains a +4 bonus to its burrow speed, and at the start of its turn creatures adjacent to it take 10 acid damage. | |
| **Slippery** | |
| A kazrith makes saving throws against immobilized, restrained, and slowed conditions at the start of its turn as well as at the end of its turn. | |
| **Alignment** Chaotic evil | **Languages** Abyssal, Primordial |
| **Skills** Stealth +23 | |
| **Str** 22 (+16) | **Dex** 26 (+18) **Wis** 19 (+14) |
| **Con** 20 (+15) | **Int** 14 (+12) **Cha** 12 (+11) |

WAYNE ENGLAND/JASON A. ENGLE

## Kazrith Tactics

The kazrith lurks underground and uses tremorsense to locate its enemies. Once it has chosen a target, it surfaces and attacks, using *acidic retreat* after the attack. It waits for the acid to run its course and then resurfaces to finish off the victim.

## Kazrith Lore

**Arcana DC 22:** Kazrith demons are water-dwelling predators of the planes. They lurk in lakes, rivers, and waterways, waiting for unwary prey to pass by. Kazriths can also burrow. Acid sprays from a kazrith's pores, aiding the demon's ability to burrow and leaving a fountain of acid in its wake.

*Kazrith and rupture demon*

**Arcana DC 25:** Kazriths travel between bodies of water by creating vast networks of interconnecting flooded tunnels. These networks lie close to the surface so that the kazriths can sense prey overhead. Although most kazriths dwell in the Elemental Chaos, they sometimes find natural gates leading into the world.

### Encounter Groups

Kazriths are often found among other sinister aquatic monsters.

**Level 18 Encounter (XP 10,200)**
- 1 aboleth lasher (level 17 brute, *MM* 8)
- 4 aboleth servitors (level 16 minion, *MM* 9)
- 1 aboleth slime mage (level 17 artillery, *MM* 8)
- 2 kazriths (level 20 lurker)

## Needle Demon

Needle demons turn enemies against one another by making them believe that their closest friends have betrayed them. Needle demons wreak havoc and destruction throughout the Abyss and take any opportunity to bring that chaos to the mortal realms.

| **Needle Demon** | **Level 12 Controller** |
|---|---|
| Medium elemental humanoid (demon) | XP 700 |
| **Initiative** +10 | **Senses** Perception +9; darkvision |
| **HP** 123; **Bloodied** 61 | |
| **AC** 26; **Fortitude** 23, **Reflex** 23, **Will** 25 | |
| **Resist** 15 variable (2/encounter) | |
| **Speed** 6 | |
| ⊕ **Claws** (standard; at-will) | |
| +17 vs. AC; 2d6 + 5 damage. | |
| ⸸ **Claws of Betrayal** (standard; requires combat advantage against each target; at-will) | |
| The needle demon makes two claw attacks. If both attacks hit the same target, the target takes ongoing 10 damage (save ends). | |
| ⸸ **Tail Whip** (immediate reaction, when an enemy moves into a square adjacent to the needle demon; at-will ) | |
| +17 vs. AC; 1d6 + 2 damage. | |
| ✧ **Rage of the Betrayed** (standard; recharge ⚅) ✦ **Charm** | |
| Close blast 5; targets enemies; +16 vs. Will; the target is dominated (save ends). | |
| **Alignment** Chaotic evil | **Languages** Abyssal |
| **Skills** Bluff +17, Insight +14, Intimidate +17 | |
| **Str** 16 (+9) | **Dex** 19 (+10) **Wis** 17 (+9) |
| **Con** 19 (+10) | **Int** 14 (+8) **Cha** 22 (+12) |

### Needle Demon Tactics

A needle demon uses *rage of the betrayed* on as many targets as possible. It then moves around and looks for opportunities to attack with *claws of betrayal*. If *rage of the betrayed* recharges, the needle demon might save its next use for escaping from a hopeless fight.

### Needle Demon Lore

**Arcana DC 16:** Needle demons possess greater cunning than most give them credit for, and they are more patient than many other demons. This craftiness often puts needle demons in the role of advisors to more powerful demons and even as the true powers behind manipulated puppets. However, their hunger for watching foes fight one another often gets the better of them, and they are rarely capable of more than simple deceptions.

## Encounter Groups

Needle demons will join any cause that brings destruction and bloodshed, but it is never long before they turn on their allies.

**Level 9 Encounter (XP 2,100)**
- 1 cacklefiend hyena (level 7 brute, *MM* 166)
- 1 gnoll demonic scourge (level 8 brute, *MM* 132)
- 3 gnoll claw fighters (level 6 skirmisher, *MM* 132)
- 1 needle demon (level 12 controller)

**Level 12 Encounter (XP 3,300)**
- 1 drow arachnomancer (level 13 artillery, *MM* 94)
- 3 mezzodemons (level 11 soldier, *MM* 58)
- 1 needle demon (level 12 controller)

## Neldrazu

Neldrazus hide in the shadows on the edge of a battle, then charge in to snatch enemies away. Once a neldrazu gets its target alone, it tears into it with its four savage claws.

| **Neldrazu** | **Level 8 Lurker** |
|---|---|
| Large elemental humanoid (demon) | XP 350 |
| **Initiative** +13 | **Senses** Perception +7; darkvision |
| **HP** 71; **Bloodied** 35; see also *bloodied abduction* | |
| **AC** 22; **Fortitude** 20, **Reflex** 21, **Will** 19 | |
| **Resist** 10 variable (1/encounter) | |
| **Speed** 8, climb 6 (spider climb) | |
| ⊕ **Slashing Claw** (standard; at-will) | |
| Reach 2; +13 vs. AC; 2d6 + 5 damage. | |
| ⸸ **Abduct** (move; recharge ⚄ ⚅) ✦ **Teleportation** | |
| Reach 2; +11 vs. Reflex; targets enemies only; the neldrazu teleports the target 10 squares, and the neldrazu teleports to a space adjacent to the target. *Miss:* The neldrazu teleports 10 squares. | |
| ⸸ **Flaying Claws** (standard; usable when only one enemy is within 5 squares of the neldrazu; at-will) | |
| Reach 2; +13 vs. AC; 4d6 + 5 damage, and ongoing 5 damage (save ends). | |
| **Bloodied Abduction** (free, when first bloodied; encounter) ✦ **Teleportation** | |
| The neldrazu teleports an enemy adjacent to it 5 squares, and the neldrazu teleports to a space adjacent to the creature. | |
| **Alignment** Chaotic evil | **Languages** Abyssal |
| **Skills** Stealth +14 | |
| **Str** 15 (+6) | **Dex** 20 (+9) **Wis** 16 (+7) |
| **Con** 17 (+7) | **Int** 7 (+2) **Cha** 11 (+4) |

*(Left to right) neldrazu, needle demon, and nycademon*

## Neldrazu Tactics

The neldrazu looks for a lightly armored enemy and uses *abduct* to bring it among the neldrazu's allies. Once the enemy is isolated, the neldrazu tears it apart with *flaying claws*. If attacking in groups, neldrazus teleport in different directions, spreading out their enemies as much as possible.

## Neldrazu Lore

**Arcana DC 14:** Although difficult to control, neldrazus make excellent abductors for slavers or kidnappers that don't mind if their goods are slightly damaged.

## Encounter Groups

Neldrazus are usually encountered with other demons, but take any opportunity to wreak havoc. They prefer being near places where they can keep their victims isolated, such as narrow ledges, steep slopes, or pit traps.

**Level 7 Encounter (XP 1,650)**

- 2 barlguras (level 8 brute, *MM* 53)
- 2 neldrazus (level 8 lurker)
- 1 tiefling heretic (level 6 artillery, *MM* 250)

FRANZ VOHWINKEL

# Nycademon

Rippling with muscles and thick tendons, nycademons are winged terrors that soar over the charred landscape of the Abyss, searching for prey on the open expanses. These predators harry ground creatures for amusement, lifting their hapless victims high into the air and dropping them.

| **Nycademon** | **Level 22 Skirmisher** |
|---|---|
| Large elemental humanoid (demon) | XP 4,150 |
| **Initiative** +21 **Senses** Perception +17 | |
| **HP** 210; **Bloodied** 105 | |
| **AC** 35; **Fortitude** 35, **Reflex** 35, **Will** 32 | |
| **Resist** 20 variable (2/encounter) | |
| **Speed** 6, fly 6 (hover) | |
| ⊕ **Wicked Axe** (standard; at-will) | |
| Reach 2; +27 vs. AC; 2d8 + 5 damage (crit 3d8 + 21), and ongoing 5 damage (save ends). | |
| ⸸ **Wicked Edges** (standard; at-will) | |
| The nycademon makes two *wicked axe* attacks. | |
| ⸸ **Snatch** (standard; at-will) | |
| Before or after the attack, the nycademon flies 6 squares. Reach 2; +25 vs. Fortitude; the target is grabbed. | |
| **Strong Flyer** | |
| When a nycademon moves a grabbed target, it does not have to make a Strength attack. While bloodied, a nycademon can fly at full speed instead of half speed when moving a grabbed target. | |
| **Alignment** Chaotic evil **Languages** Abyssal, Common | |
| **Skills** Intimidate +21 | |
| **Str** 25 (+18) **Dex** 26 (+19) **Wis** 13 (+12) | |
| **Con** 26 (+19) **Int** 8 (+10) **Cha** 21 (+16) | |
| **Equipment** 2 greataxes | |

## Nycademon Tactics

A nycademon snatches a target and then flies into the air, attacking the target with *wicked edges* until the creature escapes. If the creature proves particularly dangerous, the nycademon drops the enemy from a high altitude and returns to the battle to grab new prey.

## Nycademon Lore

**Arcana DC 24:** Nycademons are nicknamed "sky demons" for their tendency to swoop down and grab their enemies, carrying them high into the sky and releasing them to fall to their deaths.

**Arcana DC 29:** Nycademons put great stock in their physical superiority over their foes. This belief makes them overconfident when facing enemies that don't immediately show signs of power and hesitant when facing enemies that show great strength.

## Encounter Groups

Nycademons are mercenary enough to work with almost any creature in the short term, but their superiority complexes soon infuriate most allies.

**Level 21 Encounter (XP 17,250)**

- 1 goristro (level 19 elite brute, *MM* 55)
- 3 nycademons (level 22 skirmisher)
- 1 rot harbinger (level 22 artillery, *MM* 223)

# Pod Demon

The disgusting and demented pod demon creates spawn that it uses to corner and terrorize other creatures.

| **Pod Demon** | **Level 15 Elite Artillery** |
|---|---|
| Large elemental humanoid (demon) | XP 2,400 |
| **Initiative** +12 | **Senses** Perception +10; darkvision |
| **HP** 176; **Bloodied** 88 | |
| **AC** 27; **Fortitude** 25, **Reflex** 27, **Will** 29 | |
| **Resist** 15 variable (2/encounter) | |
| **Saving Throws** +2 | |
| **Speed** 8 | |
| **Action Points** 1 | |
| **Slam** (standard; at-will) ✦ **Poison** | |
| +20 vs. AC; 1d6 + 5 damage, and ongoing 5 poison damage (save ends). | |
| **Detonate Minion** (minor 1/round; recharge ⚄ ⚅) ✦ **Poison** | |
| Ranged 10; targets one podspawn; the podspawn explodes, dropping to 0 hit points and dealing 1d8 + 3 poison damage to each creature adjacent to the podspawn. | |
| **Spew Podspawn** (standard; at-will) ✦ **Acid** | |
| Close blast 3; +18 vs. Reflex; 2d6 + 5 acid damage. | |
| **Generate Podspawn** (standard; recharges when first bloodied) ✦ **Poison** | |
| Close burst 2; +18 vs. Reflex; 3d6 + 5 poison damage. *Effect:* If the pod demon has fewer than four podspawn, it spawns podspawn into unoccupied squares within the burst, bringing its total number of minions to four. | |
| **Fling Podspawn** (standard; at-will) ✦ **Acid** | |
| Area burst 1 within 10; +18 vs. Reflex; 2d6 + 5 acid damage. | |
| **Combat Advantage** | |
| A pod demon's attack deals 2d6 extra damage to any target granting combat advantage to it. | |
| **Spawn** | |
| If a pod demon has fewer than four podspawn at the start of its turn, it spawns one podspawn within 2 squares of it. | |
| **Transfer Essence** (move; at-will) | |
| The pod demon swaps positions with a podspawn within 10 squares of it. | |
| **Alignment** Evil | **Languages** Abyssal, Common |
| **Str** 17 (+10) | **Dex** 20 (+12) **Wis** 16 (+10) |
| **Con** 21 (+12) | **Int** 12 (+8) **Cha** 24 (+14) |

CHIPPY

| **Podspawn** | **Level 15 Minion Skirmisher** |
|---|---|
| Small elemental humanoid (demon) | XP 300 or 0 if encountered with pod demon |

**Initiative** +14 **Senses** Perception +6; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 29; **Fortitude** 28, **Reflex** 28, **Will** 25
**Resist** The podspawn shares any resistances that its pod demon progenitor has.
**Speed** 8

⨁ **Corroding Slime** (standard; at-will) ✦ **Acid**
+20 vs. AC; 12 acid damage.

**Dangerous Proximity**
Any enemy adjacent to a podspawn grants combat advantage to it.

**Alignment** Evil **Languages** Abyssal, Common

| | | |
|---|---|---|
| **Str** 13 (+8) | **Dex** 20 (+12) | **Wis** 8 (+6) |
| **Con** 21 (+12) | **Int** 5 (+4) | **Cha** 15 (+9) |

## Pod Demon Tactics

A pod demon prefers to enter combat with four minions. It sends minions out to grant combat advantage to itself and its allies. Then it uses *detonate minion* before creating more minions, always attempting to have four minions alive at a time.

## Pod Demon Lore

**Arcana DC 18:** Pod demons are demons of madness that spawn tiny versions of themselves from their backs. A pod demon can psychically transfer its consciousness to any of its spawn, transforming that spawn's body into a new pod demon while its former body shrinks to podspawn form.

**Arcana DC 23:** The madness that possesses pod demons seems related to the Chained God, and some pod demons carry or wrap themselves in chains as a symbol of their allegiance.

## Encounter Groups

Pod demons work with any demon that promises them the chance to terrorize the weak and fearful with their podspawn.

**Level 16 Encounter (XP 7,200)**
- ✦ 1 immolith (level 15 controller, *MM* 56)
- ✦ 1 pod demon (level 15 elite artillery)
- ✦ 4 podspawn (level 15 minion skirmisher)
- ✦ 2 red slaads (level 15 soldier, *MM* 238)

ADAM GILLESPIE

# Runespiral Demon

Arcane runes are cut deep into the thick shells of runespiral demons, channeling deadly energy from deep within the Abyss.

| **Runespiral Demon** | **Level 5 Artillery** |
|---|---|
| Small elemental magical beast (demon) | XP 200 |

**Initiative** +6 **Senses** Perception +5
**HP** 51; **Bloodied** 25; see also *bloodied shock*
**AC** 17; **Fortitude** 16, **Reflex** 18, **Will** 17
**Resist** 10 variable (1/encounter)
**Speed** 7

⨁ **Bite** (standard; at-will)
+10 vs. AC; 1d4 + 4 damage.

**Arcane Arc** (immediate interrupt, when an enemy moves adjacent to the runespiral demon; at-will) ✦ **Lightning**
+10 vs. Reflex; 1d6 + 4 lightning damage.

**Focused Strike** (standard; at-will) ✦ **Lightning**
Ranged 10; +10 vs. Reflex; 2d6 + 4 lightning damage.

**Bloodied Shock** (free, when first bloodied; encounter) ✦ **Lightning**
Close burst 1; +8 vs. Reflex; 1d6 + 4 lightning damage, and the target is dazed (save ends).

**Lightning Burst** (standard; at-will) ✦ **Lightning**
Area burst 2 within 10; +8 vs. Reflex; 1d6 + 4 lightning damage. The attack deals 1 extra lightning damage for each creature in the burst.

**Alignment** Chaotic evil **Languages** Abyssal

| | | |
|---|---|---|
| **Str** 13 (+3) | **Dex** 19 (+6) | **Wis** 16 (+5) |
| **Con** 15 (+4) | **Int** 5 (-1) | **Cha** 12 (+3) |

| Arctide Runespiral Demon | Level 12 Artillery |
|---|---|
| Large elemental magical beast (demon) | XP 700 |
| **Initiative** +12 **Senses** Perception +10 | |
| **HP** 97; **Bloodied** 48; see also *bloodied shock* | |
| **AC** 24; **Fortitude** 23, **Reflex** 25, **Will** 23 | |
| **Resist** 15 variable (2/encounter) | |
| **Speed** 7 | |
| ⊕ **Bite** (standard; at-will) | |
| +17 vs. AC; 1d6 + 5 damage. | |
| ⸸ **Arcane Arc** (immediate interrupt, when an enemy moves adjacent to the arctide runespiral demon; at-will) ✦ **Lightning** | |
| +17 vs. Reflex; 1d8 + 5 lightning damage. | |
| ⤖ **Focused Strike** (standard; at-will) ✦ **Lightning** | |
| Ranged 10; +19 vs. Reflex; 2d8 + 5 lightning damage. | |
| ⇜ **Bloodied Shock** (free, when first bloodied; encounter) ✦ **Lightning** | |
| Close burst 1; +15 vs. Reflex; 1d8 + 5 lightning damage, and the target is dazed (save ends). | |
| ✲ **Charged Lightning Burst** (standard; at-will) ✦ **Lightning** | |
| Area burst 2 within 10; +15 vs. Reflex; 1d8 + 5 lightning damage. The attack deals 1 extra lightning damage for each creature in the burst. Each ally damaged by the attack gains a +1 bonus to any recharge rolls at the start of its next turn. If the bonus causes a recharge roll to exceed 6, the result is considered 6. | |
| **Alignment** Chaotic evil **Languages** Abyssal | |
| **Str** 15 (+8) **Dex** 23 (+12) **Wis** 19 (+10) | |
| **Con** 19 (+10) **Int** 7 (+4) **Cha** 12 (+7) | |

## Runespiral Demon Tactics

A runespiral demon circles the periphery of a battlefield while attacking with *focused strike* and *charged lightning burst*. It shifts away from opponents to get the most out of *arcane arc*.

## Runespiral Demon Lore

**Arcana DC 16:** A runespiral demon has a thick shell carved deeply with arcane runes that give it mastery over lightning energy.

**Arcana DC 21:** Although lightning-powered runespiral demons are the most common, those using other types of energy exist, each bearing a different style of runes.

## Encounter Groups

Other demons muster runespiral demons to their cause with a mixture of threats and promises of carnage.

**Level 5 Encounter (XP 1,200)**
- ✦ 2 evistros (level 6 brute, *MM* 54)
- ✦ 1 human hexer (level 7 controller)
- ✦ 2 runespiral demons (level 5 artillery)

# Rupture Demon

Symbiotic demons composed of evil sludge, rupture demons slink through all layers of the Abyss, following behind more powerful demons and consuming the remains of their kills.

| Rupture Demon | Level 5 Minion Soldier |
|---|---|
| Small elemental magical beast (demon) | XP 50 |
| **Initiative** +8 **Senses** Perception +4; low-light vision | |
| **HP** 1; a missed attack never damages a minion; see also *demonic infestation.* | |
| **AC** 20; **Fortitude** 16, **Reflex** 18, **Will** 16 | |
| **Speed** 6, spider climb 3 | |
| ⊕ **Slimy Extrusion** (standard; at-will) | |
| +12 vs. AC; 5 damage. | |
| ⸸ **Enveloping Embrace** (standard; encounter) | |
| No attack roll; the target is restrained (save ends), and the rupture demon drops to 0 hit points. | |
| **Demonic Infestation** (when the rupture demon drops to 0 hit points) ✦ **Healing** | |
| The rupture demon erupts in a gory explosion of ichor and tentacles that latch on to a demon within 5 squares of the rupture demon and of level 10 or lower. That demon regains 5 hit points and gains a +2 bonus to melee damage rolls until the end of the encounter. This bonus is cumulative with other *demonic infestation* bonuses (maximum +10). | |
| **Alignment** Chaotic evil **Languages** Abyssal | |
| **Str** 15 (+4) **Dex** 18 (+6) **Wis** 15 (+4) | |
| **Con** 11 (+2) **Int** 4 (-1) **Cha** 4 (-1) | |

## Rupture Demon Tactics

A rupture demon possesses little sense of self and virtually no sense of self-preservation. It wades into melee, attacking any creatures that attack it. It uses *enveloping embrace* when it causes maximum destruction or when a more powerful or intelligent demon demands it.

## Rupture Demon Lore

**Arcana DC 12:** Rupture demons are oily demons made of liquefied evil. Barely sentient, rupture demons never work for themselves or have their own plans. In any place where a rupture demon is found, it's certain that a more powerful demon lurks nearby.

**Arcana DC 17:** Rupture demons are the weakest spawns of Juiblex, the demon lord of ooze and slime. Sages speculate that the rupture demons' aiding of other demons through their deaths must be part of some scheme by the enigmatic demon lord.

## Encounter Groups

As servitors of Juiblex, rupture demons are found among other slimes and oozes.

**Level 6 Encounter (XP 1,250)**
- ✦ 1 black pudding (level 8 elite brute)
- ✦ 1 evistro (level 6 brute, *MM* 54)
- ✦ 6 rupture demons (level 5 minion soldier)

# Yochlol

Yochlols are the handmaidens of Lolth, feared by drow and other creatures as the Spider Queen's spies. These horrific fiends combine the subtle cruelty of drow with the savagery of demons.

| **Yochlol Tempter** | **Level 17 Controller** |
|---|---|
| Medium elemental humanoid (demon, shapechanger) | XP 1,600 |
| **Initiative** +14 | **Senses** Perception +18; darkvision |
| **HP** 158; **Bloodied** 79 | |
| **AC** 31; **Fortitude** 27, **Reflex** 29, **Will** 30 | |
| **Resist** 10 poison | |
| **Speed** 6, climb 8 (spider climb) | |
| **Demon Form Powers** | |
| The yochlol tempter has the following powers in demon form. | |
| **Tentacle** (standard; at-will) | |
| Reach 2; +22 vs. AC; 1d4 + 4 damage. | |
| **Amorphous Flurry** (standard; at-will) | |
| The yochlol tempter makes four tentacle attacks. A target hit by two or more tentacle attacks takes a –4 penalty to Will (save ends). | |
| **Maddening Web** (standard; recharge ⚁ ⚂ ⚃ while bloodied) ✦ **Psychic** | |
| Area burst 2 within 10; targets enemies; +21 vs. Reflex; the target is immobilized and takes ongoing 5 psychic damage (save ends both). | |
| **Drow Shape** (minor; at-will) ✦ **Polymorph** | |
| A yochlol tempter can alter its physical form to take on the appearance of a unique female drow. | |
| **Drow Form Powers** | |
| The yochlol tempter has the following powers in drow form. | |
| **Spider Touch** (standard; at-will) ✦ **Poison** | |
| +21 vs. Reflex; 1d6 + 5 damage, and ongoing 10 poison damage (save ends). | |
| **Venom Bolt** (standard; at-will) ✦ **Poison** | |
| Ranged 10; +21 vs. Reflex; 1d6 + 5 damage, and the target is slowed and takes ongoing 5 poison damage (save ends both). | |
| **Seductive Glare** (minor 1/round; recharges when the target saves) ✦ **Charm, Reliable** | |
| Ranged 10; +23 vs. Will; the target is dazed (save ends). *First Failed Saving Throw:* The target is stunned (save ends). *Second Failed Saving Throw:* The target is dominated (save ends). | |
| **Demon Shape** (minor; at-will) ✦ **Polymorph** | |
| A yochlol tempter can alter its physical form to resume its demon form. | |
| **Alignment** Chaotic evil | **Languages** Abyssal, Common, Elven |
| **Skills** Bluff +20, Intimidate +20, Religion +17, Stealth +19 | |
| **Str** 18 (+12) | **Dex** 23 (+14) **Wis** 21 (+13) |
| **Con** 14 (+10) | **Int** 19 (+12) **Cha** 24 (+15) |

## Yochlol Tactics

Typically starting a fight in drow form, a yochlol shifts between its forms in battle, and it uses *venom bolt* and *spider touch* to weaken its enemies. When pressed into melee, it adopts its true form and unleashes *amorphous flurry*. If the flurry reduces a foe's Will, it shifts back into drow form to use *seductive glare*.

## Yochlol Lore

**Arcana DC 13:** Yochlols are among the most favored of Lolth's servants, and the Spider Queen sends her handmaidens to attend priests that have gained her favor.

**Arcana DC 20:** A yochlol can adopt two forms. In its true form, it is a strange, oozelike creature similar to a heap of filth, with several tentacles and a red, baleful eye. In its other form, it appears as an attractive female drow.

**Arcana DC 25:** Yochlols are so skilled at infiltrating drow society that they might operate undetected for years at a time, even attaining positions of great power.

## Encounter Groups

Yochlols work within drow societies, driving Lolth's mortal servants to commit horrific acts of cruelty and evil in the Spider Queen's name. They can usually be found in the company of Lolth's priests and templars.

**Level 16 Encounter (XP 7,600)**

- 2 drow arachnomancers (level 13 artillery, *MM* 94)
- 1 drow blademaster (level 13 elite skirmisher, *MM* 94)
- 1 drow priest (level 15 controller, *MM* 95)
- 2 yochlol tempters (level 17 controller)

CHIPPY

In ages long past, benevolent angels took it upon themselves to descend to the world in mortal form. Now their spirits are perpetually reincarnated as mortal devas, creatures driven to bring light to the world—or corrupted by material influences to oppose the goals of their kind.

## Deva Knight-Errant

A deva knight-errant travels the world as a champion of holy causes. A knight-errant might prove a worthy ally to a party of adventurers. However, a holy champion can be a deadly adversary if the party's motives are less than pure.

**Deva Knight-Errant** **Level 11 Soldier (Leader)**
Medium immortal humanoid XP 600

**Initiative** +7 **Senses** Perception +8
**HP** 111; **Bloodied** 55
**AC** 27; **Fortitude** 24, **Reflex** 22, **Will** 22 (+1 to all defenses against bloodied enemies)
**Resist** 10 necrotic, 10 radiant
**Speed** 5

⊕ **Broadsword** (standard; at-will) ✦ **Weapon**
+18 vs. AC; 2d10 + 2 damage, and the target is marked until the end of the deva knight-errant's next turn.

⸸ **Rejuvenating Smite** (standard; recharges after hitting with a broadsword attack) ✦ **Healing, Weapon**
+18 vs. AC; 2d10 + 2 damage, and the deva knight-errant regains hit points equal to half the damage dealt.

⌖ **Martyr's Cry** (standard; recharge ⚅) ✦ **Implement, Psychic**
Close burst 3; targets enemies; +16 vs. Will; 2d6 + 4 psychic damage, and the target is marked (save ends).

**Inner Radiance** ✦ **Radiant**
Any attack a deva knight-errant makes can instead deal radiant damage. In addition, a knight-errant can take a -2 penalty to an attack roll to deal 4 extra radiant damage on the attack.

**Health Transfer** (minor; encounter) ✦ **Healing**
The deva knight-errant takes up to 25 damage, and one ally within 10 squares of it regains the same number of hit points. The knight-errant can then transfer one condition from the ally to itself.

**Memory of a Thousand Lifetimes** (free, when the deva knight-errant makes an attack roll, a skill check, or an ability check and dislikes the result; encounter)
The knight-errant adds 1d6 to the triggering roll.

**Alignment** Good **Languages** Common
**Skills** History +16, Insight +14, Religion +16
**Str** 21 (+10) **Dex** 10 (+5) **Wis** 16 (+8)
**Con** 15 (+7) **Int** 18 (+9) **Cha** 18 (+9)
**Equipment** plate armor, heavy shield, broadsword, holy symbol

## Deva Zealot

Deva zealots wield their belief as well as their weapons in the battle against evil.

**Deva Zealot** **Level 14 Skirmisher**
Medium immortal humanoid XP 1,000

**Initiative** +15 **Senses** Perception +15
**HP** 135; **Bloodied** 67
**AC** 28; **Fortitude** 25, **Reflex** 27, **Will** 25 (+1 to all defenses against bloodied enemies)
**Resist** 10 necrotic, 10 radiant
**Speed** 6

⊕ **Falchion** (standard; at-will) ✦ **Radiant, Weapon**
+19 vs. AC; 4d4 + 5 damage (crit 8d4 + 21) plus 1d6 radiant damage.

⸸ **Path of Virtue** (standard; encounter)
The deva zealot shifts half its speed and makes one falchion attack against each enemy within reach during the move.

**Dazzling Soul** (minor; recharge ⚃ ⚄ ⚅)
The deva zealot gains concealment until the start of its next turn, and any other square within 6 squares of the zealot is illuminated by bright light. Any square within 12 squares of the zealot is illuminated by dim light.

**Radiant Retribution** (free, when an enemy hits the deva zealot on the zealot's turn; at-will) ✦ **Radiant**
The triggering enemy takes half the attack's damage as radiant damage.

**Memory of a Thousand Lifetimes** (free, when the deva zealot makes an attack roll, a skill check, or an ability check and dislikes the result; encounter)
The zealot adds 1d6 to the triggering roll.

**Skirmish** ✦ **Radiant**
If a deva zealot ends its move at least 4 squares from the square where it started the move, its attacks deal 1d6 extra radiant damage until the start of its next turn.

**Alignment** Unaligned **Languages** Common
**Skills** Acrobatics +18, Religion +16, Stealth +18
**Str** 20 (+12) **Dex** 22 (+13) **Wis** 16 (+10)
**Con** 15 (+9) **Int** 14 (+9) **Cha** 20 (+12)
**Equipment** leather armor, falchion

## Deva Fallen Star

A deva fallen star manipulates the field of battle, reshaping fate to suit its corrupt plans.

**Deva Fallen Star** **Level 26 Artillery**
Medium immortal humanoid XP 9,000

**Initiative** +15 **Senses** Perception +19
**HP** 188; **Bloodied** 94; see also *vile rebirth*
**AC** 38; **Fortitude** 37, **Reflex** 37, **Will** 38 (+1 to all defenses against bloodied enemies)
**Resist** 15 necrotic, 15 radiant
**Speed** 6, fly 8 (clumsy)

⊕ **Rebuking Rod** (standard; at-will) ✦ **Implement, Psychic, Radiant**
+31 vs. Will; 2d8 + 8 psychic and radiant damage, and the deva fallen star makes a secondary attack against the target. *Secondary Attack:* +31 vs. Fortitude; the fallen star gains total concealment against the target (save ends).

*(Left to right) deva zealot, deva knight-errant, and deva fallen star*

**Fateful Transposition** (immediate interrupt, when an enemy attacks the deva fallen star; encounter) ✦ **Teleportation**
Ranged 10; +31 vs. Will; the target swaps positions with the deva fallen star. The triggering enemy's attack deals half damage to the fallen star, and the target takes damage equal to half the attack's damage.

**Forgetting Ray** (standard; at-will) ✦ **Charm, Psychic**
Ranged 20; +31 vs. Reflex; 3d6 + 8 psychic damage, and the target can use only basic attacks and at-will powers during its next turn.

**Soul Scourge** (standard; recharges when first bloodied) ✦ **Necrotic, Radiant**
Area burst 2 within 15; targets enemies; +31 vs. Will; 1d6 + 8 radiant damage, and the target takes ongoing 15 necrotic damage (save ends).

**Fate Manipulation** (free; recharges when first bloodied)
The deva fallen star adds 1d8 to or subtracts 1d8 from an attack roll, ability check, or saving throw made by itself or any creature within 10 squares of it.

**Vile Rebirth** (when the deva fallen star is reduced to 0 hit points by non-necrotic damage) ✦ **Healing**
The fallen star does not die and instead remains at 0 hit points until the start of its next turn, when it regains 25 hit points, loses resistance to radiant damage, and gains the undead keyword. This power recharges, and the triggering damage type changes to nonradiant damage.

**Alignment** Evil **Languages** Common, Supernal
**Skills** Arcana +26, History +28, Insight +19, Religion +28

| | | |
|---|---|---|
| **Str** 14 (+15) | **Dex** 15 (+15) | **Wis** 12 (+14) |
| **Con** 26 (+21) | **Int** 26 (+21) | **Cha** 29 (+22) |

**Equipment** robes, rod

STEVE PRESCOTT

## Deva Lore

**Religion DC 16:** A deva transforms spontaneously from bodiless soul to physical form, awakening as an adult already in possession of the skills required to defend the world against evil. With strong ties to fate, devas take the role of born heroes, leaders—or villains.

**Religion DC 21:** The life cycle of the deva parallels that of the rakshasa (*MM* 217)—a spirit constantly reincarnating to mortal form. When a deva gives in to iniquity to become a fallen star, its soul is corrupted. If it dies in that state, it returns to combat as an undead; if finally slain by radiant damage, it carries its wickedness into its next life and becomes a rakshasa—a fate that even evil devas revile.

## Encounter Groups

Deva zealots and knights-errant are most often found leading or assisting creatures dedicated to a worthy cause. However, evil devas can create alliances with even the foulest creatures.

**Level 27 Encounter (XP 58,000)**
- ✦ 2 deva fallen stars (level 26 artillery)
- ✦ 2 efreet karadjins (level 28 soldier, *MM* 100)
- ✦ 2 efreet pyresingers (level 25 controller, *MM* 99)

Devils rebelled against the gods and were banished to the Nine Hells, where they forever bicker and plot. Devious and nefarious, devils find no scheme too convoluted.

## Assassin Devil

Murder looms large as a tactic in the plots of devils, and for the purpose of murder, they have no better tool than the assassin devil. Shrouded in a cloak of shadows, this devil is a consummate killer.

| **Assassin Devil** | **Level 24 Lurker** |
|---|---|
| Medium immortal humanoid (devil) | XP 6,050 |
| **Initiative** +25 | **Senses** Perception +23; darkvision |
| **HP** 167; **Bloodied** 83 | |
| **AC** 38; **Fortitude** 34, **Reflex** 38, **Will** 36 | |
| **Resist** 25 fire | |
| **Speed** 12 | |
| ⨺ **Shadow Sword** (standard; at-will) ✦ **Necrotic, Weapon** | |
| +27 vs. Fortitude; 3d6 + 5 necrotic damage, and ongoing 5 damage (save ends). | |
| ✲ **Shadow Net** (standard; recharges when the assassin devil uses *shadow cloak*) ✦ **Necrotic** | |
| Area burst 2 within 10; +26 vs. Reflex; the target is restrained, is weakened, and takes ongoing 10 necrotic damage (save ends all). While a target is affected by *shadow net*, the assassin devil cannot use its *shadow cloak* power. | |
| **Dangerous Shadows** | |
| An assassin devil's *shadow sword* attack deals 4d6 extra necrotic damage against any target granting combat advantage to it. | |
| **Shadow Cloak** (standard; recharges when no creatures are affected by *shadow net*) ✦ **Illusion** | |
| The assassin devil is invisible until it hits or misses with an attack. | |
| **Alignment** Evil | **Languages** Common, Supernal |
| **Skills** Stealth +27 | |
| **Str** 21 (+17) **Dex** 28 (+21) **Wis** 25 (+19) | |
| **Con** 17 (+15) **Int** 17 (+15) **Cha** 13 (+13) | |
| **Equipment** leather armor, sword | |

### Assassin Devil Tactics

An assassin devil uses *shadow net* on as many enemies as it can, and then attacks with *shadow sword* amplified by *dangerous shadows*. When too many unrestrained enemies threaten it, an assassin devil uses its *shadow cloak* to hide and position itself for another *shadow net* attack.

### Assassin Devil Lore

**Religion DC 24:** Rarely the masterminds of any plot, assassin devils fulfill the evil will of others, taking great pride in their lethal occupation.

**Religion DC 29:** Many assassin devils report directly to Asmodeus, covertly feeding him the secrets of their patrons. Devils that discover this treachery rarely respond with accusations and attacks. Instead, they attempt to dispose of the treacherous servants or manipulate them into giving Asmodeus favorable information.

### Encounter Groups

Assassin devils prefer to work alone because other devils get in their way. When they face a tough opponent, they rely on war devils and other melee combatants to distract the enemy while they move in for the kill.

**Level 22 Encounter (XP 23,200)**
- ✦ 2 assassin devils (level 24 lurker)
- ✦ 1 human diabolist (level 20 artillery)
- ✦ 2 war devils (level 22 brute, *MM* 67)

## Erinyes

Furies of vengeance and rage, erinyes exist for battle. Although they are not the most powerful warriors in the Nine Hells, their combat skills inspire allies.

| **Erinyes** | **Level 13 Soldier (Leader)** |
|---|---|
| Medium immortal humanoid (devil) | XP 800 |
| **Initiative** +10 | **Senses** Perception +9; darkvision |
| **Blade Shield** aura 3; each ally within the aura gains a +2 bonus to AC. | |
| **HP** 131; **Bloodied** 65; see also *bloody spiral* | |
| **AC** 29; **Fortitude** 25, **Reflex** 23, **Will** 23 | |
| **Speed** 5 | |
| ⨺ **Compelling Strike** (standard; at-will) ✦ **Weapon** | |
| +20 vs. AC; 2d10 + 3 damage, and one ally within 5 squares of the erinyes gains 8 temporary hit points. | |
| ⸸ **Flitting Blade** (standard; at-will) ✦ **Weapon** | |
| Targets one, two, or three creatures; +18 vs. AC; 1d10 + 3 damage. | |
| ⟡ **Bloody Spiral** (immediate reaction, when first bloodied; encounter) ✦ **Weapon** | |
| Close burst 1; +18 vs. Reflex; 5 damage, and the target is knocked prone. If two or more enemies are knocked prone, each ally within 5 squares of the erinyes gains 10 temporary hit points. | |
| **Devastating Opportunist** | |
| An erinyes gains a +3 bonus to attack rolls when making opportunity attacks, and if an opportunity attack hits, it shifts 1 square as a free action. | |
| **Alignment** Evil | **Languages** Supernal |
| **Skills** Diplomacy +15, Endurance +15, Intimidate +15 | |
| **Str** 22 (+12) **Dex** 19 (+10) **Wis** 16 (+9) | |
| **Con** 19 (+10) **Int** 14 (+8) **Cha** 18 (+10) | |
| **Equipment** plate armor, light shield, bastard sword | |

### Erinyes Tactics

An erinyes starts combat with a *compelling strike*. It then attempts to engage as many foes as possible using *flitting blade*. When an ally loses its temporary hit points, the erinyes switches back to *compelling strike*. Multiple erinyes aid one another with positioning, opting to hem in and engage a group of foes rather than moving to flank them.

*(Left to right) infernal armor animus, erinyes, and shocktroop devil*

## Erinyes Lore

**Religion DC 18:** Masters of sword and shield, erinyes inspire allies with the carnage they inflict. Mortal warriors have been known to sell their souls to train with these demons.

**Religion DC 23:** Erinyes act as arbiters of justice among the devils and on behalf of their interests. Those who break a contract with infernal powers should not be surprised to find a host of erinyes on their heels.

## Encounter Groups

Groups led by erinyes frequently include bearded devils, chain devils, legion devil hellguards, and a wide variety of mortal creatures.

**Level 12 Encounter (XP 3,550)**

- 3 erinyes (level 13 soldier)
- 2 chain devils (level 11 skirmisher, *MM* 62)
- 5 legion devil hellguards (level 11 minion, *MM* 64)

# Gorechain Devil

These shambling hulks careen through the hells and the world's hellish charnel fields, wrapping their soon-to-be-dead foes in gore-encrusted spiked chains and controlling them like puppets.

| **Gorechain Devil** | **Level 12 Elite Brute** |
|---|---|
| Large immortal humanoid (devil) | XP 1,400 |
| **Initiative** +10 | **Senses** Perception +8 |
| **Grasping Chains** aura 3; any enemy that starts its turn within the aura must make a DC 21 Athletics check or Acrobatics check in order to leave the aura. If the check fails, the enemy cannot attempt to leave the aura again until the start of its next turn. | |
| **HP** 298; **Bloodied** 149 | |
| **AC** 24; **Fortitude** 23, **Reflex** 21, **Will** 21 | |
| **Resist** 10 fire | |
| **Saving Throws** +2 | |
| **Speed** 5 | |
| **Action Points** 1 | |
| ⊕ **Gorechain Strike** (standard; at-will) ✦ **Weapon** | |
| Reach 3; +15 vs. AC; 2d12 + 4 damage. | |
| ⸸ **Gorechain Flail** (standard; recharge ⚅) | |
| The gorechain devil makes a *gorechain strike* attack against each enemy within reach. | |
| ⸸ **Gorechain Takeover** (standard; recharge ⚄ ⚅) ✦ **Charm** | |
| Reach 3; +15 vs. Fortitude; 3d6 + 5 damage, and the target is dominated (save ends). The dominated condition ends if the target is more than 3 squares away from the gorechain devil at the start of the target's turn. | |
| **Alignment** Evil | **Languages** Supernal |
| **Str** 22 (+12) | **Dex** 19 (+10) **Wis** 15 (+8) |
| **Con** 19 (+10) | **Int** 15 (+8) **Cha** 13 (+7) |

## Gorechain Devil Tactics

Gorechain devils aim *gorechain takeover* attacks at the strongest-looking targets while concentrating their other attacks on enemies that look like controllers or leaders.

CHRIS SEAMAN

## Gorechain Devil Lore

**Religion DC 16:** Larger and more powerful than chain devils, gorechain devils use their chains to control their foes.

**Religion DC 21:** Chain devils act as jailers among devils; gorechain devils behave more like bounty hunters.

## Encounter Groups

Gorechain devils are more likely than other devils to consort with undead.

**Level 12 Encounter (XP 3,800)**

- 2 gorechain devils (level 12 elite brute)
- 1 skeleton tomb guardian (level 10 brute, *MM* 235)
- 1 skull lord (level 10 artillery, *MM* 236)

# Infernal Armor Animus

Through an evil ritual, a devil can invest a suit of armor with a mortal soul. The tortured spirit within provides military support for its devil overlords. When its physical form is ruined, the soul bursts free, only to be consumed by the nearest devil.

Although it doesn't speak, an infernal armor animus understands Common and Supernal.

| **Infernal Armor Animus** | **Level 3 Minion Soldier** |
|---|---|
| Medium immortal animate (devil, undead) | XP 38 |
| **Initiative** +5 | **Senses** Perception +1; darkvision |
| **Bloodlust** aura 2; each nonminion devil within the aura gains a +1 bonus to damage rolls. Multiple *boodlust* auras grant a cumulative bonus. | |
| **HP** 1; a missed attack never damages a minion; see also *essence transference.* | |
| **AC** 19; **Fortitude** 16, **Reflex** 15, **Will** 14 | |
| **Resist** 5 fire | |
| **Speed** 6 | |
| ⨺ **Short Sword** (standard; at-will) ✦ **Weapon** | |
| +8 vs. AC; 5 damage. | |
| **Essence Transference** (when the infernal armor animus drops to 0 hit points) ✦ **Healing** | |
| The nearest nonminion devil within 5 squares of the animus regains 15 hit points. | |
| **Alignment** Evil | **Languages** – |
| **Str** 19 (+5) | **Dex** 14 (+3) **Wis** 10 (+1) |
| **Con** 15 (+3) | **Int** 8 (+0) **Cha** 11 (+1) |
| **Equipment** heavy shield, short sword | |

## Infernal Armor Animus Tactics

Infernal armor animuses hurl themselves into the fray, flanking foes when possible and moving to keep as many powerful devils in their auras as they can.

## Infernal Armor Animus Lore

**Religion DC 10:** Infernal armor animuses are mortal souls bound to suits of armor to serve as caches of life energy for devils.

**Religion DC 15:** When it dies, an infernal armor animus heals a nearby devil, so it is often the best tactic to destroy all animuses before attacking other devils.

## Encounter Groups

Infernal armor animuses are most effective when massed with more powerful devils.

**Level 5 Encounter (XP 1,054)**

- 8 infernal armor animuses (level 3 minion soldier)
- 2 spined devils (level 6 skirmisher, *MM* 66)
- 1 tiefling heretic (level 6 artillery, *MM* 250)

# Misfortune Devil

The misfortune devil gathers souls for the Nine Hells by enticing mortals. It lures mortals into taking increasingly larger risks—risks that ultimately lead to the moment when the devil owns the mortals' souls.

| **Misfortune Devil** | **Level 15 Artillery** |
|---|---|
| Medium immortal humanoid (devil) | XP 1,200 |
| **Initiative** +10 | **Senses** Perception +12; darkvision, truesight 10 |
| **HP** 115; **Bloodied** 57 | |
| **AC** 27; **Fortitude** 26, **Reflex** 28, **Will** 27 | |
| **Speed** 6, fly 6 (hover) | |
| ⨺ **Lucky Maneuver** (standard; at-will) ✦ **Psychic, Teleportation** | |
| +18 vs. Will; 1d8 + 7 psychic damage, and the misfortune devil teleports 4 squares. | |
| ⤳ **Ray of Distortion** (standard; recharge ⚄ ⚅) | |
| Ranged 20; +18 vs. Reflex; 4d8 + 7 damage. The target can choose to take 5 damage and redirect the damage of this attack to the ally with the most current hit points. The full damage is then rerolled and applied to that ally. | |
| **Roll the Bones** (immediate interrupt, when the misfortune devil is hit by a melee or ranged attack; encounter) | |
| The triggering attack targets a creature of the devil's choice within 5 squares of the devil. | |
| **Alignment** Evil | **Languages** Supernal, Common |
| **Skills** Bluff +20, Diplomacy +20, Insight +22, Intimidate +20 | |
| **Str** 14 (+9) | **Dex** 17 (+10) **Wis** 20 (+12) |
| **Con** 19 (+11) | **Int** 23 (+13) **Cha** 16 (+10) |

## Misfortune Devil Tactics

The misfortune devil lets its allies engage first and then moves to the safest spot within range, attacking foes with *ray of distortion*. It saves *roll the bones* for a dangerous or hampering attack, particularly one scoring a critical hit.

*(Left to right) misfortune devil, withering devil, gorechain devil, and assassin devil*

ZOLTAN BOROS & GABOR SZIKSZAI

## Misfortune Devil Lore

**Religion DC 18:** Misfortune devils encourage others to take unreasonable risks by preying on their inner desires. They delight in promoting addictive habits and exhorting the passionate into folly.

**Religion DC 23:** Misfortune devils enjoy using their silver tongues to trick others into making poor decisions. If the physical appearance of a misfortunate devil would frighten away a prospective mark, it uses underlings to deliver the message, or magic to disguise itself in the form of a trusted friend.

## Encounter Groups

Misfortune devils tend to attach themselves to legions of devils on some infernal errand, hoping to warp probability in Hell's favor.

**Level 13 Encounter (XP 4,750)**

- 2 erinyes (level 13 soldier)
- 5 legion devil hellguards (level 11 minion, *MM* 64)
- 2 misfortune devils (level 15 artillery)

## Shocktroop Devil

Shocktroop devils slam into enemy ranks like metal battering rams, delivering brutal attacks that throw their enemies off balance.

| **Shocktroop Devil** | **Level 16 Soldier** |
|---|---|
| Large immortal humanoid (devil) | XP 1,400 |
| **Initiative** +15 | **Senses** Perception +9; darkvision |
| **HP** 155; **Bloodied** 77 | |
| **AC** 33; **Fortitude** 27, **Reflex** 26, **Will** 26; see also *Asmodeus's shield* | |
| **Speed** 6, fly 8 | |
| ⨺ **Sword and Shield** (standard; at-will) ✦ **Weapon** | |
| Reach 2; +23 vs. AC; 2d8 + 6 damage, and the shocktroop devil makes a secondary attack. *Secondary Attack:* Reach 2; +20 vs. Fortitude; the target is pushed 2 squares and dazed until the end of the shocktroop devil's next turn. | |
| ⨺ **Shocktroop Attack** (standard; recharges when the shocktroop devil has full hit points) | |
| The devil makes three *sword and shield* attacks, each against a different target. | |
| **Asmodeus's Shield** | |
| While a shocktroop devil is not bloodied, it gains a +2 bonus to all defenses against divine attack powers. While bloodied, it takes a -2 penalty to all defenses against divine attack powers. | |
| **Alignment** Evil | **Languages** Common, Supernal |
| **Str** 22 (+14) | **Dex** 20 (+13) **Wis** 13 (+9) |
| **Con** 19 (+12) | **Int** 10 (+8) **Cha** 20 (+13) |
| **Equipment** plate armor, heavy shield, longsword | |

## Shocktroop Devil Tactics

The shocktroop devil starts combat with its *shocktroop* attack, using sword and shield whenever possible to daze and push enemies out of the way. Later in a fight, if shocktroop devils have forces to screen for them and the fight appears to be going against them, they might retreat. They then rest, regroup, and make a new lightning-fast assault.

## Shocktroop Devil Lore

**Religion DC 20:** Shocktroop devils are front-line soldiers for hell's armies. They break up enemy charges, shatter enemy formations, and can single-handedly slaughter a great number of the enemy.

**Religion DC 25:** It is important to hurt shocktroop devils as quickly as possible. A shocktroop devil fighting at full strength is a terrible foe.

## Encounter Groups

Shocktroop devils work for anyone who promises incessant battle and threatens rigid discipline.

**Level 16 Encounter (XP 7,000)**
- 1 bone devil (level 17 controller, *MM* 62)
- 1 misfortune devil (level 15 artillery)
- 3 shocktroop devils (level 16 soldier)

# Withering Devil

Withering devils harvest souls for the Nine Hells by sapping the vitality out of all that they meet. By tempting or tricking mortals into apathy and depression, withering devils cause famine, plague, and strife.

| **Withering Devil** | **Level 14 Controller** |
|---|---|
| Medium immortal humanoid (devil) | XP 1,000 |
| **Initiative** +8 | **Senses** Perception +8; darkvision |
| **Aura of Exhaustion** (**Charm**) aura 3; each enemy within the aura is weakened. | |
| **HP** 138; **Bloodied** 69 | |
| **Resist** 15 fire | |
| **AC** 28; **Fortitude** 24, **Reflex** 25, **Will** 26 | |
| **Speed** 6 | |
| ⊕ **Staff of Weariness** (standard; at-will) ✦ **Weapon** +19 vs. AC; 2d8 + 6 damage. | |
| ⊰ **Draining Ray** (standard; at-will) ✦ **Psychic** Ranged 20; +18 vs. Reflex; 2d8 + 6 psychic damage, and the target is immobilized until the end of the withering devil's next turn. | |
| ⊰ **Gaze of Apathy** (minor; recharge ⚄ ⚅) ✦ **Charm, Gaze** Ranged 10; +17 vs. Will; the target is slowed (save ends). | |
| **Alignment** Evil | **Languages** Common, Supernal |
| **Skills** Bluff +18, Insight +13 | |
| **Str** 11 (+7) | **Dex** 12 (+8) **Wis** 13 (+8) |
| **Con** 18 (+11) | **Int** 20 (+12) **Cha** 23 (+13) |
| **Equipment** quarterstaff | |

## Withering Devil Tactics

A withering devil uses its *draining ray* on ranged attackers, and then it closes the distance to keep such attackers within its aura. Withering devils position themselves near enemy melee combatants in order to affect them with *aura of exhaustion*.

## Withering Devil Lore

**Religion DC 18:** Withering devils tempt and trick others into not caring for each other or their duties. They destroy individuals and groups by encouraging apathy and the lack of empathy.

**Religion DC 23:** Although their natural appearance is hideous, withering devils show extraordinary aptitude at disguising themselves as other humanoids. Some find and use magic to aid these attempts, but a heavy cloak and a dark room can prove just as effective.

## Encounter Groups

Withering devils cooperate with those that have similar goals, but won't hesitate to abandon their allies if the situation looks grim.

**Level 13 Encounter (XP 4,000)**
- 2 bearded devils (level 13 soldier, *MM* 60)
- 4 legion devil hellguards (level 11 minion, *MM* 56)
- 1 withering devil (level 14 controller)
- 1 yuan-ti malison sharp-eyes (level 13 artillery, *MM* 269)

**Level 15 Encounter (XP 6,600)**
- 1 shadow snake (level 16 skirmisher, *MM* 240)
- 3 yuan-ti abominations (level 14 soldier, *MM* 270)
- 1 yuan-ti malison incanter (level 15 artillery, *MM* 269)
- 1 withering devil (level 14 controller)

# DIMENSIONAL MARAUDER

These clever, skulking predators travel the planes and the world in search of easy prey. They are especially fond of places where mortals gather.

| **Dimensional Marauder** | **Level 4 Lurker** |
|---|---|
| Medium aberrant magical beast | XP 175 |
| **Initiative** +10 | **Senses** Perception +5; low-light vision |
| **HP** 45; **Bloodied** 22 | |
| **AC** 18; **Fortitude** 15, **Reflex** 17, **Will** 16 | |
| **Vulnerable** psychic; a dimensional marauder that takes psychic damage immediately ends *planephase form*. | |
| **Speed** 7, teleport 3 | |
| ⨦ **Bite** (standard; at-will) | |
| +9 vs. AC; 2d6 + 3 damage. | |
| ⨦ **Reality Warp** (standard; usable only while insubstantial; at-will) ✦ **Teleportation** | |
| +7 vs. Reflex; 1d10 + 4 damage, and the dimensional marauder teleports the target 3 squares. The marauder then teleports 3 squares into a space adjacent to the target. | |
| **Planar Evasion** (immediate reaction, when the dimensional marauder is hit by a melee attack; recharge ⚅) ✦ **Teleportation** | |
| The marauder teleports 3 squares. | |
| **Planephase Form** (standard; at-will) | |
| The dimensional marauder partially phases into another plane, gaining insubstantial and phasing until the end of its next turn or until it hits or misses with an attack. *Sustain Minor:* The effect persists. | |
| **Alignment** Unaligned | **Languages** Deep Speech |
| **Skills** Stealth +11 | |
| **Str** 11 (+2) | **Dex** 18 (+6) | **Wis** 16 (+5) |
| **Con** 15 (+4) | **Int** 4 (-1) | **Cha** 12 (+3) |

## Dimensional Marauder Tactics

Dimensional marauders are cowardly creatures that prefer to lie in ambush or stalk foes from the shadows. A dimensional marauder waits until adversaries are engaged in combat before moving in for opportunistic bite attacks. It enters *planephase form* when first hit in combat, then strikes with *reality warp* to isolate an opponent.

## Dimensional Marauder Lore

**Dungeoneering DC 17:** Dimensional marauders have powers of teleportation and phasing. Some dimensional marauders seek easy prey, and can be found near cities and other areas of high population.

## Encounter Groups

Many extraplanar civilizations use dimensional marauders as guards and hunters. However, these creatures' predatory instincts sometimes inspire them to jump into a battle simply because one side or the other looks weak.

**Level 3 Encounter (XP 850)**
- ✦ 2 dimensional marauders (level 4 lurker)
- ✦ 2 ettercap fang guards (level 4 soldier, *MM* 107)
- ✦ 1 gnome arcanist (level 3 controller, *MM* 134)

BRIAN DESPAIN

# DIREGUARD

Tireless and driven by dark covenants, undead direguards possess powerful magic and the skills of battle retained from their past lives.

## Direguard Lore

**Religion DC 16:** A direguard is a skeletal undead imbued with powerful magic. Foul rituals transform willing warriors into direguards, but at a price. If a direguard does not meet a specific quota of killing, it is destroyed by the dark pact that grants its power.

**Religion DC 21:** Liches and death knights perform the ritual that turns a living ally into a direguard tied to their wills. A deathbringer might be assigned to kill a certain number of sentient beings, or an assassin to kill members of a specific race.

## Direguard Deathbringer

The skeletal deathbringer uses its blazing claws against its enemies as its force armor deflects attacks.

**Direguard Deathbringer** **Level 8 Elite Artillery (Leader)**
Medium natural humanoid (undead) XP 700

**Initiative** +7 **Senses** Perception +11; darkvision, truesight 10
**Command Zone** aura 4; each ally within the aura gains a +2 bonus to attack rolls.
**HP** 134; **Bloodied** 67; see also *force armor*
**AC** 20; **Fortitude** 20, **Reflex** 21, **Will** 22
**Immune** disease, poison
**Saving Throws** +2
**Speed** 7
**Action Points** 1

⨁ **Blazing Bone Claw** (standard; at-will) ✦ **Force**
+15 vs. AC; 1d6 + 9 force damage.

**Force Blast** (standard; at-will) ✦ **Force**
Ranged 15; +13 vs. Reflex; 2d8 + 5 force damage, and the direguard deathbringer pushes the target 3 squares. *Miss:* The target is slowed until the end of the deathbringer's next turn.

**Frightful Force** (standard; recharge ⚅ ⚄ ⚃)
The direguard deathbringer makes three *force blast* attacks, each against a different target.

**Vile Command** (standard; recharge ⚄ ⚃)
Close blast 3; targets allies; the target shifts 2 squares and makes a basic attack as a free action.

**Force Armor** (when first bloodied; encounter)
The direguard deathbringer gains a +4 power bonus to AC and Reflex until it is hit by an attack.

**Alignment** Evil **Languages** Common
**Skills** Bluff +12, Insight +11, Intimidate +12
**Str** 17 (+7) **Dex** 17 (+7) **Wis** 14 (+6)
**Con** 13 (+5) **Int** 19 (+8) **Cha** 20 (+9)

## Direguard Assassin

A mysterious figure of smoke and shadow, the direguard assassin wields a glowing red blade.

**Direguard Assassin** **Level 11 Skirmisher**
Medium natural humanoid (undead) XP 600

**Initiative** +12 **Senses** Perception +14; darkvision, truesight 10
**HP** 111; **Bloodied** 55
**AC** 25; **Fortitude** 23, **Reflex** 24, **Will** 23
**Immune** disease, poison
**Speed** 8

⨁ **Force Blade** (standard; at-will) ✦ **Force**
+16 vs. AC; 2d6 + 6 force damage.

**Dire Blades** (standard; encounter) ✦ **Force**
Close burst 1; +16 vs. AC; 2d6 + 6 force damage.

**Mist Walk** (immediate reaction, when missed by a melee attack; at-will)
The direguard assassin shifts 2 squares and gains insubstantial and phasing until the end of its next turn.

**Mobile Assault**
If a direguard assassin ends its move at least 4 squares from where it began its move, it gains a +2 bonus to melee attack rolls until the end of its turn.

**Alignment** Evil **Languages** Common
**Skills** Stealth +15
**Str** 18 (+9) **Dex** 21 (+10) **Wis** 18 (+9)
**Con** 15 (+7) **Int** 16 (+8) **Cha** 17 (+8)

MATIAS TAPIA

# DJINN

Ingenious engineers of the fabulous, djinns work with that most transitory of elements—air—to create effects more enduring than the life spans of many worldly empires. Carving gigantic floating cities from the Elemental Chaos, djinns build shining palaces gleaming with treasures beyond mortal imagination.

Allying with the primordials in the struggle against the gods, the djinns paid a high price for their defeat. Many are still imprisoned in towers, mirrors, lamps, and other lowly relics, and the few that roam free in the world possess only a fraction of their former power.

## Djinn Thunderer

This elemental shakes the battle with blasts of thunder, brandishing a jeweled scepter.

| **Djinn Thunderer** | **Level 20 Artillery** |
|---|---|
| Large elemental humanoid (air) | XP 2,800 |
| **Initiative** +16 **Senses** Perception +16; blindsight 10 | |
| **HP** 146; **Bloodied** 73 | |
| **AC** 32; **Fortitude** 34, **Reflex** 32, **Will** 32 | |
| **Immune** disease, poison; **Resist** 15 thunder | |
| **Speed** 6, fly 8 (hover) | |
| **Action Points** see *rage of storms* | |
| ⊕ **Scepter** (standard; at-will) ✦ **Weapon** | |
| Reach 2; +27 vs. AC; 3d8 + 2 damage. | |
| **Rage of Storms** (free, when a critical hit damages the djinn thunderer; encounter) ✦ **Thunder** | |
| Close burst 2; +25 vs. Reflex; 3d8 + 12 thunder damage, and the thunderer pushes the target 5 squares. *Effect:* The thunderer gains 1 action point. | |
| **Imperious Thunder** (standard; encounter) ✦ **Thunder** | |
| Area burst 2 within 20; +25 vs. Reflex; 2d8 + 9 thunder damage, and the target takes ongoing 10 thunder damage (save ends). *Miss:* The target takes ongoing 10 thunder damage (save ends). | |
| **Thunderburst** (standard; at-will) ✦ **Thunder** | |
| Area burst 2 within 20; +25 vs. Fortitude; 2d8 + 9 thunder damage, and the target is dazed until the end of the djinn thunderer's next turn. | |
| **Zephyr Step** (minor; recharge ⚅) ✦ **Teleportation** | |
| The djinn thunderer teleports 20 squares. | |
| **Alignment** Unaligned **Languages** Common, Primordial | |
| **Skills** Insight +21 | |
| **Str** 26 (+18) **Dex** 23 (+16) **Wis** 23 (+16) | |
| **Con** 20 (+15) **Int** 21 (+15) **Cha** 19 (+14) | |
| **Equipment** scepter (mace) | |

### Djinn Thunderer Tactics

Djinn thunderers have little stomach for melee, preferring to use *thunderburst* and *imperious thunder* from the edge of the fray. If pressed, a thunderer makes a scepter attack, then uses *zephyr step* to escape to the other side of the battlefield.

EVA WIDERMANN

## Djinn Windbow

A djinn windbow fires arrows of whirling winds at its enemies.

| **Djinn Windbow** | **Level 22 Skirmisher** |
|---|---|
| Large elemental humanoid (air) | XP 4,150 |
| **Initiative** +21 **Senses** Perception +15; blindsight 10 | |
| **HP** 204; **Bloodied** 102 | |
| **AC** 36; **Fortitude** 33, **Reflex** 34, **Will** 33 | |
| **Immune** disease, poison; **Resist** 15 thunder | |
| **Speed** 6, fly 8 (hover) | |
| **Action Points** see *blowback* | |
| (+) **Slash of Thunder** (standard; at-will) ✦ **Thunder** | |
| Reach 2; +27 vs. AC; 2d8 + 10 thunder damage. | |
| **Windbow** (standard; at-will) ✦ **Weapon** | |
| Ranged 10/20; +27 vs. AC; 3d8 + 6 damage. | |
| **Blowback** (free, when a critical hit damages the djinn windbow; encounter) ✦ **Thunder** | |
| Close burst 2; +25 vs. Reflex; 4d8 + 8 thunder damage, and the windbow pushes the target 5 squares. *Effect:* The windbow gains 1 action point. | |
| **Brutal Zephyr** (standard; recharge ⚄ ⁞⁞) ✦ **Thunder** | |
| Ranged 30; +25 vs. Reflex; 2d8 + 13 thunder damage. *Miss:* The djinn windbow chooses another target within 10 squares of the first target, and rerolls the attack against the new target. If the second attack misses, the power ends. | |
| **Alignment** Unaligned **Languages** Common, Primordial | |
| **Skills** Bluff +23, Insight +20 | |
| **Str** 24 (+18) **Dex** 27 (+19) **Wis** 19 (+15) | |
| **Con** 20 (+16) **Int** 22 (+17) **Cha** 24 (+18) | |
| **Equipment** longbow, 20 arrows | |

## Djinn Stormsword

A djinn stormsword defends other djinns, pulling enemies inexorably toward its deadly scimitar.

| **Djinn Stormsword** | **Level 24 Soldier** |
|---|---|
| Large elemental humanoid (air) | XP 6,050 |
| **Initiative** +21 **Senses** Perception +19; blindsight 10 | |
| **HP** 222; **Bloodied** 111 | |
| **AC** 40; **Fortitude** 38, **Reflex** 36, **Will** 36 | |
| **Immune** disease, poison; **Resist** 15 lightning, 15 thunder | |
| **Speed** 6, fly 8 (hover) | |
| (+) **Scimitar** (standard; at-will) ✦ **Weapon** | |
| Reach 2; +31 vs. AC; 3d10 + 3 damage (crit 9d10 + 33), and the target is marked until the end of the djinn stormsword's next turn. | |
| **Come to Me** (minor 1/round; at-will) | |
| Ranged 5; +27 vs. Fortitude; the djinn stormsword pulls the target 5 squares. | |
| **Spinning Vortex** (standard; recharge ⁞⁞) ✦ **Cold, Thunder** | |
| Ranged 5; +27 vs. Reflex; 4d12 + 8 cold and thunder damage, and the target is immobilized (save ends). | |
| **Whirlwind Dervish** (standard; recharges when the djinn stormsword is struck by a critical hit) ✦ **Lightning, Thunder** | |
| Close burst 2; +29 vs. AC; 4d8 + 12 lightning and thunder damage. | |
| **Alignment** Unaligned **Languages** Common, Primordial | |
| **Skills** Bluff +22, Insight +24 | |
| **Str** 28 (+21) **Dex** 25 (+19) **Wis** 25 (+19) | |
| **Con** 22 (+18) **Int** 19 (+16) **Cha** 20 (+17) | |
| **Equipment** scimitar | |

MATIAS TAPIA/FRANZ VOHWINKEL

### Djinn Stormsword Tactics

Protection of artillery and controllers is the djinn stormsword's first priority. A stormsword uses *come to me* every round to keep targets away from its allies, punishing foes with *spinning vortex* and scimitar attacks.

## Djinn Skylord

A djinn skylord directs its allies in combat, confusing its enemies with powerful storms.

| **Djinn Skylord** | **Level 25 Controller (Leader)** |
|---|---|
| Large elemental humanoid (air) | XP 7,000 |
| **Initiative** +17 | **Senses** Perception +21; blindsight 10 |
| **HP** 236; **Bloodied** 118 | |
| **AC** 39; **Fortitude** 38, **Reflex** 36, **Will** 36 | |
| **Immune** disease, poison; **Resist** 15 thunder | |
| **Speed** 6, fly 8 (hover) | |
| ⊕ **Storm Staff** (standard; at-will) ✦ **Weapon** | |
| Reach 2; +30 vs. AC; 3d10 + 4 damage, and the djinn skylord either shifts 2 squares or makes an extra recharge roll for *storm shout*. | |
| **Elemental Command** (minor 1/round; at-will) | |
| Ranged 10; no attack roll; the djinn skylord slides the target 1 square. | |
| **Mystic Hail** (standard; at-will) ✦ **Psychic** | |
| Ranged 20; +29 vs. Will; 2d8 + 8 psychic damage, and the target grants combat advantage to the djinn skylord until the target uses a standard action to clear its head of the *mystic hail*. | |
| **Sandstorm** (standard; encounter) ✦ **Psychic, Zone** | |
| Close burst 5; +29 vs. Will; 4d8 + 8 damage. *Effect:* The burst creates a zone of swirling sand that lasts until the end of the djinn skylord's next turn. Each ally within the zone gains concealment. Each enemy that starts its turn within the zone is dazed until the start of its next turn. *Sustain Minor:* The zone persists. | |
| **Storm Shout** (standard; recharge ⚄ ⚅) ✦ **Thunder** | |
| Close blast 5; +29 vs. Will; 3d10 + 10 thunder damage, and the target is pushed 3 squares and knocked prone. | |
| **Alignment** Unaligned | **Languages** Common, Primordial |
| **Skills** Diplomacy +24, Insight +21 | |
| **Str** 23 (+18) | **Dex** 20 (+17) **Wis** 18 (+16) |
| **Con** 28 (+21) | **Int** 25 (+19) **Cha** 25 (+19) |
| **Equipment** quarterstaff | |

### Djinn Skylord Tactics

A djinn skylord tries to seize advantageous ground for its allies, swooping to the center of the battlefield and blasting foes with *sandstorm*. From the edge of the zone, it uses *mystic hail* and *elemental command* until it needs to defend itself with *storm shout*.

## Djinn Lore

**Arcana DC 24:** Djinns are native to the Elemental Chaos, but as punishment for their role in the war against the gods, they were scattered after their defeat. Many djinns were imprisoned in worldly objects or had their powers severely curtailed.

**Arcana DC 29:** Those djinns that are free seek to regain their lost might and reclaim the relics and outposts of their old empires, many of which now lie in the world. Characters who aid a djinn in a quest to reclaim a cloud palace or locate an artifact can expect great reward. Creatures that oppose the ambition of the djinns are certain to earn their eternal enmity.

FRANZ VOHWINKEL

## Encounter Groups

Djinns prefer to ally with their own kind, but they can often be found in the company of other creatures of the air. A djinn has no interest in leading other creatures, and all djinns rankle at the thought of taking orders from lesser beings. As a result, any alliance with a djinn is short-lived at best.

**Level 22 Encounter (21,400 XP)**
- ✦ 1 djinn stormsword (level 24 soldier)
- ✦ 2 djinn thunderers (level 20 artillery)
- ✦ 1 djinn windbow (level 22 skirmisher)
- ✦ 2 rimefire griffons (level 20 skirmisher, *MM* 147)

**Level 26 Encounter (54,950 XP)**
- ✦ 1 djinn skylord (level 25 controller)
- ✦ 1 djinn thunderer (level 20 artillery)
- ✦ 3 djinn stormswords (level 24 soldier)
- ✦ 3 storm gorgons (level 26 skirmisher, *MM* 143)

Dragons are widely renowned as some of the most powerful monsters in the world. Metallic dragons give fealty to Bahamut in his role as the Platinum Dragon. However, even the most equitable of these great creatures do not hesitate to use their might to crush opponents.

Despite their relatively benign nature, many metallic dragons engage in cruelty. All metallic dragons are fierce when protecting their treasures.

## Metallic Dragon Lore

**Nature DC 15:** Metallic dragons love learned discourse, but they also have a keen sense of insight and are quick to sense deception. Those who seek to rob or deceive a metallic dragon are shown no mercy.

**Nature DC 20:** Metallic dragons can be found in a wide range of climes and locales, preferring to sequester themselves inside ancient sites of great learning. They are as likely to be found in the heart of a living city as in some ancient ruin.

**Nature DC 25:** Metallic dragons do not make pacts with other groups of creatures, but an individual dragon is very likely to have gathered a wide variety of lesser creatures around it. Metallic dragons treat such creatures as students and wards rather than as slaves. In return, these creatures act as the dragons' servants and guards, and are deeply loyal to their dragon lieges.

## Metallic Dragon Encounters

Many metallic dragons guard great works of magic or items of historical significance. As a dragon ages and grows in power, it gathers more precious objects. A metallic dragon is often found with a large number of lesser creatures, which help protect the dragon's lair and the treasures the dragon guards.

LARS GRANT-WEST

# Adamantine Dragon

Adamantine dragons are tacticians that supplement their melee abilities with blasts of thunderous power. They can be found anywhere, but prefer to lair in huge underground caverns.

## Adamantine Dragon Tactics

An adamantine dragon favors frontal assaults against a single target that it can take down quickly. When working with a group of allies, an adamantine dragon doesn't hesitate to bear the brunt of enemies' attacks. When fighting alone, an adamantine dragon attempts to isolate weaker foes first and finish them off quickly.

**Young Adamantine Dragon** **Level 7 Solo Soldier**
Large natural magical beast (dragon) XP 1,500

**Initiative** +8 **Senses** Perception +10; darkvision
**HP** 332; **Bloodied** 166; see also *bloodied breath*
**AC** 23; **Fortitude** 22, **Reflex** 20, **Will** 19
**Resist** 15 thunder
**Saving Throws** +5
**Speed** 6, fly 8 (hover), overland flight 10
**Action Points** 2

**Bite** (standard; at-will)
Reach 2; +12 vs. Reflex; 1d10 + 6 damage.

**Claw** (standard; at-will)
Reach 2; +12 vs. Reflex ; 1d8 + 6 damage.

**Double Attack** (standard; at-will)
The young adamantine dragon makes two claw attacks.

**Wing Buffet** (immediate reaction, when an enemy enters or leaves an adjacent square; at-will)
Reach 2; +12 vs. Fortitude; 1d8 + 3 damage, and the target is knocked prone.

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Thunder**
Close blast 5; +10 vs. Fortitude; 2d6 + 3 thunder damage, and the target is knocked prone. *Miss:* Half damage. *Effect:* At the start of the young adamantine dragon's next turn, it gives a thunderous roar: close burst 3; no attack roll; 10 thunder damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the young adamantine dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +12 vs. Will; the target is stunned until the end of the young adamantine dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Insight +10, Intimidate +9
**Str** 20 (+8) **Dex** 17 (+6) **Wis** 14 (+5)
**Con** 19 (+7) **Int** 11 (+3) **Cha** 12 (+4)

**Adult Adamantine Dragon** **Level 14 Solo Soldier**
Large natural magical beast (dragon) XP 5,000

**Initiative** +14 **Senses** Perception +16; darkvision
**HP** 564; **Bloodied** 282; see also *bloodied breath*
**AC** 30; **Fortitude** 28, **Reflex** 27, **Will** 26
**Resist** 20 thunder
**Saving Throws** +5
**Speed** 8, fly 10 (hover), overland flight 15
**Action Points** 2

**Bite** (standard; at-will)
Reach 2; +19 vs. Reflex; 2d6 + 6 damage, and ongoing 5 damage (save ends).

**Claw** (standard; at-will)
Reach 2; +19 vs. Reflex; 1d10 + 6 damage.

**Draconic Fury** (standard; at-will)
The adult adamantine dragon makes three claw attacks and then makes a bite attack against a different target.

**Wing Buffet** (immediate reaction, when an enemy enters or leaves an adjacent square; at-will)
Reach 2; +19 vs. Fortitude; 1d8 + 6 damage, and the target is knocked prone.

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Thunder**
Close blast 5; +17 vs. Fortitude; 2d10 + 6 thunder damage, and the target is knocked prone. *Miss:* Half damage. *Effect:* At the start of the adult adamantine dragon's next turn, it gives a thunderous roar: close burst 3; no attack roll; 15 thunder damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the adult adamantine dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +17 vs. Will; the target is stunned until the end of the adult adamantine dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Insight +15, Intimidate +13
**Str** 23 (+13) **Dex** 21 (+12) **Wis** 18 (+11)
**Con** 21 (+12) **Int** 11 (+7) **Cha** 12 (+8)

| Elder Adamantine Dragon | Level 21 Solo Soldier |
|---|---|
| Huge natural magical beast (dragon) | XP 16,000 |

**Initiative** +17 **Senses** Perception +19; darkvision
**HP** 796; **Bloodied** 398; see also *bloodied breath*
**AC** 37; **Fortitude** 36, **Reflex** 33, **Will** 32
**Resist** 25 thunder
**Saving Throws** +5
**Speed** 8, fly 10 (hover), overland flight 15
**Action Points** 2

**Bite** (standard; at-will)
Reach 2; +26 vs. Reflex; 2d8 + 8 damage, and ongoing 10 damage (save ends).

**Claw** (standard; at-will)
Reach 2; +26 vs. Reflex; 1d12 + 8 damage.

**Draconic Fury** (standard; at-will)
The elder adamantine dragon makes four claw attacks and then makes a bite attack against a different target.

**Wing Buffet** (immediate reaction, when an enemy enters or leaves an adjacent square; at-will)
Reach 2; +26 vs. Fortitude; 1d10 + 8 damage, and the target is knocked prone.

**Painful Resonance** (minor; recharge ⚅) ✦ **Thunder**
Ranged 20; +26 vs. Fortitude; the target takes ongoing 10 thunder damage and is dazed (save ends both).

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Thunder**
Close blast 5; +24 vs. Fortitude; 3d12 + 6 thunder damage, and the target is knocked prone. *Miss:* Half damage. *Effect:* At the start of the elder adamantine dragon's next turn, it gives a thunderous roar: close burst 3; no attack roll; 15 thunder damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the elder adamantine dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +24 vs. Will; the target is stunned until the end of the elder adamantine dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Insight +19, Intimidate +17

| | | |
|---|---|---|
| **Str** 26 (+18) | **Dex** 21 (+15) | **Wis** 18 (+14) |
| **Con** 23 (+16) | **Int** 13 (+11) | **Cha** 14 (+12) |

## Adamantine Dragon Lore

**Nature DC 20:** The teeth and claws of adamantine dragons can slice through the thickest armor. Adamantine dragons breathe powerful blasts of thunder energy that produce powerful aftershocks.

**Nature DC 25:** Haughty and imperious, adamantine dragons assume leadership of any creatures in their territory. They demand loyalty, tribute, and respect, and in return they take the responsibility of protecting their charges seriously.

| Ancient Adamantine Dragon | Level 28 Solo Soldier |
|---|---|
| Gargantuan natural magical beast (dragon) | XP 65,000 |

**Initiative** +21 **Senses** Perception +24; darkvision
**HP** 1,020; **Bloodied** 510; see also *bloodied breath*
**AC** 44; **Fortitude** 42, **Reflex** 38, **Will** 38
**Resist** 30 thunder; see also *bloodied resilience*
**Saving Throws** +5
**Speed** 8, fly 12 (hover), overland flight 15
**Action Points** 2

**Bite** (standard; at-will)
Reach 4; +33 vs. Reflex; 2d10 + 9 damage, and ongoing 15 damage (save ends).

**Claw** (standard; at-will)
Reach 4; +33 vs. Reflex; 2d8 + 9 damage.

**Draconic Fury** (standard; at-will)
The ancient adamantine dragon makes four claw attacks and then makes a bite attack against a different target.

**Wing Buffet** (immediate reaction, when an enemy enters or leaves an adjacent square; at-will)
Reach 2; +33 vs. Fortitude; 2d8 + 9 damage, and the target is knocked prone.

**Painful Resonance** (minor; recharge ⚅) ✦ **Thunder**
Ranged 20; +33 vs. Fortitude; the target takes ongoing 15 thunder damage and is dazed (save ends both).

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Thunder**
Close blast 5; +31 vs. Reflex; 4d12 + 6 thunder damage, and the target is knocked prone. *Miss:* Half damage. *Effect:* At the start of the ancient adamantine dragon's next turn, it gives a thunderous roar: close burst 5; no attack roll; 20 thunder damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the ancient adamantine dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +31 vs. Will; the target is stunned until the end of the ancient adamantine dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Bloodied Resilience** (while bloodied)
An ancient adamantine dragon gains resist 10 to all damage on the first attack that targets it in each round.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Insight +24, Intimidate +21

| | | |
|---|---|---|
| **Str** 28 (+23) | **Dex** 21 (+19) | **Wis** 20 (+19) |
| **Con** 23 (+20) | **Int** 15 (+16) | **Cha** 14 (+16) |

## Encounter Groups

Adamantine dragons gather allies that can best supplement their melee abilities. Tactically minded, they favor allies such as harpies, hags, and other creatures that can use magic to control their enemies' minds.

**Level 15 Encounter (XP 6,400)**
- ✦ 1 adult adamantine dragon (level 14 solo soldier)
- ✦ 2 banshrae warriors (level 12 skirmisher, *MM* 25)

CHRIS SEAMAN

# Copper Dragon

The most covetous and miserly of the metallic dragons, copper dragons are nonetheless social creatures. They breathe destructive blasts of acid and make their lairs in dry, rocky uplands and mountains.

## Copper Dragon Tactics

Copper dragons lair in locations that let them exploit their excellent mobility. A copper dragon favors repeated *flyby attacks* while maneuvering to make the greatest use of blocking terrain. It is careful to limit its exposure to ranged attacks, and uses its breath weapon against multiple foes. With the right terrain and careful positioning, a copper dragon can avoid most of its opponents' attacks.

## Copper Dragon Lore

**Nature DC 20:** Copper dragons lair among dry hills and mountains. They are willing to engage in prolonged battles, harrying their prey over long periods of time.

**Nature DC 25:** A copper dragon is covetous by nature; despite its pleasant demeanor, it seldom leaves a situation without gaining some benefit. Copper dragons breathe streams of acid and are among the swiftest of all dragons.

## Encounter Groups

Copper dragons recruit creatures as fast and agile as they are, allowing them to conduct running skirmishes against their enemies. Hippogriffs, kenkus, rocs, and sphinxes are often found with copper dragons. Copper dragons sometimes hire human and elf cavalry to help run down their enemies.

**Level 8 Encounter (XP 1,850)**
- 3 hippogriffs (level 5 skirmisher, *MM* 146)
- 1 young copper dragon (level 6 solo skirmisher)

**Level 14 Encounter (XP 5,600)**
- 1 adult copper dragon (level 13 solo skirmisher)
- 2 dragonborn raiders (level 13 skirmisher, *MM* 86)

**Young Copper Dragon** **Level 6 Solo Skirmisher**
Large natural magical beast (dragon) XP 1,250

**Initiative** +10 **Senses** Perception +10; darkvision
**HP** 296; **Bloodied** 148; see also *bloodied breath*
**AC** 20; **Fortitude** 18, **Reflex** 19, **Will** 16
**Resist** 15 acid
**Saving Throws** +5
**Speed** 8, fly 10 (hover), overland flight 15
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Acid**
The young copper dragon shifts 2 squares before and after making the attack. Reach 2; +11 vs. AC; 1d10 + 4 damage plus 1d6 acid damage.

⊕ **Claw** (standard; at-will)
Reach 2; +11 vs. AC; 1d8 + 4 damage.

⨽ **Double Attack** (standard; at-will)
The young copper dragon makes two claw attacks and then shifts 2 squares.

⨽ **Flyby Attack** (standard; at-will)
The young copper dragon flies 10 squares and makes one melee basic attack at any point during that movement. The dragon doesn't provoke opportunity attacks when moving away from the target.

⨽ **Cutwing Step** (immediate reaction, when an enemy moves to a space where it flanks the young copper dragon; at-will)
Targets the triggering enemy; +11 vs. AC; 1d8 + 3 damage, and the copper dragon shifts 2 squares.

⇖ **Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Acid**
Close blast 5; +7 vs. Reflex; 1d10 + 4 acid damage, and the target is slowed (save ends). *Miss:* Half damage.

⇖ **Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the young copper dragon uses it.

⇖ **Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +7 vs. Will; the target is stunned until the end of the young copper dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Acrobatics +13, Bluff +9, Insight +10
**Str** 16 (+6) **Dex** 20 (+8) **Wis** 14 (+5)
**Con** 18 (+7) **Int** 12 (+4) **Cha** 12 (+4)

**Adult Copper Dragon** **Level 13 Solo Skirmisher**
Large natural magical beast (dragon) XP 4,000

**Initiative** +15 **Senses** Perception +14; darkvision
**HP** 528; **Bloodied** 264; see also *bloodied breath*
**AC** 27; **Fortitude** 25, **Reflex** 27, **Will** 23
**Resist** 20 acid
**Saving Throws** +5
**Speed** 9, fly 12 (hover), overland flight 15
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Acid**
The adult copper dragon shifts 2 squares before and after making the attack. Reach 2; +18 vs. AC; 2d6 + 6 damage plus 2d6 acid damage.

⊕ **Claw** (standard; at-will)
Reach 2; +18 vs. AC; 1d10 + 6 damage.

⨽ **Double Attack** (standard; at-will)
The adult copper dragon makes two claw attacks and then shifts 3 squares.

⨽ **Flyby Attack** (standard; at-will)
The adult copper dragon flies 14 squares and makes one melee basic attack at any point during that movement. The dragon doesn't provoke opportunity attacks when moving away from the target.

⨽ **Cutwing Step** (immediate reaction, when an enemy moves to a space where it flanks the adult copper dragon; at-will)
Targets the triggering enemy; +18 vs. AC; 1d10 + 6 damage, and the dragon shifts 2 squares.

⇖ **Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Acid**
Close blast 5; +14 vs. Reflex; 2d10 + 6 acid damage, and the target is slowed (save ends). *Miss:* Half damage.

⇖ **Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the adult copper dragon uses it.

⇖ **Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +14 vs. Will; the target is stunned until the end of the adult copper dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Unfettered Wings**
An adult copper dragon makes saving throws against immobilized, slowed, and restrained conditions at the start of its turn as well as at the end of its turn.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Acrobatics +18, Bluff +14, Insight +14
**Str** 18 (+10) **Dex** 24 (+13) **Wis** 16 (+9)
**Con** 20 (+11) **Int** 14 (+8) **Cha** 16 (+9)

VINOD RAMS

**Elder Copper Dragon** **Level 20 Solo Skirmisher**
Huge natural magical beast (dragon) XP 14,000

**Initiative** +20 **Senses** Perception +19; darkvision
**HP** 760; **Bloodied** 380; see also *bloodied breath*
**AC** 34; **Fortitude** 32, **Reflex** 34, **Will** 31
**Resist** 25 acid
**Saving Throws** +5
**Speed** 10, fly 14 (hover), overland flight 18
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Acid**
Reach 2; +25 vs. AC; 2d8 + 8 damage plus 3d6 acid damage. The elder copper dragon shifts 2 squares before and after making the attack.

⊕ **Claw** (standard; at-will)
Reach 2; +25 vs. AC; 2d6 + 8 damage.

⊕ **Double Attack** (standard; at-will)
The elder copper dragon makes two claw attacks and then shifts 3 squares.

⊕ **Flyby Attack** (standard; at-will)
The elder copper dragon flies 14 squares and makes one melee basic attack at any point during that movement. The dragon doesn't provoke opportunity attacks when moving away from the target.

⊕ **Cutwing Step** (immediate reaction, when an enemy moves to a space where it flanks the elder copper dragon; at-will)
Targets the triggering enemy; +25 vs. AC; 2d6 + 8 damage, and the dragon shifts 3 squares.

**Breath Weapon** (standard; recharge ⚅ ⚄ ⚃) ✦ **Acid**
Close blast 5; +21 vs. Reflex; 3d10 + 6 acid damage, and the target is slowed (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the elder copper dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +21 vs. Will; the target is stunned until the end of the elder copper dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Unfettered Wings**
An elder copper dragon makes saving throws against immobilized, slowed, and restrained conditions at the start of its turn as well as at the end of its turn.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Acrobatics +23, Bluff +20, Insight +19
**Str** 20 (+15) **Dex** 26 (+18) **Wis** 18 (+14)
**Con** 22 (+16) **Int** 16 (+13) **Cha** 20 (+15)

**Ancient Copper Dragon** **Level 27 Solo Skirmisher**
Huge natural magical beast (dragon) XP 55,000

**Initiative** +25 **Senses** Perception +22; darkvision
**HP** 1,000; **Bloodied** 500; see also *bloodied breath*
**AC** 41; **Fortitude** 39, **Reflex** 41, **Will** 37
**Resist** 30 acid
**Saving Throws** +5
**Speed** 10, fly 14 (hover), overland flight 18
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Acid**
The ancient copper dragon shifts 2 squares before and after making the attack. Reach 2; +32 vs. AC; 2d10 + 10 damage plus 4d6 acid damage.

⊕ **Claw** (standard; at-will)
Reach 2; +32 vs. AC; 2d8 + 9 damage.

⊕ **Double Attack** (standard; at-will)
The ancient copper dragon makes two claw attacks and then shifts 3 squares.

⊕ **Double Flyby Attack** (standard; at-will)
The ancient copper dragon flies 16 squares and makes a melee basic attack against each of two different targets at any point during that movement. The dragon doesn't provoke opportunity attacks when moving away from the targets.

⊕ **Cutwing Step** (immediate reaction, when an enemy moves to a space where it flanks the ancient copper dragon; at-will)
Targets the triggering enemy; +32 vs. AC; 2d8 + 9 damage, and the dragon shifts 4 squares.

**Breath Weapon** (standard; recharge ⚅ ⚄ ⚃) ✦ **Acid**
Close blast 5; +28 vs. Reflex; 4d10 + 8 acid damage, and the target is slowed (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the ancient copper dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +28 vs. Will; the target is stunned until the end of the ancient copper dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Unfettered Wings**
An ancient copper dragon makes saving throws against immobilized, slowed, and restrained conditions at the start of its turn as well as at the end of its turn.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Acrobatics +28, Bluff +24, Insight +22
**Str** 22 (+19) **Dex** 30 (+23) **Wis** 18 (+17)
**Con** 26 (+21) **Int** 18 (+17) **Cha** 22 (+19)

WILLIAM O'CONNOR

# Gold Dragon

Gold dragons breathe torrents of flame, and as they age, their scales grow bright with radiant energy. They lair in a variety of climes, favoring plains and rolling hills where they can easily survey the land. Gold dragons are renowned above all other children of Io, and few creatures dare to test the might of the oldest of them.

## Gold Dragon Tactics

Gold dragons seek to control the flow of battle. A gold dragon opens battle by catching as many foes as possible with its *breath weapon,* then scattering them using *frightful presence*. Once its foes are separated, the gold dragon pounces on the weakest.

## Gold Dragon Lore

**Nature DC 20:** Gold dragons often lair in plains or hills, but their terrain preference is secondary to the goal of influencing a society or protecting a magic secret. Gold dragons often assume leadership of a group of lesser creatures. Gold dragons breathe powerful gouts of flame.

**Nature DC 25:** Gold dragons are usually honest and forthright, but they show little interest in the concerns of other creatures. Societies led by a gold dragon sometimes find themselves at the mercy of its long-term plans.

**Nature DC 30:** Some gold dragons know a ritual that allows them to assume humanoid forms. A gold dragon divests itself of this disguise when threatened.

## Encounter Groups

Gold dragons that have selfish or evil tendencies recruit minotaurs, ogres, and trolls as disposable shock troops. Other gold dragons might be defended by members of the societies they lead.

**Level 10 Encounter (XP 2,700)**
- 2 angels of valor (level 8 soldier, *MM* 16)
- 1 young gold dragon (level 9 solo controller)

**Level 19 Encounter (XP 12,200)**
- 1 adult gold dragon (level 17 solo controller)
- 3 savage minotaurs (level 16 brute, *MM* 191)

CHRIS SEAMAN

WILLIAM O'CONNOR

**Young Gold Dragon** **Level 9 Solo Controller**
Large natural magical beast (dragon) XP 2,000

**Initiative** +7 **Senses** Perception +12; darkvision
**HP** 380; **Bloodied** 190; see also *bloodied breath*
**AC** 23; **Fortitude** 21, **Reflex** 23, **Will** 21
**Resist** 15 fire
**Saving Throws** +5
**Speed** 8, fly 10 (hover), overland flight 15
**Action Points** 2

⨺ **Bite** (standard; at-will) ✦ **Fire**
Reach 2; +14 vs. AC; 2d8 + 4 damage plus 2d6 fire damage.

⨺ **Claw** (standard; at-will)
Reach 2; +14 vs. AC; 2d6 + 4 damage.

⨺ **Double Attack** (standard; at-will)
The young gold dragon makes two claw attacks.

⨺ **Fiery Wing Riposte** (immediate reaction, when the young gold dragon is hit by a creature adjacent to it; at-will) ✦ **Fire**
+13 vs. Fortitude; the target is pushed 5 squares and takes ongoing 5 fire damage (save ends).

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Fire**
Close blast 5; +11 vs. Reflex; 2d6 + 5 fire damage, and the target is weakened (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the young gold dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +11 vs. Will; the target is stunned until the end of the young gold dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Arcana +15, Athletics +13, Diplomacy +13, Insight +12, Intimidate +13
**Str** 18 (+8) **Dex** 16 (+7) **Wis** 16 (+7)
**Con** 15 (+6) **Int** 23 (+10) **Cha** 18 (+8)

**Adult Gold Dragon** **Level 17 Solo Controller**
Large natural magical beast (dragon) XP 8,000

**Initiative** +12 **Senses** Perception +17; darkvision
**HP** 652; **Bloodied** 326; see also *bloodied breath*
**AC** 31; **Fortitude** 29, **Reflex** 31, **Will** 29
**Resist** 20 fire
**Saving Throws** +5
**Speed** 8, fly 10 (hover), overland flight 15
**Action Points** 2

⨺ **Bite** (standard; at-will) ✦ **Fire**
Reach 2; +22 vs. AC; 2d8 + 7 damage plus 3d8 fire damage.

⨺ **Claw** (standard; at-will)
Reach 2; +22 vs. AC; 2d8 + 7 damage.

⨺ **Double Attack** (standard; at-will)
The adult gold dragon makes two claw attacks.

⨺ **Fiery Wing Riposte** (immediate reaction, when the adult gold dragon is hit by a creature adjacent to it; at-will) ✦ **Fire**
+21 vs. Fortitude; the target is pushed 5 squares and takes ongoing 10 fire damage (save ends).

**Breath Weapon** (standard; recharge ⚄ ⚄ ⚅) ✦ **Fire**
Close blast 5; +19 vs. Reflex; 2d8 + 7 fire damage, and the target is weakened (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the adult gold dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +19 vs. Will; the target is stunned until the end of the adult gold dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Burning Tomb** (standard; recharge ⚅) ✦ **Fire, Zone**
Area burst 1 within 20; +19 vs. Reflex; 2d8 + 8 damage, and the target is immobilized (save ends). *Effect:* The burst creates a zone of fire that lasts until the end of the adult gold dragon's next turn. Each creature that starts its turn within the zone takes 15 fire damage. *Sustain Minor:* The zone persists.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Arcana +21, Athletics +20, Diplomacy +19, Insight +17, Intimidate +19
**Str** 25 (+15) **Dex** 18 (+12) **Wis** 18 (+12)
**Con** 19 (+12) **Int** 26 (+16) **Cha** 22 (+14)

## Elder Gold Dragon — Level 24 Solo Controller

Huge natural magical beast (dragon) — XP 30,250

**Initiative** +18 **Senses** Perception +23; darkvision

**Weakening Flames** (**Fire**) aura 2; each enemy that enters or starts its turn in the aura chooses either to take 15 fire damage or to be weakened until the start of its next turn.

**HP** 888; **Bloodied** 444; see also *bloodied breath*

**AC** 38; **Fortitude** 36, **Reflex** 38, **Will** 36

**Resist** 25 fire

**Saving Throws** +5

**Speed** 8, fly 12 (hover), overland flight 15

**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Fire**

Reach 3; +29 vs. AC; 2d10 + 8 damage plus 3d10 fire damage.

⊕ **Claw** (standard; at-will)

Reach 3; +29 vs. AC; 2d10 + 8 damage.

**Double Attack** (standard; at-will)

The elder gold dragon makes two claw attacks.

**Fiery Wing Riposte** (immediate reaction, when the elder gold dragon is hit by a creature adjacent to it; at-will) ✦ **Fire**

+28 vs. Fortitude; the target is pushed 5 squares and takes ongoing 10 fire damage (save ends).

**Beguiling Glow** (minor; recharge ⚄ ⚅) ✦ **Charm**

Close burst 8; targets enemies; +26 vs. Will; the target is pulled 5 squares and dazed (save ends).

**Breath Weapon** (standard; recharge ⚁ ⚄ ⚅) ✦ **Fire**

Close blast 5; +26 vs. Reflex; 3d8 + 8 fire damage, and the target is weakened (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)

*Breath weapon* recharges, and the elder gold dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**

Close burst 10; targets enemies; +26 vs. Will; the target is stunned until the end of the elder gold dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Burning Tomb** (standard; at-will) ✦ **Fire, Zone**

Area burst 1 within 20; +26 vs. Reflex; 3d8 + 8 damage, and the target is immobilized (save ends). *Effect:* The burst creates a zone of fire that lasts until the end of the elder gold dragon's next turn. Each creature that starts its turn within the zone takes 15 fire damage. *Sustain Minor:* The zone persists.

**Alignment** Unaligned **Languages** Common, Draconic

**Skills** Arcana +27, Athletics +25, Diplomacy +25, Insight +23, Intimidate +25

| | | |
|---|---|---|
| **Str** 27 (+20) | **Dex** 22 (+18) | **Wis** 23 (+18) |
| **Con** 22 (+18) | **Int** 30 (+22) | **Cha** 26 (+20) |

## Ancient Gold Dragon — Level 30 Solo Controller

Gargantuan natural magical beast (dragon) — XP 95,000

**Initiative** +22 **Senses** Perception +28; darkvision

**Weakening Flames** (**Fire**) aura 5; each enemy that enters the aura or starts its turn there chooses either to take 20 fire damage or to be weakened until the start of its next turn.

**HP** 1,088; **Bloodied** 544; see also *bloodied breath*

**AC** 44; **Fortitude** 42, **Reflex** 44, **Will** 42

**Resist** 30 fire

**Saving Throws** +5

**Speed** 8, fly 12 (hover), overland flight 15

**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Fire**

Reach 4; +35 vs. AC; 3d10 + 9 damage plus 4d10 fire damage.

⊕ **Claw** (standard; at-will)

Reach 4; +35 vs. AC; 3d10 + 9 damage.

**Triple Attack** (standard; at-will)

The ancient gold dragon makes three claw attacks.

**Fiery Wing Riposte** (immediate reaction, when the ancient gold dragon is hit by a creature adjacent to it; at-will) ✦ **Fire**

+34 vs. Fortitude; the target is pushed 5 squares and takes ongoing 20 fire damage (save ends).

**Ancient Radiance** (standard; recharge ⚅) ✦ **Radiant**

Close burst 4; targets enemies; +32 vs. Fortitude; 3d10 + 9 radiant damage, and the target is dazed until the end of the ancient gold dragon's next turn. *Aftereffect:* The target gains vulnerable 10 radiant (save ends).

**Beguiling Glow** (minor; recharge ⚄ ⚅) ✦ **Charm**

Close burst 8; targets enemies; +32 vs. Will; the target is pulled 5 squares and dazed (save ends).

**Breath Weapon** (standard; recharge ⚁ ⚄ ⚅) ✦ **Fire, Radiant**

Close blast 5; +32 vs. Reflex; 4d8 + 9 fire and radiant damage, and the target is weakened (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)

*Breath weapon* recharges, and the ancient gold dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**

Close burst 10; targets enemies; +32 vs. Will; the target is stunned until the end of the ancient gold dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Burning Tomb** (standard; at-will) ✦ **Fire, Zone**

Area burst 1 within 20; +32 vs. Reflex; 4d8 + 13 damage, and the target is immobilized (save ends). *Effect:* The burst creates a zone of fire that lasts until the end of the ancient gold dragon's next turn. Each creature that starts its turn within the zone takes 20 fire damage. *Sustain Minor:* The zone persists.

**Alignment** Unaligned **Languages** Common, Draconic

**Skills** Arcana +33, Athletics +29, Diplomacy +29, History +33, Insight +28, Intimidate +29

| | | |
|---|---|---|
| **Str** 28 (+24) | **Dex** 24 (+22) | **Wis** 26 (+23) |
| **Con** 24 (+22) | **Int** 36 (+28) | **Cha** 28 (+24) |

LARS GRANT-WEST

# Iron Dragon

Quick and deceptive by nature, iron dragons hunt from the shadows, striking when and where they choose. Iron dragons prefer to lair in regions of low hills and deep forests, or other environments that offer good concealment for a large predator.

## Iron Dragon Tactics

Iron dragons prefer to strike from ambush. An iron dragon's lair features an extensive series of chambers, each with multiple entrances and exits. The dragon stations traps or minions in each of these chambers, waiting until its foes are distracted by more obvious threats before it strikes.

## Iron Dragon Lore

**Nature DC 20:** Savage and surly, iron dragons are reclusive and prefer to strike from ambush. Iron dragons breathe blasts of lightning.

**Nature DC 25:** As iron dragons age, they become more impervious to attack. A battle with an older iron dragon promises to be a prolonged affair.

## Encounter Groups

As befits their sly nature, iron dragons do not have allies so much as dupes. They lure dwarves, hobgoblins, minotaurs, and other greedy humanoids into working for them in return for a promise of easy loot. An iron dragon dispatches its "friends" to ambush intruders. Once the fighting starts, the dragon watches for a few moments. If its intercession can win the battle, it attacks. If its allies seem likely to be defeated, an iron dragon flees rather than risk its own hide.

**Level 7 Encounter (XP 1,600)**
- 3 dwarf hammerers (level 5 soldier, *MM* 97)
- 1 young iron dragon (level 5 solo lurker)

**Level 13 Encounter (XP 4,000)**
- 1 adult iron dragon (level 11 solo lurker)
- 2 minotaur warriors (level 10 soldier, *MM* 190)

**Young Iron Dragon** **Level 5 Solo Lurker**
Large natural magical beast (dragon) XP 1,000

**Initiative** +8 **Senses** Perception +8; darkvision
**HP** 268; **Bloodied** 134; see also *bloodied breath*
**AC** 19; **Fortitude** 19, **Reflex** 17, **Will** 16
**Resist** 15 lightning
**Saving Throws** +5
**Speed** 8, fly 8 (hover), overland flight 10
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Lightning**
Reach 2; +10 vs. AC; 2d8 + 4 damage plus 1d8 lightning damage.

⊕ **Claw** (standard; at-will)
Reach 2; +10 vs. AC; 1d10 + 4 damage.

⸸ **Double Attack** (standard; at-will)
The young iron dragon makes two claw attacks.

⸸ **Wing Block** (immediate interrupt, when the young iron dragon is hit by an attack; at-will)
The dragon gains resist 5 to all damage of the triggering attack, and it makes an attack: +10 vs. AC; 1d6 + 4 damage.

✧ **Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Lightning**
Close blast 5; +6 vs. Reflex; 2d6 + 4 lightning damage, and the young iron dragon pulls the target 3 squares. *Miss:* Half damage.

✧ **Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the young iron dragon uses it.

✧ **Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +6 vs. Will; the target is stunned until the end of the young iron dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Acrobatics +9, Athletics +8, Stealth +9
**Str** 13 (+3) **Dex** 14 (+4) **Wis** 12 (+3)
**Con** 19 (+6) **Int** 12 (+3) **Cha** 11 (+2)

**Adult Iron Dragon** **Level 11 Solo Lurker**
Large natural magical beast (dragon) XP 3,000

**Initiative** +13 **Senses** Perception +14; darkvision
**HP** 472; **Bloodied** 236; see also *bloodied breath*
**AC** 25; **Fortitude** 25, **Reflex** 23, **Will** 23
**Resist** 20 lightning
**Saving Throws** +5
**Speed** 8, fly 8 (hover), overland flight 10
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Lightning**
Reach 2; +16 vs. AC; 2d6 + 5 damage plus 2d6 lightning damage.

⊕ **Claw** (standard; at-will)
Reach 2; +16 vs. AC; 1d10 + 5 damage.

⸸ **Double Attack** (standard; at-will)
The adult iron dragon makes two claw attacks.

⸸ **Wing Block** (immediate interrupt, when the adult iron dragon is hit by an attack; at-will)
The dragon gains resist 5 to all damage of the triggering attack, and it makes an attack: +16 vs. AC; 1d10 + 3 damage.

✧ **Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Lightning**
Close blast 5; +12 vs. Reflex; 3d6 + 6 lightning damage, and the adult iron dragon pulls the target 3 squares. *Miss:* Half damage.

✧ **Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the adult iron dragon uses it.

✧ **Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +12 vs. Will; the target is stunned until the end of the adult iron dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Acrobatics +14, Athletics +13, Stealth +14
**Str** 16 (+8) **Dex** 18 (+9) **Wis** 19 (+9)
**Con** 22 (+11) **Int** 14 (+7) **Cha** 11 (+5)

**Elder Iron Dragon** **Level 19 Solo Lurker**
Huge natural magical beast (dragon) XP 12,000

**Initiative** +19 **Senses** Perception +20; darkvision
**HP** 740; **Bloodied** 370; see also *bloodied breath*
**AC** 33; **Fortitude** 32, **Reflex** 31, **Will** 31; see also *iron wing defense*
**Resist** 25 lightning
**Saving Throws** +5
**Speed** 9, fly 9 (hover), overland flight 12
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Lightning**
Reach 2; +24 vs. AC; 2d8 + 6 damage plus 4d6 lightning damage.

⊕ **Claw** (standard; at-will)
Reach 2; +24 vs. AC; 2d6 + 6 damage.

⸸ **Triple Attack** (standard; at-will)
The elder iron dragon makes three claw attacks.

⸸ **Wing Block** (immediate interrupt, when the elder iron dragon is hit by an attack; at-will)
The dragon gains resist 10 to all damage of the triggering attack, and it makes an attack: +24 vs. AC; 2d6 + 4 damage.

✧ **Breath Weapon** (standard; recharge ⚅ ⚄ ⚃) ✦ **Lightning**
Close blast 5; +20 vs. Reflex; 3d10 + 7 lightning damage, and the elder iron dragon pulls the target 3 squares. *Miss:* Half damage.

✧ **Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the elder iron dragon uses it.

✧ **Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +20 vs. Will; the target is stunned until the end of the elder iron dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Iron Wing Defense** (minor; recharge ⚄ ⚃)
The elder iron dragon gains a +2 bonus to all defenses until the end of its next turn.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Acrobatics +20, Athletics +18, Stealth +20
**Str** 19 (+13) **Dex** 23 (+15) **Wis** 23 (+15)
**Con** 25 (+16) **Int** 17 (+12) **Cha** 19 (+13)

RALPH HORSLEY

| **Ancient Iron Dragon** | **Level 26 Solo Lurker** |
|---|---|
| Gargantuan natural magical beast (dragon) | XP 45,000 |

**Initiative** +25 **Senses** Perception +28; darkvision
**HP** 992; **Bloodied** 496; see also *bloodied breath*
**AC** 40; **Fortitude** 40, **Reflex** 38, **Will** 38; see also *iron wing defense*
**Resist** 30 lightning
**Saving Throws** +5
**Speed** 9, fly 10 (hover), overland flight 15
**Action Points** 2

⊕ **Bite** (standard; at-will) ✦ **Lightning**
Reach 2; +31 vs. AC; 3d8 + 9 damage plus 4d8 lightning damage.

⊕ **Claw** (standard; at-will)
Reach 2; +31 vs. AC; 3d8 + 9 damage.

↟ **Triple Attack** (standard; at-will)
The ancient iron dragon makes three claw attacks.

↟ **Predator's Response** (immediate reaction, when the ancient iron dragon is hit by a melee or close attack; at-will)
The dragon makes a claw attack against any enemy adjacent to it and shifts 2 squares.

↟ **Wing Block** (immediate interrupt, when the ancient iron dragon is hit by an attack; at-will)
The dragon gains resist 15 to all damage of the triggering attack, and it makes an attack: +31 vs. AC; 3d8 + 9 damage.

↠ **Breath Weapon** (standard; recharge ⚅ ⚄ ⚃) ✦ **Lightning**
Close blast 5; +27 vs. Reflex; 4d10 + 11 lightning damage, and the ancient iron dragon pulls the target 3 squares. *Miss:* Half damage.

↠ **Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the ancient iron dragon uses it.

↠ **Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +27 vs. Will; the target is stunned until the end of the ancient iron dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

↠ **Iron Wing Shroud** (minor; recharge ⚃)
Close burst 3; +29 vs. AC; 2d10 + 9 damage. *Effect:* The dragon gains resist 15 to all damage until the start of its next turn, but cannot make attacks until the start of its next turn.

**Iron Wing Defense** (minor; recharge ⚄ ⚃)
The ancient iron dragon gains a +2 bonus to all defenses until the end of its next turn.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Acrobatics +26, Athletics +26, Stealth +26

| | | |
|---|---|---|
| **Str** 26 (+21) | **Dex** 27 (+21) | **Wis** 30 (+23) |
| **Con** 32 (+24) | **Int** 23 (+19) | **Cha** 21 (+18) |

# Silver Dragon

Silver dragons are the knights-errant of dragonkind, frequently traveling the world in order to be at the flashpoint of interesting conflicts. Although they breathe cones of icy destruction, they favor melee combat over the use of their breath weapon.

## Silver Dragon Tactics

Silver dragons are straightforward and enthusiastic combatants. They move directly to confront as many foes as possible, attacking with tooth, claw, and tail. As they age, silver dragons become even more capable of shaking off hindering effects, and are among the most formidable of the dragons in face-to-face confrontation.

## Silver Dragon Lore

**Nature DC 20:** Silver dragons travel widely, but prefer to inhabit the cool heights of mountains or cloud castles. Silver dragons breathe blasts of cold, and they also have significant melee abilities.

**Nature DC 25:** Silver dragons are susceptible to flattery and are highly intolerant of aggression or arrogance in others. They are slower in the air than most other dragons.

## Encounter Groups

A silver dragon prefers to be in the front line of a battle. A silver dragon's idealism and crusading temperament lead it to recruit allies who share its sensibilities. Dwarves, dragonborn, angels, devas, and any other creatures that place ideals above profit might be found fighting alongside silver dragons.

**Level 10 Encounter (XP 2,100)**
- ✦ 2 eladrin twilight incanters (level 8 controller, *MM* 102)
- ✦ 1 young silver dragon (level 8 solo brute)

**Level 17 Encounter (XP 8,000)**
- ✦ 1 adult silver dragon (level 15 solo brute)
- ✦ 2 deva zealots (level 14 skirmisher)

## Young Silver Dragon — Level 8 Solo Brute
Large natural magical beast (dragon) — XP 1,750

**Initiative** +7 **Senses** Perception +10; darkvision
**HP** 376; **Bloodied** 188; see also *bloodied breath*
**AC** 20; **Fortitude** 22, **Reflex** 19, **Will** 18
**Resist** 15 cold
**Saving Throws** +5
**Speed** 6, fly 6 (hover), overland flight 10
**Action Points** 2

**Bite** (standard; at-will)
Reach 2; +11 vs. AC; 2d8 + 5 damage.

**Claw** (standard; at-will)
Reach 2; +11 vs. AC; 1d6 + 5 damage.

**Dragon Onslaught** (standard; at-will)
The young silver dragon makes a claw attack against each enemy within reach.

**Wing Slice** (immediate reaction, when an enemy attacks the young silver dragon while flanking it; at-will)
Reach 2; targets the triggering enemy and an enemy flanking with the triggering enemy; +11 vs. AC; 1d6 + 5 damage.

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Cold**
Close blast 5; +7 vs. Reflex; 1d8 + 5 cold damage, and the target gains vulnerable 5 to all damage (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the young silver dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +7 vs. Will; the target is stunned until the end of the young silver dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Athletics +16, Insight +10
**Str** 24 (+11) **Dex** 16 (+7) **Wis** 12 (+5)
**Con** 22 (+10) **Int** 12 (+5) **Cha** 13 (+5)

## Adult Silver Dragon — Level 15 Solo Brute
Large natural magical beast (dragon) — XP 6,000

**Initiative** +10 **Senses** Perception +13; darkvision
**HP** 608; **Bloodied** 304; see also *bloodied breath*
**AC** 27; **Fortitude** 29, **Reflex** 26, **Will** 25
**Resist** 20 cold
**Saving Throws** +5
**Speed** 8, fly 8 (hover), overland flight 12
**Action Points** 2

**Bite** (standard; at-will)
Reach 2; +18 vs. AC; 3d6 + 6 damage.

**Claw** (standard; at-will)
Reach 2; +18 vs. AC; 2d6 + 6 damage.

**Dragon Onslaught** (standard; at-will)
The adult silver dragon makes a claw attack against each enemy within reach. It also attacks one creature with a bite.

**Wing Slice** (immediate reaction, when an enemy attacks the adult silver dragon while flanking it; at-will)
Reach 2; targets the triggering enemy and an enemy flanking with the triggering enemy; +18 vs. AC; 1d8 + 9 damage.

**Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Cold**
Close blast 5; +14 vs. Reflex; 2d8 + 7 cold damage, and the target gains vulnerable 5 to all damage (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the adult silver dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +14 vs. Will; the target is stunned until the end of the adult silver dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Threatening Reach**
An adult silver dragon can make opportunity attacks against all enemies within its reach (2 squares).

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Athletics +21, Insight +13
**Str** 28 (+16) **Dex** 22 (+13) **Wis** 12 (+8)
**Con** 24 (+14) **Int** 12 (+8) **Cha** 20 (+12)

## Elder Silver Dragon — Level 22 Solo Brute
Huge natural magical beast (dragon) — XP 20,750

**Initiative** +14 **Senses** Perception +18; darkvision
**HP** 840; **Bloodied** 420; see also *bloodied breath*
**AC** 34; **Fortitude** 36, **Reflex** 33, **Will** 32
**Resist** 25 cold
**Saving Throws** +5
**Speed** 8, fly 8 (hover), overland flight 15
**Action Points** 2

**Bite** (standard; at-will)
Reach 2; +25 vs. AC; 3d8 + 8 damage.

**Claw** (standard; at-will)
Reach 2; +25 vs. AC; 2d8 + 8 damage.

**Tail Slam** (standard; at-will)
Close blast 5; +23 vs. AC; 4d6 + 8 damage, and the target is dazed (save ends).

**Furious Dragon Onslaught** (standard; at-will)
The elder silver dragon makes a claw attack against each enemy within reach. It also attacks one creature with a bite.

**Wing Slice** (immediate reaction, when an enemy attacks the elder silver dragon while flanking it; at-will)
Reach 2; targets the triggering enemy and an enemy flanking with the triggering enemy; +25 vs. AC; 2d8 + 8 damage.

**Breath Weapon** (standard; recharge ⚅ ⚅ ⚅) ✦ **Cold**
Close blast 5; +21 vs. Reflex; 3d8 + 8 cold damage, and the target gains vulnerable 10 to all damage (save ends). *Miss:* Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the elder silver dragon uses it.

**Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +21 vs. Will; the target is stunned until the end of the elder silver dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Threatening Reach**
An elder silver dragon can make opportunity attacks against all enemies within its reach (2 squares).

**Unstoppable**
An elder silver dragon makes saving throws against ongoing damage at the start of its turn as well as at the end of its turn.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Athletics +26, Insight +18
**Str** 30 (+21) **Dex** 24 (+18) **Wis** 14 (+13)
**Con** 26 (+19) **Int** 14 (+13) **Cha** 22 (+17)

LARS GRANT-WEST

**Ancient Silver Dragon** **Level 29 Solo Brute**
Gargantuan natural magical beast (dragon) XP 75,000

**Initiative** +17 **Senses** Perception +21; darkvision
**HP** 1,072; **Bloodied** 536; see also *bloodied breath*
**AC** 41; **Fortitude** 43, **Reflex** 40, **Will** 39
**Resist** 30 cold
**Saving Throws** +5
**Speed** 10, fly 10 (hover), overland flight 15
**Action Points** 2

⊕ **Bite** (standard; at-will)
Reach 3; +32 vs. AC; 3d12 + 11 damage.

⊕ **Claw** (standard; at-will)
Reach 2; +32 vs. AC; 2d12 + 11 damage.

↼ **Tail Slam** (standard; at-will)
Close blast 5; +30 vs. AC; 4d8 + 11 damage, and the target is dazed (save ends) and knocked prone.

⸸ **Furious Dragon Onslaught** (standard; at-will)
The ancient silver dragon makes a claw attack against each enemy within reach. It also attacks one creature with a bite.

⸸ **Wing Slice** (immediate reaction, when an enemy attacks the ancient silver dragon while flanking it; at-will)
Reach 2; targets the triggering enemy and an enemy flanking with the triggering enemy; +32 vs. AC; 2d12 + 11 damage.

↼ **Breath Weapon** (standard; recharge ⚅ ⚄ ⚃) ✦ **Cold**
Close blast 5; +28 vs. Reflex; 4d8 + 9 cold damage, and the target gains vulnerable 15 to all damage (save ends). *Miss:* Half damage.

↼ **Bloodied Breath** (free, when first bloodied; encounter)
*Breath weapon* recharges, and the ancient silver dragon uses it.

↼ **Frightful Presence** (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +28 vs. Will; the target is stunned until the end of the ancient silver dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Threatening Reach**
An ancient silver dragon can make opportunity attacks against all enemies in its reach (2 squares for its claw or wing, 3 squares for its bite).

**Unstoppable**
An ancient silver dragon makes saving throws against ongoing damage at the start of its turn as well as at the end of its turn.

**Alignment** Unaligned **Languages** Common, Draconic
**Skills** Athletics +30, Insight +21

| | | |
|---|---|---|
| **Str** 32 (+25) | **Dex** 26 (+22) | **Wis** 14 (+16) |
| **Con** 28 (+23) | **Int** 16 (+17) | **Cha** 24 (+21) |

# Drake

Aggressive and wild reptiles, drakes hunt in all reaches of the world. Enterprising individuals capture and domesticate drakes, especially those that aren't able to fly. Captured drakes can be trained, but they always possess a wild side.

## Bloodseeker Drake

A bloodseeker drake is an aggressive hunter that enters a frenzy when it smells blood.

**Bloodseeker Drake** **Level 4 Soldier**
Medium natural beast (reptile) XP 175

**Initiative** +8 **Senses** Perception +7 (+12 when tracking bloodied creatures)
**HP** 53; **Bloodied** 26
**AC** 20; **Fortitude** 15, **Reflex** 17, **Will** 15
**Immune** fear (while within 2 squares of an ally)
**Speed** 6

⊕ **Bite** (standard; at-will)
+11 vs. AC; 1d10 + 4 damage.

**Blood Frenzy**
A bloodseeker drake can make an opportunity attack against any adjacent bloodied creature that shifts.

**Bloodthirsty**
A bloodseeker drake gains a +3 bonus to damage rolls against bloodied targets.

**Alignment** Unaligned **Languages** –
**Skills** Athletics +8

| | | |
|---|---|---|
| **Str** 13 (+3) | **Dex** 19 (+6) | **Wis** 10 (+2) |
| **Con** 13 (+3) | **Int** 2 (-2) | **Cha** 13 (+3) |

### Bloodseeker Drake Lore

**Nature DC 12:** Bloodseeker drakes are prized by hunters and patrols for their tracking abilities. They are hard to control, however, especially in conditions thick with the stench of blood.

## Horned Drake

In the wild, a pack of horned drakes can bring down much larger prey. A trained horned drake retains the instinct to fight as a team.

**Horned Drake** **Level 5 Skirmisher**
Medium natural beast (reptile) XP 200

**Initiative** +6 **Senses** Perception +3; low-light vision
**HP** 63; **Bloodied** 31
**AC** 19; **Fortitude** 19, Reflex 17, **Will** 16
**Speed** 6

⊕ **Bite** (standard; at-will)
+10 vs. AC; 2d8 + 2 damage, and the horned drake shifts 2 squares.

**Goring Horns** (standard; at-will)
+11 vs. AC; 3d8 + 2 damage, and the target is knocked prone.

**Pack Movement** (immediate reaction, when an enemy adjacent to the horned drake is hit by a melee attack; at-will)
The drake shifts 2 squares.

**Alignment** Unaligned **Languages** –

| | | |
|---|---|---|
| **Str** 18 (+6) | **Dex** 14 (+4) | **Wis** 12 (+3) |
| **Con** 15 (+4) | **Int** 2 (-2) | **Cha** 8 (+1) |

### Horned Drake Lore

**Nature DC 12:** Horned drakes spend the day sleeping in the sun, preferring to hunt at night or in the early hours of morning.

## Scytheclaw Drake

Predatory cunning makes this drake dangerous. Roving through forests and grasslands in small familial units, a scytheclaw drake is a study in devious pack hunting.

**Scytheclaw Drake** **Level 10 Skirmisher**
Medium natural beast (reptile) XP 500

**Initiative** +12 **Senses** Perception +12
**HP** 105; **Bloodied** 52
**AC** 24; **Fortitude** 21, **Reflex** 23, **Will** 20
**Speed** 10

⊕ **Scytheclaw** (standard; at-will)
+15 vs. AC; 1d8 + 5 damage, and the target is knocked prone. If the scytheclaw drake hits a prone target, it instead deals 2d8 + 5 damage, and ongoing 5 damage (save ends); see also *springing step*.

**Overwhelming Attacker** (opportunity, when an enemy adjacent to the scytheclaw drake stands up; at-will)
The drake makes an opportunity attack against the triggering enemy. On a hit, the attack deals no damage, and the enemy remains prone.

**Springing Step** (free, when the scytheclaw drake hits with *scytheclaw* attack; recharge ⚁ ⚂ ⚃)
The drake jumps 8 squares and uses *scytheclaw*. The jump does not provoke an opportunity attack from the target of the triggering attack.

**Alignment** Unaligned **Languages** –
**Skills** Athletics +13, Stealth +15

| | | |
|---|---|---|
| **Str** 16 (+8) | **Dex** 21 (+10) | **Wis** 15 (+7) |
| **Con** 17 (+8) | **Int** 3 (+1) | **Cha** 6 (+3) |

### Scytheclaw Drake Lore

**Nature DC 16:** Scytheclaw drakes are more intelligent than other drakes, and they reveal it by using tactics of distraction. If you can see one scytheclaw, chances are good that another two or three hide nearby.

*(Left to right) scytheclaw drake, fang titan drake, horned drake, and bloodseeker drake*

JIM NELSON

## Fang Titan Drake

The most feared of all drakes, a fang titan stalks wild places uncontested. Few predatory creatures other than dragons pose any threat to a fang titan.

| **Fang Titan Drake** | **Level 18 Elite Controller** |
|---|---|
| Huge natural beast (reptile) | XP 4,000 |
| **Initiative** +12 **Senses** Perception +12 | |
| **HP** 348; **Bloodied** 174 | |
| **AC** 32; **Fortitude** 31, **Reflex** 28, **Will** 28 | |
| **Saving Throws** +2 | |
| **Speed** 8 | |
| **Action Points** 1 | |
| ⊕ **Bite** (standard; at-will) | |
| Reach 2; targets one or two adjacent creatures; +23 vs. AC; 3d8 + 7 damage, and the target is dazed (save ends). The fang titan drake also grabs one target. | |
| ✧ **Furious Roar** (standard; encounter) ✦ **Fear** | |
| Close burst 10; targets enemies; +22 vs. Will; the target is stunned until the end of the fang titan drake's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends). | |
| ✧ **Tail Sweep** (standard; recharge ⚅) | |
| Close burst 2; +22 vs. Reflex; 4d12 + 7 damage, and the target is knocked prone. | |
| **Bloodied Roar** (free, when first bloodied; encounter) | |
| *Furious roar* recharges, and the fang titan drake uses it. | |
| **Alignment** Unaligned **Languages** – | |
| **Str** 27 (+17) **Dex** 16 (+12) **Wis** 17 (+12) | |
| **Con** 22 (+15) **Int** 2 (+5) **Cha** 7 (+7) | |

### Fang Titan Drake Lore

**Nature DC 20:** Although they are rare, fang titans hunt in huge territories, killing or chasing out other large predators. Creatures that can escape the drakes' notice benefit from their unwitting protection.

## Encounter Groups

Because they are wild hunters, it is rare to find these creatures working with creatures outside their own species. Although domesticated drakes are common, only the most powerful creatures can domesticate a fang titan.

**Level 3 Encounter (XP 750)**
- ✦ 2 bloodseeker drakes (level 4 brute)
- ✦ 2 poisonscale magi lizardfolk (level 2 artillery)
- ✦ 1 poisonscale collector lizardfolk (level 3 lurker)

**Level 19 Encounter (XP 12,000)**
- ✦ 1 fang titan drake (level 18 elite controller)
- ✦ 2 fire giants (level 18 soldier, *MM* 123)
- ✦ 2 fire giant forgecallers (level 18 artillery, *MM* 123)

# DRAKKOTH

Stalking the jungles and forests of the world, drakkoths are draconic creatures that share the intelligence and cunning of their distant dragon kin. Drakkoths have adopted a culture and weaponry similar to those of humanoid races. Fiercely devoted to their own kind, drakkoths form warrior tribes that aggressively defend their territories.

## Drakkoth Ambusher

The drakkoth ambusher fights in concert with soldier and brute allies, making surprise attacks whenever possible.

### Drakkoth Ambusher Tactics

At the beginning of combat, an ambusher attempts to hit three or more enemies with *sudden rush*. Throughout combat, the ambusher prefers to attack with combat advantage and is constantly on the move, attacking with reach against prone targets while avoiding spaces adjacent to enemies.

**Drakkoth Ambusher** **Level 13 Skirmisher**
Medium natural humanoid (reptile) XP 800

**Initiative** +13 **Senses** Perception +15; low-light vision
**HP** 131; **Bloodied** 65; see also *drakkoth rage*
**AC** 27; **Fortitude** 24, **Reflex** 25, **Will** 24
**Speed** 7

⊕ **Glaive** (standard; at-will) ✦ **Poison, Weapon**
Reach 2; +18 vs. AC; 4d4 damage plus 5 poison damage.

↯ **Sudden Rush** (move; recharge ⚄ ⁞⁞)
The drakkoth ambusher shifts its speed and makes an attack against each enemy it moves adjacent to during the move: +16 vs. Reflex; the target is knocked prone.

⇢ **Venomous Hiss** (minor; recharges when first bloodied) ✦ **Poison**
Close blast 2; +16 vs. Reflex; 3d6 + 5 poison damage, and the target takes ongoing 5 poison damage (save ends).

**Combat Advantage**
A drakkoth ambusher deals 2d6 extra damage against any target granting combat advantage to it.

**Drakkoth Rage** (while bloodied)
Once per round when the drakkoth ambusher hits with an attack, it gains 10 temporary hit points.

**Alignment** Unaligned **Languages** Common, Draconic
**Str** 18 (+10) **Dex** 20 (+11) **Wis** 18 (+10)
**Con** 19 (+10) **Int** 12 (+7) **Cha** 14 (+8)
**Equipment** hide armor, glaive

*(Left to right) drakkoth ambusher, rager, and venomshot*

CHRIS SEAMAN

# Drakkoth Rager

A drakkoth rager charges into battle, oblivious to attacks against it in its single-minded fury.

## Drakkoth Rager Tactics

The drakkoth rager charges haphazardly into combat, provoking opportunity attacks if necessary in order to hit three targets with *raging cleave*. The rager uses *venom hiss* as soon as it can target two or more creatures. If its foes are not clustered together, the rager focuses its attacks on the biggest threat.

**Drakkoth Rager** **Level 15 Elite Brute**
Medium natural humanoid (reptile) XP 2,400

**Initiative** +12 **Senses** Perception +12; low-light vision
**HP** 366; **Bloodied** 183; see also *drakkoth rage*
**AC** 27; **Fortitude** 30, **Reflex** 29, **Will** 29
**Saving Throws** +2
**Speed** 7
**Action Points** 1

**Battleaxe** (standard; at-will) ✦ **Weapon**
+18 vs. AC; 2d10 + 8 damage.

**Raging Cleave** (standard; at-will) ✦ **Poison, Weapon**
Close burst 1; +18 vs. AC; 2d10 + 8 damage plus 5 poison damage.

**Venomous Hiss** (minor; recharges when first bloodied) ✦ **Poison**
Close blast 2; +16 vs. Reflex; 3d6 + 5 poison damage, and the target takes ongoing 5 poison damage (save ends).

**Drakkoth Rage** (while bloodied)
The drakkoth rager gains a +2 bonus to attack rolls and a +5 bonus to damage rolls. In addition, once per round when the rager hits with an attack, it gains 10 temporary hit points.

**Alignment** Unaligned **Languages** Common, Draconic
**Str** 18 (+11) **Dex** 20 (+12) **Wis** 20 (+12)
**Con** 23 (+13) **Int** 12 (+8) **Cha** 14 (+9)
**Equipment** hide armor, battleaxe

# Drakkoth Venomshot

The drakkoth venomshot supports its allies from the edge of the fray with longbow attacks.

## Drakkoth Venomshot Tactics

If a venomshot has a clear shot at a target engaged in melee, it will use its longbow attack to enhance its allies' poison attacks. Once bloodied, a venomshot will shift away from foes, try to hit a nearby enemy with its longbow, then follow up with a *venomshot hiss* in order to gain temporary hit points from *drakkoth rage*.

**Drakkoth Venomshot** **Level 16 Artillery**
Medium natural humanoid (reptile) XP 1,400

**Initiative** +13 **Senses** Perception +13; low-light vision
**HP** 125; **Bloodied** 63; see also *drakkoth rage*
**AC** 28; **Fortitude** 29, **Reflex** 28, **Will** 28
**Speed** 7

**Longsword** (standard; at-will) ✦ **Weapon**
+23 vs. AC; 2d8 + 4 damage.

**Longbow** (standard; at-will) ✦ **Weapon**
Ranged 20/40; +23 vs. AC; 2d10 + 5 damage, and the target gains vulnerable 10 poison (save ends).

**Venomshot Hiss** (minor; recharges at the start of its turn while the drakkoth venomshot is bloodied) ✦ **Poison**
Close blast 3; +21 vs. Reflex; 1d10 poison damage, and the target takes ongoing 5 poison damage (save ends).

**Drakkoth Rage** (while bloodied)
Once per round when the drakkoth venomshot hits with an attack, it gains 10 temporary hit points.

**Alignment** Unaligned **Languages** Common, Draconic
**Str** 20 (+13) **Dex** 21 (+13) **Wis** 21 (+13)
**Con** 23 (+14) **Int** 15 (+10) **Cha** 14 (+10)
**Equipment** leather armor, longsword, longbow, 30 arrows

# Drakkoth Lore

**Nature DC 18:** Drakkoths are a race of draconic creatures sometimes called dracotaurs because of their similarity in form to centaurs. Unlike dragons and dragonspawn, but similar to dragonborn, drakkoths have developed an advanced tribal culture. Drakkoths are nomadic, and the shifting boundaries of their lands can encompass vast swaths of forest or jungle.

**Nature DC 23:** Some drakkoth tribes are devoted to Tiamat and serve her with a bloodthirsty devotion. Others care little for the god of greed, choosing instead to honor a dragon patron (most often an elder or ancient green). A dragon that knows of this practice might seek drakkoth worshipers, inspiring (or tricking) a tribe into its service.

# Encounter Groups

Drakkoths keep to themselves, although they sometimes make short-term alliances to challenge powerful targets. Additionally, they train creatures to serve them as guards and hunters.

**Level 14 Encounter (XP 5,900)**
- ✦ 1 drakkoth rager (level 15 elite brute)
- ✦ 2 drakkoth venomshots (level 16 artillery)
- ✦ 1 viscera devourer (level 12 controller, *MM* 68)

**Level 16 Encounter (XP 7,200)**
- ✦ 3 drakkoth ambushers (level 13 skirmisher)
- ✦ 2 drakkoth venomshots (level 16 artillery)
- ✦ 1 roc (level 14 elite skirmisher, *MM* 220)

# DUERGAR

Distant kin to dwarves, duergar carry the taint of a long association with infernal forces. Although they share a love of mining and metalwork with their steadfast dwarf cousins, duergar are uniformly treacherous and cruel.

## Duergar Guard

Wielding a fiery warhammer, a duergar guard flings poisoned quills at its enemies.

| **Duergar Guard** | **Level 4 Soldier** |
|---|---|
| Medium natural humanoid, dwarf (devil) | XP 175 |
| **Initiative** +6 | **Senses** Perception +4; darkvision |
| **HP** 58; **Bloodied** 29 | |
| **AC** 20; **Fortitude** 17, **Reflex** 15, **Will** 15 | |
| **Resist** 5 fire, 5 poison | |
| **Speed** 5 | |
| ⨁ **Warhammer** (standard; at-will) ✦ **Weapon** | |
| +11 vs. AC; 1d10 + 3 damage. | |
| ⤖ **Infernal Quills** (minor; encounter) ✦ **Poison** | |
| Ranged 3; +11 vs. AC; 1d8 + 3 damage, and the target takes ongoing 2 poison damage and a -2 penalty to attack rolls (save ends both). | |
| **Infernal Anger** (minor; recharge ⚄ ⚅) ✦ **Fire** | |
| Until the start of the duergar guard's next turn, its melee attacks deal 4 extra fire damage, and if an enemy adjacent to the guard moves, the guard shifts 1 square as an immediate reaction. | |
| **Alignment** Evil | **Languages** Common, Deep Speech, Dwarven |
| **Skills** Dungeoneering +9 | |
| **Str** 14 (+4) | **Dex** 15 (+4) **Wis** 15 (+4) |
| **Con** 18 (+6) | **Int** 10 (+2) **Cha** 8 (+1) |
| **Equipment** chainmail, warhammer | |

## Duergar Scout

A duergar scout attacks from ambush, sniping with its crossbow as it moves unseen among its foes.

| **Duergar Scout** | **Level 4 Lurker** |
|---|---|
| Medium natural humanoid, dwarf (devil) | XP 175 |
| **Initiative** +8 | **Senses** Perception +9; darkvision |
| **HP** 48; **Bloodied** 24 | |
| **AC** 18; **Fortitude** 18, **Reflex** 16, **Will** 16 | |
| **Resist** 5 fire, 5 poison | |
| **Speed** 5 | |
| ⨁ **Warhammer** (standard; at-will) ✦ **Weapon** | |
| +8 vs. AC; 1d10 + 2 damage. | |
| ⤖ **Crossbow** (standard; at-will) ✦ **Weapon** | |
| Ranged 15/30; +9 vs. AC; 1d8 + 4 damage. | |

*(Left to right) duergar scout, shock trooper, and theurge*

EVA WIDERMANN

**Infernal Quills** (minor; encounter) ✦ **Poison**
Ranged 3; +9 vs. AC; 1d8 + 3 damage, and the target takes ongoing 2 poison damage and a -2 penalty to attack rolls (save ends both).

**Shadow Attack**
A duergar scout's attacks deal 2d6 extra damage while the scout is invisible.

**Underdark Sneak** (minor; while in dim light or darkness and adjacent to an object or a wall that occupies at least 1 square; at-will)
The duergar scout becomes invisible until the end of its next turn or until after it hits or misses with an attack.

**Alignment** Evil **Languages** Common, Deep Speech, Dwarven
**Skills** Dungeoneering +9, Stealth +9
**Str** 13 (+3) **Dex** 15 (+4) **Wis** 14 (+4)
**Con** 18 (+6) **Int** 10 (+2) **Cha** 8 (+1)
**Equipment** chainmail, warhammer, crossbow, case with 10 bolts

# Duergar Theurge

A duergar theurge launches a fiery rain against its foes. The approach of a theurge can drain creatures of the will to fight.

**Duergar Theurge** **Level 5 Controller**
Medium natural humanoid, dwarf (devil) XP 200

**Initiative** +3 **Senses** Perception +6; darkvision
**HP** 63; **Bloodied** 31
**AC** 19; **Fortitude** 16, **Reflex** 16, **Will** 18
**Resist** 5 fire, 5 poison
**Speed** 5

**Warhammer** (standard; at-will) ✦ **Weapon**
+10 vs. AC; 1d10 + 1 damage.

**Hellbolt** (standard; at-will) ✦ **Fire**
Ranged 10; +9 vs. Reflex; 1d10 + 4 fire damage.

**Infernal Quills** (minor; encounter) ✦ **Poison**
Ranged 3; +10 vs. AC; 1d8 + 3 damage, and the target takes ongoing 2 poison damage and a -2 penalty to attack rolls (save ends both).

**Wave of Despair** (standard; daily) ✦ **Psychic**
Close blast 5; +9 vs. Will; 3d6 + 4 psychic damage, and the target is slowed and dazed (save ends both).

**Brimstone Hail** (standard; recharge ⚄ ⚅) ✦ **Fire**
Area burst 2 within 15; +9 vs. Reflex; 3d6 + 4 fire damage, and the target is knocked prone.

**Vile Fumes** (standard; recharges when first bloodied) ✦ **Poison**
Area burst 2 within 15; +9 vs. Fortitude; 3d6 + 4 poison damage, and the target is blinded until the end of the duergar theurge's next turn.

**Alignment** Evil **Languages** Common, Deep Speech, Dwarven
**Skills** Arcana +9, Dungeoneering +11, Religion +9
**Str** 13 (+3) **Dex** 12 (+3) **Wis** 18 (+6)
**Con** 15 (+4) **Int** 15 (+4) **Cha** 11 (+2)
**Equipment** robes, warhammer

# Duergar Shock Trooper

Already a formidable opponent, a shock trooper grows more imposing when bloodied—literally.

**Duergar Shock Trooper** **Level 6 Brute**
Medium natural humanoid, dwarf (devil) XP 250

**Initiative** +6 **Senses** Perception +6; darkvision
**HP** 84; **Bloodied** 42; see also *expand*
**AC** 18; **Fortitude** 19, **Reflex** 18, **Will** 18
**Resist** 5 fire, 5 poison
**Speed** 5

**Maul** (standard; at-will) ✦ **Weapon**
+9 vs. AC; 2d6 + 6 damage.

**Infernal Quills** (minor; encounter) ✦ **Poison**
Ranged 3; +9 vs. AC; 1d8 + 4 damage, and the target takes ongoing 2 poison damage and a -2 penalty to attack rolls (save ends both).

**Expand** (when first bloodied; encounter) ✦ **Polymorph**
The duergar shock trooper becomes Large, occupying 4 squares instead of 1. Creatures and objects in the squares that the shock trooper comes to occupy are pushed 1 square. The shock trooper's reach becomes 2 and it gains a +5 bonus to damage rolls. This effect lasts until the end of the encounter.

**Alignment** Evil **Languages** Common, Deep Speech, Dwarven
**Skills** Dungeoneering +11
**Str** 19 (+7) **Dex** 16 (+6) **Wis** 16 (+6)
**Con** 14 (+5) **Int** 10 (+3) **Cha** 8 (+2)
**Equipment** chainmail, maul

# Duergar Fleshtearer

A duergar fleshtearer uses its smoking claws to rip the life from its enemies.

**Duergar Fleshtearer** **Level 11 Lurker**
Medium natural humanoid, dwarf (devil) XP 600

**Initiative** +13 **Senses** Perception +9; darkvision
**HP** 89; **Bloodied** 44
**AC** 26; **Fortitude** 25, **Reflex** 24, **Will** 24
**Resist** 10 fire, 10 poison
**Speed** 5

**Claw** (standard; at-will)
+16 vs. AC; 1d8 + 3 damage, and ongoing 5 damage (save ends).

**Quill Stab** (standard; requires combat advantage against the target; recharges when the duergar fleshtearer hits with its claw attack) ✦ **Poison**
+16 vs. AC; 1d8 damage, and the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).

**Infernal Quills** (minor; encounter) ✦ **Poison**
Ranged 3; +16 vs. AC; 1d8 damage, and the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).

**Shadow Scourge**
While the duergar fleshtearer is invisible, its attacks deal twice the normal amount of ongoing damage.

**Underdark Sneak** (minor; while in dim light or darkness and adjacent to an object or a wall that occupies at least 1 square; at-will)
The duergar fleshtearer becomes invisible until the end of its next turn or until after it hits or misses with an attack.

**Alignment** Evil **Languages** Common, Deep Speech, Dwarven
**Skills** Bluff +10, Dungeoneering +14, Stealth +14
**Str** 21 (+10) **Dex** 19 (+9) **Wis** 18 (+9)
**Con** 17 (+8) **Int** 12 (+6) **Cha** 10 (+5)
**Equipment** leather armor

# Duergar Hellcaller

Bristling with lethal quills, the hellcaller can also summon a lesser devil to battle its foes.

**Duergar Hellcaller** **Level 12 Artillery**
Medium natural humanoid, dwarf (devil) XP 700

**Initiative** +10 **Senses** Perception +13; darkvision
**HP** 96; **Bloodied** 48
**AC** 24; **Fortitude** 23, **Reflex** 23, **Will** 25
**Resist** 10 fire, 10 poison
**Speed** 5

**Mace** (standard; at-will) ✦ **Weapon**
+19 vs. AC; 1d8 + 5 damage.

**Infernal Quills** (standard; at-will) ✦ **Fire, Poison**
Ranged 10; +19 vs. AC; 1d8 + 3 fire and poison damage, and the target takes ongoing 5 fire and poison damage and a -2 penalty to attack rolls (save ends both).

**Quick Quill Strike** (minor; encounter)
The duergar hellcaller makes an *infernal quills* attack.

**Asmodeus's Ruby Curse** (standard; encounter) ✦ **Fear, Psychic**
Close blast 5; targets enemies; +16 vs. Will; 3d8 + 5 psychic damage, and the duergar hellcaller slides the target to the nearest space outside the blast. This forced movement provokes opportunity attacks.

**Quill Storm** (standard; encounter) ✦ **Fire, Poison**
Area burst 2 within 10; +17 vs. Reflex; 1d8 fire and poison damage, and the target takes ongoing 10 fire and poison damage and a -2 penalty to attack rolls (save ends both).

**Devilish Sacrifice** (immediate interrupt, when an enemy makes a melee attack roll against the duergar hellcaller; encounter)
The hellcaller shifts to the nearest space beyond the triggering enemy's reach. A legion devil hellguard (*MM* 64) appears in the hellcaller's former space and becomes the target of the enemy's attack. The devil acts immediately after the hellcaller's initiative count.

**Alignment** Evil **Languages** Common, Deep Speech, Dwarven
**Skills** Arcana +11, Dungeoneering +13, Religion +11
**Str** 14 (+8) **Dex** 19 (+10) **Wis** 14 (+8)
**Con** 18 (+10) **Int** 11 (+6) **Cha** 22 (+12)
**Equipment** leather armor, mace

# Duergar Blackguard

The heavily armored blackguard relentlessly pursues one enemy across the field of battle, pounding it with repeated waraxe attacks.

**Duergar Blackguard** **Level 13 Elite Soldier**
Medium natural humanoid, dwarf (devil) XP 1,600

**Initiative** +8 **Senses** Perception +8; darkvision
**HP** 260; **Bloodied** 130
**AC** 29; **Fortitude** 27, **Reflex** 25, **Will** 25
**Resist** 10 fire, 10 poison
**Saving Throws** +2
**Speed** 5
**Action Points** 1

**Blighted Warhammer** (standard; at-will) ✦ **Poison, Weapon**
+20 vs. AC; 2d10 + 3 damage, and the duergar blackguard makes a secondary attack against the target. *Secondary Attack:* +16 vs. Fortitude; the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).

**Darkfire Mark** (minor 1/round; at-will) ✦ **Fire, Necrotic**
Close burst 10; targets one enemy; until the end of the duergar blackguard's next turn, the target is marked and gains no benefit from any concealment. In addition, if the target ends its next turn farther from the blackguard than it began the turn, or if it does not make an attack roll against the blackguard during its next turn, the target takes 10 fire and necrotic damage.

**Quill Burst** (minor; recharge ⚅ ⚄ ⚃) ✦ **Poison**
Close burst 3; targets one enemy; +18 vs. AC; 1d8 + 4 damage, and the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).

**Infernal Footwork** (immediate reaction, when an enemy adjacent to the duergar blackguard moves or shifts away from it; at-will)
The blackguard shifts 2 squares and must end the shift in a space adjacent to the triggering enemy. If the triggering enemy is marked by the duergar blackguard, the blackguard then uses *blighted warhammer* against the target as a free action.

**Alignment** Evil **Languages** Common, Deep Speech, Dwarven
**Skills** Dungeoneering +15, Intimidate +15, Religion +13
**Str** 22 (+12) **Dex** 11 (+6) **Wis** 14 (+8)
**Con** 18 (+10) **Int** 19 (+10) **Cha** 18 (+10)
**Equipment** plate armor, heavy shield, warhammer

# Duergar Blasphemer

Infernal priests of Asmodeus, duergar blasphemers punish unbelievers with poison and fire.

**Duergar Blasphemer** **Level 14 Controller (Leader)**
Medium natural humanoid, dwarf (devil) XP 1,000

**Initiative** +9 **Senses** Perception +13; darkvision
**Crush Nonbelievers (Fire, Poison)** aura sight; the duergar blasphemer and each ally within the aura can score critical hits on rolls of 19-20 against prone targets and deal 10 extra fire and poison damage on critical hits against prone targets.
**HP** 140; **Bloodied** 70
**AC** 28; **Fortitude** 25, **Reflex** 25, **Will** 26
**Resist** 10 fire, 10 poison
**Speed** 5

**Greatclub** (standard; at-will) ✦ **Fire, Necrotic, Weapon**
+19 vs. AC; 2d4 + 3 damage, and ongoing 5 fire and necrotic damage (save ends).

**Sinner's Slip** (immediate interrupt, when an enemy marked by the duergar blasphemer makes an attack roll against it; encounter) ✦ **Psychic**
Targets the triggering enemy; +18 vs. Will; the enemy's attack instead targets the ally of the attacker nearest to it. If no target is available, the attacker is knocked prone and takes 3d6 + 6 psychic damage.

**Eyes of Asmodeus** (standard; at-will)
Ranged 10; +18 vs. Fortitude; the target is weakened and marked until the end of the duergar blasphemer's next turn. *Aftereffect:* The target is slowed (save ends). *Miss:* The target is slowed (save ends).

**Infernal Quills** (standard; at-will) ✦ **Fire, Poison**
Ranged 10; +19 vs. AC; 1d8 + 4 fire and poison damage, and the target takes ongoing 5 fire and poison damage and a -2 penalty to attack rolls (save ends both).

**Quick Quill Strike** (minor; encounter)
The duergar blasphemer makes an *infernal quills* attack.

**Preach Submission** (minor 1/round; at-will)
Close burst 10; targets one creature; +19 vs. Will; the target is marked (save ends). If the target is already marked by the duergar blasphemer, it is knocked prone.

*(Left to right) duergar fleshtearer, blackguard, and hellcaller*

| | | |
|---|---|---|
| **Alignment** Evil | | **Languages** Common, Deep Speech, Dwarven |
| **Skills** Bluff +15, Dungeoneering +18, Religion +17 | | |
| **Str** 14 (+9) | **Dex** 15 (+9) | **Wis** 23 (+13) |
| **Con** 20 (+12) | **Int** 20 (+12) | **Cha** 16 (+10) |
| **Equipment** greatclub, robes | | |

## Duergar Lore

**Nature DC 10:** Duergar are kin to dwarves, but their long association with infernal powers has given them strange abilities and a thirst for blood. Their devilish nature leads duergar to prefer volcanic areas of the Underdark.

**Nature DC 16:** Long ago, duergar were members of a great clan of dwarves that delved deep into the Underdark and fell to a mind flayer assault. They endured uncounted years as slaves before fighting their way to freedom. Those duergar that escaped gained a perverse education from their captivity, becoming as corrupt as their former masters.

**Nature DC 21:** Believing that Moradin abandoned them during their enslavement, the duergar turned instead to the worship of devils. Most now take Asmodeus as their patron deity, and devilish power flows in their veins. Within their settlements, blood rites to infernal beings are common. Woe to the slave that has outlived its usefulness or angered a capricious duergar master.

## Encounter Groups

Duergar raid, pillage, and take prisoners when it suits them, using captives as slave labor and sacrifices for their infernal altars. For their raiding parties, they summon devils and employ troglodytes, orcs, ogres, and other wicked races.

**Level 4 Encounter (XP 901)**
- 2 duergar guards (level 4 soldier)
- 1 duergar scout (level 4 lurker)
- 1 duergar theurge (level 5 controller)
- 4 orc drudges (level 4 minion, *MM* 203)

EVA WIDERMANN

Self-styled princes and nobles of the Feywild, eladrin live charmed lives full of art and music. However, they are quick to anger when their wrath is provoked; an eladrin bears down upon its foes like a hurricane.

## Eladrin Arcane Archer

Arcane archers infuse their weapons with magical force, the better to destroy their enemies.

| **Eladrin Arcane Archer** | **Level 5 Artillery** |
|---|---|
| Medium fey humanoid | XP 200 |
| **Initiative** +6 | **Senses** Perception +7; low-light vision |
| **HP** 51; **Bloodied** 25 | |
| **AC** 17; **Fortitude** 16, **Reflex** 18, **Will** 16 | |
| **Saving Throws** +5 against charm effects | |
| **Speed** 6 | |
| ⓣ **Short Sword** (standard; at-will) ✦ **Weapon** | |
| +12 vs. AC; 1d6 + 4 damage. | |
| ⓩ **Scorching Arrows** (standard; at-will) ✦ **Fire, Weapon** | |
| Ranged 20/40; +10 vs. AC or Reflex (whichever is lower); 1d10 damage plus 1d6 fire damage. *Effect:* The eladrin arcane archer makes the attack against the same target or a different one. | |
| **Eldritch Burst** (standard; recharge ⚅ ⚄ ⚃) ✦ **Force** | |
| Area burst 1 within 20; +10 vs. Fortitude; 1d10 + 5 force damage, and the target is knocked prone. | |
| **Fey Step** (move; encounter) ✦ **Teleportation** | |
| The eladrin arcane archer teleports 5 squares. | |
| **Alignment** Unaligned | **Languages** Common, Elven |
| **Str** 12 (+3) | **Dex** 18 (+6) **Wis** 11 (+2) |
| **Con** 15 (+4) | **Int** 17 (+5) **Cha** 15 (+4) |
| **Equipment** chainmail, longbow, 2 short swords | |

### Eladrin Arcane Archer Lore

**Arcana DC 12:** Eladrin arcane archers are highly skilled warriors that employ missiles of magical fire against their enemies.

**Arcana DC 17:** Arcane archery is more than just a combination of magic and skill at arms. It is a complete fusion of two arts, its secrets known only to the eladrin.

*(Left to right) eladrin arcane archer, coure of mischief and strife, and bladesinger*

EVA WIDERMANN

# Eladrin Bladesinger

A whirling blur in battle, an eladrin bladesinger forms a bond with allies and enemies alike, making each fight personal.

**Eladrin Bladesinger** **Level 11 Skirmisher**
Medium fey humanoid XP 600

**Initiative** +12 **Senses** Perception +6; low-light vision
**HP** 114; **Bloodied** 57
**AC** 25; **Fortitude** 23, **Reflex** 24, **Will** 23
**Saving Throws** +5 against charm effects
**Speed** 8; see also *wyvern strike*

⊕ **Brilliant Blade** (standard; at-will) ✦ **Radiant, Weapon**
+16 vs. AC; 2d8 + 3 radiant damage, and the target takes a –3 penalty to attack rolls against the eladrin bladesinger until the end of the bladesinger's next turn.

⨺ **Crippling Strike** (standard; encounter) ✦ **Weapon**
The eladrin bladesinger shifts 3 squares before and after making the attack. +14 vs. Fortitude; the target is weakened and slowed (save ends both). *Miss:* The target is slowed (save ends).

⨺ **Dance of Brilliance** (standard; at-will) ✦ **Radiant, Weapon**
+16 vs. AC; 1d8 + 4 radiant damage, and the eladrin bladesinger shifts 3 squares and uses *brilliant blade* against a different target.

⨺ **Wyvern Strike** (standard; encounter) ✦ **Poison, Weapon**
The eladrin bladesinger flies 8 squares and does not provoke opportunity attacks. At any point during the move, the bladesinger makes an attack: +14 vs. Fortitude; 1d8 + 4 damage, and ongoing 10 poison damage (save ends).

**Combat Shift** (minor; requires combat advantage against a target adjacent to the eladrin bladesinger; at-will)
The bladesinger shifts 1 square to a space adjacent to the target.

**Fey Step** (move; encounter) ✦ **Teleportation**
The eladrin bladesinger teleports 5 squares.

**Alignment** Unaligned **Languages** Common, Elven
**Str** 13 (+6) **Dex** 21 (+10) **Wis** 13 (+6)
**Con** 18 (+9) **Int** 15 (+7) **Cha** 18 (+9)
**Equipment** chainmail, longsword

## Eladrin Bladesinger Lore

**Arcana DC 21:** Eladrin bladesingers are highly skilled warriors equally versed in the arts of magic and combat. Bladesingers epitomize grace on the battlefield, but they are equally dedicated to honor. They treat foes with respect, and they despise those that would slaughter the helpless.

# Encounter Groups

Eladrin warriors such as the arcane archer and the bladesinger most often seek the company of other eladrin. Coures of mischief and strife can ally themselves with any creature, although rarely for long.

**Level 10 Encounter (XP 2,650)**
- ✦ 3 eladrin bladesingers (level 11 skirmisher)
- ✦ 1 eladrin twilight incanter (level 8 controller, *MM* 102)
- ✦ 1 will-o'-wisp (level 10 lurker)

# Coure of Mischief and Strife

This winsome eladrin keeps to the shadows, lips curled in a wicked smile.

**Coure of Mischief and Strife** **Level 17 Lurker**
Medium fey humanoid, eladrin XP 1,600

**Initiative** +19 **Senses** Perception +11; low-light vision
**HP** 129; **Bloodied** 64
**AC** 31; **Fortitude** 28, **Reflex** 30, **Will** 28
**Resist** 20 radiant; **Vulnerable** necrotic (a coure of mischief and strife that takes necrotic damage is slowed until the end of its next turn)
**Saving Throws** +5 against charm effects
**Speed** 6, teleport 6

⊕ **Rapier** (standard; at-will) ✦ **Weapon**
+22 vs. AC; 2d8 + 6 damage.

**Spark of Strife** (standard; usable only while invisible; at-will) ✦ **Charm, Psychic**
Ranged 10; +20 vs. Will; 2d10 + 5 psychic damage, and the target is dazed until the end of its next turn. At the start of the target's next turn, it charges its nearest ally or makes a basic attack against its nearest ally as a free action. If the target's attack hits, the coure of mischief and strife uses *spark of strife* against the attacked creature as a free action.

**Winds of Luck's Mischief** (standard; encounter)
Close burst 3; +20 vs. Will; the target misses with an attack that has an odd number on the attack roll (save ends).

**Invisibility** (standard; at-will) ✦ **Illusion**
The coure of mischief and strife becomes invisible until it misses with an attack or takes damage.

**Fey Step** (move; encounter) ✦ **Teleportation**
The coure of mischief and strife teleports 5 squares.

**Alignment** Unaligned **Languages** Common, Elven
**Skills** Bluff +18, Insight +16, Stealth +20
**Str** 14 (+10) **Dex** 24 (+15) **Wis** 16 (+11)
**Con** 21 (+13) **Int** 12 (+9) **Cha** 21 (+13)
**Equipment** leather armor, rapier

## Coure of Mischief and Strife Lore

**Arcana DC 20:** Like "bralani" and "ghaele," the term "coure" is a title of nobility. Any rank associated with such a title varies among different eladrin lands and clans. However, all eladrin that attain such ranks adopt spheres of influence and are invested with powers pertaining to those spheres.

**Arcana DC 25:** Noble rank in eladrin society is rarely a matter of inheritance. Eladrin politics is a complex mix of popularity and mysticism beyond the comprehension of nonfey. Eladrin that attain the title of coure of mischief and strife are experts in their chosen art of discord.

Elementals roil across the Elemental Chaos in infinite variety. Some occupy roles in that plane's varied environments similar to those of beasts in the world. Others pursue alien interests in their own societies.

## Chillfire Destroyer

A chillfire destroyer is a mass of raging fire held in check by a shell of elemental ice. As the creature fights, the shell slowly weakens, exposing the inferno within.

| **Chillfire Destroyer** | **Level 14 Brute** |
|---|---|
| Large elemental magical beast (cold, fire) | XP 1,000 |

**Initiative** +12 **Senses** Perception +12
**Leaking Firecore (Fire)** aura 2; while the chillfire destroyer is bloodied, each creature that starts its turn within the aura takes 10 fire damage.
**HP** 173; **Bloodied** 86; see also *firecore breach*
**AC** 26; **Fortitude** 26, **Reflex** 25, **Will** 25
**Immune** disease, poison; **Resist** 10 cold, 10 fire
**Speed** 5

⊕ **Freezing Slam** (standard; at-will) ✦ **Cold**
Reach 2; +17 vs. AC; 1d12 + 6 damage plus 1d12 cold damage.

**Trample** (standard; at-will) ✦ **Cold**
The chillfire destroyer moves its speed and can move through enemies' spaces. The destroyer makes an attack: +15 vs. Reflex; 1d10 + 6 damage plus 1d10 cold damage, and the target is knocked prone.

**Firecore Breach** (when the chillfire destroyer drops to 0 hit points) ✦ **Fire**
The destroyer does not die until the start of its next turn. Until then, the destroyer can take no actions. At the start of the destroyer's next turn, it makes an attack: close burst 3; +15 vs. Reflex; 4d10 + 6 fire damage.

**Alignment** Unaligned **Languages** Primordial

| | | |
|---|---|---|
| **Str** 16 (+10) | **Dex** 20 (+12) | **Wis** 20 (+12) |
| **Con** 23 (+13) | **Int** 5 (+4) | **Cha** 12 (+8) |

### Chillfire Destroyer Lore

**Arcana DC 18:** A chillfire destroyer combines the power of fire with the strength of elemental ice. This dangerous mix results in a deadly explosion when the creature is slain. Both fire archons and ice archons seek to recruit chillfire destroyers for their forces, sometimes coming into conflict as a result.

*(Left to right) windstriker, chillfire destroyer, and flamespiker*

MATIAS TAPIA

# Dust Devil

A living mote of elemental air, a dust devil is a destructive creature that sends its enemies flying.

| **Dust Devil** | **Level 3 Skirmisher** |
|---|---|
| Small elemental magical beast (air, earth) | XP 150 |
| **Initiative** +7 | **Senses** Perception +0 |
| **HP** 47; **Bloodied** 23 | |
| **AC** 18; **Fortitude** 14, **Reflex** 16, **Will** 14 (-2 to all defenses while slowed or immobilized) | |
| **Immune** disease, poison | |
| **Speed** 8 | |
| ⊕ **Grasping Winds** (standard; at-will) | |
| +8 vs. Reflex; 1d10 + 3 damage, and the dust devil slides the target 2 squares. | |
| ⸸ **Gale Blast** (move; recharge ⚄ ⁞⁞) | |
| The dust devil shifts 5 squares and attacks each enemy it moves adjacent to (one attack per creature): +8 vs. Fortitude; the target is knocked prone. | |
| ✧ **Stinging Sands** (standard; encounter) | |
| Close burst 3; +8 vs. Fortitude; 3d6 + 3 damage, and the target is blinded until the end of the dust devil's next turn. | |
| **Alignment** Unaligned | **Languages** Primordial |
| **Skills** Stealth +10 | |
| **Str** 8 (+0) | **Dex** 18 (+5) **Wis** 8 (+0) |
| **Con** 15 (+3) | **Int** 5 (-2) **Cha** 15 (+3) |

## Dust Devil Lore

**Arcana DC 15:** A dust devil is a creature of wind and earth, flighty and impulsive. Because of its dependence on movement, any attack that slows a dust devil weakens it significantly.

# Flamespiker

Formed of air, earth, and fire, flamespikers are front-line warriors under the command of more powerful beings of the Elemental Chaos.

| **Flamespiker** | **Level 5 Soldier** |
|---|---|
| Medium elemental magical beast (air, earth, fire) | XP 200 |
| **Initiative** +6 | **Senses** Perception +4 |
| **HP** 66; **Bloodied** 33 | |
| **AC** 21; **Fortitude** 18, **Reflex** 16, **Will** 16 | |
| **Immune** disease, petrification, poison; **Resist** 10 fire | |
| **Speed** 7 | |
| ⊕ **Stonespike** (standard; at-will) ✦ **Fire** | |
| Reach 2; +12 vs. AC; 1d8 damage plus 1d6 fire damage, and the target gains vulnerable 5 fire and is marked until the end of the flamespiker's next turn. | |
| ⊛ **Spikebolt** (standard; at-will) | |
| Ranged 5/10; +12 vs. AC; 1d10 + 5 damage. | |
| ⸸ **Thunderfire Thrust** (immediate reaction, when an enemy within 2 squares of the flamespiker shifts; recharge ⚄ ⁞⁞) ✦ **Fire, Thunder** | |
| The flamespiker uses *stonespike* against the triggering enemy. On a hit, the flamespiker makes a secondary attack against the same target. *Secondary Attack:* +10 vs. Fortitude; 5 thunder damage, and the target is stunned (save ends). | |
| **Alignment** Unaligned | **Languages** Primordial |
| **Str** 13 (+3) | **Dex** 15 (+4) **Wis** 15 (+4) |
| **Con** 18 (+6) | **Int** 6 (+0) **Cha** 8 (+1) |

## Flamespiker Lore

**Arcana DC 12:** A flamespiker is a living shell of stone with a hollow core of roiling flame. It blasts foes with burning shards of stone, rendering targets more susceptible to subsequent fire-based attacks.

# Geonid

An elemental of rock and earth, the geonid lurks in the Underdark waiting for creatures to stumble across it. When dormant, it looks like a large boulder. Only when prey draws near does it reveal its true form.

| **Geonid** | **Level 6 Lurker** |
|---|---|
| Large elemental magical beast (earth) | XP 250 |
| **Initiative** +10 | **Senses** Perception +11; darkvision |
| **HP** 56; **Bloodied** 28 | |
| **AC** 20; **Fortitude** 18, **Reflex** 17, **Will** 17 | |
| **Immune** disease, petrification, poison | |
| **Speed** 4 | |
| ⊕ **Tentacle** (standard; at-will) | |
| Reach 2; +11 vs. AC; 2d6 + 4 damage. | |
| ⸸ **Capturing Grab** (standard; at-will) | |
| Reach 2; +11 vs. AC; 1d6 + 4 damage. *Effect:* The geonid makes one more attack against the same target. If both attacks hit, the target is grabbed. | |
| ✧ **Shell Slam** (standard; at-will) | |
| Close burst 2; +9 vs. Fortitude; the target is knocked prone. *Effect:* The geonid closes its shell. While the geonid's shell is closed, its speed is 0, it gains a +5 bonus to all defenses, and it does not have line of effect to any creature other than a creature it has grabbed. The geonid slides a creature it has grabbed into its space. The grabbed creature has line of sight and line of effect only to the geonid. The geonid does not gain its bonus to defenses against the grabbed creature. If the grabbed creature escapes, it appears in a space adjacent to the geonid. The geonid can open its shell as a minor action. | |
| **Shell Form** | |
| A geonid with its shell closed resembles a boulder. A creature can recognize the geonid as a beast by succeeding on a DC 28 Perception check. | |
| **Alignment** Unaligned | **Languages** Primordial |
| **Skills** Stealth +11 | |
| **Str** 19 (+7) | **Dex** 16 (+6) **Wis** 17 (+6) |
| **Con** 14 (+5) | **Int** 6 (+1) **Cha** 9 (+2) |

## Geonid Lore

**Arcana DC 17:** During the war between the gods and the primordials, geonids served as guardians and watchers along the hidden pathways that honeycombed the world. Secret caches of weapons, treasure, and sleeping primordial war beasts still lurk in such places, forgotten by all but the geonids that still guard them.

*(Left to right) mud lasher, dust devil, tempest wisp, and stormstone fury*

# Mud Lasher

A creature of elemental earth and water, the mud lasher is a vicious brute that delights in drowning its foes.

| **Mud Lasher** | **Level 4 Brute** |
|---|---|
| Medium elemental magical beast (earth, water) | XP 175 |
| **Initiative** +4 | **Senses** Perception +9; low-light vision |
| **HP** 63; **Bloodied** 31 | |
| **AC** 16; **Fortitude** 17, **Reflex** 15, **Will** 15 | |
| **Immune** disease, poison | |
| **Speed** 5 | |
| ⊕ **Slam** (standard; at-will) | |
| +7 vs. AC; 2d8 + 4 damage. | |
| ⸸ **Drowning Slam** (standard; encounter) | |
| +5 vs. Fortitude; 2d8 + 4 damage, and ongoing 5 damage (save ends). *Miss:* Half damage. | |
| ⊁ **Mud Ball** (standard; at-will) | |
| Ranged 10; +5 vs. Reflex; the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends). | |
| **Amorphous Body** (immediate reaction, when hit by a melee attack; encounter) | |
| The mud lasher shifts 3 squares. | |
| **Relentless Assault** | |
| A mud lasher gains a +2 bonus to attack rolls against slowed or immobilized creatures. | |
| **Alignment** Unaligned | **Languages** Primordial |
| **Skills** Stealth +9 | |
| **Str** 18 (+6) | **Dex** 15 (+4) **Wis** 15 (+4) |
| **Con** 13 (+3) | **Int** 8 (+1) **Cha** 11 (+2) |

## Mud Lasher Lore

**Arcana DC 12:** A mud lasher buries a victim in shallow mud, then rests atop this crude grave to feast on the slowly rotting corpse. These creatures have no interest in gold, gems, and other riches, but treasure is sometimes interred with their victims.

# Rockfist Smasher

Rockfist smashers take great pleasure in knocking foes to their knees.

| **Rockfist Smasher** | **Level 10 Brute** |
|---|---|
| Large elemental magical beast (earth) | XP 500 |
| **Initiative** +7 | **Senses** Perception +11 |
| **HP** 125; **Bloodied** 62; see also *internal avalanche* | |
| **AC** 22; **Fortitude** 24, **Reflex** 21, **Will** 21 | |
| **Immune** disease, petrification, poison | |
| **Speed** 5 | |
| ⊕ **Granite Punch** (standard; at-will) | |
| Reach 2; +13 vs. AC; 2d10 + 6 damage, and if the target is bloodied, it is knocked prone. | |
| **Internal Avalanche** (when first bloodied; encounter) | |
| The rockfist smasher gains 20 temporary hit points. If it has temporary hit points at the start of its next turn, it loses them and gains 1 action point that it must use during that turn. | |
| **Alignment** Unaligned | **Languages** Primordial |
| **Str** 21 (+10) | **Dex** 15 (+7) **Wis** 12 (+6) |
| **Con** 15 (+7) | **Int** 4 (+2) **Cha** 15 (+7) |

ZOLTAN BOROS & GABOR SZIKSZAI

### Rockfist Smasher Lore

**Arcana DC 16:** Capricious and stupid, a rockfist smasher fights its way across a battlefield at random, focusing on a specific target only after it bloodies that foe.

**Arcana DC 21:** More intelligent creatures of the Elemental Chaos often gather a number of rockfist smashers and keep them in chambers as traps.

## Shardstorm Vortex

Shardstorms arise in the Elemental Chaos like blizzards, hurling cutting slices of stone instead of snow. Among these storms lurk shardstorm vortices.

The shardstorm vortex is a scavenger, feeding on the destruction left behind by the battles of its more powerful elemental kin.

**Shardstorm Vortex** **Level 7 Skirmisher**
Medium elemental magical beast (air, earth) XP 300
**Initiative** +9 **Senses** Perception +6
**Sandblast** aura 1; each enemy within the aura takes a -2 penalty to all defenses.
**HP** 80; **Bloodied** 40
**AC** 21; **Fortitude** 19, **Reflex** 20, **Will** 19
**Immune** disease, poison
**Speed** 0, fly 8 (hover)
⊕ **Abrasive Slam** (standard; at-will)
+10 vs. Fortitude; 2d8 + 2 damage.
↭ **Whirling Blast** (standard; recharge ⚄ ⚅)
The shardstorm vortex shifts 4 squares and makes an attack: close burst 1; +10 vs. Reflex; 3d8 + 3 damage, and the vortex pushes the target 1 square. *Miss:* Half damage.
**Alignment** Unaligned **Languages** Primordial
**Str** 10 (+3) **Dex** 19 (+7) **Wis** 16 (+6)
**Con** 16 (+6) **Int** 5 (+0) **Cha** 6 (+1)

**Shardstorm Vortex Funnelcloud** **Level 13 Minion Skirmisher**
Medium elemental magical beast (air, earth) XP 200
**Initiative** +14 **Senses** Perception +10
**Sandblast** aura 1; each enemy within the aura takes a -2 penalty to all defenses.
**HP** 1; a missed attack never damages a minion.
**AC** 27; **Fortitude** 24, **Reflex** 26, **Will** 24
**Immune** disease, poison
**Speed** 0, fly 8 (hover)
⊕ **Abrasive Slam** (standard; at-will)
+16 vs. Fortitude; 12 damage.
**Vortex Step** (move; at-will)
The shardstorm vortex funnelcloud shifts 4 squares.
**Alignment** Unaligned **Languages** Primordial
**Str** 11 (+6) **Dex** 22 (+12) **Wis** 19 (+10)
**Con** 19 (+10) **Int** 5 (+3) **Cha** 6 (+4)

**Shardstorm Vortex Whirlwind** **Level 23 Minion Skirmisher**
Medium elemental magical beast (air, earth) XP 1,275
**Initiative** +21 **Senses** Perception +17
**Sandblast** aura 1; each enemy within the aura takes a -2 penalty to all defenses.
**HP** 1; a missed attack never damages a minion.
**AC** 37; **Fortitude** 35, **Reflex** 36, **Will** 34
**Immune** disease, poison
**Speed** 0, fly 8 (hover)
⊕ **Abrasive Slam** (standard; at-will)
+26 vs. Fortitude; 15 damage.
**Vortex Step** (move; at-will)
The shardstorm vortex whirlwind shifts 4 squares.
**Alignment** Unaligned **Languages** Primordial
**Str** 12 (+12) **Dex** 27 (+19) **Wis** 22 (+17)
**Con** 24 (+18) **Int** 5 (+8) **Cha** 6 (+9)

### Shardstorm Vortex Lore

**Arcana DC 14:** The shardstorm vortex is a scavenger from the Elemental Chaos. Though it is rarely the first creature to enter a fight, its potent slam attack makes it a dangerous foe.

## Stormstone Fury

A stormstone fury is a hulking creature of stone and thunder, both of which it unleashes at the slightest threat.

**Stormstone Fury** **Level 14 Artillery**
Medium elemental magical beast (air, earth) XP 1,000
**Initiative** +12 **Senses** Perception +9
**HP** 113; **Bloodied** 56
**AC** 26; **Fortitude** 26, **Reflex** 25, **Will** 25
**Immune** disease, petrification, poison; **Resist** 10 thunder
**Speed** 6
⊕ **Grinding Stones** (standard; at-will)
+21 vs. AC; 1d10 + 3 damage.
↝ **Hurtling Thunderstone** (standard; at-will) ✦ **Thunder**
Ranged 20; +21 vs. AC; 2d8 + 6 damage. *Miss:* Half damage. *Effect:* One square the target currently occupies becomes the origin square of a burst 2 attack that occurs at the start of the stormstone fury's next turn: +19 vs. Fortitude; 1d10 + 6 thunder damage.
↭ **Shrapnel Burst** (minor; recharge ⚃ ⚄ ⚅) ✦ **Thunder**
Close burst 2; +21 vs. AC; 1d6 + 6 damage plus 1d6 thunder damage, and the stormstone fury pushes the target 2 squares.
**Meld to Ground** (when first bloodied; requires the stormstone fury to be on the ground; encounter) ✦ **Teleportation**
The fury disappears, and no creatures have line of sight or line of effect to it. At the start of its next turn, the fury appears within 10 squares of its previous space.
**Alignment** Unaligned **Languages** Primordial
**Str** 16 (+10) **Dex** 20 (+12) **Wis** 15 (+9)
**Con** 23 (+13) **Int** 6 (+5) **Cha** 20 (+12)

### Stormstone Fury Lore

**Arcana DC 18:** Stormstone furies are creatures of stone and living thunder. A stormstone fury has no compunction about catching allies with its attacks, so these creatures fight best alongside those resistant to

thunder. Dwarves covet thundering weapons crafted from the stone of a stormstone fury's body.

## Tempest Wisp

A tempest wisp seeks out other creatures it can coerce to its side of a fight, using them as shields as it targets weaker foes.

| **Tempest Wisp** | **Level 13 Controller** |
|---|---|
| Medium elemental magical beast (air) | XP 800 |
| **Initiative** +10 **Senses** Perception +10 | |
| **HP** 134; **Bloodied** 67 | |
| **AC** 27; **Fortitude** 26, **Reflex** 24, **Will** 24 | |
| **Immune** disease, poison; **Resist** insubstantial while not bloodied | |
| **Speed** 0, fly 7 (hover) | |
| ⊕ **Air Slash** (standard; at-will) | |
| +16 vs. Reflex; 2d8 + 5 damage. | |
| ⊗ **Whistling Wind** (standard; at-will) | |
| Ranged 10; +16 vs. Reflex; 2d10 + 3 damage, and the tempest wisp slides the target 1 square. | |
| ⊗ **Tumbling Updraft** (standard; recharge ⚄ ⁞⁞) | |
| Ranged 10; +20 vs. Fortitude; the target is lifted up 20 feet (4 squares) and restrained (save ends). *Failed Saving Throw:* The target is lifted up another 20 feet. *Successful Saving Throw:* The target falls and takes falling damage, if applicable. | |
| **Alignment** Unaligned **Languages** Primordial | |
| **Str** 15 (+8) **Dex** 19 (+10) **Wis** 19 (+10) | |
| **Con** 22 (+12) **Int** 9 (+5) **Cha** 14 (+8) | |

### Tempest Wisp Lore

**Arcana DC 18:** A tempest wisp becomes solid when bloodied. Unlike many elementals, tempest wisps actively ally themselves with other creatures, hoping to stay behind them in battle.

## Windfiend Fury

A cyclone of mist and lightning, the windfiend fury arcs through the air like a predator.

| **Windfiend Fury** | **Level 12 Controller** |
|---|---|
| Large elemental magical beast (air, water) | XP 700 |
| **Initiative** +11 **Senses** Perception +10 | |
| **Forceful Zephyr** aura 3; the windfiend fury slides each creature that starts its turn within the aura 1 square. | |
| **HP** 123; **Bloodied** 61 | |
| **AC** 26; **Fortitude** 24, **Reflex** 25, **Will** 24 | |
| **Immune** disease, poison; **Resist** 15 lightning, 15 thunder | |
| **Speed** 0, fly 8 (hover) | |
| ⊕ **Flying Debris** (standard; at-will) | |
| Reach 2; +17 vs. AC; 2d8 + 5 damage. | |
| ⊗ **Lightning Strike** (standard; recharge ⚄ ⁞⁞) ✦ **Lightning** | |
| Ranged 10; +16 vs. Fortitude; 3d8 + 5 lightning damage, and the target is dazed until the end of the windfiend fury's next turn. | |
| ⊱ **Storm Burst** (standard; at-will) ✦ **Teleportation, Thunder** | |
| Close burst 2; +16 vs. Reflex; 1d10 + 5 thunder damage. *Effect:* The windfiend fury teleports to any space adjacent to the burst's area of effect. | |

*(Left to right) geonid, rockfist smasher, shardstorm vortex, and windfiend fury*

FRANZ VOHWINKEL

| | | |
|---|---|---|
| **Alignment** Unaligned | **Languages** Primordial | |
| **Str** 17 (+9) | **Dex** 21 (+11) | **Wis** 19 (+10) |
| **Con** 19 (+10) | **Int** 6 (+4) | **Cha** 16 (+9) |

### Windfiend Fury Lore

**Arcana DC 16:** As an opponent, the windfiend fury is difficult to pin down. If surrounded in melee, it explodes in a thunderous burst, then re-forms in another place farther away from its foes.

**Arcana DC 21:** Windfiend furies often accidentally cross the boundaries between planes. Swept up into a great storm on one plane, a windfiend fury can be pulled into a dangerous tempest that rages in another plane. Some archons know a way to imprison windfiend furies within magic vessels, which they then pilot to other planes using the elementals' power.

## Windstriker

Windstrikers whirl out of nowhere to hammer foes with potent blasts of thunderous cold.

Their lethal fury comes in fits and starts as their winds seek to enwrap targets before the windstrikers blast them.

| **Windstriker** | **Level 9 Lurker** |
|---|---|
| Medium elemental magical beast (air) | XP 400 |
| **Initiative** +11 **Senses** Perception +9 | |
| **HP** 56; **Bloodied** 28 | |
| **AC** 21; **Fortitude** 22, **Reflex** 20, **Will** 20 | |
| **Immune** disease, poison; **Resist** insubstantial | |
| **Speed** 0, fly 8 (hover) | |
| ⊕ **Windstrike** (standard; at-will) ✦ **Cold**, **Thunder** | |
| Reach 2; +14 vs. AC; 1d8 + 2 cold and thunder damage. | |
| ⸸ **Lethal Windstrike** (standard; at-will) ✦ **Cold**, **Thunder** | |
| Reach 2; targets the windstriker's quarry (see *searching wind*); +14 vs. AC; 2d12 + 5 cold and thunder damage, and the target is no longer designated as the windstriker's quarry. | |
| ⚚ **Searching Wind** (standard; recharges when the windstriker hits with *lethal windstrike*) ✦ **Cold**, **Thunder** | |
| Ranged 10; +12 vs. Will; 2d6 + 5 cold and thunder damage, and the target is knocked prone. *Effect:* The target is designated as the windstriker's quarry. | |
| **Shifting Wind** (immediate reaction, when the windstriker takes damage; at-will) | |
| Until the end of its next turn, the windstriker does not provoke opportunity attacks and can move through enemies' spaces. | |
| **Alignment** Unaligned **Languages** Primordial | |
| **Str** 14 (+6) **Dex** 17 (+7) **Wis** 10 (+4) | |
| **Con** 20 (+9) **Int** 5 (+1) **Cha** 17 (+7) | |

### Windstriker Lore

**Arcana DC 14:** A windstriker targets a specific foe with its attacks, trusting its defenses to protect it from opportunity attacks as it whirls across the battlefield.

## Encounter Groups



Elementals fight most commonly alongside their own kind, or with other creatures of the Elemental Chaos. Outside that plane, elementals are found as guardians of tombs and treasure-houses, or at locations where they have been summoned by powerful magic.

**Level 4 Encounter (XP 875)**
- ✦ 2 clay scouts (level 2 lurker, *MM* 156)
- ✦ 3 dust devils (level 3 skirmisher)
- ✦ 1 human mage (level 4 artillery, *MM* 163)

**Level 6 Encounter (XP 1,275)**
- ✦ 3 dust devils (level 3 skirmisher)
- ✦ 2 flamespikers (level 5 soldier)
- ✦ 1 geonid (level 6 lurker)
- ✦ 1 mud lasher (level 4 brute)

**Level 7 Encounter (XP 1,500)**
- ✦ 4 flamespikers (level 5 soldier)
- ✦ 1 imp (level 3 lurker, *MM* 63)
- ✦ 2 magma hurlers (level 4 artillery, *MM* 182)
- ✦ 1 tiefling heretic (level 5 artillery, *MM* 250)

**Level 9 Encounter (XP 2,100)**
- ✦ 3 shardstorm vortices (level 7 skirmisher)
- ✦ 4 shardstorm vortex funnelclouds (level 13 minion skirmisher)
- ✦ 1 windstriker (level 9 lurker)

**Level 12 Encounter (XP 3,700)**
- ✦ 2 rockfist smashers (level 10 brute)
- ✦ 2 stormstone furies (level 14 artillery)
- ✦ 1 windfiend fury (level 12 controller)

**Level 15 Encounter (XP 6,400)**
- ✦ 2 chillfire destroyers (level 14 brute)
- ✦ 1 tempest wisp (level 13 controller)
- ✦ 1 beholder eye of flame (level 13 elite artillery, *MM* 32)
- ✦ 4 salamander firetails (level 14 skirmisher, *MM* 226)

# Fell Taint

Insubstantial alien predators from a twisted realm of madness, fell taints kill by generating insanity and despair in their victims. These unnatural horrors slip between worlds where and when the boundaries thin. Their presence alone opens any gap a bit wider, allowing more dreadful entities to pass through.

## Fell Taint Lasher

A twisting knot of predatory tentacles, a fell taint lasher seizes its prey to feed on the madness it inspires.

**Fell Taint Lasher** **Level 1 Soldier**
Small aberrant magical beast XP 100

**Initiative** +3 **Senses** Perception +8
**HP** 20; **Bloodied** 10
**AC** 15; **Fortitude** 12, **Reflex** 12, **Will** 14
**Resist** insubstantial; **Vulnerable** 5 psychic
**Speed** 1, fly 6 (hover)

⊕ **Tendril Caress** (standard; at-will) ✦ **Psychic**
+5 vs. Reflex; 1d6 + 4 psychic damage.

**Tendrils of Stasis** (standard; at-will) ✦ **Psychic**
+5 vs. Will; 1d4 + 4 psychic damage, and the target is immobilized until the end of the fell taint lasher's next turn.

**Fell Taint Feeding** (standard; at-will) ✦ **Healing**
Targets a helpless or unconscious creature; the fell taint lasher loses insubstantial and its fly speed until the end of its next turn, and it makes a coup de grace against the target. If the lasher kills the target, it regains all of its hit points.

**Flowing Tendrils** (free, when the fell taint lasher makes an opportunity attack; at-will)
The lasher shifts 1 square.

**Alignment** Unaligned **Languages** –
**Str** 11 (+0) **Dex** 12 (+1) **Wis** 16 (+3)
**Con** 13 (+1) **Int** 4 (-3) **Cha** 10 (+0)

### Fell Taint Lasher Tactics

A fell taint lasher quickly closes and focuses on one victim. It begins with *tendrils of stasis*, hoping to use its mind-ravaging tendrils on a target that has been immobilized. It uses *flowing tendrils* to gain and maintain flanking.

## Fell Taint Pulsar

A fell taint pulsar is an ambush hunter that attempts to disable its prey with a quick attack.

**Fell Taint Pulsar** **Level 1 Artillery**
Small aberrant magical beast XP 100

**Initiative** +2 **Senses** Perception +8
**HP** 18; **Bloodied** 9
**AC** 12; **Fortitude** 12, **Reflex** 13, **Will** 14
**Resist** insubstantial; **Vulnerable** 5 psychic
**Speed** 1, fly 6 (hover)

⊕ **Tendril Caress** (standard; at-will) ✦ **Psychic**
+4 vs. Reflex; 1d4 + 3 psychic damage.

**Tendril Pulse** (standard; at-will) ✦ **Psychic**
Ranged 20; +6 vs. Reflex; 2d4 + 3 psychic damage.

**Tendril Flurry** (standard; recharge ⚄ ⁞⁞) ✦ **Psychic**
Ranged 10; targets one, two, or three creatures; +4 vs. Reflex; 2d4 + 1 psychic damage.

**Fell Taint Feeding** (standard; at-will) ✦ **Healing**
Targets a helpless or unconscious creature; the fell taint pulsar loses insubstantial and its fly speed until the end of its next turn, and it makes a coup de grace against the target. If the pulsar kills the target, it regains all of its hit points.

**Alignment** Unaligned **Languages** –
**Skills** Stealth +7
**Str** 11 (+0) **Dex** 14 (+2) **Wis** 16 (+3)
**Con** 13 (+1) **Int** 4 (-3) **Cha** 10 (+0)

### Fell Taint Pulsar Tactics

Fell taint pulsars start combat with *tendril flurry*, from hiding if possible. Afterward, they prefer to use *tendril pulse* until *tendril flurry* recharges.

## Fell Taint Thought Eater

The fell taint thought eater doesn't hesitate to take on a group of foes, using its ability to disorient its opponents to target its next meal.

**Fell Taint Thought Eater** **Level 2 Controller**
Small aberrant magical beast XP 125

**Initiative** +2 **Senses** Perception +6
**HP** 26; **Bloodied** 13
**AC** 14; **Fortitude** 13, **Reflex** 13, **Will** 15
**Resist** insubstantial; **Vulnerable** 5 psychic
**Speed** 1, fly 6 (hover)

⊕ **Tendril Caress** (standard; at-will) ✦ **Psychic**
+6 vs. Reflex; 1d6 + 5 psychic damage.

**Spirit Haze** (standard; at-will) ✦ **Psychic**
Ranged 10; +6 vs. Will; 1d4 + 5 psychic damage, and the target is dazed until the end of the fell taint thought eater's next turn.

**Thought Fog** (standard; recharge ⚄ ⁞⁞) ✦ **Psychic, Charm**
Close blast 5; targets enemies; +5 vs. Will; the target is slowed (save ends). *First Failed Saving Throw:* The target is immobilized instead of slowed (save ends).

**Fell Taint Feeding** (standard; at-will) ✦ **Healing**
Targets a helpless or unconscious creature; the fell taint thought eater loses insubstantial and its fly speed until the end of its next turn, and it makes a coup de grace against the target. If the thought eater kills the target, it regains all of its hit points.

**Alignment** Unaligned **Languages** –
**Str** 11 (+1) **Dex** 12 (+2) **Wis** 10 (+1)
**Con** 13 (+2) **Int** 5 (-1) **Cha** 16 (+4)

### Fell Taint Thought Eater Tactics

A fell taint thought eater closes and uses *thought fog* on as many enemies as possible. Then it moves back and uses *spirit haze* until *thought fog* recharges.

## Fell Taint Warp Wender

The fell taint warp wender shifts about the battlefield, making it difficult for foes to pin it down.

| **Fell Taint Warp Wender** | **Level 4 Controller** |
|---|---|
| Medium aberrant magical beast | XP 175 |
| **Initiative** +5 | **Senses** Perception +10 |
| **HP** 38; **Bloodied** 19 | |
| **AC** 18; **Fortitude** 16, **Reflex** 16, **Will** 17 | |
| **Resist** insubstantial; **Vulnerable** 5 psychic | |
| **Speed** 1, fly 6 (hover) | |
| ⨭ **Tendril Caress** (standard; at-will) ✦ **Psychic** | |
| +8 vs. Reflex; 1d6 + 4 psychic damage. | |
| ⨳ **Psychic Transposition** (standard; at-will) ✦ **Psychic, Teleportation** | |
| Ranged 10; +8 vs. Will; 1d4 + 4 psychic damage, and the target is dazed (save ends). *First Failed Saving Throw*: The fell taint warp wender swaps positions with the target. | |
| **Fell Taint Feeding** (standard; at-will) ✦ **Healing** | |
| Targets a helpless or unconscious creature; the fell taint warp wender loses insubstantial and its fly speed until the end of its next turn, and it makes a coup de grace against the target. If the warp wender kills the target, it regains all of its hit points. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 11 (+2) | **Dex** 16 (+5) **Wis** 17 (+5) |
| **Con** 15 (+4) | **Int** 6 (+0) **Cha** 12 (+3) |

### Fell Taint Warp Wender Tactics

A fell taint warp wender attacks foes with *psychic transposition*, keeping as many dazed as possible. If sorely pressed, the warp wender uses a move action to fly up after dazing a foe, making for a bruising fall for an enemy that fails its saving throw.

## Fell Taint Lore

**Dungeoneering DC 10:** Fell taints are strange, aberrant predators that kill by inflicting madness, feeding on the thoughts and emotions they steal from their foes.

**Dungeoneering DC 15:** The alien fell taints are only partially real. Although some aspect of them exists in the world, the rest is formed by the minds of those who view them.

Fell taints can live indefinitely without eating. They simply go dormant until a prospective meal comes near.

Fell taints come in a variety of types. Lashers must close to attack. Pulsars lurk in the shadows of high places, unleashing a flurry of mind-wrecking light rays from their eyes when prey is near. Thought eaters freeze their victims, consuming them at their leisure.

**Dungeoneering DC 17:** Fell taints originate in the alien Far Realm. There they are relatively weak predators, comparable to foxes in the world. They slip through weak points in the planar boundaries, seemingly finding them through instinct. When they come to the world or to other planes, they act as beacons for more deadly beings from their dread home. Their presence alone thins the barriers between planes.

## Encounter Groups

Fell taints usually work only with their kind and other aberrant creatures of the Far Realm. Occasionally they are found with nonintelligent beings or undead. These alliances of convenience feature little cooperation and no communication.

**Level 1 Encounter (XP 525)**
- ✦ 1 fell taint thought eater (level 2 controller)
- ✦ 1 fell taint pulsar (level 1 artillery)
- ✦ 3 fell taint lashers (level 1 soldier)

**Level 3 Encounter (XP 750)**
- ✦ 1 fell taint pulsar (level 1 artillery)
- ✦ 1 fell taint thought eater (level 2 controller)
- ✦ 3 phantom warriors (level 4 soldier, *MM* 116)

**Level 4 Encounter (XP 925)**
- ✦ 2 fell taint pulsars (level 1 artillery)
- ✦ 1 fell taint thought eater (level 2 controller)
- ✦ 2 ochre jellies (level 3 elite brute, *MM* 202)

JEREMY JARVIS

# FEY LINGERER

The passions and obsessions of some strong-willed eladrin can drive them even after death. When their physical forms are ruined, their spirits lash out at their slayers.

## Lingerer Knight

A lingerer knight fights with dangerous desperation, seeking to accomplish a task undone in life.

**Lingerer Knight** **Level 16 Elite Soldier**
Medium fey humanoid (undead) XP 2,800

**Initiative** +17 **Senses** Perception +11; darkvision
**Spiraling Despair** aura 3; each enemy within the aura takes a -2 penalty to damage rolls and saving throws.
**HP** 152; **Bloodied** 76; see also *spiritual despondence* and *vestige transformation*
**AC** 32; **Fortitude** 30, **Reflex** 32, **Will** 29
**Resist** 10 necrotic; **Vulnerable** 5 radiant
**Saving Throws** +2 (+5 against charm effects)
**Speed** 6
**Action Points** 1

⊕ **Longsword** (standard; at-will) ✦ **Necrotic**
+23 vs. AC; 1d8 + 5 necrotic damage, and ongoing 5 necrotic damage (save ends).

⸸ **Double Attack** (standard; at-will)
The lingerer knight makes two longsword attacks.

✧ **Desperate Challenge** (standard; encounter) ✦ **Necrotic**
Ranged 10; the target is marked until the end of the encounter or until the lingerer knight transforms into a fey-knight vestige. While marked, the target takes 8 necrotic damage whenever it makes an attack that does not include the knight.

✧ **Spirit-Sword Circle** (standard; recharge ⚄ ⁞⁞) ✦ **Necrotic**
Close burst 1; +21 vs. Reflex; 2d8 + 7 necrotic damage, and ongoing 5 necrotic damage (save ends).

✧ **Spiritual Despondence** (when first bloodied) ✦ **Necrotic**
Close burst 3; targets enemies; no attack roll; 2d6 + 4 necrotic damage.

**Fey Step** (move; encounter) ✦ **Teleportation**
The lingerer knight teleports 5 squares.

**Vestige Transformation** (when the lingerer knight drops to 0 hit points)
The knight becomes a fey-knight vestige. All effects and conditions on the knight end. The vestige acts on the knight's initiative count.

**Alignment** Evil **Languages** Common, Elven
**Str** 21 (+13) **Dex** 25 (+15) **Wis** 17 (+11)
**Con** 16 (+11) **Int** 17 (+11) **Cha** 19 (+12)
**Equipment** scale armor, longsword

## Fey-Knight Vestige

A fey-knight vestige enters a frenzy of rage, stabbing with its ghostly sword to inflict terrible wounds.

**Fey-Knight Vestige** **Level 16 Lurker**
Medium fey humanoid (undead) XP 1,400 or 0 if encountered after lingerer knight

**Initiative** +19 **Senses** Perception +11; darkvision
**Spiraling Despair** aura 3; each enemy within the aura takes a -2 penalty to damage rolls and saving throws.
**HP** 75; **Bloodied** 37
**AC** 30; **Fortitude** 30, **Reflex** 32, **Will** 29
**Resist** 15 necrotic, insubstantial; **Vulnerable** 10 radiant
**Speed** 6, fly 6 (hover), phasing

⊕ **Ghostsword** (standard; at-will) ✦ **Necrotic**
+19 vs. Fortitude; 1d8 + 5 necrotic damage, and the target grants combat advantage to the fey-knight vestige (save ends).

**Combat Advantage** ✦ **Necrotic**
The fey-knight vestige deals 2d8 extra necrotic damage to any target granting combat advantage to it.

**Desperate Dash** (move; recharge ⚄ ⁞⁞)
The fey-knight vestige shifts 6 squares.

**Fey Step** (move; encounter) ✦ **Teleportation**
The fey-knight vestige teleports 5 squares.

**Alignment** Evil **Languages** Common, Elven
**Skills** Stealth +20
**Str** 21 (+13) **Dex** 25 (+15) **Wis** 17 (+11)
**Con** 16 (+11) **Int** 17 (+11) **Cha** 19 (+12)

## Lingerer Fell Incanter

Surrounded by a miasma of despair, a lingerer fell incanter channels its hatred through its magic.

**Lingerer Fell Incanter** **Level 18 Elite Artillery**
Medium fey humanoid (undead) XP 4,000

**Initiative** +14 **Senses** Perception +15; darkvision
**Spiraling Despair** aura 3; each enemy within the aura takes a -2 penalty to damage rolls and saving throws.
**HP** 130; **Bloodied** 65; see also *vestige transformation*
**AC** 30; **Fortitude** 30, **Reflex** 31, **Will** 31
**Resist** 10 necrotic; **Vulnerable** 5 radiant
**Saving Throws** +2 (+5 against charm effects)
**Speed** 6
**Action Points** 1

⊕ **Quarterstaff** (standard; at-will) ✦ **Necrotic**
+25 vs. AC; 1d8 + 5 necrotic damage, and ongoing 5 necrotic damage (save ends). The lingerer fell incanter also pushes the target 1 square.

✧ **Soul Bolt** (standard; at-will) ✦ **Necrotic**
Ranged 10; +23 vs. Fortitude; 2d8 + 6 necrotic damage, and the target is immobilized (save ends).

✧ **Double Attack** (standard; at-will)
The lingerer fell incanter makes two *soul bolt* attacks.

✧ **Soul Blast** (standard; usable only while bloodied; recharge ⚄ ⁞⁞) ✦ **Necrotic**
Close blast 3; +21 vs. Fortitude; 2d8 + 8 necrotic damage, and the target is weakened until the end of the lingerer fell incanter's next turn.

**Fey Step** (move; encounter) ✦ **Teleportation**
The lingerer fell incanter teleports 5 squares.

**Vestige Transformation** (when the lingerer fell incanter drops to 0 hit points)
The fell incanter becomes a fey-incanter vestige. All effects and conditions on the fell incanter end. The vestige acts on the fell incanter's initiative count.

**Alignment** Evil **Languages** Common, Elven
**Str** 13 (+10) **Dex** 21 (+14) **Wis** 22 (+15)
**Con** 16 (+12) **Int** 23 (+15) **Cha** 20 (+14)
**Equipment** quarterstaff

# Fey-Incanter Vestige

The fey-incanter vestige thinks nothing of its own survival, wishing only to torment those who destroyed its physical form.

| **Fey-Incanter Vestige** | **Level 18 Lurker** |
|---|---|
| Medium fey humanoid (undead) | XP 2,000 or 0 if encountered after lingerer fell incanter |

**Initiative** +17 **Senses** Perception +11; darkvision
**Spiraling Despair** aura 3; each enemy within the aura takes a -2 penalty to attack rolls and saving throws.
**HP** 91; **Bloodied** 45
**AC** 30; **Fortitude** 28, **Reflex** 32, **Will** 30
**Resist** 15 necrotic, insubstantial; **Vulnerable** 10 radiant
**Speed** 6, fly 6 (hover), phasing

**Ray of Humility** (standard; at-will) ✦ **Necrotic**
Ranged 5; +21 vs. Will; 1d8 + 5 necrotic damage, ongoing 5 necrotic damage, and the target must roll saving throws twice, taking the lower of the two results (save ends both).

**Ray of Spring's Rejection** (standard; recharge ⚄ ⁞⁞) ✦ **Necrotic**
Ranged 5; +21 vs. Will; 2d8 + 6 necrotic damage, and the target grants combat advantage to the fey-incanter vestige (save ends).

**Combat Advantage** ✦ **Necrotic**
The fey-incanter vestige deals 2d8 extra necrotic damage to any target granting combat advantage to it.

**Fey Step** (move; encounter) ✦ **Teleportation**
The fey-incanter vestige teleports 5 squares.

**Maniacal Dash** (move; recharge ⚄ ⁞⁞)
The fey-incanter vestige shifts 6 squares.

**Alignment** Evil **Languages** Common, Elven
**Skills** Stealth +20

| | | |
|---|---|---|
| **Str** 13 (+10) | **Dex** 22 (+15) | **Wis** 22 (+15) |
| **Con** 16 (+12) | **Int** 26 (+17) | **Cha** 20 (+14) |

# Fey Lingerer Lore

**Arcana or Religion DC 20:** Fey lingerers are eladrin knights and wizards who refuse to die. They are not the gracious and mannered eladrin of the fey court, but are twisted and depraved, withdrawn from elven grace. When younger, more vibrant foes challenge the lingerers' strength, they retaliate furiously.

**Arcana or Religion DC 25:** Fey lingerer knights pine to relive past glories; incanters seek to rediscover lost rituals and spells. When they are destroyed, fey lingerers transform into vengeful incorporeal spirits.

# Encounter Groups

Fey lingerers are encountered with other undead, and even with living eladrin loyal to them.

**Level 18 Encounter (XP 11,600)**
- ✦ 2 lingerer knights (level 16 elite soldier)
- ✦ 1 lingerer fell incanter (level 18 elite artillery)
- ✦ 1 bralani of autumn winds (level 19 controller, *MM* 102)

*Lingerer knight and fell incanter*

ZOLTAN BOROS & GABOR SZIKSZAI

# Firbolg

Large, fierce humanoids of the Feywild, firbolgs live for the hunt. They value independence, courage, and the middle ground between good and evil. They are agents of destiny, death, and the unforgiving wild.

## Firbolg Hounder

A firbolg hounder openly attacks prey to distract it from the threat posed by the rest of its hunting band.

| **Firbolg Hounder** | **Level 11 Soldier** |
|---|---|
| Large fey humanoid | XP 600 |

**Initiative** +11 **Senses** Perception +9; low-light vision
**HP** 113; **Bloodied** 56
**Regeneration** 5
**AC** 28; **Fortitude** 24, **Reflex** 23, **Will** 23
**Vulnerable** necrotic (if the firbolg hounder takes necrotic damage, its regeneration does not function on its next turn)
**Saving Throws** +2 against charm effects, immobilized, restrained, and slowed
**Speed** 8

⊕ **Battleaxe** (standard; at-will) ✦ **Weapon**
Reach 2; +18 vs. AC; 1d12 + 7 damage.

**Drive Prey** (standard; recharges when first bloodied) ✦ **Fear, Weapon**
Reach 2; +17 vs. Fortitude; 2d8 + 7 damage, and the firbolg hounder slides the target 2 squares. The hounder makes a secondary attack. *Secondary Attack:* +15 vs. Will; the target must move or shift away from the hounder with its first action on its next turn or be dazed until the end of that turn.

**Hounding Strike** (standard; at-will) ✦ **Weapon**
Reach 2; +18 vs. AC; 1d12 + 7 damage, and the firbolg hounder slides the target 2 squares.

**Handaxe** (standard; at-will) ✦ **Weapon**
Ranged 5/10; +17 vs. AC; 1d8 + 5 damage, and the target is knocked prone.

**Moonfire** (minor 1/round; recharge ⚅)
Ranged 10; +16 vs. Will; until the end of the firbolg hounder's next turn, the target is marked and cannot benefit from invisibility or concealment.

**Hunter's Leap**
A firbolg hounder doesn't provoke opportunity attacks while jumping.

**Alignment** Unaligned **Languages** Common, Elven
**Skills** Athletics +15, Intimidate +11, Nature +14, Stealth +14
**Str** 21 (+10) **Dex** 18 (+9) **Wis** 18 (+9)
**Con** 17 (+8) **Int** 11 (+5) **Cha** 12 (+6)
**Equipment** scale armor, light shield, battleaxe, 3 handaxes

### Firbolg Hounder Tactics

Opening with *moonfire*, the firbolg uses *drive prey* to maneuver a foe into danger. It pursues the enemy, using *hunter's leap* if necessary. The hounder then keeps the battle moving and its allies in advantageous position using *hounding strike*. It throws a handaxe only to bring down elusive prey. If severely wounded, the firbolg hounder might use *drive prey* to disengage and flee.

## Firbolg Hunter

The firbolg hunter specializes in stalking prey, leaping from hiding to attack after sturdier allies have engaged the enemy.

| **Firbolg Hunter** | **Level 12 Skirmisher** |
|---|---|
| Large fey humanoid | XP 700 |

**Initiative** +14 **Senses** Perception +16; low-light vision
**HP** 123; **Bloodied** 61
**Regeneration** 5
**AC** 26; **Fortitude** 22, **Reflex** 25, **Will** 24
**Vulnerable** necrotic (if the firbolg hunter takes necrotic damage, its regeneration does not function on its next turn)
**Saving Throws** +2 against charm effects, immobilized, restrained, and slowed
**Speed** 8

⊕ **Spear** (standard; at-will) ✦ **Weapon**
Reach 2; +17 vs. AC; 1d10 + 6 damage.

**Javelin** (standard; at-will) ✦ **Weapon**
Ranged 10/20; +18 vs. AC; 1d8 + 7 damage.

**Crippling Strike** (standard; recharges when first bloodied)
The firbolg hunter makes a spear attack or a javelin attack. On a hit, the attack deals 2d6 extra damage, and the target is immobilized (save ends). *Aftereffect:* The target is slowed (save ends).

**Mobile Attack** (standard; at-will)
The firbolg hunter moves 8 squares and makes a spear attack or a javelin attack at any point during the move. The hunter doesn't provoke opportunity attacks when moving away from its target or when making the ranged attack.

**Moonfire** (minor 1/round; recharge ⚅)
Ranged 10; +16 vs. Will; until the end of the firbolg hunter's next turn, the hunter's attacks against the target deal 1d6 extra damage, and the target cannot benefit from invisibility or concealment.

**Hunter's Leap**
A firbolg hunter doesn't provoke opportunity attacks while jumping.

**Alignment** Unaligned **Languages** Common, Elven
**Skills** Athletics +15, Intimidate +12, Nature +16, Stealth+17
**Str** 18 (+10) **Dex** 22 (+12) **Wis** 20 (+11)
**Con** 19 (+10) **Int** 12 (+7) **Cha** 13 (+7)
**Equipment** leather armor, spear, 3 javelins

### Firbolg Hunter Tactics

The firbolg hunter uses *moonfire* to enhance the effectiveness of its *crippling strike* attack. It uses *hunter's leap* to escape its enemies and maneuver for combat advantage.

# Firbolg Moon Seer

When battle is joined, the firbolg moon seer calls down darkest fate on the enemy.

**Firbolg Moon Seer** **Level 14 Controller**
Large fey humanoid XP 1,000

**Initiative** +11 **Senses** Perception +18; low-light vision
**HP** 141; **Bloodied** 70
**Regeneration** 5
**AC** 28; **Fortitude** 26, **Reflex** 24, **Will** 27
**Vulnerable** necrotic (if the firbolg moon seer takes necrotic damage, its regeneration does not function on its next turn)
**Saving Throws** +2 against charm effects, immobilized, restrained, and slowed
**Speed** 8

⊕ **Moon Mace** (standard; at-will) ✦ **Radiant, Weapon**
Reach 2; +18 vs. Reflex; 1d10 + 7 radiant damage, and the target is blinded until the start of its next turn.

↛ **Ban of the Raven** (standard; encounter) ✦ **Necrotic, Radiant**
Ranged 10; +18 vs. Fortitude; 3d8 + 6 necrotic damage, attack rolls against the target can score critical hits on rolls of 18-20, and the target takes 10 extra necrotic damage from a critical hit (save ends both). *Aftereffect:* Attack rolls against the target can score critical hits on rolls of 19-20 (save ends).

↛ **Moonfire** (minor 1/round; recharge ⚅ ⚄ ⚃)
Ranged 10; +18 vs. Will; until the end of the firbolg moon seer's next turn, the target grants combat advantage to the moon seer and cannot benefit from invisibility or concealment.

✧ **Moonstrike** (standard; recharge ⚄ ⚃) ✦ **Charm, Psychic**
Close burst 5; targets one enemy affected by *moonfire*; +18 vs. Will; 2d8 + 6 psychic damage, and the target is dominated until the end of the firbolg moon seer's next turn.

✧ **Spirit Hounds** (standard; recharges when first bloodied)
Close blast 5; targets enemies; +17 vs. Reflex; 2d6 + 6 damage, and the target is slowed and cannot teleport (save ends both).

**Alignment** Unaligned **Languages** Common, Elven
**Skills** Arcana +14, Athletics +15, Nature +18, Religion +14
**Str** 17 (+10) **Dex** 18 (+11) **Wis** 23 (+13)
**Con** 21 (+12) **Int** 14 (+9) **Cha** 15 (+9)
**Equipment** leather armor, mace, moon mask

## Firbolg Moon Seer Tactics

When battle is joined, the firbolg moon seer targets one foe with *moonfire*, then makes that enemy more vulnerable with *ban of the raven*. The members of the firbolg hunt focus melee attacks on opponents affected by *ban of the raven*. The moon seer targets the largest number of enemies possible with a *spirit hounds* attack. It uses *moonstrike* late in battle—often to force the target to provide cover for the moon seer's escape.

# Firbolg Bloodbear

With the ability to transform into the shape of a fearsome beast, the firbolg bloodbear is a reckless and savage opponent.

**Firbolg Bloodbear** **Level 15 Elite Brute**
Large fey humanoid XP 2,400

**Initiative** +12 **Senses** Perception +18; low-light vision
**HP** 240; **Bloodied** 120; see also *bloodbear form*
**Regeneration** 5 (10 while in bloodbear form)
**AC** 27; **Fortitude** 28, **Reflex** 25, **Will** 28
**Vulnerable** necrotic (if the firbolg bloodbear takes necrotic damage, its regeneration does not function on its next turn)
**Saving Throws** +2 (+4 against charm effects, immobilized, restrained, and slowed)
**Speed** 8
**Action Points** 1

⊕ **Slam** (standard; at-will)
Reach 2; +18 vs. AC; 2d8 + 9 damage.

⊕ **Claw** (standard; usable only while in bloodbear form; at-will)
Reach 2; +18 vs. AC; 2d12 + 9 damage.

⸸ **Double Attack** (standard; at-will)
The firbolg bloodbear makes two melee basic attacks. If the bloodbear hits with both attacks, it makes a secondary attack against the target. *Secondary Attack:* +17 vs. Fortitude; the target is grabbed.

⸸ **Bloodbear Maul** (standard; recharges when bloodied)
Reach 2; targets a creature grabbed by the firbolg bloodbear; no attack roll; 4d10 + 9 damage, and if the bloodbear is in bloodbear form, it makes a bite attack against the target as a free action.

⸸ **Bite** (standard; usable only while in bloodbear form; at-will)
+18 vs. AC; 3d12 + 9 damage, and if the target is granting combat advantage to the firbolg bloodbear, the target takes ongoing 10 damage (save ends).

↛ **Moonfire** (minor; recharge ⚅ ⚄ ⚃)
Ranged 10; +15 vs. Will; until the end of the firbolg bloodbear's next turn, the target cannot benefit from invisibility or concealment.

**Bloodbear Form** (when first bloodied; encounter) ✦ **Healing, Polymorph**
The firbolg bloodbear takes the form of a humanoid-bear hybrid. It regains all of its hit points, gains regeneration 10, and gains bite and claw attacks. When the bloodbear is bloodied a second time, it reverts to its normal form until the end of the encounter.

**Alignment** Unaligned **Languages** Common, Elven
**Skills** Athletics +19, Intimidate +13, Nature +18
**Str** 24 (+14) **Dex** 20 (+12) **Wis** 22 (+13)
**Con** 20 (+12) **Int** 12 (+8) **Cha** 13 (+8)
**Equipment** hide armor, bear helmet

## Firbolg Bloodbear Tactics

Diving into the middle of combat, the firbolg bloodbear concentrates on one foe, attempting to grab that enemy for a *bloodbear maul* in the next round. The firbolg is reckless until it can transform into its bloodbear form. Then it acts like a berserk dire bear—only stronger and tougher—doing its best to use *bloodbear maul* again before it is forced out of bloodbear form.

# Firbolg Ghostraven

From on high, this firbolg shapechanger glides into battle in its terrifying spectral form.

| **Firbolg Ghostraven** | **Level 16 Elite Lurker** |
|---|---|
| Large fey humanoid | XP 2,800 |

**Initiative** +18 **Senses** Perception +18; low-light vision
**HP** 238; **Bloodied** 119
**Regeneration** 5
**AC** 30; **Fortitude** 28, **Reflex** 29, **Will** 28
**Vulnerable** necrotic (if the firbolg ghostraven takes necrotic damage, its regeneration does not function on its next turn)
**Saving Throws** +2 (+4 against charm effects, immobilized, restrained, and slowed)
**Speed** 8
**Action Points** 1

**Heavy War Pick** (standard; at-will) ✦ **Weapon**
Reach 2; +21 vs. AC; 1d12 + 7 damage (crit 2d12 + 19).

**Double Attack** (standard; at-will)
The firbolg ghostraven makes two heavy war pick attacks. If the ghostraven hits two targets with the attacks, one of the targets of the ghostraven's choice is blinded (save ends).

**Moonfire** (minor 1/round; recharge ⚁ ⚂ ⚃)
Ranged 10; +19 vs. Will; until the end of the firbolg ghostraven's next turn, the target cannot benefit from invisibility or concealment.

**Ghostraven Form** (minor; at-will) ✦ **Polymorph**
Until the firbolg ghostraven attacks, it gains insubstantial and phasing and gains a fly (clumsy) speed equal to its walk speed. While in dim light or darkness, it has concealment while in this form.

**Ghostraven Strike**
When the firbolg ghostraven hits a target that couldn't see the ghostraven at the start of the ghostraven's turn, the attack deals 2d8 extra damage.

**Hunter's Flight**
A firbolg ghostraven doesn't provoke opportunity attacks while jumping or when moving at half speed while flying.

**Alignment** Unaligned **Languages** Common, Elven
**Skills** Athletics +18, Nature +18, Stealth +19
**Str** 20 (+13) **Dex** 23 (+14) **Wis** 21 (+13)
**Con** 17 (+11) **Int** 13 (+9) **Cha** 15 (+10)
**Equipment** leather armor, raven helmet, heavy war pick

## Firbolg Ghostraven Tactics

The ghostraven employs *double attack* against two foes, hoping to blind one. It aims at least one attack per round at a blinded target in order to take advantage of *ghostraven strike*. Failing that, it uses *ghostraven form* to retreat into hiding to prepare another stealthy attack.

# Firbolg Master of the Wild Hunt

The firbolg master of the Wild Hunt pursues one foe relentlessly across the field of battle.

| **Firbolg Master of the Wild Hunt** | **Level 22 Elite Skirmisher** |
|---|---|
| Large fey humanoid | XP 8,300 |

**Initiative** +22 **Senses** Perception +24; low-light vision
**HP** 404; **Bloodied** 202
**Regeneration** 10
**AC** 36; **Fortitude** 33, **Reflex** 35, **Will** 34
**Vulnerable** necrotic (if the firbolg master of the Wild Hunt takes necrotic damage, its regeneration does not function on its next turn)
**Saving Throws** +2 (+4 against charm effects, immobilized, restrained, and slowed)
**Speed** 8, fly 8 (clumsy)
**Action Points** 1

**Spear of the Hunt** (standard; at-will) ✦ **Weapon**
Reach 2; +27 vs. AC; 2d10 + 7 damage.

**Spear the Prey** (standard; at-will) ✦ **Weapon**
Ranged 10/20; +27 vs. AC; 2d10 + 7 damage. *Effect:* The firbolg master of the Wild Hunt's spear returns after the master makes the attack.

**Double Attack** (standard; at-will)
The firbolg master of the Wild Hunt makes two *spear of the hunt* attacks.

**Mortal Strike** (standard; recharges when first bloodied)
The firbolg master of the Wild Hunt makes a *spear of the hunt* attack or a *spear the prey* attack against a bloodied enemy. On a hit, the attack becomes a critical hit and deals 6d6 extra damage. If the attack reduces the target to 0 hit points or fewer, the master gains 1 action point.

**Moonfire** (minor 1/round; at-will)
Ranged 10; +25 vs. Will; until the end of the firbolg master of the Wild Hunt's next turn, the target is marked, grants combat advantage to the master, and cannot benefit from invisibility or concealment.

**Moonhunter**
A firbolg master of the Wild Hunt's attacks deal 2d6 extra damage to a creature affected by *moonfire*.

**Alignment** Unaligned **Languages** Common, Elven
**Skills** Acrobatics +25, Athletics +23, Nature +24, Stealth +25
**Str** 24 (+18) **Dex** 28 (+20) **Wis** 26 (+19)
**Con** 18 (+15) **Int** 15 (+13) **Cha** 18 (+15)
**Equipment** light shield, stag helmet, longspear

## Firbolg Master of the Wild Hunt Tactics

A firbolg master of the Wild Hunt places *moonfire* upon a foe quickly so that it loses no chance to take advantage of *moonhunter*. It then directs all efforts toward bloodying that foe in order to create the opportunity for a *mortal strike*. A firbolg master of the Wild Hunt can fly, and it does so mostly to avoid dangerous terrain and hazards.

*(Left to right) firbolg bloodbear, master of the Wild Hunt, and ghostraven*

## Firbolg Lore

**Arcana DC 20:** Firbolgs are hunters of the Feywild, the creators and keepers of the Wild Hunt. Small settlements dot firbolg territory in the deep wilderness of the Feywild, perched on precarious heights, dangerous terrain, or floating motes of rock for greater defensibility.

Firbolg society is made up of clans led by the mightiest warriors, usually masters of the Wild Hunt. Clan and family ties are strong among firbolgs.

**Arcana DC 25:** The firbolgs' religion is centered on three deities: the Maiden (Sehanine), the Mother (Melora), and the Crone (the Raven Queen). As a people, they follow the Maiden's demands that they walk a middle road between good and evil.

Firbolg priests, who are usually female, are called moon seers and are treated with great respect. Seers and elite warriors dedicated to the deities wear masks or helmets that cover their features.

**Arcana DC 30:** Firbolgs love trophies and treasure, but they value other creatures' promises more than wealth. Firbolgs call a hunt to pursue oath breakers. It is said that a dark ritual can be used to call firbolgs to the world to hunt one who has broken a vow made to the ritual's performer or those the performer represents.

## Encounter Groups

Firbolgs respect strength and forthrightness, endurance and skill. Numerous firbolgs serve other fey and mighty nonfey. They also allow others to join in Wild Hunts, which often include firbolg hounders, hunters, and moon seers. The most frightful Wild Hunts are composed of all sorts of fey led by a master of the Wild Hunt and his hounds.

**Level 13 Encounter (XP 4,300)**
- 2 centaur hunters (level 12 artillery)
- 2 firbolg hounders (level 11 soldier)
- 1 firbolg hunter (level 12 skirmisher)
- 1 firbolg moon seer (level 14 controller)

**Level 22 Encounter (XP 22,700)**
- 1 firbolg bloodbear (level 15 elite brute)
- 2 firbolg ghostravens (level 16 elite lurker)
- 1 firbolg master of the Wild Hunt (level 22 elite skirmisher)
- 2 Wild Hunt hounds (level 21 skirmisher, *MM* 161)

STEVE PRESCOTT

# FOMORIAN

When the Feywild was young, it mirrored many aspects of the world, both foul and benign. Fomorians arose as dark reflections of the massive titans. To this day, these twisted giants continue to inhabit the Underdark of the Feywild. Their beautiful caverns house numerous eladrin slaves, cyclops followers, and other fey that have been turned to evil ways.

## Fomorian Ghost Shaman

Generating a mist of darkness, the fomorian ghost shaman manipulates its foes like puppets.

| **Fomorian Ghost Shaman** | **Level 16 Elite Controller** |
|---|---|
| Huge fey humanoid (giant) | XP 2,800 |

**Initiative** +11 **Senses** Perception +10; darkvision, truesight 6
**Aura of Eyes** aura 3; each enemy within the aura takes a -3 penalty to attack rolls against the fomorian ghost shaman and cannot shift or charge.
**HP** 312; **Bloodied** 156
**AC** 30; **Fortitude** 28, **Reflex** 26, **Will** 30
**Saving Throws** +2
**Speed** 8
**Action Points** 1

**Death's Touch** (standard; at-will)
Reach 3; +20 vs. Fortitude; 4d4 + 5 necrotic damage, and the target is slowed (save ends).

**Evil Eye** (minor 1/round; at-will)
Ranged 5; +20 vs. Reflex; the target gains ongoing 10 necrotic damage (save ends).

**Spirits of Possession** (standard; at-will) ✦ **Charm**
Close blast 3; targets creatures that have ongoing necrotic damage; +20 vs. Will; the target is dominated (save ends).

**Darksoul Mist** (standard; recharge ⚅) ✦ **Zone**
Area burst 2 within 10; +20 vs. Fortitude; 2d8 + 7 necrotic damage, and the target is slowed (save ends). *Effect:* The burst creates a zone of darkness that lasts until the end of the encounter. The zone blocks line of sight for any creature without darkvision.

**Alignment** Evil **Languages** Elven
**Str** 13 (+9) **Dex** 17 (+11) **Wis** 15 (+10)
**Con** 20 (+13) **Int** 16 (+11) **Cha** 24 (+15)

### Fomorian Ghost Shaman Tactics

A fomorian ghost shaman lurks just behind the front-line warriors, using its *evil eye* on its foes and then dominating them with *spirits of possession*.

## Fomorian Cackler

A fomorian cackler is a sly assassin that finds evil glee in sinking its daggers into an enemy's heart.

| **Fomorian Cackler** | **Level 17 Elite Lurker** |
|---|---|
| Huge fey humanoid (giant) | XP 3,200 |

**Initiative** +17 **Senses** Perception +17; truesight 6
**Cackling Depravity** aura 1; each enemy within the aura takes a -2 penalty to Will.
**HP** 262; **Bloodied** 131
**AC** 31; **Fortitude** 30, **Reflex** 28, **Will** 27
**Saving Throws** +2
**Speed** 8
**Action Points** 1

**Disembowel** (standard; at-will) ✦ **Weapon**
Reach 3; +22 vs. AC; 2d8 + 7 damage.

**Evil Eye** (minor; at-will)
Ranged 5; +20 vs. Will; the target treats the fomorian cackler as invisible (save ends).

*Fomorian ghost shaman*

JASON A. ENGLE (2)

**Heartseeking Daggers** (standard; at-will) ✦ **Weapon**
Ranged 10; targets one or two creatures; +22 vs. AC; 2d8 + 7 damage. *Effect:* The daggers return to the fomorian cackler after it makes the attack.

**Invisible Mania**
A fomorian cackler's attacks deal 4d6 extra damage against a creature that cannot see the cackler.

**Size Alteration** (minor; at-will)
The fomorian cackler changes its size to Medium and the cackler's reach for *disembowel* becomes 1. The cackler can use a minor action to return to its normal size and regain its normal reach.

**Alignment** Evil **Languages** Elven
**Skills** Bluff +14, Stealth +18
**Str** 24 (+15) **Dex** 21 (+13) **Wis** 19 (+12)
**Con** 23 (+14) **Int** 15 (+10) **Cha** 13 (+9)
**Equipment** 2 daggers

## Fomorian Cackler Tactics

A fomorian cackler prefers to ambush enemies from places where a fomorian could not normally fit. It uses *evil eye* to render itself invisible to one or two targets, then concentrates its attacks on those foes to take advantage of *invisible mania*.

# Fomorian Totemist

Festooned with a chain of severed heads, a fomorian totemist wields evil magic on the battlefield.

**Fomorian Totemist** **Level 18 Elite Skirmisher**
Huge fey humanoid (giant, undead) XP 4,000
**Initiative** +17 **Senses** Perception +14; truesight 6
**HP** 352; **Bloodied** 176
**AC** 32; **Fortitude** 31, **Reflex** 29, **Will** 29
**Saving Throws** +2
**Speed** 8
**Action Points** 1

**Chain of Skulls** (standard; at-will) ✦ **Weapon**
Reach 4; +23 vs. AC; 2d8 + 3 damage, and ongoing 5 necrotic damage (save ends).

**Voodoo** (minor 1/round; at-will)
Reach 4; +21 vs. Will; 2d6 psychic damage, and the fomorian totemist chooses one of the following three effects.
**Glorious Head:** The target is blinded (save ends).
**Wasting Head:** The target is weakened (save ends).
**Bewildering Head:** The target must make a melee basic attack against an ally adjacent to it.
*Effect:* The totemist shifts 1 square after the attack.

**Evil Eye** (minor; at-will)
Ranged 5; +21 vs. Will; 10 necrotic damage, and the target takes a -2 penalty to saving throws until the end of the fomorian totemist's next turn.

**Fresh Rage**
A fomorian totemist's first successful attack during its turn deals 5 extra damage.

**Alignment** Evil **Languages** Elven
**Str** 27 (+17) **Dex** 22 (+15) **Wis** 21 (+14)
**Con** 24 (+16) **Int** 15 (+11) **Cha** 23 (+15)
**Equipment** chain strung with skulls

*(Left to right) fomorian butcher and cackler*

*(Top to bottom) fomorian blinder and totemist*

## Fomorian Totemist Tactics

A fomorian totemist never stays still. It uses *evil eye* on the most capable foes, to prevent them from saving against its *voodoo* attacks. If any fey are among its opponents, it focuses its attacks on them.

# Fomorian Blinder

The fomorian blinder uses the power of its evil eye to debilitate its foes.

| **Fomorian Blinder** | **Level 20 Elite Artillery** |
|---|---|
| Huge fey humanoid (giant) | XP 5,600 |
| **Initiative** +11 | **Senses** Perception +18; truesight 6 |
| **HP** 296; **Bloodied** 148 | |
| **AC** 32; **Fortitude** 31, **Reflex** 33, **Will** 31 | |
| **Saving Throws** +2 | |
| **Speed** 8 | |
| **Action Points** 1 | |
| ⊕ **Quarterstaff** (standard; at-will) ✦ **Weapon** | |
| Reach 3; +27 vs. AC; 1d12 + 10 damage. | |
| **Evil Eye** (minor; at-will) | |
| Ranged 10; +25 vs. Fortitude; the target is affected by the fomorian's *evil eye* (save ends). While the target is affected by *evil eye*, whenever the fomorian blinder's attack damages a creature other than the target, the target takes an equal amount of damage. The effect ends if the blinder uses *evil eye* against a different target. | |
| **Acid Eye** (standard; at-will) ✦ **Acid, Necrotic** | |
| Ranged 10; targets one or two creatures; +25 vs. Reflex; 2d8 + 9 acid and necrotic damage, and the target cannot use encounter or daily attack powers until the end of the target's next turn. | |
| **Shower of Ichor** (minor; encounter) ✦ **Acid, Necrotic** | |
| Area burst 2 within 10; +23 vs. Reflex; 2d8 + 9 acid and necrotic damage, and ongoing 10 acid and necrotic damage (save ends). | |
| **Alignment** Evil | **Languages** Elven |
| **Str** 23 (+16) | **Dex** 12 (+11) **Wis** 16 (+13) |
| **Con** 22 (+16) | **Int** 26 (+18) **Cha** 23 (+16) |
| **Equipment** quarterstaff | |

## Fomorian Blinder Tactics

A fomorian blinder uses *evil eye* against foes it thinks are most likely to attack it, especially spellcasters. It uses *acid eye* every round, spending an action point to catch bloodied foes within *shower of ichor*.

# Fomorian Butcher

Brutal and relentless, a fomorian butcher fixates on one opponent, trying to hack the creature to death with its falchion.

ZOLTAN BOROS & GABOR SZIKSZAI

| **Fomorian Butcher** | **Level 22 Elite Brute** |
|---|---|
| Huge fey humanoid (giant) | XP 8,300 |

**Initiative** +15 **Senses** Perception +16; truesight 6
**HP** 514; **Bloodied** 257
**AC** 34; **Fortitude** 36, **Reflex** 32, **Will** 33
**Saving Throws** +2
**Speed** 8
**Action Points** 1

**(+) Falchion** (standard; at-will) ✦ **Weapon**
Reach 3; +25 vs. AC; 4d4 + 14 (crit 12d4 + 24) damage.

**Evil Eye** (minor; at-will)
Ranged 5; +23 vs. Will; the target is restrained (save ends). The effect ends if the fomorian butcher uses *evil eye* against a different target.

**Fomorian Brutality**
When the fomorian butcher scores a critical hit against a target affected by its *evil eye*, it makes a falchion attack against the same target as a free action.

**Fomorian Butchery**
A fomorian butcher's falchion attack deals 2d12 + 11 extra damage against a creature that the butcher has hit since the start of the butcher's last turn.

**Alignment** Evil **Languages** Elven

| | | |
|---|---|---|
| **Str** 27 (+20) | **Dex** 19 (+15) | **Wis** 10 (+11) |
| **Con** 27 (+20) | **Int** 11 (+11) | **Cha** 20 (+16) |

**Equipment** hide armor, falchion

### Fomorian Butcher Tactics

A fomorian butcher charges the most physically dangerous-looking foe, hewing wildly with its massive falchion. It then uses its *evil eye* to prevent the enemy from escaping. It spends an action point to make another falchion attack when that opponent becomes bloodied. It concentrates on one foe, trying to do as much damage as possible with *fomorian butchery*.

## Fomorian Lore

**Arcana DC 14:** Fomorians have a peculiar obsession with the other denizens of the Feywild. They loathe them passionately, but desire their subjugation, not their destruction. In their minds, the ideal Feywild is one in which each fomorian lives as royalty, ruling over all other creatures. For this reason, they wage an eternal war with the eladrin and other fey, forever seeking to achieve this impossible goal.

**Arcana DC 22:** Ghost shamans enslave the spirits of those they kill. They use these spirits in combat, but also keep them as sources of amusement, forcing them to dance or play out haunting shadow plays. These evil giants make frequent forays into the Shadowfell to discover its secrets.

The totemist takes heads from those it slays and adds them to its chain of heads. Once it imbues the heads with necromantic power, its attacks with the chain of heads can have a different result depending on which head strikes the foe. Fomorian totemists often prefer a certain type of head and can become obsessive about their collections. One might favor eladrin heads, while another might prefer dwarves for their long beards. Some totemists select future victims years before coming to claim their heads, patiently waiting for their chosen targets to "mature" and adopt the appearance they can see with their prescient evil eyes.

Cacklers laugh like mad fools almost constantly, but a cackler's manic air belies its fiendish mind. Cacklers are silent only when they seek to be hidden, and they have extraordinary stealth for their massive height and weight. Due to their ability to change size, cacklers sometimes adopt magic disguises to travel among lesser creatures. When they adopt the disguise of another creature, they easily take on its mannerisms. Their madness allows them to assume these other personalities with ease. However, such personalities remain with the cackler and sometimes emerge unbidden at later times.

Foul formorian blinders take the eyes of other creatures and use them to attack foes. They delight in carrying these tiny trophies of their victims. Blinders know the most about fomorians and their culture, acting as the sages and scholars of their race. It's said that if any possess the secret to a defense against the evil eye, a blinder surely knows it.

**Arcana DC 27:** Fomorian butchers are the most sadistic among fomorians and have been known to cut slaves in half simply for the joy of it. Their simple-minded pleasure in slaughter makes them frequent targets for recruitment and manipulation by other creatures. Fomorian butchers often work with devils, greedily trading their souls and some mysterious afterlife for the power they desire in the Feywild and beyond.

## Encounter Groups

The fomorians work with other sinister forces of the Feywild, and with the drow.

**Level 15 Encounter (XP 6,600)**
- 1 drow arachnomancer (level 13 artillery, *MM* 94)
- 1 drow blademaster (level 13 elite skirmisher, *MM* 94)
- 1 fomorian ghost shaman (level 16 elite controller)
- 8 Lolthbound goblin slaves (level 12 minion skirmisher)

**Level 21 Encounter (XP 16,300)**
- 1 fomorian butcher (level 22 elite brute)
- 1 fomorian cackler (level 17 elite lurker)
- 1 fomorian painbringer (level 19 elite controller, *MM* 110)

**Level 22 Encounter (XP 23,200)**
- 1 fomorian blinder (level 20 elite artillery)
- 2 fomorian totemists (level 18 elite skirmisher)
- 3 fomorian warriors (level 17 elite soldier, *MM* 110)

# Genasi

A proud race of humanoids infused with the energy of the Elemental Chaos, genasi vary in appearance and personality. At home strolling through the corridors of churning energy of the Elemental Chaos, they also delight in the verdant forests of the Feywild and the quaint cities of the world. Among the genasi are hot-blooded fireblades, adventuring skyspies, taciturn stoneshields, and elemental dervishes, which tap the energy of their elemental heritage.

## Genasi Elemental Dervish

A graceful master of the double sword, a genasi elemental dervish is equally capable of reaching a foe on land, through water, or in the air.

**Genasi Elemental Dervish** **Level 18 Elite Skirmisher**
Medium elemental humanoid (air, earth, fire, water) XP 4,000

**Initiative** +17 **Senses** Perception +13
**HP** 344; **Bloodied** 172
**AC** 32; **Fortitude** 30, **Reflex** 32, **Will** 30
**Resist** 10 cold, 10 fire, 10 lightning
**Saving Throws** +3
**Speed** 6, fly 6 (hover), swim 6
**Action Points** 1

⊕ **Double Sword** (standard; at-will) ✦ **Weapon; Varies**
+23 vs. AC; 1d8 + 7 damage, and ongoing 5 damage (save ends) of the type determined by *elemental manifestation.*

↓ **Double Attack** (standard; at-will)
The genasi elemental dervish makes two double sword attacks.

↓ **Fiery Riposte** (immediate reaction, when the genasi elemental dervish is hit by an enemy adjacent to it; at-will) ✦ **Fire**
Targets the triggering enemy; +21 vs. Reflex; the target takes ongoing 10 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 10.

↓ **Primordial Storm** (standard; recharge ⚄ ⚅) ✦ **Weapon**
The genasi elemental dervish shifts 6 squares and can move through enemies' spaces. During its movement, the dervish makes the following three attacks in order, each against a different target.
**Promise of Storm (Thunder):** +21 vs. Fortitude; 1d8 + 5 thunder damage, and the target gains vulnerable 5 thunder (save ends).
**Earth Shock:** +21 vs. Fortitude; 1d8 + 5 damage, and the target is dazed until the end of its next turn.
**Lightning Cut (Lightning):** +21 vs. Reflex; 1d8 + 5 lightning damage, and the target gains ongoing 10 lightning damage (save ends).

**Elemental Manifestation**
At the start of a genasi elemental dervish's turn, it chooses fire, lightning, or thunder damage. The dervish's double sword attack deals that type of damage until the start of its next turn, when it can choose a different damage type.

**Alignment** Unaligned **Languages** Common, Primordial
**Skills** Acrobatics +20, Athletics +21, Endurance +21, Intimidate +16, Nature +20
**Str** 19 (+13) **Dex** 24 (+16) **Wis** 18 (+13)
**Con** 20 (+14) **Int** 16 (+12) **Cha** 15 (+11)
**Equipment** hide armor, double sword

### Genasi Elemental Dervish Tactics

The genasi elemental dervish adapts to its enemies' vulnerabilities. It uses *promise of storm* and *lightning cut* against defenders, and it employs *earth shock* against strikers or mobile foes.

## Genasi Fireblade

The genasi fireblade rushes into combat, swinging its flaming blade at the nearest enemies.

**Genasi Fireblade** **Level 11 Brute**
Medium elemental humanoid (fire) XP 600

**Initiative** +6 **Senses** Perception +7
**HP** 139; **Bloodied** 69
**AC** 23; **Fortitude** 25, **Reflex** 22, **Will** 21
**Resist** 10 fire
**Speed** 6

⊕ **Falchion** (standard; at-will) ✦ **Fire, Weapon**
+14 vs. AC; 2d4 + 6 damage (crit 4d4 + 14), and ongoing 5 fire damage (save ends).

↓ **Fiery Riposte** (immediate reaction, when the genasi fireblade is hit by an enemy adjacent to it; at-will) ✦ **Fire**
Targets the attacker; +13 vs. Reflex; the target takes ongoing 5 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 5.

⇢ **Fan the Flames** (standard; recharge ⚄ ⚅) ✦ **Fire**
Close burst 1; +12 vs. Reflex; the target takes ongoing 5 fire damage (save ends), and the target takes a -2 penalty to saving throws against ongoing fire damage until the end of the encounter.

**Alignment** Unaligned **Languages** Common, Primordial
**Skills** Endurance +18, Intimidate +10
**Str** 22 (+11) **Dex** 13 (+6) **Wis** 15 (+7)
**Con** 19 (+9) **Int** 17 (+8) **Cha** 11 (+5)
**Equipment** hide armor, falchion

### Genasi Fireblade Tactics

The genasi fireblade positions itself among several enemies and uses *fan the flames* to give enemies penalties to saving throws against fire. It uses *fiery riposte* at each opportunity. If an enemy has resistance to fire, the genasi fireblade seeks other, more susceptible targets.

## Genasi Hydromancer

The genasi share a bond with the essence of elemental matter. The hydromancer learns to manipulate that bond, using magic to transform itself into a being of pure water and then back to solid form.

| Genasi Hydromancer | Level 8 Controller |
|---|---|
| Medium elemental humanoid (water) | XP 350 |

**Initiative** +7 **Senses** Perception +5
**HP** 91; **Bloodied** 45
**AC** 22; **Fortitude** 21, **Reflex** 20, **Will** 20
**Speed** 6, swim 8
**Saving Throws** +2 against ongoing damage

**Scimitar** (standard; at-will) ✦ **Weapon**
+13 vs. AC; 2d8 + 4 damage (crit 1d8 + 20).

**Wave Bolt** (standard; at-will)
Ranged 5; +13 vs. AC; 2d6 + 4 damage, and the genasi hydromancer slides the target 3 squares.

**Drowning Touch** (standard; recharges when the target saves against this attack's ongoing damage or when it drops to 0 hit points or fewer)
+12 vs. Fortitude; the target is dazed and takes ongoing 10 damage (save ends both).

**Whirling Vortex** (standard; recharge ⚄ ⚅)
Close burst 2; targets enemies; +12 vs. Reflex; 2d8 + 6 damage, and the genasi hydromancer slides the target 3 squares.

**Liquid Body** (immediate interrupt, when hit by an enemy's attack; recharges when first bloodied)
The genasi hydromancer takes half damage from the triggering attack.

**Swift Current** (move; encounter)
The genasi hydromancer shifts 6 squares. During its movement, the hydromancer can move through enemy-ocupied spaces, move across liquid, and ignore difficult terrain and hazardous terrain effects.

**Alignment** Unaligned **Languages** Common, Primordial
**Skills** Acrobatics +12, Arcana +10, Stealth +12
**Str** 14 (+6) **Dex** 16 (+7) **Wis** 13 (+5)
**Con** 19 (+8) **Int** 13 (+5) **Cha** 17 (+7)
**Equipment** robes, scimitar

## Genasi Hydromancer Tactics

Genasi hydromancers rely on *swift current* and *liquid body* to allow them to dart into the middle of a group of enemies before unleashing *whirling vortex* to scatter foes. The hydromancer saves *drowning touch* for its deadliest foe, channeling water into the target's lungs to slay him or her.

# Genasi Skyspy

A genasi skyspy uses its ability to fly for short distances to engage in hit-and-run attacks, doing as much damage as possible with its short swords before retreating to attack again elsewhere.

| Genasi Skyspy | Level 7 Skirmisher |
|---|---|
| Medium elemental humanoid (air) | XP 300 |

**Initiative** +9 **Senses** Perception +9
**HP** 78; **Bloodied** 39
**AC** 20; **Fortitude** 19, **Reflex** 20, **Will** 17
**Resist** 5 cold
**Speed** 6; see also *sky jaunt*

**Short Sword** (standard; at-will) ✦ **Weapon**
+12 vs. AC; 1d6 + 4 damage, and the genasi skyspy shifts 1 square.

**Swiftwind Strike** (standard; requires combat advantage against the target; at-will)
The genasi skyspy makes two short sword attacks against one target.

**Manifest Whirlwind** (standard; encounter)
Close burst 2; +10 vs. Reflex; 2d6 + 3 damage, and the target is pushed 1 square and knocked prone.

**Feather-Footed**
A genasi skyspy has a +2 bonus to AC against opportunity attacks.

**Sky Jaunt** (minor; recharge ⚁ ⚄ ⚅)
Until the end of its turn, the genasi skyspy gains a fly speed equal to its speed and can hover.

**Alignment** Unaligned **Languages** Common, Primordial
**Skills** Acrobatics +12, Endurance +7, Nature +6, Stealth +12
**Str** 17 (+6) **Dex** 18 (+7) **Wis** 12 (+4)
**Con** 14 (+5) **Int** 13 (+4) **Cha** 11 (+3)
**Equipment** leather armor, 2 short swords

## Genasi Skyspy Tactics

The genasi skyspy engages targets and then retreats before becoming mired in combat. It capitalizes on combat advantage by moving in and striking twice with its short swords before shifting away. A skyspy that becomes locked in combat uses *manifest whirlwind* to knock enemies back, creating opportunities for escape.

# Genasi Stoneshield

Immovable defender of its allies, the genasi stoneshield strides among its enemies, dealing blows with its heavy war pick.

| Genasi Stoneshield | Level 10 Soldier |
|---|---|
| Medium elemental humanoid (earth) | XP 500 |

**Initiative** +8 **Senses** Perception +6
**HP** 106; **Bloodied** 53
**AC** 26; **Fortitude** 24, **Reflex** 21, **Will** 20
**Saving Throws** +1
**Speed** 5

**Heavy War Pick** (standard; at-will) ✦ **Weapon**
+17 vs. AC; 1d12 + 5 damage (crit 1d12 + 17), and the target is marked (save ends). While marked by the genasi stoneshield, the target takes a -5 penalty to damage rolls against the stoneshield's allies.

**Mighty Bull Rush** (standard; at-will)
+14 vs. Fortitude; 2d6 + 5 damage, the genasi stoneshield pushes the target 1 square and shifts into the space the target left.

**Earth Shock** (minor; encounter)
Close burst 2; targets enemies; +12 vs. Fortitude; the target is knocked prone.

**Stone Roots**
When an effect pulls, pushes, or slides a genasi stoneshield, the stoneshield moves 1 square less than the effect specifies. Also, a stoneshield cannot be knocked prone.

**Alignment** Unaligned **Languages** Common, Primordial
**Skills** Athletics +15, Endurance +16, Intimidate +11, Nature +6
**Str** 20 (+10) **Dex** 12 (+6) **Wis** 12 (+6)
**Con** 18 (+9) **Int** 14 (+7) **Cha** 13 (+6)
**Equipment** plate armor, heavy war pick

*(Left to right) genasi stoneshield, skyspy, elemental dervish, and fireblade*

### Genasi Stoneshield Tactics

The genasi stoneshield enters combat with *mighty bull rush* and then marks its enemies on subsequent turns with its heavy war pick attacks. The stoneshield pursues fleeing enemies, or knocks enemies down with *earth shock*.

## Genasi Lore

**Arcana DC 10:** Genasi have five types of manifestation: airsoul, earthsoul, firesoul, thundersoul, and watersoul. A genasi can usually manifest only one type. Each manifestation bestows different powers and resistances.

Genasi share personality traits based on their manifestations. Typically, airsouls are fickle and capricious, earthsouls are stoic and cautious, firesouls are temperamental and impulsive, thundersouls are bold and proud, and watersouls are amenable and friendly.

**Arcana DC 16:** Some genasi can change their elemental manifestations or manifest multiple elements. Genasi can channel their elemental manifestations through their weapons, creating blades of fire, ice, or lightning.

**Arcana DC 21:** Genasi were originally servants of djinns, efreets, and other primordials. In the Elemental Chaos, many genasi still serve primordials. During the war between the deities and the primordials, genasi rebelled and gained freedom. The primordials created archons to replace them.

## Encounter Groups

Genasi sometimes accompany other natives of the Elemental Chaos: archons, djinns, efreets, and elementals. Otherwise, they roam far and wide.

**Level 8 Encounter (XP 1,800)**
- 3 genasi skyspies (level 7 skirmisher)
- 3 hippogriff dreadmounts (level 5 soldier, *MM* 146)
- 1 shardstorm vortex (level 7 skirmisher)

**Level 10 Encounter (XP 2,700)**
- 2 genasi fireblades (level 11 brute)
- 2 genasi stoneshields (level 10 soldier)
- 1 magma strider (level 10 skirmisher, *MM* 182)

**Level 19 Encounter (XP 12,800)**
- 2 genasi elemental dervishes (level 18 elite skirmisher)
- 1 storm archon squallshield (level 17 soldier)
- 1 storm archon tempest weaver (level 21 artillery)

LARS GRANT-WEST

# GHOST LEGIONNAIRE

SLAIN IN LONG-AGO BATTLES, these soldiers fight for forgotten causes, distant memories, or a fierce loyalty to each other. Although they appear as separate soldiers, their spirits have fused into a single entity that lives and dies as a single soul. Enemies that know of the battles ghost legionnaires once fought can use that knowledge to their own advantage.

## GHOST LEGIONNAIRE LORE

**Religion DC 18:** The ghost legionnaire has the power to possess others and force them to relive the ghost's last few moments on the battlefield. While possessed, the target can see, hear, and feel everything the ghost legionnaire experienced. The possessed creature even appears to have the same wounds that the ghost legionnaire suffered.

**Religion DC 23:** When wounded, legionnaires display wounds and battle damage from the fight that killed them originally, no matter what type of damage they currently take.

## ENCOUNTER GROUPS

Ghost legionnaires are occasionally recruited by other undead, particularly if they fell in the same battle.

**Level 15 Encounter (XP 6,000)**
- ✦ 5 ghost legionnaires (level 13 soldier)
- ✦ 1 human lich wizard (level 14 elite controller, *MM* 176)

**Ghost Legionnaire** **Level 13 Soldier**
Medium natural humanoid (undead) XP 800

**Initiative** +13 **Senses** Perception +6
**HP** 100; **Bloodied** 50; see also *soul link*
**AC** 30; **Fortitude** 28, **Reflex** 26, **Will** 27
**Resist** 10 necrotic
**Speed** 6

⨺ **Devastating Cut** (standard; at-will)
+19 vs. AC; 2d8 + 6 damage.

⨺ **Ghost Arrow** (standard; at-will) ✦ **Necrotic**
Ranged 10/20; +17 vs. AC; 1d10 + 6 necrotic damage.

⨺ **Battle Visions** (standard; encounter) ✦ **Psychic, Reliable**
Ranged 10/20; +16 vs. Will; 2d8 + 6 psychic damage, and the target is deafened and dominated (save ends both). While the target is dominated, the ghost legionnaire merges with the target, disappearing from sight. The legionnaire cannot attack or be attacked during this time. When the target saves, the legionnaire appears in a square adjacent to the target. Until the end of the encounter, the target gains a +5 bonus to History checks for *call of history*.

**Soul Link**
At the start of the encounter, ghost legionnaires' hit points combine into one sum. Damage to a legionnaire deducts from that total. When that total is reduced to 0, all legionnaires are destroyed simultaneously.

**Call of History**
Any character can make a DC 25 History check as a minor action to attempt to learn more about the ghost legionnaire. If the check succeeds, the legionnaire gains vulnerable 10 to that character's next attack.

**Alignment** Unaligned **Languages** Common
**Skills** Acrobatics +16, Athletics +18

| | | |
|---|---|---|
| **Str** 25 (+13) | **Dex** 21 (+11) | **Wis** 11 (+6) |
| **Con** 18 (+10) | **Int** 11 (+6) | **Cha** 26 (+14) |

RALPH HORSLEY

Giants inhabit the various climates of the world and elsewhere. From the tallest peak to the frozen tundra, from the Feywild to the Shadowfell, these hulking creatures thrive.

## Eldritch Giant

Eldritch giants come from a different time—an earlier age when the primordials made the world. Although fashioned from fire, stone, and storm, the primordials' wondrous creation was heavily invested with magic, and the eldritch giants aided their primordial lords in the world's formation. Although their powers have ebbed since those days, eldritch giants remember their ancient mastery of magic and forever seek to regain it.

**Eldritch Giant** **Level 18 Skirmisher**
Large fey humanoid (giant) XP 2,000

**Initiative** +12 **Senses** Perception +20; low-light vision
**HP** 171; **Bloodied** 85
**AC** 32; **Fortitude** 29, **Reflex** 31, **Will** 33
**Resist** 10 force
**Saving Throws** +5 against charm effects
**Speed** 8, teleport 6

⊕ **Eldritch Blade** (standard; at-will) ✦ **Force, Weapon**
Reach 2; +21 vs. Reflex; 3d6 + 7 force damage.

⊕ **Force Missile** (standard; at-will) ✦ **Force**
Ranged 20; +21 vs. Reflex; 2d6 + 7 force damage.

**Sweeping Sword** (standard; encounter) ✦ **Force, Weapon**
Close blast 2; +21 vs. AC; 3d6 + 7 force damage, and the target is knocked prone. *Special*: When charging, the eldritch giant can use this power in place of a melee basic attack.

**Consume Magic** (minor 1/round; at-will)
Targets an adjacent conjuration or zone created by an enemy; +21 vs. the Will of the creator of the conjuration or zone; the conjuration or zone is destroyed, and its effects end. The eldritch giant's attacks deal 3d6 extra force damage until the end of its next turn.

**Eldritch Field** (minor; recharge ⚄ ⁞⁞) ✦ **Zone**
Close blast 5; the blast creates a zone of rippling magic that lasts until the end of the encounter or until the eldritch giant uses this power again. The zone is difficult terrain, and the giant's attacks deal 1d6 extra force damage against creatures within the zone.

**Alignment** Evil **Languages** Elven, Giant
**Skills** Arcana +21, Insight +20
**Str** 21 (+14) **Dex** 12 (+10) **Wis** 22 (+15)
**Con** 19 (+13) **Int** 24 (+16) **Cha** 13 (+10)

## Eldritch Giant Tactics

When combat begins, the eldritch giant creates its eldritch blade—a sword of pure force—as a free action. The giant charges in with *sweeping sword*, thereafter teleporting about the battlefield. It tries to make every attack with combat advantage, resorting to *force missile* only against those who evade it in melee.

**Eldritch Titan** **Level 21 Elite Skirmisher**
Huge fey humanoid (giant) XP 6,400

**Initiative** +12 **Senses** Perception +22; low-light vision
**HP** 394; **Bloodied** 197
**AC** 35; **Fortitude** 32, **Reflex** 34, **Will** 36
**Resist** 10 force
**Saving Throws** +2 (+7 against charm effects)
**Speed** 8, teleport 6
**Action Points** 1

⊕ **Eldritch Hammer** (standard; at-will) ✦ **Force, Weapon**
Reach 3; +26 vs. AC; 3d8 + 7 force damage.

⊕ **Force Ram** (standard; at-will) ✦ **Force**
Ranged 20; +24 vs. Reflex; 2d8 + 8 force damage, and the eldritch titan pushes the target 5 squares.

**Eldritch Fury** (standard; at-will)
The eldritch titan makes two *eldritch hammer* attacks. *Special*: When charging, the titan can use this power in place of a melee basic attack.

**Force Hammer** (standard; encounter) ✦ **Force, Weapon**
Close blast 3; +24 vs. Fortitude; 3d8 + 8 force damage, and the target is pushed 3 squares and knocked prone. *Miss:* Half damage, and eldritch titan pushes the target 3 squares.

**Consume Magic** (minor 1/round; at-will)
Targets an adjacent conjuration or zone created by an enemy; +21 vs. the Will of the creator of the conjuration or zone; the conjuration or zone is destroyed, and its effects end. The eldritch titan's attacks deal 3d8 extra force damage until the end of its next turn.

**Eldritch Field** (minor; recharge ⚄ ⁞⁞) ✦ **Zone**
Close blast 5; the blast creates a zone of rippling magic that lasts until the end of the encounter or until the eldritch titan uses this power again. The zone is difficult terrain, and the giant's attacks deal 1d8 extra force damage against creatures within the zone.

**Alignment** Evil **Languages** Elven, Giant
**Skills** Arcana +23, Insight +22
**Str** 23 (+16) **Dex** 10 (+10) **Wis** 24 (+17)
**Con** 21 (+15) **Int** 26 (+18) **Cha** 16 (+13)
**Equipment** warhammer

## Eldritch Titan Tactics

An eldritch titan bathes an area in *eldritch field* at the start of a fight, then makes a *force hammer* attack to knock as many of its foes prone as it can. It uses its *eldritch fury* attacks as often as possible.

FRANCIS TSAI

## Eldritch Giant Lore

**Arcana DC 20:** Eldritch giants dwell near fonts of magical power. They guard such places jealously, leaving them only to seek out more magical power, such as an artifact or a piece of lost knowledge. Eldritch titans lord over their lesser kin, jealously guarding the greatest items and secrets of magic for themselves.

**Arcana DC 25:** An eldritch giant's skin is tattooed with magical patterns that protect it and allow it to absorb conjurations and zones to bolster its attacks. These patterns also grant the giant the ability to teleport on flows of arcane energy. A particular eldritch giant or titan might have access to other magical powers, as well as rituals and magic items.

## Encounter Groups

Eldritch giants can occasionally be found with other magic users, but they are unreliable allies. They prefer magical servants and delight in enslaving weaker creatures.

**Level 18 Encounter (XP 10,600)**
- 3 eldritch giants (level 18 skirmisher)
- 1 prismatic chaos shard (level 16 artillery)
- 2 blue slaads (level 17 brute, *MM* 238)

**Level 23 Encounter (XP 25,900)**
- 2 eldritch titans (level 21 elite skirmisher)
- 2 nothic eyes of Vecna (level 22 lurker)
- 1 phoenix (level 19 elite brute, *MM* 220)

# Frost Giant

Frost giants live in bitter northern lands and among frigid mountains where they subsist by hunting and raiding. They are brutal, superstitious, and murderous creatures among whom only might makes right.

| **Frost Giant** | **Level 17 Brute** |
|---|---|
| Large elemental humanoid (cold, giant) | XP 1,600 |
| **Initiative** +11 **Senses** Perception +13 | |
| **HP** 201; **Bloodied** 100; see also *dying swipe* | |
| **AC** 29; **Fortitude** 32, **Reflex** 27, **Will** 28 | |
| **Resist** 15 cold | |
| **Speed** 8 (ice walk) | |
| ⊕ **Icy Greataxe** (standard; at-will) ✦ **Cold, Weapon** | |
| Reach 2; +20 vs. AC; 4d6 + 7 (crit 8d6 + 31) cold damage. | |
| ↯ **Dying Swipe** (when the frost giant drops to 0 hit points) | |
| The frost giant makes an *icy greataxe* attack. | |
| ↯ **Chilling Strike** (standard; recharge ⚄ ⚅) ✦ **Cold, Weapon** | |
| Reach 2; +20 vs. AC; 2d6 + 7 cold damage, and the target gains vulnerable 10 cold (save ends). | |
| ⤙ **Icy Handaxe** (standard; at-will) ✦ **Cold, Weapon** | |
| Ranged 5/10; +20 vs. AC; 2d8 + 7 cold damage. | |
| **Icebound Footing** | |
| When an effect pulls, pushes, or slides a frost giant, the giant moves 2 squares less than the effect specifies. Also, a frost giant can make a saving throw to avoid being knocked prone. | |
| **Alignment** Evil **Languages** Giant | |
| **Skills** Athletics +19 | |
| **Str** 23 (+14) **Dex** 16 (+11) **Wis** 20 (+13) | |
| **Con** 21 (+13) **Int** 10 (+8) **Cha** 12 (+9) | |
| **Equipment** hide armor, greataxe, 3 handaxes | |

## Frost Giant Tactics

A frost giant prefers to charge into melee with an *icy greataxe* attack. It follows up with *chilling strike*. It throws an *icy handaxe* only when it has no other options.

*(Left to right) frost giant ice shaper, frost titan, and frost giant*

RALPH HORSLEY

**Frost Giant Ice Shaper** **Level 19 Controller (Leader)**
Large elemental humanoid (cold, giant) XP 2,400

**Initiative** +12 **Senses** Perception +16
**HP** 182; **Bloodied** 91
**AC** 32; **Fortitude** 32, **Reflex** 29, **Will** 33
**Resist** 15 cold
**Speed** 8 (ice walk)

⊕ **Freezing Flail** (standard; at-will) ✦ **Cold, Weapon**
Reach 2; +24 vs. AC; 2d12 + 4 cold damage.

↗ **Freezing Bolt** (standard; at-will) ✦ **Cold**
Ranged 20; +22 vs. Reflex; 2d12 + 4 cold damage, and the target is immobilized (save ends).

↗ **Ice Slide** (minor 1/round; at-will)
Ranged 10; +22 vs. Fortitude; the frost giant ice shaper slides the target 3 squares.

✳ **Wall of Frost** (standard; recharge ⚅) ✦ **Cold, Conjuration**
Area wall 12 within 10; the frost giant ice shaper conjures a wall of swirling snow that lasts until the end of the ice shaper's next turn. The wall is 6 squares high and blocks line of sight. The wall's space is lightly obscured and is difficult terrain. A creature that starts its turn adjacent to the wall takes 5 cold damage, and a creature that enters a square of the wall or starts its turn there takes 15 cold damage. *Sustain Minor:* The wall persists.

**Ice Armor** (standard; recharge ⚄ ⚅)
One ally within 10 squares of the frost giant ice shaper gains resist 10 to all damage until the end of the ice shaper's next turn.

**Icebound Footing**
When an effect pulls, pushes, or slides a frost giant ice shaper, the ice shaper moves 2 squares less than the effect specifies. Also, an ice shaper can make a saving throw to avoid being knocked prone.

**Alignment** Evil **Languages** Giant, Primordial
**Skills** Arcana +14, Heal +21, Intimidate +20
**Str** 21 (+14) **Dex** 16 (+12) **Wis** 25 (+16)
**Con** 22 (+15) **Int** 10 (+9) **Cha** 22 (+15)
**Equipment** chainmail, flail

## Frost Giant Ice Shaper Tactics

A frost giant ice shaper uses *wall of frost* to divide the battlefield favorably. It then uses *ice slide* and *freezing bolt* attacks to move its enemies into advantageous positions and keep them there. The ice shaper uses *ice armor* on whichever ally provides the most protection.

**Frost Titan** **Level 20 Elite Brute**
Huge elemental humanoid (cold, giant) XP 5,600

**Initiative** +14 **Senses** Perception +16
**Fimbulwinter Breath** (**Cold**) aura 2; enemies treat the aura's area as difficult terrain. Each enemy that starts its turn within the aura takes 5 cold damage.
**HP** 466; **Bloodied** 233; see also *furious swipe*
**AC** 32; **Fortitude** 34, **Reflex** 29, **Will** 33
**Resist** 15 cold
**Saving Throws** +2
**Speed** 8 (ice walk)
**Action Points** 1

⊕ **Icy Greataxe** (standard; at-will) ✦ **Cold, Weapon**
Reach 3; +23 vs. AC; 2d8 + 9 (crit 4d8 + 25) cold damage, and ongoing 10 cold damage (save ends).

↯ **Furious Swipe** (free, when first bloodied and again when the frost titan drops to 0 hit points)
The titan makes an *icy greataxe* attack.

↯ **Cold-Blooded Kick** (minor 1/round; at-will)
Reach 3; +21 vs. Reflex; 1d8 + 9 damage, and the target is pushed 2 squares and knocked prone.

↗ **Ice Bolts** (standard; recharge ⚄ ⚅)
Ranged 20; targets one or two creatures; +21 vs. Fortitude; 1d8 + 9 cold damage, and the target is slowed (save ends).

✧ **Blast of Winter** (standard; encounter)
Close blast 5; +21 vs. Reflex; 3d8 + 6 cold damage, ongoing 10 cold damage (save ends), and the target is immobilized until the end of the frost titan's next turn. *Miss:* Half damage.

**Glacial Footing**
When an effect pulls, pushes, or slides a frost titan, the titan moves 4 squares less than the effect specifies. Also, a frost titan can make a saving throw to avoid being knocked prone.

**Alignment** Evil **Languages** Giant, Primordial
**Skills** Athletics +24
**Str** 28 (+19) **Dex** 19 (+14) **Wis** 23 (+16)
**Con** 23 (+16) **Int** 12 (+11) **Cha** 16 (+13)
**Equipment** greataxe

## Frost Titan Tactics

Initially, a frost titan unleashes *blast of winter*. It then uses *cold-blooded kick* and *icy greataxe* attacks to drive foes before it. A frost titan prefers melee, and it uses *ice bolts* and its *Fimbulwinter breath* aura to prevent foes from escaping.

# Frost Giant Lore

**Arcana DC 22:** In their arctic lands, frost giants dwell in glacial caves or crude fortresses carved of stone and ice. From these holds, frost giants hunt game and raid for slaves and plunder. The mightiest frost giant in a clan, called a jarl, leads weaker giants though intimidation and violence.

Ice shapers, the frost giants' seers, gain respect from their kind for their augeries and wisdom. They engender fear with their cruelty and ferocity.

**Arcana DC 27:** A few frost giants have magical powers and can use runes, sorcery, and foul rituals. Such powers give a giant influence in its clan, if not outright leadership.

# Encounter Groups

Frost giants enslave or ally with other creatures that prefer the cold. When they raid more temperate climes, they come by other sorts of slaves. Mammoths, remorhazes, white dragons, and similar creatures are found with frost giants.

**Level 19 Encounter (XP 12,000)**
- ✦ 2 frost giants (level 17 brute)
- ✦ 1 frost giant ice shaper (level 19 controller)
- ✦ 1 remorhaz (level 21 elite brute)

**Level 21 Encounter (XP 19,200)**
- ✦ 2 frost titans (level 20 elite brute)
- ✦ 2 ice archon frostshapers (level 20 controller, *MM* 21)
- ✦ 1 ice archon rimehammer (level 19 soldier, *MM* 20)

*(Left to right) stone giant, stone titan, and stone giant runecarver*

## Stone Giant

Atop forbidding peaks and in the deep reaches of mountain ranges dwell stone giants. These rockbound beings show little concern for smaller creatures, and they distrust strangers. A stone giant aroused to violence can be as startling and pitiless as an avalanche.

## Stone Giant Lore

**Arcana DC 25:** Stone giants move slowly and quietly among the mountains and within their rocky cave homes, blending with the terrain so well that they can easily waylay foes or go unnoticed. Brooding and contemplative, stone giants can rest in thought for years, sitting like statues. With weapons and thrown stones, they are expert hunters. When roused to anger, a stone giant is able to move its bulk with precision and quickness.

Particularly at night and during thunderstorms, stone giants play by throwing rocks at each other—the losing side is the one hit more often. During such contests, the giants seldom watch out for unexpected passersby. Such heedless "games" give stone giants a rougher reputation than they might deserve.

**Arcana DC 30:** Stone giants are artistic and craft-oriented, especially with stone. Runecarvers use arcane lore to craft runes of ancient magic upon surfaces. With these spells set in stone, they smite foes. The art of rune magic might have originated with ancient stone giants, although dwarf artificers surely disagree.

## Stone Giant Tactics

A stone giant hides among the cliffs and ambushes approaching enemies with hurled rocks. It then rushes in with *staggering sweep* to drive foes back. It stays in melee until opponents retreat, then goes back to hurling rocks until any threat is out of range.

| **Stone Giant** | **Level 14 Soldier** |
|---|---|
| Large elemental humanoid (earth, giant) | XP 1,000 |
| **Initiative** +12 **Senses** Perception +12; low-light vision | |
| **HP** 140; **Bloodied** 70 | |
| **AC** 30; **Fortitude** 27, **Reflex** 24, **Will** 26 | |
| **Immune** petrification | |
| **Speed** 8 (earth walk) | |
| ⊕ **Stone Greatclub** (standard; at-will) ✦ **Weapon** | |
| Reach 2; +21 vs. AC; 2d10 + 4 damage, and the target is marked until the end of the stone giant's next turn. | |
| ↯ **Hardened Threat** (opportunity, when a creature marked by the stone giant and within its reach moves or shifts; at-will) | |
| The giant makes a *stone greatclub* attack against the triggering creature. | |
| ↣ **Hurl Rock** (standard; at-will) | |
| Ranged 20; +21 vs. AC; 2d8 + 6 damage. | |

FRANCIS TSAI

**Staggering Sweep** (standard; recharges when first bloodied) ✦ **Weapon**
Close blast 2; +19 vs. AC; 2d10 + 4 damage, and the target is pushed 2 squares and marked until the end of the stone giant's next turn. *Effect:* The giant shifts 2 squares but must remain within 2 squares of any creatures marked by it.

**Stone Bones** (immediate interrupt, when the stone giant is hit by an attack; not usable while bloodied; at-will)
The giant gains resist 5 to all damage against the triggering attack.

**Alignment** Unaligned **Languages** Giant
**Skills** Athletics +18, Stealth +15
**Str** 22 (+13) **Dex** 16 (+10) **Wis** 20 (+12)
**Con** 20 (+12) **Int** 10 (+7) **Cha** 11 (+7)
**Equipment** greatclub

## Stone Giant Runecarver Tactics

The stone giant runecarver attacks from range, using rocks with specially inscribed runes. It starts with *rune of stony sleep* and follows with *rune of thundering echo*. It focuses its melee attacks on slowed opponents to take advantage of its *grasping stone* power.

**Stone Giant Runecarver** **Level 16 Controller (Leader)**
Large elemental humanoid (earth, giant) XP 1,400
**Initiative** +9 **Senses** Perception +14; low-light vision
**Hardened Focus** aura 5; each petrified enemy within the aura loses all resistances and gains vulnerable 5 to all damage.
**HP** 155; **Bloodied** 77
**AC** 30; **Fortitude** 28, **Reflex** 27, **Will** 29
**Immune** petrification
**Speed** 8 (earth walk)

**Enruned War Pick** (standard; at-will) ✦ **Weapon**
Reach 2; +21 vs. AC; 2d8 + 9 (crit 4d8 + 25) damage, and the target is slowed (save ends).

**Rune of Stony Sleep** (standard; recharge ⚅) ✦ **Zone**
Area burst 1 within 10; +21 vs. Fortitude; 2d8 + 6 damage, and the target is slowed (save ends). *First Failed Saving Throw:* The target is petrified instead of slowed (save ends). *Effect:* The burst creates a zone of magical runes that lasts until the end of the encounter. Each enemy that starts its turn within the zone takes a -2 penalty to saving throws against slowed and immobilized.

**Rune of Thundering Echo** (standard; recharge ⚄ ⚅)
Area burst 1 within 10; +21 vs. Fortitude; 2d8 + 6 thunder damage. If the target is slowed or immobilized, it takes ongoing 10 thunder damage (save ends).

**Grasping Stone**
When a stone giant runecarver hits a slowed creature with an attack that would cause the creature to become slowed, that creature is immobilized until the end of the runecarver's next turn.

**Stone Bones** (immediate interrupt, when the stone giant runecarver is hit by an attack; not usable while bloodied; at-will)
The runecarver gains resist 5 to all damage against the triggering attack.

**Alignment** Unaligned **Languages** Giant, Primordial
**Skills** Arcana +17, Athletics +18, Stealth +17
**Str** 21 (+13) **Dex** 12 (+9) **Wis** 23 (+14)
**Con** 19 (+12) **Int** 18 (+12) **Cha** 15 (+10)
**Equipment** warhammer

## Stone Titan Tactics

Displaying speed, agility, and stealth, a stone titan uses *launch quakestone* from hiding, continuing to toss boulders until enemies come close enough for a quick rush into melee. Next, the titan moves to catch numerous foes with an *avalanche stomp* attack. It then lays about with its massive fists until it has a chance to use *launch quakestone* again. The stone titan continues to launch ranged attacks against retreating adversaries until those foes are out of range.

**Stone Titan** **Level 18 Elite Soldier**
Huge elemental humanoid (earth, giant) XP 4,000
**Initiative** +15 **Senses** Perception +15; low-light vision
**Slipstone Distortion** aura 1; each enemy that starts its turn within the aura is marked until the end of the stone titan's next turn.
**HP** 348; **Bloodied** 174
**AC** 34; **Fortitude** 33, **Reflex** 28, **Will** 30
**Immune** petrification
**Saving Throws** +2
**Speed** 8 (earth walk)
**Action Points** 1

**Slam** (standard; at-will)
Reach 3; +25 vs. AC; 3d6 + 7 damage, and marked targets take an extra 2d6 damage.

**Hardened Threat** (opportunity, when a creature marked by the stone titan and within its reach moves or shifts; at-will)
The titan makes a slam attack against the triggering creature.

**Launch Boulder** (standard; at-will)
Ranged 20; +23 vs. AC; 2d10 + 7 damage.

**Avalanche Stomp** (standard; encounter)
Close burst 3; +21 vs. Fortitude; 3d10 + 7 damage, and the target is grabbed by earth and stone. The stone titan does not need to use an action to sustain the grab. The earth and stone has a Fortitude and Reflex of 28 against escape attempts. *Miss:* Half damage.

**Launch Quakestone** (standard; recharge ⚄ ⚅)
Area burst 1 within 20; +23 vs. AC; 1d10 + 7 damage, and the target is knocked prone and dazed (save ends). *Miss:* Half damage, and the target is knocked prone.

**Stone Bones** (immediate interrupt, when the stone titan is hit by an attack; not usable while bloodied; at-will)
The titan gains resist 5 to all damage against the triggering attack.

**Alignment** Unaligned **Languages** Giant, Primordial
**Skills** Arcana +16, Athletics +21, Stealth +18
**Str** 26 (+17) **Dex** 18 (+13) **Wis** 22 (+15)
**Con** 22 (+15) **Int** 14 (+11) **Cha** 16 (+12)

# Encounter Groups

Stone giants keep pets and, rare among their kin, have ties other than those of master and slave with galeb duhrs and azers. Sometimes giants with non-evil ways can be found among stone giants. Evil stone giants might ally with other evil giants.

**Level 15 Encounter (XP 6,400)**
- 3 stone giants (level 14 soldier)
- 1 stone giant runecarver (level 16 controller)
- 1 nabassu gargoyle (level 18 lurker, *MM* 115)

**Level 18 Encounter (XP 11,200)**
- 2 stone titans (level 18 elite soldier)
- 1 azer taskmaster (level 17 controller, *MM* 23)
- 4 azer warriors (level 17 minion, *MM* 22)

Gnolls honor chaos and carnage above all else. Their devotion to the demon lord Yeenoghu drives them to commit acts of butchery.

## Deathpledged Gnoll

A deathpledged gnoll vows to die destroying the enemies of Yeenoghu. Its dark oath and a thirst for blood make this creature a frightful foe.

| **Deathpledged Gnoll** | **Level 5 Brute** |
|---|---|
| Medium natural humanoid | XP 200 |
| **Initiative** +4 | **Senses** Perception +4; low-light vision |
| **HP** 74; **Bloodied** 37; see also *claws of Yeenoghu* | |
| **AC** 18; **Fortitude** 18, **Reflex** 16, **Will** 16 | |
| **Resist** see *claws of Yeenoghu* | |
| **Speed** 7 | |
| **Action Points** see *claws of Yeenoghu* | |
| ⊕ **Bone Claw** (standard; at-will) ✦ **Weapon** | |
| +8 vs. AC; 2d6 + 9 damage (2d6 + 11 damage while bloodied). | |
| **Claws of Yeenoghu** (when the deathpledged gnoll first drops to 0 hit points) ✦ **Healing** | |
| The deathpledged regains 5 hit points, gains 1 action point, and gains resist 15 to all damage. At the end of its next turn, the deathpledged drops to 0 hit points. | |
| **Pack Attack** | |
| A deathpledged gnoll's melee attacks deal 5 extra damage against an enemy that has two or more gnoll allies adjacent to it. | |
| **Alignment** Chaotic evil | **Languages** Abyssal, Common |
| **Skills** Intimidate +5 | |
| **Str** 18 (+6) | **Dex** 15 (+4) **Wis** 15 (+4) |
| **Con** 14 (+4) | **Int** 9 (+1) **Cha** 7 (+0) |
| **Equipment** leather armor, bone claws (spiked gauntlets) | |

### Deathpledged Gnoll Lore

**Nature DC 12:** In return for its vow to its demon lord Yeenoghu, a deathpledged gnoll can temporarily shrug off death with potent demonic powers.

## Fang of Yeenoghu

Gnolls are known for their rituals honoring the demon lord Yeenoghu. The fangs of Yeenoghu are the shamans that lead these rites.

| **Fang of Yeenoghu** | **Level 7 Skirmisher (Leader)** |
|---|---|
| Medium natural humanoid | XP 300 |
| **Initiative** +9 | **Senses** Perception +3; low-light vision |
| **HP** 77; **Bloodied** 38 | |
| **AC** 21; **Fortitude** 18, **Reflex** 19, **Will** 18 | |
| **Speed** 8 | |
| ⊕ **Cudgel of Bloody Teeth** (standard; at-will) ✦ **Disease, Weapon** | |
| +12 vs. AC; 1d10 + 6 damage (1d10 + 8 while bloodied), and the fang of Yeenoghu makes a secondary attack against the same target. *Secondary Attack:* +10 vs. Fortitude; the target is exposed to level 6 slavering canker (see below). | |
| ⊕ **Relentless Push** (standard; at-will) ✦ **Weapon** | |
| The fang of Yeenoghu shifts 2 squares before the attack: +12 vs. AC; 1d10 + 6 damage (1d10 + 8 while bloodied), and the fang of Yeenoghu pushes the target 1 square. *Effect:* One ally within 5 squares of the fang of Yeenoghu shifts 1 square as a free action. | |
| **Howl of the Demon** (standard; recharge ⁞⁞) | |
| Close burst 5; targets each ally of level 10 or lower in the burst; the target makes a melee basic attack as a free action. | |
| **Pack Attack** | |
| A fang of Yeenoghu's melee attacks deal 5 extra damage against an enemy that has two or more gnoll allies adjacent to it. | |
| **Alignment** Chaotic evil | **Languages** Abyssal, Common |
| **Skills** Insight +8, Intimidate +11, Religion +8 | |
| **Str** 16 (+6) | **Dex** 19 (+7) **Wis** 11 (+3) |
| **Con** 13 (+4) | **Int** 10 (+3) **Cha** 16 (+6) |
| **Equipment** hide armor, cudgel of bloody teeth (greatclub) | |

### Fang of Yeenoghu Lore

**Nature DC 14:** Fangs of Yeenoghu earn their place in the demon lord's ranks by capturing slaves and sending them to serve Yeenoghu in the Abyss.

**Nature DC 19:** A cudgel of bloody teeth is a gruesome greatclub studded with teeth and crusted with blood. While a fang of Yeenoghu fights, its cudgel of bloody teeth continually oozes fresh blood and spittle. Once its wielder is killed, the cudgel quickly rots away.

**Nature DC 21:** Those gnolls that serve as fodder for the gnoll gorger are rewarded for their sacrifice by the fang of Yeenoghu. A gnoll slain by a gorger has its teeth added to the cudgel of bloody teeth, allowing it to taste the blood of its enemies even in death.

| **Slavering Canker** | **Level 6 Disease** | **Endurance** improve DC 23, maintain DC 19, worsen DC 18 or lower |
|---|---|---|
| The target is cured. | ◀ **Initial Effect:** The target takes a –1 penalty to attack rolls and damage rolls. | ◀▶ The target takes a –2 penalty to attack rolls and damage rolls, and regains 5 fewer than the normal number of hit points from healing effects. | ▶ **Final State:** The target is weakened, and must rest for twice as long as normal to gain the benefit of a short rest or an extended rest. |

## Gnoll Gorger

All gnolls devour the flesh of sentients, but gorgers gain strength in battle by feasting on their own kind.

| **Gnoll Gorger** | **Level 7 Brute** |
|---|---|
| Medium natural humanoid | XP 300 |
| **Initiative** +6 | **Senses** Perception +3; low-light vision |
| **HP** 96; **Bloodied** 48 | |
| **AC** 19; **Fortitude** 20, **Reflex** 18, **Will** 18 | |
| **Speed** 7 | |
| ⊕ **Bite** (standard; at-will) | |
| +10 vs. AC; 2d6 + 8 damage (2d6 + 10 while bloodied). | |
| **Gorge** (minor 1/round; at-will) ✦ **Healing** | |
| The gnoll gorger feeds upon an ally adjacent to it. The ally takes 5 damage, and the gorger regains 10 hit points. | |
| **Pack Attack** | |
| A gnoll gorger's melee attacks deal 5 extra damage against an enemy that has two or more gnoll allies adjacent to it. | |
| **Alignment** Chaotic evil | **Languages** Abyssal, Common |
| **Skills** Intimidate +11, Stealth +11 | |
| **Str** 20 (+8) | **Dex** 17 (+6) | **Wis** 11 (+3) |
| **Con** 16 (+6) | **Int** 9 (+2) | **Cha** 17 (+6) |
| **Equipment** leather armor | |

### Gnoll Gorger Tactics

A gnoll gorger recklessly charges into combat, laying into foes with its bite attack. It uses its *gorge* power each round, focusing on the most robust allies available.

### Gnoll Gorger Lore

**Nature DC 14:** Gnoll gorgers draw strength from the blood of their kin. They feast on the flesh of allies in combat to restore vigor, inspiring themselves to greater savagery.

## Encounter Groups

Gnoll packs often include demons, slave troops, and beasts trained for war. Gnolls are sometimes encountered in the service of others, acting as shock troops for giants and other powerful monsters.

**Level 4 Encounter (XP 925)**
- ✦ 2 deathpledged gnolls (level 5 brute)
- ✦ 1 corruption corpse (level 4 artillery, *MM* 274)
- ✦ 1 gnoll demonic scourge (level 8 brute, *MM* 132)

**Level 7 Encounter (XP 1,600)**
- ✦ 1 fang of Yeenoghu (level 7 skirmisher)
- ✦ 3 gnoll gorgers (level 7 brute)
- ✦ 1 beholder gauth (level 5 elite artillery)

BEN WOOTTEN

*(Left to right) gnoll gorger, deathpledged, fang of Yeenoghu*

# GNOME

All gnomes share a connection to the Feywild, but that connection can manifest itself in starkly different ways. Some gnomes are naturally adept at channeling arcane currents, while others use the power of the beast within them.

## Gnome Mistwalker

Gnomes are masters of illusion magic. A mistwalker combines this expertise with melee prowess to ambush or harass enemies.

| **Gnome Mistwalker** | **Level 5 Lurker** |
|---|---|
| Small fey humanoid | XP 200 |
| **Initiative** +9 | **Senses** Perception +3; low-light vision |
| **HP** 51; **Bloodied** 25 | |
| **AC** 20; **Fortitude** 16, **Reflex** 17, **Will** 16 | |
| **Speed** 5 | |
| ⊕ **War Pick** (standard; at-will) ✦ **Weapon** | |
| +10 vs. AC; 1d8 + 4 damage (crit 1d8 + 12). | |
| **Mistwalker's Strike** (standard; recharge ⚅ ⚄ ⚃) ✦ **Illusion** | |
| The gnome mistwalker becomes invisible until the end of its next turn. In addition, it shifts 2 squares and makes a war pick attack. | |
| **Combat Advantage** | |
| A gnome mistwalker deals 1d6 extra damage against any creature granting combat advantage to it. | |
| **Fade Away** (immediate reaction, when the gnome mistwalker takes damage; encounter) ✦ **Illusion** | |
| The gnome mistwalker becomes invisible until after it hits or misses with an attack or until the end of its next turn. | |
| **Reactive Stealth** | |
| If the gnome mistwalker has cover or concealment when it rolls initiative at the start of an encounter, it can make a Stealth check to become hidden. | |
| **Blur of Movement** (immediate reaction, when the gnome mistwalker is hit by an enemy; at-will) ✦ **Teleportation** | |
| The mistwalker teleports 1 square. | |
| **Alignment** Unaligned | **Languages** Common, Elven |
| **Skills** Stealth +10 | |
| **Str** 10 (+2) | **Dex** 16 (+5) **Wis** 13 (+3) |
| **Con** 15 (+4) | **Int** 11 (+2) **Cha** 14 (+4) |
| **Equipment** hide armor, war pick | |

### Gnome Mistwalker Tactics

Mistwalkers flash across the battlefield to impale foes upon their picks. They rely on *blur of movement* to escape their enemies and to use *mistwalker's strike*.

### Gnome Mistwalker Lore

**Nature DC 12:** Mistwalkers are gnome warrior-mages and brigands. These robbers build warrens of tunnels around forest roads, cloak them with illusions, and use them to ambush caravans laden with goods useful to spellcasters.

## Gnome Entropist

Gnome entropists see the potential for change in all things, and they use the power of chaos to hinder and debilitate their foes.

| **Gnome Entropist** | **Level 8 Artillery** |
|---|---|
| Small fey humanoid | XP 350 |
| **Initiative** +7 | **Senses** Perception +3; low-light vision |
| **HP** 71; **Bloodied** 35 | |
| **AC** 20; **Fortitude** 19, **Reflex** 19, **Will** 21 (+2 to all defenses against ranged attacks) | |
| **Speed** 5 | |
| ⊕ **Acid Dagger** (standard; at-will) ✦ **Acid, Weapon** | |
| +15 vs. AC; 1d4 damage plus 1d6 + 4 acid damage. | |
| **Entropic Arc** (standard; at-will) | |
| Ranged 10; +13 vs. Reflex; 2d8 + 4 damage (crit 2d8 + 20). | |
| **Primordial Yell** (standard; recharges when first bloodied) ✦ **Thunder** | |
| Close blast 3; +13 vs. Fortitude; 2d10 + 4 thunder damage, and the target is deafened and cannot take immediate actions or opportunity actions until the end of the gnome entropist's next turn. | |
| **Chaos Flare** (standard; encounter) | |
| Area burst 1 within 15; +13 vs. Will; 3d8 + 5 damage, and the target is blinded (save ends). | |
| **Fade Away** (immediate reaction, when the gnome entropist takes damage; encounter) ✦ **Illusion** | |
| The entropist becomes invisible until after it hits or misses with an attack or until the end of its next turn. | |
| **Reactive Stealth** | |
| If the gnome entropist has cover or concealment when it rolls initiative at the start of an encounter, it can make a Stealth check to become hidden. | |
| **Alignment** Unaligned | **Languages** Common, Elven |
| **Skills** Arcana +10, Bluff +14, Stealth +12 | |
| **Str** 10 (+4) | **Dex** 17 (+7) **Wis** 8 (+3) |
| **Con** 17 (+7) | **Int** 12 (+5) **Cha** 20 (+9) |
| **Equipment** dagger, robes | |

### Gnome Entropist Tactics

A gnome entropist announces its presence to enemies with a *chaos flare*, then stays on the fringe of combat making *entropic arc* attacks. It uses *primordial yell* to elude foes trying to force it into close combat, falling back on *acid dagger* attacks only if cornered.

### Gnome Entropist Lore

**Nature DC 14:** Gnome entropists target their foes with power channeled from the Elemental Chaos. Their innate ties to the magic of the Feywild interfere with this extraplanar power, driving some mad.

## Gnome Wolverine

Though small in stature, a gnome wolverine is as fierce in combat as its namesake.

| Gnome Wolverine | Level 9 Skirmisher |
|---|---|
| Small fey humanoid | XP 400 |
| **Initiative** +9 | **Senses** Perception +10; low-light vision |
| **HP** 95; **Bloodied** 47 | |
| **AC** 23 (26 against opportunity attacks); **Fortitude** 22, **Reflex** 20, **Will** 20 | |
| **Speed** 5 (7 when charging) | |
| ⨺ **Waraxe** (standard; at-will) ✦ **Weapon** | |
| +14 vs. AC; 1d12 + 6 damage. | |
| ⨽ **Shrieking Strike** (standard; recharges when first bloodied) ✦ **Weapon** | |
| +14 vs. AC; 2d12 + 5 damage, and one enemy adjacent to the target takes 1d12 damage. *Effect*: The gnome wolverine gains a +3 bonus to all defenses until the start of its next turn. *Special*: When charging, the wolverine can use this power in place of a melee basic attack. | |
| ⨽ **Unbalancing Swipe** (standard; at-will) ✦ **Weapon** | |
| +12 vs. Reflex; 1d12 + 6 damage, and the gnome wolverine slides the target 2 squares. On a critical hit, the target is also knocked prone. | |
| **Fade Away** (immediate reaction, when the gnome wolverine takes damage; encounter) ✦ **Illusion** | |
| The wolverine becomes invisible until after it hits or misses with an attack or until the end of its next turn. | |
| **Reactive Stealth** | |
| If a gnome wolverine has cover or concealment when it rolls initiative at the start of an encounter, it can make a Stealth check to become hidden. | |
| **Vicious Fury** (when the gnome wolverine bloodies an enemy or reduces an enemy to 0 hit points or fewer; at-will) | |
| The wolverine shifts 5 squares and gains a +3 bonus to damage rolls until the end of its next turn. | |
| **Alignment** Unaligned | **Languages** Common, Elven |
| **Skills** Athletics +14, Intimidate +12, Stealth +12 | |
| **Str** 20 (+9) | **Dex** 17 (+7) | **Wis** 12 (+5) |
| **Con** 15 (+6) | **Int** 10 (+4) | **Cha** 17 (+7) |
| **Equipment** hide armor, waraxe | |

### Gnome Wolverine Tactics

The gnome wolverine throws itself into battle with *shrieking strike*, then wades through foes with *unbalancing swipe* attacks. It reserves *fade away* to reposition itself if cornered, or to set up another *shrieking strike* attack once it is bloodied.

### Gnome Wolverine Lore

**Nature DC 14:** A gnome wolverine has a fierceness that belies the stature and reputation of its race. A berserker fury drives a wolverine in battle, and its power increases with each foe it drops.

*(Top to bottom) gnome entropist and wolverine*

## Encounter Groups

Gnomes most often work with their own kind and with other creatures of the Feywild. However, a gnome's capricious nature means that such alliances are typically brief.

**Level 8 Encounter (XP 1,850)**
- ✦ 1 gnome entropist (level 8 artillery)
- ✦ 2 gnome wolverines (level 9 skirmisher)
- ✦ 2 spriggan giantsouls (level 8 brute)

**Level 10 Encounter (XP 2,600)**
- ✦ 3 gnome entropists (level 8 artillery)
- ✦ 2 phase spiders (level 8 skirmisher)
- ✦ 1 satyr piper (level 8 controller, *MM* 228)
- ✦ 1 will-o'-wisp (level 10 lurker)

CHIPPY

Goblins are often subservient to the devotees of dark gods and other powerful masters. Such leaders appeal to the goblins' hostile and barbarous natures.

## Bugbear Wardancer

Like all bugbears, the wardancer is full of bluster and purpose. These warriors are a force to be reckoned with as they sow destruction across the battlefield.

### Bugbear Wardancer Tactics

A bugbear wardancer relishes punishing as many enemies as possible, and so prefers to choose a different target each round. It will attack a foe within reach first, and if it hits it uses its move action to get into position to attack a new foe, setting up a flanking position with an ally that can then attack and similarly move.

### Bugbear Wardancer Lore

**Nature DC 12:** A bugbear wardancer leaps and howls as it arcs its vicious flail through the ranks of its foes. Its wide-reaching attacks and single-minded fury make it a dangerous foe.

**Nature DC 17:** Wardancers dedicate themselves to particular exarchs of Bane, forming small sects whose members create their own rival forms of battle dance.

**Nature DC 19:** More intelligent goblins who lead bugbear wardancers train them thoroughly, teaching them how to avoid harming their allies in combat. Through strict conditioning, hobgoblins sometimes plant command words in wardancers' minds to control them when they get out of hand.

| **Bugbear Wardancer** | | **Level 6 Skirmisher** |
|---|---|---|
| Medium natural humanoid | | XP 250 |
| **Initiative** +9 | **Senses** Perception +5; low-light vision | |
| **HP** 70; **Bloodied** 35 | | |
| **AC** 20; **Fortitude** 18, **Reflex** 19, **Will** 18 | | |
| **Speed** 7 | | |
| ⓘ **Flail Dance** (standard; at-will) ✦ **Weapon** | | |
| +9 vs. Fortitude; 2d6 + 4 damage, the target is pushed 2 squares and knocked prone, and the bugbear wardancer shifts 1 square. | | |
| ✧ **Flail Barrier** (standard; recharge ⚄ ⚅) ✦ **Weapon** | | |
| Close burst 2; targets enemies; no attack roll; 5 damage, and the bugbear wardancer takes half damage from weapon attacks until the end of its next turn. | | |
| ✧ **Flail Assault** (standard; encounter) ✦ **Weapon** | | |
| Close burst 2; +9 vs. Reflex; 2d6 damage, and the target is pushed 2 squares and knocked prone. | | |
| **Combat Advantage** | | |
| A bugbear wardancer deals 1d6 extra damage against any creature granting combat advantage to it. | | |
| **Alignment** Evil | **Languages** Common, Goblin | |
| **Str** 16 (+6) | **Dex** 19 (+7) | **Wis** 14 (+5) |
| **Con** 14 (+5) | **Int** 11 (+3) | **Cha** 16 (+6) |
| **Equipment** hide armor, heavy flail | | |

*(Left to right) goblin acolyte of Maglubiyet, bugbear wardancer, and Lolthbound goblin*

ZOLTAN BOROS & GABOR SZIKSZAI

# Goblin Acolyte of Maglubiyet

Maglubiyet, goblin exarch of Bane, inspires the radical devotion of a sect of combatants seeking to mold themselves in his image.

**Goblin Acolyte of Maglubiyet** **Level 1 Controller**
Small natural humanoid XP 100

**Initiative** +0 **Senses** Perception +3; low-light vision
**Life Scourge** aura 2; each creature within the aura cannot regain hit points.
**HP** 29; **Bloodied** 14
**AC** 15; **Fortitude** 12, **Reflex** 12, **Will** 14
**Speed** 6

⊕ **Slashing Shroud** (standard; at-will) ✦ **Illusion, Weapon**
+6 vs. AC; 1d10 + 3 damage, and the goblin acolyte of Maglubiyet becomes invisible to the target until the end of the acolyte's next turn.

↛ **Hand of Maglubiyet** (standard; at-will) ✦ **Force**
Ranged 10; +5 vs. Fortitude; 1d6 + 5 force damage, and the goblin acolyte of Maglubiyet chooses either to slide the target 3 squares or to immobilize the target until the end of the acolyte's next turn.

↛ **Maglubiyet's Fists** (standard; recharge ⚄ ⚅)
The goblin acolyte of Maglubiyet makes two *hand of Maglubiyet* attacks, each against a different target.

**Goblin Tactics** (immediate reaction, when the goblin acolyte of Maglubiyet is missed by a melee attack; at-will)
The acolyte shifts 1 square.

**Alignment** Evil **Languages** Common, Goblin
**Skills** Diplomacy +6, Intimidate +6
**Str** 11 (+0) **Dex** 10 (+0) **Wis** 16 (+3)
**Con** 13 (+1) **Int** 13 (+1) **Cha** 13 (+1)
**Equipment** battleaxe

## Goblin Acolyte of Maglubiyet Tactics

A goblin acolyte moves freely across the battlefield, using *hand of Maglubiyet* to keep foes away from its allies or to hold more powerful combatants in place. It makes *slashing shroud* attacks with abandon, sticking close to badly wounded foes so that its *life scourge* aura prevents them from healing.

## Goblin Acolyte of Maglubiyet Lore

**Nature DC 5:** Acolytes of Maglubiyet devote their lives to the goblin exarch of Bane, modeling themselves in his image and drawing power from their faith.

**Nature DC 10:** An acolyte of Maglubiyet seeks signs of its patron's favor in all it does, such as thunder rolling at an auspicious moment or a bird of prey landing on a nearby tree. Such symbols can drive superstitious acolytes to fight against impossible odds, and an unfavorable sign can just as easily make them flee a fight before it even begins.

# Lolthbound Goblin

Centuries spent as slaves to the drow have driven some goblins to a mad devotion to the dark elves and their demon queen.

**Lolthbound Goblin** **Level 3 Soldier**
Small natural humanoid XP 150

**Initiative** +6 **Senses** Perception +3; darkvision
**HP** 45; **Bloodied** 22
**AC** 19; **Fortitude** 15, **Reflex** 16, **Will** 15; see also *drow inspiration*
**Speed** 6

⊕ **War Pick** (standard; at-will) ✦ **Weapon**
+10 vs. AC; 1d8 + 5 damage (crit 1d8 + 13), and the target is marked until the end of the Lolthbound goblin's next turn.

⸸ **Stinging Blow** (standard; encounter) ✦ **Poison, Weapon**
+10 vs. AC; 1d8 + 5 poison damage (crit 1d8 + 13), and if the target is taking ongoing poison damage, that ongoing damage increases by 5.

✧ **Lolthbound Shriek** (standard; encounter) ✦ **Thunder**
Close blast 5; targets creatures that are not drow, spiders, or goblins; +8 vs. Fortitude; 2d10 thunder damage.

**Drow Inspiration** (while within 5 squares of a drow ally)
The Lolthbound goblin gains a +2 bonus to attack rolls and all defenses.

**Drow Protector** (immediate interrupt, when a drow ally adjacent to the Lolthbound goblin is targeted by an attack; at-will)
The triggering attack targets the goblin instead.

**Goblin Tactics** (immediate reaction, when the Lolthbound goblin is missed by a melee attack; at-will)
The goblin shifts 1 square.

**Alignment** Evil **Languages** Common, Elven, Goblin
**Str** 14 (+3) **Dex** 17 (+4) **Wis** 14 (+3)
**Con** 13 (+2) **Int** 8 (+0) **Cha** 9 (+0)
**Equipment** leather armor, war pick

**Lolthbound Goblin Slave** **Level 12 Minion Skirmisher**
Small natural humanoid (goblin) XP 175

**Initiative** +13 **Senses** Perception +10; darkvision
**HP** 1; a missed attack never damages a minion.
**AC** 26; **Fortitude** 24, **Reflex** 25, **Will** 24; see also *drow inspiration*
**Speed** 6

⊕ **Stinging Pick** (standard; at-will) ✦ **Poison, Weapon**
+17 vs. AC; 7 poison damage, and if the target is affected by ongoing poison damage, that ongoing damage increases by 5.

⊕ **Hand Crossbow** (standard; at-will) ✦ **Weapon**
Ranged 10/20; +17 vs. AC; 5 damage (7 if the Lolthbound goblin slave moved 3 or more squares during its turn).

**Drow Inspiration** (while within 5 squares of a drow ally)
The Lolthbound goblin slave gains a +2 bonus to attack rolls and all defenses.

**Goblin Tactics** (immediate reaction, when missed by a melee attack; at-will)
The Lolthbound goblin slave shifts 1 square.

**Alignment** Evil **Languages** Common, Elven, Goblin
**Str** 19 (+10) **Dex** 21 (+11) **Wis** 19 (+10)
**Con** 14 (+8) **Int** 8 (+5) **Cha** 9 (+5)
**Equipment** leather armor, war pick, hand crossbow, case with 10 bolts

### Lolthbound Goblin Tactics

Lolthbound goblins are dedicated to protecting their drow masters, fighting close to them to take advantage of *drow inspiration* and *drow protector* powers. A Lolthbound goblin uses *stinging blow* to maximize ongoing poison damage dealt by allies, reserving its *Lolthbound shriek* until surrounded.

### Lolthbound Goblin Slave Lore

**Nature DC 16:** Lolthbound goblin slaves are goblins brutalized by the drow. They are granted the power to fight in the name of the Spider Queen, but they have no will of their own.

## Hobgoblin Fleshcarver

Defined by its specialized weapons, the hobgoblin fleshcarver is dedicated to perfecting the art of battle.

| **Hobgoblin Fleshcarver** | **Level 6 Elite Controller** |
|---|---|
| Medium natural humanoid | XP 500 |
| **Initiative** +7 | **Senses** Perception +4; low-light vision |
| **Fleshcarver's Trap** aura 2; each enemy that starts its turn within the aura takes 5 damage the first time it moves during that turn. | |
| **HP** 146; **Bloodied** 73 | |
| **AC** 20 (22 with *phalanx soldier*); **Fortitude** 18, **Reflex** 19, **Will** 18 | |
| **Saving Throws** +2 | |
| **Speed** 6 | |
| **Action Points** 1 | |
| **Glaive** (standard; at-will) ✦ **Weapon** | |
| Reach 2; +11 vs. AC; 2d4 + 4 damage. | |
| **Toxic Dart** (standard; at-will) ✦ **Poison, Weapon** | |
| Ranged 6/12; +11 vs. AC; 1d6 + 4 poison damage, and the target is slowed (save ends). If the target was already slowed, it is instead immobilized (save ends). | |
| **Defensive Dart** (immediate reaction, when the hobgoblin fleshcarver is hit by an enemy's melee attack; recharge ⚄ ⚅) | |
| The fleshcarver shifts 2 squares and uses *toxic dart* against the triggering enemy. | |
| **Glaive Flurry** (standard; at-will) ✦ **Weapon** | |
| Close burst 2; targets enemies; +11 vs. AC; 3d4 + 4 damage, and the hobgoblin fleshcarver slides the target 2 squares. The target must end the slide within 3 squares of the fleshcarver. | |
| **Hobgoblin Resilience** (immediate reaction, when the hobgoblin fleshcarver becomes subject to an effect; encounter) | |
| The fleshcarver rolls a saving throw against the triggering effect. | |
| **Phalanx Soldier** | |
| A hobgoblin fleshcarver gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it. | |
| **Alignment** Evil | **Languages** Common, Goblin |
| **Str** 14 (+5) | **Dex** 19 (+7) **Wis** 12 (+4) |
| **Con** 17 (+6) | **Int** 12 (+4) **Cha** 16 (+6) |
| **Equipment** chain armor, glaive, 10 poisoned darts | |

### Hobgoblin Fleshcarver Tactics

A fleshcarver uses its *glaive flurry* for multiple purposes: to knock enemies back toward groups of allies, to drive foes into positions where they are flanked, or pull foes back if they try to get away. Until it becomes bloodied, a fleshcarver is aggressive and keeps enemies near it if possible. It becomes more defensive once bloodied and uses its dart powers more frequently.

Hobgoblin fleshcarvers aren't afraid to call a retreat when a battle appears unwinnable. They coordinate their movement so that they stay adjacent to allies as they retreat, to benefit from *phalanx soldier.* By using *toxic dart*, they try to keep enemies from pursuing them at full speed.

### Hobgoblin Fleshcarver Lore

**Nature DC 12:** A hobgoblin fleshcarver carries a jagged glaive and poisoned darts. Each glaive is crafted by a fleshcarver and perfectly shaped and weighted to match that hobgoblin's fighting style. The poison used on the fleshcarver's darts is harvested from serpents the fleshcarver hunts as a part of its training.

**Nature DC 17:** Fleshcarvers pride themselves on their martial ability, and welcome challenges from other weapon users. Still, pride won't draw a fleshcarver away from the thick of combat.

## Goblin Encounter Groups

Goblins can be encountered in almost any context: as an invading horde, mercenaries in the pay of other villains, or slaves beholden to dangerous masters.

**Level 1 Encounter (XP 550)**
- 1 goblin acolyte of Maglubiyet (level 1 controller)
- 3 goblin warriors (level 1 skirmisher, *MM* 137)
- 1 Lolthbound goblin (level 3 soldier)

**Level 6 Encounter (XP 1,200)**
- 2 bugbear wardancers (level 6 skirmisher)
- 2 bugbear warriors (level 5 brute, *MM* 135)
- 1 barghest battle lord (level 7 controller)

**Level 6 Encounter (XP 1,350)**
- 1 hobgoblin fleshcarver (level 6 elite controller)
- 3 hobgoblin soldiers (level 3 soldier, *MM* 139)
- 2 dire wolves (level 5 skirmisher, *MM* 264)

**Level 13 Encounter (XP 4,100)**
- 4 Lolthbound goblin slaves (level 12 minion skirmisher)
- 1 drow priest (level 15 controller, *MM* 95)
- 2 blade spiders (level 10 brute, *MM* 246)
- 2 drow warriors (level 11 lurker, *MM* 94)

# GOLEM

Created to guard their masters and their masters' secrets, golems have no sense of self and follow orders without question.

## Bone Golem

Built from the bones of many creatures, these massive conglomerations stab their foes with sharpened bone. They serve well those who seek to disorient their enemies through pain, or those who are partial to macabre trappings.

| **Bone Golem** | **Level 12 Elite Brute** |
|---|---|
| Large natural animate (construct) | XP 1,400 |
| **Initiative** +11 | **Senses** Perception +9; darkvision |
| **Bone Spikes** aura 1; each enemy that enters the aura takes 5 damage. | |
| **HP** 302; **Bloodied** 151; see also *bone death* | |
| **AC** 24; **Fortitude** 25, **Reflex** 24, **Will** 22 | |
| **Immune** disease, poison, sleep | |
| **Saving Throws** +2 | |
| **Speed** 6 (cannot shift) | |
| **Action Points** 1 | |
| ⊕ **Bone Spur** (standard; at-will) | |
| Reach 2; +15 vs. AC; 2d8 + 9 damage. | |
| ⸸ **Double Spurs** (standard; at-will) | |
| The bone golem makes two *bone spur* attacks, each against a different target. If both attacks hit, the targets are dazed until the end of the golem's next turn. | |
| ✧ **Bone Volley** (standard; recharge ⁞⁞) | |
| Close burst 3; +13 vs. Reflex; 4d8 + 6 damage, and the target is dazed (save ends). | |
| ⸸/✧ **Bone Death** (free, when first bloodied and again when the bone golem drops to 0 hit points) | |
| The golem uses *bone volley* if the power is not expended; otherwise, it makes a *bone spur* attack. | |
| **Osseous Retaliation** | |
| A creature that makes an opportunity attack against a bone golem takes 2d6 damage. | |
| **Alignment** Evil | **Languages** – |
| **Str** 22 (+12) | **Dex** 20 (+11) **Wis** 17 (+9) |
| **Con** 21 (+11) | **Int** 3 (+2) **Cha** 3 (+2) |

### Bone Golem Lore

**Arcana or Nature DC 21:** Bone golems are constructs created by dark-hearted mages and priests to serve as guardians. Although they look like undead, they are merely animated matter.

### Encounter Groups

Like many golems, bone golems are constructed by arcane magic wielders for protection or enforcement.

**Level 13 Encounter (XP 4,200)**
- ✦ 1 bone golem (level 12 elite brute)
- ✦ 4 horde ghouls (level 13 minion)
- ✦ 1 human lich wizard (level 14 elite controller, *MM* 176)

## Chain Golem

Imbued with magic, these humanoid conglomerations of metal links enwrap foes in crushing chains. They specialize in pounding enemies, pulling them close, and immobilizing them.

| **Chain Golem** | **Level 22 Elite Soldier** |
|---|---|
| Huge natural animate (construct) | XP 8,300 |
| **Initiative** +19 | **Senses** Perception +19; darkvision |
| **Entangling Chains** aura 3; each enemy that starts its turn within the aura is slowed until the end of its turn. | |
| **HP** 418; **Bloodied** 209 | |
| **AC** 38; **Fortitude** 35, **Reflex** 32, **Will** 34 | |
| **Immune** disease, poison, sleep | |
| **Saving Throws** +2 | |
| **Speed** 8 (cannot shift) | |
| **Action Points** 1 | |
| ⊕ **Chain** (standard; at-will) | |
| Reach 3; +29 vs. AC; 2d8 + 9 damage, and the chain golem pulls the target 2 squares. | |
| ⸸ **Berserk Attack** (immediate reaction, when the chain golem is damaged by an attack while bloodied; at-will) | |
| The golem makes a chain attack against a target adjacent to it. | |
| ⸸ **Chain Smash** (standard; at-will) | |
| The chain golem makes two chain attacks, each against a different target. | |
| ✧ **Chain Grab** (standard; at-will) | |
| Close burst 2; +27 vs. Reflex; 2d8 + 9 damage, and the target is pulled 1 square and grabbed. While the target is grabbed by the chain golem, the golem can move away from the target without ending the grab. When the golem ends its move, it must slide the target into a space adjacent to it or the grab ends. | |
| **Stable Footing** | |
| A chain golem ignores difficult terrain. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 28 (+20) | **Dex** 22 (+17) **Wis** 26 (+19) |
| **Con** 25 (+18) | **Int** 3 (+7) **Cha** 3 (+7) |

### Chain Golem Tactics

The job of the chain golem is to keep melee combatants and skirmishing characters occupied at the center of the battlefield. It accomplishes this goal with its chain and *chain grab* attacks, then lays about with *chain smash*.

### Chain Golem Lore

**Arcana or Nature DC 21:** Modeled after chain devils, chain golems often act as guardians over prisoners. Chain golems draw their foes in by wrapping them in chains, then pummel them mercilessly.

# Clay Golem

The ponderous-looking clay golem has surprising speed. These brutes are favored by those who seek to inflict significant, sometimes unmendable, damage.

| **Clay Golem** | **Level 15 Elite Brute** |
|---|---|
| Large natural animate (construct) | XP 2,400 |
| **Initiative** +15; see also *hasty reaction* | **Senses** Perception +11; darkvision |
| **Aura of Misjudgment** aura 3; each enemy within the aura cannot shift. | |
| **HP** 368; **Bloodied** 184 | |
| **AC** 27; **Fortitude** 31, **Reflex** 25, **Will** 27 | |
| **Immune** disease, poison, sleep | |
| **Saving Throws** +2 | |
| **Speed** 6 (cannot shift) | |
| **Action Points** 1 | |
| ⊕ **Slam** (standard; at-will) | |
| Reach 2; +19 vs. AC; 3d8 + 7 damage, and the target cannot regain hit points (save ends). | |
| ⸸ **Clay Smash** (standard; at-will) | |
| The clay golem makes two slam attacks, each against a different target. | |
| ⸸ **Berserk Attack** (immediate reaction, when the clay golem is damaged by an attack while bloodied; at-will) | |
| The golem makes a slam attack against a creature adjacent to it. | |
| **Hasty Reaction** | |
| A clay golem rolls initiative twice, taking the higher of the two results. | |
| **Unstoppable** (move; encounter) | |
| The clay golem moves 8 squares and can move through enemies' spaces. Opportunity attacks against the golem triggered by this movement take a -10 penalty to damage rolls. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 26 (+15) | **Dex** 14 (+9) | **Wis** 18 (+11) |
| **Con** 24 (+14) | **Int** 3 (+3) | **Cha** 3 (+3) |

## Clay Golem Lore

**Arcana or Nature DC 23:** A clay golem's partially melted form looks slow, but that appearance is deceptive. Clay golems bear a curse from their creation that sometimes prevents foes' wounds from healing.

## Encounter Groups

Like all golems, clay golems serve their masters regardless of intent or motivation.

**Level 15 Encounter (XP 6,200)**

- ✦ 1 clay golem (level 15 elite brute)
- ✦ 1 shadar-kai gloom lord (level 14 artillery)
- ✦ 2 shadow snakes (level 16 skirmisher, *MM* 240)

# Iron Golem

Infused with potent toxins, iron golems thunder toward foes and bash them into mush.

| **Iron Golem** | **Level 20 Elite Soldier** |
|---|---|
| Large natural animate (construct) | XP 5,600 |
| **Initiative** +14 | **Senses** Perception +10; darkvision |
| **Noxious Fumes (Poison)** aura 2; while the iron golem is bloodied, each creature that enters the aura or starts its turn there takes 5 poison damage. | |
| **HP** 386; **Bloodied** 193; see also *toxic death* | |
| **AC** 36; **Fortitude** 36, **Reflex** 30, **Will** 28 | |
| **Immune** disease, poison, sleep | |
| **Saving Throws** +2 | |
| **Speed** 6 (cannot shift) | |
| **Action Points** 1 | |
| ⊕ **Iron Blade** (standard; at-will) | |
| Reach 2; +27 vs. AC; 2d10 + 3 damage, and the target is marked (save ends). | |
| ⸸ **Cleave** (standard; at-will) | |
| The iron golem makes two *iron blade* attacks, each against a different target. | |
| ⸸ **Dazing Fist** (immediate interrupt, when a creature marked by the iron golem and within its reach moves or shifts; at-will) | |
| Reach 2; targets the triggering creature; +25 vs. Fortitude; the target is dazed (save ends). | |
| ✧ **Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Poison** | |
| Close blast 3; +25 vs. Fortitude; 3d8 + 9 poison damage, and ongoing 5 poison damage (save ends). | |
| ✧ **Toxic Death** (when first bloodied and again when the iron golem drops to 0 hit points) ✦ **Poison** | |
| Close burst 3; +25 vs. Fortitude; 2d8 + 6 poison damage, and ongoing 10 poison damage (save ends). | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 27 (+18) | **Dex** 15 (+12) | **Wis** 11 (+10) |
| **Con** 25 (+17) | **Int** 3 (+6) | **Cha** 3 (+6) |
| **Equipment** longsword | |

JEREMY JARVIS

| **Iron Golem Juggernaut** | **Level 26 Elite Soldier** |
|---|---|
| Huge natural animate (construct) | XP 18,000 |
| **Initiative** +19 | **Senses** Perception +15; darkvision |
| **Noxious Fumes** aura 3; while the iron golem juggernaut is bloodied, any creature that enters the aura or starts its turn there takes 10 poison damage. | |
| **HP** 488; **Bloodied** 244; see also *toxic death* | |
| **AC** 42; **Fortitude** 43, **Reflex** 38, **Will** 36 | |
| **Immune** disease, poison, sleep | |
| **Saving Throws** +2 | |
| **Speed** 6 (cannot shift) | |
| **Action Points** 1 | |
| ⊕ **Iron Blade** (standard; at-will) | |
| Reach 3; +33 vs. AC; 3d10 + 5 damage, and the target is marked (save ends). | |
| ⸸ **Cleave** (standard; at-will) | |
| The iron golem juggernaut makes two *iron blade* attacks, each against a different target. | |
| ⸸ **Dazing Fist** (immediate interrupt, when a creature marked by the iron golem juggernaut and within its reach moves or shifts; at-will) | |
| Reach 3; targets the triggering creature; +31 vs. Fortitude; the target is dazed (save ends). | |
| ✧ **Breath Weapon** (standard; recharge ⚄ ⁞⁞) ✦ **Poison** | |
| Close blast 5; +31 vs. Fortitude; 4d8 + 9 poison damage, and ongoing 5 poison damage (save ends). | |
| ✧ **Toxic Death** (when first bloodied and again when the iron golem juggernaut drops to 0 hit points) ✦ **Poison** | |
| Close burst 5; +31 vs. Fortitude; 3d10 + 6 poison damage, and ongoing 10 poison damage (save ends). | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 30 (+23) | **Dex** 18 (+17) **Wis** 14 (+15) |
| **Con** 28 (+22) | **Int** 3 (+9) **Cha** 3 (+9) |
| **Equipment** longsword | |

## Iron Golem Lore

**Arcana or Nature DC 27:** Iron golems are artfully crafted giant metal warriors. Potent toxins leak from holes in their exteriors.

## Encounter Groups

Although most golems begin their semblance of life at the hands of a spellcaster, they can pass through the hands of several owners during their life spans.

**Level 24 Encounter (XP 34,000)**
- ✦ 1 iron golem juggernaut (level 26 elite soldier)
- ✦ 1 storm gorgon (level 26 skirmisher, *MM* 143)
- ✦ 1 djinn skylord (level 25 controller)

## Encounter Groups

Some golems remain undisturbed for centuries. Adventurers would be hard-pressed to guess their orders, much less who gave those orders in the first place.

**Level 21 Encounter (XP 20,300)**
- ✦ 1 chain golem (level 22 elite soldier)
- ✦ 1 dark naga (level 21 elite controller, *MM* 194)
- ✦ 1 iron golem (level 20 elite soldier)

CHIPPY

# GOLIATH

A RECLUSIVE AND NOMADIC RACE, towering goliaths prefer high mountains to civilized lowlands. Daring competitors, goliaths enjoy testing themselves.

**Goliath Sunspeaker** **Level 7 Artillery**
Medium natural humanoid XP 300

**Initiative** +5 **Senses** Perception +9
**HP** 64; **Bloodied** 32
**AC** 19; **Fortitude** 19, **Reflex** 18, **Will** 20
**Speed** 6

⊕ **Sunspeaker's Hand** (standard; at-will) ✦ **Radiant**
+12 vs. Reflex; 1d8 + 3 radiant damage.

**Solar Sphere** (standard; at-will) ✦ **Implement, Radiant**
Ranged 20; +12 vs. Reflex; 2d8 + 3 radiant damage.

**Sun Rays** (standard; recharge ⚄ ⚄ ⚅) ✦ **Fire** or **Radiant, Implement**
Ranged 10; targets one or two creatures; +12 vs. Reflex; 1d8 + 3 fire or radiant damage, and ongoing 5 damage of the type dealt to the target (save ends).

**Flaring Leap** (move; encounter) ✦ **Fire**
The goliath sunspeaker jumps 3 squares and then moves its remaining speed. During this movement, the sunspeaker gains a +4 bonus to all defenses. The square in which the sunspeaker began its move erupts with fire 2 squares high. A creature that starts its turn adjacent to the fire takes 1d6 + 3 fire damage. A creature that enters the square or starts its turn there takes 2d6 + 3 fire damage. The fire blocks line of sight and lasts until the end of the sunspeaker's next turn. *Sustain Minor:* The fire persists.

**Call Down the Sun** (standard; encounter) ✦ **Implement, Radiant**
Area burst 3 within 20; +11 vs. Reflex; 2d6 + 3 radiant damage. *Miss:* Half damage.

**Stone's Endurance** (minor; encounter)
The goliath sunspeaker gains resist 5 to all damage until the end of its next turn.

**Alignment** Unaligned **Languages** Common
**Skills** Arcana +8, Athletics +10, Insight +9, Nature +9
**Str** 14 (+5) **Dex** 15 (+5) **Wis** 12 (+4)
**Con** 16 (+6) **Int** 10 (+3) **Cha** 17 (+6)
**Equipment** leather armor, orb

**Goliath Guardian** **Level 9 Soldier**
Medium natural humanoid XP 400

**Initiative** +8 **Senses** Perception +7
**HP** 96; **Bloodied** 48
**AC** 25; **Fortitude** 22, **Reflex** 20, **Will** 22
**Speed** 6

⊕ **Bastard Sword** (standard; at-will) ✦ **Weapon**
+16 vs. AC; 1d10 + 7 damage, and the target is marked until the end of the goliath guardian's next turn. If the target is prone, it cannot stand up until the end of the guardian's next turn.

**Ram's Charge** (standard; recharge ⚄ ⚅) ✦ **Weapon**
+14 vs. Fortitude; 1d6 + 3 damage, the target is pushed 2 squares and knocked prone, and the goliath guardian shifts 2 squares and makes a bastard sword attack against the target. *Special*: When charging, the guardian can use this power in place of a melee basic attack.

**Stone's Endurance** (minor; encounter)
The goliath guardian gains resist 5 to all damage until the end of its next turn.

**Warrior's Leap**
A goliath guardian can jump without provoking opportunity attacks.

**Alignment** Unaligned **Languages** Common
**Skills** Athletics +13, Insight +12, Nature +12
**Str** 19 (+8) **Dex** 14 (+6) **Wis** 16 (+7)
**Con** 16 (+7) **Int** 10 (+4) **Cha** 10 (+4)
**Equipment** scale armor, light shield, bastard sword

## ENCOUNTER GROUPS

Goliaths keep sturdy pets and the company of brave creatures. However, a goliath might also choose to work with dwarves, galeb duhrs, or goblins.

**Level 9 Encounter (XP 2,100)**
- ✦ 1 galeb duhr rockcaller (level 11 controller, *MM* 114)
- ✦ 3 goliath guardians (level 9 soldier)
- ✦ 1 goliath sunspeaker (level 7 artillery)

CHIPPY

# GRAY RENDER

Widely feared throughout the world, a gray render kills everything in its path. This creature feeds upon flesh and terror alike, working itself into a mindless rampage.

| **Gray Render** | **Level 19 Elite Brute** |
|---|---|
| Large natural humanoid | XP 4,800 |
| **Initiative** +10 | **Senses** Perception +15; blindsight 10 |
| **HP** 452; **Bloodied** 226; see also *rampage* | |
| **AC** 31; **Fortitude** 34, **Reflex** 27, **Will** 28 | |
| **Saving Throws** +2 | |
| **Speed** 8 | |
| **Action Points** 1 | |
| ⊕ **Claw** (standard; at-will) | |
| Reach 2; +22 vs. AC; 1d12 + 8 damage, and the target is grabbed. | |
| ⨽ **Double Attack** (standard; at-will) | |
| The gray render makes two claw attacks. If both attacks hit the same target, the target takes ongoing 10 damage (save ends). | |
| ⨽ **Body Sweep** (immediate reaction, when the gray render is hit by an enemy's melee attack while the gray render has a creature grabbed; requires a grabbed creature; at-will) ✦ **Weapon** | |
| The gray render uses the grabbed creature as a weapon; +22 vs. Reflex; targets the triggering enemy; 2d12 + 8 damage, and the grey render pushes the target 4 squares. The grabbed creature takes half the damage dealt by this attack. | |
| ⨽ **Dismembering Bite** (standard; encounter) | |
| Targets a creature grabbed by the gray render; +20 vs. Fortitude; 3d12 + 8 damage, and the target is dazed (save ends). | |
| **Rampage** (while bloodied) | |
| The gray render's claw attack also knocks a target prone. | |
| **Alignment** Chaotic evil | **Languages** – |
| **Skills** Athletics +23 | |
| **Str** 27 (+17) | **Dex** 13 (+10) **Wis** 15 (+11) |
| **Con** 26 (+17) | **Int** 2 (+5) **Cha** 10 (+9) |

## Gray Render Tactics

A gray render approaches battle mindlessly and fearlessly. It moves toward the nearest opponent, attacking in a fury and attempting to grab it. Once the render has a creature grabbed, it uses *dismembering bite* and *body sweep* at the first opportunity. The gray render flies into a destructive rage when bloodied, mindlessly clawing and knocking opponents about until it is killed or until it destroys its enemies.

## Gray Render Lore

**Nature DC 22:** Although gray renders are natural creatures that mostly inhabit the world, many scholars have come to believe that their roots can be traced back to the Elemental Chaos, where they gained their chaotic, destructive impulses.

**Nature DC 27:** Entropy is bound within the existence of gray renders, causing them to leave a path of wanton devastation in their wake. Renders are drawn toward footholds of civilization, such as homesteads and outlying settlements, where they unleash their destructive urges.

## Encounter Groups

Gray renders are too instinctively chaotic and vicious to band with other creatures for long, but predators and scavengers follow in the wake of gray renders to exploit the destruction they cause.

**Level 18 Encounter (XP 11,800)**
- ✦ 1 bodak skulk (level 16 lurker)
- ✦ 1 gray render (level 19 elite brute)
- ✦ 2 guulvorg worgs (level 16 elite brute, *MM* 265)

**Level 20 Encounter (XP 14,800)**
- ✦ 1 dire bulette (level 18 elite skirmisher, *MM* 38)
- ✦ 1 gray render (level 19 elite brute)
- ✦ 3 nabassu gargoyles (level 18 lurker, *MM* 115)

CHRISTOPHER BURDETT

# HALF-ELF

Combining the best of two proud lineages, half-elves are adaptable and diplomatic. They often travel widely and seek out new experiences. Naturally gifted leaders, they frequently become quite powerful.

## Half-Elf Lore

**Nature DC 12:** Half-elves combine the grace of elves with the drive of humans, adding their own stunning charisma to the mix. Keen-witted and free-spirited, half-elves follow their hearts wherever they lead—along bright paths or down dark roads.

## Half-Elf Bandit Captain

With a flair for the dramatic to accompany a mastery of blades, the half-elf bandit captain is flamboyant in everything it does. Bold and self-reliant, a half-elf bandit captain leads through charisma and remains vigilant against treachery. The bandit captain takes enough risks in pursuit of gold; trust is one gamble too many.

| **Half-Elf Bandit Captain** | **Level 6 Skirmisher (Leader)** |
|---|---|
| Medium natural humanoid | XP 250 |
| **Initiative** +9 | **Senses** Perception +8; low-light vision |
| **HP** 69; **Bloodied** 34 | |
| **AC** 20; **Fortitude** 18, **Reflex** 19, **Will** 18 | |
| **Speed** 6 | |
| ⊕ **Longsword** (standard; at-will) ✦ **Weapon** | |
| +11 vs. AC; 1d8 + 4 damage, and the half-elf bandit captain shifts 1 square. | |
| ⊕ **Dagger** (standard; at-will) ✦ **Weapon** | |
| Ranged 5/10; +11 vs. AC; 1d4 + 4 damage. | |
| ⊕/⊕ **Slash and Dash** (standard; recharge ⚄ ⚄ ⚅) | |
| The half-elf bandit captain makes a longsword attack, shifts 2 squares, and makes a dagger attack. | |
| ⊕ **Triggering Slash** (standard; recharge ⚄ ⚅) ✦ **Weapon** | |
| +11 vs. AC; 1d8 + 4 damage, and one ally shifts 1 square and makes a melee basic attack as a free action. | |
| **Alignment** Unaligned | **Languages** Common, Elven |
| **Skills** Athletics +11, Diplomacy +11, Insight +8, Stealth +12 | |
| **Str** 16 (+6) | **Dex** 19 (+7) **Wis** 11 (+3) |
| **Con** 13 (+4) | **Int** 10 (+3) **Cha** 16 (+6) |
| **Equipment** leather armor, longsword, 6 daggers | |

### Half-Elf Bandit Captain Tactics

The half-elf bandit captain leads with *slash and dash*, then uses *triggering slash* to enable an ally to move into flanking position.

### Half-Elf Bandit Captain Lore

**Nature DC 12:** Half-elf leaders tend to rely on charisma to keep followers in line, and half-elf bandit captains are no different. That charm can be a liability, though, if followers believe it's been used to lie to them.

## Half-Elf Con Artist

Many half-elves are diplomats and peacemakers, capable of finding the common ground between any two groups. Others use their talents for their own interests. They can find the common ground between their hands and your money pouch with disconcerting ease.

The half-elf con artist mixes audacity with personal magnetism to achieve astounding results. A few honeyed words or a smile and a shrug can set foes to fighting one another or give an enemy reason to hesitate. Yet the con artist wounds with more than words. The con artist's sleight of hand has put a blade in the back of many an erstwhile ally.

| **Half-Elf Con Artist** | **Level 7 Controller** |
|---|---|
| Medium natural humanoid | XP 300 |
| **Initiative** +6 | **Senses** Perception +2; low-light vision |
| **HP** 77; **Bloodied** 38 | |
| **AC** 20; **Fortitude** 17, **Reflex** 20, **Will** 20 | |
| **Speed** 6 | |
| ⊕ **Dagger** (standard; at-will) ✦ **Weapon** | |
| +12 vs. AC; 1d4 + 4 damage. | |
| ⊕ **Deceptive Maneuver** (standard; at-will) ✦ **Charm** | |
| +10 vs. Will; the target makes a basic attack against one of its allies of the half-elf con artist's choice. | |
| ⊕ **Silver Deception** (standard; recharge ⚄ ⚅) ✦ **Charm** | |
| Ranged 10; +10 vs. Will; the target is dominated until the end of the half-elf con artist's next turn. | |
| ⊕ **Pathetic Appeal** (standard; encounter) ✦ **Charm** | |
| Close burst 5; +10 vs. Will; targets enemies; the target cannot attack the half-elf con artist (save ends). If the con artist makes an attack roll against the target, that target makes a saving throw against this effect. | |
| **Combat Advantage** | |
| A half-elf con artist deals 2d6 extra damage against any creature granting combat advantage to it. | |
| **Grifter's Flight** (move; encounter) | |
| The half-elf con artist shifts 6 squares and can make a Stealth check without a penalty for moving. | |
| **Alignment** Unaligned | **Languages** Common, Elven |
| **Skills** Bluff +12, Insight +7, Stealth +11, Thievery +11 | |
| **Str** 10 (+3) | **Dex** 17 (+6) **Wis** 9 (+2) |
| **Con** 13 (+4) | **Int** 12 (+4) **Cha** 19 (+7) |
| **Equipment** fine clothes, dagger | |

### Half-Elf Con Artist Tactics

A half-elf con artist usually prefers to avoid a fight, although sometimes its schemes put it at the wrong end of a sword. If a con artist does stand and fight, it uses *deceptive maneuver* to force enemies into attacking each other. The con artist relies on *pathetic appeal* and *grifter's flight* to save itself when cornered.

### Half-Elf Con Artist Lore

**Nature DC 14:** Their natural charm grants half-elves an advantage in con games and elaborate swindles, drawing many to use their charisma for selfish reasons. Half-elves with long practice at such sleight of tongue develop an almost magical ability to fool foes and use friends.

# Half-Elf Baleful Thaumaturge

The wielder of dreadful magic, a half-elf baleful thaumaturge can make a battlefield a place of horror for enemies. Intelligent and wary, the half-elf thaumaturge has labored long to gain power and has gained much as a result. Of course, even with such vast powers, there are always more to be gained.

**Half-Elf Baleful Thaumaturge** **Level 24 Artillery**
Medium natural humanoid XP 6,050

**Initiative** +15 **Senses** Perception +14; low-light vision
**HP** 169; **Bloodied** 84
**AC** 36; **Fortitude** 32, **Reflex** 35, **Will** 38
**Speed** 6

⊕ **Infernal Slam** (standard; at-will) ✦ **Teleportation**
+29 vs. Will; 2d6 + 10 damage, and the half-elf baleful thaumaturge slides the target 3 squares and then teleports 3 squares.

⊕ **Soul Bite** (standard; at-will) ✦ **Implement**
Ranged 10; + 29 vs. Reflex; 2d8 + 10 damage, and the half-elf baleful thaumaturge gains 10 temporary hit points.

**Mouths of Hell** (standard; encounter) ✦ **Implement, Psychic, Zone**
Close blast 5; +27 vs. Will; 3d12 + 9 psychic damage, and the half-elf baleful thaumaturge gains 10 temporary hit points.
*Effect:* The blast creates a zone filled with ghostly maws that lasts until the end of the encounter. Each creature that starts its turn within the zone takes 15 psychic damage. The thaumaturge gains 5 temporary hit points whenever the zone damages a creature.

**Wall of Shadow Teeth** (standard; recharge ⚄ ⚅) ✦ **Conjuration, Implement, Necrotic**
Area wall 8 within 10; the half-elf baleful thaumaturge conjures a wall of shadow teeth that lasts until the end of the thaumaturge's next turn. The wall is 2 squares high and attacks each creature that starts its turn within the wall or adjacent to it: +27 vs. Fortitude; 3d8 + 9 necrotic damage, and the target is immobilized (save ends). *Sustain Minor:* The wall persists.

**Bloody Step** (minor; usable only when the half-elf baleful thaumaturge has 5 or more temporary hit points; at-will) ✦ **Teleportation**
The thaumaturge loses 5 temporary hit points and teleports 8 squares.

**Alignment** Unaligned **Languages** Common, Elven
**Skills** Arcana +24, Bluff +27, Streetwise +27
**Str** 14 (+14) **Dex** 16 (+15) **Wis** 15 (+14)
**Con** 19 (+16) **Int** 25 (+19) **Cha** 30 (+22)
**Equipment** wand

## Half-Elf Baleful Thaumaturge Tactics

The baleful thaumaturge opens with *wall of shadow teeth*, hoping to keep a few enemies immobilized, and then uses *mouths of hell*. If engaged in melee, the half-elf uses *infernal slam* to move enemies into the area of *mouths of hell*. Otherwise the half-elf uses *soul bite* and attempts to stay out of melee.

## Half-Elf Baleful Thaumaturge Lore

**Nature or Arcana DC 24:** The path to the power that a baleful thaumaturge follows presents no end of difficulties and sacrifice, but thaumaturges who persevere achieve power unthinkable to most mortals. Blood sacrifices, both their own and that of others, give baleful thaumaturges access to dark forces with which the thaumaturge must cajole and bargain (something at which half-elves excel).

# Encounter Groups

Half-elves travel throughout the world and are commonly found beyond its borders as well. They associate with a vast array of peoples and creatures.

**Level 7 Encounter (XP 1,500)**
- 1 half-elf bandit captain (level 6 skirmisher)
- 2 halfling prowlers (level 6 lurker, *MM* 153)
- 6 human bandits (level 2 skirmisher, *MM* 162)

**Level 25 Encounter (XP 38,200)**
- 1 eladrin lich wizard (level 24 elite controller, *MM* 176)
- 2 half-elf baleful thaumaturges (level 24 artillery)
- 2 slaughterstone hammerers (level 25 soldier)

*(Left to right) half-elf bandit captain and baleful thaumaturge*

LARS GRANT-WEST

# HALF-ORC

Bold and brash, half-orcs combine the physical strength of orcs with the resourcefulness of humans. These cunning warriors are at home both in the city and in the wild.

## Half-Orc Hunter

The half-orc hunter is a skilled tracker and a brash fighter, rushing into battle with little regard for its own safety.

| **Half-Orc Hunter** | **Level 5 Skirmisher** |
|---|---|
| Medium natural humanoid | XP 200 |
| **Initiative** +7 | **Senses** Perception +8; low-light vision |
| **HP** 62; **Bloodied** 31 | |
| **AC** 19; **Fortitude** 18, **Reflex** 18, **Will** 16 | |
| **Speed** 6 (8 when charging) | |
| **Battleaxe** (standard; at-will) ✦ **Weapon** | |
| +10 vs. AC; 1d10 + 5 damage. | |
| **Longbow** (standard; at-will) ✦ **Weapon** | |
| Ranged 20/40; +10 vs. AC; 1d10 + 5 damage. | |
| **Evasive Chop** (standard; at-will) ✦ **Weapon** | |
| The half-orc hunter shifts 1 square before and after the attack; +10 vs. AC; 1d10 + 5 damage. | |
| **Draw First Blood** | |
| A half-orc hunter's melee attacks deal 1d10 extra damage against any creature that has not yet taken damage during the encounter. | |
| **Furious Assault** (free, when the half-orc hunter damages an enemy; encounter) | |
| The hunter's attack deals 1d10 extra damage. | |
| **Alignment** Unaligned | **Languages** Common, Giant |
| **Skills** Endurance +9, Nature +8 | |
| **Str** 16 (+5) | **Dex** 17 (+5) **Wis** 13 (+3) |
| **Con** 14 (+4) | **Int** 10 (+2) **Cha** 8 (+1) |
| **Equipment** leather armor, battleaxe, longbow, 20 arrows | |

### Half-Orc Hunter Tactics

The half-orc hunter tears into unwounded foes to benefit from *draw first blood*, often also using *furious assault* on its first successful strike. The hunter then moves onto the next unhurt target, trusting its allies to finish off the wounded. When no enemies are unwounded, a hunter backs off to concentrate bow fire on the softest targets.

## Half-Orc Death Mage

Some half-orcs are drawn to the service of Yurtrus, an exarch of Gruumsh who is a master of disease, misery, and death. These half-orcs master secret rites of Yurtrus. In battle, they wear white robes and carry staffs of black wood.

| **Half-Orc Death Mage** | **Level 6 Controller** |
|---|---|
| Medium natural humanoid | XP 250 |
| **Initiative** +7 | **Senses** Perception +6; low-light vision |
| **HP** 66; Bloodied 33 | |
| **AC** 19; **Fortitude** 17, **Reflex** 19, **Will** 18 | |
| **Speed** 6 | |
| **Quarterstaff** (standard; at-will) ✦ **Weapon** | |
| +11 vs. AC; 1d8 + 5 damage. | |
| **Rotting Touch** (standard; at-will) ✦ **Necrotic** | |
| +10 vs. Fortitude; 1d6 + 4 necrotic damage, and the target loses necrotic resistance or immunity and takes ongoing 5 necrotic damage (save ends both). | |
| **Bolt of Putrescence** (standard; recharge ⚄ ⚅) ✦ **Implement** | |
| Ranged 10; +10 vs. Reflex; 2d8 + 5 damage, and the target takes a -5 penalty to all defenses until the end of the half-orc death mage's next turn. | |
| **Swarm of Flies** (standard; encounter) ✦ **Implement, Zone** | |
| Area burst 1 within 10; +10 vs. Fortitude; 2d6 + 5 damage, and the burst creates a zone of swarming flies that lasts until the end of the encounter. Each creature that starts its turn within the zone takes 5 damage and does not have line of sight to squares more than 3 squares away from it. As a minor action, the half-orc death mage can move the zone 2 squares. | |
| **Furious Assault** (free, when the half-orc death mage damages an enemy; encounter) | |
| The death mage's attack deals 1d10 extra damage. | |
| **Death Mark** (when an enemy reduces the half-orc death mage to 0 hit points) ✦ **Necrotic** | |
| The triggering enemy takes 2d10 + 5 necrotic damage. | |
| **Alignment** Evil | **Languages** Common, Giant |
| **Skills** Arcana +9, Intimidate +8, Religion +9 | |
| **Str** 15 (+5) | **Dex** 18 (+7) **Wis** 17 (+6) |
| **Con** 10 (+3) | **Int** 13 (+4) **Cha** 10 (+3) |
| **Equipment** robes, quarterstaff | |

### Half-Orc Death Mage Tactics

A death mage remains at the rear of battle. From there, it can rain its spells upon its foes without fear of reprisal. It uses *swarm of flies* to force its enemies to break up, leaving them isolated and vulnerable to its orc allies. *Bolt of putrescence* is useful against heavily armored targets. Unlike many evil creatures, the death mage has no fear of dying for its master. If the battle goes poorly, it strides into melee to use *rotting touch* and eventually *death mark*.

ADAM GILLESPIE

## Half-Orc Scarthane

As its ritual scars testify, a half-orc scarthane is a terrifying fury on the battlefield.

| **Half-Orc Scarthane** | **Level 7 Brute** |
|---|---|
| Medium natural humanoid | XP 300 |
| **Initiative** +6 | **Senses** Perception +3; low-light vision |
| **HP** 96; **Bloodied** 48; see also *wounded retaliation* | |
| **AC** 20; **Fortitude** 22, **Reflex** 20, **Will** 17 | |
| **Speed** 6 (8 when charging) | |
| ⊕ **Greataxe** (standard; at-will) ✦ **Weapon** | |
| +10 vs. AC; 1d12 + 8 (crit 1d12 + 20) damage. | |
| ↯ **Wounded Retaliation** (immediate reaction, when first bloodied; encounter) | |
| The half-orc scarthane makes a greataxe attack. | |
| ↯ **Bloodfury Attack** (standard; usable only while bloodied; encounter) ✦ **Healing, Weapon** | |
| +10 vs. AC; 2d12 + 2 damage, and the half-orc scarthane regains 10 hit points. | |
| **Blood for Blood** ✦ **Healing** | |
| When the half-orc scarthane hits a bloodied target, the attack deals 1d6 extra damage, and the scarthane regains 5 hit points. | |
| **Furious Assault** (free, when the half-orc scarthane damages an enemy; encounter) | |
| The scarthane's attack deals 1d10 extra damage. | |
| **Alignment** Unaligned | **Languages** Common, Giant |
| **Skills** Athletics +13, Endurance +11, Intimidate +7 | |
| **Str** 21 (+8) | **Dex** 17 (+6) **Wis** 11 (+3) |
| **Con** 16 (+6) | **Int** 10 (+3) **Cha** 8 (+2) |
| **Equipment** greataxe | |

### Half-Orc Scarthane Tactics

The half-orc scarthane focuses attacks on one creature if possible to get the foe to a bloodied state as quickly as possible, taking advantage of *blood for blood*. The scarthane uses *bloodfury attack* at the first possible chance.

## Half-Orc Lore

**Nature DC 12:** Half-orcs combine the daring of humans and the ferocity of orcs. Proud of their strength and decisiveness, half-orcs are often impolitic in social situations.

The origins of half-orcs are mysterious. Some say they are the product of crossbreeding between savage tribes. Others point to an ancient program to create the ultimate warrior. Still others say their origins are divine. All or none of these explanations might be true.

Half-orc hunters are found among many communities. Half-orc scarthanes are most often found living savage lives alongside full-blooded orcs, bearing ritual scars that prove their ferocity and worthiness.

## Encounter Groups

Half-orcs exist between two cultures, and they often walk the line between wilderness and settled lands. Thus, they're adaptable to a wide range of associates.

**Level 6 Encounter (XP 1,400)**
- ✦ 2 half-orc hunters (level 5 skirmisher)
- ✦ 1 human hexer (level 7 controller)
- ✦ 4 human berserkers (level 4 brute, *MM* 163)

**Level 9 Encounter (XP 2,100)**
- ✦ 4 half-orc scarthanes (level 7 brute)
- ✦ 1 orc chieftain (level 8 elite brute, *MM* 204)
- ✦ 1 orc eye of Gruumsh (level 5 controller, *MM* 204)

# HAWK

When these feathered predators are on the hunt, the silent skies become a dangerous battleground.

## Blood Hawk

Blood hawks are aggressive hunters that use their razor-sharp claws to deal grievous wounds.

| **Blood Hawk** | **Level 1 Skirmisher** |
|---|---|
| Small natural beast | XP 100 |
| **Initiative** +5 | **Senses** Perception +1 |
| **HP** 27; **Bloodied** 13 | |
| **AC** 15; **Fortitude** 12, **Reflex** 14, **Will** 12 | |
| **Speed** 2 (clumsy), fly 6 | |
| ⊕ **Claw Rake** (standard; at-will) | |
| +6 vs. AC; 1d6 + 5 damage, and the target takes ongoing 2 damage, or ongoing 5 damage if the blood hawk is bloodied (save ends). | |
| ↓ **Flyby Attack** (standard; at-will) | |
| The blood hawk flies 6 squares and makes a *claw rake* attack at any point during that movement. The blood hawk doesn't provoke opportunity attacks when moving away from the target. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 13 (+1) | **Dex** 16 (+3) **Wis** 13 (+1) |
| **Con** 11 (+0) | **Int** 2 (-4) **Cha** 7 (-2) |

## Frost Hawk

Native to the Elemental Chaos, the frost hawk is a fearsome aerial hunter often found in the world in search of prey.

| **Frost Hawk** | **Level 7 Skirmisher** |
|---|---|
| Small elemental beast (cold) | XP 300 |
| **Initiative** +9 | **Senses** Perception +6 |
| **HP** 80; **Bloodied** 40 | |
| **AC** 21; **Fortitude** 19, **Reflex** 20, **Will** 19 | |
| **Immune** disease, poison; **Resist** 10 cold | |
| **Speed** 2 (clumsy), fly 8 | |
| ⊕ **Ice Talons** (standard; at-will) ✦ **Cold** | |
| +12 vs. AC; 1d6 + 5 damage plus 1d6 cold damage. | |
| ↓ **Flyby Attack** (standard; at-will) | |
| The frost hawk flies 8 squares and makes an *ice talons* attack at any point during that movement. The frost hawk doesn't provoke opportunity attacks when moving away from the target. | |
| ⇢ **Freezing Screech** (standard; at-will) ✦ **Cold** | |
| Close blast 3; +10 vs. Fortitude; 1d8 + 5 cold damage, and the target is slowed (save ends). | |
| **Shattering Strike** | |
| A frost hawk's melee attacks deal 2d6 extra cold damage against a slowed creature. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 14 (+5) | **Dex** 19 (+7) **Wis** 16 (+6) |
| **Con** 16 (+6) | **Int** 2 (-1) **Cha** 8 (+2) |

MATIAS TAPIA

## Hawk Lore

**Arcana DC 19:** Although they originate in the Elemental Chaos, frost hawks can be found in the high places and cold regions of the world. A frost hawk's screech can hinder the movement of opponents, making them more vulnerable to its attacks.

**Nature DC 10:** Blood hawks are deadly raptors trained as hunters by many races. Their lethal claws deal wounds that continue to bleed, and their flying attacks make them difficult to engage.

## Encounter Groups

Like most raptors, blood hawks and frost hawks can be encountered among their own kind or as hunting birds trained by other creatures.

**Level 2 Encounter (XP 725)**
- ✦ 3 blood hawks (level 1 skirmisher)
- ✦ 1 bloodseeker drake (level 4 soldier)
- ✦ 2 elf archers (level 2 artillery, *MM* 106)

**Level 6 Encounter (XP 1,400)**
- ✦ 2 frost hawks (level 7 skirmisher)
- ✦ 1 orc bloodrager (level 7 elite brute, *MM* 204)
- ✦ 1 orc eye of Gruumsh (level 5 controller, *MM* 204)

# HOMUNCULUS

Homunculi act as tireless guardians for specific locations, relics, or creatures. Their creators imbue these constructs with a singular purpose, but many homunculi have outlived their original masters.

## Stonefist Defender

A driven and deadly foe, a stonefist defender serves a designated creature as a bodyguard and combat partner.

| **Stonefist Defender** | **Level 2 Skirmisher** |
|---|---|
| Small natural animate (construct, homunculus) | XP 125 |
| **Initiative** +6 **Senses** Perception +4; darkvision | |
| **HP** 38; **Bloodied** 19 | |
| **AC** 16; **Fortitude** 13, **Reflex** 14, **Will** 14 | |
| **Immune** disease, poison | |
| **Speed** 8 | |
| ⊕ **Spiked Fist** (standard; at-will) | |
| +7 vs. AC; 1d8 + 5 damage. | |
| **Guard Creature** | |
| A stonefist defender gains a +2 bonus to attack rolls against any enemy adjacent to its guarded creature (see the "Guard" sidebar). | |
| **Synchronized Flank** | |
| While a stonefist defender is flanking an enemy with its guarded creature, its attacks deal 1d6 extra damage against the flanked enemy. | |
| **Tumble** (move; at-will) | |
| The stonefist defender shifts 3 squares. | |
| **Alignment** Unaligned **Languages** – | |
| **Skills** Acrobatics +9 | |
| **Str** 12 (+2) **Dex** 17 (+4) **Wis** 17 (+4) | |
| **Con** 14 (+3) **Int** 11 (+1) **Cha** 7 (-1) | |

WAYNE ENGLAND

## Arbalester

An arbalester is a deadly ranged attacker, lobbing volleys of bolts at intruders in the area it guards.

| **Arbalester** | **Level 4 Artillery** |
|---|---|
| Medium natural animate (construct, homunculus) | XP 175 |
| **Initiative** +6 **Senses** Perception +9; darkvision | |
| **HP** 43; **Bloodied** 21 | |
| **AC** 16; **Fortitude** 15, **Reflex** 17, **Will** 15 | |
| **Immune** disease, poison | |
| **Speed** 6 | |
| ⊕ **Slam** (standard; at-will) | |
| +11 vs. AC; 1d6 + 4 damage. | |
| ⊕ **Bolt** (standard; at-will) | |
| Ranged 20/40; +11 vs. AC; 1d10 + 4 damage. | |
| **Double Shot** (standard; recharge ⚅ ⚄ ⚃) | |
| The arbalester makes two bolt attacks, each against a different target. The targets must be within 5 squares of each other. | |
| **Guard Area** | |
| If an enemy is within an arbalester's guarded area (see the "Guard" sidebar) at the start of the arbalester's turn, the arbalester recharges *double shot*. | |
| **Alignment** Unaligned **Languages** – | |
| **Str** 15 (+4) **Dex** 18 (+6) **Wis** 15 (+4) | |
| **Con** 13 (+3) **Int** 5 (-1) **Cha** 8 (+1) | |

## Encounter Groups

Homunculi can be found as servants and companions to spellcasters, or as tireless guards in ancient tombs and treasure vaults.

**Level 3 Encounter (XP 750)**
- 3 stonefist defenders (level 2 skirmisher)
- 1 arbalester (level 4 artillery)
- 1 dwarf hammerer (level 5 soldier, *MM* 97)

### Guard

A homunculus can be attuned to a specific area or creature. Attuning the homunculus takes 1 minute and can be done only by the homunculus's creator or its new owner (as designated by its creator). The homunculus gains certain powers and benefits in this guard role.

**Guarded Area:** An area up to 5 squares on a side.

**Guarded Creature:** A creature, typically the homunculus's creator.

# HUMAN

Diverse and multifaceted, humans possess the potential for both greatness and villainy.

## Human Cavalier

Mounted on a warhorse, a human cavalier wears its enemies down with lance and broadsword.

**Human Cavalier** **Level 7 Soldier (Leader)**
Medium natural humanoid XP 300

**Initiative** +8 **Senses** Perception +9
**Battle Acumen** aura sight; each ally within the aura gains a +2 bonus to initiative.
**HP** 78; **Bloodied** 39
**AC** 23; **Fortitude** 20, **Reflex** 18, **Will** 19
**Speed** 5

⊕ **Broadsword** (standard; at-will) ✦ **Weapon**
+14 vs. AC; 1d10 + 5 damage, and the target is marked until the end of the human cavalier's next turn.

↯ **Champion's Retort** (immediate interrupt, when an enemy marked by the human cavalier makes a melee attack against an ally adjacent to it; at-will) ✦ **Weapon**
Targets the triggering enemy; +13 vs. AC; 1d6 + 5 damage.

↯ **Lancer** (standard; usable only while mounted; at-will) ✦ **Weapon**
+14 vs. AC; 1d10 + 5 damage, and the target is knocked prone.

**Hasty Parry** (immediate interrupt, when an enemy marked by the human cavalier makes a melee attack against an ally adjacent to it; encounter)
The triggering enemy's attack targets the cavalier instead of the ally, and the cavalier gains a +3 bonus to AC against that attack.

**Alignment** Unaligned **Languages** Common
**Skills** Athletics +12, Diplomacy +11
**Str** 19 (+7) **Dex** 13 (+4) **Wis** 12 (+4)
**Con** 14 (+5) **Int** 10 (+3) **Cha** 16 (+6)
**Equipment** heavy shield, plate armor, broadsword, longspear

## Human Diabolist

The human diabolist is a practitioner of evil magic. A diabolist wields fire as its favored weapon.

**Human Diabolist** **Level 20 Artillery**
Medium natural humanoid XP 2,800

**Initiative** +14 **Senses** Perception +10
**HP** 147; **Bloodied** 73
**AC** 32; **Fortitude** 32, **Reflex** 31, **Will** 33
**Speed** 6

⊕ **Kukri** (standard; at-will) ✦ **Fire, Weapon**
+25 vs. AC; 1d6 + 4 damage plus 2d6 fire damage. The human diabolist rerolls any damage die result of 1 until the result is greater than 1.

⊕ **Dark Fire** (standard; at-will) ✦ **Fire, Implement, Necrotic**
Ranged 15; +27 vs. Reflex; 2d10 + 7 fire and necrotic damage.

**Hell Blight** (minor; at-will) ✦ **Implement**
Ranged sight; no attack roll; the target is hell-blighted (save ends). A hell-blighted target that takes fire damage from the human diabolist cannot spend a healing surge until the end of the diabolist's next turn. If the diabolist uses this power on a new target, the previous target is no longer hell-blighted.

**Sulfurous Flash** (standard; at-will) ✦ **Fire, Implement**
Ranged 5; +27 vs. Fortitude; 2d4 + 6 fire damage, and the human diabolist has concealment against the target until the end of the diabolist's next turn.

**Darkfire Storm** (standard; encounter) ✦ **Fire, Implement, Necrotic**
Area burst 2 within 20; +25 vs. Reflex; 2d6 + 7 fire and necrotic damage, and ongoing 10 fire and necrotic damage (save ends).

**Infernal Deflection** (immediate interrupt, when the human diabolist is hit by a melee or ranged attack; recharge ⚄ ⚅) ✦ **Fire**
The diabolist takes half damage from the triggering attack, and the attacker takes 15 fire damage.

**Life from Fire**
Whenever a human diabolist takes fire damage, it gains 10 temporary hit points.

**Alignment** Evil **Languages** Common
**Skills** Arcana +19, Bluff +21, Stealth +19
**Str** 10 (+10) **Dex** 18 (+14) **Wis** 11 (+10)
**Con** 21 (+15) **Int** 11 (+10) **Cha** 23 (+16)
**Equipment** leather armor, kukri, rod

JEREMY JARVIS

# Human Dire Beast Hunter

The human dire beast hunter waits in ambush for prey, armed with spear, net, and poison.

| **Human Dire Beast Hunter** | **Level 9 Artillery** |
|---|---|
| Medium natural humanoid | XP 400 |
| **Initiative** +8 | **Senses** Perception +12 |
| **HP** 76; **Bloodied** 38 | |
| **AC** 22; **Fortitude** 21, **Reflex** 22, **Will** 21 | |
| **Speed** 6 | |
| **Spear** (standard; at-will) ✦ **Weapon** | |
| +16 vs. AC; 2d8 + 5 damage. | |
| **Poisoned Crossbow** (standard; at-will) ✦ **Poison, Weapon** | |
| Ranged 15/30; +16 vs. AC; 2d8 + 3 damage, and ongoing 5 poison damage (save ends). | |
| **Trapping Net** (standard; requires a net; encounter) | |
| Ranged 3; +16 vs. Reflex; the target is restrained (save ends). | |
| **Alignment** Unaligned | **Languages** Common |
| **Skills** Acrobatics +13, Athletics +11, Endurance +12 | |
| **Str** 14 (+6) | **Dex** 19 (+8) **Wis** 17 (+7) |
| **Con** 16 (+7) | **Int** 16 (+7) **Cha** 11 (+4) |
| **Equipment** crossbow with 40 poisoned bolts, spear, net | |

# Human Dread Assassin

A human dread assassin has one mark. The assassin's goal is to kill that mark, no matter the cost.

| **Human Dread Assassin** | **Level 22 Lurker** |
|---|---|
| Medium natural humanoid | XP 4,150 |
| **Initiative** +23 | **Senses** Perception +22 |
| **HP** 161; **Bloodied** 80; see also *assassin's determination* | |
| **AC** 36; **Fortitude** 32, **Reflex** 34, **Will** 32 | |
| **Speed** 7 | |
| **Zealot's Scimitar** (standard; at-will) ✦ **Necrotic, Poison, Weapon** | |
| +26 vs. AC; 1d8 + 5 damage (crit 2d8 + 13), and ongoing 10 poison and necrotic damage (save ends). | |
| **Cloak of Zeal** (move 1/round; at-will) | |
| The human dread assassin gains concealment until the end of its next turn and shifts 3 squares. | |
| **Deadly Blade** (minor; usable while the human dread assassin has cover or concealment; recharge ⚄ ⁞⁞) | |
| The target of the assassin's next attack grants combat advantage to it, and the assassin's attack deals 5d6 extra damage on a hit. | |
| **Assassin's Determination** (when first bloodied; encounter) | |
| The human dread assassin recharges *deadly blade*. If it is already recharged, the assassin regains 20 hit points. | |
| **Alignment** Unaligned | **Languages** Common |
| **Skills** Intimidate +22, Stealth +24 | |
| **Str** 17 (+14) | **Dex** 26 (+19) **Wis** 13 (+12) |
| **Con** 23 (+17) | **Int** 18 (+15) **Cha** 22 (+17) |
| **Equipment** scimitar | |

# Human Gladiator

A consummate athlete, the human gladiator knows all the tricks of close combat.

| **Human Gladiator** | **Level 14 Elite Soldier** |
|---|---|
| Medium natural humanoid | XP 2,000 |
| **Initiative** +12 | **Senses** Perception +9 |
| **Fighting Focus** aura 1; each enemy that starts its turn within the aura is marked until the start of its next turn. | |
| **HP** 276; **Bloodied** 138 | |
| **AC** 30; **Fortitude** 26, **Reflex** 26, **Will** 24 | |
| **Saving Throws** +2 | |
| **Speed** 6 | |
| **Action Points** 1 | |
| **Gladius** (standard; at-will) ✦ **Weapon** | |
| +21 vs. AC; 2d8 + 6 damage. | |
| **Knock to the Dirt** (minor; encounter) | |
| +19 vs. Fortitude; the target is knocked prone. | |
| **Well-Placed Kick** (minor; recharge ⚄ ⁞⁞) | |
| +19 vs. Reflex; the target is dazed and slowed (save ends both). | |
| **Sand in the Eyes** (minor; encounter) | |
| +19 vs. Fortitude; the target is blinded (save ends). | |
| **Gladius Display** (standard; at-will) ✦ **Weapon** | |
| Close burst 1; targets enemies; +19 vs. Reflex; 2d8 + 6 damage. | |
| **Alignment** Unaligned | **Languages** Common |
| **Skills** Acrobatics +15, Athletics +18 | |
| **Str** 22 (+13) | **Dex** 16 (+10) **Wis** 14 (+9) |
| **Con** 18 (+11) | **Int** 12 (+8) **Cha** 17 (+10) |
| **Equipment** light shield, scale armor, gladius (short sword) | |

MATIAS TAPIA

## Human Insane Noble

A human insane noble rushes around the battlefield, making attacks at a maddening pace. Insane nobles are reckless, with no regard for their own safety.

| **Human Insane Noble** | **Level 23 Elite Skirmisher** |
|---|---|
| Medium natural humanoid | XP 10,200 |
| **Initiative** +19 **Senses** Perception +11 | |
| **HP** 428; **Bloodied** 214; see also *ignoble fury* | |
| **AC** 37; **Fortitude** 35, **Reflex** 35, **Will** 36 | |
| **Saving Throws** +2 | |
| **Speed** 6 | |
| **Action Points** 1 | |
| ⊕ **Scepter** (standard; at-will) ✦ **Weapon** | |
| +28 vs. AC; 3d8 + 6 damage. | |
| ⸸ **Flurry of Madness** (standard; at-will) | |
| The insane noble shifts 6 squares and makes one scepter attack against each enemy it moves adjacent to. | |
| ⸸ **Ignoble Fury** (immediate reaction, when first bloodied) ✦ **Weapon** | |
| Close burst 1; targets enemies; +26 vs. AC; 3d8 + 6 damage, and the target is knocked prone. | |
| **Sheer Madness** | |
| An insane noble does not provoke opportunity attacks. | |
| **Alignment** Chaotic evil **Languages** Common | |
| **Skills** Endurance +23 | |
| **Str** 16 (+14) **Dex** 22 (+17) **Wis** 11(+11) | |
| **Con** 22 (+17) **Int** 15 (+13) **Cha** 24 (+18) | |
| **Equipment** scepter (mace) | |

## Human Hexer

Ceremonial staff in hand, the human hexer has an array of spells to change the course of a battle.

| **Human Hexer** | **Level 7 Controller** |
|---|---|
| Medium natural humanoid | XP 300 |
| **Initiative** +3 **Senses** Perception +16 | |
| **HP** 77; **Bloodied** 38 | |
| **AC** 20; **Fortitude** 17, **Reflex** 18, **Will** 19 | |
| **Speed** 6 | |
| ⊕ **Staff** (standard; at-will) ✦ **Weapon** | |
| +12 vs. AC; 1d6 + 1 damage. | |
| **Beast Curse** (standard; recharge ⚅ ⚄ ⚃) ✦ **Polymorph** | |
| Ranged 10; targets a hexed enemy; +11 vs. Fortitude; until the end of the human hexer's next turn, the target becomes a Tiny animal. While in this form, the target cannot use powers. | |
| **Hex** (minor; at-will) ✦ **Charm, Implement** | |
| Close burst 10; targets enemies; +11 vs. Will; the target is hexed (save ends). While the target is hexed, it takes a -2 penalty to attack rolls and damage rolls against the human hexer. | |
| **Capricious Earth** (standard; encounter) ✦ **Charm, Implement** | |
| Area burst 3 within 10; targets hexed creatures; +11 vs. Will; 1d10 + 3 damage, and the human hexer slides the target 3 squares and the target is knocked prone. | |
| **Hex Jump** (move; encounter) ✦ **Teleportation** | |
| The human hexer either teleports 5 squares or swaps positions with one hexed creature within 5 squares of it. | |
| **Alignment** Unaligned **Languages** Common | |
| **Skills** Arcana +10, Nature +11 | |
| **Str** 10 (+3) **Dex** 11 (+3) **Wis** 17 (+6) | |
| **Con** 13 (+4) **Int** 15 (+5) **Cha** 14 (+5) | |
| **Equipment** robes, staff | |

EVA WIDERMANN/BEN WOOTTEN

# Human Javelin Dancer

Ranging over the battlefield, the human javelin dancer is a study in deadly grace.

**Human Javelin Dancer** **Level 6 Skirmisher**
Medium natural humanoid XP 250

**Initiative** +8 **Senses** Perception +4
**HP** 70; **Bloodied** 35
**AC** 20; **Fortitude** 18, **Reflex** 19, **Will** 17
**Speed** 6

⊕ **Spear** (standard; at-will) ✦ **Weapon**
+11 vs. AC; 1d8 + 3 damage.

⸸ **Mobile Attack** (standard; at-will)
The human javelin dancer shifts 3 squares and makes one spear attack during the move.

➢ **Javelin** (standard; at-will) ✦ **Weapon**
Ranged 10/20; +12 vs. AC; 1d6 + 3 damage.

**Adept Retreat**
A human javelin dancer does not grant combat advantage from running.

**Skirmish**
If a human javelin dancer ends its move at least 4 squares from the square where it started the move, its attacks deal 1d6 extra damage until the start of its next turn.

**Alignment** Unaligned **Languages** Common
**Skills** Athletics +10
**Str** 15 (+5) **Dex** 16 (+6) **Wis** 13 (+4)
**Con** 14 (+5) **Int** 10 (+3) **Cha** 10 (+3)
**Equipment** leather armor, light shield, 4 javelins, spear

# Human Knife Fighter

The human knife fighter makes a bloody mess of enemies' ranks, popping up, knife in hand, where least expected.

**Human Knife Fighter** **Level 7 Elite Skirmisher**
Medium natural humanoid XP 600

**Initiative** +8 **Senses** Perception +14
**HP** 162; **Bloodied** 81
**AC** 21; **Fortitude** 19, **Reflex** 19, **Will** 19
**Saving Throws** +2
**Speed** 7
**Action Points** 1

⊕ **Wounding Dagger** (standard; at-will) ✦ **Weapon**
+12 vs. AC (crit 19-20); 1d6 + 6 damage (crit 1d6 + 12) and ongoing 5 damage (save ends).

⸸ **Dance of the Knife** (standard; at-will) ✦ **Weapon**
+12 vs. AC (crit 19-20); 1d6 + 6 damage (crit 1d6 + 12). *Effect*: The human knife fighter shifts 2 squares after the attack and makes one more attack against the same target or a different one. The knife fighter then shifts 2 squares.

**Peerless Tumbler** (move; recharge ⚄ ⁞⁞)
The human knife fighter shifts 4 squares, ignoring difficult terrain.

**Combat Advantage**
A human knife fighter deals 2d6 extra damage against any target granting combat advantage to it.

**Alignment** Unaligned **Languages** Common
**Skills** Stealth +11
**Str** 15 (+5) **Dex** 17 (+6) **Wis** 16 (+6)
**Con** 17 (+6) **Int** 13 (+4) **Cha** 12 (+4)
**Equipment** dagger, net

# Human Mystagogue

Speaking a Supernal word of power, the human mystagogue manipulates both its enemies' perceptions and the battle's direction.

**Human Mystagogue** **Level 20 Controller (Leader)**
Medium natural humanoid XP 2,800

**Initiative** +11 **Senses** Perception +22
**Shared Clarity** aura 10; each ally within the aura gains a +2 bonus to saving throws.
**HP** 188; **Bloodied** 94
**AC** 33; **Fortitude** 31, **Reflex** 32, **Will** 33
**Speed** 6

⊕ **Mystery's Touch** (standard; at-will) ✦ **Implement, Psychic**
+24 vs. Reflex; 2d8 + 7 psychic damage, and the target takes a -2 penalty to attack rolls against the human mystagogue until the end of the mystagogue's next turn.

➢ **Bend Perception** (standard; at-will) ✦ **Illusion, Implement, Psychic**
Ranged 20; +22 vs. Will; 2d6 + 7 psychic damage, and until the end of the human mystagogue's next turn, the target is slowed and takes a -2 penalty to attack rolls and saving throws.

✧ **Awestrike** (standard; recharge ⚄ ⁞⁞) ✦ **Healing, Implement, Psychic**
Close burst 5; targets enemies; +22 vs. Will; 2d6 + 7 psychic damage, the human mystagogue slides the target 6 squares, and the target is dazed (save ends). *Effect:* The mystagogue slides one ally in the burst 6 squares, and that ally regains 10 hit points.

**Veil of Inscrutability** (immediate reaction, when the human mystagogue is missed by a melee or ranged attack; at-will)
The mystagogue shifts 2 squares and gains a +2 bonus to AC and Reflex until the end of its next turn.

**Alignment** Unaligned **Languages** Common, Supernal
**Skills** Arcana +21, Insight +22, Religion +21
**Str** 12 (+11) **Dex** 12 (+11) **Wis** 24 (+17)
**Con** 20 (+15) **Int** 22 (+16) **Cha** 15 (+12)
**Equipment** robes, holy symbol

# Human Noble

With silver tongues, human nobles remind assailants of the lethal price of harming the gentry.

| **Human Noble** | **Level 5 Controller (Leader)** |
|---|---|
| Medium natural humanoid | XP 200 |
| **Initiative** +3 **Senses** Perception +3 | |
| **HP** 60; **Bloodied** 30 | |
| **AC** 19; **Fortitude** 17, **Reflex** 17, **Will** 18; see also *protected* | |
| **Speed** 5 | |
| ⊕ **Longsword** (standard; at-will) ✦ **Weapon** | |
| +10 vs. AC; 1d8 + 3 damage. | |
| ✧ **Appoint Champion** (standard; at-will) | |
| Close burst 10; targets one ally; the target makes a basic attack as a free action and shifts 1 square before or after the attack. | |
| ✧ **Inspirational Authority** (standard; encounter) | |
| Close burst 10; targets one ally; the target uses an at-will, encounter, or recharge attack power as a free action. | |
| ✧ **Urge Hesitation** (standard; encounter) ✦ **Charm** | |
| Close burst 5; targets enemies; +9 vs. Will; the target cannot use a standard action during its next turn. | |
| **Protected** | |
| A human noble gains a +2 bonus to all defenses while an ally is adjacent to it. | |
| **Alignment** Unaligned **Languages** Common | |
| **Skills** Diplomacy +10, Insight +8, Intimidate +10 | |
| **Str** 15 (+4) **Dex** 12 (+3) **Wis** 12 (+3) | |
| **Con** 12 (+3) **Int** 14 (+4) **Cha** 16 (+5) | |
| **Equipment** chainmail, light shield, longsword | |

# Human Pirate

Human pirates are bandits of the sea, raiding ships and seaports.

| **Human Pirate** | **Level 9 Skirmisher** |
|---|---|
| Medium natural humanoid | XP 400 |
| **Initiative** +8 **Senses** Perception +5 | |
| **HP** 95; **Bloodied** 47 | |
| **AC** 23; **Fortitude** 21, **Reflex** 21, **Will** 20 | |
| **Speed** 7 | |
| ⊕ **Cutlass** (standard; at-will) ✦ **Weapon** | |
| +14 vs. AC; 2d6 + 5 damage. | |
| **Rigging Monkey** (minor; encounter) | |
| The human pirate gains a climb speed of 7 until the end of its next turn. | |
| **Scurvy Dog's Flank** | |
| A human pirate gains a +1 bonus to attack rolls against an enemy it is flanking, and its attacks deal 2d6 extra damage to that creature. | |
| **Alignment** Unaligned **Languages** Common | |
| **Skills** Acrobatics +11, Athletics +11 | |
| **Str** 14 (+6) **Dex** 15 (+6) **Wis** 12 (+5) | |
| **Con** 15 (+6) **Int** 9 (+3) **Cha** 11 (+4) | |
| **Equipment** cutlass (short sword) | |

## Human Pirate Tactics

Human pirates climb in the rigging of ships, using *rigging monkey* to keep enemies on their toes. Pirates stay near the water. If on a boat, they stay near the edge of the boat.

# Human Pirate Captain

A human pirate captain wades into battle, swinging a cutlass and taunting its enemies.

| **Human Pirate Captain** | **Level 10 Soldier (Leader)** |
|---|---|
| Medium natural humanoid | XP 500 |
| **Initiative** +10 **Senses** Perception +12 | |
| **HP** 104; **Bloodied** 52 | |
| **AC** 26; **Fortitude** 22, **Reflex** 22, **Will** 22 | |
| **Speed** 7 | |
| ⊕ **Cutlass** (standard; at-will) ✦ **Weapon** | |
| +16 vs. AC; 2d6 + 6 damage, and the target is slowed (save ends). | |
| ✧ **Call to Arms** (when first bloodied; encounter) | |
| Close burst 10; targets allies; the target makes a melee basic attack or shifts 3 squares as a free action. | |
| ✧ **Vicious Mockery** (minor; recharge ⚅) | |
| Close burst 5; targets one enemy; the target provokes an opportunity attack from each enemy that is adjacent to it. | |
| **Rigging Monkey** (minor; encounter) | |
| The human pirate captain gains a climb speed of 7 until the end of its next turn. | |
| **Scurvy Dog's Flank** | |
| A human pirate captain gains a +1 bonus to attack rolls against an enemy it is flanking, and its attacks deal 2d6 extra damage to that creature. | |
| **Alignment** Unaligned **Languages** Common | |
| **Skills** Acrobatics +13, Athletics +13 | |
| **Str** 16 (+8) **Dex** 16 (+8) **Wis** 14 (+7) | |
| **Con** 16 (+8) **Int** 13 (+6) **Cha** 16 (+8) | |
| **Equipment** cutlass (short sword) | |

EVA WIDERMANN

# Human Slaver

A human slaver relies on mace and scourge to subdue and capture its victims.

| Human Slaver | Level 8 Brute |
|---|---|
| Medium natural humanoid | XP 350 |
| **Initiative** +7 **Senses** Perception +4 | |
| **HP** 102; **Bloodied** 51 | |
| **AC** 20; **Fortitude** 20, **Reflex** 20, **Will** 19 | |
| **Speed** 6 | |
| ⊕ **Thump and Lash** (standard; at-will) ✦ **Weapon** | |
| +11 vs. AC; 2d8 + 6 damage, and the target takes a -2 penalty to melee attack rolls until the end of its next turn. | |
| ⸸ **Slaver's Tangle** (standard; requires a scourge; recharge ⚃ ⚄ ⚅) ✦ **Weapon** | |
| +11 vs. AC; 2d8 + 6 damage, and the target is immobilized and takes a -2 penalty to melee attack rolls until the end of its next turn. | |
| **Alignment** Evil **Languages** Common | |
| **Skills** Intimidate +11 | |
| **Str** 17 (+7) **Dex** 16 (+7) **Wis** 10 (+4) | |
| **Con** 12 (+5) **Int** 10 (+4) **Cha** 14 (+6) | |
| **Equipment** leather armor, mace, scourge (whip) | |

## Human Slaver Tactics

The human slaver focuses on a single target with *slaver's tangle*. The slaver then either moves on to other enemies or delivers punishing mace-and-scourge combos to immobilized victims with *thump and lash*.

# Human Lore

**Nature DC 10:** Human cavaliers ride horses or griffons. Cavaliers are prized as battle leaders, and they are often hired to lead nonhuman troops.

Human gladiators are accustomed to fighting a wide array of combatants. Although some gladiators are kept as slaves, others become wealthy by defeating foes in arena matches.

Human nobles claim that their families' status grants them leadership skills. However, once in combat some nobles find that they are unable to cope with bloodshed, and freeze up or run away.

Pirate captains keep their rowdy crews in line with a mixture of threats and bribes. Humans who have run afoul of the law become pirates to avoid capture and to satisfy the human need for new experiences and adventures.

Human slavers are themselves slaves to greed and power. They have great influence over their slaves, but the promise of freedom sometimes causes those slaves to revolt and remove the slaver from the picture—by any means necessary.

**Nature DC 15:** Human diabolists trade their souls for power. Both humans and devils share a lust for power, and many of a diabolist's other traits might be considered infernal.

Human javelin dancers dance around foes, hurling javelins like thunderbolts with uncanny accuracy.

Human knife fighters, trained for battle in alley fights and tavern brawls, tumble around the battlefield to slip blades into just the right places.

Human mystagogues are often found at the centers of cults.

**Nature DC 20:** Human dire beast hunters can be bounty hunters seeking to capture exotic creatures and sell them to the highest bidder, or they can be pompous nobles seeking to one-up other members of the nobility by mounting bigger and more exotic heads in their great rooms.

Human hexers practice a mixture of arcane and primal magic. While some work in harmony with nature, others pervert primal magic to command the spirits of the earth against their will.

# Encounter Groups

Humans are versatile and familiar. They have a knack for turning up nearly everywhere.

**Level 6 Encounter (XP 1,350)**
- ✦ 2 half-orc hunters (level 5 skirmisher)
- ✦ 8 human lackeys (level 7 minion, *MM* 162)
- ✦ 1 human slaver (level 8 brute)

**Level 7 Encounter (XP 1,500)**
- ✦ 1 cacklefiend hyena (level 7 brute, *MM* 166)
- ✦ 1 human hexer (level 7 controller)
- ✦ 1 human knife fighter (level 7 elite skirmisher)
- ✦ 4 human lackeys (level 7 minion, *MM* 162)

**Level 7 Encounter (XP 1,700)**
- ✦ 3 human cavaliers (level 7 soldier)
- ✦ 1 human noble (level 5 controller)
- ✦ 4 warhorses (level 3 brute, *MM* 159)

**Level 9 Encounter (XP 2,050)**
- ✦ 1 human pirate captain (level 10 soldier)
- ✦ 3 human pirates (level 9 skirmisher)
- ✦ 1 human slaver (level 8 brute)

**Level 19 Encounter (XP 13,200)**
- ✦ 1 goristro (level 19 elite brute, *MM* 55)
- ✦ 2 human diabolists (level 20 artillery)
- ✦ 1 human mystagogue (level 20 controller)

**Level 21 Encounter (XP 16,650)**
- ✦ 1 half-elf baleful thaumaturge (level 24 artillery)
- ✦ 1 human dread assassin (level 22 lurker)
- ✦ 1 human insane noble (level 23 elite skirmisher)

# HYDRA

Legendary for their deadly heads and strange powers, hydras give any group of heroes pause. Driven by hunger, hydras lurk at the edges of civilization, plaguing border communities.

## Razor Hydra

The razor hydra glitters with metal growing from its scales.

| **Razor Hydra** | **Level 16 Solo Brute** |
|---|---|
| Large natural beast (reptile) | XP 7,000 |

**Initiative** +13 **Senses** Perception +17; all-around vision
**HP** 640; **Bloodied** 320; see also *regenerating heads* and *ferocity*
**AC** 28; **Fortitude** 29, **Reflex** 27, **Will** 26
**Saving Throws** +5
**Speed** 7
**Action Points** 2

⊕ **Bite** (standard; at-will)
Reach 2; +19 vs. AC; 1d8 + 4 damage, and the target takes ongoing 5 damage (save ends). If the razor hydra hits a target that is already taking untyped ongoing damage, that target's ongoing damage increases by 5.

⸸ **Hydra Fury** (standard; at-will)
The razor hydra makes four bite attacks, plus an additional attack for each head it has grown (see *regenerating heads*).

⸸ **Ferocity** (when the razor hydra drops to 0 hit points)
The hydra makes a *hydra fury* attack.

**Blood-Hungry**
A razor hydra gains a +2 bonus to attack rolls against bloodied creatures and creatures taking untyped ongoing damage.

**Many-Headed**
Each time a razor hydra would become dazed or stunned, it instead loses one attack while using *hydra fury* during its next turn. The hydra can be dazed or stunned multiple times.

**Regenerating Heads**
When a razor hydra first reaches 480, 320, and 160 hit points, a head is destroyed. At the start of the hydra's next turn after a head is destroyed, two heads grow in the lost head's place, and the hydra gains an additional bite attack with *hydra fury*.

**Threatening Reach**
A razor hydra can make opportunity attacks against all enemies within its reach (2 squares).

**Alignment** Unaligned **Languages** –

| | | |
|---|---|---|
| **Str** 21 (+13) | **Dex** 20 (+13) | **Wis** 18 (+12) |
| **Con** 24 (+15) | **Int** 2 (+4) | **Cha** 8 (+7) |

## Heroslayer Hydra

A creature out of legend, the heroslayer hydra earned its name from the heroes who fell to its fangs.

*(Back to front) heroslayer hydra and razor hydra*

JIM NELSON

**Heroslayer Hydra** **Level 20 Solo Brute**
Huge natural beast (reptile) XP 14,000

**Initiative** +14 **Senses** Perception +19; all-around vision
**HP** 776; **Bloodied** 388; see also *regenerating heads*
**AC** 32; **Fortitude** 34, **Reflex** 30, **Will** 30
**Saving Throws** +5
**Speed** 6
**Action Points** 2

⊕ **Bite** (standard; at-will)
Reach 3; +25 vs. AC; 1d10 + 8 damage.

⚕ **Hydra Fury** (standard; at-will)
The heroslayer hydra makes five bite attacks, plus an additional attack for each head it has grown (see *regenerating heads*). A target hit by more than one bite attack in a round takes 10 extra damage.

⚕ **Rampage** (standard; recharges when a critical hit is scored against the heroslayer hydra)
The hydra makes one bite attack against each enemy within reach. On a hit, the target takes ongoing 10 damage (save ends).

**Heroslayer**
While a heroslayer hydra is marked, it gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against the creature that marked it.

**Many-Headed**
Each time a heroslayer hydra would become dazed or stunned, it instead loses one attack while using *hydra fury* during its next turn. The hydra can be dazed or stunned multiple times.

**Regenerating Heads**
When a heroslayer hydra first reaches 582, 388, and 194 hit points, a head is destroyed. At the start of the hydra's next turn after a head is destroyed, two heads grow in the lost head's place, and the hydra gains an additional bite attack with *hydra fury*.

**Threatening Reach**
A heroslayer hydra can make opportunity attacks against all enemies within its reach (3 squares).

**Alignment** Chaotic evil **Languages** –
**Str** 23 (+16) **Dex** 19 (+14) **Wis** 18 (+14)
**Con** 26 (+18) **Int** 2 (+6) **Cha** 9 (+9)

# Chaos Hydra

Hailing from the Elemental Chaos, the chaos hydra draws upon elemental energy. As the chaos hydra generates more heads, it becomes more cunning.

**Chaos Hydra** **Level 22 Solo Brute**
Huge elemental beast (reptile) XP 20,750

**Initiative** +16 **Senses** Perception +20; all-around vision
**HP** 848; **Bloodied** 424; see also *chaosborn*
**AC** 34; **Fortitude** 36, **Reflex** 32, **Will** 31
**Resist** 20 variable (2/encounter)
**Saving Throws** +5
**Speed** 7
**Action Points** 2

⊕ **Frostfire Bite** (standard; at-will) ✦ **Cold, Fire**
Reach 3; +25 vs. AC; 3d8 + 5 cold and fire damage.

⊕ **Storm Bite** (standard; at-will) ✦ **Lightning, Thunder**
Reach 3; +25 vs. AC; 3d8 + 5 lightning and thunder damage.

⚕ **Hydra Fury** (standard; at-will)
The chaos hydra makes a *storm bite* attack, a *frostfire bite* attack, and each additional attack it has gained through the growth of a head (see *chaosborn*).

⚕ **Crushing Maw** (standard; at-will)
Reach 3; +25 vs. AC; 1d8 + 5 damage, and the target is slowed and takes ongoing 10 damage (save ends both).

⚕ **Mind Bite** (standard; at-will)
Reach 3; +25 vs. AC; 1d8 + 5 damage, and the target is dazed (save ends).

⚕ **Paralyzing Fang** (standard; at-will)
Reach 3; +25 vs. AC; 1d8 + 5 damage, and the target is immobilized and takes a -2 penalty to all defenses (save ends both).

⚕ **Venom Tooth** (standard; at-will) ✦ **Poison**
Reach 3; +25 vs. AC; 1d8 +5 damage, and ongoing 10 poison damage (save ends).

**Chaosborn**
A chaos hydra starts with two heads. When the hydra first reaches 636, 424, and 212 hit points, it grows an additional head. Roll a d4 at each increment to determine which attack the new head makes:
1–*Crushing Maw*, 2–*Mind Bite*, 3–*Paralyzing Fang*, or 4–*Venom Tooth*. A hydra can gain the same attack multiple times through this effect.

**Many-Headed**
Each time a chaos hydra would become dazed or stunned, it instead loses one attack, determined randomly, while using *hydra fury* during its next turn. The hydra can be dazed or stunned multiple times.

**Threatening Reach**
A chaos hydra can make opportunity attacks against all enemies within its reach (3 squares).

**Alignment** Chaotic evil **Languages** –
**Str** 26 (+19) **Dex** 20 (+16) **Wis** 19 (+15)
**Con** 28 (+20) **Int** 2 (+7) **Cha** 10 (+11)

# Hydra Lore

**Arcana DC 22:** Originally a native of the Elemental Chaos, the chaos hydra has filtered into the other planes. A chaos hydra's two heads contain elemental energy, which its bite unleashes on enemies.

**Arcana DC 27:** As a chaos hydra is hurt, its body generates more heads. The bite attack of a generated head can vary randomly.

**Nature DC 22:** When one head of a razor hydra sinks its fangs into an enemy, the other heads become obsessed with the taste of that enemy's blood. Razor hydras are also known as blood hydras for their ability to detect the scent of blood.

**Nature DC 27:** Heroslayer hydras dwell in mountain caves. In early times, humanoids stalked razor hydras to collect the hydras' serrated teeth, which were valued as weapons because they cause victims to bleed long after receiving wounds.

# Encounter Groups

Opportunistic scavengers, such as carrion crawlers and shardstorm vortex whirlwinds, follow rampaging hydras. A powerful creature such as a minotaur cabalist occasionally captures a hydra to guard its lair.

**Level 16 Encounter (XP 7,800)**
✦ 1 minotaur cabalist (level 13 controller, *MM* 190)
✦ 1 razor hydra (level 16 solo brute)

# Kenku

Sly and secretive, kenkus thrive in the underbelly of the civilized world. Like the ravens they resemble, these avian humanoids are opportunistic. They do not allow laws or morality to stand in their way.

## Kenku Ruffian

Kenku ruffians rely on numbers. They flock around their foes to take them down.

**Kenku Ruffian** **Level 3 Minion Skirmisher**
Medium natural humanoid XP 38

**Initiative** +4 **Senses** Perception +3; low-light vision
**HP** 1; a missed attack never damages a minion.
**AC** 17; **Fortitude** 15, **Reflex** 16, **Will** 15
**Speed** 6

⊕ **Club** (standard; at-will) ✦ **Weapon**
+8 vs. AC; 5 damage.

**Flock Effect**
A kenku ruffian gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.

**Mimicry**
A kenku ruffian can mimic sounds and voices. A successful Insight check opposed by the ruffian's Bluff check allows a listener to determine that the effect is faked.

**Alignment** Unaligned **Languages** Common
**Skills** Stealth +9
**Str** 12 (+2) **Dex** 17 (+4) **Wis** 14 (+3)
**Con** 14 (+3) **Int** 9 (+0) **Cha** 11 (+1)
**Equipment** leather armor, club

### Kenku Ruffian Tactics

Before combat begins, one or two kenku ruffians go to get help. Once the fighting starts, ruffians use *flock effect* to boost their leaders' attacks and to make accurate attacks together.

## Kenku Warrior

The kenku warrior practices a flitting martial art, dodging seemingly at random toward and away from foes.

**Kenku Warrior** **Level 3 Skirmisher**
Medium natural humanoid XP 150

**Initiative** +6 **Senses** Perception +3; low-light vision
**HP** 44; **Bloodied** 22
**AC** 17; **Fortitude** 14, **Reflex** 15, **Will** 14
**Speed** 6

⊕ **Dagger** (standard; at-will) ✦ **Weapon**
+8 vs. AC; 1d4 + 6 damage.

⊛ **Dagger** (standard; at-will) ✦ **Weapon**
Ranged 5/10; +8 vs. AC; 1d4 + 6 damage.

↯ **Fluttering Attack** (standard; at-will)
The kenku warrior shifts 4 squares and makes a basic attack during that movement.

**Combat Advantage**
A kenku warrior deals 1d6 extra damage on melee attacks against any target granting combat advantage to it.

**Flock Effect**
A kenku warrior gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.

**Mimicry**
A kenku warrior can mimic sounds and voices. A successful Insight check opposed by the warrior's Bluff check allows a listener to determine that the effect is faked.

**Alignment** Unaligned **Languages** Common
**Str** 14 (+3) **Dex** 17 (+4) **Wis** 14 (+3)
**Con** 12 (+2) **Int** 9 (+0) **Cha** 11 (+1)
**Equipment** leather armor, 6 daggers

### Kenku Warrior Tactics

The kenku warrior uses its mobility and *fluttering attack* to keep itself and its flockmates in flanking positions. The combination of combat advantage and *flock effect* then metes out the damage.

## Kenku Ringleader

Kenku ringleaders lead small kenku bands on raids or heists, acting as muscle when stealth and trickery fail. If the city watch or a rival gang shows up, the ringleader signals the crew's retreat.

**Kenku Ringleader** **Level 4 Soldier (Leader)**
Medium natural humanoid XP 175

**Initiative** +8 **Senses** Perception +3; low-light vision
**HP** 54; **Bloodied** 27
**AC** 20; **Fortitude** 16, **Reflex** 16, **Will** 15
**Speed** 6

⊕ **Spiked Chain** (standard; at-will) ✦ **Weapon**
Reach 2; +11 vs. AC; 2d4 + 5 damage, and the target is marked until the end of the kenku ringleader's next turn.

⊛ **Sling** (standard; at-will) ✦ **Weapon**
Ranged 10/20; +11 vs. AC; 1d6 + 5 damage.

↯ **Press the Attack** (standard; at-will) ✦ **Weapon**
Reach 2; targets an enemy marked by the kenku; +11 vs. AC; 2d4 + 5 damage, and the target is knocked prone.

⇄ **Flock Reaction** (minor; recharge ⚅ ⚄ ⚃)
Close burst 3; targets kenkus; the target shifts 1 square as a free action.

**Flock Effect**
A kenku ringleader gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.

**Mimicry**
A kenku ringleader can mimic sounds and voices. A successful Insight check opposed by the ringleader's Bluff check allows a listener to determine that the effect is faked.

**Alignment** Unaligned **Languages** Common
**Skills** Bluff +10, Intimidate +10
**Str** 13 (+3) **Dex** 18 (+6) **Wis** 12 (+3)
**Con** 14 (+4) **Int** 10 (+2) **Cha** 16 (+5)
**Equipment** leather armor, sling, spiked chain

### Kenku Ringleader Tactics

A kenku ringleader first advances upon and attacks the most dangerous-looking enemies. It then directs allies into flanking positions using the shifting ability granted by *flock reaction*. It uses *press the attack* at every chance.

Aware of the details of any situation, a ringleader withdraws if a battle goes badly for its crew. It does not surrender unless it must do so to survive.

## Kenku Sneak

The kenku sneak lurks in hiding and strikes from the shadows.

| **Kenku Sneak** | **Level 4 Lurker** |
|---|---|
| Medium natural humanoid | XP 175 |
| **Initiative** +10 | **Senses** Perception +4; low-light vision |
| **HP** 42; **Bloodied** 21 | |
| **AC** 18; **Fortitude** 15, **Reflex** 17, **Will** 15 | |
| **Speed** 7 (4 while invisible) | |
| **Dagger** (standard; at-will) ✦ **Weapon** | |
| +9 vs. AC; 1d4 + 6 damage. | |
| **Dagger** (standard; at-will) ✦ **Weapon** | |
| Ranged 5/10; +9 vs. AC; 1d4 + 6 damage. | |
| **Disappear into the Flock** | |
| While it has cover from other kenkus, a kenku sneak can make a Stealth check to become hidden. | |
| **Flock Effect** | |
| A kenku sneak gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another. | |
| **Hidden Strike** | |
| A kenku sneak deals 2d4 + 4 extra damage against any target from which it is hidden. | |
| **Mimicry** | |
| A kenku sneak can mimic sounds and voices. A successful Insight check opposed by the sneak's Bluff check allows a listener to determine that the effect is faked. | |
| **Sniper** | |
| A hidden kenku sneak that misses with a ranged attack remains hidden. | |
| **Alignment** Unaligned | **Languages** Common |
| **Skills** Bluff +8, Stealth +11, Thievery +11 | |
| **Str** 15 (+4) | **Dex** 18 (+6) | **Wis** 14 (+4) |
| **Con** 12 (+3) | **Int** 13 (+3) | **Cha** 13 (+3) |
| **Equipment** leather armor, 6 daggers | |

DAVE ALLSOP

### Kenku Sneak Tactics

The kenku sneak uses *disappear into the flock* and focuses on enemies not in the main melee group that are close enough for the sneak to reach while hidden.

## Kenku Wing Mage

The kenku wing mage uses air magic and glowing feathers of force to harm and hamper foes.

| **Kenku Wing Mage** | **Level 5 Artillery** |
|---|---|
| Medium natural humanoid | XP 200 |
| **Initiative** +3 | **Senses** Perception +3; low-light vision |
| **HP** 50; **Bloodied** 25 | |
| **AC** 17; **Fortitude** 15, **Reflex** 17, **Will** 18 | |
| **Speed** 6; see *wings of the flock* | |
| **Dagger** (standard; at-will) ✦ **Weapon** | |
| +9 vs. AC; 1d4 + 3 damage. | |
| **Murder of Crows** (standard; at-will) ✦ **Force, Implement** | |
| Ranged 20; +10 vs. Reflex; 1d6 + 4 force damage, and the target grants combat advantage to the kenku wing mage (save ends). | |
| **Hurricane Blast** (standard; recharge ⚄ ⚅) ✦ **Force, Implement** | |
| Close blast 3; +8 vs. Fortitude; 1d6 + 6 force damage, and the kenku wing mage slides the target 3 squares. | |
| **Death Flock** (standard; encounter) ✦ **Force, Implement** | |
| Area burst 1 within 20; +8 vs. Reflex; 1d6 + 6 force damage, and the target is dazed (save ends). | |
| **Flock Effect** | |
| A kenku wing mage gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another. | |
| **Mimicry** | |
| A kenku wing mage can mimic sounds and voices. A successful Insight check opposed by the wing mage's Bluff check allows a listener to determine that the effect is faked. | |
| **Wings of the Flock** (minor; encounter) ✦ **Force** | |
| The kenku wing mage gains fly 6 (hover; altitude limit 4) until the end of the encounter. | |
| **Alignment** Unaligned | **Languages** Common |
| **Skills** Stealth +8 | |
| **Str** 9 (+1) | **Dex** 13 (+3) | **Wis** 13 (+3) |
| **Con** 14 (+4) | **Int** 18 (+6) | **Cha** 15 (+4) |
| **Equipment** robes, dagger, orb | |

### Kenku Wing Mage Tactics

The kenku wing mage uses *wings of the flock* to move to a place with cover from where it can rain destruction upon its enemies with *murder of crows*, *hurricane blast*, and *death flock*. Rooftops and tree branches are ideal locations.

# Kenku Assassin

Sly and deceitful, a kenku assassin favors poison. Unlike other kenkus, assassins rarely surrender.

| **Kenku Assassin** | **Level 5 Elite Skirmisher** |
|---|---|
| Medium natural humanoid | XP 400 |
| **Initiative** +8 **Senses** Perception +6; low-light vision | |
| **HP** 126; **Bloodied** 63 | |
| **AC** 19; **Fortitude** 16, **Reflex** 17, **Will** 16 | |
| **Saving Throws** +2 | |
| **Speed** 6 | |
| **Action Points** 1 | |
| **Venomous Stab** (standard; at-will) ✦ **Poison, Weapon** | |
| +10 vs. AC; 1d6 + 5 damage, and the target is slowed (save ends). | |
| **Venomous Shot** (standard; at-will) ✦ **Poison, Weapon** | |
| Ranged 15/30; +10 vs. AC; 1d8 + 4 poison damage, and the target is slowed (save ends). | |
| **Fluttering Attack** (standard; at-will) | |
| The kenku assassin shifts 4 squares and uses *venomous stab* during that move. | |
| **Gouging Talons** (immediate reaction, when an enemy attacks the kenku assassin; at-will) | |
| Targets the triggering enemy; +10 vs. AC; 1d6 + 2 damage. | |
| **Feather Burst** (minor; encounter) | |
| Close burst 2; targets enemies; no attack roll; the target is blinded until the end of the kenku assassin's turn. | |
| **Flock Effect** | |
| A kenku assassin gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another. | |
| **Mimicry** | |
| A kenku assassin can mimic sounds and voices. A successful Insight check opposed by the assassin's Bluff check allows a listener to determine that the effect is faked. | |
| **Alignment** Unaligned **Languages** Common | |
| **Skills** Bluff +9, Stealth +11, Thievery +11 | |
| **Str** 13 (+3) **Dex** 18 (+6) **Wis** 9 (+1) | |
| **Con** 15 (+4) **Int** 13 (+3) **Cha** 15 (+4) | |
| **Equipment** leather armor, shortbow, short sword, 20 arrows | |

## Kenku Assassin Tactics

The kenku assassin avoids melee until it hits at least one enemy with a *venomous shot*. Then it uses *fluttering attack* to poison more enemies. When necessary, the assassin uses *feather burst* to extricate itself, and possibly its allies, from melee. Kenku assassins fight to the death if escape is not possible.

# Kenku Lore

**Nature DC 12:** These opportunistic avians live in tightly knit clans called flocks. Flocks are suspicious of outsiders, even other kenkus. They move in groups and are exceptionally good at working together.

**Nature DC 17:** Kenkus live predominantly in civilized regions but can be found throughout the world. Flocks live in or near major cities, often secretly. Flocks run a wide variety of criminal enterprises, favoring schemes and cons. They frequently use their ability to mimic sounds and voices. Violence is not their first choice, but kenkus can be formidable adversaries once steel is drawn.

# Encounter Groups

Kenku flocks keep a wide variety of monsters as short-term company. Only those who overcome the kenkus' naturally suspicious nature remain part of a flock for long.

**Level 2 Encounter (XP 700)**
- 2 bloodseeker drakes (level 4 soldier)
- 2 kenku warriors (level 3 skirmisher)
- 1 pseudodragon (level 3 lurker, MM 91)

**Level 3 Encounter (XP 779)**
- 1 kenku ringleader (level 4 soldier)
- 8 kenku ruffians (level 3 minion)
- 2 kenku warriors (level 3 skirmisher)

**Level 3 Encounter (XP 824)**
- 2 blood hawks (level 1 skirmisher)
- 4 kenku ruffians (level 3 minion skirmisher)
- 1 kenku sneak (level 4 lurker)
- 3 spiretop drakes (level 1 skirmisher)

**Level 4 Encounter (XP 922)**
- 1 human berserker (level 4 brute, MM 163)
- 1 kenku ringleader (level 4 soldier)
- 6 kenku ruffians (level 3 minion skirmisher)
- 2 kenku sneaks (level 4 lurker)

**Level 5 Encounter (XP 1,200)**
- 1 half-elf bandit captain (level 6 skirmisher)
- 2 human berserkers (level 4 brute, *MM* 163)
- 1 kenku assassin (level 5 elite skirmisher)
- 1 kenku wing mage (level 5 artillery)

# KRENSHAR

KRENSHARS ARE POWERFUL, CATLIKE CREATURES with faces that peel back to expose the bones and muscles of their skulls. This hideous sight, combined with a krenshar's savage roars, freezes its foes in terror.

| **Krenshar** | **Level 4 Controller** |
|---|---|
| Medium natural beast | XP 175 |
| **Initiative** +5 | **Senses** Perception +7; low-light vision |
| **Fearsome Visage** aura 5; each enemy within the aura takes a -2 penalty to saving throws against fear effects. | |
| **HP** 55; **Bloodied** 27 | |
| **AC** 18; **Fortitude** 16, **Reflex** 16, **Will** 14 | |
| **Speed** 8 | |
| ⊕ **Hooking Swipe** (standard; at-will) | |
| +8 vs. AC; 1d6 + 4 damage, and the target is knocked prone. | |
| ✧ **Roaring Skull** (standard; recharge ⚄ ⚅) ✦ **Fear, Thunder** | |
| Close blast 5; +7 vs. Will; 1d8 + 4 thunder damage, and the target is dazed (save ends). If the target was already dazed, it is also weakened as long as it remains dazed. | |
| ✧ **Unnerving Skull** (minor 1/round; at-will) ✦ **Fear, Gaze** | |
| Close burst 5; targets one creature; +8 vs. Will; the target takes a -2 penalty to attack rolls (save ends). | |
| **Alignment** Unaligned | **Languages** – |
| **Skills** Intimidate +5, Stealth +9 | |
| **Str** 17 (+5) | **Dex** 17 (+5) **Wis** 10 (+2) |
| **Con** 15 (+4) | **Int** 2 (-2) **Cha** 12 (+3) |

## KRENSHAR BLOOD SLAYER

KRENSHAR BLOOD SLAYERS ARE SLIGHTLY LARGER than their more common cousins. They lead krenshar prides, tracking prey with their uncanny ability to smell blood.

| **Krenshar Blood Slayer** | **Level 5 Brute** |
|---|---|
| Medium natural beast | XP 200 |
| **Initiative** +5 | **Senses** Perception +7; low-light vision |
| **Fearsome Visage** aura 5; each enemy within the aura takes a -2 penalty to saving throws against fear effects. | |
| **HP** 75; **Bloodied** 37 | |
| **AC** 17; **Fortitude** 18, **Reflex** 17, **Will** 15 | |
| **Speed** 8 | |
| ⊕ **Claw** (standard; at-will) | |
| +8 vs. AC; 1d6 + 4 damage. | |
| ǂ **Grabbing Claws** (standard; at-will) | |
| The krenshar blood slayer makes two claw attacks. If both attacks hit the same target, that target is grabbed. | |
| ǂ **Bite** (standard; at-will) | |
| Targets a creature grabbed by the krenshar blood slayer; no attack roll; 2d6 + 8 damage. | |
| ✧ **Unnerving Skull** (minor 1/round; at-will) ✦ **Fear, Gaze** | |
| Close burst 5; targets one creature; +8 vs. Will; the target takes a -2 penalty to attack rolls (save ends). | |
| **Alignment** Unaligned | **Languages** – |
| **Skills** Intimidate +5 | |
| **Str** 18 (+6) | **Dex** 16 (+5) **Wis** 10 (+2) |
| **Con** 15 (+4) | **Int** 2 (-2) **Cha** 13 (+3) |

## KRENSHAR LORE

**Nature DC 12:** Krenshars roam hills, plains, and forests in small prides. Krenshars born with blood red spots on their hides become guardians of the pride. Other krenshars act as hunters and caregivers to young.

**Nature DC 17:** Gnolls, hobgoblins, and humans trap and domesticate krenshars. Trainers are often injured or killed while taming them, because repressing a stressed krenshar's instinct to reveal its skull is difficult.

## KRENSHAR ENCOUNTER GROUPS

Krenshars are usually encountered with members of their pride or with humanoids that have tamed them.

**Level 5 Encounter (XP 1,125)**
- ✦ 2 deathpledged gnolls (level 5 brute)
- ✦ 3 krenshars (level 4 controller)
- ✦ 1 krenshar blood slayer (level 5 brute)

**Level 6 Encounter (XP 1,450)**
- ✦ 2 human javelin dancers (level 6 skirmisher)
- ✦ 1 human slaver (level 8 brute)
- ✦ 3 krenshar blood slayers (level 5 brute)

ADAM GILLESPIE

# LIZARDFOLK

Poisonscale lizardfolk favor cruel toxins and relentless hit-and-run tactics. Swamps and jungles are the favored homes of the varied tribes of these scaled humanoids.

## Poisonscale Magus

The poisonscale magus uses toxic magic to hurl death from a distance.

**Poisonscale Magus** **Level 2 Artillery**
Medium natural humanoid (reptile) XP 125

**Initiative** +2 **Senses** Perception +8
**HP** 32; **Bloodied** 16
**AC** 14; **Fortitude** 14, **Reflex** 16, **Will** 16
**Speed** 6 (swamp walk)

⨺ **Dagger** (standard; at-will) ✦ **Weapon**
+6 vs. AC; 1d6 + 3 damage.

↛ **Poison Blood** (standard; at-will) ✦ **Poison**
Ranged 10/20; +7 vs. Fortitude; 1d6 + 3 poison damage, and ongoing 5 poison damage (save ends).

↛ **Corrupt Poison** (minor; at-will) ✦ **Poison**
Ranged 10/20; targets a creature taking ongoing poison damage; +7 vs. Fortitude; the poisonscale magus slides the target 3 squares, and the target is slowed (save ends).

✲ **Poison Barrage** (standard; encounter) ✦ **Poison**
Area burst 3 within 10; +5 vs. Fortitude; 1d6 + 3 poison damage, and the target gains vulnerable 5 poison (save ends).
*Miss:* Half damage, and the target gains vulnerable 5 poison until the end of its next turn.

**Alignment** Unaligned **Languages** Draconic
**Skills** Athletics +7, Arcana +9
**Str** 12 (+2) **Dex** 12 (+2) **Wis** 14 (+3)
**Con** 14 (+3) **Int** 15 (+3) **Cha** 8 (+0)
**Equipment** dagger

## Poisonscale Slitherer

Among the weakest of lizardfolk, the cowardly poisonscale slitherers prefer to fight alongside their stronger kin.

**Poisonscale Slitherer** **Level 2 Soldier**
Medium natural humanoid (reptile) XP 125

**Initiative** +6 **Senses** Perception +7
**HP** 36; **Bloodied** 18
**AC** 17; **Fortitude** 14, **Reflex** 15, **Will** 13
**Speed** 5 (swamp walk)

⨺ **Spear** (standard; at-will) ✦ **Weapon**
+8 vs. AC; 1d10 + 3 damage.

↛ **Javelin** (standard; encounter) ✦ **Poison, Weapon**
Ranged 10/20; +6 vs. AC; 1d6 + 3 damage, and the poisonscale slitherer makes a secondary attack against the same target.
*Secondary Attack:* +4 vs. Fortitude; 2d6 + 3 poison damage.

**Slitherer Bravery**
A poisonscale slitherer gains a +2 bonus to attack rolls while it is adjacent to at least one ally.

**Slitherer Stability**
A poisonscale slitherer cannot be knocked prone and ignores forced movement.

**Alignment** Unaligned **Languages** Draconic
**Skills** Athletics +8, Stealth +9
**Str** 14 (+3) **Dex** 17 (+4) **Wis** 12 (+2)
**Con** 12 (+2) **Int** 8 (+0) **Cha** 8 (+0)
**Equipment** spear, 2 javelins

## Poisonscale Savage

The poisonscale savage wades confidently into combat with a huge club, its tail dripping toxic sweat.

**Poisonscale Savage** **Level 2 Brute**
Medium natural humanoid (reptile) XP 125

**Initiative** +3 **Senses** Perception +2
**Aura of Poison** aura 1; each enemy within the aura takes a -2 penalty to saving throws against ongoing poison damage.
**HP** 45; **Bloodied** 22
**AC** 13; **Fortitude** 16, **Reflex** 15, **Will** 14
**Speed** 6 (swamp walk)

⨺ **Greatclub** (standard; at-will) ✦ **Weapon**
+5 vs. AC; 2d6 + 3 damage.

⨺ **Poison Tail** (minor; at-will) ✦ **Poison**
+4 vs. AC; the target takes ongoing 5 poison damage (save ends).

↛ **Javelin** (standard; encounter) ✦ **Poison, Weapon**
Ranged 10/20; +5 vs. AC; 1d6 + 3 damage, and ongoing 5 poison damage (save ends).

**Alignment** Unaligned **Languages** Draconic
**Skills** Athletics +9
**Str** 17 (+4) **Dex** 14 (+3) **Wis** 12 (+2)
**Con** 15 (+3) **Int** 8 (+0) **Cha** 8 (+0)
**Equipment** greatclub, javelin

## Poisonscale Collector

The poisonscale collector uses blinding poison to incapacitate and kill foes.

**Poisonscale Collector** **Level 3 Lurker**
Medium natural humanoid (reptile) XP 150

**Initiative** +8 **Senses** Perception +8
**HP** 36; **Bloodied** 18
**AC** 18; **Fortitude** 14, **Reflex** 16, **Will** 15
**Speed** 6 (swamp walk)

⨺ **Dagger** (standard; at-will) ✦ **Poison, Weapon**
+8 vs. AC; 1d6 + 2 damage, and ongoing 5 poison damage (save ends).

⨽ **Blinding Poison** (standard; at-will)
Targets a creature taking ongoing poison damage; +6 vs. Fortitude; 1d6 + 3 damage, and the target is blinded (save ends).

⨽ **End Strike** (standard; at-will)
Targets a creature that cannot see the poisonscale collector; +8 vs. AC; 2d6 + 3 damage.

**Poison Strike**
A poisonscale collector gains a +2 bonus to damage rolls against any enemy taking ongoing poison damage.

**Alignment** Unaligned **Languages** Draconic
**Skills** Athletics +7, Stealth +9
**Str** 13 (+2) **Dex** 17 (+4) **Wis** 14 (+3)
**Con** 12 (+2) **Int** 10 (+1) **Cha** 8 (+0)
**Equipment** dagger

*(Left to right) poisonscale myrmidon, savage, and magus*

## Poisonscale Myrmidon

Compared with other lizardfolk, the poisonscale myrmidon wielding a club is a disciplined combatant.

| **Poisonscale Myrmidon** | **Level 3 Soldier** |
|---|---|
| Medium natural humanoid (reptile) | XP 150 |
| **Initiative** +5 **Senses** Perception +2 | |
| **HP** 47; **Bloodied** 23 | |
| **AC** 20; **Fortitude** 15, **Reflex** 14, **Will** 13 | |
| **Speed** 6 (swamp walk) | |
| ⨁ **Club** (standard; at-will) ✦ **Weapon** | |
| +10 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the poisonscale myrmidon's next turn. | |
| **Poison Strike** | |
| A poisonscale myrmidon gains a +2 bonus to damage rolls against any enemy taking ongoing poison damage. | |
| **Alignment** Unaligned **Languages** Draconic | |
| **Skills** Athletics +9 | |
| **Str** 17 (+4) **Dex** 15 (+3) **Wis** 12 (+2) | |
| **Con** 15 (+3) **Int** 10 (+1) **Cha** 8 (+0) | |
| **Equipment** club, turtle shell shield (light shield) | |

## Poisonscale Lore

**Nature DC 10:** Although poisonscale slitherers are less hale than other lizardfolk, they have powerful tails that stabilize them in battle.

Poisonscale collectors are specially trained hunters with two important duties: collecting the toxic plants and creatures that poisonscales eat to produce their poison, and taking captives for slavery or sacrifice.

Among poisonscales, magi are honored advisors. Because of their toxic magic, they live short lives.

Poisonscale myrmidons lack other poisonscales' ability to produce poison, but they make up for it with greater strength and thicker scales.

Poisonscale savages enjoy "counting coup" by touching enemies with their tails. When they defeat their enemies, they take trophies from the bodies.

## Encounter Groups

Lizardfolk hunt in mixed groups, taking roles in hunting parties according to their diverse talents.

**Level 3 Encounter (XP 850)**
- ✦ 1 greenscale darter (level 5 lurker, *MM* 178)
- ✦ 2 greenscale hunters (level 4 skirmisher, *MM* 178)
- ✦ 2 poisonscale collectors (level 3 lurker)

ZOLTAN BOROS & GABOR SZIKSZAI

# LYCANTHROPE

Hereditary shapeshifters, lycanthropes are feared in communities both large and small. In its natural form, a lycanthrope appears as a blend of humanoid and beast, but it can choose to wear a humanoid disguise or an animal shape.

## Wereboar

Wereboars are brutish humanoids that are easily angered and that transform into lycanthropic form when incited. A wereboar is a provocateur, and seeks out fights in taverns and on city streets, where it can use its size and strength in close quarters.

| **Wereboar** | **Level 6 Brute** |
|---|---|
| Large natural humanoid (shapechanger) | XP 250 |

**Initiative** +3 **Senses** Perception +4
**HP** 61; **Bloodied** 33; see also *bloodied resilience* and *death strike*
**Regeneration** 5
**AC** 17; **Fortitude** 21, **Reflex** 16, **Will** 17
**Immune** moontusk fever; **Vulnerable** silver (if the wereboar takes damage from a silver weapon, its regeneration does not function on its next turn)
**Speed** 6 (8 in boar form)

⊕ **Maul** (standard; usable only while in humanoid form; at-will) ✦ **Weapon**
+9 vs. AC; 2d6 + 6 damage.

⊕ **Gore** (standard; usable only while in boar form; at-will) ✦ **Disease**
+9 vs. AC; 1d8 + 6 damage, ongoing 5 damage (save ends), and the target is exposed to moontusk fever (see below).

⸸ **Death Strike** (when the werebear drops to 0 hit points)
The wereboar makes a gore or a maul attack.

**Bloodied Resilience** (while bloodied)
The wereboar gains a +2 bonus to all defenses and deals ongoing 10 damage with its gore attack instead of ongoing 5 damage.

**Change Shape** (minor; at-will) ✦ **Polymorph**
A wereboar can alter its physical form to appear as a dire boar (*MM* 35) or a unique humanoid (see "Change Shape," page 216).

**Alignment** Evil **Languages** Common
**Skills** Athletics +13, Endurance +11, Intimidate +8

| | | |
|---|---|---|
| **Str** 20 (+8) | **Dex** 10 (+3) | **Wis** 12 (+4) |
| **Con** 16 (+6) | **Int** 10 (+3) | **Cha** 11 (+3) |

**Equipment** hide armor, maul

### Wereboar Tactics

A wereboar looks for any opportunity to utilize its boar form. It engages in battle with minimal cause, charging opponents and using its gore attack.

| **Moontusk Fever** | **Level 6 Disease** | **Endurance** improve DC 17, maintain DC 12, worsen DC 11 or lower |
|---|---|---|

The target is cured.

◀ **Initial Effect:** The target takes a -2 penalty to saving throws while bloodied.

◀▶ While bloodied, the target can roll only one saving throw at the end of its turn, even if it is affected by multiple effects.

▶ **Final State:** When the subject rolls a saving throw while bloodied, it rolls two dice and takes the lower of the two results.

TOMÁS GIORELLO

# Weretiger

Weretigers are cautious combatants. A weretiger uses stealth to stalk an enemy, waiting for the opportune moment to strike.

| **Weretiger** | **Level 11 Elite Skirmisher** |
|---|---|
| Large natural humanoid (shapechanger) | XP 1,200 |
| **Initiative** +9 | **Senses** Perception +12; low-light vision |
| **HP** 172; **Bloodied** 86 | |
| **Regeneration** 10 | |
| **AC** 25; **Fortitude** 23, **Reflex** 22, **Will** 22 | |
| **Immune** moon rage; **Vulnerable** silver (if the weretiger takes damage from a silver weapon, its regeneration does not function on its next turn) | |
| **Saving Throws** +2 | |
| **Speed** 6 (8 in tiger form) | |
| **Action Points** 1 | |
| ⓘ **Katar** (standard; usable only while in humanoid form; at-will) ✦ **Weapon**<br>+16 vs. AC; 2d6 + 6 damage (crit 4d6 + 18). | |
| ⓘ **Bite** (standard; usable only while in tiger form; at-will) ✦ **Disease**<br>+16 vs. AC; 1d8 + 5 damage, and the target is exposed to moon rage (see below). | |
| ⨽ **Feline Fury** (standard; at-will)<br>The weretiger makes two melee basic attacks. It shifts 1 square between the attacks. | |
| ⨽ **Pounce** (standard; usable only when charging; recharge ⚄ ⚅)<br>+16 vs. AC; 2d8 + 5 damage, and the target is pushed 1 square and knocked prone. The weretiger then shifts into the target's vacated space. | |
| ⨽ **Slashing Recoil** (immediate reaction, when an attack misses the weretiger; at-will)<br>The weretiger makes a melee basic attack and shifts 2 squares. | |
| **Change Shape** (minor; at-will) ✦ **Polymorph**<br>A weretiger can alter its physical form to appear as a dire tiger or a unique humanoid (see "Change Shape," page 216). | |
| **Alignment** Evil | **Languages** Common |
| **Skills** Acrobatics +12, Bluff +11, Insight +12, Stealth +12 | |
| **Str** 17 (+8) | **Dex** 14 (+7) **Wis** 14 (+7) |
| **Con** 15 (+7) | **Int** 12 (+6) **Cha** 13 (+6) |
| **Equipment** leather armor, 2 katars | |

## Weretiger Tactics

A weretiger prefers to focus on one adversary at a time using *feline fury* and retreats if engaged by a second opponent. If this happens, the weretiger charges with *pounce* to reengage.

| **Moon Rage** | **Level 11 Disease** | **Endurance** improve DC 21, maintain DC 16, worsen DC 15 or lower |
|---|---|---|
| The target is cured. | **Initial Effect**: The target takes a -2 penalty to attack rolls as its hands begin to grow fur and claws. | The target gains a Strength-based claw attack that deals 1d6 damage. The target can no longer wield weapons or hold implements. This effect remains as long as the subject is diseased. | **Final State:** The target's predatory instincts take over. When the target attacks a creature in combat, it can attack no other creatures until that target is dead or until the end of the encounter. |

STEVE ELLIS

# Werewolf Lord

At the center of many lycanthropic clans, a werewolf lord calls the shots. The most feared of its kind, the werewolf lord is larger, stronger, and smarter than a werewolf and is a vicious adversary.

| **Werewolf Lord** | **Level 13 Elite Brute (Leader)** |
|---|---|
| Large natural humanoid (shapechanger) | XP 1,600 |
| **Initiative** +7 | **Senses** Perception +8; low-light vision |
| **Blood Moon** aura 5; the werewolf lord and any ally within the aura gain a +2 bonus to attack rolls and a +5 bonus to damage rolls against bloodied targets. | |
| **HP** 264; **Bloodied** 132 | |
| **Regeneration** 10 | |
| **AC** 25; **Fortitude** 27, **Reflex** 22, **Will** 24 | |
| **Immune** greater moon fever; **Vulnerable** silver (if the werewolf lord takes damage from a silver weapon, its regeneration does not function on its next turn) | |
| **Saving Throws** +2 | |
| **Speed** 6 (8 in wolf form) | |
| **Action Points** 1 | |
| ⊕ **Falchion** (standard; usable only while in humanoid form; at-will) ✦ **Weapon** | |
| +16 vs. AC; 4d4 + 6 damage (crit 8d4 + 22). | |
| ⊕ **Bite** (standard; usable only while in wolf form; at-will) ✦ **Disease** | |
| +16 vs. AC; 2d12 + 3 damage, and the target is exposed to greater moon frenzy (see below). | |
| ↓ **Canine Fury** (standard; at-will) | |
| The werewolf lord makes two melee basic attacks. | |
| ↓ **Speed of the Wolf** (standard; usable only in wolf form; recharge ⚄ ⚅) | |
| The werewolf lord shifts 6 squares and makes a bite attack. | |
| ⇙ **Savage Howl** (minor; encounter) | |
| Close burst 10; each ally in the burst gains 15 temporary hit points. In addition, each ally that has a bite attack makes a bite attack as a free action. | |
| **Change Shape** (minor; at-will) ✦ **Polymorph** | |
| A werewolf lord can alter its physical form to appear as a dire wolf (*MM* 264) or a unique humanoid (see "Change Shape," page 216). | |
| **Alignment** Evil | **Languages** Common |
| **Skills** Athletics +17, Bluff +14, Endurance +14, Intimidate +14 | |
| **Str** 22 (+12) | **Dex** 12 (+7) **Wis** 15 (+8) |
| **Con** 17 (+9) | **Int** 13 (+7) **Cha** 16 (+9) |
| **Equipment** chain armor, falchion | |

## Werewolf Lord Tactics

The impressive physique of a werewolf lord often leads foes to underestimate its cunning. A werewolf lord guides the attacks of its group, inspiring its allies to greater ferocity with its *savage howl* and its *blood moon* aura.

| **Greater Moon Frenzy** | **Level 13 Disease** | **Endurance** improve DC 23, maintain DC 18, worsen DC 17 or lower |
|---|---|---|
| The target is cured. | **Initial Effect:** The target takes a –2 penalty to Will. | While bloodied, the target must make a saving throw at the end of each turn. If the saving throw fails, the target makes a melee attack on its next turn against a random target within 5 squares of it. If no targets are within 5 squares, the target does nothing but move in a randomly chosen direction. | **Final State:** The target attacks the nearest creature in its line of sight. If it cannot see any other creatures, it does nothing but move in a randomly chosen direction. |

# Lycanthrope Lore

**Nature DC 16:** Lycanthropy is hereditary, and lycanthropes mate with other lycanthropes to produce lycanthropic offspring. Some lycanthropes can also mate with humanoids, producing lycanthropic children. However, the blood is diluted in this way, and such children never change forms or instead become shifters.

**Nature DC 21:** Legend says that Melora created lycanthropes, and they are affected by the full moon and silver because of a feud between Melora and Sehanine. Lycanthropes are most active on nights with a full moon. Silver, the moon metal, cuts them to the quick.

# Encounter Groups

As shapechangers, lycanthropes can be found with a wide variety of creatures. But only those who can keep up with the bestial fury of lycanthropes remain connected to them for long.

**Level 6 Encounter (XP 1,200)**
- ✦ 2 half-orc hunters (level 5 skirmisher)
- ✦ 1 human hexer (level 7 controller)
- ✦ 2 wereboars (level 6 brute)

**Level 12 Encounter (XP 3,500)**
- ✦ 1 eladrin bladesinger (level 11 skirmisher)
- ✦ 2 weretigers (level 11 elite skirmisher)
- ✦ 1 will-o'-wisp (level 10 lurker)

**Level 13 Encounter (XP 4,250)**
- ✦ 1 werewolf pack lord (level 13 elite brute)
- ✦ 3 werewolves (level 8 brute, *MM* 181)
- ✦ 4 worgs (level 9 brute, *MM* 265)

# MAMMOTH

Mammoths are furry, elephantlike creatures that roam the freezing steppes. The furious Nyfellar mammoth, a creature made partially of ice, hits foes like an avalanche.

| **Nyfellar Mammoth** | **Level 17 Brute** |
|---|---|
| Huge elemental beast (mount) | XP 1,600 |
| **Initiative** +6 **Senses** Perception +10 | |
| **HP** 202; **Bloodied** 101 | |
| **AC** 29; **Fortitude** 33, **Reflex** 24, **Will** 28 | |
| **Resist** 10 cold | |
| **Speed** 8 (ice walk) | |
| ⊕ **Gore** (standard; at-will) | |
| Reach 2; +20 vs. AC; 2d10 + 10 damage. | |
| ⚔ **Stamp** (standard; at-will) ✦ **Cold** | |
| +18 vs. Fortitude; 2d6 + 10 damage plus 1d6 cold damage, and the target is knocked prone. | |
| ⚔ **Blizzard Trample** (standard; recharges when the Nyfellar mammoth is first bloodied or when it takes cold damage) | |
| The Nyfellar mammoth moves 8 squares and can move through enemy-occupied spaces, making one stamp attack against each of those enemies. | |
| ⚔ **Tusk Toss** (standard; recharge ⚅ ⚄ ⚃) | |
| Reach 2; +18 vs. Fortitude; 1d10 + 5 damage, and the mammoth slides the target 5 squares. The target falls from a height of up to 30 feet (6 squares) into the space where it ends the slide and takes falling damage, if applicable. | |
| **Bitterwind Charge** (while mounted by a friendly rider of 17th level or higher; at-will) ✦ **Mount** | |
| When charging, the Nyfellar mammoth can use *blizzard trample* or *tusk toss* instead of a melee basic attack. After the mammoth's attack, its rider makes a melee basic attack as a free action. | |
| **Icebound Footing** | |
| When an effect pulls, pushes, or slides the Nyfellar mammoth, the mammoth moves 2 squares less than the effect specifies. The mammoth can make a saving throw to avoid being knocked prone. | |
| **Alignment** Unaligned **Languages** – | |
| **Str** 30 (+18) **Dex** 10 (+8) **Wis** 18 (+12) | |
| **Con** 22 (+14) **Int** 2 (+4) **Cha** 9 (+7) | |

## Nyfellar Mammoth Tactics

The Nyfellar mammoth charges enemies with a stamp and then uses *tusk toss*. It fights until those threatening it flee or until it dies.

TOMÁS GIORELLO

## Mammoth Lore

**Arcana DC 20:** The massive Nyfellar mammoths have their origins in Nyfell, the frozen land in the Elemental Chaos from which frost giants hail. Frost giants brought these beasts to the world. Because Nyfellar mammoths can subsist on a variety of food and ice, they can live in inhospitable frozen regions.

## Encounter Groups

Frost giants use Nyfellar mammoths for warfare and raids. A favorite frost giant tactic is to ready an attack against the victim of a *tusk toss*.

**Level 17 Encounter (XP 9,200)**
- ✦ 2 frost giants (level 17 brute)
- ✦ 2 Nyfellar mammoths (level 17 brute)
- ✦ 1 rimefire griffon (level 20 skirmisher, *MM* 147)

# MARUT

Valuing order and oaths of service, a marut hones its skills for a particular purpose. Maruts serve other entities as mercenaries or serve their own mysterious ends.

## Marut Castigator

Marut castigators identify those who violate the law, subduing them for judgment.

**Marut Castigator** **Level 21 Skirmisher**
Medium immortal humanoid XP 3,200

**Initiative** +19 **Senses** Perception +21; truesight 10
**HP** 146; **Bloodied** 73
**Regeneration** 10
**AC** 35; **Fortitude** 33, **Reflex** 34, **Will** 33
**Immune** sleep; **Resist** 10 thunder
**Speed** 8, fly 4 (hover), teleport 4

⊕ **Double Sword** (standard; at-will) ✦ **Lightning, Weapon**
+26 vs. AC; 3d8 + 5 damage. The marut castigator can choose to have the attack deal lightning damage.

**Double Attack** (standard; recharge ⚅ ⚄ ⚃)
The marut castigator makes two double sword attacks.

**Punisher's Lash** (standard; at-will) ✦ **Lightning**
Reach 2; +23 vs. Reflex; 2d6 + 7 lightning damage, and the target is slowed and cannot teleport until the end of the marut castigator's next turn.

**Thunderbolt Strike** (standard; recharges when both attacks of *double attack* hit) ✦ **Teleportation, Thunder**
The marut castigator teleports 4 squares and makes a double sword attack that deals 2d6 extra thunder damage.

**Alignment** Unaligned **Languages** Supernal
**Skills** Acrobatics +22
**Str** 22 (+16) **Dex** 25 (+17) **Wis** 22 (+16)
**Con** 20 (+15) **Int** 14 (+12) **Cha** 15 (+12)
**Equipment** double sword

## Marut Prosecutor

A marut prosecutor's word is marut law. Woe to any who fail to obey that law when a marut is near.

**Marut Prosecutor** **Level 21 Controller (Leader)**
Medium immortal humanoid XP 3,200

**Initiative** +13 **Senses** Perception +21; truesight 10
**HP** 147; **Bloodied** 73
**Regeneration** 10
**AC** 35; **Fortitude** 32, **Reflex** 33, **Will** 33
**Immune** sleep; **Resist** 10 thunder
**Speed** 8, fly 4 (hover), teleport 4

⊕ **Slam** (standard; at-will) ✦ **Thunder**
+26 vs. AC; 1d10 + 4 damage plus 1d6 thunder damage, and the target is slowed (save ends).

**Dictum** (minor; at-will)
Ranged 10; +22 vs. Fortitude; the target is immobilized (save ends).

**Biting Testimony** (standard; at-will) ✦ **Psychic**
Close burst 10; targets one enemy; +25 vs. Will; 3d6 + 7 psychic damage, and the target takes a -2 penalty to attack rolls, skill checks, and ability checks (save ends).

**Sigil of Indictment** (minor; usable only when no creature is affected by this power; at-will) ✦ **Psychic**
Close burst 10; targets one enemy; +25 vs. Will; until the end of the marut prosecutor's next turn, the target grants combat advantage to the prosecutor, and the prosecutor and its allies deal 5 extra psychic damage against the creature. *Sustain Minor:* The effect persists.

**Justice Restrained**
A slowed, immobilized, or restrained creature takes a -2 penalty to attack rolls against a marut prosecutor.

**Alignment** Unaligned **Languages** Supernal
**Skills** Insight +21, Intimidate +22
**Str** 18 (+14) **Dex** 16 (+13) **Wis** 23 (+16)
**Con** 21 (+15) **Int** 23 (+16) **Cha** 24 (+17)

### Marut Prosecutor Tactics

The prosecutor singles out one enemy—preferably one who has violated the marut's creed—and places a *sigil of indictment* on it. The prosecutor then uses *dictum* to prevent escape and *biting testimony* to break the enemy's spirit by shouting out the enemy's crimes, failures, or flaws.

## Marut Executioner

The marut executioner slays those who oppose marut actions or who do not repay maruts for aid.

**Marut Executioner** **Level 22 Brute**
Medium immortal humanoid XP 4,150

**Initiative** +17 **Senses** Perception +13; truesight 10
**HP** 205; **Bloodied** 102
**Regeneration** 10
**AC** 34; **Fortitude** 34, **Reflex** 33, **Will** 34
**Immune** sleep; **Resist** 10 thunder
**Speed** 8, fly 4 (hover), teleport 4

⊕ **Double Axe** (standard; at-will) ✦ **Thunder, Weapon**
+25 vs. AC; 2d10 + 4 damage plus 2d8 thunder damage. On a critical hit, the target is also knocked prone.

**Warranted Stroke** (standard; recharges when first bloodied) ✦ **Thunder**
Targets a bloodied creature; +27 vs. AC; 4d6 + 8 damage plus 2d8 thunder damage, and the target is knocked prone. If this attack reduces the target to 0 hit points or fewer, the marut executioner gains 1 action point.

**Execution's Call** (standard; encounter) ✦ **Thunder**
Close blast 5; targets enemies; +23 vs. Fortitude; 2d6 + 7 thunder damage, and the marut executioner pulls the target into a space adjacent to it. *Miss:* Half damage.

**Slayer's Fury** (standard; encounter) ✦ **Thunder, Weapon**
Close burst 1; targets enemies; +23 vs. AC; 2d10 + 4 damage plus 2d8 thunder damage. On a critical hit, the target is also knocked prone.

**Alignment** Unaligned **Languages** Supernal
**Skills** Endurance +23, Intimidate +23
**Str** 26 (+19) **Dex** 23 (+17) **Wis** 15 (+13)
**Con** 25 (+18) **Int** 14 (+13) **Cha** 24 (+18)
**Equipment** double axe

*(Left to right) marut castigator, executioner, and prosecutor*

## Marut Lore

**Religion DC 22:** Maruts require no sustenance. Maruts take no slaves, but they sometimes have mortal servitors in their astral fortresses. They do accept or request services as payment for completed tasks—so maruts might accept indentured servitude or other compulsory services. Although maruts rarely mistreat their servants, they are strict and uncompassionate taskmasters.

**Religion DC 27:** Although maruts are thought of as a unified race, they divide themselves along ethical and militaristic lines into units they call cadres. Marut cadres dedicated to philosophies other than the upholding of oaths and the fair dispensing of justice also exist. A few cadres serve the Raven Queen.

### Bargaining with Maruts

A marut is an inscrutable being of cosmic balance. It is insightful and careful, but it is fallible. While under contract, a marut acts in its employer's interests. Only a reasoned appeal to a marut's beliefs, proof that a contract contains falsehood, or a mission of greater importance can cause a marut to abandon its task. Maruts might undertake tasks that support their beliefs without requesting payment.

**Religion DC 29:** Maruts favor strict interpretation of laws and contracts and the upholding of oaths. The love of order and battle they share with angels is more than coincidental. Maruts consider themselves to be astral spirits of the air, despite the fact that they appear to be made of solid stone and to be clad in metal. The designation makes sense. Maruts fly without wings, and they live and roam about in mobile fortresses floating on the Astral Sea.

## Encounter Groups

Maruts of various cadres work together and with other races when a task furthers their overarching beliefs. They do so under contract.

**Level 21 Encounter (XP 17,500)**
- 1 djinn vizier (level 20 artillery)
- 2 marut castigators (level 21 skirmisher)
- 2 marut executioners (level 22 brute)

**Level 23 Encounter (XP 27,750)**
- 2 marut castigators (level 21 skirmisher)
- 1 marut prosecutor (level 21 controller)
- 3 rakshasa dread knights (level 24 soldier, *MM* 218)

JASON A. ENGLE

# Myconid

Insidious fungal menaces from Feywild caverns polluted by the fomorians, myconids strive only to spread across their territories, contaminating those places with their presence.

## Myconid Rotpriest

The myconid rotpriest is the colony's healer and scapegoat, taking the damage of others so that the colony as a whole can survive.

**Myconid Rotpriest** **Level 3 Brute (Leader)**
Medium fey humanoid (plant) XP 150
**Initiative** +2 **Senses** Perception +3; tremorsense 10
**HP** 48; **Bloodied** 24; see also *life burst*
**Regeneration** 5
**AC** 15; **Fortitude** 16, **Reflex** 13, **Will** 16
**Vulnerable** radiant (if the myconid rotpriest takes radiant damage, its regeneration does not function until the end of the rotpriest's next turn)
**Speed** 5
⊕ **Stipe Staff** (standard; at-will) ✦ **Weapon**
+6 vs. AC; 2d10 + 3 damage.
✧ **Decomposing Spray** (standard; at-will) ✦ **Necrotic**
Close burst 3; +6 vs. Fortitude; 1d10 + 3 necrotic damage.
✧ **Life Burst** (when reduced to 0 hit points) ✦ **Healing**
Close burst 1; targets living creatures; the target regains 10 hit points.
**Roots of the Colony** (free, when the myconid rotpriest is hit by an attack while a myconid ally is within 5 squares of it; at-will)
The rotpriest takes half damage from the attack, and the myconid ally takes the same amount of damage.
**Sacrifice for the Colony** (free, when a myconid ally uses *roots of the colony* to deal damage to the myconid rotpriest; at-will)
The rotpriest takes the damage dealt to the ally, and the ally takes none.
**Alignment** Unaligned **Languages** –
**Str** 10 (+1) **Dex** 12 (+2) **Wis** 15 (+3)
**Con** 18 (+5) **Int** 10 (+1) **Cha** 18 (+5)
**Equipment** quarterstaff

### Myconid Rotpriest Tactics

A rotpriest positions itself among allies in combat, absorbing their damage with *roots of the colony* and *sacrifice for the colony* and then regenerating. It uses *decomposing spray* when it can hit multiple targets. Otherwise, it uses its *stipe staff* to bludgeon enemies into submission.

## Myconid Sovereign

The myconid sovereign commands the allegiance of its colony. This towering fungal leader holds silent court over its underlings.

**Myconid Sovereign** **Level 4 Controller (Leader)**
Large fey humanoid (plant) XP 175
**Initiative** +2 **Senses** Perception +0; tremorsense 10
**HP** 58; **Bloodied** 29
**AC** 18; **Fortitude** 18, **Reflex** 14, **Will** 15
**Speed** 6
⊕ **Slam** (standard; at-will)
+9 vs. AC; 2d6 + 3 damage.
✧ **Spore Burst** (standard; recharge ⚅ ⚄ ⚃) ✦ **Poison**
Close blast 3; targets nonplants; +8 vs. Will; 1d8 + 3 poison damage, and the target is dazed until the end of the myconid sovereign's next turn.
✧ **Commanding Spores** (standard; at-will)
Close burst 5; targets one plant ally in burst; the target shifts 1 square.
**Roots of the Colony** (free, when the myconid sovereign is hit by an attack while a myconid ally is within 5 squares of it; at-will)
The myconid sovereign takes half of the damage from the attack, and the myconid ally takes the same amount of damage.
**Alignment** Unaligned **Languages** telepathy 5
**Str** 7 (+0) **Dex** 11 (+2) **Wis** 8 (+1)
**Con** 18 (+6) **Int** 7 (+0) **Cha** 12 (+3)

### Myconid Sovereign Tactics

A myconid sovereign fights behind other myconids, relying on them for protection. It uses *commanding spores* to create a defensive wall of myconids. Because other myconids are immune to *spore burst*, the sovereign uses that attack against enemies that are engaged in melee with its allies.

## Myconid Guard

Myconid guards are a colony's protectors and shock troops.

**Myconid Guard** **Level 4 Soldier**
Medium fey humanoid (plant) XP 175
**Initiative** +5 **Senses** Perception +3; tremorsense 10
**HP** 56; **Bloodied** 28
**AC** 18; **Fortitude** 17, **Reflex** 16, **Will** 14
**Speed** 6
⊕ **Spiny Strike** (standard; at-will)
+11 vs. AC; 2d6 + 3 damage.
✧ **Pacification Spores** (standard; encounter) ✦ **Poison**
Close burst 1; +9 vs. Will; 1d6 + 3 poison damage, and the target cannot take a standard action until the end of the myconid guard's next turn.
**Roots of the Colony** (free, when the myconid guard is hit by an attack while a myconid ally is within 5 squares of it; at-will)
The myconid guard takes half damage from the attack, and the myconid ally takes the same amount of damage.
**Alignment** Unaligned **Languages** –
**Str** 18 (+6) **Dex** 16 (+5) **Wis** 12 (+3)
**Con** 16 (+5) **Int** 8 (+1) **Cha** 10 (+2)

*(Left to right) myconid guard, rotpriest, sovereign, and guard*

### Myconid Guard Tactics

When a colony comes under attack, myconid guards charge into combat. They use *pacification spores* to incapacitate enemies, and they attempt to subdue other enemies with *spiny strike* attacks.

## Myconid Lore

**Arcana DC 12:** Myconids are plant creatures touched by the madness of the fomorians. Although not necessarily evil, myconids strive to expand their territory and numbers, which pits them against other creatures competing for the same resources. Myconids like dark places and often prefer the Underdark and the Shadowdark to their home plane.

Because of the inherent resilience of a colony of myconids, other races cultivate them for cheap labor or enslave them. Drow, fomorians, and shadar-kai command myconids in great numbers.

**Arcana DC 17:** Vast mushroom forests sprawl over tracts of the Feywild and areas of the Underdark and the Shadowdark, providing myconids with ideal conditions under which to thrive and to multiply. Other fungal creatures represent a full range of predators of and prey for myconids.

**Arcana DC 19:** Myconids communicate with each other by releasing spores. These spores convey raw emotions such as fear, satisfaction, and desire. A colony's sovereign is the only myconid that can communicate with other types of creatures, which it does by using its telepathy.

## Encounter Groups

Shadowfell- and Underdark-dwelling civilizations co-opt myconid colonies. Myconids can thrive in a wide range of places, including forest glades, deep dungeons, and the strange landscapes of the Feywild.

**Level 3 Encounter (XP 850)**
- 1 deathjump spider (level 4 skirmisher)
- 2 myconid guards (level 4 soldier)
- 1 myconid rotpriest (level 3 brute)
- 1 myconid sovereign (level 4 controller)

**Level 4 Encounter (XP 875)**
- 2 arbalesters (level 4 artillery)
- 1 green slime (level 4 lurker)
- 2 myconid guards (level 4 soldier)

**Level 5 Encounter (XP 1,100)**
- 1 geonid (level 6 lurker)
- 2 myconid rotpriests (level 4 brute)
- 2 rust monsters (level 6 skirmisher)

STEVE PRESCOTT

# NEOGI

Neogi see the world in terms of ownership. The strong rule and possess the weak. Slavery and trade form the foundations of neogi culture, making neogi reliable merchants to devils, giants, drow, and other dark forces.

## Neogi Slaver

The neogi slaver seeks to bring foes to their knees rather than kill them. Dead slaves aren't worth much on the market.

**Neogi Slaver** **Level 10 Controller (Leader)**
Medium aberrant magical beast XP 500

**Initiative** +7 **Senses** Perception +8; darkvision
**HP** 106; **Bloodied** 53
**AC** 24; **Fortitude** 21, **Reflex** 22, **Will** 23
**Immune** dazed
**Speed** 8, climb 6 (spider climb)

⊕ **Bite** (standard; at-will) ✦ **Poison**
+14 vs. AC; 1d6 + 3 damage, and ongoing 5 poison damage (save ends). *First Failed Saving Throw:* The target is slowed (save ends).

**Charm Bolt** (standard; at-will) ✦ **Charm**
Ranged 12; +15 vs. Will; the target takes a -2 penalty to attack rolls on attacks that include the neogi slaver as a target (save ends). *First Failed Saving Throw:* The target treats the slaver as invisible (save ends).

**Psychic Shackle** (standard; recharge ⚄ ⚅) ✦ **Psychic**
Close blast 3; +15 vs. Will; 3d6 + 2 psychic damage, and the target is dazed until the start of the neogi slaver's next turn.

**Thrall Goad** (minor; encounter)
Close burst 6; targets allies; the target makes a saving throw with a +5 bonus.

**Alignment** Evil **Languages** Common, Deep Speech, telepathy 12
**Skills** Bluff +20, Diplomacy +20, Insight +18, Intimidate +20
**Str** 11 (+5) **Dex** 14 (+7) **Wis** 17 (+8)
**Con** 18 (+9) **Int** 19 (+9) **Cha** 21 (+10)

### Neogi Slaver Tactics

The neogi slaver fights just behind the front line, using *charm bolt* to reduce the threat from any enemy targeting it. *Psychic shackle* softens groups of enemies for capture.

## Neogi Spawn Swarm

A swarm of neogi spawn moves toward anything that is neither neogi nor marked as the slave of one, and then tries to eat it.

**Neogi Spawn Swarm** **Level 10 Brute**
Medium aberrant magical beast (swarm) XP 500

**Initiative** +9 **Senses** Perception +8; darkvision
**Swarm Attack** aura 1; each enemy that starts its turn within the aura takes 5 poison damage.
**HP** 131; **Bloodied** 65; see also *psychic scream*
**AC** 23; **Fortitude** 22, **Reflex** 21, **Will** 22
**Immune** dazed; **Resist** half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks
**Speed** 6, climb 6 (spider climb)

⊕ **Bite** (standard; at-will) ✦ **Poison**
+13 vs. AC; 2d6 + 4 damage, and ongoing 5 poison damage (save ends). *First Failed Saving Throw:* The target is also slowed (save ends).

**Psychic Scream** (when first bloodied and again when the neogi spawn swarm drops to 0 hit points) ✦ **Psychic**
Close burst 1; targets enemies; +11 vs. Will; 2d6 + 2 psychic damage, and the target is dazed (save ends).

**Alignment** Evil **Languages** Deep Speech
**Str** 18 (+9) **Dex** 19 (+9) **Wis** 17 (+8)
**Con** 21 (+10) **Int** 5 (+2) **Cha** 21 (+10)

### Neogi Spawn Swarm Tactics

These partially formed slugs have no higher goal than to sate their endless hunger and no tactical plans beyond consuming the flesh of any creature present.

## Neogi Great Old Master

Unquestioned rulers of their trade clans, great old masters are living brood nests. Each carries within itself the fertile eggs of a whole neogi clan, as well as larval masses developing into neogi spawn.

**Neogi Great Old Master** **Level 16 Controller**
Large aberrant magical beast XP 1,400

**Initiative** +10 **Senses** Perception +12; darkvision
**Thrall Field** aura 1; each enemy within the aura takes a -4 penalty to saving throws.
**HP** 157; **Bloodied** 78; see also *larva burst*
**AC** 30; **Fortitude** 27, **Reflex** 28, **Will** 29
**Immune** dazed
**Speed** 6, climb 4 (spider climb)

⊕ **Scythe Claw** (standard; at-will)
Reach 3; +21 vs. AC; 2d8 + 7 damage, and the target is knocked prone.

**Enslaving Bolt** (standard; at-will) ✦ **Charm, Psychic**
Ranged 12; +20 vs. Will; 2d6 + 7 psychic damage, and the target is slowed (save ends). *First Failed Saving Throw:* The target takes a -2 penalty to attack rolls on attacks that include the neogi great old master as a target. *Second Failed Saving Throw:* The target is dominated (save ends). *Third Failed Saving Throw:* If the target is bloodied, it is dominated until it takes an extended rest.

**Larva Burst** (when first bloodied; encounter) ✦ **Zone**
Close burst 2; targets enemies; +20 vs. Reflex; 2d10 + 5 damage, and the target is slowed (save ends). *Effect:* The burst creates a zone of squirming grubs and larvae that lasts until the end of the encounter. The zone is difficult terrain.

**Psychic Shackle** (standard; recharge ⚅ ⚄ ⚃) ✦ **Psychic**
Close blast 4; +20 vs. Will; 3d6 + 7 psychic damage, and the target is dazed until the start of the neogi great old master's next turn.

**Alignment** Evil **Languages** Common, Deep Speech, telepathy 12
**Skills** Bluff +20, Diplomacy +20, Insight +18, Intimidate +20
**Str** 20 (+13) **Dex** 14 (+10) **Wis** 18 (+12)
**Con** 21 (+13) **Int** 22 (+14) **Cha** 24 (+15)

### Neogi Great Old Master Tactics

When forced into battle as the leader of its clan, a neogi great old master moves to the center of conflict, uses its long, scythelike legs for *scythe claw* attacks, and uses *enslaving bolt* to dominate its enemies.

## Neogi Lore

**Dungeoneering DC 16:** Neogi see everything in terms of ownership and lay claim to everything not already claimed by a creature more powerful than they are. Travelers of dark lands and strange realms, neogi embark on trade missions to barter with powerful evil creatures. They buy and sell slaves, exotic goods, and odd magic baubles.

**Dungeoneering DC 21:** Neogi originate in the Far Realm. They avoid the deadly mind flayers. Once owned by illithidlike beings in the Far Realm, neogi also avoid entanglements with illithids in the world.

Great old masters rule every neogi trade clan. Drooling horrors, they brim with vile intellect and the unborn spawn of their clans.

Neogi spawn are adolescents with small brains to match their relatively tiny bodies. They tumble about neogi colonies under the watchful eyes of their guardians.

## Encounter Groups

Neogi rarely appear without slaves in tow. Some slaves fall so fully under neogi control that the slaves willingly aid their masters in combat.

**Level 13 Encounter (4,800 XP)**
- ✦ 3 neogi slavers (level 10 controller)
- ✦ 1 neogi spawn swarm (level 10 brute)
- ✦ 2 umber hulks (level 12 elite soldier, *MM* 256)

**Level 15 Encounter (6,150 XP)**
- ✦ 5 kuo-toa guards (level 16 minion, *MM* 172)
- ✦ 2 kuo-toa harpooners (level 14 soldier, *MM* 172)
- ✦ 1 neogi great old master (level 16 controller)
- ✦ 2 neogi slavers (level 10 controller)

WARREN MAHY

***(Back to front) neogi great old master and neogi slaver***

Aberrant creatures carried to the planes on drifting pieces of the Far Realm, nothics have fragmented intellects strung together by tenuous sanity. Typically controlled by a more powerful master, a nothic's propensity for random, seemingly insane actions makes it more like an amusing pet than a servitor.

## Nothic Cackler

The nothic cackler gibbers and capers madly about, hardly seeming to care about foes even in the midst of combat.

**Nothic Cackler** **Level 15 Artillery**
Medium aberrant humanoid XP 1,200

**Initiative** +11 **Senses** Perception +9; darkvision, truesight 10
**HP** 116; **Bloodied** 58
**AC** 27; **Fortitude** 28, **Reflex** 29, **Will** 25
**Speed** 6

⊕ **Claw** (standard; at-will)
+21 vs. AC; 1d6 + 5 damage.

**Mind Rot** (standard; at-will) ✦ **Charm, Psychic**
Ranged 10; +20 vs. Will; 2d6 + 3 psychic damage, and the nothic cackler slides the target 6 squares. The target then makes a melee basic attack against a target of the cackler's choice.

**Rotting Gaze** (standard; at-will) ✦ **Necrotic**
Ranged 10; targets one, two, or three enemies; +18 vs. Fortitude; 2d6 + 5 necrotic damage, and the target takes a -2 penalty to all defenses (save ends).

**Maddening Cackle** (standard; recharge ⚄ ⚅) ✦ **Fear, Psychic**
Close burst 3; targets enemies; +18 vs. Will; 2d8 + 6 psychic damage, and the nothic cackler pushes the target 2 squares. At the start of the target's next turn, the cackler slides the target 2 squares.

**Distorted Visage**
When a nothic cackler moves at least 4 squares during its turn, it gains a +2 bonus to AC and Reflex until the end of its next turn.

**Alignment** Unaligned **Languages** Deep Speech
**Skills** Stealth +16
**Str** 19 (+11) **Dex** 19 (+11) **Wis** 14 (+9)
**Con** 20 (+12) **Int** 9 (+6) **Cha** 10 (+7)

## Nothic Mindblight

As morose and sedentary as the nothic cackler is crazed, the nothic mindblight uses the dizzying effect of its single eye to disorient enemies and sow chaos among their ranks.

**Nothic Mindblight** **Level 19 Controller**
Medium aberrant humanoid XP 2,400

**Initiative** +14 **Senses** Perception +11; darkvision, truesight 10
**Eye Lure** aura 3; the nothic mindblight slides each creature that starts its turn within the aura 2 squares.
**HP** 180; **Bloodied** 90
**AC** 32; **Fortitude** 32, **Reflex** 32, **Will** 29
**Speed** 6

⊕ **Claw** (standard; at-will) ✦ **Necrotic**
+24 vs. AC; 2d6 + 3 damage, and ongoing 5 necrotic damage (save ends).

**Eye of Insanity** (standard; recharges when no creature is dominated by the nothic mindblight) ✦ **Fear**
Ranged 5; +23 vs. Will; the target is dominated (save ends). *Aftereffect:* The target is dazed until the end of its next turn.

**Necrotic Eye** (standard; at-will) ✦ **Necrotic**
Close blast 5; +23 vs. Fortitude; the target takes ongoing 10 necrotic damage (save ends).

**Mesmerizing Visage** (standard; recharge ⚄ ⚅) ✦ **Charm, Psychic**
Area burst 2 within 10; targets enemies; +23 vs. Will; 2d8 + 6 psychic damage, and the target takes a -1 penalty to saving throws (save ends). *First Failed Saving Throw:* The target takes a -3 penalty to saving throws instead of -1 (save ends).

**Alignment** Unaligned **Languages** Deep Speech
**Skills** Stealth +19
**Str** 21 (+14) **Dex** 20 (+14) **Wis** 15 (+11)
**Con** 20 (+14) **Int** 10 (+9) **Cha** 12 (+10)

DES HANLEY

# Nothic Eye of Vecna

Eyes of Vecna have strong connections to Vecna, and their powers can inflict withering attacks upon enemies, rotting the flesh.

| **Nothic Eye of Vecna** | **Level 22 Lurker (Leader)** |
|---|---|
| Medium aberrant humanoid | XP 4,150 |
| **Initiative** +23 | **Senses** Perception +15; darkvision, truesight 10 |
| **Soul Decay** aura 3; each undead ally within the aura at the start of the nothic eye of Vecna's turn makes a melee basic attack against an enemy as a free action. | |
| **HP** 162; **Bloodied** 81 | |
| **AC** 36; **Fortitude** 34, **Reflex** 36, **Will** 32 | |
| **Speed** 6 | |
| ⊕ **Claw** (standard; at-will) ✦ **Necrotic** | |
| +27 vs. AC; 2d12 + 6 necrotic damage, and the target is immobilized and takes a –2 penalty to saving throws (save ends both). | |
| ⊹ **Mobile Melee Attack** (standard; at-will) | |
| The nothic eye of Vecna moves its speed and makes a claw attack during the move. The eye of Vecna does not provoke opportunity attacks while moving away from the target of this attack. | |
| ⊹ **Eye Rot** (minor; recharges when the nothic eye of Vecna is not invisible to any creature) | |
| Close burst 10; targets enemies; only one attack roll against all enemies; +28 vs. Fortitude; the eye of Vecna is invisible to the target (save ends). | |
| **Invisible Advantage** | |
| When a nothic eye of Vecna hits a creature that cannot see it, one ally adjacent to the target makes an opportunity attack against the target. | |
| **Alignment** Unaligned | **Languages** Deep Speech |
| **Skills** Stealth +24 | |
| **Str** 23 (+17) | **Dex** 26 (+19) **Wis** 18 (+15) |
| **Con** 24 (+18) | **Int** 12 (+12) **Cha** 14 (+13) |

# Nothic Lore

**Dungeoneering DC 18:** Nothics are aberrant creatures that have drifted into the world and into other planes from the Far Realm. They have a semblance of intellect, but their hold on sanity is tenuous. A nothic can be identified by its awkward gait and its single eye, which can afflict enemies with various conditions. Nothics cackle maddeningly for no apparent reason.

**Dungeoneering DC 23:** Nothics serve powerful creatures that enjoy their erratic and amusing behavior. Nothic are also vicious combatants; they defend their masters with devotion.

**Dungeoneering DC 25:** Nothics live among the undead and in cults of Vecna, serving as guardians and jesters. Nothics in Vecna cults develop terrible gifts granted by the god of secrets. Their strong psychic connections to the Maimed God allow Vecna to see through the eye of any such nothic upon which he focuses attention, allowing him to gather secrets and keep tabs on those in his service.

# Encounter Groups

The typical nothic is a cross between a court jester and a torturer in the court of a powerful evil creature. Barely sane, nothics perform functions other creatures might not consider.

**Level 14 Encounter (XP 5,400)**
- ✦ 1 mind flayer infiltrator (level 14 lurker, *MM* 188)
- ✦ 2 nothic cacklers (level 15 artillery)
- ✦ 2 war trolls (level 14 soldier, *MM* 254)

**Level 18 Encounter (XP 10,000)**
- ✦ 2 aboleth lashers (level 17 brute, *MM* 8)
- ✦ 1 death hag (level 18 soldier, *MM* 151)
- ✦ 2 nothic mindblights (level 19 controller)

**Level 21 Encounter (XP 16,550)**
- ✦ 3 bodak reavers (level 18 soldier, *MM* 36)
- ✦ 1 dark naga (level 21 elite controller, *MM* 194)
- ✦ 1 nothic eye of Vecna (level 22 lurker)

CHIPPY

Deceptive humanoids imbued with supernatural powers, oni dominate their surroundings, becoming leaders to be reckoned with.

## Oni Devourer

Oni devourers commonly serve more powerful, evil spellcasters. By day, they disguise themselves as ascetics, beggars, and priests. At night, they become ghoulish monstrosities hunting humanoids for food.

**Oni Devourer** **Level 7 Soldier**
Medium natural humanoid XP 300

**Initiative** +8 **Senses** Perception +3; darkvision
**HP** 78; **Bloodied** 39
**AC** 23; **Fortitude** 19, **Reflex** 19, **Will** 18
**Speed** 6, climb 4

⊕ **Claws** (standard; at-will)
+14 vs. AC; 1d6 + 3 damage, and the target is slowed (save ends).

↓ **Devour** (standard; recharge ⚄ ⁞⁞)
+14 vs. AC; 2d6 + 3 damage, and the target takes a -5 penalty to saving throws (save ends).

↷ **Hypnotic Glare** (standard; encounter) ✦ **Charm, Gaze**
Ranged 10; +12 vs. Will; the target is pulled 5 squares and dazed (save ends).

**Deceptive Veil** (minor; at-will) ✦ **Illusion**
The oni devourer can disguise itself to appear as any Medium natural humanoid. A creature can see through the disguise with a successful Insight check versus the devourer's Bluff check.

**Alignment** Evil **Languages** Common, Giant
**Skills** Bluff +13, Stealth +11
**Str** 17 (+6) **Dex** 17 (+6) **Wis** 11 (+3)
**Con** 14 (+5) **Int** 10 (+3) **Cha** 14 (+5)

## Oni Overlord

Brutal thugs devoted to avarice and bloodshed, oni overlords command groups of violent cronies. Oni overlords aren't as subtle as their brethren, and they make ostentatious displays of wealth and power.

**Oni Overlord** **Level 12 Elite Brute (Leader)**
Large natural humanoid XP 1,400

**Initiative** +7 **Senses** Perception +8; darkvision
**Threatening Leader** (**Psychic**) aura 5; each ally within the aura gains a +5 bonus to damage rolls and takes 5 psychic damage if it misses all targets with an attack.
**HP** 296; **Bloodied** 148
**AC** 24; **Fortitude** 25, **Reflex** 24, **Will** 26
**Saving Throws** +2
**Speed** 7, fly 8 (clumsy)
**Action Points** 1

⊕ **Greatclub** (standard; at-will) ✦ **Weapon**
Reach 2; +15 vs. AC; 4d4 + 6 damage, and each creature adjacent to the target takes 5 damage.

↓ **Overlord's Smash** (standard; at-will)
The oni overlord makes a greatclub attack, shifts 1 square, and then makes a second greatclub attack against a different target.

✧ **Overlord's Blast** (standard; recharges when first bloodied) ✦ **Necrotic, Poison**
Close blast 5; +16 vs. Fortitude; 5d6 + 5 necrotic and poison damage, and the target gains vulnerable 5 necrotic and vulnerable 5 poison until the end of the oni overlord's next turn.

✧ **Crush the Will** (free, when the oni overlord damages an enemy; recharge ⚄ ⁞⁞) ✦ **Fear**
Close burst 5; targets enemies; +15 vs. Will; the target grants combat advantage to the overlord until the end of the overlord's next turn.

**Violent Reward** (immediate reaction, when an ally within 10 squares of the oni overlord damages an enemy; at-will)
The triggering ally gains 5 temporary hit points.

**Deceptive Veil** (minor; at-will) ✦ **Illusion**
The oni overlord can disguise itself to appear as any Medium or Large humanoid. A creature can see through the disguise with a successful Insight check versus the overlord's Bluff check.

**Alignment** Evil **Languages** Common, Giant
**Skills** Arcana +15, Insight +13, Intimidate +17
**Str** 21 (+11) **Dex** 12 (+7) **Wis** 14 (+8)
**Con** 18 (+10) **Int** 18 (+10) **Cha** 22 (+12)
**Equipment** hide armor, greatclub

WAYNE ENGLAND (2)

# Oni Thunderer

Oni thunderers delight in the pure mayhem of battle. An oni thunderer whips itself into a frenzy as it spins, and then lashes out at its enemies.

| **Oni Thunderer** | **Level 22 Skirmisher** |
|---|---|
| Large natural humanoid | XP 4,150 |
| **Initiative** +21 **Senses** Perception +21; darkvision | |
| **HP** 206; **Bloodied** 103 | |
| **AC** 36; **Fortitude** 33, **Reflex** 35, **Will** 34 | |
| **Speed** 8, teleport 8 | |
| ⊕ **Spiked Chain** (standard; at-will) ✦ **Thunder, Weapon** | |
| Reach 3; +28 vs. AC; 1d12 + 5 damage plus 1d8 thunder damage, and the target is grabbed and pulled into a space adjacent to the oni. | |
| **Thunderclap Portal** (standard; recharge ⚅) ✦ **Teleportation, Thunder** | |
| The oni thunderer teleports 8 squares before or after the attack: close burst 2; targets enemies; +25 vs. Reflex; 2d12 + 8 thunder damage, and the oni thunderer pushes the target 2 squares. If the thunderer has the target grabbed, the attack deals 2d12 extra damage to the grabbed creature, and the grab ends. | |
| **Chain Dance** (immediate reaction, when the oni thunderer is hit by an attack; at-will) ✦ **Teleportation** | |
| The thunderer teleports 3 squares. | |
| **Deceptive Veil** (minor, at-will) ✦ **Illusion** | |
| The oni thunderer can disguise itself to appear as any Medium or Large humanoid. A creature can see through the disguise with a successful Insight check versus the thunderer's Bluff check. | |
| **Alignment** Chaotic evil **Languages** Common, Giant | |
| **Skills** Acrobatics +24, Athletics +23, Bluff +23, Stealth +24 | |
| **Str** 23 (+17) **Dex** 27 (+19) **Wis** 20 (+16) | |
| **Con** 22 (+17) **Int** 16 (+14) **Cha** 24 (+18) | |
| **Equipment** leather armor, spiked chain | |

# Oni Lore

**Nature DC 16:** Oni devourers disguise themselves by day, attacking and eating victims at night.

Oni overlords are tyrants that rule over an organization of lackeys. They seek wealth, power, and control, and don't care who they step on to get it.

**Nature DC 21:** Oni devourers serve a variety of masters, including oni, vampires, hags, and cultists of Zehir. In isolated areas of the world, large groups of devourers infiltrate and take over monasteries, small towns, and trading outposts, using such locations' innocent appearances as a cover. In one case, a group of oni devourers occupied a mountaintop monastery for almost thirty years before adventurers linked them to cases of missing pilgrims and petitioners.

Although they love combat and bloodshed, oni overlords sometimes negotiate with potential victims if they can see an easy benefit. They take on a human appearance when they do so, but are usually identifiable by their excessive jewelry.

**Nature DC 26:** Oni thunderers serve powerful creatures, including dragons, demons, and even undead. They command respect from their masters, leaving employers at inopportune moments if slighted.

# Encounter Groups

Oni keep packs of shadow hounds or trolls as pets or guardians. They fight alongside death giants and titans, and serve powerful dragons or balor demons.

**Level 7 Encounter (XP 1,700)**
- ✦ 2 oni devourers (level 7 soldier)
- ✦ 1 oni night haunter (level 8 elite controller, *MM* 200)
- ✦ 1 troll (level 9 brute, *MM* 254)

**Level 12 Encounter (XP 3,900)**
- ✦ 1 oni overlord (level 12 elite brute)
- ✦ 3 minotaur warriors (level 10 soldier, *MM* 190)
- ✦ 2 scytheclaw drakes (level 10 skirmisher)

**Level 22 Encounter (XP 20,750)**
- ✦ 2 death giants (level 22 brute, *MM* 120)
- ✦ 3 oni thunderers (level 22 skirmisher)

The only purpose oozes serve in the world is to wipe clean the dilapidated, forgotten, and ruined places and free them of vermin, refuse, and adventurers.

## Abolethic Skum

Sometimes an aboleth's enslavement of a humanoid foe goes wrong and the foe becomes a barely sentient pile of aqueous sludge. Out of its remnants of fear and shame, the abolethic skum hungers to destroy anything that reminds it of what it once was.

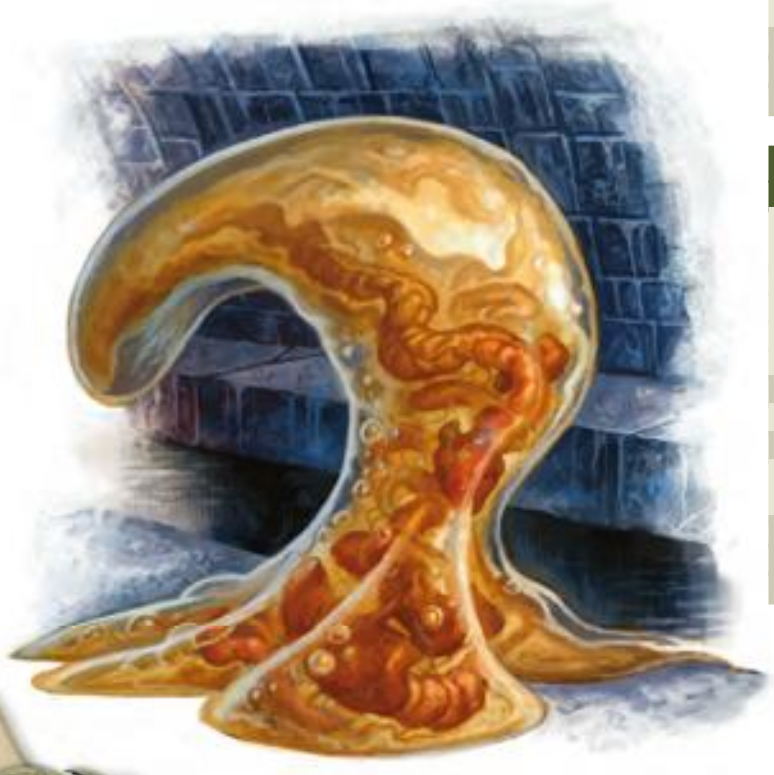
**Abolethic Skum** **Level 18 Minion Brute**
Medium aberrant beast (aquatic, blind, ooze) XP 500

**Initiative** +13 **Senses** Perception +14; blindsight 10, tremorsense 10
**Psychic Dissonance** aura 1; each creature within the aura gains vulnerable 5 psychic damage.
**HP** 1; a missed attack never damages a minion.
**AC** 30; **Fortitude** 32, **Reflex** 30, **Will** 26
**Immune** gaze; **Resist** 20 acid
**Speed** 2, swim 8

⊕ **Slam** (standard; at-will)
+20 vs. Fortitude; 16 damage, and the target is pushed 1 square or slowed until the end of the abolethic skum's next turn.

**Aqueous Form**
An abolethic skum is invisible while in water.

**Alignment** Unaligned **Languages** –
**Str** 16 (+12) **Dex** 19 (+13) **Wis** 11 (+9)
**Con** 23 (+15) **Int** 4 (+6) **Cha** 4 (+6)



### Abolethic Skum Tactics

An abolethic skum likes to fight in its element, slamming enemies into nearby water. Without water nearby, or if accompanied by a master that has psychic attack powers, the skum keeps enemies close and slowed.

## Black Pudding

This mercurial ooze slithers on the ground like a massive pool of tar, waiting to turn anything it encounters into sludge.

**Black Pudding** **Level 8 Elite Brute**
Large natural beast (blind, ooze) XP 700

**Initiative** +6 **Senses** Perception +4; blindsight 10, tremorsense 10
**HP** 163; **Bloodied** 86
**AC** 20; **Fortitude** 22, **Reflex** 20, **Will** 18
**Immune** gaze; **Resist** 15 acid
**Saving Throws** +2
**Speed** 4, climb 3
**Action Points** 1

⊕ **Slam** (standard; at-will) ✦ **Acid**
+9 vs. Fortitude; 2d6 + 4 acid damage, and ongoing 5 acid damage (save ends).

**Engulf** (standard; at-will) ✦ **Acid**
Close blast 3; +9 vs. Fortitude; 2d6 + 4 acid damage, and the target is grabbed. *Sustain Standard:* The black pudding sustains the grab, and the target takes 2d6 acid damage and loses a healing surge. A target that has no healing surges instead takes damage equal to its level.

**Mercurial Body**
A black pudding ignores difficult terrain and does not provoke opportunity attacks by moving.

**Split** (when the black pudding is hit by a weapon attack; at-will)
A black pudding spawn appears in a square adjacent to the black pudding or in the nearest unoccupied square.

**Alignment** Unaligned **Languages** –
**Str** 15 (+6) **Dex** 14 (+6) **Wis** 11 (+4)
**Con** 19 (+8) **Int** 1 (-1) **Cha** 1 (-1)

**Black Pudding Spawn** **Level 8 Minion Brute**
Medium natural beast (blind, ooze) XP 88

**Initiative** +6 **Senses** Perception +4; blindsight 10, tremorsense 10
**HP** 1; a missed attack never damages a minion.
**AC** 22; **Fortitude** 24, **Reflex** 22, **Will** 20
**Immune** gaze; **Resist** 15 acid
**Speed** 4, climb 3

⊕ **Slam** (standard; at-will) ✦ **Acid**
+9 vs. Fortitude; 10 acid damage.

**Mercurial Body**
A black pudding spawn ignores difficult terrain and does not provoke opportunity attacks by moving.

**Alignment** Unaligned **Languages** –
**Str** 15 (+6) **Dex** 14 (+6) **Wis** 11 (+4)
**Con** 19 (+8) **Int** 1 (-1) **Cha** 1 (-1)

### Black Pudding Tactics

A black pudding has no discernible tactics, seeking only to eat the closest targets. It has no sense of self-preservation.

JIM NELSON

## Gray Ooze

Wretched piles of stinking pus, gray oozes seek to dissolve the bones of other creatures into slime, which they use to increase their bulk.

| **Gray Ooze** | **Level 2 Skirmisher** |
|---|---|
| Small natural beast (blind, ooze) | XP 125 |
| **Initiative** +5 | **Senses** Perception +2; blindsight 10, tremorsense 10 |
| **Stench** aura 2; each creature within the aura takes a -2 penalty to attack rolls. | |
| **HP** 43; **Bloodied** 21 | |
| **AC** 15; **Fortitude** 13, **Reflex** 15, **Will** 13 | |
| **Immune** gaze; **Resist** 5 acid | |
| **Speed** 5, climb 3 | |
| ⓘ **Bone Melt** (standard; at-will) ✦ **Acid** | |
| +5 vs. Fortitude; 1d6 + 5 acid damage, and the target takes a cumulative -2 penalty to Fortitude each time it hits (save ends). | |
| **Slimy** (minor; at-will) | |
| The gray ooze shifts 2 squares. | |
| **Alignment** Unaligned | **Languages** – |
| **Skills** Stealth +12 | |
| **Str** 11 (+1) | **Dex** 15 (+3) **Wis** 11 (+1) |
| **Con** 19 (+5) | **Int** 1 (-4) **Cha** 1 (-4) |

### Gray Ooze Tactics

Gray oozes attack in groups, softening up enemies with *bone melt* so their attacks are increasingly likely to hit.

## Green Slime

The green slime slithers up cavern walls and waits to drop on sources of heat. It devours flesh, bone, and metal with equal aplomb.

| **Green Slime** | **Level 4 Lurker** |
|---|---|
| Medium natural beast (blind, ooze) | XP 175 |
| **Initiative** +9 | **Senses** Perception +2; blindsight 10, tremorsense 10 |
| **HP** 47; **Bloodied** 23 | |
| **AC** 20; **Fortitude** 23, **Reflex** 17, **Will** 20 | |
| **Immune** gaze; **Resist** 5 acid; **Vulnerability** 5 fire, 5 radiant | |
| **Speed** 4, climb 4 | |
| ⓘ **Engulf** (standard; at-will) ✦ **Acid** | |
| +7 vs. Reflex; 1d6 + 3 acid damage, and the target is engulfed (save ends). While engulfed, the target takes ongoing 5 acid damage and is restrained. While a target is engulfed, attacks that target the green slime deal half damage to the slime and half damage to the engulfed creature. While it has a creature engulfed, the slime can make attacks only against the engulfed creature. | |
| **Rapid Dissolution** | |
| A green slime's attacks deal 1d6 extra acid damage to a creature that is taking ongoing acid damage. | |
| **Alignment** Unaligned | **Languages** – |
| **Skills** Stealth +11 | |
| **Str** 11 (+2) | **Dex** 16 (+5) **Wis** 11 (+2) |
| **Con** 17 (+5) | **Int** 3 (-2) **Cha** 1 (-3) |

### Green Slime Tactics

In battle, a green slime attacks the nearest creature and uses *rapid dissolution* to dissolve the creature into slime.

## Ooze Lore

**Nature DC 10:** Gray oozes are major nuisances in archaeological expeditions. Having fed on buried bones, they seek fresher targets among excavators and adventurers.

Dwarves consider green slime to be among the greatest nuisances hindering mining. The best way to destroy green slime is with fire or light.

**Nature DC 14:** Black puddings are dungeon-scavenging oozes covered in thick coatings of tarlike acid that eats away at everything, including rock, bone, and metal.

**Nature DC 15:** Gray oozes are especially dangerous in numbers or in close proximity to monsters that can take advantage of their bone-softening threat.

**Nature DC 20:** Abolethic skums are the results of failed attempts by aboleths to turn humanoids into servitors.

**Nature DC 25:** Aboleths and other psychic monsters use an abolethic skum's jarring psychic presence to soften up enemies for psychic attacks.

## Encounter Groups

Oozes show up everywhere, regardless of whether other denizens of their environs want them or not.

**Level 4 Encounter (XP 900)**
- ✦ 1 ankheg (level 3 elite lurker)
- ✦ 2 green slimes (level 4 lurker)
- ✦ 2 gray oozes (level 2 skirmisher)

**Level 8 Encounter (XP 1,750)**
- ✦ 2 black puddings (level 8 elite brute)
- ✦ 1 darkmantle enveloper (level 8 lurker)

**Level 19 Encounter (XP 12,200)**
- ✦ 10 abolethic skums (level 18 minion brute)
- ✦ 2 aboleth lashers (level 17 brute, *MM* 8)
- ✦ 1 aboleth overseer (level 18 elite controller, *MM* 8)

# PHOELARCH

The plumed humanoid phoelarch and the bird-like phoera represent two forms of one creature, half natural and half elemental. Phoelarchs are humanoid creatures with flames rippling over their skin. They seek freedom and adventure. When the phoelarch is slain, it is consumed in a burst of fire and the phoera explodes into being from the Elemental Chaos, intent on revenge.

## Phoelarch Mage

Phoelarch mages harbor souls of fire that burn with the desire for freedom.

### Phoelarch Mage Tactics

A phoelarch mage prefers to hang back, using its potent ranged and area attacks.

| **Phoelarch Mage** | **Level 12 Artillery** |
|---|---|
| Medium natural humanoid | XP 350 |
| **Initiative** +10 **Senses** Perception +12 | |
| **Phoenix Heat (Fire)** aura 1; each creature that enters the aura or starts its turn there takes 5 fire damage. | |
| **HP** 93; **Bloodied** 46; see also *rise from the ashes* | |
| **AC** 24; **Fortitude** 23, **Reflex** 23, **Will** 25 | |
| **Resist** 10 fire; **Vulnerable** 5 cold | |
| **Speed** 6 | |
| ⊕ **Burning Dagger** (standard; at-will) ✦ **Fire, Weapon** +16 vs. AC; 1d4 + 6 fire damage. | |
| ⊕ **Phoenix Ray** (standard; at-will) ✦ **Fire** Ranged 20; +17 vs. Reflex; 2d8 + 5 fire damage. | |
| **Rise from the Ashes** (when the phoelarch mage drops to 0 hit points) ✦ **Fire, Zone** Close burst 2; +13 vs. Reflex; 3d8 + 5 fire damage. *Effect:* The burst creates a zone of fire that lasts until the end of the encounter. Each creature that enters the zone or starts its turn there takes 5 fire damage. In addition, when the phoelarch mage's next turn would occur, a phoera appears within the zone. | |
| **Flames of the Phoenix** (standard; recharge ⚄ ⚅) ✦ **Fire** Area burst 2 within 20; +15 vs. Reflex; 1d8 + 5 fire damage, and ongoing 5 fire damage (save ends). | |
| **Alignment** Unaligned **Languages** Common, Primordial | |
| **Skills** Insight +17, Diplomacy +15 | |
| **Str** 13 (+7) **Dex** 19 (+10) **Wis** 22 (+12) | |
| **Con** 15 (+8) **Int** 16 (+9) **Cha** 18 (+10) | |
| **Equipment** dagger | |

### Phoelarch Mage Lore

**Nature DC 16:** Phoelarch mages harness their innate command of fire. They prefer adventuring with mentors to researching ancient knowledge. Some mages search for their phoera counterparts in the hope of improving their magic.

## Phoelarch Warrior

Phoelarch warriors are brave in the face of danger, often flitting among the blades of their enemies and responding with fire.

### Phoelarch Warrior Tactics

The phoelarch warrior takes risks, deliberately provoking opportunity attacks to test an enemy's willingness to be harmed by *burning step*.

| **Phoelarch Warrior** | **Level 12 Skirmisher** |
|---|---|
| Medium natural humanoid (fire) | XP 350 |
| **Initiative** +14 **Senses** Perception +8 | |
| **Phoenix Heat (Fire)** aura 1; each creature that enters the aura or starts its turn there takes 5 fire damage. | |
| **HP** 114; **Bloodied** 57; see also *rise from the ashes* | |
| **AC** 26; **Fortitude** 23, **Reflex** 25, **Will** 25 | |
| **Resist** 10 fire; **Vulnerable** 5 cold | |
| **Speed** 7 | |
| ⊕ **Burning Falchion** (standard; at-will) ✦ **Fire, Weapon** +17 vs. AC; 2d4 + 6 fire damage (crit 4d4 +14 fire damage). | |
| **Rise from the Ashes** (when the phoelarch warrior drops to 0 hit points) ✦ **Fire, Zone** Close burst 2; +13 vs. Reflex; 3d8 + 5 fire damage. *Effect:* The burst creates a zone of fire that lasts until the end of the encounter. Each creature that enters the zone or starts its turn there takes 5 fire damage. In addition, when the phoelarch warrior's next turn would occur, a phoera appears within the zone. | |
| **Burning Step** ✦ **Fire** Any creature that hits the phoelarch warrior with an opportunity attack takes 3d6 fire damage. | |
| **Alignment** Unaligned **Languages** Common, Primordial | |
| **Skills** Acrobatics +17, Athletics +12 | |
| **Str** 13 (+7) **Dex** 23 (+12) **Wis** 14 (+8) | |
| **Con** 10 (+6) **Int** 10 (+6) **Cha** 18 (+10) | |
| **Equipment** falchion | |

### Phoelarch Warrior Lore

**Nature DC 16:** Phoelarch warriors are seldom found in armies, preferring the freedom of mercenary work. As creatures that value liberty, all but the most unscrupulous phoelarch warriors refuse to work for those that keep slaves.

## Phoera

Phoeras soar through the Elemental Chaos with concerns alien to their phoelarch counterparts.

### Phoera Tactics

A phoera fights in a violent rage and often harms allies as well as enemies with its close attacks. It starts combat by using *feathers of flame*, preferably on multiple enemies. Then it focuses its claw attacks on a target that seems susceptible to fire damage, using *feathers of flame* again whenever the power recharges. When pressed by multiple foes, the phoera uses *flyby attack* to reposition itself.

*(Left to right) phoelarch warrior, phoera, and phoelarch mage*

| **Phoera** | **Level 12 Skirmisher** |
|---|---|
| Medium elemental magical beast (fire) | XP 350 |
| **Initiative** +14 **Senses** Perception +8 | |
| **Phoenix Heat (Fire)** aura 2; each creature that enters the aura or starts its turn there takes 5 fire damage. | |
| **HP** 114; **Bloodied** 57; see also *death burst* | |
| **AC** 26; **Fortitude** 23, **Reflex** 25, **Will** 25 | |
| **Resist** 15 fire; **Vulnerable** 5 cold | |
| **Speed** 6, fly 10 | |
| **Action Points** 1 | |
| ⊕ **Claw** (standard; at-will) ✦ **Fire** | |
| +17 vs. AC; 1d4 + 5 damage, and ongoing 5 fire damage (save ends). | |
| ✧ **Feathers of Flame** (standard; recharge ⚁ ⚄ ⚅) ✦ **Fire** | |
| Close blast 4; +15 vs. Reflex; 3d6 + 5 fire damage. | |
| ⸸/✧ **Flyby Attack** (standard; encounter) ✦ **Fire** | |
| The phoera flies its speed without provoking opportunity attacks, and it makes a claw attack or a *feathers of flame* attack at any point during the move. | |
| ✧ **Death Burst** (when the phoera drops to 0 hit points) ✦ **Fire, Zone** | |
| Close burst 2; +13 vs. Reflex; 3d8 + 5 fire damage. *Effect:* The burst creates a zone of fire that lasts until the end of the encounter. Each creature that enters the zone or starts its turn there takes 5 fire damage. | |
| **Alignment** Unaligned **Languages** Common, Primordial | |
| **Str** 13 (+7) **Dex** 23 (+12) **Wis** 14 (+8) | |
| **Con** 10 (+6) **Int** 10 (+6) **Cha** 18 (+10) | |

ZOLTAN BOROS & GABOR SZIKSZAI

## Phoelarch Lore

**Arcana DC 16:** Phoeras are birdlike creatures that fly through the skies of the Elemental Chaos. When angered, a phoera fights viciously.

**Arcana or Nature DC 21:** Each phoelarch shares a soul with a phoera. The two are inextricably linked, and the death of one summons the angry form of the other. As long as its other half survives, a slain phoelarch or phoera eventually returns to life. A phoera and phoelarch that share a soul can differ as much as any two creatures. Each half has only a vague sense of the other's personality and emotions.

## Encounter Groups

Phoelarchs prefer to ally with free-spirited creatures. Their wanderlust leads them to travel to many distant lands; they can be found almost anywhere.

**Level 12 Encounter (XP 3,700)**
- ✦ 1 briar witch dryad (level 13 elite controller, *MM* 96)
- ✦ 1 phoelarch warrior (level 12 elite skirmisher)
- ✦ 4 snaketongue zealots (level 12 minion, *MM* 272)

# REMORHAZ

Remorhazes use their intense internal heat to burrow through the ice and rock of their arctic homes, preying on any creatures they come across, even giants and dragons.

| **Remorhaz** | **Level 21 Elite Brute** |
|---|---|
| Huge elemental beast | XP 6,400 |
| **Initiative** +18 **Senses** Perception +15; low-light vision | |
| **Blistering Heat (Fire)** aura 2; each creature that starts its turn within the aura takes 10 fire damage. | |
| **HP** 480; **Bloodied** 240 | |
| **AC** 33; **Fortitude** 33, **Reflex** 34, **Will** 32 | |
| **Saving Throws** +2 | |
| **Speed** 6, burrow 4 (tunneling) | |
| **Action Points** 1 | |
| ⊕ **Bite** (standard; at-will) | |
| Reach 2; +24 vs. AC; 2d12 + 10 damage, and the target is grabbed. | |
| ⸸ **Swallow** (minor; at-will) ✦ **Fire** | |
| Reach 2; targets a creature grabbed by the remorhaz; +24 vs. Fortitude; the target is swallowed and is no longer grabbed. While swallowed, the target is restrained and takes 10 damage plus 10 fire damage at the start of the remorhaz's turn. The swallowed creature has line of sight and line of effect only to the remorhaz, and no creature has line of sight or line of effect to the target. The swallowed creature can make only melee or close attacks. If the swallowed creature deals 30 damage to the remorhaz with an attack, the remorhaz regurgitates the creature into an adjacent square, and the creature is no longer swallowed. When the remorhaz dies, the target is no longer swallowed and can escape as a move action, appearing in the remorhaz's former space. | |
| ⸸ **Trample** (standard; at-will) | |
| The remorhaz moves its speed and can enter enemies' spaces. The remorhaz makes an attack against each enemy whose space it enters: +22 vs. Reflex; 2d10 + 5 damage, and the target is knocked prone. | |
| ✧ **Immolating Carapace** (standard; recharge ⚅) ✦ **Fire** | |
| Close burst 1; +24 vs. Reflex; 3d10 + 5 fire damage, and the target takes ongoing 10 fire damage until it ends its turn in a space that is not adjacent to the remorhaz. | |
| **Enraged Heat** (immediate reaction, when a creature hits the remorhaz with a melee attack; usable only while bloodied; at-will) ✦ **Fire** | |
| The triggering creature takes 10 fire damage. | |
| **Alignment** Unaligned **Languages** – | |
| **Str** 23 (+16) **Dex** 26 (+18) **Wis** 21 (+15) | |
| **Con** 20 (+15) **Int** 5 (+7) **Cha** 10 (+10) | |

SAM WOOD

## Remorhaz Tactics

A remorhaz burrows to reach an isolated enemy and grabs it with its bite attack, then attempts to swallow it whole.

## Remorhaz Lore

**Arcana DC 22:** A remorhaz generates intense heat, especially when enraged. Remorhazes are infamous for swallowing their prey whole, though they dislike trying to digest meals that are also causing them damage.

**Arcana DC 27:** Remorhazes are wild creatures, but they are sometimes trained by frost giants for use as guardians.

## Encounter Groups

Frost giants are among the few creatures that have been known to risk training remorhazes.

**Level 18 Encounter (XP 11,200)**
- ✦ 1 frost giant (level 17 brute)
- ✦ 1 remorhaz (level 21 elite brute)
- ✦ 1 rime hound (level 17 elite skirmisher)

# RETRIEVER

Retrievers are arachnoid monstrosities created by the primordials to seek out their foes with unerring accuracy. As constructs, they are built to follow the directions of powerful creatures.

| **Retriever** | **Level 27 Soldier** |
|---|---|
| Huge elemental animate | XP 11,000 |
| **Initiative** +24 | **Senses** Perception +20; darkvision, truesight 10 |
| **HP** 248; **Bloodied** 124 | |
| **AC** 43; **Fortitude** 39, **Reflex** 40, **Will** 38 | |
| **Immune** charm, fear; **Resist** 5 to all damage | |
| **Speed** 8 | |
| ⨭ **Claws** (standard; at-will) | |
| Reach 3; +34 vs. AC; 2d8 + 8 damage. | |
| ⨭ **Retrieve** (standard; usable only while the retriever does not have a creature grabbed; at-will) | |
| Reach 3; +30 vs. Fortitude; 2d8 + 8 damage, and the target is grabbed. The retriever can move a creature it has grabbed without making a Strength attack. | |
| ⨳ **Eye Rays** (standard; one ray recharges each round—roll a d4 to determine which) ✦ **Acid, Cold, Fire, Thunder** | |
| The retriever fires all the rays as a single standard action, but each must target a different creature: ranged 10; +32 vs. Reflex.<br>**1—Acid Ray:** 2d10 + 9 acid damage, and the target is blinded (save ends).<br>**2—Cold Ray:** 2d10 + 9 cold damage, and the target is immobilized (save ends).<br>**3—Fire Ray:** 2d10 + 9 fire damage, and ongoing 15 fire damage (save ends).<br>**4—Thunder Ray:** 2d10 + 9 thunder damage, and the target is stunned (save ends). | |
| **Self-Repair** (standard; recharges when first bloodied) ✦ **Healing** | |
| The retriever regains 20 hit points and gains a +4 bonus to AC until the start of its next turn. | |
| **Unerring Accuracy** (standard; daily) ✦ **Teleportation** | |
| The retriever senses the general location of the target or nearest creature of the type it was commanded to locate. The retriever teleports to a space that is within 10 squares of the target. The target need not be on the same plane as the retriever when it uses this power. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 26 (+21) | **Dex** 29 (+22) | **Wis** 25 (+20) |
| **Con** 24 (+20) | **Int** 2 (+9) | **Cha** 10 (+13) |

## Retriever Tactics

A retriever uses *eye rays* whenever possible. In any round when the retriever has access to at least two rays, it fires them, even if doing this provokes opportunity attacks. If it does not, it savages foes with its claws. When directed to find a target, a retriever concentrates its attacks on that creature until it can grab the target using *retrieve*.

## Retriever Lore

**Arcana DC 26:** Retrievers are unrivaled assassins and kidnappers that have the ability to find a designated target even across interplanar distances. Their eye rays can easily destroy or neutralize targets.

**Arcana DC 31:** Retrievers have a single-minded intellect, and in the eons since the cosmic war they have continued tirelessly to pursue whatever tasks they were given before being separated from their primordial masters.

Demons have learned the secret of commanding retrievers, turning these constructs into another tool for their destructive impulses.

## Encounter Groups

If they aren't acting alone on some ancient mission, retrievers are seen alongside demons that have taken control of them.

**Level 26 Encounter (XP 43,100)**
- ✦ 1 abyssal rotfiend (level 26 controller)
- ✦ 1 marilith (level 24 elite skirmisher, *MM* 57)
- ✦ 2 retrievers (level 27 soldier)

BEN WOOTTEN

# RUST MONSTER

Rust monsters roam caverns and dungeons seeking metals to devour, making them a nightmare for any civilized creature dwelling underground.

## Rust Monster

A rust monster typically attacks the nearest large source of metal, so the most heavily armored enemy is often its target.

| **Rust Monster** | **Level 6 Skirmisher** |
|---|---|
| Medium natural beast | XP 250 |
| **Initiative** +10 | **Senses** Perception +5; low-light vision |
| **HP** 66; **Bloodied** 33 | |
| **AC** 20; **Fortitude** 16, **Reflex** 21, **Will** 17 | |
| **Speed** 8 | |
| ⊕ **Bite** (standard; at-will) | |
| +11 vs. AC; 1d10 + 5 damage, and if the target is wearing heavy armor, the armor is rusting until the end of the encounter. While the armor is rusting, the target takes a cumulative -1 penalty to AC, to a maximum penalty of -5. | |
| ⸸ **Dissolve Metal** (standard; encounter) ✦ **Reliable** | |
| Targets a creature wearing or wielding a rusting magic item of 10th level or lower or any non-magic rusting item; +9 vs. Reflex; the rusting item is destroyed. | |
| **Rusting Defense** (when the rust monster is hit by a weapon attack; at-will) | |
| The weapon used in the triggering attack is rusting until the end of the encounter. While the weapon is rusting, the target takes a cumulative -1 penalty to damage rolls on attacks that use the weapon, to a maximum penalty of -5. | |
| **Residuum Recovery** | |
| A rust monster consumes any item it destroys. The *residuum* from any magic items the monster has destroyed can be retrieved from its stomach. The *residuum* is worth the market value of the item (not one-fifth the value). | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 8 (+2) | **Dex** 20 (+8) | **Wis** 15 (+5) |
| **Con** 10 (+3) | **Int** 2 (-1) | **Cha** 12 (+4) |

## Rust Monster Tactics

A hunger for metal drives the rust monster, and it heads straight for the closest enemy wearing metal armor or brandishing a metal melee weapon. A rust monster isn't clever, and often provokes opportunity attacks as it turns to its next target. Usually, after a rust monster dissolves a suit of armor or a few weapons, it retreats, content with its belly full of rust.

JASON A. ENGLE

## Young Rust Monster Swarm

Young rust monster swarms swirl around many foes, seeking a taste of all the metals they can see.

| **Young Rust Monster Swarm** | **Level 9 Soldier** |
|---|---|
| Medium natural beast (swarm) | XP 400 |
| **Initiative** +12 | **Senses** Perception +5; low-light vision |
| **Swarm Attack** aura 1; each enemy that starts its turn within the aura takes 3 damage. If the enemy has a rusting item, that enemy is also slowed until the end of its turn. | |
| **HP** 92; **Bloodied** 46 | |
| **AC** 25; **Fortitude** 19, **Reflex** 24, **Will** 19 | |
| **Resist** half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks | |
| **Speed** 6 | |
| ⊕ **Swarm of Teeth** (standard; at-will) | |
| +14 vs. Reflex; 2d8 + 1 damage, and if the target is wearing heavy armor, the armor is rusting until the end of the encounter. While the armor is rusting, the target takes a cumulative -1 penalty to AC, to maximum penalty of -5. | |
| **Rusting Defense** (when the rust monster swarm is hit by a weapon attack; at-will) | |
| The weapon used in the triggering attack is rusting until the end of the encounter. While the weapon is rusting, the target takes a cumulative -1 penalty to damage rolls on attacks that use the weapon, to a maximum penalty of -5. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 8 (+3) | **Dex** 22 (+10) | **Wis** 13 (+5) |
| **Con** 12 (+5) | **Int** 2 (+0) | **Cha** 12 (+5) |

## Dweomer Eater

Some rust monsters develop a taste for magic and eat items infused with arcane energy in order to grow larger and stronger.

| **Dweomer Eater** | **Level 11 Skirmisher** |
|---|---|
| Large natural beast | XP 600 |
| **Initiative** +13 | **Senses** Perception +9; low-light vision |
| **HP** 110; **Bloodied** 55 | |
| **AC** 25; **Fortitude** 20, **Reflex** 25, **Will** 23 | |
| **Speed** 8 | |
| ⊕ **Bite** (standard; at-will) | |
| +16 vs. AC; 2d6 + 6 damage, and if the target is wearing magic armor, the armor is decaying until the end of the encounter. While the armor is decaying, the armor's enhancement bonus takes a cumulative -1 penalty, to the maximum of the armor's enhancement bonus. | |
| ⸸ **Dissolve Item** (standard; recharge ⚅) ✦ **Reliable** | |
| Targets a creature wearing or wielding a decaying magic item of 15th level or lower; +14 vs. Reflex; the decaying magic item is destroyed. | |
| **Magic Consumption** (when the dweomer eater is hit by an attack that uses a magic implement or weapon; at-will) | |
| The implement or weapon used in the triggering attack is decaying until the end of the encounter. While the implement or weapon is decaying, the target takes a cumulative -1 penalty to that implement's or weapon's enhancement bonus, to a maximum penalty equal to the item's enhancement bonus. | |
| **Residuum Recovery** | |
| A dweomer eater consumes any item it destroys. The *residuum* from any magic items the dweomer eater has destroyed can be retrieved from its stomach. The *residuum* is worth the market value of the item (not one-fifth the value). | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 12 (+6) | **Dex** 23 (+11) | **Wis** 18 (+9) |
| **Con** 14 (+7) | **Int** 2 (+1) | **Cha** 13 (+6) |

## Rust Monster Lore

**Nature DC 14:** Rust monsters devour metals to survive. Most spend their lives leaching minerals from stone, but purer manufactured metals draw them like blood draws sharks.

Since their food is scarce, rust monsters typically have only one or two young per brood. In places where food is plentiful, such as near a lode of metal ore, a pair of rust monsters can have dozens of offspring.

**Nature DC 19:** A rust monster that feeds on *residuum* retains it within its body. The *residuum* can be retrieved after its death. Those that have eaten a large amount of *residuum*, called dweomer eaters, eventually absorb it, growing in size and becoming hungry for more magic.

## Encounter Groups

Rust monsters are creatures of opportunity, so their allies often avoid using metal tools or weapons. Lizardfolk sometimes use rust monsters to help even the odds against well-armed enemies.

**Level 6 Encounter (XP 1,250)**
- ✦ 2 blackscale bruiser lizardfolk (level 6 brute, *MM* 179)
- ✦ 1 greenscale marsh mystic lizardfolk (level 6 controller, *MM* 179)
- ✦ 2 rust monsters (level 6 skirmisher)

**Level 8 Encounter (XP 1,750)**
- ✦ 1 dweomer eater (level 11 skirmisher)
- ✦ 1 spriggan witherer (level 8 artillery)
- ✦ 2 young rust monster swarms (level 9 soldier)

## A Guide to Using Rust Monsters

For a PC, the threat of losing gear can be greater than the threat of being reduced to 0 hp. Because of this fact, rust monsters can be more terrifying for players to face than a rampaging red dragon. A character who loses his or her armor becomes extremely vulnerable, and a character who has lost a magic weapon won't be as effective in later encounters. When a rust monster consumes a PC's weapon, it effectively gives that PC a significant penalty on attack and damage rolls until he or she can find a suitable replacement weapon. A PC who loses armor to a rust monster suffers an even more dramatic reduction in AC unless replacement armor can be found.

The possibility of recovering *residuum* from a rust monster or a dweomer eater alleviates this disadvantage to some degree, but the PCs will still need to find time to rest and use the Create Magic Item ritual, and they might even need to "head back to town" to find a way to replace the item. But you don't want an encounter with a rust monster to be one that forces the PCs to stop adventuring. When you include a rust monster in an encounter, think about ways to allow the PCs to carry on, with perhaps less optimal gear. For example, the PCs might have had a previous encounter that provided armor or weapons that they wouldn't normally use, or the PCs might be able to fashion clubs or other simple weapons out of nearby materials.

Eventually, though, the PCs should have an opportunity to regain their lost equipment by using the *residuum* found in the monster. Although a PC might lose an item, it is intended that the loss be only temporary, which is why the *residuum* recovered from a rust monster is equal to the full value of the destroyed item. How the PCs deal with the loss is what makes the rust monster fun. Be wary of PCs who try to abuse a rust monster's powers to their advantage by using rust monsters to consume items the PCs would otherwise sell for one-fifth value. In such cases, you should reduce the resulting *residuum* to one-fifth value, effectively making the rust monster a free Disenchant Magic Item ritual.

# SHADAR-KAI

These shadowy humanoids pursue pleasure and pain, depravity and hedonistic excess—any rush of sensation to forestall the Shadowfell's gloom.

## Shadar-Kai Lore

**Arcana DC 18:** Shadar-kai seek new experiences and a rush of sensation. Characters who risk bargaining with the shadar-kai should offer an intense or diverting experience as their part in the deal.

**Arcana DC 23:** Long ago, the shadar-kai bound themselves by oath and blood to the service of the Raven Queen. However, they found their extended lives threatened by the omnipresent malaise of the Shadowfell. Realizing that sensation, even pain, was the only way to forestall their home's soul-draining gloom, the shadar-kai became a race of extremes.

## Shadar-Kai Blacksoul

A shadar-kai blacksoul kills from a distance, targeting foes with bolts of necrotic energy.

**Shadar-Kai Blacksoul** **Level 14 Controller**
Medium shadow humanoid XP 1,000

**Initiative** +10 **Senses** Perception +8; low-light vision
**HP** 138; **Bloodied** 69
**AC** 26; **Fortitude** 25, **Reflex** 28, **Will** 28
**Speed** 7

**Corrupting Blackfire** (standard; at-will) ✦ **Fire, Necrotic**
+19 vs. AC; 1d10 + 6 fire and necrotic damage, and the target is shrouded in gloom (save ends).

**Shadowbolt** (standard; at-will) ✦ **Necrotic**
Ranged 10; +18 vs. Reflex; 3d6 + 6 necrotic damage, and the target is shrouded in gloom (save ends).

**Corrupt Soul** (standard; at-will) ✦ **Charm**
Ranged 10; targets a creature shrouded in gloom; +18 vs. Will; the target is dominated (save ends).

**Shadowburst** (standard; recharge ⚅) ✦ **Necrotic**
Area burst 3 within 10; targets enemies; +16 vs. Reflex; 1d10 + 6 necrotic damage, and the target is shrouded in gloom (save ends). Miss: Half damage.

**Shadow Jaunt** (move; encounter) ✦ **Teleportation**
The shadar-kai blacksoul teleports 3 squares and becomes insubstantial until the start of its next turn.

**Shrouded in Gloom**
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.

**Alignment** Unaligned **Languages** Common
**Skills** Arcana +19, Stealth +15
**Str** 12 (+8) **Dex** 16 (+10) **Wis** 12 (+8)
**Con** 18 (+11) **Int** 24 (+14) **Cha** 20 (+12)
**Equipment** leather armor

## Shadar-Kai Dawnkiller

A Shadar-kai dawnkiller uses stealth and mobility to remain unseen, slicing its enemies with lethal curved knives.

**Shadar-Kai Dawnkiller** **Level 14 Lurker**
Medium shadow humanoid XP 1,000

**Initiative** +18 **Senses** Perception +16; low-light vision
**HP** 106; **Bloodied** 53
**AC** 28; **Fortitude** 26, **Reflex** 28, **Will** 25
**Speed** 7

**Kukri** (standard; at-will) ✦ **Weapon**
+19 vs. AC; 2d6 + 6 damage, and the target is shrouded in gloom (save ends).

**Shade Strike** (standard; at-will) ✦ **Necrotic**
+19 vs. AC; targets an enemy shrouded in gloom; 2d8 + 6 necrotic damage, and the target is blinded (save ends).

**Shadow Jaunt** (move; encounter) ✦ **Teleportation**
The shadar-kai dawnkiller teleports 3 squares and becomes insubstantial until the start of its next turn.

**Shadows of the Raven Queen** ✦ **Necrotic**
The shadar-kai dawnkiller's melee attacks deal 2d6 extra necrotic damage against a target that cannot see the dawnkiller.

**Shrouded in Gloom**
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.

**Alignment** Unaligned **Languages** Common
**Skills** Acrobatics +19, Stealth +19
**Str** 20 (+12) **Dex** 24 (+14) **Wis** 18 (+11)
**Con** 16 (+10) **Int** 14 (+9) **Cha** 11 (+7)
**Equipment** leather armor, 2 kukris

## Shadar-Kai Gloom Lord

Shadar-kai gloom lords command the shadows and construct prisons from them.

**Shadar-Kai Gloom Lord** **Level 14 Artillery**
Medium shadow humanoid XP 1,000

**Initiative** +10 **Senses** Perception +8; low-light vision
**HP** 108; **Bloodied** 54
**AC** 26; **Fortitude** 25, **Reflex** 28, **Will** 26
**Speed** 7

**Corrupting Blackfire** (standard; at-will) ✦ **Fire, Necrotic**
+19 vs. AC; 2d8 + 6 fire and necrotic damage, and the target is shrouded in gloom (save ends).

**Shadowbolt** (standard; at-will) ✦ **Necrotic**
Ranged 10; +19 vs. Reflex; 2d8 + 6 necrotic damage, and the target is shrouded in gloom (save ends).

**Shadowcage** (standard; at-will) ✦ **Necrotic**
Ranged 10; targets a creature shrouded in gloom; +19 vs. Reflex; 3d6 + 6 necrotic damage, and the target is restrained and cannot see creatures more than 2 squares away from it (save ends both).

**Shadow Jaunt** (move; encounter) ✦ **Teleportation**
The shadar-kai gloom lord teleports 3 squares and becomes insubstantial until the start of its next turn.

**Shrouded in Gloom**
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.

**Alignment** Unaligned **Languages** Common
**Skills** Arcana +19, Stealth +15
**Str** 12 (+8) **Dex** 16 (+10) **Wis** 12 (+8)
**Con** 18 (+11) **Int** 24 (+14) **Cha** 20 (+12)
**Equipment** leather armor

*(Left to right) shadar-kai painbearer, gloom lord, dawnkiller, and blacksoul*

## Shadar-Kai Painbearer

Graceful dancers of death, shadar-kai painbearers earned their name from the spiked chains they wield.

| **Shadar-Kai Painbearer** | **Level 15 Skirmisher (leader)** |
|---|---|
| Medium shadow humanoid | XP 1,200 |

**Initiative** +16 **Senses** Perception +11; low-light vision
**Shadow weft** aura 5; each shadar-kai ally within the aura shifts 1 square as a free action after it hits with a melee attack.
**HP** 144; **Bloodied** 72
**AC** 29; **Fortitude** 27, **Reflex** 29, **Will** 27
**Speed** 7

**Shadow Chain** (standard; at-will) ✦ **Weapon**
Reach 2; +20 vs. AC; 2d8 + 6 damage, and the target is shrouded in gloom (save ends).

**Shadow Dance** (standard; recharge ⚄ ⚅) ✦ **Necrotic**
The shadar-kai painbearer shifts 7 squares and makes three shadow chain attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is shrouded in gloom and is hit by an attack is blinded (save ends).

**Shadow Boon** (immediate reaction, when an ally within 10 squares of the shadar-kai painbearer misses with an attack; encounter)
The triggering ally rerolls the attack roll.

**Shadow Jaunt** (move; encounter) ✦ **Teleportation**
The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.

**Shrouded in Gloom**
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.

**Alignment** Unaligned **Languages** Common
**Skills** Acrobatics +19, Stealth +19

| | | |
|---|---|---|
| **Str** 20 (+12) | **Dex** 24 (+14) | **Wis** 18 (+11) |
| **Con** 16 (+10) | **Int** 14 (+9) | **Cha** 11 (+7) |

**Equipment** leather armor, spiked chain

## Encounter Groups

Shadar-kai frequently ally with other creatures of the Shadowfell, such as bodaks, boneclaws, and dark ones. Powerful shadar-kai favor nightmares as steeds.

**Level 13 Encounter (XP 4,600)**
- ✦ 1 bodak skulk (level 16 lurker, *MM* 36)
- ✦ 2 shadar-kai dawnkillers (level 14 lurker)
- ✦ 1 shadar-kai painbearer (level 15 skirmisher)

**Level 14 Encounter (XP 5,400)**
- ✦ 1 shadar-kai blacksoul (level 14 controller)
- ✦ 2 shadar-kai gloom lords (level 14 artillery)
- ✦ 2 shadar-kai painbearers (level 15 skirmisher)

BEN WOOTTEN

# SHARK

To sahuagin and other undersea predators, the shark is a totemic inspiration, a creature of blood frenzy and relentless hunger. To creatures that live above the waves, the sight of a shark's fin cutting the surface heralds doom.

## Fleshtearer Shark

The fleshtearer shark looks like a creature from another age. For thousands of years, these sharks have hunted in oceans and lakes. Mariners greatly fear the fleshtearer, for even the sturdy hulls of ships cannot always withstand the rending teeth of this voracious beast.

| **Fleshtearer Shark** | **Level 10 Brute** |
|---|---|
| Large natural beast (aquatic) | XP 500 |
| **Initiative** +8 **Senses** Perception +9; low-light vision | |
| **HP** 128; **Bloodied** 64 | |
| **AC** 22; **Fortitude** 23, **Reflex** 21, **Will** 22 | |
| **Speed** 1 (clumsy), swim 8 | |
| ⊕ **Bite** (standard; at-will) | |
| +13 vs. AC; 2d8 + 7 damage. | |
| ⸸ **Lockjaw Charge** (standard; usable only while the fleshtearer shark is not grabbing a creature; at-will) | |
| The shark charges and makes the following attack in place of a melee basic attack: +14 vs. AC; 2d8 + 7 damage, and the target is grabbed. When the grab ends, the target takes ongoing 5 damage (save ends). | |
| ⸸ **Shredding Teeth** (standard; at-will) | |
| Targets a creature grabbed by the fleshtearer shark; no attack roll; 3d8 + 7 damage. | |
| **Feeding Frenzy** (when the fleshtearer shark starts its turn within 5 squares of a bloodied creature; at-will) | |
| The shark must make a bite attack against a creature adjacent to it. If the shark is grabbing a creature, the grab ends. | |
| **Waterborne** | |
| While in water, a fleshtearer shark gains a +2 bonus to damage rolls against any creature without a swim speed. | |
| **Alignment** Unaligned **Languages** – | |
| **Str** 21 (+10) **Dex** 16 (+8) **Wis** 18 (+9) | |
| **Con** 18 (+9) **Int** 2 (+1) **Cha** 15 (+7) | |

### Fleshtearer Shark Tactics

Unless spurred into combat by its master or another beast, a fleshtearer shark lurks just outside its prey's sight. The fleshtearer shark charges into battle using *lockjaw charge*, and it continues using *lockjaw charge* to attempt to grab nearby foes even if doing that means provoking opportunity attacks when moving away from adjacent enemies. Even when facing formidable prey, a fleshtearer shark does not flee, fighting fiercely to the death.

### Fleshtearer Shark Lore

**Nature DC 10:** Fleshtearer sharks are not confined to the open ocean. They also prowl rivers and underground lakes in their search for prey. A fleshtearer shark feeds constantly, making it a threat to any visitor to or inhabitant of the aquatic realm. Its teeth cause bleeding wounds.

**Nature DC 16:** Formidable aquatic creatures such as kuo-toas and sahuagin usually give the fleshtearer shark a wide berth, although some have managed to tame the beasts. They use the creatures as weapons on raids of large ships, ensuring that any sailors who fall overboard meet a quick end.

**Nature DC 21:** In the deepest watery caverns of the Underdark and in the farthest reaches of the oceans, fleshtearer sharks sometimes live for hundreds of years, growing to massive size. Vast swaths of water become uninhabitable because of the presence of such a beastly predator.

## Encounter Groups

Sharks often ally with sahuagin, kuo-toas, and other underwater denizens.

**Level 10 Encounter (XP 2,700)**
- ✦ 2 fleshtearer sharks (level 10 brute)
- ✦ 1 sahuagin baron (level 10 elite brute, *MM* 224)
- ✦ 2 sahuagin priests (level 8 artillery, *MM* 224)

JIM NELSON

# SKELETON

Skeletons rarely exist without purpose. Whether crafted through necromantic ritual or raised from a tomb, they relentlessly attack when compelled to kill.

## Bonecrusher Skeleton

Swift bonecrusher skeletons leap into combat fearlessly and wield greatclubs with whiplike speed.

| **Bonecrusher Skeleton** | **Level 7 Soldier** |
|---|---|
| Large natural animate (undead), minotaur | XP 300 |
| **Initiative** +10 | **Senses** Perception +6; darkvision |
| **HP** 80; **Bloodied** 40 | |
| **AC** 22; **Fortitude** 21, **Reflex** 21, **Will** 19 | |
| **Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant | |
| **Speed** 8 | |
| ⊕ **Greatclub** (standard; at-will) ✦ **Weapon** | |
| Reach 2; +13 vs. AC; 1d10 + 5 damage. | |
| ⊹ **Crushing Blow** (standard; recharge ⚅) ✦ **Weapon** | |
| Reach 2; +13 vs. AC; 2d10 + 5 damage, and the target is knocked prone. | |
| **Threatening Reach** | |
| A bonecrusher skeleton can make opportunity attacks against all enemies within its reach (2 squares). | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 20 (+8) | **Dex** 21 (+8) **Wis** 16 (+6) |
| **Con** 16 (+6) | **Int** 3 (-1) **Cha** 3 (-1) |
| **Equipment** greatclub | |

## Skeletal Steed

A skeletal steed with a skeletal rider is the basic mounted unit of an undead army.

| **Skeletal Steed** | **Level 3 Skirmisher** |
|---|---|
| Large natural animate (mount, undead) | XP 150 |
| **Initiative** +6 | **Senses** Perception +2; darkvision |
| **HP** 47; **Bloodied** 23 | |
| **AC** 17; **Fortitude** 15, **Reflex** 16, **Will** 14 | |
| **Immune** disease, poison | |
| **Speed** 8 | |
| ⊕ **Kick** (standard; at-will) | |
| +8 vs. AC; 1d8 + 2 damage. | |
| ⊹ **Mobile Melee Attack** (standard; at-will) | |
| The skeletal steed moves its speed and makes a kick attack during the move. The steed does not provoke opportunity attacks while moving away from the target of this attack. | |
| ✧ **Death Shriek** (minor; recharge ⚄ ⚅) ✦ **Fear** | |
| Close burst 3; targets enemies; +6 vs. Will; the target takes a -2 penalty to attack rolls (save ends). | |
| **Mount of the Dead** (while mounted by a friendly rider of 3rd level or higher) ✦ **Mount** | |
| When the skeletal steed uses *mobile melee attack*, the rider makes a melee basic attack during the move as a free action. The rider can choose to forego its basic attack and the steed's attack to instead use one of the rider's melee attack powers during the move. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 12 (+2) | **Dex** 17 (+4) **Wis** 13 (+2) |
| **Con** 15 (+3) | **Int** 3 (-3) **Cha** 3 (-3) |

ADAM GILLESPIE

## Skeleton Lore

**Religion DC 12:** Bonecrusher skeletons arise from the bones of ogres, minotaurs, oni, giants, and other large creatures.

Skeletal steeds rarely arise alone; they awaken from death with their riders or are created by rituals as mounts. Without need of rest or sustenance, these creatures provide tireless service to any warrior.

## Encounter Groups

Skeletons do little of their own volition, so bonecrusher skeletons are often found as guards and skeletal steeds as mounts.

**Level 5 Encounter (XP 1,025)**
- ✦ 1 deathlock wight (level 4 controller, *MM* 262)
- ✦ 3 skeletal steeds (level 3 skirmisher)
- ✦ 2 wights (level 5 skirmisher, *MM* 262)

**Level 6 Encounter (XP 1,450)**
- ✦ 3 bonecrusher skeletons (level 7 soldier)
- ✦ 1 orc eye of Gruumsh (level 5 controller, *MM* 204)
- ✦ 1 zombie hulk (level 8 brute, *MM* 275)

# SLAAD

Through a haze of madness, slaads see a world with too much order and too many constraints. Their disruptive attacks create disorder, but rarely on a large scale; their chaotic nature deters them from banding into effective armies.

## Flux Slaad

Mutable flux slaads alter their defenses and vulnerabilities in response to enemy attacks.

### Flux Slaad Tactics

A flux slaad goes into *flux rage* early in a fight, throwing itself into the midst of its enemies and trying to slash down as many as possible. It then uses *claw slash* and shifts using *piercing reaction* to move into flanking position or out of harm's way.

| **Flux Slaad** | **Level 9 Skirmisher** |
|---|---|
| Medium elemental humanoid | XP 400 |
| **Initiative** +8 | **Senses** Perception +10; low-light vision |
| **HP** 98; **Bloodied** 49 | |
| **AC** 23; **Fortitude** 23, **Reflex** 21, **Will** 21 | |
| **Resist** 5 variable (see also *slaad vulnerability shift*); **Vulnerable** 10 variable (see also *slaad vulnerability shift*) | |
| **Speed** 7, teleport 2 | |
| ⊕ **Claw Slash** (standard; at-will) | |
| +14 vs. AC; 2d8 + 3 damage. | |
| ↯ **Flux Rage** (standard; recharges when first bloodied) | |
| The flux slaad shifts 2 squares and makes one *claw slash* attack against each creature it moves adjacent to during the shift. | |
| **Piercing Reaction** (immediate reaction, when the flux slaad takes damage from an attack; at-will) | |
| The slaad shifts 1 square. | |
| **Slaad Vulnerability Shift** | |
| A flux slaad starts the encounter with vulnerable 10 to one of the following six damage types, randomly determined: 1—cold, 2—fire, 3—lightning, 4—necrotic, 5—psychic, or 6—thunder. It has resist 5 to the other five types. When the slaad takes damage of the type to which it's vulnerable, its vulnerability changes to one of the other five damage types, randomly determined, and it gains resistance to the type it was previously vulnerable to. | |
| **Alignment** Unaligned | **Languages** Common, Primordial |
| **Str** 16 (+7) | **Dex** 15 (+6) **Wis** 13 (+5) |
| **Con** 18 (+8) | **Int** 7 (+2) **Cha** 14 (+6) |

### Flux Slaad Lore

**Arcana DC 19:** Flux slaads sometimes accidentally slip through weak points between the planes; this commonly occurs near gatherings of bullywugs. The flux slaads often end up ruling tribes of bullywugs, which revere them as demon lords.

**Arcana DC 21:** Flux slaads garner little respect from their more deadly kin. In addition to being smaller and weaker than most, they are incapable of spawning. Many flux salads thus lord over what creatures they may, often showing surprising restraint in their violent and unpredictable rages.

## Slaad Spawn

Slaad spawn are not self-aware. They desire only to cause chaos and carnage, with no care for their own or their allies' safety.

### Slaad Spawn Tactics

A slaad spawn prefers to use *chaotic slam* on the closest opponent, especially when the opponent is close to other enemies.

WAYNE ENGLAND (2)

| Slaad Spawn | Level 17 Minion Skirmisher |
|---|---|
| Small elemental humanoid | XP 400 |
| **Initiative** +17 | **Senses** Perception +10; low-light vision |
| **HP** 1; a missed attack never damages a minion. | |
| **AC** 31; **Fortitude** 30, **Reflex** 31, **Will** 26 | |
| **Speed** 5, teleport 3 | |
| ⊕ **Bite** (standard; at-will) | |
| +22 vs. AC; 13 damage. | |
| ⸸ **Chaotic Slam** (standard; at-will) | |
| The slaad spawn jumps a distance up to its speed and then attacks an adjacent enemy: +22 vs AC; 12 damage and the target is knocked prone. *Miss:* The slaad spawn explodes and is reduced to 0 hit points. The spawn then makes the following close burst 1 attack: +20 vs Reflex; 9 damage. | |
| **Alignment** Chaotic evil | **Languages** – |
| **Str** 17 (+11) | **Dex** 24 (+15) | **Wis** 14 (+10) |
| **Con** 22 (+14) | **Int** 3 (+4) | **Cha** 7 (+6) |

## Slaad Spawn Lore

**Arcana DC 20:** From the moment of its gory birth from a living host, a young slaad presents a threat to all around it. Dim-witted and voracious, the slaad spawn must eat swiftly and well, or the chaotic energies contained within its body become unstable and explode. Assuming it survives those first bloody moments of life, the young slaad grows swiftly and, after just a few days, begins to display the appearance and powers that will define it in adulthood.

**Arcana DC 25:** Not all slaads reproduce through the implantation of chaos phage. Some are themselves infected with an aberrant form of chaos phage. These slaads grow embryos within their own bodies. This painful experience causes blood- and pus-filled boils on a slaad's body. Only injury releases the young slaads. This damage, and the dangerous nature of the spawn, cause many slaad spawners to avoid unleashing the spawn from their flesh.

## Encounter Groups

Slaads usually fight alongside other slaads, because their motives are inscrutable to most others.

**Level 8 Encounter (XP 1,950)**
- 1 death shard (level 8 artillery)
- 3 flux slaads (level 9 skirmisher)
- 2 slaad tadpoles (level 5 lurker, *MM* 237)

**Level 17 Encounter (XP 8,400)**
- 2 blue slaads (level 17 brute, *MM* 238)
- 1 green slaad (level 18 controller, *MM* 238)
- 8 slaad spawns (level 17 minion)

### Slaad Spawner

Some slaads can reproduce through budding. A slaad spawner is covered in bulbous, quivering boils that rupture when the spawner is attacked, revealing small slaad spawns.

Slaad spawner is a template you can apply to any large slaad monster.

**Prerequisite:** Large slaad, level 15

| Slaad Spawner | Elite Controller |
|---|---|
| Humanoid | XP Elite |
| **Saving Throws** +2 | |
| **Action Points** 1 | |
| **Hit Points** None additional | |
| Powers | |
| **Spawn Slaad** (immediate reaction, when the slaad spawner is hit by an attack; at-will) | |
| A slaad spawn appears in a space adjacent to the slaad spawner. It takes its turn in the initiative order after the slaad spawner. PCs do not earn experience points for killing slaad spawns created by this power. | |

# SLAUGHTERSTONE CONSTRUCT

These deadly automatons were originally designed by dwarves for use as guardians of underground fortresses. The secret of their construction has since been stolen or duplicated by many others.

## Slaughterstone Eviscerator

This great stone insectile construct is capable of tearing through hordes of enemies in very little time with its whirling serrated blades.

| **Slaughterstone Eviscerator** | **Level 18 Brute** |
|---|---|
| Large natural animate (construct) | XP 2,000 |
| **Initiative** +15 **Senses** Perception +9; darkvision | |
| **Whirling Blades** aura 2; each creature that starts its turn within the aura takes 10 damage. | |
| **HP** 212; **Bloodied** 106 | |
| **AC** 30; **Fortitude** 31, **Reflex** 30, **Will** 28 | |
| **Immune** disease, poison, sleep | |
| **Speed** 6 | |
| ⊕ **Eviscerating Blade** (standard; at-will) | |
| Reach 2; +21 vs. AC; 2d12 + 8 damage (crit 4d12 + 32). | |
| ✧ **Whirling Bladestorm** (standard; recharge ⁞⁞) | |
| Close burst 2; +21 vs. AC; 1d12 + 8 damage (crit 2d12 +20). | |
| **Tunnel Fighting** | |
| A slaughterstone eviscerator takes no penalty to attack rolls while squeezing and does not grant combat advantage while squeezing. | |
| **Alignment** Unaligned **Languages** – | |
| **Str** 25 (+16) **Dex** 22 (+15) **Wis** 10 (+9) | |
| **Con** 22 (+15) **Int** 1 (+4) **Cha** 3 (+5) | |

## Slaughterstone Eviscerator Tactics

Though it is quite capable of fighting in confined spaces, the slaughterstone eviscerator is best employed when it is allowed to wade into a mass of opponents to use its *whirling bladestorm* attack against several opponents at once.

## Slaughterstone Hammerer

Pounding stone hammers mount the sides of this great construct whose every step is like thunder. These automatons lay waste to all in their path with uncaring precision.

| **Slaughterstone Hammerer** | **Level 25 Soldier** |
|---|---|
| Large natural animate (construct) | XP 7,000 |
| **Initiative** +14 **Senses** Perception +12; darkvision | |
| **Thunder Step** aura 2; each creature that starts its turn within the aura is slowed until the start of its next turn. | |
| **HP** 233; **Bloodied** 116 | |
| **AC** 41; **Fortitude** 40, **Reflex** 35, **Will** 35 | |
| **Immune** disease, poison, sleep | |
| **Speed** 6 | |
| ⊕ **Slam** (standard; at-will) | |
| Reach 2; +32 vs. AC; 2d8 + 10 damage, and the target is knocked prone. | |
| ⸸ **Hammerstrike** (standard; at-will) | |
| Reach 2; +28 vs. Fortitude; 2d8 + 10 damage, and the target is dazed (save ends). | |
| **Tunnel Fighting** | |
| A slaughterstone hammerer takes no penalty to attack rolls while squeezing and does not grant combat advantage while squeezing. | |
| **Alignment** Unaligned **Languages** – | |
| **Str** 28 (+21) **Dex** 11 (+12) **Wis** 10 (+12) | |
| **Con** 25 (+19) **Int** 1 (+7) **Cha** 3 (+8) | |

## Slaughterstone Hammerer Tactics

The slaughterstone hammerer strides forward, striking down all who oppose it. It uses *hammerstrike* against a particularly tough opponent that survives one or more slam attacks.

WAYNE ENGLAND (2)

## Slaughterstone Slicer

Crafting such powerful constructs required dwarves of epic skill. When such legendary masters could not be found, others mimicked their work with less reliable results. A slaughterstone slicer is similar to an eviscerator, but it lacks the eviscerator's supreme defenses and accuracy.

| **Slaughterstone Slicer** | **Level 11 Elite Brute** |
|---|---|
| Large natural animate (construct) | XP 1,200 |
| **Initiative** +11 **Senses** Perception +5; darkvision | |
| **Whirling Blades** aura 2; each creature that starts its turn within the aura takes 5 damage. | |
| **HP** 276; **Bloodied** 138 | |
| **AC** 23; **Fortitude** 24, **Reflex** 23, **Will** 19 | |
| **Immune** disease, poison, sleep | |
| **Saving Throws** +2 | |
| **Speed** 6 | |
| **Action Points** 1 | |
| ⨁ **Slicing Blade** (standard; at-will) | |
| Reach 2; +14 vs. AC; 2d8 + 6 damage (crit 4d8 + 22). | |
| ✧ **Whirling Bladestorm** (standard; at-will) | |
| Close burst 2; +14 vs. AC; 2d8 + 6 damage (crit 4d8 + 22). | |
| ✧ **Bloodied Bladestorm** (free, when first bloodied; encounter) | |
| *Whirling bladestorm* recharges, and the slaughterstone slicer uses it. | |
| **Critical Malfunction** (when the slaughterstone slicer scores a critical hit or is subject to a critical hit) | |
| The slicer is dazed until the end of its next turn. | |
| **Tunnel Fighting** | |
| A slaughterstone slicer takes no penalty to attack rolls while squeezing and does not grant combat advantage while squeezing. | |
| **Alignment** Unaligned **Languages** – | |
| **Str** 22 (+11) **Dex** 18 (+9) **Wis** 10 (+5) | |
| **Con** 18 (+9) **Int** 1 (+0) **Cha** 3 (+1) | |

### Slaughterstone Slicer Tactics

A slaughterstone slicer fights like an eviscerator, but its tendency to malfunction makes it a less reliable combatant. It stays close to several enemies at once to increase the damage from *slicing blade* and *whirling bladestorm*.

## Slaughterstone Construct Lore

**Arcana or Nature DC 25:** The creation of a slaughterstone construct requires the secrets of legendary dwarven craft and a solid block of stone upon which heroes have shed blood.

## Encounter Groups

Slaughterstone constructs can be found alongside the fighting forces of nearly every intelligent race that has the will to use such monstrosities in battle.

**Level 11 Encounter (XP 3,400)**
- 1 duergar blasphemer (level 14 controller)
- 2 duergar fleshtearers (level 11 lurker)
- 1 slaughterstone slicer (level 11 elite brute)

**Level 18 Encounter (XP 10,400)**
- 2 eldritch giants (level 18 skirmisher)
- 1 nothic mindblight (level 19 controller)
- 2 slaughterstone eviscerators (level 18 brute)

**Level 25 Encounter (XP 39,150)**
- 1 beholder eye of chaos (level 25 elite artillery)
- 1 oni thunderer (level 22 skirmisher)
- 3 slaughterstone hammerers (level 25 soldier)

# SPHINX

Some say the gods created sphinxes to test the mettle of heroes or to protect sacred locations; others say they are primordials birthed in a time before gods.

## Sphinx Mystery

These creatures amuse themselves by asking their prey for answers to riddles or for obscure bits of lore and interpretations of prophecy.

| **Sphinx Mystery** | **Level 19 Brute** |
|---|---|
| Large immortal magical beast | XP 2,400 |
| **Initiative** +15 | **Senses** Perception +23; low-light vision |
| **HP** 224; **Bloodied** 112 | |
| **AC** 31; **Fortitude** 30, **Reflex** 31, **Will** 32 | |
| **Speed** 6, fly 6 | |
| **Action Points** 1 | |
| ⓘ **Ancient Claws** (standard; at-will) | |
| Reach 2; + 22 vs. AC; 3d10 + 5 damage. | |
| ⓘ **Bite of Ages** (standard; at-will) | |
| Reach 2; + 22 vs. AC; 1d10 + 5 damage, and the target is knocked prone and immobilized (save ends). | |
| ⓨ **Riddle Me This** (minor; at-will) ✦ **Psychic** | |
| Ranged 10; the sphinx mystery compels the target to contemplate a riddle. The target is dazed until the end of the encounter or until it answers the riddle. To determine the answer, a creature must spend a minor action and succeed at a DC 25 History check. A target that does not attempt to answer the riddle during its turn takes 2d8 psychic damage at the end of its turn. An ally can provide the answer and end the effect. If an ally ends the effect, the target takes 2d8 psychic damage. | |
| ⸸ **Corrective Mauling** (standard; recharges when an enemy fails the History check for *riddle me this*) | |
| Reach 2; +22 vs. AC; 4d10 + 10 damage, and the target is knocked prone. | |
| ⌖ **Great Roar** (standard; encounter) ✦ **Thunder** | |
| Close blast 5; +22 vs. Fortitude; 3d10 + 10 thunder damage, and the target is pushed 5 squares and knocked prone. | |
| **Alignment** Unaligned | **Languages** Common, Dwarven, Elven, Primordial, Supernal |
| **Skills** Insight +26 | |
| **Str** 25 (+16) | **Dex** 23(+15) **Wis** 28 (+18) |
| **Con** 24 (+16) | **Int** 27(+17) **Cha** 28 (+18) |

## Sphinx Mystery Tactics

The sphinx mystery prefers to toy with its victims by presenting riddles and enigmas before pouncing. It uses *riddle me this* repeatedly to get the question game going.

JIM NELSON

## Sphinx Mystery Lore

**Arcana DC 27:** Sphinxes love toying with their prey. If the victim plays along with the riddles, a sphinx might continue to ask riddles rather than attack outright.

## Encounter Groups

Sphinxes cooperate with other creatures that can tolerate the way they toy with their prey. Their need to pose riddles and questions often trumps tactical realities in combat, making them precarious allies.

**Level 16 Encounter (XP 7,600)**
- ✦ 2 nothic cacklers (level 15 artillery)
- ✦ 2 savage minotaurs (level 16 brute, *MM* 191)
- ✦ 1 sphinx mystery (level 19 brute)

# SPIDER

Giant arachnids crawl everywhere in the world and in the planes beyond. Their webs can be found strung in dark forests, ancient ruins, damp caverns, abandoned buildings, or sewers—anywhere that prey can be caught and devoured.

## Bristle Spider

This massive spider hunts within vast overgrown jungles, where the plant life is large enough to afford numerous places from which it can surprise the unwary. Bristle spiders have also been known to make lairs underground, where larger caverns and dungeon chambers offer places in which they can hide and stalk their prey.

### Bristle Spider Tactics

A bristle spider uses *bristle blast* to disorient its enemies, then *acidic poison spray* to slow them. It uses its action point to make both attacks in the first round of combat. Then it closes in to bite dazed or blinded enemies.

### Bristle Spider Lore

**Nature DC 18:** Ettercaps and drow prize these large arachnids as companions and guardians. Other races have been known to employ and train them as well.

**Nature DC 23:** Bristle spiders were long ago bred by the oni to serve as mounts and servants in the vast jungles of the world.

**Bristle Spider** **Level 15 Elite Lurker**
Huge natural beast (spider) XP 2,400

**Initiative** +18 **Senses** Perception +8; tremorsense 10
**HP** 232; **Bloodied** 116
**AC** 29; **Fortitude** 27, **Reflex** 29, **Will** 23
**Saving Throws** +2
**Speed** 8, climb 6 (spider climb)
**Action Points** 1

⊕ **Bite** (standard; at-will) ✦ **Poison**
Reach 2; +20 vs. AC; 1d10 + 6 damage, and the target is slowed and takes ongoing 10 poison damage (save ends both).

**Acidic Poison Spray** (standard; at-will) ✦ **Acid, Poison**
Close blast 5; +18 vs. Reflex; 2d8 + 6 acid and poison damage, and the target is slowed and takes ongoing 10 acid and poison damage (save ends both).

**Bristle Blast** (minor; recharge ⚅ ⚄ ⚃)
Close blast 5; +18 vs. Fortitude; the target is blinded and dazed until the start of the bristle spider's next turn.

**Web Walker**
A bristle spider ignores the effects of spider webs and spider swarms.

**Alignment** Unaligned **Languages** –
**Skills** Stealth +17
**Str** 20 (+12) **Dex** 24 (+14) **Wis** 13 (+8)
**Con** 20 (+12) **Int** 3 (+3) **Cha** 6 (+5)

### Encounter Groups

These crafty predators hunt alone and in pairs. They are attracted by battle, and ally with drow or driders to prey on their enemies.

**Level 14 Encounter (XP 5,200)**
- ✦ 1 bristle spider (level 15 elite lurker)
- ✦ 1 drow blademaster (level 13 elite skirmisher, *MM* 94)
- ✦ 1 drow priest (level 15 controller, *MM* 95)

*Phase spider and bristle spider*

STEVE ELLIS

# Phase Spider

These cunning Feywild predators have been known to cross into the world in search of prey. Like their natural cousins, they can be found in nearly any environment.

| **Phase Spider** | **Level 8 Skirmisher** |
|---|---|
| Large fey beast (spider) | XP 350 |
| **Initiative** +11 | **Senses** Perception +7; tremorsense 10 |
| **HP** 87; **Bloodied** 43 | |
| **AC** 22; **Fortitude** 19, **Reflex** 21, **Will** 18 | |
| **Speed** 6, climb 6 (spider climb), teleport 6 | |
| ⊕ **Bite** (standard; at-will) ✦ **Poison, Sleep** | |
| +13 vs. AC; 1d8 + 5 damage, and the target is slowed (save ends). *First Failed Saving Throw:* The target is knocked unconscious instead of slowed (save ends). | |
| ⸸ **Ethereal Bite** (standard; recharge ⚄ ⁞⁞) ✦ **Teleportation** | |
| The phase spider teleports 10 squares and makes a bite attack. | |
| ⸸ **Ethereal Repulsion** (immediate interrupt, when an enemy moves adjacent to the phase spider; at-will) ✦ **Teleportation** | |
| Targets the triggering enemy; +11 vs. Will; the spider teleports the target 4 squares. | |
| **Alignment** Unaligned | **Languages** – |
| **Skills** Stealth +14 | |
| **Str** 17 (+7) | **Dex** 20 (+9) **Wis** 17 (+7) |
| **Con** 15 (+6) | **Int** 5 (+1) **Cha** 10 (+4) |

## Phase Spider Tactics

A phase spider prefers to surprise its prey, using its *ethereal bite* attack to teleport in, bite an enemy, and then teleport out of harm's way. Possessing superior mobility through their natural ability to teleport, phase spiders rarely engage a single enemy for longer than a round or two before moving on to another opponent.

Phase spiders use hit-and-run tactics in order to wear down their prey.

## Phase Spider Lore

**Arcana DC 20:** Though able to sustain themselves on the blood of any living creature, phase spiders prefer to dine on fey victims. They have been known to divert their attention away from easier prey in order to attack such creatures.

**Arcana DC 25:** Phase spiders are the result of ancient magical experimentation by the eladrin, done in an effort to create a creature that can be trained to infiltrate the dark halls of the drow.

## Encounter Groups

Phase spiders hunt both alone and in packs. They have also been known to work alongside other powerful fey creatures, particularly eladrin.

**Level 7 Encounter (XP 1,650)**

- ✦ 2 eladrin fey knights (level 7 soldier, *MM* 102)
- ✦ 3 phase spiders (level 8 skirmisher)

# Tomb Spider

These voracious killers are true creatures of the Shadowfell insofar as they create undead as a part of their life cycle. Tomb spiders constantly look for opportunities to cross over into the world, frequently making their lairs in graveyards or catacombs where they can find dead bodies in which to lay their eggs.

| **Tomb Spider** | **Level 11 Elite Controller** |
|---|---|
| Large shadow beast (spider) | XP 1,200 |
| **Initiative** +9 | **Senses** Perception +12; tremorsense 10 |
| **HP** 226; **Bloodied** 113 | |
| **AC** 25; **Fortitude** 23, **Reflex** 22, **Will** 22 | |
| **Resist** 10 necrotic | |
| **Saving Throws** +2 | |
| **Speed** 6, climb 6 (spider climb) | |
| **Action Points** 1 | |
| ⊕ **Bite** (standard; at-will) ✦ **Necrotic, Poison** | |
| +16 vs. AC; 1d8 + 5 damage, and the target is dazed and takes ongoing 10 necrotic and poison damage (save ends both). In addition, the target cannot use *second wind* until the end of the encounter. | |
| ⚚ **Web Net** (minor 1/round; at-will) | |
| Ranged 10; +15 vs. Reflex; the target is restrained and gains vulnerable 5 necrotic (save ends both). | |
| ✲ **Webbed Terrain** (standard; recharge ⚄ ⁞⁞) ✦ **Zone** | |
| Area burst 3 within 10; +15 vs. Reflex; the target is immobilized (save ends). *Effect:* The burst creates a zone of spider webs that lasts until the end of the encounter. The zone is difficult terrain. | |
| **Web Walker** | |
| A tomb spider ignores the effects of spider webs and spider swarms. | |
| **Alignment** Evil | **Languages** – |
| **Skills** Athletics +15 (+25 when jumping), Stealth +13 | |
| **Str** 21 (+10) | **Dex** 18 (+9) **Wis** 15 (+7) |
| **Con** 17 (+8) | **Int** 3 (+1) **Cha** 18 (+9) |

## Tomb Spider Tactics

A tomb spider uses its *webbed terrain* attack to divide the field of battle. It uses *web net* to restrain as many opponents as possible, biting them as opportunity allows. If it becomes bloodied, the tomb spider uses its considerable jumping and climbing abilities to escape, allowing it to return later to renew the fight.

# Tomb Spider Lore

**Arcana DC 16:** A tomb spider lays its eggs in a humanoid corpse, creating an animate mummy in which hundreds of tiny tomb spiders reside until the creature splits open. Tomb spiders are frequently employed by followers of Orcus, which delight in their natural ability to create undead as part of their reproductive cycle.

ADAM GILLESPIE

## Tomb Spider Broodswarm

A tomb spider broodswarm issues forth from the corpse in which it was laid.

| **Tomb Spider Broodswarm** | **Level 10 Lurker** |
|---|---|
| Medium shadow beast (spider, swarm) | XP 500 |
| **Initiative** +14 | **Senses** Perception +5; tremorsense 10 |
| **Swarm Attack** aura 1; each enemy that starts its turn within the aura is slowed until the start of its next turn. | |
| **HP** 84; **Bloodied** 42 | |
| **AC** 24; **Fortitude** 21, **Reflex** 22, **Will** 20 | |
| **Resist** half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks | |
| **Speed** 5, climb 5 (spider climb) | |
| ⓘ **Dread Fangs** (standard; at-will) ✦ **Necrotic, Poison** | |
| +13 vs. Reflex; 1d6 + 5 necrotic damage, and the target is immobilized and takes ongoing 5 necrotic and poison damage (save ends both). | |
| **Shadow Drift** (standard; recharge ⚄ ⚅) | |
| The tomb spider broodswarm shifts 5 squares and gains a +4 bonus to all defenses until the start of its next turn. | |
| **Web Walker** | |
| A tomb spider broodswarm ignores the effects of spider webs and spider swarms. | |
| **Alignment** Evil | **Languages** – |
| **Skills** Stealth +15 | |
| **Str** 15 (+7) | **Dex** 21 (+10) **Wis** 11 (+5) |
| **Con** 18 (+9) | **Int** 1 (+0) **Cha** 18 (+9) |

### Tomb Spider Broodswarm Tactics

A tomb spider broodswarm attacks the nearest living creature unless commanded to do otherwise by its parent tomb spider. These masses of infant tomb spiders use *shadow drift* to move around living obstacles.

## Encounter Groups

Tomb spiders usually establish lairs near crypts or catacombs where humanoid corpses can be found. They have been known to aid powerful undead creatures as well as followers of Orcus.

**Level 11 Encounter (XP 3,300)**

- ✦ 3 crimson acolytes (level 7 skirmisher, *MM* 210)
- ✦ 1 deathpriest of Orcus (level 9 controller, *MM* 210)
- ✦ 1 tomb spider (level 11 elite controller)
- ✦ 2 battle wights (level 9 soldier, *MM* 262)

# SPRIGGAN

Spriggans are gnomes altered by fomorian magic. These perverse fey now wander the rough country of the Feywild and the world, pillaging for food and riches and delighting in the slaying of foes.

## Spriggan Giantsoul

Giantsouls build upon the evil they inherited from fomorian domination, gaining strength as well as the ability to stretch their arms to a giant's reach.

**Spriggan Giantsoul** **Level 8 Brute**
Small fey humanoid XP 350

**Initiative** +6 **Senses** Perception +7; low-light vision
**HP** 106; **Bloodied** 53
**AC** 20; **Fortitude** 21, **Reflex** 19, **Will** 20
**Speed** 6

⊕ **Slam** (standard; at-will)
+11 vs. AC; 2d6 + 5 damage, or 2d6 + 9 damage while the spriggan giantsoul is bloodied.

⸸ **Giantsoul Slam** (standard; recharge ⚅ ⚄ ⚃)
Reach 2; +13 vs. AC; 2d6 + 5 damage, and the target is knocked prone. While the spriggan giantsoul is bloodied, the damage increases to 2d6 + 9.

⸸ **Surprise Slam** (immediate interrupt, when an enemy within 2 squares of the spriggan giantsoul attacks an ally; encounter)
*Giantsoul slam* recharges, and the giantsoul uses it against the triggering enemy.

**Redcap Zeal** (when the spriggan giantsoul bloodies an enemy or reduces an enemy to 0 hit points or fewer; encounter)
The giantsoul gains 1d10 + 3 temporary hit points.

**Alignment** Evil **Languages** Elven
**Skills** Athletics +14, Intimidate +10, Stealth +12
**Str** 18 (+8) **Dex** 15 (+6) **Wis** 17 (+7)
**Con** 16 (+7) **Int** 10 (+4) **Cha** 12 (+5)
**Equipment** hide armor, iron-shod boots

## Spriggan Powrie

Capering in iron-shod boots, powries seek to splash their feet in the blood of foes.

**Spriggan Powrie** **Level 7 Skirmisher**
Small fey humanoid XP 300

**Initiative** +9 **Senses** Perception +9; low-light vision
**HP** 79; **Bloodied** 39
**AC** 21 (23 against opportunity attacks); **Fortitude** 19, **Reflex** 20, **Will** 18
**Speed** 6

⊕ **Sickle** (standard; at-will) ✦ **Weapon**
+12 vs. AC; 1d6 + 3 damage, and ongoing 5 damage (save ends).

⸸ **Hamstring** (standard; recharges when first bloodied) ✦ **Weapon**
+12 vs. AC; 1d6 + 3 damage, and the target is knocked prone, is slowed until the end of the spriggan powrie's next turn, and takes ongoing 5 damage (save ends).

⸸ **Punt the Fallen** (minor 1/round; at-will)
Targets a prone creature; +12 vs. Fortitude; 1d6 + 3 damage, and the spriggan powrie pushes the target 3 squares.

**Blood Slide**
A spriggan powrie does not provoke opportunity attacks for moving out of a space adjacent to a bloodied creature or a creature that is taking ongoing damage.

**Combat Advantage**
When a spriggan powrie hits a creature that is taking ongoing damage and is granting combat advantage to the powrie, the powrie's attack increases the ongoing damage by 5.

**Redcap Zeal** (when the spriggan powrie bloodies an enemy or reduces an enemy to 0 hit points or fewer; encounter)
The powrie gains 1d8 + 2 temporary hit points.

**Alignment** Evil **Languages** Elven
**Skills** Athletics +11, Stealth +14, Thievery +12
**Str** 16 (+6) **Dex** 18 (+7) **Wis** 12 (+4)
**Con** 15 (+5) **Int** 10 (+3) **Cha** 15 (+5)
**Equipment** leather armor, 2 sickles, iron-shod boots

## Spriggan Thorn

A spriggan thorn carries a curse of brambles, which it can lay upon an enemy with a glance.

**Spriggan Thorn** **Level 6 Soldier**
Small fey humanoid XP 250

**Initiative** +7 **Senses** Perception +9; low-light vision
**HP** 71; **Bloodied** 35
**AC** 22; **Fortitude** 18, **Reflex** 17, **Will** 19
**Speed** 5

⊕ **Short Sword** (standard; at-will) ✦ **Weapon**
+13 vs. AC; 1d6 + 3 damage, and ongoing 5 damage (save ends).

✧ **Mark of Thorns** (standard; encounter)
Close burst 5; targets one enemy; the target is affected by the mark of thorns until the end of the encounter. While affected by the mark of thorns, the target cannot make opportunity attacks against the spriggan thorn, and the target takes 4 damage at the end of any turn in which it did not attack the thorn. In addition, at the start of the target's turn, each of the target's allies adjacent to the target takes 4 damage.

**Drowsing Puncture** (minor; recharges when first bloodied)
If the spriggan thorn hits with its next short sword attack, the target of the attack is dazed until the end of the thorn's next turn and is knocked prone.

**Redcap Zeal** (when the spriggan thorn bloodies an enemy or reduces an enemy to 0 hit points or fewer; encounter)
The thorn gains 1d8 + 2 temporary hit points.

**Alignment** Evil **Languages** Elven
**Skills** Athletics +12, Stealth +11
**Str** 17 (+6) **Dex** 15 (+5) **Wis** 12 (+4)
**Con** 15 (+5) **Int** 10 (+3) **Cha** 18 (+7)
**Equipment** chainmail, light shield, short sword, iron-shod boots

*(Left to right) spriggan powrie, spriggan giantsoul, and spriggan thorn*

## Spriggan Witherer

Spriggan witherers use their magic to command the weather and to soak the earth in the blood of their foes.

| **Spriggan Witherer** | **Level 8 Artillery (Leader)** |
|---|---|
| Small fey humanoid | XP 350 |
| **Initiative** +8 | **Senses** Perception +10; low-light vision |
| **HP** 70; **Bloodied** 35 | |
| **AC** 21; **Fortitude** 19, **Reflex** 18, **Will** 20 | |
| **Speed** 6 | |
| ⓘ **Withering Touch** (standard; at-will) ✦ **Necrotic** | |
| +11 vs. Reflex; 1d8 + 4 necrotic damage. | |
| **Sun Scorch** (standard; at-will) ✦ **Fire, Radiant** | |
| Ranged 10; +13 vs. Reflex; 2d6 + 5 fire and radiant damage. | |
| **Flattening Wind** (standard; recharges when first bloodied) | |
| Area burst 3 within 10 or close blast 3; +12 vs. Fortitude; 2d6 + 4 damage, and the target is pushed 2 squares and knocked prone. | |
| **Blood for the Earth** (standard, usable only while bloodied; at-will) | |
| Area burst 2 within 10; targets enemies; +12 vs. Fortitude; 1d6 + 4 damage, and ongoing 5 damage (save ends). *Effect:* Each ally within the burst gains 5 temporary hit points. | |
| **Redcap Zeal** (when the spriggan witherer bloodies an enemy or reduces an enemy to 0 hit points or fewer; encounter) | |
| The witherer gains 1d6 + 3 temporary hit points. | |
| **Alignment** Evil | **Languages** Elven |
| **Skills** Arcana +8, Athletics +11, Stealth +12 | |
| **Str** 12 (+5) | **Dex** 15 (+6) **Wis** 12 (+5) |
| **Con** 16 (+7) | **Int** 10 (+4) **Cha** 18 (+8) |
| **Equipment** leather armor, iron-shod boots | |

## Spriggan Lore

**Arcana DC 14:** Spriggans, also known also as redcaps for their habit of dipping their hats and clothing in blood, prefer to live in dark burrows under rugged terrain. They supplement their stores by raiding and extorting tribute from weaker creatures.

**Arcana DC 19:** Gnomes were once fomorian slaves, and many fled to the world to elude their oppressors. Those that did not make their way to freedom were twisted into spriggans.

## Encounter Groups

Spriggans ally with creatures willing to tolerate their bloody ways. They keep dangerous plants and animals near their homes to dissuade intruders. Fomorians and evil eladrin use spriggans as spies and scouts.

**Level 9 Encounter (XP 2,150)**
- ✦ 1 eladrin twilight incanter (level 8 controller, *MM* 102)
- ✦ 1 shambling mound (level 9 brute, *MM* 232)
- ✦ 2 spriggan giantsouls (level 8 brute)
- ✦ 2 spriggan witherers (level 8 artillery)

STEVE PRESCOTT

# SPRITE SWARM

Sprites exist in great variety in the Feywild and are as common as birds. Most present no threat beyond twittering laughter in the shadows, but some gather in dangerous swarms.

## Umbral Sprite Swarm

Dark fey with a taste for blood and a penchant for causing chaos, umbral sprites gather in the rare pockets of shadow within the Feywild and hunt any creatures that step into their domain.

| **Umbral Sprite Swarm** | | **Level 4 Controller** |
|---|---|---|
| Medium fey humanoid (swarm) | | XP 175 |
| **Initiative** +6 | **Senses** Perception +8; blindsight 6 | |
| **Swarm Attack** aura 1; each enemy that starts its turn within the aura takes 3 damage. | | |
| **HP** 55; **Bloodied** 27 | | |
| **AC** 18; **Fortitude** 15, **Reflex** 17, **Will** 15 | | |
| **Resist** half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks | | |
| **Speed** 4, fly 6 (hover) | | |
| ⊕ **Swarm of Fangs and Blades** (standard; at-will) | | |
| +10 vs. AC; 1d6 + 4 damage. | | |
| ✧ **Darkwave** (standard; recharge ⚄ ⚅) ✦ **Necrotic, Zone** | | |
| Close burst 3; +8 vs. Reflex; 2d8 + 4 necrotic damage. *Effect:* The burst creates a zone of darkness that lasts until the end of the umbral sprite swarm's next turn. The zone blocks line of sight. | | |
| **Fade Away** (immediate reaction, when the umbral sprite swarm takes damage; encounter) ✦ **Illusion** | | |
| The umbral sprite swarm is invisible until after it hits or misses with an attack or until the end of its next turn. | | |
| **Alignment** Unaligned | **Languages** Elven | |
| **Skills** Stealth +11 | | |
| **Str** 8 (+1) | **Dex** 18 (+6) | **Wis** 13 (+3) |
| **Con** 15 (+4) | **Int** 13 (+3) | **Cha** 15 (+4) |

### Umbral Sprite Swarm Tactics

The umbral sprite swarm flies into the midst of its opponents and uses its *darkwave* attack. The swarm then flits about to make the most of its *swarm of fangs and blades* until its *darkwave* attack recharges.

### Umbral Sprite Swarm Lore

**Arcana DC 12:** Although umbral sprite swarms come from the Feywild, those that make their way into the world frequently gather in areas where they might be able to cross over into the Shadowfell. Gnomes and spriggans have been known to employ umbral sprite swarms as a diversion while they pursue goals too subtle for the sprites to aid directly.

CHRIS SEAMAN

## Encounter Groups

Sprite swarms often fight alongside other fey creatures. They are generally not found near large towns or cities, preferring more rural areas.

**Level 5 Encounter (XP 1,050)**
- ✦ 2 ettercap fang guards (level 4 soldier, *MM* 107)
- ✦ 2 fey panthers (level 4 skirmisher, *MM* 213)
- ✦ 2 umbral sprite swarms (level 4 controller)

# STAR SPAWN

Warlocks and sages know that when one looks up at the stars, some stars glare back with hunger. When a star hangs in the correct position in the sky and its light strikes the world at precisely the right angle, the star spawn walk the world. Star spawn are utterly malevolent beings.

## Star Spawn Lore

**Dungeoneering DC 20:** The star spawn are creatures sent by the baleful stars of the night sky, accursed celestial objects that gaze upon the world with a mixture of hatred, anger, and hunger. The spawn are the avatars of these stars, sent to wreak havoc. Some stars have only one spawn, but others manifest a multitude of creatures. The spawn of a particular star appear only once a year at most, but sometimes a spawn becomes trapped in the world and continues its depredations until slain.

**Dungeoneering DC 25:** Sometimes cults form around a star spawn. Some star spawn simply devour their worshipers, but others tolerate their presence and use them as allies. Warlocks who have the star pact flock to star spawn. Whether they serve, study, or slay them depends on a particular warlock's goals and attitudes.

**Dungeoneering DC 27:** Star spawn are known to appear before great tribulations and at the convergence of unparalleled levels of power. During great wars, battles between divine beings, and the preparation of mighty rituals, the spawn appear across the land. The star called Allabar, a wandering object known as the Opener of the Way, courses across the sky, causing the spawn of any stars it nears to manifest upon the world. Some believe that Allabar is a trickster star that merely spreads havoc between the world and its kin. Others claim that Allabar itself is the greatest of the stars, a strange being from beyond the world, manipulating the other stars to its own end. What that end could be, and the role played by the star spawn, none as yet can guess. Before his disappearance, the warlock Thulzar claimed that he had successfully charted the incursions of all star spawn since the fall of Bael Turath. His research showed an emerging pattern, but he, his tower, and all his works simply vanished one starless night, leaving behind only a smooth, glass-coated crater.

## Herald of Hadar

Hadar's dull red glow is barely visible in the night sky, as the star slowly burns down into a lifeless, dead cinder. According to the Revelations of Melech, Hadar was once the brightest star in the sky, but during the calamities that led to the fall of Bael Turath, it surged into a searing brand of light and then faded into a blood-red ember. Hadar now hangs on the edge of annihilation. A herald of Hadar is an avatar of Hadar's dying gasps, a fiendish monster that grows stronger in the presence of living creatures.

TOMÁS GIORELLO

| Herald of Hadar | Level 15 Brute |
|---|---|
| Medium aberrant humanoid | XP 1,200 |

**Initiative** +9 **Senses** Perception +11; darkvision
**HP** 180; **Bloodied** 90
**AC** 27; **Fortitude** 27, **Reflex** 26, **Will** 27
**Speed** 6

⊕ **Hungry Claws** (standard; at-will)
+18 vs. AC; 1d10 + 5 damage. *Effect:* The herald of Hadar makes one more *hungry claws* attack against the same target or a different one.

⸸ **Feeding Frenzy** (standard; encounter)
+18 vs. AC; 1d10 + 5 damage. *Effect*: The herald of Hadar makes three more *hungry claws* attacks against the same target or different ones. No more than two of the attacks can target the same creature.

✧ **Breath of a Dying Star** (standard; encounter)
Close blast 5; +18 vs. Reflex; 2d10 + 5 damage, and the target cannot spend healing surges or regain hit points (save ends).

**Hadar's Hunger** (immediate reaction, when a creature within 5 squares of the herald of Hadar spends a healing surge; at-will)
The herald chooses one of the following options:
The herald shifts 3 squares and must end the move closer to the triggering creature.
The herald uses a *hungry claws* attack.
The herald regains the use of one of its encounter powers.
The herald gains a +2 bonus to attack rolls until the end of its next turn.

**Alignment** Chaotic evil **Languages** telepathy 10

| | | |
|---|---|---|
| **Str** 17 (+10) | **Dex** 15 (+9) | **Wis** 18 (+11) |
| **Con** 20 (+12) | **Int** 10 (+7) | Cha 15 (+9) |

| Maw of Acamar | Level 15 Controller |
|---|---|
| Large aberrant humanoid | XP 1,200 |

**Initiative** +9 **Senses** Perception +11; darkvision
**Hungry Star** aura 5; each creature within the aura must spend 3 extra squares of movement for each square it moves farther away from the maw of Acamar.
**HP** 145; **Bloodied** 77
**AC** 29; **Fortitude** 27, **Reflex** 26, **Will** 27
**Speed** 6

⊕ **Devouring Touch** (standard; at-will)
Reach 2; +19 vs. Reflex; the target takes ongoing 15 damage (save ends).

✧ **Corpse Star's Grip** (minor; at-will)
Close burst 5; +19 vs. Fortitude; the maw of Acamar pulls the target 3 squares.

✧ **Devouring Star** (standard; at-will)
Close burst 3; +19 vs. Fortitude; the target takes ongoing 10 damage (save ends).

**Destroyer of Life**
When an enemy adjacent to the maw of Acamar succeeds on a saving throw against ongoing damage, the ongoing damage is reduced by 5 instead of ending.

**Life Devourer** (immediate reaction, when a creature within 2 squares of the maw of Acamar spends a healing surge; at-will)
The reach of *devouring touch* and the burst areas of *corpse star's grip* and *devouring star* increase by 2 until the end of the maw's next turn.

**Alignment** Chaotic evil **Languages** telepathy 10

| | | |
|---|---|---|
| **Str** 20 (+12) | **Dex** 15 (+9) | **Wis** 19 (+11) |
| **Con** 17 (+10) | **Int** 11 (+7) | **Cha** 16 (+10) |

## Herald of Hadar Lore

**Dungeoneering DC 18:** A herald of Hadar is spawned by its namesake, a dying ember of a star. The herald feasts on life energy, channeling it back to its creator in an effort to avert its demise.

# Maw of Acamar

The star Acamar is a corpse star, a dead star of utter inky nothingness that devours other stars that draw too close. The maw of Acamar is that star's hunger made real, an avatar of devastation that eats everything in its path.

In battle, the maw of Acamar strides amid its foes, relying on the powerful magic that surges from its form to drag victims to their doom. Winds howl as Acamar draws the very air around the maw into itself. Creatures slain by the maw are ripped apart and dragged away to disappear into Acamar's endless darkness. The maws are deadlier still when encountered in numbers; they crowd around a foe and tear him in half as they pull him in several directions at once.

FRANZ VOHWINKEL

### Maw of Acamar Lore

**Dungeoneering DC 18:** A maw of Acamar enters the world when the dark influence of the star Acamar is at its peak. The maw wanders the world, pulling living creatures into its destructive void to feed Acamar, a dead star wracked by endless hunger.

## Scion of Gibbeth

Gibbeth is a cursed green star, said to have at its core an utterly unknowable being. Warlocks and other arcane users say that Gibbeth shall show its face only at the end of the world, when the very glare of its eyes and the monstrous aspect of its being pushes all of creation into inescapable madness. The scion of Gibbeth is a terrible shard of that green star, a herald of Gibbeth's curse and a forerunner of what might come.

When the scion appears, no two observers can agree on its actual appearance. Some see a green-skinned, horned giant, while others report a red, spiderlike creature with a child's face or a serpentine monstrosity with dozens of gibbering mouths along its body. Sages maintain that this outer appearance is merely an aspect projected by the shard that dwells within the scion. The mental strain of seeing even a shadow of Gibbeth's essence is such that mortal minds must conjure knowable, though strange, images to contain it. Anyone who sees the scion's true form is doomed to madness.

| **Scion of Gibbeth** | **Level 17 Controller** |
|---|---|
| Large aberrant humanoid | XP 1,600 |
| **Initiative** +11 **Senses** Perception +11; darkvision | |
| **Aura of Revulsion** aura 10; each creature within the aura cannot target the scion of Gibbeth with melee or ranged attacks unless the scion is the nearest enemy. | |
| **HP** 163; **Bloodied** 81; see also *revelation of Gibbeth* | |
| **AC** 31; **Fortitude** 29, **Reflex** 27, **Will** 29 | |
| **Speed** 6 | |
| ⊕ **Slam** (standard; at-will) | |
| Reach 2; +22 vs. AC; 2d10 + 5 damage. | |
| **Mind-Splintering Gaze** (standard; at-will) ✦ **Charm, Gaze, Psychic** | |
| Ranged 20; +21 vs. Will; 1d8 + 2 psychic damage, and the target is dominated (save ends). | |
| **Gibbeth's Baleful Glare** (opportunity, when an enemy targets the scion of Gibbeth with a melee or ranged attack; at-will) ✦ **Charm, Psychic** | |
| Ranged 20; targets the triggering enemy; +21 vs. Will; 1d8 + 2 psychic damage, and the scion slides the target 2 squares. | |
| **Revelation of Gibbeth** (when the scion of Gibbeth drops to 0 hit points) ✦ **Charm** | |
| Close burst 5; +21 vs. Will; the target is dazed and uses its standard action each turn to charge or to make a melee or ranged basic attack against its nearest ally (save ends). | |
| **Offering to Gibbeth** (immediate reaction, when a creature within 2 squares of the scion of Gibbeth spends a healing surge; at-will) | |
| The scion gains a +2 bonus to attack rolls until the end of its next turn. | |
| **Alignment** Chaotic evil **Languages** telepathy 10 | |
| **Str** 22 (+14) **Dex** 16 (+11) **Wis** 17 (+11) | |
| **Con** 19 (+12) **Int** 11 (+8) **Cha** 19 (+12) | |

STEVE ELLIS

### Scion of Gibbeth Lore

**Dungeoneering DC 20:** A scion of Gibbeth wanders the world seemingly at random. Prophets, the insane, and cultists are drawn to its presence. The scion typically lashes out at any living creature that draws near, but it tolerates these worshipers.

**Dungeoneering DC 25:** The scion of Gibbeth manifests in the world when Gibbeth is in conjunction with the star Allabar, a celestial object known as the Opener of the Way. Allabar wanders the sky in a pattern unlike that of any other star. It follows a seemingly random path, and when it draws near one of the baleful stars, that star's spawn appear in the world. The wandering star avoids only Acamar, because that object's hunger is so great that it would destroy even the star that would open its path to the world.

## Encounter Groups

Their malevolence runs rampant, but star spawn are cunning and calculating enough to entertain alliances of convenience.

**Level 13 Encounter (XP 4,200)**
- ✦ 2 battle wight commanders (level 12 soldier, *MM* 262)
- ✦ 1 beholder eye of flame (level 13 elite artillery, *MM* 32)
- ✦ 1 herald of Hadar (level 15 brute)

**Level 13 Encounter (XP 4,800)**
- ✦ 2 hook horrors (level 13 soldier, *MM* 158)
- ✦ 1 maw of Acamar (level 15 controller)
- ✦ 2 mind flayer infiltrators (level 14 lurker, *MM* 188)

# STEEL PREDATOR

Born of the machinations of Bane, steel predators are deadly planar creatures designed for war. Ranging through the Astral Sea and into the world, predators are relentless hunters, sometimes pursuing quarry for weeks and across planar boundaries. They delight in the consumption of the *residuum* in magic items, and so the more richly endowed the target, the farther they will pursue it.

**Steel Predator** **Level 20 Elite Soldier**
Large immortal animate (living construct) XP 5,600

**Initiative** +18 **Senses** Perception +16; darkvision
**HP** 388; **Bloodied** 194
**AC** 36; **Fortitude** 34, **Reflex** 32, **Will** 30
**Saving Throws** +2 (+4 against ongoing damage)
**Speed** 8
**Action Points** 1

⊕ **Bite** (standard; at-will)
Reach 2; +27 vs. AC; 4d6 + 4 damage, and the target is marked until the end of the steel predator's next turn.

**Snap Jaw** (standard; at-will)
The steel predator makes a bite attack. On a hit, the target is also knocked prone, and the predator makes another bite attack against a different target.

**Vicious Pounce** (standard; at-will)
The steel predator charges and makes the following attack in place of a bite attack: +25 vs. Fortitude; 2d12 + 5 damage, and the target is pushed 1 square and knocked prone. The predator moves into the space vacated by the target.

**Resonating Roar** (standard; recharge ⚄ ⚅ or when the steel predator takes thunder or lightning damage) ✦ **Thunder**
Close burst 3; +25 vs. Fortitude; 4d8 + 7 thunder damage, and the target is deafened and dazed (save ends both).

**Shifting Steel** (immediate reaction, when a creature adjacent to the steel predator shifts; at-will)
The predator shifts into the space vacated by the triggering creature.

**Alignment** Evil **Languages** Supernal
**Skills** Acrobatics +21, Athletics +21, Endurance +23, Stealth +21

| | | |
|---|---|---|
| **Str** 22 (+16) | **Dex** 23 (+16) | **Wis** 23 (+16) |
| **Con** 26 (+18) | **Int** 15 (+12) | **Cha** 12 (+11) |

## Steel Predator Tactics

The steel predator stalks its prey patiently, entering combat only when it thinks it is assured of victory. It begins with a *vicious pounce*, then releases a *resonating roar* in the midst of its foes. While the steel predator waits for that power to recharge, it makes *snap jaw* attacks against the closest foes, using *shifting steel* to keep targets close.

## Steel Predator Lore

**Arcana or Religion DC 14:** Created by Bane to track and slay the foes of the god of conquest, steel predators are relentless hunters that pursue their prey even across the planes. Thunder and lightning attacks made against a steel predator only increase the creature's power.

**Arcana or Religion DC 22:** Steel predators are agile, graceful beasts. These metallic felines are often led by teams of bladelings in Chernoggar, where they are most frequently found.

**Arcana or Religion DC 27:** Steel predators have a taste for magic items. Once they have slain a foe, they often consume the entire body, including both flesh and magical items.

**Arcana or Religion DC 29:** A steel predator's body contains *residuum*, which can be extracted upon its death. For this reason, many planar creatures hunt steel predators for profit and sport.

## Encounter Groups

Steel predators can be found anywhere the servants of Bane do battle. They serve faithfully with other creatures working toward common goals, but can quickly turn on those that betray Bane's ideals.

**Level 21 Encounter (XP 17,600)**
- ✦ 2 steel predators (level 20 elite soldier)
- ✦ 2 marut castigators (level 21 skirmisher)

TODD LOCKWOOD

# Tiger

Tigers are powerful and cunning predators. A tiger looks for distracted prey on the periphery of a battle.

| **Tiger** | **Level 6 Skirmisher** |
|---|---|
| Large natural beast | XP 250 |
| **Initiative** +9 | **Senses** Perception +10; low-light vision |
| **HP** 73; **Bloodied** 36 | |
| **AC** 20; **Fortitude** 19, **Reflex** 19, **Will** 17 | |
| **Speed** 8, climb 4 | |
| ⊕ **Bite** (standard; at-will) | |
| +11 vs. AC; 1d6 + 4 damage, and ongoing 5 damage (save ends). | |
| **Feral Surge** (minor; encounter) | |
| The tiger takes a move action. | |
| **Blur of Fur** | |
| A tiger that moves 2 squares or more gains a +4 bonus to AC against opportunity attacks until the start of its next turn. | |
| **Charging Pounce** | |
| When a tiger charges, its attack deals 1d8 extra damage, and the charge does not end its turn. | |
| **Alignment** Unaligned | **Languages** – |
| **Skills** Acrobatics +12, Stealth +12 | |
| **Str** 18 (+7) | **Dex** 19 (+7) | **Wis** 15 (+5) |
| **Con** 17 (+6) | **Int** 2 (-1) | **Cha** 11 (+3) |

## Tiger Tactics

A tiger uses its ability to continue moving after a *charging pounce* to set up future charges, relying on *feral surge* to move toward more vulnerable targets.

JIM NELSON

# Dire Tiger

A massive dire tiger is a serious menace even in wildernesses filled with more fantastic monsters.

| **Dire Tiger** | **Level 8 Soldier** |
|---|---|
| Large natural beast | XP 350 |
| **Initiative** +8 | **Senses** Perception +6; low-light vision |
| **HP** 89; **Bloodied** 44 | |
| **AC** 24; **Fortitude** 22, **Reflex** 19, **Will** 19 | |
| **Speed** 8, climb 4 | |
| ⊕ **Bite** (standard; at-will) | |
| +15 vs. AC; 2d6 + 5 damage. | |
| ⊹ **Leaping Pounce** (immediate reaction, when the tiger's quarry is within 5 squares of the dire tiger and shifts; at-will) | |
| The dire tiger shifts to the nearest space adjacent to its quarry and makes a bite attack against it. While shifting, the tiger can move through enemy-occupied spaces. | |
| **Feral Surge** (minor; encounter) | |
| The dire tiger takes a move action. | |
| **Hunter's Instinct** (minor 1/round; at-will) | |
| The nearest enemy is designated as the dire tiger's quarry until the end of the encounter or until the tiger designates another quarry. The tiger's attacks deal 1d6 extra damage against its quarry. | |
| **Alignment** Unaligned | **Languages** – |
| **Skills** Stealth +11 | |
| **Str** 20 (+9) | **Dex** 15 (+6) | **Wis** 15 (+6) |
| **Con** 17 (+7) | **Int** 2 (+0) | **Cha** 13 (+6) |

## Dire Tiger Tactics

**Nature DC 8:** Tigers are quick and agile hunters that are often found in rugged natural environments. They are often trained as guards by ogres.

**Nature DC 14:** Dire tigers live in dense forests or jungles. They target lone, weaker foes. If under the watchful eye of a dire tiger, it is best to stand your ground—they are known to leap at slight movements.

# Encounter Groups

Tigers hunt alone, but they can be found in mated pairs, siblings, or with young (a single cub or pair of cubs). Tigers join in on others' combats to make a quick meal of the weak and the weary.

**Level 7 Encounter (XP 1500)**
- 1 macetail behemoth (level 7 soldier, *MM* 31)
- 2 ogre savages (level 8 brute, *MM* 199)
- 2 tigers (level 6 skirmisher)

**Level 9 Encounter (XP 2250)**
- 3 dire tigers (level 8 soldier)
- 1 weretiger (level 11 elite skirmisher)

# Troglodyte

Troglodytes are tribal creatures that dwell in the Underdark and raid communities at the edge of civilization. Highly territorial, troglodytes engage trespassers in combat without bothering to ask questions.

## Troglodyte Thrasher

This primitive savage lives to bathe itself in the blood of its foes. It cleaves through enemies, completely unaware of its own mortality.

| **Troglodyte Thrasher** | **Level 7 Brute** |
|---|---|
| Medium natural humanoid (reptile) | XP 300 |
| **Initiative** +5 **Senses** Perception +6; darkvision | |
| **Troglodyte Stench** aura 1; each living enemy within the aura takes a -2 penalty to attack rolls. | |
| **HP** 100; **Bloodied** 50 | |
| **AC** 19; **Fortitude** 19, **Reflex** 15, **Will** 17 | |
| **Speed** 5 | |
| ⊕ **Claw** (standard; at-will) | |
| +10 vs. AC; 3d6 + 4 damage. | |
| ⸸ **Tooth and Claw** (standard; at-will) | |
| +10 vs. AC; 1d6 + 4 damage. If this attack bloodies the target, the troglodyte thrasher makes a claw attack against the target as a free action. *Effect:* Make one more attack against the same target or a different one. | |
| **Alignment** Chaotic evil **Languages** Draconic | |
| **Str** 18 (+7) **Dex** 15 (+5) **Wis** 16 (+6) | |
| **Con** 20 (+8) **Int** 4 (+0) **Cha** 11 (+3) | |

### Troglodyte Thrasher Tactics

A troglodyte thrasher enjoys going after the biggest, toughest, or most physically dangerous-looking enemy. It tends to ignore ranged attackers, but attacks them if no other enemies remain. If a thrasher is hit by a melee attack, it usually focuses its attention on that attacker during its next turn.

### Troglodyte Thrasher Lore

**Dungeoneering or Nature DC 14:** Although truly intelligent members of the troglodyte race do exist, the dimwitted hordes vastly outnumber them. Troglodyte thrashers posses only a beast's intellect. Other troglodytes keep thrashers in cages to prevent them from turning on each other or on their more intelligent cousins.

## Troglodyte Deepscourge

Through the alien alchemy of their own bodies, troglodyte deepscourges learn to channel their awful stench into a multitude of different attacks against enemies.

| **Troglodyte Deepscourge** | **Level 9 Artillery (Leader)** |
|---|---|
| Medium natural humanoid (reptile) | XP 400 |
| **Initiative** +7 **Senses** Perception +4; darkvision | |
| **Dizzying Stench** aura 10; each troglodyte within the aura gains an increase of 1 to the size of its *troglodyte stench* aura. | |
| **Troglodyte Stench** aura 2; each living enemy within the aura takes a -2 penalty to attack rolls. | |
| **HP** 78; **Bloodied** 39 | |
| **AC** 22; **Fortitude** 22, **Reflex** 21, **Will** 19 | |
| **Speed** 5 | |
| ⊕ **Claw** (standard; at-will) | |
| +17 vs. AC; 1d4 + 5 damage. | |
| ⚚ **Debilitating Ray** (standard; at-will) ✦ **Implement** | |
| Ranged 10; 1d8 + 4 damage, and if the target is within a *troglodyte stench* aura, it is weakened until the end of its next turn. | |
| ✧ **Blinding Stench** (immediate reaction, when hit by an attack; recharges when first bloodied) | |
| Close burst 2; targets nonreptiles; +13 vs. Fortitude; the target is blinded (save ends). | |
| ✲ **Rancid Cloud** (standard; recharge ⚄ ⚅) | |
| Area burst 2 within 10; targets nonreptiles; +13 vs. Fortitude; 2d6 + 5 damage, and the target is weakened until the end of the troglodyte deepscourge's next turn. | |
| **Alignment** Chaotic evil **Languages** Draconic | |
| **Skills** Dungeoneering +9 | |
| **Str** 12 (+5) **Dex** 16 (+7) **Wis** 11 (+4) | |
| **Con** 18 (+8) **Int** 12 (+5) **Cha** 13 (+5) | |
| **Equipment** leather armor, staff | |

CHRIS SEAMAN

### Troglodyte Deepscourge Tactics

In combat, a deepscourge remains safely behind its brutish allies. If attacked, it uses *blinding stench* to incapacitate the enemy and cover its retreat. The deepscourge coordinates with its allies in combat, ordering other troglodytes into formations where their auras can have the most potency in conjunction with the deepscourge's *debilitating ray* and *dizzying stench*.

### Troglodyte Deepscourge Lore

**Dungeoneering or Nature DC 14:** A troglodyte deepscourge often serves alongside a troglodyte curse chanter or in the curse chanter's stead as the leaders of a tribe. A deepscourge is a shaman for a troglodyte tribe. Troglodytes often rely on deepscourges for guidance in ritual as well as in combat.

## Troglodyte Temple Champion

A savage society draws troglodytes to worship brutal gods. It should be no surprise that their dark religions produce vicious champions.

| **Troglodyte Temple Champion** | **Level 9 Soldier** |
|---|---|
| Medium natural humanoid (reptile) | XP 400 |
| **Initiative** +9 **Senses** Perception +6; darkvision | |
| **Troglodyte Stench** aura 1; each living enemy within the aura takes a -2 penalty to attack rolls. | |
| **HP** 101; **Bloodied** 50 | |
| **AC** 25; **Fortitude** 23, **Reflex** 21, **Will** 20 | |
| **Speed** 5 | |
| ⊕ **Flail** (standard; at-will) ✦ **Weapon** | |
| +16 vs. AC; 1d10 + 7 damage. | |
| ⊛ **Javelin** (standard; at-will) ✦ **Weapon** | |
| Ranged 10/20; +16 vs. AC; 1d6 + 6 damage. | |
| ⸸ **Sweeping Trip** (standard; at-will) ✦ **Weapon** | |
| +14 vs. Reflex; 1d8 + 6 damage, and the target is knocked prone. | |
| ✧ **Whirlwind Attack** (standard; encounter) ✦ **Weapon** | |
| Close burst 1; +16 vs. AC; 1d10 + 7 damage. | |
| **Alignment** Chaotic evil **Languages** Draconic | |
| **Skills** Athletics +13, Endurance +14 | |
| **Str** 19 (+8) **Dex** 17 (+7) **Wis** 14 (+6) | |
| **Con** 21 (+9) **Int** 10 (+4) **Cha** 12 (+5) | |
| **Equipment** scale armor, flail, 2 javelins | |

### Troglodyte Temple Champion Tactics

Troglodyte temple champions are not subtle; they charge into combat as soon as possible, flinging javelins when unable to attack in melee. Temple champions use their *sweeping trip* attacks to stop opponents from escaping.

### Troglodyte Temple Champion Lore

**Dungeoneering or Nature DC 14:** Hidden away deep underground are foul troglodyte temples dedicated to demons such as Demogorgon and deities such as Torog. The strongest troglodytes from nearby tribes rise to become temple champions.

Temple champions fight to the death with fanatical devotion; anyone taken alive by a temple champion is quickly sacrificed in a nearby temple.

**Dungeoneering or Nature DC 19:** Due to the comprehension and patience required of a temple champion, the strongest warriors are often the smartest as well. If temple champions leave their temples' boundaries, they often do so at the behest of their leaders and as the head of a larger force of less intelligent troglodytes.

## Encounter Groups

Troglodytes often use drakes and other reptilian monsters to guard their lairs.

**Level 7 Encounter (XP 1,600)**
- ✦ 2 horned drakes (level 5 skirmisher)
- ✦ 1 troglodyte impaler (level 7 artillery, *MM* 252)
- ✦ 3 troglodyte thrashers (level 7 brute)

**Level 10 Encounter (XP 2,650)**
- ✦ 1 troglodyte curse chanter (level 8 controller, *MM* 252)
- ✦ 2 troglodyte deepscourges (level 9 artillery)
- ✦ 3 scytheclaw drakes (level 10 skirmisher)

**Level 11 Encounter (XP 3,100)**
- ✦ 1 balhannoth (level 13 elite lurker, *MM* 24)
- ✦ 2 troglodyte temple champions (level 9 soldier)
- ✦ 4 troglodyte warriors (level 12 minion, *MM* 252)

**Level 12 Encounter (XP 3,750)**
- ✦ 1 troglodyte curse chanter (level 8 controller, *MM* 252)
- ✦ 2 troglodyte deepscourges (level 9 artillery)
- ✦ 4 troglodyte thrashers (level 7 brute)
- ✦ 8 troglodyte warriors (level 12 minion, *MM* 252)

# Troll

These monstrous humanoids strike fear into their enemies with their strength and ravenous appetites.

## Ice Troll

Ice trolls are skilled armorers and weaponsmiths that can be found in the frozen north, the Frostfell, and anywhere that supernatural cold persists.

| **Ice Troll** | **Level 10 Soldier** |
|---|---|
| Large natural humanoid | XP 500 |
| **Initiative** +9 **Senses** Perception +10 | |
| **Emanating Cold** aura 1; each enemy that starts its turn in the aura is slowed until the start of its next turn. | |
| **HP** 109; **Bloodied** 54; see also *troll healing* | |
| **Regeneration** 10 | |
| **AC** 26; **Fortitude** 23, **Reflex** 19, **Will** 17 | |
| **Vulnerable** acid or fire (if the ice troll takes acid or fire damage, its regeneration does not function until the end of its next turn) | |
| **Speed** 8 | |
| ⊕ **Maul** (standard; at-will) ✦ **Weapon** | |
| Reach 2; +17 vs. AC; 2d6 + 6 damage. | |
| ↯ **Frenzied Strike** (free, when the ice troll's attack bloodies an enemy; at-will) | |
| The troll makes a maul attack. | |
| **Troll Healing** ✦ **Healing** | |
| If the ice troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it falls prone and remains at 0 hit points until the start of its next turn, when it regains 10 hit points. If an attack deals acid or fire damage to the ice troll while it is at 0 hit points, it is destroyed. | |
| **Alignment** Chaotic evil **Languages** Giant | |
| **Skills** Athletics +16, Endurance +15 | |
| **Str** 22 (+11) **Dex** 15 (+7) **Wis** 10 (+5) | |
| **Con** 21 (+10) **Int** 9 (+4) **Cha** 8 (+4) | |
| **Equipment** scale armor, maul | |

### Ice Troll Tactics

An ice troll wades into combat and pounds its enemies with its powerful maul. It also knows full well the effect its aura has on creatures not accustomed to supernatural cold, and it positions itself to include as many of its foes as possible in the aura.

### Ice Troll Lore

**Nature DC 16:** Ice trolls inhabit the Frostfell, but they occasionally make their way into less frigid regions. Ice trolls are more intelligent than most other trolls, and they have learned to craft weapons. They prefer to use such weapons in combat instead of their claws.

## Bladerager Troll

A bladerager troll is the result of modification to a normal troll.

| **Bladerager Troll** | **Level 12 Brute** |
|---|---|
| Large natural humanoid | XP 700 |
| **Initiative** +10 **Senses** Perception +9 | |
| **HP** 151; **Bloodied** 75; see also *death burst* | |
| **Regeneration** 10 | |
| **AC** 24; **Fortitude** 26, **Reflex** 24, **Will** 23 | |
| **Vulnerable** acid or fire (if the bladerager troll takes acid or fire damage, its regeneration does not function until the end of its next turn) | |
| **Speed** 7 | |
| ⊕ **Claw** (standard; at-will) | |
| Reach 2; +15 vs. AC; 2d10 + 6 damage. | |
| ↯ **Bladerager Rend** (standard; recharge ⚄ ⚅) | |
| Reach 2; +15 vs. AC; 3d10 + 6 damage, and ongoing 5 damage (save ends). | |
| ✧ **Death Burst** (when the bladerager troll drops to 0 hit points) | |
| The troll explodes in a burst of shrapnel: close burst 2; +13 vs. Reflex; 2d6 + 5 damage. | |
| **Alignment** Chaotic evil **Languages** Giant | |
| **Skills** Athletics +17, Endurance +16 | |
| **Str** 23 (+12) **Dex** 18 (+10) **Wis** 16 (+9) | |
| **Con** 21 (+11) **Int** 3 (+2) **Cha** 10 (+6) | |

### Bladerager Troll Tactics

A bladerager troll attacks the most physically menacing target, but quickly switches to the enemy that appears to be doing the most damage or hindering it the most. It doesn't employ concerted tactics beyond dealing as much damage to its enemies as possible.

### Bladerager Troll Lore

**Nature DC 16:** Bladerager trolls are barely sentient berserker trolls. They run at their foes, ripping them limb from limb and devouring the pieces. Bladeragers are created in violent rituals that bind weapons and metal shards with troll flesh. In constant pain, bladeragers survive because of their regenerative capabilities, but death breaks the binding magic in an explosion of metal and blood.

**Nature DC 21:** Duergar, drow, and mind flayers commonly capture trolls and enslave them. On the surface of the world, bladerager trolls can be found in the employ of oni and minotaurs. Some minotaur cabalists know the secret to binding magic weapons and armor into trolls, giving the trolls the properties of the metal items that cut their bodies. Such items can often be retrieved after the bladeragers' destructive deaths.

# Troll Vinespeaker

Troll vinespeakers fight by calling upon an ancient magic of wild lands.

| Troll Vinespeaker | Level 14 Controller |
|---|---|
| Large natural humanoid | XP 1,000 |
| **Initiative** +10 **Senses** Perception +13 | |
| **HP** 142; **Bloodied** 71; see also *troll healing* | |
| **Regeneration** 10 | |
| **AC** 28; **Fortitude** 26, **Reflex** 23, **Will** 21 | |
| **Vulnerable** acid or fire (if the troll vinespeaker takes acid or fire damage, its regeneration does not function until the end of its next turn) | |
| **Speed** 8 | |
| ⨁ **Claw** (standard; at-will) | |
| Reach 2; +19 vs. AC; 2d6 + 7 damage. | |
| ⨁ **Frenzied Strike** (free, when the troll vinespeaker's attack bloodies an enemy; at-will) | |
| The vinespeaker makes a claw attack. | |
| ⤙ **Ray of Thorns** (standard; at-will) ✦ **Implement** | |
| Ranged 10; +18 vs. Reflex; 2d8 + 6 damage. | |
| ✧ **Chant of Power** (standard; encounter) ✦ **Healing, Implement** | |
| Close burst 5; targets allies; the target gains 10 temporary hit points and a +4 bonus to damage rolls while it has the temporary hit points. | |
| ✲ **Thorny Burst** (standard; at-will) ✦ **Implement, Zone** | |
| Area burst 1 within 10; +18 vs. Reflex; 1d10 + 6 damage, and the target is immobilized (save ends). The burst creates a zone of thorns and brambles that lasts until the end of the encounter. The zone is difficult terrain, and each creature that enters the zone or starts its turn there takes 1d8 damage. | |
| **Troll Healing** ✦ **Healing** | |
| If the troll vinespeaker is reduced to 0 hit points by an attack that does not deal acid or fire damage, it falls prone and remains at 0 hit points until the start of its next turn, when it regains 10 hit points. If an attack deals acid or fire damage to the vinespeaker while it is at 0 hit points, it is destroyed. | |
| **Alignment** Chaotic evil **Languages** Common, Giant | |
| **Skills** Athletics +16, Endurance +15 | |
| **Str** 18 (+11) **Dex** 16 (+10) **Wis** 12 (+8) | |
| **Con** 22 (+13) **Int** 16 (+10) **Cha** 10 (+7) | |
| **Equipment** mantle of thorny vines, gnarled staff | |

## Troll Vinespeaker Tactics

Troll vinespeakers use *thorny burst* as much as possible, switching to *ray of thorns* only when a *thorny burst* would inhibit the movement of allies on the battlefield. They remain out of melee and allow others to do the hand-to-hand fighting.

## Troll Vinespeaker Lore

**Nature DC 18:** The intelligent troll vinespeakers act as shamans and leaders in troll communities. They can be found among only the largest troll packs and war bands. Draping themselves in mantles of thorny vines, vinespeakers use a nature magic that gives the vines violent life.

# Encounter Groups

Trolls work well with other creatures as long as the trolls' appetites are kept in check. Most trolls lack intelligence and are easy to manipulate.

**Level 10 Encounter (XP 2,800)**
- ✦ 2 ice trolls (level 10 soldier)
- ✦ 1 manticore (level 10 elite skirmisher, *MM* 184)
- ✦ 2 worg (level 9 brute, *MM* 265)

**Level 12 Encounter (XP 3,800)**
- ✦ 3 bladerager trolls (level 12 brute)
- ✦ 1 duergar blasphemer (level 14 controller)
- ✦ 1 duergar hellcaller (level 12 artillery)

**Level 15 Encounter (XP 6,200)**
- ✦ 1 destrachan far voice (level 15 artillery, *MM* 59)
- ✦ 1 troll vinespeaker (level 14 controller)
- ✦ 4 war trolls (level 14 soldier, *MM* 254)

*(Top to bottom) bladerager troll and troll vinespeaker*

WAYNE ENGLAND

# VINE, PREDATORY

Ambulatory carnivorous vines threaten wilderness dwellers and travelers, and are often as dangerous as any predatory animal. These vines are sometimes cultivated by dryads and vine horrors for use as guardians.

## Ambush Vine

Ambush vines have voracious appetites, and find flesh to be particularly delectable. They hunt both above and below the ground, and can even snake through the water to strike at swimming prey.

| **Ambush Vine** | **Level 16 Elite Controller** |
|---|---|
| Large fey beast (plant) | XP 1,400 |
| **Initiative** +15 | **Senses** Perception +15; tremorsense 20 |
| **HP** 308; **Bloodied** 154; see also *rapid growth* | |
| **AC** 30; **Fortitude** 28, **Reflex** 30, **Will** 25 | |
| **Saving Throws** +2 | |
| **Speed** 6 (forest walk), climb 6, burrow 6, swim 6 | |
| **Action Points** 1 | |
| ⊕ **Poison Lash** (standard; at-will) ✦ **Poison** | |
| Reach 2; +20 vs. Reflex; 1d8 + 6 damage, and ongoing 5 poison damage (save ends). | |
| ⸸ **Foot Snare** (minor; at-will) | |
| Reach 4; +20 vs. Fortitude; 1d8 + 6 damage, and the target is knocked prone. | |
| ⇙ **Lashing Vines** (standard; at-will) ✦ **Healing** | |
| Close burst 4; targets enemies; +20 vs. Reflex; 2d8 + 6 damage. If the target is immobilized, the attack deals 1d8 extra damage, and the ambush vine regains 5 hit points. | |
| **Rapid Growth** (when first bloodied; encounter) | |
| The ambush vine spawns two ambush vine shoots in spaces within 4 squares of the ambush vine. The shoots act on the vine's initiative count, immediately after the vine. | |
| **Sprout Vine** (minor; at-will) | |
| The ambush vine takes 10 damage and spawns an ambush vine shoot in a space within 4 squares of the vine. The shoot acts on the vine's initiative count, immediately after the vine. | |
| **Alignment** Unaligned | **Languages** – |
| **Skills** Athletics +18, Stealth +20 (+25 in undergrowth, trees, or swamp) | |
| **Str** 21 (+13) | **Dex** 25 (+15) **Wis** 15 (+10) |
| **Con** 18 (+12) | **Int** 2 (+4) **Cha** 12 (+9) |

## Ambush Vine Shoot

Ambush vine shoots are the immature form of the vine, and can be spawned by a parent ambush vine during combat.

| **Ambush Vine Shoot** | **Level 15 Minion Controller** |
|---|---|
| Medium fey beast (plant) | XP 300 |
| **Initiative** +14 | **Senses** Perception +14; tremorsense 20 |
| **HP** 1; a missed attack never damages a minion. | |
| **AC** 29; **Fortitude** 27, **Reflex** 30, **Will** 23 | |
| **Speed** 6, burrow 6 | |
| ⊕ **Wrapping Vines** (standard; at-will) | |
| Reach 2; +20 vs. Fortitude; 12 damage, and the target is restrained (save ends). | |
| **Enwrap** | |
| Each enemy adjacent to an ambush vine shoot takes a -2 penalty to saving throws against immobilized and restrained. | |
| **Alignment** Unaligned | **Languages** – |
| **Skills** Stealth +19 (+24 in undergrowth, trees, or swamp) | |
| **Str** 18 (+11) | **Dex** 25 (+14) **Wis** 15 (+9) |
| **Con** 16 (+10) | **Int** 2 (+3) **Cha** 12 (+8) |

## Ambush Vine Lore

**Nature DC 20:** Ambush vines infect vast wilderness areas in the Feywild. Although less common in the world, they often blight the deepest reaches of forests or swamps. They can swim through water, burrow through the earth, and climb through treetops to reach prey.

CHRISTOPHER BURDETT

**Nature DC 25:** An ambush vine has unusual cunning for a plant. It often hides beneath the ground or attempts to blend in with other plants.

**Nature DC 27:** Occasionally, a blight of ambush vines becomes so vast that it encroaches on civilization. Some scholars speculate that widespread occurrences of ambush vines in the former eladrin empire of Cendriane contributed to its downfall.

## Bloodthorn Vine

Deadly bloodthorn vines creep through forests seeking the life fluids of other creatures to draw up through their hollow thorns.

| **Bloodthorn Vine** | **Level 2 Soldier** |
|---|---|
| Medium natural beast (plant) | XP 125 |
| **Initiative** +3 | **Senses** Perception +3; blindsight 10 |
| **HP** 41; **Bloodied** 20 | |
| **AC** 18; **Fortitude** 15, **Reflex** 12, **Will** 14 | |
| **Speed** 5 (forest walk) | |
| ⊕ **Striking Vine** (standard; at-will) | |
| +9 vs. AC; 1d8 + 5 damage. | |
| ⸸ **Impaling Thorn** (standard; recharges when the bloodthorn vine doesn't have a creature grabbed) ✦ **Healing** | |
| The vine impales the target's flesh with a thorn: +9 vs. Fortitude; 1d8 + 4 damage, and the target is grabbed. *Sustain Standard:* The vine sustains the grab, the target takes 2d8 + 4 damage, and the vine regains 5 hit points. | |
| **Pulling Vines** (minor; at-will) | |
| The bloodthorn vine shifts 1 square, pulling any creature grabbed by it into a space adjacent to it. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 17 (+4) | **Dex** 10 (+1) **Wis** 14 (+3) |
| **Con** 17 (+4) | **Int** 2 (-3) **Cha** 6 (-1) |

CHIPPY

### Bloodthorn Vine Lore

**Nature DC 10:** A bloodthorn vine attacks by grabbing a foe and sucking its blood through a sharp, hollow thorn. When a bloodthorn vine feeds, its pale leaves turn the color of its victim's blood.

## Greenvise Vine

The enormous greenvise vines slowly prowl forests, snaring any creature unwary enough to come close.

| **Greenvise Vine** | **Level 7 Soldier** |
|---|---|
| Large natural beast (plant) | XP 300 |
| **Initiative** +3 | **Senses** Perception +5; blindsight 10 |
| **HP** 83; **Bloodied** 41 | |
| **AC** 23; **Fortitude** 21, **Reflex** 17, **Will** 19 | |
| **Speed** 4 (forest walk) | |
| ⊕ **Striking Vine** (standard; at-will) | |
| +14 vs. AC; 1d10 + 6 damage. | |
| ⸸ **Ensnaring Vine** (standard; at-will) | |
| Reach 4; +10 vs. Reflex; 1d10 + 6 damage, and the target is grabbed. | |
| ⸸ **Vise Bite** (minor; recharges when no creature is affected by this power) | |
| Targets a creature grabbed by the greenvise vine; +10 vs. Fortitude; 2d4 damage, and the target is restrained and takes ongoing 5 damage (save ends both). | |
| **Pulling Vines** (minor; at-will) | |
| The greenvise vine shifts 1 square, pulling any creature grabbed by it into a space adjacent to it. | |
| **Alignment** Unaligned | **Languages** – |
| **Str** 19 (+7) | **Dex** 10 (+3) **Wis** 14 (+5) |
| **Con** 19 (+7) | **Int** 2 (-1) **Cha** 6 (+1) |

### Greenvise Vine Lore

**Nature DC 14:** Greenvise vines are slow, opportunistic eaters that feed on unwary animals, but they aren't averse to attacking larger prey.

## Encounter Groups

Fey creatures sometimes cultivate predatory vines as guardians near their homes. Stirges have been known to lair near these plants, drawn by the prospect of finding easy prey among ensnared creatures.

**Level 2 Encounter (XP 675)**
- ✦ 3 bloodthorn vines (level 2 soldier)
- ✦ 3 stirges (level 1 lurker, *MM* 248)

**Level 9 Encounter (XP 2,200)**
- ✦ 2 greenvise vines (level 7 soldier)
- ✦ 1 spectral panther (level 9 lurker, *MM* 213)
- ✦ 3 quickling runners (level 9 skirmisher, *MM* 215)

**Level 17 Encounter (XP 9,600)**
- ✦ 1 ambush vine (level 16 elite controller)
- ✦ 1 lingerer fell incanter (level 18 elite artillery)
- ✦ 1 lingerer knight (level 16 elite soldier)

# WARFORGED

Whether fresh from the creation forge or decades old, warforged can be much more than mere soldiers, but they are all creatures of war.

## Warforged Resounder

The warforged resounder brings the force of thunder to the maelstrom of combat, blasting foes from afar.

| **Warforged Resounder** | **Level 6 Artillery** |
|---|---|
| Medium natural humanoid (living construct) | XP 250 |
| **Initiative** +3 **Senses** Perception +5 | |
| **HP** 57; **Bloodied** 28 | |
| **AC** 19; **Fortitude** 16, **Reflex** 18, **Will** 18 | |
| **Saving Throws** +2 against ongoing damage | |
| **Speed** 6 | |
| **Quarterstaff** (standard; at-will) ✦ **Weapon** | |
| +10 vs. AC; 1d8 + 1 damage. | |
| **Rumble Staff** (standard; encounter) ✦ **Force, Implement** | |
| +11 vs. Fortitude; 2d6 + 4 force damage, and the target is pushed 1 square and knocked prone. | |
| **Collision Bolt** (standard; encounter) ✦ **Force, Implement** | |
| Ranged 10; +11 vs. Fortitude; 1d6 + 4 force damage, and the warforged resounder makes a secondary attack against one or two targets within 3 squares of the primary target. *Secondary Attack:* +11 vs. Fortitude; 1d6 + 4 force damage, and the resounder slides the target 3 squares toward the primary target. *Effect:* After all attacks are resolved, any target hit by an attack is knocked prone if it is adjacent to another target. | |
| **Thunder Orb** (standard; at-will) ✦ **Implement, Thunder** | |
| Ranged 10; +11 vs. Reflex; 2d8 + 4 thunder damage, and the warforger resounder pushes the target 2 squares. | |
| **Resounding Sphere** (standard; encounter) ✦ **Implement, Thunder** | |
| Area burst 3 within 10; +10 vs. Reflex; 2d8 + 4 thunder damage, and the target is knocked prone. *Miss:* Half damage. | |
| **Warforged Resolve** (minor; encounter) ✦ **Healing** | |
| The warforged resounder gains 6 temporary hit points and can make a saving throw against an ongoing damage effect. If it uses this power while bloodied, it also regains 6 hit points. | |
| **Alignment** Unaligned **Languages** Common | |
| **Skills** Arcana +12, Nature +10 | |
| **Str** 12 (+4) **Dex** 11 (+3) **Wis** 15 (+5) | |
| **Con** 15 (+5) **Int** 18 (+7) **Cha** 12 (+4) | |
| **Equipment** robes, quarterstaff | |

### Warforged Resounder Tactics

A warforged resounder prefers to open with *resounding sphere* against enemies not yet engaged in melee. It saves *collision bolt* for later use against enemies in close combat. The warforged resounder avoids melee with the help of *rumble staff*.

### Warforged Resounder Lore

**Arcana or Nature DC 12:** Ringing with the power of its creation, a warforged resounder focuses the echoes of its forging into deadly attacks.

## Warforged Savage

Warforged savages give themselves over to rage in battle, becoming vicious, crazed killers.

| **Warforged Savage** | **Level 7 Brute** |
|---|---|
| Medium natural humanoid (living construct) | XP 300 |
| **Initiative** +5 **Senses** Perception +4 | |
| **HP** 98; **Bloodied** 49 | |
| **AC** 20; **Fortitude** 21, **Reflex** 18, **Will** 19 | |
| **Saving Throws** +2 against ongoing damage | |
| **Speed** 6 | |
| **Scimitar** (standard; at-will) ✦ **Weapon** | |
| +10 vs. AC; 1d8 + 6 damage (crit 1d8 + 14), and 4 damage to another enemy adjacent to the warforged savage. | |
| **Wild Charge** (standard; recharges after the warforged savage hits two or more targets with a *savage sweep*) ✦ **Weapon** | |
| The savage charges, gains a +3 bonus to AC during the charge, and makes the following attack in place of a melee basic attack: +11 vs. AC; 2d8 + 9 damage (crit 2d8 + 25). | |
| **Savage Sweep** (standard; recharge ⚄ ⚅) ✦ **Weapon** | |
| Close burst 1; +10 vs. AC; 1d8 + 6 damage (crit 1d8 + 14). *Miss:* 4 damage. | |
| **Battlefield Tactics** | |
| A warforged savage gains a +1 bonus to melee attack rolls while an ally is adjacent to the target. | |
| **Savage Bloodlust** | |
| Whenever a warforged savage hits with a melee attack, it gains 4 temporary hit points. | |
| **Warforged Resolve** (minor; encounter) ✦ **Healing** | |
| The warforged savage gains 6 temporary hit points and can make a saving throw against an ongoing damage effect. If it uses this power while bloodied, it also regains 6 hit points. | |
| **Alignment** Unaligned **Languages** Common | |
| **Skills** Endurance +12, Intimidate +11 | |
| **Str** 20 (+8) **Dex** 15 (+5) **Wis** 12 (+4) | |
| **Con** 18 (+7) **Int** 10 (+3) **Cha** 16 (+6) | |
| **Equipment** hide armor, scimitar | |

### Warforged Savage Tactics

At its first chance, the warforged savage makes a *wild charge*. It might even do so if already engaged, in order to attack several enemies with *savage sweep*. The warforged savage thereafter makes use of *savage sweep* whenever the attack recharges, in order to change its tactical position or to deal as much damage as possible.

### Warforged Savage Lore

**Arcana or Nature DC 14:** A warforged savage has far more emotion than most other warforged, but that emotion tends to be expressed as fury. Irritable and quick to draw blades, warforged savages make uncertain allies in peacetime and deadly foes during war.

*(Left to right) warforged anvilpriest, warforged resounder, and warforged savage*

# Warforged Anvilpriest

A soldierly minister, the warforged anvilpriest burns with the memories of its creation, and it carries that fire into battle.

**Warforged Anvilpriest** **Level 8 Controller (Leader)**
Medium natural humanoid (living construct) XP 350

**Initiative** +4 **Senses** Perception +8
**HP** 89; **Bloodied** 44
**AC** 22; **Fortitude** 20, **Reflex** 20, **Will** 21
**Saving Throws** +2 against ongoing damage
**Speed** 5

⨺ **Fiery Warhammer** (standard; at-will) ✦ **Fire, Weapon**
+13 vs. AC; 1d10 + 4 damage plus 1d6 fire damage, and the target takes a -2 penalty to AC until the end of the warforged anvilpriest's next turn.

⨺ **Heat of Battle** (standard; recharge ⚁ ⚄ ⚅) ✦ **Fire, Weapon**
+13 vs. AC; 1d10 + 4 damage plus 1d6 fire damage, and ongoing 5 fire damage until the target ends its turn in a space that isn't adjacent to the warforged anvilpriest.

✧ **Mending Flash Fire** (standard; encounter) ✦ **Fire, Implement**
Close burst 5; targets enemies; +11 vs. Reflex; 1d8 + 4 fire damage. *Effect:* The warforged anvilpriest and each ally within the burst gain 5 temporary hit points. Each warforged ally within the burst uses *warforged resolve* as an immediate reaction.

✧ **Blunted Mind** (standard; encounter) ✦ **Illusion, Implement, Psychic**
Area burst 3 within 10; targets enemies; +11 vs. Will; 2d6 + 4 psychic damage, and the target takes a -2 penalty to attack rolls and a -4 penalty to damage rolls (save ends both). *Aftereffect:* The target takes a -2 penalty to damage rolls (save ends).

**Warforged Resolve** (minor; encounter) ✦ **Healing**
The warforged anvilpriest gains 7 temporary hit points and can make a saving throw against an ongoing damage effect. If it uses this power while bloodied, it also regains 7 hit points.

**Alignment** Unaligned **Languages** Common
**Skills** Heal +13, Religion +12

| | | |
|---|---|---|
| **Str** 14 (+6) | **Dex** 10 (+4) | **Wis** 19 (+8) |
| **Con** 17 (+7) | **Int** 16 (+7) | **Cha** 12 (+5) |

**Equipment** chainmail, warhammer, holy symbol

## Warforged Anvilpriest Tactics

The warforged anvilpriest first targets enemies with *blunted mind*. It then wades in among its enemies to use its melee attacks, starting with *heat of battle*. The anvilpriest keeps an eye on its allies, using *mending flash fire* when one or more are bloodied.

## Warforged Anvilpriest Lore

**Arcana or Nature DC 14:** Warforged anvilpriests use the still-hot flames of their creation, maintaining a link to that formative moment despite years of exis-

FRANZ VOHWINKEL

tence in the world. Although some are true clerics devoted to a deity, other anvilpriests care little for religion.

**Arcana or Nature DC 19:** Only a few anvilpriests fully live up to their name by venerating the creation forges. These strange and often crazed warforged present a threat to all who would keep them from the objects of their worship.

## Warforged Titan

Massive warforged titans thunder over the battlefield, swinging arms that end in immense weapons.

| **Warforged Titan** | **Level 19 Elite Soldier** |
|---|---|
| Huge natural humanoid (living construct) | XP 4,800 |
| **Initiative** +15 **Senses** Perception +13 | |
| **HP** 362; **Bloodied** 181 | |
| **AC** 35; **Fortitude** 35, **Reflex** 30, **Will** 30 | |
| **Saving Throws** +2 (+4 against ongoing damage) | |
| **Speed** 8 | |
| **Action Points** 1 | |
| ⊕ **Axe** (standard; at-will) | |
| Reach 3; +24 vs. AC; 2d10 + 9 damage, and 9 damage to one enemy adjacent to the target. *Effect:* The target is marked until the end of the warforged titan's next turn. | |
| ⸸ **Hammer** (minor 1/round; at-will) | |
| Reach 3; +24 vs. AC; 2d8 + 9 damage, the warforged titan slides the target 2 squares, and the target is knocked prone. *Miss:* 9 damage. | |
| **Unstoppable Charger** | |
| A warforged titan can take additional actions after it resolves its charge attack. | |
| **Threatening Reach** | |
| A warforged titan can make opportunity attacks against all enemies within its reach (3 squares). | |
| **Warforged Resolve** (minor; encounter) ✦ **Healing** | |
| The warforged titan gains 12 temporary hit points and can make a saving throw against an ongoing damage effect. If it uses this power while bloodied, it also regains 12 hit points. | |
| **Alignment** Unaligned **Languages** Common | |
| **Str** 28 (+18) **Dex** 18 (+13) **Wis** 18 (+13) | |
| **Con** 21 (+14) **Int** 5 (+6) **Cha** 8 (+8) | |

### Warforged Titan Tactics

A warforged titan charges into melee without hesitation. When possible, it makes a *hammer* attack to slide one enemy adjacent to another. The warforged titan then charges (or otherwise attacks) the enemy with the lightest armor with an axe attack, cleaving into both enemies.

### Warforged Titan Lore

**Arcana or Nature DC 22:** Among the first warforged created, warforged titans are barely sentient, with just enough intelligence to follow changing commands in the heat of battle.

**Arcana or Nature DC 27:** A warforged titan comprehends allegiance in simplistic terms. It often follows the commands of someone that has a symbol of the titan's creator, regardless of its creator's goals or how much time has passed since its creation.

## Encounter Groups

Free warforged fight for a variety of causes—including their own.

**Level 7 Encounter (XP 1,500)**
- ✦ 1 warforged anvilpriest (level 8 controller)
- ✦ 1 warforged resounder (level 6 artillery)
- ✦ 3 warforged savages (level 7 brute)

**Level 19 Encounter (XP 12,400)**
- ✦ 1 cambion hellfire magus (level 18 artillery, *MM* 39)
- ✦ 1 steel predator (level 20 elite soldier)
- ✦ 1 warforged titan (level 19 elite soldier)

MARK TEDIN

# WILL-O'-WISP

These cruel fey creatures feed on powerful emotions such as horror, despair, and anguish.

| **Will-o'-Wisp** | **Level 10 Lurker** |
|---|---|
| Small fey magical beast | XP 500 |
| **Initiative** +15 | **Senses** Perception +11; low-light vision |
| **HP** 57; **Bloodied** 28 | |
| **AC** 22; **Fortitude** 19, **Reflex** 24, **Will** 22 | |
| **Resist** insubstantial | |
| **Speed** fly 6 (hover; altitude limit 2) | |
| ⊕ **Glimmer Wisp** (standard; at-will) ✦ **Radiant** | |
| Reach 2; +13 vs. Reflex; 2d6 + 6 radiant damage. | |
| ⸸ **Spirit Drain** (standard; usable only while illuminated; see *fey light*; encounter) ✦ **Healing, Psychic** | |
| Reach 3; targets a bloodied creature; +12 vs. Fortitude; 2d8 + 3 psychic damage, and the target is weakened (save ends). The will-o'-wisp regains 14 hit points. | |
| ⇢ **Luring Glow** (standard; usable only while illuminated; see *fey light*; at-will) | |
| Close burst 20; targets one creature that is not blinded; +13 vs. Will; the target is pulled 3 squares and dazed (save ends). | |
| **Blink Out** (immediate reaction, when the will-o'-wisp is missed by an attack; at-will) ✦ **Teleportation** | |
| The will-o'-wisp darkens and teleports 5 squares (see *fey light*). | |
| **Fey Light** (free 1/round; at-will) | |
| A will-o'-wisp illuminates or darkens its light. The will-o'-wisp's light is equivalent to that of a torch. The will-o'-wisp must be illuminated to attack. While darkened, the will-o'-wisp has concealment and can make a Stealth check to become hidden. | |
| **Alignment** Evil | **Languages** Elven |
| **Skills** Stealth +16 | |
| **Str** 4 (+2) | **Dex** 22 (+11) | **Wis** 12 (+6) |
| **Con** 13 (+6) | **Int** 8 (+4) | **Cha** 18 (+9) |

## Will-o'-Wisp Tactics

A will-o'-wisp prefers distracted prey. It uses *fey light* when it wishes to be seen, or to draw prey in with *luring glow*. As soon as it is aware of bloodied prey, it closes to employ *spirit drain*. It douses its *fey light* and uses Stealth to move to the bloodied target and attack with combat advantage.

## Will-o'-Wisp Lore

**Arcana DC 16:** Will-o'-wisps lurk in marshlands, where mists and swamp lights provide hiding places. They gather near natural dangers, such as quicksand or other monsters. Will-o'-wisps use their lights to draw unwary travelers into peril.

**Arcana DC 21:** A will-o'-wisp can speak in a ghostly voice. As it speaks, the creature brightens and dims. Its actual body is a tiny orb of diaphanous material.

WILL-O'-WISP

## Encounter Groups

Fey creatures, undead, and predators of many kinds take advantage of will-o'-wisps as lures. Will-o'-wisps are attracted to the sounds of travel or battle.

**Level 9 Encounter (XP 2,100)**
- ✦ 2 spriggan powries (level 7 skirmisher)
- ✦ 2 spriggan thorns (level 6 soldier)
- ✦ 2 will-o'-wisps (level 10 lurker)

CHRISTOPHER BURDETT

# WINTER WOLF

Sly hunters and ferocious combatants, winter wolves have an evil intelligence and powers of deadly cold.

| **Winter Wolf** | **Level 14 Skirmisher** |
|---|---|
| Medium natural magical beast | XP 1,000 |
| **Initiative** +14 | **Senses** Perception +10; low-light vision |
| **HP** 141; **Bloodied** 70 | |
| **AC** 28; **Fortitude** 27, **Reflex** 26, **Will** 24 | |
| **Resist** 20 cold | |
| **Speed** 8 (ice walk) | |
| (+) **Bite** (standard; at-will) ✦ **Cold** | |
| +19 vs. AC; 1d10 + 6 damage plus 1d6 cold damage, or 2d10 + 6 damage plus 1d6 cold damage against a prone target. | |
| **Takedown** (standard; usable only when charging; at-will) ✦ **Cold** | |
| +19 vs. AC; 2d10 + 6 damage plus 1d6 cold damage, and the target is knocked prone. | |
| **Freezing Breath** (standard; recharge ⚄ ⚅) ✦ **Cold** | |
| Close blast 5; +17 vs. Reflex; 2d6 + 6 cold damage. *Miss:* Half damage. | |
| **Drag** (minor; usable only while adjacent to a prone enemy; at-will) | |
| The winter wolf shifts 1 square and pulls a prone target that is adjacent to it 1 square. | |
| **Alignment** Evil | **Languages** Common, Giant |
| **Str** 23 (+13) | **Dex** 21 (+12) **Wis** 17 (+10) |
| **Con** 21 (+12) | **Int** 9 (+6) **Cha** 10 (+7) |

## Winter Wolf Snowfang

Winter wolf snowfangs are patient, elusive foes that like to toy with their victims.

| **Winter Wolf Snowfang** | **Level 16 Lurker** |
|---|---|
| Medium natural magical beast | XP 1,400 |
| **Initiative** +19 | **Senses** Perception +12; low-light vision |
| **HP** 124; **Bloodied** 62 | |
| **AC** 30; **Fortitude** 28, **Reflex** 29, **Will** 26 | |
| **Resist** 20 cold | |
| **Speed** 8 (ice walk) | |
| (+) **Bite** (standard; at-will) ✦ **Cold** | |
| +21 vs. AC; 1d10 + 5 damage plus 1d8 cold damage. | |
| **Frigid Breath** (standard; recharge ⚄ ⚅) ✦ **Cold** | |
| Close blast 5; +19 vs. Reflex; 2d8 + 7 cold damage, and ongoing 5 cold damage (save ends). *Miss*: Half damage. | |
| **Icy Rending** ✦ **Cold** | |
| The winter wolf snowfang deals 2d8 extra damage with its bite attack against any creature that is taking ongoing cold damage. | |
| **Snow Zephyr** (immediate reaction, when an attack damages the winter wolf snowfang; at-will) | |
| The winter wolf snowfang changes into a whirling zephyr of snow. It gains insubstantial and shifts its speed as a move action. While in this form, the wolf can use only its *frigid breath* attack. The wolf remains in this form until it uses *frigid breath* or until it chooses to resume its normal form as a minor action. | |
| **Alignment** Evil | **Languages** Common, Giant |
| **Skills** Stealth +20 (+25 in snow or ice) | |
| **Str** 21 (+13) | **Dex** 25 (+15) **Wis** 18 (+12) |
| **Con** 22 (+14) | **Int** 10 (+8) **Cha** 11 (+8) |

BEN WOOTTEN

### Winter Wolf Snowfang Lore

**Nature DC 20:** Snowfangs are clever and malicious killers that often serve more powerful monsters as sentries. In winter wolf packs, snowfangs sometimes wait in ambush while their packmates drive prey toward them.

## Rime Hound

Rime hounds are gifts of powerful primordials of cold to their worshipers.

**Rime Hound** **Level 17 Elite Skirmisher**
Huge elemental magical beast (earth, cold, mount) XP 3,200

**Initiative** +16 **Senses** Perception +12; low-light vision
**HP** 332; **Bloodied** 166
**AC** 31; **Fortitude** 30, **Reflex** 29, **Will** 27
**Resist** 20 cold
**Saving Throws** +2
**Speed** 8 (ice walk)
**Action Points** 1

⊕ **Bite** (standard; at-will) ✦ **Cold**
Reach 2; +22 vs. AC; 1d12 + 6 damage plus 1d6 cold damage, or 2d12 + 6 damage plus 1d6 cold damage against a prone target.

↓ **Ice Spikes** (immediate reaction, when an enemy misses the rime hound or a friendly rider of 17th level or higher with a melee attack; at-will) ✦ **Mount**
The icy spikes on the rime hound's body extend: targets the triggering enemy; +20 vs. Reflex; 1d12 + 6 damage plus 1d6 cold damage.

↓ **Takedown** (standard; usable only when charging; at-will) ✦ **Cold**
Reach 2; +20 vs. AC; 2d12 + 6 damage plus 1d6 cold damage, and the target is knocked prone.

✧ **Frost Storm** (standard; recharge ⚄ ⚅) ✦ **Cold, Zone**
Close burst 3; +20 vs. Fortitude; 2d8 + 6 cold damage. *Miss:* Half damage. *Effect:* The burst creates a zone of icy terrain that lasts until the end of the rime hound's next turn. The zone is difficult terrain.

**Drag** (minor; usable only when adjacent to a prone enemy; at-will)
The rime hound shifts 1 square, and pulls a prone target that is adjacent to it 1 square.

**Alignment** Evil **Languages** Common, Giant
**Skills** Intimidate +13
**Str** 24 (+15) **Dex** 22 (+14) **Wis** 19 (+12)
**Con** 22 (+14) **Int** 10 (+8) **Cha** 10 (+8)

### Rime Hound Lore

**Arcana DC 25:** Certain primordials of cold are said to create rime hounds out of the cold heart of elemental blizzards. These enormous hounds work with frost giants as mounts, or hunt alongside frost titans and similar icy beings.

## Son of the Spirit Wolf

A son of the spirit wolf uses its icy breath to keep its victim's allies away while it concentrates on biting and rending the hapless target to death.

**Son of the Spirit Wolf** **Level 26 Elite Skirmisher**
Large elemental magical beast (cold) XP 18,000

**Initiative** +23 **Senses** Perception +20; low-light vision
**Everfrost Coat (cold)** aura 1; each enemy that enters the aura takes 10 cold damage. A creature that takes cold damage from *everfrost coat* cannot make opportunity attacks until the end of the son of the spirit wolf's next turn.
**HP** 486; **Bloodied** 243
**AC** 40; **Fortitude** 39, **Reflex** 37, **Will** 36
**Resist** 30 cold
**Saving Throws** +2
**Speed** 8 (ice walk)
**Action Points** 1

⊕ **Bite** (standard; at-will) ✦ **Cold**
Reach 2; +31 vs. AC; 2d10 + 9 damage plus 1d10 cold damage, and the target is grabbed.

↓ **Terrible Rush** (free; usable only after the son of the spirit wolf makes a charge attack; encounter) ✦ **Cold**
Close burst 2; +29 vs. Fortitude; 2d10 cold damage, and the target is knocked prone.

✧ **Black Ice Breath** (standard; recharges when first bloodied) ✦ **Cold, Zone**
Close blast 5; +29 vs. Fortitude; 4d10 + 9 cold damage. *Miss:* Half damage. *Effect:* The blast creates a zone of ice that lasts until the son of the spirit wolf drops to 0 hit points. The zone is difficult terrain.

**Rending Jaws** (minor; recharge ⚄ ⚅)
Reach 2; targets a creature grabbed by the son of the spirit wolf; +32 vs. AC; 3d10 + 9 damage, and ongoing 10 damage (save ends). The grab ends, and the son of the spirit wolf then pushes the target 5 squares and knocks it prone.

**Drag Away** (move; at-will)
The son of the spirit wolf shifts 1 square or moves its speed and pulls a creature it has grabbed into a space adjacent to it. This movement does not end the grab.

**Alignment** Evil **Languages** Common, Giant
**Skills** Intimidate +21
**Str** 30 (+23) **Dex** 26 (+21) **Wis** 25 (+20)
**Con** 27 (+21) **Int** 11 (+13) **Cha** 16 (+16)

### Son of the Spirit Wolf Lore

**Arcana DC 31:** Sons of the spirit wolf are winter wolves descended from the primal spirit known as the great spirit wolf. Driven by insatiable hunger, they greedily devour any source of life they encounter. Only the most powerful of beings can hold sons of the spirit wolf in check.

## Encounter Groups

Winter wolves mix well with humanoid denizens of colder climes, such as frost giants.

**Level 14 Encounter (XP 5,000)**
- ✦ 1 beholder eye of frost (level 14 elite artillery)
- ✦ 1 chillfire destroyer (level 14 brute)
- ✦ 2 winter wolves (level 14 skirmisher)

# WITHERLING

Witherlings are undead creatures created by gnolls to serve as shock troops and raiders. Gnoll priests of Yeenoghu use a ritual to fuse the essence of a demon with the body of a foe slain in battle. The result is a shrunken, emaciated creature that has a ghoul's paralyzing touch and a demon's relentless frenzy.

## Witherling

A witherling is the animated corpse of a small humanoid with the head of a hyena. It menaces its victims with claws made of sharpened gazelle horns, which are sticky with poison.

| **Witherling** | **Level 4 Skirmisher** |
|---|---|
| Small natural animate (undead) | XP 175 |
| **Initiative** +8 | **Senses** Perception +2; low-light vision |
| **HP** 56; **Bloodied** 28 | |
| **AC** 18; **Fortitude** 16, **Reflex** 17, **Will** 15 | |
| **Speed** 8, climb 6 | |
| ⨁ **Claw** (standard; at-will) | |
| +9 vs. AC; 1d6 + 2 damage, and the target is slowed (save ends). | |
| ⨁ **Double Attack** (standard; usable only while bloodied; at-will) | |
| The witherling makes two claw attacks. | |
| **Combat Advantage** | |
| A witherling deals 1d6 extra damage on attacks against any creature granting combat advantage to it. | |
| **Blood Dance** (move; usable only while bloodied; at-will) | |
| The witherling shifts 2 squares. | |
| **Pack Attack** | |
| A witherling's melee attacks deal 2 extra damage against any enemy that has two or more of the witherling's allies adjacent to it. | |
| **Sudden Leap** (move; at-will) | |
| The witherling jumps 4 squares. During the jump, it gains a +5 bonus to AC against opportunity attacks, and any enemy that misses the witherling with an opportunity attack grants combat advantage to it until the end of the witherling's turn. | |
| **Alignment** Evil | **Languages** Abyssal, Common |
| **Str** 11 (+2) | **Dex** 19 (+6) **Wis** 11 (+2) |
| **Con** 16 (+5) | **Int** 7 (+0) **Cha** 12 (+3) |

### Witherling Tactics

As befits undead creatures infused with the spirits of demons, witherlings use simple mob tactics to overwhelm their enemies. Gnolls use them as a screening force, sending them ahead of a gnoll pack to harass and slow the enemy, allowing pursuing gnolls to overrun their prey. When a witherling closes with a foe, it uses *sudden leap* in an effort to gain combat advantage. It then attacks the first foe to grant combat advantage to it.

## Witherling Death Shrieker

A death shrieker is a larger, more ferocious form of witherling. Its blood-curdling shriek drains the life from its enemies while granting strength and vitality to its undead companions.

| **Witherling Death Shrieker** | **Level 5 Controller (Leader)** |
|---|---|
| Medium natural animate (undead) | XP 200 |
| **Initiative** +5 | **Senses** Perception +4; low-light vision |
| **HP** 65; **Bloodied** 32 | |
| **AC** 19; **Fortitude** 17, **Reflex** 17, **Will** 16 | |
| **Speed** 6 | |
| ⨁ **Claws** (standard; at-will) | |
| +10 vs. AC; 1d10 + 5 damage. | |
| ✧ **Death Shriek** (standard; recharge ⚄ ⚅) ✦ Healing | |
| Close blast 5; targets enemies; +9 vs. Fortitude; 2d6 + 4 damage, and any undead ally adjacent to the target regains 5 hit points. An undead ally can regain hit points only once per round in this way. | |
| ✧ **Thunder Shriek** (standard; at-will) ✦ **Thunder** | |
| Close blast 5; targets enemies; +9 vs. Fortitude; 1d6 + 4 thunder damage, and the witherling death shrieker pushes the target 2 squares. | |
| **Pack Attack** | |
| A witherling death shrieker's melee attacks deal 2 extra damage against any enemy that has two or more of the death shrieker's allies adjacent to it. | |
| **Alignment** Evil | **Languages** Abyssal, Common |
| **Str** 12 (+3) | **Dex** 16 (+5) **Wis** 15 (+4) |
| **Con** 17 (+5) | **Int** 11 (+2) **Cha** 12 (+3) |

EVA WIDERMANN

### Witherling Death Shrieker Tactics

A death shrieker causes chaos and terror among its enemies with its devastating shrieks. Its *death shriek* allows it to hurt its enemies while helping its allies. It uses *thunder shriek* to create gaps in defensive lines for agile skirmishers to penetrate.

## Witherling Horned Terror

A horned terror is an undead abomination created from the specially preserved corpse of a minotaur. Owing to Yeenoghu's long war against Baphomet, the gnolls have many opportunities to produce these horrors. Minotaurs loathe them, viewing these undead as a blasphemy against their kind.

| **Witherling Horned Terror** | **Level 8 Brute** |
|---|---|
| Large natural animate (undead) | XP 350 |
| **Initiative** +6 | **Senses** Perception +6; low-light vision |
| **HP** 107; **Bloodied** 53 | |
| **AC** 19; **Fortitude** 22, **Reflex** 18, **Will** 18 | |
| **Speed** 7 | |
| ⨁ **Claws** (standard; at-will) | |
| Reach 2; +11 vs. AC; 2d10 + 3 damage. | |
| ⨺ **Horns** (standard; at-will) | |
| +9 vs. Fortitude; 2d6 + 5 damage, and the witherling horned terror pushes the target 2 squares. | |
| ⨺ **Rampaging Charge** (standard; recharge ⚄ ⚅) | |
| The witherling horned terror charges and makes the following attack in place of a melee basic attack: +11 vs. AC; 2d6 + 5 damage. *Effect*: Make a secondary attack against a different target. *Secondary Attack*: Reach 2; +11 vs. AC; 2d6 + 5 damage. *Effect*: Make the same attack (without charging) two more times against different targets. | |
| **Pack Attack** | |
| A witherling horned terror's melee attacks deal 2 extra damage against any enemy that has two or more of the horned terror's allies adjacent to it. | |
| **Alignment** Evil | **Languages** Abyssal, Common |
| **Str** 22 (+10) | **Dex** 15 (+6) **Wis** 15 (+6) |
| **Con** 17 (+7) | **Int** 6 (+2) **Cha** 11 (+4) |

### Witherling Horned Terror Tactics

A horned terror is as direct and unsubtle a warrior as it was in life. It uses *rampaging charge* as often as it can, even provoking opportunity attacks in order to run down as many foes as possible.

## Witherling Rabble

When gnolls or necromancers create witherlings, the process sometimes goes awry. The magic instead creates witherling rabble, inferior forms of the creatures.

| **Witherling Rabble** | **Level 9 Minion Skirmisher** |
|---|---|
| Small natural animate (undead) | XP 100 |
| **Initiative** +10 | **Senses** Perception +4; low-light vision |
| **HP** 1; a missed attack never damages a minion. | |
| **AC** 23; **Fortitude** 21, **Reflex** 22, **Will** 20 | |
| **Speed** 8, climb 6 | |
| ⨁ **Claw** (standard; at-will) | |
| +14 vs. AC; 9 damage. | |
| **Combat Advantage** | |
| A witherling rabble deals 2 extra damage on attacks against any creature granting combat advantage to it. | |
| **Pack Attack** | |
| A witherling rabble's melee attacks deal 2 extra damage against any enemy that has two or more of the rabble's allies adjacent to it. | |
| **Sudden Leap** (move; at-will) | |
| The witherling rabble jumps 4 squares. During the jump, it gains a +5 bonus to AC against opportunity attacks, and any enemy that misses the rabble with an opportunity attack grants combat advantage to it until the end of the rabble's turn. | |
| **Alignment** Evil | **Languages** Abyssal, Common |
| **Str** 11 (+4) | **Dex** 19 (+8) **Wis** 11 (+4) |
| **Con** 16 (+7) | **Int** 7 (+2) **Cha** 12 (+5) |

## Witherling Lore

**Religion DC 14:** Yeenoghu recently imparted to the gnolls the knowledge of the blasphemous process used to create witherlings. A war between Yeenoghu and Orcus is brewing, and the witherlings are but one of several new weapons that the Prince of Gnolls has given to his children.

## Encounter Groups

Witherlings were first made by gnolls, but the secret of their creation has spread to necromancers of other races.

**Level 6 Encounter (XP 1,300)**
- 2 deathpledged gnolls (level 5 brute)
- 1 gnoll huntmaster (level 5 artillery, *MM* 132)
- 4 witherlings (level 4 skirmisher)

**Level 8 Encounter (XP 1,800)**
- 2 cambion hellswords (level 8 brute, *MM* 39)
- 1 fang of Yeenoghu (level 7 skirmisher)
- 8 witherling rabble (level 9 minion skirmisher)

# WOOD WOAD

Wood woads seek vengeance for each tree that falls to the axe. A creature that intrudes into a forest protected by wood woads is held responsible for the actions of all previous intruders.

| **Wood Woad** | | **Level 8 Soldier** |
|---|---|---|
| Medium fey humanoid (plant) | | XP 350 |
| **Initiative** +5 | **Senses** Perception +12 | |
| **HP** 92; **Bloodied** 46 | | |
| **AC** 23; **Fortitude** 21, **Reflex** 18, **Will** 21 | | |
| **Speed** 5 | | |
| ⊕ **Club** (standard; at-will) ✦ **Weapon** | | |
| +16 vs. AC; 1d8 + 6 damage. | | |
| ⸸ **Nature's Judgment** (standard; recharge ⚅) ✦ **Healing, Reliable, Weapon** | | |
| +16 vs. AC; 2d8 + 6 damage, and the target is immobilized and takes ongoing 5 damage (save ends both). When the target takes the ongoing damage, the fey enemy or plant enemy nearest to the target regains an equal number of hit points. | | |
| ⊹ **Nature's Mystery** (minor; encounter) ✦ **Charm** | | |
| Close burst 2; targets one creature; no attack roll; the target takes a –2 penalty to attack rolls, all defenses, and saving throws (save ends). In addition, the target takes a –5 penalty to saving throws against this effect unless it succeeds on a DC 20 Nature check (a free action on the target's turn). | | |
| **Alignment** Unaligned | **Languages** Common, Elven | |
| **Skills** Intimidate +11 | | |
| **Str** 18 (+8) | **Dex** 9 (+3) | **Wis** 16 (+7) |
| **Con** 20 (+9) | **Int** 10 (+4) | **Cha** 10 (+4) |
| **Equipment** small wooden shield, club | | |

## Wood Woad Tactics

A wood woad uses *nature's judgment* as soon as it can, preferring to target an enemy that relies on speed or mobility rather than an enemy that wishes to hold a position. It stays near allies in order to defend them.

## Wood Woad Lore

**Nature DC 14:** Those who have extensive knowledge of nature, such as rangers, druids, and wardens, can usually overcome a wood woad's magic more easily than those who are not wise in the ways of the woods.

**Nature DC 19:** Wood woads and dryads share a common heritage. Dryads are sometimes at peace, comforted by the presence of their trees, but wood woads are constantly enraged by slain forests.

WAYNE ENGLAND

## Encounter Groups

Wood woads gladly ally with other creatures that share their drive to protect the natural world. Centaurs and dryads fight alongside them. Clever fey creatures, particularly gnomes and eladrin, sometimes trick wood woads into allying with them by creating a link between the fey's goal and the wood woads' desires.

**Level 8 encounter (XP 1,800)**
- ✦ 2 dryads (level 9 skirmisher, *MM* 96)
- ✦ 1 vine horror spellfiend (level 7 artillery, *MM* 260)
- ✦ 2 wood woads (level 8 soldier)

**Level 9 encounter (XP 2,150)**
- ✦ 1 gnome entropist (level 8 artillery)
- ✦ 1 satyr piper (level 8 controller, *MM* 228)
- ✦ 1 shambling mound (level 9 brute, *MM* 232)
- ✦ 3 wood woads (level 8 soldier)

# XORN

Bizarre scavengers originally from the Elemental Chaos, xorns now inhabit the world's deep subterranean tunnels and remote mountain caverns.

## Xorn

Xorns move through solid rock like fish through water, seeking out rare metals and gems to devour.

| **Xorn** | **Level 9 Skirmisher** |
|---|---|
| Medium elemental magical beast (earth) | XP 400 |
| **Initiative** +8 | **Senses** Perception +7; all-around vision, darkvision |
| **HP** 102; **Bloodied** 51 | |
| **AC** 23; **Fortitude** 24, **Reflex** 19, **Will** 20 | |
| **Speed** 5, burrow 5; see also *earth glide* | |
| ⊕ **Claw** (standard; at-will) | |
| +14 vs. AC; 1d6 + 5 damage. | |
| ⊕ **Triple Strike** (standard; at-will) | |
| The xorn makes three claw attacks, each against a different target. | |
| ⊕ **Earthy Maw** (standard; at-will) | |
| +14 vs. AC; 2d6 + 5 damage. | |
| **Earth Glide** | |
| A xorn can burrow through solid stone as if it were loose earth. | |
| **Retreat** (immediate reaction, when the xorn is missed by a melee attack; at-will) | |
| The xorn burrows its speed. | |
| **Submerge** (minor; at-will) | |
| The xorn sinks partially under the ground and gains a +2 bonus to AC until it moves. | |
| **Alignment** Unaligned | **Languages** Common, Primordial |
| **Str** 20 (+9) | **Dex** 15 (+6) **Wis** 17 (+7) |
| **Con** 22 (+10) | **Int** 12 (+5) **Cha** 12 (+5) |

STEVE ELLIS

## Diamondhide Xorn

In the deep recesses of the Elemental Chaos and in stony realms across the planes, diamondhide xorns glide through the earth in search of the rarest minerals. The armored skin of a diamondhide xorn glitters with the remnants of minerals it has ingested.

| **Diamondhide Xorn** | **Level 16 Skirmisher** |
|---|---|
| Large elemental magical beast (earth) | XP 1,400 |
| **Initiative** +13 | **Senses** Perception +12; all-around vision, darkvision |
| **HP** 160; **Bloodied** 80 | |
| **AC** 29; **Fortitude** 29, **Reflex** 25, **Will** 26 | |
| **Speed** 5, burrow 5; see also *earth glide* | |
| ⊕ **Claw** (standard; at-will) | |
| Reach 2; +21 vs. AC; 1d8 + 7 damage. | |
| ⊕ **Triple Strike** (standard; at-will) | |
| The diamondhide xorn makes three claw attacks, each against a different target. | |
| ⊕ **Earthy Maw** (standard; at-will) | |
| +21 vs. AC; 2d8 + 7 damage. | |
| ⊕ **Undermine** (standard; recharge ⚄ ⚅) | |
| The diamondhide xorn burrows its speed and attacks one nonflying enemy whose space it passes under: +19 vs. Reflex; 4d8 + 7 damage, and the target is restrained (save ends). | |
| **Earth Glide** | |
| A diamondhide xorn can burrow through solid stone as if it were loose earth. | |
| **Retreat** (immediate reaction, when missed by a melee attack; at-will) | |
| The diamondhide xorn burrows its speed. | |
| **Submerge** (minor; at-will) | |
| The diamondhide xorn sinks partially under the ground and gains a +2 bonus to AC until it moves. | |
| **Alignment** Unaligned | **Languages** Common, Primordial |
| **Str** 22 (+14) | **Dex** 17 (+11) **Wis** 19 (+12) |
| **Con** 24 (+15) | **Int** 13 (+9) **Cha** 13 (+9) |

## Xorn Lore

**Dungeoneering DC 23:** Xorns are creatures from the Elemental Chaos that feed on metal and minerals. Their appetite for rare gemstones makes them open to bargaining. However, they have been known to engage in diplomacy while using the time to set up ambushes.

## Encounter Groups

Xorns bargain their services across the planes in exchange for precious metals and gemstones. They can be found aiding the mining or smelting operations of duergar or fire giants, and sometimes allied with galeb duhrs or other creatures of elemental earth.

**Level 10 Encounter (XP 2,400)**

- 1 duergar fleshtearer (level 11 lurker)
- 4 duergar shock troopers (level 6 brute)
- 2 xorns (level 9 skirmisher)

# GLOSSARY

This glossary defines game terms used in this book. The glossary supersedes previous sources and incorporates clarifications and new rules.

**aberrant [origin]:** Aberrant creatures are native to or shaped by the Far Realm.

**acid [keyword]:** A damage type.

**aftereffect:** An aftereffect automatically occurs after another effect ends. In a power description, an "Aftereffect" entry follows the effect it applies to.

A target is sometimes subject to an aftereffect after a save. If that save occurs when the target is rolling multiple saving throws, the aftereffect takes effect after the target has rolled all of them.

**air [keyword]:** An air creature is strongly connected to the element of air.

**all-around vision:** Enemies can't gain combat advantage by flanking a creature that has all-around vision.

**altitude limit:** If a creature has a specified altitude limit, the creature crashes at the end of its turn if it is flying higher than that limit. See also **fly speed**.

**angel [keyword]:** Angels are immortal creatures native to the Astral Sea. They don't need to breathe, eat, or sleep.

**animate [type]:** Animate creatures are given life through magic. They don't need to breathe, eat, or sleep.

**aquatic [keyword]:** Aquatic creatures can breathe underwater. In aquatic combat, an aquatic creature gains a +2 bonus to attack rolls against nonaquatic creatures. See also "Aquatic Combat," *Dungeon Master's Guide*, page 45.

**aura:** An aura is a continuous effect that emanates from a creature. The aura affects each square within line of effect and within a specified range of that creature's space. The aura does not affect that creature, unless otherwise noted, and is unaffected by terrain or environmental phenomena.

A creature can deactivate or reactivate its aura as a minor action. If the creature dies, the aura ends immediately.

If auras overlap and impose penalties to the same roll or game statistic, a creature affected by the overlapping auras is subject to the worst penalty; the penalties are not cumulative. Similarly, a creature in the overlapping area takes damage only from the aura that deals the most damage, regardless of damage type.

**beast [type]:** Beasts are either ordinary animals or creatures akin to them. They behave instinctively.

**blind [keyword]:** A blind creature relies on special senses, such as blindsight or tremorsense, to see within a specified range, beyond which the creature can't see. The creature is immune to gaze attacks and cannot be blinded.

**blindsight:** A creature that has blindsight can clearly see creatures or objects within a specified range and within line of effect, even if they are invisible or obscured. The creature otherwise relies on its normal vision.

**burrow speed:** A creature that has a burrow speed can move through loose earth at a specified speed, and the creature can move through solid stone at half that speed. The creature can't shift or charge while burrowing.

**change shape:** A creature that has the polymorph power *change shape* can assume the form of another creature. The power specifies the type and size of that form. The new form lasts until it is changed or until the creature dies.

The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change with the new form.

If the creature can use *change shape* to assume the form of an individual, the creature must have seen that individual. Other creatures can make an Insight check (opposed by the creature's Bluff check with a +20 bonus) to discern that the form is a disguise. See also **polymorph**.

**charm [keyword]:** A charm power controls or influences a subject's actions.

**climb speed:** A creature that has a climb speed moves on vertical surfaces at that speed without making Athletics checks to climb. While climbing, the creature ignores difficult terrain and doesn't grant combat advantage because of climbing.

**clumsy:** Some creatures are clumsy while using a specific movement mode (noted next to that mode in the creature's "Speed" entry), and others are clumsy while on the ground (noted next to the creature's speed). While a creature is clumsy, it takes a –4 penalty to attack rolls and all defenses.

**cold [keyword]:** A damage type. A creature that has this keyword is at least partially composed of ice.

**conjuration [keyword]:** A conjuration power creates a conjuration, which is an object or a creature of magical energy. A conjuration occupies no squares, is unaffected by the environment, does not need to be supported by a solid surface, cannot be attacked or physically affected, and ends immediately when its creator dies.

If a conjuration can be attacked or physically affected, it uses its creator's defenses. Unless an attack specifically targets conjurations, only the attack's damage (not including ongoing damage) affects the conjuration. If a conjuration can attack, its creator makes the attack, determining line of sight normally but determining line of effect from the conjuration.

If the power that creates a conjuration includes the ability to move it, the conjuration is considered a movable conjuration. A movable conjuration ends at the end of its creator's turn if the creator is not within range of at least 1 square it's in (using the power's range) or if the creator doesn't have line of effect to at least 1 square it's in. A conjuration can't be moved through a solid obstacle.

**construct [keyword]:** Constructs are not living creatures, so effects that specifically target living creatures do not work against them. They don't need to breathe, eat, or sleep.

**darkvision:** A creature that has darkvision can see in dim light and darkness without penalty.

**demon [keyword]:** Demons are chaotic evil elemental creatures native to the Abyss. They don't need to sleep.

**devil [keyword]:** Devils are evil immortal creatures native to the Nine Hells. They don't need to sleep.

**disease [keyword]:** Some powers expose a target to a disease. If a creature is exposed to a disease one or more times during an encounter, it makes one saving throw at the end of the encounter to determine if it contracts the disease. If the saving throw fails, the target is infected. See also "Disease," *Dungeon Master's Guide*, page 49.

**dragon [keyword]:** Dragons are reptilian creatures. Most of them have wings as well as a breath weapon.

**earth [keyword]:** An earth creature is strongly connected to the element of earth.

**earth walk:** A type of terrain walk. A creature that has earth walk ignores difficult terrain that is rubble, uneven stone, or an earthen construction.

**elemental [origin]:** Elemental creatures are native to the Elemental Chaos.

**extra damage:** Many powers and other effects grant the ability to deal extra damage. Extra damage is always in addition to other damage. This means an attack that deals no damage can't deal extra damage.

**fear [keyword]:** A fear power inspires fright.

**fey [origin]:** Fey creatures are native to the Feywild.

**fire [keyword]:** A damage type. A fire creature is strongly connected to the element of fire.

**fly speed:** A creature that has a fly speed can fly a number of squares up to that speed as a move action. To remain in the air, the creature must move at least 2 squares during its turn, or it crashes at the end of its turn. While flying, the creature can't shift or make opportunity attacks, and it crashes if it's knocked prone. See also "Flying," *Dungeon Master's Guide*, page 47.

**force [keyword]:** A damage type.

**forest walk:** A type of terrain walk. A creature that has forest walk ignores difficult terrain that is part of a tree, underbrush, or some other forest growth.

**gaze [keyword]:** A type of attack. Blind or blinded creatures are immune to gaze attacks, and a creature cannot make a gaze attack while blinded.

**giant [keyword]:** Giants are Large or larger humanoid creatures.

**grabbed:** Being grabbed means a creature is immobilized. Unless otherwise noted, a grab lasts until the end of the grabber's next turn, and the grabber can sustain the grab as a minor action and end it as a free action. Certain circumstances end a grab: if the grabber is affected by a condition that prevents it from taking opportunity actions, if either the grabber or the creature it's grabbing moves far enough away that the grabbed creature is no longer in the grabber's reach, or if the grabbed creature escapes. See also "Escape" and "Grab," *Player's Handbook*, pages 288 and 290.

**half damage:** When a power or another effect deals half damage, apply all modifiers to the damage, including resistances and vulnerabilities, and then divide the damage in half.

**healing [keyword]:** A healing power restores hit points.

**hidden:** When a creature is hidden from an enemy, the creature is silent and invisible to that enemy. A creature normally uses the Stealth skill to become hidden.

**homunculus [keyword]:** Homunculi are animate constructs tasked with guarding a creature, an area, or an object.

**hover:** If a creature can hover, it can remain in the air without moving during its turn. It can also shift and make opportunity attacks while flying. See also **fly speed**.

**humanoid [type]:** Humanoid creatures vary greatly in how much they resemble humans. Most are bipedal. They include humans as well as monstrous humanoids such as yuan-ti.

**ice walk:** A type of terrain walk. A creature that has ice walk ignores difficult terrain that is ice or snow.

**illusion [keyword]:** An illusion power deceives the mind or the senses.

**immortal [origin]:** Immortal creatures are native to the Astral Sea. Unless they are killed, they live forever.

**immune:** A creature that is immune to a damage type (such as cold or fire), a condition (such as dazed or petrified), or another specific effect (such as disease or forced movement) is not affected by it. A creature that is immune to charm, fear, illusion, poison, or sleep is not affected by the nondamaging effects of a power that has that keyword. A creature that is immune to gaze is not affected by powers that have that keyword.

**implement:** The implement keyword identifies a power that can be used through an implement. A monster's statistics block notes the implements it uses. See also "Adding Equipment," *Dungeon Master's Guide*, page 174.

**insubstantial:** When a creature is insubstantial, it takes half damage from any damage source, including ongoing damage. Some creatures are inherently insubstantial, which is noted in their "Resist" entries. See also **half damage**.

**lightning [keyword]:** A damage type.

**living construct [keyword]:** Unlike other constructs, living constructs are living creatures.

**low-light vision:** A creature that has low-light vision can see in dim light without penalty.

**magical beast [type]:** Magical beasts resemble beasts but often behave like people.

**marked:** When a creature marks a target, that target takes a –2 penalty to attack rolls for any attack that doesn't include the creature as a target. A creature can be subject to only one mark at a time, and a new mark supersedes an old one.

**maximum altitude:** See **altitude limit**.

**minion:** A minion is destroyed when it takes any damage. If a minion is missed by an attack that deals damage on a miss, the minion doesn't take that damage.

**mount [keyword]:** A creature that has the mount keyword has at least one mount power. A mount power is usable only when the creature's rider has the Mounted Combat feat. See also "Mounted Combat," *Dungeon Master's Guide*, page 46.

**natural [origin]:** Natural creatures are native to the natural world.

**necrotic [keyword]:** A damage type.

**ooze [keyword]:** Oozes are amorphous creatures. When an ooze squeezes, it can move at full speed (rather than half speed), it doesn't take the –5 penalty to attack rolls, and it doesn't grant combat advantage because of squeezing.

**overland flight:** Overland flight works like a fly speed with one exception: A creature can take a move action to use overland flight only if it has taken no actions that turn, except free actions or move actions using overland flight. The creature can then take only those actions until the start of its next turn. See also **fly speed**.

**phasing:** While phasing, a creature ignores difficult terrain and can move through obstacles and other creatures, but it must end its movement in an unoccupied space.

**plant [keyword]:** Plant creatures are composed of vegetable matter. They don't need to sleep.

**poison [keyword]:** A damage and effect type.

**polymorph [keyword]:** Polymorph powers change a target's physical form. If a target is affected by more than one polymorph power, only the most recent one has any effect. The other powers' effects remain on the target and their durations expire as normal, but those effects don't apply. However, when the most recent effect ends, the next most recent one that is still active applies to the target. If the target dies, polymorph effects end on it immediately.

If a polymorph effect reduces a target's space, the target doesn't provoke opportunity attacks for leaving squares as it shrinks. If a polymorph effect makes a target too large to fit in the available space, the effect fails against the target, but the target is stunned (save ends).

**psychic [keyword]:** A damage type.

**radiant [keyword]:** A damage type.

**reliable [keyword]:** If a creature misses every target when using a reliable power, the use of that power isn't expended.

**reptile [keyword]:** Reptiles are cold-blooded creatures that have scaly skin.

**resist:** A creature that has resistance takes less damage from a specific damage type. For example, a creature that has resist 10 fire takes 10 less damage whenever it takes fire damage.

Resistance doesn't reduce damage unless the target has resistance to each type of damage from the attack, and then only the weakest of the resistances applies. For example, a creature that has resist 10 lightning and resist 5 thunder that takes 15 lightning and thunder damage takes 10 damage because the resistance value to the combined damage types is limited by the lesser of the two resistances.

**shadow [origin]:** Shadow creatures are native to the Shadowfell.

**shapechanger [keyword]:** Shapechangers, such as doppelgangers, have the ability to alter their form, whether freely or into specific forms.

**sleep [keyword]:** Sleep powers knock creatures unconscious.

**spider [keyword]:** Spider creatures include spiders as well as creatures that have spiderlike features: eight legs, web spinning, and the like.

**spider climb:** A creature that can spider climb can use its climb speed to move across overhanging horizontal surfaces (such as ceilings) without making Athletics checks. See also **climb speed**.

**swamp walk:** A type of terrain walk. A creature that has swamp walk ignores difficult terrain that is mud or shallow water.

**swarm [keyword]:** A swarm is composed of multiple creatures but functions as a single creature. A swarm can occupy the same space as another creature, and an enemy can enter a swarm's space, which is

difficult terrain. A swarm cannot be pulled, pushed, or slid by melee or ranged attacks.

A swarm can squeeze through any opening large enough for even one of its constituent creatures. For example, a swarm of bats can squeeze through any opening large enough for one of the bats to squeeze through.

**swim speed:** A creature that has a swim speed moves through water at that speed without making Athletics checks to swim.

**telepathy:** A creature that has telepathy can communicate telepathically with any other creature that has a language. The other creature must be within line of effect and within a specified range. Telepathy allows for two-way communication.

**teleportation [keyword]:** A teleportation power transports creatures or objects instantaneously from one location to another. A creature that uses a teleportation power must have line of sight to the destination space, but neither that creature nor the target being teleported needs line of effect to that space. The destination must be a space that the target can occupy without squeezing.

The target being teleported disappears and instantaneously appears in the destination space. The movement doesn't provoke opportunity attacks and is unhindered by intervening creatures, objects, or terrain.

Being immobilized or restrained doesn't prevent a creature from teleporting. If a creature teleports away from a physical restraint, a monster's grasp, or some other immobilizing effect that is located in a specific space, the creature is no longer immobilized or restrained. Otherwise, the creature teleports but is still immobilized or restrained when it reaches the destination space.

**threatening reach:** A creature that has threatening reach can make an opportunity attack against any enemy within its reach that provokes an opportunity attack.

**thunder [keyword]:** A damage type.

**tremorsense:** A creature that has tremorsense can clearly see creatures or objects within a specified range, even if they are invisible, obscured, or outside line of effect, but they and the creature must be in contact with the ground or the same substance, such as water or a web. The creature otherwise relies on its normal vision.

**truesight:** A creature that has truesight can see invisible creatures and objects within a specified range as long as they are also within line of sight.

**tunneling:** A creature that has tunneling leaves tunnels behind it as it burrows. The creature, as well as smaller creatures, can move through these tunnels without any reduction in speed. Creatures of the same size as the tunneling creature must squeeze through these tunnels, and larger creatures cannot move through them at all. See also **burrow speed**.

**undead [keyword]:** Undead are not living creatures, so effects that specifically target living creatures do not work against them. They don't need to breathe or sleep.

**variable resistance:** A creature that has variable resistance can activate it a specified number of times per encounter as a free action. When the creature activates variable resistance, it chooses a damage type: acid, cold, fire, lightning, or thunder. (The creature can't choose a damage type to which it is vulnerable.) Until the end of the encounter, the creature gains a specified amount of resistance to that damage type. This resistance replaces any resistance the creature already had against that damage type. If a creature can activate variable resistance more than once per encounter, the creature can resist only one damage type at a time using variable resistance. See also **resist**.

**vulnerable:** A creature that is vulnerable to a specified damage type usually takes a specific amount of extra damage when it takes damage of that type, or it suffers a specific effect. For example, a creature that has vulnerable 10 radiant takes 10 extra radiant damage when an attack deals radiant damage to it or when it takes ongoing radiant damage.

**water [keyword]:** A water creature is strongly connected to the element of water.

**weapon [keyword]:** The weapon keyword identifies a power that is used with a weapon, which can be an unarmed strike. A monster's statistics block notes the weapons it uses. Monster attacks don't use proficiency bonuses. See also "Adding Equipment," *Dungeon Master's Guide*, page 174.

**zone [keyword]:** A zone power creates a zone, a magical area that lasts for a round or more. A zone is formed by an area of effect and fills each square in the area that is within line of effect of the origin square. A zone is unaffected by the environment, cannot be attacked or physically affected, and ends immediately when its creator dies.

If the power that creates a zone includes the ability to move it, the zone is considered a movable zone. A movable zone ends at the end of its creator's turn if the creator is not within range of at least 1 square of it (using the power's range) or if the creator doesn't have line of effect to at least 1 square of it. A zone can't be moved through a solid obstacle.

If zones overlap and impose penalties to the same roll or game statistic, a creature affected by the overlapping zones is subject to the worst penalty; the penalties are not cumulative. Similarly, a creature in the overlapping area takes damage only from the zone that deals the most damage, regardless of damage type.

# Racial Traits

As in the *Monster Manual*, a few of the monsters in *Monster Manual 2* have racial traits and powers similar to those of the races presented in the *Player's Handbook* and *Player's Handbook 2*.

These traits and powers are most useful to Dungeon Masters interested in creating detailed non-player characters (NPCs). The information can also be used as guidelines for creating player character (PC) versions of these creatures. Be aware that the traits and powers that follow are more in line with monster powers than with player character powers—actual PC versions of any of the races published later would likely be slightly different.

As a DM, you should carefully consider which, if any, of the monster races you wish to include as PC options in your campaign.

## Bullywug

**Average Height:** 5′ 4″ - 6′ 0″
**Average Weight:** 150-240 lb.

**Ability Scores:** +2 Constitution, +2 Dexterity
**Size:** Medium
**Speed:** 6 squares (swamp walk)
**Vision:** Normal

**Languages:** Common, Primordial
**Skill Bonuses:** +2 Athletics
**Rancid Air (Poison) aura 2:** Any enemy that spends a healing surge within the aura is weakened until the end of its next turn.

## Duergar

**Average Height:** 4′ 2″ - 4′ 8″
**Average Weight:** 160-220 lb.

**Ability Scores:** +2 Constitution, +2 Wisdom
**Size:** Medium
**Speed:** 6 squares
**Vision:** Darkvision

**Languages:** Common, Deep Speech, Dwarven
**Skill Bonuses:** +2 Dungeoneering
**Infernal Quills:** You can use *infernal quills* as an encounter power.

**Infernal Quills** — **Duergar Racial Power**

*You tense and send the quills projecting from your body into the gaps in your foe's armor.*

**Encounter ✦ Poison**
**Minor Action** **Ranged** 3
**Target:** One creature
**Attack:** Constitution + 2 vs. AC
*Level 11:* Constitution + 4 vs. AC
*Level 21:* Constitution + 6 vs. AC
**Hit:** 1d8 + Constitution modifier damage, and the target takes a -2 penalty to attack rolls and ongoing 2 poison damage (save ends both).
*Level 11:* 2d8 + Constitution modifier damage, and the target takes a -2 penalty to attack rolls and ongoing 5 poison damage (save ends both).
*Level 21:* 3d8 + Constitution modifier damage, and the target takes a -2 penalty to attack rolls and ongoing 8 poison damage (save ends both).

## Kenku

**Average Height:** 5′ 0″ - 5′ 6″
**Average Weight:** 110-150 lb.

**Ability Scores:** +2 Dexterity, +2 Charisma
**Size:** Medium
**Speed:** 6 squares
**Vision:** Low-light

**Languages:** Common
**Skill Bonuses:** +2 Bluff, +2 Stealth
**Flock Effect:** You gain a +3 bonus to attack rolls against a creature you are flanking instead of the normal +2 bonus, and you grant a +3 bonus to attack rolls or skill checks when aiding another instead of the normal +2 bonus.
**Mimicry:** You can mimic sounds and voices. A successful Insight check opposed by your Bluff check allows a listener to determine that the effect is faked.

# MONSTERS BY LEVEL

Every monster in the book appears on this list, which is sorted alphabetically by level and monster role. Monster leaders are indicated with an (L).

| Monster | Level and Role | Page |
|---|---|---|
| Fell Taint Pulsar | 1 Artillery | 104 |
| Ankheg Broodling | 1 Minion Brute | 11 |
| Bullywug Mucker | 1 Brute | 28 |
| Goblin Acolyte of Maglubiyet | 1 Controller | 131 |
| Blood Hawk | 1 Skirmisher | 142 |
| Fell Taint Lasher | 1 Soldier | 104 |
| Poisonscale Magus (Lizardfolk) | 2 Artillery | 156 |
| Centipede Swarm | 2 Brute | 33 |
| Dretch (Demon) | 2 Brute | 54 |
| Poisonscale Savage (Lizardfolk) | 2 Brute | 156 |
| Fell Taint Thought Eater | 2 Controller | 104 |
| Bullywug Twitcher | 2 Skirmisher | 28 |
| Gray Ooze | 2 Skirmisher | 173 |
| Hive Warrior (Ant) | 2 Skirmisher | 12 |
| Stonefist Defender (Homunculus) | 2 Skirmisher | 143 |
| Bloodthorn Vine | 2 Soldier | 205 |
| Poisonscale Slitherer (Lizardfolk) | 2 Soldier | 156 |
| Bullywug Mud Lord | 3 Artillery | 29 |
| Bullywug Croaker | 3 Minion Brute | 28 |
| Myconid Rotpriest | 3 Brute (L) | 164 |
| Ankheg | 3 Elite Lurker | 11 |
| Poisonscale Collector (Lizardfolk) | 3 Lurker | 156 |
| Dust Devil (Elemental) | 3 Skirmisher | 99 |
| Kenku Ruffian | 3 Minion Skirmisher | 152 |
| Kenku Warrior | 3 Skirmisher | 152 |
| Skeletal Steed | 3 Skirmisher | 183 |
| Hive Soldier (Ant) | 3 Soldier | 12 |
| Infernal Armor Animus (Devil) | 3 Minion Soldier | 66 |
| Lolthbound Goblin | 3 Soldier | 131 |
| Poisonscale Myrmidon (Lizardfolk) | 3 Soldier | 157 |
| Arbalester (Homunculus) | 4 Artillery | 143 |
| Storm Shard | 4 Artillery | 34 |
| Barghest Savager | 4 Brute | 20 |
| Mud Lasher (Elemental) | 4 Brute | 100 |
| Fell Taint Warp Wender | 4 Controller | 105 |
| Krenshar | 4 Controller | 155 |
| Myconid Sovereign | 4 Controller (L) | 164 |
| Umbral Sprite Swarm | 4 Controller | 194 |
| Dimensional Marauder | 4 Lurker | 69 |
| Duergar Scout | 4 Lurker | 92 |
| Green Slime (Ooze) | 4 Lurker | 173 |
| Kenku Sneak | 4 Lurker | 153 |
| Centipede Scuttler | 4 Skirmisher | 33 |
| Winged Drone (Ant) | 4 Skirmisher | 12 |
| Witherling | 4 Skirmisher | 212 |
| Bloodseeker Drake | 4 Soldier | 88 |
| Duergar Guard | 4 Soldier | 92 |
| Kenku Ringleader | 4 Soldier (L) | 152 |
| Myconid Guard | 4 Soldier | 164 |
| Beholder Gauth | 5 Elite Artillery | 24 |
| Eladrin Arcane Archer | 5 Artillery | 96 |
| Kenku Wing Mage | 5 Artillery | 153 |
| Runespiral Demon | 5 Artillery | 60 |
| Deathpledged Gnoll | 5 Brute | 126 |
| Krenshar Blood Slayer | 5 Brute | 155 |
| Duergar Theurge | 5 Controller | 93 |
| Hive Queen (Ant) | 5 Elite Controller (L) | 13 |
| Human Noble | 5 Controller (L) | 148 |
| Witherling Death Shrieker | 5 Controller | 212 |
| Gnome Mistwalker | 5 Lurker | 128 |
| Young Iron Dragon | 5 Solo Lurker | 84 |
| Cockatrice | 5 Skirmisher | 36 |
| Gnaw Demon | 5 Skirmisher | 54 |
| Half-Orc Hunter | 5 Skirmisher | 140 |
| Horned Drake | 5 Skirmisher | 88 |
| Kenku Assassin | 5 Elite Skirmisher | 154 |
| Flamespiker (Elemental) | 5 Soldier | 99 |
| Rupture Demon | 5 Minion Soldier | 60 |
| Warforged Resounder | 6 Artillery | 206 |
| Duergar Shock Trooper | 6 Brute | 93 |
| Wereboar (Lycanthrope) | 6 Brute | 158 |
| Half-Orc Death Mage | 6 Controller | 140 |
| Hobgoblin Fleshcarver | 6 Elite Controller | 132 |
| Geonid (Elemental) | 6 Lurker | 99 |
| Abyssal Marauder (Demogorgon) | 6 Skirmisher | 48 |
| Bugbear Wardancer (Goblin) | 6 Skirmisher | 130 |
| Half-Elf Bandit Captain | 6 Skirmisher (L) | 138 |
| Human Javelin Dancer | 6 Skirmisher | 147 |
| Rust Monster | 6 Skirmisher | 178 |
| Tiger | 6 Skirmisher | 199 |
| Young Copper Dragon | 6 Solo Skirmisher | 78 |
| Spriggan Thorn | 6 Soldier | 192 |
| Goliath Sunspeaker | 7 Artillery | 136 |
| Gnoll Gorger | 7 Brute | 127 |
| Half-Orc Scarthane | 7 Brute | 141 |
| Shrieking Cultist of Demogorgon | 7 Brute | 50 |
| Troglodyte Thrasher | 7 Brute | 200 |
| Warforged Savage | 7 Brute | 206 |
| Barghest Battle Lord | 7 Controller | 20 |
| Half-Elf Con Artist | 7 Controller | 138 |
| Human Hexer | 7 Controller | 146 |
| Bloodseep Demon | 7 Skirmisher (L) | 53 |
| Fang of Yeenoghu (Gnoll) | 7 Skirmisher (L) | 126 |
| Frost Hawk | 7 Skirmisher | 142 |
| Genasi Skyspy | 7 Skirmisher | 117 |
| Human Knife Fighter | 7 Elite Skirmisher | 147 |
| Shardstorm Vortex (Elemental) | 7 Skirmisher | 101 |
| Spriggan Powrie | 7 Skirmisher | 192 |
| Bonecrusher Skeleton | 7 Soldier | 183 |
| Greenvise Vine | 7 Soldier | 205 |
| Human Cavalier | 7 Soldier (L) | 144 |
| Oni Devourer | 7 Soldier | 170 |
| Young Adamantine Dragon | 7 Solo Soldier | 75 |
| Death Shard (Chaos Shard) | 8 Artillery | 34 |
| Direguard Deathbringer | 8 Elite Artillery (L) | 70 |
| Doom Flayer (Demogorgon) | 8 Artillery | 49 |
| Gnome Entropist | 8 Artillery | 128 |
| Spriggan Witherer | 8 Artillery (L) | 193 |
| Black Pudding (Ooze) | 8 Elite Brute | 172 |
| Black Pudding Spawn (Ooze) | 8 Minion Brute | 172 |
| Human Slaver | 8 Brute | 149 |
| Spriggan Giantsoul | 8 Brute | 192 |
| Witherling Horned Terror | 8 Brute | 213 |
| Young Silver Dragon | 8 Solo Brute | 86 |
| Berserker Prelate of Demogorgon | 8 Controller (L) | 48 |
| Genasi Hydromancer | 8 Controller | 117 |
| Warforged Anvilpriest | 8 Controller (L) | 207 |
| Darkmantle Enveloper | 8 Lurker | 41 |
| Neldrazu (Demon) | 8 Lurker | 56 |
| Phase Spider | 8 Skirmisher | 190 |
| Behir Bolter Whelp | 8 Solo Soldier | 22 |
| Dire Tiger | 8 Soldier | 199 |
| Wood Woad | 8 Soldier | 214 |

| Monster | Level and Role | Page |
|---|---|---|
| Human Dire Beast Hunter | 9 Artillery | 145 |
| Troglodyte Deepscourge | 9 Artillery (L) | 200 |
| Young Gold Dragon | 9 Solo Controller | 81 |
| Windstriker (Elemental) | 9 Lurker | 103 |
| Flux Slaad | 9 Skirmisher | 184 |
| Gnome Wolverine | 9 Skirmisher | 129 |
| Human Pirate | 9 Skirmisher | 148 |
| Witherling Rabble | 9 Minion Skirmisher | 213 |
| Xorn | 9 Skirmisher | 215 |
| Goliath Guardian | 9 Soldier | 136 |
| Troglodyte Temple Champion | 9 Soldier | 201 |
| Young Rust Monster Swarm | 9 Soldier | 178 |
| Fleshtearer Shark | 10 Brute | 182 |
| Neogi Spawn Swarm | 10 Brute | 166 |
| Rockfist Smasher (Elemental) | 10 Brute | 100 |
| Neogi Slaver | 10 Controller (L) | 166 |
| Tomb Spider Broodswarm | 10 Lurker | 191 |
| Will-o'-Wisp | 10 Lurker | 209 |
| Scytheclaw Drake | 10 Skirmisher | 88 |
| Genasi Stoneshield | 10 Soldier | 117 |
| Human Pirate Captain | 10 Soldier (L) | 148 |
| Ice Troll | 10 Soldier | 202 |
| Genasi Fireblade | 11 Brute | 116 |
| Slaughterstone Slicer | 11 Elite Brute | 187 |
| Tomb Spider | 11 Elite Controller | 190 |
| Adult Iron Dragon | 11 Solo Lurker | 84 |
| Duergar Fleshtearer | 11 Lurker | 93 |
| Direguard Assassin | 11 Skirmisher | 70 |
| Dweomer Eater (Rust Monster) | 11 Skirmisher | 179 |
| Eladrin Bladesinger | 11 Skirmisher | 97 |
| Weretiger (Lycanthrope) | 11 Elite Skirmisher | 159 |
| Deva Knight-Errant | 11 Soldier (L) | 62 |
| Firbolg Hounder | 11 Soldier | 108 |
| Arctide Runespiral Demon | 12 Artillery | 60 |
| Centaur Hunter | 12 Artillery | 30 |
| Duergar Hellcaller | 12 Artillery | 94 |
| Flame Shard (Chaos Shard) | 12 Artillery | 34 |
| Phoelarch Mage | 12 Elite Artillery | 174 |
| Bladerager Troll | 12 Brute | 202 |
| Bone Golem | 12 Elite Brute | 133 |
| Centaur Ravager | 12 Brute | 30 |
| Gorechain Devil | 12 Elite Brute | 65 |
| Oni Overlord | 12 Elite Brute (L) | 170 |
| Needle Demon | 12 Controller | 56 |
| Windfiend Fury (Elemental) | 12 Controller | 102 |
| Firbolg Hunter | 12 Skirmisher | 108 |
| Lolthbound Goblin Slave | 12 Minion Skirmisher | 131 |
| Phoelarch Warrior | 12 Elite Skirmisher | 174 |
| Phoera (Phoelarch) | 12 Elite Skirmisher | 175 |
| Water Archon Shoal Reaver | 13 Brute | 18 |
| Werewolf Lord (Lycanthrope) | 13 Elite Brute (L) | 160 |
| Centaur Mystic | 13 Controller (L) | 30 |
| Tempest Wisp (Elemental) | 13 Controller | 102 |
| Adult Copper Dragon | 13 Solo Skirmisher | 78 |
| Drakkoth Ambusher | 13 Skirmisher | 90 |
| Shardstorm Vortex Funnelcloud (Elemental) | 13 Minion Skirmisher | 101 |
| Duergar Blackguard | 13 Elite Soldier (L) | 94 |
| Erinyes (Devil) | 13 Soldier (L) | 64 |
| Ghost Legionnaire | 13 Soldier | 119 |
| Beholder Eye of Frost | 14 Elite Artillery | 24 |
| Shadar-Kai Gloom Lord | 14 Artillery | 180 |
| Stormstone Fury (Elemental) | 14 Artillery | 101 |
| Abyssal Eviscerator (Demon) | 14 Brute | 51 |
| Chillfire Destroyer (Elemental) | 14 Brute | 98 |
| Cyclops Crusher | 14 Brute | 40 |

| Monster | Level and Role | Page |
|---|---|---|
| Duergar Blasphemer | 14 Controller (L) | 94 |
| Earth Archon Ground Rager | 14 Controller | 14 |
| Firbolg Moon Seer | 14 Controller | 109 |
| Shadar-Kai Blacksoul | 14 Controller | 180 |
| Troll Vinespeaker | 14 Controller | 203 |
| Withering Devil | 14 Controller | 68 |
| Shadar-Kai Dawnkiller | 14 Lurker | 180 |
| Deva Zealot | 14 Skirmisher | 62 |
| Winter Wolf | 14 Skirmisher | 210 |
| Adult Adamantine Dragon | 14 Solo Soldier | 75 |
| Behir | 14 Solo Soldier | 22 |
| Human Gladiator | 14 Elite Soldier | 145 |
| Stone Giant | 14 Soldier | 124 |
| Misfortune Devil | 15 Artillery | 66 |
| Nothic Cackler | 15 Artillery | 168 |
| Pod Demon | 15 Elite Artillery | 58 |
| Adult Silver Dragon | 15 Solo Brute | 86 |
| Clay Golem | 15 Elite Brute | 134 |
| Drakkoth Rager | 15 Elite Brute | 91 |
| Firbolg Bloodbear | 15 Elite Brute | 109 |
| Herald of Hadar (Star Spawn) | 15 Brute | 196 |
| Ambush Vine Shoot | 15 Minion Controller | 204 |
| Couatl Star Serpent | 15 Elite Controller (L) | 38 |
| Maw of Acamar (Star Spawn) | 15 Controller | 196 |
| Bristle Spider | 15 Elite Lurker | 189 |
| Podspawn (Demon) | 15 Minion Skirmisher | 59 |
| Shadar-Kai Painbearer | 15 Skirmisher (L) | 181 |
| Water Archon Tide Strider | 15 Skirmisher | 18 |
| Drakkoth Venomshot | 16 Artillery | 91 |
| Prismatic Shard (Chaos Shard) | 16 Artillery | 35 |
| Razor Hydra | 16 Solo Brute | 150 |
| Ambush Vine | 16 Elite Controller | 204 |
| Fomorian Ghost Shaman | 16 Elite Controller | 112 |
| Neogi Great Old Master | 16 Controller | 166 |
| Stone Giant Runecarver | 16 Controller (L) | 125 |
| Water Archon Waveshaper | 16 Controller (L) | 18 |
| Fey-Knight Vestige (Fey Lingerer) | 16 Lurker | 106 |
| Winter Wolf Snowfang | 16 Lurker | 210 |
| Firbolg Ghostraven | 16 Elite Lurker | 110 |
| Diamondhide Xorn | 16 Skirmisher | 215 |
| Earth Archon Seismic Striker | 16 Soldier | 14 |
| Lingerer Knight (Fey Lingerer) | 16 Elite Soldier | 106 |
| Shocktroop Devil | 16 Soldier | 67 |
| Earth Archon Rumbler | 17 Brute | 14 |
| Frost Giant | 17 Brute | 122 |
| Nyfellar Mammoth | 17 Brute | 161 |
| Adult Gold Dragon | 17 Solo Controller | 81 |
| Scion of Gibbeth (Star Spawn) | 17 Controller | 197 |
| Yochlol Tempter (Demon) | 17 Controller | 61 |
| Coure of Mischief and Strife (Eladrin) | 17 Lurker | 97 |
| Fomorian Cackler | 17 Elite Lurker | 112 |
| Rime Hound (Winter Wolf) | 17 Elite Skirmisher | 211 |
| Slaad Spawn | 17 Minion Skirmisher | 185 |
| Storm Archon Squallshield | 17 Soldier | 16 |
| Couatl Cloud Serpent | 18 Artillery | 38 |
| Lingerer Fell Incanter (Fey Lingerer) | 18 Elite Artillery | 106 |
| Abolethic Skum (Ooze) | 18 Minion Brute | 172 |
| Bebilith (Demon) | 18 Solo Brute | 52 |
| Slaughterstone Eviscerator | 18 Brute | 186 |
| Fang Titan Drake | 18 Elite Controller | 89 |
| Fey-Incanter Vestige | 18 Lurker | 107 |
| Eldritch Giant | 18 Skirmisher | 120 |
| Fomorian Totemist | 18 Elite Skirmisher | 113 |
| Genasi Elemental Dervish | 18 Elite Skirmisher | 116 |

| Monster | Level and Role | Page |
|---|---|---|
| Storm Archon Lightning Walker | 18 Skirmisher | 16 |
| Centaur Fey Charger | 18 Soldier | 31 |
| Stone Titan (Giant) | 18 Elite Soldier | 125 |
| Gray Render | 19 Elite Brute | 137 |
| Sphinx Mystery | 19 Brute | 188 |
| Frost Giant Ice Shaper | 19 Controller (L) | 123 |
| Nothic Mindblight | 19 Controller | 168 |
| Elder Iron Dragon | 19 Solo Lurker | 84 |
| Warforged Titan | 19 Elite Soldier | 208 |
| Djinn Thunderer | 20 Artillery | 71 |
| Fomorian Blinder | 20 Elite Artillery | 114 |
| Human Diabolist | 20 Artillery | 144 |
| Frost Titan (Giant) | 20 Elite Brute | 123 |
| Heroslayer Hydra | 20 Solo Brute | 151 |
| Human Mystagogue | 20 Controller (L) | 147 |
| Kazrith (Demon) | 20 Lurker | 55 |
| Elder Copper Dragon | 20 Solo Skirmisher | 79 |
| Iron Golem | 20 Elite Soldier | 134 |
| Steel Predator | 20 Elite Soldier | 198 |
| Storm Archon Tempest Weaver | 21 Artillery | 17 |
| Remorhaz | 21 Elite Brute | 176 |
| Marut Prosecutor | 21 Controller (L) | 162 |
| Eldritch Titan (Giant) | 21 Elite Skirmisher | 120 |
| Marut Castigator | 21 Skirmisher | 162 |
| Cyclops Feyblade | 21 Soldier | 40 |
| Elder Adamantine Dragon | 21 Solo Soldier | 76 |
| Angel of Retrieval | 22 Artillery | 8 |
| Chaos Hydra | 22 Solo Brute | 151 |
| Elder Silver Dragon | 22 Solo Brute | 86 |
| Fomorian Butcher | 22 Elite Brute | 115 |
| Marut Executioner | 22 Brute | 162 |
| Angel of Authority | 22 Controller (L) | 8 |
| Human Dread Assassin | 22 Lurker | 145 |
| Nothic Eye of Vecna | 22 Lurker (L) | 169 |
| Djinn Windbow | 22 Skirmisher | 72 |
| Firbolg Master of the Wild Hunt | 22 Elite Skirmisher | 110 |
| Nycademon (Demon) | 22 Skirmisher | 57 |
| Oni Thunderer | 22 Skirmisher | 171 |
| Chain Golem | 22 Elite Soldier | 133 |

| Monster | Level and Role | Page |
|---|---|---|
| Angel of Light | 23 Minion Skirmisher | 9 |
| Human Insane Noble | 23 Elite Skirmisher | 146 |
| Shardstorm Vortex Whirlwind (Elemental) | 23 Minion Skirmisher | 101 |
| Half-Elf Baleful Thaumaturge | 24 Artillery | 139 |
| Elder Gold Dragon | 24 Solo Controller | 82 |
| Assassin Devil | 24 Lurker | 64 |
| Angel of Supremacy | 24 Soldier | 10 |
| Behir Stormsteed | 24 Soldier | 23 |
| Djinn Stormsword | 24 Soldier | 72 |
| Beholder Eye of Chaos | 25 Elite Artillery | 25 |
| Aspect of Demogorgon | 25 Elite Controller | 44 |
| Djinn Skylord | 25 Controller (L) | 73 |
| Centaur Campaigner | 25 Soldier (L) | 31 |
| Slaughterstone Hammerer | 25 Soldier | 186 |
| Deva Fallen Star | 26 Artillery | 62 |
| Thrarak, Exarch of Demogorgon | 26 Elite Brute | 47 |
| Abyssal Rotfiend (Demon) | 26 Controller | 52 |
| Ancient Iron Dragon | 26 Solo Lurker | 85 |
| Son of the Spirit Wolf (Winter Wolf) | 26 Elite Skirmisher | 211 |
| Iron Golem Juggernaut | 26 Elite Soldier | 135 |
| Ancient Copper Dragon | 27 Solo Skirmisher | 79 |
| Retriever | 27 Soldier | 177 |
| Primordial Colossus | 28 Elite Brute | 37 |
| Ancient Adamantine Dragon | 28 Solo Soldier | 76 |
| Kazuul, Exarch of Demogorgon | 28 Elite Soldier | 46 |
| Beholder Ultimate Tyrant | 29 Solo Artillery | 26 |
| Ancient Silver Dragon | 29 Solo Brute | 87 |
| Ancient Gold Dragon | 30 Solo Controller | 82 |
| Dagon | 32 Solo Soldier | 45 |
| Demogorgon | 34 Solo Controller | 42 |

## ABOUT THE DESIGNERS

**ROB HEINSOO** led the design of the 4th Edition D&D® Roleplaying Game. His 4th Edition design credits include *Martial Power*™ and the *Forgotten Realms® Player's Guide*. His other game designs include *Three-Dragon Ante*™ and Dungeons & Dragons *Inn Fighting*™.

**EYTAN BERNSTEIN** is a freelance RPG designer hailing from New York City. His many previous credits for Wizards of the Coast include *Adventurer's Vault*™, *Open Grave: Secrets of the Undead*™ and *Arcane Power*™.

**GREG BILSLAND** is a game editor and designer at Wizards of the Coast. His writing credits include the *Forgotten Realms® Player's Guide*, *Divine Power*™, and several *D&D Insider*™ articles.

**JESSE DECKER** works as Director of Organized Play Operations at Wizards of the Coast. He's been working on D&D professionally for more than a decade, and still needs more monsters to put in his campaign.

**N. ERIC HEATH** has been making up stories, creatures, and worlds for decades. Although Eric keeps his stuff in Seattle, he is more likely to be found in various fantasy realms.

**PETER LEE** works as a game designer for Wizards of the Coast, where he splits his time between RPG design and leading the design for D&D® Miniatures.

**CHRIS SIMS** works as a game designer and web specialist for Wizards of the Coast. His recent credits include the 4th Edition *Monster Manual®* and *Dungeon Master's Guide®*, as well as the *Forgotten Realms® Player's Guide*.

**OWEN K.C. STEPHENS** is a freelance RPG writer whose recent work for Wizards of the Coast includes *Adventurer's Vault*™, *Dragon Magic*™, *Scum and Villainy*, and *The Force Unleashed Campaign Guide*.

# LEVEL UP YOUR GAME.

Bring more to the gaming table, and make every session even better — D&D® accessories are an indispensable addition to any game. Pick 'em up at the same place you got this book.

**Dungeon Master's Screen**
Conceal your secrets without blocking your view. Quick reference to common tables helps you keep your game moving.

**D&D™ Dungeon Tiles**
Define dungeons and add details to every encounter quickly and easily, and help your game come to life.

**D&D® Miniatures**
Know where everyone, and every thing, is at all times to keep your combats under control.

**Character Record Sheets**
Keep up with your character and use Power Cards to stay out of the books and in the fight.

**D&D™ Premium Dice**
Everyone needs dice. And some need more than others. Keep 'em all in a D&D logo-embroidered dicebag.

GET MORE INFORMATION AT: DNDINSIDER.COM

All trademarks are property of Wizards of the Coast LLC ©2009 Wizards.

DUNGEONS & DRAGONS

# Do You Hear Something?

Brave adventurers scour the dungeon in search of treasure, but around the next dark corner something terrible and hungry waits for them. What will it be this time?

This Dungeons & Dragons® core rulebook contains a horde of monsters to unleash upon your campaign world and its greatest heroes. It includes monsters appropriate for all levels of play. Terrorize your players with such classic creatures as silver dragons, frost giants, and rust monsters. Threaten them with new variants of existing 4th Edition monsters, including new beholders, demons, and lycanthropes. Surprise them with never-before-seen monsters such as the star spawn, the witherling, and the chaos shard. Your D&D® game will never be the same!

For use with these 4th Edition Dungeons & Dragons core products:

*Player's Handbook®*
*Dungeon Master's Guide®*
*Monster Manual®*
*D&D® Miniatures*
*D&D™ Dungeon Tiles*

GET MORE AT
D&D INSIDER™
www.dndinsider.com
d20 SYSTEM™
Wizards®

ISBN: 978-0-7869-5101-7
9 780786 951017 53495 EAN
Sug. Retail: **US $34.95** CAN $43.00
Printed in the U.S.A. **239667200**

# Dungeons & Dragons®

## Adventurer's Vault™

Arms and Equipment for All Character Classes

ROLEPLAYING GAME SUPPLEMENT

Logan Bonner • Eytan Bernstein • Chris Sims

# Dungeons & Dragons®

# Adventurer's Vault™

## Arms and Equipment for All Classes

ROLEPLAYING GAME SUPPLEMENT

Logan Bonner • Eytan Bernstein • Chris Sims

# CREDITS


Design
**Logan Bonner (lead),**
**Eytan Bernstein, Chris Sims**

Additional Design
**Kolja Raven Liquette, Owen K.C. Stephens**

Development
**Stephen Schubert (lead),**
**Andy Collins, Peter Schaefer**

Editing
**Greg Bilsland (lead),**
**Scott Fitzgerald Gray, Alex Jurkat, Gwendolyn F.M. Kestrel**

Managing Editing
**Christopher Perkins**

Director of R&D, Roleplaying Games/Book Publishing
**Bill Slavicsek**

D&D Story Design and Development Manager
**Christopher Perkins**

D&D System Design and Development Manager
**Andy Collins**

Art Directors
**Stacy Longstreet, Jon Schindehette**

Cover Illustration
**David Griffith** (front), **William O'Connor** (back)

Graphic Designers
**Kevin Smith, Leon Cortez**

Interior Illustrations
**Drew Baker, Ryan Barger, Ed Cox, Thomas Denmark, Wayne England, Jason A. Engle, Randy Gallegos, David Griffith, Howard Lyon, Lee Moyer, William O'Connor, Darrell Riche, Marc Sasso, Chris Seaman, Anne Stokes, Franz Vohwinkel, James Zhang**

D&D Script Design
**Daniel Reeve**

Publishing Production Specialist
**Christopher Tardiff**

Prepress Manager
**Jefferson Dunlap**

Imaging Technicians
**Travis Adams, Bob Jordan, Sven Bolen**

Production Manager
**Cynda Callaway**

This product requires the 4th Edition Dungeons & Dragons® game rules, which are based on previous Dungeons & Dragons game rules designed by **E. Gary Gygax**, **Dave Arneson** (1st Edition and earlier); **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet**, **Monte Cook**, **Skip Williams**, **Richard Baker**, and **Peter Adkison** (3rd Edition).

620-21783720-001 HB
9 8 7 6 5 4 3 2 1
First Printing: September 2008
ISBN: 978-0-7869-4978-6

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
't Hofveld 6D
1702 Groot-Bijgaarden
Belgium
+32 2 467 3360



Dungeons & Dragons, D&D, d20, d20 System, WIZARDS OF THE COAST, *Adventurer's Vault*, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, D&D Insider, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All Wizards characters, character names, and the distinctive likenesses thereof are property of Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2008 Wizards of the Coast, Inc.


VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

# Introduction

Equipment and magic items are essential to the survival of any D&D® character. Treasure is vital to any adventure. As a player outfitting a character or a DM filling hoards with shiny baubles, the more options you have the better.

That's where *Adventurer's Vault* comes in. It expands on the rules for using equipment found in the *Player's Handbook®*. These pages are full of options for the PC with gold or *residuum* burning a hole in his pouch, and the DM looking for that enticing reward. *Adventurer's Vault* also expands the D&D® game with new tricks for normal tasks.

Open *Adventurer's Vault* and find out . . .

## What's Inside

This book has two chapters—Equipment and Magic Items—followed by appendices designed to aid in using the rest of the contents. Use it to equip your PC or your NPCs, or to stock your adventures with interesting stuff.

✦ **Chapter 1: Equipment:** This chapter focuses on nonmagical items—masterwork armor, new weapons, alchemical substances, mounts, and vehicles—and presents rules for using them in your game. Vehicles can add action to encounters and overland travel. An alchemy system allows you to add some bang to your game without having to rely on the wizard or magic items.

✦ **Chapter 2: Magic Items:** Vastly expanding on the items found in the *Player's Handbook*, this chapter is divided by item slot. You'll find a vast array of new items for every slot, as well as the expanded ranks of wondrous items and consumables. Even companion beasts and mounts have their own items now, allowing you to make more of your pets.

✦ **Appendix 1:** This section gives you, the DM or player, ideas and tools for making magic items seem unique in your campaign and world. Give your items a story. Learn how to give items levels as treasure or to move magic from one item to another.

✦ **Appendix 2:** To help parcel treasure, all the magic items in this book are listed alphabetically by level.

# Contents


**1: Equipment ..... 4**
- Masterwork Armor ..... 6
- Weapons ..... 8
- Mounts ..... 11
- Vehicles ..... 14
- Alchemy ..... 20

**2: Magic Items ..... 32**
- Armor ..... 34
- Weapons ..... 56
- Holy Symbols ..... 83
- Orbs ..... 91
- Rods ..... 97
- Staffs ..... 102
- Wands ..... 107
- Arms Slot Items ..... 112
- Companion Slot Items ..... 122
- Mount Slot Items ..... 123
- Feet Slot Items ..... 124
- Hands Slot Items ..... 131
- Head Slot Items ..... 137
- Neck Slot Items ..... 145
- Rings ..... 155
- Waist Slot Items ..... 163
- Wondrous Items ..... 168
- Consumables ..... 185

**Appendix 1 ..... 195**
- Unique Items ..... 195
- Item Level ..... 197
- Enchanting Items ..... 198

**Appendix 2: Magic Items ..... 199**

CHAPTER 1

# Equipment

**Being prepared** means having what you need in any situation. The adventurer's life is nothing if not unpredictable, so the savvy explorer takes unusual paths even when it comes to finding or making equipment. While wandering the markets in unusual locales, you can find all sorts of exotic and useful gear. The right training can grant you access to such equipment, giving you an edge that just might save your life.

In this chapter, you'll find:

- **Masterwork Armor:** Techniques and magic from across the cosmos allow master craftsfolk to make strange and amazing armor. Choosing the right kind of armor is a matter of need and taste. Shore up your soft spots with the items in this section.
- **Weapons:** Weapons are as varied as the reasons to do battle in the darkening world. Nonhuman cultures have also produced a few variations on typical weapon forms. Herein you'll find several new simple, military, and superior weapons comparable to yet different from those presented in the *Player's Handbook*®.
- **Mounts:** The right mount can get you where you want to go faster, and many able creatures can be trained to serve in this capacity. In this section, you'll find mounts that expand on those presented in the *Monster Manual*®. You'll also find gear to make your mount a better ally.
- **Vehicles:** Some tasks and terrain demand more than a mount. When that's true, then it's time to learn to drive. This section provides sample vehicles and the rules required to use them.
- **Alchemy:** With a little special training, you can combine arcane reagents according to mystic formulas to produce fell poisons, bizarre powders, and wondrous concoctions. For those unskilled in the alchemical arts, such items can also be procured from the right merchant with a little coin.

WILLIAM O' CONNOR

# MASTERWORK ARMOR

This section describes several new kinds of masterwork armor. These special suits of masterwork armor are sometimes used in the creation of magic armor. Just as adventurers are likely to be dealing in different currencies as they attain higher levels, so too are they likely to be acquiring new kinds of armor materials.

Masterwork armor always has an enhancement bonus, and the price of the masterwork armor material is incorporated into the overall cost of the magic armor. For example, *+4 crysteel mail armor* costs 45,000 gp—the same as nonmasterwork *+4 chain armor*. Thus, an adventurer of higher level is generally better off shopping for masterwork armors than the armors he or she used at lower levels.

A magic armor's enhancement bonus is still added to the armor bonus to determine a character's overall armor bonus. For example, *+4 stormscale armor* provides a +13 bonus to the wearer's AC, +9 for the armor bonus and +4 for the enhancement bonus.

An armor entry on the Masterwork Armor table contains the following information.

**Armor Bonus:** Armor provides this bonus to AC.

**Minimum Enhancement Bonus:** Masterwork armor requires a minimum enhancement bonus, as shown in this entry.

**Check:** You take this penalty to all Strength-, Dexterity-, and Constitution-based skill checks when you wear the armor. You don't take the penalty to ability checks (such as a Strength check to break down a door or a Dexterity check to determine initiative in combat).

**Speed:** You take this penalty to your speed (in squares) when wearing the armor.

**Price:** The item's price in gold pieces (gp). The cost of masterwork armor is included in the cost of magic armor.

**Weight:** The armor's weight in pounds.

**Special:** Some masterwork armors have additional properties, such as a defense boost or additional resistance. A bonus received from the special property of a masterwork armor is an armor bonus.

## Armor Types

**Cloth:** Githzerai weavers first taught other peoples the methods of making githweave. It's clear that the githzerai took these techniques from their erstwhile masters, the mind flayers. Patterns taken from captured mind flayer garments led to mindweave and mindpatterned armor. All these armors infuse some form of crystal into textiles, channeling mind energy to fortify the body. Efreetweave seems to be similar, but uses rare reagents and metallic threads from the Elemental Chaos.

**Leather:** Drowmesh uses strands of leather woven together in a fine lattice for maximum flexibility. Yuan-ti overlap fine "scales" of leather to produce the incredibly supple snakeskin armor, and they weave stands of this with shadow magic to produce anathema armor. Swordwing leather mimics the way swordwings make their paper spires, creating a light, flexible, and hard leather.

**Hide**: Dwarves use earth energy to fortify earthhide, mimicking the strange living-earth skin of creatures such as the galeb duhr and the earth titan. Feyhide armor is treated with an elven process that gives resilience akin to the hide of tough fey beasts. Astral stalker preservation techniques yield stalkerhide. Voidhide armor comes from similar methods used by the sorrowsworn to preserve their grisly trophies.

**Chain:** Weavemail is an exquisite armor made according to an advanced technique perfected in the eladrin courts of the Feywild, consisting of closely linked chains that provide few openings for enemy attacks. Finemail is a more common eladrin derivative of this method, while braidmail is a similar armor made according to elven tradition. Genasi mix steel with magic volcanic glass to create resilient crysteel armor. Pitmail is derived from an infernal technique used to armor great commanders in the days of the tiefling empire of Bael Turath.

FRANZ VOHWINKEL

**MASTERWORK ARMOR**

| *Cloth Armor (Light)* | Armor Bonus | Minimum Enhancement Bonus | Check | Speed | Price | Weight | Special |
|---|---|---|---|---|---|---|---|
| Githweave armor | +0 | +3 | — | — | special | 2 lb. | +1 Will |
| Mindweave armor | +0 | +4 | — | — | special | 2 lb. | +2 Will |
| Efreetweave armor | +1 | +5 | — | — | special | 2 lb. | +1 Will |
| Mindpatterned armor | +1 | +6 | — | — | special | 2 lb. | +2 Will |

| *Leather Armor (Light)* | Armor Bonus | Minimum Enhancement Bonus | Check | Speed | Price | Weight | Special |
|---|---|---|---|---|---|---|---|
| Drowmesh armor | +2 | +3 | — | — | special | 10 lb. | +1 Reflex |
| Snakeskin armor | +2 | +4 | — | — | special | 10 lb. | +2 Reflex |
| Anathema armor | +3 | +5 | — | — | special | 10 lb. | +1 Reflex |
| Swordwing armor | +3 | +6 | — | — | special | 10 lb. | +2 Reflex |

| *Hide Armor (Light)* | Armor Bonus | Minimum Enhancement Bonus | Check | Speed | Price | Weight | Special |
|---|---|---|---|---|---|---|---|
| Earthhide armor | +3 | +3 | -1 | — | special | 25 lb. | +1 Fortitude |
| Feyhide armor | +3 | +4 | -1 | — | special | 25 lb. | +2 Fortitude |
| Stalkerhide armor | +4 | +5 | -1 | — | special | 25 lb. | +1 Fortitude |
| Voidhide armor | +4 | +6 | -1 | — | special | 25 lb. | +2 Fortitude |

| *Chainmail (Heavy)* | Armor Bonus | Minimum Enhancement Bonus | Check | Speed | Price | Weight | Special |
|---|---|---|---|---|---|---|---|
| Finemail armor | +7 | +2 | -1 | -1 | special | 40 lb. | — |
| Braidmail armor | +8 | +3 | -1 | -1 | special | 40 lb. | — |
| Crysteel armor | +8 | +4 | -1 | -1 | special | 40 lb. | +2 Will |
| Weavemail armor | +10 | +5 | -1 | -1 | special | 40 lb. | +1 Will |
| Pitmail armor | +11 | +6 | -1 | -1 | special | 40 lb. | +2 Will |

| *Scale Armor (Heavy)* | Armor Bonus | Minimum Enhancement Bonus | Check | Speed | Price | Weight | Special |
|---|---|---|---|---|---|---|---|
| Drakescale armor | +8 | +2 | — | -1 | special | 45 lb. | — |
| Wyvernscale armor | +9 | +3 | — | -1 | special | 45 lb. | — |
| Stormscale armor | +9 | +4 | — | -1 | special | 45 lb. | +2 Fortitude |
| Nagascale armor | +11 | +5 | — | -1 | special | 45 lb. | +1 Fortitude |
| Titanscale armor | +12 | +6 | — | -1 | special | 45 lb. | +2 Fortitude |

| *Plate Armor (Heavy)* | Armor Bonus | Minimum Enhancement Bonus | Check | Speed | Price | Weight | Special |
|---|---|---|---|---|---|---|---|
| Rimefire plate armor | +8 | +2 | -2 | -1 | special | 50 lb. | Resist 1 all |
| Layered plate armor | +9 | +2 | -2 | -1 | special | 50 lb. | — |
| Gith plate armor | +10 | +3 | -2 | -1 | special | 50 lb. | — |
| Specter plate armor | +10 | +4 | -2 | -1 | special | 50 lb. | Resist 2 all |
| Legion plate armor | +12 | +5 | -2 | -1 | special | 50 lb. | — |
| Tarrasque plate armor | +12 | +6 | -2 | -1 | special | 50 lb. | Resist 5 all |

**Scale:** Drakescale armor mimics the small, close scales of rage drakes to stave off attacks, while wyvernscale uses larger scales in a similar pattern. Stormscale armor resembles the storm gorgon's hardened plating and incorporates elemental magic. Ancient yuan-ti crafting techniques infuse metal plates with elemental power to produce nagascale armor. Dwarves took the primordial methods of producing titanscale armor from the titans and giants.

**Plate:** Rimefire plate is bathed in elemental frost and fire to infuse it with hardness. Humans developed the process of layering steel several dozen times to create layered plate. Gith plate is hardened with psionic techniques originating with either the mind flayers or the first generation of escaped githyanki slaves. Specter plate is infused with energy from the Shadowfell. Legion plate mimics the forging techniques used in the Nine Hells to armor legion devils. Tarrasque plate, designed to emulate the tarrasque's impenetrable hide, has hundreds of nodules packed between very thin metal layers, each treated with a different process.

# WEAPONS

The *Player's Handbook* covers a broad range of commonly used weapons. This section describes a range of more unusual weapons, which provide a host of new combinations and benefits.

A weapon entry on the Melee Weapons table or Ranged Weapons table contains the following information.

**Weapon:** The weapon's name.

**Prof.:** Proficiency with a weapon gives you a proficiency bonus to attack rolls, which appears in this column if applicable. If you're not proficient with the weapon, you don't gain this bonus.

**Damage:** The weapon's damage die or dice.

**Range:** Weapons that can be thrown or have ammunition that can be shot have a range. The number before the slash indicates the normal range distance (in squares) for an attack. The number after the slash indicates the long-range distance for an attack. An entry of "—" indicates that the weapon can't be used at range.

**Price:** The weapon's cost in gold pieces.

**Weight:** The weapon's weight in pounds.

**Category, Group, and Properties:** Weapon categories, groups, and properties are explained in Chapter 7 of the *Player's Handbook*. In addition, two new weapon properties are described below.

*Brutal:* A brutal weapon's minimum damage is higher than that of a normal weapon. When rolling the weapon's damage, reroll any die that displays a value equal to or lower than the brutal value given for the weapon. Reroll the die until the value shown exceeds the weapon's brutal value, and then use the new value.

For example, the execution axe has a property of brutal 2. If a fighter wielding this weapon hits with *steel serpent strike* (a 2[W] power), the player rolls 2d12 for the weapon damage, rerolling a die result of 1 or 2 until the die shows 3 or higher.

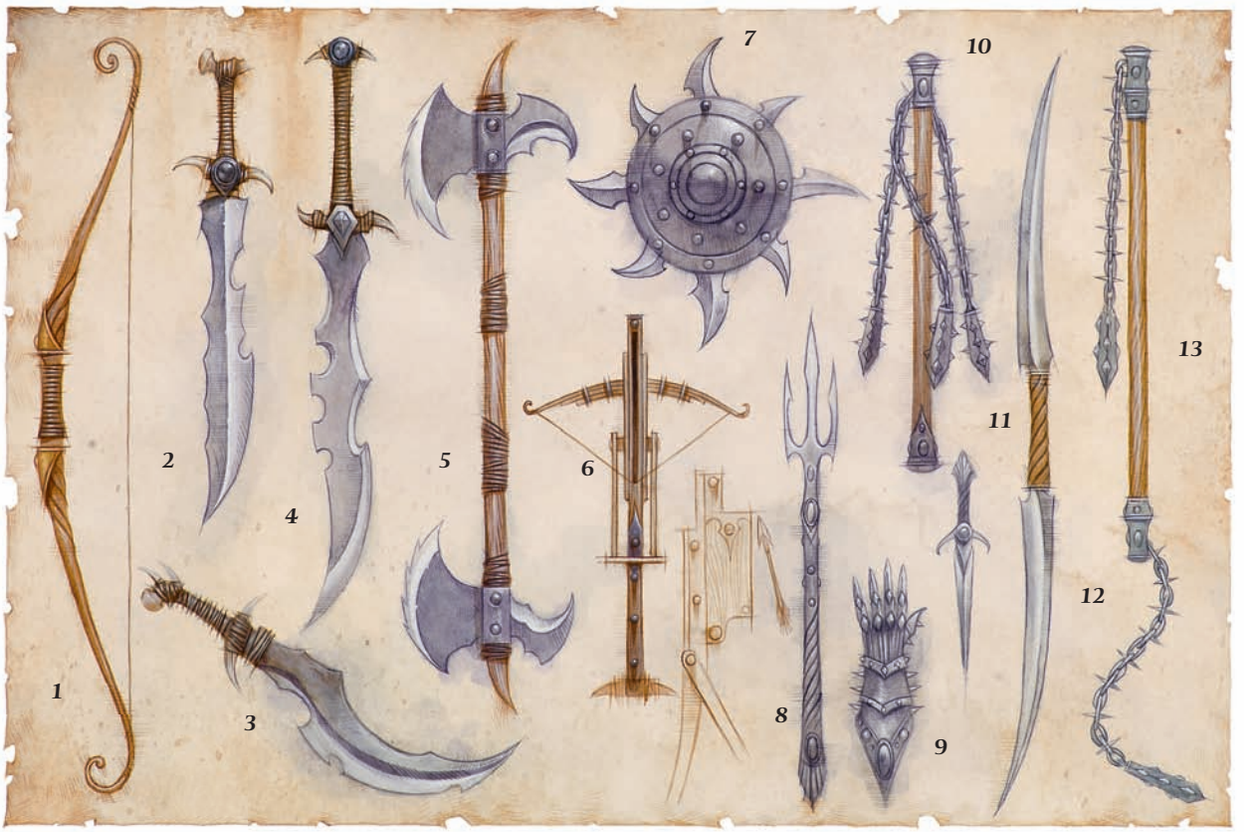
*Defensive:* A defensive weapon grants you a +1 bonus to AC while you wield the defensive weapon in one hand and wield another melee weapon in your other hand. Wielding more than one defensive weapon does not increase this bonus. To gain this benefit, you need not attack with the defensive weapon, but you must be proficient with it.

## Weapon Types

**Broadsword:** This stout, wide-bladed weapon lacks the accuracy of a longsword, but what it lacks in accuracy, it redeems with deadliness.

**Craghammer:** This dwarven hammer has a heavily weighted head, making it resemble a one-handed maul backed by a deadly spike.

**Double Axe:** Fitted with an axe head at each end, a double axe offers increased offensive and defensive capabilities.




*1. Greatbow; 2. Broadsword; 3. Khopesh; 4. Fullblade; 5. Double axe; 6. Repeating crossbow; 7. Spiked shield; 8. Trident; 9. Spiked guantlet; 10. Triple-headed flail; 11. Parrying dagger; 12. Double sword; 13. Double flail.*

WAYNE ENGLAND

## Melee Weapons (illustrated on pages 8 and 63)

### SIMPLE MELEE WEAPONS

*One-Handed*

| Weapon | Prof. | Damage | Range | Price | Weight | Group | Properties |
|---|---|---|---|---|---|---|---|
| Spiked gauntlet[1] | +2 | d6 | — | 5 gp | 1 lb. | Unarmed | Off-hand |

### MILITARY MELEE WEAPONS

*One-Handed*

| Weapon | Prof. | Damage | Range | Price | Weight | Group | Properties |
|---|---|---|---|---|---|---|---|
| Broadsword | +2 | d10 | — | 20 gp | 5 lb. | Heavy blade | Versatile |
| Khopesh | +2 | d8 | — | 20 gp | 8 lb. | Axe, heavy blade | Brutal 1, versatile |
| Light war pick | +2 | d6 | — | 10 gp | 4 lb. | Pick | High crit, off-hand |
| Scourge | +2 | d8 | — | 3 gp | 2 lb. | Flail | Off-hand |
| Trident | +2 | d8 | 3/6 | 10 gp | 4 lb. | Spear | Heavy thrown, versatile |

*Two-Handed*

| Weapon | Prof. | Damage | Range | Price | Weight | Group | Properties |
|---|---|---|---|---|---|---|---|
| Heavy war pick | +2 | d12 | — | 20 gp | 8 lb. | Pick | High crit |

### SUPERIOR MELEE WEAPONS

*One-Handed*

| Weapon | Prof. | Damage | Range | Price | Weight | Group | Properties |
|---|---|---|---|---|---|---|---|
| Craghammer | +2 | d10 | — | 20 gp | 6 lb. | Hammer | Brutal 2, versatile |
| Kukri | +2 | d6 | — | 10 gp | 2 lb. | Light blade | Brutal 1, off-hand |
| Parrying dagger[2] | +2 | d4 | — | 5 gp | 1 lb. | Light blade | Defensive, off-hand |
| Spiked shield[3] | +2 | d6 | — | 10 gp | 7 lb. | Light blade | Off-hand |
| Tratnyr | +2 | d8 | 10/20 | 10 gp | 5 lb. | Spear | Heavy thrown, versatile |
| Triple-headed flail | +3 | d10 | — | 15 gp | 6 lb. | Flail | Versatile |
| Waraxe | +2 | d12 | — | 30 gp | 10 lb. | Axe | Versatile |

*Two-Handed*

| Weapon | Prof. | Damage | Range | Price | Weight | Group | Properties |
|---|---|---|---|---|---|---|---|
| Execution axe | +2 | d12 | — | 30 gp | 14 lb. | Axe | Brutal 2, high crit |
| Fullblade | +3 | d12 | — | 30 gp | 10 lb. | Heavy blade | High crit |
| Greatspear | +3 | d10 | — | 25 gp | 8 lb. | Polearm, spear | Reach |
| Mordenkrad | +2 | 2d6 | — | 30 gp | 12 lb. | Hammer | Brutal 1 |

*Double Weapons*

| Weapon | Prof. | Damage | Range | Price | Weight | Group | Properties |
|---|---|---|---|---|---|---|---|
| Double axe[4] | +2 | d10/d10 | — | 40 gp | 15 lb. | Axe | Defensive, off-hand |
| Double flail[4] | +2 | d10/d10 | — | 30 gp | 11 lb. | Flail | Defensive, off-hand |
| Double sword[4] | +3 | d8/d8 | — | 40 gp | 9 lb. | Heavy blade, light blade | Defensive, off-hand |
| Urgrosh[4] | +2 | d12/d8 | — | 30 gp | 12 lb. | Axe, spear | Defensive, off-hand |

[1] This weapon also occupies the magic item hands slot. See description.

[2] A rogue proficient with this weapon can treat it as a dagger for the purpose of the Rogue Weapon Talent class feature.

[3] This weapon is combined with a light shield. See description.

[4] Double weapon (see page 10).

**Double Flail:** This weapon has a spiked flail head at either end to maximize attack and damage.

**Double Sword:** This well-balanced weapon combines the deadliness of two longswords with increased defensive capability.

**Execution Axe:** This broad-bladed axe is heavily weighted for greater hewing power.

**Fullblade:** This enormous, two-handed sword is favored by fighters and paladins.

## Ranged Weapons (illustrated on pages 8 and 63)

### SIMPLE RANGED WEAPONS

***Two-Handed***

| Weapon | Prof. | Damage | Range | Price | Weight | Group | Properties |
|---|---|---|---|---|---|---|---|
| Repeating crossbow | +2 | d8 | 10/20 | 35 gp | 6 lb. | Crossbow | Load free* |

***Ammunition***

| Weapon | Prof. | Damage | Range | Price | Weight | Group | Properties |
|---|---|---|---|---|---|---|---|
| Magazine | – | – | – | 1 gp | 1 lb. | – | – |

### SUPERIOR RANGED WEAPONS

***Two-Handed***

| Weapon | Prof. | Damage | Range | Price | Weight | Group | Properties |
|---|---|---|---|---|---|---|---|
| Greatbow | +2 | d12 | 25/50 | 30 gp | 5 lb. | Bow | Load free |
| Superior crossbow | +3 | d10 | 20/40 | 30 gp | 6 lb. | Crossbow | Load minor |

*See weapon description.

**Greatbow:** This massive, recurved bow stands as tall as a human when strung, and it fires arrows with greater power than a traditional longbow.

**Greatspear:** This reach weapon resembles a long-spear, but its broad head and strong haft allow it to strike with increased force.

**Heavy War Pick:** This larger version of the light war pick delivers devastating strikes.

**Khopesh:** This sturdy weapon is identified by the crescent-shaped curve at the end of its blade.

**Kukri:** The blade of this heavy knife curves forward for greater potency. A rogue proficient with the kukri can treat it as a dagger for the purpose of the Rogue Weapon Talent class feature.

**Light War Pick:** This smaller version of the war pick is suitable as an off-hand weapon.

**Mordenkrad:** First used by dwarf shock troops in battle against giants, this oversized two-handed hammer has a massive head studded with spikes.

**Parrying Dagger:** This narrow dagger features a specially designed guard that can deflect attacks. A rogue proficient with the parrying dagger can treat it as a dagger for the purpose of the Rogue Weapon Talent class feature.

**Repeating Crossbow:** A rectangular magazine attaches to the top of this crossbow. A double-action lever drops a bolt into place as a free action, then fires it as a standard action. A repeating crossbow does not need to be reloaded as long as it has ammunition in its magazine. A magazine costs 1 gp and holds 10 bolts. It takes a standard action to remove an empty magazine and load a new one.

**Spiked Gauntlet:** These gauntlets are specially fitted with metal spikes. Unlike other weapons, the spiked gauntlet occupies your magic item hands slot while enchanted.

**Scourge:** This lightweight flail has leather thongs inlaid with sharpened bits of metal or bone.

**Spiked Shield:** This light shield is constructed with a sharpened spike at its center. A spiked shield can be enchanted as a magic shield or a magic weapon, but not both. A spiked shield enchanted as a magic weapon does not occupy a character's magic item arms slot. Although a character cannot use two shields at the same time, a character wielding a spiked shield enchanted as a weapon can employ arms slot items such as bracers.

**Superior Crossbow:** This crossbow appears similar to a traditional crossbow, but it has knobs and dials that allow the weapon to be fine-tuned for greater accuracy.

**Tratnyr:** Also known as the wingspear, this weapon was first crafted by the dragonborn for maximum efficiency in melee and ranged combat.

**Trident:** This three-tined spear is weighted for throwing over short distances.

**Triple-headed Flail:** This oversized flail has three heads for more potent attacks.

**Urgrosh:** Originally of dwarven make, this weapon has a heavy axe head at one end (dealing d12 damage) and a sharp spear point at the base of the haft (dealing d8 damage).

**Waraxe:** This weapon's superior balance allows it to be wielded in one hand.

### DOUBLE WEAPONS

Wielding a double weapon is like wielding a weapon in each hand. The first die given in the damage column of the table for a double weapon is for the primary (or main) end of the weapon; the second damage die is for the secondary (or off-hand) end. You can use either end of a double weapon to deliver an attack unless a power specifies a main or off-hand weapon attack.

An enchanted double weapon receives an enhancement bonus on both ends, but weapon properties or powers conferred by the enchantment affect only the primary end of the weapon.

Like two-handed weapons, double weapons cannot normally be wielded by Small creatures unless the weapon has the small property.

# MOUNTS

At some point in their careers, adventurers may trade their walking sticks for mounts. Mounts allow characters to move quickly from one location to another, crossing untamed frontiers to reach the next dungeon or some distant city.

A city or town usually has one or more kinds of creatures that can be purchased as mounts. Unusual settings require special mounts. PCs might be setting out across a desert, in which case a camel or riding lizard might be appropriate. Conversely, characters might be exploring the undersea depths of a fallen empire, allowing them to use sharks or sea horses as mounts. Regardless of where the PCs are, most mounts have a speed that exceeds that of a PC, allowing for faster passage between places.

Many mounts are also useful in combat. Pages 46–47 of the *Dungeon Master's Guide* describe how to use a mount in combat and how a mount can take advantage of any natural attacks it might have.

The table below lists mounts from *Adventurer's Vault* and from the *Monster Manual* (*MM*).

**Price:** The cost of the mount in gold pieces.

**Speed:** The creature's best speed in squares.

**Per Hour/Per Day:** How far, in miles, the creature can travel in an hour and in a 10-hour day of travel.

**Normal/Heavy/Push/Drag:** The normal load, heavy load, and push/drag load for the creature (in pounds). Like characters, mounts exceeding their normal load take a reduction in speed.

| **Camel** | **Level 1 Brute** |
|---|---|
| Large natural beast | XP 100 |
| **Initiative** +1 | **Senses** Perception +0 |
| **HP** 38; **Bloodied** 19 | |
| **AC** 13; **Fortitude** 13, **Reflex** 10, **Will** 9 | |
| **Speed** 9 | |
| (+) **Kick** (standard; at-will) | |
| +4 vs. AC; 1d10 + 4 damage. | |
| **Alignment** Unaligned | **Languages** – |
| **Skills** Endurance +9 | |
| **Str** 19 (+4) | **Dex** 13 (+1) **Wis** 11 (+0) |
| **Con** 18 (+4) | **Int** 2 (–4) **Cha** 8 (–1) |

**MOUNTS**

| Mount | Price (gp) | Speed[1] | Per Hour[1] | Per Day[1] | Normal (lb.) | Heavy (lb.) | Push/Drag (lb.) |
|---|---|---|---|---|---|---|---|
| Blade spider[MM] | 13,000 | 6 | 3 miles | 30 miles | 250 | 500 | 1,250 |
| Camel | 75 | 9 | 4-1/2 miles | 45 miles | 237 | 475 | 1,187 |
| Dire boar[MM] | 1,800 | 8 | 4 miles | 40 miles | 237 | 475 | 1,187 |
| Elephant | 3,400 | 8 | 4 miles | 40 miles | 312 | 625 | 1,562 |
| Giant ant | 1,800 | 9 | 4-1/2 miles | 45 miles | 237 | 475 | 1,187 |
| Giant lizard, draft | 200 | 7 | 3-1/2 miles | 35 miles | 237 | 475 | 1,187 |
| Giant lizard, riding | 1,800 | 9 | 4-1/2 miles | 45 miles | 250 | 500 | 1,250 |
| Griffon[MM] | 9,000 | fly 10 | 5 miles | 50 miles | 250 | 500 | 1,250 |
| Griffon, rimefire[MM] | 525,000 | fly 10 | 5 miles | 50 miles | 300 | 600 | 1,500 |
| Hippogriff[MM] | 4,200 | fly 10 | 5 miles | 50 miles | 237 | 475 | 1,187 |
| Hippogriff dreadmount[MM] | 4,200 | fly 10 | 5 miles | 50 miles | 262 | 525 | 1,312 |
| Horse, celestial charger[MM] | 13,000 | 8 | 4 miles | 40 miles | 287 | 575 | 1,437 |
| Horse, riding[MM] | 75 | 8 | 4 miles | 40 miles | 237 | 475 | 1,187 |
| Horse, sea | 1,800 | swim 10 | 5 miles | 50 miles | 225 | 450 | 1,125 |
| Horse, skeletal | 17,000 | 10 | 5 miles | 50 miles | 250 | 500 | 1,250 |
| Horse, warhorse[MM] | 200 | 8 | 4 miles | 40 miles | 262 | 525 | 1,312 |
| Manticore[MM] | 45,000 | fly 8 | 4 miles | 40 miles | 262 | 525 | 1,312 |
| Nightmare[MM] | 25,000 | fly 10 | 5 miles | 50 miles | 287 | 575 | 1,437 |
| Rage drake[MM] | 2,600 | 8 | 4 miles | 40 miles | 237 | 475 | 1,187 |
| Rhinoceros | 2,600 | 6 | 3 miles | 30 miles | 262 | 525 | 1,312 |
| Shark, dire | 21,000 | swim 11 | 5-1/2 miles | 55 miles | 210 | 420 | 1,050 |
| Shark, riding | 3,400 | swim 11 | 5-1/2 miles | 55 miles | 190 | 380 | 950 |
| Trihorn behemoth | 21,000 | 6 | 3 miles | 30 miles | 325 | 650 | 1,625 |
| Wolf, dire[MM] | 1,000 | 8 | 4 miles | 40 miles | 237 | 475 | 1,187 |
| Wyvern[MM] | 21,000 | fly 8 | 4 miles | 40 miles | 300 | 600 | 1,500 |

[MM] This monster's statistics can be found in the *Monster Manual*.

[1] A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

**Elephant** **Level 8 Brute**
Huge natural beast (mount) XP 350

**Initiative** +4 **Senses** Perception +7
**HP** 111; **Bloodied** 55
**AC** 20; **Fortitude** 22, **Reflex** 15, **Will** 18
**Speed** 8

⨺ **Tusk Slam** (standard; at-will)
Reach 2; +11 vs. AC; 2d6 + 7 damage.

⨺ **Stamp** (standard; at-will)
+11 vs. AC; 1d10 + 7 damage, and the target is knocked prone.

**Trampling Charge** (while mounted by a friendly rider of 8th level or higher; at-will) ✦ **Mount**
When charging, the elephant can move through one Medium or smaller creature's space and make a stamp attack against that creature. The elephant must end its move in an unoccupied space. The rider still attacks at the end of the mount's movement.

**Alignment** Unaligned **Languages** –
**Str** 25 (+11) **Dex** 11 (+4) **Wis** 16 (+7)
**Con** 21 (+9) **Int** 2 (+0) **Cha** 9 (+3)

**Giant Ant** **Level 4 Skirmisher**
Large natural beast (mount) XP 175

**Initiative** +8 **Senses** Perception +8
**HP** 54; **Bloodied** 27
**AC** 18; **Fortitude** 17, **Reflex** 17, **Will** 14
**Speed** 9

⨺ **Bite** (standard; at-will)
+9 vs. AC; 1d10 + 4 damage, and the target is knocked prone.

**Skitter** (while mounted by a friendly rider of 4th level or higher; at-will) ✦ **Mount**
The giant ant shifts 2 squares instead of 1 square when it shifts.

**Alignment** Unaligned **Languages** –
**Str** 19 (+6) **Dex** 19 (+6) **Wis** 12 (+3)
**Con** 14 (+4) **Int** 1 (–3) **Cha** 7 (+0)

**Giant Lizard, Draft** **Level 4 Brute**
Large natural beast XP 175

**Initiative** +4 **Senses** Perception +1
**HP** 69; **Bloodied** 34
**AC** 16; **Fortitude** 18, **Reflex** 16, **Will** 13
**Speed** 7 (swamp walk), climb 2

⨺ **Bite** (standard; at-will)
+7 vs. AC; 2d6 + 4 damage.

**Alignment** Unaligned **Languages** –
**Str** 19 (+6) **Dex** 14 (+4) **Wis** 9 (+1)
**Con** 19 (+6) **Int** 2 (–2) **Cha** 7 (+0)

**Giant Lizard, Riding** **Level 6 Brute**
Large natural beast (mount) XP 250

**Initiative** +6 **Senses** Perception +2
**HP** 90; **Bloodied** 45
**AC** 18; **Fortitude** 20, **Reflex** 18, **Will** 14
**Speed** 9 (swamp walk), climb 4

⨺ **Bite** (standard; at-will)
+9 vs. AC; 2d8 + 5 damage.

⨺ **Claw** (standard; at-will)
+10 vs. AC; 2d6 + 5 damage.

**Combined Attack** (while mounted by a friendly rider of 6th level or higher; at-will) ✦ **Mount**
When the giant lizard's rider makes a melee attack against a target, the lizard can make a claw attack against the same target.

**Alignment** Unaligned **Languages** –
**Str** 20 (+8) **Dex** 17 (+6) **Wis** 9 (+2)
**Con** 20 (+8) **Int** 2 (–1) **Cha** 7 (+1)

JASON A. ENGLE

**Horse, Sea** **Level 5 Brute**
Large natural beast (aquatic, mount) XP 200

**Initiative** +4 **Senses** Perception +2
**HP** 80; **Bloodied** 40
**AC** 17; **Fortitude** 19, **Reflex** 17, **Will** 15
**Speed** swim 10

(+) **Tail Slap** (standard; at-will)
Reach 2; +8 vs. AC; 2d8 + 4 damage; see also *waterborn*.

**Aquatic Charge** (while mounted by a friendly rider of 5th level or higher; at-will) ✦ **Mount**
The sea horse's rider deals an extra 1d10 damage when he or she attacks after the sea horse charges. While in water, the rider also gains a +2 bonus to attack rolls against creatures without a swim speed.

**Waterborn**
While in water, the sea horse gains a +2 bonus to attack rolls against creatures without a swim speed.

**Alignment** Unaligned **Languages** –
**Str** 18 (+6) **Dex** 15 (+4) **Wis** 10 (+2)
**Con** 20 (+7) **Int** 2 (-2) **Cha** 9 (+1)

**Horse, Skeletal** **Level 11 Brute**
Large natural animate (mount, undead) XP 600

**Initiative** +9 **Senses** Perception +6
**HP** 143; **Bloodied** 71
**AC** 23; **Fortitude** 24, **Reflex** 23, **Will** 20
**Immune** poison; **Resist** 20 necrotic
**Speed** 10

(+) **Kick** (standard; at-will)
+14 vs. AC; 3d6 + 5 damage.

**Shadow Symbiosis** (while mounted by a friendly rider of 11th level or higher; at-will) ✦ **Mount**
The horse's rider gains resist 20 necrotic.

**Alignment** Unaligned **Languages** –
**Str** 20 (+10) **Dex** 18 (+9) **Wis** 13 (+6)
**Con** 23 (+11) **Int** 2 (+1) **Cha** 7 (+3)

**Rhinoceros** **Level 7 Soldier**
Large natural beast (mount) XP 300

**Initiative** +8 **Senses** Perception +3
**HP** 83; **Bloodied** 41
**AC** 23; **Fortitude** 23, **Reflex** 21, **Will** 18
**Speed** 6

(+) **Gore** (standard; at-will)
+13 vs. AC; 2d6 + 5 damage.

**Crushing Charge** (while mounted by a friendly rider of 7th level or higher; at-will) ✦ **Mount**
When charging, the rhinoceros can make a gore attack in addition to its rider's charge attack.

**Alignment** Unaligned **Languages** –
**Str** 21 (+8) **Dex** 16 (+6) **Wis** 11 (+3)
**Con** 19 (+7) **Int** 2 (–1) **Cha** 8 (+2)

**Shark, Dire** **Level 14 Skirmisher**
Huge natural beast (aquatic, mount) XP 1,000

**Initiative** +16 **Senses** Perception +9
**HP** 139; **Bloodied** 69
**AC** 28; **Fortitude** 26, **Reflex** 28, **Will** 23
**Speed** swim 11

(+) **Bite** (standard; at-will)
+17 vs. AC; 3d6 + 5 damage; see also *waterborn*.

**Deft Swimmer** (while mounted by a friendly rider of 14th level or higher; at-will) ✦ **Mount**
The dire shark's rider gains a +2 bonus to AC against opportunity attacks. While in water, the rider also gains a +2 bonus to attack rolls against creatures without a swim speed.

**Waterborn**
While in water, the dire shark gains a +2 bonus to attack rolls against creatures without a swim speed.

**Alignment** Unaligned **Languages** –
**Str** 21 (+12) **Dex** 24 (+14) **Wis** 14 (+9)
**Con** 19 (+11) **Int** 2 (+3) **Cha** 9 (+6)

**Shark, Riding** **Level 8 Skirmisher**
Large natural beast (aquatic, mount) XP 350

**Initiative** +11 **Senses** Perception +4
**HP** 88; **Bloodied** 44
**AC** 22; **Fortitude** 21, **Reflex** 22, **Will** 17
**Speed** swim 11

(+) **Bite** (standard; at-will)
+13 vs. AC; 2d6 + 4 damage; see also *waterborn*.

**Deft Swimmer** (while mounted by a friendly rider of 8th level or higher; at-will) ✦ **Mount**
The shark's rider gains a +2 bonus to AC against opportunity attacks. While in water, the rider also gains a +2 bonus to attack rolls against creatures without a swim speed.

**Waterborn**
While in water, the shark gains a +2 bonus to attack rolls against creatures without a swim speed.

**Alignment** Unaligned **Languages** –
**Str** 19 (+8) **Dex** 21 (+9) **Wis** 11 (+4)
**Con** 16 (+7) **Int** 2 (+0) **Cha** 7 (+2)

**Trihorn Behemoth** **Level 12 Soldier**
Huge natural beast (mount) XP 700

**Initiative** +12 **Senses** Perception +7
**HP** 127; **Bloodied** 63
**AC** 28; **Fortitude** 30, **Reflex** 26, **Will** 23
**Speed** 6

(+) **Gore** (standard; at-will)
+17 vs. AC; 2d8 + 8 damage.

**Protective Crest** (while mounted by a friendly rider of 12th level or higher; at-will) ✦ **Mount**
The trihorn behemoth's rider gains a +1 shield bonus to AC and Reflex defense.

**Alignment** Unaligned **Languages** –
**Str** 26 (+14) **Dex** 18 (+10) **Wis** 13 (+7)
**Con** 23 (+12) **Int** 2 (+2) **Cha** 10 (+6)

**BARDING**

| Type | Armor Bonus* | Check | Speed | Price (gp) | Weight |
|---|---|---|---|---|---|
| Light barding | +1 | — | — | 75 | 40 lb. |
| Huge creature | +1 | — | — | 75 | 60 lb. |
| Heavy barding | +2 | -2 | -1 | 150 | 80 lb. |
| Huge creature | +2 | -2 | -1 | 150 | 120 lb. |

*Reduce the armor bonus by 1 for creatures with the soldier role.

## Mount Equipment

Mounts acquired by the PCs are assumed to have basic gear, such as a saddle, a saddle blanket, a bridle, and reins. Although mounts are mainly used as basic transportation, others (especially warhorses and other combat-trained mounts) might take advantage of specialized gear such as barding (described below) and mount magic items (described in Chapter 2). These items enhance a mount's abilities in combat, generally by augmenting its speed, increasing its defenses, or allowing the mount to bypass certain terrain features.

### Barding

Barding is armor for your mount. It adds to a mount's Armor Class just as armor does to a character's. Barding also has similar check penalties and speed penalties. The barding's armor bonus is added to a creature's existing AC. Unlike heavy armor, heavy barding does not negate a mount's Dexterity or Intelligence bonus to AC. Creatures that fill the soldier role already have additional armor (natural or otherwise) factored into their AC. As such, barding is less effective for them (as shown in the accompanying table).

Magic barding can be crafted with its own unique properties. However, magic barding cannot be enchanted with an enhancement bonus like normal armor. Most creatures already benefit from natural defenses that exceed those of a typical PC.

# VEHICLES

A wizard stands on the deck of a storm-tossed ship, his spells blasting the raiding party of sahuagin climbing over the rails. A rogue clambers up a tree to leap upon the goblin king's chariot as it thunders beneath her. A warlock sets an airship on a collision course toward the lich's castle, abandoning the massive craft as it crashes into the topmost tower.

The Dungeons & Dragons® game is built around fast-moving, dynamic combat, but adding vehicles into the mix can take a combat encounter to a new level. Whether the PCs battle from the backs of chariots, fight off goblin wolf riders while racing a supply wagon through a treacherous mountain pass, or leap aboard a longship to seize it from gnoll pirates, vehicles can serve as the centerpiece for any number of memorable confrontations.

This section provides the rules for managing vehicles in your game. Vehicles function much like mounts, in that a character takes control of a vehicle, uses it to move, and can take advantage of its special features. Most vehicles carry more passengers and cargo than a mount, but their lack of maneuverability creates unique challenges on the battlefield.

## The Basics

Vehicles have statistics, some of which are similar to a creature's and others of which are not. Vehicles are considered objects, so the rules in Chapter 4 of the *Dungeon Master's Guide* apply to them unless otherwise noted.

**Size:** Vehicles have a size just like creatures.

**Hit Points:** A vehicle's hit points indicate the amount of punishment it can take. A vehicle reduced to 0 hit points or fewer is destroyed, and creatures on board the destroyed vehicle are knocked prone in their current squares. The vehicle's wreckage occupies its space, making it difficult terrain.

**Space:** Unlike creatures, which can move around within a space and squeeze into smaller spaces, vehicles occupy all the space within its dimensions. As a result, vehicles cannot squeeze. For example, a wagon takes up a full 2 squares by 3 squares, meaning it can't fit through a narrow chasm that is only 1 square wide.

Vehicles pulled by creatures indicate only the vehicle's space. The creatures pulling it occupy their normal space on the battle grid.

**Defenses:** Like all objects, vehicles have an Armor Class, a Fortitude defense, and a Reflex defense. They do not have a Will defense.

**Speed:** A vehicle's speed (given in squares) determines how far it travels when a driver or pilot uses a move action. A driver or pilot who uses two move actions can move a vehicle twice its speed.

The speed of a creature-drawn vehicle is determined by the speed of the creature(s) moving it.

For long-distance movement, most creature-drawn vehicles can travel no more than 10 hours in a day. However, sailing ships and magically propelled crafts are not limited in this way and can travel all day and night if properly crewed.

**Load:** A vehicle's load is expressed as the number of Medium creatures (both crew and passengers) that can ride within it, plus the amount of cargo it carries (in pounds or tons). In general, one Large creature is equivalent to four Medium creatures, a Huge creature equals nine Medium creatures, and a Gargantuan creature equals sixteen Medium creatures. These comparisons assume that the vehicle has basically one horizontal surface upon which these creatures can stand. For covered vehicles or vehicles with multiple decks or levels, the number and size of creatures that can fit inside may vary. Regardless, a creature's size cannot exceed the available space in the vehicle.

**Driver or Pilot:** This entry describes the position a vehicle's driver or pilot occupies and any requirements of the vehicle's driver or pilot. Vehicles larger than Medium size usually require a driver or pilot to direct the vehicle from the front or rear. Thus, when placing a vehicle on the battle grid, you should decide which side is the front and which side is the rear.

**Crew:** This entry describes any crew needed to control a vehicle, and describes the effect on a vehicle's movement if the crew members are not present.

**Out of Control:** If a driver or pilot loses control of a vehicle, this entry describes what happens.

**Special Features:** If a vehicle has any attacks or special features, they are noted at the bottom of its statistics block.

**Initiative:** Vehicles never roll for initiative. A vehicle acts on the initiative of the creature controlling it.

If you need to know when an out-of-control vehicle acts (for example, to determine when a driverless wagon moves across the battle grid), the vehicle has an initiative check result of 1 lower than the last creature in the initiative order. If the encounter involves multiple out-of-control vehicles, the vehicles act in order of which has been out of control longest, with the most recently out-of-control vehicle acting last.

**VEHICLE AND MOUNT SPEEDS**

| Speed | Per Hour | Per 10-hour Day | Per 24-hour Day |
|---|---|---|---|
| 2 squares | 1 mile | 10 miles | 24 miles |
| 3 squares | 1-1/2 miles | 15 miles | 36 miles |
| 4 squares | 2 miles | 20 miles | 48 miles |
| 5 squares | 2-1/2 miles | 25 miles | 60 miles |
| 6 squares | 3 miles | 30 miles | 72 miles |
| 7 squares | 3-1/2 miles | 35 miles | 84 miles |
| 8 squares | 4 miles | 40 miles | 96 miles |
| 9 squares | 4-1/2 miles | 45 miles | 108 miles |
| 10 squares | 5 miles | 50 miles | 120 miles |
| 20 squares | 10 miles | 100 miles | 240 miles |

## Vehicles in Combat

Most of the time, you use a vehicle's per-day and per-hour speed. If the PCs travel from one city to another by wagon, the wagon's speed determines the length of their journey. However, if kobold bandits ambush the wagon en route, it becomes important to keep track of how the wagon moves during the fight and what the NPCs or PCs can do to control it.

A vehicle needs a driver or a pilot—a character or creature that spends actions to control the vehicle. This character must meet the conditions described under the vehicle's driver or pilot entry. A vehicle with no controller goes out of control, typically continuing on its course and crashing into the first obstacle it encounters or else grinding to a halt.

Only one character can control a vehicle during a round, though any number of characters can attempt to take control until one is successful. A character can yield control of a vehicle to another character as a free action, but the character assuming control of the vehicle (a free action) can take no other action with the vehicle during that turn. If a character does not move into the driver or pilot position and assume control when control is yielded to him or her, then the vehicle might go out of control. If no character has taken control of the vehicle by the end of the yielder's next turn, then the vehicle acts at the end of the initiative order according to its out-of-control rules.

A vehicle's movement does not provoke opportunity attacks against the vehicle or the creatures occupying it. Creatures moving within a vehicle still provoke opportunity attacks from other creatures in the same vehicle, as normal.

## Conditions

Vehicles can be attacked just like other objects. Some conditions (such as being knocked prone) have special rules when applied to a vehicle. Any conditions from the *Player's Handbook* excluded from this section have no effect on vehicles. If an effect allows a saving throw to end a condition, a vehicle makes one at the end of its controller's turn (or at the end of the vehicle's turn if it is out of control.) A driver or pilot can use a move action to allow a vehicle to make an additional saving throw during his or her turn.

**Immobilized:** An immobilized vehicle cannot move except by a pull, a push, or a slide effect.

**Prone:** A vehicle subject to an effect that would knock it prone instead takes 1d10 damage and is slowed (see below) until the end of the next round.

**Restrained:** A vehicle that is restrained is immobilized and cannot be forced to move by a pull, a push, or a slide effect. If the restrained condition is ended by the escape action, the vehicle uses the driver's or pilot's relevant skill modifier.

**Slowed:** A slowed vehicle uses the standard rules for this condition (*PH* 277).

## Out of Control

Creatures can move, change direction, and come to a stop whenever they choose. Vehicles don't have that luxury. When a vehicle starts moving, it requires effort to keep it moving and on course. Otherwise, it goes out of control.

A driver or pilot must use specific actions to steer, move, or stop a vehicle if he or she doesn't want the vehicle to go out of control. In any round in which no character uses actions to control it, a vehicle acts according to the "Out of Control" section of its statistics block. Some out-of-control vehicles—most commonly those pulled by creatures—come to a stop automatically. Some vehicles, such as ships, continue to move ahead until they collide with something. Other vehicles—especially flying crafts—can crash quickly.

## Crashing and Ramming

Though most vehicles are meant for long-distance transportation, some are designed for combat. If a vehicle tries to move into a space occupied by an object, a creature, or another vehicle, it crashes. The vehicle, any creatures pulling it, and whatever it hits take 1d10 damage per square the vehicle moved in its previous turn. Creatures on board the vehicle (and those on the vehicle or object it hits) take half damage.

If the target of the crash is more than one size category smaller than the out-of-control vehicle, the vehicle continues to move regardless of how much damage it dealt during the crash. The space that the target occupies is treated as difficult terrain for the vehicle's movement.

Against targets of equal or greater size, the vehicle continues to move only if the target is destroyed. If the target is not destroyed, the vehicle's move ends immediately.

## Turning and Heading

Creatures on a battle grid can change direction at any point during movement. The rules do not make a distinction between a creature's front, back, and sides because it is assumed that a creature can turn around in its space. However, you cannot simply turn a speeding vehicle in the opposite direction, and thus vehicle combat is more complicated.

Every vehicle has a **heading**—the direction in which it currently moves. To track a vehicle's heading, place a coin or similar marker along the front edge of the vehicle's space on the battle grid. When a vehicle moves, use the small marker to count off squares in the direction the vehicle is moving. Then move the larger vehicle counter or miniature to catch up.

## Drive

Vehicles are designed to move in one direction only. You direct a vehicle forward, pushing it ahead. However, vehicles typically lack the maneuverability of a walking creature, and turning them can be slow and difficult.

**DRIVE**

- **Action:** Move.
- **Movement:** Move the vehicle a distance up to its speed.
- **Direction:** When you move the vehicle, it must move in the direction of its heading marker. The vehicle can move directly forward or it can move along either forward diagonal adjacent to its heading marker (a 45-degree adjustment). It cannot move in other directions without making a turn.
- **Opportunity Attacks:** A vehicle's movement does not provoke opportunity attacks against the vehicle or the creatures on it.
- **Terrain:** Terrain affects a vehicle in the way it affects creatures. If a terrain feature requires a skill or ability check, the driver or pilot must make that check for any vehicle that is not drawn by creatures. In the case of a creature-drawn vehicle, the creature pulling or pushing the vehicle makes the appropriate check(s). For vehicles pulled by multiple creatures, choose one creature to make the check and have the other creatures use the aid another action. If a vehicle does not have the appropriate mode of movement to traverse a terrain, then it cannot move on that terrain.

## Turn

You turn a vehicle to speed around corners, avoid obstacles, or make a sudden change in its current heading.

**TURN**

- **Action:** Move
- **Movement:** Move the vehicle a distance equal to half its speed.
- **Direction:** When you move the vehicle, it must move in the direction of its heading marker. The vehicle can move directly forward or it can move along either forward diagonal adjacent to its heading marker (a 45-degree adjustment).
- **Heading Marker:** At any point during the vehicle's movement, move its heading marker from its current position to either side of the vehicle (a 90-degree turn). Reorient the vehicle's counter or miniature accordingly at the end of the move.

- **Opportunity Attacks:** A vehicle's movement does not provoke opportunity attacks against the vehicle or the creatures on it.
- **Terrain:** Terrain affects a vehicle in the way it affects creatures. If a terrain feature requires a skill or ability check, the driver or pilot must make that check for any vehicle that is not drawn by creatures. In the case of a creature-drawn vehicle, the creature pulling or pushing the vehicle makes the appropriate check(s). In the case of vehicles pulled by multiple creatures, choose one creature to make the check and have the other creatures use the aid another action. If a vehicle does not have the appropriate mode of movement to traverse a terrain, then it cannot move on that terrain.

## Stop

When a vehicle is moving, it takes effort to stop it.

**STOP**

- **Action:** Move
- **Movement:** Move the vehicle forward a number of squares equal to the distance it moved in the previous round. At the end of the move, the vehicle is motionless. A vehicle begins moving again when its driver or pilot uses the drive action. A stopped vehicle does not go out of control while motionless unless otherwise noted in its description.
- **Direction:** The vehicle's heading marker remains in place. If and when the vehicle moves again, it must initially move in this direction.

## Sample Vehicles

**Apparatus of Kwalish**
Large vehicle

**HP** 200 **Space** 2 squares by 2 squares **Cost** 5,000 gp
**AC** 22; **Fortitude** 20, **Reflex** 4
**Speed** 6, swim 6

**Pilot**
The pilot must occupy the front seat in the apparatus and have both hands free to manipulate its ten control levers.

**Load**
Two Medium creatures; 200 pounds of gear.

**Out of Control**
An out-of-control *apparatus of Kwalish* comes to a stop at the beginning of its turn. At the DM's discretion, it might move in the direction of a strong current at half speed.

**Rending Claws (standard; at-will)**
The pilot can use the apparatus's claws to attack a single creature: Reach 2; +5 vs. AC; 2d6 + 5 damage. The pilot adds half his or her level as a bonus to the claw's attack rolls.

**Sealed**
Creatures inside the *apparatus of Kwalish* cannot gain line of effect to those outside (and vice versa), though they have line of sight to each other through portholes.

**Submersible**
An *apparatus of Kwalish* can travel underwater. It holds enough air to support two creatures for five hours or one creature for ten hours.

**VEHICLE MOVEMENT**

## Airship
Gargantuan vehicle

**HP** 400 **Space** 4 squares by 8 squares **Cost** 85,000 gp
**AC** 4; **Fortitude** 20, **Reflex** 2
**Speed** 0, fly 12 (hover), overland flight 15

**Pilot**
The pilot must stand at a control wheel, typically at the front of the topmost deck of the airship cabin.

**Crew**
In addition to the pilot, an airship requires a crew of five, all of whom use a standard action each round to help control the vessel. Reduce the ship's speed by 4 for each missing crew member. At fly speed 0, the ship is unable to travel and flies out of control.

**Load**
Thirty Medium creatures; twenty tons of cargo.

**Out of Control**
An out-of-control airship moves forward at half speed. Each round, it has a 50% chance of descending. It descends 5 squares for the first 10 rounds it is out of control. After 10 rounds, it descends 10 squares per round. An out-of-control airship that hits the ground after descending more than 20 squares is destroyed.

**Decks**
The airship's cabin has four decks: an exterior observation platform, the topmost crew deck, a middle deck for passengers, and a lower cargo hold.

**Fragile Propulsion**
For every 50 damage the airship takes, its speed is reduced by 2 squares. At fly speed 0, the ship is unable to travel and floats out of control.

## Chariot, Heavy
Large vehicle

**HP** 60 **Space** 2 squares by 2 squares **Cost** 840 gp
**AC** 4; **Fortitude** 12, **Reflex** 4
**Speed** creature's speed - 2

**Creature-Drawn**
A heavy chariot is pulled by two Large creatures or one Huge creature. A heavy chariot takes a -2 penalty to its speed if only one Large creature pulls it.

**Driver**
A heavy chariot's driver stands at the front of the chariot. He or she must hold the reins in at least one hand or else the chariot goes out of control.

**Load**
Four Medium creatures; 400 pounds of gear.

**Out of Control**
An out-of-control chariot comes to a stop at the beginning of its turn. At the DM's discretion, the chariot might move in a random direction if the creatures that pull it are panicked or attacked.

**Cover**
A heavy chariot provides cover to its driver and passengers.

## Chariot, Light
Medium vehicle

**HP** 30 **Space** 1 square **Cost** 520 gp
**AC** 5; **Fortitude** 10, **Reflex** 5
**Speed** Creature's speed - 2

**Creature-Drawn**
A light chariot is pulled by one Large creature.

**Driver**
A light chariot's driver must hold the reins in at least one hand or else the chariot goes out of control.

**Load**
One Medium creature; 100 pounds of gear.

**Out of Control**
An out-of-control chariot comes to a stop at the beginning of its turn. At the DM's discretion, the chariot might move in a random direction if the creatures that pull it are panicked or attacked.

**Cover**
A heavy chariot provides cover to its driver and passengers.

## Greatship
Gargantuan vehicle

**HP** 400 **Space** 8 squares by 20 squares **Cost** 13,000 gp
**AC** 4; **Fortitude** 20, **Reflex** 2
**Speed** swim 6

**Pilot**
The pilot must stand at the ship's wheel, typically at the rear of the topmost deck.

**Crew**
In addition to the pilot, a greatship requires a crew of twenty, all of whom use a standard action each round to help control the ship. Reduce the ship's speed by 2 for every 5 missing crew members. At swim speed 0, the ship sails out of control.

**Load**
Two hundred Medium creatures; five hundred tons of cargo.

**Out of Control**
An out-of-control greatship moves forward at half speed. At the DM's discretion, it can move in the same direction as a strong wind at up to full speed.

**Decks**
The greatship has four decks: the topmost open deck (which incudes the upper deck and quarter deck), two middle decks for crew and passengers, and a cargo hold.

**Sails**
At the DM's discretion, a greatship can take a penalty or bonus to its speed of -4 to +4 depending on the strength and direction of the wind.

**Longship**
Gargantuan vehicle

**HP** 300 **Space** 4 squares by 14 squares **Cost** 5,000 gp
**AC** 3; **Fortitude** 20, **Reflex** 2
**Speed** swim 5

**Pilot**
The pilot must stand at the stern of the longship and operate the rudder.

**Crew**
In addition to the pilot, a longship requires a crew of three, all of whom use a standard action each round to control the ship. Reduce the ship's speed by 2 squares for each missing crew member. At swim speed 0, the ship sails out of control.

**Load**
Fifty Medium creatures; three tons of cargo.

**Out of Control**
An out-of-control longship moves forward at half speed. At the DM's discretion, it can move in the same direction as a strong wind at up to full speed.

**Sails**
At the DM's discretion, a longship can take a penalty or bonus to its speed of -4 to +4, depending on the strength and direction of the wind.

**Ornithopter**
Large vehicle

**HP** 40 **Space** 2 squares by 2 squares **Cost** 3,400 gp
**AC** 4; **Fortitude** 12, **Reflex** 4
**Speed** fly 5

**Pilot**
The pilot must work the ornithopter's control stick with both hands.

**Load**
One Medium creature; 100 pounds of cargo.

**Out of Control**
An out-of-control ornithopter comes to a stop at the beginning of its turn. This ends its horizontal movement, but its wings initially prevent it from falling until the end of its next turn. Its pilot can attempt a DC 20 Strength check as a move action to regain control. If the pilot fails, the ornithopter falls to the ground.
An ornithopter falling from a height of more than 100 squares does not impact the ground until the end of its second turn, granting the pilot a second turn to attempt to regain control.

**Pinnace**
Gargantuan vehicle

**HP** 250 **Space** 2 squares by 6 squares **Cost** 1,800 gp
**AC** 2; **Fortitude** 20, **Reflex** 2
**Speed** swim 8

**Pilot**
The pilot must stand at the ship's wheel, typically at the rear of the topmost deck.

**Crew**
In addition to the pilot, a pinnace requires a crew of four, all of whom use a standard action each round to help control the ship. Reduce the ship's speed by 2 squares for each missing crew member. At swim speed 0, the ship sails out of control.

**Load**
Twenty Medium creatures; thirty tons of cargo.

**Out of Control**
An out-of-control pinnace moves forward at half speed. At the DM's discretion, it can move in the same direction as a strong wind at up to full speed.

**Decks**
The pinnace has three decks: the topmost open deck, a middle deck for crew and passengers, and a cargo hold.

**Sails**
At the DM's discretion, a pinnace can take a penalty or bonus to its speed of -4 to +4, depending on the strength and direction of the wind.

**Wagon**
Large vehicle

**HP** 100 **Space** 2 squares by 2 squares **Cost** 20 gp
**AC** 3; **Fortitude** 10, **Reflex** 3
**Speed** creature's speed - 4

**Creature-Drawn**
A wagon is typically pulled by two Large creatures or one Huge creature. The wagon takes an additional -2 penalty to its speed if only one Large creature pulls it. A wagon built to accommodate a team of four Large creatures gains an additional 2 squares of movement when drawn by all four creatures.

**Driver**
A wagon's driver sits at the front of the wagon. The rider must hold the reins in at least one hand or else the wagon goes out of control.

**Load**
Four Medium creatures; four tons of cargo.

**Out of Control**
An out-of-control wagon comes to a stop at the beginning of its turn. At the DM's discretion, the wagon might continue in a random direction if the creatures that pull it are panicked or attacked.

**Cover**
An uncovered wagon provides cover to its passengers and driver. A covered wagon or carriage provides superior cover to passengers inside it.

## Vehicle Descriptions

Game statistics for these vehicles are presented above.

**Apparatus of Kwalish:** This vehicle resembles a huge metal lobster. Kwalish, a wizard skilled in architecture and arcane engineering, built the original apparatus to explore the ocean depths and establish ties with sentient aquatic races.

A hatch situated beneath the apparatus's tail opens into its hollow central torso. This space holds two chairs for a driver and a passenger. The apparatus is propelled magically through water of any depth or current. It can traverse the swiftest rivers and descend to the depths of the ocean floor.

**Airship:** This vessel floats above the ground, held aloft by a balloon filled with magic gas. The balloon sits within a wooden or metal frame, beneath which is a boat-shaped cabin that holds the crew, the passengers, and the cargo.

Although most airships are powered a magic propeller, some resemble sailing ships and are driven by magically created winds. An airship requires a crew of five (in addition to the pilot) to fly effectively. Including the gas balloon, this vessel is 8 squares long, 4 squares wide, and 6 squares tall.

**Chariot:** This two-wheeled conveyance is designed for combat and typically drawn by horses. A light chariot carries a single driver and is pulled by one creature. A heavy chariot can carry up to three passengers plus a driver, and it is pulled by two creatures.

**Greatship:** This enormous ship has four masts and can carry up to two hundred Medium creatures. Greatships are often used in war to carry soldiers. In addition to the pilot, it requires a crew of twenty to sail effectively. The vessel is 20 squares long and 8 squares wide, and it has a deck that rises 4 squares above the waterline.

**Longship:** This single-mast ship has a shallow draft, allowing it to travel up rivers or onto beaches. In addition to the pilot, it needs a crew of three to sail effectively. The vessel is 14 squares long and 4 squares wide, and it has a deck that rises 1 square above the waterline.

**Ornithopter:** This magical flying craft was designed by dwarves and is used for reconnaissance and solo travel. Its flapping wings provide both lift and steering.

**Pinnace:** This two-mast ship functions equally well close to shore and on the high seas. In addition to the pilot, it requires a crew of four to sail effectively. The vessel is 6 squares long and 2 squares wide, and it has a deck that rises 2 squares above the waterline.

**Wagon:** The most common vehicle used for transporting goods overland, a wagon is typically pulled by two horses. They can have open or closed tops. A carriage is a wagon with a self-contained passenger cabin.

### Getting There Is Half the Fun

The primary purpose of most vehicles and mounts is to allow a party to move from place to place. However, the PCs' travel plans can also provide a way to bring the game setting to life. Characters on their way to an ancient mountain keep might seek to borrow or buy horses from a nearby clan of elves. Instead, the elves might offer them use of several ornithopters to help the characters ascend the steep slopes. If the PCs need to reach an underwater ruin, having to procure riding sharks or an *apparatus of Kwalish* makes for a colorful mini-quest and offers the promise of dynamic, underwater battles.

Larger vehicles can serve as a base of operations, or they can be used as adventure locations. A sailing ship or an airship under attack makes for an exciting encounter. The PCs might have to repel invaders even as others work to keep the vessel from careening out of control. A fight on board a greatship might span several decks and half a dozen different encounters.

# Alchemy

The crafting of magic items is an expensive endeavor. For those unwilling or unable to devote the resources to crafting magic items, alchemy provides a powerful alternative. A ranger might use alchemy to craft a poultice that aids an ally's healing. A rogue can create an alchemical chalk to destroy a lock beyond the limits of his Thievery skill. A cleric can use alchemy to make his or her weapons more potent against insubstantial creatures.

Magic is unnecessary to create alchemical items, but arcane ingredients are required. These items are rare and expensive, so alchemists commonly have adventuring backgrounds.

Applying an alchemical substance or administering an alchemical item is a standard action. Imbibing an alchemical substance or drawing an alchemical item out of your pack is a minor action.

## Using Alchemy

The process of creating alchemical items is similar to the process of casting rituals (see Chapter 10 of the *Player's Handbook*). As with casting rituals, a character using alchemy must first take a special feat that allows them to understand and use alchemical formulas.

### Alchemist

*Heroic Tier*

**Benefit:** You can make alchemical items of your level or lower. You must have the correct formula and an appropriate skill.

**Special:** If you receive the Ritual Caster feat as a class feature, you can take the Alchemist feat instead.

## Gaining and Using Alchemical Formulas

Alchemical formulas are like rituals; they are usually written down in a book or on a scroll. Unlike rituals, though, formulas are nonmagical and recorded with normal materials. As a result, alchemical formulas are generally less expensive than rituals. They also cannot be performed from a scroll like rituals. A character wishing to use a formula must buy the formula and learn it or else pay someone to teach it to him or her (the same market price).

Alchemical formulas have a cost and creation time that the character creating an alchemical item must spend. The components used in alchemical formulas are the same as those used for rituals (*PH* 300).

**ALCHEMICAL FORMULAS**

| Name | Market Price (gp) | Key Skills |
|---|---|---|
| Alchemical silver | 200 | Nature, Religion, Thievery |
| Alchemist's acid | 70 | Arcana, Thievery |
| Alchemist's fire | 70 | Arcana, Thievery |
| Alchemist's frost | 70 | Arcana, Thievery |
| Antivenom | 70 | Heal, Nature |
| Beastbane | 160 | Heal, Nature |
| Blastpatch | 120 | Arcana, Thievery |
| Blinding bomb | 120 | Arcana, Thievery |
| Bloodstinger poison | 120 | Nature, Thievery |
| Clearsense powder | 80 | Heal, Nature |
| Clearwater solution | 100 | Arcana, Nature, Religion |
| Dragonfire tar | 120 | Nature, Thievery |
| Ghoststrike oil | 500 | Nature, Religion, Thievery |
| Goodnight tincture | 150 | Nature, Thievery |
| Herbal poultice | 90 | Nature |
| Jolt flask | 800 | Arcana, Thievery |
| Lockbust chalk | 160 | Arcana, Thievery |
| Salve of slipperiness | 375 | Nature, Thievery |
| Slow-step oil | 120 | Arcana, Nature, Thievery |
| Smokestick | 450 | Arcana, Thievery |
| Sovereign glue | 375 | Arcana, Thievery |
| Tanglefoot bag | 100 | Arcana, Thievery |
| Thunderstone | 200 | Arcana, Nature, Thievery |
| Tracking dust | 160 | Nature, Thievery |
| Universal solvent | 600 | Arcana, Thievery |

### Category

Each alchemical formula has a category that defines the type of item it creates.

**Oil:** Oils are applied to items (typically weapons), granting them temporary properties or powers.

**Volatile:** An item of this type explodes or expands when shattered or broken, often dealing damage by the creation of a specific type of energy, such as acid, cold, fire, or lightning.

**Curative:** These items aid in healing or in overcoming adverse and debilitating effects.

**Poison:** A poison is a toxin that hampers or harms a creature.

**Other:** Some items create miscellaneous effects that don't fall into the other alchemical categories.

### Modifications

Some alchemical items can be modified to change some aspect of the item's function, such as turning an item that is normally thrown into ammunition. Changing an item's function typically increases the item's level and cost.

### Consumable

Like potions and elixirs, alchemical items are consumable items. They contain one-time powers that are expended when you use them, rendering the items inert or destroying them.

## Alchemical Items

The items presented below represent but a sampling of the kinds of things alchemists can craft when they put their minds to it.

**ALCHEMICAL ITEMS**

| Lvl | Name | Component Cost (gp) |
|---|---|---|
| 1 | Alchemist's acid | 20 |
| 1 | Alchemist's fire | 20 |
| 1 | Alchemist's frost | 20 |
| 1 | Antivenom | 20 |
| 1 | Clearsense powder | 20 |
| 1 | Clearwater solution | 20 |
| 2 | Alchemist's acid (ammunition) | 25 |
| 2 | Alchemist's fire (ammunition) | 25 |
| 2 | Alchemist's frost (ammunition) | 25 |
| 2 | Tanglefoot bag | 25 |
| 3 | Blinding bomb | 30 |
| 3 | Bloodstinger poison | 30 |
| 3 | Dragonfire tar | 30 |
| 3 | Ghoststrike oil | 30 |
| 3 | Herbal poultice | 30 |
| 3 | Slow-step oil | 30 |
| 4 | Beastbane | 160 |
| 4 | Blastpatch | 40 |
| 4 | Lockbust chalk | 40 |
| 4 | Tracking dust | 40 |

**ALCHEMICAL ITEMS (CONTINUED)**

| Lvl | Name | Component Cost (gp) |
|---|---|---|
| 5 | Alchemical silver | 50 |
| 5 | Thunderstone | 50 |
| 6 | Alchemist's acid | 75 |
| 6 | Alchemist's fire | 75 |
| 6 | Alchemist's frost | 75 |
| 6 | Clearsense powder | 75 |
| 6 | Goodnight tincture | 150 |
| 6 | Smokestick | 150 |
| 7 | Alchemist's acid (ammunition) | 100 |
| 7 | Alchemist's fire (ammunition) | 100 |
| 7 | Alchemist's frost (ammunition) | 100 |
| 7 | Tanglefoot bag | 100 |
| 8 | Blinding bomb | 125 |
| 8 | Bloodstinger poison | 125 |
| 8 | Dragonfire tar | 125 |
| 8 | Ghoststrike oil | 125 |
| 8 | Herbal poultice | 125 |
| 8 | Salve of slipperiness | 125 |
| 8 | Slow-step oil | 125 |
| 8 | Sovereign glue | 125 |
| 9 | Beastbane | 320 |
| 9 | Blastpatch | 160 |
| 9 | Lockbust chalk | 160 |
| 9 | Tracking dust | 160 |
| 10 | Jolt flask | 200 |
| 10 | Thunderstone | 200 |
| 10 | Universal solvent | 200 |
| 11 | Alchemist's acid | 350 |
| 11 | Alchemist's fire | 350 |
| 11 | Alchemist's frost | 350 |
| 11 | Antivenom | 350 |
| 11 | Clearsense powder | 350 |
| 11 | Goodnight tincture | 700 |
| 12 | Alchemist's acid (ammunition) | 500 |
| 12 | Alchemist's fire (ammunition) | 500 |
| 12 | Alchemist's frost (ammunition) | 500 |
| 12 | Tanglefoot bag | 500 |
| 13 | Blinding bomb | 650 |
| 13 | Bloodstinger poison | 650 |
| 13 | Dragonfire tar | 650 |
| 13 | Ghoststrike oil | 650 |
| 13 | Herbal poultice | 650 |
| 13 | Salve of slipperiness | 650 |
| 13 | Slow-step oil | 650 |
| 14 | Beastbane | 1,600 |
| 14 | Blastpatch | 800 |
| 14 | Lockbust chalk | 800 |
| 14 | Tracking dust | 800 |
| 15 | Alchemical silver | 1,000 |
| 15 | Jolt flask | 1,000 |
| 15 | Thunderstone | 1,000 |
| 16 | Alchemist's acid | 1,800 |
| 16 | Alchemist's fire | 1,800 |
| 16 | Alchemist's frost | 1,800 |

**ALCHEMICAL ITEMS (CONTINUED)**

| Lvl | Name | Component Cost (gp) |
|---|---|---|
| 16 | Clearsense powder | 1,800 |
| 16 | Goodnight tincture | 3,600 |
| 17 | Alchemist's acid (ammunition) | 2,600 |
| 17 | Alchemist's fire (ammunition) | 2,600 |
| 17 | Alchemist's frost (ammunition) | 2,600 |
| 17 | Tanglefoot bag | 2,600 |
| 18 | Blinding bomb | 3,400 |
| 18 | Bloodstinger poison | 3,400 |
| 18 | Dragonfire tar | 3,400 |
| 18 | Ghoststrike oil | 3,400 |
| 18 | Herbal poultice | 3,400 |
| 18 | Salve of slipperiness | 3,400 |
| 18 | Slow-step oil | 3,400 |
| 18 | Sovereign glue | 3,400 |
| 19 | Beastbane | 9,400 |
| 19 | Blastpatch | 4,200 |
| 19 | Lockbust chalk | 4,200 |
| 19 | Tracking dust | 4,200 |
| 20 | Jolt flask | 5,000 |
| 20 | Thunderstone | 5,000 |
| 21 | Alchemist's acid | 9,000 |
| 21 | Alchemist's fire | 9,000 |
| 21 | Alchemist's frost | 9,000 |
| 21 | Antivenom | 9,000 |
| 21 | Clearsense powder | 9,000 |
| 21 | Goodnight tincture | 18,000 |
| 22 | Alchemist's acid (ammunition) | 13,000 |
| 22 | Alchemist's fire (ammunition) | 13,000 |
| 22 | Alchemist's frost (ammunition) | 13,000 |
| 22 | Tanglefoot bag | 13,000 |
| 23 | Blinding bomb | 17,000 |
| 23 | Bloodstinger poison | 17,000 |
| 23 | Dragonfire tar | 17,000 |
| 23 | Ghoststrike oil | 17,000 |
| 23 | Herbal poultice | 17,000 |
| 23 | Salve of slipperiness | 17,000 |
| 23 | Slow-step oil | 17,000 |
| 24 | Beastbane | 42,000 |
| 24 | Blastpatch | 21,000 |
| 24 | Lockbust chalk | 21,000 |
| 24 | Tracking dust | 21,000 |
| 25 | Alchemical silver | 25,000 |
| 25 | Jolt flask | 25,000 |
| 25 | Thunderstone | 25,000 |
| 26 | Alchemist's acid | 45,000 |
| 26 | Alchemist's fire | 45,000 |
| 26 | Alchemist's frost | 45,000 |
| 26 | Clearsense powder | 45,000 |
| 26 | Goodnight tincture | 90,000 |
| 27 | Alchemist's acid (ammunition) | 65,000 |
| 27 | Alchemist's fire (ammunition) | 65,000 |
| 27 | Alchemist's frost (ammunition) | 65,000 |
| 27 | Tanglefoot bag | 65,000 |
| 28 | Blinding bomb | 85,000 |

**ALCHEMICAL ITEMS** (CONTINUED)

| Lvl | Name | Component Cost (gp) |
|---|---|---|
| 28 | Bloodstinger poison | 85,000 |
| 28 | Dragonfire tar | 85,000 |
| 28 | Ghoststrike oil | 85,000 |
| 28 | Herbal poultice | 85,000 |
| 28 | Salve of slipperiness | 85,000 |
| 28 | Slow-step oil | 85,000 |
| 28 | Sovereign glue | 85,000 |
| 29 | Beastbane | 210,000 |
| 29 | Blastpatch | 105,000 |
| 29 | Lockbust chalk | 105,000 |
| 29 | Tracking dust | 105,000 |
| 30 | Jolt flask | 125,000 |
| 30 | Thunderstone | 125,000 |

## Alchemical Silver

**Level:** 5
**Category:** Oil
**Time:** 15 minutes
**Component Cost:** See below
**Market Price:** 200 gp
**Key Skill:** Nature, Religion, or Thievery (no check)

You can apply this silver liquid to a weapon to give it the silvered property, allowing the wielder to take advantage of certain creatures' weaknesses.

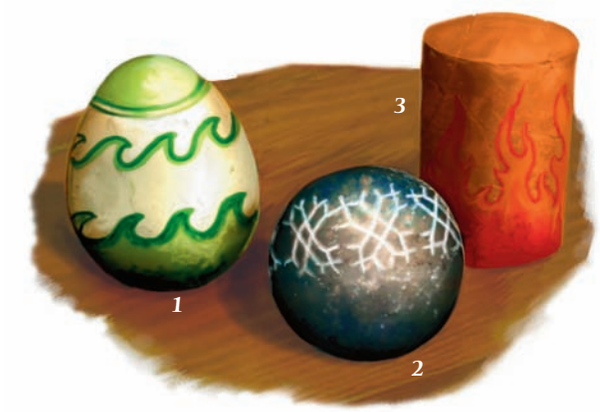
**Alchemical Silver** Level 5+

*This shimmering liquid clings to a weapon, giving it the appearance of brightly polished silver.*

Lvl 5 50 gp
Lvl 15 1,000 gp
Lvl 25 25,000 gp

**Alchemical Item**

**Power (Consumable):** Standard Action. Your weapon or one group of ammunition (30 arrows, 10 crossbow bolts, 20 sling bullets, or 5 shuriken) attacks as a silvered weapon until the end of the encounter or for the next 5 minutes. Alchemical silver can be applied to nonmagical weapons and to magic weapons of 14th level or lower.
*Level 15:* The weapon deals an extra 1d6 damage against creatures that are vulnerable to silvered weapons or to creatures that suffer other detrimental effects from silvered weapons, such as a werewolf's inability to regenerate. Alchemical silver can be applied to nonmagical weapons and to magic weapons of 24th level or lower.
*Level 25:* The weapon deals an extra 2d6 damage against creatures that are vulnerable to silvered weapons or to creatures that suffer other detrimental effects from silvered weapons, such as a werewolf's inability to regenerate. Alchemical silver can be applied to nonmagical weapons and to magic weapons of 34th level or lower.




*1. Alchemist's acid; 2. Alchemist's frost; 3. Alchemist's fire*

## Alchemist's Acid

**Level:** 1
**Category:** Volatile
**Time:** 30 minutes
**Component Cost:** See below
**Market Price:** 70 gp
**Key Skill:** Arcana or Thievery (no check)

The glass vial containing alchemist's acid can withstand the corrosive liquid but easily shatters upon impact. The volatile acid explodes when the flask is broken, corroding anything in its way.

DAVID GRIFFITH, FRANZ VOHWINKEL

## Alchemist's Acid — Level 1+

*When shattered, this glass vial releases a spray of acid.*

| | | | |
|---|---|---|---|
| Lvl 1 | 20 gp | Lvl 16 | 1,800 gp |
| Lvl 6 | 75 gp | Lvl 21 | 9,000 gp |
| Lvl 11 | 350 gp | Lvl 26 | 45,000 gp |

**Alchemical Item**

**Power (Consumable ✦ Acid):** Standard Action. Make an attack: Ranged 5/10; +4 vs. Reflex; on a hit, the attack deals 1d10 acid damage and ongoing 5 acid damage (save ends); on miss, half damage and no ongoing acid damage.
*Level 6:* +9 vs. Reflex; 1d10 acid damage and ongoing 5 acid damage (save ends).
*Level 11:* +14 vs. Reflex; 2d10 acid damage and ongoing 5 acid damage (save ends).
*Level 16:* +19 vs. Reflex; 2d10 acid damage and ongoing 10 acid damage (save ends).
*Level 21:* +24 vs. Reflex; 3d10 acid damage and ongoing 10 acid damage (save ends).
*Level 26:* +29 vs. Reflex; 3d10 acid damage and ongoing 15 acid damage (save ends).

**Modification:** Ammunition (level + 1). You create this item for use with a ranged weapon such as a bow, a crossbow, or a sling. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. You do not include a weapon's proficiency bonus or enhancement bonus in the attack. The item's component cost corresponds to the table below.

| Level | Component Cost (gp) |
|---|---|
| 2 | 25 |
| 7 | 100 |
| 12 | 500 |
| 17 | 2,600 |
| 22 | 13,000 |
| 27 | 65,000 |

### Alchemist's Fire

**Level:** 1
**Category:** Volatile
**Time:** 30 minutes
**Component Cost:** See below
**Market Price:** 70 gp
**Key Skill:** Arcana or Thievery (no check)

This explosive substance is sealed in a specially treated clay flask. A thrown flask shatters when it hits a solid object, igniting the liquid within.

## Alchemist's Fire — Level 1+

*When shattered, this flask fills an area with alchemical flame.*

| | | | |
|---|---|---|---|
| Lvl 1 | 20 gp | Lvl 16 | 1,800 gp |
| Lvl 6 | 75 gp | Lvl 21 | 9,000 gp |
| Lvl 11 | 350 gp | Lvl 26 | 45,000 gp |

**Alchemical Item**

**Power (Consumable ✦ Fire):** Standard Action. Make an attack: Area burst 1 within 10; +4 vs. Reflex; on a hit, deal 1d6 fire damage; on miss, deal half damage.
*Level 6:* +9 vs. Reflex; 2d6 fire damage.
*Level 11:* +14 vs. Reflex; 3d6 fire damage.
*Level 16:* +19 vs. Reflex; 3d6 fire damage.
*Level 21:* +24 vs. Reflex; 4d6 fire damage.
*Level 26:* +29 vs. Reflex; 4d6 fire damage.

**Modification:** Ammunition (level + 1). You create this item for use with a ranged weapon such as a bow, a crossbow, or a sling. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You do not include a weapon's proficiency bonus or enhancement bonus in the attack. The item's component cost corresponds to the table below.

| Level | Component Cost (gp) |
|---|---|
| 2 | 25 |
| 7 | 100 |
| 12 | 500 |
| 17 | 2,600 |
| 22 | 13,000 |
| 27 | 65,000 |

### Alchemist's Frost

**Level:** 1
**Category:** Volatile
**Time:** 30 minutes
**Component Cost:** See below
**Market Price:** 70 gp
**Key Skill:** Arcana or Thievery (no check)

Alchemist's frost is sealed in an insulated ceramic vial. When it shatters, the sudden exposure to air causes the alchemist's frost to expand and freeze.

### Alchemist's Frost — Level 1+

*This ceramic flask explodes in an icy haze when it hits, crippling its target with numbing cold.*

| | | | |
|---|---|---|---|
| Lvl 1 | 20 gp | Lvl 16 | 1,800 gp |
| Lvl 6 | 75 gp | Lvl 21 | 9,000 gp |
| Lvl 11 | 350 gp | Lvl 26 | 45,000 gp |

**Alchemical Item**

**Power (Consumable ✦ Cold):** Standard Action. Make an attack: Ranged 5/10; +4 vs. Reflex; on a hit, the target takes 1d10 cold damage and is slowed until the end of your next turn; on miss, the target takes half damage and is not slowed.
*Level 6:* +9 vs. Reflex; 1d10 cold damage.
*Level 11:* +14 vs. Reflex; 2d10 cold damage.
*Level 16:* +19 vs. Reflex; 2d10 cold damage.
*Level 21:* +24 vs. Reflex; 3d10 cold damage.
*Level 26:* +29 vs. Reflex; 3d10 cold damage.

**Modification:** Ammunition (level + 1). You create this item for use with a ranged weapon such as a bow, a crossbow, or a sling. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. You do not include a weapon's proficiency bonus or enhancement bonus in the attack. The item's component cost corresponds to the table below.

| Level | Component Cost (gp) |
|---|---|
| 2 | 25 |
| 7 | 100 |
| 12 | 500 |
| 17 | 2,600 |
| 22 | 13,000 |
| 27 | 65,000 |

## Antivenom

**Level:** 1
**Category:** Curative
**Time:** 15 minutes
**Component Cost:** See below
**Market Price:** 70 gp
**Key Skill:** Heal or Nature (no check)

Antivenom is contained in a small vial. Consuming the liquid provides additional resistance against poison.

### Antivenom — Level 1+

*This thick tonic can help counter the effects of most poisons.*

| | | | |
|---|---|---|---|
| Lvl 1 | 20 gp | Lvl 21 | 9,000 gp |
| Lvl 11 | 350 gp | | |

**Alchemical Item**

**Power (Consumable):** Minor Action. Gain a +2 bonus to saving throws against poisons from a source of 10th level or lower. This effect lasts until the end of the encounter or for the next 5 minutes.
*Level 11:* Poisons of 20th level or lower.
*Level 21:* Poisons of 30th level or lower.

## Beastbane

**Level:** 4
**Category:** Other
**Time:** 30 minutes
**Component Cost:** See below
**Market Price:** 160 gp
**Key Skill:** Heal or Nature (no check)

You can ignite this item by breaking it, which creates an area that has an aroma offensive to beasts.

### Beastbane — Level 4+

*This rod of fast-burning incense creates a haze of smoke that holds beasts at bay.*

| | | | |
|---|---|---|---|
| Lvl 4 | 160 gp | Lvl 19 | 9,400 gp |
| Lvl 9 | 320 gp | Lvl 24 | 42,000 gp |
| Lvl 14 | 1,600 gp | Lvl 29 | 210,000 gp |

**Alchemical Item**

**Power (Consumable ✦ Zone):** Standard Action. Make an attack: Close burst 1; targets beasts only; +10 vs. Fortitude; the burst creates a zone, and targets that are hit slide to the closest square outside the zone. The zone lasts until the end of the encounter, and beasts that move into an affected square or begin their turn in an affected square are subject to the same attack from the beastbane.
*Level 9:* +15 vs. Fortitude.
*Level 14:* +20 vs. Fortitude.
*Level 19:* +25 vs. Fortitude.
*Level 24:* +30 vs. Fortitude.
*Level 29:* +35 vs. Fortitude.

## Blastpatch

**Level:** 4
**Category:** Volatile
**Time:** 30 minutes
**Component Cost:** See below
**Market Price:** 120 gp
**Key Skill:** Arcana or Thievery (no check)

A collection of small crystals comprise blastpatch, and when applied carefully to the ground, these can become a dangerous trap that explodes when tread upon. Blastpatch comes in three varieties, and the type is determined when the blastpatch is made.

### Blastpatch — Level 4+

*These granular crystals explode when they are stepped upon.*

| | | | |
|---|---|---|---|
| Lvl 4 | 120 gp | Lvl 19 | 4,200 gp |
| Lvl 9 | 160 gp | Lvl 24 | 21,000 gp |
| Lvl 14 | 800 gp | Lvl 29 | 105,000 gp |

**Alchemical Item**

**Power (Consumable ✦ Cold, Fire, or Lightning):** Standard Action. You apply blastpatch to an adjacent unoccupied square. When a creature moves into that square, the blastpatch makes an attack against the creature as an immediate reaction: +7 vs. Reflex; on a hit, the target takes damage and suffers effects depending on the blastpatch:

*Firepatch*—2d8 fire damage, and the target is immobilized until the beginning of its next turn.

*Icepatch*—1d8 cold damage, and the target is immobilized until the end of its next turn.

*Shockpatch*—1d8 lightning damage, the target is immobilized until the beginning of its next turn, and the target grants combat advantage until the end of its next turn.

Blastpatch can be detected with a DC 20 Perception check. A creature that flies or jumps over the square does not trigger the blastpatch.

*Level 9:* +12 vs. Reflex.
*Level 14:* +17 vs. Reflex; +1d8 damage; Perception DC 25.
*Level 19:* +22 vs. Reflex; +1d8 damage; Perception DC 25.
*Level 24:* +27 vs. Reflex; +2d8 damage; Perception DC 30.
*Level 29:* +32 vs. Reflex; +2d8 damage; Perception DC 30.

## Blinding Bomb

**Level:** 3
**Category:** Volatile
**Time:** 30 minutes
**Component Cost:** See below
**Market Price:** 120 gp
**Key Skill:** Arcana or Thievery (no check)

This ceramic sphere contain reagents that combine and ignite in a brilliant flash when the sphere shatters.

### Blinding Bomb — Level 3+

*When thrown, this fist-sized ceramic sphere explodes in a blinding flash.*

| | | | |
|---|---|---|---|
| Lvl 3 | 30 gp | Lvl 18 | 3,400 gp |
| Lvl 8 | 125 gp | Lvl 23 | 17,000 gp |
| Lvl 13 | 650 gp | Lvl 28 | 85,000 gp |

**Alchemical Item**

**Power (Consumable):** Standard Action. Make an attack: Area burst 1 within 10; +6 vs. Fortitude; on a hit, the target treats all nonadjacent creatures as having concealment until the end of your next turn. Creatures that do not rely on sight to detect other creatures are immune to this effect.

*Level 8:* +11 vs. Fortitude.
*Level 13:* +16 vs. Fortitude.
*Level 18:* +21 vs. Fortitude.
*Level 23:* +26 vs. Fortitude.
*Level 28:* +31 vs. Fortitude.

## Bloodstinger Poison

**Level:** 3
**Category:** Poison
**Time:** 30 minutes
**Component Cost:** See below
**Market Price:** 120 gp
**Key Skill:** Nature or Thievery (no check)

This black poison comes from the chemically enhanced poisons of spiders, centipedes, and scorpions.

### Bloodstinger Poison — Level 3+

*This inky toxin inflicts wounds that burn long after the initial blow is struck.*

| | | | |
|---|---|---|---|
| Lvl 3 | 30 gp | Lvl 18 | 3,400 gp |
| Lvl 8 | 125 gp | Lvl 23 | 17,000 gp |
| Lvl 13 | 650 gp | Lvl 28 | 85,000 gp |

**Alchemical Item**

**Power (Consumable ✦ Poison):** Standard Action. Apply the bloodstinger poison to your weapon or one piece of ammunition. Make a secondary attack against the next target you hit with the coated weapon or ammunition: +6 vs. Fortitude; on a hit, the target takes ongoing 5 poison damage (save ends).

*Level 8:* +11 vs. Fortitude.
*Level 13:* +16 vs. Fortitude.
*Level 18:* +21 vs. Fortitude.
*Level 23:* +26 vs. Fortitude.
*Level 28:* +31 vs. Fortitude.

## Clearsense Powder

**Level:** 1
**Category:** Curative
**Time:** 30 minutes
**Component Cost:** See below
**Market Price:** 80 gp
**Key Skill:** Heal or Nature (no check)

This white powder is usually kept in a small vial that can be placed under a subject's nose. When inhaled, the powder can remove the blinded or deafened conditions.

### Clearsense Powder — Level 1+

*This fine, silvery powder can restore lost senses.*

| | | | |
|---|---|---|---|
| Lvl 1 | 20 gp | Lvl 16 | 1,800 gp |
| Lvl 6 | 75 gp | Lvl 21 | 9,000 gp |
| Lvl 11 | 350 gp | Lvl 26 | 45,000 gp |

**Alchemical Item**

**Power (Consumable):** Minor Action. You or an adjacent ally can make a saving throw against a blinded or deafened condition that a save can end. The source of the condition must be 5th level or lower.

*Level 6:* 10th level or lower.
*Level 11:* 15th level or lower.
*Level 16:* 20th level or lower.
*Level 21:* 25th level or lower.
*Level 26:* 30th level or lower.

## Clearwater Solution

**Level:** 1
**Category:** Other
**Time:** 30 minutes
**Component Cost:** See below
**Market Price:** 100 gp
**Key Skill:** Arcana, Nature, or Religion (no check)

Clearwater solution makes stagnant water drinkable and cleanses even the deadliest liquids.

### Clearwater Solution — Level 1

*This small glob of white jelly purifies even the most toxic liquids, from poisons to dwarven spirits.*

**Alchemical Item** 20 gp

**Power (Consumable):** Minor Action. Apply clearwater solution to a volume of liquid filling a cube 1 square on a side (5 feet by 5 feet by 5 feet; approximately 935 gallons). The solution removes any poison or disease present in the liquid after 1 minute.
Clearwater solution cannot remove poison or disease from water already in a creature's system, and it has no adverse effect on creatures with the aquatic or water keyword. If it's applied to a volume of liquid larger than the amount specified above, the clearwater solution has no effect.

## Dragonfire Tar

**Level:** 3
**Category:** Volatile
**Time:** 30 minutes
**Component Cost:** See below
**Market Price:** 120 gp
**Key Skill:** Nature or Thievery (no check)

This green tar is wrapped in a protective covering that splits when it strikes a solid target. Dragonfire tar clings to a target and burns with alchemical flame.

### Dragonfire Tar — Level 3+

*This sticky substance sears the target with ongoing flames.*

| | | | |
|---|---|---|---|
| Lvl 3 | 30 gp | Lvl 18 | 3,400 gp |
| Lvl 8 | 125 gp | Lvl 23 | 17,000 gp |
| Lvl 13 | 650 gp | Lvl 28 | 85,000 gp |

**Alchemical Item**

**Power (Consumable ✦ Fire):** Standard Action. Make an attack: Ranged 5/10; +6 vs. Reflex; on a hit, the target takes ongoing 5 fire damage (save ends).
*Level 8:* +11 vs. Reflex; ongoing 5 fire damage (save ends).
*Level 13:* +16 vs. Reflex; ongoing 10 fire damage (save ends).
*Level 18:* +21 vs. Reflex; ongoing 10 fire damage (save ends).
*Level 23:* +26 vs. Reflex; ongoing 15 fire damage (save ends).
*Level 28:* +31 vs. Reflex; ongoing 15 fire damage (save ends).

DREW BAKER

## Ghoststrike Oil

**Level:** 3
**Category:** Oil
**Time:** 15 minutes
**Component Cost:** See below
**Market Price:** 500 gp
**Key Skill:** Nature, Religion, or Thievery (no check)

This clear oil is applied to a weapon and is the bane of ghosts, wraiths, and other insubstantial creatures.

### Ghoststrike Oil — Level 3+

*A weapon coated with this murky oil exudes a ghostly yellow mist.*

| | | | |
|---|---|---|---|
| Lvl 3 | 30 gp | Lvl 18 | 3,400 gp |
| Lvl 8 | 125 gp | Lvl 23 | 17,000 gp |
| Lvl 13 | 650 gp | Lvl 28 | 85,000 gp |

**Alchemical Item**

**Power (Consumable):** Standard Action. Apply ghoststrike oil to your weapon or one piece of ammunition. Make a secondary attack against the next undead creature with resist insubstantial that you hit with the coated weapon or ammunition: +6 vs. Fortitude; on a hit, you ignore the creature's resist insubstantial when determining damage for the attack.
*Level 8:* +11 vs. Fortitude.
*Level 13:* +16 vs. Fortitude.
*Level 18:* +21 vs. Fortitude.
*Level 23:* +26 vs. Fortitude.
*Level 28:* +31 vs. Fortitude.

## Goodnight Tincture

**Level:** 6
**Category:** Poison
**Time:** 1 hour
**Component Cost:** See below
**Market Price:** 750 gp
**Key Skill:** Nature or Thievery (no check)

This liquid is dissolved into the food or drink of an unsuspecting victim to knock the subject unconscious.

*1. Goodnight tincture; 2. Jolt flask; 3. Herbal poultice*

### Goodnight Tincture — Level 6+

*This sweet elixir can incapacitate a foe without ever harming it.*

| | | | |
|---|---|---|---|
| Lvl 6 | 150 gp | Lvl 21 | 18,000 gp |
| Lvl 11 | 700 gp | Lvl 26 | 90,000 gp |
| Lvl 16 | 3,600 gp | | |

**Alchemical Item**

**Power (Consumable ✦ Sleep):** Minor Action. You apply goodnight tincture to an adjacent food or drink. A creature that consumes that food or drink is subject to an attack after 1 minute: +12 vs. Fortitude; on a hit, that creature becomes unconscious for 1 hour or until it is subject to an attack or violent motion.
*Level 11:* +17 vs. Fortitude.
*Level 16:* +22 vs. Fortitude.
*Level 21:* +27 vs. Fortitude.
*Level 26:* +32 vs. Fortitude.

## Herbal Poultice

**Level:** 3
**Category:** Curative
**Time:** 30 minutes
**Component Cost:** See below
**Market Price:** 90 gp
**Key Skill:** Nature (no check)

This collection of medicinal herbs grants the subject extra hit points when it spends a healing surge after a short rest.

### Herbal Poultice — Level 3+

*This pack of specially prepared medicinal herbs increases one's natural recuperative ability.*

| | | | |
|---|---|---|---|
| Lvl 3 | 30 gp | Lvl 18 | 3,400 gp |
| Lvl 8 | 125 gp | Lvl 23 | 17,000 gp |
| Lvl 13 | 650 gp | Lvl 28 | 85,000 gp |

**Alchemical Item**

**Power (Consumable ✦ Healing):** Standard Action. Use before you or an ally takes a short rest. The target of the herbal poultice regains an additional 2 hit points when he or she spends a healing surge at the end of the short rest.
*Level 8:* Regain an additional 4 hit points.
*Level 13:* Regain an additional 6 hit points.
*Level 18:* Regain an additional 8 hit points.
*Level 23:* Regain an additional 10 hit points.
*Level 28:* Regain an additional 12 hit points.

## Jolt Flask

**Level:** 10
**Category:** Volatile
**Time:** 1 hour
**Component Cost:** See below
**Market Price:** 800 gp
**Key Skill:** Arcana or Thievery (no check)

Specially prepared reagents create a concussive explosion when this sealed flask shatters.

DAVID GRIFFITH

### Jolt Flask — Level 10+

*When it bursts, this flask creates a concussive wave that dazes your enemies.*

| | | | |
|---|---|---|---|
| Lvl 10 | 200 gp | Lvl 25 | 25,000 gp |
| Lvl 15 | 1,000 gp | Lvl 30 | 125,000 gp |
| Lvl 20 | 5,000 gp | | |

**Alchemical Item**

**Power (Consumable):** Standard Action. Make an attack: Area burst 1 within 10; +13 vs. Fortitude; on a hit, the target is dazed until the end of your next turn.
*Level 15:* +18 vs. Fortitude.
*Level 20:* +23 vs. Fortitude.
*Level 25:* +28 vs. Fortitude.
*Level 30:* +33 vs. Fortitude.

## Lockbust Chalk

**Level:** 4
**Category:** Other
**Time:** 30 minutes
**Component Cost:** See below
**Market Price:** 160 gp
**Key Skill:** Arcana or Thievery (no check)

This narrow chalk rod is made of special reagents that expand when the end of the chalk is snapped off.

### Lockbust Chalk — Level 4+

*When fitted within a keyhole, this thin stick of gray chalk can force open the most complicated locks.*

| | | | |
|---|---|---|---|
| Lvl 4 | 40 gp | Lvl 19 | 4,200 gp |
| Lvl 9 | 160 gp | Lvl 24 | 21,000 gp |
| Lvl 14 | 800 gp | Lvl 29 | 105,000 gp |

**Alchemical Item**

**Power (Consumable):** Standard Action. Make a Thievery check on an adjacent locked object or a locked object you are holding, gaining a +7 bonus to the check instead of your normal check modifiers. A successful check destroys the lock; a failed check does not damage it.
*Level 9:* +9 bonus.
*Level 14:* +12 bonus.
*Level 19:* +14 bonus.
*Level 24:* +17 bonus.
*Level 29:* +19 bonus.

## Salve of Slipperiness

**Level:** 8
**Category:** Other
**Time:** 1 hour
**Component Cost:** See below
**Market Price:** 375 gp
**Key Skill:** Nature or Thievery (no check)

This greenish-black oil allows a creature to escape from a grab or slip out of restraints.

### Salve of Slipperiness — Level 8+

*This oily gel makes it easy to escape restraint.*

| | | | |
|---|---|---|---|
| Lvl 8 | 125 gp | Lvl 23 | 17,000 gp |
| Lvl 13 | 650 gp | Lvl 28 | 85,000 gp |
| Lvl 18 | 3,400 gp | | |

**Alchemical Item**

**Power (Consumable):** Standard Action. You or an adjacent ally gains a +14 bonus on Acrobatics checks against the DC of a restraint or the Reflex defense of a grabbing creature for 5 minutes or until the end of the encounter; use this modifier instead of your normal check modifiers.
*Level 13:* +16 bonus.
*Level 18:* +19 bonus.
*Level 23:* +21 bonus.
*Level 28:* +24 bonus.

## Slow-Step Oil

**Level:** 3
**Category:** Oil
**Time:** 1 hour
**Component Cost:** See below
**Market Price:** 120 gp
**Key Skill:** Arcana, Nature, or Thievery (no check)

This paralyzing oil is applied to a weapon to make your attacks slow your enemies' advances.

### Slow-Step Oil — Level 3+

*A weapon coated with this white oil has the power to slow the movement of a foe.*

| | | | |
|---|---|---|---|
| Lvl 3 | 30 gp | Lvl 18 | 3,400 gp |
| Lvl 8 | 125 gp | Lvl 23 | 17,000 gp |
| Lvl 13 | 650 gp | Lvl 28 | 85,000 gp |

**Alchemical Item**

**Power (Consumable):** Standard Action. Apply slow-step oil to your weapon or one piece of ammunition. Make a secondary attack against the next creature you hit with the coated weapon or ammunition: +6 vs. Fortitude; on a hit, the target is slowed (save ends).
*Level 8:* +11 vs. Fortitude.
*Level 13:* +16 vs. Fortitude.
*Level 18:* +21 vs. Fortitude.
*Level 23:* +26 vs. Fortitude.
*Level 28:* +31 vs. Fortitude.

## Smokestick

**Level:** 6
**Category:** Volatile
**Time:** 1 hour
**Component Cost:** See below
**Market Price:** 450 gp
**Key Skill:** Arcana or Thievery (no check)

A smokestick contains reagents that mix and ignite when it is cracked, creating an area of smoke.

### Smokestick — Level 6

*This rod of alchemical clay ignites to release a haze of obscuring smoke.*

**Alchemical Item** 150 gp

**Power (Consumable ✦ Zone):** Standard Action. The smokestick creates smoke within an area burst 1 within 5 squares. The burst creates a zone, and all squares within the zone are considered lightly obscured. The zone lasts until the end of your next turn.

## Sovereign Glue

**Level:** 8
**Category:** Other
**Time:** 2 hours
**Component Cost:** See below
**Market Price:** 375 gp
**Key Skill:** Arcana or Thievery

Sovereign glue is stored in a special vial that keeps it viscous until it is exposed to air, at which point it creates an adhesive bond between two objects.

### Sovereign Glue — Level 8+

*This gray paste creates a virtually unbreakable bond between the objects it glues together.*

| | | | |
|---|---|---|---|
| Lvl 8 | 125 gp | Lvl 28 | 85,000 gp |
| Lvl 18 | 3,400 gp | | |

**Alchemical Item**

**Power (Consumable):** Standard Action. Apply this glue to an object, and affix that object to another object in reach. The two objects must remain affixed to one another until the end of your next turn. After the end of your next turn, the items are adhered, and separating them requires a DC 29 Strength check. A successful Strength check deals 2d10 damage to each adhered object.
*Level 18:* DC 35 Strength check.
*Level 28:* DC 42 Strength check.

## Tanglefoot Bag

**Level:** 2
**Category:** Other
**Time:** 1 hour
**Component Cost:** See below
**Market Price:** 100 gp
**Key Skill:** Arcana or Thievery (no check)

A tanglefoot bag contains a sticky gel that expands and hardens when exposed to air. The bag containing the gel is specially sealed to explode on impact.

### Tanglefoot Bag — Level 2+

*This small leather bag or satchel contains a sticky gel that can immobilize foes.*

| | | | |
|---|---|---|---|
| Lvl 2 | 25 gp | Lvl 17 | 2,600 gp |
| Lvl 7 | 100 gp | Lvl 22 | 13,000 gp |
| Lvl 12 | 500 gp | Lvl 27 | 65,000 gp |

**Alchemical Item**

**Power (Consumable):** Standard Action. Make an attack: Ranged 5/10; +5 vs. Reflex; on a hit, the target is immobilized until the end of your next turn, at which point the creature is then slowed until the end of its next turn.
*Level 7:* +10 vs. Reflex.
*Level 12:* +15 vs. Reflex.
*Level 17:* +20 vs. Reflex.
*Level 22:* +25 vs. Reflex.
*Level 27:* +30 vs. Reflex.

## Thunderstone

**Level:** 5
**Category:** Volatile
**Time:** 1 hour
**Component Cost:** See below
**Market Price:** 200 gp
**Key Skill:** Arcana, Nature, or Thievery (no check)

A thunderstone splits when it is strikes a hard surface, mixing the powerful reagents to create a deafening boom.

### Thunderstone — Level 5+

*On impact, this clay sphere unleashes a clap of thunder that can deafen creatures and knock them back.*

| | | | |
|---|---|---|---|
| Lvl 5 | 50 gp | Lvl 20 | 5,000 gp |
| Lvl 10 | 200 gp | Lvl 25 | 25,000 gp |
| Lvl 15 | 1,000 gp | Lvl 30 | 125,000 gp |

**Alchemical Item**

**Power (Consumable ✦ Thunder):** Standard Action. Make an attack: Area burst 1 within 10; +8 vs. Fortitude; on a hit, the target takes 1d4 thunder damage, is pushed 1 square from the center of the burst, and deafened (save ends).
*Level 10:* +13 vs. Fortitude.
*Level 15:* +18 vs. Fortitude; 2d4 thunder damage.
*Level 20:* +23 vs. Fortitude; 2d4 thunder damage.
*Level 25:* +28 vs. Fortitude; 3d4 thunder damage.
*Level 30:* +33 vs. Fortitude; 3d4 thunder damage.

DAVID GRIFFITH

FRANZ VOHWINKEL

## Tracking Dust

**Level:** 4
**Category:** Other
**Time:** 1 hour
**Component Cost:** See below
**Market Price:** 160 gp
**Key Skill:** Nature or Thievery (no check)

This fine dust is typically applied in areas where you are searching for existing tracks or where you want to detect a creature passing through at a later time.

### Tracking Dust — Level 4+

*The fine grains of this silvery powder can reveal the subtlest tracks.*

| | | | |
|---|---|---|---|
| Lvl 4 | 40 gp | Lvl 19 | 4,200 gp |
| Lvl 9 | 160 gp | Lvl 24 | 21,000 gp |
| Lvl 14 | 800 gp | Lvl 29 | 105,000 gp |

**Alchemical Item**

**Power (Consumable ✦ Zone):** Standard Action. The tracking dust creates a zone of 5 contiguous squares. In areas where the dust is spread, Perception checks to track can be made with a total +7 bonus; use this modifier instead of your normal check modifiers. Tracking dust can be detected with a DC 20 Perception check, and its effects lasts for 1 hour.
*Level 9:* +9 bonus.
*Level 14:* +12 bonus.
*Level 19:* +14 bonus.
*Level 24:* +17 bonus.
*Level 29:* +19 bonus.

## Universal Solvent

**Level:** 10
**Category:** Other
**Time:** 30 minutes
**Component Cost:** See below
**Market Price:** 600 gp
**Key Skill:** Arcana or Thievery (no check)

This transparent liquid has an odor similar to that of butterscotch. It is often stored near vials of sovereign glue (see above).

### Universal Solvent — Level 10

*This clear solution can dissolve almost any adhesive.*

**Alchemical Item** 200 gp

**Power (Consumable):** Standard Action. Apply this substance to a creature or object. Destroy any type of mundane bonding agent (including sovereign glue) affecting you, an object in your possession, or in a square adjacent to you.
Universal solvent allows a creature immobilized by mundane agents such as a kobold slinger's gluepot or an aboleth slime mage's *slime burst* power to immediately save against the effect. It does not affect the aftereffects of those substances (such as *slime burst*'s slow effect), nor does it have any affect on creatures immobilized by other effects (for example, a ghoul's claw attack).

CHAPTER 2

# Magic Items

RANDY GALLEGOS

**From the time** of the clash between the gods and the primordials, magic has been funneled into items. This practice started as a way to store magical effects for later use in battle. That practice has continued through the modern age, producing objects of mundane pleasure and fantastic prowess.

This chapter is a catalog of treasures, for purchase or reward. In it, you'll find:

✦ **Armor:** Magic, materials, and armorcraft combine to bring you more choices for saving your skin.

✦ **Weapons:** Expand your armory with a host of new simple, military, and superior weapons.

✦ **Implements:** Holy symbols, orbs, rods, staffs, and wands—each with its own twist.

✦ **Arm Slot Items:** Bracers and shields to bolster your defenses. Some give you new attack options, too.

✦ **Companion Items:** Your companion can wear a magic item to enhance its abilities and strengthen its bond with you.

✦ **Feet Slot Items:** When moving, or not, is key, a solution might be as easy as changing your shoes.

✦ **Hand Slot Items:** It's your hands you depend on combat. Help them help you.

✦ **Head Slot Items:** A host of new headgear to boost your skills, perception, and reactions.

✦ **Neck Slot Items:** Merely shoring up your defenses isn't enough. Flashier magic goes on your neck.

✦ **Rings:** Who knows what a magic ring might do? The most unpredictable magic lives in magic rings.

✦ **Waist Slot Items:** Physical power and health find their root in your middle. Gird up!

✦ **Wondrous Items:** Magic tools and bizarre objects reward ingenious use and prepare you for anything.

✦ **Consumables:** Sometimes a single use is all you need. Elixirs, reagents, and more are catalogued here.

# ARMOR

*Weapons will not cut me, spells will not sear me. Behind this coat of steel, I am invincible.*

Each piece of armor, from the heaviest plate armor to the thinnest of robes, has a level and a corresponding enhancement bonus. The enhancement bonus represents the magical defenses of the armor. It could be an invisible field that deflects attacks, or an enchantment that fortifies the armor's material.

An armor's enhancement bonus scales with level, enabling adventurers to face deadlier threats as they advance. At the highest levels, this bonus represents the thin line between being mauled by a red dragon and slipping safely out of its grasp.

### MAGIC ARMOR

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 2 | Armor of resistance +1 | 520 | Any |
| 2 | Immunizing +1 | 520 | Scale, Plate |
| 2 | Martyr's +1 | 520 | Scale, Plate |
| 2 | Repulsion +1 | 520 | Cloth, Leather |
| 2 | Robe of eyes +1 | 520 | Cloth |
| 2 | Robe of scintillation +1 | 520 | Cloth |
| 2 | Screaming +1 | 520 | Hide, Scale, Plate |
| 2 | Slick +1 | 520 | Chain, Scale, Plate |
| 2 | Veteran's +1 | 520 | Any |
| 3 | Addergrass +1 | 680 | Leather, Hide |
| 3 | Armor of cleansing +1 | 680 | Any |
| 3 | Armor of exploits +1 | 680 | Any |
| 3 | Bestial +1 | 680 | Leather, Hide |
| 3 | Breaching +1 | 680 | Any |
| 3 | Heartening +1 | 680 | Scale, Plate |
| 3 | Lifegiving +1 | 680 | Plate |
| 3 | Meliorating +1 | 680 | Chain, Scale, Plate |
| 3 | Robe of quills +1 | 680 | Cloth |
| 3 | Serpentskin +1 | 680 | Leather, Hide |
| 3 | Stoneborn +1 | 680 | Plate |
| 3 | Stoneskin robes +1 | 680 | Cloth |
| 3 | Versatile +1 | 680 | Chain, Plate |
| 3 | Whiteflame +1 | 680 | Chain, Scale, Plate |
| 4 | Armor of durability +1 | 840 | Hide, Chain, Scale, Plate |
| 4 | Crystal +1 | 840 | Scale, Plate |
| 4 | Fortification +1 | 840 | Scale, Plate |
| 4 | Frozen +1 | 840 | Scale, Plate |
| 4 | Mithral +1 | 840 | Chain, Scale, Plate |
| 4 | Pelaurum +1 | 840 | Chain, Scale, Plate |
| 4 | Reinforcing +1 | 840 | Scale, Plate |
| 4 | Robe of contingency +1 | 840 | Cloth |

### MAGIC ARMOR (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 4 | Salubrious +1 | 840 | Scale, Plate |
| 4 | Shimmering +1 | 840 | Any |
| 4 | Verve +1 | 840 | Scale, Plate |
| 5 | Agile +1 | 1,000 | Chain, Scale, Plate |
| 5 | Armor of sacrifice +1 | 1,000 | Chain, Scale, Plate |
| 5 | Shared suffering +1 | 1,000 | Any |
| 5 | Skybound +1 | 1,000 | Cloth, Leather |
| 5 | Tactician's +1 | 1,000 | Chain, Scale, Plate |
| 6 | Imposter's +2 | 1,800 | Chain, Scale, Plate |
| 6 | Summoned +2 | 1,800 | Any |
| 7 | Armor of resistance +2 | 2,600 | Any |
| 7 | Immunizing +2 | 2,600 | Scale, Plate |
| 7 | Irrefutable +2 | 2,600 | Scale, Plate |
| 7 | Martyr's +2 | 2,600 | Scale, Plate |
| 7 | Repulsion +2 | 2,600 | Cloth, Leather |
| 7 | Robe of eyes +2 | 2,600 | Cloth |
| 7 | Robe of scintillation +2 | 2,600 | Cloth |
| 7 | Screaming +2 | 2,600 | Hide, Scale, Plate |
| 7 | Slick +2 | 2,600 | Chain, Scale, Plate |
| 7 | Veteran's +2 | 2,600 | Any |
| 8 | Addergrass +2 | 3,400 | Leather, Hide |
| 8 | Armor of cleansing +2 | 3,400 | Any |
| 8 | Armor of exploits +2 | 3,400 | Any |
| 8 | Beastlord +2 | 3,400 | Leather, Hide |
| 8 | Bestial +2 | 3,400 | Leather, Hide |
| 8 | Bloodiron +2 | 3,400 | Scale, Plate |
| 8 | Breaching +2 | 3,400 | Any |
| 8 | Briartwine +2 | 3,400 | Chain, Scale, Plate |
| 8 | Heartening +2 | 3,400 | Scale, Plate |
| 8 | Lifegiving +2 | 3,400 | Plate |
| 8 | Meliorating +2 | 3,400 | Chain, Scale, Plate |
| 8 | Rat form +2 | 3,400 | Leather |
| 8 | Robe of quills +2 | 3,400 | Cloth |
| 8 | Serpentskin +2 | 3,400 | Leather, Hide |
| 8 | Snakefang +2 | 3,400 | Leather, Hide |
| 8 | Stoneborn +2 | 3,400 | Plate |
| 8 | Stoneskin robes +2 | 3,400 | Cloth |
| 8 | Versatile +2 | 3,400 | Chain, Plate |
| 8 | Whiteflame +2 | 3,400 | Chain, Scale, Plate |
| 9 | Armor of durability +2 | 4,200 | Hide, Chain, Scale, Plate |
| 9 | Champion's +2 | 4,200 | Scale, Plate |
| 9 | Crystal +2 | 4,200 | Scale, Plate |
| 9 | Fortification +2 | 4,200 | Scale, Plate |
| 9 | Frozen +2 | 4,200 | Scale, Plate |
| 9 | Laughing death +2 | 4,200 | Cloth, Leather, Hide |

**MAGIC ARMOR** (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 9 | Loamweave +2 | 4,200 | Cloth |
| 9 | Mirrorsheen coat +2 | 4,200 | Cloth, Leather, Hide |
| 9 | Mithral +2 | 4,200 | Chain, Scale, Plate |
| 9 | Pelaurum +2 | 4,200 | Chain, Scale, Plate |
| 9 | Reflexive +2 | 4,200 | Chain, Scale, Plate |
| 9 | Reinforcing +2 | 4,200 | Scale, Plate |
| 9 | Righteous +2 | 4,200 | Plate |
| 9 | Robe of contingency +2 | 4,200 | Cloth |
| 9 | Salubrious +2 | 4,200 | Scale, Plate |
| 9 | Shimmering +2 | 4,200 | Any |
| 9 | Solar +2 | 4,200 | Scale, Plate |
| 9 | Survivor's +2 | 4,200 | Cloth, Leather, Hide |
| 9 | Thunderhead +2 | 4,200 | Chain, Scale, Plate |
| 9 | Verve +2 | 4,200 | Scale, Plate |
| 10 | Agile +2 | 5,000 | Chain, Scale, Plate |
| 10 | Armor of sacrifice +2 | 5,000 | Chain, Scale, Plate |
| 10 | Shared suffering +2 | 5,000 | Any |
| 10 | Skybound +2 | 5,000 | Cloth, Leather |
| 10 | Tactician's +2 | 5,000 | Chain, Scale, Plate |
| 10 | Warsheath +2 | 5,000 | Plate |
| 11 | Imposter's +3 | 9,000 | Chain, Scale, Plate |
| 11 | Summoned +3 | 9,000 | Any |
| 12 | Armor of resistance +3 | 13,000 | Any |
| 12 | Darkforged +3 | 13,000 | Chain, Scale, Plate |
| 12 | Flickersight +3 | 13,000 | Cloth, Leather, Hide |
| 12 | Immunizing +3 | 13,000 | Scale, Plate |
| 12 | Irrefutable +3 | 13,000 | Scale, Plate |
| 12 | Martyr's +3 | 13,000 | Scale, Plate |
| 12 | Repulsion +3 | 13,000 | Cloth, Leather |
| 12 | Robe of eyes +3 | 13,000 | Cloth |
| 12 | Robe of scintillation +3 | 13,000 | Cloth |
| 12 | Screaming +3 | 13,000 | Hide, Scale, Plate |
| 12 | Slick +3 | 13,000 | Chain, Scale, Plate |
| 12 | Veteran's +3 | 13,000 | Any |
| 13 | Addergrass +3 | 17,000 | Leather, Hide |
| 13 | Armor of cleansing +3 | 17,000 | Any |
| 13 | Armor of exploits +3 | 17,000 | Any |
| 13 | Armor of starlight +3 | 17,000 | Cloth |
| 13 | Beastlord +3 | 17,000 | Leather, Hide |
| 13 | Bestial +3 | 17,000 | Leather, Hide |
| 13 | Bloodfire +3 | 17,000 | Chain, Scale, Plate |

**MAGIC ARMOR** (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 13 | Bloodiron +3 | 17,000 | Scale, Plate |
| 13 | Breaching +3 | 17,000 | Any |
| 13 | Briartwine +3 | 17,000 | Chain, Scale, Plate |
| 13 | Coral +3 | 17,000 | Scale, Plate |
| 13 | Elukian clay +3 | 17,000 | Chain, Scale, Plate |
| 13 | Giantdodger +3 | 17,000 | Leather |
| 13 | Heartening +3 | 17,000 | Scale, Plate |
| 13 | Lifegiving +3 | 17,000 | Plate |
| 13 | Meliorating +3 | 17,000 | Chain, Scale, Plate |
| 13 | Rat form +3 | 17,000 | Leather |
| 13 | Robe of defying flames +3 | 17,000 | Cloth |
| 13 | Robe of defying frost +3 | 17,000 | Cloth |
| 13 | Robe of quills +3 | 17,000 | Cloth |
| 13 | Robe of stars +3 | 17,000 | Cloth |
| 13 | Serpentskin +3 | 17,000 | Lethaer, Hide |
| 13 | Snakefang +3 | 17,000 | Leather, Hide |
| 13 | Stoneborn +3 | 17,000 | Plate |
| 13 | Stoneskin robes +3 | 17,000 | Cloth |
| 13 | Surge +3 | 17,000 | Any |
| 13 | Versatile +3 | 17,000 | Chain, Plate |
| 13 | Whiteflame +3 | 17,000 | Chain, Scale, Plate |
| 14 | Aqueous +3 | 21,000 | Cloth, Leather, Hide |
| 14 | Armor of attraction +3 | 21,000 | Scale, Plate |
| 14 | Armor of durability +3 | 21,000 | Hide, Chain, Scale, Plate |
| 14 | Armor of night +3 | 21,000 | Cloth, Leather |
| 14 | Bonegrim +3 | 21,000 | Plate |
| 14 | Champion's +3 | 21,000 | Scale, Plate |
| 14 | Chaos weave +3 | 21,000 | Any |
| 14 | Crystal +3 | 21,000 | Scale, Plate |
| 14 | Displacer +3 | 21,000 | Cloth, Leather, Hide |
| 14 | Feymind +3 | 21,000 | Cloth, Leather |
| 14 | Fortification +3 | 21,000 | Scale, Plate |
| 14 | Frostburn +3 | 21,000 | Plate |
| 14 | Frozen +3 | 21,000 | Scale, Plate |
| 14 | Laughing death +3 | 21,000 | Cloth, Leather, Hide |
| 14 | Loamweave +3 | 21,000 | Cloth |
| 14 | Mirrorsheen coat +3 | 21,000 | Cloth, Leather, Hide |
| 14 | Mithral +3 | 21,000 | Chain, Scale, Plate |
| 14 | Pelaurum +3 | 21,000 | Chain, Scale, Plate |
| 14 | Reflexive +3 | 21,000 | Chain, Scale, Plate |
| 14 | Reinforcing +3 | 21,000 | Scale, Plate |
| 14 | Righteous +3 | 21,000 | Plate |
| 14 | Robe of contingency +3 | 21,000 | Cloth |
| 14 | Salubrious +3 | 21,000 | Scale, Plate |

**MAGIC ARMOR** (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 14 | Shimmering +3 | 21,000 | Any |
| 14 | Solar +3 | 21,000 | Scale, Plate |
| 14 | Survivor's +3 | 21,000 | Cloth, Leather, Hide |
| 14 | Thunderhead +3 | 21,000 | Chain, Scale, Plate |
| 14 | Verve +3 | 21,000 | Scale, Plate |
| 14 | Voidcrystal +3 | 21,000 | Any |
| 15 | Agile +3 | 25,000 | Chain, Scale, Plate |
| 15 | Armor of negation +3 | 25,000 | Any |
| 15 | Armor of sacrifice +3 | 25,000 | Chain, Scale, Plate |
| 15 | Assassinbane +3 | 25,000 | Any |
| 15 | Illithid robes +3 | 25,000 | Cloth |
| 15 | Robe of defying storms +3 | 25,000 | Cloth |
| 15 | Shared suffering +3 | 25,000 | Any |
| 15 | Skybound +3 | 25,000 | Cloth, Leather |
| 15 | Spiritlink +3 | 25,000 | Chain |
| 15 | Stormlord +3 | 25,000 | Chain, Scale, Plate |
| 15 | Tactician's +3 | 25,000 | Chain, Scale, Plate |
| 15 | Warsheath +3 | 25,000 | Plate |
| 15 | Zealot's +3 | 25,000 | Cloth |
| 16 | Imposter's +4 | 45,000 | Chain, Scale, Plate |
| 16 | Summoned +4 | 45,000 | Any |
| 17 | Armor of resistance +4 | 65,000 | Any |
| 17 | Darkforged +4 | 65,000 | Chain, Scale, Plate |
| 17 | Flickersight +4 | 65,000 | Cloth, Leather, Hide |
| 17 | Immunizing +4 | 65,000 | Scale, Plate |
| 17 | Irrefutable +4 | 65,000 | Scale, Plate |
| 17 | Martyr's +4 | 65,000 | Scale, Plate |
| 17 | Repulsion +4 | 65,000 | Cloth, Leather |
| 17 | Robe of bloodwalking +4 | 65,000 | Cloth |
| 17 | Robe of eyes +4 | 65,000 | Cloth |
| 17 | Robe of sapping +4 | 65,000 | Cloth |
| 17 | Robe of scintillation +4 | 65,000 | Cloth |
| 17 | Screaming +4 | 65,000 | Hide, Scale, Plate |
| 17 | Slick +4 | 65,000 | Chain, Scale, Plate |
| 17 | Veteran's +4 | 65,000 | Any |
| 17 | Wildleaf +4 | 65,000 | Cloth, Leather, Hide |
| 18 | Addergrass +4 | 85,000 | Leather, Hide |
| 18 | Armor of cleansing +4 | 85,000 | Any |
| 18 | Armor of exploits +4 | 85,000 | Any |
| 18 | Armor of starlight +4 | 85,000 | Cloth |
| 18 | Beastlord +4 | 85,000 | Leather, Hide |
| 18 | Bestial +4 | 85,000 | Leather, Hide |
| 18 | Bloodfire +4 | 85,000 | Chain, Scale, Plate |

**MAGIC ARMOR** (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 18 | Bloodiron +4 | 85,000 | Scale, Plate |
| 18 | Breaching +4 | 85,000 | Any |
| 18 | Briartwine +4 | 85,000 | Chain, Scale, Plate |
| 18 | Coral +4 | 85,000 | Scale, Plate |
| 18 | Dragonscale, black +4 | 85,000 | Scale |
| 18 | Dragonscale, white +4 | 85,000 | Scale |
| 18 | Elukian clay +4 | 85,000 | Chain, Scale, Plate |
| 18 | Giantdodger +4 | 85,000 | Leather |
| 18 | Heartening +4 | 85,000 | Scale, Plate |
| 18 | Lifegiving +4 | 85,000 | Plate |
| 18 | Meliorating +4 | 85,000 | Chain, Scale, Plate |
| 18 | Rat form +4 | 85,000 | Leather |
| 18 | Robe of defying flames +4 | 85,000 | Cloth |
| 18 | Robe of defying frost +4 | 85,000 | Cloth |
| 18 | Robe of quills +4 | 85,000 | Cloth |
| 18 | Robe of stars +4 | 85,000 | Cloth |
| 18 | Serpentskin +4 | 85,000 | Leather, Hide |
| 18 | Snakefang +4 | 85,000 | Leather, Hide |
| 18 | Stalker's +4 | 85,000 | Leather, Hide |
| 18 | Stoneborn +4 | 85,000 | Plate |
| 18 | Stoneskin robes +4 | 85,000 | Cloth |
| 18 | Surge +4 | 85,000 | Any |
| 18 | Versatile +4 | 85,000 | Chain, Plate |
| 18 | Whiteflame +4 | 85,000 | Chain, Scale, Plate |
| 19 | Aqueous +4 | 105,000 | Cloth, Leather, Hide |
| 19 | Armor of attraction +4 | 105,000 | Scale, Plate |
| 19 | Armor of durability +4 | 105,000 | Hide, Chain, Scale, Plate |
| 19 | Armor of night +4 | 105,000 | Cloth, Leather |
| 19 | Bloodtheft +4 | 105,000 | Leather |
| 19 | Bonegrim +4 | 105,000 | Plate |
| 19 | Champion's +4 | 105,000 | Scale, Plate |
| 19 | Chaos weave +4 | 105,000 | Any |
| 19 | Crystal +4 | 105,000 | Scale, Plate |
| 19 | Displacer +4 | 105,000 | Cloth, Leather, Hide |
| 19 | Dragonscale, blue +4 | 105,000 | Scale |
| 19 | Dragonscale, green +4 | 105,000 | Scale |
| 19 | Feymind +4 | 105,000 | Cloth, Leather |
| 19 | Fortification +4 | 105,000 | Scale, Plate |
| 19 | Frostburn +4 | 105,000 | Plate |
| 19 | Frozen +4 | 105,000 | Scale, Plate |
| 19 | Laughing death +4 | 105,000 | Cloth, Leather, Hide |
| 19 | Loamweave +4 | 105,000 | Cloth |
| 19 | Mirrorsheen coat +4 | 105,000 | Cloth, Leather, Hide |
| 19 | Mithral +4 | 105,000 | Chain, Scale, Plate |
| 19 | Pelaurum +4 | 105,000 | Chain, Scale, Plate |

## MAGIC ARMOR (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 19 | Prismatic robe +4 | 105,000 | Cloth |
| 19 | Reflexive +4 | 105,000 | Chain, Scale, Plate |
| 19 | Reinforcing +4 | 105,000 | Scale, Plate |
| 19 | Righteous +4 | 105,000 | Plate |
| 19 | Robe of contingency +4 | 105,000 | Cloth |
| 19 | Salubrious +4 | 105,000 | Scale, Plate |
| 19 | Shimmering +4 | 105,000 | Any |
| 19 | Skeletal +4 | 105,000 | Chain, Scale, Plate |
| 19 | Solar +4 | 105,000 | Scale, Plate |
| 19 | Survivor's +4 | 105,000 | Cloth, Leather, Hide |
| 19 | Thunderhead +4 | 105,000 | Chain, Scale, Plate |
| 19 | Vaporform +4 | 105,000 | Cloth, Leather, Hide |
| 19 | Verve +4 | 105,000 | Scale, Plate |
| 19 | Voidcrystal +4 | 105,000 | Any |
| 20 | Agile +4 | 125,000 | Chain, Scale, Plate |
| 20 | Armor of negation +4 | 125,000 | Any |
| 20 | Armor of sacrifice +4 | 125,000 | Chain, Scale, Plate |
| 20 | Assassinbane +4 | 125,000 | Any |
| 20 | Dragonscale, red +4 | 125,000 | Scale |
| 20 | Illithid robes +4 | 125,000 | Cloth |
| 20 | Robe of defying storms +4 | 125,000 | Cloth |
| 20 | Robe of the archfiend +4 | 125,000 | Cloth |
| 20 | Shared suffering +4 | 125,000 | Any |
| 20 | Skybound +4 | 125,000 | Cloth, Leather |
| 20 | Spiritlink +4 | 125,000 | Chain |
| 20 | Stormlord +4 | 125,000 | Chain, Scale, Plate |
| 20 | Tactician's +4 | 125,000 | Chain, Scale, Plate |
| 20 | Warsheath +4 | 125,000 | Plate |
| 20 | Zealot's +4 | 125,000 | Cloth |
| 21 | Imposter's +5 | 225,000 | Chain, Scale, Plate |
| 21 | Summoned +5 | 225,000 | Any |
| 22 | Armor of resistance +5 | 325,000 | Any |
| 22 | Darkforged +5 | 325,000 | Chain, Scale, Plate |
| 22 | Deflection +5 | 325,000 | Chain, Scale, Plate |
| 22 | Flickersight +5 | 325,000 | Cloth, Leather, Hide |
| 22 | Immunizing +5 | 325,000 | Scale, Plate |
| 22 | Irrefutable +5 | 325,000 | Scale, Plate |
| 22 | Martyr's +5 | 325,000 | Scale, Plate |
| 22 | Repulsion +5 | 325,000 | Cloth, Leather |
| 22 | Robe of bloodwalking +5 | 325,000 | Cloth |
| 22 | Robe of eyes +5 | 325,000 | Cloth |
| 22 | Robe of sapping +5 | 325,000 | Cloth |
| 22 | Robe of scintillation +5 | 325,000 | Cloth |

## MAGIC ARMOR (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 22 | Screaming +5 | 325,000 | Hide, Scale, Plate |
| 22 | Slick +5 | 325,000 | Chain, Scale, Plate |
| 22 | Veteran's +5 | 325,000 | Any |
| 22 | Wildleaf +5 | 325,000 | Cloth, Leather, Hide |
| 23 | Addergrass +5 | 425,000 | Leather, Hide |
| 23 | Armor of cleansing +5 | 425,000 | Any |
| 23 | Armor of exploits +5 | 425,000 | Any |
| 23 | Armor of starlight +5 | 425,000 | Cloth |
| 23 | Beastlord +5 | 425,000 | Leather, Hide |
| 23 | Bestial +5 | 425,000 | Leather, Hide |
| 23 | Bloodfire +5 | 425,000 | Chain, Scale, Plate |
| 23 | Bloodiron +5 | 425,000 | Scale, Plate |
| 23 | Breaching +5 | 425,000 | Any |
| 23 | Briartwine +5 | 425,000 | Chain, Scale, Plate |
| 23 | Coral +5 | 425,000 | Scale, Plate |
| 23 | Dragonscale, black +5 | 425,000 | Scale |
| 23 | Dragonscale, white +5 | 425,000 | Scale |
| 23 | Elukian clay +5 | 425,000 | Chain, Scale, Plate |
| 23 | Giantdodger +5 | 425,000 | Leather |
| 23 | Heartening +5 | 425,000 | Scale, Plate |
| 23 | Lifegiving +5 | 425,000 | Plate |
| 23 | Meliorating +5 | 425,000 | Chain, Scale, Plate |
| 23 | Rat form +5 | 425,000 | Leather |
| 23 | Robe of defying flames +5 | 425,000 | Cloth |
| 23 | Robe of defying frost +5 | 425,000 | Cloth |
| 23 | Robe of quills +5 | 425,000 | Cloth |
| 23 | Robe of stars +5 | 425,000 | Cloth |
| 23 | Serpentskin +5 | 425,000 | Leather, Hide |
| 23 | Snakefang +5 | 425,000 | Leather, Hide |
| 23 | Stalker's +5 | 425,000 | Leather, Hide |
| 23 | Stoneborn +5 | 425,000 | Plate |
| 23 | Stoneskin robes +5 | 425,000 | Cloth |
| 23 | Surge +5 | 425,000 | Any |
| 23 | Versatile +5 | 425,000 | Chain, Plate |
| 23 | Whiteflame +5 | 425,000 | Chain, Scale, Plate |
| 24 | Aqueous +5 | 525,000 | Cloth, Leather, Hide |
| 24 | Armor of attraction +5 | 525,000 | Scale, Plate |
| 24 | Armor of durability +5 | 525,000 | Hide, Chain, Scale, Plate |
| 24 | Armor of night +5 | 525,000 | Cloth, Leather |
| 24 | Bloodtheft +5 | 525,000 | Leather |
| 24 | Bonegrim +5 | 525,000 | Plate |
| 24 | Champion's +5 | 525,000 | Scale, Plate |
| 24 | Chaos weave +5 | 525,000 | Any |
| 24 | Crystal +5 | 525,000 | Scale, Plate |
| 24 | Displacer +5 | 525,000 | Cloth, Leather, Hide |

**MAGIC ARMOR** (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 24 | Dragonscale, blue +5 | 525,000 | Scale |
| 24 | Dragonscale, green +5 | 525,000 | Scale |
| 24 | Feymind +5 | 525,000 | Cloth, Leather |
| 24 | Fortification +5 | 525,000 | Scale, Plate |
| 24 | Frostburn +5 | 525,000 | Plate |
| 24 | Frozen +5 | 525,000 | Scale, Plate |
| 24 | Laughing death +5 | 525,000 | Cloth, Leather, Hide |
| 24 | Loamweave +5 | 525,000 | Cloth |
| 24 | Mirrorsheen coat +5 | 525,000 | Cloth, Leather, Hide |
| 24 | Mithral +5 | 525,000 | Chain, Scale, Plate |
| 24 | Pelaurum +5 | 525,000 | Chain, Scale, Plate |
| 24 | Prismatic robe +5 | 525,000 | Cloth |
| 24 | Reflexive +5 | 525,000 | Chain, Scale, Plate |
| 24 | Reinforcing +5 | 525,000 | Scale, Plate |
| 24 | Righteous +5 | 525,000 | Plate |
| 24 | Robe of contingency +5 | 525,000 | Cloth |
| 24 | Robe of forbearance +5 | 525,000 | Cloth |
| 24 | Salubrious +5 | 525,000 | Scale, Plate |
| 24 | Shimmering +5 | 525,000 | Any |
| 24 | Skeletal +5 | 525,000 | Chain, Scale, Plate |
| 24 | Solar +5 | 525,000 | Scale, Plate |
| 24 | Soulwarding +5 | 525,000 | Chain, Scale, Plate |
| 24 | Survivor's +5 | 525,000 | Cloth, Leather, Hide |
| 24 | Thunderhead +5 | 525,000 | Chain, Scale, Plate |
| 24 | Vaporform +5 | 525,000 | Cloth, Leather, Hide |
| 24 | Verve +5 | 525,000 | Scale, Plate |
| 24 | Voidcrystal +5 | 525,000 | Any |
| 25 | Agile +5 | 625,000 | Chain, Scale, Plate |
| 25 | Armor of negation +5 | 625,000 | Any |
| 25 | Armor of sacrifice +5 | 625,000 | Chain, Scale, Plate |
| 25 | Assassinbane +5 | 625,000 | Any |
| 25 | Bolstering +5 | 625,000 | Leather |
| 25 | Dragonscale, red +5 | 625,000 | Scale |
| 25 | Illithid robes +5 | 625,000 | Cloth |
| 25 | Robe of defying storms +5 | 625,000 | Cloth |
| 25 | Robe of the archfiend +5 | 625,000 | Cloth |
| 25 | Shared suffering +5 | 625,000 | Any |
| 25 | Skybound +5 | 625,000 | Cloth, Leather |
| 25 | Spiritlink +5 | 625,000 | Chain |
| 25 | Stormlord +5 | 625,000 | Chain, Scale, Plate |
| 25 | Tactician's +5 | 625,000 | Chain, Scale, Plate |

**MAGIC ARMOR** (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 25 | Warsheath +5 | 625,000 | Plate |
| 25 | Zealot's +5 | 625,000 | Cloth |
| 26 | Imposter's +6 | 1,125,000 | Chain, Scale, Plate |
| 26 | Summoned +6 | 1,125,000 | Any |
| 27 | Armor of resistance +6 | 1,625,000 | Any |
| 27 | Darkforged +6 | 1,625,000 | Chain, Scale, Plate |
| 27 | Deflection +6 | 1,625,000 | Chain, Scale, Plate |
| 27 | Flickersight +6 | 1,625,000 | Cloth, Leather, Hide |
| 27 | Immunizing +6 | 1,625,000 | Scale, Plate |
| 27 | Irrefutable +6 | 1,625,000 | Scale, Plate |
| 27 | Martyr's +6 | 1,625,000 | Scale, Plate |
| 27 | Repulsion +6 | 1,625,000 | Cloth, Leather |
| 27 | Robe of bloodwalking +6 | 1,625,000 | Cloth |
| 27 | Robe of eyes +6 | 1,625,000 | Cloth |
| 27 | Robe of sapping +6 | 1,625,000 | Cloth |
| 27 | Robe of scintillation +6 | 1,625,000 | Cloth |
| 27 | Screaming +6 | 1,625,000 | Hide, Scale, Plate |
| 27 | Shocking +6 | 1,625,000 | Chain, Scale, Plate |
| 27 | Slick +6 | 1,625,000 | Chain, Scale, Plate |
| 27 | Veteran's +6 | 1,625,000 | Any |
| 27 | Wildleaf +6 | 1,625,000 | Cloth, Leather, Hide |
| 28 | Addergrass +6 | 2,125,000 | Leather, Hide |
| 28 | Armor of cleansing +6 | 2,125,000 | Any |
| 28 | Armor of exploits +6 | 2,125,000 | Any |
| 28 | Armor of starlight +6 | 2,125,000 | Cloth |
| 28 | Beastlord +6 | 2,125,000 | Leather, Hide |
| 28 | Bestial +6 | 2,125,000 | Leather, Hide |
| 28 | Bloodfire +6 | 2,125,000 | Chain, Scale, Plate |
| 28 | Bloodiron +6 | 2,125,000 | Scale, Plate |
| 28 | Breaching +6 | 2,125,000 | Any |
| 28 | Briartwine +6 | 2,125,000 | Chain, Scale, Plate |
| 28 | Coral +6 | 2,125,000 | Scale, Plate |
| 28 | Dragonscale, black +6 | 2,125,000 | Scale |
| 28 | Dragonscale, white +6 | 2,125,000 | Scale |
| 28 | Elukian clay +6 | 2,125,000 | Chain, Scale, Plate |
| 28 | Giantdodger +6 | 2,125,000 | Leather |
| 28 | Heartening +6 | 2,125,000 | Scale, Plate |
| 28 | Lifegiving +6 | 2,125,000 | Plate |
| 28 | Meliorating +6 | 2,125,000 | Chain, Scale, Plate |
| 28 | Rat form +6 | 2,125,000 | Leather |
| 28 | Robe of defying flames +6 | 2,125,000 | Cloth |
| 28 | Robe of defying frost +6 | 2,125,000 | Cloth |
| 28 | Robe of quills +6 | 2,125,000 | Cloth |

**MAGIC ARMOR** (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 28 | Robe of stars +6 | 2,125,000 | Cloth |
| 28 | Serpentskin +6 | 2,125,000 | Leather, Hide |
| 28 | Snakefang +6 | 2,125,000 | Leather, Hide |
| 28 | Stalker's +6 | 2,125,000 | Leather, Hide |
| 28 | Stoneborn +6 | 2,125,000 | Plate |
| 28 | Stoneskin robes +6 | 2,125,000 | Cloth |
| 28 | Surge +6 | 2,125,000 | Any |
| 28 | Versatile +6 | 2,125,000 | Chain, Plate |
| 28 | Whiteflame +6 | 2,125,000 | Chain, Scale, Plate |
| 29 | Aqueous +6 | 2,625,000 | Cloth, Leather, Hide |
| 29 | Armor of attraction +6 | 2,625,000 | Scale, Plate |
| 29 | Armor of durability +6 | 2,625,000 | Hide, Chain, Scale, Plate |
| 29 | Armor of night +6 | 2,625,000 | Cloth, Leather |
| 29 | Bloodtheft +6 | 2,625,000 | Leather |
| 29 | Bonegrim +6 | 2,625,000 | Plate |
| 29 | Champion's +6 | 2,625,000 | Scale, Plate |
| 29 | Chaos weave +6 | 2,625,000 | Any |
| 29 | Crystal +6 | 2,625,000 | Scale, Plate |
| 29 | Displacer +6 | 2,625,000 | Cloth, Leather, Hide |
| 29 | Dragonscale, blue +6 | 2,625,000 | Scale |
| 29 | Dragonscale, green +6 | 2,625,000 | Scale |
| 29 | Feymind +6 | 2,625,000 | Cloth, Leather |
| 29 | Fortification +6 | 2,625,000 | Scale, Plate |
| 29 | Frostburn +6 | 2,625,000 | Plate |
| 29 | Frozen +6 | 2,625,000 | Scale, Plate |
| 29 | Laughing death +6 | 2,625,000 | Cloth, Leather, Hide |
| 29 | Loamweave +6 | 2,625,000 | Cloth |
| 29 | Mirrorsheen coat +6 | 2,625,000 | Cloth, Leather, Hide |
| 29 | Mithral +6 | 2,625,000 | Chain, Scale, Plate |
| 29 | Pelaurum +6 | 2,625,000 | Chain, Scale, Plate |
| 29 | Prismatic robe +6 | 2,625,000 | Cloth |
| 29 | Reflexive +6 | 2,625,000 | Chain, Scale, Plate |
| 29 | Reinforcing +6 | 2,625,000 | Scale, Plate |
| 29 | Righteous +6 | 2,625,000 | Plate |
| 29 | Robe of contingency +6 | 2,625,000 | Cloth |
| 29 | Robe of forbearance +6 | 2,625,000 | Cloth |
| 29 | Salubrious +6 | 2,625,000 | Scale, Plate |
| 29 | Shimmering +6 | 2,625,000 | Any |
| 29 | Skeletal +6 | 2,625,000 | Chain, Scale, Plate |
| 29 | Solar +6 | 2,625,000 | Scale, Plate |
| 29 | Soulwarding +6 | 2,625,000 | Chain, Scale, Plate |
| 29 | Survivor's +6 | 2,625,000 | Cloth, Leather, Hide |
| 29 | Thunderhead +6 | 2,625,000 | Chain, Scale, Plate |

**MAGIC ARMOR** (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 29 | Vaporform +6 | 2,625,000 | Cloth, Leather, Hide |
| 29 | Verve +6 | 2,625,000 | Scale, Plate |
| 29 | Voidcrystal +6 | 2,625,000 | Any |
| 30 | Agile +6 | 3,125,000 | Chain, Scale, Plate |
| 30 | Armor of negation +6 | 3,125,000 | Any |
| 30 | Armor of sacrifice +6 | 3,125,000 | Chain, Scale, Plate |
| 30 | Assassinbane +6 | 3,125,000 | Any |
| 30 | Bolstering +6 | 3,125,000 | Leather |
| 30 | Dragonscale, red +6 | 3,125,000 | Scale |
| 30 | Illithid robes +6 | 3,125,000 | Cloth |
| 30 | Robe of defying storms +6 | 3,125,000 | Cloth |
| 30 | Robe of the archfiend +6 | 3,125,000 | Cloth |
| 30 | Shared suffering +6 | 3,125,000 | Any |
| 30 | Skybound +6 | 3,125,000 | Cloth, Leather |
| 30 | Spiritlink +6 | 3,125,000 | Chain |
| 30 | Stormlord +6 | 3,125,000 | Chain, Scale, Plate |
| 30 | Tactician's +6 | 3,125,000 | Chain, Scale, Plate |
| 30 | Warsheath +6 | 3,125,000 | Plate |
| 30 | Zealot's +6 | 3,125,000 | Cloth |

## Addergrease Armor — Level 3+

*The worn leather of this armor gleams with toxic grease.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Leather, Hide

**Enhancement:** AC

**Power (Daily ✦ Poison):** Immediate Reaction. Use this power when an enemy misses you with a melee attack. The attacker takes ongoing 5 poison damage (save ends), and you shift a number of squares equal to this item's enhancement bonus.

*Level 13 or 18:* Ongoing 10 poison.

*Level 23 or 29:* Ongoing 15 poison.

## Agile Armor — Level 5+

*This armor's flexibility allows its wearer much greater freedom of movement.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** While you are not bloodied, you gain an item bonus to AC equal to your Dexterity modifier up to a maximum of +1.

*Level 15 or 20:* Maximum of +2.

*Level 25 or 30:* Maximum of +3.

## Aqueous Armor — Level 14+

*Cold to the touch, this armor always appears damp. A person wearing the armor can transform into water, but at a cost.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Cloth, Leather, Hide

**Enhancement:** AC

**Power (Daily ✦ Polymorph):** Move Action. You transform into a flood of rushing water and move up to your speed. You can move through small cracks and tight spaces with no difficulty. You automatically escape a grab or free yourself from bonds or shackles. You can only take move actions until you return to your natural form, which you can do as a free action. While in watery form, you take 5 damage at the start of each of your turns until you return to your natural form.

## Armor of Attraction — Level 14+

*This stout armor can attract projectiles, allowing you to better protect your allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Scale, Plate

**Enhancement:** AC

**Power (Encounter):** Immediate Interrupt. Use this power when an attack against AC or Reflex targets an adjacent ally, or when a ranged attack against an ally within 5 squares of you targets AC or Reflex. You become the target of the attack.

## Armor of Cleansing — Level 3+

*The exterior of this armor is covered with symbols of healing, while the interior has many silken bands that cradle you comfortably and move to ease your suffering.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Any

**Enhancement:** AC

**Property:** Add a +2 item bonus to your saving throws against ongoing damage.

## Armor of Durability — Level 4+

*When your allies rely on you to keep fighting, this armor helps keep you in the fray.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Hide, Chain, Scale, Plate

**Enhancement:** AC

**Property:** When you spend a healing surge to regain hit points, you regain additional hit points equal to the armor's enhancement bonus.

THOMAS DENMARK, RANDY GALLEGOS

## Armor of Exploits — Level 3+

*The arcane symbols etched into this armor's surface glow brightly as the item unleashes a previously stored power.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Any

**Enhancement:** AC

**Property:** During a short rest or an extended rest, you can store one at-will or encounter martial power in your armor that you or an ally has. You can have only one power stored in the armor at a time.

*Armor of exploits* cannot store a power of higher level than the armor. You cannot use a power stored in the armor if the power's level is higher than yours.

Once the power is used, another power must be stored in the armor before it can be used again. If a new power is stored before the old one is used, the old exploit is lost.

**Power (Daily):** Standard Action. Use the power stored in your armor. If it is an encounter power, you must spend 1 action point to use it.

## Armor of Negation — Level 15+

*A wearer of this armor need not fear suffering the adverse effects of an enemy's missed attack.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Any

**Enhancement:** AC

**Power (Daily):** Immediate Interrupt. Use this power when an attack misses you and deals half damage. You take no damage.

## Armor of Night — Level 14+

*In this armor, you can drown the light and conceal yourself in roiling clouds of shadow.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Cloth, Leather

**Enhancement:** AC

**Property:** Resist 10 radiant.

*Level 24 or 29:* Resist 15 radiant.

**Power (Encounter):** Minor Action. Until the end of your next turn, you gain concealment and no creatures can make opportunity attacks against you.

## Armor of Resistance — Level 2+

*Special wards in this armor provide extra resistance.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Any

**Enhancement:** AC

**Property:** Resist 5 to a damage type chosen from the following list at the time the armor is created: acid, cold, fire, force, lightning, necrotic, poison, psychic, thunder.

*Level 12 or 17:* Resist 10.

*Level 22 or 27:* Resist 15.

## Armor of Sacrifice — Level 5+

*These plain robes offer no apparent defensive value, yet they aid your allies when they suffer.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Chain, Scale, Plate

**Enhancement:** AC.

**Power (At-Will):** Minor Action. Use this power when you are adjacent to an ally who is subject to an effect that a save can end. The ally is no longer affected, and you now have the effect. You cannot make a saving throw against this effect until the end of your next turn.

**Power (Daily ✦ Healing):** Minor Action. Spend a healing surge. One ally within 5 squares of you regains hit points as though he or she had spent a healing surge.

## Armor of Starlight — Level 13+

*Bathed in the radiance of distant stars, this armor protects against light that would harm you. The stars' light also shields you from attack.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Cloth

**Enhancement:** AC

**Property:** Resist 10 radiant.

*Level 23 or 28:* Resist 15 radiant.

**Power (Encounter ✦ Radiant):** Minor Action. Until the end of your next turn, any enemy that hits you with an opportunity attack is blinded (save ends).

## Assassinbane Armor — Level 15+

*Decorated with symbols resembling stylized eyes, this armor prevents foes from getting the drop on you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Any

**Enhancement:** AC

**Property:** You cannot be surprised.

## Beastlord Armor — Level 8+

*Made from animal skins and pelts, this armor is adorned with horns, teeth, and claws and makes any beast think twice before attacking the wearer.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Armor:** Leather, Hide

**Enhancement:** AC

**Power (Daily):** Minor Action. Until the end of the encounter, beasts must make a saving throw to attack you. Once a beast has made a save, it can attack you normally.

## Bestial Armor — Level 3+

*Crafted from the skin, fur, and bones of cave bears, this armor gives its wearer a feral relentlessness when pursuing prey.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Leather, Hide

**Enhancement:** AC

**Power (Daily):** Free Action. Use this power when you hit a target after a charge. Make a melee basic attack with a +2 power bonus against the same target.

## Bloodfire Armor — Level 13+

*This armor sheathes its bloodied wearer in scouring flames.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** When you are bloodied, you gain an aura of flame. Any creature that starts its turn adjacent to you takes 2 fire damage.

*Level 23 or 28:* 5 fire damage.

## Bloodiron Armor — Level 8+

*Forged from hammered iron cooled in blood, this armor protects best those who shed the most blood.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Armor:** Scale, Plate

**Enhancement:** AC

**Property:** When you hit a target, you gain a +2 item bonus to AC against attacks from that target until the end of your next turn.

## Bloodtheft Armor — Level 19+

*The surface of this armor looks as though it is constantly covered with blood that slowly cascades down its surface.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 24 | +5 | 525,000 gp | | | |

**Armor:** Leather

**Enhancement:** AC

**Power (Encounter ✦ Necrotic):** Immediate Reaction. When you become bloodied by an attack, you gain temporary hit points equal to the armor's enhancement bonus plus your Constitution modifier, and the attacker who rendered you bloodied takes an equal amount of necrotic damage.

## Bolstering Armor — Level 25+

*Any leader is proud to wear this armor, for he can do nothing greater than help his allies in a time of desperation.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 25 | +5 | 625,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Power (Daily ✦ Healing):** Free Action. Use this power when you use your second wind. All allies that can see you can spend a healing surge as a free action.

## Bonegrim Armor — Level 14+

*Forelimb bones adorn your arms and legs, rib cages are stretched across your chest, and a skull sits atop your head like a helmet.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Plate

**Enhancement:** AC

**Property:** Gain a +2 item bonus to Intimidate checks and resist 5 necrotic and resist 5 poison.

*Level 18:* Resist 10 necrotic and resist 10 poison. You no longer require food.

*Level 23:* Resist 15 necrotic and resist 15 poison. You no longer require food.

*Level 28:* Resist 15 necrotic and resist 15 poison. You no longer require food, and you can remain awake during an extended rest.

**Cursed:** Removing the armor from a living creature requires a Remove Affliction ritual with a penalty to the Heal check equal to the armor's level.

DARRELL RICHE

## Breaching Armor — Level 3+

*Walls are no obstacle for you while wearing this armor.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Any

**Enhancement:** AC

**Power (Daily ✦ Teleportation):** Move Action. Use this power when you are adjacent to a wall to teleport to the other side of the wall. This teleport does not require line of sight and moves you no more than 3 squares (allowing you to teleport past a wall no more than 2 squares thick). If you attempt to teleport into an occupied square, you go nowhere; your move action is not spent, but the daily power is expended.

## Briartwine Armor — Level 8+

*The eladrin are said to be the architects of this armor, creating a form of protection that remains concealed until worn.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Power (Daily):** Minor Action. Until the end of the encounter, a creature that hits you with a melee attack takes damage equal to this armor's enhancement bonus.

## Champion's Armor — Level 9+

*Imbued with the spirit of a great hero of a previous age, this armor strives to ensure your own efforts are no less legendary.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Armor:** Scale, Plate

**Enhancement:** AC

**Power (Daily):** Immediate Reaction. Use this power when you are hit by an attack. Gain temporary hit points equal to the damage you take until the end of your next turn.

## Chaos Weave Armor — Level 14+

*Woven from pure chaos, this armor features abstract patterns that seem to slowly swirl or spin.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Any

**Enhancement:** AC

**Power (Daily):** Immediate Interrupt. Use this power when you are hit with an attack that deals acid, cold, fire, lightning, or thunder damage. Gain resist 10 to that damage type until the end of the encounter.
*Level 24 or 29:* Resist 20.

## Coral Armor — Level 13+

*This heavy armor was first crafted by elves who sought to create amphibious patrols to safeguard the rivers and lakes bordering their land.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Scale, Plate

**Enhancement:** AC

**Property:** You swim at full speed in this armor and breathe water as easily as air. Attacks you make with weapons underwater take no penalties, even if they are not from the spear or crossbow groups.

## Crystal Armor — Level 4+

*Seemingly made of solid quartz, this armor bolsters your mental abilities when you're badly injured.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Scale, Plate

**Enhancement:** AC

**Property:** Gain a +2 item bonus to Will defense when bloodied.

## Darkforged Armor — Level 12+

*This armor not only absorbs physical force, but becomes even more durable with prolonged battering.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Power (Daily):** Minor Action. Gain resist 6 to all damage until the end of your next turn.
*Level 17:* Resist 8 to all damage.
*Level 22:* Resist 10 to all damage.
*Level 27:* Resist 12 to all damage.

## Deflection Armor — Level 22+

*This armor is more resilient than it appears at first glance, and many enemies have been surprised to find their attacks suddenly deflected toward an ally.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 22 | +5 | 325,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Power (Daily):** Immediate Reaction. Use this power when a melee or ranged attack misses you. The attacker rerolls the attack against a target of your choice, which must be adjacent to you.

## Displacer Armor — Level 14+

*When wearing this armor, you appear as though you're in many places at once.*

Lvl 14 +3 21,000 gp
Lvl 19 +4 105,000 gp
Lvl 24 +5 525,000 gp
Lvl 29 +6 2,625,000 gp

**Armor:** Cloth, Leather, Hide
**Enhancement:** AC

**Power (Daily ✦ Illusion):** Minor Action. Any enemy making a melee or ranged attack against you must roll two d20s for the attack roll and use the lower result. This effect lasts until the end of the encounter.

## Dragonscale Armor, Black — Level 18+

*The sleek, black scales of this armor grant the wearer some of the power of a black dragon.*

Lvl 18 +4 85,000 gp
Lvl 23 +5 425,000 gp
Lvl 28 +6 2,125,000 gp

**Armor:** Scale
**Enhancement:** AC
**Property:** Resist 10 acid.
*Level 23:* Resist 15 acid.
*Level 28:* Resist 20 acid.

**Power (Daily ✦ Acid):** Free Action. Use this power when you hit a target with a melee attack. You shroud yourself in wisps of shadow that last until the end of your next turn. You gain concealment. Any enemy that hits you with a melee attack while this power is in effect takes acid damage equal to 1d6 + your Constitution modifier.
*Level 23:* 2d6 + Constitution modifier.
*Level 28:* 3d6 + Constitution modifier.

## Dragonscale Armor, Blue — Level 19+

*Arcs of lightning leap from this vibrant blue armor to strike nearby enemies.*

Lvl 19 +4 105,000 gp
Lvl 24 +5 525,000 gp
Lvl 29 +6 2,625,000 gp

**Armor:** Scale
**Enhancement:** AC
**Property:** Resist 10 lightning.
*Level 24:* Resist 15 lightning.
*Level 29:* Resist 20 lightning.

**Power (Daily ✦ Lightning):** Free Action. Use this power when you hit a target with a melee attack. Two creatures other than the target of the attack that are within 5 squares of you take lightning damage equal to 1d8 + your Constitution modifier.
*Level 24:* 2d8 + Constitution modifier.
*Level 29:* 3d8 + Constitution modifier.

## Dragonscale Armor, Green — Level 19+

*This green scale armor makes poison attacks you use more potent.*

Lvl 19 +4 105,000 gp
Lvl 24 +5 525,000 gp
Lvl 29 +6 2,625,000 gp

**Armor:** Scale
**Enhancement:** AC
**Property:** Resist 10 poison.
*Level 24:* Resist 15 poison.
*Level 29:* Resist 20 poison.

**Power (Daily ✦ Poison):** Free Action. Use this power when you hit a target with a melee attack. Close burst 2, centered on that target; targets enemies; Constitution vs. Fortitude; on a hit, the target takes 1d6 + Constitution modifier poison damage and is dazed until the start of your next turn; on a miss, the target takes half damage and is not dazed.
*Level 24:* 2d6 + Constitution modifier poison damage.
*Level 29:* 3d6 + Constitution modifier poison damage.

DREW BAKER

## Dragonscale Armor, Red — Level 20+

*When you strike a powerful blow, flames flow from the bright red scales of this armor, up your arm and weapon, and onto your foe.*

Lvl 20 +4 125,000 gp
Lvl 25 +5 625,000 gp
Lvl 30 +6 3,125,000 gp

**Armor:** Scale
**Enhancement:** AC
**Property:** Resist 10 fire.
*Level 25:* Resist 15 fire.
*Level 30:* Resist 20 fire.

**Power (Daily ✦ Fire):** Free Action. Use this power when you hit a target with a melee attack. It is immobilized and gains ongoing fire damage equal to 5 + your Constitution modifier (save ends both).
*Level 25:* Ongoing 10 + Constitution modifier fire damage.
*Level 30:* Ongoing 15 + Constitution modifier fire damage.

## Dragonscale Armor, White — Level 18+

*From between the white scales of this armor, a chilling mist flows from your body to your target as you strike.*

Lvl 18 +4 85,000 gp
Lvl 23 +5 425,000 gp
Lvl 28 +6 2,125,000 gp

**Armor:** Scale
**Enhancement:** AC
**Property:** Resist 10 cold.
*Level 23:* Resist 15 cold.
*Level 28:* Resist 20 cold.

**Power (Daily ✦ Cold):** Free Action. Use this power when you hit a target with a melee attack. The target and its adjacent allies take additional cold damage equal to 1d4 + your Constitution modifier.
*Level 23:* 2d4 + Constitution modifier cold damage.
*Level 28:* 3d4 + Constitution modifier cold damage.

## Elukian Clay Armor — Level 13+

*Sculpted from stone found in the Elemental Chaos, this armor repels even the most severe acid.*

Lvl 13 +3 17,000 gp
Lvl 18 +4 85,000 gp
Lvl 23 +5 425,000 gp
Lvl 28 +6 2,125,000 gp

**Armor:** Chain, Scale, Plate
**Enhancement:** AC
**Property:** You automatically succeed on saving throws against ongoing acid damage.

**Power (Encounter):** Immediate Reaction. Use this power when you gain ongoing acid damage. The ongoing acid damage ends.

## Feymind Armor — Level 14+

*Motes of silvery light dance around the head of one who dares attack you.*

Lvl 14 +3 21,000 gp
Lvl 19 +4 105,000 gp
Lvl 24 +5 525,000 gp
Lvl 29 +6 2,625,000 gp

**Armor:** Cloth, Leather
**Enhancement:** AC

**Power (Daily):** Immediate Interrupt. Use this power when an enemy targets you with a melee or ranged attack. Make a Charisma attack against the enemy's Will defense, applying the armor's enhancement bonus as an enhancement bonus to the attack roll. If you hit, the attacker is dazed (save ends).
*Level 24 or 29:* The target is stunned (save ends).

## Flickersight Armor — Level 12+

*Your body becomes indistinct and hazy to onlookers who must now squint to see you clearly.*

Lvl 12 +3 13,000 gp
Lvl 17 +4 65,000 gp
Lvl 22 +5 325,000 gp
Lvl 27 +6 1,625,000 gp

**Armor:** Cloth, Leather, Hide
**Enhancement:** AC
**Property:** You can treat dim light as bright light within 5 squares of you.

**Power (Daily):** Minor Action. Until the end of your next turn, you gain concealment against enemies farther than 5 squares away from you.
*Level 22:* Concealment lasts until the end of encounter.

## Fortification Armor — Level 4+

*Dragonborn are no strangers to battle, and they developed this armor to deflect the deadliest enemy attacks.*

Lvl 4 +1 840 gp
Lvl 9 +2 4,200 gp
Lvl 14 +3 21,000 gp
Lvl 19 +4 105,000 gp
Lvl 24 +5 525,000 gp
Lvl 29 +6 2,625,000 gp

**Armor:** Scale, Plate
**Enhancement:** AC
**Property:** Whenever a critical hit is scored against you, roll 1d20. On a result of 16-20, the critical hit becomes a normal hit.

## Frostburn Armor — Level 14+

*A fine layer of ice coats the plates of this armor, protecting you or an ally against extreme cold and heat.*

Lvl 14 +3 21,000 gp
Lvl 19 +4 105,000 gp
Lvl 24 +5 525,000 gp
Lvl 29 +6 2,625,000 gp

**Armor:** Plate
**Enhancement:** AC
**Property:** Resist 5 cold and resist 5 fire.
*Level 24 or 29:* Resist 10 cold and resist 10 fire.

**Power (Encounter):** Immediate Interrupt. Use this power when you or an ally within 5 squares of you is targeted by an attack. You or that ally gains resist 10 cold or resist 10 fire (your choice) until the start of your next turn.
*Level 24 or 29:* Resist 20 cold or resist 20 fire.

## Frozen Armor — Level 4+

*Motes of frost float around this armor, yet a wearer remains warm and resistant to the cold.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Scale, Plate

**Enhancement:** AC

**Property:** Resist 5 cold.

*Level 14 or 19:* Resist 10 cold.

*Level 24 or 29:* Resist 15 cold.

**Power (Daily ✦ Cold):** Immediate Reaction. Use this power when you are struck by a melee attack. Deal 1d6 cold damage per plus of the armor, and the attacker is immobilized until the end of your next turn.

## Giantdodger Armor — Level 13+

*This armor protects against the attacks of larger creatures.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Leather

**Enhancement:** AC

**Power (Encounter):** Immediate Reaction. When a creature of a size category larger than you misses you with a melee attack, you can shift 2 squares.

*Level 23 or 28:* Shift 4 squares.

## Heartening Armor — Level 3+

*Your spirits never fail while you wear this armor.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Scale, Plate

**Enhancement:** AC

**Property:** Gain a saving throw bonus against fear effects equal to the armor's enhancement bonus. When you use your second wind, you gain temporary hit points equal to three times the armor's enhancement bonus.

## Illithid Robes — Level 15+

*These robes are tight and sleek, with a crest behind the head. They partially protect you from harm if you can compel some poor fool to assist you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Cloth

**Enhancement:** AC

**Property:** Resist 10 psychic.

*Level 25 or 30:* Resist 15 psychic.

**Power (Daily):** Immediate Reaction. When you are hit by an attack, you and an ally within 2 squares of you each take half of the damage from the attack (round fractions up). The damage dealt to the ally can't be reduced by resistances or immunity.

*Level 25 or 30:* Share damage with an ally within 5 squares of you.

*Heartening armor*

CHRIS SEAMAN

## Immunizing Armor — Level 2+

*This sleek, white armor gives its wearer a sense of physical purity, as if she might resist even the deadliest poisons and diseases.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Scale, Plate

**Enhancement:** AC

**Property:** You automatically succeed on saving throws against ongoing poison damage.

**Power (Encounter):** Immediate Reaction. Use this power when you gain ongoing poison damage. The ongoing poison damage ends.

## Imposter's Armor — Level 6+

*In the blink of an eye, this metal armor can fade into rags or robes, providing the perfect disguise for any situation.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |
| Lvl 16 | +4 | 45,000 gp | | | |

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Power (At-Will ✦ Polymorph):** Minor Action. You can transform this armor into a normal-looking set of clothes. While in clothes form, the armor does not provide an armor bonus, but neither does it impose an armor check penalty or speed reduction. You can add this armor's enhancement bonus to any Bluff check made to attempt to disguise your appearance. You can change this armor back into its true form as a minor action.

## Irrefutable Armor — Level 7+

*A simple suit of metal plates, this armor asserts your will as it protects your flesh.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Armor:** Any

**Enhancement:** AC

**Power (Daily):** Free Action. Use this power when you miss with an attack that targets Will defense. Reroll your attack with a power bonus equal to the enhancement bonus of this armor.

## Laughing Death Armor — Level 9+

*The wearer of this armor scoffs at necrotic powers and can unleash a blast of withering black energy upon adversaries.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Armor:** Cloth, Leather, Hide

**Enhancement:** AC

**Property:** Resist 5 necrotic.

*Level 13 or 18:* Resist 10 necrotic.

*Level 23 or 28:* Resist 15 necrotic.

**Power (Encounter ✦ Necrotic):** Immediate Reaction. Use this power when struck by a melee attack. The attacker takes 1d6 necrotic damage per plus of the armor and also takes a -2 penalty to Fortitude defense until the end of your next turn.

## Lifegiving Armor — Level 3+

*Protecting you against necrotic energy, this armor also brings you extended health when you need it.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Plate

**Enhancement:** AC

**Property:** Resist 5 necrotic.

*Level 13 or 18:* Resist 10 necrotic.

*Level 23 or 28:* Resist 15 necrotic.

**Power (Daily ✦ Healing):** Minor Action. Usable only while you are bloodied. Regain hit points equal to 20 minus the number of healing surges you have remaining.

*Level 13 or 18:* Regain hit points equal to 30 minus the number of healing surges you have remaining.

*Level 23 or 28:* Regain hit points equal to 40 minus the number of healing surges you have remaining.

## Loamweave Armor — Level 9+

*Made by the elves using a secret technique that involves spinning soil into fabric, these soft cloth vestments give the wearer a degree of control over earth and plants.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Armor:** Cloth

**Enhancement:** AC

**Power (Daily):** Minor Action. Use this power on a target within 10 squares of you that is standing on soil or sand. Grasping arms of earth and entangling vines seize the target, and it is restrained (save ends).

## Martyr's Armor — Level 2+

*This crimson-tinted armor empowers its wearer to protect allies even at the expense of his or her own health.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Scale, Plate

**Enhancement:** AC

**Power (At-Will):** Minor Action. You take a -1 penalty to AC until the end of your next turn, and allies adjacent to you gain a +1 power bonus to AC until the end of your next turn.

**Power (Daily):** Immediate Interrupt. Use this power when an adjacent ally is attacked. You take a penalty to your AC equal to the enhancement bonus of this armor; your ally adds an equal power bonus to his AC. Both effects last until the end of your next turn.

## Meliorating Armor — Level 3+

*This dull steel armor looks extremely well-made, but also quite simple. The more you get hit, the harder the armor gets.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** Each time you reach a milestone in a day, the enhancement bonus of this armor increases by 1. This bonus resets to the armor's normal enhancement bonus after an extended rest.

## Mirrorsheen Coat — Level 9+

*Magic woven into this armor makes it highly reflective and bright. It's effective against radiant energy and gaze attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Armor:** Cloth, Leather, Hide

**Enhancement:** AC

**Property:** Gain a +2 item bonus to all defenses against radiant and gaze attacks. An attacker that hits you with such an attack takes a -2 penalty to attack rolls until the end of its next turn.

**Power (Daily):** Immediate Interrupt. Use this power when you are targeted by a ranged attack. You can switch the target to another creature within 5 squares of you. The new target cannot be the attacker.

## Mithral Armor — Level 4+

*Mithral armor shines like polished silver. Most who use it claim it has saved them on more than one occasion.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Power (Daily):** Immediate Reaction. Use this power when a melee or ranged attack hits you. Take half damage.

## Pelaurum Armor — Level 4+

*A blessing from Pelor makes golden armor surprisingly sturdy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** Resist 5 fire and resist 5 radiant.

*Level 14 or 19:* Resist 10 fire and resist 10 radiant.

*Level 24 or 29:* Resist 15 fire and resist 15 radiant.

## Prismatic Robe — Level 19+

*Varied dull hues entwine across this robe, springing to vibrant life to dazzle onlookers when you're attacked.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 24 | +5 | 525,000 gp | | | |

**Armor:** Cloth

**Enhancement:** AC

**Property:** When you are hit by a melee or ranged attack, the robe's colors become a clashing array of dazzling light. The attacker takes a -2 penalty to melee and ranged attack rolls against you until the start of your next turn.

## Rat Form Armor — Level 8+

*Tiny, sleek skins seem to make up this coat of leather, which has tassels that look disturbingly like rodent tails. With it, you can take the stealthy shape of a rat.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Armor:** Leather

**Enhancement:** AC

**Power (Daily ✦ Polymorph):** Standard Action. You and your gear assume the form of a common sewer rat. While in this form:

- You can't attack.
- Your gear is merged into your form and unusable.
- You gain a +5 bonus to Stealth checks.
- All your defenses remain the same.

You can sustain this power as a standard action on your turn and end the power to return to your normal form as a free action. You resume normal form if knocked unconscious or dropped to 0 or fewer hit points.

## Reflexive Armor — Level 9+

*This armor protects less dextrous wearers from the brunt of attacks that generally ignore armor.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Power (Daily):** Immediate Interrupt. Use this power when an attack targets your Reflex defense. Until the end of your next turn, you can resist attacks against Reflex with your AC instead.

## Reinforcing Armor — Level 4+

*This armor protects you even when you aren't cautious enough to protect yourself.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Scale, Plate

**Enhancement:** AC

**Property:** If you take damage from a melee attack, you gain a +1 item bonus to all defenses until the start of your next turn.

## Repulsion Armor — Level 2+

*Inlaid with esoteric runes, this armor can repel even though most persistent foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Cloth, Leather

**Enhancement:** AC

**Power (Daily):** Minor Action. Whenever an enemy moves into an adjacent square, you can push that enemy 1 square as an immediate reaction. This power lasts until the end of the encounter.

## Righteous Armor — Level 9+

*Infused with its creator's righteous conviction, this armor punishes enemies who don't fight fair.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Armor:** Plate

**Enhancement:** AC

**Property:** When you are hit by an enemy with combat advantage against you, it takes radiant damage equal to the armor's enhancement bonus.

## Robe of Bloodwalking — Level 17+

*This cloth armor rewards you for destroying your foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 22 | +5 | 325,000 gp | | | |

**Armor:** Cloth

**Enhancement:** AC

**Power (Encounter ✦ Healing, Teleportation):** Free Action. Use this power when you reduce a target within 10 squares of you to 0 or fewer hit points. Teleport to any square the target occupied.

## Robe of Contingency — Level 4+

*Stitched with thread from the Feywild, this robe is favored by many wizards for its ability to escape a bind.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Cloth

**Enhancement:** AC

**Power (Daily ✦ Teleportation):** Immediate Reaction. Use this power while you are bloodied and when an attack damages you. Teleport 6 squares, and you can spend a healing surge.

## Robe of Defying Flames — Level 13+

*Emblazoned with fiery imagery, this robe can both repel and summon flames.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Cloth

**Enhancement:** AC

**Property:** Resist 10 fire.

*Level 23 or 28:* Resist15 fire.

**Power (Daily ✦ Healing):** Immediate Interrupt. Use this power when you would take fire damage. You take no fire damage, you gain a +2 power bonus to speed until the end of your next turn, and you can spend a healing surge.

## Robe of Defying Frost — Level 13+

*Minute ice crystals from the Elemental Chaos stud this robe, which protects against the effects of cold and imbues your attacks with an icy chill.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Cloth

**Enhancement:** AC

**Property:** Resist 10 cold.

*Level 23 or 28:* Resist 15 cold.

**Power (Daily ✦ Healing):** Immediate Interrupt. Use this power when you would take cold damage. You take no cold damage, you gain a +1 power bonus to AC until the end of your next turn, and you can spend a healing surge.

## Robe of Defying Storms — Level 14+

*Embroidered patterns on these robes resemble clouds and great, slashing bursts of lightning. You gain both protection from storms and the ability to call upon their power.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Cloth

**Enhancement:** AC

**Property:** Resist 10 lightning and resist 10 thunder.

*Level 25 or 30:* Resist 15 lightning and resist 15 thunder.

**Power (Daily ✦ Healing):** Immediate Interrupt. Use this power when you would take lightning or thunder damage. You take no lightning or thunder damage, you gain a +1 power bonus to attack rolls until the end of your next turn, and you can spend a healing surge.

## Robe of Eyes — Level 2+

*This fine silk cloth appears to be covered in swirls of color or peacock feather patterns, but in fact depicts dozens of unblinking eyes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Cloth

**Enhancement:** AC

**Property:** You cannot be blinded and gain an item bonus to Perception checks equal to the armor's enhancement bonus.

## Robe of Forbearance — Level 24+

*This robe's plain cloth makes many enemies underestimate the defenses of the wearer.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 24 | +5 | 525,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Cloth

**Enhancement:** AC

**Power (Daily):** Immediate Reaction. Use this power when an enemy hits you. The enemy takes a penalty equal to the enhancement bonus of the armor to attack rolls against you until the end of the encounter. This effect ends if you attack it.

## Robe of Quills — Level 3+

*Thin spines cover this robe, making any adversary reconsider before attacking the wearer.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Cloth

**Enhancement:** AC

**Power (Daily):** Immediate Reaction. Use this power when an adjacent enemy makes a melee attack against you. The quills bristle, dealing 1d6 damage per plus of the armor to the enemy and ongoing damage to the enemy equal to the enhancement bonus of the armor (save ends).

## Robe of Sapping — Level 17+

*This robe saps the durability of an attacker's armor, making the creature no more protected than the robe's wearer.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 22 | +5 | 325,000 gp | | | |

**Armor:** Cloth

**Enhancement:** AC

**Power (Daily):** Immediate Reaction. Use this power when a melee attack hits you. The attacker takes a -2 penalty to AC (save ends), and you gain a +2 power bonus to AC while the attacker is under the effect. The target cannot make a saving throw against the effect until the end of its next turn. *Aftereffect:* The target takes a -1 penalty to AC (save ends), and you gain a +1 power bonus to AC while the target is under the effect.

## Robe of Scintillation — Level 2+

*Made of fine silks, this robe sheds light when you want it to, and it can also unleash a swirling melange of color that befuddles foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Cloth

**Enhancement:** AC

**Power (At-Will ✦ Radiant):** Minor Action. The robe radiates colored lights, illuminating like a torch. You can end the illumination as a free action.

**Power (Daily ✦ Radiant):** Standard Action. The robe shines bright with myriad colors. Make an attack: Close burst 2; Intelligence or Charisma vs. Will (add the robe's enhancement bonus as an enhancement bonus to the attack roll); on a hit, the target is dazed (save ends).

## Robe of Stars — Level 13+

*The dark, velvet fabric of this robe glimmers with delicate points of light that can burn brightly on command.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Cloth

**Enhancement:** AC

**Power (Daily ✦ Radiant):** Minor Action. Until the end of your next turn, all enemies who attack you are blinded (save ends).

## Robe of the Archfiend — Level 20+

*Woven from the skin of humans, devils, and demons, these grim robes draw a viewer's eyes to the dominating gaze of the wearer.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 25 | +5 | 625,000 gp | | | |

**Armor:** Cloth

**Enhancement:** AC

**Power (Daily):** Immediate Reaction. Use this power when a creature within 10 squares of you attacks you. Make an attack: Charisma vs. Will (add the robe's enhancement bonus as an enhancement bonus to the attack roll); on a hit, the target is dominated until the end of your next turn. *Sustain Minor:* Repeat the attack. On a hit, the target remains dominated. If the attack fails, you can no longer sustain this power.

## Salubrious Armor — Level 4+

*The shiny steel of the armor flushes red when its wearer heals, bestowing extra defense.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Scale, Plate

**Enhancement:** AC

**Property:** Any time you regain hit points, you gain a +1 item bonus to AC until the end of your next turn.

*Level 14 or 19:* +2 bonus to AC.

*Level 24 or 29:* +3 bonus to AC.

## Screaming Armor — Level 2+

*This impressive armor is covered in ornate patterns of screaming faces, enhancing your ability to shatter your foe's resolve.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Hide, Scale, Plate

**Enhancement:** AC

**Property:** Gain an item bonus to Intimidate checks equal to the enhancement bonus of this armor.

**Power (Encounter ✦ Fear):** Minor Action. An enemy within 5 squares of you a -2 penalty to attack rolls until the end of your next turn.

## Serpentskin Armor — Level 3+

*Made from the discarded scales of a giant snake, this armor still carries the serpent's resistance to poison.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Leather, Hide

**Enhancement:** AC

**Power (Daily):** Move Action. Shift 3 squares. This shift can move through enemies' spaces, though you must end your move in a legal space.

## Shared Suffering Armor — Level 5+

*When enemies deal ongoing damage, this armor lets you deliver ongoing damage upon them as well.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Any

**Enhancement:** AC

**Power (Encounter):** Immediate Reaction. Use this power when an attack gives you ongoing damage. The attacker gains an equal amount of untyped ongoing damage.

RYAN BARGER

## Shimmering Armor — Level 4+

*The sheen of this armor glints brightest when you most need its magical protection.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Cloth

**Enhancement:** AC

**Property:** You do not provoke opportunity attacks when you make ranged or area attacks.

## Shocking Armor — Level 27

*Created from forges charged with lightning, this armor ripples with electricity and makes any foe rue the decision to attack you.*

Lvl 27 +6 1,625,000 gp

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Power (Daily ✦ Lightning):** Immediate Reaction. Use this power when an enemy misses you with a melee attack. That enemy takes lightning damage equal to your level.

## Skeletal Armor — Level 19+

*Encased in bones, the wearer of this armor presents a terrible image of an undead creature, gaining similar resistances and making any undead hesitant to attack.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 24 | +5 | 525,000 gp | | | |

**Armor:** Chain, Plate, Scale

**Enhancement:** AC

**Property:** Resist 10 necrotic.

*Level 23 or 28:* Resist 15 necrotic.

**Power (Daily):** Minor Action. Close burst 5; targets undead; the attack is this item's level + enhancement bonus vs. Will; the target cannot attack you (save ends).

## Skybound Armor — Level 5+

*This armor constantly flows like clouds across a gray sky and gives its wearer a feeling of weightlessness when moving.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Cloth, Leather

**Enhancement:** AC

**Power (Encounter):** Free Action. Use this power when you make an Athletics check to jump. You jump an additional number of squares equal to this armor's enhancement bonus. This jump can exceed your normal movement.

## Slick Armor — Level 2+

*It's hard to get a hold on you while you wear this armor.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Cloth, Leather, Hide

**Enhancement:** AC

**Property:** Gain a bonus to Acrobatics checks to escape actions equal to twice the armor's enhancement bonus.

## Snakefang Armor — Level 8+

*Bedecked in the fangs of serpents, this armor not only bestows resistance to deadly venoms but also endangers attackers.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Armor:** Leather, Hide

**Enhancement:** AC

**Property:** Resist 5 poison.

*Level 18 or 23:* Resist 10 poison.

*Level 28: Resist* 15 poison.

**Power (Daily ✦ Poison):** Immediate Reaction. When you take damage from a melee attack, the attacker takes ongoing poison damage equal to this armor's poison resist value (save ends).

## Solar Armor — Level 9+

*This copper-plated armor seems to soak up the sun, shining with a red glow that is warm and invigorating.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Armor:** Scale, Plate

**Enhancement:** AC

**Power (At-Will ✦ Healing):** Immediate Reaction. When you take radiant damage, you can spend a healing surge. You regain hit points equal to your healing surge value plus additional hit points equal to the armor's enhancement bonus.

**Power (Daily ✦ Radiant):** Standard Action. Enemies within a close burst 2 take radiant damage equal to twice the enhancement bonus of the armor and also take a -2 penalty to attack rolls until the end of your next turn.

JAMES ZHANG

## Soulwarding Armor — Level 24+

*This armor strengthens your physical and mental resolve.*

Lvl 24 +5 525,000 gp Lvl 29 +6 2,625,000 gp
**Armor:** Chain, Scale, or Plate
**Enhancement:** AC
**Property:** Resist 10 necrotic and resist 10 psychic.
**Property:** You do not lose a healing surge when an enemy's attack would cause you to do so.

## Spiritlink Armor — Level 15+

*This armor absorbs both light and dark energy, and it can even transform that destructive energy into healing.*

Lvl 15 +3 25,000 gp Lvl 25 +5 625,000 gp
Lvl 20 +4 125,000 gp Lvl 30 +6 3,125,000 gp
**Armor:** Chain
**Enhancement:** AC
**Property:** Resist 5 necrotic and resist 5 radiant.
*Level 24:* Resist 10 necrotic and resist 10 radiant.
*Level 29*: Resist 15 necrotic and resist 15 radiant.
**Power (Daily ✦ Healing):** Immediate Interrupt. When an ally within 5 squares of you is hit by an attack dealing necrotic or radiant damage, the ally gains immunity to the necrotic and/or radiant damage from that attack. The ally can spend a healing surge and regain additional hit points equal to twice the armor's enhancement bonus.

## Stalker's Armor — Level 18+

*Shadowfell and Feywild energies blend to make this armor the ultimate hunter's apparel.*

Lvl 18 +4 85,000 gp Lvl 28 +6 2,125,000 gp
Lvl 23 +5 425,000 gp
**Armor:** Leather, Hide
**Enhancement:** AC
**Property:** When you have concealment from a creature at the start of your turn, you remain concealed from that creature until the start of your next turn.

## Stoneborn Armor — Level 3+

*Worked from rough stone, the plates of this bulky armor enable its wearer to tap into the limitless endurance of the earth.*

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp
Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp
**Armor:** Plate
**Enhancement:** AC
**Power (Daily):** Minor Action. Gain temporary hit points equal to 10 + your Constitution modifier. They last until depleted or until you take an extended rest.
*Level 8:* 15 + Constitution modifier temporary hit points.
*Level 13:* 20 + Constitution modifier temporary hit points.
*Level 18:* 25 + Constitution modifier temporary hit points.
*Level 23:* 30 + Constitution modifier temporary hit points.
*Level 28:* 35 + Constitution modifier temporary hit points.

## Stoneskin Robes — Level 3+

*In battle, these gray robes harden your skin and grant additional resilience.*

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp
Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp
**Armor:** Cloth
**Enhancement:** AC
**Power (Encounter):** Minor Action. You gain 5 temporary hit points until the end of the encounter.
*Level 13 or 18:* 10 temporary hit points.
*Level 23 or 28:* 15 temporary hit points.

## Stormlord Armor — Level 15+

*With this armor, you can bend the elements to your will, harnessing the power of the storm.*

Lvl 15 +3 25,000 gp Lvl 25 +5 625,000 gp
Lvl 20 +4 125,000 gp Lvl 30 +6 3,125,000 gp
**Armor:** Chain, Scale, Plate
**Enhancement:** AC
**Property:** Resist 10 lightning and resist 10 thunder.
*Level 25 or 30:* Resist 15 lightning and resist 15 thunder.
**Power (Daily):** Immediate Interrupt. Use this power when an ally within 10 squares of you takes lightning and/or thunder damage from an attack. The attack hits you instead, and you gain a +2 power bonus to attack rolls until the end of your next turn.

## Summoned Armor — Level 6+

*One need never worry about being caught unarmored while possessing this extraordinary armor.*

Lvl 6 +2 1,800 gp Lvl 21 +5 225,000 gp
Lvl 11 +3 9,000 gp Lvl 26 +6 1,125,000 gp
Lvl 16 +4 45,000 gp
**Armor:** Any
**Enhancement:** AC
**Power (At-Will):** Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

## Surge Armor — Level 13+

*Many great heroes have survived dangerous battles thanks to the offensive and defensive benefits of this armor.*

Lvl 13 +3 17,000 gp Lvl 23 +5 425,000 gp
Lvl 18 +4 85,000 gp Lvl 28 +6 2,125,000 gp
**Armor:** Any
**Enhancement:** AC
**Power (Daily):** Minor Action. Gain a +2 power bonus to all defenses. This bonus is reduced by 1 at the start of each of your turns.
*Level 23 or 28:* +3 power bonus.

## Survivor's Armor — Level 9+

*This armor fills its wearer with a sense of security while in the company of devoted allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Armor:** Cloth, Leather, Hide

**Enhancement:** AC

**Power (Daily):** Immediate Interrupt. Use this power when hit by an attack. Choose a willing ally within 5 squares of you. That ally takes the damage instead.
*Level 24 or 29:* Ally within 10 squares of you.

## Tactician's Armor — Level 5+

*In battle, strength of mind is as important as strength of the body, and this armor ensures that you have both.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** When a power or class feature calls on your Intelligence modifier to determine a value other than your attack bonus, add 1 to that value. This does not change your Intelligence modifier for any other purpose.

## Thunderhead Armor — Level 9+

*The metal of this armor seems to roil with various shades of purple and gray, as though it's filled with storm clouds. The wearer feels resistant to the powers of the storm.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Power (Daily ✦ Lightning or Thunder):** Immediate Reaction. When you take lightning or thunder damage, all enemies within 2 squares of you take 5 damage of the same type.
*Level 19 or 24:* 10 damage of the same type.
*Level 29:* 15 damage of the same type.

## Vaporform Armor — Level 19+

*While wearing this armor, no prison can hold you, no door can block your path, and no height is beyond your reach.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 24 | +5 | 525,000 gp | | | |

**Armor:** Cloth, Leather, Hide

**Enhancement:** AC

**Power (Daily):** Move Action. You become insubstantial and can fit through even the smallest spaces without squeezing. You also gain fly 6 (hover) and can only take move actions until you return to your natural form, which you can do as a free action. While in vaporous form, you take 5 damage at the start of each turn.

## Versatile Armor — Level 3+

*The wearer of this armor moves with more alacrity than one might expect, and can employ that speed to his or her advantage against unprepared enemies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Chain, Plate

**Enhancement:** AC

**Power (At-Will):** Minor Action. You take a -1 AC penalty but ignore penalties to speed and checks caused by armor. This persists until you use a minor action to return the armor to normal.

## Verve Armor — Level 4+

*This armor protects your body and fortifies your spirit.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Scale, Plate

**Enhancement:** AC

**Property:** You gain a +2 bonus to death saving throws.

**Power (Daily):** No Action. Use this power when you fail a saving throw. The result of that saving throw is 20 instead.

WILLIAM O'CONNOR

*Whiteflame armor*

## Veteran's Armor — Level 2+

*Battered and worn, this unassuming armor helps you get the most out of your experiences.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Armor:** Any

**Enhancement:** AC

**Property:** When you spend an action point, you gain a +1 item bonus to all attack rolls and defenses until the end of your next turn.

**Power (Daily):** Free Action. Spend an action point. You do not gain the normal extra action. Instead, you regain the use of one expended daily power.

## Voidcrystal Armor — Level 14+

*Black as a starless night, this armor destabilizes weapons it deflects.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Armor:** Any

**Enhancement:** AC

**Power (Daily):** Immediate Reaction. Use this power when a melee attack misses your AC. The weapon used to attack you deals only half damage (save ends). If the attacker was unarmed (using a fist or claws, for example), the attacker instead takes ongoing 10 damage (save ends).
*Level 24 or 29:* Ongoing 15 damage.

## Warsheath Armor — Level 10+

*This armor ensures that its wearer is surrounded not just by protective layers, but also by eager foes*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Armor:** Plate

**Enhancement:** AC

**Power (Daily):** Minor Action. Enemies within a number of squares equal to this armor's enhancement bonus of you are pulled adjacent to you.

RYAN BARGER

## Whiteflame Armor — Level 3+

*This armor absorbs light and can be converted to protect against other effects.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** Resist 5 radiant.
*Level 14 or 19:* Resist 10 radiant.
*Level 24 or 29:* Resist 15 radiant.

**Power (Daily):** Minor Action. Change the type of resist this armor grants to resist fire, resist lightning, or resist thunder until the end of the encounter.

## Wildleaf Armor — Level 17+

*Fashioned by elves from fallen leaves, these suits of armor are favored by rangers and rogues who patrol the wilderness.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 22 | +5 | 325,000 gp | | | |

**Armor:** Cloth, Leather, Hide

**Enhancement:** AC

**Property:** You ignore difficult terrain while outdoors.

## Zealot's Armor — Level 15+

*This armor is surrounded by motes of light that grow in intensity as undead approach the wearer.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Armor:** Cloth

**Enhancement:** AC

**Property:** Whenever an undead creature hits you with a melee attack, it takes radiant damage equal to the enhancement bonus of this armor.

# WEAPONS

*The line that separates a novice from a skilled weapon master is defined by a simple realization—that the weapon and body are one. Treat your weapon as an extension of your body, and nothing can stop you.*

Weapons are perhaps the most utilitarian piece of gear that an adventurer carries. A dwarf paladin might use his +3 *righteous warhammer* to unleash holy retribution upon a lich, or a tiefling rogue might sneak up behind a pair of marut guards and quietly dispatch them with her +6 *assassin's short sword*. Each weapon represents a different tool in an adventurer's hand—and a very potent tool once magic is added.

Like enchanted armors, a magic weapon has an enhancement bonus that corresponds to the item's level. Some magic weapons are available at the lowest levels, with improved versions of the weapon available every five levels up until the highest levels. Other weapons are of such power that they are not even available until a PC has achieved epic greatness.

## Weapon Properties

Many weapons have properties that provide a constant benefit. To gain the benefit of a weapon's property, you must be wielding the weapon. Unless specified otherwise, a property affects only the weapon to which it's attached. For example, a *+2 cunning dagger*, which bestows a –2 penalty to an enemy's saving throws against your weapon powers, affects only powers that are delivered using that weapon. You couldn't hold the weapon in your off-hand and gain the benefit of the property on powers delivered using a main weapon.

**MAGIC WEAPONS**

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 1 | Distance +1 | 360 | Any ranged |
| 2 | Bloodclaw +1 | 520 | Any melee |
| 2 | Defensive +1 | 520 | Any |
| 2 | Flesh seeker +1 | 520 | Any melee |
| 2 | Gambler's +1 | 520 | Light Blade |
| 2 | Holy healer's +1 | 520 | Mace, Staff |
| 2 | Mage's +1 | 520 | Heavy Blade, Light Blade |
| 2 | Pact hammer +1 | 520 | Hammer |
| 2 | Pact sword +1 | 520 | Longsword |
| 2 | Parrying +1 | 520 | Any melee |
| 2 | Pinning +1 | 520 | Any melee |
| 2 | Prime shot +1 | 520 | Any ranged |
| 2 | Reproachful +1 | 520 | Any melee |
| 2 | Staggering +1 | 520 | Axe, Flail, Hammer, Heavy Blade, Mace |

**MAGIC WEAPONS** (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 3 | Inescapable +1 | 680 | Any |
| 3 | Inspiring +1 | 680 | Any |
| 3 | Luckblade +1 | 680 | Heavy Blade, Light Blade |
| 3 | Paired +1 | 680 | Any one-handed melee |
| 3 | Point blank +1 | 680 | Any ranged |
| 3 | Quick +1 | 680 | Any |
| 3 | Reckless +1 | 680 | Any nonreach melee |
| 3 | Scalebane +1 | 680 | Any |
| 3 | Skewering +1 | 680 | Pick, Spear |
| 3 | Strongheart +1 | 680 | Any melee |
| 3 | Subtle +1 | 680 | Any melee |
| 3 | Swiftshot +1 | 680 | Crossbow |
| 3 | Vanguard +1 | 680 | Any melee |
| 4 | Acidic +1 | 840 | Heavy Blade, Light Blade, Spear |
| 4 | Battlecrazed +1 | 840 | Axe, Heavy Blade |
| 4 | Communal +1 | 840 | Any melee |
| 4 | Deathstalker +1 | 840 | Any |
| 4 | Lullaby +1 | 840 | Flail, Hammer, Mace, Staff |
| 4 | Medic's +1 | 840 | Any |
| 4 | Oathblade +1 | 840 | Heavy Blade, Light Blade |
| 4 | Opportunistic +1 | 840 | Any melee |
| 4 | Rending +1 | 840 | Axe |
| 4 | Sunblade +1 | 840 | Heavy Blade |
| 4 | Wounding +1 | 840 | Axe, Bow, Crossbow, Heavy Blade, Light Blade, Spear |
| 5 | Poisoned +1 | 1,000 | Bow, Crossbow, Light Blade, Pick, Spear |
| 5 | Thieving +1 | 1,000 | Light Blade |
| 5 | Vengeful +1 | 1,000 | Any melee |
| 6 | Distance +2 | 1,800 | Any ranged |
| 6 | Dynamic + 2 | 1,800 | Any melee |
| 6 | Grasping +2 | 1,800 | Polearm, Spear |
| 6 | Sacrificial +2 | 1,800 | Any melee |
| 7 | Bloodclaw +2 | 2,600 | Any melee |
| 7 | Defensive +2 | 2,600 | Any |
| 7 | Flesh seeker +2 | 2,600 | Any melee |
| 7 | Gambler's +2 | 2,600 | Light Blade |
| 7 | Holy healer's +2 | 2,600 | Mace, Staff |
| 7 | Mage's +2 | 2,600 | Heavy Blade, Light Blade |
| 7 | Pact hammer +2 | 2,600 | Hammer |
| 7 | Pact sword +2 | 2,600 | Longsword |
| 7 | Parrying +2 | 2,600 | Any melee |
| 7 | Piercing +2 | 2,600 | Spear |
| 7 | Pinning +2 | 2,600 | Any melee |
| 7 | Prime shot +2 | 2,600 | Any ranged |
| 7 | Reproachful +2 | 2,600 | Any melee |
| 7 | Retribution +2 | 2,600 | Any melee |

**MAGIC WEAPONS** (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 7 | Splitting +2 | 2,600 | Flail |
| 7 | Staggering +2 | 2,600 | Axe, Flail, Hammer, Heavy Blade, Mace |
| 7 | Transference +2 | 2,600 | Any |
| 8 | Adamantine +2 | 3,400 | Any melee |
| 8 | Assassin's +2 | 3,400 | Light Blade |
| 8 | Bronzewood +2 | 3,400 | Any melee |
| 8 | Cloaked +2 | 3,400 | Any |
| 8 | Cold iron +2 | 3,400 | Any |
| 8 | Controlling +2 | 3,400 | Polearm |
| 8 | Cunning +2 | 3,400 | Any melee |
| 8 | Decerebrating +2 | 3,400 | Hammer, Mace |
| 8 | Determined +2 | 3,400 | Any thrown |
| 8 | Dread +2 | 3,400 | Any |
| 8 | Earthbreaker +2 | 3,400 | Axe, Flail, Hammer, Mace, Pick, Sling |
| 8 | Flanking +2 | 3,400 | Any melee |
| 8 | Force +2 | 3,400 | Any |
| 8 | Graceful +2 | 3,400 | Flail, Heavy Blade, Light Blade, Spear |
| 8 | Inescapable +2 | 3,400 | Any |
| 8 | Inspiring +2 | 3,400 | Any |
| 8 | Luckblade +2 | 3,400 | Heavy Blade, Light Blade |
| 8 | Mace of healing +2 | 3,400 | Mace |
| 8 | Mauling +2 | 3,400 | Hammer, Heavy Blade, Mace |
| 8 | Paired +2 | 3,400 | Any one-handed melee |
| 8 | Point blank +2 | 3,400 | Any ranged |
| 8 | Quick +2 | 3,400 | Any |
| 8 | Reckless +2 | 3,400 | Any nonreach melee |
| 8 | Scalebane +2 | 3,400 | Any |
| 8 | Skewering +2 | 3,400 | Pick, Spear |
| 8 | Stout +2 | 3,400 | Axe, Hammer, Mace, Pick, Staff |
| 8 | Strongheart +2 | 3,400 | Any melee |
| 8 | Subtle +2 | 3,400 | Any melee |
| 8 | Swiftshot +2 | 3,400 | Crossbow |
| 8 | Tigerclaw gauntlets +2 | 3,400 | Gauntlets |
| 8 | Tyrant's +2 | 3,400 | Any melee |
| 8 | Vanguard +2 | 3,400 | Any melee |
| 8 | Waterbane +2 | 3,400 | Axe, Crossbow, Light Blade, Heavy Blade, Spear |
| 9 | Acidic +2 | 4,200 | Heavy Blade, Light Blade, Spear |
| 9 | Battlecrazed +2 | 4,200 | Axe, Heavy Blade |
| 9 | Communal +2 | 4,200 | Any melee |
| 9 | Crusader's +2 | 4,200 | Hammer, Mace |
| 9 | Deathstalker +2 | 4,200 | Any |
| 9 | Demonbane +2 | 4,200 | Any |
| 9 | Feyslaughter +2 | 4,200 | Any |

**MAGIC WEAPONS** (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 9 | Lullaby +2 | 4,200 | Flail, Hammer, Mace, Staff |
| 9 | Medic's +2 | 4,200 | Any |
| 9 | Oathblade +2 Light Blade | 4,200 | Heavy Blade, |
| 9 | Opportunistic +2 | 4,200 | Any melee |
| 9 | Rending +2 | 4,200 | Axe |
| 9 | Shapechanger's sorrow +2 | 4,200 | Axe, Heavy Blade, Light Blade |
| 9 | Skyrender +2 | 4,200 | Any ranged |
| 9 | Sunblade +2 | 4,200 | Heavy Blade |
| 9 | Thoughtstealer +2 | 4,200 | Any thrown |
| 9 | Vampiric +2 | 4,200 | Heavy Blade, Light Blade |
| 9 | Wounding +2 | 4,200 | Axe, Bow, Crossbow, Heavy Blade, Light Blade, Spear |
| 10 | Blackshroud +2 | 5,000 | Axe, Heavy Blade, Light Blade |
| 10 | Footpad's friend + 2 | 5,000 | Light blade |
| 10 | Poisoned +2 | 5,000 | Bow, Crossbow, Light Blade, Pick, Spear |
| 10 | Righteous +2 | 5,000 | Any melee |
| 10 | Thieving +2 | 5,000 | Light Blade |
| 10 | Vengeful +2 | 5,000 | Any melee |
| 11 | Battering +3 | 9,000 | Hammer |
| 11 | Blacksmelt +3 | 9,000 | Flail, Hammer, Mace |
| 11 | Distance +3 | 9,000 | Any ranged |
| 11 | Dynamic + 3 | 9,000 | Any melee |
| 11 | Grasping +3 | 9,000 | Polearm, Spear |
| 11 | Ricochet +3 | 9,000 | Sling |
| 11 | Sacrificial +3 | 9,000 | Any melee |
| 12 | Blade of night +3 | 13,000 | Light Blade |
| 12 | Bloodclaw +3 | 13,000 | Any melee |
| 12 | Defensive +3 | 13,000 | Any |
| 12 | Elukian clay +3 | 13,000 | Bow, Crossbow |
| 12 | Flesh seeker +3 | 13,000 | Any melee |
| 12 | Gambler's +3 | 13,000 | Light Blade |
| 12 | Holy healer's +3 | 13,000 | Mace, Staff |
| 12 | Jagged +3 | 13,000 | Axe, Heavy Blade, Light Blade |
| 12 | Mage's +3 | 13,000 | Heavy Blade, Light Blade |
| 12 | Pact hammer +3 | 13,000 | Hammer |
| 12 | Pact sword +3 | 13,000 | Longsword |
| 12 | Parrying +3 | 13,000 | Any melee |
| 12 | Piercing +3 | 13,000 | Spear |
| 12 | Pinning +3 | 13,000 | Any melee |
| 12 | Prime shot +3 | 13,000 | Any ranged |
| 12 | Reproachful +3 | 13,000 | Any melee |
| 12 | Retribution +3 | 13,000 | Any melee |
| 12 | Splitting +3 | 13,000 | Flail |

## MAGIC WEAPONS (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 12 | Staggering +3 | 13,000 | Axe, Flail, Hammer, Heavy Blade, Mace |
| 12 | Transference +3 | 13,000 | Any |
| 13 | Adamantine +3 | 17,000 | Any melee |
| 13 | Assassin's +3 | 17,000 | Light Blade |
| 13 | Bloodiron +3 | 17,000 | Any |
| 13 | Bloodthirsty +3 | 17,000 | Any melee |
| 13 | Bronzewood +3 | 17,000 | Any melee |
| 13 | Chaos weave +3 | 17,000 | Any |
| 13 | Cloaked +3 | 17,000 | Any |
| 13 | Cold iron +3 | 17,000 | Any |
| 13 | Controlling +3 | 17,000 | Polearm |
| 13 | Cunning +3 | 17,000 | Any melee |
| 13 | Decerebrating +3 | 17,000 | Hammer, Mace |
| 13 | Desiccating +3 | 17,000 | Any melee |
| 13 | Determined +3 | 17,000 | Any thrown |
| 13 | Dread +3 | 17,000 | Any |
| 13 | Earthbreaker +3 | 17,000 | Axe, Flail, Hammer, Mace, Pick, Sling |
| 13 | Farslayer +3 | 17,000 | Any melee |
| 13 | Flanking +3 | 17,000 | Any melee |
| 13 | Force +3 | 17,000 | Any |
| 13 | Graceful +3 | 17,000 | Flail, Heavy Blade, Light Blade, Spear |
| 13 | Inescapable +3 | 17,000 | Any |
| 13 | Inspiring +3 | 17,000 | Any |
| 13 | Luckblade +3 | 17,000 | Heavy Blade, Light Blade |
| 13 | Mace of healing +3 | 17,000 | Mace |
| 13 | Mauling +3 | 17,000 | Hammer, Heavy Blade, Mace |
| 13 | Necrotic +3 | 17,000 | Axe, Heavy Blade, Light Blade |
| 13 | Paired +3 | 17,000 | Any one-handed melee |
| 13 | Paralyzing +3 | 17,000 | Any ranged |
| 13 | Point blank +3 | 17,000 | Any ranged |
| 13 | Predatory +3 | 17,000 | Any |
| 13 | Quick +3 | 17,000 | Any |
| 13 | Reckless +3 | 17,000 | Any nonreach melee |
| 13 | Scalebane +3 | 17,000 | Any |
| 13 | Skewering +3 | 17,000 | Pick, Spear |
| 13 | Sniper's +3 | 17,000 | Crossbow |
| 13 | Stout +3 | 17,000 | Axe, Hammer, Mace, Pick, Staff |
| 13 | Strongheart +3 | 17,000 | Any melee |
| 13 | Subtle +3 | 17,000 | Any melee |
| 13 | Swiftshot +3 | 17,000 | Crossbow |
| 13 | Thunderbolt +3 | 17,000 | Any ranged |
| 13 | Thundergod +3 | 17,000 | Any melee |
| 13 | Tigerclaw gauntlets +3 | 17,000 | Gauntlets |
| 13 | Tyrant's +3 | 17,000 | Any melee |

## MAGIC WEAPONS (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 13 | Vanguard +3 | 17,000 | Any melee |
| 13 | Waterbane +3 | 17,000 | Axe, Crossbow, Light Blade, Heavy Blade, Spear |
| 13 | Withering +3 | 17,000 | Any melee |
| 14 | Acidic +3 | 21,000 | Heavy Blade, Light Blade, Spear |
| 14 | Battlecrazed +3 | 21,000 | Axe, Heavy Blade |
| 14 | Battlemaster's +3 | 21,000 | Any |
| 14 | Bilethorn +3 | 21,000 | Any melee |
| 14 | Communal +3 | 21,000 | Any melee |
| 14 | Crusader's +3 | 21,000 | Hammer, Mace |
| 14 | Deathstalker +3 | 21,000 | Any |
| 14 | Demonbane +3 | 21,000 | Any |
| 14 | Feyslaughter +3 | 21,000 | Any |
| 14 | Forbidding +3 | 21,000 | Any |
| 14 | Healing +3 | 21,000 | Any ranged |
| 14 | Lullaby +3 | 21,000 | Flail, Hammer, Mace, Staff |
| 14 | Medic's +3 | 21,000 | Any |
| 14 | Mindiron +3 | 21,000 | Bow, Crossbow |
| 14 | Oathblade +3 | 21,000 | Heavy Blade, Light Blade |
| 14 | Opportunistic +3 | 21,000 | Any melee |
| 14 | Rending +3 | 21,000 | Axe |
| 14 | Shapechanger's sorrow +3 | 21,000 | Axe, Heavy Blade, Light Blade |
| 14 | Skyrender +3 | 21,000 | Any ranged |
| 14 | Stormbolt +3 | 21,000 | Spear |
| 14 | Sunblade +3 | 21,000 | Heavy Blade |
| 14 | Thoughtstealer +3 | 21,000 | Any thrown |
| 14 | Transposing +3 | 21,000 | Any |
| 14 | Vampiric +3 | 21,000 | Heavy Blade, Light Blade |
| 14 | Voidcrystal +3 | 21,000 | Any melee |
| 14 | Wounding +3 | 21,000 | Axe, Bow, Crossbow, Heavy Blade, Light Blade, Spear |
| 15 | Blackshroud +3 | 25,000 | Axe, Heavy Blade, Light Blade |
| 15 | Footpad's friend + 3 | 25,000 | Light blade |
| 15 | Poisoned +3 | 25,000 | Bow, Crossbow, Light Blade, Pick, Spear |
| 15 | Radiant +3 | 25,000 | Any |
| 15 | Righteous +3 | 25,000 | Any melee |
| 15 | Thieving +3 | 25,000 | Light Blade |
| 15 | Vengeful +3 | 25,000 | Any melee |
| 16 | Battering +4 | 45,000 | Hammer |
| 16 | Blacksmelt +4 | 45,000 | Flail, Hammer, Mace |
| 16 | Distance +4 | 45,000 | Any ranged |
| 16 | Dynamic + 4 | 45,000 | Any melee |
| 16 | Forceful +4 | 45,000 | Bow |
| 16 | Grasping +4 | 45,000 | Polearm, Spear |

## MAGIC WEAPONS (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 16 | Ricochet +4 | 45,000 | Sling |
| 16 | Sacrificial +4 | 45,000 | Any melee |
| 17 | Avandra's whisper +4 | 65,000 | Light Blade |
| 17 | Blade of night +4 | 65,000 | Light Blade |
| 17 | Bloodclaw +4 | 65,000 | Any melee |
| 17 | Defensive +4 | 65,000 | Any |
| 17 | Elukian clay +4 | 65,000 | Bow, Crossbow |
| 17 | Flesh seeker +4 | 65,000 | Any melee |
| 17 | Gambler's +4 | 65,000 | Light Blade |
| 17 | Holy healer's +4 | 65,000 | Mace, Staff |
| 17 | Jagged +4 | 65,000 | Axe, Heavy Blade, Light Blade |
| 17 | Mage's +4 | 65,000 | Heavy Blade, Light Blade |
| 17 | Pact hammer +4 | 65,000 | Hammer |
| 17 | Pact sword +4 | 65,000 | Longsword |
| 17 | Parrying +4 | 65,000 | Any melee |
| 17 | Piercing +4 | 65,000 | Spear |
| 17 | Pinning +4 | 65,000 | Any melee |
| 17 | Prime shot +4 | 65,000 | Any ranged |
| 17 | Reproachful +4 | 65,000 | Any melee |
| 17 | Retribution +4 | 65,000 | Any melee |
| 17 | Splitting +4 | 65,000 | Flail |
| 17 | Staggering +4 | 65,000 | Axe, Flail, Hammer, Heavy Blade, Mace |
| 17 | Transference +4 | 65,000 | Any |
| 18 | Adamantine +4 | 85,000 | Any melee |
| 18 | Assassin's +4 | 85,000 | Light Blade |
| 18 | Bloodiron +4 | 85,000 | Any |
| 18 | Bloodthirsty +4 | 85,000 | Any melee |
| 18 | Bronzewood +4 | 85,000 | Any melee |
| 18 | Chaos weave +4 | 85,000 | Any |
| 18 | Cloaked +4 | 85,000 | Any |
| 18 | Cold iron +4 | 85,000 | Any |
| 18 | Controlling +4 | 85,000 | Polearm |
| 18 | Cunning +4 | 85,000 | Any melee |
| 18 | Decerebrating +4 | 85,000 | Hammer, Mace |
| 18 | Desiccating +4 | 85,000 | Any melee |
| 18 | Determined +4 | 85,000 | Any thrown |
| 18 | Dread +4 | 85,000 | Any |
| 18 | Earthbreaker +4 | 85,000 | Axe, Flail, Hammer, Mace, Pick, Sling |
| 18 | Farslayer +4 | 85,000 | Any melee |
| 18 | Flanking +4 | 85,000 | Any melee |
| 18 | Force +4 | 85,000 | Any |
| 18 | Graceful +4 | 85,000 | Flail, Heavy Blade, Light Blade, Spear |
| 18 | Impaling +4 | 85,000 | Any ranged |
| 18 | Inescapable +4 | 85,000 | Any |
| 18 | Inspiring +4 | 85,000 | Any |
| 18 | Luckblade +4 | 85,000 | Heavy Blade, Light Blade |
| 18 | Mace of healing +4 | 85,000 | Mace |

## MAGIC WEAPONS (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 18 | Mauling +4 | 85,000 | Hammer, Heavy, Blade, Mace |
| 18 | Necrotic +4 | 85,000 | Axe, Heavy Blade, Light Blade |
| 18 | Paired +4 | 85,000 | Any one-handed melee |
| 18 | Paralyzing +4 | 85,000 | Any ranged |
| 18 | Point blank +4 | 85,000 | Any ranged |
| 18 | Predatory +4 | 85,000 | Any |
| 18 | Quick +4 | 85,000 | Any |
| 18 | Reckless +4 | 85,000 | Any nonreach melee |
| 18 | Scalebane +4 | 85,000 | Any |
| 18 | Skewering +4 | 85,000 | Pick, Spear |
| 18 | Sniper's +4 | 85,000 | Crossbow |
| 18 | Stout +4 | 85,000 | Axe, Hammer, Mace, Pick, Staff |
| 18 | Strongheart +4 | 85,000 | Any melee |
| 18 | Subtle +4 | 85,000 | Any melee |
| 18 | Swiftshot +4 | 85,000 | Crossbow |
| 18 | Thunderbolt +4 | 85,000 | Any ranged |
| 18 | Thundergod +4 | 85,000 | Any melee |
| 18 | Tigerclaw gauntlets +4 | 85,000 | Gauntlets |
| 18 | Tyrant's +4 | 85,000 | Any melee |
| 18 | Vanguard +4 | 85,000 | Any melee |
| 18 | Waterbane +4 | 85,000 | Axe, Crossbow, Light Blade, Heavy Blade, Spear |
| 18 | Withering +4 | 85,000 | Any melee |
| 19 | Acidic +4 | 105,000 | Heavy Blade, Light Blade, Spear |
| 19 | Battlecrazed +4 | 105,000 | Axe, Heavy Blade |
| 19 | Battlemaster's +4 | 105,000 | Any |
| 19 | Bilethorn +4 | 105,000 | Any melee |
| 19 | Communal +4 | 105,000 | Any melee |
| 19 | Crusader's +4 | 105,000 | Hammer, Mace |
| 19 | Deathstalker +4 | 105,000 | Any |
| 19 | Demonbane +4 | 105,000 | Any |
| 19 | Feyslaughter +4 | 105,000 | Any |
| 19 | Forbidding +4 | 105,000 | Any |
| 19 | Healing +4 | 105,000 | Any ranged |
| 19 | Lullaby +4 | 105,000 | Flail, Hammer, Mace, Staff |
| 19 | Medic's +4 | 105,000 | Any |
| 19 | Mindiron +4 | 105,000 | Bow, Crossbow |
| 19 | Moradin's +4 | 105,000 | Hammer |
| 19 | Oathblade +4 | 105,000 | Heavy Blade, Light Blade |
| 19 | Opportunistic +4 | 105,000 | Any melee |
| 19 | Blade of Bahamut +4 | 105,000 | Heavy Blade |
| 19 | Rending +4 | 105,000 | Axe |
| 19 | Shapechanger's sorrow +4 | 105,000 | Axe, Heavy Blade, Light Blade |
| 19 | Skyrender +4 | 105,000 | Any ranged |
| 19 | Stormbolt +4 | 105,000 | Spear |
| 19 | Sunblade +4 | 105,000 | Heavy Blade |

## MAGIC WEAPONS (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 19 | Tenacious +4 | 105,000 | Any |
| 19 | Thoughtstealer +4 | 105,000 | Any thrown |
| 19 | Transposing +4 | 105,000 | Any |
| 19 | Vampiric +4 | 105,000 | Heavy Blade, Light Blade |
| 19 | Voidcrystal +4 | 105,000 | Any melee |
| 19 | Wounding +4 | 105,000 | Axe, Bow, Crossbow, Heavy Blade, Light Blade, Spear |
| 20 | Blackshroud +4 | 125,000 | Axe, Heavy Blade, Light Blade |
| 20 | Footpad's friend + 4 | 125,000 | Light blade |
| 20 | Jarring +4 | 125,000 | Flail, Hammer, Mace |
| 20 | Lucklender +4 | 125,000 | Any |
| 20 | Poisoned +4 | 125,000 | Bow, Crossbow, Light Blade, Pick, Spear |
| 20 | Radiant +4 | 125,000 | Any |
| 20 | Righteous +4 | 125,000 | Any melee |
| 20 | Thieving +4 | 125,000 | Light Blade |
| 20 | Vengeful +4 | 125,000 | Any melee |
| 21 | Battering +5 | 225,000 | Hammer |
| 21 | Blacksmelt +5 | 225,000 | Flail, Hammer, Mace |
| 21 | Distance +5 | 225,000 | Any ranged |
| 21 | Dynamic + 5 | 225,000 | Any melee |
| 21 | Forceful +5 | 225,000 | Bow |
| 21 | Grasping +5 | 225,000 | Polearm, Spear |
| 21 | Ricochet +5 | 225,000 | Sling |
| 21 | Sacrificial +5 | 225,000 | Any melee |
| 22 | Avandra's whisper +5 | 325,000 | Light Blade |
| 22 | Blade of night +5 | 325,000 | Light Blade |
| 22 | Bloodclaw +5 | 325,000 | Any melee |
| 22 | Defensive +5 | 325,000 | Any |
| 22 | Elukian clay +5 | 325,000 | Bow, Crossbow |
| 22 | Flesh seeker +5 | 325,000 | Any melee |
| 22 | Gambler's +5 | 325,000 | Light Blade |
| 22 | Holy healer's +5 | 325,000 | Mace, Staff |
| 22 | Jagged +5 | 325,000 | Axe, Heavy Blade, Light Blade |
| 22 | Mage's +5 | 325,000 | Heavy Blade, Light Blade |
| 22 | Pact hammer +5 | 325,000 | Hammer |
| 22 | Pact sword +5 | 325,000 | Longsword |
| 22 | Parrying +5 | 325,000 | Any melee |
| 22 | Piercing +5 | 325,000 | Spear |
| 22 | Pinning +5 | 325,000 | Any melee |
| 22 | Prime shot +5 | 325,000 | Any ranged |
| 22 | Reproachful +5 | 325,000 | Any melee |
| 22 | Retribution +5 | 325,000 | Any melee |
| 22 | Shadow spike +5 | 325,000 | Light Blade |
| 22 | Splitting +5 | 325,000 | Flail |

## MAGIC WEAPONS (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 22 | Staggering +5 | 325,000 | Axe, Flail, Hammer, Heavy Blade, Mace |
| 22 | Transference +5 | 325,000 | Any |
| 23 | Adamantine +5 | 425,000 | Any melee |
| 23 | Assassin's +5 | 425,000 | Light Blade |
| 23 | Bloodiron +5 | 425,000 | Any |
| 23 | Bloodthirsty +5 | 425,000 | Any melee |
| 23 | Bronzewood +5 | 425,000 | Any melee |
| 23 | Chaos weave +5 | 425,000 | Any |
| 23 | Cloaked +5 | 425,000 | Any |
| 23 | Cold iron +5 | 425,000 | Any |
| 23 | Controlling +5 | 425,000 | Polearm |
| 23 | Cunning +5 | 425,000 | Any melee |
| 23 | Decerebrating +5 | 425,000 | Hammer, Mace |
| 23 | Desiccating +5 | 425,000 | Any melee |
| 23 | Determined +5 | 425,000 | Any thrown |
| 23 | Dread +5 | 425,000 | Any |
| 23 | Earthbreaker +5 | 425,000 | Axe, Flail, Hammer, Mace, Pick, Sling |
| 23 | Farslayer +5 | 425,000 | Any melee |
| 23 | Flanking +5 | 425,000 | Any melee |
| 23 | Force +5 | 425,000 | Any |
| 23 | Graceful +5 | 425,000 | Flail, Heavy Blade, Light Blade, Spear |
| 23 | Impaling +5 | 425,000 | Any ranged |
| 23 | Inescapable +5 | 425,000 | Any |
| 23 | Inspiring +5 | 425,000 | Any |
| 23 | Luckblade +5 | 425,000 | Heavy Blade, Light Blade |
| 23 | Mace of healing +5 | 425,000 | Mace |
| 23 | Mauling +5 | 425,000 | Hammer, Heavy Blade, Mace |
| 23 | Necrotic +5 | 425,000 | Axe, Heavy Blade, Light Blade |
| 23 | Paired +5 | 425,000 | Any one-handed melee |
| 23 | Paralyzing +5 | 425,000 | Any ranged |
| 23 | Point blank +5 | 425,000 | Any ranged |
| 23 | Predatory +5 | 425,000 | Any |
| 23 | Quick +5 | 425,000 | Any |
| 23 | Reckless +5 | 425,000 | Any nonreach melee |
| 23 | Scalebane +5 | 425,000 | Any |
| 23 | Skewering +5 | 425,000 | Pick, Spear |
| 23 | Sniper's +5 | 425,000 | Crossbow |
| 23 | Stout +5 | 425,000 | Axe, Hammer, Mace, Pick, Staff |
| 23 | Strongheart +5 | 425,000 | Any melee |
| 23 | Subtle +5 | 425,000 | Any melee |
| 23 | Swiftshot +5 | 425,000 | Crossbow |
| 23 | Thunderbolt +5 | 425,000 | Any ranged |
| 23 | Thundergod +5 | 425,000 | Any melee |
| 23 | Tigerclaw gauntlets +5 | 425,000 | Gauntlets |
| 23 | Tyrant's +5 | 425,000 | Any melee |

## MAGIC WEAPONS (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 23 | Vanguard +5 | 425,000 | Any melee |
| 23 | Waterbane +5 | 425,000 | Axe, Crossbow, Light Blade, Heavy Blade, Spear |
| 23 | Withering +5 | 425,000 | Any melee |
| 24 | Acidic +5 | 525,000 | Heavy Blade, Light Blade, Spear |
| 24 | Battlecrazed +5 | 525,000 | Axe, Heavy Blade |
| 24 | Battlemaster's +5 | 525,000 | Any |
| 24 | Bilethorn +5 | 525,000 | Any melee |
| 24 | Communal +5 | 525,000 | Any melee |
| 24 | Crusader's +5 | 525,000 | Hammer, Mace |
| 24 | Deathstalker +5 | 525,000 | Any |
| 24 | Demonbane +5 | 525,000 | Any |
| 24 | Feyslaughter +5 | 525,000 | Any |
| 24 | Forbidding +5 | 525,000 | Any |
| 24 | Healing +5 | 525,000 | Any ranged |
| 24 | Lullaby +5 | 525,000 | Flail, Hammer, Mace, Staff |
| 24 | Medic's +5 | 525,000 | Any |
| 24 | Mindiron +5 | 525,000 | Bow, Crossbow |
| 24 | Moradin's +5 | 525,000 | Hammer |
| 24 | Oathblade +5 | 525,000 | Heavy Blade, Light Blade |
| 24 | Opportunistic +5 | 525,000 | Any melee |
| 24 | Blade of Bahamut +5 | 525,000 | Heavy Blade |
| 24 | Rending +5 | 525,000 | Axe |
| 24 | Shapechanger's sorrow +5 | 525,000 | Axe, Heavy Blade, Light Blade |
| 24 | Skyrender +5 | 525,000 | Any ranged |
| 24 | Stormbolt +5 | 525,000 | Spear |
| 24 | Sunblade +5 | 525,000 | Heavy Blade |
| 24 | Tenacious +5 | 525,000 | Any |
| 24 | Thoughtstealer +5 | 525,000 | Any thrown |
| 24 | Transposing +5 | 525,000 | Any |
| 24 | Vampiric +5 | 525,000 | Heavy Blade, Light Blade |
| 24 | Voidcrystal +5 | 525,000 | Any melee |
| 24 | Wounding +5 | 525,000 | Axe, Bow, Crossbow, Heavy Blade, Light Blade, Spear |
| 25 | Blackshroud +5 | 625,000 | Axe, Heavy Blade, Light Blade |
| 25 | Brilliant energy +5 | 625,000 | Any |
| 25 | Footpad's friend + 5 | 625,000 | Light blade |
| 25 | Ghost chain +5 | 625,000 | Any ranged |
| 25 | Jarring +5 | 625,000 | Flail, Hammer, Mace |
| 25 | Legendary +5 | 625,000 | Any |
| 25 | Lucklender +5 | 625,000 | Any |
| 25 | Overreaching +5 | 625,000 | Polearm |
| 25 | Poisoned +5 | 625,000 | Bow, Crossbow, Light Blade, Pick, Spear |
| 25 | Radiant +5 | 625,000 | Any |

## MAGIC WEAPONS (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 25 | Righteous +5 | 625,000 | Any melee |
| 25 | Thieving +5 | 625,000 | Light Blade |
| 25 | Trespasser's bane +5 | 625,000 | Any |
| 25 | Vengeful +5 | 625,000 | Any melee |
| 26 | Battering +6 | 1,125,000 | Hammer |
| 26 | Blacksmelt +6 | 1,125,000 | Flail, Hammer, Mace |
| 26 | Distance +6 | 1,125,000 | Any ranged |
| 26 | Dynamic + 6 | 1,125,000 | Any melee |
| 26 | Forceful +6 | 1,125,000 | Bow |
| 26 | Grasping +6 | 1,125,000 | Polearm, Spear |
| 26 | Ricochet +6 | 1,125,000 | Sling |
| 26 | Sacrificial +6 | 1,125,000 | Any melee |
| 27 | Avandra's whisper +6 | 1,625,000 | Light Blade |
| 27 | Blade of night +6 | 1,625,000 | Light Blade |
| 27 | Bloodclaw +6 | 1,625,000 | Any melee |
| 27 | Defensive +6 | 1,625,000 | Any |
| 27 | Elukian clay +6 | 1,625,000 | Bow, Crossbow |
| 27 | Flesh seeker +6 | 1,625,000 | Any melee |
| 27 | Gambler's +6 | 1,625,000 | Light Blade |
| 27 | Holy healer's +6 | 1,625,000 | Mace, Staff |
| 27 | Jagged +6 | 1,625,000 | Axe, Heavy Blade, Light Blade |
| 27 | Mage's +6 | 1,625,000 | Heavy Blade, Light Blade |
| 27 | Pact hammer +6 | 1,625,000 | Hammer |
| 27 | Pact sword +6 | 1,625,000 | Longsword |
| 27 | Parrying +6 | 1,625,000 | Any melee |
| 27 | Piercing +6 | 1,625,000 | Spear |
| 27 | Pinning +6 | 1,625,000 | Any melee |
| 27 | Prime shot +6 | 1,625,000 | Any ranged |
| 27 | Reproachful +6 | 1,625,000 | Any melee |
| 27 | Retribution +6 | 1,625,000 | Any melee |
| 27 | Shadow spike +6 | 1,625,000 | Light Blade |
| 27 | Splitting +6 | 1,625,000 | Flail |
| 27 | Staggering +6 | 1,625,000 | Axe, Flail, Hammer, Heavy Blade, Mace |
| 27 | Transference +6 | 1,625,000 | Any |
| 28 | Adamantine +6 | 2,125,000 | Any melee |
| 28 | Assassin's +6 | 2,125,000 | Light Blade |
| 28 | Bloodiron +6 | 2,125,000 | Any |
| 28 | Bloodthirsty +6 | 2,125,000 | Any melee |
| 28 | Bronzewood +6 | 2,125,000 | Any melee |
| 28 | Chaos weave +6 | 2,125,000 | Any |
| 28 | Cloaked +6 | 2,125,000 | Any |
| 28 | Cold iron +6 | 2,125,000 | Any |
| 28 | Controlling +6 | 2,125,000 | Polearm |
| 28 | Cunning +6 | 2,125,000 | Any melee |
| 28 | Decerebrating +6 | 2,125,000 | Hammer, Mace |
| 28 | Desiccating +6 | 2,125,000 | Any melee |
| 28 | Determined +6 | 2,125,000 | Any thrown |
| 28 | Dread +6 | 2,125,000 | Any |
| 28 | Earthbreaker +6 | 2,125,000 | Axe, Flail, Hammer, Mace, Pick, Sling |

**MAGIC WEAPONS** (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 28 | Farslayer +6 | 2,125,000 | Any melee |
| 28 | Flanking +6 | 2,125,000 | Any melee |
| 28 | Force +6 | 2,125,000 | Any |
| 28 | Graceful +6 | 2,125,000 | Flail, Heavy Blade, Light Blade, Spear |
| 28 | Impaling +6 | 2,125,000 | Any ranged |
| 28 | Inescapable +6 | 2,125,000 | Any |
| 28 | Inspiring +6 | 2,125,000 | Any |
| 28 | Luckblade +6 | 2,125,000 | Heavy Blade, Light Blade |
| 28 | Mace of healing +6 | 2,125,000 | Mace |
| 28 | Mauling +6 | 2,125,000 | Hammer, Heavy Blade, Mace |
| 28 | Necrotic +6 | 2,125,000 | Axe, Heavy Blade, Light Blade |
| 28 | Paired +6 | 2,125,000 | Any one-handed melee |
| 28 | Paralyzing +6 | 2,125,000 | Any ranged |
| 28 | Point blank +6 | 2,125,000 | Any ranged |
| 28 | Predatory +6 | 2,125,000 | Any |
| 28 | Quick +6 | 2,125,000 | Any |
| 28 | Reckless +6 | 2,125,000 | Any nonreach melee |
| 28 | Scalebane +6 | 2,125,000 | Any |
| 28 | Skewering +6 | 2,125,000 | Pick, Spear |
| 28 | Sniper's +6 | 2,125,000 | Crossbow |
| 28 | Stout +6 | 2,125,000 | Axe, Hammer, Mace, Pick, Staff |
| 28 | Strongheart +6 | 2,125,000 | Any melee |
| 28 | Subtle +6 | 2,125,000 | Any melee |
| 28 | Swiftshot +6 | 2,125,000 | Crossbow |
| 28 | Thunderbolt +6 | 2,125,000 | Any ranged |
| 28 | Thundergod +6 | 2,125,000 | Any melee |
| 28 | Tigerclaw gauntlets +6 | 2,125,000 | Gauntlets |
| 28 | Tyrant's +6 | 2,125,000 | Any melee |
| 28 | Vanguard +6 | 2,125,000 | Any melee |
| 28 | Waterbane +6 | 2,125,000 | Axe, Crossbow, Light Blade, Heavy Blade, Spear |
| 28 | Withering +6 | 2,125,000 | Any melee |
| 29 | Acidic +6 | 2,625,000 | Heavy Blade, Light Blade, Spear |
| 29 | Battlecrazed +6 | 2,625,000 | Axe, Heavy Blade |
| 29 | Battlemaster's +6 | 2,625,000 | Any |
| 29 | Bilethorn +6 | 2,625,000 | Any melee |
| 29 | Communal +6 | 2,625,000 | Any melee |
| 29 | Crusader's +6 | 2,625,000 | Hammer, Mace |
| 29 | Deathstalker +6 | 2,625,000 | Any |
| 29 | Demonbane +6 | 2,625,000 | Any |
| 29 | Feyslaughter +6 | 2,625,000 | Any |
| 29 | Forbidding +6 | 2,625,000 | Any |
| 29 | Healing +6 | 2,625,000 | Any ranged |
| 29 | Lullaby +6 | 2,625,000 | Flail, Hammer, Mace, Staff |
| 29 | Medic's +6 | 2,625,000 | Any |
| 29 | Mindiron +6 | 2,625,000 | Bow, Crossbow |

**MAGIC WEAPONS** (CONTINUED)

| Lvl | Name | Price (gp) | Categories |
|---|---|---|---|
| 29 | Moradin's +6 | 2,625,000 | Hammer |
| 29 | Oathblade +6 | 2,625,000 | Heavy Blade, Light Blade |
| 29 | Opportunistic +6 | 2,625,000 | Any melee |
| 29 | Blade of Bahamut +6 | 2,625,000 | Heavy Blade |
| 29 | Rending +6 | 2,625,000 | Axe |
| 29 | Shapechanger's sorrow +6 | 2,625,000 | Axe, Heavy Blade, Light Blade |
| 29 | Skyrender +6 | 2,625,000 | Any ranged |
| 29 | Stormbolt +6 | 2,625,000 | Spear |
| 29 | Sunblade +6 | 2,625,000 | Heavy Blade |
| 29 | Tenacious +6 | 2,625,000 | Any |
| 29 | Thoughtstealer +6 | 2,625,000 | Any thrown |
| 29 | Transposing +6 | 2,625,000 | Any |
| 29 | Vampiric +6 | 2,625,000 | Heavy Blade, Light Blade |
| 29 | Voidcrystal +6 | 2,625,000 | Any melee |
| 29 | Wounding +6 | 2,625,000 | Axe, Bow, Crossbow, Heavy Blade, Light Blade, Spear |
| 30 | Blackshroud +6 | 3,125,000 | Axe, Heavy Blade, Light Blade |
| 30 | Brilliant energy +6 | 3,125,000 | Any |
| 30 | Footpad's friend + 6 | 3,125,000 | Light blade |
| 30 | Ghost chain +6 | 3,125,000 | Any ranged |
| 30 | Jarring +6 | 3,125,000 | Flail, Hammer, Mace |
| 30 | Legendary +6 | 3,125,000 | Any |
| 30 | Lucklender +6 | 3,125,000 | Any |
| 30 | Overreaching +6 | 3,125,000 | Polearm |
| 30 | Poisoned +6 | 3,125,000 | Bow, Crossbow, Light Blade, Pick, Spear |
| 30 | Radiant +6 | 3,125,000 | Any |
| 30 | Righteous +6 | 3,125,000 | Any melee |
| 30 | Thieving +6 | 3,125,000 | Light Blade |
| 30 | Trespasser's bane +6 | 3,125,000 | Any |
| 30 | Vengeful +6 | 3,125,000 | Any melee |

## Acidic Weapon — Level 4+

*A stream of acid lashes out from this melee weapon, burning a target who might otherwise be out of reach.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Heavy Blade, Light Blade, Spear

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 acid damage per plus

**Power (Encounter ✦ Acid):** Standard Action. Make a melee basic attack with the weapon against a target within 5 squares of you. All damage dealt by this basic attack is acid damage.

**Power (Daily ✦ Acid):** Free Action. Use this power when you hit with the weapon. Deal ongoing 5 acid damage (save ends).

*Level 14 or 19:* Ongoing 10 acid damage.

*Level 24 or 29:* Ongoing 15 acid damage.

*1. Waraxe; 2. Kukri; 3. Superior crossbow; 4. Heavy war pick; 5. Light war pick; 6. Mordenkrad; 7. Craghammer; 8. Urgrosh; 9. Scourge; 10. Execution axe; 11. Tratnyr; 12. Greatspear*

## Adamantine Weapon — Level 8+

*This glossy black weapon pierces the toughest shells.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d10 damage per plus

**Property:** Untyped damage done with this weapon ignores a number of points of resistance equal to twice the weapon's enhancement bonus.

## Assassin's Weapon — Level 8+

*A favored weapon of rogues and assassins, this plain-looking blade contains the power to afflict victims with a deadly poison.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** Ongoing 5 poison damage (save ends)

*Level 13:* Ongoing 7 poison damage (save ends)

*Level 18:* Ongoing 10 poison damage (save ends)

*Level 23:* Ongoing 12 poison damage (save ends)

*Level 28:* Ongoing 15 poison damage (save ends)

**Power (Daily ✦ Poison):** Free Action. Use this power when you hit with this weapon. The target takes ongoing 5 poison damage and is slowed (save ends both).

*Level 13 or 18:* Ongoing 10 poison damage.

*Level 23 or 28:* Ongoing 15 poison damage.

## Avandra's Whisper — Level 17+

*Followers of Avandra use these blades to channel her powers of luck.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 22 | +5 | 325,000 gp | | | |

**Weapon:** Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** If you worship Avandra, you can use this weapon as a holy symbol. It adds its enhancement bonus (but not its proficiency bonus) to attack rolls and damage rolls when used in this manner. If you do not worship Avandra, you do not benefit from this weapon's property and cannot use this weapon's power.

**Power (Daily):** Free Action. Reroll one attack roll or damage roll made with this weapon. You must use the result of the second roll.

## Battering Weapon — Level 11+

*This hammer rumbles with seismic power.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 11 | +3 | 9,000 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 16 | +4 | 45,000 gp | Lvl 26 | +6 | 1,125,000 gp |

**Weapon:** Hammer

**Enhancement:** Attack rolls and damage rolls

**Critical:** None

**Power (Daily):** Standard Action. Make a melee basic attack with this weapon against all enemies within a close blast 3.

WAYNE ENGLAND

*Battering weapon*

## Battlecrazed Weapon — Level 4+

*The weapon seeks blood where it can be found, whether among the enemy or from its wielder.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Axe, Heavy Blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 per plus
**Property:** While you are bloodied, you deal +1d6 damage when you hit with this weapon.
*Level 14 or 19:* +2d6 damage while bloodied.
*Level 24 or 29:* +3d6 damage while bloodied.
**Power (Daily):** Minor Action. Deal damage to yourself equal to half your level, ignoring any resistances. You are considered bloodied for all purposes (including beneficial effects, such as Dragonborn Fury and this weapon's property) until the end of your next turn.

## Battlemaster's Weapon — Level 14+

*This weapon lets you reuse exhausted powers.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Minor Action. You regain the use of one encounter power.

## Bilethorn Weapon — Level 14+

*Poison covers the sleek surface of this weapon.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 poison damage per plus
**Power (Daily ✦ Poison):** Free Action. Use this power when you hit with a melee basic attack. At the start of your next turn, your target takes the damage again, but all of the damage is poison.

## Blackshroud Weapon — Level 10+

*Whenever this weapon snuffs out the life force of an enemy, it grants a boon in return.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Weapon:** Axe, Heavy Blade, Light Blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** Gain 1d8 temporary hit points per plus.
**Property:** Whenever an attack with this weapon reduces a target to 0 hit points or fewer, you gain concealment until the end of your next turn.

## Blacksmelt Weapon — Level 11+

*This weapon can break through virtually any material.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 11 | +3 | 9,000 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 16 | +4 | 45,000 gp | Lvl 26 | +6 | 1,125,000 gp |

**Weapon:** Flail, Hammer, Mace
**Enhancement:** Attack rolls and damage rolls
**Critical:** None
**Power (Daily):** Minor Action. Your attacks with this weapon deal extra damage equal to the weapon's enhancement bonus until the end of your next turn.

## Blade of Bahamut — Level 19+

*Emblazoned with the holy symbol of Bahamut, this platinum blade empowers the wielder to unleash divine retribution upon enemies while bolstering his or her allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 24 | +5 | 525,000 gp | | | |

**Weapon:** Heavy Blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 damage per plus
**Property:** If you worship Bahamut, you can use this weapon as a holy symbol. It adds its enhancement bonus (but not its proficiency bonus) to attack rolls and damage rolls when used in this manner. If you do not worship Bahamut, you do not benefit from this weapon's property and cannot use this weapon's power.
**Power (Daily ✦ Force):** Standard Action. Close blast 5; targets enemies; Charisma vs. Reflex (apply a bonus to the attack roll equal to the weapon's enhancement bonus); 2d8 + Charisma modifier force damage. Allies in the blast take no damage and regain hit points equal to your Wisdom modifier + your Charisma modifier.
*Level 29:* 3d8 + Charisma modifier force damage.

FRANZ VOHWINKEL

## Blade of Night — Level 12+

*When the wielder of this blade strikes at an enemy's vulnerable spot, he magically blinds the target as well.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Light Blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** The target is blinded until the end of your next turn.
**Power (Daily ✦ Zone):** Minor Action. Use this power to create a zone in a close burst 2. The zone blocks line of sight and lasts until the end of your next turn.

## Bloodclaw Weapon — Level 2+

*The hilt of this weapon digs into its wielder's hand, drawing blood while inflicting a more grievous wound upon an enemy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (At-Will):** Free Action. Use this power before making a melee attack on your turn. You take damage up to a maximum of the weapon's enhancement bonus (a +3 weapon deals up to 3 damage to its wielder). This damage cannot be reduced or prevented in any way. If you hit, increase the damage your target takes by double the amount of damage you took, triple if you are wielding the weapon in two hands.

## Bloodiron Weapon — Level 13+

*Forged from iron tainted with the ichor of devils, this weapon is cruel.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 damage per plus
**Property:** When you deal extra critical hit damage with this weapon, deal the extra critical hit damage to the target again at the start of your next turn.

## Bloodthirsty Weapon — Level 13+

*This weapon drinks the blood of its victims.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 damage per plus
**Property:** Gain a +1 item bonus to attack rolls against bloodied targets, and add an item bonus equal to the enhancement bonus of this weapon to damage rolls against bloodied targets.

## Brilliant Energy Weapon — Level 25+

*Infused with light, this weapon passes through armor and into flesh.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 25 | +5 | 625,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 radiant damage per plus
**Property:** This weapon gives off bright light in a 5-square radius unless covered and sheathed.
**Power (At-Will ✦ Radiant):** Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.
**Power (Encounter ✦ Radiant):** Free Action. Use this power when making an attack that targets AC. The attack targets Reflex defense instead. All damage from the attack is radiant damage.

## Bronzewood Weapon — Level 8+

*Creatures of the Shadowfell react poorly to this hard, red-brown wood.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d10 damage per plus against shadow creatures.
**Power (Daily):** Free Action. Use this power when you hit with the weapon. The target is outlined by a golden nimbus and does not gain the benefit of concealment or cover (save ends). The target benefits from total concealment or superior cover as normal. If the target is a creature that has the shadow origin, then it also takes a -2 penalty to attack rolls (ends on same save as above).

## Chaos Weave Weapon — Level 13+

*Forged from the quintessence of the Elemental Chaos, this weapon pierces demons' defenses.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d12 damage per plus against a creature that has variable resistance.
**Property:** Attacks with this weapon ignore an amount of variable resistance equal to twice the weapon's enhancement bonus.

## Cloaked Weapon — Level 8+

*This naturally invisible weapon becomes visible when it hits.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** This weapon is invisible to everyone but the creature possessing it. As the wielder of the weapon, you gain combat advantage with melee attacks made using the weapon until you successfully hit, at which point the weapon becomes visible to everyone.

A cloaked weapon turns invisible again after being sheathed for a short rest (5 minutes).

## Cold Iron Weapon — Level 8+

*Denizens of the Feywild loathe this weapon forged from the coldest, darkest iron.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d10 damage per plus against fey creatures

**Power (Daily):** Free Action. Use this power when you hit with the weapon. The target is immobilized (save ends). If the target is a creature that has the fey origin, it also takes 1d10 damage.

*Level 13 or 18:* 2d10 damage.

*Level 23 or 28:* 3d10 damage.

## Communal Weapon — Level 4+

*Combat can bring some people together, and you can lend aid to your allies with this weapon.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (At-Will):** Free Action. Use this power after an ally within 5 squares of you makes a d20 roll. Add a +1 power bonus to the result. You can do this a number of times in a day equal to the enhancement bonus of the weapon.

## Controlling Weapon — Level 8+

*Waves of force radiate from this polearm when it hits its target, forcing the creature to move.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Polearm

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** When you pull or push a target with this weapon, increase the effect by 1 square.

**Power (Encounter):** Free Action. Use this power when you would pull or push a target with this weapon. You slide the target the same distance instead.

## Crusader's Weapon — Level 9+

*Those who hunt undead favor this weapon for its ability to strike at the creatures' vulnerabilities.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +3 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Weapon:** Hammer, Mace

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 per plus, or +1d10 damage per plus against undead creatures.

**Property:** Half the damage dealt with this weapon is radiant damage.

**Property:** You can use this weapon as a holy symbol. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner.

**Power (Daily):** Standard Action. Gain one additional use of Channel Divinity for this encounter.

JASON A. ENGLE

## Cunning Weapon — Level 8+

*Finely crafted and ornately etched, this weapon makes its target succumb more easily to adverse conditions.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** Against any effect delivered with this weapon that a save can end, the target takes a -2 penalty to saving throws.
*Level 18 or 23:* -3 penalty to saving throws.
*Level 28:* -4 penalty to saving throws.

## Deathstalker Weapon — Level 4+

*This weapon leaves a wound that is black and withered, which continues to plague an enemy long after the attack was made.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 necrotic damage per plus
**Power (Daily ✦ Necrotic):** Free Action. Use this power when you hit with the weapon. The target takes ongoing 5 necrotic damage (save ends). Saves made to end this effect take a -2 penalty.
*Level 12 or 17:* Ongoing 10 necrotic.
*Level 22 or 27:* Ongoing 15 necrotic.

## Decerebrating Weapon — Level 8+

*This weapon shatters the mind and batters the senses.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Hammer, Mace
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and the target takes a -2 penalty to Will defense until the end of your next turn.
**Power (Daily):** Free Action. Use this power when you hit with the weapon. Your target takes a -2 penalty to Will defense until the end of your next turn.

## Defensive Weapon — Level 2+

*This weapon glows blue when its wielder takes a second wind or goes on total defense.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you take the total defense or second wind action, add the enhancement bonus of this weapon as an item bonus to all of your defenses until the start of your next turn.

## Demonbane Weapon — Level 9+

*This weapon glimmers with white flecks of energy from the Astral Sea that are anathema to demons.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +3 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus, or +1d10 damage per plus against demons.
**Property:** You regain resist equal to the enhancement bonus of the weapon to damage dealt by demons.
**Power (Daily):** Free Action. Use this power when you attack a demon with this weapon. Gain a +5 power bonus to the attack roll and ignore any resist value the demon has.

## Desiccating Weapon — Level 13+

*This weapon weakens the body of an enemy with each new strike.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Each time you hit with this weapon, your target takes a cumulative -1 penalty to its Fortitude defense (save ends). One saving throw ends the entire penalty, though the target can receive the penalty again with future attacks.

## Determined Weapon — Level 8+

*When you throw this weapon, it continues to attack your foe before returning to you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Any thrown
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Increase this item's normal range and long range by your Strength modifier or your Dexterity modifier.
**Power (Daily):** Free Action. Use this power after you miss with a ranged attack using this weapon. This weapon does not return to you this turn. At the start of the target's next turn, make a ranged basic attack with this weapon against that target. After this attack, the weapon returns to you.

## Distance Weapon — Level 1+

*This weapon flashes brightly as it hurtles forth, moving with enough force to carry it much farther than normal.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 1 | +1 | 360 gp | Lvl 16 | +4 | 45,000 gp |
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |

**Weapon:** Any ranged

**Enhancement:** Attack rolls and damage rolls

**Critical:** None

**Property:** Increase the weapon's normal range by 5 squares and the long range by 10 squares.

## Dread Weapon — Level 8+

*Those who suffer a telling blow from this weapon fill with despair, losing all hope.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, and the target takes the weapon's enhancement bonus as a penalty to defenses and checks until the end of your next turn.

**Power (Daily ✦ Fear):** Free Action. Use this power when you hit with this weapon. The target takes the weapon's enhancement bonus as a penalty to defenses and checks until the end of your next turn.

## Dynamic Weapon — Level 6+

*This weapon transforms into any other melee weapon that its wielder desires.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |
| Lvl 16 | +4 | 45,000 gp | | | |

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Encounter ✦ Polymorph):** Minor Action. Change the weapon into a different weapon from any melee category (simple, military, or superior). This effect lasts until the end of the encounter, or until you end it as a minor action.

## Earthbreaker Weapon — Level 8+

*Creatures of the earth suffer most at the strike of this weapon.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Axe, Flail, Hammer, Mace, Pick, Sling

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, and a target that has the earth or plant keyword is also dazed until the end of your next turn.

**Power (Daily):** Free Action. Use this power when you hit with the weapon. The target is restrained (save ends). If the target has the earth or plant keyword, it takes a -5 penalty to the saving throw.

## Elukian Clay Weapon — Level 12+

*This stone bow has surprising flexibility.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Bow, Crossbow

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** You can draw this weapon as part of the same action used to attack with this weapon.

**Power (Daily):** Free Action. Use this power when you miss with an attack using this weapon. Reroll the attack with a +2 power bonus. You must take the result of the reroll.

## Farslayer Weapon — Level 13+

*As you swing this weapon through the air, wounds magically appear on enemies beyond your normal reach.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (At-Will):** Standard Action. Make a melee basic attack with this weapon against a target up to 5 squares away from you.

## Feyslaughter Weapon — Level 9+

*A bane of fey and teleporting creatures, this blackened weapon is favored by many hunters.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +3 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d10 damage per plus against fey creatures.

**Property:** When you hit a creture with this weapon, that creature cannot telepot until the end of your next turn.

## Flanking Weapon — Level 8+

*Your enemies are loath to take their eyes off your weapon in battle, allowing you and your allies to catch them off guard more easily.*

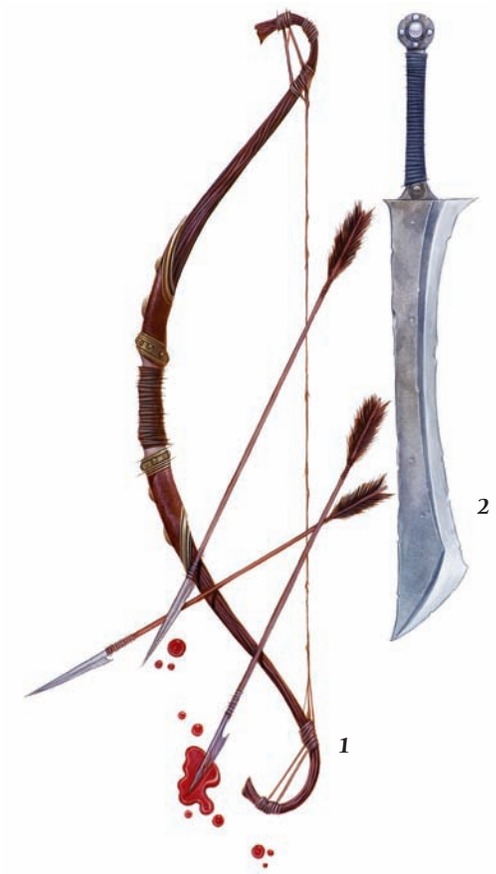
| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d8 damage when you are flanking an opponent.

**Power (Daily):** Minor Action. You are considered to be flanking an enemy anytime both you and an ally are adjacent to that enemy. This power lasts until the end of your next turn.




*1. Feyslaughter weapon; 2. Flesh seeker*

## Flesh Seeker — Level 2+

*Thinner than most weapons of its type, this weapon slips between armored plates and even magic defenses.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage
**Critical:** +1d6 damage per plus
**Power (Encounter):** Free Action. Use when you hit an enemy with this weapon. You gain a +1 power bonus on your next attack against that target with this weapon.

## Footpad's Friend — Level 10+

*When you catch an enemy unaware, this blade is as sharp as your smile.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Weapon:** Light Blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you hit with this weapon and deal extra damage from your Sneak Attack class feature, add your Charisma modifier to the damage roll.

## Forbidding Weapon — Level 14+

*A creature you strike with this weapon cannot teleport.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Immediate Reaction. Use this power when a creature teleports into a space adjacent to you. The creature takes 1[W] damage and cannot teleport (save ends).

## Force Weapon — Level 8+

*The business end of this weapon shimmers. With a single attack, the wielder can trap an enemy with bands of force.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 force damage per plus
**Power (At-Will ✦ Force):** Free Action. All damage dealt by this weapon is force damage. Another free action returns the damage to normal.
**Power (Daily ✦ Force):** Free Action. Use this power when you hit with the weapon. The target is slided 1 square and restrained until the end of your next turn.

## Forceful Weapon — Level 16+

*The extreme curve of this bow makes every shot hit with the force of a charging bull.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 16 | +4 | 45,000 gp | Lvl 26 | +6 | 1,125,000 gp |
| Lvl 21 | +5 | 225,000 gp | | | |

**Weapon:** Bow
**Enhancement:** Attack rolls and damage rolls
**Critical:** None
**Property:** Any arrow fired by this weapon also pushes the target 1 square when it hits.

## Gambler's Weapon — Level 2+

*Favored by scoundrels and rogues, this unpredictable blade is not for the faint of heart.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Light Blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and you can shift 1 square.
**Power (Encounter):** Free Action. Use this power before you make an attack roll. Roll 1d6 and subtract 3; the result is a power bonus or a penalty to your attack roll.

WAYNE ENGLAND

## Ghost Chain Weapon — Level 25+

*Ghostly chains bind creatures you strike with this weapon and pull them toward you.*

Lvl 25 +5 625,000 gp Lvl 30 +6 3,125,000 gp
**Weapon:** Any ranged
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Encounter):** Free Action. Use this power when you hit with this weapon. Pull the target a number of squares equal to the enhancement bonus of the weapon.

## Graceful Weapon — Level 8+

*Light and razor-sharp, this weapon responds to even your most intricate movements.*

Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp
Lvl 18 +4 85,000 gp
**Weapon:** Flail, Heavy Blade, Light Blade, Spear
**Enhancement:** Attack rolls and damage rolls
**Critical:** + Dexterity modifier damage per plus
**Power (Daily):** Immediate Reaction. Use this power when an enemy within your reach makes a melee attack against you. Make a melee basic attack against that enemy.

## Grasping Weapon — Level 6+

*This malleable weapon not only strikes at enemies but also grasps and holds them in place.*

Lvl 6 +2 1,800 gp Lvl 21 +5 225,000 gp
Lvl 11 +3 9,000 gp Lvl 26 +6 1,125,000 gp
Lvl 16 +4 45,000 gp
**Weapon:** Polearm, Spear
**Enhancement:** Attack rolls and damage rolls
**Critical:** None
**Property:** You can use this weapon to grab targets, adding the weapon's enhancement bonus to your grab attack. You can still use this weapon to attack a target you've grabbed with it.
**Power (Encounter):** Free Action. Use this power when you hit with the weapon. Pull the target into an unoccupied space adjacent to you. The target is grabbed (until escape).

## Healing Weapon — Level 14+

*This bow is strung with what looks like healer's stitch thread, and the wielder can send a arrow of glowing white energy at an ally to heal him or her.*

Lvl 14 +3 21,000 gp Lvl 24 +5 525,000 gp
Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp
**Weapon:** Any ranged
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily ✦ Healing):** Standard Action. One creature within 20 squares of you and in your line of sight can regain hit points as if it had spent a healing surge.

## Holy Healer's Weapon — Level 2+

*Healers who wield this weapon relish combat and enjoy healing their allies while attacking their enemies.*

Lvl 2 +1 520 gp Lvl 17 +4 65,000 gp
Lvl 7 +2 2,600 gp Lvl 22 +5 325,000 gp
Lvl 12 +3 13,000 gp Lvl 27 +6 1,625,000 gp
**Weapon:** Mace, Staff
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Add this weapon's enhancement bonus to the amount healed by your *healing word*.
**Power (Daily ✦ Healing):** Minor Action. An ally within 5 squares of you can spend a healing surge to regain hit points equal to 5 + your Wisdom modifier.
*Level 7:* Regain 10 + Wisdom modifier hit points.
*Level 12:* Regain 15 + Wisdom modifier hit points.
*Level 17:* Regain 20 + Wisdom modifier hit points.
*Level 22:* Regain 25 + Wisdom modifier hit points.
*Level 27:* Regain 30 + Wisdom modifier hit points.

## Impaling Weapon — Level 18+

*This weapon can fire clear through one creature's body and penetrate another creature behind it.*

Lvl 18 +4 85,000 gp Lvl 28 +6 2,125,000 gp
Lvl 23 +5 425,000 gp
**Weapon:** Any ranged
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** Once per round, when an attack with this weapon reduces a target to 0 hit points or fewer, you can make a ranged basic attack against another creature adjacent to the target of the first attack.

## Inescapable Weapon — Level 3+

*This weapon grows increasingly eager to strike those you have trouble hitting.*

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp
Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp
**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Each time you miss a target with this weapon, you gain a cumulative +1 bonus (up to the weapon's enhancement bonus) to your next attack roll with this weapon against the same target. The bonus ends if you attack a different target or when you hit.

## Inspiring Weapon — Level 3+

*Leaders use this weapon to rally allies around them for a powerful attack.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Minor Action. Allies adjacent to you gain a power bonus to damage rolls equal to the enhancement bonus of the weapon until the end of your next turn.

## Jagged Weapon — Level 12+

*This weapon is pitted, scarred, and unadorned, but it deals grievous wounds.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Axe, Heavy Blade, Light Blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** Ongoing 10 damage
*Level 22 and 27:* Ongoing 20 damage
**Property:** This weapon scores critical hits on a 19 or 20.

## Jarring Weapon — Level 20+

*This weapon smashes through your enemy's defenses, leaving them rattled from the severe blow of the attack.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 25 | +5 | 625,000 gp | | | |

**Weapon:** Flail, Hammer, Mace
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. Use this power when you hit with a melee attack. Your target is weakened and dazed (save ends both).

## Legendary Weapon — Level 25+

*Legends are made when heroes do incredible things, and this weapon gives them a few more opportunities.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 25 | +5 | 625,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. Use this power when you score a critical hit. Take a standard action.

## Luckblade — Level 3+

*Luck favors the bold—and the wielder of this blade.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Heavy Blade, Light Blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (Daily):** Free Action. Reroll an attack roll you just made. Use the second result even if it's lower.

## Lucklender — Level 20+

*This weapon can turn bad luck into good fortune.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 25 | +5 | 625,000 gp | | | |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you roll a 1 on an attack roll during combat or when a critical hit is scored on you, this weapon gains a charge. There is no limit on the number of charges, but the weapon resets to 2 charges after an extended rest.
**Power (At-Will):** Free Action. Spend a number of charges up to the weapon's enhancement bonus to gain a power bonus to your next attack roll with this weapon equal to the number of expended charges.

DARRELL RICHE

## Lullaby Weapon

Level 4+

*With a swing of this weapon, your enemy becomes lethargic, moving slower until finally collapsing into a snoring heap.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Flail, Hammer, Mace, Staff

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily ✦ Sleep):** Free Action. Use this power when you hit with the weapon. Make a secondary attack against the target's Will defense, with an attack bonus equal to the level of this weapon plus its enhancement bonus. If this attack hits, the target is slowed (save ends). If the target fails its first saving throw against this power, it becomes unconscious (save ends).

## Mace of Healing

Level 8+

*When you bolster your allies, this weapon increases the potency of your healing.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Mace

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** When you use a power that restores hit points to an ally, add an item bonus equal to this weapon's enhancement bonus to the amount restored.

## Mage's Weapon

Level 2+

*Some spellcasters choose this blade for its ability to convert a spell's power into accuracy in melee.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Heavy Blade, Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Anyone proficient with simple weapons or the dagger is proficient with this weapon.

**Power (Encounter):** Minor Action. You can expend an arcane encounter power to regain the use of a martial encounter power you know of up to the same level.

## Mauling Weapon

Level 8+

*This weapon excels at smashing down barriers, knocking over foes, and breaking open containers.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Hammer, Heavy Blade, Mace

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d12 damage per plus against constructs and objects.

**Power (Daily):** Free Action. Use this power when you hit with the weapon. Until the end of your next turn, when the target moves on its turn with a mode of movement other than teleportation, you determine the first square the creature moves to. In addition, if the creature has the construct keyword it takes 1d10 damage.

*Level 13 or 18:* 2d10 damage.

*Level 23 or 28:* 3d10 damage.

## Medic's Weapon

Level 4+

*A divine warrior of any kind can use this weapon to bring victory in the name of his deity.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 radiant damage per plus

**Property:** When you use a Channel Divinity power during combat, an ally within 10 squares of you regains an amount of hit points equal to your Charisma modifier plus this weapon's enhancement bonus.

**Power (Daily):** Standard Action. Gain one additional use of Channel Divinity for this encounter.

## Mindiron Weapon

Level 14+

*This metal weapon projects arrows or bolts partially into the realm of the mind.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Bow, Crossbow

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 psychic damage per plus

**Power (At-Will ✦ Psychic):** Free Action. Half the damage dealt by this weapon becomes psychic. Another free action returns the damage to normal.

**Power (Encounter ✦ Psychic):** Free Action. Use this power when you attack a creature with this weapon. That attack targets a creature's Will defense and deals psychic damage. Typed damage from the attack gains the psychic type as well as the original type.

## Moradin's Weapon Level 19+

*This hammer carries the weight of the earth and gives a follower of Moradin the concussive power to knock down his or her enemies.*

Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp
Lvl 24 +5 525,000 gp

**Weapon:** Hammer
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d12 damage per plus
**Property:** If you worship Moradin, you can use this weapon as a holy symbol. It adds its enhancement bonus (but not its proficiency bonus) to attack rolls and damage rolls when used in this manner. If you do not worship Moradin, you do not benefit from this weapon's property and cannot activate this weapon's power.

**Power (Daily):** Free Action. Use this power when you hit with the weapon. Make a secondary attack: Area burst 2 centered on the creature you hit; targets enemies only; Strength or Constitution vs. Fortitude (apply a bonus to the attack roll equal to the weapon's enhancement bonus); on a hit, the target takes 2d6 + Constitution modifier damage and is knocked prone. This secondary attack does not provoke opportunity attacks.
*Level 29:* 3d6 + Constitution modifier damage.

## Necrotic Weapon Level 13+

*The wounds inflicted by this weapon also drain an enemy's vitality.*

Lvl 13 +3 17,000 gp Lvl 23 +5 425,000 gp
Lvl 18 +4 85,000 gp Lvl 28 +6 2,125,000 gp

**Weapon:** Axe, Heavy Blade, Light Blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 necrotic damage per plus

**Power (At-Will ✦ Necrotic):** Free Action. Half the damage you deal with this weapon is necrotic damage. Another free action returns the damage to normal.

**Power (Daily ✦ Necrotic):** Free Action. Use this power when you hit with this weapon. Your target gains vulnerable 10 necrotic until the end of your next turn.
*Level 23 or 28:* Vulnerable 15 necrotic.

## Oathblade Level 4+

*This fine steel weapon strikes deadly blows against the foe you swear to vanquish.*

Lvl 4 +1 840 gp Lvl 19 +4 105,000 gp
Lvl 9 +2 4,200 gp Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp Lvl 29 +6 2,625,000 gp

**Weapon:** Heavy Blade, Light Blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 per plus, or +1d10 damage per plus against a target marked by you.

**Power (Daily):** Minor Action. Your next attack against a creature marked by you deals an extra 1d6 damage per plus.

*1. Necrotic weapon; 2. Moradin's weapon*

## Opportunistic Weapon Level 4+

*An enemy quickly regrets turning its back to the wielder of this weapon.*

Lvl 4 +1 840 gp Lvl 19 +4 105,000 gp
Lvl 9 +2 4,200 gp Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp Lvl 29 +6 2,625,000 gp

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d12 damage per plus with opportunity attacks.

**Power (Daily):** Immediate Reaction. Use this power when an enemy provokes an opportunity attack. Make an additional opportunity attack against the provoking creature.

## Overreaching Weapon Level 25+

*This polearm extends as you strike at distant enemies, putting them within your range.*

Lvl 25 +5 625,000 gp Lvl 30 +6 3,125,000 gp

**Weapon:** Polearm
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** With this weapon, you can attack targets that are 3 squares away from you as well as nearer targets. You can still make opportunity attacks only against adjacent targets.

WAYNE ENGLAND

## Pact Hammer — Level 2+

*This dark steel hammer is the prized possession of any dwarven warlock who wishes to wield weapon and magic with equal effectiveness.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Hammer

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** If you are a dwarf, this hammer functions as a warlock implement for you (but do not apply the weapon's proficiency bonus to attack rolls for warlock powers).

**Property:** When you hit a target affected by your Warlock's Curse with this weapon, you deal your extra curse damage against that target.

## Pact Sword — Level 2+

*Eladrin warlocks favor these sinister longswords for their ability to combine weapon and magic and for the power to control an enemy's position.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Longsword

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** If you are an eladrin, this longsword functions as a warlock implement for you (but do not apply the weapon's proficiency bonus to attack rolls for warlock powers).

**Power (Daily ✦ Teleportation):** Free Action. Use this power when you hit a target affected by your Warlock's Curse with this weapon. Teleport the target a number of squares equal to 1 + this weapon's enhancement bonus.

## Paired Weapon — Level 3+

*One weapon suddenly becomes two with startling speed.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any one-handed melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (At-Will):** Minor Action. Split the weapon into two identical weapons, one in your primary hand and one in your off-hand. You can spend another minor action to recombine the weapons into one. If you have the Quick Draw feat, you can split or recombine the weapon as a free action.

## Paralyzing Weapon — Level 13+

*This crossbow is enameled with stylized images of poisonous snakes. The bolts it fires drip with toxic venom.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any ranged

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily ✦ Poison):** Free Action. Use this power when you hit with this weapon. The target is immobilized and weakened until the end of your next turn.

## Parrying Weapon — Level 2+

*A wielder of this weapon never truly lowers his or her defenses.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Immediate Reaction. Use this power when an enemy makes a melee attack against you. Make a melee basic attack against that enemy, with a power bonus on your attack roll equal to this weapon's enhancement bonus; if your result exceeds that of the attack roll against you, the enemy's attack misses. The melee basic attack you make to block your enemy's attack has no other effect and does not deal damage.

## Piercing Weapon — Level 7+

*This point of this spear extends, digs deep into an enemy's flesh, and leaves a weeping wound.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Weapon:** Spear

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit a target with this weapon. The target takes ongoing damage equal to your Dexterity modifier + this weapon's enhancement bonus (save ends).

## Pinning Weapon — Level 2+

*You use this weapon to root your enemy to the spot.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit an enemy with this weapon. That enemy is immobilized until you are no longer adjacent to it.

## Point Blank Weapon — Level 3+

*The wielder of this weapon need not fear wading into melee.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any ranged

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Gain a +2 item bonus to AC against opportunity attacks provoked by making a ranged attack with this weapon.

**Power (Encounter):** Free Action. Use this power when you make a ranged attack with this weapon; the attack does not provoke opportunity attacks.

## Poisoned Weapon — Level 5+

*This weapon leaves a debilitating poison that saps an enemy's vitality and strength.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Bow, Crossbow, Light Blade, Pick, Spear

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 poison damage per plus

**Power (Daily ✦ Poison):** Free Action. Use this power when you hit with the weapon. The target takes ongoing 5 poison damage and is weakened (save ends both).
*Level 15 or 20:* Ongoing 10 poison damage and weakened (save ends both).
*Level 25 or 30:* Ongoing 15 poison damage and weakened (save ends both).

***Poisoned weapon***

## Predatory Weapon — Level 13+

*This weapon silently urges its wielder to hunt new prey even before finishing off his or her present foe.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d12 damage per plus if you have marked the target

**Power (Encounter):** Free Action. Use this power when you hit with the weapon. Mark a target within 5 squares of you. This mark lasts until the end of your next turn.

WAYNE ENGLAND, JASON A. ENGLE

## Prime Shot Weapon — Level 2+

*This weapon demands a wily and cunning wielder who darts from cover to cover while sniping at enemies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Any ranged
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** You deal +1 damage if no ally is closer to the target than you are.
*Level 12 or 17:* +2 damage.
*Level 22 or 27:* +3 damage.

## Quick Weapon — Level 3+

*You can use this weapon to attack with preternatural speed.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. Use this power when you hit a target with this weapon. Make a basic attack with this weapon against a target of your choice.

## Radiant Weapon — Level 15+

*This weapon burns with glowing, radiant energy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 radiant damage per plus
**Property:** When this weapon is used to deal radiant damage, add its enhancement bonus as an item bonus to damage rolls.
**Power (At-Will ✦ Radiant):** Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.

## Reckless Weapon — Level 3+

*Some fighters favor force over accuracy—this weapon is for them.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any melee except reach weapons
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (At-Will):** Free Action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapon's enhancement bonus. You take a -2 penalty to AC until the end of your next turn.

## Rending Weapon — Level 4+

*When this axe scores a devastating strike, you can continue your assault.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Axe
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and make a melee basic attack with this weapon against the same target.

## Reproachful Weapon — Level 2+

*A strike from this weapon renders your enemy less able to respond.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. Use this power when you hit with the weapon. Your target takes a -2 penalty to its attack rolls (save ends).

## Retribution Weapon — Level 7+

*This blade bestows power to those who seek vengeance against an adversary.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Whenever an enemy scores a critical hit against you, your next attack with this weapon against that enemy deals +1d6 damage per plus of this weapon. The effect ends at the end of your next turn.

## Ricochet Weapon — Level 11+

*When you fire a stone from this sling, it bounces off the target to hit another.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 11 | +3 | 9,000 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 16 | +4 | 45,000 gp | Lvl 26 | +6 | 1,125,000 gp |

**Weapon:** Sling
**Enhancement:** Attack rolls and damage rolls
**Critical:** None
**Power (Daily):** Free Action. Use this power when you make a ranged attack with this weapon. After that attack is resolved, make a ranged basic attack with this weapon against a second target within 2 squares of the first target (treating the first target's space as the origin of the attack for purposes of determining cover).

## Righteous Weapon — Level 10+

*Crafted with faith and wrath, this weapon is a scourge of evil.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d8 damage per plus against evil creatures.
**Power (Daily):** Free Action. Use this power when you hit with the weapon. The target is dazed until the end of your next turn. If the target is evil or chaotic evil, the target is instead dazed (save ends).

## Sacrificial Weapon — Level 6+

*The true severity of this weapon comes at a cost to the wielder's own vitality.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |
| Lvl 16 | +4 | 45,000 gp | | | |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. Use this power when you hit with the weapon. Spend a healing surge, and instead of regaining hit points, you cause the target to become weakened until the end of your next turn.

## Scalebane Weapon — Level 3+

*Reptilian creatures have good cause to fear this weapon.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d12 damage per plus against reptiles.
**Power (Daily):** Free Action. Use this power when you hit with the weapon. The attack deals an extra 1d4 damage. If the target has the reptile keyword, it deals an extra 1d20 damage instead.
*Level 13 or 18:* An extra 2d4 damage or an extra 2d12 damage if the target has the reptile keyword.
*Level 23 or 28:* An extra 3d4 damage and an extra 3d12 damage if the target has the reptile keyword.

## Shadow Spike — Level 22+

*The wielder of this weapon moves like a shadow, silent and invisible until striking, and then only to disappear again.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 22 | +5 | 325,000 gp | Lvl 27 | +6 | 1,625,000 gp |

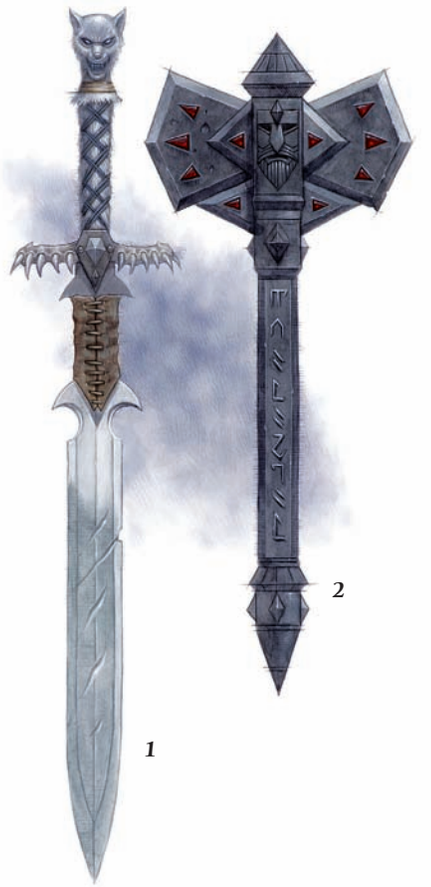
**Weapon:** Light Blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily ✦ Illusion):** Free Action. Use this power when you use this weapon to hit a target granting you combat advantage. You are invisible until the end of your next turn.

## Shapechanger's Sorrow — Level 9+

*This weapon traps a shapechanging creature in its present form.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +3 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Weapon:** Axe, Heavy Blade, Light Blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 per plus, or +1d12 damage per plus against creatures not in their natural form.
**Property:** You gain a +1 bonus to all defenses against creatures not in their natural form.
**Power (Daily):** Free Action. Use this power when you hit with the weapon. The target reverts to its natural form and cannot use powers that have the polymorph keyword (save ends).




***1. Shapechanger's Sorrow; 2. Rending weapon***

## Skewering Weapon — Level 3+

*This weapon leaves behind an ephemeral shard that holds your foe in place.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Pick, Spear
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. Use this power when you hit a target with this weapon. The target is immobilized (save ends).

WAYNE ENGLAND

## Skyrender Weapon — Level 9+

*Air roils along the path of your ammunition, hindering or disabling a flying creature's ability to stay aloft.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +3 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Weapon:** Any ranged

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d12 damage against a flying target.

**Property:** When you hit a flying target with this weapon, halve the target's fly speed until the end of your next turn.

**Power (Daily):** Free Action. Use this power when you hit an airborne target using this weapon. The target falls 10 squares. If it hits the ground, it is prone but takes no damage from the fall.

## Sniper's Weapon — Level 13+

*A bolt fired from this crossbow flies along a perfect path, ignoring all outside forces.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Crossbow

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Property:** Attacks with this weapon do not take the -2 penalty for long range.

**Power (Daily):** Minor Action. The next attack roll you make with this weapon during this turn gains a power bonus equal to your Wisdom modifier.

## Splitting Weapon — Level 7+

*This weapon breaks apart when you attack with it, hitting multiple enemies and then reforming.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Weapon:** Flail

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit with the weapon. An enemy adjacent to the attack's target takes damage equal to your Dexterity modifier + the weapon's enhancement bonus.

## Staggering Weapon — Level 2+

*When you hit with this weapon, you send your foes lurching headlong whichever way you wish.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Weapon:** Axe, Flail, Hammer, Heavy Blade, Mace

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, and the target is knocked prone.

**Property:** When you use a power with the weapon keyword that slides a target, you can add this weapon's enhancement bonus to the number of squares the target slides.

**Power (Daily):** Free Action. Use this power when you hit with the weapon. Slide the target a number of squares equal to the weapon's enhancement bonus.

## Stormbolt Weapon — Level 14+

*This weapon pulses with elemental energy, and wielding it is like holding the power and fury of a thunderstorm in your hand.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Hammer, Spear

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 lightning damage per plus

**Power (Daily ✦ Lightning):** Standard Action. The weapon discharges a bolt of lightning. Make an attack: Ranged 10; Strength or Constitution vs. Reflex (apply a bonus to the attack roll equal to the weapon's enhancement bonus); on a hit, the target takes 2[W] + Strength modifier lightning damage, and the bolt deals lightning damage equal to the weapon's enhancement bonus to all creatures adjacent to the target.

*Level 24 or 29:* 3[W] + Strength modifier lightning damage to the target, and lightning damage equal to twice the weapon's enhancement bonus to all enemies adjacent to the target.

## Stout Weapon — Level 8+

*This weapon looks for cracks in an enemy's fortitude instead of chinks in his armor.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Axe, Hammer, Mace, Pick, Staff

**Enhancement:** Attack rolls and damage rolls

**Critical:** + Constitution modifier damage per plus

**Power (Daily):** Free Action. Use this power when you make an attack against AC with this weapon. This attack targets Fortitude defense instead.

*Stormbolt weapon*

## Strongheart Weapon — Level 3+

*You can overcome bodily weakness when you attack with this weapon.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (Encounter):** Minor Action. Until the end of your next turn, you do not deal half damage while weakened.

## Subtle Weapon — Level 3+

*Plain and simple, this weapon works best when you already have an edge on your foe.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Deal extra damage equal to this weapon's enhancement bonus when attacking with combat advantage.

## Sunblade — Level 4+

*This heavy golden sword attacks with the power and intensity of the sun, burning nearby enemies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Heavy Blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** This weapon can shed bright or dim light up to 20 squares. You control the brightness and range of the light.
**Power (At-Will ✦ Radiant):** Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.
**Power (Daily ✦ Radiant):** Standard Action. You cause motes of light to burst out and attach to your enemies. Make an attack: Close burst 1; targets enemies; Strength vs. Reflex (apply a bonus to the attack roll equal to the weapon's enhancement bonus); on a hit, the target takes 1d8 radiant damage.
*Level 14 or 19:* 2d8 radiant damage.
*Level 24 or 29:* Close burst 2; 3d8 radiant damage.

## Swiftshot Weapon — Level 3+

*This weapon reloads and fires faster than any other crossbow.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Crossbow
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Loading this crossbow is a free action.
**Power (Encounter):** Minor Action. Make a ranged basic attack with this weapon.

THOMAS DENMARK

## Tenacious Weapon — Level 19+

*A wielder of this weapon favors dependability over luck.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 24 | +5 | 525,000 gp | | | |

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Encounter):** Free Action. Use this power before you make an attack roll with this weapon. Roll twice and take the better of the two results.

## Thieving Weapon — Level 5+

*This weapon adds insult to injury by stealing away its victim's possessions.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit with the weapon. Make a Thievery check to pick the target's pockets, ignoring the -10 penalty for using the skill in battle. In addition, you gain a power bonus equal to the weapon's enhancement bonus to the check.

## Thoughtstealer Weapon — Level 9+

*With this weapon, you not only break through an enemy's physical defenses but its mental defenses as well.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Weapon:** Any thrown

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 psychic damage per plus

**Power (Daily):** Free Action. Use this power when you hit with the weapon. Make a secondary attack against the target's Will defense. The attack bonus is equal to the level of this weapon plus its enhancement bonus. If the attack hits, you learn the answer to a question that the subject knows the answer to and which can be answered by a "yes" or "no." If the subject doesn't know the answer, the power fails.

*Level 14 or 19:* Learn answers to two yes/no questions.

*Level 24 or 29:* Learn answers to three yes/no questions.

## Thunderbolt Weapon — Level 13+

*This weapon imbues its ammunition with electricity and can create a bolt that jumps from one target to another.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any ranged

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 lightning damage per plus

**Power (At-Will ✦ Lightning):** Free Action. All damage dealt by this weapon is lightning damage. Another free action returns the damage to normal.

**Power (Daily ✦ Lightning):** Free Action. Use this power after you make a ranged attack with this weapon. Whether the attack hits or misses, make a ranged basic attack with this weapon against a second target within 10 squares and line of effect of the first target. All of the damage from this secondary attack is lightning damage.

## Thundergod Weapon — Level 13+

*A loud crash of thunder erupts from this weapon when you charge and strike an enemy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 thunder damage per plus, or +1d12 thunder damage per plus on a charge

**Property:** Your melee attacks deal +1d6 thunder damage when you charge.

*Level 23 or 28:* +2d6 thunder damage on a charge.

## Tigerclaw Gauntlets — Level 8+

*These gauntlets, which imbue you with the power of a pouncing tiger, have a sharp talon extending outward from each.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Spiked gauntlets

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Gain a +2 item bonus to your speed when charging.

**Power (Encounter):** Standard Action. Make a charge attack. At the end of your charge, make two melee basic attack rolls against one target using this weapon. If you hit with both, deal an extra 1d6 damage.

*Level 13 and 18:* +2d6 damage.

*Level 23 and 28:* +3d6 damage.

JAMES ZHANG

## Transference Weapon — Level 7+

*With this weapon, your enemies need take heed of what afflictions they place on you, lest they suffer them as well.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit with the weapon. Transfer a condition or ongoing damage effect that is affecting you to the target you hit. The condition or ongoing damage continues to run its course as normal on the target.

## Transposing Weapon — Level 14+

*Thanks to this weapon, you and the target of your attack switch places.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Any
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Power (Encounter ✦ Teleportation):** Free Action. Use this power when you hit a target with the weapon. You and the target switch locations.

## Trespasser's Bane Weapon — Level 25+

*No enemy can elude this weapon's wielder without risk.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 25 | +5 | 625,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Power (Encounter):** Immediate Interrupt. Use this power when an enemy moves out of a square within your reach. Make a melee basic attack against that enemy. If the attack hits, the target is slowed until the end of its next turn.

## Tyrant's Weapon — Level 8+

*This harsh-looking weapon lets you capitalize on your enemies' vulnerabilities.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and the target is knocked prone.

**Power (Daily):** Minor Action. Until the end of your next turn, your attacks with this weapon deal an extra 1d6 damage per plus to a target that is blinded, prone, restrained, or helpless.

## Vampiric Weapon — Level 9+

*This blade saps life from its opponent, bestowing you with the creature's lost vitality.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Weapon:** Heavy Blade, Light Blade
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d4 damage per plus, and you regain hit points equal to the damage dealt by this weapon's critical property.
**Property:** All damage dealt by this weapon is necrotic damage.

**Power (Daily ✦ Healing, Necrotic):** Free Action. Use this power when you make a successful attack with the weapon. That attack deals an extra 1d8 necrotic damage, and you regain an equal amount of hit points.
*Level 14 or 19:* +2d8 necrotic damage and regain the same amount of hit points.
*Level 24 or 29:* +3d8 necrotic damage and regain the same amount of hit points.

## Vanguard Weapon — Level 3+

*Favored by soldiers of the frontline, this weapon makes any charge formidable.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** Deal +1d8 damage on any successful charge.

**Power (Daily):** Minor Action. Use this power when you make a charge attack. If you hit with your charge attack, all allies within 10 squares of you gain a +1 bonus to attack rolls and gain your Charisma bonus as a bonus to damage rolls until the start of your next turn.

## Vengeful Weapon — Level 5+

*When an ally's life is on the line, the wielder of this weapon becomes a deadly adversary.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Power (Encounter):** Free Action. Use this power when an attack hits a bloodied ally within 10 squares of you. Gain a +2 power bonus to attack rolls and +1d10 on damage rolls against the attacker until the end of your next turn.
*Level 15 or 20:* +2d10 damage.
*Level 25 or 30:* +3d10 damage.

## Voidcrystal Weapon — Level 14+

*This black crystal weapon can briefly banish a creature to a dark, secluded location.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily ✦ Teleportation):** Free Action. Use this power when you hit a creature with this weapon. The target disappears from the world until the start of your next turn, at which point the target reappears in an unoccupied space of your choice within 3 squares of you.

## Waterbane Weapon — Level 8+

*Creatures of stream and sea have reason to tremble before this weapon.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Weapon:** Axe, Crossbow, Heavy Blade, Light Blade, Spear
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d10 damage per plus against creatures that have the aquatic or water keyword.
**Property:** You take no attack penalty when using this weapon underwater.
**Power (Daily):** Minor Action. Your next attack with this weapon gains a +2 power bonus to the attack roll if you are underwater, or a +5 power bonus to the attack roll against a creature that has the water or the aquatic keyword.

## Withering Weapon — Level 13+

*Each blow with this weapon weakens armor and resolve.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon:** Any melee
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Each time you hit with this weapon in melee, your target takes a cumulative -1 penalty to AC. The target can make a saving throw to end the entire penalty, but it can receive the penalty again with future attacks.

## Wounding Weapon — Level 4+

*This weapon tears through an enemy's flesh, creating wounds that bleed profusely.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Weapon:** Axe, Bow, Crossbow, Heavy Blade, Light Blade, Spear
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When an attack with this weapon deals untyped ongoing damage, the target of the attack takes a penalty to the saving throw equal to this weapon's enhancement bonus.
**Power (Daily):** Free Action. Use this power when you hit with the weapon. The target also takes ongoing 5 damage (save ends).
*Level 14 or 19:* Ongoing 10 damage (save ends).
*Level 24 or 29:* Ongoing 15 damage (save ends).

RANDY GALLEGOS

*Waterbane weapon*

WILLIAM O'CONNOR

## HOLY SYMBOLS

*Channeled through this holy symbol, my faith is a weapon to fear.*

Holy symbols come in a variety of shapes and designs, and champions of the gods use them as implements in battle. In the hand of clerics and paladins, they are as much weapons as swords are to fighters.

Sometimes a holy symbol is keyed to a specific deity and can be used only by worshipers of that deity. If the gods in your game world are different from the ones featured in the *Player's Handbook*, feel free to tweak the names and prerequisites of these holy symbols to serve the needs of your home campaign.

**HOLY SYMBOLS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 2 | Symbol of divinity +1 | 520 |
| 2 | Symbol of good fortune +1 | 520 |
| 2 | Symbol of reproach +1 | 520 |
| 2 | Symbol of resilience +1 | 520 |
| 3 | Symbol of confrontation +1 | 680 |
| 3 | Symbol of divine reach +1 | 680 |
| 4 | Symbol of astral might +1 | 840 |
| 4 | Symbol of mortality +1 | 840 |
| 4 | Symbol of vengeance +1 | 840 |
| 5 | Symbol of dire fate +1 | 1,000 |
| 7 | Symbol of divinity +2 | 2,600 |
| 7 | Symbol of freedom +2 | 2,600 |
| 7 | Symbol of good fortune +2 | 2,600 |
| 7 | Symbol of perseverance +2 | 2,600 |
| 7 | Symbol of reproach +2 | 2,600 |
| 7 | Symbol of resilience +2 | 2,600 |
| 7 | Symbol of shielding +2 | 2,600 |
| 8 | Black feather of the Raven Queen +2 | 3,400 |
| 8 | Cog of Erathis +2 | 3,400 |

**HOLY SYMBOLS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 8 | Dragonscale of Bahamut +2 | 3,400 |
| 8 | Eye of Ioun +2 | 3,400 |
| 8 | Fist of Kord +2 | 3,400 |
| 8 | Mask of Melora +2 | 3,400 |
| 8 | Moon disk of Sehanine +2 | 3,400 |
| 8 | Moradin's indestructible anvil +2 | 3,400 |
| 8 | Star of Corellon +2 | 3,400 |
| 8 | Stone of Avandra +2 | 3,400 |
| 8 | Sun disk of Pelor +2 | 3,400 |
| 8 | Symbol of confrontation +2 | 3,400 |
| 8 | Symbol of divine reach +2 | 3,400 |
| 9 | Symbol of astral might +2 | 4,200 |
| 9 | Symbol of mortality +2 | 4,200 |
| 9 | Symbol of penitence +2 | 4,200 |
| 9 | Symbol of vengeance +2 | 4,200 |
| 10 | Symbol of dire fate +2 | 5,000 |
| 12 | Symbol of divinity +3 | 13,000 |
| 12 | Symbol of freedom +3 | 13,000 |
| 12 | Symbol of good fortune +3 | 13,000 |
| 12 | Symbol of lifebonding +3 | 13,000 |
| 12 | Symbol of perseverance +3 | 13,000 |
| 12 | Symbol of reproach +3 | 13,000 |
| 12 | Symbol of resilience +3 | 13,000 |
| 12 | Symbol of shielding +3 | 13,000 |
| 13 | Black feather of the Raven Queen +3 | 17,000 |
| 13 | Cog of Erathis +3 | 17,000 |
| 13 | Dragonscale of Bahamut +3 | 17,000 |
| 13 | Eye of Ioun +3 | 17,000 |
| 13 | Fist of Kord +3 | 17,000 |
| 13 | Mask of Melora +3 | 17,000 |
| 13 | Moon disk of Sehanine +3 | 17,000 |
| 13 | Moradin's indestructible anvil +3 | 17,000 |
| 13 | Star of Corellon +3 | 17,000 |
| 13 | Stone of Avandra +3 | 17,000 |
| 13 | Sun disk of Pelor +3 | 17,000 |
| 13 | Symbol of confrontation +3 | 17,000 |

**HOLY SYMBOLS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 13 | Symbol of divine reach +3 | 17,000 |
| 14 | Symbol of astral might +3 | 21,000 |
| 14 | Symbol of censure +3 | 21,000 |
| 14 | Symbol of mortality +3 | 21,000 |
| 14 | Symbol of penitence +3 | 21,000 |
| 14 | Symbol of vengeance +3 | 21,000 |
| 15 | Symbol of brilliance +3 | 25,000 |
| 15 | Symbol of dire fate +3 | 25,000 |
| 15 | Symbol of renewal +3 | 25,000 |
| 15 | Symbol of the warpriest +3 | 25,000 |
| 17 | Symbol of dedication +4 | 65,000 |
| 17 | Symbol of divinity +4 | 65,000 |
| 17 | Symbol of freedom +4 | 65,000 |
| 17 | Symbol of good fortune +4 | 65,000 |
| 17 | Symbol of lifebonding +4 | 65,000 |
| 17 | Symbol of perseverance +4 | 65,000 |
| 17 | Symbol of reproach +4 | 65,000 |
| 17 | Symbol of resilience +4 | 65,000 |
| 17 | Symbol of shielding +4 | 65,000 |
| 17 | Symbol of sustenance +4 | 65,000 |
| 18 | Black feather of the Raven Queen +4 | 85,000 |
| 18 | Cog of Erathis +4 | 85,000 |
| 18 | Dragonscale of Bahamut +4 | 85,000 |
| 18 | Eye of Ioun +4 | 85,000 |
| 18 | Fist of Kord +4 | 85,000 |
| 18 | Mask of Melora +4 | 85,000 |
| 18 | Moon disk of Sehanine +4 | 85,000 |
| 18 | Moradin's indestructible anvil +4 | 85,000 |
| 18 | Star of Corellon +4 | 85,000 |
| 18 | Stone of Avandra +4 | 85,000 |
| 18 | Sun disk of Pelor +4 | 85,000 |
| 18 | Symbol of confrontation +4 | 85,000 |
| 18 | Symbol of divine reach +4 | 85,000 |
| 18 | Symbol of sacrifice +4 | 85,000 |
| 19 | Symbol of astral might +4 | 105,000 |
| 19 | Symbol of censure +4 | 105,000 |
| 19 | Symbol of mortality +4 | 105,000 |
| 19 | Symbol of penitence +4 | 105,000 |
| 19 | Symbol of vengeance +4 | 105,000 |
| 20 | Symbol of brilliance +4 | 125,000 |
| 20 | Symbol of dire fate +4 | 125,000 |
| 20 | Symbol of renewal +4 | 125,000 |
| 20 | Symbol of the warpriest +4 | 125,000 |
| 22 | Symbol of dedication +5 | 325,000 |
| 22 | Symbol of divinity +5 | 325,000 |
| 22 | Symbol of freedom +5 | 325,000 |
| 22 | Symbol of good fortune +5 | 325,000 |
| 22 | Symbol of lifebonding +5 | 325,000 |
| 22 | Symbol of perseverance +5 | 325,000 |
| 22 | Symbol of reproach +5 | 325,000 |
| 22 | Symbol of resilience +5 | 325,000 |
| 22 | Symbol of shielding +5 | 325,000 |
| 22 | Symbol of sustenance +5 | 325,000 |
| 23 | Black feather of the Raven Queen +5 | 425,000 |
| 23 | Cog of Erathis +5 | 425,000 |

**HOLY SYMBOLS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 23 | Dragonscale of Bahamut +5 | 425,000 |
| 23 | Eye of Ioun +5 | 425,000 |
| 23 | Fist of Kord +5 | 425,000 |
| 23 | Mask of Melora +5 | 425,000 |
| 23 | Moon disk of Sehanine +5 | 425,000 |
| 23 | Moradin's indestructible anvil +5 | 425,000 |
| 23 | Star of Corellon +5 | 425,000 |
| 23 | Stone of Avandra +5 | 425,000 |
| 23 | Sun disk of Pelor +5 | 425,000 |
| 23 | Symbol of confrontation +5 | 425,000 |
| 23 | Symbol of divine reach +5 | 425,000 |
| 23 | Symbol of sacrifice +5 | 425,000 |
| 24 | Symbol of astral might +5 | 525,000 |
| 24 | Symbol of censure +5 | 525,000 |
| 24 | Symbol of mortality +5 | 525,000 |
| 24 | Symbol of penitence +5 | 525,000 |
| 24 | Symbol of vengeance +5 | 525,000 |
| 25 | Symbol of brilliance +5 | 625,000 |
| 25 | Symbol of damnation +5 | 625,000 |
| 25 | Symbol of dire fate +5 | 625,000 |
| 25 | Symbol of radiant vengeance +5 | 625,000 |
| 25 | Symbol of renewal +5 | 625,000 |
| 25 | Symbol of the warpriest +5 | 625,000 |
| 27 | Symbol of dedication +6 | 1,625,000 |
| 27 | Symbol of divinity +6 | 1,625,000 |
| 27 | Symbol of freedom +6 | 1,625,000 |
| 27 | Symbol of good fortune +6 | 1,625,000 |
| 27 | Symbol of lifebonding +6 | 1,625,000 |
| 27 | Symbol of perseverance +6 | 1,625,000 |
| 27 | Symbol of reproach +6 | 1,625,000 |
| 27 | Symbol of resilience +6 | 1,625,000 |
| 27 | Symbol of shielding +6 | 1,625,000 |
| 27 | Symbol of sustenance +6 | 1,625,000 |
| 28 | Black feather of the Raven Queen +6 | 2,125,000 |
| 28 | Cog of Erathis +6 | 2,125,000 |
| 28 | Dragonscale of Bahamut +6 | 2,125,000 |
| 28 | Eye of Ioun +6 | 2,125,000 |
| 28 | Fist of Kord +6 | 2,125,000 |
| 28 | Mask of Melora +6 | 2,125,000 |
| 28 | Moon disk of Sehanine +6 | 2,125,000 |
| 28 | Moradin's indestructible anvil +6 | 2,125,000 |
| 28 | Star of Corellon +6 | 2,125,000 |
| 28 | Stone of Avandra +6 | 2,125,000 |
| 28 | Sun disk of Pelor +6 | 2,125,000 |
| 28 | Symbol of confrontation +6 | 2,125,000 |
| 28 | Symbol of divine reach +6 | 2,125,000 |
| 28 | Symbol of sacrifice +6 | 2,125,000 |
| 29 | Symbol of astral might +6 | 2,625,000 |
| 29 | Symbol of censure +6 | 2,625,000 |
| 29 | Symbol of mortality +6 | 2,625,000 |
| 29 | Symbol of penitence +6 | 2,625,000 |
| 29 | Symbol of vengeance +6 | 2,625,000 |
| 30 | Symbol of brilliance +6 | 3,125,000 |
| 30 | Symbol of damnation +6 | 3,125,000 |
| 30 | Symbol of dire fate +6 | 3,125,000 |

**HOLY SYMBOLS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 30 | Symbol of radiant vengeance +6 | 3,125,000 |
| 30 | Symbol of renewal +6 | 3,125,000 |
| 30 | Symbol of revivification +6 | 3,125,000 |
| 30 | Symbol of the warpriest +6 | 3,125,000 |

## Black Feather of the Raven Queen — Level 8+

*This onyx feather transforms the life force of a slain enemy into cold energy that can be unleashed upon another adversary.*

Lvl 8 +2 3,400 gp
Lvl 13 +3 17,000 gp
Lvl 18 +4 85,000 gp
Lvl 23 +5 425,000 gp
Lvl 28 +6 2,125,000 gp

**Implement (Holy Symbol)**

**Prerequisite:** To use this symbol, you must worship the Raven Queen.

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 cold damage per plus

**Power (Daily ✦ Cold):** Free Action. Use this power when you reduce a target to 0 hit points or fewer with an attack using this holy symbol. One creature within 5 squares of the target takes cold damage equal to your Charisma modifier and is immobilized (save ends).

## Cog of Erathis — Level 8+

*This holy symbol allows you to momentarily harness the will of Erathis to propel an ally to act with alacrity.*

Lvl 8 +2 3,400 gp
Lvl 13 +3 17,000 gp
Lvl 18 +4 85,000 gp
Lvl 23 +5 425,000 gp
Lvl 28 +6 2,125,000 gp

**Implement (Holy Symbol)**

**Prerequisite:** To use this symbol, you must worship Erathis.

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit with an attack using this holy symbol. An ally within 10 squares of you takes his next turn as soon as your turn ends. Move his place in the initiative order to directly after your own.

## Dragonscale of Bahamut — Level 8+

*Emblazoned with the image of the Platinum Dragon, this dragon scale-shaped symbol bestows protection on nearby allies.*

Lvl 8 +2 3,400 gp
Lvl 13 +3 17,000 gp
Lvl 18 +4 85,000 gp
Lvl 23 +5 425,000 gp
Lvl 28 +6 2,125,000 gp

**Implement (Holy Symbol)**

**Prerequisite:** To use this symbol, you must worship Bahamut.

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Power (Daily):** Free Action. Use this power when you hit with an attack using this holy symbol. Each ally within 2 squares of you gains a +1 power bonus to all defenses until the end of your next turn.

*1. Fist of Kord; 2. Star of Corellon; 3. Sun disk of Pelor; 4. Black feather of the Raven Queen; 5. Cog of Erathis; 6. Moradin's indestructible Anvil*

LEE MOYER

## Eye of Ioun

Level 8+

*A holy symbol shaped like an eye, this icon of Ioun allows you to tap into the power of prophecy to avoid future danger.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Holy Symbol)**

**Prerequisite:** To use this symbol, you must worship Ioun.

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit with an attack using this holy symbol. At any one time until the end of the encounter, you can force the target you hit to reroll an attack roll made against you. It must use the new result.

## Fist of Kord

Level 8+

*Kord favors those who show strength, so when you succeed on an attack with this fist-shaped symbol, your next attack strikes harder.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Holy Symbol)**

**Prerequisite:** To use this symbol, you must worship Kord.

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 lightning damage per plus

**Property:** When you hit with an attack delivered by this implement, you gain a bonus to damage rolls with melee weapon attacks equal to the holy symbol's enhancement bonus until the end of your next turn. (This bonus stacks with any enhancement bonus of the weapon delivering the attack.)

## Mask of Melora

Level 8+

*Shaped as a leaf or seashell, this symbol channels your faith to bolster your conviction against unnatural creatures.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Holy Symbol)**

**Prerequisite:** To use this symbol, you must worship Melora.

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d10 damage per plus against aberrant creatures.

**Power (Daily):** Free Action. Use this power when you hit an aberrant creature with an attack using this holy symbol. You gain a +1 power bonus to attack rolls against aberrant creatures until the end of the encounter.

## Moon Disk of Sehanine

Level 8+

*This symbol allows its user to lower a darkening veil over an enemy, temporarily confounding the creature.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Holy Symbol)**

**Prerequisite:** To use this symbol, you must worship Sehanine.

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit with an attack using this holy symbol. The target takes a -5 penalty to the first attack roll it makes before the start of your next turn.

## Moradin's Indestructible Anvil

Level 8+

*This anvil-shaped holy symbol allows one to bestow the durability of Moradin's crafts upon a recipient.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Holy Symbol)**

**Prerequisite:** To use this symbol, you must worship Moradin.

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit with an attack using this holy symbol. One ally within 5 squares of you gains resist 5 to all damage until the start of your next turn.

*Level 18 or 23:* Resist 10 to all damage.

*Level 28:* Resist 15 to all damage.

## Star of Corellon

Level 8+

*This star-shaped pendant flashes with an inner light when you unleash arcane or divine energy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Holy Symbol)**

**Prerequisite:** To use this symbol, you must worship Corellon.

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** You can use this holy symbol as an implement for any arcane power.

**Power (Daily):** Free Action. Use this power when you hit with an attack using this holy symbol. Gain an additional use of your *healing word* power or your Channel Divinity class feature for this encounter.

## Stone of Avandra — Level 8+

*Breathing a quick prayer to Avandra, your faith is channeled through this stone to turn the fates in your favor.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Holy Symbol)**
**Prerequisite:** To use this symbol, you must worship Avandra.
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. Reroll an attack roll you made using this holy symbol and use the new result.

## Sun Disk of Pelor — Level 8+

*This holy symbol flashes with light as your faith unleashes radiant energy that sears your enemies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Holy Symbol)**
**Prerequisite:** To use this symbol, you must worship Pelor.
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 radiant damage per plus
**Power (At-Will ✦ Radiant):** Free Action. All damage dealt by powers using this holy symbol is radiant damage. Another free action returns the damage to normal.

## Symbol of Astral Might — Level 4+

*This symbol is a potent tool against creatures from the Elemental Chaos.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d10 damage per plus against elemental creatures.
**Power (Daily):** Free Action. Use this power when you hit with an attack using this holy symbol. Deal +1d10 damage to each elemental creature hit by the attack.
*Level 14 or 19:* +2d10 damage against elemental creatures.
*Level 24 or 29:* +3d10 damage against elemental creatures.

## Symbol of Brilliance — Level 15+

*This holy symbol shines with the fiery spirit of your devotion, infusing the intensity of your beliefs into blinding power.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 radiant damage per plus, and the target is blinded until the start of your next turn.
**Power (Daily):** Free Action. Use this power when you hit with an attack using this holy symbol. The target is blinded until the start of your next turn.

RANDY GALLEGOS, LEE MOYER

## Symbol of Censure — Level 14+

*Your faith transforms this mundane-looking holy symbol into a mesmerizing beacon that distracts your enemy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and the target is dazed until the start of your next turn.
**Power (Daily):** Free Action. Use this power when you hit with an attack using this holy symbol. The target is dazed until the start of your next turn.

***Symbol of brilliance***

## Symbol of Confrontation Level 3+

*This holy symbol enhances the power of your divine challenge.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Holy Symbol)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d10 damage per plus against enemies currently marked by you.

**Power (Daily):** Free Action. Use this power when you hit with an attack using this holy symbol. Your divine challenge remains in effect on its current target until the end of your next turn, even if it would normally end.

## Symbol of Damnation Level 25+

*Your pious hatred for an enemy is enhanced by this holy symbol.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 25 | +5 | 625,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Holy Symbol)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus, and the target gains vulnerable 5 to all attacks until the start of your next turn.

**Power (Daily):** Free Action. Use this power when you hit with an attack using this holy symbol. The target gains vulnerable 5 to all attacks until the start of your next turn.

## Symbol of Dedication Level 17+

*When you smite foes that you have marked as an enemy of your god, this holy symbol gives you divine protection against that enemy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 22 | +5 | 325,000 gp | | | |

**Implement (Holy Symbol)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d10 damage per plus against enemies currently marked by you.

**Power (Daily):** Free Action. Use this power when you hit a target currently marked by you with an attack delivered by this symbol. Gain a +2 power bonus to all defenses until the end of your next turn.

## Symbol of Dire Fate Level 5+

*This symbol glimmers with divine light as you press your advantage against an enemy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Holy Symbol)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d12 damage per plus against enemies currently marked by you.

**Property:** When you use this holy symbol to attack a target currently marked by you, you gain a +1 bonus to the attack roll.

## Symbol of Divine Reach Level 3+

*This symbol lets you extend the reach of your retribution against enemies of your deity.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Holy Symbol)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d10 damage per plus with ranged and area attacks.

**Property:** When using this holy symbol to deliver a ranged or area prayer, add the symbol's enhancement bonus to the range. For example, a *+3 symbol of divine reach* would increase "area burst 5 within 10 squares" to "area burst 5 within 13 squares."

## Symbol of Divinity Level 2+

*This holy symbol gathers the power of your divine attacks, allowing you to rechannel that might.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Holy Symbol)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit with an attack using this holy symbol. Gain one additional use of Channel Divinity for this encounter.

## Symbol of Freedom Level 7+

*This symbol allows you or one of your allies to shrug off certain debilitating conditions.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Implement (Holy Symbol)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit with an attack using this holy symbol. You or any one ally within 10 squares of you can roll a saving throw against the any effect that includes the dominated, immobilized, restrained, or slowed condition. Add the symbol's enhancement bonus as a power bonus to the save.

## Symbol of Good Fortune Level 2+

*Divine fortune favors you, bolstering your ability to strike accurately at your enemies.*

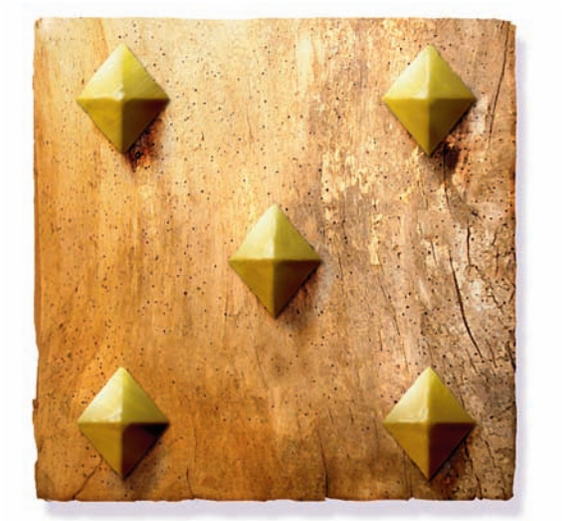
| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Holy Symbol)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit with an attack using this holy symbol. Gain a +2 power bonus to the next attack roll you make before the end of your next turn.



*Symbol of good fortune*

## Symbol of Lifebonding — Level 12+

*This symbol diverts some the energy devoted to your attack into healing for a nearby ally.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Power (Daily ✦ Healing):** Free Action. Use this power when you hit with an attack using this holy symbol. The attack deals only half the normal damage. You or an ally within 10 squares of you regains hit points equal to the reduced amount of damage dealt.

## Symbol of Mortality — Level 4+

*This symbol is a potent tool against undead and immortals.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d10 damage per plus against undead or immortal creatures.

**Power (Daily):** Minor Action. Your next attack with this holy symbol deals an extra 1d4 damage. If the creature has the immortal origin or the undead keyword, the creature takes an extra 1d8 damage instead.
*Level 14 or 19:* An extra 2d4 damage or an extra 2d8 damage if the target has the immortal origin or undead keyword.
*Level 24 or 29:* An extra 2d4 damage or an extra 2d8 damage if the target has the immortal origin or undead keyword.

## Symbol of Penitence — Level 9+

*This symbol ensures that light continues to sear your enemy even after your initial attack.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +3 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 radiant damage per plus

**Power (Daily ✦ Radiant):** Free Action. Use this power when you hit with a radiant attack delivered by this holy symbol. The target takes 5 radiant damage when it uses a standard action to attack (save ends).
*Level 19 or 24:* 10 radiant damage.
*Level 29:* 15 radiant damage.

## Symbol of Perseverance — Level 7+

*This symbol glows with an inner light, preserving a fragment of your life force to bestow when you or an ally needs it most.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Power (Daily ✦ Healing):** Free Action. Use this power when you hit with an attack delivered by this holy symbol. A dying ally within 20 squares of you regains hit points as if he had spent a healing surge; add the symbol's enhancement bonus to the hit points regained.

## Symbol of Radiant Vengeance — Level 25+

*As you assail an enemy with attacks, this symbol causes your strikes to burn with radiant energy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 25 | +5 | 625,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 radiant damage per plus, or +1d10 radiant damage per plus if the target attacked an ally of yours since the end of your last turn.
**Property:** If your attack with this holy symbol hits an enemy that attacked an ally of yours since the end of your last turn, you deal an extra 1d10 radiant damage to that enemy.

## Symbol of Renewal — Level 15+

*You channel your conviction through this symbol and grant yourself or a nearby ally remarkable regenerative powers.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Power (Daily ✦ Healing):** Free Action. Use this power when you reduce a target to 0 or fewer hit points with an attack delivered by this holy symbol. You or one ally within 5 squares of you gains regeneration 5 for the rest of encounter.
*Level 25 or 30:* Regeneration 10.

LEE MOYER

## Symbol of Reproach — Level 2+

*This symbol delivers a debilitating attack that saps your enemy's vitality and impairs its ability to persevere.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. Use this power when you hit a target with an attack delivered by this holy symbol. Until the end of your next turn, that target takes a -2 penalty to saving throws and can't regain hit points by any means.

## Symbol of Resilience — Level 2+

*This symbol bolsters confidence and allows allies to shrug off even the deadliest effects.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. Use this power when you hit with an attack delivered by this symbol. You or an ally within 10 squares of you can roll a saving throw against one effect that a save can end; add the symbol's enhancement bonus as a power bonus to that saving throw.

## Symbol of Revivification — Level 30

*This symbol holds the power to revive a dead or dying ally.*

Lvl 30 +6 3,125,000 gp
**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily ✦ Healing):** Free Action. Use this power when you hit with an attack using this holy symbol. Spend two healing surges, do not regain any hit points, and choose a dying or dead ally within 10 squares of you. That ally is returned to life at his bloodied hit point total. This power does not revive an ally who's been dead for longer than 1 day.

## Symbol of Sacrifice — Level 18+

*When you attack with this symbol, you can choose to sacrifice some of your vitality to aid a nearby comrade.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 23 | +5 | 425,000 gp | | | |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Each time you hit with an attack using this holy symbol, you can choose to lose hit points up to the symbol's enhancement bonus. If you do, an ally within 5 squares of you can make a saving throw against one effect that a save can end, with a bonus to the roll equal to the number of hit points you lost.

***Symbol of shielding***

## Symbol of Shielding — Level 7+

*Your holy symbol glows as you conjure a nimbus of protection.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. Use this power when you hit with an attack using this holy symbol. You or one ally within 2 squares of you gains a +2 power bonus to AC and Reflex defense until the end of your next turn.

## Symbol of Sustenance — Level 17+

*This symbol is infused with a fragment of your consciousness that allows you to turn your attention elsewhere in battle while maintaining other powers.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 22 | +5 | 325,000 gp | | | |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Minor Action. One of your powers that has an effect that will end this turn instead lasts until the end of your next turn.

## Symbol of the Warpriest — Level 15+

*This symbol lets you turn your advantage in battle into a bolstering effect for your allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Holy Symbol)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Each time you hit with an attack using this holy symbol, one conscious ally within 5 squares of you regains hit points equal to the symbol's enhancement bonus.

LEE MOYER

### Symbol of Vengeance — Level 4+

*This symbol allows you to exact your wrath upon enemies, returning their attacks with devastation.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Holy Symbol)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit with an attack using this holy symbol. If the target of your attack dealt damage to you or an ally since the end of your last turn, you deal an extra 1d8 damage.
If the target of your attack reduced you or an ally to 0 or fewer hit points since the end of your last turn, you instead deal an extra 2d8 damage.
*Level 14 or 19:* +2d8 or +4d8 damage.
*Level 24 or 29:* +3d8 or +6d8 damage.

## ORBS

*The orb held many secrets and great power, yet in those unfathomable depths, one could find madness.*

These arcane implements come in a variety of materials and shades, yet all share one defining feature—their spherical shape. Their powers, however, are diverse. An orb might strike terror into the target, or it might overcome the target with a fit of insanity. On the other hand, an orb might enhance the effectiveness of a wielder's psychic powers or allow him or her to see a place that is otherwise beyond sight.

**ORBS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 2 | Orb of debilitating languor +1 | 520 |
| 3 | Orb of far seeing +1 | 680 |
| 3 | Orb of insurmountable force +1 | 680 |
| 3 | Orb of judicious conjuration +1 | 680 |
| 3 | Orb of sweet sanctuary +1 | 680 |
| 3 | Orb of unlucky exchanges +1 | 680 |
| 4 | Orb of fickle fate +1 | 840 |
| 4 | Orb of harmonic agony +1 | 840 |
| 6 | Orb of impenetrable escape +2 | 1,800 |
| 6 | Orb of mental dominion +2 | 1,800 |
| 7 | Orb of debilitating languor +2 | 2,600 |
| 7 | Orb of spatial contortion +2 | 2,600 |
| 8 | Orb of crystalline terror +2 | 3,400 |
| 8 | Orb of far seeing +2 | 3,400 |
| 8 | Orb of inescapable consequences +2 | 3,400 |
| 8 | Orb of insurmountable force +2 | 3,400 |
| 8 | Orb of judicious conjuration +2 | 3,400 |
| 8 | Orb of sweet sanctuary +2 | 3,400 |
| 8 | Orb of unlucky exchanges +2 | 3,400 |
| 9 | Orb of fickle fate +2 | 4,200 |
| 9 | Orb of harmonic agony +2 | 4,200 |

**ORBS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 11 | Orb of impenetrable escape +3 | 9,000 |
| 11 | Orb of mental dominion +3 | 9,000 |
| 12 | Orb of augmented stasis +3 | 13,000 |
| 12 | Orb of debilitating languor +3 | 13,000 |
| 12 | Orb of spatial contortion +3 | 13,000 |
| 12 | Orb of sudden insanity +3 | 13,000 |
| 13 | Orb of crystalline terror +3 | 17,000 |
| 13 | Orb of far seeing +3 | 17,000 |
| 13 | Orb of indefatigable concentration +3 | 17,000 |
| 13 | Orb of inescapable consequences +3 | 17,000 |
| 13 | Orb of insurmountable force +3 | 17,000 |
| 13 | Orb of judicious conjuration +3 | 17,000 |
| 13 | Orb of karmic resonance +3 | 17,000 |
| 13 | Orb of sweet sanctuary +3 | 17,000 |
| 13 | Orb of unlucky exchanges +3 | 17,000 |
| 14 | Orb of crimson commitment +3 | 21,000 |
| 14 | Orb of draconic majesty +3 | 21,000 |
| 14 | Orb of fickle fate +3 | 21,000 |
| 14 | Orb of harmonic agony +3 | 21,000 |
| 15 | Orb of mighty retort +3 | 25,000 |
| 15 | Orb of weakness intensified +3 | 25,000 |
| 16 | Orb of impenetrable escape +4 | 45,000 |
| 16 | Orb of mental dominion +4 | 45,000 |
| 17 | Orb of augmented stasis +4 | 65,000 |
| 17 | Orb of debilitating languor +4 | 65,000 |
| 17 | Orb of revenant magic +4 | 65,000 |
| 17 | Orb of spatial contortion +4 | 65,000 |
| 17 | Orb of sudden insanity +4 | 65,000 |
| 18 | Orb of crystalline terror +4 | 85,000 |
| 18 | Orb of far seeing +4 | 85,000 |
| 18 | Orb of indefatigable concentration +4 | 85,000 |
| 18 | Orb of inescapable consequences +4 | 85,000 |
| 18 | Orb of insurmountable force +4 | 85,000 |
| 18 | Orb of judicious conjuration +4 | 85,000 |
| 18 | Orb of karmic resonance +4 | 85,000 |
| 18 | Orb of unintended solitude +4 | 85,000 |
| 18 | Orb of sweet sanctuary +4 | 85,000 |
| 18 | Orb of unlucky exchanges +4 | 85,000 |
| 19 | Orb of coercive dementia +4 | 105,000 |
| 19 | Orb of crimson commitment +4 | 105,000 |
| 19 | Orb of draconic majesty +4 | 105,000 |
| 19 | Orb of fickle fate +4 | 105,000 |
| 19 | Orb of harmonic agony +4 | 105,000 |
| 20 | Orb of mighty retort +4 | 125,000 |
| 20 | Orb of weakness intensified +4 | 125,000 |
| 21 | Orb of impenetrable escape +5 | 225,000 |
| 21 | Orb of mental dominion +5 | 225,000 |
| 22 | Orb of augmented stasis +5 | 325,000 |
| 22 | Orb of debilitating languor +5 | 325,000 |
| 22 | Orb of revenant magic +5 | 325,000 |
| 22 | Orb of spatial contortion +5 | 325,000 |
| 22 | Orb of sudden insanity +5 | 325,000 |
| 23 | Orb of unintended solitude +5 | 425,000 |
| 23 | Orb of far seeing +5 | 425,000 |
| 23 | Orb of indefatigable concentration +5 | 425,000 |

**ORBS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 23 | Orb of inescapable consequences +5 | 425,000 |
| 23 | Orb of insurmountable force +5 | 425,000 |
| 23 | Orb of judicious conjuration +5 | 425,000 |
| 23 | Orb of karmic resonance +5 | 425,000 |
| 23 | Orb of sweet sanctuary +5 | 425,000 |
| 23 | Orb of the usurper +5 | 425,000 |
| 23 | Orb of unintended solitude +5 | 425,000 |
| 23 | Orb of crystalline terror +5 | 425,000 |
| 23 | Orb of unlucky exchanges +5 | 425,000 |
| 24 | Orb of arcane generosity +5 | 525,000 |
| 24 | Orb of coercive dementia +5 | 525,000 |
| 24 | Orb of crimson commitment +5 | 525,000 |
| 24 | Orb of draconic majesty +5 | 525,000 |
| 24 | Orb of fickle fate +5 | 525,000 |
| 24 | Orb of harmonic agony +5 | 525,000 |
| 25 | Orb of mighty retort +5 | 625,000 |
| 25 | Orb of weakness intensified +5 | 625,000 |
| 26 | Orb of mental dominion +6 | 1,125,000 |
| 27 | Orb of augmented stasis +6 | 1,625,000 |
| 27 | Orb of debilitating languor +6 | 1,625,000 |
| 27 | Orb of revenant magic +6 | 1,625,000 |
| 27 | Orb of spatial contortion +6 | 1,625,000 |
| 27 | Orb of sudden insanity +6 | 1,625,000 |
| 28 | Orb of crystalline terror +6 | 2,125,000 |
| 28 | Orb of far seeing +6 | 2,125,000 |
| 28 | Orb of impenetrable escape +6 | 2,125,000 |
| 28 | Orb of indefatigable concentration +6 | 2,125,000 |
| 28 | Orb of inescapable consequences +6 | 2,125,000 |
| 28 | Orb of insurmountable force +6 | 2,125,000 |
| 28 | Orb of judicious conjuration +6 | 2,125,000 |
| 28 | Orb of karmic resonance +6 | 2,125,000 |
| 28 | Orb of sweet sanctuary +6 | 2,125,000 |
| 28 | Orb of the usurper +6 | 2,125,000 |
| 28 | Orb of unintended solitude +6 | 2,125,000 |
| 28 | Orb of unlucky exchanges +6 | 2,125,000 |
| 29 | Orb of arcane generosity +6 | 2,625,000 |
| 29 | Orb of coercive dementia +6 | 2,625,000 |
| 29 | Orb of crimson commitment +6 | 2,625,000 |
| 29 | Orb of draconic majesty +6 | 2,625,000 |
| 29 | Orb of fickle fate +6 | 2,625,000 |
| 29 | Orb of harmonic agony +6 | 2,625,000 |
| 30 | Orb of mighty retort +6 | 3,125,000 |
| 30 | Orb of weakness intensified +6 | 3,125,000 |

## Orb of Arcane Generosity — Level 24+

*Not all wizards are selfish, power hungry curmudgeons. This orb best serves those gifted with a more generous spirit.*

Lvl 24 +5 525,000 gp  Lvl 29 +6 2,625,000 gp
**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus

**Power (Daily ✦ Healing):** Free Action. Use this power when you use an arcane utility power. All allies within 5 squares of you can spend a healing surge and regain an additional 3d6 hit points.

## Orb of Augmented Stasis — Level 12+

*When you use this orb to hold a foe in place, that foe also suffers a mental block that limits his actions.*

Lvl 12 +3 13,000 gp  Lvl 22 +5 325,000 gp
Lvl 17 +4 65,000 gp  Lvl 27 +6 1,625,000 gp
**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when your attack with this implement immobilizes a target. As long as it is immobilized, the target is also dazed.

## Orb of Coercive Dementia — Level 19+

*With the use of this orb, a spellcaster sends his enemy spiraling into confusion, depriving the creature of its most powerful attack.*

Lvl 19 +4 105,000 gp  Lvl 29 +6 2,625,000 gp
Lvl 24 +5 525,000 gp
**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus

**Power (Daily):** Standard Action. Make an attack: Ranged 5; Intelligence vs. Will (add the orb's enhancement bonus to the attack roll); on a hit, the target loses one of its unexpended powers for the rest of the encounter. The lost power is the one with the slowest recharge (daily is slower than encounter, encounter is slower than recharge 6, and so on). If multiple powers qualify as having the slowest recharge, randomly determine which one is lost. If the target has no unexpended powers that are not at-will, you regain the use of this power.

## Orb of Crimson Commitment — Level 14+

*This orb glows a bright red when in use, bestowing power and luck to your attack.*

Lvl 14 +3 21,000 gp  Lvl 24 +5 525,000 gp
Lvl 19 +4 105,000 gp  Lvl 29 +6 2,625,000 gp
**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d12 damage per plus while you are bloodied.

**Power (Daily):** Free Action. Use this power when an attack with this orb misses. Spend a healing surge to reroll the attack, adding a +5 power bonus to the attack roll. You do not regain hit points by spending the healing surge.

## Orb of Crystalline Terror — Level 8+

*The screaming faces of past victims roil within this dread orb, striking fear into your enemy's heart.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Orb)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d8 damage per plus if the attack has the fear keyword.

**Power (Daily ✦ Fear):** Free Action. Use this power when an attack with this orb hits the target's Will defense. The target takes a -2 penalty to all defenses (save ends).

## Orb of Debilitating Languor — Level 2+

*This shadowy orb leaves your enemy enfeebled.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Orb)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when an attack with this orb hits the target's Fortitude defense. The target is slowed (save ends).

## Orb of Draconic Majesty — Level 14+

*A winged, draconic shape dances in the orb, lending you the fearsome seeming of a dragon when you wish.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Orb)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily ✦ Fear):** Free Action. Use this power when your close or area attack with this implement drops a target to 0 or fewer hit points. Any other targets hit by the same attack are dazed until the end of your next turn.

## Orb of Far Seeing — Level 3+

*You capture the image of your enemy in this translucent sphere, leaving him no place to hide.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Orb)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Encounter):** Minor Action. Choose a target within 10 squares of you. Until the end of the encounter, this target is considered half as far away for the purpose of ranged attacks made with this orb.

**Power (Daily):** Free Action. Use this power when you make a ranged attack with this implement on the target affected by this orb's encounter power. The attack does not require line of sight or line of effect and takes no penalty for concealment or cover.

## Orb of Fickle Fate — Level 4+

*Light and shadow swirl inside this globe when you bestow the implement's boon upon an ally and its curse upon an enemy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Orb)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Minor Action. A target within 10 squares of you takes a -2 penalty to saving throws and you or an ally within 10 squares of you gains a +2 power bonus to saving throws (target's save ends both).
*Level 14 or 19:* -4 penalty/+4 bonus.
*Level 24 or 29:* -6 penalty/+6 bonus.

DARRELL RICHE

## Orb of Harmonic Agony — Level 4+

*When tapped, this orb rings with a clear bass tone, combining with your thunder attacks to rattle an enemy's senses.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 thunder damage per plus
**Power (Daily ✦ Thunder):** Free Action. Use this power when you hit with a power that has the thunder keyword. The target is deafened for the rest of the encounter and takes ongoing thunder 5 damage (save ends).
*Level 14 or 19:* Ongoing 10 thunder.
*Level 24 or 29:* Ongoing 15 thunder.

## Orb of Impenetrable Escape — Level 6+

*This murky orb reflects the visage of your enemy suffering from an ongoing barrage of conditions and afflictions.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |
| Lvl 16 | +4 | 45,000 gp | | | |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. Use this power when a creature makes a save against one of your powers. It rerolls its saving throw and must take the new result.

## Orb of Indefatigable Concentration — Level 13+

*The wielder of this crystalline orb can temporarily transfers a fraction of his consciousness into it, allowing him to focus his attention elsewhere.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. When you use an arcane power that can be sustained by minor actions, you can sustain the power without spending minor actions to do so for a number of turns equal to the orb's enhancement bonus. You can continue to sustain the power normally after the orb stops.

## Orb of Inescapable Consequences — Level 8+

*With this orb in hand, your powers can have their intended effects even if your accuracy is lacking.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. Use this power when an attack with this orb misses its target. The target is affected by any conditions or effects of the attack as if the attack had hit.

THOMAS DENMARK

## Orb of Insurmountable Force — Level 3+

*The repulsive force emanating from this orb makes it hard to grasp.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 force damage per plus
**Power (Encounter):** Free Action. Use this power when you use an arcane attack power with this orb. If the attack is successful, you can push the target a number of squares equal to the enhancement bonus of the orb.

## Orb of Judicious Conjuration — Level 3+

*This orb ensures the longevity of your conjuration spells and also allows you to sustain effects more easily.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Add the enhancement bonus of this implement to your Will defense when *dispel magic* is used against one of your conjuration powers.
**Power (Encounter):** Free Action. Use this power on your turn to sustain a power that would otherwise require a minor action to do so.

## Orb of Karmic Resonance — Level 13+

*With this orb, you steal good luck from enemies and send them ill fortune.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. Use this power when an enemy succeeds on a saving throw. Choose one of the following effects:
✦ End an effect or condition currently affecting you or one ally within 5 squares of you.
✦ The enemy's saving throw fails instead of succeeding.
Regardless of your choice, your next saving throw made in this encounter also fails.

## Orb of Mental Dominion — Level 6+

*A spellcaster channeling his mind through this orb gains mental prowess over foes, forcing them to relive the effects of a spell.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |
| Lvl 16 | +4 | 45,000 gp | | | |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Power (Daily):** Free Action. Use this power when an attack with this orb succeeds against the target's Will defense. When the target makes a saving throw against an effect from that attack, the target must roll twice and take the lower result.

## Orb of Mighty Retort — Level 15+

*Your enemies suffer dire consequences for daring to attack you while you wield this orb.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Immediate Reaction. Use this power when you take damage from an attack. You can use an at-will or encounter attack power, as long as the attack includes your attacker as a target. If you use an encounter power, you're dazed until the end of your next turn.

## Orb of Revenant Magic — Level 17+

*To the wielder of this orb, failure is not a concern.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 22 | +5 | 325,000 gp | | | |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (Daily):** Free Action. Use this power when you hit no targets with a power that has an effect on a miss. That effect does not take place. Instead, you regain use of the power that missed.

## Orb of Spatial Contortion — Level 7+

*The crystal shell of this orb refracts your spell energy, scattering it in different directions.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. Use this power when you use a close blast power. It becomes a close burst of a size 2 smaller than the blast (for example, a close blast 5 becomes a close burst 3).

## Orb of Sudden Insanity — Level 12+

*This orb holds a grip on your enemy's sanity, forcing him to act in uncharacteristic ways.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Power (Daily):** Free Action. Use this power when you deal psychic damage with this orb. The target makes a melee basic attack against an adjacent creature of your choice as a free action.

## Orb of Sweet Sanctuary — Level 3+

*The silvery sheen of this orb grows to surround you at your will, warding off danger.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Standard Action. Add 5 + the enhancement bonus of the orb to your defenses until the end of your next turn.

## Orb of the Usurper — Level 23+

*Thanks to this orb, what at first was an attack on a foe's mind becomes a crushing grip upon the foe's freedom of will.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 23 | +5 | 425,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 psychic damage per plus
**Power (Daily ✦ Charm):** Free Action. Use this power when you score a critical hit with an attack with this implement that targets Will defense. You do not deal extra damage for the critical hit; instead, you dominate the target until the end of your next turn.

## Orb of Ultimate Imposition — Level 3+

*The will of this orb's wielder imposes great force on an enemy, crippling his power.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. Use this power when you use your orb of imposition class feature. Increase the penalty bestowed on your target by an amount equal to the enhancement bonus of this orb.

## Orb of Unintended Solitude — Level 18+

*Gazing into this dark sphere hints at the nature of the mysterious location into which its victims are cast.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 23 | +5 | 425,000 gp | | | |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (Daily ✦ Teleportation):** Free Action. Use this power when you affect a target with a pull, push, slide, or teleport effect. Instead of being pulled, pushed, slid, or teleported, it is cast into an empty realm of nothingness. At the end of the target's next turn, it reappears in the space it left or, if that space is not vacant, in the nearest unoccupied space.

## Orb of Unlucky Exchanges — Level 3+

*This orb offers relief to an ally and unleashes terrible retribution upon an enemy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. Use this power when you hit a target with an attack with this implement. One effect affecting you or an ally within 5 squares of you ends. The target gains that effect with the same duration.

CHRIS SEAMAN

### Orb of Weakness Intensified — Level 15+

*Swirling with purple energy, this orb laces a spell with a crippling effect that debilitates your foe.*

Lvl 15 +3 25,000 gp | Lvl 25 +5 625,000 gp
Lvl 20 +4 125,000 gp | Lvl 30 +6 3,125,000 gp
**Implement (Orb)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (Daily):** Free Action. Use this power when you hit a target with this orb. The target is weakened (save ends).

## RODS

*Forged of strange eldritch energies, rods deliver unto their enemies curses that bite into the soul.*

Rods are commonly associated with warlocks, and several of the rods described herein are especially potent in the hands of a warlock.

Some rods vary in powers according to the warlock pact with which they're associated. Although a warlock need not choose a rod that aligns with his or her pact, the power such a rod bestows can be of great benefit and ongoing advantage to the wielder.

**RODS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 2 | Quickcurse rod +1 | 520 |
| 2 | Rod of cursed honor +1 | 520 |
| 3 | Rod of blasting +1 | 680 |
| 3 | Rod of malign conveyance +1 | 680 |
| 3 | Vicious rod +1 | 680 |
| 4 | Bloodcurse rod +1 | 840 |
| 4 | Rod of the dragonborn +1 | 840 |
| 4 | Rod of the shadow walker +1 | 840 |
| 6 | Mercurial rod +2 | 1,800 |
| 7 | Quickcurse rod +2 | 2,600 |
| 7 | Rod of cursed honor +2 | 2,600 |
| 7 | Rod of feythorns +2 | 2,600 |
| 8 | Rod of blasting +2 | 3,400 |
| 8 | Rod of malign conveyance +2 | 3,400 |
| 8 | Rod of the Feywild +2 | 3,400 |
| 8 | Rod of the hidden star +2 | 3,400 |
| 8 | Rod of the infernal +2 | 3,400 |
| 8 | Vicious rod +2 | 3,400 |
| 9 | Bloodcurse rod +2 | 4,200 |
| 9 | Lifesapper rod +2 | 4,200 |
| 9 | Rod of brutality +2 | 4,200 |
| 9 | Rod of the dragonborn +2 | 4,200 |
| 9 | Rod of the shadow walker +2 | 4,200 |
| 10 | Rod of mindbending +2 | 5,000 |
| 10 | Rod of starlight +2 | 5,000 |
| 11 | Mercurial rod +3 | 9,000 |
| 12 | Quickcurse rod +3 | 13,000 |
| 12 | Rod of cursed honor +3 | 13,000 |
| 12 | Rod of feythorns +3 | 13,000 |

**RODS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 12 | Rod of the churning inferno +3 | 13,000 |
| 13 | Rod of blasting +3 | 17,000 |
| 13 | Rod of malign conveyance +3 | 17,000 |
| 13 | Rod of the Feywild +3 | 17,000 |
| 13 | Rod of the hidden star +3 | 17,000 |
| 13 | Rod of the infernal +3 | 17,000 |
| 13 | Vicious rod +3 | 17,000 |
| 14 | Adamantine rod +3 | 21,000 |
| 14 | Bloodcurse rod +3 | 21,000 |
| 14 | Bloodiron rod +3 | 21,000 |
| 14 | Lifesapper rod +3 | 21,000 |
| 14 | Rod of brutality +3 | 21,000 |
| 14 | Rod of the dragonborn +3 | 21,000 |
| 14 | Rod of the shadow walker +3 | 21,000 |
| 14 | Rod of the sorrowsworn +3 | 21,000 |
| 15 | Rod of mindbending +3 | 25,000 |
| 15 | Rod of starlight +3 | 25,000 |
| 15 | Rod of vulnerability +3 | 25,000 |
| 16 | Mercurial rod +4 | 45,000 |
| 17 | Quickcurse rod +4 | 65,000 |
| 17 | Rod of cursed honor +4 | 65,000 |
| 17 | Rod of feythorns +4 | 65,000 |
| 17 | Rod of the bloodthorn +4 | 65,000 |
| 17 | Rod of the churning inferno +4 | 65,000 |
| 18 | Feyrod +4 | 85,000 |
| 18 | Hellrod +4 | 85,000 |
| 18 | Rod of blasting +4 | 85,000 |
| 18 | Rod of malign conveyance +4 | 85,000 |
| 18 | Rod of the Feywild +4 | 85,000 |
| 18 | Rod of the hidden star +4 | 85,000 |
| 18 | Rod of the infernal +4 | 85,000 |
| 18 | Star rod +4 | 85,000 |
| 18 | Vicious rod +4 | 85,000 |
| 19 | Adamantine rod +4 | 105,000 |
| 19 | Bloodcurse rod +4 | 105,000 |
| 19 | Bloodiron rod +4 | 105,000 |
| 19 | Lifesapper rod +4 | 105,000 |
| 19 | Rod of brutality +4 | 105,000 |
| 19 | Rod of the dragonborn +4 | 105,000 |
| 19 | Rod of the shadow walker +4 | 105,000 |
| 19 | Rod of the sorrowsworn +4 | 105,000 |
| 20 | Rod of mindbending +4 | 125,000 |
| 20 | Rod of starlight +4 | 125,000 |
| 20 | Rod of vulnerability +4 | 125,000 |
| 21 | Mercurial rod +5 | 225,000 |
| 22 | Quickcurse rod +5 | 325,000 |
| 22 | Rod of cursed honor +5 | 325,000 |
| 22 | Rod of feythorns +5 | 325,000 |
| 22 | Rod of the bloodthorn +5 | 325,000 |
| 22 | Rod of the churning inferno +5 | 325,000 |
| 22 | Rod of the star spawn +5 | 325,000 |
| 23 | Feyrod +5 | 425,000 |
| 23 | Hellrod +5 | 425,000 |
| 23 | Rod of blasting +5 | 425,000 |
| 23 | Rod of malign conveyance +5 | 425,000 |

**RODS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 23 | Rod of the Feywild +5 | 425,000 |
| 23 | Rod of the hidden star +5 | 425,000 |
| 23 | Rod of the infernal +5 | 425,000 |
| 23 | Star rod +5 | 425,000 |
| 23 | Vicious rod +5 | 425,000 |
| 24 | Adamantine rod +5 | 525,000 |
| 24 | Bloodcurse rod +5 | 525,000 |
| 24 | Bloodiron rod +5 | 525,000 |
| 24 | Lifesapper rod +5 | 525,000 |
| 24 | Rod of brutality +5 | 525,000 |
| 24 | Rod of the dragonborn +5 | 525,000 |
| 24 | Rod of the shadow walker +5 | 525,000 |
| 24 | Rod of the sorrowsworn +5 | 525,000 |
| 25 | Rod of mindbending +5 | 625,000 |
| 25 | Rod of starlight +5 | 625,000 |
| 25 | Rod of vulnerability +5 | 625,000 |
| 26 | Mercurial rod +6 | 1,125,000 |
| 27 | Quickcurse rod +6 | 1,625,000 |
| 27 | Rod of cursed honor +6 | 1,625,000 |
| 27 | Rod of feythorns +6 | 1,625,000 |
| 27 | Rod of the bloodthorn +6 | 1,625,000 |
| 27 | Rod of the churning inferno +6 | 1,625,000 |
| 27 | Rod of the star spawn +6 | 1,625,000 |
| 28 | Feyrod +6 | 2,125,000 |
| 28 | Hellrod +6 | 2,125,000 |
| 28 | Rod of blasting +6 | 2,125,000 |
| 28 | Rod of malign conveyance +6 | 2,125,000 |
| 28 | Rod of the Feywild +6 | 2,125,000 |
| 28 | Rod of the hidden star +6 | 2,125,000 |
| 28 | Rod of the infernal +6 | 2,125,000 |
| 28 | Star rod +6 | 2,125,000 |
| 28 | Vicious rod +6 | 2,125,000 |
| 29 | Adamantine rod +6 | 2,625,000 |
| 29 | Bloodcurse rod +6 | 2,625,000 |
| 29 | Bloodiron rod +6 | 2,625,000 |
| 29 | Lifesapper rod +6 | 2,625,000 |
| 29 | Rod of brutality +6 | 2,625,000 |
| 29 | Rod of the dragonborn +6 | 2,625,000 |
| 29 | Rod of the shadow walker +6 | 2,625,000 |
| 29 | Rod of the sorrowsworn +6 | 2,625,000 |
| 30 | Rod of mindbending +6 | 3,125,000 |
| 30 | Rod of starlight +6 | 3,125,000 |
| 30 | Rod of vulnerability +6 | 3,125,000 |

## Adamantine Rod — Level 14+

*Collected from meteor rock lodged within the world's crust, this metal makes rods that shine with a piercing light.*

Lvl 14 +3 21,000 gp — Lvl 24 +5 525,000 gp
Lvl 19 +4 105,000 gp — Lvl 29 +6 2,625,000 gp
**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 radiant damage per plus
**Property:** Radiant damage dealt by this rod ignores a number of points of radiant resist equal to twice the implement's enhancement bonus.

## Bloodcurse Rod — Level 4+

*This rod empowers its wielder to use his pact boon more often.*

Lvl 4 +1 840 gp — Lvl 19 +4 105,000 gp
Lvl 9 +2 4,200 gp — Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp — Lvl 29 +6 2,625,000 gp
**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Your pact boon triggers when an attack you make with this rod makes a target affected by your Warlock's Curse bloodied. (It still triggers when you reduce a target to 0 or fewer hit points.)

## Bloodiron Rod — Level 14+

*Channel your fury at being wounded through this potent device.*

Lvl 14 +3 21,000 gp — Lvl 24 +5 525,000 gp
Lvl 19 +4 105,000 gp — Lvl 29 +6 2,625,000 gp
**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Immediate Reaction. Use this power when you take damage. Make a ranged basic attack that uses this implement against the source of the damage. If the attack hits, gain 10 temporary hit points.
*Level 24 or 29:* 15 temporary hit points.

## Feyrod — Level 18+

*The capricious arcane power of the fey can be channeled into this rod, allowing you to temporarily gain the benefits of the fey pact.*

Lvl 18 +4 85,000 gp — Lvl 28 +6 2,125,000 gp
Lvl 23 +5 425,000 gp
**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Power (Daily):** Minor Action. Until the end of the encounter, when you use a warlock power that has an additional effect if you have the fey pact, you gain the benefit even if you don't have the fey pact.

## Hellrod — Level 18+

*This rod draws upon infernal power, granting you the benefits of a warlock trained in manipulating such forces.*

Lvl 18 +4 85,000 gp — Lvl 28 +6 2,125,000 gp
Lvl 23 +5 425,000 gp
**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 fire damage per plus
**Power (Daily):** Minor Action. Until the end of the encounter, when you use a warlock power that has an additional effect if you have the infernal pact, you gain the benefit even if you don't have the infernal pact.

## Lifesapper Rod

Level 9+

*This rod lets you drain the life from your enemies and transfer it to your allies or yourself.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +3 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Implement (Rod)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you place a Warlock's Curse on a target. The target gains ongoing 3 damage (save ends). Each time the enemy takes ongoing damage from this power, you or one ally within 5 squares of you regains that amount of hit points.

*Level 14:* Ongoing 5 damage.

*Level 19:* Ongoing 8 damage.

*Level 24:* Ongoing 10 damage.

*Level 29:* Ongoing 15 damage.

## Mercurial Rod

Level 6+

*You can forgo your curse to make one attack more potent when you use this rod.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |
| Lvl 16 | +4 | 45,000 gp | | | |

**Implement (Rod)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** None

**Power (Daily):** Free Action. Use this power when you deal your Warlock's Curse damage. Deal an additional two dice of damage, but after the attack, the target is no longer cursed by you. You can curse the target again normally. If this attack drops the target to 0 or fewer hit points, your pact boon triggers normally.

## Quickcurse Rod

Level 2+

*With this rod, you can curse any creature you can see, and more quickly than usual.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Rod)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Encounter):** Free Action. Place a Warlock's Curse on any target in sight.

## Rod of Blasting

Level 3+

*This graven rod allows you to target multiple foes with your eldritch blast.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

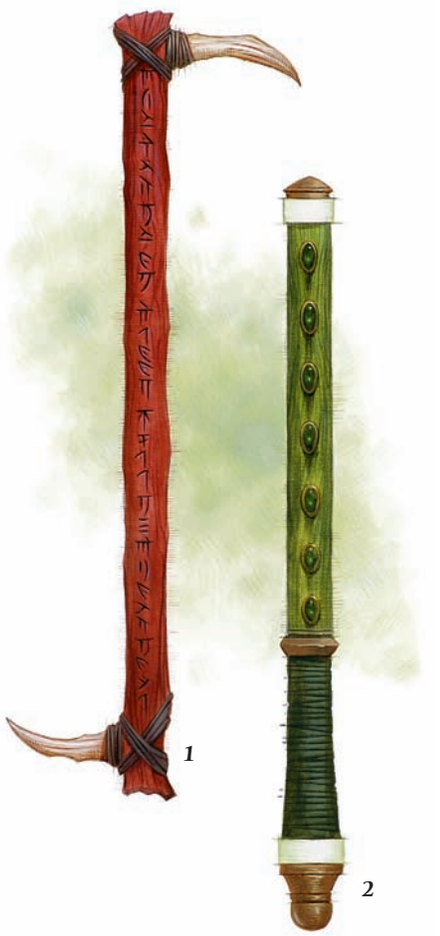
**Implement (Rod)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you use *eldritch blast* with this implement. Target one or two creatures with the attack.

*Level 18, 23, or 28:* Target one, two, or three creatures.




***1. Bloodcurse rod; 2. Lifesapper rod***

## Rod of Brutality

Level 9+

*This glass rod brutally punishes those you curse.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +3 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Implement (Rod)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d8 damage per plus against targets affected by your Warlock's Curse

**Property:** Reroll all 1s rolled on the extra damage granted by your Warlock's Curse.

*Level 19 or 24:* Reroll 1s and 2s.

*Level 29:* Reroll 1s, 2s, and 3s.

## Rod of Cursed Honor

Level 2+

*You can channel the power of your curse when you use this rod, increasing your defenses.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Rod)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Whenever you place a Warlock's Curse on a target, you gain a +1 power bonus to your Fortitude, Reflex, and Will defenses until the end of your next turn.

WAYNE ENGLAND

## Rod of Feythorns Level 7+

*Formed of a stalk and strange root bulb, this rod seems to weep steaming toxic liquid in battle. It magically poisons even those foes normally immune.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 poison damage per plus
**Property:** When you place a Warlock's Curse upon a target, that target loses resist poison (save ends).
*Level 18 or 23:* Vulnerable 10 poison.
*Level 28:* Vulnerable 15 poison.

## Rod of Malign Conveyance Level 3+

*A smoky crystal caps this rod, which allows you to use your personal teleportation powers as weapons.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, and teleport the target a number of squares equal to the rod's enhancement bonus
**Power (Daily ✦ Teleportation):** Move Action. Teleport yourself, an ally within 5 squares of you, and an enemy within 5 squares of you each a number of squares equal to the rod's enhancement bonus.

## Rod of Mindbending Level 10+

*Your enemies may have weak minds, but this implement softens them even more.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 psychic damage per plus
**Property:** When you place your Warlock's Curse on a target, it gains vulnerability to psychic damage equal to the rod's enhancement bonus until the end of your next turn.

## Rod of Starlight Level 10+

*This rod makes targets you curse feel the full force of the radiance you cull from distant stars.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 radiant damage per plus
**Property:** When you place your Warlock's Curse on a target, it gains vulnerability to radiant damage equal to the rod's enhancement bonus until the end of your next turn.

## Rod of the Bloodthorn Level 17+

*This rod thirsts for the blood of its prey and master alike.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 22 | +5 | 325,000 gp | | | |

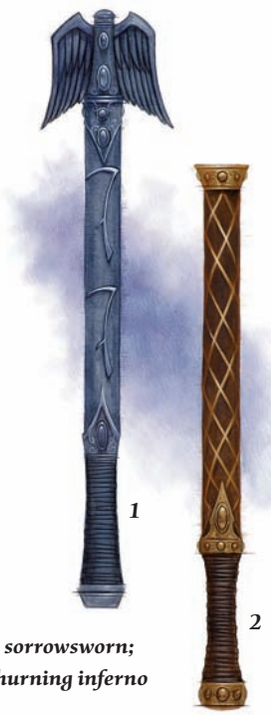
**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus, or +1d10 damage per plus if you or the target is bloodied.
**Property:** Gain a +1 bonus to attack rolls with the rod if you or the target is bloodied. These bonuses stack with each other.
**Power (Daily ✦ Healing):** Free Action. Use this power when you score a critical hit with this rod. Drain one healing surge from the target and add it to your total. If you are already at your maximum number of healing surges, you instead regain hit points equal to your healing surge value.

## Rod of the Churning Inferno Level 12+

*Flames you create with this rod burn longer and spread to more foes.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 fire damage per plus
**Power (Daily ✦ Fire):** Free Action. Use this power when you deal fire damage with an arcane attack power that uses this rod. The target also takes ongoing 5 fire damage (save ends). When the target takes this ongoing damage, creatures adjacent to it take an equal amount of fire damage.
*Level 17 or 22:* Ongoing 10 fire damage (save ends)
*Level 27:* Ongoing 15 fire damage (save ends)




***1. Rod of the sorrowsworn;***
***2 Rod of the churning inferno***

WAYNE ENGLAND

## Rod of the Dragonborn — Level 4+

*A fierce dragon head tops this scaly scepter.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you use a power with this implement, the damage you deal with the power is of the same damage type as the damage dealt by your *dragon breath*.
**Power (Daily):** Free Action. Use this power when you hit a target affected by your Warlock's Curse with an arcane power using this implement. Until the end of your next turn, when you attack with your *dragon breath*, you force the affected creature to exhale your attack in a direction you choose. Treat the affected creature as the origin square of the blast; the attack also targets the affected creature.

## Rod of the Feywild — Level 8+

*Formed from exotic woods of the Feywild, this rod enhances the wielder's ability to teleport using the fey pact.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d10 damage per plus with powers of the fey pact.
**Property:** When you trigger your fey pact boon, you can teleport an additional number of squares equal to the rod's enhancement bonus.
**Power (Encounter ✦ Teleportation):** Move Action. Teleport a number of squares equal to 3 + the enhancement bonus of the rod.

## Rod of the Hidden Star — Level 8+

*Formed of iridescent stone drawn from the Far Realm, this rod enhances the boon from the star pact, increasing your own powers and aiding allies as well.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d8 damage per plus with powers of the star pact.
**Power (Daily):** Free Action. Use this power when your star pact boon triggers. All allies within a number of squares equal to the enhancement bonus of this rod gain a +1 bonus on any one d20 roll until the end of your next turn.
**Power (Daily):** Free Action. Use this power when your star pact boon triggers. Add the enhancement bonus of this rod to the bonus your pact gives you.

## Rod of the Infernal — Level 8+

*This rod enhances one's ability to draw life from enemies using the infernal pact.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d10 damage per plus with powers of the infernal pact.
**Property:** When you trigger your infernal pact boon, you can add the enhancement bonus of the rod to the number of temporary hit points gained.
**Power (Encounter):** Minor Action. Gain temporary hit points equal to your level + your Intelligence modifier.

## Rod of the Shadow Walker — Level 4+

*With this gloom-shrouded rod in hand, the shadows that coalesce around you seem deeper to those you've cursed.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Whenever you place a Warlock's Curse on a target, you gain concealment from the target until the end of your next turn.

## Rod of the Sorrowsworn — Level 14+

*This rod allows the wielder's curse to consume an enemy with sorrow and misery.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Power (Daily):** Free Action. Use this power when you place a Warlock's Curse on a target. The target is overcome with sorrow and takes a -2 penalty to attack rolls (save ends).

## Rod of the Star Spawn — Level 22+

*This crooked rod allows the wielder to draw upon the power of an insane entity known as the Star Spawn. The rod draws sustenance from your most devastating attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 22 | +5 | 325,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus, and you can spend a healing surge.
**Property:** Attacks with this rod score critical hits on a natural roll of 19 or 20.

### Rod of Vulnerability — Level 15+

*This rod adapts to the weaknesses of those you curse.*

Lvl 15 +3 25,000 gp
Lvl 20 +4 125,000 gp
Lvl 25 +5 625,000 gp
Lvl 30 +6 3,125,000 gp

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus, or +1d8 damage per plus against a cursed target.
**Power (Daily):** Free Action. Use this power when you use Warlock's Curse on a target. Until the end of your next turn, the target gains vulnerable 10 to all of your attacks. *Level 25 or 30*: Vulnerable 15.

### Star Rod — Level 18+

*Made from metal refined from meteorites, this dark rod glimmers with pinpoints of light. It allows the wielder to temporarily gain access to the powers associated with the star pact.*

Lvl 18 +4 85,000 gp
Lvl 23 +5 425,000 gp
Lvl 28 +6 2,125,000 gp

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 radiant damage per plus
**Power (Daily):** Minor Action. Until the end of the encounter, when you use a warlock power that has an additional effect if you have the star pact, you gain the benefit even if you don't have the star pact.

### Vicious Rod — Level 3+

*This rod enhances the deadliness of your curse.*

Lvl 3 +1 680 gp
Lvl 8 +2 3,400 gp
Lvl 13 +3 17,000 gp
Lvl 18 +4 85,000 gp
Lvl 23 +5 425,000 gp
Lvl 28 +6 2,125,000 gp

**Implement (Rod)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d10 damage per plus
**Property:** When you deal your Warlock's Curse damage with this rod, you roll d8s instead of d6s.

## STAFFS

*A staff is more than an implement—more than a physical support. it is a friend to lean on, and an ally from which to gain protection.*

Favored by more conservative wizards, staffs usually offer protection to their wielders. However, a few staffs also lend powerful arcane aid in combat.

**STAFFS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 2 | Defensive staff +1 | 520 |
| 2 | Mnemonic staff +1 | 520 |
| 2 | Staff of missile master +1 | 520 |
| 2 | Utility staff +1 | 520 |
| 3 | Earthroot staff +1 | 680 |
| 3 | Force staff +1 | 680 |
| 3 | Staff of ruin +1 | 680 |
| 3 | Staff of spectral hands +1 | 680 |
| 3 | Staff of ultimate defense +1 | 680 |
| 4 | Feyswarm staff +1 | 840 |
| 4 | Staff of light +1 | 840 |
| 4 | Staff of unparalleled vision +1 | 840 |
| 5 | Architect's staff +1 | 1,000 |
| 7 | Defensive staff +2 | 2,600 |
| 7 | Mnemonic staff +2 | 2,600 |
| 7 | Staff of missile master +2 | 2,600 |
| 7 | Staff of the serpent +2 | 2,600 |
| 7 | Utility staff +2 | 2,600 |
| 8 | Earthroot staff +2 | 3,400 |
| 8 | Force staff +2 | 3,400 |
| 8 | Staff of ruin +2 | 3,400 |
| 8 | Staff of spectral hands +2 | 3,400 |
| 8 | Staff of ultimate defense +2 | 3,400 |
| 9 | Feyswarm staff +2 | 4,200 |
| 9 | Staff of elemental prowess +2 | 4,200 |
| 9 | Staff of light +2 | 4,200 |
| 9 | Staff of unparalleled vision +2 | 4,200 |
| 10 | Architect's staff +2 | 5,000 |
| 10 | Staff of acid and flame +2 | 5,000 |
| 10 | Staff of gathering +2 | 5,000 |
| 12 | Defensive staff +3 | 13,000 |
| 12 | Mnemonic staff +3 | 13,000 |

JAMES ZHANG

**STAFFS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 12 | Staff of missile master +3 | 13,000 |
| 12 | Staff of searing death +3 | 13,000 |
| 12 | Staff of the serpent +3 | 13,000 |
| 12 | Utility staff +3 | 13,000 |
| 13 | Earthroot staff +3 | 17,000 |
| 13 | Force staff +3 | 17,000 |
| 13 | Reliable staff +3 | 17,000 |
| 13 | Staff of ruin +3 | 17,000 |
| 13 | Staff of spectral hands +3 | 17,000 |
| 13 | Staff of ultimate defense +3 | 17,000 |
| 14 | Feyswarm staff +3 | 21,000 |
| 14 | Quickening staff +3 | 21,000 |
| 14 | Staff of elemental prowess +3 | 21,000 |
| 14 | Staff of light +3 | 21,000 |
| 14 | Staff of transposition +3 | 21,000 |
| 14 | Staff of unparalleled vision +3 | 21,000 |
| 15 | Architect's staff +3 | 25,000 |
| 15 | Staff of acid and flame +3 | 25,000 |
| 15 | Staff of gathering +3 | 25,000 |
| 15 | Striking staff +3 | 25,000 |
| 17 | Defensive staff +4 | 65,000 |
| 17 | Mnemonic staff +4 | 65,000 |
| 17 | Staff of missile master +4 | 65,000 |
| 17 | Staff of searing death +4 | 65,000 |
| 17 | Staff of the serpent +4 | 65,000 |
| 17 | Utility staff +4 | 65,000 |
| 18 | Earthroot staff +4 | 85,000 |
| 18 | Force staff +4 | 85,000 |
| 18 | Reliable staff +4 | 85,000 |
| 18 | Staff of corrosion +4 | 85,000 |
| 18 | Staff of ruin +4 | 85,000 |
| 18 | Staff of spectral hands +4 | 85,000 |
| 18 | Staff of ultimate defense +4 | 85,000 |
| 19 | Feyswarm staff +4 | 105,000 |
| 19 | Quickening staff +4 | 105,000 |
| 19 | Staff of elemental prowess +4 | 105,000 |
| 19 | Staff of light +4 | 105,000 |
| 19 | Staff of transposition +4 | 105,000 |
| 19 | Staff of unparalleled vision +4 | 105,000 |
| 20 | Architect's staff +4 | 125,000 |
| 20 | Staff of acid and flame +4 | 125,000 |
| 20 | Staff of gathering +4 | 125,000 |
| 20 | Striking staff +4 | 125,000 |
| 22 | Defensive staff +5 | 325,000 |
| 22 | Mnemonic staff +5 | 325,000 |
| 22 | Staff of missile master +5 | 325,000 |
| 22 | Staff of searing death +5 | 325,000 |
| 22 | Staff of the iron tower +5 | 325,000 |
| 22 | Staff of the serpent +5 | 325,000 |
| 22 | Utility staff +5 | 325,000 |
| 23 | Earthroot staff +5 | 425,000 |
| 23 | Force staff +5 | 425,000 |
| 23 | Reliable staff +5 | 425,000 |
| 23 | Staff of corrosion +5 | 425,000 |
| 23 | Staff of ruin +5 | 425,000 |

**STAFFS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 23 | Staff of spectral hands +5 | 425,000 |
| 23 | Staff of ultimate defense +5 | 425,000 |
| 24 | Feyswarm staff +5 | 525,000 |
| 24 | Quickening staff +5 | 525,000 |
| 24 | Staff of light +5 | 525,000 |
| 24 | Staff of elemental prowess +5 | 525,000 |
| 24 | Staff of transposition +5 | 525,000 |
| 24 | Staff of unparalleled vision +5 | 525,000 |
| 25 | Architect's staff +5 | 625,000 |
| 25 | Destiny staff +5 | 625,000 |
| 25 | Staff of acid and flame +5 | 625,000 |
| 25 | Staff of gathering +5 | 625,000 |
| 25 | Striking staff +5 | 625,000 |
| 27 | Defensive staff +6 | 1,625,000 |
| 27 | Mnemonic staff +6 | 1,625,000 |
| 27 | Staff of missile master +6 | 1,625,000 |
| 27 | Staff of searing death +6 | 1,625,000 |
| 27 | Staff of the iron tower +6 | 1,625,000 |
| 27 | Staff of the serpent +6 | 1,625,000 |
| 27 | Utility staff +6 | 1,625,000 |
| 28 | Earthroot staff +6 | 2,125,000 |
| 28 | Force staff +6 | 2,125,000 |
| 28 | Reliable staff +6 | 2,125,000 |
| 28 | Staff of corrosion +6 | 2,125,000 |
| 28 | Staff of ruin +6 | 2,125,000 |
| 28 | Staff of spectral hands +6 | 2,125,000 |
| 28 | Staff of ultimate defense +6 | 2,125,000 |
| 29 | Feyswarm staff +6 | 2,625,000 |
| 29 | Quickening staff +6 | 2,625,000 |
| 29 | Staff of elemental prowess +6 | 2,625,000 |
| 29 | Staff of light +6 | 2,625,000 |
| 29 | Staff of transposition +6 | 2,625,000 |
| 29 | Staff of unparalleled vision +6 | 2,625,000 |
| 30 | Architect's staff +6 | 3,125,000 |
| 30 | Destiny staff +6 | 3,125,000 |
| 30 | Staff of acid and flame +6 | 3,125,000 |
| 30 | Staff of gathering +6 | 3,125,000 |
| 30 | Striking staff +6 | 3,125,000 |

## Architect's Staff — Level 5+

*Stylized architectural and elemental motifs adorn this staff, which helps you control spells that create barriers or change terrain.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Staff)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Add squares equal to the enhancement bonus of this staff to the area of a zone or a wall cast with this staff.

**Power (Daily):** Standard Action. Reshape one existing wall effect that you cast. At least one square of the wall must remain stationary.

## Defensive Staff — Level 2+

*This staff increases your resistance to all types of attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** Gain a +1 item bonus to your Fortitude, Reflex, and Will defenses. If you have the Staff of Defense class feature, you also gain a +1 item bonus to your AC.

## Destiny Staff — Level 25+

*A black raven's head with diamond eyes tops this mighty staff. It bolsters your fate, increasing your odds of survival and allowing you to act when others aren't quick enough.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 25 | +5 | 625,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** When one of your attacks cast through this staff reduces a target to 0 hit points, you can spend a healing surge.
**Power (Daily):** Free Action. Use this power when one of your attacks reduces a target to 0 hit points. Take a standard action.

## Earthroot Staff — Level 3+

*This staff is as light as wood, but it seems to be made of earth and stone with a fine crystal atop it. It can bind your enemies to the earth and protect you against the same.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** The target is restrained until the end of your next turn.
**Property:** Against your attacks that impose immobilized, petrified, restrained, or slowed conditions, enemies take a saving throw penalty equal to this staff's enhancement bonus.

## Force Staff — Level 3+

*Use this staff to knock down your enemies and drag them across the ground.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 force damage per plus, and the target is knocked prone.
**Power (Daily ✦ Force):** Free Action. Use this power when you hit with a power that has the force keyword. You can slide the target a number of squares equal to this staff's enhancement bonus.

## Feyswarm Staff — Level 4+

*This staff seems to have burrowing insects moving under its surface. When used to attack, it can unleash these magical pests on your enemies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** The target is dazed by stinging magical insects until the end of your next turn.
**Power (Daily):** Free Action. Use this power when an attack made with this implement hits. Magical stinging insects daze the target until the end of your next turn.

## Mnemonic Staff — Level 2+

*The glyphs carved into this staff suggest its ability to recall mundane and magical secrets.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Gain a +2 item bonus to any monster knowledge skill check.
**Power (Daily):** Minor Action. Swap a power you've prepared for another power in your spellbook of equal or lower level. Each power must also be of equal or lower level than the level of the staff.

## Quickening Staff — Level 14+

*The witches of the White Spire were known for their ability to combine different forms of magic using staffs like this one.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. Use this power when you hit with a daily power. You can use an at-will power.

## Reliable Staff — Level 13+

*No power is wasted with this sturdy oak staff in your hands.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily):** Free Action. Use this power after you hit no target with an encounter attack power cast through this implement. That power is not expended.

## Staff of Acid and Flame Level 10+

*This metal staff looks scorched and acid-scored, and it grants the wielder the power to sear enemies with acid and flame.*

Lvl 10 +2 5,000 gp
Lvl 15 +3 25,000 gp
Lvl 20 +4 125,000 gp
Lvl 25 +5 625,000 gp
Lvl 30 +6 3,125,000 gp

**Implement (Staff)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 acid and fire damage per plus

**Power (At-Will ✦ Acid):** Free Action. All fire damage dealt using this staff as an implement is acid damage. Another free action returns the damage to normal.

**Power (At-Will ✦ Fire):** Free Action. All acid damage dealt using this staff as an implement is fire damage. Another free action returns the damage to normal.

## Staff of Corrosion Level 18+

*Inlaid with fragments of jade, this staff devours an enemy's flesh with biting acid.*

Lvl 18 +4 85,000 gp
Lvl 23 +5 425,000 gp
Lvl 28 +6 2,125,000 gp

**Implement (Staff)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 acid damage per plus

**Property:** Any melee attack made with this staff deals +1d6 acid damage.

**Power (Daily):** Free Action. Use this power when an attack with this staff with the acid keyword misses. Roll again and use the second result.

HOWARD LYON

## Staff of Elemental Prowess Level 9+

*This staff grants mastery over—and protection from—the harsh elements.*

Lvl 9 +2 4,200 gp
Lvl 14 +3 21,000 gp
Lvl 19 +4 105,000 gp
Lvl 24 +5 525,000 gp
Lvl 29 +6 2,625,000 gp

**Implement (Staff)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage of the same type as the attack per plus.

**Property:** Gain a +1 item bonus to damage rolls when you deal acid, cold, fire, or lightning damage with this implement.
*Level 14 or 19:* +2 item bonus to damage rolls.
*Level 24 or 29:* +3 item bonus to damage rolls.

**Power (Daily):** Immediate Interrupt. Use this power when you are attacked by a power with the fire, cold, acid, or lightning keyword. Choose one of those damage types. You and all allies within 2 squares of you gain resist 10 against that damage type until the end of your next turn.
*Level 19 or 24:* You and allies within 5 squares of you gain resist 15 against the chosen damage type.
*Level 29:* You and allies within 10 squares of you gain resist 20 against the chosen damage type.

## Staff of Gathering Level 10+

*The sphere of smoked glass topping this staff transforms into a ball of raw energy when the wielder is struck by spells.*

Lvl 10 +2 5,000 gp
Lvl 15 +3 25,000 gp
Lvl 20 +4 125,000 gp
Lvl 25 +5 625,000 gp
Lvl 30 +6 3,125,000 gp

**Implement (Staff)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Immediate Interrupt. Use this power when you take damage from an attack with the fire, force, lightning, necrotic, or radiant keyword. You take half damage from the attack. You gain a +2 power bonus to attack rolls and +10 power bonus to damage rolls with your next attack that has the arcane and implement keywords.

## Staff of Light Level 4+

*Clerics and paladins are not the only ones with radiant powers that sear undead.*

Lvl 4 +1 840 gp
Lvl 9 +2 4,200 gp
Lvl 14 +3 21,000 gp
Lvl 19 +4 105,000 gp
Lvl 24 +5 525,000 gp
Lvl 29 +6 2,625,000 gp

**Implement (Staff)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 radiant damage per plus

**Power (Daily ✦ Radiant):** Free Action. Use this power while the wizard's *light* power is on this staff. Until the *light* spell ends, undead creatures within the radius of the light at the start of their turn take radiant damage equal to the staff's enhancement bonus.

## Staff of Missile Mastery Level 2+

*This dark wooden staff empowers a wizard's most basic attack.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Staff)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d8 damage per plus when using *magic missile.*

**Property:** When you cast *magic missile* with this implement, you gain a +1 item bonus to attack rolls and an item bonus to damage rolls equal to the staff's enhancement bonus.

**Power (Daily):** Free Action. Use this power when you cast *magic missile*. Target one or two creatures with the attack. No target can be more than 5 squares from any other target.

*Level 17, 22, or 27:* Target one, two, or three creatures with the attack.

## Staff of Ruin Level 3+

*This gnarled, jagged staff fits the hand of any wizard seeking to devastate her opponent.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Staff)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d10 damage per plus

**Property:** In addition to the normal enhancement bonus, add the staff's enhancement bonus to damage rolls as an item bonus.

## Staff of Searing Death Level 12+

*This staff causes your fiery attacks to burn even hotter.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Staff)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d8 fire damage per plus if the attack has the fire keyword.

**Power (Daily ✦ Fire):** Free Action. Use this power when an attack with this staff hits and deals ongoing fire damage. Increase the ongoing damage by 5.

*Level 22 or 27:* Increase the ongoing damage by 10.

## Staff of the Iron Tower Level 22+

*This iron staff provides a bastion for your mind and the minds of your allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 22 | +5 | 325,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Staff)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 psychic damage per plus

**Power (Daily):** Free Action. Use this power when you use a power that has the psychic keyword with this staff. You and all allies within 5 squares of you can each make a saving throw against one effect that has the charm, fear, illusion, or sleep keyword that a save can end.

***1. Staff of searing death; 2. Staff of unparalled vision***

## Staff of the Serpent Level 7+

*Shaped like a rigid cobra, this bronze staff enables you to wield poison as a deadly weapon.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Implement (Staff)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 poison damage per plus

**Property:** Any melee attack made with this staff deals +1d6 poison damage.

**Power (Daily ✦ Poison):** Free Action. Use this power when you deal poison damage with a power cast through this implement. The target takes ongoing poison damage equal to the enhancement bonus of the staff (save ends). If the power already deals ongoing poison damage, add the enhancement bonus of the staff as an item bonus to that damage each round.

WAYNE ENGLAND

### Staff of Spectral Hands — Level 3+

*The true power of this staff lies in its clever utility.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you use the *mage hand* power, you can conjure a number of hands equal to your Wisdom modifier (minimum 1, maximum of 1 + the staff's enhancement bonus). You can sustain all of the hands each round with a single minor action.

### Staff of Transposition — Level 14+

*A wizard armed with this staff needn't fear catching his allies within range of his most destructive spells.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Power (Daily ✦ Teleportation):** Free Action. Use this power when you use a close or area power. Any allies in the area of effect, rather than being affected by the power, are teleported to the nearest unaffected square of your choice.

### Staff of Ultimate Defense — Level 3+

*This sturdy wooden staff may not be the favored implement of war wizards, yet many find the safety it offers desirable.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you use the staff of defense form of the Arcane Implement Mastery class feature, increase the bonus to defense by an amount equal to the enhancement bonus of this staff.

### Staff of Unparalleled Vision — Level 4+

*Wizards who keep to the outskirts of a battlefield favor this glass-topped staff.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** When you use a ranged or area arcane power, add the enhancement bonus of this staff to the power's range. For example, a +3 *staff of unparalled vision* would increase "area burst 5 within 10 squares" to "area burst 5 within 13 squares."

### Striking Staff — Level 15+

*This steel staff is favored by wizards who enjoy fighting in the thick of a battle.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus, or +1d10 damage per plus when used as a melee weapon.
**Property:** You can make a melee basic attack with this staff. This is an Intelligence attack against AC and applies the staff's enhancement bonus to the attack rolls and damage rolls.

### Utility Staff — Level 2+

*A boon to practical spellcasters, this staff increases the range of one's utility spells.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Staff)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** Increase the range of your arcane utility powers by a number of squares equal to this staff's enhancement bonus.

## WANDS

*In the hands of a spellcaster, a wand turns even the simplest spells into a deadly arsenal.*

Some wands contain inherent power that allows their wielders to unleash terrific blasts of energy. Other wands transform at-will powers into much deadlier attacks.

**WANDS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 3 | Flame wand +1 | 680 |
| 3 | Force wand +1 | 680 |
| 3 | Hellfire wand +1 | 680 |
| 3 | Master's wand of cloud of daggers +1 | 680 |
| 3 | Master's wand of dire radiance +1 | 680 |
| 3 | Master's wand of eldritch blast +1 | 680 |
| 3 | Master's wand of eyebite +1 | 680 |
| 3 | Master's wand of hellish rebuke +1 | 680 |
| 3 | Master's wand of magic missile +1 | 680 |
| 3 | Master's wand of ray of frost +1 | 680 |
| 3 | Master's wand of scorching burst +1 | 680 |
| 3 | Master's wand of thunderwave +1 | 680 |
| 3 | Thunder wand +1 | 680 |
| 3 | Wand of cold +1 | 680 |
| 3 | Wand of psychic ravaging +1 | 680 |
| 3 | Wand of radiance +1 | 680 |
| 3 | Wand of swarming force +1 | 680 |

**WANDS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 8 | Flame wand +2 | 3,400 |
| 8 | Force wand +2 | 3,400 |
| 8 | Hellfire wand +2 | 3,400 |
| 8 | Master's wand of cloud of daggers +2 | 3,400 |
| 8 | Master's wand of dire radiance +2 | 3,400 |
| 8 | Master's wand of eldritch blast +2 | 3,400 |
| 8 | Master's wand of eyebite +2 | 3,400 |
| 8 | Master's wand of hellish rebuke +2 | 3,400 |
| 8 | Master's wand of magic missile +2 | 3,400 |
| 8 | Master's wand of ray of frost +2 | 3,400 |
| 8 | Master's wand of scorching burst +2 | 3,400 |
| 8 | Master's wand of thunderwave +2 | 3,400 |
| 8 | Thunder wand +2 | 3,400 |
| 8 | Wand of cold +2 | 3,400 |
| 8 | Wand of psychic ravaging +2 | 3,400 |
| 8 | Wand of radiance +2 | 3,400 |
| 8 | Wand of swarming force +2 | 3,400 |
| 10 | Precise wand of color spray +2 | 5,000 |
| 13 | Flame wand +3 | 17,000 |
| 13 | Force wand +3 | 17,000 |
| 13 | Hellfire wand +3 | 17,000 |
| 13 | Master's wand of cloud of daggers +3 | 17,000 |
| 13 | Master's wand of dire radiance +3 | 17,000 |
| 13 | Master's wand of eldritch blast +3 | 17,000 |
| 13 | Master's wand of eyebite +3 | 17,000 |
| 13 | Master's wand of hellish rebuke +3 | 17,000 |
| 13 | Master's wand of magic missile +3 | 17,000 |
| 13 | Master's wand of ray of frost +3 | 17,000 |
| 13 | Master's wand of scorching burst +3 | 17,000 |
| 13 | Master's wand of thunderwave +3 | 17,000 |
| 13 | Thunder wand +3 | 17,000 |
| 13 | Wand of cold +3 | 17,000 |
| 13 | Wand of psychic ravaging +3 | 17,000 |
| 13 | Wand of radiance +3 | 17,000 |
| 13 | Wand of swarming force +3 | 17,000 |
| 14 | Assured wand of frostburn +3 | 21,000 |
| 14 | Assured wand of howl of doom +3 | 21,000 |
| 15 | Precise wand of color spray +3 | 25,000 |
| 15 | Wand of erupting flame +3 | 25,000 |
| 18 | Flame wand +4 | 85,000 |
| 18 | Force wand +4 | 85,000 |
| 18 | Hellfire wand +4 | 85,000 |
| 18 | Master's wand of cloud of daggers +4 | 85,000 |
| 18 | Master's wand of dire radiance +4 | 85,000 |
| 18 | Master's wand of eldritch blast +4 | 85,000 |
| 18 | Master's wand of eyebite +4 | 85,000 |
| 18 | Master's wand of hellish rebuke +4 | 85,000 |
| 18 | Master's wand of magic missile +4 | 85,000 |
| 18 | Master's wand of ray of frost +4 | 85,000 |
| 18 | Master's wand of scorching burst +4 | 85,000 |
| 18 | Master's wand of thunderwave +4 | 85,000 |
| 18 | Thunder wand +4 | 85,000 |
| 18 | Wand of cold +4 | 85,000 |
| 18 | Wand of psychic ravaging +4 | 85,000 |
| 18 | Wand of radiance +4 | 85,000 |

**WANDS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 18 | Wand of swarming force +4 | 85,000 |
| 19 | Assured wand of frostburn +4 | 105,000 |
| 19 | Assured wand of howl of doom +4 | 105,000 |
| 20 | Precise wand of color spray +4 | 125,000 |
| 20 | Wand of erupting flame +4 | 125,000 |
| 23 | Flame wand +5 | 425,000 |
| 23 | Force wand +5 | 425,000 |
| 23 | Hellfire wand +5 | 425,000 |
| 23 | Master's wand of cloud of daggers +5 | 425,000 |
| 23 | Master's wand of dire radiance +5 | 425,000 |
| 23 | Master's wand of eldritch blast +5 | 425,000 |
| 23 | Master's wand of eyebite +5 | 425,000 |
| 23 | Master's wand of hellish rebuke +5 | 425,000 |
| 23 | Master's wand of magic missile +5 | 425,000 |
| 23 | Master's wand of ray of frost +5 | 425,000 |
| 23 | Master's wand of scorching burst +5 | 425,000 |
| 23 | Master's wand of thunderwave +5 | 425,000 |
| 23 | Thunder wand +5 | 425,000 |
| 23 | Wand of cold +5 | 425,000 |
| 23 | Wand of psychic ravaging +5 | 425,000 |
| 23 | Wand of radiance +5 | 425,000 |
| 23 | Wand of swarming force +5 | 425,000 |
| 24 | Assured wand of frostburn +5 | 525,000 |
| 24 | Assured wand of howl of doom +5 | 525,000 |
| 25 | Precise wand of color spray +5 | 625,000 |
| 25 | Wand of erupting flame +5 | 625,000 |
| 28 | Flame wand +6 | 2,125,000 |
| 28 | Force wand +6 | 2,125,000 |
| 28 | Hellfire wand +6 | 2,125,000 |
| 28 | Master's wand of cloud of daggers +6 | 2,125,000 |
| 28 | Master's wand of dire radiance +6 | 2,125,000 |
| 28 | Master's wand of eldritch blast +6 | 2,125,000 |
| 28 | Master's wand of eyebite +6 | 2,125,000 |
| 28 | Master's wand of hellish rebuke +6 | 2,125,000 |
| 28 | Master's wand of magic missile +6 | 2,125,000 |
| 28 | Master's wand of ray of frost +6 | 2,125,000 |
| 28 | Master's wand of scorching burst +6 | 2,125,000 |
| 28 | Master's wand of thunderwave +6 | 2,125,000 |
| 28 | Thunder wand +6 | 2,125,000 |
| 28 | Wand of cold +6 | 2,125,000 |
| 28 | Wand of psychic ravaging +6 | 2,125,000 |
| 28 | Wand of radiance +6 | 2,125,000 |
| 28 | Wand of swarming force +6 | 2,125,000 |
| 29 | Assured wand of frostburn +6 | 2,625,000 |
| 29 | Assured wand of howl of doom +6 | 2,625,000 |
| 30 | Precise wand of color spray +6 | 3,125,000 |
| 30 | Wand of erupting flame +6 | 3,125,000 |

## Assured Wand of Frostburn — Level 14+

*Your ability to use the frostburn power exceeds the normal boundaries of chance, allowing you an extra measure of confidence.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** The first time in an encounter you attack with the *frostburn* power using this implement and your natural roll is equal to or lower than the enhancement bonus of this wand, you can reroll the attack.
**Power (Daily ✦ Arcane, Cold, Fire, Implement):** Standard Action. As the wizard's *frostburn* power (*PH* 164).

## Assured Wand of Howl of Doom — Level 14+

*When using the howl of doom power, your knowledge reaches beyond probability and you can manipulate a small fraction of luck and destiny.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d6 damage per plus
**Property:** The first time in an encounter you attack with *howl of doom* with this implement and your natural roll is equal to or lower than the enhancement bonus of this wand, you can reroll the attack.
**Power (Daily ✦ Arcane, Fear, Implement, Thunder):** Standard Action. As the warlock's *howl of doom* power (*PH* 135).

## Flame Wand — Level 3+

*Small flames become conflagrations when channeled through this wand.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 fire damage per plus
**Property:** Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the fire and implement keywords.
*Level 13 or 18:* +2 item bonus.
*Level 23 or 28:* +3 item bonus.
**Power (Encounter ✦ Arcane, Fire, Implement):** Standard Action. As the wizard's *scorching burst* power (*PH* 159).

## Force Wand — Level 3+

*With this wand, your force powers pack a bigger punch.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 force damage per plus
**Property:** Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the force keyword.
*Level 13 or 18:* +2 item bonus.
*Level 23 or 28:* +3 item bonus.
**Power (Encounter ✦ Arcane, Force, Implement):** Standard Action. As the wizard's *magic missile* power (*PH* 159).

## Hellfire Wand — Level 3+

*Your fires burn with the fury of the Nine Hells when wielding this wand.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 fire damage per plus
**Property:** Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the fire and implement keywords.
*Level 13 or 18:* +2 item bonus.
*Level 23 or 28:* +3 item bonus.
**Power (Encounter ✦ Arcane, Force, Implement):** Standard Action. As the warlock's *hellish rebuke* power (*PH* 132).

## Master's Wand of Cloud of Daggers — Level 3+

*Your cloud of daggers strikes with deadly accuracy.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Wand)**
**Enhancement:** Attack rolls and damage rolls
**Critical:** +1d8 damage per plus
**Property:** When a creature moves into a *cloud of daggers* you create with this wand, it takes twice your Wisdom modifier in damage (minimum 2) instead of damage equal to your Wisdom modifier.
**Power (Encounter ✦ Arcane, Force, Implement):** Standard Action. As the wizard's *cloud of daggers* power (*PH* 159).

## Master's Wand of Dire Radiance Level 3+

*Your dire radiance presses against foes with an invisible force.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Wand)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Property:** Each square a target affected by your *dire radiance* moves toward you costs 1 extra square of movement.

**Power (Encounter ✦ Arcane, Fear, Implement, Radiant):** Standard Action. As the warlock's *dire radiance* power (*PH* 131).

## Master's Wand of Eldritch Blast Level 3+

*Your eldritch blast viciously scours your enemies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Wand)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Property:** Gain a +1 item bonus to damage rolls when you use this wand to attack with *eldritch blast*.

*Level 13 or 18:* +2 item bonus.

*Level 23 or 28:* +3 item bonus.

**Power (Encounter ✦ Arcane, Implement):** Standard Action. As the warlock's *eldritch blast* power (*PH* 132).

## Master's Wand of Eyebite Level 3+

*Your eyebite spell occludes you just a moment longer than normal.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Wand)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Property:** When you hit a target with *eyebite* using this wand, you gain combat advantage against the target on your first attack next turn.

**Power (Encounter ✦ Arcane, Charm, Implement, Psychic):** Standard Action. As the warlock's *eyebite* power (*PH* 132).

## Master's Wand of Hellish Rebuke Level 3+

*Your hellish rebuke consumes your attacker and its nearby allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Wand)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Property:** When *hellish rebuke* causes a target to take damage from attacking you, all of its adjacent allies take damage equal to half that amount.

**Power (Encounter ✦ Arcane, Fire, Implement):** Standard Action. As the warlock's *hellish rebuke* power (*PH* 132).

## Master's Wand of Magic Missile Level 3+

*Your magic missiles impact a foe with the force of a bull rush.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Wand)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Property:** Any target you hit with the *magic missile* power is pushed 1 square.

**Power (Encounter ✦ Arcane, Force, Implement):** Standard Action. As the wizard's *magic missile* power (*PH* 159).

## Master's Wand of Ray of Frost Level 3+

*Your ray of frost accurately strikes a target hiding among its allies.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Wand)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Property:** You ignore cover from enemies when you cast *ray of frost*.

**Power (Encounter ✦ Arcane, Cold, Implement):** Standard Action. As the wizard's *ray of frost* power (*PH* 159).

## Master's Wand of Scorching Burst Level 3+

*Your scorching burst burns devastatingly hot at its core.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Wand)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Property:** You deal an additional 1d6 fire damage to a creature occupying the origin square of your *scorching burst* power.

**Power (Encounter ✦ Arcane, Fire, Implement):** Standard Action. As the wizard's *scorching burst* power (*PH* 159).

## Master's Wand of Thunderwave Level 3+

*This wand grants the ability to reshape your thunderwave power.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Wand)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Property:** When you use the *thunderwave* power, you can make it a close burst 1.

**Power (Encounter ✦ Arcane, Implement, Thunder):** Standard Action. As the wizard's *thunderwave* power (*PH* 161).

*Thunder wand*

## Precise Wand of Color Spray — Level 10+

*Wielding this wand, you display deadly accuracy with color spray.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Implement (Wand)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Gain a +1 item bonus to *color spray* attack rolls made using this implement.

**Power (Daily ✦ Arcane, Implement, Radiant):** Standard Action. As the wizard's *color spray* power (*PH* 161). If your first attack roll with the power hits, you score a critical hit.

## Thunder Wand — Level 3+

*This sturdy wand enhances the destructive might of your thunder attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Wand)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 thunder damage per plus

**Property:** Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the implement and thunder keywords.

*Level 13 or 18:* +2 item bonus.

*Level 23 or 28:* +3 item bonus.

**Power (Encounter ✦ Arcane, Implement, Thunder):** Standard Action. As the wizard's *thunderwave* power (*PH* 159).

## Wand of Cold — Level 3+

*Frost covers the tip of this wand, threatening to unleash its icy chill.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Wand)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 cold damage per plus

**Property:** Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the cold and implement keywords.

*Level 13 or 18:* +2 item bonus.

*Level 23 or 28:* +3 item bonus.

**Power (Encounter ✦ Arcane, Cold, Implement):** Standard Action. As the wizard's *ray of frost* power (*PH* 159).

## Wand of Erupting Flame — Level 15+

*Your mastery over flame increases the more you fight.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Implement (Wand)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 fire damage per plus

**Power (Daily ✦ Arcane, Fire, Implement):** Standard Action. As the wizard's *scorching burst* power (*PH* 159). If you have reached at least one milestone, you can instead use the wizard's *burning hands* power (*PH* 159). If you have reached at least two milestones, you can instead use the wizard's *burning hands* power (*PH* 159), and you can exclude one ally in the blast from the attack.

## Wand of Psychic Ravaging — Level 3+

*With this wand in hand, your psychic attacks tear through your enemies' minds.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Wand)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 psychic damage per plus

**Property:** Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the implement and psychic keywords.

*Level 13 or 18:* +2 item bonus.

*Level 23 or 28:* +3 item bonus.

**Power (Encounter ✦ Arcane, Charm, Implement, Psychic):** Standard Action. As the warlock's *eyebite* power (*PH* 132).

WAYNE ENGLAND

*Wand of radiance*

## Wand of Radiance — Level 3+

*A pinpoint of light dances on the tip of this wand.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Wand)**

**Enhancement:** Attack rolls and damage rolls

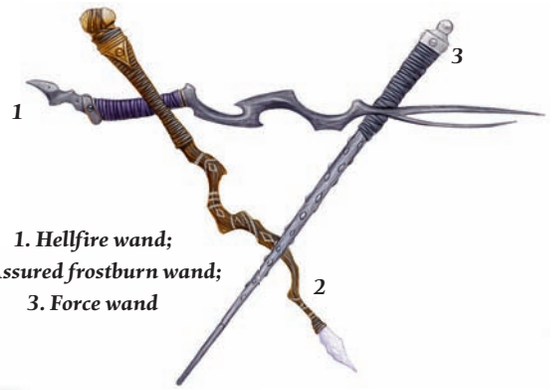
**Critical:** +1d8 radiant damage per plus

**Property:** Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the implement and radiant keywords.

*Level 13 or 18:* +2 item bonus.

*Level 23 or 28:* +3 item bonus.

**Power (Encounter ✦ Arcane, Fear, Implement, Radiant):** Standard Action. As the warlock's *dire radiance* power (*PH* 131).




*1. Hellfire wand;*
*2. Assured frostburn wand;*
*3. Force wand*

## Wand of Swarming Force — Level 3+

*The invisible forces you wield through this wand strike with deadly power.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Implement (Wand)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 force damage per plus

**Property:** Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the force and implement keywords.

*Level 13 or 18:* +2 item bonus.

*Level 23 or 28:* +3 item bonus.

**Power (Encounter ✦ Arcane, Force, Implement):** Standard Action. As the wizard's *cloud of daggers* power (*PH* 159).

# ARMS SLOT ITEMS

*From the shield, you gain strength. From the bracers, you gain deadliness.*

A variety of items might find their way onto an adventurer's arms, but primary among these are shields and bracers.

A set of qualities that pertains to a magic shield can usually be applied to either a light shield or a heavy shield; exceptions are noted. A shield's magical properties are usually defensive; however, some shields allow their wearers to unleash vicious attacks or to gain unusual magical powers.

Bracers, in contrast, provide offensive powers and benefits. A set of bracers on the arms of a ranger or rogue might allow that character to unleash a barrage of attacks or deliver a particularly deadly strike. If a spellcaster can't use a shield, bracers provide an excellent alternative.

### ARMS SLOT ITEMS

| Lvl | Name | Price (gp) |
|---|---|---|
| 1 | Floating shield | 360 |
| 2 | Bloodguard shield | 520 |
| 2 | Bracers of respite | 520 |
| 2 | Darkleaf shield | 520 |
| 2 | Jousting shield | 520 |
| 2 | Razor shield | 520 |
| 2 | Shield of the guardian | 520 |
| 3 | Flame bracers | 680 |
| 4 | Battleforged shield | 840 |
| 4 | Bloodthirst bracers | 840 |
| 4 | Counterstrike guards | 840 |
| 4 | Feyleaf vambraces | 840 |
| 4 | Mountain shield | 840 |
| 4 | Shield of eyes | 840 |
| 5 | Breach bracers | 1,000 |

WAYNE ENGLAND (2)

**ARMS SLOT ITEMS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 5 | Cold iron shield | 1,000 |
| 5 | Couters of second chances | 1,000 |
| 5 | Direbeast shield | 1,000 |
| 5 | Quickhit bracers | 1,000 |
| 5 | Shimmerlight shield | 1,000 |
| 6 | Bracers of archery | 1,800 |
| 6 | Bracers of mental might | 1,800 |
| 6 | Bracers of tactical blows | 1,800 |
| 6 | Cold iron bracers | 1,800 |
| 6 | Flamedrinker shield | 1,800 |
| 6 | Iron armbands of power | 1,800 |
| 6 | Throwing shield | 1,800 |
| 7 | Pelaurum shield | 2,600 |
| 7 | Razor bracers | 2,600 |
| 7 | Skull bracers | 2,600 |
| 7 | Trauma bracers | 2,600 |
| 8 | Bracers of bold maneuvering | 3,400 |
| 8 | Bracers of rejuvenation | 3,400 |
| 8 | Manticore shield | 3,400 |
| 8 | Mindiron vambraces | 3,400 |
| 8 | Mithral shield | 3,400 |
| 8 | Storm shield | 3,400 |
| 8 | Wyrmguard shield | 3,400 |
| 9 | Angelsteel shield | 4,200 |
| 9 | Bloodshored shield | 4,200 |
| 9 | Bloodsoaked shield | 4,200 |
| 9 | Diamond bracers | 4,200 |
| 9 | Recoil shield | 4,200 |
| 9 | Shadowflow shield | 4,200 |
| 10 | Bloodsoaked bracers | 5,000 |
| 10 | Healer's shield | 5,000 |
| 11 | Bracers of infinite blades | 9,000 |
| 11 | Warlock's bracers | 9,000 |
| 12 | Bloodguard shield | 13,000 |
| 12 | Bracers of respite | 13,000 |
| 12 | Darkleaf shield | 13,000 |
| 12 | Jousting shield | 13,000 |
| 12 | Razor shield | 13,000 |
| 12 | Ricochet shield | 13,000 |
| 12 | Shield of the guardian | 13,000 |
| 12 | Tauran shield | 13,000 |
| 13 | Bracers of wound closure | 17,000 |
| 13 | Flame bracers | 17,000 |
| 13 | Stonewall shield | 17,000 |
| 14 | Battleforged shield | 21,000 |
| 14 | Bloodthirst bracers | 21,000 |
| 14 | Bracers of iron arcana | 21,000 |
| 14 | Counterstrike guards | 21,000 |
| 14 | Flaring shield | 21,000 |
| 14 | Hypnotic shield | 21,000 |
| 14 | Mountain shield | 21,000 |
| 14 | Spellshield | 21,000 |
| 15 | Breach bracers | 25,000 |
| 15 | Cold iron shield | 25,000 |
| 15 | Couters of second chances | 25,000 |

**ARMS SLOT ITEMS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 15 | Direbeast shield | 25,000 |
| 15 | Quickhit bracers | 25,000 |
| 15 | Rapidstrike bracers | 25,000 |
| 15 | Shimmerlight shield | 25,000 |
| 16 | Bracers of archery | 45,000 |
| 16 | Bracers of infinite blades | 45,000 |
| 16 | Bracers of tactical blows | 45,000 |
| 16 | Cold iron bracers | 45,000 |
| 16 | Flamedrinker shield | 45,000 |
| 16 | Iron armbands of power | 45,000 |
| 16 | Throwing shield | 45,000 |
| 17 | Pelaurum shield | 65,000 |
| 17 | Razor bracers | 65,000 |
| 17 | Shield of blocking | 65,000 |
| 17 | Skull bracers | 65,000 |
| 18 | Bracers of bold maneuvering | 85,000 |
| 18 | Manticore shield | 85,000 |
| 18 | Mindiron vambraces | 85,000 |
| 18 | Mithral shield | 85,000 |
| 18 | Storm shield | 85,000 |
| 18 | Wyrmguard shield | 85,000 |
| 19 | Angelsteel shield | 105,000 |
| 19 | Bloodshored shield | 105,000 |
| 19 | Bloodsoaked shield | 105,000 |
| 19 | Diamond bracers | 105,000 |
| 19 | Shadowflow shield | 105,000 |
| 19 | Trollhide bracers | 105,000 |
| 20 | Bloodsoaked bracers | 125,000 |
| 20 | Healer's shield | 125,000 |
| 22 | Bloodguard shield | 325,000 |
| 22 | Bracers of respite | 325,000 |
| 22 | Darkleaf shield | 325,000 |
| 22 | Jousting shield | 325,000 |
| 22 | Razor shield | 325,000 |
| 22 | Shield of the guardian | 325,000 |
| 23 | Flame bracers | 425,000 |
| 23 | Stonewall shield | 425,000 |
| 24 | Battleforged shield | 525,000 |
| 24 | Bloodthirst bracers | 525,000 |
| 25 | Breach bracers | 625,000 |
| 25 | Cold iron shield | 625,000 |
| 25 | Couters of second chances | 625,000 |
| 25 | Direbeast shield | 625,000 |
| 25 | Quickhit bracers | 625,000 |
| 25 | Shimmerlight shield | 625,000 |
| 26 | Bracers of archery | 1,125,000 |
| 26 | Bracers of tactical blows | 1,125,000 |
| 26 | Cold iron bracers | 1,125,000 |
| 26 | Flamedrinker shield | 1,125,000 |
| 26 | Iron armbands of power | 1,125,000 |
| 26 | Throwing shield | 1,125,000 |
| 27 | Pelaurum shield | 1,625,000 |
| 27 | Razor bracers | 1,625,000 |
| 27 | Reflective shield | 1,625,000 |
| 27 | Shield of blocking | 1,625,000 |

**ARMS SLOT ITEMS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 27 | Skull bracers | 1,625,000 |
| 27 | Trauma bracers | 1,625,000 |
| 28 | Manticore shield | 2,125,000 |
| 28 | Mindiron vambraces | 2,125,000 |
| 28 | Mithral shield | 2,125,000 |
| 28 | Storm shield | 2,125,000 |
| 29 | Angelsteel shield | 2,625,000 |
| 29 | Bloodshored shield | 2,625,000 |
| 29 | Bloodsoaked shield | 2,625,000 |
| 29 | Diamond bracers | 2,625,000 |
| 29 | Trollhide bracers | 2,625,000 |
| 30 | Bloodsoaked bracers | 3,125,000 |
| 30 | Healer's shield | 3,125,000 |

## Angelsteel Shield — Level 9+

*This fine, steel shield flickers with light that flows out at times to help defend your allies.*

Lvl 9 4,200 gp Lvl 29 2,625,000 gp
Lvl 19 105,000 gp
**Item Slot:** Arms
**Shield:** Any

**Power (Daily):** Immediate Reaction. Use this power when an ally adjacent to you is hit by an attack. That ally gains a +1 power bonus to the defense that the attack targeted until the end of the encounter.
*Level 19:* +2 power bonus.
*Level 29:* +3 power bonus.

## Battleforged Shield — Level 4+

*Covered in Dwarven and Draconic runes, this shield aids badly wounded allies.*

Lvl 4 840 gp Lvl 24 525,000 gp
Lvl 14 21,000 gp
**Item Slot:** Arms
**Shield:** Heavy

**Power (Daily ✦ Healing):** Free Action. Use this power when an ally adjacent to you regains hit points. That ally regains additional hit points as though it had spent a healing surge.
*Level 14:* 2d8 hit points.
*Level 24:* 3d8 hit points.

## Bloodguard Shield — Level 2+

*As your foe's weapon strikes deep, this bronze shield flares red and covers you in a protective aura.*

Lvl 2 520 gp Lvl 22 325,000 gp
Lvl 12 13,000 gp
**Item Slot:** Arms
**Shield:** Any

**Power (Daily):** Immediate Interrupt. Use this power when a critical hit is scored against you. Gain resist 5 to all damage until the end of your next turn.
*Level 12:* Resist 10 to all damage.
*Level 22:* Resist 15 to all damage.

## Bloodshored Shield — Level 9+

*This strong, steel shield protects the bloodied.*

Lvl 9 4,200 gp Lvl 29 2,625,000 gp
Lvl 19 105,000 gp
**Item Slot:** Arms
**Shield:** Any

**Power (Daily):** Minor Action. Until the end of your next turn, you or an adjacent ally gains resist 5 to all damage. This power affects bloodied targets only.
*Level 19:* Resist 10 to all damage.
*Level 29:* Resist 15 to all damage.

## Bloodsoaked Bracers — Level 10+

*Your spilled blood causes these studded leather bracers to tremble with power.*

Lvl 10 5,000 gp Lvl 30 3,125,000 gp
Lvl 20 125,000 gp
**Item Slot:** Arms

**Power (Daily):** Minor Action. Use this power while you are bloodied. Gain a +5 power bonus to melee damage rolls until the end of the encounter or until you are no longer bloodied, whichever comes first.
*Level 20:* +10 power bonus.
*Level 30:* +15 power bonus.

## Bloodsoaked Shield — Level 9+

*A sheen of wet blood coats this wooden shield, protecting you when you are seriously injured.*

Lvl 9 4,200 gp Lvl 29 2,625,000 gp
Lvl 19 105,000 gp
**Item Slot:** Arms
**Shield:** Any

**Power (Daily):** Minor Action. Use this power while you are bloodied. Gain resist 2 to all damage until the end of the encounter, or until you are no longer bloodied, whichever comes first.
*Level 19:* Resist 5 to all damage.
*Level 29:* Resist 8 to all damage.

## Bloodthirst Bracers — Level 4+

*The crystals set in these golden bracers help you deal wounds that continue to impair your foe even after the initial strike.*

Lvl 4 840 gp Lvl 24 525,000 gp
Lvl 14 21,000 gp
**Item Slot:** Arms

**Power (Daily):** Free Action. Use this power when you hit an enemy with a melee attack. In addition to the normal damage from that attack, the target takes ongoing damage equal to 2 + your Charisma modifier (save ends).
*Level 14:* Ongoing damage equal to 5 + your Charisma modifier (save ends).
*Level 24:* Ongoing damage equal to 10 + your Charisma modifier (save ends).

## Bracers of Archery — Level 6+

*These leather armbands enhance your potency with bows and crossbows.*

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp
**Item Slot:** Arms
**Property:** Gain a +2 item bonus to damage rolls when attacking with a bow or crossbow.
*Level 16:* +4 item bonus.
*Level 26:* +6 item bonus.
**Power (Daily):** Minor Action. Ignore cover on your next attack this turn when using a bow or crossbow.

## Bracers of Bold Maneuvering — Level 8+

*These slick cuffs help maintain your defensive guard as you move around wary foes.*

Lvl 8 3,400 gp Lvl 18 85,000 gp
**Item Slot:** Arms
**Power (Encounter):** Minor Action. Gain a +4 power bonus to AC against opportunity attacks until the end of your next turn.
*Level 18:* While this power is in effect, you can make one opportunity attack made against you miss. This must be done before you know whether the attack succeeds.

## Bracers of Infinite Blades — Level 11+

*With these metal guards, you have an arsenal at your disposal at all times.*

Lvl 11 9,000 gp Lvl 16 45,000 gp
**Item Slot:** Arms
**Property:** You can draw a +2 *dagger* from these bracers as though drawing it from a sheath. A drawn dagger disappears at the end of your turn. These bracers can also be crafted to supply other light thrown weapons, such as shuriken.
*Level 16:* +4 *dagger*.

## Bracers of Iron Arcana — Level 14

*Favored by spellcasters, these iron bracers are covered in esoteric runes that help deflect physical attacks.*

**Item Slot:** Arms 21,000 gp
**Power (Daily):** Minor Action. Gain an item bonus to AC equal to your Intelligence, Wisdom, or Charisma modifier until the end of your next turn.

## Bracers of Mental Might — Level 6

*The adage, "mind over matter," truly applies when you wear these bracers.*

**Item Slot:** Arms 1,800 gp
**Power (Encounter):** Free Action. Use this power when making a Strength attack, Strength check, or Strength-based skill check. Use your Intelligence, Wisdom, or Charisma modifier in place of your Strength modifier to determine the result of the roll.

## Bracers of Rejuvenation — Level 8

*These wrist guards pulse with red light when you pause to catch your breath, increasing your defenses until you rejoin the battle.*

**Item Slot:** Arms 3,400 gp
**Power (Healing Surge):** Minor Action. Gain a +1 item bonus to all rolls, defenses, and saving throws until the end of your next turn.

## Bracers of Respite — Level 2+

*Commonly worn by combat medics, these white linen arm guards spread healing benefits.*

Lvl 2 520 gp Lvl 22 325,000 gp
Lvl 12 13,000 gp
**Item Slot:** Arms
**Power (Daily ✦ Healing):** Free Action. Use this power when an ally adjacent to you regains hit points. You or one other ally adjacent to you regains 1d8 hit points.
*Level 12:* Regains 2d8 hit points.
*Level 22:* Regains 4d8 hit points.

DARRELL RICHE

## Bracers of Tactical Blows — Level 6+

*When your foes let down their guard, these dragonscale bracers make them regret it.*

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp

**Item Slot:** Arms

**Property:** When you hit with an opportunity attack, deal an extra 1d6 damage.
*Level 16:* 2d6 damage.
*Level 26:* 3d6 damage.

## Bracers of Wound Closure — Level 13

*These copper bracers create a luminescent field that eliminates impairing wounds.*

**Item Slot:** Arms 17,000 gp

**Power (Daily):** Immediate Reaction. Use this power when you are hit by an attack that deals ongoing damage of any type. The ongoing damage effect ends.

## Breach Bracers — Level 5+

*These spiked arm guards render enemies more vulnerable to your attacks.*

Lvl 5 1,000 gp Lvl 25 625,000 gp
Lvl 15 25,000 gp

**Item Slot:** Arms

**Power (Daily):** Free Action. Use this power when you hit with a melee attack. The target of the attack gains vulnerable 5 against the next attack that hits it before the end of your next turn.
*Level 15:* Vulnerable 10.
*Level 25:* Vulnerable 15.

## Cold Iron Bracers — Level 6+

*The creatures of the Feywild recoil at the touch of these iron bracers.*

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp

**Item Slot:** Arms

**Property:** Gain a +1 item bonus to AC and Reflex defense against fey creatures' attacks.
*Level 16:* +2 item bonus.
*Level 26:* +3 item bonus.

## Cold Iron Shield — Level 5+

*Using this heavy iron shield, you can protect an ally's mind as well as his body.*

Lvl 5 1,000 gp Lvl 25 625,000 gp
Lvl 15 25,000 gp

**Item Slot:** Arms
**Shield:** Heavy

**Power (Daily):** Immediate Interrupt. Use when an attack against Will defense would hit an ally adjacent to you. That ally gains a +4 power bonus to Will defense against that attack.
*Level 15:* That ally gains a +4 power bonus to Will defense until the end of your next turn.
*Level 25:* All allies adjacent to you gain a +4 power bonus to Will defense until the end of your next turn.

## Counterstrike Guards — Level 4+

*A set of twin forearm shields small enough not to hinder you, these guards improve your strikes against off-balance foes.*

Lvl 4 840 gp Lvl 14 21,000 gp

**Item Slot:** Arms

**Power (Daily):** Immediate Reaction. Use this power when a melee attack misses you. You make a melee basic attack against the attacker.
*Level 14:* This power becomes an encounter power.

## Couters of Second Chances — Level 5+

*As you swing past your opponent, these armored elbow guards sparkle with energy, bringing your weapon back in line.*

Lvl 5 1,000 gp Lvl 25 625,000 gp
Lvl 15 25,000 gp

**Item Slot:** Arms

**Power (Daily):** Free Action. Use this power when you miss with a melee attack. Reroll the attack, and use the second result, even if it's lower.
*Level 15 or 25:* Gain a +2 bonus to the rerolled attack roll.
*Level 25:* If your rerolled attack misses, make a melee basic attack against the target.

## Darkleaf Shield — Level 2+

*Shadowfell gravetrees provide the tightly woven branches and black leaves that form this shield.*

Lvl 2 520 gp Lvl 22 325,000 gp
Lvl 12 13,000 gp

**Item Slot:** Arms
**Shield:** Light

**Property:** Gain a +1 item bonus to AC during the surprise round and the first nonsurprise round of each encounter.
*Level 12:* +2 item bonus.
*Level 22:* +3 item bonus.

## Diamond Bracers — Level 9+

*These clear crystal vambraces of interlocking plates can protect you from virtually anything, for a time.*

Lvl 9 4,200 gp Lvl 29 2,625,000 gp
Lvl 19 105,000 gp

**Item Slot:** Arms

**Power (Daily):** Minor Action. Until the end of the encounter, gain resist 10 against a damage type from which you were dealt damage since the end of your last turn.
*Level 19:* Resist 15 against that damage type.
*Level 29:* Resist 20 against that damage type.

## Direbeast Shield — Level 5+

*Covered in bear hides and marked with a wolf's head, this shield lends the stamina of wild beasts to your allies.*

Lvl 5 1,000 gp Lvl 25 625,000 gp
Lvl 15 25,000 gp
**Item Slot:** Arms
**Shield:** Any

**Power (Daily):** Immediate Interrupt. Use this power when an attack against Fortitude defense hits an ally adjacent to you. That ally gains a +4 power bonus to Fortitude defense against that attack.
*Level 15:* That ally gains +4 power bonus to Fortitude defense until the end of your next turn.
*Level 25:* All allies adjacent to you gain +4 power bonus to Fortitude defense until the end of your next turn.

## Feyleaf Vambraces — Level 4

*A bright blue glow erupts from these tough bark guards, and the world shifts around you.*

**Item Slot:** Arms 840 gp

**Power (Daily ✦ Teleportation):** Free Action. Use this power when you attack an adjacent target, but before you roll. Teleport to the nearest square from which you and an ally flank the target.

## Flame Bracers — Level 3+

*Flickering flames dance across your arm guards, darting to cover your weapon on crucial attacks.*

Lvl 3 680 gp Lvl 23 425,000 gp
Lvl 13 17,000 gp
**Item Slot:** Arms
**Property:** When you score a critical hit with a melee attack, deal an extra 1d6 fire damage.
*Level 13:* 1d10 fire damage.
*Level 23:* 2d6 fire damage.

**Power (Daily):** Minor Action. Your next successful weapon attack before the end of your next round deals an extra 1d6 fire damage.
*Level 13:* 2d6 fire damage.
*Level 23:* 3d6 fire damage.

## Flamedrinker Shield — Level 6+

*This shield swirls with gold and ruby hues as it absorbs the jet of flame meant to burn your flesh.*

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp
**Item Slot:** Arms
**Shield:** Any
**Property:** Gain resist 5 fire.
*Level 16:* Resist 10 fire.
*Level 26:* Resist 15 fire.

**Power (Daily):** Immediate Interrupt. Use this power when an ally adjacent to you would take fire damage. Grant that ally resist 10 fire until the end of your next turn.
*Level 16:* Resist 20 fire.
*Level 26:* Resist 30 fire.

## Flaring Shield — Level 14

*An opponent's poorly aimed attack is met with a blinding flash of light.*

**Item Slot:** Arms 21,000 gp
**Shield:** Any

**Power (Daily):** Immediate Reaction. Use this power when a melee attack misses you. The attacker is blinded until the end of your next turn.

## Floating Shield — Level 1

*Enameled with images of ocean waves, this shield eases your way in water.*

**Item Slot:** Arms 360 gp
**Shield:** Any
**Property:** You do not sink beneath the surface of any liquid (unless you choose to do so). Also, gain a +3 item bonus to Athletics checks to swim, and to Endurance checks to swim for an hour or more. Also, you can swim at your speed on the surface of the water (but not underwater).

## Healer's Shield — Level 10+

*This shield shores healing powers as well as blocks enemy blows.*

Lvl 10 5,000 gp Lvl 30 3,125,000 gp
Lvl 20 125,000 gp
**Item Slot:** Arms
**Shield:** Any

**Power (Daily ✦ Healing):** Free Action. Use this power when you or an ally within line of sight regains hit points. You or the ally regains hit points equal to the maximum possible result of the healing effect and also regains hit points equal to your Wisdom or Charisma modifier, whichever is higher.
*Level 20:* Double your ability modifier when determining the additional healing granted by this item.
*Level 30:* This power becomes an encounter power.

## Hypnotic Shield — Level 14

*The spiral pattern on this round shield mesmerizes unwary foes.*

**Item Slot:** Arms 21,000 gp
**Shield:** Any

**Power (Daily):** Immediate Reaction. Use this power when a melee attack misses you. The attacker is dazed (save ends). This effect also ends if you are not adjacent to the attacker at the end of your turn, or if the attacker can no longer see you.

## Iron Armbands of Power — Level 6+

*These plate armbands enhance the damage you dole out.*

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp
**Item Slot:** Arms
**Property:** Gain a +2 item bonus to melee damage rolls.
*Level 16:* +4 item bonus.
*Level 26:* +6 item bonus.

## Jousting Shield — Level 2+

*This grooved and angled shield acts as a bulwark against all attempts to alter a charger's course.*

Lvl 2 520 gp Lvl 22 325,000 gp
Lvl 12 13,000 gp
**Item Slot:** Arms
**Shield:** Any
**Property:** Gain resist 5 against opportunity attacks you provoke from charging. After charging, you cannot be pulled, pushed, or slided until the end of your next turn.
*Level 12:* Resist 10 to all damage.
*Level 22:* Resist 15 to all damage.

## Manticore Shield — Level 8+

*Emblazoned with the emblem of a snarling manticore, this shield releases a volley of needles at your command.*

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp
**Item Slot:** Arms
**Shield:** Any
**Power (Daily):** Standard Action. Make an attack: Area burst 1 within 10 squares; Dexterity + 2 vs. AC; on a hit, the target takes 1d8 + Strength modifier damage.
*Level 18:* Strength + 4 vs. AC; 2d8 + Dexterity modifier damage.
*Level 28:* Strength + 6 vs. AC; 3d10 + Dexterity modifier damage.

## Mindiron Vambraces — Level 8+

*These smooth crystal bracers are shot through with purple veins that pulse when you attack.*

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp
**Item Slot:** Arms
**Power (Daily):** Free Action. Use this power when you hit with a melee attack. Make a secondary attack against the target: +11 vs. Will; on a hit, the target is dazed until the end of your next turn.
*Level 18:* +21 vs. Will; the target is stunned until the end of your next turn.
*Level 28:* +31 vs. Will; the target is dominated until the end of your next turn.

## Mithral Shield — Level 8+

*Light reflects brightly from this highly polished, silvery shield.*

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp
**Item Slot:** Arms
**Shield:** Any
**Property:** When you are hit by an attack with the radiant keyword, the attacker takes 2 radiant damage.
*Level 18:* 5 radiant damage.
*Level 28:* 10 radiant damage.

## Mountain Shield — Level 4+

*Inlaid with Dwarven runes and images of mountains, this shield keeps your allies from being pulled into dangerous situations.*

Lvl 4 840 gp Lvl 14 21,000 gp
**Item Slot:** Arms
**Shield:** Heavy
**Power (Encounter):** Minor Action. Allies adjacent to you cannot be pushed, pulled, or slid until the end of your next turn.
*Level 14:* Allies within 2 squares of you.

## Pelaurum Shield — Level 7+

*With this sparkling copper shield, the intense energy of an errant blast fuels your power when you next strike.*

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
Lvl 17 65,000 gp
**Item Slot:** Arms
**Shield:** Any
**Property:** When an attack that has the fire or radiant keyword misses you, your next successful melee attack before the end of your next turn deals an extra 2 radiant damage.
*Level 17:* 5 radiant damage.
*Level 27:* 10 radiant damage.

## Quickhit Bracers — Level 5+

*Favored by rangers and other two-weapon warriors, these arm guards grant the speed to strike harder and more quickly.*

Lvl 5 1,000 gp Lvl 25 625,000 gp
Lvl 15 25,000 gp
**Item Slot:** Arms
**Property:** When using a power, if you hit one creature with both your main weapon and your off-hand weapon, deal an extra 1d6 damage to that creature.
*Level 15:* 2d6 damage.
*Level 25:* 3d6 damage.
**Power (Daily):** Minor Action. Use this power when you hit with both your main weapon and your off-hand weapon using one power. Make a melee basic attack with your off-hand weapon.

## Rapidstrike Bracers — Level 15

*Wearing these bracers, even your most basic attacks can quickly become dangerous.*

**Item Slot:** Arms 25,000 gp
**Property:** Gain a +2 item bonus to initiative.
**Power (Encounter):** Free Action. Use this power when you would make a basic attack. Attack using a 1st-level, single-target, at-will attack power instead of a basic attack. This attack does not provoke an opportunity attack even if it ordinarily would.

## Razor Bracers — Level 7+

*These steel arm plates are lined with sharp edges that make grappling enemies pay dearly.*

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
Lvl 17 65,000 gp
**Item Slot:** Arms
**Property:** Gain a +2 item bonus to checks to escape a grab. When a creature successfully grabs you, it takes 1d10 damage.
*Level 17:* 2d10 damage.
*Level 27:* 3d10 damage.

## Razor Shield — Level 2+

*Ringed in blades, this round shield is as much a weapon as an item of defense.*

Lvl 2 520 gp Lvl 22 325,000 gp
Lvl 12 13,000 gp
**Item Slot:** Arms
**Shield:** Any
**Power (Daily):** Immediate Reaction. Use this power when a melee attack hits you. The attacker takes 1d8 + Constitution modifier damage.
*Level 12:* 2d8 + Constitution modifier damage.
*Level 22:* This power becomes an encounter power.

## Recoil Shield — Level 9

*This unassuming shield takes on surprising heft when you want to knock a foe flat.*

**Item Slot:** Arms 4,200 gp
**Shield:** Any
**Power (Encounter):** Immediate Reaction. Use this power when a melee attack hits you. The attacker is knocked prone.

## Reflective Shield — Level 27

*A nasty surprise awaits those who make attacks against you while you wear this mirrorlike shield.*

**Item Slot:** Arms 1,625,000 gp
**Shield:** Any
**Power (Daily):** Immediate Reaction. Use this power when an attack against your AC or Reflex defense misses. The source of the attack makes a new attack roll against its own appropriate defense. If the attack roll succeeds, it hits the attacker (apply damage and effect where appropriate).

## Ricochet Shield — Level 12

*The strange, seemingly arbitrary angles of this shield take on a sinister purpose when you redirect a foe's ranged attack.*

**Item Slot:** Arms 13,000 gp
**Shield:** Any
**Power (Daily):** Immediate Reaction. Use this power when a ranged attack against AC misses you. The source of the attack repeats the attack roll against a different target of your choice within 10 squares of you. If the attack roll succeeds, it hits that target (apply damage and effect where appropriate).

## Shadowflow Shield — Level 9+

*This inky, black shield conceals nearby allies.*

Lvl 9 4,200 gp Lvl 29 2,625,000 gp
Lvl 19 105,000 gp
**Item Slot:** Arms
**Shield:** Any
**Power (Encounter):** Minor Action. One ally adjacent to you gains concealment until the start of your next turn.
*Level 19:* All allies adjacent to you gain concealment until the start of your next turn.

## Shield of Blocking — Level 17+

*The best offense is sometimes a powerful defense.*

Lvl 17 65,000 gp Lvl 27 1,625,000 gp
**Item Slot:** Arms
**Shield:** Any
**Power (Daily):** Minor Action. Gain resist 5 to all damage from melee attacks until the end of the encounter.
*Level 27:* Resist 10 to all damage from melee attacks.

DAVID GRIFFITH

## Shield of Eyes — Level 4

*This multifaceted shield keeps you aware of lurking threats.*

**Item Slot:** Arms 840 gp
**Shield:** Any
**Property:** Gain an item bonus equal to your shield bonus to AC against opportunity attacks.

**Power (Daily):** Minor Action. You do not grant combat advantage when flanked by an enemy until the end of your next turn.

## Shield of the Guardian — Level 2+

*This oaken shield can guard an ally as well as protect you.*

Lvl 2 520 gp Lvl 22 325,000 gp
Lvl 12 13,000 gp
**Item Slot:** Arms
**Shield:** Any

**Power (Daily):** Minor Action. One ally adjacent to you gains a +1 power bonus to AC until the end of the encounter.
*Level 12:* +2 power bonus to AC.
*Level 22:* +3 power bonus to AC.

## Shimmerlight Shield — Level 5+

*The thin but seemingly impervious layer of enchanted cloth stretched over the surface of this shield warns against danger.*

Lvl 5 1,000 gp Lvl 25 625,000 gp
Lvl 15 25,000 gp
**Item Slot:** Arms
**Shield:** Any

**Power (Daily):** Immediate Interrupt. Use this power when an ally adjacent to you would be hit by an attack against Reflex defense. That ally gains a +4 power bonus to Reflex defense against the attack.
*Level 15:* That ally gains a +4 power bonus to Reflex defense until the end of your next turn.
*Level 25:* All allies adjacent to you gain a +4 power bonus to Reflex defense until the end of your next turn.

## Skull Bracers — Level 7+

*These heavy bracers are each mounted with a long dragonlike skull.*

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
Lvl 17 65,000 gp
**Item Slot:** Arms

**Power (Daily):** Minor Action. The next successful attack you make before the end of your next turn deals an extra 1d10 damage.
*Level 17:* 2d10 damage.
*Level 27:* 3d10 damage.

## Spellshield — Level 14

*This rune-inlaid shield can shelter an ally from a wide-ranging attack.*

**Item Slot:** Arms 21,000 gp
**Shield:** Any

**Power (Daily):** Immediate Interrupt. Use when a close or area attack targets you. One square adjacent to you within the attack's area is unaffected by the attack.

## Stonewall Shield — Level 13+

*Favored by dwarves, this shield can create a temporary barrier much like a wall.*

Lvl 13 17,000 gp Lvl 23 425,000 gp
**Item Slot:** Arms
**Shield:** Any

**Power (Daily ✦ Conjuration):** Standard Action. You create a wall of stone (wall 3 within 5 squares) that occupies contiguous squares and remains for 1 hour. You cannot create stone in an occupied square. The wall can be up to 3 squares long and up to 2 squares high. One square of wall can be destroyed by attacking it (AC 5, Fortitude 10, Reflex 5, hp 40). A DC 35 Strength check can destroy the wall in one square.
*Level 23:* Wall 5 within 10 squares; up to 5 squares long and up to 2 squares high; the wall in one square has 80 hit points.

JAMES ZHANG

## Storm Shield — Level 8+

*Shifting clouds play across the surface of this shield as it protects you from stormlike effects and then unleashes them on your foes.*

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp
**Item Slot:** Arms
**Shield:** Any
**Property:** Gain resist 5 lightning and resist 5 thunder.
*Level 18:* Resist 10 lightning and resist 10 thunder.
*Level 28:* Resist 10 lightning and resist 10 thunder.
**Power (Daily ✦ Lightning, Thunder):** Immediate Reaction. Use this power when you are hit by a melee attack. Deal 2d6 lightning and thunder damage to the attacker. (The attacker must have resistance or immunity to both damage types to reduce or ignore this damage.)
*Level 18:* 4d6 lightning and thunder damage.
*Level 28:* 6d6 lightning and thunder damage.

## Tauran Shield — Level 12

*This horn-edged shield helps you charge your foes with bull-like force.*

**Item Slot:** Arms 13,000 gp
**Shield:** Any
**Property:** Gain a +4 item bonus to any bull rush attempt, and push the target one additional square.

## Throwing Shield — Level 6+

*When tossed, this throwing shield packs a hefty punch.*

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp
**Item Slot:** Arms
**Shield:** Any
**Power (At-Will):** Standard Action. Make an attack: Ranged 10; Strength + 2 vs. AC; on a hit, the target takes 1d8 + Strength modifier damage. The shield automatically returns to your grip after the attack.
*Level 16:* Strength + 4 vs. AC; 2d8 + Strength modifier damage.
*Level 26:* Strength + 6 vs. AC; 3d8 + Strength modifier damage.
**Power (Daily):** Free Action. Use this power after you hit a target with this shield's ranged attack. The target is pushed 1 square.
*Level 16:* The target is pushed 1 square and knocked prone.
*Level 26:* The target is pushed 1 square, knocked prone, and dazed until the end of its next turn.

## Trauma Bracers — Level 7+

*When you land a serious blow while wearing these jagged arm guards, the wounds you inflict resist healing for a time.*

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
**Item Slot:** Arms
**Power (Daily):** Free Action. Use this power when you score a critical hit. The target can't regain hit points (save ends).
*Level 27:* This power becomes an encounter power.

## Trollhide Bracers — Level 19+

*These ugly green wrist guards become indispensable when you are wounded.*

Lvl 19 105,000 gp Lvl 29 2,625,000 gp
**Item Slot:** Arms
**Power (Daily ✦ Healing):** Minor Action. Gain regeneration 5 until the end of the encounter or until you are lowered to 0 hit points or fewer. If you take acid or fire damage, the regeneration is supressed until the end of your next turn.
*Level 29:* Regeneration 10.

## Warlock's Bracers — Level 11

*These dark leather cuffs, etched with symbols and runes, protect you against those you've cursed.*

**Item Slot:** Arms 9,000 gp
**Property:** Gain a +1 item bonus to all defenses against attacks by creatures affected by your Warlock's Curse.

JAMES ZHANG

### Wyrmguard Shield — Level 8+

*This platinum-inlaid shield has the power to make serious blows much less deadly.*

Lvl 8 3,400 gp Lvl 18 85,000 gp
**Item Slot:** Arms
**Shield:** Any

**Power (Daily):** Immediate Interrupt. Use this power when a critical hit would be scored against you. The attack becomes a normal hit.
*Level 18:* Use this power when a critical hit would be scored against you or an adjacent ally.

## COMPANION SLOT ITEMS

The beastmaster ranger build in the *Martial Power* supplement has a beast companion, and future classes and builds will also feature such companions.

Although the items in this section are tied to beast companions, all can be repurposed for other kinds of companions using the Transfer Enchantment ritual (see Appendix 1).

### COMPANION AND MOUNT SLOT ITEMS

Characters sometimes have trained beasts that fight alongside them, serving either as companions, mounts, or both. As your character advances in level and acquires treasure, you may want to give some thought to equipping your companion or mount with some magic gear of its own.

A creature serving as your companion or mount has a single magic item slot that you can activate using your own actions (and not the creature's). A companion that doubles as a mount can use a mount item in place of a companion item, or vice versa.

**COMPANION SLOT ITEMS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 4 | Friend's gift | 840 |
| 5 | Companion's defender | 1,000 |
| 6 | Sigil of companionship | 1,800 |
| 8 | Recalling harness | 3,400 |
| 10 | Guardian's collar | 5,000 |
| 12 | Transposition harness | 13,000 |
| 14 | Friend's gift | 21,000 |
| 15 | Companion's defender | 25,000 |
| 16 | Sigil of companionship | 45,000 |
| 18 | Recalling harness | 85,000 |
| 22 | Transposition harness | 325,000 |
| 24 | Friend's gift | 525,000 |
| 25 | Companion's defender | 625,000 |
| 26 | Sigil of companionship | 1,125,000 |
| 28 | Recalling harness | 2,125,000 |

### Companion's Defender — Level 5+

*This belt is constructed from woven bones and enhances a companion's defensive ability while adjacent to you.*

Lvl 5 1,000 gp Lvl 25 625,000 gp
Lvl 15 25,000 gp
**Item Slot:** Companion
**Property:** While adjacent to you, your companion gains a +1 item bonus to all defenses.
*Level 15:* +2 item bonus.
*Level 25:* +3 item bonus.

### Friend's Gift — Level 4+

*Your companion wears this crimson badge on its chest as a sign of friendship.*

Lvl 4 840 gp Lvl 24 525,000 gp
Lvl 14 21,000 gp
**Item Slot:** Companion
**Property:** Your companion regains an extra 5 hit points when it spends a healing surge or when you spend a healing surge to allow it to regain hit points.
*Level 14:* Extra 10 hit points.
*Level 24:* Extra 15 hit points.

### Guardian's Collar — Level 10

*The three small gemstones set in this collar resemble eyes and help your companion perceive its surroundings.*

**Item Slot:** Companion 5,000 gp
**Property:** Your companion gains a +3 item bonus to Perception checks. If your companion is not surprised, you are not surprised.

DAVID GRIFFITH

### Recalling Harness — Level 8+

*Leather straps sewn with silver thread call your companion to you when you are in need.*

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp

**Item Slot:** Companion

**Power (Encounter):** Immediate Interrupt. Use this power when an attack bloodies you or drops you to 0 hit points or fewer. Pull your companion 10 squares.

*Level 18:* Your companion teleports 10 squares into an unoccupied square adjacent to you. This power gains the teleportation keyword.

*Level 28:* Your companion teleports any number of squares into an unoccupied square adjacent to you. You need not have line of sight to your companion to use this power. This power gains the teleportation keyword.

### Sigil of Companionship — Level 6+

*This medal, which can be strapped to a leg or hung around a neck, signifies the depth of experience you and your companion have working together.*

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp

**Item Slot:** Companion

**Property:** When you flank an enemy with your companion, you and your companion gain a +1 item bonus to damage rolls against that enemy.

*Level 16:* +3 item bonus.

*Level 26:* +5 item bonus.

### Transposition Harness — Level 12+

*This silken harness fits tightly around your companion and allows the creature to swap places with you.*

Lvl 12 13,000 gp Lvl 22 325,000 gp

**Item Slot:** Companion

**Power (Daily ✦ Teleportation):** Move Action. You and your companion swap places if you are within 10 squares of each other.

*Level 22:* You and your companion swap places if you are within 20 squares of each other.

## MOUNT SLOT ITEMS

Some mount slot items affect both mount and rider. For mounts that can carry more than one creature, the rider is the character in control of the mount.

The magic items described in this section are designed for horses, but they can be modified to suit almost any kind of mount. A PC who replaces a mount might also take advantage of the Transfer Enchantment ritual (see Appendix 1) to repurpose an item. Magic items for mounts do not have escalating enhancement bonuses like magic items for characters do.

**MOUNT SLOT ITEMS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 1 | Impenetrable barding | 360 |
| 2 | Mirrored comparison | 520 |
| 3 | Horseshoes of speed | 680 |
| 3 | Saddle of strength | 680 |
| 4 | Ghost bridle | 840 |
| 5 | Bridle of rapid action | 1,000 |
| 6 | Martyr's saddle | 1,800 |
| 8 | Steadfast saddle | 3,400 |
| 9 | Zephyr horseshoes | 4,200 |
| 11 | Impenetrable barding | 9,000 |
| 18 | Skystrider horseshoes | 85,000 |
| 15 | Saddle of the nightmare | 25,000 |
| 15 | Saddle of the shark | 25,000 |
| 21 | Impenetrable barding | 225,000 |

### Bridle of Rapid Action — Level 5

*This fine leather bridle lets you and your mount react more quickly to danger.*

**Item Slot:** Mount 1,000 gp

**Power (Encounter):** No Action. Use this power at the beginning of an encounter before you roll initiative. The mount you are riding rolls an initiative check using your initiative modifier. If its check is higher than your check, you can use the mount's result in place of your own.

### Ghost Bridle — Level 4

*This bridle gives a mount a phantasmal appearance and the ability to slip through solid objects.*

**Item Slot:** Mount 840 gp

**Property:** The mount gains resist 10 necrotic.

**Power (Daily):** Minor Action. You and your mount gain phasing until the end of your next turn.

### Horseshoes of Speed — Level 3

*These thin steel horseshoes grant a mount increased speed.*

**Item Slot:** Mount 680 gp

**Property:** The mount's speed increases by 1 square for all movement modes.

### Impenetrable Barding — Level 1+

*Through this barding, your heroism imparts a protective aura upon your mount that protects it.*

Lvl 1 360 gp Lvl 21 225,000 gp
Lvl 11 9,000 gp

**Item Slot:** Mount (apply to barding)

**Property:** While it is ridden, the mount gains resistance to all damage equal to its rider's level, maximum 10.

*Level 11:* Maximum 20.

*Level 21:* Maximum 30.

### Martyr's Saddle — Level 6

*Those who seek to protect their mounts at any cost favor this saddle.*

**Item Slot:** Mount  1,800 gp
**Property:** The mount gains a +1 item bonus to all defenses.
**Power (At-Will):** Immediate Interrupt. Use this power when an attack would damage the mount you are riding. The mount takes half damage from the attack and you take the remainder. Nothing can reduce or prevent the damage that a rider takes in this way.

### Mirrored Caparison — Level 2

*This coat contains rows of faceted crystals that protect against wide-ranging attacks.*

**Item Slot:** Mount  520 gp
**Property:** The mount gains a +1 item bonus to Fortitude, Reflex, and Will defenses.
**Power (At-Will):** Immediate Interrupt. Use this power when an area attack would target the mount you are riding. The mount is not targeted by the attack.

### Saddle of Strength — Level 3

*This dyed leather saddle is inset with brass and allows a mount to carry the heaviest loads.*

**Item Slot:** Mount  680 gp
**Property:** The mount's carrying capacity increases by 50 percent in all categories. For example, a riding horse wearing this saddle would have a new normal load of 356 pounds, a new heavy load of 712 pounds, and a new maximum drag load of 1,781 pounds.

### Saddle of the Nightmare — Level 15

*This black, twisted leather bridle lets you take advantage of your mount's ability to teleport.*

**Item Slot:** Mount  25,000 gp
**Property:** When a mount teleports, the rider on the mount can remain mounted and teleport along with the mount even if the mount's movement doesn't normally allow it.

### Saddle of the Shark — Level 15

*This saddle allows you and your mount to swim and breathe underwater.*

**Item Slot:** Mount  25,000 gp
**Property:** Your mount gains the ability to breathe water as easily as it breathes air and gains a swim speed equal to its land speed. While mounted, you have the ability to breathe water as you would air, and you speak normally while underwater.

### Skystrider Horseshoes — Level 18

*A mount wearing these horseshoes can take to the air.*

**Item Slot:** Mount  85,000 gp
**Property:** The mount gains a fly speed equal to its land speed.

DAVID GRIFFITH

### Steadfast Saddle — Level 8

*This saddle keeps you mounted when faced with effects that might normally knock you off your mount.*

**Item Slot:** Mount  3,400 gp
**Power (Encounter):** Immediate Interrupt. Use this power when the mount you are riding would be pulled, pushed, or slid. The mount is not pulled, pushed, or slid.

### Zephyr Horseshoes — Level 9

*These black iron horseshoes allow a mount to race across all kinds of terrain.*

**Item Slot:** Mount  4,200 gp
**Property:** The mount ignores the effect of difficult terrain and can cross liquid surfaces as if they were solid ground. Any adverse effect of that terrain, such as the damage from acid or magma, still affects the mount normally.

## FEET SLOT ITEMS

*With the right footwear, no cliff cannot be climbed and no river cannot be crossed. The sky really is the limit.*

Magical footwear provides utility benefits related to movement, whether providing a new form of movement, an improvement to speed, or the power to skillfully evade an enemy's threatened area. Footwear is most frequently helpful in combat, but it might also offer a benefit outside of combat as well, allowing a character to easily scale a wall, pass through a guarded area unseen, or teleport across an entire continent.

## FEET SLOT ITEMS

| Lvl | Name | Price (gp) |
|---|---|---|
| 2 | Boots of adept charging | 520 |
| 2 | Feyleaf sandals | 520 |
| 2 | Jester shoes | 520 |
| 3 | Boots of stealth | 680 |
| 4 | Wildrunners | 840 |
| 5 | Surefoot boots | 1,000 |
| 6 | Boots of equilibrium | 1,800 |
| 6 | Boots of free movement | 1,800 |
| 6 | Goblin stompers | 1,800 |
| 6 | Sandals of precise stepping | 1,800 |
| 7 | Boots of the fencing master | 2,600 |
| 7 | Rushing cleats | 2,600 |
| 8 | Boots of quickness | 3,400 |
| 8 | Cat tabi | 3,400 |
| 8 | Quickling boots | 3,400 |
| 8 | Steadfast boots | 3,400 |
| 9 | Boots of eagerness | 4,200 |
| 9 | Boots of furious speed | 4,200 |
| 9 | Boots of many tricks | 4,200 |
| 10 | Boots of sand and sea | 5,000 |
| 10 | Branchrunners | 5,000 |
| 10 | Wallwalkers | 5,000 |
| 11 | Assassin's slippers | 9,000 |
| 11 | Boots of dancing | 9,000 |
| 11 | Tumbler's shoes | 9,000 |
| 12 | Assault boots | 13,000 |
| 12 | Butterfly sandals | 13,000 |
| 12 | Dragonborn greaves | 13,000 |
| 12 | Dwarven boots | 13,000 |
| 12 | Feystep lacings | 13,000 |
| 12 | Thornwalker slippers | 13,000 |
| 13 | Boots of stealth | 17,000 |
| 13 | Boots of swimming | 17,000 |
| 14 | Earthstriders | 21,000 |
| 14 | Fireburst boots | 21,000 |
| 14 | Oceanstrider boots | 21,000 |
| 15 | Flanker's boots | 25,000 |
| 15 | Floorfighter straps | 25,000 |
| 16 | Boots of withdrawal | 45,000 |
| 16 | Sandals of precise stepping | 45,000 |
| 17 | Earthreaver stompers | 65,000 |
| 18 | Boots of quickness | 85,000 |
| 18 | Cat tabi | 85,000 |
| 18 | Defiant boots | 85,000 |
| 18 | Dimensional stride boots | 85,000 |
| 18 | Dwarfstride boots | 85,000 |
| 18 | Phantom chaussures | 85,000 |
| 18 | Sandals of arcane transposition | 85,000 |
| 18 | Shadowsteppers | 85,000 |
| 19 | Anklets of opportunity | 105,000 |
| 21 | Lightstep slippers | 225,000 |
| 21 | Skygliders | 225,000 |
| 22 | Boots of speed | 325,000 |
| 23 | Boots of stealth | 425,000 |
| 24 | Backtrack bindings | 525,000 |

## FEET SLOT ITEMS (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 24 | Zephyr boots | 525,000 |
| 25 | Airstriders | 625,000 |
| 25 | Sandals of Avandra | 625,000 |
| 26 | Sandals of precise stepping | 1,125,000 |
| 27 | Earthreaver stompers | 1,625,000 |
| 28 | Boots of quickness | 2,125,000 |
| 28 | Boots of teleportation | 2,125,000 |
| 28 | Cat tabi | 2,125,000 |

### Airstriders Level 25

*These light coverings lift your feet and your spirit.*

**Item Slot:** Feet 625,000 gp
**Property:** You take no damage from a fall and always land on your feet. You have a fly speed equal to your speed +2, but you must end each turn on a solid surface or you fall.
**Power (Encounter):** Free Action. Use this power when you would fall. You do no fall until the end of your next turn.

### Anklets of Opportunity Level 19

*When your foe is distracted by an ally, these glittering anklets quicken your step.*

**Item Slot:** Feet 105,000 gp
**Property:** Gain a +1 bonus to Reflex defense.
**Power (Encounter):** Minor Action. Use this power while you are flanking a target. Shift 1 square.

### Assassin's Slippers Level 11

*You are able to press your advantage from several angles while wearing these black chamois slippers.*

**Item Slot:** Feet 9,000 gp
**Power (Encounter):** Minor Action. Until the start of your next turn, you flank a target adjacent to you if any square adjacent to you is opposite an ally.

### Assault Boots Level 12

*These mail boots trip up a foe when you strike a grievous blow.*

**Item Slot:** Feet 13,000 gp
**Property:** When you score a critical hit with a melee weapon, your target is knocked prone.

### Backtrack Bindings Level 24

*This airy footwear carries you out of whatever trouble you've gotten yourself into.*

**Item Slot:** Feet 525,000 gp
**Property:** Gain a +2 bonus to Reflex defense.
**Power (Encounter ✦ Teleportation):** Free Action. Use this power during your turn and note the square you are currently in. At the end of your turn, teleport back to that square if it is within 10 squares of you.

## Boots of Adept Charging — Level 2

*Rushing in is less dangerous in these studded leather boots.*

**Item Slot:** Feet 520 gp
**Property:** After charging, you can shift 1 square before your turn ends.

## Boots of Dancing — Level 11

*These ornate boots send you spinning and leaping out of danger.*

**Item Slot:** Feet 9,000 gp
**Property:** Gain a +1 bonus to Reflex defense.
**Property:** You do not grant combat advantage while you are dazed.
**Power (Daily):** Minor Action. Gain a +5 power bonus to Acrobatics and Athletics checks until the end of your next turn.

## Boots of Eagerness — Level 9

*Your feet feel peppy in these handsome brocade boots.*

**Item Slot:** Feet 4,200 gp
**Power (Encounter):** Free Action. Use this power during your turn to take an additional move action.

## Boots of Equilibrium — Level 6

*The tough mesh sole of these supple buckskin boots grips even the most slippery surfaces.*

**Item Slot:** Feet 1,800 gp
**Property:** You move normally on slippery surfaces, such as grease or ice.

## Boots of Free Movement — Level 6

*You deftly avoid entanglement in these well-crafted boots.*

**Item Slot:** Feet 1,800 gp
**Property:** Gain a +2 item bonus to saving throws against effects that apply the slowed, immobilized, or restrained condition.
**Power (Encounter):** Minor Action. Make a saving throw against a slow, immobilize, or restrain effect that a save can end.

## Boots of Furious Speed — Level 9

*When you are injured, these boots turn crimson and vibrate slightly.*

**Item Slot:** Feet 4,200 gp
**Property:** Gain a +2 item bonus to speed while bloodied.
**Power (Daily):** Immediate Reaction. Use this power when you become bloodied. Shift a number of squares equal to half your speed.

## Boots of Many Tracks — Level 9

*These rugged boots conceal your steps.*

**Item Slot:** Feet 4,200 gp
**Property:** The DC of any Perception check to find your tracks is increased by 10. Even if your tracks are found, identifying them takes a Nature check against the same DC. If the Nature check fails, the tracks seem to be of some animal (chosen by you at the time you made the tracks).

## Boots of Quickness — Level 8+

*This supple leather footwear keeps you out of harm's way.*

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp
**Item Slot:** Feet
**Property:** Gain a +1 bonus to Reflex defense.
*Level 18:* +2 bonus to Reflex defense.
*Level 28:* +3 bonus to Reflex defense.

## Boots of Sand and Sea — Level 10

*These wax-coated coverings help you glide over the earth when you are lightly encumbered, and might save you when the current runs deep.*

**Item Slot:** Feet 5,000 gp
**Property:** Gain a +1 item bonus to speed while wearing light armor or no armor.
**Power (Encounter):** Free Action. Gain a +5 power bonus to an Athletics check to swim.

## Boots of Speed — Level 22

*These durable boots are designed to take you farther, faster.*

**Item Slot:** Feet 325,000 gp
**Property:** Gain a +2 item bonus to speed.
**Power (Daily):** Minor Action. Take a move action.

## Boots of Stealth — Level 3+

*The soft leather soles and down lining of these supple boots quiet your footsteps.*

Lvl 3 680 gp Lvl 23 425,000 gp
Lvl 13 17,000 gp
**Item Slot**: Feet
**Property:** Gain a +2 item bonus to Stealth checks.
*Level 13:* +4 item bonus.
*Level 23:* +6 item bonus.

ED COX

ED COX, RYAN BARGER

## Boots of Swimming — Level 13

*A fin runs down the back of these fishscale boots.*

**Item Slot:** Feet 17,000 gp
**Property:** Gain a swim speed equal to your speed. You take no penalties to attack rolls while swimming or underwater.
**Power (Daily):** Minor Action. Breathe normally underwater until the end of the encounter.

## Boots of Teleportation — Level 28

*Wearing these elegant boots, you never need to raise your feet to move.*

**Item Slot:** Feet 2,125,000 gp
**Power (At-Will ✦ Teleportation):** Move Action. Teleport a number of squares equal to your speed.

## Boots of the Fencing Master — Level 7

*Your swift step befuddles your foes.*

**Item Slot:** Feet 2,600 gp
**Property:** When you shift, gain a +1 item bonus to AC and Reflex defense until the end of your next turn.
**Power (Encounter):** Minor Action. Shift 2 squares.

## Boots of Withdrawal — Level 16

*This footwear allows you to live to fight another day.*

**Item Slot:** Feet 45,000 gp
**Property:** If you are bloodied and make no attacks on your turn, gain a +4 item bonus to speed, AC, and Reflex defense until the end of your next turn.

## Branchrunners — Level 10

*You move unhindered through the undergrowth in these supple foot wraps of treated oak leaves.*

**Item Slot:** Feet 5,000 gp
**Property:** Ignore difficult terrain in forests and jungles. Also, gain a +4 item bonus to Acrobatics checks to balance or reduce damage from a fall, and to Athletics checks to climb and jump while in trees.
**Power (Encounter):** Move Action. Balance and climb at your speed until the end of your turn. You don't grant combat advantage while doing so.

## Butterfly Sandals — Level 12

*These comfortable leather sandals make you more adept while airborne.*

**Item Slot:** Feet 13,000 gp
**Property:** Increase the flight speed of your flight powers and racial traits by 2.

## Cat Tabi — Level 8+

*This silky black footgear gives you catlike reflexes when jumping or falling.*

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp
**Item Slot:** Feet
**Property:** Gain a +3 item bonus to Athletics checks to jump. You take half damage from a fall and always land on your feet.
*Level 18:* +5 item bonus.
*Level 28:* +7 item bonus.
**Power (Daily):** Free Action. Use this power when you fall 10 feet or more. You take no damage from the fall and are not knocked prone.

## Defiant Boots — Level 18

*These sturdy iron boots grip the ground when you are moved against your will.*

**Item Slot:** Feet 85,000 gp
**Property:** When you are pulled, pushed, or slid, reduce the distance you are moved by 2.
**Power (Daily):** Free Action. Use this power when you are subject to a pull, push, or slide effect. Instead, shift a number of squares equal to the number of squares you would have been pulled, pushed, or slid.

## Dimensional Stride Boots — Level 18

*You step through a thin rift in space and reappear instantly in another location nearby.*

**Item Slot:** Feet 85,000 gp
**Property:** Gain a +1 bonus to Reflex defense.
**Power (Encounter ✦ Teleportation):** Move Action. Teleport 2 squares. If you are at maximum hit points, you instead teleport a number of squares equal to your speed.

## Dragonborn Greaves — Level 12

*Made of thick hide covered in scales, these ornate boots tap into your pain and rage.*

**Item Slot:** Feet 13,000 gp
**Property:** While you are bloodied, gain a +2 item bonus to speed and a +1 item bonus to AC and Reflex defense.

## Dwarfstride Boots — Level 18

*In these boots, nothing gets in your way.*

**Item Slot:** Feet 85,000 gp
**Property:** Gain a +4 item bonus to all skill checks required by special terrain (normally Athletics or Acrobatics).
**Property:** When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies. This property stacks with the Stand Your Ground dwarf racial trait.

## Dwarven Boots — Level 12

*These iron boots keep you steady in the face of forceful assaults.*

**Item Slot:** Feet 13,000 gp
**Power (Daily):** Immediate Interrupt. Use this power when an attack would knock you prone or pull, push, slide, or immobilize you. The attacker rerolls the attack, using the second result even if it's lower.

## Earthreaver Stompers — Level 17+

*These heavy, steel-soled boots allow you to sense vibrations as well as give you a powerful stomp.*

Lvl 17 65,000 gp Lvl 27 1,625,000 gp
**Item Slot:** Feet
**Property:** You gain tremorsense 1 square.
*Level 27:* Tremorsense 3 squares.
**Power (Daily):** Standard Action. You stomp your foot and make an attack: Close burst 2; Strength + 4 vs. Reflex; on a hit, the target is knocked prone.
*Level 27:* Strength + 6 vs. Reflex.

## Earthstriders — Level 14

*You instantly move through the earth using these blunt-toed shoes.*

**Item Slot:** Feet 21,000 gp
**Power (Daily ✦ Teleportation):** Move Action. Teleport 5 squares as long as a path along the ground exists to your destination. This power does not allow you to cross open air (including pits or chasms).

ED COX, CHRIS SEAMAN

### Feyleaf Sandals Level 2

*This delicate footgear incorporates Feywild leaves into its design.*

**Item Slot:** Feet 520 gp

**Power (Daily ✦ Teleportation):** When you fall, instead teleport safely to the nearest horizontal surface within 5 squares that can support your weight, take no falling damage, and land on your feet.

### Feystep Lacings Level 12

*Cords spun from enchanted fey wool teleport you out of—or into—harm's way.*

**Item Slot:** Feet 13,000 gp

**Property:** Gain a +1 bonus to Reflex defense.

**Power (At-Will, 5 Charges/Day ✦ Teleportation):** Move Action. Spend a number of charges to teleport that number of squares.

### Fireburst Boots Level 14

*Fire fuels these scorched iron boots.*

**Item Slot:** Feet 21,000 gp

**Power (Daily ✦ Arcane, Fire, Teleportation):** Move Action. Teleport 6 squares. All creatures within 1 square of you before you teleport take 2d8 fire damage.

### Flanker's Boots Level 15

*With a mere thought, you use these rabbitskin boots to move into an advantageous position.*

**Item Slot:** Feet 25,000 gp

**Property:** Gain +2 item bonus to Athletics checks.

**Power (Daily ✦ Teleportation):** Move Action. Teleport to any square adjacent to an adjacent creature.

### Floorfighter Straps Level 15

*Scuffed and worn, these rawhide bands keep you dangerous even when on the ground.*

**Item Slot:** Feet 25,000 gp

**Property:** While you are prone, you do not grant combat advantage and you can shift. When you stand up, you can shift 1 square as part of the same action.

### Goblin Stompers Level 6

*These cured hide boots shift you safely away from an inaccurate attacker.*

**Item Slot:** Feet 1,800 gp

**Power (Encounter):** Immediate Reaction. Use this power when a melee attack misses you. Shift 1 square.

### Jester Shoes Level 2

*These colorful, pointed shoes help you stand out—but not stand up—in a crowd.*

**Item Slot:** Feet 520 gp

**Power (Encounter):** Immediate Interrupt. Use this power when you are pushed, pulled, or slid. Reduce the distance you are pulled, pushed, or slided by 1 square and fall prone.

### Lightstep Slippers Level 21

*These doeskin coverings cushion your step.*

**Item Slot:** Feet 225,000 gp

**Property:** Gain a +5 item bonus to Stealth checks. Also, you do not activate traps or hazards triggered by stepping into a particular square, nor can you be detected by tremorsense.

### Oceanstrider Boots Level 14

*Water is no obstacle for you in these thigh-high oilskin boots.*

**Item Slot:** Feet 21,000 gp

**Property:** Gain a +1 item bonus to speed. You can move across and stand on horizontal liquid surfaces as though they were solid ground. You still take damage from hazardous liquid surfaces upon which you stand (such as acid and magma).

### Phantom Chaussures Level 18

*With your lower legs bound in gossamer silk, you become ephemeral, and sometimes invisible.*

**Item Slot:** Feet 85,000 gp

**Property:** if you move at least 3 squares on your turn, gain concealment until the end of your next turn.

**Power (Daily ✦ Illusion):** Free Action. Use this power when you have moved at least 6 squares on your turn. You become invisible until the end of your next turn.

### Quickling Boots Level 8

*Your feet step more lively in this silver-stitched footgear.*

**Item Slot:** Feet 3,400 gp

**Property:** Gain a +2 item bonus to Acrobatics and Athletics checks.

**Power (Encounter):** Move Action. Move up to your speed + 1. Gain a +2 item bonus to AC against opportunity attacks during this movement.

*Skygliders*

## Rushing Cleats Level 7

*These rawhide boot straps are fitted with spikes.*

**Item Slot:** Feet 2,600 gp

**Property:** Gain a +2 item bonus to bull rush attacks, and increase the push or slide effect of any close or melee attack you perform by 1 square.

## Sandals of Arcane Transposition Level 18

*Using an arcane power can teleport you in these rune-etched, open-toed shoes.*

**Item Slot:** Feet 85,000 gp

**Power (Daily ✦ Teleportation):** Free Action. Use this power after you make an arcane area or close attack. Teleport to any unoccupied square within the area of effect.

## Sandals of Avandra Level 25

*These airy, corded foot coverings allow you to move past even the largest and most dangerous enemies.*

**Item Slot:** Feet 625,000 gp

**Property:** Gain a +2 item bonus to speed.

**Power (At-Will):** Move Action. Shift a number of squares equal to half your speed.

**Power (Encounter):** Minor Action. Until the end of your next turn, your movement does not provoke opportunity attacks.

## Sandals of Precise Stepping Level 6+

*Your steps become softer and more precise in this soft leather and cloth mesh footgear.*

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp

**Item Slot:** Feet

**Property:** Gain a +2 item bonus to Acrobatics, Athletics, and Stealth checks.

*Level 16:* +3 item bonus.

*Level 26:* +4 item bonus.

## Shadowsteppers Level 18

*You disappear into the shadows in these matte black fur slippers.*

**Item Slot:** Feet 85,000 gp

**Power (Daily):** Move Action. Teleport 5 squares and gain insubstantial until the end of your next turn. If you use this power in an area of bright light, you take 5 damage (which ignores insubstantial).

## Skygliders Level 21

*This footwear allows you to walk across chasms, climb to ledges, and descend from precipices.*

**Item Slot:** Feet 225,000 gp

**Property:** If you begin your turn standing on a horizontal surface, you can move through the air as if it were normal terrain. Moving upward requires 2 squares of movement for each square traveled; moving downward costs 1 square of movement for every 2 squares traveled. If you are not on a horizontal surface sufficient to bear your weight at the end of your turn, you fall to the nearest such surface, taking damage accordingly.

**Power (Daily):** Minor Action. Move through the air as if it were normal terrain until the end of the encounter. Glide down safely to the nearest horizontal surface that can bear your weight at that time.

## Steadfast Boots Level 8

*Rough iron studs nailed to these boots buttress your defenses.*

**Item Slot:** Feet 3,400 gp

**Power (Encounter):** Minor Action. As long as you stay in the same space that you began the current turn, gain a +2 power bonus to AC and all defenses until the beginning of your next turn. If you move or are moved from your starting square at any time through any means, you lose these bonuses.

## Surefoot Boots Level 5

*Attached snugly by rows of shiny buckles, these boots help keep your footing.*

**Item Slot:** Feet 1,000 gp

**Property:** Gain a +2 item bonus to Acrobatics checks.

**Power (Daily):** Free Action. Use this power when you are knocked prone. You stand up.

## Thornwalker Slippers Level 12

*These padded foot coverings allow you to pass cleanly through cluttered or grasping terrain.*

**Item Slot:** Feet 13,000 gp

**Power (Encounter):** Until the end of your next turn, you can move through difficult terrain. You also move normally and safely through natural environmental hazards that affect movement, such as quicksand, dense foliage, or deep snow.

ED COX

### Tumbler's Shoes Level 11

*Though worn, these well-built shoes allow you to move with a cat's grace through even precarious terrain.*

**Item Slot:** Feet 9,000 gp
**Property:** You can take 10 on Acrobatics and Athletics checks, even if threats or distractions would normally prevent you from doing so.

### Wallwalkers Level 10

*These supple spidersilk boots give you the mobility of an arachnid, if only for a brief time.*

**Item Slot:** Feet 5,000 gp
**Property:** If you begin your turn standing on a horizontal surface, you can walk on walls as if they were horizontal surfaces. If you are not on a horizontal surface sufficient to bear your weight at the end of your move, you fall to the ground, taking damage accordingly.
**Power (Daily):** Minor Action. Walk on walls as if they were horizontal surfaces until the end of the encounter.

### Wildrunners Level 4

*Crafted from the skins of wild plains animals, these boots lend you extraordinary speed.*

**Item Slot:** Feet 840 gp
**Property:** When you run, move your speed + 4 instead of speed + 2.
**Power (Daily):** Free Action. Use this power when you run. Enemies do not gain combat advantage against you.

### Zephyr Boots Level 24

*You catch the wind and fly like bird with these light boots.*

**Item Slot:** Feet 525,000 gp
**Property:** Gain a fly speed equal to your speed while wearing light armor or no armor.

ED COX

## HANDS SLOT ITEMS

*Hands are our most capable tools. Without them, we are no better than the beasts.*

Wielders of weapons and spells alike find use for gloves and gauntlets. Handwear provides powerful attack and damage bonuses, and many items also augment Strength- and Dexterity-based skills. A few hand items also augment the range of attacks, adding to the distance a wearer can fire his or her attack, or improving accuracy.

**HANDS SLOT ITEMS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 2 | Wrestler's gloves | 520 |
| 4 | Climbing claws | 840 |
| 4 | Flaying gloves | 2,600 |
| 4 | Hedge wizard's gloves | 840 |
| 5 | Cat paws | 1,000 |
| 5 | Gloves of agility | 1,000 |
| 5 | Parry gauntlets | 1,000 |
| 6 | Breaching gauntlets | 1,800 |
| 6 | Burning gauntlets | 1,800 |
| 6 | Caustic gauntlets | 1,800 |
| 6 | Knifethrower's gauntlets | 1,800 |
| 6 | Luckbender gloves | 1,800 |
| 7 | Frost gauntlets | 2,600 |
| 7 | Lancing gloves | 2,600 |
| 8 | Gloves of eldritch admixture | 3,400 |
| 8 | Gloves of the bounty hunter | 3,400 |
| 8 | Holy gauntlets | 3,400 |
| 9 | Gloves of storing | 4,200 |
| 9 | Green thumbs | 4,200 |
| 9 | Spell anchors | 4,200 |
| 9 | Sure shot gloves | 4,200 |
| 10 | Antipathy gloves | 5,000 |
| 10 | Dwarven throwers | 5,000 |
| 10 | Gauntlets of brilliance | 5,000 |
| 10 | Storm gauntlets | 5,000 |
| 10 | Strikebacks | 5,000 |
| 11 | Gauntlets of blinding strikes | 9,000 |
| 11 | Longshot gloves | 9,000 |
| 12 | Gloves of the healer | 13,000 |
| 13 | Giant gloves | 17,000 |
| 13 | Gloves of missile deflection | 17,000 |
| 14 | Flaying gloves | 21,000 |
| 14 | Gloves of dimensional repulsion | 21,000 |
| 14 | Gloves of transference | 21,000 |
| 15 | Antipathy gloves | 25,000 |
| 15 | Cat paws | 25,000 |
| 16 | Breaching gauntlets | 45,000 |
| 16 | Burning gauntlets | 45,000 |
| 16 | Caustic gauntlets | 45,000 |
| 16 | Gloves of accuracy | 45,000 |

**HANDS SLOT ITEMS (CONTINUED)**

| Lvl | Name | Price (gp) |
|---|---|---|
| 16 | Luckbender gloves | 45,000 |
| 16 | Vampiric gauntlets | 45,000 |
| 16 | Venom gloves | 45,000 |
| 17 | Frost gauntlets | 65,000 |
| 18 | Gloves of eldritch admixture | 85,000 |
| 18 | Greatreach gauntlets | 85,000 |
| 18 | Holy gauntlets | 85,000 |
| 19 | Lightning reflex gloves | 105,000 |
| 20 | Antipathy gloves | 125,000 |
| 20 | Storm gauntlets | 125,000 |
| 21 | Gloves of camaraderie | 225,000 |
| 21 | Longshot gloves | 225,000 |
| 22 | Gloves of the healer | 325,000 |
| 24 | Flaying gloves | 225,000 |
| 25 | Cat paws | 625,000 |
| 26 | Breaching gauntlets | 1,125,000 |
| 26 | Burning gauntlets | 1,125,000 |
| 26 | Caustic gauntlets | 1,125,000 |
| 26 | Venom gloves | 1,125,000 |
| 27 | Frost gauntlets | 1,625,000 |
| 28 | Gloves of eldritch admixture | 2,125,000 |
| 28 | Holy gauntlets | 2,125,000 |
| 30 | Antipathy gloves | 3,125,000 |
| 30 | Storm gauntlets | 3,125,000 |

## Antipathy Gloves — Level 10

*Use these gloves to keep your enemies at bay.*

**Item Slot:** Hands 5,000 gp

**Property:** An enemy must spend 1 extra square of movement to enter a square adjacent to you. An enemy that is pulled, pushed, or slid moves through those squares as normal.

**Power (Daily):** Standard Action. Make an attack: Ranged 10; +13 vs. Reflex; on a hit, the target is restrained (save ends).

## Breaching Gauntlets — Level 6+

*These thick leather gauntlets allow your attacks to bypass even the best resistances.*

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp

**Item Slot:** Hands

**Property:** Reduce the value of any resistance an enemy has against your attacks by 1.
*Level 16:* Reduce resistance by 2.
*Level 26:* Reduce resistance by 5.

**Power (Daily):** Free Action. Use this power when you hit with a weapon attack, but before you deal damage. Reduce the value of any resistance the target has against your attack by 5 (save ends).
*Level 16:* Reduce resistance by 10.
*Level 26:* Reduce resistance by 15.

## Burning Gauntlets — Level 6+

*Made of iron and constantly trailing wisps of smoke, these plated gloves incite your inner pyromaniac.*

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp

**Item Slot:** Hands

**Power (Daily ✦ Fire):** Free Action. Use this power when you make an attack with the fire keyword. The first target hit by that attack, if any, also takes ongoing 5 fire damage (save ends). Also, you deal an extra 1 fire damage on successful attacks with the fire keyword until the end of the encounter.
If you've reached at least one milestone today before using this power, instead deal an extra 2 fire damage on successful attacks with the fire keyword until the end of the encounter.
*Level 16:* Ongoing 10 fire damage, extra 3 fire damage (4 after milestone).
*Level 26:* Ongoing 15 fire damage, extra 5 fire damage (6 after milestone).

## Cat Paws — Level 5+

*Furry on the outside, silky on the inside, these gloves sprout claws that make climbing easier.*

Lvl 5 1,000 gp Lvl 25 625,000 gp
Lvl 15 25,000 gp

**Item Slot:** Hands

**Property:** Gain a +2 item bonus to Athletics checks to climb.
*Level 15:* +4 item bonus.
*Level 25:* +6 item bonus.

**Power (Daily):** Free Action. Climb at normal speed and double any climbing movement granted to you by powers until the end of the encounter.

ED COX

## Caustic Gauntlets Level 6+

*These rough leather coverings drip with acid as you attack.*

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp
**Item Slot:** Hands

**Power (Daily ✦ Acid):** Free Action. Use this power when you make a ranged attack. Change the damage type dealt by that attack to acid. Hit or miss, creatures adjacent to the target of the attack take 1d6 acid damage. Also, you deal an extra 1 acid damage on successful ranged attacks until the end of the encounter.
If you've reached at least one milestone today, instead deal an extra 2 acid damage on successful ranged attacks with the acid keyword until the end of the encounter.
*Level 16:* 2d6 acid damage, extra 3 acid damage (4 after milestone).
*Level 26:* 3d6 acid damage, extra 5 acid damage (6 after milestone).

## Climbing Claws Level 4

*Sharp claws magically unfold from the palms of these padded leather gloves.*

**Item Slot:** Hands 840 gp
**Property:** Gain a +1 item bonus to Athletics checks to climb.
Each of these gloves can also be used as a one-handed, off-hand, simple, light blade that applies a +2 proficiency bonus to attack rolls and deals 1d4 damage. The wearer gains proficiency with this weapon.

## Dwarven Throwers Level 10

*These stout iron gauntlets turn any weapon into a ranged weapon.*

**Item Slot:** Hands 5,000 gp
**Property:** Gain a +2 item bonus to thrown weapon damage rolls.
**Power (Encounter):** Standard Action. Make a ranged basic attack with your melee weapon, using your Strength modifier on the attack roll and damage roll, as if the weapon had the heavy thrown weapon property. Your weapon automatically returns to your grip after the ranged attack.

## Flaying Gloves Level 4+

*These tight-fitting gloves allow you to deal bleeding wounds with a light blade.*

Lvl 4 840 gp Lvl 24 525,000 gp
Lvl 14 21,000 gp
**Item Slot:** Hands

**Power (Daily):** Free Action. Use this power when you hit with a light blade melee attack and have combat advantage against the target. That attack deals an extra ongoing 5 damage (save ends). If the attack already deals ongoing damage of any type, this item's power has no effect.
*Level 14:* Ongoing 10 damage (save ends).
*Level 24:* Ongoing 15 damage (save ends).

## Frost Gauntlets Level 7+

*When you pick up your weapon, the ice crystal patterns etched into these gauntlets flare, coating the weapon in a thin sheet of frost.*

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
Lvl 17 65,000 gp
**Item Slot:** Hands

**Power (Daily ✦ Cold):** Free Action. Use this power when you make a melee attack. Change the damage type dealt by that attack to cold. On a hit, the target is also slowed until the end of your next turn. Also, you deal an extra 1 cold damage on successful melee attacks until the end of the encounter.
If you've reached at least one milestone today, instead gain an extra 2 cold damage on successful melee attacks until the end of the encounter.
Level 17: Target is slowed (save ends), extra 3 cold damage (4 after milestone).
*Level 27:* Target is immobilized (save ends), extra 5 cold damage (6 after milestone).

## Gauntlets of Blinding Strikes Level 11

*These sleek gauntlets speed your strikes for a limited time.*

**Item Slot:** Hands 9,000 gp
**Power (Daily):** Standard Action. Make two melee basic attacks, each with a -2 penalty to the attack roll.

## Gauntlets of Brilliance Level 10

*With a thought, you cause these gold-burnished gauntlets to illuminate.*

**Item Slot:** Hands 5,000 gp
**Power (At-Will):** Minor Action. As the wizard's *light* power (*PH* 158), but cast on the gauntlets.
**Power (Daily):** Free Action. Use this power after you hit with a weapon attack. The attack deals an extra 10 radiant damage.

## Giant Gloves Level 13

*Though they make your hands appear larger, these thick leather wraps fit comfortably and give you an impressive grip.*

**Item Slot:** Hands 17,000 gp
**Property:** Gain a +3 item bonus to grab attack rolls.
**Power (Encounter):** Standard Action. While you have a creature of your size category or smaller grabbed, you can end the grab by throwing the creature, causing it to slide 6 squares. You can throw the creature at a target provided the thrown creature ends its forced movement in a space adjacent to the target. In this case, make an attack against the target: Dexterity + 4 vs. Reflex; on a hit, the thrown creature and the target each take 2d8 + Strength modifier damage and are knocked prone.

## Gloves of Accuracy Level 16

*While wearing these fingerless deerskin gloves, your shots bypass obstacles.*

**Item Slot:** Hands 45,000 gp

**Power (At-Will):** Minor Action. Your ranged attacks ignore concealment and cover (but not total concealment or superior cover) until the end of your turn.

## Gloves of Agility Level 5

*As you strap on these tight-fitting, fingerless gloves, your digits tingle with magic.*

**Item Slot:** Hands 1,000 gp

**Property:** Gain a +1 item bonus to Acrobatics, Stealth, and Dexterity checks (but not Dexterity attacks).

## Gloves of Camaraderie Level 21

*These cashmere gloves draw an ailing ally's condition onto you.*

**Item Slot:** Hands 225,000 gp

**Power (Encounter):** Immediate Reaction. Use this power when an ally within 10 squares of you gains a condition or harmful effect. You gain that condition or effect, and the ally loses it. The condition or effect lasts for the duration specified in the description of the power that caused it.

## Gloves of Dimensional Repulsion Level 14

*Strange, eldritch glyphs swirl on these fine brocade coverings.*

**Item Slot:** Hands 21,000 gp

**Property:** When you use a teleport power on a target other than yourself, you can increase the distance the target is teleported by 2 squares.

**Power (Daily ✦ Teleportation):** Standard Action. Make an attack against an adjacent target: Charisma + 4 vs. Fortitude; on a hit, the target is teleported 10 squares to an unoccupied space of your choosing.

## Gloves of Eldritch Admixture Level 8+

*You funnel the energy granted by your pact through these gloves, amplifying your power.*

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp

**Item Slot:** Hands

**Prerequisite:** Warlock

**Property:** When you deal extra damage as a result of your Warlock's Curse, you can choose that damage to be acid, cold, or fire (or leave it untyped).

**Power (At-Will, 5 Charges/Day ✦ Acid, Cold, or Fire):** Free Action. The next attack you make this turn deals extra damage depending on how many charges you spend: 1 charge, 1d6 damage; 2 charges, 2d6 damage; 5 charges, 3d6 damage. This extra damage can be acid, cold, or fire damage.

*Level 18:* 1 charge, 1d8 damage; 2 charges, 2d8 damage; 3 charges, 3d8 damage.

*Level 28:* 1 charge, 1d10 damage; 2 charges, 2d10 damage; 5 charges, 3d10 damage.

## Gloves of Missile Deflection Level 13

*Made of muslin covered with small shield-shaped buttons, these gloves help turn away projectiles.*

**Item Slot:** Hands 17,000 gp

**Property:** Gain a +1 item bonus to AC against ranged weapon attacks.

**Power (Daily):** Immediate Interrupt. Use this power when you are hit by a ranged weapon attack. Gain resist 15 against that attack

## Gloves of Storing Level 9

*Though these ornate chamois gloves fit snuggly, your fingertips always seem just short of touching something within them.*

**Item Slot:** Hands 4,200 gp

**Property:** As a minor action, you can store one unattended item in one of the gloves. Each glove can hold one item, and each item must weigh no more than 10 pounds. As a minor action, you can cause an item stored within one glove to materialize in your hand. Weapons so produced are ready to wield, but items that require an additional action to equip (such as shields) must still be readied. Items have no weight while within the gloves.

## Gloves of the Bounty Hunter Level 8

*These hide garments are weighted along the knuckles.*

**Item Slot:** Hands 3,400 gp

**Property:** When your attack causes a target to be reduced to 0 hit points or below, and you choose to knock out rather than kill it, the target is restored to 1 hit point after an extended rest (normally this occurs after a short rest).

JAMES ZHANG

*Gloves of storing*

## Gloves of the Healer — Level 12+

*Your healing is enhanced by this elegant handwear.*

Lvl 12 13,000 gp Lvl 22 325,000 gp

**Item Slot:** Hands

**Property:** When you use a power that has the healing keyword, one target regains an extra 1d6 hit points.
*Level 22:* 2d6 hit points.

**Power (Daily ✦ Healing):** Standard Action. Spend a healing surge. An adjacent ally regains hit points equal to the value of the healing surge you lost.

## Gloves of Transference — Level 14

*You can bestow powers upon others with these gossamer gloves.*

**Item Slot:** Hands 21,000 gp

**Property:** The ranges of your ranged utility powers are increased by 2.

**Power (Daily):** Free Action. Use this power on your turn when you use a power that has a personal range. The power affects an ally adjacent to you instead of you, as if that ally had used the power. This power does not function on powers that have the stance keyword, and if the power can be sustained, the ally must spend the action to sustain it.

## Greatreach Gauntlets — Level 18

*These gauntlets are fitted with extendable steel rods that are braced to your forearms.*

**Item Slot:** Hands 85,000 gp

**Power (At-Will):** Minor Action. Until the end of your next turn, increase the reach of your melee attacks by 1 square but take a -2 penalty to attack rolls.

## Green Thumbs — Level 9

*These bright green, wooden thimbles fit snugly over naked skin or mundane hand coverings.*

**Item Slot:** Hands 4,200 gp

**Power (Daily ✦ Conjuration):** Standard Action. You create a wall 8 within 10 squares filled with thorny vines. It can be up to 4 squares high. A creature that attempts to move through the wall must succeed on a DC 20 Strength check or become restrained within the wall (escape DC 20 ends). The wall lasts until the end of your next turn. Sustain minor.

## Hedge Wizard's Gloves — Level 4

*With a wave of these patched gloves, you can perform magic tricks.*

**Item Slot:** Hands 840 gp

**Power (At-Will ✦ Arcane, Conjuration):** Standard Action. As the wizard's *mage hand* power (*PH* 158).

**Power (At-Will ✦ Arcane):** Standard Action. As the wizard's *prestidigitation* power (*PH* 159).

## Holy Gauntlets — Level 8+

*Highly polished and marked with holy sigils, these gauntlets help to bring cleansing light to the darkness.*

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp

**Item Slot:** Hands

**Power (Daily ✦ Radiant):** Free Action. Use this power to change the damage type dealt by your next divine power to radiant. On a hit, deal an extra 1d6 radiant damage. If the power doesn't normally deal damage, no extra damage is dealt. Also, you deal an extra 1 radiant damage on successful attacks with the radiant keyword until the end of the encounter.
If you've reached at least one milestone today, instead deal an extra 2 radiant damage on successful attacks with the radiant keyword until the end of the encounter.
*Level 18:* 2d6 radiant damage, extra 3 radiant damage (4 after milestone).
*Level 28:* 3d6 radiant damage, extra 5 radiant damage (6 after milestone).

LEE MOYER

## Knifethrower's Gloves — Level 6

*Knives become even more deadly when you hands are wrapped in these fingerless, suede sheaths.*

**Item Slot:** Hands 1,800 gp
**Property:** You can draw and attack with a dagger as part of the same standard action.
**Power (Daily):** Free Action. Use this power when you hit with a thrown weapon attack. Add a +5 power bonus to the damage roll.

## Lancing Gloves — Level 7

*These supple brown leather riding gloves grip well and true.*

**Item Slot:** Hands 2,600 gp
**Property:** Gain an extra 2 damage on melee attacks while mounted.

## Lightning Reflex Gloves — Level 19

*These tight, black gloves grip your arms, making you twitch with nervous energy.*

**Item Slot:** Hands 105,000 gp
**Property:** Gain a +2 item bonus to opportunity attacks.
**Power (Daily):** Free Action. Use this power when an enemy provokes an opportunity attack. Take an opportunity attack, even if you've already used an opportunity attack this turn.

## Longshot Gloves — Level 11+

*Long range shots are eased by these fingerless gloves.*

Lvl 11 9,000 gp Lvl 21 225,000 gp
**Item Slot:** Hands
**Power (Encounter):** Minor Action. Your ranged attacks ignore the -2 penalty for long range until the end of your turn.
*Level 21:* This power becomes an at-will power.

## Luckbender Gloves — Level 6+

*Avandra favors the wearer of these gloves, each of which has a golden shamrock stitched on the back.*

Lvl 6 1,800 gp Lvl 16 45,000 gp
**Item Slot:** Hands
**Power (Encounter):** Free Action. Use this power after you make a damage roll for a melee weapon attack. Reroll one damage die, using the second result even if it's lower.
*Level 16:* Reroll any two damage dice.

## Parry Gauntlets — Level 5

*With these thickly armored gauntlets, you are more secure when you take a breather.*

**Item Slot:** Hands 1,000 gp
**Property:** When you take the total defense or second wind actions, gain a +2 item bonus to all defenses until the beginning of your next turn.

***Lightning reflex gloves***

ED COX

## Spell Anchors — Level 9

*When you transfer control of a spell to these fine broadcloth gloves, the arcane rune on the back of each glove glows cheerily.*

**Item Slot:** Hands 4,200 gp
**Power (Daily):** Free Action. Sustain one of your powers that normally requires a minor action to sustain.

## Storm Gauntlets — Level 10+

*The gold and iron plates bolted to the back of these gauntlets crackle with energy.*

Lvl 10 5,000 gp Lvl 30 3,125,000 gp
Lvl 20 125,000 gp
**Item Slot:** Hands
**Power (Daily ✦ Thunder):** Free Action. Use this power when you make a melee attack. Change the damage type dealt by that attack to thunder. On a hit, deal an extra 1d6 thunder damage. Also, deal an extra 1 thunder damage on successful melee attacks until the end of your next turn.
If you've reached at least one milestone today, instead deal an extra 2 thunder damage on successful melee attacks until the end of your next turn.
*Level 20:* 2d6 thunder damage, extra 3 thunder damage (4 after milestone).
*Level 30:* 3d6 thunder damage, extra 5 thunder damage (6 after milestone).

## Strikebacks — Level 10

*Backed with spikes, these vicious gauntlets hurt those who hurt you.*

**Item Slot:** Hands 5,000 gp
**Property:** Gain a +1 item bonus to opportunity attacks.
**Power (Encounter):** Immediate Reaction. Use this power when an adjacent enemy hits you. Make a melee basic attack against that enemy.

*Strikebacks*

WILLIAM O'CONNOR

### Sure Shot Gloves — Level 9

*These slick gloves guide your shots unerringly.*

**Item Slot:** Hands 4,200 gp
**Property:** Your ranged weapon attacks ignore cover (but not superior cover).

### Vampiric Gauntlets — Level 16

*These dark gauntlets pulse with necrotic energy and appear to draw in the light around them.*

**Item Slot:** Hands 45,000 gp
**Power (Encounter ✦ Healing, Necrotic):** Standard Action. Make a melee attack: Dexterity + 4 vs. Reflex; on a hit, the target takes necrotic damage equal to your healing surge value, and you regain hit points equal to that amount.

### Venom Gloves — Level 16+

*The embroidered serpents on the back of these snakeskin garments writhe when you use them.*

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
**Item Slot:** Hands
**Power (Daily ✦ Poison, Sleep):** Minor Action. Change the damage type of your next one-handed weapon melee attack to poison. On a hit, the target is also slowed (save ends). After three failed saves, the target is unconscious (save ends).
*Level 26:* After two failed saves, the target is unconscious (save ends).

### Wrestler's Gloves — Level 2

*The palms of these rough hide wraps are coated with a tacky substance that holds fast to whatever you grasp.*

**Item Slot:** Hands 520 gp
**Property:** Gain a +1 item bonus to grab attacks, to your defenses when attempting to prevent an escape from your grab, and to saving throws to catch yourself when falling.

## HEAD SLOT ITEMS

*Your mind is your best weapon. See that it as well equipped and protected as the rest of your body.*

Head items provide benefits that relate to the mind. Characters interested in protecting their mind from penetration—or those seeking to use their mind as a weapon—will find an abundance of options here.

**HEAD SLOT ITEMS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 1 | Headband of perception | 360 |
| 2 | Eagle eye goggles | 520 |
| 2 | Gem of colloquy | 520 |
| 2 | Reading spectacles | 520 |
| 3 | Arcanist's glasses | 680 |
| 3 | Circlet of second chances | 680 |
| 4 | Casque of tactics | 840 |
| 4 | Helm of opportunity | 840 |
| 4 | Helm of the stubborn mind | 840 |
| 5 | Cynic's goggles | 1,000 |
| 5 | Goggles of aura sight | 1,000 |
| 5 | Skull mask | 1,000 |

**HEAD SLOT ITEMS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 5 | Stag helm | 1,000 |
| 6 | Crown of doors | 1,800 |
| 6 | Helm of vigilant awareness | 1,800 |
| 6 | Phylactery of divinity | 1,800 |
| 7 | Crown of leaves | 2,600 |
| 7 | Hunter's headband | 2,600 |
| 7 | Phrenic crown | 2,600 |
| 8 | Circlet of indomitability | 3,400 |
| 8 | Coif of mindiron | 3,400 |
| 8 | Eye of deception | 3,400 |
| 8 | Starlight goggles | 3,400 |
| 9 | Crown of infernal legacy | 4,200 |
| 9 | Goggles of the bone collector | 4,200 |
| 10 | Cap of water breathing | 5,000 |
| 10 | Hat of disguise | 5,000 |
| 10 | Headband of intellect | 5,000 |
| 10 | Helm of the flamewarped | 5,000 |
| 10 | Laurel circlet | 5,000 |
| 11 | Circlet of mental onslaught | 9,000 |
| 11 | Crown of doors | 9,000 |
| 11 | Headband of perception | 9,000 |
| 11 | Mask of slithering | 9,000 |
| 12 | Eagle eye goggles | 13,000 |
| 12 | Gem of colloquy | 13,000 |
| 13 | Dread helm | 17,000 |
| 14 | Casque of tactics | 21,000 |
| 14 | Factotum helm | 21,000 |
| 14 | Helm of opportunity | 21,000 |
| 14 | Mask of terror | 21,000 |
| 15 | Carcanet of psychic schism | 25,000 |
| 15 | Crown of nature's rebellion | 25,000 |
| 15 | Skull mask | 25,000 |
| 15 | Stag helm | 25,000 |
| 16 | Blasting circlet | 45,000 |
| 16 | Crown of doors | 45,000 |
| 16 | Crown of eyes | 45,000 |
| 16 | Headband of insight | 45,000 |
| 16 | Headband of psychic attack | 45,000 |
| 16 | Helm of hidden horrors | 45,000 |
| 16 | Inquisitor's helm | 45,000 |
| 17 | Circlet of rapid casting | 65,000 |
| 17 | Goggles of the hawk | 65,000 |
| 17 | Grimlock helm | 65,000 |
| 17 | Phrenic crown | 65,000 |
| 18 | Circlet of indomitability | 85,000 |
| 18 | Coif of mindiron | 85,000 |
| 18 | Crown of the world tree | 85,000 |
| 18 | Helm of swift punishment | 85,000 |
| 19 | Crown of infernal legacy | 105,000 |
| 19 | Eye of the earthmother | 105,000 |
| 20 | Crown of nature's rebellion | 125,000 |
| 20 | Headband of intellect | 125,000 |
| 20 | Laurel circlet | 125,000 |
| 20 | Trickster's mask | 125,000 |

**HEAD SLOT ITEMS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 21 | Coif of focus | 225,000 |
| 21 | Eye of discernment | 225,000 |
| 21 | Headband of perception | 225,000 |
| 21 | Ioun stone of sustenance | 225,000 |
| 22 | Eagle eye goggles | 325,000 |
| 22 | Ioun stone of perfect learning | 325,000 |
| 23 | Eye of awareness | 425,000 |
| 23 | Ioun stone of steadfastness | 425,000 |
| 24 | Casque of tactics | 525,000 |
| 24 | Helm of opportunity | 525,000 |
| 25 | Crown of nature's rebellion | 625,000 |
| 25 | Ioun stone of regeneration | 625,000 |
| 25 | Skull mask | 625,000 |
| 25 | Stag helm | 625,000 |
| 25 | Telepathy circlet | 625,000 |
| 26 | Clockwork cowl | 1,125,000 |
| 27 | Eye of the basilisk | 1,625,000 |
| 27 | Phrenic crown | 1,625,000 |
| 28 | Circlet of indomitability | 2,125,000 |
| 28 | Coif of mindiron | 2,125,000 |
| 29 | Quickening diadem | 2,625,000 |
| 30 | Bronze serpent | 3,125,000 |
| 30 | Headband of intellect | 3,125,000 |
| 30 | Laurel circlet | 3,125,000 |

### Arcanist's Glasses — Level 3

*These spectacles increase your sensitivity to the subtle patterns of magic.*

**Item Slot:** Head 680 gp
**Property:** Gain a +3 item bonus to Arcana checks to detect magic.

### Blasting Circlet — Level 16

*The intricate silver circlet adorning your brow hums with mystical power.*

**Item Slot:** Head 45,000 gp
**Power (Daily):** Minor Action. Make a ranged attack: Ranged 10; Dexterity + 4 vs. Reflex; on a hit, the target takes force damage equal to your level. If you score a critical hit with this item, you don't expend the use of this power and no daily use of a magic item power occurs.

### Bronze Serpent — Level 30

*This small bronze snake slowly orbits your head, fortifying you.*

**Item Slot:** Head 3,125,000 gp
**Property:** Gain resist 15 poison and a +6 item bonus to Endurance and Heal checks.

### Cap of Water Breathing — Level 10

*You are at home in the water while wearing this wax-coated cap.*

**Item Slot:** Head 5,000 gp
**Property:** You can breathe water as well as air.

DARRELL RICHE

## Carcanet of Psychic Schism — Level 15

*This ornate headband protects your mind by splitting it in two, but there's a price to pay.*

**Item Slot:** Head 25,000 gp
**Property:** Gain a +1 bonus to Will defense.
**Power (Daily):** Immediate Interrupt. Use this power when an attack would make you stunned, dazed, or dominated. You are unaffected by that condition, and you instead take a –2 penalty to attack rolls and Will defense for the condition's normal duration.

## Casque of Tactics — Level 4+

*Favored by sergeants and commanders, this utilitarian helm is remarkable only for its satin inner padding.*

Lvl 4 840 gp Lvl 24 525,000 gp
Lvl 14 21,000 gp
**Item Slot:** Head
**Property:** Gain +1 item bonus to initiative checks.
*Level 14:* +2 item bonus.
*Level 24:* +3 item bonus.
**Power (Daily):** Free Action. Use this power when initiative is rolled. Swap initiative check results with a willing ally who you can see.

## Circlet of Indomitability — Level 8+

*This simple golden circlet fortifies your mind.*

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp
**Item Slot:** Head
**Property:** Gain a +1 bonus to Will defense.
*Level 18:* +2 bonus to Will defense.
*Level 28:* +3 bonus to Will defense.

## Circlet of Mental Onslaught — Level 11

*Your mental attacks strike more true while you wear this slender circlet.*

**Item Slot:** Head 9,000 gp
**Property:** Gain a +1 bonus to Will defense.
**Power (Daily):** Minor Action. Gain a +1 power bonus to attack rolls and damage rolls when making Wisdom, Intelligence, and Charisma attacks until the end of the encounter.

## Circlet of Rapid Casting — Level 17

*This rune-etched silver headband speeds arcane formulas through your mind.*

**Item Slot:** Head 65,000 gp
**Power (Daily):** Free Action. During your turn, use an arcane utility power that normally requires a minor action. This counts as a daily or encounter use of that power, if applicable.

## Circlet of Second Chances — Level 3

*Luck favors those who don this plain copper accessory.*

**Item Slot:** Head 680 gp
**Power (Daily):** No Action. Use this power when you fail a saving throw. Reroll the saving throw, using the second result even if it's lower.

## Clockwork Cowl — Level 26

*This brass and electrum helm makes a soft ticking noise that can only be heard by its wearer.*

**Item Slot:** Head 1,125,000 gp
**Property:** Gain a +4 item bonus to initiative checks.
**Power (Daily):** Minor Action. Gain two extra standard actions that cannot be used as attacks.

## Coif of Focus — Level 21

*This plain mail hood hangs close to your eyes and ears, protecting them from assault.*

**Item Slot:** Head 225,000 gp
**Property:** Gain a +5 item bonus to saving throws against effects that make you dazed and/or stunned.
**Power (Daily):** Immediate Interrupt. Use this power when an attack would make you dazed or stunned. Spend a healing surge to not be dazed or stunned by that attack.

## Coif of Mindiron — Level 8+

*Your head and mind is guarded by this glistening mail hood.*

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp

**Item Slot:** Head

**Power (Encounter):** Standard Action. Immediate Interrupt. Use this power when you would be dazed by an attack that targets your Will defense. You are not dazed by the attack.
*Level 18:* Use this power when you would be dazed or stunned by an attack that targets your Will defense. You are not dazed or stunned by the attack.
*Level 28:* Use this power when you would be dazed, dominated, or stunned by an attack that targets your Will defense. You are not dazed, dominated, or stunned by the attack.

## Crown of Doors — Level 6+

*Architecture holds no secrets from those wearing this wood and stone headpiece.*

Lvl 6 1,800 gp Lvl 16 45,000 gp
Lvl 11 9,000 gp

**Item Slot:** Head

**Property:** Gain a +2 item bonus to Perception checks to find secret doors and hidden passages.
*Level 11:* +4 item bonus.
*Level 16:* +6 item bonus.

## Crown of Eyes — Level 16

*This circlet incorporating eyelike designs watches every angle.*

**Item Slot:** Head 45,000 gp

**Property:** You do not grant combat advantage to flanking enemies.

## Crown of Infernal Legacy — Level 9+

*This chain cowl empowers a tiefling's anger.*

Lvl 9 4,200 gp Lvl 19 105,000 gp

**Item Slot:** Head

**Property:** If you are a tiefling, gain a +1 item bonus to any attack roll benefiting from *infernal wrath*. On a miss, you deal fire damage equal to your Charisma modifier to the target.
*Level 19:* +2 item bonus.

## Crown of Leaves — Level 7

*This halo of ever-fresh oak leaves pulses with primal energy.*

**Item Slot:** Head 2,600 gp

**Property:** Gain a +2 item bonus to Nature and Insight checks.

## Crown of Nature's Rebellion — Level 15+

*This birch skullcap wards against death.*

Lvl 15 25,000 gp Lvl 25 625,000 gp
Lvl 20 125,000 gp

**Item Slot:** Head

**Property:** Gain resist 10 necrotic.
*Level 20:* Resist 15 necrotic.
*Level 25:* Resist 20 necrotic.

**Power (Daily):** Immediate Reaction. Use this power when you are hit by an attack that deals necrotic damage. The attacker takes an amount of damage equal to the necrotic damage you took, along with any other effect from the attack.

## Crown of the World Tree — Level 18

*The experience of a thousand ritualists is yours when you don this crown of ash.*

**Item Slot:** Head 85,000 gp

**Property:** When performing a ritual, roll twice and take the better result.

## Cynic's Goggles — Level 5

*With these bronze and leather eye pieces, you more easily see through illusions.*

**Item Slot:** Head 1,000 gp

**Property:** Gain a +2 item bonus to Will defense against illusion attacks and to Insight and Perception checks to detect illusions.

## Dread Helm — Level 13

*Beneath this closed chapel de fer, your eyes become burning points and you exude palpable menace.*

**Item Slot:** Head 17,000 gp

**Property:** Gain a +4 item bonus to Intimidate checks. Take a -2 item penalty to Diplomacy checks.

**Power (Daily ✦ Fear):** Minor Action. Make an Intimidate check against the Will defense of a target within 5 squares of you. If the attack succeeds, the target takes a -2 penalty to attack rolls and defenses until the end of your next turn.

## Eagle Eye Goggles — Level 2+

*Though these leather goggles have dark eye pieces, they sharpen your sight when making ranged attacks.*

Lvl 2 520 gp Lvl 22 325,000 gp
Lvl 12 13,000 gp

**Item Slot:** Head

**Property:** Gain a +1 item bonus to ranged basic attack rolls.
Level 12: +2 item bonus.
*Level 22:* +3 item bonus.

## Eye of Awareness — Level 23

*This patch quickens your reactions and is embroidered with a giant, bloodshot eye.*

**Item Slot:** Head 425,000 gp
**Property:** Gain a +2 bonus to Will defense
**Property:** You gain a +5 item bonus to your initiative checks.

## Eye of Deception — Level 8

*This copper circlet is set with a mummified eye and aids you in the ways of deception.*

**Item Slot:** Head 3,400 gp
**Property:** Gain a +2 item bonus to Bluff and Stealth checks, and to saving throws against effects with the illusion or charm keywords.

## Eye of Discernment — Level 21

*Little escapes your notice when this astral diamond-studded velvet patch covers one eye.*

**Item Slot:** Head 225,000 gp
**Property:** Gain a +4 item bonus to Insight and Perception checks. The patch does not impair the sight of the covered eye. If you are blinded, the patch allows you to see through the covered eye as normal.

MARC SASSO

***Eye of discernment***

## Eye of the Basilisk — Level 27

*This burnished silver eye patch turns aside gaze attacks.*

**Item Slot:** Head 1,625,000 gp
**Property:** You are immune to the petrified condition.
**Power (Daily):** Immediate Reaction. Use this power when an attack that has the gaze keyword misses you. The attacker rerolls the attack against a target of your choice within 5 squares of you.

## Eye of the Earthmother — Level 19

*A knothole resembling an eye peers out of this fist-sized tangle of roots, which floats near your head.*

**Item Slot:** Head 105,000 gp
**Property:** You know the origin, type, and keyword(s) of any creature in sight.
**Power (Daily ✦ Charm):** Standard Action. Make a ranged attack: Ranged sight; affects beasts only; Intelligence + 4, Wisdom + 4, or Charisma + 4 vs. Will; on a hit, the targeted beast is dominated until the end of your next turn. Sustain minor (repeat the attack roll and hit to continue dominating the target).

## Factotum Helm — Level 14

*With this elaborately etched helm, you gain skill mastery beyond you previously.*

**Item Slot:** Head 21,000 gp
**Power (Daily):** Minor Action. Gain training in one skill until the end of the encounter, or for one hour when not in an encounter.

## Gem of Colloquy — Level 2+

*This jewel hovers near your head, sharpening your wit and expanding your knowledge of languages.*

Lvl 2 520 gp Lvl 12 13,000 gp
**Item Slot:** Head
**Property:** Gain a +1 item bonus to Bluff and Diplomacy checks. Understand and speak 1 additional language, chosen at the time of the gem's creation.
*Level 12:* +3 item bonus, 2 additional languages.

## Goggles of Aura Sight — Level 5

*These goggles aid in diagnosis and healing.*

**Item Slot:** Head 1,000 gp
**Property:** Gain a +2 item bonus to Heal checks.
**Power (Encounter):** Minor Action. Choose a target within 10 squares of you. Learn the target's current and maximum hit point values, any current disease or poison conditions on the target, and any disease or poison effect the target can deal.

## Goggles of the Bone Collector Level 9

*The bones of various creatures are woven into this eyewear.*

**Item Slot:** Head 4,200 gp
**Property:** Gain a +3 item bonus to monster knowledge checks.
**Power (Encounter):** Minor Action. Learn the origin, type, and keyword(s) of one creature in sight.

## Goggles of the Hawk Level 17

*These goggles greatly extend your vision.*

**Item Slot:** Head 65,000 gp
**Property:** You can make Perception checks to notice or examine targets within your line of sight, with no penalty for distance.

## Grimlock Helm Level 17

*An opaque visor lowers to cover your eyes, yet this helm allows you to sense your surroundings regardless.*

**Item Slot:** Head 65,000 gp
**Power (Daily):** Minor Action. You become blind and gain blindsight 5. You can spend another minor action to revert to normal sight.

## Hat of Disguise Level 10

*This chapeau appears as you wish, changing you and your equipment as it transforms.*

**Item Slot:** Head 5,000 gp
**Property:** While using this item's power, gain a +5 item bonus to Bluff checks to pass off a disguise.
**Power (At-Will ✦ Illusion):** Standard Action. You gain the appearance of any humanoid race of the same size category as you. Your clothing and equipment alter appearance to reflect this change. The illusion does not alter sound or texture, so a creature listening to you or touching you might detect the illusion.

## Headband of Insight Level 16

*This unremarkable-looking headband allows you to see through another's lies.*

**Item Slot:** Head 45,000 gp
**Property:** Gain a +4 item bonus to Insight checks.
**Power (Daily):** Free Action. Gain a +6 power bonus to a single Insight check made before the start of your next turn.

*Helm of opportunity*

## Headband of Intellect Level 10+

*This ornamental silk cord strengthens your mental retention, recall, and powers.*

Lvl 10 5,000 gp Lvl 30 3,125,000 gp
Lvl 20 125,000 gp
**Item Slot:** Head
**Property:** Gain a +2 item bonus to knowledge or monster knowledge checks, and a +1 item bonus to attack rolls on powers that have the psychic keyword.
*Level 20:* +4 item bonus to knowledge or monster knowledge checks.
*Level 30:* +6 item bonus to knowledge or monster knowledge checks.
**Power (Daily):** Minor Action. Gain a +2 power bonus to the next Intelligence attack that you make this turn.
*Level 20:* +3 power bonus.
*Level 30:* +4 power bonus.

## Headband of Perception Level 1+

*This chiffon headwrap is stitched with eye-shaped patterns, which heighten your senses.*

Lvl 1 360 gp Lvl 21 225,000 gp
Lvl 11 9,000 gp
**Item Slot:** Head
**Property:** Gain a +1 item bonus to Perception checks.
*Level 11:* +3 item bonus.
*Level 21:* +5 item bonus.

## Headband of Psychic Attack Level 16

*This leather headband has crystal shards stitched into it.*

**Item Slot:** Head 45,000 gp
**Power (Daily ✦ Psychic):** Minor Action. Make an attack: Ranged 10; Intelligence + 4, Wisdom + 4, or Charisma + 4 vs. Will; on a hit, the target is dazed until the end of your next turn.

## Helm of Hidden Horrors Level 16

*This leather helm is a bane to wielders of illusions and charms.*

**Item Slot:** Head 45,000 gp
**Property:** Gain a +1 bonus to Will defense.
**Power (Daily ✦ Psychic):** Immediate Interrupt. Use this power when you are hit by an attack against Will defense. The attacker takes psychic damage equal to your level.

## Helm of Opportunity Level 4+

*This simple bronze helm allows you to strike more accurately at those who let down their guard.*

Lvl 4 840 gp Lvl 24 525,000 gp
Lvl 14 21,000 gp
**Item Slot:** Head
**Property:** Gain a +1 item bonus to opportunity attack rolls.
*Level 14:* +2 item bonus.
*Level 24:* +3 item bonus.

JAMES ZHANG

### Helm of Swift Punishment — Level 18

*Your foes soon learn the error of ignoring the threat you pose when you wear this helmet.*

**Item Slot:** Head 85,000 gp

**Power (Daily):** Free Action. Use this power when you make an opportunity attack. Make two melee basic attacks instead of one.

### Helm of the Flamewarped — Level 10

*The one who wears this slightly charred copper helm can strike a devastating blow, but at a cost.*

**Item Slot:** Head 5,000 gp

**Power (Daily):** Free Action. Use this power when you make a melee basic attack or use an at-will melee attack power. You are dazed until the end of your next turn. If your attack hits, the power's damage roll deals maximum damage, and you can choose to make it fire damage.

### Helm of the Stubborn Mind — Level 4

*This helm fortifies you against enchanters.*

**Item Slot:** Head 840 gp

**Property:** Gain a +1 item bonus to Will defense against charm attacks.

HOWARD LYON

### Helm of Vigilant Awareness — Level 7

*The gems mounted above the ears and eyeholes of this steel helmet flash red when a deafening noise or blinding light appears.*

**Item Slot:** Head 2,600 gp

**Power (Daily):** Immediate Interrupt. Use this power when an attack would make you blinded or deafened. The blinded or deafened condition from that attack does not affect you

### Hunter's Headband — Level 7

*This leather headband helps you forage for food underground and in the wilderness.*

**Item Slot:** Head 2,600 gp

**Property:** Gain a +5 item bonus to Dungeoneering and Nature checks when foraging.

### Inquisitor's Helm — Level 16

*Your mind can access the secrets of another while you wear this cuir-bouilli skullcap.*

**Item Slot:** Head 45,000 gp

**Power (Daily):** Standard Action. Make an attack: Ranged 10; Intelligence + 4, Wisdom + 4, or Charisma + 4 vs. Will; on a hit, you pry the answer to one question from the target's mind. If the target doesn't know the answer to the question, you get no answer but the power is still spent.

### Ioun Stone of Perfect Language — Level 22

*This white and pink rhombic prism hovers about your head, making you far more adept at negotiation.*

**Item Slot:** Head 325,000 gp

**Property:** Gain a +5 item bonus to Bluff, Diplomacy, Intimidate, and Streetwise checks. You also can understand all spoken languages, and when you speak all creatures hear your words in their native language.

**Power (Daily):** Free Action. Use this power during a skill challenge. Treat your next Insight check as though you rolled a natural 20.

### Ioun Stone of Regeneration — Level 25

*This tiny red ovoid orbits your head.*

**Item Slot:** Head 625,000 gp

**Power (Daily ✦ Healing):** Minor Action. Gain regeneration 10 while you are bloodied until the end of the encounter.

### Ioun Stone of Steadfastness — Level 23

*This pale aquamarine hovering prism offers a constant reminder of your allies' support and loyalty.*

**Item Slot:** Head 425,000 gp

**Property:** As long as you are adjacent to an ally, you are immune to fear effects and cannot attack your allies as a result of an effect.

## Ioun Stone of Sustenance — Level 21

*With this rhombic stone circling your head, you never require food or drink and rarely need to rest.*

**Item Slot:** Head 225,000 gp
**Property:** You do not need to eat, drink, or breathe. You require half the amount of rest that you ordinarily need.

## Laurel Circlet — Level 10+

*Your social graces and force of personality are amplified while you wear this thin coronet.*

Lvl 10 5,000 gp Lvl 30 3,125,000 gp
Lvl 20 125,000 gp
**Item Slot:** Head
**Property:** Gain a +2 item bonus to Diplomacy and Insight checks, and a +1 item bonus to attack rolls on powers that have the charm or illusion keyword.
*Level 20:* +4 item bonus to Diplomacy and Insight checks.
*Level 30:* +6 item bonus to Diplomacy and Insight checks.
**Power (Daily):** Minor Action. Gain a +2 power bonus to the next Charisma attack that you make this turn.
*Level 20:* +3 power bonus.
*Level 30:* +4 power bonus.

## Mask of Slithering — Level 11

*This serpentine mask allows you to slink out of harm's way and cause another to suffer in your stead.*

**Item Slot:** Head 9,000 gp
**Power (Daily):** Immediate Interrupt. Use this power when an enemy makes a melee or ranged attack against you. Gain a +2 bonus to AC and Reflex defense. If the attack misses, then the attacker rerolls the attack against a creature adjacent to you of your choice.

## Mask of Terror — Level 14

*This frightful, demonic mask is formed from charred flesh and adorned with horns and fangs.*

**Item Slot:** Head 21,000 gp
**Power (Daily ✦ Fear):** Minor Action. Make an attack: Close blast 5; Intelligence + 3, Wisdom +3, or Charisma + 3 vs. Will; on a hit, the target takes a -2 penalty to attack rolls until the end of your next turn.

## Phrenic Crown — Level 7+

*This pink coral coronet is eerily reminiscent of brain matter, yet is still bewitching.*

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
Lvl 17 65,000 gp
**Item Slot:** Head
**Property:** When you use a power against Will defense, the target (or targets) takes a -1 penalty to saving throws against any ongoing effect of that power.
*Level 17:* -2 penalty.
*Level 27:* -3 penalty.

## Phylactery of Divinity — Level 6

*This leather casing is strapped to the head and focuses your faith and healing powers.*

**Item Slot:** Head 1,800 gp
**Property:** Gain a +2 item bonus to Heal and Religion checks.

MARC SASSO

## Quickening Diadem — Level 29

*A diadem of astral diamonds floats about your head, honing your mental clarity and your reflexes.*

**Item Slot:** Head 2,625,000 gp
**Property:** When you are stunned or dazed, you can take a move action on your turn in addition to whatever actions you are normally allowed.
**Power (Daily):** Free Action. Take a move or minor action.

## Reading Spectacles — Level 2

*You can decipher any written passage while gazing through these unadorned copper eyeglasses.*

**Item Slot:** Head 520 gp
**Property:** You can read any language while wearing this item.

## Skull Mask — Level 5+

*This rough iron visor is shaped in the likeness of a skull whose grim countenance saps your enemies' courage.*

Lvl 5 1,000 gp Lvl 25 625,000 gp
Lvl 15 25,000 gp
**Item Slot:** Head
**Property:** Enemies who can see you take a -2 penalty to saving throws against fear effects.
**Property:** Gain resist 5 necrotic, and a +1 item bonus to Intimidate checks.
*Level 15:* Resist 10 necrotic, +2 item bonus.
*Level 25:* Resist 15 necrotic, +3 item bonus.

### Stag Helm — Level 5+

*This helm sports a set of antlers and makes you as alert as a stag.*

Lvl 5 1,000 gp Lvl 25 625,000 gp
Lvl 15 25,000 gp

**Item Slot:** Head

**Property:** Gain a +2 item bonus to passive Perception checks. Also, you can take a minor action during a round when you are surprised.
*Level 15:* +4 item bonus, move action.
*Level 25:* +6 item bonus, standard action.

### Starlight Goggles — Level 8

*These dark leather goggles sparkle with tiny silver studs, aiding your vision in dim light.*

**Item Slot:** Head 3,400 gp
**Property:** Gain low-light vision.

### Telepathy Circlet — Level 25

*A boon to leaders and liars, this mithral band allows you to communicate without speaking, and extract the thoughts of another.*

**Item Slot:** Head 25,000 gp
**Property:** Gain a +2 item bonus to Insight checks. Also, you can speak telepathically to any creature you can see. Those willing to communicate with you can send thoughts back to you, allowing two-way communication. This telepathic communication fulfills class feature or power requirements that a target be able to hear you.
**Power (Daily ✦ Psychic):** Standard Action. Make an attack: Ranged 5; Charisma Modifier + 6 vs. Will; on a hit, the target is dazed (save ends). *Aftereffect:* The target is dazed (save ends).

DARRELL RICHE

### Trickster's Mask — Level 20

*This velvet masquerade mask is highly prized among the more shadowy worshipers of Avandra.*

**Item Slot:** Head 125,000 gp
**Property:** When you make a Stealth or Thievery check, roll twice and take the better result.
**Power (Daily):** Free Action. Use this power before you make a Stealth or Thievery check. Treat that check as though you rolled a natural 20.

## NECK SLOT ITEMS

*Amulets and brooches, cloaks and capes—the prepared adventurer who appreciates fashion and values her life never leaves home without them.*

After armor and weapons, neck items are perhaps the most important item for an adventurer to acquire. Every neck item provides an enhancement bonus to Fortitude, Reflex, and Will defenses. In addition, neck items offer powerful measures to protect a character from enfeebling conditions, elemental energies, and even death.

Although most neck items are protective in nature, a few do boast offensive enchantments. Some items also enhance skill checks, particularly those that are Charisma-based.

**NECK SLOT ITEMS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 2 | Amulet of mental resolve +1 | 520 |
| 2 | Amulet of physical resolve +1 | 520 |
| 2 | Amulet of resolution +1 | 520 |
| 3 | Brooch of no regrets +1 | 680 |
| 3 | Brooch of shielding +1 | 680 |
| 3 | Cloak of the chirurgeon +1 | 680 |
| 3 | Gloaming shroud +1 | 680 |
| 3 | Ornament of alertness +1 | 680 |
| 4 | Cloak of distortion +1 | 840 |
| 4 | Cloak of the walking wounded +1 | 840 |
| 4 | Collar of recovery +1 | 840 |
| 4 | Healer's brooch +1 | 840 |
| 5 | Cape of the mountebank +1 | 1,000 |
| 7 | Amulet of mental resolve +2 | 2,600 |
| 7 | Amulet of physical resolve +2 | 2,600 |
| 7 | Amulet of resolution +2 | 2,600 |
| 7 | Fireflower pendant +2 | 2,600 |
| 8 | Brooch of no regrets +2 | 3,400 |
| 8 | Brooch of shielding +2 | 3,400 |
| 8 | Choker of eloquence +2 | 3,400 |
| 8 | Cloak of the chirurgeon +2 | 3,400 |
| 8 | Evil eye fetish +2 | 3,400 |
| 8 | Gloaming shroud +2 | 3,400 |
| 8 | Ornament of alertness +2 | 3,400 |
| 8 | Peacemaker's periapt +2 | 3,400 |

## NECK SLOT ITEMS (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 8 | Periapt of recovery +2 | 3,400 |
| 8 | Resilience amulet +2 | 3,400 |
| 8 | Steadfast amulet +2 | 3,400 |
| 9 | Cloak of distortion +2 | 4,200 |
| 9 | Cloak of the cautious +2 | 4,200 |
| 9 | Cloak of the walking wounded +2 | 4,200 |
| 9 | Collar of recovery +2 | 4,200 |
| 9 | Healer's brooch +2 | 4,200 |
| 9 | Medallion of death deferred +2 | 4,200 |
| 10 | Cape of the mountebank +2 | 5,000 |
| 12 | Absence amulet +3 | 13,000 |
| 12 | Amulet of mental resolve +3 | 13,000 |
| 12 | Amulet of physical resolve +3 | 13,000 |
| 12 | Amulet of resolution +3 | 13,000 |
| 12 | Clasp of noble sacrifice +3 | 13,000 |
| 12 | Fireflower pendant +3 | 13,000 |
| 13 | Abyssal adornment +3 | 17,000 |
| 13 | Brooch of no regrets +3 | 17,000 |
| 13 | Brooch of shielding +3 | 17,000 |
| 13 | Choker of eloquence +3 | 17,000 |
| 13 | Cloak of arachnida +3 | 17,000 |
| 13 | Cloak of the chirurgeon +3 | 17,000 |
| 13 | Evil eye fetish +3 | 17,000 |
| 13 | Gloaming shroud +3 | 17,000 |
| 13 | Liar's trinket +3 | 17,000 |
| 13 | Ornament of alertness +3 | 17,000 |
| 13 | Peacemaker's periapt +3 | 17,000 |
| 13 | Periapt of recovery +3 | 17,000 |
| 13 | Resilience amulet +3 | 17,000 |
| 13 | Steadfast amulet +3 | 17,000 |
| 14 | Amulet of attenuation +3 | 21,000 |
| 14 | Amulet of bodily sanctity +3 | 21,000 |
| 14 | Amulet of elusive prey +3 | 21,000 |
| 14 | Amulet of inner voice +3 | 21,000 |
| 14 | Cloak of distortion +3 | 21,000 |
| 14 | Cloak of the cautious +3 | 21,000 |
| 14 | Cloak of the walking wounded +3 | 21,000 |
| 14 | Collar of recovery +3 | 21,000 |
| 14 | Flamewrath cape +3 | 21,000 |
| 14 | Healer's brooch +3 | 21,000 |
| 14 | Medallion of death deferred +3 | 21,000 |
| 15 | Amulet of aranea +3 | 25,000 |
| 15 | Brooch of vitality +3 | 25,000 |
| 15 | Cape of the mountebank +3 | 25,000 |
| 15 | Cloak of displacement +3 | 25,000 |
| 15 | Necklace of fireballs +3 | 25,000 |
| 15 | Torc of power preservation +3 | 25,000 |
| 17 | Absence amulet +4 | 65,000 |
| 17 | Amulet of mental resolve +4 | 65,000 |
| 17 | Amulet of physical resolve +4 | 65,000 |
| 17 | Amulet of resolution +4 | 65,000 |
| 17 | Clasp of noble sacrifice +4 | 65,000 |
| 17 | Fireflower pendant +4 | 65,000 |
| 18 | Abyssal adornment +4 | 85,000 |
| 18 | Amulet of material darkness +4 | 85,000 |

## NECK SLOT ITEMS (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 18 | Brooch of no regrets +4 | 85,000 |
| 18 | Brooch of shielding +4 | 85,000 |
| 18 | Chamber cloak +4 | 85,000 |
| 18 | Choker of eloquence +4 | 85,000 |
| 18 | Cloak of arachnida +4 | 85,000 |
| 18 | Cloak of the chirurgeon +4 | 85,000 |
| 18 | Evil eye fetish +4 | 85,000 |
| 18 | Gloaming shroud +4 | 85,000 |
| 18 | Liar's trinket +4 | 85,000 |
| 18 | Moonlight lavaliere +4 | 85,000 |
| 18 | Ornament of alertness +4 | 85,000 |
| 18 | Peacemaker's periapt +4 | 85,000 |
| 18 | Periapt of recovery +4 | 85,000 |
| 18 | Resilience amulet +4 | 85,000 |
| 18 | Steadfast amulet +4 | 85,000 |
| 19 | Amulet of attenuation +4 | 105,000 |
| 19 | Amulet of bodily sanctity +4 | 105,000 |
| 19 | Amulet of elusive prey +4 | 105,000 |
| 19 | Amulet of inner voice +4 | 105,000 |
| 19 | Cloak of autumn's child +4 | 105,000 |
| 19 | Cloak of distortion +4 | 105,000 |
| 19 | Cloak of the cautious +4 | 105,000 |
| 19 | Cloak of the walking wounded +4 | 105,000 |
| 19 | Collar of recovery +4 | 105,000 |
| 19 | Flamewrath cape +4 | 105,000 |
| 19 | Healer's brooch +4 | 105,000 |
| 19 | Medallion of death deferred +4 | 105,000 |
| 19 | Tattered cloak +4 | 105,000 |
| 19 | Wyrmtouched amulet +4 | 105,000 |
| 20 | Amulet of aranea +4 | 125,000 |
| 20 | Brooch of vitality +4 | 125,000 |
| 20 | Cape of the mountebank +4 | 125,000 |
| 20 | Cloak of displacement +4 | 125,000 |
| 20 | Necklace of fireballs +4 | 125,000 |
| 20 | Torc of power preservation +4 | 125,000 |
| 22 | Absence amulet +5 | 325,000 |
| 22 | Amulet of mental resolve +5 | 325,000 |
| 22 | Amulet of physical resolve +5 | 325,000 |
| 22 | Amulet of resolution +5 | 325,000 |
| 22 | Clasp of noble sacrifice +5 | 325,000 |
| 22 | Fireflower pendant +5 | 325,000 |
| 23 | Abyssal adornment +5 | 425,000 |
| 23 | Amulet of material darkness +5 | 425,000 |
| 23 | Brooch of no regrets +5 | 425,000 |
| 23 | Brooch of shielding +5 | 425,000 |
| 23 | Chamber cloak +5 | 425,000 |
| 23 | Choker of eloquence +5 | 425,000 |
| 23 | Cloak of arachnida +5 | 425,000 |
| 23 | Cloak of the chirurgeon +5 | 425,000 |
| 23 | Evil eye fetish +5 | 425,000 |
| 23 | Gloaming shroud +5 | 425,000 |
| 23 | Liar's trinket +5 | 425,000 |
| 23 | Moonlight lavaliere +5 | 425,000 |
| 23 | Ornament of alertness +5 | 425,000 |
| 23 | Peacemaker's periapt +5 | 425,000 |

**NECK SLOT ITEMS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 23 | Periapt of recovery +5 | 425,000 |
| 23 | Resilience amulet +5 | 425,000 |
| 23 | Steadfast amulet +5 | 425,000 |
| 24 | Amulet of attenuation +5 | 525,000 |
| 24 | Amulet of bodily sanctity +5 | 525,000 |
| 24 | Amulet of elusive prey +5 | 525,000 |
| 24 | Amulet of inner voice +5 | 525,000 |
| 24 | Cloak of autumn's child +5 | 525,000 |
| 24 | Cloak of distortion +5 | 525,000 |
| 24 | Cloak of the cautious +5 | 525,000 |
| 24 | Cloak of the walking wounded +5 | 525,000 |
| 24 | Collar of recovery +5 | 525,000 |
| 24 | Death-denying cloak +5 | 525,000 |
| 24 | Flamewrath cape +5 | 525,000 |
| 24 | Healer's brooch +5 | 525,000 |
| 24 | Medallion of death deferred +5 | 525,000 |
| 24 | Tattered cloak +5 | 525,000 |
| 24 | Wyrmtouched amulet +5 | 525,000 |
| 25 | Amulet of aranea +5 | 625,000 |
| 25 | Brooch of vitality +5 | 625,000 |
| 25 | Cape of the mountebank +5 | 625,000 |
| 25 | Cloak of displacement +5 | 625,000 |
| 25 | Cloak of elemental evolution +5 | 625,000 |
| 25 | Life charm +5 | 625,000 |
| 25 | Necklace of fireballs +5 | 625,000 |
| 25 | Torc of power preservation +5 | 625,000 |
| 27 | Absence amulet +6 | 1,625,000 |
| 27 | Amulet of mental resolve +6 | 1,625,000 |
| 27 | Amulet of physical resolve +6 | 1,625,000 |
| 27 | Amulet of resolution +6 | 1,625,000 |
| 27 | Clasp of noble sacrifice +6 | 1,625,000 |
| 27 | Fireflower pendant +6 | 1,625,000 |
| 28 | Abyssal adornment +6 | 2,125,000 |
| 28 | Amulet of material darkness +6 | 2,125,000 |
| 28 | Brooch of no regrets +6 | 2,125,000 |
| 28 | Brooch of shielding +6 | 2,125,000 |
| 28 | Chamber cloak +6 | 2,125,000 |
| 28 | Choker of eloquence +6 | 2,125,000 |
| 28 | Cloak of arachnida +6 | 2,125,000 |
| 28 | Cloak of the chirurgeon +6 | 2,125,000 |
| 28 | Evil eye fetish +6 | 2,125,000 |
| 28 | Gloaming shroud +6 | 2,125,000 |
| 28 | Liar's trinket +6 | 2,125,000 |
| 28 | Moonlight lavaliere +6 | 2,125,000 |
| 28 | Ornament of alertness +6 | 2,125,000 |
| 28 | Peacemaker's periapt +6 | 2,125,000 |
| 28 | Periapt of recovery +6 | 2,125,000 |
| 28 | Resilience amulet +6 | 2,125,000 |
| 28 | Steadfast amulet +6 | 2,125,000 |
| 29 | Amulet of attenuation +6 | 2,625,000 |
| 29 | Amulet of bodily sanctity +6 | 2,625,000 |
| 29 | Amulet of elusive prey +6 | 2,625,000 |
| 29 | Amulet of inner voice +6 | 2,625,000 |
| 29 | Amulet of the unbroken +6 | 2,625,000 |
| 29 | Cloak of autumn's child +6 | 2,625,000 |

**NECK SLOT ITEMS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 29 | Cloak of distortion +6 | 2,625,000 |
| 29 | Cloak of the cautious +6 | 2,625,000 |
| 29 | Cloak of the walking wounded +6 | 2,625,000 |
| 29 | Collar of recovery +6 | 2,625,000 |
| 29 | Death-denying cloak +6 | 2,625,000 |
| 29 | Flamewrath cape +6 | 2,625,000 |
| 29 | Healer's brooch +6 | 2,625,000 |
| 29 | Medallion of death deferred +6 | 2,625,000 |
| 29 | Star of the Astral Sea +6 | 2,625,000 |
| 29 | Tattered cloak +6 | 2,625,000 |
| 29 | Wyrmtouched amulet +6 | 2,625,000 |
| 30 | Amulet of aranea +6 | 3,125,000 |
| 30 | Brooch of vitality +6 | 3,125,000 |
| 30 | Cape of the mountebank +6 | 3,125,000 |
| 30 | Cloak of displacement +6 | 3,125,000 |
| 30 | Cloak of elemental evolution +6 | 3,125,000 |
| 30 | Cloak of the phoenix +6 | 3,125,000 |
| 30 | Gorget of reciprocity +6 | 3,125,000 |
| 30 | Life charm +6 | 3,125,000 |
| 30 | Necklace of fireballs +6 | 3,125,000 |
| 30 | Talisman of repulsion +6 | 3,125,000 |
| 30 | Torc of power preservation +6 | 3,125,000 |

## Absence Amulet — Level 12+

*This crystal bauble has no setting and is secured by an unassuming rawhide band.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 12 | +3 | 13,000 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 17 | +4 | 65,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Attempts to scry upon you, your location, or objects in your possession fail, as if the target of the attempt did not exist.

*Amulet of aranea*

MARC SASSO

## Abyssal Adornment — Level 13+

*Made of charred and twisted black metal, this heavy chain broods with bridled hate.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Immediate Interrupt. Use this power when you are hit by an attack that would deal acid, cold, fire, lightning, or thunder damage. Gain resist 20 against that damage type until the end of your next turn.
*Level 24 or 29:* Resist 30.

## Amulet of Aranea — Level 15+

*Your ability to ward off poison increases while wearing this spider-shaped talisman.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain resist 10 poison.
*Level 25 or 30:* Resist 15 poison.

**Power (Daily):** Immediate Reaction. Use this power when you are hit by a melee attack. The attacker takes 1d10 poison damage and ongoing 10 poison (save ends). The attacker also takes a –2 penalty to saving throws against poison effects until the end of the encounter.
*Level 25 or 30:* 2d10 poison damage, ongoing 20 poison (save ends).

## Amulet of Attenuation — Level 14+

*This crude trinket has a rubbery shell that briefly toughens the skin.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Immediate Interrupt. Use this power when you are hit by an attack that deals damage. Reduce the damage by 15.
*Level 24 or 29:* Reduce the damage by 20.

## Amulet of Bodily Sanctity — Level 14+

*This heart-shaped ruby keepsafe is set in a gold cage.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain a +2 item bonus to saving throws against ongoing damage.

**Power (Daily):** Minor Action. You and all allies within a number of squares of you equal to 2 + the amulet's enhancement bonus roll a saving throw against any current ongoing damage effect.

## Amulet of Elusive Prey — Level 14+

*White ash, oak, and bloodwood are carved in concentric circles and scorched with an X mark to ward off attacks.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** If you end your turn at least 4 squares from the square in which you began it, gain a +2 item bonus to AC and Reflex defense until the start of your next turn.

## Amulet of Inner Voice — Level 14+

*This clear diamond charm helps you shake off mental control.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain a +2 item bonus to saving throws against effects with the charm or fear keyword.

**Power (Daily):** Immediate Interrupt. Use this power when you would be dominated by an effect that a save can end. Make a saving throw against the effect. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.

## Amulet of Material Darkness — Level 18+

*Shadows congregate around the wearer of this onyx amulet.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 23 | +5 | 425,000 gp | | | |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** While in dim light or darkness, you are treated as having cover against area and ranged attacks. This property applies even against attackers who can see you normally or otherwise ignore concealment penalties.

## Amulet of Mental Resolve — Level 2+

*Your mind is guarded when wearing this cold iron talisman.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain a +2 item bonus to saving throws against effects with the charm, illusion, or sleep keyword.

## Amulet of Physical Resolve — Level 2+

*This striking amulet wards you against effects that leave you physically debilitated.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain a +2 item bonus to saving throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized.

## Amulet of Resolution Level 2+

*Whether the affliction be of mind or body, this mithral necklace gives you a second chance to ward it off.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** No Action. Use this power when you fail a saving throw. Reroll the saving throw, using the second result even if it's lower.

## Amulet of the Unbroken Level 29

*Encrusted with vibrant rubies that flash when it is used, this magnificent amulet proves that some heroes never say die.*

**Item Slot:** Neck 2,625,000 gp

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily ✦ Healing):** Immediate Interrupt. Use this power when you would be reduced to 0 or fewer hit points. Expend any number of healing surges and regain hit points as normal for each surge spent.

## Brooch of No Regrets Level 3+

*This ornate golden shield pin bolsters your allies even in dire circumstances.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Free Action. Use this power when an ally within 10 squares of you fails a saving throw. That ally rerolls that saving throw with a +2 power bonus and must use the second result, even if it's lower.

*Level 13 or 18:* An ally within 20 squares.

*Level 23 or 28:* An ally within line of sight.

## Brooch of Shielding Level 3+

*This ornate silver shield pin absorbs force attacks against you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain resist 10 force.

*Level 13 or 18:* Resist 15 force.

*Level 23 or 28:* Resist 20 force.

**Power (Daily):** Immediate Interrupt. Use this power when you are hit by an area, close, or ranged attack. Gain resist to all damage equal to the brooch's resist force value against that attack.

## Brooch of Vitality Level 15+

*This warm, redwood, heart-shaped brooch beats softly and represents the durability of life.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Increase your maximum hit points by 5.

*Level 20:* By 10 hit points.

*Level 25:* By 15 hit points.

*Level 30:* By 20 hit points.

## Cape of the Mountebank Level 5+

*With a flourish of this silk-hemmed garment, you transport out of harm's way.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 5 | +1 | 1,000 gp | Lvl 20 | +4 | 125,000 gp |
| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily ✦ Teleportation):** Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.

DREW BAKER

## Chamber Cloak — Level 18+

*This voluminous garment envelops you when you're hurt, giving you a safe place to recover.*

Lvl 18 +4 85,000 gp
Lvl 23 +5 425,000 gp
Lvl 28 +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Free Action. Use this power when you take damage from an enemy or trap. You disappear from the world, stepping through your cloak into a secure place on another plane. At the start of your next turn, you reappear within 5 squares of your original location.

## Choker of Eloquence — Level 8+

*This damask neck wrap quickens the tongue and finds favor with diplomats and aristocrats.*

Lvl 8 +1 3,400 gp
Lvl 13 +2 17,000 gp
Lvl 18 +3 85,000 gp
Lvl 23 +4 425,000 gp
Lvl 28 +5 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain an item bonus to Bluff and Diplomacy checks equal to the item's enhancement bonus.

**Power (Daily):** Free Action. Use this power after you roll a Bluff or Diplomacy check. Reroll that check, using the second result even if it's lower.

## Clasp of Noble Sacrifice — Level 12+

*This gold cloak buckle protects your friends with your life force.*

Lvl 12 +3 13,000 gp
Lvl 17 +4 65,000 gp
Lvl 22 +5 325,000 gp
Lvl 27 +6 1,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Minor Action. Until the end of the encounter, any time an ally within 5 squares of you spends a healing surge, it is deducted from your total instead of the ally's. Each time an ally spends one of your healing surges in this way, gain temporary hit points equal to the clasp's enhancement bonus.

## Cloak of Arachnida — Level 13+

*This soft cloak is traced in spiderweb patterns.*

Lvl 13 +3 17,000 gp
Lvl 18 +4 85,000 gp
Lvl 23 +5 425,000 gp
Lvl 28 +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain a +2 item bonus to saving throws against effects that immobilize or restrain you.
*Level 23 or 28:* Also gain resist 15 poison.

**Power (Daily):** Immediate Interrupt. Use this power when an adjacent enemy attacks you or moves away from you. Make an attack: Melee 1; Intelligence, Wisdom, or Charisma vs. Reflex; on a hit, the target is immobilized (save ends).

## Cloak of Autumn's Child — Level 19+

*Woven from exotic Feywild leaves, this cloak whisks you to a soothing pocket of peace where afflictions are less severe.*

Lvl 19 +4 105,000 gp
Lvl 24 +5 525,000 gp
Lvl 29 +6 2,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily ✦ Teleportation):** Move Action. You disappear from the world into a safe pocket of the Feywild. While you are gone, all effects on you are suppressed (you don't take ongoing damage, for example). You roll saving throws at the end of each turn as normal, except you gain a +2 power bonus. Also, while gone, you remain as aware of your surroundings as if you were standing in your last position. At the start of each turn thereafter, you can choose to return to any space within 5 squares of your last position. Line of sight between the two positions must exist (you can't reappear on the other side of a wall, for example).

## Cloak of Displacement — Level 15+

*This shimmering cloak conceals your precise location.*

Lvl 15 +3 25,000 gp
Lvl 20 +4 125,000 gp
Lvl 25 +5 625,000 gp
Lvl 30 +6 3,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Each encounter, you gain a +2 item bonus to AC and Reflex defenses until an attack hits you.

**Power (Daily ✦ Teleportation):** Immediate Interrupt. Use this power when you would be hit with a melee or ranged attack. The attacker must reroll the attack, using the second result even if it's lower. If the attacker misses you, you can teleport 1 square.

***Cloak of the phoenix***

CHRIS SEAMAN

## Cloak of Distortion — Level 4+

*This cloak roils about you like the rippling air of a scorching desert.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll.

## Cloak of Elemental Evolution — Level 25+

*Stitched with the material forms of the elements, this cloak adopts the form of the element it is set to resist.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 25 | +4 | 625,000 gp | Lvl 30 | +5 | 3,125,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Minor Action. Choose a damage type from the following list: acid, cold, fire, lightning, or thunder. Gain resist 10 against that damage type until the end of the encounter.

**Power (At-Will):** Immediate Interrupt. Use this power when you would take damage from an attack while you are under the effect of this item's daily power. Change the resistance provided by this cloak to any other damage type listed above. This lasts until the start of your next turn, at which point the damage type reverts to the type chosen when the item's daily power was activated.

## Cloak of the Cautious — Level 9+

*Dragonborn refer to this slick garment as the "cloak of the craven" because it facilitates hasty retreats.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Minor Action. Gain a +5 power bonus to speed until the end of your next turn. If you attack any target while this power is active, this effect ends and you are stunned until the end of your next turn.

## Cloak of the Chirurgeon — Level 3+

*This garment gives you the confidence and knowledge to assuage an ally's pain.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain an item bonus to Heal checks equal to the enhancement bonus of this cloak.

**Power (Daily):** Minor Action. An adjacent ally regains 1 healing surge already spent today.

## Cloak of the Phoenix — Level 30

*This elegant mantle is woven with elemental fire.*

Lvl 30 +6 3,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily ✦ Fire, Healing):** No Action. Use this power when you are reduced to 0 or fewer hit points. Deal 3d10 fire damage to all enemies within 3 squares of you, then disappear from the world in a plume of smoke. At the start of your next turn, you reappear in the same space, or the nearest unoccupied space if that space is taken. You are restored to full hit points, and all effects previously on you are eliminated. You lose all remaining healing surges (if any).

## Cloak of the Walking Wounded — Level 4+

*Thin red veins form across the fabric of this handsome cloak when its healing properties are evoked.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).

## Collar of Recovery — Level 4+

*Inset with a bloodstone, this neckpiece aids healing.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain extra hit points equal to this item's enhancement bonus when you spend a healing surge to regain hit points.

## Death-Defying Cloak — Level 24+

*This voluminous mantle lets you cheat death.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 24 | +5 | 525,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily ✦ Illusion):** Immediate Interrupt. Use this power when you would be reduced to 0 or fewer hit points. Instead, you are reduced to 1 hit point. You also become invisible until the end of your next turn or until you attack (whichever comes first). Until you become visible, an illusion of your deceased body appears on the ground where you would have fallen. Anyone who touches or otherwise manipulates the body sees through the illusion automatically. Otherwise a Perception check (DC 20 + the cloak's level) is required to discern the illusion.

## Evil Eye Fetish — Level 8+

*The vile bloodshot eye attached to this rawhide collar punishes those who seek to take advantage of you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** An enemy with combat advantage against you that hits you takes necrotic damage equal to this item's enhancement bonus.

## Fireflower Pendant — Level 7+

*Formed from a string of fire opals, this ornament unleashes fiery retribution.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp | | | |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** If you take fire damage from an enemy attack, the first attack you make before the end of your next turn deals extra fire damage equal to the pendant's enhancement bonus.

## Flamewrath Cape — Level 14+

*Intermittent wisps of smoke rise from this garment, which can burst into flame upon your command.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 14 | +3 | 21,000 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 19 | +4 | 105,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain an item bonus to Intimidate checks equal to the cloak's enhancement bonus.

**Power (Daily ✦ Fire):** Minor Action. Until the end of your next turn, your melee attacks deal extra fire damage equal to the cloak's enhancement bonus. Also, until the end of your next turn, an enemy that hits you with a melee attack takes 3d6 fire damage.

*Level 19:* 4d6 fire damage.

*Level 24:* 5d6 fire damage.

*Level 29:* 6d6 fire damage.

## Gloaming Shroud — Level 3+

*This billowing cloak drinks in the light around it.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain an item bonus to Stealth checks in dim light or darkness equal to the shroud's enhancement bonus.

**Power (Daily ✦ Zone):** Minor Action. Create a zone of dim light (close burst 10) that lasts until the end of the encounter. Bright light created or brought into the zone is reduced to dim light while within the zone.

## Gorget of Reciprocity — Level 30

*Runic symbols meaning "an eye for an eye" adorn this decorative platinum neck armor.*

**Item Slot:** Neck 3,125,000 gp

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Immediate Reaction. Use this power when you are hit by an attack. The attacker is also hit by the attack (no attack roll required); the damage roll and effects are identical to the attack against you.

## Healer's Brooch — Level 4+

*This innocuous adornment boosts your healing powers.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

JASON A. ENGLE

## Liar's Trinket — Level 13+

*No two of these adornments look alike, but all appear to be mundane necklaces of little value.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 13 | +3 | 17,000 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain an item bonus to Bluff checks equal to the trinket's enhancement bonus. While you wear the trinket, it appears nonmagical unless an observer succeeds on an Arcana check (DC 20 + the trinket's level).

**Property:** Whenever you are subject to a divination or scrying ritual, such as Discern Lies or Observe Creature, the ritualist must succeed on an Arcana check opposed by your Bluff check. If the ritualist's check fails, the ritual doesn't work on you, the ritualist cannot discern the source of the failure, and resources are expended as normal to perform the ritual.

## Life Charm — Level 25+

*This small, heart-shaped pendant beats softly after you fall in battle, drawing your fleeting spirit back from death's door.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 25 | +5 | 625,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Automatically succeed on death saving throws.

## Medallion of Death Deferred — Level 9+

*This distinctive talisman holds the icy grip of death in check.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 9 | +2 | 4,200 gp | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | Lvl 29 | +6 | 2,625,000 gp |
| Lvl 19 | +4 | 105,000 gp | | | |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** No Action. Use this power when you are reduced to 0 hit points or fewer. You regain hit points equal to 3 per plus of this item.

## Moonlight Lavaliere — Level 18+

*This pendant sheds a soft moonlight glow when you are attacked, dazing enemies that hit you.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 18 | +4 | 85,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 23 | +5 | 425,000 gp | | | |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Minor Action. Until the end of the encounter or until you make an attack, you gain a +2 bonus to all defenses, and any creature that hits you is dazed until the start of your next turn.

## Necklace of Fireballs — Level 15+

*A star ruby, glowing with inner fire, hangs from an iron chain.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily ✦ Fire):** Standard Action. Pull the ruby from the necklace and throw it. Make an attack: Area burst 2 within 10 squares; Intelligence or Dexterity vs. Reflex (add the necklace's enhancement bonus to the attack roll); on a hit, the target takes fire damage equal to 5d6 + the necklace's enhancement bonus (half damage on a miss). After an extended rest, the necklace regrows a new ruby and can be used again.
*Level 20:* 6d6 + enhancement bonus fire damage.
*Level 25:* 7d6 + enhancement bonus fire damage.
*Level 30:* 8d6 + enhancement bonus fire damage.

## Ornament of Alertness — Level 3+

*This small amulet or token is etched with an eye and sharpens your senses.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain an item bonus to Perception checks equal to the ornament's enhancement bonus.

**Power (Daily):** Minor Action. Until the end of the encounter, enemies don't gain the normal +2 bonus to attack rolls when you grant them combat advantage. They still gain any other benefit of combat advantage.

## Peacemaker's Periapt — Level 8+

*Carved from alabaster and shaped into the stylized likeness of a dove, this amulet enhances your charm.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain an item bonus to Diplomacy checks equal to the periapt's enhancement bonus.

**Power (Daily ✦ Charm):** Minor Action. Choose a target within 10 squares of you. That target takes a -2 penalty to melee and ranged attack rolls against you for the remainder of the encounter or until you attack it (whichever comes first).

## Periapt of Recovery — Level 8+

*Ward off death's grasp with this small pendant.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |
| Lvl 18 | +4 | 85,000 gp | | | |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain a +2 item bonus to death saving throws.

## Resilience Amulet Level 8+

*A platinum disk overlaid with a crystalline star, this amulet repels lasting injuries.*

Lvl 8 +2 3,400 gp
Lvl 13 +3 17,000 gp
Lvl 18 +4 85,000 gp
Lvl 23 +5 425,000 gp
Lvl 28 +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Immediate Reaction. Use this power when you are hit by an attack that deals ongoing damage. Make a saving throw against the ongoing damage. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.

***1. Resilience amulet; 2. Steadfast amulet***

## Star of the Astral Sea Level 29

*This immense blue star sapphire glows when your allies approach death and allows you to use your own life force to rejuvenate them.*

Lvl 29 +6 2,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Free Action. Use this power when an ally in line of sight is reduced to 0 or fewer hit points. Spend a healing surge. The ally regains hit points as if he or she had spent a healing surge.

## Steadfast Amulet Level 8+

*The crystal set in this amulet helps to focus your mind.*

Lvl 8 +2 3,400 gp
Lvl 13 +3 17,000 gp
Lvl 18 +4 85,000 gp
Lvl 23 +5 425,000 gp
Lvl 28 +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Immediate Interrupt. Use this power when you are dazed or stunned by an attack. Make a saving throw against the condition. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.

## Talisman of Repulsion Level 30

*This platinum talisman is inset with astral diamonds that flash brightly and unleash a burst of force when you are threatened.*

Lvl 30 +6 3,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Immediate Reaction. Use this power when you are hit by a melee attack. Make an attack against the enemy that attacked you: Melee 1; +35 vs. Fortitude; on a hit, the target slides 5 squares and is immobilized until the end of your next turn.

## Tattered Cloak Level 19+

*This ragged cloak holds a secret defense.*

Lvl 19 +4 105,000 gp
Lvl 24 +5 525,000 gp
Lvl 29 +6 2,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily ✦ Charm):** Minor Action. Make an attack: Close burst 5; targets each enemy in burst; item's level + 3 vs. Will defense; the target cannot attack you (save ends).

## Torc of Power Preservation Level 15+

*This platinum and gold neckband contains a reservoir of energy that you can tap.*

Lvl 15 +3 25,000 gp
Lvl 20 +4 125,000 gp
Lvl 25 +5 625,000 gp
Lvl 30 +6 3,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Free Action. Use this power after you use an encounter power of the torc's level or lower. Roll 1d20 + the torc's enhancement bonus. If the result is 10 or higher, that power renews as if you had taken a short rest. If the result is lower than 10, you don't expend the use of this power and no daily use of a magic item power occurs.

ANNE STOKES

## Wyrmtouched Amulet — Level 19+

*Shaped in the likeness of a dragon and adorned with Draconic runes, this handsome amulet is a boon to dragonborn.*

Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp
Lvl 24 +5 525,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** If you are a dragonborn, gain resist 10 to the same type of damage dealt by your *dragon breath* power. After you use your *dragon breath* power, the resistance increases to 20 until the end of your next turn.

*Level 24:* Resist 15, resist 30 after using *dragon breath*

*Level 29:* Resist 20, resist 40 after using *dragon breath*

**Power (Daily):** Immediate Reaction. Use this power when you become bloodied. If you have the *dragon breath* power, you can use it even if you have already expended it this encounter.

# RINGS

*These symbols of power adorn the hands of mighty kings and legendary heroes alike.*

Because of the energy invested in magic rings, only those who attain significant power can create them. As such, characters might not see their first magic ring until they have already attained paragon level.

**RINGS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 14 | Cherished ring | 21,000 |
| 14 | Magician's ring | 21,000 |
| 14 | Ring of brotherhood | 21,000 |
| 14 | Ring of calling | 21,000 |
| 14 | Ring of feather fall | 21,000 |
| 14 | Ring of fireblazing | 21,000 |
| 14 | Ring of perfect grip | 21,000 |
| 15 | Premonition ring | 25,000 |
| 15 | Ring of aquatic ability | 25,000 |
| 15 | Ring of shadow travel | 25,000 |
| 15 | Ring of the dragonborn emperor | 25,000 |
| 16 | Chameleon ring | 45,000 |
| 16 | Cognizance ring | 45,000 |
| 16 | Ring of forgetful touch | 45,000 |
| 16 | Ring of personal gravity | 45,000 |
| 16 | War ring | 45,000 |
| 17 | Banquet ring | 65,000 |
| 17 | Ring of arcane information | 65,000 |
| 17 | Ring of retreat | 65,000 |
| 17 | Ring of vigilant defense | 65,000 |
| 18 | Bone ring of better fortune | 85,000 |
| 18 | Face-stealing ring | 85,000 |
| 18 | Ring of dread | 85,000 |
| 18 | Ring of ramming | 85,000 |
| 18 | Ring of shadow guard | 85,000 |
| 18 | Ring of the protector | 85,000 |

**RINGS (CONTINUED)**

| Lvl | Name | Price (gp) |
|---|---|---|
| 19 | Amethyst band of invisible eyes | 105,000 |
| 19 | Bone ring of preservation | 105,000 |
| 19 | Ring of the spectral hand | 105,000 |
| 19 | Star ruby ring | 105,000 |
| 20 | Ring of spell storing | 125,000 |
| 21 | Ring of heroic insight | 225,000 |
| 21 | Ring of tenacious will | 225,000 |
| 22 | Blink ring | 325,000 |
| 22 | Luminary ring | 325,000 |
| 22 | Ring of fey travel | 325,000 |
| 23 | Ring of adaptation | 425,000 |
| 24 | Ritualist's ring | 525,000 |
| 25 | Gargoyle ring | 625,000 |
| 25 | Sorrowsworn ring | 625,000 |
| 27 | Ring of the phoenix | 1,625,000 |
| 27 | Shadow band | 1,625,000 |
| 29 | Opal ring of remembrance | 2,625,000 |
| 30 | Nullifying ring | 3,125,000 |
| 30 | Ring of spell storing, greater | 3,125,000 |

## Amethyst Band of Invisible Eyes — Level 19

*This band of pristine amethyst is favored by spellcasters seeking indirect targeting capability.*

**Item Slot:** Ring 105,000 gp

**Property:** Determine line of sight from the square you occupy or any square adjacent to you. Determine cover from the square you occupy as normal.

**Power (Daily):** Minor Action. Choose a square within 10 squares of you. Determine line of sight from this square until the end of your next turn.

If you've reached at least one milestone today, you also gain darkvision until the end of your next turn.

## Banquet Ring — Level 17

*Monarchs, and those who fear what might be in their food, treasure these gaudy, gem-encrusted baubles.*

**Item Slot:** Ring 65,000 gp

**Property:** You gain a +5 item bonus to Fortitude defense against attacks with the poison keyword.

**Power (Daily):** Minor Action. You are immune to ingested poisons until the end of the encounter.

If you've reached at least one milestone today, you can extend this protection to a number of people within your line of sight equal to your level.

## Blink Ring — Level 22

*This adamantine ring moves from finger to finger, much in the same way that you can move from place to place while wearing it.*

**Item Slot:** Ring 325,000 gp
**Property:** You gain a +3 item bonus to Thievery checks.
**Power (Daily ✦ Teleportation):** Minor Action. Teleport 1d4 squares.
*Sustain Minor:* Teleport 1d4 squares at the start of your turn.
If you've reached at least one milestone today, you do not need to use a minor action to sustain the item's effect.

## Bone Ring of Better Fortune — Level 18

*Formed from coated bones cleverly entwined, this tiny circlet fortifies your life force.*

**Item Slot:** Ring 85,000 gp
**Property:** Reduce by half the necrotic damage you take.
**Power (Daily):** Immediate Interrupt. Use this power when you are hit by an attack with the necrotic keyword. After applying any resistance, choose either to take no damage or to ignore an effect imposed by that attack, but not both.
If you've reached at least one milestone today, you take no damage and ignore any effects imposed by that attack.

## Bone Ring of Preservation — Level 19

*This plain, bone ring protects its wearer from life-draining effects.*

**Item Slot:** Ring 105,000 gp
**Property:** You gain resist 15 necrotic.
**Power (Daily):** Free Action. Use this power when an effect would make you lose a healing surge. You do not lose the healing surge.
If you've reached at least one milestone today, the source of the effect takes 3d10 damage.

## Chameleon Ring — Level 16

*This lizard skin band is barely visible against your skin and makes you equally hard to discern.*

**Item Slot:** Ring 45,000 gp
**Property:** Gain a +2 item bonus to Stealth checks. Gain a +4 item bonus instead if you have not moved since the start of your last turn.
**Power (Daily):** Minor Action. You do not require cover or concealment to make Stealth checks until the end of your next turn.
If you've reached at least one milestone today, this power lasts until the end of the encounter.

## Cherished Ring — Level 14

*You and your words are more alluring when you wear this simple loop of burnished gold.*

**Item Slot:** Ring 21,000 gp
**Property:** Gain a +2 item bonus to Diplomacy checks.
**Power (Daily ✦ Charm):** Standard Action. Make an attack: Ranged 10; Charisma vs. Will; on a hit, the target moves its speed toward you.
If you've reached at least one milestone today, the target must spend one move action on each of its turns to move closer to you (save ends).

## Cognizance Ring — Level 16

*Inlaid with tourmaline gems, this electrum trinket strengthens your mind and spirit.*

**Item Slot:** Ring 45,000 gp
**Property:** Gain a +1 item bonus to saving throws against conditions with the charm, fear, illusion, or psychic keyword.
**Power (Daily):** Minor Action. Gain a +5 power bonus to saving throws against conditions with the charm, fear, illusion, or psychic keyword until the end of the encounter.
If you've reached at least one milestone today, you also gain a +2 power bonus to Will defense against powers with those keywords.

## Face-Stealing Ring — Level 18

*This wearer of this ivory ring sees the faces of others as potential disguises.*

**Item Slot:** Ring 85,000 gp
**Property:** You gain a +2 item bonus to Insight checks.
**Power (Daily ✦ Illusion):** Standard Action. You assume the exact appearance of an adjacent humanoid creature. You also gain the creature's mannerisms, voice, and speech patterns. This effect lasts for 1 hour or until you dismiss it (a free action). You gain a +5 power bonus to Bluff checks to pass yourself off as the creature you're imitating.
If you've reached at least one milestone today, the effect lasts for one day and you can use a standard action to recall the effect after dismissing it.

## Gargoyle Ring — Level 25

*Wearing this ring of rough stone allows you to adopt a rocky form.*

**Item Slot:** Ring 625,000 gp
**Property:** While you are petrified, you can make a saving throw at the end of your turn to remove the effect.
**Power (Daily):** Standard Action. You become a stone statue, gaining resist 25 to all damage and tremorsense 10. You lose all other senses and can take no actions in this form other than a minor action to resume your normal form.
If you've reached at least one milestone today, you can spend a healing surge to regain hit points equal to your surge value at the same time you turn into a statue or resume your normal form.

## Luminary Ring — Level 22

*You are more able to aid your allies with this gold ring, which bears a faintly glowing sigil signifying your ideals.*

**Item Slot:** Ring 325,000 gp
**Property:** Increase the range of powers that restore hit points or provide a bonus to your allies by a number of squares equal to your Charisma modifier.
**Power (Daily):** Free Action. Use this power when you grant one or more allies a power bonus. Increase that bonus by 1 for all targets for the duration of that power.
If you've reached at least one milestone today, increase the affected bonus by 2.

## Magician's Ring — Level 14

*Tricksters and hedge wizards everywhere love this cheap-looking gold ring.*

**Item Slot:** Ring 21,000 gp
**Property:** Double the ranges of your *ghost sound* and *prestidigitation* powers.
**Power (At-Will):** Standard Action. Use *ghost sound* as the wizard's power (*PH* 158).
**Power (At-Will):** Standard Action. Use *prestidigitation* as the wizard's power (*PH* 159).
If you've reached at least one milestone today, double the duration of effects created using this ring.

## Nullifying Ring — Level 30

*Formed from a metal as black as a starless night, this band counters attacks made against you.*

**Item Slot:** Ring 3,125,000 gp
**Property:** Gain a +3 item bonus to saving throws.
**Power (Daily):** Immediate Interrupt. Use this power when you would be hit by an attack. Gain a +6 power bonus to all defenses against that attack. A critical hit scored against you with that attack is instead considered a normal hit.
If you've reached at least one milestone today, the attack automatically misses and you take no damage from it.

## Opal Ring of Remembrance — Level 29

*The large fire opal set into this bauble flares brightly when it bestows mental clarity.*

**Item Slot:** Ring 2,625,000 gp
**Property:** Gain a +2 item bonus to Intelligence attacks, and a +4 item bonus to Intelligence checks and Intelligence-based skill checks.
**Power (Daily):** Minor Action. Regain the use of an arcane encounter utility power that you have already used (as if you hadn't used it this encounter).
If you've reached at least one milestone today, you can instead regain the use of an arcane daily utility power (as if you hadn't used it today).

## Premonition Ring — Level 15

*With this dark obsidian ring on your finger, you act quickly when faced with danger.*

**Item Slot:** Ring 25,000 gp
**Property:** Gain a +2 item bonus to initiative and passive Perception checks.
**Power (Daily):** No Action. Use this power when you are surprised. You are not surprised.
If you've reached at least one milestone today, you also move 3 squares and take a minor action.

## Ring of Adaptation — Level 23

*This silvery metal loop is engraved with Primordial runes, protecting you from elemental effects.*

**Item Slot:** Ring 425,000 gp
**Property:** Gain a +5 item bonus to Endurance checks to endure extreme weather.
**Power (Daily):** Immediate Interrupt. Use this power when you would take acid, cold, fire, lightning, or thunder damage. Take half damage from that damage type until the end of your next turn.
If you've reached at least one milestone today, this power lasts until the end of the encounter.

## Ring of Aquatic Ability — Level 15

*While you wear this aquamarine jeweled band, breathing and moving underwater comes as naturally to you as breathing air and walking on land.*

**Item Slot:** Ring 25,000 gp
**Property:** Gain a swim speed equal to your speed. You can breathe underwater.
If you've reached at least one milestone today, gain a swim speed equal to twice your speed.

## Ring of Arcane Information — Level 17

*This ring helps you discern the nature of arcane phenomena.*

**Item Slot:** Ring 65,000 gp
**Property:** You gain a +5 item bonus to Arcana checks made to detect magic.
**Power (Daily):** Minor Action. You detect magic within 20 squares of you in every direction, and you can ignore any sources of magical energy you're already aware of. Ignore all barriers; you can detect magic through walls, doors, and such.
If you've reached at least one milestone today, you also learn the name, power source, and keywords of any magical effects in the area.

## Ring of Brotherhood — Level 14

*These platinum rings come in pairs and are shared only by the closest companions.*

**Item Slot:** Ring 21,000 gp

**Property:** Each of these rings is part of a set of two. As a minor action, a ring wearer can ascertain the following information:

✦ The current hit points and general status (alive, dying, or dead) of the other ring wearer

✦ The number of healing surges the other ring wearer has remaining

✦ Any effects currently affecting the other ring wearer

✦ The current emotional state of the other ring wearer

✦ The straight-line distance to the other ring wearer. If the other ring wearer is on a different plane, neither the distance nor the specific plane can be ascertained.

*Special:* These rings come in pairs. If one ring is disenchanted, the other loses all its magic. The cost covers a set of rings.

**Power (Daily):** Free Action. Transfer a single healing surge to the wearer of the other ring. This cannot bring the recipient above his or her total healing surges.
If you've reached at least one milestone today, transfer two healing surges.

## Ring of Calling — Level 14

*This mithral ring brings you and your allies closer together in times of need.*

**Item Slot:** Ring 21,000 gp

**Property:** When an ally adjacent to you uses a teleport power, he or she can increase the distance teleported by 4 squares.

**Power (Daily ✦ Teleportation):** Minor Action. Choose one ally within 20 squares of you and within line of sight. That ally is teleported to any unoccupied square adjacent to you.
If you've reached at least one milestone today, you can instead teleport to a square adjacent to an ally within 20 squares of you.

*Ring of calling*

ANNE STOKES

## Ring of Dread — Level 18

*This rough iron ring heightens your enemies' fears and weakens their defenses.*

**Item Slot:** Ring 85,000 gp

**Property:** Gain a +2 item bonus to Intimidate checks.

**Power (Daily ✦ Fear):** Standard Action. Make an Intimidate check against an enemy within 5 squares of you, and compare the result to each of the target's defenses (AC, Fortitude, Reflex, and Will). The target takes a -2 penalty to any defense your check equals or exceeds (save ends all).
If you've reached at least one milestone today, the target must make a separate saving throw for each defense penalized.

## Ring of Feather Fall — Level 14

*With this airy mithral filigree band, you and sometimes your allies need not fear a fall even from the highest cliff.*

**Item Slot:** Ring 21,000 gp

**Property:** You take no damage from a fall and always land on your feet.

**Power (Daily):** Minor Action. Allies within 5 squares of you also benefit from this ring's property until the end of the encounter.
If you've reached at least one milestone today, allies within 10 squares of you also benefit.

## Ring of Fey Travel — Level 22

*Wearing this shimmering feywood ring, you move with otherworldly speed, seemingly out of phase at times.*

**Item Slot:** Ring 325,000 gp

**Property:** Gain a +1 item bonus to speed while wearing light armor or no armor.

**Power (Daily ✦ Teleportation):** Minor Action. Teleport your speed.
If you've reached at least one milestone today, this power lasts until the end of your next turn.

## Ring of Fireblazing — Level 14

*Fire springs from the hand that bears this red steel ring.*

**Item Slot:** Ring 21,000 gp

**Property:** As a standard action, ignite any unattended combustible object (such as cloth, oil, paper, tinder, or a torch) that you touch.

**Power (Daily ✦ Fire):** Standard Action. Make an attack: Close blast 3; Constitution + 4 or Charisma + 4 vs. Reflex; on a hit, the target takes 1d10 + Constitution modifier or Charisma modifier fire damage and ongoing 5 fire damage (save ends); on a miss, the target takes half damage and no ongoing damage.
If you've reached at least one milestone today, a hit deals 1d10 + Constitution modifier or Charisma modifier fire damage and ongoing 10 fire damage (save ends). On a miss, deal half damage and ongoing 5 fire damage (save ends).

## Ring of Forgetful Touch Level 16

*This unassuming copper band makes your words more convincing, and even temporarily erases the memory of an unwitting target.*

**Item Slot:** Ring 45,000 gp
**Property:** Gain a +1 item bonus to Bluff checks.
**Power (Daily ✦ Charm):** Standard Action. Make an attack: Melee 1; Dexterity + 4 vs. Will; on a hit, the target forgets everything that took place in the last minute and is surprised until the end of your next turn.
If you've reached at least one milestone today, the subject does not notice the memory loss and does not regain the memory until 1 minute has passed.

## Ring of Heroic Insight Level 21

*While wearing this scored adamantine trinket, you more easily notice weaknesses—mental, physical, or social.*

**Item Slot:** Ring 225,000 gp
**Property:** Gain a +3 item bonus to Insight checks.
**Power (Daily):** Minor Action. Choose a target. Gain a +2 power bonus to attack rolls and a +6 power bonus to damage rolls against that target until the end of your next turn. If the target is an object, instead apply a +6 power bonus to Strength checks to break it.
If you've reached at least one milestone today, instead gain a +3 power bonus to attack rolls, and a +8 bonus to damage rolls, or to Strength checks to break.

## Ring of Perfect Grip Level 14

*This rough alloy band gives you a grip of steel when you are about to fall.*

**Item Slot:** Ring 21,000 gp
**Property:** Gain a +5 item bonus to saving throws to catch yourself from falling.
**Power (Daily):** Immediate Interrupt. Use this power when you would be forced over a precipice or into a pit. You automatically succeed on the saving throw to catch yourself from falling.
If you've reached at least one milestone today, you do not fall prone when you catch yourself from falling.

## Ring of Personal Gravity Level 16

*This gray metal band keeps your enemies within reach.*

**Item Slot:** Ring 45,000 gp
**Property:** When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies.
**Power (Daily):** Minor Action. You and enemies adjacent to you or marked by you are either slowed or immobilized (your choice). For marked enemies, save ends. For adjacent enemies, no saving throw is allowed. As a free action, you can end the effect of this power on you and all affected creatures.
If you've reached at least one milestone today, while you are under the effect of this power's condition, any newly marked enemies or enemies that move adjacent to you are also affected by the chosen condition.

## Ring of Ramming Level 18

*This iron ring is inlaid with the image of a ram's head.*

**Item Slot:** Ring 85,000 gp
**Property:** When you push a target, you can increase the distance pushed by 1 square.
**Power (Daily ✦ Force):** Standard Action. Make an attack: Ranged 10; +21 vs. Fortitude; on a hit, the target takes 3d10 force damage and is pushed 1 square (this distance can be increased by the ring's property). You can instead use this power to make a Strength attack to break down a door or other object using the same attack bonus.
If you've reached at least one milestone today, a hit deals 5d10 force damage and pushes the target 3 squares (which can be increased by the ring's property).

## Ring of Retreat Level 17

*This silver ring allows you to teleport farther. It can also transport you and your allies to a distant redoubt.*

**Item Slot:** Ring 65,000 gp
**Property:** When you use a teleport power, you can increase the distance teleported by 1 square.
**Power (Daily ✦ Teleportation):** Standard Action. You teleport to a predetermined location, set into the ring at its creation. This location cannot be determined through examination of the ring. For up to ten hours after, you can spend another standard action to teleport back to your original location. You can reset a ring's target location with the Enchant Magic Item ritual. The component cost to perform the ritual for this purpose is 32,500 gp.
If you've reached at least two milestones today, teleport yourself and up to 7 allies.

## Ring of Shadow Guard Level 18

*While wearing this dark iron ring, your shadow is infused with black tendrils from the Shadowfell.*

**Item Slot:** Ring 85,000 gp
**Property:** Gain resist 10 cold and resist 10 necrotic.
**Power (Daily ✦ Cold, Necrotic):** Standard Action. You infuse your shadow with the essence of the Shadowfell. Until the end of your next turn, any enemy that starts its turn or moves adjacent to you takes 2d10 cold and necrotic damage.
If you've reached at least one milestone today, you also gain 15 temporary hit points. This benefit lasts until none of these temporary hit points remain or until you take an extended rest.

## Ring of Shadow Travel Level 15

*This dark iron ring lets you disappear into the shadows.*

**Item Slot:** Ring 25,000 gp
**Property:** Gain a +2 item bonus to Stealth checks.
**Power (Daily ✦ Teleportation):** Move Action. Teleport 4 squares. If the space you teleport from is not brightly lit, you can teleport 8 squares. You cannot teleport to a brightly lit space. If you've reached at least one milestone today, double all teleport distances of this power.

*Ring of ramming*

## Ring of Spell Storing — Level 20

*This intricate wooden ring stores a measure of arcane power that can be unlocked in a time of need.*

**Item Slot:** Ring 125,000 gp

**Property:** During an extended rest, you can store one at-will or encounter arcane power in this ring for future use. You can place a power that you know into the ring as long as the power's level is no higher than the ring's level. The name of the power currently contained in the ring appears in etched Elven script on the inside of the band.

**Power (Daily ✦ Arcane):** Standard Action. Use the arcane power stored in the ring as long as the stored power's level is no higher than your level. If the stored arcane power is an encounter power, you must expend an action point to unlock it. Use the stored arcane power as normal, but replace any required implement and its enhancement bonus with this ring and a +4 enhancement bonus.

Once the stored arcane power is used, another arcane power must be stored in the ring before it can be used again. If a new arcane power is stored before a previously stored one is used, the previously stored power is lost.

If you've reached at least one milestone today, gain a +1 bonus to the attack roll of the stored power.

## Ring of Spell Storing, Greater — Level 30

*This handsome gold ring contains a measure of arcane power that can be unlocked in a time of need.*

**Item Slot:** Ring 3,125,000 gp

**Property:** During an extended rest, you can store one at-will or encounter arcane power that you know in this ring for future use. The name of the power currently contained in the ring appears in luminous Elven script on the inside of the band.

**Power (Daily ✦ Arcane):** Standard Action. Use the arcane power stored in the ring as long as the stored power's level is no higher than your level. If the stored arcane power is an encounter power, you must expend an action point to unlock it. Use the stored arcane power as normal, but replace any required implement and its enhancement bonus with this ring and a +6 enhancement bonus.

Once the stored arcane power is used, another arcane power must be stored in the ring before it can be used again. If a new arcane power is stored before a previously stored one is used, the previously stored power is lost.

If you've reached at least one milestone today, gain a +1 bonus to the attack roll of the stored power.

JASON A. ENGLE (2)

ANNE STOKES

## Ring of Tenacious Will — Level 21

*Striped with platinum and amber, this band allows you to survive on force of personality rather than toughness of body.*

**Item Slot:** Ring  225,000 gp
**Property:** Use Charisma instead of Constitution to determine the number of healing surges you possess.
**Power (Daily ✦ Healing):** No Action. Use this power when you would be reduced to 0 hit points or fewer. You are reduced to 1 hit point instead.
If you've reached at least one milestone today, you also regain a number of hit points equal to your level.

## Ring of the Dragonborn Emperor — Level 15

*Modelled after the signet rings worn by the dragonborn emperors of Arkhosia, this item enhances your attacks, particularly if you are a dragonborn.*

**Item Slot:** Ring  25,000 gp
**Property:** Gain a +3 item bonus to damage rolls with close attacks. If you are dragonborn, gain a +5 item bonus to damage rolls with your *dragon breath*.
**Power (Daily):** Immediate Reaction. Use this power when you become bloodied. Use one of your encounter powers. If you've reached at least one milestone today, you can use an encounter power that you have already expended. If you use a power that has not already been expended, you don't expend the use of that power.

## Ring of the Phoenix — Level 27

*This red and gold ring is etched with the symbol of a fiery bird.*

**Item Slot:** Ring  1,625,000 gp
**Property:** You gain resist 15 fire.
**Power (Daily ✦ Fire):** No Action. Use this power when you die or when you are dying. Your body burns away to ash. On the start of your next turn, you appear in a burst of flame within 5 squares of your last location with a number of hit points equal to your healing surge value.
If you've reached at least one milestone today, the burst of flame surrounding your return is treated as an attack: Close burst 2; Constitution + 6 or Charisma + 6 vs. Reflex; the target takes 4d10 + Constitution modifier or Charisma modifier fire damage on a hit, or half damage on a miss.

## Ring of the Protector — Level 18

*Creations of the eladrin, these paired mithral and jade rings bond you to another.*

**Item Slot:** Ring 85,000 gp

**Property:** Each of these rings is part of a set of two. As a minor action, a ring wearer can ascertain the following information:

✦ The current hit points and general status (alive, dying, or dead) of the other ring wearer

✦ The number of healing surges the other ring wearer has remaining

✦ Any effects currently affecting the other ring wearer

✦ The current emotional state of the other ring wearer

✦ The straight-line distance to the other ring wearer. If the other ring wearer is on a different plane, neither the distance nor the specific plane can be ascertained.

*Special:* These rings come in pairs. If one ring is disenchanted, the other loses all its magic. The cost covers a set of rings.

**Power (Daily ✦ Teleportation):** Standard Action. Teleport to a square adjacent to the wearer of the other ring, regardless of distance.

If you've reached at least one milestone today, this power uses a minor action.

## Ring of the Spectral Hand — Level 19

*With a silent command, this onyx band conjures a translucent hand, and sometimes a spectral eye as well.*

**Item Slot:** Ring 105,000 gp

**Property:** Gain resist 10 radiant.

**Power (Daily ✦ Conjuration):** Free Action. A spectral hand appears in any square you can see within 6 squares of you and casts a power with the implement keyword that you know. Use the square occupied by the spectral hand to determine line of effect and cover for your attack. You expend the power as normal.

If you've reached at least one milestone today, a spectral eye also appears in the same square. Use that square to determine line of sight and concealment for your attack.

## Ring of Vigilant Defense — Level 17

*This large ring is composed of overlapping miniature iron, steel, mithral, and adamantine shields.*

**Item Slot:** Ring 65,000 gp

**Property:** Gain a +4 item bonus to all defenses when using total defense.

**Power (Daily):** Minor Action. Gain a +2 bonus to all defenses until the start of your next turn.

If you've reached at least one milestone today, gain a +3 power bonus to all defenses until the end of your next turn.

## Ritualist's Ring — Level 24

*This engraved mahogany ring allows you to cast rituals more quickly and easily.*

**Item Slot:** Ring 525,000 gp

**Property:** Gain a +2 item bonus to checks to perform rituals.

**Power (Daily):** Free Action. Reduce by half the time necessary to perform a ritual.

If you've reached at least one milestone today, also reduce the component cost by half.

## Shadow Band — Level 27

*This smoky obsidian ring envelops you in shadows, making you difficult to discern.*

**Item Slot:** Ring 1,625,000 gp

**Property:** Gain concealment.

**Power (Daily):** Minor Action. Gain total concealment until the end of your next turn.

If you've reached at least one milestone today, this benefit lasts until the end of the encounter.

## Sorrowsworn Ring — Level 25

*You can siphon life force from those you kill using this loop of black feathers bearing two gleaming jet gems.*

**Item Slot:** Ring 625,000 gp

**Property:** Gain darkvision and a +4 item bonus to Intimidate checks.

**Power (Daily):** Immediate Reaction. Use this power when you reduce a creature to 0 or fewer hit points. That creature dies and you gain a number of temporary hit points equal to your healing surge value.

If you've reached at least one milestone today, this power can be used as an immediate interrupt when you would be reduced to 0 or fewer hit points. Gain a number of temporary hit points equal to your healing surge value.

## Star Ruby Ring — Level 19

*This handsome ruby ring is favored by courtiers who rise and fall by the favor they earn with their honeyed words.*

**Item Slot:** Ring 105,000 gp

**Property:** Gain a +2 item bonus to Diplomacy checks.

**Power (Daily):** Free Action. Use this power when making a Charisma-based skill check during a skill challenge. You can roll twice and take the better result.

If you've reached at least one milestone today, a successful roll on the skill challenge counts for two victories.

ANNE STOKES

### War Ring Level 16

*This steel band, emblazoned with a stylized sword, makes your attacks even more lethal.*

**Item Slot:** Ring 45,000 gp

**Property:** When you score a critical hit, deal 1 extra die of critical hit damage, based on the weapon or implement you wield. If your weapon or implement deals no extra damage when you score a critical hit, deal an extra 1d6 damage when you score a critical hit.

**Power (Daily):** Free Action. Use this power when you score a critical hit with a weapon or implement. Add 2 extra dice of critical hit damage based on the weapon or implement. If your weapon or implement deals no extra damage when you score a critical hit, deal an extra 2d6 damage when you score a critical hit.
If you've reached at least one milestone today, instead of rolling the extra dice of critical hit damage, deal extra damage equal to the maximum value of those dice.

## WAIST SLOT ITEMS

*Magic belts are great utility items. Wear one, and you'll never get caught with your pants down.*

Waist slot items augment healing, defenses, and one's ability to face physical challenges, such as escaping a grab, carrying a heavy load, or resisting a bull rush. Although waist items might seem to be oriented toward defenders and characters who use martial powers, many spellcasters learn to appreciate the healing or resistance afforded by a magic belt, girdle, or baldric.

**WAIST SLOT ITEMS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 1 | Belt of resilience | 360 |
| 2 | Muleback harness | 520 |
| 3 | Belt of the brawler | 680 |
| 4 | Viper belt | 840 |
| 5 | Barbed baldric | 1,000 |
| 5 | Girdle of the oxen | 1,000 |
| 6 | Belt of endurance | 1,800 |
| 6 | Cincture of the dragon spirit | 1,800 |
| 6 | Stalwart belt | 1,800 |
| 7 | Belt of fitness | 2,600 |
| 7 | Belt of recovery | 2,600 |
| 7 | Contortionist's cord | 2,600 |
| 7 | Rope of slave fighting | 2,600 |
| 8 | Baldric of tactical positioning | 3,400 |
| 8 | Belt of vim | 3,400 |
| 8 | Centering cincture | 3,400 |
| 8 | Sash of ensnarement | 3,400 |
| 8 | Swimtide harness | 3,400 |
| 9 | Goliath's belt | 4,200 |
| 9 | Reinforcing belt | 4,200 |

**WAIST SLOT ITEMS (CONTINUED)**

| Lvl | Name | Price (gp) |
|---|---|---|
| 10 | Belt of blood | 5,000 |
| 10 | Shielding girdle | 5,000 |
| 11 | Backbone belt | 9,000 |
| 11 | Belt of resilience | 9,000 |
| 11 | Healer's sash | 9,000 |
| 11 | Rogue's belt | 9,000 |
| 11 | Survivor's belt | 9,000 |
| 11 | Totemic belt | 9,000 |
| 12 | Cingulum of combat rushing | 13,000 |
| 12 | Muleback harness | 13,000 |
| 13 | Cord of divine favor | 17,000 |
| 14 | Cincture of vivacity | 21,000 |
| 15 | Barbed baldric | 25,000 |
| 15 | Girdle of the umber hulk | 25,000 |
| 15 | Reality cord | 25,000 |
| 16 | Belt of endurance | 45,000 |
| 16 | Girdle of the dire bear | 45,000 |
| 16 | Stalwart belt | 45,000 |
| 17 | Rope of slave fighting | 65,000 |
| 18 | Baldric of tactical positioning | 85,000 |
| 18 | Belt of vim | 85,000 |
| 18 | Cord of foresight | 85,000 |
| 18 | Swimtide harness | 85,000 |
| 21 | Baldric of valor | 225,000 |
| 21 | Belt of resilience | 225,000 |
| 21 | Healer's sash | 225,000 |
| 22 | Muleback harness | 325,000 |
| 23 | Belt of vitality | 425,000 |
| 23 | Vengeance sash | 425,000 |
| 25 | Barbed baldric | 625,000 |
| 25 | Girdle of the umber hulk | 625,000 |
| 26 | Belt of endurance | 1,125,000 |
| 26 | Girdle of the dire bear | 1,125,000 |
| 26 | Stalwart belt | 1,125,000 |
| 28 | Belt of vim | 2,125,000 |
| 28 | Swimtide harness | 2,125,000 |

### Backbone Belt Level 11

*Coupled with your second wind, this belt helps you stay in the fight longer.*

**Item Slot:** Waist 9,000 gp

**Property:** Gain a +4 bonus (instead of the normal +2 bonus) to all defenses until the start of your next turn after using your second wind.

### Baldric of Tactical Positioning Level 8+

*This belt gives you greater command of the battlefield by helping you keep your enemies off-balance.*

Lvl 8 3,400 gp Lvl 18 85,000 gp

**Item Slot:** Waist

**Power (Encounter):** Minor Action. Choose one square adjacent to you. That square counts as an ally for the purpose of flanking until the end of your next turn.
*Level 18:* You can use this power twice per encounter.

## Baldric of Valor — Level 21

*This handsome belt rewards decisive action.*

**Item Slot:** Waist 225,000 gp

**Property:** When you spend an action point, gain a +3 item bonus to saving throws, a +1 item bonus to attack rolls, and a +1 item bonus to all defenses. This benefit lasts until the end of your next turn.

## Barbed Baldric — Level 5+

*Hooked metal barbs spring from this belt on command, making it dangerous for anyone to grab you.*

Lvl 5 1,000 gp Lvl 25 625,000 gp
Lvl 15 25,000 gp

**Item Slot:** Waist

**Property:** Enemies that are grabbing you take 1d8 damage at the start of your turn.
*Level 15:* 2d8 damage.
*Level 25:* 3d8 damage.

## Belt of Blood — Level 10

*This bloodstained belt helps you recover from serious injuries.*

**Item Slot:** Waist 5,000 gp

**Property:** Your healing surge value increases by your Constitution modifier while you are bloodied.

## Belt of Endurance — Level 6+

*Stitched from the hides of various animals, this belt gives you a beastly endurance.*

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp

**Item Slot:** Waist

**Property:** Gain a +2 item bonus to Endurance checks.
*Level 16:* +4 item bonus.
*Level 26:* +6 item bonus.

**Power (Daily): Free Action.** Use this power before you make a Endurance check. Treat that check as though you rolled a natural 20.

## Belt of Fitness — Level 7

*This well-made champion's belt lets you use your endurance to resist bodily harm.*

**Item Slot:** Waist 2,600 gp

**Power (Daily):** Immediate Interrupt. Use this power when you would be hit by an attack against Fortitude defense. Make an Endurance check and use that result in place of your Fortitude defense.

## Belt of Recovery — Level 7

*When you suffer a telling blow, this belt bolsters your defenses, giving you a moment to recover.*

**Item Slot:** Waist 2,600 gp

**Property:** When a critical hit is scored against you, gain a +2 item bonus to AC until the end of your next turn.

## Belt of Resilience — Level 1+

*This common and well-worn belt aids those who aid you.*

Lvl 1 360 gp Lvl 21 225,000 gp
Lvl 11 9,000 gp

**Item Slot:** Waist

**Property:** Heal checks made to aid you gain a +2 item bonus.
*Level 11:* +4 item bonus.
*Level 21:* +6 item bonus.

## Belt of the Brawler — Level 3

*Your punch packs a wallop when this belt is about your waist.*

**Item Slot:** Waist 680 gp

**Property:** Make improvised attacks (included unarmed attacks) as if you were armed with a club.

## Belt of Vim — Level 8+

*You feel hale and hearty while wearing this wide belt.*

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp

**Item Slot:** Waist

**Property:** Gain a +1 bonus to Fortitude defense.
*Level 18:* +2 bonus to Fortitude defense.
*Level 28:* +3 bonus to Fortitude defense.

## Belt of Vitality — Level 23

*This belt helps you keep death at bay.*

**Item Slot:** Waist 425,000 gp

**Property:** Gain a +2 bonus to Fortitude defense.

**Power (Daily ✦ Healing):** No Action. Use this power when you make a death saving throw. Spend a healing surge.

ED COX

### Centering Cincture Level 8

*With this simple sash, you fend off attacks against your body.*

**Item Slot:** Waist 3,400 gp

**Power (Daily):** Immediate Interrupt. Use this power when you are hit by an attack. Gain a +4 power bonus to your Fortitude defense until the end of your next turn.

### Cincture of the Dragon Spirit Level 6

*This scaly belt infuses you with the ferocity of a dragon.*

**Item Slot:** Waist 1,800 gp

**Property:** You can use your Strength modifier instead of your Charisma modifier when making Intimidate checks.

### Cincture of Vivacity Level 14

*Wearing this heavy damask wrap, you can exceed your body's normal recuperative ability.*

**Item Slot:** Waist 21,000 gp

**Property:** When you spend a healing surge and regain hit points above your maximum hit points, you can keep the extra hit points as temporary hit points until the end of the encounter.

### Cingulum of Combat Rushing Level 12

*This heavily decorated belt pushes you straight through your foes.*

**Item Slot:** Waist 13,000 gp

**Power (Daily):** Minor Action. You can move into squares occupied by enemies until the end of your next turn. Your movement provokes opportunity attacks as normal, and you cannot end your move in an occupied space.

### Contortionist's Cord Level 7

*This extremely flexible snakeskin binding allows you to quickly squeeze through even the tightest spots.*

**Item Slot:** Waist 2,600 gp

**Property:** While squeezing, you move at full speed and do not take penalties to attack rolls, but you still grant combat advantage.

### Cord of Divine Favor Level 13

*A healer's garment, this cinch lets you tend to yourself as you aid others.*

**Item Slot:** Waist 17,000 gp

**Power (Encounter ✦ Healing):** Free Action. Use this power when you use *healing word* on an ally or use another power that grants an ally the use of a healing surge. You can spend a healing surge as well and regain hit points equal to your healing surge value.

### Cord of Foresight Level 18

*With the insight provided by this woven silk belt, you brace your body for physical danger.*

**Item Slot:** Waist 85,000 gp

**Property:** After each extended rest, deduct 1 healing surge and gain temporary hit points equal to your healing surge value. These temporary hit points remain until lost, or until you take an extended rest.

### Girdle of the Dragon Level 16+

*The translucent visage of a young dragon surrounds your body as you unleash the draconic spirit embodied in this magic item.*

Lvl 16 45,000 gp Lvl 26 1,125,000 gp

**Item Slot:** Waist

**Property:** Gain a +2 bonus to Fortitude defense.

**Power (Daily):** Standard Action. Make two attack rolls: Melee 1; Strength + 3 vs. AC; on a hit, the target takes 3d6 + Strength modifier damage. If both attacks hit the same target, the target is grabbed (until escape).
*Level 26:* Strength + 6 vs. AC, 3d10 + Strength modifier damage.

### Girdle of the Oxen Level 5

*With this belt, you can bull rush enemies farther than normal.*

**Item Slot:** Waist 1,000 gp

**Property:** When you bull rush a target, you push it 1 additional square.

### Girdle of the Umber Hulk Level 15+

*This belt, cut from the carapace of an umber hulk, grants you the power to tunnel through the ground.*

Lvl 15 25,000 gp Lvl 25 625,000 gp

**Item Slot:** Waist

**Property:** Gain a +2 bonus to Fortitude defense.

**Power (Daily):** Minor Action. Gain a burrow speed equal to half your speed. You cannot dig through solid rock or shift while burrowing. Sustain minor.
*Level 25:* Gain a burrow speed equal to your speed. You can dig through solid rock at half your burrow speed.

### Goliath's Belt Level 9

*This hide belt makes it easier for you to push people around.*

**Item Slot:** Waist 4,200 gp

**Property:** You gain a +2 item bonus on Strength attacks to bull rush or grab a target. In addition, you can attempt to bull rush or grab a target up to two sizes larger than you.

## Healer's Sash — Level 11+

*With this white homespun wrap, you can keep your allies going long after they have exhausted their healing resources.*

Lvl 11 9,000 gp Lvl 21 225,000 gp
**Item Slot:** Waist
**Property:** This sash can have no more than 5 charges at one time and resets to 1 charge after an extended rest.
**Power (At-Will):** Standard Action. You or an adjacent ally expends a healing surge but does not regain hit points as normal. Instead, add 1 charge to this sash.
**Power (Encounter ✦ Healing):** Immediate Reaction. Use this power when an ally within 5 squares of you takes damage. Expend 1 charge from the belt. The ally regains hit points as though he or she had spent a healing surge, and regains an extra 1d6 hit points.
*Level 21:* +2d6 hit points.

## Muleback Harness — Level 2+

*This unadorned leather harness allows you to carry and drag heavier loads.*

Lvl 2 520 gp Lvl 22 325,000 gp
Lvl 12 13,000 gp
**Item Slot:** Waist
**Property:** When determining your normal load, heavy load, or maximum drag load (*PH* 222), treat your Strength score as 5 points higher.
*Level 12:* 10 points higher.
*Level 22:* 15 points higher.

## Reality Cord — Level 15

*First crafted by the gith races, this waistband roots you in a reality that doesn't recognize the place of aberrant creatures.*

**Item Slot:** Waist 25,000 gp
**Property:** Gain a +1 item bonus to damage rolls, Fortitude defense, and Will defense against aberrant creatures.
**Power (Daily):** Free Action. Use this power when you fail a saving throw against an effect placed on you by an aberrant creature. Reroll the saving throw with a +5 power bonus, using the second result even if it's lower.

***Reinforcing belt***

ED COX

## Reinforcing Belt — Level 9

*This sturdy belt offers magical protection when you need it most.*

**Item Slot:** Waist 4,200 gp
**Property:** Only the wearer of this belt can remove it. If the wearer is dead, anyone else can remove the belt as a standard action.
**Property:** Enemies cannot perform a coup de grace against you while you are helpless.

## Rogue's Belt — Level 11

*No one can hold you, no chains can restrain you, and no bars can contain you while you wear this slick belt.*

**Item Slot:** Waist 9,000 gp
**Property:** You can attempt to escape a grab or restraints as a minor action.

## Rope of Slave Fighting — Level 7+

*You fight as well on your back as on your feet while wearing this frayed rope belt.*

Lvl 7 2,600 gp Lvl 17 65,000 gp
**Item Slot:** Waist
**Property:** You do not take the -2 penalty to attack rolls while prone.
*Level 17:* You also do not grant combat advantage while prone.

## Sash of Ensnarement — Level 8

*While wearing this long braided wrap, your reach rarely exceeds your grasp.*

**Item Slot:** Waist 3,400 gp
**Property:** Gain reach 2 for purposes of grab attacks. Also, you do not need a free hand to make a grab attack.
**Power (Daily):** Free Action. Use this power when you would spend a minor action to sustain a grab. The sash detaches from you and sustains the grab for you. You no longer need to sustain the grab or remain adjacent to the creature. During this time, you do not benefit from the sash's property. The sash uses your Fortitude and Reflex defenses for resisting the creature's escape. It holds the creature in place until you command it to cease or the creature escapes, at which time the sash returns to you.

*Shielding girdle*

## Shielding Girdle Level 10

*This item helps you turn away physical attacks.*

**Item Slot:** Waist 5,000 gp

**Power (Daily):** Immediate Interrupt. Use this power when you would be hit by an attack. Gain a +4 power bonus to AC until the end of your next turn.

## Stalwart Belt Level 6+

*Each time you deal a grievous wound to an enemy, you feel the invigorating power of this belt.*

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp

**Item Slot:** Waist

**Property:** When you score a critical hit, gain temporary hit points equal to your Constitution modifier.
*Level 16:* Equal to twice your Constitution modifier.
*Level 26:* Equal to three times your Constitution modifier.

## Survivor's Belt Level 11

*This belt gives you the ability to stabilize even when near death.*

**Item Slot:** Waist 9,000 gp

**Property:** You roll two death saving throws, taking the higher result.

## Swimtide Harness Level 8+

*More than a few sea captains who have lost their ships in storms have survived due to these blue oilskin straps.*

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp

**Item Slot:** Waist

**Property:** Gain a +2 item bonus to Athletics checks made to swim, and to Endurance checks made to hold your breath, swim, or tread water.
*Level 18:* +4 item bonus.
*Level 28:* +6 item bonus.

## Totemic Belt Level 11

*This colorful hide belt infuses you with the ferocity of a wild beast, augmenting your attacks.*

**Item Slot:** Waist 9,000 gp

**Power (Daily):** Minor Action. Use this power when you charge. Gain a +1 power bonus to all Strength, Constitution, and Dexterity attack rolls and the subsequent damage rolls until the end of the encounter.

## Vengeance Sash Level 23

*This dark binding allows you to vent your wrath against those who defeat you in battle.*

**Item Slot:** Waist 425,000 gp

**Power (Daily):** Immediate Interrupt. Use this power when you are reduced to 0 or fewer hit points. Use any attack power you can perform as a standard action.

## Viper Belt Level 4

*This snakeskin belt provides modest protection against poison.*

**Item Slot:** Waist 840 gp

**Property:** Gain resist 5 poison.

**Power (Encounter):** No Action. Use this power when making a saving throw against ongoing poison damage. Gain a +2 power bonus to the saving throw.

*Sash of ensnarement*

DREW BAKER, ED COX

# WONDROUS ITEMS

*Welcome to the bazaar of the bizarre! Sometimes the most useful items are also the most peculiar.*

Wondrous items include a hodgepodge of trinkets, devices, and oddities that can't be placed within the normal equipment slots.

**WONDROUS ITEMS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 1 | Eternal chalk | 360 |
| 1 | Restful bedroll | 360 |
| 2 | Hunter's flint | 520 |
| 2 | Shroud of protection | 520 |
| 2 | Silent tool | 520 |
| 3 | Floating lantern | 680 |
| 4 | Bridle of conjuration | 840 |
| 4 | Chime of awakening | 840 |
| 5 | Enchanted reins | 1,000 |
| 5 | Instant campsite | 1,000 |
| 5 | Lamp of discerning | 1,000 |
| 5 | Pouch of platinum | 1,000 |
| 5 | Power jewel | 1,000 |
| 5 | Ruby scabbard | 1,000 |
| 6 | Polyglot gem | 1,800 |
| 6 | Solitaire (cinnabar) | 1,800 |
| 6 | Watchful ruby eye | 1,800 |
| 7 | Enshrouding candle | 2,600 |
| 7 | Horn of summons | 2,600 |
| 7 | Jar of steam | 2,600 |
| 7 | Lens of reading | 2,600 |
| 7 | Phantom soldier | 2,600 |
| 7 | Shroud of revival | 2,600 |
| 7 | Stylus of the translator | 2,600 |
| 8 | Death rattle | 3,400 |
| 8 | Dust of arcane insight | 3,400 |
| 8 | Fan of the four winds | 3,400 |
| 9 | Darkskull | 4,200 |
| 9 | Endless canteen | 4,200 |
| 9 | Endless quiver | 4,200 |
| 9 | Harmonious harp | 4,200 |
| 9 | Map of orienteering | 4,200 |
| 9 | Pouch of frozen passage | 4,200 |
| 10 | Bowl of purity | 5,000 |
| 10 | Chime of warding | 5,000 |
| 10 | Crystal ball of spying | 5,000 |
| 10 | Dust of disenchantment | 5,000 |
| 10 | Lens of discernment | 5,000 |
| 10 | Salve of power | 5,000 |
| 10 | Scabbard of sacred might | 5,000 |
| 10 | Skeleton key | 5,000 |
| 10 | Spymaster's quill | 5,000 |
| 11 | Solitaire (citrine) | 9,000 |
| 11 | Unfettered thieves' tools | 9,000 |
| 12 | Exodus knife | 13,000 |

**WONDROUS ITEMS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 12 | Foe stone | 13,000 |
| 12 | Fragrance of authority | 13,000 |
| 12 | Immovable shaft | 13,000 |
| 13 | Drum of panic | 17,000 |
| 14 | Golden spade | 21,000 |
| 14 | Sail of winds | 21,000 |
| 15 | Flying hook | 25,000 |
| 15 | Invulnerable case | 25,000 |
| 15 | Pouch of shared acquisition | 25,000 |
| 15 | Sapphire scabbard | 25,000 |
| 15 | Talisman of fortune | 25,000 |
| 16 | Gem of auditory recollection | 45,000 |
| 16 | Lantern of revelation | 45,000 |
| 16 | Solitaire (aquamarine) | 45,000 |
| 17 | Bottled smoke | 65,000 |
| 17 | Horn of blasting | 65,000 |
| 17 | Horn of undead enmity | 65,000 |
| 18 | Dust of creation | 85,000 |
| 18 | Earthbind lodestone | 85,000 |
| 19 | Deadblast bone | 105,000 |
| 20 | Crystal ball of spying | 125,000 |
| 20 | Mirror of opposition | 125,000 |
| 21 | Solitaire (cerulean) | 225,000 |
| 25 | Chime of opening | 625,000 |
| 25 | Diamond scabbard | 625,000 |
| 25 | Dust of banishment | 625,000 |
| 26 | Solitaire (violet) | 1,125,000 |
| 27 | Mummified hand | 1,625,000 |
| 28 | Charm of abundant action | 2,125,000 |

## Bottled Smoke Level 17

*This brass bottle is hot to the touch, spewing forth a cloud of ash and smoke when opened.*

**Wondrous Item** 65,000 gp

**Power (Daily ✦ Fire, Zone):** Standard Action. When you uncork the bottle, hot smoke fills a close burst 3 until the end of your next turn. This zone of smoke provides concealment to all creatures within it. Any creature other than you that starts its turn within the smoke takes 2d6 fire damage.

*Sustain Minor:* You must be within 10 squares of the zone to sustain it.

## Bowl of Purity Level 10

*This plain earthenware bowl can purify food and drink.*

**Wondrous Item** 5,000 gp

**Power (Daily):** Standard Action. When you place food or drink within the *bowl of purity*, it is cleansed of poison and diseases of 10th level or lower.

## Bridle of Conjuration Level 4

*This simple leather bridle conjures a magical mount for your use.*

**Wondrous Item** 840 gp

**Power (Daily ✦ Conjuration):** As a standard action, you conjure a riding horse (*MM* 159) in a space adjacent to you. The bridle transforms into the mount's tack and saddle. The horse serves you, obeying your spoken commands to the best of its ability, though it does not attack even in defense. The horse disappears after 12 hours or if reduced to 0 hit or fewer points.

## Charm of Abundant Action Level 28

*This plain metal charm allows you to outrun or outfight your foes.*

**Wondrous Item** 2,125,000 gp

**Power (Encounter):** Free Action. Use this power on your turn to spend an action point (assuming you have one available). You can spend the action point even if you spent an action point earlier in the encounter. You must be holding the charm when you spend the second action point.

## Chime of Awakening Level 4

*This silver chime sounds an alarm in the minds of you and your resting allies.*

**Wondrous Item** 840 gp

**Power (Daily):** Standard Action. You set the *chime of awakening* to ring when a specific trigger occurs within 10 squares of it. Example triggers include the presence of anyone other than you and your allies, the light of the sun touching the area, or the appearance of a specific character or type of creature. The chime rings in the minds of you and all allies within 10 squares of it. You and affected allies are instantly awoken (if asleep) and alert.

The *chime of awakening* can be fooled by creatures in disguise. It makes active Perception checks with a +10 modifier.

## Chime of Opening Level 25

*The subtle tone of this fluted mithral chime can overcome traps, wards, and the toughest locks.*

**Wondrous Item** 625,000 gp

**Power (Daily):** Standard Action. When you strike the chime, you direct it to open a single locked or trapped door, chest, gate, or other object within 5 squares of you. Make a single Thievery check with a +30 modifier against the DCs required to open the object and disable any traps on it. Depending on the DCs, it is possible for the chime to unlock an object but not disable the traps on it (or vice versa), or to disable some traps but leave others intact.

## Chime of Warding Level 10

*The air around you shimmers with protective force when you strike this golden chime.*

**Wondrous Item** 5,000 gp

**Power (Daily ✦ Zone):** As a standard action, strike this chime to create a close burst 2 that lasts until the end of your next turn. Any enemy that enters the zone is attacked: +15 vs. Fortitude. A hit pushes the target 1 square away from the center of the burst and immobilizes it until the start of its next turn. If you or any ally makes an attack while in the zone, the effect ends. Sustain standard.

## Crystal Ball of Spying Level 10+

*This clear crystal orb flickers with the hazy images of distant people and places.*

Lvl 10 5,000 gp Lvl 20 125,000 gp

**Wondrous Item**

**Property:** When you use this crystal ball as a focus for a scrying ritual, gain a +2 item bonus to Arcana checks made during that ritual. The value of this crystal ball must meet the focus cost requirement for the ritual, as normal.

*Level 20:* +4 item bonus.

## Darkskull Level 9

*Darkness swells around this menacing onyx skull.*

**Wondrous Item** 4,200 gp

**Power (Encounter ✦ Illusion):** As a minor action, you cause all active light sources within 10 squares of you to be suppressed until the end of the encounter. Light sources activated after you use this power function normally.

## Deadblast Bone Level 19

*This rune-scarred bone has the power to temporarily stun undead.*

**Wondrous Item** 105,000 gp

**Power (Daily):** Standard Action. Make an attack: Close burst 5; targets undead creatures; +22 vs. Will; on a hit, the target is stunned until the end of your next turn or until it is attacked, whichever comes first.

## Death Rattle Level 8

*Bone shards clatter within this black-beaded rattle, making your necrotic attacks more potent.*

**Wondrous Item** 3,400 gp

**Power (Daily ✦ Necrotic):** Minor Action. You and all allies within 10 squares of you gain a +1 power bonus to attack rolls and damage rolls with powers that have the necrotic keyword. This effect lasts until the end of your next turn. Sustain minor.

## Diamond Scabbard — Level 25

*A blade drawn from this diamond-studded scabbard is granted an incomparable magical edge.*

**Wondrous Item** 625,000 gp

**Property:** This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

**Power (Encounter):** Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. Gain a +5 power bonus to the next damage roll you make with that weapon before the end of your next turn.

The weapon must have been sheathed in the scabbard within the past 24 hours to gain this power.

## Drum of Panic — Level 13

*Covered with the hide of a cacklefiend hyena, this drum strikes fear into the hearts of your enemies.*

**Wondrous Item** 17,000 gp

**Power (Daily ✦ Fear):** Minor Action. When you strike the drum, you and each ally within 10 squares of you gain a +2 power bonus to attack rolls and damage rolls with powers that have the fear keyword. This effect lasts until the end of your next turn. Sustain minor.

## Dust of Arcane Insight — Level 8

*This foil pouch periodically renews a supply of metallic dust that attunes you to arcane effects.*

**Wondrous Item** 3,400 gp

**Power (3/Day):** Standard Action. Pull out and toss a pinch of dust into the air above you. You gain the ability to detect magic for 5 minutes even if you are not trained in the Arcana skill. You also gain a +2 power bonus to Arcana checks made to identify a conjuration or zone, identify a magical effect, or sense the presence of magic (see the Arcana skill entry, *PH* 181).

A pouch of *dust of arcane insight* can be used three times per day.

## Dust of Banishment — Level 25

*The crimson powder periodically renewed by this red leather pouch can banish a creature to a fiery prison.*

**Wondrous Item** 625,000 gp

**Power (Daily):** Standard Action. You sprinkle a handful of this dust on an adjacent creature. Make an attack: Melee 1; +28 vs. Will; on a hit, the target is banished to a fiery corner of the Elemental Chaos, where it is stunned and takes ongoing 10 fire damage. A save ends both effects and returns the target to its original location or the closest unoccupied space.

## Dust of Creation — Level 18

*This clear bottle periodically renews a supply of golden sand that can transform into any object.*

**Wondrous Item** 85,000 gp

**Power (Daily ✦ Conjuration):** Standard Action. When you toss a handful of this dust into the air, it settles in the form of any mundane nonmagical object with a weight of up to 25 pounds. The fully functional object glows faintly and radiates magic that can be detected with a DC 24 Arcana check. The object lasts for 24 hours or until you will it back to dust (a minor action).

## Dust of Disenchantment — Level 10

*The sparkling silver dust periodically renewed within this leather pouch can suppress the effects of magic.*

**Wondrous Item** 5,000 gp

**Power (Daily):** Standard Action. Sprinkle a pinch of this dust on an adjacent object or magical effect. Make an attack: Dexterity vs. Reflex. If you are targeting a held item, make the attack against the creature holding it. If you are targeting an unattended magic item or magical effect, use a Reflex defense of 10 + the level of the object or effect. A hit renders that object or effect inert (save ends). An inert magic item loses any properties and enhancement bonus, and its powers cannot be activated. An inert magical effect is suppressed.

**Special:** You can use a dose of *dust of disenchantment* in place of the required component cost for a Disenchant Magic Item ritual.

## Earthbind Lodestone — Level 18

*When thrown to the ground, this smooth metallic stone hits with such force that it knocks airborne creatures from the sky.*

**Wondrous Item** 85,000 gp

**Power (Daily):** Standard Action. Throw this stone to the ground in your square and make an attack: Close burst 5; affects creatures with a fly speed; +23 vs. Fortitude; on a hit, the target loses the ability to fly or hover until the start of its next turn. If a target is airborne when it is hit, it falls.

## Enchanted Reins — Level 5

*Made of woven silver and black leather, these reins can help tame even the most savage beast.*

**Wondrous Item** 1,000 gp

**Property:** These reins resize to fit any Small, Medium, or Large natural beast. All Nature checks made to handle a natural beast fitted with the *enchanted reins* gain a +2 item bonus.

## Endless Canteen Level 9

*This mundane-looking canteen pours forth water in a seemingly limitless stream.*

**Wondrous Item** 4,200 gp

**Power (At-Will):** Standard Action. When you open its stopper, the *endless canteen* pours out up to 1 pint of cool, clean water. Any water that has not been consumed within 1 hour of its creation disappears.

## Endless Quiver Level 9

*This elven-styled quiver can create an endless supply of normal arrows or bolts.*

**Wondrous Item** 4,200 gp

**Power (At-Will ✦ Conjuration):** Free Action. Use this power as part of your action when you attack with a bow or crossbow. When you reach into the *endless quiver*, it automatically produces a single arrow or bolt, as appropriate. Ammunition created by the quiver that is not used within 1 round of its creation disappears.

## Enshrouding Candle Level 7

*This everburning candle creates a dim corona of light that helps conceal you from foes.*

**Wondrous Item** 2,600 gp

**Property:** This candle sheds dim light in a 2-square radius, but it never burns down. Bright light within the candle's radius is reduced to dim light.

**Power (Daily ✦ Illusion):** Standard Action. When the *enshrouding candle* is lit, it generates an illusion within the area of its illumination. Creatures within the area are invisible to those outside the area, though other features within the area appear as normal. Sound (including speech) within the area is likewise inaudible to those outside. Creatures within the area are unaffected by the illusion and can perceive each other normally.

Other senses are unaffected by the *enshrouding candle*. For example, a creature with tremorsense could locate characters in the area normally. Likewise, if characters within the area move objects around them, those moving objects can be seen.

The candle burns for 8 hours or until it is moved or extinguished (a minor action). If any character within the area of the illusion attacks, the candle is automatically extinguished.

## Eternal Chalk Level 1

*Vandals, scholars, and explorers alike appreciate the magical longevity of this short stick of chalk.*

**Wondrous Item** 360 gp

**Property:** A stick of *eternal chalk* never breaks or wears down with normal use. Any writing or drawing made with this chalk cannot be erased for one week by anyone except the original artist or author.

A stick of *eternal chalk* can be created in any color.

## Exodus Knife Level 12

*This insubstantial silver blade appears to cut through solid walls.*

**Wondrous Item** 13,000 gp

**Power (Daily):** Standard Action. When you use the *exodus knife* to trace a doorway onto a solid object, it opens a portal into an empty extradimensional space 4 squares wide, 4 squares high, and 4 squares long.

While the door is open, anyone can enter, see into, or affect the extradimensional space. Only creatures inside the space can open or close the door (a minor action). Once closed, the door becomes invisible to anyone outside the extradimensional space. Creatures on the inside of the closed door can see out, but those outside can't see in. Creatures on one side of the closed door cannot affect creatures on the other side.

The extradimensional space lasts for 8 hours. Any creatures still in the space when the effect ends reappear in the closest unoccupied squares outside the door.

## Fan of the Four Winds Level 8

*A wave of this fan sends a blast of air against a foe.*

**Wondrous Item** 3,400 gp

**Power (Daily):** Standard Action. Sweep this fan through the air and make an attack against a Large or smaller creature: Ranged 5; +13 vs. Fortitude; on a hit, you push the target 2 squares. Until the start of your next turn, each time the target moves a square closer to you, it must pay 1 extra square of movement. Sustain standard. If you end your turn more than 5 squares from the target, the effect ends.

## Floating Lantern Level 3

*This silver lantern floats in midair under your control.*

**Wondrous Item** 680 gp

**Property:** This lantern never needs lighting or refilling. When you let go of the lantern, it continues to hang in the air where you leave it. If weight in excess of 1 pound is applied to the lantern, it falls to the ground.

**Power (At-Will):** Minor Action. While you hold the *floating lantern* or are adjacent to it, you can set its light to be bright (10-square radius), dim (5-square radius), or off.

**Power (At-Will):** Move Action. The last creature to hold the lantern can mentally command it to move up to 10 squares in any direction, but not more than 10 squares from it.

## Flying Hook Level 15

*This grappling hook flies through the air and can latch onto almost anything.*

**Wondrous Item** 25,000 gp

**Power (At-Will):** Minor Action. You command the flying hook to fly 10 squares (up to a maximum distance of 20 squares from you) and magically latch onto the surface of any unattended object in your line of sight. Once secured, the flying hook extends a thin rope back to your hands. The rope can be climbed with an Athletics check, or it can be used to pull the object toward you with a Strength check. The hook and rope can support up to 3,000 pounds before the hook detaches from the surface. The rope cannot be tied or knotted in any way, nor can it be used to attack or affect a creature.

**Power (At-Will):** Minor Action. On your command, the hook detaches from a surface and returns to your hand. This causes the rope to retract.

## Foe Stone Level 12

*This lodestone is set into a chain, and when aimed toward an enemy, it grants you understanding of your foes' weaknesses.*

**Wondrous Item** 13,000 gp

**Power (At-Will):** Minor Action. Choose one creature you can see. You learn all the target's vulnerabilities, as well as which of its defenses is lowest.

## Fragrance of Authority Level 12

*This opaque alabaster bottle periodically renews a subtle perfume that can influence the reactions of others.*

**Wondrous Item** 13,000 gp

**Power (Daily):** Standard Action. Apply the perfume to yourself or an adjacent ally. The target gains a +2 power bonus to Bluff, Diplomacy, or Intimidate checks (the target's choice) for 1 hour.

## Gem of Auditory Recollection Level 16

*This rough-cut quartz gemstone echoes with faint voices when held to the ear.*

**Wondrous Item** 45,000 gp

**Power (At-Will):** Standard Action. Use this power to record all words spoken by one creature within 20 squares of you. You can end the transcription as a free action. The gem can record 12 hours of speech before becoming full.

**Power (At-Will):** Standard Action. Use this power to make the gem repeat a section of recorded text aloud in the exact voice and language of the original speaker. The gem continues its recitation until the section is finished or until you use a free action to stop it.

**Power (At-Will):** Standard Action. Erase all speech recorded by the gem.

## Golden Spade Level 14

*This magic shovel instantly clears away a section of earth, ice, or sand to create a deep trench.*

**Wondrous Item** 21,000 gp

**Power (Daily):** Standard Action. Plunge the golden spade into the ground to create a pit that fills squares in a close burst 2, 3, or 4 (your choice). The pit is 2 squares deep. The pit can only form in an area of earth, ice, or sand. Any creature on the ground whose space is entirely within the bounds of the pit falls into the pit unless it makes a saving throw to catch itself (see Falling, *PH* 284).

## Harmonious Harp Level 9

*The melodious tones of this harp fortify your senses and your mind.*

**Wondrous Item** 4,200 gp

**Power (Daily):** Standard Action. When you strum this harp, you and every ally within 10 squares of you can make a saving throw against an effect with the charm or fear keyword that a save can end. You and affected allies also gain resist 10 psychic until the end of your next turn.

DREW BAKER

Foe stone

## Horn of Blasting Level 17

*This adamantine-trimmed hunting horn unleashes a powerful blast of thunder when blown.*

**Wondrous Item** 65,000 gp

**Power (Daily ✦ Thunder):** Standard Action. When you sound the horn, make an attack: Close blast 5; +19 vs. Fortitude; on a hit, the target takes 2d10 thunder damage and is dazed and deafened until the end of your next turn; on a miss, the target takes half damage and is deafened until the end of your next turn. On a critical hit, the target is also pushed 1 square and knocked prone.

## Horn of Summons Level 7

*This steel battle horn alerts even those allies you cannot see.*

**Wondrous Item** 2,600 gp

**Power (Encounter):** Standard Action. When you sound the horn, all creatures within 1 mile hear its call. Allies within that range are awakened if they are sleeping, and instantly know your current location, hit point total, and any effects currently affecting you.

## Horn of Undead Enmity Level 17

*The haunting sound of this bone horn forces undead to turn against their own allies.*

**Wondrous Item** 65,000 gp

**Power (Daily ✦ Charm):** Standard Action. When you sound the horn, make an attack: Close blast 5; targets undead only; +20 vs. Will. On a hit, the target makes its next attack against one of its adjacent allies. If it has no adjacent allies, it charges its nearest ally. If the target can't attack or charge, it moves its speed away from you.

## Hunter's Flint Level 2

*This chunk of flint strikes sparks that can ignite a magical blaze.*

**Wondrous Item** 520 gp

**Power (Daily ✦ Illusion):** Standard Action. Use this flint to light a campfire. The fire burns without smoke or sound. The light of this magic campfire is invisible from outside its 10-square radius, though creatures and objects within that radius can be seen normally with darkvision or if existing light allows. The campfire is a normal fire in all other respects. The fire lasts for 12 hours (requiring no additional fuel) or until extinguished normally.
The flint can be used to light lanterns and other fires as normal, but such fires gain no magical effect.

## Immovable Shaft Level 12

*This 1-foot-long black metal rod can defy gravity, supporting weight and resisting manipulation.*

**Wondrous Item** 13,000 gp

**Power (At-Will):** Minor Action. Place the *immovable shaft* into position. It remains in that spot even if such placement defies gravity. You can reposition the *immovable shaft* using another minor action, but any other creature seeking to move it must succeed on a DC 25 Strength check and spend a standard action to move it 1 square.

## Instant Campsite Level 5

*This tightly packed satchel expands into a complete campsite that can automatically pack up again.*

**Wondrous Item** 1,000 gp

**Power (Daily):** Standard Action. You open the satchel and it magically expands into a complete campsite, including a campfire and four two-person tents with bedrolls. The campfire lasts for up to 12 hours (requiring no fuel) or until you spend another standard action to pack the campsite back into the satchel once more.

## Invulnerable Case Level 15

*This smooth metal case protects its contents from all but the most devastating damage.*

**Wondrous Item** 25,000 gp

**Property:** The *invulnerable case* can hold one item the size of a large book. It opens easily to the touch of one wanting to access its contents, but otherwise stays closed despite any external forces acting on it. The case has resist 30 to all damage and 100 hit points, and it regenerates 10 hit points per hour. As long as the case has at least 1 hit point, any item held within it is immune to damage.

THOMAS DENMARK

## Jar of Steam — Level 7

*This clay jar is warm to the touch. When opened, it creates a cloud of steam that fills the area around it.*

**Wondrous Item** 2,600 gp

**Power (Daily ✦ Zone):** Standard Action. When you pull the lid off the jar, hot steam fills a close burst 1 until the end of your next turn. This zone of steam provides concealment to all creatures within it. Any creature other than you that starts its turn within the zone takes 1d6 fire damage. Sustain minor; you must be within 10 squares of the zone.

## Lamp of Discerning — Level 5

*This plain-looking lantern grants those in its light the ability to see through deception.*

**Wondrous Item** 1,000 gp

**Property:** This lantern sheds light in a 10-square radius as normal, but it never needs lighting or refilling. You and all allies within the area of illumination gain a +1 power bonus to Insight and Perception checks.

## Lantern of Revelation — Level 16

*Light from this lantern reveals even the most well-hidden foes.*

**Wondrous Item** 45,000 gp

**Property:** This lantern sheds light in a 10-square radius as normal, but it never needs lighting or refilling.

**Power (Daily):** Minor Action. This power creates a close burst 10 that coats all creatures in the area with glowing motes of light (save ends). Affected creatures gain no benefit from concealment or invisibility.

## Lens of Discernment — Level 10

*This lens reveals useful information regarding a creature you observe.*

**Wondrous Item** 5,000 gp

**Power (Encounter):** Minor Action. Hold the lens up to a creature that you can see. You gain a +10 power bonus to monster knowledge checks made to identify the creature until the start of your next turn.

RYAN BARGER

## Lens of Reading Level 7

*Holding this lens to your eye allows you to read even the most complex scripts and obscure languages.*

**Wondrous Item** 2,600 gp

**Power (Daily):** Standard Action. Use this power while perusing text written in a language you do not know. For 1 hour, you can read that language as long as you hold the *lens of reading*.

**Special:** You can activate the *lens of reading* in place of the required component cost for a Comprehend Languages ritual.

## Map of Orienteering Level 9

*As you unfold this sheet of parchment, sepia ink spreads across its surface to depict your immediate surroundings.*

**Wondrous Item** 4,200 gp

**Property:** As long as it is opened, this map automatically and continuously reproduces the area within 100 feet in all directions. It can reproduce only what you have seen personally, so invisible objects, undiscovered traps or secret doors, and unknown areas around the next corner do not appear on the map. Illusions are faithfully reproduced unless you have previously recognized them as false. Creatures are not shown on the map unless they take the form of objects (for example, a gargoyle in *stone form* or an earthwind ravager disguised as a pile of rocks) and have not been recognized for what they are.

The map shows the area within 100 feet by default, but you can mentally command it to zoom in or out to display any areas explored within the last 24 hours (a minor action).

The *map of orienteering* automatically erases and begins redrawing after you take an extended rest, unless you command it to do otherwise.

## Mirror of Opposition Level 20

*This small, ornately framed mirror briefly reverses your opponent's loyalties.*

**Wondrous Item** 125,000 gp

**Power (Daily ✦ Charm):** Standard Action. Hold this mirror up to an enemy within 5 squares of you and make an attack against that enemy: Ranged 5; +23 vs. Will; on a hit, the target treats its allies as enemies and its enemies as allies until the end of your next turn. It takes opportunity attacks against its former allies but not against you and your allies. As a free action on the target's turn, you can command the target to make a basic attack (using its standard action for its turn) against any other target or targets of your choice. However, you cannot command the target to use any of its other powers.

## Mummified Hand Level 27

*This gnarled hand allows you to gain the benefit of a third ring.*

**Wondrous Item** 1,625,000 gp

**Property:** The *mummified hand* has one ring item slot that you can use in addition to your own ring item slots. As long as you hold the *mummified hand*, you gain the benefit and can use the powers of any ring placed on one of its fingers. If two or more rings are placed on the *mummified hand*, none of the rings function. You cannot benefit from more than one *mummified hand*.

## Phantom Soldier Level 7

*This tiny figurine is carved in the shape of a warrior and can be used summon a life-sized illusion of the depicted warrior to distract your enemies in battle.*

**Wondrous Item** 2,600 gp

**Power (Daily ✦ Illusion):** Minor Action. You must have the figurine in your hand to use this power. An illusory soldier appears in an unoccupied square adjacent to you or an enemy within 5 squares of you. The soldier is treated as one of your allies and can be used to flank enemies, but it does not make attacks.

The illusory soldier has the same defenses as you and 1 hit point. It never takes damage on a miss. Once per round, you can use a minor action to move the soldier up to your speed. The illusory soldier remains until the end of the encounter or for 5 minutes.

## Polyglot Gem Level 6

*This intricately carved gemstone holds the secrets of language within its many facets.*

**Wondrous Item** 1,800 gp

**Property:** Each *polyglot gem* contains the knowledge of one language, chosen when the item is created. As long as you carry the gem on your person, you are able to speak, read, and write that language fluently.

If you carry more than one *polyglot gem* on your person, none of them function.

**Special:** If you create a *polyglot gem*, you can imbue it only with a language you know.

## Pouch of Frozen Passage Level 9

*This pouch periodically renews a flurry of ice crystals that can freeze any liquid surface.*

**Wondrous Item** 4,200 gp

**Power (Daily):** Standard Action. You fling ice crystals from the pouch onto an area of open liquid, freezing up to 20 contiguous squares of the liquid's surface. The frozen surface is normal terrain and can support the weight of up to twenty Medium creatures, five Large creatures, or one Huge creature.

The *pouch of frozen passage* can solidify any sort of liquid, from water to lava. The frozen surface has the following statistics: AC 3, Fortitude 15, Reflex 3, hp 20 per square. It lasts for 4 hours or until destroyed.

## Pouch of Platinum — Level 5

*This platinum-embossed leather pouch can convert gems and coins into platinum pieces.*

**Wondrous Item** 1,000 gp

**Property:** Normal gemstones and coins of any denomination placed into the pouch are converted to an equal value of platinum pieces. Coins or gems that cannot be evenly converted to platinum pieces are unaffected.

## Pouches of Shared Acquisition — Level 15

*These simple leather pouches share a bond of powerful magic.*

**Wondrous Item** 25,000 gp

**Property:** These two matched leather pouches magically share the same interior space. Whatever is placed in one pouch (to a maximum weight of 3 pounds) can be accessed from the other pouch regardless of the distance between them, as long as both pouches are on the same plane. If the pouches are on different planes, neither pouch can access the interior space. Only one pouch can be accessed at a time.

## Power Jewel — Level 5

*Magical energy pulses within this stunning red jewel, allowing you to use a power you have already expended.*

**Wondrous Item** 1,000 gp

**Power (Daily):** Minor Action. This power allows you to regain the use of an encounter power of 1st or 3rd level.

**Special:** You must have reached at least one milestone today to activate this item.

## Restful Bedroll — Level 1

*An extended rest in this magic bedroll grants you extra vitality.*

**Wondrous Item** 360 gp

**Power (Daily):** Standard Action. Use this power when you complete an extended rest in the *restful bedroll*. Gain 1d8 temporary hit points that last until you take another rest (short or extended).

## Ruby Scabbard — Level 5

*Blood-red rubies adorn this scabbard, their magic granting your blade an extra edge.*

**Wondrous Item** 1,000 gp

**Property:** This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

**Power (Encounter):** Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. Gain a +1 power bonus to the next damage roll you make with that weapon before the end of your next turn.

The weapon must have been sheathed in the scabbard within the past 24 hours to gain this power.

## Sail of Winds — Level 14

*Elemental runes run the length of this fine sail of blue cloth, which fills with its own wind as it is raised.*

**Wondrous Item** 21,000 gp

**Property:** This sail grants a +2 item bonus to the miles-per-hour speed of any sailing ship it is installed on.

## Salve of Power — Level 10

*This stoneware jar periodically renews a potent unguent that can restore a character's power.*

**Wondrous Item** 5,000 gp

**Power (Daily):** Minor Action. When *salve of power* is applied to a creature, the target can expend one healing surge to regain the use of one daily power of 5th level or lower (instead of regaining hit points). If the target has no healing surges remaining, it cannot benefit from the salve.

## Sapphire Scabbard — Level 15

*This scabbard bears a matched pair of azure sapphires whose magic imbues your blade with deadly sharpness.*

**Wondrous Item** 25,000 gp

**Property:** This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

**Power (Encounter):** Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. Gain a +3 power bonus to the next damage roll you make with that weapon before the end of your next turn.

The weapon must have been sheathed in the scabbard within the past 24 hours to gain this power.

DAVID GRIFFITH

## Scabbard of Sacred Might — Level 10

*The blade drawn from this simple leather scabbard glows with a sacred radiance.*

**Wondrous Item** 5,000 gp

**Property:** This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

**Power (Encounter ✦ Radiant):** Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. The next attack you make with that weapon before the end of your next turn deals radiant damage instead of its normal damage.
The weapon must have been sheathed in the scabbard within the past 24 hours to gain this power.

## Shroud of Protection — Level 2

*This diaphanous shroud appears insubstantial. Yet when laid over a dying ally, it provides a defense stronger than steel.*

**Wondrous Item** 520 gp

**Power (Daily):** Standard Action. When you place the *shroud of protection* over an adjacent dying creature, that creature gains resist 20 to all damage. This effect lasts until the creature regains consciousness or dies, or until the shroud is removed (a standard action), whichever comes first.

## Shroud of Revival — Level 7

*This white gossamer shroud grants protection and bodily strength to a dying ally.*

**Wondrous Item** 2,600 gp

**Power (Daily):** Standard Action. When you place the *shroud of revival* over an adjacent dying creature, that creature gains resist 20 to all damage and a +2 power bonus to death saving throws. This effect lasts until the creature regains consciousness or dies, or until the shroud is removed (a standard action), whichever comes first.

## Silent Tool — Level 2

*This mundane-looking tool muffles the noise you make while you work.*

**Wondrous Item** 520 gp

**Property:** When used to do the work it was designed for, a *silent tool* grants the user a +5 power bonus to Stealth checks made while using the tool. Any individual mundane tool—a woodcutter's axe, a crowbar, a grappling hook, a hammer, a shovel, and so on—can be made silent. For example, a *silent crowbar* could aid attempts to open a locked door without alerting the sleeping monster on the other side, while a *silent grappling hook* has less chance of being heard by nearby guards.
This property can be applied only to mundane tools. It cannot be placed on weapons, clothing, jewelry, or other mundane objects.

## Skeleton Key — Level 10

*This ornate ivory key opens locks with ease.*

**Wondrous Item** 5,000 gp

**Power (Daily):** Standard Action. When you touch the key to a locked door, chest, gate, or other object, make a Thievery check with a +20 bonus against the DC required to open the lock.

## Solitaire (Aquamarine) — Level 16

*This jagged blue-green crystal lets you intensify your attacks against your foes.*

**Wondrous Item** 45,000 gp

**Power (Encounter):** Free Action. Use this power when you score a critical hit on your turn. Make a basic attack against the same target struck by your critical hit.

**Special:** You cannot use more than one *solitaire* in an encounter.

## Solitaire (Cerulean) — Level 21

*This rough blue crystal grants you the ability to shake off lingering effects in the thick of combat.*

**Wondrous Item** 225,000 gp

**Power (Encounter):** Free Action. Use this power when you score a critical hit on your turn. Roll a saving throw against each effect on you that a save can end.

**Special:** You cannot use more than one *solitaire* in an encounter.

## Solitaire (Cinnabar) — Level 6

*This jagged red crystal boosts your resilience when you hit your foes hard.*

**Wondrous Item** 1,800 gp

**Power (Encounter):** Free Action. Use this power when you score a critical hit on your turn. Roll a saving throw against an effect that a save can end.

**Special:** You cannot use more than one *solitaire* in an encounter.

## Solitaire (Citrine) — Level 11

*This irregular yellow crystal channels healing power to you in battle.*

**Wondrous Item** 9,000 gp

**Power (Encounter ✦ Healing):** Free Action. Use this power when you score a critical hit on your turn. You spend a healing surge.

**Special:** You cannot use more than one *solitaire* in an encounter.

## Solitaire (Violet) Level 26

*This jagged purple crystal lets you follow up on a successful attack.*

**Wondrous Item** 1,125,000 gp

**Power (Encounter):** Free Action. Use this power when you score a critical hit on your turn. Gain 1 action point, which you must spend before the end of your turn. This does not count against the normal limit of spending an action point no more than once per encounter.

**Special:** You cannot use more than one *solitaire* in an encounter.

## Spymaster's Quill Level 10

*This ornate quill pen can magically record and reproduce any text or illustration.*

**Wondrous Item** 5,000 gp

**Power (At-Will):** Standard Action. Pass the *spymaster's quill* over an amount of text or an illustration equivalent to a single parchment page. The image or text is magically recorded for later reproduction. Recording another page with the quill erases the page already recorded.

**Power (At-Will):** Standard Action. You point the *spymaster's quill* at a sheet of parchment or paper and mentally command it to reproduce the illustration or text recorded within it. No matter what the medium of the original (charcoal on paper, runes scribed in stone, and so on), the reproduction is rendered in normal ink.

**Special:** The reproduction created by the quill is of perfect quality, but the quill cannot record magical properties. For example, you cannot perform a ritual from a ritual scroll recorded and copied by the *spymaster's quill*, nor can the quill copy powers or rituals from a wizard's spellbook.

## Stylus of the Translator Level 7

*This writing implement allows you to scribe in translation.*

**Wondrous Item** 2,600 gp

**Power (At-Will):** Free Action. Whenever you write with the stylus, your writing is automatically translated into another language. Each stylus can translate into only one language, chosen when the item is created.

**Special:** You must be fluent in the language that you are writing for the stylus to function. For example, you could not copy text in an unknown language and have the stylus translate it into a known language.

## Talisman of Fortune Level 15

*This small gold talisman renews a magic item or strengthens your health, attacks, and defenses in turn.*

**Wondrous Item** 25,000 gp

**Power (Daily):** Minor Action. You must spend an action point to use this power. When you do, roll 1d20 and add +1 to the result for each milestone you've reached today. The total result determines the power's effect(s):

*1-9:* Lose 1 healing surge, or take damage equal to one-quarter of your maximum hit point total if you have no healing surges remaining. Gain one extra daily use of a magic item in your possession (your choice, not including the *talisman of fortune*) until the end of the encounter. You also renew the power of the talisman.

*10-19:* Recover one expended healing surge and gain a +1 power bonus to attack rolls and all defenses until the end of your next turn.

*20 or higher:* As 10-19, and you renew the power of the talisman.

## Unfettered Thieves' Tools Level 11

*The picks, keys, tweezers, and tongs that comprise this set of thieves' tools move through the air and operate under your mental command.*

**Wondrous Item** 9,000 gp

**Property:** Like a normal set of thieves' tools, *unfettered thieves' tools* grant a +2 bonus to Thievery checks made to open locks or disable traps.

**Power (Daily):** As part of the action required to make a Thievery check, you can make the check on an object up to 5 squares away. You must have line of sight to the object.

## Watchful Ruby Eye Level 6

*This crimson gem set in gold and silver enhances your warding rituals.*

**Wondrous Item** 1,800 gp

**Property:** While grasping this gem, any skill check you make as part of a warding ritual gains a +2 power bonus.

**Special**: The *watchful ruby eye* can be used as a focus in warding rituals that allow a focus (such as *eye of alarm*). The value of a *watchful ruby eye* must meet the focus cost requirement for the ritual, as normal.

# Battle Standards

A battle standard is a magic flag flown during combat. The zone of mystical energy created by a battle standard grants a benefit to allies or hinders your foes. A battle standard's magic allows it to be set into any solid surface that is not difficult terrain, even rocky ground or a stone floor. You and your allies can deploy any number of battle standards at one time, and any number of battle standards can be placed in a square, though the standards do not occupy a square.

While deployed, a battle standard has resist 50 to all damage.

**BATTLE STANDARDS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 2 | Battle standard of honor | 520 |
| 3 | Battle standard of healing | 680 |
| 4 | Battle standard of might | 840 |
| 16 | Battle standard of the fiery legion | 45,000 |
| 17 | Battle standard of shadow | 65,000 |
| 18 | Battle standard of tactics | 85,000 |
| 19 | Battle standard of the stalwart | 105,000 |
| 20 | Battle standard of the vanguard | 125,000 |

## Battle Standard of Honor — Level 2

*This blood-red banner weakens the resolve of those who fight against you.*

**Wondrous Item** 520 gp

**Power (Encounter ✦ Zone):** Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone of protective energy in a close burst 5. Enemies within the zone that are marked take a -1 penalty to damage rolls against any creature other than the one that marked them.
This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

## Battle Standard of Might — Level 4

*This flag is marked with martial runes that inspire strength in you and your allies.*

**Wondrous Item** 840 gp

**Power (Encounter ✦ Zone):** Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 5. While within the zone, you and your allies gain a +1 power bonus on damage rolls.
This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

## Battle Standard of Shadow — Level 17

*This silky black flag becomes insubstantial as you raise it, a field of shadow spreading out from it to cover the battlefield.*

**Wondrous Item** 65,000 gp

**Power (Encounter ✦ Illusion, Zone):** Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone of shadow in a close burst 10. Within the zone, all bright light is reduced to dim light, and you and your allies gain low-light vision and a +2 power bonus to Stealth checks.
This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

## Battle Standard of Tactics — Level 18

*This long pennant swirls even in still air as it carries your thoughts to your allies.*

**Wondrous Item** 85,000 gp

**Power (Encounter ✦ Zone):** Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 10. You and each ally in the zone gain the ability to communicate telepathically, with no chance of foes hearing your thoughts. You and your allies automatically know each other's positions even if you cannot see one another, and can target one another with powers even without line of sight.
This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

## Battle Standard of the Fiery Legion — Level 16

*Swirling with animated flames, this flag lets you and your allies draw on the power of fire.*

**Wondrous Item** 45,000 gp

**Power (Encounter ✦ Fire, Zone):** Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 10. You and each ally in the zone gain resist 10 fire and can choose to have any attack you make deal fire damage instead of its normal damage type.
This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

### Battle Standard of Healing — Level 3

*This white flag is emblazoned with sigils of healing that restore the vitality of you and your allies.*

**Wondrous Item** 680 gp

**Power (Encounter ✦ Healing, Zone):** Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone of healing energy in a close burst 5. Whenever you or an ally spends a healing surge while in the zone, you and all allies in the zone regain 1 hit point.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

### Battle Standard of the Stalwart — Level 19

*This silver and blue banner heightens both courage and resilience.*

**Wondrous Item** 105,000 gp

**Power (Encounter ✦ Zone):** Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 10. While within the zone, you and your allies gain a +1 power bonus to all defenses.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

### Battle Standard of the Vanguard — Level 20

*The martial runes emblazoned on this bold banner grant combat prowess to those who rally beneath it.*

**Wondrous Item** 125,000 gp

**Power (Encounter ✦ Zone):** Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 10. While within the zone, you and your allies gain a +1 power bonus on attack rolls.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

## Figurine of Wondrous Power

These tiny animal statuettes are fashioned from a variety of materials and can be used to conjure the creatures they depict.

When you activate a figurine, the conjured creature appears in a space adjacent to you, provided the space is large enough to contain the creature without squeezing. The creature obeys only you, responding to commands spoken in any language. The creature remains for up to 8 hours or until you use a minor action to dismiss it. The conjured creature acts on the same initiative count as you. Every action it takes costs you a minor action (which you use to issue commands), and a conjured creature cannot exceed its normal allotment of actions (a standard, a move, and a minor action) during its turn. If you spend no minor actions on your turn to command the creature, it remains where it is without taking any actions on its turn.

A conjured creature has hit points, defenses, and attacks as indicated in its statistics block. It has no healing surges and cannot be healed, though it can still benefit from temporary hit points. When reduced to 0 hit points or fewer, the conjured creature disappears and cannot be conjured again until after you've taken an extended rest.

Conjured creatures lack basic attacks and therefore cannot make opportunity attacks.

**Mount:** If the conjured creature has the mount keyword, you can ride the creature and are considered to have the Mounted Combat feat while mounted on it. While mounted, you can command the creature using free actions, though the mount is still limited to its normal allotment of actions. You can choose to be mounted on the creature when it appears.

**FIGURINES OF WONDROUS POWER**

| Lvl | Name | Price (gp) |
|---|---|---|
| 4 | Onyx dog | 840 |
| 5 | Obsidian steed | 1,000 |
| 8 | Jade macetail | 3,400 |
| 9 | Ebony fly | 4,200 |
| 9 | Pearl sea horse | 4,200 |
| 10 | Marble elephant | 5,000 |
| 11 | Bloodstone spider | 9,000 |
| 11 | Ivory goat of travail | 9,000 |
| 11 | Golden lion | 13,000 |

### Bloodstone Spider — Level 11

*This tiny spider, carved from red bloodstone, can become monstrously real at your whim.*

**Wondrous Item** 9,000 gp

**Power (Daily ✦ Conjuration):** Standard Action. Use this figurine to conjure a spider made of bloodstone (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

**Power (At-Will):** Standard Action. The bloodstone spider recharges its poisoned slash power.

**Bloodstone Spider**
Large natural animate

**Initiative** as conjurer **Senses** Perception +7; tremorsense 5
**HP** 16; **Bloodied** 8
**AC** 22; **Fortitude** 21, **Reflex** 20, **Will** 18
**Immune** disease, poison
**Speed** 6, climb 6 (spider climb)

**Bite** (standard; at-will)
+13 vs. AC; 1d8 + 5 damage.

**Poisoned Bite** (standard; encounter) ✦ **Poison**
+13 vs. AC; 1d8 + 5 damage, and ongoing 5 poison damage (save ends).

**Alignment** Unaligned **Languages** –
**Skills** Stealth +14
**Str** 20 (+10) **Dex** 18 (+9) **Wis** 15 (+7)
**Con** 18 (+9) **Int** 1 (+0) **Cha** 10 (+5)

## Ebony Fly Level 9

*This dark wood sculpture of a fly can be used to conjure an enormous fly that you can ride.*

**Wondrous Item** 4,200 gp

**Power (Daily ✦ Conjuration):** Standard Action. Use this figurine to conjure a giant black fly (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.
The fly can carry one Medium or Small character weighing no more than 300 pounds. If more than 300 pounds are placed on it, the creature disappears and cannot be conjured again until after an extended rest.

**Ebony Fly**
Large natural animate (mount)

**Initiative** as conjurer **Senses** Perception +5
**HP** 14; **Bloodied** 7
**AC** 18; **Fortitude** 16, **Reflex** 16, **Will** 14
**Speed** 4, fly 10, overland flight 15

**Bite** (standard; at-will)
+12 vs. AC; 1d6 + 4 damage.

**Aerial Agility** (while mounted by a friendly rider of 9th level or higher) ✦ **Mount**
An ebony fly's rider gains a +1 bonus to all defenses while the ebony fly is flying.

**Alignment** Unaligned **Languages** –
**Str** 14 (+6) **Dex** 17 (+7) **Wis** 12 (+5)
**Con** 16 (+7) **Int** 2 (+0) **Cha** 6 (+2)

## Golden Lion Level 12

*This burnished, gold figurine depicts a pouncing lion.*

**Wondrous Item** 13,000 gp

**Power (Daily ✦ Conjuration):** Standard Action. Use this figurine to conjure a golden-furred lion (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

**Golden Lion**
Large natural animate

**Initiative** as conjurer **Senses** Perception +14; low-light vision
**HP** 17; **Bloodied** 8
**AC** 23; **Fortitude** 21, **Reflex** 22, **Will** 20
**Speed** 8

**Claw** (standard; at-will)
+13 vs. AC; 1d8 + 4 damage.

**Pounce** (standard; at-will)
The golden lion moves up to 8 squares and makes two claw attacks against the same target. If both attacks hit, the target is grabbed (until escape). This power can be used as part of a charge.

**Alignment** Unaligned **Languages** –
**Str** 18 (+10) **Dex** 20 (+11) **Wis** 17 (+9)
**Con** 17 (+9) **Int** 2 (+2) **Cha** 10 (+6)

## Ivory Goat of Travail Level 11

*This ivory statuette depicts a goat in the midst of a headlong charge.*

**Wondrous Item** 9,000 gp

**Power (Daily ✦ Conjuration):** Standard Action. Use this figurine to conjure a regal white goat (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

**Ivory Goat of Travail**
Medium natural animate

**Initiative** as conjurer **Senses** Perception +6; low-light vision
**HP** 9; **Bloodied** 4
**AC** 21; **Fortitude** 20, **Reflex** 19, **Will** 18
**Speed** 6

**Ram's Charge** (standard; at-will)
+14 vs. AC; 2d6 + 3 damage, and the target is pushed 2 squares and knocked prone. This power can be used as part of a charge.

**Goat Rush** (standard; at-will)
+11 vs. Fortitude; the target is pushed 1 square, and the ivory goat shifts into the vacated space.

**Alignment** Unaligned **Languages** –
**Str** 16 (+8) **Dex** 14 (+7) **Wis** 13 (+6)
**Con** 19 (+9) **Int** 2 (+1) **Cha** 10 (+5)

## Jade Macetail Level 8

*This green jade figurine depicts an armored reptilian beast with a spiked tail.*

**Wondrous Item** 3,400 gp

**Power (Daily ✦ Conjuration):** Standard Action. Use this figurine to conjure a macetail behemoth that appears to be made of jade (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

**Power (At-Will):** Standard Action. The jade macetail recharges its tail sweep power.

**Jade Macetail Behemeth**
Large natural animate

**Initiative** as conjurer **Senses** Perception +6
**HP** 13; **Bloodied** 6
**AC** 23; **Fortitude** 23, **Reflex** 20, **Will** 19
**Speed** 5

⸸ **Tail Bludgeon** (standard; at-will)
Reach 2; +14 vs. AC; 1d10 + 6 damage.

⸸ **Tail Sweep** (standard; encounter)
Close burst 1; +12 vs. Reflex; 1d10 + 6 damage, and the target is knocked prone if it is Medium size or smaller.

**Alignment** Unaligned **Languages** –
**Str** 22 (+10) **Dex** 16 (+7) **Wis** 14 (+6)
**Con** 18 (+8) **Int** 2 (+0) **Cha** 6 (+2)

## Marble Elephant Level 10

*Made of white stone, this statuette can become a powerful elephant.*

**Wondrous Item** 5,000 gp

**Power (Daily ✦ Conjuration):** Standard Action. Use this figurine to conjure an elephant that appears to be made of white marble (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.
The marble elephant can carry one or more Large or smaller creatures weighing no more than 1,000 pounds total. If more than 1,000 pounds are placed on it, the creature disappears and cannot be conjured again until after an extended rest.

**Marble Elephant**
Huge natural animate (mount)

**Initiative** as conjurer **Senses** Perception +8
**HP** 15; **Bloodied** 7
**AC** 20; **Fortitude** 20, **Reflex** 16, **Will** 18
**Speed** 8

⸸ **Stamp** (standard; at-will)
+11 vs. AC; 1d10 + 7 damage, and the target is knocked prone.

**Trampling Charge** (while mounted by a friendly rider of 10th level or higher) ✦ **Mount**
When charging, the elephant can move through one Medium or smaller creature's space and make a stamp attack against that creature. The marble elephant must end its move in unoccupied squares, and the rider still attacks at the end of the mount's movement.

**Alignment** Unaligned **Languages** –
**Str** 25 (+12) **Dex** 13 (+6) **Wis** 16 (+8)
**Con** 21 (+10) **Int** 2 (+1) **Cha** 9 (+4)

## Obsidian Steed Level 5

*This figurine of dark volcanic glass can become a sleek riding horse.*

**Wondrous Item** 1,000 gp

**Power (Daily ✦ Conjuration):** Standard Action. Use this figurine to conjure a horse that appears to be made of obsidian (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

**Obsidian Steed**
Large natural animate (mount)

**Initiative** as conjurer **Senses** Perception +9
**HP** 8; **Bloodied** 4
**AC** 17; **Fortitude** 17, **Reflex** 14, **Will** 14
**Speed** 8

⸸ **Kick** (standard; at-will)
+6 vs. AC; 1d6 + 5 damage.

**Charger** (while mounted by a friendly rider of 5th level or higher) ✦ **Mount**
The obsidian steed grants its rider a +5 bonus to damage rolls on charge attacks.

**Alignment** Unaligned **Languages** –
**Str** 21 (+7) **Dex** 14 (+4) **Wis** 14 (+4)
**Con** 18 (+6) **Int** 2 (-2) **Cha** 10 (+2)

## Onyx Dog Level 4

*This figurine, sculpted of reflective onyx, depicts a barking dog.*

**Wondrous Item** 840 gp

**Power (Daily ✦ Conjuration):** Standard Action. Use this figurine to conjure a black mastiff (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

**Power (At-Will):** Immediate Reaction. Use this power when an enemy adjacent to the onyx dog attacks you. The onyx dog makes a bite attack against the attacker.

**Onyx Dog**
Medium natural animate

**Initiative** as conjurer **Senses** Perception +7; low-light vision
**HP** 9; **Bloodied** 4
**AC** 16; **Fortitude** 15, **Reflex** 14, **Will** 13
**Speed** 8

⸸ **Bite** (standard; at-will)
+7 vs. AC; 1d6 + 3 damage.

**Alignment** Unaligned **Languages** –
**Str** 16 (+5) **Dex** 14 (+4) **Wis** 13 (+3)
**Con** 14 (+4) **Int** 2 (-2) **Cha** 10 (+2)

## Pearl Sea Horse Level 9

*This figurine depicts an iridescent sea horse wearing a saddle.*

**Wondrous Item** 4,200 gp

**Power (Daily ✦ Conjuration):** Standard Action. Use this figurine to conjure a Large majestic sea horse (see below for statistics). There must be a body of water adjacent to you for the sea horse to appear in; otherwise, the figurine cannot be activated. As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

While riding the sea horse, you breathe water as if it were air and can speak normally underwater.

The sea horse can carry one Medium or Small character weighing no more than 300 pounds. If more than 300 pounds are placed on it, the creature disappears and cannot be conjured again until after an extended rest.

### Pearl Sea Horse
Large natural animate (aquatic, mount)

**Initiative** as conjurer **Senses** Perception +4
**HP** 14; **Bloodied** 7
**AC** 17; **Fortitude** 17, **Reflex** 15, **Will** 13
**Speed** swim 10

**⸸ Tail Slap** (standard; at-will)
Reach 2; +10 vs. AC; 2d8 + 4 damage.

**Aquatic Charge** (while mounted by a friendly rider of 9th level or higher; at-will) ✦ **Mount**
The sea horse's rider deals an extra 1d10 damage when he or she attacks after the sea horse charges. While in water, the rider also gains a +2 bonus to attack rolls against creatures without a swim speed..

**Waterborn**
While in water, the sea horse gains a +2 bonus to attack rolls against creatures without a swim speed.

**Alignment** Unaligned **Languages** –
**Str** 18 (+8) **Dex** 15 (+6) **Wis** 10 (+4)
**Con** 20 (+9) **Int** 2 (+0) **Cha** 9 (+3)

# Bag of Tricks

These small leather bags come in a variety of colors, gray being the most common. You can use a *bag of tricks* to conjure an obedient beast. You must spend a healing surge to activate the bag's power, and you gain no other benefit for spending the healing surge.

When you use a *bag of tricks* to conjure a creature, it appears in an unoccupied space within 5 squares of you; the space must be large enough to contain the creature without squeezing. The creature obeys only you, responding to commands spoken in any language. The creature remains until the end of the encounter or for 5 minutes. The conjured creature acts on the same initiative count as you. Every action it takes costs you a minor action (which you use to issue commands), and a conjured creature cannot exceed its normal allotment of actions (a standard, a move, and a minor action) during its turn. If you spend no minor actions on your turn to command the creature, it remains where it is without taking any actions on its turn.

A conjured creature is a minion (*MM* 282). It has no healing surges and cannot be healed, and it cannot gain temporary hit points. When reduced to 0 hit points or fewer, the conjured creature disappears.

If an object is placed in the *bag of tricks*, the bag ceases to function until the object is removed. A *bag of tricks* used for simple storage holds up to 3 pounds.

**BAGS OF TRICKS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 8 | Bag of tricks, gray | 3,400 |
| 18 | Bag of tricks, rust | 85,000 |
| 28 | Bag of tricks, vermilion | 2,125,000 |

## Bag of Tricks, Gray Level 8

*This simple, leather bag produces feral critters that you can send against your enemies.*

**Wondrous Item** 3,400 gp

**Power (Daily ✦ Conjuration):** Standard Action. Use this bag to conjure a Tiny minion (see below for statistics). Roll a d8 to determine which beast is produced and modify its statistics accordingly:

1: Bat; this creature also has a fly speed of 6.
2: Rat; this creature also has darkvision.
3: Cat; this creature also knocks the target prone on a hit.
4: Weasel; this creature does not provoke opportunity attacks for moving.
5: Snake; this creature also deals 2 poison damage on a hit.
6: Badger; this creature gains a +1 bonus to attack rolls.
7: Spider; this creature also has a climb speed of 6.
8: Scorpion; this creature deals ongoing 1 poison damage (save ends) on a hit.

**Conjured Critter (Gray Bag)** **Level 8 Minion**
Tiny natural beast

**Initiative** as conjurer **Senses** Perception +8; low-light vision
**HP** 1; a missed attack never damages a minion.
**AC** 18; **Fortitude** 17, **Reflex** 18, **Will** 16
**Speed** 6

**Bite or Claw** (standard; at-will)
+11 vs. AC; 4 damage.

**Alignment** Unaligned **Languages** –

| | | |
|---|---|---|
| **Str** 6 (+2) | **Dex** 12 (+5) | **Wis** 9 (+3) |
| **Con** 11 (+4) | **Int** 2 (+0) | **Cha** 6 (+2) |

## Bag of Tricks, Rust — Level 18

*This handsome leather bag conjures predatory beasts that obey simple commands.*

**Wondrous Item** 85,000 gp

**Power (Daily ✦ Conjuration):** Standard Action. Use this bag to conjure a Large minion (see below for statistics). Roll a d8 to determine which beast is produced and modify its statistics accordingly:
1: Bear; when this creature hits with its melee basic attack, the target is grabbed (until escape).
2: Ape; when this creature hits with its melee basic attack, the target is dazed (save ends).
3: Wolf; when this creature hits with its melee basic attack, the target is knocked prone.
4: Bull; when this creature hits with its melee basic attack, the target is also pushed 2 squares.
5: Spider; when this creature hits with its melee basic attack, the target also takes ongoing 5 poison damage (save ends).
6: Warhorse; this creature's rider gains a +5 bonus to damage rolls while mounted on the creature.
7: Macetail Behemoth; this creature can make a melee basic attack with its tail: Reach 2; +21 vs. AC; 7 damage.
8: Rage Drake; this creature deals 10 damage instead of 7 damage on a hit.

**Conjured Beast (Rust Bag)** **Level 18 Minion**
Large natural beast

**Initiative** as conjurer **Senses** Perception +9; low-light vision
**HP** 1; a missed attack never damages a minion.
**AC** 28; **Fortitude** 28, **Reflex** 26, **Will** 24
**Speed** 6

**Bite or Claw** (standard; at-will)
+21 vs. AC; 7 damage.

**Alignment** Unaligned **Languages** –

| | | |
|---|---|---|
| **Str** 18 (+13) | **Dex** 14 (+11) | **Wis** 10 (+9) |
| **Con** 14 (+11) | **Int** 2 (+5) | **Cha** 10 (+9) |

## Bag of Tricks, Vermilion — Level 28

*This beautiful leather bag is inlaid with the images of beasts–not unlike the ones that it can summon to fight by your side.*

**Wondrous Item** 2,125,000 gp

**Power (Daily ✦ Conjuration):** Standard Action. Use this bag to conjure a Large or Huge minion (see below for statistics). Roll a d8 to determine which beast is produced and modify its statistics accordingly:
1: Large Bloodspike Behemoth; when this creature hits with its melee basic attack (tail), the target also takes ongoing 5 damage (save ends) and is knocked prone.
2: Large Crushgrip Constrictor; when this creature hits with its melee basic attack (bite), the target is also grabbed (until escape).
3: Large Blade Spider; this creature's melee basic attack (claw) does not have reach but instead affects all enemies in a close burst 1.
4: Large Stone-Eye Basilisk; when this creature hits with its melee basic attack (bite), the target is also immobilized (save ends).
5: Large Wyvern; this creature has a fly speed of 8, and when the creature hits with its melee basic attack (tail), the target also takes ongoing 10 poison damage (save ends).
6: Huge Guulvorg; when this creature hits with a melee basic attack (bite), the target takes 15 damage instead of 10 damage and is knocked prone.
7: Large Iron Gorgon; when this creature hits with its melee basic attack (horns), the target is pushed 1 square. On a successful charge, it deals 20 damage instead of 10 damage, and the target is pushed 2 squares.
8: Huge Carrion Crawler; this creature's melee basic attack (bite) has reach 3, and on a hit, the target is also pulled 2 squares and slowed (save ends).

**Conjured Beast (Vermilion Bag)** **Level 28 Minion**
Large or Huge natural beast

**Initiative** as conjurer **Senses** Perception +14; low-light vision
**HP** 1; a missed attack never damages a minion.
**AC** 38; **Fortitude** 38; **Reflex** 36; **Will** 33
**Speed** 6

**Bite, Claw, Horns, or Tail** (standard; at-will)
Reach 2; +31 vs. AC; 10 damage.

**Alignment** Unaligned **Languages** –

| | | |
|---|---|---|
| **Str** 23 (+20) | **Dex** 18 (+18) | **Wis** 10 (+14) |
| **Con** 18 (+18) | **Int** 2 (+10) | **Cha** 12 (+15) |

# CONSUMABLES

*A proper adventurer has four slots on his or her belt: one for a potion, one for a potion, one for a potion, and one for a potion.*

Although they lack the longevity of other magic items, consumables are essential to the survival of any adventuring party. Whether a party maintains an equal distribution of healing potions or keeps a supply of attack-enhancing elixirs or carries a stash of deadly reagents, all are excellent countermeasures to the inherent perils of dungeon exploration.

This section is divided into four subsections. First we have potions and elixirs, each with the power to augment a single character for a short period of time. Then come the whetstones, which provide bonuses to weapon-based attacks. The third batch includes a miscellany of items not easily categorized. Last are the reagents, which do for nonweapon attacks what whetstones do for weapon-based powers.

## Potions and Elixirs

Potions and elixirs are magical liquids contained in small vials or flasks.

A potion or elixir must be imbibed for its power to work. Drinking a potion or elixir is usually a minor action. Administering a potion or elixir to an unconscious creature is usually a standard action.

The difference between a potion and an elixir is that a potion usually requires the imbiber to expend a healing surge to use its power, whereas drinking an elixir does not. However, consuming an elixir usually counts as a use of a magic item daily power (*PH* 226); the same cannot be said for most potions.

**POTIONS AND ELIXIRS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 4 | Potion of resistance | 40 |
| 5 | Elixir of aptitude | 50 |
| 5 | Gravespawn potion | 50 |
| 5 | Potion of clarity | 50 |
| 5 | Potion of spirit | 50 |
| 6 | Fire beetle potion | 75 |
| 7 | Elixir of dragon breath | 100 |
| 7 | Potion of lifeshield | 100 |
| 7 | Potion of mimicry | 100 |
| 8 | Elixir of accuracy | 125 |
| 8 | Elixir of fortitude | 125 |
| 8 | Elixir of reflexes | 125 |
| 8 | Elixir of will | 125 |
| 8 | Potion of stormshield | 125 |
| 9 | Potion of regeneration | 160 |
| 9 | Potion of vigor | 160 |
| 10 | Kruthik potion | 200 |
| 10 | Potion of clarity | 200 |

**POTIONS AND ELIXIRS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 10 | Potion of spirit | 200 |
| 11 | Elixir of speed | 350 |
| 13 | Elixir of accuracy | 650 |
| 13 | Elixir of fortitude | 650 |
| 13 | Elixir of reflexes | 650 |
| 13 | Elixir of will | 650 |
| 14 | Potion of resistance | 800 |
| 15 | Cryptspawn potion | 1,000 |
| 15 | Elixir of aptitude | 1,000 |
| 15 | Potion of clarity | 1,000 |
| 15 | Potion of spirit | 1,000 |
| 16 | Elixir of invisibility | 1,800 |
| 17 | Elixir of dragon breath | 2,600 |
| 17 | Potion of lifeshield | 2,600 |
| 17 | Potion of mimicry | 2,600 |
| 18 | Elixir of accuracy | 3,400 |
| 18 | Elixir of fortitude | 3,400 |
| 18 | Elixir of reflexes | 3,400 |
| 18 | Elixir of will | 3,400 |
| 18 | Potion of stormshield | 3,400 |
| 19 | Potion of regeneration | 4,200 |
| 19 | Potion of vigor | 4,200 |
| 20 | Potion of clarity | 5,000 |
| 20 | Potion of spirit | 5,000 |
| 20 | Spider potion | 5,000 |
| 21 | Elixir of flying | 9,000 |
| 23 | Elixir of accuracy | 17,000 |
| 23 | Elixir of fortitude | 17,000 |
| 23 | Elixir of reflexes | 17,000 |
| 23 | Elixir of will | 17,000 |
| 24 | Potion of resistance | 21,000 |
| 25 | Deathspawn potion | 25,000 |
| 25 | Elixir of aptitude | 25,000 |
| 25 | Potion of clarity | 25,000 |
| 25 | Potion of spirit | 25,000 |
| 27 | Elixir of dragon breath | 65,000 |
| 27 | Potion of lifeshield | 65,000 |
| 27 | Potion of mimicry | 65,000 |
| 28 | Elixir of accuracy | 85,000 |
| 28 | Elixir of fortitude | 85,000 |
| 28 | Elixir of reflexes | 85,000 |
| 28 | Elixir of will | 85,000 |
| 28 | Potion of stormshield | 85,000 |
| 29 | Potion of regeneration | 105,000 |
| 29 | Potion of vigor | 105,000 |
| 30 | Potion of clarity | 125,000 |
| 30 | Potion of spirit | 125,000 |

## Cryptspawn Potion — Level 15

*This viscous liquid smells faintly of death, yet it invigorates you against diseases and poisons.*

**Potion** 1,000 gp

**Power (Consumable):** Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain resist 10 necrotic and resist 10 poison until the end of the encounter. You also gain a +5 power bonus to your next Endurance check against any disease of level 15 or lower.

## Deathspawn Potion — Level 25

*Dark gray and odorless, this liquid wards off diseases and poisons.*

**Potion** 25,000 gp

**Power (Consumable):** Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain resist 15 necrotic and resist 15 poison until the end of the encounter. You also gain a +5 power bonus to your next Endurance check against any disease of level 25 or lower.

## Elixir of Accuracy — Level 8+

*You strike true after quaffing this sour, azure liquid.*

| | | | |
|---|---|---|---|
| Lvl 8 | 125 gp | Lvl 23 | 17,000 gp |
| Lvl 13 | 800 gp | Lvl 28 | 85,000 gp |
| Lvl 18 | 3,400 gp | | |

**Elixir**

**Power (Consumable):** Minor Action. Use this power after your drink the elixir. Once during this encounter, you can use a free action to gain a power bonus to a single attack roll equal to 5 minus one-half your level.
*Level 13:* 8 minus one-half your level.
*Level 18:* 10 minus one-half your level.
*Level 23:* 13 minus one-half your level.
*Level 28:* 15 minus one-half your level.

**Special:** Consuming this elixir counts as a use of a magic item daily power.

## Elixir of Aptitude — Level 5+

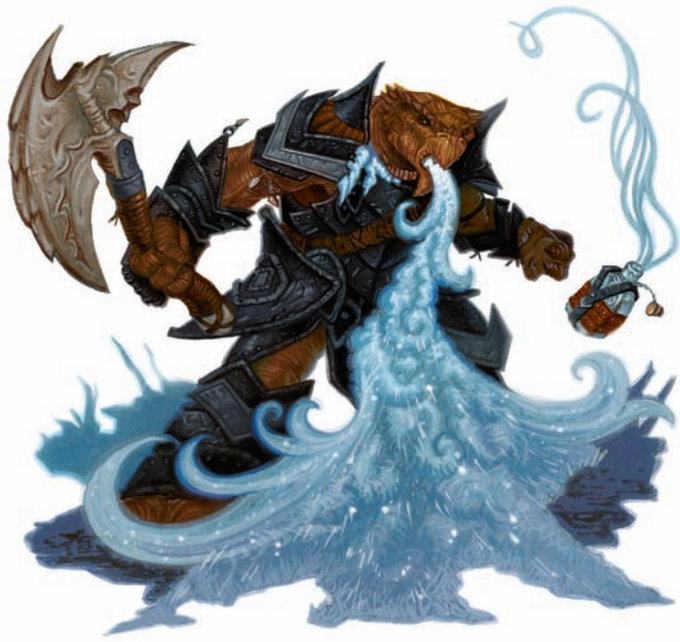
*This sweet amber broth enhances your innate talents.*

| | | | |
|---|---|---|---|
| Lvl 5 | 50 gp | Lvl 25 | 25,000 gp |
| Lvl 15 | 1,000 gp | | |

**Elixir**

**Power (Consumable):** Minor Action. For 1 hour, gain a +1 power bonus to checks using one skill of your choice.
*Level 15:* +3 power bonus.
*Level 25:* +5 power bonus.

**Special:** Consuming this elixir counts as a use of a magic item daily power.



CHRIS SEAMAN

## Elixir of Dragon Breath — Level 7+

*Whether frigid, acidic, or crackling with energy, this liquid grants you a potent blast of dragon breath.*

| | | | |
|---|---|---|---|
| Lvl 7 | 100 gp | Lvl 27 | 65,000 gp |
| Lvl 17 | 2,600 gp | | |

**Elixir**

**Power (Consumable ✦ Acid, Cold, Fire, Lightning, or Poison):** Minor Action. Use this power after your drink the elixir. Until the end of the encounter, you gain an at-will attack power that requires a standard action to use: Close blast 3; +10 vs. Reflex; on a hit, deal 2d6 + Constitution modifier damage of a type determined when the elixir is created: acid, cold, fire, lightning, or poison.
*Level 17:* +20 vs. Reflex; 3d6 + Constitution modifier damage.
*Level 27:* +30 vs. Reflex; 4d6 + Constitution modifier damage.

**Special:** Consuming this elixir counts as a use of a magic item daily power.

## Elixir of Flying — Level 21

*Your feet leave the ground after imbibing this fluorescent, effervescent draught.*

**Elixir** 9,000 gp

**Power (Consumable):** Minor Action. Gain a fly speed of 8 (hover) until the end of the encounter or for 5 minutes, whichever comes first. When the duration ends, you float 100 feet toward the ground. If you are not on a horizontal surface sufficient to bear your weight at the end of this distance, you fall to the nearest such surface, taking damage accordingly.

**Special:** Consuming this elixir counts as a use of a magic item daily power.

## Elixir of Fortitude Level 8+

*Your body grows tougher after imbibing this viscous fuchsia liquid.*

| | | | |
|---|---|---|---|
| Lvl 8 | 125 gp | Lvl 23 | 17,000 gp |
| Lvl 13 | 650 gp | Lvl 28 | 85,000 gp |
| Lvl 18 | 3,400 gp | | |

**Elixir**

**Power (Consumable):** Minor Action. Use this power after your drink the elixir. Once during this encounter, you can use an immediate interrupt action when you would be hit by an attack to gain a Fortitude defense of 25 against a single attack. This replaces your normal Fortitude defense for that attack.
*Level 13:* Fortitude defense of 30.
*Level 18:* Fortitude defense of 35.
*Level 23:* Fortitude defense of 40.
*Level 28:* Fortitude defense of 45.

**Special:** Consuming this elixir counts as a use of a magic item daily power.

## Elixir of Invisibility Level 16

*With a sip of this ivory, scentless liquid, you fade from view.*

**Elixir** 1,800 gp

**Power (Consumable):** Minor Action. You drink the elixir and become invisible until the end of the encounter or for 5 minutes, whichever comes first. The effect ends if you make an attack.

**Special:** Consuming this elixir counts as a use of a magic item daily power.

## Elixir of Reflexes Level 8+

*You become quicker after imbibing this thin rose liquid.*

| | | | |
|---|---|---|---|
| Lvl 8 | 125 gp | Lvl 23 | 17,000 gp |
| Lvl 13 | 650 gp | Lvl 28 | 85,000 gp |
| Lvl 18 | 3,400 gp | | |

**Elixir**

**Power (Consumable):** Minor Action. Use this power after your drink the elixir. Once during this encounter, you can use an immediate interrupt action when you would be hit by an attack to gain a Reflex defense of 25 against a single attack. This replaces your normal Reflex defense value for that attack.
*Level 13:* Reflex defense of 30.
*Level 18:* Reflex defense of 35.
*Level 23:* Reflex defense of 40.
*Level 28:* Reflex defense of 45.

**Special:** Consuming this elixir counts as a use of a magic item daily power.

## Elixir of Speed Level 11

*This sapphire brew crackles with energy and increases your speed.*

**Elixir** 350 gp

**Power (Consumable):** Minor Action. Drink the elixir and gain a +2 power bonus to your speed for 1 hour.

**Special:** Consuming this elixir counts as a use of a magic item daily power.

## Elixir of Will Level 8+

*Your mind becomes more resilient after imbibing this bubbling white liquid.*

| | | | |
|---|---|---|---|
| Lvl 8 | 125 gp | Lvl 23 | 17,000 gp |
| Lvl 13 | 650 gp | Lvl 28 | 85,000 gp |
| Lvl 18 | 3,400 gp | | |

**Elixir**

**Power (Consumable):** Minor Action. Use this power after your drink the elixir. Once during this encounter, you can use an immediate interrupt action when you would be hit by an attack to gain a Will defense of 25 against a single attack. This replaces your normal Will defense value for that attack.
*Level 13:* Will defense of 30.
*Level 18:* Will defense of 35.
*Level 23:* Will defense of 40.
*Level 28:* Will defense of 45.

**Special:** Consuming this elixir counts as a use of a magic item daily power.

## Fire Beetle Potion Level 6

*Your eyes glow faintly and your skin darkens and takes on a chitinous texture when you imbibe this red, smoky potion.*

**Potion** 75 gp

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain 5 temporary hit points and resist 5 fire until the end of the encounter.

## Gravespawn Potion Level 5

*This deep purple, putrescent liquid fends off diseases and poisons.*

**Potion** 50 gp

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain resist 5 necrotic and resist 5 poison until the end of the encounter. You also gain a +5 power bonus to your next Endurance check against any disease of level 5 or lower.

## Kruthik Potion Level 10

*This foul concoction bestows a burst of health and coats you in fine, silvery plates that protect against acid.*

**Potion** 200 gp

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain 15 temporary hit points and resist 5 acid until the end of the encounter.

## Potion of Clarity — Level 5+

*This cool cyan liquid hones your physical and mental acuity at a critical moment.*

| | | | |
|---|---|---|---|
| Lvl 5 | 50 gp | Lvl 20 | 5,000 gp |
| Lvl 10 | 200 gp | Lvl 25 | 25,000 gp |
| Lvl 15 | 1,000 gp | Lvl 30 | 125,000 gp |

**Potion**

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, once during this encounter as a free action, you can reroll a d20 roll you just made, gaining a +1 bonus on the reroll. You must use the result of the reroll.

*Level 10:* +2 bonus.
*Level 15:* +3 bonus.
*Level 20:* +4 bonus.
*Level 25:* +5 bonus.
*Level 30:* +6 bonus.

## Potion of Lifeshield — Level 7+

*This lemony potion shields you from necrotic energy.*

| | | | |
|---|---|---|---|
| Lvl 7 | 100 gp | Lvl 27 | 65,000 gp |
| Lvl 17 | 2,600 gp | | |

**Potion**

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, once during this encounter, you can use an immediate interrupt action to gain resist 15 necrotic against a single attack.

*Level 17:* Resist 25 necrotic.
*Level 27:* Resist 35 necrotic.

## Potion of Mimicry — Level 7+

*This bitter orange liquid has the consistency of honey and allows you to adopt an instant disguise.*

| | | | |
|---|---|---|---|
| Lvl 7 | 100 gp | Lvl 27 | 65,000 gp |
| Lvl 17 | 2,600 gp | | |

**Potion**

**Power (Consumable ✦ Illusion):** Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, you alter your appearance through illusion, appearing as a specific humanoid creature within your line of sight. You also gain the creature's attire, mannerisms, voice, and speech patterns. This effect lasts for 5 minutes or until you dismiss it (a free action). You gain a +5 power bonus to Bluff checks to pass yourself off as the creature you're imitating.

*Level 17:* +10 bonus.
*Level 27:* +15 bonus.

## Potion of Regeneration — Level 9+

*If you are sufficiently wounded after having quaffed this russet, copper-scented potion, you heal quickly.*

| | | | |
|---|---|---|---|
| Lvl 9 | 160 gp | Lvl 29 | 105,000 gp |
| Lvl 19 | 4,200 gp | | |

**Potion**

**Power (Consumable ✦ Healing):** Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain regeneration 5 until the end of the encounter. If you aren't bloodied at the start of your turn while this power is in effect, you don't regain any hit points and the regeneration is suppressed until the start of your next turn.

*Level 19:* Gain regeneration 10.
*Level 29:* Gain regeneration 15.

## Potion of Resistance — Level 4+

*The color and smell of this potion varies with the protection it provides.*

| | | | |
|---|---|---|---|
| Lvl 4 | 40 gp | Lvl 24 | 21,000 gp |
| Lvl 14 | 800 gp | | |

**Potion**

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain resist 5 to damage of a specific type until the end of the encounter. The damage type (acid, cold, fire, lightning, necrotic, poison, psychic, or thunder) is determined when the potion is created. Only one *potion of resistance* can be in effect on you at once.

*Level 14:* Gain resist 10 to damage of the specified type.
*Level 24:* Gain resist 15 to damage of the specified type.

## Potion of Spirit — Level 5+

*This lavender-scented potion helps keep the spirit alive within you.*

| | | | |
|---|---|---|---|
| Lvl 5 | 50 gp | Lvl 20 | 5,000 gp |
| Lvl 10 | 200 gp | Lvl 25 | 25,000 gp |
| Lvl 15 | 1,000 gp | Lvl 30 | 125,000 gp |

**Potion**

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, you gain a +1 power bonus to death saving throws until the end of the encounter.

*Level 10:* +2 power bonus.
*Level 15:* +3 power bonus.
*Level 20:* +4 power bonus.
*Level 25:* +5 power bonus.
*Level 30:* +6 power bonus.

*Potion of lifeshield*

### Potion of Stormshield — Level 8+

*Your skin takes on a metallic sheen when you consume this slate gray, ozone-smelling drink.*

| | | | |
|---|---|---|---|
| Lvl 8 | 125 gp | Lvl 28 | 85,000 gp |
| Lvl 18 | 3,400 gp | | |

**Potion**

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, once during this encounter, you can use an immediate interrupt action to gain resist 15 lightning or resist 15 thunder against a single attack.
*Level 18:* Resist 25 lightning or resist 25 thunder.
*Level 28:* Resist 35 lightning or resist 35 thunder.

### Potion of Vigor — Level 9+

*This vermilion liquid invigorates you, at least temporarily.*

| | | | |
|---|---|---|---|
| Lvl 9 | 160 gp | Lvl 29 | 105,000 gp |
| Lvl 19 | 4,200 gp | | |

**Potion**

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain 15 temporary hit points.
*Level 19:* Gain 25 temporary hit points.
*Level 29:* Gain 35 temporary hit points.

### Spider Potion — Level 20

*This pungent-smelling, sepia-colored concoction grants a spider's resilience against damage and poison.*

**Potion** 5,000 gp

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain 20 temporary hit points and resist 10 poison until the end of the encounter.

WILLIAM O'CONNOR

## Whetstones

You can use a magic whetstone on any melee or ranged weapon you hold. Doing so is a minor action and destroys the whetstone.

Using a magic whetstone counts as a use of a daily magic item power. Using a second whetstone on the same weapon removes any previous whetstone effect on that weapon.

**WHETSTONES**

| Lvl | Name | Price (gp) |
|---|---|---|
| 6 | Augmenting whetstone | 75 |
| 7 | Frozen whetstone | 100 |
| 9 | Whetstone of venom | 160 |
| 10 | Caustic whetstone | 200 |
| 10 | Tempest whetstone | 200 |
| 10 | Whetstone of combustion | 200 |
| 11 | Augmenting whetstone | 350 |
| 16 | Augmenting whetstone | 1,800 |
| 17 | Frozen whetstone | 2,600 |
| 19 | Whetstone of venom | 4,200 |
| 20 | Caustic whetstone | 5,000 |
| 20 | Tempest whetstone | 5,000 |
| 20 | Whetstone of combustion | 5,000 |
| 21 | Augmenting whetstone | 9,000 |
| 26 | Augmenting whetstone | 45,000 |
| 27 | Frozen whetstone | 65,000 |
| 29 | Whetstone of venom | 105,000 |
| 30 | Caustic whetstone | 125,000 |
| 30 | Tempest whetstone | 125,000 |
| 30 | Whetstone of combustion | 125,000 |

## Augmenting Whetstone — Level 6+

*This rough sharpening stone temporarily grants your weapon a magical enhancement.*

| | | | |
|---|---|---|---|
| Lvl 6 | 75 gp | Lvl 21 | 9,000 gp |
| Lvl 11 | 350 gp | Lvl 26 | 45,000 gp |
| Lvl 16 | 1,800 gp | | |

**Whetstone**

**Power (Consumable):** Minor Action. Touch this whetstone to a melee or ranged weapon you hold. The weapon gains a +2 enhancement bonus on attack rolls and damage rolls until the end of the encounter. This has no effect on the extra damage dice or other special effect applied when the weapon scores a critical hit.
*Level 11:* +3 enhancement bonus.
*Level 16:* +4 enhancement bonus.
*Level 21:* +5 enhancement bonus.
*Level 26:* +6 enhancement bonus.

## Caustic Whetstone — Level 10+

*This metallic green sharpener drips acid when touched to a weapon.*

| | | | |
|---|---|---|---|
| Lvl 10 | 200 gp | Lvl 30 | 125,000 gp |
| Lvl 20 | 5,000 gp | | |

**Whetstone**

**Power (Consumable ✦ Acid):** Minor Action. Touch this whetstone to a melee or ranged weapon you hold. Until the end of the encounter, any successful attack with the weapon deals ongoing 2 acid damage (save ends).
*Level 20:* Ongoing 4 acid damage (save ends).
*Level 30:* Ongoing 6 acid damage (save ends).

## Frozen Whetstone — Level 7+

*A weapon honed with this blue-white crystalline whetstone becomes icy cold to the touch.*

| | | | |
|---|---|---|---|
| Lvl 7 | 100 gp | Lvl 27 | 65,000 gp |
| Lvl 17 | 2,600 gp | | |

**Whetstone**

**Power (Consumable ✦ Cold):** Minor Action. Touch this whetstone to a melee or ranged weapon you hold. Until the end of the encounter, any successful attack with the weapon deals an extra 2 cold damage.
*Level 17:* Extra 4 cold damage.
*Level 27:* Extra 6 cold damage.

## Tempest Whetstone — Level 10+

*This unfinished iron whetstone lends your weapon a spark.*

| | | | |
|---|---|---|---|
| Lvl 10 | 200 gp | Lvl 30 | 125,000 gp |
| Lvl 20 | 5,000 gp | | |

**Whetstone**

**Power (Consumable ✦ Lightning):** Minor Action. Touch this whetstone to a melee or ranged weapon you hold. Until the end of the encounter, any successful attack with the weapon deals an extra 2 lightning damage to each enemy within 2 squares of the target; the target of the attack does not take this damage.
*Level 20:* Extra 4 lightning damage.
*Level 30:* Extra 6 lightning damage.

## Whetstone of Combustion — Level 10+

*Your weapon gains an oily residue when you run it across this obsidian sharpening stone.*

| | | | |
|---|---|---|---|
| Lvl 10 | 200 gp | Lvl 30 | 125,000 gp |
| Lvl 20 | 5,000 gp | | |

**Whetstone**

**Power (Consumable):** Minor Action. Touch this whetstone to a melee or ranged weapon you hold. Until the end of the encounter, any creature hit with an attack from this weapon gains vulnerable 5 fire against the next attack that deals fire damage to it.
*Level 20:* Vulnerable 10 fire.
*Level 30:* Vulnerable 15 fire.

## Whetstone of Venom — Level 9+

*This sickly green whetstone coats a weapon in toxin.*

| | | | |
|---|---|---|---|
| Lvl 9 | 160 gp | Lvl 29 | 105,000 gp |
| Lvl 19 | 4,200 gp | | |

**Whetstone**

**Power (Consumable ✦ Poison):** Minor Action. Touch this whetstone to a melee or ranged weapon you hold. The next creature successfully attacked by the weapon takes ongoing 5 poison damage (save ends).
*Level 19:* Ongoing 10 poison damage (save ends).
*Level 29:* Ongoing 15 poison damage (save ends).

DAVID GRIFFITH

# Other Consumables

If an item is exhausted after one use, but it's not a potion, an elixir, a reagent, or a whetstone, you'll find it here. This section includes an assortment of one-use items that any adventurer would be prudent to carry.

**OTHER CONSUMABLES**

| Lvl | Name | Price (gp) |
|---|---|---|
| 3 | Stonemeal biscuit | 30 |
| 4 | Life shroud | 40 |
| 4 | Nail of sealing | 40 |
| 6 | Vision sand | 75 |
| 10 | Glowstone | 200 |
| 10 | Oil of flesh returned | 200 |
| 11 | Unguent of darkvision | 350 |
| 13 | Feybread biscuit | 650 |
| 20 | Gem of valor | 5,000 |
| 21 | Unguent of blindsight | 9,000 |
| 23 | Astral mead | 17,000 |

## Astral Mead Level 23

*This sweet sparkling beverage infuses and restores your body.*

**Other Consumable** 17,000 gp

**Property:** A single flask of *astral mead* weighs half of a pound and has the nutritional value of a full day's worth of food and water.

**Power (Consumable ✦ Healing):** Standard Action. You drink the flask of *astral mead*. For the next 12 hours, you gain a +2 power bonus on Endurance checks and regain an extra 2 hit points whenever you spend a healing surge.

## Feybread Biscuit Level 13

*This hard but tasty biscuit enhances your recuperative powers for the rest of the day.*

**Other Consumable** 650 gp

**Property:** A single *feybread biscuit* weighs one-tenth of a pound and has the nutritional value of a full day's worth of food.

**Power (Consumable ✦ Healing):** Standard Action. You eat a *feybread biscuit*. For the next 12 hours, you gain a +1 power bonus on Endurance checks and regain an extra 1 hit point whenever you spend a healing surge.

## Gem of Valor Level 20

*This brilliant sapphire promises great rewards to the bold.*

**Other Consumable** 5,000 gp

**Power (Consumable):** Free Action. Use this power when you spend an action point. Roll 1d20 to determine the result, adding 1 to the result for each milestone you've reached today. Regardless of the result, using the gem consumes it and turns it to dust.

*1-9:* Gain a +1 power bonus to all defenses until the end of your next turn.

*10-19:* Gain a +1 power bonus to all attack rolls until the end of your next turn.

*20:* Gain 1 action point. You must spend this action point before the end of this turn, or it is lost. You can spend it even if you've already spent an action point during this encounter.

**Special:** Using this item counts as a use of a magic item daily power.

## Glowstone Level 10

*This fist-sized stone glows faintly and can be used to create a bright burst of radiant light that harms undead creatures.*

**Other Consumable** 200 gp

**Property:** A *glowstone* radiates dim light in a 2-square radius.

**Power (Consumable ✦ Radiant, Zone):** Standard Action. Use the *glowstone* to creates a zone of bright illumination in an area burst 2 within 5 squares of you. Any undead creature that is vulnerable to radiant damage that enters or starts its turn within the zone is affected as if it had taken radiant damage. For example, a skeleton that has vulnerable 5 radiant takes 5 radiant damage if it enters or starts its turn in the zone. The zone remains until the end of the encounter or for 5 minutes, whichever comes first. Using this power turns the *glowstone* to dust.

## Life Shroud Level 4

*This clean linen wrap protects a corpse from the ravages of time and the blasphemies of necromancers.*

**Other Consumable** 40 gp

**Property:** A corpse wrapped in this shroud does not decay, can't be touched by an undead creature, and can't become undead. Once wrapped about a body, a shroud turns to dust after 1 week.

## Nail of Sealing Level 4

*This thick iron nail is adorned with warding symbols and can hold shut any portal or container.*

**Other Consumable** 40 gp

**Power (Consumable):** Standard Action. When you push this nail into a door, chest, or other closeable object, it magically sinks into the material of that object and seals it shut. Treat this as if you had used an Arcane Lock ritual with an Arcana check result of 25.

**Special:** You can use this item in place of the required component cost for an Arcane Lock ritual. In that case, use your own Arcana check instead of that of the nail.

### Oil of Flesh Returned — Level 10+

*This milky-white oil returns petrified creatures to flesh.*

Lvl 10 200 gp
**Other Consumable**

**Power (Consumable):** Minor Action. An adjacent target who is petrified can spend a healing surge to remove the petrified condition. If the target has no healing surges remaining, he or she can instead take damage equal to his or her healing surge value to remove the condition. The resistance granted by the petrified condition does not reduce this damage.

### Stonemeal Biscuit — Level 3

*This coarse dwarven fare tastes foul but keeps you going throughout the day.*

**Other Consumable** 30 gp

**Property:** A single *stonemeal biscuit* weighs one-tenth of a pound and has the nutritional value of a full day's worth of food.

**Power (Consumable ✦ Healing):** Standard Action. You eat the *stonemeal biscuit*. You gain a +1 power bonus on Endurance checks for 12 hours. In addition, you regain an extra 1 hit point the next time you spend a healing surge this day.

*Nail of sealing*

### Unguent of Blindsight — Level 21

*You can perceive visible and invisible dangers alike with this white cream.*

**Other Consumable** 9,000 gp

**Power (Consumable):** Standard Action. Rub this unguent on your closed eyelids. You gain blindsight 10 until the end of the encounter.

### Unguent of Darkvision — Level 11

*Darkness is less impenetrable with this black ointment.*

**Other Consumable** 350 gp

**Power (Consumable):** Standard Action. Rub this unguent on your closed eyelids. You gain darkvision for 1 hour.

### Vision Sand — Level 6

*Blessed by Ioun's clergy, this sparkling crystalline sand enhances divinations.*

**Other Consumable** 75 gp

**Property:** When added to the normal components for casting a divination ritual, *vision sand* grants a +2 power bonus to any one skill check required by the ritual.

## Reagents

Reagents enhance the use of a power of a specified type and level. When used in conjunction with an attack power, a reagent's effect typically applies only to one target hit by the power. Only one reagent can be used to enhance any given power. You must be holding a reagent to use it (which might require a minor action to retrieve the item). A reagent is consumed during the power's action.

Each reagent affects powers up to a specified maximum level. In some cases, more refined or concentrated versions of a reagent can be used, with an increased maximum level for the power it can affect. These versions are listed as having higher levels.

**REAGENTS**

| Lvl | Name | Price (gp) |
|---|---|---|
| 7 | Desert rose | 100 |
| 7 | Glassteel shard | 100 |
| 8 | Brightleaf | 125 |
| 8 | Dark clover | 125 |
| 9 | Black dragon bile | 160 |
| 9 | Terror ichor | 160 |
| 10 | Creeping gatevine | 200 |
| 10 | Flame rose | 200 |
| 10 | Fundamental ice | 200 |
| 14 | Black cave pearl | 800 |
| 15 | Dread nightshade | 1,000 |
| 15 | Mind dust | 1,000 |
| 17 | Desert rose | 2,600 |
| 17 | Glassteel shard | 2,600 |
| 18 | Brightleaf | 3,400 |
| 18 | Dark clover | 3,400 |

FRANZ VOHWINKEL

**REAGENTS** (CONTINUED)

| Lvl | Name | Price (gp) |
|---|---|---|
| 19 | Black dragon bile | 4,200 |
| 19 | Terror ichor | 4,200 |
| 20 | Creeping gatevine | 5,000 |
| 20 | Flame rose | 5,000 |
| 20 | Fundamental ice | 5,000 |
| 24 | Black cave pearl | 21,000 |
| 25 | Dread nightshade | 25,000 |
| 25 | Mind dust | 25,000 |
| 27 | Desert rose | 65,000 |
| 27 | Glassteel shard | 65,000 |
| 28 | Brightleaf | 85,000 |
| 28 | Dark clover | 85,000 |
| 29 | Black dragon bile | 105,000 |
| 29 | Terror ichor | 105,000 |
| 30 | Creeping gatevine | 125,000 |
| 30 | Flame rose | 125,000 |
| 30 | Fundamental ice | 125,000 |

## Black Cave Pearl — Level 14+

*This rare black pearl is found in subterranean lakes and favored by mesmerists and hypnotists.*

Lvl 14 800 gp Lvl 24 21,000 gp

**Reagent**

**Power (Consumable):** Free Action. Expend this reagent when you use of a power with the charm keyword of up to 7th level. Roll twice for the power's attack roll and take the better of the two results.
*Level 24:* Power up to 17th level.

## Black Dragon Bile — Level 9+

*Distilled from the gullet of a black dragon, this caustic substance makes your foes more vulnerable to acid.*

Lvl 9 160 gp Lvl 29 105,000 gp
Lvl 19 4,200 gp

**Reagent**

**Power (Consumable):** Free Action. Expend this reagent when you use a power with the acid keyword of up to 5th level. One target hit by the attack (chosen by you) gains vulnerable 5 acid until the end of your next turn.
*Level 19:* Power up to 15th level, vulnerable 10 acid.
*Level 29:* Power up to 25th level, vulnerable 15 acid.

## Brightleaf — Level 8+

*These leaves, which sprout from old growth forests, never fall even in the deep winter. When used, they explode with stored light and energy.*

Lvl 8 125 gp Lvl 28 85,000 gp
Lvl 18 3,400 gp

**Reagent**

**Power (Consumable):** Free Action. Expend this reagent when you use a power with the radiant keyword of up to 5th level. One target hit by the attack (chosen by you) gains vulnerable 5 radiant until the end of your next turn.
*Level 18:* Power up to 13th level, vulnerable 10 radiant.
*Level 28:* Power up to 23th level, vulnerable 15 radiant.

## Creeping Gatevine — Level 10+

*This red-flowering vine grows on the stones of magical gates and menhirs.*

Lvl 10 200 gp Lvl 30 125,000 gp
Lvl 20 5,000 gp

**Reagent**

**Power (Consumable ✦ Teleportation):** Free Action. Expend this reagent when you use a power with the teleport keyword of up to 10th level. Increase the distance teleported by 2 squares.
*Level 20:* Power up to 20th level, increase by 5 squares.
*Level 30:* Power up to 30th level, increase by 10 squares.

## Dark Clover — Level 8+

*These clovers are identical in shape to the garden variety, but their connection to the Shadowfell aids necrotic powers.*

Lvl 8 125 gp Lvl 28 85,000 gp
Lvl 18 3,400 gp

**Reagent**

**Power (Consumable):** Free Action. Expend this reagent when you use a power with the necrotic keyword of up to 5th level. One target hit by the attack (chosen by you) gains vulnerable 5 necrotic until the end of your next turn.
*Level 18:* Power up to 15th level, vulnerable 10 necrotic.
*Level 28:* Power up to 25th level, vulnerable 15 necrotic.

## Desert Rose — Level 7+

*Growing only in remote desert oases, this yellow flower helps to maintain arcane and divine powers.*

Lvl 7 100 gp Lvl 27 65,000 gp
Lvl 17 2,600 gp

**Reagent**

**Power (Consumable):** Free Action. Expend this reagent when you use a arcane or divine power of up to 5th level. You do not need to use an action on the following round to sustain that power (sustaining it for subsequent rounds does require the appropriate action).
*Level 17:* Power up to 15th level.
*Level 27:* Power up to 25th level.

WAYNE ENGLAND

## Dread Nightshade — Level 15+

*This poisonous relative of the eggplant is cultivated to empower poison effects.*

Lvl 15 1000 gp Lvl 25 25,000 gp
**Reagent**

**Power (Consumable):** Free Action. Expend this reagent when you use a power with the poison keyword of up to 7th level. Roll twice for the power's attack roll and take the better of the two results.
*Level 25:* Power up to 17th level.

## Flame Rose — Level 10+

*Your fire magic is augmented by this beautiful crimson rose.*

Lvl 10 200 gp Lvl 30 125,000 gp
Lvl 20 5,000 gp
**Reagent**

**Power (Consumable ✦ Fire):** Free Action. Expend this reagent when you use a power with the fire keyword of up to 7th level. Each target takes ongoing 5 fire damage (save ends).
*Level 20:* Power up to 17th level, ongoing 10 fire damage (save ends).
*Level 30:* Power up to 27th level, ongoing 15 fire damage (save ends).

## Fundamental Ice — Level 10+

*Immobilize your enemies with powers enhanced by this unmelting ice from the Elemental Chaos.*

Lvl 10 200 gp Lvl 30 125,000 gp
Lvl 20 5,000 gp
**Reagent**

**Power (Consumable):** Free Action. Expend this reagent when you use a power with the cold keyword of up to 7th level. One target hit is also immobilized (save ends). This reagent has no effect if the power already immobilizes the target.
*Level 20:* Power up to 17th level.
*Level 30:* Power up to 27th level.

## Glassteel Shard — Level 7+

*Strong as steel, this tempered glass shard enhances the force with which a power strikes.*

Lvl 7 100 gp Lvl 27 65,000 gp
Lvl 17 2,600 gp
**Reagent**

**Power (Consumable):** Free Action. Expend this reagent when you use a power with the force keyword of up to 7th level. Slide each target 1 square.
*Level 17:* Power up to 17th level, slide 3 squares.
*Level 27:* Power up to 27th level, slide 5 squares.

## Mind Dust — Level 15+

*Psychic attacks are deadlier when you use the powdered brain of a mind flayer.*

Lvl 15 1000 gp Lvl 25 25,000 gp
**Reagent**

**Power (Consumable):** Free Action. Expend this reagent when you use a power with the psychic keyword of up to 7th level. Roll twice for the power's attack roll and take the better of the two results.
*Level 25:* Power up to 17th level.

## Terror Ichor — Level 9+

*With this vial of bewitching pixie blood, you can terrorize your foes with greater efficacy.*

Lvl 9 160 gp Lvl 29 105,000 gp
Lvl 19 4,200 gp
**Reagent**

**Power (Consumable):** Free Action. Expend this reagent when you use a power with the fear keyword of up to 5th level. Each target takes a –2 penalty to saving throws to end any effect of the power that a save can end.
*Level 19:* Power up to 15th level.
*Level 29:* Power up to 25th level.

WAYNE ENGLAND

# Appendix 1

**Magic items** are the most tangible signs of a character's adventuring success. The PCs' enchanted weapons, armor, and implements tell the tale of how far they've come, the challenges they've faced, and, most importantly, that they've survived those challenges and lived to brag about them.

However, as characters advance in level, they can accumulate a surplus of magic items that become increasingly less relevant, less useful, and less distinctive. Surplus items can be sold or disenchanted easily enough, but a player might want an item his character earns at 1st level to stay with him throughout his career. Another might want to alter or increase an existing item's power rather than claiming a brand-new item and abandoning the old. Yet another character might desire an item with a special history, or one that provides a built-in roleplaying hook.

The rules in this chapter allow DMs and players to place and use magic items with greater ease—not just employing them as treasure and tools, but as memorable elements of the game world.

## Unique Items

One of the most time-honored ways of customizing a magic item in a D&D game is to give it a unique history. By working together, players and DMs can create magic items specifically suited for the campaign, giving them an inimitable quality that no standard rulebook can match. The deeds of the PCs then become part of the ongoing history of these items—possibly even the most important chapter in their storied existence.

Such an approach to shared storytelling works best with care and moderation, however. Giving a notable backstory or a complicated array of unfolding powers to a select few of the items the PCs acquire can increase the fun. On the other hand, making every item a relic with a detailed history and a host of secrets behind it serves only to make none of those items particularly special. Make customization choices count by letting a small number of unique items add to the PCs' reputation, rather than filling a campaign with items that compete with the PCs for importance.

### History

As with a character, an item's past can help create a strong sense of its place in the world. Every campaign is unique, and magic items tied to people, places, and myths within the game world can't help but be distinctive. When the item's history becomes relevant to the campaign narrative, it adds depth to the game.

The history of an item claimed at the climax of one adventure can provide the impetus for further adventures. An item that is out of place in its current setting or in the hands of its former owner can also serve as a campaign hook. PCs that recover a magic shield of Pelor from an orc king are likely to wonder how it got there—and might have a mystery on their hands that could take the campaign in new directions.

Characters can uncover fragments of the history and legends surrounding a unique magic item with skill checks (most commonly Arcana or History knowledge checks) or even a skill challenge. Alternatively, an NPC might recognize the item and relate its history to a new owner. An account of the item might be found in lore uncovered during, after, or even before the adventure in which the item appears. Sometimes an item's history is recorded on the item, and powerful relics and artifacts can convey their own sagas.

The more common and low-level an item is, the less likely it is to have an exceptional history. Unless magic items are rare in your world, it's fine for a *+1 dagger* to be just that most of the time.

WILLIAM O'CONNOR

## Personality and Character

Even the most common magic items can have personality. Magic is a strange and wondrous force, and the arcane energy at loose in the world can change the people and objects it touches. As such, magic items—especially those created in ancient times or found in magic-rich environments—can develop quirks.

For instance, the surface of a magic shield might darken as if bruised or glow an angry red when it is struck in battle. A weapon might shout out curses against its wielder's enemies in the first round of combat. Gloves made for a healer might become noticeably warm whenever the wearer enters combat.

Such quirks serve the same function as the quirks and mannerisms given to NPCs by the DM. They add minor narrative color to an item and to the campaign as a whole. Be careful how you apply and use them, however. A quirk can involve a minor negative drawback, but it should never hinder or affect an item's usefulness, especially in combat.

## PC Influence

The PCs are the game's focus. Any magic items they carry—whatever their history and character—should reflect this fact. The actions of a PC can have an impact on the items he or she carries, causing those items to take on specific characteristics as a result of being wielded by a character of power and destiny.

Giving out item levels as treasure (discussed later in this chapter) is one way to give the PCs a degree of influence over the magic they carry. Another way is to create quirks not as a reflection of an item's history but as an example of a PC's influence. This is particularly appropriate when a player chooses to use an item as a roleplaying hook, rewarding player and character alike for interacting with the game world in a meaningful way. For example, a fighter's prized axe might start to echo its wielder's battle cry whenever it scores a critical hit. A paladin's shield might glow brightly as a symbol of her virtue when she fights sworn enemies.

Such character-inspired items can even be reused in a new campaign after epic characters pass into myth and immortality. When new PCs discover these legendary relics, the players whose characters were the item's original owners can have the satisfaction of seeing their roleplaying efforts live on.

## Alignment

Magic items can be strongly attuned to good or evil. An item with an alignment might impose a minor penalty or drawback on a wielder of different alignment. A magic weapon or implement might withhold some of its full enhancement bonus, or a magic item's powers could fail at a critical moment. (In the most extreme cases, an item simply might not function in the hands of a differently aligned character. However, such limitations are typically useful only as plot hooks.)

Alignment incompatibilities should never be allowed to become a permanent hindrance to a character's ability to use a magic item. (See Level Scaling, below, for suggestions on withholding a magic item's powers in a more balanced way.) Characters should always be given the chance to earn an item's full power. For example, a PC might be able to redeem a partially functioning evil item by using it for good. Such an undertaking makes an excellent minor quest, or it could become a hook for an entire campaign.

DAVID GRIFFITH

# ITEM LEVEL

The default assumption in the *Player's Handbook* is that each magic item has a level that equates to both its cost and its suitability as part of a PC's equipment. However, an item's level doesn't restrict its use by the PCs. A 1st-level fighter can freely use a +6 *vorpal greatsword* if he can somehow manage to acquire one.

Alternatively, relative level can play a stronger part in how magic items function in your campaign. Although level doesn't have a narrative equivalent in the game world, it does suggest a certain degree of inherent power within characters and their magic items alike. As such, any imbalance between the level of a character and the magic he or she wields can have repercussions in the game.

## Level-Based Penalties

DMs should feel free to place restrictions on the way magic items function, according to their level. The standard treasure rules (which assume that PCs can find an item up to four levels higher than their own level) are a good place to start.

It's entirely reasonable to say that items five or more levels higher than a character simply don't function in that character's hands. Alternatively, limitations or penalties for powerful items used by lower-level characters can be assigned on an ad-hoc basis. For example, a powerful magic weapon might function at its normal level but impose a penalty to the wielder's defenses. Likewise, a defensive item might penalize attack rolls, damage rolls, or both. An item that grants a bonus on a certain skill check might penalize other skill checks as its power overwhelms its user.

More extreme penalties might function in the same manner as the behavior of artifacts (see Chapter 9 of the *Dungeon Master's Guide*). A character wielding high-level magic might be inspired (or even forced) to take up an item's goals or purpose in the short term. For example, a 2nd-level character might feel the urge to give her excess wealth to charity under the influence of a +3 *symbol of hope*, while a 10th-level paladin might be driven to seek revenge on the elder red dragon that killed the former owner of his +5 *greatsword*.

DMs should use this technique sparingly, however, and only in the interest of advancing the campaign. It can be fun for a character to try to deal with the unexpected side effects of magic beyond his or her ability to effectively use. It's typically less fun for the PCs' magic items to limit their ability to choose their own path.

## Level Scaling

In the interest of entertaining game play, sometimes a DM will want to place a magic item as treasure that is too high for the party's current level. Other times, bravery and fortune sees the PCs defeat a foe and gain access to magic that the DM never intended them to have. In either case, an advanced magic item can have its power scaled back to a level usable by the PCs, with its additional power revealed over time. This technique works particularly well for items that have lower-level versions, but single-level items can be reworked to lower levels as well.

For example, your world's histories might speak of the legendary *Travic's Blade*—a 25th-level *holy avenger*. If the DM decides to introduce the sword into the campaign when the PCs are lower level, he or she can do so by introducing a story hook that speaks of the blade's powers being suppressed until certain conditions are met.

If first found when the PCs are 12th level, the sword could function as a basic +3 *sword*—perhaps one that deals radiant damage on critical hits as a hint of its latent power. When its wielder is 15th level or so, the sword can increase its enhancement bonus to +4 and add a +2 item bonus to damage rolls done with radiant powers through the weapon.

When the PCs ascend to a level suitable for the appearance of a *holy avenger* (21st level or higher), the blade finally attains the full power wielded by mighty Travic in the annals of history. It might even scale up again to become a 30th-level *holy avenger* when its wielder reaches 26th or 27th level, allowing its wielder to transcend the sword's mythic past.

## Item Levels as Treasure

Sometimes a magic item enters the campaign at the correct level, but a player wants her character to hold onto that item at higher levels rather than replacing it with a newer, higher-level item. The DM can allow the PC to invest monetary treasure in Enchant Magic Item rituals to increase the item's power (see Enchanting Items, below). Alternatively, item level increases can be given out as treasure.

Item levels granted as treasure follow the same guidelines as normal magic item placement. An increase in an item's enhancement bonus should be given out only when the PCs have attained an appropriate level to earn magic items with the improved bonus.

**MAGIC ITEM SCALING**

| Item Level | Enhancement Bonus |
|---|---|
| 1-5 | +1 |
| 6-10 | +2 |
| 11-15 | +3 |
| 16-20 | +4 |
| 21-25 | +5 |
| 26-30 | +6 |

The value of an item's enhancement bonus increase equals the difference in cost between the item's lower-level form and its higher-level form. This value should be primarily subtracted from the magic items given out in an adventure, with only a small portion coming from gold or other monetary treasure.

For example, a PC with *+1 delver's armor* wants to increase the effectiveness of that armor rather than seek another set of more powerful armor. According to the table, that PC should be of a level suitable for using 6th-level items before such an increase can occur. The difference in cost between *+1 delver's armor* and *+2 delver's armor* in the *Player's Handbook* is 2,720 gp—roughly the cost of a 7th-level magic item (2,600 gp). The item level can thus replace a 7th-level item normally placed as treasure (see Treasure Parcels in Chapter 7 of the *Dungeon Master's Guide*), with the additional 120 gp taken out of monetary treasure. Likewise, the increase in the armor's enhancement bonus could partially take the place of an 8th-level treasure (worth 3,400 gp), with the difference (680 gp) made up by a 3rd-level magic item of use to the party.

This system can even be used to turn mundane items into magic items. A PC's nonmagical heirloom longsword might be empowered by exposure to magic or a heroic deed to become a signature magic weapon.

## Empowering Events

Whether a magic item increases its power through level scaling or the granting of item levels as treasure, the nature of that increase should be tied to an empowering event. The transition points where new item powers are revealed should be triumphant moments for the wielder and the party as a whole—the defeat of a significant foe, the completion of a major quest, and so on.

Such events should let the players and the characters know that something about the affected item has changed. A being from another plane might show up to reward the PCs for service, imbuing the item in question with newfound power. Perhaps the death of a mighty enemy suffuses the party with supernatural energy that coalesces in the weapon that slew the foe. An eldritch font uncovered at the climax of an adventure could instill a single item with greater potency. Whatever the case, the effect of increasing a magic item's level should be both impressive and apparent.

# Enchanting Items

The use of the Enchant Magic Item ritual is straightforward enough, allowing characters to make magic items of their level or lower. However, the ritual can also be used to place a property in a magic item that has no property, or to upgrade a magic item to a more powerful version 5 levels higher. This use of the ritual follows the same rules for enchanting a magic item from a mundane item but reduces the cost. The ritual caster must still be high enough level to create the final item, but the caster pays only the difference in cost between the final version and the item in its current form.

For example, a 5th-level ritual caster wishing to imbue a *+1 longsword* (1st level, 360 gp) with the properties of a *+1 flaming longsword* (5th level, 1,000 gp) needs to pay a component cost of only 640 gp. Likewise, a 6th-level ritual caster could spend 1,440 gp to make a *+1 wand* (360 gp) into a *+2 wand* (1,800 gp), while a 10th-level ritual caster could spend 4,640 gp to make a suit of *+1 chainmail* (360 gp) into *+2 exalted chainmail* (5,000 gp), a huge leap in the armor's potency.

The Enchant Magic Item ritual cannot convert one item property into another. For example, a character could not use the ritual to turn a *+1 flaming longsword* into a *+2 lifedrinker longsword*. However, at the DM's option, a character can upgrade a magic item to another item with similar properties. For example, a *thundering bow* might be upgraded to a *thunderburst bow* in this way.

As normal, this use of the Enchant Magic Item ritual does not allow a character to ignore restrictions on the creation of magic items. A ranged weapon cannot be given a property restricted to melee weap-

RYAN BARGER

ons, nor can the ritual imbue a pair of boots with an enchantment normally given to a hands slot item. Likewise, magic item properties and powers cannot be stacked, so that a character cannot imbue a suit of *sylvan armor* with the property and power of *sunleaf armor* as well.

## Moving Magic

A rogue might find potent hide armor in an ogre's horde, but she wears leather. The holy symbol taken from a fallen foe has formidable power, but the party's cleric of Pelor doesn't feel like clutching a symbol of Vecna as he prays. The Transfer Enchantment ritual helps you to customize magic items by moving enchantments from one magic item to another.

### Transfer Enchantment

*With great care and concentration, you carefully strip magical power from one object to imbue it in another.*

**Level:** 4
**Category:** Creation
**Time:** 1 hour
**Duration:** Permanent
**Component Cost:** 25 gp
**Market Price:** 175 gp
**Key Skill:** Arcana (no check)

You transfer the magical qualities (properties, powers, and enhancement bonus) of an enchanted item into another object. You must maintain physical contact with both items for the duration of the ritual. The receiving item must occupy the same magic item slot (head, waist, armor, and so on) and be the same type (wand, rod, weapon, and so on) as the original item. The enchantment to be moved must be valid for the receiving item, so that you cannot transfer ranged weapon properties to melee weapons, cloth-only armor properties to chainmail, and so on.

You can transfer an enchantment to an item that already contains a lower-level enchantment, but the receiving item's previous magic is lost. For example, the enhancement bonus and power of a suit of *+1 barkskin hide* (5th level) could be placed into a suit of *+1 curseforged scale* (3rd level), but the scale armor's existing power is lost in doing so. You cannot transfer an enchantment to an item that already has a higher-level enchantment.

# Appendix 2: Magic Items

The following section includes a master table of all magic items in *Adventurer's Vault*. Items are sorted by level and alphabetized by name. An entry on the table includes an item's level, its name, and the slot it occupies.

**LEVEL 1**

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 1 | Belt of resilience | Waist | 164 |
| 1 | Distance +1 | Weapon | 68 |
| 1 | Eternal chalk | Wondrous Item | 171 |
| 1 | Floating shield | Arms | 117 |
| 1 | Headband of perception | Head | 142 |
| 1 | Impenetrable barding | Mount Item | 123 |
| 1 | Restful bedroll | Wondrous Item | 176 |

**LEVEL 2**

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 2 | Amulet of mental resolve +1 | Neck | 148 |
| 2 | Amulet of physical resolve +1 | Neck | 148 |
| 2 | Amulet of resolution +1 | Neck | 149 |
| 2 | Armor of resistance +1 | Armor | 41 |
| 2 | Battle standard of honor | Wondrous Item | 179 |
| 2 | Bloodclaw +1 | Weapon | 65 |
| 2 | Bloodguard shield | Arms | 114 |
| 2 | Boots of adept charging | Feet | 126 |
| 2 | Bracers of respite | Arms | 115 |
| 2 | Darkleaf shield | Arms | 116 |
| 2 | Defensive +1 | Weapon | 67 |
| 2 | Defensive staff +1 | Staff | 104 |
| 2 | Eagle eye goggles | Head | 140 |
| 2 | Feyleaf sandals | Feet | 129 |
| 2 | Flesh seeker +1 | Weapon | 69 |
| 2 | Gambler's +1 | Weapon | 69 |
| 2 | Gem of colloquy | Head | 141 |
| 2 | Holy healer's +1 | Weapon | 70 |
| 2 | Hunter's flint | Wondrous Item | 173 |
| 2 | Immunizing +1 | Armor | 46 |
| 2 | Jester shoes | Feet | 129 |
| 2 | Jousting shield | Arms | 118 |
| 2 | Mage's +1 | Weapon | 72 |
| 2 | Martyr's +1 | Armor | 47 |
| 2 | Mirrored comparison | Mount Item | 124 |
| 2 | Mnemonic staff +1 | Staff | 104 |
| 2 | Muleback harness | Waist | 166 |
| 2 | Orb of debilitating languor +1 | Orb | 93 |

| | | | |
|---|---|---|---|
| 2 | Pact hammer +1 | Weapon | 74 |
| 2 | Pact sword +1 | Weapon | 74 |
| 2 | Parrying +1 | Weapon | 74 |
| 2 | Pinning +1 | Weapon | 74 |
| 2 | Prime shot +1 | Weapon | 76 |
| 2 | Quickcurse rod +1 | Rod | 99 |
| 2 | Reading spectacles | Head | 144 |
| 2 | Reproachful +1 | Weapon | 76 |
| 2 | Repulsion +1 | Armor | 49 |
| 2 | Robe of eyes +1 | Armor | 50 |
| 2 | Robe of scintillation +1 | Armor | 50 |
| 2 | Rod of cursed honor +1 | Rod | 99 |
| 2 | Screaming +1 | Armor | 51 |
| 2 | Shield of the guardian | Arms | 120 |
| 2 | Shroud of protection | Wondrous Item | 177 |
| 2 | Silent tool | Wondrous Item | 177 |
| 2 | Slick +1 | Armor | 52 |
| 2 | Staff of missile mastery +1 | Staff | 106 |
| 2 | Staggering +1 | Weapon | 78 |
| 2 | Symbol of divinity +1 | Holy Symbol | 88 |
| 2 | Symbol of good fortune +1 | Holy Symbol | 88 |
| 2 | Symbol of reproach +1 | Holy Symbol | 90 |
| 2 | Symbol of resilience +1 | Holy Symbol | 90 |
| 2 | Utility staff +1 | Staff | 107 |
| 2 | Veteran's +1 | Armor | 55 |
| 2 | Wrestler's gloves | Hands | 137 |

## LEVEL 3

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 3 | Addergrease +1 | Armor | 39 |
| 3 | Arcanist's glasses | Head | 138 |
| 3 | Armor of cleansing +1 | Armor | 40 |
| 3 | Armor of exploits +1 | Armor | 41 |
| 3 | Battle standard of healing | Wondrous Item | 180 |
| 3 | Belt of the brawler | Waist | 164 |
| 3 | Bestial +1 | Armor | 42 |
| 3 | Boots of stealth | Feet | 126 |
| 3 | Breaching +1 | Armor | 43 |
| 3 | Brooch of no regrets +1 | Neck | 149 |
| 3 | Brooch of shielding +1 | Neck | 149 |
| 3 | Circlet of second chances | Head | 139 |
| 3 | Cloak of the chirurgeon +1 | Neck | 151 |
| 3 | Earthroot staff +1 | Staff | 104 |
| 3 | Flame bracers | Arms | 117 |
| 3 | Flame wand +1 | Wand | 109 |
| 3 | Floating lantern | Wondrous Item | 171 |
| 3 | Force staff +1 | Staff | 104 |
| 3 | Force wand +1 | Wand | 109 |
| 3 | Gloaming shroud +1 | Neck | 152 |
| 3 | Heartening +1 | Armor | 46 |
| 3 | Hellfire wand +1 | Wand | 109 |
| 3 | Horseshoes of speed | Mount Item | 123 |
| 3 | Inescapable +1 | Weapon | 70 |
| 3 | Inspiring +1 | Weapon | 71 |
| 3 | Lifegiving +1 | Armor | 47 |
| 3 | Luckblade +1 | Weapon | 71 |
| 3 | Master's wand of cloud of daggers +1 | Wand | 109 |
| 3 | Master's wand of dire radiance +1 | Wand | 110 |
| 3 | Master's wand of eldritch blast +1 | Wand | 110 |
| 3 | Master's wand of eyebite +1 | Wand | 110 |
| 3 | Master's wand of hellish rebuke +1 | Wand | 110 |
| 3 | Master's wand of magic missile +1 | Wand | 110 |
| 3 | Master's wand of ray of frost +1 | Wand | 110 |
| 3 | Master's wand of scorching burst +1 | Wand | 110 |
| 3 | Master's wand of thunderwave +1 | Wand | 110 |
| 3 | Meliorating +1 | Armor | 47 |
| 3 | Orb of far seeing +1 | Orb | 93 |
| 3 | Orb of insurmountable force +1 | Orb | 95 |
| 3 | Orb of judicious conjuration +1 | Orb | 95 |
| 3 | Orb of sweet sanctuary +1 | Orb | 96 |
| 3 | Orb of unlucky exchanges +1 | Orb | 96 |
| 3 | Ornament of alertness +1 | Neck | 153 |
| 3 | Paired +1 | Weapon | 74 |
| 3 | Point blank +1 | Weapon | 75 |
| 3 | Quick +1 | Weapon | 76 |
| 3 | Reckless +1 | Weapon | 76 |
| 3 | Robe of quills +1 | Armor | 50 |
| 3 | Rod of blasting +1 | Rod | 99 |
| 3 | Rod of malign conveyance +1 | Rod | 100 |
| 3 | Saddle of strength | Mount Item | 124 |
| 3 | Scalebane +1 | Weapon | 77 |
| 3 | Serpentskin +1 | Armor | 51 |
| 3 | Skewering +1 | Weapon | 77 |
| 3 | Staff of ruin +1 | Staff | 106 |
| 3 | Staff of the spectral hands +1 | Staff | 107 |
| 3 | Staff of ultimate defense +1 | Staff | 107 |
| 3 | Stoneborn +1 | Armor | 53 |
| 3 | Stonemeal Biscuit | Consumable | 192 |
| 3 | Stoneskin robes +1 | Armor | 53 |
| 3 | Strongheart +1 | Weapon | 79 |
| 3 | Subtle +1 | Weapon | 79 |
| 3 | Swiftshot +1 | Weapon | 79 |
| 3 | Symbol of confrontation +1 | Holy Symbol | 88 |
| 3 | Symbol of divine reach +1 | Holy Symbol | 88 |
| 3 | Thunder wand +1 | Wand | 111 |
| 3 | Vanguard +1 | Weapon | 81 |
| 3 | Versatile +1 | Armor | 54 |
| 3 | Vicious rod +1 | Rod | 102 |
| 3 | Wand of cold +1 | Wand | 111 |
| 3 | Wand of psychic ravaging +1 | Wand | 111 |
| 3 | Wand of radiance +1 | Wand | 112 |
| 3 | Wand of swarming force +1 | Wand | 112 |
| 3 | Whiteflame +1 | Armor | 55 |

## LEVEL 4

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 4 | Acidic +1 | Weapon | 62 |
| 4 | Armor of durability +1 | Armor | 40 |
| 4 | Battle standard of might | Wondrous Item | 179 |
| 4 | Battlecrazed +1 | Weapon | 64 |
| 4 | Battleforged shield | Arms | 114 |
| 4 | Bloodcurse rod +1 | Rod | 98 |
| 4 | Bloodthirst bracers | Arms | 114 |
| 4 | Bridle of conjuration | Wondrous Item | 169 |

| | | | |
|---|---|---|---|
| 4 | Casque of tactics | Head | 139 |
| 4 | Chime of awakening | Wondrous Item | 169 |
| 4 | Climbing claws | Hands | 133 |
| 4 | Cloak of distortion +1 | Neck | 151 |
| 4 | Cloak of the walking wounded +1 | Neck | 151 |
| 4 | Collar of recovery +1 | Neck | 151 |
| 4 | Communal +1 | Weapon | 66 |
| 4 | Counterstrike guards | Arms | 116 |
| 4 | Crystal +1 | Armor | 43 |
| 4 | Deathstalker +1 | Weapon | 67 |
| 4 | Feyleaf vambraces | Arms | 117 |
| 4 | Feyswarm staff +1 | Staff | 104 |
| 4 | Flaying gloves | Hands | 133 |
| 4 | Fortification +1 | Armor | 45 |
| 4 | Friend's gift | Companion Item | 122 |
| 4 | Frozen +1 | Armor | 46 |
| 4 | Ghost bridle | Mount Item | 123 |
| 4 | Healer's brooch +1 | Neck | 152 |
| 4 | Hedge wizard's gloves | Hands | 135 |
| 4 | Helm of opportunity | Head | 142 |
| 4 | Helm of the stubborn mind | Head | 143 |
| 4 | Life shroud | Consumable | 191 |
| 4 | Lullaby +1 | Weapon | 72 |
| 4 | Medic's +1 | Weapon | 72 |
| 4 | Mithral +1 | Armor | 48 |
| 4 | Mountain shield | Arms | 118 |
| 4 | Nail of sealing | Consumable | 191 |
| 4 | Oathblade +1 | Weapon | 73 |
| 4 | Onyx dog | Wondrous Item | 182 |
| 4 | Opportunistic +1 | Weapon | 73 |
| 4 | Orb of fickle fate +1 | Orb | 93 |
| 4 | Orb of harmonic agony +1 | Orb | 94 |
| 4 | Pelaurum +1 | Armor | 48 |
| 4 | Potion of resistance | Consumable | 188 |
| 4 | Reinforcing +1 | Armor | 48 |
| 4 | Rending +1 | Weapon | 76 |
| 4 | Robe of contingency +1 | Armor | 49 |
| 4 | Rod of the dragonborn +1 | Rod | 101 |
| 4 | Rod of the shadow walker +1 | Rod | 101 |
| 4 | Salubrious +1 | Armor | 51 |
| 4 | Shield of eyes | Arms | 120 |
| 4 | Shimmering +1 | Armor | 51 |
| 4 | Staff of light +1 | Staff | 105 |
| 4 | Sunblade +1 | Weapon | 79 |
| 4 | Symbol of astral might +1 | Holy Symbol | 87 |
| 4 | Symbol of mortality +1 | Holy Symbol | 89 |
| 4 | Symbol of vengeance +1 | Holy Symbol | 91 |
| 4 | Verve +1 | Armor | 54 |
| 4 | Viper belt | Waist | 167 |
| 4 | Wildrunners | Feet | 131 |
| 4 | Wounding +1 | Weapon | 82 |

## LEVEL 5

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 5 | Agile +1 | Armor | 39 |
| 5 | Architect's staff +1 | Staff | 103 |
| 5 | Armor of sacrifice +1 | Armor | 41 |
| 5 | Barbed baldric | Waist | 164 |
| 5 | Breach bracers | Arms | 116 |
| 5 | Bridle of rapid action | Mount Item | 123 |
| 5 | Cape of the mountebank +1 | Neck | 149 |
| 5 | Cat paws | Hands | 132 |
| 5 | Cold iron shield | Arms | 116 |
| 5 | Companion's defender | Companion Item | 122 |
| 5 | Couters of second chances | Arms | 116 |
| 5 | Cynic's goggles | Head | 140 |
| 5 | Direbeast shield | Arms | 117 |
| 5 | Elixir of aptitude | Consumable | 186 |
| 5 | Enchanted reins | Wondrous Item | 170 |
| 5 | Girdle of the oxen | Waist | 165 |
| 5 | Gloves of agility | Hands | 134 |
| 5 | Goggles of aura sight | Head | 141 |
| 5 | Gravespawn potion | Consumable | 187 |
| 5 | Instant campsite | Wondrous Item | 173 |
| 5 | Lamp of discerning | Wondrous Item | 174 |
| 5 | Obsidian steed | Wondrous Item | 182 |
| 5 | Parry gauntlets | Hands | 136 |
| 5 | Poisoned +1 | Weapon | 75 |
| 5 | Potion of clarity | Consumable | 188 |
| 5 | Potion of spirit | Consumable | 188 |
| 5 | Pouch of platinum | Wondrous Item | 176 |
| 5 | Power jewel | Wondrous Item | 176 |
| 5 | Quickhit bracers | Arms | 118 |
| 5 | Ruby scabbard | Wondrous Item | 176 |
| 5 | Shared suffering +1 | Armor | 51 |
| 5 | Shimmerlight shield | Arms | 120 |
| 5 | Skull mask | Head | 144 |
| 5 | Skybound +1 | Armor | 52 |
| 5 | Staff of unparalleled vision +1 | Staff | 107 |
| 5 | Stag helm | Head | 145 |
| 5 | Surefoot boots | Feet | 130 |
| 5 | Symbol of dire fate +1 | Holy Symbol | 88 |
| 5 | Tactician's +1 | Armor | 54 |
| 5 | Thieving +1 | Weapon | 80 |
| 5 | Vengeful +1 | Weapon | 81 |

## LEVEL 6

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 6 | Augmenting whetstone | Consumable | 190 |
| 6 | Belt of endurance | Waist | 164 |
| 6 | Boots of equilibrium | Feet | 126 |
| 6 | Boots of free movement | Feet | 126 |
| 6 | Bracers of archery | Arms | 115 |
| 6 | Bracers of mental might | Arms | 115 |
| 6 | Bracers of tactical blows | Arms | 116 |
| 6 | Breaching gauntlets | Hands | 132 |
| 6 | Burning gauntlets | Hands | 132 |
| 6 | Caustic gauntlets | Hands | 133 |
| 6 | Cincture of the dragon spirit | Waist | 165 |

| | | | |
|---|---|---|---|
| 6 | Cold iron bracers | Arms | 116 |
| 6 | Crown of doors | Head | 140 |
| 6 | Distance +2 | Weapon | 68 |
| 6 | Dynamic + 2 | Weapon | 68 |
| 6 | Fire beetle potion | Consumable | 187 |
| 6 | Flamedrinker shield | Arms | 117 |
| 6 | Goblin stompers | Feet | 129 |
| 6 | Grasping +2 | Weapon | 70 |
| 6 | Helm of vigilant awareness | Head | 143 |
| 6 | Imposter's +2 | Armor | 46 |
| 6 | Iron armbands of power | Arms | 117 |
| 6 | Knifethrower's gloves | Hands | 136 |
| 6 | Luckbender gloves | Hands | 136 |
| 6 | Martyr's saddle | Mount Item | 124 |
| 6 | Mercurial rod +2 | Rod | 99 |
| 6 | Orb of impenetrable escape +2 | Orb | 94 |
| 6 | Orb of mental dominion +2 | Orb | 95 |
| 6 | Phylactery of divinity | Head | 144 |
| 6 | Polyglot gem | Wondrous Item | 175 |
| 6 | Sacrificial +2 | Weapon | 77 |
| 6 | Sandals of precise stepping | Feet | 130 |
| 6 | Sigil of companionship | Companion Item | 123 |
| 6 | Solitaire (cinnabar) | Wondrous Item | 177 |
| 6 | Stalwart belt | Waist | 167 |
| 6 | Summoned +2 | Armor | 53 |
| 6 | Throwing shield | Arms | 121 |
| 6 | Vision sand | Consumable | 192 |
| 6 | Watchful ruby eye | Wondrous Item | 178 |

## LEVEL 7

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 7 | Amulet of mental resolve +2 | Neck | 148 |
| 7 | Amulet of physical resolve +2 | Neck | 148 |
| 7 | Amulet of resolution +2 | Neck | 149 |
| 7 | Armor of resistance +2 | Armor | 41 |
| 7 | Belt of fitness | Waist | 164 |
| 7 | Belt of recovery | Waist | 164 |
| 7 | Bloodclaw +2 | Weapon | 65 |
| 7 | Boots of the fencing master | Feet | 127 |
| 7 | Contortionist's cord | Waist | 165 |
| 7 | Crown of leaves | Head | 140 |
| 7 | Defensive +2 | Weapon | 67 |
| 7 | Defensive staff +2 | Staff | 104 |
| 7 | Desert rose | Consumable | 193 |
| 7 | Elixir of dragon breath | Consumable | 186 |
| 7 | Enshrouding candle | Wondrous Item | 171 |
| 7 | Fireflower pendant +2 | Neck | 152 |
| 7 | Flesh seeker +2 | Weapon | 69 |
| 7 | Frost gauntlets | Hands | 133 |
| 7 | Frozen whetstone | Consumable | 190 |
| 7 | Gambler's +2 | Weapon | 69 |
| 7 | Glassteel shard | Consumable | 194 |
| 7 | Holy Healer's +2 | Weapon | 70 |
| 7 | Horn of summons | Wondrous Item | 173 |
| 7 | Hunter's Headband | Head | 143 |
| 7 | Immunizing +2 | Armor | 46 |
| 7 | Irrefutable +2 | Armor | 47 |
| 7 | Jar of steam | Wondrous Item | 174 |
| 7 | Lancing gloves | Hands | 136 |
| 7 | Lens of reading | Wondrous Item | 175 |
| 7 | Mage's +2 | Weapon | 72 |
| 7 | Martyr's +2 | Armor | 47 |
| 7 | Mnemonic staff +2 | Staff | 104 |
| 7 | Orb of debilitating languor +2 | Orb | 93 |
| 7 | Orb of spatial contortion +2 | Orb | 95 |
| 7 | Pact hammer +2 | Weapon | 74 |
| 7 | Pact sword +2 | Weapon | 74 |
| 7 | Parrying +2 | Weapon | 74 |
| 7 | Pelaurum shield | Arms | 118 |
| 7 | Phantom soldier | Wondrous Item | 175 |
| 7 | Phrenic crown | Head | 144 |
| 7 | Piercing +2 | Weapon | 74 |
| 7 | Pinning +2 | Weapon | 74 |
| 7 | Potion of lifeshield | Consumable | 188 |
| 7 | Potion of mimicry | Consumable | 188 |
| 7 | Prime shot +2 | Weapon | 76 |
| 7 | Quickcurse rod +2 | Rod | 99 |
| 7 | Razor bracers | Arms | 119 |
| 7 | Reproachful +2 | Weapon | 76 |
| 7 | Repulsion +2 | Armor | 49 |
| 7 | Retribution +2 | Weapon | 76 |
| 7 | Robe of eyes +2 | Armor | 50 |
| 7 | Robe of scintillation +2 | Armor | 50 |
| 7 | Rod of cursed honor +2 | Rod | 99 |
| 7 | Rod of feythorns +2 | Rod | 100 |
| 7 | Rope of slave fighting | Waist | 166 |
| 7 | Rushing cleats | Feet | 130 |
| 7 | Screaming +2 | Armor | 51 |
| 7 | Shroud of revival | Wondrous Item | 177 |
| 7 | Skull bracers | Arms | 120 |
| 7 | Slick +2 | Armor | 52 |
| 7 | Splitting +2 | Weapon | 78 |
| 7 | Staff of elemental prowess +2 | Staff | 105 |
| 7 | Staff of missile mastery +2 | Staff | 106 |
| 7 | Staff of the serpent +2 | Staff | 106 |
| 7 | Staggering +2 | Weapon | 78 |
| 7 | Stylus of the translator | Wondrous Item | 178 |
| 7 | Symbol of divinity +2 | Holy Symbol | 88 |
| 7 | Symbol of freedom +2 | Holy Symbol | 88 |
| 7 | Symbol of good fortune +2 | Holy Symbol | 88 |
| 7 | Symbol of perseverance +2 | Holy Symbol | 89 |
| 7 | Symbol of reproach +2 | Holy Symbol | 90 |
| 7 | Symbol of resilience +2 | Holy Symbol | 90 |
| 7 | Symbol of shielding +2 | Holy Symbol | 90 |
| 7 | Transference +2 | Weapon | 81 |
| 7 | Trauma bracers | Arms | 121 |
| 7 | Utility staff +2 | Staff | 107 |
| 7 | Veteran's +2 | Armor | 55 |
| 7 | Wildleaf +2 | Armor | 55 |
| 7 | Wrestler's gloves | Hands | 137 |

## LEVEL 8

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 8 | Adamantine +2 | Weapon | 63 |
| 8 | Addergrease +2 | Armor | 39 |
| 8 | Armor of cleansing +2 | Armor | 40 |
| 8 | Armor of exploits +2 | Armor | 41 |
| 8 | Assassin's +2 | Weapon | 63 |
| 8 | Bag of tricks, gray | Wondrous Item | 183 |
| 8 | Baldric of tactical positioning | Waist | 163 |
| 8 | Beastlord +2 | Armor | 41 |
| 8 | Belt of vim | Waist | 164 |
| 8 | Bestial +2 | Armor | 42 |
| 8 | Black feather of the Raven Queen +2 | Holy Symbol | 85 |
| 8 | Bloodiron +2 | Armor | 42 |
| 8 | Boots of quickness | Feet | 126 |
| 8 | Bracers of bold maneuvering | Arms | 115 |
| 8 | Bracers of rejuvenation | Arms | 115 |
| 8 | Breaching +2 | Armor | 43 |
| 8 | Briartwine +2 | Armor | 43 |
| 8 | Brightleaf | Consumable | 193 |
| 8 | Bronzewood +2 | Weapon | 65 |
| 8 | Brooch of no regrets +2 | Neck | 149 |
| 8 | Brooch of shielding +2 | Neck | 149 |
| 8 | Cat tabi | Feet | 127 |
| 8 | Centering cincture | Waist | 165 |
| 8 | Choker of eloquence +2 | Neck | 150 |
| 8 | Circlet of indomitability | Head | 139 |
| 8 | Cloak of the chirurgeon +2 | Neck | 151 |
| 8 | Cloaked +2 | Weapon | 66 |
| 8 | Cog of Erathis +2 | Holy Symbol | 85 |
| 8 | Coif of mindiron | Head | 140 |
| 8 | Cold iron +2 | Weapon | 66 |
| 8 | Controlling +2 | Weapon | 66 |
| 8 | Cunning +2 | Weapon | 67 |
| 8 | Dark clover | Consumable | 193 |
| 8 | Death rattle | Wondrous Item | 169 |
| 8 | Decerebrating +2 | Weapon | 67 |
| 8 | Determined +2 | Weapon | 67 |
| 8 | Dragonscale of Bahamut +2 | Holy Symbol | 85 |
| 8 | Dread +2 | Weapon | 68 |
| 8 | Dust of arcane insight | Wondrous Item | 170 |
| 8 | Earthbreaker +2 | Weapon | 68 |
| 8 | Earthroot staff +2 | Staff | 104 |
| 8 | Elixir of accuracy | Consumable | 186 |
| 8 | Elixir of fortitude | Consumable | 187 |
| 8 | Elixir of reflexes | Consumable | 187 |
| 8 | Elixir of will | Consumable | 187 |
| 8 | Evil eye fetish +2 | Neck | 152 |
| 8 | Eye of deception | Head | 141 |
| 8 | Eye of Ioun +2 | Holy Symbol | 86 |
| 8 | Fan of the four winds | Wondrous Item | 171 |
| 8 | Fist of Kord +2 | Holy Symbol | 86 |
| 8 | Flame wand +2 | Wand | 109 |
| 8 | Flanking +2 | Weapon | 68 |
| 8 | Force +2 | Weapon | 69 |
| 8 | Force staff +2 | Staff | 104 |
| 8 | Force wand +2 | Wand | 109 |
| 8 | Gem of colloquy | Head | 141 |
| 8 | Gloaming shroud +2 | Neck | 152 |
| 8 | Gloves of eldritch admixture | Hands | 134 |
| 8 | Gloves of the bounty hunter | Hands | 134 |
| 8 | Graceful +2 | Weapon | 70 |
| 8 | Heartening +2 | Armor | 46 |
| 8 | Hellfire wand +2 | Wand | 109 |
| 8 | Holy gauntlets | Hands | 135 |
| 8 | Inescapable +2 | Weapon | 70 |
| 8 | Inspiring +2 | Weapon | 71 |
| 8 | Jade macetail | Wondrous Item | 181 |
| 8 | Lifegiving +2 | Armor | 47 |
| 8 | Luckblade +2 | Weapon | 71 |
| 8 | Mace of healing +2 | Weapon | 72 |
| 8 | Manticore shield | Arms | 118 |
| 8 | Mask of Melora +2 | Holy Symbol | 86 |
| 8 | Master's wand of cloud of daggers +2 | Wand | 109 |
| 8 | Master's wand of dire radiance +2 | Wand | 110 |
| 8 | Master's wand of eldritch blast +2 | Wand | 110 |
| 8 | Master's wand of eyebite +2 | Wand | 110 |
| 8 | Master's wand of hellish rebuke +2 | Wand | 110 |
| 8 | Master's wand of magic missile +2 | Wand | 110 |
| 8 | Master's wand of ray of frost +2 | Wand | 110 |
| 8 | Master's wand of scorching burst +2 | Wand | 110 |
| 8 | Master's wand of thunderwave +2 | Wand | 110 |
| 8 | Mauling +2 | Weapon | 72 |
| 8 | Meliorating +2 | Armor | 47 |
| 8 | Mindiron vambraces | Arms | 118 |
| 8 | Mithral shield | Arms | 118 |
| 8 | Moon disk of Sehanine +2 | Holy Symbol | 86 |
| 8 | Moradin's indestructible anvil +2 | Holy Symbol | 86 |
| 8 | Orb of crystalline terror +2 | Orb | 93 |
| 8 | Orb of far seeing +2 | Orb | 93 |
| 8 | Orb of inescapable consequences +2 | Orb | 94 |
| 8 | Orb of insurmountable force +2 | Orb | 95 |
| 8 | Orb of judicious conjuration +2 | Orb | 95 |
| 8 | Orb of sweet sanctuary +2 | Orb | 96 |
| 8 | Orb of unlucky exchanges +2 | Orb | 96 |
| 8 | Ornament of alertness +2 | Neck | 153 |
| 8 | Paired +2 | Weapon | 74 |
| 8 | Peacemaker's periapt +2 | Neck | 153 |
| 8 | Periapt of recovery +2 | Neck | 153 |
| 8 | Point blank +2 | Weapon | 75 |
| 8 | Potion of stormshield | Consumable | 189 |
| 8 | Quick +2 | Weapon | 76 |
| 8 | Quickling boots | Feet | 129 |
| 8 | Rat form +2 | Armor | 48 |
| 8 | Recalling harness | Companion Item | 123 |
| 8 | Reckless +2 | Weapon | 76 |
| 8 | Resilience amulet +2 | Neck | 154 |
| 8 | Robe of quills +2 | Armor | 50 |
| 8 | Rod of blasting +2 | Rod | 99 |
| 8 | Rod of malign conveyance +2 | Rod | 100 |
| 8 | Rod of the Feywild +2 | Rod | 101 |
| 8 | Rod of the hidden star +2 | Rod | 101 |
| 8 | Rod of the infernal +2 | Rod | 101 |

| | | | |
|---|---|---|---|
| 8 | Sash of ensnarement | Waist | 166 |
| 8 | Scalebane +2 | Weapon | 77 |
| 8 | Serpentskin +2 | Armor | 51 |
| 8 | Skewering +2 | Weapon | 77 |
| 8 | Snakefang +2 | Armor | 52 |
| 8 | Staff of ruin +2 | Staff | 106 |
| 8 | Staff of the spectral hands +2 | Staff | 107 |
| 8 | Staff of ultimate defense +2 | Staff | 107 |
| 8 | Star of Corellon +2 | Holy Symbol | 86 |
| 8 | Starlight goggles | Head | 145 |
| 8 | Steadfast amulet +2 | Neck | 154 |
| 8 | Steadfast boots | Feet | 130 |
| 8 | Steadfast saddle | Mount Item | 124 |
| 8 | Stone of Avandra +2 | Holy Symbol | 87 |
| 8 | Stoneborn +2 | Armor | 53 |
| 8 | Stoneskin robes +2 | Armor | 53 |
| 8 | Storm shield | Arms | 121 |
| 8 | Stout +2 | Weapon | 78 |
| 8 | Strongheart +2 | Weapon | 79 |
| 8 | Subtle +2 | Weapon | 79 |
| 8 | Sun disk of Pelor +2 | Holy Symbol | 87 |
| 8 | Swiftshot +2 | Weapon | 79 |
| 8 | Swimtide harness | Waist | 167 |
| 8 | Symbol of confrontation +2 | Holy Symbol | 88 |
| 8 | Symbol of divine reach +2 | Holy Symbol | 88 |
| 8 | Thunder wand +2 | Wand | 111 |
| 8 | Tigerclaw gauntlets +2 | Weapon | 80 |
| 8 | Tyrant's +2 | Weapon | 81 |
| 8 | Vanguard +2 | Weapon | 81 |
| 8 | Versatile +2 | Armor | 54 |
| 8 | Vicious rod +2 | Rod | 102 |
| 8 | Wand of cold +2 | Wand | 111 |
| 8 | Wand of psychic ravaging +2 | Wand | 111 |
| 8 | Wand of radiance +2 | Wand | 112 |
| 8 | Wand of swarming force +2 | Wand | 112 |
| 8 | Waterbane +2 | Weapon | 82 |
| 8 | Whiteflame +2 | Armor | 55 |
| 8 | Wyrmguard shield | Arms | 122 |

## LEVEL 9

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 9 | Acidic +2 | Weapon | 62 |
| 9 | Angelsteel shield | Arms | 114 |
| 9 | Armor of durability +2 | Armor | 40 |
| 9 | Battlecrazed +2 | Weapon | 64 |
| 9 | Black dragon bile | Consumable | 193 |
| 9 | Bloodcurse rod +2 | Rod | 98 |
| 9 | Bloodshored shield | Arms | 114 |
| 9 | Bloodsoaked shield | Arms | 114 |
| 9 | Boots of eagerness | Feet | 126 |
| 9 | Boots of furious speed | Feet | 126 |
| 9 | Boots of many tricks | Feet | 126 |
| 9 | Champion's +2 | Armor | 43 |
| 9 | Cloak of distortion +2 | Neck | 151 |
| 9 | Cloak of the cautious +2 | Neck | 151 |
| 9 | Cloak of the walking wounded +2 | Neck | 151 |
| 9 | Collar of recovery +2 | Neck | 151 |
| 9 | Communal +2 | Weapon | 66 |
| 9 | Crown of infernal legacy | Head | 140 |
| 9 | Crusader's +2 | Weapon | 66 |
| 9 | Crystal +2 | Armor | 43 |
| 9 | Darkskull | Wondrous Item | 169 |
| 9 | Deathstalker +2 | Weapon | 67 |
| 9 | Demonbane +2 | Weapon | 67 |
| 9 | Diamond bracers | Arms | 116 |
| 9 | Ebony fly | Wondrous Item | 181 |
| 9 | Endless canteen | Wondrous Item | 171 |
| 9 | Endless quiver | Wondrous Item | 171 |
| 9 | Feyslaughter +2 | Weapon | 68 |
| 9 | Feyswarm staff +2 | Staff | 104 |
| 9 | Fortification +2 | Armor | 45 |
| 9 | Frozen +2 | Armor | 46 |
| 9 | Gloves of storing | Hands | 134 |
| 9 | Goggles of the bone collector | Head | 142 |
| 9 | Goliath's belt | Waist | 165 |
| 9 | Green thumbs | Hands | 135 |
| 9 | Harmonious harp | Wondrous Item | 172 |
| 9 | Healer's brooch +2 | Neck | 152 |
| 9 | Laughing death +2 | Armor | 47 |
| 9 | Lifesapper rod +2 | Rod | 99 |
| 9 | Loamweave +2 | Armor | 47 |
| 9 | Lullaby +2 | Weapon | 72 |
| 9 | Map of orienteering | Wondrous Item | 175 |
| 9 | Medic's +2 | Weapon | 72 |
| 9 | Mirrorsheen coat +2 | Armor | 48 |
| 9 | Mithral +2 | Armor | 48 |
| 9 | Pearl sea horse | Wondrous Item | 183 |
| 9 | Oathblade +2 | Weapon | 73 |
| 9 | Opportunistic +2 | Weapon | 73 |
| 9 | Orb of fickle fate +2 | Orb | 93 |
| 9 | Orb of harmonic agony +2 | Orb | 94 |
| 9 | Pelaurum +2 | Armor | 48 |
| 9 | Potion of regeneration | Consumable | 188 |
| 9 | Potion of vigor | Consumable | 189 |
| 9 | Pouch of frozen passage | Wondrous Item | 175 |
| 9 | Recoil shield | Arms | 119 |
| 9 | Reflexive +2 | Armor | 48 |
| 9 | Reinforcing +2 | Armor | 48 |
| 9 | Reinforcing belt | Waist | 166 |
| 9 | Rending +2 | Weapon | 76 |
| 9 | Righteous +2 | Armor | 49 |
| 9 | Robe of contingency +2 | Armor | 49 |
| 9 | Rod of brutality +2 | Rod | 99 |
| 9 | Rod of the dragonborn +2 | Rod | 101 |
| 9 | Rod of the shadow walker +2 | Rod | 101 |
| 9 | Salubrious +2 | Armor | 51 |
| 9 | Shadowflow shield | Arms | 119 |
| 9 | Shapechanger's sorrow +2 | Weapon | 77 |
| 9 | Shimmering +2 | Armor | 51 |
| 9 | Skyrender +2 | Weapon | 78 |
| 9 | Solar +2 | Armor | 52 |
| 9 | Spell anchors | Hands | 136 |
| 9 | Staff of light +2 | Staff | 105 |
| 9 | Sunblade +2 | Weapon | 79 |
| 9 | Sure shot gloves | Hands | 137 |
| 9 | Survivor's +2 | Armor | 54 |

| | | | |
|---|---|---|---|
| 9 | Symbol of astral might +2 | Holy Symbol | 87 |
| 9 | Symbol of mortality +2 | Holy Symbol | 89 |
| 9 | Symbol of penitence +2 | Holy Symbol | 89 |
| 9 | Symbol of vengeance +2 | Holy Symbol | 91 |
| 9 | Terror ichor | Consumable | 194 |
| 9 | Thoughtstealer +2 | Weapon | 80 |
| 9 | Thunderhead +2 | Armor | 54 |
| 9 | Vampiric +2 | Weapon | 81 |
| 9 | Verve +2 | Armor | 54 |
| 9 | Whetstone of venom | Consumable | 190 |
| 9 | Wounding +2 | Weapon | 82 |
| 9 | Zephyr horseshoes | Mount Item | 124 |

## LEVEL 10

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 10 | Agile +2 | Armor | 39 |
| 10 | Antipathy gloves | Hands | 132 |
| 10 | Architect's staff +2 | Staff | 103 |
| 10 | Armor of sacrifice +2 | Armor | 41 |
| 10 | Belt of blood | Waist | 164 |
| 10 | Blackshroud +2 | Weapon | 64 |
| 10 | Bloodsoaked bracers | Arms | 114 |
| 10 | Boots of sand and sea | Feet | 126 |
| 10 | Bowl of purity | Wondrous Item | 168 |
| 10 | Branchrunners | Feet | 127 |
| 10 | Cap of water breathing | Head | 138 |
| 10 | Cape of the mountebank +2 | Neck | 149 |
| 10 | Caustic whetstone | Consumable | 190 |
| 10 | Chime of warding | Wondrous Item | 169 |
| 10 | Creeping gatevine | Consumable | 193 |
| 10 | Crystal ball of spying | Wondrous Item | 169 |
| 10 | Dust of disenchantment | Wondrous Item | 170 |
| 10 | Dwarven throwers | Hands | 133 |
| 10 | Flame rose | Consumable | 194 |
| 10 | Footpad's friend + 2 | Weapon | 69 |
| 10 | Fundamental ice | Consumable | 194 |
| 10 | Gauntlets of brilliance | Hands | 133 |
| 10 | Glowstone | Consumable | 191 |
| 10 | Guardian's collar | Companion Item | 122 |
| 10 | Hat of disguise | Head | 142 |
| 10 | Headband of intellect | Head | 142 |
| 10 | Healer's shield | Arms | 117 |
| 10 | Helm of the flamewarped | Head | 143 |
| 10 | Kruthik potion | Consumable | 187 |
| 10 | Laurel circlet | Head | 144 |
| 10 | Lens of discernment | Wondrous Item | 174 |
| 10 | Marble elephant | Wondrous Item | 182 |
| 10 | Oil of flesh returned | Consumable | 192 |
| 10 | Poisoned +2 | Weapon | 75 |
| 10 | Potion of clarity | Consumable | 188 |
| 10 | Potion of spirit | Consumable | 188 |
| 10 | Precise wand of color spray +2 | Wand | 111 |
| 10 | Righteous +2 | Weapon | 77 |
| 10 | Rod of mindbending +2 | Rod | 100 |
| 10 | Rod of starlight +2 | Rod | 100 |
| 10 | Salve of power | Wondrous Item | 176 |
| 10 | Scabbard of sacred might | Wondrous Item | 177 |
| 10 | Shared suffering +2 | Armor | 51 |
| 10 | Shielding girdle | Waist | 167 |
| 10 | Skeleton key | Wondrous Item | 177 |
| 10 | Skybound +2 | Armor | 52 |
| 10 | Spymaster's quill | Wondrous Item | 178 |
| 10 | Staff of acid and flame +2 | Staff | 105 |
| 10 | Staff of gathering +2 | Staff | 105 |
| 10 | Staff of unparalleled vision +2 | Staff | 107 |
| 10 | Storm gauntlets | Hands | 136 |
| 10 | Strikebacks | Hands | 136 |
| 10 | Symbol of dire fate +2 | Holy Symbol | 88 |
| 10 | Tactician's +2 | Armor | 54 |
| 10 | Tempest whetstone | Consumable | 190 |
| 10 | Thieving +2 | Weapon | 80 |
| 10 | Vengeful +2 | Weapon | 81 |
| 10 | Wallwalkers | Feet | 131 |
| 10 | Warsheath +2 | Armor | 55 |
| 10 | Whetstone of combustion | Consumable | 190 |

## LEVEL 11

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 11 | Assassin's slippers | Feet | 125 |
| 11 | Augmenting whetstone | Consumable | 190 |
| 11 | Backbone belt | Waist | 163 |
| 11 | Battering +3 | Weapon | 63 |
| 11 | Belt of resilience | Waist | 164 |
| 11 | Blacksmelt +3 | Weapon | 64 |
| 11 | Bloodstone spider | Wondrous Item | 180 |
| 11 | Boots of dancing | Feet | 126 |
| 11 | Bracers of infinite blades | Arms | 115 |
| 11 | Circlet of mental onslaught | Head | 139 |
| 11 | Crown of doors | Head | 140 |
| 11 | Distance +3 | Weapon | 68 |
| 11 | Dynamic + 3 | Weapon | 68 |
| 11 | Elixir of speed | Consumable | 187 |
| 11 | Gauntlets of blinding strikes | Hands | 133 |
| 11 | Grasping +3 | Weapon | 70 |
| 11 | Headband of perception | Head | 142 |
| 11 | Healer's sash | Waist | 166 |
| 11 | Impenetrable barding | Mount Item | 123 |
| 11 | Imposter's +3 | Armor | 46 |
| 11 | Ivory goat of travail | Wondrous Item | 181 |
| 11 | Longshot gloves | Hands | 136 |
| 11 | Mask of slithering | Head | 144 |
| 11 | Mercurial rod +3 | Rod | 99 |
| 11 | Orb of impenetrable escape +3 | Orb | 94 |
| 11 | Orb of mental dominion +3 | Orb | 95 |
| 11 | Ricochet +3 | Weapon | 76 |
| 11 | Rogue's belt | Waist | 166 |
| 11 | Sacrificial +3 | Weapon | 77 |
| 11 | Solitaire (citrine) | Wondrous Item | 177 |
| 11 | Summoned +3 | Armor | 53 |
| 11 | Survivor's belt | Waist | 167 |
| 11 | Totemic belt | Waist | 167 |
| 11 | Tumbler's shoes | Feet | 131 |
| 11 | Unfettered thieves' tools | Wondrous Item | 178 |
| 11 | Unguent of darkvision | Consumable | 192 |
| 11 | Warlock's bracers | Arms | 121 |

## LEVEL 12

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 12 | Absence amulet +3 | Neck | 147 |
| 12 | Amulet of mental resolve +3 | Neck | 148 |
| 12 | Amulet of physical resolve +3 | Neck | 148 |
| 12 | Amulet of resolution +3 | Neck | 149 |
| 12 | Armor of resistance +3 | Armor | 41 |
| 12 | Assault boots | Feet | 125 |
| 12 | Blade of night +3 | Weapon | 65 |
| 12 | Bloodclaw +3 | Weapon | 65 |
| 12 | Bloodguard shield | Arms | 114 |
| 12 | Bracers of respite | Arms | 115 |
| 12 | Butterfly sandals | Feet | 127 |
| 12 | Cingulum of combat rushing | Waist | 165 |
| 12 | Clasp of noble sacrifice +3 | Neck | 150 |
| 12 | Darkforged +3 | Armor | 43 |
| 12 | Darkleaf shield | Arms | 116 |
| 12 | Defensive +3 | Weapon | 67 |
| 12 | Defensive staff +3 | Staff | 104 |
| 12 | Dragonborn greaves | Feet | 128 |
| 12 | Dwarven boots | Feet | 128 |
| 12 | Eagle eye goggles | Head | 140 |
| 12 | Elukian clay +3 | Weapon | 68 |
| 12 | Exodus knife | Wondrous Item | 171 |
| 12 | Feystep lacings | Feet | 129 |
| 12 | Fireflower pendant +3 | Neck | 152 |
| 12 | Flesh seeker +3 | Weapon | 69 |
| 12 | Flickersight +3 | Armor | 45 |
| 12 | Foe stone | Wondrous Item | 172 |
| 12 | Fragrance of authority | Wondrous Item | 172 |
| 12 | Gem of colloquy | Head | 141 |
| 12 | Gambler's +3 | Weapon | 69 |
| 12 | Gloves of the healer | Hands | 135 |
| 12 | Golden lion | Wondrous Item | 181 |
| 12 | Holy Healer's +3 | Weapon | 70 |
| 12 | Immovable shaft | Wondrous Item | 173 |
| 12 | Immunizing +3 | Armor | 46 |
| 12 | Irrefutable +3 | Armor | 47 |
| 12 | Jagged +3 | Weapon | 71 |
| 12 | Jousting shield | Arms | 118 |
| 12 | Mage's +3 | Weapon | 72 |
| 12 | Martyr's +3 | Armor | 47 |
| 12 | Mnemonic staff +3 | Staff | 104 |
| 12 | Muleback harness | Waist | 166 |
| 12 | Orb of augmented stasis +3 | Orb | 92 |
| 12 | Orb of debilitating languor +3 | Orb | 93 |
| 12 | Orb of spatial contortion +3 | Orb | 95 |
| 12 | Orb of sudden insanity +3 | Orb | 96 |
| 12 | Pact hammer +3 | Weapon | 74 |
| 12 | Pact sword +3 | Weapon | 74 |
| 12 | Parrying +3 | Weapon | 74 |
| 12 | Piercing +3 | Weapon | 74 |
| 12 | Pinning +3 | Weapon | 74 |
| 12 | Prime shot +3 | Weapon | 76 |
| 12 | Quickcurse rod +3 | Rod | 99 |
| 12 | Razor shield | Arms | 119 |
| 12 | Reproachful +3 | Weapon | 76 |
| 12 | Repulsion +3 | Armor | 49 |
| 12 | Retribution +3 | Weapon | 76 |
| 12 | Ricochet shield | Arms | 119 |
| 12 | Robe of eyes +3 | Armor | 50 |
| 12 | Robe of scintillation +3 | Armor | 50 |
| 12 | Rod of cursed honor +3 | Rod | 99 |
| 12 | Rod of feythorns +3 | Rod | 100 |
| 12 | Rod of the churning inferno +3 | Rod | 100 |
| 12 | Screaming +3 | Armor | 51 |
| 12 | Shield of the guardian | Arms | 120 |
| 12 | Slick +3 | Armor | 52 |
| 12 | Splitting +3 | Weapon | 78 |
| 12 | Staff of elemental prowess +3 | Staff | 105 |
| 12 | Staff of missile mastery +3 | Staff | 106 |
| 12 | Staff of searing death +3 | Staff | 106 |
| 12 | Staff of the serpent +3 | Staff | 106 |
| 12 | Staggering +3 | Weapon | 78 |
| 12 | Stormbolt +3 | Weapon | 78 |
| 12 | Symbol of divinity +3 | Holy Symbol | 88 |
| 12 | Symbol of freedom +3 | Holy Symbol | 88 |
| 12 | Symbol of good fortune +3 | Holy Symbol | 88 |
| 12 | Symbol of lifebonding +3 | Holy Symbol | 89 |
| 12 | Symbol of perseverance +3 | Holy Symbol | 89 |
| 12 | Symbol of reproach +3 | Holy Symbol | 90 |
| 12 | Symbol of resilience +3 | Holy Symbol | 90 |
| 12 | Symbol of shielding +3 | Holy Symbol | 90 |
| 12 | Tauran shield | Arms | 121 |
| 12 | Thornwalker slippers | Feet | 130 |
| 12 | Transference +3 | Weapon | 81 |
| 12 | Transposition harness | Companion Item | 123 |
| 12 | Utility staff +3 | Staff | 107 |
| 12 | Veteran's +3 | Armor | 55 |
| 12 | Wildleaf +3 | Armor | 55 |
| 12 | Wrestler's gloves | Hands | 137 |

## LEVEL 13

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 13 | Abyssal adornment +3 | Neck | 148 |
| 13 | Adamantine +3 | Weapon | 63 |
| 13 | Addergrease +3 | Armor | 39 |
| 13 | Armor of cleansing +3 | Armor | 40 |
| 13 | Armor of exploits +3 | Armor | 41 |
| 13 | Armor of starlight +3 | Armor | 41 |
| 13 | Assassin's +3 | Weapon | 63 |
| 13 | Beastlord +3 | Armor | 41 |
| 13 | Bestial +3 | Armor | 42 |
| 13 | Black feather of the Raven Queen +3 | Holy Symbol | 85 |
| 13 | Bloodfire +3 | Armor | 42 |
| 13 | Bloodiron +3 | Weapon | 65 |
| 13 | Bloodiron +3 | Armor | 42 |
| 13 | Bloodthirsty +3 | Weapon | 65 |
| 13 | Boots of stealth | Feet | 126 |
| 13 | Boots of swimming | Feet | 127 |
| 13 | Bracers of wound closure | Arms | 116 |
| 13 | Breaching +3 | Armor | 43 |
| 13 | Briartwine +3 | Armor | 43 |

| | | | |
|---|---|---|---|
| 13 | Bronzewood +3 | Weapon | 65 |
| 13 | Brooch of no regrets +3 | Neck | 149 |
| 13 | Brooch of shielding +3 | Neck | 149 |
| 13 | Chaos weave +3 | Weapon | 65 |
| 13 | Choker of eloquence +3 | Neck | 150 |
| 13 | Cloak of arachnida +3 | Neck | 150 |
| 13 | Cloak of the chirurgeon +3 | Neck | 151 |
| 13 | Cloaked +3 | Weapon | 66 |
| 13 | Cog of Erathis +3 | Holy Symbol | 85 |
| 13 | Cold iron +3 | Weapon | 66 |
| 13 | Controlling +3 | Weapon | 66 |
| 13 | Coral +3 | Armor | 43 |
| 13 | Cord of divine favor | Waist | 165 |
| 13 | Cunning +3 | Weapon | 67 |
| 13 | Decerebrating +3 | Weapon | 67 |
| 13 | Desiccating +3 | Weapon | 67 |
| 13 | Determined +3 | Weapon | 67 |
| 13 | Dragonscale of Bahamut +3 | Holy Symbol | 85 |
| 13 | Dread +3 | Weapon | 68 |
| 13 | Dread helm | Head | 140 |
| 13 | Drum of panic | Wondrous Item | 170 |
| 13 | Earthbreaker +3 | Weapon | 68 |
| 13 | Earthroot staff +3 | Staff | 104 |
| 13 | Elixir of accuracy | Consumable | 186 |
| 13 | Elixir of fortitude | Consumable | 187 |
| 13 | Elixir of reflexes | Consumable | 187 |
| 13 | Elixir of will | Consumable | 187 |
| 13 | Elukian clay +3 | Armor | 45 |
| 13 | Evil eye fetish +3 | Neck | 152 |
| 13 | Eye of Ioun +3 | Holy Symbol | 86 |
| 13 | Farslayer +3 | Weapon | 68 |
| 13 | Feybread biscuit | Consumable | 191 |
| 13 | Fist of Kord +3 | Holy Symbol | 86 |
| 13 | Flame bracers | Arms | 117 |
| 13 | Flame wand +3 | Wand | 109 |
| 13 | Flanking +3 | Weapon | 68 |
| 13 | Force +3 | Weapon | 69 |
| 13 | Force staff +3 | Staff | 104 |
| 13 | Force wand +3 | Wand | 109 |
| 13 | Giant gloves | Hands | 133 |
| 13 | Giantdodger +3 | Armor | 46 |
| 13 | Gloaming shroud +3 | Neck | 152 |
| 13 | Gloves of missile deflection | Hands | 134 |
| 13 | Graceful +3 | Weapon | 70 |
| 13 | Heartening +3 | Armor | 46 |
| 13 | Hellfire wand +3 | Wand | 109 |
| 13 | Inescapable +3 | Weapon | 70 |
| 13 | Inspiring +3 | Weapon | 71 |
| 13 | Liar's trinket +3 | Neck | 153 |
| 13 | Lifegiving +3 | Armor | 47 |
| 13 | Luckblade +3 | Weapon | 71 |
| 13 | Mace of healing +3 | Weapon | 72 |
| 13 | Mask of Melora +3 | Holy Symbol | 86 |
| 13 | Master's wand of cloud of daggers +3 | Wand | 109 |
| 13 | Master's wand of dire radiance +3 | Wand | 110 |
| 13 | Master's wand of eldritch blast +3 | Wand | 110 |
| 13 | Master's wand of eyebite +3 | Wand | 110 |
| 13 | Master's wand of hellish rebuke +3 | Wand | 110 |
| 13 | Master's wand of magic missile +3 | Wand | 110 |
| 13 | Master's wand of ray of frost +3 | Wand | 110 |
| 13 | Master's wand of scorching burst +3 | Wand | 110 |
| 13 | Master's wand of thunderwave +3 | Wand | 110 |
| 13 | Mauling +3 | Weapon | 72 |
| 13 | Meliorating +3 | Armor | 47 |
| 13 | Moon disk of Sehanine +3 | Holy Symbol | 86 |
| 13 | Moradin's indestructible anvil +3 | Holy Symbol | 86 |
| 13 | Necrotic +3 | Weapon | 73 |
| 13 | Orb of crystalline terror +3 | Orb | 93 |
| 13 | Orb of far seeing +3 | Orb | 93 |
| 13 | Orb of indefatigable concentration +3 | Orb | 94 |
| 13 | Orb of inescapable consequences +3 | Orb | 94 |
| 13 | Orb of insurmountable force +3 | Orb | 95 |
| 13 | Orb of judicious conjuration +3 | Orb | 95 |
| 13 | Orb of karmic resonance +3 | Orb | 95 |
| 13 | Orb of sweet sanctuary +3 | Orb | 96 |
| 13 | Orb of unlucky exchanges +3 | Orb | 96 |
| 13 | Ornament of alertness +3 | Neck | 153 |
| 13 | Paired +3 | Weapon | 74 |
| 13 | Paralyzing +3 | Weapon | 74 |
| 13 | Peacemaker's periapt +3 | Neck | 153 |
| 13 | Periapt of recovery +3 | Neck | 153 |
| 13 | Point blank +3 | Weapon | 75 |
| 13 | Predatory +3 | Weapon | 75 |
| 13 | Quick +3 | Weapon | 76 |
| 13 | Rat form +3 | Armor | 48 |
| 13 | Reckless +3 | Weapon | 76 |
| 13 | Reliable staff +3 | Staff | 104 |
| 13 | Resilience amulet +3 | Neck | 154 |
| 13 | Robe of defying flames +3 | Armor | 49 |
| 13 | Robe of defying frost +3 | Armor | 49 |
| 13 | Robe of quills +3 | Armor | 50 |
| 13 | Robe of stars +3 | Armor | 50 |
| 13 | Rod of blasting +3 | Rod | 99 |
| 13 | Rod of malign conveyance +3 | Rod | 100 |
| 13 | Rod of the Feywild +3 | Rod | 101 |
| 13 | Rod of the hidden star +3 | Rod | 101 |
| 13 | Rod of the infernal +3 | Rod | 101 |
| 13 | Scalebane +3 | Weapon | 77 |
| 13 | Serpentskin +3 | Armor | 51 |
| 13 | Skewering +3 | Weapon | 77 |
| 13 | Snakefang +3 | Armor | 52 |
| 13 | Sniper's +3 | Weapon | 78 |
| 13 | Staff of ruin +3 | Staff | 106 |
| 13 | Staff of the spectral hands +3 | Staff | 107 |
| 13 | Staff of ultimate defense +3 | Staff | 107 |
| 13 | Star of Corellon +3 | Holy Symbol | 86 |
| 13 | Steadfast amulet +3 | Neck | 154 |
| 13 | Stone of Avandra +3 | Holy Symbol | 87 |
| 13 | Stoneborn +3 | Armor | 53 |
| 13 | Stoneskin robes +3 | Armor | 53 |
| 13 | Stonewall shield | Arms | 120 |
| 13 | Stout +3 | Weapon | 78 |
| 13 | Strongheart +3 | Weapon | 79 |
| 13 | Subtle +3 | Weapon | 79 |

| 13 | Sun disk of Pelor +3 | Holy Symbol | 87 |
|---|---|---|---|
| 13 | Surge +3 | Armor | 53 |
| 13 | Swiftshot +3 | Weapon | 79 |
| 13 | Symbol of confrontation +3 | Holy Symbol | 88 |
| 13 | Symbol of divine reach +3 | Holy Symbol | 88 |
| 13 | Thunder wand +3 | Wand | 111 |
| 13 | Thunderbolt +3 | Weapon | 80 |
| 13 | Thundergod +3 | Weapon | 80 |
| 13 | Tigerclaw gauntlets +3 | Weapon | 80 |
| 13 | Tyrant's +3 | Weapon | 81 |
| 13 | Vanguard +3 | Weapon | 81 |
| 13 | Versatile +3 | Armor | 54 |
| 13 | Vicious rod +3 | Rod | 102 |
| 13 | Wand of cold +3 | Wand | 111 |
| 13 | Wand of psychic ravaging +3 | Wand | 111 |
| 13 | Wand of radiance +3 | Wand | 112 |
| 13 | Wand of swarming force +3 | Wand | 112 |
| 13 | Waterbane +3 | Weapon | 82 |
| 13 | Whiteflame +3 | Armor | 55 |
| 13 | Withering +3 | Weapon | 82 |

### LEVEL 14

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 14 | Acidic +3 | Weapon | 62 |
| 14 | Adamantine rod +3 | Rod | 98 |
| 14 | Amulet of attenuation +3 | Neck | 148 |
| 14 | Amulet of bodily sanctity +3 | Neck | 148 |
| 14 | Amulet of elusive prey +3 | Neck | 148 |
| 14 | Amulet of inner voice +3 | Neck | 148 |
| 14 | Aqueous +3 | Armor | 40 |
| 14 | Armor of attraction +3 | Armor | 40 |
| 14 | Armor of durability +3 | Armor | 40 |
| 14 | Armor of night +3 | Armor | 41 |
| 14 | Assured wand of frostburn +3 | Wand | 109 |
| 14 | Assured wand of howl of doom +3 | Wand | 109 |
| 14 | Battlecrazed +3 | Weapon | 64 |
| 14 | Battleforged shield | Arms | 114 |
| 14 | Battlemaster's +3 | Weapon | 64 |
| 14 | Bilethorn +3 | Weapon | 64 |
| 14 | Black cave pearl | Consumable | 193 |
| 14 | Bloodcurse rod +3 | Rod | 98 |
| 14 | Bloodiron rod +3 | Rod | 98 |
| 14 | Bloodthirst bracers | Arms | 114 |
| 14 | Bonegrim +3 | Armor | 42 |
| 14 | Bracers of iron arcana | Arms | 115 |
| 14 | Casque of tactics | Head | 139 |
| 14 | Champion's +3 | Armor | 43 |
| 14 | Chaos weave +3 | Armor | 43 |
| 14 | Cherished ring | Ring | 156 |
| 14 | Cincture of vivacity | Waist | 165 |
| 14 | Cloak of distortion +3 | Neck | 151 |
| 14 | Cloak of the cautious +3 | Neck | 151 |
| 14 | Cloak of the walking wounded +3 | Neck | 151 |
| 14 | Collar of recovery +3 | Neck | 151 |
| 14 | Communal +3 | Weapon | 66 |
| 14 | Counterstrike guards | Arms | 116 |
| 14 | Crusader's +3 | Weapon | 66 |
| 14 | Crystal +3 | Armor | 43 |
| 14 | Deathstalker +3 | Weapon | 67 |
| 14 | Demonbane +3 | Weapon | 67 |
| 14 | Displacer +3 | Armor | 44 |
| 14 | Earthstriders | Feet | 128 |
| 14 | Factotum helm | Head | 141 |
| 14 | Feymind +3 | Armor | 45 |
| 14 | Feyslaughter +3 | Weapon | 68 |
| 14 | Feyswarm staff +3 | Staff | 104 |
| 14 | Fireburst boots | Feet | 129 |
| 14 | Flamewrath cape +3 | Neck | 152 |
| 14 | Flaring shield | Arms | 117 |
| 14 | Flaying gloves | Hands | 133 |
| 14 | Forbidding +3 | Weapon | 69 |
| 14 | Fortification +3 | Armor | 45 |
| 14 | Friend's gift | Companion Item | 122 |
| 14 | Frostburn +3 | Armor | 45 |
| 14 | Frozen +3 | Armor | 46 |
| 14 | Gloves of dimensional repulsion | Hands | 134 |
| 14 | Gloves of transference | Hands | 135 |
| 14 | Golden spade | Wondrous Item | 172 |
| 14 | Healer's brooch +3 | Neck | 152 |
| 14 | Healing +3 | Weapon | 70 |
| 14 | Helm of opportunity | Head | 142 |
| 14 | Hypnotic shield | Arms | 117 |
| 14 | Laughing death +3 | Armor | 47 |
| 14 | Lifesapper rod +3 | Rod | 99 |
| 14 | Loamweave +3 | Armor | 47 |
| 14 | Lullaby +3 | Weapon | 72 |
| 14 | Magician's ring | Ring | 157 |
| 14 | Mask of terror | Head | 144 |
| 14 | Medic's +3 | Weapon | 72 |
| 14 | Mindiron +3 | Weapon | 72 |
| 14 | Mirrorsheen coat +3 | Armor | 48 |
| 14 | Mithral +3 | Armor | 48 |
| 14 | Mountain shield | Arms | 118 |
| 14 | Oathblade +3 | Weapon | 73 |
| 14 | Oceanstrider boots | Feet | 129 |
| 14 | Opportunistic +3 | Weapon | 73 |
| 14 | Orb of crimson commitment +3 | Orb | 92 |
| 14 | Orb of draconic majesty +3 | Orb | 93 |
| 14 | Orb of fickle fate +3 | Orb | 93 |
| 14 | Orb of harmonic agony +3 | Orb | 94 |
| 14 | Pelaurum +3 | Armor | 48 |
| 14 | Potion of resistance | Consumable | 188 |
| 14 | Quickening staff +3 | Staff | 104 |
| 14 | Reflexive +3 | Armor | 48 |
| 14 | Reinforcing +3 | Armor | 48 |
| 14 | Rending +3 | Weapon | 76 |
| 14 | Righteous +3 | Armor | 49 |
| 14 | Ring of brotherhood | Ring | 158 |
| 14 | Ring of calling | Ring | 158 |
| 14 | Ring of feather fall | Ring | 158 |
| 14 | Ring of fireblazing | Ring | 158 |
| 14 | Ring of perfect grip | Ring | 159 |
| 14 | Robe of contingency +3 | Armor | 49 |
| 14 | Rod of brutality +3 | Rod | 99 |

| | | | |
|---|---|---|---|
| 14 | Rod of the dragonborn +3 | Rod | 101 |
| 14 | Rod of the shadow walker +3 | Rod | 101 |
| 14 | Rod of the sorrowsworn +3 | Rod | 101 |
| 14 | Sail of winds | Wondrous Item | 176 |
| 14 | Salubrious +3 | Armor | 51 |
| 14 | Shapechanger's sorrow +3 | Weapon | 77 |
| 14 | Shimmering +3 | Armor | 51 |
| 14 | Skyrender +3 | Weapon | 78 |
| 14 | Solar +3 | Armor | 52 |
| 14 | Spellshield | Arms | 120 |
| 14 | Staff of light +3 | Staff | 105 |
| 14 | Staff of transposition +3 | Staff | 107 |
| 14 | Sunblade +3 | Weapon | 79 |
| 14 | Survivor's +3 | Armor | 54 |
| 14 | Symbol of astral might +3 | Holy Symbol | 87 |
| 14 | Symbol of censure +3 | Holy Symbol | 87 |
| 14 | Symbol of mortality +3 | Holy Symbol | 89 |
| 14 | Symbol of penitence +3 | Holy Symbol | 89 |
| 14 | Symbol of vengeance +3 | Holy Symbol | 91 |
| 14 | Thoughtstealer +3 | Weapon | 80 |
| 14 | Thunderhead +3 | Armor | 54 |
| 14 | Transposing +3 | Weapon | 81 |
| 14 | Vampiric +3 | Weapon | 81 |
| 14 | Verve +3 | Armor | 54 |
| 14 | Voidcrystal +3 | Weapon | 82 |
| 14 | Voidcrystal +3 | Armor | 55 |
| 14 | Wounding +3 | Weapon | 82 |

## LEVEL 15

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 15 | Agile +3 | Armor | 39 |
| 15 | Amulet of aranea +3 | Neck | 148 |
| 15 | Antipathy gloves | Hands | 132 |
| 15 | Architect's staff +3 | Staff | 103 |
| 15 | Armor of negation +3 | Armor | 41 |
| 15 | Armor of sacrifice +3 | Armor | 41 |
| 15 | Assassinbane +3 | Armor | 41 |
| 15 | Barbed baldric | Waist | 164 |
| 15 | Blackshroud +3 | Weapon | 64 |
| 15 | Breach bracers | Arms | 116 |
| 15 | Brooch of vitality +3 | Neck | 149 |
| 15 | Cape of the mountebank +3 | Neck | 149 |
| 15 | Carcanet of psychic schism | Head | 139 |
| 15 | Cat paws | Hands | 132 |
| 15 | Cloak of displacement +3 | Neck | 150 |
| 15 | Cold iron shield | Arms | 116 |
| 15 | Companion's defender | Companion Item | 122 |
| 15 | Couters of second chances | Arms | 116 |
| 15 | Crown of nature's rebellion | Head | 140 |
| 15 | Cryptspawn potion | Consumable | 186 |
| 15 | Direbeast shield | Arms | 117 |
| 15 | Dread nightshade | Consumable | 194 |
| 15 | Elixir of aptitude | Consumable | 186 |
| 15 | Flanker's boots | Feet | 129 |
| 15 | Floorfighter straps | Feet | 129 |
| 15 | Flying hook | Wondrous Item | 172 |
| 15 | Footpad's friend + 3 | Weapon | 69 |
| 15 | Girdle of the umber hulk | Waist | 165 |
| 15 | Illithid robes +3 | Armor | 46 |
| 15 | Invulnerable case | Wondrous Item | 173 |
| 15 | Mind dust | Consumable | 194 |
| 15 | Necklace of fireballs +3 | Neck | 153 |
| 15 | Orb of mighty retort +3 | Orb | 95 |
| 15 | Orb of weakness intensified +3 | Orb | 97 |
| 15 | Poisoned +3 | Weapon | 75 |
| 15 | Potion of clarity | Consumable | 188 |
| 15 | Potion of spirit | Consumable | 188 |
| 15 | Pouch of shared acquisition | Wondrous Item | 176 |
| 15 | Precise wand of color spray +3 | Wand | 111 |
| 15 | Premonition ring | Ring | 157 |
| 15 | Quickhit bracers | Arms | 118 |
| 15 | Radiant +3 | Weapon | 76 |
| 15 | Rapidstrike bracers | Arms | 118 |
| 15 | Reality cord | Waist | 166 |
| 15 | Righteous +3 | Weapon | 77 |
| 15 | Ring of aquatic ability | Ring | 157 |
| 15 | Ring of shadow travel | Ring | 159 |
| 15 | Ring of the dragonborn emperor | Ring | 161 |
| 15 | Robe of defying storms +3 | Armor | 49 |
| 15 | Rod of mindbending +3 | Rod | 100 |
| 15 | Rod of starlight +3 | Rod | 100 |
| 15 | Rod of vulnerability +3 | Rod | 102 |
| 15 | Saddle of the nightmare | Mount Item | 124 |
| 15 | Saddle of the shark | Mount Item | 124 |
| 15 | Sapphire scabbard | Wondrous Item | 176 |
| 15 | Shared suffering +3 | Armor | 51 |
| 15 | Shimmerlight shield | Arms | 120 |
| 15 | Skull mask | Head | 144 |
| 15 | Skybound +3 | Armor | 52 |
| 15 | Spiritlink +3 | Armor | 53 |
| 15 | Staff of acid and flame +3 | Staff | 105 |
| 15 | Staff of gathering +3 | Staff | 105 |
| 15 | Staff of unparalleled vision +3 | Staff | 107 |
| 15 | Stag helm | Head | 145 |
| 15 | Stormlord +3 | Armor | 53 |
| 15 | Striking staff +3 | Staff | 107 |
| 15 | Symbol of brilliance +3 | Holy Symbol | 87 |
| 15 | Symbol of dire fate +3 | Holy Symbol | 88 |
| 15 | Symbol of renewal +3 | Holy Symbol | 89 |
| 15 | Symbol of the warpriest +3 | Holy Symbol | 90 |
| 15 | Tactician's +3 | Armor | 54 |
| 15 | Talisman of fortune | Wondrous Item | 178 |
| 15 | Thieving +3 | Weapon | 80 |
| 15 | Torc of power preservation +3 | Neck | 154 |
| 15 | Vengeful +3 | Weapon | 81 |
| 15 | Wand of erupting flame +3 | Wand | 111 |
| 15 | Warsheath +3 | Armor | 55 |
| 15 | Zealot's +3 | Armor | 55 |

## LEVEL 16

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 16 | Augmenting whetstone | Consumable | 190 |
| 16 | Battering +4 | Weapon | 63 |
| 16 | Battle standard of the fiery legion | Wondrous Item | 179 |
| 16 | Belt of endurance | Waist | 164 |
| 16 | Blacksmelt +4 | Weapon | 64 |
| 16 | Blasting circlet | Head | 138 |
| 16 | Boots of withdrawal | Feet | 127 |
| 16 | Bracers of archery | Arms | 115 |
| 16 | Bracers of infinite blades | Arms | 115 |
| 16 | Bracers of tactical blows | Arms | 116 |
| 16 | Breaching gauntlets | Hands | 132 |
| 16 | Burning gauntlets | Hands | 132 |
| 16 | Caustic gauntlets | Hands | 133 |
| 16 | Chameleon ring | Ring | 156 |
| 16 | Cognizance ring | Ring | 156 |
| 16 | Cold iron bracers | Arms | 116 |
| 16 | Crown of doors | Head | 140 |
| 16 | Crown of eyes | Head | 140 |
| 16 | Distance +4 | Weapon | 68 |
| 16 | Dynamic + 4 | Weapon | 68 |
| 16 | Elixir of invisibility | Consumable | 187 |
| 16 | Flamedrinker shield | Arms | 117 |
| 16 | Forceful +4 | Weapon | 69 |
| 16 | Gem of auditory recollection | Wondrous Item | 172 |
| 16 | Girdle of the dragon | Waist | 165 |
| 16 | Gloves of accuracy | Hands | 134 |
| 16 | Grasping +4 | Weapon | 70 |
| 16 | Headband of insight | Head | 142 |
| 16 | Headband of psychic attack | Head | 142 |
| 16 | Helm of hidden horrors | Head | 142 |
| 16 | Imposter's +4 | Armor | 46 |
| 16 | Inquisitor's helm | Head | 143 |
| 16 | Iron armbands of power | Arms | 117 |
| 16 | Lantern of revelation | Wondrous Item | 174 |
| 16 | Luckbender gloves | Hands | 136 |
| 16 | Mercurial rod +4 | Rod | 99 |
| 16 | Orb of impenetrable escape +4 | Orb | 94 |
| 16 | Orb of mental dominion +4 | Orb | 95 |
| 16 | Ricochet +4 | Weapon | 76 |
| 16 | Ring of forgetful touch | Ring | 159 |
| 16 | Ring of personal gravity | Ring | 159 |
| 16 | Sacrificial +4 | Weapon | 77 |
| 16 | Sandals of precise stepping | Feet | 130 |
| 16 | Sigil of companionship | Companion Item | 123 |
| 16 | Solitaire (aquamarine) | Wondrous Item | 177 |
| 16 | Stalwart belt | Waist | 167 |
| 16 | Summoned +4 | Armor | 53 |
| 16 | Throwing shield | Arms | 121 |
| 16 | Vampiric gauntlets | Hands | 137 |
| 16 | Venom gloves | Hands | 137 |
| 16 | War ring | Ring | 163 |

## LEVEL 17

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 17 | Absence amulet +4 | Neck | 147 |
| 17 | Amulet of mental resolve +4 | Neck | 148 |
| 17 | Amulet of physical resolve +4 | Neck | 148 |
| 17 | Amulet of resolution +4 | Neck | 149 |
| 17 | Armor of resistance +4 | Armor | 41 |
| 17 | Avandra's whisper +4 | Weapon | 63 |
| 17 | Banquet ring | Ring | 155 |
| 17 | Battle standard of shadow | Wondrous Item | 179 |
| 17 | Blade of night +4 | Weapon | 65 |
| 17 | Bloodclaw +4 | Weapon | 65 |
| 17 | Bottled smoke | Wondrous Item | 168 |
| 17 | Circlet of rapid casting | Head | 139 |
| 17 | Clasp of noble sacrifice +4 | Neck | 150 |
| 17 | Darkforged +4 | Armor | 43 |
| 17 | Defensive +4 | Weapon | 67 |
| 17 | Defensive staff +4 | Staff | 104 |
| 17 | Desert rose | Consumable | 193 |
| 17 | Earthreaver stompers | Feet | 128 |
| 17 | Elixir of dragon breath | Consumable | 186 |
| 17 | Elukian clay +4 | Weapon | 68 |
| 17 | Fireflower pendant +4 | Neck | 152 |
| 17 | Flesh seeker +4 | Weapon | 69 |
| 17 | Flickersight +4 | Armor | 45 |
| 17 | Frost gauntlets | Hands | 133 |
| 17 | Frozen whetstone | Consumable | 190 |
| 17 | Gambler's +4 | Weapon | 69 |
| 17 | Glassteel shard | Consumable | 194 |
| 17 | Goggles of the hawk | Head | 142 |
| 17 | Grimlock helm | Head | 142 |
| 17 | Holy Healer's +4 | Weapon | 70 |
| 17 | Horn of blasting | Wondrous Item | 173 |
| 17 | Horn of undead enmity | Wondrous Item | 173 |
| 17 | Immunizing +4 | Armor | 46 |
| 17 | Irrefutable +4 | Armor | 47 |
| 17 | Jagged +4 | Weapon | 71 |
| 17 | Mage's +4 | Weapon | 72 |
| 17 | Martyr's +4 | Armor | 47 |
| 17 | Mnemonic staff +4 | Staff | 104 |
| 17 | Moradin's +4 | Weapon | 73 |
| 17 | Orb of augmented stasis +4 | Orb | 92 |
| 17 | Orb of debilitating languor +4 | Orb | 93 |
| 17 | Orb of revenant magic +4 | Orb | 95 |
| 17 | Orb of spatial contortion +4 | Orb | 95 |
| 17 | Orb of sudden insanity +4 | Orb | 96 |
| 17 | Pact hammer +4 | Weapon | 74 |
| 17 | Pact sword +4 | Weapon | 74 |
| 17 | Parrying +4 | Weapon | 74 |
| 17 | Pelaurum shield | Arms | 118 |
| 17 | Phrenic crown | Head | 144 |
| 17 | Piercing +4 | Weapon | 74 |
| 17 | Pinning +4 | Weapon | 74 |
| 17 | Potion of lifeshield | Consumable | 188 |
| 17 | Potion of mimicry | Consumable | 188 |
| 17 | Prime shot +4 | Weapon | 76 |
| 17 | Quickcurse rod +4 | Rod | 99 |

| | | | |
|---|---|---|---|
| 17 | Razor bracers | Arms | 119 |
| 17 | Reproachful +4 | Weapon | 76 |
| 17 | Repulsion +4 | Armor | 49 |
| 17 | Retribution +4 | Weapon | 76 |
| 17 | Ring of arcane information | Ring | 157 |
| 17 | Ring of retreat | Ring | 159 |
| 17 | Ring of vigilant defense | Ring | 162 |
| 17 | Robe of bloodwalking +4 | Armor | 49 |
| 17 | Robe of eyes +4 | Armor | 50 |
| 17 | Robe of sapping +4 | Armor | 50 |
| 17 | Robe of scintillation +4 | Armor | 50 |
| 17 | Rod of cursed honor +4 | Rod | 99 |
| 17 | Rod of feythorns +4 | Rod | 100 |
| 17 | Rod of the bloodthorn +4 | Rod | 100 |
| 17 | Rod of the churning inferno +4 | Rod | 100 |
| 17 | Rope of slave fighting | Waist | 166 |
| 17 | Screaming +4 | Armor | 51 |
| 17 | Shield of blocking | Arms | 119 |
| 17 | Skull bracers | Arms | 120 |
| 17 | Slick +4 | Armor | 52 |
| 17 | Splitting +4 | Weapon | 78 |
| 17 | Staff of elemental prowess +4 | Staff | 105 |
| 17 | Staff of missile mastery +4 | Staff | 106 |
| 17 | Staff of searing death +4 | Staff | 106 |
| 17 | Staff of the serpent +4 | Staff | 106 |
| 17 | Staggering +4 | Weapon | 78 |
| 17 | Stormbolt +4 | Weapon | 78 |
| 17 | Symbol of dedication +4 | Holy Symbol | 88 |
| 17 | Symbol of divinity +4 | Holy Symbol | 88 |
| 17 | Symbol of freedom +4 | Holy Symbol | 88 |
| 17 | Symbol of good fortune +4 | Holy Symbol | 88 |
| 17 | Symbol of lifebonding +4 | Holy Symbol | 89 |
| 17 | Symbol of perseverance +4 | Holy Symbol | 89 |
| 17 | Symbol of reproach +4 | Holy Symbol | 90 |
| 17 | Symbol of resilience +4 | Holy Symbol | 90 |
| 17 | Symbol of shielding +4 | Holy Symbol | 90 |
| 17 | Symbol of sustenance +4 | Holy Symbol | 90 |
| 17 | Transference +4 | Weapon | 81 |
| 17 | Utility staff +4 | Staff | 107 |
| 17 | Veteran's +4 | Armor | 55 |
| 17 | Wildleaf +4 | Armor | 55 |
| 17 | Wrestler's gloves | Hands | 137 |

## LEVEL 18

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 18 | Abyssal adornment +4 | Neck | 148 |
| 18 | Adamantine +4 | Weapon | 63 |
| 18 | Addergrease +4 | Armor | 39 |
| 18 | Amulet of material darkness +4 | Neck | 148 |
| 18 | Armor of cleansing +4 | Armor | 40 |
| 18 | Armor of exploits +4 | Armor | 41 |
| 18 | Armor of starlight +4 | Armor | 41 |
| 18 | Assassin's +4 | Weapon | 63 |
| 18 | Bag of tricks, rust | Wondrous Item | 184 |
| 18 | Baldric of tactical positioning | Waist | 163 |
| 18 | Battle standard of tactics | Wondrous Item | 179 |
| 18 | Beastlord +4 | Armor | 41 |
| 18 | Belt of vim | Waist | 164 |
| 18 | Bestial +4 | Armor | 42 |
| 18 | Black feather of the Raven Queen +4 | Holy Symbol | 85 |
| 18 | Bloodfire +4 | Armor | 42 |
| 18 | Bloodiron +4 | Weapon | 65 |
| 18 | Bloodiron +4 | Armor | 42 |
| 18 | Bloodthirsty +4 | Weapon | 65 |
| 18 | Bone ring of better fortune | Ring | 156 |
| 18 | Boots of quickness | Feet | 126 |
| 18 | Bracers of bold maneuvering | Arms | 115 |
| 18 | Breaching +4 | Armor | 43 |
| 18 | Briartwine +4 | Armor | 43 |
| 18 | Brightleaf | Consumable | 193 |
| 18 | Bronzewood +4 | Weapon | 65 |
| 18 | Brooch of no regrets +4 | Neck | 149 |
| 18 | Brooch of shielding +4 | Neck | 149 |
| 18 | Cat tabi | Feet | 127 |
| 18 | Chamber cloak +4 | Neck | 150 |
| 18 | Chaos weave +4 | Weapon | 65 |
| 18 | Choker of eloquence +4 | Neck | 150 |
| 18 | Circlet of indomitability | Head | 139 |
| 18 | Cloak of arachnida +4 | Neck | 150 |
| 18 | Cloak of the chirurgeon +4 | Neck | 151 |
| 18 | Cloaked +4 | Weapon | 66 |
| 18 | Cog of Erathis +4 | Holy Symbol | 85 |
| 18 | Coif of mindiron | Head | 140 |
| 18 | Cold iron +4 | Weapon | 66 |
| 18 | Controlling +4 | Weapon | 66 |
| 18 | Coral +4 | Armor | 43 |
| 18 | Cord of foresight | Waist | 165 |
| 18 | Crown of the world tree | Head | 140 |
| 18 | Cunning +4 | Weapon | 67 |
| 18 | Dark clover | Consumable | 193 |
| 18 | Decerebrating +4 | Weapon | 67 |
| 18 | Defiant boots | Feet | 128 |
| 18 | Desiccating +4 | Weapon | 67 |
| 18 | Determined +4 | Weapon | 67 |
| 18 | Dimensional stride boots | Feet | 128 |
| 18 | Dragonscale of Bahamut +4 | Holy Symbol | 85 |
| 18 | Dragonscale, black +4 | Armor | 44 |
| 18 | Dragonscale, white +4 | Armor | 45 |
| 18 | Dread +4 | Weapon | 68 |
| 18 | Dust of creation | Wondrous Item | 170 |
| 18 | Dwarfstride boots | Feet | 128 |
| 18 | Earthbind lodestone | Wondrous Item | 170 |
| 18 | Earthbreaker +4 | Weapon | 68 |
| 18 | Earthroot staff +4 | Staff | 104 |
| 18 | Elixir of accuracy | Consumable | 186 |
| 18 | Elixir of fortitude | Consumable | 187 |
| 18 | Elixir of reflexes | Consumable | 187 |
| 18 | Elixir of will | Consumable | 187 |
| 18 | Elukian clay +4 | Armor | 45 |
| 18 | Evil eye fetish +4 | Neck | 152 |
| 18 | Eye of Ioun +4 | Holy Symbol | 86 |
| 18 | Face-stealing ring | Ring | 156 |
| 18 | Farslayer +4 | Weapon | 68 |

| | | | |
|---|---|---|---|
| 18 | Feyrod +4 | Rod | 98 |
| 18 | Fist of Kord +4 | Holy Symbol | 86 |
| 18 | Flame wand +4 | Wand | 109 |
| 18 | Flanking +4 | Weapon | 68 |
| 18 | Force +4 | Weapon | 69 |
| 18 | Force staff +4 | Staff | 104 |
| 18 | Force wand +4 | Wand | 109 |
| 18 | Giantdodger +4 | Armor | 46 |
| 18 | Gloaming shroud +4 | Neck | 152 |
| 18 | Gloves of eldritch admixture | Hands | 134 |
| 18 | Graceful +4 | Weapon | 70 |
| 18 | Greatreach gauntlets | Hands | 135 |
| 18 | Heartening +4 | Armor | 46 |
| 18 | Hellfire wand +4 | Wand | 109 |
| 18 | Hellrod +4 | Rod | 98 |
| 18 | Helm of swift punishment | Head | 143 |
| 18 | Holy gauntlets | Hands | 135 |
| 18 | Impaling +4 | Weapon | 70 |
| 18 | Inescapable +4 | Weapon | 70 |
| 18 | Inspiring +4 | Weapon | 71 |
| 18 | Liar's trinket +4 | Neck | 153 |
| 18 | Lifegiving +4 | Armor | 47 |
| 18 | Luckblade +4 | Weapon | 71 |
| 18 | Mace of healing +4 | Weapon | 72 |
| 18 | Manticore shield | Arms | 118 |
| 18 | Mask of Melora +4 | Holy Symbol | 86 |
| 18 | Master's wand of cloud of daggers +4 | Wand | 109 |
| 18 | Master's wand of dire radiance +4 | Wand | 110 |
| 18 | Master's wand of eldritch blast +4 | Wand | 110 |
| 18 | Master's wand of eyebite +4 | Wand | 110 |
| 18 | Master's wand of hellish rebuke +4 | Wand | 110 |
| 18 | Master's wand of magic missile +4 | Wand | 110 |
| 18 | Master's wand of ray of frost +4 | Wand | 110 |
| 18 | Master's wand of scorching burst +4 | Wand | 110 |
| 18 | Master's wand of thunderwave +4 | Wand | 110 |
| 18 | Mauling +4 | Weapon | 72 |
| 18 | Meliorating +4 | Armor | 47 |
| 18 | Mindiron vambraces | Arms | 118 |
| 18 | Mithral shield | Arms | 118 |
| 18 | Moon disk of Sehanine +4 | Holy Symbol | 86 |
| 18 | Moonlight lavaliere +4 | Neck | 153 |
| 18 | Moradin's indestructible anvil +4 | Holy Symbol | 86 |
| 18 | Necrotic +4 | Weapon | 73 |
| 18 | Orb of crystalline terror +4 | Orb | 93 |
| 18 | Orb of far seeing +4 | Orb | 93 |
| 18 | Orb of indefatigable concentration +4 | Orb | 94 |
| 18 | Orb of inescapable consequences +4 | Orb | 94 |
| 18 | Orb of insurmountable force +4 | Orb | 95 |
| 18 | Orb of judicious conjuration +4 | Orb | 95 |
| 18 | Orb of karmic resonance +4 | Orb | 95 |
| 18 | Orb of sweet sanctuary +4 | Orb | 96 |
| 18 | Orb of unintended solitude +4 | Orb | 96 |
| 18 | Orb of unlucky exchanges +4 | Orb | 96 |
| 18 | Ornament of alertness +4 | Neck | 153 |
| 18 | Paired +4 | Weapon | 74 |
| 18 | Paralyzing +4 | Weapon | 74 |
| 18 | Peacemaker's periapt +4 | Neck | 153 |
| 18 | Periapt of recovery +4 | Neck | 153 |
| 18 | Phantom chaussures | Feet | 129 |
| 18 | Point blank +4 | Weapon | 75 |
| 18 | Potion of stormshield | Consumable | 189 |
| 18 | Predatory +4 | Weapon | 75 |
| 18 | Quick +4 | Weapon | 76 |
| 18 | Rat form +4 | Armor | 48 |
| 18 | Recalling harness | Companion Item | 123 |
| 18 | Reckless +4 | Weapon | 76 |
| 18 | Reliable staff +4 | Staff | 104 |
| 18 | Resilience amulet +4 | Neck | 154 |
| 18 | Ring of ramming | Ring | 159 |
| 18 | Ring of shadow guard | Ring | 159 |
| 18 | Ring of the protector | Ring | 162 |
| 18 | Robe of defying flames +4 | Armor | 49 |
| 18 | Robe of defying frost +4 | Armor | 49 |
| 18 | Robe of quills +4 | Armor | 50 |
| 18 | Robe of stars +4 | Armor | 50 |
| 18 | Rod of blasting +4 | Rod | 99 |
| 18 | Rod of malign conveyance +4 | Rod | 100 |
| 18 | Rod of the Feywild +4 | Rod | 101 |
| 18 | Rod of the hidden star +4 | Rod | 101 |
| 18 | Rod of the infernal +4 | Rod | 101 |
| 18 | Sandals of arcane transposition | Feet | 130 |
| 18 | Scalebane +4 | Weapon | 77 |
| 18 | Serpentskin +4 | Armor | 51 |
| 18 | Shadowsteppers | Feet | 130 |
| 18 | Skewering +4 | Weapon | 77 |
| 18 | Skystrider horseshoes | Mount Item | 124 |
| 18 | Snakefang +4 | Armor | 52 |
| 18 | Sniper's +4 | Weapon | 78 |
| 18 | Staff of corrosion +4 | Staff | 105 |
| 18 | Staff of ruin +4 | Staff | 106 |
| 18 | Staff of the spectral hands +4 | Staff | 107 |
| 18 | Staff of ultimate defense +4 | Staff | 107 |
| 18 | Stalker's +4 | Armor | 53 |
| 18 | Star of Corellon +4 | Holy Symbol | 86 |
| 18 | Star rod +4 | Rod | 102 |
| 18 | Steadfast amulet +4 | Neck | 154 |
| 18 | Stone of Avandra +4 | Holy Symbol | 87 |
| 18 | Stoneborn +4 | Armor | 53 |
| 18 | Stoneskin robes +4 | Armor | 53 |
| 18 | Storm shield | Arms | 121 |
| 18 | Stout +4 | Weapon | 78 |
| 18 | Strongheart +4 | Weapon | 79 |
| 18 | Subtle +4 | Weapon | 79 |
| 18 | Sun disk of Pelor +4 | Holy Symbol | 87 |
| 18 | Surge +4 | Armor | 53 |
| 18 | Swiftshot +4 | Weapon | 79 |
| 18 | Swimtide harness | Waist | 167 |
| 18 | Symbol of confrontation +4 | Holy Symbol | 88 |
| 18 | Symbol of divine reach +4 | Holy Symbol | 88 |
| 18 | Symbol of sacrifice +4 | Holy Symbol | 90 |
| 18 | Thunder wand +4 | Wand | 111 |
| 18 | Thunderbolt +4 | Weapon | 80 |
| 18 | Thundergod +4 | Weapon | 80 |
| 18 | Tigerclaw gauntlets +4 | Weapon | 80 |

| | | | |
|---|---|---|---|
| 18 | Tyrant's +4 | Weapon | 81 |
| 18 | Vanguard +4 | Weapon | 81 |
| 18 | Versatile +4 | Armor | 54 |
| 18 | Vicious rod +4 | Rod | 102 |
| 18 | Wand of cold +4 | Wand | 111 |
| 18 | Wand of psychic ravaging +4 | Wand | 111 |
| 18 | Wand of radiance +4 | Wand | 112 |
| 18 | Wand of swarming force +4 | Wand | 112 |
| 18 | Waterbane +4 | Weapon | 82 |
| 18 | Whiteflame +4 | Armor | 55 |
| 18 | Withering +4 | Weapon | 82 |
| 18 | Wyrmguard shield | Arms | 122 |

## LEVEL 19

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 19 | Acidic +4 | Weapon | 62 |
| 19 | Adamantine rod +4 | Rod | 98 |
| 19 | Amethyst band of invisible eyes | Ring | 155 |
| 19 | Amulet of attenuation +4 | Neck | 148 |
| 19 | Amulet of bodily sanctity +4 | Neck | 148 |
| 19 | Amulet of elusive prey +4 | Neck | 148 |
| 19 | Amulet of inner voice +4 | Neck | 148 |
| 19 | Angelsteel shield | Arms | 114 |
| 19 | Anklets of opportunity | Feet | 125 |
| 19 | Aqueous +4 | Armor | 40 |
| 19 | Armor of attraction +4 | Armor | 40 |
| 19 | Armor of durability +4 | Armor | 40 |
| 19 | Armor of night +4 | Armor | 41 |
| 19 | Assured wand of frostburn +4 | Wand | 109 |
| 19 | Assured wand of howl of doom +4 | Wand | 109 |
| 19 | Battle standard of the stalwart | Wondrous Item | 180 |
| 19 | Battlecrazed +4 | Weapon | 64 |
| 19 | Battlemaster's +4 | Weapon | 64 |
| 19 | Bilethorn +4 | Weapon | 64 |
| 19 | Black dragon bile | Consumable | 193 |
| 19 | Blade of Bahamut +4 | Weapon | 64 |
| 19 | Bloodcurse rod +4 | Rod | 98 |
| 19 | Bloodiron rod +4 | Rod | 98 |
| 19 | Bloodshored shield | Arms | 114 |
| 19 | Bloodsoaked shield | Arms | 114 |
| 19 | Bloodtheft +4 | Armor | 42 |
| 19 | Bonegrim +4 | Armor | 42 |
| 19 | Bone ring of preservation | Ring | 156 |
| 19 | Champion's +4 | Armor | 43 |
| 19 | Chaos weave +4 | Armor | 43 |
| 19 | Cloak of autumn's child +4 | Neck | 150 |
| 19 | Cloak of distortion +4 | Neck | 151 |
| 19 | Cloak of the cautious +4 | Neck | 151 |
| 19 | Cloak of the walking wounded +4 | Neck | 151 |
| 19 | Collar of recovery +4 | Neck | 151 |
| 19 | Communal +4 | Weapon | 66 |
| 19 | Crown of infernal legacy | Head | 140 |
| 19 | Crusader's +4 | Weapon | 66 |
| 19 | Crystal +4 | Armor | 43 |
| 19 | Deadblast bone | Wondrous Item | 169 |
| 19 | Deathstalker +4 | Weapon | 67 |
| 19 | Demonbane +4 | Weapon | 67 |
| 19 | Diamond bracers | Arms | 116 |
| 19 | Displacer +4 | Armor | 44 |
| 19 | Dragonscale, blue +4 | Armor | 44 |
| 19 | Dragonscale, green +4 | Armor | 44 |
| 19 | Eye of the earthmother | Head | 141 |
| 19 | Feymind +4 | Armor | 45 |
| 19 | Feyslaughter +4 | Weapon | 68 |
| 19 | Feyswarm staff +4 | Staff | 104 |
| 19 | Flamewrath cape +4 | Neck | 152 |
| 19 | Forbidding +4 | Weapon | 69 |
| 19 | Fortification +4 | Armor | 45 |
| 19 | Frostburn +4 | Armor | 45 |
| 19 | Frozen +4 | Armor | 46 |
| 19 | Healer's brooch +4 | Neck | 152 |
| 19 | Healing +4 | Weapon | 70 |
| 19 | Laughing death +4 | Armor | 47 |
| 19 | Lifesapper rod +4 | Rod | 99 |
| 19 | Lightning reflex gloves | Hands | 136 |
| 19 | Loamweave +4 | Armor | 47 |
| 19 | Lullaby +4 | Weapon | 72 |
| 19 | Medic's +4 | Weapon | 72 |
| 19 | Mindiron +4 | Weapon | 72 |
| 19 | Mirrorsheen coat +4 | Armor | 48 |
| 19 | Mithral +4 | Armor | 48 |
| 19 | Oathblade +4 | Weapon | 73 |
| 19 | Opportunistic +4 | Weapon | 73 |
| 19 | Orb of coercive dementia +4 | Orb | 92 |
| 19 | Orb of crimson commitment +4 | Orb | 92 |
| 19 | Orb of draconic majesty +4 | Orb | 93 |
| 19 | Orb of fickle fate +4 | Orb | 93 |
| 19 | Orb of harmonic agony +4 | Orb | 94 |
| 19 | Pelaurum +4 | Armor | 48 |
| 19 | Potion of regeneration | Consumable | 188 |
| 19 | Potion of vigor | Consumable | 189 |
| 19 | Prismatic robe +4 | Armor | 48 |
| 19 | Quickening staff +4 | Staff | 104 |
| 19 | Reflexive +4 | Armor | 48 |
| 19 | Reinforcing +4 | Armor | 48 |
| 19 | Rending +4 | Weapon | 76 |
| 19 | Righteous +4 | Armor | 49 |
| 19 | Ring of the spectral hand | Ring | 162 |
| 19 | Robe of contingency +4 | Armor | 49 |
| 19 | Rod of brutality +4 | Rod | 99 |
| 19 | Rod of the dragonborn +4 | Rod | 101 |
| 19 | Rod of the shadow walker +4 | Rod | 101 |
| 19 | Rod of the sorrowsworn +4 | Rod | 101 |
| 19 | Salubrious +4 | Armor | 51 |
| 19 | Shadowflow shield | Arms | 119 |
| 19 | Shapechanger's sorrow +4 | Weapon | 77 |
| 19 | Shimmering +4 | Armor | 51 |
| 19 | Skeletal +4 | Armor | 52 |
| 19 | Skyrender +4 | Weapon | 78 |
| 19 | Solar +4 | Armor | 52 |
| 19 | Staff of light +4 | Staff | 105 |
| 19 | Staff of transposition +4 | Staff | 107 |
| 19 | Star ruby ring | Ring | 162 |
| 19 | Sunblade +4 | Weapon | 79 |

| | | | |
|---|---|---|---|
| 19 | Survivor's +4 | Armor | 54 |
| 19 | Symbol of astral might +4 | Holy Symbol | 87 |
| 19 | Symbol of censure +4 | Holy Symbol | 87 |
| 19 | Symbol of mortality +4 | Holy Symbol | 89 |
| 19 | Symbol of penitence +4 | Holy Symbol | 89 |
| 19 | Symbol of vengeance +4 | Holy Symbol | 91 |
| 19 | Tattered cloak +4 | Neck | 154 |
| 19 | Tenacious +4 | Weapon | 80 |
| 19 | Terror ichor | Consumable | 194 |
| 19 | Thoughtstealer +4 | Weapon | 80 |
| 19 | Thunderhead +4 | Armor | 54 |
| 19 | Transposing +4 | Weapon | 81 |
| 19 | Trollhide bracers | Arms | 121 |
| 19 | Vampiric +4 | Weapon | 81 |
| 19 | Vaporform +4 | Armor | 54 |
| 19 | Verve +4 | Armor | 54 |
| 19 | Voidcrystal +4 | Weapon | 82 |
| 19 | Voidcrystal +4 | Armor | 55 |
| 19 | Whetstone of venom | Consumable | 190 |
| 19 | Wounding +4 | Weapon | 82 |
| 19 | Wyrmtouched amulet +4 | Neck | 155 |

## LEVEL 20

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 20 | Agile +4 | Armor | 39 |
| 20 | Amulet of aranea +4 | Neck | 148 |
| 20 | Antipathy gloves | Hands | 132 |
| 20 | Architect's staff +4 | Staff | 103 |
| 20 | Armor of negation +4 | Armor | 41 |
| 20 | Armor of sacrifice +4 | Armor | 41 |
| 20 | Assassinbane +4 | Armor | 41 |
| 20 | Battle standard of the vanguard | Wondrous Item | 180 |
| 20 | Blackshroud +4 | Weapon | 64 |
| 20 | Bloodsoaked bracers | Arms | 114 |
| 20 | Brooch of vitality +4 | Neck | 149 |
| 20 | Cape of the mountebank +4 | Neck | 149 |
| 20 | Caustic whetstone | Consumable | 190 |
| 20 | Cloak of displacement +4 | Neck | 150 |
| 20 | Creeping gatevine | Consumable | 193 |
| 20 | Crown of nature's rebellion | Head | 140 |
| 20 | Crystal ball of spying | Wondrous Item | 169 |
| 20 | Dragonscale, red +4 | Armor | 45 |
| 20 | Flame rose | Consumable | 194 |
| 20 | Footpad's friend + 4 | Weapon | 69 |
| 20 | Fundamental ice | Consumable | 194 |
| 20 | Gem of valor | Consumable | 191 |
| 20 | Headband of intellect | Head | 142 |
| 20 | Healer's shield | Arms | 117 |
| 20 | Illithid robes +4 | Armor | 46 |
| 20 | Jarring +4 | Weapon | 71 |
| 20 | Laurel circlet | Head | 144 |
| 20 | Lucklender +4 | Weapon | 71 |
| 20 | Mirror of opposition | Wondrous Item | 175 |
| 20 | Necklace of fireballs +4 | Neck | 153 |
| 20 | Orb of mighty retort +4 | Orb | 95 |
| 20 | Orb of weakness intensified +4 | Orb | 97 |
| 20 | Poisoned +4 | Weapon | 75 |
| 20 | Potion of clarity | Consumable | 188 |
| 20 | Potion of spirit | Consumable | 188 |
| 20 | Precise wand of color spray +4 | Wand | 111 |
| 20 | Radiant +4 | Weapon | 76 |
| 20 | Righteous +4 | Weapon | 77 |
| 20 | Ring of spell storing | Ring | 160 |
| 20 | Robe of defying storms +4 | Armor | 49 |
| 20 | Robe of the archfiend +4 | Armor | 50 |
| 20 | Rod of mindbending +4 | Rod | 100 |
| 20 | Rod of starlight +4 | Rod | 100 |
| 20 | Rod of vulnerability +4 | Rod | 102 |
| 20 | Shared suffering +4 | Armor | 51 |
| 20 | Skybound +4 | Armor | 52 |
| 20 | Spider potion | Consumable | 189 |
| 20 | Spiritlink +4 | Armor | 53 |
| 20 | Staff of acid and flame +4 | Staff | 105 |
| 20 | Staff of gathering +4 | Staff | 105 |
| 20 | Staff of unparalleled vision +4 | Staff | 107 |
| 20 | Storm gauntlets | Hands | 136 |
| 20 | Stormlord +4 | Armor | 53 |
| 20 | Striking staff +4 | Staff | 107 |
| 20 | Symbol of brilliance +4 | Holy Symbol | 87 |
| 20 | Symbol of dire fate +4 | Holy Symbol | 88 |
| 20 | Symbol of renewal +4 | Holy Symbol | 89 |
| 20 | Symbol of the warpriest +4 | Holy Symbol | 90 |
| 20 | Tactician's +4 | Armor | 54 |
| 20 | Tempest whetstone | Consumable | 190 |
| 20 | Thieving +4 | Weapon | 80 |
| 20 | Torc of power preservation +4 | Neck | 154 |
| 20 | Trickster's mask | Head | 145 |
| 20 | Vengeful +4 | Weapon | 81 |
| 20 | Wand of erupting flame +4 | Wand | 111 |
| 20 | Warsheath +4 | Armor | 55 |
| 20 | Whetstone of combustion | Consumable | 190 |
| 20 | Zealot's +4 | Armor | 55 |

## LEVEL 21

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 21 | Augmenting whetstone | Consumable | 190 |
| 21 | Baldric of valor | Waist | 164 |
| 21 | Battering +5 | Weapon | 63 |
| 21 | Belt of resilience | Waist | 164 |
| 21 | Blacksmelt +5 | Weapon | 64 |
| 21 | Coif of focus | Head | 139 |
| 21 | Distance +5 | Weapon | 68 |
| 21 | Dynamic + 5 | Weapon | 68 |
| 21 | Elixir of flying | Consumable | 186 |
| 21 | Eye of discernment | Head | 141 |
| 21 | Forceful +5 | Weapon | 69 |
| 21 | Gloves of camaraderie | Hands | 134 |
| 21 | Grasping +5 | Weapon | 70 |
| 21 | Headband of perception | Head | 142 |
| 21 | Healer's sash | Waist | 166 |
| 21 | Impenetrable barding | Mount Item | 123 |
| 21 | Imposter's +5 | Armor | 46 |
| 21 | Ioun stone of sustenance | Head | 144 |

| 21 | Lightstep slippers | Feet | 129 |
|---|---|---|---|
| 21 | Longshot gloves | Hands | 136 |
| 21 | Mercurial rod +5 | Rod | 99 |
| 21 | Orb of impenetrable escape +5 | Orb | 94 |
| 21 | Orb of mental dominion +5 | Orb | 95 |
| 21 | Ricochet +5 | Weapon | 76 |
| 21 | Ring of heroic insight | Ring | 159 |
| 21 | Ring of tenacious will | Ring | 161 |
| 21 | Sacrificial +5 | Weapon | 77 |
| 21 | Skygliders | Feet | 130 |
| 21 | Solitaire (cerulean) | Wondrous Item | 177 |
| 21 | Summoned +5 | Armor | 53 |
| 21 | Unguent of blindsight | Consumable | 192 |

## LEVEL 22

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 22 | Absence amulet +5 | Neck | 147 |
| 22 | Amulet of mental resolve +5 | Neck | 148 |
| 22 | Amulet of physical resolve +5 | Neck | 148 |
| 22 | Amulet of resolution +5 | Neck | 149 |
| 22 | Armor of resistance +5 | Armor | 41 |
| 22 | Avandra's whisper +5 | Weapon | 63 |
| 22 | Blade of night +5 | Weapon | 65 |
| 22 | Blink ring | Ring | 156 |
| 22 | Bloodclaw +5 | Weapon | 65 |
| 22 | Bloodguard shield | Arms | 114 |
| 22 | Boots of speed | Feet | 126 |
| 22 | Bracers of respite | Arms | 115 |
| 22 | Clasp of noble sacrifice +5 | Neck | 150 |
| 22 | Darkforged +5 | Armor | 43 |
| 22 | Darkleaf shield | Arms | 116 |
| 22 | Defensive +5 | Weapon | 67 |
| 22 | Defensive staff +5 | Staff | 104 |
| 22 | Deflection +5 | Armor | 436 |
| 22 | Eagle eye goggles | Head | 140 |
| 22 | Elukian clay +5 | Weapon | 68 |
| 22 | Fireflower pendant +5 | Neck | 152 |
| 22 | Flesh seeker +5 | Weapon | 69 |
| 22 | Flickersight +5 | Armor | 45 |
| 22 | Gambler's +5 | Weapon | 69 |
| 22 | Gloves of the healer | Hands | 135 |
| 22 | Holy Healer's +5 | Weapon | 70 |
| 22 | Immunizing +5 | Armor | 46 |
| 22 | Ioun stone of perfect learning | Head | 143 |
| 22 | Irrefutable +5 | Armor | 47 |
| 22 | Jagged +5 | Weapon | 71 |
| 22 | Jousting shield | Arms | 118 |
| 22 | Luminary ring | Ring | 157 |
| 22 | Mage's +5 | Weapon | 72 |
| 22 | Martyr's +5 | Armor | 47 |
| 22 | Mnemonic staff +5 | Staff | 104 |
| 22 | Moradin's +5 | Weapon | 73 |
| 22 | Muleback harness | Waist | 166 |
| 22 | Orb of augmented stasis +5 | Orb | 92 |
| 22 | Orb of debilitating languor +5 | Orb | 93 |
| 22 | Orb of revenant magic +5 | Orb | 95 |
| 22 | Orb of spatial contortion +5 | Orb | 95 |
| 22 | Orb of sudden insanity +5 | Orb | 96 |
| 22 | Pact hammer +5 | Weapon | 74 |
| 22 | Pact sword +5 | Weapon | 74 |
| 22 | Parrying +5 | Weapon | 74 |
| 22 | Piercing +5 | Weapon | 74 |
| 22 | Pinning +5 | Weapon | 74 |
| 22 | Prime shot +5 | Weapon | 76 |
| 22 | Quickcurse rod +5 | Rod | 99 |
| 22 | Razor shield | Arms | 119 |
| 22 | Reproachful +5 | Weapon | 76 |
| 22 | Repulsion +5 | Armor | 49 |
| 22 | Retribution +5 | Weapon | 76 |
| 22 | Ring of fey travel | Ring | 158 |
| 22 | Robe of bloodwalking +5 | Armor | 49 |
| 22 | Robe of eyes +5 | Armor | 50 |
| 22 | Robe of sapping +5 | Armor | 50 |
| 22 | Robe of scintillation +5 | Armor | 50 |
| 22 | Rod of cursed honor +5 | Rod | 99 |
| 22 | Rod of feythorns +5 | Rod | 100 |
| 22 | Rod of the bloodthorn +5 | Rod | 100 |
| 22 | Rod of the churning inferno +5 | Rod | 100 |
| 22 | Rod of the star spawn +5 | Rod | 101 |
| 22 | Screaming +5 | Armor | 51 |
| 22 | Shadow spike +5 | Weapon | 77 |
| 22 | Shield of the guardian | Arms | 120 |
| 22 | Slick +5 | Armor | 52 |
| 22 | Splitting +5 | Weapon | 78 |
| 22 | Staff of elemental prowess +5 | Staff | 105 |
| 22 | Staff of missile mastery +5 | Staff | 106 |
| 22 | Staff of searing death +5 | Staff | 106 |
| 22 | Staff of the iron tower +5 | Staff | 106 |
| 22 | Staff of the serpent +5 | Staff | 106 |
| 22 | Staggering +5 | Weapon | 78 |
| 22 | Stormbolt +5 | Weapon | 78 |
| 22 | Symbol of dedication +5 | Holy Symbol | 88 |
| 22 | Symbol of divinity +5 | Holy Symbol | 88 |
| 22 | Symbol of freedom +5 | Holy Symbol | 88 |
| 22 | Symbol of good fortune +5 | Holy Symbol | 88 |
| 22 | Symbol of lifebonding +5 | Holy Symbol | 89 |
| 22 | Symbol of perseverance +5 | Holy Symbol | 89 |
| 22 | Symbol of reproach +5 | Holy Symbol | 90 |
| 22 | Symbol of resilience +5 | Holy Symbol | 90 |
| 22 | Symbol of shielding +5 | Holy Symbol | 90 |
| 22 | Symbol of sustenance +5 | Holy Symbol | 90 |
| 22 | Transference +5 | Weapon | 81 |
| 22 | Transposition harness | Companion Item | 123 |
| 22 | Utility staff +5 | Staff | 107 |
| 22 | Veteran's +5 | Armor | 55 |
| 22 | Wildleaf +5 | Armor | 55 |
| 22 | Wrestler's gloves | Hands | 137 |

## LEVEL 23

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 23 | Abyssal adornment +5 | Neck | 148 |
| 23 | Adamantine +5 | Weapon | 63 |
| 23 | Addergrease +5 | Armor | 39 |
| 23 | Amulet of material darkness +5 | Neck | 148 |
| 23 | Armor of cleansing +5 | Armor | 40 |
| 23 | Armor of exploits +5 | Armor | 41 |
| 23 | Armor of starlight +5 | Armor | 41 |
| 23 | Assassin's +5 | Weapon | 63 |
| 23 | Astral mead | Consumable | 191 |
| 23 | Beastlord +5 | Armor | 41 |
| 23 | Belt of vitality | Waist | 164 |
| 23 | Bestial +5 | Armor | 42 |
| 23 | Black feather of the Raven Queen +5 | Holy Symbol | 85 |
| 23 | Bloodfire +5 | Armor | 42 |
| 23 | Bloodiron +5 | Weapon | 65 |
| 23 | Bloodiron +5 | Armor | 42 |
| 23 | Bloodthirsty +5 | Weapon | 65 |
| 23 | Boots of stealth | Feet | 126 |
| 23 | Breaching +5 | Armor | 43 |
| 23 | Briartwine +5 | Armor | 43 |
| 23 | Bronzewood +5 | Weapon | 65 |
| 23 | Brooch of no regrets +5 | Neck | 149 |
| 23 | Brooch of shielding +5 | Neck | 149 |
| 23 | Chamber cloak +5 | Neck | 150 |
| 23 | Chaos weave +5 | Weapon | 65 |
| 23 | Choker of eloquence +5 | Neck | 150 |
| 23 | Cloak of arachnida +5 | Neck | 150 |
| 23 | Cloak of the chirurgeon +5 | Neck | 151 |
| 23 | Cloaked +5 | Weapon | 66 |
| 23 | Cog of Erathis +5 | Holy Symbol | 85 |
| 23 | Cold iron +5 | Weapon | 66 |
| 23 | Controlling +5 | Weapon | 66 |
| 23 | Coral +5 | Armor | 43 |
| 23 | Cunning +5 | Weapon | 67 |
| 23 | Decerebrating +5 | Weapon | 67 |
| 23 | Desiccating +5 | Weapon | 67 |
| 23 | Determined +5 | Weapon | 67 |
| 23 | Dragonscale of Bahamut +5 | Holy Symbol | 85 |
| 23 | Dragonscale, black +5 | Armor | 44 |
| 23 | Dragonscale, white +5 | Armor | 45 |
| 23 | Dread +5 | Weapon | 68 |
| 23 | Earthbreaker +5 | Weapon | 68 |
| 23 | Earthroot staff +5 | Staff | 104 |
| 23 | Elixir of accuracy | Consumable | 186 |
| 23 | Elixir of fortitude | Consumable | 187 |
| 23 | Elixir of reflexes | Consumable | 187 |
| 23 | Elixir of will | Consumable | 187 |
| 23 | Elukian clay +5 | Armor | 45 |
| 23 | Evil eye fetish +5 | Neck | 152 |
| 23 | Eye of awareness | Head | 141 |
| 23 | Eye of Ioun +5 | Holy Symbol | 86 |
| 23 | Farslayer +5 | Weapon | 68 |
| 23 | Feyrod +5 | Rod | 98 |
| 23 | Fist of Kord +5 | Holy Symbol | 86 |
| 23 | Flame bracers | Arms | 117 |
| 23 | Flame wand +5 | Wand | 109 |
| 23 | Flanking +5 | Weapon | 68 |
| 23 | Force +5 | Weapon | 69 |
| 23 | Force staff +5 | Staff | 104 |
| 23 | Force wand +5 | Wand | 109 |
| 23 | Giantdodger +5 | Armor | 46 |
| 23 | Gloaming shroud +5 | Neck | 152 |
| 23 | Graceful +5 | Weapon | 70 |
| 23 | Heartening +5 | Armor | 46 |
| 23 | Hellfire wand +5 | Wand | 109 |
| 23 | Hellrod +5 | Rod | 98 |
| 23 | Impaling +5 | Weapon | 70 |
| 23 | Inescapable +5 | Weapon | 70 |
| 23 | Inspiring +5 | Weapon | 71 |
| 23 | Ioun stone of steadfastness | Head | 143 |
| 23 | Liar's trinket +5 | Neck | 153 |
| 23 | Lifegiving +5 | Armor | 47 |
| 23 | Luckblade +5 | Weapon | 71 |
| 23 | Mace of healing +5 | Weapon | 72 |
| 23 | Mask of Melora +5 | Holy Symbol | 86 |
| 23 | Master's wand of cloud of daggers +5 | Wand | 109 |
| 23 | Master's wand of dire radiance +5 | Wand | 110 |
| 23 | Master's wand of eldritch blast +5 | Wand | 110 |
| 23 | Master's wand of eyebite +5 | Wand | 110 |
| 23 | Master's wand of hellish rebuke +5 | Wand | 110 |
| 23 | Master's wand of magic missile +5 | Wand | 110 |
| 23 | Master's wand of ray of frost +5 | Wand | 110 |
| 23 | Master's wand of scorching burst +5 | Wand | 110 |
| 23 | Master's wand of thunderwave +5 | Wand | 110 |
| 23 | Mauling +5 | Weapon | 72 |
| 23 | Meliorating +5 | Armor | 47 |
| 23 | Moon disk of Sehanine +5 | Holy Symbol | 86 |
| 23 | Moonlight lavaliere +5 | Neck | 153 |
| 23 | Moradin's indestructible anvil +5 | Holy Symbol | 86 |
| 23 | Necrotic +5 | Weapon | 73 |
| 23 | Orb of crystalline terror +5 | Orb | 93 |
| 23 | Orb of far seeing +5 | Orb | 93 |
| 23 | Orb of indefatigable concentration +5 | Orb | 94 |
| 23 | Orb of inescapable consequences +5 | Orb | 94 |
| 23 | Orb of insurmountable force +5 | Orb | 95 |
| 23 | Orb of judicious conjuration +5 | Orb | 95 |
| 23 | Orb of karmic resonance +5 | Orb | 95 |
| 23 | Orb of sweet sanctuary +5 | Orb | 96 |
| 23 | Orb of unintended solitude +5 | Orb | 96 |
| 23 | Orb of the usurper +5 | Orb | 96 |
| 23 | Orb of unlucky exchanges +5 | Orb | 96 |
| 23 | Ornament of alertness +5 | Neck | 153 |
| 23 | Paired +5 | Weapon | 74 |
| 23 | Paralyzing +5 | Weapon | 74 |
| 23 | Peacemaker's periapt +5 | Neck | 153 |
| 23 | Periapt of recovery +5 | Neck | 153 |
| 23 | Point blank +5 | Weapon | 75 |
| 23 | Predatory +5 | Weapon | 75 |
| 23 | Quick +5 | Weapon | 76 |
| 23 | Rat form +5 | Armor | 48 |
| 23 | Reckless +5 | Weapon | 76 |

| | | | |
|---|---|---|---|
| 23 | Reliable staff +5 | Staff | 104 |
| 23 | Resilience amulet +5 | Neck | 154 |
| 23 | Ring of adaptation | Ring | 157 |
| 23 | Robe of defying flames +5 | Armor | 49 |
| 23 | Robe of defying frost +5 | Armor | 49 |
| 23 | Robe of quills +5 | Armor | 50 |
| 23 | Robe of stars +5 | Armor | 50 |
| 23 | Rod of blasting +5 | Rod | 99 |
| 23 | Rod of malign conveyance +5 | Rod | 100 |
| 23 | Rod of the Feywild +5 | Rod | 101 |
| 23 | Rod of the hidden star +5 | Rod | 101 |
| 23 | Rod of the infernal +5 | Rod | 101 |
| 23 | Scalebane +5 | Weapon | 77 |
| 23 | Serpentskin +5 | Armor | 51 |
| 23 | Skewering +5 | Weapon | 77 |
| 23 | Snakefang +5 | Armor | 52 |
| 23 | Sniper's +5 | Weapon | 78 |
| 23 | Staff of corrosion +5 | Staff | 105 |
| 23 | Staff of ruin +5 | Staff | 106 |
| 23 | Staff of the spectral hands +5 | Staff | 107 |
| 23 | Staff of ultimate defense +5 | Staff | 107 |
| 23 | Stalker's +5 | Armor | 53 |
| 23 | Star of Corellon +5 | Holy Symbol | 86 |
| 23 | Star rod +5 | Rod | 102 |
| 23 | Steadfast amulet +5 | Neck | 154 |
| 23 | Stone of Avandra +5 | Holy Symbol | 87 |
| 23 | Stoneborn +5 | Armor | 53 |
| 23 | Stoneskin robes +5 | Armor | 53 |
| 23 | Stonewall shield | Arms | 120 |
| 23 | Stout +5 | Weapon | 78 |
| 23 | Strongheart +5 | Weapon | 79 |
| 23 | Subtle +5 | Weapon | 79 |
| 23 | Sun disk of Pelor +5 | Holy Symbol | 87 |
| 23 | Surge +5 | Armor | 53 |
| 23 | Swiftshot +5 | Weapon | 79 |
| 23 | Symbol of confrontation +5 | Holy Symbol | 88 |
| 23 | Symbol of divine reach +5 | Holy Symbol | 88 |
| 23 | Symbol of sacrifice +5 | Holy Symbol | 90 |
| 23 | Thunder wand +5 | Wand | 111 |
| 23 | Thunderbolt +5 | Weapon | 80 |
| 23 | Thundergod +5 | Weapon | 80 |
| 23 | Tigerclaw gauntlets +5 | Weapon | 80 |
| 23 | Tyrant's +5 | Weapon | 81 |
| 23 | Vanguard +5 | Weapon | 81 |
| 23 | Vengeance sash | Waist | 167 |
| 23 | Versatile +5 | Armor | 54 |
| 23 | Vicious rod +5 | Rod | 102 |
| 23 | Wand of cold +5 | Wand | 111 |
| 23 | Wand of psychic ravaging +5 | Wand | 111 |
| 23 | Wand of radiance +5 | Wand | 112 |
| 23 | Wand of swarming force +5 | Wand | 112 |
| 23 | Waterbane +5 | Weapon | 82 |
| 23 | Whiteflame +5 | Armor | 55 |
| 23 | Withering +5 | Weapon | 82 |

## LEVEL 24

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 24 | Acidic +5 | Weapon | 62 |
| 24 | Adamantine rod +5 | Rod | 98 |
| 24 | Amulet of attenuation +5 | Neck | 148 |
| 24 | Amulet of bodily sanctity +5 | Neck | 148 |
| 24 | Amulet of elusive prey +5 | Neck | 148 |
| 24 | Amulet of inner voice +5 | Neck | 148 |
| 24 | Aqueous +5 | Armor | 40 |
| 24 | Armor of attraction +5 | Armor | 40 |
| 24 | Armor of durability +5 | Armor | 40 |
| 24 | Armor of night +5 | Armor | 41 |
| 24 | Assured wand of frostburn +5 | Wand | 109 |
| 24 | Assured wand of howl of doom +5 | Wand | 109 |
| 24 | Backtrack bindings | Feet | 125 |
| 24 | Battlecrazed +5 | Weapon | 64 |
| 24 | Battleforged shield | Arms | 114 |
| 24 | Battlemaster's +5 | Weapon | 64 |
| 24 | Bilethorn +5 | Weapon | 64 |
| 24 | Black cave pearl | Consumable | 193 |
| 24 | Blade of Bahamut +5 | Weapon | 64 |
| 24 | Bloodcurse rod +5 | Rod | 98 |
| 24 | Bloodiron rod +5 | Rod | 98 |
| 24 | Bloodtheft +5 | Armor | 42 |
| 24 | Bloodthirst bracers | Arms | 114 |
| 24 | Bonegrim +5 | Armor | 42 |
| 24 | Casque of tactics | Head | 139 |
| 24 | Champion's +5 | Armor | 43 |
| 24 | Chaos weave +5 | Armor | 43 |
| 24 | Cloak of autumn's child +5 | Neck | 150 |
| 24 | Cloak of distortion +5 | Neck | 151 |
| 24 | Cloak of the cautious +5 | Neck | 151 |
| 24 | Cloak of the walking wounded +5 | Neck | 151 |
| 24 | Collar of recovery +5 | Neck | 151 |
| 24 | Communal +5 | Weapon | 66 |
| 24 | Crusader's +5 | Weapon | 66 |
| 24 | Crystal +5 | Armor | 43 |
| 24 | Death-denying cloak +5 | Neck | 151 |
| 24 | Deathstalker +5 | Weapon | 67 |
| 24 | Demonbane +5 | Weapon | 67 |
| 24 | Displacer +5 | Armor | 44 |
| 24 | Dragonscale, blue +5 | Armor | 44 |
| 24 | Dragonscale, green +5 | Armor | 44 |
| 24 | Feymind +5 | Armor | 45 |
| 24 | Feyslaughter +5 | Weapon | 68 |
| 24 | Feyswarm staff +5 | Staff | 104 |
| 24 | Flamewrath cape +5 | Neck | 152 |
| 24 | Flaying gloves | Hands | 133 |
| 24 | Forbidding +5 | Weapon | 69 |
| 24 | Fortification +5 | Armor | 45 |
| 24 | Friend's gift | Companion Item | 122 |
| 24 | Frostburn +5 | Armor | 45 |
| 24 | Frozen +5 | Armor | 46 |
| 24 | Healer's brooch +5 | Neck | 152 |
| 24 | Healing +5 | Weapon | 70 |
| 24 | Helm of opportunity | Head | 142 |
| 24 | Laughing death +5 | Armor | 47 |

| | | | |
|---|---|---|---|
| 24 | Lifesapper rod +5 | Rod | 99 |
| 24 | Loamweave +5 | Armor | 47 |
| 24 | Lullaby +5 | Weapon | 72 |
| 24 | Medic's +5 | Weapon | 72 |
| 24 | Mindiron +5 | Weapon | 72 |
| 24 | Mirrorsheen coat +5 | Armor | 48 |
| 24 | Mithral +5 | Armor | 48 |
| 24 | Oathblade +5 | Weapon | 73 |
| 24 | Opportunistic +5 | Weapon | 73 |
| 24 | Orb of arcane generosity +5 | Orb | 92 |
| 24 | Orb of coercive dementia +5 | Orb | 92 |
| 24 | Orb of crimson commitment +5 | Orb | 92 |
| 24 | Orb of draconic majesty +5 | Orb | 93 |
| 24 | Orb of fickle fate +5 | Orb | 93 |
| 24 | Orb of harmonic agony +5 | Orb | 94 |
| 24 | Pelaurum +5 | Armor | 48 |
| 24 | Potion of resistance | Consumable | 188 |
| 24 | Prismatic robe +5 | Armor | 48 |
| 24 | Quickening staff +5 | Staff | 104 |
| 24 | Reflexive +5 | Armor | 48 |
| 24 | Reinforcing +5 | Armor | 48 |
| 24 | Rending +5 | Weapon | 76 |
| 24 | Righteous +5 | Armor | 49 |
| 24 | Ritualist's ring | Ring | 162 |
| 24 | Robe of contingency +5 | Armor | 49 |
| 24 | Robe of forbearance +5 | Armor | 50 |
| 24 | Rod of brutality +5 | Rod | 99 |
| 24 | Rod of the dragonborn +5 | Rod | 101 |
| 24 | Rod of the shadow walker +5 | Rod | 101 |
| 24 | Rod of the sorrowsworn +5 | Rod | 101 |
| 24 | Salubrious +5 | Armor | 51 |
| 24 | Shapechanger's sorrow +5 | Weapon | 77 |
| 24 | Shimmering +5 | Armor | 51 |
| 24 | Skeletal +5 | Armor | 52 |
| 24 | Skyrender +5 | Weapon | 78 |
| 24 | Solar +5 | Armor | 52 |
| 24 | Soulwarding +5 | Armor | 53 |
| 24 | Staff of light +5 | Staff | 105 |
| 24 | Staff of transposition +5 | Staff | 107 |
| 24 | Sunblade +5 | Weapon | 79 |
| 24 | Survivor's +5 | Armor | 54 |
| 24 | Symbol of astral might +5 | Holy Symbol | 87 |
| 24 | Symbol of censure +5 | Holy Symbol | 87 |
| 24 | Symbol of mortality +5 | Holy Symbol | 89 |
| 24 | Symbol of penitence +5 | Holy Symbol | 89 |
| 24 | Symbol of vengeance +5 | Holy Symbol | 91 |
| 24 | Tattered cloak +5 | Neck | 154 |
| 24 | Tenacious +5 | Weapon | 80 |
| 24 | Thoughtstealer +5 | Weapon | 80 |
| 24 | Thunderhead +5 | Armor | 54 |
| 24 | Transposing +5 | Weapon | 81 |
| 24 | Vampiric +5 | Weapon | 81 |
| 24 | Vaporform +5 | Armor | 54 |
| 24 | Verve +5 | Armor | 54 |
| 24 | Voidcrystal +5 | Weapon | 82 |
| 24 | Voidcrystal +5 | Armor | 55 |
| 24 | Wounding +5 | Weapon | 82 |
| 24 | Wyrmtouched amulet +5 | Neck | 155 |
| 24 | Zephyr boots | Feet | 131 |

## LEVEL 25

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 25 | Agile +5 | Armor | 39 |
| 25 | Airstriders | Feet | 125 |
| 25 | Amulet of aranea +5 | Neck | 148 |
| 25 | Antipathy gloves | Hands | 132 |
| 25 | Architect's staff +5 | Staff | 103 |
| 25 | Armor of negation +5 | Armor | 141 |
| 25 | Armor of sacrifice +5 | Armor | 141 |
| 25 | Assassinbane +5 | Armor | 141 |
| 25 | Barbed baldric | Waist | 164 |
| 25 | Blackshroud +5 | Weapon | 64 |
| 25 | Bolstering +5 | Armor | 42 |
| 25 | Breach bracers | Arms | 116 |
| 25 | Brilliant energy +5 | Weapon | 65 |
| 25 | Brooch of vitality +5 | Neck | 149 |
| 25 | Cape of the mountebank +5 | Neck | 149 |
| 25 | Cat paws | Hands | 132 |
| 25 | Chime of opening | Wondrous Item | 169 |
| 25 | Cloak of displacement +5 | Neck | 150 |
| 25 | Cloak of elemental evolution +5 | Neck | 151 |
| 25 | Cold iron shield | Arms | 116 |
| 25 | Companion's defender | Companion Item | 122 |
| 25 | Couters of second chances | Arms | 116 |
| 25 | Crown of nature's rebellion | Head | 140 |
| 25 | Deathspawn potion | Consumable | 186 |
| 25 | Destiny staff +5 | Staff | 104 |
| 25 | Diamond scabbard | Wondrous Item | 170 |
| 25 | Direbeast shield | Arms | 117 |
| 25 | Dragonscale, red +5 | Armor | 45 |
| 25 | Dread nightshade | Consumable | 194 |
| 25 | Dust of banishment | Wondrous Item | 170 |
| 25 | Elixir of aptitude | Consumable | 186 |
| 25 | Footpad's friend + 5 | Weapon | 69 |
| 25 | Gargoyle ring | Ring | 156 |
| 25 | Ghost chain +5 | Weapon | 70 |
| 25 | Girdle of the umber hulk | Waist | 165 |
| 25 | Illithid robes +5 | Armor | 46 |
| 25 | Ioun stone of regeneration | Head | 143 |
| 25 | Jarring +5 | Weapon | 71 |
| 25 | Legendary +5 | Weapon | 71 |
| 25 | Life charm +5 | Neck | 71 |
| 25 | Lucklender +5 | Weapon | 71 |
| 25 | Mind dust | Consumable | 194 |
| 25 | Necklace of fireballs +5 | Neck | 153 |
| 25 | Orb of mighty retort +5 | Orb | 95 |
| 25 | Orb of weakness intensified +5 | Orb | 97 |
| 25 | Overreaching +5 | Weapon | 73 |
| 25 | Poisoned +5 | Weapon | 75 |
| 25 | Potion of clarity | Consumable | 188 |
| 25 | Potion of spirit | Consumable | 188 |
| 25 | Precise wand of color spray +5 | Wand | 111 |
| 25 | Quickhit bracers | Arms | 118 |
| 25 | Radiant +5 | Weapon | 76 |

| | | | |
|---|---|---|---|
| 25 | Righteous +5 | Weapon | 77 |
| 25 | Robe of defying storms +5 | Armor | 49 |
| 25 | Robe of the archfiend +5 | Armor | 50 |
| 25 | Rod of mindbending +5 | Rod | 100 |
| 25 | Rod of starlight +5 | Rod | 100 |
| 25 | Rod of vulnerability +5 | Rod | 102 |
| 25 | Sandals of Avandra | Feet | 130 |
| 25 | Shared suffering +5 | Armor | 51 |
| 25 | Shimmerlight shield | Arms | 120 |
| 25 | Skull mask | Head | 144 |
| 25 | Skybound +5 | Armor | 52 |
| 25 | Sorrowsworn ring | Ring | 162 |
| 25 | Spiritlink +5 | Armor | 53 |
| 25 | Staff of acid and flame +5 | Staff | 105 |
| 25 | Staff of gathering +5 | Staff | 105 |
| 25 | Staff of unparalleled vision +5 | Staff | 107 |
| 25 | Stag helm | Head | 145 |
| 25 | Stormlord +5 | Armor | 53 |
| 25 | Striking staff +5 | Staff | 107 |
| 25 | Symbol of brilliance +5 | Holy Symbol | 87 |
| 25 | Symbol of damnation +5 | Holy Symbol | 88 |
| 25 | Symbol of dire fate +5 | Holy Symbol | 88 |
| 25 | Symbol of radiant vengeance +5 | Holy Symbol | 89 |
| 25 | Symbol of renewal +5 | Holy Symbol | 89 |
| 25 | Symbol of the warpriest +5 | Holy Symbol | 90 |
| 25 | Tactician's +5 | Armor | 54 |
| 25 | Telepathy circlet | Head | 145 |
| 25 | Thieving +5 | Weapon | 80 |
| 25 | Torc of power preservation +5 | Neck | 154 |
| 25 | Trespasser's bane +5 | Weapon | 81 |
| 25 | Vengeful +5 | Weapon | 81 |
| 25 | Wand of erupting flame +5 | Wand | 111 |
| 25 | Warsheath +5 | Armor | 55 |
| 25 | Zealot's +5 | Armor | 55 |

## LEVEL 26

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 26 | Augmenting whetstone | Consumable | 190 |
| 26 | Battering +6 | Weapon | 63 |
| 26 | Belt of endurance | Waist | 164 |
| 26 | Blacksmelt +6 | Weapon | 64 |
| 26 | Bracers of archery | Arms | 115 |
| 26 | Bracers of tactical blows | Arms | 116 |
| 26 | Breaching gauntlets | Hands | 132 |
| 26 | Burning gauntlets | Hands | 132 |
| 26 | Caustic gauntlets | Hands | 133 |
| 26 | Clockwork owl | Head | 139 |
| 26 | Cold iron bracers | Arms | 116 |
| 26 | Distance +6 | Weapon | 68 |
| 26 | Dynamic + 6 | Weapon | 68 |
| 26 | Flamedrinker shield | Arms | 117 |
| 26 | Forceful +6 | Weapon | 69 |
| 26 | Girdle of the dragon | Waist | 165 |
| 26 | Grasping +6 | Weapon | 70 |
| 26 | Imposter's +6 | Armor | 46 |
| 26 | Iron armbands of power | Arms | 117 |
| 26 | Mercurial rod +6 | Rod | 99 |
| 26 | Orb of mental dominion +6 | Orb | 95 |
| 26 | Ricochet +6 | Weapon | 76 |
| 26 | Sacrificial +6 | Weapon | 77 |
| 26 | Sandals of precise stepping | Feet | 130 |
| 26 | Sigil of companionship | Companion Item | 123 |
| 26 | Solitaire (violet) | Wondrous Item | 178 |
| 26 | Stalwart belt | Waist | 167 |
| 26 | Summoned +6 | Armor | 53 |
| 26 | Throwing shield | Arms | 121 |
| 26 | Venom gloves | Hands | 137 |

## LEVEL 27

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 27 | Absence amulet +6 | Neck | 147 |
| 27 | Amulet of mental resolve +6 | Neck | 148 |
| 27 | Amulet of physical resolve +6 | Neck | 148 |
| 27 | Amulet of resolution +6 | Neck | 149 |
| 27 | Armor of resistance +6 | Armor | 41 |
| 27 | Avandra's whisper +6 | Weapon | 63 |
| 27 | Blade of night +6 | Weapon | 65 |
| 27 | Bloodclaw +6 | Weapon | 65 |
| 27 | Clasp of noble sacrifice +6 | Neck | 150 |
| 27 | Darkforged +6 | Armor | 43 |
| 27 | Defensive +6 | Weapon | 67 |
| 27 | Defensive staff +6 | Staff | 104 |
| 27 | Deflection +6 | Armor | 43 |
| 27 | Desert rose | Consumable | 193 |
| 27 | Earthreaver stompers | Feet | 128 |
| 27 | Elixir of dragon breath | Consumable | 186 |
| 27 | Elukian clay +6 | Weapon | 68 |
| 27 | Eye of the basilisk | Head | 141 |
| 27 | Fireflower pendant +6 | Neck | 152 |
| 27 | Flesh seeker +6 | Weapon | 69 |
| 27 | Flickersight +6 | Armor | 45 |
| 27 | Frost gauntlets | Hands | 133 |
| 27 | Frozen whetstone | Consumable | 190 |
| 27 | Gambler's +6 | Weapon | 69 |
| 27 | Glassteel shard | Consumable | 194 |
| 27 | Holy Healer's +6 | Weapon | 70 |
| 27 | Immunizing +6 | Armor | 46 |
| 27 | Irrefutable +6 | Armor | 47 |
| 27 | Jagged +6 | Weapon | 71 |
| 27 | Mage's +6 | Weapon | 72 |
| 27 | Martyr's +6 | Armor | 47 |
| 27 | Mnemonic staff +6 | Staff | 104 |
| 27 | Moradin's +6 | Weapon | 73 |
| 27 | Mummified hand | Wondrous Item | 175 |
| 27 | Orb of augmented stasis +6 | Orb | 92 |
| 27 | Orb of debilitating languor +6 | Orb | 93 |
| 27 | Orb of revenant magic +6 | Orb | 95 |
| 27 | Orb of spatial contortion +6 | Orb | 95 |
| 27 | Orb of sudden insanity +6 | Orb | 96 |
| 27 | Pact hammer +6 | Weapon | 74 |
| 27 | Pact sword +6 | Weapon | 74 |
| 27 | Parrying +6 | Weapon | 74 |
| 27 | Pelaurum shield | Arms | 118 |
| 27 | Phrenic crown | Head | 144 |

| | | | |
|---|---|---|---|
| 27 | Piercing +6 | Weapon | 74 |
| 27 | Pinning +6 | Weapon | 74 |
| 27 | Potion of lifeshield | Consumable | 188 |
| 27 | Potion of mimicry | Consumable | 188 |
| 27 | Prime shot +6 | Weapon | 76 |
| 27 | Quickcurse rod +6 | Rod | 99 |
| 27 | Razor bracers | Arms | 119 |
| 27 | Reflective shield | Arms | 119 |
| 27 | Reproachful +6 | Weapon | 76 |
| 27 | Repulsion +6 | Armor | 49 |
| 27 | Retribution +6 | Weapon | 76 |
| 27 | Ring of the phoenix | Ring | 161 |
| 27 | Robe of bloodwalking +6 | Armor | 49 |
| 27 | Robe of eyes +6 | Armor | 50 |
| 27 | Robe of sapping +6 | Armor | 50 |
| 27 | Robe of scintillation +6 | Armor | 50 |
| 27 | Rod of cursed honor +6 | Rod | 99 |
| 27 | Rod of feythorns +6 | Rod | 100 |
| 27 | Rod of the bloodthorn +6 | Rod | 100 |
| 27 | Rod of the churning inferno +6 | Rod | 100 |
| 27 | Rod of the star spawn +6 | Rod | 101 |
| 27 | Screaming +6 | Armor | 51 |
| 27 | Shadow band | Ring | 162 |
| 27 | Shadow spike +6 | Weapon | 77 |
| 27 | Shield of blocking | Arms | 119 |
| 27 | Shocking +6 | Armor | 51 |
| 27 | Skull bracers | Arms | 120 |
| 27 | Slick +6 | Armor | 52 |
| 27 | Splitting +6 | Weapon | 78 |
| 27 | Staff of elemental prowess +6 | Staff | 105 |
| 27 | Staff of missile mastery +6 | Staff | 106 |
| 27 | Staff of searing death +6 | Staff | 106 |
| 27 | Staff of the iron tower +6 | Staff | 106 |
| 27 | Staff of the serpent +6 | Staff | 106 |
| 27 | Staggering +6 | Weapon | 78 |
| 27 | Stormbolt +6 | Weapon | 78 |
| 27 | Symbol of dedication +6 | Holy Symbol | 88 |
| 27 | Symbol of divinity +6 | Holy Symbol | 88 |
| 27 | Symbol of freedom +6 | Holy Symbol | 88 |
| 27 | Symbol of good fortune +6 | Holy Symbol | 88 |
| 27 | Symbol of lifebonding +6 | Holy Symbol | 89 |
| 27 | Symbol of perseverance +6 | Holy Symbol | 89 |
| 27 | Symbol of reproach +6 | Holy Symbol | 90 |
| 27 | Symbol of resilience +6 | Holy Symbol | 90 |
| 27 | Symbol of shielding +6 | Holy Symbol | 90 |
| 27 | Symbol of sustenance +6 | Holy Symbol | 90 |
| 27 | Transference +6 | Weapon | 81 |
| 27 | Trauma bracers | Arms | 121 |
| 27 | Utility staff +6 | Staff | 107 |
| 27 | Veteran's +6 | Armor | 55 |
| 27 | Wildleaf +6 | Armor | 55 |
| 27 | Wrestler's gloves | Hands | 137 |

## LEVEL 28

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 28 | Abyssal adornment +6 | Neck | 148 |
| 28 | Adamantine +6 | Weapon | 63 |
| 28 | Addergrease +6 | Armor | 39 |
| 28 | Amulet of material darkness +6 | Neck | 148 |
| 28 | Armor of cleansing +6 | Armor | 40 |
| 28 | Armor of exploits +6 | Armor | 41 |
| 28 | Armor of starlight +6 | Armor | 41 |
| 28 | Assassin's +6 | Weapon | 63 |
| 28 | Bag of tricks, vermilion | Wondrous Item | 184 |
| 28 | Beastlord +6 | Armor | 41 |
| 28 | Belt of vim | Waist | 164 |
| 28 | Bestial +6 | Armor | 42 |
| 28 | Black feather of the Raven Queen +6 | Holy Symbol | 85 |
| 28 | Bloodfire +6 | Armor | 42 |
| 28 | Bloodiron +6 | Weapon | 65 |
| 28 | Bloodiron +6 | Armor | 42 |
| 28 | Bloodthirsty +6 | Weapon | 65 |
| 28 | Boots of quickness | Feet | 126 |
| 28 | Boots of teleportation | Feet | 127 |
| 28 | Breaching +6 | Armor | 43 |
| 28 | Briartwine +6 | Armor | 43 |
| 28 | Brightleaf | Consumable | 193 |
| 28 | Bronzewood +6 | Weapon | 65 |
| 28 | Brooch of no regrets +6 | Neck | 149 |
| 28 | Brooch of shielding +6 | Neck | 149 |
| 28 | Cat tabi | Feet | 127 |
| 28 | Chamber cloak +6 | Neck | 150 |
| 28 | Chaos weave +6 | Weapon | 65 |
| 28 | Charm of abundant action | Wondrous Item | 169 |
| 28 | Choker of eloquence +6 | Neck | 150 |
| 28 | Circlet of indomitability | Head | 139 |
| 28 | Cloak of arachnida +6 | Neck | 150 |
| 28 | Cloak of the chirurgeon +6 | Neck | 151 |
| 28 | Cloaked +6 | Weapon | 66 |
| 28 | Cog of Erathis +6 | Holy Symbol | 85 |
| 28 | Coif of mindiron | Head | 140 |
| 28 | Cold iron +6 | Weapon | 66 |
| 28 | Controlling +6 | Weapon | 66 |
| 28 | Coral +6 | Armor | 43 |
| 28 | Cunning +6 | Weapon | 67 |
| 28 | Dark clover | Consumable | 193 |
| 28 | Decerebrating +6 | Weapon | 67 |
| 28 | Desiccating +6 | Weapon | 67 |
| 28 | Determined +6 | Weapon | 67 |
| 28 | Dragonscale of Bahamut +6 | Holy Symbol | 85 |
| 28 | Dragonscale, black +6 | Armor | 44 |
| 28 | Dragonscale, white +6 | Armor | 45 |
| 28 | Dread +6 | Weapon | 68 |
| 28 | Earthbreaker +6 | Weapon | 68 |
| 28 | Earthroot staff +6 | Staff | 104 |
| 28 | Elixir of accuracy | Consumable | 186 |
| 28 | Elixir of fortitude | Consumable | 187 |
| 28 | Elixir of reflexes | Consumable | 187 |
| 28 | Elixir of will | Consumable | 187 |

| | | | |
|---|---|---|---|
| 28 | Elukian clay +6 | Armor | 45 |
| 28 | Evil eye fetish +6 | Neck | 152 |
| 28 | Eye of Ioun +6 | Holy Symbol | 86 |
| 28 | Farslayer +6 | Weapon | 68 |
| 28 | Feyrod +6 | Rod | 98 |
| 28 | Fist of Kord +6 | Holy Symbol | 86 |
| 28 | Flame wand +6 | Wand | 109 |
| 28 | Flanking +6 | Weapon | 68 |
| 28 | Force +6 | Weapon | 69 |
| 28 | Force staff +6 | Staff | 104 |
| 28 | Force wand +6 | Wand | 109 |
| 28 | Giantdodger +6 | Armor | 46 |
| 28 | Gloaming shroud +6 | Neck | 152 |
| 28 | Gloves of eldritch admixture | Hands | 134 |
| 28 | Graceful +6 | Weapon | 70 |
| 28 | Heartening +6 | Armor | 46 |
| 28 | Hellfire wand +6 | Wand | 109 |
| 28 | Hellrod +6 | Rod | 98 |
| 28 | Holy gauntlets | Hands | 135 |
| 28 | Impaling +6 | Weapon | 70 |
| 28 | Inescapable +6 | Weapon | 70 |
| 28 | Inspiring +6 | Weapon | 71 |
| 28 | Liar's trinket +6 | Neck | 153 |
| 28 | Lifegiving +6 | Armor | 47 |
| 28 | Luckblade +6 | Weapon | 71 |
| 28 | Mace of healing +6 | Weapon | 72 |
| 28 | Manticore shield | Arms | 118 |
| 28 | Mask of Melora +6 | Holy Symbol | 86 |
| 28 | Master's wand of cloud of daggers +6 | Wand | 109 |
| 28 | Master's wand of dire radiance +6 | Wand | 110 |
| 28 | Master's wand of eldritch blast +6 | Wand | 110 |
| 28 | Master's wand of eyebite +6 | Wand | 110 |
| 28 | Master's wand of hellish rebuke +6 | Wand | 110 |
| 28 | Master's wand of magic missile +6 | Wand | 110 |
| 28 | Master's wand of ray of frost +6 | Wand | 110 |
| 28 | Master's wand of scorching burst +6 | Wand | 110 |
| 28 | Master's wand of thunderwave +6 | Wand | 110 |
| 28 | Mauling +6 | Weapon | 72 |
| 28 | Meliorating +6 | Armor | 47 |
| 28 | Mindiron vambraces | Arms | 118 |
| 28 | Mithral shield | Arms | 118 |
| 28 | Moon disk of Sehanine +6 | Holy Symbol | 86 |
| 28 | Moonlight lavaliere +6 | Neck | 153 |
| 28 | Moradin's indestructible anvil +6 | Holy Symbol | 86 |
| 28 | Necrotic +6 | Weapon | 73 |
| 28 | Orb of crystalline terror +6 | Orb | 93 |
| 28 | Orb of far seeing +6 | Orb | 93 |
| 28 | Orb of impenetrable escape +6 | Orb | 94 |
| 28 | Orb of indefatigable concentration +6 | Orb | 94 |
| 28 | Orb of inescapable consequences +6 | Orb | 94 |
| 28 | Orb of insurmountable force +6 | Orb | 95 |
| 28 | Orb of judicious conjuration +6 | Orb | 95 |
| 28 | Orb of karmic resonance +6 | Orb | 95 |
| 28 | Orb of sweet sanctuary +6 | Orb | 96 |
| 28 | Orb of the usurper +6 | Orb | 96 |
| 28 | Orb of unintended solitude +6 | Orb | 96 |
| 28 | Orb of unlucky exchanges +6 | Orb | 96 |
| 28 | Ornament of alertness +6 | Neck | 153 |
| 28 | Paired +6 | Weapon | 74 |
| 28 | Paralyzing +6 | Weapon | 74 |
| 28 | Peacemaker's periapt +6 | Neck | 153 |
| 28 | Periapt of recovery +6 | Neck | 153 |
| 28 | Point blank +6 | Weapon | 75 |
| 28 | Potion of stormshield | Consumable | 189 |
| 28 | Predatory +6 | Weapon | 75 |
| 28 | Quick +6 | Weapon | 76 |
| 28 | Rat form +6 | Armor | 48 |
| 28 | Recalling harness | Companion Item | 123 |
| 28 | Reckless +6 | Weapon | 76 |
| 28 | Reliable staff +6 | Staff | 104 |
| 28 | Resilience amulet +6 | Neck | 154 |
| 28 | Robe of defying flames +6 | Armor | 49 |
| 28 | Robe of defying frost +6 | Armor | 49 |
| 28 | Robe of quills +6 | Armor | 50 |
| 28 | Robe of stars +6 | Armor | 50 |
| 28 | Rod of blasting +6 | Rod | 99 |
| 28 | Rod of malign conveyance +6 | Rod | 100 |
| 28 | Rod of the Feywild +6 | Rod | 101 |
| 28 | Rod of the hidden star +6 | Rod | 101 |
| 28 | Rod of the infernal +6 | Rod | 101 |
| 28 | Scalebane +6 | Weapon | 77 |
| 28 | Serpentskin +6 | Armor | 51 |
| 28 | Skewering +6 | Weapon | 77 |
| 28 | Snakefang +6 | Armor | 52 |
| 28 | Sniper's +6 | Weapon | 78 |
| 28 | Staff of corrosion +6 | Staff | 105 |
| 28 | Staff of ruin +6 | Staff | 106 |
| 28 | Staff of the spectral hands +6 | Staff | 107 |
| 28 | Staff of ultimate defense +6 | Staff | 107 |
| 28 | Stalker's +6 | Armor | 53 |
| 28 | Star of Corellon +6 | Holy Symbol | 86 |
| 28 | Star rod +6 | Rod | 102 |
| 28 | Steadfast amulet +6 | Neck | 154 |
| 28 | Stone of Avandra +6 | Holy Symbol | 87 |
| 28 | Stoneborn +6 | Armor | 53 |
| 28 | Stoneskin robes +6 | Armor | 53 |
| 28 | Storm shield | Arms | 121 |
| 28 | Stout +6 | Weapon | 78 |
| 28 | Strongheart +6 | Weapon | 79 |
| 28 | Subtle +6 | Weapon | 79 |
| 28 | Sun disk of Pelor +6 | Holy Symbol | 87 |
| 28 | Surge +6 | Armor | 53 |
| 28 | Swiftshot +6 | Weapon | 79 |
| 28 | Swimtide harness | Waist | 167 |
| 28 | Symbol of confrontation +6 | Holy Symbol | 88 |
| 28 | Symbol of divine reach +6 | Holy Symbol | 88 |
| 28 | Symbol of sacrifice +6 | Holy Symbol | 90 |
| 28 | Thunder wand +6 | Wand | 111 |
| 28 | Thunderbolt +6 | Weapon | 80 |
| 28 | Thundergod +6 | Weapon | 80 |
| 28 | Tigerclaw gauntlets +6 | Weapon | 80 |
| 28 | Tyrant's +6 | Weapon | 81 |
| 28 | Vanguard +6 | Weapon | 81 |
| 28 | Versatile +6 | Armor | 54 |

| | | | |
|---|---|---|---|
| 28 | Vicious rod +6 | Rod | 102 |
| 28 | Wand of cold +6 | Wand | 111 |
| 28 | Wand of psychic ravaging +6 | Wand | 111 |
| 28 | Wand of radiance +6 | Wand | 112 |
| 28 | Wand of swarming force +6 | Wand | 112 |
| 28 | Waterbane +6 | Weapon | 82 |
| 28 | Whiteflame +6 | Armor | 55 |
| 28 | Withering +6 | Weapon | 82 |

## LEVEL 29

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 29 | Acidic +6 | Weapon | 62 |
| 29 | Adamantine rod +6 | Rod | 98 |
| 29 | Amulet of attenuation +6 | Neck | 148 |
| 29 | Amulet of bodily sanctity +6 | Neck | 148 |
| 29 | Amulet of elusive prey +6 | Neck | 148 |
| 29 | Amulet of inner voice +6 | Neck | 148 |
| 29 | Amulet of the unbroken +6 | Neck | 149 |
| 29 | Angelsteel shield | Arms | 114 |
| 29 | Aqueous +6 | Armor | 40 |
| 29 | Armor of attraction +6 | Armor | 40 |
| 29 | Armor of durability +6 | Armor | 40 |
| 29 | Armor of night +6 | Armor | 41 |
| 29 | Assured wand of frostburn +6 | Wand | 109 |
| 29 | Assured wand of howl of doom +6 | Wand | 109 |
| 29 | Battlecrazed +6 | Weapon | 64 |
| 29 | Battlemaster's +6 | Weapon | 64 |
| 29 | Bilethorn +6 | Weapon | 64 |
| 29 | Black dragon bile | Consumable | 193 |
| 29 | Blade of Bahamut +6 | Weapon | 64 |
| 29 | Bloodcurse rod +6 | Rod | 98 |
| 29 | Bloodiron rod +6 | Rod | 98 |
| 29 | Bloodshored shield | Arms | 114 |
| 29 | Bloodsoaked shield | Arms | 114 |
| 29 | Bloodtheft +6 | Armor | 42 |
| 29 | Bonegrim +6 | Armor | 42 |
| 29 | Champion's +6 | Armor | 43 |
| 29 | Chaos weave +6 | Armor | 43 |
| 29 | Cloak of autumn's child +6 | Neck | 150 |
| 29 | Cloak of distortion +6 | Neck | 151 |
| 29 | Cloak of the cautious +6 | Neck | 151 |
| 29 | Cloak of the walking wounded +6 | Neck | 151 |
| 29 | Collar of recovery +6 | Neck | 151 |
| 29 | Communal +6 | Weapon | 66 |
| 29 | Crusader's +6 | Weapon | 66 |
| 29 | Crystal +6 | Armor | 43 |
| 29 | Death-denying cloak +6 | Neck | 151 |
| 29 | Deathstalker +6 | Weapon | 67 |
| 29 | Demonbane +6 | Weapon | 67 |
| 29 | Diamond bracers | Arms | 116 |
| 29 | Displacer +6 | Armor | 44 |
| 29 | Dragonscale, blue +6 | Armor | 44 |
| 29 | Dragonscale, green +6 | Armor | 44 |
| 29 | Feymind +6 | Armor | 45 |
| 29 | Feyslaughter +6 | Weapon | 68 |
| 29 | Feyswarm staff +6 | Staff | 104 |
| 29 | Flamewrath cape +6 | Neck | 152 |
| 29 | Forbidding +6 | Weapon | 69 |
| 29 | Fortification +6 | Armor | 45 |
| 29 | Frostburn +6 | Armor | 45 |
| 29 | Frozen +6 | Armor | 46 |
| 29 | Healer's brooch +6 | Neck | 152 |
| 29 | Healing +6 | Weapon | 70 |
| 29 | Laughing death +6 | Armor | 47 |
| 29 | Lifesapper rod +6 | Rod | 99 |
| 29 | Loamweave +6 | Armor | 47 |
| 29 | Lullaby +6 | Weapon | 72 |
| 29 | Medic's +6 | Weapon | 72 |
| 29 | Mindiron +6 | Weapon | 72 |
| 29 | Mirrorsheen coat +6 | Armor | 48 |
| 29 | Mithral +6 | Armor | 48 |
| 29 | Oathblade +6 | Weapon | 73 |
| 29 | Opal ring of remembrance | Ring | 157 |
| 29 | Opportunistic +6 | Weapon | 73 |
| 29 | Orb of arcane generosity +6 | Orb | 92 |
| 29 | Orb of coercive dementia +6 | Orb | 92 |
| 29 | Orb of crimson commitment +6 | Orb | 92 |
| 29 | Orb of draconic majesty +6 | Orb | 93 |
| 29 | Orb of fickle fate +6 | Orb | 93 |
| 29 | Orb of harmonic agony +6 | Orb | 94 |
| 29 | Pelaurum +6 | Armor | 48 |
| 29 | Potion of regeneration | Consumable | 188 |
| 29 | Potion of vigor | Consumable | 189 |
| 29 | Prismatic robe +6 | Armor | 48 |
| 29 | Quickening diadem | Head | 144 |
| 29 | Quickening staff +6 | Staff | 104 |
| 29 | Reflexive +6 | Armor | 48 |
| 29 | Reinforcing +6 | Armor | 48 |
| 29 | Rending +6 | Weapon | 76 |
| 29 | Righteous +6 | Armor | 49 |
| 29 | Robe of contingency +6 | Armor | 49 |
| 29 | Robe of forbearance +6 | Armor | 50 |
| 29 | Rod of brutality +6 | Rod | 99 |
| 29 | Rod of the dragonborn +6 | Rod | 101 |
| 29 | Rod of the shadow walker +6 | Rod | 101 |
| 29 | Rod of the sorrowsworn +6 | Rod | 101 |
| 29 | Salubrious +6 | Armor | 51 |
| 29 | Shapechanger's sorrow +6 | Weapon | 77 |
| 29 | Shimmering +6 | Armor | 51 |
| 29 | Skeletal +6 | Armor | 52 |
| 29 | Skyrender +6 | Weapon | 78 |
| 29 | Solar +6 | Armor | 52 |
| 29 | Soulwarding +6 | Armor | 53 |
| 29 | Staff of light +6 | Staff | 105 |
| 29 | Staff of transposition +6 | Staff | 107 |
| 29 | Star of the Astral Sea +6 | Neck | 154 |
| 29 | Sunblade +6 | Weapon | 79 |
| 29 | Survivor's +6 | Armor | 54 |
| 29 | Symbol of astral might +6 | Holy Symbol | 87 |
| 29 | Symbol of censure +6 | Holy Symbol | 87 |
| 29 | Symbol of mortality +6 | Holy Symbol | 89 |
| 29 | Symbol of penitence +6 | Holy Symbol | 89 |
| 29 | Symbol of vengeance +6 | Holy Symbol | 91 |
| 29 | Tattered cloak +6 | Neck | 154 |

| 29 | Tenacious +6 | Weapon | 80 |
|---|---|---|---|
| 29 | Terror ichor | Consumable | 194 |
| 29 | Thoughtstealer +6 | Weapon | 80 |
| 29 | Thunderhead +6 | Armor | 54 |
| 29 | Transposing +6 | Weapon | 81 |
| 29 | Trollhide bracers | Arms | 121 |
| 29 | Vampiric +6 | Weapon | 81 |
| 29 | Vaporform +6 | Armor | 54 |
| 29 | Verve +6 | Armor | 54 |
| 29 | Voidcrystal +6 | Weapon | 82 |
| 29 | Voidcrystal +6 | Armor | 55 |
| 29 | Whetstone of venom | Consumable | 190 |
| 29 | Wounding +6 | Weapon | 82 |
| 29 | Wyrmtouched amulet +6 | Neck | 155 |

## LEVEL 30

| Lvl | Name | Slot | Pg |
|---|---|---|---|
| 30 | Agile +6 | Armor | 39 |
| 30 | Amulet of aranea +6 | Neck | 148 |
| 30 | Antipathy gloves | Hands | 132 |
| 30 | Architect's staff +6 | Staff | 103 |
| 30 | Armor of negation +6 | Armor | 41 |
| 30 | Armor of sacrifice +6 | Armor | 41 |
| 30 | Assassinbane +6 | Armor | 41 |
| 30 | Blackshroud +6 | Weapon | 64 |
| 30 | Bloodsoaked bracers | Arms | 114 |
| 30 | Bolstering +6 | Armor | 42 |
| 30 | Brilliant energy +6 | Weapon | 65 |
| 30 | Bronze serpent | Head | 138 |
| 30 | Brooch of vitality +6 | Neck | 149 |
| 30 | Cape of the mountebank +6 | Neck | 149 |
| 30 | Caustic whetstone | Consumable | 190 |
| 30 | Cloak of displacement +6 | Neck | 150 |
| 30 | Cloak of elemental evolution +6 | Neck | 151 |
| 30 | Cloak of the phoenix +6 | Neck | 151 |
| 30 | Creeping gatevine | Consumable | 193 |
| 30 | Destiny staff +6 | Staff | 104 |
| 30 | Dragonscale, red +6 | Armor | 45 |
| 30 | Flame rose | Consumable | 194 |
| 30 | Footpad's friend + 6 | Weapon | 69 |
| 30 | Fundamental ice | Consumable | 194 |
| 30 | Ghost chain +6 | Weapon | 70 |
| 30 | Gorget of reciprocity +6 | Neck | 152 |
| 30 | Headband of intellect | Head | 142 |
| 30 | Healer's shield | Arms | 117 |
| 30 | Illithid robes +6 | Armor | 46 |
| 30 | Jarring +6 | Weapon | 71 |
| 30 | Laurel circlet | Head | 144 |
| 30 | Legendary +6 | Weapon | 71 |
| 30 | Life charm +6 | Neck | 153 |
| 30 | Lucklender +6 | Weapon | 71 |
| 30 | Necklace of fireballs +6 | Neck | 153 |
| 30 | Nullifying ring | Ring | 157 |
| 30 | Orb of mighty retort +6 | Orb | 95 |
| 30 | Orb of weakness intensified +6 | Orb | 97 |
| 30 | Overreaching +6 | Weapon | 73 |
| 30 | Poisoned +6 | Weapon | 75 |
| 30 | Potion of clarity | Consumable | 188 |
| 30 | Potion of spirit | Consumable | 188 |
| 30 | Precise wand of color spray +6 | Wand | 111 |
| 30 | Radiant +6 | Weapon | 76 |
| 30 | Righteous +6 | Weapon | 77 |
| 30 | Ring of spell storing, greater | Ring | 160 |
| 30 | Robe of defying storms +6 | Armor | 49 |
| 30 | Robe of the archfiend +6 | Armor | 50 |
| 30 | Rod of mindbending +6 | Rod | 100 |
| 30 | Rod of starlight +6 | Rod | 100 |
| 30 | Rod of vulnerability +6 | Rod | 102 |
| 30 | Shared suffering +6 | Armor | 51 |
| 30 | Skybound +6 | Armor | 52 |
| 30 | Spiritlink +6 | Armor | 53 |
| 30 | Staff of acid and flame +6 | Staff | 105 |
| 30 | Staff of gathering +6 | Staff | 105 |
| 30 | Staff of unparalleled vision +6 | Staff | 107 |
| 30 | Storm gauntlets | Hands | 136 |
| 30 | Stormlord +6 | Armor | 53 |
| 30 | Striking staff +6 | Staff | 107 |
| 30 | Symbol of brilliance +6 | Holy Symbol | 87 |
| 30 | Symbol of damnation +6 | Holy Symbol | 88 |
| 30 | Symbol of dire fate +6 | Holy Symbol | 88 |
| 30 | Symbol of radiant vengeance +6 | Holy Symbol | 89 |
| 30 | Symbol of renewal +6 | Holy Symbol | 89 |
| 30 | Symbol of revivification +6 | Holy Symbol | 90 |
| 30 | Symbol of the warpriest +6 | Holy Symbol | 90 |
| 30 | Tactician's +6 | Armor | 54 |
| 30 | Talisman of repulsion +6 | Neck | 154 |
| 30 | Tempest whetstone | Consumable | 190 |
| 30 | Thieving +6 | Weapon | 80 |
| 30 | Torc of power preservation +6 | Neck | 154 |
| 30 | Trespasser's bane +6 | Weapon | 81 |
| 30 | Vengeful +6 | Weapon | 81 |
| 30 | Wand of erupting flame +6 | Wand | 111 |
| 30 | Warsheath +6 | Armor | 55 |
| 30 | Whetstone of combustion | Consumable | 190 |
| 30 | Zealot's +6 | Armor | 55 |

# SHARE YOUR ADVENTURES. SHAPE YOUR WORLD.

Explore Faerûn with a band of adventurers gathered from around the globe and make a *real* impact on the world of Toril.

The RPGA's Living Forgotten Realms campaign offers dozens of official D&D® adventures every year—adventures that will help guide how the Realms will continue to evolve.

And best of all, you can do it wherever you play D&D—at home, your favorite game store, conventions—anywhere.

**GET MORE INFORMATION AT: WIZARDS.COM/RPGA**

DUNGEONS & DRAGONS®
LIVING FORGOTTEN REALMS

RPGA NETWORK

All trademarks are property of Wizards of the Coast, Inc
©2008 Wizards.

# More Magic Items Than You Can Fit in a Bag of Holding

This Dungeons & Dragons® game supplement offers hundreds of magic items, weapons, armor, alchemical items, and other useful equipment for your D&D® character. Whether you're a player looking for a new piece of equipment or a Dungeon Master stocking a dragon's hoard, this book has exactly what you need.

The book features a mix of classic items updated to the 4th Edition D&D rules and brand-new items.

For use with these 4th Edition Dungeons & Dragons core products:

*Player's Handbook®*
*Dungeon Master's Guide®*
*Monster Manual®*
*D&D® Miniatures*
*D&D™ Dungeon Tiles*

GET MORE AT D&D INSIDER™ www.dndinsider.com

d20 SYSTEM™

Wizards®

ISBN: 978-0-7869-4978-6
52995
9 780786 949786
EAN
Sug. Retail: U.S. $29.95 CAN $34.00
Printed in the U.S.A. 217837200

# Dungeons & Dragons®

## Demonomicon™

ROLEPLAYING GAME SUPPLEMENT

Mike Mearls • Brian R. James • Steve Townshend

# Dungeons & Dragons®

# Demonomicon™

ROLEPLAYING GAME SUPPLEMENT

Mike Mearls • Brian R. James • Steve Townshend

# CREDITS


Design
**Mike Mearls (lead), Brian R. James, Steve Townshend**

Additional Design
**Josh Frost**

Development
**Stephen Radney-MacFarland (lead), Peter Schaefer, Stephen Schubert**

Additional Development
**Greg Bilsland**

Editing
**Scott Fitzgerald Gray (lead), Dawn J. Geluso, Jessica Kristine**

Managing Editing
**Torah Cottrill**

Director of D&D R&D and Book Publishing
**Bill Slavicsek**

D&D Creative Manager
**Christopher Perkins**

D&D Design Manager
**James Wyatt**

D&D Development and Editing Manager
**Andy Collins**

D&D Senior Creative Art Director
**Jon Schindehette**

Art Director
**Keven Smith**

Graphic Designer
**Keven Smith, Leon Cortez, Emi Tanji**

Cover Illustration
**John Stanko**

Commisioned Artists
**Dave Allsop, Ralph Beisner, Jared Blando, Carl Critchlow, Steve Ellis, Zoltan Boros & Gabor Szikszai, E. M. Gist, Andrew Hou, William O' Connor, Ted Pendergraft, Wayne Reynolds, John Stanko, Anne Stokes, Arnie Swekel, Matias Tapia, Franz Vohwinkel, Anthony S. Waters, Eva Widermann, Ben Wootten, Keiran Yanner**

D&D Brand Team
**Liz Schuh, Jesse Decker, Kierin Chase, Laura Tommervik, Hilary Ross, Shelly Mazzanoble, Chris Lindsay**

Publishing Production Specialist
**Christopher Tardiff**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Sven Bolen**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).

620-25386000-001-EN
9 8 7 6 5 4 3 2 1
First Printing: July 2010
ISBN: 978-0-7869-5492-6

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277



Dungeons & Dragons, D&D, d20, d20 System, Wizards of the Coast, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *Manual of the Planes*, *Open Grave: Secrets of the Undead*, Eberron *Player's Guide*, *Dragon*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast LLC in the U.S.A. and other countries. All Wizards characters, and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2010 Wizards of the Coast LLC.


VISIT OUR WEBSITE AT WWW.DUNGEONSANDDRAGONS.COM

# CONTENTS


1. DEMON LORE ..... 4
The Demonomicon of Iggwilv ..... 6
History of the Abyss ..... 7
The Obyriths ..... 7
Birth of the Abyss ..... 7
The Prince of Demons ..... 7
Final Formation ..... 8
The Cult of Elemental Evil and the Dawn War ..... 8
Queen of Chaos ..... 8
Chaos United ..... 9
The Age of Blood ..... 9
Chained God and Fallen Angel ..... 9
The Blood War ..... 9
Demonic Physiology ..... 10
Body, Soul, and Animus ..... 10
Anatomy and Habits ..... 10
Cacodemons and Possession ..... 11
Death and Death Throes ..... 12
Demonic Ascension ..... 14
Feast of Souls ..... 14
Soul Larvae ..... 14
Parasites and Thralls ..... 14
Progression by Mortal Host ..... 15
Spontaneous Ascension ..... 15
Society ..... 16
Demon Lords ..... 16
The Obyriths ..... 17
Cults ..... 17
Summoning Demons ..... 18
Summon Demon ..... 18
Betrayal of the Master ..... 19
Demonic Monster Themes ..... 20
Baphomet's Horned Legion ..... 21
Faithful of Graz'zt ..... 22
Kostchtchie's Winter Host ..... 23
Oublivae's Ruinlords ..... 24
Pazuzu's Dread Flock ..... 25
Yeenoghu's Death Pack ..... 26
Zuggtmoy Rot Cultists ..... 27
Demon Summoners and Bound Fiends ..... 28
Demon Summoning ..... 28
Bound Demon Powers ..... 28
Demonic Master Powers ..... 29
Replacing Variable Resistance ..... 30
Campaign Arc: Rise of the Obyriths ..... 32
Heroic Tier: An Endless Dark Arises ..... 32
Paragon Tier: To the Abyss and Back ..... 32
Epic Tier: Against the Obyriths ..... 33
Disrupt the Cult Ritual ..... 34
Demonic Traps and Hazards ..... 36

2. THE ABYSS ..... 40
The Abyssal Realm ..... 42
Layers of the Abyss ..... 43
The Plain of a Thousand Portals ..... 44
The Blood Rift ..... 50
The City of Morglon-Daar ..... 52
Azzagrat ..... 58
The Iron Wastes ..... 64
Abysm ..... 68
The Barrens ..... 72
The Deep Layers ..... 76
Roll of Abyssal Layers ..... 80
Abyssal Portals ..... 82
Demonic Temples ..... 87
Demonic Delve: The Wasting Tower ..... 88
Unhallowed Benediction ..... 90
Shemeshka the False ..... 92
Demonic Delve: Mouth of Demogorgon ..... 94
Guardians of the Temple ..... 96
Gateway to Abysm ..... 98

3. DEMONS ..... 100
Abyssal Scavenger ..... 102
Abyssal Wurm ..... 103
Armanite ..... 104
Blood Demon ..... 105
Bonegouge Assassin ..... 106
Bulezau ..... 107
City Corruptor (Evanissu) ..... 108
Clockwork Horror ..... 109
Demon Spawn ..... 110
Derghodemon ..... 111
Ferrolith ..... 112
Fire Demon ..... 113
Guardian Demon ..... 114
Haures ..... 116
Hydrodemon ..... 117
Incubus ..... 118
Ixitxachitl ..... 119
Jarrlak ..... 120
Jovoc ..... 121
Kostchtchie ..... 122
Mahataa ..... 124
Malgodemon ..... 125
Mane ..... 126
Mavawhan ..... 127
Nabassu ..... 128
Oublivae ..... 130
Pazuzu ..... 132
Phraxas ..... 134
Piscodemon ..... 136
Quarrak ..... 137
Rageborn ..... 138
Ruin Demon ..... 140
Rutterkin ..... 141
Scion of Zuggtmoy ..... 142
Seszrath ..... 144
Shaadee ..... 145
Sibriex ..... 146
Spawn of Juiblex ..... 148
Tomb Demon ..... 150
Voracalith ..... 151
Wendigo ..... 152
Yagnodemon ..... 154
Zovvut ..... 155
Zuggtmoy ..... 156
Zythar ..... 158

NEW MONSTERS ..... 159

CHAPTER 1

# Demon Lore

**Demons are** the manifestation of malign chaos—the embodiment of vile perversion and elemental ruin. Even the weakest of these creatures are hideous to behold, their features the stuff of nightmares. The most powerful fiends are anathema to mortal sensibilities, their mere presence enough to drive other creatures to madness. As living engines of annihilation, demons have an innate desire to consume and destroy while causing as much pain as possible. Fear and mercy are unknown to their kind.

Peel away the veneer of virtue, civility, and charity, and each mortal race reveals a writhing core of corruption and rage. It is said that the progenitors of demonkind were not unlike the mortal races once, but their darkness grow within them until it warped them in body and soul. Now, a demon's every thought is tainted by hatred and malice.

This chapter provides new insights into the history, life, and horror of these iconic monsters, bringing to life the information presented in one of the game's most legendary works—the *Demonomicon of Iggwilv*. Be warned, however—the lore contained in these pages is perilous indeed.

This chapter covers the following topics.

- **History of the Abyss:** The creation and dark past of the realm of demons.
- **Demonic Physiology:** A study of demonic form and function.
- **Demonic Ascension:** The driving force behind every demon's thirst for power and destruction.
- **Society:** Demon lords, demonic cults, and the mysterious obyriths.
- **Summoning Demons:** Mortals who seek abyssal power can bind demons to their service, but at great risk.
- **Demonic Monster Themes:** New powers for customizing demons and their masters in your campaign.
- **Mechanics and Options:** A demon-themed campaign arc, a skill challenge for disrupting a powerful cult ritual, and demonic traps and hazards useful for running demon-themed adventures.

ZOLTAN BOROS & GABOR SZIKSZAI

# The Demonomicon of Iggwilv

**FROM THE DEMONOMICON OF IGGWILV**

Many are they who would gladly have prostrated themselves before me, promising their fortunes, their families, their very souls to possess the tome you now hold in your hands. No matter how powerful you believe yourself to be, no matter how great your claim to knowledge—on matters of demon lore, you are a rank novice in my sight.

Demons are not a class of creature easily codified, and no amount of vellum and ink can possibly hope to catalog their innumerable attributes and permutations. The research collected in this Demonomicon is accurate and impeccable, I assure you. But entering into battle against a demon requires more than mere knowledge. For demons are creatures of chaos—mutable and forever adapting to their environment. A tactic employed successfully against an abyssal horde one time might result in your utter destruction the next.

Although you might have gained temporary possession of my precious tome, you still stand to gain only an inkling of the innermost workings of demonkind—a subject I have lived and breathed over uncounted centuries of life. Was it unwise to set hard-won knowledge to parchment so sneak thieves such as yourself could steal away with it? Perhaps. But unless you are a special kind of fool, you know that I am already hunting you. So find what wisdom you can in these pages, for the time in which it might serve you is short. . . .

Six volumes of the legendary *Demonomicon of Iggwilv* are known to exist, all of which have changed hands many times over the centuries. This vile codex held the dark secrets of Iggwilv's dominance over more than a dozen abyssal lords; numerous wizards and sages have sought to equal that power by gaining access to all six tomes. As yet, none has succeeded.

The *Demonomicon* is said to be based on a prior work titled the *Tome of Zyx*, written by the legendary archmage and former mentor of Iggwilv, Zagig Yragerne. The *Demonomicon* represents the Witch Queen's primary repository of demonic knowledge, drawn from a multitude of years spent plumbing the hidden depths of the Abyss and from her personal interactions with the demon lords themselves.

Each volume is a heavy, brassbound tome of parchment pages set with clawed clasps. Dark covers crafted from demon leather and sinew bind and protect the profane lore within. Beyond its invaluable information regarding the Abyss and its inhabitants, the *Demonomicon* contains secret lore for summoning and binding demon lords, unique rituals for crafting permanent demongates, and spells and prayers of the utmost evil.

## Iggwilv

Infamous demonologist and author of the seminal work that bears her name, the Witch Queen Iggwilv remains an enduring and powerful force in the world and in the planes beyond. Her goal is nothing less than domination of the entire Abyss, and she knows more of that plane's secrets than any other being, living or otherwise.

The adopted daughter of the witch Baba Yaga, Iggwilv was apprenticed to the eccentric archmage Zagig Yragerne, who made his fortune as a member of the legendary adventuring group the Company of Seven. After absconding with her mentor's greatest secrets, Iggwilv used that knowledge to imprison the Dark Prince Graz'zt. With Graz'zt as her consort, Iggwilv came to rule as the Witch Queen of the distant nation of Perrenland. It was there that she penned the first entries of the infamous *Demonomicon*.

When Graz'zt escaped her, Iggwilv was eventually imprisoned in his abyssal palace in Zelatar. Upon escaping, the fallen Witch Queen attempted to lead an army of fiends into the world but was again defeated. Iggwilv then retreated for a time into a hidden lair in the Abyss, where her aid was instrumental in the overthrow of the demon lord Demogorgon. Though the Prince of Demons has since returned to power, Iggwilv still possesses a shard of his demonic essence.

Iggwilv is said to have two forms—one, an old crone; the other, a beautiful human female with flowing back hair and alabaster skin.

Iggwilv was named in *Dragon* #359 as one of the greatest villains in Dungeons & Dragons history.

# History of the Abyss



**FROM THE DEMONOMICON OF IGGWILV**

The Abyss is impossibly ancient by mortal reckoning, born in an Age before Ages when the aftershocks of creation still thrummed throughout the cosmos. Powerful primordials of manifest entropy ruled this epoch, forming whole worlds from raw elemental matter and then destroying them. Another race of beings dwelled in the remoter reaches of the cosmos—immortal deities born of faith and ideas rather than elements and matter. The primordials and the gods had not yet made contact in this long-ago era before the Dawn War. The birth of the Abyss changed this, as it changed so many things. . . .

## The Obyriths

The oldest myths and legends tell of a race of vile entities that once presided over the remains of a dying universe. These beings of evil incarnate were known as the obyriths, and they had ruled since time immemorial. As their hunger drained their realm of all life and power, they knew that their days were numbered. So it was that in the last age of their race, the obyriths breached the barrier between their realm and another, pushing a shard of uttermost evil through the fissure between realities. With the power of the shard, they hoped to corrupt the most powerful beings of this new realm. After bending and eventually enslaving these creatures to their will, the obyriths would exert their control over a new realm, reshaping it in their own vile image.

Eons passed as the obyriths slowly died. When only a handful of their kind remained, the plan they had enacted so long ago finally came to fruition. A deity hungry for power found and seized the shard of evil. This god, Tharizdun, found his mind and spirit opened to the obyriths trapped in their dying darkness. The link to those foul beings corrupted him in an instant, driving the deity to madness. But the obyriths' plan to seize the celestial realms controlled by Tharizdun and his kind was met with resistance and a twist they had not anticipated.

The obyriths demanded that the deity plant the seed of evil within the Astral Sea, promising him total dominion of that realm in exchange for his fealty. Even within his madness, however, Tharizdun recognized that his fellow gods would turn on him before he could fully seize the power the obyriths promised. Instead, the mad god traveled to the farthest reaches of the cosmos, planting the seed of evil in a primordial expanse of the churning Elemental Chaos—the realm of the fallen primordials, which he hoped to seize as his own.

## Birth of the Abyss

The planting of the seed of evil in the Elemental Chaos unleashed power like that realm had never seen before. The nascent evil of the obyriths' realm flared one last time as black flame, exploding through a yawning vortex that formed where the seed was cast down. Forced to act even though their plans had gone astray, the obyriths allowed themselves to be drawn through the vortex as their own realm was consumed and finally destroyed.

The obyriths had seemingly won their prize—a realm in which their evil could be spawned anew. But as the tear in the fabric of reality closed, Tharizdun faced off against his would-be masters. Beholding the obyriths in their horrific grandeur, the god was shielded from their wrath by the link they had forged with him. At the same time, the evil and madness of the shard blessed Tharizdun with great power of his own. The vortex that formed around the shard of evil was the Abyss, growing within the Elemental Chaos even as Tharizdun and the obyriths fought to control it. In a battle that raged for eons, Tharizdun tore through the stuff of the nascent Abyss, following the shard of evil and calling forth minions from its burgeoning substance. The first demons howled in fury at their creator's command, throwing themselves at the obyriths in wave after suicidal wave.

The shard of evil had granted the mad god far more power than the obyriths could ever have predicted. Instead of a puppet, they faced a being of unmatched strength and absolute evil. Only by working together did the last twelve obyriths stave off destruction and, over the course of endless battles, force Tharizdun into a stalemate. As both sides withdrew to plot the other's destruction, the growth of the Abyss settled and slowed. Beings outside the newly created realm took notice of it for the first time.

## The Prince of Demons

Drawn by whispers promising power and dominion over the unfolding realms of creation, the first primordials entered the Abyss. The shattered realm they observed within the vortex was thoroughly corrupted, but these creatures were unconcerned with morality as they pressed on, beckoned by the whispering of the Abyss's evil heart. As they explored farther into the desolation, they came upon a great, blood-red ocean, and they knew they had reached that heart at last. Floating there in the shallows of the nascent Blood Sea, the shard of evil called out for one strong enough to step forward and claim it.

The first to set forth was a petulant primordial of unbridled fury named Demogorgon. As Demogorgon

waded into the turbulent surf, however, another being rose up from the darkened depths beneath the sea. The interloper Dagon challenged Demogorgon for the right to claim the shard, the mighty primordials clashing in a battle that turned the sea to a bloody storm. But as they fought, a third being crawled up from a hitherto unseen pit to claim the shard as his own. Obox-ob, a loathsome obyrith of putrescence and filth, had become the first Prince of Demons.

## Final Formation

Despite the unparalleled power he gained as Prince of Demons, Obox-ob was not the full master of that power. As it had with Tharizdun, the shard compelled its wielder to plant it in the Astral Sea. Obox-ob, suffering under the shard's powerful weight, struggled to carry it forth from the Abyss and complete the purpose for which his kind had created it.

However, not all demons wanted to see the shard lay waste to the astral realms. The primordials Demogorgon, Orcus, and Baphomet, already in the throes of demonic transformation, feared rightly that Obox-ob's actions would grant him control over all the cosmos. They attacked the Prince of Demons before he could reach the Astral Sea, flinging Obox-ob and the shard down again into the vortex beneath which the Abyss had formed. Where Obox-ob struck, the Abyss was sundered, forming a deep fissure into which the sea drained away in a boiling storm.

As they followed the newly created Blood Rift into the lightless depths, Demogorgon, Orcus, and Baphomet were finally transformed into demon lords. Yet as they did so, they felt their power begin to wane, the whispers of the Abyss suddenly silenced the deeper they went in pursuit of the shard. Alarmed, the three quickly retreated even as the powerful primordial Garash slipped past them hoping to claim their prize. He was never seen again, and since that dark day, the demon lords have feared to seek the shard of evil within the Blood Rift's endless depths.

In time, more pits began to appear across the arid surface of the Abyss. Exploration of these chasms whisked creatures through extradimensional conduits to uncharted reaches of that realm. The malevolent maelstrom that had formed the Abyss was growing as the seed of evil burrowed deeper and deeper into the primal foundations of the Elemental Chaos. Within these new layers, the demon lords established their mighty demesnes, bending the very fabric of the Abyss to their indomitable will.

## The Cult of Elemental Evil and the Dawn War

The intrusion of primordials into the Abyss pushed Tharizdun to act. He attempted to force Demogorgon, Orcus, and their ilk into slavery, but their combined power proved too great for him. Rather than risk defeat in single combat, Tharizdun strove to marshal the power of the Elemental Chaos and its denizens in his bid for universal domination. The primordials, already angered with the gods' meddling in the affairs of the world, were easily swayed by Tharizdun's call to arms. They believed that if the mad god could reclaim the shard of evil now buried in the heart of the Abyss, it would ensure their triumph over the gods of the Astral Sea. Calling himself the Elder Elemental Eye, Tharizdun attracted powerful followers, only a few of which knew him as the god he was. The deceit he fomented rallied other elemental creatures to his banner, and the Cult of Elemental Evil grew.

Chief among Tharizdun's lieutenants was a powerful primordial named Miska the Wolf-Spider. It was Miska who was charged with assaulting the Abyss to find the shard of evil. But the attention of the gods had been drawn to the Abyss and the primordials that entered it. When Tharizdun's plans were discovered, his immortal kin attacked. Though a powerful foe, Tharizdun was overcome by the combined might of the gods. Locking him away in a remote abyssal layer, they called him the Chained God and struck his name from history. Tharizdun's armies were scattered, but they were not yet defeated. Marshaled by Miska and the Princes of Elemental Evil, the host fought on.

## Queen of Chaos

Above the cosmic maelstrom of the Abyss hangs a cruel, stationary sun. Once every millennium, an immense orbiting mote of elemental earth eclipses this star, blanketing the Plain of a Thousand Portals in total darkness. It was during the first of these rare periods of occulted twilight that the most powerful obyrith—called the Queen of Chaos by others of her kind—saw a chance to seize the power over which the demon lords and Tharizdun's followers fought.

As the eclipse commenced, a mass battle was raging on the plain beneath it. The armies of Obox-ob were defending the layer's portals against Miska the Wolf-Spider and his forces. Miska and his armies cornered the weakened Prince of Demons in the end, and were about to gain access to a portal that Miska believed would lead them to the shard of evil. At that point, the Queen of Chaos struck.

On the bleak plain, the powerful obyrith slew Obox-ob, dethroning the Prince of Demons even as she offered his reign to the Wolf-Spider. Having long

feared that Tharizdun might never be freed, Miska was already succumbing to the call of the Abyss even before the obyrith's offer. He thus gave his allegiance to the Queen of Chaos in exchange for her aid in destroying the gods of the Astral Sea. With the might of the Abyss and the armies of the Elemental Chaos marshaled behind her, the Queen of Chaos was suddenly vaulted into a position of near-absolute power, looking past the Abyss with the dream of controlling all creation.

## Chaos United

The alliance between the Queen of Chaos and Miska the Wolf-Spider began a climactic epoch of the Dawn War. With the combined forces of chaos battering its deities, the Astral Sea seemed lost. However, as the gods' bastions fell, an exarch of Moradin and seven angels of Bahamut known as the Wind Dukes of Aaqa worked in secret with Torzak-Belgirn, the Soulforge of Moradin, to craft the *Rod of Law*. With this powerful weapon, the gods hoped to defeat the hosts of chaos once and for all.

The *Rod of Law* turned the tide of war in the Astral Sea. In the end, it broke the will of the invaders when it was used to strike down Miska the Wolf-Spider, then banish the Prince of Demons to an unknown plane. The shattered *Rod of Law* became the artifact known as the *Rod of Seven Parts* as Miska's armies retreated to the Elemental Chaos. Her power diminished and her will broken, the Queen of Chaos dissipated back into the Abyss. Though her true fate remains unknown, it is said that she will not return until the Plain of a Thousand Portals is blighted by eclipse once more.

## The Age of Blood

With the forces of the Queen of Chaos in retreat and the demons that served her scattered or dying, Demogorgon chose to act. Though content to stand behind their queen while she held power, the obyriths retreated into hiding when she fell. Having had the foresight to keep their true identities and nature a secret, the obyriths could not be targeted by the demon lords who saw their power as a threat, but they were forced to watch in rage as Demogorgon asserted his claim as Prince of Demons. After crushing his rivals and gathering their followers into a devastating force, Demogorgon repelled the forces of the Astral Sea from their assault on the Abyss.

## Chained God and Fallen Angel

Even as the Queen of Chaos attempted overt conquest, others among the obyriths pursued more subtle plots. In the aftermath of Miska's failure and the obyrith queen's fall, Pazuzu slipped out of the Abyss in secret to stake his own claim to power. Making his way by secret portals to Tharizdun's prison, the obyrith presented himself to one of the deific guards there—an angelic paragon of chastity and virtue called Asmodeus. The angel listened as Pazuzu plied him with flattery and lamented that the gods had chosen to repay Asmodeus's loyalty with an eternity of service at a thankless task.

A seed of vanity and false pride began to grow within Asmodeus, fanned to a spark of arrogance by Pazuzu's words. Soon believing that he was more righteous than the deity to whom he had sworn allegiance, Asmodeus began to hear the whispers of the shard of evil at the Abyss's heart. Abandoning his duty to guard the Chained God, he sought out and found the shard in the Abyss's incalculable depths. Asmodeus stole away a sliver of the shard, forging it into a ruby-tipped rod of incredible power.

Armed with his scepter of absolute evil, Asmodeus led an invasion of the Astral Sea in which his divine master was slain. The victory was short-lived, however, and Asmodeus and his infernal army were imprisoned in the dominion of his former master. But the fallen angel's hunger for power was all-consuming. Millennia later, Asmodeus had become a deity in his own right, but still he hungered to return to the heart of the Abyss and steal an even more powerful fragment of the shard.

## The Blood War

Over the next age, demons and devils destroyed each other on an uncounted number of battlefields. Even as Asmodeus sought the power of the shard of evil, the demon lords sought to return his stolen fragment to its rightful resting place.

Devils were soon pouring into the Abyss at an alarming rate, constructing iron fortresses and holding large stretches of the strategically significant Plain of a Thousand Portals. The forces of the demon lords drove the devils back, waging battle on the hellish plains of Avernus.

For untold millennia, the Blood War raged with no end in sight. Then unexpectedly, recent centuries have seen the endless battle devolve to a state of sullen truce. On the heels of civil war in the Nine Hells and constant struggles for power among the demon lords, the losses of the Blood War became too high a toll.

# Demonic Physiology

**FROM THE DEMONOMICON OF IGGWILV**

Demon physiology is fascinating beyond measure. I know of no other type of creature in the cosmos that so rapidly and thoroughly adapts to its environment. Take a fiery immolith and drop it in the frigid expanses of the Iron Wastes. Come back in a few months, and you will discover the immolith's shroud of flame replaced by an aura of bitter frost. Return a few years hence and you'll likely find a demon closer in appearance and power to a jarrlak than the creature of fire you left behind. Many, many times I have repeated this experience, each in a different abyssal layer and all with similar results. If I locked him away for a span of years in the Forest of Living Tongues, I wonder what form my beloved Graz'zt would eventually take?

No one knows exactly how or why the first demons took form. Some sages believe that the fusion of the shard of evil and the physical instability inherent in the Elemental Chaos was the catalyst that spawned demonkind. Others believe that the shard of absolute evil was, in fact, the aggregate of the wasted souls of much of the obyrith race. When that evil fused with the Elemental Chaos, a new kind of creature was spawned. Whatever the case, the physiology of the demon is dramatically different from that of any other creature.

## Body, Soul, and Animus

Demons are creatures of rage and raw physicality. Created by the Abyss to act as soulless agents of blind destruction, they are creatures of ever-evolving form, vicious animus, and unquestioning evil. Obyriths and transformed primordials are among the few types of demons possessing souls, as are other creatures that metamorphose into demons through force of will or through exposure to the Abyss. The former archdevil Graz'zt (see *Manual of the Planes*™, page 130) might be the best known of such transformed creatures. Lesser demons form souls through experience, through servitude to demons with souls, or through consumption of soul larvae (page 14). Demons with souls can typically reason, connive, and plan more subtly than soulless demons.

Demonic souls do not belong to the cycle connecting the Astral Sea, the Shadowfell, and the afterlife of mortal creatures. Demonic souls feed only on destruction and death. Some sages and demonologists (including Iggwilv) refer to demonic soullike energy as an animus extending from the shard of evil at the heart of the Abyss.

## Anatomy and Habits

The anatomy of demons mocks that of other forms of life, and demons possess shapes as diverse as anything in the Far Realm. The ranks of the known demons represent specific forms that have stabilized

TED PENDERGRAFT

in significant numbers. Demons of a single named type can have radically different powers, however, and the greater mass of demons possess few common traits beyond their origin.

Demons rarely sleep unless compelled to do so by magic, poison, or other external influences. Demons breathe, eat, and engage in what can loosely be called social activities. The methods and superficial reasons for these functions vary as widely as demonic forms. Most demons eat flesh—favoring their meals still living. Some consume plant life (often quickly, in great quantities, and more destructively than swarms of locusts), minerals, or metals. Some consume elemental energy or magic to survive.

Even before sustenance or survival, a demon's highest imperative is to destroy. All other activities must serve the ultimate goal of sowing chaos and bloodshed. The seemingly endless ways of attaining that goal grant demons their equally endless differences in physiology.

## Cacodemons and Possession

When a particularly powerful demon perishes, its soul might persist for a time as a cacodemon. Like souls that walk the Shadowfell waiting for their final fate, a cacodemon exists for a length of time proportional to the demon's power in life. Unlike a Shadowfell soul, a cacodemon can end its wandering by possessing a body or an object.

### Possessing Soulless Bodies

A cacodemon's easiest prospects for possession are soulless bodies, plentiful in the Abyss. Soulless demons are the most common type of demon, and powerful examples of such creatures become fodder for greater fiends.

The risk involved in possessing a soulless body—particularly a nondemon body—is that while the cacodemon animus retains its personality and experiences, it is only as physically powerful as the body it possesses. Unlike possessing an object (see below), once a cacodemon possesses a soulless body, it is bound within it until that body is destroyed. Moreover, if a demon possessing a body is slain, it has no guarantee that its animus will become a cacodemon again.

#### An Incorporeal Threat

Cacodemons are not insubstantial as defined in the *Monster Manual*. Rather, they are incorporeal. Unlike insubstantial beings such as wraiths and ghosts, cacodemons do not physically manifest. They can act only in possession of a body, an object, or a construct. Without a possessed physical presence, a cacodemon cannot interact with or suffer harm from any object or creature.

### Objects and Constructs

Cacodemons can also possess magic objects or constructs, though they typically need to be coerced into possessing the latter. As with standard possession, the demon can see and hear through the object. However, without some mechanical form of locomotion, the demonic object cannot move without a considerable expenditure of will. A cacodemon might possess a magic object in hopes of later possessing the object's carrier or guardian. In this way, the cacodemon gains mobility while waiting for a more suitable host.

Possessing a construct comes with the same perils as possessing a soulless body. As a result, few cacodemons willingly possess a construct. Powerful demons and demonologists sometimes create demon-possessed constructs by tricking or compelling cacodemons into construct bodies. The demon lord Haagenti is a notorious purveyor of demonic constructs, including clockwork horrors (page 109).

### Hosts with Souls

More often than not, the intended victim of cacodemon possession senses the intrusion and fights to stave off the attack. As a result, a cacodemon chooses a victim weaker than itself whenever possible. If a cacodemon attempts such a possession and fails, it risks redirection into a magic object, entrapment in a magic circle, or depletion to the point that it can no longer possess a vessel and fades to nothingness. As with possession of a soulless body, the cacodemon also might not manifest again as a cacodemon if its host dies.

This type of possession offers the opportunity to gain power quickly. Motivated mortals can achieve nearly godlike power in decades or years, whereas passing through even the lowest ranks of standard demonic ascension can take centuries. Moreover, as the cacodemon cultivates and slowly devours the soul of its host, it gains as much power in the process as it would gain by consuming impossibly vast quantities of soul larvae.

When no vestige remains of a possessed body's original soul, the Abyss sometimes transforms animus and body into a true demon. Sages and demonologists believe that the frost giant Kostchtchie (page 122) became a demon lord through cacodemon possession.

#### Cacodemon Encounters

Although a cacodemon is a demon's life force, it behaves as a hazard or a trap rather than as a monster. The cacodemon presented here follows the hazard format. The cacodemon's previous form (chosen by the DM) determines the hazard's level, initiative, attack roll, and XP. An elite or a solo demon converted to a cacodemon grants only normal XP for a creature of its level.

| Cacodemon Possession | Lurker |
|---|---|
| Hazard | XP by previous form |

*A cacodemon can attempt to possess any creature within the area it haunts.*

**Hazard:** A cacodemon haunts an area proportional to the tier of its previous demonic form: 4 squares per side for heroic tier, 6 squares per side for paragon tier, or 8 squares per side for epic tier.

**Perception**

✦ A cacodemon cannot be perceived until it attacks or takes on its mist form (see "Miss" below), at which point no Perception check is necessary to notice it.

**Additional Skill:** Arcana (trained only)

✦ Hard DC by level: The character can sense the cacodemon's presence.

**Additional Skills:** Arcana, Religion

✦ Moderate DC by level, after the cacodemon attacks or takes on its mist form: The character identifies the cacodemon.

**Initiative** equal to that of the cacodemon's previous form

**Trigger**

The cacodemon rolls initiative and attacks when any creature enters its haunted area.

**Attack**

**Standard Action** **Melee**

**Target:** One creature in haunted area

**Attack:** Level of cacodemon's previous form + 3 vs. Will

**Hit:** The target is dominated (save ends). *First Failed Saving Throw:* The target is still dominated, but it is no longer dazed as part of that condition. The cacodemon chooses all the dominated target's actions. *Second Failed Saving Throw:* The cacodemon possesses the target (see "Demon-Possessed," below). The possession ends when the target dies or the cacodemon is exorcised (see "Countermeasures" below).

**Miss:** The cacodemon manifests as a misty essence in a square adjacent to the target. While in this form, the cacodemon can attack only creatures adjacent to it or in its square. Any creature can move through the cacodemon's square freely. The cacodemon cannot move or be attacked or damaged. The hazard makes a saving throw at the end of each of its turns. On a save, this effect ends.

**Countermeasures**

✦ If a cacodemon's square comes within the protected area of a Forbiddance ritual (see *Player's Handbook,* page 305), the cacodemon becomes inert until the end of the ritual. If the level of the cacodemon's previous form is higher than the ritual caster's level, Forbiddance has no effect on the cacodemon.

✦ A character can exorcise a cacodemon possessing a creature by performing the Remove Affliction ritual (see *Player's Handbook,* page 311). The cacodemon cannot attack the formerly possessed creature again for a year and a day. The affliction's level is the level of the cacodemon's previous form.

✦ While the cacodemon is in its mist form, any creature adjacent to it that is trained in Arcana or Religion can make a check with one of those skills (hard DC by level). A successful check forces the cacodemon into a construct, a Magic Circle (see *Player's Handbook,* page 309), or a magic item within 5 squares of the cacodemon. See "Cacodemons and Possession," above.

## Demon-Possessed

When a cacodemon possesses a host, the host is demon-possessed. Apply the "Demon-Possessed" template to any creature.

| Demon-Possessed | Elite |
|---|---|
| (demon) | XP Elite |

**Defenses** +4 Will

**Resist** 10 variable (1/encounter) at level 1, 15 variable (2/encounter) at level 11, 20 variable (3/encounter) at level 21

**Saving Throws** +2

**Action Points** 1

**Hit Points** +8 per level + Constitution score

**Demonic Graft**

Apply a theme attack and a utility power to the demon-possessed creature. See "Demonic Monster Themes," page 20.

**Demonic Death Throes**

*Trigger:* The demon-possessed creature drops to 0 hit points when not in the Abyss.

*Effect:* The demon-possessed creature uses one of the powers described in "Death and Death Throes" below. The possessing entity is destroyed.

# Death and Death Throes

Demons that have souls do what they can to avoid death, knowing that their plots and personal power will dissipate with their own destruction. Even the dimmest demons, though, realize that the Abyss's goal of ultimate destruction includes them.

Demons often die in startling ways. From the lowly dretch to the powerful balor, the intrinsic chaos of the demonic form lends itself to dangerous death throe attacks. A demon that does not have an existing power triggered by dropping to 0 hit points can take one of the following powers. Alternatively, a demon with an existing death throe power can take one of these new powers instead. This can create an additional challenge for characters who are familiar with a specific demon's powers.

## Death Rattle

The demon's death cry can overwhelm creatures close by.

**Triggered Actions**

**Death Rattle** (thunder)

*Trigger:* The demon drops to 0 hit points.

*Attack (No Action):* Close burst 3 (creatures in burst); level + 2 vs. Will

*Hit:* 5 thunder damage per tier, and the target is dazed until the end of its next turn.

## Death Vortex

The demon's body twists and tears into a vicious whirlwind.

**Triggered Actions**

**Death Vortex** (necrotic, zone)

*Trigger:* The demon drops to 0 hit points.

*Attack (No Action):* Close burst 3 (creatures in burst); level + 3 vs. Fortitude

*Hit:* The demon pulls the target 2 squares.

*Effect:* The burst become a zone until the end of the demon's next turn. Any creature that starts its turn within the zone is pulled 2 squares toward the demon's former space and is slowed until the end of its next turn. Any creature that starts or ends its turn within the zone takes 5 necrotic damage per tier.

## Demon Inside

A demon's animus manifests a lesser version of itself that leaps out from its own remains.

**Triggered Actions**

**Demon Inside**

*Trigger:* The demon drops to 0 hit points.

*Effect (No Action):* A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks, and ability scores, but it is otherwise treated as a minion.

## Dissolving Vapors

The demon dissolves into a cloud of noxious vapor.

**Triggered Actions**

**Dissolving Vapors** (acid)

*Trigger:* The demon drops to 0 hit points.

*Attack (No Action):* Close burst 2 (creatures in burst); level + 2 vs. Fortitude

*Hit:* Ongoing 5 acid damage per tier (save ends).

## Final Spew

The demon's organs liquefy into a blast of toxin.

**Triggered Actions**

**Final Spew** (poison)

*Trigger:* The demon drops to 0 hit points.

*Attack (No Action):* Close blast 3 (creatures in blast); level + 2 vs. Fortitude

*Hit:* The target is blinded until the end of its next turn and takes ongoing 5 poison damage per tier (save ends).

## Unstable Ice

The demon freezes solid within a pillar of ice that can explode into deadly shards.

**Triggered Actions**

**Unstable Ice** (cold)

*Trigger:* The demon drops to 0 hit points.

*Effect (No Action):* The demon turns into a pillar of ice that occupies the demon's space and is blocking terrain. If a living creature ends its turn adjacent to the pillar, the pillar makes the following attack.

*Attack (No Action):* Close burst 1 (creatures in burst); level + 5 vs. AC

*Hit:* 1d6 damage per tier and 5 cold damage per tier, and the pillar pushes the target 3 squares. The pillar and the demon are destroyed, and the area of the burst becomes difficult terrain until the end of the encounter.

WILLIAM O' CONNOR

# Demonic Ascension

**FROM THE DEMONOMICON OF IGGWILV**

To understand a demon is to know what drives it. All demons crave carnage and absolute ruin, but to what end? Unlike devils, demons do not commit acts of violence from a philosophical desire to foment evil for its own sake. The desires of a demon are less existential. More instinctual. Their primal urges toward slaughter and destruction are further inflamed by the whispers of the Abyss—potent mutterings in the tongue of chaos itself. I, too, have heard these murmurs in the darkness, and know well the seductive power of their insight and the destiny they promise.

In the unsympathetic environs of the Abyss, demons must either adapt or die. New demons are uniformly weak and simple. Although a demon can live indefinitely as a minor soulless host, it hungers for power and greatness. To gain power and a higher station in the chaotic hierarchy of the Abyss, a demon must bind and control other demons to its service. Such rituals of binding require that a demon consume souls.

Many demons choose to purchase souls from the dark creatures that sell them, including night hags (see *Monster Manual*®, page 151), death giants (see *Monster Manual,* page 120), and oni spiritmasters (*Open Grave: Secrets of the Undead*™, page 172). Soul energy can also be obtained by slaying creatures with souls, consuming soul larvae, acquiring demonic parasites or mortal thralls, and possessing a mortal creature and using it to seek and gain power.

When it has accumulated enough soul energy, a demon can adopt a new form and more powerful abilities. The more souls a demon consumes, the more attuned it becomes to the Abyssand the more control it has over the other denizens. A demon that consumes significant numbers of souls can also eventually manifest an animus of its own (see "Body, Soul, and Animus," page 10).

Eventually, soul energy grants a demon enough power to control its own abyssal realm. This full ascension can take anywhere from centuries to uncounted eons, depending on the drive and the methods of the demon in question. When this process is complete, a demon can take on a truename (page 16) and become a demon lord.

## Feast of Souls

Sages and demonologists believe that when a demon slays a living creature, the violence and fury of that act unleashes a residual store of soul energy. It is this energy that a demon absorbs, even as the victim's soul passes to its next stage of existence intact. Unlike demons, immortals also possess souls. The souls of the immortals of the Astral Sea are the most prized by demons. The souls of the devils of the Nine Hells were those most commonly consumed by demons, during the struggles of the Blood War.

## Soul Larvae

After their mortal bodies die, most souls move through the Raven Queen's abode, then pass beyond the known cosmos. Deities call a favored few souls to service in the afterlife. Others—the damned—must suffer punishment after death because of curses, atrocities they committed while alive, or because they sold their souls in pacts with devils and other foul creatures.

The unclaimed damned—those not bound by pact to a particular master—face a bleak existence. They manifest in the Shadowfell as yellow, grublike monstrosities, their slime trails marking their fruitless search for escape from that plane. Predators such as night hags and other soul peddlers follow the slime trails to round up soul larvae in large numbers. They then exchange the larvae in the markets of the Nine Hells, the Abyss, and other dark realms. Orcus and other demon lords raid soul larvae fields, but most demons find market negotiations less dangerous and more lucrative than expeditions to the Shadowfell.

Devils in the Nine Hells buy soul larvae in the soul markets of Dis. Such larvae typically become bound to those devils, which transform them into the walking damned of that domain. The walking damned appear as they did in life, though gaunt and frail. They spend eternity in torment.

Demons consume soul larvae, destroying the souls that are trapped within them. One soul larva is worth the equivalent of 1,000 gp in goods and services, and soul larvae are the basic currency of the Abyss. Demons might sometimes buy or sell soul larvae for equivalent coin, but few demons have reason to use worldly currency.

Some demons consume soul larvae at once. Other demons hoard larvae, waiting to gorge themselves and thus to gain tremendous boosts of power at strategic times. A lesser demon might resist the temptation to consume a soul larva and then use the larva to gain favor from a more powerful demon. Overlords might demand regular soul larvae tribute from servants in exchange for allowing the servants to live.

## Parasites and Thralls

Demons are notoriously oppressive to their inferiors, and regularly devour unwanted servants in a frenzy of bloodlust. Demons that seek ascension to more powerful forms can have their desire to destroy tempered by lesser creatures willing to aid that ascension.

A lesser demon that has neither the ambition nor drive to follow the path of ascension can subordinate itself to a more powerful demon that does. The lesser demon wins a certain amount of security from the wrath of its master, in exchange for granting that master a portion of its depraved essence. These sycophantic demons are known as parasites.

The amount of their own essence that parasites give up to their masters means that they have little hope of further ascension themselves. But the link between parasite and master is not irrevocable, and a master can break the connection out of spite or for its own advantage. A parasite severed from its master takes penalties of the DM's choice and rarely survives for long.

### CONSUMING SOUL LARVAE

When a demon consumes a soul larva and destroys the soul within, the demon gains a surge of power as the larva shrivels and collapses to dust. Consuming a soul larva is a minor action. In addition to its overall effect on the demon's ascension (as determined by the DM), consuming a soul larva allows a demon to make a saving throw or an extra power recharge roll.

An elite or a solo demon can consume three soul larvae on its turn to regain 1 action point instead of receiving the normal benefit of a soul larva three times.

Creatures other than demons can consume a soul larva as a minor action. Because the act destroys a soul (albeit a damned one), most good and many unaligned creatures find the idea repugnant. If a nondemon consumes a soul larva, use the following table to determine the result.

| ROLL | EFFECT |
|---|---|
| 1 | The creature loses a healing surge. |
| 2 | The creature is dazed (save ends). |
| 3 | The creature is slowed and weakened (save ends both). |
| 4 | The creature emits a foul odor. The creature and any nondemon adjacent to it take a –2 penalty to attack rolls, ability checks, and skill checks (save ends). |
| 5 | The creature's skin turns scaly, rough, or a different color until the end of the encounter. |
| 6 | The creature grows horns, a tail, or some other useless demonic appendage. The appendage falls off when the encounter ends. |
| 7 | The creature grows wings and gains fly 4 (clumsy) until the end of the encounter. |
| 8 | The creature gains temporary hit points equal to its level. |
| 9 | The creature gains a +2 bonus to saving throws until the end of the encounter. |
| 10 | The creature regains an encounter power of its choice that it has already used. |

A similar pact can be entered into between a greater demon and a mortal worshiper, known as a thrall. A thrall is typically a high-ranking demon cultist or another creature already in service to the Abyss. It must choose freely to offer its body, mind, and soul to a demonic master.

## Progression by Mortal Host

Myths of demonic possession exist in a wide variety of mortal cultures, but most demons have no ability to routinely inhabit the bodies of other creatures for extended periods of time. Under certain circumstances, however, a mortal host can provide a significant shortcut for demonic ascension.

The soul of a powerful demon slain in battle can persist at the site of its destruction as a cacodemon (page 11). The disembodied spirit of a cacodemon has no consciousness, but it possesses a singular need to possess a living creature or an object. Although mortal creatures are typically weak and fragile compared to the creatures of the Abyss, heroic mortals have an uncanny aptitude for achieving greatness over a short period of time. When a cacodemon possesses a mortal hero, the demon-possessed creature is overcome by the single-minded lust for power of its demonic possessor.

Demonologists cite the sudden appearance and more sudden rise to power of the demon lord Kostchtchie (page 122) as an example of progression by mortal host. The Witch Queen Iggwilv is said to have convinced the dull-witted frost giant to accept possession by a cacodemon under her control. Iggwilv now guides the demon-possessed giant along a path of destruction and bloodshed by which he means to rule the Abyss.

## Spontaneous Ascension

With chaos, everything is possible, including spontaneous demonic ascension. In times when the Abyss needs a new demon lord, it simply creates one, instantly advancing a lesser demon to that highest status. Even lowly heroic tier demons can ascend in this fashion, causing no end of consternation among the existing demon lords. When a demon suddenly rises to the peak of power, only the speaking of a truename (page 16) is necessary to complete the demon's transformation into a demon lord. The demon lord Turaglas, known as the Ebon Maw, ascended in this way (see *Dragon*® #376, page 11).

**FROM THE DEMONOMICON OF IGGWILV**

As creatures of chaos incarnate, demons have no unified culture. The only modicum of order that exists for a demon is the one imposed upon it by a more powerful demon—and the moment that a demon rises high enough to assert its authority on others is the very moment that rivals begin to subvert that authority. The title of Prince of Demons has been worn by numerous demon lords over the years, but none of the demon princes have managed to forge more than a temporary and self-serving order among their so-called subjects. Despite having had the opportunity to claim the crown myself, I live by the examples of others. Why take the path of failure in an attempt to govern that which cannot be governed, when manipulating events from the shadows offers far more power in the end?

## Demon Lords

It is only by the whims of the demon lords that the Abyss is even partly tamed. By their will and their savagery, Demogorgon, Orcus, and the multitude of other lords impose a subtle form of order on an otherwise chaotic maelstrom of destruction and hate. If the demon lords were ever to join forces, the deities and other immortals of the Astral Sea might not stand against the onslaught. Such an alliance is all but unthinkable, and the lords of the Abyss spend as much time fighting each other as they do countering outside threats.

According to legend, when the number of demon lords reaches a specific and as-yet-unknown number, their wars against each other will intensify to the point at which only one will survive. That master demon lord will then become one with the Abyss, the will and power of that entire realm manifested within a single entity. How powerful that entity might become remains a matter of dark speculation.

For a demon to become a demon lord, it must accomplish four tasks.

- Complete the process of ascension (see "Demonic Ascension," page 14). Although every demon's path of ascension is different, this typically involves a rise in level and power equivalent to or greater than that of a balor.
- Discover its truename.
- Take command of an abyssal layer.
- Create an aspect.

### Truenames

Within every being rings a sound that embodies its desires, aversions, destiny, and innermost essence. That sound, distilled into a single word or phrase spoken in the original language of the universe, becomes a truename that grants the individual access to primal magic of incalculable power.

Truenames do not reveal themselves readily, and most creatures never learn their truenames. A demon must discover its truename and perform a unique and secret ritual of naming as part of the process of becoming a demon lord. If a demon is fortunate, the underlying sentience of the Abyss whispers its truename to it. Usually, however, an aspiring demon lord must learn its truename through arduous study or dangerous adventures.

A demon's truename ritual exacts a further price, since a demon lord becomes vulnerable to any creature that knows or learns its truename. A demon's truename allows it to be enslaved by another demon lord, or at the very least prevents its effectively seizing that lord's own power. A creature that speaks a demon's truename as part of the Summon Demon ritual (page 18) can summon the demon from across the planes against its will. A truename can then be used to bind a demon or to inflict unspeakable suffering upon it.

### Command of Abyssal Layers

The true distinction between a demon lord and the most powerful pretenders to that rank is control of an abyssal layer. To control a layer, a demon must bend the nature of the layer to its will, similar to the way in which a deity affects an astral domain. A demon lord changes the landscape of its layer, causes palaces to rise or crumble, and mutates the layer's denizens. Demon lords cannot shape reality to the extent that deities can. Multiple demon lords can occupy a single abyssal layer, each shaping a local area of the layer as they fight for overall control.

A prospective lord that attempts to command a layer and fails is typically destroyed in the process. For its failure, it is absorbed into the layer, becoming part of the power that will someday resist attempts at control by other would-be lords. For this reason, a vast number of abyssal layers remain unclaimed, their resistance to control so great that even the most powerful demon lords fear to linger there.

### Aspects

A demon lord that wants to interact with creatures outside the Abyss most often sends an aspect to carry out its missions and enforce its will. An aspect is a physical embodiment of a portion of the demon lord's life force, created to serve as a proxy on another plane. An aspect usually manifests in a demonic temple where the demon lord is worshiped. Although an aspect possesses significantly less power than its progenitor, the use of aspects allows a demon lord to conduct business in multiple places simultaneously without leaving its home layer undefended.

## Whispers from the Abyss

The terrible acts of violence and depravity that epitomize demonkind are inspired in part by a strange, semisentient quality that permeates the Abyss. This sentience whispers in the dreams and visions of every demon, calling it to dominate that dark realm layer by layer, and promising ultimate power to the one demon that can conquer the Abyss in its entirety. All demons respond to the Abyss's calling, slaughtering and deposing one another in endless violence.

## The Obyriths

Beyond our own cosmos lingers the dark remains of a realm destroyed by an unimaginable evil. This nameless place was once home to beings whose forms were so horrific that our reality cannot describe them. Known as the obyriths, these vile entities were responsible for Tharizdun's madness, the corruption of the first demon lords, and the birth of the Abyss (see "History of the Abyss," page 7).

The obyriths were once legion, but only twelve of these powerful creatures survived the destruction of their cosmos and the terrible wars that followed the creation of the Abyss. Each obyrith is now a demon lord. Although the obyriths cannot be easily distinguished from among the hundreds of quarreling demon lords, their goals are vastly different. The obyrith Obox-ob was the first Prince of Demons, although his power was only fleeting before he was slain by one of his own (see "The Queen of Chaos," page 8). Since that time, the obyriths have determined that if any one of them conquers the Abyss, all obyriths will become equally powerful—perhaps even regaining the power they lost in battling Tharizdun. A secret alliance between these creatures exists to further the goal of the obyriths' dominion over the Abyss.

Even in the Abyss, the existence of the obyriths is considered a myth by all but the other demon lords. Legends name them the Quorum of the Twelve or the Queen's Conclave, but most demons know those names only as an alliance of demon lords that fell long ago. It is said that the obyrith lords fight among themselves as much as any other demon lords, to keep their allegiance to each other hidden.

Today, only the obyriths themselves know which demon lords make up the quorum's full membership. Dagon is the only demon lord openly acknowledged as an obyrith, but only the most knowledgeable demon lords know what that title truly means. The Queen of Chaos led the group in ancient times, but she has not been seen since her fall. The Great Ziggurat of Oth-Magurloth (page 47) on the Plain of a Thousand Portals is said to be the site where the obyriths meet each millennium, and Pazuzu's control of that plane leads some to speculate that he is also one of the twelve.

## Cults

Although their followers are relatively few in number, the demon lords are worshiped in many areas of the mortal world as something akin to gods. Some mortals might turn to worship of the demon lords out of vengeance, sadism, or an affinity for dark magic. Others are attracted to demon cults through deception then find themselves unable to leave. Cultists also recruit by kidnapping—taking victims far from their families and indoctrinating them into the ways of darkness.

Demon cults are often decentralized. Whether operating in rural communities or in the underbellies of large cities, small cells of demon cultists maintain little or no contact with others of their faith. As a result, the rituals and observances of cults dedicated to the same demon lord can vary widely from sect to sect. Ritual sacrifice of sentient creatures is a common theme among all cults.

Many demon cultists mask their worship of their dark lords as fealty to another deity. Some might even operate small shrines and offer healing services to their communities. Such cults feign the appearance of goodwill for as long as it takes to convince their neighbors of their benign intent. Then, slowly, high-ranking and powerful civilians are brought into the cult's upper echelons and corrupted.

Joining a demon cult typically binds a creature to the cult for life. Cults have little sympathy for doubters and heretics, and the cults root them out and slaughter them as fast as they can be discovered.

# Summoning Demons

**FROM THE DEMONOMICON OF IGGWILV**

My adopted mother and mentor Baba Yaga taught me the first incantations of demon summoning when I was but a girl of ten winters. Though my first summoning yielded only a mere quasit, today I possess the truenames of a dozen or more demon lords and can easily bend them to my will. Despite my many centuries of life, I still recall the trepidation—the near terro,r if I speak honestly—of my early summonings. Those few souls that have beheld my true form have been witness to the scars that serve as enduring reminders of rituals gone horribly wrong.

Those characters capable of performing the Summon Demon ritual divulge its details to others only with great caution. Some keep the ritual to themselves, to guard access to their demon masters. Others control its spread to prevent it falling into the hands of evil creatures—or creatures more evil than themselves.

The power of the ritual lies not only in its intent but in its ease. Beyond the crafting of its focus, the ritual requires little more than the desire to tap into the power of the Abyss. However, ritual casters who do not fully understand that power are destroyed by it more often than not.

A demon might react to a summons in any number of ways. Some demons take pleasure in being summoned, treating it as an opportunity to gain access to the world and perhaps poison a few mortal minds. A demon can also learn information from the bargain the summoner strikes with it, hoping that such information might prove useful to its own abyssal masters. A demon weaker than the summoner might exhibit an eagerness to please. A more powerful demon might resent even a small fragment of its awareness being called away by another's power, treating the summoner as an enemy from the outset.

Demon lords are rarely summoned, out of fear of enraging them. But even the most powerful demon lord might temper its anger with curiosity as it faces the mortal with hubris enough to bargain with it. Such behavior is short-lived, however, and demon lords have been known to spend any number of mortal lifetimes tracking down and destroying creatures that dare to use the Summon Demon ritual against them.

## Summon Demon

*You call a demon's awareness across planar boundaries to your location.*

**Level:** 16
**Category:** Binding
**Time:** 1 hour
**Duration:** Special
**Component Cost:** 3,600 gp, plus a focus worth 5,000 gp
**Market Price:** 9,000 gp
**Key Skill:** Arcana or Religion

You call on a specific demon, pulling its awareness across planar boundaries to where you wait. You must name a specific demon when you perform this ritual, then make an Arcana or Religion check with a -10 penalty. The check result is the maximum level of the demon whose attention you can attract. If the demon you named in performing the ritual is at this level or lower, a fragment of its will manifests before you. If the demon you named is higher than the maximum level you can summon, it is aware of your summons but can choose to send an underling to answer the call instead.

Once a demon has manifested, you can interact with it verbally or by telepathy as if it were present. The manifestation has no physical presence, and it cannot attack or be attacked. Demons possess esoteric knowledge and the ability to empower mortals in numerous ways, but the advice or power of a demon is never given freely. Some demons accept trade of magic items or secrets, while others demand favors or promises for their aid and information. Some demons offer service in exchange for being told what unpleasant ends the boon is to be used for.

The ritual facilitates the bargain between you and the summoned demon, imbuing you with a small amount of abyssal power or knowledge. The terms of the bargain are up to you, but the DM determines the scope of power and knowledge that a demon can impart.

In addition, convincing a demon to provide what you need typically requires a skill challenge. The details of this challenge are left up to the DM, but can include such elements as bargaining with Diplomacy, threatening with Intimidate, or coercing with knowledge gleaned by Arcana or Religion. Failure ends the ritual and might bring the summoned demon to your location in physical form. "Betrayal of the Master," below, provides an example of such a skill challenge.

**Special:** If you use a demon's truename in the ritual in place of its name, you take no penalty to the Arcana or Religion check made for the ritual. In addition, you do not need to undertake a skill challenge to bargain with the summoned demon (at the DM's discretion).

Few demons except demon lords have truenames, and demon lords guard their truenames at any cost. If you summon a demon lord by the use of its truename, the bargain you strike should also involve ensuring that you are not destroyed once the pact is completed.

**Focus:** A circle of summoning runes. These are traditionally forged of silver and inlaid on the ground, but the runes can also be inscribed within a gemstone or crafted of gold and worn as jewelry. This focus must be crafted by the caster.

## Betrayal of the Master

The adventurers are preparing to enter Abysm to steal an artifact from Demogorgon. To improve their chances of getting out alive, they hope to convince one of the demon lord's lieutenants, Uzrinam, to become a short-term ally. This challenge takes place after one of the adventurers summons Uzrinam by performing the Summon Demon ritual.

**Level:** 18 (XP 6,000).

**Complexity:** 3 (requires 8 successes before 3 failures).

**Primary Skills:** Arcana, Bluff, Diplomacy, Insight.

*Arcana (DC 20):* The character comes up with incentives for Uzrinam to aid the party, based on legends and information gleaned from ancient tomes. For example, Uzrinam might collect magic items that drain life from other creatures and seek the locations of significant areas of blood rock (see *Dungeon Master's Guide®*, page 67) in the mortal world. This skill can be used to gain 3 successes in this challenge.

*Bluff (DC 25):* A character using Bluff can lead Uzrinam to believe something she wants to hear. For example, she might be told that once the heroes possess the artifact, she will be able to seize an abyssal layer or even replace Demogorgon in Abysm after he has been weakened or destroyed. This skill can be used to gain 3 successes in this challenge.

*Diplomacy (DC 20):* The character attempts to convince Uzrinam that Demogorgon has turned his attention away from his enemies since the artifact entered his domain, creating extra demands on his lieutenants. Loss of the artifact would rekindle his anger and focus his attention on enemies without, granting Uzrinam greater freedom. This skill can be used to gain 3 successes in this challenge.

*Insight (DC 20):* The character can tell whether offers please or displease Uzrinam. The character also notices that direct insults to Demogorgon enrage Uzrinam, but she finds indirect digs at Demogorgon's power amusing.

**Secondary Skills:** Intimidate, Religion.

*Intimidate (DC 20):* The character promises Uzrinam that if she does not help the party, they will take the opportunity to ruin certain of her plans in Abysm, or that they will use evidence of this conversation to turn Demogorgon against her. This grants a +2 bonus to the next Bluff or Diplomacy check made in the challenge.

WILLIAM O' CONNOR

*Religion (DC 20):* The character shares knowledge of other demons that acted against their master's wishes, either for the greater good of the master or for the benefit of the demon. This grants a +2 bonus to the next Arcana or Insight check made for this challenge.

**Success:** If the characters achieve 8 successes, Uzrinam assists the adventurers during their trek into Abysm, as long as her involvement remains secret. The nature of her help depends on the heroes' needs.

**Failure:** If the characters get 3 failures, Uzrinam informs Demogorgon of their plans or vows to stop them and earn her master's praise. In addition, the failure of the ritual might allow her to manifest at the characters' location for a combat encounter.

# Demonic Monster Themes

Demons are born of the raw essence of chaos, and their wide range of features and powers reflects this chaos. Although individual demons of the same type resemble each other, this chaotic nature can manifest in differences between them. Likewise, creatures tainted by demonic power can adopt a dizzying array of new abilities and twisted forms.

The demonic themes presented in this section provide a DM with tools to customize demons, creating variations on the standard creatures presented in the *Monster Manual* and other supplements. These themes can also be used to give fiendish qualities to nondemons, reflecting the way in which the Abyss warps all life that dwells there.

In addition to the themes presented here, Chapter 4 of *Dungeon Master's Guide*® 2 presents three themes designed for servants of the lords of the Abyss: the Demogorgon cultist, Lolth's chosen, and the Orcus blood cultist.

## Using Themes

Applying a monster theme allows you to customize an existing monster's role and powers. The process is like applying a template, but it is much simpler and does not require rebuilding a monster's statistics block. You can run the monster with only a few notes jotted in the margin to detail its additional features.

### Step 1: Choose a Theme

The themes presented in this section allow you to grant a specific flavor to the servants of a particular demon lord. For example, vrocks that serve Dagon can feel and act different from vrocks bound to Pazuzu. Specialized themes can also be used to customize mortal demon cultists or spellcasters who bind demons to their service.

### Step 2: Choose a Monster

After you've selected the monster theme, choose the monster you want to modify. You might select a monster appropriate for the theme or choose one that best fits a specific encounter or adventure.

Some themes work better with particular types of creatures or monster roles. Each theme describes the roles it fits best. You can modify creatures of other roles with one of those powers, but the modified monster takes on some of the feel of the role described with the power. This doesn't change the monster so much that its original role changes.

Some powers grant a monster the leader role, as noted in the text. Powers that do not reference a specific role are suitable for all creatures.

### Step 3: Choose Story Changes

A theme is more than a menu of new powers. It's also a story template that you can use to turn a mundane creature into a unique opponent. It's easy to forget description and story elements when assembling a monster's statistics and powers, but story plays an important role in how a monster functions in a game. A monster without a good story is just a collection of numbers and can result in forgettable encounters.

When adding a theme to a monster, take note of any changes to its appearance or behavior. These changes should reflect both the monster's altered powers and its new allegiance to a specific demon lord.

Choosing story changes can take place after choosing new powers if that works better for you. In fact, some powers might suggest particular story changes and vice versa, so jump back and forth between Step 3 and Step 4 as you need to.

### Step 4: Choose Powers

Each theme adds a number of powers to the monster you've chosen to rework.

Choose one attack power and one utility power from the theme and add them to the monster's statistics block. You can also apply the theme's skill modifications, though this is optional.

Avoid the temptation to pile on new powers. Adding more than two new powers to a monster not only makes it more complicated to run (potentially slowing down combat), it risks increasing the creature's effectiveness in combat beyond its normal level.

Most powers use the level of the creature they are applied to for calculating attack rolls and damage rolls. Melee attack powers marked "melee reach" use the reach of the base creature's melee basic attack.

**Attack Powers:** Each theme includes a number of different attack powers. Some give a monster a new attack or the ability to impose some debilitating effect on its foes. Others powers provide enhancements to a monster's existing attack powers. Each power is written in the style of a normal monster power entry, with a header noting which part of a monster's statistics block it is added to. This is accompanied by a description of the most appropriate roles for the power, along with optional story hooks.

**Utility Powers:** In addition to attack powers, a theme might include options such as auras, healing powers, special movement, and situational benefits.

In most cases, adding a utility power doesn't alter a monster's core identity or tactics as drastically as adding a new attack power. Possible exceptions are noted in the option's text.

# BAPHOMET'S HORNED LEGION

The Horned King commands legions of creatures that have sacrificed reason for feral cunning and brute strength. Minotaurs and demons are most common among his followers, but the races enslaved by those creatures also come to adopt Baphomet's faith. Isolated human, dwarf, and dragonborn enclaves also offer prayers to the Horned King. Any of these creatures can show the influence of Baphomet by adopting this theme.

Followers of Baphomet are noted for their low intellect and love of brute force, particularly powers that allow for crushing charge attacks. As a result, brutes, skirmishers, and controllers make the best Baphomet-themed monsters.

Baphomet's legendary arrogance manifests in the faithful of his Horned Legion, which take on the physical appearance of the minotaur lord. Minotaur followers of Baphomet grow even more bestial in appearance, and followers of other races grow horns and cloven hooves.

Baphomet appears in *Manual of the Planes*.

**Skill Modification:** +2 bonus to Perception checks.

## Attack Powers

Many of Baphomet's cultists specialize in charge attacks and the use of the horns and hooves that are the signs of his faith. Others use the powers bestowed on them by the Horned King to bind foes body and mind in the maze stalked by their demon lord.

### Baphomet's Maze

This power casts the target's mind into Baphomet's Endless Maze, the 600th layer of the Abyss. There, it wanders helplessly until it can escape. Baphomet commonly grants this power to oni, minotaur priests of his cults, and tomb demons (page 150). This power is best suited for controllers, and is a sign of Baphomet's utmost favor.

**Minor Actions**

**Baphomet's Maze ✦ Encounter**

*Attack:* Ranged 10 (one creature); level + 3 vs. Will

*Hit:* The target is stunned (save ends). At the start of each of its turns, the target can make an Intelligence check to end the stunned effect (DC equal to 10 + this creature's level). The target gains a +5 bonus to this check for each prior failed check.

### Crushing Hooves

Baphomet's champions delight in charging their enemies, and many foes of the Horned King's followers have died beneath their iron-shod feet. *Crushing hooves* works best for controllers and brutes, including ogres, carnage demons, and minotaurs (see the *Monster Manual*). Any monsters that can knock targets prone—or that have allies that do so—can make good use of this power.

**Standard Actions**

**Crushing Hooves ✦ Encounter**

*Attack:* Close burst 1 (prone enemies in burst); level + 3 vs. Fortitude

*Hit:* Damage equal to this creature's level + 5.

### Hook and Throw

Some of Baphomet's champions undergo a transformation that tips their horns with jagged tines of barbed steel. Among Baphomet's abyssal servants, barlguras and hezrous most commonly adopt this power, but it can be assigned to any brute, controller, or skirmisher.

**Minor Actions**

**Hook and Throw ✦ Encounter**

*Attack:* Melee reach (one creature); level + 3 vs. Fortitude

*Hit:* This creature slides the target 3 squares and knocks it prone.

## Utility Powers

Cultists of Baphomet and demons bound to his service are blessed with the Horned King's brute strength and battle prowess.

### Skewering Charge

Creatures that make use of *skewering charge* develop razor-sharp horns that resemble their demonic lord's. Carnage demons in the Horned King's service often adopt this power, as do other brutes and skirmishers.

**Traits**

**Skewering Charge**

Whenever this creature charges, it gains a +2 bonus to attack rolls (instead of +1) and a +5 bonus to damage rolls. If it hits with the attack made as part of a charge, it also knocks the target prone.

# FAITHFUL OF GRAZ'ZT

Of all the demon lords, the grand schemer Graz'zt best breaks the mold of the mindless destroyer bent on laying waste to creation. From his abyssal realm of Azzagrat, he plots the downfall of his greatest rival and sworn enemy, Demogorgon. Though he cannot match the Prince of Demons in raw power, Graz'zt's cunning makes him a most dangerous foe.

Compared to other demon lords, Graz'zt is eager to find followers among the mortal races. Once a devil in service to Asmodeus, the Dark Prince retains a diabolic penchant for corruption and manipulation. Graz'zt views his followers as pawns in a great game played against the other demon lords. His mightiest followers in turn view their servants as pawns of their own.

Creatures that swear allegiance to Graz'zt seek his gifts of cruelty and cunning. Artillery, controllers, and lurkers are best suited to his cults. He grants his followers the ability to concoct deadly plots, to deceive their enemies, and to manipulate the followers of other demon lords to the Dark Prince's own ends.

Graz'zt appears in *Manual of the Planes*.

**Skill Modification:** +2 bonus to Bluff checks.

## Attack Powers

Although other demon cultists favor brute force and chaos, the servants of Graz'zt revel in the more subtle tactics of trickery and deceit.

### Dictum of Graz'zt

Graz'zt teaches his followers to twist their enemies' will, turning ally against ally in the heat of combat. Give this power to controllers or lurkers.

**Standard Actions**

**Dictum of Graz'zt** (charm) ✦ **Encounter**

*Attack:* Close burst 5 (one enemy in burst); level + 3 vs. Will

*Hit:* The target is dominated (save ends).

### Shield of Deception

A cultist of Graz'zt weaves a subtle illusion around a nearby foe, causing another enemy's attack to target that foe. This power works best for controllers and lurkers.

**Triggered Actions**

**Shield of Deception** (illusion) ✦ **Encounter**

*Trigger:* This creature is hit by an enemy's melee or ranged attack.

*Attack (Immediate Interrupt):* Close burst 5 (triggering enemy in burst); level + 5 vs. Will

*Hit:* An enemy adjacent to this creature becomes the target of the triggering attack instead of this creature.

## Utility Powers

Graz'zt's followers prefer retreat to a bloody fight to the death. The example of their devious master allows them to escape their enemies.

### Dark Veil

The power of the *dark veil* is bestowed on creatures that have slain a powerful enemy of Graz'zt through treachery or assassination. This swirling shroud of shadows is best suited to lurkers.

**Minor Actions**

**Dark Veil ✦ Encounter**

*Effect:* This creature gains concealment and is phasing until the end of its next turn.

### Dying Whispers

Enemies that would strike down the faithful of Graz'zt are stricken by the Dark Prince's power, allowing his other servants to move in for the kill.

**Triggered Actions**

**Dying Whispers ✦ Encounter**

*Trigger:* An attack reduces this creature to 0 hit points.

*Effect (No Action):* The triggering attacker grants combat advantage to this creature's allies (save ends).

### Treacherous Escape

Graz'zt's high priests and other favored servants can call on the Dark Prince's power when a battle seems lost. This blessing allows them to escape while their foes are stricken by their deceit. Artillery and lurkers make the best use of this power.

**Move Actions**

**Treacherous Escape** (illusion, poison, teleportation, zone) ✦ **Encounter**

*Effect:* This creature creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.

# KOSTCHTCHIE'S WINTER HOST

The Prince of Wrath draws the worship of creatures that seek to emulate his strength and unmatched bloodlust. The ranks of his followers are filled with frost giants (see *Monster Manual*® 2, page 122), brutish monsters, and berserkers of every mortal race. The most devoted servants of Kostchtchie take on the demon lord's well-muscled form and berserker battle madness. These followers fight to the death in their master's name against overwhelming odds, driven by their insatiable appetite for blood and death.

The physical power and combat prowess offered by Kostchtchie makes brutes and soldiers best suited to his service. Creatures that use more subtle tactics rarely fall under the sway of the Prince of Wrath.

Kostchtchie appears on page 122.

**Skill Modification:** +2 bonus to Endurance checks.

## Attack Powers

Kostchtchie's followers demonstrate the brute strength and mindless ferocity of their master.

### Raging Strike

When badly wounded, a cultist of Kostchtchie becomes heedless of danger, fighting with an increased berserker fury. Brutes and soldiers make best use of this power.

**Standard Actions**
**Raging Strike ✦ At-Will**
*Requirement:* This creature must be bloodied.
*Effect:* This creature makes a melee basic attack, gaining a +4 bonus to the attack roll and scoring a critical hit on a roll of 18 to 20. This creature is then dazed until the end of its next turn.

### Unquenchable Fury

Even death cannot quench the simmering rage of Kostchtchie's servants. Add this power to a brute or a soldier with a high-damage basic attack, or to heroic tier or epic tier minions.

**Triggered Actions**
**Unquenchable Fury ✦ Encounter**
*Trigger:* This creature drops to 0 hit points.
*Effect (No Action):* This creature makes a melee basic attack.

## Utility Powers

In the name of their patron, cultists of Kostchtchie draw strength from their own pain and suffering. When a servant of the Prince of Wrath falls, it counts on taking as many foes as possible with it.

### Indomitable

Kostchtchie's followers can fight their way past any enemy's defenses, shrugging off potent physical or magical effects. Give this power to brutes.

**Triggered Actions**
**Indomitable ✦ Encounter**
*Trigger:* This creature is hit by an attack that imposes an effect that lasts until the end of the attacker's next turn.
*Effect (Immediate Interrupt):* This creature makes a saving throw against that effect.

### Inevitable Strike

A follower of Kostchtchie strikes at its foe relentlessly, even when doing so leaves it open to attack. Give this power to brutes and other reckless melee combatants.

**Triggered Actions**
**Inevitable Strike ✦ Encounter**
*Trigger:* This creature misses with a melee weapon attack.
*Effect (Free Action):* This creature deals half damage with the missed attack, but grants combat advantage until the end of its next turn.

### Kostchtchie's Blood

Kostchtchie's faithful push themselves to the limits of endurance, ignoring the ravaging effects of combat as they lay into their foes. Brutes and other reckless melee combatants make best use of this power.

**Triggered Actions**
**Kostchtchie's Blood ✦ At-Will** 1/round
*Trigger:* This creature misses with an attack.
*Effect (Free Action):* This creature takes damage equal to twice its level and rerolls the triggering attack.

### Unfettered Wrath and Unfettered Vengeance

Creatures that embrace Kostchtchie's power sacrifice accuracy in their berserker rage, but they lash out at their enemies with increased ferocity. Give these two powers to soldiers.

**Traits**
**Unfettered Wrath**
While bloodied, this creature takes a -2 penalty to attack rolls and gains a +4 bonus to damage rolls.

**Triggered Actions**
**Unfettered Vengeance ✦ At-Will**
*Requirement:* This creature must be bloodied.
*Trigger:* An enemy starts its turn adjacent to this creature.
*Effect (Immediate Interrupt):* This creature can make a melee basic attack against the triggering creature.

# OUBLIVAE'S RUINLORDS

The Queen of Desolation exults in the fall of civilizations. The sundering of the ties that bind kin and clan together is her passion, as are the endless mortal wars that turn verdant kingdoms into barren wastelands. She delights not only in the act of destruction, but in the psychic and spiritual echoes left behind by the fall of cities, empires, and whole races. The knowledge that the strongest structures and civilizations will inevitably succumb to the irresistible tide of violence and chaos is the foundation on which Oublivae's dark faith is based.

Oublivae's followers lack the unthinking, brutish physicality of Demogorgon's reavers and Yeenoghu's marauding hordes. They balance their predatory instincts with a twisted sense of artistry—a keen ability to direct the forces of destruction on every conceivable level. A nation leveled by Orcus's undead hordes might rebuild in time. But the lands laid low by Oublivae and her cults are left barren for all time, their peoples' history and spirit undone.

Controllers and soldiers that excel at dictating the pace and flow of combat on the battlefield are common in Oublivae's cults. Oni, hobgoblins, and other creatures whose destructive potential is driven by dark cunning lead her forces on their missions of doom and destruction.

Oublivae offers her followers attack powers only. For the Angel of the Everlasting Void, the direct assault on civilization is the highest and only purpose.

Oublivae appears on page 130.

**Skill Modification:** +2 bonus to History checks.

## Attack Powers

Oublivae shows her followers how to inflict devastating attacks against an enemy's body, mind, and spirit.

### Devastation of Eons

A cultist of Oublivae wraps its foes in the essence of their own destruction, crippling them in combat and causing them to waste away if they cannot escape. This power is most effective when used by controllers and other creatures that limit their foes' movement, or by a monster that can make subsequent attacks on its same turn.

**Standard Actions**

**Devastation of Eons** (zone) ✦ **Encounter**

*Effect:* This creature creates a zone in an area burst 1 within 10 squares. The zone lasts until the end of this creature's next turn. This creature gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against creatures within the zone.

*Sustain Minor:* Each creature within the zone takes 10 damage and the zone persists.

### Grasping Ruins

A servant of Oublivae that masters this attack is able to tap into the deepest subconscious fears of its foes. These fears can drive the toughest creatures to their knees, overwhelmed by the vision of the destruction of their lands and peoples. Soldiers and other creatures that benefit from limiting a foe's movement make good use of this power. Derghodemons (page 111) in the service of Oublivae use *grasping ruins* to drop a group of foes, then spend an action point to wade in with *flailing assault*.

**Standard Actions**

**Grasping Ruins** (zone) ✦ **Encounter**

*Attack:* Close burst 1 (one creature in burst); level + 3 vs. Fortitude

*Hit:* The target is knocked prone and cannot stand up (save ends). The burst creates a zone that lasts until the end of the encounter. Enemies treat the zone as difficult terrain.

### Inevitable Entropy

A servant of Oublivae granted this power can extend the most debilitating effects that wrack an opponent. By dragging out an enemy's torment, the cultist gives it a dark taste of its eventual destruction. Controllers and creatures whose other powers impose a penalty to saving throws use this power to deadly effect.

**Standard Actions**

**Inevitable Entropy** ✦ **Encounter**

*Attack:* Ranged 10 (one creature); level + 3 vs. Will

*Hit:* This creature chooses one effect imposed on the target that a save can end. When that effect ends, the target suffers the same effect as an aftereffect. If that effect already had an aftereffect, this aftereffect replaces it.

### Theft of Knowledge

With a touch in combat, a cultist of Oublivae steals a glimpse of the future from a foe's mind. That foreknowledge allows the cultist to regain the use of a power, even as that power is strengthened against the cringing foe. This power is best given to soldiers with potent encounter or recharge attack powers.

**Minor Actions**

**Theft of Knowledge** ✦ **Encounter**

*Attack:* Melee 1 (one creature); level + 3 vs. Will

*Hit:* This creature recharges a rechargable power or regains the use of an encounter power. The next time this creature uses that power before the end of the encounter, it gains a +4 bonus to the attack roll.

# PAZUZU'S DREAD FLOCK

A corruptor and a destroyer of innocence, Pazuzu ranks among the demon lords second only to Graz'zt in cunning and treachery. His servants closely follow his example, spreading a subtle and insidious destruction across the mortal world. They earn their victims' trust with gifts and honeyed words, then turn that trust to betrayal and death.

Graz'zt revels in misdirection and control, but Pazuzu turns his enemies against one another. His priests and followers gain the power to manipulate and corrupt others, using the magic given to them by the Dark Angel of the Four Winds. Artillery and controllers can make the best use of Pazuzu's boons, staying safe at the edge of the fray while they sow distrust and mutiny among their foes.

Pazuzu appears on page 132.

**Skill Modification:** +2 bonus to Insight checks.

## Attack Powers

Other demon cultists use brute force to impose their will, but subtle enticements are a far more effective means of swaying an enemy to Pazuzu's control. His followers turn their enemies against one another with cruel bargains and magical deceit.

### Pazuzu's Flock

At a cultist's command, a spectral flock of demonic birds swoops down on the battlefield. This power fits artillery and controllers well, and Pazuzu grants it to many of his priests. When mortal creatures are offered up to the Dark Angel of the Four Winds, *Pazuzu's flock* is used for the sacrifice.

**Standard Actions**

**Pazuzu's Flock** (zone) ✦ **Encounter**

*Attack:* Area burst 1 within 10 (one creature in burst); level + 3 vs. Fortitude

*Hit:* The target is knocked prone and blinded (save ends).

*Level 11:* 10 damage.

*Level 21:* 15 damage.

*Effect:* The burst creates a zone that lasts until the end of this creature's next turn. Any enemy that ends its turn within the zone or that leaves the zone takes 5 damage. This creature can move the zone 3 squares as a move action.

*Sustain Minor:* The zone persists.

### Promise of Strength

The target feels a burst of strength that drives its attack, even as its allies are struck down by the abyssal power it unknowingly unleashes. This power suits a controller not afraid to provoke opportunity attacks from the thick of combat.

**Minor Actions**

**Promise of Strength** ✦ **Recharge** ⚄ ⁞⁞

*Attack:* Ranged 10 (one creature); level + 3 vs. Will

*Hit:* The next time the target attacks before the end of this creature's turn, it gains a +2 bonus to the attack roll but its allies within 5 squares of it take damage equal to 8 + one-half this creature's level.

## Utility Powers

Pazuzu allows his dedicated followers to tap the power of the endless winds scouring the Plain of a Thousand Portals.

### Abyssal Storm

The shrieking winds of the Abyss erupt at a cultist's command, sweeping around its allies and shifting them into new positions. This power is most often granted to controllers.

A creature that adopts this power takes the leader role.

**Minor Actions**

**Abyssal Storm** ✦ **Recharge** ⚄ ⁞⁞

*Effect:* Allies within 5 squares of this creature can shift 2 squares as a free action.

### Gift of Pazuzu

Pazuzu's priests use this ability to spy on potential victims or to escape their enemies.

**Minor Actions**

**Gift of Pazuzu** (polymorph) ✦ **Encounter**

*Effect:* This creature transforms into a Tiny bird. In this form, it gains fly 8 and a +2 bonus to all defenses, and it cannot use any attack powers. This creature can end this effect as a minor action.

### Wings of Pazuzu

A gift commonly granted to Pazuzu's servants, this boon manifests a pair of misty, blood-stained wings that can lift a creature safely out of trouble.

**Move Actions**

**Wings of Pazuzu** ✦ **At-Will**

*Effect:* This creature can fly a number of squares equal to its speed - 1.

# YEENOGHU'S DEATH PACK

Known as the Beast of Butchery, the demon god Yeenoghu commands the loyalty of gnolls throughout the planes. Although that brutish race stands at the heart of Yeenoghu's plans to one day forge an empire across the cosmos, the demon lord accepts any creatures as his servants. The weakest of his faithful are treated as slaves, but those that can prove their mettle and their battle madness to Yeenoghu can rise high in his service.

Yeenoghu's cult relies on sheer numbers and the near-suicidal devotion of its members to overcome its foes. Gnoll initiates of Yeenoghu gladly risk their lives to do their lord's bidding. In the heat of battle, all thoughts of self-preservation are cast aside in the name of blood, rage, and ruin.

Yeenoghu appears in *Dragon* #364, a free download available at dndinsider.com, and in *Dragon*™ *Magazine Annual 2009*.

**Skill Modification:** +2 bonus to Athletics checks.

## Attack Powers

The feral champions of Yeenoghu fight with the ferocity of wild animals, throwing themselves into the fray until no foe remains standing.

### Cruel Bite

Driven by battle madness, a servant of Yeenoghu follows up its own high-damage attack with a powerful bite against an already-wounded foe. Brutes in Yeenoghu's service use this power to particular effect.

**Triggered Actions**
**† Cruel Bite ✦ Encounter**
*Trigger:* This creature hits a bloodied enemy with a melee attack.
*Attack (Free Action):* Melee 1 (triggering creature); level + 5 vs. AC
*Hit:* 1d8 + 4 damage.
*Level 11:* 2d8 + 6 damage.
*Level 21:* 3d8 + 8 damage.

### Inevitable Slaughter

By pushing past the limits of physical endurance, a champion of Yeenoghu can make up for a missed attack with a vicious follow-up. Give this power to brute followers of the demon lord.

**Triggered Actions**
**† Inevitable Slaughter ✦ Encounter**
*Trigger:* This creature misses with a melee attack.
*Effect (Free Action):* This creature takes 10 damage and makes a melee basic attack against the target of the missed attack.

## Utility Powers

Yeenoghu's faithful manifest their demon god's ferocity as they fight. The power of the Beast of Butchery turns his cultists into a slavering pack of mindless killers.

### Blood Feast

The followers of Yeenoghu feed on each other's bloodlust, fighting in close quarters to surround and destroy their foes. Controllers make best use of this power, focusing their attacks on foes adjacent to soldier or brute allies possessing potent basic attacks.

A creature that adopts this power takes the leader role.

**Triggered Actions**
**Blood Feast ✦ Encounter**
*Trigger:* A bloodied enemy is hit by this creature.
*Effect (Free Action):* One of this creature's allies adjacent to the triggering enemy can make a basic attack against that enemy as a free action.

### Death Crazed

Yeenoghu's followers exult in death and destruction on the battlefield. The slaughter of enemies and allies alike drives them to greater fury.

**Triggered Actions**
**Death Crazed ✦ At-Will**
*Trigger:* One of this creature's nonminion allies or one of its enemies drops to 0 hit points.
*Effect (Free Action):* This creature gains a +2 bonus to attack rolls until the end of its next turn.

### Mark of Yeenoghu

The call of a pack leader causes Yeenoghu's faithful to fall on an injured foe in a ravening horde.

A creature that adopts this power takes the leader role.

**Triggered Actions**
**Mark of Yeenoghu ✦ Encounter**
*Trigger:* One of this creature's enemies becomes bloodied.
*Effect (Free Action):* Allies of this creature within 5 squares of the triggering enemy can shift 5 squares to a square adjacent to that enemy as a free action.

### Pack Hunter

A follower of Yeenoghu becomes a fearsome pack hunter when fighting alongside its allies.

**Minor Actions**
**Pack Hunter ✦ Encounter**
*Effect:* Until the end of this creature's next turn, this creature's attacks deal 5 extra damage against any enemy that has two or more of this creature's allies adjacent to it.

# ZUGGTMOY ROT CULTISTS

Though the power and influence of the Lady of Decay have been weakened by struggles and setbacks, many creatures still swear allegiance to her and to the lesser demons bound to her service. The cultists of Zuggtmoy gain the power to lay waste to an enemy's flesh and weaken its mind. Such victims are turned against their most treasured causes and become new servants of the Queen of Rot.

Creatures blessed by Zuggtmoy undergo a physical transformation. Fungi sprout across their bodies, eating away their flesh and changing them into creatures of poison and decay. Many of Zuggtmoy's followers resemble zombies in their appearance, and her magic grants these servants unmatched endurance. The deadliest weapons' blows can pass through a servant of Zuggtmoy with ease, the cultist's rotted fungus-flesh knitting together to bear no lasting damage.

Artillery, controllers, and soldiers are best suited to Zuggtmoy's service, honing their existing powers with boons that give them greater control over their enemies.

Zuggtmoy appears on page 156.

**Skill Modification:** +2 bonus to Endurance checks.

## Attack Powers

Zuggtmoy's cultists revel in the physical changes they undergo, learning to use the fungi that permeate their flesh as a weapon.

### Creeping Rot

The decay that is the hallmark of the Queen of Rot spreads around her cultists in combat, hindering and poisoning their foes. Artillery, controllers, and creatures whose powers can knock foes prone make best use of this power.

**Minor Actions**

**Creeping Rot** (zone) ✦ **Encounter**

*Effect:* This creature creates a zone in an area burst 1 within 10 squares. The zone lasts until the end of the encounter. Any enemy that enters the zone or starts its turn there takes poison damage equal to one-half this creature's level. In addition, a prone enemy within the zone must make an Athletics check (DC 12 + this creature's level) to stand up.

### Spore Burst

The fungi that consume Zuggtmoy's followers also affect their weapons, filling the air around a target with a toxic burst of spores. Give this power to controllers and soldiers that fight closely grouped foes.

**Triggered Actions**

**Spore Burst** (poison) ✦ **Encounter**

*Trigger:* This creature hits with a melee attack.
*Attack (Free Action):* Area burst 1 centered on the target of the triggering attack (enemies in burst); level + 3 vs. Fortitude
*Hit:* Poison damage equal to one-half this creature's level, and the target is slowed until the end of this creature's next turn.

### Touch of Decay

A cultist's touch causes an enemy's flesh to rot, consuming it from the inside out. Brutes and soldiers make best use of this power.

**Standard Actions**

**Touch of Decay** (necrotic) ✦ **Encounter**

*Attack:* Melee reach (one creature); level + 3 vs. Fortitude
*Hit:* Ongoing 5 necrotic damage, and the target takes a -2 penalty to saving throws (save ends both).
*Each Failed Saving Throw:* The ongoing necrotic damage increases by 5, to a maximum of ongoing 25 necrotic damage.
*Level 11:* Ongoing 10 damage, maximum 30.
*Level 21:* Ongoing 15 damage, maximum 35.

## Utility Powers

Zuggtmoy's followers share a universal imperviousness to attack, their half-rotted bodies allowing them to shrug off the most potent blows and effects.

### Strength from Death

Tendrils of fungus twist out from a servant of Zuggtmoy to steal the last dregs of life from a fallen comrade. Soldiers that fight close by their allies make good use of this power.

**Triggered Actions**

**Strength from Death** (healing) ✦ **At-Will**

*Trigger:* An ally adjacent to this creature drops to 0 hit points.
*Effect (No Action):* This creature regains 5 hit points.

### Strength from Decay

The rot that infests a follower of Zuggtmoy grants it a unique resilience in combat. The deadliest attacks deal only part of their damage when cutting through a cultist's wasted flesh. This power is useful to artillery and soldiers.

**Triggered Actions**

**Strength from Decay** ✦ **Encounter**

*Trigger:* This creature takes damage.
*Effect (Immediate Interrupt):* The damage taken is reduced by half.

# Demon Summoners and Bound Fiends

A warlock traces mysterious patterns into a stone floor, eldritch energy feeding into each symbol to create a dangerous trap. Deep in the forest, cultists gather under the full moon at a bloodstained altar, chanting litanies whose power can unlock the barriers between the planes. A legendary wizard is found dead in his laboratory, his grisly remains a testament to a failed ritual of demon summoning

Summoning and binding demons has long been a staple of fantasy fiction. When a DM places demons as foes in a temple or a ruin in the mortal realm, it is easy enough to assume that a summoning ritual brought them there. Establishing a stronger link between a demon and its master, however, can create more memorable encounters.

This section presents two monster themes usable for bound demons and their masters. The powers presented here are a product of the pact between a demon and the creature that controls it. "Summoning Demons" (page 18) has more information on the Summon Demon ritual. The powers presented in this section are meant to be applied only to monsters and nonplayer characters. Regardless of their alignment, player characters cannot bind demons to permanent service.

## Demon Summoning

A creature that seeks to bind a demon to its service can approach this dangerous task in one of two ways. A powerful spellcaster can use brute force, compelling the demon to serve with threats of punishment or destruction. Creatures lacking such talents must instead entice a demon into service, typically with sacrifices and promises of fealty to the demon's own master. Regardless of which path is taken, demon and summoner are inexorably linked by the process that calls the demon forth. A demon's fundamental nature changes in response to that link, creating a bond that the summoner can use to its advantage.

The powers in this section represent the link created by a pact of demonic binding. They are a sign of the bond between a demon and a specific nonplayer character spellcaster, high priest, or other champion of the Abyss. A master can have more than one bound demon, but a bound demon has only one master.

## Bound Demon Powers

A bound demon appears in the world at the behest of a mortal creature, typically in response to a sacrifice or other reward. The greater the sacrifice offered, the more powerful the demon that can be bound to service. Alternatively, a demon lord might compel a servant to swear loyalty to a faithful mortal follower for the lord's own ends.

The following powers are given to bound demons to represent the link between a demon and its master.

### Abyssal Transference

Demon lords that love deception, most notably Pazuzu and Graz'zt, make great use of this power. They grant it to brute and soldier demons bound to mortal followers as bodyguards and enforcers.

**Move Actions**

**Abyssal Transference** (teleportation) ✦ **Encounter**

*Effect:* If this creature and its master are within 10 squares of each other, the creature and master swap positions.

### Blood Oath

*Blood oath* is imposed on a bound demon by its master, but the demon retains control over when the oath is used.

**Triggered Actions**

**Blood Oath ✦ Encounter**

*Trigger:* This creature's master takes damage and is within 10 squares of this creature.

*Effect (Immediate Interrupt):* This creature takes the triggering damage instead.

### Bond of Absolute Obedience

Powerful spellcasters force this pact on bound demons to prevent their betrayal. It fits artillery and controllers best, whose area powers can be lethal to its master and his or her allies if not controlled.

**Traits**

**Bond of Absolute Obedience**

This creature's attacks, auras, and other powers have no effect on its master unless the master chooses to allow it.

### Bond of Mastery

Demon binders often entice demonsin to service with this boon. *Bond of mastery* increases the demon's power as its master succeeds in combat.

**Triggered Actions**

**Bond of Mastery ✦ Encounter**

*Trigger:* This creature's master reduces an enemy to 0 hit points or fewer for the first time in the encounter.

*Effect (No Action):* This creature gains 1 action point.

### Bond of Protection
A demon bound to serve as a bodyguard (typically a brute or a soldier) is granted this power to aid it in defending its master.

**Traits**
**Bond of Protection**
This creature gains a +2 bonus to attack rolls against enemies adjacent to its master.

### Bond of Vengeance
This power is given to demons bound to masters who are important to their demon lord, including high-level cult leaders. If the demon's master is slain, its death is answered with bloody vengeance.

**Triggered Actions**
**Bond of Vengeance**
*Trigger:* An enemy's attack reduces this creature's master to 0 hit points.
*Effect (No Action):* This creature gains a +4 bonus to attack rolls against the triggering enemy until the end of the encounter.

### Demonic Vanguard
A demon that stays in the thick of combat is granted this power to become a focal point for its master's attacks. Give this power to brutes, lurkers, skirmishers, or soldiers—particularly Large or larger demons that can have more creatures adjacent to them.

**Traits**
**Demonic Vanguard**
This creature's master gains a +2 bonus to attack rolls against enemies adjacent to this creature. The master's close and area attacks target this creature only if the master chooses.

## Demonic Master Powers
Just as a demon gains additional powers when bound to a mortal's service, its master can benefit from unique boons granted by the control of the demonic servant. Such powers are mastered by spellcasters or demonologists who specialize in rituals of binding, or by high priests and other powerful characters in the service of a demon lord.

The following powers are given to demon summoners to represent the link between a demon and its master.

### Bond of Action
An artillery or a controller master sends a bound demon into combat in its place, foregoing its own attacks to empower its demon servant.

**Standard Actions**
**Bond of Action ✦ At-Will**
*Effect:* A demon bound to this creature and within 10 squares of it can take an extra standard action during the demon's next turn.

### Instant Summons
A demon's master uses *instant summons* to call a nearby bound demon to its defense in combat. Artillery and controller masters make best use of this power when they fight at the edge of the fray.

**Minor Actions**
**Instant Summons** (teleportation) **✦ Encounter**
*Effect:* A demon bound to this creature and within 10 squares of it teleports to a space within 2 squares of this creature.

### Fiery Banishment
Lesser demons in service to mortal masters live in fear of this power. At the whim of its master, a bound demon can be sacrificed in combat to strike down the master's foes.

**Minor Actions**
**Fiery Banishment** (fire) **✦ At-Will**
*Effect:* A bloodied demon bound to this creature and within 10 squares of it explodes and is reduced to 0 hit points. Enemies adjacent to the demon take fire damage equal to 5 + one-half the demon's level.

### Lash of Fury
A demon's master strikes with *lash of fury* to drive its bound servant to greater savagery in combat. Artillery and controller masters use this power to keep their demon servants focused on defending them, lashing their thralls to death if need be.

**Minor Actions**
**Lash of Fury ✦ At-Will** (1/round)
*Effect:* A demon bound to this creature and within 10 squares of it takes damage equal to 5 + one-half this creature's level. The demon then makes a melee basic attack as a free action.

### Replenishing Banishment
When a demon is bound to service, abyssal power imbues the bond between master and servant. If pressed, a master can end the bond of servitude to replenish itself with that power.

**Triggered Actions**
**Replenishing Banishment ✦ At-Will**
*Trigger:* A demon bound to this creature and within 10 squares of it becomes bloodied.
*Effect (Immediate Reaction):* The triggering demon returns to the Abyss and this creature gains temporary hit points equal to 20 + the demon's level. In addition, this creature gains 1 action point.

# Replacing Variable Resistance

Many demons have variable resistance to certain types of damage (see *Monster Manual*, page 282) to reflect their chaotic elemental origins. This variable resistance comes into play only in encounters that feature significant amounts of those damage types. In particular, demons fighting martial characters often have their variable resistance go to waste.

This section presents a specialized monster theme that provides benefits that can replace variable resistance. These powers provide another way to demonstrate a demon's innate connection to chaos. Any of the creatures in Chapter 3 could be modified in this way.

## Abyssal Horror

Some demons are so horrid to behold that only the most resolute adventurers can remain near them. A creature with this power might suffer from disfiguration or cause foul images and blasphemous whispers to fill its enemies' minds. Artillery and controller demons make good use of this power to keep attackers at bay, but it is equally suitable for any demons corrupted by the madness of Tharizdun or the Far Realm.

**Minor Actions**

**Abyssal Horror** (fear) ✦ **Encounter**
*Attack:* Close burst 1 (creatures in burst); level + 3 vs. Will
*Hit:* This creature pushes the target 2 squares.

## Abyssal Vigor

Demons are dangerous enemies for many reasons, but their unpredictability is perhaps their most insidious trait. A demon might flee from melee one moment to hurl bolts of fire, then turn around and charge back into the fray with claw and fang. Demons with this ability are able to fly into a frenzy of movement, catching their foes by surprise with a sudden flurry of attacks.

**Traits**

**Abyssal Vigor**
This creature has 1 action point.

## Bloodletting Soul

Demons rule through brute force, whether that is physical coercion, threats, or manipulation. But a demon with this power has a more direct path to command. An aura of rage and fury surrounds it, sending its allies into a mindless bloodlust that compels them to throw themselves against this demon's enemies.

**Traits**

**Bloodletting Soul ✦ Aura** 2
An ally in the aura that is reduced to 0 hit points makes a melee basic attack as an immediate interrupt.

## Blur of Claws

The fiercest demon warriors become more deadly when granted this power. Brutes, skirmishers, and soldiers make good use of *blur of claws*, throwing themselves into the thick of combat with allies that can flank, daze foes, or knock foes prone.

**Traits**

**Blur of Claws ✦ Aura** 1
At the start of this creature's turn, each adjacent enemy that grants this creature combat advantage takes 5 damage.
*Level 11:* 10 damage.
*Level 21:* 15 damage.

## Caustic Blood

Though demon blood is universally foul, it is harmless except in extreme cases. Brute and skirmisher demons can be given *caustic blood* to sear foes that put them on the defensive.

**Triggered Actions**

**Caustic Blood** (acid) ✦ **At-Will**
*Requirement:* This creature must be bloodied.
*Trigger:* This creature is damaged by an enemy's melee attack.
*Effect (Immediate Reaction):* The triggering enemy takes 2 acid damage.
*Level 11:* 5 acid damage.
*Level 21:* 10 acid damage.

## Demonic Harvest

Demons that hunt and fight in packs make good use of this power, which allows the death of any demon to strengthen its kin. Give *demonic harvest* to lurkers and skirmishers to let them absorb the unspent power of a soldier or a brute ally then unleash that power from the edge of the fray.

**Triggered Actions**

**Demonic Harvest ✦ Encounter**
*Trigger:* A demon with an unused encounter power drops to 0 hit points within 5 squares of this creature.
*Effect (Free Action):* This creature gains the use of the unused encounter power. If the triggering demon had more than one unused power, this creature chooses which one it gains. If not used, the new power is lost at the end of the encounter.

## Demonic Vassals

The hierarchy of the Abyss demands that each demon stand above its weaker kin and cower in fear from its more powerful cousins. Some demons bind and command lesser demons, forcing them to serve. By invoking this power, a demon summons its vassals and throws them into the fight.

**Minor Actions**

**Demonic Vassals ✦ Encounter**

*Effect:* A demon minion of a lower level than this creature appears within 5 squares and acts at the end of this demon's turn. The minion's initiative count is the same as this demon's.

## Furious Triumph

The most bloodthirsty demons turn the fall of each foe into a redoubled assault against other prospective victims. Brute demons given this power can add to their effectiveness in combat, particularly those like goristros possessing a specialized charge attack. Controllers and skirmishers also make good use of this power, taking foes by surprise with their unexpected ferocity.

**Triggered Actions**

**Furious Triumph ✦ At-Will**

*Trigger:* This creature reduces an enemy to 0 hit points or fewer.
*Effect (Free Action):* This creature charges.

## Material Instability

Their inherently chaotic nature allows some demons to phase out of the material world for a short time. A lurker demon with *material instability* uses it to escape from a vulnerable position. Skirmishers employ this power to dart through enemies and barriers, making their movement-based attacks even more effective.

**Minor Actions**

**Material Instability ✦ Encounter**

*Effect:* This creature is phasing until the end of its turn.

## Nauseating Stench

The foulness of the Abyss surrounds a demon like an unseen cloud, debilitating any foe that moves too close. Controller and soldier demons favor this power for its ability to protect them from melee attackers.

**Traits**

**Nauseating Stench ✦ Aura 1**

Any enemy that starts its turn within the aura is slowed until the end of its next turn.

## Soul of Slaughter

In the heat of battle, a demon's successful strike inspires it to greater savagery against other nearby targets. This *soul of slaughter* can drive even the most intelligent of demons into a state of feral bloodlust.

**Triggered Actions**

**Soul of Slaughter ✦ At-Will**

*Trigger:* This creature scores a critical hit.
*Effect (Free Action):* This creature makes a melee basic attack against a creature other than the target of the critical hit.

## Soul Stealer

Demons are forces of raw destruction. When left to their own devices in the world, they tear down trees, rip apart bushes and shrubs, and chase down and slay wildlife. Any signs of health and vigor drive this demon to a rage, causing it to lash out with a vicious attack.

**Traits**

**Soul Stealer ✦ Aura 1**

If an enemy in the aura spends a healing surge, this demon makes a melee basic attack against it with a +5 bonus to its attack and damage rolls as a free action.

## Spell Eater

Owing to their elemental origin, demons are infused with a variety of magical energies. The abilities they possess arise from the ebb and flow of power within them, and demons are voracious devourers of all things in part because they must struggle to maintain a high level of energy at all times. A demon with the spell eater power derives sustenance from the raw stuff of magic. It can absorb the energies contained within a magical zone and use them to fuel its powers.

**Minor Actions**

**Spell Eater ✦ Encounter**

*Attack:* Close burst 5 (one zone in the burst); level + 3 vs. Will of the zone's creator
*Hit:* The zone is destroyed, and this creature recharges one power of its choice.

## Vicious Assault

A demon's feral nature allows it to overwhelm a foe's defenses with sheer spite. Brutes employ *vicious assault* to increase their chances of hitting with an encounter or a recharge power. A controller demon with this power uses it before using a burst or a blast.

**Minor Actions**

**Vicious Assault ✦ Encounter**

*Effect:* The next attack this creature makes before the end of its next turn is made against the lowest of the target's defenses.

# Campaign Arc: Rise of the Obyriths

The extent of the obyriths' power and the nature of their goals remain mysteries to even the other demon lords. Few sages have studied these creatures of ancient evil, and fewer still have any inkling of the extent and effect of their plans. Rumors as old as the Abyss whisper that the rise of the obyriths spells the end of creation.

This campaign arc illustrates the obyriths' influence by showing their effect on the Nentir Vale (see *Dungeon Master's Guide*, page 206).

## Heroic Tier: An Endless Dark Arises

Characters at the beginning of the heroic tier might normally be far beneath the notice of the obyriths. Likewise, creatures of epic power would seem to have little direct interest in isolated worldly realms such as the Nentir Vale. But the obyriths' far-reaching plots are woven of subtle threads, and they will touch every part of the cosmos before the end.

The obyriths seek to create the opportunity to seize power by inciting war between demon lords. From the Abyss to the streets of Fallcrest, demon cultists engage in open conflict with one another. The adventurers might delve into the stronghold of a cult of Orcus only to find gnolls dedicated to Yeenoghu sacking the place. Time and again, demon cults come to blows and the land teeters on the edge of chaos.

As the situation in the Nentir Vale grows bleaker, prophets walk the streets and demon worship is an ever-growing problem. Cults become more aggressive in their attacks and recruitment. Abyssal scavengers (page 102) and carnage demons (see *Monster Manual*, page 54) appear in growing numbers, soon followed by monsters that are even more powerful.

As the obyriths grow in power, their plans begin to balance aggression with careful subtlety. The conflicts they have sparked among the followers of the demon lords allow them to begin a new campaign of misdirection. Their mortal agents incite open warfare between cults, all the while spreading the rituals used to open more and more demongates. The obyriths expect the endless tide of demons swarming into the world to keep their enemies occupied as they pursue their even darker goals.

With each adventure, the characters must drive back rampant demons, prevent assassinations, quell the growing power of the cults, and defeat the high priests that are summoning these demons into the world. As level 10 approaches, the party faces its greatest challenge—preventing the whole of the Nentir Vale from becoming a demonic battleground as more and more cults open portals to the Abyss.

## Paragon Tier: To the Abyss and Back

The characters might stem the tide of demons in the Nentir Vale, but not every civilized realm has such heroes to save it. Beyond the vale, demons continue to mass. The characters learn that agents of an unknown power based in Sigil (see *Dungeon Master's Guide 2*, page 186) are behind the spread of the secret rituals that have opened a large number of demongates. The adventurers travel to Sigil, beginning a section of the campaign that combines demon stomping with high levels of stealth and intrigue.

The obyriths have veiled their plans in layers of deception. No one involved in the conspiracy to open the gates knows more than is necessary, and the obyriths' most senior servants use deceptive magic, mundane disguises, and aliases to cover their tracks.

Early in this part of the campaign, the adventurers track down a raavasta (see *Manual of the Planes*, page 136) named Karrath. Karrath appears to be behind the spread of the rituals, but he has not been seen in Sigil in some time. After piecing together clues left in his lair, the adventurers embark on a journey across Sigil to find Karrath and his allies, eventually discovering that the raavasta has a fortress on the Plain of a Thousand Portals.

The characters must storm the fortress, slay the raavasta's guardians, and capture him. When they do so, they learn that Karrath is only one of a dozen duplicates—creatures magically spawned by the obyriths to serve as ultimate masterminds. The characters must track down and slay the remaining duplicates, each of which has been imbued by the obyriths with different powers and abilities. (See "Demonic Monster Themes," page 20, for inspiration.)

In the campaign's final act, the characters learn that the last remaining Karrath has vanished into the Underdark. To find him, they must sneak into a drow city. In so doing, they witness a turning point in the obyriths' plans: An alliance of Baphomet, Demogorgon, Orcus, and numerous lesser demon lords destroys Lolth and several other evil deities.

This act weakens the deities' ranks, just as the obyriths have planned. Either directly or by manipulating demon lords, the obyriths engineer the deaths of more evil gods as good deities grapple with the demons' invasion of the world. In the end, the conflict in the Abyss draws in the good deities when they learn of the obyriths' plans—realizing that the evil deities' destruction heralds the rise of an even greater evil.

As the adventurers rise through the paragon tier, they draw the attention of the obyriths. Pazuzu in particular is fascinated by them, and the obyrith lord, in the guise of one of his many aliases (see "Pazuzu Secrets," page 133), offers them a boon. Though the characters do not yet realize it, the demon lord plans to use them as pawns if the obyriths' scheme fails, knowing that the deities will stop at nothing to annihilate him and his kind.

## Epic Tier: Against the Obyriths

In contrast to the paragon tier's conspiracies and secrets, the epic tier is an unabashed exercise in destroying the most powerful entities in the Dungeons & Dragons game. Since most of the obyriths have kept their identities secret, the DM now has the chance to reveal which of the game's demon lords are the secret members of the Quorum of Twelve.

### Demons in Your Campaign

It's easy to cast demons as a world-destroying threat, because that's what they are. However, in your own campaign they don't have to pose such a grand threat to the entire cosmic order. In fantasy fiction, demons are often depicted as inscrutable, scary, and dangerous foes without being the level of threat they are presented as in this book. The role of the obyriths and the story arc of the Abyss presented here is only one possible role for demons in your game. Don't feel that demons are a threat that all adventurers must eventually tackle, or that they are the only real threat that epic tier characters can face.

With that said, this book was specifically designed to help build the framework for an epic campaign. Demons, as a threat against the very structure of the cosmos, are easy villains to use when you want to pull a variety of deities, primordials, and other mighty beings together. On the other hand, if you just want some tough, strange, and powerful enemies to populate your dungeons, be lackeys to your villains, and pose a limited threat to the characters, you can easily dial down the Abyss's threat. Perhaps the obyriths' plans still need thousands of years of work, or maybe in your campaign they don't even exist. As with all things in the Dungeons & Dragons game, it's up to the Dungeon Master to determine the role of demons and their true story in your campaign. Think of the background material here, and the suggested campaign arc, as one possible route you can take.

In the campaign's final act, the adventurers must lead an army into the Abyss. The obyriths are on the verge of triumph, and only their destruction can save the cosmos. The primordials, the gods, and the primal spirits must set aside their ancient differences and declare war on the Abyss. Throughout the first half of the epic tier, it's up to the heroes to use their knowledge and skills to bring these disparate factions together.

If the party succeeds, the First and Last Alliance takes form, and the characters become the leaders of the greatest army ever assembled. They lead the invasion of the Abyss, serving as field commanders, champions against the mightiest demons, and assassins charged with slaying the mightiest warlords of the forces of evil.

With each battle, the alliance claims another layer of the Abyss. The characters face an array of challenges. Demons are striking at lightly guarded areas of the Astral Sea and the Elemental Chaos, causing numerous deities and primordials to abandon the alliance and protect their home planes. Moreover, as demon lords not part of the obyrith conspiracy fall to the alliance, those demon lords that remain grow stronger.

As the epic tier draws to a close, the situation grows more desperate. The obyriths slay the last of the lesser demon lords and lay claim to the Abyss, threatening to reverse the alliance's gains. In a final gambit, the characters must venture to the bottom of the Abyss to find the shard of evil at its heart. To distract the obyriths, the First and Last Alliance launches a suicidal attack against them. The obyriths that survive quickly learn of the party's plans.

The campaign comes to its conclusion with the adventurers battling the obyriths. If they win, the characters can perform a ritual to expel the shard of evil from the cosmos, stopping the Abyss's endless growth and destroying the obyriths once and for all. Sealing the rift might require the adventurers to sacrifice themselves or to remain behind in the empty void to ensure that the shard is forever kept isolated. With the obyrith threat ended, the characters have reshaped the Abyss and the cosmos in their own image.

# Disrupt the Cult Ritual

The rituals allowing fiends to be summoned by demonic cults are each a long, complex process. A cult leader must possess the unique skill necessary to control the power of a demonic ritual, and a proper sacrifice must be prepared. Moreover, the ritual must be allowed to proceed uninterrupted over the prolonged period necessary to build up and harvest its power.

Disrupting a demonic ritual can make a suitable foundation for any adventure. The adventurers might be charged with retrieving an artifact stolen by a cult for dark purposes, or with preventing an ancient ritual book from falling into the wrong hands in the first place. But by far the most exciting way to disrupt a summoning ritual features the adventurers crashing into the cult's lair to find a living sacrifice strapped to an altar, a heartbeat away from death. This kind of climactic encounter can incorporate a skill challenge modeled after the one presented here.

This challenge is not written for characters of a specific level. Instead, it sets the skill check DCs as easy, moderate, or hard, as given on the table in *Dungeon Master's Guide 2*, page 80, or the revised numbers from the *Dungeon Master's Guide* available at dndinsider.com.

## The Ritual of Calling

This powerful ritual allows the caster to call forth a demon from the depths of the Abyss, establishing a bond with it and offering a sacrifice in exchange for fealty for a specific length of time. The Ritual of Calling is a basic tool of any demonologist, from a hedge wizard calling forth low-level fiends to slay her rivals, to a high priest of Orcus summoning infernal legions that can lay waste to an entire kingdom.

The Ritual of Calling requires a period of negotiation between the ritual caster and the demon to be bound. The ritual requires a minimum of a few hours to complete, depending on the demon's power and the caster's skill. One creature performs the ritual, using a standard action on each of its turns. The most powerful demons require the greatest length of time to bind, with negotiations over the details of the pact and the size and nature of the sacrifice sometimes stretching out over days. Most intelligent demons play a waiting game with inexperienced ritual casters, knowing that any error in the ritual might allow the demon to seize the caster and return with it to the Abyss.

### Breaking the Ritual of Calling

This short skill challenge is designed to be used as part of a larger combat encounter. While the adventurers face off against the guards and monstrous servants of a demon cult, they must attempt to prevent the cult's high priest from binding a powerful demon to its service.

The adventurers can gain only one success per round in this challenge. Once the ritual has been disrupted with a successful check, additional successes in the same round have no further effect. The party's next success cannot be gained until after the end of the ritual caster's next turn.

Failures in the skill challenge are accrued differently than normal. See "Failure" below for more information.

**Level:** Any.

**Complexity:** 1 (requires 4 successes before 3 failures).

**Primary Skills:** Arcana, Athletics, Religion.

*Arcana (hard DC by level, standard action):* The character attempts to disrupt the ritual by manipulating the dangerous flow of arcane energy through which caster and demon communicate. One other character can use the aid another action to assist the character making this check.

A character making or assisting this check must be within 2 squares of the ritual caster and must have line of sight and line of effect to the ritual caster.

*Athletics (moderate DC by level, standard action):* With an Athletics check, the character attempts to physically prevent the ritual caster from undertaking the complex gestures needed to complete the ritual. The Athletics DC equals the caster's Fortitude defense. One other character can use the aid another action to assist the character making this check.

A character making or assisting this check must be adjacent to the ritual caster.

*Religion (hard DC by level, standard action):* The character uses his or her knowledge of the dark ritual being performed to counter its magic. One other character can use the aid another action to assist the character making this check.

A character making or assisting this check must be within 2 squares of the ritual caster and must have line of sight and line of effect to the ritual caster.

**Secondary Skills:** The Ritual of Calling typically requires the sacrifice of *residuum*, a relic consecrated to a good or a lawful good deity, or a sentient creature. The secondary skills in this challenge are dependent on the specific setup of the ritual, but might include Thievery or Strength checks.

*Thievery (hard DC by level, standard action):* A victim intended to be sacrificed as part of the Ritual of Calling is typically chained or tied to an altar, ready to be consumed by the demon when the pact is complete. A victim can be freed with a successful Thievery check. In addition to granting a success in the challenge, a successful Thievery check made to free a victim grants a +2 bonus to all subsequent primary skill checks made in this challenge.

*Strength or Thievery (moderate DC by level, standard action): Residuum* or a relic slated for sacrifice is placed on an altar close to the ritual caster. The magic of the ritual protects the sacrificial object, hindering its removal before the ritual is completed. With a successful Strength or Thievery check, the adventurer physically breaks those bonds of protection and moves the offering from the altar.

Once a successful check is made to remove the offering, a character can move it 10 or more squares away from the ritual caster to grant a +2 bonus to all subsequent primary checks made in this challenge.

**Attacking the Caster:** Attacking the ritual caster directly might seem the quickest way to end the ritual. But harming or killing the caster before the ritual is completed is dangerous. Whenever the ritual caster takes damage, roll a d20. On a result of 19 or higher, the demon targeted by the ritual appears and runs rampant (see "Special" below). This roll takes a +2 bonus for each previous time the caster has taken damage. If the caster is slain or becomes unconscious as a result of an enemy attack, the demon likewise appears and attacks.

The caster can be disrupted in other ways to safely hinder the ritual's completion. If the caster is unable to use a standard action on its turn to continue the ritual, each primary check made in the challenge before the start of the caster's next turn gains a +4 bonus. Attacks that daze, stun, or dominate the ritual caster without dealing damage can be used to this end.

**Success:** If the characters earn 4 successes, the ritual is ruined and cannot be restarted. The caster is now free to fight the party, but the demon returns to the Abyss.

**Failure:** Unlike with a normal skill challenge, the characters' failed primary skill checks during this challenge do not count toward overall failure. Instead, the characters gain 1 failure at the end of the caster's turn if the caster used a standard action on that turn to continue the ritual, and if the characters have not gained a success since the caster's prior turn.

If the characters fail the skill challenge, the ritual is completed. Any living sacrifices are instantly slain, and the demon appears and acts at the caster's command.

**Special:** If the demon runs rampant because the ritual caster is attacked, made unconscious, or killed, the characters automatically fail the challenge. However, the demon is not under the ritual caster's control when it appears, and it attacks the party and the cultists with equal fervor.

### Increasing the Complexity

The setup of the skill challenge assumes that one or two characters focus on the challenge while the other characters battle cultists or protect their comrades. The complexity of the challenge can be increased with one or more of the following options, making it a bigger part of the encounter.

**Communal Ritual Casting:** In addition to whatever guards and hazards are present to protect the ritual caster (see "Rounding Out the Encounter" below), add two assistant ritual caster cultists to the encounter to add an additional level of complexity. Use minions appropriate to the type of cult and the level of the challenge. These cultists aid the ritual caster through chanting and prayer, such that slaying them can hasten the breaking of the ritual.

These dedicated minions do not attack. Instead, they take the total defense action each turn (+2 to all defenses) while they aid the ritual caster as a minor action. For every two cultists the adventurers kill, they gain a success in the challenge.

**Expanded Sacrifice:** For a more complex skill challenge, replace a single altar with three or more altars set across the encounter area. The ritual caster works before one altar, though each altar has its own sacrifice that can be freed to disrupt the ritual.

**Successes Per Round:** If the complexity of the challenge increases to 3 or higher, allow the characters to obtain up to two successes per round.

## Rounding Out the Encounter

This skill challenge is intended to function as part of a combat encounter or alongside hazards and traps. If the characters face only a single ritual caster, it becomes easy for them to line up with the aid another action and ruin the ritual in short order.

A character must be close to the ritual caster to ruin its efforts, so defensive barriers can slow the party down. Low walls, rubble piles, pools of flaming oil, or a demonic trap or hazard (page 36) can make it more difficult for the adventurers to move into position. There should also be plenty of guards on hand to run interference. In particular, controllers using forced movement powers can keep characters away from the ritual caster while artillery attackers lay down an assault around them.

# Demonic Traps and Hazards

With the Blood War in a state of dark truce, the conflict between devils and demons plays out more and more in the mortal realm. The demon cults of the world are all too eager to spread the power of their abyssal masters, and their temples and sanctuaries quickly become polluted by dark magic.

This section presents new hazards and traps for use in designing demonic encounters, and it describes features commonly found in the temples and shrines of worldly demon cults.

## Pillars of Chaos

The inner precincts of many demonic temples are lined with pillars carved to reflect the visages of their abyssal lords. The magic of these pillars presents a potent obstacle to any creatures that trespass.

**Pillars of Chaos** **Level 4 Obstacle**
Trap XP 175

*The pillars set around this chamber are covered with leering demonic faces, their eyes seeming to follow you as you move.*

**Trap:** Planar energy infuses the pillars of chaos, hurling victims randomly throughout the chamber. Six pillars make up this trap, each of which occupies 1 square.

**Perception**
No Perception check is necessary to notice the pillars.

**Additional Skill:** Arcana
✦DC 12: These pillars are infused with the planar energy of the Abyss.
✦DC 17: The pillars of chaos warp space around them. Demons can use the power of the pillars to teleport, but other creatures are drawn through the teleportation field at random.

**Trigger**
A pillar attacks whenever a nondemon starts its turn adjacent to it.

**Attack**
**Opportunity Action** **Close** burst 1 centered on the pillar adjacent to the triggering creature
**Target:** The triggering creature
**Attack:** +7 vs. Fortitude
**Hit:** The target is teleported to an unoccupied square adjacent to one of the trap's other pillars, determined randomly.
**Special:** As a move action, a demon adjacent to a pillar of chaos can teleport to any unoccupied space it can see adjacent to another pillar of chaos.

**Countermeasures**
✦A character adjacent to a pillar of chaos can make a DC 17 Arcana check (as a move action) to control the trap's teleportation field. On a successful check, the character teleports to any unoccupied square it can see adjacent to another pillar of chaos.
✦A character can attack a pillar to destroy it (AC 5, Reflex 5, Fortitude 10, 30 hit points). Destroying all the pillars ends this trap's threat.

## Demon Face Idol

The lairs of many cults are scribed with the leering faces of demon lords and lesser abyssal creatures. These graven idols are more than decoration, however. A cult's high priests can employ unique rituals to see through an idol's eyes, allowing them to keep a close watch on distant areas of the temple. In addition, the presence of enemies triggers abyssal magic that causes a demon's face to animate, shrieking blasphemous oaths that break the will of intruders.

**Demon Face Idol** **Level 6 Warder**
Trap XP 250

*The leering face of a demon has been carved into the stone wall of this temple.*

**Trap:** The demon face idol hangs in 1 square on a wall or a pillar. It provides enemies with a view of the area, and aids the servants of its abyssal master in combat.

**Perception**
No Perception check is necessary to notice the idol.

**Additional Skill:** Arcana (trained only)
✦DC 12: The idol is magic, and it reacts to any creature's approach.
✦DC 17: Another creature sees through the idol's eyes, watching all who pass.

**Initiative** +5

**Trigger**
The trap activates and rolls initiative when any enemy enters a square within 5 squares of it, or when a character makes a failed Thievery check or attacks the idol (see below). When the idol activates, one creature linked to it becomes aware of the presence of every creature within 5 squares of the idol.

**Attack**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** +10 vs. Will
**Hit:** The idol pushes the target 4 squares. If the target ends this movement next to an ally of the demon face idol, that ally can make a melee basic attack against the target as an opportunity action.
**Special:** The trap treats all nondemons that are not part of the idol's demon cult as enemies. It treats all members of the cult and their allies as its allies.

**Countermeasures**
✦By making a DC 17 Stealth check, a character can move within 5 squares of the idol without activating it or alerting the creature linked to it.
✦A character adjacent to the idol can make a DC 17 Thievery check (as a standard action) to disable the trap until the start of the character's next turn. Three successful Thievery checks destroy the trap.
If the trap has not yet been activated, a failed Thievery check activates it (as above).
✦A character can attack the idol (AC 22, Reflex 22, Fortitude 21, 21 hit points). Doing so activates the trap (as above). Destroying the idol ends its threat.

## Altar of Pain

Where the power of the Abyss is strongest in the world, it twists and deforms the essence of life. Unspeakable acts are committed in such places for the greater glory of the demon lords, centered on the altar of pain. This simple slab of black rock is permanently stained by blood and scored by the marks of sacrificial blades. The demon lord's faithful gather here to perform their savage rites, protected by the altar's dark power.

**Altar of Pain** **Level 7 Blaster**
Hazard XP 300

*This crude altar is carved from black rock, the dark bloodstains of uncounted sacrifices covering its surface and the ground around it.*

**Hazard:** The altar occupies 2 contiguous squares, and it is imbued with abyssal power deadly to creatures that oppose its purpose.

**Perception**
No Perception check is necessary to notice the altar.

**Additional Skill:** Religion
✦ DC 14: This area is oppressive with the presence of this black altar, which is dedicated to the power of the Abyss.
✦ DC 19: The altar deals damage to enemies that fight within reach of its power.

**Trigger**
The altar activates when a nondemon adjacent to it or on it takes damage.

**Attack**
**Immediate Reaction** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** +10 vs. Fortitude
**Hit:** 2d6 + 5 damage.
**Special:** The hazard treats all nondemons that are not part of the altar's demon cult as enemies. It treats all members of the cult and their allies as its allies. The altar blocks movement, but a creature can jump onto it by making a DC 10 Athletics check.

**Countermeasures**
✦ A character adjacent to the altar can attempt to sanctify it by making a DC 19 Religion check (as a standard action). If the check succeeds, the altar makes an attack (as above) that targets its allies rather than its enemies. The altar cannot make another attack until after the end of the character's turn. With three successful Religion checks, the altar is destroyed.
✦ A character can attack the altar (AC 5, Reflex 5, Fortitude 10, 40 hit points). Destroying the altar ends its threat.

## Mirror of Madness

When demonic cults flourish over many years, the corruption of the Abyss seeps through into the natural world. Such corruption creates a window into that realm, forging a trap for creatures that intrude in demonic temples and shrines.

**Mirror of Madness** **Level 8 Blaster**
Trap XP 350

*A section of wall ahead is polished to a mirror sheen. Strange colors swirl within its surface, coalescing into frightful, leering forms.*

**Trap:** A mirror of madness occupies a space 2 squares wide along a wall. Creatures that linger too close to the trap are rendered senseless.

**Perception**
No Perception check is needed to notice the mirror of madness.

**Additional Skills:** Arcana or Religion
✦ DC 14: This section of mirror-bright wall is a window into the Abyss. Any creature gazing into it risks madness.
✦ DC 19: The energy held within the mirror of madness is unleashed in a blast if the wall is damaged.

**Initiative** +6

**Trigger**
The trap activates and rolls initiative when any creature moves within 5 squares of it.

**Attack**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** +12 vs. Will
**Hit:** The target is dazed and immobilized (save ends). *First Failed Saving Throw:* The target is instead dominated (save ends).
**Miss:** The target is dazed until the end of its next turn.
**Special:** The trap treats all nondemons that are not part of its demon cult as enemies. It treats all members of the cult and their allies as its allies.

**Countermeasures**
✦ A character adjacent to the trap can make a DC 19 Arcana, Religion, or Thievery check (each as a minor action) to hinder the mirror's attack. Each successful check imposes a -2 penalty to the trap's attack rolls. With three successful checks, the mirror of madness is permanently disabled.
✦ A character can attack the mirror (AC 5, Reflex 5, Fortitude 10, 40 hit points). Whenever the trap is hit by an attack, each creature within 5 squares of it takes 5 psychic damage. Destroying the mirror ends this trap's threat.

## Altar of Pazuzu

The demon lord Pazuzu delights in turning wholesome folk to the ways of evil. His altars exert a dark influence on creatures foolish enough to invade the precincts of his temples.

**Altar of Pazuzu** **Level 11 Lurker**
Trap XP 600

*A finely appointed altar is covered in gleaming gold and set with finely crafted gems. Its glittering surface shimmers, inviting your approach.*

**Trap:** The altar occupies 2 contiguous squares, and it attacks any creatures that venture too close.

**Perception**

✦ DC 10: The altar's rich dressings are revealed as cheap paste gems and the thinnest gilding of low-quality gold leaf.

**Additional Skills:** Arcana or Religion

✦ DC 16: This altar is a magic trap designed to corrupt creatures drawn to it.

✦ DC 21: The altar is a tool of the demon lord Pazuzu, known for his treachery and for his love of corrupting the innocent. His magic is said to turn friend against friend, setting good folk down a path of damnation.

**Initiative** +6

**Trigger**

The trap activates and rolls initiative when any enemy moves within 3 squares of the altar.

**Attack**

**Standard Action** **Close** burst 3

**Target:** Each enemy in burst

**Attack:** +14 vs. Will

**Hit:** The target is overcome with a compulsion to steal items from the altar (save ends). While this effect lasts, the target must take a standard action on each of its turns to pry worthless gems from the altar. If it does not, the target takes 10 psychic damage at the end of its turn.

**Special:** The trap treats all nondemons that are not part of Pazuzu's cult as enemies. It treats all members of the cult and their allies as its allies.

**Countermeasures**

✦ A character adjacent to a creature overcome by the altar's compulsion can end the effect on that creature by making a DC 21 Religion check (as a standard action).

✦ A character can attack the altar (AC 5, Reflex 5, Fortitude 10, 40 hit points). Destroying the altar ends its threat.

## Garden of Rot

As the Lady of Decay, Zuggtmoy wields power over fungi, mold, and other organisms that thrive on rot and putrescence. Groves of such growth held sacred by Zuggtmoy are known as gardens of rot, flourishing within her temples and around the strongholds of her followers. In addition to its defensive value, a garden of rot is used as a sacrificial site. Zuggtmoy's faithful bury victims alive, consigning them to a slow, painful transformation as the fungi of the garden overwhelm and consume them. Such sacrifices rise eventually as scions of Zuggtmoy (page 142).

Cultists of Zuggtmoy bury undead creatures and bound demons within a garden of rot as guards. Such a creature gains a +5 bonus to Stealth checks to hide while buried. It can emerge from the ground and stand up as a move action.

**Garden of Rot** **Level 15 Obstacle**
Hazard XP 1,200

*A grove of ten-foot-tall mushrooms is permeated by a haze of sickly fog.*

**Hazard:** The toxic haze of a garden of rot is deadly to creatures that enter it. The garden fills a 5-square-by-5-square area and is difficult terrain.

**Perception**

No Perception check is needed to notice the garden of rot.

**Additional Skill:** Nature

✦ DC 18: The plants and mushrooms in this garden carry the taint of the Abyss. The haze that fills the garden is a shifting cloud of spores.

✦ DC 23: The abyssal power permeating this garden of rot allows demons and undead creatures to lurk safely within it. Only fire can burn away this infestation.

**Trigger**

The trap attacks whenever a creature enters the area or starts its turn there.

**Attack**

**Opportunity Action** **Close** burst 1 centered on the triggering creature

**Target:** Each enemy in burst

**Attack:** +18 vs. Fortitude

**Hit:** 2d6 + 8 poison damage, and the target cannot see more than 3 squares (save ends).

**Special:** The hazard treats all nondemons that are not part of Zuggtmoy's cult as enemies. It treats all members of the cult and their allies as its allies.

**Countermeasures**

✦ As a minor action, a creature can make a DC 23 Nature or Perception check to seek the safest path through the garden. With a successful check, the creature can move completely through the hazard (assuming it has enough movement to do so). The creature is subject to the above attack at the end of its move even if it has left the area of the hazard.

✦ A garden of rot can be attacked to destroy it. Each square of the garden has AC 22, Reflex 22, Fortitude 21, and 50 hit points. The fungi of the garden are immune to all damage other than fire damage.

## Demonskin Tapestry

The foulest demon cults flay the skin from living victims, then infuse it with demonic essence. Cultists hang these demonskin tapestries to block doorways and passages within their temples, creating traps that can grab and crush intruders.

**Demonskin Tapestry** **Level 19 Warder**
Trap XP 2,400

*A stitched tapestry of bloodstained leather hangs from the wall.*

**Trap:** A demonskin tapestry occupies 2 squares of a wall or a doorway. It animates as a writhing sheet of flesh that attempts to grab enemies within reach.

**Perception**

✦ DC 22: The tapestry ripples slightly, though nothing can be seen behind it.

**Additional Skill:** Arcana
✦DC 27: This foul tapestry is stitched of the skin of sacrificial victims, and is animated by abyssal magic.
**Trigger**
The tapestry attacks whenever an enemy starts its turn adjacent to it or moves into its space.
**Attack**
**Opportunity Action** **Melee** 1
**Target:** The triggering creature
**Attack:** +22 vs. Reflex
**Hit:** 2d8 + 5 damage, and the target is immobilized (save ends).
**Special:** The trap treats all nondemons that are not part of the tapestry's demon cult as enemies. It treats all members of the cult and their allies as its allies.
When closed, a demonskin tapestry blocks line of sight and line of effect and is difficult terrain. The tapestry can open or close as a standard action. It can still attack when open.
When it attacks, the tapestry emits a keening wail that alerts nearby creatures.
**Countermeasures**
✦A character adjacent to a creature immobilized by the tapestry can free that creature by making a DC 27 Athletics check (as a move action). The immobilized effect ends on the target.
✦A character can attack the tapestry (AC 22, Reflex 22, Fortitude 21, 50 hit points). Destroying the tapestry ends its threat.

## Slaughter Monolith

Carved of rock mined in the deep layers of the Abyss, this monolith pulses with raw evil. Slaughter monoliths are commonly found in abyssal temples and powerful centers of demon worship across the planes, driving would-be intruders into a state of mindless mania.

**Slaughter Monolith** **Level 23 Blaster**
Trap XP 5,100

*An upright slab of black stone is shrouded in a blood-red haze.*

**Trap:** A slaughter monolith clouds the minds of creatures that approach it, causing them to lash out at their allies. The monolith occupies a 2-square-by-2-square area and is blocking terrain.
**Perception**
No Perception check is necessary to notice the monolith.
**Additional Skill:** Arcana
✦DC 24: The black monolith channels the raw essence of the Abyss. It radiates evil, and it can overwhelm the senses of creatures that draw too close.
✦DC 29: The monolith dominates creatures that approach it, causing them to lash out against their allies.
**Initiative** +8
**Trigger**
The trap activates and rolls initiative when any creature moves within 10 squares of it.
**Attack**
**Standard Action** **Close** burst 3 centered on the monolith
**Target:** Each creature in burst
**Attack:** +27 vs. Will
**Hit:** The target moves its speed and makes a basic attack against the nearest creature. If the target can charge the nearest creature, it does that instead. If the target cannot attack, it makes a double move toward the nearest creature.
**Miss:** 15 psychic damage, and the monolith pushes the target 2 squares.
**Countermeasures**
✦A character adjacent to the monolith can make a DC 29 Arcana, Religion, or Thievery check (each as a standard action) to hinder the monolith's attack. On a successful check, the monolith takes a -2 penalty to its next attack roll, and that attack has no effect on a miss. With three successful checks, the monolith is permanently disabled.

## Field of Doom

The cursed essence of the Abyss permeates the physical landscape in areas explorers call fields of doom. Here, the ground heaves and opens up shrieking mouths, attacking the unwary in both body and mind. These manifestations are most common near the locations of powerful shrines, demonic temples, and the hiding places of abyssal relics.

**Field of Doom** **Level 30 Blaster**
Hazard XP 19,000

*The ground heaves like a living creature. A multitude of shrieking mouths open up across the rocky landscape, venting clouds of acid.*

**Hazard:** This hazard fills a 5-square-by-5-square area. It is difficult terrain.
**Perception**
No Perception check is needed to notice the field of doom.
**Additional Skill:** Arcana
✦DC 28: This hazard is a field of doom, said to be the essence of the Abyss given physical form.
✦DC 33: The mouths of a field of doom vent clouds of caustic acid and unleash a primal shriek that tears at a victim's mind.
**Initiative** +6
**Trigger**
The trap activates and rolls initiative when any creature moves within 5 squares of it.
**Attack**
**Standard Action** **Melee**
**Target:** Each creature within the area
**Attack:** +33 vs. Will
**Hit:** 4d10 + 4 psychic damage, and the field of doom pulls the target 3 squares toward the field's center.
**Miss:** The field of doom pulls the target 3 squares toward the field's center.
**Special:** Any creature that enters the field of doom or starts its turn there takes 15 acid damage.
**Countermeasures**
✦A creature within the field of doom can make a DC 33 Arcana check to minimize the field's attack. With a successful check, the field's next attack takes a -5 penalty to the attack roll and its acid damage is reduced to 10 points. With 3 successful Arcana checks, the field becomes dormant. A dormant field remains difficult terrain, but it cannot be triggered again for twenty-four hours.

CHAPTER 2

# The Abyss

ARNIE SWEKEL

**The Abyss** is cruel, savage, and utterly without mercy—traits inherited by its demonic children. Its malign presence feeds on the Elemental Chaos and the world alike, possessed of a hunger that promises a day when it will consume all existence. The endless layers of the Abyss are its flesh and bones—bleak, inhospitable climes ruled by sadistic monsters of unmatched power.

The demons of the Abyss treat their realm as more than a world. The Abyss is the mother that grants them life and the temptress that seduces them with its hunger for destruction. It is the reaper that consumes them and the dark midwife that brings them back to repeat their endless cycle of bloodshed and pain. The Abyss is the nexus of every demon's existence, and its madness is all they know.

The nature of the Abyss makes this realm anathema to the mortal races. But those who dare the Abyss can reap rewards beyond description. Within this realm's deadly landscapes and alien dimensions, lore and relics that have been lost or forgotten for of eons can be recovered. Within the Abyss's desolate Barrens and Gaping Maw, fearless seekers can learn the answers to timeless mysteries. Deep in the Iron Wastes and the Blood Rift, fantastic treasures await those with the strength to seize them from the demons guarding them.

This chapter explores the physical landscape and nature of the Abyss, including the following.

- **The Abyssal Realm:** The structure and organization of this dark plane.
- **The Layers of the Abyss:** A sampling of the layers that make up the Abyss, from the entry layer of the Plain of a Thousand Portals to the Deep Layers from which it is said no outsiders escape.
- **Abyssal Portals and Demonic Temples:** The taint of the Abyss seeps into the mortal world through abyssal portals and the temples of demonic cults.
- **Demonic Delves:** A pair of dungeon delves let epic tier characters face off against a cult of Phraxas and infiltrate one of the Abyss's deadliest fortresses.

# The Abyssal Realm

The legends of the mortal realm tell of the Chained God Tharizdun, and of how he sought a seed of evil in the remote darkness of the cosmos. Tharizdun coveted this seed, hoping that he might destroy all creation with its darkness. It is said that he cast the seed into the Elemental Chaos, where it festered, and there the Abyss was born.

The true story is more complex—and far more frightening.

The seed of absolute evil that lies buried at the Abyss's heart was created by the obyriths—the vile masters of a lost realm. It was not by chance that Tharizdun stumbled upon their creation. Indeed, the seed of evil was a trap by which the obyriths hoped to be drawn from their dying realm into a new cosmos that they would control. Though their plans were corrupted and dashed, the obyriths are ultimately responsible for the creation of the Abyss. This true history of the Abyss (page 7) is known to only a few.

Eons have passed since the Abyss was rocked by the titanic battles between Tharizdun and the obyrith lords that sought to control him. Wars between gods and primordials soon followed, to be followed in turn by the endless Blood War of the demons. Throughout its history, the madness of the Abyss has manifested in bloodshed. In recent centuries, however, kind of peace has been imposed on this chaos.

Today, the former front lines of the Blood War are silent, the iron fortresses of the devils standing empty across the Plain of a Thousand Portals. Tharizdun sleeps in his deep prison, lost from the sight and thoughts of even the gods. The obyriths are scattered and silent, their Queen of Chaos not seen in generations. Demogorgon, Orcus, and the greatest of the demon lords snipe and snarl at each other, even as they avoid large-scale conflicts for fear of losing what power they have.

And deep beneath it all, unseen and unstoppable, the seed of evil continues its descent down the blackness of the Blood Rift. As it cleaves through the cosmic firmament, it unleashes the hidden whispers that urge all demons to destroy in the name of their dark realm. Year by year, century after endless century, the Abyss consumes more of the Elemental Chaos from which it was spawned. In the end, all creation will be consumed by evil if the Abyss has its way.

## The Vortex of Chaos

From the darkest depths of the Elemental Chaos, the Abyss appears as an immense vortex of elemental energy and debris, the nexus of which forms a whirling pit with a mouth wide enough to devour whole worlds. The dark void at the center of the vortex pulls the fabric of the Elemental Chaos toward it, drawing it ever downward. As creatures and objects are swallowed by the maelstrom, a dark and alien realm begins to manifest around them—a dimension that operates under its own ever-changing rules.

Though few mortal creatures can survive this direct journey across the threshold of the Elemental Chaos and into the Abyss, those that do describe the vortex in vastly different terms. What all such tales have in common, though, is that at some point in the downward journey, a great red sun resolves in the heart of the vortex, surrounded by orbiting motes of earth. Creatures and objects are drawn past this sun and its swirling earthmotes, to be hurled down on a broken plain riddled with pits and rusting iron fortresses. This is the Plain of a Thousand Portals—the fixed topmost layer of the Abyss, called Pazunia by those that dwell there. Its ruined landscape is cleft by the Blood Rift—an enormous chasm that extends the path of the vortex down into darkness.

## The Structure of the Abyss

The Abyss is not just a location, but an entire alternate dimension. The layers of the Abyss stretch out along the Blood Rift's dark axis, each one its own bounded reality. Mortal sages and explorers have assigned names and numbers to only the most stable layers of the Abyss—those that have been explored and whose landscapes have been fixed by time or the will of their demon lords. The numbering of abyssal layers does not signify a specific order or sequence. The system instead marks the abyssal layers' order of discovery. No full tally of these layers has ever been made, and it is thought that the Abyss expands down the rift to infinite depths.

The Plain of a Thousand Portals is noteworthy as the only layer of the Abyss that stays in a fixed relationship to the Elemental Chaos above it and to the Blood Rift below. The layers beneath Pazunia shift as the abyssal vortex endlessly churns. Worldly explorers might enter a specific layer from directly beneath the Plain of a Thousand Portals, only to find that layer cast down to the abyssal depths when they attempt to leave.

In addition to their numbers, the layers of the Abyss are sometimes grouped according to their function and form. The entry layers are those by which most mortal creatures arrive in the Abyss. The best known of these is Pazunia (page 48), whose uncounted portals draw creatures from across the planes. The realm of Azzagrat (page 58) welcomes traders from the mortal world, who come by *spelljammer, planar dromond*, and other forms of magical transport (see *Manual of the Planes*). The Blood Rift, the great chasm that descends from Pazunia, cuts its way through every other abyssal layer. The bravest and most reckless explorers descend the rift to enter the shifting layers alongside it—some of which can be accessed by no other route.

The middle layers make up most of the Abyss, and include such realms as the Iron Wastes (home of the frost giant demon lord Kostchtchie) and Abysm (home to Demogorgon). Such layers typically contain portals or access points, but these are few in number, hidden away, or connect mostly to other abyssal layers.

The deep layers of the Abyss are the most difficult to breach. The Endless Maze, the Barrens, and Thanatos are the most well known of the deep layers. Creatures caught in such realms typically perish there.

Only one creature has reached the heart of the Abyss, where the seed of evil lies. In the earliest epoch of the Abyss, before the endless depths of that realm had been fully formed, the angel Asmodeus plunged into the unfurling Blood Rift and down to the Abyss's heart. He survived long enough not only to locate the seed, but to break off and steal from it a single black shard. Forging this shard into a ruby-tipped rod, the angel used it to slay the god he served.

Though it is said that no creature will ever repeat Asmodeus's deed, the fact that the heart of the Abyss was broken fuels the rage of the warring demon lords. With the theft of the shard, Asmodeus and the angels that followed him were transformed into devils and banished to the Nine Hells, from which the Blood War was launched. Though that conflict has ebbed, the demon lords hunger for the return of the shard, even as Asmodeus and his princes of hell scheme to steal more of the Abyss's power.

## The Graveyard of Time

The Abyss consumes everything drawn into it, and not even the demon lords can survive its unseen depths. Since before the world was made, the Abyss has devoured everything within its grasp. It is said that all things ever lost have found the end of their journey there.

In the darkest abyssal layers, the rotting bodies of colossal primordials writhe in their endless death throes. The abandoned dreams of dead gods take shape as maddening whispers in the deep layers, and in the nonspace between layers, the detritus of broken worlds is shattered and remade. The Abyss's everlasting hunger has devoured whole astral dominions, assimilating them into its maelstrom of evil.

The Abyss is a place to which the defeated are drawn, continuing their struggle to establish their power over others. Among the self-styled lords of the Abyss are beings such as Graz'zt—a fallen angel who became a fallen devil, then became a demon. The goddess Lolth, failing in her plots to rule the elves, was cursed with transformation and exiled to her abyssal realm in the Demonweb. Primordials who failed in their attempt to control the mortal realm name themselves "lord" or "prince" as they hide in their abyssal strongholds and plot their revenge. And somewhere in a forbidden prison, Tharizdun remains chained for his crimes and for his mad longing to destroy all creation.

## Power in the Abyss

Any creature whose unmatched evil and power allow it to solely dominate an entire layer of the Abyss can proclaim itself lord of that layer. When a demon gains uncontested control of an abyssal layer, it asserts its will over that layers' inherent power. The landscape and features of the layer shift to reflect the essential nature of its abyssal lord.

The Abyss is a violent arena of relentless demonic blood sport. It is a primitive battleground where demons wage constant war against one another, enduring an endless cycle of battle, death, and rebirth. The defeated return to life as lesser demons, changing their forms but retaining their memories as they seek power once again.

The Abyss whispers to its demons, setting them against each other as they take control of layer after layer. Ultimate power is promised to the one creature that can conquer the Abyss, and although demons slaughter and depose one another in endless battles, they all ultimately fail in this goal. Not even the obyriths have come close to ruling the Abyss, and only the demon lord Graz'zt has succeeded in dominating more than two layers.

# Layers of the Abyss

Within the infinite depths of the Abyss, a handful of the known layers are reckoned the most important. The might of their demon lords, the secrets they hold, and the wealth and power that can be found there make these layers the most common destination of mortal explorers and adventurers.

The layers described here are the ones likely to be of most use—and to represent the most danger—to heroes. The Plain of a Thousand Portals might be the way in, and the Blood Rift might be the way down, but even the Witch Queen could not say for certain how to find the way out of the Abyss.

## The Plain of a Thousand Portals

*Gateway to the Abyss, where myriad pits lead brave travelers to newfound fortune or to death*

Exposed to the raw, turbulent forces of the Elemental Chaos, the uppermost layer of the Abyss is an inhospitable wasteland of scouring winds and scorched earth. Called Pazunia or the Plain of Yawning Pits by some, this layer swarms with demons searching for prey. But despite its armies of fiends, sandblasted terrain, and sweltering heat, the Plain of a Thousand Portals attracts explorers and merchants from across the planes. Most travelers come seeking the vast number of pits that dot the landscape: demonic portals leading to nearly every abyssal layer.

The strategic value of the Plain of a Thousand Portals has served as a catalyst for endless slaughter. On the edges of great earthen cavities stand the iron fortresses that are the relics of the Blood War. These citadels now serve as palaces for lesser demons that have carved small fiefdoms from the wasteland. Demons pledged to Pazuzu name this expansive wasteland Pazunia, and no other demon lord has yet challenged the Prince of the Lower Aerial Kingdoms for his claim on this barren, unforgiving realm.

JARED BLANDO

**PLAIN OF A THOUSAND PORTALS TRAITS**

***Type:*** Abyssal layer.

***Size and Shape:*** Vast arid wasteland nearly five hundred miles across, its sky dotted with floating earthmotes; recursive.

***Gravity:*** Normal on the surface, switching to elemental buoyancy when entering the atmosphere (approximately four hundred feet above the surface).

***Mutability:*** Abyssal mutability. (Demon lords and other powers are able to influence their surroundings.)

## History

The 1st layer of the Abyss, Pazunia is a portal-pocked desert that connects to locations throughout the Abyss and the planes beyond. Its dusty landscape has witnessed an untold number of battles, and is still regularly drenched with blood and ichor. It has served as a front in the Dawn War, the Blood War, and many bloody battles between demon lords and lesser fiends.

The Plain of a Thousand Portals seems destined to be embroiled in eternal conflict. Beings that understand the history of this realm, however, look to the dusty landscape's horizon to glimpse its future. Once every millennium, an immense orbiting mote of elemental earth eclipses the dying star that marks the edge of the upper abyssal vortex, blanketing the layer in darkness. This earthmote, named A'othorh, heralds the end of one great cycle and the start of the next.

This rare twilight lasts for several days, during which time the ever-shrewd Pazuzu defers his authority to the Queen of Chaos (see "History of the Abyss," page 7). During the occlusion, it is said that the Queen crawls up to the Plain of Yawning Pits from her demesne in the Steaming Fen, the 14th layer of the Abyss. At the Great Ziggurat of Oth-Magurloth (page 47), along the Blood River's central floodplains, the Queen of Chaos holds court with the remaining obyrith lords.

Now, with the faint outline of A'othorh visible on the parched horizon, the denizens of Pazunia know the cycle's end is near, and disquiet spreads through Pazuzu's flock. Seers have prophesied that the Queen of Chaos will claim the *Rod of Seven Parts* during the next conclave, heralding the intervention of the Wind Dukes of Aaqa and the start of the next Chaos War.

## Features and Terrain

The Plain of a Thousand Portals is nearly five hundred miles across. Travelers who trek continuously toward the horizon eventually move beyond the Abyss and into the Elemental Chaos. Although it is finite in size, huge sections of Pazunia and most of its pits remain unexplored. Fierce storms and frequent rockfalls gouge the plain, endlessly reworking its geography. Numerous maps of the layer exist, but these cover only small sections under the control of lesser local demons.

CARL CRITCHLOW

### The Badlands

Pazunia's most prominent feature is its endless expanses of barren, cracked earth. Subjected to millennia of scorching heat and other brutal elemental phenomena, the land's severe ecology is deadly to mortal life. Its hot winds reek of burned flesh. That stench, coupled with stinging grit, compels explorers to shroud themselves while crossing the desolate countryside.

In addition to the unforgiving terrain, travelers crossing the Badlands must contend with supernatural hazards. Spinning clouds of gravel, formed from the bones of millions who have fallen here, are commonplace (treat as a field of everflame, *Dungeon Master's Guide,* page 92, that deals normal damage instead of fire damage). Occasionally, these dust devils converge into shrieking cyclones—vicious storms laden with course grit that can strip flesh from bone and turn bone to dust in minutes.

Infrequently, the Badlands see rain in the form of chaos-storms. Spectacular in size and appearance, malevolence burns at the heart of these tempests. The storms alter course to hunt down travelers, and the deluges change from common rain into sheets of fire, acid, or frost. Treat such storms as hellfire (see *Manual of the Planes,* page 22) that rains from the sky and deals fire, acid, or cold damage.

### The Blood River

The dark waters of the Blood River originate from a spring deep in the uncharted heart of the Plain of a Thousand Portals. The river meanders through the layer, occasionally breaking off into streams that disappear into the pits of Pazunia. The Blood River fills Lake Main as it flows toward the looming fortress of Khin-Oin (page 51), then cascades into the depths of the Blood Rift (page 50).

Experienced explorers avoid the riverbank and the hidden dangers lurking in the fetid water. They cross the river at shallow fords and only in large numbers. Demonic ferry operators are occasionally seen piloting small boats and rafts on the river's turbulent surface.

### The Over-Realm

Free-floating chunks of earth, known as motes, soar above the parched plain of Pazunia. These sky islands vary greatly in size, altitude, and foliage. Some motes are barren rock, but others support a dusting of plant life or whole forests riddled with freshwater ponds and streams. These high-altitude forested motes are the only consistent source of fresh water on the layer.

Pazuzu's flocks of winged demons gather in the Over-Realm, and have formed settlements on many of the larger motes. Long considered the de facto ruler of the layer, Pazuzu solidified his claim on the Plain of a Thousand Portals when he moved his aerie of Lord's Rook from his former demesne in Torremor (the 503rd layer of the Abyss) to a great earthmote in the Pazunian sky.

The higher explorers roam above the Plain of a Thousand Portals, the closer they come to the Elemental Chaos. The point where the Abyss ends and the Elemental Chaos begins has never been clearly defined. Ancient primordial predators stalk this hinterland between the planes.

### Netherbian Plains

Elemental debris is frequently caught in the Abyss's immense gravity well and flung to its surface. Jagged tors, hundreds of feet high, jut haphazardly across the blasted Netherbian Plains. These monumental spires plummet from the sky, coming to rest in the shallow craters blasted out by their landings.

A residual taint from the Elemental Chaos typically spreads a few hundred feet around each monolith. Taints can range from a glacial ice sheet (see treacherous ice sheet, *Dungeon Master's Guide*, page 89) to a magma field or a small lake of fresh drinking water. Attracted to the randomness of this landscape, chaos shards (see *Monster Manual 2*, page 34) frequently roam the tors.

## Exploring the Plain of a Thousand Portals

Spending time in Pazunia requires stamina, nerves of steel, and luck. This section presents two example skill challenges that explorers to the Plain of a Thousand Portals might face.

### Exposure

The most pressing challenge that characters must overcome while traveling across Pazunia is exposure to the layer's stifling heat. The adventurers must undertake this skill challenge each day they spend traveling across the Plain of a Thousand Portals. The number of skill challenges necessary to reach a particular destination depends on the length of the characters' journey.

**Level:** Varies.

**Complexity:** 1 (requires 4 successes before 3 failures).

**Primary Skills:** Endurance.

*Endurance (moderate DC by level, group check)*: Between four and six times between extended rests (at the DM's discretion), each character must attempt this check to resist the harsh conditions of Pazunia. If at least half the characters succeed, the party gains a success in the challenge. If half fail, the party earns a failure, and each character loses a healing surge. Healing surges cannot be regained until the party's journey is complete.

**Secondary Skills:** Arcana, Heal, Nature.

*Arcana or Nature (moderate DC by level for Arcana, hard DC by level for Nature)*: Before the characters attempt a group Endurance check, one character must attempt this check to find safe shelter. A success yields a safe place to rest. On a failure, each character takes a –2 penalty to his or her Endurance check.

*Heal (moderate DC by level)*: This check can be attempted by a character subject to a –2 penalty to his or her next Endurance check because of a failed Arcana or Nature check. With a successful Heal check, the character negates the penalty.

**Special:** Using the Endure Elements ritual (see *Player's Handbook,* page 304) on each party member gains 4 successes for this skill challenge.

**Success:** If the characters earn 4 successes, they make their way safely and can take an extended rest. The characters do not regain healing surges until the journey is finished.

**Failure:** If the characters accumulate 3 failures, they are able to make their way across Pazunia, but the harsh environment prevents them from taking an extended rest. In addition, each character loses another healing surge.

### Navigation

The barren and shifting landscape of Pazunia is treacherous to navigate. Lacking a proper guide, the characters must engage in this skill challenge each day they spend journeying across the Plain of a Thousand Portals. The number of skill challenges necessary to reach a particular destination depends on the length of the adventurers' journey.

**Level:** Varies,

**Complexity:** 1 (requires 4 successes before 3 failures).

**Primary Skills:** Arcana, Nature, Perception.

*Arcana (moderate DC by level)*: The character uses his or her knowledge of Pazunia and the chaotic nature of the Abyss to help blaze a trail.

*Nature (hard DC by level)*: Though not familiar with the abyssal landscape, the character can adapt his or her knowledge of the outdoors to chart a course.

*Perception (hard DC by level)*: A quick eye can keep the party on the trail, but Pazunia holds hidden dangers. A successful Perception check earns 1 success in the challenge. A failed check earns the characters 1 failure in the challenge, but also leads them into a group of wandering monsters of a level one less than the party's level.

**Secondary Skills:** Acrobatics, Athletics, Bluff.

*Acrobatics and Athletics (moderate DC by level)*: Using strength and reflexes to overcome Pazunia's dangers, the character grants a +2 bonus to the next primary skill check made in the challenge.

*Bluff (hard DC by level)*: When an ally fails a Perception check, one other character can attempt to use guile and deception to avoid the encounter. With a successful check, the characters avoid the wandering monsters. On a failure, the wandering monsters gain surprise.

**Special:** Using Hand of Fate (see *Player's Handbook®*, page 306) before a primary skill check grants a +2 bonus to that check. Using Find the Path (see the Eberron® *Player's Guide*, page 117) earns the characters 4 successes in the skill challenge.

Using an accurate map of the area or an equivalent navigational tool grants a +2 bonus to all primary skill checks made in this challenge.

**Success:** If the characters earn 4 successes, the party stays on course for one day of travel.

**Failure:** If the characters get 3 failures, each character loses a healing surge, and the party makes no progress toward their goal.

## Locations

Rusting iron bastions and towering ziggurats are scattered across the blasted landscape of Pazunia. Some of these locales are well guarded; others are abandoned, waiting to be discovered and plundered.

### Bastion of Skycleave

The ruins of a great town lie abandoned alongside a lake of molten iron. Raazorforge, once known for its impressive forging operations during the Blood War, is now remembered for the striking palace that floats in the skies overhead. A colossal steel chain rises out of the parched earth at the center of Raazorforge, anchoring a soaring earthmote high above. Atop the earthmote is the Bastion of Skycleave, a majestic djinn citadel of flying buttresses, vaulted porticos, and soaring domes adorned with stained-glass windows.

Centuries past, an unknown curse befell the town of Raazorforge and the citadel floating above it. Demons shun the site, making it one of the safest locales on Pazunia, or so scholars believe. For travelers who have nerves of steel, the primordial-forged chain offers an arduous climb to the floating isle.

### Great Ziggurat of Oth-Magurloth

A colossal stone structure of multicolored step terraces, the Great Ziggurat of Oth-Magurloth is the largest known structure on Pazunia. At the start of each millennial cycle, the opulent temple atop the edifice serves as the meeting place for the Queen's Conclave. The Queen of Chaos presides over this gathering of the unknown obyrith lords. In the centuries between conclaves, scores of acolytes defend and maintain the temple and the ziggurat's sprawling subterranean complex. Most demons, including the demon lords, avoid the Great Ziggurat for fear that the site is cursed.

The Great Ziggurat of Oth-Magurloth is a challenging endgame dungeon crawl for epic tier adventurers. A labyrinthine subterranean complex stretches for miles beneath the ziggurat and is filled with monsters and hazards. The dungeon culminates at the Well of Entropy, a portal said to be the only connection to the ruins of the obyriths' former realm.

## Lord's Rook

Built on a gigantic earthmote whose size pales only in comparison to A'othorh, Lord's Rook serves as palace and aerie to the demon lord Pazuzu (page 132). The complex's main structure is carved deep into the floating island. It is adjacent to a magnificent open-walled cathedral from which Pazuzu observes his realm.

While in the cathedral, the demon lord perches on his Blinding Claw throne, a powerful artifact fashioned from the talon of a fiendish roc. It is embossed with gold and studded with rubies the size of vulture's eggs. The Blinding Claw remains fixed in space, hanging unsupported in the open air. When Pazuzu scouts other realms, he brings his throne with him. The demon lord travels with his personal guard on such excursions—the Six Wings of Pazrael. Each guard is a mighty balor commanding hundreds of advanced vrocks.

While Pazuzu is away, a murder of vrocks defend Lord's Rook. When not roaming the Abyss, Pazuzu can often be found in the world, where he spreads pestilence and lures mortals into his flock.

## Plague-Mort

The largest settlement in the Plain of a Thousand Portals, Plague-Mort was once a thriving city of the mortal realm. It was drawn through a huge demongate millennia ago, quickly devolving into the grimy, disease-ridden colony it is today. More a collection of somber ruins than a proper city, Plague-Mort swarms with pestilence and is scoured by stinging grit.

The city straddles the Blood River at its intersection with the River Lethe, a smaller tributary. This confluence attracts merchant traffic without which Plague-Mort would collapse. The settlement is still a miserable slum filled with sick and distraught mortals desperate to flee the Abyss. A yawning demongate stands at the edge of town, but the portal operates only in one direction. From time to time, confused mortals stumble from it to become Plague-Mort's newest citizens.

### PLAGUE-MORT

A festering urban morass, Plague-Mort is a sprawling cesspool overripe with danger and treachery.

**Population:** Approximately 50,000. Demons and demon spawn make up most of the city's population, but a sizable number of genasi and members of the mortal races also dwell in Plague-Mort.

**Government:** A demon spawn with the title of archlector rules from a grand residence of gilded spires at the center of the city.

**Defenses:** Plague-Mort has no jail or courts. The Hounds, a militia of demonic brutes, act as judge, jury, and executioner. Anyone making trouble is dismembered on the spot, and a trail of corpses lines each day's patrol path.

**Inns and Taverns:** Run by mortals condemned to live out their lives in Plague-Mort, the Eye of the Dragon, the Golden Griffon, and the Bell and Whistle are reasonably safe resting places for outsiders and adventurers.

**Supplies:** The best shops and stalls are in Merchant's Row. High-quality weapons can be purchased at reasonable prices. The proprietor of Poisoner's Phial is a talented apothecary, though her prices are exorbitant.

**Temples:** Plague-Mort is one of the few places in the Abyss where open reverence of astral deities is tolerated. Pazuzu has little interest in the city, and the archlector doesn't mind new shrines popping up as long as the local priests submit to his authority and divert a large portion of their tithes to his coffers.

## Pits of Pazunia

The uppermost layer of the Abyss is well named. The Plain of a Thousand Portals serves as a gateway to deeper layers of the Abyss, thus drawing an endless number of merchants, pilgrims, and explorers to Pazunia's bleak environs. Most of the pits are two-way portals, but others strand travelers in deeper layers with no way to return. Anyone who enters a pit is instantly drawn away to the abyssal depths. While in transit, a traveler has no control over his or her movement. Although the journey takes a matter of seconds, some portal users swear that they have seen other layers while en route. "Roll of Abyssal Layers," page 80, lists some of the known layers of the Abyss, any of which could be a destination point for Pazunia's portals.

The following are a few of the better-known pits of Pazunia.

**Angorogo Crevasse:** Few sights are more bizarre in the parched Pazunian wastes than the Angorogo ice sheet. Covering a vast swath of Pazunian desert, this glacier grows larger every year as it slowly swallows the surrounding landscape. At the ice sheet's heart is an immense crevasse, its icy depths plunging toward Soulfreeze, the 566th layer of the Abyss (page 78). A great stone bridge spans the frozen gorge below the rim of the crevasse. At each end of the bridge, stout fortresses are carved into the permafrost of the sheer canyon walls. A powerful jarrlak (page 120) named Thaclighaua claims this pit, which is guarded by his ice archon rimehammer legions (see *Monster Manual*, page 20).

**Pool of Madness:** Few demons dare to approach the shadowy waters of the Pool of Madness. None wants to draw the attention of Dagon, Prince of the Depths (see *Monster Manual 2*, page 45). The shallow pool is only five feet deep. Diving into its tepid waters plunges a swimmer into the twilight depths of the Shadowsea (see "Abysm," page 68).

*Effect:* A creature that ends its turn adjacent to the pool takes ongoing 5 psychic damage per tier (save ends). On a failed saving throw, the affected creature makes a melee attack, a ranged attack, or a charge against the nearest creature as a free action. If it cannot attack, it moves its speed toward the nearest creature as a free action.

*Usage:* Particularly vicious demons hunt the areas around the Pool of Madness. They keep away from the pool's edges as they herd their quarry toward it.

**Chasm of Rtha-haz:** Similar to the 503rd layer of Torremor (page 78) where this pit leads, the interior of the chasm is a tangled latticework of rope bridges, wooden ladders, and jangling chains. Vast aeries teeming with winged demons line the uppermost reaches of the chasm. These demons are loyal to Pazuzu. They guard the pit, ensuring that Lamashtu and her servitors do not escape into the Plain of a Thousand Portals (see "Pazuzu Secrets," page 133).

**Citadel Ug'ggot:** At the height of the Blood War, devils constructed this towering iron fortress. Citadel Ug'ggot stood as the forward outpost of the forces of the Nine Hells as they laid siege to the Abyss. With the cessation of the Blood War, the devil garrison at Citadel Ug'ggot retreated, abandoning the rusting stronghold. Today, abyssal eviscerators (see *Monster Manual 2*, page 51) overrun the citadel. A pit descending from the citadel's central bailey offers access to a dozen abyssal layers left abandoned in the aftermath of the Blood War.

**Fetid Pit of Vakorcha:** The Fetid Pit of Vakorcha is a sweltering salt mire dotted with outcroppings of moss-covered rock and tangled vegetation. The air is thick with biting and stinging insects, and the sodden earth seethes with vermin and parasites. The pit is a sucking wound of putrescence that leads to the Steaming Fen, the 14th layer of the Abyss and the reputed lair of the Queen of Chaos (page 8). The mire is home to a trio of menacing bebiliths (see *Monster Manual 2*, page 52) that maintain loyalty to Miska the Wolf-Spider (see "The Cult of Elemental Evil and the Dawn War," page 8). Vakorcha, the largest of the three bebiliths, is able to lure victims to the Fetid Pit through haunting dreams and hallucinations.

**Sotholo:** The ruined town of Sotholo perches over a large sinkhole that connects to Vorganund, the 52nd layer of the Abyss. Thralls of Yeenoghu rule the settlement—gnoll slavers that round up lesser demons and sell them in bulk to the highest bidder. The town's slave pens are crowded with pitiful manes (page 126), slack-jawed dretches (see *Monster Manual 2*, page 54), and lumbering rutterkins (page 141).

Among the dozens of well-known slave sites in Pazunia, Sotholo is known for the blue dye slavers use to mark their stock. Made from the brightly colored scrub that grows around the pit, the dye is added to the slaves' gruel and quickly spreads to skin and chitin alike. Slaves from Sotholo are easy to spot in an engagement, since scores of blue demons charging across a battlefield are a memorable sight.

**FROM THE DEMONOMICON OF IGGWILV**

As the end of the millennial cycle approaches, denizens of the Abyss turn their collective gaze to the Plain of a Thousand Portals. Already, Pazuzu and his flock are preparing for the momentous assembly, positioning their soaring enclaves into a defensive ring around the Great Ziggurat of Oth-Magurloth. Yet, the perigee of A'othorh could advance my goals as well. I still possess the Iron Flask of Tuerny, holding a portion of Demogorgon's primal animus. That should permit me to spy upon the obyrith conclave. Yes, perhaps it is time to reach out to the Prince of Demons and tempt fate once more.

## Inhabitants

The Plain of a Thousand Portals was a major front during the Blood War. Vast legions of devils marched against wave after wave of battle-frenzied demons. For a time, the devils controlled vast expanses of territory. The great iron fortresses dotting the landscape are a testament to the devils' occupation. After the Blood War ended, the devils withdrew, and for the first time in long centuries, stretches of Pazunia have returned to desolate wasteland.

Travelers can roam Pazunia for days without encountering another creature. However, the Plain of a Thousand Portals might be the Abyss's most populous layer. A regular influx of merchants and explorers are willing to brave its dangers to reach Pazunia's numerous gates and the riches of the Abyss. The Plain of a Thousand Portals is also home to more varieties of demons than any other layer of the Abyss, including avian types not encountered elsewhere.

# THE BLOOD RIFT

*The shadowed chasm that plunges from the height of Pazunia to the Abyss's unseen depths*

When the seed of absolute evil was cast down in the struggle between Obox-ob and Demogorgon, Orcus, and Baphomet, it cut a great scar in the base elemental matter from which the Abyss was formed. This scar is the Blood Rift, a vast canyon that cuts through the infinite layers of the Abyss like a raw wound. The 4th layer of the Abyss is named for the Blood River that flows down its sheer canyon walls.

An unknown magic lingering within the rift prevents the entrance of any creatures powerful enough to claim the seed of evil. Asmodeus was only an angel when he entered the rift in its birth throes, though he emerged a god. No other living creature has since survived the descent to the depths of the rift, and even the mightiest demon lords must content themselves to watch and wait for the power of those wards to fade.

**BLOOD RIFT TRAITS**

**Type:** Abyssal layer.
**Size and Shape:** An endless abyssal rift opening up from the Plain of a Thousand Portals; depth unknown.
**Gravity:** Normal, oriented toward the depths of the rift.
**Mutability:** Normal.

## History

Despite its strategic significance as a direct conduit to every known abyssal layer, no demon lord dares to enter the Blood Rift. The chasm's ancient wards are still potent, and they instill the endless rift with an aura that repels the most powerful demons. The demon lords' interests here must be carried out by emissaries and lesser minions.

## Features and Terrain

Originating on the Plain of a Thousand Portals, the Blood Rift pierces every layer of the Abyss. Though its lowest reaches have never been charted, the rift is thought to be infinite.

Vast outcroppings of rock, ancient crumbling bridges, and sudden shifts in slope guarantee an unpleasant impact for any creature falling into the rift. The temperature in the rift ranges from freezing cold to blisteringly hot, and can change without warning.

The blood-red mist that rises from the river clouds the cliff walls, which are covered with endless fields of foul lichen and moss. Such fungal colonies glow with their own dim light, casting eerie shadows along the rift's endless descent.

### The Blood River

The waters of the Blood River are tainted with abyssal energy and toxic to all creatures except demons. Mortal explorers descending the rift must be able to create potable water or trade for it at the few uncontaminated wells in the city of Morglon-Daar.

The Blood River's exact course is impossible to predict, because the Abyss continuously shifts around the axis of the Blood Rift. Two successive trips down the river rarely follow the same path. Travelers soon discover that repeat journeys to an identical destination take entirely different courses through the inscrutable rift.

## Locations

The cliff walls of the Blood Rift are etched with odd glyphs and symbols. These ancient runes mark sealed entryways into magnificent crypts—the final resting places of demon lords from ages past. Such tombs are not constructed by any hand. Rather, they form on their own as a lasting record of abyssal history, preserved for all time by the rift's lingering magic.

### Sepulcher of Mydianchlarus

One of the many tombs lining the Blood Rift, this ostentatious mausoleum is believed to house the remains of Mydianchlarus, former ruler of the Wasting Tower of Khin-Oin (see below). This ultrodemon lord (see *Monster Manual 3*, page 47) is famed for the merciless destruction of any and all creatures that might have challenged his rule. He successfully led the denizens of the Blood Rift through some of the worst fighting of the Blood War, but his focus on that conflict allowed his lieutenant Phraxas to unseat him.

Mydianchlarus's sepulcher is a magnet for adventurers and ambitious demons, because it is rumored that the greatest of the treasures won from his enemies were buried with him. A section of the *Rod of Seven Parts*, the *Axe of the Dwarvish Lords*, and three spellbooks owned by Vecna during his mortal life are a few of the artifacts rumored to be hidden here.

### Tumulus of Abhorrence

Undisturbed for millennia, this burial mound holds the undecaying remains of Asima—a demon lord said to have betrayed the obyriths in ages past. The resting place of Asima the Unanticipated is defended by her seraph—a klurichir demon (see *Monster Manual® 3*, page 41) known as the Guardian of the Gates. As a result, no being has yet breached the outer walls of her barrow. More powerful demons are said to lie in wait for intruders that defeat the guardian. Aside from the great treasure said to be stored here, legends tell of a mosaic within the burial mound that reveals the identity of the twelve obyrith lords.

### Khin-Oin, the Wasting Tower

Rising a mile above the plain of Pazunia and descending twenty times that distance into the Blood Rift, Khin-Oin resembles as an immense spinal column clinging to the cliff walls. Some say that's exactly what Khin-Oin is—the last skeletal remains of a primordial lost while exploring the rift's infinite depths in the earliest days of the Abyss. The Wasting Tower is the domain of the demon lord Phraxas (page 134). He rules from a gargantuan artifact throne called the *Siege Malicious*, set at the summit of the tower. Around his seat of power, the rooms and floors of Khin-Oin are said to have no end.

See "The Wasting Tower" delve, page 88, for more information on Khin-Oin.

## Inhabitants

Though Tharizdun is long lost, the Blood Rift retains the power of the seed of evil that the Chained God was first to claim. The demons of the Blood Rift are descended from some of the first demons spawned when the Abyss was formed, and they retain a loyalty to Tharizdun. With their master imprisoned, those demons have become independent entities, drawing on the power of the Abyss but standing outside the machinations and rivalries of the great demon lords.

The demons of the Blood Rift are noted for their self-importance, and for the greed that inspires the commerce for which the rift is known. Making lives as independent mercenaries, traders, and emissaries, rift demons are the closest thing to neutral parties in the Abyss. The demons of this layer remain thoroughly evil, however, and even the most noteworthy traders and disciplined mercenary captains can quickly find themselves on the wrong side of negotiations gone bad. It is thought that the spawn of Tharizdun's madness still serve their lord on some level, and adventurers who deal with such demons are wise to exercise caution.

In recent centuries, the cunning elemental shapechangers known as raavastas have taken on positions of importance in the Blood Rift, alongside Tharizdun's spawn. Because they are able to quickly mobilize mercenary armies to nearly any layer of the Abyss, the raavasta princes deal openly with most of the demon lords, and have earned their grudging respect. With the Blood War in a state of uneasy truce, the raavastas have transformed the rift into a vital artery of abyssal commerce.

CARL CRITCHLOW

# THE CITY OF MORGLON-DAAR

A cesspool of vice and debauchery, Morglon-Daar is nonetheless one of the few settlements in the Abyss to offer relative safety for travelers. Carved into the walls of the Blood Rift at the base of Khin-Oin, the Wasting Tower, Morglon-Daar is a frontier boomtown whose life and commerce pulses with the taint of the Abyss. The city is governed by elder demons spawned by Tharizdun, and controlled by a cabal known as the Blightlords. From here, mercenary armies of demons and elementals are dispatched throughout the Abyss, anything imaginable can be purchased or sold, and everyone has a hidden agenda.

### MORGLON-DAAR

One of the Abyss's few permanent settlements open to outsiders, Morglon-Daar is a center of commerce and trade.

**Population:** Approximately 40,000 citizens, primarily demons and demon spawn. Slaves, elementals, and other planar creatures bring the city's total population to over 100,000.

**Government:** A cadre of ambitious magistrates known as the Blightlords rule Morglon-Daar's five wards. The Blightlords are independent of (but beholden to) the city's true masters—the mysterious demonic council known as the Priory of Rot.

**Defense:** Three regiments of battle-hardened demons are the city's permanent army, led by the Archgeneral of the Blood Rift. In times of crisis, all citizens, slaves, and visitors can be conscripted to Morglon-Daar's defense.

**Inns and Taverns:** As a center for trade, Morglon-Daar offers the amenities of any worldly city. But the taint of the Abyss is a constant undercurrent here, and visitors must be wary. The establishments most commonly frequented by mortal adventurers include Razack's Tear in the Spray, Cinnibar Shadows in Beggar's Fall, the Bramblehaunt in the Melakovian Hive, and the Craven Talisman in Riftwatch.

**Supplies:** Morglon-Daar is built entirely on interplanar trade, and virtually anything—and anyone—can be bought or sold here. The Bazaar is the center of the city's commerce, but private markets come and go in every tavern and on every street corner. Soul larvae (page 14) are the preferred currency in the city.

**Temples:** Worshipers of the gods rarely make their faith known in Morglon-Daar, and its demonic residents acknowledge no divine masters. The demons do, however, maintain the Watching Tower, a temple sanctified to the Elder Elemental Eye. In addition, secret assemblies venerating Phraxas the Decayed, master of Khin-Oin, are common throughout the city.

## Approaching Morglon-Daar

Though Morglon-Daar might resemble the cities of the mortal world, the evil of the Abyss is ever-present here. Visitors arriving at city's Blood River docks are greeted by the grisly remains of lawbreakers and dissidents—thousands of flayed bodies hanging from chains descending from the darkness above. Piscodemon sentinels serve as the city watch, their tentacled maws writhing to mark their ravenous hunger for mortal flesh. But because commerce is the most important concern in Morglon-Daar, travelers are granted a modicum of protection within its walls.

Morglon-Daar is a twenty-mile descent down the Blood Rift from the Plain of a Thousand Portals. Above the city, the rift and Khin-Oin stay in a fixed relationship with Pazunia, farther above. Below, the Blood Rift becomes a shifting core around which the layers of the Abyss churn. The city is most commonly reached by planar vessel, and its docks are lined with *planar dromonds* and *spelljammers*. More dangerous is the approach along the treacherous Blood River as it courses down alongside the Wasting Tower. Smaller rafts piloted by demon spawn make this journey, but these rafts never tie up at the docks. They only linger long enough for passengers to embark or disembark before silently vanishing into the vermillion mist.

Like much of the rift, the city's ambient temperature fluctuates between freezing cold and blisteringly hot, depending on the orientation of the surrounding abyssal layers. The air here is thick with moisture and the scent of rot and decay. Luminescent fungus and lichen cling to the walls of the rift and the city, shedding dim light throughout Morglon-Daar. The city's more upscale districts are brightly lit by street lamps powered by enslaved chaos shards (see *Monster Manual 2*, page 34).

The water of the Blood River is tainted with abyssal energy that makes it toxic to mortal creatures. Morglon-Daar features a small number of wells containing potable water. The city has no sewers or other system of waste management. Filth and offal are simply poured over the edge of the Blood Rift.

## Architecture

Grisly fleshmasons ply their trade in the elite quarters of the city, designing Morglon-Daar's most opulent edifices from towering walls of magically preserved corpses. Buildings in the less ostentatious districts are constructed of more mundane materials or carved directly from the rift wall. In Beggar's Fall, the city's poorest neighborhood, residents raise ramshackle dwellings along the inner face of the

JARED BLANDO

Blood Rift, linking natural ledges and stone shelves with a webwork of narrow catwalks and unstable bridges. Dwellings along the inner rim of the rift are at constant risk of destruction under an endless hail of debris falling from above.

## Laws and Society

An ever-changing cabal of power groups led by the Blightlords governs Morglon-Daar, though they do so only at the sufferance of the Priory of Rot (see "Power Groups," page 54). Moreover, the proximity of Khin-Oin means that the master of the Wasting Tower (page 51) has significant influence over the city. Blightlords attain the title by direct challenge, so that power and allegiances can shift quickly in Morglon-Daar.

Citizens who can afford it avoid trouble with generous bribes to the Blightlords, even as they hope to avoid attracting the Priory's attention. Morglon-Daar has no rule of law. Victims of broken contracts and fraud in the city have no recourse to justice except what they mete out, and outsiders in Morglon-Daar can be attacked, tortured, or killed without provocation. Lower-class malgodemons (page 125) commonly act as enforcers for the more powerful demons and merchants of Morglon-Daar, stalking the city's alleys and back streets on their masters' errands.

External threats to Morglon-Daar are rare, but the city is ready to defend itself with fifteen thousand well-trained demon warriors, led by the Archgeneral of the Blood Rift. If a larger force proves necessary, all creatures within the city's walls are expected to come to its defense or be executed on the spot.

## Power Groups

As a city of demons, Morglon-Daar is a place of competing power groups and always-shifting alliances. Long centuries of conflict and commerce have left two notable organizations in unique positions of power in this otherwise anarchic society.

**The Blightlords:** Charismatic individuals possessing a thirst for power, the Blightlords are the de facto governors of the city's five wards. They rule by cunning and guile, but their hold on power is judged by martial strength. A challenge can be issued in the Carnival Anathema (page 57), after which the ruling Blightlord (or, more commonly, the best champion money can buy) must engage in single combat against a contender for the position. The winner of this Blightlords' Crucible claims the title of Blightlord until it is deposed in a future challenge.

### Notable Inhabitants of Morglon-Daar

A small handful of Morglon-Daar's residents hold positions of power and interest that make them likely contacts for adventurers. For more information on the locations mentioned here, see "The Districts," page 55.

**Satugla, the Grand Assessor:** A charismatic, fox-headed raavasta (see *Manual of the Planes*, page 136), Satugla governs as Blightlord of the Spray. He delights in intrigue and serves as an information broker to creatures willing to pay his exorbitant fees. Of all the Blightlords, Satugla is the most likely to aid adventurers passing through the city.

**Lady Akaama:** A philanderer who uses her power to fulfill her own perverse pleasures, Akaama is a piscodemon (page 136) with a gift for taking on the appearance of any creature's greatest carnal desire. She is the longest-reigning Blightlord, having governed Riftwatch for nearly a decade.

**Dogobaz:** A hulking and unusually intelligent derghodemon (page 111), Dogobaz is the newest Blightlord of Morglon-Daar, having defeated the previous lord of the Melakovian Hive at the most recent Carnival Anathema. Dogobaz celebrated his new authority by having his principle rivals publicly impaled on the palisade enclosing the slave market at Bonespike Court.

**Faman-dûr:** A fearsome Blightlord and proficient artificer, Faman-dûr is a yagnodemon (page 154) who rules the Anvil with a literal iron fist. When his enlarged left arm (common to all his kind) was lost, Faman-dûr crafted a replacement limb forged of abyssal iron and adamantine. From his seat of power, he oversees the mining operations that spread through the tunnels surrounding the city.

**Vaugormoor:** A sadistic taskmaster, the mezzodemon Vaugormoor became the Blightlord of Beggar's Fall by unearthing the fabled *Scepter of Athava-Ingo* from a secret reliquary outside the city. With the power of this artifact, Vaugormoor successfully challenged his predecessor. However, fearing a challenge against his own power, he now rarely leaves his stately hovel.

**Packaos the Immortal:** A mysterious figure known to all residents of Morglon-Daar, Packaos appears as a cherubic halfling in his late adolescence. Despite having met his demise countless times in front of witnesses, Packaos always appears in the city the following day as if nothing untoward has occurred. He has held the title of Blightlord twice, but quickly grew bored with the position. Today, Packaos runs an enterprising mercantile operation that makes regular trading runs up and down the Blood Rift.

**Bavamach, Archgeneral of the Blood Rift:** One of the most powerful demons of the Blood Rift, the yagnodemon Bavamach ascended to the rank of Archgeneral after distinguishing herself in the Blood War. When not leading campaigns on the city's behalf, Bavamach commands the demon legions of Morglon-Daar from the great fortress of Citadel Faurozoun. Though the Archgeneral has no formal authority in Morglon-Daar, she is revered by the city's demons.

The Blightlords convene only to debate issues that do not clearly fall within one individual lord's purview. Such disputes are resolved quickly, for fear that the Priory of Rot will become involved.

**The Priory of Rot:** The Priory is a cadre of enigmatic, robed magistrates. Although they claim ultimate power in Morglon-Daar, the members of the Priory seem content to allow the Blightlords to govern the city in their stead. The true nature of these creatures remains unknown even to the Blightlords, though they are said to be elder demons created by Tharizdun and as old as the Abyss itself. Whatever their origin, however, the members of the Priory are universally feared by the citizens of Morglon-Daar.

The Priory and its members hold court in the Anchor of Khin-Oin. They are typically drawn out of the Anchor only in the face of a significant threat to the city.

## The Districts

Morglon-Daar is a congested, bustling settlement occupying a network of huge caverns set along the face of the Blood Rift. Though demon culture is alien to most mortal races, Morglon-Daar's importance as a center of trade and commerce means that traditional shops, markets, inns, and taverns can be found throughout the city. The Blightlords have divided Morglon-Daar into five regions, although no formal boundaries divide the city. The map on page 53 shows these city wards and a number of sites of interest.

### The Spray

The Spray is Morglon-Daar's busy transport district, where most visitors and goods first enter the city. The district is named for the ever-present mist rising from the Blood River as it cascades into the harbor known as the Stomach. This churning estuary is home to packs of hydrodemons and serves as a harbor for the water traffic that moves in and out of the city daily. The Spray is also the heart of Morglon-Daar's vast engineering works, the Blood River powering a score of waterwheels as it cascades into the Stomach, then disappears into the rift beyond.

**The Bazaar (A):** Beyond the harbor walls stands a ramshackle collection of stone structures that constitutes the commercial center of the city. At its heart is the open-air market known as the Bazaar, a teeming maze of temporary stalls and carts where hawkers ply their wares. Renowned as a place where literally anything can be bought and sold, the Bazaar is home to demon merchants celebrated as purveyors of cadavers, slaves, poisons, talismans, and other wares.

**Hall of the Grand Assessor (B):** The estate of the local Blightlord, Satugla, this sizable manor sits atop a jutting ledge adjoining the Bazaar. Its distinctive green marbled dome and impressive onyx portico speak to the great wealth and prestige of its owner. The hall's forecourt is open to the public and contains the Grand Assessor's office, from which Satugla's business deals are conducted.

**Ogrémoch's Span (C):** It is said that the first Priory of Rot successfully summoned the elemental prince Ogrémoch, binding him in the construction of twin bridges crossing fifty feet above the Stomach. Small shops and domiciles are clustered on a spire of rock that connects the two spans.

**Razack's Tear (D):** This modest stone inn is named for the establishment's signature spirit, a potent alcoholic beverage distilled from the tears of enslaved devas. The proprietor of the inn, a shrewd rakshasa noble named Xamraif, actively courts the business of mortal adventurers seeking lodging in the city. His rooms are not extravagant, but Xamraif's advanced security makes this one of the safer locations in the city.

### Beggar's Fall

As Morglon-Daar's influence and wealth have increased, its population has exploded. The city's limited area has shunted its poorest residents out of the core caverns and driven them to construct decrepit dwellings along the sheer chasm wall of the Blood Rift. Endless stairwells and ladders climb up and down the crumbling cliffs, exposed to the bottomless depths of the rift below. The malgodemons that make up most of the city's underclass are common here.

**Acidgloom Aerie (E):** At the top edge of Beggar's Fall, a sheer obsidian promontory juts out over the void below. Vrocks, chasmes, and other winged demons nest here, apart from the rift dwellings of Morglon-Daar's other outcasts. Intruders are not welcome in the Aerie, and they are attacked on sight.

**Cinnabar Shadows (F):** Excavated from gargantuan masses of petrified fungi clinging to the rift wall, the inn known as Cinnabar Shadows offers better accommodations than the ramshackle kips common in Beggar's Fall. Although its rooms are damp and overgrown with mold, the inn draws adventurers for the high-stakes games of chance played in its back rooms. Wagers here are made in soul larvae and *residuum*.

### Morglon-Daar in the Campaign

The city of Morglon-Daar is intended to serve as a "point of light" for the adventurers—at least as much as such things are possible in the Abyss. Though the city is fraught with danger for characters of all levels, paragon tier and epic tier adventurers can make good use Morglon-Daar as a base of operations in an abyssal campaign.

**The Garden (G):** The walls of the Blood Rift narrow beyond the span of Daat-Hagoth Bridge. This cleft in the rift face teems with huge colonies of lichens, edible moss, and fungi that serve as a primary source of food for the inhabitants of Beggar's Fall.

**Lower Pens (H):** The harsh barracks of the enslaved denizens of Morglon-Daar, the Lower Pens are a place of endless toil and squalor. Emaciated slaves dwell here in dilapidated tents barely secured to the rift face. A series of chain nets prevents the escape of captives possessing the gift of flight. Slave labor is punishment for even minor crimes in Morglon-Daar, and the city has no prisons. Slaves that foment dissent or fail to pull their weight are pushed over the edge of the rift as a warning to others.

## Melakovian Hive

The tunnels and caverns known as the Melakovian Hive are excavated entirely from the hard bedrock beyond the rift face. A confounding warren of winding passages, earthen hovels, and strewn debris, the hive is unnavigable for outsiders, who must seek escorts if they hope to avoid becoming lost in the labyrinthine burrow.

The Melakovian Hive houses most of the city's mezzodemons and derghodemons (page 111). Its history predates the oldest legends of the Blood Rift; even the origins of its name have been lost. Some believe that the melakovians were an ancient race of demons, created by the fall of the seed of evil through the primeval depths. Others claim that the hive is named for the first lord of Khin-Oin, who established the initial settlement that would become Morglon-Daar.

**Bonespike Court (I):** This slave market is the heart of the Melakovian Hive. The Blightlord Dogobaz personally oversees the evaluation and sale of new stock. The weak and infirm are relegated to Beggar's Fall or conscripted into press gangs headed for remote battlefields. The choicest slaves are paraded before the Blightlord's advisors, who assign them to the breeding pens, the gladiatorial arena, the sacrificial altars, and other, fouler fates.

**The Bramblehaunt (J):** Its walls fashioned from the bones of death giants, this inn caters to the few nondemons that dwell within the Hive. Management provides no pledge of safety for patrons, however, and guests are encouraged to set their own defenses and protective wards.

**Howling Devil (K):** A favorite haunt of the Hive's debased residents, the tavern known as the Howling Devil is a tribute to demonic veterans of the Blood War. Demon temptresses ply their trade in this raucous and dangerous establishment, which is frequented by adventurers seeking contacts among the city's darker criminal enterprises.

**Mausoleum of Woe (L):** This desecrated mausoleum was once the tomb of a powerful demon queen. Despite a shortage of space in the city, the tomb's halls of cracked and weathered stone remain empty for fear of their ageless curse. Creatures that explore the Mausoleum of Woe are never seen again. The few exceptions return to Morglon-Daar as shattered shells, stricken mute and clinging desperately to the last remnants of their sanity.

## Riftwatch

This affluent ward of Morglon-Daar presents a stunning view of the Blood Rift and the Spray on the far side of that yawning void. Winged nycademons (see *Monster Manual 2*, page 57) occupy tall houses nearest to the rift wall, while sly raavastas congregate in palatial villas carved into deep recesses of the spacious cavern.

**Anchor of Khin-Oin (M):** The Anchor of Khin-Oin marks the base of the colossal Wasting Tower, and it is the home of the Priory of Rot. Visitors are not permitted to enter the Anchor without permission of the Priory, and the residents of Morglon-Daar live in fear of a summons to its dark doors.

See "The Wasting Tower" delve, page 88, for more information on Khin-Oin.

**The Black Pool (N):** Mortal visitors to Morglon-Daar quickly learn of this deep well on the periphery of Riftwatch. Despite its dark coloration, the Black Pool holds pure, clean water—one of the few such wells in the city from which mortal creatures can drink.

**Farogogon Villa (O):** This overgrown manse was once the magnificent estate of a powerful raavasta. Some years ago, an unknown creature crawled up out of the Blood Rift and consumed the villa's inhabitants. The unknown abomination still dwells within, devouring creatures foolish enough to enter the villa in search of the wealth its former master left behind. Moreover, damage done by the creature to the building's structure threatens to collapse it at any time.

**The Craven Talisman (P):** One of the city's best inns, the Craven Talisman caters to wealthy outsiders who seek the comforts of home and a slate of exotic services. Prices at the Talisman are steep, but Sensate Mistress Vaetu, the inn's demon spawn proprietor, prides herself on the staff's ability to meet her guests' every need. Set on an outcropping above the broad, open courtyard known as the Promenade, the Craven Talisman offers a spectacular view of the Blood Rift.

**Watching Tower (Q):** Cloaked in a shifting nimbus of violet shadow, this immense, hollow stalactite houses the only openly acknowledged temple to a deity in the city. Here, acolytes of the Elder Elemental Eye venerate their Chained God with acts of unsurpassed cruelty. Practitioners of wild magic from across the planes journey to Morglon-Daar to supplicate themselves before the priests of the Watching Tower, hoping to obtain secret lore known only to the faithful of Tharizdun.

### The Anvil

This remote section of the city is a sprawling subterranean delve of stone columns and vaulted caverns. The Anvil takes its name from the mining and smithing operations centered here, its laborers smelting and working rare metals found only in the Abyss. The smiths of Morglon-Daar forge weapons and masterwork armor, the metal of which swirls with a distinctive auburn radiance. Hulking yagnodemons and their canoloth thralls account for most of the residents here, because the ward's austere dwellings are well suited to these demons' few needs.

**Carnival Anathema (R):** The residents of Morglon-Daar gather regularly at the upper reaches of the Anvil to witness the Carnival Anathema. This tournament of bloodletting and mania plays out in a great arena suspended over the Blood Rift. Lesser contests between slaves and gladiators whip spectators into a frenzy before the Blightlords' Crucible begins. The ranks of the five Blightlords are decided by this test of combat skill. A unique psionic effect set in place over the arena by the Priory allows the cheering mob to experience the raw emotions felt by both competitors as they battle.

**Citadel Faurozoun (S):** Despite its relative exposure at the edge of the Blood Rift, Morglon-Daar is one of the best-defended sites in the Abyss. The imposing Citadel Faurozoun pierces the void above Riftwatch and serves as a bulwark against invasion. Legions of battle-hardened demons are quartered at the citadel.

## Rumors in Morglon-Daar

Adventurers who spend any amount of time in Morglon-Daar have the opportunity to learn more about the city and its residents.

**Streetwise DC 15:** The shifts of the abyssal layers through which the Blood Rift cuts are presaged by tremors that reverberate up and down the great chasm. Longtime residents of Morglon-Daar are used to these quakes, and secure their structures and belongings accordingly. The ill-fated residents of Beggar's Fall hold on for dear life when a tremor hits, hoping that the whole of the rift wall above doesn't come crashing down on top of them.

**Streetwise DC 20:** The Shadow Shoal, a small but powerful cabal of assassins, has begun to recruit hydrodemons from the Spray into their organization. Street thugs in the know say that the Shadow Shoal once operated from a secret base deep beneath the oceans of the mortal realm, but that the group has suffered crippling losses and the death of its leadership. The full extent of its plans in the Abyss and Morglon-Daar remain to be seen.

**Streetwise DC 25:** Lady Akaama's current champion is a powerful zovvut (page 155) named Uroxah. However, this duplicitous fallen angel of Tharizdun secretly spies on the Blightlord for the masters of the Watching Tower. Unknown to Uroxah, Lady Akaama is fully aware of her champion's disloyalty, but she has her own reasons to tolerate his deceit—including a desire to establish control over Tharizdun's temple.

**Streetwise DC 30:** Word on the street suggests that the Archgeneral Bavamach, spoiling for a fight worthy of her skill since the cessation of the Blood War, is gathering a massive host in a remote corner of the Blood Rift. Mercenaries that have fled the Archgeneral's force believe that she is preparing to assault Khin-Oin and depose Phraxas.

## Adventure Hooks

Adventurers arriving in Morglon-Daar inevitably attract the attention of Satugla, the Grand Assessor. A charismatic, fox-headed raavasta, Satugla governs as Blightlord of the Spray from his large manor house beyond the Bazaar. If the adventurers are seeking work, he has a steady stream of assignments ready for them.

Satugla can be used to best effect during the adventurers' initial forays to Morglon-Daar. Through his considerable influence and contacts throughout the city, he can provide healing aid, magic, and numerous quests and adventure hooks in the Blood Rift. Satugla begins to feel increasingly threatened by the adventurers once they reach the upper paragon tier. At that point, the Blightlord focuses on silently disposing of the adventurers and acquiring their wealth.

# AZZAGRAT

*The Dark Prince's triple realm of Rauwend, Barogûnd, and Voorz'zt, where bustling bazaars and seedy pleasure palaces draw visitors from across the planes*

Azzagrat consists of three distinct abyssal layers woven together by the Dark Prince Graz'zt—of Rauwend (the 45th layer), Barogûnd (the 46th), and Voorz'zt (the 47th). On first appearance, this realm appears safer than many other regions of the Abyss, owing to Graz'zt's decree protecting merchants and other travelers. Characters who journey here soon discover that Azzagrat's dangers are just better hidden than the dangers of other layers.

## History

Azzagrat was established when Graz'zt, then a devil and a trusted advisor to Asmodeus, invaded the Abyss in search of the evil seed that created it. The Dark Prince was challenged by scores of demon lords as his infernal legions fought their way down the Blood Rift. First to bow down before Graz'zt was the demon lord Verin, who grudgingly abdicated control of his abyssal realm. Graz'zt renamed the layer Voorz'zt and continued his relentless march with the subsequent conquests of Barogûnd and Rauwend.

Pressure from Orcus and Demogorgon stalled further advances toward the heart of evil, prompting Graz'zt to solidify his holdings and rethink his strategy. In the end, the Dark Prince rejected his heritage and became a demon lord, carving out the Kingdom of Azzagrat from his conquered territory.

Despite setbacks and delays, the Dark Prince still has designs to add additional layers to his kingdom. With the support of his son Athux, Graz'zt recently overthrew Adimarchus, demon lord of Occipitus (the 507th Layer). He has since begun anchoring that astral dominion to Azzagrat. Likewise, Graz'zt has been spending an increasing amount of time scouting Skeiqulac, the Ocean of Tears, for future conquest. The Dark Prince's efforts to expand his abyssal realm to that 48th Layer have thus far been stymied by his longtime nemesis, Demogorgon.

## Rauwend

The facade of Azzagrat is most benign in the verdant arboreal realm of Rauwend. First-time visitors to this layer often wonder if they have somehow been redirected to the Feywild or Arvandor. The entire layer is covered with a humid, pristine woodland of alien flora. The noticeable lack of animal life is disquieting at first, but travelers are quick to remind themselves that abyssal animals are typically no less dangerous than the demons that feed on them.

**RAUWEND TRAITS**

**Type:** Abyssal layer.
**Size and Shape:** Dense, arboreal realm approximately four hundred miles across its widest axis; bounded.
**Gravity:** Normal.
**Mutability:** Abyssal mutability. (Demon lords and other powers are able to influence their surroundings.)
**Shadow Affinity:** Attacks that have the shadow keyword gain a +1 bonus to the attack roll. Creatures gain a +2 bonus to Stealth checks.

## Barogûnd

Barogûnd is most notable for the unearthly lighting that pervades the layer. No sun shines here, but the ground glows with an inner incandescence. In places where the ground is obstructed, towers of darkness rise up from the ground like magnificent columns, casting dark shadows against the sky.

The terrain of Barogûnd is predominantly arid moorland—vast rolling fields covered with coarse bloodthorn scrub and scattered tors of weathered rock. The landscape becomes a desert as one moves closer to the Salt Swamp. The creatures that dwell here consist mostly of ravenous abyssal scavengers adapted to the dry conditions and peculiar lighting. Most track their prey with blindsight or tremorsense.

**BAROGÛND TRAITS**

**Type:** Abyssal layer.
**Size and Shape:** Bright, windswept moorland approximately four hundred miles across its widest axis; bounded.
**Gravity:** Normal.
**Mutability:** Abyssal mutability. (Demon lords and other powers are able to influence their surroundings.)
**Salt Affinity:** Extremely dry and salty air speeds dehydration. Any creature that has the aquatic or water keyword takes 2d6 damage at the start of each of its turns.

## Voorz'zt

A wan cerulean sun feebly illuminates the dark skies over Voorz'zt, where heat and cold exist in a strange inversion. All flame burns blue or purple here, and deals cold damage rather than fire damage. Likewise, any effect that normally deals cold damage deals fire damage on the 47th layer.

Voorz'zt is the most temperate of Azzagrat's three layers, and the only one to support a significant sea. The layer is noted for its sweeping grasslands and

rolling hills. If not for the strange blue lights washing over the landscape—as well as the throngs of gibbering manes hidden by the thick undergrowth—it would be easy to mistake this realm for some temperate region of the mortal world.

No known portal leads directly to Voorz'zt from the Plain of a Thousand Portals. To reach this layer, one must either traverse the Blood Rift, employ one of the few known portals scattered across Rauwend or Barogûnd, or risk passage through an oven gate (see "Terrain" below).

**VOORZ'ZT TRAITS**

**Type:** Abyssal layer.
**Size and Shape:** A savannah of rolling hills approximately four hundred miles across its widest axis; bounded.
**Gravity:** Normal.
**Mutability:** Abyssal mutability. (Demon lords and other powers are able to influence their surroundings.)
**Inveiglement:** Attacks that have the charm or illusion keyword gain a +1 bonus to the attack roll.

# Features and Terrain

Rauwend, Barogûnd, and Voorz'zt are each a dark shadow of the natural world. Explorers and adventurers will find this realm strangely familiar. However, that familiarity only serves to underscore Azzagrat's threats.

## The Bay of Choking Bile

As the River of Salt flows through the steppes of Voorz'zt, it cascades down thousand-foot cliffs to fill the Bay of Choking Bile. Here, viscous alkaline tides ebb and flow with the miasma of the Blood Sea to which the bay connects. Abyssal fish and other creatures sometimes stray into the bay from the Blood Sea, their decomposing bodies adding to the caustic muck filling the inlet. This clinging muck burns anything it touches. Any creature that enters the bay or starts its turn there takes 10 acid damage per tier (save ends).

On the shores of the Bay of Choking Bile, Graz'zt keeps a flotilla of swift *planar dromonds* (see *Manual of the Planes,* page 159) and rare *chaos ships* (see *The Plane Below: Secrets of the Elemental Chaos,* page 10). The greatest of these is the Dark Prince's chaos flagship, *Waukeen's Tears*. Graz'zt and his lieutenants have made active use of this port in recent years as he scouts Skeiqulac for future conquest.

## Bloodthorn

The brambles of the bloodthorn bush are a common hazard in the moors of Barogûnd and other areas of Azzagrat. A healthy bloodthorn has leaves of yellow or brown, interspersed with bright red berries.

**Effect:** Any creature that ends its turn in an area of bloodthorn takes 10 damage per tier. Squares containing bloodthorn are difficult terrain.

**Usage:** Bloodthorn can hedge combatants in during an encounter, and it can severely limit a party's ability to flee from a fight.

## The Forests of Rauwend

The layer of Rauwend is a dim realm of dense woodlands, all of which present dangers to the unwary. Only a few feeble rays of sunlight peek through the thick forest canopy, shrouding this layer in twilight and muting its colors. This peculiar dullness also extends to sounds, which fade quickly to reveal a hiss of whispers accompanying a traveler's every step.

The most unusual (and most dangerous) of Rauwend's woodlands is Zrintor, the Viper Forest. Stands of viper trees (see below) can be found across the layer, but Zrintor is almost exclusively forested by these sentient plants. From time to time, terrible fires race through Rauwend's forests, their viper trees burning with screams of terror. Only Graz'zt can quench such conflagrations, but it is said that he takes a dark delight in the pain of the living woods.

Graz'zt and his councilors hunt lesser fiends in Rauwend's forests for sport. The Dark Prince is a generous lord, however. Demons that survive the hunt for a day and a night are granted clemency from future hunts and offered positions serving the Dark Lord.

## The Light of Barogûnd

Visitors to Barogûnd must take steps to shroud their eyes from the radiant ground, using special visors similar to those worn in sunlit arctic climes. Without such protection, a creature suffers temporary blindness within twenty-four hours. Creatures that remain on the layer without protecting their vision become permanently blinded within a few days.

## Oven Gates

These unusual stone ovens can be found everywhere from the darkest depths of the Viper Forest to the streets of every settlement in Azzagrat. Scalding green flames lick the entrance arches of an oven gate, some of which are large enough to hold an ogre.

Stepping inside an oven gate instantly transports a creature to another oven somewhere else in Azzagrat. Travelers cannot make out any details of their destination by peering into the flames, instead seeing only the inside of another oven. In all other ways, an oven gate is treated as a teleportation circle (see *Player's Handbook,* page 307). But this means of transport

comes at a price. Any creature that enters or starts its turn inside an oven takes 10 fire damage per tier (10 cold damage per tier in Voorz'zt). Many oven gates are dormant, but their flames burn as hot.

Oven gates can be used as a means of travel throughout Azzagrat for characters who can withstand an oven's fire damage. The connections between gates are fixed, but only a few gates are so well used that their destinations become commonly known. The only reliable way to determine an oven's destination is to step inside.

### The River of Salt

A torrent of white crystalline slush snakes through the three layers of Azzagrat like a river. Specially constructed trade vessels known as silt sloops traverse its salty surface in an endless route that brings them to every major settlement in Graz'zt's domain.

Travelers navigating the river are required to wear protective face gear to avoid suffocating in the salt dust that shrouds its course (see *Dungeon Master's Guide*, page 159). Any creature that enters the River of Salt is caught up in its grinding mass of razor-sharp crystals (see the corrosive salt stream hazard, below).

**Corrosive Salt Stream** **Level 20 Obstacle**
Hazard XP 500

*A crystalline mass of salt flows like a corrosive river.*

**Hazard:** The corrosive salt stream attacks any creature that falls into it.

**Perception**

No check is necessary to notice the corrosive salt stream.

**Trigger**

Whenever a creature enters the corrosive salt stream or ends its turn there, the corrosive salt stream attacks.

**Attack**

**Opportunity Action** **Melee** 0
**Target:** One creature in the corrosive salt stream
**Attack:** +23 vs. Fortitude
**Hit:** 3d6 + 6 damage, and the target is slowed (save ends).
**Miss:** Half damage, and the target is slowed until the end of its next turn.
**Special:** Whenever a creature starts its turn in the corrosive salt stream, the current moves the creature 5 squares downstream.

**Countermeasures**

✦ By making a DC 26 Acrobatics or Athletics check as a minor action, a character can float atop the corrosive salt stream until the end of its turn. The corrosive salt stream does not attack at the end of that turn.

### Viper Trees

These scaly white trees set with leafless branches are native to Rauwend, but they have long since spread throughout the rest of Azzagrat and to other layers of the Abyss.

**Viper Tree** **Level 22 Obstacle**
Hazard XP 500

*The snakelike branches of this strange tree lash the air as you approach.*

**Hazard:** A viper tree fills a space up to 3 squares on a side, and lashes out at any creature within 3 squares of it.

**Perception**

✦ **DC 16:** The character notices that the branches of the viper tree have the appearance of snakes.

**Additional Skill:** Arcana

✦ **DC 24:** The character recognizes the viper tree and knows that it attacks nearby creatures.

**Initiative** +11

**Trigger**

The hazard activates and rolls initiative when any creature comes within 3 squares of it.

**Attack**

**Standard Action** **Close** burst 3
**Target:** Creatures in burst
**Attack:** +27 vs. AC
**Hit:** 2d6 + 7 poison damage, and the target is immobilized and takes ongoing 15 poison damage (save ends both).

**Countermeasures**

✦ The viper tree fears fire. It takes a -4 penalty to attack rolls against any creature carrying open flame.
✦ A character can attack the viper tree (AC 26, Reflex 24, Fortitude 24, 12 hit points, vulnerable 10 fire). Destroying the viper tree ends its threat.

## Locations

Azzagrat features a number of locations of potential interest to adventurers and explorers.

### Allagash

Other than the great city of Zelatar, few settlements of any size can be found in Rauwend. However, ruins scattered throughout the forest indicate that this wasn't always so. The town of Allagash was once the site of clandestine demon breeding programs designed to provide Graz'zt with an edge on the abyssal battlefields. An invading army under the command of Orcus wiped out the settlement, the inhabitants, and the abominations created there—all slain and reanimated in service to Orcus.

The invasion was ultimately put down by demons in service to Graz'zt, but not even the Dark Prince now knows what lurks in the town's forlorn streets.

### The Salt Swamp

As the River of Salt winds its way across Barogûnd, the crystalline slush backs up against a lowland escarpment to form an acrid bog of brackish earth and shifting quicksalt pits. A coven of hags dwells in a sodden village at the heart of the Salt Swamp. Their leader is Zhelamiss, a night hag envoy of the exiled archfey Cegilune.

Though local demons pay allegiance to Graz'zt in word, they are ultimately loyal to Zhelamiss. The Dark Prince tolerates this as long as it is necessary for him to avoid conflict with the hag's patron. Spies within her coven keep him constantly updated on the night hag's operations and ambitions.

CARL CRITCHLOW

## Samora

In the farthest reaches of Voorz'zt stands a lawless den of vice and depraved dreams. Mortals and demons coexist more or less peacefully in the city of Samora, which caters to planar travelers and keeps its bloodshed out of sight. The chaos of the Abyss is reflected in the construction of the city—a hodgepodge of buildings erected without any particular plan. Open sewers run down the center of the city's streets, which twist, turn, and come to dead ends without warning.

It is said that any fantasy can be had in the pleasure pits of Samora, for the right price. The city's gaudy parlors and perfumed spires attract plane-traveling merchants and dilettantes alike. Most adventurers are smart enough to steer clear, not wanting to become entertainment for the city's jaded pleasure-seekers.

Samora features stockyards filled with exotic herd animals and wildlife, including thunderfury boars (see *Monster Manual,* page 35) and dusk unicorns (see *Monster Manual,* page 257). Such rare delicacies keep the gluttonous clientele of Samora well fed.

### SAMORA

The planes hold few places like the city of Samora—and none are as extreme in avarice and gluttony.

**Population:** Approximately 5,000, primarily demon spawn, cambions, and other humanoids born of fiendish bloodlines. A smaller number of drow and other natives of the mortal world also dwell permanently in the city.

**Government:** Maretta, Lady of the Counting House, nominally rules Samora.

**Defense:** The city guard, led by thirteen female fiendish warlords known as the Lady's Lancers. That order once included Graz'zt's daughter, Thraxxia.

**Inns:** Maretta's Beds and the Sleeping Berk. An oven gate burning outside the Sleeping Berk leads to the outskirts of Zelatar.

**Taverns:** The Lord's Pawns, the Sodden Solar, and the Weeping Goddess. A number of breweries, distilleries, and wineries operate in and around the city, brewing rare beverages such as abyssal blood wine, deva's bile, and malefic mead.

**Supplies:** Market Plaza. All manner of products and services can be bought and sold here—particularly those of interest to evil creatures.

**Temples:** None. However, shrines and statues venerating Graz'zt are common throughout the city.

## Tornbend and Skyshrine

On the frontier of Barogûnd beyond the Salt Swamp stand the scattered ruins of Tornbend. This settlement once served as a trading outpost between Graz'zt's demons and the djinn citadel of Skyshrine, floating on an earthmote high above. Once, Skyshrine was a majestic citadel of sweeping arches and soaring domes adorned with stained-glass windows. Then, decades past, some ill fate befell the djinns, who vanished and were never seen again.

With its trade interrupted, Tornbend was quickly abandoned. Over the intervening years, packs of bloodseep demons (see *Monster Manual 2,* page 53) have taken refuge in the town's weathered towers. A colossal steel chain still rises out of the parched earth at the center of town, anchoring the soaring earthmote high above. Characters with nerves of steel can attempt to climb the primordial-forged chain to reach the floating isle.

## Zelatar

No place in the Abyss is free from danger, but Zelatar remains one of the safest locations for explorers and adventurers. A cosmopolitan city, Zelatar is the crown jewel of Graz'zt's abyssal kingdom. Powerful dimensional magic allows Zelatar to exist on Azzagrat's three abyssal layers simultaneously. Great avenue-sized portals remain open continuously, permitting residents to pass to and from the city's three distinct neighborhoods.

Zelatar's streets wind and weave in a thoroughly perplexing manner that sometimes defies the laws of reality. Characters dwelling in the city for less than a year must rely on assistance and guides to find their way between locations. Such assistance typically requires a DC 25 Streetwise check or an impromptu skill challenge.

Most of the city's inhabitants are demons and demon spawn, though cambions, succubi, githyanki, tieflings, and other fiendish creatures call Zelatar home. Graz'zt's decree of protection for merchants is law, though his will is not uniformly enforced.

***Argent Palace:*** Graz'zt's Argent Palace, built of iridescent white stone, dominates the city of Zelatar. The palace's cold beauty can confuse visitors, who expect the structures of the Abyss to reflect that realm's foul nature. According to rumor, Graz'zt tricked the angels of Celestia into quarrying the stone from which the palace was built. The Argent Palace's sixty-six towers are capped in the purest ivory of the mortal realm and the Feywild. Within, one hundred mirrored halls reflect the brilliance of its lord.

***Darkflame:*** The most remote of Zelatar's three neighborhoods, Darkflame is a haven for those who do not want to be found. Graz'zt houses many of his deadliest assassins and agents within the district. All maintain deep cover identities that mask their true natures from even their closest neighbors. Shadow demons abound in the mazelike alleys, seeking out those who would use the obscurity of Darkflame to plan sedition against their prince.

***Fogtown:*** The poorest laborers of Azzagrat toil just outside the scythe-topped walls of this Rauwend neighborhood, harvesting colorless, edible fungi from the featureless plains surrounding the city. Fogtown is a place of gulags and asylums, where hope is scarce and violence lurks at the heart of every shadow.

***Gallenghast:*** The largest of Zelatar's three neighborhoods is packed with the villas of demonic nobles and the markets of traders from every corner of the universe. Numerous inns and lodging houses of dubious character crowd the peripheries of vast market squares. Here and there, gaps in the paving allow the natural light of Barogûnd to blast upward in vibrant towers of eerie luminescence.

*For all his enticing qualities, Graz'zt is simply a tool in my hands. I am not foolish enough to believe that the deceitful Dark Prince ever truly loved me. Decades of imprisonment and lingering scars are proof enough of that. Even so, his conquest of Occipitus coincides with my own plans. I might distract Orcus for a time, to permit Graz'zt to expand his little fiefdom.*

***From the Demonomicon of Iggwilv***

### Zelatar

Graz'zt's capital city spreads across the three layers of his domain: the neighborhood of Fogtown rests on the layer of Rauwend, cosmopolitan Gallenghast on Barogûnd, and Darkflame on Voorz'zt. Because Graz'zt welcomes merchants to his domain, Zelatar is one of the few places in the Abyss that travelers can visit—as long as they show proper obedience to those carrying Graz'zt's banner or sign, emblazoned with his six-fingered hand.

**Population:** Approximately 15,000. Primarily demons and demon spawn, but also including drow and other natives of the world, efreets and other elementals, and a handful of rogue githzerai.

**Government:** Graz'zt is the undisputed ruler of Zelatar. His Argent Palace is visible from all three neighborhoods of the city, but exists in none of them—or in all of them at once.

**Defenses:** Hordes of demons protect Zelatar from attack, but few other demon lords are foolish enough to challenge Graz'zt's citadel.

**Inns and Taverns:** Unremarkable taverns in Gallenghast ward. Most of Zelatar's inns and taverns are in the Gallenghast ward, crowded around the edges of market squares. None are savory places, but merchants under Graz'zt's protection can stay in them safely and find food they can at least stomach, if not enjoy.

**Supplies:** Market squares in Gallenghast ward. Shady traders from across the universe come to the market squares of Gallenghast to do business, enjoying some measure of Graz'zt's protection.

**Temples:** Chosen's Tabernacle (cult of Graz'zt). The Chosen's Tabernacle, cathedral of Graz'zt's cult, dominates the large central square of Gallenghast. The temple's marilith high priestess, Lavendeth, is a manipulative administrator with a penchant for dirty dealing. She is a favorite consort of the Dark Prince.

## Inhabitants

Azzagrat's inhabitants are as varied as its layers and as foul as the secret plots of its lord. Demons of every kind are found here, but so too are devils and all manner of creatures from the mortal realm. Graz'zt's heritage makes Azzagrat one of the few places in the Abyss where devils consort openly with demonkind—a fact that helps to foment the animosity between the Dark Prince and the other demon lords.

Graz'zt possesses a fascination with the world all but unknown among other demons. Because of this curiosity, he welcomes mortal traders and travelers to Azzagrat. Characters looking for other explorers and adventurers find Zelatar a good starting point.

JARED BLANDO

# THE IRON WASTES

*A layer of portals and ice, where not even the fiercest blizzards can rival Kostchtchie's rage*

Towering glaciers and howling blizzards make the Iron Wastes a fitting home for Kostchtchie, the frost giant demon known as the Prince of Wrath (page 122). Only desperation or foolishness brings a traveler to the 23rd layer, where death awaits in the form of Kostchtchie's rage, brutal weather, and roaming bands of frost giants (see *Monster Manual 2*, page 122), demons, and fouler creatures. This layer is rife with portals leading to other abyssal layers and across the planes, and it holds numerous prizes for adventurers who come here. Only the Plain of a Thousand Portals boasts more gates. Moreover, the ancient demon lord Veshvoriak was cast into an icy tomb here by Demogorgon in ages past. Veshvoriak's knowledge of the Abyss is second only to Dagon's, and he provides divinations and secrets to anyone who first does his bidding.

**IRON WASTES TRAITS**

**Type:** Abyssal layer.
**Size and Shape:** A realm of ice fields and glacial mountains approximately one thousand miles across; bounded.
**Gravity:** Normal.
**Mutability:** Abyssal mutability. (Demon lords and other powers are able to influence their surroundings.)

## History

In the first centuries after the Abyss first formed, the Iron Wastes changed little. Then. a little less than a century ago, Kostchtchie entered this layer and claimed it as his own. Until that time, the Iron Wastes was an inhospitable wasteland that attracted few worldly explorers. Though the layer boasted a number of stable portals to other planes, even the mightiest demon lords considered the wastes too dangerous to conquer.

When Kostchtchie arrived, everything changed. The Prince of Wrath, made impervious to the layer's weather by his frost giant heritage, shattered glaciers, trampled paths to the layer's scattered portals, and began his ceaseless campaign of destruction within the Abyss. The first demon lord capable of thriving in this layer, Kostchtchie now uses its portal network to wage his war against demonkind. Of particular interest to adventurers, Kostchtchie's fits of rage continually level glaciers and mountain ranges, revealing new portals leading to unknown destinations.

It was during one of his rages that Kostchtchie uncovered the eye of the demon lord Veshvoriak. The great eye, nearly as large as the frost giant demon, now casts a stream of telepathic whispers on the winds of the Iron Wastes, offering long-forgotten lore to creatures that do its bidding. A balor named the Keeper of the Eye watches over Veshvoriak and serves as its major-domo. The Keeper was once a mezzodemon that rendered Veshvoriak some great service. Its newfound might now serves as a magnet to others who seek a similar path to power.

## Features and Terrain

The Iron Wastes is a series of glaciers, mountains, and snowdrifts. Adventurers brave the layer's violent weather, unearthly cold, and Kostchtchie's wrath in search of ancient secrets or portals to lost lands.

### Endless Blizzard

Howling winds and driving snow lash the Iron Wastes. These storms never relent, their violence rising and falling unpredictably. Characters traveling in the Iron Wastes must make Endurance checks every hour, rather than every eight hours as normal for environmental dangers (see *Dungeon Master's Guide*, page 158). In addition, characters can take only short rests while exposed to an endless blizzard. Before the characters make these checks, roll a d6 to determine the current conditions on the layer.

**IRON WASTES ENDLESS BLIZZARD**

| d6 | Endurance DC | Maximum Line of Sight | Fly Speed |
|---|---|---|---|
| 1 | 14 | Normal | Normal |
| 2-3 | 20 | 20 squares | Normal |
| 4-5 | 22 | 10 squares | Half speed |
| 6 | 27 | 5 squares | Creatures cannot fly |

### Ice Peaks

Wind-carved spires and towering mountains of ice dominate the physical geography of the 23rd layer. Climbing these slopes requires a DC 27 Athletics check. Wandering monsters in the wastes often lurk in the ice peaks, forcing characters to fight while climbing (see "Athletics," *Player's Handbook*, page 182). While trekking across an ice mountain, characters must make a group Athletics check for each hour of climbing. If at least half of the characters succeed, the group moves at half speed over the course of an hour. Otherwise, the group moves at a quarter of its speed, and one character chosen at random loses a healing surge due to a climbing accident or another hazard.

## Ruins

Numerous demon tribes lived in the Iron Wastes before Kostchtchie arrived. Remnants of their habitation have since been buried beneath layers of snow and ice, thanks to the demon lord's rampages. In crossing the desolate lands, adventurers periodically come across chimneys piercing the icy crust or battlements heavy with icicles. Some of these ruins were outposts during the Blood War and are typically small towers or bunkers of only one or two rooms. A few of the ruins were once great castles, manors, or towns built by the demon tribes around the layer's portals. The now-scarce demon tribes of the wastes inhabit those structures the eternal blizzard has not yet claimed.

## Caves

The caves that dot the icy peaks of the Iron Wastes are twisting hollows that slope up and down, creating passages that weave over, around, and through one another. Myriad demons and other creatures dwell in these caverns. In addition, the unstable ice is prone to collapse (see the cave-in hazard, *Dungeon Master's Guide*, page 91).

## Frigid Wastelands

The Iron Wastes is an endlessly hostile region. From patches of frozen fire on the brink of exploding to ice maws ready to rend warm flesh (see *The Plane Below*: *Secrets of the Elemental Chaos,* page 15), danger lurks in every corner of this layer. Slides and whirlwinds can throw travelers off course (see *Dungeon Master's Guide*, pages 68–69). Creeping ice (see *Dungeon Master's Guide 2*, page 58), erratic portals (see *Manual of the Planes*, page 22), and pockets of infectious disease (see *The Plane Below*: *Secrets of the Elemental Chaos*, page 16) waylay unwary creatures, as well.

## Kostchtchie's Rage

Since his arrival in the Iron Wastes, Kostchtchie regularly thrashes the layer with his fury. His rage is so potent that it has become palpable, and travelers encounter it throughout his domain (particularly on the Road of Fury). Kostchtchie's rage first manifests as irritability among comrades and escalates into physical violence at the smallest provocation.

**Effect:** If a creature ends its turn in an area of Kostchtchie's rage, it makes a melee basic attack against an ally adjacent to it as an opportunity action.

**Usage:** Place this terrain in one or two small areas of an encounter. Monsters that know the rage is present occupy those areas while staying well away from their allies. Creatures that can do so pull, push, or slide characters next to each other within the area of Kostchtchie's rage. Other monsters might set up traps or manipulate terrain features to force characters into the hazard's area.

# Locations

The Iron Wastes is a barren expanse of ice and snow. A number of important locations and structures built in ages past dot the frozen landscape.

## The Eye of Veshvoriak

A deep cleft opens in a field of blue-white ice, forming a shallow slope that drops several hundred feet. Weather permitting, characters peering into the cleft can see a large splotch in the ice at its bottom. Cracks spread from the splotch in a spiderweb pattern. At its center is a single red eye. A ring of stones stands to the left of the cracked surface. The eye sweeps back and forth in a slow, steady motion, carefully surveying the area. This is the eye of Veshvoriak, an ancient demon lord that Demogorgon trapped in the ice long ago.

A balor (see *Monster Manual*, page 52) known as the Keeper of the Eye stands watch here, serving as Veshvoriak's major-domo. The Keeper was once a mezzodemon that rendered Veshvoriak a great service. Its newfound might acts as a magnet to others seeking a similar path to power. The Keeper of the Eye wears a crown of blue ice studded with purple gems. It is an arrogant, sneering creature. It demands that visitors grovel before the eye as they seek gifts of power. In return, the balor assigns the task Veshvoriak has telepathically communicated to it. Once the petitioner completes this assignment and returns, the trapped demon lord grants his gift.

Minor demons are Veshvoriak's most frequent visitors, seeking shortcuts to demonic ascension (page 14) or access to rituals and magic by which they might bind other demons to their service. Mortals also make pilgrimages to Veshvoriak, typically in search of forbidden knowledge or the locations of lost treasures.

Tasks Veshvoriak assigns include slaying a specific demon, finding a magic item or an artifact and bringing it to him, or destroying a portal in the Abyss. The reward he offers matches the risk of the task he sets. In game terms, use the nonmagic item treasure rules (see "Alternative Rewards," *Dungeon Master's Guide 2*, page 136) as a model for Veshvoriak's boon. Veshvoriak orders characters who seek a magic item, a ritual, or another treasure to undertake a task equal to three encounters of the item's level + 2 to earn it. These might be combat encounters or skill challenges. The details are left to the DM.

Veshvoriak yearns to be free of the icy tomb into which Demogorgon bound him. To that end, he gathers potent artifacts that create or control magical fire, captures powerful demons to sacrifice them in the standing stones near his eye, and opens portals from the Abyss to areas of intense heat and fire.

### The Glacier Citadel

When Kostchtchie first arrived in the Iron Wastes, he launched a murderous crusade against every living creature he could find in the layer. The arrival on the plane of Doresain the Ghoul King (see *Monster Manual*, page 208) and a horde of ghouls provided more challenging victims to slow Kostchtchie's rampage. Doresain escaped to report the new demon lord's nature to Orcus, but his hundreds of abyssal ghouls were lost to Kostchtchie's wrath.

When the undead slaughter momentarily slaked his bloodlust, Kostchtchie sought a place to rest. He found it in the glacier citadel, a tower of ice that rises five hundred feet above the Iron Wastes. The tower's interior is divided into ten chambers, each filling a floor. A spiral staircase runs down the citadel's center. Kostchtchie has pummeled the tower into rubble several times in fits of anger, but the citadel rises again within a day.

The tower shifts its form in response to Kostchtchie's desires. As a minor action, he can create a wall of ice anywhere within the citadel, extending from floor to ceiling, up to twenty-five feet in length and five feet thick. As a minor action, Kostchtchie can also create an opening up to twenty feet on a side in any wall, floor, or ceiling of the citadel.

The spoils of Kostchtchie's conquests fill the citadel's uppermost levels. The still-living head of Bayemon, a batlike demon lord, hangs from the eighth level's ceiling. Magic items, the blasted stones of fallen abyssal palaces, and huge caches of coins and gems fill the ninth level. The tenth level is the lair of Svafnir, an ancient white dragon (see *Monster Manual*, page 85) advanced to level 30. He serves as Kostchtchie's companion and guardian of the tower.

The first level is a guardroom, where a dozen frost giant warriors are stationed. The second and third floors are barracks and living quarters for more frost giants and frost titans (see *Monster Manual*, pages 122–123) that serve as Kostchtchie's lackeys.

Kostchtchie lives on the fourth and fifth floors. The fourth floor features a number of iron cages suspended from the ceiling by great chains. These cages hold creatures the giants take captive. They are kept alive to serve as objects for the Prince of Wrath's tantrums. Pools of frozen blood and shattered bones are fused into the floor's ice. A huge pile of furs and skins dominates the fifth floor. Kostchtchie rests here between forays into other abyssal layers.

Despite its vast treasure horde, the tower is relatively undefended. The frost giants pay more attention to keeping Kostchtchie's rages directed away from them, and Svafnir spends his time hunting across the layer when Kostchtchie does not need him in battle. Only one thief is known to have managed to steal an item from Kostchtchie's citadel. Three days later, Kostchtchie leveled the mortal city to which the thief fled. The Prince of Wrath claimed the stolen jeweled crown and the lives of half the city's population. For a trophy, he dragged the highest tower in the city back to the Iron Wastes. Its shattered remains are still littered about the base of the glacier citadel.

### Portals

Portals are scattered across the Iron Wastes, many buried beneath the layer's ice and snow. Permanent paths wind their way between regularly used portals.

The fiercest weather in the Iron Wastes unceasingly buffets the Stoldottir Gate. Adventurers who survive the frost giant guardians step through a rift into frost giant territory in the Elemental Chaos.

The Gate of the Void stands between two towering statues of Orcus, battered and defaced but still intact. It leads to the bottom of a thousand-foot pit in the Shadowdark, the infinite tunnels beneath the Shadowfell.

Dim, dancing lights in the eternal storm lead travelers to the Gate of Seven Lights. It leads directly into a dungeon beneath the Feywild city of Astrazalian, which eladrin paladins vigilantly guard.

Other gates include the Shrieking Gate, which emits a constant scream and leads to the tower of the great wizard Zenopus in the natural world. The Gate of Ruins carries travelers to Kalandurren, the Darkened Pillars, in the Astral Sea. It is abandoned and rarely used.

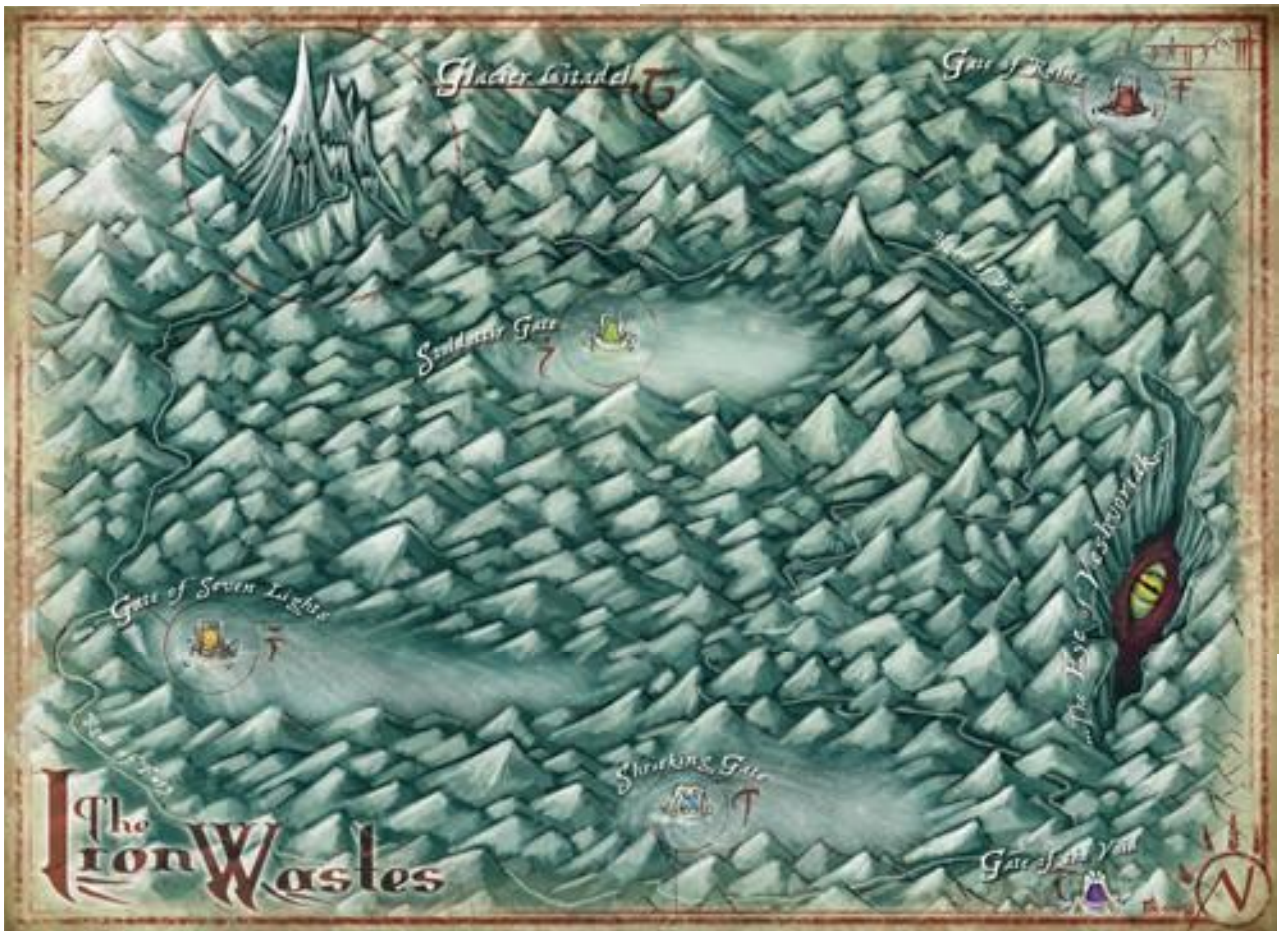
### Road of Fury

Kostchtchie wanders the Iron Wastes when he is not marauding in other abyssal domains. He keeps a surprisingly regular pattern, descending from his glacier citadel to pass close by several of the layer's more prominent gates. He then loops through the lowlands before drawing near Veshvoriak's frozen form. This path, dubbed the Road of Fury in honor of its creator, is the easiest but most risky way to travel in the Iron Wastes. During the fiercest storms, the weather on the road is mild. Kostchtchie can be encountered along this route at any time. The crushed and torn corpses of demons and other creatures are scattered along the road.

## Inhabitants

The demon lord Kostchtchie retains his original frost giant form, and he gathers powerful frost giant warriors to his side as his trusted servants. They travel the layer on sleds hooked to winter wolves. The frost giants have little to do when Kostchtchie rests in the Iron Wastes, so they track down intruders to stuff into the citadel's cages.

Frost giants are not the only powerful creatures wandering the frozen wilds. Although the Iron Wastes is a stark and lonely place, desperate demons enter this layer when fleeing powerful enemies or vengeful masters. Others come seeking audiences with Veshvoriak.




Mavawhans (page 127) nest in the trackless mountains, swooping down on any creatures traveling in the open. Though most of the mavawhans of the wastes have been bound to Kostchtchie's service, others dwell here to launch attacks into the mortal realm through its portals. The Iron Wastes is also home to wandering bands of rageborn (page 138). Always hungry, these fiends fall in waves on any creatures they encounter.

A small colony of ice archons (see *Monster Manual*, page 20) has also recently crept into the Iron Wastes. They search for the *Heart of Ice*, an artifact spear that once belonged to a primordial and which the archons believe is buried somewhere in the mountains of the wastes. Several ice devils (see *Monster Manual*, page 63) serve the archons, although they have an ulterior motive for their presence in the layer. One of the dukes of the Nine Hells has sent the devils to scope out the Iron Wastes as a possible invasion point.

**FROM THE DEMONOMICON OF IGGWILV**

The Iron Wastes has long been a desolate wasteland, but only I saw the wisdom in controlling it. This layer is a planar crossroads second in importance only to the Plain of a Thousand Portals. Kostchtchie's depredations through the gates have already upset the Abyss's balance of power.

I worry, though, about my dear Kostchtchie. The slumbering demon Veshvoriak whispers secrets into Kostchtchie's mind each night, and I cannot brook any chance of failure. Veshvoriak once ruled this realm. Does he know my plans, or is he simply eager to escape? If some group of mortal so-called heroes can be tricked into slaying Kostchtchie for me, the truth will be revealed. Kostchtchie's death might well destroy the gates and possibly all the Wastes, but can I risk the alternative?

JARED BLANDO

# ABYSM

*The realm of the Gaping Maw and the Screaming Jungle, reflecting the schizophrenic ferocity of its master*

Mirroring its demon lord's dual nature, Abysm is a realm divided. Its most prominent feature is a primeval forest dotted by impenetrable swamps—the Screaming Jungle, 90th layer of the Abyss. At Abysm's heart lies the 88th layer of the Gaping Maw—an inland sea whose black waters descend for miles. Overhead stretches a roiling olive sky of thick clouds and alien moons. All creatures here bow down before the might of Demogorgon, the Sibilant Beast and Prince of Demons. Even the unknowable Dagon, who lurks in the depths of the Shadowsea, makes no challenge to Demogorgon's control of this realm.

## History

A little over a century ago, Demogorgon executed a plan to unleash a savage tide of chaos and death across the mortal world. Had his plot succeeded, the Prince of Demons would have undergone an apotheosis, transforming himself into something akin to a god. Demogorgon's plans were ultimately foiled by a party of mortal heroes. With a host of archfey and rival demon lords, the heroes led an invasion into Abysm and slew Demogorgon in a desperate final battle. Though numerous other demon lords had long coveted the mantle of Prince of Demons, the mortal who struck the killing blow claimed that title in the end.

Like Obox-ob and Orcus before him, Demogorgon did not remain dead for long. Spontaneously reformed by the power of the Abyss, the resurgent demon lord quickly set out to reclaim his throne. As he always had, the demon lord Dagon once more gave Demogorgon his aid, claiming only the mortal usurper's life in payment.

**FROM THE DEMONOMICON OF IGGWILV**

Dagon's endgame remains as mysterious and inscrutable as ever. I have no doubt that the Lord of the Darkened Depths could have easily claimed Abysm in Demogorgon's absence, yet he did not. In the end, Dagon's reasons might have simply mirrored my own. Many perils are associated with becoming Prince of Demons. Better to manipulate events from the shadows than stand in the open and draw fire to yourself.

## The Gaping Maw

**GAPING MAW TRAITS**

**Type:** Abyssal layer.
**Size and Shape:** Inland sea approximately one hundred miles across and twenty miles deep (including the Shadowsea); bounded.
**Gravity:** Normal.
**Mutability:** Abyssal mutability. (Demon lords and other powers are able to influence their surroundings.)

Referred to as Dagon's Maw in the most ancient texts, the Gaping Maw (88th layer of the Abyss) is a turbulent sea broken by rocky promontories used as rookeries by flying demons. Innumerable streams and two large rivers feed the sea. The Indigo Wash bubbles up from the depths of the Screaming Jungle, while the ubiquitous Blood River courses down from the heights of the Blood Rift. The waters of the Gaping Maw are unlike any known to mortal mariners. Every part of this sea, from the pounding surf to the denizens of the depths, carries a dark malevolence. A great whirlpool called the Stygian Eye swirls about the base of the Abysm Fortress.

## The Screaming Jungle

**SCREAMING JUNGLE TRAITS**

**Type:** Abyssal layer.
**Size and Shape:** Jungle continent; unbounded.
**Gravity:** Normal.
**Mutability:** Abyssal mutability. (Demon lords and other powers are able to influence their surroundings.)
**Corruption:** Attacks that have the disease or poison keyword gain a +1 bonus to the attack roll. Healing powers restore only half as many hit points as normal.

A primeval dark continent covered in dense rainforest, the Screaming Jungle is named for the constant keening of its fiendish wildlife. Near the coast of the Gaping Maw, the jungle thins into a fetid bog. Farther

### THE BLOOD SEA

The depths of the Gaping Maw link to the Blood Sea, a bottomless ocean thriving with demonic sea life. Also known as the Abyssian Ocean, the Blood Sea connects to every other ocean and sea in the Abyss, including the Bay of Choking Bile in Azzagrat (page 59), Blood Shallows (81st layer), the Shadowsea of Dagon (89th layer), and the Scalding Sea (245th layer).

inland, the ground hardens and the canopy grows dangerously lush. Malevolent flora and fauna abound here, lurking beneath a forest canopy so thick that the jungle floor is perpetually cloaked in darkness. This 90th layer of the Abyss is home to the most feral of Demogorgon's servitors, exemplifying his aspect as a force of primal strength and brutality.

# Features and Terrain

The twin layers of Demogorgon's realm offer explorers and adventurers any number of ways to die.

## Hazards of the Jungle

The festering landscape of the Screaming Jungle features many hazards familiar to worldly explorers. But even familiar hazards become more deadly in the realm of Demogorgon. Characters who stumble into spiderwebs and grasping slime (see *Dungeon Master's Guide,* pages 68–69) or a grasping bog (see *Dungeon Master's Guide 2,* page 60) find their momentum slowed—and alert nearby creatures to their presence as they struggle to extract themselves. Demon jags, acidic mire, and wrath mud (see *The Plane Below: Secrets of the Elemental Chaos,* pages 12–13) impede a party's progress and can kill characters who stumble into them.

## Plants and Insects

The plant life of the jungle includes razorvine (see *Manual of the Planes,* page 22) and grab grass (see *Dungeon Master's Guide,* page 68). Blood midge clouds (see *Dungeon Master's Guide 2,* page 58) and other insect swarms can slow a party's progress and provide cover for lurking monsters. Such creatures likewise take advantage of the cover provided by clouds of infectious pallor (see *The Plane Below: Secrets of the Elemental Chaos,* page 16) and other airborne hazards.

## The Gaping Maw

Where the Blood River pours into the Gaping Maw, it creates a powerful tidal current that drags any creatures caught in it out toward the Stygian Eye. This colossal swirling maelstrom drains the Gaping Maw into the Blood Sea (see the sidebar). The skies above the Gaping Maw roil with incredible storms, relentlessly blasting the region with driving rains and hurricane-force winds.

## Scalepox Cloud

Native to both layers of Abysm, a scalepox cloud is a gray mist that drifts of its own accord even against strong winds. Demogorgon concocted this plague, using it to infect and convert enemies that infiltrate his domain. A scalepox cloud covers an area from 3 to 5 squares on a side.

**Effect:** When a creature not loyal to Demogorgon is hit by an attack while in a scalepox cloud, the creature is exposed to screaming scalepox. Squares containing a scalepox cloud are lightly obscured.

**Usage:** Scalepox clouds drift throughout both layers of Abysm, and add an extra layer of danger to any combat encounter in Demogorgon's realm.

# Locations

The untamed chaos of Abysm conceals a number of lethal sites.

## Abysm Fortress

Near the Stygian Eye that swirls at the center of the Gaping Maw, twin serpentine towers rise out of the inky depths. The fearsome fortress of Abysm serves as Demogorgon's palace and personal sanctuary, and gives his realm its name. Here, the Prince of Demons labors to unlock abyssal secrets that are ancient even by his reckoning. The palace rises a few hundred feet above the roiling sea, but the bulk of its structure extends impossibly deep, down through the Gaping Maw and penetrating the floor of the Shadowsea (page 70). Its spiraling towers are tipped with minarets, each resembling an enormous fanged skull.

## The Brine Flats

A shallow, brackish seabed surrounding the swampy mainland of the Screaming Jungle, the Brine Flats provides shelter from the otherwise intense tides of the Maw. Demogorgon's favored ixitxachitls (page 119) dwell here, carving out enormous tunnel complexes in coral reefs just below the surface. The mightiest and most malevolent ixitxachitls reside in shallow tidal pools among the sunken ruins of Lemoriax (see page 70).

| **Screaming Scalepox** | Level 15 Disease |
|---|---|
| *Dark, scaly flesh spreads over the victim's body, wracking it with excruciating pain.* | **Attack:** +18 vs. Fortitude<br>**Endurance** improve DC 23, maintain DC 18, worsen DC 17 or lower |
| The target is cured. | **Initial Effect:** The target loses a healing surge that it cannot regain until cured of the disease. |
| | The target takes a –2 penalty to all defenses and loses two healing surges that it cannot regain until cured of the disease. |
| | **Final State:** The target recovers from the effect of screaming scalepox but becomes a loyal servant of Demogorgon. |

## Chauden Gap

Land travelers bound for the Guttering Grove (see below) pass through the Chauden Gap to avoid the dangerous slopes of the surrounding mountains. This section of low peaks remains perpetually cloaked in mist, blinding travelers to monstrous battlebriars (see *Monster Manual*, page 28) and other animate plants.

## The Demonwing

Somewhere within the pinnacles of rock that dot the Gaping Maw lies the shattered hulk of *Demonwing*, a colossal *chaos ship* that once sailed throughout the cosmos. It is said that *Demonwing* is, in fact, an entire lost layer of the Abyss unto itself, built by an ancient prince of demons. What befell the mighty vessel remains unknown, but even the fiercest demons avoid the site of the wreck.

## The Guttering Grove

The Guttering Grove is a hidden plateau of the Screaming Jungle ruled by barlguras and other demonic simians. This region was once a distinct abyssal layer, until Demogorgon invaded and merged it with his own realm centuries ago. Its deposed demon lord, Ilsidahur, still dwells here, now a faithful servant of Demogorgon.

The Guttering Grove is significant in that it holds a demongate to the Feywild, thought to be the last of the portals used by the Court of Stars (see *Manual of the Planes*, page 36) to invade the Abyss in eons past.

## The Indigo Wash

This raging watercourse runs from the heart of the Screaming Jungle wends to the Gaping Maw, carving deep canyons as it goes. Its sheer gorges are honeycombed with caverns, within which dwell blood fiends (see *Monster Manual*, page 12). The deepest tunnels are thought to connect with the Sibilant Deeps (see below). Despite its bizarre coloration, the waters of the Indigo Wash are safe to drink.

## Lemoriax

Once a thriving metropolis of towering ziggurats and broad avenues teeming with thousands of demonic sycophants, Lemoriax fell into ruin a century ago. Constant tidal erosion has eaten away at Lemoriax's foundations, leaving it underwater in the salty shallows of the Brine Flats. Though the city's tallest towers still jut up above the waves, only aquatic ixitxachitls (page 119), sahuagins, and water archons dwell there now.

Since the fall of Lemoriax, Demogorgon has made no move to establish another city or trade center in his realm. Nonetheless, cultists and thralls of Demogorgon revere the sunken city as a holy site, undertaking dangerous pilgrimages there to make offerings or conduct sacrifices in their lord's name.

## The Shadowsea

Descend deep enough into the brackish depths of the Gaping Maw and one eventually passes into the Shadowsea. This region is coterminous with the Maw but is its own abyssal layer (the 89th), controlled by the inscrutable demon lord Dagon, Prince of the Darkened Depths (see *Monster Manual 2*, page 45).

The Shadowsea is a tortured undersea landscape of jagged mountains and abyssal trenches. No light penetrates these waters, which teem with oozes able to withstand the immense pressures of the deep. Necroclasm clouds (see below) are among the several hazards of the Shadowsea.

Many sunken cities can be found here—ancient ruins in which dwell kuo-toas (see *Monster Manual*, page 172) and aboleths (see *Monster Manual*, page 8) bound in service to Dagon. The largest of these cities is the demesne of the demon lord. Dagon's amorphous mud palace looms over a madness-inducing panorama of twisted towers, yawning gulfs, and halls and grottos that shimmer with their own unearthly light.

**Necroclasm Cloud** **Level 20 Obstacle**
Hazard XP 500

*The illumination you bring to these lightless depths is suddenly swallowed by a roiling cloud of absolute darkness.*

**Hazard:** The necroclasm cloud fills an area 4 squares on a side.

**Perception**

✦ DC 27: The character notices the exceptional darkness in the water.

**Trigger**

The necroclasm cloud attacks when a creature enters any of its squares.

**Attack**

**Immediate Interrupt** **Melee**
**Target:** The triggering creature
**Attack:** +23 vs. Fortitude
**Hit:** 2d8 + 6 necrotic damage, the target is blinded and takes ongoing 15 necrotic damage, and the necroclasm cloud shrinks from its space to occupy the target's square (save ends all). When the target saves, the cloud expands in a close burst 4 from the target's square.

## Shatik Peaks

Two great volcanic mountains rise from the dense reaches of the Screaming Jungle. One spews forth billowing smoke and ash between infrequent but violent magma eruptions. The second peak is more active, erupting in torrents of superheated water and steam. The Shatik Peaks are each home to a faction of warring troglodytes dwelling in subterranean complexes.

## The Sibilant Deeps

Scattered sinkholes throughout the Screaming Jungle lead into the Sibilant Deeps, an immense subterranean realm inhabited by elementals and tribes of marauding demons. Creatures falling into a sinkhole drop fifty feet or more down a vertical shaft before hitting bottom.

## The Tor of Fangs

Close by the Indigo Wash, the Tor of Fangs is a granite pinnacle named for twin spires of petrified wood that resemble great teeth. Within the tor lies the Sanctum of Ahmon-Ibor, home to a flesh cult (see *Open Grave,* page 146) led by a death knight.

## Uami-Gubot, the Slithering Fen

This murky swamp extends along the shores of the Gaping Maw. Though populated primarily by hydras, nagas, and snakes (see the *Monster Manual*), the Slithering Fen takes its name from its most fearsome inhabitant. Uami-Gubot is a fiendish behir (see *Monster Manual 2,* page 22) thought to be the spawn of Demogorgon. This behir rules over a tribe of lizardfolk called the goro, distinctive for the tentaclelike arms granted to them for their faith in Demogorgon.

## Ungorth Reddik

Once a tall tower marking the gateway to the city of Lemoriax, the fortress of Ungorth Reddik now juts from the waters of the Brine Flats. The fortress crawls with retrievers (see *Monster Manual 2,* page 177), golems, and constructs not seen elsewhere.

# Inhabitants

The two layers of Abysm teem with life—all of it as deadly as this realm's master. The creatures of the Screaming Jungle exemplify Demogorgon's aspect of primal strength and brutality. Behemoths (see *Monster Manual,* page 31) battle for territory against dire apes and barlguras, while hundreds of thousands of demons lurk in ruined fortresses, ready to fight at Demogorgon's whim. The uncharted expanses of the jungle are populated by dinosaurs, fiendish troglodytes, drakkoths (see *Monster Manual 2,* page 90), hezrou demons, and the cults of the yuan-ti.

Aquatic demons and chaotic elementals are the natural inhabitants of the Gaping Maw, though fiendish sharks and other sea monsters found in the natural world also swim these waters. But, of all the creatures of Abysm, the most terrifying are the abominations that Demogorgon takes a hand in creating. The Prince of Demons is a master of the art of shaping demonic life—secrets thought to have been stolen from the obyrith lords.

JARED BLANDO

# THE BARRENS

*The bones of civilizations fallen and yet to fall litter Oublivae's realm*

The Barrens are an endless expanse of desolate wilderness littered with the ruins of every civilization that has ever existed—or ever will exist. The layer's sheer enormity, eternal wreckage, and constantly fluctuating composition lend credence to Iggwilv's belief that the Barrens, the 100th layer, was once an astral domain that fell into the Abyss. Knowledge seekers across the cosmos hunger for the long-forgotten secrets and treasures entombed inside these ruins, but traveling to the Barrens is most often a one-way trip. The Barrens is a lonely prison that reflects the failures of civilization's grandest dreams. Wendigos, cannibals, and undead fiends haunt its wilds, and the destructive forces that doomed the layer's stolen cities taint their ruins.

The landscape here is in a state of constant transformation, making navigation all but impossible. Like travelers on the Astral Sea, explorers in the Barrens must will themselves toward a destination. Only by steady seeking and strength of purpose can travelers reach their intended destination. Those who fail perish among the ruins of history.

**THE BARRENS TRAITS**

**Type:** Abyssal layer.
**Size and Shape:** A shifting landscape covered with timeless ruins; unbounded.
**Gravity:** Normal.
**Mutability:** Abyssal mutability. (Demon lords and other powers are able to influence their surroundings.)

## History

When the demon queen Oublivae (page 130) first appeared in the Abyss, the wreckage of every civilization in past or future history materialized in the Barrens. Demons exiled to the Barrens flocked to the deserted cities, hoping in vain to discover a way out. Oublivae watched as they settled among the husks of unnamed cities and became slothful. Meanwhile, mortals carried to the layer with their former homes built small settlements in the shadows of the ruins and thrived.

Oublivae then whispered to the demons, promising freedom and armies to the most ruthless among them. She whispered to the mortals, vowing fortune and protection to those who worshiped her, and they called her an angel. When the mortals grew strong, Oublivae removed her protection and turned demons and mortals against each other. She relished the

ZOLTAN BOROS & GABOR SZIKSZAI

| Wastelands Sickness | Level 10 Disease |
|---|---|
| *An essence remains of the magical doom that slew thousands.* | **Attack:** +13 vs. Fortitude<br>**Endurance** improve DC 21, maintain DC 16, worsen DC 15 or lower |

The target is cured. ◀ **Initial Effect:** The target loses a healing surge that it cannot regain until cured of the disease. ◀▶ The target takes a –2 penalty to speed. ▶ **Final State:** The target is weakened.

brutality and slaughter. When the demons became mighty, she granted mortals the power to repel and destroy them.

In the uncounted years since, the cycle of death turns round and round in the Barrens, a microcosm of the Abyss. The strongest inhabitants lay waste to the already-broken cities as the survivors struggle against their misfortune. From somewhere in the heart of the bottomless pits beneath the Fortress of the Forgotten, Oublivae's whispers compel each side to action.

## Features and Terrain

Amid vast swaths of desolate wilderness, the time-worn ruins of all civilizations come to rest. Whether destroyed by war, natural disaster, the wrath of fiends, or other dark means, the wreckage of these places mysteriously appears in the Barrens. Each city materializes looking as it did when the culture that built it was extinguished.

Most creatures that travel in the Barrens seek either knowledge of or escape from that layer. Some travelers search for secrets buried in a city's wreckage, while others scour the rubble for portals that pulse faintly with life. A select few hope to solve the mysteries of the labyrinthine passages beneath the great pits known as the oubliettes, where the Demon Queen of Desolation dwells.

### Smoldering Plain

This ruined plain is riddled with smoking craters. Forests of dead scrub trees burn constantly but are never consumed. Soot blackens the sky to a flickering red twilight, parting only periodically when flaming meteors, rains of magma, or dragons strike the plain to pound new craters and pulverize the ruins. The largest craters are twenty feet deep. The ground around a crater is difficult terrain.

Firestorms surge across the plain every hour. Burning vapor or an Avernus cinderstorm (see *Manual of the Planes*, pages 22–23) can be used as the basis of a firestorm. A creature caught in a firestorm must make a DC 24 Endurance check or lose a healing surge. Adventurers can take short rests on the Smoldering Plain, but they cannot take extended rests.

### Charred Wasteland

The Charred Wasteland is home to blackened structures that have the psychic shadows of the buildings' previous inhabitants permanently emblazoned on their walls. Magic of incalculable destructive power was unleashed against these cities, their residents destroyed or transformed into aberrant monsters.

The Charred Wasteland is imbued with a radiation that grants low-light vision to creatures within it. Each creature in the wasteland must make a DC 21 Endurance check each hour or be exposed to wastelands sickness. Areas of blood rock are common in the ruins (see *Dungeon Master's Guide*, page 67), as are entropic fissures (see *Manual of the Planes*, page 24).

### Land of the Dead

By day, the cities in the Land of the Dead stand whole and tranquil. Their tall spires salute the skies, but not a creature stirs on their empty streets. By night, the cityscapes morph back into ruins, and hordes of undead boil up from their foundations. Characters traveling through the region can safely take an extended rest by day. At night, however, vampires (see *Monster Manual*, page 258), skull lords (see *Monster Manual*, page 236), and other undead roam the land. In addition, the Land of the Dead is defiled ground (see *Dungeon Master's Guide 2*, page 59).

### Plague Ruin

Metropolises, cities, and towns strewn with corpses are scattered throughout the Barrens. Thick dust rides the winds through these open graves, reeking of blood and death. This dust acts as a contagious form of mummy rot (see *Dungeon Master's Guide*, page 49) that attacks creatures within the area every hour at +11 vs. Fortitude. Improve: DC 21; maintain: DC 16; worsen: DC 15 or lower.

## Locations

The Barrens are a desolate wilderness pocked with broken cityscapes. Infinite wonders can be discovered in the debris of these once-great settlements.

### Broken Portals

The most advanced cities summoned to the Barrens possessed portals connecting them to other locations across the planes. Most of these gates were powered by worldly magic, though some were built with complex arcane technologies. Such portals were rendered inoperative when their cities were drawn to the Abyss. Some of these portals can be repaired using arcane components hidden in nearby demon lairs or reactivated with skill challenges. Over the years, a few crafty adventurers have managed to briefly revive portals and use them to escape the Barrens.

## Bound Demon Locales

Demons are sometimes cast into the Barrens for offenses against more powerful masters. Isolated ruins, foul ponds, dead trees, and other landmarks become the prisons of these fiends, which are magically bound to such sites as eternal punishment for their insubordination or crimes. Though often driven insane by their endless incarceration, these demons can sometimes be convinced—or forced—to provide information.

## Grand Ruins

Sprawling demon-infested metropolises crumble to pieces in the Barrens, including legendary settlements such as Waterdeep, Sharn, and Palanthas. The ruins of every great city but Sigil (see *Dungeon Master's Guide 2*, page 186) can be found on this layer. Adventurers who explore the Barrens should encounter the grand ruins of one or more cities familiar to them.

Grand ruins are the domains of the Barrens' most powerful demons. Trapped in this layer, the fiends attack each other and the mortal settlements that grow like weeds around the ruins. Demons hope to attain enough power in this way to gain Oublivae's favor, believing that the Queen of Desolation rewards the strongest with the power that might allow them to escape from this accursed realm.

## The Floating Kingdoms

Small networks of settlements soar above the Barrens like clusters of bubbles. They arc in spiral patterns, mimicking the markings on Oublivae's body. Inhabitants of these floating settlements don't know they dwell in the Abyss. To the people of the Barrens, life is a dark dream. Demons hoping to consume mortal souls gather at their gates, and the only way to defeat the fiends is to strike back again and again. Holy warriors emerge from these civilizations, becoming saints and heroes. These warriors' hopes rest with the foul Oublivae, who they know as the blessed angel. She alone gives them the power to repel the demons and push back the night.

### Skill Challenge: Encountering Oublivae

Desperate travelers lost or trapped in the wilds of the Barrens sometimes invoke Oublivae's name. The demon lord might agree to aid her callers if they first perform a task.

Diplomacy is an important skill for influencing Oublivae, and she loves flattery even though she does not believe it. Characters trained in History attract her attention because she enjoys correcting them. Insightful characters might detect Oublivae's sudden mood shifts, while experts in Nature might empathize with her bestial aspects.

Offering services to Oublivae, on the scale of exterminating an entire culture, automatically wins her favor. But the Queen of Desolation destroys creatures that betray her, either by hurling them into the oubliettes, transforming them into wendigos, or razing their homelands.

RALPH BEISNER

According to settlement elders, demons come from the wilderness below the floating kingdoms. They arise from the corpses of the cities, which fell from the sky when the citizens' forebears strayed from the blessed angel's perfect direction. Their teachings say that evil boiled up from great pits on the surface, and that it must be cast back again before a glorious new age can dawn.

### The Fortress of the Forgotten

Fading in and out of existence at the shifting heart of the Barrens, the Fortress of the Forgotten is an ancient ruin said to be Oublivae's center of power. When the fortress appears, it manifests dozens of immense, rectangular pits in the surface of the Barrens beneath it. Each of these pits—named oubliettes for the Queen of Desolation—is one hundred feet wide by two hundred feet long, and is walled in blackest obsidian. Rectangular corridors pierce the walls of the pits, leading to unknown destinations while the oubliettes descend into bottomless darkness.

Iggwilv has theorized that the oubliettes extend to the bottom of the Blood Rift (page 50), and that whatever is cast into them is lost forever. The Witch Queen further states that the shifting of the ruined cities on the surface of the Barrens owes to the layer turning beneath them on the oubliettes' axis.

When Oublivae is angry, she casts her enemies into the black depths, their screams fading into oblivion. Occasionally, brave explorers willingly enter the oubliettes to scale the pits' sheer walls, attempting to reach the dark passages that punch through the obsidian. Some sages believe that the still-living memories of the cities claimed by the Barrens glitter in the deep darkness of the oubliettes like diamonds, providing passage to an infinite number of locations in time and space. Some passages are known to lead to the Plain of a Thousand Portals, to the lairs of fell demons and other creatures, and to other planes. At least one such path leads to Oublivae's secret domain deep below the Barren's surface.

### Getting Lost, Getting Out

It is not easy to escape the Barrens. Though the ruins and settlements of this layer remain stationary, the landscape around those sites shifts, and characters navigating the layer risk getting lost. To travel toward a destination, a traveler in the Barrens must form the destination in his or her mind and set off in a direction. Regardless of real distance, such travel takes 1d10 days.

A few means of escaping the Barrens are known to creatures that dwell there. The Fortress of the Forgotten is the only physical link to the oubliettes whose side passages lead to myriad locations across the planes. The fortress appears at random, however, and actively eludes creatures that want to find it. Broken portals in the Barren's fallen cities can sometimes be repaired, but they are typically guarded by powerful demons also seeking to escape from the layer.

The most dangerous means of escape from the Barrens is to call on the Oublivae (see the skill challenge).

## Inhabitants

Humanoids horribly transfigured by whatever cataclysm claimed their fallen cities wander insane through the desolation of the Barrens. They have no true wishes, desires, or thoughts beyond the mad urge to destroy. They are not the only creatures trapped here. Powerful demons sometimes bind servants or rivals to particular locations in the Barrens as punishment. These bound demons go insane over time.

The layer's numerous undead creatures are the discarded remnants of once-mighty civilizations. They hunger for the lives they once had and long to consume the embers of vitality that warm living hearts. Other demons thirst for the living as well, striking out into the wilds in search of poorly defended ruins or mortal settlements. These demons spare heroes they find in the Barrens if the heroes swear to assist in overthrowing a humanoid town or ruins inhabited by other demons.

Lycanthrope tribes dominate the Barrens' dense, gloomy forests. These creatures hunt in humanoid form to lure prey close, then transform before they strike. They paint themselves with the blood of their victims in the spiraling patterns of Oublivae, whom they praise for sending them sustenance.

Wendigos (page 152) hunt alone in the wilds, stalking small groups of wanderers. If a wendigo can kill and eat a creature without getting caught, it does so. Otherwise, it waits for its prey to be distracted by another of the Barrens' creatures or hazards.

**FROM THE DEMONOMICON OF IGGWILV**

The Barrens have served me well in my quest to obtain knowledge of powers great enough to destroy worlds. Of the hundreds of adventurers I send to that realm, few return. But each new piece of information is well worth its price in meaningless mortal lives.

The monster Oublivae complicates matters. Though she seldom attacks other lords directly, the exiled demons she frees from the Barrens return seeking vengeance against their former masters. Far more powerful and with armies at their backs, these demons have proved a potent inconvenience. The Queen of Desolation's actions signify her unspoken message: The Abyss shall have no lord but ruin.

The deep layers of the Abyss are those regions most remote from the traditional entry points to that dark realm. Though the deep layers are difficult to gain access to, escaping from them is an even greater challenge.

## Garavond

*If the airless void doesn't kill you, the Mad Artificer's creations surely will*

**GARAVOND TRAITS**
**Type:** Abyssal layer.
**Size and Shape:** An expanse of vacuum approximately five miles in diameter; recursive.
**Gravity:** Elemental buoyancy.
**Mutability:** Abyssal mutability. (Demon lords and other powers are able to influence their surroundings.)
**Perils of the Void:** Outside Haagenti's lair, Garavond is a vacuum containing no air (and no materials to convert to air). Living creatures in Garavond risk suffocation (see *Dungeon Master's Guide,* page 159).

Even by the standards of the Abyss, Garavond is a particularly deadly realm. In its natural state, the 548th layer is a void, lacking light and atmosphere. Within this emptiness hangs a great metallic orb, the layer's only physical feature and domicile of Haagenti, Demon Lord of Alchemy and Artifice. Haagenti's spherical fortress is as much laboratory as palace, its halls crawling with retrievers (see *Monster Manual 2,* page 177), golems, clockwork horrors (page 109), and evil constructs seen nowhere else in the planes.

When he wants to do so, Haagenti can expose the whole of Garavond to the Elemental Chaos, exchanging the layer's airless void for a sea of magma, a storm of living lightning, or any other element necessary to fuel his mad experiments.

Few creatures can survive in the airless void of Garavond, though many constructs (many of Haagenti's own design) call this layer home. It is whispered that Haagenti might be a living construct—the last member of a long-extinct race forged at the beginning of time.

Garavond is one of the few abyssal layers not intersected by the Blood Rift. Portals to Haagenti's realm can be found in Pazunia and Shedaklah, the latter layer the site where Haagenti's agents collect the demon lord's alchemical reagents.

## Gibbering Hollow

*Demons pile atop one another in a sea of slashing claws and gibbering screams*

**GIBBERING HOLLOW TRAITS**
**Type:** Abyssal layer.
**Size and Shape:** A sprawling realm of winding subterranean tunnels three hundred miles in length; bounded.
**Gravity:** Normal.
**Mutability:** Abyssal mutability. (Demon lords and other powers are able to influence their surroundings.)

For sheer size, few abyssal entities can match Ollomegh. This long-forgotten primordial came to the Abyss long ago in search of food to satiate his unquenchable appetite. In Gibbering Hollow, the 69th layer of the Abyss, his gluttonous cravings met their match. For reasons unknown, the Gibbering Hollow spawns more manes (page 126) than any other layer of the Abyss. Even with Ollomegh endlessly devouring uncounted tons of the creatures, the tunnels of this realm continue to fill.

Gibbering Hollow is so densely populated that its surfaces are literally covered with wretched, squirming manes and gibbering mane swarms. Visitors arriving here by way of the realm's few portals are caught in the crush of bodies, and must fight their way through the manes or risk suffocation (see *Dungeon Master's Guide,* page 159). In his great cavern, slothful Ollomegh lies buried deep beneath the sprawling mass of his victims.

## Phage Breeding Grounds

*A nightmarish nursery of decaying viscera and howling slaves*

**PHAGE BREEDING GROUNDS TRAITS**
**Type:** Abyssal layer.
**Size and Shape:** The perpetually rotting entrails of a long-dead primordial, winding approximately ten miles in total length; bounded.
**Gravity:** Normal.
**Mutability:** Abyssal mutability. (Demon lords and other powers are able to influence their surroundings.)
**Corruption:** Attacks that have the disease or poison keyword gain a +1 bonus to the attack roll. Healing powers restore only half as many hit points as normal.

The 53rd layer of the Abyss, the Phage Breeding Grounds are a putrescent layer of winding, mucus-lined tunnels avoided by all demonkind. Explorers who brave this layer and live to return describe it as something akin to the interior of a colossal swath of intestines, which isn't far from the truth.

The breeding grounds are ruled over by the slaad lord Urae-Naas, former consort of the primordial Ramenos, from whose rotting carcass this layer is formed. An uncounted number of half-conscious thralls are imprisoned here in vast, ichor-filled chambers, their bodies partially entombed within the breeding grounds' viscous walls. Slaad brood mothers implant embryos in these unfortunate hosts in a foul process that quickly drives them to madness. The gestation period ends after a few days with the host's merciful death, after which a clutch of newborn slaad tadpoles burrow out from the unfortunate victim's skull.

Urae-Naas appears as a bloated slaad, too obese to use her legs. She drags herself through her realm's slime-encrusted tunnels by digging her sizable claws into their fleshy walls, her elongated tongue dangling freely to nearly scrape along the ground.

## Shedaklah

*Glistening molds and slime-striated fungi drip with putrescence and filth*

**SHEDAKLAH TRAITS**

**Type:** Abyssal layer.
**Size and Shape:** A fungal, slime-covered garden stretching four hundred miles across; bounded.
**Gravity:** Normal.
**Mutability:** Abyssal mutability. (Demon lords and other powers are able to influence their surroundings.)
**Corruption:** Attacks that have the disease or poison keyword gain a +1 bonus to the attack roll. Healing powers restore only half as many hit points as normal.

Situated between two sluggish branches of the Blood River, the 222nd layer of Shedaklah is a bubbling morass of oozing, fetid sludge. Here and there, a low hillock or fungal forest rises from this plain of caustic slime. A thin film of moisture covers everything on Shedaklah, while an overcast sky of mud-brown and rotten-green clouds casts the layer in a pallid gloom. Every few hours, a pregnant cloud bursts, spilling torrential rains of filth.

E. M. GIST

Shedaklah is the contested abyssal domain of the demon lords Zuggtmoy, Queen of Fungi, and Juiblex, the Faceless One. All manner of plant and fungal creatures dwell on the surface (a realm known locally as Mycorji), paying honor to Zuggtmoy as they endlessly feed on each other. Creatures of slime born of Juiblex infest the unnamed deeper reaches of this layer, their numbers so great that they form a subterranean sea.

## Slugbed

*Dreams come to die here, consumed by darkness, apathy, and utter somnolence*

**SLUGBED TRAITS**

**Type:** Abyssal layer.
**Size and Shape:** A temperate region of fog-shrouded forests and shallow seas approximately seven hundred miles across; bounded.
**Gravity:** Normal.
**Mutability:** Abyssal mutability. (Demon lords and other powers are able to influence their surroundings.)
**Dense Fog:** These mist-covered lands are heavily obscured. Stealth checks gain a +2 circumstance bonus.
**Utter Darkness:** All light sources (including magical illumination) are quenched within ten miles of Lupercio.

An expanse of arboreal forests, subterranean vaults, and shallow seas, Slugbed teems with fiendish gastropods. Lupercio, Baron of Sloth, is lord of this 128th layer of the Abyss. His long periods of total indolence and complete apathy toward the creatures around him preclude any true idolatry among the layer's inhabitants.

The fog-shrouded surface of this layer is dimly illuminated by a faintly glowing sky except in the dung-filled riverbeds where Lupercio sleeps. There, the darkness of his body extinguishes all illumination for ten miles. With no light to reveal his amorphous ebon-colored form, few can say what the demon lord's true appearance is. When the Baron of Sloth stirs from somnolence, his movements are ardent and manic, triggering powerful tremors in his wake. Shadow demons (see *Manual of the Planes*, page 122) flit around Lupercio's form, feeding on his limitless shadows.

On the rare days when the feeble sun burns through Slugbed's thick fog, the sky overhead reveals dazzling radiant clouds, some adorned by majestic castles swarming with angelic beings. It is speculated that these immortal creatures are attempting the impossible task of converting Slugbed into a bastion of goodness and light, while Lupercio sleeps unknowing and uncaring in the filth below.

## Soulfreeze

*Unimaginable, mind-numbing cold, where even thoughts and emotions freeze*

**SOULFREEZE TRAITS**

**Type:** Abyssal layer.
**Size and Shape:** A glacier two hundred miles across; bounded.
**Gravity:** Normal.
**Mutability:** Abyssal mutability. (Demon lords and other powers are able to influence their surroundings.)
**Cold Affinity:** Attacks that have the cold keyword gain a +1 bonus to the attack roll.
**True Cold:** A creature that starts its turn in the bitter cold of Soulfreeze takes 1d6 cold damage.

The 566th layer of the Abyss is a vast expanse of ice and snow choked by a cold so bitter that few living creatures can withstand it. Soulfreeze is predominately a permafrost landscape slowly being consumed by an encroaching ice sheet. Originating in the Elemental Chaos, this glacial mass is the creation of Aseroth the Winter Warlock, an elemental prince of evil turned demon lord. Aseroth rules Soulfreeze from the icy domain known as the Crystal Caverns, a deep fissure cleft from the ice sheet. Remorhazes (see *Monster Manual*, page 176), ice archons (see *Monster Manual*, pages 20–21), and demons all serve here.

Beyond the obvious dangers inherent in a land of utter cold, travelers to Soulfreeze must deal with this realm's unique malevolence. So cold and malign is this layer that a creature's thoughts and emotions can freeze, drawn out of heart and mind to drift as ice crystals on the bitter wind.

## Torremor

*A malevolent aerie of depraved deformity*

**TORREMOR TRAITS**

**Type:** Abyssal layer.
**Size and Shape:** An immense void littered with tangled webs of debris, six hundred miles across; recursive.
**Gravity:** Elemental buoyancy.
**Mutability:** Abyssal mutability. (Demon lords and other powers are able to influence their surroundings.)
**Air Affinity:** A flying creature gains a +2 bonus to its fly speed.

The 503rd layer of Torremor is a tangled nest of beams and perches, rooks and pinnacles, bridges and arches, all connected by writhing ropes and jangling chains. Though it floats in an endless void, the enormous structure is solid enough. Creatures can walk

along its surfaces with ease; those knocked from its perches fall to their eventual deaths, broken and shattered on the bridges and pinnacles below. Streams of water and waste pour from the more stable sections of the realm, drying to dust or drifting away as clouds.

The lord of Torremor is the vile and hateful Lamashtu, Demon Queen of Monstrous Births. She rules from the prison known as Onstrakker's Nest, a striking edifice of timber, bones, earth, and stone pillars hundreds of miles in diameter. Her former consort Pazuzu bound her here, when Torremor was that demon lord's demesne. Though she has long since taken control of the layer, Lamashtu remains impaled on the gleaming spire with which Pazuzu held her fast.

Torremor swarms with bizarre demon hybrids not seen elsewhere in the Abyss, and serves as a kind of shrine for flesh cultists seeking demonic or monstrous grafts. Worldly visitors cluster within the few solid structures that dot the realm.

## Writhing Realm

*Sprawling tunnels filled with a rank, writhing darkness*

**WRITHING REALM TRAITS**

**Type:** Abyssal layer.
**Size and Shape:** Subterranean realm of winding tunnels one hundred miles in length; bounded.
**Gravity:** Normal.
**Mutability:** Abyssal mutability. (Demon lords and other powers are able to influence their surroundings.)
**Earth Affinity:** Burrowing creatures gain a +2 bonus to their burrow speed.

Untold miles of spiraling subterranean corridors create the Writhing Realm of Ugudenk, the Squirming King. So extensive and frequent are Ugudenk's excavations that this 177th layer of the Abyss has collapsed in on itself many times, entombing his servants and followers. Ugudenk was unleashed on the Abyss following a brief tryst between Zuggtmoy and the primordial Torog, the King that Crawls. Drawn by his father's power, Ugudenk has designs on establishing a permanent gate between the Underdark of the mortal world and his Writhing Realm in the Abyss.

In recent centuries, the Demon Lord of Worms and Hungry Parasites has taken to burrowing into neighboring abyssal layers along the route followed by the Blood Rift. This is dangerous for Ugudenk, for each time he breaches the rock walls of the rift, he risks severing his realm's connection with the Abyss. Despite the peril, Ugudenk has managed to carve away and infest a small corner of Hollow's Heart, 176th layer of the Abyss and the realm of the demon lord Fraz-Urb'luu.

## Zionyn

*A wasteland inundated with a discordant drone of deafening, maddening sound*

**ZIONYN TRAITS**

**Type:** Abyssal layer.
**Size and Shape:** Vermin-infested badlands abutting vast oceans of thick resin, two thousand miles across; bounded.
**Gravity:** Normal.
**Mutability:** Abyssal mutability. (Demon lords and other powers are able to influence their surroundings.)
**Corruption:** Attacks that have the disease or poison keyword gain a +1 bonus to the attack roll. Healing powers restore only half as many hit points as normal.
**Maddening Discordance:** Attacks that have the thunder or psychic keyword gain a +2 bonus to the attack roll.

Zionyn is the 663rd layer of the Abyss—domain of the ancient obyrith lord Obox-ob, the first to claim the title Prince of Demons. Slain by the treachery of the Queen of Chaos (page 8), Obox-ob was later reborn by the will of the Abyss. With his power stripped from him, he now languishes in fetid Zionyn. Reduced to a mere Prince of Vermin, the once-great demon lord dreams of slaying Demogorgon, reclaiming his title, and purging the Abyss of its current masters.

The seas of Zionyn are a putrid sludge that the insectoid demons serving as Obox-ob's debased aristocracy use in the construction of enormously complex hive cities. Mortal victims are dipped into this reeking miasma, which petrifies them at the exact moment of suffocation. Such victims become unique sculptures of death—corpse-pillars from which the great towers and cathedrals honoring the Prince of Vermin are built.

# ROLL OF ABYSSAL LAYERS

The following table summarizes the most well-known layers of the Abyss. Bold entries are featured in this chapter or in other sources, as noted. In the table, the abbreviation *MotP* refers to *Manual of the Planes; Dra* refers to *Dragon* magazine.

**ABYSSAL LAYERS**

| Layer | Name | Demon Lord | Reference |
|---|---|---|---|
| 1 | Plain of a Thousand Portals/Pazunia | Pazuzu | page 44 |
| 2 | Driller's Hives | Tharzax | |
| 3 | The Forgotten Land | Zzyczesiya | |
| 4 | The Blood Rift | Phraxas | page 50 |
| 5 | Wormblood | – | |
| 7 | The Phantom Plane | Sess'inek | |
| 8 | The Skin-Shedder | Volisupula | |
| 9 | Burningwater | – | |
| 11 | Molrat | – | |
| 12 | Twelvetrees | – | *MotP* 83 |
| 14 | The Steaming Fen | The Queen of Chaos | |
| 17 | Death's Reward | Abraxas | |
| 21 | The Sixth Pyre | Kardum | |
| 23 | The Iron Wastes | Kostchtchie | page 64 |
| 27 | Malignebula | Lissa'aere | |
| 32 | Sholo-Tovoth | Turaglas | *Dra* #376 |
| 45 | Rauwend (Azzagrat) | Graz'zt | page 58 |
| 46 | Barogûnd (Azzagrat) | Graz'zt | page 58 |
| 47 | Voorz'zt (Azzagrat) | Graz'zt | page 58 |
| 48 | Skeiqulac, the Ocean of Tears | – | |
| 49 | Shaddonon | Rhyxali | |
| 52 | Vorganund | – | |
| 53 | Phage Breeding Grounds | Urae-Naas | page 76 |
| 57 | Torturous Truth | Alvarez | |
| 65 | Court of the Spider Queen | Lolth | |
| 66 | The Demonweb | Lolth | *MotP* 81 |
| 67 | The Heaving Hills | Verrangoin | |
| 68 | The Swallowed Void | – | |
| 69 | Gibbering Hollow | Ollomegh | page 76 |
| 70 | The Ice Floe | – | |
| 71 | Spirac | – | |
| 73 | The Wells of Darkness | – | |
| 77 | The Gates of Heaven | Munkir and Nekir | |
| 79 | The Emessu Tunnels | Anarazel | |
| 81 | Blood Shallows | – | |
| 88 | Gaping Maw (Abysm) | Demogorgon | page 68 |
| 89 | Shadowsea | Dagon | page 70 |
| 90 | Screaming Jungle (Abysm) | Demogorgon | page 68 |
| 92 | Ulgurshek | Ulgurshek | |
| 100 | The Barrens | Oublivae | page 72 |
| 111 | The Mind of Evil | Sch'thrruppasstt | |

**ABYSSAL LAYERS** CONT.

| Layer | Name | Demon Lord | Reference |
|---|---|---|---|
| 128 | Slugbed | Lupercio | page 78 |
| 137 | Outcasts' End | Azazel | |
| 148 | Torrent | – | |
| 176 | Hollow's Heart | Fraz-Urb'luu | |
| 177 | Writhing Realm | Ugudenk | page 79 |
| 191 | Fountain of Screams | – | |
| 222 | Shedaklah | Juiblex/ Zuggtmoy | page 77 |
| 223 | Offalmound | – | |
| 230 | The Dreaming Gulf | – | |
| 245 | Scalding Sea | – | |
| 248 | The Hidden Layer | Eltab | |
| 274 | Durao | – | |
| 277 | Belistor | Yrsillar | |
| 297 | The Sighing Cliffs | Lynkhab | |
| 303 | The Sulfanorum | – | |
| 313 | Gorrion's Grasp | – | |
| 333 | Thanatos | Orcus | *MotP* 82 |
| 340 | The Black Blizzard | – | |
| 348 | Indifference | – | |
| 359 | The Arc of Eternity | Eldanoth | |
| 377 | Plains of Gallenshu | – | |
| 400 | Woeful Escarand | Lords of Woe | |
| 403 | The Rainless Waste | – | |
| 422 | Yeenoghu's Realm | Yeenoghu | *Dra* #364 |
| 423 | Galun-Khur | – | |
| 452 | Ahriman-abad | Ahrimanes | |
| 471 | Androlynne | Pale Night | |
| 489 | Noisome Vale | – | |
| 493 | The Steeping Isle | Siragle | |
| 499 | Carroristo | – | |
| 503 | Torremor | Lamashtu | page 78 |
| 507 | Occipitus | Adimarchus | |
| 519 | March of the Pierced Men | – | |
| 528 | Molor | Juiblex | |
| 531 | Vudra | Shaktari | |
| 548 | Garavond | Haagenti | page 76 |
| 550 | Forest of Living Tongues | – | |
| 558 | Fleshforges | Dwiergus | |
| 566 | Soulfreeze | Aseroth | page 78 |
| 570 | Shendilavri | Malcanthet | |
| 597 | Goranthis | Socothbenoth | |
| 600 | The Endless Maze | Baphomet | *MotP* 81 *Dra* # 369 |
| 601 | Conflagratum | Alzrius | |
| 628 | Vallashan | – | |
| 651 | Nethuria | Vucarik | |
| 652 | The Rift of Corrosion | – | |
| 663 | Zionyn | Obox-ob | page 79 |

WAYNE REYNOLDS

The collective of anarchists known as the Doomguard (see *Manual of the Planes*) believe that the universe trudges inexorably toward oblivion, and that the holes in the cosmos made by portals are largely to blame. The Doomguard foretells a time when portals become so numerous that reality rips apart like moth-eaten fabric, allowing the Abyss to reach through and devour all creation. Sages and planar travelers almost universally dismiss the Doomguard as a gathering of reactionary nihilists or dupes of Oublivae (page 130). But even the most skeptical sages acknowledge one dark fact: The Abyss is hungry.

## Demon Holes

Most abyssal portals are demon holes: temporary, two-dimensional openings in space that manifest under specific conditions. Any number of horrors, such as a living sacrifice, a demonic ritual, or the reawakening of an ancient evil, can open an entry into the Abyss.

A viewer gazing into a demon hole beholds the blasted vista of the Abyss and is likely to see demons slaughtering one another or laying waste to their surroundings. The entrance to a demon hole is flat, and exists on only one side. As the viewer moves around the portal, the view of the abyssal landscape fades and vanishes. A demon hole cannot be interacted with or seen from behind, although it creates a vague shimmering in the empty air.

## Dimensional Passageways

If demon holes are the jaws of the Abyss, dimensional passageways are its barbed tongues, constantly probing for prey. Dimensional passageways have protracted entrances that stretch along routes of travel, making transitions from the world to the Abyss nearly impossible to detect over the minutes, hours, or days it takes to make them. Dimensional passageways are usually one-way, so that by the time creatures realize where they have wandered, they find it impossible to return. Proceed too far into its grasp, and the Abyss claims its prey.

Dimensional passageways are often found within demonic temples, where labyrinthine halls lead in directions that make no sense in the normal world. A wrong turn can leave a traveler on the wrong side of a wall of blood rock (see *Dungeon Master's Guide,* page 67), cut off from the mortal world and trapped in the Abyss. In areas of the natural world tainted by abyssal magic, a dimensional passageway might be found along a verdant river that becomes progressively wasted and more desolate, finally gushing as a ruddy torrent into the Blood Rift.

## Demongates

Framed with decorated reliefs of leering demons, arcane hieroglyphs, and runes carved by races long extinct, demongates (see *Manual of the Planes,* page 65) are permanent, two-way access points to the Abyss. Retaining their power even when apparently destroyed, demongates typically resemble huge demonic mouths that feature jagged teeth set beneath luminous eyes. In the mortal realm, they stand in demon temples, dark citadels, and the domains of powerful evil beings. Many demongates connect to the Abyss through the Plain of a Thousand Portals.

An open demongate is a harbinger of apocalypse. When demons pour forth from the mouth of a demongate, they lay waste to everything in their sight. Local realms and the wider world teeter on the brink of the Abyss during such invasions, causing enemies to set aside their differences to fight this common foe.

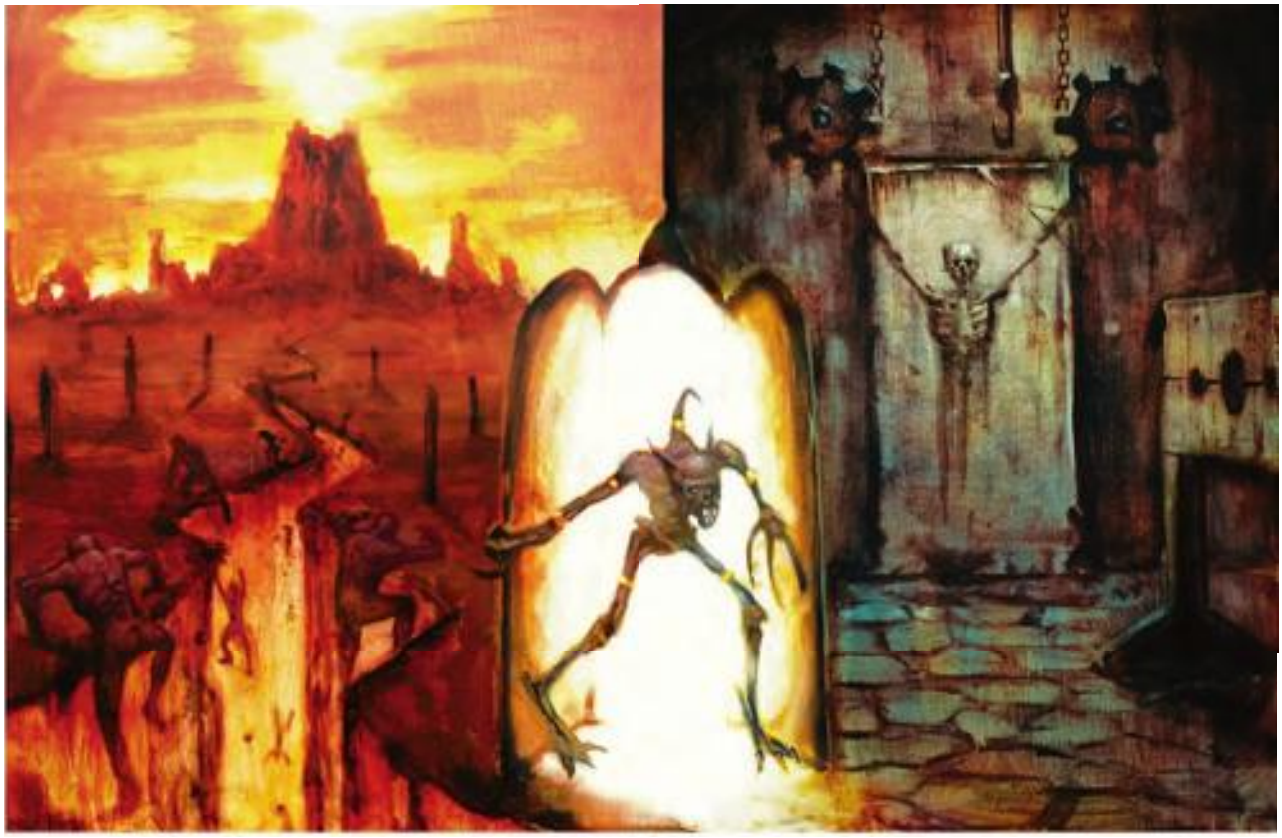
When demons are driven back, heroes can close a demongate off from the world, sealing the site with magic and assigning it protective wards or guardians. Demongates have been encased in stone, buried beneath mountains, and placed within monuments designed to warn of their dangers. Long after a demongate is sealed away and forgotten by mortal folk, however, the memory and will of the Abyss lingers where it once stood. A demongate lasts forever, even if its entire physical structure is reduced to dust. It lurks unseen on the boundary between worlds, whispering for willing creatures to find its resting place and awaken it once more.

## The Whispering Abyss

When a portal to the Abyss opens, the voice of that dark realm whispers from it. Calling to creatures in their hearts, souls, and subconscious minds, the song a portal sings is the same as the one sung to all demonkind: *Destruction. Subjugation. Power.*

The Abyss targets minds susceptible to its taint, focusing on the miserable, the weak, and the misbegotten as it promises an escape from worldly woes. The Abyss validates the wretched existence and secret desires of such creatures. It offers instant gratification for deviant fetishes and relief from long-term suffering. And above all else, it orders creatures that hear its song to kill.

Humanoids raised in even the most anarchic societies lack the destructive instincts of demonkind. As a result, mortals that heed the Abyss's call are less likely to engage in open bloodshed as they are to plot their kills. Channeling their dark compulsions, they carefully stalk their quarry, calculating the best time to strike so as to minimize the risk of discovery.



Such creatures quickly become addicted to the euphoria of power and control that consumes them as a victim breathes its last. The most notorious mass murderers and serial killers of the mortal realm are thought to have been inspired by the whispering voice of the Abyss. The only reward such creatures receive for their service is demonic possession or death.

## Abyssal Portal Encounters

A heroic battle in front of a demongate or on the brink of a dimensional passageway makes a fantastic conclusion to adventures in which characters combat demons and evil cultists. As long as a portal stands open, it might draw creatures toward its maw and incite the most heroic characters to perform random acts of violence.

This hazard can be scaled to the level of any adventuring party. The remainder of this section discusses layer-specific effects for portals, as well as advice for customizing portals.

**Abyssal Portal** **Obstacle**
Hazard XP by level

*A portal to the Abyss whispers in your mind, drawing you forward as it compels you to revel in chaos and murder.*

**Hazard:** The abyssal portal is a demon hole or part of a demongate or a dimensional passageway. The DM determines its size. The abyssal portal does not provide cover or block movement.

**Perception**

✦ DC 10 + one-half the abyssal portal's level: The character notices the presence of the portal, as determined by the DM. Demongates and demon holes might require no Perception check. A dimensional passageway might not be noticed with a Perception check.

**Additional Skill:** Insight

✦ DC 15 + one-half the abyssal portal's level: An unknown evil taints this area, whispering of murder as it calls for you to approach.

**Trigger**

When any creature moves within 5 squares of the abyssal portal, the hazard attacks.

**Attack**

**Opportunity Action** **Ranged** 5
**Target:** The triggering creature
**Attack:** The abyssal portal's level + 4 vs. Will
**Hit:** The target makes a melee basic or ranged attack as a free action, targeting a random creature determined by the DM.
**Aftereffect:** The abyssal portal pulls the target 2 squares.
**Special:** If the target is pulled into the abyssal portal, it leaves the plane the portal is on and enters the Abyss. The target's location in the Abyss and any option to return depend on the nature of the abyssal portal, as determined by the DM.

**Countermeasures**

✦ As a minor action, a creature can make a Charisma check (DC 15 + one-half the abyssal portal's level) to ignore the hazard's effect until the start of the creature's next turn.
✦ If a creature closes the abyssal portal, the abyssal portal cannot attack. The process for closing an abyssal portal varies, but it typically involves a ritual and a skill challenge (see below).

E. M. GIST

## Closing an Abyssal Portal

When the fate of worlds hangs in the balance, the stoutest hearts must make the greatest sacrifices. Heroes venture into vile dungeons and dark temples, overcoming nearly impossible odds to banish demons to the Abyss and close the portals through which they entered the world.

Like demons, abyssal portals have a never-ending hunger for blood and souls. Also like demons, an abyssal portal's hunger can be cowed by power greater than its own. To manifest that power, the characters must first procure a specific ritual. The rituals to close demon holes and dimensional passageways are typically discovered through research or ancient lore. A ritual to close a demongate can often be found in a cultist's ritual book or as runes inscribed on the portal's frame.

The characters must work to assert their collective will over a portal. This takes the form of a skill challenge undertaken during a battle against the portal's guardians (or the demons pouring through it), and complicated by the hazard that the portal presents (see "Abyssal Portal Encounters," above).

This skill challenge assumes that the characters have already determined the ritual necessary to close the portal.

**Level:** By party level.
**Complexity:** 2 (requires 6 successes before 3 failures).
**Primary Skills:** Arcana, Heal, Intimidate, Religion.

*Arcana (moderate DC by level, standard action):* The character executes the rite of closing. The character must be within 3 squares of the portal to make this check.

*Heal (easy DC by level, standard action):* The character distracts the portal by the gift of his or her life force. Whether this check is a success or a failure, the character loses two healing surges. The character must be adjacent to the portal to make this check.

*Intimidate (hard DC by level, standard action):* Using the strength of his or her personality, the character commands the portal to close. The party can gain a success with this check only after 5 successes have been accrued in this challenge.

*Religion (hard DC by level, standard action):* The character calls for divine aid to speed the rite. If the character fails, the portal flares and deals 10 damage per tier to each nondemon within 5 squares of it. The character must be within 3 squares of the portal to make this check. This skill can be used to gain 2 successes in this challenge.

**Secondary Skills:** Endurance, History.

*Endurance (moderate DC by level, standard action):* The character shields one ally adjacent to the character from the chaos beyond the portal. If that ally fails his or her next Arcana or Heal check in the challenge, the ally can reroll the check. If the ally fails his or her next Religion check in the challenge, the portal does not flare and deals no damage.

*History (moderate DC by level, standard action):* The character recalls ancient lore describing the closure of a similar portal. The next three Arcana, Heal, or Religion checks made in the challenge each gains a +2 bonus. A failure on this History check counts as a failure for the challenge.

**Success:** If the characters achieve 6 successes, this portal will no longer threaten the world, at least for a while.

### Trapped in the Abyss

Many abyssal portals work in one direction only. Many are the heroes who have chased demons into the Abyss, only to realize that the demongate through which they passed does not exist on the other side—a discovery that is often their last. The Abyss hungers for souls, but it does not readily relinquish the creatures it swallows. Characters who seek to escape the Abyss have three different options.

**Portals:** Finding a return portal is the best means of escape from the Abyss. Portals can be found in almost every abyssal layer. However, most of those portals transport travelers only to other layers. The Plain of a Thousand Portals (page 44) contains the most portals to the world and the planes. Both temporary demon holes and permanent demongates can be found in that layer's ancient fortresses and endless pits. Locating such a portal requires stranded travelers to first reach Pazunia, then brave swarms of winged demons as they search its wasted desert landscape for a return portal.

**Demonic Servitude:** The mightiest demons might have the power to open a demon hole that can transport wayward adventurers home, and they are willing to do so for a price. A demon takes the precaution of creating a demonic compact to cover any services rendered. If the characters fail to uphold their end of such a bargain, the contract's severance clause takes effect—and is neither pleasant nor merciful.

**Physical Transport:** Escaping the Abyss by traveling across its boundary with the Elemental Chaos is neither easy nor quick. However, adventurers trapped in the Abyss can easily track down adventurers, traders, and other planar travelers in both Azzagrat (page 58) and the Blood Rift city of Morglon-Daar (page 52). *Planar dromonds* and *spelljammers* ply the dangerous frontier with the Elemental Chaos, and can return characters to the world beyond. The adventurers and traders who routinely come to the Abyss are seldom trustworthy, nor are they inclined to trust anyone they meet there. Many have already been betrayed by so-called stranded travelers, and it can take a significant show of faith—or a more significant display of wealth—to convince them to take on passengers.

**Failure:** If the characters obtain 3 failures, the portal remains open and a force of demons is drawn through it to the party's location. The demons are an encounter group of a level equal to the party's level + 1. The skill challenge can be attempted again.

**Special:** Once a portal is closed (or, in the case of a demongate, neutralized for a time), it can be sealed using the ritual the characters have already determined is necessary.

## Portals to Specific Layers

Where gateways to the Abyss stand open in the mortal realm, the natural world warps in response to their evil. For miles around a newly opened portal, the environment gradually adopts characteristics of the abyssal layer to which the portal connects. Trees wither and twist, or begin to shriek where they claw the ground. Animals savage their masters, wells turn poisonous with black ichor, meek villagers become murderers, and evil omens abound.

A portal might introduce new creatures to its environment, create hazardous terrain connected to its destination layer, or impose specific effects as described below. When using a portal hazard (see "Abyssal Portal Encounters," page 83) to represent a portal to a specific abyssal layer, modify the hazard's effects according to the nature of the layer the portal connects to.

### Abysm

Sailors lost at sea rejoice at the sight of a tropical island where they can find food and fresh water. But soon enough, a trek through the island's primeval jungle leads them to a realm where they fall prey to enormous reptiles and bloodthirsty humanoid lizard cultists. Characters who manage to avoid being permanently trapped beyond this dimensional passageway to Abysm (page 68) flee screaming to their vessel, content to risk starvation rather than face the island's horrors. The waters around the ship then come alive with tentacles, and a sea kraken (see *Monster Manual 3*, page 122) from the Shadowsea ensures that the sailors' tale of horror never leaves these shores.

### Customizing Portals

A portal to the Abyss presents unique battle terrain and creates new environments for characters to explore. Ask yourself what mood you want to convey, and try to visualize how a horror movie or a novel might portray your idea. What scent is in the air? Do strange sounds play through the vicinity, or does an uncanny silence pervade? Write down three physical changes occurring in the land near the portal, then feed that information to the characters bit by bit as they approach it. The more specific the details, the more vivid you can make the encounter.

### Azzagrat

Forest dwellers dread the wind that hisses around a portal to Rauwend in Azzagrat (page 58). Thick growths of ropy vines sprout from the boughs of trees nearest to the portal, forming a tangled web so thick it blots out daylight and shrouds the forest floor in deep gloom. Within this arboreal twilight, such vines constrict even the strongest trees, strangling all growth. In the end, clusters of snakelike branches burst from their pulpy sinews, transforming these woods into a writhing stand of viper trees (page 60).

### The Barrens

Portals to the Barrens (page 72) appear within the hazy ruins of a city on a site where no settlement ever stood. Ghosts terrorize the countryside around this phantom city, and the cannibal folk of races lost to history drag mortals into the ruins. This ghost city typically appears for only a day. When it vanishes, it takes any creatures trapped within or exploring it back to the 100th layer of the Abyss.

### The Blood Rift

A shadow falls over the sun as an eerie chittering echoes over the land. Nearby, a black void opens up in the empty air. A cacophony of demonic voices echoes from its darkness, hypnotizing any who hear it and pulling them slowly forward. Creatures caught up in the song of the Blood Rift (page 50) are dazed by it and are unable to defend themselves as they march toward their doom.

### The Dreaming Gulf

An abyssal focus—typically a magic item, an artifact, or a possessed object—causes sleeping creatures to open portals to the mysterious Dreaming Gulf, the 230th layer of the Abyss, through their dreams. Dreamers within the vicinity of such an object might be wounded or killed in their dreams, their bodies showing the marks of struggles they will already have forgotten when they wake.

Those whose dreams do not pull them immediately into the Dreaming Gulf are stalked by demons as they dream, tormenting them over long nights. In the end, these dreamers' souls are dragged through the dream portal to the Abyss, their bodies vanishing from the world. Because the portal to the Dreaming Gulf exists only within the dreamer's mind, characters must magically enter the dream to destroy the portal, or must destroy the physical focus that caused the portal to manifest.

### The Iron Wastes

Portals to the Iron Wastes (page 64) bring blasts of snow and ice to the lands surrounding them. Even in summer, the areas around such portals are unseasonably cold, experiencing snowfall and hail when neighboring lands have only rain. A portal to the Iron Wastes deals 20 cold damage per tier to any creature stepping through it.

### Molor

Muck and slime burble from sewers and swamps near open portals to Molor, the Stinking Realm (see *The Plane Below: Secrets of the Elemental Chaos,* page 120). The proximity of the realm of the demon lord Juiblex causes swamps to eat away at roads and forests, turning the land surrounding an open portal into a foul marsh filled with fungi and stinking ooze.

A sticky slime fills all squares within 2 squares of a portal to Molor. When any living creature moves within 10 squares of the portal, the slime animates, expanding outward at a rate of 2 squares per round on initiative count 0. The slime can extend no farther than 10 squares from the portal. The area of the slime is difficult terrain. In addition, a creature that starts its turn within the slime is slowed until the end of its next turn.

### Thanatos

Portals to Orcus's realm of Thanatos (see *Manual of the Planes,* page 82) might overlay the doors of mausoleums or stand among oddly arranged headstones. When a portal to Thanatos opens, the skies darken and the weather turns cold. The shades of folk that died in the surrounding lands reappear to wreak havoc, then vanish. The earth boils beneath cemeteries, churned by the dead. Within 10 squares of such a portal, a creature that dies rises on its next turn as a mindless corporeal undead of a type of the DM's choice. The undead creature attacks the nearest living target.

## Door Guardians and Nabassus

Nabassu demons (page 128) have the unique ability to use the exterior doors of structures in the world as portals out of the Abyss. From vantage points across the Plain of a Thousand Portals, these demons are able to observe and infiltrate the world.

In the Abyss, nabassu demons gaze into the shadows of ancient pits or through the keyholes of doors in iron fortresses abandoned in the aftermath of the Blood War. From these vantage points, they spy on mortals dwelling within the fabricated structures of the world beyond. When a mortal commits an evil act, a nabassu witnessing the act can try to access the structure's door.

The legends of various mortal races tell that when the Abyss was formed, elemental spirits fearing the rise of demonkind found safety in the structures built by the creatures of the world. Every site with four walls and at least one door has such a guardian.

If the mortals that dwell within a structure have noble hearts and pure spirits, the door guardian can keep the nabassu from crossing into the world. Structures abandoned by their residents or corrupted by evil acts weaken these door guardians, thinning the planar boundaries between the Abyss and the world. If the planar boundary is thin enough—and the door guardian is weak enough—the demon breaks through the door and enslaves the door guardian.

Whether or not the myth of door guardians is true, it is known that nabassus can enter the mortal realm more easily than most other types of demons. Once a nabassu enters a structure, the demon works quickly to convert the structure's door into a permanent portal, setting the stage for invasion.

# DEMONIC TEMPLES



Within the ruins of primitive civilizations, savage humanoids perform unspeakable acts in reverence to demons they worship as gods. In towns and cities across civilized lands, secret cults pay fealty to demon lords, plotting to unleash a tide of bloodshed and violence against the world.

## Sites and Locations

With few exceptions, the temples of demon worshipers exist in secret places. Demonic temples are found perched on treacherous cliff tops, in volcanic craters, in swamps of quicksand, and in poisonous jungles. Ancient ruins and remote caverns are home to these dark cults, but so too are the lightless dungeons and hidden cellars of humanoid fortresses and cities.

Demon worshipers infiltrate the towns and cities of civilized races, establishing their dark shrines in scholarly academies, nobles' villas, and temples to other deities. By the light of day, the faithful play their expected roles and perform their social duties. But when darkness falls, secret cabals within these institutions unlock hidden doors and embrace their secret masters' dark rites.

The entrances to demonic temples are hidden and are usually well guarded. More so than almost any other creature, demons inspire a fear so sharp that their temples are destroyed with extreme prejudice wherever they are found. Demon worshipers in the world must be as cunning and subtle as their masters are blatantly brutal, biding their time until they have consolidated their power. Only when bolstered with demonic might (typically in the form of a demon summoned and bound to service) do such cults reveal themselves, most often in a frenzy of bloodshed.

## Structure and Setup

In civilized lands, demonic temples can be hidden rooms beneath the smallest buildings, widespread subterranean complexes, or tiny closets concealing extradimensional sanctuaries. Away from civilization, demonic temples can take any form, from pristine shrines to bleak, skeletal ruins.

On the outside, demonic temples seldom resemble the magnificent holy edifices dedicated to deities. Only in cultures where demon worship is the rule are demonic temples constructed in the open. Distorted reflections of the grandest edifices of the gods, these rare structures resemble great dark cathedrals, carved throughout with reliefs depicting rampaging demons, human sacrifice, and the horrors of the Abyss. Such temples rise higher than any other structure in the vicinity, their demon lords taking every opportunity to demonstrate their power.

Despite such extreme variations in location and appearance, demonic temples share numerous common features. The center of a demonic temple is a sacrificial altar, typically scribed in profane glyphs and stained red-black by the blood of victims. Demonic idols and macabre sculptures line the walls of most temples, as do bas reliefs depicting debauchery and bloodshed.

Many demonic temples are protected by guardian creatures whose lairs are central to the temples' design. The inner sanctum of a temple's leader is typically close by, as are prison cells, pits, and torture chambers. Special chambers set with summoning and binding circles are used by the ritualists to call demons to the material world. The most powerful temples feature permanent portals to and from the Abyss.

Ritual knives, unholy scrolls, and specially crafted candelabra, cauldrons, and braziers can serve as focus elements in demon worship and for powerful demonic rituals. Although such items might seem mere decoration, the potency of abyssal magic is strengthened by these relics, which absorb demonic power over time.

See "The Mouth of Demogorgon" delve (page 94) for an example of a hidden demonic sanctuary.

## Demonic Cults

Despite the common belief to the contrary, most demon worshipers are not insane, nor do they seek out the worship of fiends in the name of simple amorality. Power is first and foremost the currency of demon worship. Folk that freely follow this path are typically offered an opportunity for power that they take advantage of, hoping to rise from obscurity or misfortune. Some demon worshipers feel slighted by the injustice of the world—often as shown by the gulf between their power and their ambitions. Others want to cast off the yolk of oppression forced on them by governments or religious orders. Magically cursed or physically deformed folk, spurned by their cultures, trade their loyalty to demonic cults for acceptance and a sense of purpose.

Although vast numbers of unwitting followers can be tricked into demon worship by charismatic cult leaders, a great many cultists follow demons by choice. Such cultists worship as they do to gain a place of power and strength. They accept the risks that come with that power, choosing brief, hedonistic lives over a long, dull existence beneath the heavy hand of authority. In a dark world dominated by violence and monsters, life is uncertain, and the only constant is that the strongest monsters most often win. For some folk, demon worship is an admission of the inevitability of that reality, and of the hope that one might attain a measure of power before the end.

# Demonic Delve: The Wasting Tower

**A delve for five 20th-level adventurers**

The ancient tower of Khin-Oin rises to impossible heights, stretching twenty miles up the gloomy depths of the Blood Rift to loom a full mile above the Plain of a Thousand Portals. The realm of the demon lord Phraxas (page 134) and his followers, Khin-Oin and its inhabitants are dangerous, unpredictable, and thoroughly evil.

## Background

**Arcana DC 30:** It is said that no one but the lord of Khin-Oin knows the name of the primordial whose dead bones make up the tower. Some sages believe that knowledge of the name is the key to controlling Khin-Oin's power.

See "Lore" (page 134) for more information.

**Religion DC 25:** Phraxas rules from the *Siege Malicious,* a gargantuan artifact-throne set at the tower's summit. Any creature that can mount an assault on the tower, fighting to the top past its demon defenders, can challenge the current lord. The victor of such a battle masters the power of the *Siege Malicious* and assumes control of the mighty fortress. However, the great throne is possessed of fell magic, and corrupts whoever sits upon it.

**Streetwise DC 20:** Phraxas's present rule over Khin-Oin has lasted only a century. But the demon lord has been master of the tower before, and has ruled Khin-Oin for a total of three thousand years.

## Hook: Shemeshka's Offer

The adventurers are passing through Sigil, the City of Doors, on their way to the Abyss. Gathering intelligence in preparation for their journey, they learn of Shemeshka the Marauder—a capricious raavasta known as one of the most influential power brokers in the city. If the characters do not elect to consult her, Shemeshka learns of their plans through her network of spies and informants and approaches them, instead.

More information on Sigil, Shemeshka, and A'kin the Friendly Fiend (who appears later in the delve) can be found in *Dungeon Master's Guide 2* (see "Sigil, the City of Doors," page 186).

Shemeshka offers to provide tactical intelligence about the denizens and hazards of the Abyss. She also offers to fully fund their expeditions throughout the planes. In exchange for her support, the characters need only to agree to retrieve a minor trinket from Khin-Oin—the *torc of Bin A'kin.*

Shemeshka gives the adventurers a magic talisman forged of abyssal iron, which can be presented to the guards of the Wasting Tower to gain entrance. Once they enter Khin-Oin, they are to seek out a high-ranking priest—the Archdegog Kaugothirn. He knows where the torc can be found, and is expecting a delegation from Shemeshka to collect it. Shemeshka's reputation has earned her Phraxas's enmity, and neither she nor her servants are welcome in Khin-Oin. Only Kaugothirn knows of the heroes' link to the raavasta.

Any Insight check tells the adventurers that Shemeshka is on the level. Likewise, any Arcana check reveals that the talisman contains powerful protective magic. But the wily raavasta is a consummate liar, and she is setting the party up to take the fall for plots of her own.

## Approaching Khin-Oin

Beneath the apex of the Wasting Tower, Pazunia is a dead, blighted region of putrescence and despair. The bone walls of Khin-Oin sway in the howling winds of the Plain of a Thousand Portals. Lesser towers, both those attached to the main structure and those that float alongside it with the help of powerful magic, twist around the bleached walls of Khin-Oin.

Khin-Oin clings to the rock face of the Blood Rift as it descends twenty miles toward the distant city of Morglon-Daar. The Blood River flows through and within the tower in more than one spot. Magically warded grates are set at the river's entry and exit points to regulate river traffic and to trap the detritus and bodies swept along in that foul flow.

The chambers and levels of Khin-Oin seem to have no end. Spawning vats, magic laboratories, meditation chambers, orreries, map rooms detailing the Abyss and other planes—all of these and more can be found here. Dedicated explorers could spend years simply walking through the twisting passages of Khin-Oin. Learning the Wasting Tower's secrets might take centuries.

**As the characters approach Khin-Oin across the Plain of a Thousand Portals, read:**

*Framed by the black scar of the Blood Rift, Khin-Oin stretches impossibly high into the vermillion sky. The imposing edifice has the shape of the twisted spine of a long-dead colossus. Legions of demons swarm around the apex of the Wasting Tower, driven into formation by leaders whose shrieked commands can be heard at a distance.*

*The sight of the tower is disturbing enough, but your gaze begins to inspire dark thoughts. An unnamed fear lurks beneath your conscious mind, twisted through with strange sensations of pleasure and pain. Without knowing how, you understand that these are the thoughts of Khin-Oin's mysterious master, whose presence shrouds the structure like an unseen cloud.*

## 1: Pazunia Gatekeep

At ground level, curtain walls set with great barbicans defend the upper entrances into Khin-Oin. Legions of mezzodemons drill in the fields outside the tower, attacking creatures that cannot present proper credentials and evidence of legitimate business within the tower.

Adventurers presenting Shemeshka's talisman are turned away by the sentinels but are not attacked. They are instructed to present the token to the Priory of Rot at the Anchor of Khin-Oin, twenty miles below in the city of Morglon-Daar. Transport by way of ferryboat is available nearby, at the banks of the Blood River, along the rift's edge.

## 2: The Anchor of Khin-Oin

The Anchor marks the lowest point of Khin-Oin's winding descent down the Blood Rift. Here, the base of the tower's spine is plated in abyssal iron, its pilings driven deep into the rift wall. The Anchor and the segments above constitute the domain of the Priory of Rot (see "Power Groups," page 54).

Ultrodemon guards (see *Monster Manual 3*, page 47) watch over the numerous entrances into the Anchor. Adventurers bearing Shemeshka's talisman are granted entrance and are given free access to Khin-Oin's winding corridors. The talisman is taken by the guards, but the characters are given a receipt token allowing them safe passage within the tower.

The characters can ask the guards for directions to Archdegog Kaugothirn in the priory confessional. This delve can be expanded by adding a skill challenge to find the archdegog. Failures in the challenge incur additional combat encounters with roving bands of mercenary demon guards, but such combat attracts no attention in Khin-Oin's chaotic halls.

## 3: Priory Confessional

The Priory Confessional is a torture chamber, in which interrogations are undertaken on behalf of the Priory of Rot. Every conceivable implement of pain to be found in the world or across the planes is here, including tools of coercion designed to break the mind and spirit as well as the body.

**Tactical Encounter:** "Unhallowed Benediction," page 90.

## 4: Debate Hall

In this hall, the elite demons of Khin-Oin settle conflicts and set their vile agendas before their peers. Such debates typically end in murderous violence as the different demonic factions within the Wasting Tower jockey for power and influence.

**Tactical Encounter:** "Shemeshka the False," page 92.

JARED BLANDO

# UNHALLOWED BENEDICTION

**Encounter Level varies (see "Experience")**

## Setup

**Archdegog Kaugothirn** (A)
**5 mezzodemon sycophants** (S)

The torture chamber has two sections: an upper observation deck and the lower confessional.

**When the characters first approach the door to the torture chamber, read:**

*A shriek of pain echoes from beyond the door, followed by whimpering. From beneath the door, a strange glow pulses white, then black, then purple.*

**Perception Check**
**DC 20:** *The words "Priory Confessional" are faintly etched on the worn door in rough Abyssal runes.*

Archdegog Kaugothirn is in the process of interrogating his latest subject, a deva being tortured to death.

**When the adventurers enter the chamber, read:**

*The scent of fresh blood hits hard as the door opens. At the bottom of a flight of stairs, a mortally wounded deva hangs in chains. Blood pools on the floor, shifting of its own accord to take the shape of arcane runes. A hooded figure watches the process intently, taking notes with a stylus. He turns at your entrance. Five mezzodemon guards stand at various places in the chamber.*

*"Ah, yes." The voice drips with venom. "Shemeshka's playthings have arrived."*

The characters are expecting a negotiation, but Kaugothirn attacks at once. See "Development" below for details.

The deva is unconscious. Although the characters can restore her to health in the aftermath of combat, she cannot aid the adventurers during the fight.

## Experience

The baseline experience for Kaugothirn and the five mezzodemon sycophants provides a level 18 encounter. The level increases depending on how many sycophants are summoned by the blood pentacle (see "Features of the Area"). Award full XP for any summoned creatures slain by the characters.

**5 Mezzodemon Sycophants (S)** — **Level 18 Minion Soldier (Leader)**
Medium elemental humanoid (demon) — XP 500 each

**HP** 1; a missed attack never damages a minion. — **Initiative** +17
**AC** 34, **Fortitude** 28, **Reflex** 31, **Will** 32 — **Perception** +18
**Speed** 6 — Darkvision
**Resist** 20 poison

**Standard Actions**

⊕ **Trident** (weapon) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +25 vs. AC
*Hit:* 10 damage.

**Triggered Actions**

**Essence Transference**
*Trigger:* The mezzodemon sycophant drops to 0 hit points.
*Effect (No Action):* The nearest nonminion demon within 5 squares of the sycophant gains 20 temporary hit points.

**Variable Resistance ✦ 2/Encounter**
*Trigger:* The mezzodemon takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The mezzodemon gains resist 10 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

| | | |
|---|---|---|
| **Str** 15 (+11) | **Dex** 22 (+15) | **Wis** 18 (+13) |
| **Con** 16 (+12) | **Int** 19 (+13) | **Cha** 24 (+16) |

**Alignment** chaotic evil **Languages** Abyssal
**Equipment** trident

## Tactics

Archdegog Kaugothirn opens with *fiery rays* and *treacherous gaze* against targets on the stairs, forcing a dominated creature to move and fall from the observation deck. He then pairs *hypnotic gaze* or *treacherous gaze* with *fiery rays*. If the characters close, Kaugothirn uses *longsword* as he calls his minions to him, using *demonic authority* to grant them extra attacks.

The mezzodemon sycophants spread out to avoid area attacks, but they stay within 5 squares of Kaugothirn to bestow *essence transference* on him when they fall.

The archdegog remains in the torture chamber unless the characters successfully disable the blood pentacle (see "Features of the Area"). At that point, Kaugothirn commands his remaining sycophants to delay the characters as he makes his escape through one of the side rooms.

## Development

Kaugothirn is in the pay of Shemeshka, and he has been ordered to destroy the heroes now that their part in her plan is done. Though the characters do not know it yet, Shemeshka's only goal was to have them bring the talisman into Khin-Oin under the eyes of its watchful guards. The potent magic in the talisman is a focus that allows the raavasta to teleport into Khin-Oin past the citadel's powerful magic wards.

If Kaugothirn is killed, the characters find coded letters on his body detailing Shemeshka's plots and describing "the final action in the great debate hall." If the archdegog flees, the characters can pursue him to the debate hall (area 4). If they catch him, he reveals the information above in exchange for his life. Otherwise, he bursts into the hall ahead of them, becoming one of the victims of Shemeshka's groom guardians. See the next encounter for details.

**Archdegog** **Level 22 Elite Controller (Leader)**
**Kaugothirn (A)**
Medium elemental humanoid (demon) XP 8,300
**HP** 410; **Bloodied** 205 **Initiative** +15
**AC** 36, **Fortitude** 33, **Reflex** 34, **Will** 35 **Perception** +16
**Speed** 7, phasing Darkvision, blindsight 10

**Traits**
☼ **Kaugothirn's Authority** ✦ **Aura** 3
Any ally within the aura deals 10 extra damage against any creature granting combat advantage to it.

**Standard Actions**
⊕ **Longsword** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +27 vs. AC
*Hit:* 4d8 + 12 damage, and the target is dazed until the end of Kaugothirn's next turn.
⊛ **Fiery Rays** (fire) ✦ **At-Will**
*Attack:* Ranged 10 (one, two, or three creatures); +25 vs. Reflex
*Hit:* 3d6 + 7 fire damage.
**Demonic Authority** ✦ **Recharge** when first bloodied
*Effect:* Each ally within 2 squares of Kaugothirn makes a melee basic attack as a free action. Each ally gains combat advantage against the target for this attack.

**Minor Actions**
⊰ **Hypnotic Gaze** (charm) ✦ **At-Will**
*Attack:* Ranged 5 (one creature); +25 vs. Will
*Hit:* The target is immobilized (save ends).
*Effect:* The target cannot attack Kaugothirn until the end of the target's next turn.
**Treacherous Gaze** (charm) ✦ **Recharge** ⚅
*Attack:* Ranged 5 (one creature); +25 vs. Will
*Hit:* The target is dominated until the end of Kaugothirn's next turn.

**Triggered Actions**
**Self-Preservation** (teleportation) ✦ **Encounter**
*Trigger:* Kaugothirn is hit by an attack while bloodied.
*Effect (Immediate Reaction):* Kaugothirn teleports, swapping places with any ally he can see, and becomes invisible until the end of his next turn. The ally can make a melee basic attack against the enemy that hit Kaugothirn as a free action.
**Variable Resistance** ✦ **2/Encounter**
*Trigger:* Kaugothirn takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* Kaugothirn gains resist 20 to the triggering damage type until the end of the encounter or until he uses *variable resistance* again.

**Skills** Arcana +22, Bluff +23, Intimidate +23, Stealth +20
**Str** 13 (+12) **Dex** 18 (+15) **Wis** 20 (+16)
**Con** 21 (+16) **Int** 23 (+17) **Cha** 25 (+18)
**Alignment** chaotic evil **Languages** Abyssal
**Equipment** longsword

# Features of the Area

**Illumination:** The walls of the chamber pulse with unnatural energy that sheds dim light throughout the area.

**Observation Deck:** The observation deck overlooks the floor from a height of ten feet. It has no railing.

**Ritual Stone Slabs:** Five stone slabs are spread with grisly implements of torture. A slab is four feet high and provides cover for a creature next to it.

**Blood Sign:** In response to Kaugothirn's mental command, this blood-traced summoning circle disgorges two additional mezzodemon sycophants each round on initiative count 0.

To disable the blood sign, the characters can slay Kaugothirn or undertake a skill challenge: Arcana or Thievery DC 22; 4 successes before 3 failures. If the characters fail the challenge, the blood sign summons eight more mezzodemon sycophants but then is overloaded and destroyed. Summoned mezzodemon sycophants move to aid Kaugothirn in the torture chamber.

**Force Cages:** Three stone slabs are set into the floor of the chamber. Any creature that enters the area of a slab is restrained and stunned (no save). Each force cage can be occupied by one Large or smaller creature. A trapped creature can be released only from the outside. It takes a DC 27 Athletics check to free a creature from a force cage.

JARED BLANDO

# SHEMESHKA THE FALSE

**Encounter Level 21 (17,200 XP)**

## SETUP

**Shemeshka** (S)
**10 groom guardians** (G)

The debate hall is a huge auditorium lined with descending tiers along three walls. A large L-shaped dais stands at the center of the chamber.

**When the adventurers arrive outside any of the debate hall's three doorways, read:**

*From beyond the closed door comes the sound of distant violence. Demonic shrieks and bloodcurdling screams sound out, then are suddenly silenced.*

**When the adventurers can see into the area, read:**

*Scores of lesser demons have been slain in the audience tiers of this huge debate hall. A huge stone dais at center is lined with the bodies of six butchered raavastas. Several demons scavenge among them, disinterested in you. Below them, a hooded raavasta looks up at your approach.*

**If the adventurers approach the cowled figure without attacking it, read:**

*The raavasta's visage is that of a feral jackal, his robes partly concealing a jeweled torc around his neck. "That treacherous Shemeshka was unwise to send you here," he says with a smile. "Your presence in the Tower has not gone unnoticed. You should leave, friends, and quickly."*

**Streetwise Check**
**DC 14:** *You recognize this raavasta by his appearance and garb. This is A'kin, the well-known owner of the trinket shop known as the Friendly Fiend in the city of Sigil.*

**Insight Check**
**DC 22:** *Despite the raavasta's friendly demeanor, his intent is threatening.*

**Perception Check**
**DC 27:** *The raavasta's mannerisms give away the creature's true identity: This is Shemeshka, preparing to attack.*

**Shemeshka (S)** **Level 23 Elite Controller**
Medium elemental humanoid (shapechanger), raavasta — XP 10,200

**HP** 428; **Bloodied** 214 — **Initiative** +16
**AC** 37, **Fortitude** 35, **Reflex** 38, **Will** 36 — **Perception** +22
**Speed** 6 — Blindsight 10
**Resist** 15 psychic
**Saving Throws** +2; **Action Points** 1

**TRAITS**

**Torc of Bin A'kin**
When subject to an effect that imposes the dominated condition that a save can end, Shemeshka can make a saving throw against that effect.

**STANDARD ACTIONS**

**Blinding Claw ✦ At-Will**
*Attack:* Melee 1 (one creature); +26 vs. AC
*Hit:* 1d6 + 5 damage, and the target is blinded (save ends).

**Mind Lure** (psychic) **✦ Recharge** ⚄ ⚅
*Requirement:* Shemeshka must be in friendly fiend form.
*Effect:* Shemeshka makes the following attack.
*Attack:* Ranged 10 (two creatures); +26 vs. Will
*Hit:* 2d10 + 7 psychic damage, and the target is pulled 5 squares and dazed (save ends).

**Mind Stab** (fear, psychic) **✦ Encounter**
*Attack:* Close burst 5 (enemies in burst); +26 vs. Will
*Hit:* 5d6 + 9 psychic damage, and the target moves its speed away from Shemeshka.

**MINOR ACTIONS**

**Two-Faced Shemeshka** (polymorph) **✦ At-Will**
*Effect:* Shemeshka can alter her physical form to take on the form of A'kin the Friendly Fiend, or return to her form as Shemeshka the Marauder. When she takes on the marauder form, she can use *call groom guardians*. When she is in friendly fiend form, she can use *mind lure*.

**Bind** (charm, psychic) **✦ Recharge** when Shemeshka uses *enforce contract*
*Effect:* One creature that Shemeshka can see must choose to take ongoing 20 psychic damage (save ends) or be dominated (save ends).

**Call Groom Guardians ✦ Recharge** when first bloodied
*Requirement:* Shemeshka must be in marauder form.
*Effect:* Shemeshka summons five groom guardians. Each groom guardian appears in an unoccupied square within 10 squares of Shemeshka.

**TRIGGERED ACTIONS**

**Enforce Contract ✦ Recharge** when Shemeshka uses *bind*
*Trigger:* Shemeshka is hit by an enemy's melee or ranged attack.
*Effect (Immediate Interrupt):* A creature affected by Shemeshka's *bind* power becomes the target of the triggering attack. Using this power ends the effect of *bind* on that creature.

**Vanish** (illusion) **✦ Recharge** ⚄ ⚅
*Trigger:* Shemeshka is hit by an enemy.
*Effect (Immediate Reaction):* Shemeshka shifts 3 squares and is invisible until the end of her next turn or until she attacks.

**Variable Resistance ✦ 2/Encounter**
*Trigger:* Shemeshka takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* Shemeshka gains resist 15 to the triggering damage type until the end of the encounter or until she uses *variable resistance* again.

**Skills** Bluff +23, Diplomacy +23, Insight +22

| | | |
|---|---|---|
| **Str** 14 (+13) | **Dex** 20 (+16) | **Wis** 23 (+17) |
| **Con** 22 (+17) | **Int** 28 (+20) | **Cha** 25 (+18) |

**Alignment** evil — **Languages** all

**10 Groom Guardians (G)** **Level 20 Minion Skirmisher**
Medium natural humanoid (demon) XP 700 each

**HP** 1; a missed attack never damages a minion. **Initiative** +17
**AC** 34, **Fortitude** 31, **Reflex** 34, **Will** 32 **Perception** +13
**Speed** 6 Low-light vision
**Resist** 15 fire

**Standard Actions**

⨁ **Blink Whip** (teleportation) ✦ **At-Will**
*Attack:* Melee 3 (one creature); +25 vs. AC
*Effect:* 11 damage, and the groom guardian teleports the target 5 squares.

**Triggered Actions**

**Groom Frenzy**
*Trigger:* The groom guardian drops to 0 hit points.
*Effect (No Action):* The groom guardian uses *blink whip* once against each enemy adjacent to it.

**Str** 25 (+17) **Dex** 21 (+15) **Wis** 23 (+16)
**Con** 18 (+14) **Int** 30 (+20) **Cha** 27 (+18)
**Alignment** evil **Languages** Abyssal, Common
**Equipment** *torc of Bin A'kin*

**Torc of Bin A'kin** **Level 23**

*This ornate white-gold neckpiece is adorned with jewels and etched with arcane runes.*

Level 23 +5 425,000 gp
Level 28 +6 2,125,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** You gain a +2 item bonus to Diplomacy and Insight checks.
**Property:** You can understand any language, even if you cannot speak it.
**Property:** When you are subject to an effect that imposes the dominated condition that a save can end, you can make a saving throw against that effect.
**Power (Daily):** Immediate Interrupt. *Trigger:* An attack misses you but still damages you. *Effect:* You take no damage from the missed attack.
**Power (Daily):** Move Action. You move twice your speed. While you move, you are insubstantial and are phasing.

## Tactics

Shemeshka opens with *mind stab* to drive her opponents away from her, then chooses a victim to *bind*. She uses *bind* and *blinding claw* as often as she can, letting her groom guardians target blinded or dominated foes. When advantageous, Shemeshka switches forms to A'kin and back again, using *mind lure* to pull enemies into reach for *blinding claw*.

The groom guardians use *blink whip* to teleport attackers away from their master.

## Development

Shemeshka was truthful in telling the characters that she intended to claim the *torc of Bin A'kin*. Her plan was to seize it from a raavasta lord who had stolen it from her, using the attack on the debate hall as cover. The characters (ideally already dead at Kaugothirn's hand) would then be blamed. The adventurers can discover the raavasta's plots by using the Speak With Dead ritual on one of Shemeshka's minions. Alternatively, one or more of the raavastas in the chamber can remain badly wounded but alive for questioning.

With the torc in their possession, the characters have the option of beating a hasty retreat from Khin-Oin, or returning the torc to Phraxas's servants to gain the favor of the demon lord. The full import of Shemeshka's plot (and the real relationship between her and A'kin) is left to your development.

## Features of the Area

**Illumination:** Glowing magic orbs set into the walls shed dim light throughout the area.

**Chairs:** The chairs on the dais are disquieting, having been fashioned of devil flesh. Each is large enough to provide cover to a creature that is adjacent to it (but not to a creature sitting in it).

**Dais:** This five-foot-high slab of stone holds a podium from which a speaker can address the spectators assembled in the hall. Moving up onto the dais requires an additional move action or a DC 20 Athletics or Acrobatics check. Creatures on the dais have cover against ranged attacks made from the floor. The podium provides cover for any creature standing beside it.

**Staircase:** The three staircases in the hall are difficult terrain. A creature attempting to charge, run, or double move on the stairs must make a DC 20 Acrobatics check. On a failed check, the creature falls prone at the end of its movement.

**Treasure:** If Shemeshka is defeated, her body disappears, leaving only the *torc of Bin A'kin* behind. If the characters decide to give up the torc, the surviving raavastas offer them equivalent treasure.

JARED BLANDO

# Demonic Delve: Mouth of Demogorgon

**A delve for five 25th-level adventurers**

A reeking saltwater fen floods the fields of a once-bountiful land, its wasted crops rotting where they stand. Beyond the remains of the only town that still clings to life here, the mouth of a cave vomits forth a bloody tide of brine. A shrieking wind screams a challenge to the heroes—calling out with the voice of Demogorgon.

## Background

**Arcana or Nature DC 17:** The brine is not a natural phenomenon, and it carries a particular dark essence. This flood comes from Abysm, the realm of Demogorgon, Prince of Demons.

**History or Religion DC 26:** A story is told of the heroic adventurer Saint Daenor, who turned his back on wealth and fame to settle in these lands generations ago. Though the area had a reputation as a demon-haunted waste, Saint Daenor was said to have driven the demons out and tamed it.

## Hook: Friends in Need

The town affected by this disaster should have a connection to the adventurers. It might be the home of a trusted friend, a patron, or a contact. Moreover, the loss of this important agricultural region is felt beyond the town and the abandoned settlements around it. The local lord or monarch stands to lose resources, subjects, and trade unless the ongoing disaster is undone. The lords of bordering lands might see these abandoned territories as an excuse to send in spies or armies of occupation.

## Approaching the Town

In ages past, an open demongate to Abysm made this region a wasteland. The powerful adventurer Saint Daenor closed the gate after a brutal struggle against the demons and the cultists that defended it. Over long centuries, the land healed and was prosperous. However, by the use of dark rituals, the cultists of Demogorgon have opened the demongate again, bringing ruin down on the area. Like the tentacles of its murderous lord, the brine of Abysm lays waste to all it strikes.

- The lands in and around the town are difficult terrain.
- The brine blast hazard makes it difficult to enter the temple. Characters moving up the slope between the brine cavern and the temple treat the slope as difficult terrain. A hit from the brine blast knocks a creature back, as noted in the hazard statistics block.
- Side caves branch out from the main cavern, and can be used to avoid the brine blast.

### 1: The Town

Set the first part of the adventure in the town after the heroes have ventured there to find it destroyed. Populate the settlement with stragglers who have refused to abandon their homes, including one or more nonplayer characters with ties to the party. See "Creating NPCs," *Dungeon Master's Guide*, page 186, for ideas on detailing the townsfolk the characters meet.

*The flooded landscape is bleak and lifeless. Several of the town's buildings are sinking into the mire, and all appear strangely drained of color. The salt water lingers in stagnant pools, the ground around them a mass of clinging mud. Where the fields are dry, they show how water has flowed and evaporated, leaving stains of red-brown salt.*

Allow the heroes to investigate, to make skill checks to learn the information presented under "Background," above, and to talk to the remaining townsfolk. Any conversation reveals that although most of the townsfolk fled shortly after the floods first came, four farmers who vowed to stay behind disappeared during the night. Neighbors describe this behavior as odd, saying that the missing townsfolk had been dead-set against leaving.

### 2: The Tomb of the Saint

*Rays of dusty sunlight break the darkness of the tomb, illuminating an ancient stone sarcophagus. The light reflects in a way that makes the coffin glow with a pale radiance. The face of Saint Daenor has been sculpted into the stone. It appears peaceful, as if waiting patiently.*

By making a DC 16 Arcana or Religion check, a character intuits that the spirit of Saint Daenor lingers in this place and can be appealed to for aid. The characters can undertake a skill challenge to convince the spirit of their need: complexity 1 (4 successes before 3 failures); level 26 (XP 9,000); primary skills Diplomacy, History, and Religion.

If the characters are successful in the challenge, a ritual book appears on top of the sarcophagus in a burst of radiance. The ancient tome contains a record of Saint Daenor's struggle to close the demongate when it was first active. Using the book, the characters gain a +2 bonus to checks made to close the portal to Abysm.

## 3: The Haunted Hills

Like the flooded fields, the foliage of the hills above the town has a burned and withered look. The destruction here is so intense that it takes a DC 27 Nature check to discern the path of the brine and follow it back to its source. If the characters fail this check, they stumble on the correct path after a half-day's searching. During that time, the cultists in the "Gateway to Abysm" encounter sacrifice one townsperson. When the characters begin that encounter, they begin the "Closing the Portal" skill challenge with one failure.

*The hike up into the hills is a long one. Once you reach higher ground, the land becomes dry again, although the vegetation here is as burned and desolate as that on the plain below. Your search ends as you follow the devastation to a torrent of water flowing from a cave and eroding the hillside beneath it. Giving the flow a wide berth, you come up around the side of the hill to the cave's entrance.*

## 4: The Brine Cavern

The cave mouth opens up to a dark cavern. Two smaller caves are set above it like eyes over a mouth, but these shallow caverns do not connect to the larger cave network.

*Set deep into the hillside, three natural caverns resemble a malformed, screaming face whose mouth vomits forth a rushing flow of red-black brine. The hiss of salt-tinged wind comes steadily from the central cavern. The cavern's interior is pitch black beyond the entrance. The torrent slows to a trickle, then flares again to drench the hillside in saltwater.*

**Tactical Encounter:** "Guardians of the Temple," page 96.

## 5: The Demon Temple

The huge cavern within the hillside is a temple to Demogorgon and the sanctum of the Demon Prince's cult.

*At the passageway's end, an enormous chasm opens up within the hill. Flickering torchlight sends shadows dancing along the walls. Where the natural floor of the cavern gives way to smooth flagstones, mighty granite columns carved with snarling demon faces reach halfway to the ceiling thirty feet above. The shadows of the cavern seem to whisper with a multitude of incoherent voices, beckoning you on.*

**Tactical Encounter:** "Gateway to Abysm," page 98.

JARED BLANDO

**Encounter Level 25 (38,150 XP)**

## Setup

**1 guardian demon souldrinker** (G)
**3 hezrou manglers** (H)

The demonic temple consists of a large central cavern fronted by a series of branching caves. A steep slope leads up to the temple, but the portal to Abysm sends violent waves of brine down the slope that can wash creatures out of the cave. A guardian demon and three hezrou lie in wait here for intruders.

**When the adventurers enter the cave, read:**

*The stench exuding from the shadowed entrance to this cavern is abominable. The tang of salt air mixes with the rank taint of death. Pools of brine cover the cavern floor, filled with otherworldly shells of prismatic color and the flitting shapes of tiny, two-headed fish. Past the mouth of the cave, an unnatural darkness looms.*

The guardian demon lurks in the center of the main cavern, drawing the characters' attention as it grants the hezrous a +2 bonus to their Stealth checks to hide.

**Perception Check**
**DC 31:** *Beyond the gloom, the thrum of chanting voices comes from a distance, faint above the echoing ripple of the pools spread across the cavern floor. Suddenly, something snakelike—some kind of whip or tentacle— flickers in the shadows before disappearing from sight.*

**When the adventurers spot the guardian demon, read:**

*A horrid creature rises from the darkness of the cavern ahead. Its four eyes gleam above a maw of knifelike teeth; its arms split into coiling tentacles that mimic the form of Demogorgon.*

If the hezrous are not spotted, they wait until the adventurers pass their hiding places before ambushing from behind. If they are spotted, the hezrous fight from the cave entrances, blocking them to keep the characters in the cavern where they are vulnerable to the brine blast hazard.

| **Guardian Demon Soul Drinker (G)** | **Level 26 Soldier** |
|---|---|
| Large elemental humanoid (demon) | XP 9,000 |
| **HP** 241; **Bloodied** 120 | **Initiative** +23 |
| **AC** 42, **Fortitude** 39, **Reflex** 37, **Will** 37 | **Perception** +26 |
| **Speed** 6, teleport 4 | Darkvision |
| **Immune** sleep, stun | |

**Traits**

☼ **Soul Drinker's Presence ✦ Aura** 1
Any enemy that ends its turn within the aura is marked until the end of the soul drinker's next turn.

**All-Around Vision**
Enemies can't gain combat advantage by flanking the soul drinker.

**Standard Actions**

⊕ **Tentacle ✦ At-Will**
*Requirement:* The soul drinker must not have two creatures grabbed.
*Attack:* Melee 3 (one creature); +31 vs. AC
*Hit:* 6d8 + 7 damage.

⸸ **Tentacle Seize ✦ At-Will**
*Requirement:* The soul drinker must not have two creatures grabbed.
*Attack:* Melee 3 (one creature); +31 vs. AC
*Hit:* 6d8 + 7 damage, and the soul drinker pulls the target 1 square. If the target ends that movement adjacent to the soul drinker, the soul drinker grabs the target. The target takes a -4 penalty to attempts to escape the grab.

**Fearsome Gaze** (fear, psychic) ✦ Recharge when first bloodied
*Attack:* Close blast 5 (enemies in blast); +29 vs. Will
*Hit:* 4d10 + 12 psychic damage, and the target is pulled 4 squares and immobilized (save ends).

**Minor Actions**

**Tentacle Drain** (necrotic) ✦ **At-Will** (1/round)
*Requirement:* The soul drinker must be bloodied.
*Effect:* The soul drinker sustains a grab. The grabbed creature takes 2d8 + 8 necrotic damage, and the soul drinker can make a saving throw against one effect that a save can end.

**Triggered Actions**

⸸ **Soul-Drain Parry ✦ At-Will**
*Requirement:* The soul drinker must be bloodied.
*Trigger:* A creature marked by the soul drinker makes an attack that does not include the soul drinker.
*Attack (Immediate Reaction):* Melee 2 (triggering creature); +29 vs. Fortitude
*Hit:* The target loses a healing surge, and the soul drinker gains 1 action point. The soul drinker can have only 1 action point at a time.

**Variable Resistance ✦ 3/Encounter**
*Trigger:* The soul drinker takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The soul drinker gains resist 10 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

**Skills** Athletics +28, Intimidate +19

| | | |
|---|---|---|
| **Str** 30 (+23) | **Dex** 27 (+21) | **Wis** 26 (+21) |
| **Con** 25 (+20) | **Int** 19 (+17) | **Cha** 12 (+14) |

**Alignment** chaotic evil **Languages** Abyssal, Common

| 3 Hezrou Manglers (H) | Level 24 Brute |
|---|---|
| Large elemental humanoid (demon) | XP 6,050 each |
| **HP** 275; **Bloodied** 137 | **Initiative** +17 |
| **AC** 36, **Fortitude** 38, **Reflex** 34, **Will** 34 | **Perception** +17 |
| **Speed** 6 | Darkvision |
| **Saving Throws** +2 | |

**Traits**

**Noxious Stench** (poison) ✦ **Aura** 1
Enemies within the aura take a -2 penalty to attack rolls. While the mangler is bloodied, any enemy that ends its turn within the aura is weakened until the end of its next turn.

**Demonic Step**
The mangler ignores difficult terrain.

**Standard Actions**

**Slam** ✦ **At-Will**
*Attack:* Melee 2 (one creature); +29 vs. AC
*Hit:* 2d10 + 10 damage.

**Bite** ✦ **At-Will**
*Attack:* Melee 2 (one creature); +29 vs. AC
*Hit:* 2d8 + 10 damage.

**Combination Attack** ✦ **At-Will**
*Effect:* The mangler uses *slam* and *bite*.

**Triggered Actions**

**Variable Resistance** ✦ **2/Encounter**
*Trigger:* The mangler takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The mangler gains resist 20 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

**Skills** Stealth +22

| | | |
|---|---|---|
| **Str** 28 (+21) | **Dex** 20 (+17) | **Wis** 20 (+17) |
| **Con** 25 (+19) | **Int** 8 (+11) | **Cha** 16 (+15) |

**Alignment** chaotic evil **Languages** Abyssal

## Features of the Area

**Illumination:** The cavern is dark. The brine blast douses any nonmagic light sources carried by creatures struck by it.

**Channel:** The deadly brine of Abysm flows down the channel and out of the cavern. See the brine blast hazard.

**Side Caves:** Creatures within the side caves winding off the main cavern cannot be targeted by the brine blasts. The Large demons must squeeze to enter the side caves.

JARED BLANDO

| Brine Blast | Level 27 Blaster |
|---|---|
| Hazard | XP 11,000 |

*A blast of red-tinged saltwater slams through the cavern like a river of blood.*

**Hazard:** The brine blast randomly explodes, rushing down the channel in the center of the map and dashing creatures against the walls and sweeping them away.

**Perception**

✦ No Perception check is required to notice the brine blast.
✦ DC 26: Each explosion of brine is preceded by the same faint roaring sound.

**Trigger**

Although this hazard is always active, it attacks at random. Roll initiative for the hazard at the start of the encounter. On each of its turns, roll a d20: The hazard attacks only on a roll of 10 or higher.

**Attack**

**Standard Action** **Area** squares within the brine blast's path

**Target:** Each Medium or smaller creature in the path of the brine blast.
**Attack:** +32 vs. Reflex
**Hit:** 4d10 + 8 damage, and the brine blast pushes the target 8 squares along the path of the blast and knocks it prone.
**Special:** Once activated, this hazard remains in effect during the "Gateway to Abysm" encounter.

**Countermeasures**

✦ Creatures in any of the side caves cannot be targeted by the brine blast.
✦ A creature that succeeds at a Perception check to notice the sound preceding the brine blast gains a +2 bonus to Reflex against the hazard's attack.
✦ If the portal to Abysm is closed, the hazard is deactivated. See the "Closing the Portal" skill challenge in the "Gateway to Abysm" encounter.

## Tactics

If their ambush is successful, the hezrous use their surprise round to attack with reach. A hezrou tries to keep the characters within its *noxious stench* aura whenever possible.

The guardian demon uses *tentacle seize* and *fearsome gaze* to immobilize enemies in the path of the brine blast.

Whenever a character is carried away by the brine blast, the hezrous and the guardian demon concentrate their attacks on the remaining characters, advancing into the main cavern as necessary. They attempt to block the side caves, preventing the characters from seeking safety there.

**Encounter Level 27 (61,000 XP) or Level 29 (75,000 XP)**

## Setup

**1 balor** (B)
**2 Demogorgon fury cultists** (C)

The missing townsfolk are here, held captive as sacrifices to Demogorgon. Adjust the number of townsfolk if the adventurers took additional time to find the caves (see "The Haunted Hills," page 95).

**When the characters move into the temple, read:**

*A stone dais, streaked with blood, is crowned by a sacrificial altar and two glowing cauldrons. At the foot of the dais, a steaming pit opens and closes, spewing forth a blast of brine that courses out of the cavern.*

*Three of the missing townsfolk kneel at the front of the dais, blindfolded and bound. A fourth lies dead on the ground behind them, two black-robed humans savagely dismembering the body with axes. The cultists heave the two halves of the corpse into the pit, from which an enormous demon rises.*

## Dark Summoning

To complete the ritual and summon an aspect of Demogorgon, the cultists must kill and dismember three more victims and throw them into the pit. The adventurers can prevent this by slaying the cultists or closing the portal (see below).

Victims must be ritually sacrificed, as above. It takes a standard action for a cultist to slay a victim, followed by a standard action to hurl the corpse into the brine pit. One cultist can sacrifice a victim in two rounds. Both cultists working together can sacrifice a victim in one round.

**Each time another victim is sacrificed, read:**

*The surface of the brine pit flares and froths with abyssal fire. Long tentacles lash the surface, as if some creature within the pit was straining to escape.*

**If the cultists sacrifice the last victim, read:**

*As the last body falls into the pit, four tentacles break the surface of the pool. A two-headed aspect of Demogorgon shrieks as it clambers to the cavern floor.*

## Closing the Portal

Use the "Closing an Abyssal Portal" skill challenge (page 84) to allow the characters to shut down the portal to Abysm. If the characters recovered the ritual book from the saint's tomb (area 2), they gain a +2 bonus to all checks made in the challenge.

**Level:** 25 (XP 14,000).

**Special:** In addition to failed primary skill checks, the characters earn a failure in the challenge for each townsperson sacrificed beyond the first.

**Success:** If the characters earn 6 successes in the challenge, they close the portal.

**Failure:** If the characters incur 3 failures in the challenge, an aspect of Demogorgon (see *Monster Manual 2*, page 44) emerges from the portal and attacks.

**Portal:** The portal is a pit opening into the waters of the Gaping Maw in Abysm (page 68). See the hazard statistics block for more information.

## Features of the Area

**Illumination:** Torches and the glow of the cauldrons fill the area with dim light. The balor sheds bright light in a forty-foot radius.

**Channel:** The deadly brine of Abysm flows down the channel and out of the cavern. See the brine blast hazard in the "Guardians of the Temple" encounter.

**Dais:** The natural stone dais rises fifteen feet from the cavern floor and is accessible by steep stone stairs. The stairs cost 6 squares of movement to ascend or descend. The cauldrons are fixed in place. The altar provides cover.

**Pillars:** These fifteen-foot-high pillars can be toppled by a Huge creature as a minor action (Athletics DC 35). A falling pillar makes an attack in 3 contiguous squares, starting in a square adjacent to its original position and extending in a line in the direction of its fall: +28 vs. Reflex; 2d10 + 10 damage, and the target is restrained (save ends).

The squares in which a pillar falls become a wall 5 feet high. The wall provides cover and requires a move action to clamber across.

JARED BLANDO

**2 Demogorgon Fury Cultists (C)** **Level 25 Brute**
Medium natural humanoid, human XP 7,000

**HP** 283; **Bloodied** 141 **Initiative** +17
**AC** 37, **Fortitude** 38, **Reflex** 36, **Will** 37 **Perception** +18
**Speed** 5

**Standard Actions**

⊕ **Greataxe** (weapon) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +28 vs. AC
*Hit:* 4d12 + 7 damage.

⊛ **Javelin** (weapon) ✦ **At-Will**
*Attack:* Ranged 10/20 (one creature); +28 vs. AC
*Hit:* 6d6 + 12 damage.

**Minor Actions**

**Death Fury ✦ Encounter**
*Requirement:* The cultist must be bloodied.
*Effect:* Until the end of the encounter, the cultist can use *greataxe* twice as a standard action, taking a -2 penalty to each attack roll. After the cultist uses *death fury*, *greataxe* is the only attack power it can use until the end of the encounter.

**Skills** Athletics +25, Intimidate +21
**Str** 26 (+20) **Dex** 20 (+17) **Wis** 22 (+18)
**Con** 23 (+18) **Int** 23 (+18) **Cha** 19 (+16)
**Alignment** chaotic evil **Languages** Common
**Equipment** chainmail, greataxe, 3 javelins

**Portal to Abysm** **Level 27 Obstacle**
Trap XP 11,000

*Sibilant whispers rise from the steaming brine pit, urging you to approach.*

**Trap:** The portal to Abysm calls out to enemies of Demogorgon, inciting them to violence and murder.
**Special:** This effect of the portal is in addition to the brine blast hazard (page 97).

**Perception**
✦ No Perception check is needed to notice the pit or hear its voice.

**Additional Skill:** Insight
✦ DC 25: The character realizes that the voice from the pit is imbued with a raging bloodlust. The character and his or her allies gair a +2 bonus to saving throws against being dominated by the hazard.

**Trigger**
The portal attacks when an enemy ends its turn within 5 squares of it.

**Attack**
**Opportunity Action** **Ranged** 5
**Target:** One enemy
**Attack:** +31 vs. Will
**Hit:** The target is dominated (save ends). The portal forces the dominated target to attack the target's allies on each of its turns. *Each Failed Saving Throw*: The portal pulls the target 2 squares.
**Special:** Any creature that enters the pit makes a saving throw. On a successful saving throw, the portal's domination is broken (if applicable) and the target is knocked prone in an unoccupied square adjacent to the pit. On a failed saving throw, the target is drawn into the Abyss and transported to Abysm (page 68). The DM determines whether the other side of the portal can be used to return to the cave, and under what circumstances.

**Countermeasures**
✦ If the portal to Abysm is closed, the hazard is deactivated. See the "Closing the Portal" skill challenge.

**Balor (B)** **Level 27 Elite Brute**
Huge elemental humanoid (demon) XP 22,000

**HP** 624; **Bloodied** 312 **Initiative** +17
**AC** 40, **Fortitude** 40, **Reflex** 37, **Will** 39 **Perception** +23
**Speed** 8, fly 12 (clumsy) Blindsight 10
**Immune** fear; **Resist** 40 fire
**Saving Throws** +2; **Action Points** 1

**Traits**

☼ **Flaming Body** (fire) ✦ **Aura** 2
Any enemy that starts its turn within the aura takes 10 fire damage. While the balor is bloodied, the aura's size increases to 3 and it deals 20 fire damage.

**Standard Actions**

⊕ **Lightning Sword** (lightning, weapon) ✦ **At-Will**
*Attack:* Melee 3 (one creature); +32 vs. AC
*Hit:* 6d10 + 11 lightning damage, or 3d10 + 71 if the balor scores a critical hit.

⊕ **Flame Whip** (fire, weapon) ✦ **At-Will**
*Attack:* Melee 5 (one creature); +30 vs. Reflex
*Hit:* 2d10 + 10 fire damage, and ongoing 15 fire damage (save ends). The balor pulls the target into an unoccupied square adjacent to the balor.

⊕ **Fire and Lightning** (fire, lightning, weapon) ✦ **At-Will**
*Effect:* The balor uses *lightning sword* and *flame whip*.

**Triggered Actions**

**Death Burst** (fire)
*Trigger:* The balor drops to 0 hit points.
*Attack (No Action):* Close burst 10 (creatures in burst); +30 vs. Reflex
*Hit:* 6d10 fire damage.
*Miss:* Half damage.
*Effect:* The balor and its weapons are destroyed.

**Demonic Accuracy ✦ Encounter**
*Trigger:* The balor misses with an attack.
*Effect (Free Action):* The balor rerolls the attack roll with a +5 bonus.

**Variable Resistance ✦ 3/Encounter**
*Trigger:* The balor takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The balor gains resist 20 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

**Skills** Bluff +20, Insight +23, Intimidate +20
**Str** 30 (+23) **Dex** 19 (+17) **Wis** 21 (+18)
**Con** 32 (+24) **Int** 12 (+14) **Cha** 14 (+15)
**Alignment** chaotic evil **Languages** Abyssal, Common

## Tactics

The balor uses *flame whip* to prevent the characters from reaching the cultists on the platform and to keep them within range of the hazard's attack. The balor topples a pillar if any character tries to use it as cover.

One cultist concentrates on sacrificing the remaining victims while the other fights alongside the balor, using *greataxe*. If the first cultist is slain, the second takes its place on the platform and continues the sacrifice. If the characters attempt to close the portal using the skill challenge, the second cultist joins the first to speed up the sacrificial process.

CHAPTER 3

# Demons

JOHN STANKO

THE RAW chaos of the Abyss spawns demons whose full number can never be known. Their forms are as varied as their powers, but demons share a singular thirst for destruction and mortal blood. Some demons are representative of great abyssal hordes, dwelling in that realm in incalculable numbers. Others are called into being to wreak havoc in the planes or in the world, then they are never seen again.

Demons are drawn to the mortal realm like carrion creatures to a corpse, exulting in the destruction of the living world whose spirit and beauty is the antithesis of their own realm of evil and chaos. Demonologists have long labored to record the full roll of these creatures, and worldly adventurers know the names of the most common demons long before they have mastered the power necessary to challenge them. The demons cataloged in the *Monster Manual* represent only a fraction of the horrors the Abyss has spawned.

This chapter presents more than seventy new demons and demon lords, ready to challenge adventurers from the beginning of the heroic tier to the height of any epic tier campaign. Any of the creatures presented here can be modified with the suggestions about replacing variable resistance on pages 30–31.

- **Abyssal Demons:** From the stealthy abyssal scavenger to the mighty zythar; from the lowly mane to the unstoppable mahataa, these new demons epitomize the horrors of the Abyss.
- **Demons of the World:** All demons are capable of carrying their madness out of the Abyss, but creatures such as abyssal scavengers, demon spawn, ixitxachitls, incubi, nabassus, and wendigos are found more often in the mortal world than in their native realm.
- **Demon Lords:** This chapter presents statistics and backgrounds for five demon lords—Kostchtchie, Oublivae, Pazuzu, Phraxas, and Zuggtmoy.

# ABYSSAL SCAVENGER

Abyssal scavengers are thought of as vermin in their native realm—a reputation that inspires these horrors to seek easy hunting grounds in the mortal world. Creating strength in numbers, a pack of abyssal scavengers can quickly lay waste to even the largest humanoid settlements.

## Lore

**Arcana DC 15:** Like all demons, abyssal scavengers live to destroy. In contrast to most of their kind, scavengers consume the creatures they kill in order to spawn hatchlings. In the Abyss, their numbers are kept in check by the voracious appetites of demons more powerful than they are. An infestation of scavengers in the world can quickly multiply to overwhelm humanoid settlements.

These creatures are also known for a deadly side effect of their insatiable appetites. Each scavenger carries a mote of the raw essence of the Abyss within it. If significant numbers of scavengers gather in tight quarters, their abyssal essence can consume them, leaving a demongate in its wake. Such gates rarely last for long, but they can touch any layer of the Abyss. Other demons take advantage of these temporary crossings to the mortal world, and what began as an infestation of relatively weak scavengers can quickly become a full-scale demonic invasion.

## Encounters

Few sane spellcasters attempt to summon abyssal scavengers, for fear that their numbers will quickly grow out of control. These creatures' potential to create demongates does. however, make them a favorite target of summoning rituals by apocalyptic cults of Demogorgon and Oublivae (page 130).

## Abyssal Scavengers in Combat

Abyssal scavengers attack together, staying close to maximize the effect of *frenzied claw* and *death shriek*. A scavenger becomes more animated and aggressive with each foe that drops to its allies' attacks.

| **Abyssal Scavenger** | **Level 2 Skirmisher (Leader)** |
|---|---|
| Small elemental beast (demon) | XP 125 |
| **HP** 34; **Bloodied** 17 | **Initiative** +6 |
| **AC** 16, **Fortitude** 13, **Reflex** 15, **Will** 13 | **Perception** +2 |
| **Speed** 8 | Low-light vision |
| **Standard Actions** | |
| ⊕ **Claw ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +7 vs. AC | |
| *Hit:* 1d8 + 5 damage. | |
| ⸸ **Frenzied Claw ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +7 vs. AC | |
| *Hit:* 1d8 + 5 damage, and any other scavenger within 5 squares of the target can shift 2 squares toward the target as a free action. | |
| **Move Actions** | |
| **Scuttle ✦ At-Will** | |
| *Effect:* The scavenger shifts 3 squares. | |
| **Triggered Actions** | |
| ✧ **Death Shriek** | |
| *Trigger:* The scavenger drops to 0 hit points. | |
| *Effect (No Action):* Close burst 3 (creatures in burst); any scavenger in the burst can make a melee basic attack as a free action. | |
| **Variable Resistance ✦ Encounter** | |
| *Trigger:* The scavenger takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The scavenger gains resist 5 to the triggering damage type until the end of the encounter. | |
| **Skills** Stealth +9 | |
| **Str** 13 (+2) | **Dex** 16 (+4) | **Wis** 13 (+2) |
| **Con** 10 (+1) | **Int** 3 (-3) | **Cha** 10 (+1) |
| **Alignment** chaotic evil | **Languages** – | |

MATIAS TAPIA

# ABYSSAL WURM

Serpentine demons that revel in malice and ruin, abyssal wurms guard the gates that lead out of the darkest depths of the Abyss. The regions where the wurms nest are so malevolent and savage that even the demon lords avoid them.

## Lore

**Arcana DC 33:** Abyssal wurms are the offspring of the goddess Tiamat and the two-headed demon lord Kothok, the master of gates and portals. When these two-headed wurms were first spawned, Kothok gathered them to his breast, protected them from Tiamat's voracious hunger, and set them to guard secret gates he bored into the very fabric of the Abyss.

## Encounters

Given their arrogance and their penchant for toying with lesser creatures, ancient abyssal wurms rarely allow others to dwell in their presence. They typically work only with their kin. Abyssal wurms are paired at demongates to prevent passage out of the Abyss, not to stop creatures that want to enter. Abyssal wurms take their duties as portal guardians seriously, rarely venturing far from their posts. Only the command of a demon lord might dissuade one from its task.

## Ancient Abyssal Wurms in Combat

An ancient abyssal wurm toys with its prey before unleashing its breath attack. The wurm's sheer, scaly size and immense teeth are enough to overwhelm opponents with fear. Each time the wurm unleashes its breath weapon, it disappears, reforming in a more advantageous position. If seriously wounded, the wurm might retreat through a gate it guards.

STEVE ELLIS

**Ancient Abyssal Wurm** **Level 30 Elite Skirmisher**
Huge elemental magical beast (demon, dragon) XP 38,000

**HP** 546; **Bloodied** 273 **Initiative** +26
**AC** 44, **Fortitude** 40, **Reflex** 40, **Will** 44 **Perception** +20
**Speed** 8, swim 8, teleport 6 Darkvision
**Saving Throws** +2; **Action Points** 1

**Traits**

**Pit of Despair (fear) ✦ Aura** 2
Any enemy within the aura that misses with an attack takes a -2 penalty to attack rolls against the abyssal wurm until the end of the enemy's next turn.

**All-Around Vision**
Enemies can't gain combat advantage by flanking the abyssal wurm.

**Double Actions**
At the start of combat, the abyssal wurm makes two initiative checks. Each check corresponds to one of its heads, and the wurm takes a turn on both initiative counts. It has a full set of actions on each of its turns, and its ability to take an immediate action refreshes on each turn.

**Dual Brain**
At the end of each of its turns, the abyssal wurm saves against effects that include the dazed or stunned condition and against charm effects.

**Standard Actions**

**Bite ✦ At-Will**
*Attack:* Melee 2 (one creature); +35 vs. AC
*Hit:* 6d8 + 11 damage.

**Breath Weapon** (varies) **✦ Recharge** ⚅, or ⚄ ⚅ while bloodied
*Attack:* Close blast 5 (creatures in blast); +33 vs. Reflex
*Hit:* 4d12 + 12 acid, cold, fire, lightning, or thunder damage, and the target takes a -4 penalty to AC (save ends).
*Effect:* The wurm dissolves into a torrent of elements and flows with its breath weapon. The wurm moves instantaneously from its current location to a square adjacent to the area of the blast.

**Suicidal Presence** (charm) **✦ Encounter**
*Attack:* Close burst 5 (enemies in burst); +33 vs. Reflex
*Hit:* The target is dominated until the end of its next turn. For its action, the dominated creature uses one of its at-will powers of the wurm's choice against itself.

**Triggered Actions**

**Bloodied Breath ✦ Encounter**
*Trigger:* The wurm is first bloodied.
*Effect (Free Action):* The wurm's *breath weapon* recharges, and the wurm uses it.

**Variable Resistance ✦ 3/Encounter**
*Trigger:* The wurm takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The wurm gains resist 20 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

**Skills** Intimidate +30

| | | |
|---|---|---|
| **Str** 34 (+27) | **Dex** 29 (+24) | **Wis** 20 (+20) |
| **Con** 25 (+22) | **Int** 19 (+19) | **Cha** 31 (+25) |

**Alignment** chaotic evil **Languages** Abyssal

# ARMANITE

Encased in armor of demonic chitin strong enough to repel mortal steel, armanites are the descendants of corrupted centaurs that traded their proud heritage for the bloodlust and nihilism of the Abyss.

## Lore

**History DC 27:** In ages past, fomorians enslaved six Feywild centaur clans. The captives were forced to serve as armorsmiths, beasts of burden, expendable cavalry, and playthings. Corrupted by the brutality of the twisted giants of the Underdark, the centaurs began to follow their tormentors' example.

Eventually, the centaur slaves broke free, escaping into the depths of the Underdark. There, they stumbled on a portal leading to Pazunia. A few searched for a way home to the Feywild, but the darkness of the Abyss quickly claimed the others. Abandoning their kin, they took up lives as abyssal mercenaries and were transformed into demons. Today, the armanite legions serve whichever demon lord offers the best pay in territory or soul larvae.

## Encounters

When the Blood War raged across the Abyss, armanites were stationed with Baphomet's rage-mad bulezaus (page 107). Their vicious assaults were instrumental in repelling the devils. Once the devils were in full retreat, squadrons of territorial armanites and bloodthirsty bulezaus battled to claim the spoils. The grudges born from this battle die hard, and the two types of demons now attack each other on sight. It is a rare armanite band that allies with Baphomet, and usually only briefly. Many armanites now rally under the banner of Demogorgon or pledge themselves to the wrath of Kostchtchie (page 122).

## Armanite Lancers in Combat

An armanite charges into battle, using its superior spear skills to fell enemies as it waits for them to unwisely attempt to flank. Like their centaur forebears, armanites are fiercely territorial. They tolerate no interlopers into their lands or within the realms of their masters. Arrogant and clannish, these demons employ coordinated tactics and a militaristic discipline that even devils admire.

| **Armanite Lancer** | **Level 20 Soldier** |
|---|---|
| Large elemental humanoid (demon) | XP 2,800 |
| **HP** 192; **Bloodied** 96 | **Initiative** +17 |
| **AC** 36, **Fortitude** 33, **Reflex** 31, **Will** 32 | **Perception** +16 |
| **Speed** 8 | Darkvision |

**Standard Actions**

**Longspear** (weapon) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +25 vs. AC
*Hit:* 3d12 + 8 damage.
*Effect:* The target is marked until the end of the lancer's next turn.

**Shortbow** (weapon) ✦ **At-Will**
*Attack:* Ranged 15/30 (one creature); +25 vs. AC
*Hit:* 4d8 + 6 damage.

**Spear Frenzy** (weapon) ✦ **Recharge** ⚅
*Attack:* Close burst 2 (enemies in burst); +25 vs. AC
*Hit:* 3d12 + 8 damage, and the target falls prone.
*Miss:* Half damage, and the lancer pushes the target 2 squares.

**Minor Actions**

**Air Walk** ✦ **Encounter**
*Effect:* The lancer gains a speed of fly 8 (hover) until the end of its next turn.

**Triggered Actions**

**Fiendish Kick** ✦ **At-Will**
*Trigger:* An enemy moves to a square where it flanks the lancer.
*Attack (Immediate Reaction):* Melee 1 (triggering enemy); +23 vs. Fortitude
*Hit:* 2d8 + 6 damage, and the lancer pushes the target 2 squares and knocks it prone.

**Fiendish Charger** ✦ **At-Will**
*Trigger:* The lancer hits a creature with a charge attack.
*Effect (Free Action):* The charge attack also knocks the target prone. The lancer then shifts 2 squares, ending that move adjacent to the target of the charge attack.

**Variable Resistance** ✦ **3/Encounter**
*Trigger:* The lancer takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The lancer gains resist 10 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

**Skills** Athletics +22, Endurance +22, Intimidate +21

| | | |
|---|---|---|
| **Str** 24 (+17) | **Dex** 20 (+15) | **Wis** 12 (+11) |
| **Con** 24 (+17) | **Int** 8 (+9) | **Cha** 22 (+16) |

**Alignment** chaotic evil **Languages** Abyssal
**Equipment** longspear, shortbow, 20 arrows

CARL CRITCHLOW

# BLOOD DEMON

Blood demons spawn in the snaking Blood River within the endless depths of the Blood Rift. The polluted waters of the river imbue them with a vague sentience that focuses entirely on destruction.

## Lore

**Arcana DC 21:** Blood demons are an enigma to demonologists. At times, these creatures move in great swarms across the Abyss, but these swarms disappear soon after they emerge. No one knows for certain why they form or what happens to them. Iggwilv believes the blood demons are the scattered essence of an obyrith lord that Tharizdun destroyed in the Abyss's earliest days. She theorizes that if enough of them gather together, the slain obyrith might reemerge from the swarm.

| **Blood Demon** | **Level 13 Brute** |
|---|---|
| Medium elemental magical beast (demon, ooze) | XP 800 |
| **HP** 158; **Bloodied** 79 | **Initiative** +10 |
| **AC** 25, **Fortitude** 25, **Reflex** 24, **Will** 23 | **Perception** +9 |
| **Speed** 8 | Low-light vision |
| **Traits** | |
| **Blood Feast** | |
| The blood demon gains 1 action point whenever one of its attacks bloodies an enemy. The demon can have only 1 action point at a time. | |
| **Blood Frenzy** | |
| The blood demon gains a +1 bonus to attack rolls for each bloodied enemy within 10 squares of it (maximum +5). | |
| **Ooze** | |
| While squeezing, the blood demon moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. | |
| **Standard Actions** | |
| **Slam ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +18 vs. AC | |
| *Hit:* 2d10 + 10 damage. | |
| **Blood Call ✦ Recharge** ⚄ ⁞⁞ | |
| *Attack:* Close burst 3 (creatures in burst); +16 vs. Fortitude | |
| *Hit:* 2d10 + 10 damage, and the demon pulls the target 2 squares. | |
| **Triggered Actions** | |
| **Variable Resistance ✦ 2/Encounter** | |
| *Trigger:* The demon takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The demon gains resist 15 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again. | |
| **Str** 23 (+12) **Dex** 18 (+10) **Wis** 16 (+9) | |
| **Con** 18 (+10) **Int** 3 (+2) **Cha** 11 (+6) | |
| **Alignment** chaotic evil **Languages** – | |

## Encounters

Blood demons hunt natives of the Abyss and outsiders with equal fervor. Few demons bother trying to compel these mindless creatures into service. Fiends fighting in close proximity to the Blood River often attempt to drive wounded foes toward it, hoping to inspire a blood demon assault.

## Blood Demons in Combat

The scent of blood brings these fiends to a frothing boil. Hunger and rage drive a blood demon, and it attacks bloodied enemies in preference to other targets, moving twice rather than attacking in order to run down a badly injured foe.

MATIAS TAPIA

# BONEGOUGE ASSASSIN

When it takes control of an abyssal layer, a demon lord can mold the demons there. Bonegouge assassins are believed to be the creation of Orcus.

Pitiless and cruel, a bonegouge assassin is wholly focused on its assignment. It lusts after nothing and follows the orders of its master without question.

## Lore

**Arcana DC 29:** The discipline, loyalty, and single-mindedness of the bonegouge assassin are atypical of demonkind. Some sages believe these creatures were interlopers that first became demons through Orcus's manipulation of abyssal energy rather than as pure creations on his part.

It is said that Orcus crafted the first bonegouge assassins from a guild of shadow assassins. The Lord of Undeath trapped guild members in pits near the crystalline heart of the Abyss for more than a century, infusing their souls with abyssal power. Once transformed, the assassins were fed an endless stream of combatants, perfecting their skills and sealing their place at the right hand of their master.

## Encounters

A bonegouge assassin works with others only when ordered to do so. This stealthy creature often gathers demon-worshiping assassins to its side to use as decoys on dangerous missions. A bonegouge assassin is sometimes sent or summoned into the world, where it establishes an assassin school or leads bands of outlaws to harass or destroy local lords.

| **Bonegouge Assassin** | **Level 24 Lurker** |
|---|---|
| Medium elemental humanoid (demon) | XP 6,050 |
| **HP** 174; **Bloodied** 87 | **Initiative** +25 |
| **AC** 38, **Fortitude** 35, **Reflex** 38, **Will** 35 | **Perception** +24 |
| **Speed** 8, phasing | Darkvision |
| **Traits** | |
| ☼ **Gloom Shroud** ✦ **Aura** 2 | |
| Squares within the aura are heavily obscured. The bonegouge assassin ignores this aura. | |
| **Assassin's Advantage** | |
| The bonegouge assassin deals 3d6 extra damage to any creature that cannot see it. | |
| **Standard Actions** | |
| ⨁ **Bone Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +29 vs. AC | |
| *Hit:* 4d10 + 9 damage. | |
| **Bone Dart** ✦ **At-Will** | |
| *Attack:* Ranged 5 (one creature); +29 vs. AC | |
| *Hit:* 4d10 + 9 damage. | |
| **Vital-Strike Flurry** ✦ **At-Will** | |
| *Attack:* Close burst 1 (enemies in burst); +27 vs. Reflex | |
| *Hit:* 3d10 + 9 damage, and the target is slowed (save ends). | |
| **Bonegouge Dart** (necrotic) ✦ **Recharge** when first bloodied | |
| *Attack:* Ranged 5 (one creature); +29 vs. AC | |
| *Hit:* 4d10 + 9 necrotic damage, and the target is blinded and weakened (save ends both). | |
| **Move Actions** | |
| **Gloom Maelstrom** (teleportation, zone) ✦ **Recharge** ⚅ | |
| *Effect:* The squares within the assassin's *gloom shroud* aura become a zone, and the aura is deactivated. The zone is heavily obscured. The assassin then teleports 6 squares. The zone persists until the assassin activates its *gloom shroud* aura (a minor action). | |
| **Triggered Actions** | |
| **Variable Resistance** ✦ **2/Encounter** | |
| *Trigger:* The assassin takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The assassin gains resist 20 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again. | |
| **Skills** Athletics +22, Acrobatics +26, Stealth +26, Thievery +26 | |
| **Str** 21 (+17) **Dex** 28 (+21) **Wis** 25 (+19) | |
| **Con** 24 (+19) **Int** 18 (+16) **Cha** 10 (+12) | |
| **Alignment** chaotic evil **Languages** Abyssal | |

## Bonegouge Assassins in Combat

A bonegouge assassin employs mercurial tactics, poised to capitalize on an opponent's weaknesses. It lures a foe into its *gloom shroud*, which is projected as a black cloud of smoke and dust. A bonegouge assassin's dart sinks into an enemy's throat before the foe ever guesses that a demon lurks within the gloom. After it strikes, the assassin teleports to an advantageous position, leaving the gloom and its victim behind.

EVA WIDERMANN

# BULEZAU

## Bulezaus in Combat

A bulezau can be heard approaching, because it howls with glee in anticipation of battle. The scent of blood sends this creature into a frenzy as it seeks out the weakest opponents. Any creature knocked to the ground draws a bulezau's attention and its fiercest attacks. The demon roars in satisfaction as body after body is crushed under its ferocious assault.

| **Bulezau** | **Level 11 Brute** |
|---|---|
| Large elemental humanoid (demon) | XP 600 |
| **HP** 144; **Bloodied** 72 | **Initiative** +10 |
| **AC** 23, **Fortitude** 25, **Reflex** 23, **Will** 21 | **Perception** +8 |
| **Speed** 6 | |
| **Traits** | |
| **Ravage the Fallen** | |
| The bulezau's attack deals 7 extra damage to prone targets. | |
| **Standard Actions** | |
| ⊕ **Huge Longspear** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 3 (one creature); +16 vs. AC | |
| *Hit:* 2d10 + 5 damage. | |
| ⸸ **Demonfang Strike** ✦ **At-Will** | |
| *Requirement:* The bulezau must be bloodied. | |
| *Effect:* The bulezau uses *huge longspear* twice. | |
| ⸸ **Goring Charge** ✦ **Encounter** | |
| *Effect:* The bulezau charges and makes the following attack in place of a melee basic attack. | |
| *Attack:* Melee 3 (one creature); +16 vs. AC | |
| *Hit:* 4d10 + 9 damage, and the target falls prone. | |
| ⇜ **Blood Cry** (fear, thunder) ✦ **Encounter** | |
| *Attack:* Close blast 3 (enemies in blast); +14 vs. Will | |
| *Hit:* 3d8 + 4 thunder damage, and the bulezau pushes the target 2 squares. | |
| **Minor Actions** | |
| ⸸ **Tail Sweep** ✦ **At-Will** (1/round) | |
| *Attack:* Melee 2 (one creature); +14 vs. Reflex | |
| *Hit:* The target falls prone. | |
| **Triggered Actions** | |
| **Variable Resistance** ✦ **2/Encounter** | |
| *Trigger:* The bulezau takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The bulezau gains resist 10 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again. | |
| **Skills** Athletics +15, Endurance +17 | |
| **Str** 21 (+10) **Dex** 21 (+10) **Wis** 16 (+8) | |
| **Con** 24 (+12) **Int** 8 (+4) **Cha** 13 (+6) | |
| **Alignment** chaotic evil **Languages** Abyssal, Common | |
| **Equipment** huge longspear | |

Created from the freshly buried corpses of mortal females who gave their lives in the service of good deities, bulezaus are ritual-spawned demons that imitate Baphomet's brutality and appetites. Scholars have dubbed these ram-headed creatures the demon lord's perfect children. Bulezaus know no emotion but rage, and savor only the struggle for life and death.

## Lore

**Arcana DC 21:** Before the Abyss corrupted him, the being now known as Baphomet created the minotaurs. As with most races, some became savage and warlike as others came to value honor and trade. Yeenoghu noticed this schism and mocked Baphomet, saying, "Poor, stupid Baphomet. You have pride in your children, but half of them are cattle in spirit as well as in form. See how my children take what yours make and burn what yours build." For the sake of his bruised vanity, Baphomet began sending his acolytes to steal the corpses of pure mortal females. Consumed in unholy rituals, these offerings gave life to the first bulezaus.

## Encounters

In the Blood War, Baphomet's bulezaus fought in the front ranks under the captains of every demon lord except Yeenoghu. With the war now in an uneasy truce, bulezaus still serve other demons, but they are uncooperative and abuse weaker fellow soldiers.

Mortals who bring bulezaus into the world find them difficult to work with but useful when unfocused destruction is on the agenda. These demons are quick to answer a summons from evil minotaurs, though they resent the peaceful and honorable members of that race.

CARL CRITCHLOW

# CITY CORRUPTOR (EVANISSU)

When a city grows corrupt, its people succumbing to degradation and decadence, the seams of the natural world can be split so that the evil of the Abyss seeps through. A city corruptor is not a punishment for a people's lack of moral fortitude; it is a consequence. A natural predator of the urban environment, the city corruptor stalks the dark streets that are the arteries of the city it feeds on. As the city's weak and vulnerable begin to die in increasing numbers, this foul demon spreads fear among even the most powerful.

## Lore

**Arcana DC 29:** City corruptors appear in desperate, depraved, or hopeless urban centers—places where the people either cannot reverse the moral decay of their city, or where they do not care to. A city corruptor is not attracted to combat. Rather, the demon lusts after the blood of helpless victims lost to an environment shifting closer to collapse each day. To hasten the destruction of such an environment is every city corruptor's ultimate delight.

These sly demons first appeared in Zelatar, spreading quickly to other abyssal settlements. As a mortal city decays, the nature of an abyssal city aligns with it, and a city corruptor steps through. Only one demon passes through during such an alignment. City corruptors fight among themselves for the exclusive right to claim a city in the mortal realm.

## Encounters

A city corruptor picks off the lonely and unloved, creating a nonstop campaign of murder and fear to destroy a city from within. A charismatic demon, the city corruptor gathers murderers, assassins, thieves, wererats, doppelgangers, and other urban predators to its cause. It is only with other demons that a city corruptor refuses to share its glory.

| **City Corruptor (Evanissu)** | **Level 22 Skirmisher** |
|---|---|
| Medium elemental humanoid (demon) | XP 4,150 |
| **HP** 204; **Bloodied** 102 | **Initiative** +22 |
| **AC** 36, **Fortitude** 32, **Reflex** 36, **Will** 34 | **Perception** +21 |
| **Speed** 7 | Low-light vision |
| **Traits** | |
| **Slippery Opponent** | |
| The city corruptor has a +5 bonus to AC and Reflex against opportunity attacks. | |
| **Standard Actions** | |
| **Bone Dagger** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +27 vs. AC | |
| *Hit:* 3d6 + 5 damage, and ongoing 15 damage (save ends). | |
| **Innocent Glance** (psychic) ✦ **At-Will** | |
| *Attack:* Ranged 5 (one creature); +25 vs. Will | |
| *Hit:* 4d10 + 8 psychic damage, and the city corruptor pulls the target 4 squares. The target is dazed until the end of the city corruptor's next turn. | |
| **False Alliance** (charm) ✦ **Recharge** ⚅ ⚄ ⚃ | |
| *Requirement:* The city corruptor must not be bloodied. | |
| *Attack:* Close burst 2 (one enemy in burst); +25 vs. Will | |
| *Hit:* The target makes a melee basic attack against a creature of the city corruptor's choice. In addition, the target grants combat advantage, cannot attack the city corruptor, and cannot move to a square not adjacent to the city corruptor (save ends all). | |
| **Minor Actions** | |
| **Fade into Darkness** (illusion) ✦ **Recharge** when first bloodied | |
| *Effect:* The city corruptor becomes invisible until the end of the encounter or until it hits or misses with an attack. | |
| **Skills** Bluff +23, Stealth +25 | |
| **Str** 24 (+18) **Dex** 28 (+20) **Wis** 20 (+16) | |
| **Con** 20 (+16) **Int** 22 (+17) **Cha** 24 (+18) | |
| **Alignment** chaotic evil **Languages** Abyssal, Common | |
| **Equipment** bone dagger | |

## City Corruptors in Combat

On its own, a city corruptor treads silently through the darkness. A city corruptor entices a weak-willed creature from a crowd, pulling it out of sight before attacking. When cornered or fighting with allies, a city corruptor favors picking off opportune targets with *bone dagger*.

RALPH BEISNER

# CLOCKWORK HORROR

Merciless and numerous, clockwork horrors are a mechanical plague of demonic constructs bent on exterminating organic life.

## Lore

**Arcana DC 21:** Ages ago, a forgotten demon lord of iron and artifice constructed the first clockwork horrors, imbuing their mechanical forms with the abyssal life force claimed from the ritual sacrifice of his lesser servants. Proving the success of his design, the clockwork horrors quickly slaughtered their creator, then escaped from the Rift of Corrosion, the 652nd layer of the Abyss.

Swarming into neighboring layers, the horrors consumed everything in their path as their numbers grew. This grinding plague was contained only with the intervention of the demon lord Haagenti, who now controls these creatures' allegiance in the Abyss. Clockwork horrors also thrive beyond that realm, increasing their numbers in the hidden reaches of unsuspecting worlds.

## Encounters

Unlike most constructs, clockwork horrors possess both intelligence and free will. They work only with their own kind and other servants of Haagenti (see "Garavond," page 76), destroying weaker creatures on sight.

## Arachnid Clockwork Horror

A swarm of arachnid clockwork horrors can send the most battle-hardened demon troops fleeing in fear. The numbers of these ravenous constructs swell in battle with each enemy that falls.

## Arachnid Clockwork Horrors in Combat

Arachnid clockwork horrors swarm a vulnerable target with coordinated, flanking attacks. When an arachnid clockwork horror's foe is bloodied, its replicated spawn attacks a new victim while the original finishes off the wounded target.

**Arachnid Clockwork Horror** **Level 10 Minion Soldier**
Small elemental animate (construct, demon) XP 125

**HP** 1; a missed attack never damages a minion. **Initiative** +13
**AC** 24, **Fortitude** 22, **Reflex** 23, **Will** 21 **Perception** +8
**Speed** 8 Darkvision
**Immune** disease, fear, poison

**Traits**

**Hive Mind**
All clockwork horrors that can see each other can communicate telepathically regardless of the distance between them.

**Standard Actions**

⨺ **Razor Saw** ✦ **At-Will**
*Attack:* Melee 1 (one creature); +15 vs. AC
*Hit:* 8 damage.

**Triggered Actions**

**Replicate** ✦ **At-Will**
*Trigger:* A creature adjacent to the clockwork horror becomes bloodied.
*Effect (Free Action):* The clockwork horror duplicates itself, and the duplicate appears in a square adjacent to the original. The new clockwork horror acts directly after the original arachnid horror's initiative count. It has the same defenses and powers as the original clockwork horror.

**Variable Resistance** ✦ **Encounter**
*Trigger:* The clockwork horror takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The clockwork horror gains resist 10 to the triggering damage type until the end of the encounter.

| | | |
|---|---|---|
| **Str** 15 (+7) | **Dex** 23 (+11) | **Wis** 16 (+8) |
| **Con** 18 (+9) | **Int** 12 (+6) | **Cha** 12 (+6) |

**Alignment** chaotic evil **Languages** see *hive mind*

WAYNE REYNOLDS

# DEMON SPAWN

When the taint of the Abyss breaches the mortal world, it plants seeds that allow it to spread. Hags and evil spellcasters conduct dark rituals to give birth to abominable creatures, while unfortunate victims of demonic curses cradle wretched babes whose touch turns animals feral and curdles their mothers' milk. These demon spawn grow from cruel children into vile adults, blighting the world with the horror of their blood.

## Lore

**Arcana DC 19:** It is said that as many varieties of demon spawn walk the world as there are demons in the Abyss. Although the horrible forms they take have no discernible pattern, demon spawn have a common background. Cast out or attacked as children, they hone their dark talents as they grow up alone. Young demon spawn instinctively know what they are, but they lack the ability to articulate their increasingly dark nature. The Abyssal tongue comes to them unbidden as they enter adulthood, at which point the full extent of their dark heritage manifests.

## Encounters

Shunned by most folk, demon spawn quickly learn to ally with evil humanoids and practitioners of dark magic. They are drawn to demonic cults, whose members treat demon spawn with reverence. At the same time, demon spawn yearn to connect with their kin in the Abyss, seeking demongates by which they can summon demons into the world.

## Demon Spawn Adept

Demon spawn are marked by deformities—a hunched back, a cat's eye, extra digits on hands and toes. The most cunning demon spawn quickly learn to conceal these abnormalities. In ancient ruins, cavernous hill-tombs, and libraries of forbidden lore they learn of their true heritage—and embrace the fell purpose for which they were born.

### Demon Spawn Adepts in Combat

A demon spawn adept focuses on keeping enemy melee combatants at a distance. It uses *feast of demons* against foes in battle with its demonic allies, reserving *forbidden speech* to keep powerful warriors on the ground.

EVA WIDERMANN (2)

| **Demon Spawn Adept** | **Level 8 Artillery (Leader)** |
|---|---|
| Medium elemental humanoid (demon) | XP 350 |
| **HP** 72; **Bloodied** 36 | **Initiative** +6 |
| **AC** 22, **Fortitude** 20, **Reflex** 19, **Will** 21 | **Perception** +9 |
| **Speed** 6 | Darkvision |
| **Standard Actions** | |
| ⊕ **Cudgel** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +15 vs. AC | |
| *Hit:* 2d6 + 8 damage. | |
| **Feast of Demons** ✦ **At-Will** | |
| *Attack:* Ranged 20 (one creature); +15 vs. AC | |
| *Hit:* 3d6 + 6 damage. In addition, any demon deals 3 extra damage against the target until the end of the demon spawn adept's next turn. | |
| **Forbidden Speech** (force) ✦ **Recharge** ⚄ ⚅ | |
| *Attack:* Area burst 1 within 10 (creatures in burst); +13 vs. AC | |
| *Hit:* 2d6 + 6 damage plus 1d6 force damage, and the target falls prone. | |
| **Skills** Arcana +12, Athletics +12, Religion +12 | |
| **Str** 16 (+7) **Dex** 15 (+6) **Wis** 20 (+9) | |
| **Con** 18 (+8) **Int** 17 (+7) **Cha** 7 (+2) | |
| **Alignment** chaotic evil **Languages** Abyssal, Common | |
| **Equipment:** cudgel | |

# DERGHODEMON

Derghodemons are the mindless muscle of the Abyss. Too brutal and too dense to take on complex missions, derghodemons are common among the bloodthirsty mercenary bands of the Blood Rift.

## Lore

**Arcana DC 21:** A derghodemon's instinct is to slaughter, a purpose these dread creatures fulfilled in the Blood War. With the Blood War in a state of truce, some derghodemons live as independent marauders in the Elemental Chaos. Such derghodemons dwell in elemental mountain ranges, earthbergs, and the caverns that honeycomb such locations.

| **Derghodemon** | **Level 12 Elite Soldier** |
|---|---|
| Huge elemental magical beast (demon, earth) | XP 1,400 |
| **HP** 254; **Bloodied** 127 | **Initiative** +10 |
| **AC** 26, **Fortitude** 26, **Reflex** 22, **Will** 24 | **Perception** +11 |
| **Speed** 6, burrow 6 | Darkvision |
| **Saving Throws** +2; **Action Points** 1 | |
| **Traits** | |
| **All-Around Vision** | |
| Enemies can't gain combat advantage by flanking the derghodemon. | |
| **Standard Actions** | |
| ⊕ **Claw ✦ At-Will** | |
| *Attack:* Melee 3 (one creature); +17 vs. AC | |
| *Hit:* 1d8 + 5 damage. | |
| ⸸ **Flailing Assault ✦ At-Will** | |
| *Effect:* The derghodemon uses *claw* four times, no more than twice against a single target. If a single target is hit with *claw* twice, the derghodemon grabs the target. | |
| **Move Actions** | |
| ⸸ **Earth Furrow ✦ At-Will** | |
| *Effect:* The derghodemon moves its burrow speed below the surface of the ground, avoiding opportunity attacks as it passes underneath other creatures' spaces. As it burrows beneath the space of a Large or smaller creature on the ground, the derghodemon makes the following attack against that creature. | |
| *Attack:* Melee 3; +15 vs. Fortitude | |
| *Hit:* The target falls prone. | |
| **Minor Actions** | |
| ⸸ **Death Hook ✦ At-Will** (1/round) | |
| *Requirement:* The derghodemon must not have a creature restrained. | |
| *Attack:* Melee 3 (one creature grabbed by the derghodemon); +15 vs. Fortitude | |
| *Hit:* 2d8 + 5 damage, and the target enters the derghodemon's space, is restrained, and takes ongoing 10 damage (save ends all). If the derghodemon moves, the restrained creature moves with it. | |
| **Triggered Actions** | |
| **Variable Resistance ✦ 2/Encounter** | |
| *Trigger:* The derghodemon takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The derghodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again. | |
| **Str** 27 (+14) **Dex** 14 (+8) **Wis** 20 (+11) | |
| **Con** 23 (+12) **Int** 5 (+3) **Cha** 13 (+7) | |
| **Alignment** chaotic evil **Languages** Abyssal, Supernal | |

## Encounters

The dimwitted derghodemons can be easily convinced to enter into one-sided or abusive contracts. They rarely bargain individually, but on occasion, a single derghodemon strikes a deal with a mortal spellcaster. Such bargains are tilted in the spellcaster's favor, but the derghodemon doesn't care as long as it has a steady stream of enemies to shred. Demonologists also employ derghodemons as brute assassins and marauders. Attempts to employ derghodemons as bodyguards often end in the demons growing bored because of a lack of victims, then murdering the creature they were supposed to protect.

## Derghodemons in Combat

Employed as shock troops in abyssal armies, derghodemons are adept at burrowing beneath—and smashing through—enemy fortifications. A derghodemon barrels across the battlefield, moving to the center of an enemy formation to rend and tear foes using its *claws*. A derghodemon is near-suicidal in its aggression. Even when vastly outnumbered, a derghodemon fights to the death.

# FERROLITH

Sometimes referred to as iron demons or the Handmaidens of Pain, ferroliths are a twisted metallic mockery of the succubi that accompanied Graz'zt on his initial foray into the Abyss.

## Lore

**History DC 29:** The succubi that accompanied Graz'zt on his first forays to the Abyss sought to betray him, but the Dark Prince uncovered their treachery and cast them into a pool of molten iron. The succubi lost their supernatural beauty as this abyssal pool seared their flesh and bonded with their bodies, and they became the first ferroliths.

Since that time, more ferroliths have crawled from ancient pits and pools of molten abyssal iron. Ferroliths retain a spark of their succubus origins. They love subterfuge and are incredibly cunning.

A ferrolith's hair is a rippling net of razor-sharp wire capable of shredding flesh. Its skin is tougher than any metal worked in a forge, and its claws can tear through virtually any physical or magical defenses.

A powerful ferrolith known as the Iron Maiden has seized a small fortress crafted from the broken remnants of a million swords on the Plain of a Thousand Portals. She has sent emissaries to the Nine Hells in hopes of enticing Asmodeus into an alliance against the Dark Prince.

## Encounters

Ferroliths found in Graz'zt's service fight only because of the powerful bonds of servitude placed on them. These demons nurse a hatred for Graz'zt, and freely ally with other demons that actively oppose him.

## Ferroliths in Combat

Ferroliths fighting in groups target the strongest melee combatants, slicing into them with spiked webs and razor-sharp claws. A solitary ferrolith hits softer targets first, energized by the hope of a quick kill as it rends vulnerable flesh and bone. A whirling engine of destruction on the battlefield, a ferrolith presents a formidable barrier to any enemy's advance.

STEVE ELLIS

| **Ferrolith** | **Level 24 Soldier** |
|---|---|
| Medium elemental humanoid (demon) | XP 6,050 |
| **HP** 231; **Bloodied** 115 | **Initiative** +18 |
| **AC** 40, **Fortitude** 37, **Reflex** 34, **Will** 36 | **Perception** +21 |
| **Speed** 6, fly 8 (hover) | Darkvision |
| **Vulnerable** 10 acid | |
| **Standard Actions** | |
| **Adamantine Claws ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +29 vs. AC | |
| *Hit:* 2d10 + 8 damage, and the target is marked until the end of the ferrolith's next turn. | |
| **Barrage of Razors ✦ Recharge** ⚅ ⚄ ⚃ | |
| *Attack:* Ranged 10 (one creature); +29 vs. AC | |
| *Hit:* 2d10 + 10 damage, and the target takes ongoing 10 damage and is slowed (save ends both). | |
| **Iron Spiked Web ✦ Encounter** | |
| *Attack:* Close blast 3 (creatures in blast); +29 vs. AC | |
| *Hit:* 4d10 + 10 damage, and the target is immobilized (save ends). | |
| *Miss:* Half damage, and the target is immobilized until the end of the ferrolith's next turn. | |
| **Triggered Actions** | |
| **Ripping Fangs ✦ At-Will** | |
| *Trigger:* An enemy adjacent to the ferrolith and marked by the ferrolith shifts. | |
| *Attack (Opportunity Action):* Melee 1 (triggering enemy); +29 vs. AC | |
| *Hit:* 2d10 + 10 damage, and ongoing 10 damage (save ends). | |
| **Str** 32 (+23) **Dex** 19 (+16) **Wis** 18 (+16) | |
| **Con** 31 (+22) **Int** 17 (+15) **Cha** 13 (+13) | |
| **Alignment** chaotic evil **Languages** Abyssal | |

# FIRE DEMON

Elemental flame shaped to demonic form and madness, fire demons are a scourge of the planes. Born where the Abyss burns, these creatures quickly strike out to destroy anything in their path.

## Lore

**Arcana DC 23:** According to legend, a weapon forged in a blaze ignited by the flames of a dying fire demon is particularly deadly when used against other demons. Rituals designed to banish or defeat powerful demons often require a fire demon's essence.

## Encounters

Fire demons are commonly bound and controlled by demonologists with a penchant for destruction, servants of the Elder Elemental Eye, and priests of Oublivae (page 130). Oublivae's followers relish unleashing these creatures in the world, touching off infernos that can wipe whole cities from the map.

| **Lesser Fire Demon** | **Level 8 Skirmisher** |
|---|---|
| Medium elemental humanoid (demon, fire) | XP 350 |
| **HP** 88; **Bloodied** 44 | **Initiative** +11 |
| **AC** 21, **Fortitude** 19, **Reflex** 21, **Will** 19 | **Perception** +6 |
| **Speed** 8, fly 10 | |
| **Resist** 15 fire; **Vulnerable** 5 cold | |
| **Standard Actions** | |
| ⊕ **Fiery Touch** (fire) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +13 vs. Reflex | |
| *Hit:* 3d6 + 5 fire damage. | |
| ↟ **Leaping Flame** (fire) ✦ **At-Will** | |
| *Effect:* The fire demon shifts 5 squares and can make the following attack once during this shift. | |
| *Attack:* Melee 1 (one creature); +13 vs. Reflex | |
| *Hit:* Ongoing 15 fire damage (save ends). | |
| **Move Actions** | |
| **Drawn to Fire** (teleportation) ✦ **At-Will** | |
| *Effect:* The lesser fire demon teleports 10 squares to a square adjacent to a fire that fills at least 1 square, or adjacent to an enemy that is taking ongoing fire damage. | |
| **Triggered Actions** | |
| **Flickering Flame** ✦ **At-Will** | |
| *Trigger:* An attack misses the demon. | |
| *Effect (Opportunity Action):* The demon shifts 1 square. | |
| **Str** 13 (+5) **Dex** 21 (+9) **Wis** 15 (+6) | |
| **Con** 16 (+7) **Int** 8 (+3) **Cha** 12 (+5) | |
| **Alignment** chaotic evil **Languages** Abyssal, Common | |

| **Fire Demon** | **Level 18 Elite Skirmisher** |
|---|---|
| Large elemental humanoid (demon, fire) | XP 4,000 |
| **HP** 344; **Bloodied** 172 | **Initiative** +18 |
| **AC** 32, **Fortitude** 31, **Reflex** 32, **Will** 29 | **Perception** +13 |
| **Speed** 8, fly 10 (hover) | |
| **Resist** 15 fire; **Vulnerable** 5 cold | |
| **Saving Throws** +2; **Action Points** 1 | |
| **Standard Actions** | |
| ⊕ **Fiery Touch** (fire) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +21 vs. Reflex | |
| *Hit:* 2d10 + 8 fire damage. | |
| ↟ **Lashing Flame** ✦ **At-Will** | |
| *Effect:* The fire demon shifts 5 squares. Once during this shift, the demon can use *fiery touch*. | |
| **Move Actions** | |
| **Drawn to Fire** (teleportation) ✦ **At-Will** | |
| *Effect:* The fire demon teleports 10 squares to a square adjacent to a fire that fills at least 1 square, or adjacent to an enemy that is taking ongoing fire damage. | |
| **Minor Actions** | |
| ⊹ **Inferno Blast** (fire, zone) ✦ **At-Will** (1/round) | |
| *Attack:* Close blast 3 (creatures in blast); +21 vs. Reflex | |
| *Hit:* 2d6 + 8 fire damage. | |
| *Effect:* The blast creates a zone that lasts until the end of the fire demon's next turn. Any creature that enters or ends its turn within the zone takes 10 fire damage. | |
| **Triggered Actions** | |
| **Vengeful Fire** (fire) ✦ **At-Will** | |
| *Trigger:* A creature misses the demon with a melee attack. | |
| *Effect (Opportunity Action):* The triggering creature takes 5 fire damage. | |
| **Str** 17 (+12) **Dex** 25 (+16) **Wis** 19 (+13) | |
| **Con** 20 (+14) **Int** 8 (+8) **Cha** 14 (+11) | |
| **Alignment** chaotic evil **Languages** Abyssal, Common | |

## Fire Demons in Combat

A fire demon dances across the battlefield, slipping away from enemies as it chars them with its touch. Creatures that attack a fire demon are lashed by tongues of flame.

EVA WIDERMANN

# GUARDIAN DEMON

Named for the ease with which they are bound into service by rituals, guardian demons stalk lightless tombs, treasure vaults, and the temples of dark cults. Lying in wait to feed and destroy, a guardian demon consistently fulfills its deadly obligations as it awaits its release.

## Lore

**Arcana DC 25:** Some sages believe that guardian demons possess a limited ability to see into the future. A guardian demon instinctively knows the day it will be released from servitude, or when creatures will stray into the site it guards. It is thought that this explains the creature's uncanny patience and the ease with which it ambushes intruders when they appear.

## Encounters

The rituals by which guardian demons are bound into service are numerous. These creatures protect tombs and other sites across the mortal world. They are found in the company of other creatures summoned or created by powerful spellcasters, including homunculi, golems, and undead.

## Guardian Demon Abomination

The treasures of antiquity gleam in faint torchlight where they spill from the alcoves of the ruined vault. In a thousand years, no mortal has seen this sight, yet something lurks here just the same. Glowing eyes and spiraling tentacles suddenly erupt from the shadows, snuffing out the light and the screams of adventurers who are never seen again.

### Guardian Demon Abominations in Combat

An abomination taunts its foes as it seizes a victim and crushes the life from it with its powerful tentacles. When a grabbed target's life ebbs, the abomination tosses it aside and grabs for another victim.

| **Guardian Demon Abomination** | **Level 8 Soldier** |
|---|---|
| Large elemental humanoid (demon) | XP 350 |
| **HP** 90; **Bloodied** 45 | **Initiative** +10 |
| **AC** 24, **Fortitude** 21, **Reflex** 20, **Will** 19 | **Perception** +12 |
| **Speed** 6 | Darkvision |
| **Immune** sleep, stun | |

**Traits**

☼ **Abominable Horror ✦ Aura** 1
Any enemy that ends its turn within the aura is marked by the guardian demon abomination until the end of the abomination's next turn.

**All-Around Vision**
Enemies can't gain combat advantage by flanking the abomination.

**Standard Actions**

⊕ **Tentacle ✦ At-Will**
*Attack:* Melee 2 (one creature); +13 vs. AC
*Hit:* 2d8 + 7 damage.

⸸ **Tentacle Seize ✦ At-Will**
*Requirement:* The abomination must not have a creature grabbed.
*Attack:* Melee 2 (one creature); +13 vs. AC
*Hit:* 2d8 + 7 damage, and the abomination pulls the target 1 square. If the target ends that movement adjacent to the abomination, the abomination grabs the target. The target takes a -4 penalty to attempts to escape the grab.

**Minor Actions**

**Tentacle Drain** (necrotic) **✦ At-Will** 1/round
*Requirement:* The abomination must be bloodied.
*Effect:* The abomination sustains a grab. The grabbed creature takes 1d8 + 4 necrotic damage, and the abomination can make a saving throw against one effect that a save can end.

**Triggered Actions**

**Variable Resistance ✦ 2/Encounter**
*Trigger:* The abomination takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The abomination gains resist 5 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

**Skills** Athletics +14, Intimidate +10

| | | |
|---|---|---|
| **Str** 20 (+9) | **Dex** 19 (+8) | **Wis** 17 (+7) |
| **Con** 18 (+8) | **Int** 11 (+4) | **Cha** 12 (+5) |

**Alignment** chaotic evil **Languages** Abyssal, Common

## Guardian Demon Soul Drinker

Although being bound into service slows a soul drinker's progress toward the upper echelons of demonic power, these oldest of the guardian demons gain an awareness and patience unusual among their kind.

### Guardian Demon Soul Drinkers in Combat

As it consumes a foe's life force, a soul drinker grows more powerful in combat, spending an action point to use *fearsome gaze* in addition to its tentacles. A soul drinker targets divine power users and wizards, feeding on an enemy's knowledge and memories as it is destroyed.

| **Guardian Demon Soul Drinker** | **Level 26 Soldier** |
|---|---|
| Large elemental humanoid (demon) | XP 9,000 |
| **HP** 241; **Bloodied** 120 | **Initiative** +23 |
| **AC** 42, **Fortitude** 39, **Reflex** 37, **Will** 37 | **Perception** +26 |
| **Speed** 6, teleport 4 | Darkvision |
| **Immune** sleep, stun | |

**Traits**

**Soul Drinker's Presence ✦ Aura** 1
Any enemy that ends its turn within the aura is marked until the end of the soul drinker's next turn.

**All-Around Vision**
Enemies can't gain combat advantage by flanking the soul drinker.

**Standard Actions**

**Tentacle ✦ At-Will**
*Requirement:* The soul drinker must not have two creatures grabbed.
*Attack:* Melee 3 (one creature); +31 vs. AC
*Hit:* 6d8 + 7 damage.

**Tentacle Seize ✦ At-Will**
*Requirement:* The soul drinker must not have two creatures grabbed.
*Attack:* Melee 3 (one creature); +31 vs. AC
*Hit:* 6d8 + 7 damage, and the soul drinker pulls the target 1 square. If the target ends that movement adjacent to the soul drinker, the soul drinker grabs the target. The target takes a –4 penalty to attempts to escape the grab.

**Fearsome Gaze** (fear, psychic) **✦ Recharge** when first bloodied
*Attack:* Close blast 5 (enemies in blast); +29 vs. Will
*Hit:* 4d10 + 12 psychic damage, and the target is pulled 4 squares and immobilized (save ends).

**Minor Actions**

**Tentacle Drain** (necrotic) **✦ At-Will** (1/round)
*Requirement:* The soul drinker must be bloodied.
*Effect:* The soul drinker sustains a grab. The grabbed creature takes 2d8 + 8 necrotic damage, and the soul drinker can make a saving throw against one effect that a save can end.

**Triggered Actions**

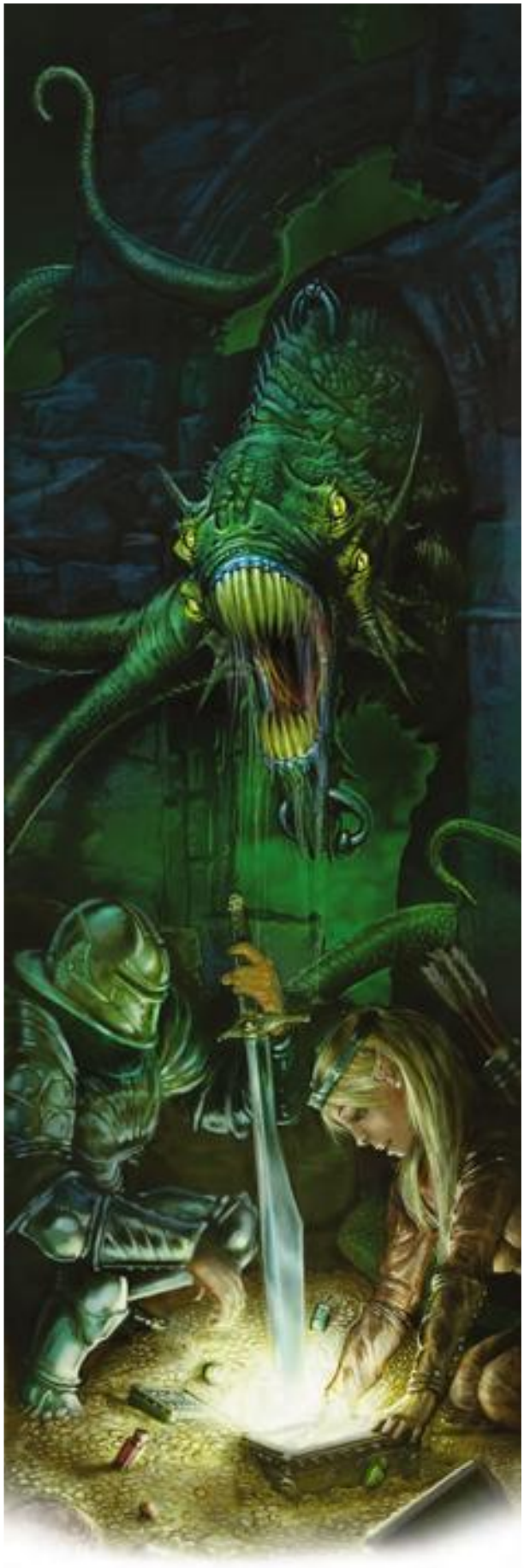
**Soul-Drain Parry ✦ At-Will**
*Requirement:* The soul drinker must be bloodied.
*Trigger:* A creature marked by the soul drinker makes an attack that does not include the soul drinker.
*Attack (Immediate Reaction):* Melee 2 (triggering creature); +29 vs. Fortitude
*Hit:* The target loses a healing surge, and the soul drinker gains 1 action point. The soul drinker can have only 1 action point at a time.

**Variable Resistance ✦ 3/Encounter**
*Trigger:* The soul drinker takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The soul drinker gains resist 10 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

**Skills** Athletics +28, Intimidate +19

| | | |
|---|---|---|
| **Str** 30 (+23) | **Dex** 27 (+21) | **Wis** 26 (+21) |
| **Con** 25 (+20) | **Int** 19 (+17) | **Cha** 12 (+14) |

**Alignment** chaotic evil **Languages** Abyssal, Common



ARNIE SWEKEL

# HAURES

Haureses are eight-legged undead demons wholly dedicated to fighting in the name of powerful abyssal masters. They are common among the armies of Orcus, but many other demon lords use haureses in the front ranks of their own forces as expendable shock troops.

## Lore

**Arcana DC 27:** The first haureses were created from goristro demons that fell in combat defending Orcus. Experimented on for centuries to perfect their current form, haureses have no thought or memory of anything other than battle. These creatures relish their roles as leaders, frontline soldiers, and executioners in service to abyssal lords.

## Encounters

Haureses are typically found carrying out Orcus's orders, keeping company with balors, glabrezus, and mariliths. When at the head of armies, haureses lead large contingents of mezzodemons, armanites (page 104), and jovocs (page 121). Haureses are rarely seen outside the Abyss, although they have been known to range into the Underdark as advanced scouts. Their spiderlike form is seen as an affront to the demon queen Lolth, and other demon lords take pleasure in sending haureses against her drow and drider forces.

**Haures** **Level 20 Soldier**
Huge elemental humanoid (demon, spider, undead) XP 2,800
**HP** 191; **Bloodied** 95 **Initiative** +18
**AC** 36, **Fortitude** 34, **Reflex** 32, **Will** 28 **Perception** +10
**Speed** 8, climb 8 (spider climb) Darkvision
**Immune** disease, poison; **Resist** 15 necrotic; **Vulnerable** 10 radiant

**Standard Actions**

⊕ **War Pick** (weapon) ✦ **At-Will**
*Attack:* Melee 3 (one creature); +25 vs. AC
*Hit:* 4d8 + 10 damage, and the target is marked until the end of the haures's next turn.

⇦ **Web Grab** ✦ **Recharge** when first bloodied
*Attack:* Close burst 3 (enemies in burst); +23 vs. Reflex
*Hit:* The haures pulls each target 3 squares to a square adjacent to the haures, then uses *war pick* against each target.

⇦ **Necrotic Command** (necrotic) ✦ **Encounter**
*Attack:* Close burst 5 (enemies in burst); +23 vs. Will
*Hit:* 4d8 + 9 necrotic damage.
*Effect:* The target is marked until the end of the haures's next turn.

**Move Actions**

**Sudden Leap** ✦ **Recharge** when first bloodied
*Effect:* The haures shifts 8 squares.

**Triggered Actions**

⸸ **Swift War Pick** (weapon) ✦ **At-Will**
*Trigger:* A creature marked by the haures shifts or makes an attack that does not include the haures.
*Attack (Opportunity Action):* Melee 2 (triggering creature); +25 vs. AC
*Hit:* 2d8 + 6 damage, and the target is immobilized (save ends).

**Variable Resistance** ✦ **3/Encounter**
*Trigger:* The haures takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The haures gains resist 15 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

| | | |
|---|---|---|
| **Str** 26 (+18) | **Dex** 23 (+16) | **Wis** 10 (+10) |
| **Con** 23 (+16) | **Int** 12 (+11) | **Cha** 8 (+9) |

**Alignment** chaotic evil **Languages** Abyssal
**Equipment** 2 war picks

## Haureses in Combat

A haures skitters into combat to assault the strongest melee combatants. Utterly fearless, the demon jumps into harm's way to surround itself with foes. A haures grudgingly shares the fight with allies only because it can't be everywhere at once.

BEN WOOTTEN (2)

# HYDRODEMON

HYDRODEMONS ARE THE MOST SKILLED NAVIGATORS of the waters of the Blood River. Their clawed hands and feet are webbed, granting them an agility that allows them to swim the waters of the Blood Rift—perhaps the only sentient creatures that can.

## LORE

**Arcana DC 25:** Hydrodemons resemble toads with their bulbous eyes and mucus-covered skin. The intricate glyphs and sigils that adorn their chests, arms, and legs speak to their ancient heritage and abyssal power. A hydrodemon stands ten feet tall, though it typically rests in a crouched position that allows it to strike from hiding.

Hydrodemons live as scavengers, hunters, and guides. Able to move through the waters of the Blood River, these lithe creatures freely explore where others cannot. Hydrodemons sell maps to gates and ruins they discover, as well as relics found while exploring the Blood Rift. The deals they offer at market in the city of Morglon-Daar (page 52) are rarely as good as they seem. In many cases, a hydrodemon has only the barest understanding of the objects it discovers, and it is as likely to demand a fortune for a piece of junk as to sell a rare and powerful relic for a few soul larvae. A savvy adventurer with an alert eye and a knowledge of abyssal history can sometimes gain worthwhile items and maps in a trade with a hydrodemon.

| **Hydrodemon** | **Level 16 Skirmisher** |
|---|---|
| Large elemental humanoid (aquatic, demon) | XP 1,400 |
| **HP** 158; **Bloodied** 79 | **Initiative** +17 |
| **AC** 30, **Fortitude** 28, **Reflex** 29, **Will** 26 | **Perception** +13 |
| **Speed** 6, swim 8 | Darkvision |
| **TRAITS** | |
| **Aquatic** | |
| The hydrodemon can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures. | |
| **STANDARD ACTIONS** | |
| **Claw ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +21 vs. AC | |
| *Hit:* 4d8 + 6 damage. | |
| **Numbing Spittle** (poison) **✦ At-Will** | |
| *Attack:* Ranged 10 (one creature); +19 vs. Reflex | |
| *Hit:* 2d10 + 10 poison damage, and the target is slowed until the end of its next turn. | |
| **Swift Strike ✦ At-Will** | |
| *Effect:* The hydrodemon shifts 6 squares while ignoring difficult and hindering terrain, then uses *claw*. | |
| **Runeblast Leap** (force) **✦ Recharge** when first bloodied | |
| *Attack:* Close burst 2 (enemies in burst); +19 vs. Reflex | |
| *Hit:* 2d10 + 12 force damage, and the hydrodemon pushes the target 1 square. The hydrodemon then shifts 6 squares, ignoring difficult and hindering terrain. | |
| **TRIGGERED ACTIONS** | |
| **Defensive Pounce ✦ Recharge** ⚅ | |
| *Trigger:* A melee attack hits the hydrodemon. | |
| *Effect (Immediate Interrupt):* The hydrodemon shifts 6 squares. | |
| **Variable Resistance ✦ 2/Encounter** | |
| *Trigger:* The hydrodemon takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The hydrodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again. | |
| **Str** 19 (+12) **Dex** 24 (+15) **Wis** 20 (+13) | |
| **Con** 22 (+14) **Int** 12 (+9) **Cha** 9 (+7) | |
| **Alignment** chaotic evil **Languages** Abyssal | |

## ENCOUNTERS

Hydrodemons accompany any creature willing to pay them for travel through the Blood Rift, acting as couriers and scouts for demon lords and explorers alike. Like most other demons of Morglon-Daar, hydrodemons are self-centered mercenaries willing to undertake almost any task for the highest bidder. Unlike other demons for hire, however, hydrodemons develop and nurture their own elaborate schemes for gaining power and fortune.

## HYDRODEMONS IN COMBAT

A cunning hydrodemon is adroit at setting up ambushes to cripple or slow its enemies. Able to pounce from a distance, a hydrodemon launches its lengthy form at an enemy, hoping to keep combatants off balance or push them into nearby water. The Blood River is a hydrodemon's best ally, and few other demons challenge this toadlike creature on or alongside the river's flow.

# INCUBUS

Dark-eyed strangers lurking in twilight shadows are to be avoided by young mortals, who must have the wisdom to bar their windows to handsome vagabonds calling from the street below. An incubus stalks the mortal target of its fiendish desire, shifting between forms of mortal, beast, and dream until it catches and savages its quarry.

## Lore

**Arcana DC 19:** When he was an archdevil, Graz'zt invaded the Abyss with his infernal armies, bringing along his palace servants, retainers, and harem of succubi. By the time the Dark Prince had laid claim to his first abyssal layer, the plane's corrupting power had already begun to influence his followers. The devilish succubi were transformed into the first incubi, extending *change shape* to take the forms of beasts as a reflection of their newly chaotic nature.

Serving as scouts and assassins for the Dark Prince, the incubi soon became Graz'zt's primary forces in the mortal realm. In the world, their skills are uniquely shaped to the corruption and trickery that is the demon lord's forte. Although an incubus can control a mortal host at a distance, its power can be partly blocked at a site consecrated against evil. The demon thus attempts to obtain a creature's trust by inhabiting its dreams, convincing it to willingly accept the incubus's dark embrace.

## Encounters

With their minds fractured, an incubus's cast-off victims serve the demon in the hope of regaining its attention and favor. Rakes, thugs, and other dissolute humanoids are often found following an incubus.

RALPH BEISNER

| **Incubus** | **Level 9 Lurker** |
|---|---|
| Medium elemental humanoid (demon, shapechanger) | XP 400 |
| **HP** 83; **Bloodied** 41 | **Initiative** +13 |
| **AC** 23, **Fortitude** 22, **Reflex** 21, **Will** 22 | **Perception** +4 |
| **Speed** 8, fly 4 (clumsy) | Darkvision |

**Traits**

**Bloodied Invigoration**
When the incubus is bloodied, it gains a +5 bonus to attack rolls and deals 5 extra damage against a creature it has dominated during the encounter.

**Standard Actions**

**Clutching Claw ✦ At-Will**
*Requirement:* The incubus must not have a creature grabbed.
*Attack:* Melee 1 (one creature); +14 vs. AC
*Hit:* 3d8 + 4 damage, and the incubus grabs the target.

**Lover's Bite ✦ At-Will**
*Attack:* Melee 1 (one creature grabbed by the incubus); +14 vs. AC
*Hit:* 3d6 + 8 damage, and the target is dazed until the end of the incubus's next turn.

**Dream Control** (charm) **✦ Recharge** ⚄ ⚅
*Attack:* Ranged 10 (one creature); +12 vs. Will
*Hit:* The incubus enters the target's body and mind. The incubus is removed from play, and the target is dominated (save ends). On each of its turns, the incubus can use its move action to use one of the target's normal movement modes and its standard action to use one of the target's at-will powers. When the target saves against this effect, the incubus reappears in a square adjacent to the target or in the nearest unoccupied square.

**Minor Actions**

**Change Shape** (polymorph) **✦ At-Will**
*Effect:* The incubus can alter its physical form to appear as a Medium humanoid or any Medium or Large beast until it attacks, until it uses *change shape* again, or until it drops to 0 hit points. The incubus retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the incubus must have seen that individual. Other creatures can make a DC 31 Insight check to discern that the form is a disguise,

**Triggered Actions**

**Variable Resistance ✦ 2/Encounter**
*Trigger:* The incubus takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The incubus gains resist 5 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

**Skills** Bluff +15, Intimidate +15, Stealth +14

| | | |
|---|---|---|
| **Str** 21 (+9) | **Dex** 20 (+9) | **Wis** 11 (+4) |
| **Con** 23 (+10) | **Int** 18 (+8) | **Cha** 22 (+10) |

**Alignment** chaotic evil **Languages** Abyssal, Common

## Incubi in Combat

An incubus hunts the wilds in beast form, in which it might be taken for a lycanthrope or other worldly shapechanger. In humanoid form, it stalks city streets and rural crossroads, preying on the naive and innocent. An incubus targets a creature it desires, then follows that creature to its home. In dark dreams, the demon corrupts its quarry before consuming its body and soul.

# IXITXACHITL

The aquatic ixitxachitls are the faithful servants of Demogorgon, dwelling throughout the natural world. These fiendish manta rays have a hunger for mortal flesh that is never satisfied.

## Lore

**Nature DC 17:** Legend has it that Demogorgon created the manta rays when he was a primordial. The rays' loyal descendants followed him into the Abyss and were corrupted, becoming the ixitxachitls. Weak by the standards of most other abyssal creatures, these fiendish rays dwell in protected areas of the Brine Flats (page 69) and in the mortal world, where they control huge areas of ocean in Demogorgon's name.

## Encounters

Though they freely ally with aquatic undead not beholden to Orcus, ixitxachitls prefer to work with their own kind. Ixitxachitls despise sahuagin, and ally with any creatures that fight the sea devils.

## Ixitxachitl Demon Ray

In undersea coral cityscapes, these demon rays darken the water with blood from a thousand sacrifices.

| **Ixitxachitl Demon Ray** | **Level 3 Skirmisher** |
|---|---|
| Medium elemental magical beast (aquatic, demon) | XP 150 |
| **HP** 45; **Bloodied** 22 | **Initiative** +7 |
| **AC** 17, **Fortitude** 12, **Reflex** 18, **Will** 15 | **Perception** +3 |
| **Speed** 0, fly 5 (hover), swim 8 | Darkvision |
| **Traits** | |
| **Aquatic** | |
| The demon ray can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures. | |
| **Circle the Prey** | |
| Slowed creatures cannot make opportunity attacks against the demon ray. | |
| **Standard Actions** | |
| ⊕ **Bite** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +8 vs. AC | |
| *Hit:* 1d8 + 6 damage. | |
| ⸸ **Tail Barbs** (poison) ✦ **Recharge** when first bloodied | |
| *Attack:* Melee 1 (one creature); +6 vs. Fortitude | |
| *Hit:* 1d6 + 5 damage plus 1d6 poison damage, and the target is slowed until the end of its next turn. | |
| **Skills** Acrobatics +10, Athletics +9, Stealth +10 | |
| **Str** 16 (+4) **Dex** 18 (+5) **Wis** 15 (+3) | |
| **Con** 13 (+2) **Int** 15 (+3) **Cha** 10 (+1) | |
| **Alignment** chaotic evil **Languages** Abyssal | |

### Ixitxachitl Demon Rays in Combat

Few aquatic species are as cunning as ixitxachitls, which strike from hiding in silt clouds and beds of noxious weeds.

## Ixitxachitl Priest

The most faithful servants of the Prince of Demons in the mortal realm, ixitxachitl priests torture, kill, and sacrifice for the glory of Demogorgon.

| **Ixitxachitl Priest** | **Level 5 Controller (Leader)** |
|---|---|
| Medium elemental magical beast (aquatic, demon) | XP 200 |
| **HP** 66; **Bloodied** 33 | **Initiative** +5 |
| **AC** 19, **Fortitude** 19, **Reflex** 17, **Will** 17 | **Perception** +6 |
| **Speed** 0, fly 5 (hover), swim 8 | Darkvision |
| **Traits** | |
| ☼ **Demogorgon's Blessing** ✦ **Aura** 2 | |
| Allies within the aura gain a +5 bonus to damage rolls. | |
| **Aquatic** | |
| The ixitxachitl priest can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures. | |
| **Standard Actions** | |
| ⊕ **Bite** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +8 vs. Fortitude | |
| *Hit:* 1d10 + 7 damage, and the target is dazed until the end of the ixitxachitl's priest's next turn. | |
| ⸸ **Vampiric Fangs** ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Melee 1 (one dazed creature); +10 vs. AC | |
| *Hit:* The target loses a healing surge and is weakened until the end of its next turn. | |
| **Skills** Acrobatics +10, Arcana +10, Athletics +9 | |
| **Str** 15 (+4) **Dex** 16 (+5) **Wis** 19 (+6) | |
| **Con** 18 (+6) **Int** 17 (+5) **Cha** 14 (+4) | |
| **Alignment** chaotic evil **Languages** Abyssal | |

### Ixitxachitl Priests in Combat

An ixitxachitl priest uses *vampiric fangs* as often as possible, draining a victim's vitality as it is sacrificed in Demogorgon's name.

BEN WOOTTEN

# JARRLAK

The manifestation of killing cold, a jarrlak is an implacable creature that freezes the life from its victims. These intelligent ice demons have a sadistic nature equaled only by their hunger for power. A jarrlak delights in trapping its foes in a frigid tomb, toying with them before the inevitable end.

## Lore

**Arcana DC 29:** As devastating as a jarrlak is on the battlefield, these demons are more feared for their habit of stealing select survivors from the aftermath of combat. Dragging victims back to its ice caves, the jarrlak encases them in ice to watch them slowly expire. In a jarrlak's clutches, a mortal can linger for decades this way, enduring horrid torment. If rescued, a frozen victim appears not to have aged a day since being captured.

## Encounters

As opportunists with a thirst for domination, jarrlaks ally with powerful spellcasters and demon lords that allow them to rule over specific territories. Some jarrlaks venture into the world on their own, hoping to establish personal dominions in areas of frost and snow.

ARNIE SWEKEL

| **Jarrlak** | **Level 22 Controller** |
|---|---|
| Large elemental magical beast (demon) | XP 4,150 |
| **HP** 207; **Bloodied** 103 | **Initiative** +11 |
| **AC** 36, **Fortitude** 34, **Reflex** 32, **Will** 35 | **Perception** +23 |
| **Speed** 6 | Low-light vision |
| **Resist** 15 cold; **Vulnerable** 10 fire | |

**Standard Actions**

**Frost Tusks** (cold) ✦ **At-Will**
*Attack:* Melee 2 (one creature); +25 vs. Fortitude
*Hit:* 4d10 + 8 cold damage, and the target is slowed (save ends).

**Frigid Tomb** (cold) ✦ **Recharge** ⚅ ⚄ ⚃
*Attack:* Close blast 5 (one creature in blast); +25 vs. Fortitude
*Hit:* 5d8 + 10 cold damage, and the target is slowed (save ends).
*First Failed Saving Throw:* The target is immobilized (save ends).
*Second Failed Saving Throw:* The target instead becomes entombed in ice (save ends). While entombed, the target is immobilized, and the next time it takes damage, it drops to 0 hit points.

**Glacier Wall** (cold) ✦ **Encounter**
*Effect:* The jarrlak creates an area wall 8 within 20 squares that lasts until the end of the encounter or until the wall is destroyed. The solid wall of ice can be up to 4 squares high. The wall blocks line of sight and line of effect, and it can be attacked. Any creature that starts its turn adjacent to the wall takes 15 cold damage. The wall has the jarrlak's defenses, and each square of the wall has 20 hit points. The wall has resist 15 cold and vulnerable 10 fire.

**Triggered Actions**

**Numbing Frost** ✦ **Encounter**
*Trigger:* The jarrlak is first bloodied.
*Effect (Free Action):* Each enemy within 5 squares of the jarrlak gains vulnerable 15 cold (save ends).

**Skills** Arcana +21

| | | |
|---|---|---|
| **Str** 22 (+17) | **Dex** 11 (+11) | **Wis** 24 (+18) |
| **Con** 23 (+17) | **Int** 20 (+16) | **Cha** 17 (+14) |

**Alignment** chaotic evil **Languages** Abyssal, Common

## Jarrlaks in Combat

A jarrlak fights methodically, engaging each of its enemies with a patient and deadly purpose. The demon uses abyssal ice to encase enemies or block off routes of escape, freezing each foe before moving on to the next.

# JOVOC

This diminutive demon looks as though it might be a child or a halfling by its size. But once a traveler treads within killing range, a jovoc's dead gaze gives away its true nature. Its eyes are black pools of inky darkness bulging from its rotting skull, and its skin is charred black. Its mouth stretches into an impossibly wide grin as it sizes up its prey.

## Lore

**Arcana DC 21:** Jovocs are spawned from the gloom and despair of the Elemental Chaos. They live to create strife, willingly serving in the vanguard of demon armies as they throw themselves against more powerful foes. Used as scouts and lookouts for demons on the march, a jovoc's presence in the world is often a harbinger of a larger invasion.

| **Jovoc** | **Level 10 Skirmisher** |
|---|---|
| Small elemental humanoid (demon) | XP 500 |
| **HP** 109; **Bloodied** 54 | **Initiative** +12 |
| **AC** 23, **Fortitude** 22, **Reflex** 23, **Will** 21 | **Perception** +13 |
| **Speed** 6 | Darkvision |
| **Resist** half damage from opportunity attacks | |
| **Traits** | |
| ☼ **Retribution Aura ✦ Aura** 2 | |
| Whenever the jovoc takes damage, each nonjovoc creature within its aura takes 4 damage, or 8 damage while the jovoc is bloodied. Creatures within more than one *retribution aura* take damage for each aura. | |
| **Standard Actions** | |
| ⊕ **Claw ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +15 vs. AC | |
| *Hit:* 1d10 + 5 damage. | |
| ⸸ **Jovoc Fury ✦ Recharge** when first bloodied | |
| *Effect:* The jovoc uses *claw* twice. | |
| **Minor Actions** | |
| ⸸ **Bite ✦ Recharge** when the jovoc hits using *claw* | |
| *Attack:* Melee 1 (one creature); +15 vs. AC | |
| *Hit:* 1d6 + 5 damage. | |
| **Triggered Actions** | |
| **Variable Resistance ✦ Encounter** | |
| *Trigger:* The jovoc takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The jovoc gains resist 10 to the triggering damage type until the end of the encounter. | |
| **Skills** Acrobatics +15, Stealth +15 | |
| **Str** 15 (+7) **Dex** 21 (+10) **Wis** 17 (+8) | |
| **Con** 21 (+10) **Int** 7 (+3) **Cha** 7 (+3) | |
| **Alignment** chaotic evil **Languages** Abyssal | |

## Encounters

Intelligent demon commanders recognize the value of jovocs in their forces, particularly when combined with ranged and area attacks. Jovocs rarely fight in close quarters with other creatures, since they are as likely to harm allies as enemies. Mariliths and other commanders typically lead bands of jovocs in battle, maintaining them in safe formations by threat and torture. Vrocks and other flying demons make great use of the havoc caused by a jovoc war band, staying aloft to avoid the creatures' destructive aura, then swooping down to harry opponents that try to flee the jovocs' assault.

## Jovocs in Combat

Jovocs are fast, mobile ambushers that adopt a hit-and-run strategy when fighting larger foes. Although they are relatively weak in single combat, their *retribution aura* makes them lethally effective in groups. As each jovoc is hit, it tries to maximize the amount of damage it does to its foes, moving through the thick of combat to draw more enemy attacks.

WAYNE REYNOLDS

# KOSTCHTCHIE

Kostchtchie is called the Prince of Wrath for his destructive rages. Once a mighty frost giant lord and conqueror of vast stretches of the Elemental Chaos, Kostchtchie is driven to destroy by a near-mindless hatred. He has slain several lesser demon lords, and only his limited intellect has prevented him from spreading destruction across the Abyss.

## Lore

**History DC 33:** Kostchtchie was once a king among the frost giants. With the help of the *Maul of Brutal Endings*, he challenged the elders of his frost giant tribe, quickly slaughtering his way to dominance.

The Prince of Wrath was said to possess an unnatural talent for leading his tribe to ancient treasures, forgotten tombs, and other locations that harbored powerful magic weapons. He and his followers traveled aboard a flying machine called the *Ark of Kwalish*, with which he launched a devastating raid against the City of Brass.

Kostchtchie's final act as a mortal was a daring raid against the Scalding Mountain—a volcano that rumbles in the Elemental Chaos. He and his followers defeated the devils that guarded that place. Kostchtchie alone entered the volcano's burning core in search of ancient artifacts, but he did not emerge from it. His followers scattered to the winds, and the creatures of the Elemental Chaos breathed a sigh of relief at the end of his reign.

That relief was short-lived. Soon after, Kostchtchie appeared in the Abyss, larger and more powerful than ever. The newly made demon lord quickly conquered the Iron Wastes, where huge numbers of his frost giant allies have since joined him in his citadel of ice. From there, Kostchtchie has launched a crusade against the Abyss. Three minor demon lords have already fallen to the *Maul of Brutal Endings*, and the Prince of Wrath grows stronger each day.

## Kostchtchie in Combat

Even compared to other demon lords, Kostchtchie is an avatar of raw destruction. The former frost giant begins each battle in a howling berserker rage that grows in intensity with each injury he takes. The number of demon lords that have fallen to his maul is a testament to Kostchtchie's overwhelming ferocity. Orcus and Demogorgon are said to avoid direct confrontation with the Prince of Wrath, at least for now. Kostchtchie's rivals know that they will face a final reckoning some day, but they are content to allow him to crush lesser abyssal powers until then.

**Kostchtchie** **Level 31 Solo Brute**
Huge elemental humanoid (demon) XP 115,000
**HP** 1,164; **Bloodied** 582 **Initiative** +25
**AC** 43, **Fortitude** 45, **Reflex** 40, **Will** 44 **Perception** +22
**Speed** 8, teleport 6 Darkvision
**Resist** 15 cold
**Saving Throws** +5; **Action Points** 2

**Traits**

**Speed of Wrath**
Kostchtchie takes a turn on his initiative check result and on his initiative check result -10. He has a full set of actions on each of his turns, and his ability to take an immediate action refreshes on each turn.

**Standard Actions**

**Maul of Brutal Endings** (weapon) ✦ **At-Will**
*Attack:* Melee 4 (one creature); +36 vs. AC
*Hit:* 3d10 + 20 damage, and Kostchtchie slides the target 4 squares and knocks it prone. This attack scores a critical hit on a roll of 18-20.

**Sweeping Maul** ✦ **Recharge** ⚅
*Effect:* Kostchtchie makes a *maul* attack against each enemy within 4 squares of him.

**Roar of the Tundra** (cold, zone) ✦ **Recharge** when this power's zone ends (see below)
*Attack:* Close blast 5 (creatures in blast); +34 vs. Reflex
*Hit:* 4d10 + 20 cold damage, and the target is immobilized (save ends).
*Miss:* Half damage.
*Effect:* The blast creates a zone that lasts until the end of the encounter. Any enemy that starts its turn within the zone is slowed (save ends). As a minor action, Kostchtchie can move the zone 6 squares. Any creature within the zone when Kostchtchie moves it is teleported to a space within the zone's new location after he moves it. If the zone ends for any reason before the end of the encounter, this power recharges.

**Move Actions**

**Leap of Wrath** ✦ **Recharge** ⚄ ⚅
*Effect:* Kostchtchie jumps 12 squares, clearing up to 8 squares of height.

**Triggered Actions**

**Boundless Rage** ✦ **At-Will**
*Requirement:* Kostchtchie must be bloodied.
*Trigger:* An enemy ends its turn within 4 squares of Kostchtchie.
*Effect (Free Action):* Kostchtchie makes a *maul* attack against the triggering enemy.

**Wrathful Rebuke** ✦ **At-Will**
*Trigger:* Kostchtchie is hit by an attack.
*Effect (Immediate Reaction):* Kostchtchie makes a *maul* attack against the triggering attacker.

**Variable Resistance** ✦ **3/Encounter**
*Trigger:* Kostchtchie takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* Kostchtchie gains resist 30 to the triggering damage type until the end of the encounter or until he uses *variable resistance* again.

**Volcanic Fury**
*Trigger:* Kostchtchie scores a critical hit.
*Effect (No Action):* Kostchtchie regains 1 action point he has already used in this encounter.

**Skills** Athletics +37, Intimidate +28

| | | |
|---|---|---|
| **Str** 44 (+32) | **Dex** 30 (+25) | **Wis** 14 (+17) |
| **Con** 35 (+27) | **Int** 9 (+14) | **Cha** 27 (+23) |

**Alignment** chaotic evil **Languages** Common, Abyssal, Giant
**Equipment** *Maul of Brutal Endings*

## Encounters

The Prince of Wrath despises most lesser demons and other denizens of the Abyss. Frost giants, white dragons, and other creatures of elemental cold are his soldiers, his servants, and his allies.

## Kostchtchie Secrets

Most folk might welcome the rise of a demon lord bent on slaughtering its own kind. But Kostchtchie is merely a pawn in a much larger game. It was Iggwilv the Witch Queen who set the frost giant king along his path to demonhood, and who continues to manipulate him. With her subtle guidance, Kostchtchie grows more powerful as he wages war against other demon lords. If he ever succeeds in conquering the Abyss, Iggwilv stands ready to snatch away the fruits of his victory.

In his youth, Kostchtchie was mocked for his capriciousness and leaden intellect. Although strong, he lacked the cunning of the most powerful berserkers of the frost giant clans. For the crime of killing one of his tormentors, he was banished from his tribe. He he wandered the frozen wastes, until one day he came across a small hut built at the base of a towering glacier.

There, Kostchtchie met the Witch Queen. Iggwilv had foreseen the frost giant's fate, but saw also that a far greater destiny lay before him. Iggwilv granted Kostchtchie two gifts—the mighty *Maul of Brutal Endings*, and the cacodemon essence of a slain fiend whose intellect she had corrupted.

Possessed by this powerful demonic entity in Iggwilv's control, Kostchtchie began his rise to power, compelled to obey her every secret command. At her behest, he rampages through the Abyss to challenge more demon lords, increasing his strength.

Eventually, Iggwilv believes that the Prince of Wrath will have the power to crush Orcus and Demogorgon. When that happens, Kostchtchie will command the entirety of the Abyss—at which point, Iggwilv will seize that prize from her thrall, becoming the most powerful being in the cosmos.

As yet, no one has confirmed Iggwilv's connection to Kostchtchie, though Graz'zt sees the influence of some greater intellect in the frost giant's tactics. None of the demon lords dare to challenge Kostchtchie directly. Even if the Prince of Wrath were to fall, his foe would be left weak enough that other enemies might quickly overwhelm the victor.

Kostchtchie thus grows stronger with each passing year. By banding together, the lords of the Abyss or the gods of the Astral Sea might stop him. However, by the time those always-feuding entities decide to do so, it might already be too late.

FRANZ VOHWINKEL

## Kostchtchie's Cult

Kostchtchie is a relatively new demon lord, and his cults are small and limited in scope. Savage warriors of the frozen tundra pay him fealty, as do creatures that seek raw power and strength in the fury of battle. His former frost giant tribe continues to venerate him, and a growing number of hill giants, ogres, and trolls carry his symbol—a red hammer on a black field.

## Kostchtchie out of Combat

Anyone unfortunate enough to encounter Kostchtchie must usually fight him, but the Prince of Wrath sometimes gives his victims a chance to speak before crushing them. Though Kostchtchie is physically powerful, he has the mind of a child, and he is prone to petulant outbursts and fits of rage. Unlike those of most children, Kostchtchie's tantrums can leave whole cities in ruins.

Kostchtchie loves flattery: Diplomacy and Bluff are excellent skills to use against his anger. Intimidate can be effective, but use a minimum DC 40 check to represent the overwhelming challenge of cowing the Prince of Wrath. When such an attempt succeeds, it wins Kostchtchie's respect with its audacity.

Kostchtchie has been known to spare creatures that amuse him. Acrobatics or History checks made to entertain the demon lord can calm his rage.

# MAHATAA

These powerful mud demons are thought to have been born from elementals transformed during the first moments of the Abyss's creation. Unruly creatures that crave pure destruction, mahataas have retained much of their elemental nature.

## Lore

**Arcana DC 33:** Fiercely autonomous, a mahataa can be bound for a short time, but it can never truly be tamed. Few mahataas can be cowed or coerced into the service of demon lords, but those that do serve make terrifying assassins and shock troops. Some scholars believe that this willful independence is a ruse, however, and more than one demon lord suspects that large numbers of its mahataa servants are actually agents, spies, and assassins for the Elder Elemental Eye.

| **Mahataa** | **Level 28 Lurker** |
|---|---|
| Medium elemental humanoid (blind, demon) | XP 13,000 |
| **HP** 203; **Bloodied** 101 | **Initiative** +27 |
| **AC** 42, **Fortitude** 41, **Reflex** 41, **Will** 38 | **Perception** +26 |
| **Immune** blinded, gaze; **Resist** 15 fire | |
| **Speed** 8; burrow 8 | Blind, blindsight 10 |
| **Traits** | |
| ☼ **Boiling Earth** (fire) ✦ **Aura** 3 | |
| Whenever the mahataa is not burrowing, squares within its aura are difficult terrain, and any creature that ends its turn within the aura takes 15 fire damage. | |
| **Earth Meld** | |
| The mahataa can shift or charge while burrowing. | |
| **Standard Actions** | |
| ⊕ **Mud Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +33 vs. AC | |
| *Hit:* 2d10 + 9 damage, and the target is slowed (save ends). | |
| **Bursting Bite** ✦ **Recharge** ⚄ ⁞⁞ | |
| *Requirement:* The mahataa must be burrowing. | |
| *Effect:* The mahataa ends its move above the ground, and makes the following attack. | |
| *Attack:* Melee 1 (one creature); +31 vs. Fortitude | |
| *Hit:* 2d10 + 9 damage, and the target is stunned until the end of its next turn. | |
| **Earth Eruption** ✦ **Recharge** when first bloodied | |
| *Requirement:* The mahataa must be burrowing. | |
| *Effect:* The mahataa shifts 3 squares, ending that move above the ground, and makes the following attack. | |
| *Attack:* Close burst 3 (enemies in burst); +31 vs. Reflex | |
| *Hit:* 3d10 + 9 damage, and the target falls prone and is slowed (save ends). | |
| **Triggered Actions** | |
| **Variable Resistance** ✦ **2/Encounter** | |
| *Trigger:* The mahataa takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The mahataa gains resist 20 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again. | |
| **Skills** Stealth +28 | |
| **Str** 27 (+22) **Dex** 28 (+23) **Wis** 24 (+21) | |
| **Con** 29 (+23) **Int** 15 (+16) **Cha** 10 (+14) | |
| **Alignment** chaotic evil **Languages** Abyssal | |

## Encounters

Although mahataas prefer fighting alongside their own kind, they are also opportunistic. The muddy creatures make short-term hunting pacts with powerful demons if doing so is the only way to reach a desirable quarry. They also pair with other elemental creatures, particularly those with an aspect of elemental stone. More often than not, such alliances end with the mahataas attacking their allies out of sheer capriciousness.

## Mahataas in Combat

A mahataa swims through the mud, stone, and muck of the Abyss in constant search of prey. Hunting underground, a mahataa bursts from the earth and attacks creatures less powerful than it is. After its initial assault, the mud demon uses its superior burrowing abilities to escape into the ground again, reappearing where its prey is most vulnerable.

Though unruly and chaotic, mahataas rarely fight alone, preferring to hunt with other mahataas. While in a group, the mud creatures never give away their true numbers, with one or more remaining underground while the others attack above.

ARNIE SWEKEL

# MALGODEMON

These monstrous enforcers are said to be forged of abyssal stone and raw fury, serving demons and mortals alike as mindless muscle.

## Lore

**Arcana DC 23:** Malgodemons are slow-witted and servile, but their legendary greed makes them poor allies. A malgodemon offered a bribe is likely to abandon its master unless another less easily swayed ally is on hand to violently remind it of its allegiance.

## Malgodemon Thug

A malgodemon thug's thirst for violence is equaled only by its inability to tell friend from foe.

| **Malgodemon Thug** | **Level 13 Brute** |
|---|---|
| Large elemental humanoid (demon) | XP 800 |
| **HP** 143; **Bloodied** 71 | **Initiative** +7 |
| **AC** 25, **Fortitude** 26, **Reflex** 23, **Will** 24 | **Perception** +8 |
| **Speed** 8, fly 6 | Low-light vision |
| **Standard Actions** | |
| **Claw ✦ At-Will** | |
| *Attack:* Melee 2 (one creature); +18 vs. AC | |
| *Hit:* 2d10 + 7 damage. | |
| **Flinging Claw ✦ At-Will** | |
| *Attack:* Melee 2 (one creature); +18 vs. AC | |
| *Hit:* 2d10 + 10 damage, and the malgodemon slides the target 2 squares and knocks it prone. If the target ends this movement adjacent to one or more of its allies, the malgodemon makes a secondary attack. | |
| *Secondary Attack:* Close burst 1 centered on the primary target (allies of primary target in burst); +16 vs. Fortitude | |
| *Hit:* 1d10 damage, and the secondary target falls prone. | |
| **Shake Down ✦ Recharge** ⚅ | |
| *Requirement:* The malgodemon must not have a creature grabbed. | |
| *Attack:* Melee 2 (one creature); +18 vs. AC | |
| *Hit:* 3d10 + 10 damage, and the malgodemon grabs the target. While the malgodemon has the target grabbed, the target is restrained. | |
| *Aftereffect:* When the grab ends, the target falls prone and takes 10 damage. | |
| **Triggered Actions** | |
| **Stone's Endurance ✦ Encounter** | |
| *Trigger:* The malgodemon is first bloodied. | |
| *Effect (Free Action):* The malgodemon gains 40 temporary hit points. | |
| **Variable Resistance ✦ 2/Encounter** | |
| *Trigger:* The malgodemon takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The malgodemon gains resist 10 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again. | |
| **Skills** Athletics +17, Intimidate +11 | |
| **Str** 22 (+12) **Dex** 13 (+7) **Wis** 15 (+8) | |
| **Con** 19 (+10) **Int** 8 (+5) **Cha** 10 (+6) | |
| **Alignment** chaotic evil **Languages** Abyssal | |

RALPH BEISNER

## Encounters

Raavastas (see *Manual of the Planes*, page 136) make extensive use of malgodemons as muscle, but team them with quasits or mezzodemons to keep them in check.

### Malgodemon Thugs in Combat

A thug sends foes flying with its brutal assault, then quickly finishes off prone targets.

# MANE

Feeble-minded servitors with no will of their own, manes are among the lowest and most wretched of demonkind. Though they respond to their masters' commands in Abyssal, their shrieking babble only barely approximates speech. Adventurers who have faced an attack by these creatures learn to fear that shrill din.

Packs of shrieking manes are common in the front ranks of demonic forces across the Abyss and in the mortal realm—and are often the last thing inexperienced adventurers facing such an assault ever see.

## Lore

**Arcana DC 15:** Born of chaotic filth and abyssal detritus, the weak and pitiful manes are the servants of other demons. However, these lowly creatures possess a trait greatly feared by others of their kind. Of the myriad varieties of demons in the Abyss, manes are most likely to be spontaneously consumed and reborn as demon lords (see "Spontaneous Ascension," page 15).

Knowing this, existing demon lords go to extreme lengths to keep the population of manes in check, typically by ordering them into battles they have no chance of winning. When the Blood War raged, it was common for tens of thousands of manes to be sacrificed in a single engagement. With that conflict in a state of truce, the population of manes in the Abyss has increased dramatically. Packs of manes without masters have been known to band together for security, and demon lords and their lieutenants keep a keen eye out for such creatures, dispatching them quickly.

| **Mane** | **Level 3 Minion Brute** |
|---|---|
| Small elemental humanoid (demon) | XP 38 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +3 |
| **AC** 15, **Fortitude** 16, **Reflex** 14, **Will** 15 | **Perception** +4 |
| **Speed** 4 | Low-light vision |
| **Standard Actions** | |
| ⊕ **Claw ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +8 vs. AC | |
| *Hit:* 5 damage. | |
| **Triggered Actions** | |
| ✧ **Death Burst** (acid) | |
| *Trigger:* The mane drops to 0 hit points. | |
| *Attack (No Action):* Close burst 2 (enemies in burst); +6 vs. Reflex | |
| *Hit:* 10 acid damage. | |
| **Variable Resistance ✦ Encounter** | |
| *Trigger:* The mane takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The mane gains resist 10 to the triggering damage type until the end of the encounter. | |
| **Str** 10 (+1) **Dex** 15 (+3) **Wis** 16 (+4) | |
| **Con** 19 (+5) **Int** 4 (-2) **Cha** 6 (-1) | |
| **Alignment** chaotic evil **Languages** understands Abyssal | |

## Encounters

At the bottom of the hierarchy of demonkind, manes typically toil as slaves or are conscripted into fiendish armies. Their reputation for weakness is as well known as their ability to be commanded, and other demons use them as servants, couriers, and battle fodder, and for blood sport.

## Manes in Combat

Though they are consistently slow and stupid, manes are remarkably effective in mass combat. They obey their masters without question, recklessly sacrificing themselves to assist more powerful allies.

ARNIE SWEKEL

# MAVAWHAN

The vicious mavawhans once flew in great flocks in the skies above the Iron Wastes. Since the coming of Kostchtchie, they have spread across the Abyss and into the world. Mavawhans are known for their single-minded fury, and for the magic that turns their victims into statues of living ice.

## Lore

**Arcana DC 27:** Though great numbers of mavawhans still dwell in the Iron Wastes, their numbers have steadily dwindled since the rise of Kostchtchie. The Prince of Wrath despises demonkind, and he seeks to slaughter or enslave the mavawhans at every opportunity. Those demons that remain free are more than willing to serve as guides for explorers in the Iron Wastes, and can prove invaluable in avoiding the hazards of that layer.

A creature turned to ice by a mavawhan can be cured by Remove Affliction or any other process that ends normal petrification. A victim can also be restored by being washed in mavawhan blood. This process takes thirty minutes and requires a DC 27 Arcana check.

## Encounters

Mavawhans are vicious marauders that prefer to hunt and fight on their own. They have an affinity for other creatures of cold, including jarrlaks (page 120), elementals, and frost giants not in the service of Kostchtchie (page 122).

## Mavawhans in Combat

Mavawhans stay in constant motion, striking new targets each turn in the hope of transforming as many foes as possible into living ice.

**Mavawhan** **Level 19 Skirmisher**
Medium elemental humanoid (demon) XP 2,400

**HP** 180; **Bloodied** 90 **Initiative** +17
**AC** 32, **Fortitude** 31, **Reflex** 32, **Will** 30 **Perception** +18
**Speed** 6, fly 6 (hover) Low-light vision
**Resist** 10 cold

**Traits**

**Blizzard Soul**
At the start of each of the mavawhan's turns, it slides each enemy adjacent to it 1 square.

**Standard Actions**

⊕ **Claw** (cold, poison) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +24 vs. AC
*Hit:* 6d6 + 5 cold and poison damage.

⸸ **Ice-Venom Talons** (cold, poison) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +24 vs. AC
*Hit:* 4d8 + 5 damage, and the target takes ongoing 10 cold damage and is slowed (save ends both).
*First Failed Saving Throw:* The target takes ongoing 15 cold damage and is immobilized (save ends both).
*Second Failed Saving Throw:* The target is petrified, but turned into ice instead of stone.

⇦ **Icy Blast** (cold) ✦ **Encounter**
*Attack:* Close blast 5 (creatures in blast); +22 vs. Fortitude
*Hit:* 4d8 + 8 cold damage, and the area of the blast becomes difficult terrain until the end of the encounter.

**Move Actions**

**Wing Burst** ✦ **At-Will**
*Effect:* The mavawhan shifts 3 squares.

**Triggered Actions**

**Variable Resistance** ✦ **2/Encounter**
*Trigger:* The mavawhan takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The mavawhan gains resist 10 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

**Skills** Perception +18, Stealth +20
**Str** 21 (+14) **Dex** 23 (+15) **Wis** 19 (+13)
**Con** 20 (+14) **Int** 6 (+7) **Cha** 10 (+9)
**Alignment** chaotic evil **Languages** Abyssal

ANDREW HOU

# NABASSU

Where the Abyss connects to the mortal world, explorers and sages inevitably seek out the illicit power of that plane. Nabassu demons depend on this thirst for knowledge and power. Peering through the gates of the Plain of a Thousand Portals and into the natural world, nabassus strike out at explorers, sages, or hapless bystanders who venture too near those accursed passages into the Abyss.

## Lore

**Arcana DC 27:** When Orcus was first corrupted by the Abyss, so too were a number of his elemental servants. A flight of nabassu gargoyles loyal to the former primordial were twisted into horrific forms and infused with a fraction of their lord's necrotic power. In this way, the nabassus were some of the first demons to be born.

These demons thirsted for the destruction of living things and became obsessed with finding a means to escape the eternal vortex. They yearned to enter the mortal realm, whose races would feed them as they wrought the destruction that would glorify their master. On the Plain of a Thousand Portals, nabassus discovered the means to achieve their goal. Lurking in and around the many portals of that layer, these demons were further corrupted, becoming imbued with portal energy and attuned to the connection between the Abyss and the mortal realm.

In the aftermath of the Blood War, the number of nabassus lurking in Pazunia has grown. These portal demons cross over into the mortal world with greater frequency than any others of their kind. They are feral hunters stalking the doorways between the Abyss, the world, and beyond.

See "Door Guardians and Nabassus," page 86, for more nabassu lore.

## Encounters

Nabassus can be found haunting any of the multitude of passageways and portals between the Abyss and the world. They ally with any other demons or creatures that promise not to get in the way of the slaughter they seek. Nabassus remain strongly devoted to Orcus, however. When they are found far from the portals that give them power, they are typically in the company of undead and other demons serving their dark master.

ANNE STOKES

| **Nabassu** | **Level 20 Lurker** |
|---|---|
| Medium elemental humanoid (demon) | XP 2,800 |
| **HP** 148; **Bloodied** 74 | **Initiative** +21 |
| **AC** 33, **Fortitude** 32, **Reflex** 32, **Will** 30 | **Perception** +14 |
| **Speed** 8, fly 8, teleport 4 | Darkvision |

**Traits**

**Portal Link**

Whenever the nabassu starts its turn within 3 squares of a portal leading to the Abyss or to a region of the Shadowfell controlled by Orcus, it becomes insubstantial and is phasing, and its teleportation increases to 8. This effect lasts until the start of the nabassu's next turn.

**Standard Actions**

**Claw ✦ At-Will**

*Attack:* Melee 1 (one creature); +25 vs. AC

*Hit:* 4d8 + 10 damage.

**Life-Stealing Gaze** (necrotic) ✦ **Recharge** ⚄ ⁞⁞

*Attack:* Ranged 5 (one creature); +23 vs. Fortitude

*Hit:* Ongoing 25 necrotic damage (save ends). If the target is under the effect of the nabassu's *soul rip*, it instead takes ongoing 35 necrotic damage (save ends).

**Soul Rip ✦ Recharge** when first bloodied

*Attack:* Melee 1 (one creature unaffected by *soul rip*); +23 vs. Fortitude

*Hit:* Until the end of the encounter, the target takes a -2 penalty to attack rolls against the nabassu and loses three healing surges.

**Triggered Actions**

**Variable Resistance ✦ 2/Encounter**

*Trigger:* The nabassu takes acid, cold, fire, lightning, or thunder damage.

*Effect (Free Action):* The nabassu gains resist 10 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

**Skills** Stealth +22

| | | |
|---|---|---|
| **Str** 25 (+17) | **Dex** 24 (+17) | **Wis** 18 (+14) |
| **Con** 22 (+16) | **Int** 10 (+10) | **Cha** 22 (+16) |

**Alignment** chaotic evil **Languages** Abyssal

## Nabassus in Combat

Nabassus are drawn to the vicinity of abyssal portals and demongates, whose power fuels the defensive value of *portal link*. A nabassu focuses on a single combatant, using *soul rip* and relentlessly hounding that target. The demon uses its flight and teleportation to evade other combatants until its chosen foe falls, or until the nabassu is bloodied and can refocus *soul rip* on another target.

## Nabassu Deathwing

A deathwing is more than just a larger version of its lesser kin. Its dark appetite can consume a victim's soul in combat, leaving its foes' husks scattered across the battlefield.

| **Nabassu Deathwing** | **Level 23 Skirmisher** |
|---|---|
| Large elemental humanoid (demon) | XP 5,100 |
| **HP** 215; **Bloodied** 107 | **Initiative** +21 |
| **AC** 37, **Fortitude** 35, **Reflex** 36, **Will** 34 | **Perception** +20 |
| **Speed** 8, fly 8 (hover); teleport 4 | Darkvision |

**Traits**

**Portal Link**

Whenever the deathwing starts its turn within 3 squares of a portal leading to the Abyss or to a region of the Shadowfell controlled by Orcus, it becomes insubstantial and is phasing, and its teleportation increases to 8. This effect lasts until the start of the deathwing's next turn.

**Standard Actions**

**Claw ✦ At-Will**

*Attack:* Melee 2 (one creature); +28 vs. AC

*Hit:* 5d6 + 14 damage.

**Life-Stealing Lunge** (necrotic) ✦ **Recharge** ⚄ ⁞⁞

*Effect:* The deathwing flies 8 squares and makes an attack.

*Attack:* Melee 1 (one creature); +26 vs. Fortitude

*Hit:* Ongoing 25 necrotic damage (save ends). If the target is under the effect of the nabassu's *soul devour*, it instead takes ongoing 35 necrotic damage (save ends).

**Soul Devour** (necrotic) ✦ **Recharge** when first bloodied

*Attack:* Melee 1 (one creature unaffected by *soul devour*); +26 vs. Fortitude

*Hit:* The target loses three healing surges. In addition, until the end of the encounter, whenever the target hits and deals damage to the deathwing, the target takes 10 necrotic damage.

**Triggered Actions**

**Variable Resistance ✦ 3/Encounter**

*Trigger:* The deathwing takes acid, cold, fire, lightning, or thunder damage.

*Effect (Free Action):* The deathwing gains resist 15 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

**Skills** Stealth +24

| | | |
|---|---|---|
| **Str** 25 (+18) | **Dex** 26 (+19) | **Wis** 18 (+15) |
| **Con** 23 (+17) | **Int** 10 (+11) | **Cha** 22 (+17) |

**Alignment** chaotic evil **Languages** Abyssal

## Nabassu Deathwings in Combat

A deathwing chooses the most powerful-looking melee combatant as the target of *soul devour*. Once it knows that this foe attacks the deathwing at its own peril, the demon then ignores it, staying in motion across the battlefield with *life-stealing lunge*.

# OUBLIVAE

She is the Angel of the Everlasting Void, the Demon Monarch of the Barrens, and the Queen of Desolation. Oublivae stalks the empty wastelands, lurks within abandoned shrines and toppled ruins, and haunts the trackless seas and the starry void between planes and worlds.

## Lore

**History DC 33:** It is said that the monster Oublivae crawled up to the Barrens in an unknown age, making her way into the wasteland from the bottomless ruins of that blasted realm. Her head is that of a resplendent fey queen, mounted atop a lustrous insectoid exoskeleton. When the demon lord Ugoreth espied her, he surrounded the creature with his servants and demanded servitude. In response, Oublivae told Ugoreth that she was a herald come from the heart of the Abyss with a message only for him. Blinded by his own vanity, the demon lord granted her private audience. As soon as they were alone, Oublivae attacked the hapless Ugoreth, consuming his soul and hurling his body into the bottomless ruin from which she had risen. She laid waste to his demesne, made a throne of his castle, and became undisputed Queen of the Barrens.

## Encounters

Whatever the truth of her origins, Oublivae's eternal work is to divide what is united, isolate those divided pieces, and leave only barren, lifeless desolation in her destructive wake. She allies with select demon lords to limit the expansion of others' realms, helping to perpetuate the endless cycle of violence and chaos that drives the Abyss.

Oublivae's followers in the Abyss live by her example of hopelessness, stalking desolate areas, driving lost travelers to madness or cannibalism, then consuming them. Demons and undead not sworn to the service of Orcus attend the Demon Monarch of the Barrens, dedicating themselves to the ruin that is her legacy.

**Oublivae** **Level 30 Solo Controller**
Huge elemental humanoid (demon) XP 95,000
**HP** 1,096; **Bloodied** 548 **Initiative** +26
**AC** 44, **Fortitude** 40, **Reflex** 45, **Will** 45 **Perception** +30
**Speed** 8, climb 8 (spider climb), swim 8 Darkvision
**Saving Throws** +5; **Action Points** 2

**Traits**

☼ **Perish Alone ✦ Aura** 10
Any creature that starts its turn within the aura and is not adjacent to an ally takes 10 damage. This damage increases to 15 if Oublivae is bloodied.

**Demonic Rampage**
While Oublivae is bloodied, she uses *claw of dread* against each enemy adjacent to her at the start of her turn. This attack deals maximum damage against targets that are stunned or helpless.

**Standard Actions**

⨺ **Claw of Dread** (fear) **✦ At-Will**
*Attack:* Melee 2 (one creature); +35 vs. AC. This attack scores a critical hit on a roll of 19 or 20.
*Hit:* 4d8 + 12 damage, and Oublivae slides the target 1 square. If Oublivae scores a critical hit, the target is also stunned until the end of its next turn. T

⨺ **Dreadful Rake ✦ At-Will**
*Effect:* Oublivae uses *claw of dread* twice, making each attack against a different target.

**Abandon All Hope** (fear, psychic) **✦ Recharge** when first bloodied
*Attack:* Close burst 5 (enemies in burst); +33 vs. Will
*Hit:* 5d10 + 10 psychic damage, and the target is stunned (save ends).
*First Failed Saving Throw*: The target is helpless (save ends). This effect also ends if the target takes damage from an enemy attack.

**Minor Actions**

**Isolation ✦ Recharge** ⚅ ⚄ ⚃
*Attack:* Ranged 10 (one creature); +33 vs. Will
*Hit:* Oublivae slides the target 4 squares. In addition, the target cannot be targeted by any ally's power and cannot target an ally with its powers (save ends).

**Triggered Actions**

⨺ **Tail Spike ✦ At-Will**
*Requirement:* Oublivae must not have a creature restrained.
*Trigger:* An enemy enters a square adjacent to Oublivae.
*Attack (Immediate Reaction):* Melee 3 (triggering enemy); +35 vs. AC
*Hit:* 4d10 + 16 damage, and the target is restrained (save ends). Oublivae can release a creature she has restrained as a free action.

**Variable Resistance ✦ 3/Encounter**
*Trigger:* Oublivae takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* Oublivae gains resist 20 to the triggering damage type until the end of the encounter or until she uses *variable resistance* again.

**Skills** Acrobatics +31, Athletics +31, History +29, Insight +30, Nature +30, Stealth +31

| | | |
|---|---|---|
| **Str** 32 (+26) | **Dex** 32 (+26) | **Wis** 30 (+25) |
| **Con** 26 (+23) | **Int** 29 (+24) | **Cha** 31 (+25) |

**Alignment** chaotic evil **Languages** Abyssal, Common, telepathy 20

## Oublivae in Combat

It is said that Oublivae has the mind of an ageless archfey and the heart of a rabid beast. When the demon is provoked, her royal demeanor vanishes quicker than thought, and she attacks on all fours like an animal. Driving her foes apart and imposing *isolation*, she hunts them down one by one.

The Queen of Desolation reveals the future to would-be heroes, allowing them to experience the ruin of their civilization and all they hold dear while she savors their abandoned hopes. She particularly relishes the grief of those enemies who die alone. Oublivae likewise delights in the horror of creatures forced to watch their allies slain and consumed, their blood lapped up by her long, ghoulish tongue.

In the cities, the most desolate slums and demolished quarters are Oublivae's haunts. In such places, anarchists, barbarians, and city corruptor demons (page 108) plot to topple the towers and walls of civilization, making new barrens of glorious cityscapes.

## Oublivae out of Combat

If Oublivae has a weakness, it is her fascination for history. Her knowledge is rivaled only by that of Iggwilv, Vecna, and Graz'zt, although her own interests extend only to accounts of downfall and ruin. Nonetheless, heroes brave enough to treat with the Queen of Desolation can discover long-forgotten secrets by asking the right questions.

## Oublivae Secrets

Ancient legends tell of a legendary astral domain called the Coruscating Utopia—a glittering realm where the ultimate potential of every city in the cosmos was reflected in perfection. Its ruler was named the Lord of the Diamond Crown, and he proclaimed it the pinnacle of the universe's grandest dream. The legend states that an angel appeared from a void in the Astral Sea, warning the lord of the evils of his vanity.

When the lord asked whose authority she spoke with, the angel drew forth her sword and slew him where he stood. His vast shimmering realm collapsed and fell into the lightless void from whence the angel had come. It became the Barrens, the distorted realm of the 100th layer of the Abyss, where every city past and future lies ruined among its desolate wilds and vast oceans.

Iggwilv suspects that the despoiler of the Coruscating Utopia and Oublivae might both be personifications of the seed of absolute evil that lies at the heart of the Abyss—its incalculable chaos manifesting as a semblance of life and thought.

RALPH BEISNER

## Oublivae's Cult

In the world, Oublivae's subjects are the peoples of the barren places—savage humanoids, pirates and outlaws, headhunters and cannibals. They paint and tattoo their skin in imitation of the graven spirals on the demon queen's body. For her glory, they consume the blood and flesh of other humanoids to gain strength and power.

# PAZUZU

One of the oldest and most reprehensible demon lords, Pazuzu is a master manipulator and corruptor of mortal souls. The Dark Angel of the Four Winds takes great delight in offering aid that seems beneficial, but which in fact leads to great evil and suffering.

## Lore

**Arcana DC 33:** Pazuzu lusts after innocence, purity, and honesty more than anything else, and the mortal world is a perfect breeding ground for this precious fruit. The demon lord takes from his victims all that makes them pure, then fills their hollow souls with bitterness and cruelty. When not scouting the mortal world for his next conquest, Pazuzu can almost always be found on the 1st abyssal layer—the Plain of a Thousand Portals.

With his attention focused outward from the chaotic scheming of the Abyss, Pazuzu has not garnered many foes among the other abyssal lords. His only true enemy is Lamashtu, Demon Queen of Monstrous Births, though Pazuzu only barely considers this former consort a threat. Long ago, she betrayed the Winged Prince. As punishment, Pazuzu ate out her eyes and imprisoned her in his former realm of Torremor, the 503rd layer of the Abyss. There, the wretched and deformed hag suffered, eventually gaining the power to seize Torremor as her own. The Prince of the Lower Aerial Kingdoms now watches in amusement as Lamashtu (still bound by his dark magic) scrapes for influence and position from that remote abyssal backwater.

## Encounters

Beyond his secret alliance with Asmodeus and the Queen's Conclave, Pazuzu commands the respect and loyalty of all evil creatures that fly in the abyssal skies. Though his rule of Pazunia is unquestioned, it is said that Pazuzu's influence extends in secret to aerial kingdoms throughout the Abyss.

Pazuzu seldom travels alone. His personal guard is known as the Six Wings of Pazrael—a formidable troop of balor-led vrocks skilled at reconnaissance and assassination.

**Pazuzu** **Level 33 Solo Skirmisher**
Large elemental humanoid (demon, shapechanger) XP 155,000

**HP** 1,252; **Bloodied** 626 **Initiative** +36
**AC** 48, **Fortitude** 44, **Reflex** 48, **Will** 47 **Perception** +25
**Speed** 6, fly 12 (hover), teleport 6 Low-light vision, blindsight 20
**Immune** prone, slowed
**Saving Throws** +5; **Action Points** 2

### Traits

☼ **Plague of Abyssal Locusts** ✦ **Aura** 3
Any enemy that ends its turn within the aura takes 15 damage. Creatures within the aura have concealment against ranged attacks. While Pazuzu is bloodied, the aura's size increases to 10, and enemies within the aura also cannot shift.

**Master of Manipulation**
At the start of each of his turns, Pazuzu can choose either to slide one creature he can see 3 squares, or to make a saving throw against an effect that includes the dazed or stunned condition.

### Standard Actions

⊕ **Talons** ✦ **At-Will**
*Attack:* Melee 2 (one creature); +38 vs. AC
*Hit:* 4d10 + 18 damage.

⸸ **Pestilence** (poison) ✦ **Recharge** ⚅ ⚄ ⚃
*Effect:* Pazuzu shifts 15 squares and makes the following attack against each creature he moves adjacent to during the shift.
*Attack:* Melee 1 (one creature); +36 vs. Reflex
*Hit:* 4d10 + 18 poison damage.

### Minor Actions

⸸ **Tail Sting** (poison) ✦ **At-Will**
*Attack:* Melee 4 (one creature); +38 vs. Fortitude
*Hit:* The target takes ongoing 20 poison damage and is weakened (save ends both). This ongoing damage is not reduced by poison resistance.

✈ **Soul Corruption** (charm, psychic) ✦ **Recharge** when no creature is affected by this power
*Attack:* Ranged 10 (one creature); +36 vs. Will
*Hit:* 5d12 + 8 psychic damage, and the target is dazed (save ends).
*First Failed Saving Throw:* The target is instead dominated (save ends).

**Change Shape** (polymorph) ✦ **At-Will**
*Effect:* Pazuzu can alter his physical form to appear as any Large or smaller creature, including a unique individual, until he attacks, until he uses *change shape* again, or until he drops to 0 hit points. Pazuzu retains his statistics in his new form. His clothing, armor, and other possessions do not change. To assume a specific individual's for, Pazuzu must have seen that individual. Other creatures can make a DC 31 Insight check to discern that the form is a disguise.

### Triggered Actions

⇦ **Coercion** (charm) ✦ **At-Will**
*Trigger:* An enemy attacks Pazuzu.
*Attack (Immediate Interrupt):* Close burst 10 (one enemy); +38 vs. Will
*Hit:* Pazuzu slides the target 1 square, then the target uses an at-will attack power of Pazuzu's choice against the triggering enemy as a free action. If this attack hits, the triggering attack also takes a -4 penalty to the attack roll.

**Variable Resistance** ✦ **3/Encounter**
*Trigger:* Pazuzu takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* Pazuzu gains resist 30 to the triggering damage type until the end of the encounter or until he uses *variable resistance* again.

**Skills** Intimidate +21
**Str** 32 (+27) **Dex** 46 (+34) **Wis** 29 (+25)
**Con** 41 (+31) **Int** 31 (+26) **Cha** 48 (+35)
**Alignment** chaotic evil **Languages** Abyssal, Common, telepathy 10

## Pazuzu in Combat

Pazuzu rarely engages in direct combat, though his abilities make the demon lord a formidable opponent. The *plague of abyssal locusts* that surrounds him keeps melee and ranged attackers at bay while he spreads his *pestilence* across the battlefield. The demon lord delights in dominating his most powerful foes, forcing them to cut down their own allies in his name.

## Pazuzu Secrets

Pazuzu is secretly an obyrith lord—one of a handful of ancient entities that predate the formation of the Abyss. Trapped in the crumbling ruins of a universe he and his kind destroyed long ago, it was Pazuzu's idea to create the shard of evil that lured Tharizdun into creating the Abyss. (See "History of the Abyss," page 7.)

Pazuzu (in his incarnation as Pazrael; see "Pazuzu's Cult" below) was also one of the generals who aided the fallen angel Asmodeus in the battle that claimed the life of his god. Pazuzu saw this as his chance to aid in the greatest corruption of all—the transformation of a faithful servant into an enemy of the gods. His aid was instrumental in Asmodeus's victory, and it remains a secret known only to Asmodeus and the obyrith lord. Pazuzu's support came at a cost—an as-yet unnamed boon still owed by the archdevil.

Pazuzu was instrumental throughout the last age in fomenting the Blood War, using his secret alliance with Asmodeus to ensure that devils and demons remained evenly matched in that endless conflict. Both Asmodeus and the Queen's Conclave (see "The Obyriths," page 7) used the chaos of the Blood War as a cover for the same goal—to locate and harness the eldritch might of the seed of evil at the Abyss's heart.

## Pazuzu's Cult

Unlike most other demon lords, Pazuzu is able to manifest freely in the mortal world. Over millennia, he has perfected the craft of seducing mortals to his will without attracting the attention of the gods that protect them. In ancient texts, the names Imdugud, Pazrael, and Typhon are associated with a benevolent entity that protects against pestilence and blesses childbirth. Folk that call on this entity have their prayers consistently answered, remaining blissfully unaware that these benevolent spirits are avatars of Pazuzu. As word of his beneficence spreads, whole communities soon become unwittingly dependent on the demon lord's aid.

Invariably, folk touched by Pazuzu form new cults dedicated to his teachings. These people do not see themselves as evil, even as their search for blessings inevitably leads them to vile acts committed for the sake of their new master. As they spread the power of their dark patron by tempting others to ask for his aid, these thralls of Pazuzu never learn the demon lord's true identity.

## Pazuzu out of Combat

If a creature utters Pazuzu's name or any of his aliases three times in succession, an unholy link between the speaker and the demon lord is established, working over any distance and across the planes. For a short time, Pazuzu can examine the speaker's thoughts to discern whether the caller seeks aid or is trying to trap him. If he wants to and is able to, Pazuzu can appear in the speaker's location. The demon lord almost always agrees to provide aid, but his assistance comes at a steep price.

In game terms, a typical call for aid from Pazuzu can take the form of gaining a free action point, restoring a character to life or to full hit points, recharging an expended power, or some other benefit of the DM's choosing. In exchange for this boon, Pazuzu requires a creature to swear utter obedience for a week or more—and takes full advantage of this service.

WILLIAM O'CONNOR

# PHRAXAS

Master of Khin-Oin and nominal ruler of the Blood Rift, Phraxas the Decayed commands considerable power and authority. To the demons of the rift and the Wasting Tower, he is the Lord of Misery and Despair—worshiped in fear and revered as a god.

Phraxas appears as a gaunt, ghoulish creature draped in moldering gray robes. His skin is covered with ulcers and oozing pustules, and his eyes glow red from deep in their sockets.

## Lore

**Arcana DC 33:** Phraxas was not the first master of Khin-Oin, and he has held control of the Wasting Tower more than once. Though he reclaimed the great throne known as the *Siege Malicious* only a century ago, Phraxas has ruled Khin-Oin for nearly three millennia all together, far longer than any of his predecessors.

Since resuming power, Phraxas has worked tirelessly to complete two primary objectives: recovering a legendary artifact known as the *Staff of the Lower Planes*, and completing the construction of the Tower of Incarnate Pain on the boundary of the Blood Rift and Pazunia. A project started under his predecessor Mydianchlarus, the tower is designed to channel power between itself, Khin-Oin, and the ancient Tower of the Arcanaloths on the Plain of a Thousand Portals. This flow of abyssal energy is intended to trigger a planar nexus, channeling virtually unlimited power into the *Siege Malicious*.

See "The Blood Rift" (page 50) and "The Wasting Tower" delve (page 88) for more information on the rift, Khin-Oin, and Phraxas.

## Encounters

Though he trusts no one, Phraxas maintains a small circle of baernaloth viziers as his personal guard. Baernaloths are tall, gaunt demons with horned heads resembling the skulls of rams or cattle. Their glazed eyes run with sickly yellow fluid and their gray skin is stretched tight across their bones. It was through their invaluable service that Phraxas was

**Phraxas the Decayed** **Level 31 Solo Controller (Leader)**
Large elemental humanoid (demon) XP 115,000

**HP** 1,268; **Bloodied** 592 **Initiative** +35
**AC** 49, **Fortitude** 44, **Reflex** 48, **Will** 47 **Perception** +26
**Speed** 6, fly 6 (hover), teleport 6 Darkvision, blindsight 10
**Immune** poison, disease
**Saving Throws** +5; **Action Points** 2

### Traits

☼ **Bulwark of the Blood Rift ✦ Aura** 10
Allied demons within the aura gain a +2 bonus to damage rolls and a +2 bonus to saving throws.

☼ **Lord of Despair ✦ Aura** 3
While Phraxas is not bloodied, enemies within the aura take a -4 penalty to saving throws and a -2 penalty to Will.

☼ **Lord of Misery ✦ Aura** 3
While Phraxas is bloodied, any enemy that ends its turn within the aura takes 15 damage.

**Master of Baernaloths**
Whenever Phraxas has fewer than four baernaloth viziers with him at the start of his turn, he summons 2d4 baernaloth viziers, to a maximum of 8 baernaloth viziers. Each vizier appears in an unoccupied space within 10 squares of Phraxas.

**Unstoppable**
Phraxas makes saving throws against ongoing damage at the start of his turn as well as at the end of his turn.

### Standard Actions

⊕ **Plague Touch** (disease, poison) **✦ At-Will**
*Attack:* Melee 2 (one creature); +34 vs. Fortitude
*Hit:* Ongoing 30 poison damage (save ends). In addition, the target is exposed to wasting plague.

**Vile Compulsion** (charm) **✦ At-Will**
*Attack:* Ranged 20 (one creature); +34 vs. Will
*Hit:* Phraxas slides the target 5 squares, and the target makes a basic attack against an ally. The target is then dominated (save ends).

**Dread Word** (fear) **✦ Recharge** ⚄ ⚅
*Attack:* Close burst 4 (creatures in burst); +34 vs. Will
*Hit:* 5d10 + 10 damage, and the target moves its speed away from Phraxas by the safest route possible.

**Nightmare Dreamscape** (fear, psychic, zone) **✦ Recharge** when first bloodied
*Effect:* Phraxas creates a zone in an area burst 3 within 20 squares. The zone lasts until the end of Phraxas's next turn. Any enemy that ends its turn within the zone takes 20 psychic damage and is dazed until the end of its next turn.
*Sustain Minor:* The zone persists, and Phraxas can move it 5 squares.

### Minor Actions

**Gesture of Nausea** (disease, poison) **✦ At-Will**
*Attack:* Ranged 20 (one creature); +34 vs. Fortitude
*Hit:* 5d8 + 9 poison damage, and the target takes a -2 penalty to all defenses and is slowed (save ends). In addition, the target is exposed to wasting plague (see below).

### Triggered Actions

**Variable Resistance ✦ 3/Encounter**
*Trigger:* Phraxas takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* Phraxas gains resist 30 to the triggering damage type until the end of the encounter or until he uses *variable resistance* again.

**Skills** Arcana +32, Insight +31, Intimidate +41
**Str** 32 (+26) **Dex** 46 (+33) **Wis** 29 (+24)
**Con** 40 (+30) **Int** 31 (+25) **Cha** 48 (+34)
**Alignment** chaotic evil **Languages** Abyssal, Common, Primordial, telepathy 20

able to discern the whereabouts and weaknesses of his most formidable enemies on his path to reclaiming the rule of Khin-Oin.

| **Baernaloth Vizier** | **Level 31 Minion Lurker** |
|---|---|
| Large elemental humanoid (demon) | XP 5,750 or 0 if encountered with Phraxas |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +26 |
| **AC** 45, **Fortitude** 41, **Reflex** 43, **Will** 45 | **Perception** +24 |
| **Speed** 6, teleport 6 | Darkvision, blindsight 10 |
| **Standard Actions** | |
| ⊕ **Claw** ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +36 vs. AC | |
| *Hit:* 5 damage, and the target takes ongoing 15 damage until the target ends its turn more than 3 squares from the nearest vizier. | |
| **Triggered Actions** | |
| **Instinctive Fade** (illusion, teleportation) ✦ **Encounter** | |
| *Trigger:* An enemy misses the vizier with an attack. | |
| *Effect (Immediate Interrupt):* The vizier teleports 6 squares and becomes invisible until the end of its next turn. | |
| **Str** 18 (+19) **Dex** 24 (+22) **Wis** 29 (+24) | |
| **Con** 26 (+23) **Int** 30 (+25) **Cha** 22 (+21) | |
| **Alignment** chaotic evil **Languages** Abyssal | |

## Phraxas in Combat

The forces of Khin-Oin are at Phraxas's command, but the master of the Wasting Tower seeks any opportunity to face off against foes in direct combat. A paragon of sadism even among his own kind, Phraxas commands his baernaloth viziers to spread their attacks around—inflicting maximum pain but stopping short of killing their opponents. Knowing that few creatures apart from deities and other demon lords can challenge him, Phraxas relishes using *vile compulsion* to command enemies to attack their own allies. A master tactician, the demon lord always has backup forces and escape plans at the ready.

## Phraxas Secrets

Phraxas spent the better part of the last age hunting down and slaying those demon lords he considered rivals to his claim for Khin-Oin, assuming the guise of other demon lords to accomplish his assassinations. Amassing power as he went, the Lord of Misery then marched on the Wasting Tower and challenged its master, Mydianchlarus, for control of the *Siege Malicious*. Though Mydianchlarus was slain, Phraxas was thwarted in his attempt to wholly destroy his hated foe. The Sepulcher of Mydianchlarus (page 50) now lingers as a burning reminder of Phraxas's broken reign.

## Phraxas's Cult

As a hallmark of their faith, mortal servants of Phraxas are afflicted with diseases that give them a ghoulish, disfigured appearance. Cultists gather in dark shrines called conventicles, where they perform rituals and blood sacrifices in their master's name. Phraxas's cultists revile health, youth, beauty, and innocence, and creatures that possess such qualities are rarely found among the demon lord's followers. Cult priests, known as degogs, dress in crimson robes with black hoods and sashes. The most favored of Phraxas's mortal servants are raised to the station of archdegog, and they are occasionally chosen to serve as the vessel for one of Phraxas's aspects.

## Phraxas out of Combat

Supplicants seeking boons or favors of Phraxas journey to the Wasting Tower by the thousands. These faithful are dealt with by the demon lord's archdegogs and viziers. His fear of challenge means that Phraxas spends his time guarding the *Siege Malicious*, meeting with only a small circle of his most trustworthy followers. Other creatures that come face to face with the demon lord find themselves engaged in combat in short order.

| **Wasting Plague** | Level 31 Disease |
|---|---|
| *The Lord of Misery and Despair waits to feed on the souls of his victims.* | **Attack:** +34 vs. Fortitude<br>**Endurance** improve DC 10, maintain DC 36, worsen DC 35 or lower |
| The target is cured. | **Initial Effect:** The target is weakened. |
| The target takes a -2 penalty to Fortitude and dies after two failed death saving throws instead of three. The target also takes ongoing 25 damage (save ends).<br>The target takes an additional -2 penalty to Fortitude and dies when it drops to 0 hit points or fewer. The target also takes ongoing 25 damage (save ends). | **Final State:** The target dies and its soul feeds Phraxas. If Phraxas has been destroyed, he is reborn in the flesh of the target. |

# PISCODEMON

The demons of the Blood Rift serve as mercenaries and hirelings to the highest bidder. Mezzodemons and derghodemons form the vast bulk of such military forces, under the control of a vicious officers' corps made up of piscodemons. Cruel and sadistic, piscodemons lord over their weaker followers, although they are subservient and fawning in the presence of more powerful creatures.

## Lore

**Arcana DC 23:** Piscodemons are masterful tacticians, capable of planning and executing battles with the skill of the best mortal generals. Unfortunately for their allies, they are also grasping, ambitious creatures that frequently allow their greed to get the better of them. They are easily bribed and can only rarely turn down the opportunity to betray a hated rival. Savvy characters facing a piscodemon-led force can sometimes alter the course of a battle by finding a way to turn the piscodemon against its masters.

## Encounters

Piscodemons fight for any creatures that can afford their services, as they surround themselves with lesser creatures they can lord over. A piscodemon might agree to work for a mortal master in return for a powerful magic item or other treasure, but a piscodemon typically grows bored of extended service and disposes of its master.

**Piscodemon** **Level 14 Controller (Leader)**
Medium elemental magical beast (demon) XP 1,000
**HP** 138; **Bloodied** 69 **Initiative** +12
**AC** 27, **Fortitude** 25, **Reflex** 27, **Will** 25 **Perception** +13
**Speed** 6, swim 6 Darkvision

**Traits**

☼ **Demonic Rally** (Healing) ✦ **Aura** 3
Any bloodied demon that ends its turn within the aura regains 5 hit points.

**All-Around Vision**
Enemies can't gain combat advantage by flanking the piscodemon.

**Standard Actions**

⊕ **Claw** ✦ **At-Will**
*Requirement:* The piscodemon must not have two creatures grabbed.
*Attack:* Melee 1 (one creature); +19 vs. AC
*Hit:* 2d8 + 6 damage, and the target is grabbed.

⸸ **Writhing Tentacles** (poison) ✦ **At-Will**
*Attack:* Melee 1 (one creature grabbed by the piscodemon); +19 vs. AC
*Hit:* 2d8 + 6 poison damage, and the target takes ongoing 10 poison damage and is weakened (save ends both).

⚚ **Vision of Madness** (psychic) ✦ **At-Will**
*Attack:* Ranged 20 (one creature); +17 vs. Will
*Hit:* 3d6 + 6 psychic damage, and the target is slowed (save ends). In addition, the target makes a melee basic attack as a free action against a target of the piscodemon's choice.

✲ **Writhing Ground** (zone) ✦ **Recharge** ⚄ ⚅
*Attack:* Area burst 1 within 10 (creatures in burst); +17 vs. Reflex
*Hit:* 3d10 + 6 damage, and the target is slowed (save ends). The burst creates a zone that lasts until the end of the encounter. Any creature that starts its turn within the zone is slowed (save ends).

**Triggered Actions**

✧ **Bloodied Wail** (fear, thunder)
*Trigger:* The piscodemon is first bloodied.
*Attack (Free Action):* Close burst 3 (creatures in burst); +17 vs. Fortitude
*Hit:* 4d8 + 6 thunder damage, and the piscodemon pushes the target 5 squares.

**Variable Resistance** ✦ **2/Encounter**
*Trigger:* The piscodemon takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The piscodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

**Skills** Arcana +22

| | | |
|---|---|---|
| **Str** 25 (+14) | **Dex** 21 (+12) | **Wis** 23 (+13) |
| **Con** 18 (+11) | **Int** 30 (+17) | **Cha** 27 (+15) |

**Alignment** chaotic evil **Languages** Abyssal, telepathy 20

## Piscodemons in Combat

With their strong sense of tactics, piscodemons are commonly found in command of companies of lesser demons. A piscodemon prefers to unleash *vision of madness* from the back of the battle, although its powerful claws and poisonous tentacles make it equally dangerous in close combat.

MATIAS TAPIA

# QUARRAK

It is said that the savage quarraks are spawned in pairs, and that if one dies, its twin perishes within a few days. These matched demons argue with each other constantly as they wreak chaos and destruction in the manner of their kind. If they cannot find a more suitable target for their violence, quarraks turn on each other.

## Lore

**Arcana DC 27:** The quarraks' small size leads demons and mortals alike to assume that they are weak. However, these potent warriors have overwhelmed numerous enemies that failed to appreciate their threat. With little ambition of their own, quarraks are used as shock troops by numerous demon lords, gathered together in large groups that can quickly overwhelm an opposing force. Quarraks are insatiable eaters that consume for no reason other than the thrill of gluttony. When a battle is won, they consume the dead, leaving nothing but rent armor and shattered weapons behind.

STEVE ELLIS

| **Quarrak** | **Level 21 Skirmisher** |
|---|---|
| Small elemental humanoid (demon) | XP 3,200 |
| **HP** 198; **Bloodied** 99 | **Initiative** +20 |
| **AC** 35, **Fortitude** 33, **Reflex** 34, **Will** 31 | **Perception** +14 |
| **Speed** 8 | Darkvision |
| **Immune** immobilized, slowed | |

**Traits**

**Quarrak Tactics**

If the quarrak flanks with another quarrak, it gains a +3 bonus to attack rolls for the flank instead of the normal +2. If the quarrak flanks with its twin, it gains a +4 bonus to attack rolls instead of +2. If the quarrak hits a target for which it has this +4 flanking bonus, the target is stunned until the end of the quarrak's next turn.

**Standard Actions**

⊕ **Bite ✦ At-Will**

*Attack:* Melee 1 (one creature); +26 vs. AC

*Hit:* 4d8 + 11 damage.

**Triggered Actions**

↯ **Slippery ✦ At-Will**

*Trigger:* An enemy misses the quarrak with a melee attack.

*Effect (Immediate Reaction):* The quarrak uses *bite*, then shifts 4 squares.

**Variable Resistance ✦ 2/Encounter**

*Trigger:* The quarrak takes acid, cold, fire, lightning, or thunder damage.

*Effect (Free Action):* The quarrak gains resist 15 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

| | | |
|---|---|---|
| **Str** 15 (+12) | **Dex** 26 (+18) | **Wis** 19 (+14) |
| **Con** 22 (+16) | **Int** 8 (+9) | **Cha** 7 (+8) |

**Alignment** chaotic evil **Languages** Abyssal

## Encounters

Quarraks respond only to fear, and they fear only demons more powerful them themselves. On rare occasion, quarraks ally with evil clerics or warlocks in the mortal realm, as long as those characters provide them with numerous opportunities to feed. Masters that fail to do so typically end up on the menu.

## Quarraks in Combat

Quarraks travel in pairs that make up even-numbered groups of combatants. A quarrak is hard to pin down, shifting constantly to keep close to its twin in combat. Twins attack together whenever possible, gaining devastating advantage when they flank.

# RAGEBORN

These apelike demons have become numerous in the Iron Wastes since the ascension of Kostchtchie. Numerous kinds of rageborn exist, each with diverse abilities, but all rageborn are servitors of the Prince of Wrath. As befits this status, rageborn are creatures of raw fury, their battle cries infused with the dark will of their lord.

## Lore

**Arcana DC 25:** Great howling storms swept the Iron Wastes when Kostchtchie first seized that layer. In each storm's wake emerged a horde of rageborn—the first ever seen in the Abyss. These demons' absolute subservience to the Prince of Wrath has come to reflect his control over the wastes, and Kostchtchie and his frost giant followers lend rageborn to his cults in the world. Many more have wandered through hidden gates in the Iron Wastes, wreaking havoc in whichever lands they pass to.

## Rageborn Frosthurler

Frosthurlers are no less savage in melee than their more powerful rageborn kin. They excel at lashing out at targets from across the battlefield, crippling them with abyssal cold as the frosthurlers' allies close in.

| **Rageborn Frosthurler** | **Level 17 Artillery** |
|---|---|
| Medium elemental humanoid (demon) | XP 1,600 |
| **HP** 130; **Bloodied** 65 | **Initiative** +12 |
| **AC** 31, **Fortitude** 30, **Reflex** 28, **Will** 29 | **Perception** +13 |
| **Speed** 6, climb 4 | Darkvision |
| **Traits** | |
| ☼ **Blessing of Kostchtchie** (cold) ✦ **Aura** 1 | |
| Any enemy that starts its turn within the aura takes 10 cold damage. | |
| **Standard Actions** | |
| ⊕ **Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +22 vs. AC | |
| *Hit:* 2d8 + 5 damage, or 3d10 + 9 damage while the frosthurler is bloodied. | |
| ⊗ **Ice Bolt** (cold) ✦ **At-Will** | |
| *Requirement:* The frosthurler must not be bloodied. | |
| *Attack:* Ranged 20 (one creature); +20 vs. Fortitude | |
| *Hit:* 3d10 + 9 cold damage, and the target is slowed (save ends). | |
| **Triggered Actions** | |
| **Bloodied Rage** | |
| *Trigger:* The frosthurler is first bloodied. | |
| *Effect (No Action):* The frosthurler gains 20 temporary hit points. | |
| **Variable Resistance** ✦ **Encounter** | |
| *Trigger:* The frosthurler takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The frosthurler gains resist 10 to the triggering damage type until the end of the encounter. | |
| **Str** 23 (+14) **Dex** 19 (+12) **Wis** 21 (+13) | |
| **Con** 22 (+14) **Int** 7 (+6) **Cha** 9 (+7) | |
| **Alignment** chaotic evil **Languages** Abyssal | |

### Rageborn Frosthurlers in Combat

The frosthurler is more intelligent than other rageborn, but its tactics are just as violent. The demon lobs *ice bolts* until it is bloodied, after which it flies into a rage with melee attacks against the nearest foes.

## Rageborn Barbclaw

The rageborn barbclaw delights in cutting a destructive swath through its foes. Creatures struck by a barbclaw cannot defend themselves in battle, quickly falling to the demon and its allies.

### Rageborn Barbclaws in Combat

A barbclaw unleashes *choking vapors* to weaken its initial targets, then strikes repeatedly with *barbed claw*. As long as foes are weakened and slowed, the barbclaw moves from target to target.

DAVE ALLSOP

| Rageborn Barbclaw | Level 17 Soldier |
|---|---|
| Medium elemental humanoid (demon) | XP 1,600 |
| **HP** 166; **Bloodied** 83 | **Initiative** +14 |
| **AC** 33, **Fortitude** 30, **Reflex** 29, **Will** 27 | **Perception** +13 |
| **Speed** 6, climb 4 | Darkvision |

**Traits**

**Savage Marking**

While a creature marked by the barbclaw is adjacent to the barbclaw, it grants combat advantage.

**Standard Actions**

**Barbed Claw ✦ At-Will**

*Attack:* Melee 1 (one creature); +22 vs. AC

*Hit:* 3d10 + 9 damage, and the target is marked and slowed (save ends).

**Choking Vapors** (poison) ✦ **Recharge** ⚅

*Attack:* Close blast 3 (enemies in blast); +20 vs. Fortitude

*Hit:* 4d8 + 7 poison damage, and the target is weakened until the end of the rageborn's next turn.

**Triggered Actions**

**Variable Resistance ✦ Encounter**

*Trigger:* The rageborn takes acid, cold, fire, lightning, or thunder damage.

*Effect (Free Action):* The rageborn gains resist 10 to the triggering damage type until the end of the encounter.

| | | |
|---|---|---|
| **Str** 23 (+14) | **Dex** 19 (+12) | **Wis** 21 (+13) |
| **Con** 22 (+14) | **Int** 4 (+5) | **Cha** 9 (+7) |

**Alignment** chaotic evil **Languages** Abyssal

# Rageborn Ambusher

The ambusher combines the bloodlust common to all its kind with a powerful leap that lets it fall screaming on its hapless foes.

| Rageborn Ambusher | Level 18 Skirmisher |
|---|---|
| Medium elemental humanoid (demon) | XP 2,000 |
| **HP** 174; **Bloodied** 87 | **Initiative** +17 |
| **AC** 32, **Fortitude** 31, **Reflex** 30, **Will** 28 | **Perception** +14 |
| **Speed** 6, climb 4 | Darkvision |

**Traits**

**Combat Advantage**

The rageborn ambusher deals 2d6 extra damage against any creature granting combat advantage to it.

**Standard Actions**

**Slashing Claw ✦ At-Will**

*Attack:* Melee 1 (one creature); +23 vs. AC

*Hit:* 3d8 + 8 damage, and the ambusher slides the target 1 square. The ambusher then shifts 1 square as a free action.

**Abyssal Fire** (fire, zone) ✦ **Recharge** ⚄ ⚅

*Attack:* Close blast 5 (creatures in blast); +21 vs. Reflex

*Hit:* 4d8 + 8 fire damage, and the blast creates a zone. Any creature that enters the zone or ends its turn there takes 10 fire damage. At the start of the demon's turn, roll a d20. On a result of 15 or higher, the zone ends.

**Move Actions**

**Leaping Ambush ✦ At-Will**

*Effect:* The rageborn ambusher jumps 4 squares. This movement does not provoke opportunity attacks.

**Triggered Actions**

**Variable Resistance ✦ Encounter**

*Trigger:* The ambusher takes acid, cold, fire, lightning, or thunder damage.

*Effect (Free Action):* The ambusher gains resist 10 to the triggering damage type until the end of the encounter.

| | | |
|---|---|---|
| **Str** 23 (+15) | **Dex** 22 (+15) | **Wis** 20 (+14) |
| **Con** 22 (+15) | **Int** 4 (+6) | **Cha** 9 (+8) |

**Alignment** chaotic evil **Languages** Abyssal

## Rageborn Ambushers in Combat

Though no more intelligent than other rageborn, an ambusher possesses more tactical instinct as it coughs up *abyssal fire* to limit the movement of its foes. An ambusher stays in motion, avoiding opportunity attacks with *slashing claw* and *leaping ambush*.

# Rageborn Horror

A brute that lives only to destroy, the rageborn horror exemplifies the rageborns' reputation for savagery. A rageborn horror's voice alone can knock foes off their feet.

| Rageborn Horror | Level 19 Brute |
|---|---|
| Medium elemental humanoid (demon) | XP 2,400 |
| **HP** 222; **Bloodied** 111 | **Initiative** +14 |
| **AC** 31, **Fortitude** 32, **Reflex** 31, **Will** 30 | **Perception** +14 |
| **Speed** 6, climb 4 | Darkvision |

**Traits**

**Reckless Charger**

When charging, the rageborn horror gains a +2 bonus to speed and deals 2d6 extra damage if it hits with the charge attack.

**Standard Actions**

**Rending Claw ✦ At-Will**

*Attack:* Melee 1 (one creature); +24 vs. AC

*Hit:* 3d8 + 16 damage, and the target takes ongoing 10 damage (save ends).

**Horrid Bellow** (force) ✦ **Recharge** when first bloodied

*Attack:* Close blast 5 (enemies in blast); +22 vs. Will

*Hit:* 4d12 + 7 force damage, and the rageborn horror pushes the target 3 squares and knocks it prone.

**Triggered Actions**

**Variable Resistance ✦ Encounter**

*Trigger:* The rageborn horror takes acid, cold, fire, lightning, or thunder damage.

*Effect (Free Action):* The rageborn horror gains resist 10 to the triggering damage type until the end of the encounter.

**Skills** Athletics +21, Endurance +20

| | | |
|---|---|---|
| **Str** 25 (+16) | **Dex** 21 (+14) | **Wis** 20 (+14) |
| **Con** 22 (+15) | **Int** 4 (+6) | **Cha** 9 (+8) |

**Alignment** chaotic evil **Languages** Abyssal

## Rageborn Horrors in Combat

A rageborn horror is all but unstoppable in battle, attacking with single-minded ferocity. Charging into the fray, a horror lacks the cunning to do anything more than repeatedly lash out at the nearest targets, or to let loose with a *horrid bellow* if surrounded. Easily goaded into a fight, rageborn horrors are predictable in only one situation. When marked, a horror ignores other enemies to strike at the foe that dares to challenge it.

# Encounters

The rageborn do not seek out allies. Instead, stronger demons and mortals force them into service with threats of violence, magical compulsion, and promises of fresh meat.

# RUIN DEMON

The shuddering corpse splits, spilling out black flies grown fat on rotting flesh. Though these vermin might appear to be ordinary insects at first glance, each bears an approximation of a human face. Slowly they swarm, gathering into a solid form—a mockery of the creature that birthed them.

## Lore

**Arcana DC 25:** The first ruin demons emerged from the Brine Flats of the Gaping Maw in the realm of Abysm (page 68). These creatures reproduce through masses of insectoid eggs laid in the corpses polluting that sea. Their black swarm clouds hover over its blighted shores, stalking the dim borders of the Screaming Jungle and feasting on whatever creatures they find there. The frequent storms that savage the Gaping Maw limit this demon's numbers. But the abyssal winds can also carry ruin demon swarms into other layers and through portals to the mortal realm.

| **Ruin Demon** | **Level 16 Skirmisher** |
|---|---|
| Medium elemental humanoid (demon, swarm) | XP 1,400 |
| **HP** 153; **Bloodied** 76 | **Initiative** +17 |
| **AC** 30, **Fortitude** 26, **Reflex** 30, **Will** 28 | **Perception** +13 |
| **Speed** 4, fly 6 (hover) | Darkvision |
| **Resist** half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks | |
| **Traits** | |
| ☼ **Swarm Attack ✦ Aura** 1 | |
| Any enemy that starts its turn within the aura takes 10 damage. | |
| **Swarm** | |
| The ruin demon swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures that comprise it. | |
| **Standard Actions** | |
| ⊕ **Vile Swarm ✦ At-Will** | |
| *Attack:* Melee 1 (one creature); +19 vs. Reflex | |
| *Hit:* 1d6 + 7 damage, and ongoing 10 damage (save ends). | |
| ⸸ **Vile Infestation** (charm) **✦ Encounter** | |
| *Attack:* Melee 1 (one creature); +19 vs. Fortitude | |
| *Hit:* The target is dominated and takes ongoing 10 damage (save ends both). The ruin demon enters the target's square and is removed from play until the effect ends. When the effect ends, the ruin demon appears in an unoccupied square adjacent to the target. | |
| **Str** 10 (+8) **Dex** 25 (+15) **Wis** 20 (+13) | |
| **Con** 17 (+11) **Int** 10 (+8) **Cha** 16 (+11) | |
| **Alignment** chaotic evil **Languages** Abyssal | |

## Ruin Demon Encounters

With no natural allies, ruin demons devour any creatures they encounter—including other demons. They have no taste for plant life, however, and corrupt treants and similar creatures establish themselves within the protection of a ruin demon infestation. Ruin demons consume the flesh of undead creatures, but they sometimes follow insubstantial and skeletal undead to take advantage of the carnage they create.

## Ruin Demons in Combat

The ruin demon attacks the nearest enemy, flowing over the target as a *vile swarm* that fills eyes, mouth, and ears. A victim that succumbs to the ruin demon's *vile infestation* becomes the swarm's puppet, flailing about under fiendish control.

BEN WOOTTEN

# RUTTERKIN

RUTTERKINS ARE LOWLY DEMONS born from the lowlier manes. The malformed body of a rutterkin arises spontaneously from a dead mane, shrieking with the pain of its grotesque birth. Hideous even by demonic standards, these tormented abominations live only to destroy.

## LORE

**Arcana DC 17:** Rutterkins are the epitome of the horror that is the life of a demon. Crippling pain wracks these creatures, driving them into a permanent murderous rage. Their only recourse is destruction, and the hope for death in combat that might end their suffering.

Rutterkins are unique among demons in that their anguish sometimes leads to a greater transformation. Rutterkins that distinguish themselves with their thirst for destruction and a history of brutal kills tap into the chaotic essence of the Abyss, undergoing a rebirth into a greater demon of a random type. A demon that has been a rutterkin never recovers from that experience, and it will resort to any means to seize and hold power.

## ENCOUNTERS

Rutterkins are combat fodder, taking the field alongside hordes of manes (page 126) and other lesser demons. They are bullied and controlled by their captains, including bulezau shock troops (page 107) and armanite cavalry (page 104).

## RUTTERKIN FOOT SOLDIER

The rutterkin foot soldier lives only for battle, throwing itself against its foes with one simple goal. Destroy all creatures that oppose it, or end its miserable life by dying in the attempt.

## RUTTERKIN FOOT SOLDIERS IN COMBAT

A rutterkin lurches into battle, wailing in pain as it lashes out with *snap-tong* and *bone barb*. Its foes try in vain to avoid the creature's *fearful gaze*, which can leave the strongest combatants reeling. A rutterkin's weapon of choice is the snap-tong. This short polearm ends in a sharp spike that has one or more crescent-shaped pincers used to grab victims.

| **Rutterkin Foot Soldier** | **Level 6 Soldier** |
|---|---|
| Medium elemental humanoid (demon) | XP 250 |
| **HP** 78; **Bloodied** 39 | **Initiative** +9 |
| **AC** 22, **Fortitude** 21, **Reflex** 16, **Will** 16 | **Perception** +4 |
| **Speed** 6 | Darkvision |
| **STANDARD ACTIONS** | |
| (+) **Snap-Tong** (weapon) ✦ **At-Will** | |
| *Requirement:* The foot soldier must not have a creature grabbed. | |
| *Attack:* Melee 2 (one creature); +11 vs. AC | |
| *Hit:* 2d6 + 7 damage, and the foot soldier marks and grabs the target until the end of the foot soldier's next turn. | |
| (+) **Bone Barbs** ✦ **At-Will** | |
| *Attack:* Ranged 5; +11 vs. AC | |
| *Hit:* 2d4 + 5 damage, and the target is marked until the end of the foot soldier's next turn. | |
| **Fearful Gaze** (gaze) ✦ **Recharge** when first bloodied | |
| *Attack:* Close blast 5 (creatures in blast); +9 vs. Will | |
| *Hit:* The target is dazed (save ends). | |
| **TRIGGERED ACTIONS** | |
| **Bloodied Frenzy** | |
| *Requirement:* The foot soldier must be bloodied. | |
| *Trigger:* The foot soldier misses with *snap-tong*. | |
| *Effect (Free Action):* The foot soldier uses *snap-tong* against a target it has not yet attacked this turn. | |
| **Variable Resistance** ✦ **Encounter** | |
| *Trigger:* The foot soldier takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The foot soldier gains resist 10 to the triggering damage type until the end of the encounter. | |
| **Skills** Endurance +14 | |
| **Str** 16 (+6) **Dex** 19 (+7) **Wis** 12 (+4) | |
| **Con** 22 (+9) **Int** 9 (+2) **Cha** 9 (+2) | |
| **Alignment** chaotic evil **Languages** Abyssal | |
| **Equipment** snap-tong | |

ARNIE SWEKEL

# SCION OF ZUGGTMOY

Few demons are stranger than these servants of the Lady of Decay—each a creature of reeking flesh and fungi born of Zuggtmoy's horrid Gardens of Rot. Demons captured by her followers are buried alive in the gardens, transforming and then rising as scions of Zuggtmoy.

## Lore

**Arcana DC 21:** Zuggtmoy once commanded legendary armies of powerful, demonic creatures made of fungi and rotting flesh. The power of the Lady of Decay has since waned, as has the strength of her servants. Her scions are ultimately disposable, and Zuggtmoy's more intelligent servants have no compunction about destroying these demons in the course of an attack against a stronger foe.

Most scions of Zuggtmoy are created in one of the demon queen's Gardens of Rot. However, scions can also propagate on their own by infecting the corpses of mortals and demons they destroy using their spores, greatly increasing the strength of Zuggtmoy's armies. As in the Garden of Rot, the type of scion created with spores reflects the nature of the host creature in life.

Of all the demon lords, Zuggtmoy is the most likely to send her scions into the world. She views them as key to winning the support of mortal followers—an integral part of her plots to overcome her enemies and reclaim her former power.

## Encounters

Scions act as front line troops for more powerful demons dedicated to Zuggtmoy (page 156), and as bodyguards and enforcers for the leaders of her cult in the world. Large mobs of scions also wander the Abyss, the survivors of skirmishes between Zuggtmoy's followers and her enemies. Masterless scions may attack any creatures that draw near, but they may also suddenly break off in the middle of a battle and ignore all other creatures unless attacked.

## Scion of Zuggtmoy Overgrowth

Some demons are incapable of accepting defeat or loss, even in death. When such a creature is planted in a Garden of Rot, it becomes a mass of fungal tendrils that threaten to overwhelm any enemies within reach.

**Scion of Zuggtmoy Overgrowth** **Level 10 Soldier**
Medium elemental magical beast (demon, plant) XP 500

**HP** 104; **Bloodied** 52 **Initiative** +10
**AC** 26, **Fortitude** 23, **Reflex** 21, **Will** 20 **Perception** +7
**Speed** 6 Darkvision

**Traits**

**Regeneration**
The scion of Zuggtmoy overgrowth regains 5 hit points whenever it starts its turn and has at least 1 hit point.

**Standard Actions**

**Grasping Tendrils ✦ At-Will**
*Attack:* Melee 2 (one creature); +13 vs. Reflex
*Hit:* 4d6 + 4 damage, and the target is grabbed.

**Pulling Tendrils ✦ At-Will**
*Attack:* Ranged 5 (one creature); +13 vs. Fortitude
*Hit:* 4d6 + 4 damage, and the overgrowth pulls the target 3 squares.

**Fungal Growth ✦ Encounter**
*Attack:* Melee 2 (one creature grabbed by the overgrowth); +13 vs. Reflex
*Hit:* 2d10 + 7 damage, and the target takes ongoing 10 damage and is restrained (save ends both). The target cannot escape the overgrowth's grab until it saves against this effect.
*Miss:* The scion of Zuggtmoy overgrowth regains the use of this power.

**Grasping Slime ✦ Encounter**
*Attack:* Close burst 1 (creatures in burst); +13 vs. Reflex
*Hit:* The target takes ongoing 10 damage and is immobilized (save ends both).

**Triggered Actions**

**Variable Resistance ✦ 2/Encounter**
*Trigger:* The overgrowth takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The overgrowth gains resist 10 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

| | | |
|---|---|---|
| **Str** 19 (+9) | **Dex** 17 (+8) | **Wis** 15 (+7) |
| **Con** 26 (+13) | **Int** 5 (+2) | **Cha** 12 (+6) |

**Alignment** chaotic evil **Languages** Abyssal

STEVE ELLIS

## Scion of Zuggtmoy Overgrowths in Combat

When not attacking the nearest creature, an overgrowth chooses its targets from the musty memories of its most hated foes in its past life. It hounds a chosen target relentlessly, attempting to envelop and consume the foe within its slimy tendrils.

# Scion of Zuggtmoy Infector

Cowards and deserters rise from a Garden of Rot as infectors, possessed of deadly tendrils with which they enforce Zuggtmoy's will.

**Scion of Zuggtmoy Infector** **Level 11 Artillery**
Medium elemental magical beast (demon, plant) XP 600

**HP** 98; **Bloodied** 49 **Initiative** +8
**AC** 25, **Fortitude** 24, **Reflex** 23, **Will** 22 **Perception** +7
**Speed** 6 Darkvision

**Standard Actions**

**Battering Tendrils ✦ At-Will**
*Attack:* Melee 1 (one creature); +16 vs. AC
*Hit:* 2d6 + 6 damage, and the infector shifts 1 square.

**Leaping Blast ✦ At-Will**
*Attack:* Ranged 10 (one creature); +16 vs. Reflex
*Hit:* 3d6 + 8 damage, and the target takes a –2 penalty to all defenses (save ends). The infector then makes a secondary attack.
*Secondary Attack:* Close burst 2 centered on the primary target (one creature in burst); +16 vs. Reflex
*Hit:* 2d6 + 3 damage, and the target takes a –2 penalty to all defenses (save ends).

**Slime Burst ✦ Encounter**
*Attack:* Area burst 1 within 10 (creatures in burst); +16 vs. Reflex
*Hit:* The target takes ongoing 10 damage and is immobilized (save ends both).

**Triggered Actions**

**Horrid Rot** (necrotic)
*Trigger:* The infector drops to 0 hit points
*Attack (Free Action):* Close burst 2 (creatures in burst); +14 vs. Fortitude
*Hit:* Ongoing 10 necrotic damage (save ends).

**Variable Resistance ✦ 2/Encounter**
*Trigger:* The infector takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The infector gains resist 10 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

**Str** 19 (+9) **Dex** 17 (+8) **Wis** 15 (+7)
**Con** 26 (+13) **Int** 5 (+2) **Cha** 12 (+6)
**Alignment** chaotic evil **Languages** Abyssal

## Scion of Zuggtmoy Infectors in Combat

The destroyed mind of an infector maintains a shadow of its former incarnation's cowardice, inspiring it to keep a safe distance from enemies. An infector directs its allies to strike against creatures suffering the effect of *horrid rot*, hoping to drop dangerous foes as quickly as possible.

# Scion of Zuggtmoy Spore Lord

Creatures known for their creative and inventive minds rise from a Garden of Rot as spore lords. These powerful scions of Zuggtmoy constantly reform themselves as a shifting mass of spores.

**Scion of Zuggtmoy Spore Lord** **Level 12 Skirmisher**
Medium elemental magical beast (demon, plant) XP 700

**HP** 130; **Bloodied** 65 **Initiative** +11
**AC** 26, **Fortitude** 25, **Reflex** 24, **Will** 21 **Perception** +8
**Speed** 6 Darkvision

**Standard Actions**

**Burrowing Spores** (poison) **✦ At-Will**
*Attack:* Melee 1 (one creature); +15 vs. Fortitude
*Hit:* Ongoing 20 poison damage (save ends).
*Each Failed Saving Throw:* The ongoing damage increases by 5, to a maximum of ongoing 30 damage.

**Choking Blast** (poison, zone) **✦ At-Will**
*Attack:* Ranged 10 (one creature); +15 vs. Fortitude
*Hit:* 3d8 + 5 poison damage, and the spore lord creates a zone that fills the target's square and all adjacent squares. The zone lasts until the end of the spore lord's next turn. Any creature that enters the zone or ends its turn there takes 5 poison damage.

**Spore Cloud** (poison, zone) **✦ At-Will**
*Attack:* Close burst 1 (creatures in burst); +15 vs. Fortitude
*Hit:* 2d8 + 5 poison damage, and the burst creates a zone that lasts until the end of the spore lord's next turn. Any creature that enters the zone or ends its turn there takes 10 poison damage.

**Move Actions**

**Spore Flight ✦ At-Will**
*Effect:* The spore lord transforms into a cloud of spores and is no longer grabbed, immobilized, restrained, or slowed. The spore lord flies 6 squares while it is phasing and insubstantial, then reforms.

**Triggered Actions**

**Variable Resistance ✦ 2/Encounter**
*Trigger:* The spore lord takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The spore lord gains resist 10 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

**Str** 19 (+10) **Dex** 17 (+9) **Wis** 15 (+8)
**Con** 26 (+14) **Int** 5 (+3) **Cha** 12 (+7)
**Alignment** chaotic evil **Languages** Abyssal

## Scion of Zuggtmoy Spore Lords in Combat

A spore lord treats combat as an elaborate game, flowing across the battlefield as it ignores any attempts to hold it back. Whichever opponent seems most vexed by its antics becomes the focus of its attacks.

# SESZRATH

Cast out from the vilest pits of darkness in the Abyss, the seszrath is a horrible monstrosity composed of fused corpses and demonic essence. The ravening madness of this undead demon manifests as a never-ending desire to feed.

## Lore

**Arcana DC 29:** Though they do not require food for sustenance, seszraths are driven by the perverse pleasure of hunting, slaying, and consuming sentient prey. It is thought that the first seszraths were created during the birth of the Abyss. However, little is known of these creatures. In particular, how they continue to spawn and from what matter they are created is a source of conjecture. Some believe that new seszraths are continually spawned by an undiscovered demon lord—perhaps an unknown primordial who manipulates the power of undeath as an affront to Orcus. Others believe that seszraths are born of a gate between the Abyss and the Shadowfell, thought to exist at the deepest levels of both planes.

## Encounters

Few creatures fight alongside seszraths, since they are as likely to attack allies as enemies in the heat of battle. Seszraths are typically found only in the company of other seszraths or in service to more powerful demons such as balors and glabrezus. Many demon lords maintain forces of these creatures in the Abyss. Some have also been known to send seszraths to the mortal realm to destroy the cults of their enemies.

BEN WOOTTEN

| **Seszrath** | **Level 24 Brute** |
|---|---|
| Huge elemental humanoid (demon, undead) | XP 6,050 |
| **HP** 275; **Bloodied** 138 | **Initiative** +16 |
| **AC** 36, **Fortitude** 38, **Reflex** 36, **Will** 33 | **Perception** +12 |
| **Speed** 6 | Darkvision |
| **Immune** disease, necrotic, poison; **Vulnerable** 10 radiant | |
| **Standard Actions** | |
| ⊕ **Tentacle Smash** ✦ **At-Will** | |
| *Attack:* Melee 3 (one creature); +29 vs. AC | |
| *Hit:* 2d10 + 9 damage. | |
| ⸸ **Split Smash** ✦ **At-Will** | |
| *Effect:* The seszrath uses *tentacle smash* twice against two different creatures. | |
| ⸸ **Vicious Throw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature grabbed by the seszrath); +27 vs. Reflex | |
| *Hit:* 4d10 + 18 damage, and the seszrath pushes the target 5 squares and knocks it prone. | |
| **Minor Actions** | |
| ⸸ **Consume** (necrotic) ✦ **Encounter** | |
| *Attack:* Melee 1 (one creature grabbed by the seszrath); +27 vs. Fortitude | |
| *Hit:* 4d10 + 10 damage, and the target takes ongoing 10 necrotic damage while it is grabbed by the seszrath. | |
| **Triggered Actions** | |
| ⸸ **Vicious Grab** ✦ **Recharge** ⚅ ⚄ ⚃ | |
| *Requirement:* The seszrath must not have two creatures grabbed. | |
| *Trigger:* An enemy not adjacent to the seszrath moves to a square adjacent to the seszrath. | |
| *Attack (Immediate Reaction):* Melee 1 (triggering enemy); +29 vs. AC | |
| *Hit:* 2d10 + 9 damage, and the target is grabbed. | |
| Str 28 (+21) Dex 18 (+16) Wis 10 (+12) | |
| Con 25 (+19) Int 10 (+12) Cha 8 (+11) | |
| **Alignment** chaotic evil **Languages** Abyssal | |

## Seszraths in Combat

Seszraths are brutal frontline fighters, oblivious to danger as they take the battle to the enemy. Their tactical sense extends no further than smashing into the nearest and largest group of foes. A seszrath ignores its allies as those creatures circle around to pounce on foes laid low by its vicious throw. It is typically too consumed by recklessness to focus on slaying its foes, delaying its consume attack until after it is bloodied.

# SHAADEE

Shaadees are the risen manifestations of humanoid spellcasters who pledged their souls to the lords of the Abyss. After toiling for their demonic masters in life, these wretches discover that death does not end their servitude.

## Lore

**Arcana DC 27:** Shaadees are spawned from powerful spellcasters—wizards, sorcerers, warlocks, and others who offered their services to powerful demons to increase their own power. Such spellcasters use their dark knowledge to enslave lesser creatures, sow chaos within civilized lands, and acquire vast wealth and power. When a spellcaster bound to a demon dies, however, it becomes a shaadee—an undead demonic slave eternally serving the abyssal lord its mortal soul was pledged to.

Despite their status as slaves of their demon lord, some shaadees regain a measure of their mortal power. By serving its master loyally, a shaadee might be granted a kind of freedom—allowed to return to the world as a hideous reflection of its living self, as long as it continues to advance its master's agenda.

| **Shaadee** | **Level 20 Controller** |
|---|---|
| Medium elemental humanoid (demon, undead) | XP 2,800 |
| **HP** 191; **Bloodied** 95 | **Initiative** +12 |
| **AC** 34, **Fortitude** 31, **Reflex** 34, **Will** 32 | **Perception** +21 |
| **Speed** 6, fly 8 (hover) | Darkvision |
| **Immune** disease, poison; **Vulnerable** 10 radiant | |
| **Traits** | |
| ☼ **Dizzying Aura** ✦ **Aura** 1 | |
| Enemies within the aura cannot make opportunity attacks or take immediate actions. | |
| **Standard Actions** | |
| ⊕ **Shadow Claw** (necrotic) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +25 vs. AC | |
| *Hit:* 4d8 + 10 necrotic damage. | |
| ⊰ **Mind Grab** (charm) ✦ **Recharge** ⚄ ⚅ | |
| *Attack:* Ranged 20 (one creature); +23 vs. Will | |
| *Hit:* The target is dominated (save ends). | |
| **Minor Actions** | |
| ⊰ **Night's Embrace** ✦ **At-Will** (1/round) | |
| *Attack:* Ranged 10 (one creature); +23 vs. Will | |
| *Hit:* The target is immobilized until the end of the shaadee's next turn. | |
| *Aftereffect:* The target is slowed (save ends). | |
| **Triggered Actions** | |
| ✲ **Withering Burst** (necrotic) ✦ **Encounter** | |
| *Trigger:* The shaadee is first bloodied. | |
| *Attack (Free Action):* Close burst 3 (enemies in burst); +23 vs. Fortitude | |
| *Hit:* 4d8 + 10 necrotic damage, and the shaadee pushes the target 5 squares and knocks it prone. | |
| *Miss:* The target falls prone. | |
| **Skills** Arcana +24, Stealth +17 | |
| **Str** 12 (+11) **Dex** 15 (+12) **Wis** 23 (+16) | |
| **Con** 23 (+16) **Int** 28 (+19) **Cha** 25 (+17) | |
| **Alignment** chaotic evil **Languages** Abyssal | |

## Encounters

Shaadees shackled to the will of a demon lord serve under that lord's lesser demonic servants. Groups of shaadees fight alongside glabrezus or balors sent on missions of destructions across the planes. If released from a demon lord's servitude and allowed to return to the mortal realm, a shaadee quickly gathers servants that remind it of its former life. Apprentice wizards and warlocks, the clerics of evil gods, and intelligent undead can be found in a shaadee's service.

## Shaadees in Combat

Having already experienced death, a shaadee knows no fear. It flies over its enemies as combat begins, seeking a powerful warrior or leader to dominate. It then descends into the midst of melee, using *withering burst* to send foes flying if it is overwhelmed. The shaadee isolates melee targets with *night's embrace* as it alternates *shadow claw* and *mind grab*, howling as it taunts its foes.

ARNIE SWEKEL

# SIBRIEX

When Tharizdun plunged the shard of evil into the heart of the Elemental Chaos, he freed the last of the obyriths from their decaying universe. The most powerful of those creatures became demon lords, even as the lesser members of their kind were absorbed by absolute corruption as the Abyss was born. The demons known as sibriexes were spawned from clans of obyrith slavers, savants, and flesh crafters. They haunt the Abyss and the planes beyond, dedicated only to increasing their own power.

## Lore

**Arcana DC 31:** Like the obyriths from which they are spawned, sibriexes are creatures of an alien universe. Demonologists argue over what motivates these mad creatures, but the inner workings of the sibriex mind might never be known. Regardless, their chaos manifests as a thirst for the subjugation, transformation, and destruction of all other creatures. The other demons with which the sibriexes are now kin they regard as raw material for their experiments.

## Encounters

The sibriex are arrogant creatures that have no equals among their allies. They are found either as the lords of lower-level thralls, or under the dominion of a powerful demon lord. Even when serving a more powerful master, a sibriex seeks out any opportunity to free itself, growing increasingly ruthless and cruel in the process.

## Sibriex Chain Master

Hovering over the wasted abyssal landscape, the sibriex chain master appears as an enormous, deformed head that seems to be tethered to the ground by heavy chains. As it approaches, panic sets in among its foes, a nameless revulsion shattering their resolve.

**Sibriex Chain Master** **Level 26 Elite Soldier**
Large elemental magical beast (demon) XP 18,000
**HP** 484; **Bloodied** 242 **Initiative** +21
**AC** 42, **Fortitude** 37, **Reflex** 38, **Will** 37 **Perception** +21
**Speed** 4, fly 6 (hover) Darkvision, blindsight 10
**Immune** disease; **Resist** 15 all; **Vulnerable** 10 radiant (if the sibriex takes radiant damage, its *sibriex horror* aura is inactive until the sibriex reactivates it as a minor action).
**Saving Throws** +2; **Action Points** 1

**Traits**

☼ **Sibriex Horror** (fear, psychic) ✦ **Aura** 3
Any enemy that ends its turn within the aura takes 15 psychic damage and is slowed until the end of its next turn.

**Standard Actions**

⊕ **Chain** (weapon) ✦ **At-Will**
*Attack:* Melee 3 (one creature); +31 vs. AC
*Hit:* 2d12 + 8 damage, and the target is immobilized until the end of its next turn.

⸸ **Chain Flurry** ✦ **At-Will**
*Effect:* The sibriex uses *chain* twice against two different creatures.

✧ **Flailing Chains** ✦ **Recharge** ⚄ ⁞⁞
*Attack:* Close burst 3 (creatures in burst); +29 vs. Reflex
*Hit:* 4d12 + 8 damage, and the target falls prone.

✧ **Bile Spout** (acid) ✦ **Encounter**
*Attack:* Close blast 5 (creatures in blast); +29 vs. Fortitude
*Hit:* 2d10 + 10 acid damage, and ongoing 15 acid damage (save ends).
*Miss:* Half damage.

**Skills** Arcana +27, History +27, Intimidate +21
**Str** 23 (+19) **Dex** 22 (+19) **Wis** 26 (+21)
**Con** 26 (+21) **Int** 28 (+22) **Cha** 17 (+16)
**Alignment** chaotic evil **Languages** Abyssal, Common, telepathy 10
**Equipment** four chains

### Sibriex Chain Masters in Combat

As its *sibriex horror* aura spreads debilitating fear among its enemies, a chain master soars across the battlefield, making devastating melee attacks. When a number of its foes are immobilized or knocked prone, the chain master unleashes *bile spout* to reduce them to pools of acidic gore.

**Flesh Warp** Level 28 Disease
*The infected creature's flesh warps and twists into disgusting demonic forms as it slowly and painfully transforms into a child of the Abyss.*
**Attack:** +31 vs. Fortitude
**Endurance** improve DC 31, maintain DC 26, worsen DC 25 or lower

◀ The target is cured.

◀▶ **Initial Effect:** The target's body warps to take on a demonic form, as determined by the DM. The target loses a healing surge that it cannot regain until cured of the disease. In addition, the target takes a –2 penalty to attack rolls that target demons.

The target's body continues to warp, losing almost all semblance of its original form. The target loses two more healing surges that it cannot regain until cured of the disease. In addition, whenever the target hits a demon with an attack, the target takes 15 psychic damage.

▶ **Final State:** The target becomes a free willed sibriex spawn. *Special:* This final state occurs if the target progresses to it normally, or if the target dies while infected with flesh warp

# Sibriex Flesh Crafter

The flesh crafter is the artist of demonic forms, employing its flesh-warping disease to corrupt the forms of its foes.

| **Sibriex Flesh Crafter** | **Level 28 Elite Controller** |
|---|---|
| Huge elemental magical beast (demon) | XP 26,000 |
| **HP** 516; **Bloodied** 258 | **Initiative** +20 |
| **AC** 42, **Fortitude** 40, **Reflex** 41, **Will** 39 | **Perception** +23 |
| **Speed** 4, fly 6 (hover) | Darkvision, blindsight 10 |
| **Immune** disease; **Resist** 15 all; **Vulnerable** 10 radiant (if the sibriex takes radiant damage, its *sibriex horror* aura is inactive until the sibriex reactivates it as a minor action). | |
| **Saving Throws** +2; **Action Points** 1 | |
| **Traits** | |
| ☼ **Sibriex Horror** (fear, psychic) ✦ **Aura** 3<br>Any enemy that ends its turn within the aura takes 15 psychic damage and is slowed until the end of its next turn. | |
| **Standard Actions** | |
| ⊕ **Chain** (weapon) ✦ **At-Will**<br>*Attack:* Melee 3 (one creature); +33 vs. AC<br>*Hit:* 4d12 + 10 damage, and the target is restrained until the end of its next turn. | |
| ✧ **Restraining Cyclone** ✦ **At-Will**<br>*Attack:* Close burst 3 (enemies in burst); +31 vs. Reflex<br>*Hit:* 2d12 + 11 damage, and the target is restrained until the end of its next turn. | |
| ✧ **Crafter's Madness** (fear, disease, psychic) ✦ **Recharge** ⚄ ⁞⁞<br>*Attack:* Close burst 1 (creatures in burst); +31 vs. Will<br>*Hit:* 4d10 + 12 psychic damage, and the target is stunned until the end of its next turn. In addition, the target is exposed to flesh warp (see below). | |
| **Instant Warp** (polymorph) ✦ **Recharge** when first bloodied<br>*Effect:* Two creatures within 3 squares of the flesh crafter previously exposed to flesh warp take 3d8 + 10 damage and become infected by flesh warp. If already infected by flesh warp, a creature moves one step down the disease track. | |
| ⊁ **Bile Spit** (acid) ✦ **Encounter**<br>*Attack:* Ranged 10 (one creature); +31 vs. Fortitude<br>*Hit:* 6d12 + 23 acid damage, and the target is blinded until the end of its next turn.<br>*Miss:* Half damage. | |
| **Skills** Arcana +29, History +29, Intimidate +23 | |
| **Str** 23 (+20) | **Dex** 22 (+20) | **Wis** 28 (+23) |
| **Con** 26 (+22) | **Int** 30 (+24) | **Cha** 19 (+18) |
| **Alignment** chaotic evil | **Languages** Abyssal, Common, telepathy 10 |
| **Equipment** four chains | |

## Sibriex Flesh Crafters in Combat

The battlefield is the flesh crafter's playground, allowing it to experiment in the creation of new demonic forms. The creature uses its melee and ranged attacks to restrain and expose foes to the flesh warp disease, then unleashes *instant warp*.

STEVE ELLIS

# Sibriex Spawn

The foul nature of the sibriexes can infect other creatures, creating vile spawn beholden to more powerful masters.

| **Sibriex Spawn** | **Level 28 Minion Brute** |
|---|---|
| Medium elemental magical beast (demon) | XP 3,250 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +19 |
| **AC** 40, **Fortitude** 40, **Reflex** 39, **Will** 39 | **Perception** +20 |
| **Speed** 6 | Darkvision, blindsight 10 |
| **Resist** 15 all | |
| **Traits** | |
| ☼ **Sibriex Horror** (fear, psychic) ✦ **Aura** 3<br>Any enemy that ends its turn within the aura takes 15 psychic damage and is slowed until the end of its next turn. | |
| **Standard Actions** | |
| ⊕ **Bite** ✦ **At-Will**<br>*Attack:* Melee 3 (one creature); +33 vs. AC<br>*Hit:* 18 damage. | |
| **Triggered Actions** | |
| ✧ **Bile Explosion** (acid)<br>*Trigger:* The spawn drops to 0 hit points.<br>*Attack (No Action):* Close burst 2 (creatures in burst); +31 vs. Fortitude<br>*Hit:* 18 acid damage, and the target is weakened until the end of its next turn. | |
| **Str** 21 (+19) | **Dex** 20 (+19) | **Wis** 22 (+20) |
| **Con** 24 (+21) | **Int** 10 (+14) | **Cha** 10 (+14) |
| **Alignment** chaotic evil | **Languages** understands Abyssal | |

## Sibriex Spawns in Combat

These misshapen spawn surge ahead of their more powerful allies in battle. They trust in their aura of fear to sow chaos, waiting for the attack that reduces them to an explosion of deadly bile.

# SPAWN OF JUIBLEX

The Faceless Lord spawns uncountable children, which congeal into formless shapes of burbling ichor. The spawn of Juiblex live for purposes unknown even to themselves, fighting and dying to be reabsorbed and live again in the name of their demon lord.

## Lore

**Arcana DC 21:** It is thought that Juiblex did not always have spawn, and that the proliferation of these oozes is a sign of his growing power. Juiblex shapes the essence of the multitude of creatures that he has consumed over long centuries to create new life. The spawn of Juiblex are living extensions of the Faceless Lord. They are reabsorbed into Juiblex when they finally fall, to be used in the creation of new spawn.

## Encounters

Oozes of every kind lurk and feed within the pits of filth where the spawn of Juiblex are found. Aboleths and otyughs are likewise drawn to these servants of the Faceless Lord both in the Abyss and in the world. In the mortal realm, spawn are commonly found in the service of the cults that worship Juiblex.

## Ooze Horror

A giant blob of sentient filth, the ooze horror is a living embodiment of primeval chaos. Deep within its thousand eyes flickers a sinister cunning.

### Ooze Horrors in Combat

An ooze horror's myriad eyes inspire its *fearful infestation* as it closes in for the kill. Attacking its foes in both body and mind, the ooze horror envelops and consumes all creatures that stand before it.

| **Spawn of Juiblex Ooze Horror** | **Level 12 Soldier** |
|---|---|
| Large elemental beast (demon, ooze) | XP 700 |
| **HP** 126; **Bloodied** 63 | **Initiative** +12 |
| **AC** 28, **Fortitude** 26, **Reflex** 24, **Will** 22 | **Perception** +15 |
| **Speed** 6, climb 6, swim 6 | Blindsight 5 |
| **Immune** acid, disease, poison | |
| **Traits** | |
| **All-Around Vision** | |
| Enemies can't gain combat advantage by flanking the ooze horror. | |
| **Ooze** | |
| While squeezing, the ooze horror moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing. | |
| **Standard Actions** | |
| **Slam** (acid) ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +17 vs. AC | |
| *Hit:* 3d6 + 10 acid damage, and the target is immobilized until the end of its next turn. | |
| **Acidic Globule** (acid) ✦ **At-Will** | |
| *Attack:* Ranged 6 (one creature); +17 vs. AC | |
| *Hit:* 2d6 + 10 acid damage. | |
| **Fearful Infestation** (acid, fear, psychic) ✦ **Recharge** ⚅ | |
| *Attack:* Close blast 2 (enemies in blast); +15 vs. Reflex | |
| *Hit:* 2d6 + 5 acid damage, and the target takes ongoing 10 psychic damage and a -2 penalty to attack rolls (save ends both). | |
| **Sludge Form** (acid) ✦ **Encounter** | |
| *Effect:* The ooze horror moves its speed and can enter enemies' squares. This movement does not provoke opportunity attacks. Each time the ooze horror enters an enemy's square for the first time during the move, it makes the following attack against that enemy. | |
| *Attack:* Melee 0; +15 vs. Reflex | |
| *Hit:* 2d6 + 5 acid damage, and the target is dazed until the end of its next turn. | |
| **Str** 19 (+10) **Dex** 19 (+10) **Wis** 19 (+10) | |
| **Con** 22 (+12) **Int** 16 (+9) **Cha** 6 (+4) | |
| **Alignment** chaotic evil **Languages** telepathy 5 | |

## Plague Hurler

The demon lords fear Juiblex's ultimate goal—an eternal rain of putrescence across every plane. Juiblex's creations are the promise of that dream, and none are more deadly than the plague hurler.

ANTHONY S. WATERS

| Spawn of Juiblex Plague Hurler | Level 14 Artillery |
|---|---|
| Medium elemental beast (demon, ooze, shapechanger) | XP 1,000 |
| **HP** 112; **Bloodied** 56 | **Initiative** +13 |
| **AC** 28, **Fortitude** 26, **Reflex** 26, **Will** 25 | **Perception** +15 |
| **Speed** 6, climb 6, swim 6 | Blindsight 5 |
| **Immune** acid, disease, poison | |

**Traits**

**All-Around Vision**
Enemies can't gain combat advantage by flanking the plague hurler.

**Ooze**
While squeezing, the plague hurler moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.

**Standard Actions**

**Slam** (acid, disease) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +19 vs. AC
*Hit:* 2d8 + 6 acid damage, and the target is exposed to Slime Lord's rot.

**Slime Orb** (acid) ✦ **At-Will**
*Attack:* Ranged 10 (one creature); +19 vs. Reflex
*Hit:* 3d10 + 6 acid damage, and the target is slowed (save ends).

**Rain of Effluvia** (acid) ✦ **At-Will**
*Attack:* Area burst 1 within 10 (enemies in burst); +19 vs. Reflex
*Hit:* 3d6 + 4 acid damage, and the target is blinded until the end of its next turn.

**Virulent Pustules** (acid, disease, poison) ✦ **Recharge** ⚄ ⁞⁞
*Attack:* Ranged 20 (one creature); +19 vs. Fortitude
*Hit:* 4d6 + 4 damage, and ongoing 10 poison damage (save ends). In addition, the target is exposed to Slime Lord's rot.
*Each Failed Saving Throw:* Each of the target's allies adjacent to the target takes ongoing 5 poison damage (save ends) and is exposed to Slime Lord's rot.

**Minor Actions**

**Mortal Form** (polymorph) ✦ **At-Will**
*Effect:* The plague hurler can alter its physical form to appear as any Medium humanoid, including a unique individual, until it attacks, until it uses *mortal form* again, or until it drops to 0 hit points. The plague hurler retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the plague hurler must have seen that individual. Other creatures can make a DC 31 Insight check to discern that the form is a disguise.

**Triggered Actions**

**Oozing Retreat** ✦ **Encounter**
*Trigger:* The plague hurler is first bloodied.
*Effect (Free Action):* The plague hurler shifts its speed, ignoring difficult terrain. At any point during the move, it can use *mortal form* as a free action.

**Skills** Bluff +17, Stealth +18

| | | |
|---|---|---|
| **Str** 16 (+10) | **Dex** 22 (+13) | **Wis** 16 (+10) |
| **Con** 22 (+13) | **Int** 17 (+10) | **Cha** 20 (+12) |

**Alignment** chaotic evil **Languages** Common, telepathy 5

## Plague Hurlers in Combat

A plague hurler unleashes its pestilence against as many targets as it can, counting on Slime Lord's rot to fell the strongest foes. In the world, a plague hurler uses *mortal form* to infiltrate cities and smaller settlements. Most often taking the form of a diseased beggar or vagabond, the plague hurler secretly carries out its dark lord's bidding.

# Sludge Dredge

Bubbles of stinking sludge lurch to life. This amorphous creature's hundreds of translucent eyes stare from its filmy exterior as it chooses its next victim.

| Spawn of Juiblex Sludge Dredge | Level 11 Minion Brute |
|---|---|
| Medium elemental beast (demon, ooze) | XP 150 |
| **HP** 1; a missed attack never damages a minion. | **Initiative** +9 |
| **AC** 23, **Fortitude** 25, **Reflex** 23, **Will** 22 | **Perception** +13 |
| **Speed** 6, climb 6, swim 6 | Blindsight 5 |
| **Immune** acid, disease, poison | |

**Traits**

**All-Around Vision**
Enemies can't gain combat advantage by flanking the sludge dredge.

**Ooze**
While squeezing, the sludge dredge moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.

**Standard Actions**

**Slam** (acid) ✦ **At-Will**
*Attack:* Melee 1 (one creature); +16 vs. AC
*Hit:* 10 acid damage.

**Triggered Actions**

**Revitalizing Ooze**
*Trigger:* The first time the sludge dredge drops to 0 hit points.
*Effect (No Action):* A dead sludge dredge within 10 squares of this creature is restored to life. It appears in its former space or the nearest unoccupied space.

| | | |
|---|---|---|
| **Str** 17 (+8) | **Dex** 18 (+9) | **Wis** 17 (+8) |
| **Con** 21 (+10) | **Int** 2 (+1) | **Cha** 2 (+1) |

**Alignment** chaotic evil **Languages** –

## Sludge Dredges in Combat

Their lack of intelligence makes sludge dredges exceptional and expendable soldiers. They throw themselves into battle knowing that their deaths are only temporarily, and that they are one with the Demon Lord of Slime's unspeakable will.

| Slime Lord's Rot | Level 14 Disease |
|---|---|
| *Oozing pustules herald the first stages of this disease, which ends with the victim's collapse into a pool of ooze ready to serve its new master.* | **Attack:** +17 vs. Fortitude<br>**Endurance** improve DC 23, maintain DC 18, worsen DC 17 or lower |

The target is cured.

◀ **Initial Effect:** The target loses a healing surge that it cannot regain until cured of the disease. In addition, the target is slowed.

◀▶ The target loses a healing surge that it cannot regain until cured of the disease. In addition, the target cannot shift.

▶ **Final State:** The target dies and becomes a spawn of Juiblex sludge dredge.

# TOMB DEMON

Forged of bone and imbued with the powers of death and decay, tomb demons are spawned in the mass graves and former battlegrounds of the Abyss. Although each tomb demon differs in its abilities, they share a similar form. Their long fangs and serpentine, skeletal bodies—which resemble a humanoid and a snake horrifically fused—are a terrifying sight.

## Lore

**Arcana DC 21:** Tomb demons arose in the aftermath of a great battle between Orcus and Sylbarax, an exarch of Zehir known as the Green Death. Sylbarax entered the Abyss, renounced his allegiance to his dark god, and became a demon lord. His reign was short-lived. Orcus assembled a vast host of demons and undead to destroy Sylbarax and the serpentine servants he had drawn to his side.

The first tomb demons were created when the remains of Sylbarax's followers were imbued with the necromantic power commanded by Orcus. Tomb demons have since spread across the Abyss and beyond. Rumors hint that these creatures continue to crawl from Sylbarax's festering corpse, lost in the uncharted reaches of the deep layers. The *Jewel of Gharan,* an artifact still sought by Zehir, supposedly rests in Sylbarax's dead grasp.

## Encounters

In the Abyss, tomb demons ally with others of their kind and with servants of Orcus. In the world, tomb demons serve the leaders of Orcus's cults.

The cultists of Zehir take great pride in summoning and controlling these demons, as a final rebuke of Sylbarax's treachery. Haagenti (see "Garavond," page 76) and Zuggtmoy have also both managed to force tomb demons into their service.

## Tomb Demon Constrictor

A tomb demon constrictor's coils crush the life from its victims, leaving only bloody bones behind.

| **Tomb Demon Constrictor** | **Level 12 Soldier** |
|---|---|
| Medium elemental magical beast (demon) | XP 700 |
| **HP** 124; **Bloodied** 62 | **Initiative** +12 |
| **AC** 28, **Fortitude** 25, **Reflex** 24, **Will** 22 | **Perception** +8 |
| **Speed** 8 | Darkvision |
| **Standard Actions** | |
| ⊕ **Bite** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +17 vs. AC | |
| *Hit:* 3d6 + 6 damage, and the constrictor makes a secondary attack. | |
| *Secondary Attack:* Melee 1 (primary target); +15 vs. Fortitude | |
| *Hit:* The target is immobilized until the end of the constrictor's next turn. | |
| ⊕ **Bone Axe** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +17 vs. AC | |
| *Hit:* 3d8 + 8 damage. | |
| ⸸ **Writhing Coils** ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Melee 1 (one or two creatures); +15 vs. Reflex | |
| *Hit:* 2d10 + 6 damage, and the target is grabbed. When the constrictor sustains this grab, the target takes 1d10 + 4 damage. | |
| **Triggered Actions** | |
| **Responding Slither** ✦ **At-Will** | |
| *Trigger:* An enemy adjacent to the constrictor shifts. | |
| *Effect (Immediate Reaction):* The constrictor shifts 1 square. | |
| **Variable Resistance** ✦ **2/Encounter** | |
| *Trigger:* The constrictor takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The constrictor gains resist 10 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again. | |
| **Str** 21 (+11) **Dex** 19 (+10) **Wis** 15 (+8) | |
| **Con** 20 (+11) **Int** 10 (+6) **Cha** 12 (+7) | |
| **Alignment** chaotic evil **Languages** Abyssal | |

### Tomb Demon Constrictors in Combat

A constrictor focuses on one or two lightly armed targets, ignoring attacks from other creatures as it crushes victims in its *writhing coils*. Only if its chosen victims escape does a constrictor slither into melee. It attacks with *writhing coils* again as soon as a target presents itself.

EVA WIDERMANN

# VORACALITH

The voracalith is the most gluttonous of all demons, content to wander the Abyss devouring anything that crosses its path. Tales are told of whole legions of demons that misjudged the appetites of a voracalith pack and paid the ultimate price.

## Lore

**Arcana DC 25:** These insatiable fiends are legendary for their ability to devour anything, and strange treasures and objects can be found inside them. Inorganic matter—from short swords to enormous stone idols—settles in a voracalith's stomach, remaining there until the creature is killed and cut open.

| **Voracalith** | **Level 25 Brute** |
|---|---|
| Huge elemental humanoid (demon) | XP 7,000 |
| **HP** 291; **Bloodied** 145 | **Initiative** +17 |
| **AC** 37, **Fortitude** 38, **Reflex** 35, **Will** 36 | **Perception** +19 |
| **Speed** 8 | Darkvision |
| **Traits** | |
| ☼ **Devouring Maw** ✦ **Aura** 1 | |
| Any enemy that starts its turn within the aura takes 10 damage. In addition, while the voracalith is bloodied, any enemy within the aura gains only half the benefit of healing effects. | |
| **Standard Actions** | |
| ⊕ **Horrid Tentacles** ✦ **At-Will** | |
| *Attack:* Melee 3 (one creature); +30 vs. AC | |
| *Hit:* 2d6 + 5 damage, and the voracalith pulls the target 2 squares. | |
| ⸸ **Tentacle Flurry** ✦ **At-Will** | |
| *Effect:* The voracalith uses *horrid tentacles* three times, no more than twice against a single target. | |
| ⸸ **Devouring Bite** ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +30 vs. AC | |
| *Hit:* 4d12 + 5 damage. | |
| ✧ **Acidic Retribution** (acid) ✦ **Recharge** when the voracalith hits with *devouring bite* | |
| *Attack:* Close blast 3 (creatures in blast); +28 vs. Fortitude | |
| *Hit:* 2d8 + 4 acid damage, and ongoing 15 acid damage (save ends). | |
| **Triggered Actions** | |
| ✧ **Gruesome Ending** (fear) ✦ **At-Will** | |
| *Trigger:* The voracalith reduces an enemy to 0 hit points or fewer. | |
| *Attack (Free Action):* Close burst 2 (enemies in burst); +28 vs. Will | |
| *Hit:* The voracalith pushes the target 2 squares, and the target is dazed (save ends). | |
| **Variable Resistance** ✦ **3/Encounter** | |
| *Trigger:* The voracalith takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The voracalith gains resist 20 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again. | |
| **Str** 28 (+21) **Dex** 21 (+17) **Wis** 24 (+19) | |
| **Con** 31 (+22) **Int** 4 (+9) **Cha** 8 (+11) | |
| **Alignment** chaotic evil **Languages** Abyssal | |

DAVE ALLSOP

## Encounters

Voracaliths have no interest in alliances, but demon lords bind them to use as shock troops and raiders. Since voracaliths are too dense to follow complex orders, their masters use fresh meat to lure them to a battleground or a desired target.

## Voracaliths in Combat

Voracaliths rarely display tactics any more clever than moving toward the nearest group of living creatures and eating as many of them as possible. These ravenous demons are drawn by numbers. They focus on creatures clustered together, their tentacles dragging prey to their ever-hungry maws.

# WENDIGO

Nearly all the cultures of the world feature prohibitions against cannibalism—a crime against the laws of nature and the gods. A mortal that commits cannibalism creates a spiritual gateway to the Abyss, through which the dreaded demon known as the wendigo can travel. Once it reaches the world, a wendigo warps the cannibal's soul and body, turning into a flesh-eating monster that reflects the madness of the Abyss.

## Lore

**Nature DC 23:** Not all mortals that commit cannibalism draw the attention of a wendigo to themselves. Those that do, though, are bound within the wendigo's form until the demon is slain.

For a mortal that consumed forbidden flesh out of desperation or dark need, existence as a wendigo is a never-ending nightmare. Trapped in that demonic form, the creature's consciousness endures only enough to maintain awareness of its hunger and the number of sentient creatures it has slain. For mortals that indulge in cannibalism by choice, the curse of the wendigo can become a blessing. A wendigo created from a willing host maintains more of its former knowledge, and can use that knowledge to seek bloody retribution against old enemies.

## Encounters

Wendigos are solitary creatures whose madness drives them to inhabit desolate lands. These demons sometimes hunt in the company of dire animals, worgs, and owlbears (see the *Monster Manual*), as well as other wild creatures that share their ravenous appetites. A wendigo that leads such a hunting pack trains its servants over time, using them to great effect as it harries its quarry.

## Wendigo Manhunter

An unfamiliar scent is carried on the wind, and the trackers become skittish. This far from civilization, their imaginations spawn phantoms—a fleeting shape stalking ever closer, reaching out, whispering their names.

| **Wendigo Manhunter** | **Level 8 Lurker** |
|---|---|
| Medium elemental humanoid (demon) | XP 350 |
| **HP** 70; **Bloodied** 35 | **Initiative** +13 |
| **AC** 22, **Fortitude** 20, **Reflex** 22, **Will** 18 | **Perception** +13 |
| **Speed** 8 | Low-light vision |
| **Traits** | |
| ☼ **Scent of Fear** (fear) ✦ **Aura** 10 | |
| Enemies within the aura take a -2 penalty to Will. | |
| **Beyond Sight** | |
| Whenever the manhunter ends its turn 5 or more squares from an enemy, it is invisible to that enemy until the end of the manhunter's next turn. | |
| **Standard Actions** | |
| ⨁ **Claw** ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +13 vs. AC | |
| *Hit:* 3d6 + 4 damage. | |
| *Effect:* The manhunter shifts 2 squares. | |
| ⨁ **Wendigo Bite** (healing) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature that cannot see the manhunter); +13 vs. AC | |
| *Hit:* 4d6 + 6 damage, and the manhunter regains hit points equal to half the damage dealt. | |
| **Triggered Actions** | |
| **Variable Resistance** ✦ **2/Encounter** | |
| *Trigger:* The manhunter takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The manhunter gains resist 5 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again. | |
| **Skills** Endurance +12, Stealth +14 | |
| **Str** 20 (+9) **Dex** 20 (+9) **Wis** 18 (+8) | |
| **Con** 16 (+7) **Int** 14 (+6) **Cha** 13 (+5) | |
| **Alignment** chaotic evil **Languages** Common, Abyssal, telepathy 10 | |

### Wendigo Manhunters in Combat

A manhunter can stalk creatures for days before attacking. Once its feast begins, the wendigo moves from target to target, using *beyond sight* so that its *wendigo bite* can strike true.

MATIAS TAPIA

# Wendigo Soulcatcher

As a wendigo consumes mortal flesh, it grows in power. When a wendigo becomes a soulcatcher, it takes mad pleasure not only in slaying, but in temporarily bestowing its curse on the creatures that fear it. Forcing those enemies to gorge themselves on their allies' flesh and blood, the soulcatcher becomes stronger still.

| **Wendigo Soulcatcher** | **Level 14 Controller** |
|---|---|
| Medium elemental humanoid (demon) | XP 1,000 |
| **HP** 142; **Bloodied** 71 | **Initiative** +14 |
| **AC** 28, **Fortitude** 26, **Reflex** 28, **Will** 24 | **Perception** +19 |
| **Speed** 8 | Low-light vision |

**Traits**

☼ **Scent of Fear** (fear) ✦ **Aura** 10
Enemies within the aura take a -2 penalty to Will.

**Beyond Sight**
Whenever the soulcatcher ends its turn 5 or more squares from an enemy, it is invisible to that enemy until the end of the soulcatcher's next turn.

**Standard Actions**

⊕ **Claw** ✦ **At-Will**
*Attack:* Melee 1 (one creature); +19 vs. AC
*Hit:* 3d6 + 7 damage.

⸸ **Cannibal's Bite** (healing) ✦ **At-Will**
*Attack:* Melee 1 (one creature dominated by the soulcatcher); +19 vs. AC
*Hit:* 4d8 + 8 damage, and the soulcatcher regains hit points equal to half the damage dealt.

**Inflame the Hungry Soul** (charm, psychic) ✦ **Recharge** when no creature is affected by this power
*Attack:* Ranged 10 (one creature); +17 vs. Will
*Hit:* 3d8 + 4 psychic damage, and the target is dominated (save ends).

**Triggered Actions**

**Variable Resistance** ✦ **2/Encounter**
*Trigger:* The soulcatcher takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The soulcatcher gains resist 10 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

**Skills** Endurance +18, Stealth +19

| | | |
|---|---|---|
| **Str** 24 (+14) | **Dex** 25 (+14) | **Wis** 24 (+14) |
| **Con** 22 (+13) | **Int** 18 (+11) | **Cha** 16 (+10) |

**Alignment** chaotic evil **Languages** Common, Abyssal, telepathy 15

## Wendigo Soulcatchers in Combat

The soulcatcher seeks out a weak-willed creature in combat, inflaming that victim with *cannibal's bite.* The wendigo revels in the shrieks of the dominated creature's victims, taking as much pleasure from their terror as from the sustenance the unwilling cannibal's attack provides.

# Wendigo Primal Spirit

The oldest wendigos possess a hunger that drives them to consume their own flesh in a grisly feast of self-destruction. Wandering the world as an demonic shade, a wendigo primal spirit is doomed to endlessly slay the creatures it once called kin, but to never slake its hunger on their flesh.

| **Wendigo Primal Spirit** | **Level 25 Artillery** |
|---|---|
| Medium elemental humanoid (demon) | XP 7,000 |
| **HP** 126; **Bloodied** 63 | **Initiative** +22 |
| **AC** 39, **Fortitude** 37, **Reflex** 39, **Will** 35 | **Perception** +27 |
| **Speed** 8 | Low-light vision |
| **Resist** insubstantial | |

**Traits**

☼ **Scent of Fear** (fear) ✦ **Aura** 10
Enemies within the aura take a -2 penalty to Will.

**Beyond Sight**
Whenever the primal spirit ends its turn 5 or more squares from an enemy, it is invisible to that enemy until the end of the primal spirit's next turn.

**Standard Actions**

⊕ **Claw** ✦ **At-Will**
*Attack:* Melee 1 (one creature); +30 vs. AC
*Hit:* 2d6 + 13 damage.

**Theft of Flesh** (healing) ✦ **At-Will**
*Attack:* Ranged 10 (one creature that cannot see the primal spirit); +30 vs. AC
*Hit:* 4d10 + 13 damage, and the primal spirit regains hit points equal to half the damage dealt.

⸸ **Cannibal's Bite** (healing) ✦ **At-Will**
*Attack:* Melee 1 (one creature dominated by the primal spirit); +30 vs. AC
*Hit:* 4d8 + 8 damage, and the primal spirit regains hit points equal to half the damage dealt.

**Hunger Born from Fear** (charm) ✦ **Encounter**
*Attack:* Close burst 10 (bloodied creatures in burst); +28 vs. Will
*Hit:* The target makes one attack with *cannibal's bite* as a free action against a target of the primal spirit's choice, then is dominated (save ends).

**Triggered Actions**

**Variable Resistance** ✦ **2/Encounter**
*Trigger:* The primal spirit takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* The primal spirit gains resist 20 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

**Skills** Endurance +24, Stealth +27

| | | |
|---|---|---|
| **Str** 31 (+22) | **Dex** 30 (+22) | **Wis** 30 (+22) |
| **Con** 24 (+19) | **Int** 24 (+19) | **Cha** 20 (+17) |

**Alignment** chaotic evil **Languages** Common, Abyssal, telepathy 20

## Wendigo Primal Spirits in Combat

A primal spirit's hunger drives it into the thick of combat, where it has little to fear from blades and arrows. *Theft of flesh* allows the primal spirit to replenish its strength, but it must eat vicariously with *hunger born from fear,* temporarily forcing its cannibalistic madness into its foes.

# YAGNODEMON

Creatures that see a yagnodemon for the first time often assume that it is crippled or infirm. Its left arm is long and powerfully built to match its menacing stature. Its right arm is shortened—weak and withered as if by some grievous injury. Creatures take advantage of this apparent weakness at their peril.

## Lore

**Arcana DC 23:** Yagnodemons can be found across the Abyss and the mortal realm. Most of these demons, however, dwell in the abyssal city of Morglon-Daar (page 52). Though not the most powerful demons in that settlement, yagnodemons serve as enforcers, with the power to banish or execute any creatures that threaten the city's stability. The yagnodemons of Morglon-Daar are the closest thing that chaotic realm has to a force of law, and the justice they mete out is swift and deadly.

Ancient legends tell of how these demons were created in the earliest days of the Abyss, spawned from a race of aquatic humanoids in service to a primordial named Throan. Throan ventured into the Abyss and was slain by Dagon. Before he died, he cast his spirit into his servitors.

These slender creatures were transformed into the first yagnodemons by their master's death and the taint of the dark realm they were spawned in. Their right arms are all that remain from their original form.

## Encounters

In the Abyss, yagnodemons typically serve other demons as guards and enforcers. Isolated bands of yagnodemons can also be found traveling remote reaches of the Blood Sea or the Abyss's other watery realms. Yagnodemons found in the world have typically been bound into servitude by mortal spellcasters. Unlike many summoned demons, these warriors respect the power of a master whose goals allow them to wield power of their own. A yagnodemon sometimes continues its service in the mortal realm after the ritual that bound it has ended.

## Yagnodemons in Combat

A yagnodemon establishes control of a situation through brutal displays of force. It focuses on the most powerful foe with *abyssal harpoon*, holding it immobilized as it strikes again and again. When that foe falls, the yagnodemon turns to its less powerful allies, hoping to see them flee in the face of its rage.

BEN WOOTTEN

| **Yagnodemon** | **Level 15 Soldier** |
|---|---|
| Large elemental humanoid (demon) | XP 1,200 |
| **HP** 147; **Bloodied** 73 | **Initiative** +11 |
| **AC** 30, **Fortitude** 29, **Reflex** 26, **Will** 27 | **Perception** +16 |
| **Speed** 8, teleport 4 | Low-light vision |
| **Standard Actions** | |
| ⓘ **Abyssal Harpoon** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 3 (one creature); +20 vs. AC | |
| *Hit:* 3d10 + 7 damage, and the target is immobilized (save ends). If the target is already immobilized, this attack deals 1d10 extra damage. | |
| **Acid Breath** (acid) ✦ **Encounter** | |
| *Attack:* Close blast 3 (creatures in blast); +18 vs. Fortitude | |
| *Hit:* 4d6 + 9 acid damage, and the target is blinded (save ends). | |
| **Triggered Actions** | |
| **Lightning Discharge** (lightning) ✦ **Recharge** ⚄ ⁞⁞ | |
| *Trigger:* The yagnodemon hits with a melee attack. | |
| *Effect (Free Action):* The triggering attack deals 1d8 extra lightning damage, or 2d8 extra lightning damage if the yagnodemon is bloodied. | |
| **Soul Reaper** ✦ **At-Will** | |
| *Trigger:* The yagnodemon reduces an enemy to 0 hit points or fewer. | |
| *Effect (No Action):* The yagnodemon gains 10 temporary hit points. | |
| **Variable Resistance** ✦ **2/Encounter** | |
| *Trigger:* The yagnodemon takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The yagnodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again. | |
| **Skills** Athletics +19, Insight +16, Intimidate +14 | |
| **Str** 24 (+14) **Dex** 15 (+9) **Wis** 19 (+11) | |
| **Con** 19 (+11) **Int** 16 (+10) **Cha** 14 (+9) | |
| **Alignment** chaotic evil **Languages** Abyssal, Common | |
| **Equipment** abyssal harpoon | |

# ZOVVUT



Zovvuts were once angels in the service of the Chained God Tharizdun. Fleeing into exile when the Abyss was born and their dark master was imprisoned, these demons have been tainted by eons of servitude to their lost master.

## Lore

**Arcana DC 25:** In the millennia before the Chained God's imprisonment, zovvuts were angels of corruption serving the darker deities. When Tharizdun was cast into the bottomless maelstrom of the Abyss, the zovvuts broke with their many masters to pledge allegiance to the ultimate corruption of the Chained God. In the eons since, they have sought in vain for their lost master. As they seek his hidden prison, the zovvuts believe they can hear the voice of Tharizdun, whispering to them in tormented visions.

In a mockery of their divine origins, zovvuts maintain the distinct physiology of their angelic ancestry. They delight in exploiting their appearance to mislead and corrupt priests of the mortal world.

## Encounters

As servitors of the Chained God, zovvuts have few allies. Despite their utter corruption by the Abyss, zovvuts are viewed as divine creatures by most demons, and are shunned as a result. In the remote deep layers of the Abyss where the zovvuts search for Tharizdun's prison, they sometimes band together with other demonic exiles, but rarely for long.

EVA WIDERMANN

Zovvuts are commonly found serving the cults of the Elder Elemental Eye. As long as Tharizdun remains unable to communicate with his disciples, the Chained God's mortal followers venerate zovvuts as heralds and keepers of Tharizdun's divine will.

| **Zovvut** | **Level 17 Skirmisher** |
|---|---|
| Large elemental humanoid (demon) | XP 1,600 |
| **HP** 166; **Bloodied** 83 | **Initiative** +15 |
| **AC** 31, **Fortitude** 29, **Reflex** 28, **Will** 30 | **Perception** +13 |
| **Speed** 6, fly 9 (hover) | Darkvision |
| **Immune** fear | |
| **Traits** | |
| **Bewildering Chains** | |
| Any creature hit by the zovvut cannot make opportunity attacks against it until the start of the zovvut's next turn. | |
| **Standard Actions** | |
| ⊕ **Spiked Chain** (weapon) ✦ **At-Will** | |
| *Attack:* Melee 2 (one creature); +22 vs. AC | |
| *Hit:* 1d8 + 3 damage, or 2d8 + 3 while the zovvut is bloodied. | |
| ⸸ **Lashing Chaos Chains** ✦ **At-Will** | |
| *Effect:* The zovvut flies its fly speed and uses *spiked chain* against three different targets at any point during the move. Whenever the zovvut hits with one of these attacks, it deals 1d8 extra damage with any subsequent attacks made before the end of its turn. This extra damage is cumulative. | |
| ✧ **Gaze of the Elemental Eye** ✦ **Recharge** ⚄ ⁞⁞ | |
| *Attack:* Close burst 5 (one creature in burst); +20 vs. Will | |
| *Hit:* The target loses a healing surge, and the zovvut gains 10 temporary hit points. | |
| **Triggered Actions** | |
| ✧ **Eldritch Mantle** (force) ✦ **At-Will** | |
| *Requirement:* The zovvut must not be bloodied. | |
| *Trigger:* The zovvut is hit by an enemy that is adjacent to it. | |
| *Attack (Immediate Reaction):* Close burst 1 (enemies in burst); +20 vs. Fortitude | |
| *Hit:* 5 force damage, and the zovvut pushes the target 4 squares. | |
| **Variable Resistance** ✦ **2/Encounter** | |
| *Trigger:* The zovvut takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The zovvut gains resist 15 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again. | |
| **Skills** Intimidate +21 | |
| **Str** 25 (+15) **Dex** 21 (+13) **Wis** 20 (+13) | |
| **Con** 22 (+14) **Int** 17 (+11) **Cha** 27 (+16) | |
| **Alignment** chaotic evil **Languages** Abyssal, Supernal | |
| **Equipment** spiked chain | |

## Zovvuts in Combat

Zovvuts count on intimidation to keep them out of combat. When forced to fight, a zovvut waits at the periphery of melee for the right moment to fly in with its brutal melee attacks and crippling gaze. Zovvuts maintain an angelic *eldritch mantle* that protects them early in combat. That protection fails when they are bloodied, driving a zovvut to greater savagery.

# ZUGGTMOY

The Lady of Decay. The Queen of Rot. The Harbinger of Inevitable Doom. The demon lord Zuggtmoy is subtle and patient compared to her more powerful rivals. With a limited appeal to the mortal races, she delights in raising false cults to carry out her bidding, and in subverting the worship of other beings to gain followers. As the Lady of Decay, she takes pleasure in transforming beliefs step by slow step, rotting away the core of a peoples' faith until her own faith has been wholeheartedly embraced.

## Lore

**Religion DC 29:** As befits her title, the Lady of Decay exults in destroying her foes from the inside out. She targets religious orders, cults, and arcane cabals—particularly those dedicated to rival demon lords and good-aligned gods. Unfortunately for Zuggtmoy, her love of treachery and deceit has almost proved her undoing more than once. Legends tell of how she commanded her followers to support the Temple of the Elemental Evil as a front for her worship. In truth, her actions played into the hands of Tharizdun. The Chained God's agents infiltrated Zuggtmoy's own cults and seized the power she sought. With the temple's fall, she was imprisoned and greatly weakened. Though she has since escaped, she remains one of the least powerful demon lords.

Zuggtmoy was nearly slain by Kostchtchie early in the frost giant demon lord's campaign against the Abyss, and much of her domain of Shedaklah was destroyed in that confrontation. The Lady of Decay now fights Juiblex for control of Shedaklah, even as rumors spread of great treasures to be found there—items looted by Kostchtchie and cast aside in his retreat. Adventurers, demons, and other planar travelers now prowl the rotting wastes that are home to the Lady of Decay. All seek to pick through the ruins while she regains her strength—or before her fall allows another demon lord to take her place.

## Encounters

Throughout her existence, Zuggtmoy has surrounded herself with mortals who seek power and strength through the magic she offers, as well as legions of demons she has gathered to her side in the Abyss. However, her recent failures have led her more powerful allies to abandon her, leaving Zuggtmoy with armies of lower-level demons and weak humanoid servitors. The scions of Zuggtmoy (page 142) and other fungus creatures of the Abyss retain their abject loyalty to the Queen of Rot, having no other demon lord to follow.

**Zuggtmoy** **Level 22 Solo Controller**
Large elemental humanoid (demon) XP 20,750
**HP** 956; **Bloodied** 478 **Initiative** +18
**AC** 36, **Fortitude** 35, **Reflex** 35, **Will** 35 **Perception** +24
**Speed** 6, teleport 6 Darkvision, tremorsense 10
**Saving Throws** +5; **Action Points** 2

**Traits**

☼ **Aura of Rot ✦ Aura** 5
Enemies within the aura take a –4 penalty to Fortitude, a –2 penalty to saving throws, and lose any resistance or immunity to poison.

**Standard Actions**

⊕ **Rotting Touch ✦ At-Will**
*Attack:* Melee 2 (one creature); +22 vs. Fortitude
*Hit:* 2d10 + 9 damage, and ongoing 10 damage (save ends).
*Each Failed Saving Throw:* The ongoing damage increases by 5.

**Blinding Spores** (poison) **✦ At-Will**
*Attack:* Close blast 5 (creatures in blast); +22 vs. Fortitude
*Hit:* 1d10 + 5 poison damage, and the target is blinded (save ends).

**Zuggtmoy's Kiss** (charm) **✦ Recharge** ⚄ ⁞⁞
*Attack:* Melee 2 (one creature); +25 vs. Will
*Hit:* The target is dominated and takes ongoing 20 damage (save ends both).
*Each Failed Saving Throw:* The ongoing damage increases by 10.

**Minor Actions**

**Rotting Doom** (necrotic, poison, zone) **✦ At-Will**
*Attack:* Close blast 3 (creatures in blast) or area burst 1 within 20 (creatures in burst); +26 vs. Fortitude
*Hit:* 15 poison damage, and the blast or burst creates a zone that lasts until the end of the encounter. The squares within the zone are difficult terrain for Medium and smaller creatures. Any enemy that enters the zone or ends its turn there takes 15 necrotic damage. Zuggtmoy can have as many as five zones of *rotting doom* active at the same time. For each additional zone she creates beyond five, Zuggtmoy ends one existing zone of her choice.

**Free Actions**

**Minions of Decay** (poison)
*Effect:* When Zuggtmoy creates a zone of *rotting doom*, roll initiative for the zone. On each of its turns, a zone makes the following attack.
*Attack:* Close burst 1 centered on the zone's origin square (creatures in burst); +24 vs. Fortitude
*Hit:* 1d10 + 10 poison damage, and the target is restrained (save ends).

**Triggered Actions**

**Variable Resistance ✦ 3/Encounter**
*Trigger:* Zuggtmoy takes acid, cold, fire, lightning, or thunder damage.
*Effect (Free Action):* Zuggtmoy gains resist 25 to the triggering damage type until the end of the encounter or until she uses *variable resistance* again.

**Skills** Arcana +24, Bluff +22, Diplomacy +22, Insight +24, Perception +24

| | | |
|---|---|---|
| **Str** 34 (+23) | **Dex** 24 (+18) | **Wis** 26 (+19) |
| **Con** 55 (+33) | **Int** 27 (+19) | **Cha** 23 (+17) |

**Alignment** chaotic evil **Languages** Abyssal, Common, Giant

## Zuggtmoy in Combat

In battle, Zuggtmoy floods the area around her with spores, blinding and debilitating her foes. She saves *Zuggtmoy's kiss* for her most powerful enemies, forcing them to attack their own allies as their bodies rot away.

## Zuggtmoy Secrets

The Lady of Decay is a patron of poisonous fungi, and she shares those organisms' hardiness and ability to spread unseen. Though she remains weak, she is by no means without weapons. After the setback she suffered at the hands of Tharizdun's cult, Zuggtmoy set to work on a risky scheme—one that would either leave her ruined or possessed of power to rival that of Orcus or Demogorgon. Digging deep into her most ancient research, she engineered a pact with Haagenti, Demon Lord of Alchemy. The result of this foul alliance was the creation of a strain of fungus that spreads like a disease among living creatures.

The fungus—known as brittle cough—causes an infestation of mold in the victim's lungs. What starts as a hacking cough turns into labored breathing and, eventually, suffocation. Zuggtmoy's remaining cultists now spread infestations of brittle cough in towns and settlements across the world. After a short time, the fungus causes its victims to expel its spores to infest nearby creatures. With each cough, an infected creature spreads more spores.

Once the sickness reaches a peak, the cult of Zuggtmoy—in the guise of a primal cult dedicated to the spirits of the natural world—offers a cure. With this influx of unwitting converts, Zuggtmoy hopes to regain the power she has lost.

## Zuggtmoy's Cult

Despite her setbacks, the Lady of Decay's cult flourishes in the world, most commonly in the wilds where primal cults are at their strongest. Zuggtmoy whispers her dark secrets to ambitious druids, barbarians, and other wielders of primal power, offering her dark magic to characters willing to subvert the natural order.

Zuggtmoy's followers include debased elves, bullywugs, and isolated human tribes that have devolved into inbreeding and madness. Her cult's most notable practice involves the burial of human sacrifices in the muddy soil of a bog. Left with a thin, leather tube to grant it air, a sacrifice is fed a thick gruel of spore-laden fungus that slowly transforms it into a fungus creature loyal to the Lady of Decay. A sacrifice's muffled screams sometimes serve as warnings to those who draw too close to such a site. See "The Garden of Rot," page 38, and "Scion of Zuggtmoy," page 142.

## Zuggtmoy out of Combat

Zuggtmoy is desperate to avoid any setbacks in her quest for power. If confronted by a powerful group, she is willing to bargain. Any arrangement or alliance that seems likely to work to her benefit gains Zuggtmoy's support—particularly at the expense of another demon lord or Lolth, her hated enemy. If a group of adventurers is clearly stronger than she is, Zuggtmoy begs for mercy, even offering to serve her enemies in exchange for her life. Of course, the Lady of Decay quickly and inevitably does whatever she can to turn such servitude to her benefit. From a position of safety, she hopes to secretly divide her enemies, turning them against each other through treachery and deception.

KEIRAN YANNER

# ZYTHAR

Zythars take point position in front of their balor master in a charging demonic horde. The other demons fear the zythars—a fear that the balors are happy to exploit as they drive their servants on.

## Lore

**Arcana DC 31:** The zythar were spawned millennia ago by a balor legion whose members sought to seize control of the abyssal layer of their lord. Instilled with the destructive fury of their masters, zythars were given power over abyssal flame and infused with an insatiable appetite for combat. When the balors' rebellion failed, the zythars were claimed by the victorious demon lord, and they have since spread across the Abyss. Zythars do not care whom they serve. They live only to see other creatures burn, howling with dark laughter as their enemies are consumed by abyssal fire.

## Encounters

Among demonkind, only creatures with effective immunity against fire feel no fear at the approach of a zythar. Zythars serve balors and other powerful demons, but they are rarely found in freely made alliances. Outside the Abyss, zythars are known to work with azers and fire giants, as long as such alliances allow them to unleash the destructive potential of their living flames.

| **Zythar** | **Level 26 Artillery** |
|---|---|
| Medium elemental magical beast (demon, fire) | XP 9,000 |
| **HP** 187; **Bloodied** 93 | **Initiative** +22 |
| **AC** 40, **Fortitude** 38, **Reflex** 40, **Will** 37 | **Perception** +23 |
| **Speed** 6, fly 8 (hover) | Darkvision |
| **Resist** 20 fire; **Vulnerable** 5 cold | |
| **Traits** | |
| ☼ **Flame Sphere** (fire) ✦ **Aura** 1 | |
| Any creature that ends its turn within the aura takes 10 fire damage. | |
| **Evasive Haze** | |
| The zythar gains a +2 bonus to all defenses against ranged attacks. | |
| **Standard Actions** | |
| ⓘ **Fiery Slam** (fire) ✦ **At-Will** | |
| *Attack:* Melee 1 (one creature); +31 vs. Reflex | |
| *Hit:* 2d6 + 6 fire damage, and the zythar teleports 4 squares. | |
| ⓘ **Flame Bolt** (fire) ✦ **At-Will** | |
| *Attack:* Ranged 10 (one creature); +33 vs. Reflex | |
| *Hit:* 5d6 + 7 fire damage, and ongoing 10 fire damage (save ends). | |
| **Tendrils of Flame** (fire) ✦ **At-Will** | |
| *Attack:* Ranged 20 (one creature taking ongoing fire damage); +33 vs. Reflex | |
| *Hit:* 6d6 + 10 fire damage, and the ongoing fire damage taken by the target increases by 5. In addition, the target loses any fire resistance until it saves against the ongoing fire damage. | |
| **Abyssal Flameburst** (fire, zone) ✦ **Recharge** ⚅ ⚄ ⚃ | |
| *Effect:* The zythar creates a zone in an area burst 2 within 20 squares that lasts until the end of the zythar's next turn. Any creature that enters the zone or ends its turn there takes 25 fire damage. The zone blocks line of sight. | |
| **Triggered Actions** | |
| ⇦ **Curse of the Balor** (fire) | |
| *Trigger:* The zythar drops to 0 hit points. | |
| *Effect (No Action):* The zythar explodes, creating a zone in a close burst 1 that lasts until the end of the encounter. Any creature that starts its turn within the zone takes 10 fire damage. | |
| **Variable Resistance** ✦ **2/Encounter** | |
| *Trigger:* The zythar takes acid, cold, fire, lightning, or thunder damage. | |
| *Effect (Free Action):* The zythar gains resist 15 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again. | |
| **Str** 10 (+13) **Dex** 29 (+22) **Wis** 21 (+18) | |
| **Con** 25 (+20) **Int** 15 (+15) **Cha** 18 (+17) | |
| **Alignment** chaotic evil **Languages** Abyssal | |

## Zythars in Combat

A zythar hovers above the battlefield, laying down *abyssal flamebursts* to contain its foes. It concentrates *tendrils of flame* and *flame bolt* against opponents at the edge of the fray, using *fiery slam* to stay away from enemies that close for melee. A zythar drops to the ground and fights with renewed vigor once bloodied, knowing that *curse of the balor* will create a lasting reminder of its fury.

MATIAS TAPIA

# NEW MONSTERS

Every monster in the book appears on this list, which is sorted alphabetically by level and monster role. Monster leaders are indicated with an (L).

| Monster | Level and Role | Page |
|---|---|---|
| Abyssal Scavenger | 2 Skirmisher (L) | 102 |
| Mane | 3 Minion Brute | 124 |
| Ixitxachitl Demon Ray | 3 Skirmisher | 119 |
| Ixitxachitl Priest | 5 Controller (L) | 119 |
| Rutterkin Foot Soldier | 6 Soldier | 141 |
| Demon Spawn Adept | 8 Artillery (L) | 110 |
| Wendigo Manhunter | 8 Lurker | 152 |
| Lesser Fire Demon | 8 Skirmisher | 113 |
| Guardian Demon Abomination | 8 Soldier | 114 |
| Incubus | 9 Lurker | 118 |
| Jovoc | 10 Skirmisher | 121 |
| Arachnid Horror | 10 Minion Soldier | 109 |
| Scion of Zuggtmoy Overgrowth | 10 Soldier | 142 |
| Scion of Zuggtmoy Infector | 11 Artillery | 143 |
| Bulezau | 11 Brute | 107 |
| Scion of Juiblex Sludge Dredge | 11 Minion Brute | 149 |
| Scion of Zuggtmoy Spore Lord | 12 Skirmisher | 143 |
| Derghodemon | 12 Elite Soldier | 111 |
| Spawn of Juiblex Ooze Horror | 12 Soldier | 148 |
| Tomb Demon Constrictor | 12 Soldier | 150 |
| Blood Demon | 13 Brute | 105 |
| Malgodemon Thug | 13 Brute | 125 |
| Spawn of Juiblex Plague Hurler | 14 Artillery | 149 |
| Piscodemon | 14 Controller (L) | 136 |
| Wendigo Soulcatcher | 14 Controller | 153 |
| Yagnodemon | 15 Soldier | 154 |
| Hydrodemon | 16 Skirmisher | 117 |
| Ruin Demon | 16 Skirmisher | 140 |
| Rageborn Frosthurler | 17 Artillery | 138 |
| Zovvut | 17 Skirmisher | 155 |
| Rageborn Barbclaw | 17 Soldier | 139 |
| Mezzodemon Sycophant | 18 Minion Soldier (L) | 90 |
| Fire Demon | 18 Elite Skirmisher | 113 |
| Rageborn Ambusher | 18 Skirmisher | 139 |
| Rageborn Horror | 19 Brute | 139 |
| Mavawhan | 19 Skirmisher | 127 |
| Shaadee | 20 Controller | 145 |
| Nabassu | 20 Lurker | 129 |
| Groom Guardian | 20 Minion Skirmisher | 93 |
| Armanite Lancer | 20 Soldier | 104 |
| Haures | 20 Soldier | 116 |
| Quarrak | 21 Skirmisher | 137 |
| Archdegog Kaugothirn | 22 Elite Controller (L) | 91 |
| Jarrlak | 22 Controller | 120 |
| Zuggtmoy | 22 Solo Controller | 156 |
| City Corruptor (Evanissu) | 22 Skirmisher | 108 |
| Shemeshka | 23 Elite Controller | 92 |
| Nabassu Deathwing | 23 Skirmisher | 129 |
| Seszrath | 24 Brute | 144 |
| Bonegouge Assassin | 24 Lurker | 106 |
| Ferrolith | 24 Soldier | 112 |
| Wendigo Primal Spirit | 25 Artillery | 153 |
| Demogorgon Fury Cultist | 25 Brute | 99 |
| Voracalith | 25 Brute | 151 |
| Zythar | 26 Artillery | 158 |
| Guardian Demon Soul Drinker | 26 Soldier | 115 |
| Sibriex Chain Master | 26 Elite Soldier | 146 |
| Sibriex Spawn | 28 Minion Brute | 147 |
| Sibriex Flesh Crafter | 28 Elite Controller | 147 |
| Mahataa | 28 Lurker | 124 |
| Oublivae | 30 Solo Controller | 130 |
| Ancient Abyssal Wurm | 30 Elite Skirmisher | 103 |
| Kostchtchie | 31 Solo Brute | 122 |
| Baernaloth Vizier | 31 Minion Lurker | 135 |
| Phraxas | 31 Solo Controller (L) | 134 |
| Pazuzu | 33 Solo Skirmisher | 132 |

# JOIN OUR ADVENTURING PARTY

The D&D Community is where you'll encounter a world of other fans—including the people who make the game. By joining the official D&D Group, you have direct access to D&D R&D and get the latest news and information, along with the chance to enter exclusive contests and get access to special promotions.

And with other features like forums, wikis, and blogs, the D&D Community makes it easier than ever to find other players, get together, share your campaign, and play some games.

SET UP YOUR PROFILE AND CREATE YOUR CAMPAIGN GROUP TODAY.
DUNGEONSANDDRAGONS.COM

DUNGEONS & DRAGONS
NEVER SPLIT THE PARTY

TM & © 2010 Wizards of the Coast LLC.

# Let Loose the Hordes of the Abyss

Deep within the Elemental Chaos, a vast and wicked maelstrom known as the Abyss disgorges hordes of demons eager to ravage unsuspecting worlds. Their numbers defy imagining, and their appetite for destruction is insatiable. Is there anyone or anything capable of withstanding the onslaught?

*Demonomicon*™ presents the definitive treatise on demons and their vile masters, the demon lords. Whether you're looking to introduce demons into your Dungeons & Dragons® campaign world or plunge your heroes into the heart of the Abyss, this book has something for you, including new monsters, demonic monster themes, summoning and banishment rules for demons, demonic traps and hazards, and encounters.

For use with these 4th Edition Dungeons & Dragons products:

*Player's Handbook*® core rulebooks
*Dungeon Master's Guide*® core rulebooks
*Monster Manual*® core rulebooks
*D&D*® *Miniatures*
*D&D*® *Dungeon Tiles*

GET MORE AT
D&D INSIDER™
www.dndinsider.com
d20 SYSTEM™
Wizards

ISBN: 978-0-7869-5492-6
9 780786 954926 52995 EAN
Sug. Retail: **U.S. $29.95** CAN $35.00
Printed in the U.S.A. **253860000**

# Dungeons & Dragons®

## Divine Power™

Options for Avengers, Clerics, Invokers, and Paladins

ROLEPLAYING GAME SUPPLEMENT

Rob Heinsoo • Richard Baker • Logan Bonner • Robert J. Schwalb

# Dungeons & Dragons®

## Divine Power™

ROLEPLAYING GAME SUPPLEMENT

Rob Heinsoo • Richard Baker • Logan Bonner • Robert J. Schwalb

# CREDITS


Design
**Rob Heinsoo (lead), Richard Baker, Logan Bonner, Robert J. Schwalb**

Additional Design
**Greg Bilsland, Andy Collins, Matthew Sernett**

Development
**Stephen Schubert (lead), Andy Collins, Peter Schaefer**

Additional Development
**Mike Donais, Andrew Finch**

Editing
**Jeremy Crawford (lead), Jennifer Clarke Wilkes, Kim Mohan**

Managing Editing
**Kim Mohan**

Director of D&D R&D and Book Publishing
**Bill Slavicsek**

D&D Creative Manager
**Christopher Perkins**

D&D Senior Art Director
**Jon Schindehette**

D&D Design Manager
**James Wyatt**

D&D Development and Editing Manager
**Andy Collins**

Art Director
**Karin Powell, Jon Schindehette**

Cover Illustration
**Ralph Horsley**

Graphic Designer
**Emi Tanji**

Interior Illustrations
**Kyle Anderson, Ralph Beisner, Kerem Beyit, Concept Art House, Emrah Elmasli, Luvas Graciano, Rebecca Guay, Layne Johnson, Goran Josic, Mazin Kassis, Howard Lyon, Lee Moyer, William O'Connor, Lucio Parrillo, Michael Phillippi, Wayne Reynolds, Dan Scott, Georgi "Calader" Simeonov, Ron Spencer, Amelia Stoner, Matias Tapia, Kieran Yanner**

Publishing Production Specialist
**Angelika Lokotz**

Prepress Manager
**Jefferson Dunlap**

Imaging Technician
**Ashley Brock**

Production Manager
**Cynda Callaway**

Game rules based on the original Dungeons & Dragons® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,** and **Peter Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins,** and **James Wyatt** (4th Edition).

620-21790720-001 EN
9 8 7 6 5 4 3 2 1
First Printing: July 2009
ISBN: 978-0-7869-4982-3

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277



Dungeons & Dragons, D&D, d20, d20 System, Wizards of the Coast, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *Divine Power*, Forgotten Realms, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All Wizards characters, character names, and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2009 Wizards of the Coast LLC


VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

# Introduction

Staunch protector, saver of lives, formidable foe, and worldly representative of the gods—all of these are roles filled by divine characters. Their special connections with the deities and other forces of the cosmos give them a suite of powers and abilities—as well as responsibilities—that make them indispensable in the continual struggle to advance the causes of righteousness and justice. Those who attain the highest levels of accomplishment literally do ascend, becoming entities not unlike the deities they worship and emulate.

*Divine Power*™ is a tome that broadens the choices available to those who follow the dictates of a deity. In its pages are new ways to build a divine character, along with new options to fill out your role as an avenger, a cleric, an invoker, or a paladin.

## Using This Book

As you can see by the table of contents, *Divine Power* is organized by class. Whether you have a character of a particular class or you want to make a character of that class, all you have to do is consult the proper chapter for new class features, builds, powers, and paragon paths. The final chapter of the book contains a large section on divine domains, dozens of new feats, ten divine-themed epic destinies, several new rituals, and information on deities and divine backgrounds that will deepen your role-playing experience.

**D&D Insider:** Some of the material in this book was originally featured in articles in *Dragon*™ magazine, part of D&D™ Insider. It's compiled here, along with plenty of new information, for easy reference at your game table. When you subscribe to D&D Insider, you get access to hundreds of pages of content like this—new powers, feats, and inspiration to make your D&D® game more fun, and to make you a better player. Your D&D Insider subscription also gives you tools like the D&D Character Builder, the easiest way to create and maintain your character at any level. Visit www.dndinsider.com to learn more.

## Reimagining Your Character

It happens. You've played your divine character a while, and suddenly *Divine Power* shows up, offering many new possibilities—options you might have picked if you had known about them earlier.

Don't despair; you have a few choices. Retraining rules (see page 28 of the *Player's Handbook*®) make tapping into *Divine Power* easy. If retraining won't do the trick quickly enough, talk to your DM about reworking your character along the lines *Divine Power* provides. Chances are you can overhaul your PC to match your desires without doing any harm to the campaign. Your DM might even have a way to make the change a part of the story. If doing that ultimately proves too difficult, a dramatic exit for the older character could make way for a new one.

# Contents


1: Avenger ..... 4
New Class Feature ..... 6
New Build ..... 6
New Avenger Powers ..... 6
New Paragon Paths ..... 20

2: Cleric ..... 28
New Class Feature ..... 30
New Build ..... 30
New Cleric Powers ..... 31
New Paragon Paths ..... 44

3: Invoker ..... 54
New Class Feature ..... 56
New Build ..... 56
New Invoker Powers ..... 57
New Paragon Paths ..... 70

4: Paladin ..... 80
New Class Features ..... 82
New Builds ..... 82
New Paladin Powers ..... 83
New Paragon Paths ..... 96

5: Divine Options ..... 106
Divine Domains ..... 108
Your Deity and You ..... 124
Divine Backgrounds ..... 128
New Feats ..... 130
Heroic Tier Feats ..... 130
Paragon Tier Feats ..... 137
Epic Tier Feats ..... 140
Multiclass Feats ..... 143
Epic Destinies ..... 145
Avatar of Death ..... 145
Avatar of Freedom ..... 146
Avatar of Hope ..... 147
Avatar of Justice ..... 148
Avatar of Life ..... 149
Avatar of Storm ..... 150
Avatar of War ..... 151
Chosen ..... 152
Exalted Angel ..... 154
Saint ..... 155
New Rituals ..... 156

CHAPTER 1

# Avenger

*"Messenger, enforcer, assassin—in time I might walk each of these paths. I go as I am called, and let the wicked tremble at the sound of my footsteps."*

**You are** an agent of divine justice. It is your task to guard the innocent, to stand watch in the shadows, to censure your deity's foes with sacred power, and to lay them low with your weapon no matter where they hide. The enemies of your god reign unchecked throughout the world; there is much to be done.

Avengers rely on their zealous piety to see them through their battles, employing *oath of enmity* and Avenger's Censure to destroy their foes. The Censure of Pursuit and the Censure of Retribution are described in *Player's Handbook 2*. This chapter introduces the Censure of Unity. If you choose this version of Avenger's Censure, you don't focus on chasing after your enemies or driving them away from your chosen foe. Instead, you specialize in powers that bring enemies to meet judgment at your hand one at a time. Through the Censure of Unity, your attacks against your chosen foe gain strength when your allies are nearby, giving you the ability to dispatch foes quickly who arouse your wrath.

This chapter includes material for avengers who choose the Censure of Unity, as well as for other avengers.

- **New Class Feature:** The Censure of Unity, a new version of Avenger's Censure, rewards you for cooperating with your allies.
- **New Build:** As a commanding avenger, bring the power of your friends to bear against your sworn enemy.
- **New Avenger Powers:** Almost a hundred new avenger powers for you to choose from, including powers suitable for the Censure of Pursuit, the Censure of Retribution, and the Censure of Unity.
- **New Paragon Paths:** New avenger paragon paths are introduced, including the favored soul, the relentless slayer, and the watchful shepherd.

WILLIAM O'CONNOR

# NEW CLASS FEATURE

When you choose your Avenger's Censure, you can choose the Censure of Unity instead of another option, such as the ones in *Player's Handbook 2*.

**Censure of Unity:** You gain a +1 bonus to damage rolls against your *oath of enmity* target for each ally adjacent to that target. The bonus increases to +2 at 11th level and +3 at 21st level.

# NEW BUILD

*Player's Handbook 2* features the isolating avenger and the pursuing avenger. This chapter adds the commanding avenger, who becomes even more formidable when allies enter the fray against his or her foe.

## Commanding Avenger

The commanding avenger build is based on the Censure of Unity. Once you have sworn your *oath of enmity*, you hope to surround your *oath of enmity* target with as many of your allies as possible. If the enemy seeks to flee, your powers enable you to compel it to face you. Alone you are powerful, but fighting alongside your comrades you are vengeance incarnate. Like other avengers, you should make Wisdom your highest ability score. Intelligence should be your second highest, followed by Dexterity.

**Suggested Class Feature:** Censure of Unity*

**Suggested Feat:** Weapon Focus

**Suggested Skills:** Athletics, Perception, Religion, Stealth

**Suggested At-Will Powers:** *bond of censure,** *overwhelming strike*

**Suggested Encounter Power:** *pass at arms**

**Suggested Daily Power:** *strength of many**

*New option presented in this book

# NEW AVENGER POWERS

The new powers presented in this chapter supplement those already available to avengers. Many of the powers support the Censure of Unity, but the broad range of powers here provides useful options for any avenger.

## Level 1 At-Will Prayers

**Bond of Censure** — Avenger Attack 1

*You compel your enemy to come forward and face judgment.*

**At-Will ✦ Charm, Divine, Implement, Radiant**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will. If the target is your *oath of enmity* target and no enemies are adjacent to you, you can make two attack rolls and use either result.
**Hit:** You pull the target a number of squares equal to your Intelligence modifier. If the target ends this movement adjacent to you, it takes 1d10 radiant damage.
*Level 21:* 2d10 radiant damage.

**Leading Strike** — Avenger Attack 1

*You show an ally how to hit your foe where it hurts.*

**At-Will ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage. One ally adjacent to you or to the target gains a bonus to his or her next damage roll against the target equal to your Intelligence modifier.
*Level 21:* 2[W] + Wisdom modifier damage.

## Level 1 Encounter Prayers

**Compelling Blade** — Avenger Attack 1

*Your weapon weaves a subtle trap, locking your enemy's steps to yours.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage. Until the end of your next turn, the first time an enemy enters a square adjacent to you on its turn, you can shift 1 square as a free action and then slide the target 1 square into the space you left.
**Censure of Retribution:** The distance of the shift and the slide equals your Intelligence modifier, but after the slide, you must be adjacent to the target.

### AVENGER ORIGINS

The avenger class describes an origin for members of the class outside the normal expectations of a god's worshipers. What's true for your avenger? Did you learn your skills from a recognized religious organization, a breakaway sect of heretics, or a version of the religion thought to be extinct? How do leaders of the faith view you? Are you a hero to them, a trusted servant, a misguided fool, or a dangerous free thinker? What do you think of other faithful? Are they like family to you, or do they seem like blind sheep deaf to the truth? How do you see your own actions? Is your killing a necessary evil, a grim but righteous duty of the faithful, or a tribute to your deity?

### Day's First Light — Avenger Attack 1

*You envelop your foe in a burning shroud of light. If the foe moves, the brilliance scorches it.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Melee** touch
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier radiant damage. If the target willingly moves before the start of your next turn, it takes 5 + your Wisdom modifier radiant damage.

### Pass at Arms — Avenger Attack 1

*Your strike creates an opening that you or a nearby ally can use to change position. If you take advantage of the opening, you can force your foe to move.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage. You or an ally adjacent to the target can then shift 1 square as a free action.
**Censure of Unity:** If you shift, rather than your ally, you can slide the target into the space you left.

### Relentless Attack — Avenger Attack 1

*Your attacks drive the enemy away, and no matter where it goes, you are not far behind.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage. You push the target 2 squares and then shift 3 squares to a square adjacent to it.

### Shielded by Faith — Avenger Attack 1

*The words of your prayer lend power to your strike while shielding you from the interference of your enemies.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage. Until the end of your next turn, you gain a +2 power bonus to all defenses against attacks made by creatures other than the target.

### Speed and Stillness — Avenger Attack 1

*You move in a blur, and your strike places a glowing sigil above your enemy. The sigil's strength flows back to you if that enemy moves.*

**Encounter ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you shift 1 square.
**Censure of Pursuit:** The number of squares you shift equals your Dexterity modifier.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier radiant damage. If the target moves on its turn before the end of your next turn, you gain 5 temporary hit points.

LAYNE JOHNSON

## Level 1 Daily Prayers

### Argent Mantle — Avenger Attack 1

*You channel divine light and thunder through your holy symbol, smiting enemies nearby. For the rest of the battle, a mantle of silver light clings to your shoulders, a sign of divine favor.*

**Daily ✦ Divine, Implement, Radiant, Thunder**
**Standard Action** **Close** burst 1
**Effect:** Until the end of the encounter, you can reroll the damage roll for any avenger attack power you use, including this one, and you must use the second result.
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d10 + Wisdom modifier radiant and thunder damage.
**Miss:** Half damage.

### Celestial Fist — Avenger Attack 1

*A great fist of light smashes down at your enemy, and then holds the foe fast in its grip.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier radiant damage, and the target is immobilized (save ends).
**Each Failed Saving Throw:** The target takes 5 radiant damage.
**Aftereffect:** The target is slowed (save ends).
**Miss:** Half damage, and the target is immobilized until the end of your next turn.

### Strength of Many — Avenger Attack 1

*You call on the loyalty and courage of your allies to strike a mighty blow.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Whenever you make a damage roll before the end of your next turn, you gain a +2 bonus for each ally within 2 squares of you.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage.
**Miss:** Half damage.

### Thunder and Echo — Avenger Attack 1

*Thunder rides your weapon and then reverberates around you.*

**Daily ✦ Divine, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage plus 1d10 thunder damage.
**Miss:** Half damage.
**Effect:** Make a secondary attack that is a close burst 2.
**Secondary Target:** Each enemy in burst other than the primary target
**Secondary Attack:** Wisdom vs. Fortitude
**Hit:** 1d6 + Wisdom modifier thunder damage, and you push the secondary target 2 squares.

### Wings of Light — Avenger Attack 1

*Shining wings sprout from your shoulders for a moment, carrying you swiftly to your sworn foe.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you can fly 6 squares and must land in a square adjacent to your *oath of enmity* target. This movement does not provoke opportunity attacks.
**Target:** Your *oath of enmity* target
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage.
**Miss:** Half damage.

## Level 2 Utility Prayers

### Avenger's Resolve — Avenger Utility 2

*For a few moments, your faith infuses you with supernatural toughness.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy other than your *oath of enmity* target hits you
**Effect:** You gain resist 5 to all damage until the end of your next turn.

### Enduring Spirit — Avenger Utility 2

*The strength of your spirit shines most brightly in adversity.*

**Encounter ✦ Divine**
**Minor Action** **Personal**
**Requirement:** You must be bloodied.
**Effect:** You gain a +4 bonus to all defenses until the end of your next turn.

### Loyal Sanction — Avenger Utility 2

*You bless your comrade's efforts to aid you in the defeat of your chosen foe.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** Until the end of your next turn, the target gains a power bonus to damage rolls against your *oath of enmity* target equal to your Wisdom modifier.

### Righteous Pursuit — Avenger Utility 2

*Try as your enemy might, there's no escaping your wrath.*

**Encounter ✦ Divine**
**Immediate Reaction** **Personal**
**Trigger:** Your *oath of enmity* target ends its turn in a square not adjacent to you
**Effect:** You shift a number of squares equal to your Wisdom modifier and must end this movement as close to your *oath of enmity* target as possible.

### Silver Shadow — Avenger Utility 2

*You cloak yourself in astral mist, which guards you from harm.*

**Daily ✦ Divine**
**Minor Action** **Personal**
**Effect:** You gain temporary hit points equal to 5 + your level. You also gain concealment, which lasts until you have no temporary hit points.

## Level 3 Encounter Prayers

### Bound by Fate — Avenger Attack 3

*You strike your foe and then share your pain with it.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage. Until the end of your next turn, the target is immobilized, and the first time an enemy other than the target hits and damages you while you are adjacent to the target, you take half of the damage and the target takes the other half.

### Deadly Stride — Avenger Attack 3

*No obstacle can stop you from visiting righteous fury on your foe.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you shift a number of squares equal to one-half your speed. You gain phasing during this movement.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage.

### Fury's Advance — Avenger Attack 3

*A quick flick of your weapon forces the enemy to stumble backward.*

**Encounter ✦ Divine, Weapon**
**Minor Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] damage. You push the target 1 square, and it takes 3 damage for each of your allies adjacent to it after the push. You then shift 1 square to a square adjacent to the target.
**Censure of Unity:** The number of squares you push and shift equals your Intelligence modifier. You still must end the shift adjacent to the target.

### Intervening Blades — Avenger Attack 3

*Mystic echoes of your weapon weave around your target after your blow strikes home, interfering with your foe's attacks.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
**Censure of Pursuit:** You can use this power as an opportunity attack against your *oath of enmity* target.

### Sparking Wounds — Avenger Attack 3

*The sparks after your strike warn off your enemy's companions.*

**Encounter ✦ Divine, Fire, Lightning, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage. At the end of the target's next turn, each enemy adjacent to the target takes 5 fire and lightning damage, and if no enemies are adjacent to it, the target takes 5 fire and lightning damage.
**Censure of Retribution:** If no other creatures are adjacent to the target when the attack hits, you gain a bonus to the damage roll equal to your Intelligence modifier.

## Level 5 Daily Prayers

### Dance of Flame — Avenger Attack 5

*Multicolored flames dance across your weapon and ignite your enemy, erupting onto other enemies the longer the flames dance.*

**Daily ✦ Divine, Fire, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage.
**Effect:** The target takes ongoing 5 fire damage (save ends).
**Each Failed Saving Throw:** An enemy of your choice within 5 squares of the target takes ongoing 5 fire damage (save ends).

### Light of Truth — Avenger Attack 5

*A brilliant shaft of light streaks down from above and fixes on the enemy you touch. In the merciless light, your enemy suffers pain commensurate with the number of your friends near it.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d10 + Wisdom modifier radiant damage, and ongoing 10 radiant damage (save ends).
**Miss:** Half damage, and ongoing 5 radiant damage (save ends).
**Effect:** When the target rolls any saving throw before the ongoing damage ends, the target takes a penalty to the saving throw equal to the number of your allies adjacent to it.

### Menacing Presence — Avenger Attack 5

*You attack and then emanate divine menace, weakening the resolve of nearby foes.*

**Daily ✦ Divine, Fear, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, any enemy that starts its turn adjacent to you takes a -2 penalty to AC until the end of its next turn.

### Nine Souls of Wrath — Avenger Attack 5

*As you strike your enemy, you call forth souls to protect you. Streaming around you, they lash out at enemies nearby, weakening them.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, any enemy other than your *oath of enmity* target that ends its turn adjacent to you gains vulnerable 5 to all damage until the end of your next turn.

### Oath of Righteous Fury — Avenger Attack 5

*You swear an oath to reduce your enemies to ruin. Each slain foe renews your zeal.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, whenever your *oath of enmity* target drops to 0 hit points, you can shift a number of squares equal to your Dexterity modifier as a free action.

## Level 6 Utility Prayers

### Aspect of Majesty — Avenger Utility 6

*Your faith fills you with courage and mystically extends the reach of your attacks.*

**Daily ✦ Divine, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain a +1 bonus to Will, and your melee reach increases by 1.

### Fortifying Chant — Avenger Utility 6

*You recite holy verses, armoring yourself with the strength of your faith.*

**Daily ✦ Divine, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain a +1 bonus to AC and Fortitude. In addition, whenever you reduce your *oath of enmity* target to 0 hit points, this bonus increases to +4 until the end of your next turn.

### Harsh Lesson — Avenger Utility 6

*You seek penance in the hope that your faults might be corrected.*

**Encounter ✦ Divine**
**Free Action** **Personal**
**Trigger:** You miss every target with an avenger attack power
**Effect:** You take 5 damage, and you gain a +2 power bonus to attack rolls until the end of your next turn.

### Step of Fate — Avenger Utility 6

*Your world is in motion with your sworn enemy as its center.*

**Daily ✦ Divine, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you can use a free action to shift 1 square as the first action on each of your turns. You can't end this movement farther away from your *oath of enmity* target than you started.

## Level 7 Encounter Prayers

### Celestia Endures — Avenger Attack 7

*This prayer comes from a battle hymn of the War of Creation. Its uplifting words lend you strength.*

**Encounter ✦ Divine, Healing, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage. If this attack reduces the target to 0 hit points or if you have reduced your *oath of enmity* target to 0 hit points during this encounter, you can spend a healing surge. In addition, you gain a bonus to the damage rolls of your next attack before the end of your next turn equal to your Wisdom modifier.

CONCEPT ART HOUSE LLC

### Chains of Censure — Avenger Attack 7

*As you deliver a punishing blow with your weapon, your prayer invokes spectral chains to immobilize a foe.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage. You choose to immobilize either the target or an enemy within 5 squares of it until the end of your next turn.
**Censure of Pursuit:** If no other creatures are adjacent to you or to the target, the attack deals extra damage equal to your Dexterity modifier.

### Dismiss the Unworthy — Avenger Attack 7

*You deal a stinging blow to your target and then speak a prayer of contemptuous dismissal, sending it away from you.*

**Encounter ✦ Charm, Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage, and you push the target 1 square to a square adjacent to at least one of your allies.
**Censure of Unity:** The number of squares you push the target equals 1 + your Intelligence modifier. The target still must end this movement adjacent to at least one of your allies.

### Excoriating Call — Avenger Attack 7

*Your holy symbol flashes as you utter a mighty rebuke, which drives creatures away from you but draws your chosen foe closer.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Close** burst 3
**Target:** Each creature in burst
**Attack:** Wisdom vs. Will
**Hit:** You push the target 3 squares. If the target is your *oath of enmity* target, it instead takes 2d10 + your Wisdom modifier radiant damage, and you pull it to a square adjacent to you.

### Inexorable Summons — Avenger Attack 7

*When you call, your adversary must answer.*

**Encounter ✦ Divine, Implement, Radiant, Teleportation**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier radiant damage, and you teleport the target to a square adjacent to you.
**Effect:** When any enemy enters a square adjacent to you before the end of your next turn, the target takes 5 radiant damage.
**Censure of Retribution:** The radiant damage the target takes when any enemy enters a square adjacent to you equals 5 + your Intelligence modifier.

## Level 9 Daily Prayers

### Blade of Guilt — Avenger Attack 9

*At the touch of your weapon, your foe relives its misdeeds. Only by standing still can it keep the painful visions at bay.*

**Daily ✦ Divine, Psychic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage. The target takes 5 psychic damage for each square it enters willingly (save ends).
**Miss:** Half damage. Until the end of your next turn, the target takes 5 psychic damage for each square it enters willingly.

### Glyph of Agony — Avenger Attack 9

*Crimson runes flare into being above your enemies, flashing when they draw near.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 1d10 + Wisdom modifier radiant damage, and you pull the target 1 square. The target takes 10 radiant damage if it starts its turn adjacent to you (save ends).
**Aftereffect:** If the target is adjacent to you, you push it 2 squares.
**Miss:** Half damage.

### Holy Ardor — Avenger Attack 9

*Your battle prayer transports you into a rapturous state, eyes blazing with fire. Your exaltation increases as your foe's life slips away.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage.
**Effect:** The target takes ongoing 5 damage (save ends). Whenever the target takes this ongoing damage, you gain a power bonus to your next damage roll made before the end of your next turn against your *oath of enmity* target. The bonus equals your Wisdom modifier.

### Winds of Woe — Avenger Attack 9

*After you hit your foe, a dread wind whips around you, tossing aside your enemies.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** You make a secondary attack that is a close burst 1.
**Secondary Target:** Each enemy in burst other than the primary target
**Secondary Attack:** Wisdom vs. Fortitude
**Hit:** You push the secondary target 1d4 squares.

### Zealot's Call — Avenger Attack 9

*Your prayer wrenches your foe from where it stands and makes it appear beside you.*

**Daily ✦ Divine, Implement, Psychic, Teleportation**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d10 + Wisdom modifier psychic damage, and you teleport the target to a square adjacent to you. The target is dazed (save ends).
**Miss:** Half damage, and you teleport the target to a square adjacent to you.
**Effect:** Whenever you hit the target with a melee attack before the end of the encounter, you can shift 1 square and then slide the target to a square adjacent to you as a free action.

## Level 10 Utility Prayers

### Ever Onward — Avenger Utility 10

*You breathe the words of a restorative prayer. New vigor and swiftness course through you.*

**Daily ✦ Divine, Healing**
**Minor Action** **Personal**
**Effect:** You can spend a healing surge. In addition, you gain a +2 power bonus to speed until the end of the encounter.

### Leading Step — Avenger Utility 10

*After your enemy strikes, you teleport away. An instant later, you bring the enemy after you.*

**Encounter ✦ Divine, Teleportation**
**Immediate Reaction** **Melee** 1
**Trigger:** An enemy adjacent to you damages you
**Target:** The triggering enemy
**Effect:** You teleport 5 squares and then teleport the target to a square adjacent to you.

### Shielding Symbol — Avenger Utility 10

*You channel divine power through your holy symbol to shield yourself.*

**Encounter ✦ Divine, Implement**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by an attack
**Effect:** Make a Wisdom attack using your implement. The result is your defense against the triggering attack.

### Wings of Vengeance — Avenger Utility 10

*Ephemeral wings carry you across the battlefield to strike where you are most needed.*

**Encounter ✦ Divine**
**Move Action** **Personal**
**Effect:** Until the end of your next turn, you gain a fly speed of 7, and you can hover.

## Level 13 Encounter Prayers

### Avenger's Demand — Avenger Attack 13

*Your beckoning gesture compels the enemy to face swift justice.*

**Encounter ✦ Charm, Divine, Weapon**
**Standard Action** **Ranged** 5
**Target:** One creature
**Effect:** You pull the target to a square adjacent to you, then make the following melee attack against it.
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage, and you push the target 2 squares and knock it prone.
**Censure of Pursuit:** After you knock the target prone, you can shift 2 squares to a square adjacent to it.

### Crimson Stride — Avenger Attack 13

*You stride through nothingness, appearing at your enemy's side to make a deadly attack. Then you stride away, carrying your foe with you.*

**Encounter ✦ Divine, Teleportation, Weapon**
**Standard Action** **Melee** 1
**Effect:** Before the attack, you teleport 5 squares to a square adjacent to an enemy.
**Target:** One enemy
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage. You teleport 5 squares and then teleport the target to a square adjacent to you.
**Censure of Retribution:** If no creatures are adjacent to either you or the target after you teleport it, the target takes damage equal to your Intelligence modifier.
**Censure of Unity:** If you teleport the target at least 2 squares, it takes 2 damage for each of your allies adjacent to it after the movement.

### Dervish Strike — Avenger Attack 13

*Spinning gracefully, you aim a deft strike that sends your enemy sprawling into its companions.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One enemy
**Primary Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage, and you push the primary target 5 squares. When you push it through any square occupied by an enemy, make a secondary attack.
**Secondary Target:** Each enemy in the square
**Secondary Attack:** Wisdom vs. Fortitude
**Hit:** The secondary target is knocked prone.

### Wages of Sin — Avenger Attack 13

*Your prayer channels the anger, the fear, and the wickedness of your enemy's comrades to harm it.*

**Encounter ✦ Divine, Implement, Psychic**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d10 + Wisdom modifier psychic damage. The attack deals 3 extra psychic damage for each enemy adjacent to the target.

### Weaving Blades — Avenger Attack 13

*You flourish your weapon in a dazzling display, striking your foe and any other that dares approach.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2[W] + Wisdom modifier damage. Until the end of your next turn, any enemy other than the target that enters a square adjacent to you or starts its turn there is affected by your weaving blades: As a free action, you can deal 5 damage to it and push it 1 square.

## Level 15 Daily Prayers

### Forceful Call — Avenger Attack 15

*Channeled through your weapon, astral winds propel your enemies toward you and then spirit you away when you deliver an attack.*

**Daily ✦ Divine, Teleportation, Weapon**
**Standard Action** **Close** burst 2
**Primary Target:** Each enemy in burst
**Primary Attack:** Wisdom vs. Will
**Hit:** You pull the primary target 2 squares.
**Effect:** Make a melee secondary attack.
**Secondary Target:** One adjacent enemy
**Secondary Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage, plus 2 damage for each enemy adjacent to you.
**Effect:** You teleport 1 square for each enemy adjacent to you after the secondary attack.

KEREM BEYIT

### Ghostly Chains — Avenger Attack 15

*At the touch of your weapon, phantasmal fetters appear around your enemy, hindering its steps.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage, and the target is slowed (save ends).
**Miss:** Half damage, and the target is slowed until the end of your next turn.
**Special:** If two or more of your allies are adjacent to the target, it is immobilized instead of slowed.

### Inescapable Justice — Avenger Attack 15

*No matter where your quarry goes, you are there.*

**Daily ✦ Divine, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you shift 2 squares.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter or until you or the target drops to 0 hit points, whenever you start your turn 3 or more squares away from the target, you can teleport to a square within 3 squares of it as a free action.

### Soul Lightning — Avenger Attack 15

*Your prayer sends lightning crackling through your enemy's body and mind, and it arcs to nearby foes.*

**Daily ✦ Divine, Implement, Lightning, Psychic**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 3d10 + Wisdom modifier psychic damage, and ongoing 10 lightning damage (save ends).
**Miss:** Half damage, and ongoing 5 lightning damage (save ends).
**Effect:** Whenever the target takes this ongoing damage, each enemy within 2 squares of the target takes the same amount of lightning damage.

### Temple of Brilliance — Avenger Attack 15

*Your touch scours your foe with light, which lingers as a dazzling edifice over it.*

**Daily ✦ Divine, Implement, Radiant, Zone**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier radiant damage.
**Miss:** Half damage.
**Effect:** The attack creates a zone of radiant energy in a burst 2 centered on the target. The zone lasts until the end of your next turn. When the target moves, the zone moves with it, remaining centered on it. Any enemy that ends its turn within the zone is blinded until the end of its next turn.
**Sustain Minor:** The zone persists.

### Tether of Light — Avenger Attack 15

*As you swing your weapon, you forge a thin strand of light between you and your adversary, and then leap through the brilliant void to another spot. Compelled by the tether, your enemy follows.*

**Daily ✦ Divine, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage. You teleport 5 squares and then teleport the target to a square adjacent to you.
**Miss:** Half damage.
**Effect:** When you hit the target with any melee attack before the end of the encounter, you can teleport a number of squares equal to your Intelligence modifier and then teleport the target to a square adjacent to you.

### Zealous Onslaught — Avenger Attack 15

*Trusting in your deity to guide your steps, you dash forward to smite your foe, sending it staggering away.*

**Daily ✦ Divine, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you shift 5 squares.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage, and you push the target 3 squares. The target grants combat advantage (save ends).
**Aftereffect:** As a free action, you can teleport to a square adjacent to the target and make a melee basic attack.
**Miss:** Half damage, and the target grants combat advantage until the end of your next turn.

## Level 16 Utility Prayers

### Battle Blessing — Avenger Utility 16

*You have sworn that your enemy shall fall—and it will, by your or your ally's hand.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Close** burst 5
**Trigger:** You or an ally within 5 squares of you makes an opportunity attack against your *oath of enmity* target
**Effect:** The opportunity attack deals 1[W] extra damage.

### Pillar of Chernoggar — Avenger Utility 16

*You summon strength from the oppressive dominion of Chernoggar, slowing your enemies.*

**Daily ✦ Divine, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, any enemy that starts its turn adjacent to you is slowed until the end of your next turn.

### Strength in Unity — Avenger Utility 16

*The ties that join you and your friends become visible for a moment and serve as wards that shield you from harm.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy attack damages you
**Effect:** The damage of the triggering attack is reduced against you by an amount equal to your Intelligence modifier × the number of allies within 2 squares of you.

### Summons to Duty — Avenger Utility 16

*Your ally is propelled toward your foe in a burst of wind and light.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** You slide the target to a square adjacent to an enemy adjacent to you.

### Temple of Seclusion — Avenger Utility 16

*Fiery blue runes appear in the air around you, forming a pattern that scatters approaching creatures.*

**Daily ✦ Divine, Stance, Teleportation**
**Minor Action** **Personal**
**Effect:** Until the stance ends, when any creature ends its turn adjacent to you, you can teleport that creature 3 squares as a free action.

## For the DM: Avengers in the Campaign

You might want to have the avenger represent more than just a class in your campaign setting. With no great stretch of the imagination, you could create an organization made up of, or led by, avengers. Then, depending on the classes, alignments, and deities the PCs choose, the characters could be friends or foes of that group.

Your avenger organization might be made up of knights fighting to reclaim their holy land or a territory that they believe is rightfully theirs. With such a motivation, avengers could come across as heroes or villains. The avengers could also be a clandestine group working behind the scenes, undermining governments or working against greater evils and trappings than the typical political rivalries of nations.

You might encourage a PC to incorporate his or her background into this organization. Perhaps the character is an agent working to keep an eye on the other PCs or to guide them toward certain paths. Or maybe she is trying to recruit the other PCs for the organization's purposes. Or, perhaps the character is trying to escape the organization, hoping to start a new life free of duty or expectations.

## Level 17 Encounter Prayers

### Accept No Defeat — Avenger Attack 17

*Single-minded pursuit is usually your strength, but prayers, like plans, can be phrased with fallback maneuvers.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage.
**Miss:** You shift 1 square and make a melee basic attack against a different creature, with a +4 bonus to the damage roll.

### Lethal Intercession — Avenger Attack 17

*Spiritual echoes of your weapon surround your foe, confounding its attacks.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
**Censure of Pursuit:** When you use this power against your *oath of enmity* target, the power is reliable.
**Special:** This power can be used as an opportunity attack against your *oath of enmity* target.

### Punishing Blow — Avenger Attack 17

*Your sworn enemy and all who stand with it must answer to you now.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage. If the target is your *oath of enmity* target, each enemy adjacent to the target also counts as a target of your *oath of enmity* until the end of your next turn.

### Vengeful Parry — Avenger Attack 17

*You parry your enemy's attack and make a riposte infused with holy power.*

**Encounter ✦ Divine, Weapon**
**Immediate Interrupt** **Melee** 1
**Trigger:** An enemy adjacent to you hits or misses you
**Target:** The triggering enemy
**Effect:** The target takes a -2 penalty to the attack roll. Make the following attack against the target.
**Censure of Unity:** The penalty to the target's attack roll equals your Intelligence modifier.
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage. You shift 1 square and then slide the target 2 squares to a square adjacent to you.

### Wrathful Charge — Avenger Attack 17

*You dash across the battlefield, gaining momentum from each attack against you, until you slam into your enemy with your weapon.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** 1
**Effect:** You gain phasing and a +4 bonus to AC against opportunity attacks until the end of your turn. You then charge and make the following attack in place of a melee basic attack.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage. The attack deals 2 extra damage for each opportunity attack made against you during the charge movement.
**Censure of Retribution:** The extra damage for each opportunity attack equals your Intelligence modifier.

## Level 19 Daily Prayers

### Blade of Astral Hosts — Avenger Attack 19

*You stride into the midst of your enemies, laying about with your weapon. For each foe you strike, a celestial blade forms alongside your own, lending might to your final attack.*

**Daily ✦ Divine, Teleportation, Weapon**
**Standard Action** **Close** burst 1
**Effect:** Before the primary attack, you teleport 5 squares.
**Primary Target:** Each enemy in burst
**Primary Attack:** Wisdom vs. AC
**Hit:** 1[W] + Wisdom modifier damage.
**Effect:** You teleport 5 squares and make a melee secondary attack.
**Secondary Target:** One creature adjacent to you
**Secondary Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage, plus 2 damage for each enemy hit by the primary attack.
**Miss:** Half damage.

### Bonded by Blood — Avenger Attack 19

*Your attack forges a bond between you and your enemy.*

**Daily ✦ Divine, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 4[W] + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** Whenever the target moves, you can teleport to a square adjacent to it as a free action after its movement is complete. This effect lasts until the end of the encounter or until you end your turn not adjacent to the target.

### Flame Unquenchable — Avenger Attack 19

*Your prayer sets your weapon ablaze with blue fire. A single thrust transfers the flames to your foe.*

**Daily ✦ Divine, Fire, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage, and ongoing 10 fire damage (save ends).
**Miss:** Half damage, and ongoing 5 fire damage (save ends).
**Effect:** Until the end of the encounter, the target takes a -1 penalty to saving throws against ongoing damage. The penalty worsens by -1 for each creature taking ongoing damage within 10 squares of the target.

## SERVING MULTIPLE MASTERS

You can choose one god for your avenger to follow, but there's no reason why your character must champion only a single deity. You might serve the whole pantheon as a weapon against the primordials and others who oppose the immortals, or you could worship a particular pairing or group of gods based upon common cause.

Perhaps you despise slavery and tyrants, and as such you pray to Avandra for luck and Sehanine for stealth as you seek to bring your foes down. You might see yourself as the hand of fate and look to both Ioun and the Raven Queen for what the future should hold. Maybe you strike out in the dark parts of the world, hoping to bring the triune light of civilization, craft, and knowledge, serving Erathis, Ioun, and Moradin. Perhaps your dragonborn avenger puts faith in the might of dragons and pays homage to both Bahamut and Tiamat. You might believe in protecting others from dangerous knowledge and pray to both Sehanine and Vecna, believing that some secrets are better left kept. Your righteous wrath might be directed against undead with the blessings of both Pelor and the Raven Queen. It could be that you take strength from the pristine wilderness, and thus you follow Melora and Kord.

Serving more than one deity gives you more role-playing options. You have more sources for made-up adages, more imagined religious rites you might perform, and more than one lens through which to view the world and express your perspectives. Having multiple deities also increases your opportunities to make a personal mark on the story of the campaign. If your avenger has more than one deity's cause to care about, you'll have more chances to bring those different causes into focus during adventures.

### Stroke of Doom — Avenger Attack 19

*You brandish your weapon, seeking to drag your foe toward you with divine force. Failing that, you leap to the foe. Either way, your weapon is charged with lethal power.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Ranged** 5
**Target:** One creature
**Primary Attack:** Wisdom vs. Fortitude
**Hit:** You pull the target to a square adjacent to you.
**Miss:** You shift 5 squares to a square adjacent to the target.
**Effect:** Make a melee secondary attack against the target if it is adjacent to you.
**Secondary Attack:** Wisdom vs. AC
**Hit:** 5[W] + Wisdom modifier damage.
**Miss:** Half damage.

## Level 22 Utility Prayers

### Refuge of Piety — Avenger Utility 22

*You clear your mind and magically slough off impediments.*

**Encounter ✦ Divine**
**Move Action** **Personal**
**Effect:** You make a saving throw against each effect on you that a save can end. You shift 1 square for each save.

### Seeker's Step — Avenger Utility 22

*They might hit you once, but you'll be damned if they'll do it twice.*

**Daily ✦ Divine, Stance, Teleportation**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever you are hit by an enemy's melee or ranged attack, you can teleport 10 squares to a square adjacent to your *oath of enmity* target as an immediate reaction.

### Shield of Providence — Avenger Utility 22

*Uttering a quick prayer, you partially leave the physical realm for a moment and channel the power of your foe's attack into your own.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy hits you with an area or a close attack
**Effect:** You become insubstantial until the end of your next turn. In addition, your next attack before the end of your next turn deals 2d10 extra damage.

## Level 23 Encounter Prayers

### Chains of Fate — Avenger Attack 23

*As you attack, you mystically bind your sworn enemy's fate to yours, causing it to share your injuries.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage. Until the start of your next turn, you take half damage from any source and your *oath of enmity* target takes the other half.

### Excoriating Challenge — Avenger Attack 23

*Your holy symbol glows red as you curse your foes. The might of your rebuke hurls away nearby creatures but brings your chosen foe before you for judgment.*

**Encounter ✦ Divine, Implement, Radiant, Teleportation**
**Standard Action** **Close** burst 3
**Target:** Each creature in burst
**Attack:** Wisdom vs. Will
**Hit:** You teleport the target 5 squares to a square that is farther away from you. If the target is your *oath of enmity* target, it instead takes 4d10 + your Wisdom modifier radiant damage, and you teleport it to a square adjacent to you.

### Fearsome Fury — Avenger Attack 23

*Nothing clarifies your objective better than the terror in your enemies' eyes.*

**Encounter ✦ Divine, Fear, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 4[W] + Wisdom modifier damage. Until the end of your next turn, when the target makes any attack roll, it takes a penalty to that attack roll equal to the number of your allies adjacent to it.
**Censure of Unity:** The penalty equals the number of your allies adjacent to the target + your Intelligence modifier.

### Threatening Strike — Avenger Attack 23

*Your strike knocks your foe aside, and any hope it has of escaping is dashed when it finds your weapon in its face.*

**Encounter ✦ Divine, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 3[W] + Wisdom modifier damage, and you slide the target 2 squares. If the target moves before the start of your next turn, you can teleport to a square adjacent to it and make a melee basic attack against it.
**Censure of Retribution:** Until the end of your next turn, you gain a bonus to your basic attacks' damage rolls equal to your Intelligence modifier.

### Vengeful Apparition — Avenger Attack 23

*The touch of your weapon sends your foe reeling in terror, and you become ghostly, able to walk through walls and soar through the air.*

**Encounter ✦ Divine, Fear, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 3[W] + Wisdom modifier damage, and you push the target a number of squares equal to your Wisdom modifier and knock it prone.
**Effect:** You gain phasing and a fly speed of 6 until the end of your next turn.
**Censure of Pursuit:** The fly speed equals 6 + your Dexterity modifier.

### Victory Hymn — Avenger Attack 23

*You hum a hymn about a time when war will not be needed. But for now, you seek to end the fight as the victorious survivor.*

**Encounter ✦ Divine, Healing, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage. Before the end of your next turn, you gain a bonus to your next attack's damage rolls equal to your Wisdom modifier.
**Effect:** If this attack reduces the target to 0 hit points or if you have reduced your *oath of enmity* target to 0 hit points during this encounter, you can spend a healing surge and make a saving throw.

## Level 25 Daily Prayers

### Amber Prisons — Avenger Attack 25

*When you pull your hand away from your enemy, it leaves behind an amber sigil from which shines an eerie light. Those touched by its glow become encased in amber sarcophagi.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Melee** touch
**Primary Target:** One creature
**Primary Attack:** Wisdom vs. Fortitude
**Hit:** 5d8 + Wisdom modifier radiant damage, and the primary target is immobilized (save ends).
**Miss:** Half damage, and the primary target is immobilized until the end of your next turn.
**Effect:** Make a secondary attack that is a close burst 1, using the primary target's space as the origin square.
**Secondary Target:** Each enemy in burst other than the primary target
**Secondary Attack:** Wisdom vs. Fortitude
**Hit:** You slide the secondary target 3 squares, and it is immobilized until the end of your next turn.
**Miss:** The secondary target is slowed until the end of your next turn.

### Drawn by Fate — Avenger Attack 25

*Two shimmering portals appear, drawing you or your enemy to find your fate.*

**Daily ✦ Divine, Implement, Teleportation**
**Standard Action** **Ranged** 10
**Target:** One creature
**Primary Attack:** Wisdom vs. Will
**Hit:** You teleport the target to a square adjacent to you.
**Miss:** You teleport to a square adjacent to the target.
**Effect:** Make a melee secondary attack against the target using your weapon. In addition, the target is drawn by fate (save ends). Until this effect ends, you can teleport the target to a square adjacent to you as a minor action.
**Secondary Attack:** Wisdom vs. AC
**Hit:** 4[W] + Wisdom modifier damage.
**Miss:** Half damage.

### Mantle of the Astral Champion — Avenger Attack 25

*As you attack, your prayer bestows on you the mantle of the astral champion, allowing you to fly like an angelic being.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 4[W] + Wisdom modifier damage.
**Effect:** Until the end of the encounter, you gain phasing and a fly speed of 6, and you can hover.

## WHOM TO HUNT?

The avenger walks a dark path of retribution and punishment. Yet with some deities it might be difficult to figure out whom the avenger seeks to censure. When the deity is as fair-minded as Bahamut or as kind as Pelor, what role does your avenger fill? Below are some suggestions for the types of individuals or groups that an avenger devoted to a certain deity might obsess about.

**Avandra:** Asmodeus worshipers, cheaters, people complacent in the face of evil, slavers, Torog worshipers

**Bahamut:** Bullies, chromatic dragons, liars, Tiamat worshipers, unjust leaders

**Corellon:** Drow, fomorians, Lolth worshipers, those who destroy beauty, those who destroy magic

**Erathis:** Demons, Gruumsh worshipers, overzealous worshipers of Melora, revolutionaries, those who destroy the works of civilization, uncivilized peoples

**Ioun:** Those who destroy knowledge, those who destroy magic, those who promote ignorant ideas, Vecna worshipers

**Kord:** Cowards, those who possess strength but fail to use it, those who dissemble or employ subterfuge instead of direct confrontations, those who gain strength by making others weak

**Melora:** Aberrants, overzealous worshipers of Erathis, Gruumsh worshipers, cultists of Yeenoghu

**Moradin:** Cultists of primordials, "deviant" dwarves such as azers or duergar, those who leech off others' labors, traitors

**Pelor:** Shadar-kai, those who cause undue suffering, the causes of famine and disease, undead, Vecna worshipers

**The Raven Queen:** Cultists of Orcus, those who seek to prolong life beyond its natural end, undead, Vecna worshipers

**Sehanine:** Asmodeus worshipers, zealots of any kind, those who destroy love, Zehir worshipers

### Thunderhead Smite — Avenger Attack 25

*You present your holy symbol with a shouted prayer, causing a shock wave to scatter your foes, and thunder crashes over an enemy that remains behind.*

**Daily ✦ Divine, Implement, Thunder**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** You push the target 3 squares.
**Effect:** One enemy adjacent to you takes 10 thunder damage for each target hit. If no enemy is adjacent to you, you regain the use of this power.

## Level 27 Encounter Prayers

### Anvil of Faith — Avenger Attack 27

*Summoning strength from your comrades' courage, you deliver a mighty blow that tosses your enemy across the battlefield.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage, and you push the target a number of squares equal to the number of your allies adjacent to it. The target takes 5 damage for each square it enters during the forced movement.
**Censure of Unity:** The target is knocked prone at the end of the forced movement.

### Brilliant Halo — Avenger Attack 27

*As you hurl divine light at your enemy, a scintillating halo appears above you. Any enemy that approaches is burned in its glow.*

**Encounter ✦ Divine, Healing, Implement, Radiant**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 4d6 + Wisdom modifier radiant damage. Until the end of your next turn, any enemy that ends its turn within 5 squares of you takes 5 radiant damage, and you regain 5 hit points.
**Censure of Retribution:** Your Intelligence modifier is added to the damage and healing caused when an enemy ends its turn within 5 squares of you.

### Hand of Silver — Avenger Attack 27

*Your hand shines with a silvery light as you touch your enemy, preventing its escape.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d12 + Wisdom modifier radiant damage, and the target is restrained until the end of your next turn.
**Censure of Pursuit:** The attack deals extra radiant damage equal to your Dexterity modifier.

### Spark of Hatred — Avenger Attack 27

*There is a spark of hatred in every foul creature, and in many fair ones. The power of your oath fans that spark, quick and lethal.*

**Encounter ✦ Charm, Divine, Implement**
**Minor Action** **Ranged** 5
**Target:** One enemy that is not your *oath of enmity* target
**Attack:** Wisdom vs. Will
**Hit:** The target is dominated until the start of your next turn. Until this domination ends, the target can attack only your *oath of enmity* target.

## Level 29 Daily Prayers

### Cataclysmic Duel — Avenger Attack 29

*Mighty shock waves resound around you and your enemy. Each exchange of blows sends roiling tendrils of destruction across the battlefield.*

**Daily ✦ Divine, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 7[W] + Wisdom modifier thunder damage, and the target takes a –2 penalty to attack rolls against you (save ends).
**Miss:** Half damage.
**Effect:** Until the end of the encounter, whenever the target hits you, it chooses one of your allies within 5 squares of you or within 5 squares of the target. That ally is knocked prone. In addition, whenever you hit the target, you choose an enemy other than the target within 5 squares of you or within 5 squares of the target. That enemy is dazed (save ends).

### Divide and Condemn — Avenger Attack 29

*You stride instantly to your enemy and set your hand upon it, speaking a prayer of condemnation. Nearby enemies are scattered by your power.*

**Daily ✦ Divine, Implement, Radiant, Teleportation**
**Standard Action** **Melee** touch
**Effect:** Before the attack, you teleport 10 squares.
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 7d8 + Wisdom modifier radiant damage.
**Miss:** Half damage.
**Effect:** You teleport each enemy adjacent to the target 10 squares.

### Eye of the Hurricane — Avenger Attack 29

*You inhale and draw your enemies close, using their energy to deliver a thunderous attack against the object of your malice.*

**Daily ✦ Divine, Implement, Thunder**
**Standard Action** **Close** burst 3
**Primary Target:** Each enemy in burst
**Primary Attack:** Wisdom vs. Fortitude
**Hit:** You pull the primary target 3 squares, and it is deafened (save ends).
**Effect:** Make a melee secondary attack using your weapon.
**Secondary Target:** One adjacent creature
**Secondary Attack:** Wisdom vs. AC
**Hit:** 6[W] + Wisdom modifier damage, plus 5 thunder damage for each enemy adjacent to you.

### Impaling Summons — Avenger Attack 29

*Channeling the fury of the gods, you compel an enemy to fling itself onto your weapon.*

**Daily ✦ Charm, Divine, Weapon**
**Standard Action** **Ranged** 10
**Target:** One creature
**Effect:** You pull the target to a square adjacent to you, then make the following melee attack against it.
**Attack:** Wisdom vs. AC
**Hit:** 6[W] + Wisdom modifier damage.
**Miss:** Half damage.

### March of Doom — Avenger Attack 29

*You command your foe to march to the place where you intend for it to die, and then send your allies to slay it there.*

**Daily ✦ Charm, Divine, Teleportation, Weapon**
**Standard Action** **Close** burst 5
**Target:** One creature in burst
**Effect:** You slide the target 5 squares and teleport to a square adjacent to it. You then slide each ally in the burst 5 squares to a square adjacent to the target. Then you make the following melee attack against it.
**Attack:** Wisdom vs. AC
**Hit:** 5[W] + Wisdom modifier damage, and you knock the target prone.

### Merciless Nemesis — Avenger Attack 29

*As you attack, you appoint yourself the nemesis of your chosen foe. Where you go, it must follow.*

**Daily ✦ Divine, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 5[W] + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, whenever you hit your *oath of enmity* target with an avenger attack power, you can teleport 5 squares and then teleport your *oath of enmity* target to a square adjacent to you.

## Ardent Champion

*"The fires of heaven inflame my soul. I am a sword in the hand of my god. Death means nothing to me!"*

**Prerequisite:** Avenger, Censure of Pursuit class feature, *oath of enmity* power

Most avengers undergo training in secret temples or monasteries to prepare for their service and receive their powers through rites of initiation, but some are endowed with divine power simply through raw devotion to their god. Such avengers dig deep within themselves to find unmatched reserves of faith, making up for their lack of formal training with holy passion. These are ardent champions.

As an ardent champion, you are an outsider, your spirit touched directly by the hand of your deity. You are most likely unlearned in the esoteric lore of your faith, and you have little connection to any hierarchies associated with it. In fact, others who lack your passion might see you as a threat to the established ways. Where cynics and pragmatists see despair or uncertainty, you see only your divine patron's will, and you set out to accomplish it regardless of obstacles. If you are meant to triumph, you will. If you are not, you are confident that you will soon be shown another way to serve your god.

### Ardent Champion Path Features

**Holy Ardor (11th level):** Whenever you make two attack rolls because of your *oath of enmity*, you score a critical hit if both dice have the same roll, except if both rolls are 1.

**Ardent Action (11th level):** When you spend an action point to take an extra action, you can also make a saving throw or shift a number of squares equal to your Dexterity modifier.

**Ardent Fury (16th level):** Once per round when you score a critical hit against your *oath of enmity* target, you can shift 1 square and make a basic attack against that target as a free action.

### Ardent Champion Prayers

**Fanatical Flurry** — Ardent Champion Attack 11

*You launch a reckless attack against your chosen enemy and all foes nearby, ignoring your own safety.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Close** burst 2
**Target:** Your *oath of enmity* target and each enemy in burst
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage.
**Effect:** You take a -2 penalty to all defenses until the end of your next turn.

KEREM BEYIT

**Battle Rapture** — Ardent Champion Utility 12

*You enter a state of zealous passion, consumed by the power of your faith. Defeating your sworn enemy is a test of faith for you.*

**Daily ✦ Divine, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, your attacks deal extra damage against your *oath of enmity* target equal to 1d10 + one-half your level. In addition, when any ally deals damage (not ongoing damage) to your *oath of enmity* target, you take 3d6 damage.

**Irresistible Ardor** — Ardent Champion Attack 20

*Your spirit blazes with devotion, lending holy power to your strike. Your sworn enemy's attacks are as nothing to you.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 4[W] + Wisdom modifier damage. You regain the use of an encounter power that you have already used during this encounter.
**Miss:** Half damage.
**Effect:** Until you attack a creature other than your *oath of enmity* target or until the end of the encounter, you gain a +2 power bonus to all defenses against the attacks of your *oath of enmity* target.

# Dervish of Dawn

*"In the turnings of the dance, the divine purpose is made clear."*

**Prerequisite:** Avenger

You are among a small number of avengers who seek enlightenment through the study of desert dervish traditions. In the tireless turns of the dervish dance, the cares and distractions of the mortal world fall away, allowing you to perceive divine truths.

There are a number of dervish traditions, and not all dervishes are avengers; most are priests and scholars of desert peoples. Dervishes of the dawn represent a tradition celebrating the mystic power of the sunrise and venerating gods of hope and enlightenment. As a dervish of dawn, you are an agent of hope, a wandering mystic given the sacred task of fighting oppression and despair and setting an example of piety wherever you travel.

## Dervish of Dawn Path Features

**Celerity of Morning (11th level):** When you spend an action point to take an extra action, you can also make a saving throw with a bonus equal to your Wisdom modifier.

**Radiant Blessing (11th level):** When you use an encounter or a daily attack power that has the radiant keyword, you gain a +2 bonus to all defenses until the end of your next turn.

**Dervish Ecstasy (16th level):** If you are bloodied during an encounter, you can use a second Channel Divinity power in that encounter.

## Dervish of Dawn Prayers

**Whirling Assault** — Dervish of Dawn Attack 11

*You launch into a graceful, spinning dance as you close on your enemy. In the mesmerizing form of your dance, you free yourself from an enemy's power and inspire your comrade as well.*

**Encounter ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you shift 3 squares.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier radiant damage. You and one ally within 10 squares of you can each choose to do one of the following things:
- ✦ Make an escape attempt against a grab as a free action.
- ✦ Make a saving throw against an effect that a save can end and that dazes, immobilizes, slows, or stuns.

**Wild Hope** — Dervish of Dawn Utility 12

*Your dance inspires you to wild ecstasy. Mortals cannot long endure such joy, but each time you strike your foe, new vigor flows into you.*

**Daily ✦ Divine, Healing, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever you hit one or more enemies with an attack, you regain hit points equal to your Wisdom modifier. In addition, whenever you miss every target with an attack, you take 3 damage.

**Dance of Sunrise** — Dervish of Dawn Attack 20

*As you gracefully carry yourself across the battlefield, your weapon begins to gleam. For the rest of the fight, you glow with the hues of dawn, which scorch your foe with light.*

**Daily ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you shift 3 squares.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier radiant damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, your at-will attack powers against the target deal 1d8 extra radiant damage to it.

KIERAN YANNER

# Dread Imperator

*"When the gods command, I make sure you obey."*

**Prerequisite:** Avenger, Censure of Unity class feature, *oath of enmity* power

In the days of the human empire of Nerath, many temples and faiths were wealthy and widespread enough to give rise to powerful hierarchies, kingdom-spanning organizations that often wielded both religious and secular power. These empires of faith lapsed into disorder when Nerath fell. Temples lost touch with each other, local leaders split from their distant masters, and disaffected people abandoned the great temples for generations. But in a few places, the titles and trappings of the old hierarchies survive. Imperators are among these surviving traditions, a reminder of the days when archpriests maintained temple armies led by imperators, ruled over estates, and sponsored vigilant orders of inquisitors to ferret out dissent and disloyalty.

As a dread imperator, you have been invested in accordance with the old ways. Even though your deity's faith is only a shadow of its former kingdom-spanning glory, you still wield divine authority against your deity's enemies. You have the power to compel obedience from your foes and inspire loyalty in your allies. You are a guardian of what you consider the right path, tirelessly seeking out foes both hidden and open. The day will come when the faith is restored throughout the lands, and you mean to be there to see it.

## Dread Imperator Path Features

**Deceptive Control (11th level):** When your *oath of enmity* target misses you with an attack, your allies gain combat advantage against that target until the end of its next turn.

**Imperious Action (11th level):** When you spend an action point to take an extra action, you also slide an enemy within 5 squares of you 1 square or slide an ally within 5 squares of you 3 squares.

**Templar Reaction (16th level):** When any ally scores a critical hit against your *oath of enmity* target, you can make an opportunity attack against that target if it is within your reach. You gain a bonus to the damage roll equal to your Intelligence modifier.

## Dread Imperator Prayers

**Soul Stab** — Dread Imperator Attack 11

*A twist of your blade is a twist in your enemy's soul, wrenching it sideways to strike its companion.*

**Encounter ✦ Charm, Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage, and you slide the target 2 squares. The target then makes a basic attack against a creature of your choice.

**Crown of Souls** — Dread Imperator Utility 12

*The radiant crown settling on your brow symbolizes your mastery. Shadows of the crown flash above your companions.*

**Daily ✦ Divine, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever you make multiple attack rolls at one time against your *oath of enmity* target and they would all hit, choose an ally within 5 squares of you. That ally gains a +1 power bonus to attack rolls and all defenses until the end of your next turn.

**Imperator's Judgment** — Dread Imperator Attack 20

*You deliver a punishing blow to your foe while pronouncing judgment against it. For a moment, your divine authority compels it to obey you.*

**Daily ✦ Charm, Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage, and the target is dominated until the end of your next turn.
**Effect:** You gain another use of your *soul stab* power for this encounter.

CONCEPT ART HOUSE LLC

# Favored Soul

*"Who am I? I am the sword of heaven, forged on the anvil of the world, and you have angered my master."*

**Prerequisite:** Avenger

You have long harbored a divine spark within yourself, a subtle shard of your god's essence. Long has it lain dormant, but as you dispatch your enemies and see your oaths through, the essence awakens and infuses your body with astral brilliance until your mortal shell transmutes into something greater than what it once was. Your deeds are the catalyst for your transformation into a favored soul. Once you set foot on this glorious path, you ever after carry with you the blessings of your god.

Becoming a favored soul triggers several physical changes, specifically the appearance of feathery wings that grow, almost overnight, from your back. These wings have strength enough to bear your weight. Your feathers can be any color you like. As you continue down this path, your body lightens, your bones becoming hollow and strong so you can fly more easily without sacrificing your durability. By the time you complete this path, your lower body trails off into mist when you fly, thus marking you as one of the heavenly host, kin to angels, and a special servant of your god.

EMRAH ELMASLI

## Favored Soul Path Features

**Favored Action (11th level):** When you spend an action point to take an extra action, you or an ally adjacent to you can also spend a healing surge.

**Heaven's Shield (11th level):** While you have maximum hit points, you gain a +1 bonus to all defenses.

**Heaven's Boon (16th level):** A pair of feathery wings unfolds from your back, and you gain a fly speed of 6. You can use this speed only if you are wearing no armor or light armor.

## Favored Soul Prayers

**Radiant Rush** — Favored Soul Attack 11

*You blur into action, speeding across the battlefield to smash into your enemy in a halo of radiance. If your blow misses, the light conceals you.*

**Encounter ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** Your *oath of enmity* target
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier radiant damage, you push the target 2 squares, and the target is dazed until the end of your next turn.
**Miss:** You gain concealment until the end of your next turn.
**Special:** When charging, you can use this power in place of a melee basic attack.

**Wings of Angels** — Favored Soul Utility 12

*Your lower body fades into swirling mist as you gain mastery of your airborne movement.*

**Daily ✦ Divine, Healing, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, your fly speed increases by 4, and you can hover. In addition, while you aren't blooded, you gain regeneration equal to your Wisdom modifier.

**Celestial Skirmish** — Favored Soul Attack 20

*You take to the sky, your weapon aglow. You swoop and strike repeatedly as you dart past your foes.*

**Daily ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Effect:** You fly your speed + 2. During this movement, you gain a +6 bonus to AC against opportunity attacks. At any point during the movement, you can make the following attack three times, each time against a different target.
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier radiant damage. If you hit two creatures, the second is dazed (save ends). If you hit three creatures, the third is stunned (save ends).

# Relentless Slayer

*"I am the bane of your kind."*

**Prerequisite:** Avenger, *oath of enmity* power

Many avengers find themselves confronting some great threat, such as a group of drow seeking to enslave a surface kingdom, an incursion of demons, a cult of Tharizdun worshipers, or an empire of vampires secretly ruling over human cities. Whatever the threat might be, it is dire enough to drive you to an old and powerful rite of sacred commitment. Through prayerful vigils, you have invested your *oath of enmity* with tremendous potency. All avengers rely on *oath of enmity*, but you draw on yours to perform exceptional feats in battle.

As a relentless slayer, you are always alert for signs that your enemies are at work. Your adventures often lead you away from a longtime adversary for weeks or months at a time, but you know that you have a sacred duty to which you must eventually return.

## Choosing a Slayer's Enemy

Consult with your Dungeon Master about an appropriate enemy for your character. It should be a kind of monster you've faced before, and one that the DM plans to feature occasionally in upcoming adventures. A slayer's enemy is a specific group of monsters—for example, demons, devils, drow, fire giants, minotaurs, or vampires.

LUCIO PARRILLO

## Relentless Slayer Path Features

**Slayer's Oath (11th level):** Whenever you use *oath of enmity*, you can target a second enemy with it if that enemy is your slayer's enemy (see the sidebar). In addition, when you make an attack and could make two attack rolls because of *oath of enmity*, you can choose to forgo making the second roll to cause the attack to deal 2d6 extra damage instead. You make this choice before making the first attack roll.

**Lethal Action (11th level):** If you spend an action point to make an attack against your *oath of enmity* target, the attack can score a critical hit on a roll of 18–20.

**Relentless Determination (16th level):** When you fail a saving throw against an effect caused by an enemy, your divine attack powers deal 5 extra damage until the end of your next turn.

## Relentless Slayer Prayers

### Slayer's Gambit — Relentless Slayer Attack 11

*You recklessly bull your way through the press of enemies to meet your destiny near your chosen foe.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Effect:** You move your speed to a square where your *oath of enmity* target is within your reach. During this movement, you can move through enemies' squares. Then you make the following attack.
**Target:** Your *oath of enmity* target
**Attack:** Wisdom vs. AC
**Hit:** 2[W] + Wisdom modifier damage. The attack deals 5 extra damage for each opportunity attack made against you during the movement that is part of this power.

### Relentless Fervor — Relentless Slayer Utility 12

*Success against your chosen foe creates opportunities against nearby enemies.*

**Daily ✦ Divine, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, when you make two attack rolls because of your *oath of enmity*, make the rolls one at a time. If the first attack roll hits, you can choose to use the second attack roll as a melee basic attack against another enemy within reach.

### Slayer's Ascendancy — Relentless Slayer Attack 20

*Through the power of your god, you see the battle as if everyone else was moving at half speed.*

**Daily ✦ Divine, Stance, Weapon**
**Standard Action** **Melee** weapon
**Target:** One enemy
**Attack:** Wisdom vs. AC
**Hit:** 4[W] + Wisdom modifier damage.
**Miss:** Half damage.
**Effect:** You assume the slayer's stance. Until the stance ends, you can make a melee basic attack once per round as a minor action.

# Serene Initiate

*"Only when the mind is calm and the passions stilled can the divine purpose be understood. Never do I wield my sword in anger—only in necessity."*

**Prerequisite:** Avenger, *oath of enmity* power

You have chosen to follow a path of contemplation and calm. Some heroes are ruled by their passions, but you seek a disciplined approach to your quests. You are not emotionless, but you believe that you should rule your emotions instead of being ruled by them. Anger, despair, fear—all turn the mortal heart away from the divine will. Likewise, you must remain vigilant against excesses of mirth, desire, or pride. You believe that powerful emotions and worldly attachments entangle the spirit with the mortal realm and keep you from paying attention to what is most important.

Although you are slow to anger and careful in your actions, you are no pacifist. The world is full of dangers that must be met with force, and you are a warrior sworn to the service of the divine. When violent action is necessary—as it all too often is—you battle your enemies with dispassionate efficiency. You see no reason to waste words on those who can't or won't listen, or to extend mercy to those who would try to exploit it.

Between adventures, you strive to set an example of moderation and piety. Many serene initiates are cloistered monks who pass their days in monasteries, leading lives of self-discipline and prayer until they are needed to confront darkness again.

## Serene Initiate Path Features

**Calm Eye (11th level):** When you spend an action point to use an at-will attack power, that attack deals 2d10 extra damage.

**Serene Edge (11th level):** When you miss your *oath of enmity* target with an encounter attack power, the attack deals damage to the target equal to your Dexterity modifier.

**Certain Cut (16th level):** When you miss your *oath of enmity* target with an at-will attack power, the attack deals damage to the target equal to your Dexterity modifier.

## Serene Initiate Prayers

**Defining Cut** — Serene Initiate Attack 11

*Your deadly calm shapes the battle.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One or two creatures
**Attack:** Wisdom vs. AC. If one of the targets is your *oath of enmity* target, both targets are treated as your *oath of enmity* target for this attack.
**Hit:** 3[W] + Wisdom modifier damage. Until the end of your next turn, the target takes 10 damage the first time it uses an attack other than a basic attack.

**Deadly Calm** — Serene Initiate Utility 12

*Without malice, without anger, each blow is delivered as smoothly and perfectly as a one-word prayer.*

**Daily ✦ Divine, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, when you make two attack rolls because of *oath of enmity* and both would hit, the target takes extra damage equal to one-half your level.

**Heaven's Edge** — Serene Initiate Attack 20

*Your strike wins the favor of your deity, which in turn guides your weapon against your sworn foe.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Wisdom modifier damage. Before the end of the encounter, when you are next able to make two attack rolls because of your *oath of enmity*, you can instead make three attack rolls and use the result you prefer.
**Special:** If you have no encounter attack powers available when you use this power, it is reliable.

AMELIA STONER

# Watchful Shepherd

*"Sometimes it falls to me to keep the wolves away from the flock. I do what I can."*

**Prerequisite:** Avenger

Hidden orders and secret ceremonies of initiation are the way for many avengers, but you have come to embrace a simpler tradition. You are a protector of the common folk who hides in plain sight. With a quiet manner and thoughtful devotion, you are a steward of the gods' teachings, and between adventures you pay as much attention to the spiritual well-being of the common folk as you pay to your avenger prayers.

Many of the people you guard think you are nothing more than a rustic village priest or a wandering friar—unusually wise and compassionate, perhaps, but certainly no monster-slaying hero. They're mistaken, of course, but that suits you just fine. While you tend to their spiritual needs, you remain vigilant for trouble; brigands, marauders, hungry monsters, and villains all seek to prey on the weak and defenseless, so you stand guard over your flock to keep these threats at bay.

You prefer to avoid fame and glory, since that way leads to pride and an inevitable fall. To you it's far better to allow your fellow adventurers to bask in the triumphs of the day and downplay your own contributions. After all, you believe that your reward lies in the next world, not in this one.

## Watchful Shepherd Path Features

**Stronger and Stronger (11th level):** When you spend an action point to take an extra action, you also regain hit points equal to 1d6 + one-half your level.

**Shepherd's Guard (11th level):** When you spend a healing surge, each ally adjacent to you regains hit points equal to your Intelligence modifier.

**Humble Determination (16th level):** While you are bloodied, when your *oath of enmity* target damages you (not with ongoing damage), your attacks deal 1d6 extra damage until the end of your next turn.

## Watchful Shepherd Prayers

**Shepherd's Aegis** — Watchful Shepherd Attack 11

*The brilliance of your holy symbol warns your enemy against hate and reckless wrath.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier radiant damage. Until the end of your next turn, the target takes 2d10 radiant damage the first time it attacks you or an ally within 2 squares of you.

**Hidden Strength** — Watchful Shepherd Utility 12

*Your devotion provides you with a reservoir of hidden strength, which your enemies do not suspect.*

**Daily ✦ Divine, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain a +1 power bonus to attack rolls and all defenses. If you have reached at least one milestone today, you instead gain a +2 power bonus.

**Quell the Hateful** — Watchful Shepherd Attack 20

*Your prayer quells your foe's will to harm you and your allies. The anger you take from your foe becomes healing power in your hands.*

**Daily ✦ Divine, Healing, Implement, Psychic**
**Standard Action** **Melee** touch
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 3d8 + Wisdom modifier psychic damage, and the target takes a -4 penalty to attack rolls (save ends).
**Miss:** Half damage.
**Effect:** You and each bloodied ally within 5 squares of you can spend a healing surge.

MAZIN KASSIS

# Weapon of Fortune

*"Everything comes down to chance: whether I live and whether you die."*

**Prerequisite:** Avenger, *oath of enmity* power

You are a servant of a deity of luck, and you completely trust your own good fortune. As a symbol of your devotion to chance, you always carry a set of dice with you. When in doubt, you trust the dice to determine your actions. Just like the wind, you can be gentle and complacent or a dangerous storm capable of destroying those who stand in your way. Although you are always unpredictable, you can be a brave and loyal companion; fortune brought your company together, after all, and you know better than most that great deeds often flow from unlikely friendships or chance meetings.

You are probably a worshiper of Avandra or a similar deity. Your purpose is to inspire people to be daring, to take chances and seize opportunities, for those who take no risks never realize their full potential. In battle, you have learned to rely on chance. You are a potent combatant when luck favors you.

Although you might not represent the typical image of a divine servant, you are nonetheless a faithful devotee of your deity and your beliefs. You have little regard for the strictures of formal worship—you're more likely to be found gambling in a tavern than praying in a temple. But when chance leads you to down the path to adventure or into a situation that demands action, you don't hesitate to join the fight. After all, that's what's the dice told you to do.

AMELIA STONER

## Weapon of Fortune Path Features

**Fortune Favors the Fortunate (11th level):** When you spend an action point to take an extra action, roll a d6. If the result is 6, you take the extra action but keep the action point, and you can use another action point during the same encounter.

**I'll Take that Bet (11th level):** When you take a critical hit or when your *oath of enmity* target scores a critical hit, you can roll a d6 as a free action. If the result is 1, you take 2d6 damage. If the result is 5 or 6, the critical hit becomes a normal hit.

**Luck Is on My Side (16th level):** When you roll a 20 on a saving throw, you end two effects on yourself that a save can end.

## Weapon of Fortune Prayers

**Luck, Not Skill** — Weapon of Fortune Attack 11

*It's better to be lucky than skillful. You swing wildly, hoping that your enemy fails to get out of the way.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC. You can choose to take a -4 penalty to the attack roll. If you do so, the attack deals 2[W] extra damage if it hits.
**Hit:** 2[W] + Wisdom modifier damage.

**Signs of Favor** — Weapon of Fortune Utility 12

*Your prayer invokes divine favor or disfavor on your efforts. Your successful strikes against your sworn foe lend you new strength, but each miss weakens you with doubt.*

**Daily ✦ Divine, Healing, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever you hit your *oath of enmity* target, you regain hit points equal to your Wisdom modifier, but whenever you miss that target, you take 5 damage.

**Gambler's Flourish** — Weapon of Fortune Attack 20

*Your weapon swings true, but sometimes a bit of extra risk is worth the payoff.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC. You can choose to take a -5 penalty to the attack roll. If you take the penalty and the attack hits, the target is stunned instead of dazed and takes a -2 penalty to saving throws (save ends both). If you take the penalty and the attack misses, you grant combat advantage until the end of your next turn.
**Hit:** 4[W] + Wisdom modifier damage, and the target is dazed (save ends).
**Miss:** Half damage, and the target is dazed until the end of its next turn.

CHAPTER 2

# Cleric

*"The powers of darkness do not deter me, foul demon! Pelor is my shield and strength!"*

**Wielding power** sanctioned by the gods, you are the center of your adventuring party. You guard your comrades and heal them when they are hurt, and you direct the course of the battle by weakening chosen enemies.

Some clerics prefer to deal with foes directly, wading into hand-to-hand combat or scouring enemies with radiant blasts and pillars of flame. Others follow the path of the shielding cleric (a build introduced in this chapter) to defeat opponents by supporting stouthearted companions. In this role, you do not fear battle, but you understand that your divine power does the most good by blunting the attacks of your enemies and bolstering the efforts of your allies. Through your prayers, you share your own unshakable confidence and determination with your companions, heartening them for the challenges ahead.

Whether you're a skull-thumping battler, a devoted protector, or a charismatic source of inspiration, this chapter offers numerous ways to lead your comrades in your deity's cause.

- **New Class Feature:** A new Channel Divinity power, *healer's mercy*, lets you further focus on healing your comrades, though at the expense of your own strength.
- **New Build:** The shielding cleric is an expert at weakening and hindering enemies. In addition, you excel at helping your allies to help themselves by rewarding them for striking the foes you designate.
- **New Cleric Powers:** Almost a hundred new powers expand the possibilities for battle clerics and devoted clerics as well as shielding clerics.
- **New Paragon Paths:** Choose from among ten new paragon paths, such as the battle chaplain, the compassionate healer, and the miracle worker.

LUCIO PARRILLO

# NEW CLASS FEATURE

When you make your cleric, you can select the Channel Divinity power *healer's mercy* in place of *turn undead*.

**Channel Divinity: Healer's Mercy** Cleric Feature

*Strength flows out from you to your injured comrades, rekindling their resolve to see the battle to its end.*

**Encounter ✦ Divine, Healing**
**Standard Action** **Close** burst 5
**Target:** Each bloodied ally in burst
**Effect:** Each target can spend a healing surge. You are weakened until the end of your next turn.

# NEW BUILD

The *Player's Handbook* features the battle cleric and the devoted cleric. This chapter adds the shielding cleric, who leads the party through subtle prayers that aid and support other heroes.

## Shielding Cleric

As a shielding cleric, you believe that your place is not to take the fight to the enemy directly, but to bolster allies with your presence. Your prayers lend additional resources to your friends and create opportunities for them to defeat their foes. Yours is a life of leadership through self-sacrifice, ongoing support, and inspiration. You do not seek personal glory, and you take comfort in knowing that your allies couldn't have succeeded without you.

Wisdom is your most important ability, since the prayers that support your tactics rely on it. Charisma is a vital secondary ability, making many of your prayers more effective. A good Strength is important if you intend to take melee powers. You should select powers that emphasize your role as healer and facilitator.

**Suggested Class Feature:** Channel Divinity (*healer's mercy*)*

**Suggested Feat:** Defensive Grace*

**Suggested Skills:** Diplomacy, Heal, Insight, Religion

**Suggested At-Will Powers:** *astral seal*,* *sacred flame*

**Suggested Encounter Power:** *bane**

**Suggested Daily Power:** *font of tears**

*New option presented in this book

LAYNE JOHNSON

# NEW CLERIC POWERS

Many of the powers described below benefit the shielding cleric, though any cleric interested in more of a support role can benefit from them. In addition, new powers expand options for the two cleric builds described in the *Player's Handbook*.

## Level 1 At-Will Prayers

### Astral Seal — Cleric Attack 1

*You outline your enemy with the silver glow of the Astral Sea, and its healing light bathes your friend.*

**At-Will ✦ Divine, Healing, Implement**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom +2 vs. Reflex
**Hit:** Until the end of your next turn, the target takes a –2 penalty to all defenses. The next ally who hits it before the end of your next turn regains hit points equal to 2 + your Charisma modifier.

### Recovery Strike — Cleric Attack 1

*Your attack heals a companion who strikes at the foe you condemn.*

**At-Will ✦ Divine, Healing, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the next ally who hits the target before the end of your next turn regains hit points equal to your Charisma modifier.
*Level 21:* 2[W] + Strength modifier damage.

## Level 1 Encounter Prayers

### Bane — Cleric Attack 1

*You lay a divine curse upon your foe that shrouds it in enervating shadows.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** Until the end of your next turn, the target takes a penalty to attack rolls and all defenses equal to 1 + your Charisma modifier.

### Exacting Utterance — Cleric Attack 1

*The suffering of your enemy instills your comrades with righteous vigor.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** Until the end of your next turn, the target gains vulnerability to all damage equal to your Wisdom modifier, and any ally who attacks the target gains temporary hit points equal to your Wisdom modifier.

### Numinous Shield — Cleric Attack 1

*Divine radiance blazes from your holy symbol as you strike your foe, forming a halo of protection about you.*

**Encounter ✦ Divine, Radiant, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier radiant damage. The attack creates a zone of shielding light in a close burst 2. The zone lasts until the end of your next turn. You and your allies gain a +2 power bonus to AC while within the zone.

### Shield Bearer — Cleric Attack 1

*A shimmering warrior steps from between the worlds to defend your allies.*

**Encounter ✦ Conjuration, Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier radiant damage. You conjure a shield bearer in an unoccupied square adjacent to the target. The shield bearer lasts until the end of your next turn. The shield bearer occupies 1 square, and allies can move through it as if it were an ally. While adjacent to the shield bearer, any ally gains a +2 power bonus to all defenses.

### War Priest's Strike — Cleric Attack 1

*You smite your foe, crushing its armor and leaving a glowing rune that guides your allies' attacks.*

**Encounter ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier radiant damage. Until the end of your next turn, you and your allies have combat advantage against the target.

## Level 1 Daily Prayers

### Astral Condemnation — Cleric Attack 1

*You brand a foe with your god's glowing symbol to drain power from its attacks.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 3d6 + Wisdom modifier radiant damage.
**Effect:** Until the end of your next turn, the target takes a penalty to damage rolls equal to 5 + your Charisma modifier.
**Sustain Minor:** The effect persists.

### Font of Tears — Cleric Attack 1

*A glimmering rain showers enemies around you and saps their will.*

**Daily ✦ Divine, Implement, Zone**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** The target is dazed (save ends).
**Effect:** The burst creates a zone of shimmering energy that lasts until the end of your next turn. Any enemy that starts its turn within the zone takes a –2 penalty to attack rolls until the end of its next turn.
**Sustain Minor:** The zone persists.

### Moment of Glory — Cleric Attack 1

*You call down a brilliant column of light that drives your enemies to the ground and bolsters your allies against harm.*

**Daily ✦ Divine, Fear, Implement**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Will
**Hit:** You push the target 3 squares and knock it prone.
**Effect:** You and each ally in the blast gain resist 5 to all damage until the end of your next turn.
**Sustain Minor:** The effect persists.

### Shield of the Gods — Cleric Attack 1

*Slamming your weapon into the ground, you create a blast of force that bowls over your foes. The energy then coalesces into a glowing shield.*

**Daily ✦ Divine, Force, Weapon**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Strength vs. Reflex
**Hit:** 1[W] + Strength modifier force damage, and you knock the target prone.
**Miss:** Half damage.
**Effect:** You or an ally within 5 squares of you gains a +3 shield bonus to AC and Reflex until the end of the encounter. As a minor action, you can transfer the bonus to yourself or a different ally within 5 squares of you.

### Weapon of Astral Flame — Cleric Attack 1

*You conjure a weapon of divine flame that duplicates the one you wield.*

**Daily ✦ Conjuration, Divine, Fire, Weapon**
**Standard Action** **Melee** weapon
**Effect:** You conjure a weapon of astral flame in your space. The weapon lasts until the end of your next turn. When you move, the weapon moves with you, remaining in your space. The weapon makes the following primary attack when it appears.
**Primary Target:** One creature
**Primary Attack:** Strength vs. Reflex
**Hit:** 1[W] + Strength modifier fire damage, and the primary target takes a –2 penalty to attack rolls until the end of your next turn.
**Sustain Minor:** The weapon persists and makes a secondary attack.
**Secondary Target:** One creature
**Secondary Attack:** Strength vs. Reflex
**Hit:** 1[W] fire damage.

WILLIAM O'CONNOR

## Level 2 Utility Prayers

### Armor of Faith — Cleric Utility 2

*You clothe your ally in shining golden armor created from the essence of the Astral Sea.*

**Daily ✦ Divine**
**Standard Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** The target gains a +4 power bonus to a defense of your choice until the end of the encounter.

### Divine Skill — Cleric Utility 2

*You grant divine grace to bolster your ally's prowess in a skill at a crucial moment.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** The target gains a power bonus to his or her next skill check before the end of the encounter. The bonus equals your Charisma modifier.

### Holy Vestments — Cleric Utility 2

*Glowing sigils blossom over your armor, forming a protective web.*

**Daily ✦ Divine**
**Standard Action** **Personal**
**Effect:** Choose acid, cold, fire, lightning, poison, or thunder. Until the end of the encounter, you gain resist 5 to that damage type, and any ally who ends a move adjacent to you gains resist 5 to that damage type until the start of his or her next turn.

### Life Transference — Cleric Utility 2

*Bruises and lacerations appear on your body as they vanish from your patient.*

**Encounter ✦ Divine, Healing**
**Standard Action** **Melee** touch
**Target:** One creature
**Effect:** You take damage equal to your healing surge value, which can't be reduced in any way. The target regains hit points equal to twice that value.

### Return from Death's Door — Cleric Utility 2

*You snatch an ally from the brink of death.*

**Daily ✦ Divine, Healing**
**Immediate Interrupt** **Ranged** 20
**Trigger:** An ally within 20 squares of you fails a death saving throw
**Target:** The triggering ally
**Effect:** The target succeeds on the death saving throw and can spend a healing surge.

## Level 3 Encounter Prayers

### Astral Flare — Cleric Attack 3

*You brandish your holy symbol and invoke the power of the gods to dazzle your foes.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** The target is dazed until the end of your next turn.

### Hammer of the Gods — Cleric Attack 3

*Your inspired onslaught batters a foe, and your companions strike it with equal zeal.*

**Encounter ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier radiant damage. When any ally hits the target before the start of your next turn, the target takes 1d6 extra radiant damage.

### Hymn of Resurgence — Cleric Attack 3

*Your foes' resolve crumbles as your hymn bestows divine vigor on your allies.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** The target takes a -2 penalty to all defenses. When any ally hits the target before the end of your next turn, the target is knocked prone.
**Effect:** Each ally in the burst can choose either to gain 5 temporary hit points or to make a saving throw.

### Light of Arvandor — Cleric Attack 3

*A web of gleaming strands cuts into your foes and defends your allies.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Area** burst 1 within 5 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 1d8 + Wisdom modifier radiant damage, and each ally in the burst gains a +2 power bonus to AC until the end of your next turn.

### Sacred Shielding — Cleric Attack 3

*Your weapon is limned in holy light, and a mantle of equal brilliance springs into existence around you.*

**Encounter ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier radiant damage. Until the end of your next turn, each ally adjacent to you or to the target gains resistance to all damage equal to your Charisma modifier.

## Level 5 Daily Prayers

### Hallowed Advance — Cleric Attack 5

*The power of your god draws an ally to your side, eager to share in victory.*

**Daily ✦ Divine, Healing, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** One ally within 5 squares of you can teleport adjacent to the target and make a melee basic attack against it as a free action. In addition, that ally can spend a healing surge.

### Halo of Consequence — Cleric Attack 5

*A ring of faint light surrounds your enemy and punishes it for attacking you or your allies.*

**Daily ✦ Divine, Implement, Reliable**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** The target is affected by your halo of consequence (save ends). Until the halo ends, the target takes a -4 penalty to attack rolls, and after the target attacks you or any ally, it is dazed until the end of its next turn. The target takes a -2 penalty to saving throws against the halo.

### Hold Foe — Cleric Attack 5

*With an impassioned prayer, you transfix your enemy to the spot.*

**Daily ✦ Divine, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d6 + Wisdom modifier damage. The target is dazed and immobilized (save ends both).
**Miss:** Half damage, and the target is slowed until the end of your next turn.

### Iron to Glass — Cleric Attack 5

*Tracing runes of denial in the air, you cause your foe's weapons to become as brittle as glass.*

**Daily ✦ Divine, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** Until the end of the encounter, the target takes a -4 penalty to melee damage rolls. Whenever the target hits with a melee attack, the penalty worsens by 2 to a maximum of -10.
**Miss:** Until the end of the encounter, the target takes a -2 penalty to melee damage rolls. Whenever the target hits with a melee attack, the penalty worsens by 1 to a maximum of -5.

### Revealing Light — Cleric Attack 5

*A narrow beam of brilliant blue-white light lances down to illuminate a foe that seeks the shadows.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex. The attack ignores concealment and cover.
**Hit:** 3d6 + Wisdom modifier radiant damage.
**Effect:** The target takes ongoing 5 radiant damage and cannot become hidden (save ends both).

## Level 6 Utility Prayers

### Blades of Holy Fire — Cleric Utility 6

*Your allies' implements and weapons blaze with white-hot, consecrated flames.*

**Daily ✦ Divine, Fire, Radiant**
**Minor Action** **Close** burst 5
**Target:** Each ally in burst
**Effect:** The next time the target hits before the end of the encounter, that attack deals 1d6 extra fire and radiant damage.

### Divine Favor — Cleric Utility 6

*Sacred light suffuses your comrade, bestowing your god's blessing in battle.*

**Daily ✦ Divine, Healing**
**Standard Action** **Melee** touch
**Target:** You or one ally
**Effect:** Until the end of the encounter, the target gains a +2 power bonus to attack rolls and damage rolls, and when the target is first bloodied, he or she can spend a healing surge.

### Holy Celerity — Cleric Utility 6

*You imbue an ally with the confidence to advance against all impediments.*

**Encounter ✦ Divine**
**Minor Action** **Ranged** 10
**Target:** You or one ally
**Effect:** Until the end of your next turn, the target ignores the effects of the immobilized, restrained, and slowed conditions.

### Spirit of Healing — Cleric Utility 6

*A glowing figure appears at your command, casting an aura of health over your allies.*

**Daily ✦ Conjuration, Divine, Healing**
**Minor Action** **Ranged** 10
**Effect:** You conjure a spirit of healing in 1 square within range. The spirit lasts until the end of your next turn. When an ally in the spirit's square or adjacent to it hits an enemy, that ally regains hit points equal to twice your Wisdom modifier. As a move action, you can move the spirit 4 squares.
**Sustain Minor:** The spirit persists.

### Stream of Life — Cleric Utility 6

*Your life energy flows into a companion and grants your friend the vigor to fight on.*

**Daily ✦ Divine, Healing**
**Minor Action** **Personal**
**Effect:** You take ongoing 5 damage (save ends). This damage can't be reduced in any way. At the end of your turn, you can choose not to make a saving throw against this ongoing damage. Whenever you take the ongoing damage, an ally within 5 squares of you regains 15 hit points.

## Level 7 Encounter Prayers

### Bolts of Warding — Cleric Attack 7

*Your weapon crackles with divine lightning that arcs out to strike any who threaten your allies.*

**Encounter ✦ Divine, Lightning, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier lightning damage. Until the end of your next turn, any enemy takes 5 lightning damage if it ends its turn adjacent to any ally within 5 squares of you.

### Denunciation — Cleric Attack 7

*You pronounce a divine curse, and motes of darkness swirl around your enemy to hinder it.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** Until the end of your next turn, the target is dazed and takes a penalty to attack rolls and all defenses equal to your Charisma modifier.

### Price of Violence — Cleric Attack 7

*Your enemy claws at its sightless eyes after daring to attack.*

**Encounter ✦ Divine, Implement**
**Immediate Reaction** **Ranged** 5
**Trigger:** An enemy within 5 squares of you hits you or your ally
**Target:** The triggering enemy
**Attack:** Wisdom vs. Fortitude
**Hit:** The target is blinded until the end of your next turn.

### Strike of Judgment — Cleric Attack 7

*Your attack visits pain upon your foe and ensures that you and your allies will be compensated if that foe dares to retaliate.*

**Encounter ✦ Divine, Healing, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Will
**Hit:** 2[W] + Strength modifier damage.
**Effect:** The next time the target hits or misses an ally before the end of your next turn, one ally of your choice within 5 squares of the target regains 10 hit points.

GEORGI "CALADER" SIMEONOV

### Zealous Sanction — Cleric Attack 7

*You name your foe an enemy of your god. Divine power sears it and heals any who strike it.*

**Encounter ✦ Divine, Healing, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier radiant damage. The first time any ally hits the target before the end of your next turn, that ally can spend a healing surge.

## Level 9 Daily Prayers

### Crucial Resurgence — Cleric Attack 9

*The pain of your wounds only inspires you to greater heights.*

**Daily ✦ Divine, Healing, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must be bloodied.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** You and each ally within 5 squares of you can spend a healing surge.

### Dismissal — Cleric Attack 9

*You utter a mighty shout and cast your enemy out of the world.*

**Daily ✦ Divine, Implement, Teleportation**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** The target disappears into an extraplanar prison (save ends). The target takes a -2 penalty to saving throws against this effect, or a -5 penalty if it is an aberrant, elemental, fey, immortal, or shadow creature. When the target saves against this effect, it reappears in its original space. If that space is occupied, the target returns to the nearest unoccupied space.
**Aftereffect:** The target is dazed until the end of its next turn.
**Miss:** The target disappears into an extraplanar prison until the end of your next turn. The target then reappears in its original space. If that space is occupied, the target returns to the nearest unoccupied space.

### Divine Fury — Cleric Attack 9

*Your patron's servants take notice of your struggle and reward companions while punishing your enemies.*

**Daily ✦ Divine, Healing, Radiant, Weapon, Zone**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier radiant damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of divine fury that lasts until the end of your next turn. When any ally within the zone hits an enemy, that ally regains 10 hit points.
**Sustain Minor:** The zone persists.

## DWARVES WHO DON'T WORSHIP MORADIN

Many dwarves revere Moradin first among the gods, but they also recognize that different deities hold sway over different aspects of life. Like other folk, the great majority of dwarves venerate various deities at appropriate times. Dwarves whose interests go beyond the typical values of industry, stoicism, and artisanship are just as likely to give homage to the deity of their vocation as to Moradin. The Soul Forger shaped them in body and soul long ago, but they have lived under the influence of many gods—both beneficial and malevolent—ever since.

For example, a dwarf soldier makes offerings in Moradin's name most of the time, but when marching off to war she might call upon Kord for strength, Bane for victory, or Bahamut for honor. A dwarf tomb-keeper might take the Raven Queen as his patron, while a dwarf rogue who travels in search of adventure is likely to honor Avandra. Likewise, dwarves know that their hearts are touched by Sehanine, their minds shaped by Erathis and Ioun, and their fates overseen by the Raven Queen. They thank Pelor for the warmth of the sun and Corellon for the inspiration to create works of beauty.

### Rebuke Violence — Cleric Attack 9

*With a fervent prayer, you purge all thoughts of battle from your enemy's mind.*

**Daily ✦ Divine, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** The target cannot attack (save ends). Until you or any ally attacks the target, it takes a -5 penalty to saving throws against this effect.
**Miss:** The target cannot attack until the end of your next turn.

## Level 10 Utility Prayers

### Godsight — Cleric Utility 10

*You bestow the ability to see through deception.*

**Daily ✦ Divine**
**Minor Action** **Ranged** 5
**Target:** You or one ally
**Effect:** The target gains truesight 5 until the end of the encounter.

### Healer's Balm — Cleric Utility 10

*You lay a hand on your comrade's brow, taking on his or her pain and suffering.*

**Encounter ✦ Divine**
**Standard Action** **Melee** touch
**Target:** One ally
**Effect:** You transfer to yourself all effects on the target that a save can end. You gain a +4 bonus to saving throws against those effects.

### Recall Ally — Cleric Utility 10

*You summon a comrade to your side.*

**Encounter ✦ Divine, Teleportation**
**Move Action** **Ranged** 20
**Target:** One ally
**Effect:** You teleport the target to a square adjacent to you.

### Sacred Beneficence — Cleric Utility 10

*As long as you stand firm against the enemy, your companion draws on your strength to remain unbowed.*

**Daily ✦ Divine, Healing**
**Standard Action** **Melee** touch
**Requirement:** You must not be bloodied.
**Target:** One ally
**Effect:** The target gains regeneration 10 until you are bloodied or until the end of the encounter.

### Word of Vigor — Cleric Utility 10

*Your ringing prayer inspires all nearby to draw on inner reserves.*

**Encounter ✦ Divine, Healing**
**Minor Action** **Close** burst 1
**Target:** You and each ally in burst
**Effect:** Each target can spend a healing surge and regain 2d6 additional hit points.

## Level 13 Encounter Prayers

### Angel's Rescue — Cleric Attack 13

*You invoke an angel's name to lend strength to your attack and carry your ally out of danger.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Wisdom vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Effect:** You slide an ally who is adjacent to you or to the target 2 squares.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Crown of Light — Cleric Attack 13

*Blazing light coalesces over your ally to form a crown whose radiance pierces surrounding foes.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Primary Target:** One ally
**Effect:** Until the end of your next turn, the primary target gains a power bonus to all defenses equal to your Charisma modifier. Make a secondary attack that is an area burst 1 centered on the primary target.
**Secondary Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 3d6 + Wisdom modifier radiant damage.

### Deadly Lure — Cleric Attack 13

*Your imperious gesture drags an enemy toward you, compelling it to lower its defenses.*

**Encounter ✦ Charm, Divine, Implement**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** The target gains vulnerability to all damage equal to 2 + your Wisdom modifier until the end of your next turn. The target then moves its speed toward you, taking the safest path possible.

### Promise of Victory — Cleric Attack 13

*With a flurry of devastating strikes, you show your enemies how close they are to defeat.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

### Remorse — Cleric Attack 13

*Your words of reproach cause your foes to hesitate as they regret their violent acts.*

**Encounter ✦ Divine, Healing, Implement**
**Standard Action** **Area** burst 1 within 5 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** Until the end of your next turn, the target gains vulnerable 10 to all damage and is dazed.
**Effect:** Each ally in the burst can spend a healing surge.

## Level 15 Daily Prayers

### Brilliant Censure — Cleric Attack 15

*Awful brilliance flashes from your eyes, blinding foes and inspiring allies.*

**Daily ✦ Divine, Implement, Radiant, Zone**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** The target is blinded (save ends).
**Effect:** The burst creates a zone of bright light that lasts until the end of the encounter. When you move, the zone moves with you, remaining centered on you. Any ally who begins his or her turn within the zone deals 2d6 extra radiant damage with melee or ranged attacks until the start of his or her next turn.

### Divine Reprisal — Cleric Attack 15

*You utter a prayer to heal an ally's injury and exact punishment against the attacker.*

**Daily ✦ Divine, Healing, Implement, Radiant**
**Immediate Reaction** **Ranged** 10
**Trigger:** An enemy within 10 squares of you hits your ally
**Target:** The triggering enemy
**Attack:** Wisdom vs. Will
**Hit:** 3d8 + Wisdom modifier radiant damage.
**Effect:** The ally can make a saving throw and can spend a healing surge.

### Ivory Rampart — Cleric Attack 15

*As your weapon strikes your foe, divine power flows from you to form a barrier that protects your allies.*

**Daily ✦ Conjuration, Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** You conjure a wall of gleaming energy that originates in your space and can be up to 8 squares long and up to 2 squares high. The wall lasts until the end of your next turn. Any ally within the wall or adjacent to it gains cover. Any enemy that enters the wall is immobilized until the end of its turn.
**Sustain Minor:** The wall persists.

### Penance of Blood — Cleric Attack 15

*Divine displeasure visits even more pain on your enemies.*

**Daily ✦ Divine, Implement**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** The target gains vulnerable 5 to all damage until the end of the encounter.
**Effect:** Until the end of the encounter, any vulnerability you cause your enemies is increased by your Wisdom modifier.

### Wrath of the Faithful — Cleric Attack 15

*You draw resolve from your allies to strike down the enemy they face.*

**Daily ✦ Divine, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC. You gain a +1 bonus to the attack roll for each ally adjacent to the target.
**Hit:** 4[W] + Strength modifier damage.

## Level 16 Utility Prayers

### Air Walk — Cleric Utility 16

*With deliberate steps, you stride upward on luminous clouds.*

**Daily ✦ Divine**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you gain the ability to move on air as if it were a solid surface. If you end your turn more than 2 squares above a solid surface, you descend gently until you are 2 squares above one.

### Cloak of Courage — Cleric Utility 16

*Your prayer bolsters your companions' will and fills them with hope.*

**Encounter ✦ Divine**
**Standard Action** **Close** burst 2
**Target:** Each ally in burst
**Effect:** Each target gains temporary hit points equal to his or her healing surge value. Until the end of your next turn, each target gains a +4 power bonus to all defenses against fear effects.

### Cure Critical Wounds — Cleric Utility 16

*Intoning the name of your god, you heal your friend's injuries with a soothing touch.*

**Daily ✦ Divine, Healing**
**Standard Action** **Melee** touch
**Target:** You or one creature
**Effect:** The target regains hit points as if it had spent three healing surges.

### Radiant Beams — Cleric Utility 16

*A halo of brilliance springs from your brow, defending your comrades from the foulness of the undead.*

**Daily ✦ Divine, Radiant**
**Standard Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Until the end of your next turn, each target gains resist 20 necrotic and deals 1 radiant damage to any enemy that attacks him or her.
**Sustain Minor:** The effect persists.

### Unexpected Return — Cleric Utility 16

*A swift chant gives your ally a second chance at life.*

**Encounter ✦ Divine, Healing**
**Immediate Reaction** **Ranged** 5
**Trigger:** An ally within 5 squares of you drops to 0 hit points or fewer
**Target:** The triggering ally
**Effect:** The target can spend a healing surge.

## Level 17 Encounter Prayers

### Divine Phalanx — Cleric Attack 17

*As you attack, divine trumpets sound, and your allies rally to your side. Together, you are all stronger.*

**Encounter ✦ Divine, Radiant, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier radiant damage.
**Effect:** You teleport each ally within 10 squares of you to a square adjacent to you. Each ally you teleport gains a +2 power bonus to AC and to attack rolls until the end of your next turn.

### Halo of Peace — Cleric Attack 17

*You slam your weapon into your foe and enfold it in brilliant energy that hampers its attacks.*

**Encounter ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier radiant damage. Until the end of your next turn, the target takes a -4 penalty to attack rolls and cannot make opportunity attacks.

### Malediction — Cleric Attack 17

*Your enemy is crippled by the terrible curse you pronounce against it.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** The target is weakened and dazed until the end of your next turn.

### Sever the Source — Cleric Attack 17

*A gleaming rune of anathema appears on your enemy, cutting it off from divine blessings.*

**Encounter ✦ Divine**
**Standard Action** **Ranged** 5
**Target:** One creature
**Effect:** Until the end of your next turn, the target gains vulnerability to all damage equal to 10 + your Wisdom modifier and cannot regain hit points.

### Starry Snare — Cleric Attack 17

*You weave a net of astral light, which imprisons your foe in glittering strands.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d8 + Wisdom modifier radiant damage. Until the end of your next turn, the target is immobilized, cannot teleport, and does not benefit from being insubstantial.

## Level 19 Daily Prayers

### Beacon of Doom — Cleric Attack 19

*With a resounding strike, you denounce your enemy. It crumples under a flurry of attacks from your friends.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** The target takes a –4 penalty to all defenses (save ends).
**Each Failed Saving Throw:** One ally within 10 squares of the target can make a basic attack against it as a free action.
**Aftereffect:** Each ally within 5 squares of the target can make a basic attack against it as a free action.

### Miraculous Intervention — Cleric Attack 19

*Your ally is overcome, but you buy time to restore that companion's health.*

**Daily ✦ Divine, Healing, Implement**
**Immediate Reaction** **Ranged** 5
**Trigger:** An ally within 5 squares of you drops to 0 hit points or fewer
**Primary Target:** The triggering ally
**Effect:** The primary target regains hit points as if he or she had spent a healing surge. Make a secondary attack that is an area burst 2 centered on the primary target.
**Secondary Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** The secondary target is stunned (save ends).

### Moment of Peace — Cleric Attack 19

*A wave of tranquility washes over your foes, rendering them harmless for a critical moment.*

**Daily ✦ Divine, Implement**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Will
**Hit:** The target's attacks deal no damage (save ends).
**Miss:** The target's attacks deal no damage until the end of your next turn.

### Realm of Battle — Cleric Attack 19

*You sweep your weapon through the air and call out for divine aid. A flock of angels soars through the sky to surround you, driving back the enemy.*

**Daily ✦ Divine, Radiant, Weapon, Zone**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier radiant damage.
**Miss:** Half damage.
**Effect:** The attack creates a zone of angelic soldiers in a close burst 3. The zone lasts until the end of the encounter. While within the zone, you and your allies gain a +1 power bonus to AC and attack rolls. While within the zone, any enemy takes 5 radiant damage at the start of its turn and provokes opportunity attacks when it shifts.

MATIAS TAPIA

### Small Devotions

Many practices common among the people of the world have their origin in various minor devotions to the gods.

For example, someone telling a lie might splay wide the fingers of the left hand under a table or behind his or her back. Whether that person knows it or not, the gesture is meant to represent the holy symbol of Lolth, god of lies, and to ask her help in making sure the untruth is not discovered.

Another such gesture is to place the weapon of a fallen warrior in the corpse's hand. This act is believed to arm the warrior for the next world and to show Bane, the god of war, that he or she died fighting and therefore deserves honor.

Travelers setting out on journeys often scoop up a handful of dirt or dust from the road and let it fall from their hands. Most people regard this tradition as simply checking the strength and direction of the wind, but it is meant to honor Avandra. The god is said to show a sign of the fortune awaiting the journey by blowing the dust away (which favors departure) or back toward the traveler (indicating difficulty ahead).

### Supernal Radiance — Cleric Attack 19

*You create a pulse of light that gleams with divine clarity. No foe can hide within its brilliance.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Area** burst 1 within 5 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 2d10 + Wisdom modifier radiant damage.
**Effect:** The target takes ongoing 10 radiant damage, cannot benefit from invisibility or concealment, and cannot become hidden (save ends all).

## Level 22 Utility Prayers

### Adjure the Chosen — Cleric Utility 22

*With a ringing voice, you urge your companions to direct your god's fury against your foes.*

**Encounter ✦ Divine**
**Standard Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Until the end of your next turn, each target gains a +2 power bonus to speed, attack rolls, and damage rolls, and can score a critical hit on a roll of 18–20.

### Heal — Cleric Utility 22

*Bowing your head in prayer, you restore a desperately injured comrade to complete health.*

**Daily ✦ Divine, Healing**
**Standard Action** **Melee** touch
**Target:** One ally
**Effect:** The target regains all his or her hit points.

### Mass Cure Serious Wounds — Cleric Utility 22

*Glimmering blue motes envelop you and your companions, staunching wounds.*

**Daily ✦ Divine, Healing**
**Standard Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Each target regains hit points as if he or she had spent two healing surges.

### Ramparts of Light — Cleric Utility 22

*Divine light encases you or your ally to thwart even the deadliest attacks.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 20
**Target:** You or one ally in burst
**Effect:** The target gains resist 25 to all damage until the end of your next turn.

## Dead Gods

Gods cannot die of old age or mortal ailments and infirmities, but they can still be slain. Few beings have the power to kill a god: primordials, rival gods, and great entities of the Far Realm, several demon lords or archdevils working in concert—and sometimes a group of the mightiest mortals. Gods also have been known to simply fade away, forgotten by the mortal world. They slip into ever deeper slumber and linger dreaming through the ages, until finally they dream of nothing at all and cease to be.

Some of the dead gods known to have once existed include the following.

**Amoth:** Many centuries ago, Amoth was a god of justice and mercy who ruled over the astral dominion of Kalandurren. The demon lords Orcus, Demogorgon, and Rimmon conspired against him and launched an overwhelming attack against Kalandurren. Although Amoth destroyed Rimmon and nearly slew Demogorgon as well, Orcus struck him down, and the demons overthrew his realm. Kalandurren is now a ruined dominion, abandoned by all but a few demons who still prowl its shattered castles and gray hills.

**He Who Was:** Once among the mightiest of the gods, the lord of the great dominion Baathion presided over kingship, wisdom, and the sky. The archangel Asmodeus rebelled against him, and with the *Ruby Rod* struck down his lord. The dying god pronounced a curse against Asmodeus and his followers, transforming the idyllic realm of Baathion into Baator, a cruel prison of black rock and unending fire. Asmodeus has worked for ages to erase the knowledge of his defeated master's name, so only a handful of mortal scholars still know it; most refer to this being as He Who Was. It is whispered that Asmodeus dispatches powerful devils to slay any mortal who speaks the forbidden name, and that he fears the name to this day.

**Io:** The creator of dragons, Io was beset by mighty primordials and destroyed in the War of Creation. From his shattered body two new gods sprang—Bahamut, the Platinum Dragon, and Tiamat, the Queen of Evil Dragons. Some stories say that the god was betrayed to the primordials by Zehir, who envied Io his mighty children.

**Khala:** The original god of winter was a cruel, malicious being who schemed against the other gods and sought to extend her grip over all the mortal world. Her glaciers and blizzards threatened to destroy the fragile races of mortals as her son Kord ran wild, bringing storms and calamity to all. Khala and her allies—Gruumsh, Tiamat, Zehir, and several powerful primordials—grew strong enough to assault the dominions of the gods who stood against her. But Kord came to regret the harm he had done and turned against Khala. Pelor and the assembled gods who stood with him destroyed Khala and drove off Gruumsh; the Raven Queen later claimed dominion over winter.

**Nerull:** Formerly the god of the dead, Nerull ruled over the grim dominion of Pluton, where he held all the souls of mortals as powerless, miserable shades. In time the Raven Queen overthrew him and became goddess of death. See the "Rise of the Raven Queen" sidebar (page 43).

**Tuern:** A god of conquest and fire, Tuern was overthrown by a mortal king. Bane was the greatest of mortal tyrants in the dawn of the world, and he became so powerful that he dared to give battle to the war god. He launched an invasion of the war god's realm, defeated Tuern, and seized the dominion for his own.

### Revive — Cleric Utility 22

*You call back an ally from the clutches of death.*

**Daily ✦ Divine, Healing**
**Standard Action** **Melee** touch
**Target:** One bloodied or dying ally or a dead ally who died during this encounter
**Effect:** The target regains enough hit points to bring his or her current hit point total to his or her bloodied value. If the target is dead, he or she revives, then regains the hit points, and is considered not to have failed any death saving throws during this encounter.

## Level 23 Encounter Prayers

### Divine Fervor — Cleric Attack 23

*Your god's power flares from your weapon to bless you and a companion as you batter down an enemy.*

**Encounter ✦ Divine, Healing, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier radiant damage.
**Effect:** You and an ally within 10 squares of you can each spend a healing surge.

### Mortal Terror — Cleric Attack 23

*You smash your foe and overwhelm it with fear of imminent death.*

**Encounter ✦ Divine, Fear, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target moves its speed away from you, taking the safest path possible.

### Rebuke the Wrathful — Cleric Attack 23

*You reproach your foe, and your allies brutally punish its violence.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** The first time the target makes an attack before the end of your next turn, each ally within 10 squares of you can make a basic attack against the target as an opportunity action.

### Spirit Flame — Cleric Attack 23

*Raising your holy symbol high, you call down a great pulse of divine fire against your foes and restore yourself and your friends.*

**Encounter ✦ Divine, Fire, Implement**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 3d10 + Wisdom modifier fire damage.
**Effect:** You end the following conditions on yourself: blinded, dazed, immobilized, slowed, stunned, and weakened. In addition, each ally in the blast can choose to have one of these conditions ended on himself or herself.

### Word of Deterrence — Cleric Attack 23

*You drive back the foe who injured your ally and dissuade it from further aggression.*

**Encounter ✦ Divine, Implement, Radiant**
**Immediate Reaction** **Ranged** 5
**Trigger:** An enemy within 5 squares of you hits your ally
**Target:** The triggering enemy
**Attack:** Wisdom vs. Will
**Hit:** You push the target 3 squares. If the target makes an attack roll before the end of your next turn, it takes radiant damage equal to 20 + your Wisdom modifier.

## Level 25 Daily Prayers

### Divine Intervention — Cleric Attack 25

*You pull your friend out of the way, taking the brunt of the attack onto yourself. Your furious rebuke steals the sight from your foes.*

**Daily ✦ Divine, Implement, Teleportation**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An enemy makes an attack roll against your ally within 5 squares of you, and you are not a target of that attack
**Primary Target:** The triggering ally
**Effect:** You teleport yourself and the primary target, swapping positions with him or her, and the triggering enemy makes the attack roll against you instead. If you take damage from the attack, the primary target gains temporary hit points equal to that damage. You then make the following secondary attack.
**Secondary Target:** Each enemy adjacent to you
**Attack:** Wisdom vs. Fortitude
**Hit:** The secondary target is blinded (save ends).

### Flames of Torment — Cleric Attack 25

*You smite your enemy with wrathful fire that feeds on its soul.*

**Daily ✦ Divine, Fire, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 4[W] + Strength modifier fire damage. The target takes ongoing 10 fire damage and a penalty to all defenses equal to 1 + your Charisma modifier (save ends both).
**Miss:** Half damage. The target takes ongoing 5 fire damage and a -2 penalty to all defenses (save ends both).

### Life Lanterns — Cleric Attack 25

*Tiny lanterns appear next to your foes and bedazzle them with divine light, which can heal your friends' wounds.*

**Daily ✦ Conjuration, Divine, Healing, Implement**
**Standard Action** **Ranged** 5
**Target:** One, two, or three creatures
**Attack:** Wisdom vs. Will
**Hit:** The target is weakened (save ends).
**Effect:** For each target, you conjure a life lantern, which appears in 1 square occupied by that target and lasts until the end of the encounter. Any enemy that starts its turn in a life lantern's square is dazed until the start of its next turn. Any ally who starts or ends his or her turn in a life lantern's square can regain hit points as if he or she had spent a healing surge. Doing so destroys that lantern.

### Prayer of Victory — Cleric Attack 25

*You declaim an inspirational prayer as you march among your foes, leading your allies to strike true.*

**Daily ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier radiant damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, whenever you hit an enemy with a melee attack, one ally adjacent to that enemy gains a +3 power bonus to his or her next melee attack roll against that enemy. In addition, whenever you move on your turn, one ally within 5 squares of you can shift 2 squares as a free action.

### Righteous Might — Cleric Attack 25

*Divine power wells up within you, and you seem to tower over your god's enemies.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Until the end of the encounter, your reach increases by 1, your melee attacks deal 1d6 extra damage, and you gain a +1 power bonus to speed and a +2 power bonus to AC. Then make the following attack.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.

## Level 27 Encounter Prayers

### Divine Contempt — Cleric Attack 27

*You utter a scathing curse that crushes your enemy's spirit with despair.*

**Encounter ✦ Divine, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d6 + Wisdom modifier psychic damage, and the target is stunned until the end of your next turn.
**Aftereffect:** Until the end of your next turn, the target is dazed and takes a penalty to attack rolls equal to 1 + your Charisma modifier.

### Healer's Reproof — Cleric Attack 27

*Your shout confounds your enemies and fills your ally with renewed strength.*

**Encounter ✦ Divine, Healing, Implement**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** The target is stunned until the end of your next turn.
**Effect:** One ally in the burst can spend a healing surge and regain additional hit points equal to 3d6 + your Wisdom modifier.

### Scouring Smite — Cleric Attack 27

*The shining power of your faith consumes your foe as you attack and lances out to assail others who threaten you.*

**Encounter ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 3[W] + Strength modifier radiant damage, and the target and each enemy within 2 squares of it gain vulnerable 5 to all damage until the end of your next turn.

### Stroke of Ruin — Cleric Attack 27

*Your weapon opens a tear in the fabric of the cosmos that consumes the strength of the enemy you strike.*

**Encounter ✦ Divine, Necrotic, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier necrotic damage, and the target is weakened until the end of your next turn. If the target has resistance or immunity to necrotic damage, it takes no damage and is stunned instead of weakened.

### Sublime Light — Cleric Attack 27

*Your holy symbol blazes brightly, restoring your allies and blinding your foes with its irresistible glare.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn.
**Effect:** You and each ally in the blast make a saving throw. Also, each enemy in the blast cannot benefit from invisibility until the end of your next turn.

## Level 29 Daily Prayers

### Astral Exile — Cleric Attack 29

*Your strike hurls your enemy deep into the Astral Sea.*

**Daily ✦ Divine, Radiant, Teleportation, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier radiant damage, and the target disappears into the Astral Sea (save ends). When this effect ends, the target reappears in a space of your choice within 5 squares of its original space.
**Aftereffect:** The target is dazed (save ends).
**Miss:** Half damage, and the target is dazed (save ends).

### Breath of the Stars — Cleric Attack 29

*You exhale the cold, pale light of the Astral Sea, driving back your enemies and healing your friends.*

**Daily ✦ Cold, Divine, Healing, Implement, Radiant**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 4d8 + Wisdom modifier cold and radiant damage, and you push the target 5 squares. The target is dazed (save ends).
**Effect:** Each ally in the blast regains hit points as if he or she had spent a healing surge. Each dying ally in the blast instead regains hit points equal to his or her bloodied value.

### Chains of the Peacemaker — Cleric Attack 29

*Glowing chains enwrap your foe and interfere with its attacks.*

**Daily ✦ Divine, Implement**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** The target takes a –5 penalty to attack rolls and is weakened (save ends both).
**Aftereffect:** The target takes a –5 penalty to attack rolls until it hits with an attack.
**Miss:** The target takes a –5 penalty to attack rolls and is weakened until the end of your next turn.

### Enforced Surrender — Cleric Attack 29

*Divine will echoes in your voice as you command your enemy to lay down its arms.*

**Daily ✦ Charm, Divine, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** The target is dominated (save ends).
**Aftereffect:** Each ally within your line of sight gains a +5 power bonus to attack rolls and damage rolls against the target until the end of its next turn.
**Miss:** Each ally within your line of sight gains a +5 power bonus to attack rolls and damage rolls against the target until the end of your next turn.

### Stern Judgment — Cleric Attack 29

*Your weapon imposes blinding pain on a foe, cursing it and its fellows with your god's disfavor.*

**Daily ✦ Divine, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Will
**Hit:** 3[W] + Strength modifier damage, and ongoing 10 damage (save ends). Whenever the target takes the ongoing damage, it and each enemy adjacent to it are blinded until the end of the target's next turn.
**Aftereffect:** Ongoing 5 damage (save ends).

## RISE OF THE RAVEN QUEEN

In the early ages of the world, the souls of mortals unclaimed by the gods were not free to pass to the great beyond after death. Instead Nerull, the god of the dead, held them in his gray, cheerless dominion of Pluton. There they would spend eternity as powerless shades, haunted by the memory of life's rich sensation and vigor. Nerull's dominion grew ever greater, as each day myriad souls came to his realm, never to depart. The god of the dead set his sights on making himself king over all the gods, and began to send blights and plagues into the world to speed the passage of mortals into his realm.

Then an especially powerful mortal died and came to Nerull's domain, a beautiful and proud sorcerer-queen. Unique among the gray shades held in Pluton, her ghostly form glowed with her fierce will and ambition. Nerull deemed her a worthy consort, and he gave her form and substance so that she could rule at his side. Her name in life is forgotten now, but some knew her as Nera, which was the name that Nerull bestowed on her. She proved to be Nerull's doom, for the sorcerer-queen refused to be second to any being, god or mortal.

Nera discovered the means by which Nerull held mortal shades in thrall and seized that power for herself. Strengthened by countless souls, she challenged the god of death and strove with him for mastery of Pluton. Although she was mighty indeed, Nerull was an old and formidable god, and even shorn of his dead legions he was too strong for her. In order to defeat him, she had to release the souls she held: Each one freed gave up a tiny surge of strength as it passed from bondage. By freeing almost all the souls imprisoned in Pluton, she grew strong enough to destroy Nerull and seize his dominion over death.

After her victory, the sorcerer-queen thought to take Nerull's place—but the other gods intervened. Rather than rising as the new deity of the dead, she instead presides over death itself. Mortal souls are no longer bound to eternal imprisonment but instead pass into the infinite, beyond the power or knowledge of the gods.

Ever since those events, the death goddess has sought to escape the strictures limiting her power. Soon after her ascension, she expunged her true name from the knowledge of all creatures and took to calling herself the Raven Queen. In this way she hoped to void the restrictions on her role. She abandoned Pluton, founding a realm of her own in the mountains of Letherna in the Shadowfell.

In the long centuries since the Raven Queen overthrew Nerull, she has slowly increased her power, adding dominion over fate and winter to her rule over death. She sorely resents the gods who denied her the full power Nerull once wielded, and she jealously guards her domain. She has no power over souls who do not bind themselves to gods or devils in life, but the Raven Queen claims all who place themselves in her power, and they are enslaved within her cold realm forever.

In addition to the paragon paths in this chapter, the hammer of Moradin paragon path (page 100) is open to clerics.

## Anointed Champion

*"Ancient blessings have I spoken over my armaments. I do not fear any power that stands against me."*

**Prerequisite:** Cleric

In times long past, when the gods warred with the primordials, the divine armies were arrayed in majestic regalia blessed by angelic armorers with powerful wards against their foes. By long study of holy texts, you have learned those ancient prayers and rites.

As an anointed champion, you ward yourself against your foes by sanctifying the arms and armor you bear into battle with sacred oil and special ceremonies. You speak prayers that have not been heard by mortals for centuries, conferring the ancient blessings upon your companions as well. As you perform your holy tasks, you can feel the pull of history urging you on to the same glory the armies of the gods knew as they bested their enemies in ages past.

### Anointed Champion Path Features

**Anointed Regalia (11th level):** You can choose to anoint one item you wear or carry. Doing so confers a benefit based on the item. Only one item can be anointed at a time, and the benefit lasts until you anoint a new item. As a free action, you can anoint a different item or choose a different benefit (if the anointed item is a weapon) during a short rest or after you use an anointed champion power.

*Anointed Armor:* You gain a +1 bonus to AC.

*Anointed Weapon:* You gain resistance equal to your Charisma modifier against a damage type of your choice: fire, necrotic, radiant, or thunder.

*Anointed Amulet:* You gain a +1 bonus to Fortitude, Reflex, and Will.

**Anointed Action (11th level):** When you spend an action point to take an extra action, you also gain a bonus to attack rolls and damage rolls equal to your Charisma modifier. The bonus lasts until the end of your turn.

**Additional Anointed Regalia (16th level):** Your Anointed Regalia path feature includes two additional types of items.

*Anointed Holy Symbol:* When you hit with a divine attack, you grant temporary hit points equal to your Charisma modifier to yourself or to an ally within your line of sight.

*Anointed Helm:* You gain a +2 bonus to saving throws.

### Anointed Champion Prayers

**Blessed Blade** — Anointed Champion Attack 11

*You smite your foe with a spectral sword, and you speak a blessing for your allies to match that of your own armaments.*

**Encounter ✦ Divine, Force, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier force damage, and each ally within 5 squares of you gains your current Anointed Regalia benefit until the end of your next turn.

**Exaltation** — Anointed Champion Utility 12

*Fired by your ancient blessing, your ally's armaments and armor glow with supernatural power.*

**Encounter ✦ Divine, Healing**
**Minor Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** The target can make a saving throw or spend a healing surge. Until the end of your next turn, the target gains a +2 power bonus to his or her next attack roll and all defenses.

**Anointed Army** — Anointed Champion Attack 20

*Divine brilliance burns your foes and grants your companions blessings that once warded the armies of the gods.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 2d10 + Wisdom modifier radiant damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, each ally in the burst gains a +4 power bonus to all defenses and a +2 power bonus to attack rolls and damage rolls.

RON SPENCER

# Astral Savant

*"Beyond the world you know, higher powers dwell. There lies the font of my strength, and the source of your doom."*

**Prerequisite:** Cleric

You are a theologian, and you have devoted yourself to learning the nature of the gods and their dominions. Through years of study, you have developed a philosophy that grants you a deep understanding of higher realities and the properties of divine power.

As an astral savant, you use your uncanny insights to tap into the raw power of the forces that shape the Astral Sea, creating a wide range of effects with your prayers. You wield divine energy in ways that other clerics cannot, warding and sustaining your allies against their foes.

## Astral Savant Path Features

**Astral Mask (11th level):** You are considered an immortal creature for the purpose of effects that relate to creature origin.

**Savant's Action (11th level):** When you spend an action point to take an extra action, one ally within your line of sight can also spend a healing surge.

**Radiant Healing (11th level):** Whenever you use the *healing word* power, each enemy adjacent to the power's target takes radiant damage equal to your Charisma modifier.

**Divine Resurgence (16th level):** When an enemy scores a critical hit against you or an ally within your line of sight, you regain the use of a Channel Divinity power you have used during this encounter. If you haven't used a Channel Divinity power during this encounter, you gain a +2 bonus to all defenses until the end of your next turn.

## Astral Savant Prayers

**Astral Flood** — Astral Savant Attack 11

*A wave of raw energy drawn from the Astral Sea flows through you and lashes out at your enemies.*

**Encounter ✦ Divine, Implement; Cold** or **Radiant**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier cold or radiant damage (choose one for all targets). The attack has an additional effect based on the damage type.
✦ *Cold:* The target takes a -2 penalty to attack rolls until the end of your next turn.
✦ *Radiant:* The target cannot see creatures more than 5 squares away from it.

**Swim the Astral Sea** — Astral Savant Utility 12

*You and your companion move effortlessly through astral currents, bypassing mundane impediments.*

**Daily ✦ Divine**
**Minor Action** **Close** burst 10
**Target:** You and one ally in burst
**Effect:** Each target can shift a number of squares equal to his or her speed, ignoring difficult terrain. Each target is unaffected by the immobilized, restrained, and slowed conditions during this movement.

**Astral Terrain** — Astral Savant Attack 20

*You assail your enemies with the raw stuff of the Astral Sea, creating a temporary echo of that plane.*

**Daily ✦ Divine, Implement; Cold** or **Radiant**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 3d8 + Wisdom modifier cold or radiant damage (choose one for all targets).
**Miss:** Half damage.
**Effect:** The burst creates a zone of shimmering substance that lasts until the end of your next turn. The zone's effect depends on the attack's damage type.
✦ *Cold:* Any enemy that starts its turn within the zone takes a -2 penalty to all defenses until the end of your next turn.
✦ *Radiant:* Any ally within the zone who spends a healing surge regains 2d6 additional hit points.
**Sustain Minor:** The zone persists.

KIERAN YANNER

# Battle Chaplain

*"Fear not, friends, for we do the work of the gods."*

**Prerequisite:** Cleric

When evil bubbles up from the Abyss and spills into the world, when insane hordes raid and plunder civilized lands, or when lawlessness threatens society, you fight back to preserve the world. You shoulder this burden willingly, but you can lighten the load by uniting your companions behind your holy mission. You lead through your inspiring presence, wise words, and brave deeds, with the goal of one day ushering your allies to the glory that awaits bold champions of your faith.

You are a soldier of your god, but not a proselytizer. All deities and their servants have a place in the world. Your role is to unite disparate beliefs and achieve a common victory. Your tolerance, however, does not extend to those agents of ruin who would subvert your harmonious message with their ambition and greed.

When you sing hymns and recite scripture in battle, a silver halo appears above your head as a symbol of your belief and divine blessing. Its light fills your comrades with hope and purpose, helping them to rise above the mundane and seize their destinies.

AMELIA STONER

## Battle Chaplain Path Features

**Battle Chant (11th level):** Whenever an ally hits an enemy that is adjacent to you, you can mark that enemy. The mark lasts until the end of your next turn. If the enemy marked by you makes an attack that does not include you as a target, you can shift 1 square as a free action.

**Shielded Priest (11th level):** You gain proficiency with light and heavy shields.

**Stirring Action (11th level):** When you spend an action point to make an attack, one ally adjacent to you or to the target of your attack can also make a melee basic attack as a free action, with a bonus to the attack roll equal to your Strength modifier.

**Deeds not Words (16th level):** When you bloody an enemy, reduce an enemy to 0 hit points, or score a critical hit with a melee attack, an ally adjacent to you gains a bonus to damage rolls equal to your Strength modifier until the start of your next turn.

## Battle Chaplain Prayers

**Revelation of Battle** — Battle Chaplain Attack 11

*A ringing impact from your favored weapon instructs your allies in the more direct matters of faith.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Reflex
**Hit:** 2[W] + Strength modifier damage.
**Effect:** Each ally within 10 squares of you gains a +2 power bonus to attack rolls and damage rolls until the start of your next turn.

**Battle Hymn** — Battle Chaplain Utility 12

*You raise your voice in song, and your companions carry its power into battle.*

**Daily ✦ Divine**
**Standard Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Until the end of the encounter, each target deals 1d8 extra damage when making a melee basic attack as part of a charge.

**Deny Defeat** — Battle Chaplain Attack 20

*You refuse to let your allies fall—their desperation drives you to heroic effort.*

**Daily ✦ Divine, Healing, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC. You gain a +2 bonus to the attack roll for each dying ally within your line of sight.
**Hit:** 4[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Each dying ally within your line of sight can spend a healing surge.

# Compassionate Healer

*"To alleviate the suffering of the just, the innocent, and the valiant is the highest of callings."*

**Prerequisite:** Cleric

Swords and spells can hold off enemies for a time, but still the best and bravest heroes fall to opposing forces. Thus, you have dedicated all your spirit to healing heroes' injuries and sustaining their efforts. You are a master of healing, and you are not afraid to give freely of your own strength and life to aid your companions.

Even more than your fellow heroes, you willingly risk yourself so that others might live, inspiring your comrades to daring acts of courage. You are not suicidal; you're just committed to your cause. Every wound you suffer spares another champion to fight on in the name of your god and beliefs. Death elicits no fear in you; your reward waits in the hereafter.

## Compassionate Healer Path Features

**Compassionate Blessing (11th level):** When you restore hit points with a healing power, you can choose to take 5 damage. If you do, the power's target regains 2d6 additional hit points, and you gain a +2 power bonus to all defenses until the end of your next turn.

**Selfless Action (11th level):** When you spend an action point to take an extra action, an ally within 5 squares of you can also spend a healing surge.

**Healer's Sacrifice (16th level):** When you grant an ally the opportunity to spend one or more healing surges and that ally has no more than one healing surge left, you can spend one or more healing surges but regain no hit points. Each healing surge you spend reduces the number that ally spends by one. The ally regains hit points as if he or she had spent the healing surges.

## Compassionate Healer Prayers

**So Others Might Live** — Compassionate Healer Attack 11

*Your prayer saps your enemy's strength. You then take its attack onto yourself to protect your ally, who is healed by your sacrifice.*

**Encounter ✦ Divine, Healing, Implement**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** The target is weakened until the end of your next turn. The first time the target damages one of your allies with an attack before the end of your next turn, you take the damage instead, and that ally can spend a healing surge.

EMRAH ELMASLI

**Bear the Wounds** — Compassionate Healer Utility 12

*Your ally's injuries fade, only to reappear on your body.*

**Daily ✦ Divine, Healing**
**Standard Action** **Melee** touch
**Target:** One ally
**Effect:** Choose a number up to your bloodied value. The target regains that number of hit points, and you take the same amount of damage. You can then transfer to yourself any effect on the target that a save can end.

**Martyr's Cry** — Compassionate Healer Attack 20

*The wounds you suffer weaken your enemy.*

**Daily ✦ Divine, Implement**
**Immediate Reaction** **Close** burst 5
**Trigger:** An enemy within 5 squares of you bloodies you or damages you while you're bloodied
**Target:** The triggering enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** The target is weakened (save ends).
**Aftereffect:** The target is weakened (save ends).
**Miss:** The target is weakened (save ends).

# Holy Emissary

*"I bring a message from my god—and you will hear it, on pain of death."*

**Prerequisite:** Cleric

You are a herald of the gods, imbued with divine will. Wherever you travel, you announce the intentions and desires of your patron. Your actions, words, and beliefs are windows into the gods' dominions, and through them shines the divine presence.

Although you serve a single deity, you enjoy a special connection with all divine powers, allowing them to subtly influence you and those around you. You might even be moved to prophesy from time to time. Some devotees of your faith might distrust this relationship; although they too honor all the gods, they take pride in their service to a single deity.

Whenever you speak in Supernal or utter your prayers, a tongue of fire appears over your head. The flame does not burn and sheds only the faintest light, but it does identify your special status.

## Holy Emissary Path Features

**Holy Tongue (11th level):** You are fluent in Supernal.

**Gift of Hope (11th level):** Any ally who ends his or her turn adjacent to you gains a bonus to saving throws equal to your Wisdom modifier until the start of his or her next turn.

**Gift of Grace Action (11th level):** When you spend an action point to take an extra action, each ally adjacent to you also gains a bonus to all defenses equal to your Wisdom modifier until the end of your next turn.

**Gift of Life (16th level):** When you restore hit points to a bloodied target by using a divine healing power, the target regains 1d6 additional hit points.

## Holy Emissary Prayers

**Trumpet of Awe** — Holy Emissary Attack 11

*Astral trumpets announce your god. Your allies take heart and your enemies quail before the divine presence.*

**Encounter ✦ Divine, Implement, Thunder**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Will
**Hit:** 1d8 + Wisdom modifier thunder damage, and the target grants combat advantage until the end of your next turn.
**Effect:** Each ally in the blast can make a saving throw with a bonus equal to your Charisma modifier.

**Call Home the Weary** — Holy Emissary Utility 12

*Your ally has fought well, but now must withdraw to rest and recover.*

**Encounter ✦ Divine, Healing, Teleportation**
**Standard Action** **Ranged** 10
**Target:** One bloodied ally
**Effect:** The target teleports to a square adjacent to you and can spend a healing surge, adding your Charisma modifier to the hit points regained.

**Message of War** — Holy Emissary Attack 20

*You raise your voice in song, joining your music with an angelic choir to urge your comrades to victory.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One enemy
**Attack:** Wisdom vs. Reflex
**Hit:** 3d8 + Wisdom modifier radiant damage.
**Effect:** Each ally adjacent to the target can make a melee basic attack against it as a free action, with a bonus to the attack roll and the damage roll equal to your Charisma modifier.

CONCEPT ART HOUSE LLC

# Messenger of Peace

*"Violence should be the last resort."*

**Prerequisite:** Cleric, trained in Diplomacy

You grieve for the so-called civilized races, too many of whom are locked in useless, never-ending strife. Unless some brave soul steps forward to set a better example, constant warfare can only create more conflict. Thus you have laid down your weapons and spoken vows of nonviolence, hoping to find a civilized solution to the problems of mortals.

As a messenger of peace, you always work to find a way around combat when battle is avoidable. Diplomacy is your principal weapon: Through carefully chosen words and accurate assessments of your opponent's desires, you might be able to circumvent conflict altogether. Not all enemies are willing to set aside their anger, though. Should battle erupt despite your best efforts, you are an eye of calm in war's hurricane. The weak, the weary, and the sorely wounded find succor in your presence.

## Messenger of Peace Path Features

**Vow of Nonviolence (11th level):** When you hit with an attack that doesn't deal damage, you gain a +2 bonus to all defenses until the start of your next turn.

**Peacemaker's Action (11th level):** When you spend an action point to make an attack, you gain a +4 bonus to attack rolls with attacks that don't deal damage. The bonus lasts until the end of your turn.

**Aura of Peace (16th level):** Enemies within 2 squares of you take a –2 penalty to attack rolls.

### Peace, Not Pacifism

Your commitment to nonviolence applies chiefly to thinking mortals who can be reasoned with. It doesn't make sense when you deal with monsters trying to eat you, creatures such as demons or evil dragons that are destructive by their very nature, or even intelligent beings that have an unslakable thirst for violence, such as gnolls and orcs. You can fight to defend yourself and your allies, although you should use as little violence as possible against foes who might someday choose a different path. If your enemies are capable of learning from your example, urge your companions to refrain from dealing killing blows, instead taking prisoners and showing mercy to the defeated.

## Messenger of Peace Prayers

**Pacify** — Messenger of Peace Attack 11

*Your words make your foe think twice before resorting to violence.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** If the target hits or misses with an attack before the start of your next turn, it is stunned until the end of its next turn.

**Peacemaker's Pronouncement** — Messenger of Peace Utility 12

*At your word, an enemy's punishment or a friend's blessing continues.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** One creature in burst
**Effect:** One effect on the target that would otherwise end at the end of your current turn instead lasts until the end of your next turn.

**End to Strife** — Messenger of Peace Attack 20

*You utter a stern command, and your enemies lose their will to fight.*

**Daily ✦ Divine, Implement**
**Standard Action** **Area** burst 2 within 5 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** The target cannot attack until it is attacked or until the end of the encounter.
**Miss:** The target takes a –5 penalty to attack rolls until it is attacked or until the end of the encounter.

KIERAN YANNER

# Miracle Worker

*"These hands have cured the sick, healed the injured, and forestalled death's cruel touch."*

**Prerequisite:** Cleric, trained in Heal

You've always had a knack for the healing arts. People just seem to recover more quickly under your care: Bones knit and cuts mend quickly, and even sickness flees your touch. As your mastery of divine power has strengthened, so too have your skills at tending the sick and injured. Now life energy flows through your fingertips to anyone you attend.

More than other clerics, you commit your life to alleviating suffering in any form. When you are not adventuring, you might work in the temples of any god and lend your talents to help the community, whether supplying food to the hungry or removing sickness from the afflicted. You bring these same sensibilities to an adventuring group. You move across the battlefield to shore up weakness and patch up the wounded so they can get back into the fight. You might not directly share in the glory enjoyed by your companions, but you take heart in knowing that they couldn't have done it without you.

## Miracle Worker Path Features

**Word of Life (11th level):** When you use your *healing word* power, you roll d8s instead of d6s for the additional hit points restored.

**Healing Action (11th level):** When you spend an action point to use a divine healing power, each ally adjacent to you regains hit points equal to 1d6 + your Wisdom modifier. The hit points regained increase to 2d6 + your Wisdom modifier at 21st level.

**Aura of Health (16th level):** When an ally within 5 squares of you uses his or her second wind, that ally regains 3d6 additional hit points.

## Miracle Worker Prayers

**Reversal of Fortunes** Miracle Worker Attack 11

*A whispered benediction heals the injuries of an ally and gives the attacker a taste of the pain it inflicted.*

**Encounter ✦ Divine, Healing, Implement**
**Immediate Reaction** **Ranged** 5
**Trigger:** An enemy within 5 squares of you hits your ally adjacent to it
**Target:** The triggering enemy
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d10 + Wisdom modifier damage. The ally hit by the triggering enemy's attack can spend a healing surge and regain 2d10 additional hit points.

**Miraculous Grace** Miracle Worker Utility 12

*Your timely prayer enables your ally to escape certain doom.*

**Daily ✦ Divine, Healing**
**Immediate Reaction** **Ranged** 5
**Trigger:** An ally within 5 squares of you drops to 0 hit points or fewer
**Target:** The triggering ally
**Effect:** The target regains hit points as if he or she had spent a healing surge and regains 2d6 additional hit points. In addition, the target makes a saving throw against each effect on him or her that a save can end.

**Reap What You Sow** Miracle Worker Attack 20

*You denounce a foe, making it suffer all the pains dealt to your friends.*

**Daily ✦ Divine, Implement**
**Standard Action** **Close** burst 5
**Target:** One enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** You transfer all effects that a save can end from each ally within the burst to the target.
**Miss:** You transfer one effect that a save can end from each ally within the burst to the target.

AMELIA STONER

# Seldarine Dedicate

*"Corellon guide my heart, Sehanine my arrow."*

**Prerequisite:** Elf or eladrin, cleric, proficiency with longbow or shortbow

The Seldarine, the fellowship of brothers and sisters of the woods, comprises Corellon, Sehanine, and the other gods and exarchs who dwell in the dominion of Arvandor. Revered by elves and eladrin alike, these gods watch over and protect their favored scions. Elf and eladrin clerics often worship one or another of the Seldarine, but a few pay homage to the whole, drawing their power from Arvandor's combined wisdom.

As a Seldarine dedicate, you occupy a high position within your temples. You and the few others like you enjoy a broader connection to the gods of Arvandor than other clerics do, and you know methods for communing with them. You draw a bow as readily as you raise your holy symbol to focus your prayers.

Your weapon is inscribed with sigils and runes, which flare with emerald light when you fire a shot with a whispered prayer.

## Seldarine Dedicate Path Features

**Honor the Bow (11th level):** You can use a longbow or a shortbow as an implement for your cleric or Seldarine dedicate implement powers. When you use an implement power through a longbow or a shortbow, you add the weapon's enhancement bonus, if any, to the power's attack rolls and damage rolls, but you don't use the weapon's proficiency bonus. If you score a critical hit with a magic longbow or shortbow when using it as an implement, you use the weapon's critical hit effect.

**Renewing Action (11th level):** When you spend an action point to take an extra action, you also gain an extra use of your *healing word* power for this encounter.

**Footsteps of the Gods (16th level):** When you use a cleric or a Seldarine dedicate implement power, you can use a free action to shift 1 square before or after using that power.

## Seldarine Dedicate Prayers

**Moonbeam** Seldarine Dedicate Attack 11

*A ray of frosty light streaks from your bow to slow the limbs of your prey.*

**Encounter ✦ Cold, Divine, Implement**
**Standard Action** **Ranged** 20
**Requirement:** You must be wielding a longbow or a shortbow.
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier cold damage. Until the end of your next turn, the target grants combat advantage to anyone that makes a ranged attack against it.

**Shroud of Stars** Seldarine Dedicate Utility 12

*Myriad specks of light swirl about you, hiding you from enemies.*

**Daily ✦ Divine, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever you shift, you gain concealment until the start of your next turn.

**Seldarine Wrath** Seldarine Dedicate Attack 20

*You launch a fiery bolt from your bow that erupts into white-hot flame where it hits.*

**Daily ✦ Divine, Fire, Implement**
**Standard Action** **Ranged** 20
**Requirement:** You must be wielding a longbow or a shortbow.
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 3d10 + Wisdom modifier fire damage, and the target takes ongoing 10 fire damage and is dazed (save ends both).
**Miss:** Half damage, and ongoing 10 fire damage (save ends).

HOWARD LYON

# Stone Keeper

*"Memory, like stone, lasts forever."*

**Prerequisite:** Dwarf, cleric, trained in History

Dwarves have long memories. They strengthen their recollections by retelling stories passed down since the dark days of their enslavement to giants. Preserving these tales is the responsibility of the stone keepers, dwarves chosen for their wisdom and commitment to history. These stone fathers and mothers, as they are sometimes called, chisel stories into shrine walls and temple domes to give their history a physical presence, making them part of the architecture and wonder of dwarven cities.

As a stone keeper, you concern yourself with the past, but you are not simply a scholar. You are a holy champion who draws strength from your fury over all the wrongs ever committed against your people, bringing it to bear against foes who still threaten your race. When dwarven strongholds are in danger, you are the first to unite the clans against the enemy. You also travel widely, visiting ruined dwarven kingdoms and city-states to learn their fates and to exact vengeance when it is deserved.

Your views and beliefs encompass all of history and the place your people occupy in it. You harbor a deep-seated, smoldering anger born of ancient wrongs and long centuries of grief. Your prayers focus this anger into your attacks.

## Stone Keeper Path Features

**None So Great (11th level):** When you score a critical hit against a target that is larger than you, the target is knocked prone after the attack's other effects are resolved.

**Memorable Action (11th level):** When you spend an action point to make an attack, your weapon attacks deal 1[W] extra damage until the end of your next turn.

**Unfailing Fortune (16th level):** When you use your *divine fortune* power, you gain a +3 bonus instead of a +1 bonus. If you apply this bonus to an attack and miss, you gain another use of *divine fortune* for this encounter.

## Stone Keeper Prayers

**Rancorous Smite** Stone Keeper Attack 11

*Enraged by the harm done to your companions, you force your enemy to repay the debt in blood.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC. You gain a +1 bonus to the attack roll for each bloodied ally within your line of sight.
**Hit:** 3[W] + Wisdom modifier damage.

**Scrape the Sky** Stone Keeper Utility 12

*Fury fills you, and you tower over your enemies.*

**Daily ✦ Divine**
**Standard Action** **Personal**
**Effect:** Until the end of the encounter, your reach and speed both increase by 1, and your melee attacks deal 2d6 extra damage.

**Every Wrong Righted** Stone Keeper Attack 20

*You channel your smoldering resentment into a savage strike and inspire your allies to finish the job.*

**Daily ✦ Divine, Healing, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage.
**Miss:** Half damage, and each ally adjacent to you gains a +3 power bonus to attack rolls against the target until the start of your next turn.
**Effect:** You and each ally adjacent to you can spend a healing surge.

KEREM BEYIT

# Truthseeker

*"The light of truth reveals all secrets and denies all falsehoods."*

**Prerequisite:** Cleric

Deception worms its way through the world, corroding morals and subverting ideals. Only through constant vigilance can this welling corruption be checked. Many divine servants battle obvious foes—undead, demons, and other foul creatures—but the enemies you face are far more insidious. You explore realms of shadow and deception, leading the fight against enemies who use guile instead of brutality.

To combat such forces, you armor yourself in the truth, using its radiance to burn away the lies and falsehoods your foes employ. In your presence, the enemy cannot hide or use its tricks, and it stands exposed before you.

Facing the worst sort of villains leaves its mark on you. You age prematurely, lines creasing your face, but such ravages of the body do not extend to your spirit. Each victory only firms your resolve. When you wield your truthseeker powers in the name of your god, your voice sounds like thunder and your enemies quail before your righteous presence.

LUCAS GRACIANO

## Truthseeker Path Features

**Censuring Action (11th level):** When you spend an action point to use a divine attack power, until the end of your next turn, any enemy that ends its turn adjacent to you takes a –2 penalty to all defenses (save ends).

**Healing Truth (11th level):** Each target of your *healing word* power gains a +2 power bonus to all defenses against fear, illusion, and polymorph effects until the end of the encounter.

**Unequaled Clarity (16th level):** When you make an Insight check, you can roll twice and use either result. In addition, you gain a +4 bonus to passive Insight checks.

## Truthseeker Prayers

**Corruption Unveiled** — Truthseeker Attack 11

*You brandish your symbol, whose irresistible glow reveals your enemy's secrets.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d10 + Wisdom modifier radiant damage, and the target cannot use fear, illusion, or polymorph powers until the end of your next turn.

**Shrine of Clarity** — Truthseeker Utility 12

*Tracing a circle of binding power, you force your enemies to stand and face you.*

**Encounter ✦ Divine, Zone**
**Standard Action** **Close** burst 5
**Effect:** The burst creates a zone of planar interference that lasts until the end of your next turn. Enemies cannot teleport into the zone. While within the zone, enemies cannot teleport and cannot benefit from phasing or being insubstantial.

**Moment of Truth** — Truthseeker Attack 20

*Your holy symbol flashes, confounding a foe.*

**Daily ✦ Divine, Implement**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** The target is stunned and helpless until the end of your next turn.
**Aftereffect:** The target is dazed (save ends).
**Miss:** The target is dazed (save ends).

# Invoker

*"Do not look to me for forgiveness. Do not implore me to be merciful. I am a truth unendurable and a reckoning of wrongs, and I am here to call you to account."*

**You are** a speaker of truth and a shouter of defiance. Through your hand, your staff, and your voice the power of the gods is loosed against your foes. You scour enemies by the half-dozen with divine power: blinding them with radiance, hammering them with thunder, burning them with holy flame, driving them to the ground, and binding them in chains of light. Your words of judgment are the last the gods' enemies hear.

Unlike divine characters who gain their powers through rites of investiture, invokers gain their powers through covenants made directly with the gods. The Covenant of Preservation and the Covenant of Wrath are presented in *Player's Handbook 2*; the Covenant of Malediction is described here. All invokers rely on fragments of the words of creation to some extent, but as a malediction invoker, you master more of these ancient syllables and wield their power against your foes. Like the Covenant of Wrath, the Covenant of Malediction is an offensively oriented path. Many of its powers cripple enemies' defenses and prove unusually difficult to shake off.

Regardless of your choice of covenant, this chapter offers you new options for wielding divine power against your foes. The chapter includes the following material.

- **New Class Feature:** The Covenant of Malediction includes a new Channel Divinity power, which hinders your foes.
- **New Build:** As a malediction invoker, make your enemies quail at the sound of your very words.
- **New Invoker Powers:** Nearly a hundred new powers for you to choose from, including ones suitable for the Covenant of Preservation, the Covenant of Malediction, and the Covenant of Wrath.
- **New Paragon Paths:** A variety of new invoker paragon paths, including the adept of whispers, the Keeper of the Nine, and the stonecaller.

HOWARD LYON

# NEW CLASS FEATURE

When you choose your Divine Covenant, you can select the Covenant of Malediction instead of another option, such as the ones in *Player's Handbook 2*.

## Covenant of Malediction

The gods entrust you with the invocations of destruction used in their war against the primordials, so you can carry forward their sacred cause and ensure that the world's enemies never rise again.

**Channel Divinity:** You gain the Channel Divinity power *malefictor's doom*.

**Covenant Manifestation:** When you use a divine encounter or daily attack power on your turn, you can push one target hit by the power 1 square after the power's effect is resolved.

**Channel Divinity: Malefictor's Doom** — Invoker Feature

*Foes who hear your solemn vow are shaken by its weighty promise.*

**Encounter ✦ Divine, Fear**
**Minor Action** **Close** blast 5
**Target:** Each enemy in blast
**Effect:** Each target takes a -1 penalty to attack rolls and saving throws until the end of your next turn. In addition, whenever the target is hit by a fear attack before the end of your next turn, you push the target 1 square as a free action.

# NEW BUILD

*Player's Handbook 2* introduced the preserving invoker and the wrathful invoker. This chapter adds the malediction invoker, whose pronouncements on the battlefield bring ruin to those that would stand in opposition.

## Malediction Invoker

The malediction invoker build is based on the Covenant of Malediction. The malediction invoker employs dread words of power to eradicate the gods' foes. These words of power come from the gods' lexicon, the very words of creation. The words are frequently too potent for mortals, imperiling the health and sanity of those who speak them. Malediction invokers need a high Wisdom score to intone the words properly and to piece together the inflections and holy grammar required to use the words in battle. Words of power bear a physical price, so malediction invokers should consider making Constitution their second highest ability, followed closely by Intelligence.

**Suggested Class Feature:** Covenant of Malediction*
**Suggested Feat:** Baleful Malediction
**Suggested Skills:** Arcana, Endurance, Insight, Religion
**Suggested At-Will Powers:** *grasping shards, visions of blood**
**Suggested Encounter Power:** *summons of justice**
**Suggested Daily Power:** *execration**
*New option presented in this book

# NEW INVOKER POWERS

The invoker is the hand of divine will, a champion of the gods who brings to bear terrible prayers in the name of his or her holy cause. This section expands the power options for all invokers, as well as presenting powers tailored for the Covenant of Malediction.

## Level 1 At-Will Prayers

**Hand of Radiance** — Invoker Attack 1

*Tendrils of radiance streak from your fingertips across the battlefield. The beams strike your enemies, raining sparks of light on impact.*

**At-Will ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One, two, or three creatures
*Level 21:* Target an additional creature.
**Attack:** Wisdom vs. Reflex
**Hit:** 1d4 + Wisdom modifier radiant damage.

**Mantle of the Infidel** — Invoker Attack 1

*Holding your implement high, you conjure a radiant mantle that sears a foe and marks it as an enemy of the faith.*

**At-Will ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 20
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 1d6 + Wisdom modifier radiant damage. If the target is marked, the penalty to attack rolls it takes from the marked condition is -4 instead of -2.
*Level 21:* 2d6 + Wisdom modifier radiant damage.

**Visions of Blood** — Invoker Attack 1

*The images of carnage and death that you invoke sow doubt in your enemies.*

**At-Will ✦ Divine, Fear, Implement, Psychic**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Wisdom vs. Will
**Hit:** 1d6 + Wisdom modifier psychic damage, and the target takes a -1 penalty to all defenses until the start of your next turn.
*Level 21:* 2d6 + Wisdom modifier psychic damage.

## Level 1 Encounter Prayers

### Forceful Denunciation — Invoker Attack 1

*It is as if your god brushes aside your foes, such is the forcefulness of your denunciation.*

**Encounter ✦ Divine, Implement, Thunder**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier thunder damage, and you push the target 1 square.
**Covenant of Preservation:** The number of squares you push the target equals your Intelligence modifier.

### Lightning's Revelation — Invoker Attack 1

*Lightning splits the air, striking your foes and exposing their frailty.*

**Encounter ✦ Divine, Implement, Lightning**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier lightning damage, and the target takes a -1 penalty to all defenses until the end of your next turn.
**Covenant of Wrath:** The penalty to all defenses equals your Constitution modifier.

### Summons of Justice — Invoker Attack 1

*Justice will be served no matter the cost. You draw from your own vitality to hurl a brilliant ray that compels your enemies to come forward.*

**Encounter ✦ Charm, Divine, Implement, Radiant**
**Standard Action** **Close** burst 5
**Target:** One or two creatures in burst
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier radiant damage, and you pull the target 3 squares.
**Covenant of Malediction:** You also knock the target prone.
**Effect:** You are dazed until the end of your next turn.

### Whispers of Defeat — Invoker Attack 1

*Your words assume a life of their own, worming into your enemies' minds and creating a feeling that defeat is inevitable.*

**Encounter ✦ Divine, Fear, Implement, Psychic**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** Until the end of your next turn, the target takes a -2 penalty to attack rolls, and whenever the target misses with an attack, it takes 5 psychic damage.
**Covenant of Malediction:** Add your Wisdom modifier to the psychic damage.

MATIAS TAPIA

## Level 1 Daily Prayers

### Crown of Retaliation — Invoker Attack 1

*You point at a foe and form a circle with your hands. A translucent crown then appears over that foe's head, searing it with each injury your companions suffer.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d6 + Wisdom modifier radiant damage.
**Effect:** The target is affected by your crown of retaliation (save ends). Until the crown ends, the target takes 5 radiant damage when any ally within 5 squares of it takes damage.

### Execration — Invoker Attack 1

*You spit a dread curse, which punishes your enemies and causes you to feel an echo of their pain.*

**Daily ✦ Divine, Implement**
**Standard Action** **Close** burst 5
**Target:** One or two creatures in burst
**Attack:** Wisdom vs. Will
**Hit:** 1d8 + Wisdom modifier damage, or 2d8 + Wisdom modifier damage if you target only one creature. The target takes ongoing 10 damage (save ends).
**Miss:** Half damage, and ongoing 5 damage (save ends).
**Effect:** You take ongoing 5 damage (save ends).

### Invocation of Ice and Fire — Invoker Attack 1

*Flaming hail bludgeons your opponents.*

**Daily ✦ Cold, Divine, Fire, Implement, Zone**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier cold and fire damage.
**Effect:** The blast creates a zone of flaming hail that lasts until the end of your next turn. Any creature that starts its turn within the zone takes 5 cold and fire damage.
**Sustain Minor:** The zone persists.

### Silent Malediction — Invoker Attack 1

*You enter a trance as your lips move. Your enemies don't hear what you're saying because of the thunder rumbling around them.*

**Daily ✦ Divine, Implement, Thunder**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier thunder damage, and the target is stunned (save ends).
**Miss:** Half damage, and the target is dazed until the end of your next turn.
**Effect:** You are dazed until the end of your next turn.

### Storm Call — Invoker Attack 1

*Filled with the wrath of the gods, you call down thunder and lightning on your enemy.*

**Daily ✦ Divine, Implement, Lightning, Thunder**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 1d8 + Wisdom modifier thunder damage. The target takes ongoing 5 lightning damage and is dazed (save ends both).
**Miss:** Half damage, and the target is slowed (save ends).

## Level 2 Utility Prayers

### Divine Protection — Invoker Utility 2

*You act knowing that your god will save you from harm.*

**Encounter ✦ Divine**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you don't provoke opportunity attacks.

### Encouraging Chant — Invoker Utility 2

*You shout a word of hope to restore your allies' confidence.*

**Encounter ✦ Divine, Zone**
**Minor Action** **Close** burst 2
**Effect:** The burst creates a zone of hope that lasts until the end of your next turn. While within the zone, you and any allies gain a power bonus to saving throws equal to your Intelligence modifier.

AMELIA STONER

### Know Weakness — Invoker Utility 2

*You utter words of power that are also words of knowledge.*

**Encounter ✦ Divine**
**Minor Action** **Personal**
**Effect:** Choose a creature within 10 squares of you. You know that creature's current resistances and vulnerabilities, if any.

### Lore of Shom — Invoker Utility 2

*You invoke the vast knowledge of the lost civilization of Shom, gaining access to esoteric lore that might otherwise escape you.*

**Daily ✦ Divine**
**Free Action** **Personal**
**Trigger:** You make an Arcana check, a History check, or a Religion check and dislike the result
**Effect:** You reroll the skill check with a power bonus equal to your Intelligence modifier and use either result.

### Miraculous Fortune — Invoker Utility 2

*Though the attack strikes you, your timely prayer reduces the worst of the injury and inspires a nearby ally.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Personal**
**Trigger:** You are damaged by an enemy's attack
**Effect:** The damage is reduced by 5. One ally within 5 squares of you gains a +1 power bonus to attack rolls until the start of your next turn.

## Level 3 Encounter Prayers

### Knives of the Soul — Invoker Attack 3

*Two translucent blades burst out of your body and streak toward your enemies. You stagger from the unleashed power.*

**Encounter ✦ Divine, Force, Implement**
**Standard Action** **Ranged** 5
**Target:** One or two creatures
**Attack:** Wisdom vs. Reflex
**Hit:** 2d10 + Wisdom modifier force damage, or 2d12 + Wisdom modifier force damage if you target only one creature. You push the target 1 square.
**Covenant of Malediction:** The number of squares you push the target equals your Constitution modifier.
**Effect:** You take 5 damage.

### Penance Compelled — Invoker Attack 3

*Someone will pay for these crimes; you guarantee it.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d6 + Wisdom modifier radiant damage. The next time the target deals damage before the end of your next turn, choose another enemy within 10 squares of you. That enemy takes 5 radiant damage.
**Covenant of Wrath:** The radiant damage that the chosen enemy takes equals 5 + your Constitution modifier.

### Symbol of the Broken Sword — Invoker Attack 3

*You place a symbol of pacification on your enemy, partly subduing it.*

**Encounter ✦ Charm, Divine, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** Until the end of your next turn, the target cannot use any attack power that requires a standard action, other than basic attacks.
**Covenant of Preservation:** Until the end of your next turn, the target also takes a penalty to attack rolls equal to your Intelligence modifier.

### Word of Ruin — Invoker Attack 3

*You utter syllables of damnation, which attack the minds of creatures around you and cloud your own.*

**Encounter ✦ Divine, Implement, Psychic**
**Standard Action** **Close** burst 2
**Target:** Each creature in burst
**Attack:** Wisdom vs. Will
**Hit:** 1d8 + Wisdom modifier psychic damage, and the target is dazed and slowed until the end of your next turn.
**Effect:** You are dazed until the end of your next turn.

## Level 5 Daily Prayers

### Deluge of Blood — Invoker Attack 5

*Fresh blood streams from the wounds of your enemy as it is dazed by wracking pain. You must endure some of the pain too and are momentarily dazed.*

**Daily ✦ Divine, Implement**
**Immediate Reaction** **Close** burst 5
**Trigger:** An enemy within 5 squares of you is damaged by a melee or a ranged attack
**Target:** The triggering enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** The target is dazed and takes ongoing 10 damage (save ends both).
**Miss:** Ongoing 5 damage (save ends).
**Effect:** You are dazed until the end of your next turn.

### Lamentation of the Wicked — Invoker Attack 5

*You speak an ancient curse. Your enemies gnash their teeth and wail at the doom you promise, distracted from their own defense. Your and your allies' attacks take advantage of this distraction.*

**Daily ✦ Divine, Implement, Psychic**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier psychic damage, and the target grants combat advantage and cannot shift (save ends both).
**Effect:** Until the end of the encounter, when you or any ally within 5 squares of you attacks an enemy and has combat advantage against it, the attack deals extra damage equal to your Constitution modifier.

### Malediction of Blindness — Invoker Attack 5

*At your command, your foes lose their sight. The power of this prayer leaves you barely able to defend yourself for a moment.*

**Daily ✦ Divine, Implement**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier damage, and the target is blinded (save ends).
**Miss:** Half damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
**Effect:** You grant combat advantage until the start of your next turn.

### Sun Shard — Invoker Attack 5

*You call down a fragment of solar essence on your enemies.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier radiant damage, and the target is dazed until the end of its next turn. If this power targets only one creature, the target is dazed (save ends).
**Miss:** Half damage.

## CRAFTING A COVENANT

Invokers take an oath to oppose the gods' enemies when they gain their powers, but your invoker's covenant need not be so simple. Consider adding other promises or special taboos to make your connection to your deity more distinct.

Maybe you agreed to bear the gods' power in order to avenge some wrong, and as repayment for the power they granted toward this end, you must complete a particular quest. Perhaps you have sworn not to kill members of some race or organization favored by the god you serve. You covenant might drive you to take seemingly inconsequential events or concepts as seriously as life and death. For example, you might have sworn to protect love as a follower of Sehanine, thus forcing you to break battle lines as you seek to reunite two young lovers drawn apart by war.

Your worship might include rites unknown to other faithful, or you might adhere to prohibitions that seem odd. You can simply do strange things for the humor of it, or you can craft these taboos or ceremonies so that they have meaning based on the deity you follow. Perhaps, as a follower of Melora, you can't cross running water without first throwing something in. Maybe Moradin demands that you say a blessing over every forge you see. Kord might call upon you to engage in all contests of strength that you encounter. As an adherent of the Raven Queen, you might speak a small prayer for the souls of the dead bodies you discover, and you might even breathe a well-wishing in the midst of battle for the souls you send on their way.

### Trumpet the Star's Fall — Invoker Attack 5

*A brilliant orb appears overhead and then smashes into your enemies in a storm of light and fire.*

**Daily ✦ Divine, Fire, Implement, Radiant, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier fire and radiant damage, and you knock the target prone.
**Miss:** Half damage, and you push the target 1 square.
**Effect:** The burst creates a zone of smoke that lasts until the end of the encounter. The zone is heavily obscured.

## Level 6 Utility Prayers

### Brilliant Cloak — Invoker Utility 6

*Your clothing comes to life with a dazzling display of color.*

**Daily ✦ Divine**
**Standard Action** **Personal**
**Effect:** Until the end of your next turn, you and any allies adjacent to you gain a +2 bonus to AC and Reflex.
**Sustain Minor:** The effect persists.

### Guardian Angel — Invoker Utility 6

*A prayer to the gods summons a fearsome, winged angel to protect your comrades.*

**Daily ✦ Conjuration, Divine**
**Standard Action** **Ranged** 10
**Effect:** You conjure a guardian angel in 1 square within range. The angel lasts until the end of your next turn. Any ally in the angel's space or adjacent to it gains a +2 power bonus to AC. In addition, when you or an ally is hit by an attack while in the angel's space or adjacent to it, you can dismiss the angel as an immediate interrupt and reduce the damage by half.
**Sustain Minor:** The angel persists, and you can move it 5 squares.

### Prayer for Victory — Invoker Utility 6

*Seeing the danger, you whisper a prayer to bolster your courage in the face of harm.*

**Daily ✦ Divine**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy makes a melee or a ranged attack roll against you
**Effect:** You gain temporary hit points equal to 5 + your Wisdom modifier, and you gain a +2 power bonus to AC until the end of your next turn.

### Solid Fog — Invoker Utility 6

*Each word spoken carries thick fog until dense mist covers the battlefield.*

**Daily ✦ Divine, Zone**
**Minor Action** **Close** blast 3
**Effect:** The burst creates a zone of dense fog that lasts until the end of your next turn. The zone is difficult terrain and heavily obscured.
**Sustain Minor:** The zone persists, and you can increase its size by 1 to a maximum of blast 5.

## Level 7 Encounter Prayers

### Rain of Blood — Invoker Attack 7

*Blood rains down from the sky, pelting your enemies.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier damage, and the target gains vulnerable 5 to all damage until the end of your next turn.
**Covenant of Wrath:** Until the end of your next turn, each ally in the burst gains a power bonus to attack rolls equal to your Constitution modifier.

### Tide of the First Storm — Invoker Attack 7

*You call on the first storm that rolled over the world, using its power to blow your allies away from harm while buffeting your enemies.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 1d6 + Wisdom modifier damage, and the target is slowed until the end of your next turn.
**Effect:** You slide each ally in the burst a number of squares equal to 1 + your Intelligence modifier.

### Trumpets of Celestia — Invoker Attack 7

*You invoke the divine dominion of Celestia, calling on the trumpets of the immortals there to blast your enemies and shatter their resolve.*

**Encounter ✦ Divine, Fear, Implement, Thunder**
**Standard Action** **Close** blast 3
**Target:** Each creature in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier thunder damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
**Covenant of Preservation:** The penalty to attack rolls equals your Intelligence modifier.

### Word of Fiery Condemnation — Invoker Attack 7

*Your words ignite creatures before you with fire from the heavens. The blaze of glory demands all your attention, dazing you for a short time.*

**Encounter ✦ Divine, Fire, Implement, Radiant**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier radiant damage, and ongoing 5 fire damage (save ends).
**Covenant of Malediction:** The target takes a -2 penalty to saving throws against the ongoing damage.
**Effect:** You are dazed until the end of your next turn.

### Written in Fire — Invoker Attack 7

*Fiery letters flicker in the air and sear nearby enemies.*

**Encounter ✦ Conjuration, Divine, Fire, Implement**
**Standard Action** **Ranged** 10
**Effect:** You conjure fiery symbols in 1 square within range. The symbols last until the end of your next turn. Any enemy that starts its turn within 5 squares of the symbols and does not end its turn at least 6 squares away from them takes fire damage equal to 10 + your Wisdom modifier.

## Level 9 Daily Prayers

### Baleful Admonishment — Invoker Attack 9

*Your damning words wrack your body at the same time that they doom your foes to defeat.*

**Daily ✦ Divine, Implement**
**Standard Action** **Ranged** 10
**Target:** One, two, or three creatures
**Attack:** Wisdom vs. Will
**Hit:** 1d10 + Wisdom modifier damage, and the target is affected by your baleful admonishment (save ends). Whenever the target hits with an attack before the baleful admonishment ends, you can take 5 damage as a free action to force the target to reroll the attack and use the second result. If the rerolled attack misses, the target takes 5 + your Constitution modifier damage.
**Miss:** Half damage, and the target is dazed until the end of your next turn.

EMRAH ELMASLI

### Hall of Thunderous Battle — Invoker Attack 9

*You evoke a vision of a divine hall of battle. Your allies are emboldened by the brave shouts within it, while the sounds of battle thunder over your enemies, pushing them back.*

**Daily ✦ Divine, Implement, Thunder, Zone**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier thunder damage, and you push the target a number of squares equal to your Intelligence modifier.
**Miss:** Half damage, and you push the target 1 square.
**Effect:** The burst creates a thundering zone that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, any ally gains a +2 power bonus to AC and Fortitude.
**Sustain Minor:** The zone persists, and you push each enemy within it 1 square.

### Herald the Storm Unleashed — Invoker Attack 9

*From a mote of flashing light, a savage storm is born, scourging enemies with lightning and thunder.*

**Daily ✦ Divine, Implement, Lightning, Thunder, Zone**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d6 + Wisdom modifier lightning and thunder damage, and you slide the target 2 squares.
**Miss:** Half damage.
**Effect:** The burst creates a zone of lightning and thunder that lasts until the end of your next turn. Any creature that begins its turn within the zone takes 5 lightning damage. Any creature that leaves the zone takes 5 thunder damage. As a move action, you can move the zone 5 squares.
**Sustain Minor:** The zone persists.

### Malediction of Rigidity — Invoker Attack 9

*Those arrayed around you are reluctant to move lest you blister them again with your punishing words, which stiffen your own limbs.*

**Daily ✦ Divine, Fear, Implement**
**Minor Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Will
**Hit:** 1d8 + Wisdom modifier damage. The target takes ongoing 10 damage and is immobilized (save ends both).
**Miss:** Half damage. The target takes ongoing 5 damage and is slowed (save ends both).
**Covenant of Malediction:** The target takes a -2 penalty to saving throws against these effects.
**Effect:** You are immobilized until the end of your next turn.

### Twist of Fate — Invoker Attack 9

*You assault your enemies' minds and invoke destiny to alter the course of events, limiting the attacks the enemies can make.*

**Daily ✦ Charm, Divine, Implement, Psychic**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 2d6 + Wisdom modifier psychic damage. The only attacks the target can make during its next turn are basic attacks. If your attack hits only one enemy, the only attacks it can make during its turn are basic attacks (save ends).
**Covenant of Preservation:** Until the end of your next turn, the target also takes a penalty to attack rolls equal to your Intelligence modifier.
**Miss:** Half damage.

## Level 10 Utility Prayers

### Call of the Vanguard — Invoker Utility 10

*Divine inspiration turns an ambush to your advantage.*

**Daily ✦ Divine**
**No Action** **Ranged** 10
**Trigger:** You roll initiative
**Target:** You and one ally
**Effect:** Each target gains a bonus to his or her initiative check equal to your Intelligence modifier. In addition, neither target is surprised.

### Enunciation — Invoker Utility 10

*Your voice raised, you extend the reach of your prayers.*

**Daily ✦ Divine**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you can increase the size of your close blast or close burst attacks by 1.

### Prayer of Vengeance — Invoker Utility 10

*You recite the ancient declaration of war against the primordials. Friends who hear it are filled with righteous indignation against their attackers.*

**Daily ✦ Divine, Zone**
**Minor Action** **Close** burst 3
**Effect:** The burst creates a zone of retribution that lasts until the end of your next turn. When any ally within the zone takes damage from an attack, that ally gains a +2 power bonus to attack rolls against the attacker until the start of the ally's next turn.
**Sustain Minor:** The zone persists.

### Word of Urgency — Invoker Utility 10

*You exclaim with authority, inspiring your friend to leap away from harm.*

**Encounter ✦ Divine**
**Free Action** **Close** burst 10
**Trigger:** You use an area or a close attack power and an ally within 10 squares of you is in the area of effect
**Target:** The triggering ally in burst
**Effect:** The target can shift a number of squares equal to your Intelligence modifier as a free action.

## Level 13 Encounter Prayers

### Brilliant Revelation — Invoker Attack 13

*You blast nearby creatures' minds with a dizzying vision of divine dominions.*

**Encounter ✦ Divine, Implement, Psychic**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Will
**Hit:** 1d10 + Wisdom modifier psychic damage, and the target is dazed and slowed until the end of your next turn. The first time the target attacks before the end of your next turn, it takes 10 psychic damage.
**Covenant of Malediction:** The psychic damage the target takes when it attacks equals 10 + your Constitution modifier.

### Deadly Doubt — Invoker Attack 13

*Your words assail your foes' minds with self-doubt strong enough to wound them. Any further attack dazes the victims too.*

**Encounter ✦ Divine, Implement, Psychic**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier psychic damage. If the target is hit again before the end of your next turn, it is dazed until the end of its next turn.
**Covenant of Wrath:** The first creature to attack the target before the end of your next turn gains a power bonus to its attack roll equal to your Constitution modifier.

### Earthen Reversal — Invoker Attack 13

*You utter a nearly forgotten word dedicated to the earth, and it heaves in response, lifting allies and upturning enemies.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 1d8 + Wisdom modifier damage, and you knock the target prone.
**Effect:** You and each ally in the burst can stand up as a free action.
**Covenant of Preservation:** Each ally in the burst can also shift 1 square as a free action.

### Thunderous Rebuke — Invoker Attack 13

*You blast your enemies away in a wave of thunder and destruction.*

**Encounter ✦ Divine, Implement, Thunder**
**Immediate Reaction** **Close** blast 5
**Trigger:** You are hit by an enemy attack
**Target:** Each creature in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d6 + Wisdom modifier thunder damage, and the target is pushed 1 square and deafened until the end of your next turn.

### Word of Blindness — Invoker Attack 13

*At your command, creatures around you lose their sight. The power of this prayer leaves you dazed for a short time.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Close** burst 1
**Target:** Each creature in burst
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn.
**Effect:** You are dazed until the end of your next turn.
**Covenant of Malediction:** The size of the burst increases by 1.

## Level 15 Daily Prayers

### Deific Imprecation — Invoker Attack 15

*You are a conduit for your god's wrath. You feel its sting as it smites your enemies.*

**Daily ✦ Divine, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier damage, and ongoing 10 damage (save ends).
**Aftereffect:** Each enemy within 3 squares of the target takes 10 damage.
**Miss:** Half damage, and ongoing 5 damage (save ends).
**Effect:** You take ongoing 5 damage (save ends). Whenever you take this ongoing damage, choose an enemy within 5 squares of you. That enemy also takes 5 damage.

### Dire Banishment — Invoker Attack 15

*You temporarily banish your enemy from this world, using your life force to prevent the enemy from returning.*

**Daily ✦ Divine, Implement, Necrotic, Teleportation**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 4d10 + Wisdom modifier necrotic damage, and the target vanishes from this world (save ends). You can end the effect as a minor action. When the effect ends, the target reappears in the space it last occupied or in the nearest unoccupied space.
**Each Failed Saving Throw:** You take 5 damage.
**Miss:** Half damage, and you teleport the target 5 squares.

## Destined for Greatness

As an invoker, you have been personally chosen by the gods to serve their ends. How does that make you feel?

Do you envy those who are able to pursue their own destinies, or do you take great pride in your contact with the divine? Others, even other divine characters, lack your direct, moment-by-moment connection to the gods. They have faith, but you *know*. Do you feel pity for them, or are you awed by their greater devotion?

Is your covenant a burden imposed upon you, or did you seek it? Do you revel in your power, or do you regret the oath you made? Do you seek the gods' approval with your deeds, or are you confident that the choices you make represent their desires?

### Shadowdark Invocation — Invoker Attack 15

*You call forth a chill darkness, which deepens until light is but a dim memory.*

**Daily ✦ Cold, Divine, Implement, Zone**
**Standard Action** **Close** burst 3
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier cold damage.
**Miss:** Half damage.
**Effect:** The burst creates a zone of shadow that lasts until the end of your next turn. The zone is heavily obscured. When any creature starts its turn within the zone, that creature takes 10 cold damage, and you can slide it 3 squares as a free action. You are immune to the zone's effects. As a move action, you can move the zone 3 squares.
**Sustain Minor:** The zone persists.

### Storm of Punishment — Invoker Attack 15

*Raising your implement, you invoke the gods and create a hole in the sky through which thunder and lightning cascade onto your foes.*

**Daily ✦ Divine, Implement, Lightning, Thunder**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d8 + Wisdom modifier lightning and thunder damage, and the target is blinded and deafened (save ends both).
**Miss:** Half damage, and the target is blinded and deafened until the end of your next turn.

## Level 16 Utility Prayers

### Confounding Utterance — Invoker Utility 16

*You speak a word of seeming gibberish and then take shelter behind the confusion it creates.*

**Daily ✦ Divine**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, when any enemy makes a melee attack roll against you, it must roll twice and use the lower result.

### Pennant of Heaven's Armies — Invoker Utility 16

*A tattered white flag appears. Those who behold it find the courage they need to win the day.*

**Daily ✦ Conjuration, Divine**
**Standard Action** **Ranged** 10
**Effect:** You conjure a shining banner in 1 square within range. The banner lasts until the end of your next turn. Any ally who has line of sight to the banner gains a bonus to all defenses, saving throws against fear effects, and damage rolls. The bonus equals your Wisdom modifier.
**Sustain Minor:** The banner persists.

### Serene Visage — Invoker Utility 16

*Your god's visage overlays your own and draws the attention of your foes, buying your allies a needed reprieve.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 2
**Target:** Each ally in burst
**Effect:** The target doesn't provoke opportunity attacks until the end of your next turn.

### Walls of Hestavar — Invoker Utility 16

*You trace your implement through the air and conjure a simulacrum of the Bright City's walls.*

**Daily ✦ Conjuration, Divine**
**Minor Action** **Area** wall 10 within 10 squares
**Effect:** You conjure a wall of divine energy. The wall can be up to 2 squares high, and it lasts until the end of your next turn. The wall is a solid obstacle, and it blocks line of sight. It can be climbed with an Athletics check (DC 20 + one-half your level).
**Sustain Minor:** The wall persists.

### Word of Refuge — Invoker Utility 16

*With a word, you escape an attack, but at a price.*

**Encounter ✦ Divine, Teleportation**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy makes an attack against you
**Effect:** You negate the triggering enemy's attack against you and teleport 10 squares. You are dazed until the end of your next turn. If you were the only target of the triggering enemy's attack, the attacker can take a different action.

## Level 17 Encounter Prayers

### Astral Dust — Invoker Attack 17

*Motes of silvery dust rain from above, burning whatever enemy they land on.*

**Encounter ✦ Divine, Fire, Implement, Radiant**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier fire and radiant damage. If the target doesn't move away from you before the end of its next turn, it takes 5 fire and radiant damage and a -2 penalty to all defenses until the end of your next turn.

## Words of Creation

You character uses the words the gods spoke to command the substance of the world and bring about life. What do those words sound like? Does your invoker speak bold sounds or mumble eerie chants?

Since you have a relatively small number of powers, you can easily devise unique words of phrases for each. Your words of creation might be nonsense sounds or peculiar sayings. If you're familiar with the movie *Dune* or with the Klingon language from *Star Trek*, you can probably think of some nonsense words that sound cool. Below are some other suggestions to get your creative juices flowing.

"The Maimed Lord seeks truth in the darkness."
"Time is a door that cannot be closed."
"I pass beyond to arrive within."
"This fire already burns in all souls."

### Chainfire — Invoker Attack 17

*You ignite a foe in a column of holy flames, from which fire streams to nearby enemies.*

**Encounter ✦ Divine, Fire, Implement**
**Standard Action** **Ranged** 10
**Primary Target:** One creature
**Primary Attack:** Wisdom vs. Reflex
**Hit:** 3d6 + Wisdom modifier fire damage. Make a secondary attack that is an area burst 2 centered on the primary target.
**Secondary Target:** Each enemy in burst other than the primary target
**Secondary Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier fire damage.

### Daunting Blasphemy — Invoker Attack 17

*The vile words you speak darken your soul as they eat away at your enemies, who dare not move.*

**Encounter ✦ Divine, Implement, Necrotic**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d10 + Wisdom modifier necrotic damage. The first time the target moves before the start of your next turn, it takes 5 necrotic damage.
**Effect:** You take 5 damage.

### Sound of the Golden Clarion — Invoker Attack 17

*Heavenly trumpets sound, blasting your foes with a perfect note.*

**Encounter ✦ Divine, Implement, Thunder**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d6 + Wisdom modifier thunder damage, and the target is pushed 1 square and deafened until the end of its next turn.

## SERVING EVIL GODS

As an invoker, you can't dedicate yourself to an evil deity without matching the god's alignment, but that doesn't mean the dark gods can't ask for some return on the immortals' divine investment. Perhaps you hear Tiamat's whispers amid the clinking of coins. Maybe snakes occasionally raise their heads and hiss Zehir's wishes. When you battle Bane's followers, they might salute you and not raise their hands against you unless you first attack them.

If you're interested in roleplaying through this gray area, talk about it with your DM and discuss some of the ways that the evil gods might call in their debts. You don't want to derail the game by betraying the other PCs or committing disruptive acts, but a character who occasionally walks the narrow path between right and wrong can give the DM story ideas and be great fun for everyone. Then, when an envoy of Vecna gives you the information you need to do some great service for the gods and the world, surely you can do some small favor in return. . . .

### Word of Pain — Invoker Attack 17

*At your word, agony lances through the minds of the creatures around you. You are momentarily distracted by their mental screams.*

**Encounter ✦ Divine, Implement, Psychic**
**Standard Action** **Close** burst 1
**Target:** Each creature in burst
**Attack:** Wisdom vs. Will
**Hit:** 2d10 + Wisdom modifier psychic damage, and the target is weakened until the end of your next turn.
**Effect:** You are dazed until the end of your next turn.
**Covenant of Malediction:** The size of the burst increases by 1.

## Level 19 Daily Prayers

### Forced Submission — Invoker Attack 19

*Your enemy bends to the divine will expressed through you. You cease focusing on your own defense while you harness it.*

**Daily ✦ Charm, Divine, Implement, Psychic, Reliable**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 2d10 + Wisdom modifier psychic damage, and the target is dominated (save ends). Until this domination ends, you grant combat advantage.
**Covenant of Malediction:** The target takes a -2 penalty to saving throws against this domination.

### Mark of Forbearance — Invoker Attack 19

*You superimpose a divine glyph on your foe. The ancient mark sears your foe with radiant damage and interferes with its attacks.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Will
**Hit:** 4d8 + Wisdom modifier radiant damage.
**Miss:** Half damage.
**Effect:** The target takes a -5 penalty to attack rolls against your bloodied allies (save ends). On each of the target's turns, it can make a saving throw against this effect only if it does not attack during that turn.

### Thunderous Shout — Invoker Attack 19

*Intoning a word of creation, you split the air with a cacophonous blast. Your ears bleed as the word hurls your foes away.*

**Daily ✦ Divine, Implement, Thunder**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d10 + Wisdom modifier thunder damage, and you push the target 5 squares and knock it prone. In addition, the target is deafened (save ends).
**Miss:** Half damage, and you push the target 2 squares.
**Effect:** You take 10 damage.
**Covenant of Malediction:** You instead take 5 damage.

### Wrath of the Fallen God — Invoker Attack 19

*The memory of a fallen god's anger and agony fills nearby creatures' minds.*

**Daily ✦ Divine, Implement, Psychic, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 4d6 + Wisdom modifier psychic damage, and ongoing 10 psychic damage (save ends).
**Miss:** Half damage, and ongoing 5 psychic damage (save ends).
**Effect:** The burst creates a zone of agony that lasts until the end of your next turn. Any creature that starts its turn within the zone is slowed and takes a -2 penalty to attack rolls until the end of your next turn.

## Level 22 Utility Prayers

### Call Angelic Shield — Invoker Utility 22

*You summon angelic energy to shield you from harm.*

**Daily ✦ Divine**
**Minor Action** **Personal**
**Effect:** You gain a bonus to all defenses equal to your Intelligence modifier. Each time an attack misses you, the bonus is reduced by 1. This effect lasts until the end of the encounter or until the bonus is 0.

### Herald of God — Invoker Utility 22

*Your voice resonates with divine might.*

**Daily ✦ Divine**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you gain a +10 power bonus to Bluff checks, Diplomacy checks, and Intimidate checks.

### Invoke Sight — Invoker Utility 22

*Calling on the gods, you bestow the ability to see the unseen.*

**Daily ✦ Divine**
**Minor Action** **Melee** touch
**Target:** You or one ally
**Effect:** The target gains truesight until the end of your next turn. If the target is blinded, that condition ends.
**Sustain Minor:** The truesight persists.

## Invoker Origins

As an invoker, you make a covenant with one or more gods to carry a fraction of their power and use it in their names. How did that promise come about? Did you have a fateful meeting with a strange mystic? Did the gods speak to you in a dream or through a waking vision? Have you met an angel, an exarch, or even the deity embodied? Perhaps you sealed the deal on another plane, miraculously transported there by the power that desired your service. It could be that you were born with your gifts and grew up knowing that your destiny was to use them in a deity's service. For a darker twist, maybe an evil deity gave you your powers, but you seek to use them in a righteous way and to serve another deity in the hopes that your deeds can overcome the oaths you swore.

## Level 23 Encounter Prayers

### Fateful Foresight — Invoker Attack 23

*Prophetic forces showed you this moment long ago. With this foresight, you invoke fate to alter the course of events.*

**Encounter ✦ Divine, Implement, Psychic**
**Immediate Interrupt** **Ranged** 10
**Trigger:** An enemy within 10 squares of you makes an attack on its turn
**Target:** The triggering enemy
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier psychic damage. The target's attack is negated and is not expended, and the target can't use that attack until the start of its next turn, unless that attack is a basic attack. The target can immediately make a different attack.
**Covenant of Preservation:** The target takes a penalty to its next attack roll before the end of your next turn equal to your Intelligence modifier.

### Fetters of Darkness — Invoker Attack 23

*You tether your enemies with shadowy manacles.*

**Encounter ✦ Divine, Implement, Necrotic, Teleportation**
**Standard Action** **Ranged** 10
**Target:** One or two creatures
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier necrotic damage. You teleport the target 5 squares, and it is immobilized until the end of your next turn. If you target only one creature, the attack deals 1d8 extra necrotic damage, and you teleport the target 10 squares instead of 5.

### Final Reproach — Invoker Attack 23

*You warned them, but they wouldn't listen.*

**Encounter ✦ Divine, Force, Implement**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** Whenever the target deals damage with an attack before the end of your next turn, it takes 15 force damage and is dazed until the end of your next turn.

### Plague of Poison — Invoker Attack 23

*The gods answered the blasphemies of the city Sazarus with six vicious plagues. You call down the poisonous plague on your enemies.*

**Encounter ✦ Divine, Implement, Poison, Zone**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 4d6 + Wisdom modifier poison damage. The target's space becomes a zone of poison gas that lasts until the end of your next turn. Any creature that starts its turn within the zone or adjacent to it takes 5 poison damage.
**Covenant of Wrath:** The zone deals extra poison damage equal to your Wisdom modifier.

## THE WAR OF WINTER

Over the ages, the gods have battled one another on many occasions. Battles between Tiamat and Bahamut and between Bane and Gruumsh are still being fought. But most deities do not come into direct conflict with each other. The gods are bound by alliances forged during the Dawn War and by other mythic events. One of those events was a clash in the waning moments of the Dawn War when Khala, the god of winter, tried to make herself queen over all the deities.

Khala aimed to establish supremacy over the world and over the gods who had survived the nearly completed war with the primordials. Khala relied on her son Kord and her consort Zehir, and on Gruumsh and Tiamat, who preferred Khala's vision of a winter-bound world of savagery and darkness to Avandra's ancient compromise that also offered days of light and seasons of hope.

The forces of winter attacked the dominions of the strongest gods most likely to object to Khala's reign—Pelor, Erathis, Moradin, Amoth, and Bahamut—and scored early victories. Amoth's defenses were devastated on Kalandurren, the lower slopes of Celestia fell, and Hestavar was besieged. But Khala's success was temporary, for the remaining gods leagued against her. Bane joined the war against winter to preserve the world for conquest and tyranny, rather than abandon it to unceasing savagery. Sehanine intervened alongside Pelor to protect the ancient compromises of night and day from being overthrown. Even Lolth worked secretly against Khala, unwilling to allow a single deity to subjugate the rest.

The turning point came when Kord and Moradin battled in the mountains of Celestia. Despite Kord's irresistible fury, Moradin refused to yield; Kord's storms battered Moradin's mountains in vain. After a long battle, Kord drew back. Moradin showed Kord the destruction their battle had wrought in the mortal world, and Kord regretted his actions. He abandoned the cause of winter and turned against his mother.

With the aid of Kord, Bane, and others, the forces standing against Khala rallied. They broke the siege of Hestavar and destroyed or imprisoned the primordials and abominations Khala had released. Tiamat retreated to her lair, and Gruumsh abandoned Khala's cause as well. But Khala refused to yield and sought to destroy the mortal world under never-ending winter rather than admit defeat. Pelor, Bane, and Moradin defeated her in her great castle of ice, and the Raven Queen was called on to expel Khala into death. The Raven Queen agreed, but only if she was given power over winter. So the War of Winter ended with Khala's death, Kord's transformation, and the Raven Queen's dominion over winter.

The gods are not quick to admit it, but the War of Winter had another huge consequence, convincing the great primal spirits that the world needed to be protected from the gods as much as it needed to be protected from the primordials. That story is in *Player's Handbook 2* and the upcoming *Primal Power* supplement.

### Word of Bewilderment — Invoker Attack 23

*One word is all it takes to strip your enemies of their faculties. Yours are also temporarily dimmed.*

**Encounter ✦ Divine, Implement, Psychic**
**Standard Action** **Close** burst 2
**Target:** Each creature in burst
**Attack:** Wisdom vs. Will
**Hit:** 1d10 + Wisdom modifier psychic damage, and the target is stunned until the end of your next turn.
**Effect:** You are dazed until the end of your next turn.
**Covenant of Malediction:** You can choose to become stunned until the end of your next turn to increase the size of the burst by as much as 3.

## Level 25 Daily Prayers

### Despised of the Gods — Invoker Attack 25

*Your words strip away your enemy's defenses, exposing the soul of your foe before the ominous eye of your god.*

**Daily ✦ Divine, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d10 + Wisdom modifier damage. The target loses all resistances and gains vulnerable 20 to all damage (save ends both).
**Miss:** Half damage, and the target gains vulnerable 10 to all damage until the end of your next turn.
**Covenant of Malediction:** You can choose to gain vulnerable 20 to all damage until the end of your next turn. If you do so, the target takes a penalty to saving throws equal to your Constitution modifier until the end of your next turn.

### Eye of the Sun — Invoker Attack 25

*You conjure a glimmering ball of radiant energy, which expands into a diminutive sun. It can sear enemies and protect allies.*

**Daily ✦ Conjuration, Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Effect:** You conjure a radiant sphere in an unoccupied square within range. The sphere occupies 1 square, and it lasts until the end of your next turn. Any enemy that starts its turn adjacent to the sphere takes 1d8 + your Wisdom modifier radiant damage. While adjacent to the sphere, any ally gains a +2 power bonus to all defenses. As a move action, you can move the sphere 8 squares. When the sphere appears, it makes the following attack.
**Target:** One creature adjacent to the sphere
**Attack:** Wisdom vs. Reflex
**Hit:** 4d8 + Wisdom modifier radiant damage, and the target cannot attack bloodied creatures until the end of its next turn.
**Sustain Minor:** The sphere persists, and you can make another attack with it as a standard action.

### Shackles of the Chained God — Invoker Attack 25

*The Unspeakable One sought power and for his greed found chains and suffering. Those chains wrap around your foe and lash out at its allies.*

**Daily ✦ Divine, Force, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 4d6 + Wisdom modifier force damage, and the target takes ongoing 20 force damage and is immobilized (save ends both).
**Miss:** Half damage, and the target takes ongoing 10 force damage and is slowed (save ends both).
**Effect:** Whenever the target takes this power's ongoing damage, each enemy within 5 squares of it is pulled 1 square toward it, and then each enemy adjacent to it takes 10 force damage.

### Trumpet the Eight Dooms — Invoker Attack 25

*Angels blew eight trumpets, each sounding a doom more terrible than the last. Your invocation calls one of those dooms onto your enemies.*

**Daily ✦ Divine, Implement, Thunder**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 4d8 + Wisdom modifier thunder damage. Roll a d8 to determine an effect.
1. The target takes ongoing 10 damage (save ends).
2. You push the target 1 square, and it takes ongoing 10 damage (save ends).
3. You push the target 2 squares, and it takes ongoing 10 damage (save ends).
4. You push the target 3 squares, and it takes ongoing 10 damage (save ends).
5. You push the target 3 squares, and it takes ongoing 10 damage and is slowed (save ends both).
6. You push the target 3 squares and knock it prone, and it takes ongoing 10 damage (save ends).
7. You push the target 3 squares, and it takes ongoing 10 damage and is dazed (save ends both).
8. The target takes 2d8 extra thunder damage.

**Miss:** 6d6 + Wisdom modifier thunder damage.

### Word of Cessation — Invoker Attack 25

*You utter a word so potent that it can snuff out your enemy's life. Even if the foe survives, its ability to fight is reduced for a time. The price you pay is momentary defenselessness.*

**Daily ✦ Divine, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One target
**Attack:** Wisdom vs. Will
**Hit:** 8d6 + Wisdom modifier psychic damage. The only attacks the target can make are basic attacks (save ends).
**Miss:** Half damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
**Effect:** You grant combat advantage until the start of your next turn.

## Level 27 Encounter Prayers

### Brand of Fire — Invoker Attack 27

*Your solemn curse causes fire to leap at your enemies to brand them.*

**Encounter ✦ Divine, Fire, Implement**
**Standard Action** **Ranged** 10
**Target:** One, two, or three creatures
**Attack:** Wisdom vs. Reflex
**Hit:** 4d6 + Wisdom modifier fire damage. The first time the target is hit by a melee or a close attack before the end of your next turn, it takes 10 fire damage.
**Covenant of Wrath:** The first time the target is hit by any attack (not just a melee or a close attack) before the end of your next turn, it takes 10 fire damage.

### Compel Action — Invoker Attack 27

*You force your enemies to act as you command for a moment. Controlling them requires much of your attention.*

**Encounter ✦ Charm, Divine, Implement**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Will
**Hit:** The target is dominated until the end of your next turn.
**Covenant of Preservation:** The target gains a +2 bonus to attack rolls until the domination ends.
**Effect:** You grant combat advantage until the start of your next turn.

### Pall of the Shadowfell — Invoker Attack 27

*A shadowy shroud of chill descends on two foes, dooming them together.*

**Encounter ✦ Cold, Divine, Implement**
**Standard Action** **Ranged** 10
**Target:** Two creatures
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d8 + Wisdom modifier cold damage. Whenever the target deals damage before the end of your next turn, the other target of this power takes 15 cold damage.

### Word of Death — Invoker Attack 27

*You enter a trance and make an ancient utterance, inviting creatures around you to enter the realm of death.*

**Encounter ✦ Divine, Implement, Necrotic**
**Standard Action** **Close** burst 1
**Target:** Each creature in burst
**Attack:** Wisdom vs. Will
**Hit:** 4d10 + Wisdom modifier necrotic damage.
**Covenant of Malediction:** If the target is already bloodied, it takes extra necrotic damage equal to your Constitution modifier.
**Effect:** You are dazed until the end of your next turn.

## Level 29 Daily Prayers

### Apocalypse from the Sky — Invoker Attack 29

*You invoke a gigantic, ghostly fist of magical force that smashes down from overhead and blasts out a great pit in one titanic blow.*

**Daily ✦ Divine, Force, Implement**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Reflex
**Hit:** 4d8 + Wisdom modifier force damage, and the target is dazed (save ends).
**Miss:** Half damage, and you knock the target prone. You must slide the target to the nearest unoccupied space outside the burst.
**Effect:** A pit fills the area of the burst and is 10 feet deep. Any creature fully within the area of the pit descends 10 feet, taking no falling damage for descending that distance.

### Invoked Devastation — Invoker Attack 29

*In ancient days, invokers spoke the word of ending to annihilate their enemies, but at such a dreadful cost that it nearly erased their own civilization.*

**Daily ✦ Divine, Implement, Zone; Varies**
**Standard Action** **Area** burst 3 within 20 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude, Reflex, Will. You make one attack roll per target, comparing the result against all three defenses. A target might be hit up to three times, depending on which defenses are hit.
**Hit (Fortitude):** 1d8 + Wisdom modifier force damage, and ongoing 5 cold damage (save ends).
**Hit (Reflex):** 1d8 + Wisdom modifier lightning damage, and ongoing 5 fire damage (save ends).
**Hit (Will):** 1d8 + Wisdom modifier radiant damage, and ongoing 5 psychic damage (save ends).
**Effect:** The zone creates an area of devastation that lasts until the end of the encounter. The zone is difficult terrain. Any creature that enters the zone or starts its turn there takes 10 damage.

### Malediction of the Eternal Pyre — Invoker Attack 29

*Flames roar out of you as you consign your enemies to a fiery death.*

**Daily ✦ Divine, Fire, Implement**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Wisdom vs. Reflex
**Hit:** 3d10 + Wisdom modifier fire damage, and ongoing 20 fire damage (save ends).
**Miss:** 1d10 + Wisdom modifier fire damage, and ongoing 10 fire damage (save ends).
**Effect:** You take ongoing 10 fire damage (save ends).

### Storm of Creation — Invoker Attack 29

*You tap into the power of creation itself and use it to pound your foes with a force that disrupts their very existence.*

**Daily ✦ Divine, Force, Implement**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 4d8 + Wisdom modifier force damage, and the target is stunned (save ends).
**Aftereffect:** The target is dazed (save ends). This aftereffect applies only if you target a single creature.
**Miss:** Half damage, and the target is dazed until the end of your next turn.

## Avandra and the First Doppelganger

When the world was young, Avandra was deeply involved in the lives of its creatures. She delighted in making their lives better. One mortal who was the object of Avandra's favor was a beautiful woman who was pursued by a cruel suitor. This suitor set his servants on her like hunting dogs. Two times Avandra helped the woman to flee or fight by changing her luck, and each time the woman praised Avandra after her escape.

The third time the woman was threatened, Avandra gifted her with the power to change her form so that she could save herself from any future threat. The woman used her power to become an assassin, killing her suitor and all who served him. When Avandra sought her out to rebuke her, the woman used her power to hide from the goddess. By the time Avandra found the woman, her children's children had given birth to many more offspring, all having the power to change shape. The goddess's gift, once given, could not be taken away. Thus the race of doppelgangers, or changelings, was born.

From that episode Avandra learned a bitter lesson about being overly generous to mortals. Ever since then, she has been careful to help mortals only in small ways, often hiding her hand. By allowing mortals to face their own problems, Avandra provides them with the chance to discover their full potential.

KIERAN YANNER

## Adept of Whispers

*"The wise know that one cannot speak and listen at the same time."*

**Prerequisite:** Invoker

The words of creation can bend the elements to your desires, but the words of mortal speech also have power to create or destroy. Far better to listen instead of speak, to seek the wisdom that comes with quiet understanding. You speak sparingly and softly, and you choose your words with great care. By husbanding the power of your voice for the words of creation, you ensure that your mind and soul are focused on the powerful prayers you utter.

### Adept of Whispers Path Features

**Adept's Action (11th level):** When you spend an action point to take an extra action, you also gain a +2 bonus to attack rolls with divine powers, and you can increase the size of your divine blasts or bursts by 1. These benefits last until the start of your next turn.

**Silent Presence (11th level):** You gain a +2 bonus to Stealth checks, Insight checks, and Intimidate checks, and creatures cannot perceive you with blindsight or tremorsense. You take a –2 penalty to Bluff checks and Diplomacy checks.

**Raised Voice (16th level):** When you use a divine attack power, you can choose to raise your voice before you make any attack rolls for it. For that attack, you can score a critical hit on a roll of 19–20, and enemies take a –2 penalty to saving throws against the attack's effects. However, you are dazed until the end of your next turn.

### Adept of Whispers Prayers

**Admonishing Whisper** Adept of Whispers Attack 11

*You whisper a single word of power, and your enemies reel back from its might, deafened by it and admonished to do no more harm to your friends.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 3d6 + Wisdom modifier damage, and you push the target 2 squares. The target is deafened until the end of your next turn. If the target is then adjacent to a bloodied ally, the target is also dazed until the end of your next turn.

**Restorative Word** Adept of Whispers Utility 12

*You softly call your comrade's name and whisper a word of healing power.*

**Daily ✦ Divine, Healing**
**Standard Action** **Melee** touch
**Target:** One ally
**Effect:** The target can spend two healing surges and make a saving throw.

**Whisper of Doom** Adept of Whispers Attack 20

*You whisper an ancient curse of dire potency against your enemies.*

**Daily ✦ Divine, Implement**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d8 + Wisdom modifier damage. The target takes ongoing 10 damage and is weakened (save ends both).
**Miss:** Half damage.

### Vow of Silence

Your adept of whispers might have taken a vow of silence. If so, you can still talk to the DM to tell him what your character is doing. You can also take part in normal table discussions and repartee with other players; you can assume that your character uses a basic sign language or a chalk and slate to contribute to party decisions. When your character addresses a PC or another character, you can roleplay your character's taciturn nature by describing nods, hard looks, head shakes, or hand gestures. Finally, your character can speak in times of great need, since the adept's vow is voluntary.

DAN SCOTT

# Crimson Arbiter

*"You have transgressed, and restitution must be made. Drink deep of your misfortune."*

**Prerequisite:** Invoker

You are an agent of justice to your deity's enemies. You are judge, jury, and executioner, although you are more than an inflicter of punishment. You are also a redresser of wrongs and a giver of absolution, enjoined to aid those who have been unfairly treated and to set injustices aright. According to long-standing tradition, you conceal your features beneath a crimson mask or hood while you perform your duties. By this sign the condemned and the forgiven alike know that you are acting not from your mortal passions or preferences, but as your divine master instructs. Crimson arbiters are most likely to serve deities concerned with law or justice, such as Erathis, Bahamut, Pelor, or Bane.

You carry small strips of paper marked with sacred glyphs that lend strength to your prayers for justice. Each holds the name of a power epitomizing mercy, perception, balance, or punishment, guiding you in your judgments.

## Crimson Arbiter Path Features

**Arbiter's Action (11th level):** When you spend an action point to make an attack, any enemy you hit with that attack takes a –2 penalty to attack rolls (save ends).

**Just Presence (11th level):** When you score a critical hit with an invoker power, you gain a +2 power bonus to attack rolls against any enemy within 2 squares of you. This bonus lasts until the end of the encounter.

**Justice's Wrath (16th level):** The first enemy that damages you in an encounter is subject to your wrath. Until the end of the encounter, you can reroll any damage die that comes up as a 1 when you make a damage roll that includes that enemy as a target.

## Crimson Arbiter Prayers

**Sign of Guilt** Crimson Arbiter Attack 11

*You trace a magical glyph in the air. Your enemy cannot bear the sight of it as the magic evokes deep guilt, causing the enemy to waver in its attacks.*

**Encounter ✦ Divine, Fear, Implement, Psychic**
**Standard Action** **Ranged** 10
**Target:** One enemy
**Attack:** Wisdom vs. Will
**Hit:** 1d10 + Wisdom modifier psychic damage. Until the end of your next turn, the target takes a –5 penalty to attack rolls, and if the target attacks and misses, it must make a melee basic attack against an enemy adjacent to it as a free action.

AMELIA STONER

**No Rest for the Wicked** Crimson Arbiter Utility 12

*You call forth souls from the Shadowfell. As foes strike you, the souls distract them with wailing.*

**Daily ✦ Divine**
**Minor Action** **Personal**
**Effect:** When any enemy hits you before the end of your next turn, that enemy takes a –2 penalty to all defenses (save ends).
**Sustain Minor:** The effect persists.

**Sign of Penance** Crimson Arbiter Attack 20

*A glyph of penance appears before you and ignites. Divine fire leaps from it to enemies of weak will.*

**Daily ✦ Divine, Fire, Implement, Radiant**
**Standard Action** **Ranged** 10
**Primary Target:** One target
**Primary Attack:** Wisdom vs. Will
**Hit:** 3d6 + Wisdom modifier fire and radiant damage.
**Miss:** Half damage.
**Effect:** Make a secondary attack that is an area burst 1 centered on the primary target.
**Secondary Target:** Each creature in burst other than the primary target
**Secondary Attack:** Wisdom vs. Reflex
**Hit:** 2d6 + Wisdom modifier fire and radiant damage, and the secondary target is slowed (save ends).
**Effect:** If the primary attack reduces the primary target to 0 hit points, the burst creates an area of difficult terrain that lasts until the end of the encounter.

# Devoted Orator

*"Take heed! My words are those of the gods, and they are to be feared."*

**Prerequisite:** Invoker

You are a messenger of the gods and a preacher of divine virtues. Your speech evokes devotion in the faithful and fear in the irreligious. You are an authority for anyone wishing to know the desires of your deity, and you are renowned for your power to enhance and amplify your voice and for your ability to speak in ominous, multilayered tones.

A few devoted orators are trained at temples, but most arise through private devotion. You might have communed directly with a deity and been forever moved by the experience, or you could be one whose faith is strong enough to bridge the mortal and immortal. People who dislike your message might regard you as a scolder, a rabble-rouser, or a threat to the established order, but you have little concern for how they react to you; you speak what the gods put in your heart, and you trust that they will deal harshly with those who ignore you or hinder you in your mission. If you serve a temple, you often prove to be difficult for your superiors to deal with, since your pronouncements chastise the great and the powerful as well as the rest of the people. Consequently, you rarely stay in one place for long. A few theocracies have devoted orators at their head or in close service to the ruler, for few dare to refute the power of one such as you.

HOWARD LYON

## Devoted Orator Path Features

**Brilliant Rhetoric (11th level):** You can use your Intelligence modifier instead of your Charisma modifier when making Diplomacy checks.

**Fearsome Oration (11th level):** When you spend an action point to take an extra action, you either pull or push each enemy within 5 squares of you a number of squares equal to your Intelligence modifier.

**Thundering Prayer (16th level):** When you use a close attack power, you can choose to deal extra thunder damage equal to one-half your Intelligence modifier, and you can push a target you hit 1 square. If you do so, the power gains the thunder keyword.

## Devoted Orator Prayers

**Legion Rebuke** — Devoted Orator Attack 11

*You chastise nearby enemies with divine displeasure. Your voice sounds as if many people are speaking at once.*

**Encounter ✦ Divine, Fear, Implement, Thunder**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Will
**Hit:** 1d8 + Wisdom modifier thunder damage. The target moves its speed + your Intelligence modifier away from you by the safest path possible.

**Chastisement** — Devoted Orator Utility 12

*Your thunderous rebuke weakens an enemy's resolve.*

**Encounter ✦ Divine**
**Immediate Reaction** **Close** burst 5
**Trigger:** An enemy within 5 squares of you makes an attack
**Target:** The triggering enemy in burst
**Effect:** The target gains vulnerable 10 thunder until the end of your next turn.

**Thunderous Oration** — Devoted Orator Attack 20

*Your enemies reel upon hearing your thunderous voice.*

**Daily ✦ Divine, Implement, Thunder**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d8 + Wisdom modifier thunder damage, and the target is dazed and deafened until the end of your next turn.
**Miss:** Half damage.
**Effect:** As the first action of your next turn, you can make the attack again as a free action.

# Divine Hand

*"I am the hand of my god. Through my actions, my god's touch is felt, whether it be a tender caress or a crushing fist."*

**Prerequisite:** Invoker

Through faithful devotion, you have attracted the attention of your deity, who has elevated you as a divine hand. A mortal representative of your deity, you have a divine mission, such as to construct a great monument in your god's image, to subdue a tyrant, or to create a temple in a distant land. Your actions sometimes seem without purpose, but they are part of your deity's grand design. Many divine hands are marked physically by their god in the form of unusual eye or hair color or a blemish on the skin.

As a divine hand, you wield powerful invocations for smiting the enemies of your deity. You are a dauntless soldier for your cause, because your fervor fills your heart with limitless courage. Your great faith strikes fear into your enemies and blazes a bright path across the world.

## Divine Hand Path Features

**Inspire Terror (11th level):** When you spend an action point to take an extra action, you also end any slowed or immobilized conditions on you. In addition, if you make an attack with your extra action, each enemy you hit with that attack is immobilized until the end of your next turn. This attack is a fear effect.

**Undaunted (11th level):** You gain a +2 bonus to saving throws and to all defenses against fear effects.

**Quell the Fearful (16th level):** When you hit an enemy with a fear power, that enemy takes a -2 penalty to attack rolls against you until the end of your next turn.

## Divine Hand Prayers

**Harvest the Craven** Divine Hand Attack 11

*You call terror down on your foes. They fear to remain alone.*

**Encounter ✦ Divine, Fear, Implement, Psychic**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 2d6 + Wisdom modifier psychic damage. Until the end of your next turn, the target is slowed, and it takes a -2 penalty to all defenses when it is not adjacent to another enemy.

**Tenor of Wrath** Divine Hand Utility 12

*The sky darkens and the ground trembles as you manifest your god's terrifying presence.*

**Daily ✦ Divine, Fear, Zone**
**Minor Action** **Close** burst 5
**Effect:** The burst creates a zone of fear that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. If willingly entering a square within the zone would bring an enemy closer to you, entering that square costs the enemy 1 extra square of movement.
**Sustain Minor:** The zone persists.

**Cascade of Fear** Divine Hand Attack 20

*You raise your implement high and speak words of portent, assuring your foes of your god's wrath and sending them sprawling in fear.*

**Daily ✦ Divine, Fear, Implement, Psychic**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier psychic damage, and the target is knocked prone and dazed (save ends). The target takes a penalty to saving throws against this effect equal to your Constitution modifier.
**Miss:** Half damage, and the target is knocked prone.

CONCEPT ART HOUSE LLC

# Divine Philosopher

*"Knowledge is my weapon, for it cuts truer than any sword."*

**Prerequisite:** Invoker

A paragon of scholarship, you wield the power of knowledge. You believe that the gods are the ultimate vessels of wisdom in the universe, and through devotion to them and careful study of their words, you seek to understand and shape reality itself.

Divine philosophers generally arise from remote monasteries where the words of the gods are studied and debated amid daily chants and meditations. A rare few divine philosophers are self-taught savants, who learn through careful study of divine texts and personal devotion to the gods. Whatever their origins, divine philosophers seek knowledge throughout the world, in temple archives, hidden vaults, and ancient libraries.

As a divine philosopher, you call on your deep understanding of the gods to aid you in your adventures. Your tireless pursuit of knowledge leads you across the planes to ancient civilizations and hostile lands. Although you might serve a particular deity, you seek the wisdom of all the gods, wherever it can be found.

LUCAS GRACIANO

## Divine Philosopher Path Features

**Insight of the Ancients (11th level):** When you spend an action point to make an attack, you can reroll one attack roll you make as part of that attack. You must use the second result.

**Student of the Gods (11th level):** You gain one divine at-will attack power from a class other than your own as an encounter power.

**Knowledge Is Power (16th level):** When you succeed on a DC 20 monster knowledge check about a particular creature (DC 25 for a paragon tier creature or DC 30 for an epic tier creature), you gain a +1 bonus to attack rolls and a +2 bonus to damage rolls against that creature until the end of the encounter. If your check result is 25 (30 for a paragon tier creature or 35 for an epic tier creature), you instead gain a +2 bonus to attack rolls and a +4 bonus to damage rolls. You can use this path feature once per day.

## Divine Philosopher Prayers

**Hit the Weak Spot** Divine Philosopher Attack 11

*You invoke the knowledge of the gods and send out a beam of radiance that lowers your foe's resistances.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier radiant damage. Until the end of your next turn, the target's resistances are reduced by 5 + your Intelligence modifier, and its vulnerabilities are increased by your Intelligence modifier.

**Uncanny Insight** Divine Philosopher Utility 12

*You foresee your foe's next course of action and act, taking advantage of that knowledge.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy within your line of sight takes a standard action, and you are trained in the skill related to that creature's origin
**Effect:** You take a standard action.

**Word of Anathema** Divine Philosopher Attack 20

*You speak one of the sacred words handed down to you from the gods. The word is anathema to your enemies, enfeebling them.*

**Daily ✦ Divine, Fear, Implement**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst that has a creature origin related to a skill you're trained in
**Attack:** Wisdom vs. Will
**Hit:** 1d10 + Wisdom modifier damage, and the target is weakened and gains vulnerable 5 + your Intelligence modifier to all damage (save ends both).
**Miss:** The target is slowed and gains vulnerable 5 to all damage until the end of your next turn.

# Keeper of the Nine

*"You brought this onto yourself."*

**Prerequisite:** Invoker, trained in History

Ancient scrolls speak of the world's last days, foretelling a time of violence and destruction that will consume everything. You have studied these scrolls and know the disasters destined to befall the world: nine terrible catastrophes that will one day cause its doom. These supernatural disasters were sown in the world's foundations during the first days and now lie buried beneath mighty seals in its far corners. It is your task to ensure that these seals remain intact, for each time some evil power breaks one, the end of all things draws closer. Those who meddle with the seals flirt with the destruction of all and risk upsetting the great purpose of the cosmos.

To safeguard the ancient seals, you are initiated into a secretive order: the Keepers of the Nine. You learn powerful prayers of warding and destruction so that you can deal with those who meddle with forces they do not understand. Keepers are drawn from many races and include servants of different gods, but most are dedicated to Erathis, Ioun, or Moradin. Old disagreements and jealousies are common among the Keepers, but all agree that the Nine Seals must remain hidden and unbroken.

## Keeper of the Nine Path Features

**Dooming Action (11th level):** When you spend an action point to make an attack, one target hit by that attack gains vulnerable 5 to all damage (save ends).

**Ruining Prayer (11th level):** When you use any invoker power that is a close attack, you can turn the ground around you into rubble; each square adjacent to you becomes difficult terrain until the rubble is cleared.

**Keeper's Vengeance (16th level):** When you are bloodied and use an invoker power that creates a burst, you can increase the size of the burst by 1.

## Keeper of the Nine Prayers

**Glyph of Warning** Keeper of the Nine Attack 11

*A complex glyph appears in the air above you, repelling your enemies.*

**Encounter ✦ Divine, Fear**
**Standard Action** **Close** burst 10
**Target:** Each enemy in burst
**Effect:** Each target moves its speed away from you as a free action. Any ally who makes an opportunity attack provoked by this movement gains a power bonus to the attack roll and the damage roll equal to 2 + your Intelligence modifier.

WILLIAM O'CONNOR

**Keeper's Mantle** Keeper of the Nine Utility 12

*A shimmering blue aura of energy settles over your shoulders, whisking you away from your enemies' attacks and distracting foes standing too close to you.*

**Daily ✦ Divine, Teleportation**
**Immediate Reaction** **Personal**
**Trigger:** You take damage from an enemy's attack while you are bloodied
**Effect:** You teleport 5 squares. Each enemy adjacent to you when you teleport grants combat advantage until the end of your next turn.

**The Tenth Seal** Keeper of the Nine Attack 20

*You conjure a glyph that unleashes the magic of the Tenth Seal, known only to the most powerful Keepers of the Nine. Your enemies are stunned by its thunder.*

**Daily ✦ Conjuration, Divine, Implement, Thunder**
**Standard Action** **Ranged** 10
**Effect:** You conjure a glyph of the Tenth Seal in an unoccupied square within range. The glyph lasts until the end of your next turn. When the glyph appears, it makes an attack that is a close burst 3.
**Primary Target:** Each enemy in burst
**Primary Attack:** Wisdom vs. Will
**Hit:** 2d8 + Wisdom modifier thunder damage, and the primary target is stunned (save ends).
**Sustain Minor:** The glyph persists and makes a secondary attack that is a close burst 3.
**Secondary Target:** Each enemy in burst
**Secondary Attack:** Wisdom vs. Will
**Hit:** 1d8 + Wisdom modifier thunder damage, and the secondary target is dazed (save ends).

# Speaker of the Word

*"It is simple to speak the Word. Knowing how and when to use the Word—and how to ease your conscience after you unleash its power—is more complex."*

**Prerequisite:** Invoker

You are an initiate in a rare tradition, one that embraces a unified religious concept summed up in one word of power. The Word was crafted by the gods to be a great weapon. Only the most trustworthy and compassionate invokers are taught the syllables of the Word, and even they seldom use its power. Each syllable, when spoken in the proper pitch and cadence, is a powerful prayer in its own right, and those brief tones are the most powerful weapons of your faith.

It is not enough simply to repeat the syllables that comprise the Word; to unleash its power you must desire to do so, speaking it exactly and framing the philosophical significance of each syllable in your mind as you say it. Uttering the Word unleashes dangerous divine energy, and even speakers of the Word dare not utter it in a voice louder than a whisper.

## Speaker of the Word Path Features

**Speaker's Action (11th level):** When you spend an action point to take an extra action, you can also reroll one die you roll during the same turn for an attack roll, a damage roll, a skill check, or a saving throw and use either result.

**Influencing Syllable (11th level):** You gain a +2 bonus to Charisma-based skill checks.

**Empowering Syllable (16th level):** After you use a speaker of the Word power, you gain a +2 power bonus to attack rolls until the end of your next turn.

## Speaker of the Word Prayers

**Syllable of Light** — Speaker of the Word Attack 11

*You whisper an otherworldly tone, and lights swirl around you, blinding your foes and surrounding your allies in cloaks of radiance.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Will
**Hit:** 1d8 + Wisdom modifier radiant damage, and the target is blinded and deafened until the end of your next turn.
**Effect:** Each ally in the burst gains a +2 power bonus to all defenses and resist 5 radiant until the end of your next turn.

**Guiding Syllable** — Speaker of the Word Utility 12

*A syllable of the Word is enough to guide others' steps.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** You slide the target a number of squares equal to your Intelligence modifier. The next time the target hits with an attack before the end of your next turn, you can slide the hit creature 1 square as a free action.

**The Word Spoken** — Speaker of the Word Attack 20

*In a soft voice, you intone the complete Word, unleashing sublime destruction.*

**Daily ✦ Divine, Implement, Psychic**
**Standard Action** **Area** burst 3 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Will
**Hit:** 3d8 + Wisdom modifier psychic damage, and ongoing 10 psychic damage (save ends). In addition, the target fails its next saving throw before the end of the encounter.
**Miss:** Half damage, and ongoing 5 psychic damage (save ends).

RALPH BEISNER

# Stonecaller

*"The wrongs of old are remembered in the very rocks of the world. Secret wrath lies sleeping in stone."*

**Prerequisite:** Invoker

The ancient language of creation lies locked within the bones of the earth. You have mastered some of the oldest and most fundamental syllables of this language, syllables so sonorous that they almost defy being uttered by mortals. With your words and your will, you can wake the very stone of the world to lend you its strength or lash out at your enemies.

Dwarves were the first mortal stonecallers, but the tradition has since spread to other races, especially goliaths, shifters, and barbaric humans—people who live close to the elements. Throughout the world, mountain folk know the power of the stonecaller's voice.

## Stonecaller Path Features

**Stonecaller's Action (11th level):** When you spend an action point to take an extra action, you also create an earthquake in a close burst 2, 5, or 10 (your choice). Until the start of your next turn, all creatures other than you treat the area of the burst as difficult terrain, and any creature you hit while it is in the burst is knocked prone after the attack's effects are resolved.

**Strong Footing (11th level):** When any attack would knock you prone, you can make a saving throw. If you save, you don't fall prone. In addition, you ignore difficult terrain if it is the result of rubble, uneven stone, or an earthen construction.

**Stonesight (16th level):** You gain tremorsense 5 as long as you are in contact with the ground.

## Stonecaller Prayers

**Earthbolt** Stonecaller Attack 11

*At your command, the ground beneath your enemies erupts in jagged fangs of stone.*

**Encounter ✦ Divine, Implement, Zone**
**Standard Action** **Area** burst 2 within 10 squares
**Target:** Each creature in burst
**Attack:** Wisdom vs. Fortitude
**Hit:** 3d6 + Wisdom modifier damage, and the target is knocked prone.
**Effect:** The burst creates a zone of uneven stone that lasts until the end of your next turn. The zone is difficult terrain.

**Rooted to the Earth** Stonecaller Utility 12

*The earth grants you or your friend its immovable mass and deep power.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Close** burst 2
**Trigger:** You or an ally within 2 squares of you is bloodied, pulled, pushed, or slid by an enemy attack
**Target:** The triggering character
**Effect:** The target can use his or her second wind and isn't subject to the forced movement, if any.

**Black Obelisk of Doom** Stonecaller Attack 20

*You call forth a great pillar of rock. An ancient rune of destruction is carved on it. Enemies that behold it are drawn to their doom.*

**Daily ✦ Conjuration, Divine, Implement, Necrotic**
**Standard Action** **Ranged** 20
**Effect:** You conjure a black obelisk that fills an unoccupied square within range. The obelisk must be on a solid surface and is a 10-foot-high solid obstacle. It lasts until the end of your next turn. Any enemy that starts its turn adjacent to the obelisk is weakened until the start of its next turn. When the obelisk appears, it makes an attack that is a close burst 4.
**Target:** One creature in burst
**Attack:** Wisdom vs. Will
**Hit:** 3d8 + Wisdom modifier necrotic damage, and the target is pulled 3 squares toward the obelisk and immobilized (save ends).
**Sustain Minor:** The obelisk persists. As a standard action, you can make its attack again.

KIERAN YANNER

# Theurge of the Compact

*"I will not bow."*

**Prerequisite:** Invoker, Covenant of Wrath class feature

You walk a perilous path, for you study the rare and dangerous fragments of the Compact Infernal. Through your understanding of this dark lore, you have harnessed the power of the Nine Hells. You hold mastery over infernal conflagrations and can conjure fiendish servants. With such power at your command, you run the risk of becoming consumed by pride and being seduced by fell whispers. You must use your powers with great care—if you falter, the fiends that serve you might become your masters.

## Theurge of the Compact Path Features

**Incendiary Action (11th level):** When you spend an action point to make an attack, each target hit by that attack gains vulnerable 5 fire until the end of your next turn.

**Bringer of Despair (11th level):** When you score a critical hit with an invoker attack power, you can take 5 damage. If you do so, the target of the critical hit takes a -2 penalty to attack rolls (save ends).

**Fiery Wrath (16th level):** The bonus damage of your Covenant Manifestation is fire and is 2 instead of 1 for each enemy.

GORAN JOSIC

## Theurge of the Compact Prayers

**Hellfire Unleashed** Theurge of the Compact Attack 11

*Hellish fire erupts within your enemy, while black smoke poisons the air around it.*

**Encounter ✦ Divine, Fire, Implement, Poison**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Wisdom vs. Fortitude
**Hit:** 2d10 + Wisdom modifier fire and poison damage. Each creature adjacent to the target takes 5 poison damage and grants combat advantage until the end of your next turn.

**Infernal Guardian** Theurge of the Compact Utility 12

*A sinister figure formed from hellfire appears beside you to protect you from harm.*

**Encounter ✦ Conjuration, Divine**
**Minor Action** **Melee** 1
**Effect:** You conjure an infernal guardian in an unoccupied square adjacent to you. The guardian lasts until the end of your next turn. While you are adjacent to the guardian, you are immune to charm effects and fear effects, and you gain resist 10 fire.
**Sustain Minor:** The guardian persists.

**Fiery Companions** Theurge of the Compact Attack 20

*Fire erupts across your body as you scream the word to rip open reality and call forth fiends to aid you.*

**Daily ✦ Conjuration, Divine, Fire, Implement**
**Standard Action** **Close** burst 10
**Effect:** You conjure four fiery fiends in four unoccupied squares in the burst. The fiends occupy their squares, and they last until the end of your next turn. Any creature that leaves a square adjacent to a fiend on its turn takes ongoing 10 fire damage (save ends). When the fiends appear, they each make the following melee attack (determine line of sight from each fiend). A fiend attacks an ally if no enemies are adjacent to it.
**Target:** One adjacent creature
**Attack:** Wisdom vs. Reflex
**Hit:** 2d8 + Wisdom modifier fire damage, and ongoing 5 fire damage (save ends).
**Sustain Minor:** The fiends persist. As a standard action, you can cause each of the fiends to make its attack again. As before, a fiend attacks an ally if no enemies are adjacent to it.

# Vessel of Ichor

*"I am more than mortal, for I have tasted the blood of the gods."*

**Prerequisite:** Invoker, Covenant of Wrath class feature

To strengthen you for the hardships that lie ahead, you have been given a rare blessing: You have drunk a single drop of ichor, the blood of the gods. The potency of ichor is more than the mortal frame was meant to bear, and the effect of consuming even a drop was almost enough to kill you. But you survived, and now a tiny portion of immortal blood flows through your veins.

Ichor is exceedingly rare in the world. Secretive religious orders carefully hoard vials containing the silvery substance, concealing it in well-defended temples, remote monasteries, or hidden shrines. You might have discovered the drop you consumed in a long-forgotten vault years ago and carried the vial until you grew powerful enough to drink its contents and live. Or emissaries of those who first schooled you in the invoker's way might have arrived when you were ready to take this path, bringing you the drop of ichor. In any event, your goal as a vessel of ichor is to defend the great and noble things the gods have created against those who would tear them down. Whenever a servant of the gods is murdered, whenever something sacred is defiled, it is an affront to divine sovereignty.

GEORGI "CALADER" SIMEONOV

## Vessel of Ichor Path Features

**Vessel's Action (11th level):** When you spend an action point to take an extra standard action, you also gain an extra minor action you can use before the end of your next turn. If you are bloodied when you spend the action point, you gain an extra move action instead.

**Invoker's Blood (11th level):** When you use your *armor of wrath* power, you deal 2d6 extra damage if you are bloodied.

**Vessel's Resistance (16th level):** You gain resist 5 to all damage while you are bloodied.

## Vessel of Ichor Prayers

### Fiery Glance — Vessel of Ichor Attack 11

*You summon the divine power in your blood. Your eyes blaze with silver fire as you fix your gaze on your foe.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 20
**Primary Target:** One creature
**Primary Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier radiant damage, and the target is dazed until the end of your next turn. Make a secondary attack that is an area burst 2 centered on the primary target.
**Secondary Target:** Each enemy in burst other than the primary target
**Secondary Attack:** Wisdom vs. Reflex
**Hit:** 1d10 + Wisdom modifier radiant damage.

### Holy Vigor — Vessel of Ichor Utility 12

*You call on the divine potency in your blood. In a flash, you and your friend are emboldened to strike back at your foe.*

**Daily ✦ Divine, Healing**
**Immediate Reaction** **Close** burst 10
**Trigger:** An enemy hits your ally within 10 squares of you
**Target:** The triggering ally in burst
**Effect:** You and the target gain a +2 power bonus to the next attack roll each of you makes against the triggering enemy before the end of the encounter. If the target was bloodied by the triggering enemy's attack, he or she can spend a healing surge.

### Silver Rain — Vessel of Ichor Attack 20

*A rain of silver droplets showers your friends and foes with the power of divine ichor.*

**Daily ✦ Divine, Healing, Implement, Radiant, Zone**
**Standard Action** **Area** burst 3 within 20 squares
**Target:** Each enemy in burst
**Attack:** Wisdom vs. Fortitude. You gain a bonus to the attack roll and the damage roll equal to the number of bloodied allies in the burst and an additional +1 if you are bloodied.
**Hit:** 4d8 + Wisdom modifier radiant damage, and ongoing 5 radiant damage (save ends).
**Miss:** Half damage.
**Effect:** The burst creates a zone of ichor that lasts until the end of your next turn. Any bloodied ally who starts his or her turn within the zone regains hit points equal to your Constitution modifier. Any enemy that isn't bloodied that starts its turn within the zone takes radiant damage equal to your Constitution modifier.
**Sustain Minor:** The zone persists.

CHAPTER 4

# Paladin

*My good blade carves the casques of men,*
*My tough lance thrusteth sure,*
*My strength is as the strength of ten,*
*Because my heart is pure.*

–Tennyson, "Sir Galahad"

A LIVING rampart of steel and courage, you stand against all enemies. You anchor the front line of the adventuring party, first to throw yourself in harm's way. With bold challenges, you defy the most fearsome of enemies and force them to reckon with you. Your place is in the middle of the fray, testing your mettle in hand-to-hand combat.

Different deities have varying expectations of their paladins. Some deities favor those who excel in shielding their comrades from harm, while others demand vengeance from their champions. But you might instead be an ardent paladin, one who sacrifices your own defense and even your health for greater offensive power. Or you are a virtuous paladin, a warrior of pure heart who can withstand the wiles and blights of your gods' enemies. You might follow one of these paths exclusively, or you might forge a course of your own.

However you choose to serve your divine patron, this chapter provides you with many new options.

- **New Class Features:** In place of your *lay on hands* power, you can select one of two new powers to better focus on dealing damage or overcoming harmful conditions. These are best suited to the paladin builds presented in this chapter, though any paladin can choose them.
- **New Builds:** The ardent paladin takes the battle to the enemy, heedless of personal risk. The virtuous paladin excels in resisting conditions imposed by enemies.
- **New Paladin Powers:** Almost one hundred new paladin powers include prayers for ardent and virtuous paladins, as well as prayers suited to avenging and protecting paladins.
- **New Paragon Paths:** New paragon paths focus your paladin's service, including the champion of Corellon, the demonslayer, and the holy conqueror.

GORAN JOSIC

# NEW CLASS FEATURES

When you make your paladin, you can select one of these powers in place of *lay on hands*.

**Ardent Vow** Paladin Feature

*You draw on unwavering faith and inner strength to strike with divine fury.*

**Daily (Special) ✦ Divine**
**Minor Action** **Melee** touch
**Target:** One creature
**Effect:** The next time you attack the target before the end of your next turn, you gain a bonus to the damage roll equal to 5 + your Wisdom modifier. In addition, whenever you attack the target before the end of the encounter, it is subject to your divine sanction until the end of your next turn.
**Special:** You can use this power a number of times per day equal to your Wisdom modifier (minimum 1), but only once per round.

**Virtue's Touch** Paladin Feature

*Your gentle touch removes affliction.*

**Daily (Special) ✦ Divine**
**Minor Action** **Melee** touch
**Target:** One creature
**Effect:** You remove one condition from the target: blinded, dazed, deafened, slowed, stunned, or weakened.
**Special:** You can use this power a number of times per day equal to your Wisdom modifier (minimum 1), but only once per round.

# NEW BUILDS

The avenging paladin and the protecting paladin are described in the *Player's Handbook*. This chapter introduces two paladin builds: the ardent paladin, who specializes in offense, and the virtuous paladin, who focuses on resisting harmful effects.

## Ardent Paladin

Your brutal assaults demonstrate the power of your god's wrath. You're more like a striker than other paladins are. You willingly sacrifice your own health and defense to strike down your foes, even giving up some healing ability to be a more powerful attacker. The *ardent vow* power allows you to focus on a specific opponent, dealing additional damage with attacks and keeping that foe's attention on you. This power also enhances powers that work better against enemies marked by you.

Take Strength as your highest ability score, since you use it for many attacks and damage. Wisdom should be your second-highest score, to maximize the number of uses you get of *ardent vow*. A good Constitution score can help soothe the sting of powers that require you to spend some of your own hit points for best effect. Because of this build's focus on dealing damage, choose a weapon with the best possible damage capacity, typically a two-handed weapon.

**Suggested Class Feature:** *ardent vow**
**Suggested Feat:** Mighty Challenge
**Suggested Skills:** Heal, Insight, Intimidate, Religion
**Suggested At-Will Powers:** *ardent strike*,* *valiant strike*
**Suggested Encounter Power:** *divine pursuit**
**Suggested Daily Power:** *blood of the mighty**
*New option presented in this book

## Virtuous Paladin

You are a tower of faith; enchantments and dreadful powers wielded by your foes can find little purchase in your devoted heart. Like the protecting paladin, you shield your companions, but you do so while protecting yourself so that you can stay in the fight. No matter how your enemies attack you, you excel at resisting conditions that would impede others. As a warrior of exceptional piety, you also make more use of your holy symbol than other paladins do. You have several options for engaging enemies at range, so that even foes beyond your weapon's reach cannot escape your challenge.

Your highest ability score should be Charisma. Choose Wisdom for your second-best score, since a good Wisdom enhances the effects of many of your powers. Strength should be your third-best score. First choose powers that let you make extra saving throws or use healing surges, then powers that bolster your allies or deal high damage. You should wield a shield and a one-handed weapon, since having high defenses is a goal of this build.

### DIVINE SANCTION

Many new paladin powers and some of the new feats in this book subject a target to your divine sanction. Being subject to it means the target is marked by you for a duration specified in the description of the power or feat. Unless otherwise noted, the mark ends before the specified duration if someone else marks the target.

Until the mark ends, the target takes radiant damage equal to 3 + your Charisma modifier the first time each round it makes an attack that doesn't include you as a target. The damage increases to 6 + your Charisma modifier at 11th level and 9 + your Charisma modifier at 21st level.

Divine sanction is meant to complement *divine challenge*. You can use *divine challenge* to mark one creature and use divine sanction to mark others. Divine sanction has fewer restrictions than *divine challenge* so that you can easily use the two in concert.

**Suggested Class Feature:** *virtue's touch**
**Suggested Feat:** Virtuous Recovery
**Suggested Skills:** Endurance, Heal, Insight, Religion
**Suggested At-Will Powers:** *bolstering strike, virtuous strike**
**Suggested Encounter Power:** *valorous smite**
**Suggested Daily Power:** *majestic halo**
*New option presented in this book

# NEW PALADIN POWERS

Paladins excel at calling out foes, and a number of the new powers presented here reinforce that ability using divine sanction. Ardent paladin powers represent zealous devotion to deity and cause, dealing tremendous damage at a cost to yourself, and virtuous paladin powers reflect devotion and strength of spirit to guard you from enemy attacks. Avenging paladins might choose a few ardent paladin powers for a boost to damage, and protecting paladins can make good use of many virtuous paladin powers.

## Level 1 At-Will Prayers

**Ardent Strike** Paladin Attack 1

*You attack your enemy and make it the focus of your god's anger.*

**At-Will ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target**: One creature
**Attack:** Strength or Charisma vs. AC
**Hit:** 1[W] + Strength or Charisma modifier damage, and the target is subject to your divine sanction until the end of your next turn.
*Level 21:* 2[W] + Strength or Charisma modifier damage.
**Special:** When charging, you can use this power in place of a melee basic attack.

**Virtuous Strike** Paladin Attack 1

*The clean light of your weapon pierces your enemies and fills you with resolve.*

**At-Will ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier radiant damage, and you gain a +2 bonus to saving throws until the start of your next turn.
*Level 21:* 2[W] + Charisma modifier radiant damage.
**Special:** This power can be used as a melee basic attack.

EMRAH ELMASLI

## Level 1 Encounter Prayers

### Dazzling Flare — Paladin Attack 1

*Painfully bright light flashes from your holy symbol.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Ranged** 5
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 2d8 + Charisma modifier radiant damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

### Divine Pursuit — Paladin Attack 1

*You drive your foe back with a mighty attack and follow it to prevent its escape.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Wisdom modifier. You then shift to the nearest square adjacent to the target.

### Guardian Light — Paladin Attack 1

*As you attack, a faint glow envelops your weapon and bolsters your defenses for a time.*

**Encounter ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength or Charisma vs. AC
**Hit:** 1[W] + Strength or Charisma modifier radiant damage. Until the end of your next turn, you gain a bonus to Fortitude, Reflex, and Will equal to your Wisdom modifier.

### Heedless Fury — Paladin Attack 1

*You lay into your foe without regard to your own safety.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you take a -5 penalty to all defenses until the end of your next turn.

### Valorous Smite — Paladin Attack 1

*You cry out as you strike, daring all your enemies to face you.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage. Each enemy within 3 squares of you is subject to your divine sanction until the end of your next turn.

## Level 1 Daily Prayers

### Blood of the Mighty — Paladin Attack 1

*You draw on your own life force to deal a decisive blow.*

**Daily ✦ Divine, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage.
**Effect:** You take 5 damage, which can't be reduced in any way.

### Blazing Brand — Paladin Attack 1

*Your strike burns your god's symbol onto the enemy, a beacon to your companions.*

**Daily ✦ Divine, Fire, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier fire damage. The target takes ongoing 5 fire damage and grants combat advantage to any ally adjacent to it (save ends both).

### Glorious Charge — Paladin Attack 1

*You wade into battle and urge your allies to greater heights.*

**Daily ✦ Divine, Healing, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage.
**Effect:** After the attack, each ally within 2 squares of you regains hit points equal to one-half your level + your Wisdom modifier.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Majestic Halo — Paladin Attack 1

*You shine with divine radiance that sears your enemies as you attack and commands their respect.*

**Daily ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier radiant damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, any enemy that starts its turn adjacent to you is subject to your divine sanction until the end of its turn.

## Level 2 Utility Prayers

### Bless Weapon — Paladin Utility 2

*You recite an ancient prayer to imbue your weapon with the power of pure faith.*

**Daily ✦ Divine, Radiant**
**Minor Action** **Personal**
**Effect:** Choose one weapon you are wielding. Until the end of the encounter, you gain a +1 power bonus to attack rolls with that weapon, and it deals 1d6 extra radiant damage on a hit. In addition, you can score a critical hit with the weapon on a roll of 18-20 against creatures vulnerable to radiant damage.

### Call of Challenge — Paladin Utility 2

*You brandish your weapon and demand that all foes nearby face you in battle.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 3
**Target:** Each enemy in burst
**Effect:** Each target is subject to your divine sanction until the end of your next turn.

### Divine Counter — Paladin Utility 2

*The power of your god deflects part of an attack against you, and you call out the attacker.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy hits your Fortitude, Reflex, or Will
**Effect:** You take only half damage from the triggering enemy's attack, and the triggering enemy is subject to your divine sanction until the end of its next turn.

### Touch of Grace — Paladin Utility 2

*You take onto yourself the suffering of your ally.*

**Encounter ✦ Divine**
**Minor Action** **Melee** touch
**Target:** One ally
**Effect:** You transfer to yourself one effect on the target that a save can end.

### Virtue — Paladin Utility 2

*You gird yourself in your high ideals and face the enemy with renewed determination.*

**Encounter ✦ Divine**
**Minor Action** **Personal**
**Effect:** You spend a healing surge but regain no hit points. You instead gain temporary hit points equal to your healing surge value.

## Level 3 Encounter Prayers

### Avenging Smite — Paladin Attack 3

*Your steel transfixes an enemy that harms your friend.*

**Encounter ✦ Divine, Weapon**
**Immediate Reaction** **Melee** 1
**Trigger:** An enemy adjacent to you hits your ally
**Target:** The triggering enemy
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and the target is immobilized until the end of your next turn.

### Call to Arms — Paladin Attack 3

*You lead your foe to the ground where you want to fight.*

**Encounter ✦ Divine, Implement**
**Standard Action** **Close** burst 5
**Target:** One creature marked by you
**Primary Attack:** Charisma vs. Will
**Hit:** You pull the target to a square adjacent to you. Then make a melee secondary attack against it using your weapon.
**Secondary Attack:** Charisma + 2 vs. AC
**Hit:** 2[W] + Charisma modifier damage.

### Hold Fast — Paladin Attack 3

*You engage your foe and prevent it from advancing on your allies.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength or Charisma vs. AC
**Hit:** 2[W] + Strength or Charisma modifier damage, and the target is immobilized until the end of your next turn.
**Special:** You can use this power in place of a melee basic attack.

### Strength from Valor — Paladin Attack 3

*As foes encircle you, you fight all the harder.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier damage. You gain 5 temporary hit points for each target hit by the attack.

### Trial of Strength — Paladin Attack 3

*You shake off affliction to strike true and hard.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Effect:** Before the attack, you make a saving throw with a bonus equal to your Wisdom modifier.
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage.

## Level 5 Daily Prayers

### Arc of Vengeance — Paladin Attack 5

*Your flashing weapon promises a swift end to your foes.*

**Daily ✦ Divine, Radiant, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier radiant damage.
**Miss:** Half damage.
**Effect:** The target is subject to your divine sanction until the end of your next turn. If the target was already marked by you, it also takes radiant damage equal to your Wisdom modifier whenever it deals damage to you or any ally (save ends).

### Name of Might — Paladin Attack 5

*You shout an ancient angelic name of thunderous power that slows your foes.*

**Daily ✦ Divine, Implement, Thunder**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 3d8 + Charisma modifier thunder damage, and the target is slowed (save ends).
**Miss:** Half damage, and the target is slowed until the end of its next turn.

### Prayer of Two Paths — Paladin Attack 5

*As you strike one enemy, you direct a beam of holy radiance against another.*

**Daily ✦ Divine, Healing, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** Make a ranged secondary attack using your implement. Doing so doesn't provoke opportunity attacks.
**Secondary Target:** One creature other than the primary target within 5 squares of you
**Secondary Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier radiant damage, and you regain hit points equal to 1d6 + your Charisma modifier.

### Unrelenting Punishment — Paladin Attack 5

*After your initial attack, divine power continues to assault your foe, and you grow stronger all the while.*

**Daily ✦ Divine, Healing, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** The target takes ongoing 5 damage (save ends). Whenever the target takes this ongoing damage, you regain hit points equal to your Wisdom modifier.

### Unyielding Faith — Paladin Attack 5

*You let faith alone guide your weapon. No enemy can distract you from your sacred task.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage, and the target is subject to your divine sanction until the end of the encounter.
**Miss:** Half damage.
**Effect:** You gain a +5 power bonus to all defenses against charm effects until the end of the encounter.

## Level 6 Utility Prayers

### Fear Not — Paladin Utility 6

*You reassure your ally, conferring divine power to throw off ill effects.*

**Encounter ✦ Divine**
**Minor Action** **Melee** touch
**Target:** One creature
**Effect:** The target can make a saving throw. Against a fear effect, the target gains a bonus to the saving throw equal to your Wisdom modifier.

### Pure Devotion — Paladin Utility 6

*The intensity of your faith protects you from your enemy's insidious power.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy attacks you
**Effect:** You gain a +4 power bonus to Fortitude and Will until the end of your next turn.

### Shield of Discipline — Paladin Utility 6

*Toughness hard won through years of rigorous self-control blunts your enemies' attacks.*

**Encounter ✦ Divine**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you gain resistance to all damage equal to your Strength modifier.

### Shield the Virtuous — Paladin Utility 6

*You speak a prayer of protection for an ally, who is surrounded by a shining halo.*

**Daily ✦ Divine, Radiant**
**Minor Action** **Close** burst 10
**Target:** One ally in burst
**Effect:** Until the end of the encounter, any enemy that hits or misses the target takes 3 + your Charisma modifier radiant damage, unless that enemy is marked by the target.
*Level 11:* 6 + your Charisma modifier radiant damage.
*Level 21:* 9 + your Charisma modifier radiant damage.

### Valiant Rush — Paladin Utility 6

*You plunge into battle with divine speed.*

**Encounter ✦ Divine**
**Move Action** **Personal**
**Effect:** You move twice your speed to a square adjacent to an enemy that is within your line of sight at the start of this movement.

## Level 7 Encounter Prayers

### Astral Thunder — Paladin Attack 7

*The power of your god's dominion thunders through your holy symbol to pummel nearby foes.*

**Encounter ✦ Divine, Implement, Thunder**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 2d8 + Charisma modifier thunder damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to your Wisdom modifier.

### Blade of Light — Paladin Attack 7

*As you charge, a golden light envelops your weapon and fortifies you against the powers of darkness and fear.*

**Encounter ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier radiant damage. Until the end of your next turn, you gain a +2 bonus to all defenses against fear or necrotic effects.
**Special:** When charging, you can use this power in place of a melee basic attack.

### Comeback Smite — Paladin Attack 7

*You shrug off the effects of your enemies' attacks and strike back with even greater purpose.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Effect:** Before the attack, you make a saving throw against each effect on you that a save can end. You gain a bonus to the attack roll and the damage roll equal to the number of effects you save against.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.

### Force of Arms — Paladin Attack 7

*You channel your entire spirit into a powerful attack.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC. If you have used the Channel Divinity power *divine strength* during this turn, you gain a bonus to the attack roll equal to your Wisdom modifier.
**Hit:** 2[W] + Strength modifier damage.

### Price of Cowardice — Paladin Attack 7

*A searing flash of light punishes a foe who refuses to face you in battle.*

**Encounter ✦ Divine, Implement, Radiant**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An enemy marked by you makes an attack that does not include you as a target
**Target:** The triggering enemy
**Attack:** Charisma vs. Will
**Hit:** 2d10 + Charisma modifier radiant damage, and the target is blinded until the end of your next turn.

LUCIO PARRILLO

### Resurgent Smite — Paladin Attack 7

*Your inspiring attack bestows health on your ally.*

**Encounter ✦ Divine, Healing, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength or Charisma vs. AC
**Hit:** 2[W] + Strength or Charisma modifier damage, and an ally within 5 squares of you can spend a healing surge. If the attack deals at least 20 damage, the ally gains additional hit points equal to twice your Wisdom modifier.

## Level 9 Daily Prayers

### Final Rebuke — Paladin Attack 9

*You roar with outrage, and your furious strike hurls your foe away.*

**Daily ✦ Divine, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage, and you push the target 5 squares. If the target ends this movement in a square adjacent to a solid obstacle, the target takes 1[W] extra damage.

### Knightly Intercession — Paladin Attack 9

*You command a foe to attack you instead of your companion.*

**Daily ✦ Divine, Weapon**
**Immediate Interrupt** **Close** burst 10
**Trigger:** An enemy within 10 squares of you hits your ally with a melee or a ranged attack
**Target:** The triggering enemy
**Effect:** The triggering attack hits you instead of the ally. You pull the target to a square adjacent to you and then make the following attack against it.
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is subject to your divine sanction until the end of the encounter.

### Ray of Reprisal — Paladin Attack 9

*You direct a beam of fierce radiance against an enemy and force it to feel the pain of the wounds it inflicted on your comrade.*

**Daily ✦ Divine, Implement, Radiant**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An enemy within 5 squares of you hits your ally
**Target:** The triggering enemy
**Attack:** Charisma vs. Fortitude
**Hit:** 3d6 + Charisma radiant damage.
**Miss:** Half damage.
**Effect:** The ally hit takes half damage from the triggering enemy's attack.

### Shackles of Justice — Paladin Attack 9

*Consecrated light enfolds the enemy you smite, exacting a price whenever that foe causes harm.*

**Daily ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage.
**Effect:** Whenever the target deals damage, it takes 2d6 radiant damage (save ends).

### Shout of Condemnation — Paladin Attack 9

*Your thunderous words consign your foes to continual pain.*

**Daily ✦ Divine, Implement, Thunder**
**Standard Action** **Close** blast 5
**Target:** Each creature in blast
**Attack:** Strength vs. Will
**Hit:** 2d6 + Strength modifier thunder damage, and the target takes ongoing 5 thunder damage and is subject to your divine sanction (save ends both).
**Miss:** Half damage, and the target is subject to your divine sanction until the end of your next turn.

## Level 10 Utility Prayers

### Benediction — Paladin Utility 10

*A quick prayer grants vigor and strength to a comrade in battle.*

**Encounter ✦ Divine, Healing**
**Immediate Reaction** **Close** burst 5
**Trigger:** An ally within 5 squares of you hits with a melee attack
**Target:** The triggering ally
**Effect:** The target can either spend a healing surge or make two damage rolls for the attack and use either result.

### Font of Healing — Paladin Utility 10

*Divine beneficence heals you and your companion.*

**Daily ✦ Divine, Healing**
**Minor Action** **Close** burst 5
**Target:** You and one ally in burst
**Effect:** You spend a healing surge, and each target regains hit points equal to your healing surge value.

### Guiding Verse — Paladin Utility 10

*In the sacred words of a prayer, you find the resolve to shake off a deleterious condition.*

**Encounter ✦ Divine**
**Minor Action** **Personal**
**Effect:** You make a saving throw with a bonus equal to 1 + your Wisdom modifier.

### Righteous Indignation — Paladin Utility 10

*Seeing your ally harmed enrages you.*

**Daily ✦ Divine**
**Immediate Reaction** **Personal**
**Trigger:** An enemy hits your ally within your line of sight
**Effect:** The next time you attack before the end of your next turn, you gain a +2 power bonus to the attack roll and deal extra damage equal to 2 + your Strength modifier.

## Level 13 Encounter Prayers

### Castigating Strike — Paladin Attack 13

*As you attack, you chide your foes for neglecting you and compel their attention.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength or Charisma vs. AC
**Hit:** 1[W] + Strength or Charisma modifier damage, and each enemy within 3 squares of you is subject to your divine sanction until the end of your next turn.

### Compel Obedience — Paladin Attack 13

*You lead an enemy away from those under your protection.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 3[W] + Charisma modifier damage, and you shift 3 squares. You then pull the target 5 squares to a square adjacent to you.

### Eye for an Eye — Paladin Attack 13

*You raise your holy symbol and shout an imprecation to blind a foe that dares to assault your comrade.*

**Encounter ✦ Divine, Implement**
**Immediate Reaction** **Close** burst 5
**Trigger:** An enemy within 5 squares of you hits your ally
**Target:** The triggering enemy in burst
**Attack:** Charisma vs. Will
**Hit:** 2d8 + Charisma modifier damage, and the target is blinded until the end of your next turn.

### Fervent Strike — Paladin Attack 13

*Still burning with your ardent vow, you launch a mighty attack.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC. If the target is marked by you, you gain a +2 bonus to the attack roll, and you can score a critical hit on a roll of 18-20.
**Hit:** 2[W] + Strength modifier damage. If you have used *ardent vow* during this encounter, the attack deals extra damage equal to your Wisdom modifier.

### Zealous Smite — Paladin Attack 13

*Being wounded in battle only makes you strike the harder.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is subject to your divine sanction until the end of your next turn. The attack deals 1[W] extra damage if the target has hit you since your last turn.

## Level 15 Daily Prayers

### Divine Vengeance — Paladin Attack 15

*Brilliance flares from you to dispense pain to attacking enemies.*

**Daily ✦ Divine, Radiant, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, whenever an enemy hits you or an ally adjacent to you with a melee attack, that enemy takes radiant damage equal to 5 + your Wisdom modifier.

### Flames of Devotion — Paladin Attack 15

*Divine fire ignites your consecrated weapon.*

**Daily ✦ Divine, Fire, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier fire damage.
**Effect:** Until the end of your next turn, your weapon attacks deal 2d6 extra fire damage.
**Sustain Minor:** The effect persists.

### Knight's Defiance — Paladin Attack 15

*You demand that your foes meet you in battle, then strike fiercely against one of them.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Close** burst 5
**Primary Target:** Each enemy in burst
**Effect:** Before the attack, you pull each primary target to a square adjacent to you, and each target is subject to your divine sanction (save ends). Make a melee secondary attack.
**Secondary Target:** One primary target adjacent to you
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage.

### Pyre of Judgment — Paladin Attack 15

*You consign a foe to the flames. The blaze consumes enemies that stay by its side.*

**Daily ✦ Divine, Fire, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier fire damage, and ongoing 10 fire damage (save ends). Whenever the target takes this ongoing damage, each enemy adjacent to it takes fire damage equal to 5 + your Wisdom modifier.

### Tower of Faith — Paladin Attack 15

*As you swing your weapon, a surge of divine confidence buoys the spirits of allies nearby.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, you and any allies within 5 squares of you gain a +2 power bonus to saving throws. The bonus increases to +5 against charm or fear effects.

## Level 16 Utility Prayers

### Devotion — Paladin Utility 16

*Your enemy seeks to overwhelm your resolve, but your calm certainty shields you and your comrades.*

**Daily ✦ Divine**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An enemy hits you or your ally within 5 squares of you
**Target:** You and each ally in burst
**Effect:** Each target gains a +4 power bonus to Fortitude and Will until the end of your next turn.

### Divine Aegis — Paladin Utility 16

*Your god shelters you and your allies from harm.*

**Daily ✦ Divine, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you and any allies within 2 squares of you gain a +2 bonus to all defenses.

### Higher Cause — Paladin Utility 16

*When your body falters, your faith takes over to let you keep up the fight.*

**Daily ✦ Divine, Healing, Stance**
**Minor Action** **Personal**
**Requirement:** You must be bloodied.
**Effect:** Until the stance ends, you gain a +2 power bonus to saving throws. In addition, you gain regeneration 5 while bloodied.

### Liberation — Paladin Utility 16

*Hearing your call, your embattled comrade falls back to safety.*

**Encounter ✦ Divine, Healing**
**Move Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** You pull the target a number of squares equal to your Charisma modifier. At the end of this movement, the target can spend a healing surge.

### Prayer for the Valiant — Paladin Utility 16

*You seek aid for your beleaguered companions. A warm light shines down, bringing relief.*

**Daily ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** Each ally in burst
**Effect:** Each target can make a saving throw with a power bonus equal to your Charisma modifier.

## Level 17 Encounter Prayers

### Mark of Terror — Paladin Attack 17

*As you strike, your god's presence fills the enemy with dread.*

**Encounter ✦ Divine, Fear, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature marked by you
**Attack:** Strength vs. AC
**Hit:** 1[W] + Strength modifier damage, and the target is stunned until the end of your next turn.

### Reassuring Strike — Paladin Attack 17

*You land a solid blow and are rewarded with renewed vitality.*

**Encounter ✦ Divine, Healing, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength or Charisma vs. AC
**Hit:** 3[W] + Strength or Charisma modifier damage. You can spend a healing surge and add your Wisdom modifier to the hit points regained.

### Sanctified Light — Paladin Attack 17

*A flash from your holy symbol sears your foes, particularly those bearing your mark.*

**Encounter ✦ Divine, Implement, Radiant**
**Standard Action** **Area** burst 1 within 10 squares
**Target:** Each creature in burst
**Attack:** Charisma vs. Reflex
**Hit:** 1d8 radiant damage. If the target is marked by you, the attack instead deals 2d8 + your Charisma modifier radiant damage.

### Shattering Smite — Paladin Attack 17

*A well-placed strike punches through your opponent's defenses.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target loses all resistances until the end of your next turn.

### Wrathful Smite — Paladin Attack 17

*With a burst of whirling steel, you batter down foes who surround you.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Charisma vs. Reflex
**Hit:** 2[W] + Charisma modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn. If the target is marked by you, the attack deals 1[W] extra damage.

### Hymn to Corellon

Lord of the wood, lord of the stars,
Maker of songs and teacher of arts–
Great Corellon, as your servant I stand.
Open my eyes to the works of your hand.

Lord of the wood, lighten my heart;
Maker of songs, your wisdom impart.
Great Corellon, grant me a dream
Of the twilight courts of the Seldarine!

Lord of magic, lord of starlight,
Lover of beauty and poet of night–
Long lies the path through mists and through moor
But home I will come to Arvandor.

## Level 19 Daily Prayers

### Name of Potency — Paladin Attack 19

*In a resounding voice, you speak an ancient angelic name that stops your enemies in their tracks.*

**Daily ✦ Divine, Implement, Thunder**
**Standard Action** **Close** burst 2
**Target:** Each enemy in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 3d8 + Charisma modifier thunder damage, and the target is immobilized (save ends).
**Miss:** Half damage, and the target is slowed (save ends).

### Overwhelming Fervor — Paladin Attack 19

*You name your enemy a foe of the faith and press the attack relentlessly.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 5[W] + Strength modifier damage, and the target is subject to your divine sanction until the end of your next turn. Whenever you attack the target until the end of the encounter, the target is subject to your divine sanction until the end of your next turn.
**Miss:** Half damage.

### Righteous Resolve — Paladin Attack 19

*Each blow struck by your foe only heightens your resistance.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 4[W] + Charisma modifier damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, whenever the target deals damage to you or an ally, you gain temporary hit points equal to 5 + your Wisdom modifier.

### Smite the Soul — Paladin Attack 19

*Your wrathful strike drives deep, incapacitating your foe.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is stunned (save ends).
**Aftereffect:** The target is dazed until the end of its next turn.
**Miss:** Half damage, and the target is dazed until the end of your next turn.

### Wheel of Fate — Paladin Attack 19

*You unleash a flurry of attacks against all nearby enemies, drawing greater strength from their pain.*

**Daily ✦ Divine, Healing, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage. If the attack hits two or more targets, you regain hit points equal to your healing surge value.
**Effect:** Until the end of the encounter, you gain regeneration equal to your Wisdom modifier while bloodied.

## Level 22 Utility Prayers

### Failure Is No Option — Paladin Utility 22

*Your battle cry renews the determination of flagging allies.*

**Daily ✦ Divine, Healing, Teleportation**
**Standard Action** **Close** burst 3
**Target:** Each ally in burst
**Effect:** You teleport each target a number of squares equal to your Charisma modifier. The target must end this movement adjacent to an enemy. The target then regains hit points equal to 15 + your Charisma modifier.

MAZIN KASSIS

### Holy Wings — Paladin Utility 22

*Majestic silver wings carry you past obstacles.*

**Encounter ✦ Divine**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you gain a fly speed equal to your speed and a +4 bonus to AC against opportunity attacks.

### Inspiring Hymn — Paladin Utility 22

*You recite an ancient verse to avert ill fortune in battle.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An enemy scores a critical hit against your ally within 5 squares of you
**Target:** The triggering enemy in burst
**Effect:** The target rerolls the attack and uses the second result.

### Return to the Living — Paladin Utility 22

*Your tenacity defies even death.*

**Daily ✦ Divine, Healing**
**No Action** **Personal**
**Trigger:** You drop to 0 hit points or fewer and do not die
**Effect:** You regain 1 hit point and can spend four healing surges.

## The Divine Compromises

When the immortals had won the war against the primordials, they fought among themselves for dominion over various aspects of the natural world. Zehir contested with Pelor over mastery of the sky, for the sun banished darkness. Pelor in turn fought with Khala, whose icy mists and snows blocked the life-giving rays of the sun. Each of Pelor's opponents gathered allies, and Pelor had allies of his own. On one side stood Corellon, Khala, Zehir, and Sehanine, while on the other stood Pelor, Erathis, Moradin, and Melora. The two forces argued for ages to no avail, leaving hurts and grudges that linger still.

At last Avandra parlayed between the two factions. To settle the argument between Pelor and Zehir, she offered day and night. As a compromise between Khala and Pelor, she proposed alternating seasons of summer and winter. The gods, weary of their quarrels, agreed. Pelor abides faithfully by his agreement with Zehir, but from time to time Zehir seeks to shadow the sun during daytime with an eclipse. Khala is no more, but the Raven Queen—who holds sway over winter now—honors the ancient pact. Yet she also tests Pelor's resolve, seeking to end summers early and delaying springs as long as she can. In this way, autumn snows and spring thaws can come early or late.

## Level 23 Encounter Prayers

### Censuring Radiance — Paladin Attack 23

*Your weapon sears a sigil into your foe that hinders its attacks against your companions.*

**Encounter ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Fortitude
**Hit:** 3[W] + Strength modifier radiant damage. Until the end of your next turn, whenever the target makes an attack that doesn't include you as a target, the target is weakened for that attack.

### Champion's Call — Paladin Attack 23

*You funnel your devotion into a mighty yell that drags your foes to you and leaves them reeling.*

**Encounter ✦ Divine, Implement, Thunder**
**Standard Action** **Close** burst 5
**Primary Target:** Each enemy in burst
**Effect:** You pull each primary target 5 squares and then make the following attack.
**Secondary Target:** Each enemy adjacent to you
**Attack:** Strength vs. Will
**Hit:** 2d8 + Strength modifier thunder damage. If the secondary target is marked by you, it is also immobilized until the end of your next turn.

### Demand Respect — Paladin Attack 23

*You visit divine punishment on a foe that attacks your friends, bowing it beneath your god's displeasure.*

**Encounter ✦ Divine, Implement, Radiant**
**Immediate Interrupt** **Close** burst 10
**Trigger:** An enemy makes an attack that does not include you as a target
**Target:** The triggering enemy in burst
**Attack:** Charisma vs. Will
**Hit:** 2d10 + Charisma modifier radiant damage, and you knock the target prone. The target is also blinded until the end of your next turn.

### Resurgent Wrath — Paladin Attack 23

*Your furious attack unleashes divine might that revitalizes you and an ally.*

**Encounter ✦ Divine, Healing, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage. You and one ally adjacent to you can each choose to do one of the following things:
- ✦ Spend a healing surge (and regain additional hit points equal to twice your Wisdom modifier if the attack deals at least 30 damage).
- ✦ Make a saving throw (with a bonus equal to your Wisdom modifier if the attack deals at least 30 damage).

### Trial of Adversity — Paladin Attack 23

*You confer determination and discipline on your allies, drawing on their strength to steady your hand.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Effect:** Before the attack, you and each ally within 5 squares of you make a saving throw. You gain a +1 bonus to the attack roll and the damage roll for each ally who saves against an effect.
**Attack:** Strength or Charisma vs. AC
**Hit:** 4[W] + Strength or Charisma modifier damage.

## Level 25 Daily Prayers

### Discipline the Unruly — Paladin Attack 25

*Blinding radiance explodes from your weapon as you strike, searing foes who dare to attack your comrades.*

**Daily ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier radiant damage.
**Effect:** Until the end of your next turn, any enemy within 5 squares of you that hits or misses any ally takes 4d6 radiant damage and is blinded until the end of your next turn.
**Sustain Minor**: The effect persists.

### Harsh Verdict — Paladin Attack 25

*You judge one of your enemies in the name of your god, and none of its companions can hide from your wrath.*

**Daily ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Charisma vs. Will
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.
**Effect:** Make a secondary attack that is a close burst 1 centered on the primary target.
**Secondary Target:** The primary target and each enemy in burst
**Secondary Attack:** Charisma vs. Will
**Hit:** The secondary target takes ongoing 10 radiant damage and cannot benefit from concealment or total concealment (save ends both).

### Mark of Weakness — Paladin Attack 25

*Your divinely inspired attack enfeebles your foe.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is weakened and subject to your divine sanction (save ends both).
**Miss:** Half damage, and the target is weakened until the end of your next turn.

### Spurn the Unworthy — Paladin Attack 25

*You slap down a foe that keeps you from greater enemies.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and you knock the target prone.
**Miss:** Half damage.
**Effect:** You and the target swap places. Until the end of the encounter, your melee basic attacks deal 1[W] extra damage.

## Level 27 Encounter Prayers

### Ardent Judgment — Paladin Attack 27

*As you strike your foe, the power of your sacred vow shatters its resilience.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC. If the target is marked by you, you gain a +2 bonus to the attack roll, and you can score a critical hit on a roll of 18–20.
**Hit:** 2[W] + Strength modifier damage. If you have used *ardent vow* during this encounter, the target also gains vulnerable 10 to all damage until the end of your next turn.

### Astral Thunderbolt — Paladin Attack 27

*The power of the dominions rings through your strike, and you raise your symbol to hurl divine thunder at a nearby foe.*

**Encounter ✦ Divine, Thunder, Weapon**
**Standard Action** **Melee** weapon
**Primary Target:** One creature
**Primary Attack:** Charisma vs. Fortitude
**Hit:** 4[W] + Charisma modifier thunder damage. The primary target is slowed and takes a –2 penalty to attack rolls until the end of your next turn. Make a secondary attack that is a close burst 10 using your implement.
**Secondary Target:** One creature in burst
**Secondary Attack:** Charisma vs. Fortitude
**Hit:** 3d8 + Charisma modifier thunder damage, and the secondary target takes a –2 penalty to attack rolls until the end of your next turn.

### Overwhelming Smite — Paladin Attack 27

*The shining hand of the divine guides your weapon, and none can ignore you.*

**Encounter ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier radiant damage, and each enemy adjacent to you is subject to your divine sanction until the end of your next turn.

### Terrible Charge — Paladin Attack 27

*Your fervor drives you into the fray and strikes terror into your enemy.*

**Encounter ✦ Divine, Fear, Weapon**
**Standard Action** **Melee** 1
**Effect:** You charge and make the following attack in place of a melee basic attack.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is stunned until the end of your next turn.

### Wrathful Flame — Paladin Attack 27

*Pure blue fire blazes from your holy symbol to devastate foes around you.*

**Encounter ✦ Divine, Fire, Implement**
**Standard Action** **Close** burst 5
**Target:** Each enemy in burst
**Attack:** Charisma vs. Reflex
**Hit:** 4d8 + Charisma modifier fire damage. If the target is marked by you, it is also dazed until the end of your next turn.

## Level 29 Daily Prayers

### Day of Reckoning — Paladin Attack 29

*Like an agent of vengeance, you appear beside your foe to deliver the killing blow.*

**Daily ✦ Divine, Teleportation, Weapon**
**Standard Action** **Melee** 1
**Effect:** You teleport 10 squares to a square adjacent to a creature marked by you.
**Target:** One creature marked by you
**Attack:** Strength vs. AC
**Hit:** 6[W] + Strength modifier damage.
**Miss:** Half damage.

### Devastating Surge — Paladin Attack 29

*You give of your own vitality to heal an ally and wound an enemy.*

**Daily ✦ Divine, Healing, Weapon**
**Standard Action** **Melee** weapon
**Requirement:** You must have at least one healing surge remaining.
**Effect:** You spend a healing surge but do not regain hit points. Choose an ally within 10 squares of you. That ally regains hit points equal to your healing surge value. Then make the following attack.
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** The target takes damage equal to your healing surge value + your Strength modifier.
**Miss:** Half damage.

### Name of Awe — Paladin Attack 29

*You utter an ancient name of such power that your enemies are rooted to the spot, unable to escape.*

**Daily ✦ Divine, Implement, Thunder**
**Standard Action** **Close** blast 5
**Target:** Each enemy in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 5d8 + Charisma modifier thunder damage, and the target is immobilized and weakened (save ends both).
**Miss:** Half damage, and the target is slowed (save ends).
**Effect:** Each target is subject to your divine sanction until the end of your next turn.

### Prostration — Paladin Attack 29

*In a resounding voice, you command the respect of your enemies.*

**Daily ✦ Divine, Lightning, Thunder, Weapon**
**Standard Action** **Close** burst 1
**Target:** Each enemy in burst
**Attack:** Strength vs. Reflex
**Hit:** 4[W] + Strength modifier lightning and thunder damage.
**Miss:** Half damage.
**Effect:** You knock each target prone.

### Sanctioned Slaughter — Paladin Attack 29

*Your god demands your enemy's blood, and your weapon draws it.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage, and ongoing 10 damage (save ends).
**Miss:** Half damage, and ongoing 5 damage (save ends).

# NEW PARAGON PATHS

## Champion of Corellon

*"With Corellon's grace I fear no foe in reach of my sword."*

**Prerequisite:** Paladin, must worship Corellon

A knight of the eladrin courts, you are pledged to the service of the lords of the fey. Along with valor and martial skill, you have shown exceptional patience, grace, and compassion—qualities admired in eladrin and elven realms alike. You follow a personal code that resembles the chivalric traditions of the mortal world, but you bring a fey perspective to the concepts of honor, valor, and fidelity. Most knights are obligated to prove their bravery by declining advantages that reduce risk in battle, but you do not scorn the bow, the spell, or the ruse of war when such tactics are effective. You have learned techniques for making the best use of agility and quickness even while wearing the heaviest armor.

Among the eladrin, those who follow this path are known as the *Aelavellin Seldarine*—the Sword Knights of the Seldarine. Most such champions are eladrin, elves, or half-elves, for Corellon is the patron of these peoples. However, any noble warrior devoted to the lord of the Seldarine can become a champion of Corellon. Those champions of Corellon who are of other races find a warm welcome in most eladrin and elven communities and are usually regarded as *ruathar* ("star-friends"), honored allies.

MAZIN KASSIS

### Champion of Corellon Path Features

**Restorative Action (11th level):** When you spend an action point to take an extra action, you can also spend a healing surge.

**Superior Defense (11th level):** If your Dexterity score is 13 or higher, you gain a +1 bonus to AC while wearing heavy armor. If your Dexterity score is 15 or higher, the bonus is +2.

**Light-Footed Warrior (16th level):** You ignore the speed penalty for wearing heavy armor. In addition, when you bloody an enemy or reduce it to 0 hit points on your turn, you can shift 1 square as a free action.

### Champion of Corellon Prayers

**Elegant Strike** Champion of Corellon Attack 11

*You move and strike with a dancer's grace, confounding your foe.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage, and the target is slowed and cannot shift until the end of your next turn.
**Weapon:** If you are wielding a light blade or a heavy blade, you gain a bonus to the damage roll equal to your Dexterity modifier.

**Graceful Step** Champion of Corellon Utility 12

*You maneuver with speed and balance that few warriors can match.*

**Encounter ✦ Divine**
**Move Action** **Personal**
**Effect:** You shift your speed. During this movement, you ignore difficult terrain and gain a +5 bonus to Acrobatics checks and Athletics checks.

**Corellon's Wrath** Champion of Corellon Attack 20

*Just as Corellon's blade once took the eye of Gruumsh, so too does your weapon seek your enemy's eyes.*

**Daily ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Reflex
**Hit:** 4[W] + Charisma modifier radiant damage, and the target is blinded (save ends).
**Miss:** Half damage.
**Effect:** Your opportunity attacks deal 1d10 extra radiant damage until the end of the encounter.

# Demonslayer

*"Run back to the Abyss and tell them I'm coming. Let them prepare their defenses and raise their armies. I look forward to obliterating them all!"*

**Prerequisite:** Paladin

Embodiments of chaos and cruelty, demons are an affront to your faith, and you seek to destroy them at every opportunity. You have received special blessings and learned battle prayers that are anathema to the denizens of the Abyss. Your attacks pierce their unholy defenses, and simply being near you causes them pain. You won't rest until every demon is dead.

All but the darkest and most vile of gods regard demons as a blight upon the cosmos and urge their followers to root out demonic threats wherever they appear. Most well-organized faiths support orders devoted to confronting demons; some anoint demonslayers from among the ranks of the faithful using ancient rituals.

## Demonslayer Path Features

**Demonslayer's Presence (11th level):** Any demon that starts its turn adjacent to you takes damage equal to your Wisdom modifier. While any demon is adjacent to you, it can't shift.

**Demonslayer's Action (11th level):** When you spend an action point to make an attack, the attack deals extra damage equal to one-half your level and ignores resistances.

**Suppress Resistance (16th level):** When you hit a creature that has variable resistance with a melee attack, you negate the resistance until the end of the creature's next turn.

## Demonslayer Prayers

**Demonslayer's Smite** Demonslayer Attack 11

*You intone a prayer over your weapon, empowering it to overwhelm demonic defenses.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC. If the target is a demon, you gain a +2 bonus to the attack roll.
**Hit:** 3[W] + Strength modifier damage, and the target loses its resistances until the end of your next turn.
**Special:** Whenever a demon within 10 squares of you scores a critical hit or spends an action point, you regain the use of this power.

**Demonslayer's Resistance** Demonslayer Utility 12

*A gleaming halo surrounds you and blunts the attacks of your demonic foes.*

**Daily ✦ Divine**
**Immediate Interrupt** **Personal**
**Trigger:** An enemy hits you
**Effect:** You gain resist 5 against damage dealt by the triggering enemy until the end of the encounter. If the triggering enemy is a demon, the resistance increases to 10, and the enemy is subject to your divine sanction until the end of the encounter.
*Level 21:* Resist 10, or resist 15 if the triggering enemy is a demon.

**Edict of Destruction** Demonslayer Attack 20

*You recite words of divine law as you attack, twisting your prey's very being.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage, and the target is affected by your edict of destruction (save ends). Until the edict ends, roll a d4 at the start of each of the target's turns to determine the edict's effect at that time. If the target is a demon, roll two times and apply both results (if you roll the same number twice, roll again).
1. The target and each enemy adjacent to it take 1d10 + your Strength modifier damage.
2. The target gains vulnerable 5 to all damage until the end of your next turn.
3. The target is blinded until the end of your next turn.
4. The target takes a -2 penalty to attack rolls until the end of your next turn.

**Miss:** Half damage. At the start of the target's next turn, roll a d4 to determine the effect, as above.

AMELIA STONER

# Dragonslayer

*"My sword, my shield, and my faith are all I need to confront the most terrifying monsters."*

**Prerequisite:** Paladin

A champion must fight many monsters, and the most savage and ferocious of these are dragons. They sport a daunting arsenal of claws, fangs, stings, roars, and breath weapons, and they are protected by iron-hard scales and supernatural vitality. Many also have a wicked, calculating intelligence. Few warriors stand a chance against such foes, but you have made it your duty to protect defenseless folk against their depredations. You seek out all destructive monsters—including other fantastic beasts such as manticores, wyverns, and sphinxes—and put an end to their reigns of terror.

You might be a hunter of some skill, but you do not rely on patient stalking, trap-setting, or sudden ambush to defeat your sworn enemies. You meet monsters openly in chivalrous combat, pitting your skill and courage against fiery breath and flashing fang. It's a fair fight.

## Dragonslayer Path Features

**Dragonslayer's Action (11th level):** When you spend an action point to take an extra action, you also gain a +2 bonus to all defenses against creatures marked by you. This bonus lasts until the end of your next turn.

**Dragonslayer's Challenge (11th level):** The first time you mark a target during an encounter, you gain a +2 bonus to damage rolls against that target until that mark ends. The bonus increases to +4 at 21st level.

**True Heart (16th level):** You gain a +2 bonus to Will against fear effects.

## Dragonslayer Prayers

**Challenging Smite** — Dragonslayer Attack 11

*Your strike demands the attention of your chosen enemy, and that enemy ignores you at its peril.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature marked by you
**Attack:** Charisma vs. AC
**Hit:** 3[W] + Charisma modifier damage. Until the start of your next turn, your divine sanction and *divine challenge* deal 10 extra radiant damage.

**Deflect the Blast** — Dragonslayer Utility 12

*You take shelter behind your trusty shield, protecting a nearby friend as well.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Melee** 1
**Trigger:** A close or an area attack against AC or Reflex damages you
**Requirement:** You must be using a shield.
**Effect:** You take only half damage from the triggering attack. The damage is also halved against one adjacent ally who took damage from the triggering attack.

**Ground the Foe** — Dragonslayer Attack 20

*The power of your prayer hurls your foe to the ground.*

**Daily ✦ Divine, Force, Implement**
**Standard Action** **Ranged** 10
**Target:** One creature
**Attack:** Charisma + 2 vs. Reflex
**Hit:** 5d6 + Charisma modifier force damage, and the target is knocked prone and immobilized (save ends).
**Aftereffect:** The target is slowed and cannot fly (save ends both).
**Miss:** Half damage. The target is slowed and is clumsy while flying (save ends both).

CONCEPT ART HOUSE LLC

# Faithful Shield

*"Behind me, friends! They shall not touch you."*

**Prerequisite:** Paladin

You are a living bulwark, protecting the defenseless. You are the shelter in the storm. As a faithful shield, you place your companions' well-being above your own.

Faithful shields are supreme examples of devout warriors, found in most of the world's faiths. Such warriors safeguard holy sites and divine servants. Others set out into the world to lend their talents to those who need it most, whether the folk of a frontier town surrounded by enemies or a band of adventurers working to thwart a dire threat.

Rather than focusing on dealing damage, you give your companions the time they need to win through. You might partner with another defender, forming an impregnable wall, or work with a trusted striker, blocking enemy attacks and creating openings for your ally. When your group is hard pressed, you might cover the retreat, slowly giving ground while your friends flee to safety.

## Faithful Shield Path Features

**Sheltering Hands (11th level):** Whenever you use your *lay on hands* power, the power's target gains a +2 power bonus to all defenses until the start of his or her next turn.

**Shielding Action (11th level):** When you spend an action point to take an extra action, you and each ally within 5 squares of you also gain a +2 bonus to AC and Reflex until the start of your next turn.

**Defensive Presence (16th level):** When any ally within 5 squares of you takes the second wind or the total defense action, any enemy that hits that ally before the end of his or her next turn takes radiant damage equal to 5 + your Wisdom modifier.

## Faithful Shield Prayers

**Protecting Smite** — Faithful Shield Attack 11

*A decisive strike against your enemy gives your allies a chance to see to their own defense.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage, and each ally within 5 squares of you gains a +2 power bonus to all defenses until the start of your next turn.

**Constant Shield** — Faithful Shield Utility 12

*You channel divine might through your shield to defend yourself and your charges.*

**Daily ✦ Divine, Stance**
**Minor Action** **Personal**
**Requirement:** You must be using a shield.
**Effect:** Until the stance ends, you and any allies adjacent to you gain a +2 power bonus to AC and Reflex. In addition, when you or any ally adjacent to you is pulled, pushed, or slid, you can reduce the forced movement by 1 square.

**Rampart of Strength** — Faithful Shield Attack 20

*You raise your shield, and from it bursts scintillating astral radiance that drives back your foes.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Close** burst 5
**Requirement:** You must be using a shield.
**Target:** Each enemy in burst
**Attack:** Charisma vs. Fortitude
**Hit:** 3d8 + Charisma modifier radiant damage, and you push the target 3 squares.
**Miss:** Half damage, and you push the target 1 square.
**Effect:** Until the end of the encounter, at the start of each of your turns, if you have not moved since the start of your last turn, you can use a free action to grant yourself and each ally adjacent to you a +4 power bonus to all defenses until the start of your next turn.

KIERAN YANNER

# Gray Guard

*"Do whatever it takes to get the job done, and worry about the moral questions later."*

**Prerequisite:** Paladin, trained in Insight and Intimidate

As a paladin, you cleave to principles that guide you through life, shaping your worldview and forming your moral foundation. Even if you don't follow a code of behavior, you follow the precepts of your god and work to live up to your faith's expectations. Yet the enemy never plays fair. Sometimes rules must be bent, or even broken, for the greater good.

No one knows this better than you, a gray guard. You have made a career of defying expectations and making the tough choices that your peers avoid. For you, the ends justify the means—even stealing, lying, or brutal interrogation. You do what you must to defeat the enemy. Your tactics don't make you popular with others in service to your god. Many see you as dangerous, almost as much of a threat as your enemies. Let them say what they will. You know that, deep down, they fear you and might even respect you.

WILLIAM O'CONNOR

As you continue down this path, you might feel estranged from your god, a disappointment to the one for whom you have sacrificed so much. The blood staining your hands has somehow darkened your soul, although your abilities are unaffected. But you do what you must.

## Gray Guard Path Features

**Gray Guard Action (11th level):** When you spend an action point to take an extra action, you can also shift 3 squares as a free action. In addition, you gain a +2 bonus to attack rolls until the start of your next turn.

**Gray Guard Vigilance (11th level):** You are trained in Perception and Streetwise. In addition, enemies marked by you cannot benefit from concealment or total concealment against your attacks.

**Demoralizing Critical (16th level):** When you score a critical hit, the enemy nearest to the target takes a -2 penalty to attack rolls and all defenses until the end of your next turn.

## Gray Guard Prayers

**Debilitating Smite** Gray Guard Attack 11

*So painful is the injury to your enemy that it can barely continue to fight.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and the target is dazed and slowed until the end of your next turn. If the target makes an attack before then, it is dazed until the end of its next turn.

**Relentless Justice** Gray Guard Utility 12

*You persevere in your attacks until you make an enemy pay.*

**Encounter ✦ Divine**
**Free Action** **Personal**
**Trigger:** You do not hit with a paladin encounter attack power
**Effect:** You regain the use of one paladin encounter attack power that you have used during this encounter.

**Devastating Smite** Gray Guard Attack 20

*Divine power charges your strike, tearing through your foe and opening it to your ally's attack.*

**Daily ✦ Divine, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 4[W] + Strength modifier damage. You can expend a use of your *lay on hands* power (or a power that you took in place of it) to cause the attack to deal extra damage equal to your healing surge value. Until the end of your next turn, the target grants combat advantage to one ally within 5 squares of you.

# Hammer of Moradin

*"I strike in the name of the Soul Forger. Let my enemies taste Moradin's wrath!"*

**Prerequisite:** Cleric or paladin, proficiency with warhammer or throwing hammer, must worship Moradin

As a devotee of Moradin, you have dedicated yourself to the destruction of your god's traditional enemies and the protection of his faith. In return for your dedication, Moradin lends strength to your hand and shields you with his power. In some lands, hammers of Moradin form an elite knightly order of clerics and paladins who defend dwarven citadels. Others are solitary agents of order who use their powers to protect the weak and confront injustice wherever they encounter it.

Although many hammers of Moradin are dwarves, any hero who wields Moradin's divine power is free to choose this path. Champions of many races turn to Moradin for the strength to hold back evil and defeat the wicked. Human knights, eladrin swordsmiths, and dragonborn battle-priests are all numbered among the hammers of Moradin.

## Hammer of Moradin Path Features

**Hammer Bond (11th level):** You gain a +1 bonus to attack rolls with hammers.

**Powerful Action (11th level):** When you spend an action point to make an attack, each target hit by the attack is knocked prone or dazed until the end of your next turn. You choose the effect for each target after the attack's other effects are resolved.

**Champion's Aura (16th level):** You and any allies within 3 squares of you gain a +4 bonus to all defenses against fear effects.

## Hammer of Moradin Prayers

**Hammer Throw** Hammer of Moradin Attack 11

*You hurl your hammer. It bashes one foe and spins through the air to knock another to the ground before returning to your hand.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Ranged** 10
**Requirement:** You must be wielding a hammer.
**Primary Target:** One creature
**Primary Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage, and the target is dazed until the end of your next turn. Make a secondary attack.
**Secondary Target:** One creature within 3 squares of the primary target
**Secondary Attack:** Strength vs. Fortitude
**Hit:** 1[W] + Strength modifier damage, and you knock the secondary target prone.
**Special:** When you use this power, you can make the attacks as if your hammer was a heavy thrown weapon. The hammer returns to your hand after the attacks are resolved.

**Stalwart Defense** Hammer of Moradin Utility 12

*Moradin's power shields you from the onslaught of your foes.*

**Daily ✦ Divine, Stance**
**Minor Action** **Personal**
**Effect:** Until the stance ends, you gain resist 5 to all damage and a +2 bonus to Fortitude.

**Quake Strike** Hammer of Moradin Attack 20

*You slam your hammer to the ground, unleashing an earthquake that represents Moradin's wrath.*

**Daily ✦ Divine, Thunder, Weapon, Zone**
**Standard Action** **Close** blast 5
**Requirement:** You must be wielding a hammer.
**Target:** Each creature in blast
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier thunder damage, and you knock the target prone.
**Effect:** The burst creates a zone of difficult terrain that lasts until the end of the encounter.

RALPH BEISNER

# Holy Conqueror

*"No wall is too high and no moat too wide to protect a villain from my wrath. Bastions of evil cannot stand before me."*

**Prerequisite:** Paladin, *ardent vow* power

You are a divine warrior in service to a deity of order and righteousness, looking beyond the immediate threat of evil to its source. You set mighty goals of triumph, such as the overthrow of a terrible tyrant or the fall of a nation of villains, to tear power from your deity's enemies and give it to the deserving. You have no interest in possessing a territory and seek to preserve governance by virtuous rulers.

You are single-minded in your pursuit of a goal and go to almost any length to achieve it, and you are better suited to the role of a frontline soldier than a leader. You prefer to charge into battle, using *ardent vow* to smite your foes. You have little patience for negotiation and can be impulsive to a fault.

Holy conquerors often worship Bahamut, Kord, or Pelor, glorifying their god with each victory in battle. Many have strong connections to specific locations that were seized in battle or that hold particular religious significance.

WILLIAM O'CONNOR

## Holy Conqueror Path Features

**Holy Rebuke (11th level):** When you deal extra damage with your *ardent vow*, you also push the target 1 square. As a free action, you can shift 1 square closer to the target.

**Divine Fortification (11th level):** When you spend an action point to take an extra action, each enemy adjacent to you is subject to your divine sanction until the end of your next turn.

**Hold the Line (16th level):** When you or any ally adjacent to you is pulled, pushed, or slid, you can use a free action to reduce the forced movement by a number of squares equal to one-half your Strength modifier.

## Holy Conqueror Prayers

**Charge of the Conqueror** — Holy Conqueror Attack 11

*As an enemy launches an attack at your comrade, you give a defiant yell and charge across the battlefield at the foe.*

**Encounter ✦ Divine, Weapon**
**Immediate Interrupt** **Melee weapon**
**Trigger:** An enemy makes an attack roll against your ally within 5 squares of you
**Effect:** You charge the triggering enemy and make the following attack in place of a melee basic attack.
**Target:** The triggering enemy
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage.
**Effect:** The target is subject to your divine sanction until the start of your next turn.

**Sacrificial Intervention** — Holy Conqueror Utility 12

*You appeal to your god and leap to take the wound meant for an ally, condemning the foe for its insolence.*

**Encounter ✦ Divine, Teleportation**
**Immediate Interrupt** **Close burst 5**
**Trigger:** An enemy hits your ally within 5 squares of you with a melee or a ranged attack
**Target:** The ally hit by the triggering enemy's attack
**Effect:** You and the target teleport, swapping positions. The triggering enemy's attack hits you instead. Until the end of the encounter, whenever you end your turn adjacent to the triggering enemy, it is subject to your divine sanction until the end of your next turn.

**Take the Keep** — Holy Conqueror Attack 20

*You cry out, urging your foes to attack you. Your shout encourages your allies to seize enemy ground.*

**Daily ✦ Divine, Weapon**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Effect:** You pull each target to a square adjacent to you, and each target is subject to your divine sanction until the end of your next turn. Each ally in the burst can shift a number of squares equal to your Wisdom modifier as a free action but cannot end this movement closer to you. You then make the following melee attack.
**Target:** Each enemy adjacent to you
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier damage.
**Miss:** Half damage.

# Knight of the Chalice

*"Begone, devils! You have no power here!"*

**Prerequisite:** Paladin

Devils scheme amid the layers of the Nine Hells and infest the world with evil. You are sworn to protect innocents from their infernal machinations. To this end, you have joined an order of like-minded warriors.

The Knights of the Chalice take their order's name from an artifact belonging to the deity slain by Asmodeus when he ascended to godhood. It is rumored that with a single draught of water from the chalice of that deity, the drinker can atone for any wrong and completely purify his or her soul. Some say that drinking from the cup can turn any being, even Asmodeus himself, from evil to good. Whether or not these tales of these legendary properties are true, the chalice is undoubtedly a powerful artifact for good, and many Knights of the Chalice seek it. Some pursue a loftier goal still: to resurrect the chalice's divine owner and restore him to his throne.

As a Knight of the Chalice, you remain vigilant for any signs of infernal activity. You aid all of good heart who stand in the path of devilish influence, and you answer the call of your fellow knights when the powers of the Nine Hells gather in force.

MICHAEL PHILLIPPI

## Knight of the Chalice Path Features

**Censure Devils (11th level):** You gain the Channel Divinity power *censure devils*.

**Saving Action (11th level):** When you spend an action point to take an extra action, you also make a saving throw against each effect on you that a save can end. If an effect was caused by a devil, you gain a +2 bonus to the saving throw against that effect.

**Aura Suppression (16th level):** When you hit any creature marked by you that has an aura, the aura is deactivated. The creature cannot reactivate the aura before the end of your next turn.

## Knight of the Chalice Prayers

**Channel Divinity: Censure Devils** — Knight of the Chalice Feature

*The power of your faith pains your diabolical enemies.*

**Encounter ✦ Divine, Implement**
**Minor Action** **Close** burst 5
**Target:** Each devil in burst
**Attack:** Charisma vs. Will
**Hit:** The target is weakened until the end of your next turn.

**Ensnaring Smite** — Knight of the Chalice Attack 11

*You bind your foe with ancient magic used to imprison devils.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 1[W] + Charisma modifier damage, and the target is restrained until the end of your next turn. If the target is a devil marked by you, it takes 1[W] extra damage and can't teleport (save ends).

**Heavenly Courage** — Knight of the Chalice Utility 12

*Honeyed words and malicious threats have no effect on you but bring punishment to your foes.*

**Encounter ✦ Divine, Radiant**
**No Action** **Personal**
**Trigger:** You fail a saving throw against acharm or fear effect
**Effect:** You reroll the saving throw. If you save, the enemy that caused the charm or fear effect takes radiant damage equal to your Charisma modifier.

**Blessing of the Chalice** — Knight of the Chalice Attack 20

*Invoking the power of your order's oath, you infuse your blade with holy light to thwart your enemy.*

**Daily ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. AC
**Hit:** 4[W] + Charisma modifier radiant damage, and the target takes a -2 penalty to attack rolls (save ends). If the target is a devil, it also takes ongoing 10 radiant damage (save ends).
**Miss:** Half damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

# Questing Knight

*"I measure my worth by that which I seek."*

**Prerequisite:** Paladin

You have sworn a sacred vow to pursue a great quest that has challenged the devotion of divine champions for centuries.

As a questing knight, you must meet your god's demanding standards to prove yourself worthy of success. Depending on the nature of your deity, you might have to demonstrate outstanding courage, perseverance, humility, indomitability, wisdom, honor, fury, or piety. The object of the quest could be a lost relic, a hidden oracle, the words of a holy verse now forgotten, the destruction of an artifact inimical to your god, or the defeat of a legendary foe.

Because the trail leading to your ultimate goal sometimes grows cold, you need not abandon your current concerns entirely. Continue with your adventures, and strive to be the best you can be, but watch carefully for signs and portents that lead you onward in your quest.

## Questing Knight Path Features

**Resolute Action (11th level):** When you spend an action point to take an extra action, you also make a saving throw with a +2 bonus.

**Truth Sense (11th level):** You gain a +2 bonus to Will against charm, fear, and illusion effects and a +2 bonus to Insight checks.

**Knight's Resurgence (16th level):** While you are bloodied, you can use your second wind as a free action on your turn.

### For the DM: Devising a Quest

If a player chooses this path, you should provide a challenging quest that allows the other party members to contribute. A good structure is three clues scattered through adventures during the paragon tier.

For example, if the questing knight is seeking a lost crown, you might design a quest that ultimately leads to a crypt below a ruined castle. The first clue could be a signet ring belonging to a noble who served the ancient ruler, found among treasure in an otherwise unrelated adventure. The second clue might be a fresco in an abandoned shrine, depicting the noble wearing the ring and relating his story to a scribe. The third clue might be the scribe's long-lost book, which contains the name of the castle where the crown now lies.

Clues can serve as excellent hooks for intermediate adventures. For example, after finding the signet ring, some research might lead the questing knight to an old account of a traveler who visited the ancient noble's palace, which just happens to lie near the locale where you have set the party's next adventure.

EMRAH ELMASLI

## Questing Knight Prayers

**Strength of Ten** — Questing Knight Attack 11

*Your conviction lends you the force to repel nearby foes.*

**Encounter ✦ Divine, Force, Weapon**
**Standard Action** **Close** blast 3
**Target:** Each enemy in blast
**Attack:** Charisma vs. Fortitude
**Hit:** 2[W] + Charisma modifier force damage, and you push the target 3 squares. The target is also subject to your divine sanction until the start of your next turn.
**Effect:** After the attack, you shift to a square within the blast.

**Quester's Discipline** — Questing Knight Utility 12

*Deceit, despair, and weakness find no purchase in your heart.*

**Daily ✦ Divine**
**No Action** **Personal**
**Trigger:** An attack that would blind, daze, dominate, stun, or weaken you hits you
**Effect:** The triggering attack's conditions are negated against you.

**Virtuous Wrath** — Questing Knight Attack 20

*Your unflinching dedication is a dreadful bane to your enemies, who recoil from the strike.*

**Daily ✦ Divine, Fear, Reliable, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** [4W] + Charisma modifier damage, and you push the target 5 squares. The target is weakened (save ends).

# Scion of Sacrifice

*"Your threats are meaningless to me. Nothing you say can save you from death at my hands."*

**Prerequisite:** Paladin, *ardent vow* power

The core of your values and the code you follow are rooted in your willingness to give your life for a greater purpose. Your body and soul are strong, and you do not shrink from giving up some of that strength to help others. You strike out with divine fury that racks you with pain but imbues you with even greater strength. You measure your worth by the foes you defeat.

As a scion of sacrifice, you are zealous in the extreme, eager to meet the enemies of your faith regardless of the circumstances. When others pause and deliberate, you act–for better or for worse. However, you are not suicidal. If you encounter a foe clearly beyond your ability to defeat, you retreat to work toward the day when your power matches the enemy's. Or you might turn aside to aid companions who are in danger, or withdraw to carry the injured away from battle. But in most fights you are grim and fearless. Whether you fall in the effort to defeat a mighty foe or survive to face a new threat tomorrow lies in the hands of your god.

AMELIA STONER

## Scion of Sacrifice Path Features

**Devastating Action (11th level):** When you spend an action point to make an attack, the attack deals extra damage equal to your Charisma modifier. If you are bloodied, you also add your Wisdom modifier to the damage.

**Unflinching Persistence (11th level):** You gain an additional use of *ardent vow* each day.

**Martyr's Strike (16th level):** When an attack reduces you to 0 hit points or fewer, you can use an at-will attack power before falling unconscious.

## Scion of Sacrifice Prayers

**Scion's Sanction** Scion of Sacrifice Attack 11

*You lash out against foes around you and dare them to strike back.*

**Encounter ✦ Divine, Weapon**
**Standard Action** **Close** burst 1
**Effect:** Before the attack, you can take damage equal to your level, which can't be reduced in any way. If you do so, the attack deals 2[W] extra damage.
**Target:** Each enemy in burst
**Attack:** Charisma vs. AC
**Hit:** 2[W] + Charisma modifier damage.
**Effect:** Each target is subject to your divine sanction until the start of your next turn.

**Scion's Healing** Scion of Sacrifice Utility 12

*You offer up part of your life force to restore your wounded ally.*

**Daily ✦ Divine, Healing**
**Minor Action** **Close** burst 10
**Target:** One ally in burst
**Effect:** You take damage equal to your level, which can't be reduced in any way. The target regains hit points equal to his or her healing surge value.

**Punishing Flame** Scion of Sacrifice Attack 20

*Divine flames flood over you, consuming nearby foes in a pyre of retribution.*

**Daily ✦ Divine, Fire, Implement**
**Standard Action** **Close** burst 3
**Target:** Each enemy in burst
**Attack:** Charisma vs. Reflex
**Hit:** 5d8 + Charisma modifier fire damage.
**Miss:** Half damage.
**Effect:** Until the end of the encounter, when any enemy within 5 squares of you deals damage (not ongoing damage) to any ally, that enemy takes fire damage equal to your Charisma modifier.

# Slayer of the Dead

*"Stay in your graves, hungry dead! Or when I am done with you there will be nothing left to rebury."*

**Prerequisite:** Paladin

The undead that crawl out of the earth and shamble from chill barrows are an unnatural blight upon the land. You have taken up the charge of destroying these horrors with the brilliant light of your faith. The undead are no longer the people they once were, and sending them back to their graves is the only way to respect those whose corpses walk again in undeath.

You were appointed to your holy task after undergoing sacred rituals and learning ancient prayers that invest you with the power to eradicate the walking dead. This paragon path is well suited to followers of Pelor, god of the sun and enemy of the creatures of darkness. Paladins of Ioun too are dedicated to foiling the plans of Vecna, who is the god of undeath as well as the keeper of foul secrets. However, many deities encourage their followers to dispatch the undead as violations of divine law, so slayer traditions are strong among the devotees of many gods.

## Slayer of the Dead Path Features

**Incandescent Action (11th level):** When you spend an action point to make an attack, that attack deals extra radiant damage equal to 5 + your Wisdom modifier against the first target hit by it.

**Scorn the Dead (11th level):** You gain resist necrotic equal to 5 + your Strength modifier. The resistance increases to 10 + your Strength modifier at 21st level.

**Slayer's Presence (16th level):** When you bloody any undead creature or reduce it to 0 hit points, each enemy within 5 squares of you takes a –2 penalty to attack rolls until the end of your next turn. This is a fear effect.

## Slayer of the Dead Prayers

**Light of the Living** — Slayer of the Dead Attack 11

*Your strike flares with holy radiance, which sears nearby undead.*

**Encounter ✦ Divine, Radiant, Weapon**
**Standard Action** **Melee** weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier radiant damage. Each undead creature within 5 squares of you takes radiant damage equal to your Strength modifier and is subject to your divine sanction until the end of your next turn.

**Life and Death Entwined** — Slayer of the Dead Utility 12

*The undead horror strikes at you, but your divine patron foils its loathsome touch and turns its aggression against it.*

**Daily ✦ Divine, Radiant**
**Immediate Interrupt** **Personal**
**Trigger:** An undead enemy hits you
**Target:** The triggering enemy
**Effect:** You take no damage from the target's attack. Your next attack against the target deals extra radiant damage equal to one-half the damage you would have taken from the target's attack.

**Bury the Dead** — Slayer of the Dead Attack 20

*The light of life gleams around you as you command the restless dead to return to their graves.*

**Daily ✦ Divine, Implement, Radiant**
**Standard Action** **Close** burst 2
**Target:** Each creature in burst
**Attack:** Strength vs. Reflex
**Hit:** 4d8 + Strength modifier radiant damage. If the target is undead, it is also restrained (save ends).
**Miss:** Half damage.

MATIAS TAPIA

CHAPTER 5

# Divine Options

One of the most distinctive features of any Dungeons & Dragons campaign world is its pantheon, the collection of deities available for player characters, villains, and monsters to follow or oppose. Just as there are many deities in the D&D pantheon, so too are there many ways for characters to gain the gods' blessings, study their teachings, or demonstrate devotion to them. One dwarf paladin devoted to Pelor might select powers and feats that would be useful to any paladin, while another might choose radiant powers and feats related to them, reflecting Pelor's ascendancy as god of the sun. Both are capable characters, and each is a unique take on what a dwarf paladin of Pelor might look like.

With the options available to you in this chapter, you can customize your divine heroes to your own satisfaction. These options include the following material.

- **Divine Domains:** Deities often have several spheres of influence, represented by divine domains. You have access to feats, including divinity feats, associated with your deity's domains. This chapter presents over thirty divine domains and their related feats.
- **Your Deity and You:** How does your character's deity inform the way he or she thinks and acts? This section provides some roleplaying advice.
- **Divine Backgrounds:** This section provides several brief character backgrounds you can use or adapt to your own divine character.
- **New Feats:** Many new feats are presented here, providing you with new options for customizing your divine character. These include divinity feats related to evil deities, as well as feats specific to the avenger, cleric, invoker, and paladin classes.
- **Epic Destinies:** Ten epic destinies appear in this chapter, including the Chosen, the Saint, and Avatar, a destiny that involves you becoming an embodiment of your deity.
- **New Rituals:** The chapter concludes with several new rituals oriented toward divine characters.

GEORGI "CALADER" SIMEONOV

# Divine Domains

Each deity holds sway over certain aspects of existence. For example, Erathis is the god of cities and nations. She often represents law, order, authority, and invention. Aspects of existence such as these are summed up in domains, spheres of divine influence. Each deity is associated with two or three divine domains.

More than thirty divine domains are presented in this chapter, and the domains of the deities from the *Player's Handbook* and the *Dungeon Master's Guide* are noted. Erathis, for example, is associated with the civilization, creation, and justice domains.

## Using Domains

Your divine character gains access to the domains of his or her deity, which means you gain access to those domains' feats. Each divine domain has a divinity feat and a domain feat associated with it. These feats follow the normal rules for feat selection.

If your character worships multiple deities with a common theme (such as the three gods of destiny, Avandra, Ioun, and the Raven Queen), you gain access to all their domains.

### Divinity Feats

Characters who have the Channel Divinity class feature can gain additional Channel Divinity powers by taking divinity feats. As long as you have a particular divinity feat, you can use its power.

### Domain Feats

Domain feats provide benefits when you use divine at-will attack powers associated with them. Each domain feat notes its associated powers.

If you have more than one domain feat associated with the same power, that power can benefit from only one domain feat at a time. You decide which domain feat applies each time you use the power. For example, if your cleric of Kord has the domain feats Power of Strength and Power of War and uses *priest's shield*, you choose which feat's benefit to apply.

#### Changing Domain Choices

With your DM's permission, you can assign different domains to your character's deity. For example, in a campaign rife with giants, your dwarf paladin might choose to worship an aspect of Moradin that represents the ancient dwarven struggle for freedom from the giants. This version of Moradin has the freedom and war domains, instead of the creation and earth domains.

## Deities and Domains

These tables show which domains are associated with each deity.

**GOOD, LAWFUL GOOD, AND UNALIGNED**

| Deity | Domains |
|---|---|
| Avandra | Change, freedom, luck |
| Bahamut | Hope, justice, protection |
| Corellon | Arcana, skill, wilderness |
| Erathis | Civilization, creation, justice |
| Ioun | Fate, knowledge, skill |
| Kord | Storm, strength, war |
| Melora | Life, sea, wilderness |
| Moradin | Creation, earth, protection |
| Pelor | Hope, life, sun |
| The Raven Queen | Death, fate, winter |
| Sehanine | Love, moon, trickery |

**EVIL AND CHAOTIC EVIL**

| Deity | Domains |
|---|---|
| Asmodeus | Civilization, tyranny |
| Bane | Skill, war |
| Gruumsh | Destruction, strength |
| Lolth | Darkness, trickery |
| Tharizdun | Destruction, madness |
| Tiamat | Strife, vengeance |
| Torog | Earth, torment |
| Vecna | Knowledge, undeath |
| Zehir | Darkness, poison |

## Domain Descriptions

Each divine domain includes two feats associated with it: a domain feat and a divinity feat. The domain feats note which books their associated powers come from: the *Player's Handbook* (*PH*), *Player's Handbook 2* (*PH2*), or *Divine Power* (*DP*).

### Arcana

The arcana domain rests securely within Corellon's sphere of influence. Other deities have interests in the arcane realm: Ioun wants to spread arcane knowledge as far as possible, Sehanine delights in arcane powers' potent illusions, and Vecna prefers that the secrets of arcana be granted only to a worthy few.

#### For the DM: Your Own Pantheon

If you decide to assign divine domains to a pantheon you created, assign two or three appropriate domains to each deity. The domains' descriptions should help you choose which domains to assign to each deity. It's all right to assign the same domain to more than one deity. For instance, you might have a good deity of the war domain as well as an evil deity of that domain.

In contrast, Corellon glories in all aspects of arcane power and appreciates the use of it as the highest art. Any who create new arcane works or share lost secrets of the art can receive the Master of Magic's blessing, but those who have no dealings with the arcane may discover that Corellon has little interest in them.

As an unaligned deity, Corellon cares more for the elegance and potency of arcane magic than for the morality of its masters, but other gods might have different agendas. An evil deity of arcana might demand that it be used to exert dominance, while a good deity of arcana might command that it be used to seek truth.

### Power of Arcana [Domain]

**Prerequisite:** Any divine class, must worship a deity of the arcana domain

**Benefit:** You gain a +2 feat bonus to Arcana checks.

When you use a power associated with this feat, that power is arcane as well as divine. After using the power, you gain a +1 bonus to attack rolls with arcane powers until the end of your next turn.

**Powers:** *divine bolts* (invoker *PH2*), *lance of faith* (cleric *PH*), *radiant vengeance* (avenger *PH2*), *virtuous strike* (paladin *DP*)

### Arcana Ward [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the arcana domain

**Benefit:** You gain the Channel Divinity power *arcana ward*.

**Channel Divinity: Arcana Ward** Feat Power

*Your god's comprehension of arcane mysteries extends to shielding you from elemental forces.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Personal**
**Trigger:** You are hit by an attack that deals acid, cold, fire, lightning, or thunder damage to you
**Effect:** Until the end of your next turn, you gain resist 5 to a damage type of your choice: acid, cold, fire, lightning, or thunder.
*Level 11:* Resist 10.
*Level 21:* Resist 15.

## Change

Avandra enjoys the winds of change and exhorts her faithful to follow where they blow. For Avandra, change represents ever-renewing opportunities. Each moment is a chance to alter the course, either personally or on a grander scale, and to take things in a better direction than in the past.

An unaligned deity might champion change in the form of evolution or the passage of time. Alternatively, a god might be seeking a particular change in the world or the cosmos. If that god is good or unaligned, the desired change—even if it is simply change for change's sake—falls short of tearing the structure apart, but an evil deity might elevate change precisely because of how it can destabilize people and societies.

### Power of Change [Domain]

**Prerequisite:** Any divine class, must worship a deity of the change domain

**Benefit:** You gain a +2 feat bonus to Thievery checks.

When you use a power associated with this feat, you gain a +1 bonus to attack rolls with the next encounter or daily attack power you use before the end of your next turn.

**Powers:** *bolstering strike* (paladin *PH*), *divine bolts* (invoker *PH2*), *overwhelming strike* (avenger *PH2*), *recovery strike* (cleric *DP*)

### Cycle of Change [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the change domain

**Benefit:** You gain the Channel Divinity power *cycle of change*.

**Channel Divinity: Cycle of Change** Feat Power

*With your god's help, you move the burden to where it can be borne with ease.*

**Encounter ✦ Divine**
**Minor Action** **Melee** 1
**Target:** One ally
**Effect:** You transfer an effect that a save can end from the target to yourself or vice versa.

## Civilization

Both Erathis and Asmodeus prize civilization as the most important force for greatness, but they seize upon the concept in different ways.

Erathis sees civilization as the means of bringing order and illumination to a dark and chaotic cosmos. For her, any culture of laws advances society better than the wild aspirations of individuals. Large and stable communities give people the chance to create the inventions that further propel the ascendancy of civilization as a whole.

Asmodeus understands civilization as a means of gaining power. Confused rabble roaming the wilderness make for easy conquests, but conquering them means bringing them under control. The laws, technologies, and structures of civil society provide the tools to pinion the weak beneath the boots of the mighty.

A good god of civilization might view it as the best way for people to help one another. The laws and shared responsibilities of societies give people the opportunities to show their better selves. In a world where cities are separated by vast areas of peril, expanding the reach of civilization can be a heroic task indeed.

### Power of Civilization [Domain]

**Prerequisite:** Any divine class, must worship a deity of the civilization domain

**Benefit:** You gain a +2 feat bonus to Diplomacy checks.

When you use a power associated with this feat, you gain a +1 bonus to the damage roll for each enemy adjacent to you.

**Powers:** *leading strike* (avenger *DP*), *mantle of the infidel* (invoker *DP*), *priest's shield* (cleric *PH*), *valiant strike* (paladin *PH*)

### Anthem of Civilization [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the civilization domain

**Benefit:** You gain the Channel Divinity power *anthem of civilization*.

**Channel Divinity: Anthem of Civilization** Feat Power

*You inspire your allies to work in concert to turn the tide of battle.*

**Encounter ✦ Divine**
**Minor Action** **Personal**

**Effect:** Until the end of your next turn, you or an ally of your choice within 3 squares of you gains an additional +2 bonus to attack rolls against any enemy he or she flanks.

## Creation

Erathis and Moradin both claim the domain of creation, and their followers share an appreciation for works of craft. Yet each god places different emphasis on what they inspire their worshipers to create.

Erathis values creations that advance civilization. Faster ships to speed trade, great roads carved through mountains, new cities where no person had thought they might live—these bring Erathis joy. Even an invention as small as a new kind of hinge receives Erathis's sanction.

Moradin encourages others to bring works into being that will see generations of use. He was intimately involved in hammering the raw creation of the primordials into a durable and refined world that mortals could thrive in. Now that the work of original creation is done, his followers focus on the lasting works of hammer and forge, chisel and stone.

Other gods of creation likely make their own marks on the domain. A deity of creation and magic might focus on the invention of new spells or magic items. A god of creation and war might value inventions only for their destructive potential.

### Power of Creation [Domain]

**Prerequisite:** Any divine class, must worship a deity of the creation domain

**Benefit:** You gain a +2 feat bonus to Religion checks.

When you use a power associated with this feat and hit one or more enemies with it, you or an ally of your choice within 5 squares of you gains a +1 power bonus to AC until the end of your next turn.

**Powers:** *bolstering strike* (paladin *PH*), *grasping shards* (invoker *PH2*), *radiant vengeance* (avenger *PH2*), *righteous brand* (cleric *PH*)

### Creation Secret [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the creation domain

**Benefit:** You gain the Channel Divinity power *creation secret*.

**Channel Divinity: Creation Secret** Feat Power

*Your prayer has a chance of extending the magic contained within an item.*

**Encounter ✦ Divine**
**Free Action** **Personal**
**Trigger:** You use a magic item's daily power

**Effect:** Roll a d20. If you roll 10 or higher, the use of the daily power is not expended.

## Darkness

Drow and darkness go together like spiders and webs, a fact often reinforced by priestesses of the dark elves' patron. Lolth commands her followers to use darkness as cover for their deceptions and attacks. No biting blade or cutting remark can be better delivered than from the shadows.

Zehir sees darkness in a broader scope. He delights in the darkness of ignorance and fear as well as the death of the light. Zehir's worshipers know they can stave off their patron's wrath by killing in darkness and by driving others to turn toward evil.

Darkness need not be the exclusive domain of evil gods. An unaligned or good deity of stealth could favor it, and so might a god of rest and rejuvenation.

### Power of Darkness [Domain]

**Prerequisite:** Any divine class, must worship a deity of the darkness domain

**Benefit:** You gain a +2 feat bonus to Stealth checks.

When you use a power associated with this feat and hit an enemy with it, you gain concealment against the next attack made against you before the end of your next turn.

**Powers:** *ardent strike* (paladin *DP*), *overwhelming strike* (avenger *PH2*), *priest's shield* (cleric *PH*), *visions of blood* (invoker *DP*)

### Darkness Consumes [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the darkness domain

**Benefit:** You gain the Channel Divinity power *darkness consumes*.

**Channel Divinity: Darkness Consumes** Feat Power

*You cause darkness to swirl around you and your allies for a moment.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 1
**Target:** You and each ally in burst
**Effect:** Each target gains concealment until the end of your next turn.

## Death

The Raven Queen holds dominion over death. It represents her ultimate role in the cosmos, and she stands as its dispassionate symbol.

If they are true to her intent, the Raven Queen's followers advance death as the proper progression of the soul toward its ultimate destination. Death should be neither thrilling nor frightful. It comes as night to day and as naturally as winter bites at the heels of autumn. Those who break with that fate through undeath or other extraordinary means must be forcibly brought to their ends.

Other deities with death among their domains likely view it differently. An evil death god might be a tyrant who delights in the sorrow that death sows, whereas a good death god might be a compassionate guide to the next world, a stern judge of the dead, a guardian of the eternal gates, or a protector of tombs.

### Power of Death [Domain]

**Prerequisite:** Any divine class, must worship a deity of the death domain

**Benefit:** You gain a +2 feat bonus to Religion checks.

When you use a power associated with this feat and hit a bloodied enemy with it, you gain a +2 bonus to the damage roll. The bonus increases to +3 at 11th level and +4 at 21st level.

**Powers:** *enfeebling strike* (paladin *PH*), *radiant vengeance* (avenger *PH2*), *righteous brand* (cleric *PH*), *visions of blood* (invoker *DP*)

### Death Knell [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the death domain

**Benefit:** You gain the Channel Divinity power *death knell*.

**Channel Divinity: Death Knell** Feat Power

*Death comes to all, and your god counts on you to hasten the moment.*

**Encounter ✦ Divine**
**Minor Action** **Melee** touch
**Target:** One bloodied creature
**Effect:** If the target's current hit points equal 5 + one-half your level or fewer, it drops to 0 hit points. Otherwise, you can use one of your other Channel Divinity powers during this encounter.

## Destruction

Gruumsh and Tharizdun share the destruction domain, but their outlooks have little in common.

Gruumsh exhorts followers to senseless carnage, burning, and the defilement of lands. His raging hordes scour the world, bringing cities down and dragging nations to their knees. Destruction is an end in itself, and the more violent the end, the better.

Tharizdun desires destruction on a grander scale. He is the god of cataclysms. No mere wildfire or volcanic eruption satiates his demands on his followers. The mad god seeks the world's end by whatever means possible. His crazed followers are often truly mad.

Other gods of destruction might be associated with natural disasters: storms, earthquakes, and the like. An unaligned god of destruction could be an uncaring agent of doom or a herald of the world's end, duty-bound to begin a cycle of cosmic rebirth by unleashing devastation upon the world. A good god of destruction might exist in a very dark world, where most of what exists is corrupt and must be wiped clean.

### Power of Destruction [Domain]

**Prerequisite:** Any divine class, must worship a deity of the destruction domain

**Benefit:** You gain a +2 feat bonus to Intimidate checks.

When you use a power associated with this feat and hit an unbloodied enemy with it, you gain a +2 bonus to the damage roll. The bonus increases to +3 at 11th level and +4 at 21st level.

**Powers:** *ardent strike* (paladin *DP*), *bond of censure* (avenger *DP*), *grasping shards* (invoker *PH2*), *righteous brand* (cleric *PH*)

### Path of Destruction [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the destruction domain

**Benefit:** You gain the Channel Divinity power *path of destruction*.

**Channel Divinity: Path of Destruction** Feat Power

*A snarled prayer is enough to invoke the power of the Breaker, the Mangler, the Destroyer—your god.*

**Encounter ✦ Divine**
**Free Action** **Personal**
**Trigger:** You roll damage for a melee attack
**Effect:** You reroll the damage and use either result.

## Earth

Moradin and Torog oppose one another for many reasons, including their competing claims on the domain of earth. Moradin sees earth as the foundation of creation and a source of stability, wealth,

and strength. He honors stone as the bones of the world and loves mountains as the domain's greatest symbols.

Torog has acquired power over earth during his imprisonment in the Underdark. First he drew the power of earth into the Underdark to provide islands of permanence in that ever-changing realm. Now he continues to scrape at the world above, clawing earth down into the unfinished creation of the Underdark where it can be used as a durable prison, a weapon of confinement.

Other earth gods are often some of the oldest deities and are frequently associated with the formation of the world. They are the carvers of mountains, the binders of stone, and the makers of law who fixed the work of the primordials in its place. An earth god might personify the earth itself as the soul of the world's physical shell. Many earth gods are associated with strength, stability, and time. Others have aspects of agriculture or mineral wealth. Evil earth gods are often jealous, destructive beings who demand placation and resent the exploration of the Underdark.

### Power of Earth [Domain]

**Prerequisite:** Any divine class, must worship a deity of the earth domain

**Benefit:** You gain a +2 feat bonus to Athletics checks.

When you use a power associated with this feat and hit an enemy with it, that enemy is slowed until the start of your next turn.

**Powers:** *bolstering strike* (paladin *PH*), *overwhelming strike* (avenger *PH2*), *recovery strike* (cleric *DP*), *visions of blood* (invoker *DP*)

### Earth Hold [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the earth domain

**Benefit:** You gain the Channel Divinity power *earth hold*.

**Channel Divinity: Earth Hold** Feat Power

*For a few moments, you give yourself up to your god's hold. Those around you sense the divine presence as fearsome gravity.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 2
**Target:** You and each enemy in burst
**Effect:** Until the end of your next turn, you are immobilized, and the other targets are slowed.

## Fate

To many mortals, fate is inescapable. Their destinies are written before they're born, and throughout their lives, events conspire to lead them along their appointed path. A few mortals—particularly great heroes—sometimes overpower fate, but very few defy it indefinitely. Sooner or later all but the most extraordinary are caught up in fate's web.

The Raven Queen takes fate as her domain, acting as the guardian of destiny. In keeping with her cold nature, her vision of fate is grim, and she frequently resents great heroes for flouting their destinies. The irony of her situation is that she achieved mastery of fate by overcoming a mortal's destiny, so extraordinary heroes who survive long enough eventually find that fate begins to tip in their favor.

Ioun has fate as a domain for its aspect of prognostication. Ioun's followers seek to know and record the paths of events—in the past, the present, and the future. Her devotees hope to understand their own fates and to help those who do not comprehend their destinies to perceive what it is they are meant to do, for good or ill.

### Power of Fate [Domain]

**Prerequisite:** Any divine class, must worship a deity of the fate domain

**Benefit:** You gain a +2 feat bonus to Insight checks.

When you use a power associated with this feat against a bloodied enemy, you gain a +1 bonus to the attack roll.

**Powers:** *astral seal* (cleric *DP*), *avenging light* (invoker *PH2*), *bond of retribution* (avenger *PH2*), *holy strike* (paladin *PH*)

### Fate Rolls On [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the fate domain

**Benefit:** You gain the Channel Divinity power *fate rolls on*.

**Channel Divinity: Fate Rolls On** Feat Power

*In your god's presence, what was mere luck becomes destiny.*

**Encounter ✦ Divine**
**Immediate Reaction** **Ranged** 5
**Trigger:** A creature within 5 squares of you makes a saving throw
**Target:** The triggering creature
**Effect:** If the target failed the saving throw, it takes a -2 penalty to its next saving throw before the end of the encounter. If the target saved, it gains a +2 bonus to its next saving throw before the end of the encounter.

## Freedom

Sehanine advocates that people follow their hearts without constraint, but Avandra stands as the symbol of true freedom. She commands the domain not to protect the selfish feelings of individuals but to defend the sovereign right of all people to take control of their destinies.

Avandra hopes that others use their freedom to do the right thing, and she stands against tyranny of any kind. Her followers keep alive flames of hope in oppressive societies, serving as the seeds of rebellion or peaceful reform.

It would be unusual for an evil deity to champion freedom, but the domain has dangerous aspects: anarchy, violence, and debauchery. An evil or unaligned god who promotes personal freedom above all other ideals could have the domain.

### Power of Freedom [Domain]

**Prerequisite:** Any divine class, must worship a deity of the freedom domain

**Benefit:** You gain a +2 feat bonus to Acrobatics checks.

When you use a power associated with this feat and hit one or more enemies with it, you or an ally within 5 squares of you gains a +2 bonus to his or her next saving throw before the start of your next turn.

**Powers:** *holy strike* (paladin *PH*), *leading strike* (avenger *DP*), *righteous brand* (cleric *PH*), *vanguard's lightning* (invoker *PH2*)

### Path of Freedom [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the freedom domain

**Benefit:** You gain the Channel Divinity power *path of freedom*.

**Channel Divinity: Path of Freedom** Feat Power

*Through your prayer, you remind your friends that they are always truly free.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** Each ally in burst
**Effect:** Each target can choose to make an escape attempt against a grab as a free action or to make a saving throw against an immobilizing, restraining, or slowing effect that a save can end.

## Hope

The hope domain doesn't exist for those who merely wish for something to come to pass; it stands for those who express an optimistic faith in the future. As such, Bahamut and Pelor share reign over the domain.

Pelor shines the light of hope into all hearts that accept his benevolent message. His followers express hope not just for a kinder future but for good harvests from their just labors. Pelor's hope is the faith that the sun will rise, that winter will end, and that compassion will flourish.

Bahamut claims hope among his domains in a different form. The Platinum Dragon's followers rely on the ideals of justice and honor as shields against the darkness that can claim souls. Their hope is that righteous action can prevent a drastic fall. Bahamut places faith not in the external world, but in the spirit of the individual.

### Power of Hope [Domain]

**Prerequisite:** Any divine class, must worship a deity of the hope domain

**Benefit:** You gain a +2 feat bonus to Diplomacy checks.

When you use a power associated with this feat and hit one or more enemies with it, one ally within 5 squares of you gains a +1 power bonus to the next attack roll he or she makes before the start of your next turn.

**Powers:** *avenging light* (invoker *PH2*), *leading strike* (avenger *DP*), *righteous brand* (cleric *PH*), *valiant strike* (paladin *PH*)

### Hope Remains [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the hope domain

**Benefit:** You gain the Channel Divinity power *hope remains*.

**Channel Divinity: Hope Remains** Feat Power

*Those who rise again fight with renewed vigor.*

**Encounter ✦ Divine**
**Free Action** **Close** burst 10
**Trigger:** You or an ally within 10 squares of you regains consciousness after being reduced to 0 hit points or fewer
**Target:** The triggering character in burst
**Effect:** The target gains a +2 power bonus to attack rolls, saving throws, and all defenses until the end of its next turn.

## Justice

Justice lives differently in the mind of each person, and laws change with each ruler, but ideals of integrity and fairness exist in most societies—even among those who see such ideals as weaknesses. Two gods take up the banner of justice, placing it among their highest virtues.

Bahamut sees justice as the tool of good intentions. Laws and honor exist to protect those who cannot protect themselves and to prevent those who wield power from taking the path of evil.

Erathis views justice as the driving force behind civilization. Without law—without the shared understanding of what should and should not be—society dissolves into chaos.

Other gods of justice would place their own perspectives on the concept. A deity of justice and death might be concerned only with providing the proper rewards and punishments to souls. An evil deity of justice might be an unforgiving judge who cleaves to the letter of the law, relishing in the technicalities that entrap decent souls.

### Power of Justice [Domain]

**Prerequisite:** Any divine class, must worship a deity of the justice domain

**Benefit:** You gain a +2 feat bonus to Insight checks.

When you use a power associated with this feat and hit an enemy with it, each bloodied ally within

10 squares of you gains a +1 power bonus to attack rolls until the start of your next turn.

**Powers:** *bond of censure* (avenger *DP*), *mantle of the infidel* (invoker *DP*), *righteous brand* (cleric *PH*), *virtuous strike* (paladin *DP*)

### Immediate Justice [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the justice domain

**Benefit:** You gain the Channel Divinity power *immediate justice*.

**Channel Divinity: Immediate Justice** Feat Power

*You enforce balance with a flare of divine energy that lances your enemy.*

**Encounter ✦ Divine, Radiant**
**Immediate Reaction** **Ranged** 10
**Trigger:** An enemy reduces your ally to 0 hit points or fewer or damages your unconscious ally
**Target:** The triggering enemy
**Effect:** The target takes radiant damage equal to 5 + one-half your level.

## Knowledge

Ioun and Vecna take opposing perspectives on knowledge. Ioun believes that knowledge of any kind is for the benefit of all. Vecna encourages his followers to hide learning so that only their actions and his plans can profit by them. Ioun sees knowledge as a light that can illuminate the world. Vecna sees it as the secrets that can keep people bound in the darkness of ignorance.

Another god of knowledge might emphasize particular types of knowledge that god values. A deity of arcana and knowledge likely drives followers to discover the secrets of magic and the cosmos. A deity of knowledge and trickery emphasizes the power of using truth to make others believe lies.

If you serve a god of knowledge, you are naturally interested in discovering and preserving lore, especially the ancient or the esoteric. You might fill journals with descriptions of your travels and sketches of things you've seen.

### Power of Knowledge [Domain]

**Prerequisite:** Any divine class, must worship a deity of the knowledge domain

**Benefit:** You gain a +2 feat bonus to History checks.

When you use a power associated with this feat and hit an enemy with it, you gain a +1 power bonus to all defenses until the start of your next turn.

**Powers:** *astral seal* (cleric *DP*), *grasping shards* (invoker *PH2*), *leading strike* (avenger *DP*), *virtuous strike* (paladin *DP*)

### Sure Knowledge [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the knowledge domain

**Benefit:** You gain the Channel Divinity power *sure knowledge*.

**Channel Divinity: Sure Knowledge** Feat Power

*Some portion of your god's wisdom flows through you or your ally.*

**Encounter ✦ Divine**
**Free Action** **Ranged** 5
**Trigger:** You or an ally within 5 squares of you makes a knowledge check and doesn't like the result
**Target:** The triggering character
**Effect:** The target makes the knowledge check again and uses the new result.

## Life

All but a few deities have an interest in life as a domain, but only two place it among their primary concerns.

Melora stands as the world's advocate. If it originates in the world, and it breathes and draws sustenance, she champions its right to exist. Yet Melora does not value one of the world's living things over another. All have the right to play out the natural processes of struggle and survival. Melora does not control the world's primal spirits, but she recognizes their importance and has allied with the elder spirits many times. Primal peoples who would never consider worshiping another deity sometimes acknowledge Melora as a respected ally of the primal spirits.

Pelor brings focus to the cause of life in two different ways. He watches over the life of the fields and farms, and the harvests and herds. As his priests are wont to say, good food is sustenance for the soul. He cares also for the lives of good people and blesses those who show mercy and alleviate suffering.

Other deities of the life domain likely color their interpretation of the domain with their other concerns. There might even be a chaotic evil deity of destruction and the wilderness who promotes the life of ravenous beasts.

### Power of Life [Domain]

**Prerequisite:** Any divine class, must worship a deity of the life domain

**Benefit:** You gain a +2 feat bonus to Heal checks.

When you use a power associated with this feat and hit one or more enemies with it, one ally within 10 squares of you gains 3 temporary hit points. The temporary hit points increase to 5 at 11th level and 8 at 21st level.

**Powers:** *avenging light* (invoker *PH2*), *bolstering strike* (paladin *PH*), *astral seal* (cleric *DP*), *radiant vengeance* (avenger *PH2*)

### Pulse of Life [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the life domain

**Benefit:** You gain the Channel Divinity power *pulse of life*.

**Channel Divinity: Pulse of Life** Feat Power

*In the mortal world, death cannot be entirely denied. But it can be postponed.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Ranged** 10
**Trigger:** A creature within 10 squares of you makes a death saving throw
**Target:** The triggering creature
**Effect:** The target gains a +10 power bonus to the death saving throw.

## Love

The domain of love includes friendship, romance, merriment, and desire. Sehanine accepts all of these as her province, but she places particular emphasis on the passions of new love and the changes it can create in the lives of people who thought their personal stories were set.

Most love deities are positive influences in the world, but some are known for being fickle. Other love deities might be cunning seducers or jealous beauties who delight in broken hearts.

If you serve a deity of love, you are probably a light-hearted and encouraging presence. Love has the power to melt the hardest of hearts, and you believe that your courage and compassion can change the world.

### Power of Love [Domain]

**Prerequisite:** Any divine class, must worship a deity of the love domain

**Benefit:** You gain a +2 feat bonus to Diplomacy checks.

When you use a power associated with this feat and hit one or more enemies with it, you can choose to deal no damage and instead grant 5 temporary hit points to one or two allies within 5 squares of you. The temporary hit points increase to 10 at 11th level and 15 at 21st level.

**Powers:** *radiant vengeance* (avenger *PH2*), *recovery strike* (cleric *DP*), *sun strike* (invoker *PH2*), *virtuous strike* (paladin *DP*)

### Loving Sacrifice [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the love domain

**Benefit:** You gain the Channel Divinity power *loving sacrifice*.

**Channel Divinity: Loving Sacrifice** Feat Power

*The loving tie between you and your friend allows you to take some of the pain he or she would have suffered alone.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Ranged** 5
**Trigger:** An ally within 5 squares of you takes damage
**Target:** The triggering ally
**Effect:** The damage against the target is reduced by 5, and you take 5 damage, which can't be reduced in any way.
*Level 11:* The damage is reduced by 10, and you take 10.
*Level 21:* The damage is reduced by 15, and you take 15.

## Luck

Chance, coincidence, fortune, randomness—whatever you call it, luck is a powerful and unpredictable force. Avandra takes this powerful force in hand as a weapon against drab destiny and dark fatalism. For her followers, luck provides excitement and opportunity even in the face of terrible odds.

Another luck god might be a trickster figure, a troublemaker who injects an element of uncertainty into divine circles. Another might be a god of prosperity and good fortune, who rewards the virtuous and worthy. An evil deity of luck might take from it the aspect of misfortune and delight in accidents and disasters.

If you serve a god of luck, you believe in keeping your eyes open for the unexpected opportunity. After all, most people make their own luck by being prepared and decisive. If you're respectful, if you're ready, you'll see the moments when a divine hand arranges some small coincidence or decides some seemingly random outcome in your favor.

### Power of Luck [Domain]

**Prerequisite:** Any divine class, must worship a deity of the luck domain

**Benefit:** You gain a +2 feat bonus to Acrobatics checks.

When you use a power associated with this feat, you can score a critical hit on a roll of 19–20.

**Powers:** *bond of censure* (avenger *DP*), *holy strike* (paladin *PH*), *lance of faith* (cleric *PH*), *vanguard's lightning* (invoker *PH2*)

### Imminent Luck [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the luck domain

**Benefit:** You gain the Channel Divinity power *imminent luck*.

**Channel Divinity: Imminent Luck** Feat Power

*Your god gives you another chance at good fortune.*

**Encounter ✦ Divine**
**Free Action** **Personal**
**Trigger:** You use a power that gives you a reroll, and the reroll is lower than the original roll
**Effect:** You don't expend the use of the power that gave you the reroll.

## Madness

Those who know the name of Tharizdun attempt to avoid even thinking it, for fear of the thought's echoes in their minds. His worshipers are given to creeping suspicion, maniacal rage, or bizarre fixations. Lost in delusions and inner torment, they grovel before a divinity that exists to bring doom and the dissolution of all things.

A different god of madness might be one whose secrets are too much for the mortal mind to bear. Perhaps instead the deity claims madness as a domain because it comes from an insanity-inspiring place, such as the Far Realm, whose unnatural blessings overwhelm mortals wretched and foolish enough to seek them out. An unaligned deity of madness might take the form of a senile sage or a capering jester. There might even be a beneficent deity of madness and invention who offers inspiration through bouts of insanity.

### Power of Madness [Domain]

**Prerequisite:** Any divine class, must worship a deity of the madness domain

**Benefit:** You gain a +2 feat bonus to Bluff checks.

When you use a power associated with this feat and hit an enemy with it, that enemy takes a -1 penalty to attack rolls until the end of your next turn.

**Powers:** *enfeebling strike* (paladin *PH*), *overwhelming strike* (avenger *PH2*), *righteous brand* (cleric *PH*), *visions of blood* (invoker *DP*)

### Screaming Madness [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the madness domain

**Benefit:** You gain the Channel Divinity power *screaming madness*.

**Channel Divinity: Screaming Madness** Feat Power

*Ambushed by your dread god's madness, your enemy lurches into lunacy.*

**Encounter ✦ Divine**
**Minor Action** **Personal**

**Effect:** The next enemy you hit during this turn with a fear power hits itself with its melee basic attack the first time it makes an attack on its next turn. The enemy hits itself after its attack is resolved.

## Moon

People place many different meanings on the moon. Some see it as a symbol of predictable cycles and time. Others take it as a sign of change, a symbol of magic, or an emblem of beauty and love. A deity of the moon might be seen as a hunter in the darkness, a patron of nightly revelry, or a god of ill fortune or savage madness.

Sehanine takes from the moon the aspect of shadows and masks. Its glow allows her followers to see dangers in the dark, and its darkness cloaks the dangers they present to others.

Sehanine's worshipers see her blessings in the moon's phases. The full moon shields the faithful from harm. A bladelike crescent bodes well for their attacks. And a dark moon presents opportunities to take what you will.

### Power of the Moon [Domain]

**Prerequisite:** Any divine class, must worship a deity of the moon domain

**Benefit:** You gain a +1 feat bonus to Perception checks.

When you use a power associated with this feat and hit an enemy with it, that enemy takes a -2 penalty to the defense targeted by the power. The penalty lasts until the end of your next turn.

**Powers:** *bond of censure* (avenger *DP*), *enfeebling strike* (paladin *PH*), *hand of radiance* (invoker *DP*), *righteous brand* (cleric *PH*)

### Moon Touched [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the moon domain

**Benefit:** You gain the Channel Divinity power *moon touched*.

**Channel Divinity: Moon Touched** Feat Power

*You glow with the healing light of the moon. The light waxes and wanes for a time.*

**Encounter ✦ Divine, Healing**
**Minor Action** **Close** burst 5
**Target:** You or one ally in burst; target must be bloodied
**Effect:** The target regains hit points equal to your Wisdom or Charisma modifier. At the start of each of your turns, roll a d8. If the roll is odd, the target gains temporary hit points equal to the roll, and if the target already has temporary hit points, the effect ends. If the roll is even, the target regains hit points equal to the roll, and the effect ends.
*Level 11:* Roll a d10 instead of a d8.
*Level 21:* Roll a d12 instead of a d8.

## Poison

Zehir's words are venom, and his teachings poison minds wherever his priests' hisses can be heard. His followers value all kinds of poison: the toxins that debilitate or kill the body as well as the venomous ideas that ruin the mind and sap the spirit.

The followers of other gods might use poison, but for Zehir, poison itself is worthy of honor. His faithful pay homage to venomous creatures and often say prayers while applying poison to their objects or administering it for ingestion.

In your campaign, poison might not be the province of an evil god. Poison represents a hidden

danger, so any deity accustomed to stealth and deception might take poison as a domain. But good and forthright gods likely avoid it.

### Power of Poison [Domain]

**Prerequisite:** Any divine class, must worship a deity of the poison domain

**Benefit:** You gain a +2 feat bonus to Bluff checks.

When you use a power associated with this feat, you can choose to change its damage type to poison (the power gains the poison keyword and loses the keywords of its former damage types). If you do so, you gain a +2 bonus to the damage roll. The bonus increases to +3 at 11th level and +4 at 21st level.

**Powers:** *overwhelming strike* (avenger *PH2*), *enfeebling strike* (paladin *PH*), *grasping shards* (invoker *PH2*), *righteous brand* (cleric *PH*)

### Original Poison [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the poison domain

**Benefit:** You gain the Channel Divinity power *original poison*.

**Channel Divinity: Original Poison** Feat Power

*Your prayer empowers your venomous attacks.*

**Encounter ✦ Divine**
**Minor Action** **Ranged** 5
**Target:** One creature
**Effect:** Until the end of your next turn, you gain a +2 power bonus to attack rolls against the target with poison powers.

## Protection

Gods of protection wield their divine influence to minimize the effect of disasters, to guide those in peril to shelter, and to influence mortals away from overly destructive actions. Some protection gods inspire their followers to engage enemies through force of arms, while others work indirectly, shielding their chosen people with helpful weather, unexpected good fortune, or inspired champions.

Bahamut and Moradin share the domain of protection in a spirit of solidarity. Moradin emphasizes guardianship of home, family, and clan, while Bahamut takes a wider view of protecting society and good people wherever evil finds them. When danger comes, the followers of Moradin draw back to stand on solid ground, and Bahamut's faithful come forward to strike down threats.

### Power of Protection [Domain]

**Prerequisite:** Any divine class, must worship a deity of the protection domain

**Benefit:** You gain a +2 feat bonus to Heal checks.

When you use a power associated with this feat and hit one or more enemies with it, one ally within 5 squares of you gains a +1 power bonus to all defenses until the start of your next turn.

**Powers:** *leading strike* (avenger *DP*), *priest's shield* (cleric *PH*), *valiant strike* (paladin *PH*), *vanguard's lightning* (invoker *PH2*)

### Sure Protection [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the protection domain

**Benefit:** You gain the Channel Divinity power *sure protection*.

**Channel Divinity: Sure Protection** Feat Power

*You ensure that a moment of respite is not interrupted.*

**Encounter ✦ Divine**
**Free Action** **Close** burst 5
**Trigger:** You or an ally within 5 squares of you uses his or her second wind
**Target:** The triggering character
**Effect:** The target gains a +3 power bonus to all defenses until the start of his or her next turn.

## Sea

The sea is a mighty force in the world. It offers the bounty of fish, the threat of storms, a means for commerce and exploration, and a wilderness in which ships and sailors sometimes vanish without a trace. A god of the sea can therefore be a protective figure who grants blessings to seafaring folk, a monstrous being who delights in drowning mortals, or a fickle divinity who helps or harms as the whim strikes. People see in Melora all three aspects.

Melora claims uncontested rule of the seas, and her whim is iron law. Yet she exercises little control over the vast waters of the world, preferring to allow events to unfold naturally. When she is roused to anger, her wrath comes in endless waves of destruction, and when brought to sympathy, she offers up astonishing treasures lost to the sea.

### Power of the Sea [Domain]

**Prerequisite:** Any divine class, must worship a deity of the sea domain

**Benefit:** You gain a +2 feat bonus to Athletics checks.

When you use a power associated with this feat and hit one or more enemies with it, you can choose an effect: You make a saving throw against an effect that a save can end, or one enemy hit by the power takes a -2 penalty to the next saving throw it makes before the start of your next turn.

**Powers:** *bond of censure* (avenger *DP*), *divine bolts* (invoker *PH2*), *recovery strike* (cleric *DP*), *virtuous strike* (paladin *DP*)

### Sea Surge [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the sea domain

**Benefit:** You gain the Channel Divinity power *sea surge*.

**Channel Divinity: Sea Surge** Feat Power

*Your prayer calls forth a wave to carry you or your friend to safety.*

**Encounter ✦ Divine**
**Immediate Reaction** **Close** burst 10
**Trigger:** You or an ally within 10 squares of you is pulled, pushed, or slid
**Target:** The triggering character in burst
**Effect:** You slide the target 2 squares.

## Skill

A deity of the skill domain values excellence and precision in one's actions. The god's followers often seek mastery of some art or proficiency, spending much time in pursuit of perfection.

Bane demands martial skill from his followers, many of whom spend hours in drills and practice battles. If they are not hefting a weapon on a battlefield, his most faithful are studying theories of warfare or playing games of strategy to hone the military mind.

Corellon appreciates beauty and art, be it in song, story, sculpture, dress, or any form of decoration. Everyone seeking beauty in their actions prays to Corellon for the skill to bring their visions into existence.

As god of knowledge, Ioun offers the comprehension necessary to grow skilled and the deeper understanding that practice of a skill engenders. Sometimes dismissed by the ignorant as the patron of scholars, Ioun stands for truth and learning in all areas of thought and action.

### Power of Skill [Domain]

**Prerequisite:** Any divine class, must worship a deity of the skill domain

**Benefit:** You gain a +1 feat bonus to trained skill checks.

You can use any power you have that is associated with this feat as a basic attack.

**Powers:** *divine bolts* (invoker *PH2*), *overwhelming strike* (avenger *PH2*), *righteous brand* (cleric *PH*), *valiant strike* (paladin *PH*)

### Divine Excellence [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the skill domain

**Benefit:** You gain the Channel Divinity power *divine excellence*.

**Channel Divinity: Divine Excellence** Feat Power

*Your prayer inspires excellence in yourself and your allies.*

**Encounter ✦ Divine**
**Free Action** **Personal**
**Trigger:** You make a skill check
**Effect:** You gain a +2 power bonus to the skill check. Until the end of your next turn, you and each ally within 10 squares of you gain a +2 power bonus to checks using the same skill.

## Storm

Slashing rain, roaring winds, brooding clouds, punishing hail—these are moods of Kord. People hear his laughter in thunder and fear the lightning of his fierce smile. Sailors seeking calm winds and farmers who hope for gentle rain beg Kord to vent his fury elsewhere. They engage in contests of strength and raise toasts in Kord's name to let him know they have neither forgotten his power nor taken his clemency for granted.

Like Kord, another god of storms is likely a deity of raging passions. A good god of storms might be thought of as scouring the world of evil, while a malignant deity of the domain would inflict storms simply out of cruelty.

### Power of the Storm [Domain]

**Prerequisite:** Any divine class, must worship a deity of the storm domain

**Benefit:** You gain a +2 feat bonus to Intimidate checks.

When you use a power associated with this feat, you can choose to change its damage type to thunder (the power gains the thunder keyword and loses the keywords of its former damage types). If you do so, you gain a +2 bonus to the damage roll. The bonus increases to +3 at 11th level and +4 at 21st level.

**Powers:** *overwhelming strike* (avenger *PH2*), *righteous brand* (cleric *PH*), *valiant strike* (paladin *PH*), *vanguard's lightning* (invoker *PH2*)

### Storm Sacrifice [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the storm domain

**Benefit:** You gain the Channel Divinity power *storm sacrifice*.

**Channel Divinity: Storm Sacrifice** Feat Power

*If it is your god's will, the coming storm will strike as a blessing.*

**Encounter ✦ Divine**
**Minor Action** **Ranged** 10
**Target:** One creature
**Effect:** You gain vulnerable 5 lightning and vulnerable 5 thunder. If the target has no lightning or thunder resistance, it gains vulnerable 5 lightning and vulnerable 5 thunder. If it has lightning or thunder resistance, it loses that resistance. These effects last until the end of your next turn.

## Strength

Popular among barbaric peoples, the gods of strength are patrons to warriors and hunters. Violent and short-tempered, these deities act rather than reflect.

Blood-spattered Gruumsh glories in the slaughter of weaker foes, disdaining strategy and skill. He believes that the world belongs to those who can crush skulls in their fists or break bones with a bite. Strength is the license to do as you please, and it pleases Gruumsh when his followers use their might to destroy.

Kord acts as patron of strength to all who seek to avoid the wanton destruction urged by Gruumsh. Athletes, soldiers, laborers, and others who prize the power of the body pray to Kord, and so do those of weakness who are willing to act against the strong.

A strength god need not be so impulsive, and such a deity could be aligned with good. Perhaps your campaign has room for a god of strength and knowledge, patron of athletes and an asceticism seeking physical perfection. A strength god could instead be aligned with justice and promote the use of might for what is right.

### Power of Strength [Domain]

**Prerequisite:** Any divine class, must worship a deity of the strength domain

**Benefit:** You gain a +2 feat bonus to Athletics checks.

When you use a power associated with this feat, you gain a +2 bonus to the damage roll. The bonus increases to +3 at 11th level and +4 at 21st level.

**Powers:** *avenging light* (invoker *PH2*), *holy strike* (paladin *PH*), *overwhelming strike* (avenger *PH2*), *priest's shield* (cleric *PH*)

### Strength of the Gods [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the strength domain

**Benefit:** You gain the Channel Divinity power *strength of the gods*.

**Channel Divinity: Strength of the Gods** Feat Power

*From your god, to your ally, and into the enemy: a passage of strength and impact.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** One ally in burst
**Effect:** The target gains a power bonus equal to your Strength modifier to its next damage roll before the end of your next turn.

## Strife

Tiamat rules the strife domain. It stands for her avarice and the greed she foments in her followers. Chaos too is her ally. When others cannot stand together, they are more easily torn apart.

The domain of strife exists for gods who act as thorns in the world's flesh, bloody troublemakers who don't want to get along with anyone else. Those people drawn to serve a strife god are attracted by the pure, driving ambition that the god represents—the desire to get ahead, regardless of the cost. Strife might be the single problematic domain of a god who is otherwise one of the world's defenders, representing the god's penchant for stirring up anger or a dangerous curiosity.

### Power of Strife [Domain]

**Prerequisite:** Any divine class, must worship a deity of the strife domain

**Benefit:** You gain a +2 feat bonus to Bluff checks.

When you use a power associated with this feat, you gain a +1 bonus to the damage roll for each enemy within 3 squares of the target. The bonus increases to +2 at 11th level and +3 at 21st level.

**Powers:** *ardent strike* (paladin *DP*), *bond of retribution* (avenger *PH2*), *lance of faith* (cleric *PH*), *sun strike* (invoker *PH2*)

### Sudden Strife [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the strife domain

**Benefit:** You gain the Channel Divinity power *sudden strife*.

**Channel Divinity: Sudden Strife** Feat Power

*You sow doubt in two enemies, causing them to question each other's loyalty. Their combat acumen suffers as a result.*

**Encounter ✦ Charm, Divine**
**Free Action** **Ranged** 5
**Target:** Two enemies within 3 squares of each other
**Effect:** Until the end of your next turn, the targets take a -4 penalty to attack rolls while they are within 3 squares of each other.

## Sun

The sun's influence and brilliance are obvious to all, acting as a daily reminder of Pelor's power and beneficence. The sun is the light of growth and renewal. It is warmth in winter and ensures good harvest come the fall. Pelor extends its light to all just as he hopes his followers extend their compassion to all. The sun also peels back the veil of night, and Pelor's followers see in that a metaphor for the light they must bring to shadowy deeds and dark hearts.

Sun gods frequently rule pantheons or stand as the first among equals. Although usually portrayed as benevolent or dispassionate deities, sun gods don't need to be good or unaligned. An evil sun god might be a bloodthirsty tyrant who threatens drought and fire unless slaked by sacrifices.

### Power of the Sun [Domain]

**Prerequisite:** Any divine class, must worship a deity of the sun domain

**Benefit:** You gain a +2 feat bonus to Insight checks.

When you use a power associated with this feat and hit an enemy with it, that enemy gains vulnerable 3 radiant until the end of your next turn, after the power's effects are resolved. The vulnerability increases to 5 at 11th level and 8 at 21st level.

**Powers:** *lance of faith* (cleric *PH*), *radiant vengeance* (avenger *PH2*), *sun strike* (invoker *PH2*), *virtuous strike* (paladin *DP*)

### Solar Enemy [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the sun domain

**Benefit:** You gain the Channel Divinity power *solar enemy*.

**Channel Divinity: Solar Enemy** Feat Power

*The divine sunlight playing across your enemies is a sign of the radiance to come.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 2
**Target:** Each enemy in burst
**Effect:** Each target gains vulnerable 5 radiant, or its vulnerability to radiant damage increases by 5.

## Torment

Torog crawls through the gloom of the Underdark, his broken back hunched as his bleeding knees and elbows scrape their way through the earth. This tortured deity vents his imprisoned rage against existence as the god of torment. Patron of jailers, slavers, torturers, and sadists of all stripes, the King that Crawls takes pleasure in causing pain and in the agony inflicted by his devotees.

The torment domain typically belongs to evil deities, but your campaign might host a good or unaligned god subjected to torture. Mortals might ask such a divine martyr for the ability to endure the pains they face or to take on their troubles.

### Power of Torment [Domain]

**Prerequisite:** Any divine class, must worship a deity of the torment domain

**Benefit:** You gain a +2 feat bonus to Intimidate checks.

When you use a power associated with this feat and hit an enemy with it, that enemy grants combat advantage to your next ally who attacks it before the start of your next turn.

**Powers:** *ardent strike* (paladin *DP*), *astral seal* (cleric *DP*), *overwhelming strike* (avenger *PH2*), *mantle of the infidel* (invoker *DP*)

### Perfect Torment [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the torment domain

**Benefit:** You gain the Channel Divinity power *perfect torment*.

**Channel Divinity: Perfect Torment** Feat Power

*Your prayer prolongs your enemies' suffering.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** Each enemy in burst
**Effect:** Each target takes a –2 penalty to saving throws until the end of your next turn.

## Trickery

Cleverness, deceit, illusion, stealth—these are the tools of deities who hold sway over the domain of trickery. A god of trickery might be an irrepressible jokester whose misadventures serve to illuminate the follies and inanities of life; a shadowy patron to thieves and illusionists; or a cruel deceiver whose lies poison the world.

Sehanine and Lolth assert control over the domain of trickery, an uncomfortable allocation of power extant since before Lolth's rebellion. Though that conflict ended in an era long past, the followers of both deities open fresh wounds over it every year.

For Lolth, trickery presents the means of gaining and keeping power. Why fight foes when you can manipulate them?

Sehanine sees trickery in a more winsome light. Trickery can delight as well as devastate, and she encourages her followers to moderate one with the other as they pursue their destinies.

### Power of Trickery [Domain]

**Prerequisite:** Any divine class, must worship a deity of the trickery domain

**Benefit:** You gain a +2 feat bonus to Thievery checks.

When you use a power associated with this feat and hit one or more enemies with it, you or an ally adjacent to that enemy can shift 1 square as a free action.

**Powers:** *avenging light* (invoker *PH2*), *overwhelming strike* (avenger *PH2*), *enfeebling strike* (paladin *PH*), *recovery strike* (cleric *DP*)

### Trickster's Fortune [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the trickery domain

**Benefit:** You gain the Channel Divinity power *trickster's fortune*.

**Channel Divinity: Trickster's Fortune** Feat Power

*You slyly twist your foe's fate and try to turn its misfortune into your fortune.*

**Encounter ✦ Divine**
**Immediate Interrupt** **Close** burst 5
**Trigger:** An enemy within 5 squares of you makes a saving throw
**Target:** The triggering enemy in burst
**Effect:** The target takes a –2 penalty to the saving throw. If the saving throw fails, you or an ally in the burst can make a saving throw.

## Tyranny

Asmodeus seeks nothing less than complete dominion over all existence, and thus he jealously protects his control of the tyranny domain. Oppression, coercion, repression—these are the tools of the tyrant. Those who follow Asmodeus accept the domination of his agents or seek to gain power for themselves by crushing others in an iron grip.

Few adventurers devote themselves to the ruthless acquisition of power that the tyranny domain entails. However, tyranny might be the lesser of two evils in a setting that faces an even worse threat, such as demonic hordes or invasion from the Far Realm.

### Power of Tyranny [Domain]

**Prerequisite:** Any divine class, must worship a deity of the tyranny domain

**Benefit:** You gain a +2 feat bonus to Intimidate checks.

When you use a power associated with this feat, the power's targets each take a –2 penalty to saving throws until the start of your next turn, whether or not you hit.

**Powers:** *astral seal* (cleric *DP*), *bond of censure* (avenger *DP*), *divine bolts* (invoker *PH2*), *enfeebling strike* (paladin *PH*)

### Master of Tyranny [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the tyranny domain

**Benefit:** You gain the Channel Divinity power *master of tyranny*.

**Channel Divinity: Master of Tyranny** Feat Power

*Your enemies' weakness gives you strength.*

**Encounter ✦ Divine**
**Minor Action** **Personal**
**Effect:** You gain a +2 bonus to attack rolls against bloodied creatures until the end of your next turn.

## Undeath

Death is the natural end to mortal lives, but throughout the ages, some mortals have rebelled against this common fate. Undeath offers some mortals a way to cling to worldly existence long after they should have passed into the beyond. For most, undeath is a terrible curse that corrupts the soul.

Vecna clasps the secrets of the domain of undeath tightly to his bony breast. He envisions a world in which a chosen few rule over masses of undead, which are easily subjugated to his will. Although not all undead owe their allegiance to Vecna, the Maimed One keeps secret watch on the plans of unknown numbers of them, and many unwittingly do his will.

An evil god of undeath might usurp death as well, becoming a frightful master of all fates beyond life. More rarely, a good or unaligned god of undeath might be concerned with the preservation of ancestral spirits and the protection of burial places.

### Power of Undeath [Domain]

**Prerequisite:** Any divine class, must worship a deity of the undeath domain

**Benefit:** You gain a +2 feat bonus to Religion checks.

When you use a power associated with this feat, the power's damage changes to necrotic (the power gains the necrotic keyword and loses the keywords of its former damage types). You also gain a +2 bonus to the damage roll. The bonus increases to +3 at 11th level and +4 at 21st level.

**Powers:** *bond of censure* (avenger *DP*), *enfeebling strike* (paladin *PH*), *grasping shards* (invoker *PH2*), *lance of faith* (cleric *PH*)

### Undeath's Ally [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the undeath domain

**Benefit:** You gain the Channel Divinity power *undeath's ally*.

**Channel Divinity: Undeath's Ally** Feat Power

*At your touch, your friend's life begins to slip away, but he or she gains some of the resilience of undeath.*

**Encounter ✦ Divine**
**Minor Action** **Melee** 1
**Target:** One ally
**Effect:** The target loses a healing surge but gains temporary hit points equal to his or her healing surge value + one-half your level.

## Vengeance

Tiamat rises as the queen of vengeance. She exhorts her faithful to forgive nothing and avenge even the slightest wrong. Her worshipers believe that power can be respected only when it is exercised, and the way to gain power is by tearing down those who have what you desire.

A god of vengeance probably takes delight in revenge that far exceeds the original damage. Although an evil alignment is most likely, a god of vengeance might be an unaligned lord of strife. A

good-aligned god of vengeance might be in a setting dominated by evil, where the forces of good seek redress for centuries of abuse.

### Power of Vengeance [Domain]

**Prerequisite:** Any divine class, must worship a deity of the vengeance domain

**Benefit:** You gain a +2 feat bonus to Intimidate checks.

When you use a power associated with this feat and hit an enemy with it, that enemy takes 2 damage the first time it attacks you or an ally of yours before the start of your next turn. The damage increases to 3 at 11th level and 4 at 21st level.

**Powers:** *astral seal* (cleric *DP*), *avenging light* (invoker *PH2*), *holy strike* (paladin *PH*), *radiant vengeance* (avenger *PH2*)

### Small Vengeance [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the vengeance domain

**Benefit:** You gain the Channel Divinity power *small vengeance*.

**Channel Divinity: Small Vengeance** Feat Power

*You channel your god's essence and return pain to your foe.*

**Encounter ✦ Divine**
**Immediate Reaction** **Close** burst 10
**Trigger:** You are bloodied by an enemy within 10 squares of you
**Target:** The triggering enemy in burst
**Effect:** The target takes 1d8 damage.
*Level 11:* 2d8 damage.
*Level 21:* 3d8 damage.

## War

War is a powerful force in the world, the ultimate test of martial fitness. A war god can be an honorable champion who delights in demonstrations of courage, a cruel conqueror who revels in bloody triumph, or a harsh judge who measures mortals by how they meet their hour of doom.

Bane commands the domain of war for its aspects of conquest and strict military structures. Ordered battle plans and improvised strategies please Bane, as do masses of troops and tiny tactical units. Bane embraces every aspect of war and sees it as an end in its own right, an outlook shared by many of those devoted to him.

Kord sees war as the testing ground for strength. He values it as a storm of blood—a passion that rages in the heart of true warriors. Kord has little patience for strategizing and deception, and those who carry his standard into battle try simply to pit strength against strength, or they look to another power—such as Ioun, Bahamut, or even Bane—for the tactics they need to win.

If you are a devotee of a god of war, you regard battle as the principal test of your worth and devotion. And sometimes a fist in the face says more than a thousand honeyed words.

### Power of War [Domain]

**Prerequisite:** Any divine class, must worship a deity of the war domain

**Benefit:** You gain a +2 feat bonus to History checks.

When you use a power associated with this feat against an unbloodied target, you gain a +1 bonus to the attack roll.

**Powers:** *bolstering strike* (paladin *PH*), *bond of retribution* (avenger *PH2*), *priest's shield* (cleric *PH*), *visions of blood* (invoker *DP*)

### Path of War [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the war domain

**Benefit:** You gain the Channel Divinity power *path of war*.

**Channel Divinity: Path of War** Feat Power

*You encourage your friends to throw themselves into glorious battle.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** Each ally in burst
**Effect:** Each target gains a +2 bonus to attack rolls and a -2 penalty to all defenses until the end of your next turn.

### For the DM: Evil Feats

The *Player's Handbook* provides divinity feats only for good and unaligned deities. In contrast, this book provides divinity feats and domain feats usable with evil deities. Evil player characters don't mesh well with most D&D campaigns and the shared experience of the game table, so the evil-related feats, such as Perfect Torment, will prove most useful for DMs building evil NPCs. Evil-flavored domains, such as tyranny, are also useful for building complete pantheons.

In rare cases, a player character might try to walk the moral tightrope of worshiping an evil god while maintaining an unaligned alignment. This situation provides quite a few dramatic hooks, but such dramas usually end with only a few survivors. You should therefore think carefully before inviting such tensions into a campaign.

If you want to try running a campaign full of evil player characters, the new divinity feats and domain feats should prove invaluable. Quite a few of them capture the core evil experience—it's not necessarily hard to be evil, but it's hell being around other people who are evil.

## Wilderness

During the world's creation, gods shaped the forests, the mountains, the plains, and the deserts. These vast landscapes form the foundation of life. The wilderness is the realm of primal spirits and fey powers, and Melora and Corellon divide their control of the wilderness domain on similar lines.

Melora concerns herself with the wilderness of the world, its cycles and the survival of its many beings: animals, plants, and spirits that are the source of primal power. Melora's view of nature is broad enough that she does not care if someone cares more for primal spirits than for her. Just as with her other domains, the sea and life, Melora has little impact on the wilderness so long as nothing dramatically affects its existence. Only when truly devastating threats loom will Melora marshal her resources to defend the world.

Corellon's interests are the wild places of the Feywild and the ancient forests that stand across the world. He most values locations of natural beauty, and his followers often protect them in his name, especially places of splendor in the Feywild.

An alternative wilderness deity might be an evil or unaligned power who emphasizes the harshness and cruelty of the wilds. A deity of trickery and the wilderness might act as patron to mercurial fey beings, offering other mortals infrequent protection from the pique of those mysterious beings.

### Power of the Wilderness [Domain]

**Prerequisite:** Any divine class, must worship a deity of the wilderness domain

**Benefit:** You gain a +2 feat bonus to Nature checks.

When you use a power associated with this feat and hit an enemy with it, you and each ally adjacent to you ignore difficult terrain until the end of your next turn.

**Powers:** *overwhelming strike* (avenger *PH2*), *recovery strike* (cleric *DP*), *sun strike* (invoker *PH2*), *valiant strike* (paladin *PH*)

### Grasp of the Wild [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the wilderness domain

**Benefit:** You gain the Channel Divinity power *grasp of the wild*.

**Channel Divinity: Grasp of the Wild** Feat Power

*You cause the environment to clutch at creatures in an area. Vines wrap around them, the earth softens under them, water churns about them—whatever is natural for the environs.*

**Encounter ✦ Divine**
**Minor Action** **Area** burst 1 within 10 squares
**Effect:** The area of the burst is difficult terrain until the end of your next turn.

## Winter

The Raven Queen rules over winter as the uncaring marshal of its beginning and end. She pulls the white veil over the world with cold efficiency, and lets the world rise from the dead of winter only because the natural order demands it. The Raven Queen's servants see winter as a pure and fair means of culling the weak. It represents a time of hardship through which the world emerges stronger than before.

Mortals typically associate winter with darkness, hunger, and death, so many pray to a winter god out of fear, hoping to placate icy wrath. Those who adapt their lives to wintry environments might enjoy the protection of good god of winter. In lands where seasons change little, the winter god might be a god of the high mountains, where snow and ice never melt. An evil winter deity might dream about plunging the world into eternal ice but be held in check by a god of the sun and summer such as Pelor.

### Power of Winter [Domain]

**Prerequisite:** Any divine class, must worship a deity of the winter domain

**Benefit:** You gain a +2 feat bonus to Endurance checks.

When you use a power associated with this feat, the power's damage changes to cold (the power gains the cold keyword and loses the keywords of its former damage types). You also gain a +2 bonus to the damage roll. The bonus increases to +3 at 11th level and +4 at 21st level.

**Powers:** *bond of censure* (avenger *DP*), *enfeebling strike* (paladin *PH*), *hand of radiance* (invoker *DP*), *lance of faith* (cleric *PH*)

### Path of Winter [Divinity]

**Prerequisite:** Channel Divinity class feature, must worship a deity of the winter domain

**Benefit:** You gain the Channel Divinity power *path of winter*.

**Channel Divinity: Path of Winter** Feat Power

*At your prayer, you and your allies endure winter's chill.*

**Encounter ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** You and each ally in burst
**Effect:** Each target gains resist 5 cold until the end of your next turn.
*Level 11:* Resist 10 cold.
*Level 21:* Resist 15 cold.

# YOUR DEITY AND YOU

Each of the deities in the core pantheon has a unique outlook and a special mindset, just as do the devotees of those deities. This section provides advice on how to tailor the abilities and attitudes of your divine character so they are in concert with the god that he or she seeks to emulate.

In many of these passages, recommended trained skills are not all on the class list of every divine class. It's still possible for your character to become trained in such a skill, by taking either the Skill Training feat or a class-specific multiclass feat.

## Avandra

You hope to become a quintessential adventurer, a walking symbol of the spirit of exploration as guided by Avandra's wishes. As you and your compatriots travel, you serve as a guide and a representative of the party. Though you give prayers and offerings to Avandra, you know it's more important to be assertive and take action. Nothing is more vile in your eyes than oppression and slavery, and you take up Avandra's mandate to right those great wrongs.

Choose powers—especially utilities—that grant movement or alter luck. Obtain training in skills that make travel easier in both civilization and wilderness, such as Diplomacy, Dungeoneering, Nature, and Streetwise.

**Avenger:** Less focused on a single goal than most other avengers, you travel across the world, finding your own targets. Those who enslave or confine others are your greatest foes. You might start your career fighting brigands who block a road and cap it fighting an archdevil who enslaves millions.

**Cleric:** Freedom is the core of your belief. While you might lead your allies, you are never domineering. Your devotion leads you to many lands, and the world is dotted with shrines you have built and consecrated, both humble and grand.

**Invoker:** You realize from the histories you've read that absolute freedom is far from ideal. It can cause pain as easily as joy, and it led to chaos in the times before deities ruled. Though Avandra encourages change, you believe she wants that change to be directed. Speaking with holy authority, you seek to bring change only for good and to drive the wicked to follow the will of the good deities.

**Paladin:** Those who expect a paladin to be a humorless, self-righteous soldier will be surprised by you. Though you are reliable and strong, you're hard to predict, and sometimes incautious. You never take prisoners, for it's better to be dead than bound.

## Bahamut

Your philosophy exalts the good and righteous, the honorable and lawful, above all. Evil, no matter how powerful, must be opposed, and you will stand against any force of darkness. You make it your business to know the laws of any land you visit. The law can mask the workings of evil, and you cleave to the higher law—the divine law—set forth by Bahamut.

Pick powers that will best protect your allies, and possibly cold powers to mimic the frost of Bahamut's breath. Skills that overpower (such as Intimidate) and skills of understanding (such as Diplomacy and Insight) exemplify the strength and nobility of your deity.

**Avenger:** The retributive side of Bahamut intrigues you. You bring swift, bloody justice to those who transgress. With blade or bow in hand, you fight with the ferocity of a dragon.

**Cleric:** To protect the weak, you are willing to risk your life. Your divine power is a blessing, and you owe it to the world to safeguard those who have less power. You give aid to the person with the most need before you think of anyone else.

**Invoker:** You consider Bahamut to be a fragment of Io, the progenitor of dragons. As contradictory as it might seem, you pay tribute to Tiamat for the same reason. You use prayers to emulate Io's might, and the lawful code you follow is actually closer to Io's more brutish, prideful principles than to Bahamut's nobility and honor.

**Paladin:** None exemplify the way of the paladin as you do. You bring justice to your foes, but you do so with fairness and mercy. You allow no weakness in yourself, since you must stand as a paragon of law and honor.

## Corellon

To serve Corellon is to serve enchantment—both the magic of beauty and the beauty of magic. You feel Corellon's favor when you find and foster magic and when you protect or create beauty. You take inspiration from exquisite things and seek ways to bring magic to others' lives.

As a worshiper of Corellon, you favor powers that emphasize the power of magic. Select showy powers, particularly those that deal radiant damage or force damage. Choose training in Arcana, Diplomacy, and Insight.

LEE MOYER (2)

**Avenger:** In an enchanted refuge you received your training and the investiture of your divine power. You didn't need the advice of others to tell you how to use Corellon's gifts. You heard your calling in songs and saw your path written across a starlit sky: Strike down those who destroy beauty, and tear through the web of Lolth's followers to stab at the heart of her plans. Death, too, can be a work of art.

**Cleric:** The splendor of the world and its peoples' creations inspires you, and you hope your deeds will inspire others to feel what you know in your soul. Corellon is a god of renewal, so you seek to restore and rebuild wherever destruction has wrought sorrow.

**Invoker:** You were granted a gift you're not sure you can ever repay. Thanks to Corellon, you can speak words of such grace that you command the attention of even the most hideous souls. With his magic behind your will, you feel compelled to share the joy your spirit feels. A magic so great should never be kept secret.

**Paladin:** Too often, ugly brutality ruins the gentle or glorious things in life. You chose the path of the paladin not for the song of the sword's arc, but for the sound of the next breath of a would-be victim bought by your weapon's strike against an attacker. Whether beauty takes the form of the most enchanting place in the world or the face of a kind soul, how could you not stand between it and destruction?

## Erathis

The lights of civilization and invention are all that keep the world from descending into chaos and barbarism. You create new societies and protect those you find. To embody the virtues of progress, you study the histories of civilizations and learn some type of craft.

Choose powers that encourage teamwork by giving bonuses to allies, either directly or by imposing conditions on enemies. Take skills that encourage cooperation, such as Diplomacy, and ones you'll use in civilized areas, such as History and Streetwise.

**Avenger:** Rather than looking for new places to create civilization, you make existing cities run more smoothly. Frequently, this effort entails removing from power those who work against the goals of others (often criminal organizations).

**Cleric:** You seek to forge alliances, broaden understanding, and ultimately bring disparate groups together to create new societies. Encourage the building of great temples in civilized lands, with shrines to many deities (to draw many people to the city).

**Invoker:** When the gods are strong, the world is ruled by law and great cities rise. You seek to pull the world from darkness and return it to glory under divine rule. Erathis's laws lay the groundwork that will bring law and prosperity to all.

**Paladin:** An aggressive, devout follower, you drive the progress of societies forward, delving into the wilds to reshape them into settlements that are both safe and civilized. You might even have an ambition to rule as a monarch one day.

## Ioun

Serving Ioun means discovering and sharing secrets. Yet this quest ranges further than cobwebbed libraries and musty books. Your hunger for knowledge draws you to understand strategic thinking, foresight, and all forms of mental prowess.

As a worshiper of Ioun, you favor powers of prescience and those that deal psychic damage. Choose training in knowledge skills (particularly History), Insight, and Streetwise.

**Avenger:** Knowledge is a weapon, and you don't ever want to be caught unarmed. No secret is safe from you. Then again, neither are those who keep them. Vecna and his followers are a sickness that your blade can cut out of the world. You see your foes' future, and the prognosis for them isn't good.

**Cleric:** A secret dies with its keepers, but knowledge gains power when shared. Though you fight mortal foes, ignorance is your true enemy. You walk in a world unaware of its potential, so you strive to share your skills and learn the lessons others can teach you. You hope your example will lead others to take the right path.

**Invoker:** Ioun knows your mind, and your heart is turned toward her purposes. You know the peace of soul that comes from meditation and study. If others open their hearts to enlightenment, you're hopeful that they can share that peace. If not, you'll teach them the error of their ways.

**Paladin:** Knowledge shields people from many mistakes, but to take the proper path, one needs the wisdom to perceive it and the strength to stay the course. You know that many people will falter as they take the necessary steps, and it's your duty to make certain they don't fall.

LEE MOYER (3)

## Kord

As a follower of Kord, you serve as the fighting heart of your adventuring group—the character others can depend on to show great courage, to take risks, and to stand and fight against overwhelming odds. To show true devotion, you must act with bravery and skill, not simply pray at a shrine or carry a trinket of faith. You see no need to mince words, especially with those who are weak. Those who use subterfuge and honeyed words might show great skill, but such actions are fundamentally cowardly—not befitting a true adherent of Kord's teachings.

You prefer melee attacks and powers that deal lightning or thunder damage. Choose training in physical skills such as Athletics, Acrobatics, and Endurance.

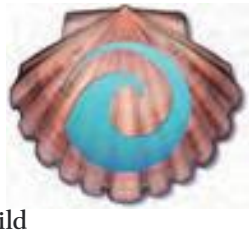
**Avenger:** The teachings of Kord are always on your mind as you enter single combat. You focus on defeating one foe using only your personal might and skill, and you continually seek your next battle—your next victory.

**Cleric:** You shout out boisterous encouragement to your allies, providing emotional encouragement in addition to your magical boons. You lead by example, rushing headlong into battle and exhorting your allies to keep up with you.

**Invoker:** In ancient times, Kord's battles shook the world. You still feel the reverberations of those great fights and have an instinctual knowledge of the lord of battle's power. Though you might seem entirely different during travel or negotiation, in battle you enter a trance as you call on the strength of your god.

**Paladin:** You find it easy to follow Kord's teachings as a paladin, and your code of honor includes his commands. Although you seek battle and glory, you're never cruel, and you are quick to grant mercy to a foe that concedes defeat.

## Melora



With a close connection to your animal instincts, you possess a mercurial temperament that alternates between the contradicting parts of nature. Sometimes you show grace and calm, but you also rage like a wild beast when in danger. Nature is your true home, and it's difficult for you to be confined in claustrophobic tombs or constructed tunnels.

Choose powers that bring out the savagery of yourself and your allies. Your skills should include those that help you persevere in the wild, such as Athletics, Endurance, Nature, and Perception.

**Avenger:** As an avenger worshiping Melora, you might be a member of an elite cabal of aberration hunters who have vast knowledge about the Far Realm and how to spot its influence. Until every aberrant spawn of that dread place is slain, you won't rest.

**Cleric:** You are the pack leader of your adventuring group, and you take on both the responsibility and power of an alpha animal. When fighting, you urge your allies to be merciless hunters.

**Invoker:** In the winding rivers, the lush jungles, and the rolling waves of the oceans, you see the care and skill the deities brought to creating the world. You revere and protect these natural wilds, considering them as important among the domains of the gods as any city or temple.

**Paladin:** Calling upon the strength of the oak and the power of the avalanche, you become a mighty protector of all living things. You remain vigilant, opposing anyone that attempts to destroy nature or slaughter beasts, beyond what is needed to survive.

## Moradin

Your determination in the face of hardship is outweighed only by your loyalty to your friends. You apply your indomitable will toward crafting a better world. Order and goodwill clearly present the righteous path, and you try to exemplify these traits even in the worst moments.

As a worshiper of Moradin, you favor powers that aid allies and protect yourself. Choose training in Dungeoneering, Endurance, and History.

**Avenger:** Just as a smith beats weakness from metal or a sculptor chips away unwanted stone, you make the world a better place by carving out the bad parts. And as with any great work of craftsmanship, when you've finished making your mark on history, no one will mourn the missing pieces.

**Cleric:** Amid waves of chaos and destruction, you stand as solid as stone. Your solidarity provides an anchor for allies and presents an unfaltering wall to a tide of foes. You know that others look to you for guidance, and your steady hand gives them the confidence to take their own paths.

**Invoker:** Moradin fashioned your soul to further his will in the world, and you're determined to make great works with the materials your life provides. You're the keystone in these plans, while those around you need to be moved into place before their full roles can be realized.

**Paladin:** Anything worth making is worth protecting, especially friendship. Loyalty is your legacy, and you never break the oaths you forge. Come what may, your allies know they can depend on you.

## Pelor

Pelor represents many things to many people, and so must you. You stand as the light to guide others out of darkness, and you offer redemption to those who seek it. Even so, you rise against darkness and see it put in

LEE MOYER (3)

its place. You serve Pelor best when you help others and protect them from evil.

As a worshiper of Pelor, pick powers that deal radiant damage or heal allies. Choose training in Diplomacy, Heal, and Nature.

**Avenger:** Pelor's priests often speak of showing compassion and kindness, but you know there is a difference between mercy and forgiveness. Those who truly see the light deserve its warmth. All others earn cold steel. When the path you walk seems dark, it is only because you stand in the shadows produced by Pelor's light.

**Cleric:** Your righteous stance is the light meant to lead others out of darkness. When your friends falter, you are beside them with the warm words and kind heart that illuminate the proper path.

**Invoker:** The warmth of summer ever fills your soul, and the world would be a better place if all could share the joy you feel. By sowing the seeds of empathy and goodwill, you're confident you'll reap a fine harvest. When you inevitably encounter resistance, you know Pelor's light shall reveal the errors of your enemies' ways. The sun causes crops to grow, but it can burn them too.

**Paladin:** Each sunrise brings a new day, and each day is a chance to start anew. Yet compassion for a foe is no excuse for allowing the innocent to come to harm. Your first duty is to protect those who choose the bright way. Only after innocence is shielded from evil does an evildoer deserve a second chance.

## The Raven Queen

Death represents not an end but a transition. It holds no fear for you beyond the concern that it would cause you to miss opportunities to serve the Raven Queen. While you draw breath, you seek to help others with death, whether by comforting a mourner or helping someone find his or her way beyond.

As a worshiper of the Raven Queen, pick powers that deal necrotic damage or elicit fear. Choose training in Insight, Intimidate, and Religion.

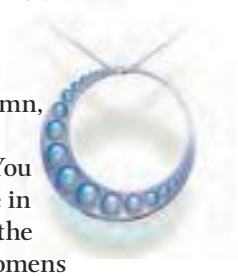
**Avenger:** There is little passion in your killing, and no pity. Death is the threshold all must cross to meet their final destiny. Of course, some deserve to make that crossing sooner than others. That's where you come in.

**Cleric:** Fear and pride—these are the enemies of great deeds. You take advantage of these traits in your foes, and you quell them in your allies. You guide your companions on the path to greatness, but you know that their stories will eventually end.

**Invoker:** There is winter in your soul, as if ice flows through your veins. You see death in the faces of your closest friends, and even babes in their mothers' arms seem but guttering candles in a limitless darkness. You bear a power older than the Raven Queen, yet she granted it to you as her hand in the world. You are honored to take that mantle upon your shoulders, but sometimes it weighs heavily.

**Paladin:** You do not fear your own death, but your friends are another matter. You see in their deeds the hand of fate, and it is your duty to protect them until their deaths serve providence. You don't know how it all ends, but when your soul goes to meet the Raven Queen, you will not regret how you served her.

## Sehanine



The moon's glow, the crisp leaves of autumn, the magician's trick, the kiss between lovers—all are signs of Sehanine's favor. You know this because you can feel her smile in your soul when you see them. You roam the world seeking your destiny, taking such omens as signals to guide your shadowy way.

As a worshiper of Sehanine, pick powers that allow you to avoid notice or escape trouble. Choose training in Bluff, Perception, and Stealth.

**Avenger:** Your soul has always lurked in the shadows. Even in the center of a crowded room, you felt as though you watched from hiding. Only the moon saw you for who you are. Only Sehanine answered the call you could not utter. Now beneath her bright smile you serve as her hidden blade, and when she clasps your soul in her hand, you strike.

**Cleric:** Life is a prank the gods play upon souls, but at least you're in on the joke. Fate, life, death—those ideas mean little when it comes down to it. The truth is that each moment is what you make it, and for you there's nothing better than spending those moments with friends. They don't always see what you find so funny, but with a little help from you, they can laugh at death too.

**Invoker:** Some would call you a trickster, others would call you a thief or a cheat, but they'd have to catch you first, and even then you'd figure out how to slip free. You know that the secret to life is living it well, and you use others as unwitting pawns in ways that amuse you. Sehanine approves, of course. If she didn't, you know she'd steal back the gifts she has given—because you'd do the same in her place.

**Paladin:** You can't say for certain where the boundary between right and wrong lies, but as you travel the road of life, you make sure to keep between those ditches. Yet there's one thing you and Sehanine can't leave behind, one thing that's worth going off your course for: love. Whether it's for the passion between two or the camaraderie of many, you'll stand your ground. Right and wrong don't mean a thing when you raise your shield—or draw your sword—for love.

LEE MOYER (3)

# Divine Backgrounds

The background section in Chapter 3 of *Player's Handbook 2* fleshes out the basics of character generation. It provides story hooks for a character's background and adds game benefits that reflect who you were before you became an adventurer.

Here are several backgrounds you can use or adapt to your divine character. After choosing your background elements, you can (with your DM's consent) select one of the following background benefits.

- Gain a +2 bonus to checks with a skill associated with your background.
- Add a skill associated with your background to your class's skills list before you choose your trained skills.
- Choose one language connected to your background. You can speak, read, and write that language fluently.
- If you are using a campaign setting that offers regional benefits (such as the Forgotten Realms® setting), gain a regional benefit.

## Convert

You were a member of the clergy of a different deity, but something made you change your allegiance. What deity did you worship before? Was it an evil god or some false idol? Did some tragedy or miracle drive you to follow another god? Did you lose faith in your previous deity for some reason, or did you walk away from that life due to more worldly concerns? Did you meet someone who changed your mind? Do your old allies wish you well, or do they want you back?

*Associated Skills:* Insight, Religion

## Disbeliever

In your early life, you never had much respect for gods, but something changed your mind. You still don't know if you can trust the gods you pray to, but you can't turn away from the powers they give. What happened in the past that made you wary of religion? What happened to provoke your return to worship? Are you a true believer now, or are you doing the god's work because of what you hope to gain?

*Associated Skills:* Bluff, Insight

## Divinely Inspired

Following your divine path seems as natural to you as breathing air. You never heard the call to religion because it's always been in you. Even as a child, you heard voices others could not and saw signs no one else seemed to understand. Did you hide your connection to the divine, or did others know about it? Were you an outcast because of your odd behavior, or did the community look to you because of your gifts?

*Associated Skills:* Insight, Religion

## Family Tradition

You come from a long family line with members devoted to religion. Does the tradition of worship in your family extend to everyone, or just certain members of the family? Are members of the family forced to adopt the tradition, or is the divine calling something happily shared by everyone? Has everyone worshiped the same deity? Are you breaking with tradition in some way?

*Associated Skills:* Diplomacy, History

## Followed a Cult

You participated in a cult and worshiped a false god before you saw the true path. Did you follow a mortal demagogue, or was the cult dedicated to some magical creature or supernatural threat? Was the cult nefarious or simply misguided? How did you escape the cult and find your way? Does the cult still exist, or was it crushed or dispersed? Do you still secretly believe the cult's teachings, or do you hunger for revenge against those who lied to you?

*Associated Skills:* Stealth, Streetwise

## Found Religion Among Others

You gained your appreciation of your deity in a culture not your own, and you worship in a manner unfamiliar to your own people. Did you come to worship among another race or in some foreign culture? Was the place where you gained your appreciation for the faith in a distant land or on some other plane? What are the ways that you worship that others might find strange?

*Associated Skills:* Diplomacy, a skill another race gains a bonus to

## Heretic

You worship the same god or gods as others who share your choice, but you see those deities differently. You believe some legend in contradiction to common thought about your gods, or you practice rites in honor of your deity to which others object. What is it that you do or think that most people reject? Are you looking to make converts, or do you come from a heretical sect? Are you hunted by other faithful? Why did you take this difficult path when ordinary belief was open to you?

*Associated Skills:* History, Stealth

KYLE ANDERSON

## Missionary Life

You or your parents struck out into the wilds to spread the word of your god. Did you travel all over, or stay in one place to preach to a particular group? Were you met with hospitality or hostility? How did you survive in your travels? Did you give up the work, or do you still seek converts? Do you count any converts in distant places as friends?

*Associated Skills:* Endurance, Nature

## Out for Revenge

You follow your god not because you believe in what the god stands for, but because you and your deity have a common enemy. What individual, nation, or race do you desire vengeance against? What happened that made you so hell-bent on justice? How are other faithful likely to view your single-minded pursuit?

*Associated Skills:* Endurance, Intimidate

## Penitent

You did something you're not proud of, a crime that still haunts your thoughts. What did you do? Were you a worshiper of your god when you committed the deed? Why is dedication to a deity the answer for you? Are those you wronged dead, or are they still looking for you? Did you really do something terrible, or do you just think you did?

*Associated Skills:* Stealth, Thievery

## Touched by an Angel

You have encountered dangerous immortals for as long as you can remember, and a guardian angel taught you much of what you know about your god. What was the angel who watched over you like? Is the angel alive or dead? Why did the angel take an interest? What other immortals might interfere with your life?

*Associated Skills:* Arcana, Perception

## Veteran of a Religious War

You fought hard for a divine cause but later turned away from that life. Why did you take up arms for your god? Is the war over, or are people still fighting it? Have you left that life behind, or do the feelings that brought you to battle for your religion still seethe within you?

*Associated Skills:* Athletics, Intimidate

## Ward of the Temple

You grew up in a temple. You ran barefoot there and played games in the shadow of statues. Why were you left at the temple as an orphan or a ward? Are your parents still alive? Who took care of you, and is that person still alive? Where was the temple? Was more than one deity worshiped there? Did you have any rivals among the worshipers or the clergy?

*Associated Skills:* Heal, Religion

# New Feats

Feats provide you with a powerful tool for describing your character's unique experiences, training, and natural knacks and talents. Two human clerics of Pelor might have similar ability scores and power selections, but if one chooses feats that reinforce healing powers and the other selects feats that give numerous options for Channel Divinity, they'll play differently at the table.

You must meet a feat's prerequisites, if any, to take the feat. If you ever lose a prerequisite for a feat, you can't use the feat until you meet the prerequisite again. A feat that has a class as a prerequisite is available only to members of that class, including characters who have joined the class through a class-specific multiclass feat.

## Heroic Tier Feats

Feats in this section are available to characters of any level who meet the prerequisites.

### Armor of Burning Wrath

**Prerequisite:** Invoker, Covenant of Wrath class feature

**Benefit:** Your *armor of wrath* power deals fire and radiant damage and gains the fire keyword. The target of your *armor of wrath* power takes a –1 penalty to saving throws until the end of your next turn.

### Armor of Vengeance

**Prerequisite:** Avenger, Censure of Retribution class feature, *oath of enmity* power

**Benefit:** While you are adjacent to your *oath of enmity* target, you gain a +1 bonus to all defenses against all creatures other than that one.

### Astral Enmity

**Prerequisite:** Deva, avenger, *oath of enmity* power

**Benefit:** If you use your *memory of a thousand lifetimes* racial power to increase an attack roll against your *oath of enmity* target, you deal extra damage equal to the bonus gained from the racial power.

### Astral Preservation

**Prerequisite:** Deva, invoker, Covenant of Preservation class feature

**Benefit:** When you use your *preserver's rebuke* power, each ally within 2 squares of you gains a +1 bonus to all defenses against attacks made by bloodied creatures until the end of the encounter.

### Avenging Allure

**Prerequisite:** Avenger, Censure of Unity class feature

**Benefit:** When you use your *bond of censure* power, add 2 to the number of squares you can pull the target.

### Avenging Opportunist

**Prerequisite:** Human, avenger, *oath of enmity* power

**Benefit:** The first time in an encounter when you reduce your *oath of enmity* target to 0 hit points, you gain an extra move action that you must use before the end of your next turn.

### Baleful Malediction

**Prerequisite:** Invoker, Covenant of Malediction class feature

**Benefit:** Whenever you use a divine encounter or daily attack power on your turn, each target hit by the power takes a –2 penalty to attack rolls against you until the start of your next turn.

### Battle Healer

**Prerequisite:** Cleric, *healing word* power

**Benefit:** When you use your *healing word*, you regain hit points equal to your Strength modifier.

### Blessed Scoundrel

**Prerequisite:** Halfling, any divine class

**Benefit:** When you use your *second chance* racial power and the enemy misses you with its attack, you can spend a healing surge.

### Blessed Shifter

**Prerequisite:** Shifter, paladin

**Benefit:** When you use your *longtooth shifting* or *razorclaw shifting* racial power, you gain a bonus equal to your Wisdom modifier to melee damage rolls with divine powers until the end of your next turn.

### Blessing of Avandra

**Prerequisite:** Halfling, cleric

**Benefit:** When you use your *second chance* racial power and the attack misses, one ally within 5 squares of you can spend a healing surge.

### Blessing of Corellon

**Prerequisite:** Elf, cleric, *healing word* power

**Benefit:** When you use your *elven accuracy* racial power and the attack hits, one ally within 5 squares of you can spend a healing surge.

### Breath of Life
**Prerequisite:** Dragonborn, cleric
**Benefit:** Your *dragon breath* racial power targets only enemies. Allies within the blast of your *dragon breath* gain temporary hit points equal to your Strength modifier.

### Brilliant Darkfire
**Prerequisite:** Drow, any divine class
**Benefit:** When you hit a target with your *darkfire* racial power, the target gains vulnerability to radiant damage equal to your Charisma modifier until the end of your next turn.

### Channel Might
**Prerequisite:** Paladin
**Benefit:** After you use a Channel Divinity power, you gain a +1 power bonus to your next melee attack roll made before the end of your next turn.

### Clarity of Spirit
**Prerequisite:** Kalashtar, any divine class
**Benefit:** When you use your *bastion of mental clarity* racial power, you or one ally in the burst can spend a healing surge.

### Closing Pledge
**Prerequisite:** Avenger, Censure of Pursuit class feature, *oath of enmity* power
**Benefit:** When you hit your *oath of enmity* target with a ranged attack, you can shift a number of squares equal to 1 + your Dexterity modifier as a free action, as long as you end that shift closer to the target.

### Darkfire Vitality
**Prerequisite:** Drow, cleric
**Benefit:** When any ally hits an enemy that is under the effect of your *darkfire* racial power, that ally gains temporary hit points equal to your Charisma modifier.

### Deadly Rebuke
**Prerequisite:** Invoker, Covenant of Preservation class feature
**Benefit:** When you use your *preserver's rebuke* power, add your Intelligence modifier to the damage roll of the attack that gains the bonus from the power.

### Defensive Grace
**Prerequisite:** Cleric, *healer's mercy* power
**Benefit:** When you use your *healer's mercy*, you gain a power bonus equal to your Charisma modifier to all defenses until the end of your next turn.

### Defensive Healing Word
**Prerequisite:** Cleric, *healing word* power
**Benefit:** When you use your *healing word*, the target also gains a power bonus to all defenses equal to your Charisma modifier against the next attack made against him or her.

### Demonbane
**Prerequisite:** Any divine class
**Benefit:** When you use a divine power that normally targets undead, you can also target creatures of the elemental origin.

### Demonbane Malediction
**Prerequisite:** Invoker, Covenant of Malediction class feature
**Benefit:** If you hit a creature of the elemental origin with your *malefactor's doom* power, that target also grants combat advantage to the next ally of yours who attacks it before the end of your next turn.

### Devilbane
**Prerequisite:** Any divine class
**Benefit:** When you use a divine power that normally targets undead, you can also target creatures of the immortal origin.

### Devoted Paladin
**Prerequisite:** Paladin, *lay on hands* power
**Benefit:** When you use your *lay on hands* on an ally, that ally regains additional hit points equal to your Charisma modifier.

When you select this feat, your number of healing surges increases by one.

### Divine Approval
**Prerequisite:** Human, any divine class, Channel Divinity class feature
**Benefit:** When you use a Channel Divinity power, you can also make a saving throw as a free action.

### Divine Assault
**Prerequisite:** Half-orc, paladin
**Benefit:** When you use your *furious assault* racial power, one ally within 5 squares of you gains a bonus equal to your Strength modifier to his or her melee damage rolls against the target until the start of your next turn.

### Divine Distraction
**Prerequisites:** Avenger, Censure of Unity class feature, *oath of enmity* power
**Benefit:** When you are adjacent to your *oath of enmity* target, your allies gain a +1 bonus to damage rolls against that target.

The bonus increases to +2 at 11th level and +3 at 21st level.

### HEROIC TIER FEATS

| Any Divine Class | Other Prerequisites | Benefit |
|---|---|---|
| Blessed Scoundrel | Halfling | Spend healing surge with *second chance* |
| Brilliant Darkfire | Drow | Targets of *darkfire* gain vulnerable radiant |
| Clarity of Spirit | Kalashtar | You or ally spends healing surge when you use *bastion of mental clarity* |
| Demonbane | — | Powers that target undead also target elementals |
| Devilbane | — | Powers that target undead also target immortals |
| Divine Approval | Human, Channel Divinity | Channel Divinity grants you a saving throw |
| Elemental Blessing | Genasi | You or ally gains temporary hp when you use elemental manifestation |
| Fickle Servant | Changeling or doppelganger | +3 on Religion checks, and you can choose feats from any domain |
| Furious Devotion | Half-orc, Channel Divinity | +2 damage with divine powers after you use Channel Divinity |
| Healing Step | Eladrin | Grant temporary hp with *fey step* |
| Hidden Channeling | Gnome, Channel Divinity | Channel Divinity grants you concealment |
| Holy Savagery | Shifter, Channel Divinity | Channel Divinity grants you +1 to melee attacks when bloodied |
| Holy Speech | Fluent in Supernal | Extra success in skill challenges using Bluff, Diplomacy, or Intimidate |
| Infernal Blessing | Tiefling | Ally regains hp when you use *infernal wrath* |
| Kord's Resilience | Goliath | *Stone's endurance* extends to adjacent allies |
| Majestic Presence | Deva | Adjacent allies gain resist 3 necrotic and resist 3 radiant |
| Nimbus of Light | — | Allies gain +1 to attacks with radiant powers after you use a radiant power |
| Religious Dabbler | Half-elf | Use at-will power from another divine class as encounter power |
| Versatile Channeler | Channel Divinity | Gain another class's Channel Divinity power |
| Warforged Faith | Warforged | *Warforged resolve* also affects adjacent ally |

| Avenger Feat | Other Prerequisites | Benefit |
|---|---|---|
| Armor of Vengeance | Censure of Retribution, *oath of enmity* | +1 to defenses against creatures other than your *oath of enmity* target |
| Astral Enmity | Deva, *oath of enmity* | Bonus from *memory of a thousand lifetimes* also applies to damage rolls against your *oath of enmity* target |
| Avenging Allure | Censure of Unity | Pull target 2 extra squares when you use *bond of censure* |
| Avenging Opportunist | Human, *oath of enmity* | Gain extra move action when you reduce your *oath of enmity* target to 0 hit points |
| Closing Pledge | Censure of Pursuit, *oath of enmity* | Shift closer to your *oath of enmity* target after hitting it with ranged attack |
| Divine Distraction | Censure of Unity, *oath of enmity* | Allies gain bonus to damage your *oath of enmity* target when you are adjacent to target |
| Evade and Strike | Halfling, *oath of enmity* | If your *oath of enmity* target misses due to *second chance*, you gain +2 to damage against target |
| Fearsome Wrath | Half-orc, *oath of enmity* | Use *furious assault* to penalize attacks of your *oath of enmity* target |
| Fey Fate | Elf, *oath of enmity* | If you hit your *oath of enmity* target with *elven accuracy*, you gain +2 to damage against target |
| Feyborn Pursuer | Eladrin, *oath of enmity* | Teleport extra 5 squares with *fey step* if you end adjacent to your *oath of enmity* target |
| Oath Strike | *Oath of enmity* | Mark your *oath of enmity* target |
| Psychic Retaliation | Kalashtar, *oath of enmity* | Use *bastion of mental clarity* to change your *oath of enmity* target |
| Taunting Visage | Changeling or doppelganger, *oath of enmity* | Use *change shape* to gain combat advantage against your *oath of enmity* target |
| Unleash the Beast | Shifter, *oath of enmity* | Use racial power as immediate reaction when hit by your *oath of enmity* target |
| Vicious Darkfire | Drow, *oath of enmity* | Use *darkfire* against your *oath of enmity* target to give it vulnerability to all damage |

| Cleric Feat | Other Prerequisites | Benefit |
|---|---|---|
| Battle Healer | *Healing word* | Regain hit points when you use *healing word* |
| Blessing of Avandra | Halfling | If enemy misses due to *second chance*, ally can spend healing surge |
| Blessing of Corellon | Elf | If you hit with *elven accuracy*, an ally can spend healing surge |
| Breath of Life | Dragonborn | Your *dragon breath* gives temporary hp to allies |
| Darkfire Vitality | Drow | Allies gain temporary hp when they hit enemies under your *darkfire* |
| Defensive Grace | *Healer's mercy* | Bonus to defenses when you use *healer's mercy* |
| Defensive Healing Word | *Healing word* | Bonus to recipient's defenses when you use *healing word* |
| Dwarf Battle Priest | Dwarf, *healing word* | Gain temporary hp when you use *healing word* |
| Feyborn Fortune | Gnome, *divine fortune* | *Divine fortune* also affects one ally |
| Healer's Implement | — | Add holy symbol enhancement bonus to healing powers |
| Holy Resolve | Warforged | Bonus to healing you grant after using *warforged resolve* |
| Pacifist Healer | — | Your healing powers are better, but you're punished for damaging bloodied foes |
| Shared Perseverance | Human | When you grant a saving throw, your ally gains +1 to the roll |

| Invoker Feat | Other Prerequisites | Benefit |
|---|---|---|
| Armor of Burning Wrath | Covenant of Wrath | *Armor of wrath* gains fire keyword, and target takes -1 to saving throws |
| Astral Preservation | Deva, Covenant of Preservation | When you use *preserver's rebuke*, nearby allies gain +1 against attacks by bloodied creatures |
| Baleful Malediction | Covenant of Malediction | Enemies you hit with encounter or daily powers take -2 to attacks against you |
| Deadly Rebuke | Covenant of Preservation | Gain more damage with *preserver's rebuke* |
| Demonbane Malediction | Covenant of Malediction | Elementals you hit with *maledictor's doom* grant combat advantage to your ally |
| Elemental Rebuke | Genasi, Covenant of Preservation | Ally gains benefits when you use *preserver's rebuke* |
| Fey Preserver | Eladrin, Covenant of Preservation | Teleport ally 2 squares when you use *preserver's rebuke* |
| Infernal Malediction | Tiefling | Your attacks gain fear keyword when you use *infernal wrath* |
| Invoke Resilience | Human | Ally gains +1 to next saving throw when you use a divine power |
| Invoke Teamwork | Half-elf | Ally gains +1 to defenses when you use a divine power |
| Preserver's Call | Kalashtar, Covenant of Preservation | Pull allies 1 square closer when you use a daily divine power |
| Preserving Concealment | Gnome, Covenant of Preservation | Grant concealment to ally when you use *preserver's rebuke* |
| Wrath of Ages Past | Dwarf, Covenant of Wrath | Gain more damage when you use *armor of wrath* against enemies larger than you |
| Wrath of the Mountain King | Goliath, Covenant of Wrath | Knock target prone when you use *armor of wrath* |

| Paladin Feat | Other Prerequisites | Benefit |
|---|---|---|
| Blessed Shifter | Shifter | Gain more damage with melee attacks when you use shifting |
| Channel Might | — | You gain +1 to melee attacks after you use Channel Divinity |
| Devoted Paladin | *Lay on hands* | Gain 1 healing surge, add Charisma modifier to *lay on hands* |
| Divine Assault | Half-orc | Ally gains damage bonus against target of your *furious assault* |
| Divine Perseverance | Human | You gain +2 on your next attack after you succeed on a save |
| Draconic Challenge | Dragonborn | Your *dragon breath* places your divine sanction on enemies |
| Elemental Challenge | Genasi | Your *divine challenge* deals acid, cold, fire, lightning, or thunder damage |
| Group Defense | Half-elf | Allies gain +1 to defenses against creatures you mark |
| Mark of the Infernal | Tiefling | You can use divine sanction when your *infernal wrath* attack hits |
| Mighty Challenge | *Divine challenge* | *Divine challenge* deals extra radiant damage |
| Protector's Commitment | Cha 15 | Gain +1 on attacks when you or target is adjacent to bloodied ally |
| Strength of Stone | Goliath | Ally gains resist all when you use *lay on hands* or *call of virtue* |
| Virtuous Recovery | — | Gain resist all when you spend healing surge |
| Warforged Example | Warforged | Allies can save against ongoing damage when you use *warforged resolve* |

### Divine Perseverance

**Prerequisite:** Human, paladin

**Benefit:** When you succeed on a saving throw, you gain a +2 bonus to your next attack roll made before the end of your next turn.

### Draconic Challenge

**Prerequisite:** Dragonborn, paladin

**Benefit:** When you use your *dragon breath* racial power, you subject each enemy targeted by that power to your divine sanction. This divine sanction lasts until the start of your next turn.

### Dwarf Battle Priest

**Prerequisite:** Dwarf, cleric, *healing word* power

**Benefit:** When you use your *healing word* on an ally, you gain temporary hit points equal to your Constitution modifier.

### Elemental Blessing

**Prerequisite:** Genasi, any divine class

**Benefit:** When you use the racial power associated with your elemental manifestation, you or one ally within 5 squares of you gains temporary hit points equal to your Strength modifier.

### Elemental Challenge

**Prerequisite:** Genasi, paladin

**Benefit:** When you deal damage to a creature by using your *divine challenge* power, you can change the damage type from radiant to acid, cold, fire, lightning, or thunder. Choose each time you deal damage with *divine challenge*.

### Elemental Rebuke

**Prerequisite:** Genasi, invoker, Covenant of Preservation class feature

**Benefit:** When you use your *preserver's rebuke* power, you also grant a bonus to the ally attacked by the triggering enemy based on your current elemental manifestation.

*Earthsoul:* The ally gains a +1 power bonus to Fortitude and to saving throws until the start of your next turn.

*Firesoul:* The ally gains a +1 power bonus to Reflex and resist 5 fire until the start of your next turn.

*Stormsoul:* The ally gains a +1 power bonus to Fortitude and resist 5 lightning until the start of your next turn.

*Watersoul:* The ally gains a +5 power bonus to saving throws against ongoing damage until the start of your next turn.

*Windsoul:* The ally gains a +1 power bonus to speed and resist 5 cold until the start of your next turn.

### Evade and Strike

**Prerequisite:** Halfling, avenger, *oath of enmity* power

**Benefit:** When your *oath of enmity* target misses on an attack you forced it to reroll by using your *second chance* racial power, you gain a +2 bonus to damage rolls against that target until the end of your next turn.

The bonus increases to +4 at 11th level and +6 at 21st level.

### Fearsome Wrath

**Prerequisite:** Half-orc, avenger, *oath of enmity* power

**Benefit:** When you use your *furious assault* racial power against your *oath of enmity* target, the target takes a -1 penalty to attack rolls until the start of your next turn.

### Fey Fate

**Prerequisite:** Elf, avenger, *oath of enmity* power

**Benefit:** When you use your *elven accuracy* racial power to reroll an attack roll made against your *oath of enmity* target and you hit, you gain a +2 bonus to damage rolls against that target until the end of your next turn.

The bonus increases to +4 at 11th level and +6 at 21st level.

### Fey Preserver

**Prerequisite:** Eladrin, invoker, Covenant of Preservation class feature

**Benefit:** When you use your *preserver's rebuke* power, you can also teleport the ally who was hit by the triggering enemy 2 squares.

### Feyborn Fortune

**Prerequisite:** Gnome, cleric, *divine fortune* power

**Benefit:** When you use your *divine fortune*, you also grant the +1 bonus to an ally within 5 squares of you.

### Feyborn Pursuer

**Prerequisite:** Eladrin, avenger, *oath of enmity* power

**Benefit:** When you use your *fey step* racial power, you can teleport an extra 5 squares as long as you end adjacent to your *oath of enmity* target.

### Fickle Servant

**Prerequisite:** Changeling or doppelganger, any divine class

**Benefit:** You can select domain feats for any domain, not just those for domains associated with your deity.

Also, you gain a +3 feat bonus to Religion checks.

### Furious Devotion
**Prerequisite:** Half-orc, any divine class, Channel Divinity class feature
**Benefit:** When you use a Channel Divinity power, you gain a +2 bonus to damage rolls with divine attack powers until the end of your next turn.

### Group Defense
**Prerequisite:** Half-elf, paladin
**Benefit:** Allies gain a +1 bonus to all defenses against creatures marked by you.

### Healer's Implement
**Prerequisite:** Cleric
**Benefit:** When you grant healing with any of your cleric healing powers, add your holy symbol's enhancement bonus to the hit points the recipient regains.

### Healing Step
**Prerequisite:** Eladrin, any divine class
**Benefit:** When you use your *fey step* racial power, one ally adjacent to either your original space or your destination space gains temporary hit points equal to your Intelligence modifier and can shift 1 square as a free action.

### Hidden Channeling
**Prerequisite:** Gnome, any divine class, Channel Divinity class feature
**Benefit:** When you use a Channel Divinity power, you gain concealment until the end of your next turn.

### Holy Resolve
**Prerequisite:** Warforged, cleric
**Benefit:** When you use your *warforged resolve* racial power, add your Strength modifier to the hit points regained by targets of your cleric healing powers until the end of your next turn.

### Holy Savagery
**Prerequisite:** Shifter, any divine class, Channel Divinity class feature
**Benefit:** When you use a Channel Divinity power while you are bloodied, you gain a +1 bonus to melee attack rolls until the end of your next turn.

### Holy Speech
**Prerequisite:** Any divine class, fluent in Supernal
**Benefit:** When you use Bluff, Diplomacy, or Intimidate in a skill challenge, you gain an extra success toward completing the skill challenge the first time you succeed on a skill check involving any one of those skills.

### Infernal Blessing
**Prerequisite:** Tiefling, any divine class
**Benefit:** When you use your *infernal wrath* racial power, one ally adjacent to you regains hit points equal to your Charisma modifier and gains a +1 power bonus to his or her next attack roll against an enemy that hit you since your last turn.

### Infernal Malediction
**Prerequisite:** Tiefling, invoker
**Benefit:** When you use your *infernal wrath* racial power, all attacks you make until the end of your next turn gain the fear keyword.

### Invoke Resilience
**Prerequisite:** Human, invoker
**Benefit:** When you use a divine encounter or daily attack power on your turn, one ally within 10 squares of you gains a +1 power bonus to his or her next saving throw before the end of your next turn.

### Invoke Teamwork
**Prerequisite:** Half-elf, invoker
**Benefit:** When you use a divine encounter or daily attack power on your turn, one ally within 10 squares of you gains a +1 power bonus to all defenses until the end of your next turn.

### Kord's Resilience
**Prerequisite:** Goliath, any divine class
**Benefit:** While your *stone's endurance* racial power is active, allies adjacent to you have the same resistance that the power grants you.

### Majestic Presence
**Prerequisite:** Deva, any divine class
**Benefit:** Allies adjacent to you gain resist 3 necrotic and resist 3 radiant. The resistance increases to 5 at 11th level and 10 at 21st level.

### Mark of the Infernal
**Prerequisite:** Tiefling, paladin
**Benefit:** If an attack enhanced by your *infernal wrath* racial power hits, you also subject the target to your divine sanction. This divine sanction lasts until the start of your next turn.

### Mighty Challenge
**Prerequisite:** Paladin, *divine challenge* power
**Benefit:** Whenever a target of your *divine challenge* takes damage from that power, it takes extra radiant damage equal to your Strength modifier.

### Nimbus of Light

**Prerequisite:** Any divine class

**Benefit:** When you use a divine encounter or daily power that has the radiant keyword, you can create a zone of bright light in a close burst 1. The zone lasts until the end of your next turn. Allies within the zone gain a +1 power bonus to attack rolls with radiant powers.

### Oath Strike

**Prerequisite:** Avenger, *oath of enmity* power

**Benefit:** When you use *oath of enmity*, you can mark the target until the end of your next turn.

### Pacifist Healer

**Prerequisite:** Cleric

**Benefit:** When you use a divine power that allows a target to spend a healing surge, the target regains additional hit points equal to 1d6 + your Charisma modifier. The additional hit points increase to 2d6 + your Charisma modifier at 11th level, and to 3d6 + your Charisma modifier at 21st level.

Also, whenever you deal damage to a bloodied enemy, you are stunned until the end of your next turn.

### Preserver's Call

**Prerequisite:** Kalashtar, invoker, Covenant of Preservation class feature

**Benefit:** When you use a divine daily attack power on your turn, you can pull each ally within 5 squares of you 1 square instead of using the normal benefit of your Covenant Manifestation.

### Preserving Concealment

**Prerequisite:** Gnome, invoker, Covenant of Preservation class feature

**Benefit:** When you use your *preserver's rebuke* power, you can also grant concealment to the ally who was hit by the triggering enemy. The concealment lasts until the end of your next turn.

### Protector's Commitment

**Prerequisite:** Cha 15, paladin

**Benefit:** When you or your target is adjacent to a bloodied ally, you gain a +1 bonus to attack rolls.

### Psychic Retaliation

**Prerequisite:** Kalashtar, avenger, *oath of enmity* power

**Benefit:** When you use your *bastion of mental clarity* racial power, you can make the triggering enemy your new *oath of enmity* target as a free action.

### Religious Dabbler

**Prerequisite:** Half-elf, any divine class

**Benefit:** Choose a 1st-level at-will attack power from a divine class other than your own. From now on, you can use either that power or the power you gained from your Dilettante racial trait as an encounter power (but you can't use both in the same encounter).

### Shared Perseverance

**Prerequisite:** Human, cleric

**Benefit:** When you use a power that allows an ally to make a saving throw, the ally gains a +1 bonus to the saving throw.

### Strength of Stone

**Prerequisite:** Goliath, paladin

**Benefit:** When you use your *lay on hands* or *call of virtue* power on an ally, the ally gains resistance to all damage equal to your Strength modifier until the end of your next turn.

### Taunting Visage

**Prerequisite:** Changeling or doppelganger, avenger, *oath of enmity* power

**Benefit:** If you use your *change shape* racial power to assume the appearance of your *oath of enmity* target, you gain combat advantage against that creature until the end of your next turn.

### Unleash the Beast

**Prerequisite:** Shifter, avenger, *oath of enmity* power

**Benefit:** If you are bloodied after your *oath of enmity* target hits you, you can use your *longtooth shifting* or *razorclaw shifting* racial power as an immediate reaction.

### Versatile Channeler

**Prerequisite:** Any divine class, Channel Divinity class feature

**Benefit:** Choose a divine class other than your own and a Channel Divinity power available as a class feature for that class. Add that Channel Divinity power to your list of available Channel Divinity powers.

### Vicious Darkfire

**Prerequisite:** Drow, avenger, *oath of enmity* power

**Benefit:** Whenever you hit your *oath of enmity* target with your *darkfire* racial power, it gains vulnerability to all damage equal to your Dexterity modifier until the start of your next turn.

### Virtuous Recovery
**Prerequisite:** Paladin
**Benefit:** Whenever you spend a healing surge, you gain resistance to all damage equal to your Wisdom modifier until the start of your next turn.

### Warforged Example
**Prerequisite:** Warforged, paladin
**Benefit:** When you use your *warforged resolve* racial power, each ally within 5 squares of you can make a saving throw against one effect that deals ongoing damage and that a save can end.

### Warforged Faith
**Prerequisite:** Warforged, any divine class
**Benefit:** When you use your *warforged resolve* racial power, one ally adjacent to you gains temporary hit points equal to your Constitution modifier and can make a saving throw against an effect that deals ongoing damage and that a save can end.

### Wrath of Ages Past
**Prerequisite:** Dwarf, invoker, Covenant of Wrath class feature
**Benefit:** When you use your *armor of wrath* power against an enemy larger than you, add your Wisdom modifier to the damage dealt by the power.

### Wrath of the Mountain King
**Prerequisite:** Goliath, invoker, Covenant of Wrath class feature
**Benefit:** When you use your *armor of wrath* power, you can choose to knock the target prone after pushing it.

WAYNE REYNOLDS

## Paragon Tier Feats
A character must be at least 11th level to select any of the feats in this section.

### Armored by Faith
**Prerequisite:** 11th level, any divine class, Channel Divinity class feature
**Benefit:** When you use a Channel Divinity power, you gain temporary hit points equal to your Wisdom modifier.

### Avenging Surge
**Prerequisite:** 11th level, avenger, Censure of Unity class feature, *oath of enmity* power
**Benefit:** When an ally hits your *oath of enmity* target, you gain temporary hit points equal to 3 + 3 per ally adjacent to that target.

### Censure's Grip
**Prerequisite:** 11th level, avenger, Censure of Pursuit class feature, *oath of enmity* power
**Benefit:** When you have combat advantage against your *oath of enmity* target and hit it with an avenger power, your target cannot shift away from you until the end of your next turn.

### Clinging Radiance
**Prerequisite:** 11th level, any divine class
**Benefit:** When you hit a target with a divine attack power that has the radiant keyword, the target loses any concealment or total concealment it has and cannot gain concealment or total concealment until the end of your next turn.

### Contagious Challenge

**Prerequisite:** 11th level, paladin, *divine challenge* power

**Benefit:** When you hit an enemy marked by your *divine challenge*, you also subject one enemy adjacent to the target to your divine sanction. This divine sanction lasts until the start of your next turn.

### Darkfoe

**Prerequisite:** 11th level, any divine class, Channel Divinity class feature

**Benefit:** When you use a Channel Divinity power, you and each ally within 10 squares of you gain resistance to necrotic damage equal to 5 + your Wisdom modifier until the start of your next turn.

### Devout Guidance

**Prerequisite:** 11th level, avenger, *divine guidance* power

**Benefit:** When you use your *divine guidance*, the target gains a +3 power bonus to the second attack roll.

### Divine Cleansing

**Prerequisite:** 11th level, cleric, *turn undead* power

**Benefit:** When you deal damage to at least one undead enemy with your *turn undead*, each ally in the power's burst can make a saving throw.

### Eager for Blood

**Prerequisite:** 11th level, avenger

**Benefit:** During the first round of combat, your avenger weapon attacks deal 1[W] extra damage.

### Extended Healing

**Prerequisite:** 11th level, cleric, *healing word* power

**Benefit:** The burst of your *healing word* increases by 5.

### Focused Wrath

**Prerequisite:** 11th level, invoker, Covenant of Wrath class feature

**Benefit:** When you use your *armor of wrath* power and the triggering enemy is the only enemy in the burst, you deal 1d6 extra damage with that power.

At 21st level, this extra damage increases to 2d6.

### Footsteps of Doom

**Prerequisite:** 11th level, invoker, Covenant of Malediction class feature

**Benefit:** Each target of your *malefactor's doom* power gains vulnerable 5 to all damage from fear attacks until the end of your next turn.

### Forceful Covenant

**Prerequisite:** 11th level, invoker, Covenant of Malediction class feature

**Benefit:** Add 1 square to the distance that your Covenant Manifestation allows you to push a target.

## What Is an Exarch?

An exarch is the champion or agent of a god, demon lord, or other being of great power. There is no one path leading to the title of exarch; an exarch might be someone who has adopted an appropriate epic destiny, a legendary monster, an archangel, or a damned or exalted soul of great power. Almost any epic character might become an exarch, regardless of his or her choice of destiny. However, characters who take the Chosen, the Demigod, or the Saint epic destiny are naturally suited to becoming exarchs.

The number of exarchs a deity employs, and their exact nature, varies wildly from deity to deity. Most deities have one or two exarchs in their service; some have no exarchs at all, and a few such as Pelor or Moradin have significantly more. For example, Moradin is the leader of the shining host known as the Morndinsamman, which includes the exarchs Berronar, Clangeddin, Dugmaren, Dumathoin, Gorm, Haela, Marthammor, Sharindlar, and Vergadain. At the other extreme, Avandra has taken no exarch into her service in ages. She chooses to interact directly with her followers, and she guides her mortal servants to battle against her enemies—not out of any sort of personal cowardice, but because she believes in allowing mortals to solve their own problems.

Choosing to become an exarch is a matter of mutual agreement between character and patron. Sometimes the prospective exarch approaches the deity and offers service, and other times the deity appears to a character with promise and offers patronage. A Chosen or a Saint is generally expected to serve as an exarch; characters of other destinies are generally free to seek or refuse patronage as they wish, although gods are not above manipulating promising Demigods into entering their service.

An exarch gains no special powers above and beyond any offered by his or her epic destiny or nature. However, an exarch has access to his or her patron and is expected to give and receive counsel when in the presence of that deity. In addition, most deities check up on their exarchs from time to time. An exarch off on some mission or adventure in the mortal world might be contacted through a dream or a vision, visited by a messenger angel or a physical manifestation, or sometimes summoned back to the deity's dominion. Some deities manage their exarchs' affairs closely, and others leave exarchs to act at their own discretion. An exarch doesn't have any innate ability to signal for his or her deity's attention, but in practice most deities provide their exarchs with rituals, magic items, or special powers to commune when necessary.

### Greater Fortune

**Prerequisite:** 11th level, cleric, *divine fortune* power

**Benefit:** Your *divine fortune* changes from personal to close burst 1, and it affects you and all allies in the burst.

### Honored Foe

**Prerequisite:** 11th level, paladin

**Benefit:** When a creature marked by you damages you, you gain temporary hit points equal to your Wisdom modifier.

**PARAGON TIER FEATS**

| Any Divine Class | Other Prerequisites | Benefit |
|---|---|---|
| Armored by Faith | Channel Divinity | Gain temporary hit points with Channel Divinity |
| Clinging Radiance | — | No concealment with radiant prayer |
| Darkfoe | Channel Divinity | You and allies gain resist necrotic when you use Channel Divinity |
| Invigorating Critical | — | Ally regains hit points with critical hit on divine power |
| Pervasive Light | — | Enemies vulnerable to radiant take extra damage when you don't use a radiant power |
| Saving Grace | — | Give ally a saving throw with bonus instead of succeeding on your own saving throw |

| Avenger Feat | Other Prerequisites | Benefit |
|---|---|---|
| Avenging Surge | Censure of Unity, *oath of enmity* | Gain temporary hit points when ally hits your *oath of enmity* target |
| Censure's Grip | Censure of Pursuit, *oath of enmity* | If combat advantage and a hit, target cannot shift |
| Devout Guidance | *Divine guidance* | Target of *divine guidance* gains +3 to second attack roll |
| Eager for Blood | — | During first round of combat, weapon attacks deal extra damage |
| Pledge of Retribution | Censure of Retribution, *oath of enmity* | Gain +1 to next attack against *oath of enmity* target after you miss that target |

| Cleric Feat | Other Prerequisites | Benefit |
|---|---|---|
| Divine Cleansing | *Turn undead* | Each ally in burst can make saving throw |
| Extended Healing | *Healing word* | Add 5 to the burst of your *healing word* |
| Greater Fortune | *Divine fortune* | Change *divine fortune* from personal to close burst 1 |
| Merciful Power | *Healer's mercy* | Each target of your healer's mercy can make saving throw |
| Radiant Vessel | — | Use radiant power to enhance your *healing word* |
| Swift Turning | *Turn undead* | Use *turn undead* as minor action instead of standard action |

| Invoker Feat | Other Prerequisites | Benefit |
|---|---|---|
| Focused Wrath | Covenant of Wrath | Gain extra damage if your *armor of wrath* affects only one target |
| Footsteps of Doom | Covenant of Malediction | Targets of your *maledictor's doom* gain vulnerable 5 to fear attacks |
| Forceful Covenant | Covenant of Malediction | Add 1 to push when you use your Covenant Manifestation |
| Invoker's Blaze | — | +2 damage with fire or radiant invoker powers (+4 when bloodied) |
| Invoker's Control | — | +2 to attacks against enemies that fail a saving throw against your divine powers |
| Warding Covenant | Covenant of Preservation | Ally you slide with Covenant Manifestation does not grant combat advantage |

| Paladin Feat | Other Prerequisites | Benefit |
|---|---|---|
| Contagious Challenge | *Divine challenge* | Place divine sanction on enemy adjacent to target you have challenged |
| Honored Foe | — | Gain temporary hit points when a marked foe damages you |
| Persistent Challenge | Cha 15, *divine challenge* | Maintain *divine challenge* even if you don't attack target |
| Resurgent Attack | Str 17 | Gain +2 to attacks after you spend a healing surge |
| Touch of Salvation | Cha 15, *lay on hands* or *call of virtue* | Grant saving throw with bonus when you use *lay on hands* or *call of virtue* |
| Untiring Virtue | *Ardent vow*, *call of virtue*, or *lay on hands* | Gain additional use of *ardent vow*, *call of virtue*, or *lay on hands* when you reach a milestone |

### Invigorating Critical

**Prerequisite:** 11th level, any divine class

**Benefit:** The first time you score a critical hit with a divine attack power during an encounter, an ally adjacent to you or adjacent to the target regains hit points equal to 10 + your Wisdom modifier.

### Invoker's Blaze

**Prerequisite:** 11th level, invoker

**Benefit:** You gain a +2 feat bonus to damage rolls with divine attack powers that have the fire keyword or the radiant keyword. While you are bloodied, this feat bonus increases to +4.

At 21st level, the feat bonus increases to +3 (or +6 while bloodied).

### Invoker's Control

**Prerequisite:** 11th level, invoker

**Benefit:** When an enemy fails a saving throw against an effect caused by one of your divine attack powers, you gain a +2 power bonus to the next attack roll you make against that target before the end of your next turn.

### Merciful Power

**Prerequisite:** 11th level, cleric, *healer's mercy* power

**Benefit:** Each target of your *healer's mercy* can make a saving throw.

### Persistent Challenge

**Prerequisite:** 11th level, Cha 15, paladin, *divine challenge* power

**Benefit:** Once per encounter, if you fail to engage the target of your *divine challenge* on your turn, you can maintain that *divine challenge* as if you had engaged the target.

### Pervasive Light

**Prerequisite:** 11th level, any divine class

**Benefit:** When you hit a target that has vulnerability to radiant damage with an attack that does not deal radiant damage, you deal extra damage equal to that vulnerability.

### Pledge of Retribution

**Prerequisite:** 11th level, avenger, Censure of Retribution class feature, *oath of enmity* power

**Benefit:** If you miss your *oath of enmity* target with an attack, you gain a +1 bonus to the next attack roll you make against that target before the end of your next turn.

### Radiant Vessel

**Prerequisite:** 11th level, cleric

**Benefit:** If you hit an enemy with a cleric attack power that has the radiant keyword, the next time you use *healing word* before the end of your next turn the target regains 2d6 additional hit points.

### Resurgent Attack

**Prerequisite:** 11th level, Str 17, paladin

**Benefit:** When you spend a healing surge, you gain a +2 power bonus to the next attack roll you make before the end of your next turn.

### Saving Grace

**Prerequisite:** 11th level, any divine class

**Benefit:** When you succeed on a saving throw, you can choose not to end the effect you saved against and instead allow an ally within 5 squares of you to make a saving throw with a bonus equal to your Wisdom modifier.

### Swift Turning

**Prerequisite:** 11th level, cleric, *turn undead* power

**Benefit:** You can use your *turn undead* as a minor action instead of a standard action.

### Touch of Salvation

**Prerequisite:** 11th level, Cha 15, paladin, *lay on hands* or *call of virtue* power

**Benefit:** When you use your *lay on hands* or *call of virtue* on an ally, that ally can make a saving throw with a bonus equal to your Charisma modifier.

### Untiring Virtue

**Prerequisite:** 11th level, paladin; *ardent vow*, *call of virtue*, or *lay on hands* power

**Benefit:** Whenever you reach a milestone, you gain one additional use of your *ardent vow*, *call of virtue*, or *lay on hands* for today.

### Warding Covenant

**Prerequisite:** 11th level, invoker, Covenant of Preservation class feature

**Benefit:** When you use your Covenant Manifestation to slide an ally, no enemy can gain combat advantage against that ally until the end of your next turn.

## Epic Tier Feats

The following feats are available only to characters of 21st level or higher.

### Beatific Healer

**Prerequisite:** 21st level, cleric, trained in Heal

**Benefit:** When you use a divine healing power, add your Charisma modifier to the hit points the recipient regains.

### Crusading Wrath

**Prerequisite:** 21st level, Str 21, Wis 15, paladin, *divine strength* power

**Benefit:** When you use your *divine strength*, the next enemy you attack before the end of your next turn is subject to your divine sanction until the end of the encounter.

While the target is subject to your divine sanction, add your Wisdom modifier to the damage it takes from the divine sanction.

### Devastating Invocation

**Prerequisite:** 21st level, invoker

**Benefit:** When you score a critical hit with an invoker power, each enemy within 5 squares of the target of the critical hit takes damage equal to 5 + your Wisdom modifier. The damage type is the same as that dealt by the critical hit.

### Divine Health

**Prerequisite:** 21st level, any divine class

**Benefit:** You gain resistance to poison equal to one-half your level + your Wisdom modifier.

You can't become infected by any disease of level 30 or lower.

### Divine Mastery

**Prerequisite:** 21st level, any divine class

**Benefit:** When you spend an action point to take an extra action, you also regain the use of a divine encounter power you have used during this encounter.

### Enmity Shared

**Prerequisite:** 21st level, avenger, *oath of enmity* power

**Benefit:** When you use your *oath of enmity*, the target grants combat advantage until the end of your next turn.

### Epic Turning

**Prerequisite:** 21st level, cleric, *turn undead* power

**Benefit:** When you use your *turn undead*, the size of the burst increases by 2, and each target is pushed even on a miss.

### Fist of Heaven

**Prerequisite:** 21st level, avenger, *oath of enmity* power

**Benefit:** Your *oath of enmity* target takes a –2 penalty to saving throws.

### Glorious Channeler

**Prerequisite:** 21st level, any divine class, Channel Divinity class feature

**Benefit:** Twice per encounter, you can use a Channel Divinity power, but not the same power twice.

### Great Malediction

**Prerequisite:** 21st level, invoker, Covenant of Malediction class feature

**Benefit:** When you use a divine encounter or daily attack power on your turn, you can push each target hit by the power 1 square (instead of applying the normal effect of your Covenant Manifestation).

### Guiding Rebuke

**Prerequisite:** 21st level, invoker, Covenant of Preservation class feature

**Benefit:** When you use your *preserver's rebuke* power, one ally within 10 squares of you gains a bonus equal to your Intelligence modifier on his or her next attack roll against the triggering enemy.

### Heavenly Torrent

**Prerequisite:** 21st level, avenger, *oath of enmity* power

**Benefit:** The first time you score a critical hit on your *oath of enmity* target during an encounter, each ally can make a second attack roll and use either result on the next attack he or she makes against that target before the start of your next turn.

### Icon of Hope

**Prerequisite:** 21st level, any divine class

**Benefit:** Bloodied allies within 10 squares of you gain a +1 bonus to saving throws.

### Icon of Purity

**Prerequisite:** 21st level, any divine class

**Benefit:** You gain resistance to necrotic damage equal to one-half your level + your Wisdom modifier.

### Indiscriminate Wrath

**Prerequisite:** 21st level, invoker, Covenant of Wrath class feature

**Benefit:** When you use your *armor of wrath* power, you can target each enemy in the burst, rather than only the triggering enemy.

### Invoker's Aura

**Prerequisite:** 21st level, invoker

**Benefit:** Until the end of your next turn, after you use a Channel Divinity power, any enemy within 2 squares of you that hits you or any enemy that ends its turn within 2 squares of you takes radiant damage equal to 5 + your Wisdom modifier. No enemy can take this damage more than once per turn.

### Paladin's Truth

**Prerequisite:** 21st level, paladin

**Benefit:** When you attack a creature marked by you, you ignore that creature's resistances and immunities.

**EPIC TIER FEATS**

| Any Divine Class | Other Prerequisites | Benefit |
|---|---|---|
| Divine Health | — | You gain resistance to poison |
| Divine Mastery | — | Regain use of divine encounter power when you spend action point |
| Glorious Channeler | Channel Divinity | You can use Channel Divinity twice per encounter |
| Icon of Hope | — | Bloodied allies gain +1 bonus to saving throws |
| Icon of Purity | Trained in Religion | You gain resistance to necrotic damage |
| Punishing Radiance | — | Critical hit increases target's vulnerability to radiant damage |

| Avenger Feat | Other Prerequisites | Benefit |
|---|---|---|
| Enmity Shared | *Oath of enmity* | *Oath of enmity* target grants combat advantage when first chosen |
| Fist of Heaven | *Oath of enmity* | *Oath of enmity* target takes -2 penalty to saving throws |
| Heavenly Torrent | *Oath of enmity* | Grant allies rerolls on attacks against your *oath of enmity* target after you score critical ht on target |
| Righteous Focus | Censure of Unity, *oath of enmity* | Allies gain +1 to attacks against *oath of enmity* target while you are adjacent to target |
| Vengeance Recalled | *Oath of enmity* | On a miss, gain +5 damage against target |

| Cleric Feat | Other Prerequisites | Benefit |
|---|---|---|
| Beatific Healer | Trained in Heal | Add bonus to healing you grant with divine powers |
| Epic Turning | *Turn undead* | Increase burst by 2, and target pushed even on miss |
| Radiant Advantage | — | Enemies you deal radiant damage to grant combat advantage |
| Reactive Healing | *Healing word* | Use *healing word* as reaction to save dying ally |
| Shared Healing | — | You or willing ally can spend healing surge in place of the target |
| Supreme Healer | — | You heal two targets instead of one when you use *healing word* |

| Invoker Feat | Other Prerequisites | Benefit |
|---|---|---|
| Devastating Invocation | — | Deal extra damage to enemies near target when you score critical hit with invoker power |
| Great Malediction | Covenant of Malediction | Targets you hit with encounter or daily divine power are pushed 1 |
| Guiding Rebuke | Covenant of Preservation | Ally gains attack bonus against target of your *preserver's rebuke* |
| Indiscriminate Wrath | Covenant of Wrath | Target all enemies in burst when you use *armor of wrath* |
| Invoker's Aura | — | Gain damaging aura after using Channel Divinity |
| Unbearable Malediction | Covenant of Malediction | Increase the distance you push target with *maledictor's doom* |

| Paladin Feat | Other Prerequisites | Benefit |
|---|---|---|
| Crusading Wrath | Str 21, Wis 15, *divine strength* | Place divine sanction on next foe you attack after using *divine strength*; add Wis mod to damage dealt by sanction |
| Paladin's Truth | — | Ignore resistance and immunity when you attack a foe you marked |
| Pious Champion | *Call of virtue* or *lay on hands* | Target two allies with *call of virtue* or *lay on hands* |
| Protecting Boon | Cha 21, Str 15, *divine mettle* | Target each ally in burst with *divine mettle* |
| Tireless Wrath | Str 21, Cha 15, *divine strength* | *Divine strength* lasts longer |
| Virtuous Company | Cha 21, Wis 15, *divine mettle* | Grant temporary hp to each ally who succeeds on a saving throw granted by *divine mettle* |

## Pious Champion

**Prerequisite:** 21st level, paladin, *call of virtue* or *lay on hands* power

**Benefit:** When you use your *call of virtue* or *lay on hands*, you can target one or two creatures. If you target two creatures with *lay on hands*, you spend one healing surge and each target regains hit points as normal for the power.

## Protecting Boon

**Prerequisite:** 21st level, Cha 21, Str 15, paladin, *divine mettle* power

**Benefit:** When you use your *divine mettle*, you can target each ally in the burst.

## Punishing Radiance

**Prerequisite:** 21st level, any divine class

**Benefit:** Whenever you score a critical hit with a divine attack power that has the radiant keyword, the target and each enemy within 5 squares of it gain vulnerable 10 radiant (or its existing vulnerability to radiant damage increases by 10) until the end of your next turn.

### Radiant Advantage
**Prerequisite:** 21st level, cleric
**Benefit:** When you deal radiant damage to an enemy, you and your allies gain combat advantage against it until the end of your next turn.

### Reactive Healing
**Prerequisite:** 21st level, cleric, *healing word* power
**Benefit:** You can use your *healing word* as an immediate reaction, triggered when an ally within 5 squares of you drops to 0 hit points or fewer. You must target the triggering ally with the *healing word*.

### Righteous Focus
**Prerequisite:** 21st level, avenger, Censure of Unity class feature, *oath of enmity* power
**Benefit:** While you are adjacent to your *oath of enmity* target, your allies gain a +1 bonus to attack rolls against it.

### Shared Healing
**Prerequisite:** 21st level, cleric
**Benefit:** When you use a power that allows an ally to spend a healing surge, you can instead have that ally regain hit points as if he or she had spent a healing surge, and you or another willing ally within 5 squares of you spends the healing surge instead.

### Supreme Healer
**Prerequisite:** 21st level, cleric, *healing word* power
**Benefit:** When you use your *healing word*, you can heal two targets instead of one (either two allies or one ally and yourself).

#### Rites for the Deities
The people of the world and planes worship the deities in different ways. Some common practices are almost universal from culture to culture.

- When you are proven wrong, write down two copies of the truth you discover, keeping one and taking the other to a shrine to Ioun.
- After you take fruit, herbs, or wood from a forest, trace a star in the soil so Corellon's magic can replace what you've taken.
- Swear by Bahamut when you make an oath to bring someone to justice.
- When you agree to an alliance or a business arrangement, interlock your fingers like the teeth of two gears—forming the symbol of Erathis.
- Etch Avandra's symbol on a path to indicate a safe course or on a building to show it is a safe house.
- Shout at the heavens during a storm to prove your bravery to Kord.
- Wear golden jewelry during the day and silver at night, to please both Pelor and Sehanine.
- Inter a raven's feather with a corpse to keep undeath from claiming the body.

### Tireless Wrath
**Prerequisite:** 21st level, Str 21, Cha 15, paladin, *divine strength* power
**Benefit:** When you use your *divine strength*, the effect applies to all attacks you make until the end of your next turn.

### Unbearable Malediction
**Prerequisite:** 21st level, invoker, Covenant of Malediction class feature
**Benefit:** Whenever your *maledictor's doom* power allows you to push a target, you can add one-half your Intelligence modifier to the number of squares pushed.

### Vengeance Recalled
**Prerequisite:** 21st level, avenger, *oath of enmity* power
**Benefit:** When you miss with an avenger power against your *oath of enmity* target, you gain a +5 bonus to damage rolls against that target until the end of your next turn.

### Virtuous Company
**Prerequisite:** 21st level, Cha 21, Wis 15, paladin, *divine mettle* power
**Benefit:** When you use your *divine mettle*, you gain temporary hit points equal to your Charisma modifier for each ally who succeeds on a saving throw granted by this power.

## Multiclass Feats
Some of these feats have paragon multiclassing in a particular class as a prerequisite. To qualify for such a feat, you must have chosen paragon multiclassing (*Player's Handbook*, page 209).

### Channel of Faith [Multiclass Cleric]
**Prerequisite:** Any multiclass cleric feat, paragon multiclassing as a cleric
**Benefit:** You gain the cleric Channel Divinity powers *divine fortune* and *turn undead*. If you don't already have the Channel Divinity class feature, you can use a single Channel Divinity power once per encounter, and you're considered to have the class feature for the purpose of meeting prerequisites.

### Channel of Invocation [Multiclass Invoker]
**Prerequisite:** Any multiclass invoker feat, paragon multiclassing as an invoker
**Benefit:** You gain the invoker Channel Divinity powers *armor of wrath* and *preserver's rebuke*. If you don't already have the Channel Divinity class feature, you can use a single Channel Divinity power once per encounter, and you're considered to have the class feature for the purpose of meeting prerequisites.

**MULTICLASS FEATS**

| Name | Prerequisites | Benefit |
|---|---|---|
| Channel of Faith | Any multiclass cleric feat, paragon multiclassing as a cleric | Cleric: *divine fortune* or *turn undead* 1/encounter |
| Channel of Invocation | Any multiclass invoker feat, paragon multiclassing as an invoker | Invoker: *armor of wrath* or *preserver's rebuke* 1/encounter |
| Channel of Valor | Any multiclass paladin feat, paragon multiclassing as a paladin | Paladin: *divine mettle* or *divine strength* 1/encounter |
| Channel of Vengeance | Any multiclass avenger feat, paragon multiclassing as an avenger | Avenger: *abjure undead* or *divine guidance* 1/encounter |
| Divine Channeler | Wis 13, trained in Religion | Gain one Channel Divinity power from another class |
| Divine Healer | Wis 15 | Cleric: training in Heal, Healer's Lore |
| Divine Secretkeeper | Wis 13, Int 13 | Invoker: training in Arcana, History, or Religion, Ritual Casting |
| Hero of Faith | Wis 15 | Avenger: training in one class skill, *oath of enmity* 1/encounter |
| Soldier of Virtue | Wis 15 | Paladin: training in one class skill, *virtue's touch* 1/day |

### Channel of Valor [Multiclass Paladin]

**Prerequisite:** Any multiclass paladin feat, paragon multiclassing as a paladin

**Benefit:** You gain the paladin Channel Divinity powers *divine mettle* and *divine strength*. If you don't already have the Channel Divinity class feature, you can use a single Channel Divinity power once per encounter, and you're considered to have the class feature for the purpose of meeting prerequisites.

### Channel of Vengeance [Multiclass Avenger]

**Prerequisite:** Any multiclass avenger feat, paragon multiclassing as an avenger

**Benefit:** You gain the avenger Channel Divinity powers *abjure undead* and *divine guidance*. If you don't already have the Channel Divinity class feature, you can use a single Channel Divinity power once per encounter, and you're considered to have the class feature for the purpose of meeting prerequisites.

### Divine Channeler [Multiclass]

**Prerequisite:** Wis 13, trained in Religion

**Benefit:** Choose a divine class other than your own and a Channel Divinity power available as a class feature for that class.

If you don't already have the Channel Divinity class feature, you can use the selected Channel Divinity power once per day.

If you already have the Channel Divinity class feature, add the selected Channel Divinity power to your list of available Channel Divinity powers.

You are treated as having the Channel Divinity class feature for the purpose of meeting prerequisites. If you gain additional Channel Divinity powers by selecting divinity feats, you can use them in place of the power granted by this feat, but that doesn't change your normal limit on uses of Channel Divinity.

**Special:** This feat counts as a class-specific multiclass feat for the chosen class.

### Divine Healer [Multiclass Cleric]

**Prerequisite:** Wis 15

**Benefit:** You gain training in the Heal skill.

You gain the cleric's Healer's Lore class feature.

In addition, you can wield cleric implements.

### Divine Secretkeeper [Multiclass Invoker]

**Prerequisite:** Wis 13, Int 13

**Benefit:** You gain training in the Arcana skill, the History skill, or the Religion skill.

You gain the invoker's Ritual Casting class feature.

In addition, you can wield invoker implements.

### Hero of Faith [Multiclass Avenger]

**Prerequisite:** Wis 15

**Benefit:** You gain training in one skill from the avenger's class skills list.

Once per encounter, you can use the *oath of enmity* power. You do not regain the use of the power if the target drops to 0 hit points.

In addition, you can wield avenger implements.

### Soldier of Virtue [Multiclass Paladin]

**Prerequisite:** Wis 15

**Benefit:** You gain training in one skill from the paladin's class skills list.

Once per day, you can use the *virtue's touch* power.

In addition, you can wield paladin implements.

# EPIC DESTINIES

Many epic-level divine characters can anticipate exaltation or damnation after death; as powerful stewards of divine causes in the mortal world, they are naturally among the favorites of the gods. The following epic destinies offer paths that transition the divine hero from the mortal world to the dominions beyond.

## AVATAR OF DEATH

*You know that life is fleeting, but death is forever. Your enemies would be well advised to remember that as they face you.*

**Prerequisite:** 21st level, Death Knell feat

You are the mortal incarnation of a deity who holds sway over death. You are not simply Jozan the cleric; you are the Raven Queen, who for a time incarnates in the form of Jozan. Your body is a mere shell, a temporary vessel for the unthinkable might of a deity's soul. You were born to be the Raven Queen's mortal form, and as you grow in understanding and power, the light (or darkness) within you shines out for all to see. You might not have realized your true nature before, but now you know exactly what you are.

As an avatar of death, you incarnate the death aspect of your deity. Most likely this is the Raven Queen, but on rare occasions avatars of dead, dormant, or interloper gods arise—you might be an avatar of the dead god Nerull, or some other death deity contesting the Raven Queen's sway.

Good and evil are just words to you, for death makes all causes meaningless. You stare into the vacant sockets of long-dead kings, gaze across the soul-filled plains of the Shadowfell, and stand upon blood-soaked fields of battle. Through it all, you feel no sorrow, no remorse—only a grim sense of bemusement at mortal foolishness in the face of the inevitable. Adventuring is an amusing way to entertain yourself before life comes to an end.

### AVATARS HAVE MANY USES

Gods create avatars for many reasons. Some deities want to experience mortality and learn from mortal trials. Some use their avatars as agents and champions to battle their enemies in the world. Others send avatars as teachers and exemplars to their followers. Likewise, different gods might choose to incarnate their avatars in secret or to prophesy their arrival, to incarnate with full awareness of their true nature or to allow their mortal vessels to live well into life before becoming aware of themselves.

WILLIAM O'CONNOR

### IMMORTALITY

You care little about the fate of your mortal shell, for you know that in time you will rejoin with your true self. After all, even gods must die in time. One or two previous incarnations have turned against the Raven Queen in ages past, using their powers to prolong their mortal existences. Whether you meet your fate with joy, resignation, or defiance is up to you.

**Divine Reunion:** When you complete your final quest, the purpose of your current incarnation is accomplished. The winds of oblivion sweep your body into nothingness, freeing your soul to return to its divine origin. You rejoin the deity whose incarnation you were, and you resume your existence in the eternal.

### AVATAR OF DEATH FEATURES

**Foresight of Mortality (21st level):** Your Intelligence score and your Wisdom score both increase by 2.

**Death Comes to All (21st level):** Your powers ignore necrotic resistance up to 20.

**Deadly Revival (24th level):** The first time each day you begin your turn dying or dead, you revive. You regain hit points equal to your bloodied value, and each enemy within 10 squares of you gains vulnerable 15 necrotic until the end of your next turn.

**Harbinger of Demise (30th level):** Enemies that end their turn adjacent to you and have 25 hit points or fewer die.

### AVATAR OF DEATH POWER

**Inevitable Death** — Avatar of Death Utility 26

*Dark energy swirls about you and then explodes in a burst that encircles your enemies, causing their wounds to remain open.*

**Daily ✦ Divine**
**Minor Action** **Close** burst 5
**Target:** Each enemy in burst
**Effect:** The target gains vulnerable 10 to all damage and cannot regain hit points from healing powers or regeneration (save ends both).

# Avatar of Freedom

*Tyranny, slavery, oppression—these are your foes. You battle against those who think themselves above others.*

**Prerequisite:** 21st level, Path of Freedom feat

You are the incarnation of a deity of freedom and liberation. Every word you speak, every action you take, is in exact accordance with your deity's will—because your choices are your deity's choices. In time you will abandon your mortal form and rejoin your eternal essence in the heavenly dominions, but until that time comes you are a champion, teacher, and example for all whom you and your deity hold dear.

As an avatar of freedom, you incarnate your deity's aspects of liberation. You might be Avandra or Melora in mortal form.

Regardless of your divine identity, you believe that the natural state of mortalkind is one free from oppression. You fight any force that seeks the enslavement of others and stand against deities bent on war and domination, such as Asmodeus and Bane. You believe that freedom of choice is the paramount freedom of all mortal creatures, and that destiny is not predetermined. You inspire the downtrodden with words of freedom, and you lead them in attempts to overthrow their vile masters.

## Immortality

As your life's tribulations come to a close and your Destiny Quest comes to an end, you are ready to free yourself of the shackles of mortality and physicality. Great struggles await you throughout the cosmos, and immortality represents an opportunity to continue your fight against the oppressive forces in the universe. As long as tyranny flourishes anywhere, freedom everywhere is threatened.

**Divine Reunion:** At the conclusion of your Destiny Quest, you abandon your current incarnation. Amid golden light and peals of thunder, your soul ascends to the heavenly dominions to rejoin your deity. You are once again Avandra, Melora, or a cosmic spirit of revolution—but you still recall your mortal persona. For ages to come the memories of your experiences and companions in your mortal existence influence your divine thoughts and actions.

## Avatar of Freedom Features

**Freedom of Mind and Body (21st level):** Your Dexterity score and your Wisdom score both increase by 2.

**Liberate the Mind (21st level):** Allies adjacent to you gain a +2 bonus to saving throws against being dominated, immobilized, restrained, or slowed.

**Liberating Revival (24th level):** The first time each day you begin your turn dying or dead, you revive. You regain hit points equal to your bloodied value, and each ally within 10 squares of you ends any immobilizing, slowing, or restraining effect currently affecting him or her.

**Agent of Freedom (30th level):** You cannot be dominated, immobilized, slowed, restrained, or petrified. You ignore difficult terrain, and you can shift your speed as a move action.

## Avatar of Freedom Power

**Broken Chains** Avatar of Freedom Utility 26

*Raising your weapon or implement high, you issue a proclamation that you shall not abide oppression. Your allies respond by shaking off their afflictions.*

**Daily ✦ Divine, Stance**
**Minor Action** **Personal**

**Effect:** Until the stance ends, when an ally starts his or her turn within 5 squares of you, that ally can make a saving throw against each effect on him or her that a save can end.

MATIAS TAPIA

# Avatar of Hope

*You steadfastly believe that hope lifts up everyone even in the darkest times. By word and deed, you spread hope wherever you go.*

**Prerequisite:** 21st level, Hope Remains feat

As an avatar of hope, you are an aspect of a god of hope who has chosen to incarnate himself or herself in a mortal body for a time. You now know that you are both your deity and your own mortal shell at the same time. When you speak, when you act, your god speaks and acts through you. No matter what your name, you are a beacon of hope in a dark world.

Sorrow cannot abide your presence; you bring optimism and virtue to places of despair and sadness. You are an enemy of all the gods of evil, for they are destroyers of hope. You hold particular vehemence toward devils and demons—devils for their malicious practices, and demons for their recklessly destructive intentions. It's true that you've seen some terrible sights during your travels—murder, cruelty, slavery, war—but these horrors only fortify your determination. By your power, the points of light that lie within a sea of darkness burn a little brighter for a time.

## Immortality

You have fought battles against despair all your life, bringing light to the darkest corners of the world. Your experience has taught you that people need only a little inspiration to find hope, so you have set yourself the task of providing an example, a legend, that will inspire people for ages to come.

**Divine Reunion:** When you complete your Destiny Quest, your soul bursts forth in a golden flame that consumes your mortal form, and you are reunited with your immortal self.

## Avatar of Hope Features

**Undaunted Will (21st level):** Your Wisdom score and your Charisma score both increase by 2.

### Creating Avatars

Most deities have incarnated only a handful of avatars throughout the ages of the world, although some have never done so, and a few (for example, Moradin and Avandra) incarnate in every generation of mortalkind. Creating an avatar weakens a god for a time and can render it vulnerable to its enemies. Being in two places at once is difficult, even for a god. In the past, powerful devils or wicked mortals have managed to trap, coerce, or corrupt gods through their avatars. However, doing this is difficult in the extreme, since the deity can end its incarnation at any time and rejoin its true being.

WAYNE REYNOLDS

**Indomitable Courage (21st level):** You are immune to fear effects. In addition, you and any allies within 5 squares of you gain a +1 bonus to saving throws.

**Hopeful Revival (24th level):** The first time each day you begin your turn dying or dead, you revive. You regain hit points equal to your bloodied value, and each ally within 10 squares of you gains 20 temporary hit points.

**Triumph of the Heart (30th level):** Once per day, you can change the result of a single d20 roll made by an ally to 20. This requires no action on your part, but you must be conscious to do so.

## Avatar of Hope Power

**Elevate the Spirit** Avatar of Hope Utility 26

*You conjure an angelic entity that infuses one of your allies' with hope and the mental fortitude to withstand attempts at control.*

**Daily ✦ Conjuration, Divine**
**Minor Action** **Ranged** 10

**Effect:** You conjure an angelic figure in a square within range. The figure lasts until the end of your next turn. While the figure is in an ally's space, that ally gains a +4 power bonus to all defenses and can't be dominated. If an ally is affected by a dominating effect that a save can end while the figure is in his or her space, that effect immediately ends. As a move action, you can move the figure 5 squares.

**Sustain Minor:** The figure persists.

# Avatar of Justice

*Your sole purpose is to balance the scales of justice, punishing the wicked and rewarding the good.*

**Prerequisite:** 21st level, Immediate Justice feat

You are a god of justice incarnated in mortal form. All your life you have fought for justice, but now you know yourself for what you are. Your self-awareness merges with divine truth, and your consciousness becomes one with the concept of justice. In years to come, people will remember that you were your deity in the flesh, a shining champion who battled against wrong and a golden example of a righteous and courageous life well lived, but for now it is up to you to forge that legend.

In your true self you might be Bahamut, some other active deity, or even a dead deity such as Amoth—avatars of dormant deities, interloper gods, or cosmic principles sometimes appear in the world. Regardless of which deity you are the incarnation of, you grasp your destiny as a great lawgiver and a force for righteousness. As you take the guise of justice itself, divine knowledge guides you along the right course.

## Immortality

Your path might involve the elimination of a major source of injustice, such as an evil deity. The evil gods and their worshipers scoff at justice, reveling in cruelty, theft, and murder. Destroying one of these deities brings the scales of justice closer to balance.

**Divine Reunion:** During your Destiny Quest, you begin to change. You no longer make decisions—you merely do the will of justice. When your final foe is vanquished, you abandon your mortal body, which falls to silvery dust and blows away in the wind. Your soul finds its way back to your eternal being and reunites, bringing with it all the joys, the sorrows, the wisdom, and the compassion you have learned in your mortal years. Your mortal existence might be done—but as a god of justice you well remember the lessons you learned during your time in the world, and temper your judgments with memories of your mortal experience.

## Avatar of Justice Features

**Justice's Mind (21st level):** Your Intelligence score and your Wisdom score both increase by 2.

**Just Consequence (21st level):** When an enemy hits you or an ally adjacent to you, the next ally who attacks that enemy before the end of your next turn gains a +1 bonus to the attack roll.

**Just Revival (24th level):** The first time each day you begin your turn dying or dead, you revive. You regain hit points equal to your bloodied value. Each ally within 10 squares of you gains a +2 power bonus to attack rolls until the end of your next turn, and each enemy within 10 squares of you takes a -2 penalty to attack rolls until the end of your next turn.

**Instant Retribution (30th level):** Each time an enemy within 5 squares of you scores a critical hit against you or one of your allies, the enemy takes damage equal to the damage it dealt with the hit.

## Avatar of Justice Power

**Word of Undoing** — Avatar of Justice Utility 26

*You deem an attack unjust, and reverse its effects.*

**Daily ✦ Divine, Healing**
**Immediate Reaction** **Ranged** 10
**Trigger:** An ally within 10 squares of you is hit by an attack
**Target:** The triggering ally
**Effect:** The target takes no damage from the triggering attack and gains hit points equal to the damage he or she would have taken.

### Trappings of Justice

You might choose to use symbols that represent justice as your insignia. Here are some of the most common symbols used by avatars of justice:

- ✦ Balance scales
- ✦ Flames (especially silver or white)
- ✦ Double-edged weapons (such as swords or battleaxes)
- ✦ Closed eyes or a blindfold

AMELIA STONER

# Avatar of Life

*Despite war, chaos, and hate, life endures, and you will ensure that it never falters.*

**Prerequisite:** 21st level, Pulse of Life feat

You are the incarnation of a god, mortal and immortal beings united in the same flesh. You exist for the purpose of battling your true godly self's foes in the mortal world, of providing inspiration and hope to all who worship your divine being, and just possibly to learn a few things about what it means to walk in the world you helped to shape at the dawn of time. At the same time, you are also the mortal persona you have been throughout your current life, and you are destined to become part of the god you have served so well.

Avatars represent many different aspects of the gods, but you specifically embody the vital principle, the animating spirit of your deity. All life is sacred to you, and you are its divine protector. Your time as an adventurer has taught you how precarious life can be, whether it is the life of a butterfly struggling to escape its cocoon or a civilization living on the edge of lands inhabited by orcs and goblins. You hate taking life, but you recognize that it is the nature of the world that you must sometimes kill or be killed.

## Immortality

As an avatar of life, you might be blessed with incredible longevity. Your calling could draw you to retire to a monastery or a temple to live in obscurity, protecting a small community from harm. You might be fated to heal some great sickness in the world, battling a magical plague or putting an end to some corruption or mockery of life that threatens the natural order. Or you might be compelled to venture across the planes, bringing an example of hope and healing wherever you go.

**Divine Reunion:** After you have completed your Destiny Quest and lived out the years appointed to you, you are called back to your true self. Lying down in a fair green meadow or forest clearing, you allow your body to crumble into dust, nourishing flowering vines and creepers. Your soul returns to your divine self, recalling the awesome power and understanding that comes with godhood. But some part of your mortal being still survives, since your memories, your cares, and your journeys are now your deity's too.

## Avatar of Life Features

**Life's Wisdom (21st level):** Your Constitution score and your Wisdom score both increase by 2.

**Unfettered Durability (21st level):** When you roll a 20 on a saving throw, each ally within your line of sight can make a saving throw against one effect that a save can end.

RALPH BEISNER

**Vital Revival (24th level):** The first time each day you begin your turn dying or dead, you revive. You regain hit points equal to your bloodied value, and each ally within 10 squares of you can spend a healing surge.

**Persistence of Life (30th level):** You and any allies within 5 squares of you can use second wind as a minor action. If a character can already use second wind as a minor action, then the character can use it as a free action. When you or an ally within 5 squares of you uses second wind, twice the normal number of hit points are restored.

## Avatar of Life Power

**Font of Life** — Avatar of Life Utility 26

*Forming a circle with your fingers, you bring forth a sphere of divine energy that helps you and your allies continuously recover from wounds.*

**Daily ✦ Divine, Healing**
**Minor Action** **Close** burst 2
**Target:** You and each ally in burst
**Effect:** Each target gains regeneration equal to 5 + your Wisdom modifier until the end of the encounter.

# Avatar of Storm

*You ride the force of nature's fury, bringing wind and thunder and lightning with you. Where you go, the tempest goes.*

**Prerequisite:** 21st level, Storm Sacrifice feat

You are two beings at the same time: a great mortal hero and the god of storms. You have always known you were different from the people around you, but now you understand what you are and why your heart sings when lightning flashes and thunder rolls in the distance. You are destined to walk the world in mortal form for a single brief lifetime, an inspiration to those who worship your true self and a terrible foe to those who oppose you. And after your incarnation ends and you reunite with your immortal being, people will look back on your deeds for centuries to come and see in them the hand of the divine.

As an avatar of storm, you are most likely an incarnation of Kord. However, minor storm deities or dormant powers sometimes incarnate as avatars, so you might be the mortal vessel of some other deity, or even a cosmic principle of storms and destruction.

Thunder and lightning are your weapons, and you wield them with all the fury and wrath of the most violent storm. Wherever you go, storms follow in your wake. You command them and use their power to bring your vengeance upon your enemies.

KIERAN YANNER

## Immortality

Longevity is rarely important to an avatar of storm. You recognize that life and civilization are fleeting things in this world, and that enough wind and rain can wash away the existence of anything. You might wander into the wilderness to live in isolation or to revel in your communion with the primal forces of the universe. You might even challenge the Elemental Chaos, battling primordials for dominion over storms.

**Divine Reunion:** When you accomplish your final quest, your mortal existence comes to an end and you return to your divine form. Your body vanishes in a blinding thunderstroke, leaping upward into the dark storm clouds that gather overhead. Your ascension is marked by a thunderstorm of spectacular power. While your mortal life is at an end, your memories, your passions, and your struggles are all now part of your divine being.

## Avatar of Storm Features

**Strength of the Storm (21st level):** Your Constitution score and your Strength score both increase by 2.

**Stormhand (21st level):** When you use a lightning or a thunder power, you can choose to turn its lightning damage or thunder damage into lightning and thunder damage (if you do so, the power gains the keyword of the second damage type if the power didn't already have it).

**Thundering Revival (24th level):** The first time each day you begin your turn dying or dead, you revive. You regain hit points equal to your bloodied value, and each enemy within 5 squares of you takes 2d10 + Constitution modifier thunder damage and is pushed 2 squares.

**Windstrider (30th level):** You gain a fly speed equal to your speed + 2, and you can hover.

## Avatar of Storm Power

**Gather the Storm** Avatar of Storm Utility 26

*You stand at the heart of the storm, surrounded by rumbling thunder and crackling lightning that leaves nearby foes vulnerable.*

**Daily ✦ Divine**
**Minor Action** **Personal**

**Effect:** Until the end of the encounter, any enemy that ends its turn within 5 squares of you gains vulnerable 10 thunder and vulnerable 10 lightning until the end of your next turn.

# Avatar of War

*You know that peace cannot endure, and when it fails, you will be there to take over.*

**Prerequisite:** 21st level, Path of War feat

Battle calls you, for you are the god of war. For a mortal lifetime you are incarnated in humanoid shape, sharing the existence and consciousness of a mortal hero. When you speak, you speak for your true divine self. When you act, you act as your godly essence directs. You exist to champion causes worth fighting for, to provide the people of the world with a shining example of valor and skill, and to teach people how to survive in a world filled with darkness and strife.

As an avatar of war, you are probably the incarnation of Bahamut, Kord, Bane, or possibly a dead war deity such as Tuern. However, war is a cosmic force that seems to have its own guiding consciousness, and you might in fact be the incarnation of the principle of war, or an eternal hero reborn to fight in every conflict spawned upon the mortal world.

Life as an adventurer has opened your eyes to the fact that strife and evil are ubiquitous. You have journeyed through many lands, both civilized and wild, and the only constant is the fragility of peace. Others work hard to stop war, but you believe it is the natural state of the world. You recognize that conflict is everywhere, and you embrace it. The machinations of usurpers, tyrants, and warlords will always drive civilization toward violence and destruction—but sometimes it is exactly this destructive force that gives rise to the most powerful and enduring of civilizations.

## Immortality

The route to immortality is fraught with danger for an avatar of war. Due to a thirst for conflict, an avatar of war engages in many mortal contests. History tells the tale of several avatars of war cut down in epic battles—it could be that your fate is to forge a legend of a hero who only succeeded in dying well. The ultimate challenge lies in giving battle to the gods and primordials. Whether you hope to usurp power from Bane and conquer his home plane of Chernoggar or to rain destruction down upon surviving primordials, you carry in your ambition a war the likes of which hasn't been seen in a thousand years.

**Divine Reunion:** When your final quest is accomplished and your last foe lies vanquished at your feet, your mortal incarnation ends. Your body falls into gray dust and blows away to the sounds of ravens croaking and tattered banners flapping in the cold wind. Your soul ascends to the astral dominions to rejoin your divine being, bringing with it a lifetime of memories: battles won, battles lost, deeds of courage, acts of cowardice.

## Avatar of War Features

**Power in Conflict (21st level):** Your Strength score and either your Intelligence score or your Charisma score increase by 2.

**Master of the Battlefield (21st level):** You never grant combat advantage.

**Invoker of War (24th level):** Your Channel Divinity power *path of war* grants a +4 bonus to damage rolls in addition to a +2 bonus to attack rolls.

**Lord of War (30th level):** Your first attack of each encounter that hits deals 25 extra damage.

## Avatar of War Power

**Rouse Conflict** Avatar of War Utility 26

*You raise your weapon or implement and let out a rousing war-cry, invoking your powers of battle. Your shout and divine power stirs allies into action against nearby foes.*

**Daily ✦ Divine**
**Minor Action** **Close** burst 10
**Target:** Each ally in burst
**Effect:** The target can make an at-will attack as a free action. If the target has an unused divine encounter attack power, he or she can instead use that power as a free action.

WAYNE REYNOLDS

# Chosen

*Your deity makes you the living vessel of his or her power in the mortal world.*

**Prerequisite:** 21st level, any divine class

Your deity selects you to serve as his or her agent in the mortal world. You watch over your deity's worshipers, protect sacred sites, and work to oppose your deity's foes. To prepare you for this task, your deity bestows upon you a spark of divine energy that grants you powers comparable to those of a demigod. As with the Demigod epic destiny detailed in the *Player's Handbook*, this divine spark increases your abilities and bestows great physical resilience. However, your epic destiny utility power is unique to the deity you serve.

Unlike a Demigod, you are sworn to the service of a particular deity. Some deities might leave you to pursue causes dear to them as you see fit, trusting in the good judgment you have demonstrated in your adventuring career. Other deities might task you with missions of importance to them, making sure that you keep their concerns foremost in your mind.

Not all deities have the power or the inclination to elevate a Chosen. Some deities can elevate several Chosen at once, but most have only a single Chosen at any given time. Deities most often bestow this honor on the most faithful of their worshipers, but a few gods take pleasure in selecting undeserving or fickle mortals for their earthly agents.

## Immortality

Chosen often live for centuries. However, as you grow more powerful, the divine fire placed in your soul inevitably transfigures your mortal body. When no vestige of your mortal nature remains, it is time for you to join your deity in the astral dominions and champion his or her causes there. In your place, another deserving mortal can be raised up.

## Chosen Features

Chosen have the same features as the Demigod epic destiny.

**Divine Spark (21st level):** Two ability scores of your choice both increase by 2.

**Divine Recovery (24th level):** The first time you are reduced to 0 hit points or fewer each day, you regain hit points equal to half your maximum hit points.

**Divine Miracle (30th level):** When you have expended your last remaining encounter power, you regain the use of one encounter power of your choice. In this way, you never run out of encounter powers.

## Chosen Powers

Each Chosen has a specific level 26 utility power granted by his or her deity. The powers associated with gods who are either good, lawful good, or unaligned are described below.

**Freedom Is Life** — Chosen of Avandra Utility 26

*Ribbons of glowing symbols flow out of you, linking you and your allies in a river of celestial light.*

**Daily ✦ Divine**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you and any allies within 20 squares of you gain a +10 bonus to saving throws.

**Sheltering Wings** — Chosen of Bahamut Utility 26

*It is no shame to take refuge beneath the Platinum Dragon's wings.*

**Daily ✦ Divine, Healing**
**Minor Action** **Melee** 1
**Effect:** You regain hit points equal to your bloodied value. One ally adjacent to you also regains hit points equal to your bloodied value.

**High Arcana** — Chosen of Corellon Utility 26

*Corellon's mastery of the arcane allows you to choose between empowerment or defense for you and your allies.*

**Daily ✦ Divine**
**Minor Action** **Close** burst 10
**Target:** You and each ally in burst
**Effect:** Until the end of the encounter, at the start of each target's turn, the target can choose to gain either a +2 power bonus to implement attack rolls or a +4 bonus to Fortitude, Reflex, and Will until the start of his or her next turn.

**Anthem of Progress** — Chosen of Erathis Utility 26

*Erathis's grim efficiency inspires your comrades to their necessary work.*

**Daily ✦ Divine**
**Minor Action** **Close** burst 10
**Target:** You and each ally in burst
**Effect:** Until the end of the encounter, each target can score a critical hit with any at-will attack on a roll of 16-20.

### Divine Allies Bring Divine Enemies

As you might expect, your deity's enemies are yours as well. You, however, are a much more accessible target. Because very few beings can seriously entertain the idea of challenging Pelor, for instance, destroying the Chosen of Pelor is a more realistic and attainable goal. Most deities don't directly attack each other's Chosen, but they are certainly capable of instructing their own Chosen or lesser servants to do so in their stead.

### Unerring Foreknowledge Chosen of Ioun Utility 26

*Hints of action and intention spread like gossamer trails that only you and your friends can perceive. Follow the trails and pierce the veils of time.*

**Daily ✦ Divine**
**Minor Action** **Ranged** 10
**Target:** One ally
**Effect:** The target can take an extra standard action on his or her next turn.
**Sustain Minor:** Choose a different ally within range. That ally can take an extra standard action on his or her next turn. You cannot choose an ally as a target of this power more than once during an encounter.

### Test of Strength Chosen of Kord Utility 26

*Strong? Worthy? Kord will judge.*

**Daily ✦ Divine**
**Minor Action** **Melee** 1
**Target:** You and one enemy
**Effect:** The targets simultaneously hit each other with melee basic attacks as free actions. If your attack deals more damage than the enemy's, you can take a standard action as a free action. Any attack roll you make with this standard action has a +4 power bonus.

### Wild Surge Chosen of Melora Utility 26

*Wild Melora blesses those who can kill for themselves.*

**Daily ✦ Divine**
**Minor Action** **Personal**
**Effect:** Until the end of the encounter, you and any ally within 5 squares of you can score a critical hit with any daily attack power on a roll of 18-20.

### Forge of Creation Chosen of Moradin Utility 26

*The fervor of Moradin's ancient workshops of creation inspires you and your allies as you hammer upon your foes.*

**Daily ✦ Divine**
**Minor Action** **Personal**
**Effect:** Until the end of your next turn, you and any of your allies who hit with at least one attack regain their second wind if they have already used it during this encounter, regain one healing surge, and gain the use of another daily magic item power.

### Celestial Balance Chosen of Pelor Utility 26

*Against the mightiest enemies, there is one hope: Pelor endures.*

**Daily ✦ Divine, Healing**
**Immediate Interrupt** **Close** burst 10
**Trigger:** A creature within 10 squares of you spends an action point
**Target:** You or one ally in burst
**Effect:** The target can spend a healing surge and gains a +1 bonus to all defenses until the end of the encounter.

WILLIAM O'CONNOR

### Death Is Nigh Chosen of the Raven Queen Utility 26

*The shadow of the queen's wing falls over your fight.*

**Daily ✦ Divine**
**Minor Action** **Personal**
**Requirement:** You or one of your allies must have failed a death saving throw during this encounter.
**Effect:** Until the end of the encounter, you and your allies gain a +2 bonus to attack rolls.

### Horns of the Moon Chosen of Sehanine Utility 26

*The goddess blesses and curses, sometimes in the same breath.*

**Daily ✦ Divine**
**Minor Action** **Personal**
**Effect:** At the start of each of your turns until the end of the encounter, as a free action you choose one ally and one enemy within your line of sight. The ally you choose gains a +2 bonus to attack rolls until the start of your next turn. The enemy you choose takes a -2 penalty to all defenses until the start of your next turn.

# Exalted Angel

*Your wisdom, courage, and devotion have earned you an honor granted to only a handful of mortals across all the ages of the world—you are transformed into an angel.*

**Prerequisites:** 21st level, any divine class

By the favor of the gods, you transcend mortality and join the angelic hosts. Your mortal flesh and blood are transformed into immortal substance; even though you still have your mortal appearance, your spirit shines inside your perfected body like a blazing fire in a crystal vessel. As an angel, you no longer age, and all the infirmities of mortality fall away. In time you learn to assume more and more of the appearance and powers of angels.

You are closely bound to the god who raised you up. You can continue to pursue the quests and goals of your mortal life, but from time to time your deity summons you to specific missions or dispatches you on important errands, and you are expected to answer any such call. Because you were once mortal, you can resume your mortal appearance whenever you wish, hiding your immortal nature. This attribute makes you a valuable servant, since you can go where other angels cannot; exalted angels often serve as spies or advise mortals on important matters without ever revealing their true nature.

CONCEPT ART HOUSE LLC

## Immortality

Even saints and other elevated souls know the bitterness of death, but you are spared that fate. From the moment of your ascension, you are immortal. For a time you walk the world, an agent of whatever cause your deity holds dear. But eventually you are called away to serve your patron in the astral dominions, leaving the affairs of your mortal life behind.

## Exalted Angel Features

**Angelic Nature (21st level):** Your origin changes to immortal, and you cease to age. You gain the ability to speak Supernal, resist 15 fire, and resist 15 radiant. You are immune to fear attacks.

You gain a pair of angelic wings, which you can manifest or conceal as a minor action. While your wings are manifested, you can fly at a speed equal to your speed + 2, but you land at the end of your turn. If your turn ends while you are still flying, you swiftly descend and land without taking falling damage. While your wings are concealed, your angelic nature is hidden, and you resemble the mortal you once were.

If you already have wings from some other source (such as the favored soul paragon path; see page 23), these angelic wings take the place of the wings you previously gained.

**Reborn in Light (24th level):** Once per day, when you die, your body disappears in a flash of radiance. Each enemy within 10 squares of you takes 2d10 + Wisdom modifier radiant damage and is blinded (save ends). You reappear in a column of light at the end of the encounter at full hit points with all harmful effects ended.

**Angelic Form (30th level):** Attacks against you take a –2 penalty as long as you are not bloodied. Also, while your angelic wings are manifested, you can hover. (You no longer need to land at the end of your turn.)

## Exalted Angel Power

**Angelic Hosts** Exalted Angel Utility 26

*You fly a short distance, while a host of minor angels appear to bear your comrades out of peril.*

**Encounter ✦ Divine**
**Move Action** **Close** burst 10
**Target:** You and each ally in burst
**Effect:** Each target gains a +2 power bonus to all defenses until the end of your next turn. In addition, you fly your speed + 2 and land, and as a free action, targeted allies can fly 8 squares and land, without provoking opportunity attacks.

# Saint

*You are the perfected mortal servant of a god, a shining example of all your deity holds dear.*

**Prerequisite:** 21st level, any divine class

In recognition of your faith, holiness, courage, and piety, you are elevated to sainthood. From the day you embark on this path, you can claim the title of Saint. Through dreams, omens, or angelic visitations, your deity makes your sainthood known to followers around the world. Those who share your faith hold you in the highest regard, while the enemies of your god naturally view you as the most terrible of foes. You might be a great crusader, a mighty prophet, or a revered sage. You set a sterling example of your deity's values and guidance.

## Immortality

In the mortal world, you have only the years allotted by nature and fate. You could live to great old age, or you might die young as a hero or a martyr. When at last death draws near, you meet your end with joy—for now you go to the presence of the deity you have served so long and well. Your mortal body remains uncorrupted, and seems to be merely asleep; even the most gruesome wounds slowly vanish, leaving your body an imperishable symbol of divine grace.

Your immortality lies beyond this world, where you will stand among the highest of the elevated souls granted life after life in the divine dominions. In the dominion of your deity, you have a new, immortal body. You join his or her celestial court as a wise and valued counselor. Throughout the world you are regarded as an example of devotion and honor. When people face challenges and hardships similar to those you faced in your mortal life, they are heartened by your example.

## Saint Features

**Saintly Grace (21st level):** You gain a +2 bonus to Fortitude, Reflex, and Will and resistance to necrotic damage equal to 15 + your Wisdom modifier. You cannot be dominated; any attack or effect that would dominate you dazes you instead.

### Dark Saints

Although few saints serve evil gods, those that do are fearsome beings indeed. A dark saint gains resist radiant instead of resist necrotic at 21st level.

MAZIN KASSIS

**Sanctified Touch (24th level):** When you enable a creature adjacent to you to spend a healing surge, the recipient can also make a saving throw. When you grant a saving throw to a creature adjacent to you, that creature can also spend a healing surge. When you use the Heal skill, any creature you grant a saving throw or stabilize with a successful Heal check can spend a healing surge.

**Golden Halo (30th level):** Holy light streams from your visage. Your halo gives off bright light within 5 squares, and you gain a +2 bonus to Diplomacy checks and Intimidate checks. You can suppress or resume your halo as a free action. In addition, when you use a divine healing power, the recipient regains 25 additional hit points.

## Saint Power

**Sanctified Revival** — Saint Utility 26

*A halo appears around your head, shining with bright golden light. A fallen ally is lifted up and healed by the heavenly light.*

**Daily ✦ Divine, Healing**
**Standard Action** **Close** burst 5
**Target:** One dead or dying ally in burst
**Effect:** The target is restored to maximum hit points, ends any one effect on him or her that a save can end, and stands up. Until the end of the encounter, the target gains a +2 power bonus to attack rolls and all defenses.

# NEW RITUALS

Countless minor rites exist in the various holy writings of the world's shrines and temples. Rituals, on the other hand, are powerful magical ceremonies that can summon and shape awesome, long-lasting magical effects. Although any character who has the Ritual Caster feat can master and perform the rituals appearing here, most are associated with the Religion skill, and therefore more easily accessible to divine characters than to others.

**RITUALS BY LEVEL**

| Lvl | Ritual | Key Skill |
|---|---|---|
| 1 | Create Holy Water | Religion |
| 3 | Thief's Lament | Arcana or Religion |
| 4 | Iron Vigil | Religion |
| 12 | Hallowed Temple | Religion |
| 12 | Mark of Justice | Religion |
| 16 | Adjure | Religion |
| 20 | Succor | Religion |
| 25 | Ease Spirit | Heal |

## Adjure

*Filled with righteous authority, you order an immortal entity to serve you.*

**Level:** 16
**Category:** Binding
**Time:** 1 hour
**Duration:** 8 hours or until discharged

**Component Cost:** 3,000 gp
**Market Price:** 7,500 gp
**Key Skill:** Religion

You command an immortal creature whose level does not exceed yours. The subject of this ritual must be able to see and hear you and must remain within 5 squares of you for the entire time necessary to perform the ritual. Because most creatures do not willingly submit to this ritual, you must usually make the creature helpless or restrain the creature by means of a Magic Circle ritual. Unless it is prevented from doing so, the creature can leave at any time. Finally, you must be able to communicate with the creature, or the ritual automatically fails.

To determine the extent of your authority over the subject, you engage in a special skill challenge during the time it takes to perform the ritual. The DCs for the checks in this challenge are equal to the subject's level + 10. Religion is the primary skill; each time you or an ally succeeds on a Religion check in the challenge, you or an ally can use Diplomacy, History, Arcana, or Intimidate for one subsequent check. Once you have amassed 3 failures or achieved 10 successes, the skill challenge ends. Consult the following table and apply the effect associated with the number of successes you achieved.

| Number of Successes | Effect |
|---|---|
| 0 or 1 | The creature has authority over you and can issue one command that you must obey, a task that requires up to a day of effort. |
| 2 or 3 | You have immediate authority over the creature. You can command the creature to perform one task that takes no more than 5 minutes. |
| 4 or 5 | You have moderate authority over the creature. You can command the creature to perform a task that requires up to a day of effort. |
| 6 or 7 | You have significant authority over the creature. You can command the creature to perform a task that requires up to a week of effort. |
| 8 or 9 | You have great authority over the creature. You can command the creature to perform a task that requires up to a month of effort. |
| 10 | You have ultimate authority over the creature. You can command the creature to perform a task that requires up to a year and a day of effort. |

When the specified task is completed, the ritual is discharged, and the creature (or you) is released from service. You can request any kind of service that does not compel the subject to obey multiple commands, force the subject to engage in combat, or ensure the subject's death. (The subject can engage in combat to achieve a task if it wishes, but combat cannot be required.) If the task is impossible, such as commanding a creature that cannot fly to soar into the sky, the creature can ignore the command.

## Create Holy Water

*The sparkling water you create seems proof against all impurities.*

**Level:** 1
**Category:** Creation
**Time:** 1 hour
**Duration:** 24 hours

**Component Cost:** Special
**Market Price:** 50 gp
**Key Skill:** Religion (no check)

This ritual infuses astral radiance into a small quantity of ordinary water. The cost to do so depends on the level of the holy water you choose to create. You cannot create holy water of a level higher than your own. Aside from its effect on undead and demons, holy water acts as normal pure water in all ways. It can be distinguished from normal water with examination and a successful DC 15 Religion or Arcana check.

REBECCA GUAY

**Holy Water** Level 1+

*Undead and demons react poorly to the touch of this liquid.*

| | | | |
|---|---|---|---|
| Lvl 1 | 20 gp | Lvl 16 | 1,800 gp |
| Lvl 6 | 75 gp | Lvl 21 | 9,000 gp |
| Lvl 11 | 350 gp | Lvl 26 | 45,000 gp |

**Alchemical Item**

**Power (Consumable ✦ Radiant):** Minor Action. Make an attack: Ranged 3/6; +4 vs. Reflex; on a hit, the attack deals 1d10 radiant damage to an undead creature or a demon.
*Level 6:* +9 vs. Reflex; 1d10 radiant damage.
*Level 11:* +14 vs. Reflex; 2d10 radiant damage.
*Level 16:* +19 vs. Reflex; 2d10 radiant damage.
*Level 21:* +24 vs. Reflex; 3d10 radiant damage.
*Level 26:* +29 vs. Reflex; 3d10 radiant damage.

## Ease Spirit

*Death's memory fades as the spirit settles more firmly into the flesh.*

**Level:** 25
**Category:** Restoration
**Time:** 2 hours
**Duration:** Instantaneous
**Component Cost:** 25,000 gp
**Market Price:** 70,000 gp
**Key Skill:** Heal (no check)

You designate one creature adjacent to you that is currently affected by a death penalty, such as that gained from the Raise Dead ritual. This ritual lessens the subject's death penalty by 1.

## Hallowed Temple

*A brilliant shrine appears in the area, welcoming those pure of heart and striking fear in those who know only corruption.*

**Level:** 12
**Category:** Creation
**Time:** 1 hour
**Duration:** 8 hours
**Component Cost:** 520 gp
**Market Price:** 1,300 gp
**Key Skill:** Religion (no check)

The Hallowed Temple ritual creates a shimmering temple associated with your deity. The temple occupies a close burst 7 as it materializes around you. The structure incorporates as many appropriate artistic elements as you like: the exterior features iconography, stained-glass windows, and other decorative features, and the interior contains an altar, statues, or other appropriate items related to your faith.

The temple is comfortable, and creatures inside it feel close to your god. It is immune to damage. Access to the interior is through the temple's front (and only) door. The walls of the temple, including the door, are solid obstacles. The temple and all its contents (even items removed from the temple) vanish at the end of the ritual's duration.

Demons and undead cannot cross the temple's threshold. Any creatures within the burst (except for you) when the temple materializes are displaced to a space outside the temple as close to their former location as possible. If insufficient space exists either for the temple itself or for the displacement of creatures, the ritual cannot be performed.

## Iron Vigil

*Meditation and prayer are all the sustenance you need.*

**Level:** 4
**Category:** Exploration
**Time:** 10 minutes
**Duration:** 8 hours
**Component Cost:** 35 gp
**Market Price:** 170 gp
**Key Skill:** Religion (no check)

You invoke your dedication to your god and let it wash your fatigue and needs from you. Iron Vigil fulfills your body's need for food and water when you perform it and allows you to remain aware and alert while taking an extended rest anytime during the ritual's duration.

## Mark of Justice

*Some lessons are best learned through suffering. Your magic ensures that the guilty creature continues its offenses only at great peril.*

**Level:** 12
**Category:** Binding
**Time:** 10 minutes
**Duration:** Permanent
**Component Cost:** 1,000 gp
**Market Price:** 2,600 gp
**Key Skill:** Religion (no check)

You draw a mark on the subject of the ritual, who must be willing or helpless for the time it takes to perform the ritual. At the ritual's completion, designate an action or a kind of behavior that the mark forbids, and select one of the following penalties or another worked out by you and your DM. When the subject performs the forbidden action or displays the forbidden behavior, the subject is affected by the penalty for the next 24 hours. Example penalties include the following:

**Ineptness:** When the subject makes a successful d20 roll, it must roll again and use the second result.

**Weakness of Flesh:** The subject gains vulnerable 10 to all damage.

**Curse of Solitude:** The subject is blinded and deafened.

No matter the distance, you are aware when the subject triggers the penalty or when the penalty is lifted. The Remove Affliction ritual can end the effect of Mark of Justice, using twice your level as the penalty to the Heal check.

## Succor

*A site sacred to your deity is always open to those in need.*

**Level:** 20
**Category:** Travel
**Time:** 8 hours
**Duration:** Permanent until discharged
**Component Cost:** 5,000 gp, plus 4 healing surges and a focus worth 5,000 gp
**Market Price:** 25,000 gp
**Key Skill:** Religion (no check)

You must perform this ritual inside a shrine, a temple, or some other site of religious significance to your deity. Succor attunes the ritual's focus to the site, linking the two until the ritual is discharged. After the time required to perform the ritual, the creature holding the focus can spend a standard action to activate the ritual's effect: At the end of the creature's next turn, the creature and up to eight willing creatures within its line of sight teleport to the holy site to which the focus was attuned, and the ritual is discharged. Succor crosses any distance and planar boundaries.

Any effect or condition that prevents teleportation also prevents this ritual from functioning (but does not discharge it).

**Focus:** Prayer beads, a holy book, or some other item of religious significance.

## Thief's Lament

*Those of criminal intent find their talents fail them when they enter the area protected by this magic.*

**Level:** 6
**Category:** Warding
**Time:** 1 hour
**Duration:** 24 hours or more (see text)
**Component Cost:** 140 gp, plus 2 healing surges
**Market Price:** 360 gp
**Key Skill:** Arcana or Religion

Creatures in the warded area take a -5 penalty to Stealth checks and Thievery checks.

Your Arcana or Religion check determines the size of the warded area.

| Skill Check Result | Warded Area |
|---|---|
| 9 or lower | Burst 1 |
| 10–19 | Burst 3 |
| 20-29 | Burst 5 |
| 30-39 | Burst 8 |
| 40 or higher | Burst 12 |

The warding effect lasts for 24 hours, but you (and not any assistants) can extend the duration by an additional 24 hours for each extra healing surge you expend just before the current duration expires. You need not be in the same area or even on the same plane to extend the duration. If you extend the ritual's duration for a year and a day without interruption, the effect becomes permanent.

# GLOSSARY

This brief glossary contains game terms that appear in this book and are defined in a book other than a *Player's Handbook*.

**attacking objects:** With your DM's permission, you can use a power that normally attacks creatures to attack objects. See the *Dungeon Master's Guide*, page 65, for how to damage objects.

**blindsight:** A creature that has blindsight can clearly see creatures or objects within a specified range and within line of effect, even if they are invisible or obscured. The creature otherwise relies on its normal vision.

**fly speed:** If you have a fly speed, you can fly a number of squares up to that speed as a move action. To remain in the air, you must move at least 2 squares during your turn, or you crash at the end of your turn. While flying, you can't shift or make opportunity attacks, and you crash if you're knocked prone. See the *Dungeon Master's Guide*, page 47, for more about flying.

**hover:** If you have a fly speed and can hover, you can remain in the air without moving during your turn. You can also shift and make opportunity attacks while flying.

**tremorsense:** If you have tremorsense, you can clearly see creatures or objects within a specified range, even if they are invisible, obscured, or outside line of effect, but you and they must be in contact with the ground or the same substance, such as water or a web. You otherwise rely on your normal vision.

**truesight:** If you have truesight, you can see insivible creatures or objects within a specified range, as long as they are within your line of sight.

## ABOUT THE DESIGNERS

**ROB HEINSOO** led the design of the 4th Edition D&D® Roleplaying Game. His 4th Edition design credits include the *Martial Power*™ supplement and the *Forgotten Realms*® *Player's Guide*. His other designs include *Three-Dragon Ante*™ and Dungeons & Dragons *Inn Fighting*™.

**RICHARD BAKER** is an award-winning game designer who has written scores of D&D adventures and supplements, including *Manual of the Planes*™, *Divine Power*™, and *Draconomicon*™ 2. Rich is also a best-selling author of Forgotten Realms novels, including *Swordmage* and *Corsair* in the Blades of the Moonsea series.

**ROBERT J. SCHWALB** works as a freelance designer for Wizards of the Coast; his recent credits include *Martial Power*™, *Draconomicon*™, and *Player's Handbook*® 2. Robert lives in Tennessee with his incredibly patient wife, Stacee, and his pride of fiendish werecats, but is happiest when chained to his desk, toiling for his dark masters in Seattle.

**LOGAN BONNER** traded the Great Plains of Kansas for Seattle when he landed a job at Wizards of the Coast. His design credits include the *Forgotten Realms*® *Player's Guide* and *Adventurer's Vault*™, as well as various *D&D*™ *Dungeon Tiles* and *D&D*® *Miniatures* products.

SHARE YOUR ADVENTURES.
SHAPE YOUR WORLD.
Explore Faerûn with a band of adventurers gathered from around the globe and make a *real* impact on the world of Toril.
The RPGA's Living Forgotten Realms® campaign offers dozens of official D&D® adventures every year—adventures that will help guide how the Realms will continue to evolve.
And best of all, you can do it wherever you play D&D®—at home, your favorite game store, anywhere—even a convention.
DUNGEONS & DRAGONS®
LIVING FORGOTTEN REALMS
RPGA NETWORK
All trademarks are property of Wizards of the Coast LLC
©2006 Wizards

# Unleash the Fury of the Gods

In a land ravaged by monsters and tyrants, you stand as a champion of the faith, a beacon of light in a dark world. With weapons and spells, you battle evil and chaos. With unmatched conviction, you strike a blow that echoes throughout the heavens.

This Dungeons & Dragons® supplement presents never-before-seen options for divine characters, including new powers, feats, paragon paths, and epic destinies designed for the avenger, cleric, invoker, and paladin classes. *Divine Power*™ also provides rules for divine domains, as well as builds and class features that allow you to play new versions of your favorite divine classes.

For use with these 4th Edition Dungeons & Dragons® core products:

*Player's Handbook®* *Dungeon Master's Guide®*

*Monster Manual®*

*D&D® Miniatures* *D&D™ Dungeon Tiles*

GET MORE AT D&D INSIDER™ www.dndinsider.com

d20 SYSTEM™

Wizards®

ISBN: 978-0-7869-4982-3

9 780786 949823 52995 EAN

Sug. Retail: **U.S. $29.95** CAN $37.00

Printed in the U.S.A. **217907200**